Wheel Offense - vs 2-3 zone

1 passes to wing 3. 4 flashes to ball side elbow. 5 flashes to corner.

3 passes to corner and cuts through. 4 cuts to low block trailing 3. If 3 pulls a defender with him 4 may be open for layup. 1 and 2 replace and 3 exits at the wing.

The pass inside wasn't there. Quick ball reversal. 5 sinks short-corner. 4 follows the ball around the paint.
Wheel Offense - vs 2-3 zone

As the reversal gets to 3, 5 flashes to the ball side elbow, 4 gets to the block. 3 looks to pass inside.

The pass inside isn't there. 4 pops out to the corner and the progression starts over. 3 passes to corner and cuts through to opposite wing. 5 trails 3 and cuts to low block. 1 and 2 replace around the top.

The pass inside wasn't there. Quick ball reversal. 4 sinks short-corner. 5 follows the ball around the paint.

As the reversal gets to 3, 4 flashes to the ball side elbow, 5 gets to the block. 3 looks to pass inside. The progression starts over.
Wheel Offense - vs 2 - 3 zone

This progression is designed to use movement to give players the opportunity to make plays against the zone. There are several built into the play many more that will present themselves as the "D" over reacts to the movement. The following are some options off of this offense.

Pass to wing. 5 flashes to corner. 4 flashes to ball-side elbow

Once reversed 1 or 2 times then D will begin to overplay. 3 can skip pass to 2 who can shoot or attack 2 on 1 with the post.

- or- Skip through the post. 3 passes to the high post who pivots and passes to 2 attacking the soft spot in the zone.
Wheel Offense - vs 2-3 zone

3 is finishing his cut. 5 passes to wing and sinks to short-corner.

1 skips to 3. 5 cuts from short-corner to strong side block. 4 flashes to middle paint or strong elbow. 3 shoots or attacks.