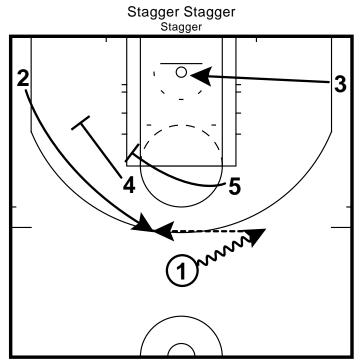
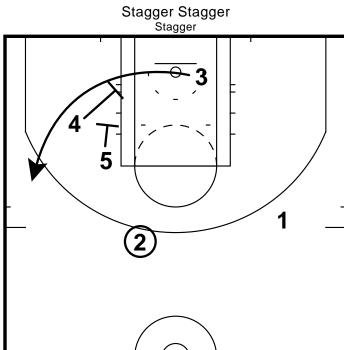


# Texas A&M

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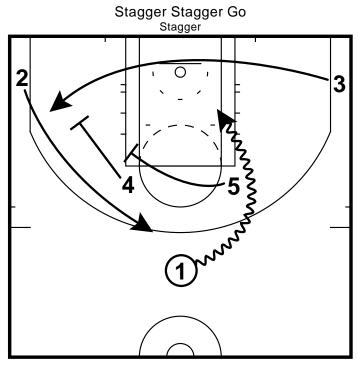
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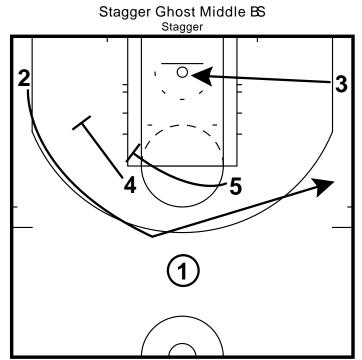


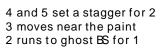
- 1 dribbles over
- 4 and 5 set a stagger for 2 3 moves to the paint

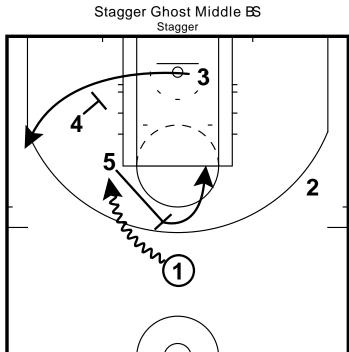
4 and 5 set a stagger for 3 2 looks to attack or hit 3 if open



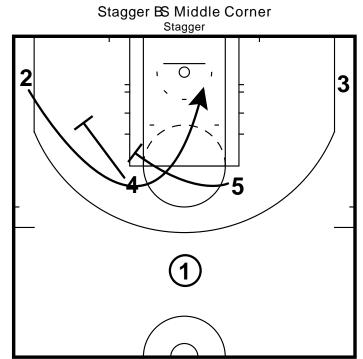
- 4 and 5 set a stagger for 2 3 moves near paint for stagger 1 looks to attack as the action is happening

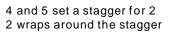


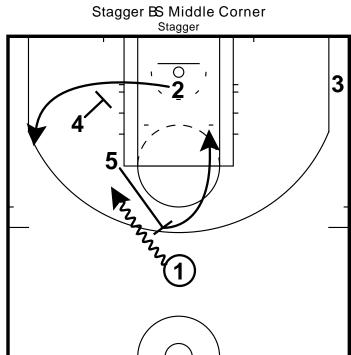




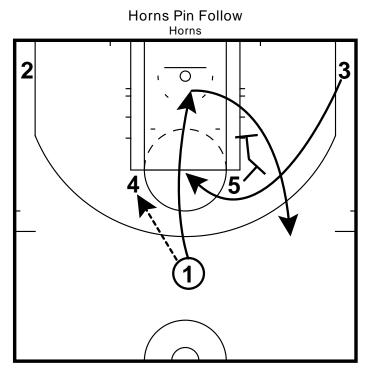
5 sets a Middle BS for 1 and rolls 4 pins down for 3



