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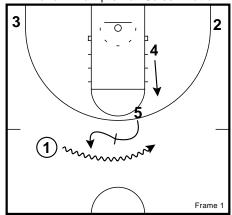
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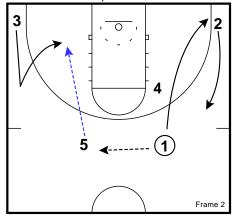
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Arizona - Multiple Ball Screen Action



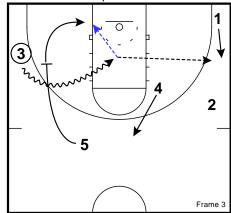
- $1\,$ comes off the middle ball screen from $5\,$ who pops out after screening
- 4 flashes to the elbow

Arizona - Multiple Ball Screen Action

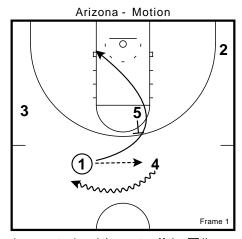


- 1 reverses the ball to 5 and cuts to the weak side corner
- 2 lifts out of the corner creating space for the cut
- 3 begins lifting to the wing for the pass and has the "option" on the defensive read to cut backdoor

Arizona - Multiple Ball Screen Action

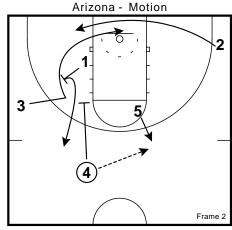


- If 3 catches the ball, 4 steps out to the TOK
- ${\bf 5}$ will sprint-to-screen and roll to the baseline
- 3 looks to attack off the dribble in space
- *multiple passing options if the defense collapses in the paint on the drive



1 passes to 4 and then cuts off the FT line elbow screen from 5 - if the pass is free, they will look to get this quick hit action

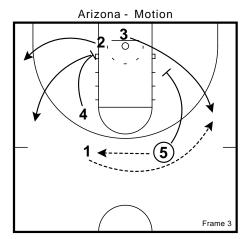
4 dribbles over replacing 1



4 passes to 5 stepping out off the screen

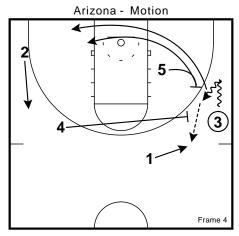
1 back screens 3 who cuts hard in the paint and 4 screens-the-screener

2 cuts to the opposite corner



5 passes to 1 and then down screens for 3 running off the baseline who receives the pass from 1

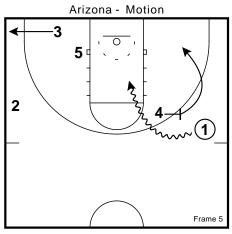
4 sets a "rub" screen for 2 and then pops back out



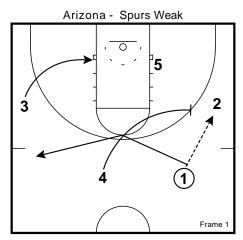
4 sprints-to-screen on the wing and 5 steps up to screen from the baseline - 5 clears as 3 rejects the screen and attacks

The attack is cut off and he throws back to 1 filling behind

3 cuts baseline clearing the wing

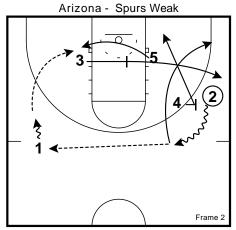


4 sets a ball screen on 1 who attacks the basket or can drop-off to the roller/pop



1 enters the ball to 2 on the wing and cuts to the weak side

 $\boldsymbol{4}$ the trailing post sprints-to-screen on the wing for the ball

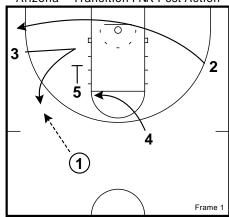


2 comes off the SPNR action with 4 and passes to 1 on the opposite wing

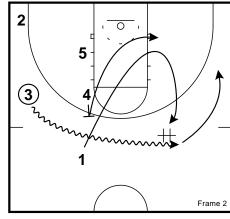
3 sets the cross screen for 5 who comes ball side and receives the post entry pass

Arizona - Transition PNR Post Action

Arizona - Transition PNR Post Action



- 1 passes to 3 coming off a down screen from 5
- 2 cuts to the strong side corner
- 4 cuts into the elbow ball side



- 1 receives an elbow screen from 4 and cuts into the lane and back out again
- 4 dives to the post after screening



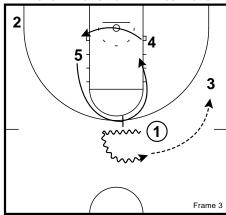
- 1 cuts weak side corner
- 2 lifts to the wing
- 5 relocates as 4 flashes to the FT line
- 3 passes to 4

- 3 executes a DHO with 1 and slides to the



3 cuts towards 4 and takes a hand-off, spins back and hits 4 who post-up

Arizona - Transition PNR Post Action



- 5 sprints to screen for 1 who comes off the screen, spins back and hits 3 on the wing
- 4 relocates to the weak side block to allow 5 space to roll off the ball screen

Arkansas - Through STS

5

4

Frame 1

Baylor - Baseline Double

2

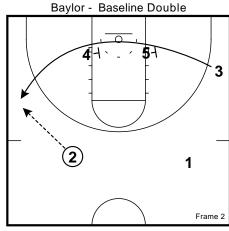
3

Frame 1

1 dribbles at 3.

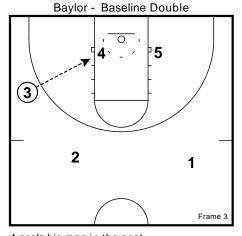
3 slides to the baseline.

2 cuts up top receive the pass from 1.



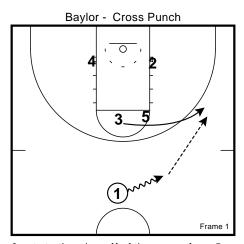
3 runs the baseline off of screens from 5 &~4

2 passes to 3.



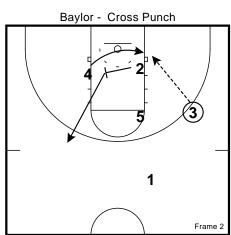
4 seals his man in the post.

3 passes to 4.



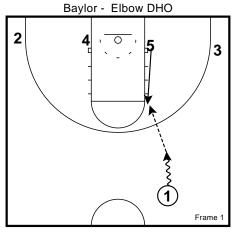
3 cuts to the wing off of the screen from 5.

1 passes to 3.

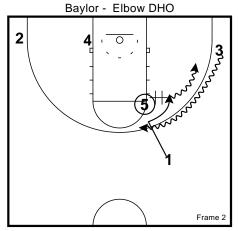


2 sets a cross screen for 4.

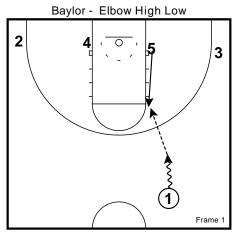
3 passes to 4 in the post.



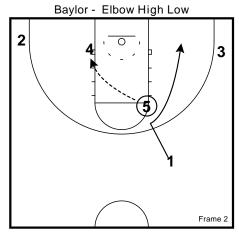
Out of a 1 - 4 low, 5 cuts up to receive a



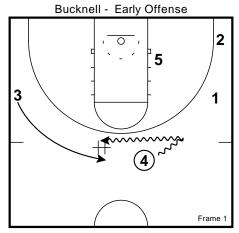
After a handoff back to 1, there is a dribble handoff action for the guard in the strong corner. 3 dribbles off the hand off and the screen of 5 to attack the elbow. This alignment allows 5 and 4 to play high-low as another option.



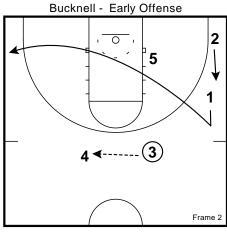
Out of a 1 - 4 low, 5 cuts up to receive a catch.



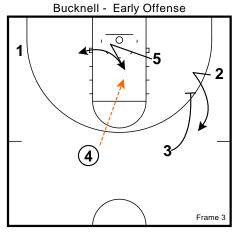
After a handoff fake back to 1, there is a high low look to 4 on the low post.



4 dribbles across the TOK and executes a DHO with 3



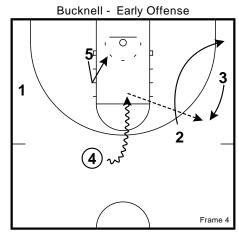
On the throwback pass to 4, 1 cuts back door as 2 lifts out of the corner



On the throwback pass:

5 ducks in hard in the paint for a possible pass

3 down screens for 2



1 cuts back door as 4 starts his dribble attack

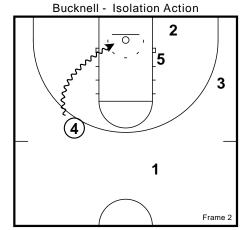
3 lifts for the kick-out pass and open 3 pt

5 moves to seal position for a possible dump-off pass

1 makes the entry pass to 4 stepping off the elbow

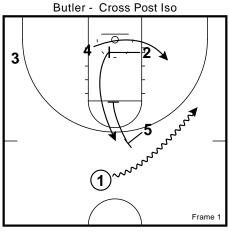
On the pass:

2 cuts hard back door



4 drives the ball to the rack off the cut

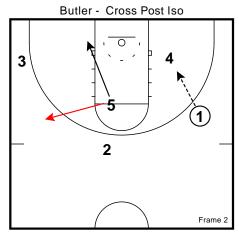
What looks like a simple action is really set-up well and clears space to set-up the drive



1 uses the ball screen from 5.

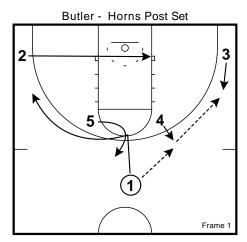
2 sets a cross screen for 4.

5 screens for 2 for a secondary option.

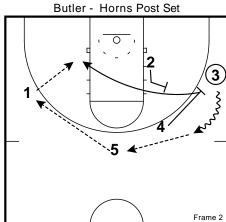


1 passes to 4 in the post.

5 can cut to the weakside short corner or to the weakside wing for spacing.



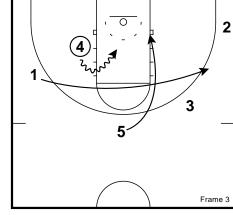
- 1 makes the entry pass to 4 stepping out behind the 3 pt line $\,$
- 2 cuts baseline to the ball side block
- 5 steps out as 1 cuts to the weak side wing
- 3 lifts out of the corner and receives the pass from 4



- 4 follows his pass into a corner ball screen
- 3 comes off the screen and swings the ball to 5 who moves the ball to 1 on the wing

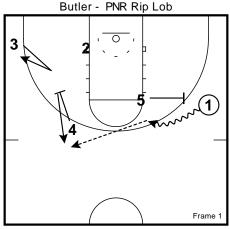
As the ball is swung to the opposite side:

2 sets a back screen for 4 who uses the screen to cut into the ball side post.

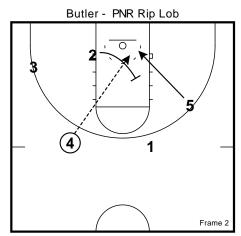


Butler - Horns Post Set

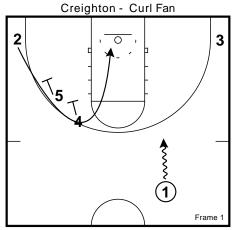
Movement off the Post entry pass



- 5 sets a ball screen for 1.
- 4 looks to set a screen for 3 then pops back out.
- 1 dribbles off of 5's screen and passes to 4.

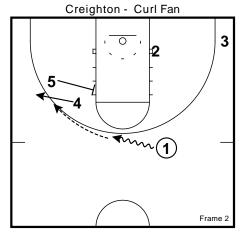


- 2 sets a back screen for 5.
- 4 makes a lob pass to 5 at the rim.



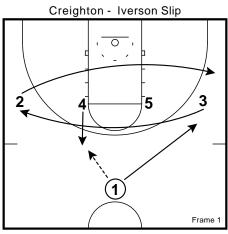
5 and 4 set a double screen for 2

2 curl the screen hard to the rim



5 flare 4 out to the empty side

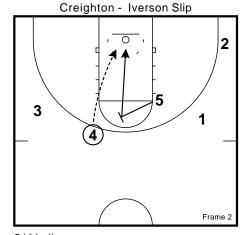
1 dribble at the flare and hit 4



2 and 3 exchange above and below 4 and 5

4 get open for a catch

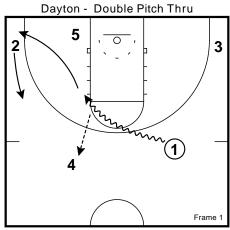
1/4 pass and cut to space



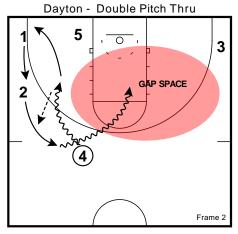
5/4 ball screen

5 slip

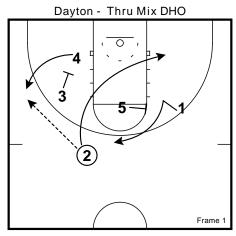
4/5 pass



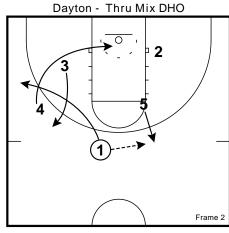
1 Dribble Pitches to 4 then cuts to corner as 2 lifts



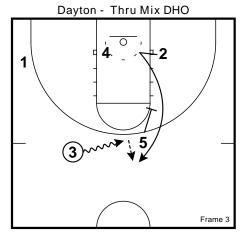
4 dribble pitches to 2 clearing double gap space



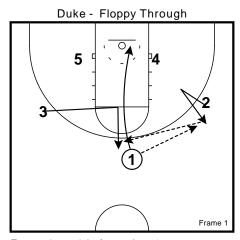
3 down-screen for 4. 4 exits to wing for a catch. 1 passes to 4. 1 cuts through to the basket. 5 screens for 1. 1 cuts to top. 4 passes to 1.



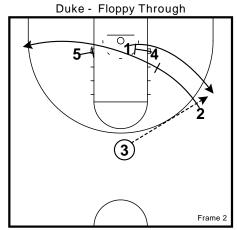
5 pops out for a catch. 1 passes to 5. 1 cuts away after pass.



2 fakes cross screen for 4. 5 sets down-screen for 2. 3 & 2 DHO. 2 stops behind for shot.

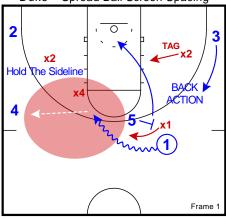


From a 3 out 2 in formation, 1 passes to an open wing after the V Cut. 1 cuts to the middle, while the opposite wing L cuts and replaces the 1. The ball is returned to the top of the formation.



1 then uses Floppy action running off a single or double screen, and 2 fills the corner opposite of 1. 4 and 5 are post entry pass options, 1 first look is the 3 point shot.

Duke - Spread Ball Screen Spacing



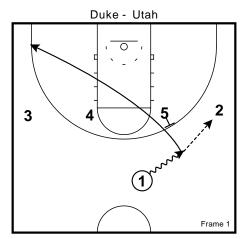
Spread Ball Screen Alignment

5 sets ball screen at an angle which force X1 to go over the top of the ball screen

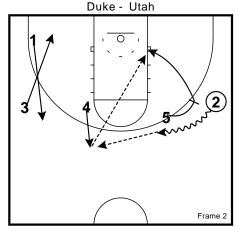
5 rolls to "break the defense"

4 and 2 "hold the sideline." If X4 helps a 2v1 is created against X2

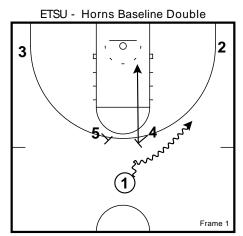
3 watches for X3 to tag the roll man. If they tag then they run back action



From a 1-4 high formation, 1 passes to a wing and runs off the backscreen to the weakside corner

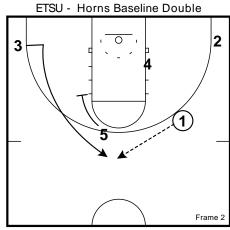


The ballside high post big man sets a ball screen and rolls to the basket. 2 can feed the roll, or pass to 4 who pops up and catches to create a better passing lane to 5. This pass can be a lob, or a post up high low pass. 3 and 1 exchange positioning to draw away the helpside attention.



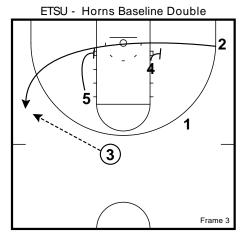
1 uses the ball screen from 4.

4 dives to the rim.



5 sets a pindown screen for 3.

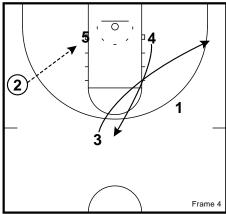
1 passes to 3.



2 runs off of baseline screens from 4 & 5.

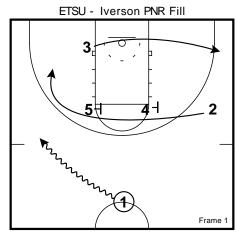
3 passes to 2.





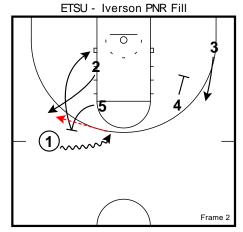
If 2 doesn't have a shot, he passes into 5 in the post.

3 & 4 exchange.



2 cuts off of screens from 4 & 5 as 1 dribbles to the wing.

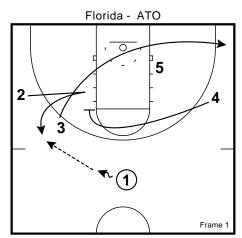
3 cuts to the weakside corner.



5 sets a ball screen for 1 and rolls to the basket.

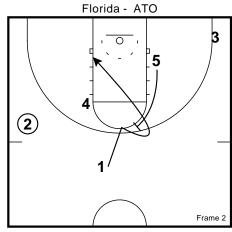
2 fills behind for the shot.

4 screens for 3 to occupy the weakside defense.



1 dribbles to enter the pass to 2 coming off an elbow screen from 4 coming from the weak side wing to set the screen

3 clears to the weak side

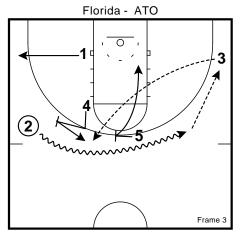


Florida Gators ATO Play

2nd Round vs Virginia

1 (#11 Chiozza) runs off the elbow flare screen set by 5 (#12 Gak) who comes up the lane to set the screen

*If the pass to the ring is open, the pass is an option



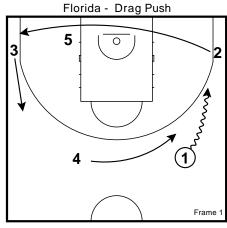
Florida Gators ATO Play

2nd Round vs Virginia

4 (#1 Robinson) steps off the elbow into a SPNP action and 5 (#12 Gak) comes right behind setting the second ball screen in the middle of the floor & immediately rolls into the lane for a possible pass

2 (#0 Hill) dribbles across the floor hitting 3 (#24 Barry) in the corner who quickly reads the open pass angle to 4 (#1 Robinson) for the 3 pt shot

Florida - Drag Push



1 pushes ball below free throw line

2 5 Roll Pop 1

 $4\ \text{trails}$ in to the wing ball screen on the empty side

If 2 is in corner he/she pushes through to other side

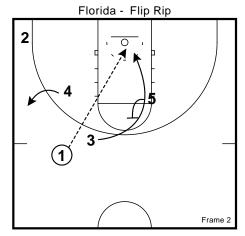
Florida - Flip Rip

2

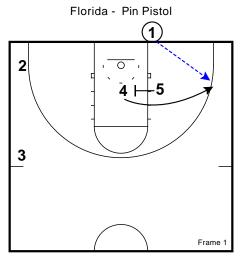
3

Frame 1

- 4 screens for 3.
- 1 passes to 3 and follows the pass for a
- 2 cuts to the ball side corner.
- 5 cuts to the elbow.



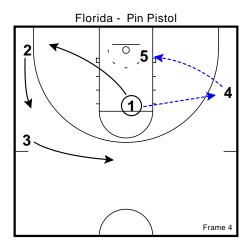
- 5 sets a back screen for 3.
- 1 passes to 3 at the basket.



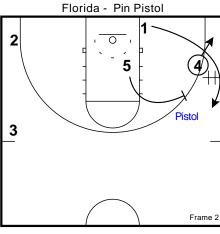
5 pins in for 4

1 enters to 4

2 & 3 hold the sideline

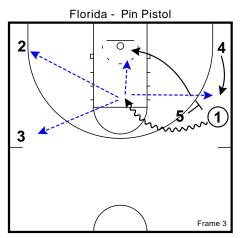


If ball goes to back action 5 seals (if 4 has no shot look to enter)



4 "platters" the ball and 1 cuts off the 4 taking the handoff. 4 gets to dead corner

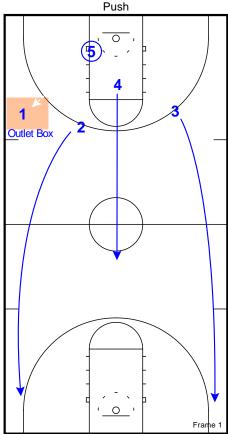
5 ball screens for 1 (pistol)



Now in spread PnR alignment, 5 breaks the defense with the roll, 4 is on back action should his/her man tag

2 & 3 hold the sideline available for drive and kick + one more

Florida - Transition Offense - Early



Outlet receiver gets wide to the sideline

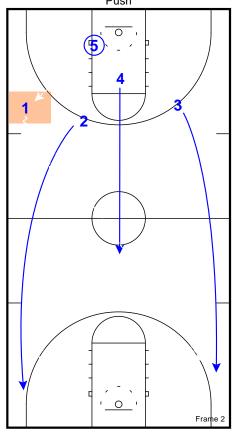
Butt to sideline

Facing interior of the court

Ideally receiving the outlet pass higher than FTLE

Get to the "outlet box" on the side of the rebound!

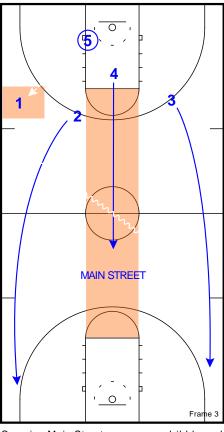
Florida - Transition Offense - Early Push



After receiving outlet look first to pitch ahead either to player ahead on the ball side rail or the diagonal advance pass.

Pitch Ahead Rule: If you can, you must!

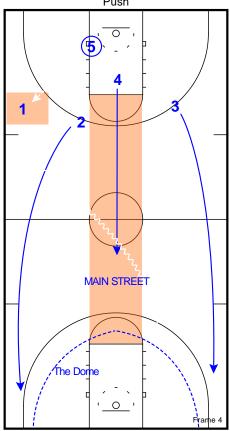
Florida - Transition Offense - Early Push



Crossing Main Street - crossover dribble and race the ball across main street with the dribble

If pitch ahead is not available, cross Main Street with the ball.

