



Plays YOU Can Use



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Plays YOU Can Use - Contents (cont.)

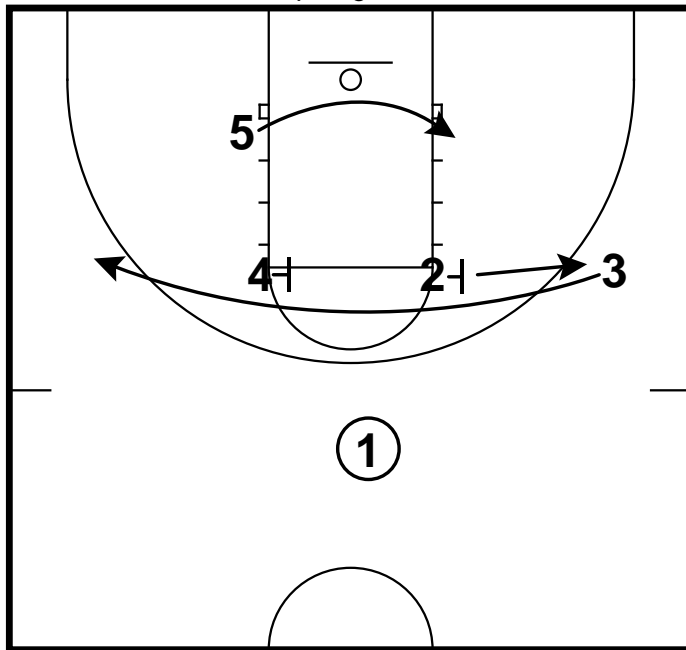
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Plays YOU Can Use

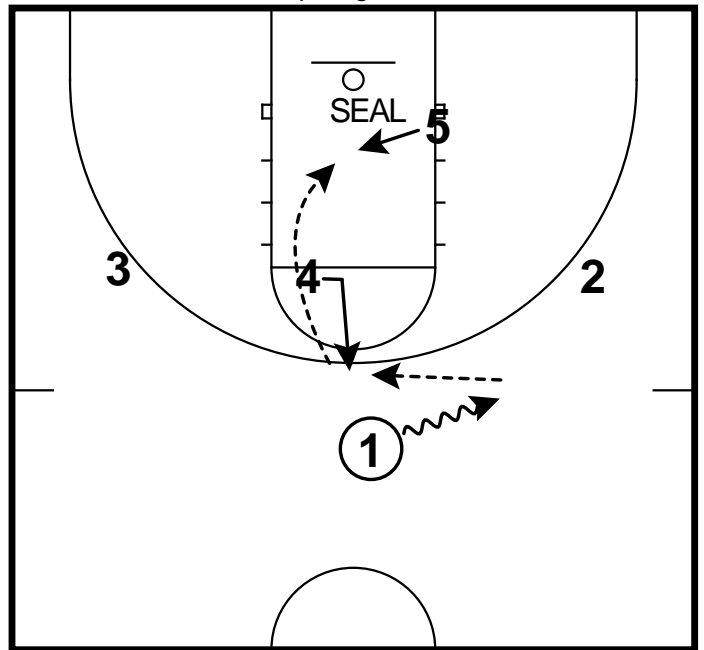
Man Offense - Iverson

Flop High Low



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

Flop High Low

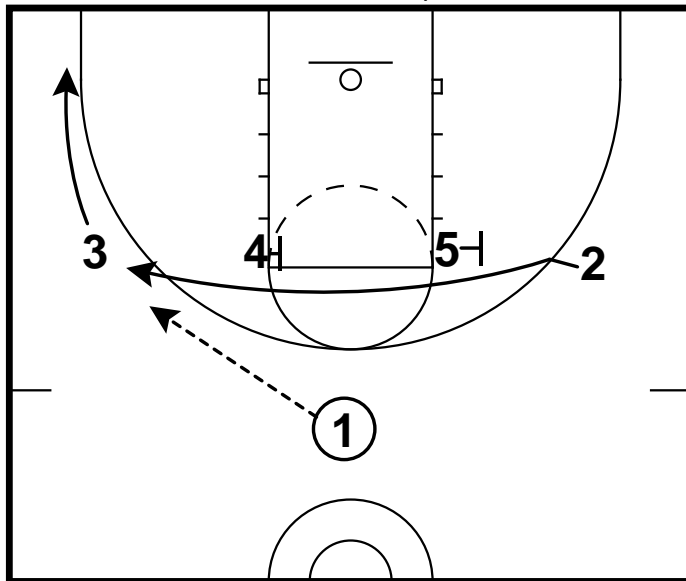


- 1 dribbles towards the wing
- 4 extends for a catch from 1
- 5 ducks in to seal
- 4 makes the high/low pass to 5

Plays YOU Can Use

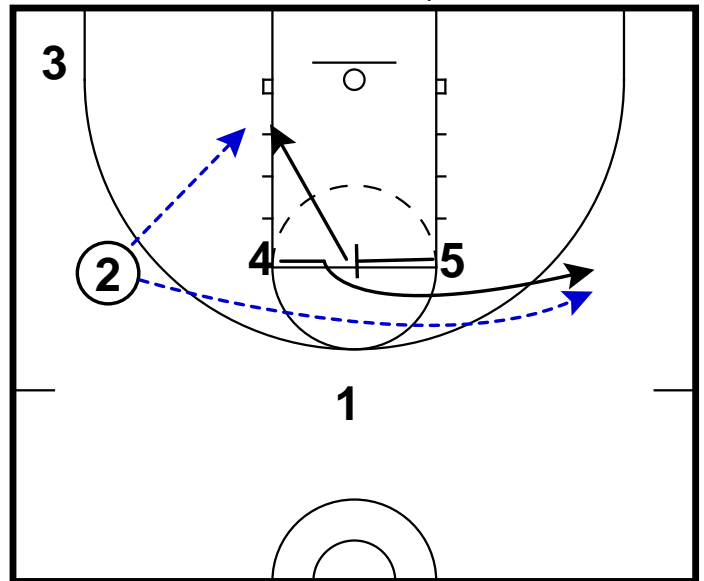
Man Offense - Iverson

Iverson Loop



- 3 cuts to the corner
- 4 and 5 screen for 2
- 2 Iverson Cuts
- 1 passes to 2

Iverson Loop

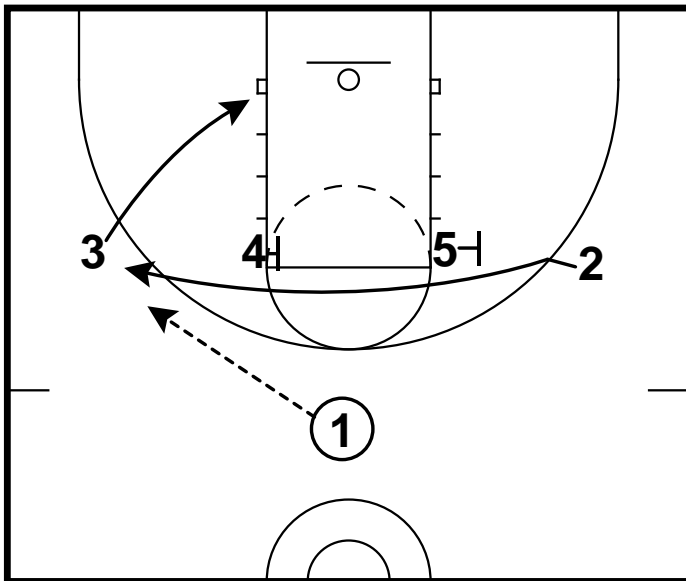


- 5 sets a flare screen for 4
- 4 flares off of the screen for a shot, or isolation
- 5 has the option to slip to the rim

Plays YOU Can Use

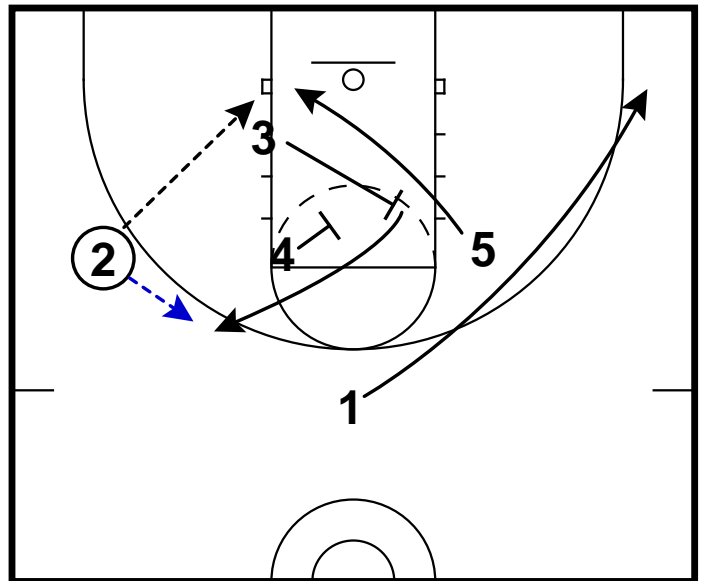
Man Offense - Iverson

Iverson STS



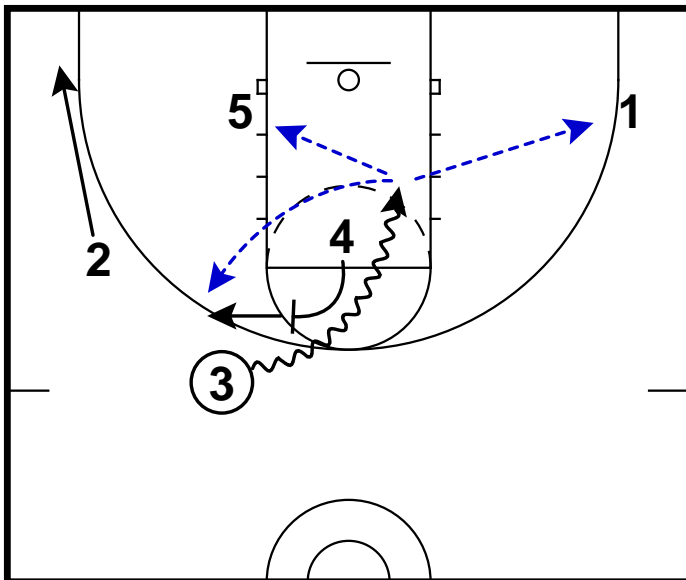
- 3 cuts to the block
- 4 and 5 screen for 2
- 2 Iverson Cuts
- 1 passes to 2

Iverson STS



- 1 cuts to the opposite corner
- 3 screens for 5
- 4 screens the screener (3)
- 2 passes to 5 or 3

Iverson STS



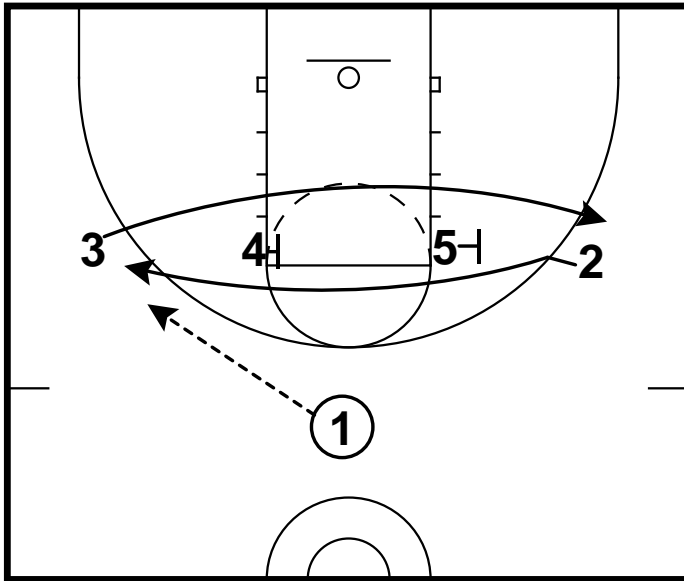
- If 3 does not have a shot...
- 2 spaces to the corner
- 4 sets a step-up pick & pop ball screen
- 3 attacks, with multiple options



Plays YOU Can Use

Man Offense - Iverson

Iverson Throwback Hammer



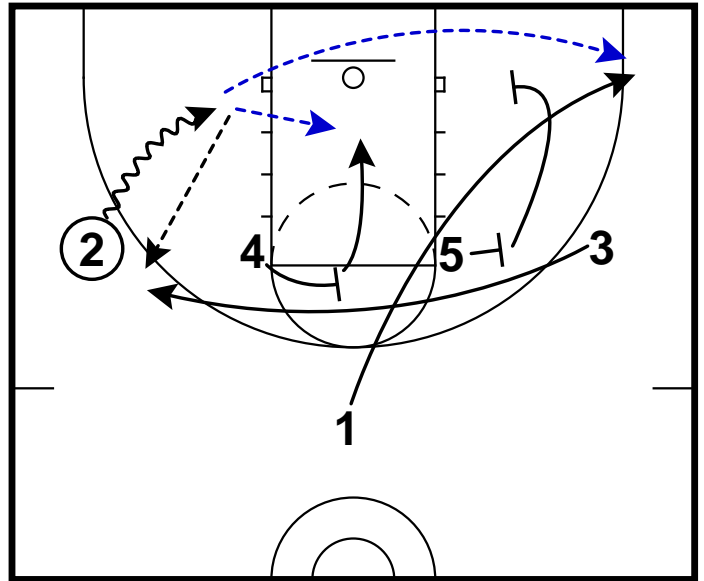
3 cuts under the 4 and 5, to the opposite wing

4 and 5 screen for 2

2 Iverson Cuts

1 passes to 2

Iverson Throwback Hammer



1 cuts to the opposite corner

2 has an automatic baseline drive

5 and 4 set a double stagger screen for 3

3 cuts behind the drive, for a throwback

5 sets the hammer screen for 1

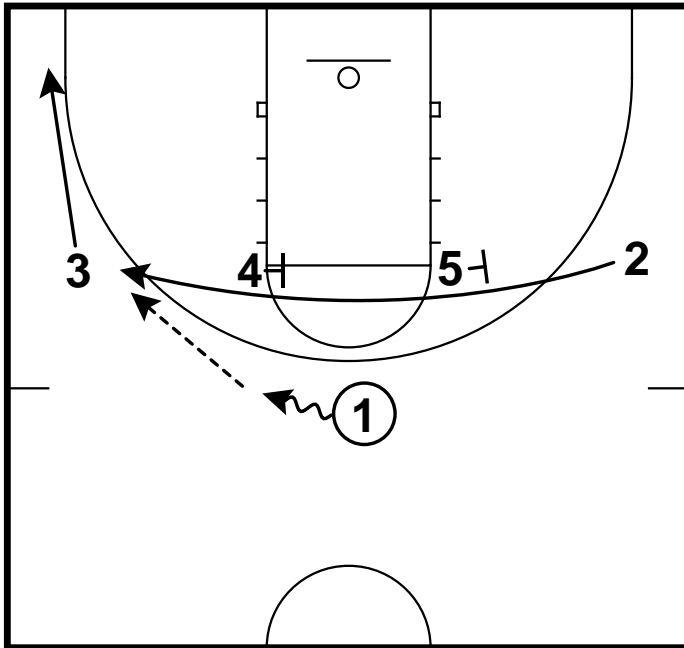
4 cuts to the rim

2 usually hits the throwback, but has multiple options

Plays YOU Can Use

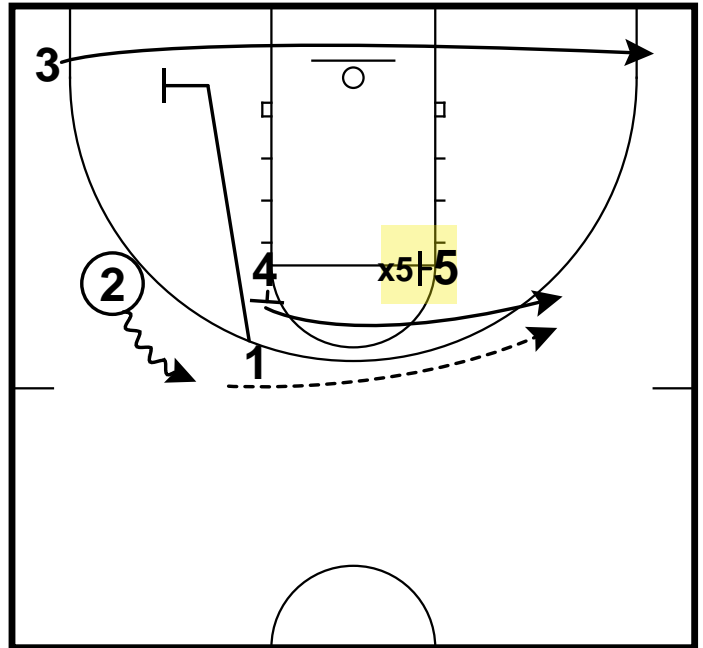
Man Offense - Iverson

UCLA STS Snap



- 3 spaces to the corner
- 4 and 5 screen for 2
- 2 Iverson cuts
- 1 passes to 2

UCLA STS Snap

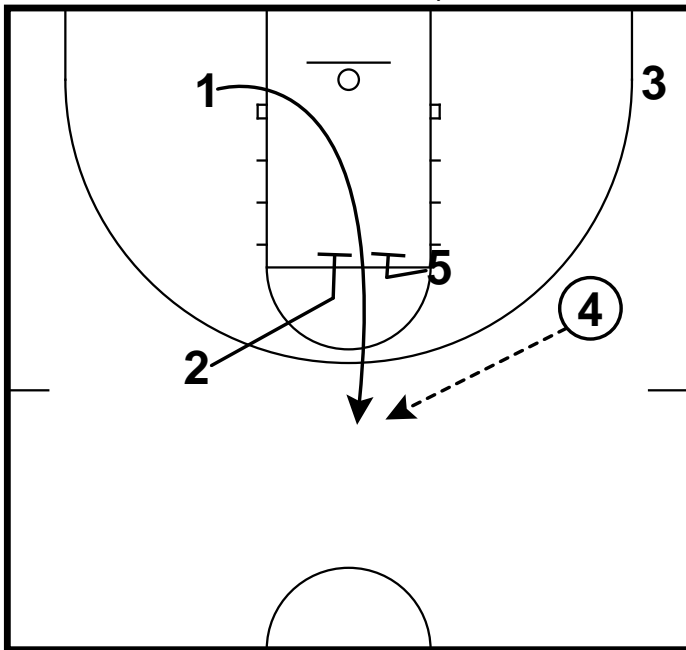


- 4 sets a screen for 1
- 1 UCLA cuts off of 4
- 5 Flare Screens 4
- *** If defense is switching, 5 screens his own man
- 1 sets a baseline screen for 3
- 2 passes to 4

Plays YOU Can Use

Man Offense - Iverson

UCLA STS Snap



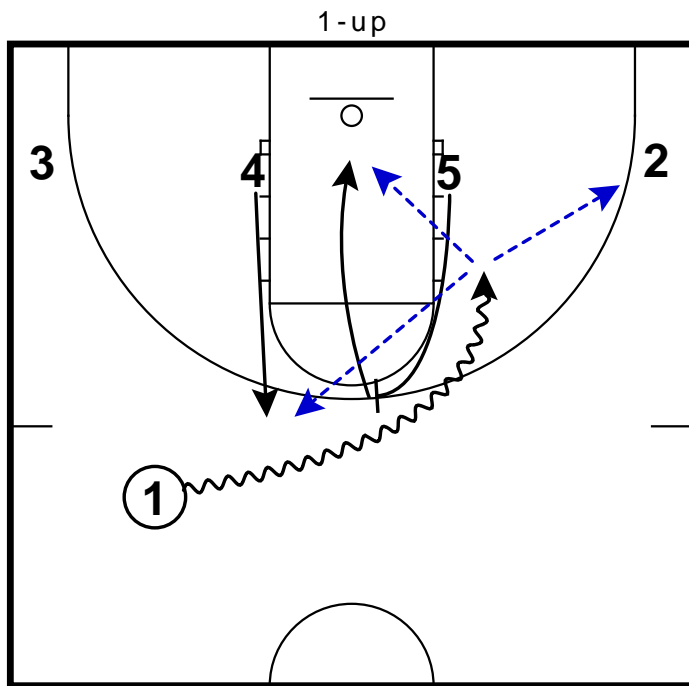
2 and 5 set an Elevator Screen for 1

4 passes to 1

*** 5 can also slip for a lay-up

Plays YOU Can Use

Man Offense - Ball Screen



"1-Up"

This is the basic "1-up" Action

5 sets a high ball screen

1 comes off of the ball screen

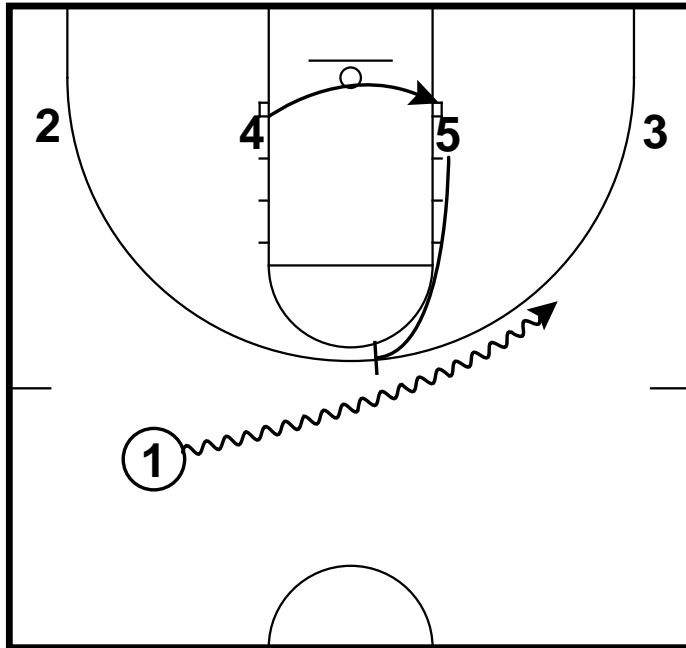
5 rolls to the rim

4 rises behind the roll

Plays YOU Can Use

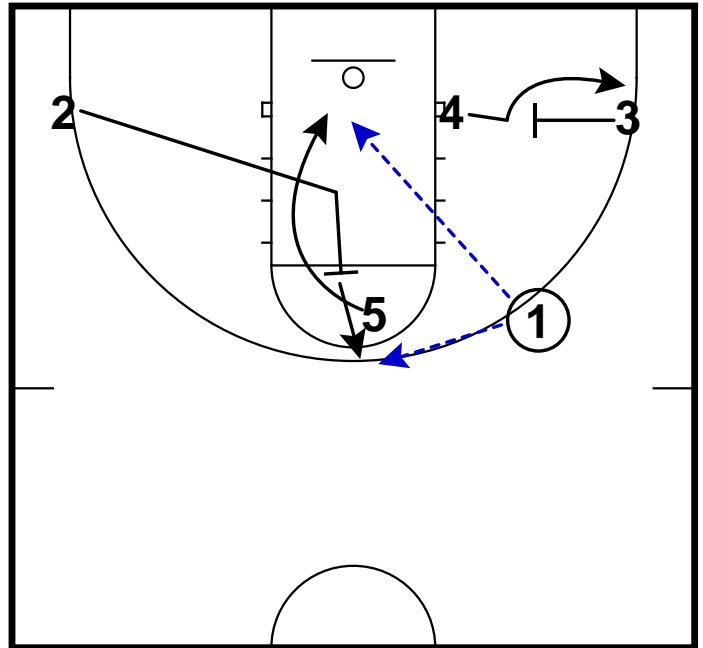
Man Offense - Ball Screen

1-Up Pop



- 5 sets a high ball screen
- 1 stretch dribbles off of the ball screen
- 4 replaces to the opposite block