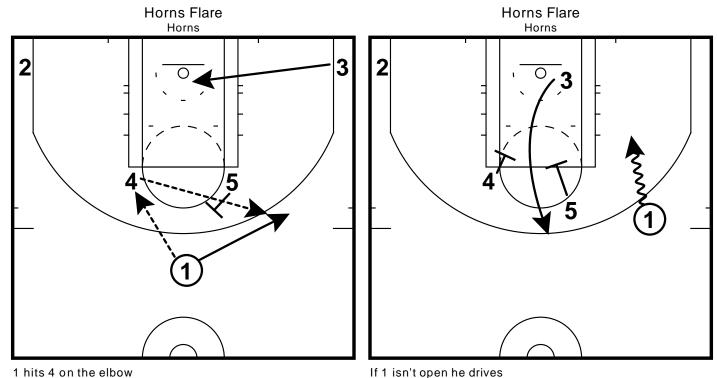


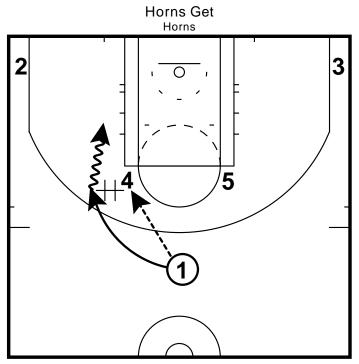


5 sets a Middle BS for 1 and rolls 4 pins down for 2

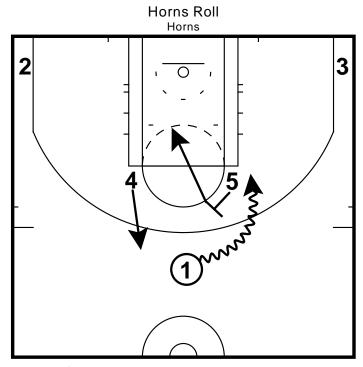


1 hits 4 on the elbow, 1 dives middle 5 pins down for 3, 3 curls if not open 5 pins down for 1

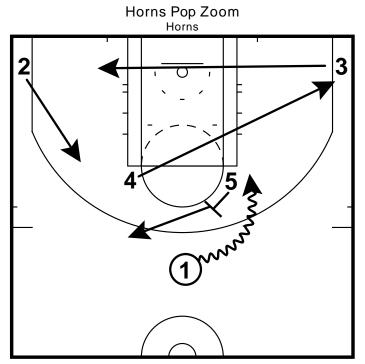


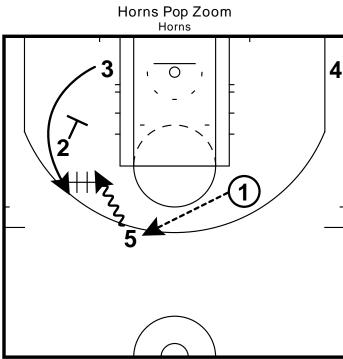


- 1 hits 4 on the elbow 4 flips it back to 1 coming to ball



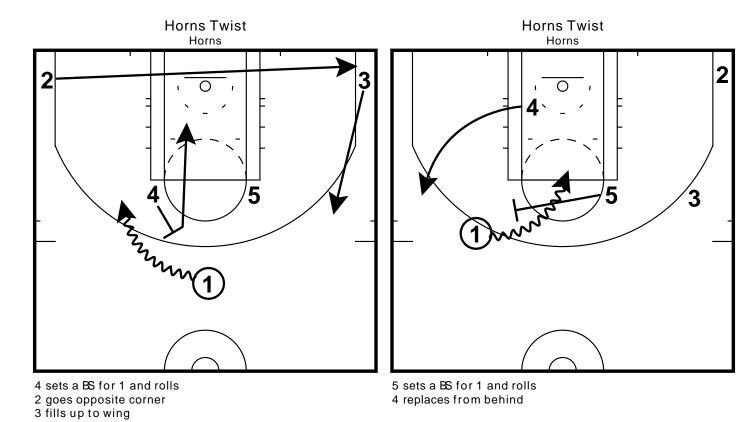
5 sets a BS for 1 and rolls 4 replaces from behind

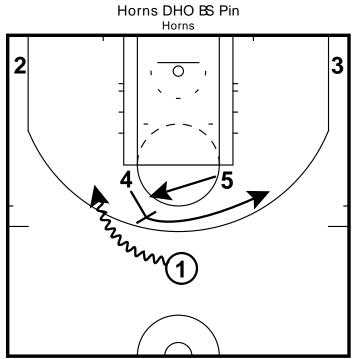


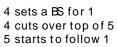


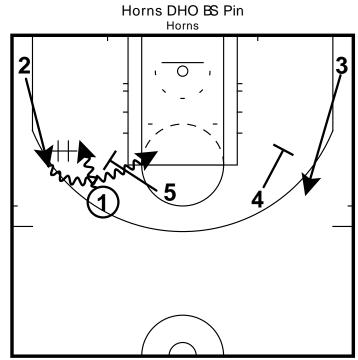
- 5 BS's for 1 and pops 4 dives opposite corner 3 goes opposite block 2 moves up near wing

