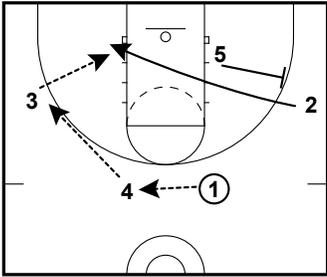
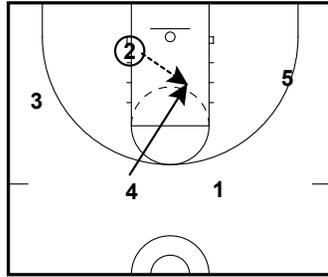


# Fist Hitters & Variants

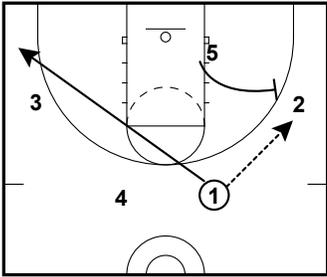
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Fist



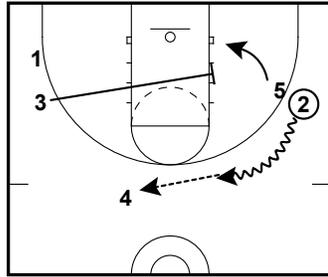
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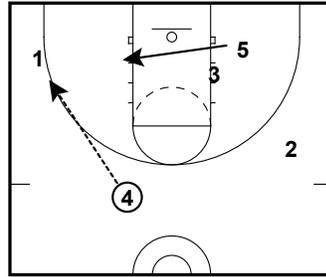
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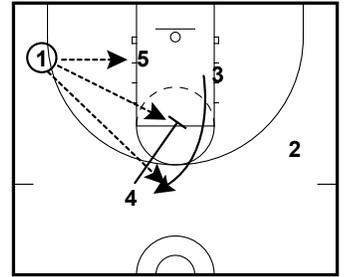
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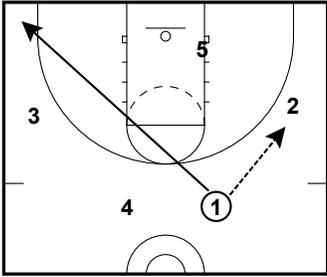
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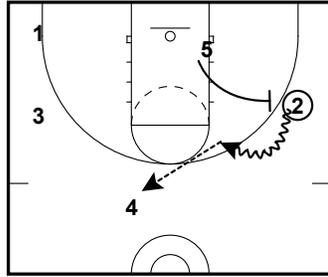
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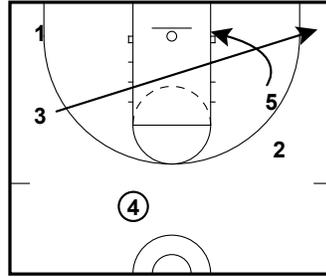
Denver  
Fist



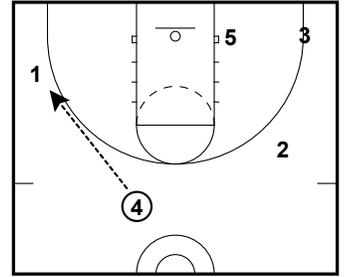
Denver  
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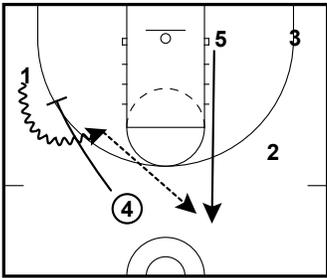
Denver  
Fist



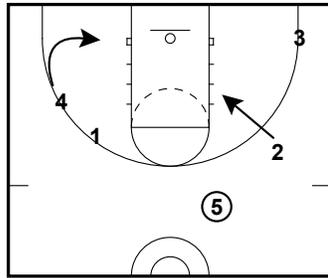
Denver  
Fist



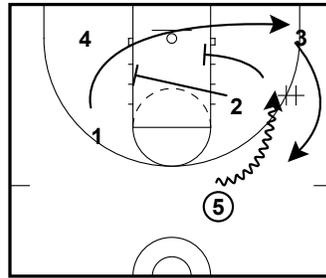
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Fist



