



MTSU HI-LO



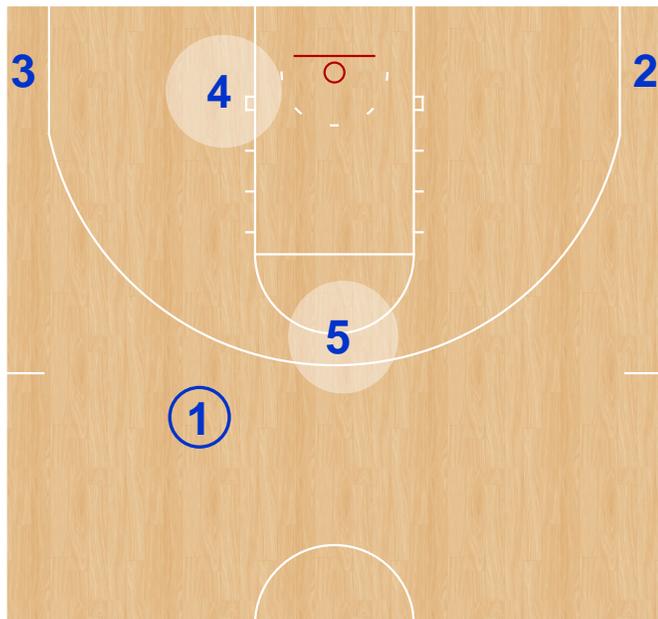
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Hi-Lo Setup

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Hi-Lo Setup

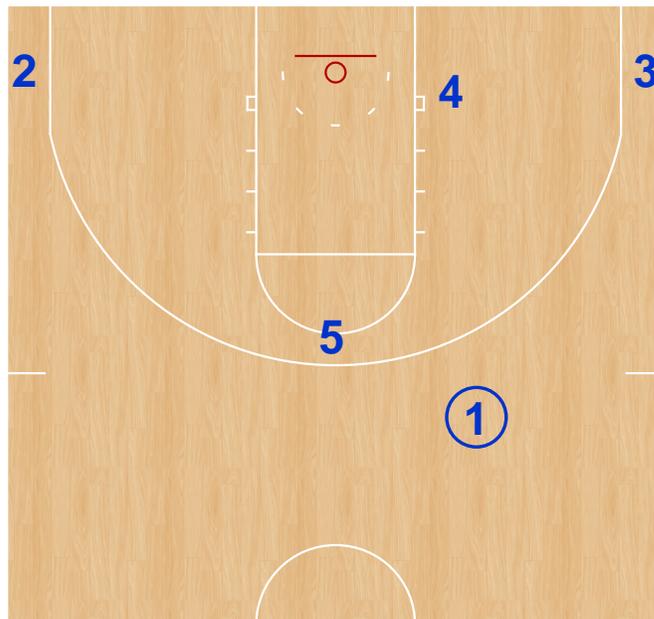


Basic Setup

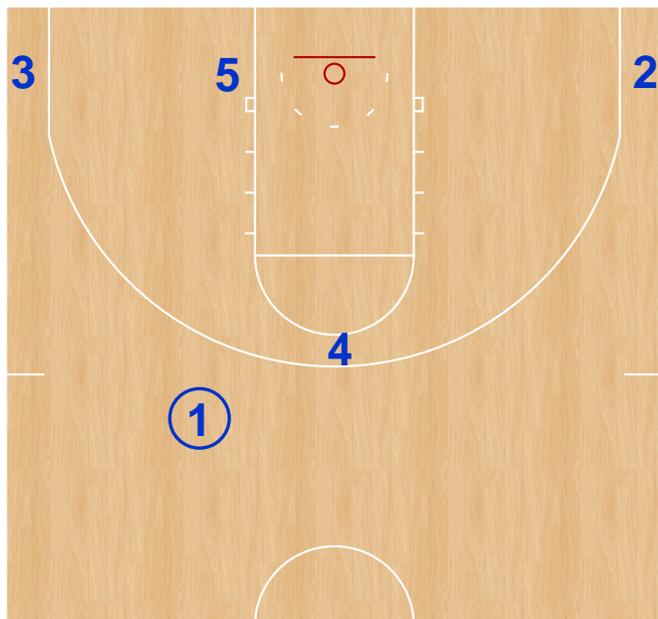
1 is ball handler and gets the ball to the level of the screen

2 & 3 are in corners at rim depth

4 & 5 are **"partners"** in this offense. When one rolls, the other replaces. One is high, one is low. They throw hi-lo passes to one another. Depending on personnel they can be interchangeable or have different roles.