- 1 throws it back to 5 popping
- 2 pins down for 3 5 follows to DHO for 3

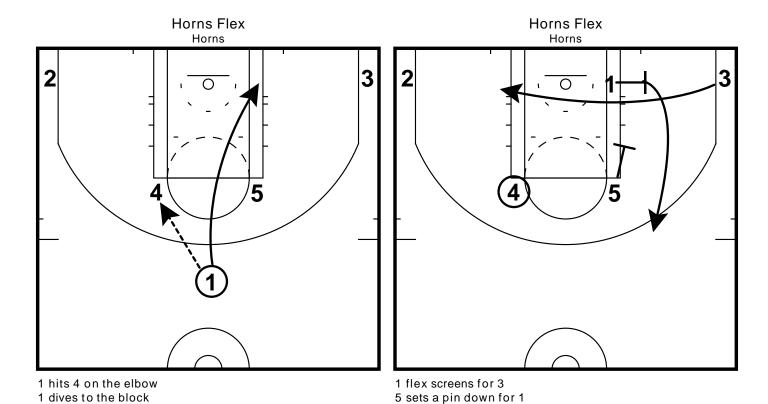




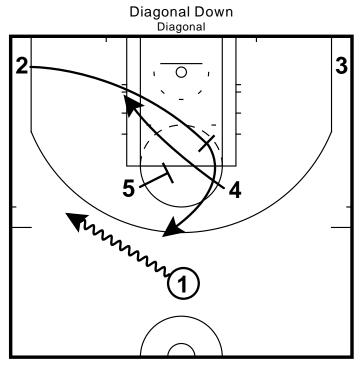




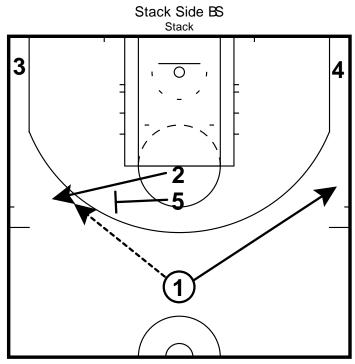
- 1 DHO's with 2
- 5 follows to BS for 2 and rolls 4 pins away for 3



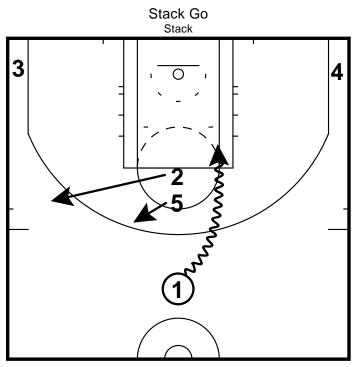
## Diagonal



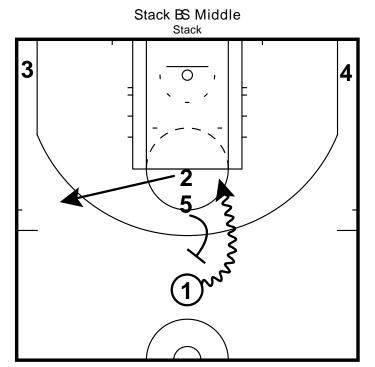
- 1 dribbles over to the wing 2 sets a diagonal on 4 5 sets a pin down for 2



- 2 pops out to the wing 1 hits 2 and spaces to opposite wing 5 sets a BS for 2 and rolls

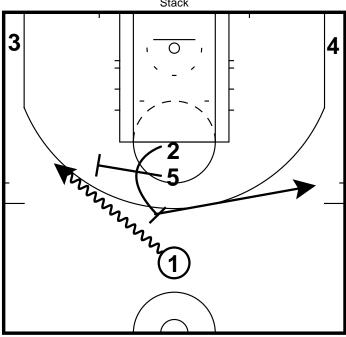


- 2 pops out to the wing 5 moves near the slot
- 1 attacks hard down hill



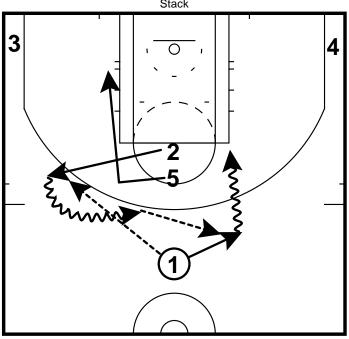
2 pops out to the wing 5 sets a BS for 1 and rolls