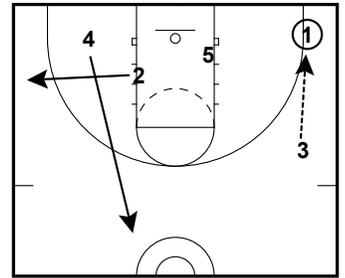
Denver  
Fist



Denver  
Fist



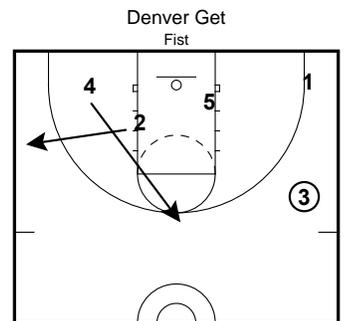
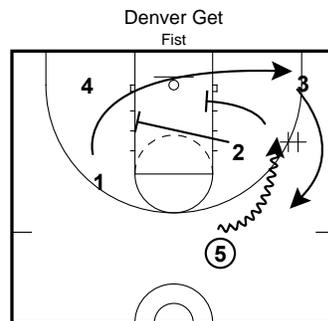
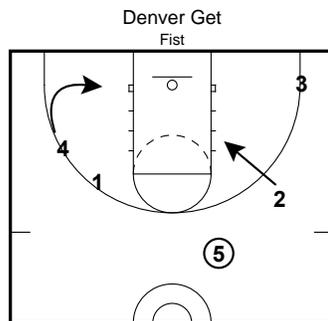
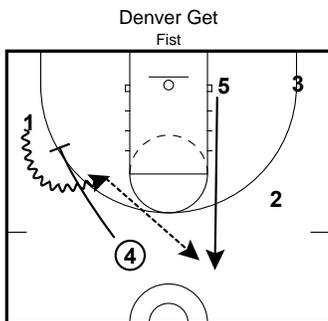
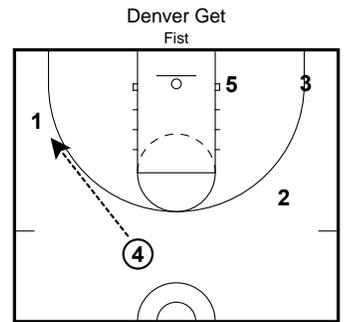
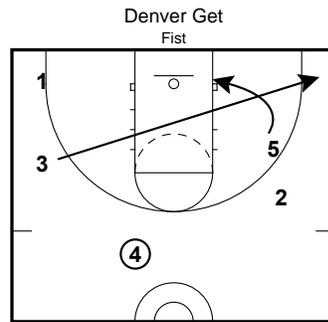
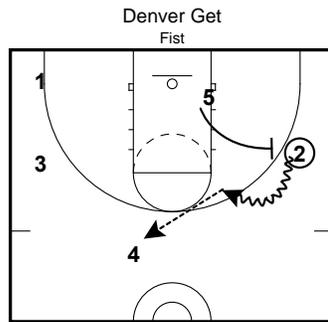
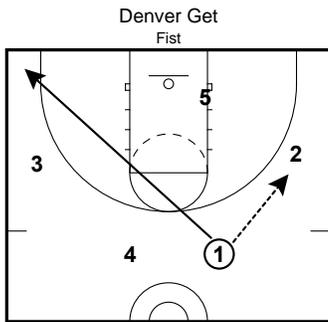
Denver  
Fist



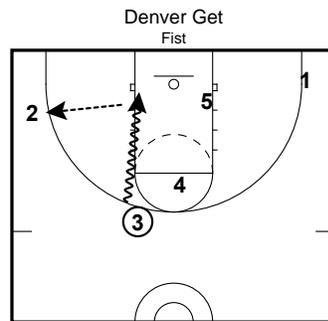
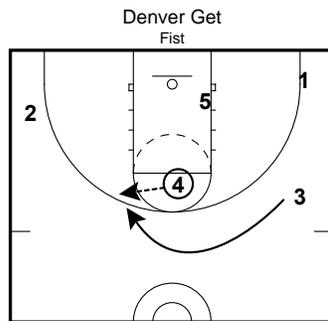
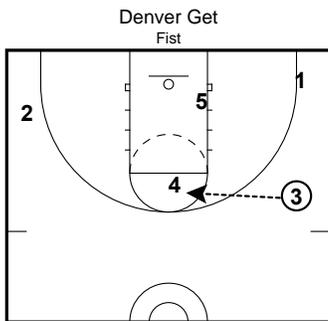
The 2 player cuts through as usual but does ...