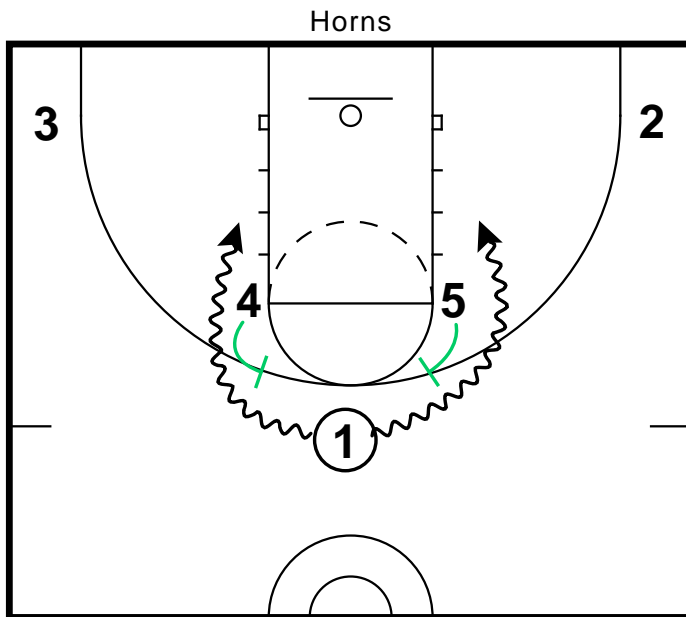
1-Up Pop



- 3 screens 4 to the corner to occupy the defense
- 2 sets a back screen for 5
- 2 out cuts to the 3-point line
- 1 throws the lob to 5, or passes to 2

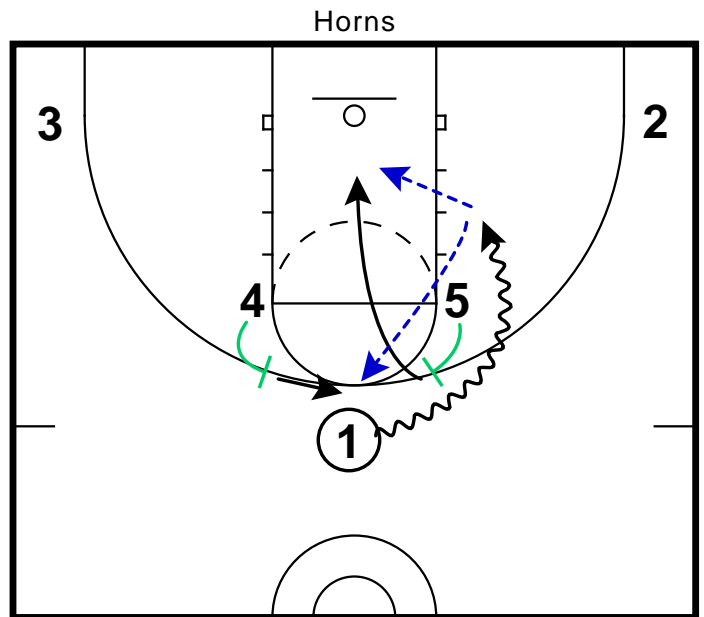
Plays YOU Can Use

Man Offense - Ball Screen



HORNS = 4 and 5 set step-up ball screens for 1

2 and 3 spot up in the corners



"HORNS"

4 and 5 set a high ball screen

1 goes off of either screen

Ballside screener rolls

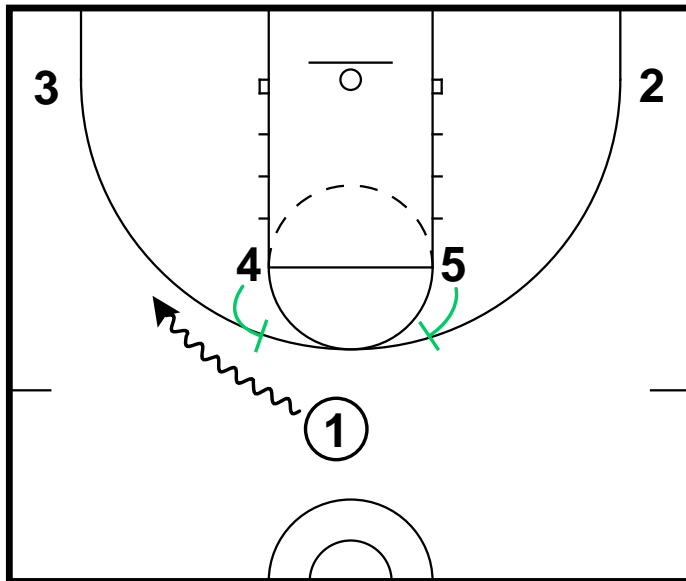
Weakside screener pops

1 scores, hits the roller, or throws back to the pop for a high/low

Plays YOU Can Use

Man Offense - Ball Screen

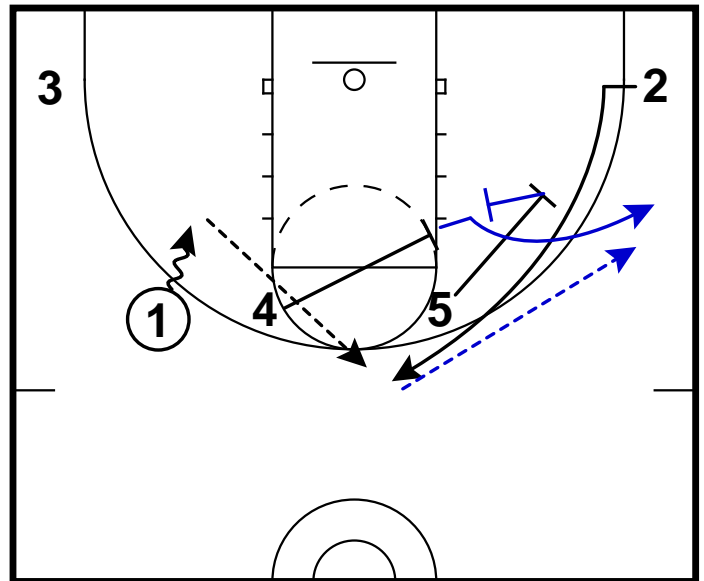
Horns Double



4 and 5 set a high ball screen

1 goes off of either screen

Horns Double



After the ball screen, 5 and 4 set a double stagger for 2

1 passes to 2

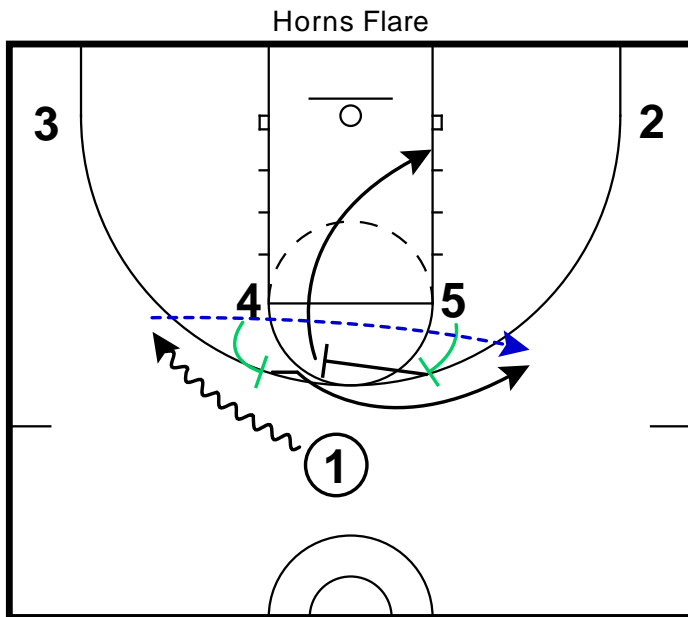
5 then sets a flare screen for 4

2 passes to 4

4 has a shot, or post feed to 5

Plays YOU Can Use

Man Offense - Ball Screen



"HORNS FLARE"

4 and 5 set a high ball screen

1 goes off of either screen

Weak side screener sets a Flare Screen

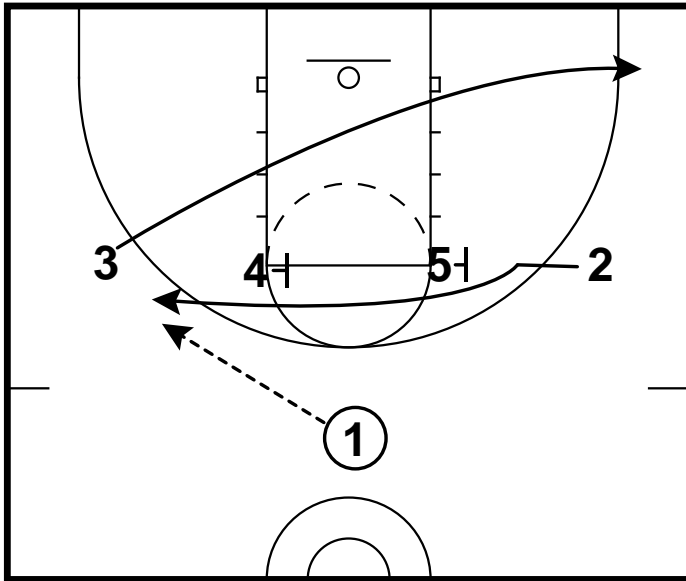
Ball side screener goes off of the Flare

1 scores or throws it to the Flare

Plays YOU Can Use

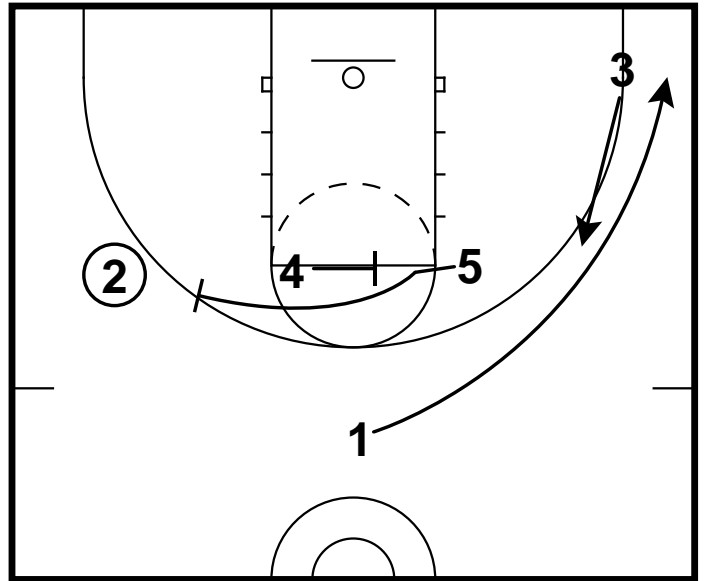
Man Offense - Ball Screen

Iverson STS Chase



- 3 cuts to the opposite corner
- 4 and 5 screen for 2
- 2 Iverson Cuts off of the screen
- 1 passes to 2

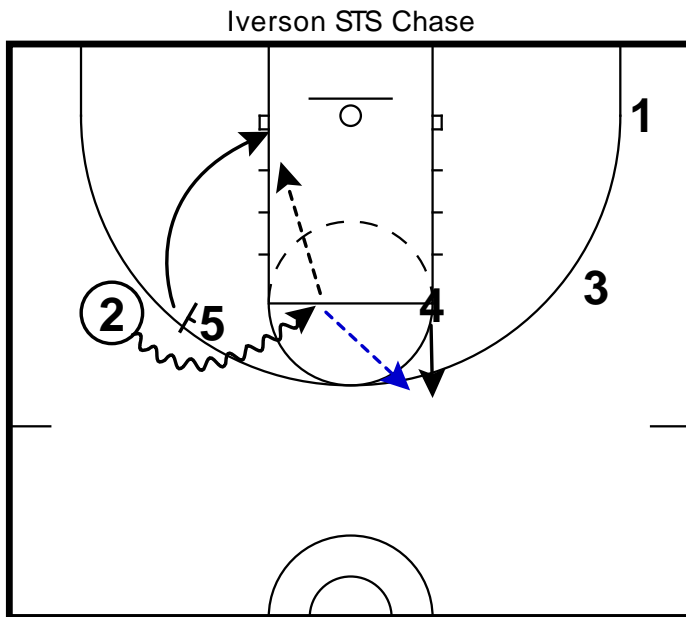
Iverson STS Chase



- 1 and 3 exchange on the weak side
- 4 screens 5, into a chase ball screen

Plays YOU Can Use

Man Offense - Ball Screen



5 sets the wing ball screen for 2

4 spaces, in the case that the defense traps the ball screen

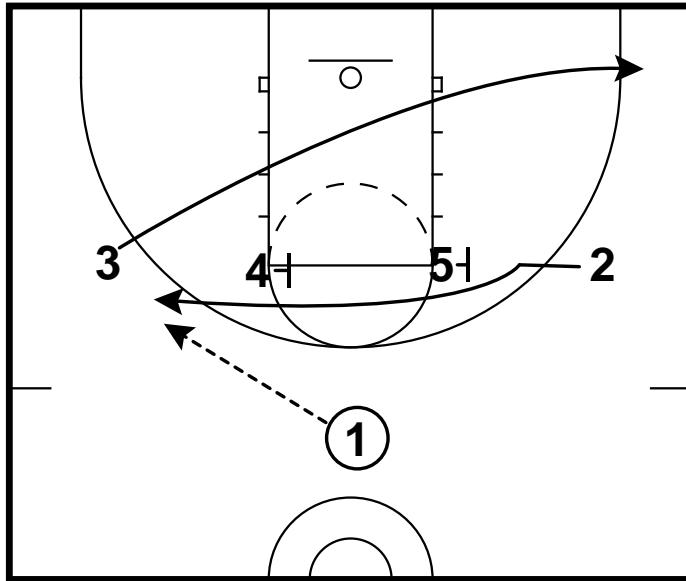
*** If defense traps, 4 gets the pass, to throw the lob to a slipping 5

1 & 3 are spotting up, for a shot, or extra pass

Plays YOU Can Use

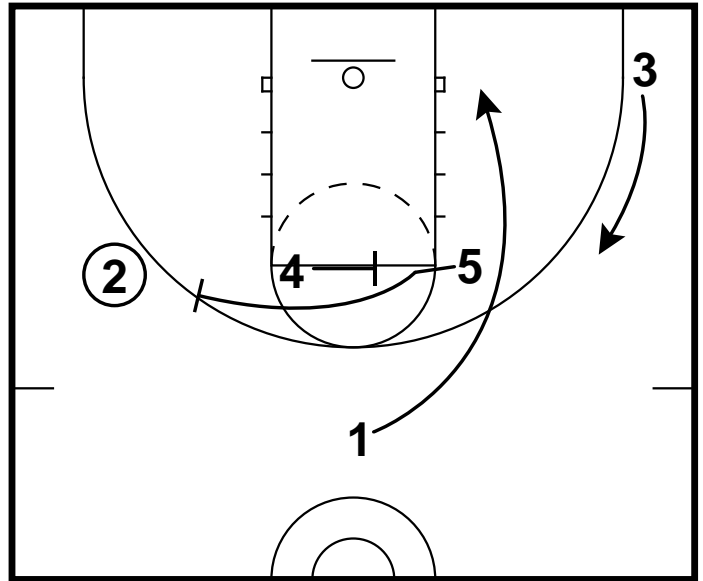
Man Offense - Ball Screen

Iverson STS Flare



- 3 cuts to the opposite corner
- 4 and 5 screen for 2
- 2 Iverson Cuts off of the screen
- 1 passes to 2

Iverson STS Flare

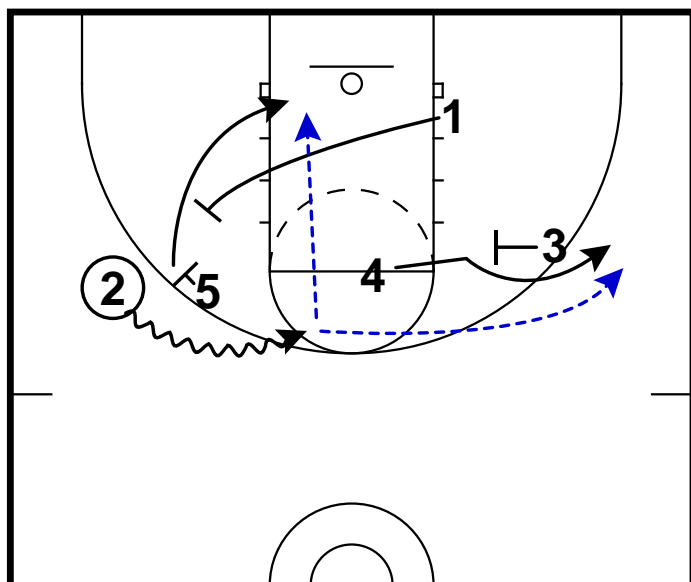


- 1 and 3 exchange on the weak side
- 4 screens 5, into a chase ball screen
- 1 cuts to the opposite block
- 3 lifts out of the corner

Plays YOU Can Use

Man Offense - Ball Screen

Iverson STS Flare



5 sets ball screen for 2

As 2 comes off the ball screen...

1 sets a back screen for 5

*** If the defense is switching, 1 should out cut, for a high/low

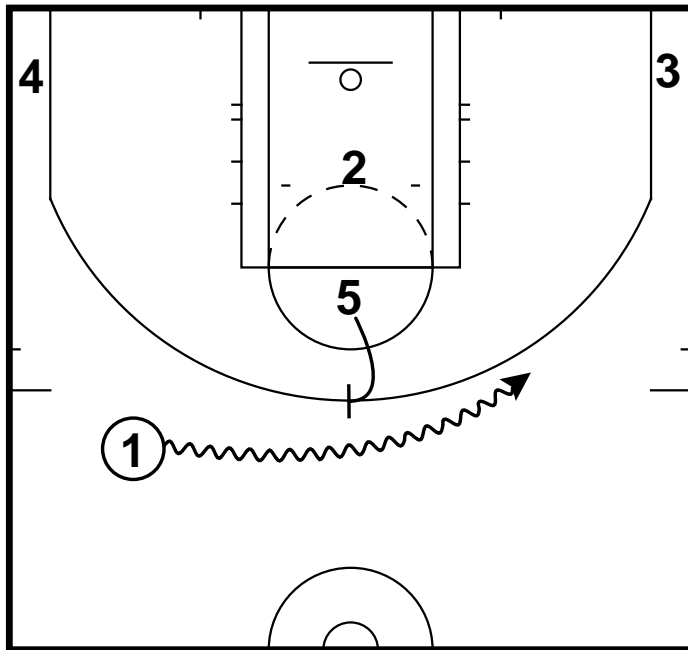
3 sets a Flare screen for 4

*** If the defense is switching, 3 should look to slip

Plays YOU Can Use

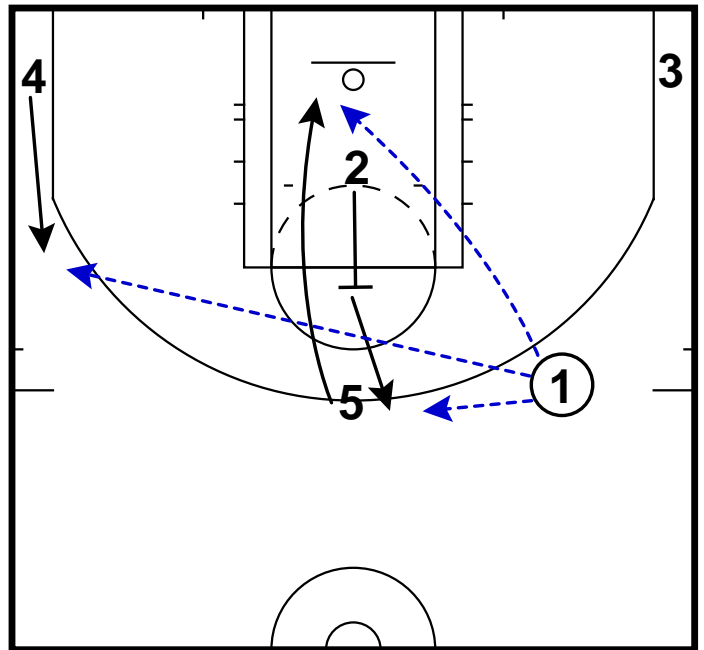
Man Offense - Ball Screen

Stack 25



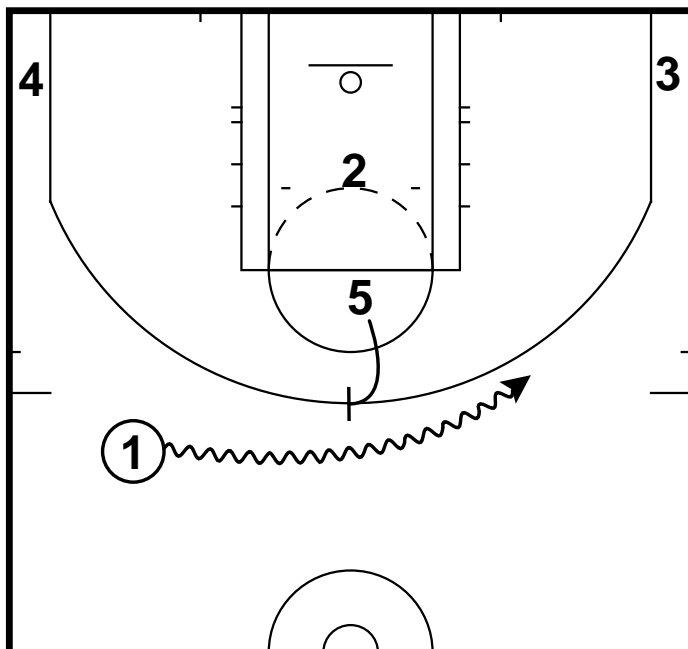
- 5 sets a step up ball screen for 1
- 1 stretches the ball screen, towards the wing

