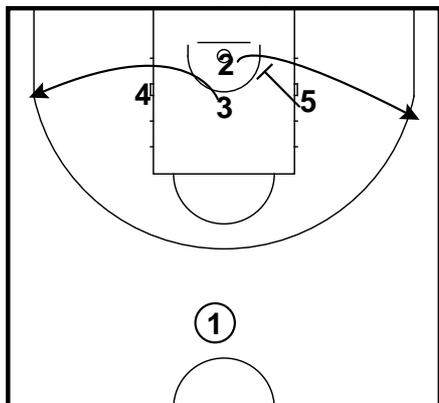


# LIGA ARGENTINA

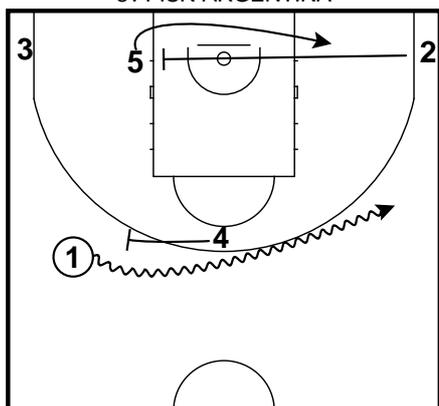
## VILLA MITRE BB

2. ROMBO



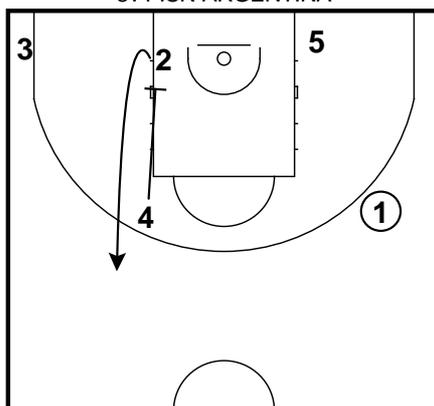
Salidas indirectas perimetrales  
Si cantan 2 bajo es para FB

3. PICK ARGENTINA



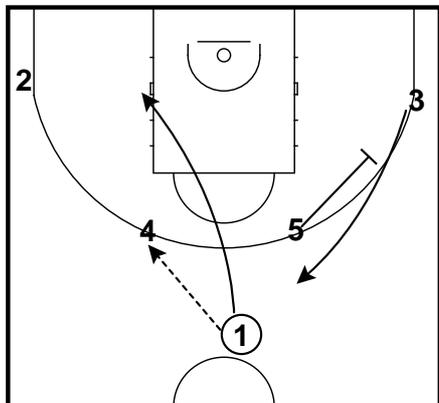
Pick argentina

3. PICK ARGENTINA



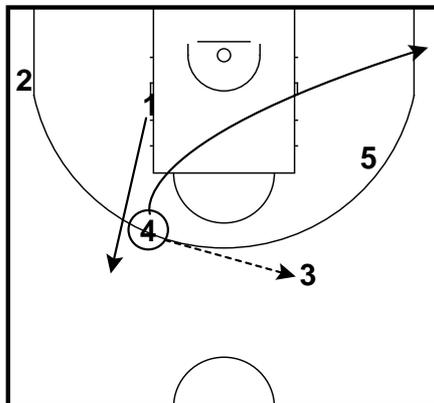
situacion triple post

4



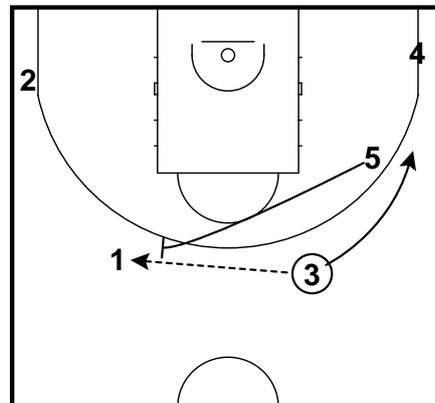
1 pasa a 4 y corta mismo lado  
5 indirecta a 3

4



4 pasa a 3 y corta corner mismo lado  
1 sube a buscar balon

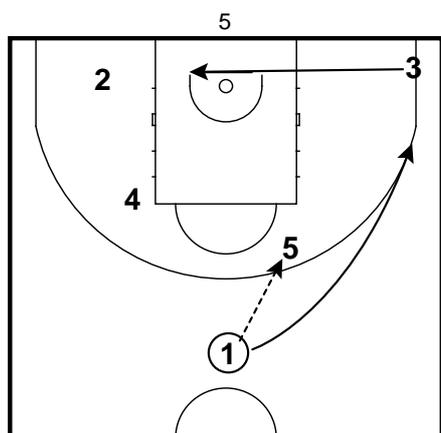
4



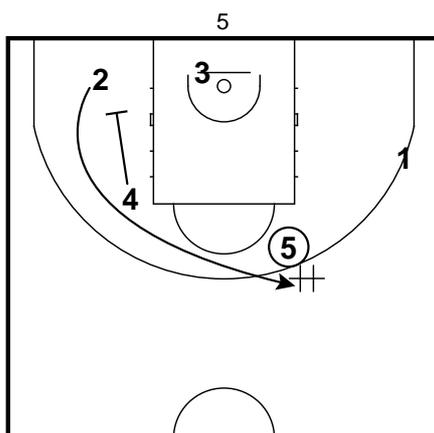
1 PnR con 5

# LIGA ARGENTINA

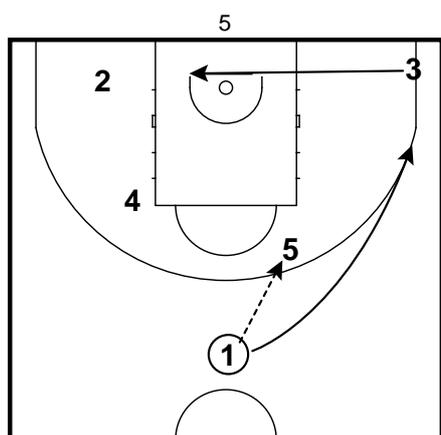
## VILLA MITRE BB



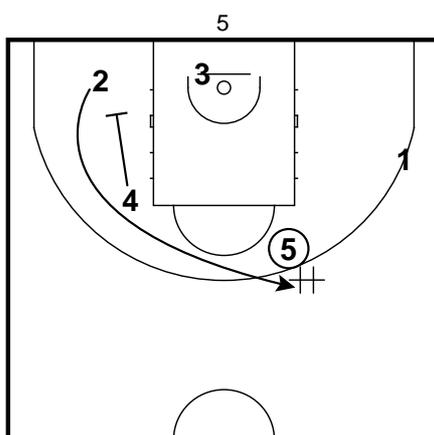
1 pasa a 5 y va hacia mismo lado  
3 va cortando



4 indirecta a Harina  
Harina handoff con 5  
Lanza 3 triples por partido de esta  
situacion

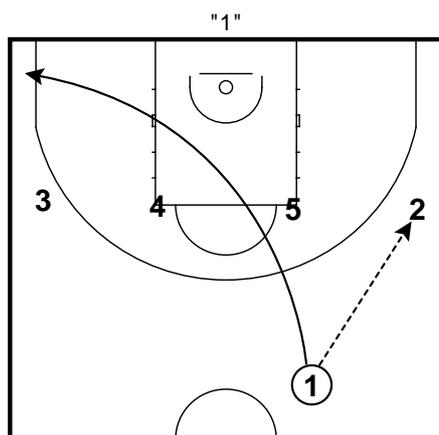


1 pasa a 5 y va hacia mismo lado  
3 va cortando

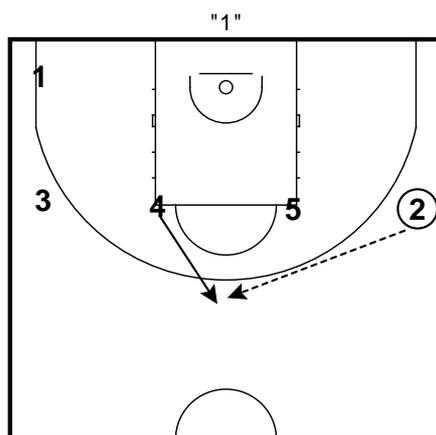


4 indirecta a Harina  
Harina handoff con 5  
Lanza 3 triples por partido de esta  
situacion

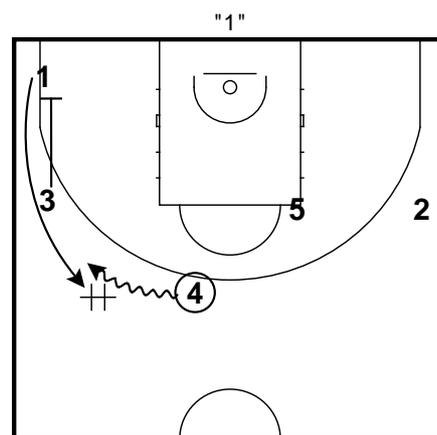
# RACING CHIVILCOY



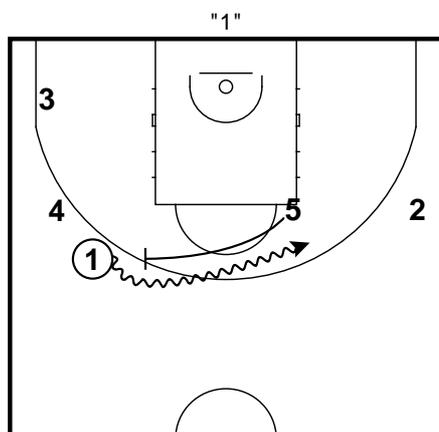
1 pasa al alero y corta lado contrario



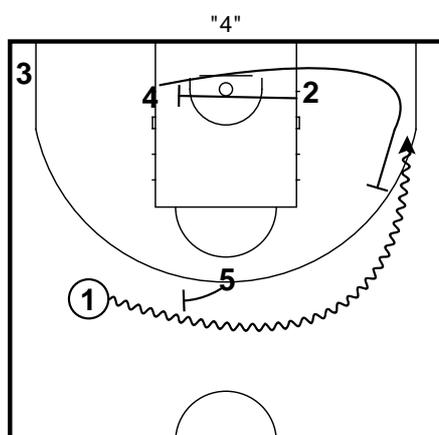
4 recibe de 2



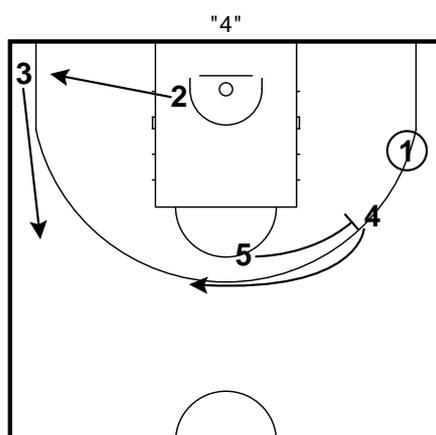
3 cortina a 1  
1 busca handoff con 4



5 PnR con 1

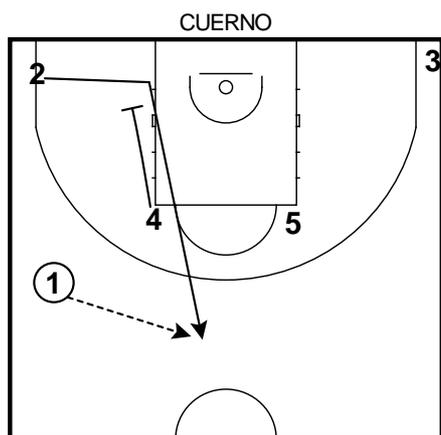


5 cortina en el eje a 1  
4 recibe cortina baja-baja  
4 sprint + pick a 1 hacia fuera

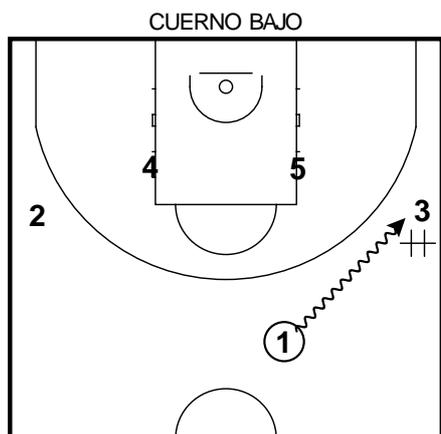
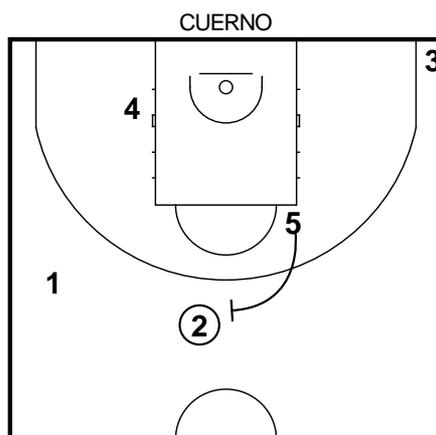


4 luego de pick Flare por 5

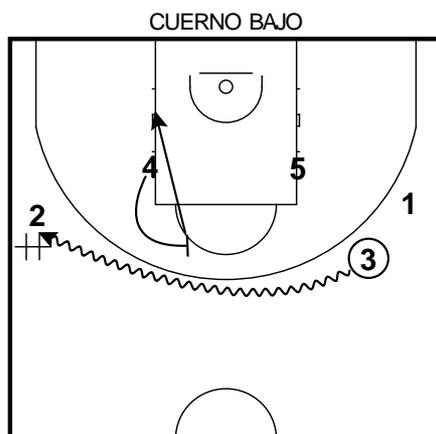
# RACING CHIVILCOY



Situacion de zipper convencional



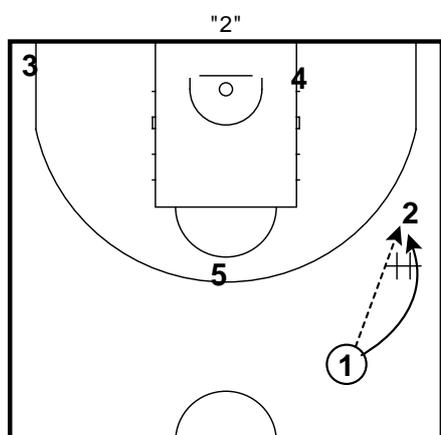
1 Handoff con 3



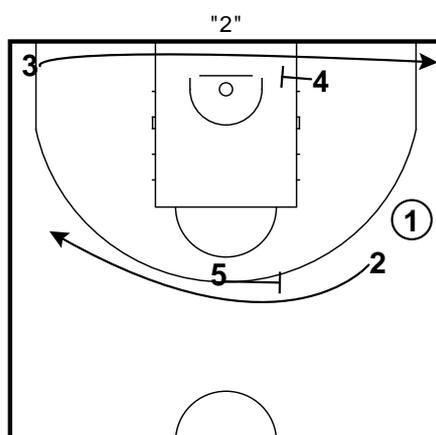
3 lleva handoff a 2  
4 sube a ponerle pick y cae mismo lado



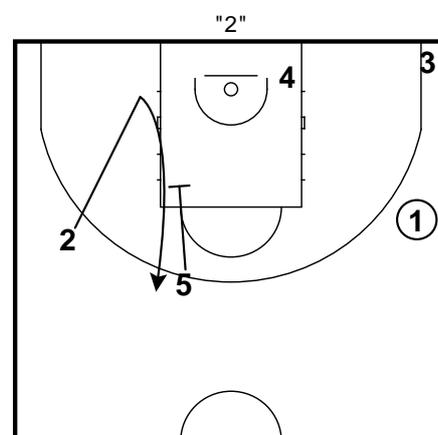
2 PnR con 5  
4 Levanta 3pts



1 pasa el balon y busca en handoff

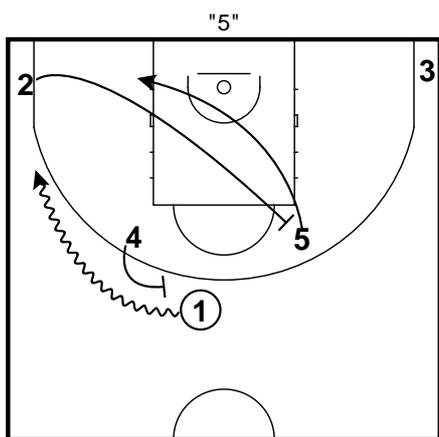


2 flare por 5  
3 sale indirecta corner por 4

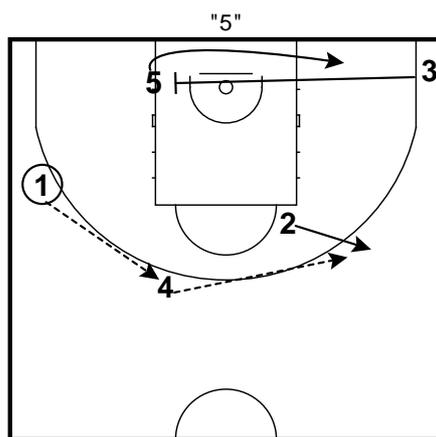


variantes:  
2 se mete y sale indirecta por 5  
5 sube y recibe de 1 + parejas con 2

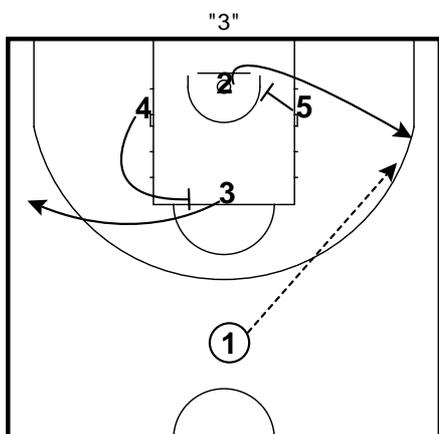
# RACING CHIVILCOY



1 juega el pick con 4  
Al mismo tiempo 2 shuffle a 5

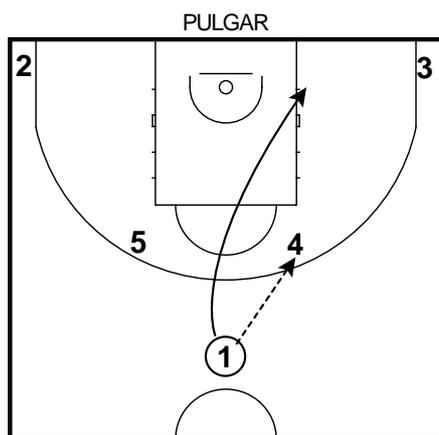


Si no hay pasa inside  
Reverso + baja-baja

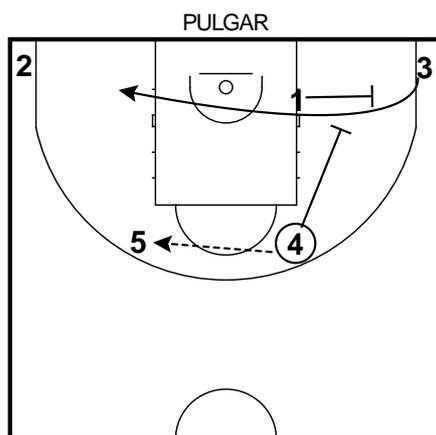


ROMBO

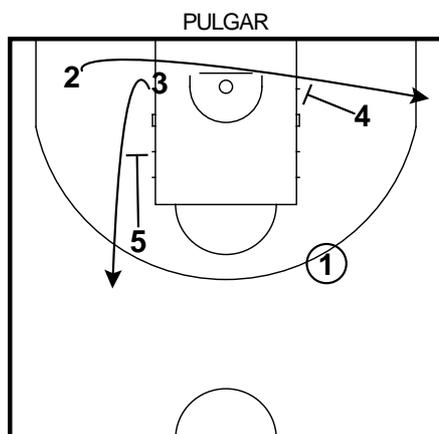
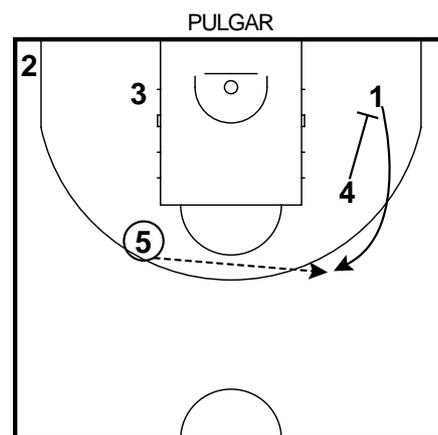
# RACING CHIVILCOY



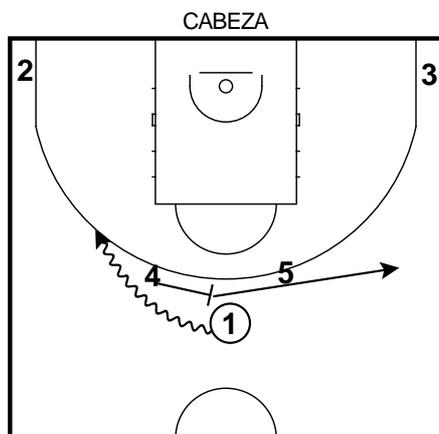
Situación de flex  
Pasar y cortar mismo lado



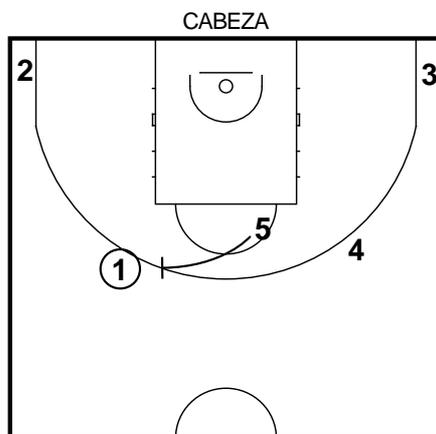
Corte flex



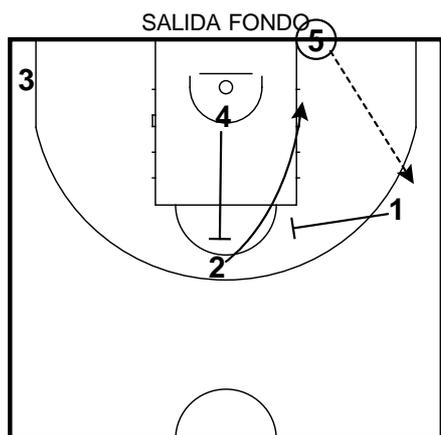
Salida tiradores



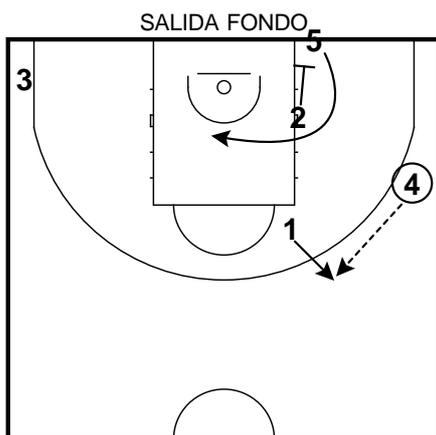
Situación de cuerno convencional



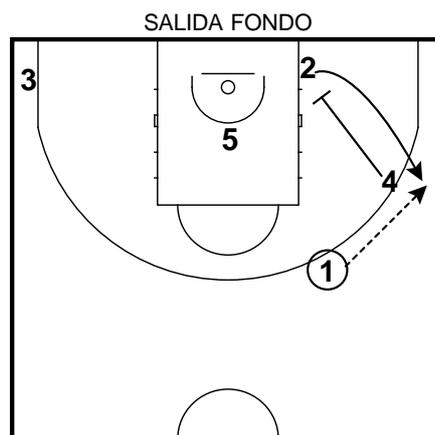
# RACING CHIVILCOY



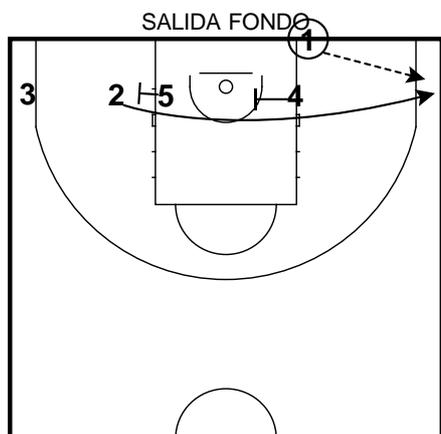
4 back pick a 2 que corta  
1 saca a 4 a recibir



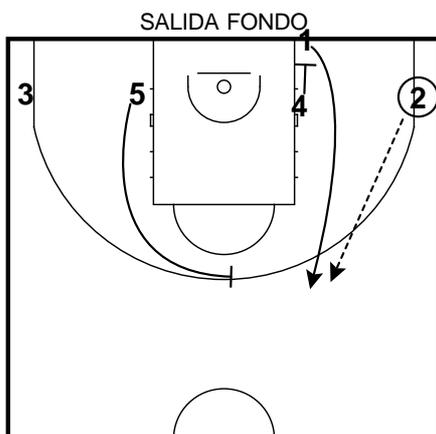
4 pasa a 1  
2 cortina a 5



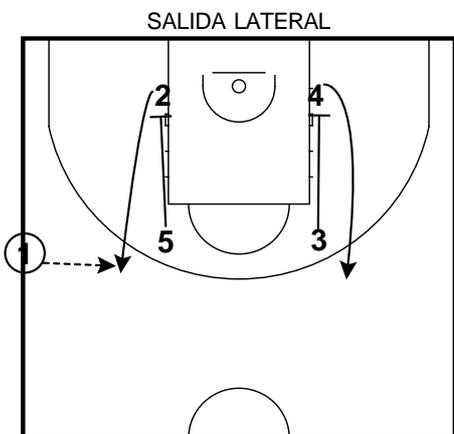
2 sale indirecta por 4



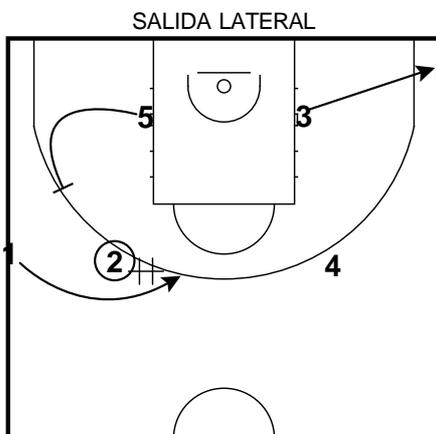
2 Sale en consecutivas a recibir



Situacion de zipper

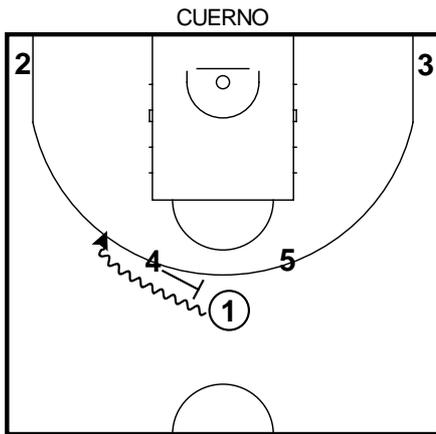


Situacion de box

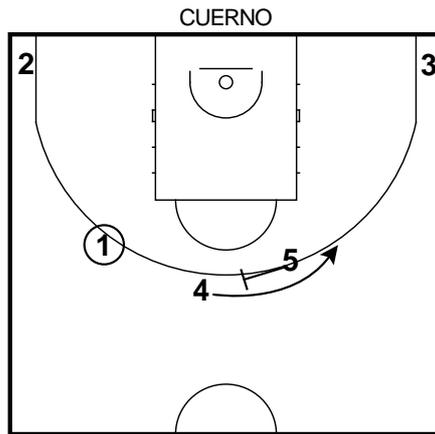


2 handoff con 1  
2 realiza flare por 5

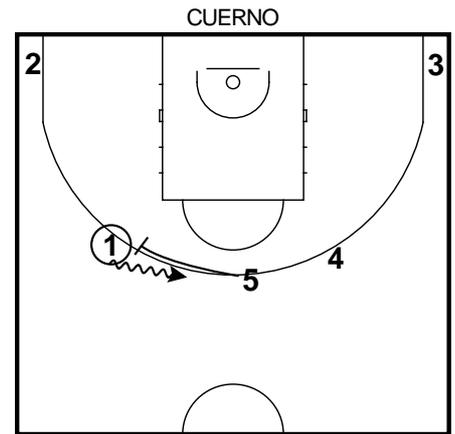
# QUILMES MdP



Cuerno convencional



Flare de 4 por 5



Cequeria PnR con 5



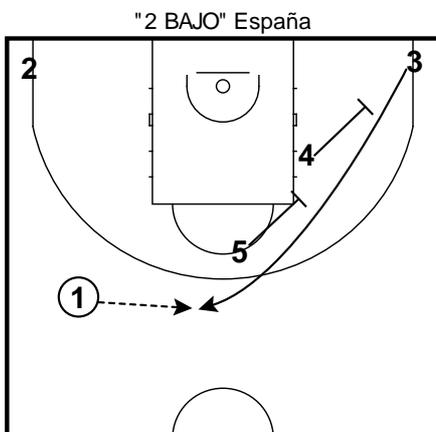
Consecutivas



Consecutivas al otro perimetral



4 sale por 5 a esquina.  
Mismatch, buscan interior.



