



Furman Five-Out



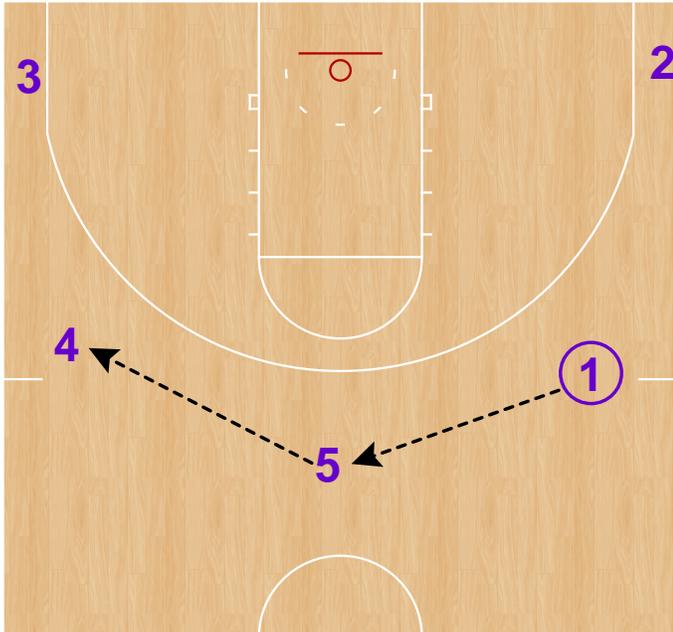
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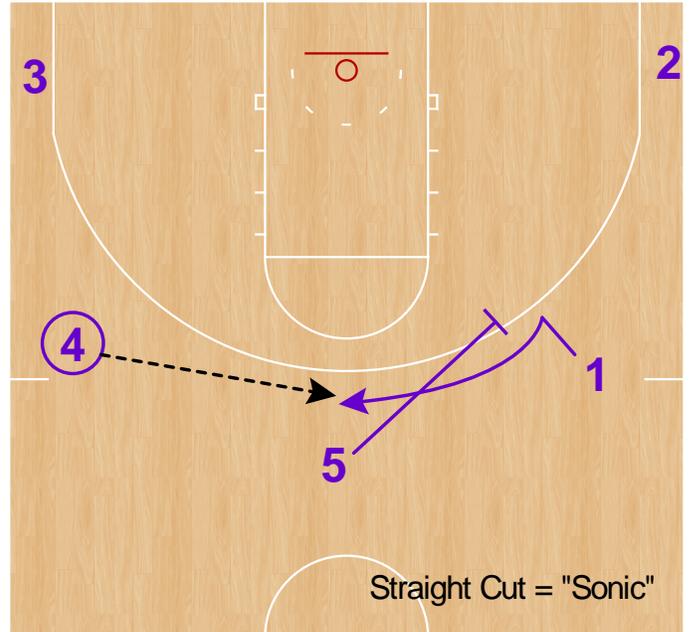
2

Furman Paladins

5-Out - Reverse

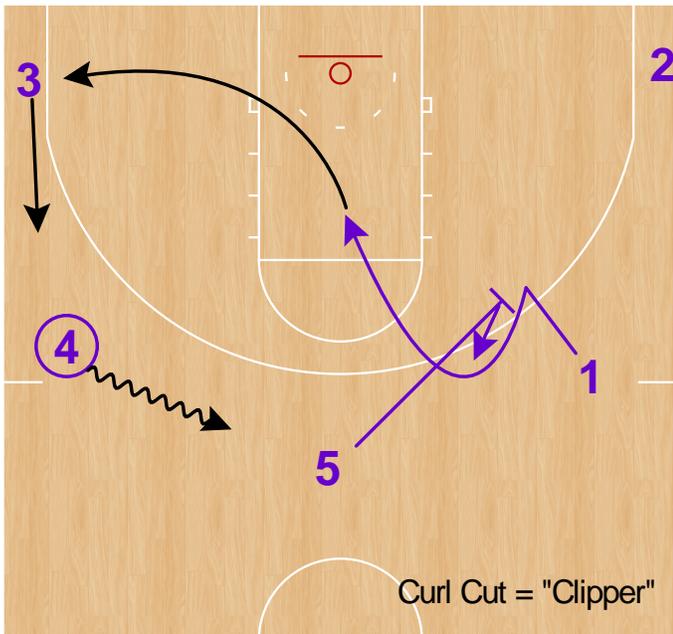


REVERSE - Side-top-side pass reversal to the second side.