After the 3 player dribbles up, she gives the ...

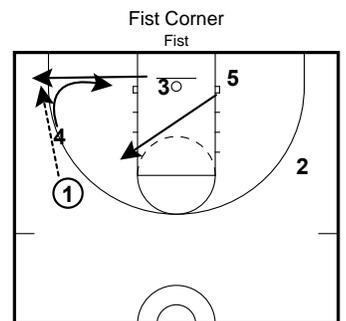
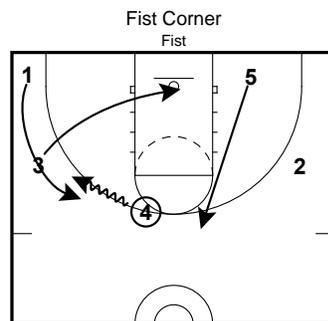
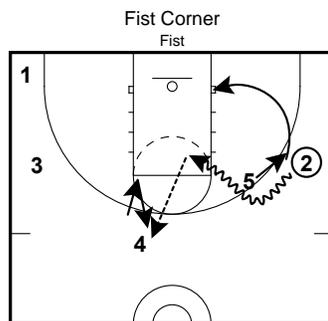
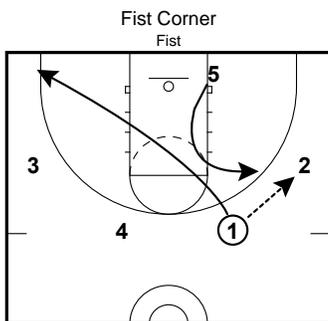
# Fist Hitters & Variants



The 2 player cuts through as usual but does ...



Right after the get action, the 3 player here drives hard to the basket or can kick out to the 2 player



1--> 2 Wing entry & and clears to the back side corner as the 5 player elevates into Pick & Roll.

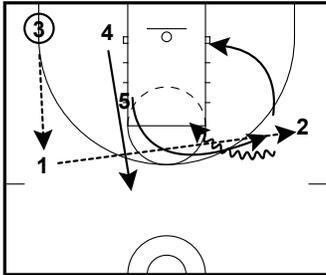
2/5 Pick and Roll  
4 works to get open for ball reversal while spacing the floor for 2.

4 player on the catch reads--rim, roller, ...

As 4 player rolls they set the screen for the 3 to come back to ball side corner.  
On pass from 1-->3 5 player flashes into High/Low

