



# OREGON STATE PLAYBOOK

**ASSEMBLED BY: TIM BERGSTRASER**



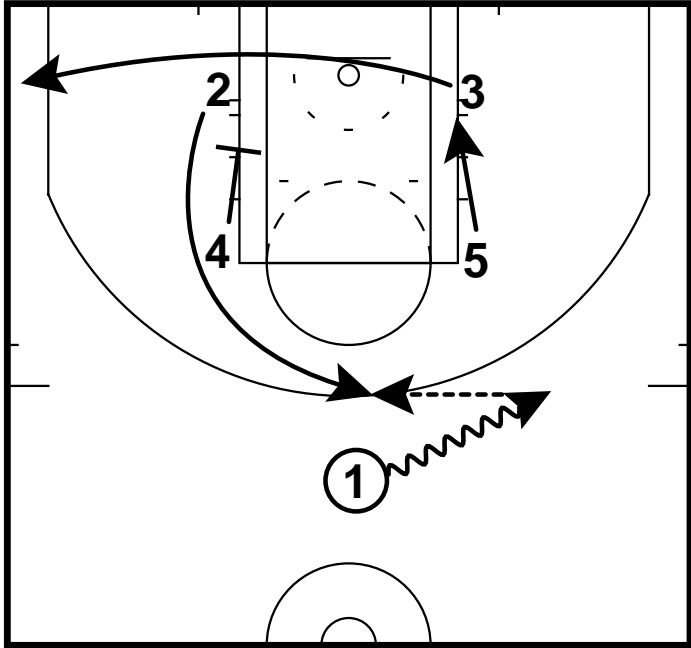
# Oregon State

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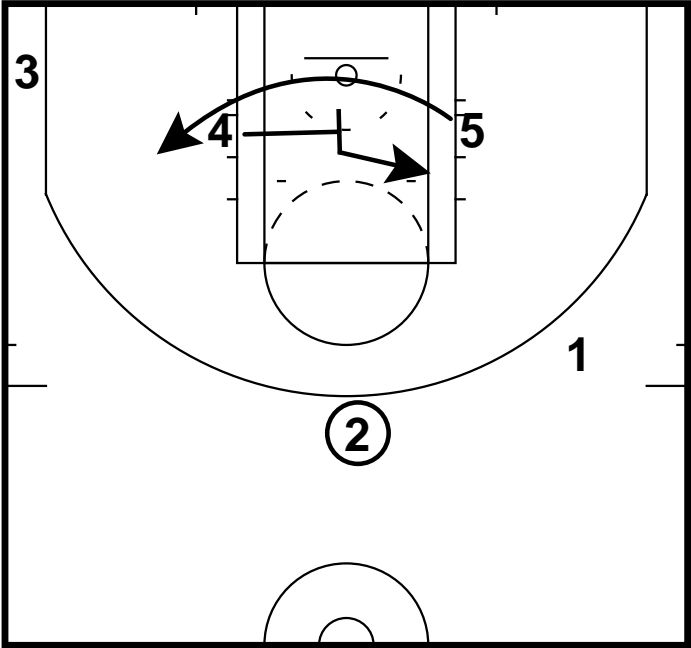
# Box

Box Cross Post  
Box



4 sets a pin down for 2  
3 clears to corner, 5 goes to block  
1 dribbles over and hits 2 flashing

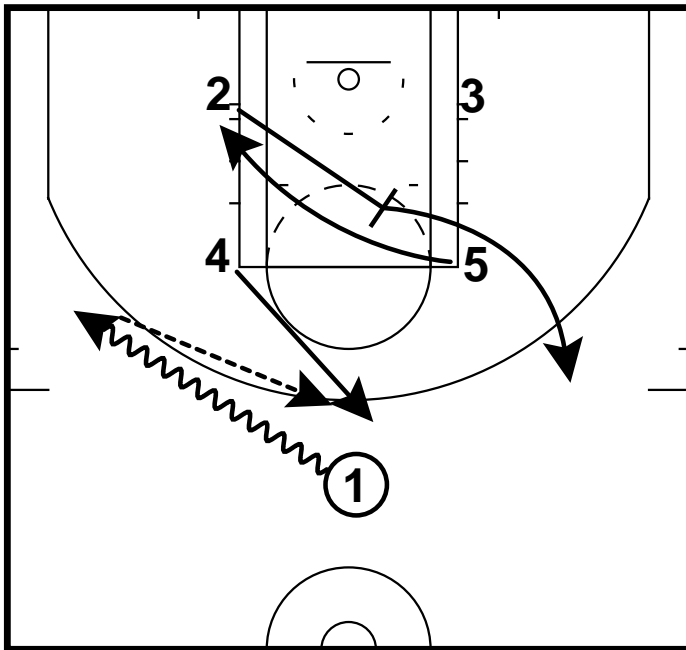
Box Cross Post  
Box



4 cross screens for 5 and flashes  
2 looks for 4 or 5 open in the paint

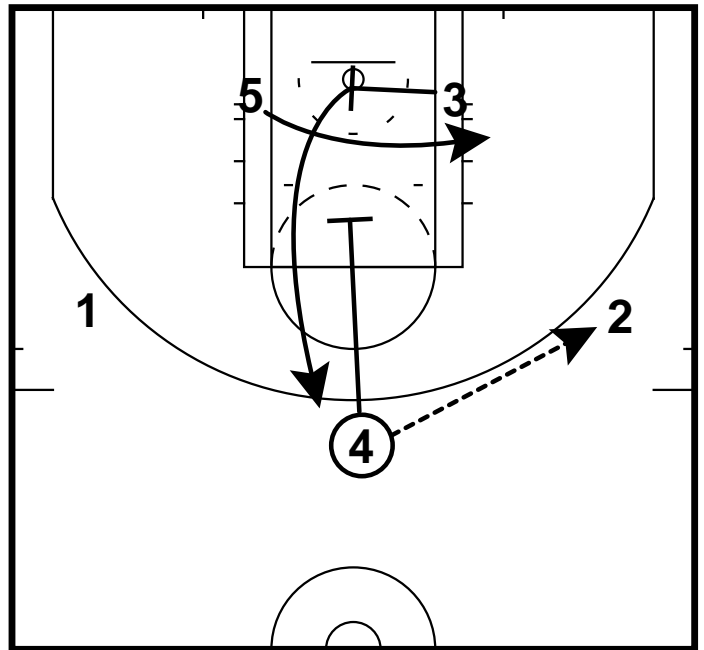
# Box

Box Diagonal Cross  
Box



- 1 dribbles over to the wing
- 2 diagonal screens for 5
- 4 pops to the top, 1 hits 4
- 2 pops to wing after screen

Box Diagonal Cross  
Box

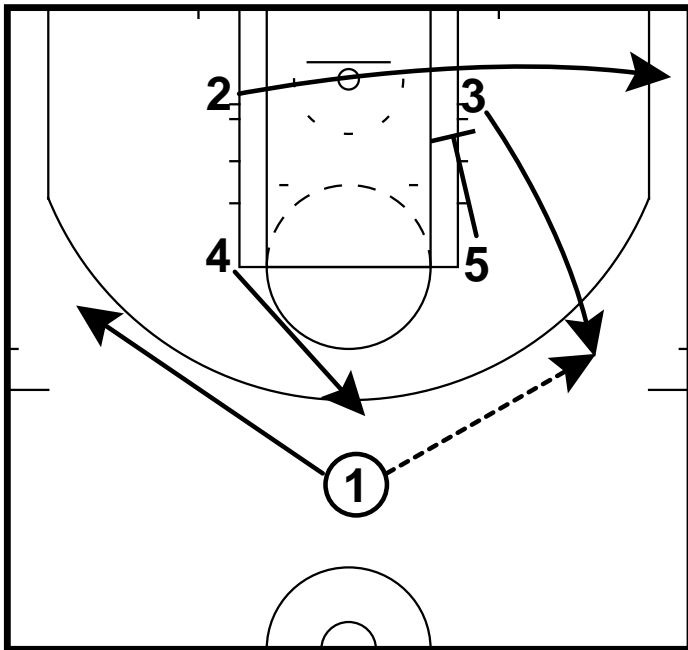


- 4 swings to 2
- 3 cross screens for 5
- 4 follows to pin down for 3
- 2 looks to hit 5 or 3



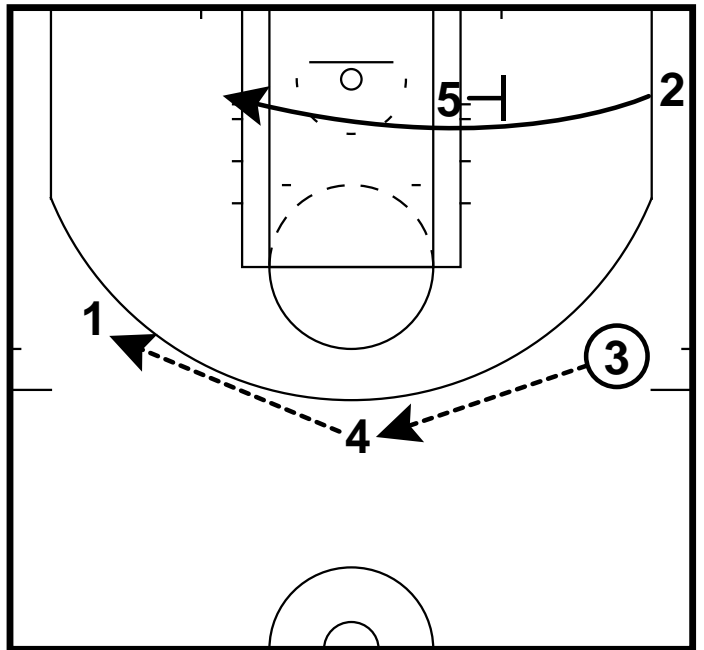
# Box

Box Flex Back  
Box



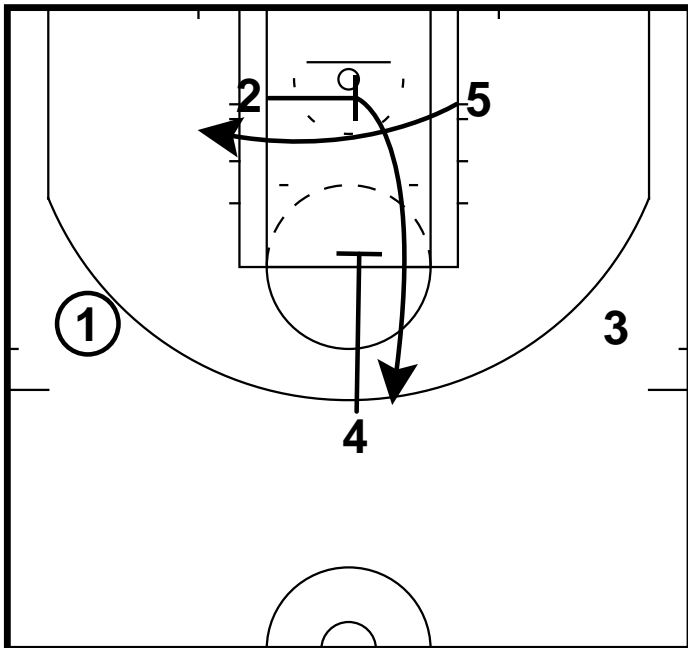
5 pins down for 3, 1 hits 3  
2 clears opposite corner  
4 flashes to the top  
1 spaces to the wing

Box Flex Back  
Box



5 sets a flex for 2  
3 swings to 4, 4 swings to 1

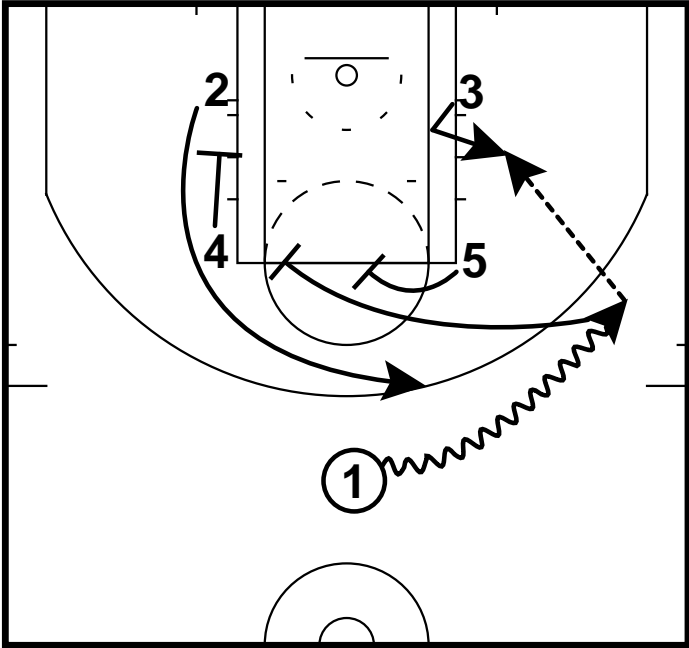
Box Flex Back  
Box



If 2 has nothing, he cross screens for 5  
4 follows to pin down for 2  
1 looks at 5 or 2

# Box

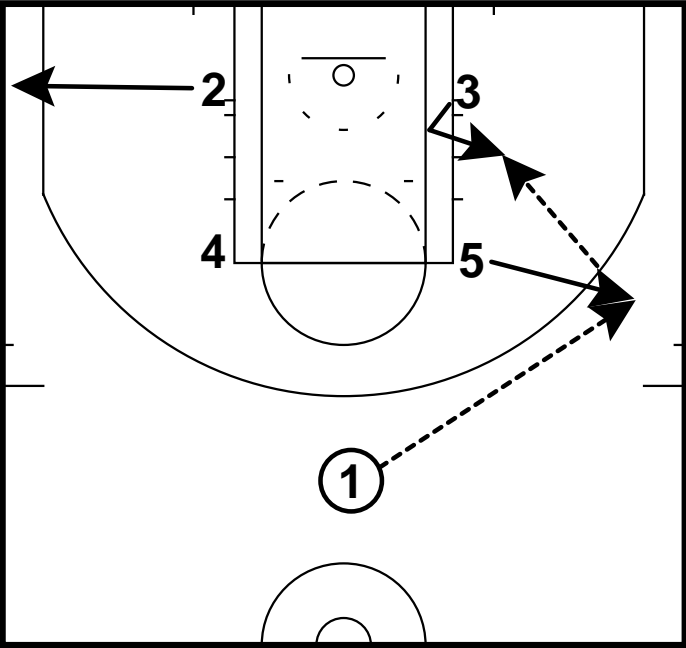
Box Guard Post  
Box



- 1 dribbles over to the wing
- 4, 1 and 5 set a triple for 2
- 3 looks to Iso or hit 2 coming off triple

# Box

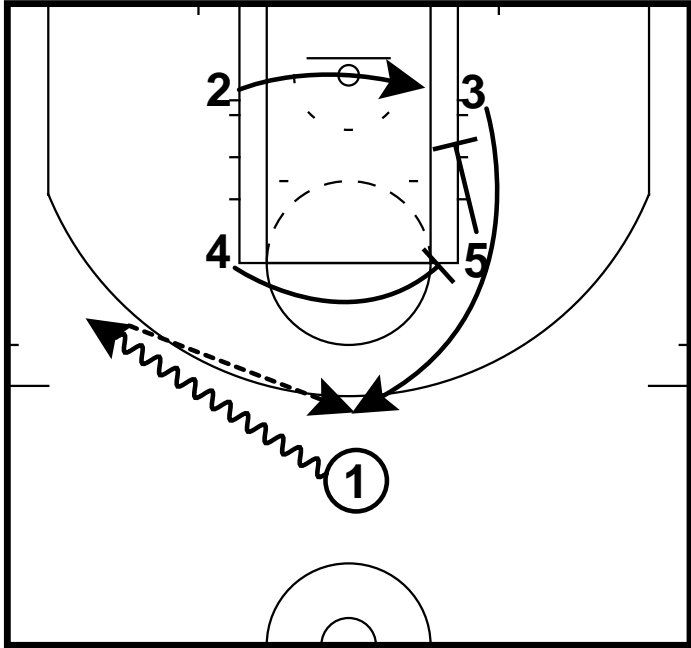
Box Pop Post  
Box



5 pops out to wing, 1 hits 5  
3 ducks in, 2 clears corner  
5 looks for 3 on the block

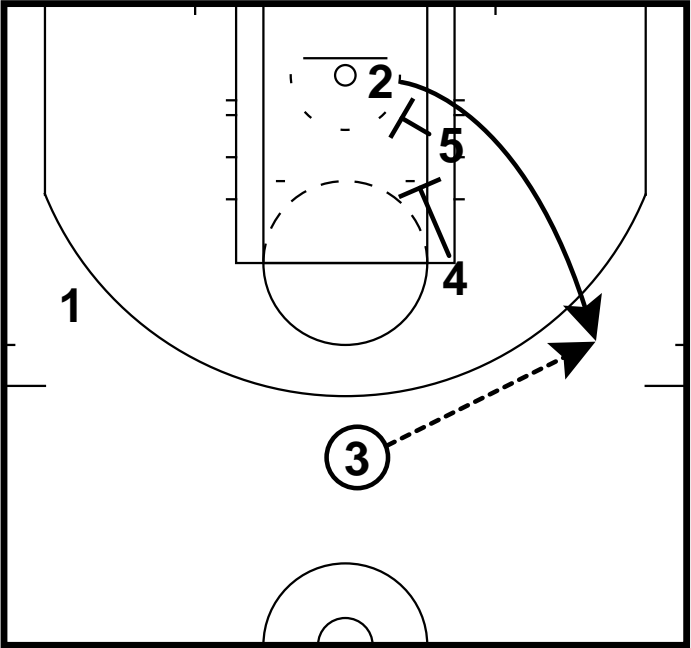
# Box

Box Stagger  
Box



- 5 and 4 set a stagger for 3
- 1 dribbles over to wing
- 2 moves to the rim
- 1 hits 3 on top

