1. 1 initiates with a pass to 3
2. 1 screens away and exchanges with 2
3. 4 tries to crack his defender and carve space for a pass over the top. 4 should be facing the basket when he posts.
4. If not there, 3 reverses ball to 2

1. 2 reverses ball to 1
2. 5 backscreens and 3 cuts to the rim.
3. 1 looks to lob to 3

1. If the lob to 3 isn't available, 5 seals and looks for a pass to the rim or flash middle.
2. 3 continues to run to the corner off of 4's screen.

1. 1 passes to the corner and 4 looks to post the middle of the zone.
2. 5 looks to flare for 2 and 1 can chose to pass it to 2 for a 3 point shot
1. When 3 has the ball in the corner, we slide 5 into the high post and go into our slide and fill action.

CONT from Frame 3
1. 1 dribbles and hits 2 on the flare

1. 5 rolls to the rim
2. 4 flashes to the high post and we look to go slide and fill

CONT from Frame 3
1. Instead of just flashing to the high post, 5 can run into a ballscreen for 1 at any time.
321 - Crack and Carve
George Mason

1. 5 rolls to the rim and 4 replaces high for slide and fill action
1. 1 reverses to 2 and cuts to ballside corner
2. 2 swings to 3 and cuts to weakside corner

ENTRY OPTION
1. 2 has the option to enter it on either side.
2. 1 passes to 2 and 1 cuts.
3. 2 dribbles to top of key, passes to 4, and cuts strongside
1. If 3 catches the entry he dribbles up to occupy X1
2. 4 flashes inside free throw line looking for the catch and shoot jumper in the lane.
3. If 4 catches the entry then 3 flashes into the lane and they switch roles.
4. 5 is on the baseline with his back to the basket waiting for either a dump down pass or his chance to flash middle.

1. 4 looks for pass low to 5, pass out to 1 for 3 point shot or for his own shot.
Frame 5
1. If 4 is not open, 3 swings the ball to 2 and cuts to the weakside corner.
2. 4 dives to the ballside short corner.
3. 5 flashes to the ballside high post.

Frame 6
1. If 2 passes to 4, 5 dives to the basket.
2. 1 and 3 balance the floor.

Frame 7
1. If 2 passes to 5, 4 dives to the basket.
2. 2 cuts to the corner.
3. 1 and 3 balance the weak side.
4. 5 looks for 4 for a layup, 2 for a 3 pointer or reverses the ball to 1.

Frame 8
1. If 5 reverses to 1
2. 2 cuts to the weak side wing.
3. 5 follows his pass and ballscreens for 1.
4. 4 ducks in.
1. 1 attacks the foul line
2. 5 rolls to the rim
3. 4 seals
4. 3 lifts
1. 1 passes to 2 and 1 cuts to corner.
2. 2 passes to 3 and 2 cuts to opposite corner.

3 dribbles toward top of key.
4 flashes middle.
5 who has lined up opposite the entry pass now looks for the lob.
3 throws the lob.
For Lob option:
1. 1 enters the ball opposite of 5.
2. He then dives to the basket and positions himself behind the defense and prepares to set a back screen.

1. On 3’s dribble, 4 flashes to the high post.
2. 1 back screens the back of the zone.
3. 3 lobs to 5 for a dunk or layup.

1. If 5 does not catch the lob he comes to the ball side low block.
2. 1 sets a second back screen for 2.
Use this vs. 1-3-1 defense
1. 1 passes to 2
2. 2 passes to 3

1. Once the ball hits the corner, 5 slides to that strongside block

1. When the ball is reversed from 3 to 2 to 1, 5 backscreens for 3 for the lob

1. If the lob is covered, 5 rescreens and 2 uses it as a flare
1. If neither are available, 1 is free to dribble penetrate or pass it to 4 in the corner.

1. 2, 3, and 5 get into position to repeat the action.