Florida - Transition Offense - Early Push

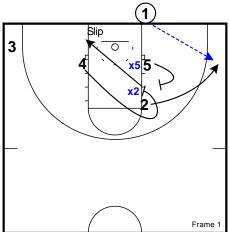


Piercing The Dome - get the ball inside the dome of the defense

Cross Main Street looking to:

- 1. Score and the rim
- 2. collapse the defense and play 2v1

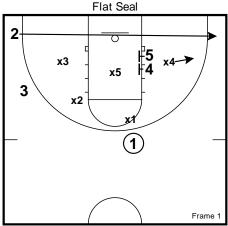
Florida - Wrap Stagger



4 wraps tightly around 2 and screens X2

5 arcs wide to set second screen for 2

Florida Gulf Coast - Zone Set -Stack

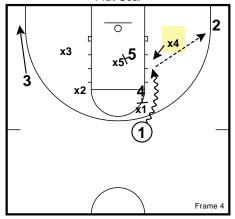


4 and 5 set a screen for 2

2 cut to the opposite corner

This extended X4 to guard the shooter

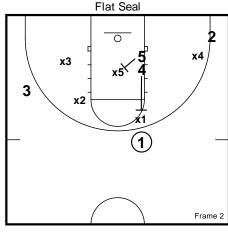
Florida Gulf Coast - Zone Set -Stack Flat Seal



If X4 helps

It is an easy pass to the shooter (2) in the corner.

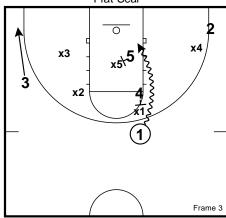
Florida Gulf Coast - Zone Set -Stack



4 sets a step up flat ballscreen on X1

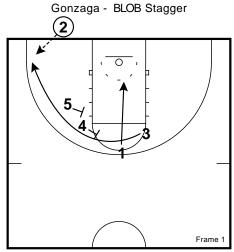
5 ducks in to seal X5

Florida Gulf Coast - Zone Set -Stack Flat Seal

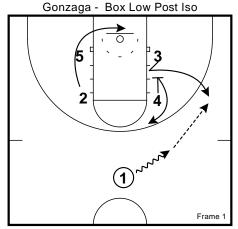


1 drives off of the flat ball screen, directly to the rim

3 cuts corner, for a baseline drift

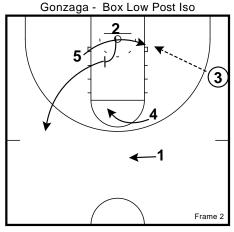


1 cuts to the basket. 4 & 5 set stagger screen for 3. 3 cuts to the ball. 2 passes to 3 for shot.



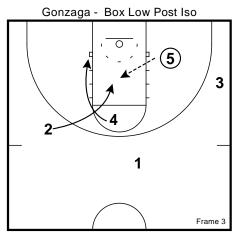
2 cuts under the Post man on the low block into the lane

4 can set a screen or 3 can use him as a "rub" action to get open on the wing for the pass from 1

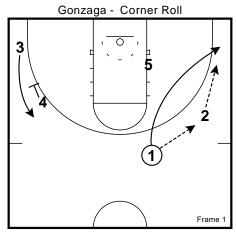


2 sets back screen on x5 to allow 5 to come across the lane and receive the post entry pass from 3

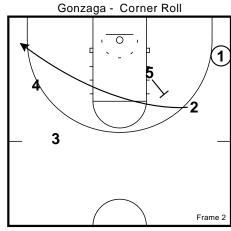
- 2 relocates to the weak side wing after screening
- 4 shapes up around the FT line area



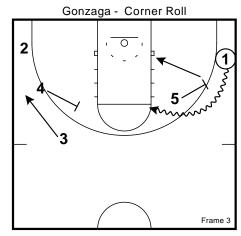
5 turns to face and hits 2 cutting in the lane off the dive cut from 4



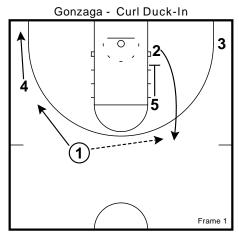
1 passes to 2.1 cuts to the corner. 2 passes to 1.



5 sets a back-screen for 2.2 clears to the opposite corner.



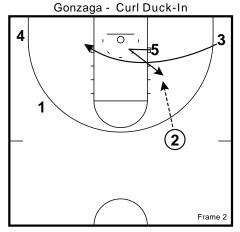
5 sets a side ball-screen for 1. 1 dribbles off screen. 5 rolls to the basket. 4 sets flare screen for 2. 3 flares to wing. 1 has option of passing to 5 or 3.



5/2 narrow pin dwon

1/2 pass

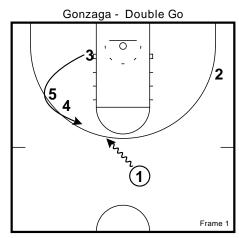
4 and 1 space the floor



5/3 cross screen

As x5 helps on 3, 5 duck-in hard

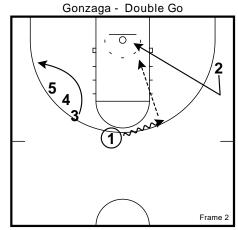
2/5 post feed



5 and 4 set a double screen for 3

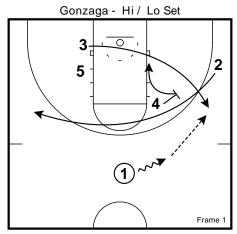
1 take a dribble towards the action

3 curl the screens



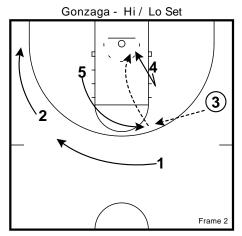
1 reverse dribble to quickly changed sides

2 make a hard cut up towards the ball prior to cutting back door.



2 makes the "Iverson" cut over the top off the elbow screen from 4 $\,$

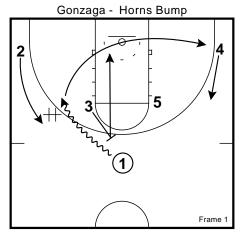
3 cuts baseline to the wing receiving the pass from a dribbling 1



After passing:

- 1 cuts away to the weak side wing pushing 2 to the corner
- 5 flashes hard to the FT Line / elbow area receiving the pass from 3

Off the pass 4 turns to seal for the Hi $\!\!\!/$ Lo pass



Gonzaga - Horns Bump

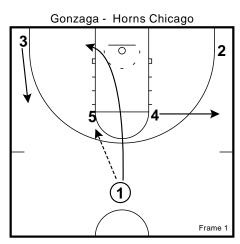
3
1

Frame 2

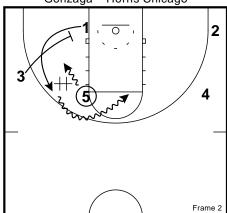
- 3/1 ball screen
- 3 roll
- 1/2 dribble pitch
- 1 cut to space

5/2 ball screen

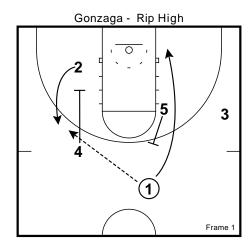
- 5 roll
- 3 lift back to wing

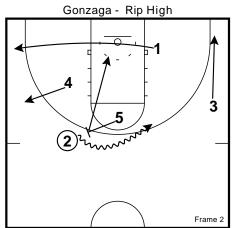


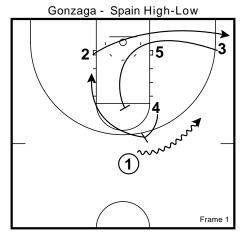




- 1/5 high post entry pass
- 4 cut out to space floor
- 3 lift slightly
- 1 basket cut down middle of paint
- 3/1 down screen
- 5 dribble at 1 for DHO
- 1 attack with strong hand to space









4/1 high pick and roll

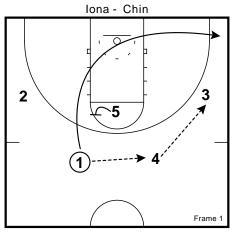
As PNR action occurs 2 and 3 spring by one another almost as if to rub screen

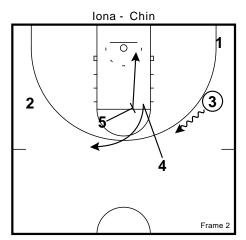
3 screen x 4 so 4 can sprint to rim for lob

3 pop to receive pass from 1 if lob is not available

- 3 dribble to wing to create post feed angle
- 4 duck-in hard

5 sprint to FT line to play high-low game with 4 $\,$



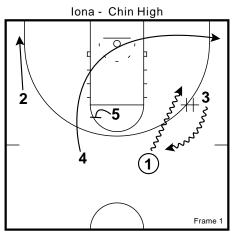


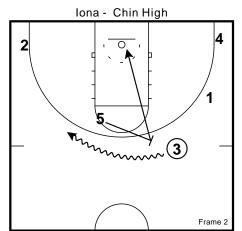
- 1/4 reverse
- 1 sprint of back screen from 5
- 4/3 reverse

5/4 down screen

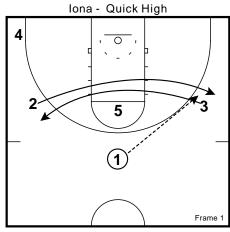
3/4 pass

5 slip





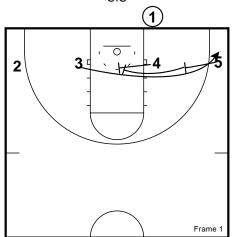
- 1/4 reverse
- 1 sprint of back screen from 5
- 4/3 reverse



 $\boldsymbol{2}$ and $\boldsymbol{3}$ sprint to exchange sides of the floor.

1/2 pass.

Iowa State - ATO BLOB 4 Low Stagger STS

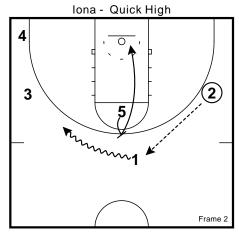


 $4\ sets$ initial cross screen for $3\ who$ goes over the top.

5 steps up and in to set second staggered screen for 3 inside the 3 point line.

3 catch and shoot.

5 looks to set post to post screen for 4 to flash to ball as secondary option.

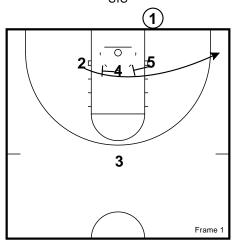


2/1 pass

5/1 ball screen immediately on 1's catch

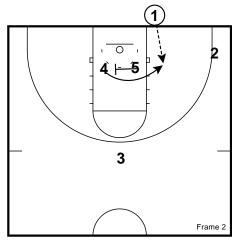
5 dive to create single side bump

lowa State - ATO BLOB Stagger Single



 $4\,$ and $5\,$ set a double staggered screen for $2\,$ who uses them and clears to corner.

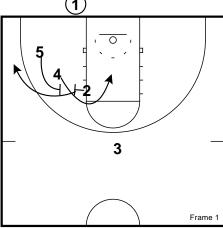
Iowa State - ATO BLOB Stagger Single



5 sets a cross screen for 4.

4 uses the screen and receives inbounds from 1 for a catch and shoot.

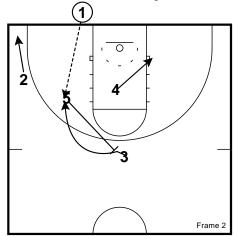
Iowa State - BLOB Diagonal STS



2 sets a back screen on 4's man, and 4 curls hard into the paint as the first option.

 ${\bf 5}$ screens for 2 and 2 curls into the corner as the second option.

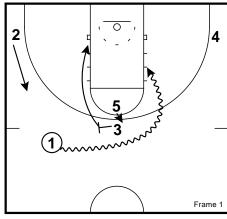
Iowa State - BLOB Diagonal STS



After setting his screen for 2, 5 sprints to 3 at the top of the key.

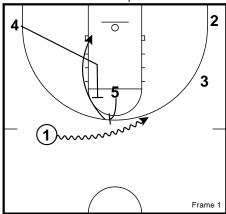
3 uses 5 screen to curl into the opening left by initial screening action for a catch and shoot.

Jacksonville State - Tandem BS



Stacked ball screen from the 3 and the 5.3 sets the screen, then jumps to the rim on the opposite side of the ball. 5, a stretch-shooting big, pops to the top of the key as 1 comes off, hoping his man helps on the drive

Kansas - 5-up Muscle

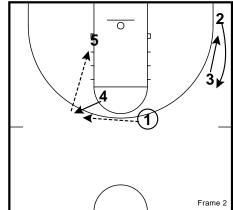


5 sets a ball screen for 1

4 back screens 5

5 cuts for the lob

Kansas - 5-up Muscle

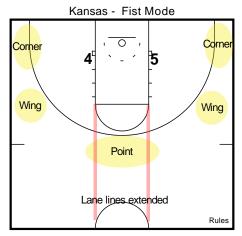


IF LOB IS NOT THERE

4 pops for a pass from 1

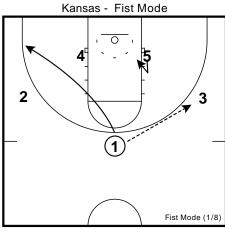
3 and 2 exchange on weak side $\,$

4 feeds 5 for post iso



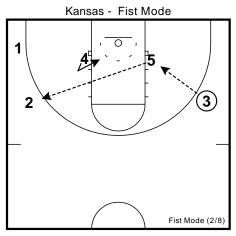
Offense Rules:

- 1. Guards should fill any one of 5 spots on the floor, corners, wings, and the point. If the only guard on a side, the guard should be in the wing position.
- 2. If the ball is passed from the point or middle to a wing or post, the point player must cut to the opposite corner
- 3. Anytime a forward catches the ball, and passes it back out to a guard, he chases the ball into a ball screen.
- 4. On any ball screen, the guard should try to drive to the rim (baseline or middle).
- 5. On any baseline drive off a ball screen, the forward pops out for pick and pop.
- 6. On any middle drive off a ball screen, the forward rolls off and sets a down screen for the strong side corner then slips to the basket and if a forward is on the ball-side block they must relocate to the opposite block
- 7. On any middle drive off a ball screen or ball reversal, the weak-side forward should duck in once the ball crosses the lane.



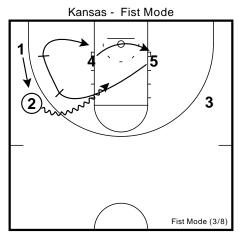
On pass from point to wing:

- 1 cuts to the opposite corner (rule 2)
- 5 ducks in as soon as the ball crosses the lane line extended (rule 7)

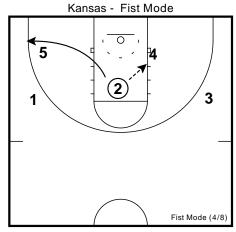


3 enters the ball into the post and then 5 passes out to 2.

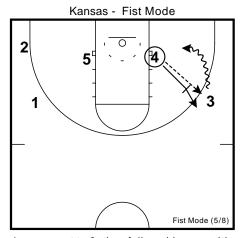
Once the ball passes the lane line extended, 4 ducks in (rule 7).



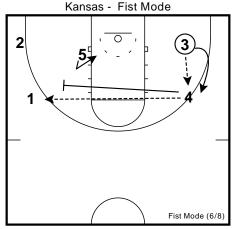
- 5 follows his pass with a ball screen (rule 3).
- 2 attempts to drive to the rim on his drive (rule 4).
- 4 clears the ball-side block on the drive and relocates to the opposite side block (rule 6).
- 5 sets a pin down screen for 1, then slips to the basket (rule 6).



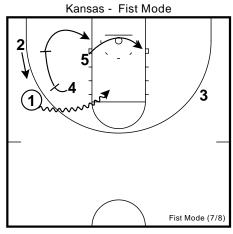
2 passes to 4, then clears to the opposite corner (rule 2).



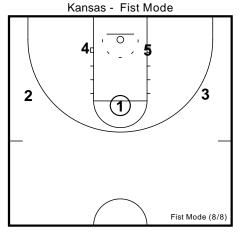
- 4 passes out to 3, then follows his pass with a ball screen (rule 3).
- 3 drives baseline and attempts to attack the rim (rule 4).
- On the baseline drive, 4 pops (rule 5).



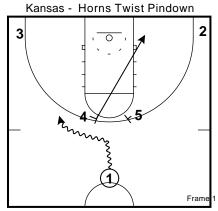
- 3 passes to the popping 4, who then passes
- 4 follows his pass with a ball screen (rule 3).
- 5 ducks in as soon as the pass from 4 to 1 passes the lane line extended (rule 7).
- 3 is the only guard on his side, so he relocates to the wing (rule 1).



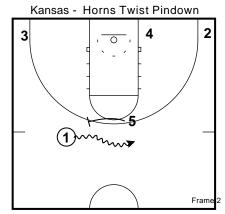
- 1 drives and attempts to attack the rim (rule 4).
- 5 clears the ball-side block and relocates to the weak side block (rule 6).
- 4 sets a pin down screen for 2, then slips to the basket (rule 6).



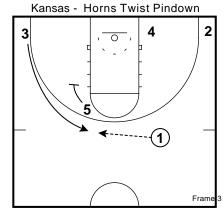
The offense can continue indefinitely and each movement by players will follow the 7 rules of the offense.



- 1 uses the ball screen from 4.
- 4 dives to the rim.

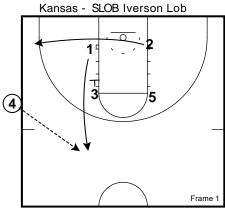


1 dribbles off the ball screen from 5.

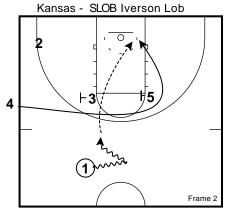


5 sets a pindown screen for 3.

1 passes to 3 for the shot or drive.



- 1 makes a zipper cut off of the screen from 3
- 2 cuts to the corner.
- 4 passes to 1.



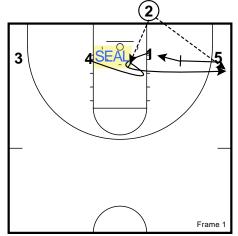
- 4 makes an Iverson cut over screens from 3 $\stackrel{\,\,{}_{\scriptstyle{\kappa}}}{_{\scriptstyle{\kappa}}}$ 5
- 1 follows 4 with the dribble then cuts back for a better passing angle before 4 curls around 5.
- 1 makes a lob pass to 4 at the rim.

Kent State - Ball Screen DHO Crush



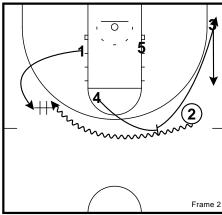
- 1 enters the ball to the wing after the V-Cut from 2 to get open.
- 4 sets a high post rip screen for 1 for the backside lob or quick pass (not there).
- 5 seals his man at the midpost for an immediate look to dump down.
- ${\bf 3}$ sets up his man then sprints to the ball corner

Kent State - BLOB 4 Low Stagger Pin



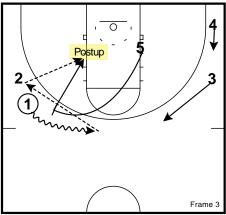
- Start with a loop behind back screen for 1 from 4.
- 5 steps in and screens 1's man and his own.
- 2 passes in to 1 for a three, pullup, or feed to 5 posting hard.
- 4 seals inside for an early look before the pass to 1.

Kent State - Ball Screen DHO Crush

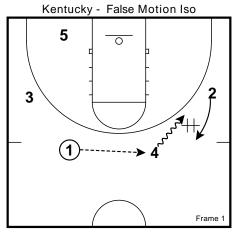


- 4 lifts straight into a ball screen for 2 at the slot, then clears to the corner as 3 lifts to the wing.
- 2 uses the ball screen and dribbles to the opposite wing, where 1 takes a dribble hand off

Kent State - Ball Screen DHO Crush

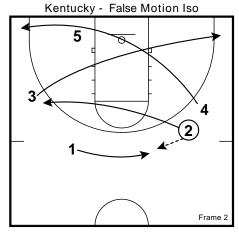


- Immediately following the handoff, 5 sprints into a ball screen for 1.
- 1 uses the ball screen to the middle, then hits right back to 2 on the wing.
- 5 has since rolled to the rim and has a post isolation just off the mid post.
- 3 and 4 space accordingly and show for a kickout from 5.



1 passes to 4

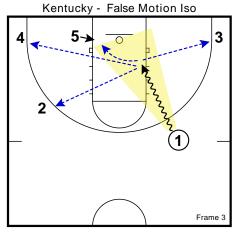
4 dribble hand off to 2



4 and 3 exchange to opposite corners

2 passes to 1

2 cuts to opposite wing

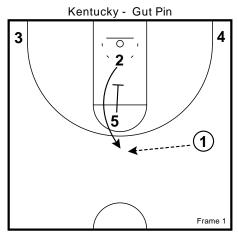


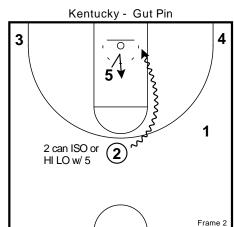
1 is isolated, and attacks to score

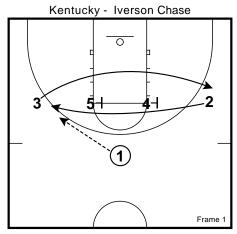
If 1 can't score, weakside is loaded with shooters

5 is in the dunk spot

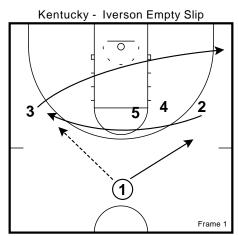
A kick out to 3, is a driver, who will also be isolated.



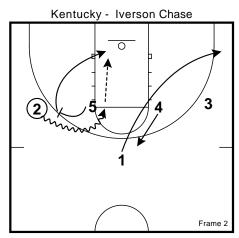




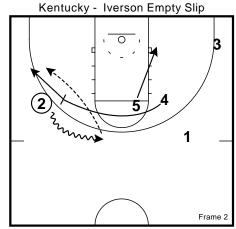
- 3 cuts underneath to the opposite wing
- 5 and 4 screen 2
- 2 Iverson Cuts to the opposite wing
- 1 passes to 2



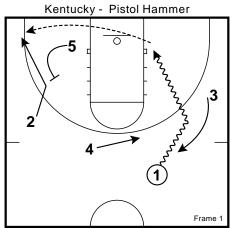
- 2 and 3 cut opposite to the wing area
- 1/2 pass and space



- 1 cuts to the opposite corner
- 4 cuts to the top of the key
- 5 sets a wing ball screen and rolls
- 2 attacks off the ball screen



- 4 cut over top of 5 and go to set ball screen for 2
- 5 get to opposite block
- 4 slip ball screen to a pop
- 2/4 pass to empty side

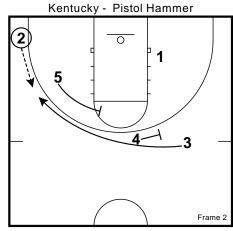


dribbles hard to the baseline.

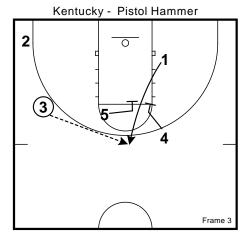
the corner for a 3.

1 fakes a DHO with 3 on the wing and

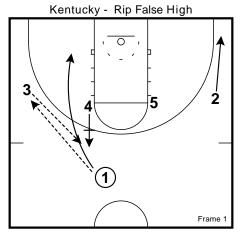
5 sets the hammer screen for 2 cutting to



If 2 doesn't have a shot, 4 and 5 stagger for 3 cutting hard to the ball.