#### Stack BS Middle Twist Stack

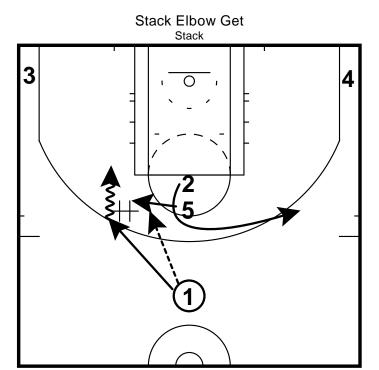


2 loops to set a BS for 1 and clears 5 then follows 1 to set a BS and rolls

#### Stack Ghost Boomerang Stack

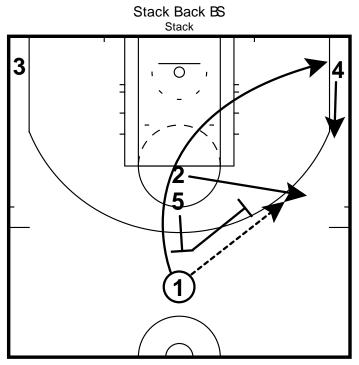


- 2 pops out to the wing, 1 hits 2 5 runs to ghost BS for 2 2 attacks and hits 1 spacing out 1 grips down hill with head of steam

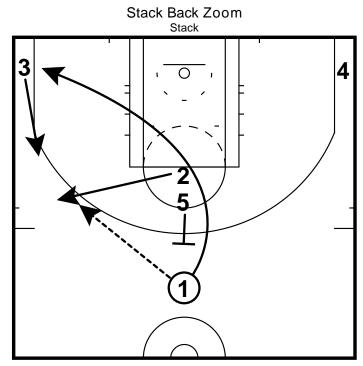


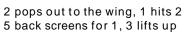
2 loops around 5 to wing 1 hits 5 popping to elbow 5 flips it back to 1 coming to ball

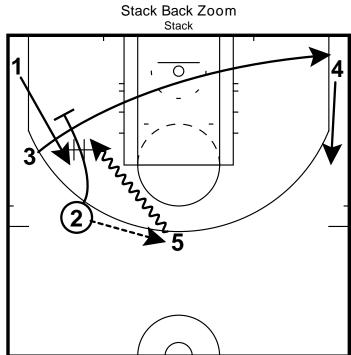
pg. 20



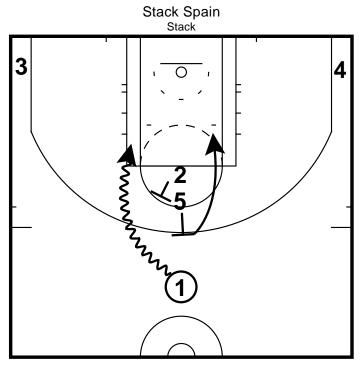
- 2 pops to wing, 1 hits 2 5 back screens for 1 to corner 4 lifts up, 5 sets a BS for 2 and rolls



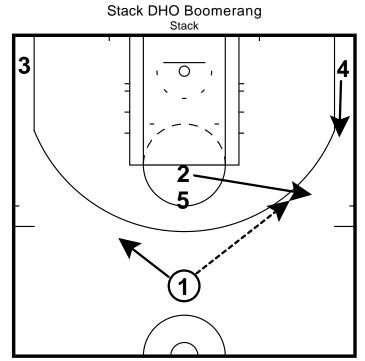




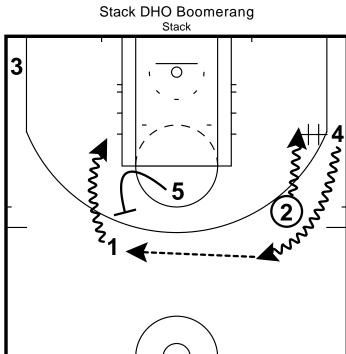
- 2 hits 5 on top 3 dives to corner, 4 lifts up
- 2 pins down for 1
- 5 follows to DHO with 1