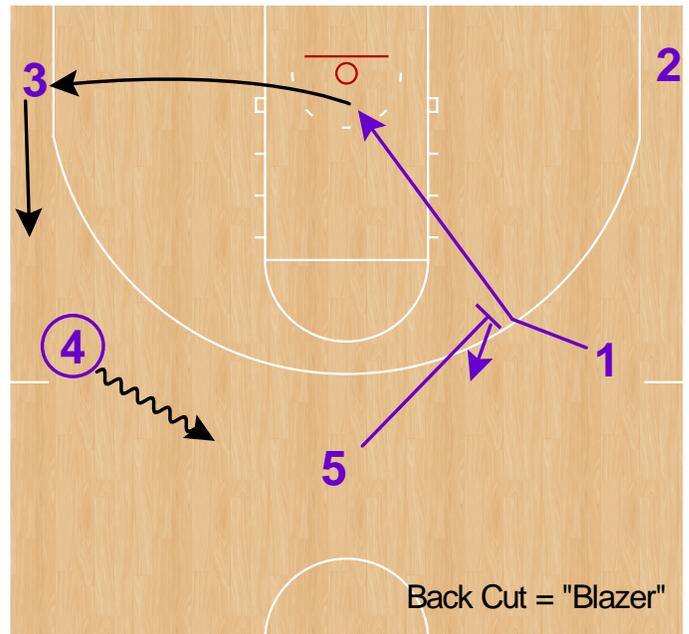
SCREEN AWAY - After the reversal 5 screens away. The recipient of the screen may accept the screen and straight cut.

(Furman's term is SONIC for the Straight cut)



If trailed then the cutter curls the screen. The screener pops back and finds position in the PINCH area.

(Furman's term for the CURL is CLIPPER)

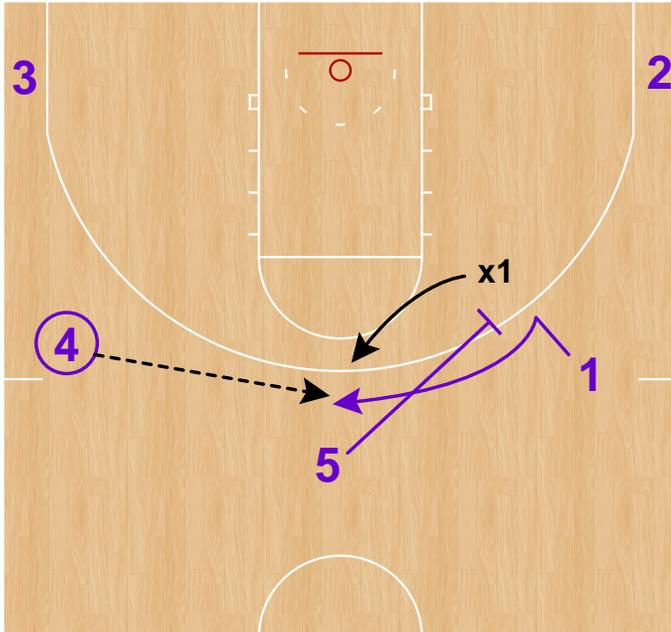


The cutter may also reject of back cut the screen. The screener pops back and finds position in the PINCH area.

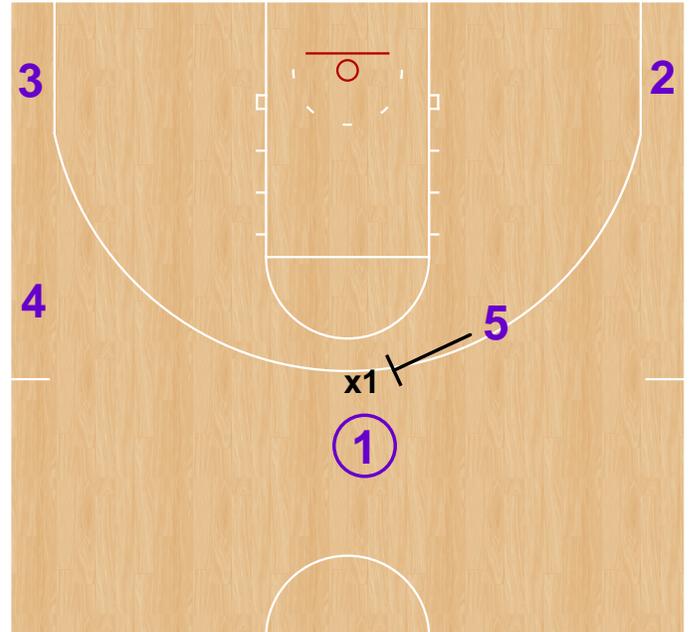
(Furman's term for the BACK cut is BLAZER)