# Fist Hitters & Variants

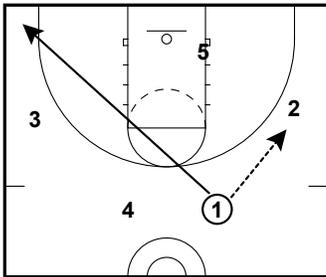
Fist Corner  
Fist



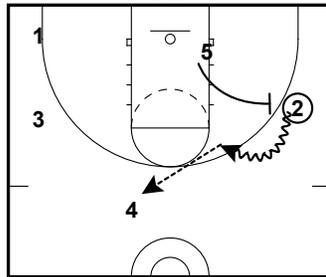
If 3 doesn't have shot and no High/Low

Ball reverse either through the 1 or the 5 to begin Fist

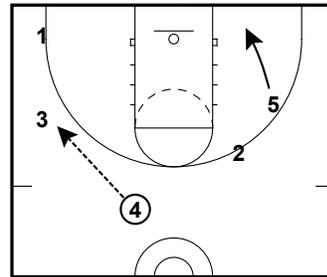
Fist Down  
Fist



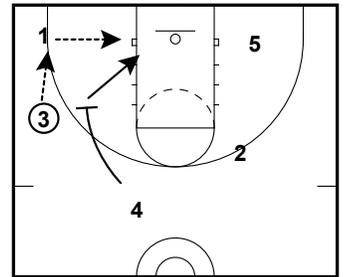
Fist Down  
Fist



Fist Down  
Fist

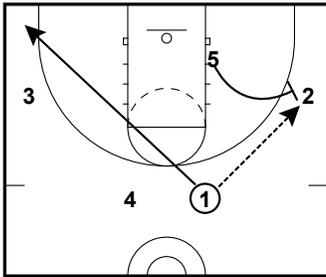


Fist Down  
Fist

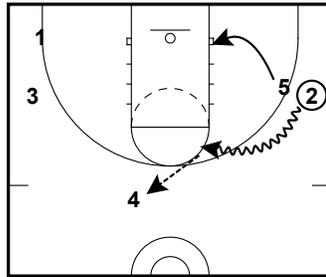


After the 3 player is passed the ball, the 4 ...

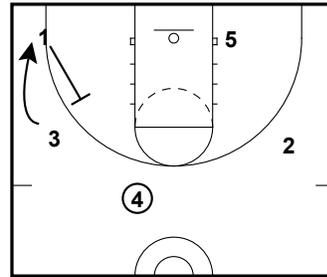
Fist Flare Cont.  
Fist



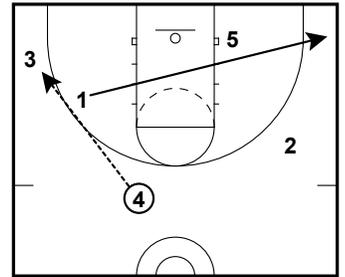
Fist Flare Cont.  
Fist



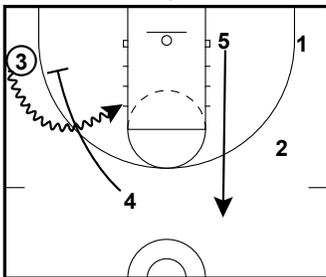
Fist Flare Cont.  
Fist



Fist Flare Cont.  
Fist

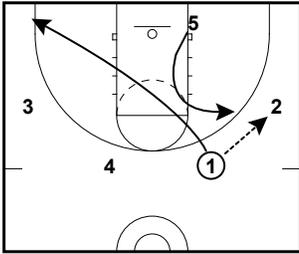


Fist Flare Cont.  
Fist



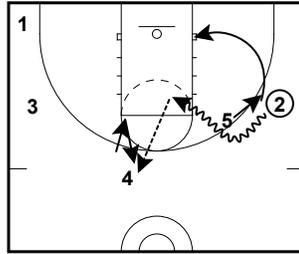
# Fist Hitters & Variants

Fist Gucci  
Fist



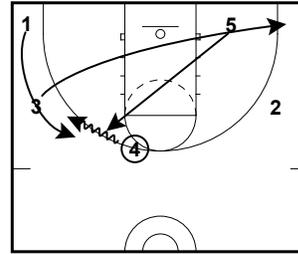
1--> 2 Wing entry & and clears to the back side corner as the 5 player elevates into Pick & Roll.

Fist Gucci  
Fist



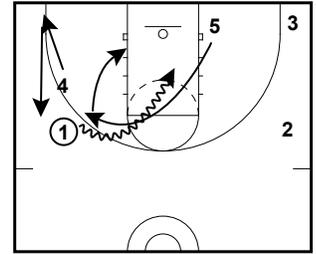
2/5 Pick and Roll  
4 works to get open for ball reversal while spacing the floor for 2.

Fist Gucci  
Fist



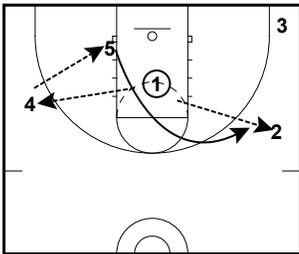
4 player on the catch reads--rim, roller, ...

Fist Gucci  
Fist



4 player pops and 1/5 Pick & Roll  
As 1 attacks 4 elevates

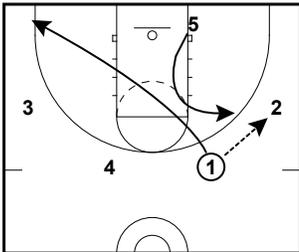
Fist Gucci  
Fist



1 looks scores, roller or throws back for shot, or post entry to 5.