If 3 doesn't have a shot, 4/5 set an elevator screen for 1



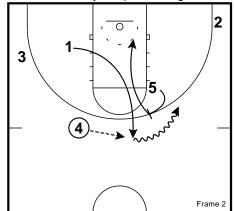
1/3 pass

4/1 back screen

4 pop out

3/4 pass

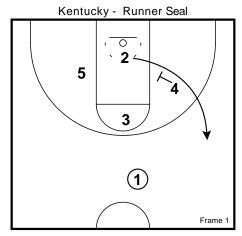
Kentucky - Rip False High

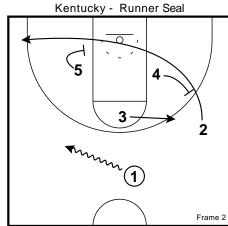


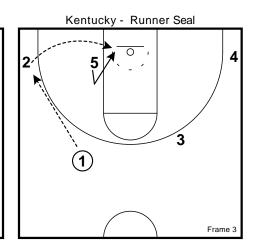
1 pop out

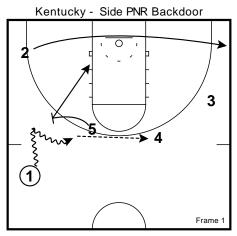
4/1 pass

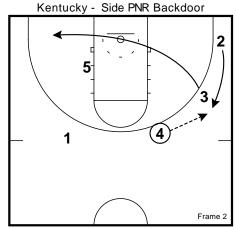
5/1 high ball screen and roll

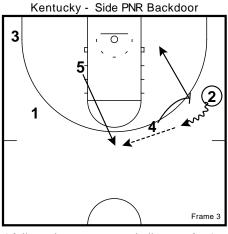








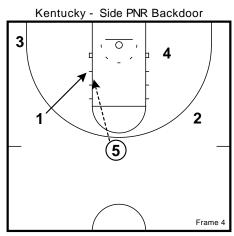




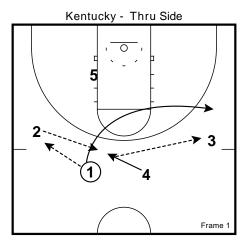
- 2 cuts to the weakside corner.
- 5 sets a ball screen for 1.
- 1 passes to 4.

- ${\bf 3}$ cuts backdoor to the weakside.
- 2 cuts to the wing.
- 4 passes to 2.

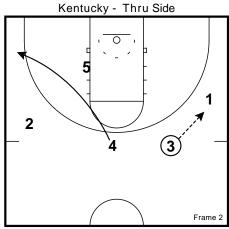
- 4 follows the pass to set a ball screen for 2.
- 5 cuts to the top of the key.
- $2\ \mbox{dribbles}$ off of the screen and passes to $5\ .$



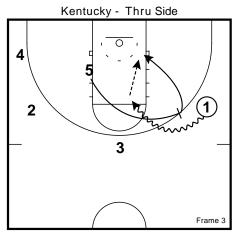
- 1 cuts backdoor.
- 5 passes to 1 for a layup.



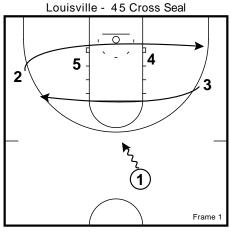
1 throws ahead to 2. 1 cuts through to the right wing. 2 passes to 4. 4 reverses to 3.



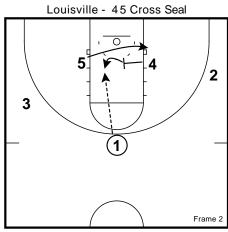
3 passes to 1.



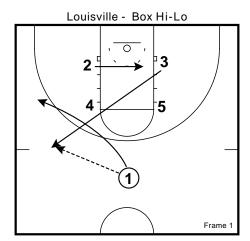
5 (Bam Adebayo) sprints to set a side ball-screen for 1 (De'Aaron Fox). 1 attacks off screen to the middle. 5 rolls to the basket. 1 looks to lob to 5. 5 can slip or postup as well.



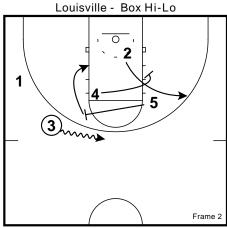
Baseline double as 3 and 2 exchange sides



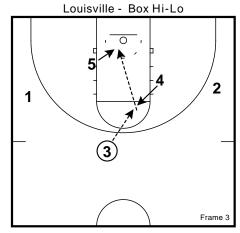
4 sets a cross screen for 5 in the middle of the lane, then seals for the entry pass from 1 and a layup



Box set; 3 comes to the wing on a diagonal cut and 1 hits him, then goes ball side



5 comes into a ballscreen, then rolls. 4 floats opposite and picks off 2 coming to the wing



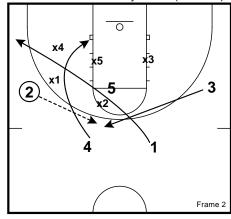
4 then flashes to the hi post, and gets the entry from 3. 4 looks hi-lo to 5

Louisville - Secondary Break (vs Zone)



- 1 passes the ball to the trailer (4)
- 4 reverses the ball to the 2
- 5 cuts to the high post

Louisville - Secondary Break (vs Zone)



- 4 cuts towards the ball, then dives to the block
- 1 shallow cuts to the ball side corner
- 3 flashes to the top
- 2 passes to 3

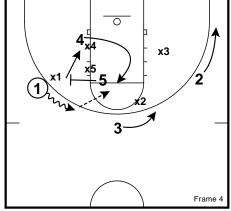
2 cuts over the top of the high post, to opposite wing

Louisville - Secondary Break (vs Zone)

x3

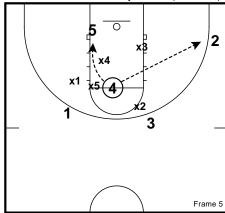
- 1 lifts to the wing
- 3 passes to 1

Louisville - Secondary Break (vs Zone)



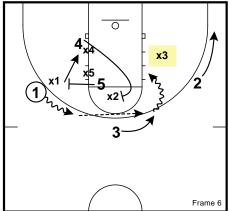
- 5 sets an inside ballscreen for 1 and rolls
- 3 and 2 space away from the ball screen
- 4 circle cuts to the high post
- 1 passes to 4

Louisville - Secondary Break (vs Zone)

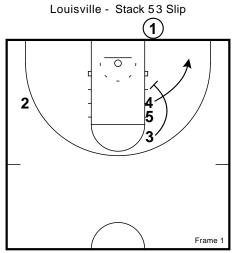


- On a catch by 4...
- Turn and look for 5 on the roll
- Look for 2 on skip pass for a 3

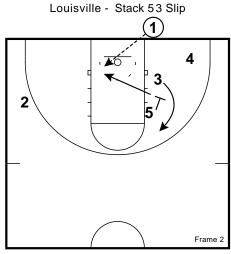
Louisville - Secondary Break (vs Zone)



- If X2 sinks to deny high post...
- 4 circle cuts into a ballscreen
- 1 passes to 3
- 3 drives the 2-on-1 advantage (X3)

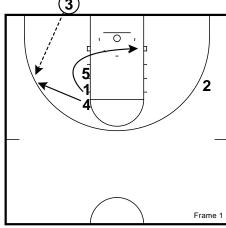


3 screens for 4. 4 cuts to the short corner.



5 screens down for 3.5 slips to the basket. 1 passes to 5.

Louisville - Stack Stagger High-Low

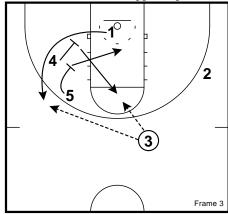


4 pops out to the wing for a catch. 3 passes

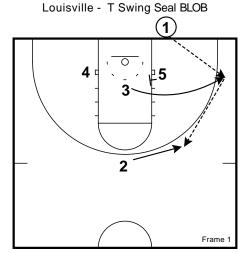


4 & 3 DHO. 5 sets ball-screen for 3. 3 centers the ball.

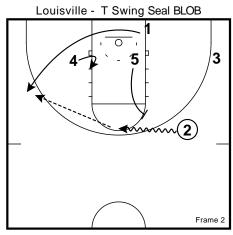
Louisville - Stack Stagger High-Low



4 & 5 set stagger screen for 1. 4 flashes to the nail. 5 dives to the front of the basket. 3 has option of passing to 1 for shot or 4. 4 looks high-low to 5 if passed.



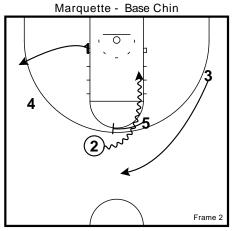
3 comes to the corner for the inbound; 2 fills high for the pass



Inbounder 1 exits to the opposite wing as 2 comes off a ball screen from 5. As 4 fakes the down screen for 1, he sits in the post looking for contact to seal for the entry.

Marquette - Base Chin Frame 1

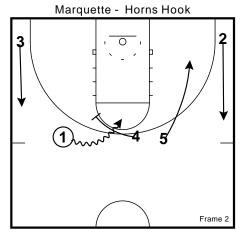
Marquette got into a pin down in to an initial pass. 1 uses the chin screen and fills the ball side corner.



On the catch 2 is immediately dribbling into a ball screen where he attacks the basket, but has a dribble handoff to 3 as an option.

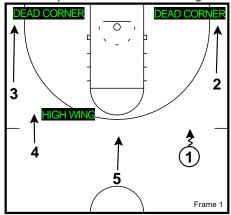
Marquette - Horns Hook 2

Out of a horns set, 1 uses a high ball screen, and the screener flare screens off the other "horn".

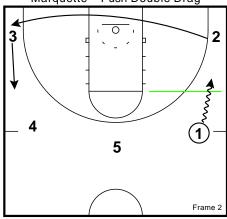


5 then dives to the basket, as 1 then uses a ball screen to get back into the middle. 2 fills the wing.

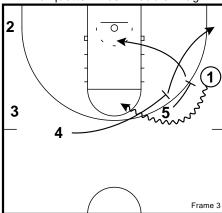
Marquette - Push Double Drag



Marquette - Push Double Drag



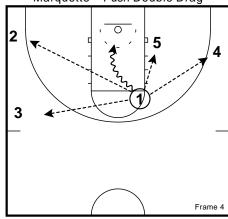
Marquette - Push Double Drag

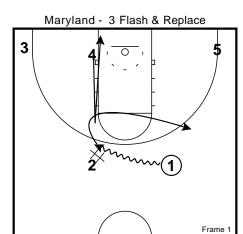


2 & 3 deflate the defense by getting to dead

- 4 is in alley opposite the ball stops at high wing (TOC extended)
- 1 brings the ball up the alley

Marquette - Push Double Drag

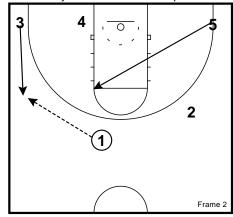




With 2 guards up high, there is a dribble hand off or pass with a quick flash and

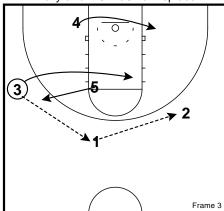
return to the low post.

Maryland - 3 Flash & Replace



Opposite to the side of the handoff the ball is swung and a big in the far corner flashes to an open space.

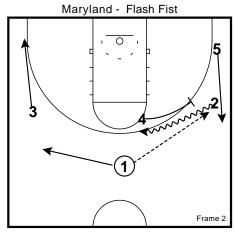
Maryland - 3 Flash & Replace



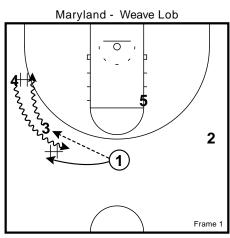
As the ball is reversed the weak side guard flashes to an open space and is replaced by the previous flasher.

Maryland - Flash Fist

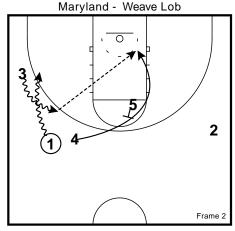
Out of a 3 out 2 in set, the ball is swung to one side and the weak side big fades to the strong corner. The ball is returned to the top where the ball side big flashes middle.



The ball is swung back to the strong side where the flash sets a ball screen, the ready shooters rotate to allow space. The corner big replaces the ballhandler's position.



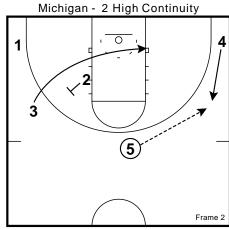
1 passes to 3 who dribble handoffs to 4. 4 dribble handoffs back to 1.



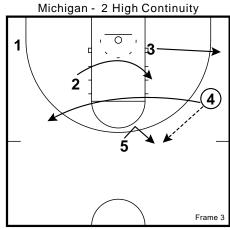
1 then dribble handoffs back to 3. 3 throws a lob to 4 who has pick up speed and runs off a backscreen from 5.

Michigan - 2 High Continuity 4 Frame 1

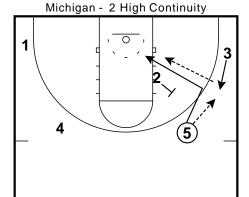
1 passes to 3.1 cuts to the corner. 5 pops to the top for a catch from 3.



2 sets a shuffle screen for 3. 3 slice cuts to the right block. 4 looks to feed 3 (Zak Irvin) for a postup.



5 pops back for a catch from 4.



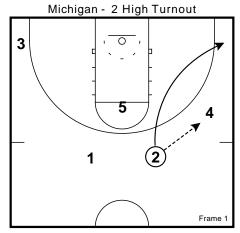
5 passes to 3. 2 sets back-screen for 5. 5 fakes ball-screen for 3 then slips to the basket. 3 passes to 5.



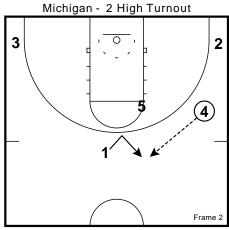
1 passes to 2. 2 & 3 DHO.



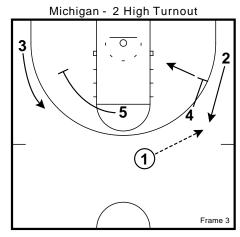
3 passes to 1. 4 & 5 set stagger screen for 2. 1 passes to 2 for shot.



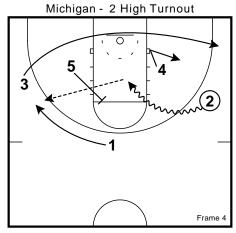
1 passes to 4.2 cuts to the corner.



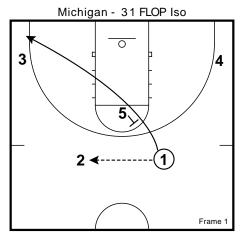
1 makes a V-cut to get open. 4 passes to 1.



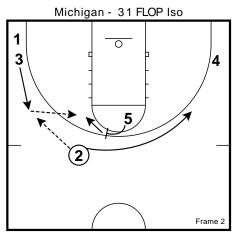
4 sets down-screen for 2. 2 cuts up to wing. 1 passes to 2. 4 dives to basket.



4 ducks-in for post-up. 5 sets flare screen for 1. 1 flares to wing. 3 clears out to the right side. 2 drives and passes to 1.



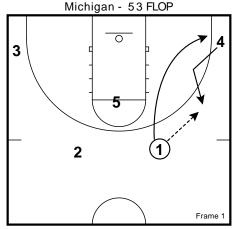
- 1 passes to 2
- 5 screens for 1
- 1 shuffle cuts to the corner



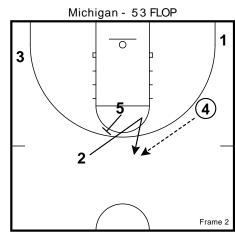
- 2 passes to 3
- 5 sets flare for 2
- 3 passes to 5



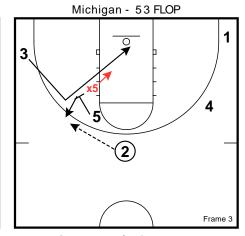
- 4 and 2 exchange, to occupy weak side help
- 3 sets down screen for 1
- 1 goes to point of screen, rejects with a back cut
- 5 looks at screening action, then attacks to the right.



- 4 lifts to get a catch
- 1 shallow cuts to the strong side corner



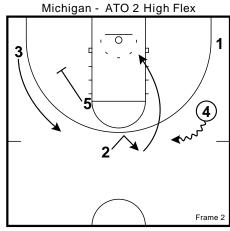
- 5 sets a screen for 2
- 2 shows a shuffle cut, snaps back for a catch
- 4 passes to 2



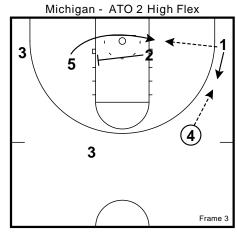
- 5 sets a down screen for 3
- 3 comes to the point of the down screen, then back cuts
- X5 helps on the back cut, allowing 5 to step out for the shot

Michigan - ATO 2 High Flex 3 5 1 Frame 1

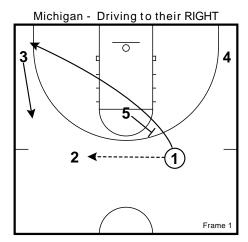
1 passes to 4.1 cuts to the corner.



2 cuts to the top then cuts to the basket. 5 sets down-screen for 3.

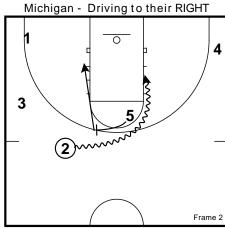


4 passes to 1. 2 sets flex screen for 5. 1 passes to 5.



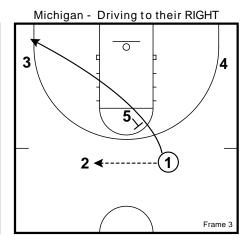
CREATE A "DOUBLE GAP"

- 1 passes to 2
- 5 sets a screen for 1 to shuffle cut
- 3 lifts out of the corner.



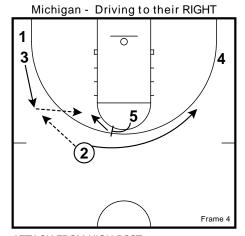
CREATE A "DOUBLE GAP"

- 5 goes to set a ball screen for 2
- 5 slips the balls screen
- 2 drives off of 5's back
- 4 is shooter, to prevent help.



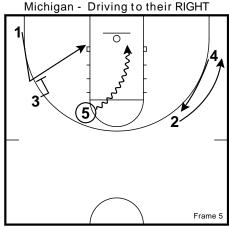
ATTACK FROM HIGH POST

- 1 passes to 2
- 5 screens for 1
- 1 shuffle cuts to the corner



ATTACK FROM HIGH POST

- 2 passes to 3
- 5 sets flare for 2
- 3 passes to 5



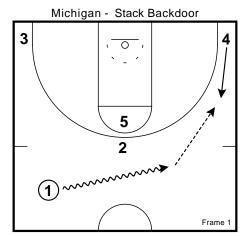
ATTACK FROM HIGH POST

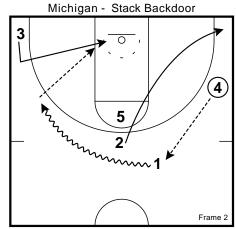
- 4 and 2 exchange, to occupy weak side help
- 3 sets down screen for 1
- 1 goes to point of screen, rejects with a back cut
- 5 looks at screening action, then attacks to the right.

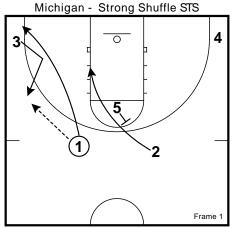


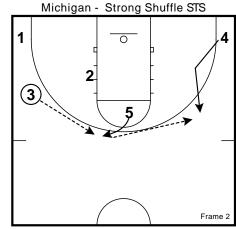
USE INSIDE ANGLE BALL SCREENS

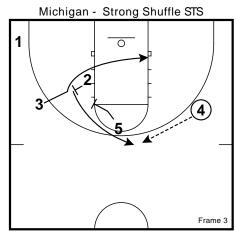
- 2 shallow cuts to corner
- *** This creates a double gap
- 3 lifts from the corner, but not to the top
- *** Maintain spacing
- 5 sets an inside angle ball screen
- *** Louisville is scared of the switch, so 1 can reject the ball screen, to attack to his right.









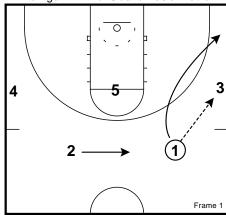


- 3 lifts to the wing
- 1 passes to 3
- 1 cuts to strong side corner
- 5 screens 2
- $2\; cuts\; to\; mid\; post$

- 3 passes to 5
- 5 reverses the ball to 4

- 2 screens for 3
- 3 shuffle cuts to the block
- 5 screens the screener (2)
- 2 comes to the top for a three

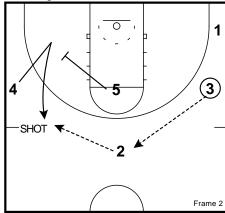
Michigan - Two-Guard Basic Motion



Starts in 2-3 High alignment

 $\ensuremath{\text{1}}$ enters to the wing and corner cuts, moves to replace $\ensuremath{\text{1}}$

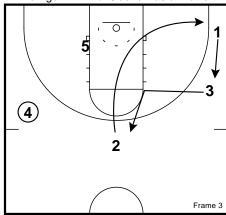
Michigan - Two-Guard Basic Motion



3 reverses to 2 as 5 pins down for 4

4 has first shot option

Michigan - Two-Guard Basic Motion

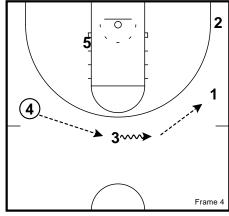


After 2 reverses he/she cuts to opposite corner

3 cuts to reverse the offense

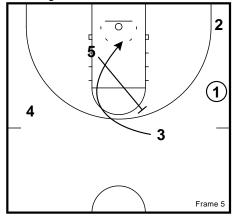
1 lifts out of corner

Michigan - Two-Guard Basic Motion



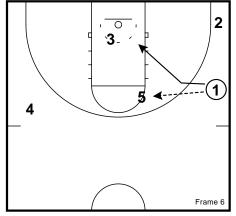
3 dribbles at 1 and reverses

Michigan - Two-Guard Basic Motion



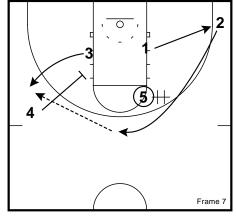
5 backscreens for 3

Michigan - Two-Guard Basic Motion



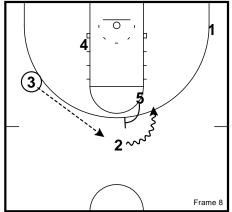
1 enters to 5 at pinch post then cuts off for a possible handoff

Michigan - Two-Guard Basic Motion

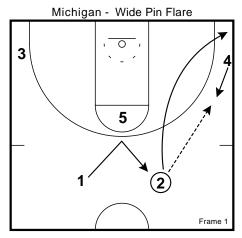


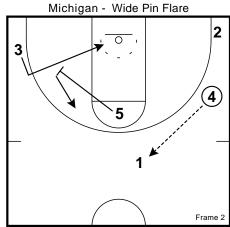
2 then sprints over the top of 5 for handoff as 4 pins down for 3. 2 reverses for shot

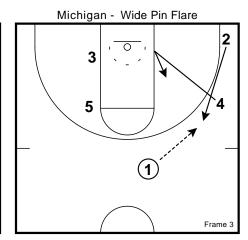
Michigan - Two-Guard Basic Motion

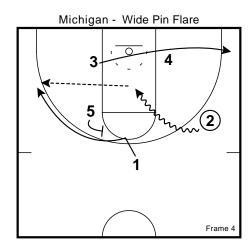


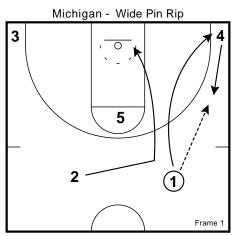
if no shot for 3, center the ball and get into end of clock \mbox{PnR}

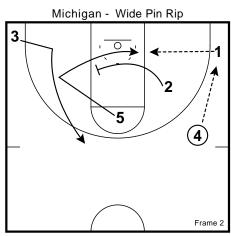








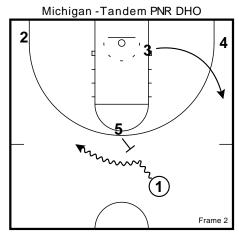




Michigan - Tandem PNR DHO 2 5 Frame 1

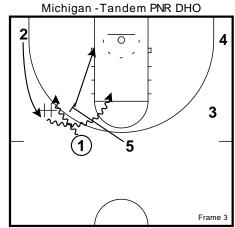
5 sets a backscreen for 3.