Stack 25



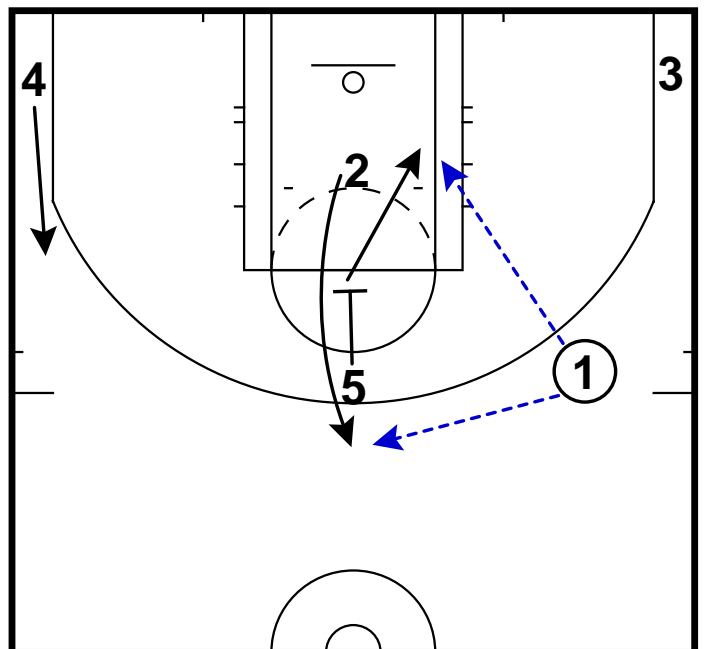
- 2 sets a back screen for 5
- 4 rises from the opposite corner
- 2 out cuts, after the screen

Stack 52



- 5 sets a step up ball screen for 1
- 1 stretches the ball screen, towards the wing

Stack 52



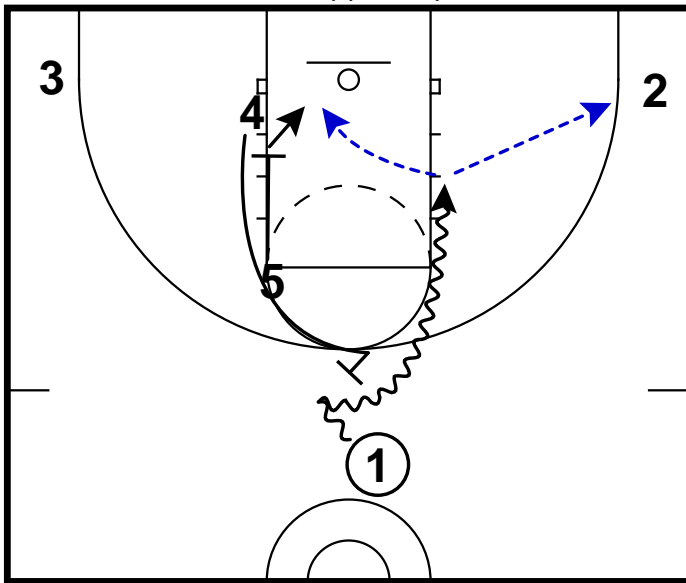
- 5 sets a pin down for 2
- 5 slips to the block and seals



Plays YOU Can Use

Man Offense - Ball Screen

STS Zipper Flip



5 sets a pin down for 4

4 zipper cuts into a ball screen

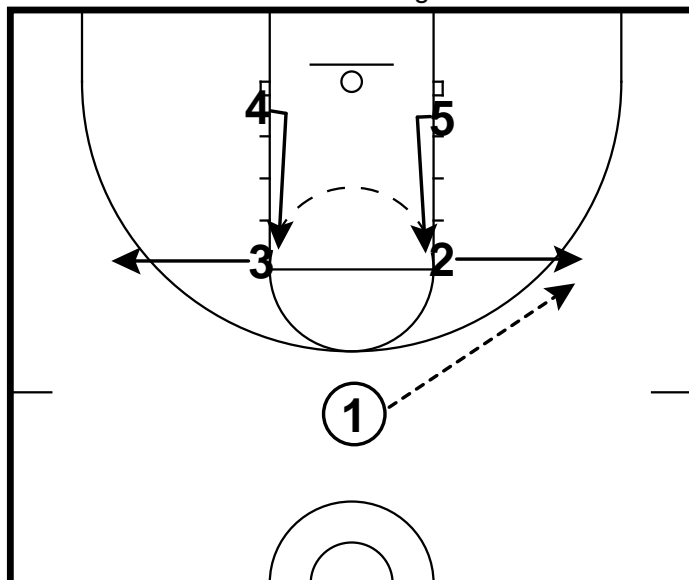
At the last second, 4 "flips" the ball screen

1 attacks to score or read the help defense.

Plays YOU Can Use

Man Offense - Elbow Series

Elbow Bang



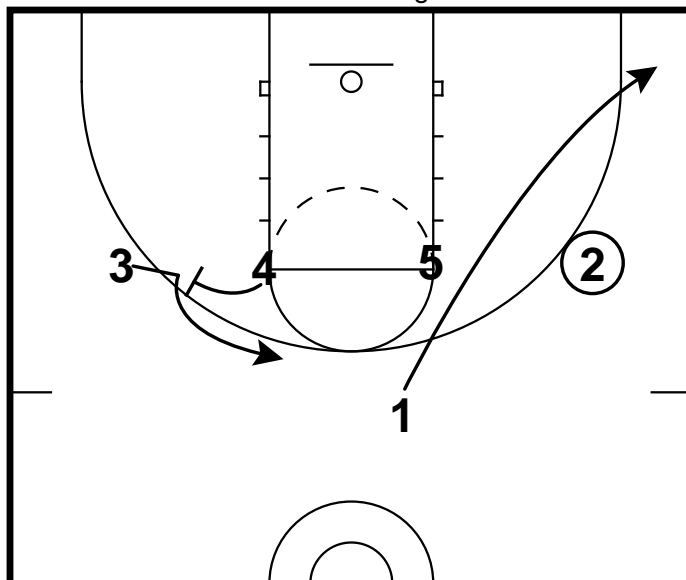
Box Set

Guards split to the wings

4 and 5 lift up the lane line

1 passes to 2

Elbow Bang



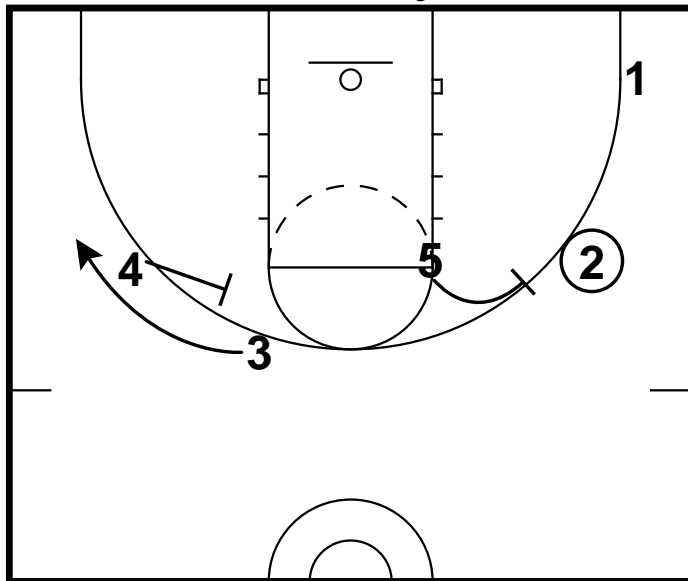
1 shallow cuts to the corner

4 sets a down screen for 3

Plays YOU Can Use

Man Offense - Elbow Series

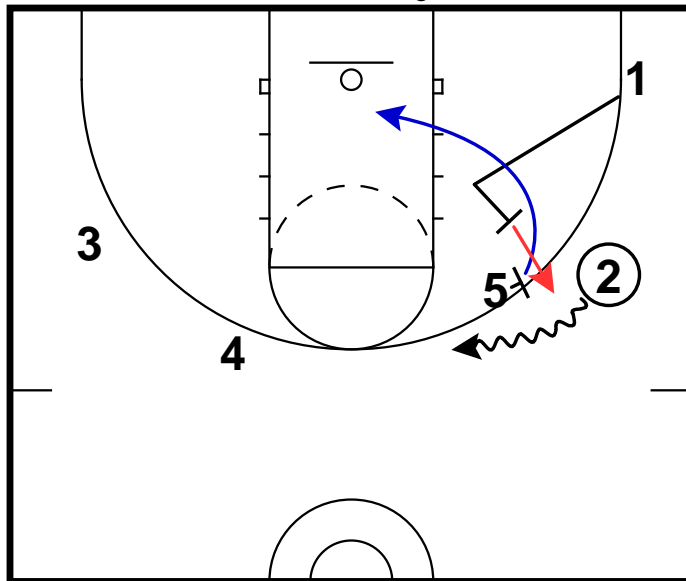
Elbow Bang



5 sets a wing ball screen

4 re-screens 3, with a flare screen

Elbow Bang



While 2 dribbles off of the ball screen

1 sets a back screen for the ball screener (5)

2 is looking for the 5 on the lob

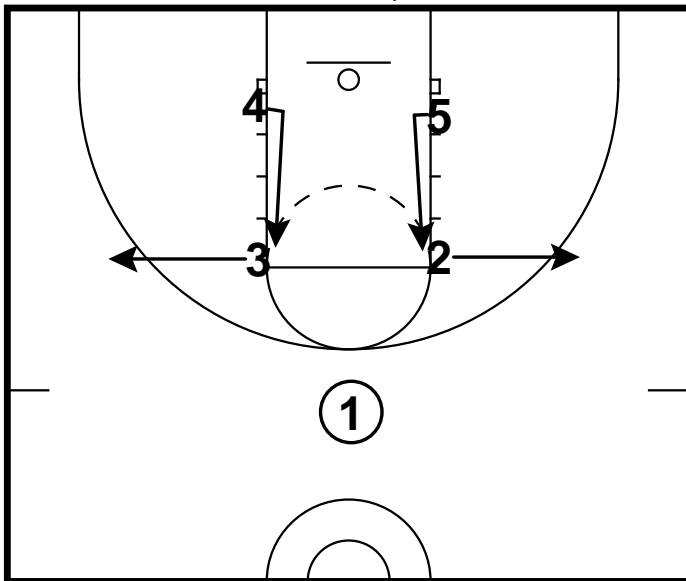
If the defense helps, then 1 out cuts for an open 3

*** If the defense switches, you have big-small mismatches.

Plays YOU Can Use

Man Offense - Elbow Series

Elbow Triple

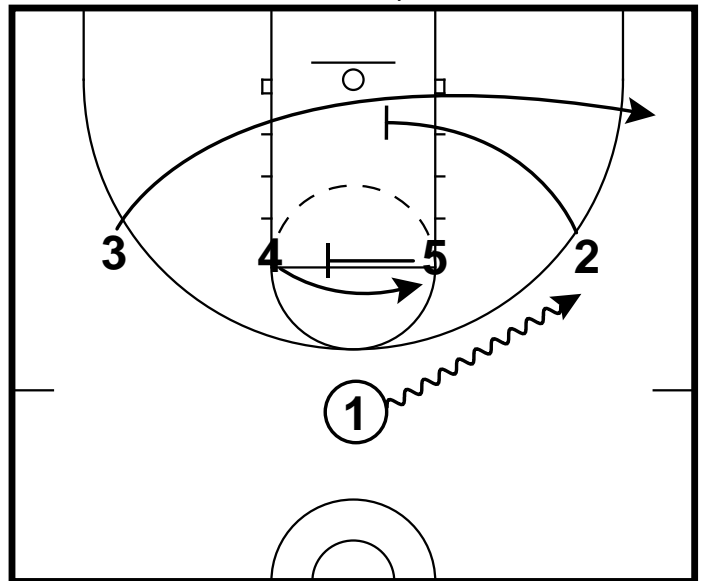


Box Set

Guards split to the wings

4 and 5 lift up the lane line

Elbow Triple



1 dribble entry to the wing

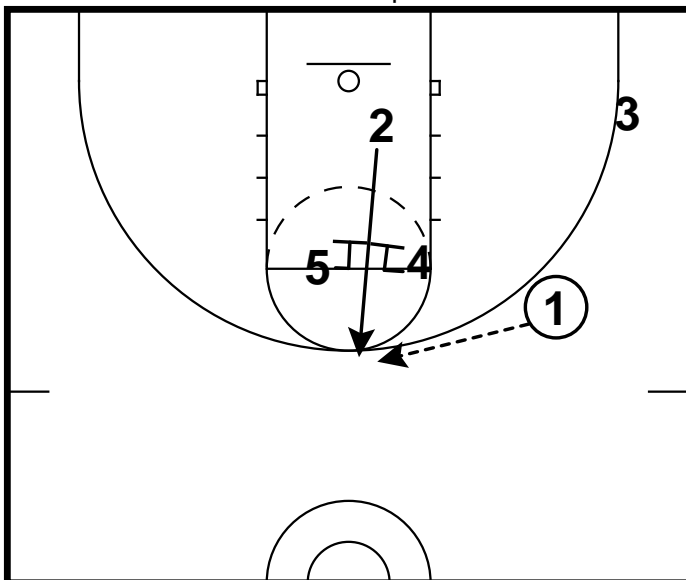
2 sets a baseline screen for 3

3 cuts to the corner

5 cross screen for 4

*** This is to occupy the defense

Elbow Triple



4 and 5 set an elevator screen for 2

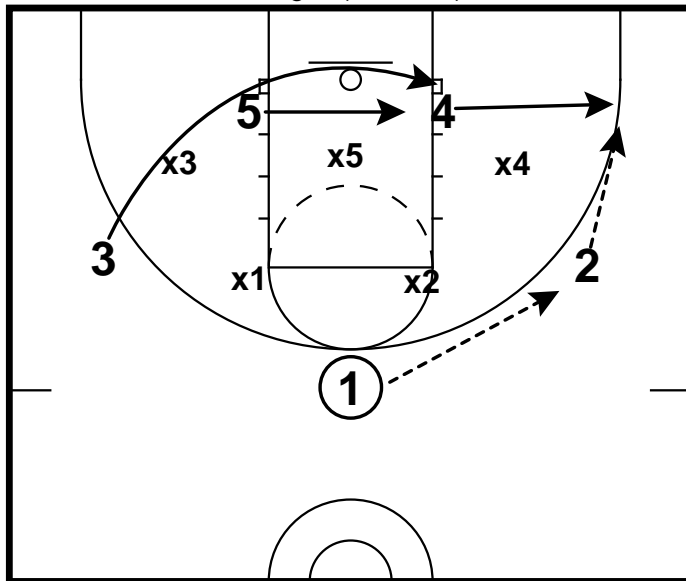
1 passes to 2



Plays YOU Can Use

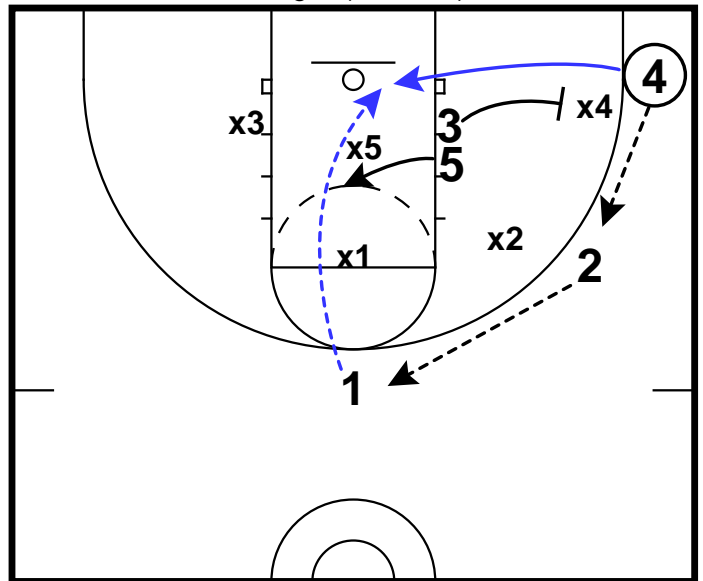
Lob Sets

Banger (vs Zone)



- 1 passes to 2
- 2 passes to 4
- 5 flashes across the lane
- 3 cuts to the opposite block, and stacks under 5

Banger (vs Zone)

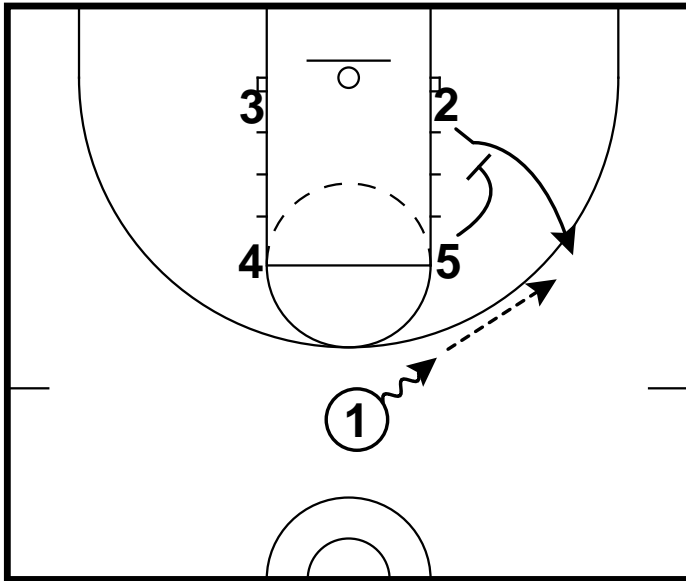


- 4 passes to 2
- 2 reverses the ball to 1
- 5 cuts to the middle of the lane, to lift X5
- 3 sets a back screen on the wing (X4)
- 1 throws the lob to 4

Plays YOU Can Use

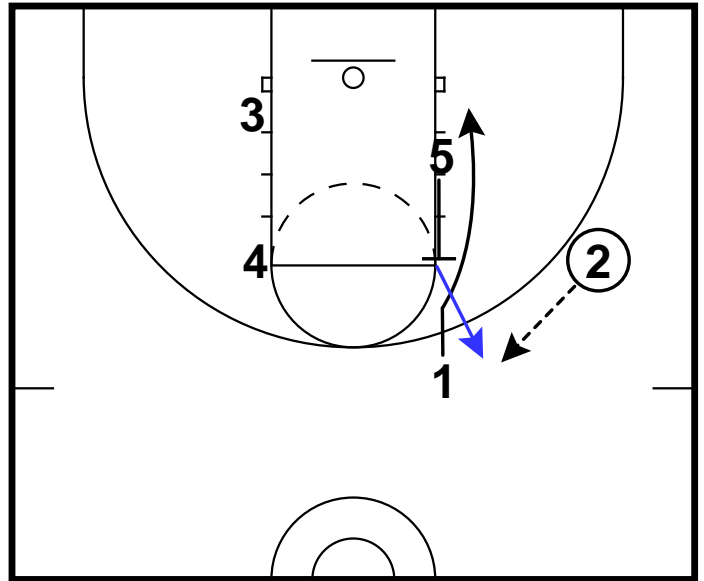
LoB Sets

Box Special



- 5 sets a pin down for 2
- 2 pops to the wing
- 1 passes to 2

Box Special

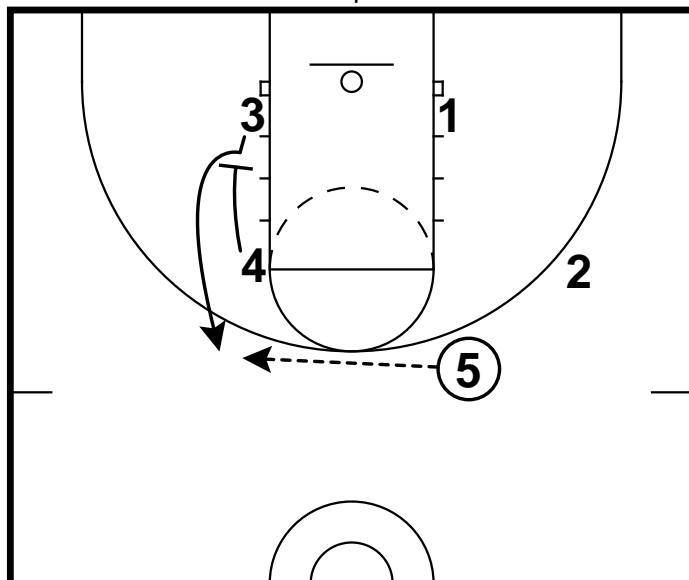


- 5 sets a UCLA screen for 1
- 1 UCLA cuts off of the screen
- 5 out cuts
- 2 passes to 5

Plays YOU Can Use

Lob Sets

Box Special

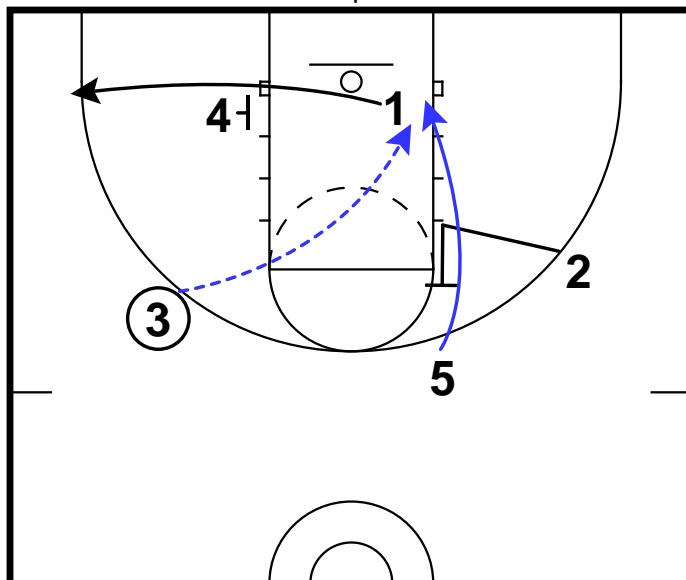


4 down screens for 3

3 cuts to the slot

5 passes to 3

Box Special



4 sets a baseline screen for 1

2 sets a back screen for 5

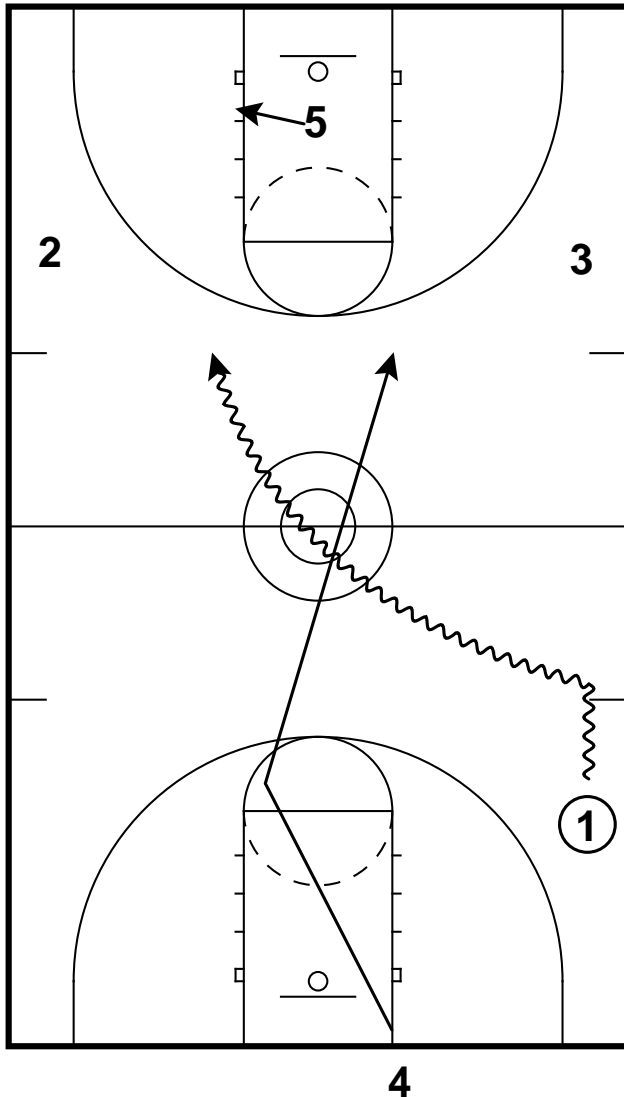
3 throws the lob to 5

*** If the defense switches, 2 out cuts, and there is a high/low look, to attack the mismatch.

Plays YOU Can Use

Lob Sets

Flood (Secondary Break)



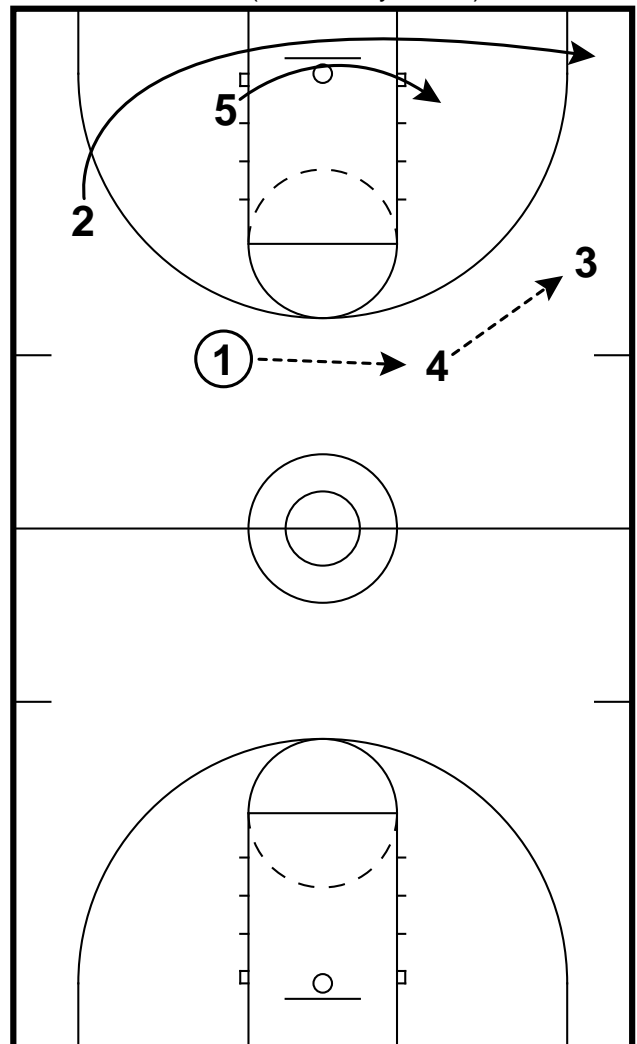
POINT GUARD "SLICE"

If the 1 can NOT throw the ball ahead within two dribbles, he/she "slices," or uses the dribble to switch sides of the floor. He/she is still looking to throw the ball ahead, to the opposite wing. The trailer (4) must stay behind the PG, and must get to the opposite side of the floor.