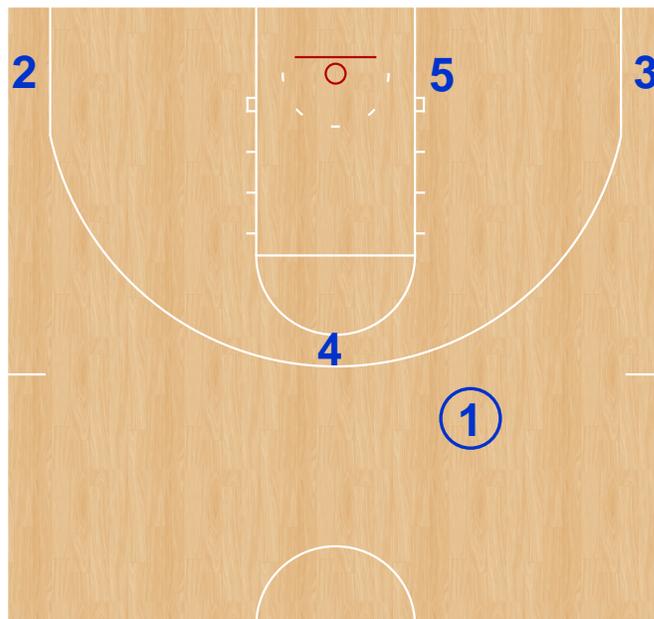


We can run the offense left-to-right or right-to-left



POP

If you don't want 4 & 5 to be interchangeable, when 4 is high they pick-and-pop instead of rolling after screening.



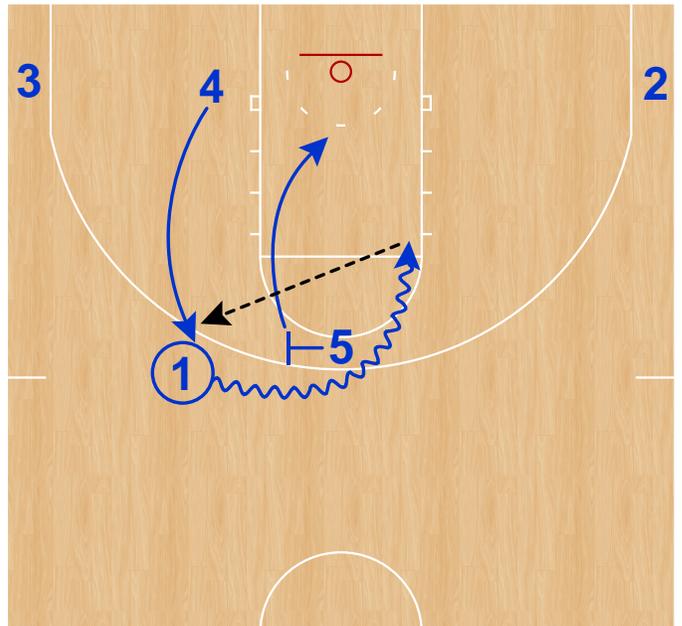
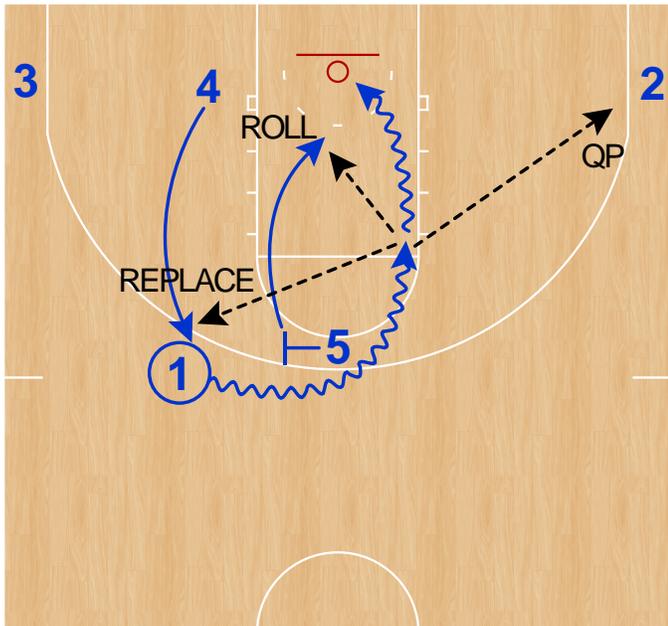
POP

