

# POST CUTS

Diagram 1

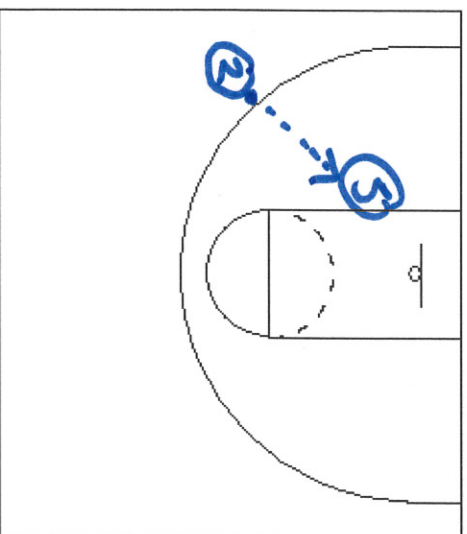


Diagram 1

The best place to pass to a post player is from the extended elbow.

Diagram 2

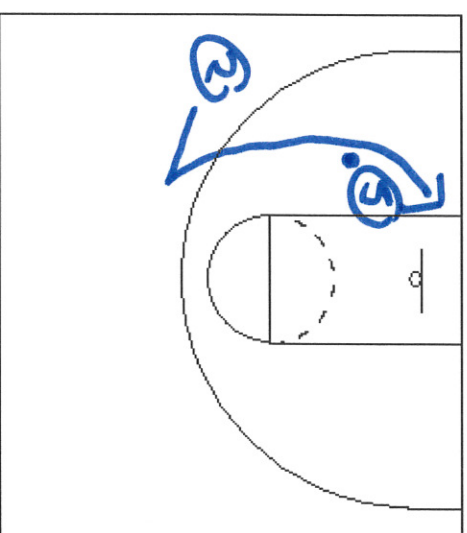


Diagram 2

After passing to (5), (2) steps high + cuts by (5)'s "outside" shoulder for a handoff pass.

Diagram 3

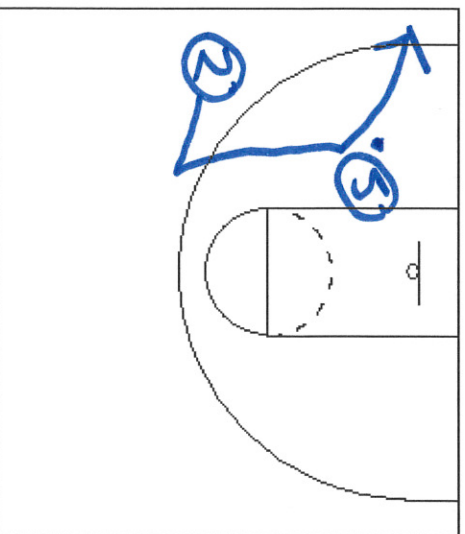


Diagram 3

If (2)'s defender cheats on this cut by sagging behind (5) (2) "pops-out" for a jump shot.

Diagram 4

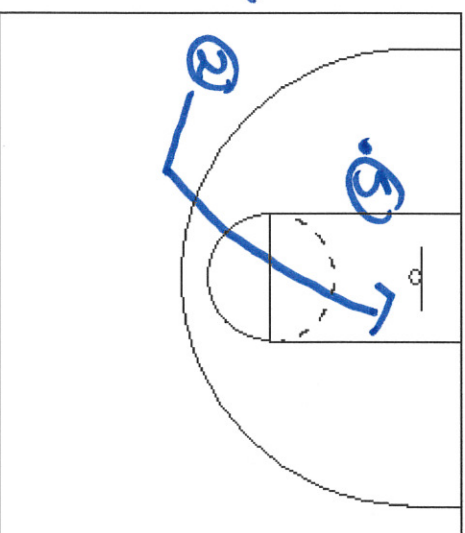


Diagram 4

If (2)'s defender does not go with (2) on his initial movement (2) can back-cut for an easy lay-up.