1 dribbles to the right side to set up the ball screen.



5 sets a ball screen for 1.

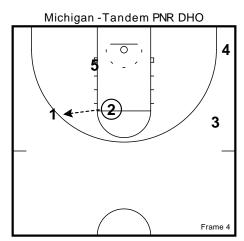
3 cuts to the wing.



1 dribble handoffs with 2.

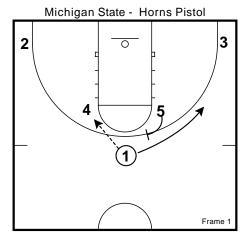
5 follows for a ball screen with 2.

5 rolls to the basket.



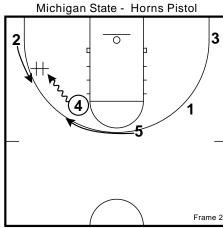
If no shot is available on the ball screen, 2 passes back to 1 filling behind.

1 can attack or look inside to 5.



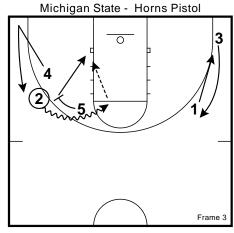
1 passes to 4

5 sets a flare screen for 1



4 dribble hand off to 2

5 trails behind 4



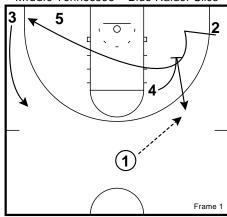
3 and 1 exchange on the weak side

5 sets a ball screen for 2

5 rolls to the rim

4 rises, behind the roll

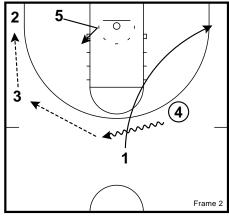
MIddle Tennessee - Blue Raider Slice



4 sets a down screen for 2 who cuts over the top (if open and can make the pass) and opposite - 4 flashes back to receive the pass from 1

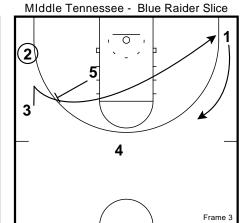
3 lifts out of the corner giving space for the cut

MIddle Tennessee - Blue Raider Slice



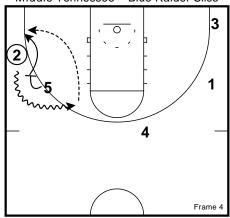
1 cuts to the ball side corner

- 4 dribbles the ball and passes to 3 who immediately passes to 2 $\,$
- 5 ducks in hard and seals in the post looking for the pass

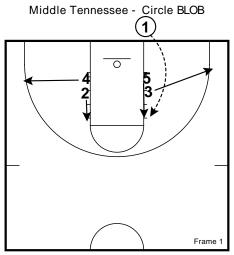


5 steps out on the corner pass when not receiving the Post pass to back screen for 3 who cuts looking for a quick hit pass

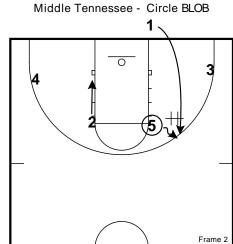
MIddle Tennessee - Blue Raider Slice



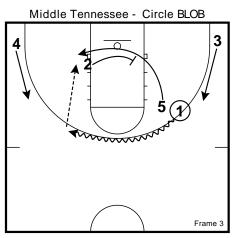
5 turns and sets a ball screen for 2 who comes off throwing back to 5 who has popped for the 3 pt shot



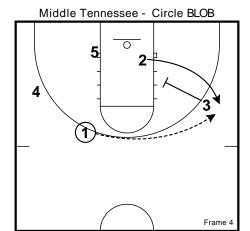
- 3 cuts to the ball side corner.
- 4 cuts to the opposite corner.
- 2 and 5 lift up the lane line.
- 1 inbounds to 5.



- 2 back cuts to the block.
- 1 gets a dribble hand-off from 5.



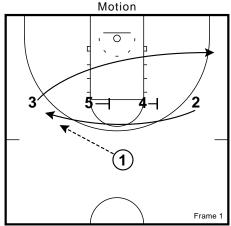
- 1 dribbles the ball to the opposite slot.
- 5 sets a cross screen for 5.
- 3 and 4 lift out of the corners.
- 1 makes the post entry to 5.



IF POST ENTRY IS NOT OPEN...

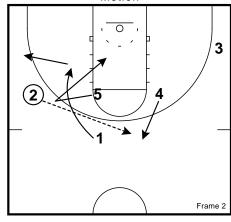
3 down screens the screener (2)

Middle Tennessee - Iverson UCLA



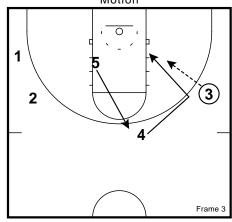
4 & 5 set stagger screen for 2.2 Iverson cuts to the left wing. 1 passes to 2.

Middle Tennessee - Iverson UCLA Motion



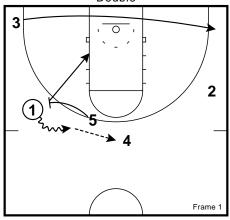
1 UCLA cuts off of the high post then exits to the wing. 5 fakes ball-screen for 2 then slips to basket. 4 pops out for a catch. 2 passes to 4.

Middle Tennessee - Iverson UCLA Motion



4 passes to 3. 4 follows then slips to the basket. 3 passes to 4. 5 clears the paint and cuts high.

Middle Tennessee - PNR Misdirection Double



3 cuts to the weakside corner.

1 dribbles off the ball screen from 5 and makes the pass to 4. $\,$

Middle Tennessee - PNR Misdirection Double

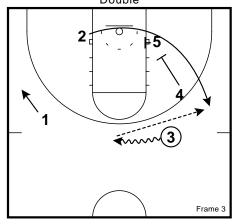


2 cuts backdoor through the lane.

4 dribble handoffs with 3.

5 cuts to the ball side block.

Middle Tennessee - PNR Misdirection Double



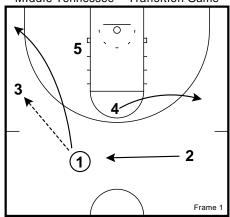
 ${\bf 3}$ dribbles to the top of the key.

2 cuts off of the staggered screen from 5 8 4

3 passes to 2 for the shot.

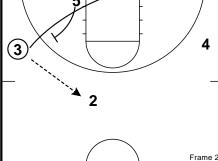
MIddle Tennessee - Transition Game

MIddle Tennessee - Transition Game

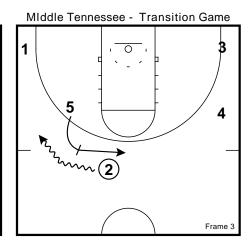


- 1 passes to 3 on the wing and cuts to the ball side corner
- 2 comes across the TOK to replace 1
- 4 steps out to the weak side wing

0 4 3

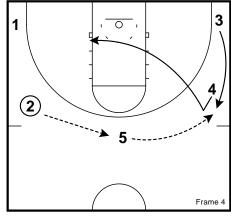


- 3 reverses the ball to 2
- 5 steps off the block to set a back screen for
- 3 who cuts to the weak side corner



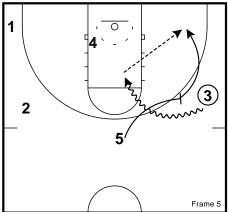
5 steps up to screen 2 and then releases to the TOK

MIddle Tennessee - Transition Game

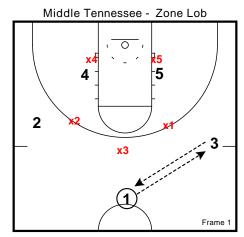


- 2 reverses the ball to 5
- 4 cuts back door as 3 lifts out of the corner replacing him on the wing and receives the pass

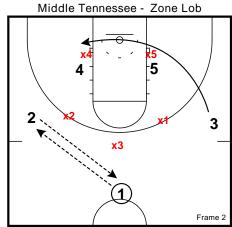
MIddle Tennessee - Transition Game



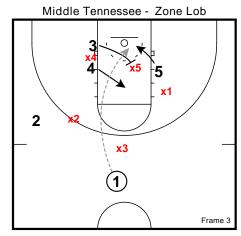
3 attacks of the SPNR action as 5 rolls to the short corner for the return pass jumper



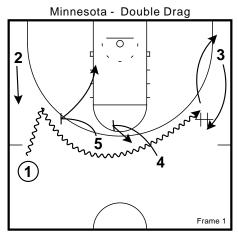
- 1 passes to 3.
- 3 passes back to 1.



- 1 passes to 2.
- 3 cuts to the ball side block.
- 2 passes back to 1.



- 4 flashes middle.
- 3 sets a back screen on x5.
- 1 passes to 5 for the lob.

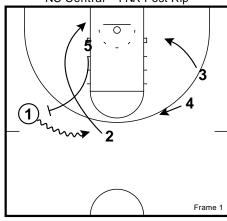


- 1 comes down on the break and goes off the DBL Drag screen from 5 & 4 into a DHO with 3 on the opposite wing
- 5 dives hard to the basket after screening & 4 pops back setting up the next action
- Minnesota Double Drag

 1

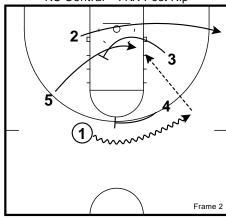
 Frame 2
- 3 reverses the ball to 4 at the TOK
- 2 cuts hard backdoor as 5 relocates to the opposite block
- 4 attacks the paint off the penetration

NC Central - PNR Post Rip



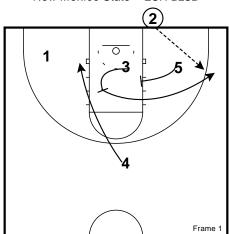
- 2 cuts outside the lane to the basket.
- 5 follows the cut for a ball screen for 1.
- 3 starts to cut to the block.
- 4 starts to cut to the top of the key.

NC Central - PNR Post Rip



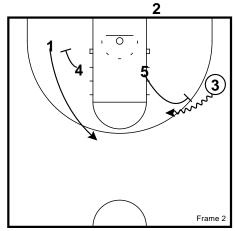
- 2 continues the cut to the corner.
- ${\bf 1}$ dribbles to the wing off of the ball screen from 4.
- 3 sets a back screen for 5.
- 1 passes to 5 at the rim.

New Mexico State - EOH BLOB



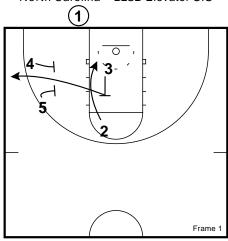
The shooter is in the lane and sets a back screen on 4 is a first option for an under the basket finish. 3 then then cuts to the not so deep corner off 5's screen for the catch.

New Mexico State - EOH BLOB



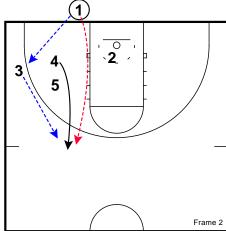
5 then sets a ball screen where 3 can get a shot, attack the lane or penetrate and pass to 1 who using 4's screen.

North Carolina - BLOB Elevator STS



- $\boldsymbol{3}$ sets a backscreen for 2 cutting to the basket.
- 3 cuts through the elevator screen from 4 & 5.

North Carolina - BLOB Elevator STS



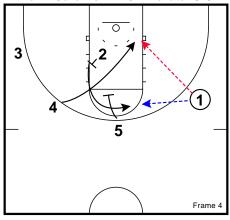
- 4 cuts up top.
- 1 can pass to 3, who passes to 4.
- 1 can also pass directly to 4.

North Carolina - BLOB Elevator STS

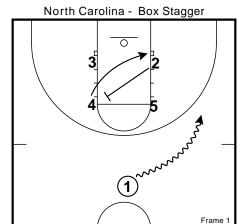
3
5
Frame 3

- 5 cuts to the top to receive the pass from 4.
- 1 cuts to the wing to receive the pass from 5.

North Carolina - BLOB Elevator STS

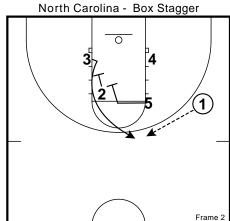


- 2 screens for 4 cutting to the basket.
- 5 sets a down screen for 2.
- 1 looks for 4 at the basket or 2 up top.

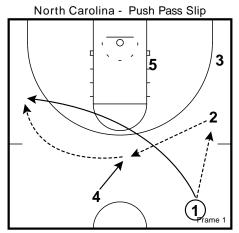


2 diagonal screens for 4

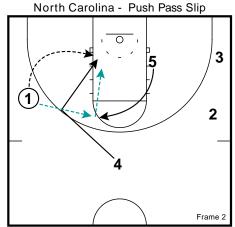
1 dribbles to the right wing



- 2 and 5 set a double stagger for 3
- 3 comes to the top for a shot

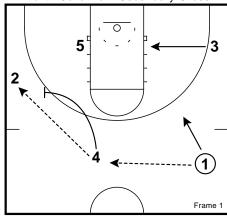


- 1 throws ahead to 2 on the break and cuts to the open side
- 4 trails and receives the pass from 2 $\,$
- 4 swings the ball to a cutting 1 on the wing



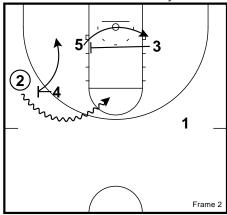
- 4 follows his pass with a sprint-to-screen action, but slips hard to the basket and receives a pass from 1
- 5 cuts behind at the FT line for a possible elbow pass which could lead to a "Hi / Lo"

North Carolina - Secondary Cross



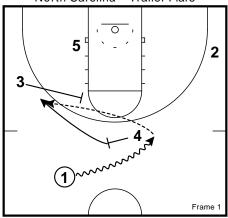
- 1 reverses the ball to the trailing post 4 who swings the ball to the wing for 2
- 4 follows his pass with a ball screen
- 3 moves toward the lane setting up the next

North Carolina - Secondary Cross



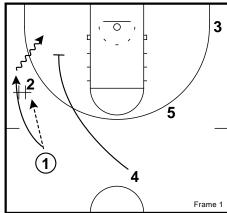
3 sets a cross screen for 5 as 2 comes off the SPNR action with 4 looking for the post off the cross screen or can take it himself

North Carolina - Trailer Flare



1 comes off the ball screen, 3 then flares the screener to the wing

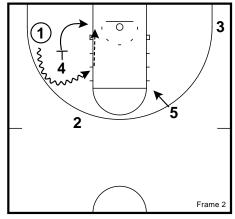
North Dakota - Transition PNR



receiving the hand-off

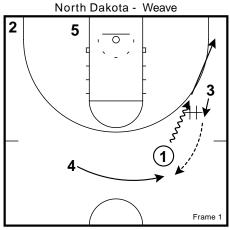
1 passes ahead to 2 on the wing and runs by

North Dakota - Transition PNR



1 attacks off the short corner screen and drops the ball off for 4 for the lay-up

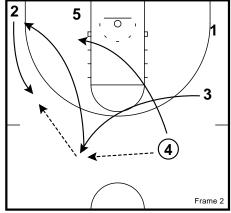
1 attacks the basket off the hand-off as 4 sprints to screen



1 executes a DHO on the wing with 3 and cuts to the corner

4 cuts to replace and receives the pass

North Dakota - Weave

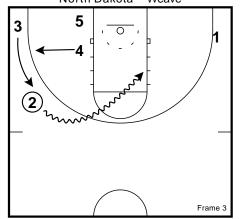


4 makes the pass to 3 who cuts to the top lane line extended and cuts to the ball side

3 passes to 2 who lifts out of the corner to the wing for the pass

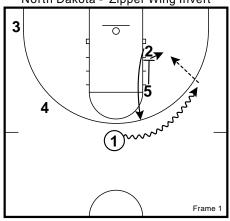
3 cuts to replace 2 in the corner

North Dakota - Weave



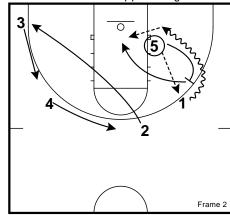
2 looks to drive the ball in the open lane

North Dakota - Zipper Wing Invert



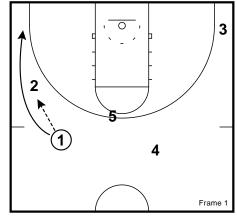
- 1 dribbles to the wing
- 5 sets a screen for 2
- 2 zipper cuts to the top
- 1 gives post entry to 5

North Dakota - Zipper Wing Invert



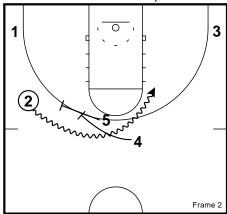
- 2 shallow cuts to the weakside corner
- 4 and 3 rotate towards the ball
- 5 passes out to 1
- 5 sprints to an invert wing pick and roll

Northwestern - 21 Keep Double



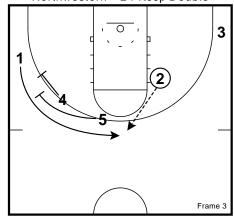
1 throws ahead to 2. 1 follows his pass and cuts off of 2 for fake handoff.

Northwestern - 21 Keep Double



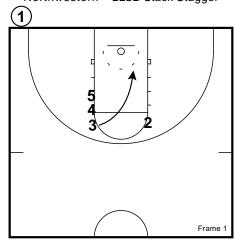
4 & 5 set a double drag screen for 2. 2 attacks off screen.

Northwestern - 21 Keep Double



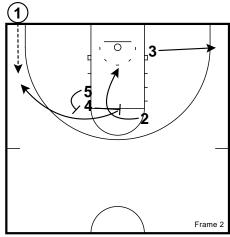
4 & 5 set stagger screen for 1 (Comeback action). 2 reverse pivots and passes to 1 for shot

Northwestern - BLOB Stack Stagger

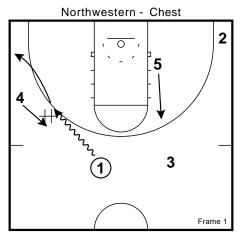


3 cuts to the basket. 1 looks to hit 2 for a lay-up.

Northwestern - BLOB Stack Stagger

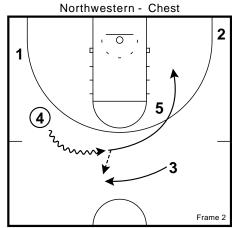


4 & 5 set stagger screen for 2.2 curls to the basket. 5 screens in for 4.4 cuts to the wing. 1 has option of passing to 2 or 4.



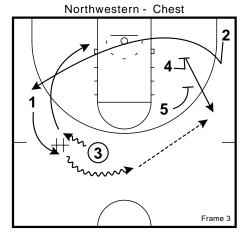
1 executes a DHO with 4 on the wing

5 lifts to the elbow setting up the next action $% \left(1\right) =\left(1\right) \left(1\right$



4 dribbles across the TOK and makes a "flip" pass to 3 who cuts across to the opposite side on the weave action

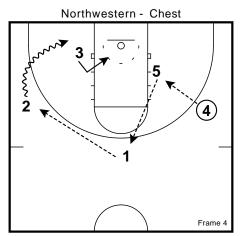
4 cuts off the elbow setting up the next action



3 executes a DHO with 1 who centers the ball on the dribble

2 moves like he will take the DBL Stagger from 4 & 5, but instead cuts hard baseline off the rub screen from 3

4 turns and comes off the single screen from 5 out to the wing for a possible 3 pt shot

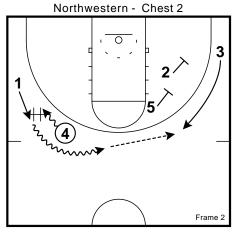


4 having no shot hits 5 in the Post-up

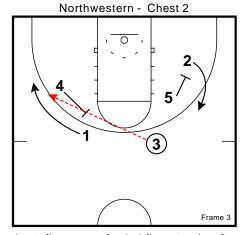
The ball is thrown out of the post to 1 who passes to 2 on the wing who drives the ball at the basket

Northwestern - Chest 2 2 4 Frame 1

1 & 2 dribble-flip. 2 dribbles at 4 for a pitch.



4 & 1 dribble-flip. 2 & 5 set stagger screen for 3. 3 cuts up to wing. 1 passes to 3.



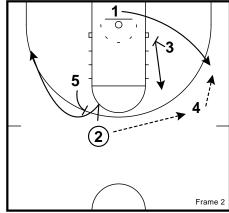
4 sets flare screen for 1. 1 flares to wing. 3 passes to 1 for shot.



1 executes a DHO with 2 on the wing and then cuts into the paint as 5 lifts to the elbow

On the weak side, 3 sets a down screen for 4

Northwestern - Early Offense



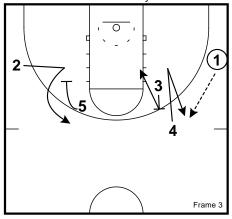
2 passes to 4

3 sets a low block screen for 1 who comes off for the pass

3 flashes high to the elbow

On the pass to 4, 5 steps up to set a flare screen for a possible pass to 2 on the weak side

Northwestern - Early Offense

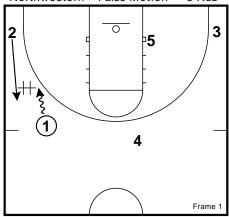


3 steps up to set a UCLA screen for 4 who cuts in and immediately pops back out reading his defender

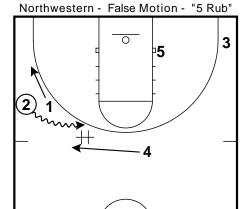
1 passes to 4 for the 3 pt shot

On the weak side once the pass is made to 4, 5 sets a wide pin down for 2 who comes off for a possible swing pass and shot

Northwestern - False Motion - "5 Rub"

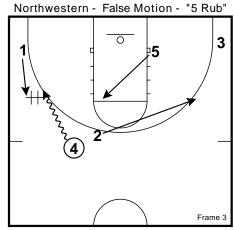


1 dribble hand off to 2.