Again, we can run the offense from left-to-right or right-to-left

Hi-Lo Basics

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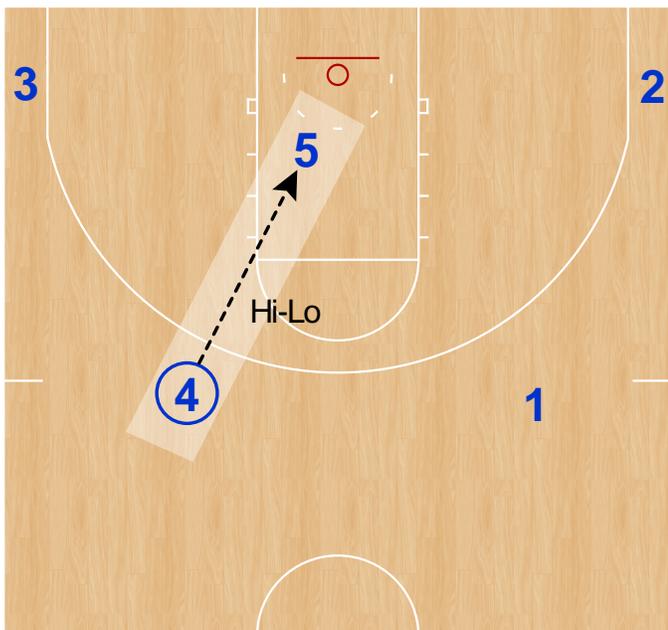
Hi-Lo Basics



Roll & Replace

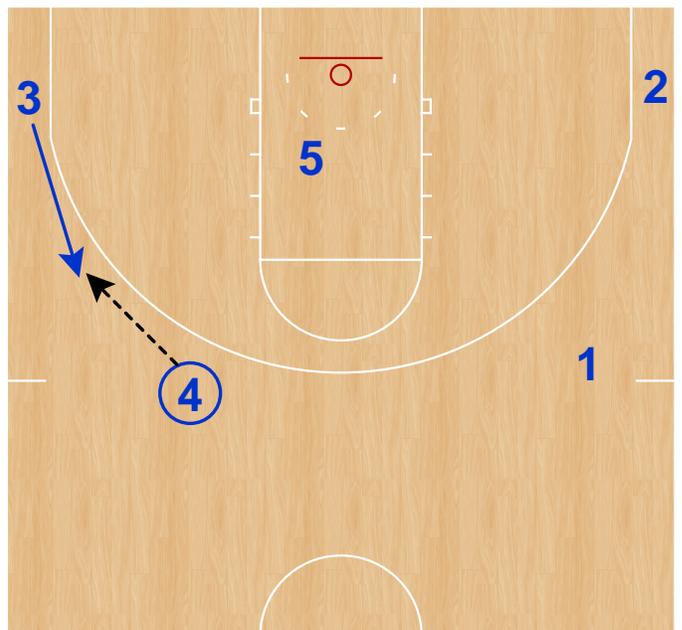
The signature action of this offense is the roll & replace with 5 & 4. When using the ball screen, 1 may quick pitch to the corner, hit roller or throw back to the replace player. They can also drive to score.

Here, 1 hits the replace player (4)



This is where we look for the Hi-Lo Pass from 4 to 5.

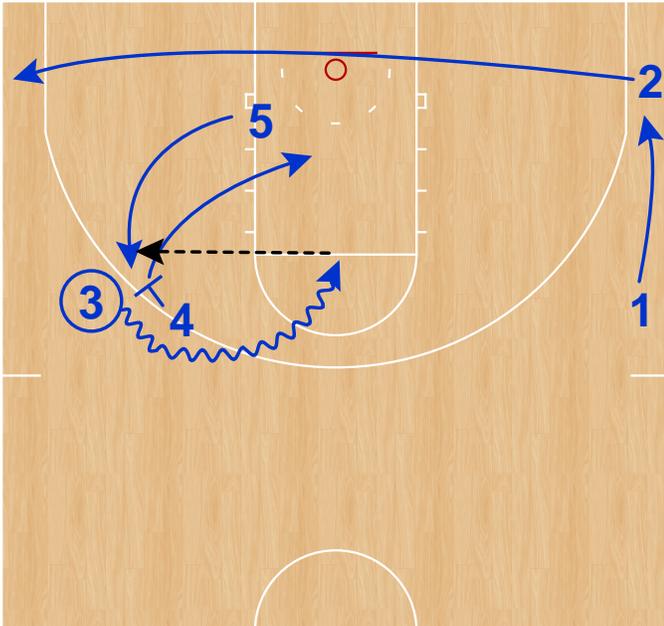
5 may have to duck in, "spin & pin" or T-post to get the catch. If fronted, walk the defender up the lane to create space for lob. We want 4, 5 and the rim in a line.