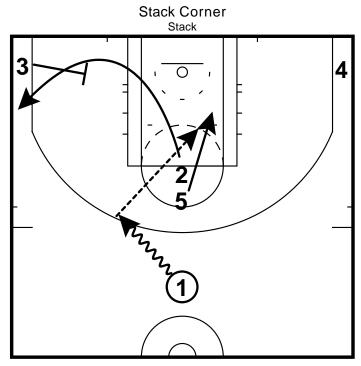
5 sets a BS for 1 and rolls 2 back screens on X5



2 pops to wing, 1 hits 2 and spaces 4 lifts up

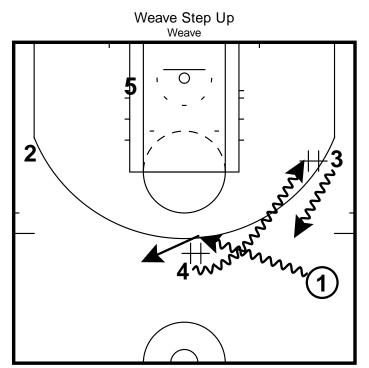


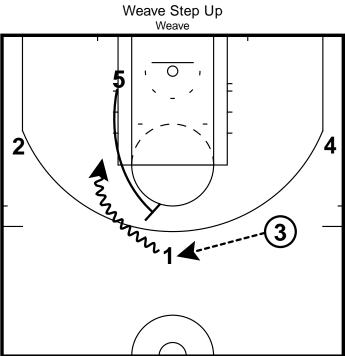
- 2 DHO's with 4
- 4 dribbles up and hits 1
- 5 loops to set a BS for 1 and rolls



- 2 runs to corner, 3 screens him in 5 fakes and dives to the rim 1 throws over top to 5

#### Weave

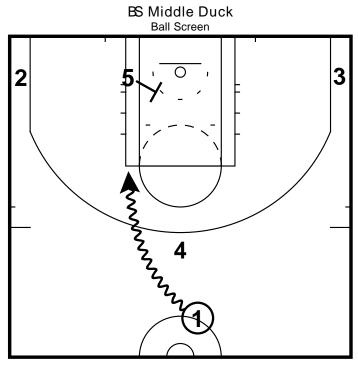




- 1 DHO's with 4 and pops out
- 4 DHO's with 3
- 3 dribbles up to slow

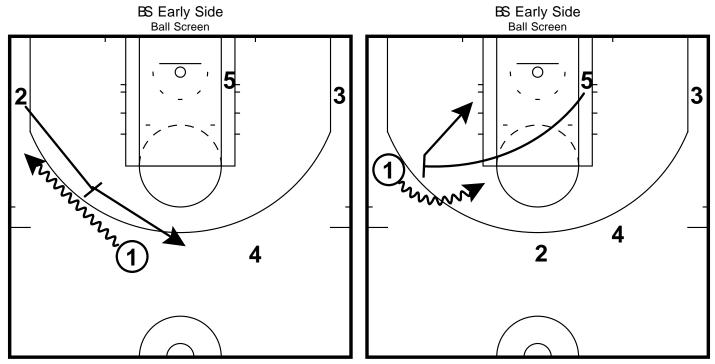
- 3 hits 1 on top
- 5 follows to set BS for 1 and rolls

#### Ball Screen



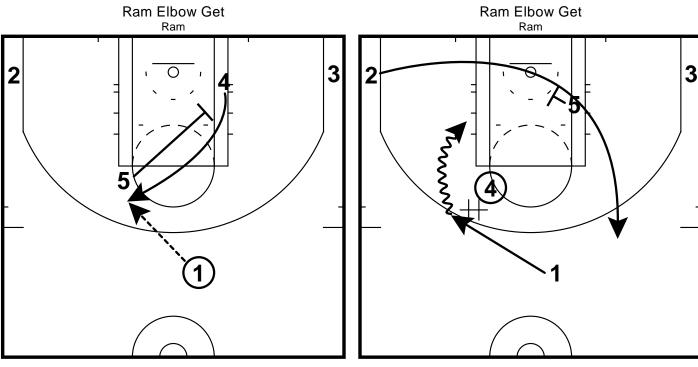
- 4 sets a butt screen
- 1 goes down hill
- 5 ducks in to seal
- 1 looks for 5 or to the rim himself

