

3) Stack Slammer

1st Player in column same side as ball handler runs across to other column and sets pick for player who then cuts to goal. If no feed, fill back in to other column

Variation: Any player in column opposite ball handler can initiate pick on opposite column. Column on right as you face goal will be numbered even, i.e. 2,4,6 and column on left numbered 1,3,5. Coaches or ball handler can call out sequence of #'s to determine whom sets a pick on whom. For example, "41!" means the second player in the right side stack will run across and set pick for first player in stack on left side, who then cuts to goal.