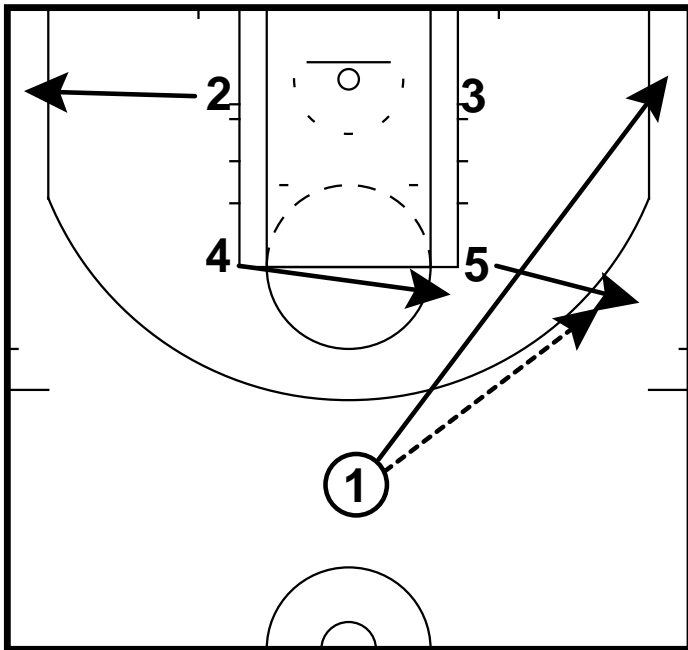
Box Stagger  
Box



- 5 and 4 then set a stagger for 2
- 3 looks to hit 2

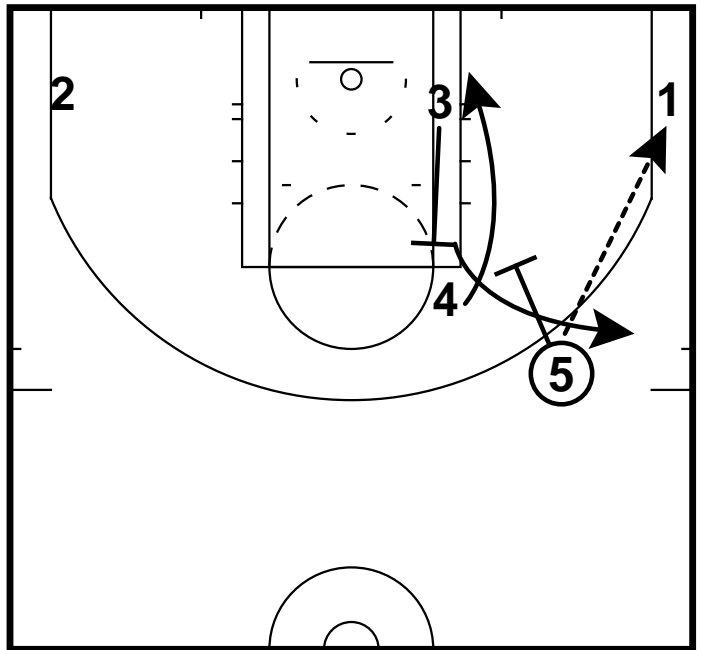
# Box

Box STS  
Box



- 5 pops to the wing
- 1 hits 5 and goes to corner
- 2 goes to corner
- 4 flashes to the elbow

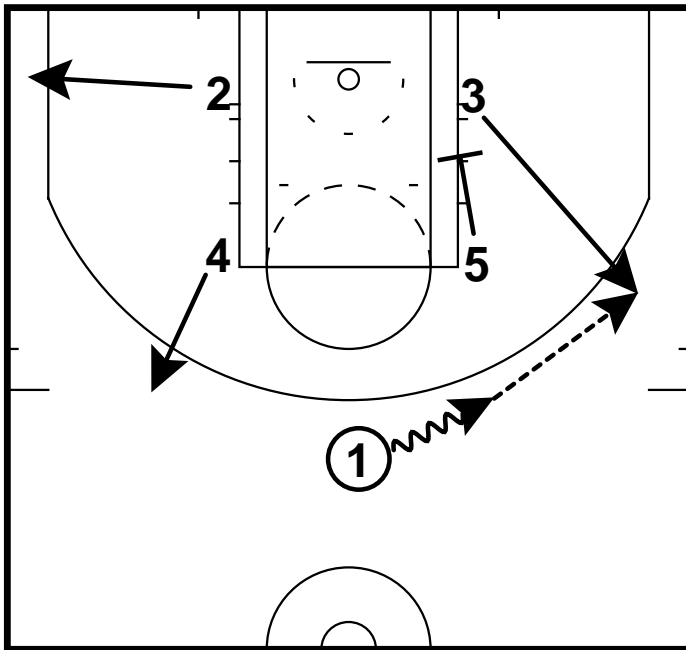
Box STS  
Box



- 5 swings to 1
- 3 back screens for 4
- 5 screens down for 3
- 1 looks for 3 or 4 post up

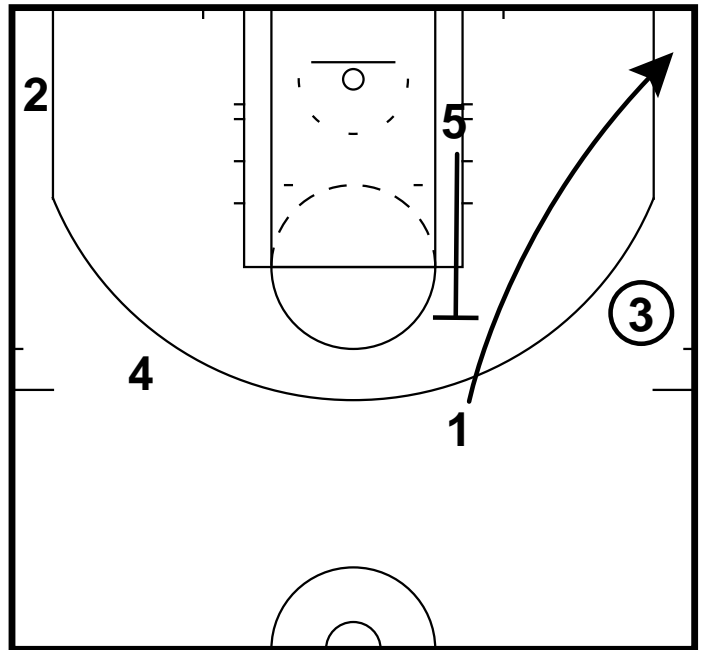
# Box

Box Throwback Post  
Box



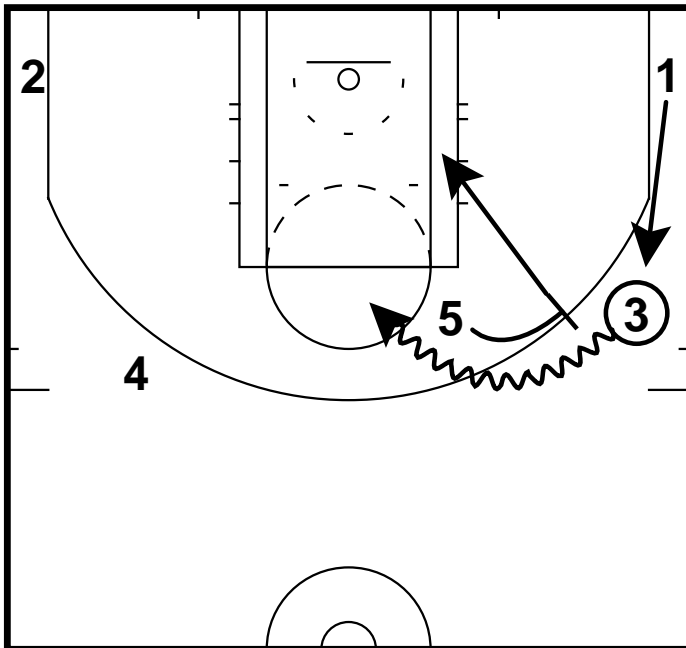
5 sets a pin down for 3  
2 goes corner, 4 spaces to the arc  
1 dribbles over and hits 3

Box Throwback Post  
Box



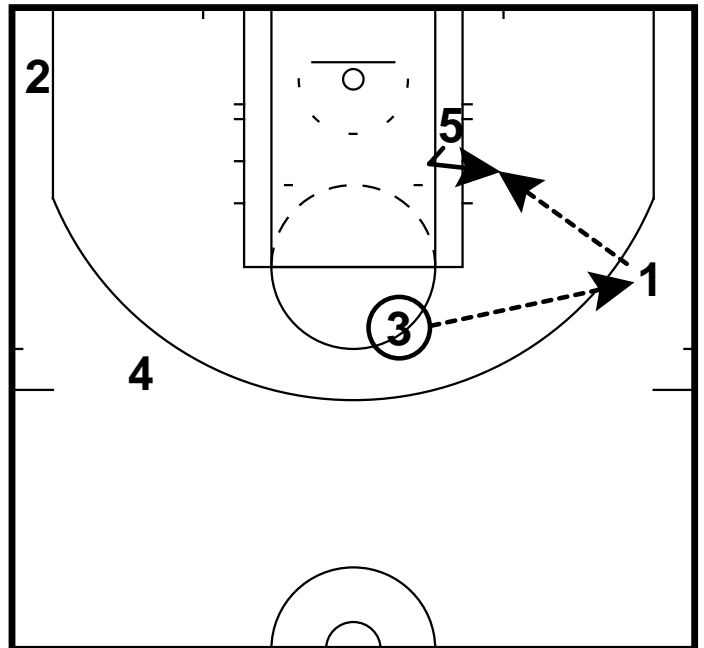
5 back screens for 1  
1 goes to the corner

Box Throwback Post  
Box



5 BS's for 3 and rolls  
1 fills from behind to wing

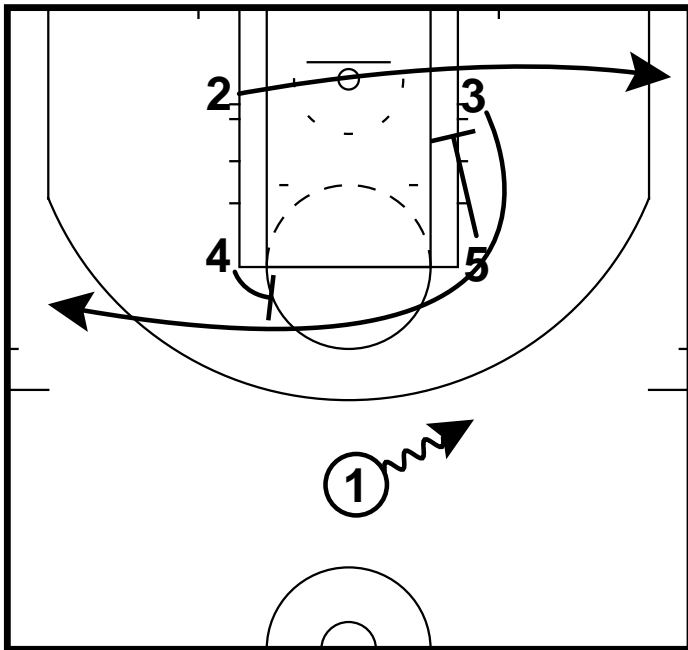
Box Throwback Post  
Box



3 throws back to 1  
5 seals on throwback  
1 looks to hit 5 on the block

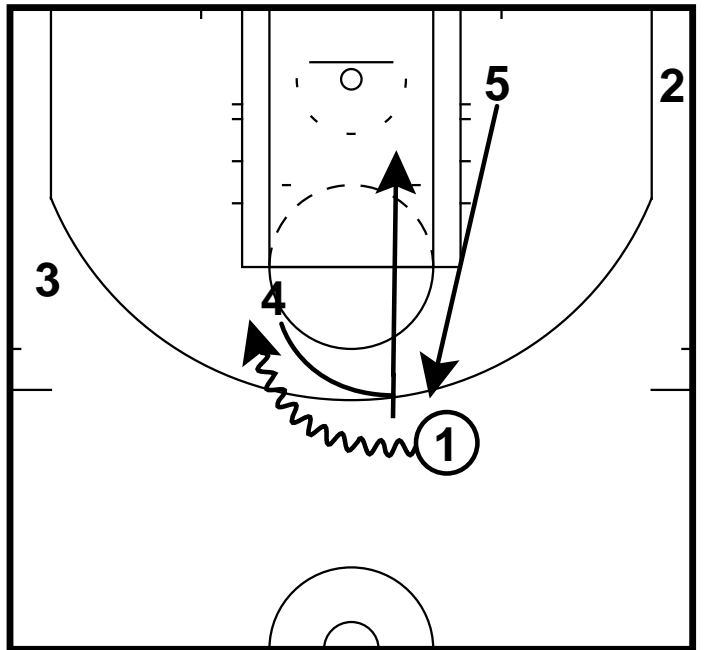
# Box

Box Thru BS  
Box



- 2 clears to opposite corner
- 5 pin downs for 3
- 4 flares for 3
- 1 dribbles over to the slot

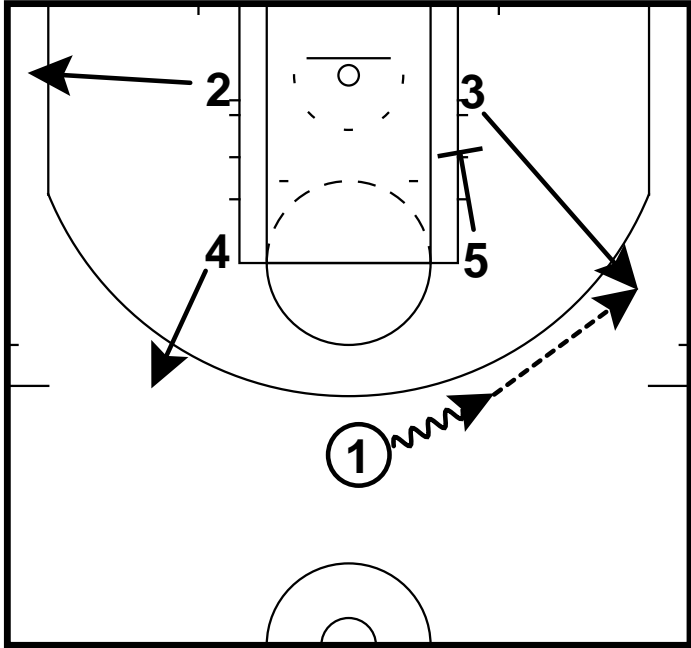
Box Thru BS  
Box



- 4 follows to BS for 1 and rolls
- 5 replaces for behind
- 5 is an option for throwback high low

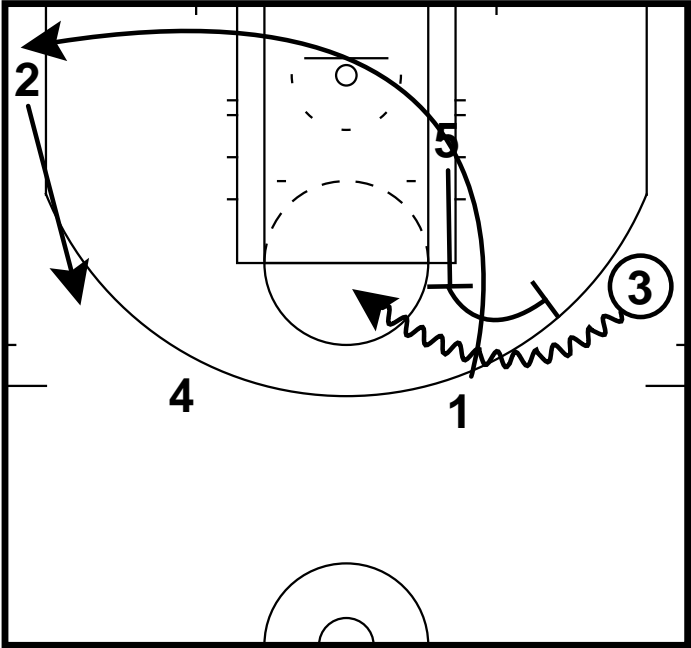
# Box

Box UCLA  
Box



5 sets a pin down for 3  
2 goes corner, 4 spaces to the arc  
1 dribbles over and hits 3

Box UCLA  
Box

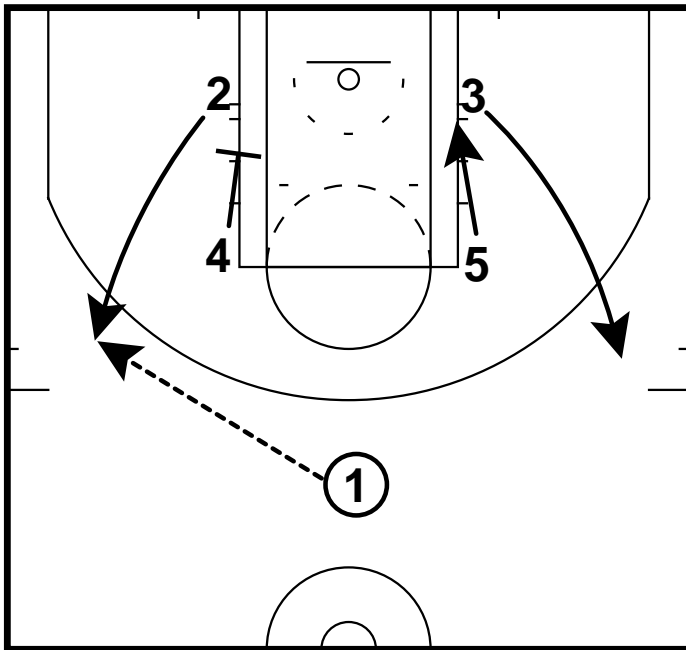


5 back screens for 1 to corner  
2 fills up to the wing  
5 then BS's for 3 and rolls