RULE: Do NOT throw the ball ahead, once you cross half court. This rule is to prevent deflections on wing entries, it helps discourage the 1 from over dribbling, & it makes reads more deliberate.

*** In "FLOOD," the 1 always slices. We want to force the defense to adjust their defensive angle (similar to a ball reversal).

Flood (Secondary Break)



1 passes to 4

2 cuts to the opposite corner

5 relocates to the ball side

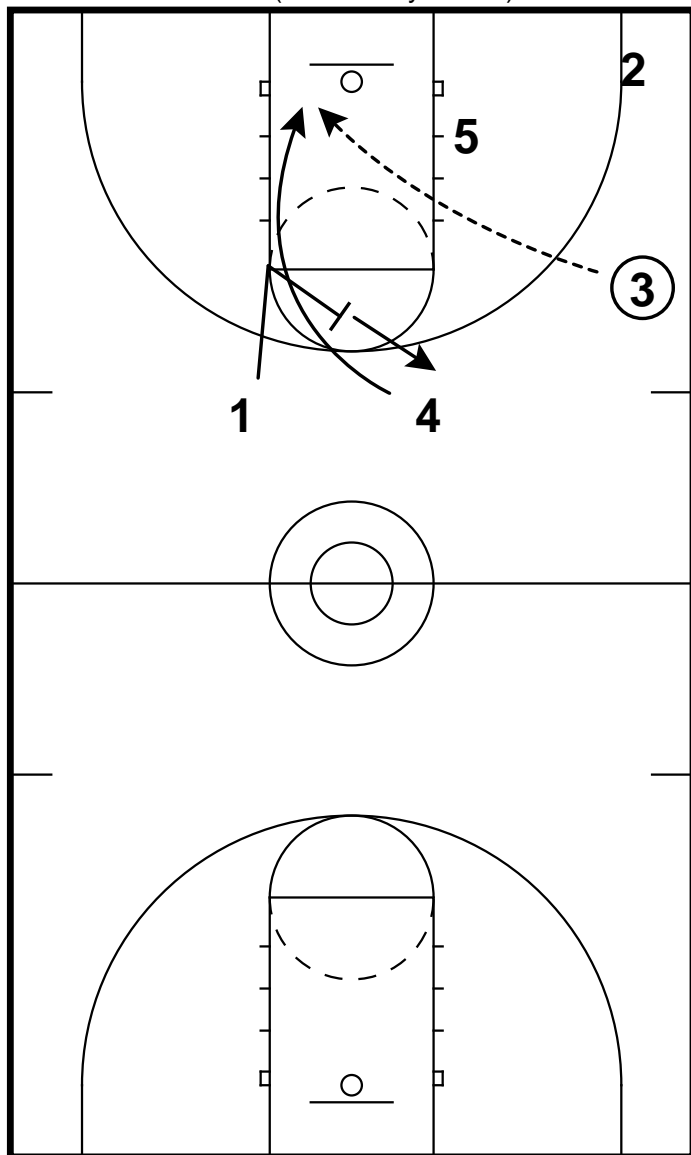
4 reverses the ball to 3



Plays YOU Can Use

Lob Sets

Flood (Secondary Break)



1 "gets a piece of the elbow" and sets a back screen for 4.
After the back screen, 1 out cuts.

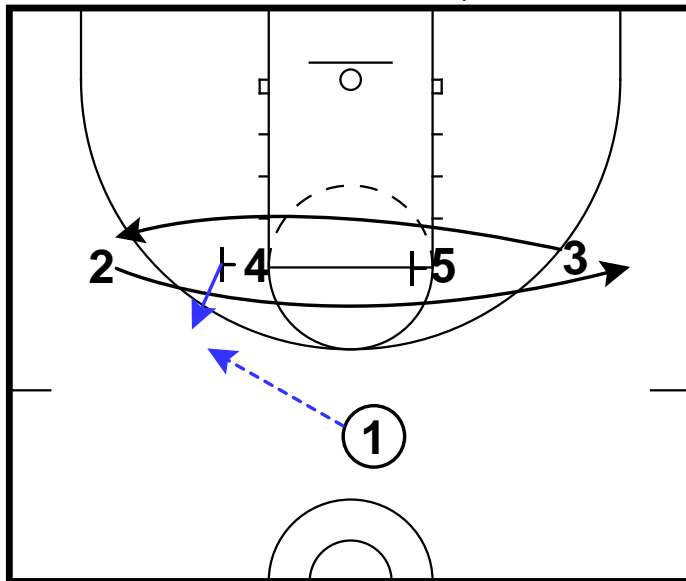
4 cuts off the back screen for the lob

3 throws the lob to 4

Plays YOU Can Use

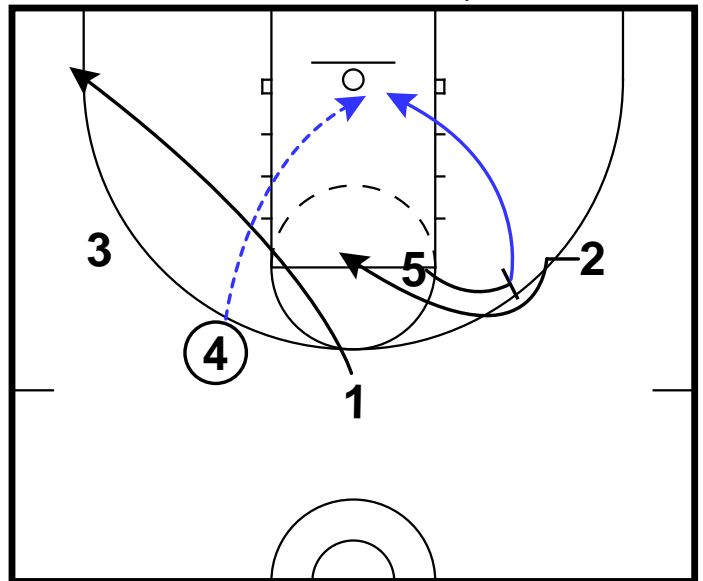
Lob Sets

Iverson Down Flop



- 3 cuts underneath the two elbows
- 4 and 5 screen for 2
- 2 Iverson Cuts to the opposite wing
- 4 out cuts to the slot
- 1 passes to 4

Iverson Down Flop



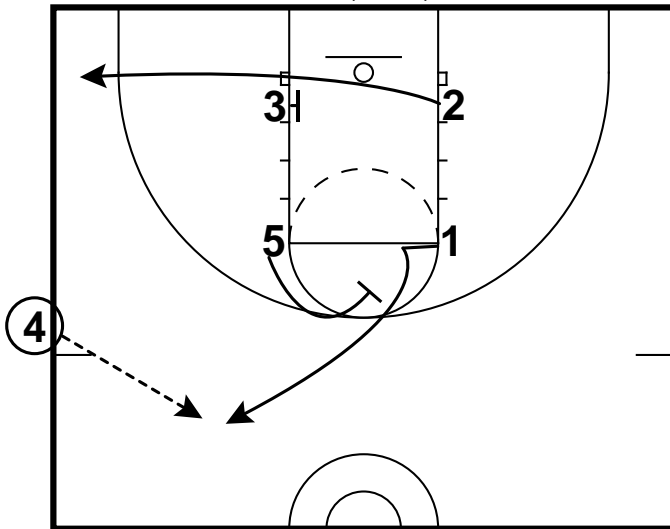
- 1 shallow cuts to the ball side corner
- 5 curls to set a down screen for 2
- 5 slips to the rim
- 4 throws the lob to 5

*** 2 curls the cut, in case X5 sits back in the lane. If the lob is not there, the curl should be wide open.

Plays YOU Can Use

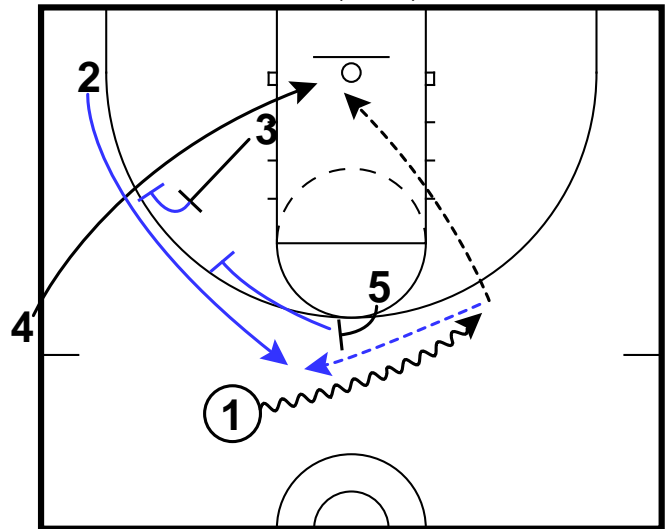
Lob Sets

The Hill (SLOB)



- 3 sets a baseline screen for 2
- 2 cuts to the ball side corner
- 5 curls into a down screen for 1
- 1 cuts to the top
- 4 passes to 1

The Hill (SLOB)



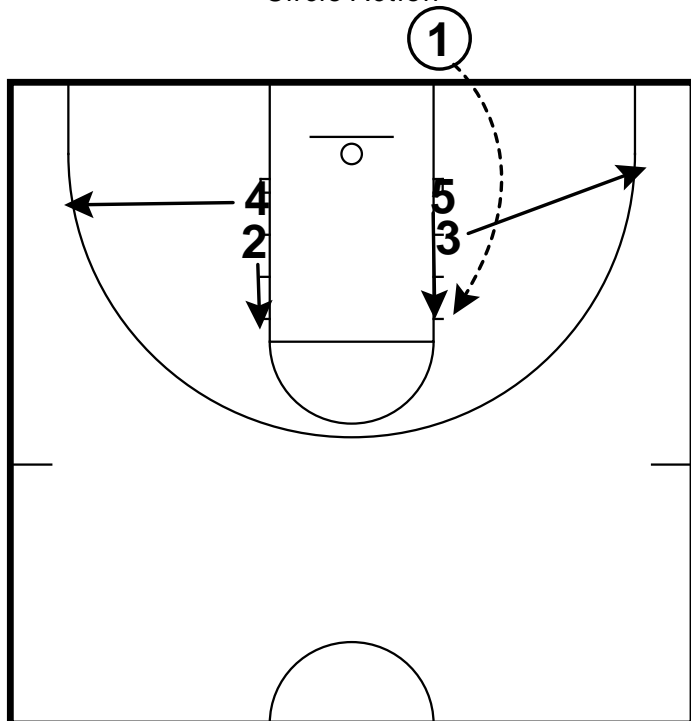
- 5 sets a ball screen for 1
- 1 stretch dribbles to the wing
- 3 sets a back screen for 4
- 1 throws the lob to 4

*** If the lob is not there, 3 and 5 set a double stagger screen for 2. 2 cuts to the top for the 3-point shot.

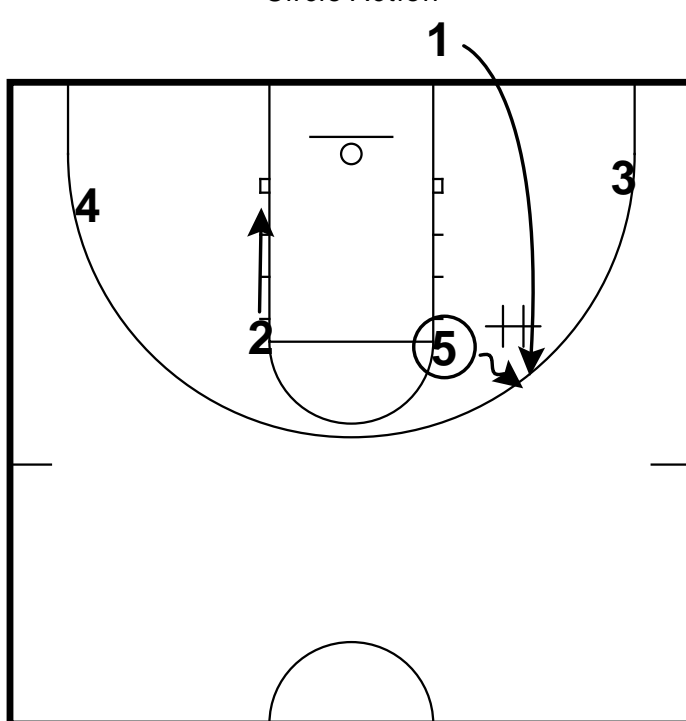
Plays YOU Can Use

BLOB

Circle Action



Circle Action



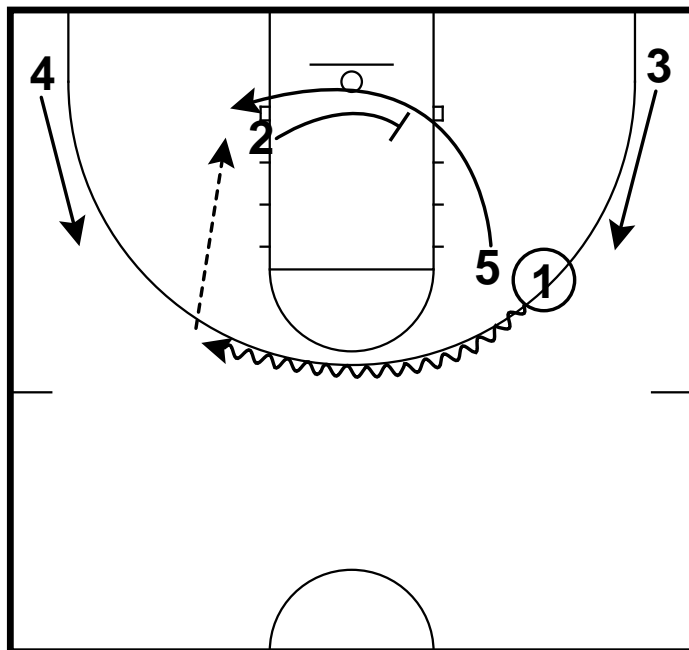
- 3 cuts to the ball side corner.
- 4 cuts to the opposite corner.
- 2 and 5 lift up the lane line.
- 1 inbounds to 5.

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

Plays YOU Can Use

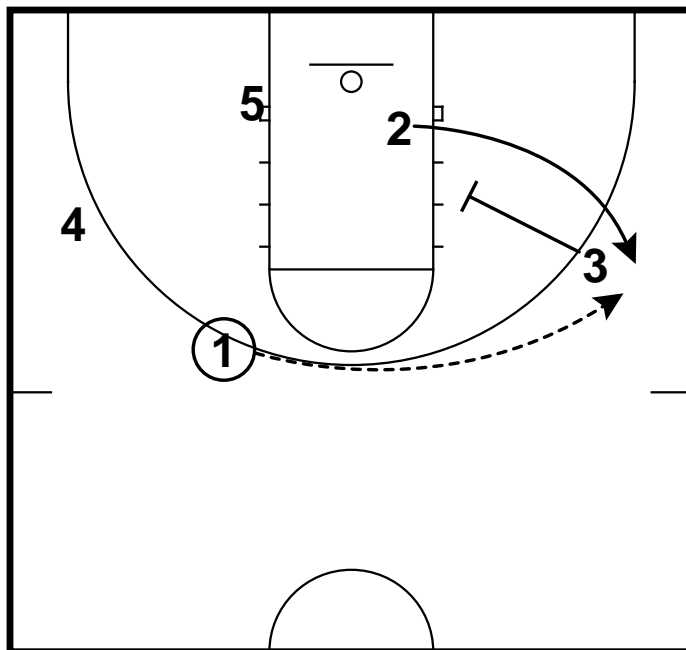
BLOB

Circle Action



- 1 dribbles the ball to the opposite slot.
- 5 sets a cross screen for 2.
- 3 and 4 lift out of the corners.
- 1 makes the post entry to 5.

Circle Action



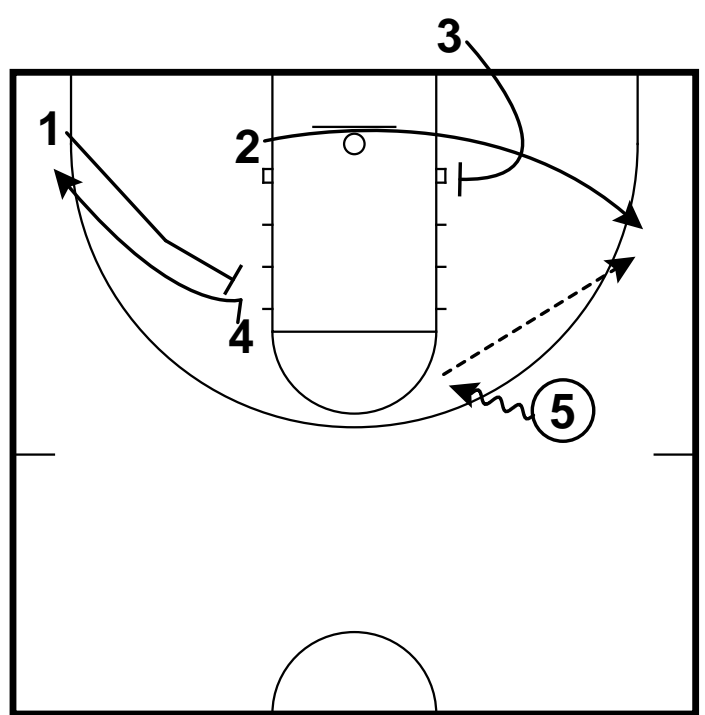
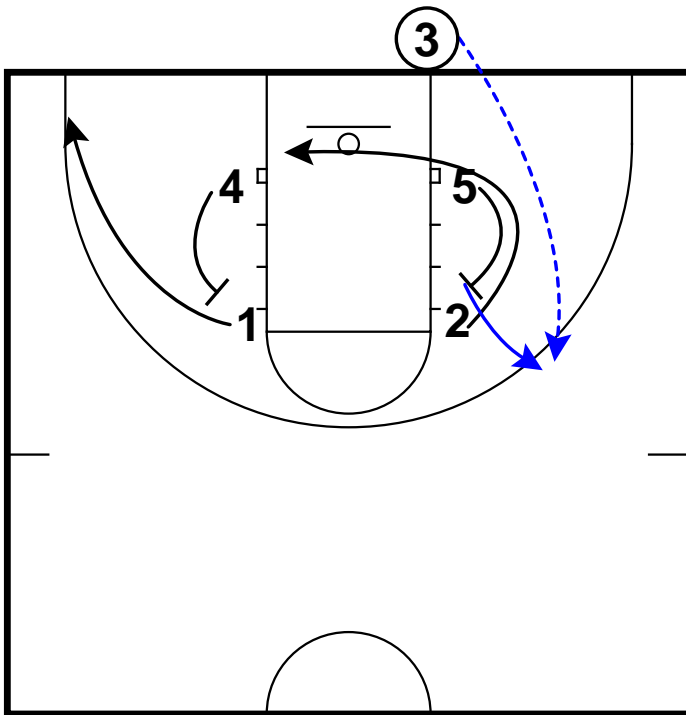
- IF POST ENTRY IS NOT OPEN...
- 3 down screens the screener (2)

Plays YOU Can Use

BLOB

Curl Rip

Curl Rip



5 and 4 set back screens for 1 and 2.

2 curls to the weakside block.

5 pops to catch on the wing.

