

## Game Play Card- vs. Perry Meridian

Whiteland Warriors Basketball Playbook								
Man to Man Offense								
Transition	Break							
	Jet (Follow, Trail, Stop)							
Base Offense	Flow (Up, Cross, Wave, Point, Punch)							
Series	Butler	<u>Duke</u>		Illinois			<u>isville</u>	<u>Virginia</u>
	*Regular	*Regular *Low	*Regular *Thumbs Up		*High *Corner		*Strong	
	*Spin *5	*Cross		*Down	s op	*Bac		*Thumbs Up *Back
	*Circle	*Fly		*Back		*Pop		*Spin
Additional Sets	*Carolina	,	* ndi	Indiana			*41	- Pr
	*Carolina 2		*Xavier				*42	
Zone Offense								
Base Offense								
	UConn							
Series	*1		*Raptor			*Swing		
	*2		*Hawk			*Slash		
Additional Cata	*3 *Celtic				*Skip			
Additional Sets	*Blue *Orange							
	Orango	Sp	ecial '	Teams				
BLOBs	*1	- P			*4			
	*2 *5							
	*Fist							
SLOBs								
	*Pacer							
Man ATOs	*Whiteland					Γiger		
	*Indy *Evansville						₋ion Volf Pack	
Defense VVOII Pack								
Defense	- 5		Delel	. 3			- 5	5
Detelle	- Sink	nk		- 3 - 1			- 12	
	- Warrior			Duo			- 22	2
							- 34	4



Priority Series/Sets	Priority Series	Duke: Regular, Cross, Fly Louisville: High, Corner Virginia: Back, Spin
	<b>Priority Man Sets</b>	Carolina, Indiana, 42, Xavier
	Priority Zone Sets	Raptor, Blue, Slash

Game Plan &	Plan A	5"- Swarm the Monsters		
Adjustments	Plan B	"3" – Possible Fire on the Monsters		
Plan C		Offensively- "Gold"; Defensively- "Blitz" Monsters B/S		
	Monsters	#10, #12		
	Curry	#14		
	Who To Foul?	#32, #44, #10		
	Other Notes	*E.O.Q They will rush the ball/trap on 1 Shot *Distort their press w/ 2 Deep *They go into 1 shot at about :45 mark *Push hard up the sideline after FT's *We can attack #14, #32		

End of Game	BLOB (Need 2)	Low, 31, 31 Tight	
	BLOB (Need 3)	Lancer, Paradise	
	SLOB (Need 2)	Penn, Bama	
	SLOB (Need 3)	Boston, Cowboy	
	Half Court Sets	Indiana, Load, Trips	
	Full Court Sets	Orlando, Valpo, Air Raid	
	Draw Up	Louisville (Low), Ohio, Top	