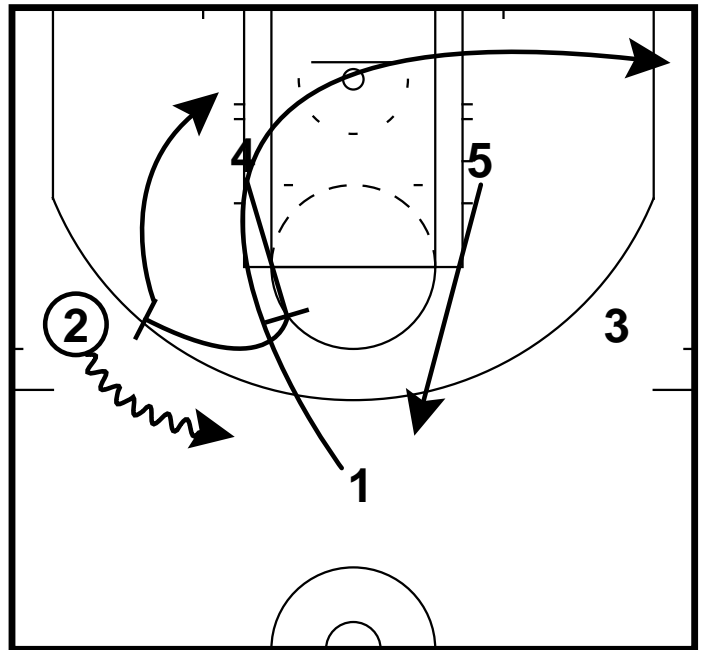
# Box

Box UCLA BS Pin  
Box



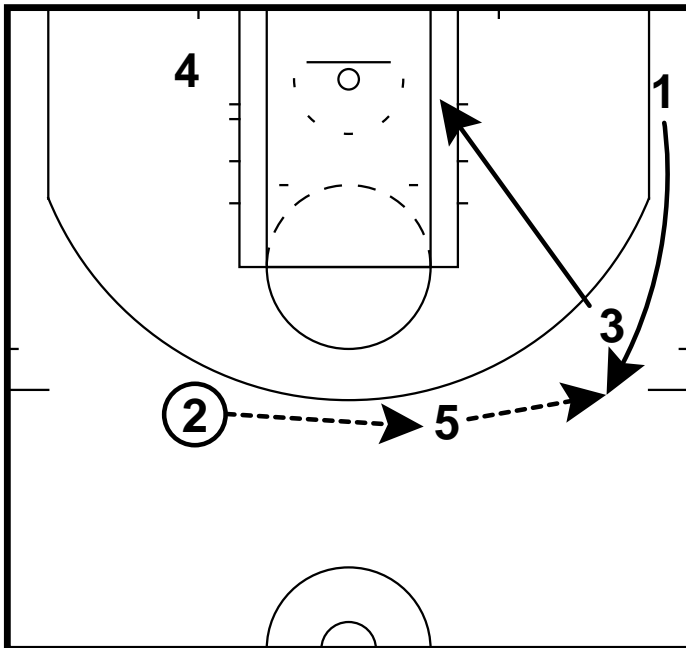
4 sets a pin down for 2  
1 hits 2 on the wing  
5 goes to block, 3 goes to wing

Box UCLA BS Pin  
Box



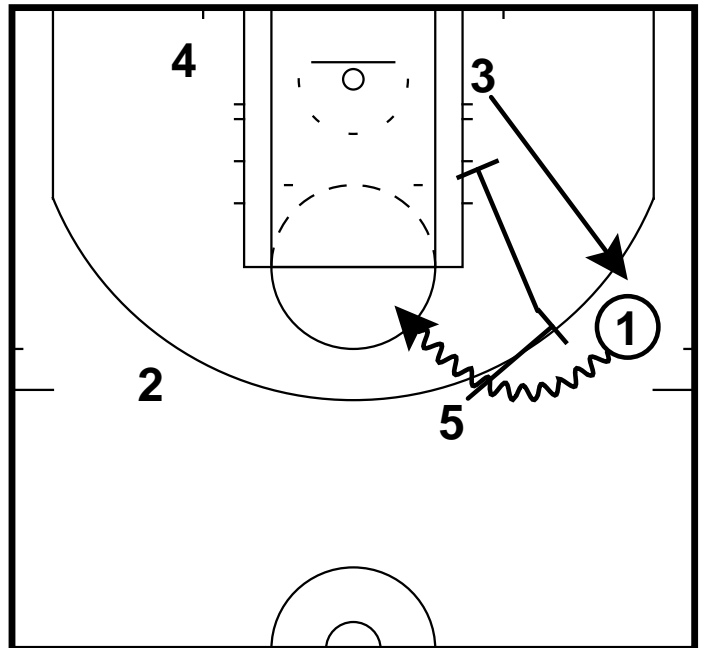
4 back screens for 1  
4 then BS's for 2 and rolls  
5 flashes to the top

Box UCLA BS Pin  
Box



2 swings to 5  
3 dives to the block, 1 fills up  
5 swings to 1

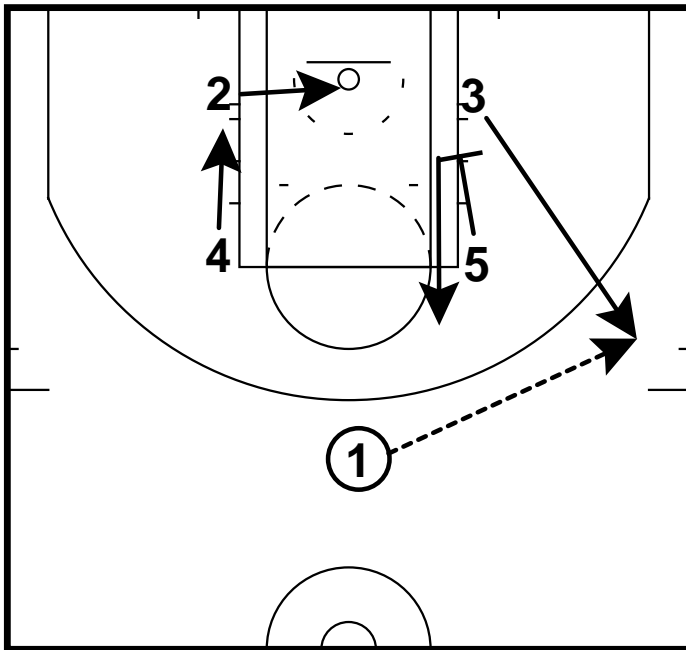
Box UCLA BS Pin  
Box



5 sets a BS for 1 and rolls  
5 rolls to pin down for 3

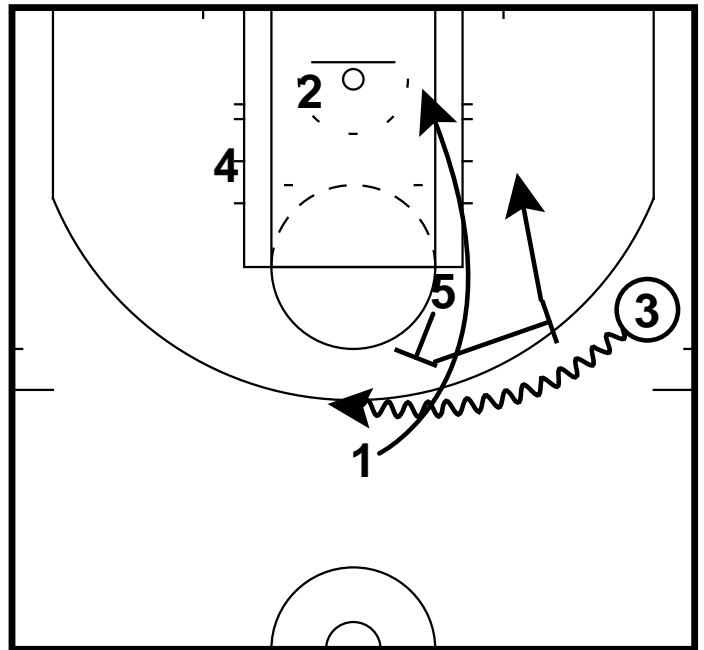
# Box

Box UCLA Floppy  
Box



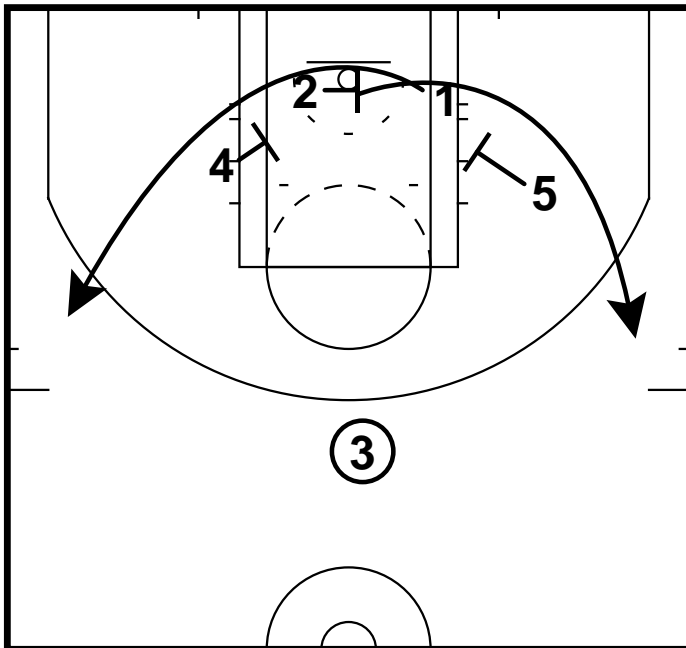
5 pins down for 3, 1 hits 3 on the wing  
4 dives to block  
2 moves to the middle of the paint

Box UCLA Floppy  
Box



5 back screens for 1  
5 then BS's for 3 and rolls

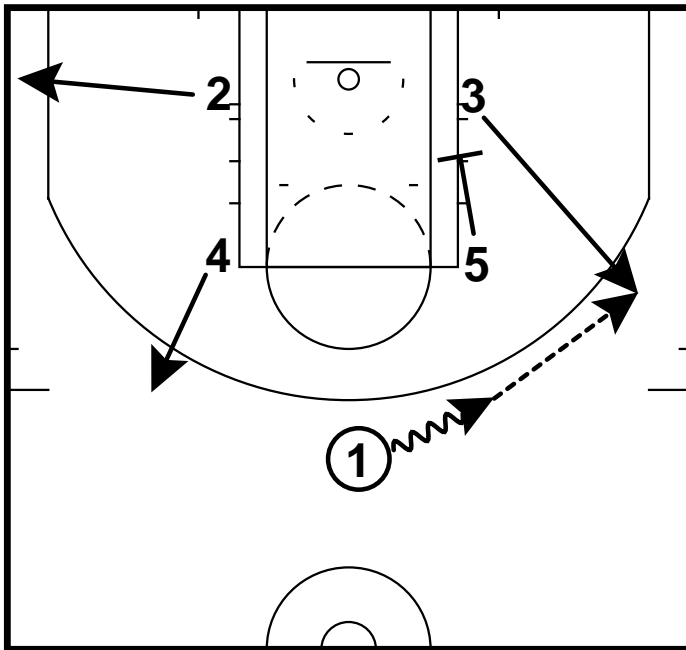
Box UCLA Floppy  
Box



2 and 4 set a double for 1  
5 pin downs for 2  
3 looks to hit open guy on the wing

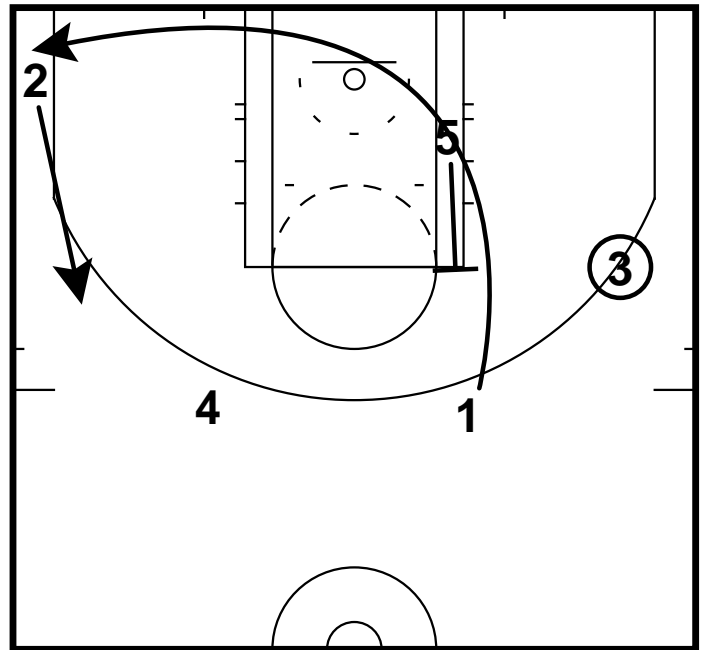
# Box

Box UCLA Keep  
Box



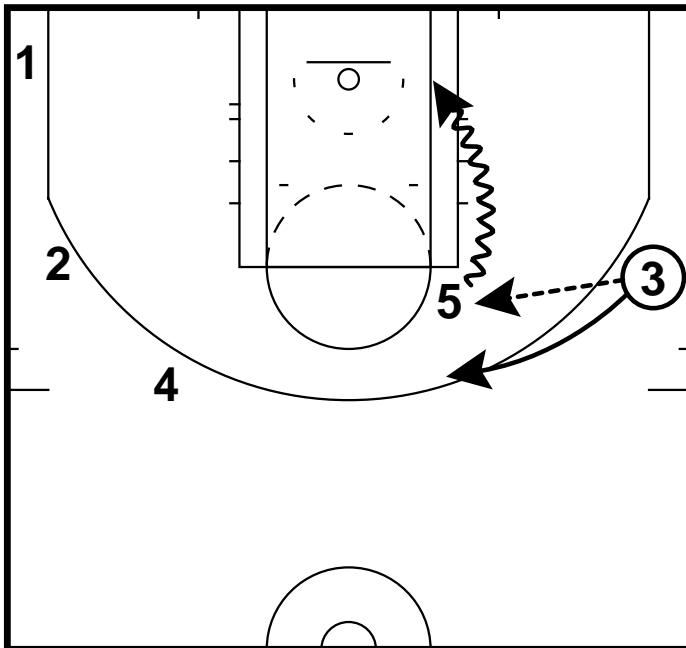
5 sets a pin down for 3  
4 spaces to the arc, 2 cuts to corner  
1 dribbles over and hits 2

Box UCLA Keep  
Box



5 sets a back screen for 1 to corner  
2 fills up to the wing

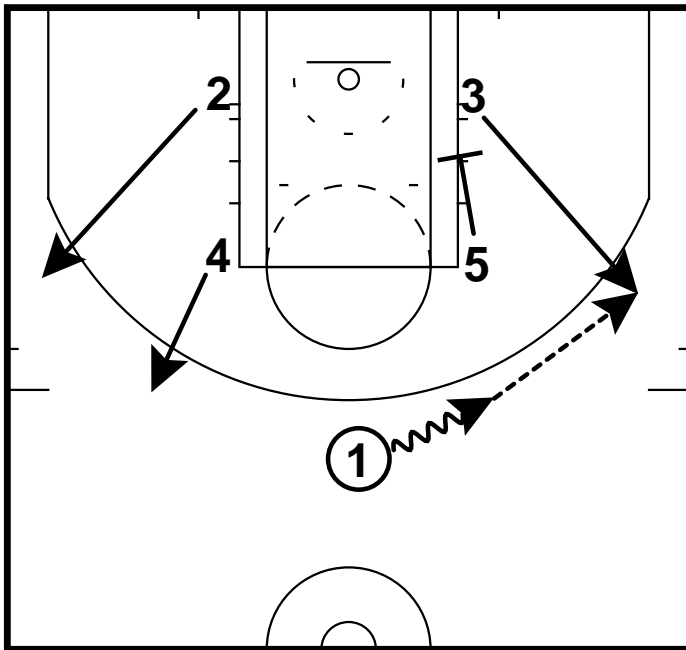
Box UCLA Keep  
Box



3 hits 5 popping after screen  
5 fakes handoff to 3 coming to ball  
5 looks to attack down hill

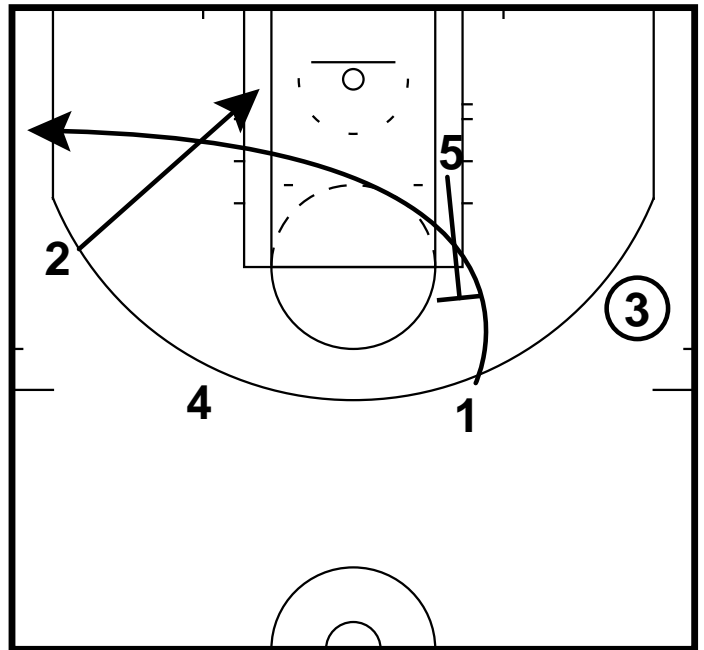
# Box

Box UCLA Reject Veer  
Box



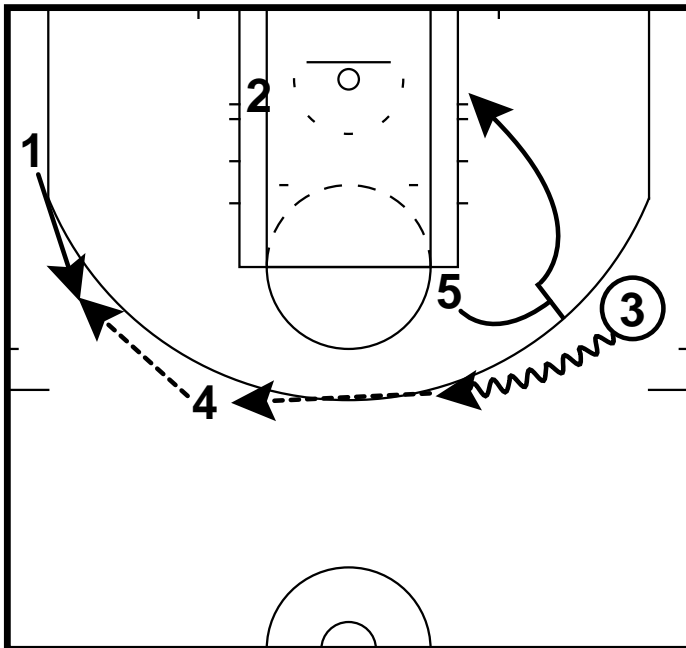
5 sets a pin down for 3  
4 spaces to the arc, 2 cuts to wing  
1 dribbles over and hits 3