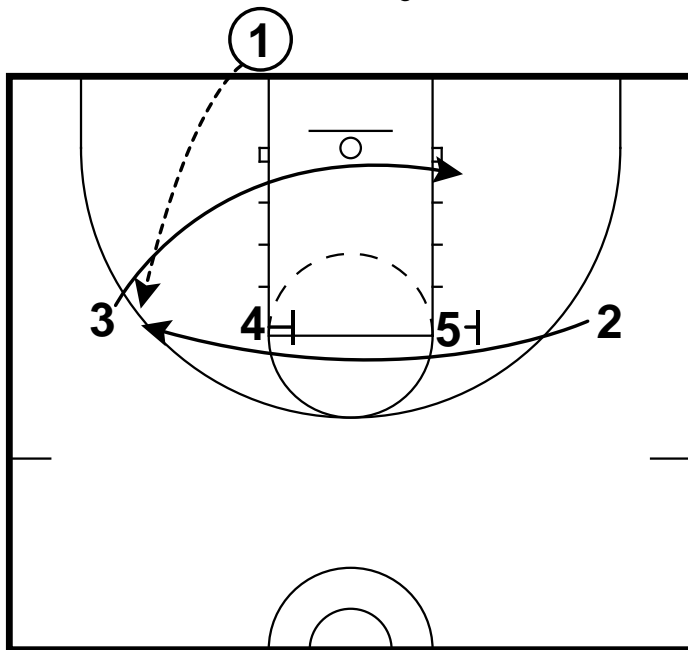
1 sets a backside flare for 4.

3 steps in to set a screen for 2 rip cutting to the corner.

Plays YOU Can Use

BLOB

Even - High



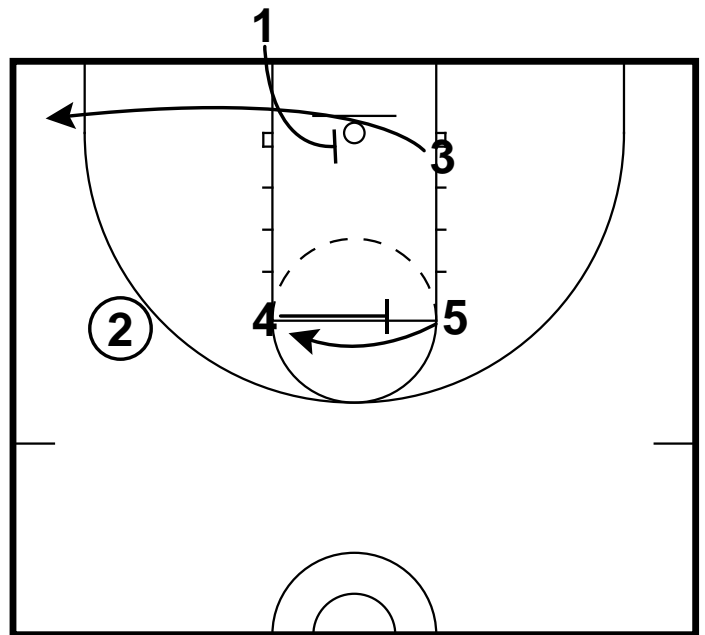
3 cuts to the weakside block

4 and 5 screen for 2

2 Iverson cuts to the opposite wing

1 passes to 2

Even - High

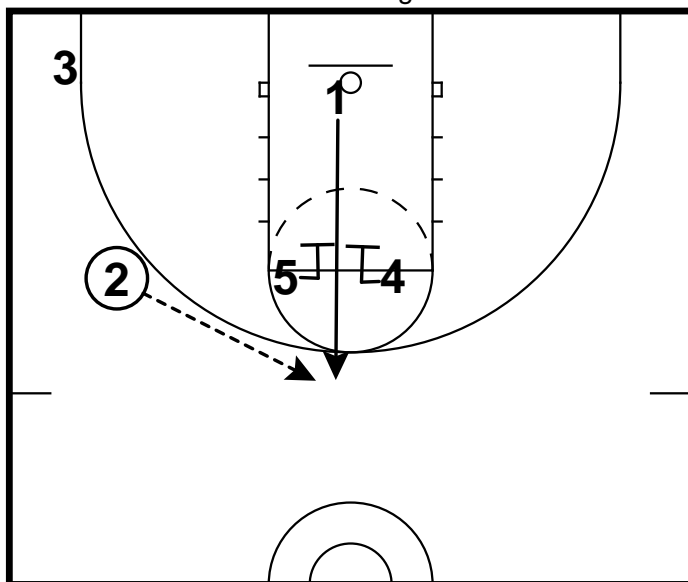


1 screens for 3

3 cuts off of a baseline screen, to the corner

4 cross screens for 5

Even - High



4 and 5 set an elevator screen for 1

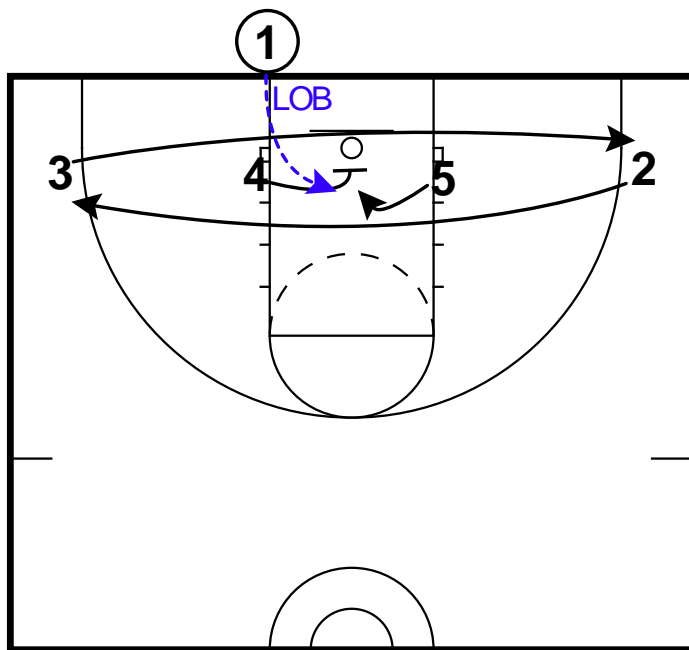
2 passes to 1



Plays YOU Can Use

BLOB

Even - Low



3 cuts underneath the blocks

2 Iverson cuts to the ball side corner

4 sets a back screen for 5

5 cuts behind to get a lob pass from 1

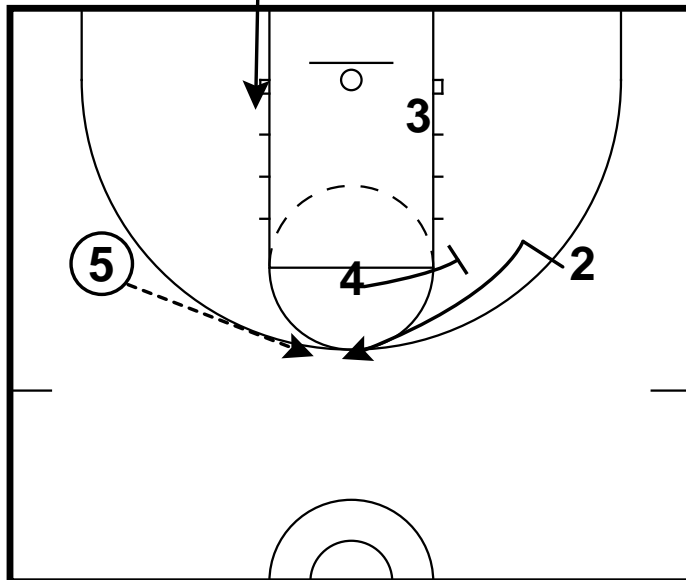
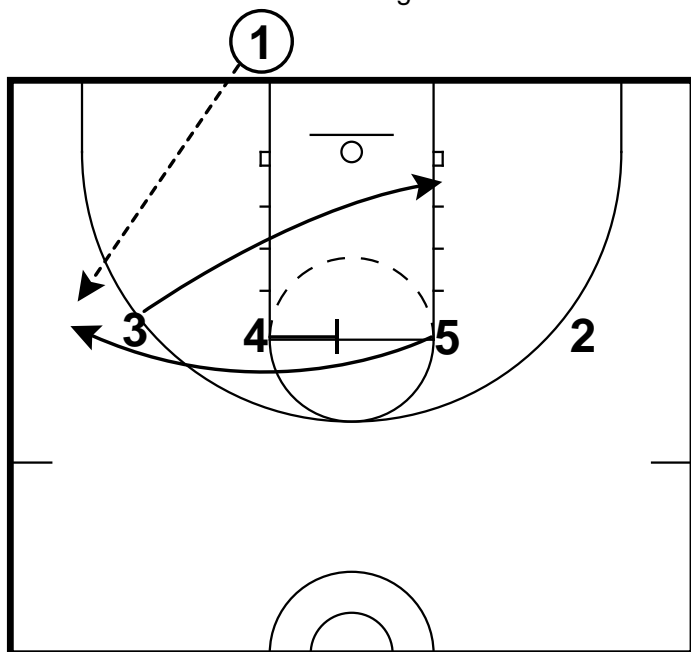
*** If man-to-man, 4 should screen and seal

Plays YOU Can Use

BLOB

Odd - High

Odd - High



3 cuts to the opposite block

4 screens for 5

5 cuts to the opposite wing

1 passes to 5

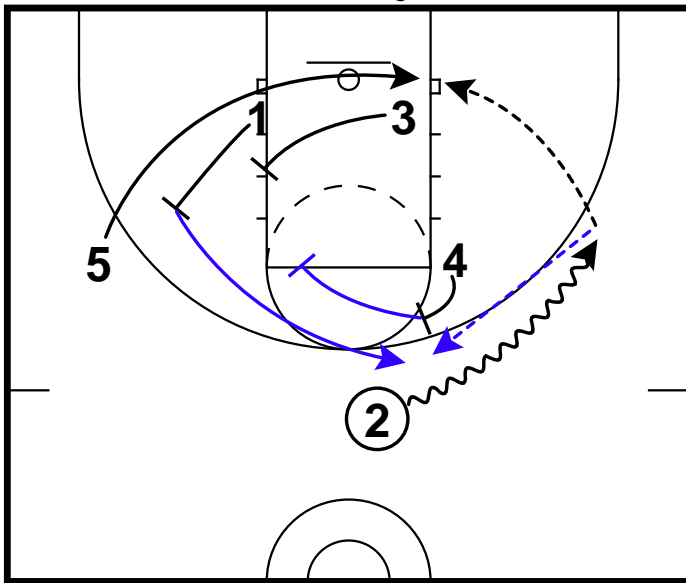
4 down screen for 2

5 passes to 2

Plays YOU Can Use

BLOB

Odd - High



4 sets a ball screen for 2

1 and 3 set a baseline stagger for 5

5 cuts to the block

2 passes to 5

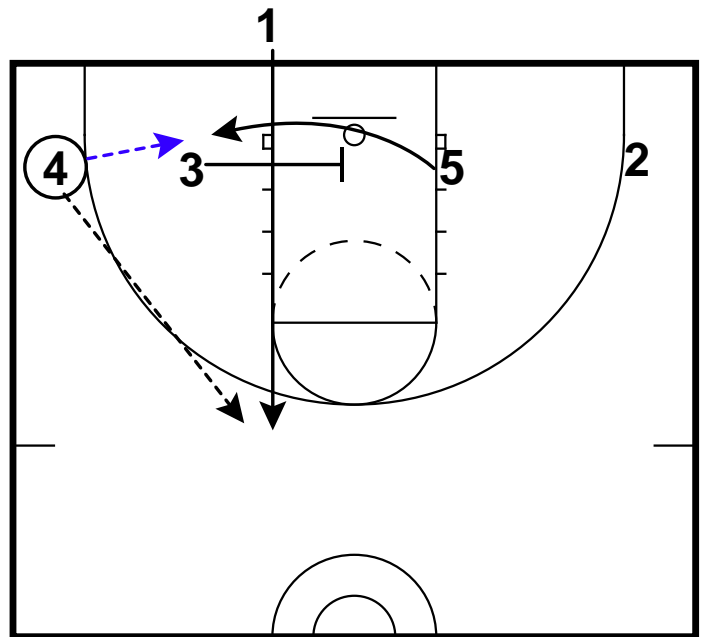
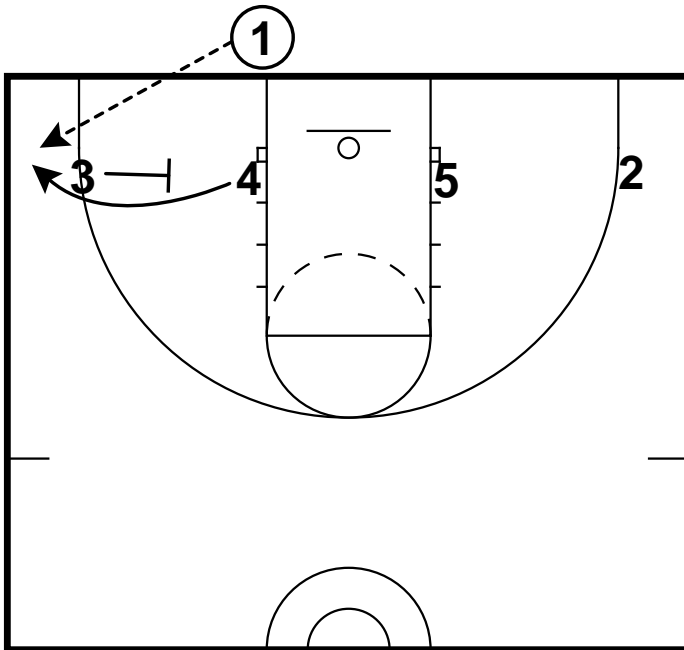
4 down screen for 1 (BLUE)

Plays YOU Can Use

BLOB

Odd - Low

Odd - Low



3 screens 4

1 passes to 4

1 zipper cuts to the top

3 cross screens 5

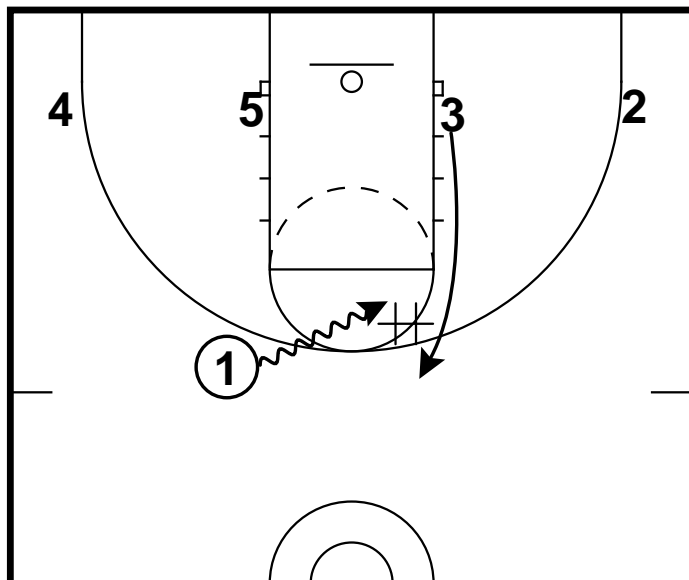
4 can pass to 5 for the layup

If 5 is not open, 4 passes to 1

Plays YOU Can Use

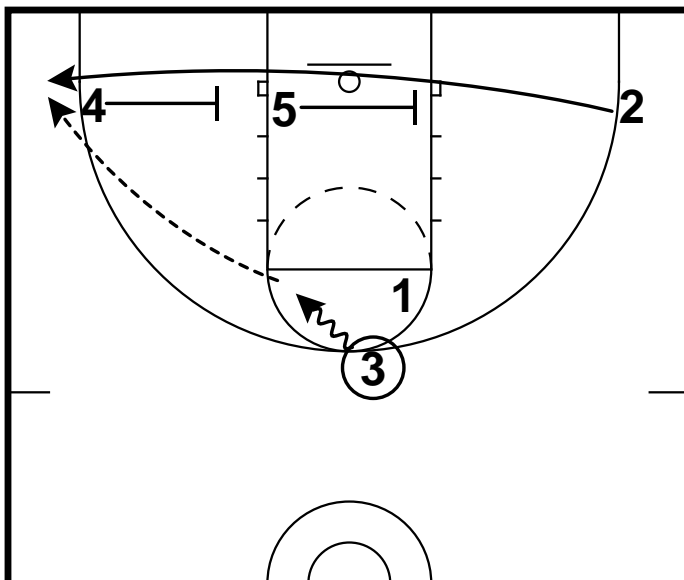
BLOB

Odd - Low



1 dribble hand off to 3

Odd - Low



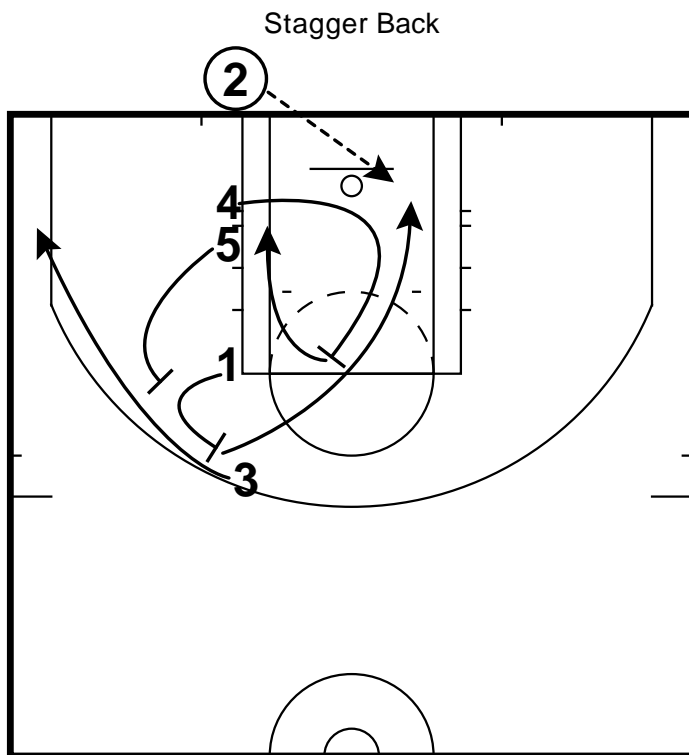
3 attacks the elbow

5 and 4 set a baseline screen for 2

2 cuts to the corner for a shot

Plays YOU Can Use

BLOB



5 and 1 set a double stagger for 3

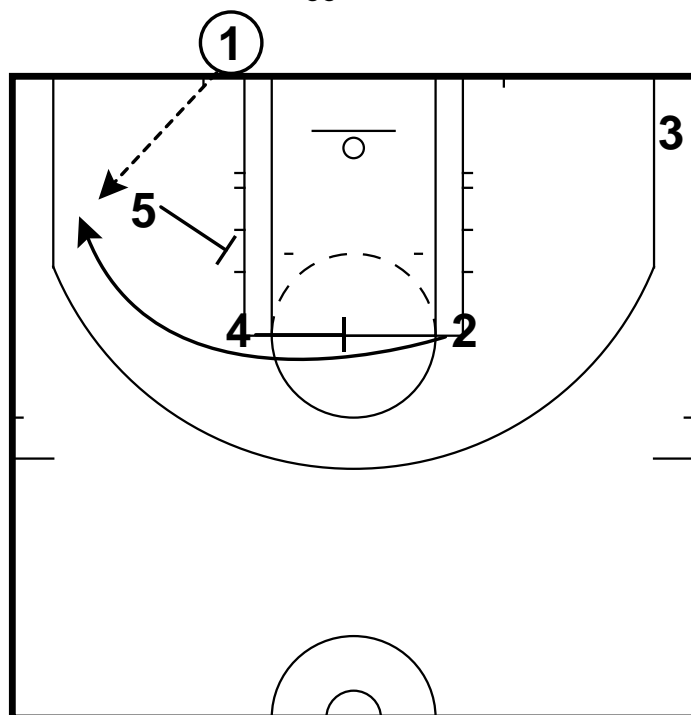
4 sets a back screen for 1

4 cuts to the ball side block

Plays YOU Can Use

BLOB

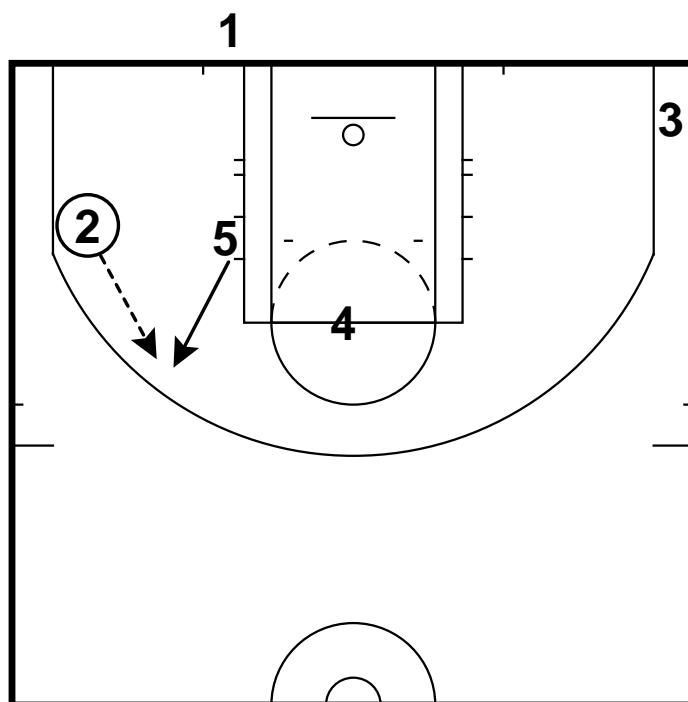
Stagger Pistol



4 and 5 set a double stagger screen for 2

1 passes to 2

Stagger Pistol



5 spaces to get a catch

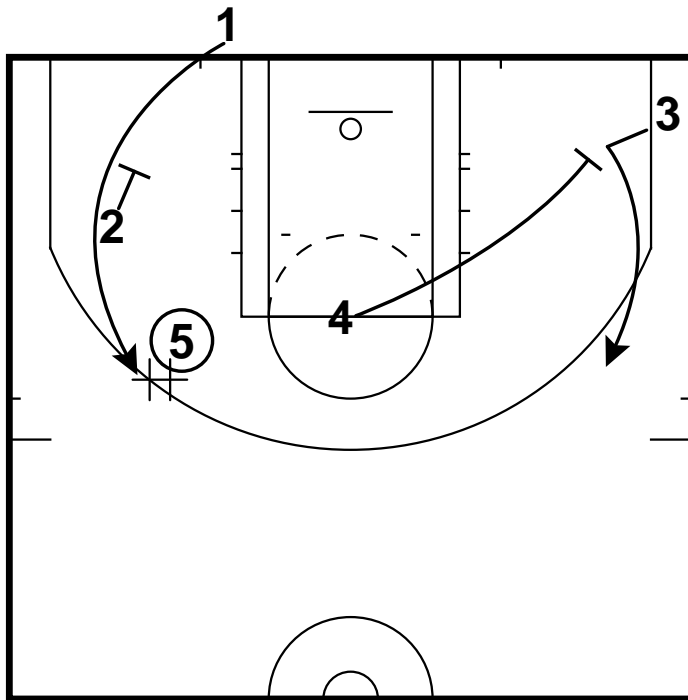
2 passes to 5

*** This initiates "Pistol Action"

Plays YOU Can Use

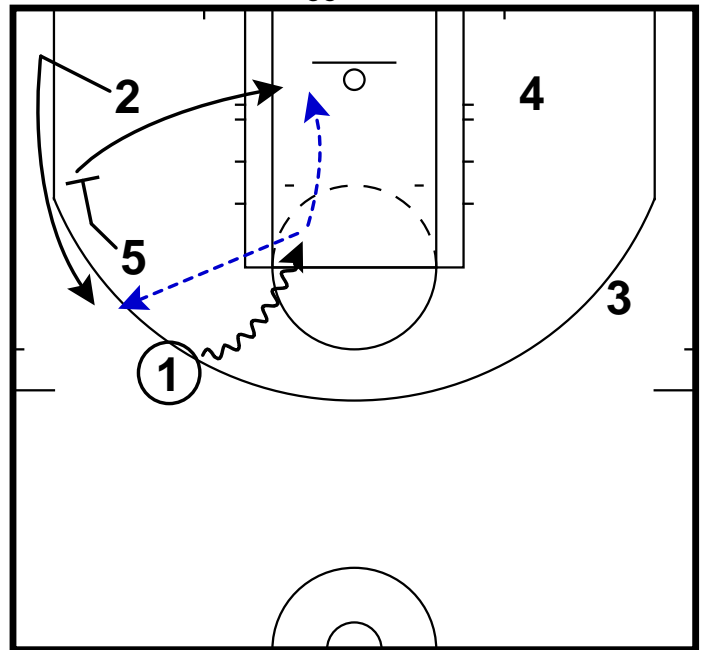
BLOB

Stagger Pistol



- 2 sets down screen for 1
- 5 hand off to 1
- 4 sets down screen for 3

Stagger Pistol

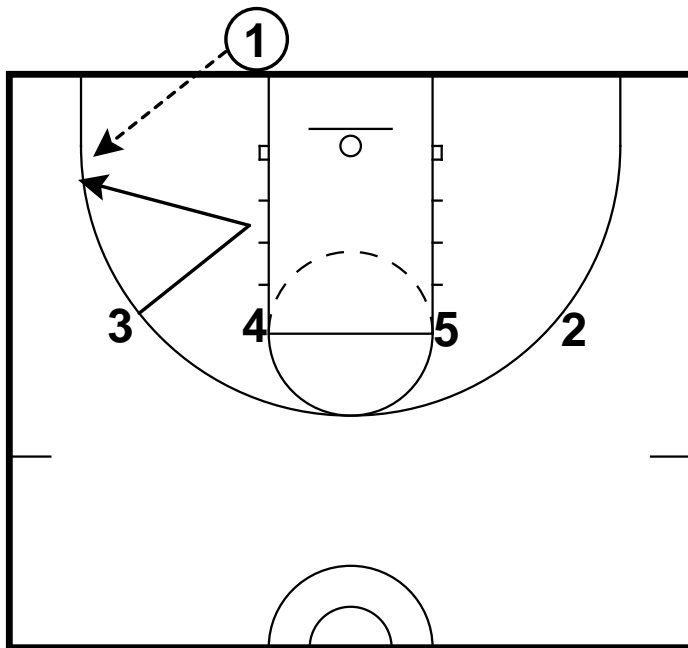


- 1 turns the corner off of DHO
- 5 sets down screen for 2
- 5 cuts to the rim
- 1 reads the defense