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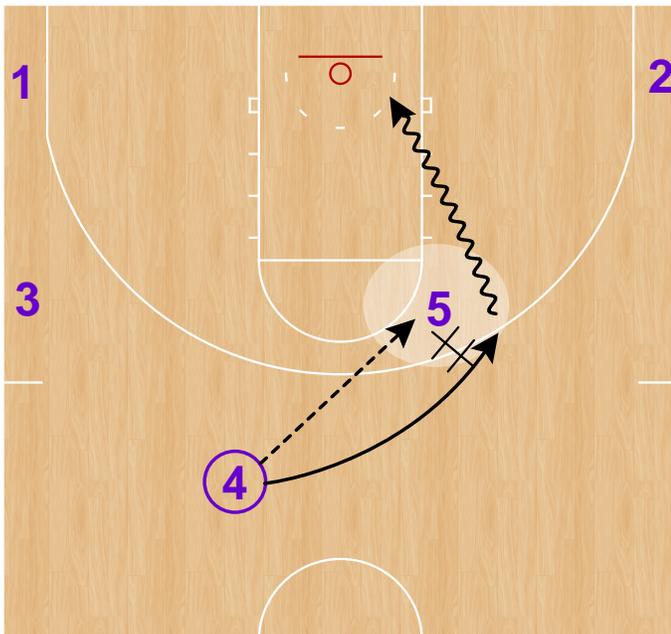
5-Out- Reverse



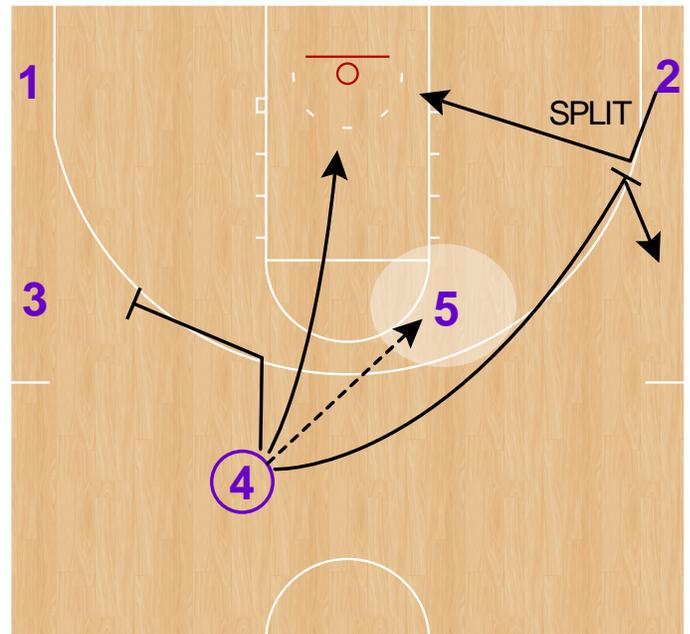
SCREEN AWAY - the defense goes under the screen.