Box UCLA Reject Veer  
Box



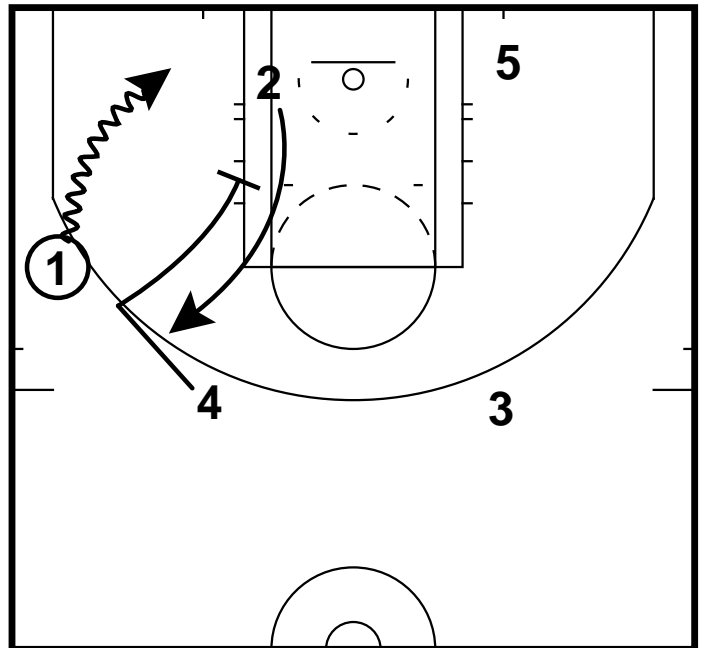
5 sets a back screen for 1 to corner  
2 dives to the block

Box UCLA Reject Veer  
Box



5 sets a BS for 3 and rolls  
3 hits 4, 4 hits 1 flashing to ball

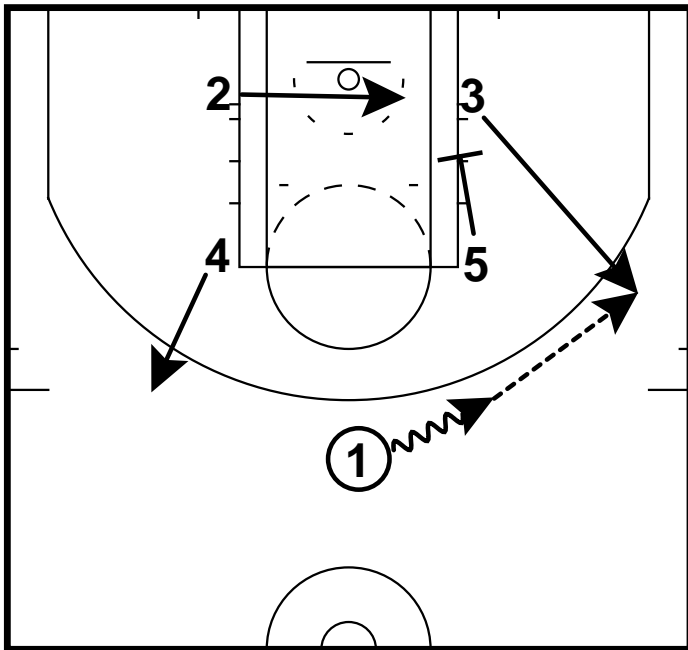
Box UCLA Reject Veer  
Box



4 follows to set a BS for 1  
1 rejects and attacks baseline  
4 sets a down screen for 2  
1 looks for throw back if no lay up

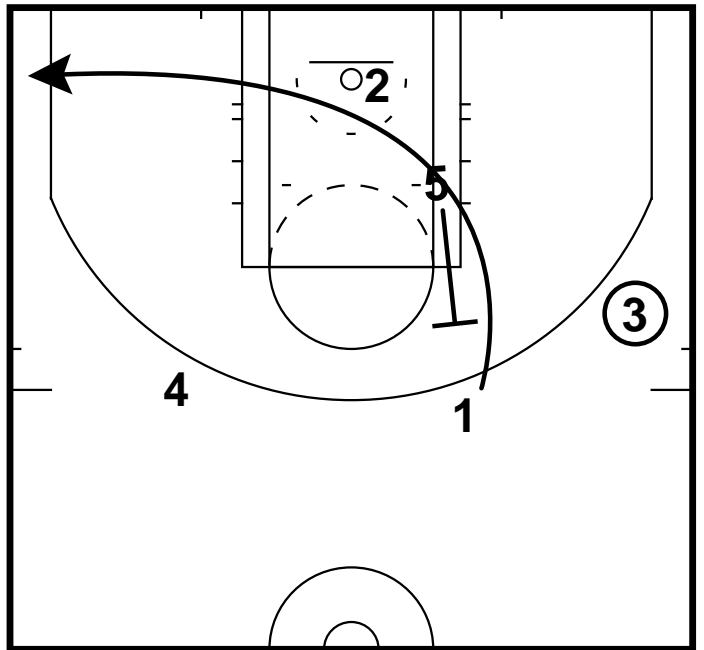
# Box

Box UCLA Shake  
Box



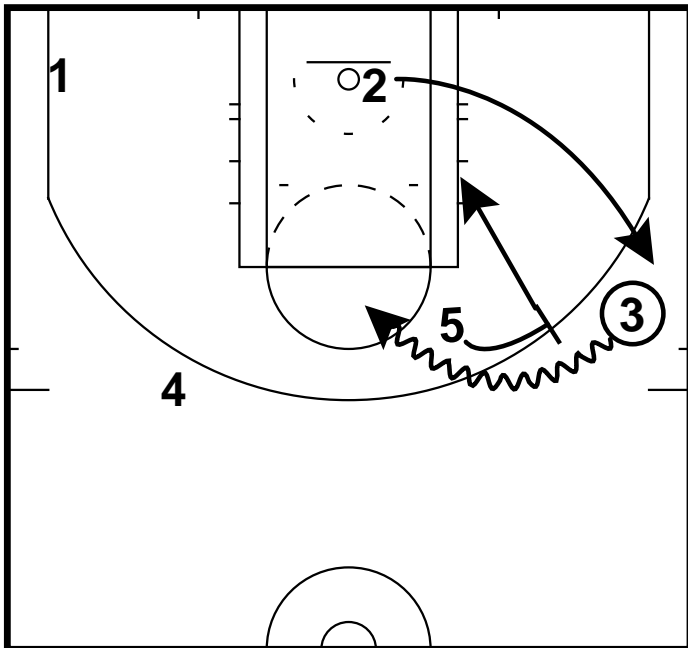
5 sets a pin down for 3  
4 spaces to the arc, 2 moves opposite block  
1 dribbles over and hits 2

Box UCLA Shake  
Box



5 sets a back screen for 1 to the corner

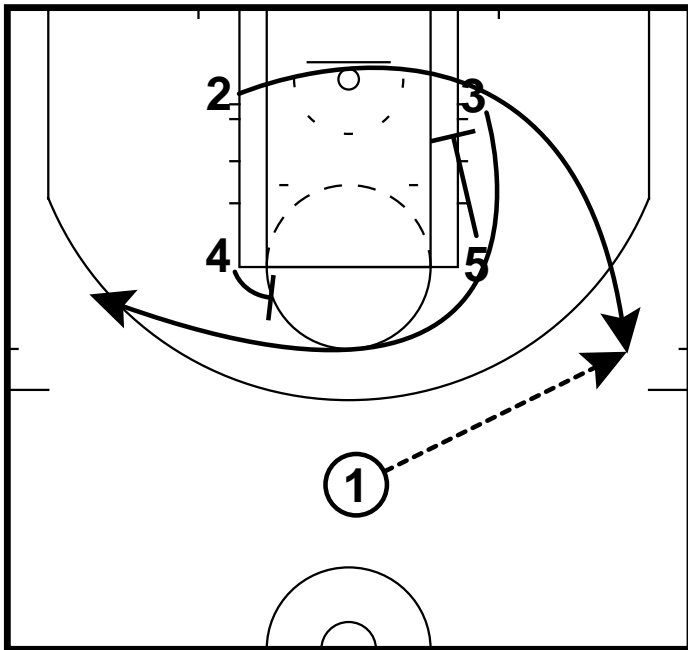
Box UCLA Shake  
Box



5 sets a BS for 3 and rolls  
2 fills from behind the roller  
3 looks for roll or throwback

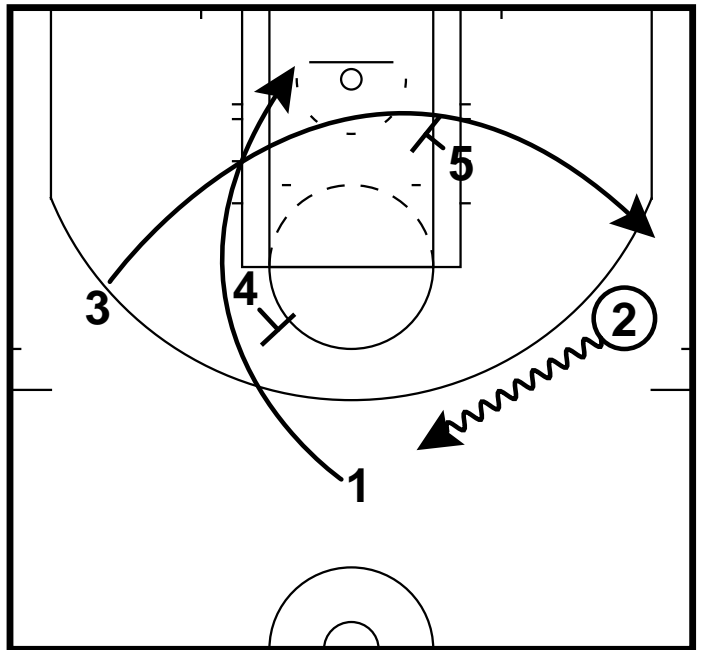
# Box

Box Wheel  
Box



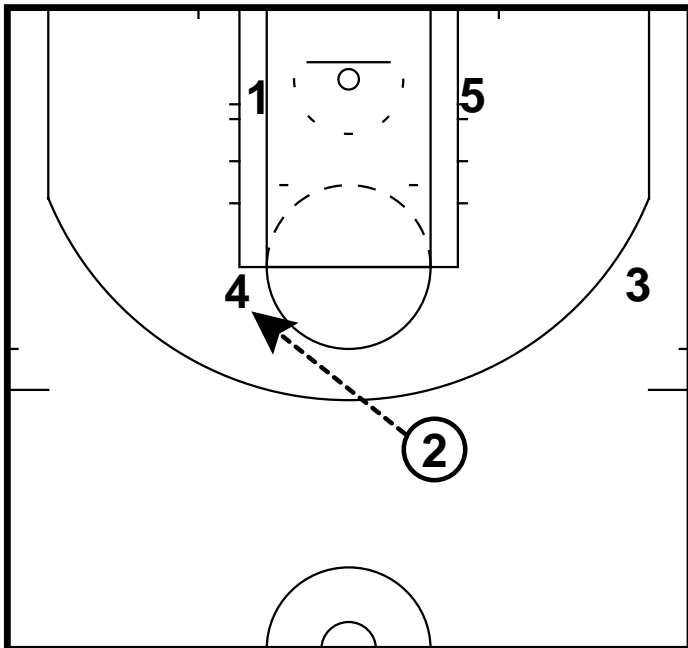
- 5 pin downs for 3
- 2 cuts off 5 to the wing
- 4 flares for 3
- 1 hits 2 on the wing

Box Wheel  
Box



- 3 cuts through opposite off 5 screen
- 4 back screens for 1 to the rim
- 2 dribbles up to the top

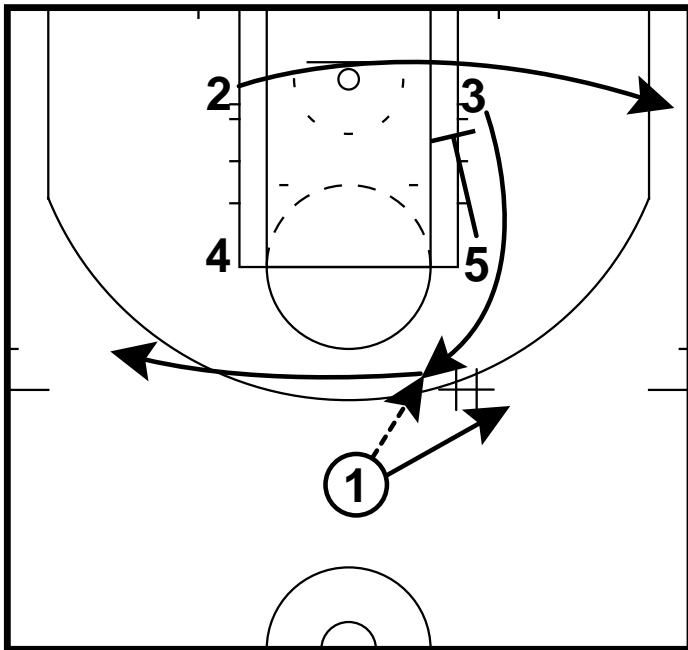
Box Wheel  
Box



- 2 hits 4 on elbow
- 2 can go off 4 for Handoff
- 1 can come back up to 4 for DHO
- 4 can face up for Iso

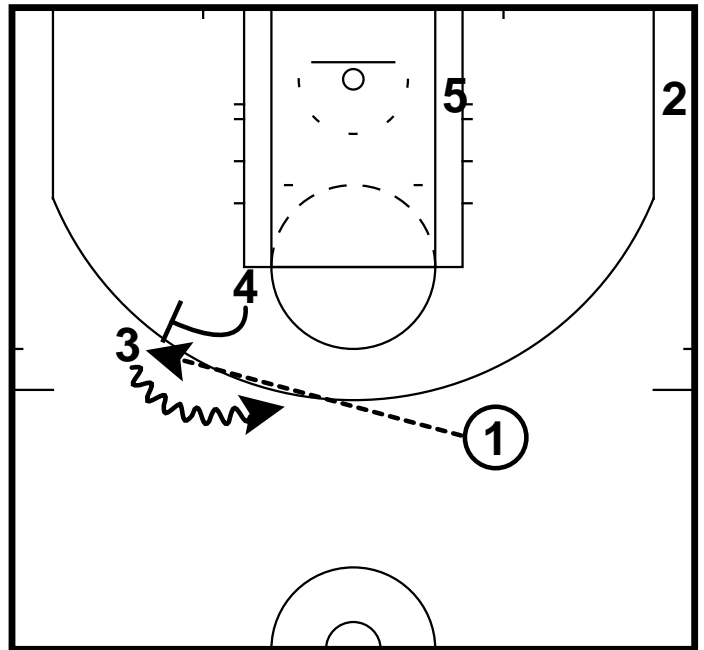
# Box

Box Wheel Flare  
Box



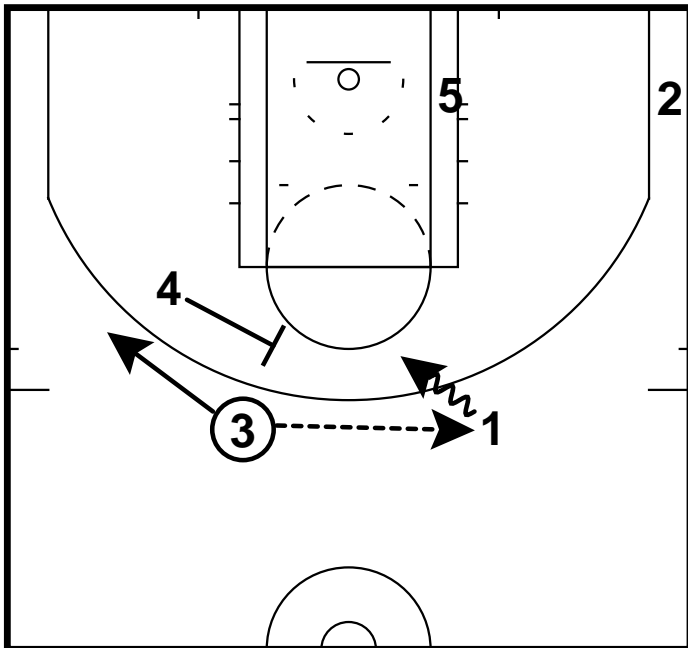
5 pin downs for 3  
2 clears opposite corner  
1 hits 3, 3 flips it back to 1

Box Wheel Flare  
Box



1 hits 3 popping back out  
4 follows to BS for 3

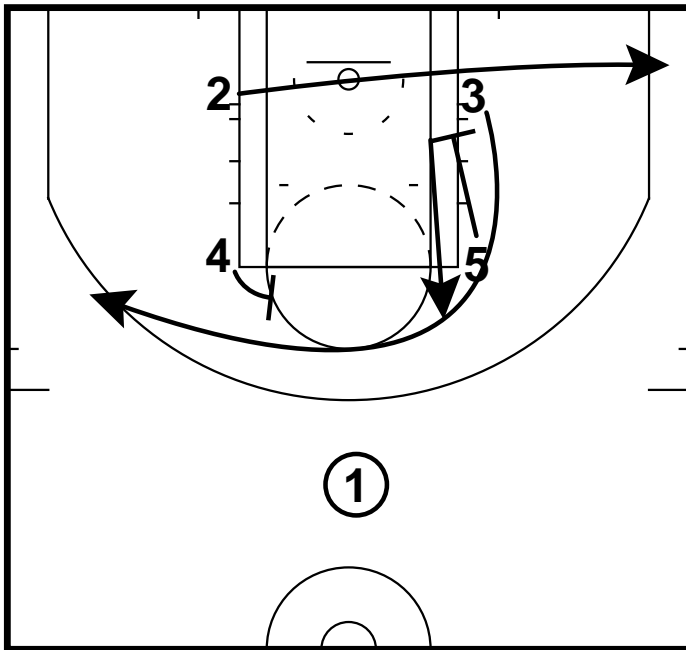
Box Wheel Flare  
Box



3 hits 1  
4 quickly flares for 3  
1 looks to hit 3 for flare on drive

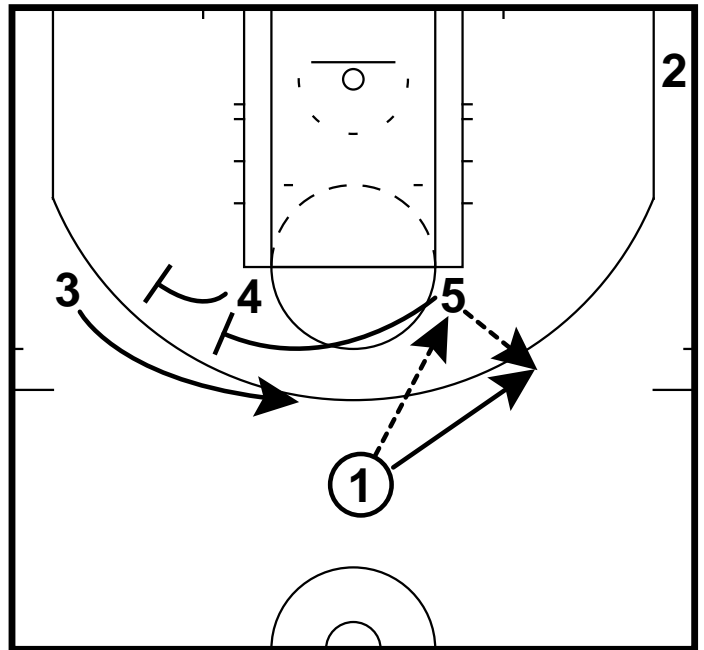
# Box

Box Wheel Stagger  
Box



- 5 pin downs for 3
- 2 cuts off 5 to corner
- 4 flares for 3
- 5 flashes to elbow