Plays YOU Can Use

BLOB

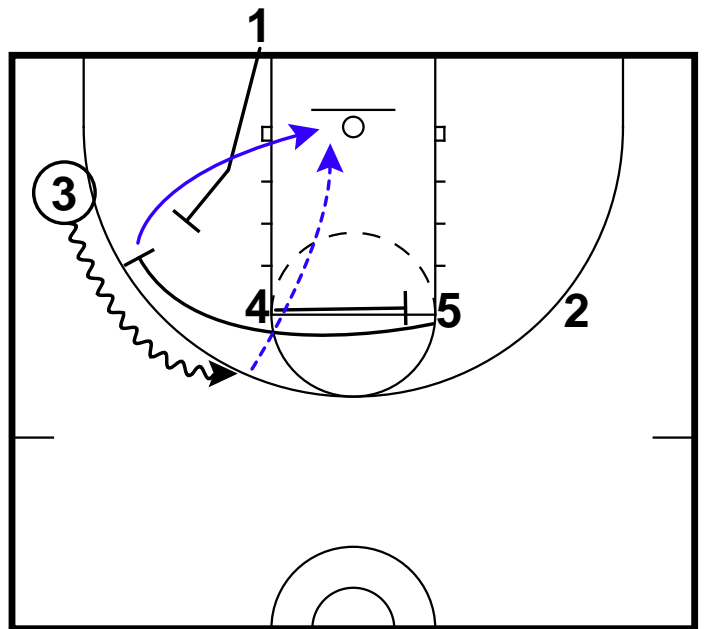
Zero - High



3 fakes the cut to the opposite block

1 passes to 3

Zero - High



4 screens 5 into a ball screen

1 sets a back screen on the ball screener

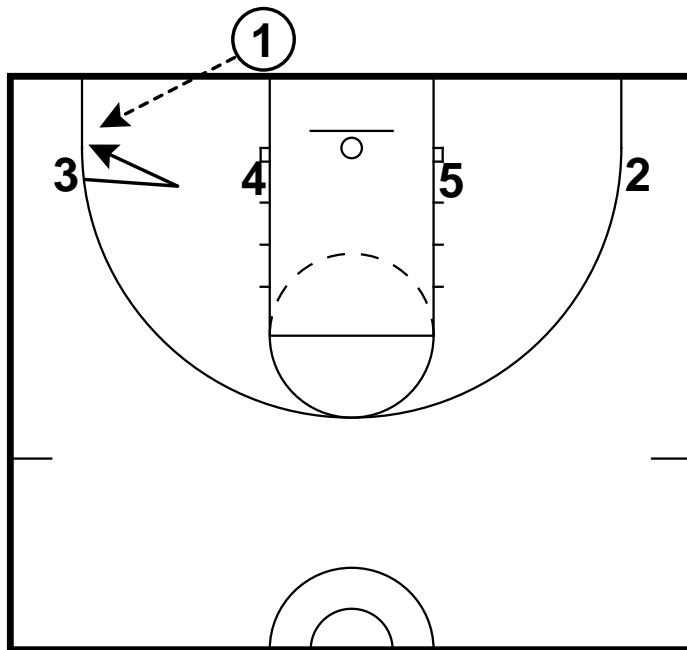
3 comes off the screen, looking for the lob pass to 5.

*** If the lob is not there, throw back to 5, and enter the ball into the post.

Plays YOU Can Use

BLOB

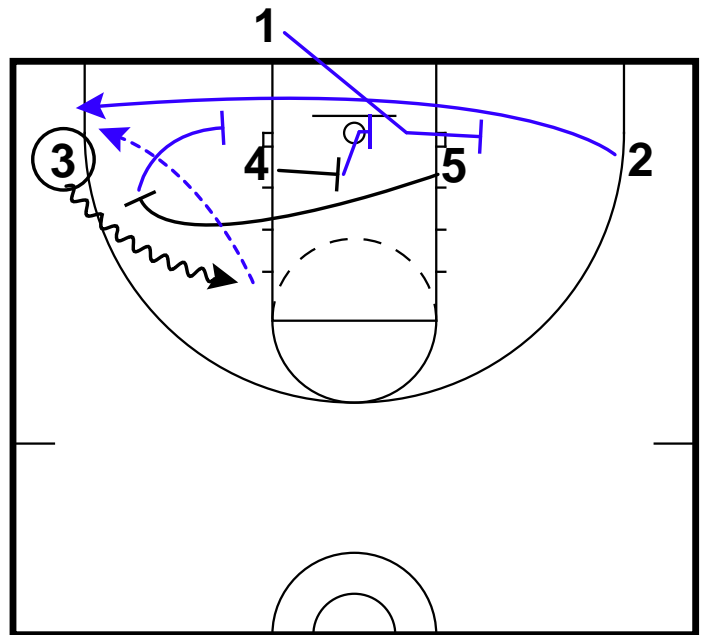
Zero - Low



3 pops to get a catch

1 pass to 3

Zero - Low



4 screens 5, into a ball screen

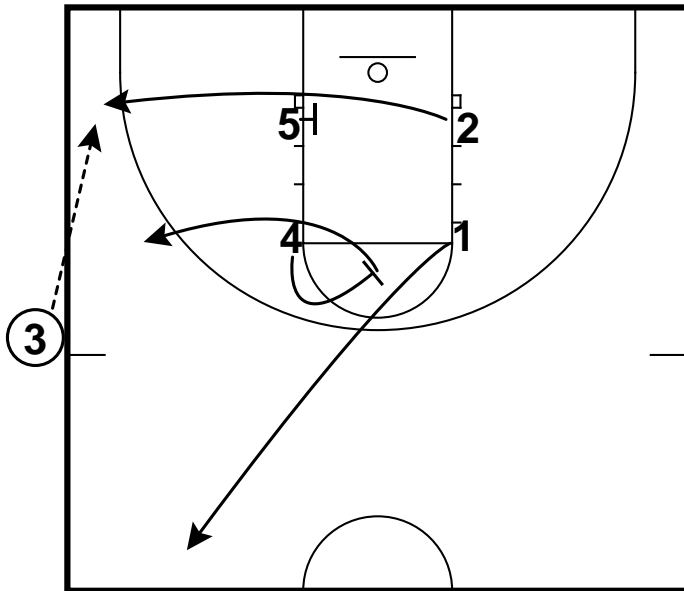
2 runs off of a triple baseline screen

3 throws back to 2

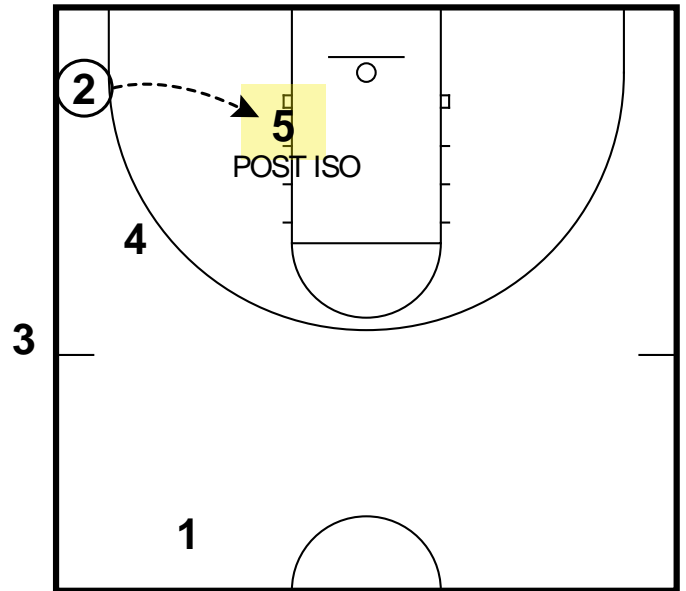
Plays YOU Can Use

SLOB

Box Clear



Box Clear



5 sets a baseline screen for 2

4 sets a screen for 1

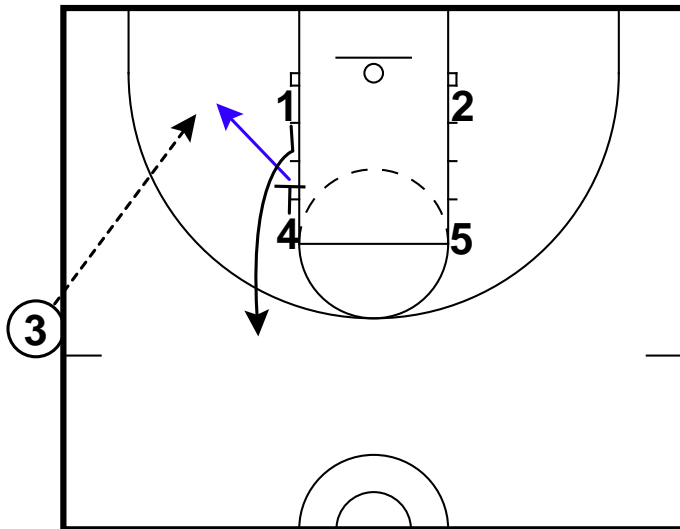
1 cuts to the back court

4 cuts back to the ball

Plays YOU Can Use

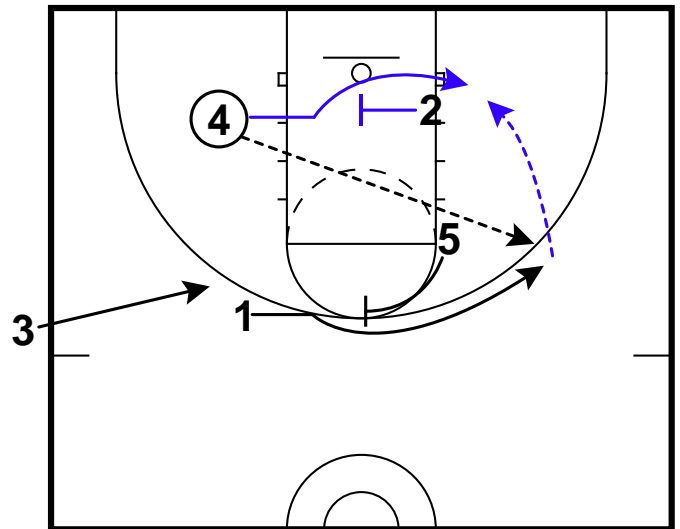
SLOB

Flare Punch STS



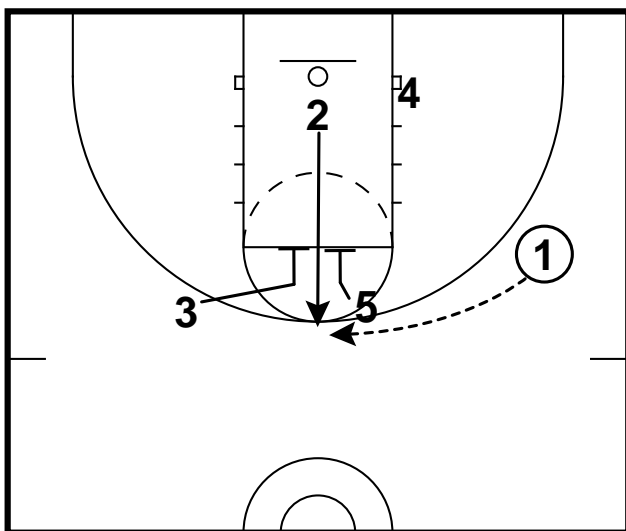
- 4 sets a pin down for 1
- 1 zipper cuts to the top
- 4 slips or out cuts the screen, to get a catch

Flare Punch STS



- 5 sets a flare screen for 1
- 4 throws a skip pass to 1
- 2 sets a baseline cross screen for 4
- 1 looks to pass in to 4

Flare Punch STS

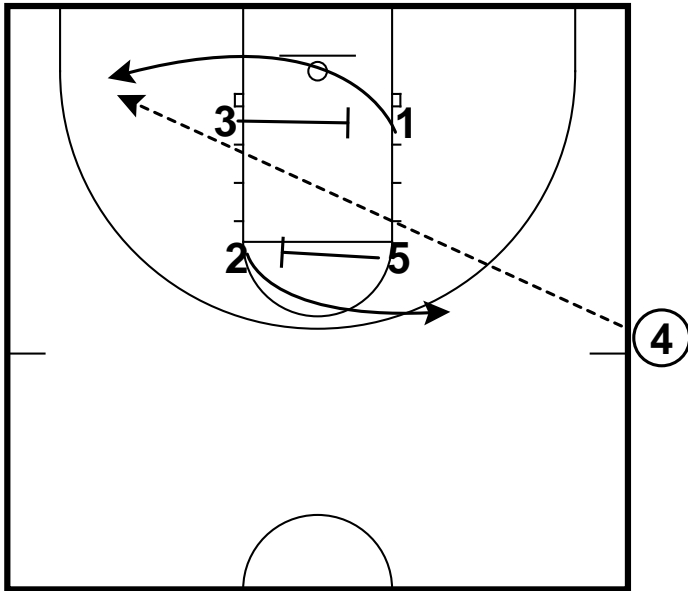


- If 4 is not open inside...
- 3 and 5 set an elevator screen for 2
- 2 cuts through the middle for a 3-point shot

Plays YOU Can Use

SLOB

Princeton Winner

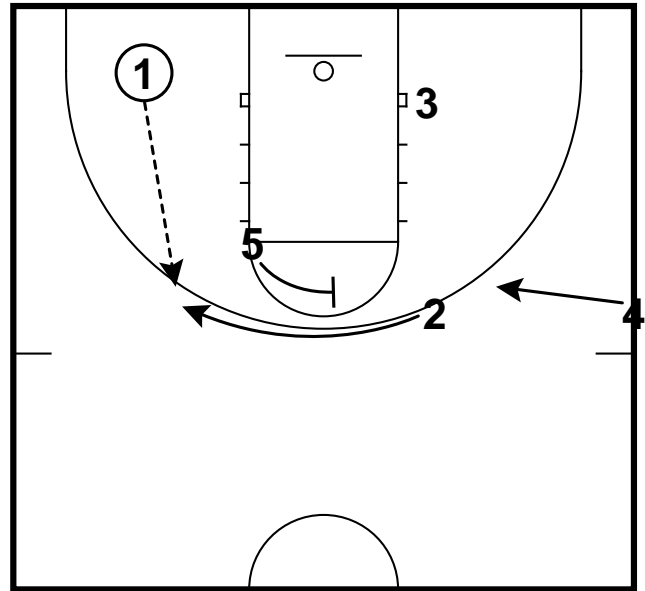


Box Formation

3 sets a back screen for 1

5 sets a cross screen for 2

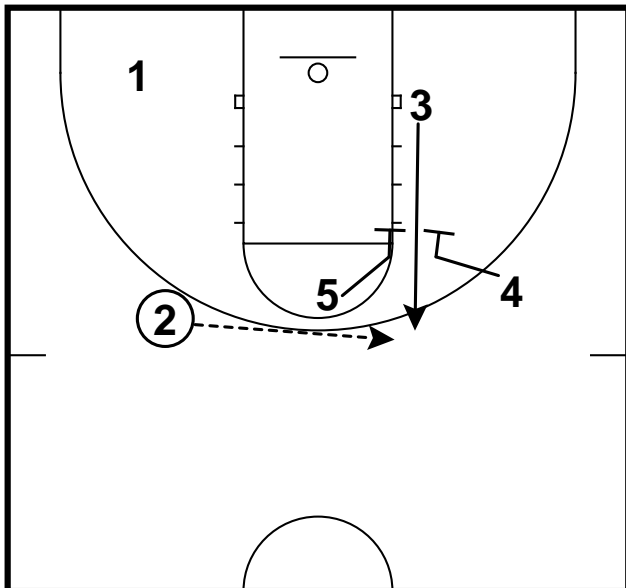
Princeton Winner



On the catch, 5 re-screens for 2.

1 passes to 2 for the 3-point shot.

Princeton Winner



5 and 4 set an elevator screen for 3

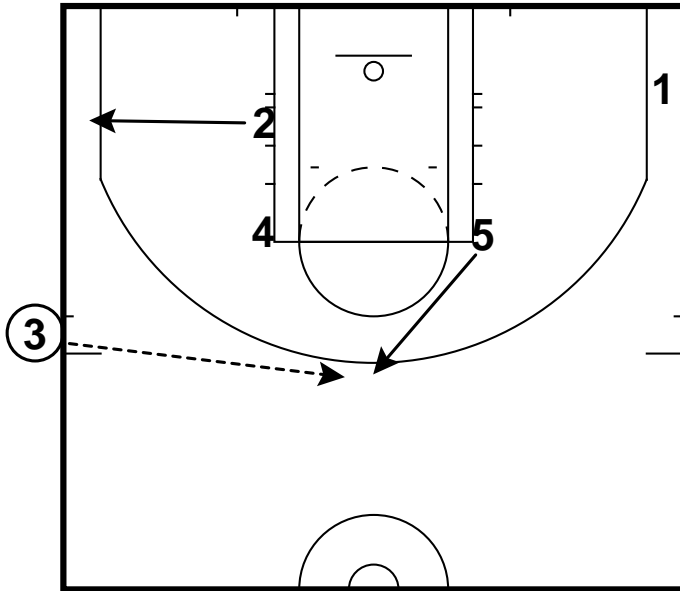
3 cuts up the middle for a three point shot



Plays YOU Can Use

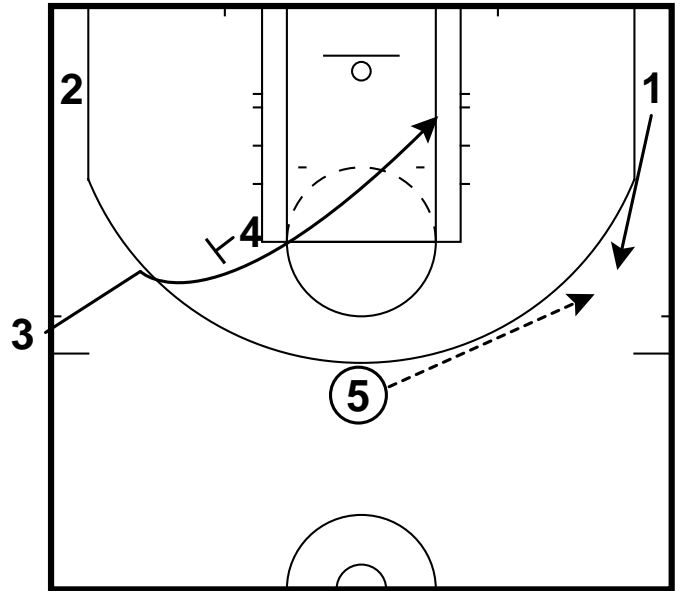
SLOB

Shuffle Floppy Snap



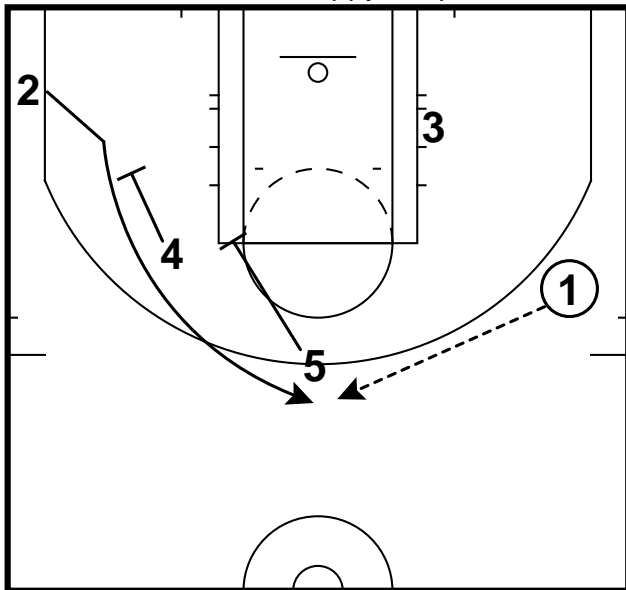
- 2 cuts to the corner
- 5 cuts to the top of the key
- 3 passes to 5