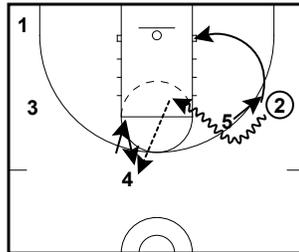
If Kick out to 2/3 doesn't produce shot--5 follows the pass to start FIST

Fist Gucci Corner  
Fist



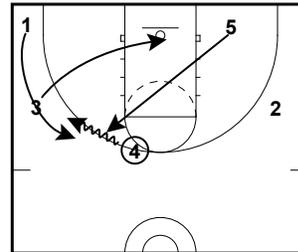
1--> 2 Wing entry & and clears to the back side corner as the 5 player elevates into Pick & Roll.

Fist Gucci Corner  
Fist



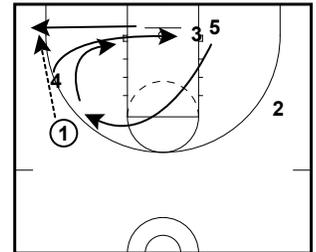
2/5 Pick and Roll  
4 works to get open for ball reversal while spacing the floor for 2.

Fist Gucci Corner  
Fist



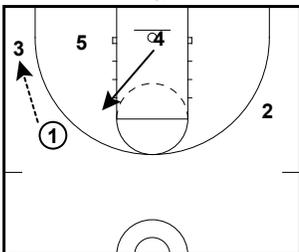
4 player on the catch reads--rim, roller, ...

Fist Gucci Corner  
Fist



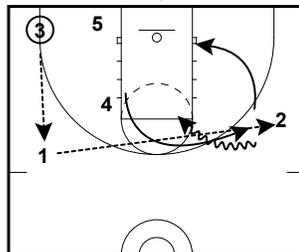
As 4 player rolls they set the screen for the 3 to come back to ball side corner.  
5 Ghosts into a roll & second screen  
On pass from 1-->3

Fist Gucci Corner  
Fist



On the pass from 1-->3 4 will flash into H/L

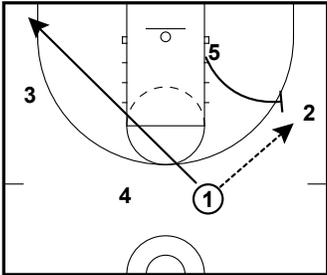
Fist Gucci Corner  
Fist



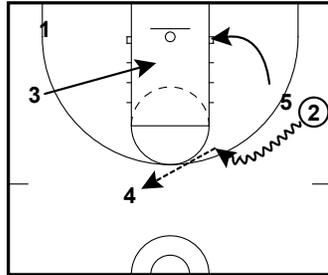
If 3 doesn't have shot and no High/Low  
Ball reverse either through the 1 or the 4 to begin Fist

# Fist Hitters & Variants

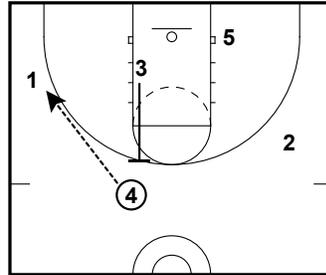
Fist Upscreen  
Fist



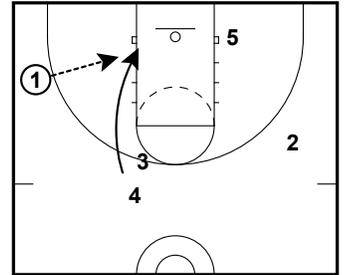
Fist Upscreen  
Fist



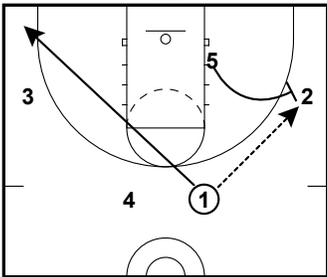
Fist Upscreen  
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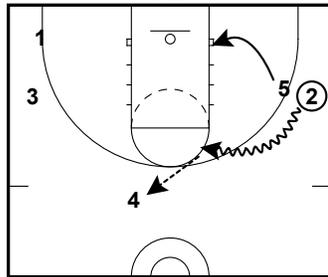
Fist Upscreen  
Fist