Box Wheel Stagger  
Box

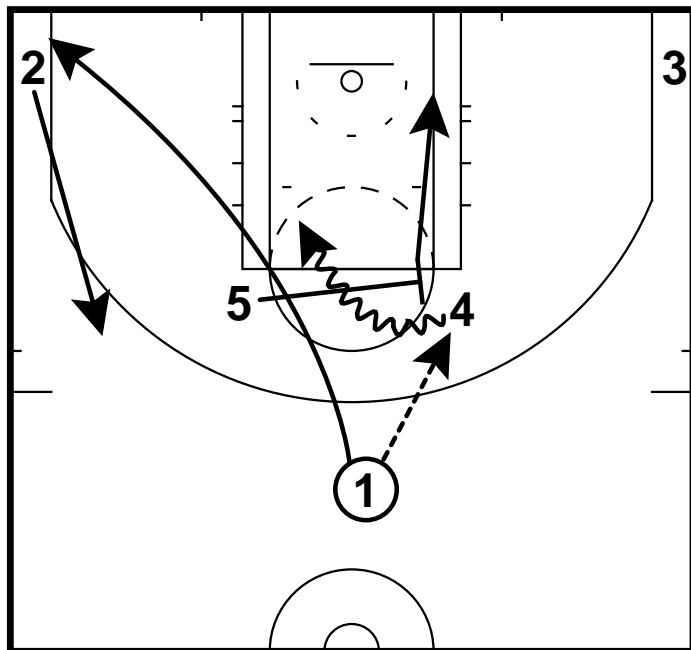


- 5 flips it back to 1 coming to the ball
- 4 and 5 set a stagger for 3
- 1 looks to hit 3



# Horns

Horns BS  
Horns



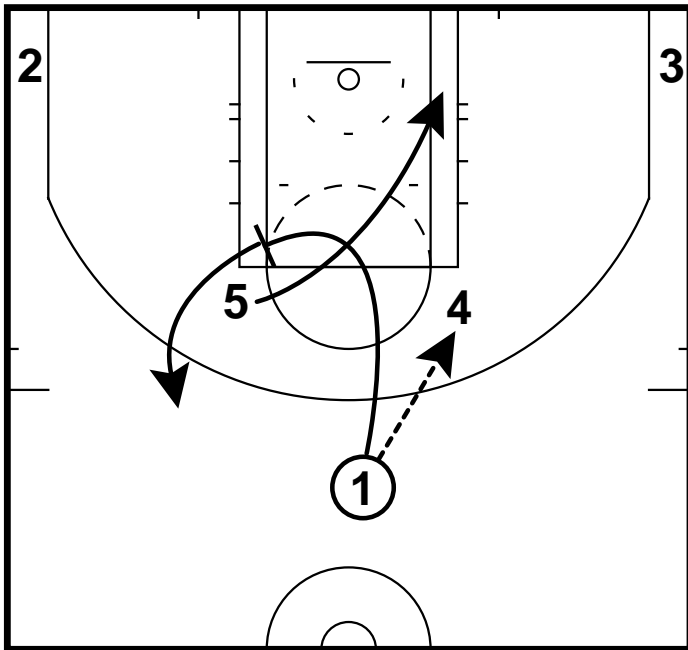
1 hits 4 on the elbow and cuts to corner

2 fills up

5 sets a BS for 4 and rolls

# Horns

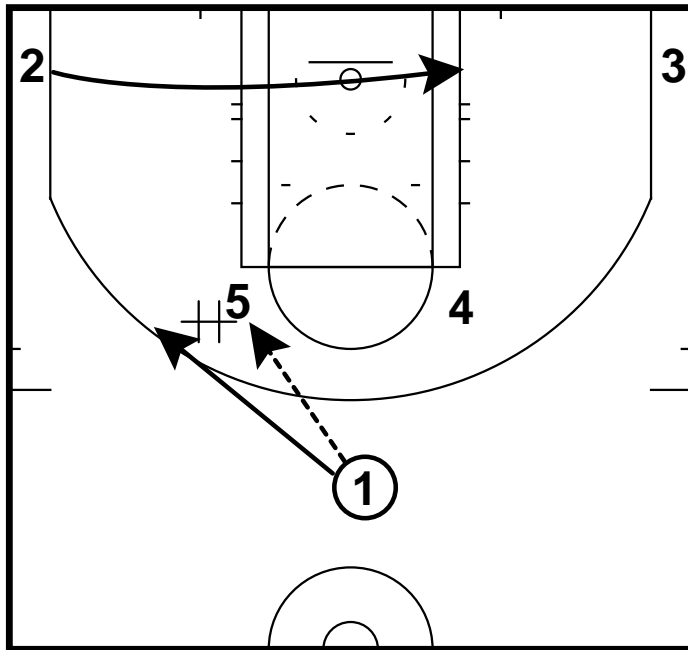
Horns Clip  
Horns



- 1 hits 4 on the elbow
- 1 cuts through middle to back screen 5
- 1 then pops
- 4 looks for 5 or swings to 1 for action

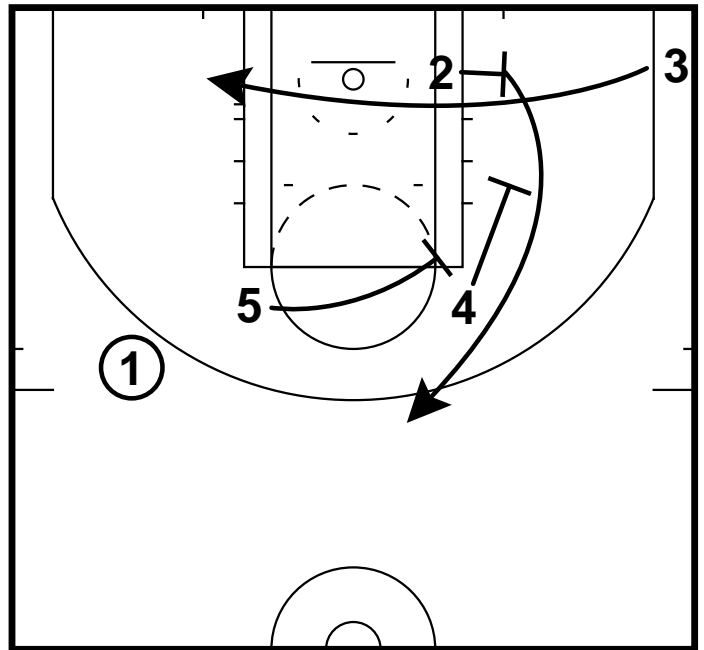
# Horns

Horns Cross Stagger  
Horns



- 1 hits 5 on the elbow
- 2 cuts to the opposite block
- 5 flips it back to 1 coming to the ball

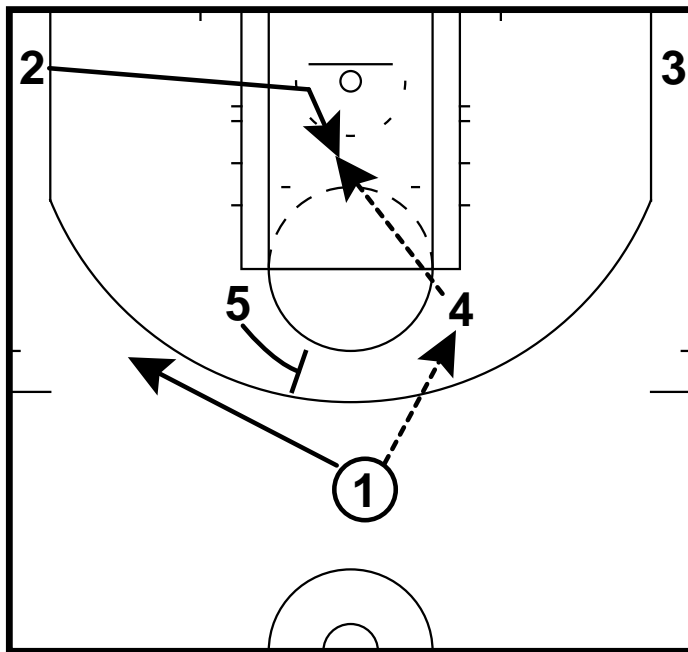
Horns Cross Stagger  
Horns



- 2 sets a flex screen for 3
- 4 and 5 then set a stagger for 2
- 1 looks for 3 on the post or 2 off screen

# Horns

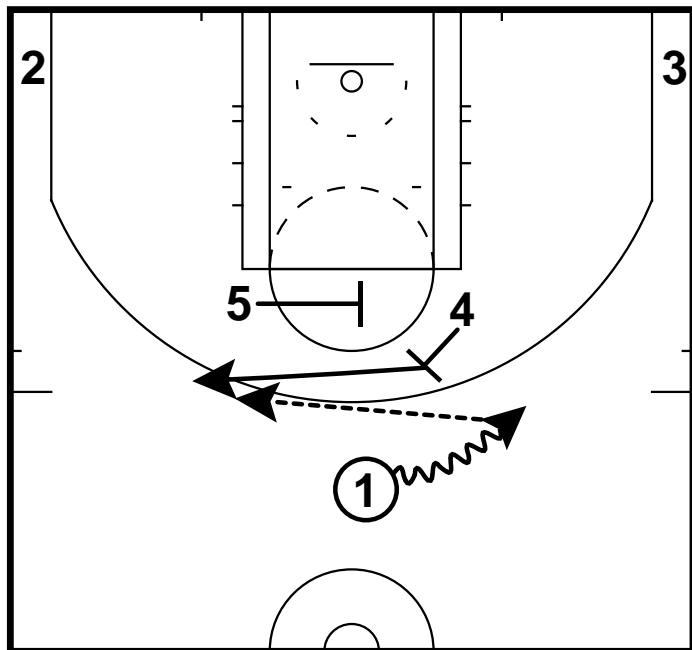
Horns Duck  
Horns



- 1 hits 4
- 5 sets a flare for 1
- 2 runs to rim and ducks in
- 4 looks to hit 2, or over top pass

# Horns

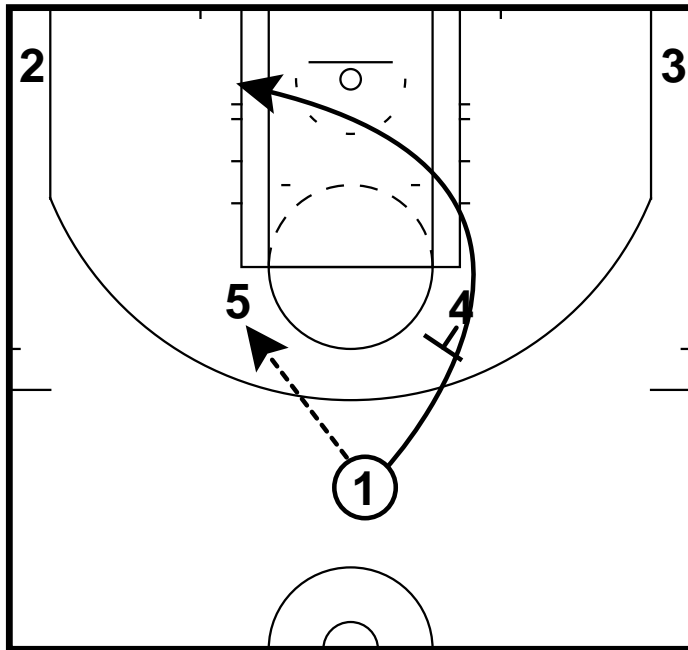
Horns Flare  
Horns



- 4 BS's for 1
- 5 sets a Flare for 4
- 1 looks to throw back to 4

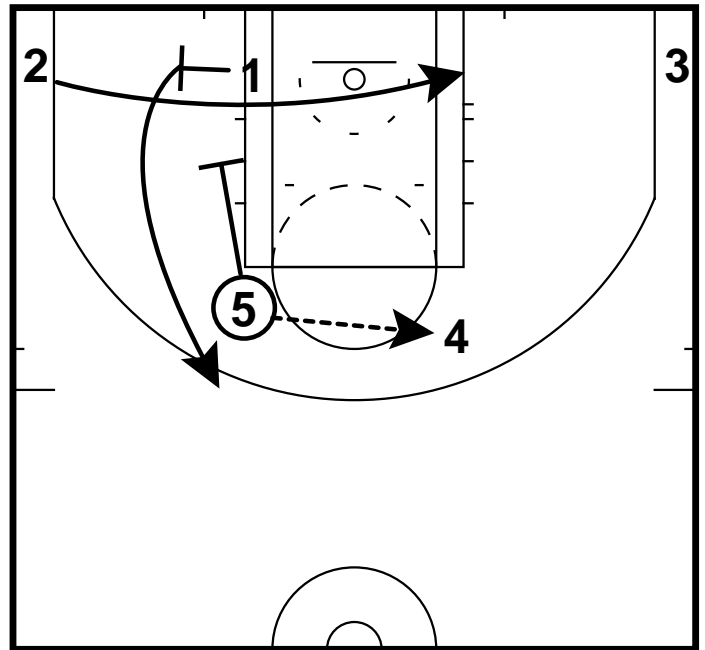
# Horns

Horns Flex Down  
Horns



1 hits 5 on the elbow  
4 back screens for 1

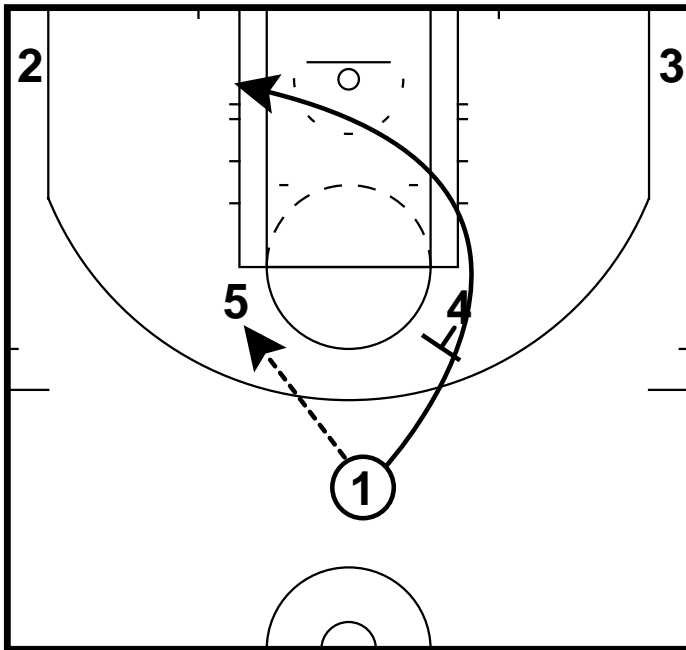
Horns Flex Down  
Horns



5 swings to 4 popping after screen  
1 flex screens for 2  
5 follows to down screen for 1  
4 looks for 2 on flex or 1 off down

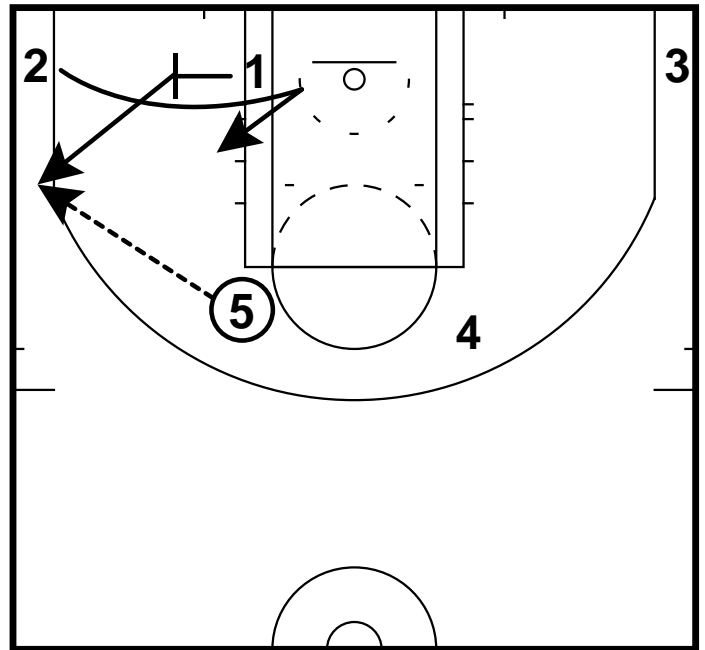
# Horns

Horns Flex Post  
Horns



1 hits 5 on the elbow  
4 back screens for 1

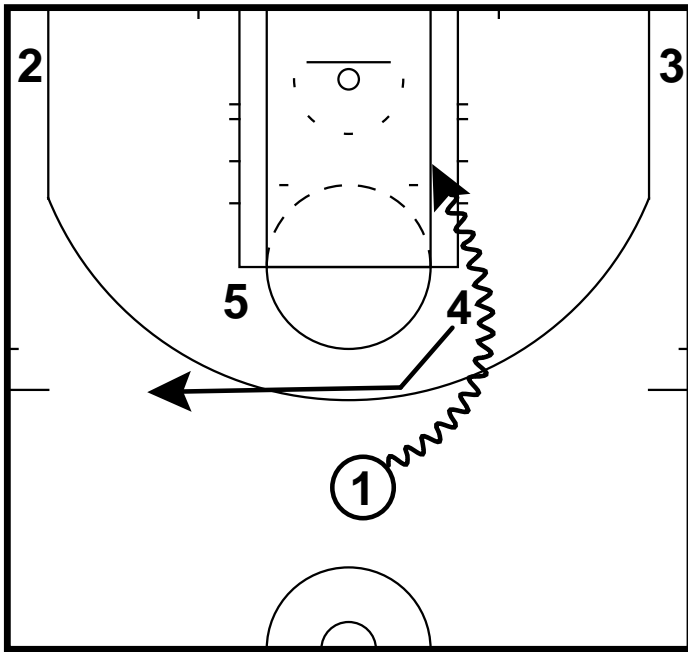
Horns Flex Post  
Horns



1 sets a flex for 2 and pops  
5 hits 1 popping  
2 then cuts back & posts up  
1 looks in for 2 posting