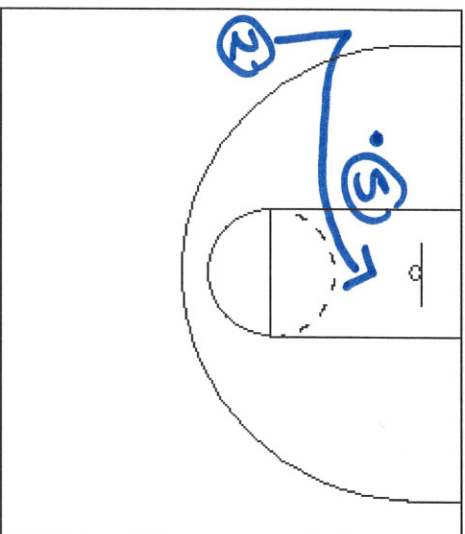


Diagram 1

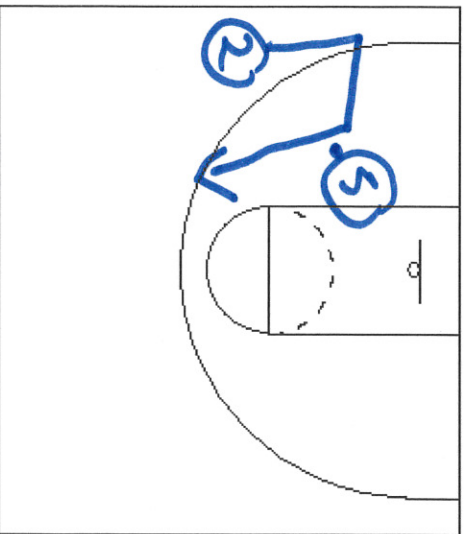


Diagram 3

Diagram 1

② Can also start low + cut above ⑤ for a "hand-off"

Diagram 3

If ②'s defender cheats below ⑤, ② "pops" to the elbow for a jump shot.

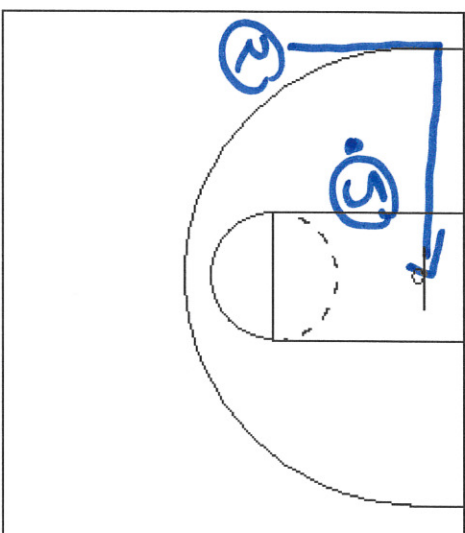


Diagram 2

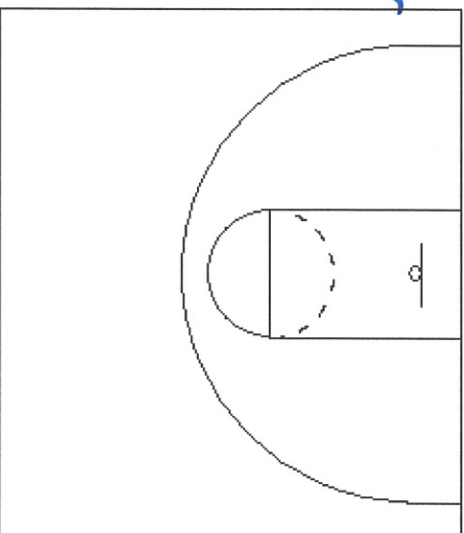


Diagram 4

Diagram 2

If ②'s defender doesn't go with them, they can execute a back-cut.