2 dribble hand off to 4

1 cuts towards corner



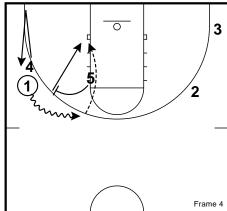
2 cuts to the opposite wing

4 dribble hand off to 1

5 cuts to high post

Frame 2

Northwestern - False Motion - "5 Rub"

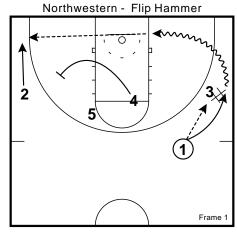


5 sets a race out ball screen and rolls to the block.

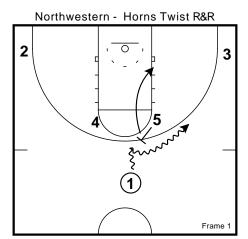
4 "bounces off the baseline" to lift behind the roll.

1 passes to 5 inside.

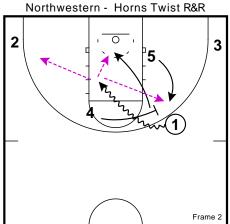
*** If 5 is not open, swing to 4, for a shot or post feed.



1 throws ahead to 3 (Vic Law). 1 follows his pass and receives handoff from 3. 4 loops to the opposite wing. 4 sets back-screen for 2. 2 flares to the corner. 1 drives and passes to 2



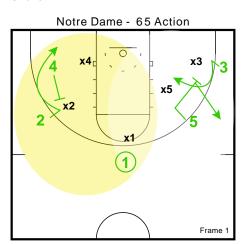
Horns alignment, 1 uses ball screen from 5 and drags to wing $\,$



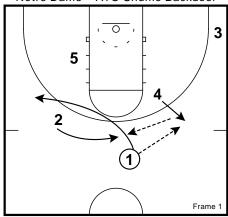
4 sprints over to set second ball screen for 1

4 rolls, 5 replaces

5 rolls

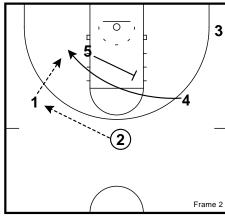


Notre Dame - ATO Shuffle Backdoor



4 pops out for a catch. 1 passes to 4.1 & 2 interchange. 4 passes to 2.

Notre Dame - ATO Shuffle Backdoor

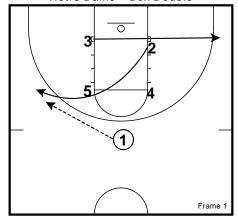


5 sets a shuffle screen for 4. 4 slice cuts to the left block. 2 passes to 1. 1 passes to 4.

Notre Dame - ATO Shuffle Backdoor 1 2

3 & 5 interchange on the weakside. 5 cuts backdoor. 4 passes to 5.

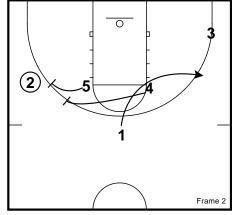
Notre Dame - Box Double



2 diagonal cuts to the opposite wing.

3 cuts to the opposite corner.

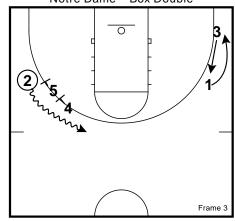
Notre Dame - Box Double



1 shallow cuts to the opposite wing.

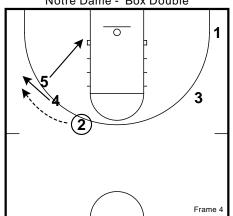
5 and 4 set a double ball screen for 2.

Notre Dame - Box Double



As 2 comes off the ball screen, 1 and 3 exchange.

Notre Dame - Box Double



After 2 comes off the ball screen...

5 rolls to the rim.

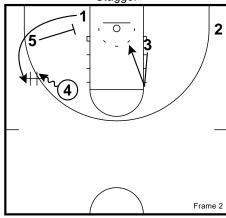
4 creates space by popping for the 3.

Stagger 3

Oklahoma State - BLOB Box DHO

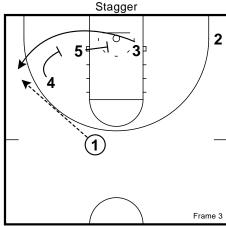
5 cuts to the corner. 4 cuts high to the elbow. 1 passes to 4.

Oklahoma State - BLOB Box DHO Stagger



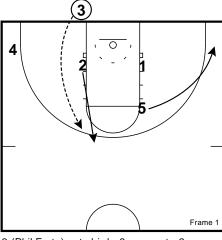
5 sets down-screen for 1.4 & 1 DHO.

Oklahoma State - BLOB Box DHO



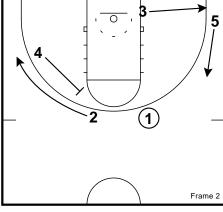
4 & 5 set baseline stagger for 3. 3 cuts to wing. 1 passes to 3 for shot.

Oklahoma State - BLOB Flare Get



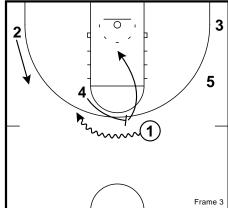
2 (Phil Forte) cuts high. 3 passes to 2.

Oklahoma State - BLOB Flare Get



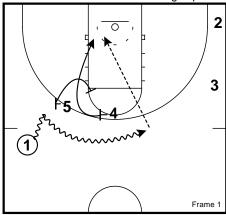
4 sets flare screen for 2. 2 flares to the corner. 1 passes to 2.

Oklahoma State - BLOB Flare Get



4 follows and sets a ball-screen for 1.5 rolls to the basket. 1 has option of passing to 2 or 3 in the corners.

Oklahoma State - Double Drag Rip Lob

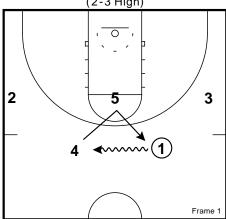


1 uses the ball screens from 4 and 5.

5 curls to set a backscreen for 4.

4 cuts to the basket to receive the lob from

Oklahoma State - High Post Offense (2-3 High)



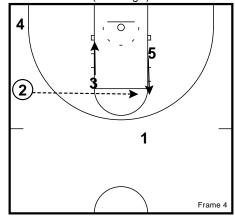
The four perimeter spots are interchangable! Teach players actions from all four spots.

1 can dribble at 4 (shown) or pass to ballside wing to start the offense.

The offense can also start with a 1 to 4 to 2 ball reversal.

In the dribble-at scenario, 4 checkmarks to the opposite high elbow replacing 1

Oklahoma State - High Post Offense (2-3 High)



If the pass is not made to the first cut or the second cut, 3 posts and 5 lifts to the pinch post (elbow).

2 skips to 5

Oklahoma State - High Post Offense (2-3 High)



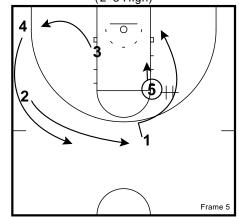
1 passes to ballside wing (2)

4 can go over or under 5 for the first cut

RULE: when the pass is made from the high elbow to wing the play in the opposite high elbow makes the first cut off the post.

4 puts head under rim, waits in post for a second the vacates to short corner then dead corner

Oklahoma State - High Post Offense (2-3 High)

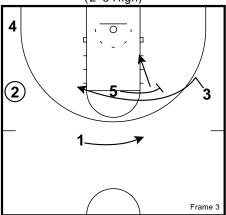


On 5's catch 1 cuts off 5 for the handoff

5 follows closely

Other players begin to fill the original four spots

Oklahoma State - High Post Offense (2-3 High)

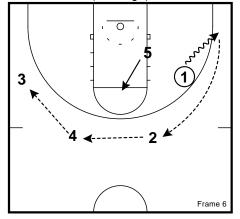


5 then screens away at the elbow for 3

3 reads this and goes under or over (shown) the screen. (second cut)

After screening 5 looks to dive to the rim

Oklahoma State - High Post Offense (2-3 High)



If 1 cannot score a layup on the handoff, he/she drags their man with the dribble to the corner looking for 5 on the post up.

From there the offense can reset:

1 starts ball reversal with a pass to 2 to 4 to 3 $\,$

5 fills the nail

2 would then be first cutter

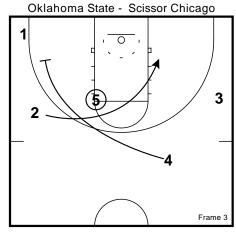
5 would then screen away for 1 the second cutter

2-3 high alignment with wing entry to 2 (desired shooter)

1 cuts to strongside corner after wing entry, 5 slides to pinch post



2 enters to 5 at pinch post



2 cuts hard off 5 (possible handoff)

4 cuts off 5 (false motion) into downscreen for 1



5 DHOs with 1 as he/she comes off down screen from 4

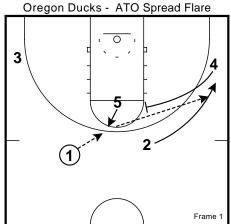


1 dribble centers as 4 & 5 baseline stagger for 2



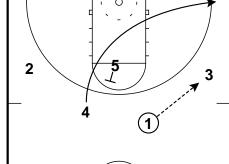
1 throws back to 2 (misdirection)

2 hides out on backside block



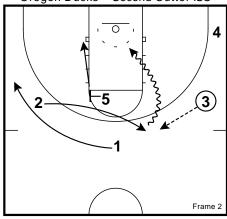
1 passes to 5. 4 sets flare screen for 2. 5 passes to 2 for shot.

Oregon Ducks - Second Cutter ISO



1 passes to 3.5 sets back-screen for 4.

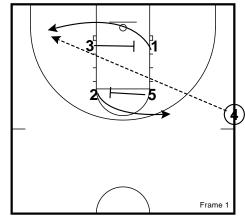
Oregon Ducks - Second Cutter ISO



5 screens in for 2. Instead of cutting to the basket, 2 pops out top. 3 passes to 2 for an isolation.

Princeton - Late Game 3-Point Set

Frame 1

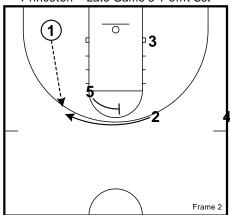


Box Formation

3 sets a back screen for 1

5 sets a cross screen for 2

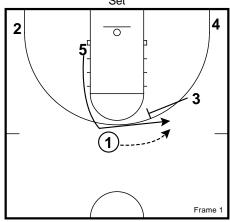
Princeton - Late Game 3-Point Set



On the catch, 5 re-screens for 2.

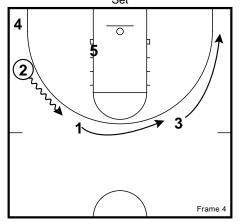
1 passes to 2 for the 3-point shot.

Princeton - Multiple Option Backdoor Set



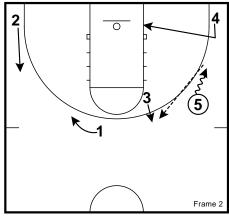
5 sprints out showing a high angle ballscreen, but slips to flare off a screen from the 3.

Princeton - Multiple Option Backdoor Set



2 dribbles up. 1 and 3 space away, to balance the 4-out formation.

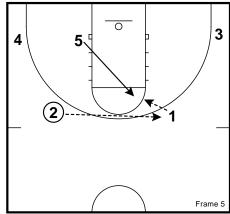
Princeton - Multiple Option Backdoor Set



5 dribbles at 4, who back cuts.

If 4 is not there, the 5 reverses the ball.

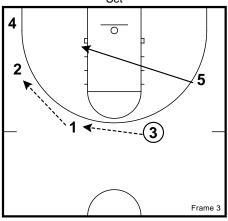
Princeton - Multiple Option Backdoor Set



2 reversal the ball to 1.

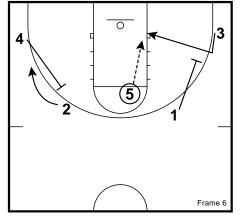
5 flashes into the high post, to receive the pass from 1.

Princeton - Multiple Option Backdoor Set



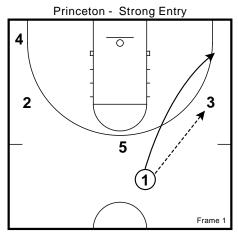
On the ball reversal, 5 cuts to the block.

Princeton - Multiple Option Backdoor Set

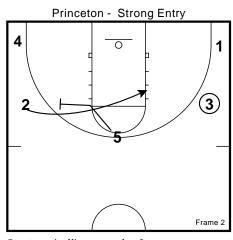


On the high post catch, 1 sets a down screen for 3.

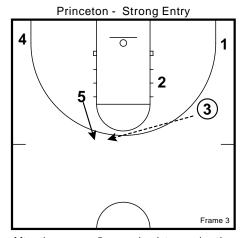
4 sets a flare screen for 2, which eliminates the weak side help. 3 rejects the down screen, and back cuts.



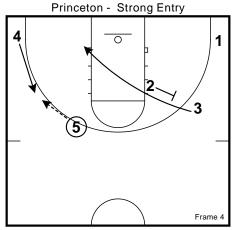
1 hits the wing, and cuts to the strong side corner.



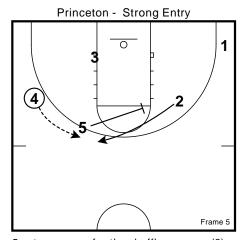
5 sets a shuffle screen for 2.



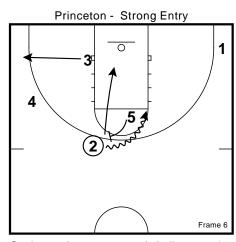
After the screen, 5 snaps back to receive the pass.



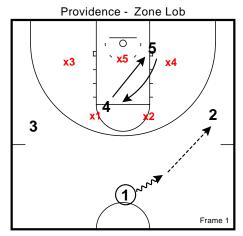
On the ball reversal to 4, the 2 sets a shuffle screen for 3.



 ${\bf 5}\,$ sets a screen, for the shuffle screener (2).

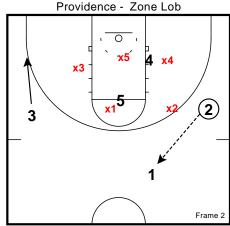


On the catch, 5 sets an angle ball screen. 3 spaces to the weak side corner.



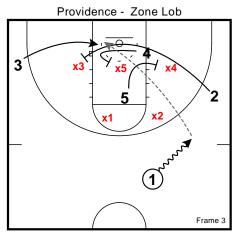
1 dribbles to the right side and passes to 2.

4 & 5 exchange.



2 passes back to 1.

3 slides to the corner.



4 curls below the basket to screen x5.

5 screens x4.

2 cuts baseline to screen x3.

1 dribbles to the wing and makes the lob pass to 3 cutting to the rim.

Purdue - BLOB Handoff Slip

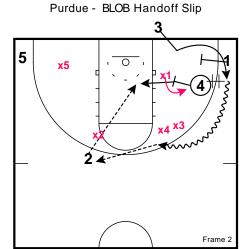
5

Frame 1

2 fakes the downscreen for 1, 1 fakes using it and goes off cross screen from 4 to the ball side corner.

2 fades to the top of the key.

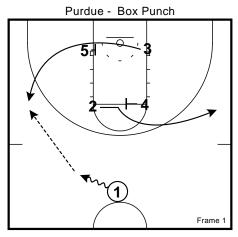
4 pops to receive the ball at the mid post extended inside the 3 point line if 1 is not open in the corner.



3 comes off 1's cross back screen for a handoff from 4 and turns the corner hard.

4 looks to pin 1's defender for a pitch back to 1.

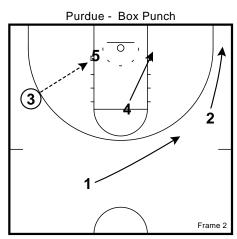
3 pitches to 2, who hits a slipping 4 to the basket after x 1 fights over the screen.



4 screens for 2.

5 screens for 3.

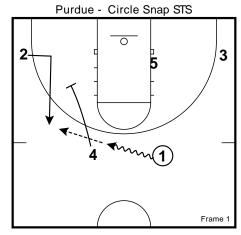
1 passes to 3 on the wing.



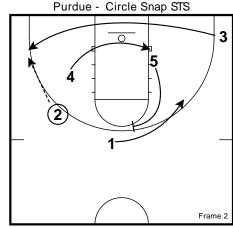
3 passes to 5 in the post.

4 dives to the rim opposite 5.

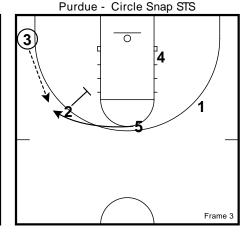
1 and 2 slide for spacing.



- 4 sets a down screen for 2
- 1 dribbles towards the screen, passes to 2

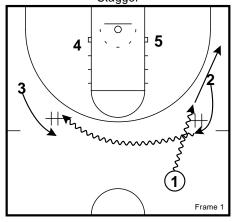


- 3 cuts along the baseline, to the corner
- 4 cuts to the opposite block
- 5 sets a flare screen for 1
- 2 passes to 3



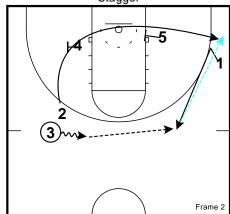
- 2 "screens the screener" for 5
- 3 passes to 5 for the three

Purdue - DHO 45 Baseline Double Stagger



1 enters the ball on a sprint dribble handoff to 2, who immediately dribbles across the top for a dribble pitch to 3.

Purdue - DHO 45 Baseline Double Stagger



At the same time as the dribble pitch to 3, 1 v-cuts and sprints to receive the ball on a reversal from 3.

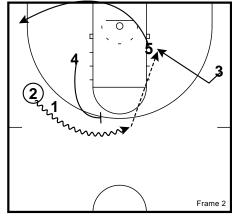
2 sprints the baseline off a double staggered screen from 4 and 5 to catch and shoot on the pass from 1 in the corner.

Purdue - DHO Clear Backdoor



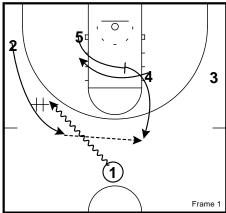
- 1 dribbles at 2 for a quick dribble handoff.
- 4 sprints to the block after inbounding on the side (trailer)

Purdue - DHO Clear Backdoor



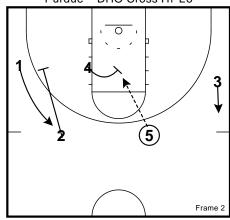
- 2 takes the handoff and busts hard toward the opposite wing.
- 5 clears out to the weak side corner.
- 3 sets up his man and hits the back cut for a bounce pass and a layup.

Purdue - DHO Cross Hi-Lo

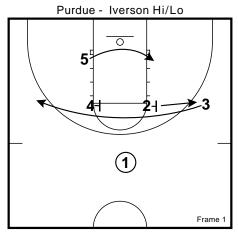


- 1 enters to the wing with a dribble hand off to two, who is rising from the not so deep corner to receive.
- 5 (Swanigan) sets a cross screen for 4, who immediately posts on the opposite side of the lane.
- 5 pops to the slot for the pass from 2

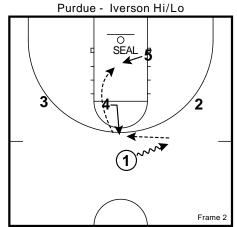
Purdue - DHO Cross Hi-Lo



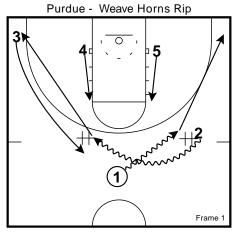
- 4 seals his defender on his back and works into the middle of the lane for the high low pass from 5 on a post iso.
- 2 sets pindown for 1.
- 3 rises as a relief on the ball side high wing.



- 3 Iverson cuts off screen from 2 & 4
- 5 relocates opposite the Iverson cut.
- 2 pops out to the wing



- 1 dribbles towards the wing
- 4 extends for a catch from 1
- 5 ducks in to seal
- 4 makes the high/low pass to 5

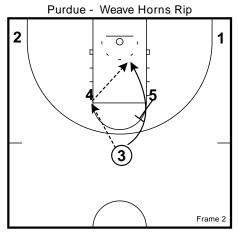


1 sprint dribbles at the 2 for a quick dribble handoff, and then clears to the ball side corner.

On the handoff, 4 and 5 lift into their respective high posts.

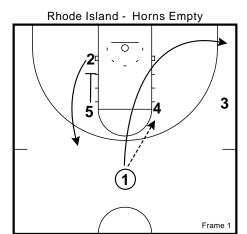
On the handoff, 3 rises to the high wing to receive a dribble handoff from 2 coming across the court.

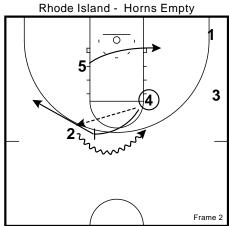
2 clears to the ball side corner.



Now in a horns set, 3 feeds 4 at the high post.

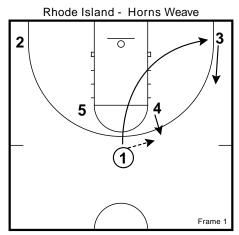
5 sets a back screen for 3, who sprints to the rim for a pass from 4 for a layup.



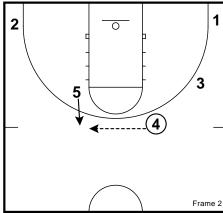


- 1/4 entry pass
- 1 cut to opposite corner
- 5/2 pin down

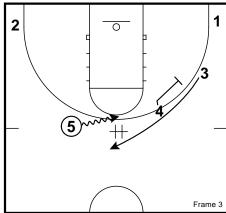
- 5 get opposite ball
- 4 pass to 2 and chase with ball screen
- 4 pop to empty side and operate



Rhode Island - Horns Weave



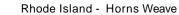
Rhode Island - Horns Weave



- 1 passes to 4
- 1 shallow cuts to the corner
- 3 lifts to the wing

4 down screens for 3

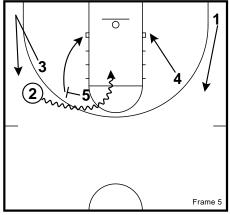
5 dribble hand off to 3





Rhode Island - Horns Weave

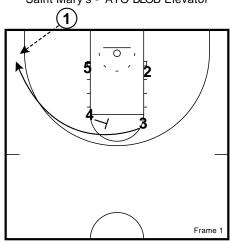
4 reverses the ball to 5



- 3 dribble hand off to 2
- 5 trails 3

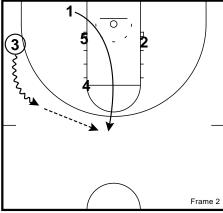
- 5 sets ball screen for 2
- 5 rolls, while 3 rises to the wing
- 4 dives to the block, while 1 rises to the wing

Saint Mary's - ATO BLOB Elevator



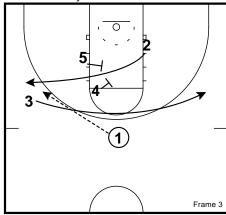
 $4\ \text{screens}$ in for $3.\ 3\ \text{cuts}$ to the corner. 1 passes to 3.

Saint Mary's - ATO BLOB Elevator



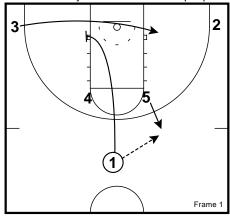
1 zippers cuts to top. 3 passes to 1.

Saint Mary's - ATO BLOB Elevator



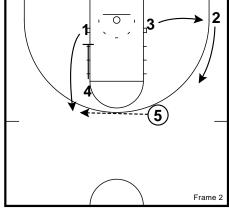
3 Iverson cuts to opposite wing. 4 & 5 set elevator screen for 2. 1 passes to 2 for shot.