# Horns

Horns Ghost  
Horns

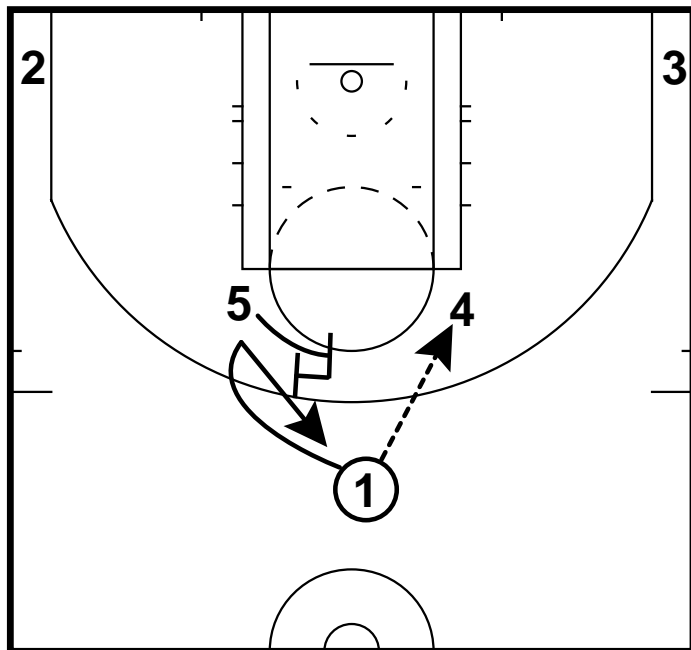


4 ghost screens off of 1  
1 looks to attack down hill



# Horns

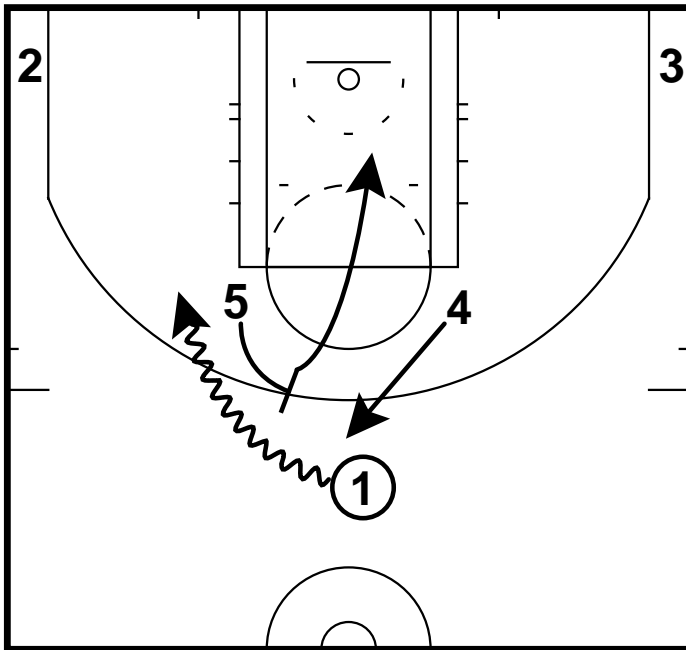
Horns Rewind  
Horns



- 1 hits 4 on the elbow
- 5 flares for 1
- 5 re screens for 1 popping back to top
- 4 looks to hit 1

# Horns

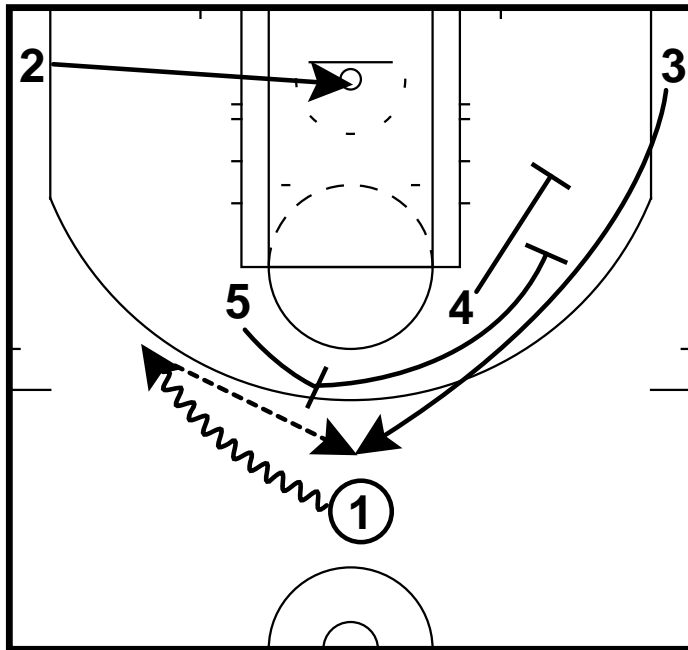
Horns Roll  
Horns



- 5 sets a BS for 1 and rolls
- 4 fills from behind
- 1 can look to throw back for high low

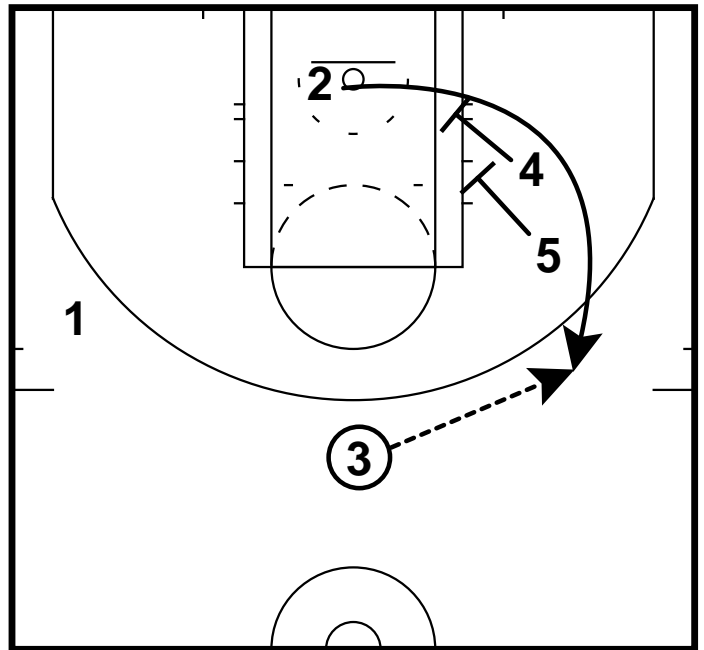
# Horns

Horns Stagger  
Horns



- 5 sets a BS for 1
- 4 and 5 set a stagger for 3
- 2 moves near the rim
- 1 hits 3 on top

Horns Stagger  
Horns

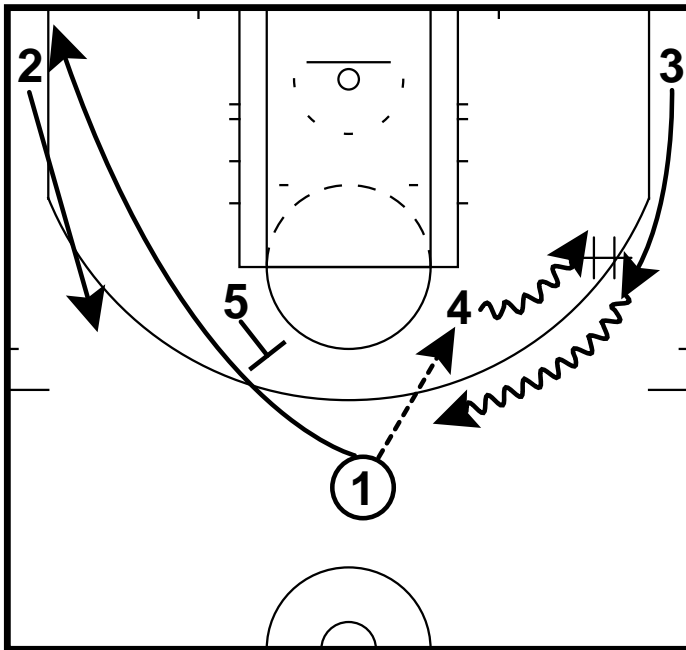


- 4 and 5 set a stagger for 2
- 3 looks for 2 running off screens



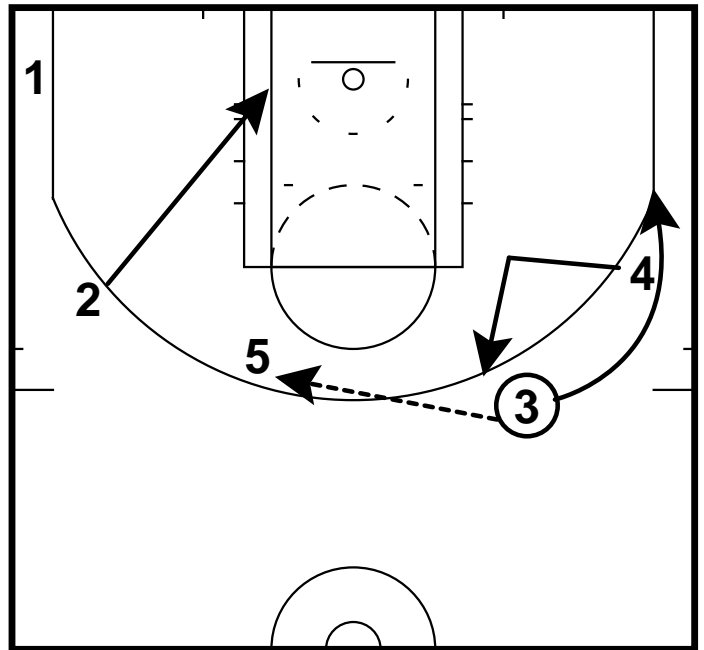
# Horns

Horns Thru Double  
Horns



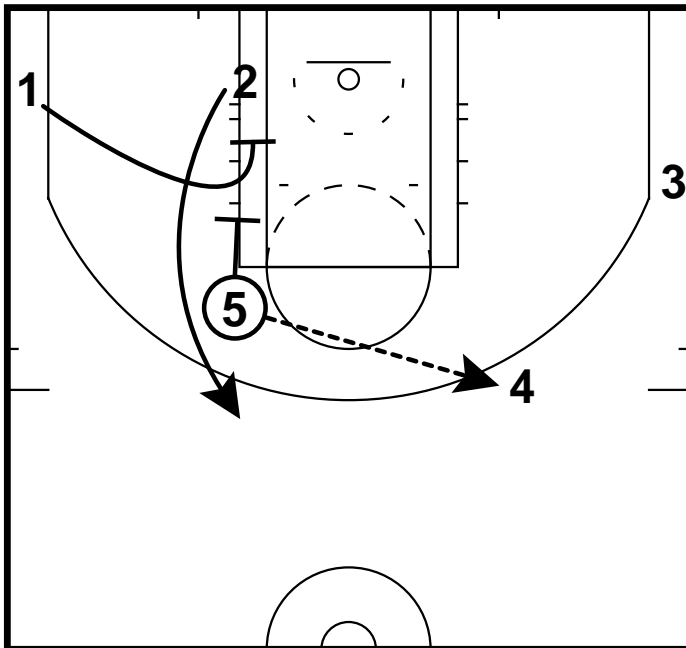
1 hits 4  
5 back screens for 1 to corner, 2 lifts up  
4 DHO's with 3 coming to the ball  
3 dribbles up to the slot

Horns Thru Double  
Horns



3 hits 5 in the slot  
4 steps in to cut up to slot  
3 spaces deep wing  
2 dives down to the block

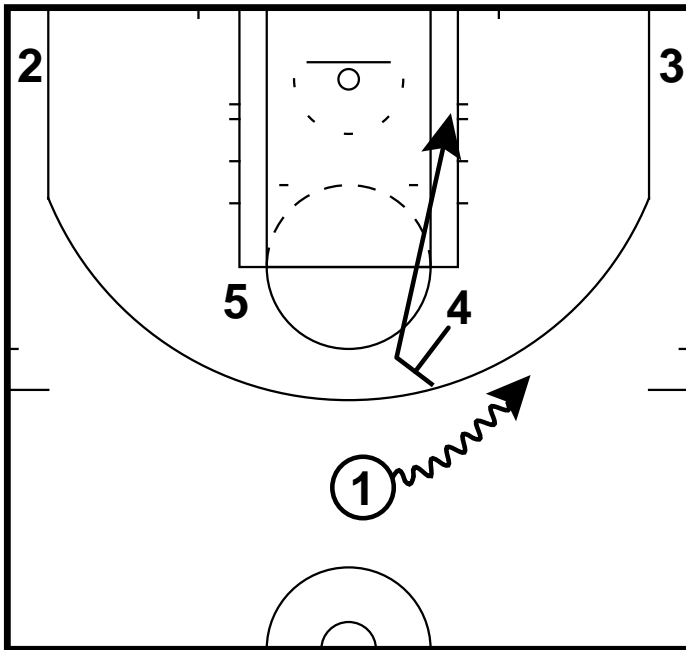
Horns Thru Double  
Horns



5 hits 4  
1 and 5 set a double for 2

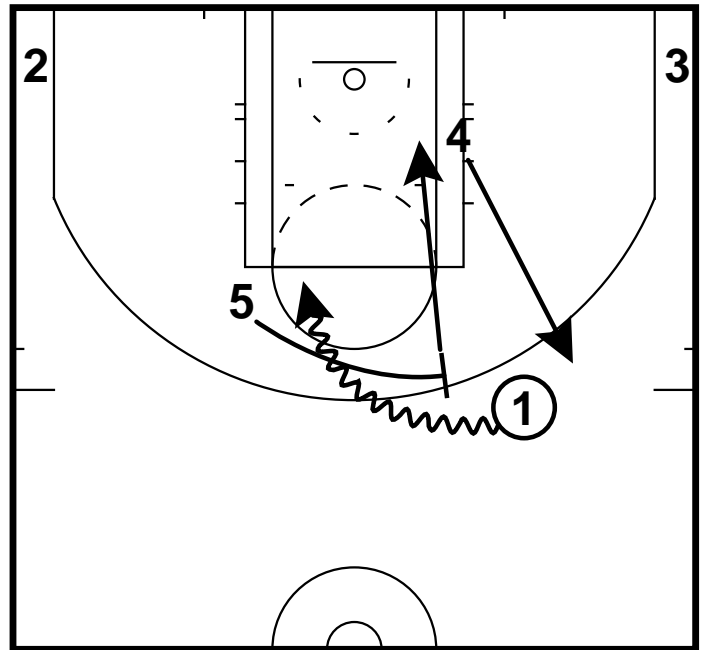
# Horns

Horns Twist  
Horns



4 BS's for 1 and rolls

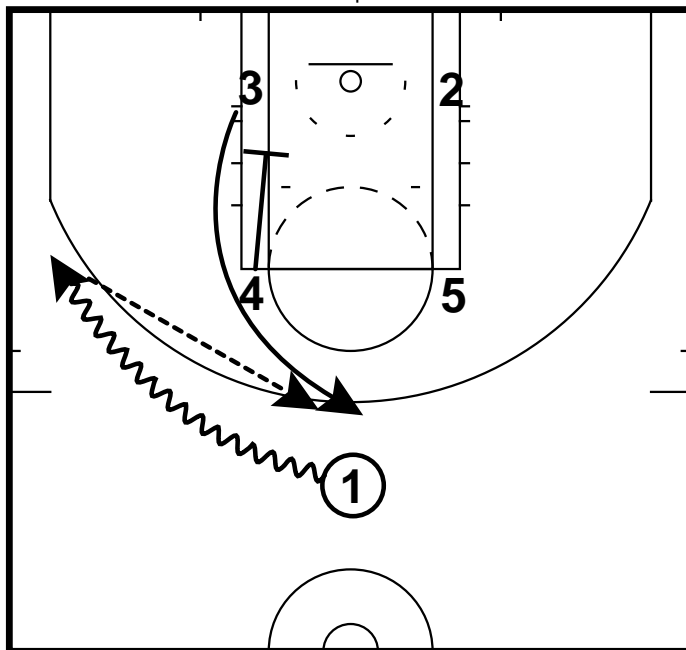
Horns Twist  
Horns



5 follows to set a BS for 1 and rolls  
4 replaces from behind  
1 looks to score, hit 5  
Or throwback to 4

