2. In the interim, (a) has continued over to the opposite corner of the court, apparently for the purpose of screening (1) 's guard, (1) . At this juncture, (1) cuts out in front to the free-throw area. (4), instead of screening (1) 's guard, follows quickly to his own left near the side of the court. (3) immediately snaps the ball to (4), who is in a splendid position to shoot a side shot, preferably a caron, for the basket. This quick manipulation of the ball was consummated because the keystone player, (3), could rapidly pass the ball in either direction. Now (2) plays for the rebound on his side of the court, and (1) cuts for the center rebound area just as (4) is shooting. (5) covers his side of the court for follow-up and rebound. (3) is in a position to float either way for a pass-out from any of the offensive men near the basket. (5) slides for a pass-out, in case (3) is pulled over to the opposite side.

If the offensive team continues to pass the ball, it is absolutely impossible for a zone defensive team to prohibit the offense from getting a fairly open shot for the basket. Should there be no opening for the offense the bann can easily be passed back to 5 or 3 and then the offense can re-form and endeavor to make the play work on a succeeding try. It is to be remembered that the purpose of passing in and out of the zone defense is to flatten the defense, make it retreat, so that the offense can shoot over it.

Play 2. This (Diagram 4) is the companion to Play 1. The offensive guard 5 passes the ball to 3 and cuts for the opposite corner, apparently to screen 3 's man.

3 snaps the ball to 1, after 5 has cleared the passing path of 5. 1 snaps the ball back quickly to 3, who jockeys for an open position to receive it. 3 now snaps the ball to 5, who in the interim has moved to his own right, near the sideline and about 15 feet from the endline. 5 now takes a side carom or loop shot for the basket. 1 follows after a rebound on his own left side of the court.

2 cuts to the front and around 5 's guard, going over near the free-throw circle