

bility of beating the defense down into our scoring territory. If we see that the defense is already set, we depend on the in-and-out, cross-cut weaving of our players among the five defensive players.

If the defense we are facing is the man-to-man type of defense (and it usually is) we count on getting one of our players free to receive a pass and make a shot by causing a situation that will enable this player to lose his guard. Diagram 2 illustrates one of a hundred such situations that occur in the Slow Break attack:

Guard 5 dribbles the ball across the center line (wavy line) then whips a bounce-pass to his forward, 1, coming out. 5 then runs slightly to the left as though he were going to take a return pass from 1 on the inside, but just as he reaches a point a few feet in front of 1, 5 cuts sharply out to the outside, thus losing his guard X-5, and making himself open for a pass on the

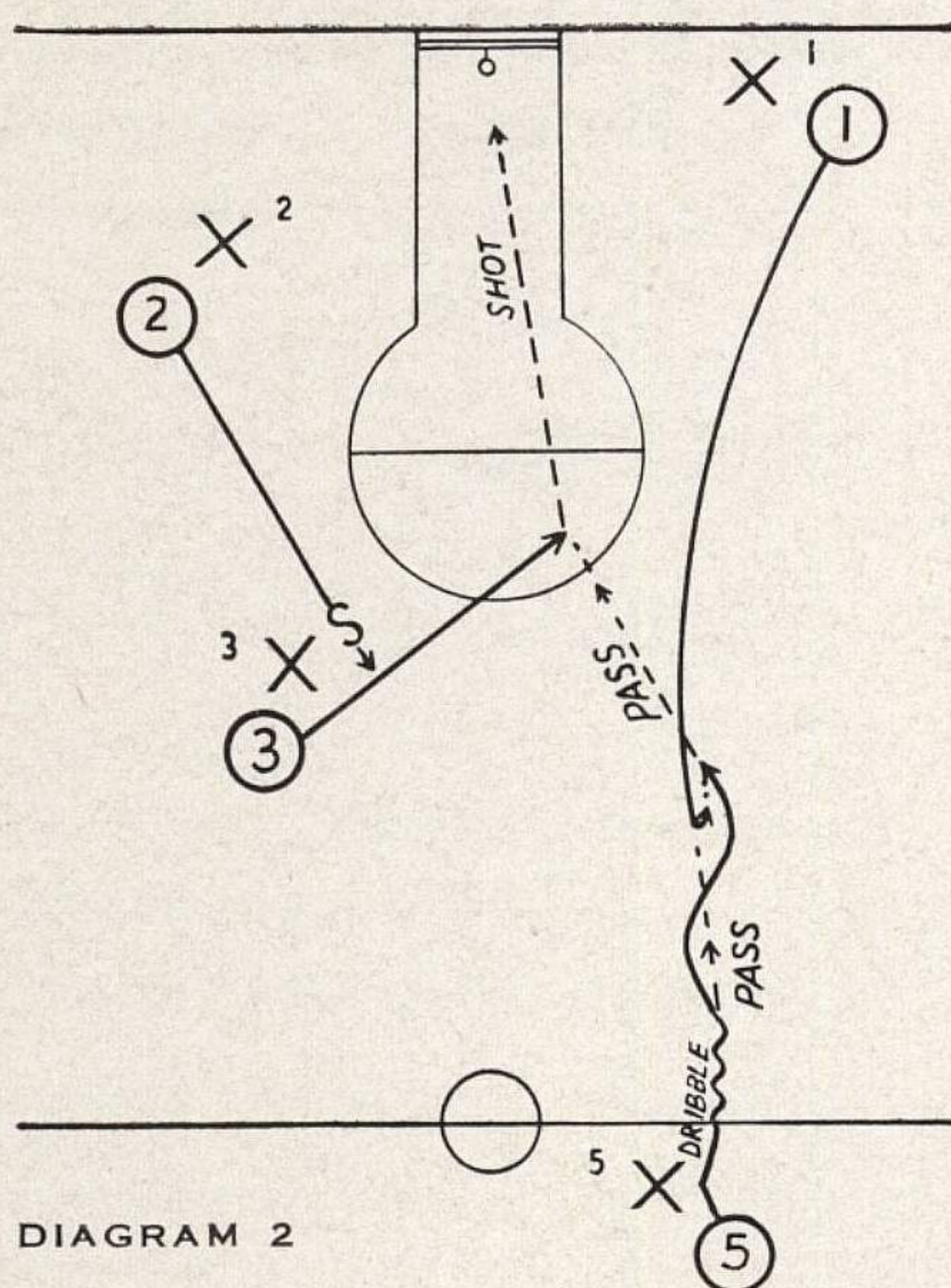


DIAGRAM 2

inside from 1. The two defensive players involved here, X-1 and X-5, sometimes attempt to "switch men"; that is, instead of sticking to 1 when he sees what is going to happen, switches to cover 5. However, clever offensive players, capable of faking and masking their intentions, and timing their movements to a split second, can often succeed in losing one of the defensive players in these plays, which are called "screens." A screen situation develops in this