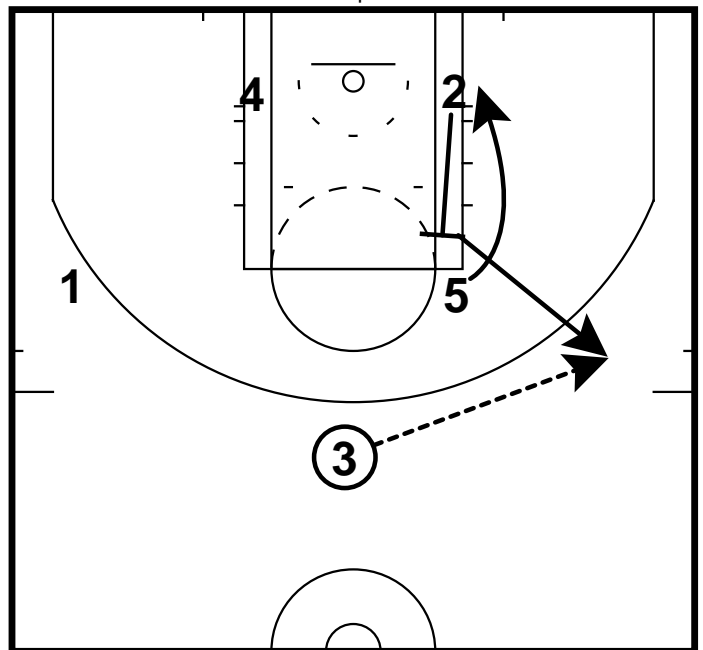
# Zipper

Zipper Backscreen  
Zip



- 1 dribbles over to the wing
- 4 pins down for 3
- 1 hits 3 on top

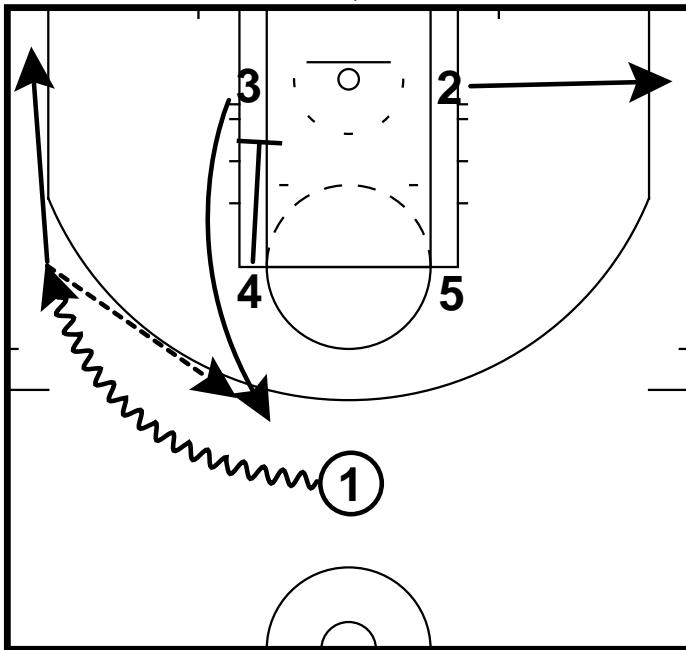
Zipper Backscreen  
Zip



- 2 back screens for 5
- If 3 has no lob, he then hits 2
- 2 looks at 5 posting if no shot

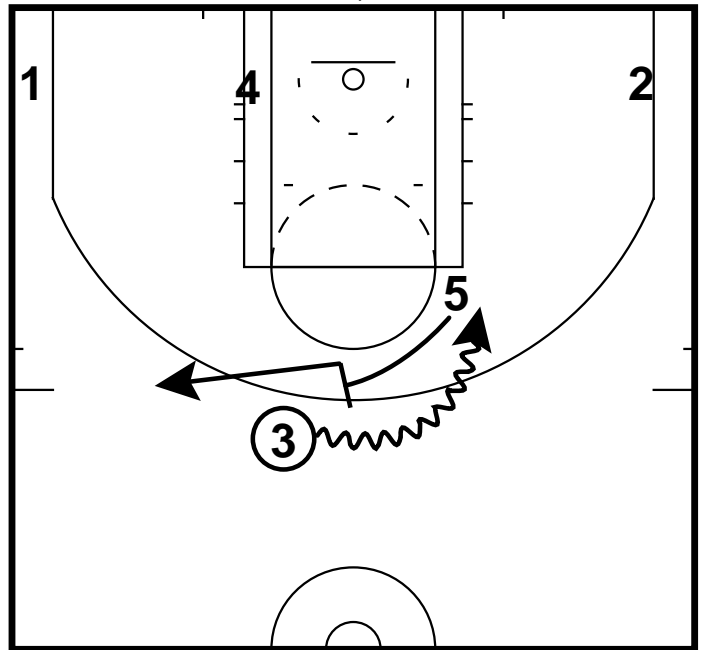
# Zipper

Zipper BS  
Zip



- 1 dribbles over to the wing
- 4 pin downs for 3
- 2 goes to corner
- 1 hits 3 and goes to corner

Zipper BS  
Zip

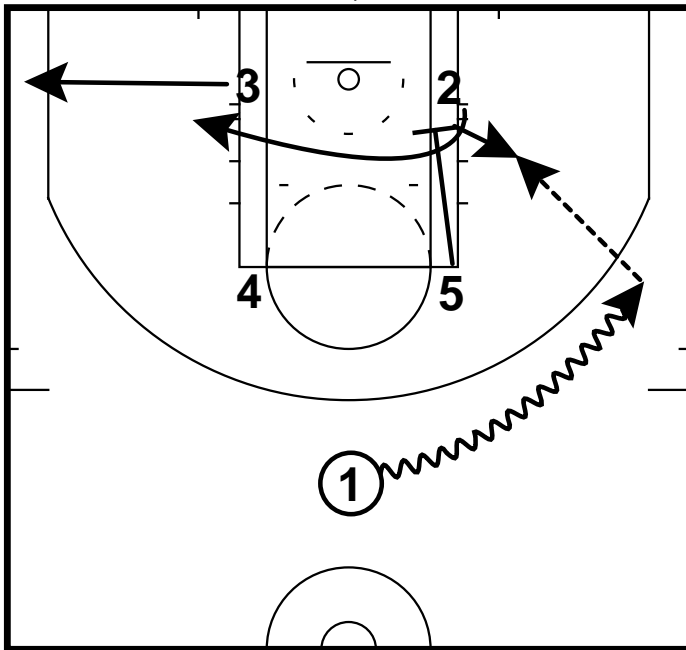


- 5 BS's for 3
- They liked to pop 5 on this action
- 3 attacks down hill, 4 sits in porch



# Zipper

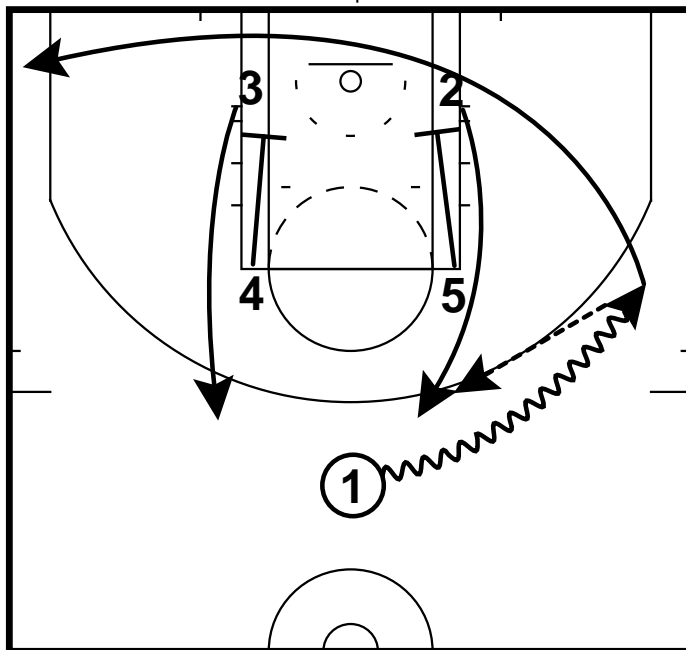
Zipper Curl Post  
Zip



- 1 dribbles over to the wing
- 3 clears to corner
- 5 pin downs for 2, 2 curls screen
- 1 hits 5 in the post

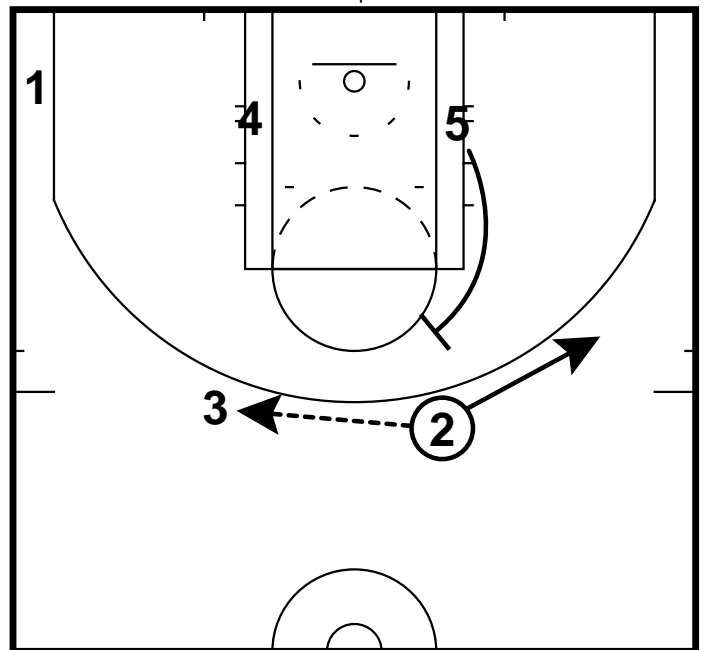
# Zipper

Zipper Flare  
Zip



- 1 dribbles over to the wing
- 5 pins down for 2, 1 hits 2
- 4 pins down for 3
- 1 clears opposite corner

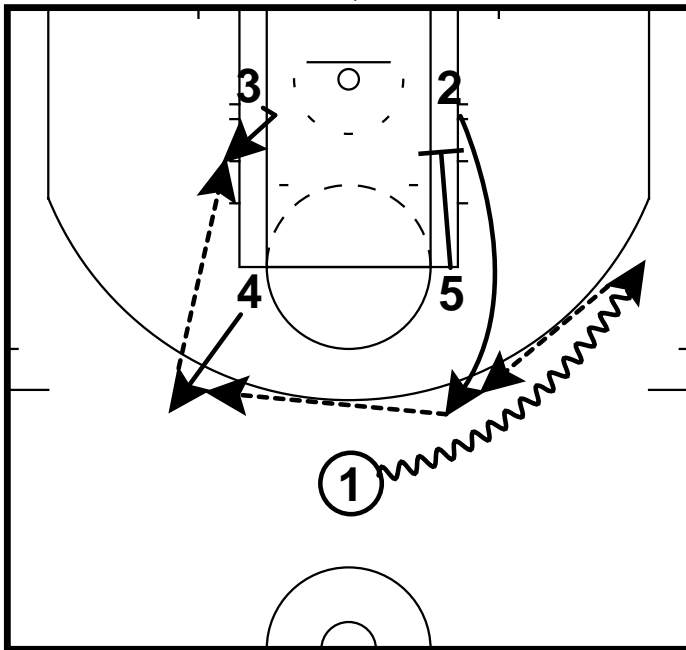
Zipper Flare  
Zip



- 2 hits 3 coming off screen
- 5 follows to flare for 2
- 3 looks to hit 2 on flare

# Zipper

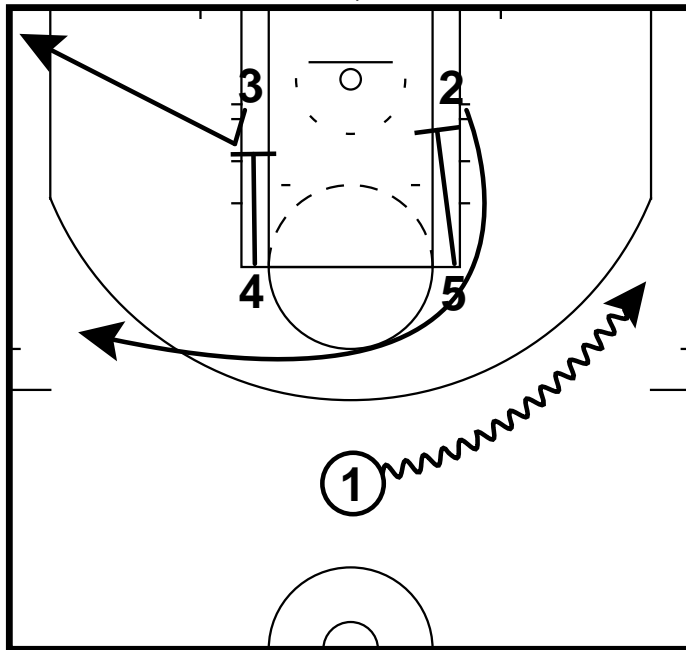
Zipper Guard Post  
Zip



- 1 dribbles over to the wing
- 5 pins down for 2, 1 hits 2
- 4 pops out, 2 hits 4
- 3 seals, 4 looks for 3 posting up

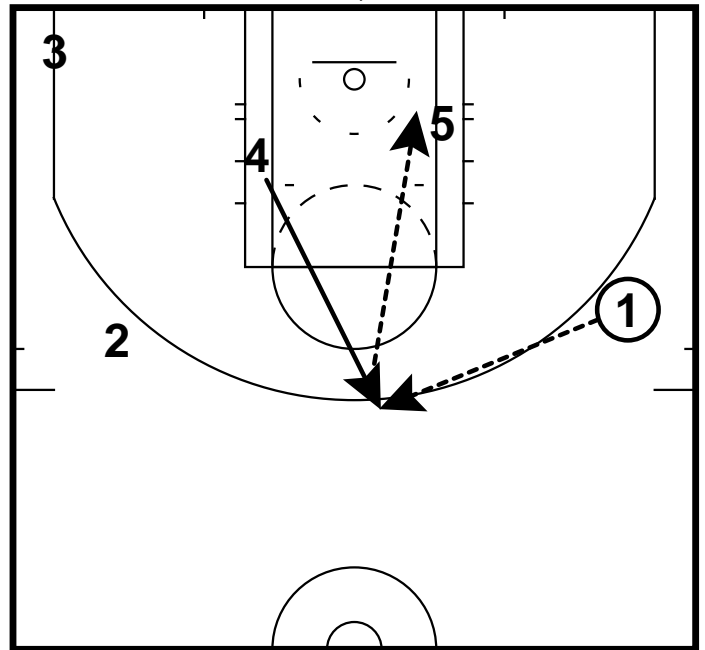
# Zipper

Zipper High Low  
Zip



- 1 dribbles over to the wing
- 5 pin downs for 2
- 2 cuts opposite wing
- 4 pin downs for 3, 3 denies & goes corner

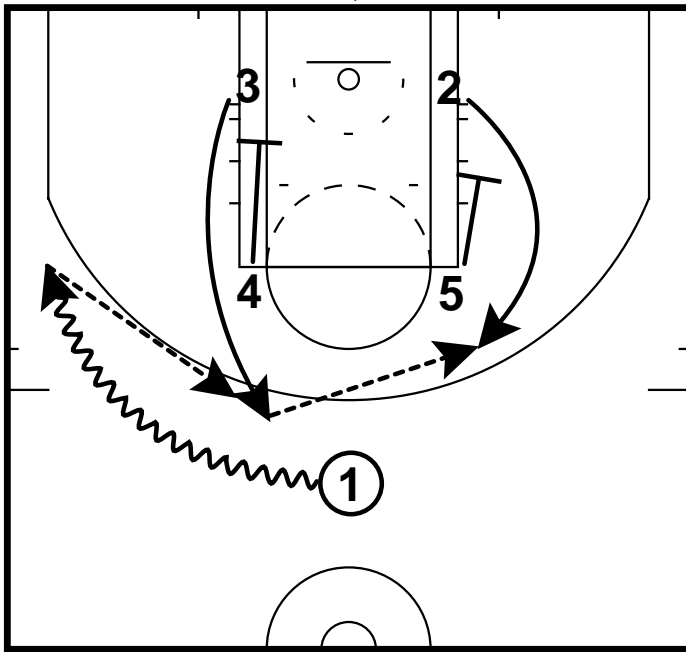
Zipper High Low  
Zip



- 4 flashes to the top
- 1 hits 4 on top
- 5 looks to lock step, 4 can throw over top

# Zipper

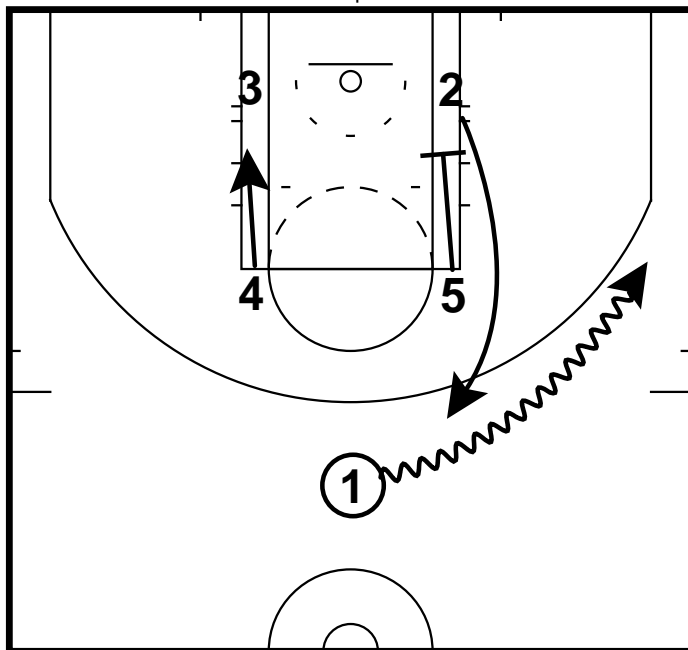
Zipper Pin  
Zip



- 1 dribbles over to the wing
- 4 pins down for 3, 1 hits 3
- 5 pins down for 2
- 3 looks to hit 2 for a shot, or 5 post up