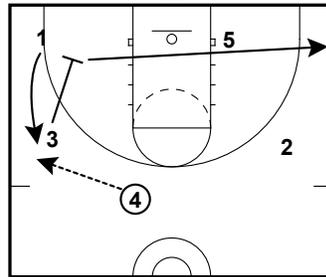
Fist Zoom Cont.  
Fist



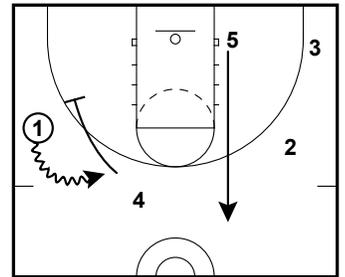
Fist Zoom Cont.  
Fist



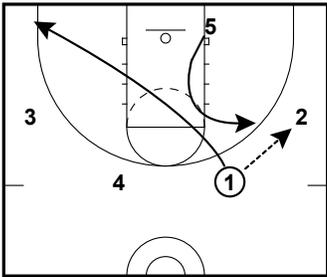
Fist Zoom Cont.  
Fist



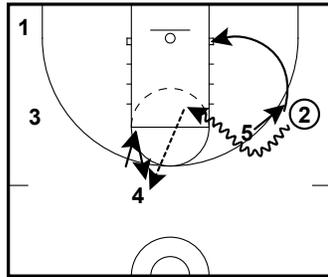
Fist Zoom Cont.  
Fist



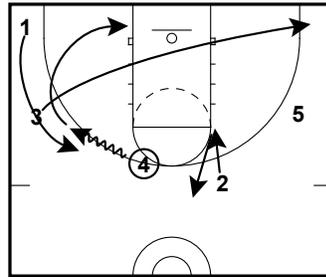
Fist--no posts  
Fist



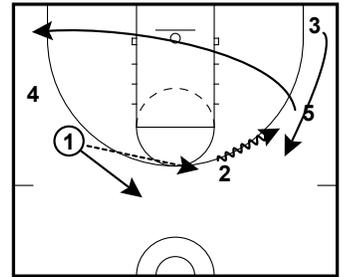
Fist--no posts  
Fist



Fist--no posts  
Fist



Fist--no posts  
Fist



1--> 2 Wing entry & and clears to the back side corner as the 5 player elevates into Pick & Roll.

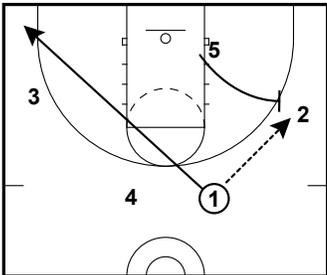
2/5 Pick and Roll

4 works to get open for ball reversal while spacing the floor for 2.

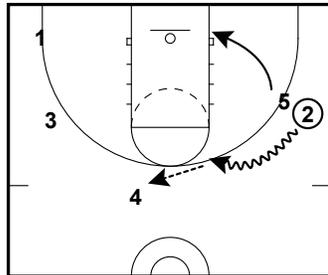
4 player on the catch reads--rim, roller, ...

2 player on the catch reads--rim, roller, ...

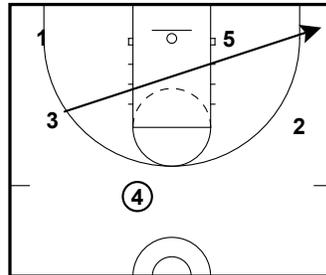
Quick  
Fist



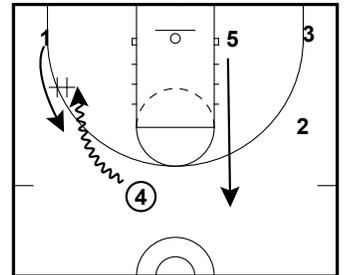
Quick  
Fist



Quick  
Fist



Quick  
Fist





# Fist Hitters & Variants

