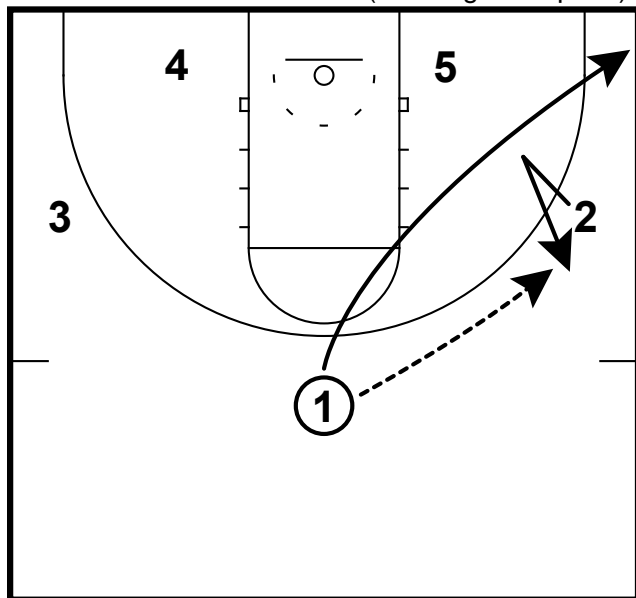
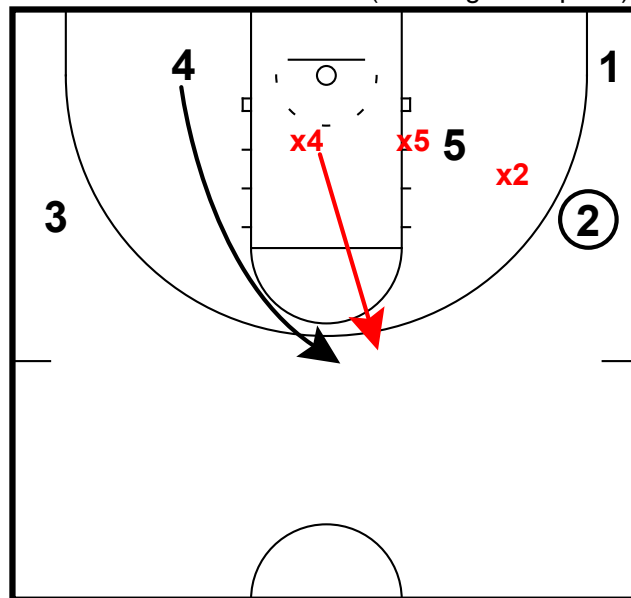


HALF COURT: 3 OUT MOTION (2 man game option)



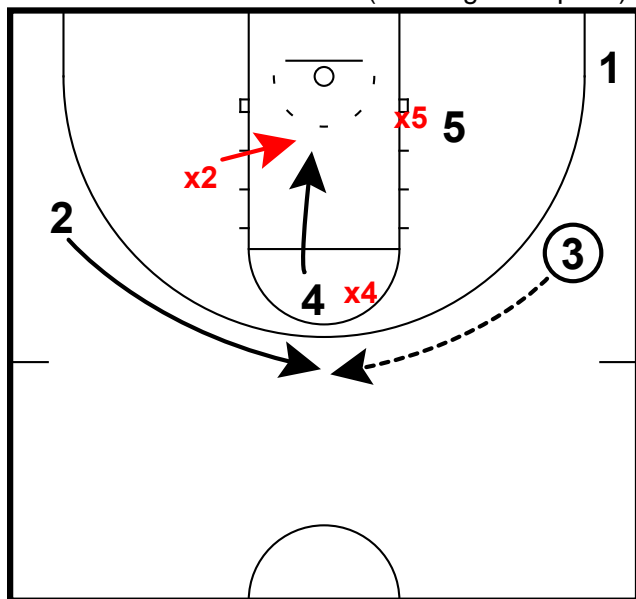
- 1) This is a 3 out Motion that I picked up from **Jim Calhoun** while he was at **UConn** years ago. I implemented this with one of my teams when I had to play 2 post players together.
- 2) I will show the basic principles in this set & then show variations in others.
- 3) Starting with your posts inside & your guards on the wings, after the PG enters the ball to the wing - he/she makes an immediate corner cut.

HALF COURT: 3 OUT MOTION (2 man game option)



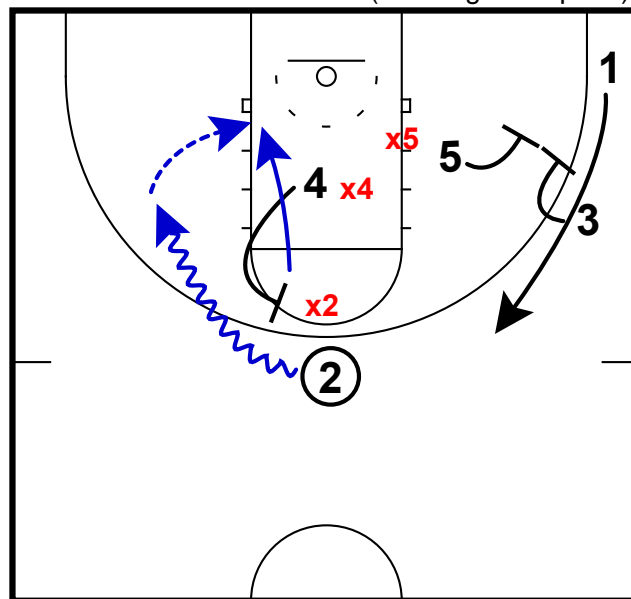
- 1) Here we see what happens when the defense has made the adjustment to the weakside post flash & over play it by denying the reversal.
- 2) Here they have also taken away the lob by playing behind & sagging slightly off the ball.

HALF COURT: 3 OUT MOTION (2 man game option)



- 1) When overplayed the 4 player should make an immediate back cut from the top of the key. This could be an opportunity for a backdoor pass.
- 2) More than likely x2 will help slightly on the backcut. However, what should happen now is that 2 should fill hard to the top of the key to receive the reversal pass.

HALF COURT: 3 OUT MOTION (2 man game option)



- 1) Now with your wing with the ball at the top of the key, 4 will turn immediately & set a ball screen at the top of the key.
- 2) This will be hard to trap as x4 should have recovered hard to take away the back cut.
- 3) 2 is free to get down hill for the pull up jumper or to look at the screen & roll. On the back side - 1 is coming off a double screen.