Turn and rescreen with a ball screen



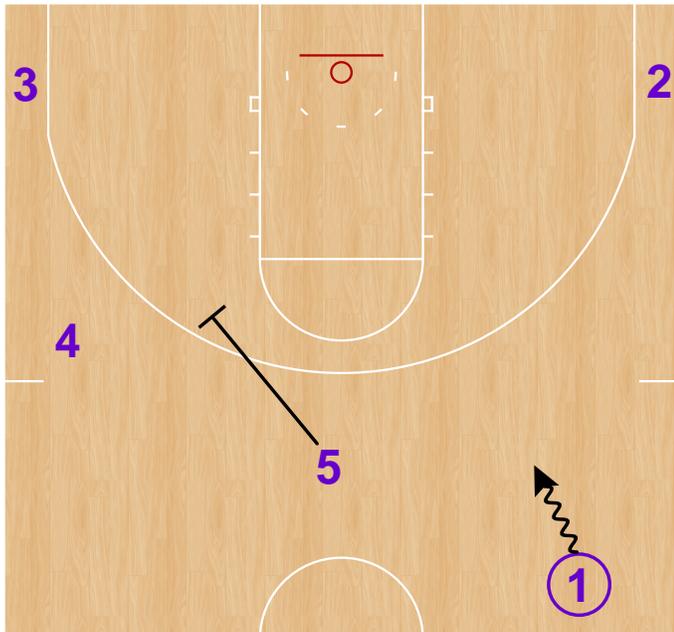
IF the passer hits 5 in the PINCH area. they may THROW AND GO and take it back.



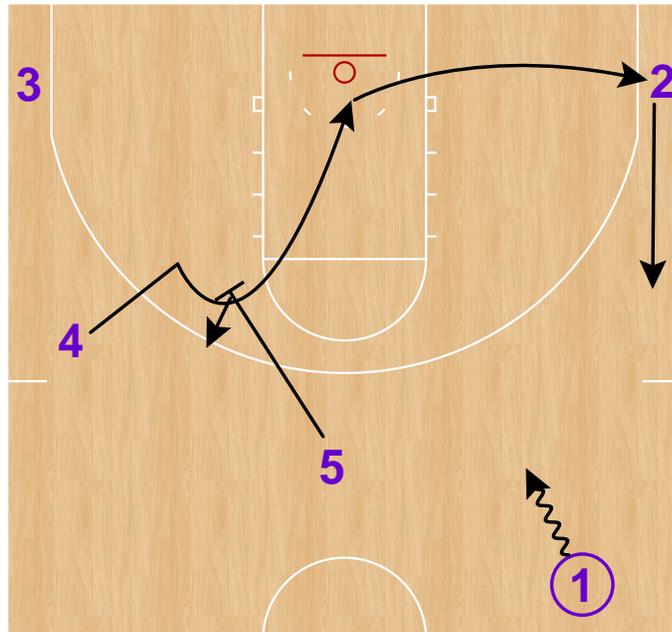
Or the full menu of POINT SERIES options is available.