Saint Mary's - Elbow Flex Step Up



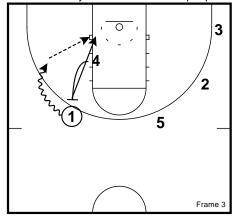
- 5 pops out to receive the pass from 1.
- 1 cuts the block to set a flex screen for 3.

Saint Mary's - Elbow Flex Step Up



- 4 sets a down screen for 1.
- 5 passes to 1.
- 3 cuts to the corner.
- 2 slides to the wing for spacing.

Saint Mary's - Elbow Flex Step Up



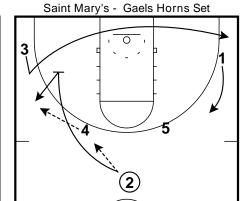
- 4 sets a step up PNR.
- 1 uses the screen and passes to 4 rolling to the rim.

Saint Mary's - Gaels Horns Set



1 executes a DHO on the wing with 2 who dribbles out to the center of the floor

4 & 5 flash high



2 passes to 4 and cuts around him to set a down screen for 3 who fakes to the wing and cuts back door to the weak side corner

Frame 2

and 2 who comes off looking to hit him on the roll for either a drive or pull-up shots

Saint Mary's - Gaels Horns Set

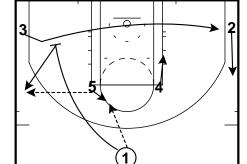
4 steps to the wing and sets a ball screen for

5

3

1

2 pops hard back to the wing after screening and receives the pass from 4

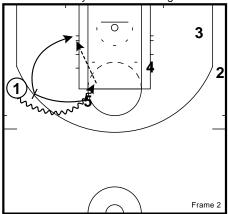


Saint Mary's - Horns Wing PNR

Starts in a horns set with high post entry to 5.

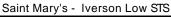
- 4 drops to the mid-post opposite.
- 1 cuts off the high post to down screen for 3 in the corner.
- 3 fakes using the screen and clears to opposite corner as 2 lifts to the wing. 1 pops off the screen to the ball-side wing.

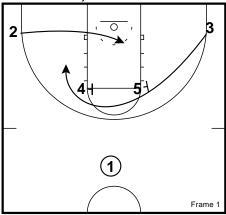
Saint Mary's - Horns Wing PNR



5 immediately sets a wing ball screen for 1, who drives middle and dishes to 5 on the roll for the layup.

Saint Mary's - Iverson Low STS

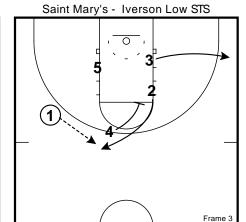




- 3 cuts off of screens from 5 & 4.
- 2 cuts to the paint.



- 4 sets a ball screen for 1.
- 2 & 3 screen for 5.
- 1 dribbles to the wing to look for 5 in the post.

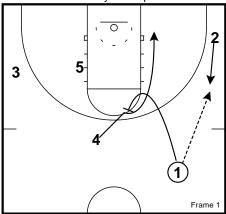


4 sets a down screen for 2.

Frame 2

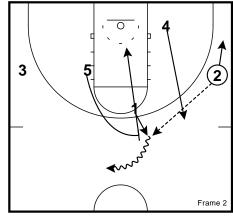
- 1 passes to 2 for the shot.
- 3 cuts to the corner for spacing.

Saint Mary's - Rip PNR



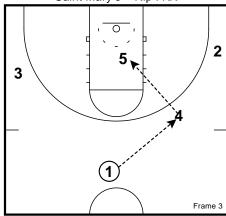
- 1 enters the ball to 2 rising to the wing.
- 1 cuts through the elbow to set a rip screen for 4, who is walking his man over.
- 4 looks for pass immediately, then goes to short corner area and continues asking for the ball.

Saint Mary's - Rip PNR

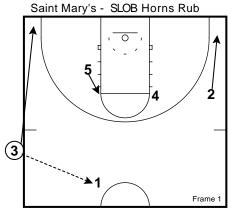


- 5 comes off the elbow to set a middle ball screen for 1.
- VCU hedged the screen, so 1 back dribbled and 4 lifted to replace 5, who sprinted hard to the rim.

Saint Mary's - Rip PNR



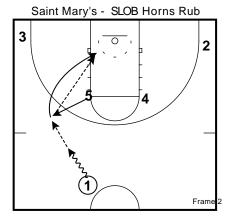
1 hit 4 over the top, who immediately hit 5 (Landale) under the rim for a dunk.



3 takes the ball out of bounds above the hash mark. (3 is best shooter - Hermanson)

3 inbounds to 1 as 4 is at high post, 2 drops to weak side corner.

3 sprints inbounds to ball-side corner and 5 lifts to ball-side high post.

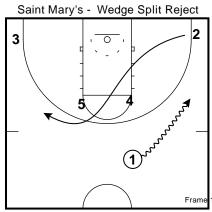


5 posts hard at the elbow and demands the ball.

5 steps to the high wing to catch the entry from 1.

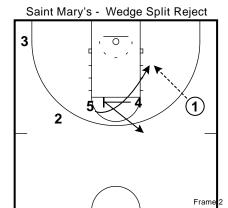
As 5 catches, 1 sprints around and 5 uses his backside to screen 1's defender.

5 passes to 1 for a layup.



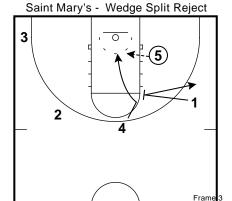
1 dribbles to the wing.

2 cuts through the high post to the opposite



4 sets a cross screen for 5.

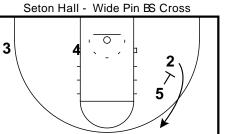
5 cuts into the post to receive the pass from



1 sets a split screen for 5.

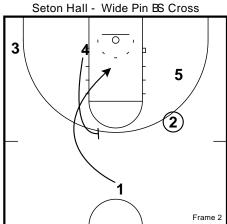
4 rejects the screen and cuts to the basket.

1 pops out to the wing for a secondary option.



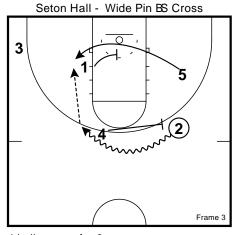
5 sets wide pin for 2.

1 passes to 2.



4 back screens for 1.

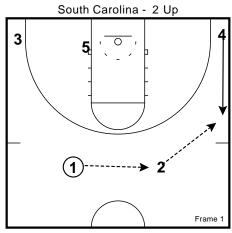
Frame 1



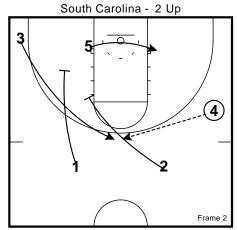
4 ball screens for 2.

1 cross screens for 5.

2 gets the ball to 5 for the post-up.

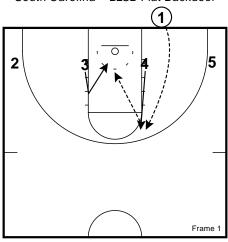


2 guards are up high, with great shooter and stretch 4 in corners. The low post player occupies strong side blocks. Either corner shooter can flash up the sideline for a catch, South Carolina used the stretch 4.



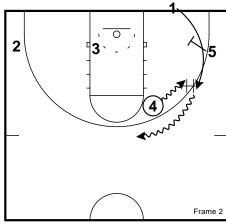
On the wing catch, the guards up high provide the opposite corner shooter with a stagger screen.

South Carolina - BLOB Flat Backdoor



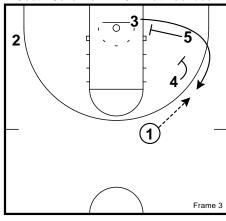
4 cuts high to the elbow. 1 passes to 4.3 fakes to elbow then cuts backdoor. 4 passes

South Carolina - BLOB Flat Backdoor



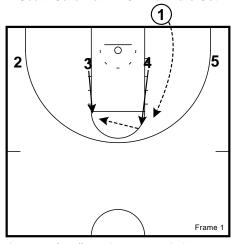
5 screens in for 1.4 & 1 dribble handoff.

South Carolina - BLOB Flat Backdoor



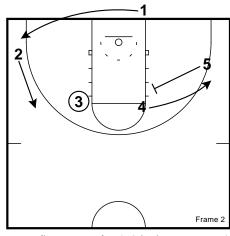
4 & 5 set stagger screen for 3. 1 passes to 3 for shot.

South Carolina - BLOB Flat Flare Get



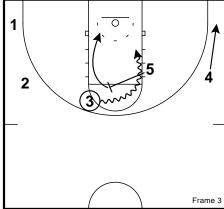
4 cuts to the elbow. 1 passes to 4. 4 passes to 3.

South Carolina - BLOB Flat Flare Get



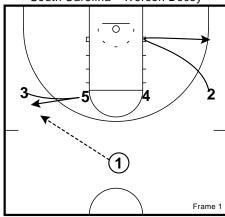
5 sets flare screen for 4. 3 looks to pass to 4 for shot.

South Carolina - BLOB Flat Flare Get



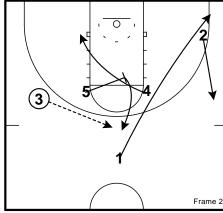
5 sets ball-screen for 3. 3 attacks off screen to basket. 5 rolls to the basket.

South Carolina - Iverson Decoy



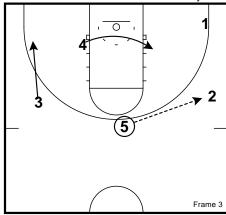
3 shows and Iverson cut, then flares back to is location for the catch.

South Carolina - Iverson Decoy



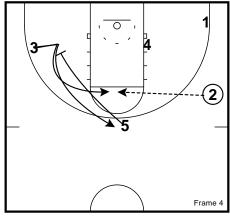
On the catch, 1 fills the opposite corner, while the ball side big screens for the opposite big to slice to the ball side block. The screener then fills the top for a 3 point shot option.

South Carolina - Iverson Decoy



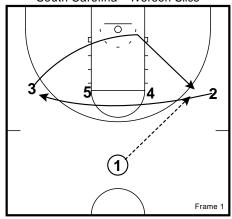
5 reverses the ball, 3 shift to the corner.

South Carolina - Iverson Decoy



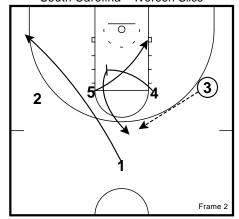
5 sets a pin down for 3 to attack the elbow or 3 point line catch.

South Carolina - Iverson Slice

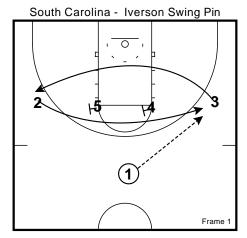


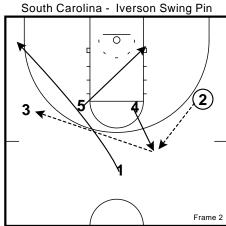
Either wing runs an Iverson cut across the bigs posted high. The point guard can pass to the AI cutter or the guard who has ran under and replaced.

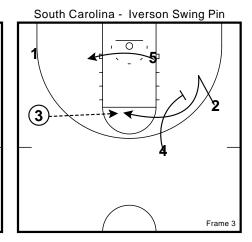
South Carolina - Iverson Slice

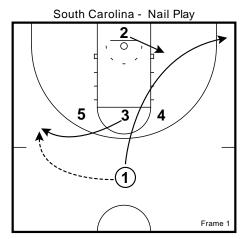


On the catch, 1 fills the opposite corner, while the ball side big screens for the opposite big to slice to the ball side block. The screener then fills the top for a 3 point shot option.









1 passes to 3 who comes off the nail looking for a quick shot if open

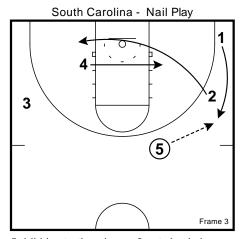
1 cuts to the corner on the weak side

2 steps to the block



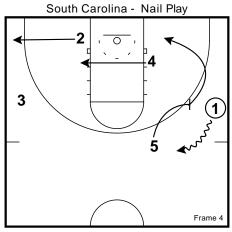
 $5\ \mbox{cross}$ screens for 4 who cuts hard into the ball side post.

3 reverses the ball to 5 who then swings the ball to 2 on the wing



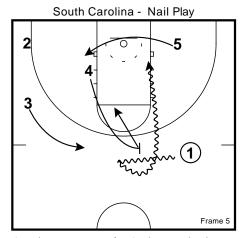
5 dribbles to the wing as 2 cuts back door as 1 lifts out of the corner for the pass

4 flashes to the ball side post



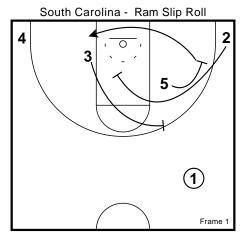
5 follows his pass with the sprint-to-screen action, rolling off the SPNR with 1

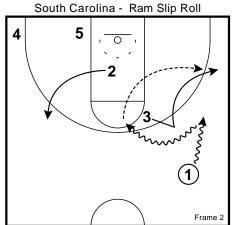
4 relocates to the weak side block as 2 steps out to the corner

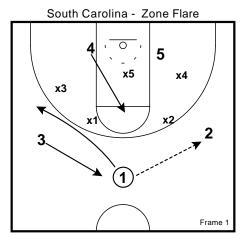


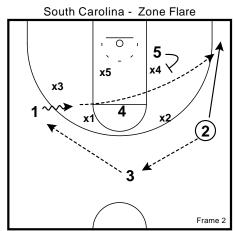
4 sprints-to-screen for 1 who attacks the screen, changes direction and goes down the lane to the basket

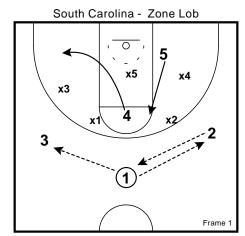
5 relocates to the opposite block opening the space for 1 to drive as 4 short rolls at the FT line

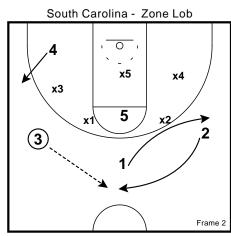




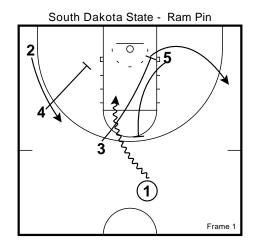


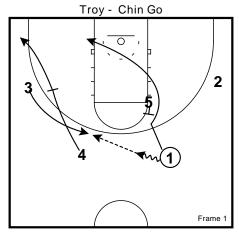




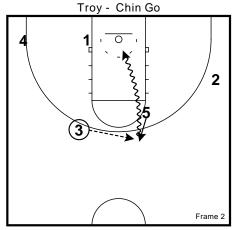




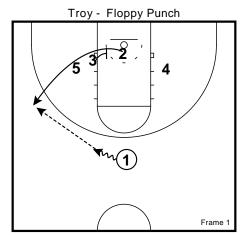




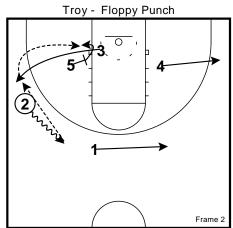
From a Chin formation, 4, screens away for 3 and fills the weakside corner. On 3's catch, 1 runs a chin action to the ball side low post.



5 then extends to catch the pass, and attempts to beat his man to the basket.



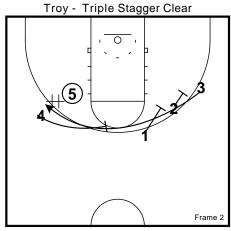
From a floppy formation, the guard under the basket runs off the double screen.



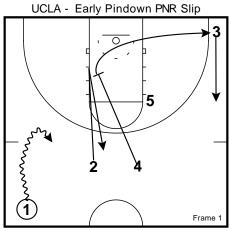
The other wing players runs of screens on the same side and through proper spacing, look to feed the post.

Troy - Triple Stagger Clear

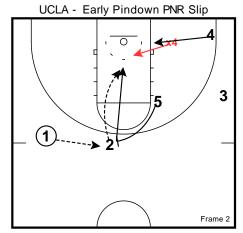
From what Halfcourt Hoops calls a Princeton or 23 High formation: the ball is swung to one wing. Weakside high guard fakes a backscreen and the entry player immediately posts up strong high post.



1,2 and 4 set a triple stagger screen for 3, who receives the hand off from the high post, baseline drive to the basket.



- 1 (Alford) dribbles down the sideline and spins back toward the middle with a back dribble
- 2 (Ball) sprints to the block and comes off a pindown from trailing 4.
- 4, after screening, sprints weakside corner and 3 lifts



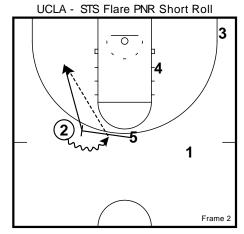
- 5 (Walsh) sets a middle ball screen for Ball KSU hedges and Walsh slips.
- 2 throws a hook pass over the top to 5, forcing x 4 to help.
- 5 takes the shot himself, and has option to dish to 4 cutting back across the baseline.

UCLA - STS Flare PNR Short Roll

1 dribbles at the 2 who v-cuts into a ball screen.

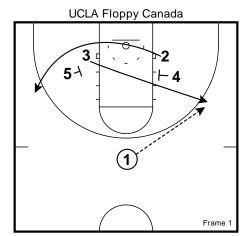
2 holds the screen for a beat, then sprints off flare screen from 5, receiving skip pass from 1. 2 looks to shoot on the catch, if possible.

3 clears to the opposite corner to open up the entire left side.

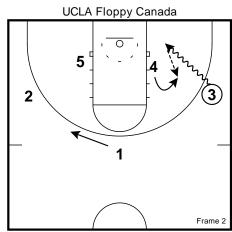


5 turns around and sets an inside ball screen for 2 on the catch.

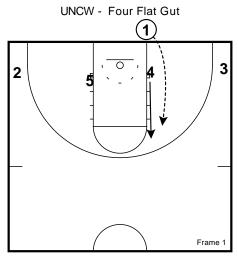
2 attacks middle and hits 5 on the short roll for a quick jumper.



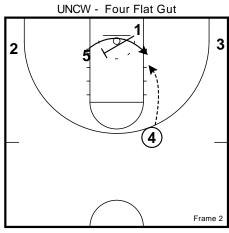
Floppy out



3 drives, 4's man helps and 4 pops for a mid-range jumper

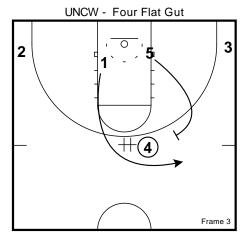


Four Flat alignment 4 pops high for entry from 1



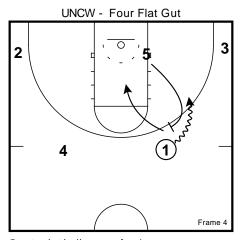
1 cross screens for 5

first option - hi-lo from 4 to 5

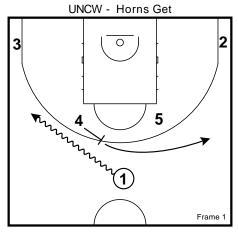


If no hi-lo, 1 sprints into GUT DHO from 4

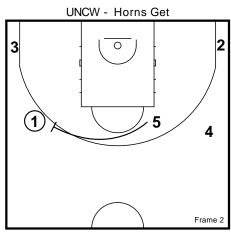
5 moves into position to ball screen



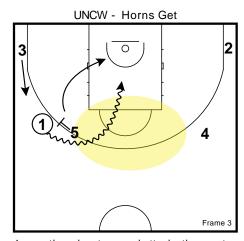
5 sets slot ball screen for 1



1 dribbles off ball screen from 4 and 4 pops opposite

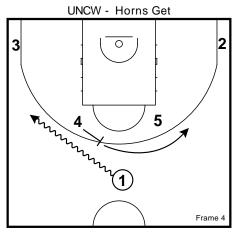


5 races over to set ball screen for 1



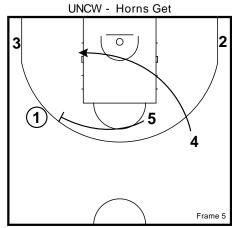
1 uses the advantage and attacks the gap to score or draw defense in, looks for 5 rolling

3 runs back action



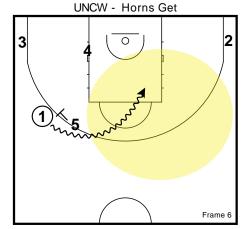
Double Gap Variation

To create more gap space....



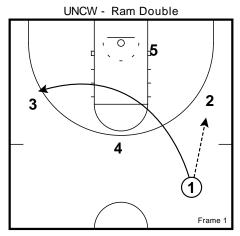
Double Gap Variation

4 cuts through as 5 races to the ball screen

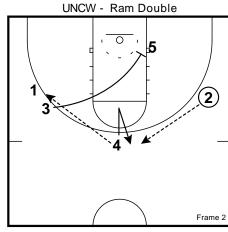


Double Gap Variation

1 now has enlarged gap space to attack

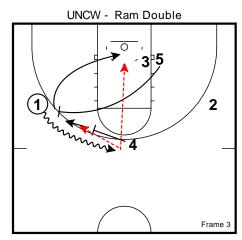


1 passes to 2 and shallow cuts.



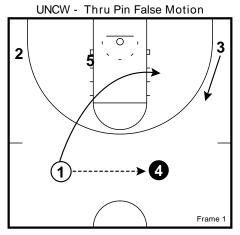
4 v-cuts.

- 2 passes to 4.
- 3 goes down to start RAM action with 5.
- 4 passes to 1.

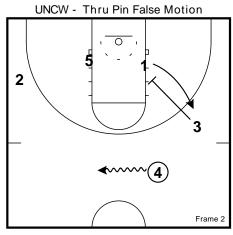


5 and 4 set double ball screen for 1.

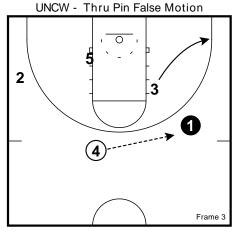
1 can either attack the hoop, pass to rolling 5, or pass to popping 4 depending on how the defense reacts.



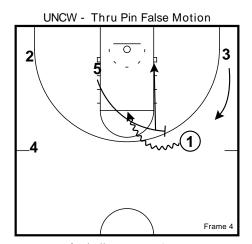
1 reverses to 4 and cuts as 3 rises from corner



3 pins down for 1 as 4 dribbles away

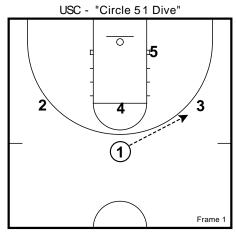


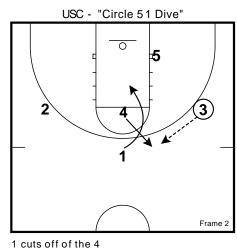
4 throws back to 1 as 3 exits to strong corner

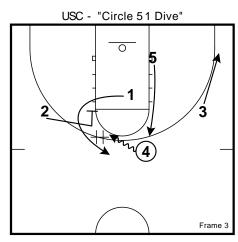


5 runs out for ball screen on 1

3 on "Back Action"

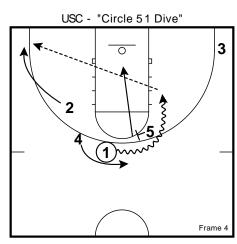




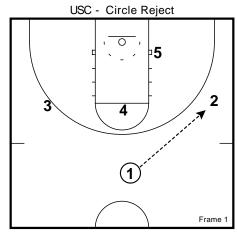


1 passes to 3

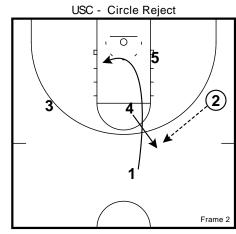
- 4 pops to receive the pass from 3
- 3 cuts to the corner
- 5 lifts up the lane line
- 1 curl cuts a down screen from 2
- 4 dribble hand off to 1



- 5 sets ball screen for 1
- 2 spaces to the opposite corner
- 4 fills behind the ball screen

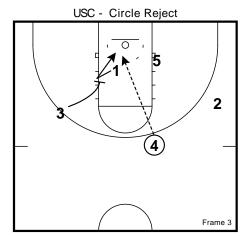






1 cuts to the lane.