Diagram 4

# SCISSOR CUTS

Diagram 1

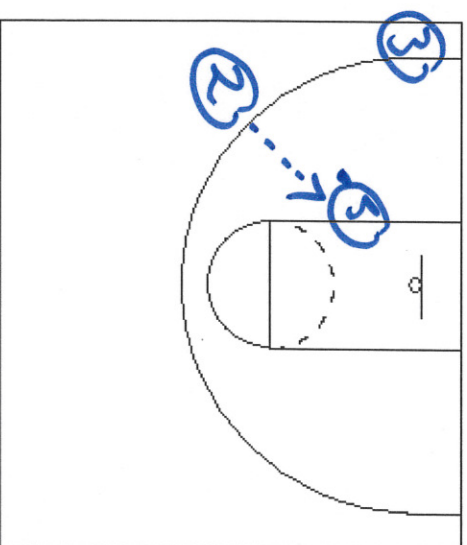


Diagram 1

A Scissor cut is a combination of cuts from the post by 2 perimeter players. Here ② passe to ⑤

Diagram 2

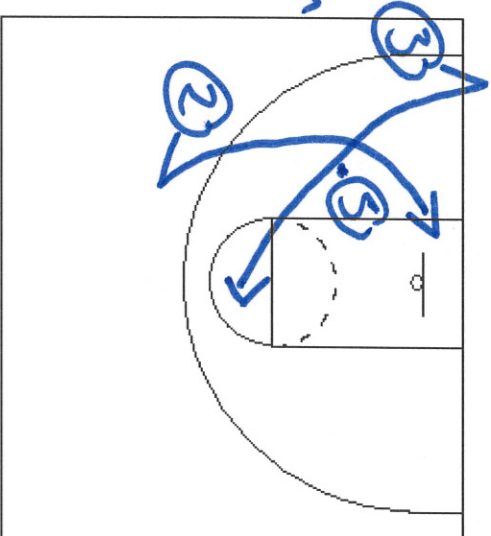


Diagram 2

The passer always goes first. So ② cuts below ⑤ for the handoff. After completes their cut ③ cuts above ⑤ also looking for a "hand off"

Diagram 3

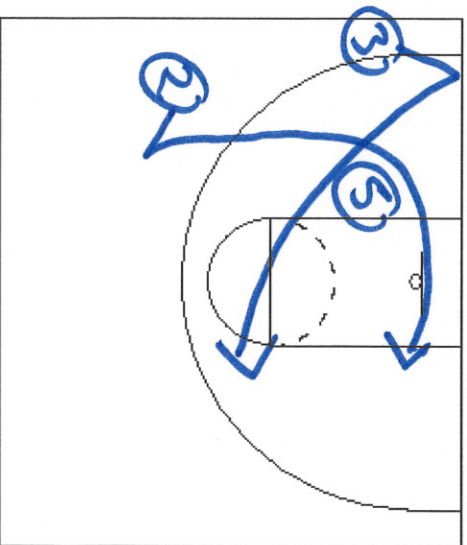


Diagram 3

If not open for "hand-off" pass ② continues cut to low block + ③ continues cut to the elbow.

Diagram 4

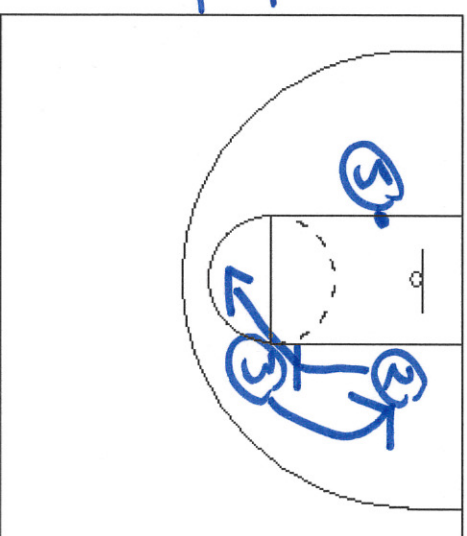


Diagram 4

② can then back screen for ⑤ who executes a back cut. ② then rolls high for open jump shot.