Consecutivas



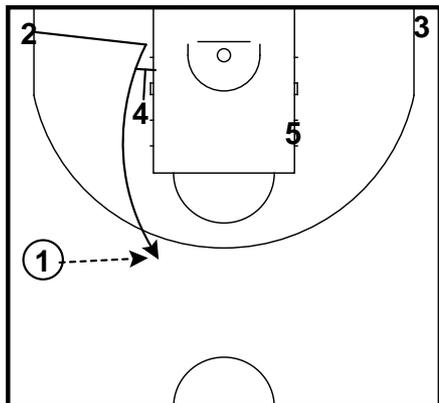
3 handoff con 1



PnR España

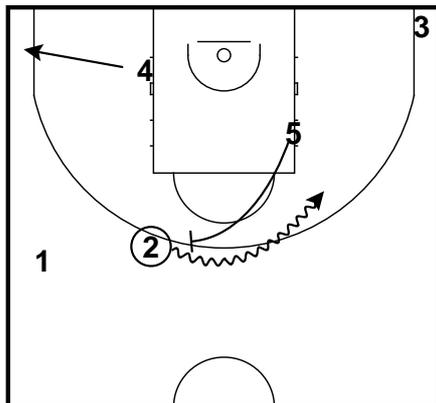
# QUILMES MdP

"2 LADO". ZIPPER

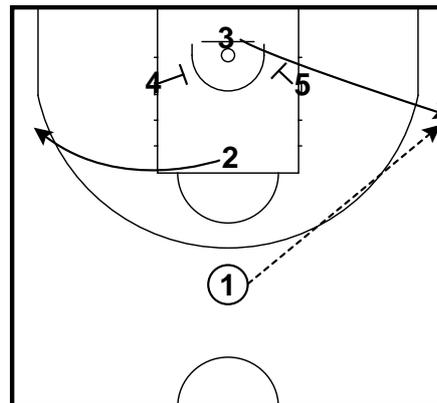


Zipper convencional

"2 LADO". ZIPPER

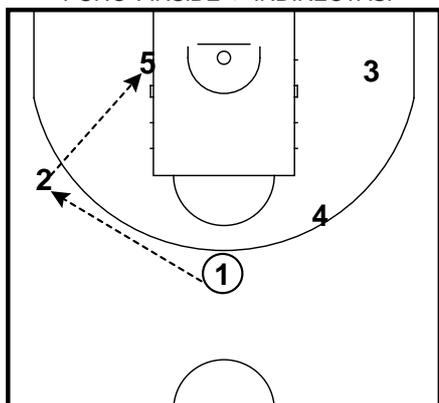


"3". ROMBO



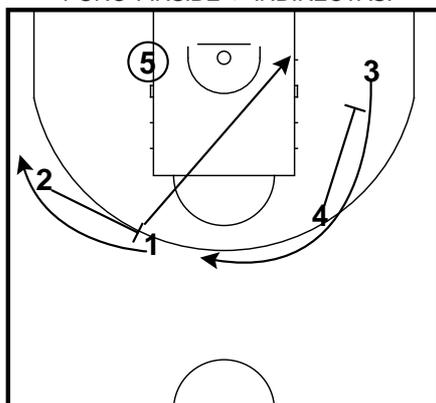
Rombo convencional. + concepto

"PUÑO". INSIDE + INDIRECTAS.



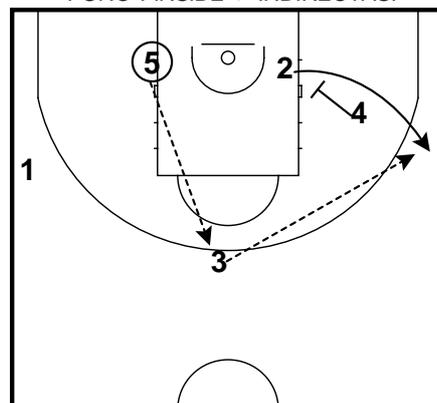
Bola inside con 5

"PUÑO". INSIDE + INDIRECTAS.



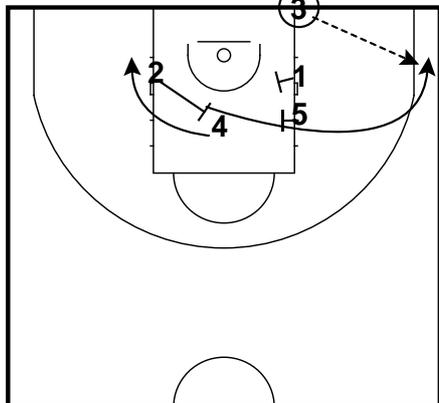
Indirectas.  
El que paso la bola inside, cortina a 1  
4 cortina al otro perimetral para que recibe  
en el eje

"PUÑO". INSIDE + INDIRECTAS.



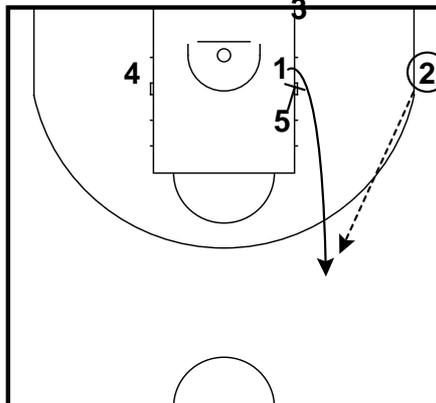
El que cortino a 1 y corto, sale por 4 al  
alero + concepto

SALIDA FONDO



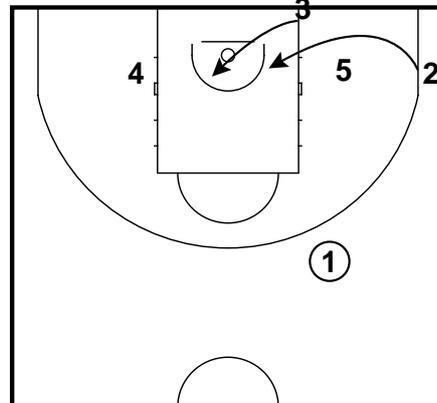
2 back pick a 4  
2 sale por 5 y 1

SALIDA FONDO



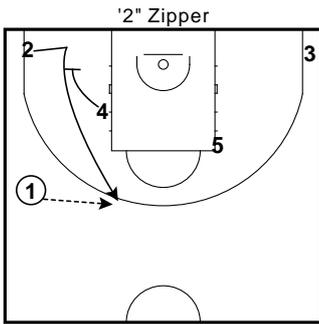
1 sale por 5 para recibir

SALIDA FONDO

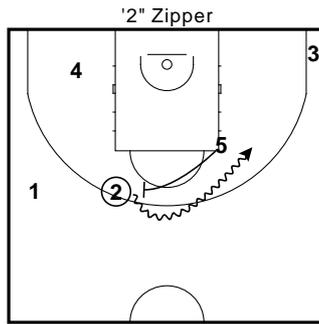


Accion de tiradores

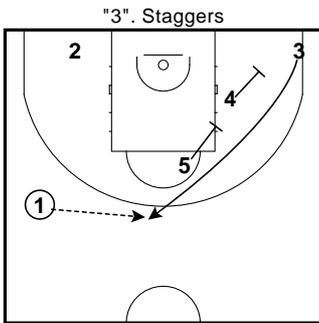
# ROCAMORA



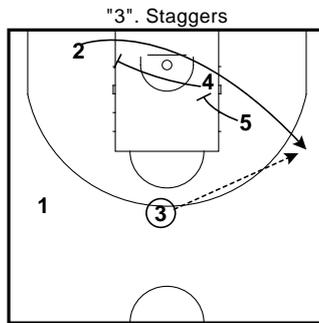
Situacion de zipper.  
Caire puede postear directo.



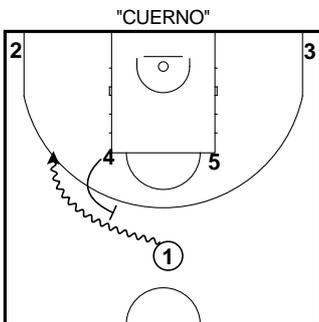
PhR central Cavallin/Catalin



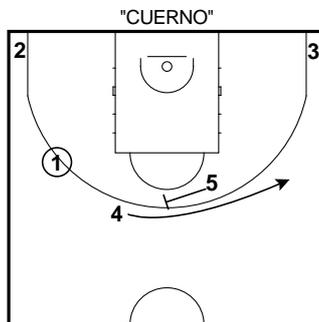
Situacion de Stagers



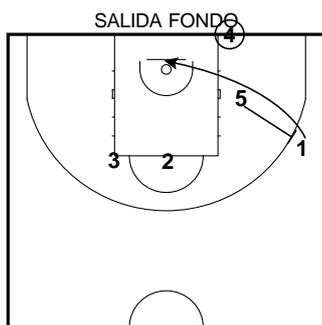
Si no tiene lanzamiento.  
FB o PhR



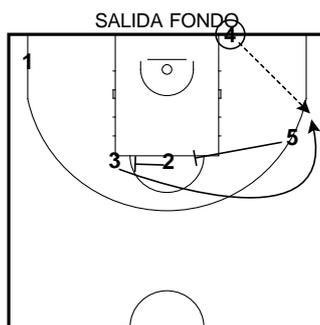
Situacion de cuerno convencional  
con variantes



# ROCAMORA



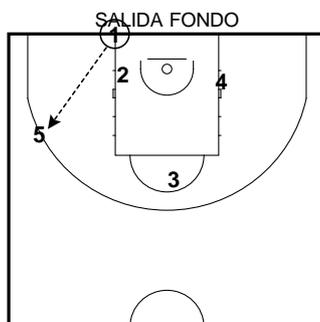
5 back pick a 1



Consecutivas + postea Caire



5 back pick a 2



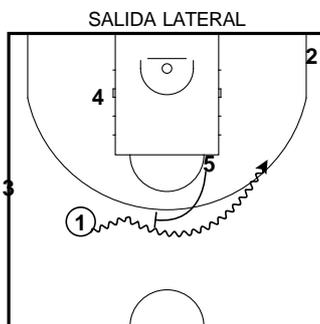
1 pasa a 5



3 indirecta a Caire, puede enrular



El que saca, sale en indirectas

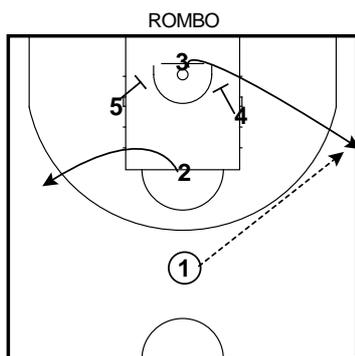


5 PhR con 1  
Catalin/Cavallin aprovechan 1vs1

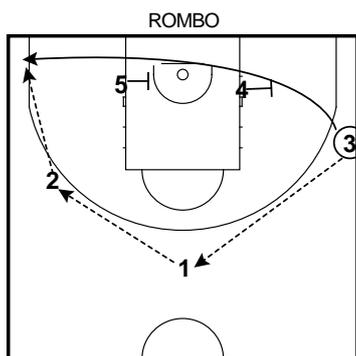


5 Indirecta a Caire.

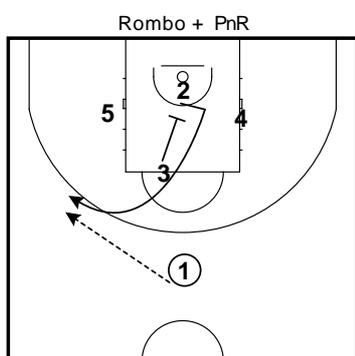
# Union MdP



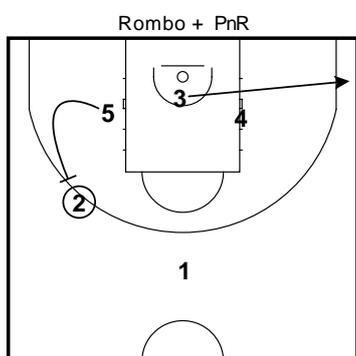
Rombo convencional



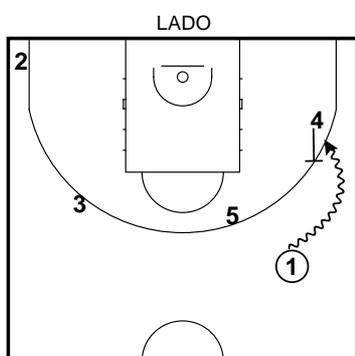
Carreton en el reverso. Varas por lo general



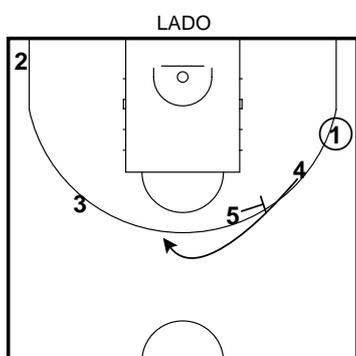
Rombo convencional.  
3 cortina a 2 que sale



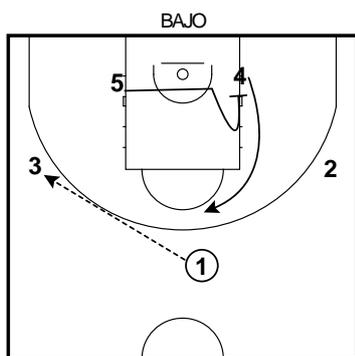
Por lo general es PnR hacia fuera



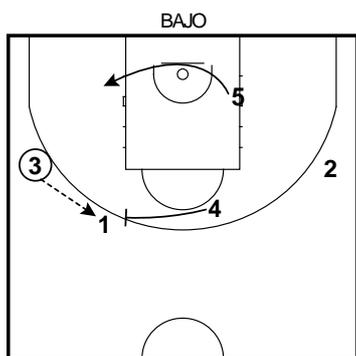
1 recibe cortina de 4 hacia fuera



4 flare por 5 + concepto  
Puede jugar 1 PnR con 5  
5 caer inside  
4 recibir + reverso



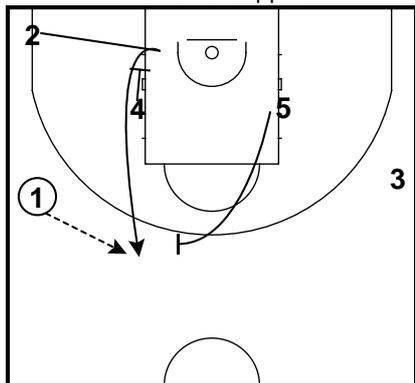
1 pasa al alero lado de 5  
5 corre a cortinar a 4 hacia arriba



5 busca ganar inside SIEMPRE  
4 si no recibe, 3 devuelve a 1  
1 PnR con 4

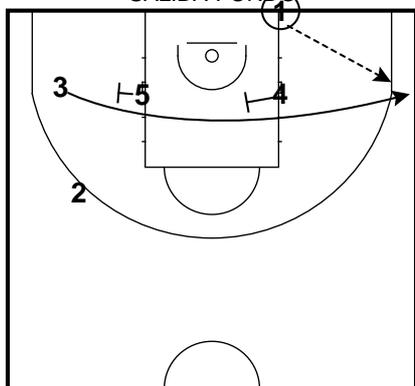
# Union MdP

GANCHO. Zipper



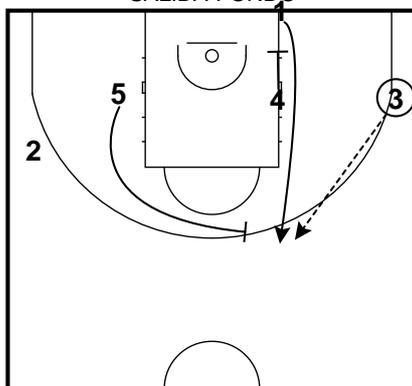
Situacion de ZIPPER convencional

SALIDA FONDO



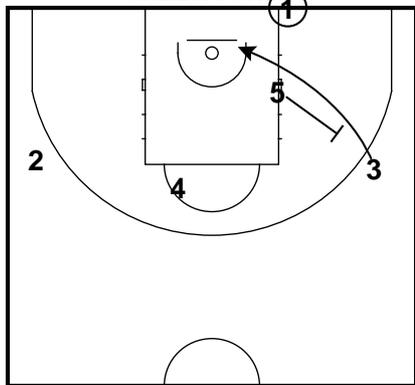
Situacion de zipper

SALIDA FONDO



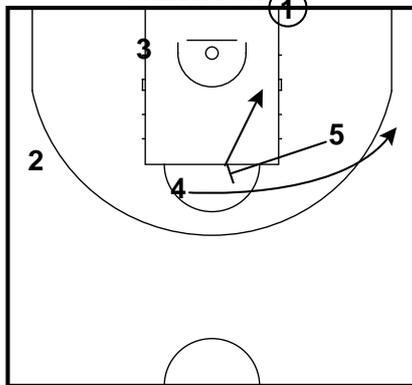
1 PnR con 5

SALIDA FONDO



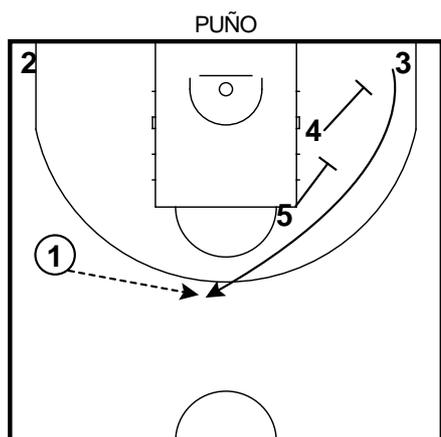
3 recibe back de 5

SALIDA FONDO

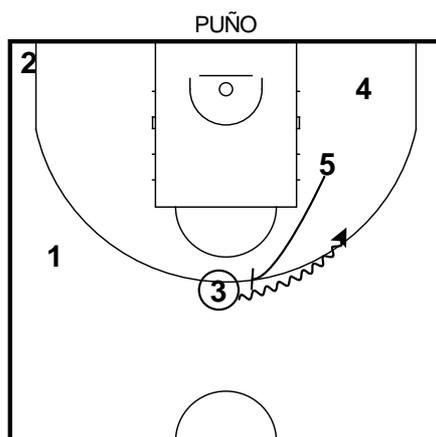


5 cortina a 4 y ataca el cambio Inside

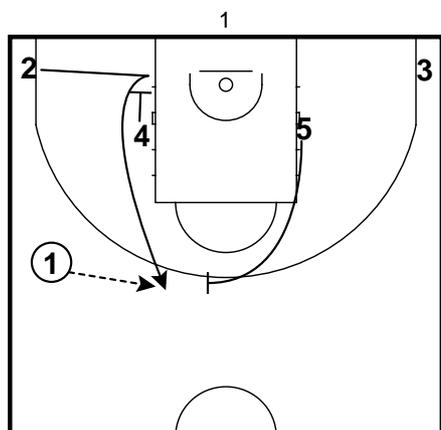
# Provincial Rosario



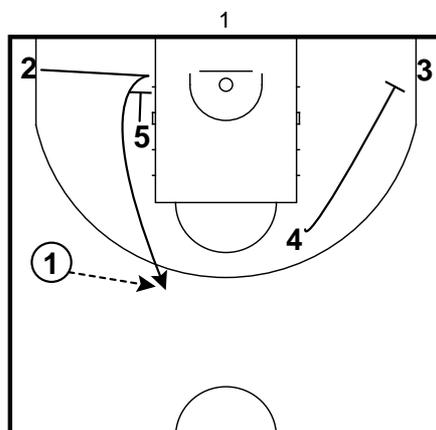
Stagers



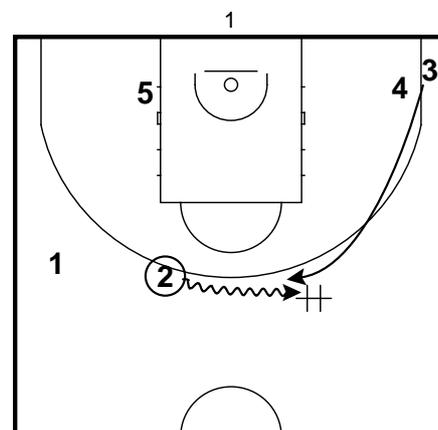
PnR Central



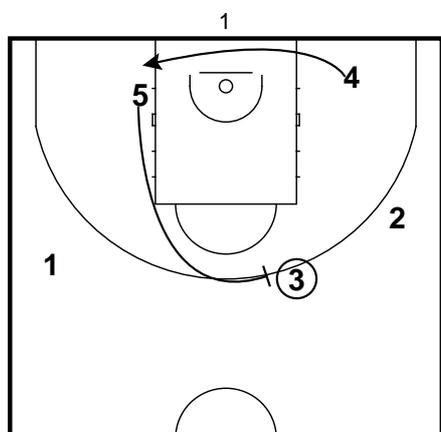
Zipper convencional si arranca del lado de 4



Zipper si comienza lado de 5

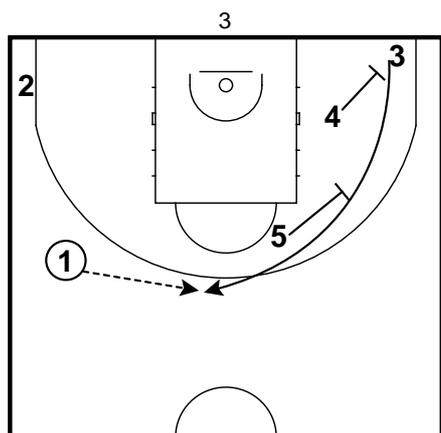


2 handoff con 3

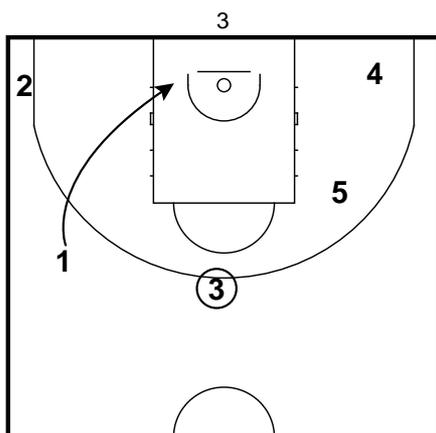


3 PnR con 5.  
Por lo general Boccia juega la barrida

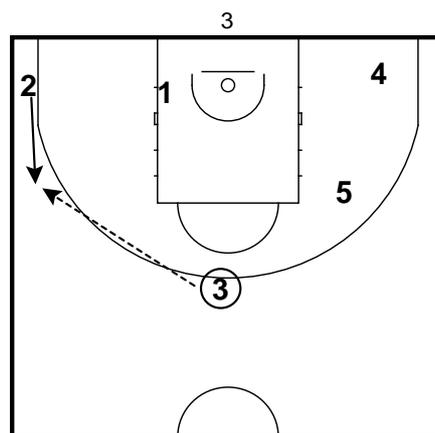
# Provincial Rosario



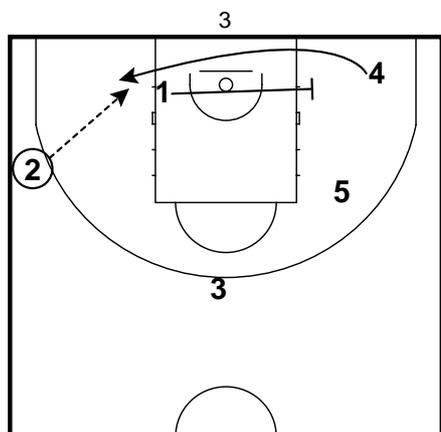
Stagers, Boccia coloca primero



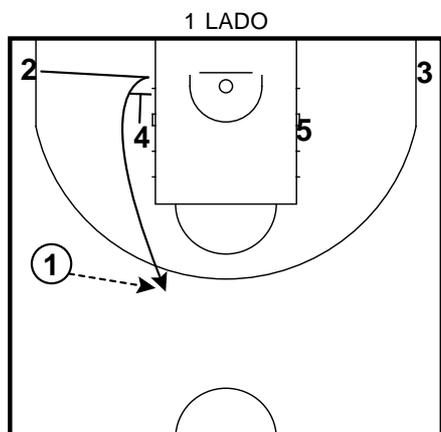
1 se mete en el FB



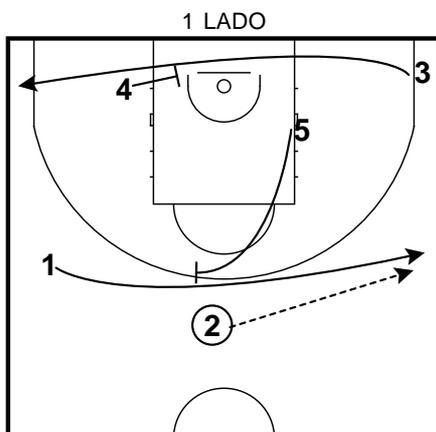
Reverso de bola



Baja a baja para postear



Zipper a Fernandez

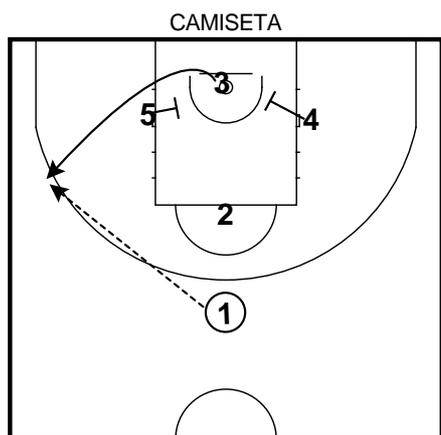


Iversion de 1

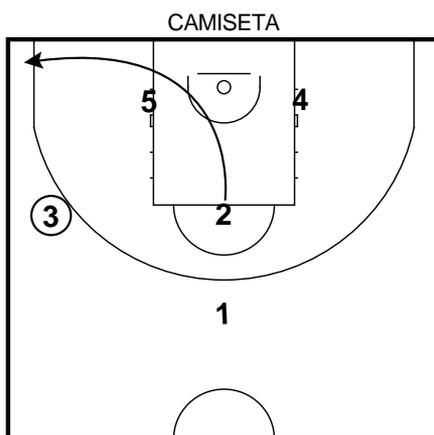


Postea Fernandez

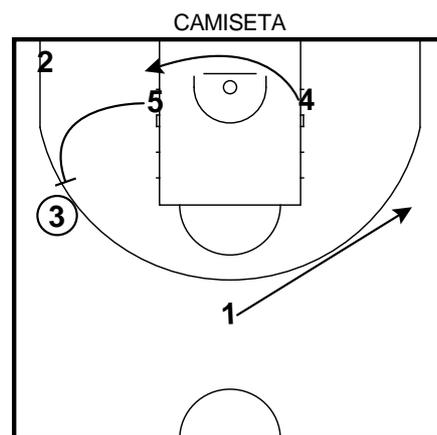
# Provincial Rosario



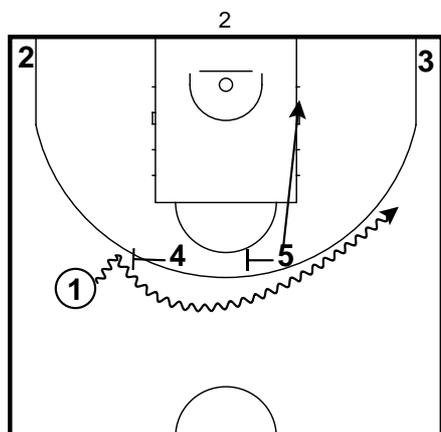
Rombo, por lo general no sale al tiro



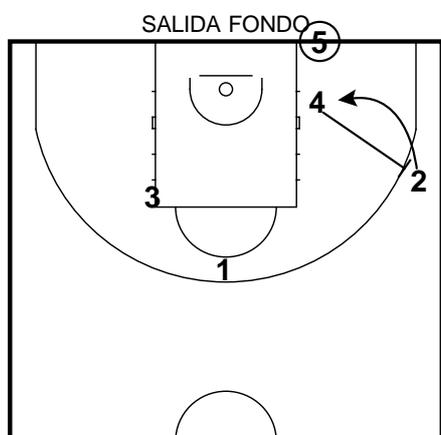
2 abre mismo lado



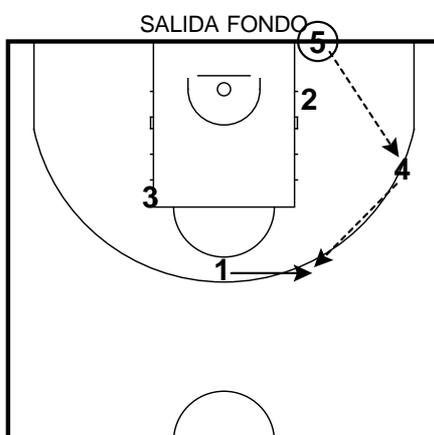
Pick hacia fuera.  
Boccia barre



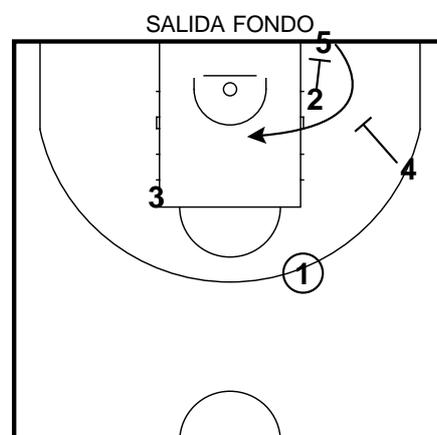
Doble drag.  
Boccia queda arriba



4 cortina a 2



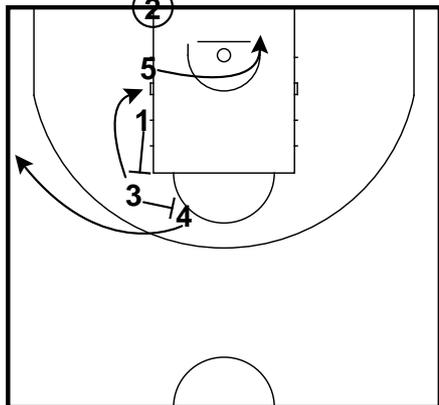
Reverso de bola



Triple post

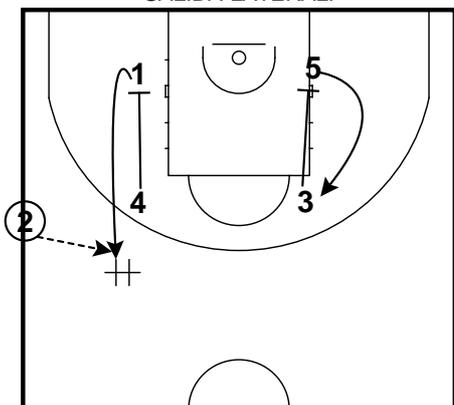
# Provincial Rosario

SALIDA FONDO 3



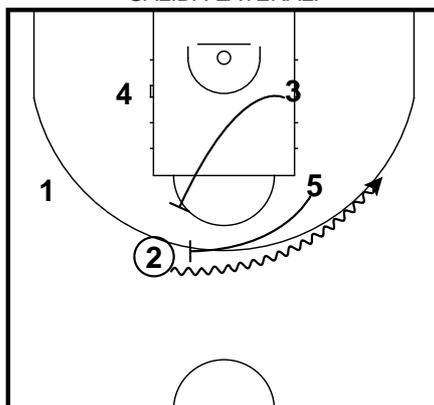
3 Cortina a 4  
Simultaneamente 1 cortina a 3 para cortar

SALIDA LATERAL.