Shuffle Floppy Snap



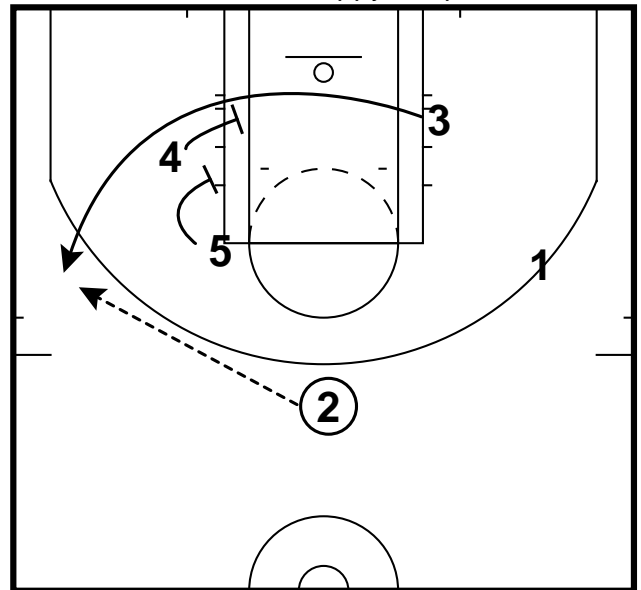
- 1 lifts from the corner
- 5 passes to 1
- 4 screens for 3
- 3 shuffle cuts to the block

Shuffle Floppy Snap



- 4 and 5 set double stagger for 2
- 1 passes to 2

Shuffle Floppy Snap

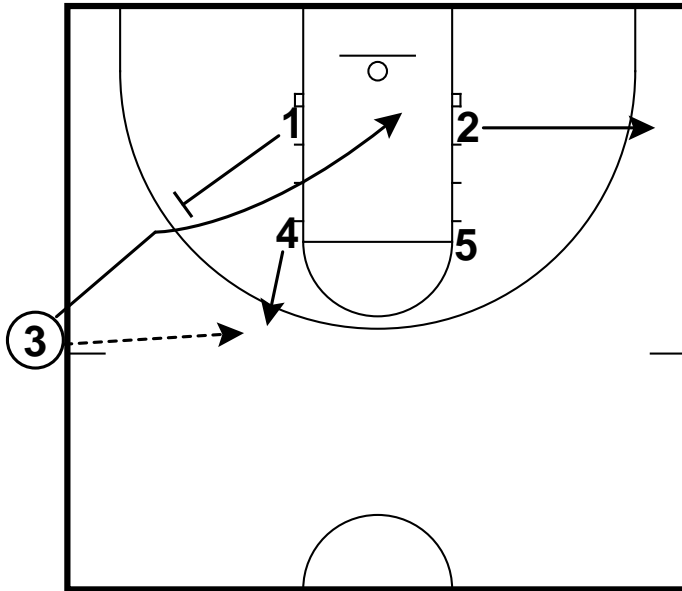


- 4 and 5 set a double stagger for 3

Plays YOU Can Use

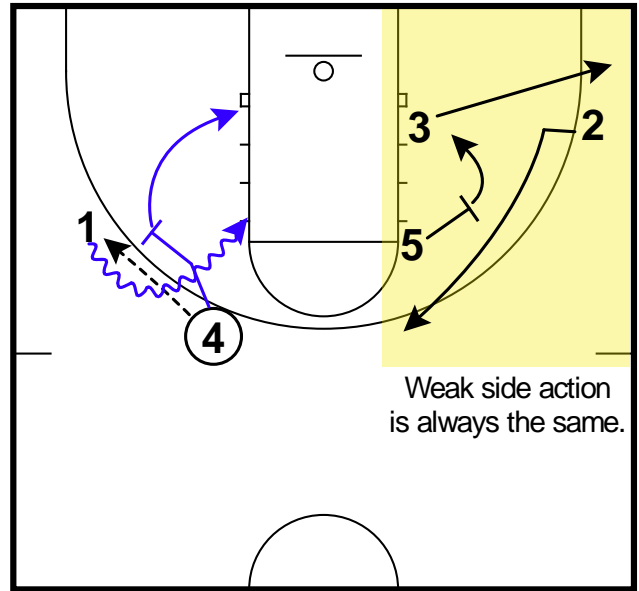
SLOB

Shuffle Option



- 4 pops to get a catch
- 1 sets a screen for 3
- 3 shuffle cuts to the weak side block

Shuffle Option

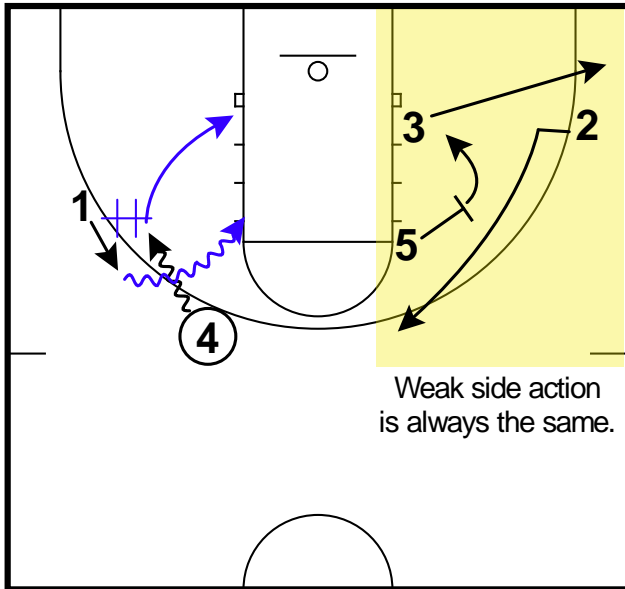


- OPTION 1
- Pass & Chase into ball screen
 - Weak side action is always the same
 - 5 sets a down screen for 2
 - 3 spaces to the opposite corner

Plays YOU Can Use

SLOB

Shuffle Option



Option 2

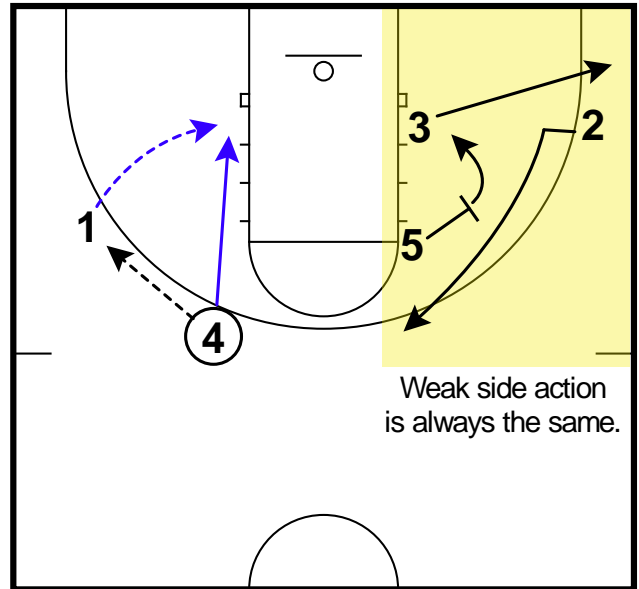
4 give 1 a dribble hand off

Weak side action is always the same

5 sets a down screen for 2

3 spaces to the opposite corner

Shuffle Option



Option 3

4 passes to 1 and cuts to a post iso

Weak side action is always the same

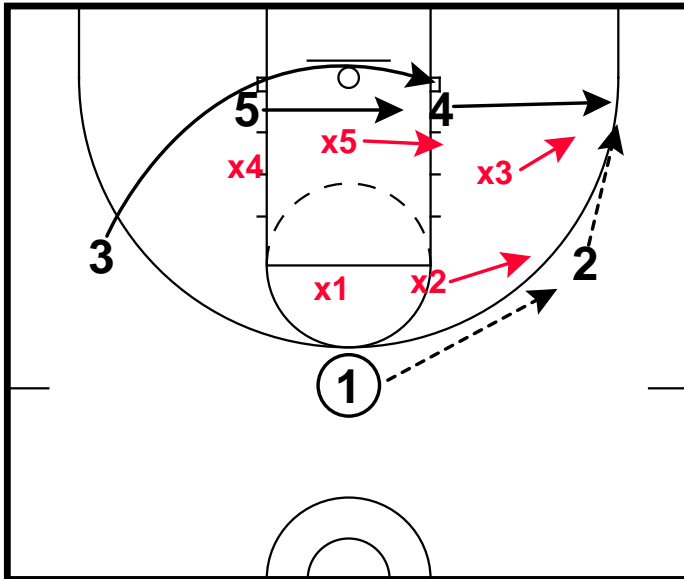
5 sets a down screen for 2

3 spaces to the opposite corner

Plays YOU Can Use

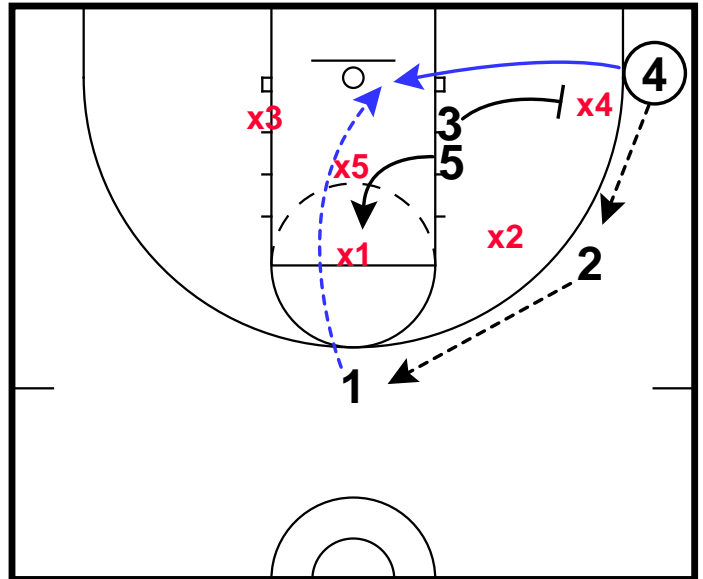
Zone Offense

Banger



- 1 passes to 2
- 4 cuts to the corner
- 3 and 5 cut to the opposite block
- 2 passes to 4

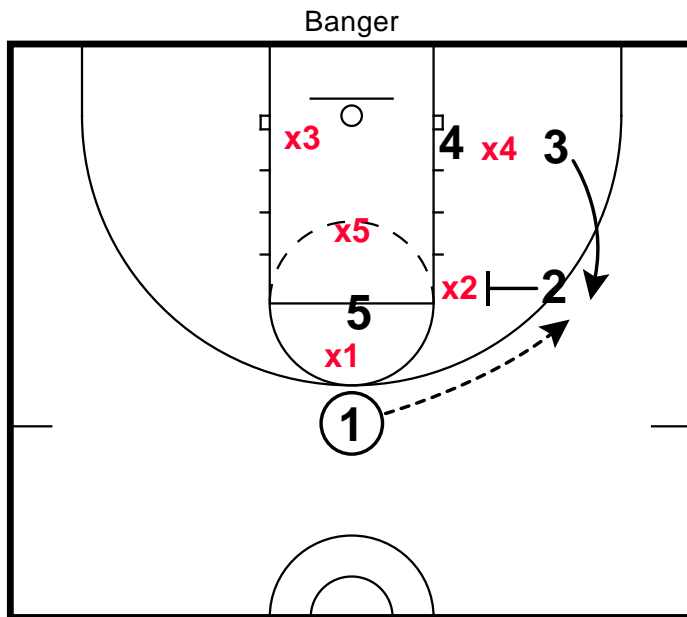
Banger



- 4 passes to 2
- 2 passes to 1
- 3 back screens the outside zone defender
- 5 flashes to the nail (occupies middle defender)
- 1 throws the lob pass to 4

Plays YOU Can Use

Zone Offense



If lob is not open:

2 screens the top of the zone

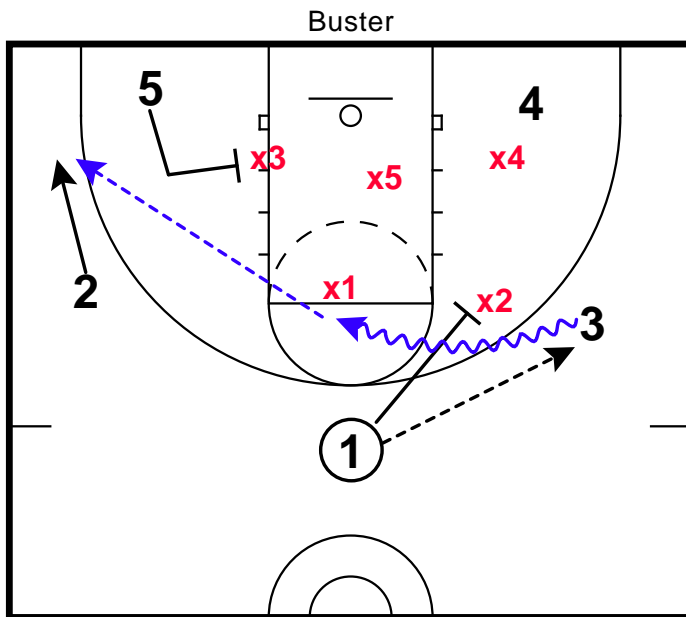
3 cuts to the wing

*** Screen the screener action



Plays YOU Can Use

Zone Offense



1 passes to 3

1 chases into a ball screen

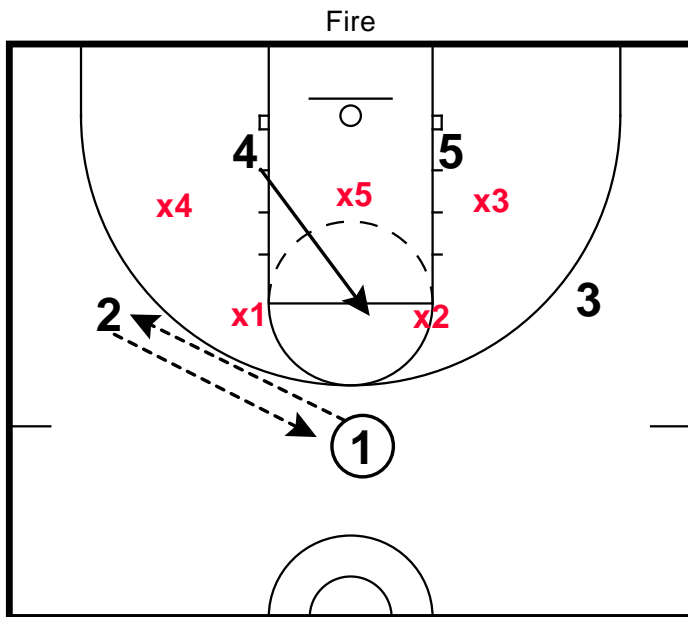
2 slides to the opposite corner

5 screens the outside of the zone

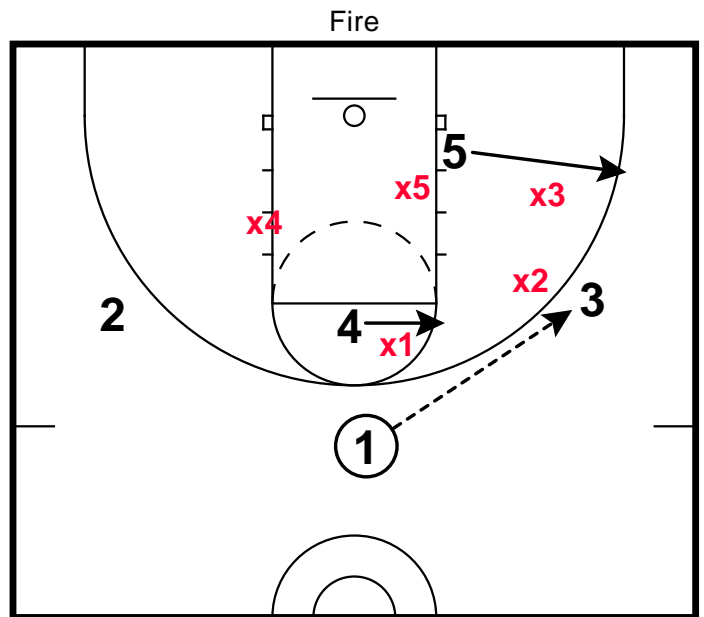
3 attacks the nail, then throws a skip pass to 2

Plays YOU Can Use

Zone Offense



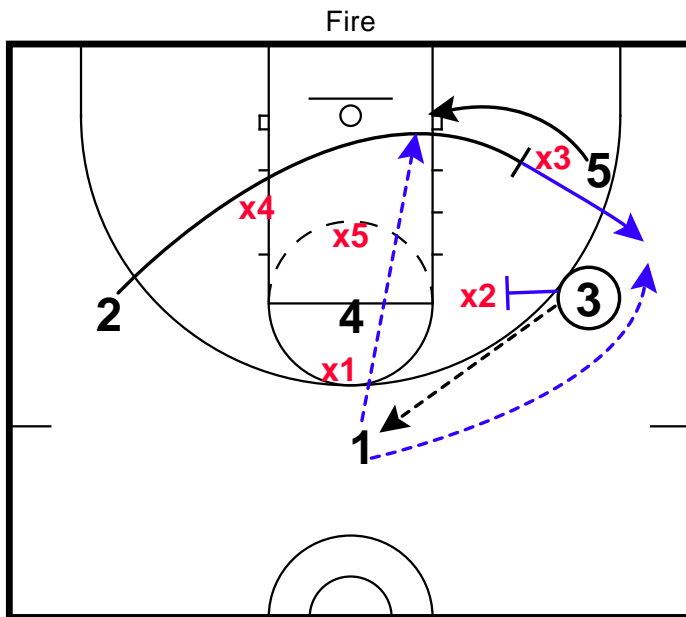
- 1 passes to 2
- 2 passes back to 1
- 4 flashes into high post



- 1 swings the ball to 3
- 5 cuts to the corner
- 4 follows the ball

Plays YOU Can Use

Zone Offense



3 passes to 1

2 cuts the baseline, into a back screen for 5

1 lobs to 5

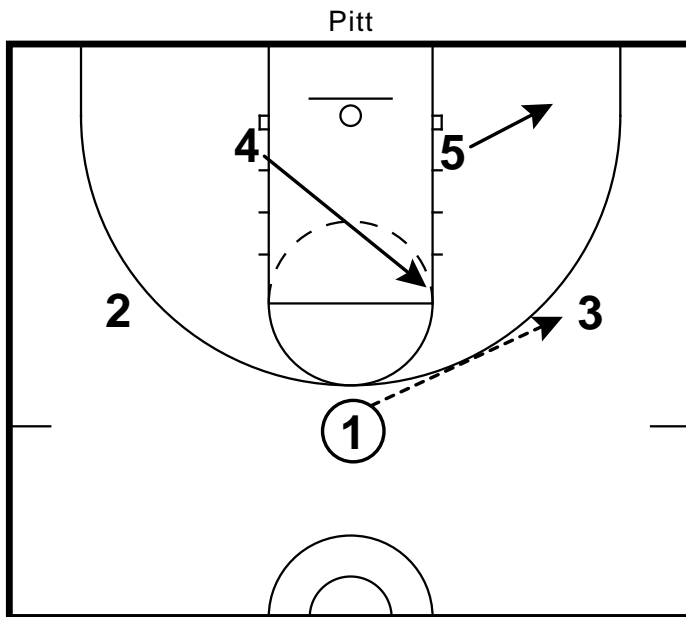
If 5 is not open...

3 screens in the zone

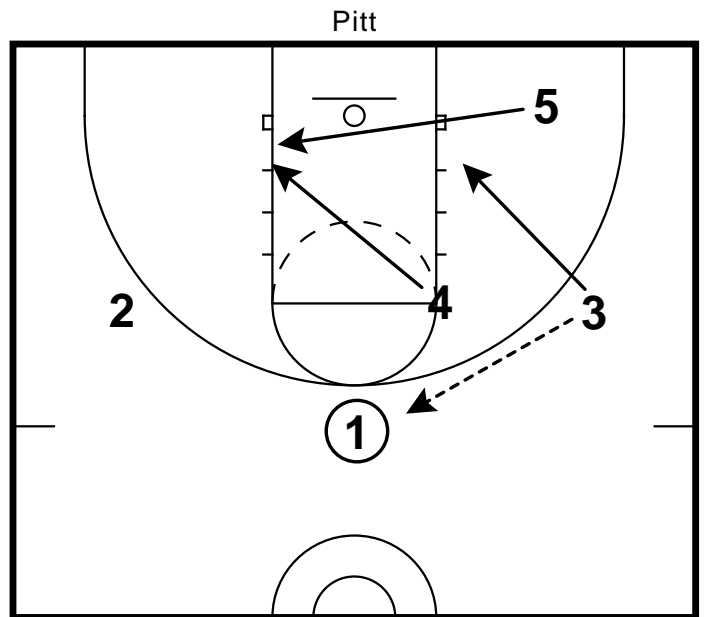
2 cuts to the wing

Plays YOU Can Use

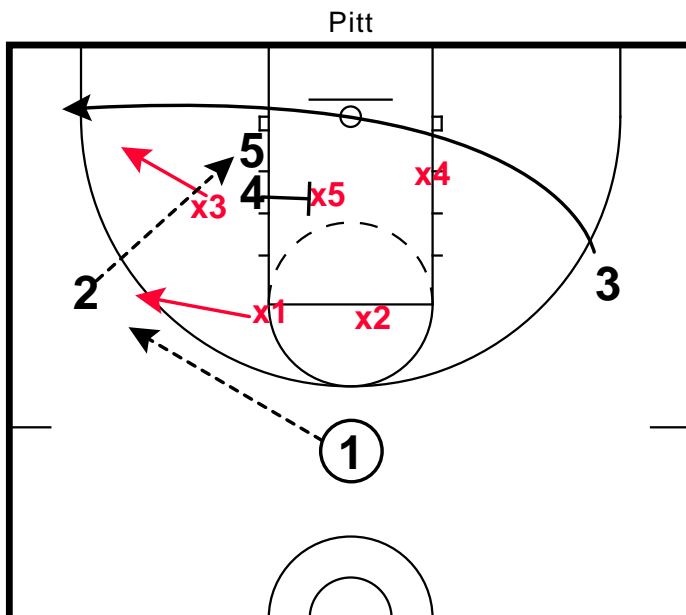
Zone Offense



- 1 passes to 3
- 4 flashes to the high post
- 5 spaces to the short corner



- 3 passes back to 1
- 4 and 5 cut to the opposite block (4 on top of stack)
- 3 cuts to the block