If we don't hi-lo pass, 4 may pass ahead to the wing. (this could also be a DHO)

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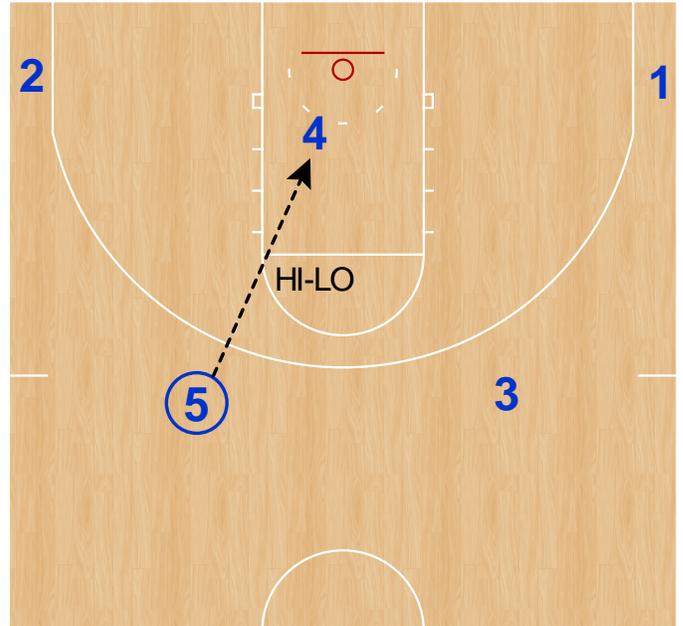
Hi-Lo Basics



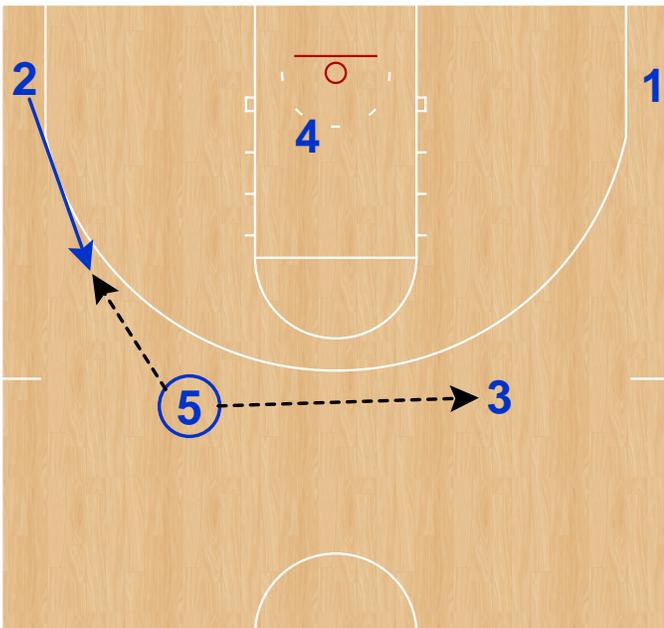
After playing to 3, 4 follows into ball screen (this could also be a DHO).

Remember, 4 & 5 are partners. When one rolls the other replaces as you see diagrammed above.

When we set this wing ball screen, we ALL go in motion. 2 cuts along baseline, 1 slides to corner. 5 replaces 4 who rolls.



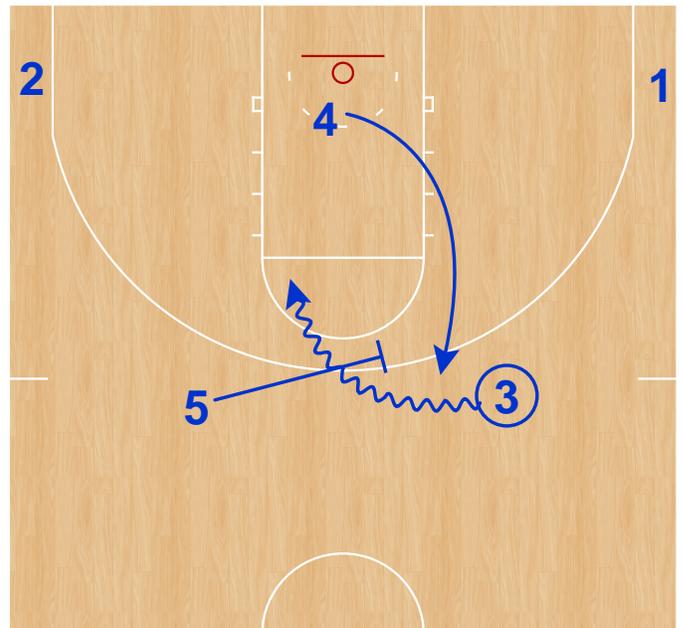
IF we throw back to 5, THEN we look Hi-Lo



5 may play to wing or slot.

If the play to wing, see Frame 5...we'd be back to following into ball screen.