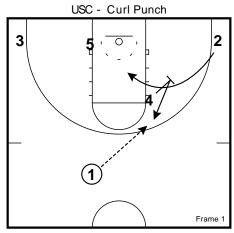
4 pops out to receive the pass from 2.



3 screens for 1.

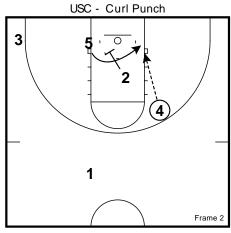
1 rejects the screen and cuts to the basket.

4 passes to 1 for a layup.



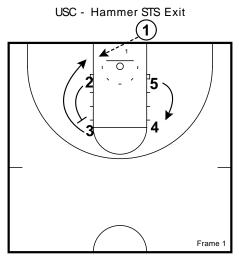
 $2\ \mbox{curls}$ to the basket off of the screen from 4.

4 pops out to the elbow area to receive the pass from 1.

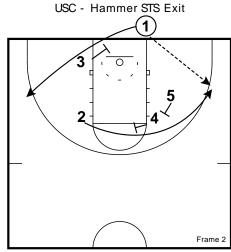


2 continues his cut to screen for 5.

4 passes to 5 in the post.

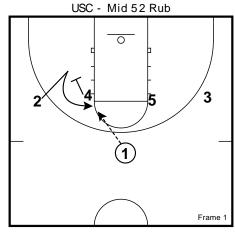


Box Set with 2 setting hammer screen for 2 (1st option)



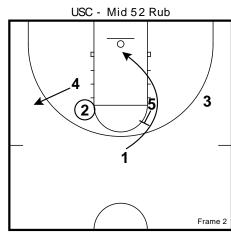
1st option not there, 3 exits off the stagger from 4 $\&\,5$

- 5 widens to get in position to stagger for screener
- 1 enters on weakside off screen from 3 $\,$



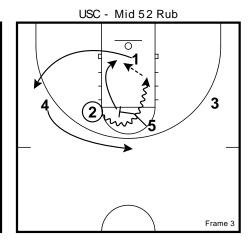
4 down screen for 2

1 passes to 2

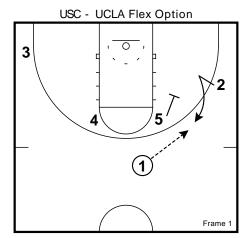


4 spaces to the wing

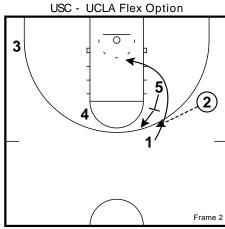
5 sets a back screen for 1



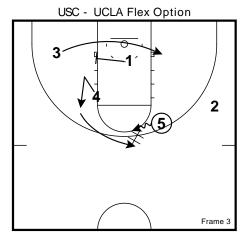
- 1 spaces to the wing
- 5 sets a middle ball screen for 2
- 4 fills the top, behind the ball screen



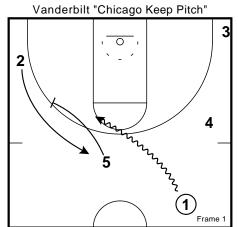
5 sets down-screen for 2. 1 passes to 2.

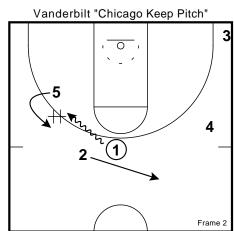


 $5\ sets\ back-screen\ for\ 1.\ 1\ UCLA\ cuts\ to\ the\ basket.\ 5\ pops\ out\ for\ a\ catch\ from\ 2.$

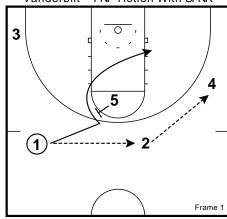


1 sets flex screen for 3.3 cuts off screen to right block. 4 fakes down-screen for 1.5 & 4 DHO. 4 stops behind for shot.





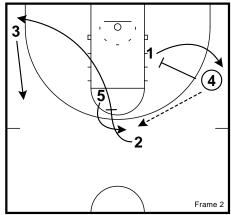
Vanderbilt - PNP Action With SPNR



1 passes to 2 who swings the ball to 4 on the wing

5 steps out and backscreens 1 into the ball screen post

Vanderbilt - PNP Action With SPNR



2 runs the screen-the-screener action getting 5 on the quick screen allowing him to pop and shoot off the wing pass from 4 if the look is open

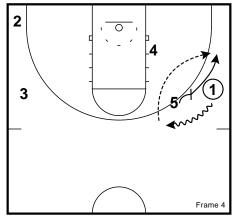
 ${\bf 4}$ down screens for 1 who replaces him on the wing

2 cuts out after screening as 3 creates space by lifting to the wing

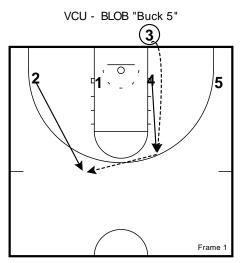
2
3
5

If 5 does not have the shot, he passes to 1 on the wing and sprints-to-screen

Vanderbilt - PNP Action With SPNR



1 & 5 play PNP on the wing



 $4\ \mbox{pops}$ to the elbow and receives the pass over the top from 3 .

 $4\,$ sends it to $2\,$ who sprints to the slot from the weakside corner.

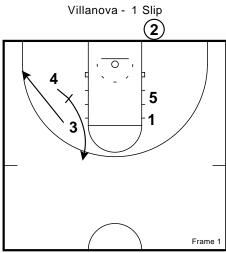


3 clears to the ball side wing.

1 drifts over to set a flex screen for 5 and then receives a flex action downscreen from 4

2 looks inside for hi-lo to 5 but hits 1 for an iso take to the rim and a bucket.

4 posts and then clears to the short corner on the drive.



4 diagonal screens for 3 to the corner



Once that action clears and 4 opens up the lane, 1 takes one step over the stack, then darts for the opposite block for the layup

Villanova - 3-Man Up 2 4 Frame

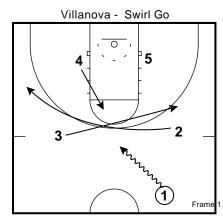
5 back screens for 3



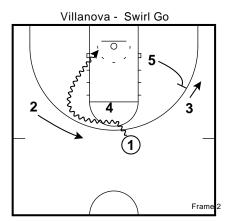
5 then ball screens 1 to the side. 3 replaces as 5 rolls; 4 and 2 exchange weak side to occupy rim help



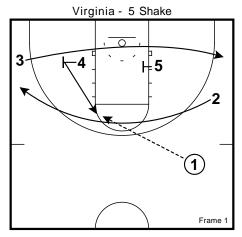
4 drops to the block, 2 curls over 5 into the



While 1 dribbles up, 2 and 3 cross around the top of the key while 4 raises to the key.



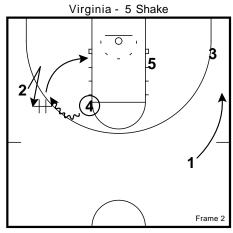
While it initially looks like a ball screen in the middle from 4, 1 dribbles over towards 2 as if it is a dribble handoff. Instead of handing off, 1 keeps it and drives hard to the rim. 5 flares for 3 high on the weak side to take away help from the basket.



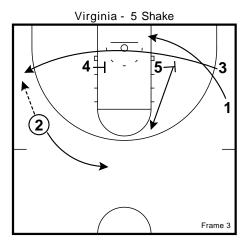
3 runs off the baseline double screen set by 4 $\&\,5$

2 Iverson cuts over the top to the weak side

4 flashes to the elbow and receives the pass from 1



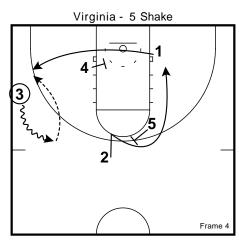
4 enters into a DHO with 2 on the wing and then drops down to the Post



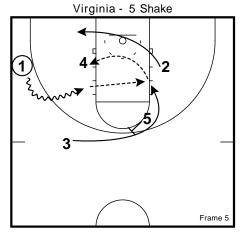
2 passes to 3 running back off the baseline double to the ball side corner

1 moves down to the baseline setting up the next action $% \left(1\right) =\left(1\right) \left(1$

2 relocates after passing



5 steps up to flare/back screen 2 as 1 comes off the single baseline screen and catches the pass from 3

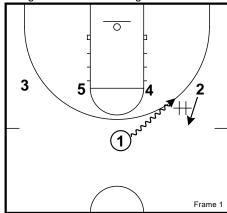


1 dribbles out of the corner and attacks the paint as 2 cuts under the defense on the baseline

3 runs off the elbow screen set by 5 and receives the perfect pass.

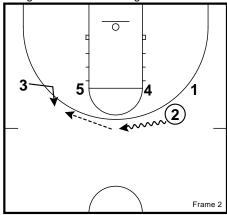
3 passes to 4 at the ring

Virginia Tech - 1 - 4 High Curl Post Iso

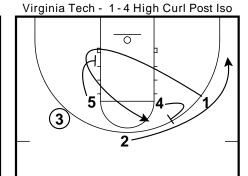


1 dribble hand off to 2

Virginia Tech - 1-4 High Curl Post Iso



2 dribbles to the top, passes to 3

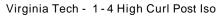


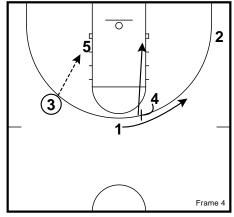
1 curls off of a baseline screen from 5

Frame 3

4 sets a flare screen for 2

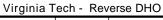
*** Flare screen eliminates weak side help

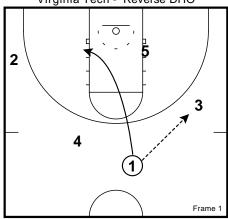




5 is isolated in the post.

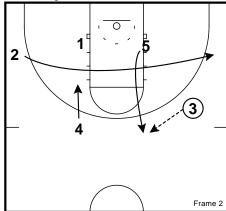
On the post feed, 4 flares for 1, and dives.





1 passes to 3 and cuts to the rim.

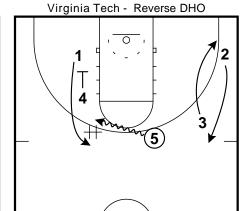
Virginia Tech - Reverse DHO



2 cuts to the ball side corner.

5 follows 2's cut to pop up top for the pass from 3.

4 cuts down to the block area.

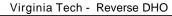


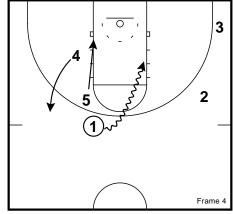
Frame 3

4 screens for 1.

5 makes a dribble hand off with 1.

3 & 2 exchange.



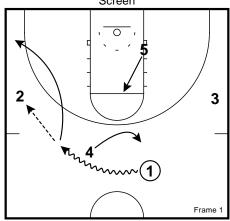


1 turns the corner.

5 rolls to the basket.

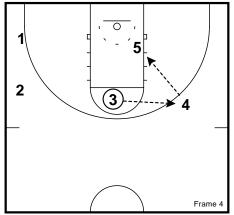
4 fills behind.

Virginia Tech - Reverse Double Ball Screen



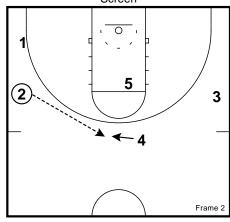
- 1 dribbles at 4 who circle replaces.
- 1 passes to 2 on the wing.
- 5 flashes to the high post.

Virginia Tech - Reverse Double Ball Screen



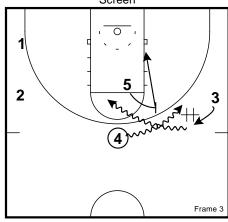
- If 3 can't get his own shot or hit 5 on the roll, 4 fills behind.
- 3 passes to 4.
- 4 looks inside to 5 for the postup.

Virginia Tech - Reverse Double Ball Screen



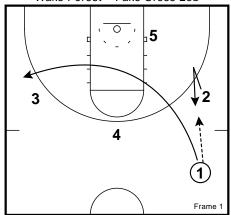
2 passes to 4.

Virginia Tech - Reverse Double Ball Screen



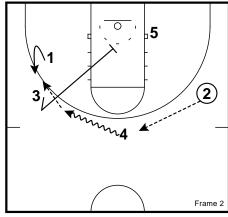
- 4 dribble handoffs with 3.
- 5 follows for a ball screen for 3.

Wake Forest - Fake Cross Lob



- 2 v-cuts to get open.
- 1 shallow cuts.

Wake Forest - Fake Cross Lob

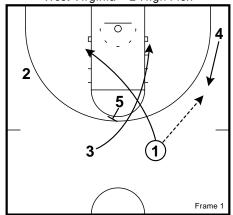


- 2 passes to 4.
- 4 dribbles at 3 who backdoor cuts.
- 4 passes to 1.

Wake Forest - Fake Cross Lob 5 2 Frame 3

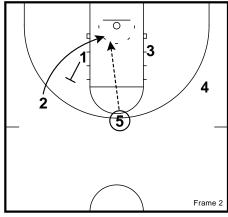
If the defense anticipates the cross screen and wants to switch, 1 throws lob to 5.

West Virginia - 2 High Flex



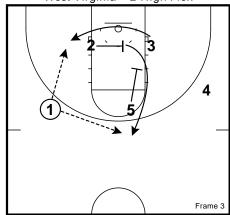
1 passes to 4.1 & 3 scissor cut off of 5.

West Virginia - 2 High Flex

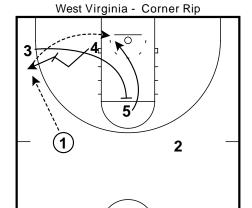


1 sets back-screen for 2.2 back cuts to the basket. 5 looks to throw over the top to 2.

West Virginia - 2 High Flex



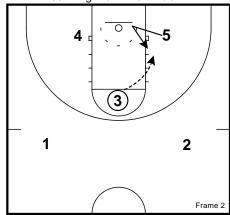
2 sets flex screen for 3.5 sets down screen for 3.3 has option.



Frame 1

West Virginia - Flex Duck-In 0 **5**-I 3 2 Frame 1

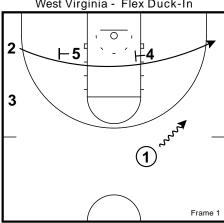
West Virginia - Flex Duck-In



- 1/3 entry pass
- 5/4 flex screen

5 duck in hard after 4 clears screen

3/5 post feed

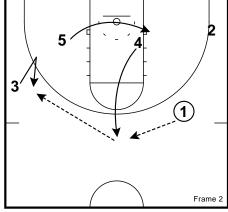


West Virginia - Flex Duck-In

1 initiates the set with the dribble action

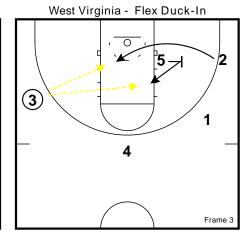
2 cuts off the baseline double stagger from 5 & 4 to the ball side corner

West Virginia - Flex Duck-In

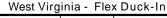


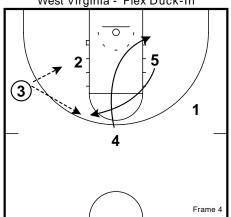
4 cuts to the TOK as 5 cuts to the ball side post and receives the pass from 1

4 passes to 3 on the wing



5 sets the flex screen for 2 who cuts ball side post & 5 tries to duck-in hard looking for a quick pass





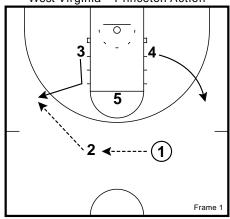
3 can hit 2 in the post

4 & 5 exchange as 5 flashes to the ball side elbow looking for a shot

West Virginia - Point Rip 2 5 Frame 1

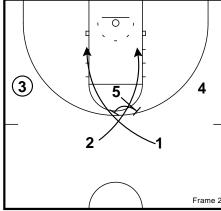
5 sets down-screen for 2. 2 sets back-screen for 5. 5 pops out for a catch from 1. 4 cuts to the basket. 5 lobs to 4.

West Virginia - Princeton Action



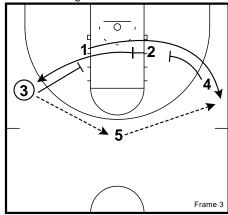
- 1 passes to 2who passes onto the wing where 3 is lifting off the block to get free.
- 4 pops to the weak side wing

West Virginia - Princeton Action



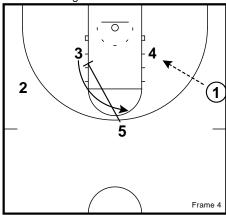
- 5 first moves to set the back screen for 1 who cuts off the screen into the lane
- 5 then turns and sets the second screen for 2 who cuts to the opposite block

West Virginia - Princeton Action



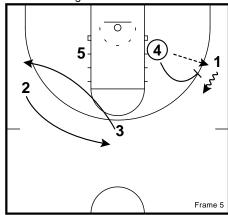
- ${\bf 5}$ pops after screening and receives the pass from ${\bf 3}$
- 1 runs off the double stagger action set by 2 & 4 and receives the pass from 5
- 2 runs off the single screen set by 3 on the weak side

West Virginia - Princeton Action



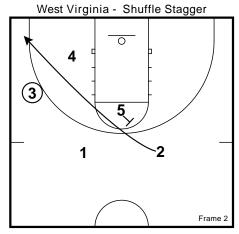
- 5 has the option to screen down for 3 who flashes to the FT Line $\,$
- 1 throws the ball into 4 in the post

West Virginia - Princeton Action

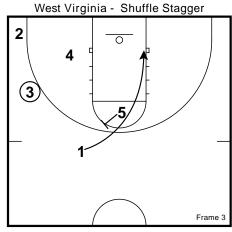


- 4 passes back out to 1 and follows into a corner ball screen
- 2 lifts to the TOK as 3 cuts to the wing
- 1 took the shot behind the screen in this action

 $\boldsymbol{4}$ screens 3, to get open on the opposite wing.

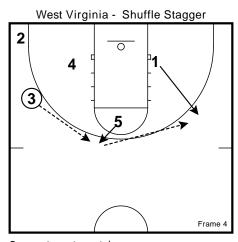


 ${\bf 5}$ screens ${\bf 2}$ for a shuffle cut to the corner.



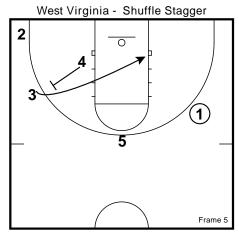
5 sets a back screen for 1

 $\ensuremath{^{***}}$ Previous shuffle cut empties the weak side.



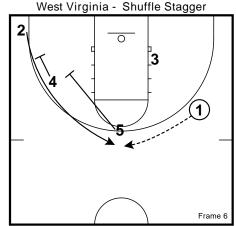
5 pops to get a catch

1 pops to the wing, to get the reversal pass from 5.

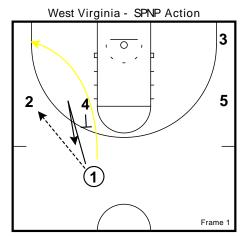


4 sets a screen for 3.

3 Shuffle cuts into a post up on the block.



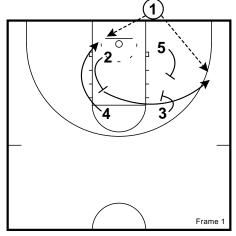
4 and 5 set a double stagger screen for 2.



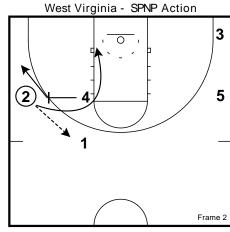
1 passes to 2 and looks to cut off the UCLA elbow screen set by 4

- 1 reads the defender going under and pops back hard
- 1 also has the option to cut ball side corner off the UCLA screen

Wichita State - BLOB Back Stagger



2 sets back-screen for 4. 4 cuts to basket. 3 & 5 set stagger screen for 2. 2 cuts to wing. 1 has option of lob to 4 or pass to 2 for shot.



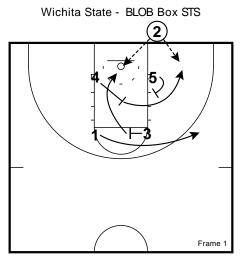
2 passes back to 1 and cuts over the top into the lane off a side screen from 4

4 pops after screening



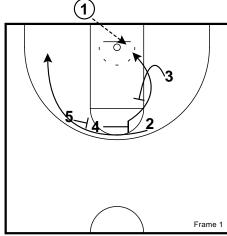
2 cuts out of the post to the weak side as 3 cuts into the ball side post to receive the pass from 4

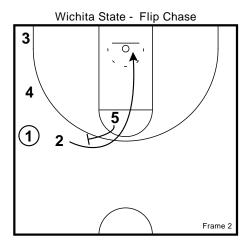
5 flashes to the elbow

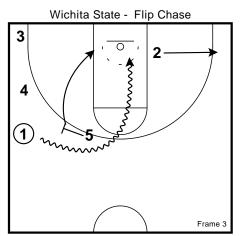


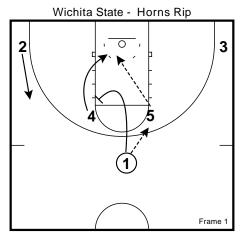
3 screens in for 1. 4 sets back-screen for 3. 3 cuts to the basket. 5 screens for 4. 4 cuts to the short corner. 2 has option of passing to 3 or 4.

Wichita State - BOB - Weak Option

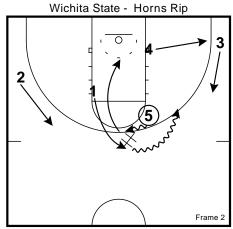




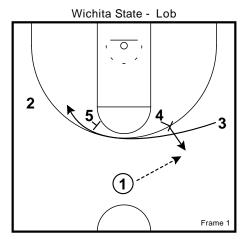


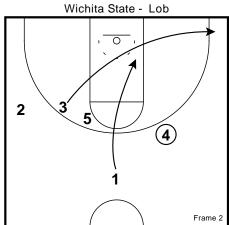


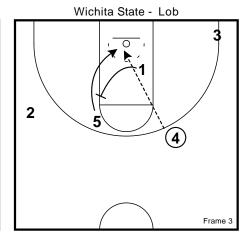
1 passes to 5. 1 cuts towards basket then sets back-screen for 4. 4 cuts to the basket. 5 lobs to 4.