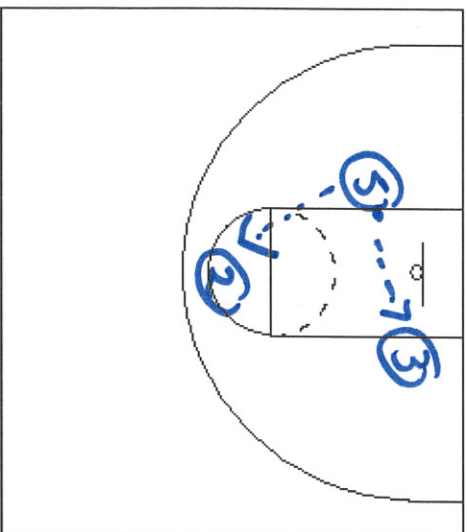


Diagram 1

Diagram 1  
This gives  
two options  
for the pass.  
One high +  
One low.

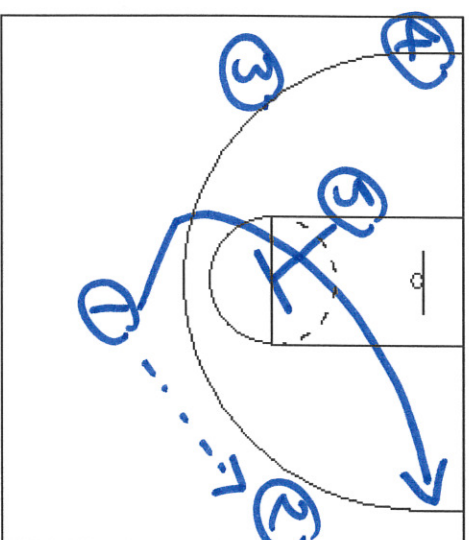


Diagram 2

4-1 High Options

Diagram 2  
⑤ Starts low  
post and waits  
for ① to get the  
ball to the wing.  
On the pass  
from the point-  
position ⑤ sets  
a screen at high  
post for ① to  
run a cut off.

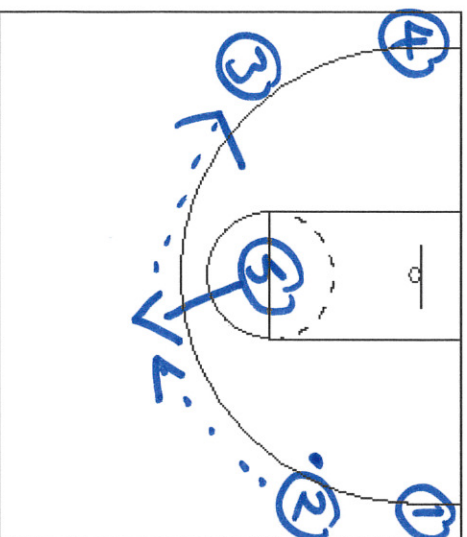


Diagram 3

Diagram 3  
After  
screening ⑤  
Steps out to  
the point-  
position for  
the pass from ②.  
⑤ then reverses  
the ball to ③

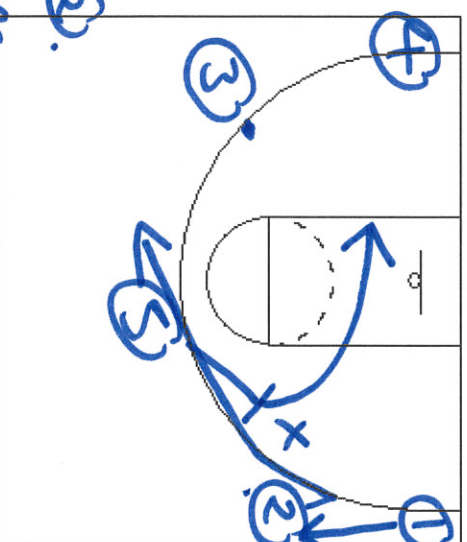


Diagram 4

Diagram 4  
After reversing  
the ball to ③  
⑤ down screens  
on ② who  
cuts to the point-  
position. ⑤ then  
rolls to mid-post  
where we again  
have all our post-  
options + cuts off  
the post.