If we play to slot...

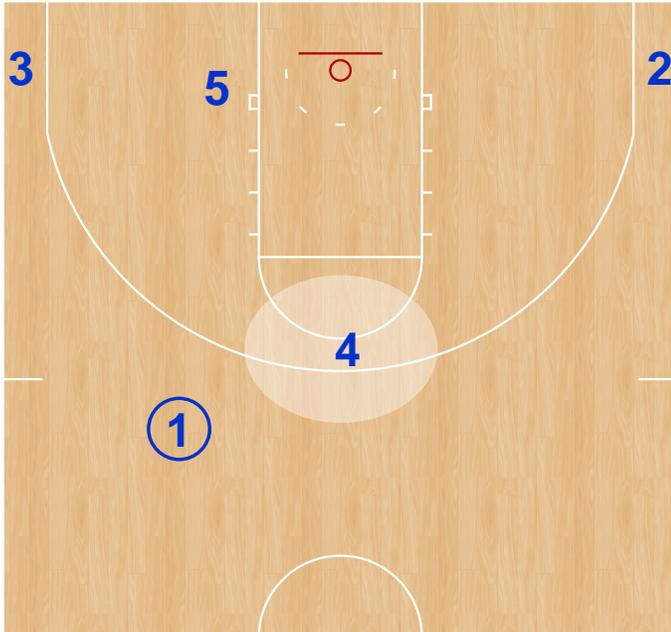


...then we'd ball screen, roll & replace

Hi-Lo Entries

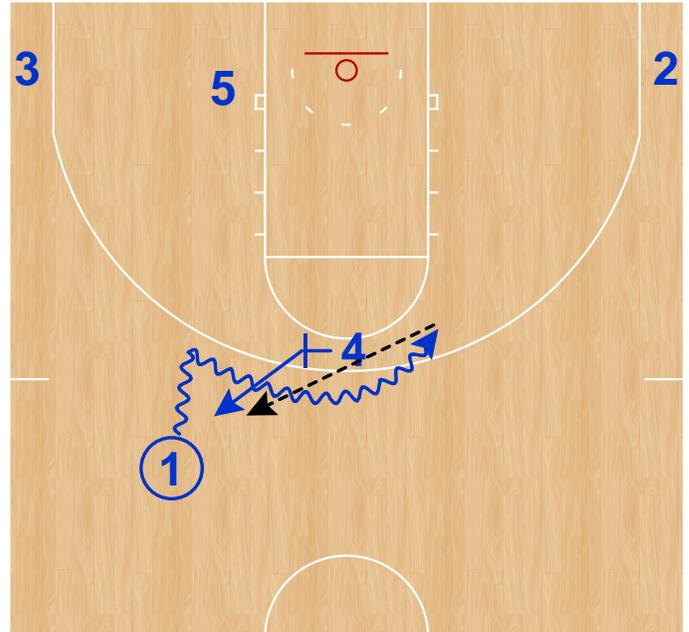
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Hi-Lo | Pop Option



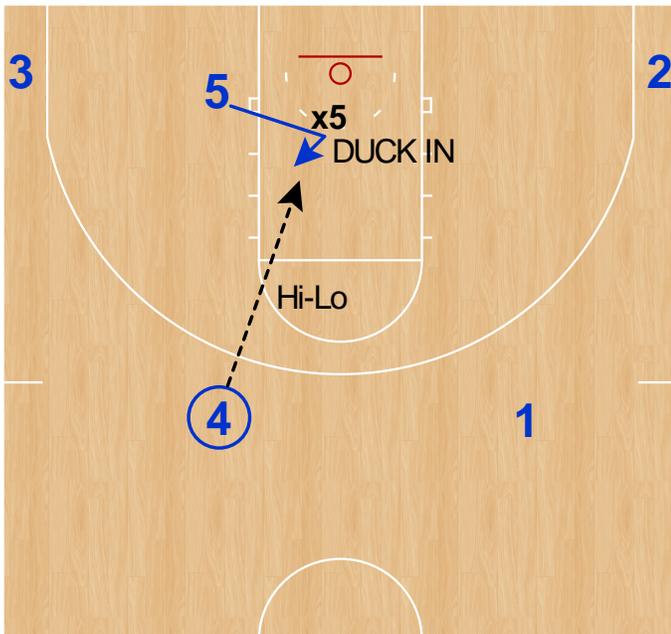
POP Setup

If you don't want to treat 4 & 5 interchangeably, when 4 is high they may pick-and-pop.



1 gets the ball to the level of the screen, 4 picks then pops. Get some separation!