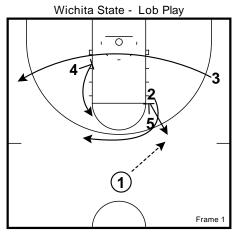


5 & 1 DHO. 2 shakes behind as 5 rolls to the basket creating single side tag. 1 has option of passing to 5 or 2.





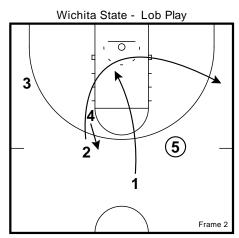




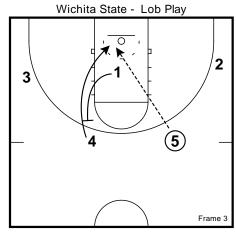
3 clears the wing on the strong side cutting to the weak side off the low screen from 4 (#0 Kelly)

5 sets a screen at the FT Line for 2 who curls off the screen to the lane line extended just above the TOK.

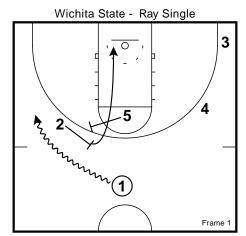
1 passes to 5 flashing back behind the 3 pt line after screening



1 cuts down the middle of the lane as 2 rub cuts off 4 to the strong side



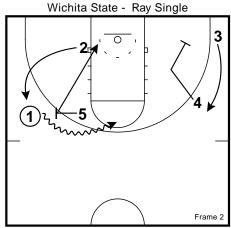
1 steps up to set a back screen on x4 as 4 goes to the ring for the lob pass from 5



2/1 ball screen

5/2 flare

2 curl to rim if not open off the flare

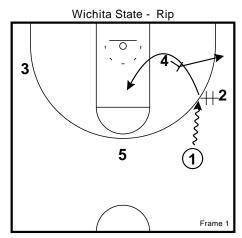


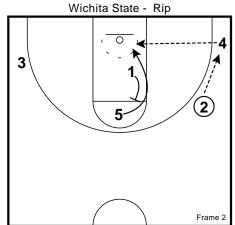
5/1 wing ball screen

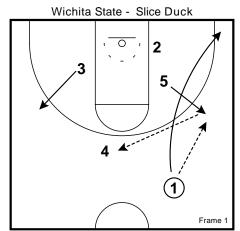
5 roll and 2 fill up to create single side bump

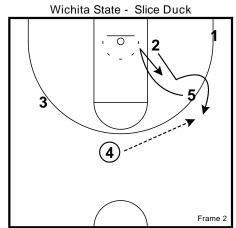
1 attack off PNR

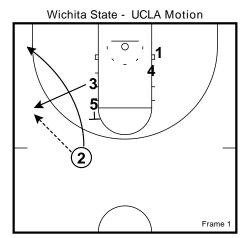
4/3 pin down



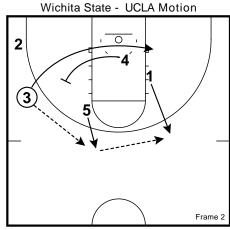




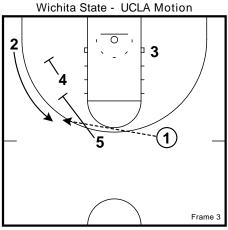




3 pops out to the wing for a catch. 2 passes to 3.5 sets brush screen for 2.2 UCLA cuts to the corner.



5 pops out for a catch. 3 passes to 5. 4 sets rip screen for 2. 3 slice cuts to the block. 5 passes to 1. 1 looks to feed 3 the ball in the post.

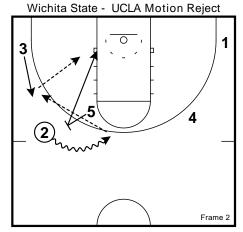


4 & 5 set stagger screen for 2. 2 cuts up to wing. 1 passes to 2 for shot.

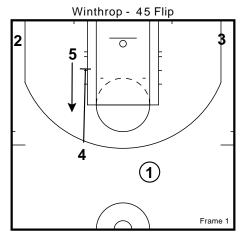
3 5

Wichita State - UCLA Motion Reject

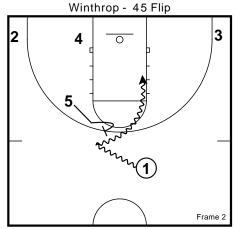
3 pops out to the wing for a catch. 2 passes to 3.5 sets brush screen for 2.2 rejects screen and pops back for a catch from 3.



5 sets a ball-screen for 2. 3 shakes behind 5's roll. 2 pass to 3. 3 passes to 5.



4 sets a zipper screen for 5.

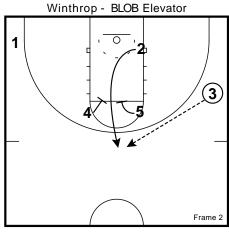


As 5 approaches 1 to set the ball screen, it turns into a "FLIP BALL SCREEN."

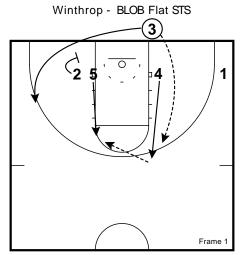
Flip Ball screen = Approach from one side, but FLIP the angle.

Winthrop - BLOB Elevator Frame 1

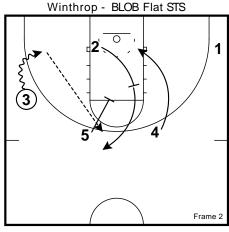
4 cuts high to the elbow. 3 passes to 4. 5 cuts to the elbow. 4 passes to 5. 2 brushes 3's defender. 3 cuts to wing. 5 passes to 3.



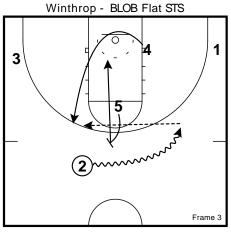
4 & 5 set elevator screen for 2. 2 cuts to top. 3 passes to 2 for shot.



4 cuts high to the elbow. 3 passes to 4. 4 passes to 5. 2 brushes 3's man. 3 cuts to the wing. 5 passes to 3.

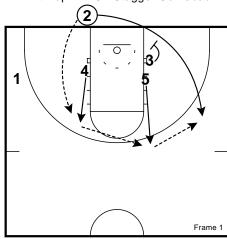


2 sets back-screen for 4.5 screens down for 2.3 drives baseline and passes to 2.



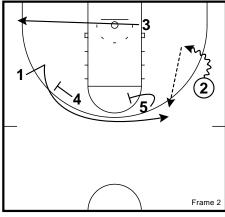
5 sets a ball-screen for 2.2 dribbles off screen. 5 rolls to the basket and 4 replaces. 2 passes to 4 against hedge. 4 passes to 5.

Winthrop - BLOB Stagger Comeback



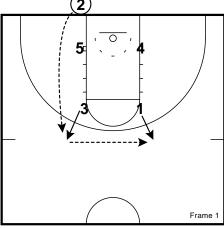
4 cuts high to the elbow. 2 passes to 4.5 cuts to elbow extended. 4 passes to 5.3 sets brush screen for 2.2 cuts to wing. 5 reverses to 2.

Winthrop - BLOB Stagger Comeback



5 fakes ball-screen for 2 then turns to screen for 1. 4 & 5 set stagger screen for 1. 1 cuts to the ball. 2 drives baseline and passes to 1.

Wisconsin - BLOB Baseline Screen



3 pops out to receive the pass from 2.

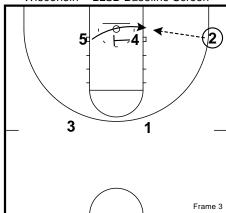
1 pops out to receive the pass from 3. $\,$

Wisconsin - BLOB Baseline Screen



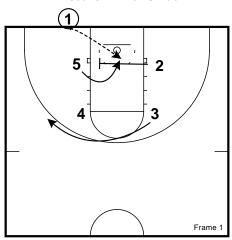
- 4 sets a baseline screen for 2.
- 1 passes to 2 in the corner for a shot.

Wisconsin - BLOB Baseline Screen

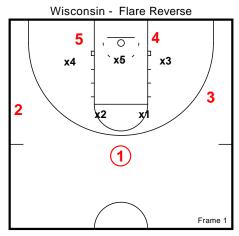


- If 2 doesn't have the shot, 4 screens across for 5.
- 2 passes to 5 in the post.

Wisconsin - Box 5 Lob

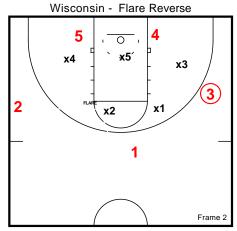


2 sets a cross screen for 5 to the lob. 3 curls over the top and high early to make sure there's room back-side



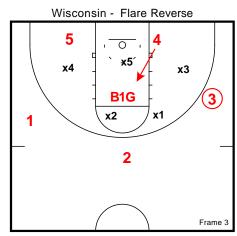
Typical 3-Out/2-In setup versus 2-3 zone.

Pass goes off the top to the wing

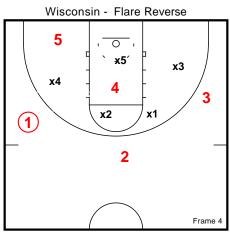


Wing opposite the ball flare screens then replaces the top

Use the flare screen to fill the opposite wing

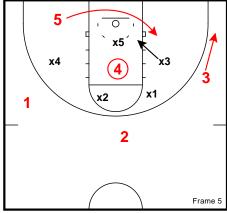


Ball reverses quickly as opposite post player flashes to the LOGO area



1 may now enter to high post (4) or porch (5)

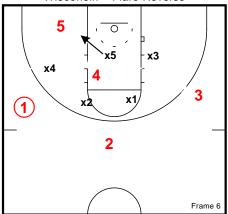
Wisconsin - Flare Reverse



If the ball goes into high post, the reads are:

- 1. Shot
- 2. High-Low to 5
- 3. Weakside fan to player flooding the baseline

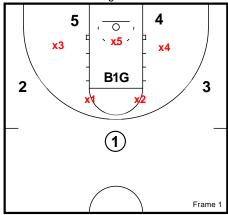
Wisconsin - Flare Reverse



If the ball goes into 5 in the porch he/she has shot, or interior pass to 4

3 cuts to the "45" for a possible skip

Wisconsin - High Post Decisions

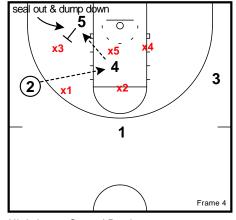


Wisconsin's initial setup: "Perfect Triangles"

Offensive players are positioned at the apex of a perfect triangle between two pieces of the zone

"The geometry of the game."

Wisconsin - High Post Decisions



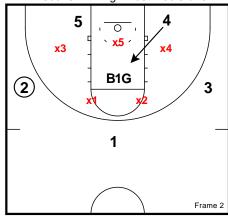
High-Low - Second Read

With no shot available look for the dump down the player in the porch

BEWARE OF FALSE DAYLIGHT!

You may be able to whiz the ball through the gap to the porch player, but good zone teams pinch the forwards to the block on the high post catch. Be prepared to "seal out" the pinching forward

Wisconsin - High Post Decisions



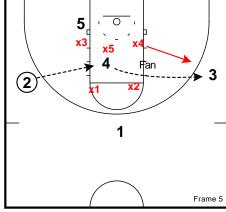
vs. 2-3

Player opposite the ball (4) flashes to interior of the zone

Find a pocket of space around the LOGO area and settle in.

"Lurk"

Wisconsin - High Post Decisions



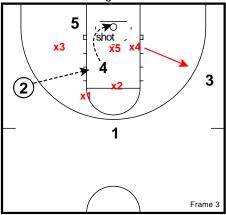
Fan Opposite - Third Read

2 is able to enter to 4 on the middle flash

4 can score or look to 5 who is sealing out X3 for high-low pass OR turn and fan the ball opposite

3 catches to shoot first, attack the momentum of the closeout second

Wisconsin - High Post Decisions



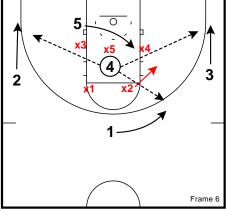
Shot - First Read

Look to shoot on the catch

Catch prepared to shoot before X5 steps up to contest

"You are never more open than when you first catch the ball"

Wisconsin - High Post Decisions

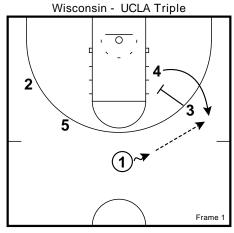


Flood the Baseline

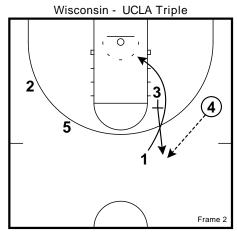
Another option upon high post entry is the twofold sequence of 5 cross cutting to seal inside of X4 and 2 & 3 "flooding the baseline"

The high post entry has collapsed the defense and X3 and X4 have pinched to the blocks as coached

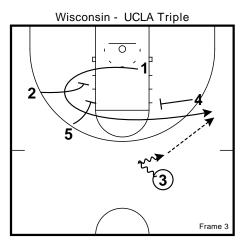
X4 is faced with battling 5 in the paint or going with 3 to the corner. Should X2 chase 3 to the corner, 1 cuts into 4's vision



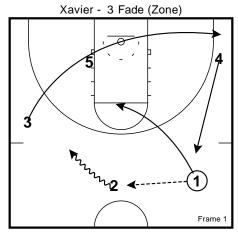
- 3 screens for 4.
- 1 passes to 4 on the wing.



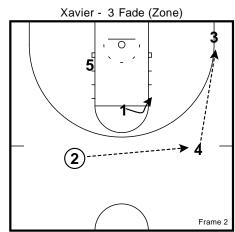
- 1 makes a UCLA cut off of 3.
- 3 pops out to receive the pass from 4.



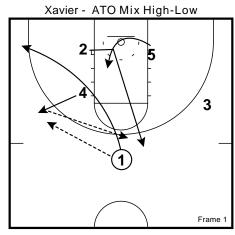
- 1 curls around the staggered screen from 2 $\&\ 5\,.$
- 1 cuts off of the screen from 4.
- 3 passes to 1 for the shot.



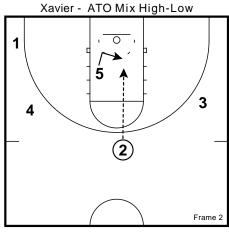
Versus a zone, a shooting 4 is in the ball side corner, and big man is on the opposite block keeping attention. The ball is swung to the other side of the 2 man front and the 2 dribble pushes 3 to the opposite corner replacing 4. 1 flashes high post.



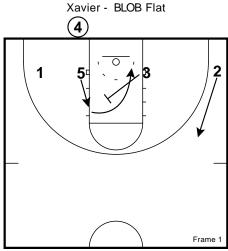
The ball is swung quickly to 3 in the corner, while 5 is drawing attention to the backdoor and 1 is drawing attention to the high post.



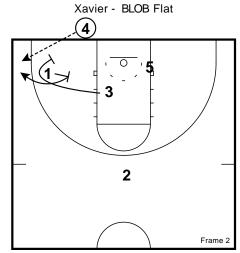
4 pops out for a catch from 1.1 cuts through to the corner. 2 fakes cross screen for 5 then cuts to top. 4 passes to 1.2 looks high-low for 5.



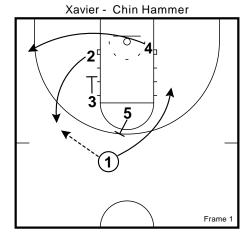
2 lobs over the top to 5.



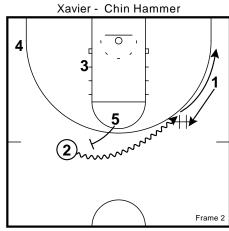
5 cuts high. 3 screens in for 5. 4 looks to pass to 5.



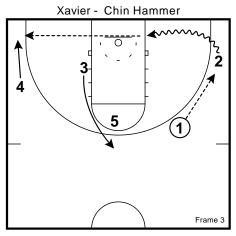
1 screens in for 3.3 curls and screens for 1.
1 pops out to corner. 4 passes to 1 for shot.



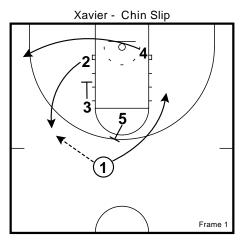
3 sets down-screen for 2. 2 zipper cuts to wing. 1 passes to 2. 5 sets flare screen for 1.



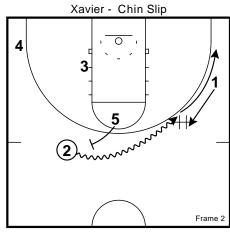
5 sets an angle ball-screen for 2. 2 & 1 DHO. 2 cuts to the corner.



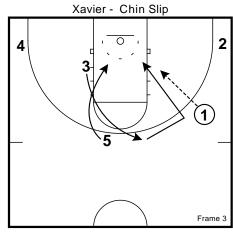
1 passes to 2. 2 attacks baseline. 4 drifts to the corner. 2 passes to 4 for shot.



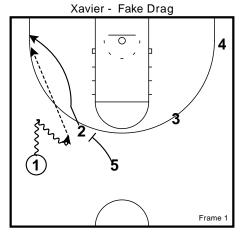
3 sets down-screen for 2. 2 zipper cuts to wing. 1 passes to 2. 5 sets flare screen for 1.



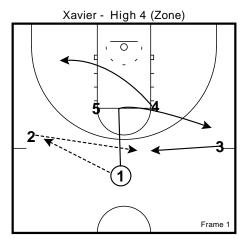
5 sets an angle ball-screen for 2.2 & 1 DHO. 2 cuts to the corner.



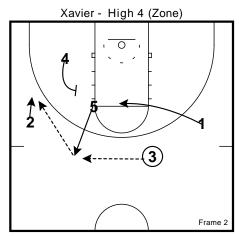
3 sprints to set a side ball-screen for 1.3 fakes the ball-screen then slips to the basket. 1 passes to 3.



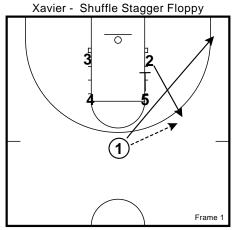
A great early offense option, Xavier sold the double drag screen really well. The first screener flared or slipped to the corner and the point guard rejected the second screen, finding the shooter in the corner.



From a very high posted 3 in 2 out formation, the ball is swung to one wing, where the opposite high post big, 4, flashes to the low post short corner. 1 cuts through and exchanges with 3.



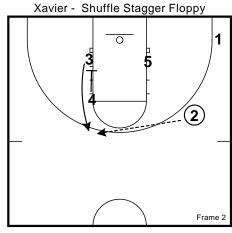
On 3's catch, 5 exits the inside in order to pass to 2.2 is flaring while 4 is using his position to screen the back of the zone. If 2 is defended, or 4 is unable to screen, 1 should be open in the middle of the zone.



5 down screens for 2

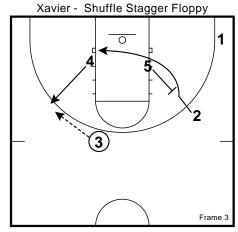
1 passes to 2

1 shallow cuts to the corner



4 down screens for 3

2 swings the ball to 3

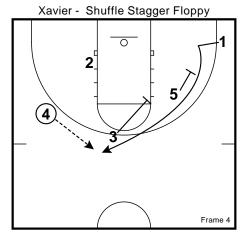


4 pops out to the wing

3 passes to 4

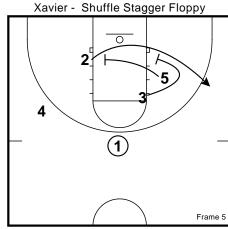
5 screens for 2

2 shuffle cuts to the block



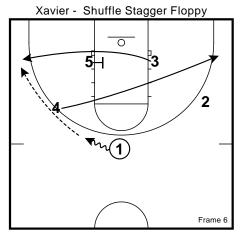
5 and 3 set a double stagger screen for 1 $\,$

4 passes to 1



5 and 3 set a double stagger for 2

*** This is the start of "FLOPPY ACTION"



4 cuts through to the opposite corner

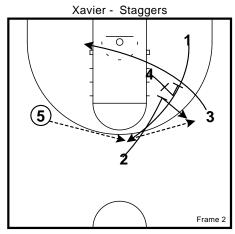
 $5\ \text{screens}\ \text{for}\ 3$

*** 2nd part of "FLOPPY ACTION"

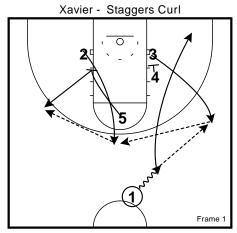
1 dribbles to deliver a pass to 3 for a three

Xavier - Staggers The staggers of the stagger

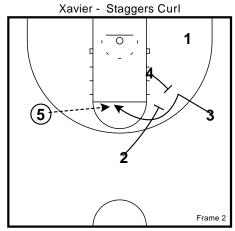
3 drift to the wing for the catch from 4's pin. 1 makes the pass and cuts through to the short corner as 5 pins for 2 and fills the opposite wing. The ball is swung around to



4 sets a backscreen for 3 and then a stagger screen with 2 for 1. 1 catches and reverses to 2, who is flaring out from the stagger screen.



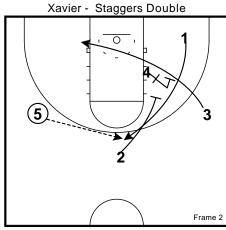
3 drift to the wing for the catch from 4's pin. 1 makes the pass and cuts through to the short corner as 5 pins for 2 and fills the opposite wing. The ball is swung around to



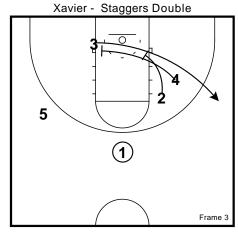
4 sets a backscreen for 3 who this time, rejects and curls around the downscreen, and cuts to the ball.

Xavier - Staggers Double

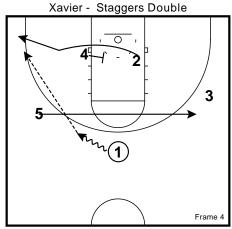
3 drift to the wing for the catch from 4's pin. 1 makes the pass and cuts through to the short corner as 5 pins for 2 and fills the opposite wing. The ball is swung around to



4 sets a backscreen for 3 and then a stagger screen with 2 for 1.1 catches and reverses to 2



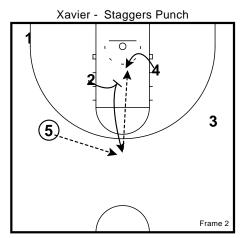
After 2 and 4 set a stagger screen out of the corner for 1, they immediately set another in the lane for 3. 3 cuts to the opposite wing.



4 then turns and sets a screen for 2 while as 2 flares to the corner. 5 cuts through to create a double gap for the defense.

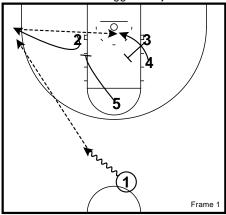
Xavier - Staggers Punch

3 drifts to the wing. 1 makes the pass and cuts to 5 fake pins for 2 fills wing. The ball is swung to 5.



2 sells a screen for 4 but cuts to the top of the key while 4 works for good post position in the post. High low option.

Xavier - Staggers Reject



2 rejects a pin down from 5 and flares to the corner for the catch. 3 sets a back screen in the paint for 4 to catch a baseline pass under the basket for the finish. Please see Staggers and Staggers Curl to see the progression that leads to this easy score!