Un box.  
1 recibe y handoff con el que saca

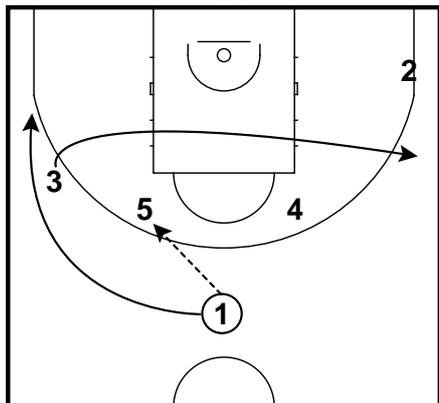
SALIDA LATERAL.



PnR Spain

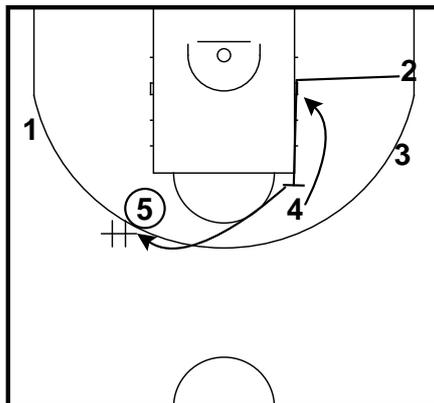
# RACING AVELLANEDA

PALMA



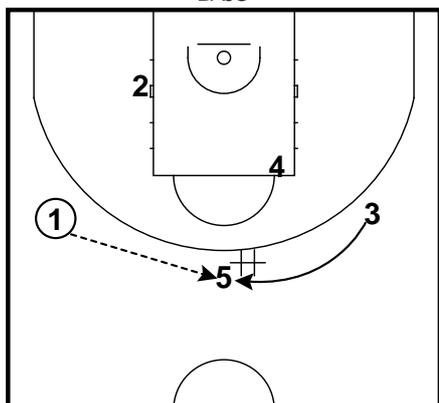
1 pasa a 5  
3 corta hacia al otro lado

PALMA



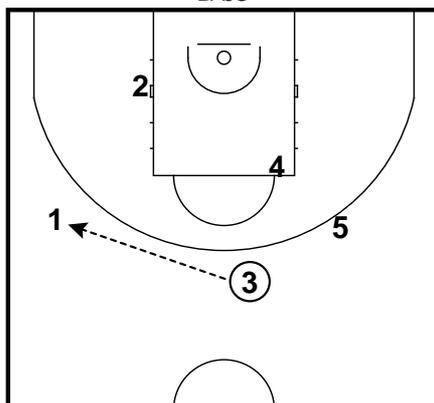
2 coloca back pick a 4  
5 handoff con 2 + PnR

BAJO



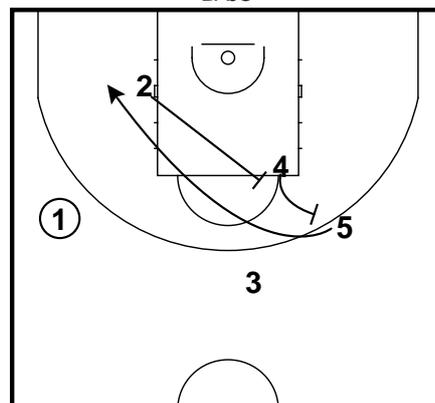
1 pasa a 5  
5 juega handoff con 3

BAJO



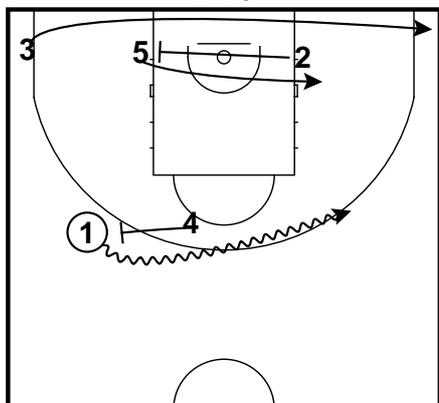
3 pasa el balon a 1

BAJO



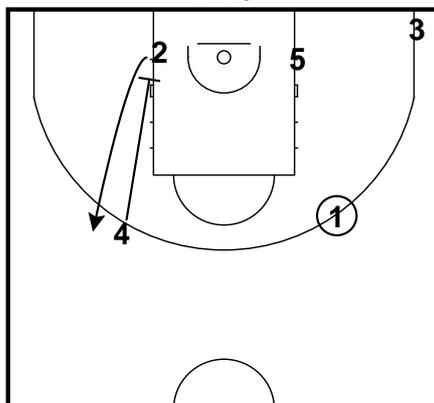
2 y 4 back pick a 5 para postear

LADO



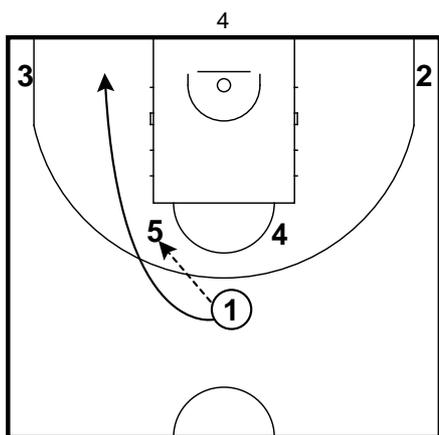
Pick argentina

LADO

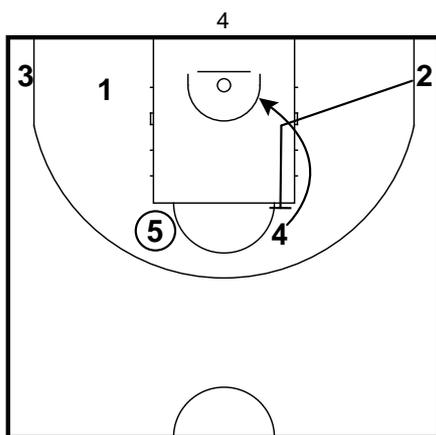


Luego de pick argentina, salida tirador

# RACING AVELLANEDA



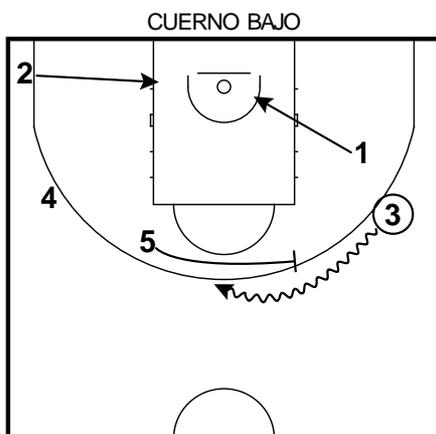
1 pasa a 5 y corta mismo lado



2 coloca back pick a 4 para el alley



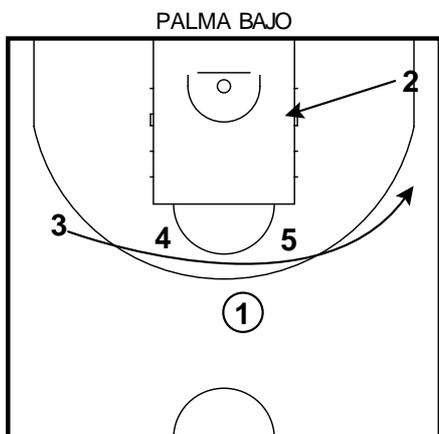
1 handoff con 3.  
4 se va lado contrario



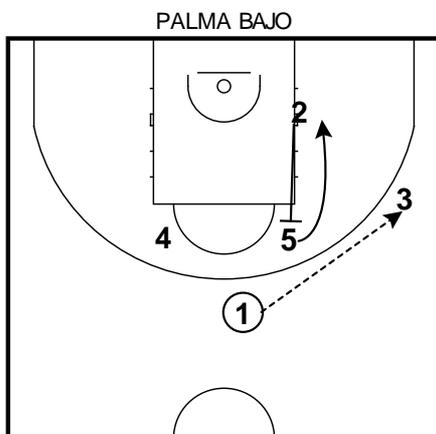
3 juega un pick largo con 5



1 y 5 colocan staggers a 2

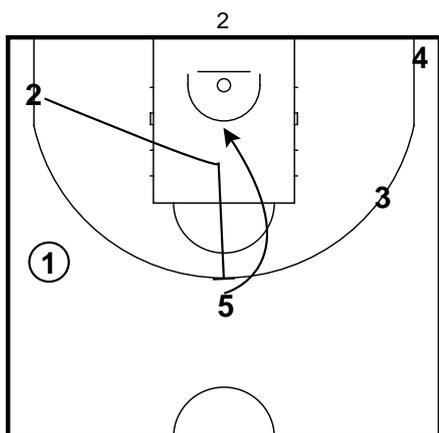


3 corte iverson

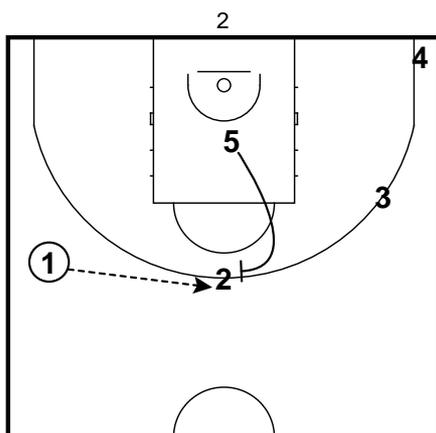


2 back pick a 5 para postear

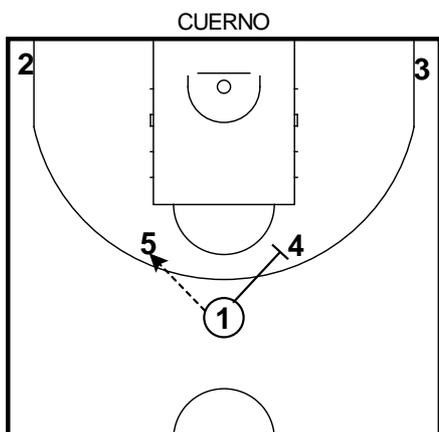
# RACING AVELLANEDA



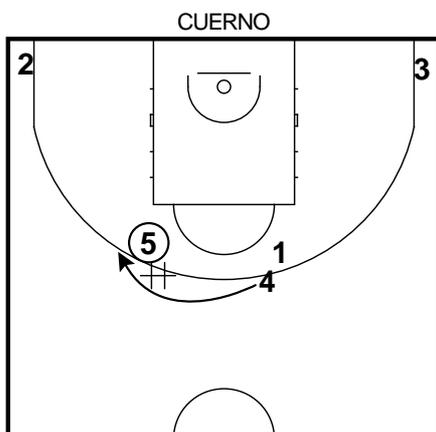
En transición.  
El que llega primero lado balón, pone un back



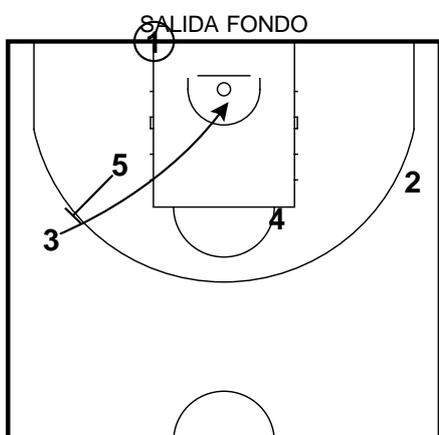
El que puso el back, recibe y Pick central



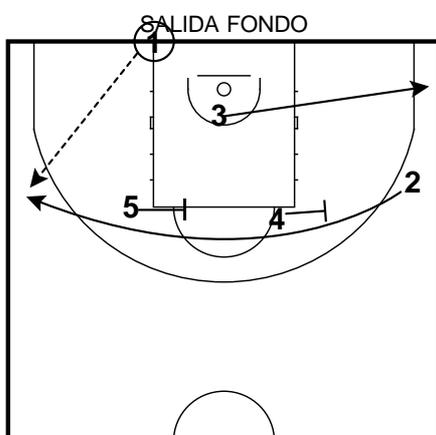
1 pasa a 5  
1 cortina indirecta a 4



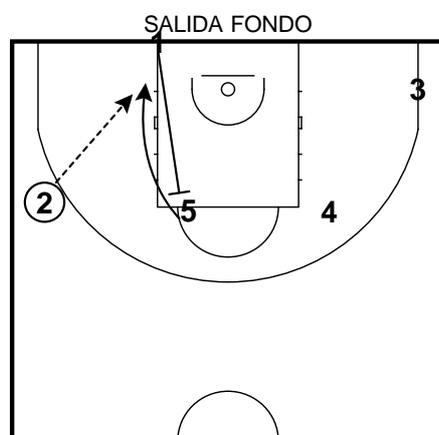
5 con 4 handoff para romper o seguir jugando



5 coloca back pick a 3 que corta



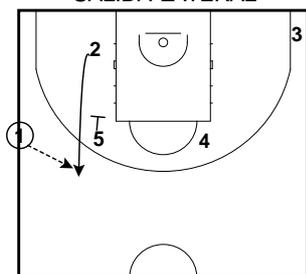
4 y 5 staggers



1 back pick a 5 para postear

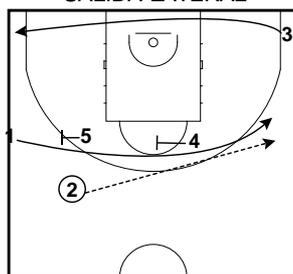
# RACING AVELLANEDA

SALIDA LATERAL



2 Sale por 5 que recibe

SALIDA LATERAL



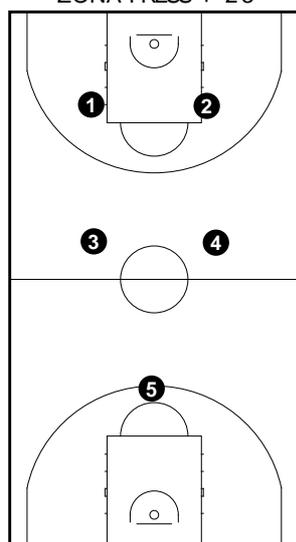
1 corte iverson y recibe

SALIDA LATERAL



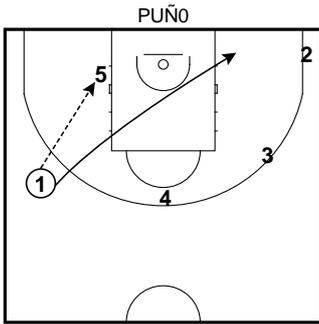
4 cortina a 5 que coloca PhR

ZONA PRESS + 23

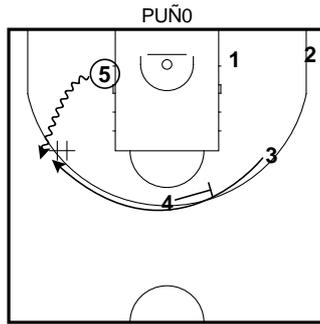


ZONA PRESS 2-2-1 + 23

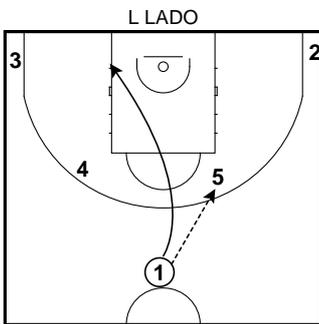
# PICO FC



Buscan inside + corte



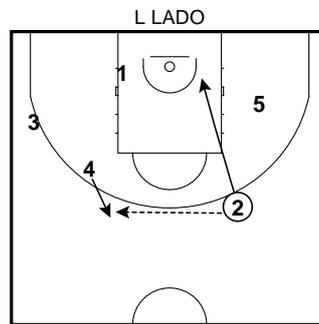
4 indirecta al primer perimetral  
Pueden jugar parejas + concepto



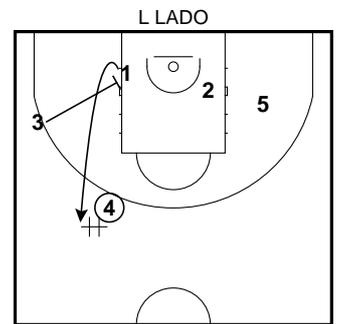
1 pasa a 5 y corta



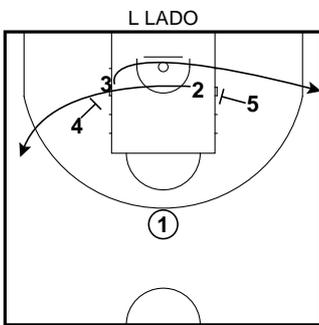
5 handoff con 2



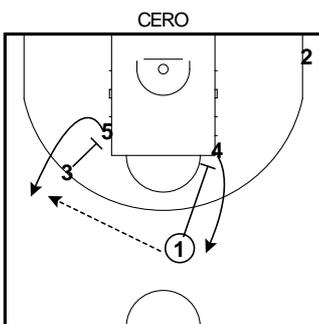
2 reverso con 4 y se mete



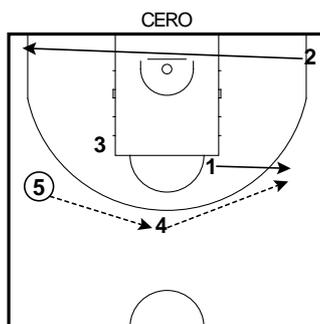
3 indirecta a 1  
1 busca handoff con 4



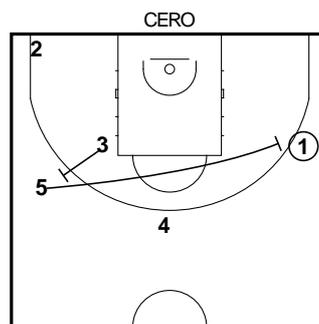
Indirectas a perimetrales



3 indirecta a 5 que recibe en 3pts  
1 luego de pasar, indirecta a 4

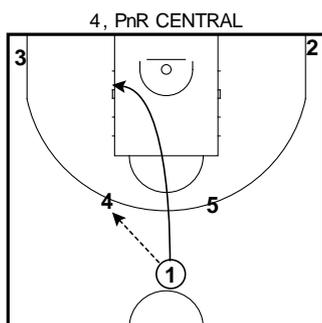


Reverso de bola

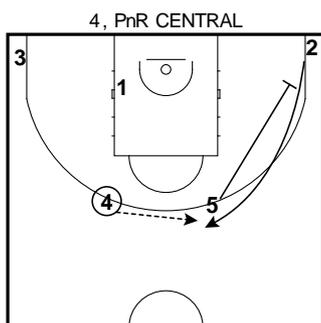


Si ve ventaja puede postear.  
Sino PnR con esquina liberada

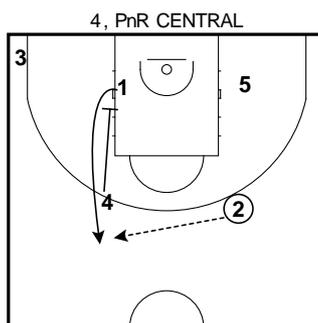
# PICO FC



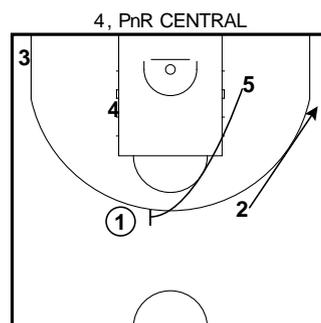
1 pasa y corta mismo lado



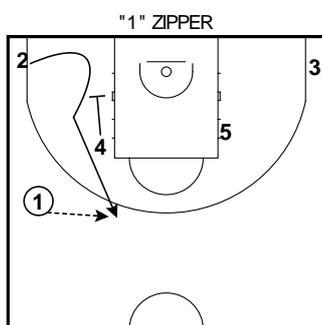
5 indirecta a 2 que recibe



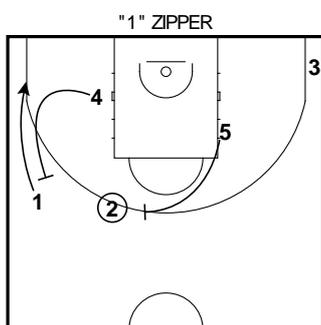
4 indirecta a 1.  
Estimulan el back pick tambien



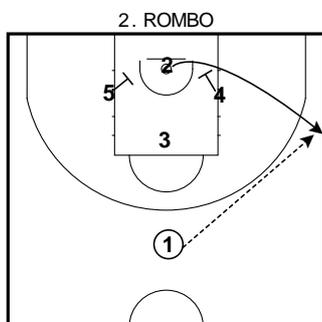
1 con 5 PnR



Zipper convencional



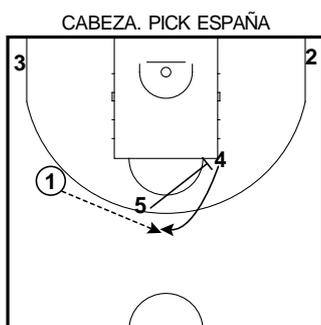
Estimulan mucho el hammer  
mientras se produce PnR



Situacion de ROMBO



Situacion de cuerno



5 indirecta a 4 que recibe

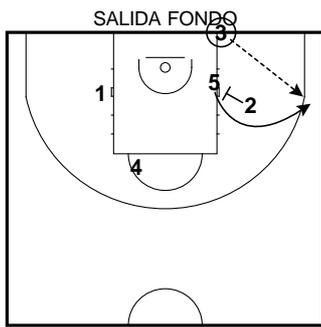


4 handoff con 1

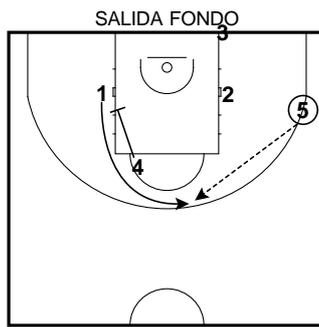


Pick españa

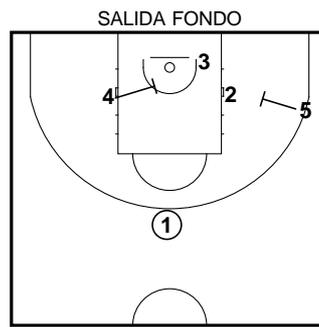
# PICO FC



2 indirecta a 5 que recibe

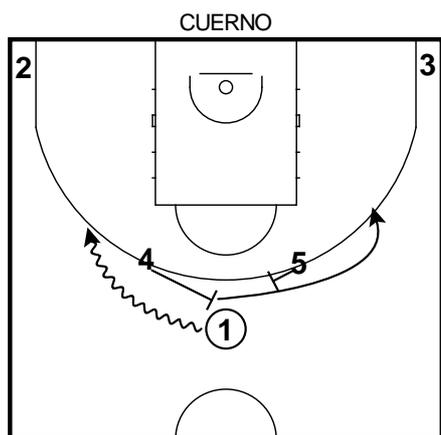


4 indirecta a 1 que recibe

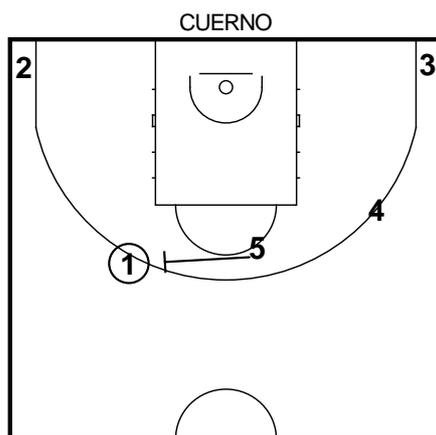


Accion de tiradores

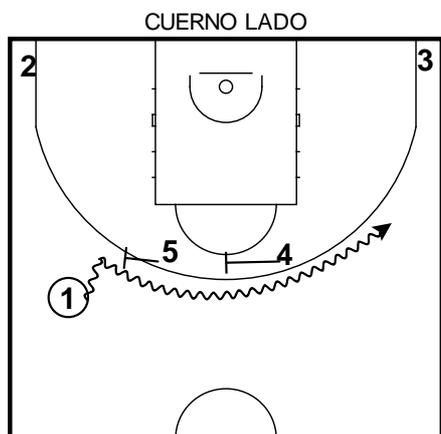
# Pergamino Basquet



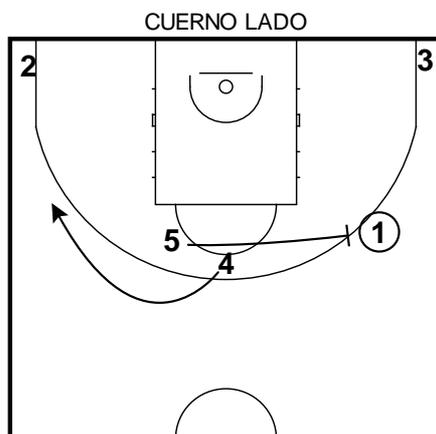
Situación de cuerno.  
1 pasa por 4  
4 flare por 5



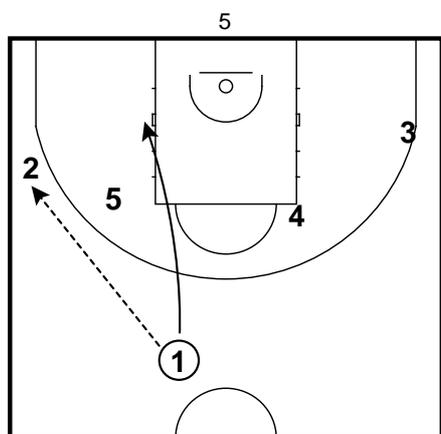
1 PnR con 5.  
Si 1 se la pasa a 4 en el flare  
4 handoff con 3



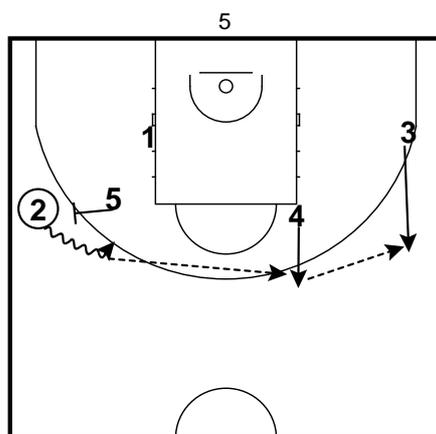
Doble Drag  
Siempre el segundo es Cuassolo  
Puede caer, hacer flare, buena lectura.



