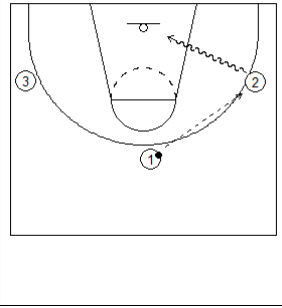
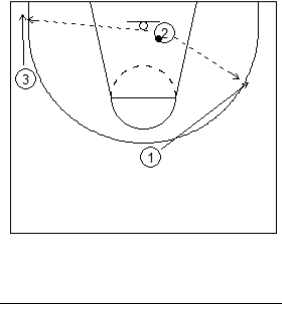
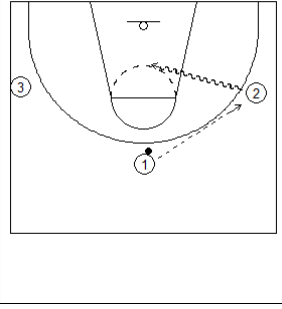
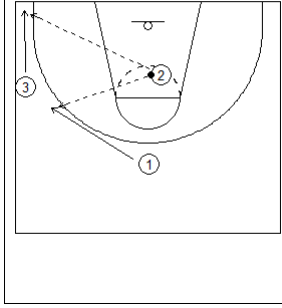
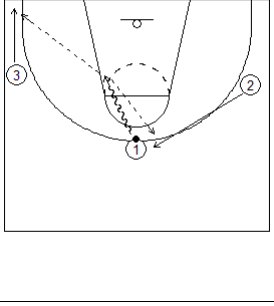
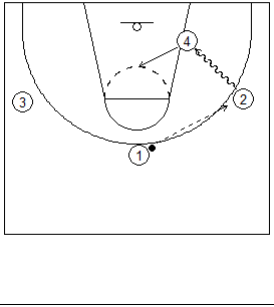
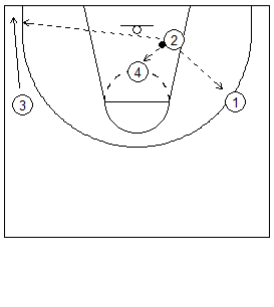
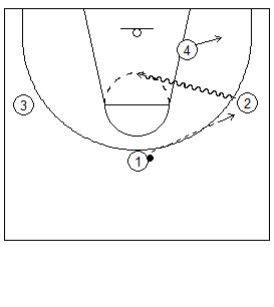
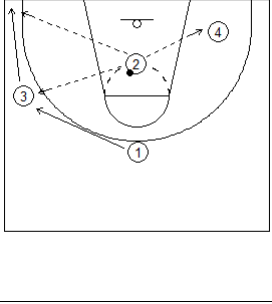
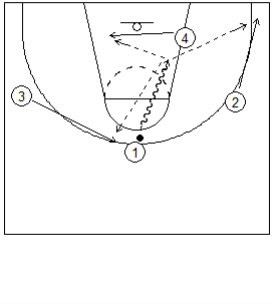
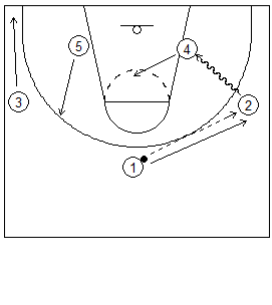
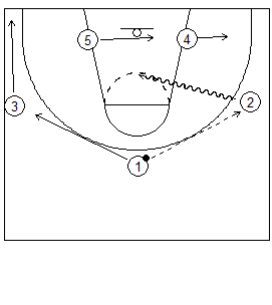


PENETRATION AND RECEIVERS RULES

By Rob Beveridge

		<p>3 v 0 Penetration - Baseline</p> <p>1 passes to 2</p> <p>2 penetrates baseline looking for layup</p>
		<p>3 cuts to corner</p> <p>1 fills behind 2</p>
		<p>3 v 0 Penetration - Middle</p> <p>1 passes to 2</p> <p>2 penetrates middle looking for layup</p>
		<p>3 cuts to corner</p> <p>1 cuts to wing</p> <p>2 passes to 1 or 3</p>

			<p>3 v 0 Penetration from middle</p> <p>1 penetrates to middle</p> <p>3 locates to corner</p> <p>2 fills in behind 1</p>
			<p>4 v 0 Penetration – Baseline</p> <p>1 passes to 2</p> <p>2 penetrates baseline looking for layup</p> <p>4 “wheels” to middle of key (dunkers spot)</p>
			<p>3 cuts to corner</p> <p>1 fills behind 2</p> <p>2 passes to 1, 3 or 4</p>
			<p>4 v 0 Penetration - Middle</p> <p>1 passes to 2</p> <p>2 penetrates middle looking for layup</p> <p>4 steps out to short corner</p>

			<p>3 cuts to corner</p> <p>1 cuts to wing</p> <p>2 passes to 1, 3 or 4</p>
			<p>4 v 0 Penetration from middle</p> <p>1 penetrates to middle</p> <p>2 locates to corner</p> <p>3 fills in behind 1</p> <p>4 “wheels” to dead low</p>
			<p>5 v 0 Penetration – Baseline</p> <p>1 passes to 2 and fills behind</p> <p>2 penetrates baseline looking for layup</p> <p>3 cuts to corner</p> <p>4 “wheels” to middle of key (dunkers spot)</p> <p>5 can lift to 3 point line</p>
			<p>5 v 0 Penetration - Middle</p> <p>1 passes to 2 and cuts to wing</p> <p>2 penetrates middle looking for layup</p> <p>3 cuts to corner</p> <p>4 steps out to short corner</p> <p>5 “wheels” to dead low</p>