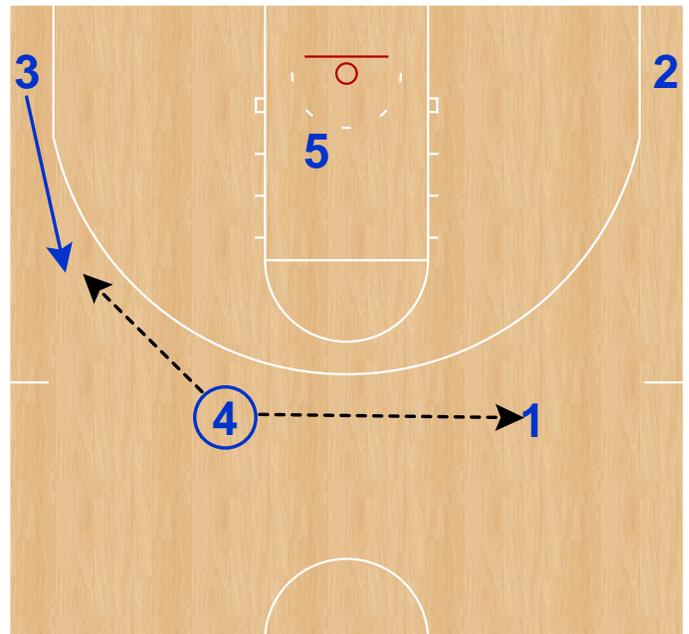
1 may, of course drive to rim or penetrate, but let's assume they throw back to 4 who popped.



On the pass back to 4, 5 times their duck-in and seals x5.

We want to get a straight line of deployment from ball, post and rim.

It maybe a deep paint t-post, or a numbers-to-numbers duck-in. If 5 is fronted, walk the defender up the lane to create space for lob



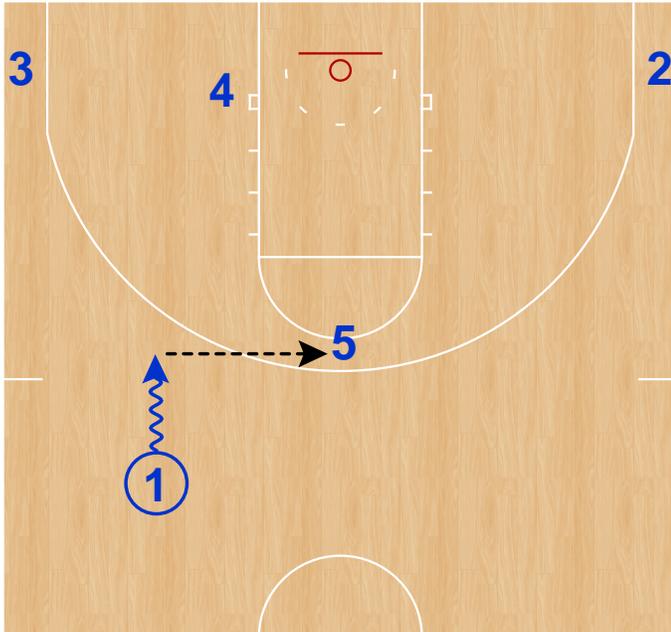
With no hi-lo available 4 may pass to wing or back to 1.

Wing pass = wing ball screen + roll & replace

Slot pass = high ball screen + roll & replace

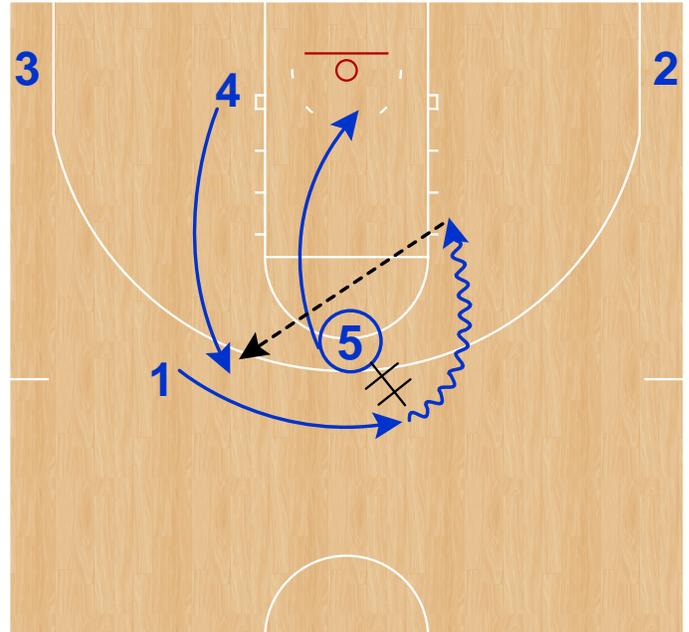
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Hi-Lo | Throw & Go Entry