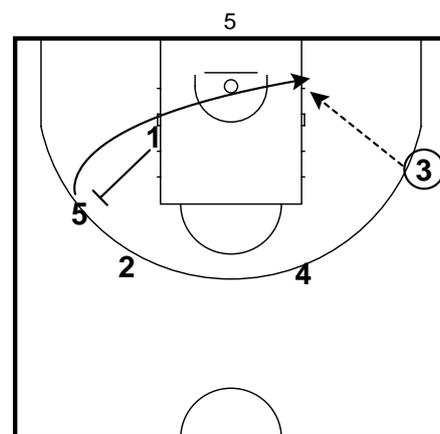
Si 4 hace flare  
1 (Bello) PnR con 5



1 pasa al perimetral, del grande que quieren postear  
1 Corta mismo lado

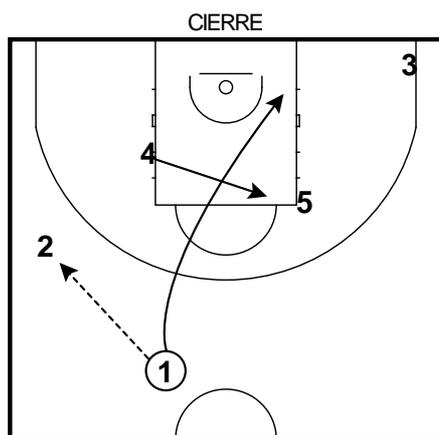


2 PnR con 5 para generarse espacio  
Reverso de bola

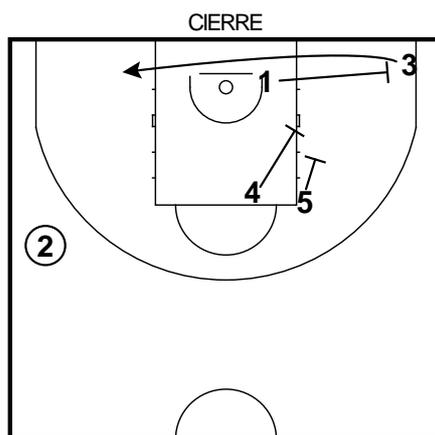


En el reverso  
1 pone back pick a 5

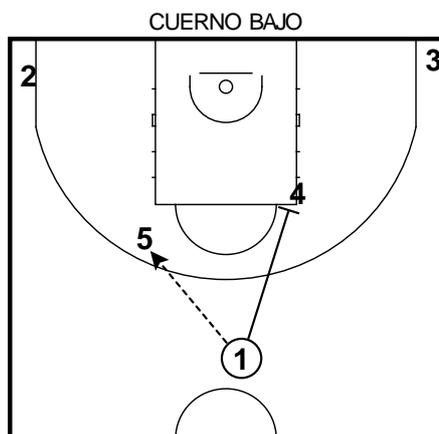
# Pergamino Basquet



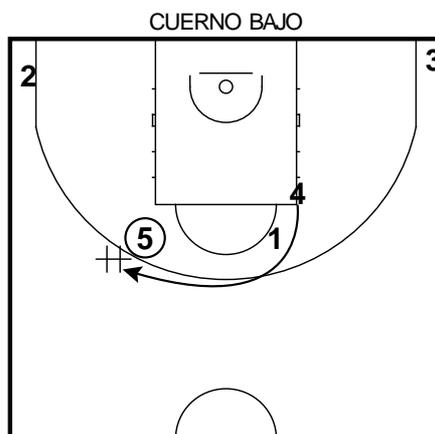
1 pasa y corta



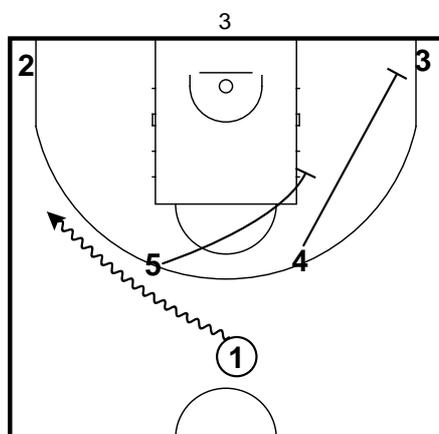
3 (Levato) puede llegar a tomar baja-baja para postear.  
A 2 le queda isolation para jugar.  
Sino el primero sale y hace rulo  
Sale 1 a jugar PnR con 5, 4 abre corner



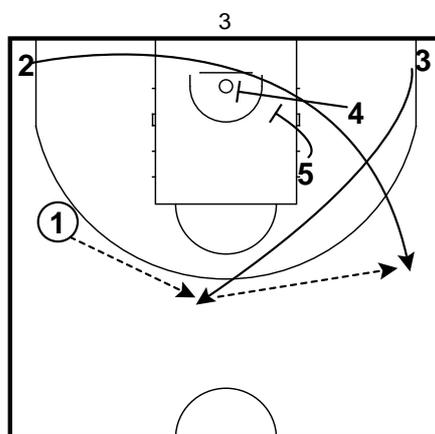
1 pasa a 5  
1 cortina indirecta a 4 (Cuassolo, Gonzalez, Levato)



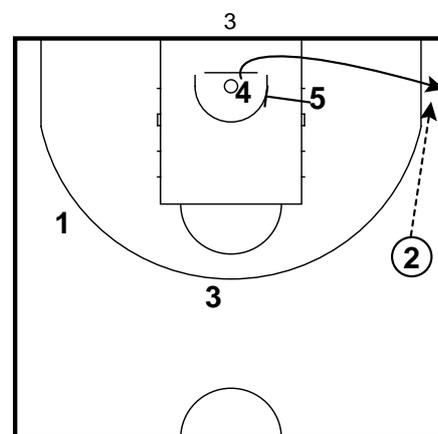
4 handoff con 5  
Sino ataca o lanza  
juega handoff con 2



Situación de cuerno + staggers ambos perimetrales

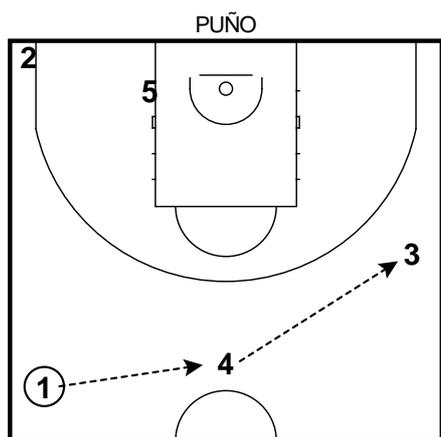


Cuando recibe el 2do perimetral

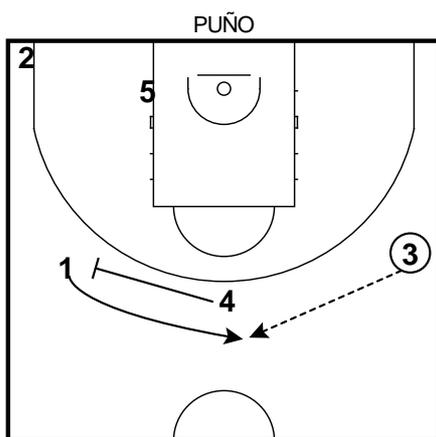


4 (cuassolo o levato) sale por 5

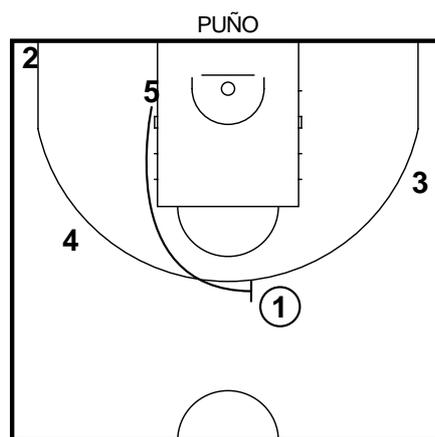
# Pergamino Basquet



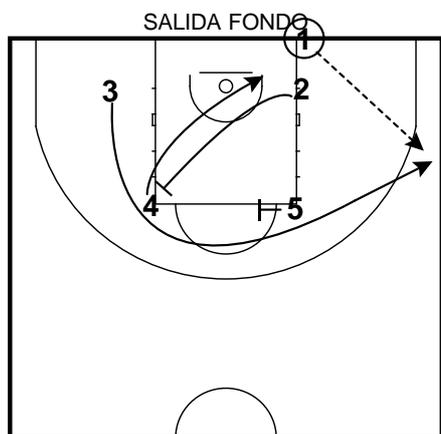
En transición  
Reverso de balón



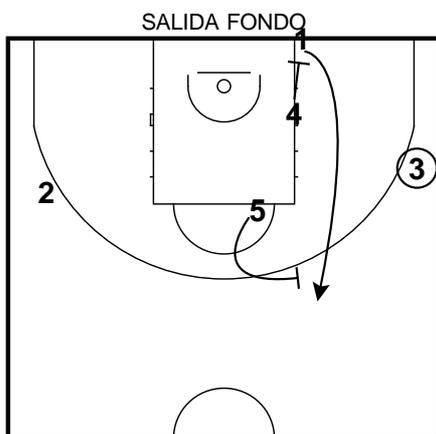
4 indirecta a 1



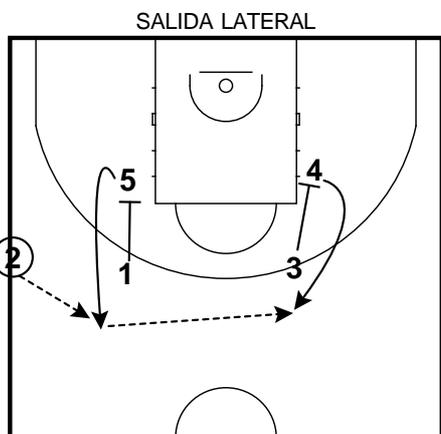
5 sprint al PhR  
Por lo general lo hicieron para el lado par



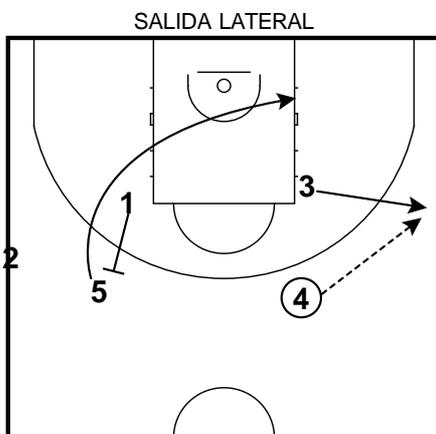
En simultaneo  
2 Back pick a 4  
3 sale mientras se produce el back por 5 a recibir



Situación de zipper  
5 Si ve ventaja busca postearse directo



Si empiezan los 2 grandes abajo, es como jugada 5

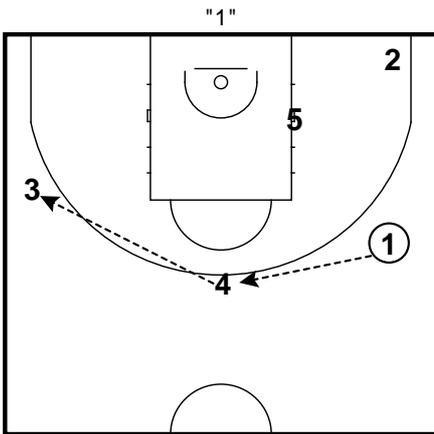


5 recibe back pick en el reverso

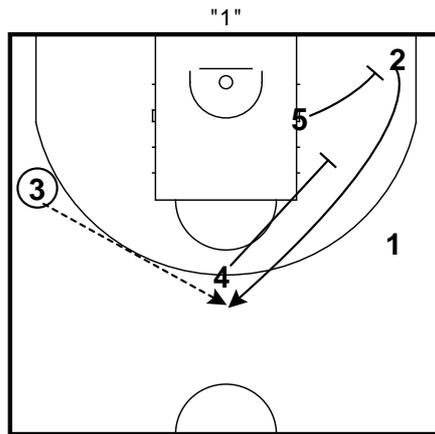
SI LOS GRANDES EMPIEZAN ARRIBA EN LA SALIDA.

ES CARRETON PARA EL QUE SACA  
(BELLO/LEVATO/GONZALEZ)

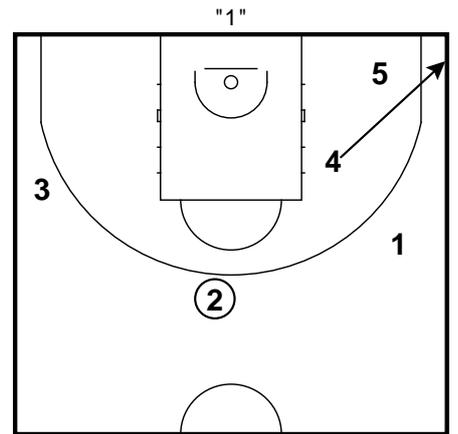
# LANUS



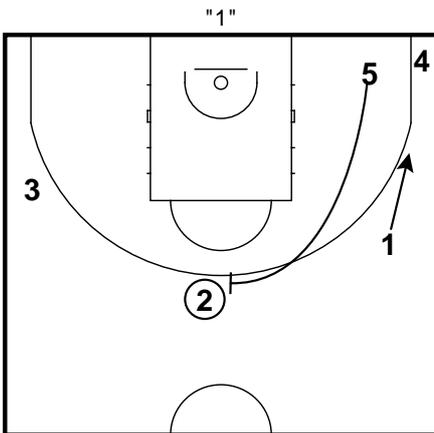
Reverso de bola con el 4



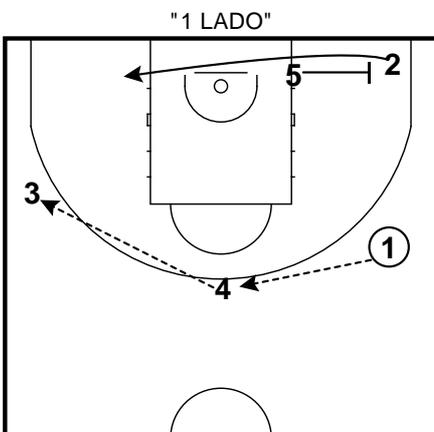
Salida de 2 (Rios) al eje para jugar PhR



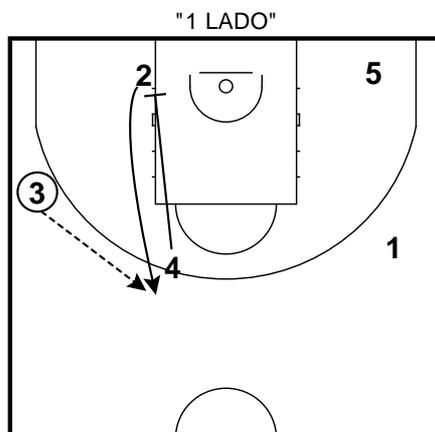
4 se va corner donde cortino



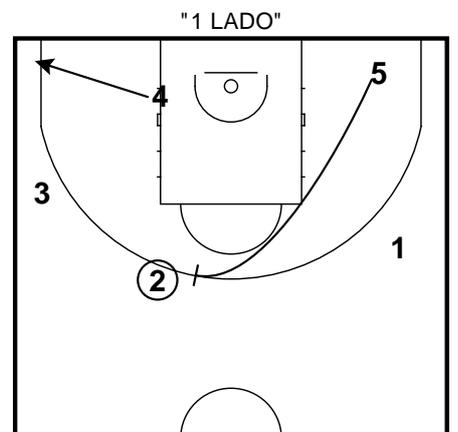
2 (Rios) PhR central con el 5 (Edo o Alorda)



Reverso de bola con el 4  
5 Cortina a 2

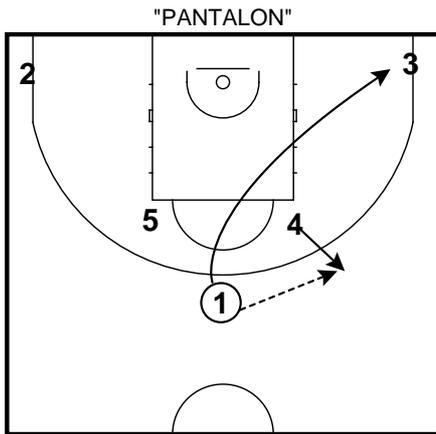


Puede postear 2 (Rios) sino situacion de zipper

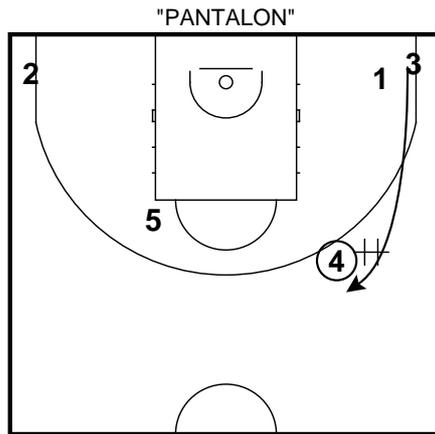


2 PhR Central con 5 hacia lado impar

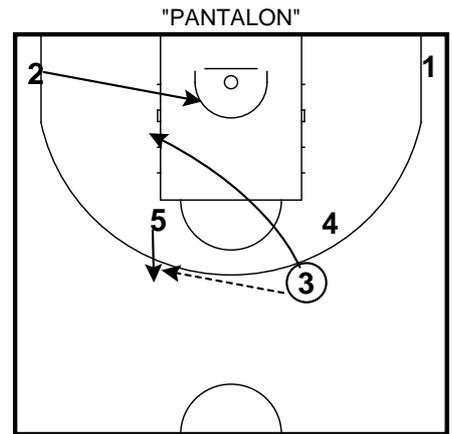
# LANUS



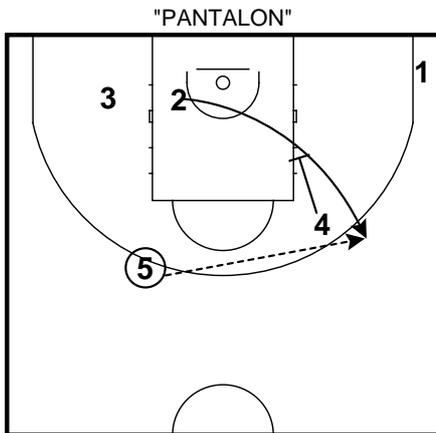
1 pasa a 4 y corta mismo lado.  
Por lo general siempre empieza para lado de Capponi



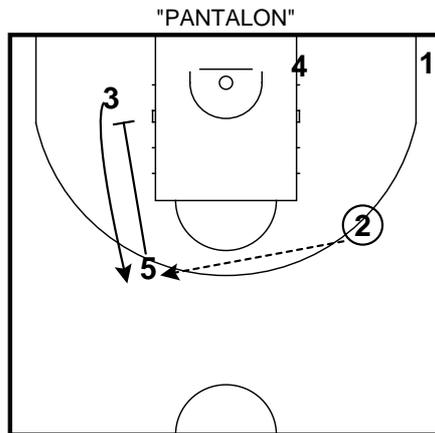
3 (Capponi) handoff con 4



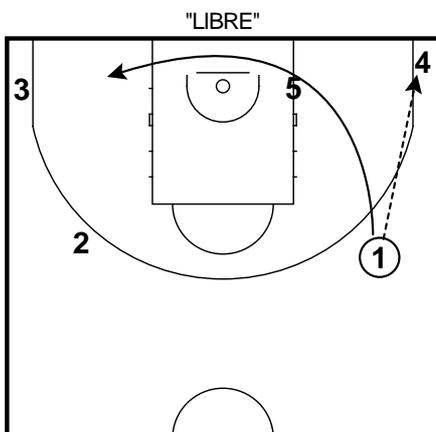
3 (Capponi) pasa a 5 y corta mismo lado



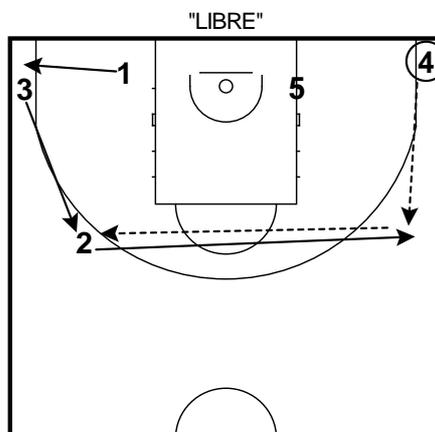
2 sale diagonal por 4



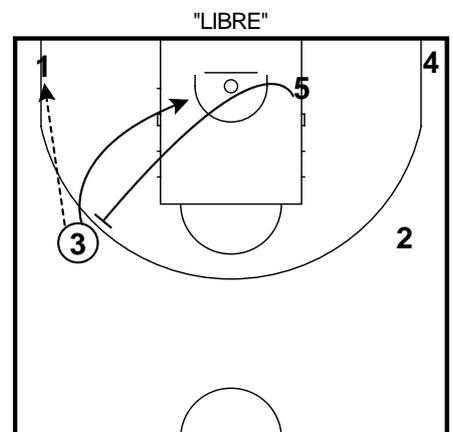
3 (Capponi) salida tirador



4 y 1. Insiste mucho que llegue corner balon  
El que pasa corta

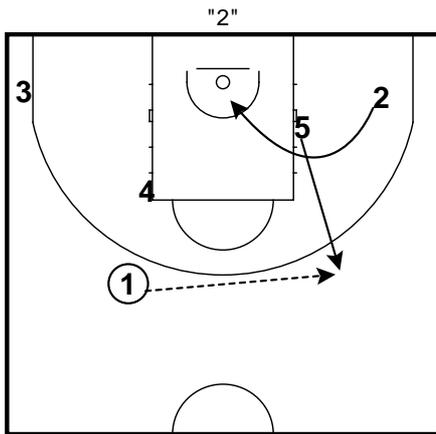


En el reverso de balon

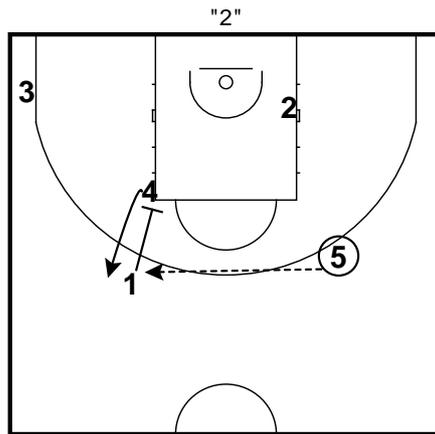


5 coloca back pick y despues por concepto

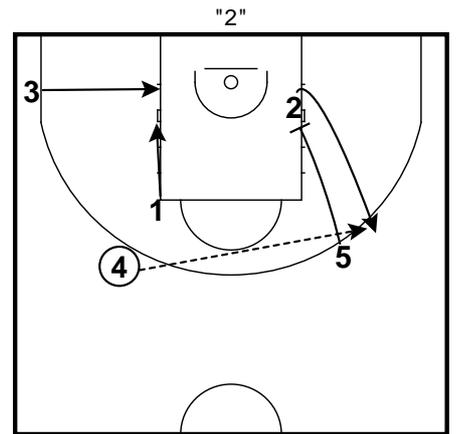
# LANUS



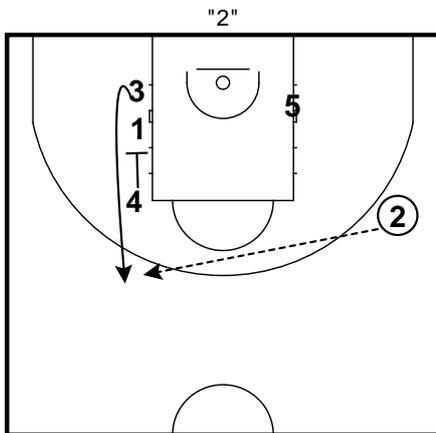
2 realiza un corte por 5, que recibe



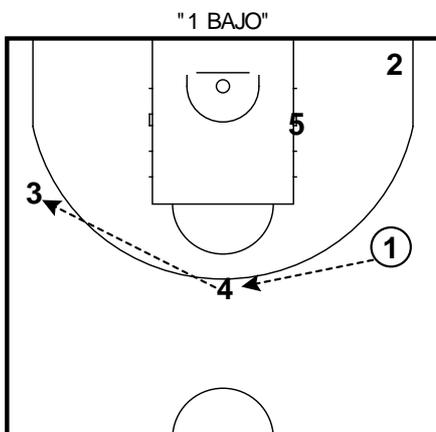
1 cortina a 4, que recibe



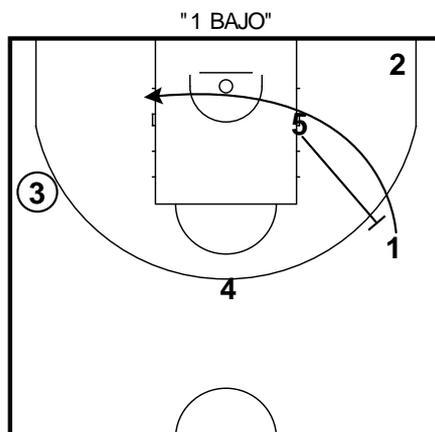
5 cortina a 2, que sale al tiro o jugar.