#### Ball Screen



5 runs over to set a BS for 1 and rolls

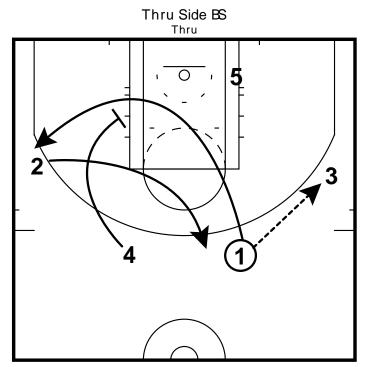
#### Ram

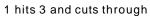


5 pins down for 4 1 hits 4 on the elbow

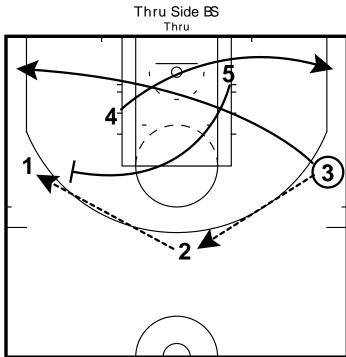
2 runs off 5 screen 4 flips it back to 1 coming to ball

#### Thru



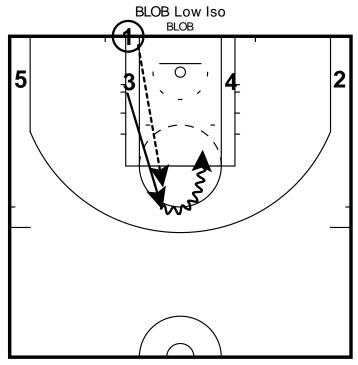


- 2 cuts up to top 4 pins down for 1 to wing

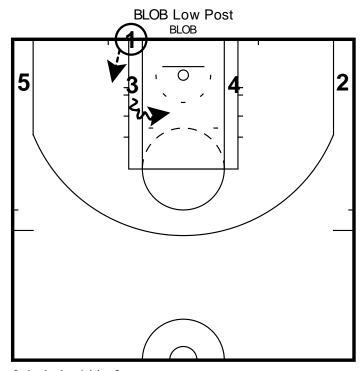


- 3 hits 2 on top and cuts opposite 4 goes to corner 2 swings to 1

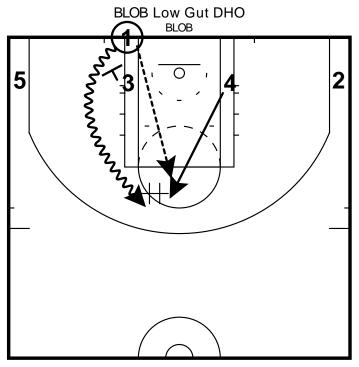
- 5 runs to set a BS for 1 and rolls



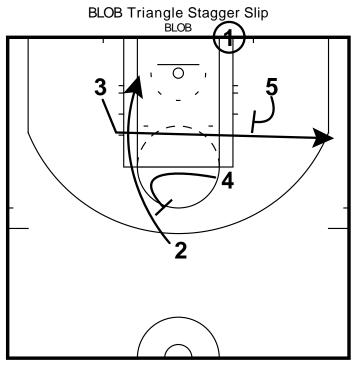
3 pops back, 1 hits 3 3 has an Iso



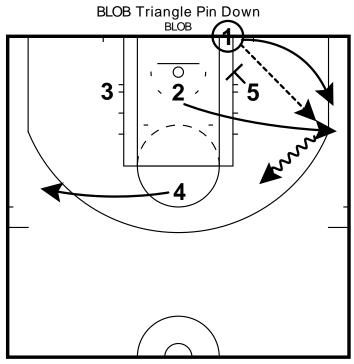
3 ducks in, 1 hits 3 3 looks to go to the rim



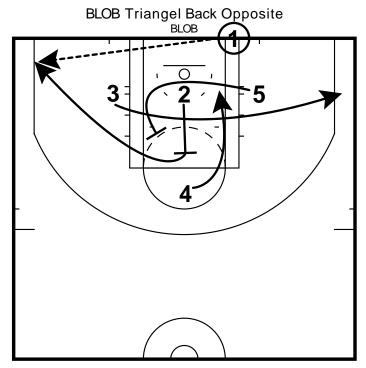
- 4 pops back, 1 hits 4 3 pins down for 1 4 DHO's with 1 coming to ball 1 looks to go down hill



- 4 loops to set a screen for 2 3 acts to set stagger for 4 3 sprints out to screen from 5



- 2 cuts out to wing, 1 hits 2 2 dribbles away, 5 pins down for 1 4 spaces out



- 3 cuts opposite 5 loops under, 2 back screens for 4 5 screens in for 2
- 1 looks to hit 2 in opposite corner