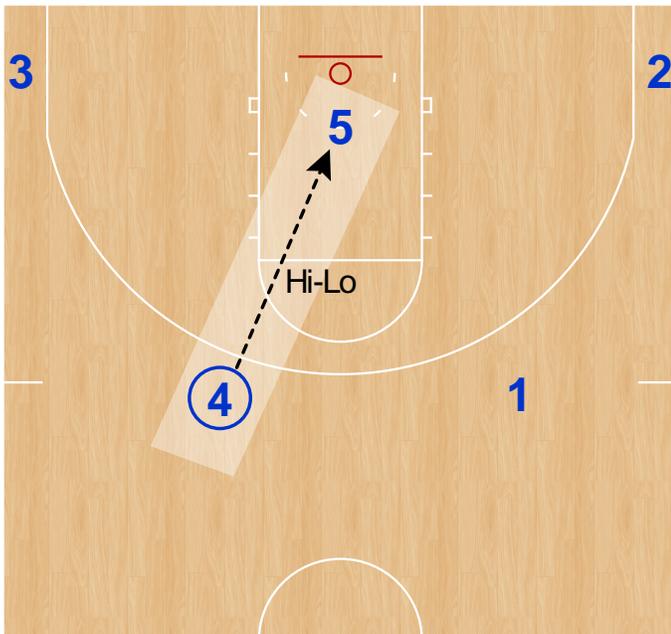
Throw & Go
We may also start the offense with a **throw & go**.

1 passes to 5...

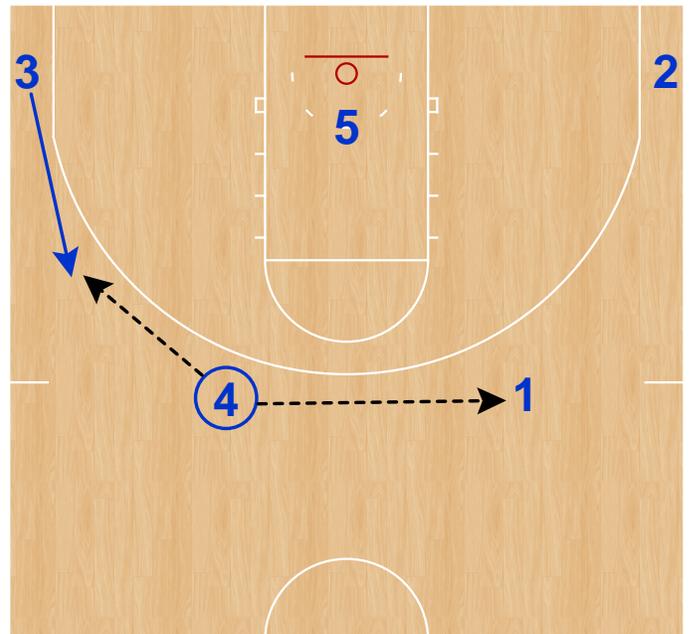


...then goes into a handoff with 5 to get it back. 5 rolls after delivering the handoff, 4 replaces.

Assuming 1 throws back to 4 on the replace...