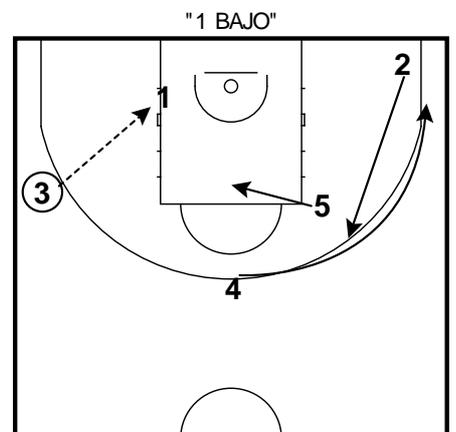
3 sale por 1 y 4 en staggers.  
Sino lanza, juega PnR con 5



Reverso de bola con el 4

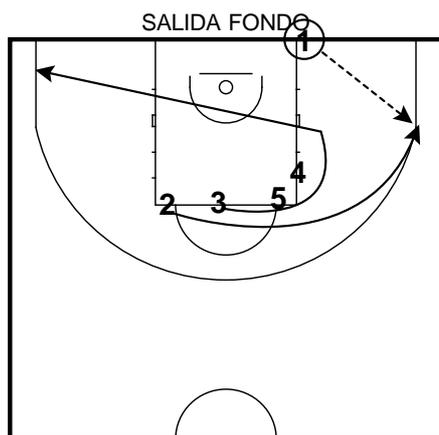


5 Back pick a 1 (Lugli) para postear

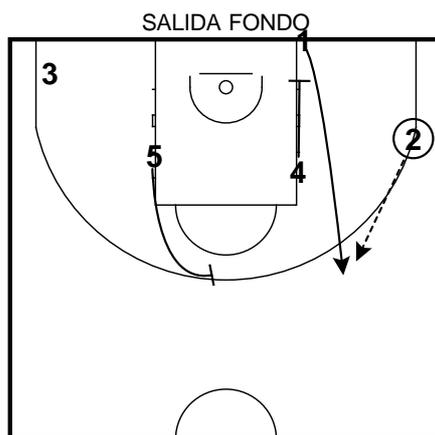


Lugli postea, mas comportamientos.  
5 ataca tiro libre  
2 al alero  
4 corre corner

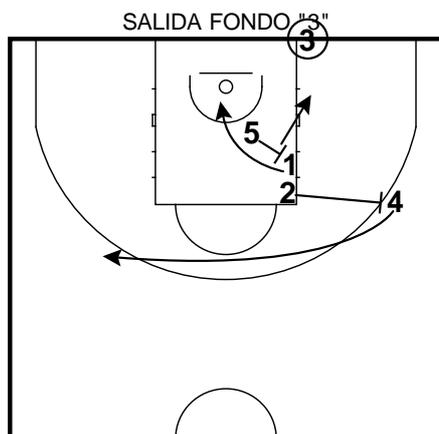
# LANUS



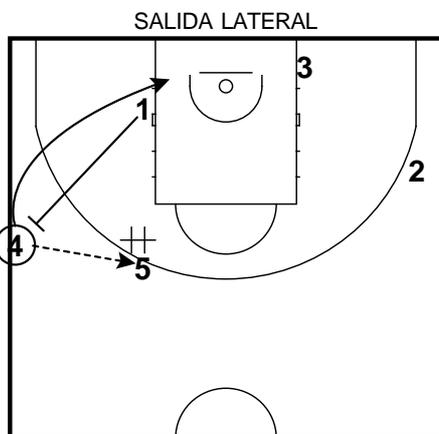
El primer perimetral hace rulo.  
El otro recibe  
Situacion de ZIPPER



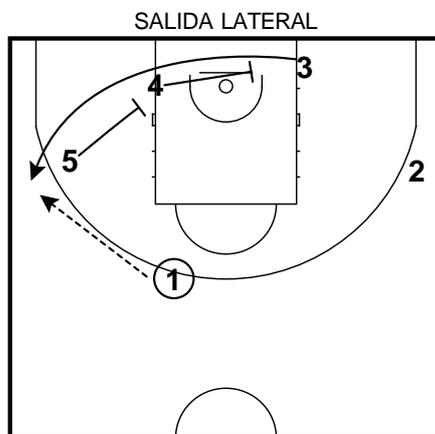
Zipper  
1 sale por 4  
Pnr central con 5



2 Pone back pick a 4.  
5 pone back pick a 1.  
5 se presenta lado balon.



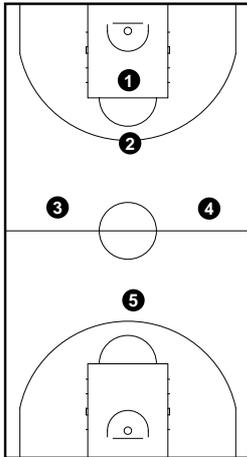
4 Saca y se la da al 5.  
1 back pick a 4  
1 busca handoff con 5



4 y 5 staggers para 3 (Capponi)

# LANUS

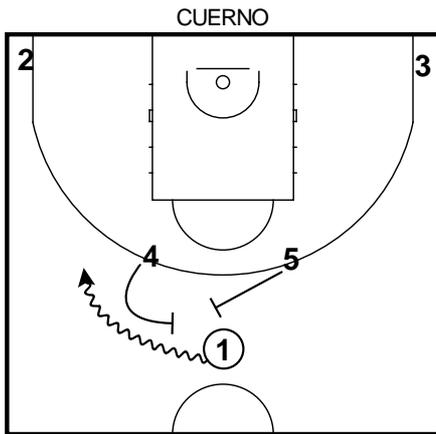
ZONA PRESS 1-1-2-1



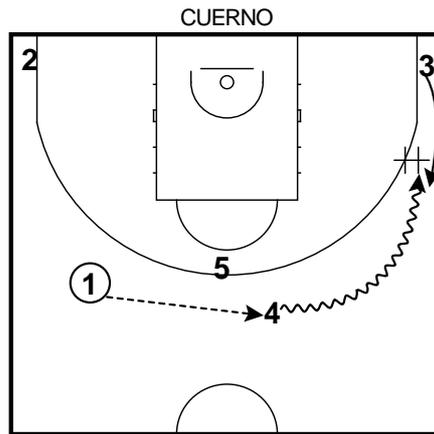
1-1-2-1.

Buscan demorar, el tandem pone presión al balón.  
Contra Pilar cayeron en hombre, pueden caer en zona también

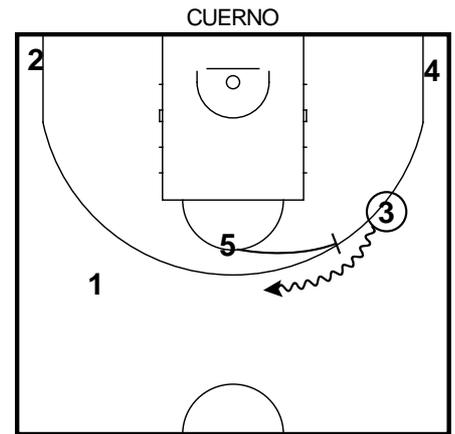
# LA UNION COLON



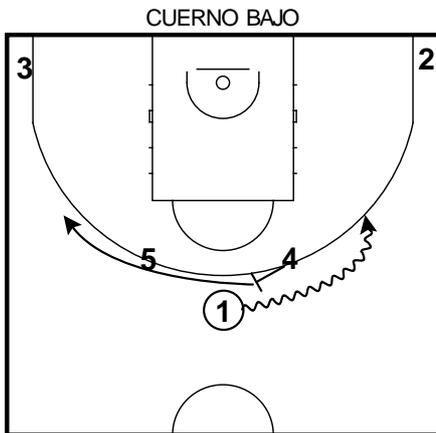
1 pasa por 4, es alto este Pick



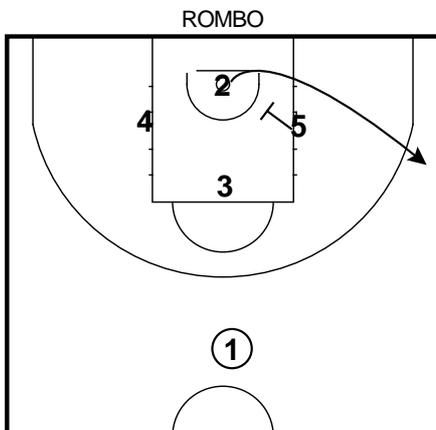
4 handoff con 3



3 PnR con 5 (Por lo general es Tabbia el que juega)

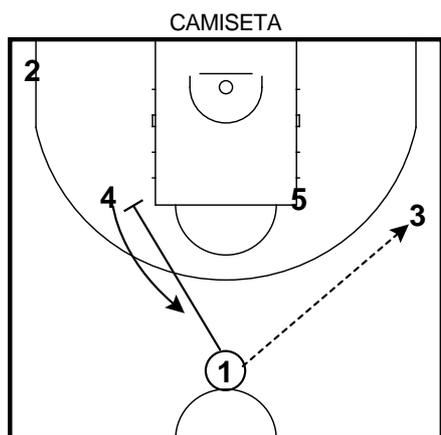


Juega PnR el 1

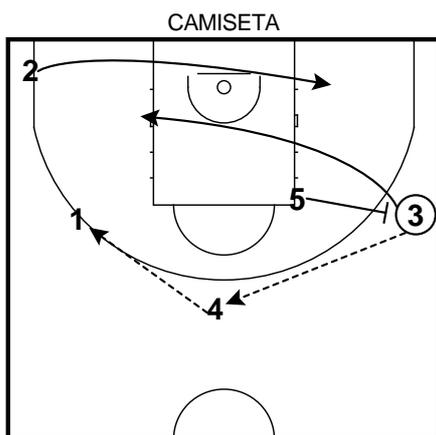


Situación de Rombo.  
 BILAT Sale al tiro.  
 Sino puede volverse a meter para volver a salir.  
 Sino PnR Hacia afuera con el del mismo lado donde salio

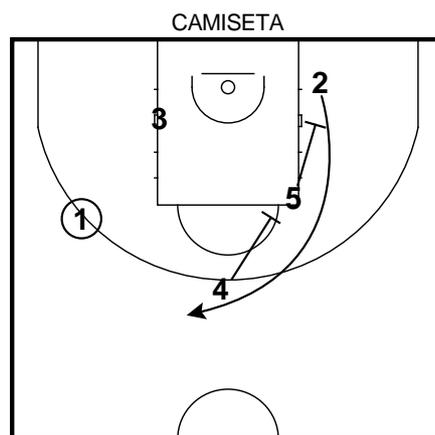
# LA UNION COLON



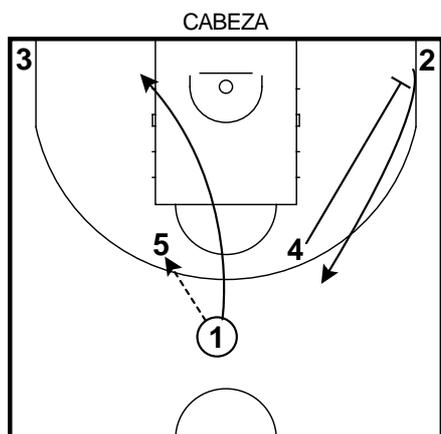
1 pasa a 3  
1 cortina a 4 para recibir en el eje



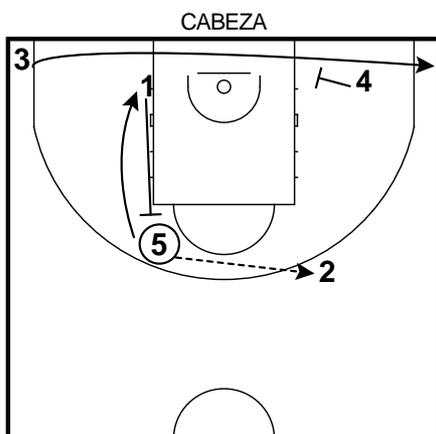
En el reverso de bola.  
2 corta al lado contrario  
3 recibe un back pick de 5  
Puede postear (Tabbia)



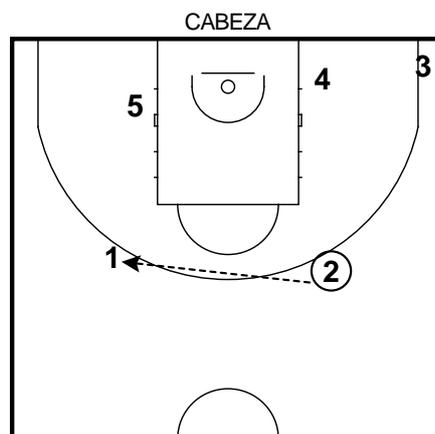
Si no hay PB, Stagers.  
4 nuestra



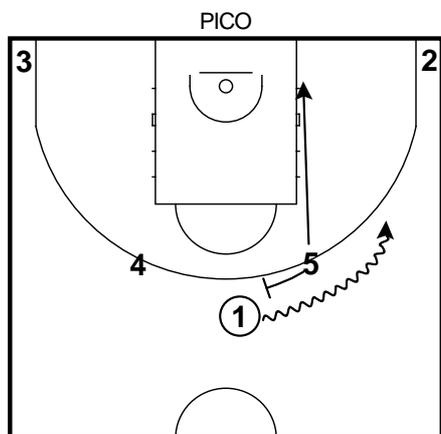
Situacion de FLEX



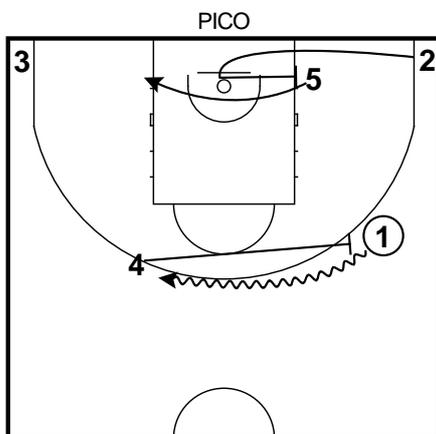
1 coloca back pick a 5



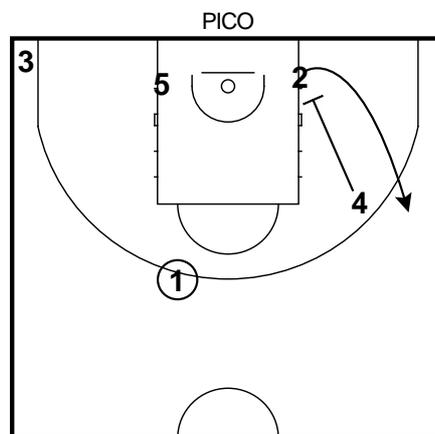
Si 5 es Frenia, juegan PB.  
Sino, viene PnR del otro grande.



Situacion de cuerno + pick argentina

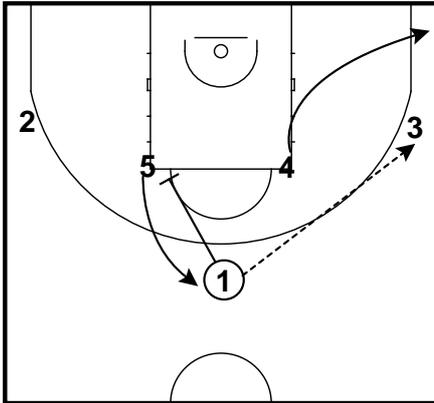


Pick argentina.  
Triple post



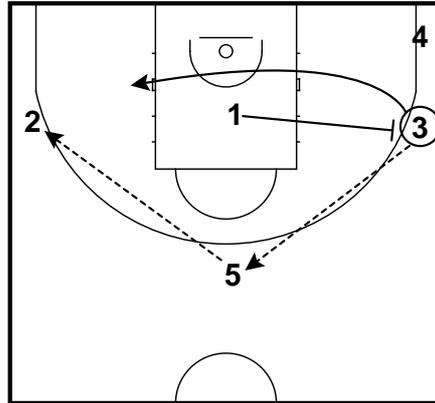
# LA UNION COLON

OREJA



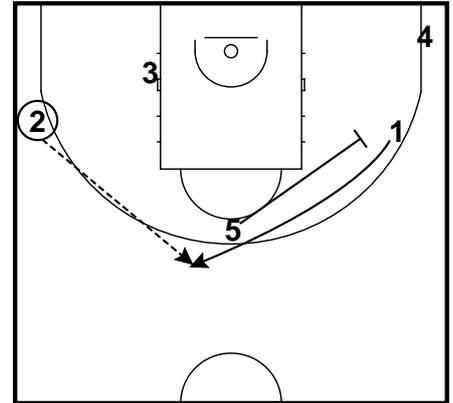
1 pasa a 3 y cortina a 5.  
4 abre corner

OREJA



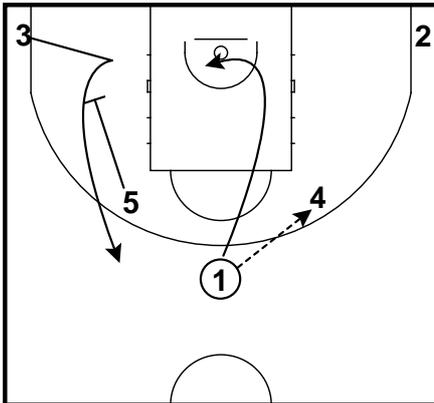
En el reverso de bola, situacion de triple post

OREJA



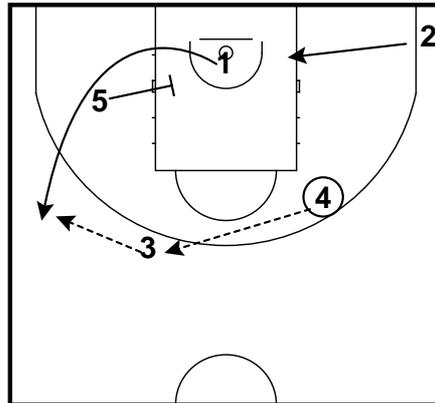
Si no hay bola inside.  
PnR central 1 con 5

PULGAR



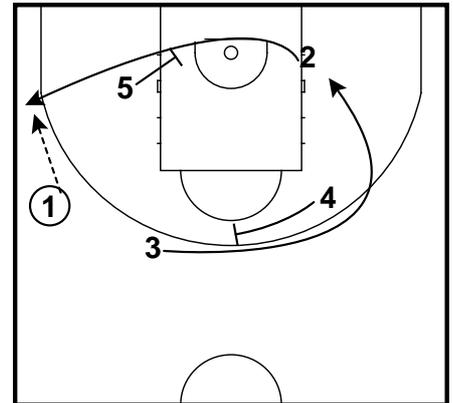
1 pasa a 4 y corta  
5 salida indirecta a 3

PULGAR



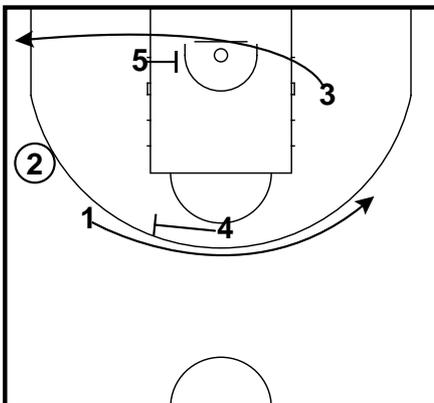
1 salida indirecta por 5

PULGAR



2 salida indirecta por 5.  
3 flare por 4 y se mete

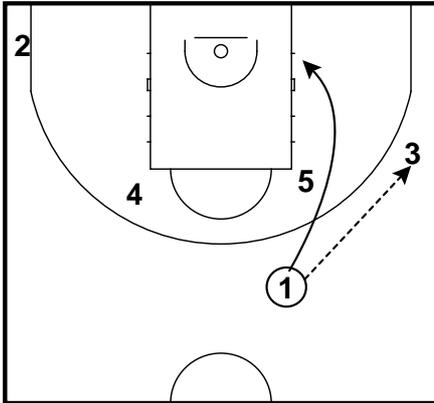
PULGAR



3 salida indirecta por 5.  
1 flare por 4

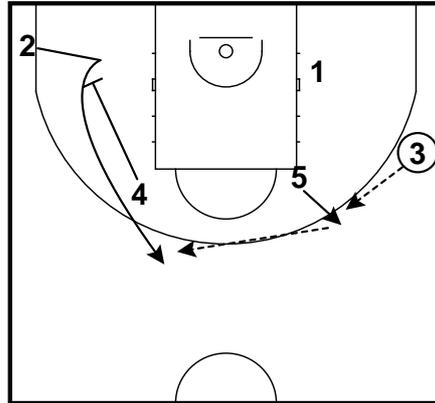
# LA UNION COLON

PULGAR BAJO



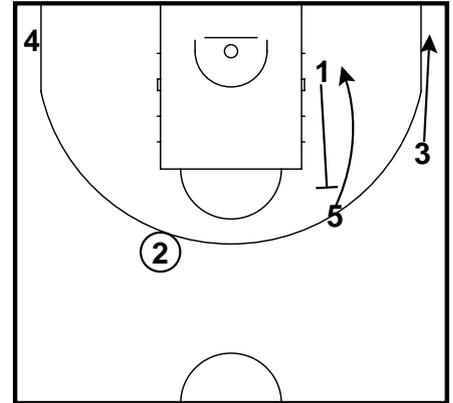
1 pasa y corta mismo lado

PULGAR BAJO



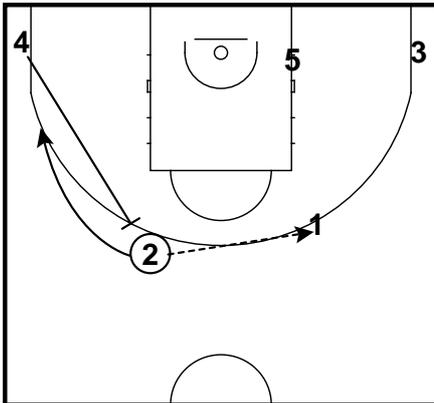
3 reversa con 5 que abre 3pts  
5 pasa a 2 que sale de indirecta

PULGAR BAJO



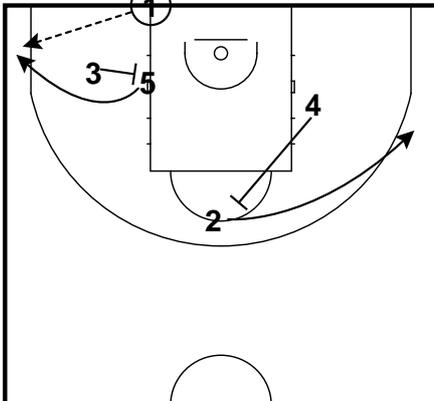
1 coloca back pick a 5

PULGAR BAJO



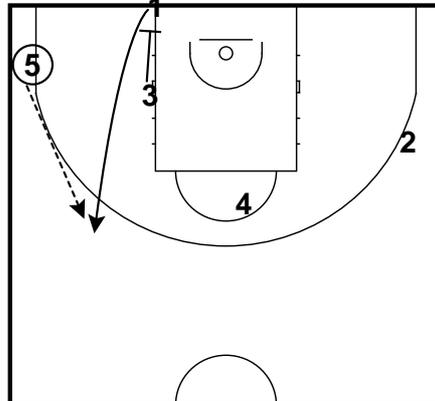
1 cuando recibe  
2 flare por 4.

SALIDA FONDO.



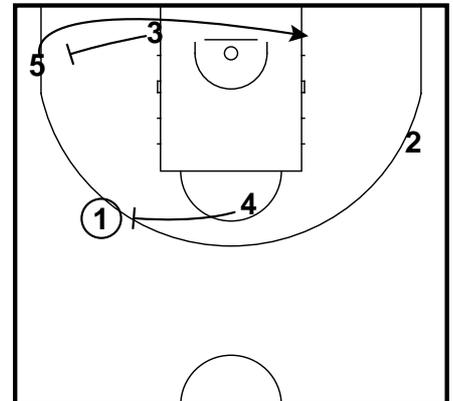
3 cortina a 5 para recibir

SALIDA FONDO.



3 toca a 1 que recibe

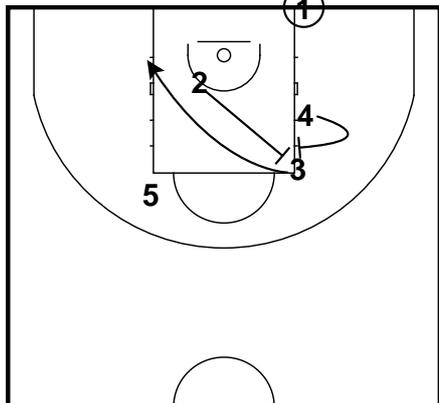
SALIDA FONDO.



Pick argentina + triple post

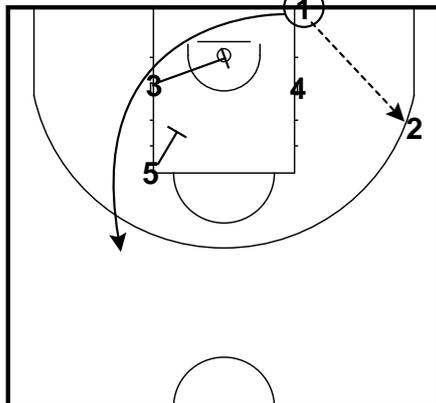
# LA UNION COLON

SALIDA FONDO



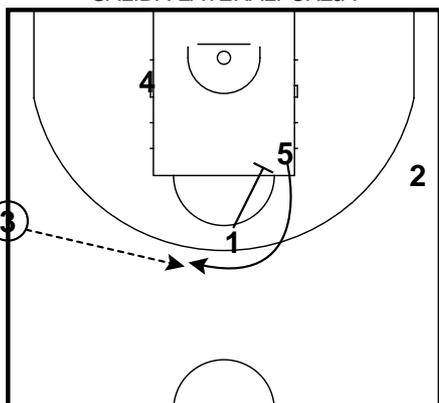
Un triángulo.  
2 back pick a 3

SALIDA FONDO



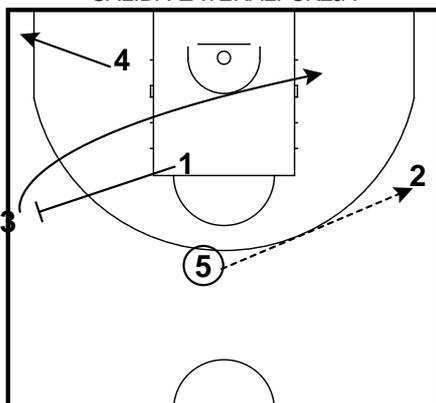
Salidas indirecta por 5.  
Puede salir el que saca en staggers  
Puede salir 3 directamente

SALIDA LATERAL. OREJA



Idem a la ofensiva.  
1 cortina a 5 que recibe

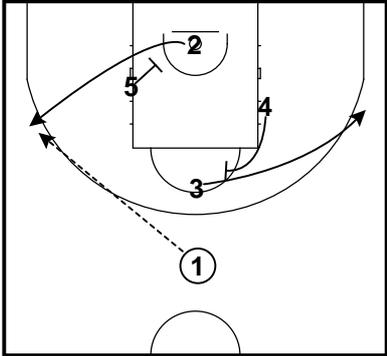
SALIDA LATERAL. OREJA



3 recibe back pick de 1  
1 Sale por 5 + PnR Central

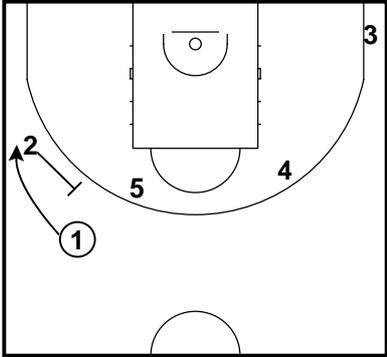
# GIMNASIA LP

ROMBO

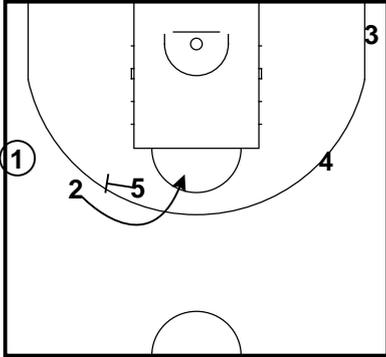


Situacion de rombo para Alan Moreno

LADO

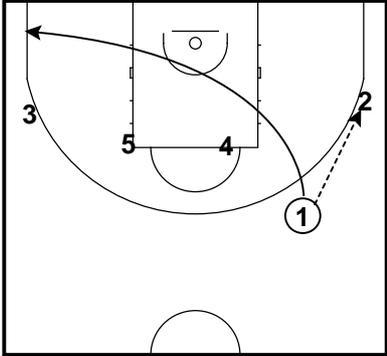


LADO



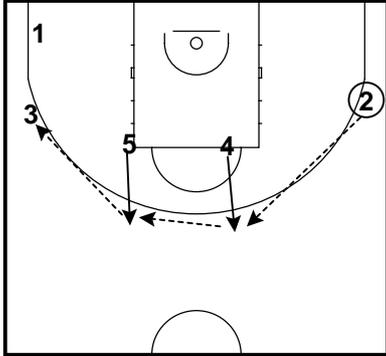
Flare de 2 por 5 + concepto

"4"



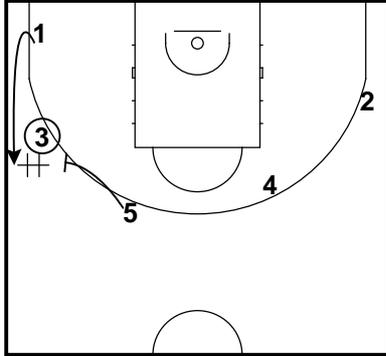
1 pasa a 2 y corta.  
Reverso de bola

"4"



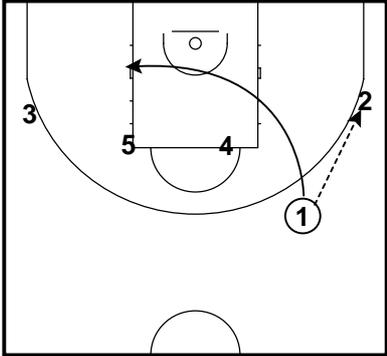
Reverso de bola

"4"



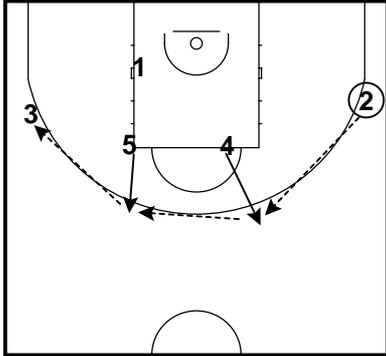
Handoff + PnR

"55"