Furman Paladins

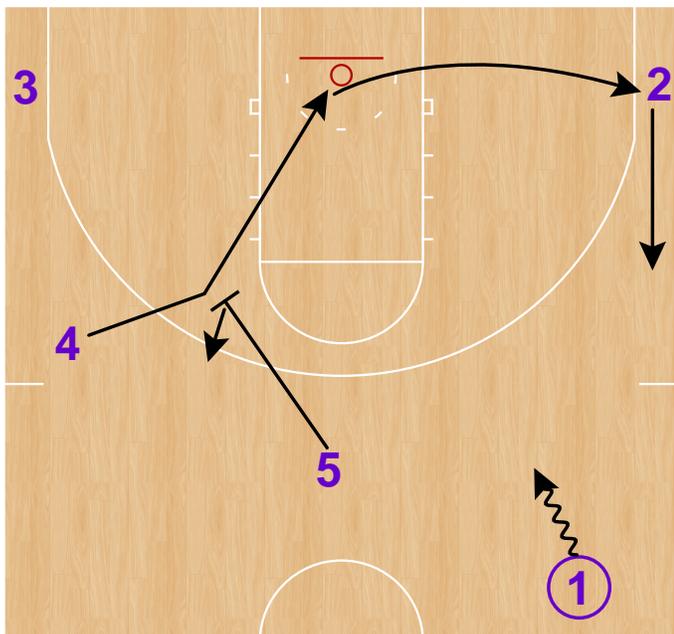
Five-Out- Dribble



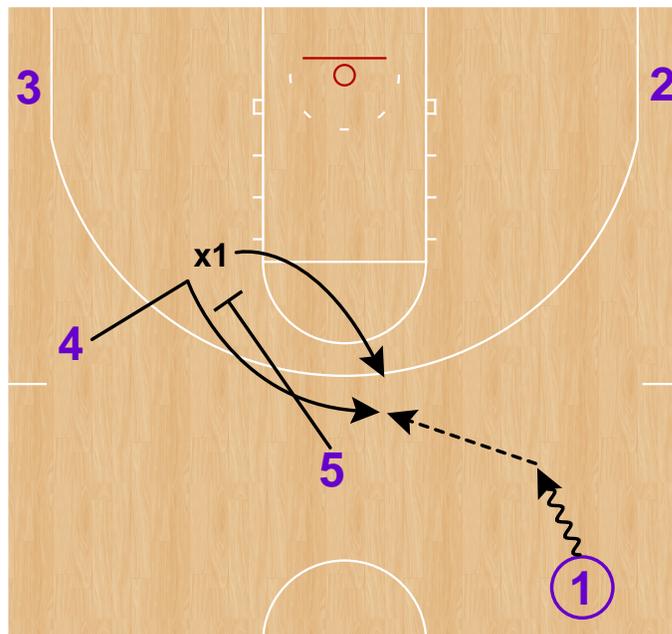
Dribble - There is no pass reversal, the trail simply screens away.



CURL - The cutter may curl the screen. If so, the screener pops back. The passer may hit the screener or cutter.



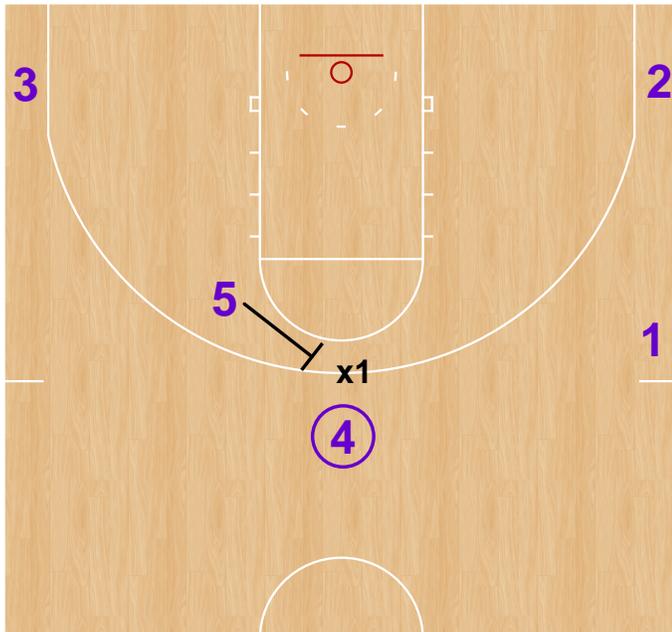
Reject - The cutter may reject the screen. If so, the screener pops back. The passer may hit the screener or cutter.



Straight - The cutter may accept the screen. When this happens the defender often goes under the screen and...

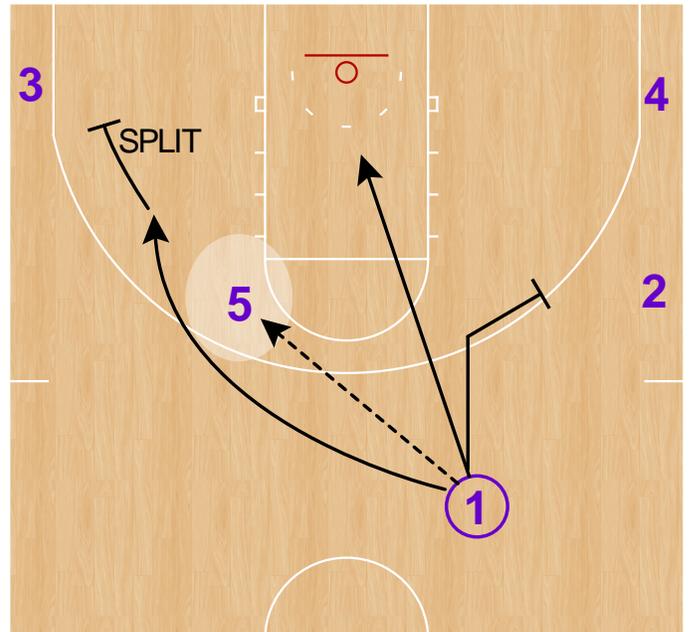
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Five-Out- Dribble



...Furman rescreens turning it into Spread Ball Screen.

(Note: I call this particular screening pair (down screen/ball screen) a TURN as the screener turns and sets the second screen).



In the CURL and REJECT options where the passer hits the 5 in the "pinch" the full menu of POINT SERIES options are available