...4 looks hi-lo to 5

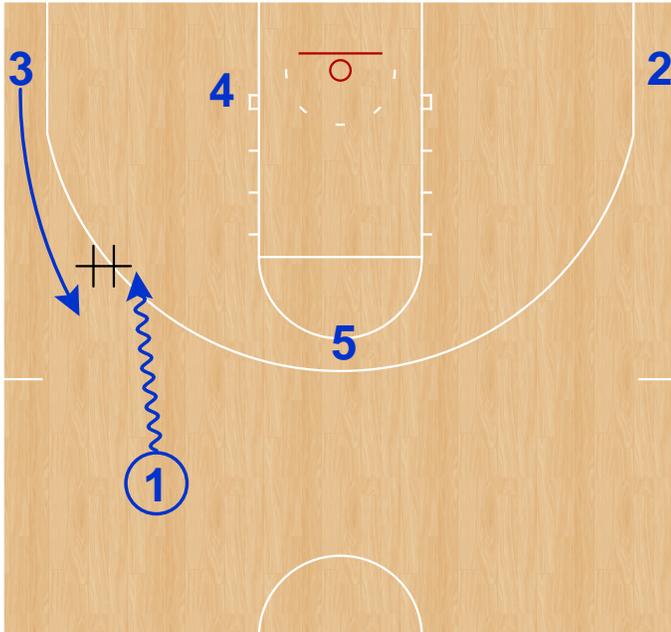


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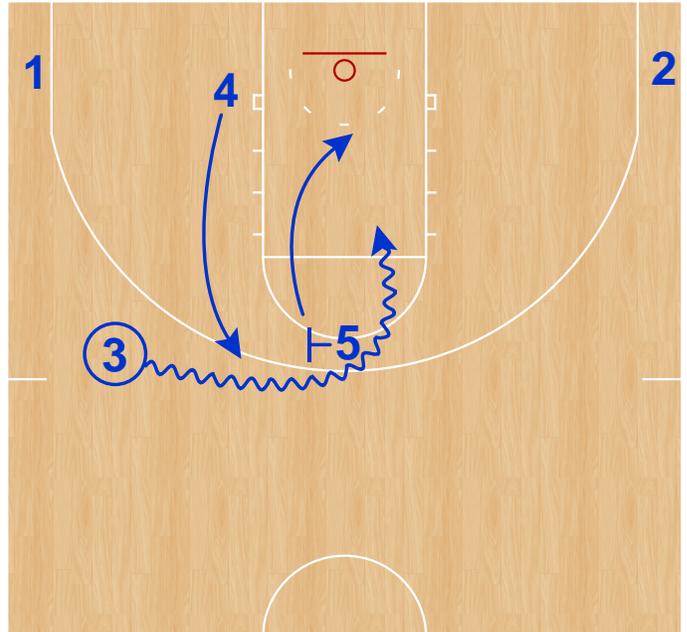
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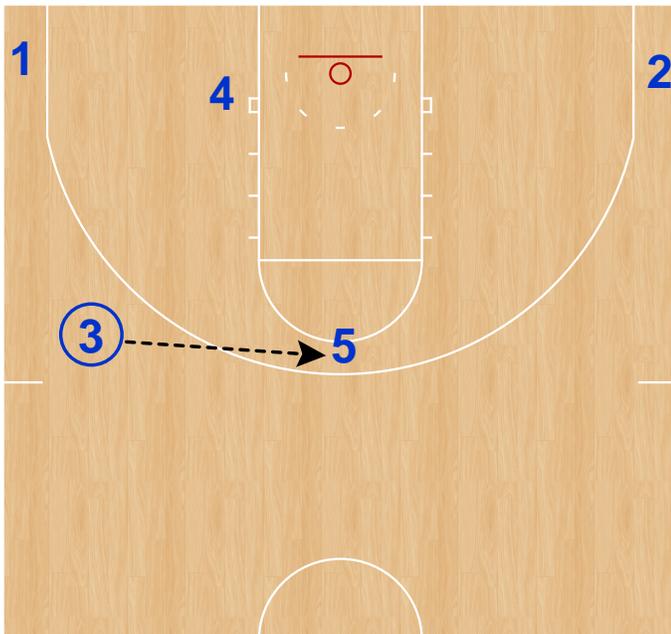
Hi-Lo | DHO Entry



DHO
We can initiate the offense with a DHO as well.
1 DHOs with the player below them.

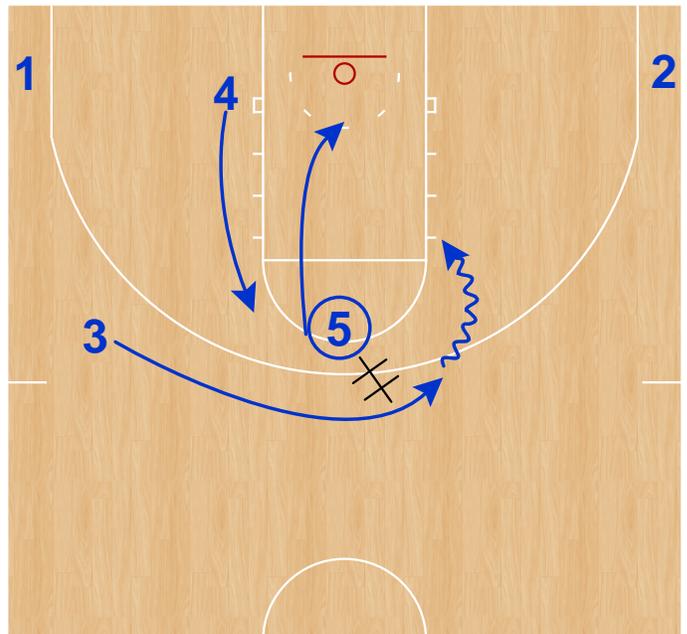


3 may come out of the DHO and use the ball screen. This triggers roll & replace.



3 could also come out of the DHO and pass ahead to 5. This triggers a **throw & go**.

3 throws to 5...



...then goes immediately into a handoff to take it back.
Outrun your pass!

5 rolls after handing off, 4 replaces.