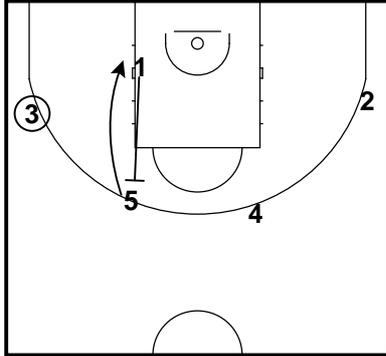
1 pasa a 2 y corta.  
Reverso de bola

"55"



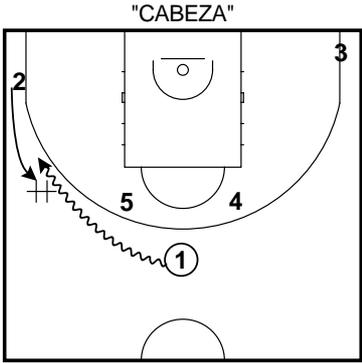
En el reverso de bola

"55"

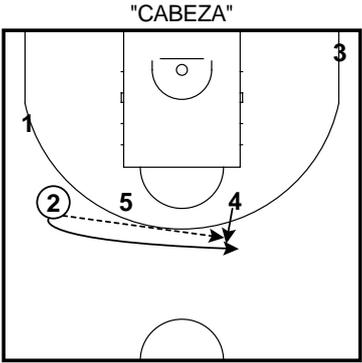


Back pick de 1 a 5.  
Sino juega PnR con 4 (situacion de zipper)

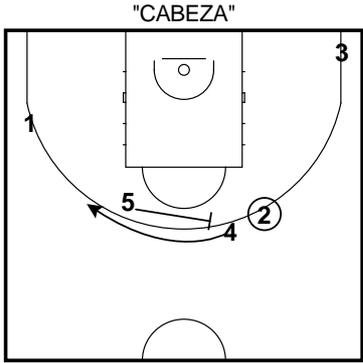
# GIMNASIA LP



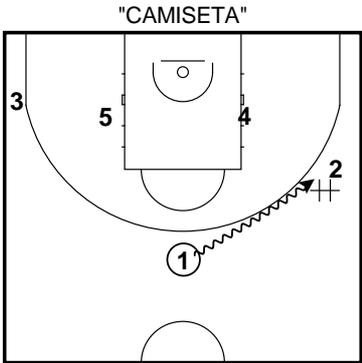
1 lleva handoff a 2



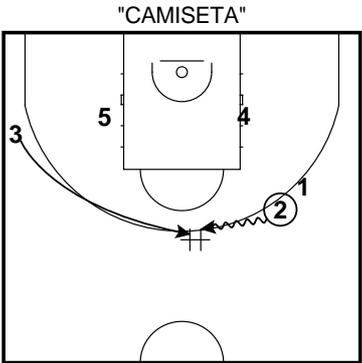
2 pasa a 4 y busca handoff



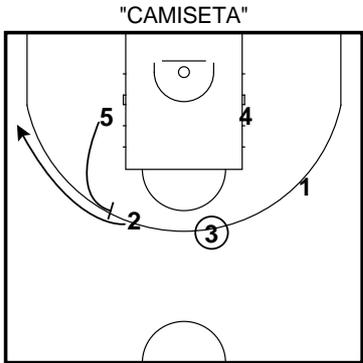
4 flare por 5



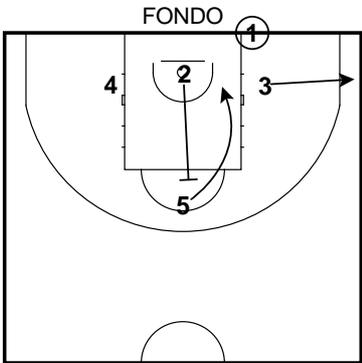
1 handoff con Alan Moreno



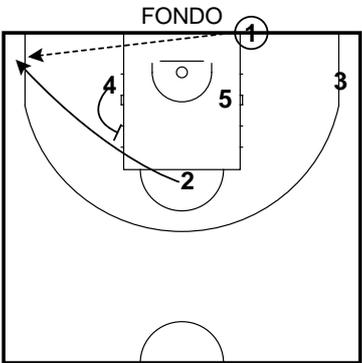
Alan Moreno handoff con 3



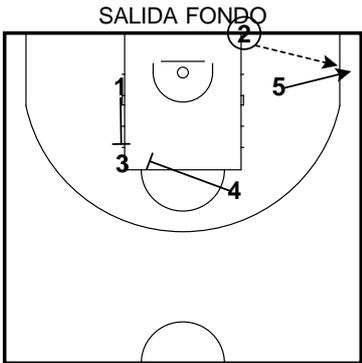
5 flare a Alan Moreno



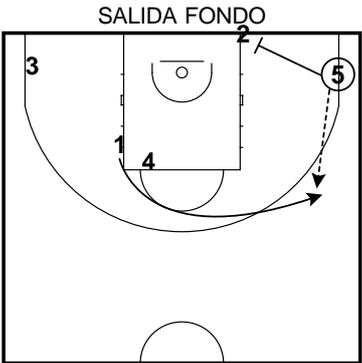
2 back pick a la carrera a 5



2 (alan moreno) sale corner contrario por 4



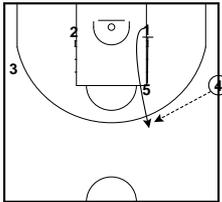
1 back pick a 3  
4 cortina a 1  
5 recibe el balon, entrando y saliendo



1 recepcion de 5  
5 cortina a 2 (Alan Moreno)

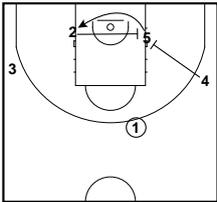
# GIMNASIA LP

SALIDA LATERAL



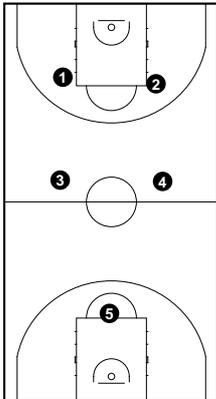
1 recibe de 4

SALIDA LATERAL

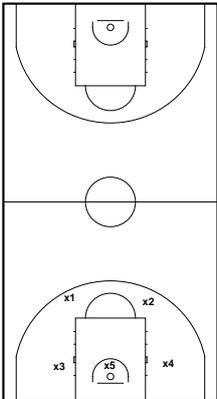


Situacion de triple post  
2 cortina a 5  
2 luego sale por 4 al tiro

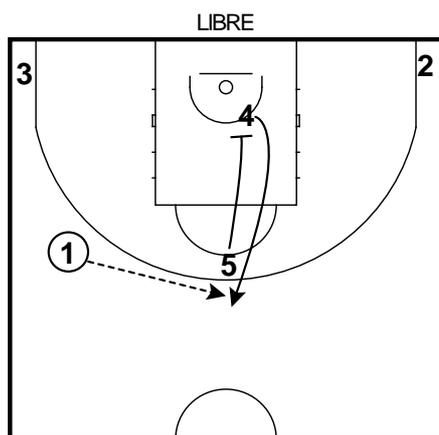
ZONA PRESS 2-2-1



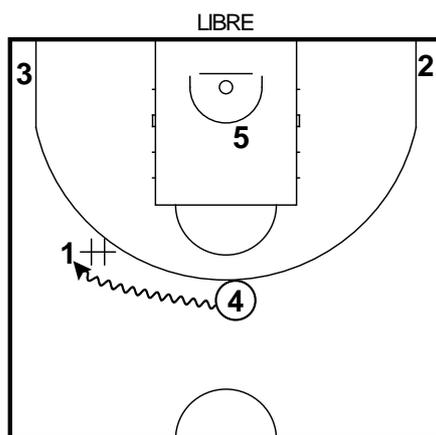
ZONA PRESS 2-2-1



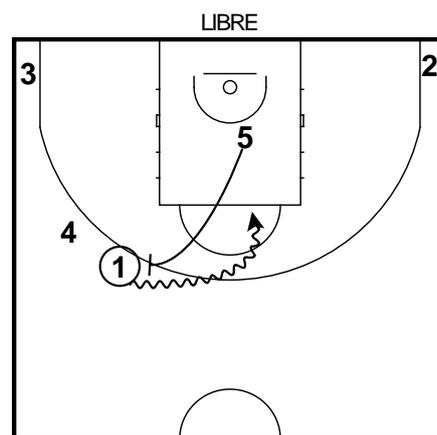
# HISPANO AMERICANO



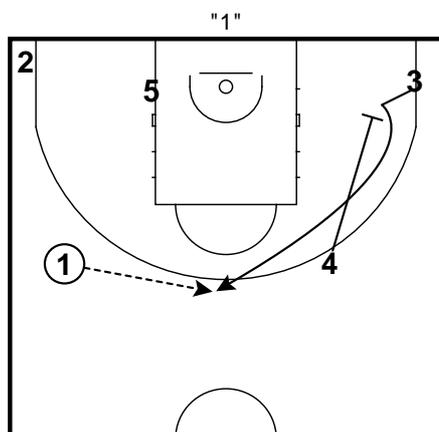
En transición  
5 cortina a 4 (es indistinto)  
El que cortina, sella.  
El otro, lectura de la defensa



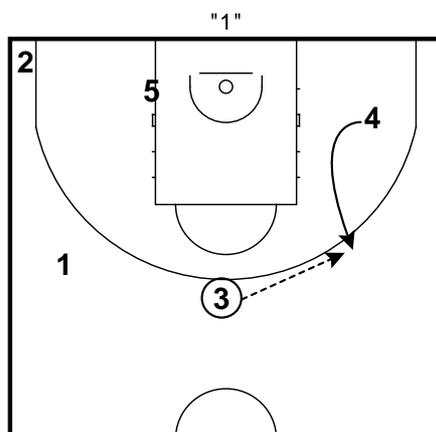
4 identificar con quien jugar handoff



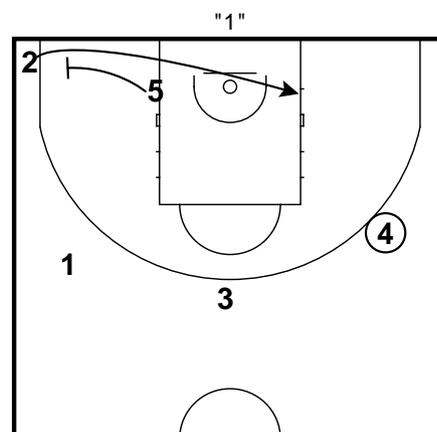
5 cuando se esta entregando el handoff  
Ya tiene que estar subiendo para el PnR.



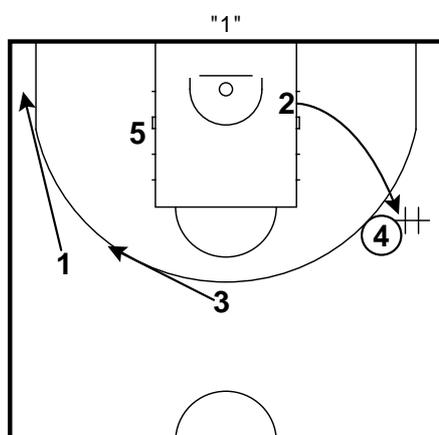
En transición  
4 cortina a 3.  
Importante la recepcion de 3 sea en el eje



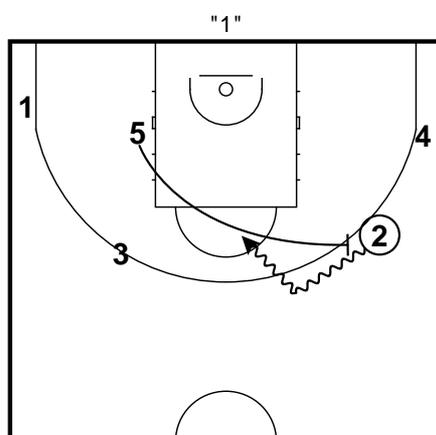
3 revierte el balon con 4.



5 cortina a 2, para buscar ventajas  
2 puede postear (Aristu)  
5 Ganar posicion si defensa se va con 2.

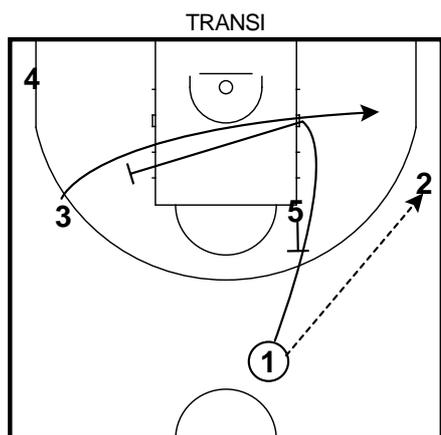


2 busca handoff con 4.  
Ver defensa, puede entrar back door  
2 puede cortinar a 4 si viene apareado

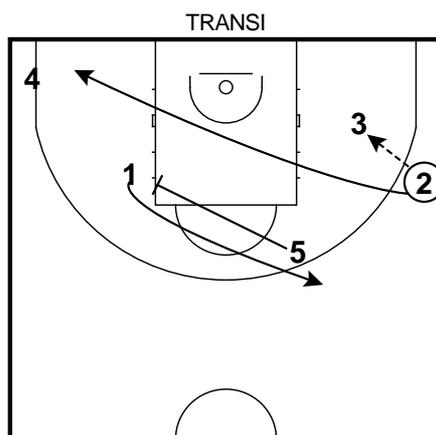


5 cuando se produce handoff  
tiene que estar subiendo para el PnR  
Ser vertical en el PnR para generar espacios.

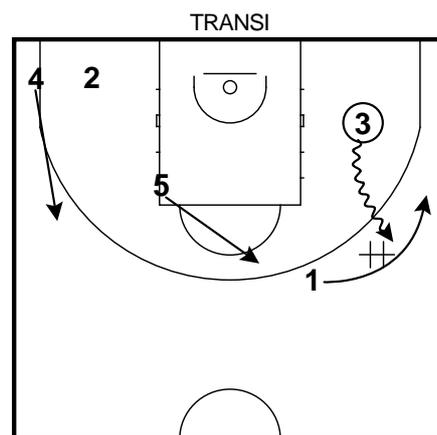
# HISPANO AMERICANO



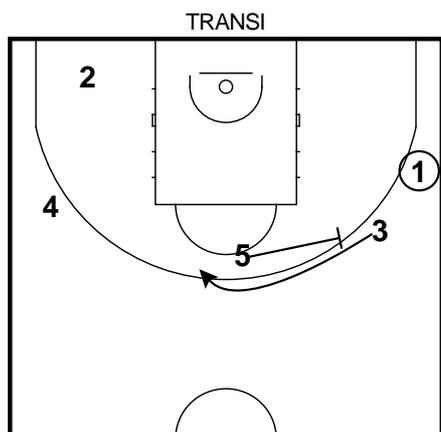
1 pasa a 2 y corta por 5.  
1 coloca un back a 3 que se va a recibir alto



2 pasa a 3 y corta  
1 sale en indirecta por 5

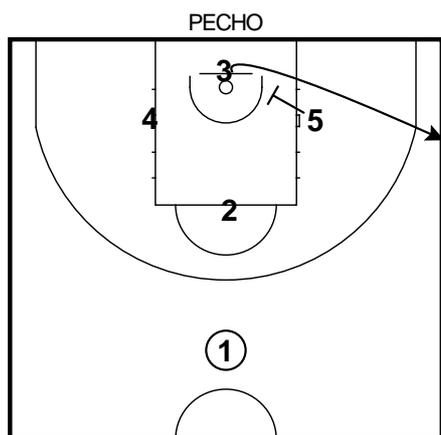


3 juega un handoff o puede pasar a 1

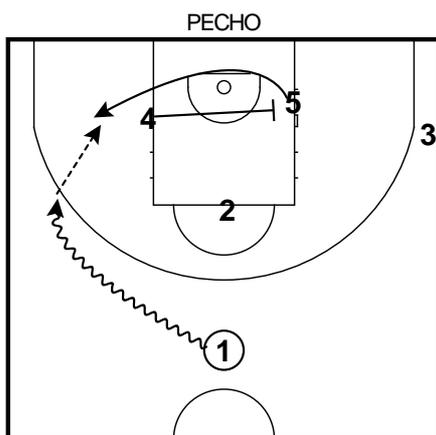


3 realiza un flare por 5 + concepto  
3 puede recibir y lanzar si pasaron por detras  
5 puede caer  
5 puede jugar PhR con 1  
3 recibe, 4 tiene que cortar

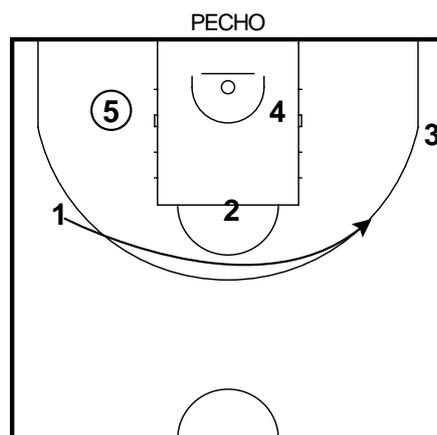
# HISPANO AMERICANO



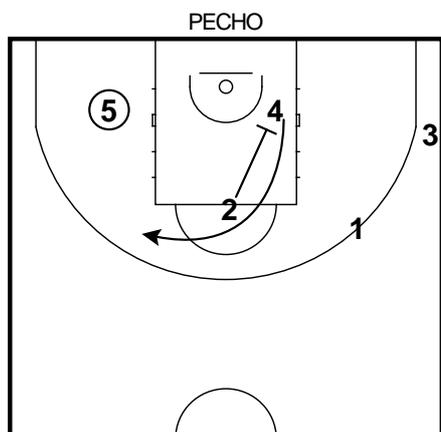
Situación de rombo  
3 siempre sale por 5



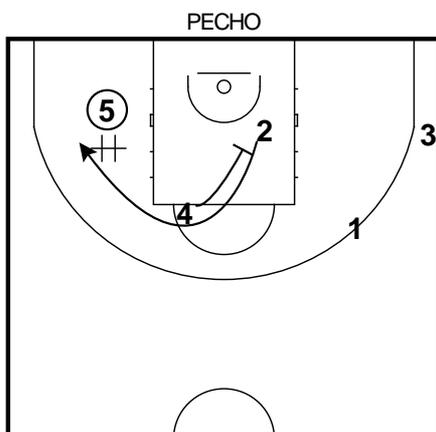
1 orienta con drible hacia lado contrario de 5  
4 cortina baja-baja a 5 para recibir



1 luego de pasar, se va a 60 lado contrario

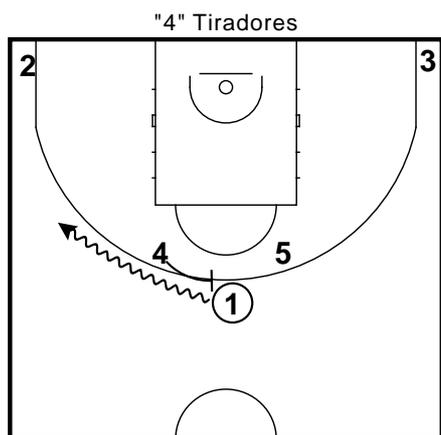


2 cortina a 4

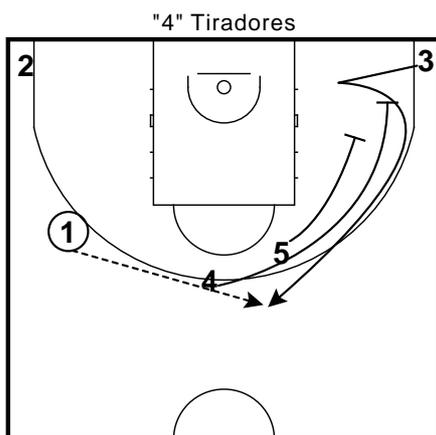


4 recortina a 2 + lectura  
Si hay cambio, ganar posición.  
2 busca handoff con 5 + primera opción  
lanzar o penetrar el  
5 ver si caer o short roll

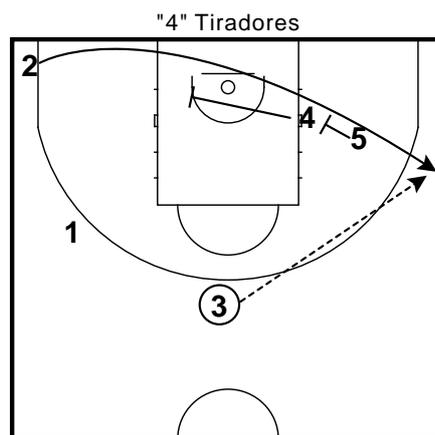
# HISPANO AMERICANO



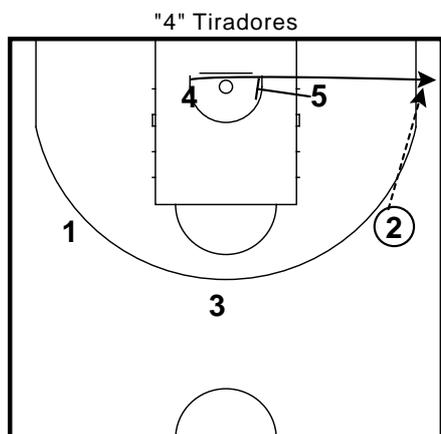
Situación de cuerno.  
1 pasa por 4



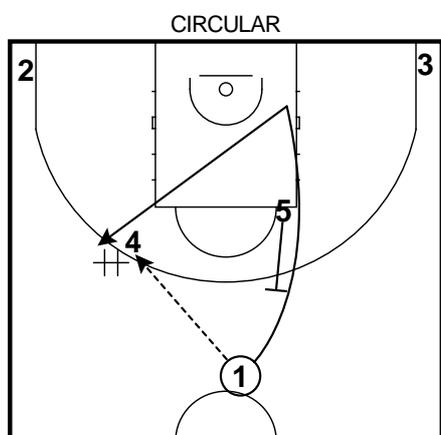
4 y 5, staggers a 3.



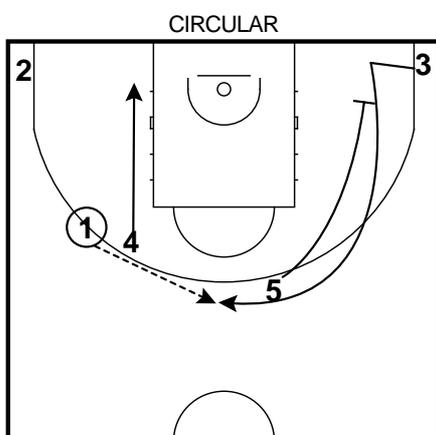
4 y 5, staggers a 2



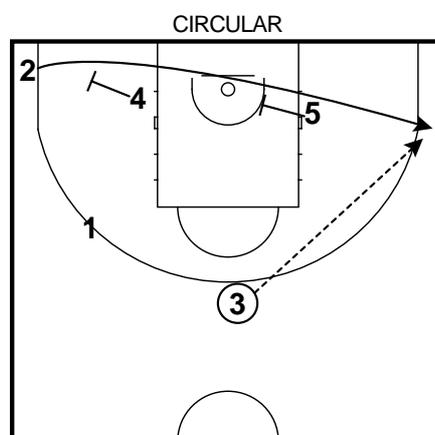
4 sale por 5



1 pasa a 4 y recibe un back de 5  
Luego 1 sale a buscar handoff con 4

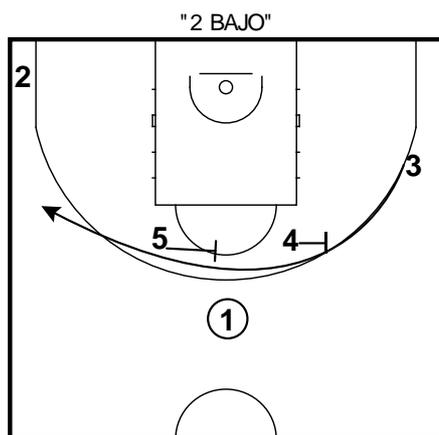


1 pasa a 3 que sale de indirecta

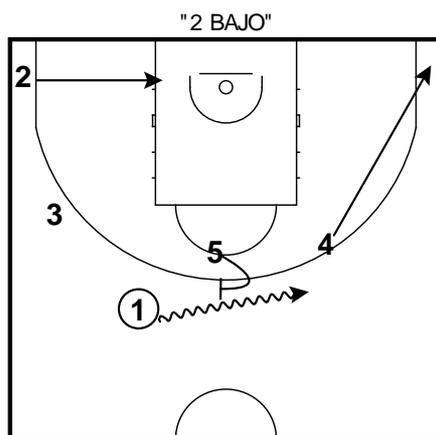


2 sale por staggers

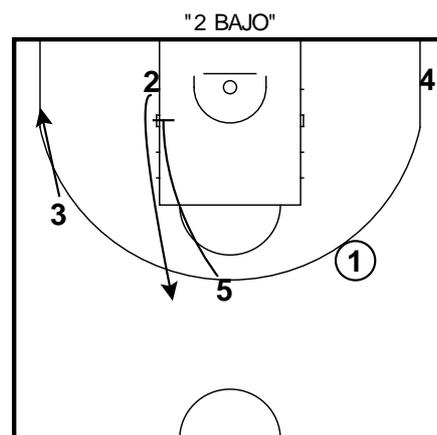
# HISPANO AMERICANO



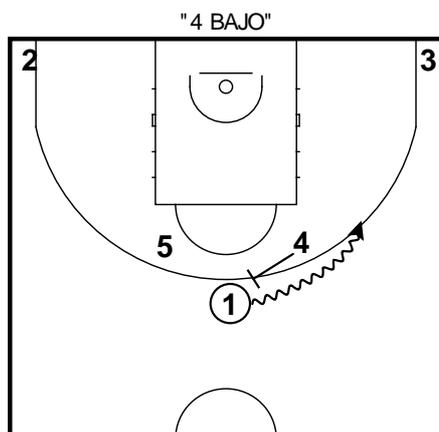
3 corte iverson



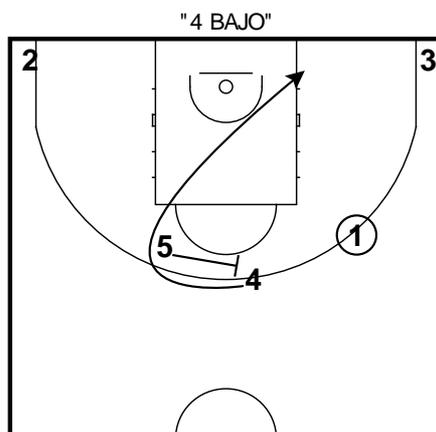
1 juega PnR con 5



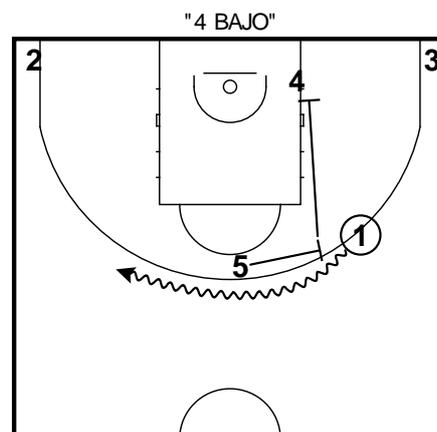
5 cortina indirecta a 2.