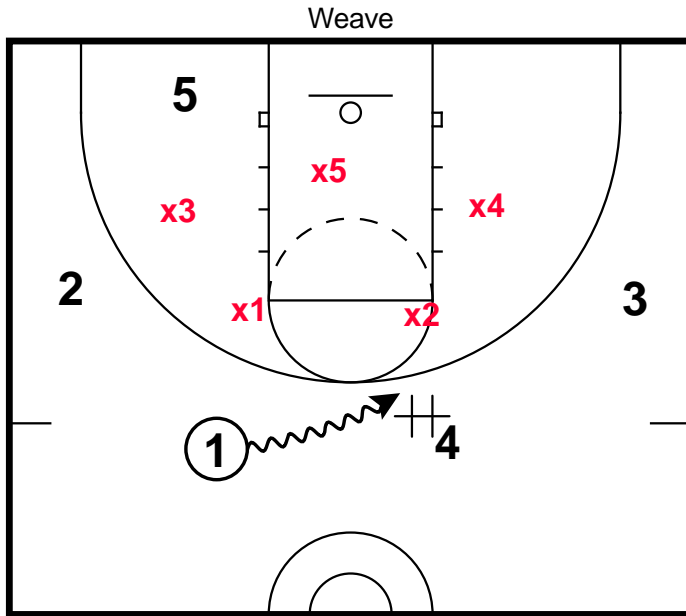


- 1 pass to 2
- 3 cuts to the corner
- 4 screens the middle defender in the zone
- 5 takes one step towards the ball
- 2 pass fakes to the corner, then passes to 5

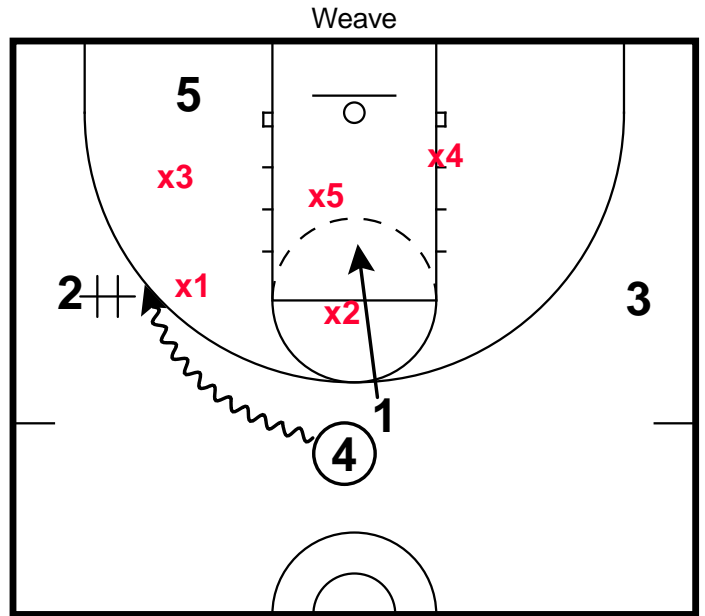


Plays YOU Can Use

Zone Offense



1 dribble hand off to 4

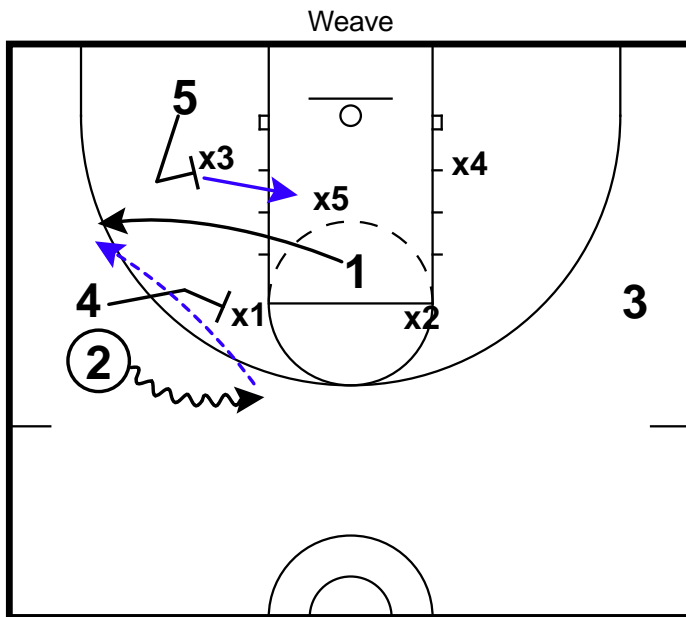


1 cuts to the middle of the lane

4 dribble hand off to 2

Plays YOU Can Use

Zone Offense



2 dribbles towards the top of the key

4 screens the top defender in the zone

5 screens the outside bottom defender

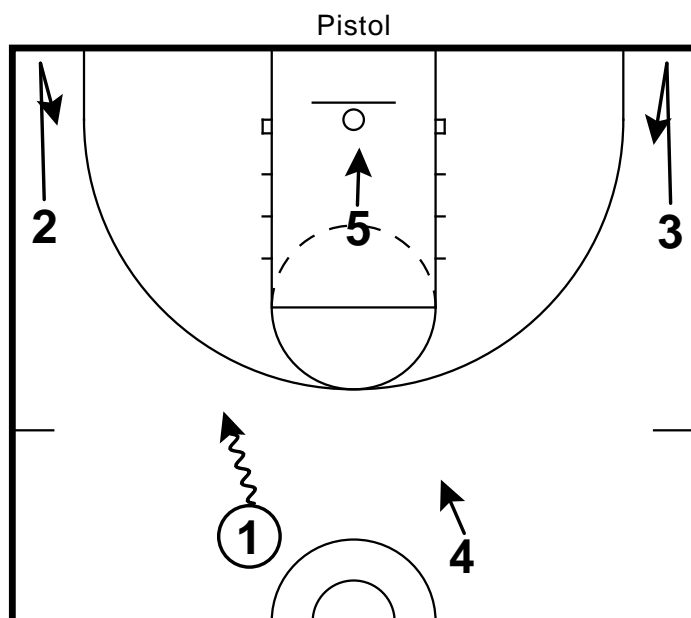
1 cuts to the wing

2 throws back to 1

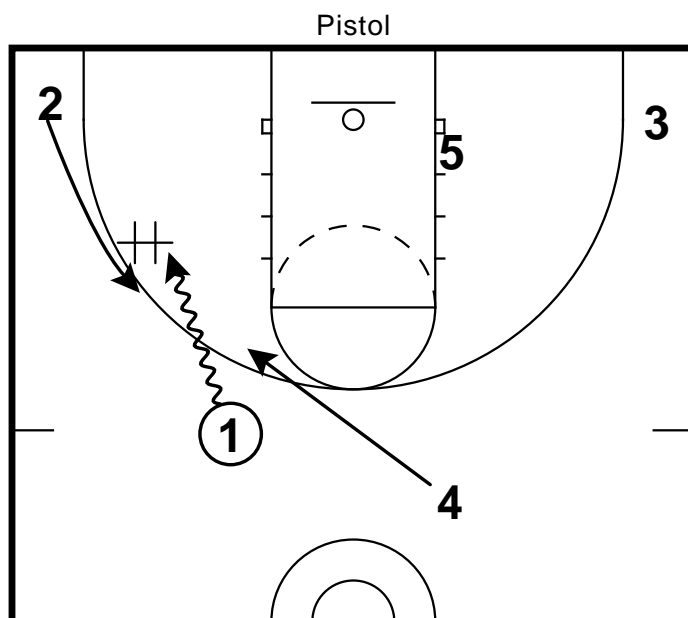
*** If no shot, 5 seals the middle defender in the zone for a post entry pass

Plays YOU Can Use

Transition Offense



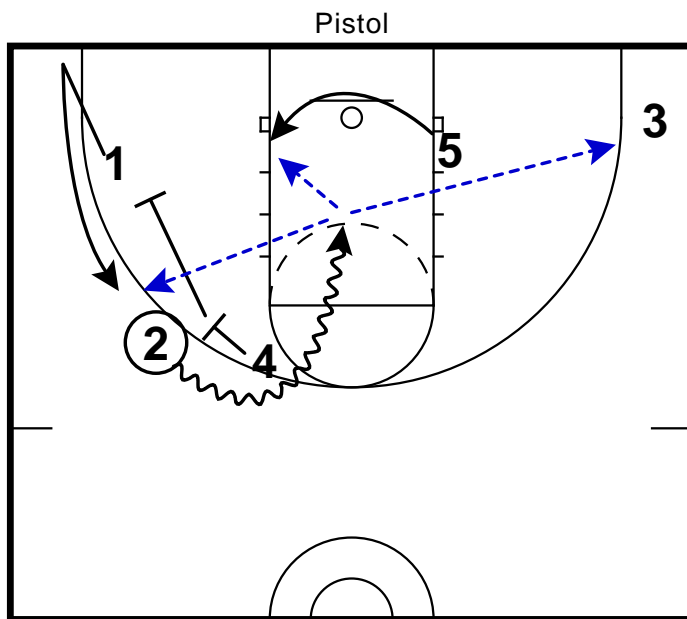
- 1 pushes the ball
- 4 is the trailer
- 5 is the rim runner
- 2 and 3 run the wings & bounce off the baseline



- 1 must "break the arc," when dribbling at 2
- 2 gets a dribble hand off from 1
- 4 trails 1

Plays YOU Can Use

Transition Offense



4 sets a wing ball screen for 2

2 turns the corner

1 bounces off the baseline

4 follows the ball screen, with a down screen for 1

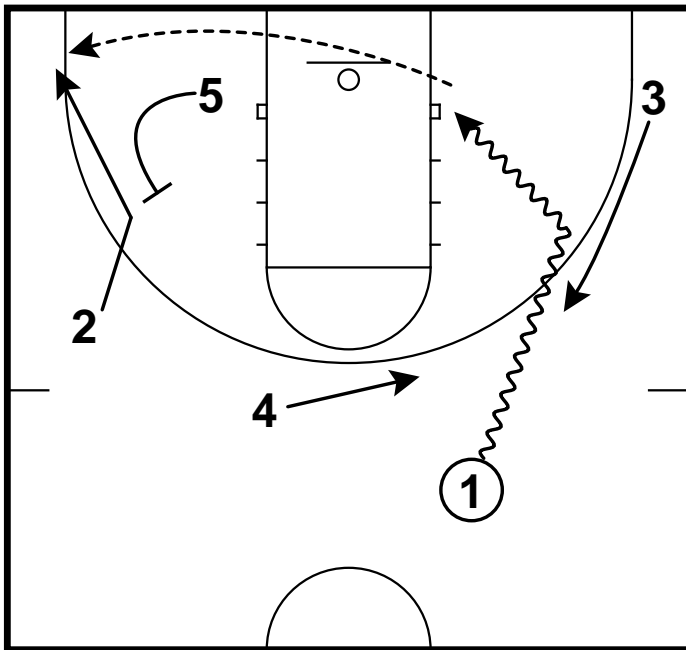
5 relocates to the opposite block

2 reads the help defense

Plays YOU Can Use

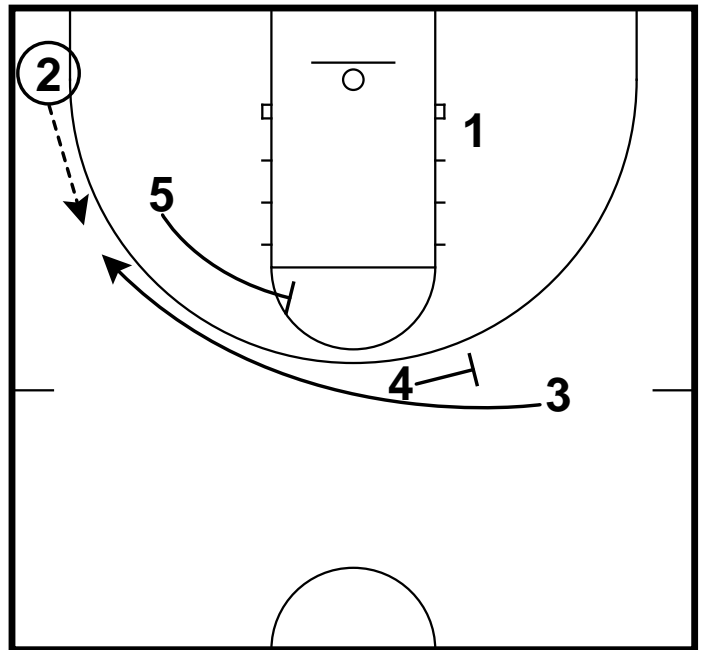
Transition Offense

Pistol Hammer



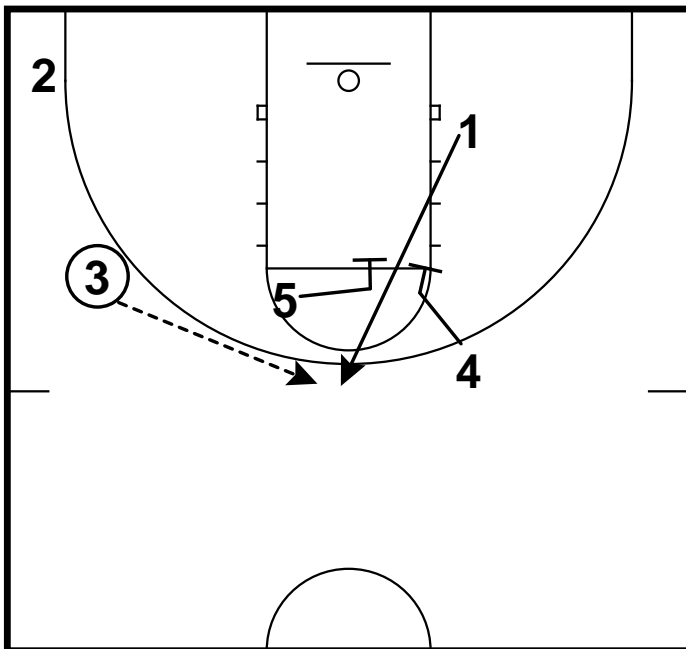
- 1 fakes the dribble hand off to 3
- 4 trails 1 to the wing
- 5 sets the HAMMER screen for 2
- 1 passes the baseline drift to 2

Pistol Hammer



- 4 and 5 set a double stagger for 3

Pistol Hammer



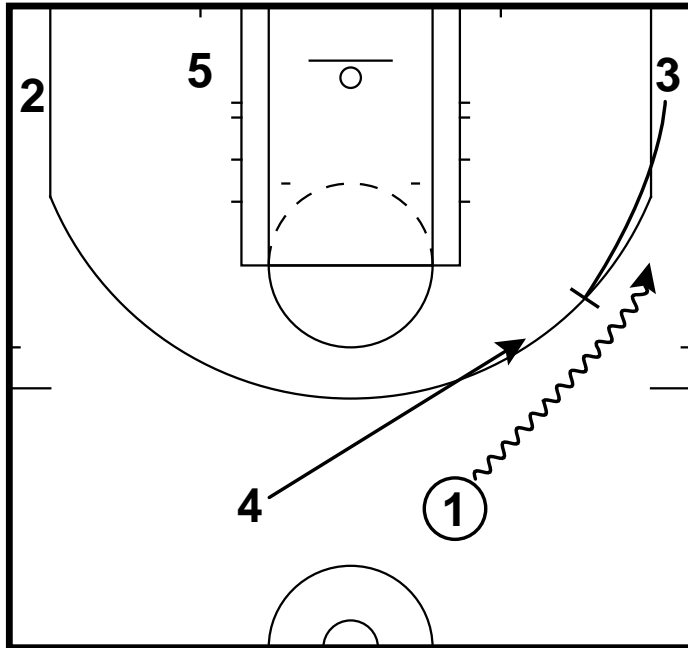
- 4 and 5 set an elevator screen for 1



Plays YOU Can Use

Transition Offense

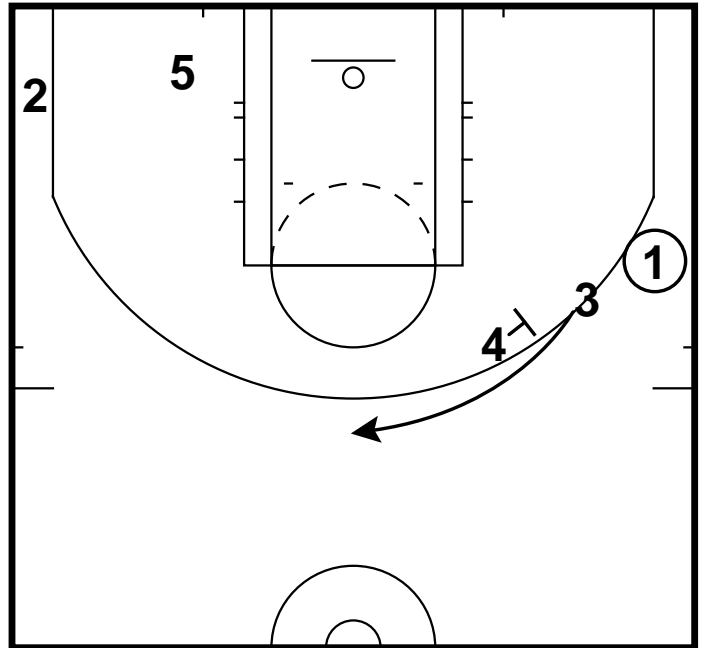
Pistol Invert Flare



3 sets an invert wing ball screen for 1

4 follows 1

Pistol Invert Flare



4 sets a screen for 3

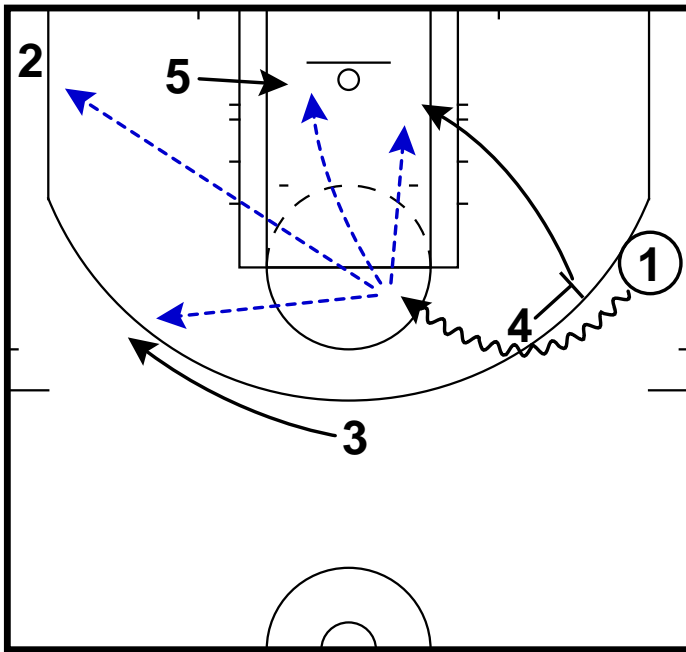
3 flares off of the screen

*** On a pass to 3, 5 sets a step up ball screen

Plays YOU Can Use

Transition Offense

Pistol Invert Flare



4 sets a wing ball screen for 1

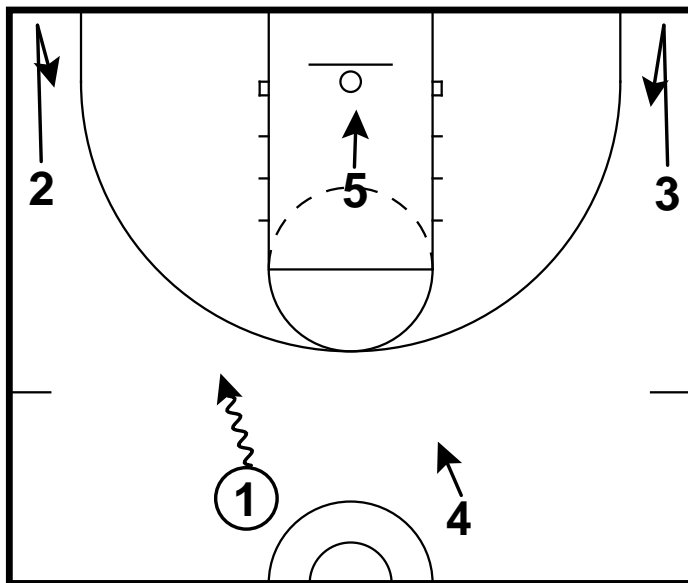
3 spaces away from the ball screen

1 turns the corner and reads the help defense

Plays YOU Can Use

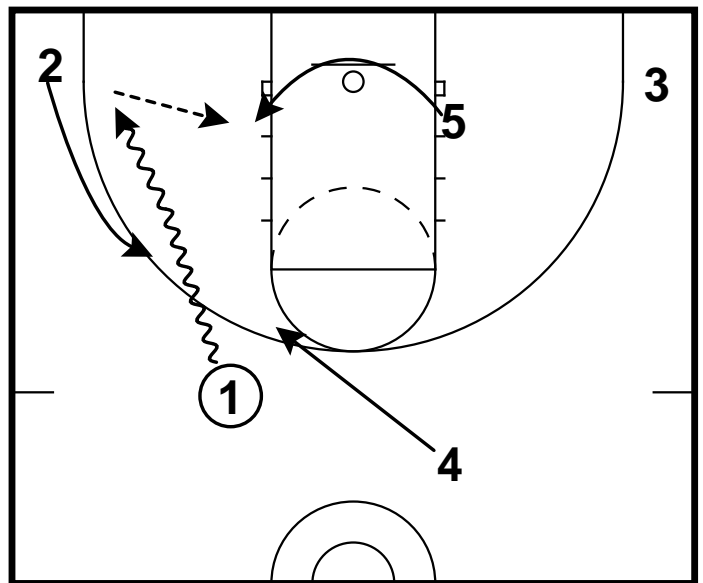
Transition Offense

Pistol Punch



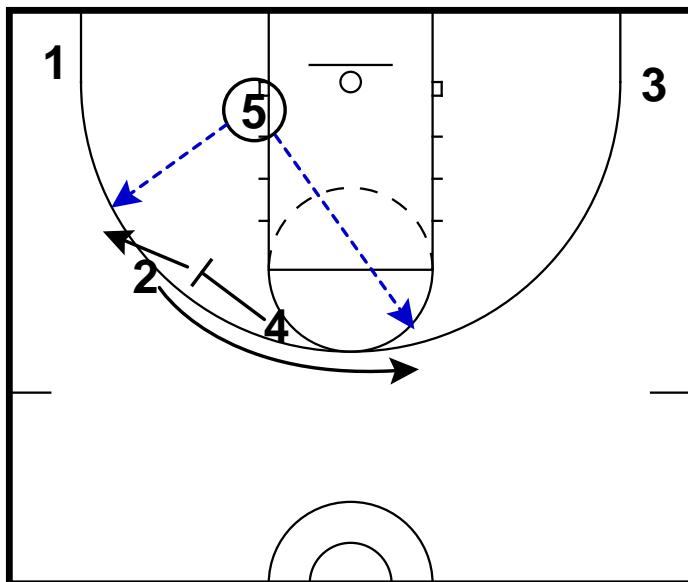
- 1 pushes the ball
- 4 is the trailer
- 5 is the rim runner
- 2 and 3 run the wings & bounce off the baseline

Pistol Punch



- 1 breaks the arc, and fakes a dribble hand off to 2
- On the fake hand off, 5 "punches" across the lane
- *** Cut should be UNDER the defense
- 1 passes to 5, who is sealing

Pistol Punch



- 4 trails into a Flare screen for 2
- If 5 can't score, he reads the flare screen
- *** Both 2 & 4 have a "one more," extra pass option in the corner.