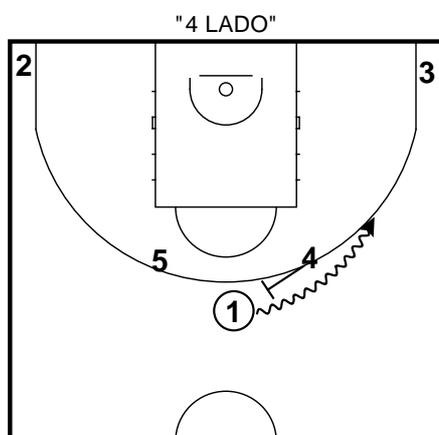
Situacion de cuerno + flare



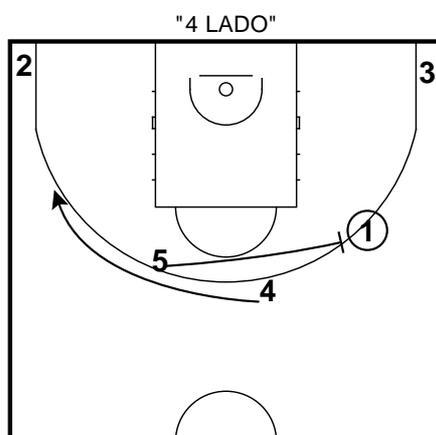
4 pasa por 5 y se mete



5 PnR a 1  
5 Cortina indirecta a 4

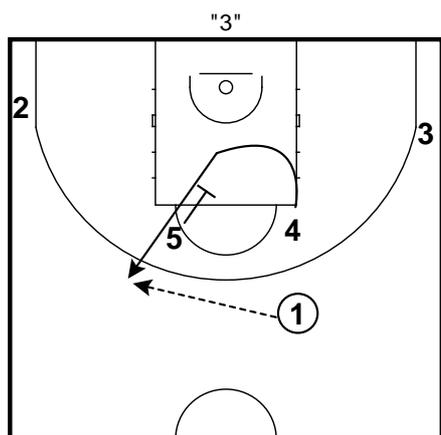


Situacion de cuerno

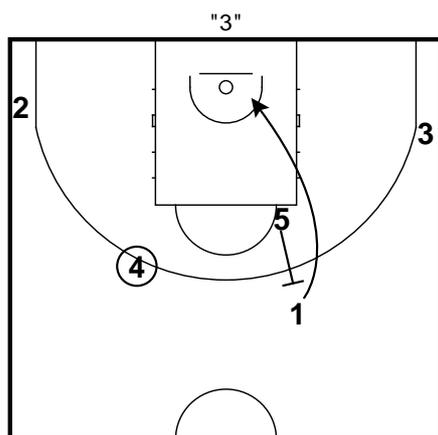


1 PnR con 5

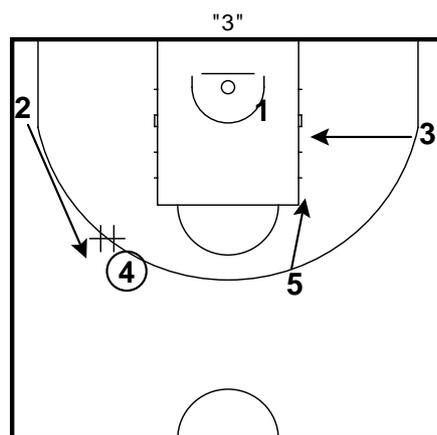
# HISPANO AMERICANO



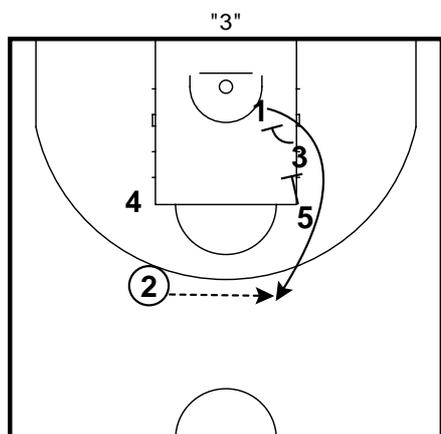
1 se alinea con 4.  
5 cortina a 4 que recibe



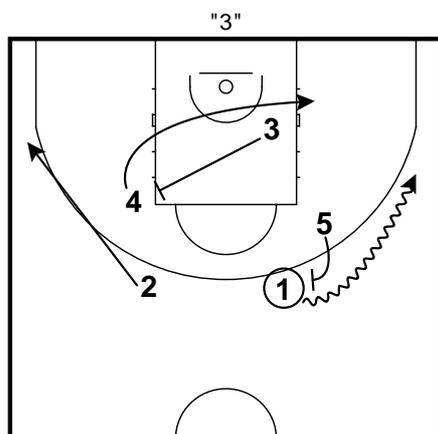
5 back pick a 1



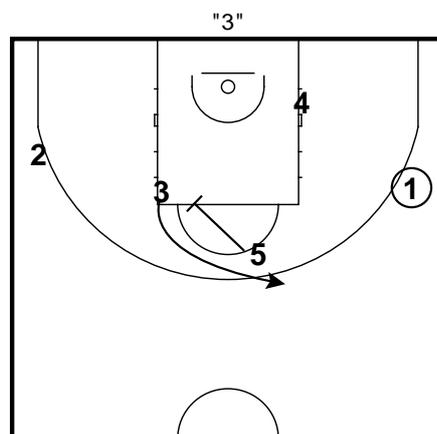
4 handoff con 2



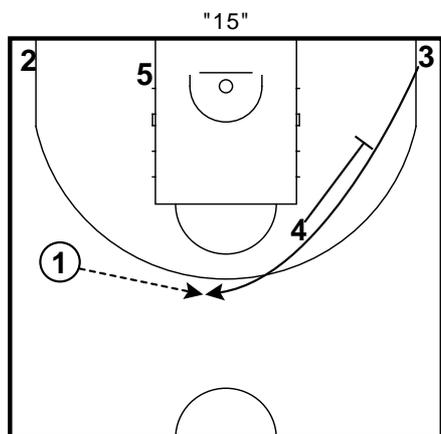
1 sale por consecutivas (variantes)



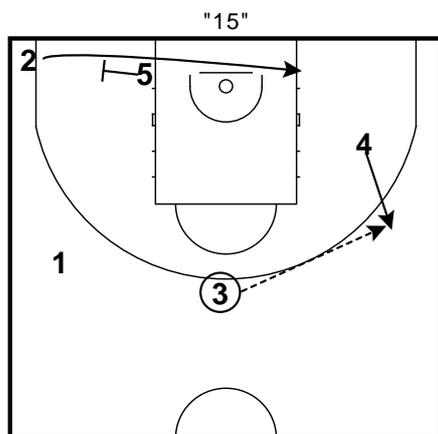
Timing, 5 Pick a 1.  
3 back pick a 4 (shuffle)



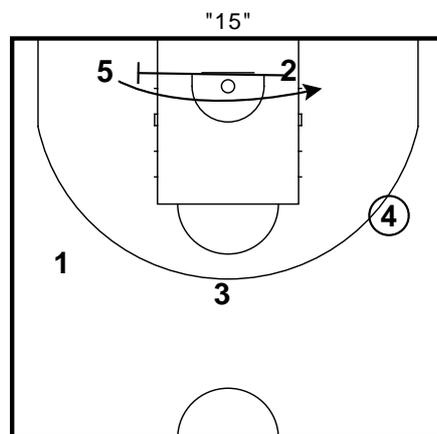
5 situacion de triple post. Saca a 3 al tiro (variantes)



4 indirecta a 3



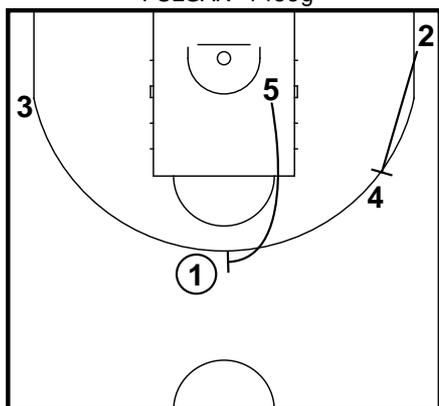
3 reverso de bola con 4  
2 recibe cortina de 5



2 cortina baja-baja a 5.

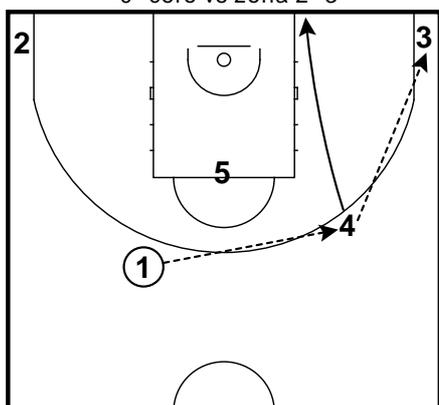
# HISPANO AMERICANO

"PULGAR" 14seg



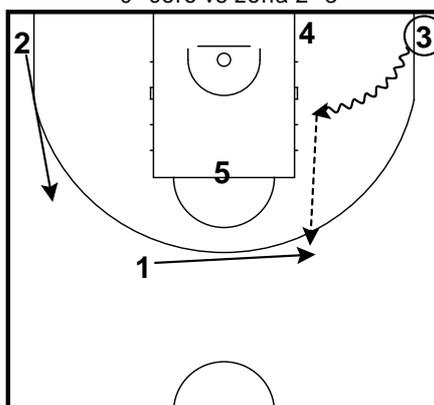
PnR directo con el del balon.  
Hammer de 2 a 4.

"0" cero vs zona 2-3



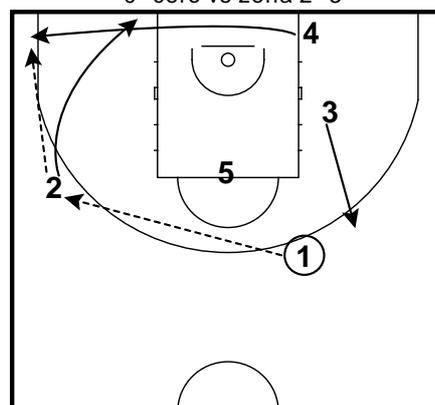
Formacion de 4-1.  
El que la pasa al corner, corta al dunker mismo lado

"0" cero vs zona 2-3



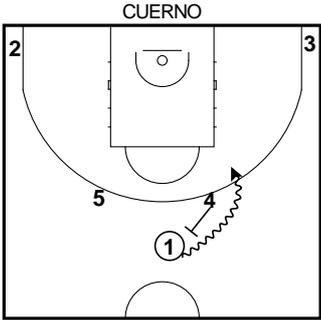
El del corner tiene que penetrar por medio.  
Opcion en el dunker, en el 5 tiro libre o 1 se presenta a 60 grados

"0" cero vs zona 2-3

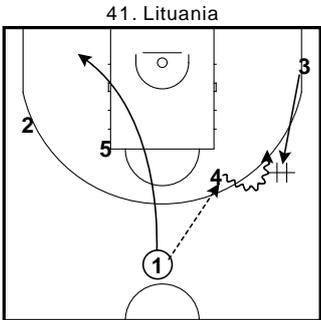
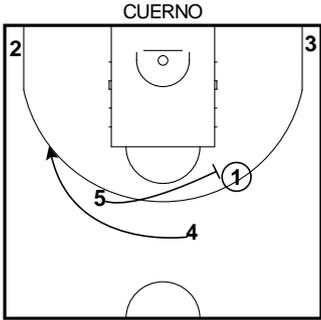


En el reverso.  
4 abre corner mismo lado del balon.  
2 si no tiene descarga en el dunker, pasa al corner y corta al dunker y misma secuencia

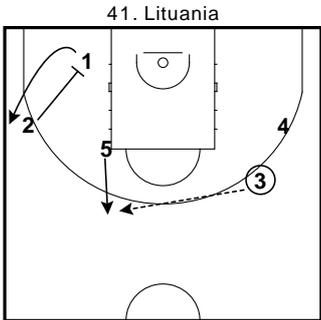
# DEPORTIVO VIEDMA



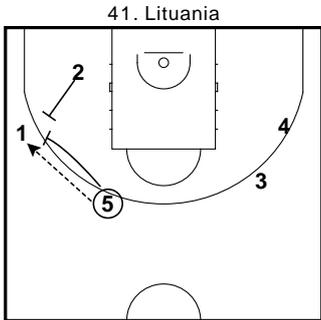
Cuerno convencional



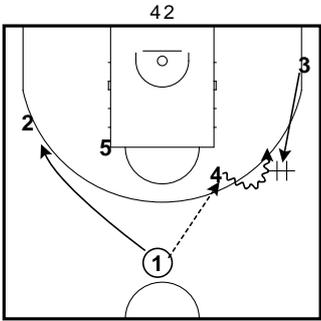
1 pasa a 4 y corta lado contrario  
4 handoff con 3



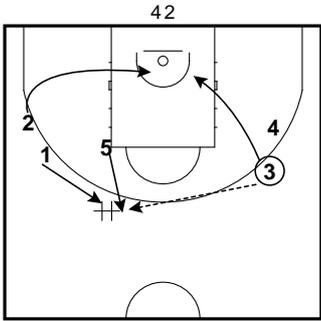
3 reverso con 5  
2 cortina a 1



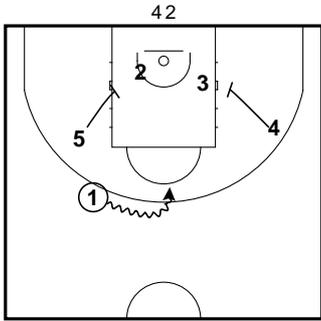
5 pasa a 1  
Pick española



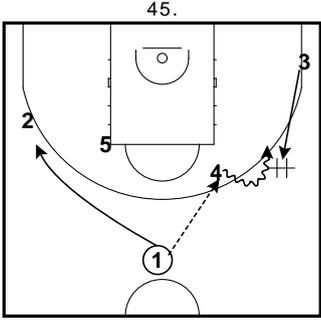
1 pasa a 4 y corta lado contrario  
4 handoff con 3



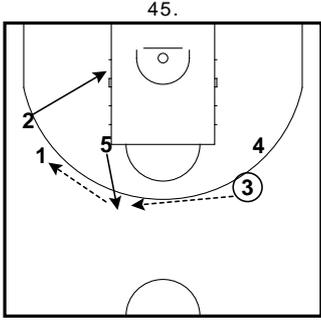
3 reverso con 5  
1 busca handoff con 5



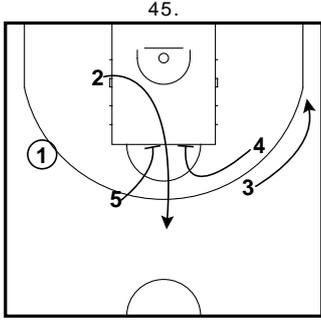
Salidas indirectas + concepto



1 pasa a 4 y corta lado contrario  
4 handoff con 3

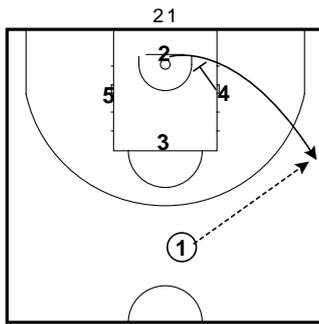


3 reverso con 5  
5 pasa a 1

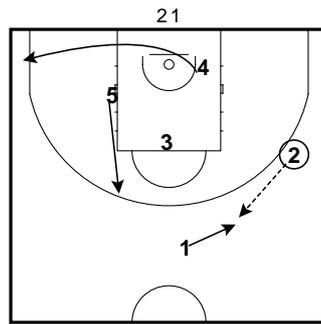


2 ascensor por 5 y 4

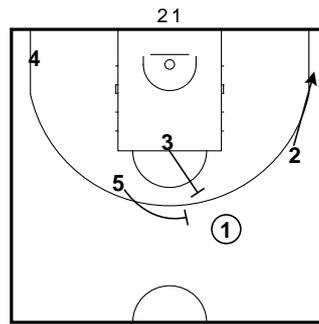
# DEPORTIVO VIEDMA



Situacion de rombo



2 devuelve pase a 1



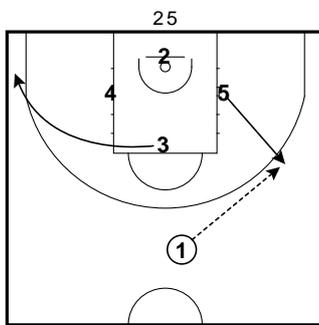
Situacion de Pick española



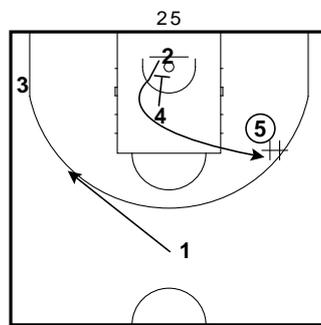
1 pasa a 5  
3 aparece inside mismo lado y recibe



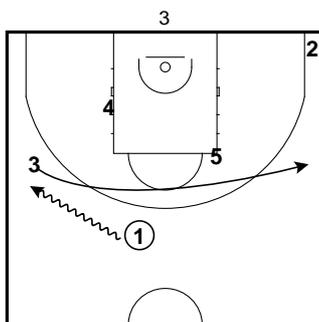
4 y 5 indirectas a 2 que sale a tirar



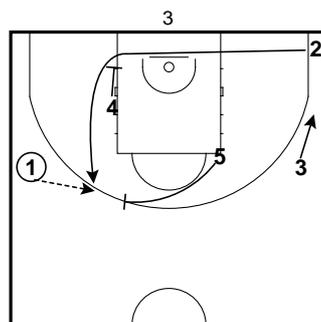
Situacion de rombo  
5 abre y recibe de 1



2 busca handoff con 5



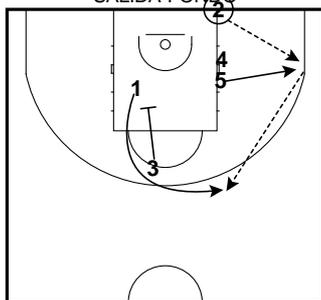
situacion de zipper con el contrario hacia donde va el base



Zipper 2 con 5

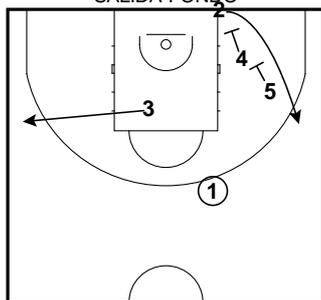
# DEPORTIVO VIEDMA

SALIDA FONDO



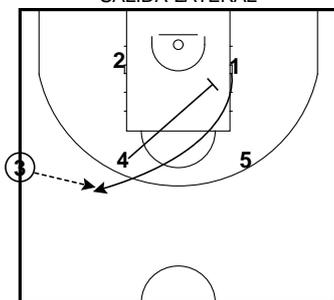
2 Pasa a 5  
5 pasa a 1

SALIDA FONDO



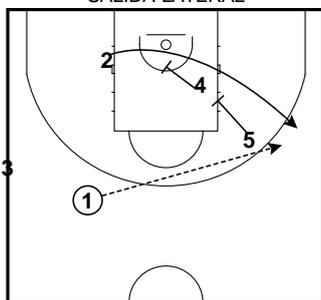
Staggers al que saca

SALIDA LATERAL



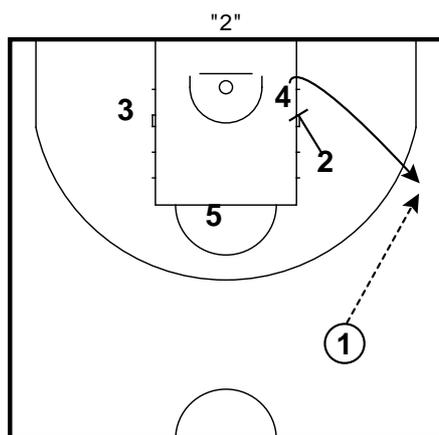
4 indirecta a 1

SALIDA LATERAL

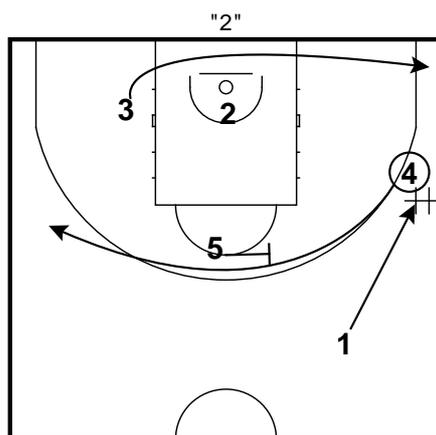


4 y 5 staggers a 2

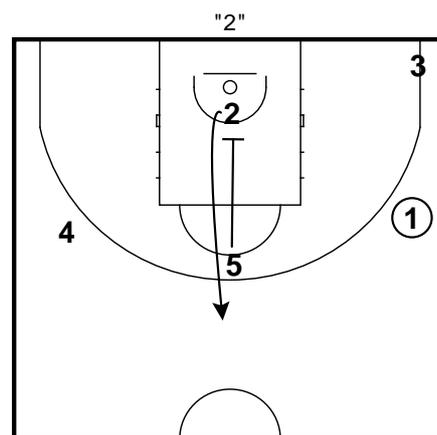
# ATLETICO PILAR



2 (Gamboa) cortina a 4 (Ibarra que recibe)

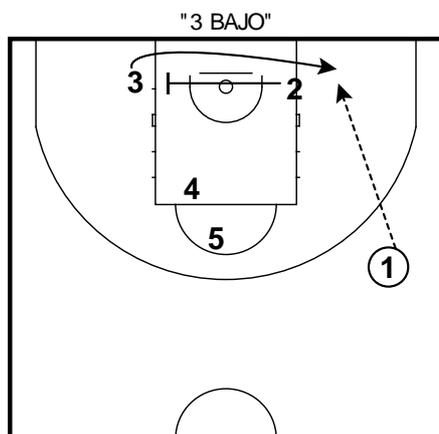


1 handoff con 4.  
4 flare por 5  
3 (cruz) se cruza esquina del balon

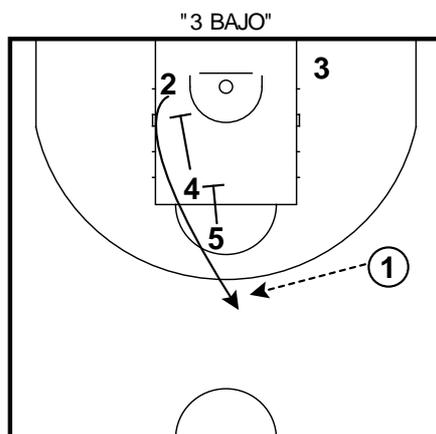


5 indirecta a 2 (Gamboa)  
Tener cuidado con el sellado de 5, Treise se la pasa.  
Tener cuidado rulo de Gamboa + 2x1

Gamboa PhR con 5

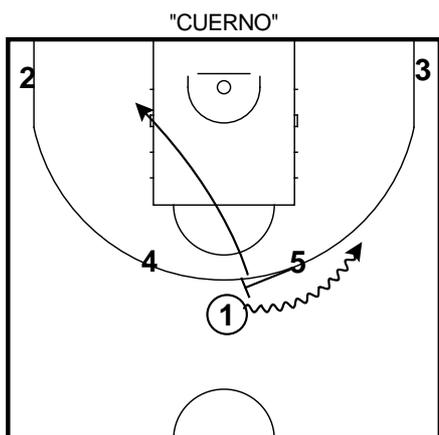


Para postear a Cruz.  
Recibe una baja-baja

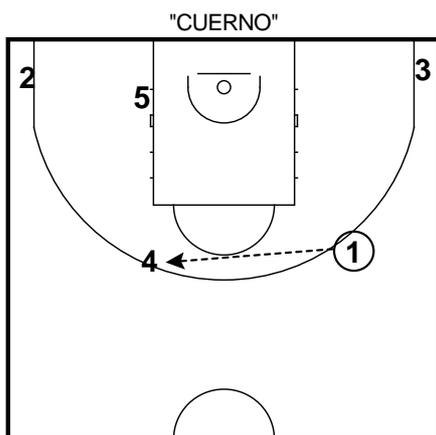


Si no recibe Cruz  
Gamboa sale por consecutivas.  
Puede jugar él PhR o handoff con Treise.

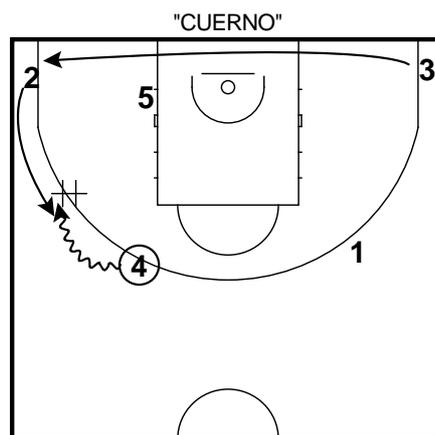
# ATLETICO PILAR



Situación de cuerno  
1 pasa por 5, que cae lado opuesto



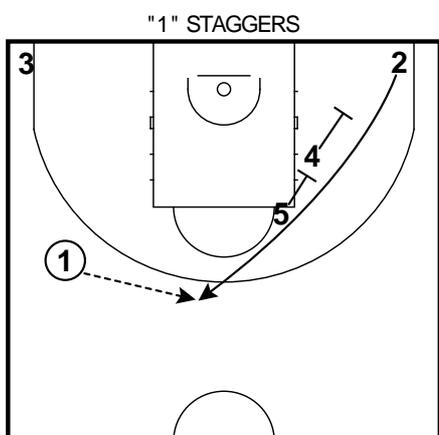
1 pasa a 4



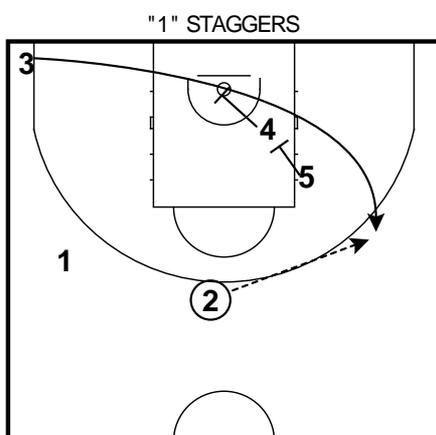
4 handoff con 2  
3 mete un corte por el fondo y se va lado contrario



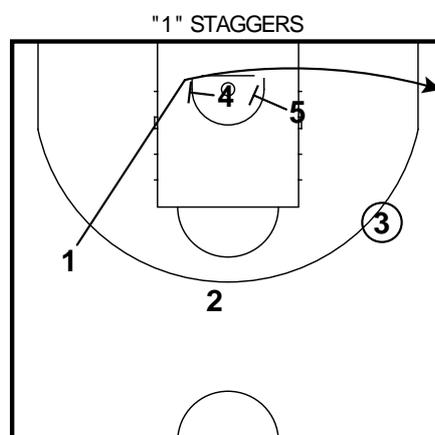
Situación de triple post  
1 cortina baja-baja a 5 + sale por 4



4 y 5 staggers al primer perimetral



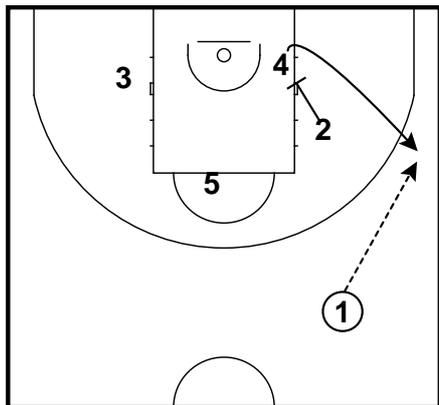
3 sale por staggers de 4-5.  
Variante, 3 puede tocar a 1 para que salga el



1 sale esquina por staggers

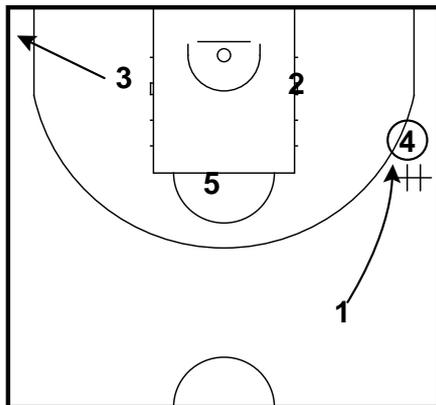
# ATLETICO PILAR

"2 BAJO"



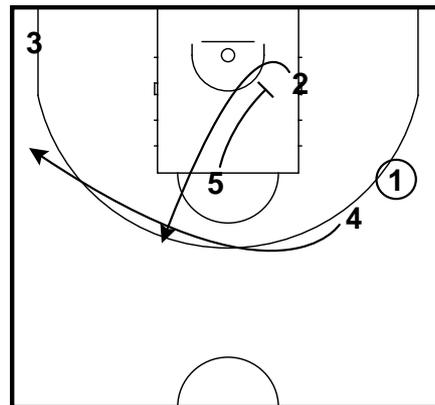
2 cortina a 4 que recibe

"2 BAJO"



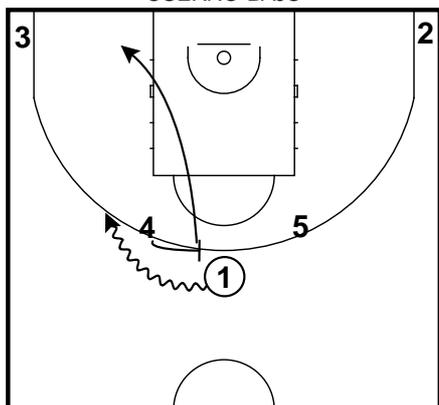
4 handoff con 1

"2 BAJO"



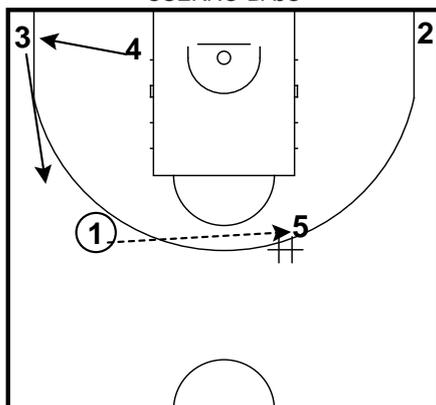
4 realiza un flare  
5 puede cortinar a 2 para ganar posicion  
2 puede ponerle un back pick para postear

"CUERNO BAJO"



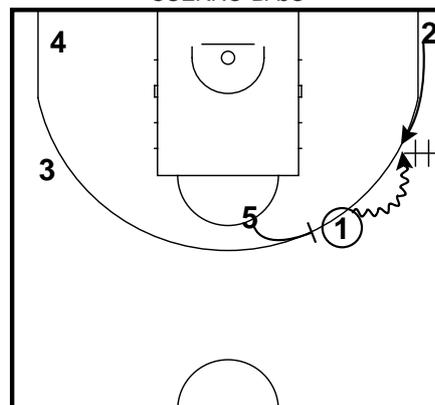
Situacion de cuerno  
1 pasa por 4 que cae

"CUERNO BAJO"



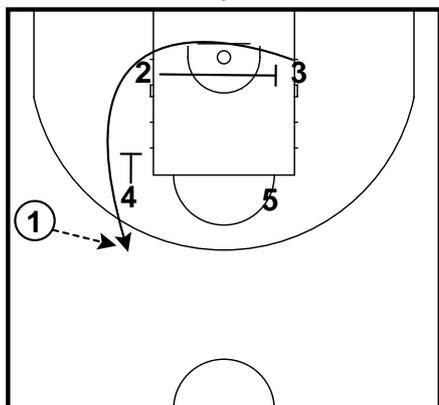
1 puede pasar y buscar handoff  
1 puede ir sin pase a buscar a 2 con dribble

"CUERNO BAJO"



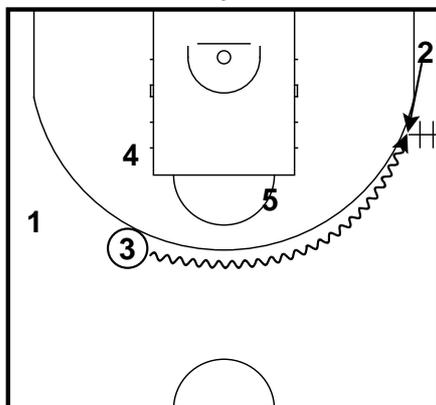
1 handoff con 2  
Estimulan mucho el back door de 2  
O cortar por delante si esta distraido def 2  
2 PnR con 5

"3"



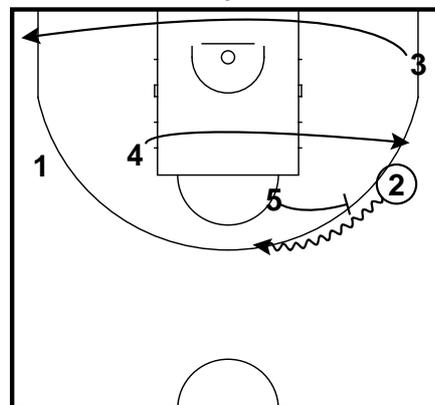
Situacion de zipper a partir de una  
baja-baja

"3"



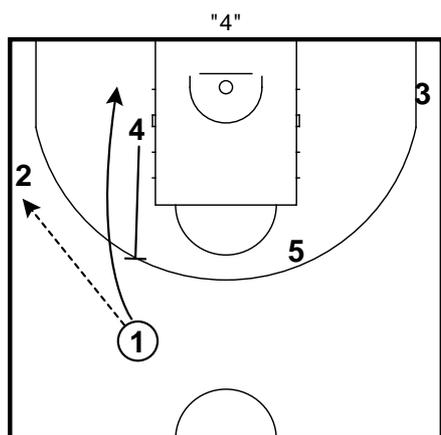
3 handoff con 2

"3"

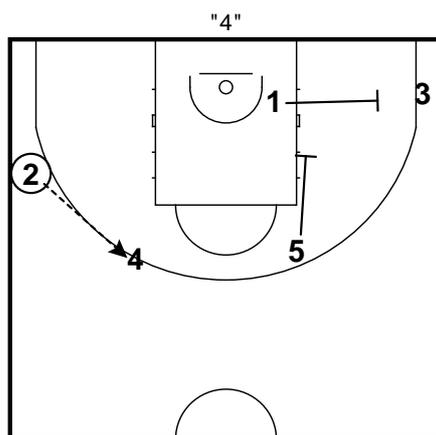


2 (Gamboa) juega PhR con 3  
4 corre hacia mismo lado donde esta el  
balon  
3 luego de handoff se va hacia lado  
contrario  
5 PnR + caida

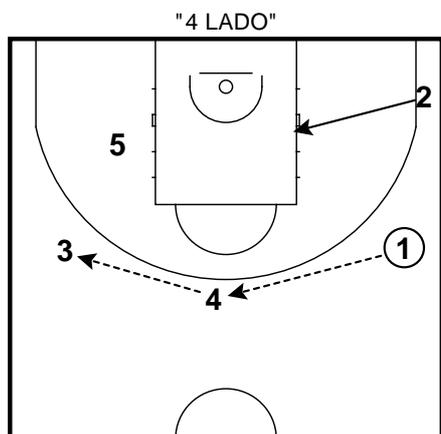
# ATLETICO PILAR



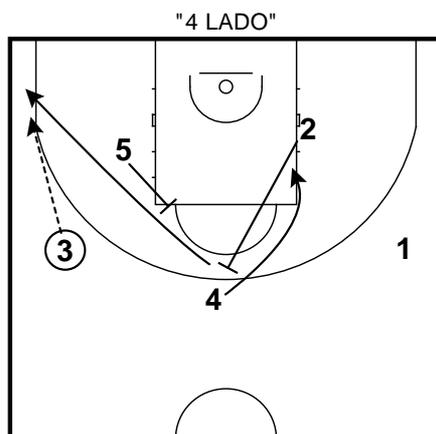
1 pasa a 2  
Corte ucla por 4.  
Treise puede postear



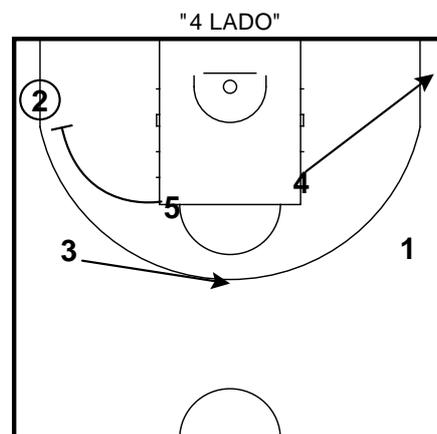
Situacion de FLEX.  
Cruz tiende a recibir y no pasarla.



1 revierte con 4 en el top  
Este revierte hacia 3



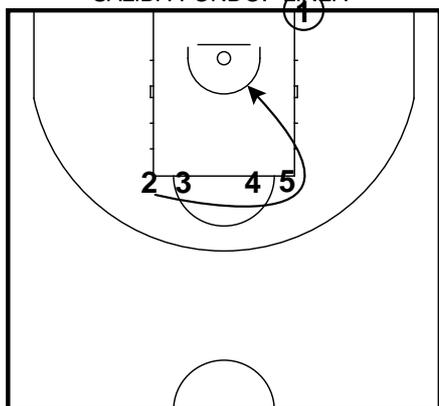
2 (Gamboa) back pick a 4 (Ibarra)  
Gamboa sale por 5 al corner



5 corre al PhR o puede postear  
directamente

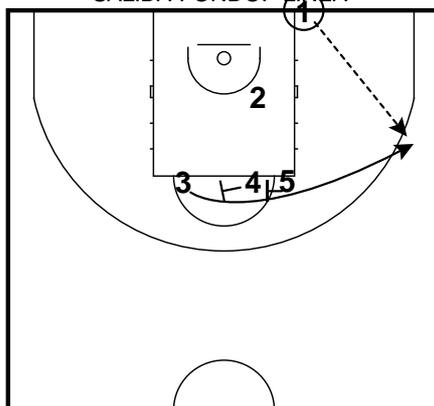
# ATLETICO PILAR

SALIDA FONDO. "LINEA"



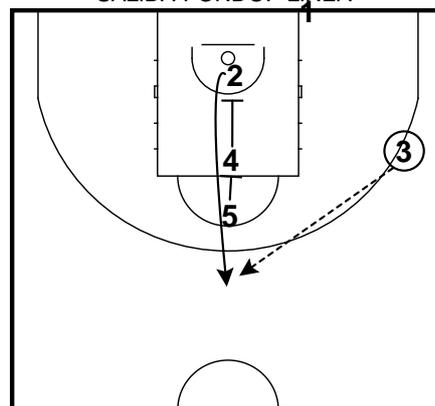
2 (Gamboa) si o si enrula y se mete debajo del cesto

SALIDA FONDO. "LINEA"



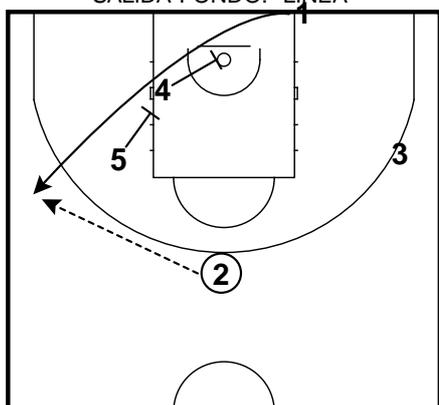
3 (Cruz) sale a recibir.

SALIDA FONDO. "LINEA"



Gamboa sale por consecutivas al tiro

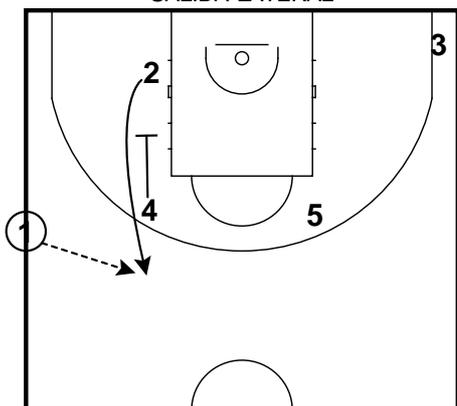
SALIDA FONDO. "LINEA"



Treise sale por consecutivas si Gamboa no lanza

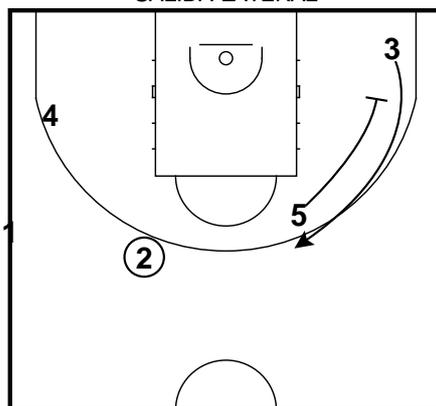
# ATLETICO PILAR

SALIDA LATERAL



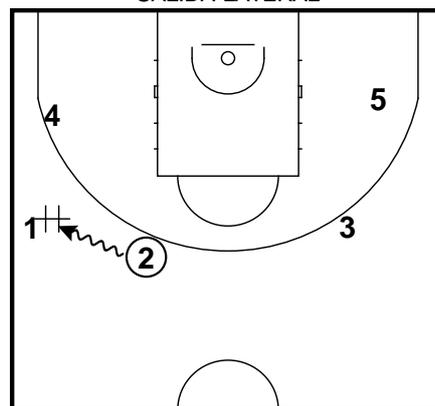
Situacion de Box  
4 cortina 2 que recibe

SALIDA LATERAL



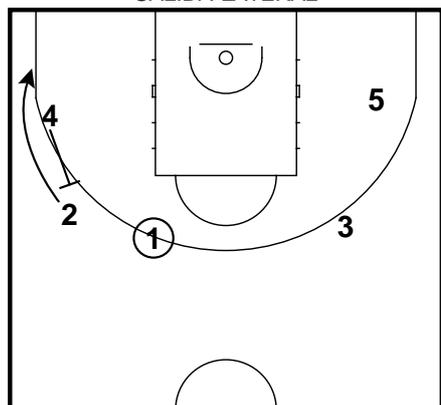
5 cortina indirecta a 3 (Cruz)

SALIDA LATERAL



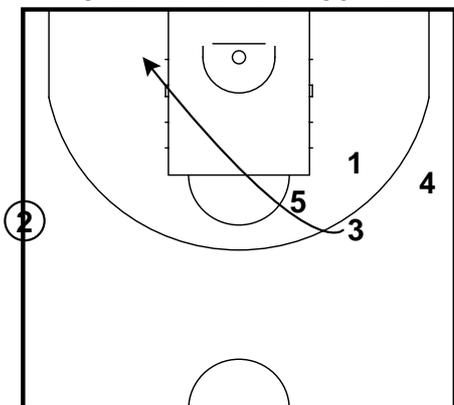
2 handoff con 1

SALIDA LATERAL



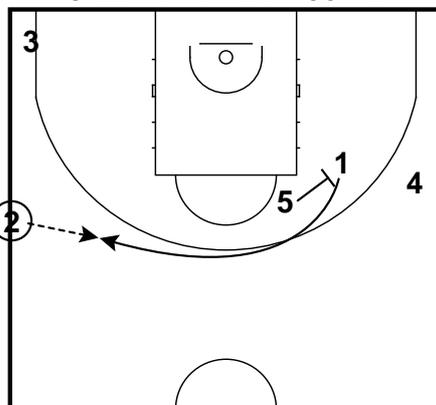
Situacion de hammer si juega handoff  
Sino viene 5 PnR con Treise

SALIDA LATERAL. DIAGONAL



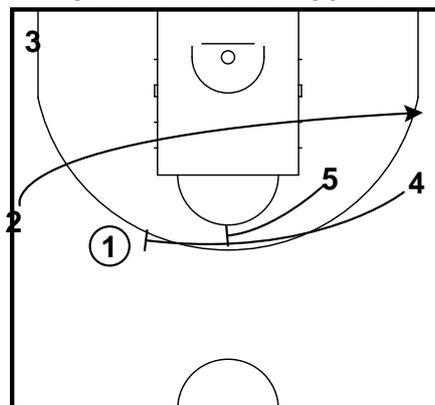
3 Busca cortar por 5, al cesto o sino abre corner

SALIDA LATERAL. DIAGONAL



1 recibe cortina de 5 para recibir

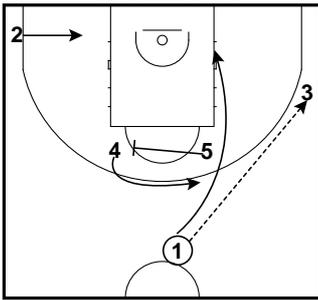
SALIDA LATERAL. DIAGONAL



Situacion de doble drag.  
4 hace pop.  
Post minuto, el 3 corto y se fue lado contrario.  
Dejando esquina liberada, 4 (Ibarra tiro 3pts solo)

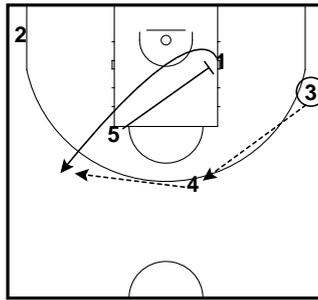
# CICLISTA JUNIN

"4". TRIPLE POST



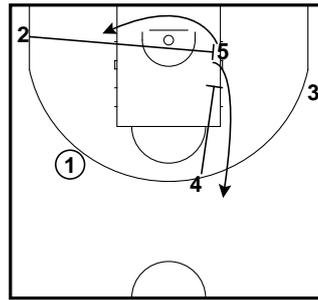
1 Pasa a 3 y corta mismo lado  
5 cortina a 4

"4". TRIPLE POST



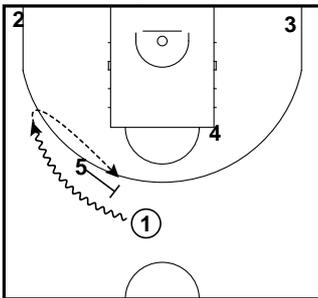
5 cortina diagonal a 1  
reverso de bola

"4". TRIPLE POST



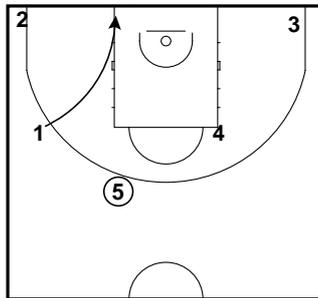
Triple post

"1" CORTE FLEX



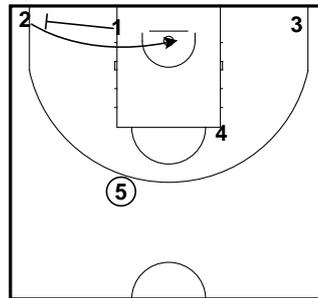
1 Pasa por 5 que hace pop y recibe

"1" CORTE FLEX



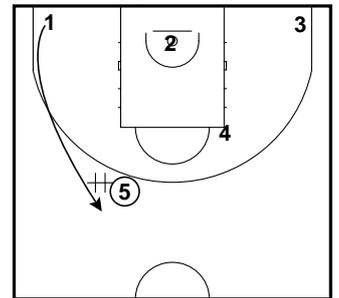
1 corta mismo lado

"1" CORTE FLEX



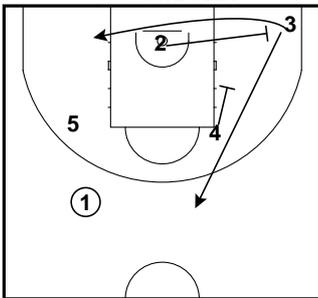
Estimulan corte flex mismo lado

"1" CORTE FLEX



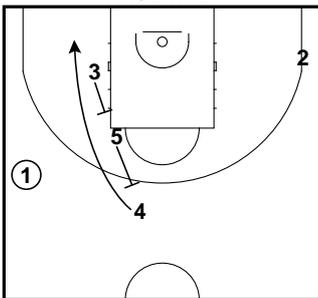
Sino 1 handoff con 5.  
Puede 1 cortinar a 5 hacia fuera  
(Basualdo)

"1" CORTE FLEX



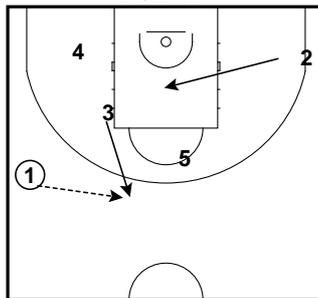
Corte flex

ARGENTINA



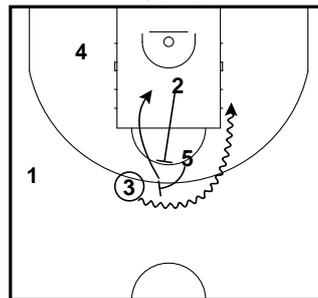
Doble back pick a Basualdo por lo  
general

ARGENTINA



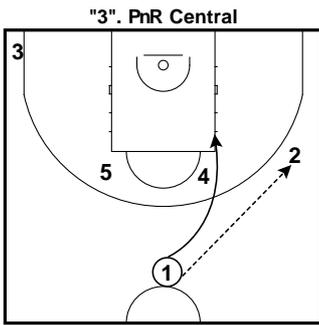
1 pasa a 3 (Aaron Pablo)

ARGENTINA

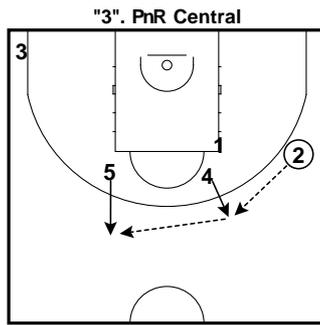


Pick españa

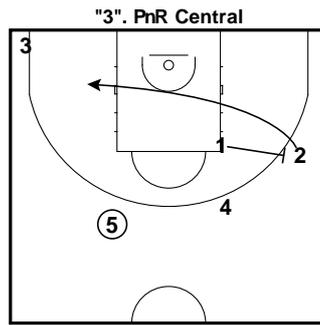
# CICLISTA JUNIN



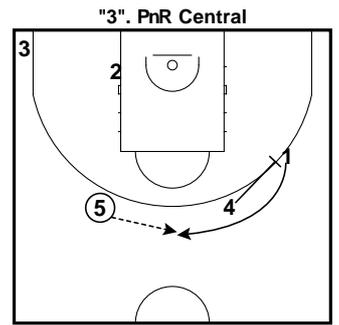
1 pasa y corta



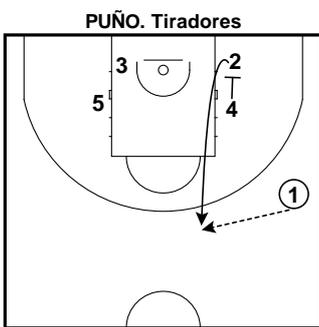
Reverso de balon



1 back pick a 2 para postear



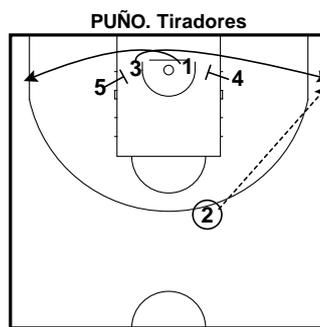
4 saca a 1.  
1 PnR con 5



Zipper



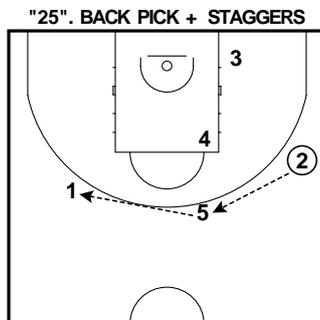
1 se mete con 3



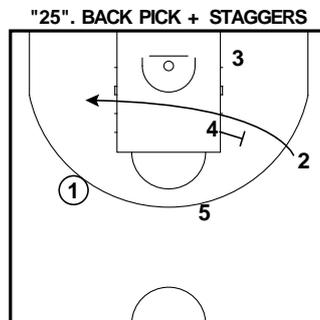
Cruces + FB o PnR



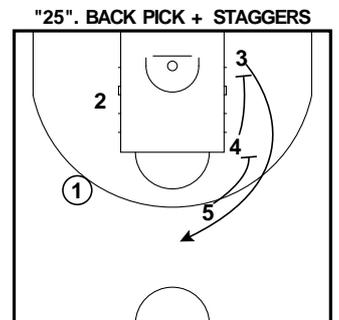
1 Pasa a 2 y se va lado contrario.  
5 del mismo lado balon, abre para reversar  
4 cae vertice tiro libre del lado de 2



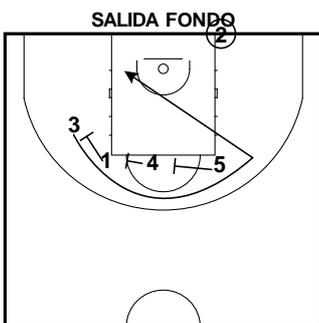
Reverso de balon.  
1 puede jugar 1vs1 aclarado



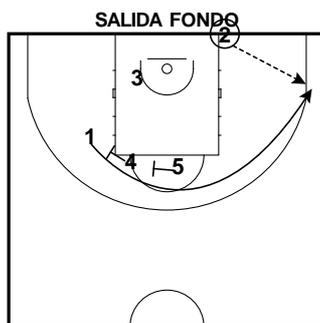
2 recibe back pick de 4



4 y 5 staggers



1 cortina a 3 que se enrula por 4-5



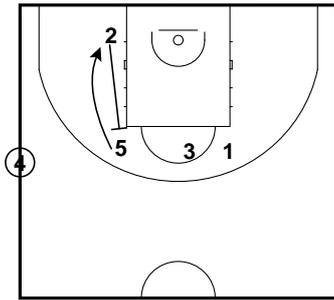
1 sale a recibir



2 sale por 4-5 hacia el eje (Aaron Pablo)

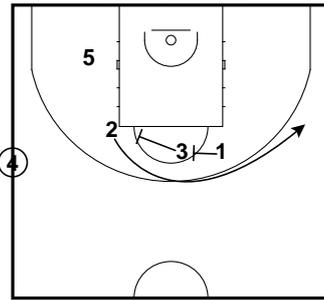
# CICLISTA JUNIN

SALIDA LATERAL



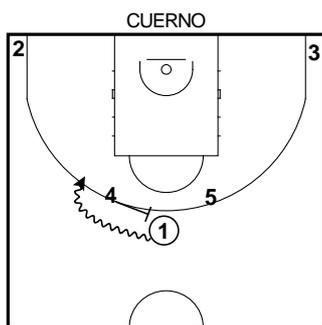
2 Coloca back pick a 5

SALIDA LATERAL

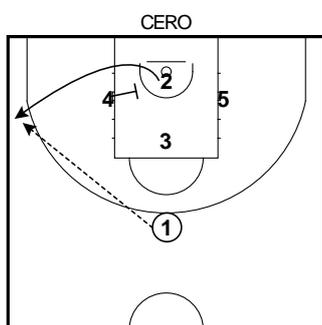


Flare de 2 por 3-1

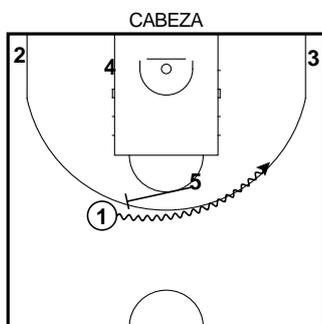
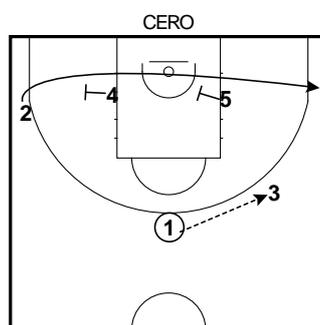
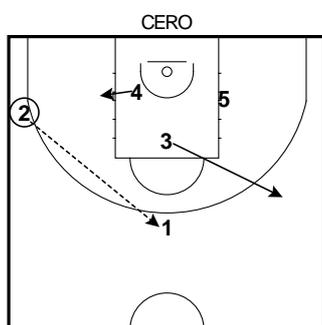
# AMEGHINO VILLA MARIA



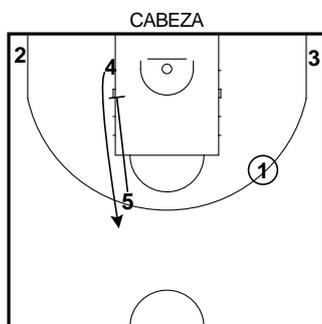
Cuerno convencional



Situacion de Rombo



1 PnR con 5



5 Indirecta con 4



Situacion de shuffle

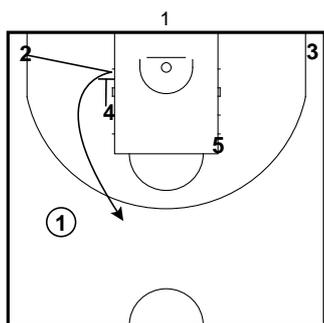


Reverso de bola

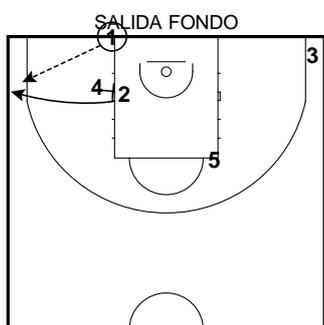
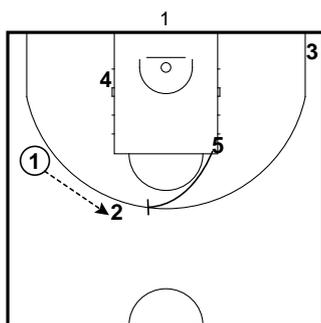


Triple Post

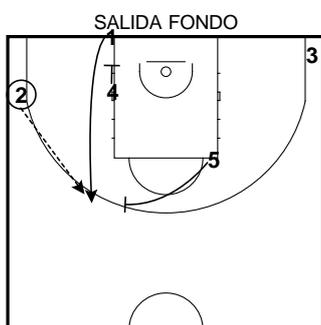
# AMEGHINO VILLA MARIA



Situacion de zipper convencional



Situacion de zipper



Situacion de zipper  
Si 5 va al FB en la salida.  
Es un carrito para el que saca