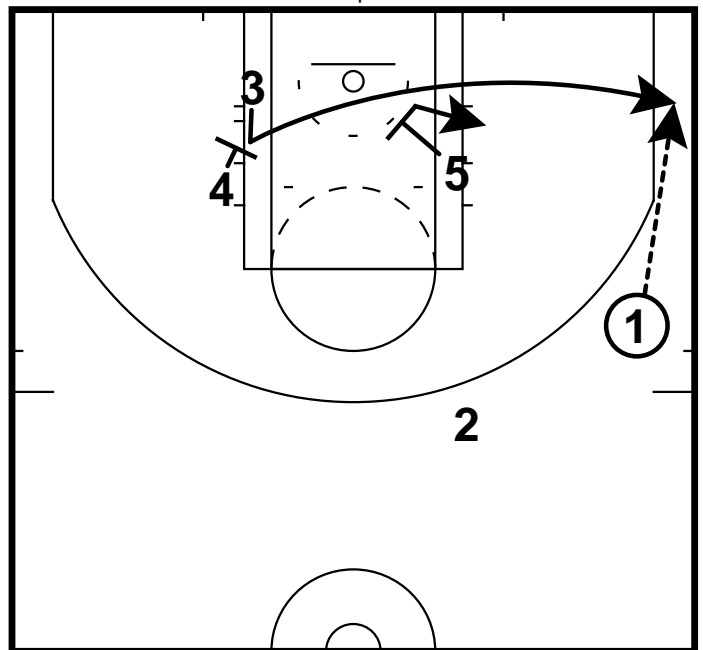
# Zipper

Zipper Pin Post  
Zip



1 dribbles over to the wing  
5 pins down for 2  
4 dives near the block

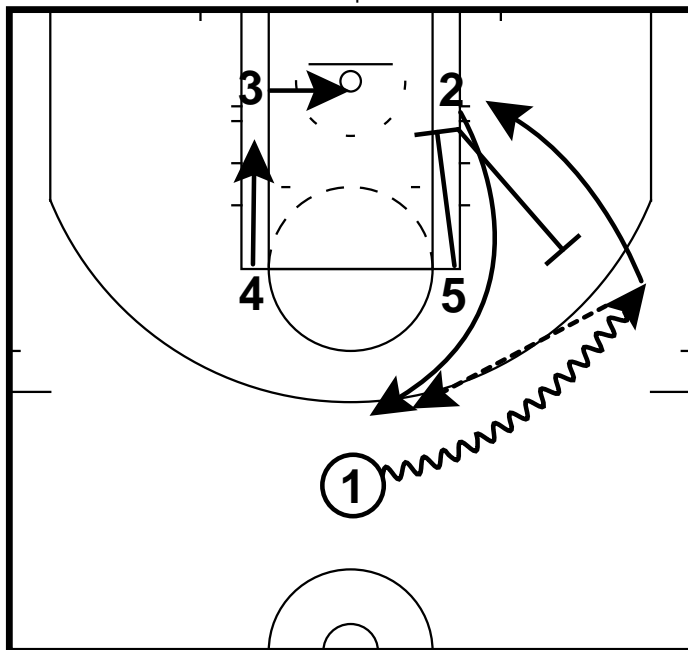
Zipper Pin Post  
Zip



4 acts like he's going to pin down for 3  
3 denies and goes off 5 screen  
1 hits 3 in the corner  
5 ducks in after screen, 3 looks inside

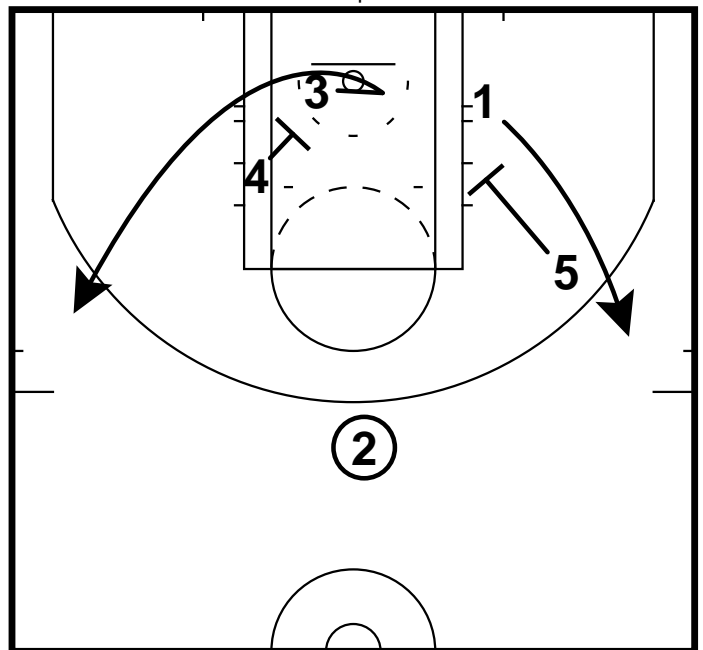
# Zipper

Zipper Rewind  
Zip



- 1 dribbles over to wing
- 5 pins down for 2, 1 hits 2
- 5 shuffle screens for 1
- 3 moves middle of paint, 4 to block

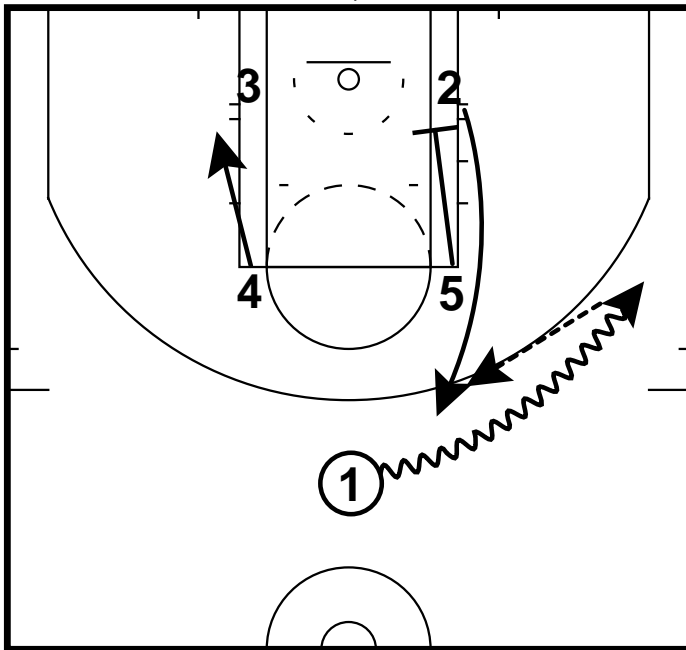
Zipper Rewind  
Zip



- 3 acts like he's going to screen for 1
- 5 re screens down for 1
- 4 screens down for 3
- 2 looks for either 1 or 3 coming off screens

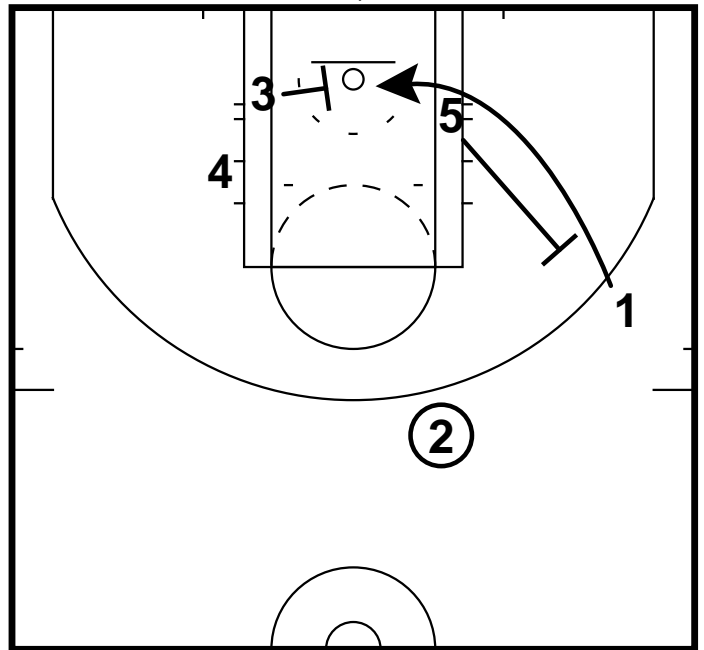
# Zipper

Zipper Shuffle Back  
Zip



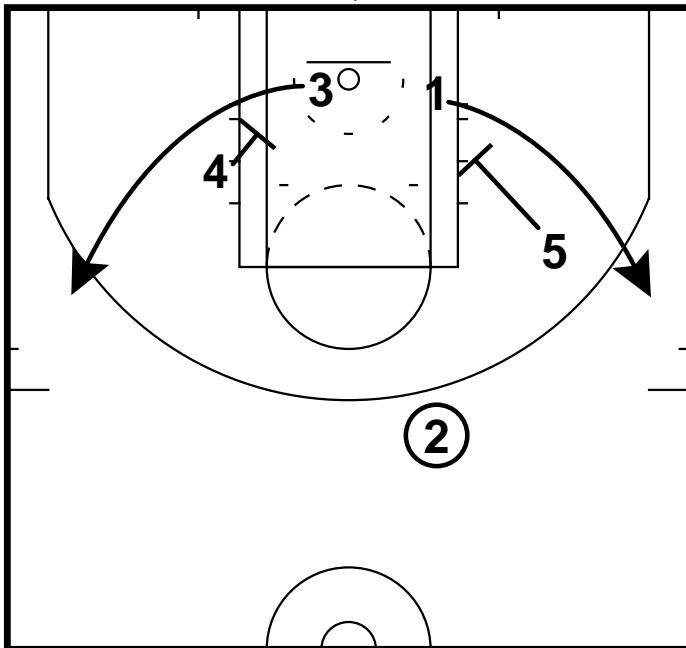
- 1 dribbles over to the wing
- 5 pin downs for 2
- 1 hits 2
- 4 moves to the block

Zipper Shuffle Back  
Zip



- 5 shuffle screens for 1
- 3 acts like he's going to screen for 1

Zipper Shuffle Back  
Zip

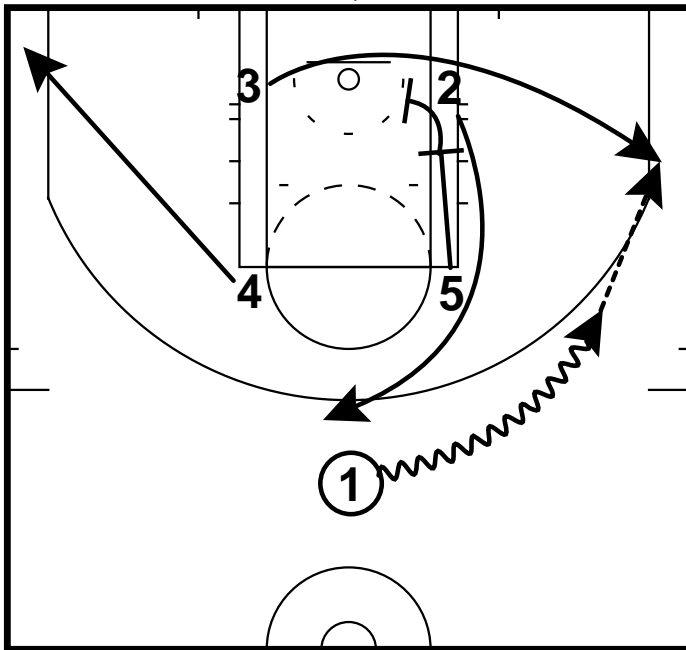


- 5 then re screens for 1
- 4 screens down for 3
- 2 looks for 1 primarily on re screen



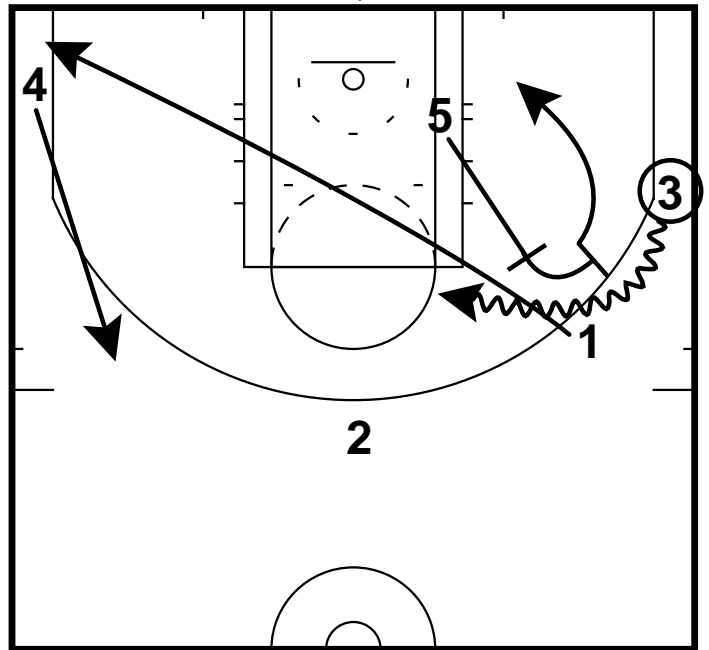
# Zipper

Zipper Shuffle BS  
Zip



- 1 dribbles over to the wing
- 4 clears to the corner
- 5 pins down for 2
- 5 then screens 3 over, 1 hits 3

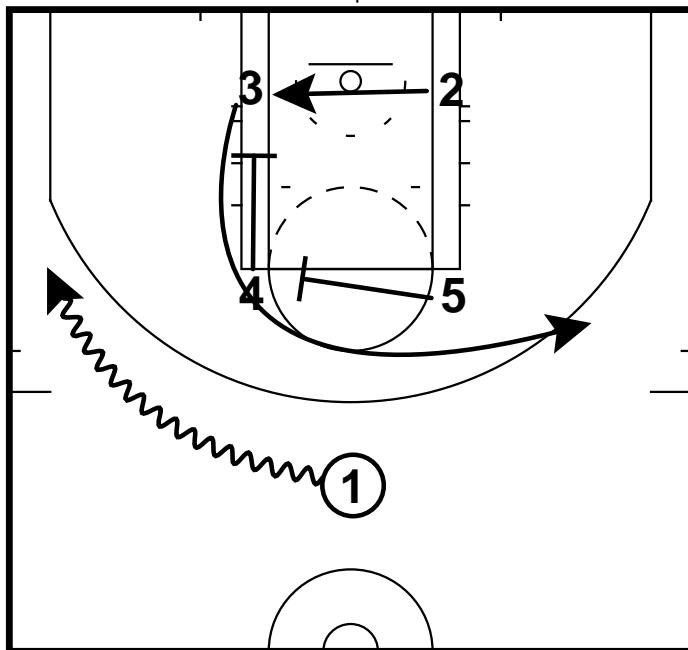
Zipper Shuffle BS  
Zip



- 5 shuffle screens for 1
- 4 fills up to the wing
- 5 then BS's for 3 and rolls

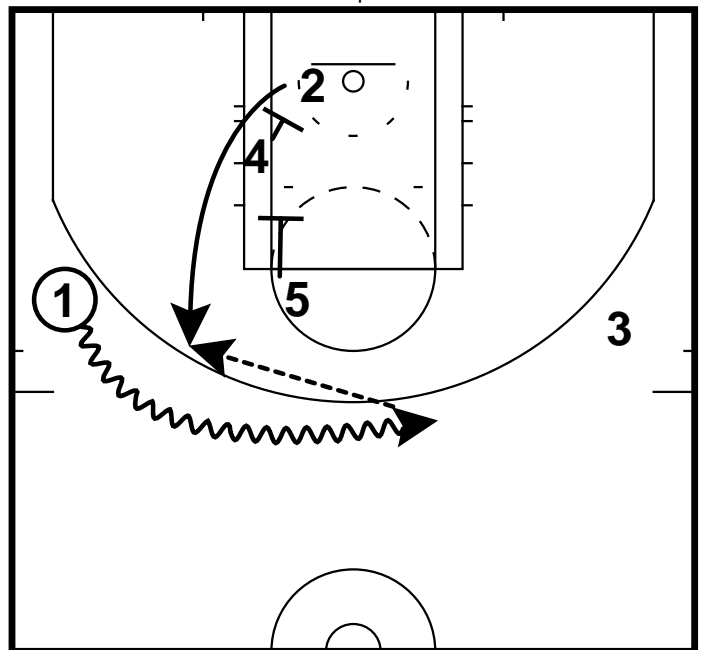
# Zipper

Zipper Stagger  
Zip



- 1 dribbles over to the wing
- 4 pins down for 3, 5 follows for stagger
- 2 moves to strong side block

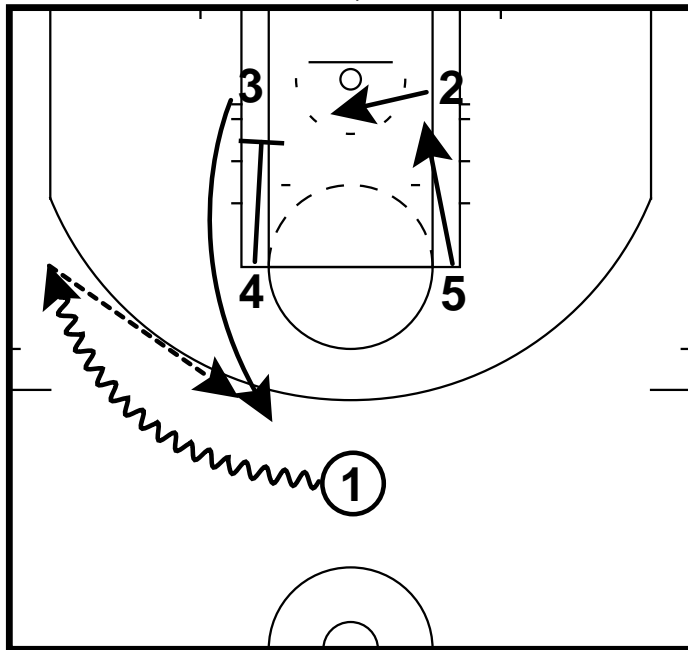
Zipper Stagger  
Zip



- 1 dribbles to middle
- 4 and 5 set a stagger for 2
- 1 looks to throw back to 2

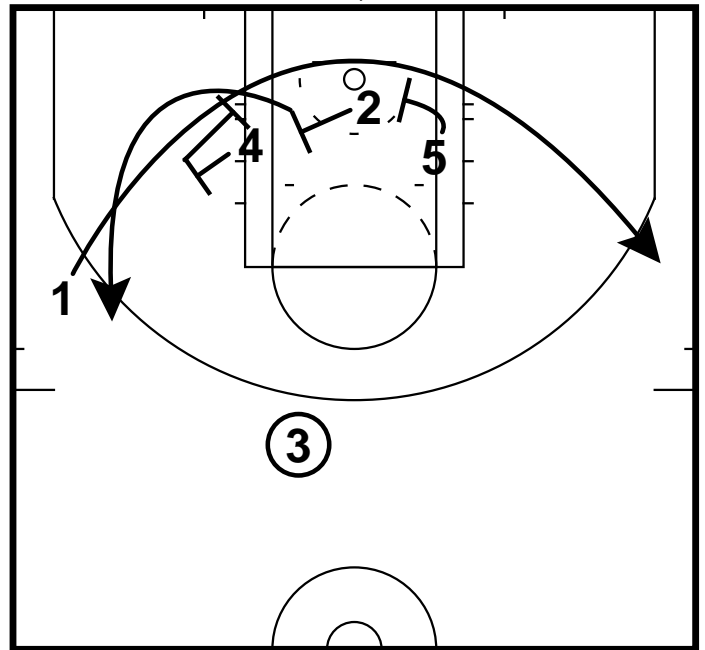
# Zipper

Zipper Triple Floppy  
Zip



- 1 dribbles over to wing
- 4 pin downs for 3, 1 hits 3
- 2 moves to middle of paint
- 5 dives to the block

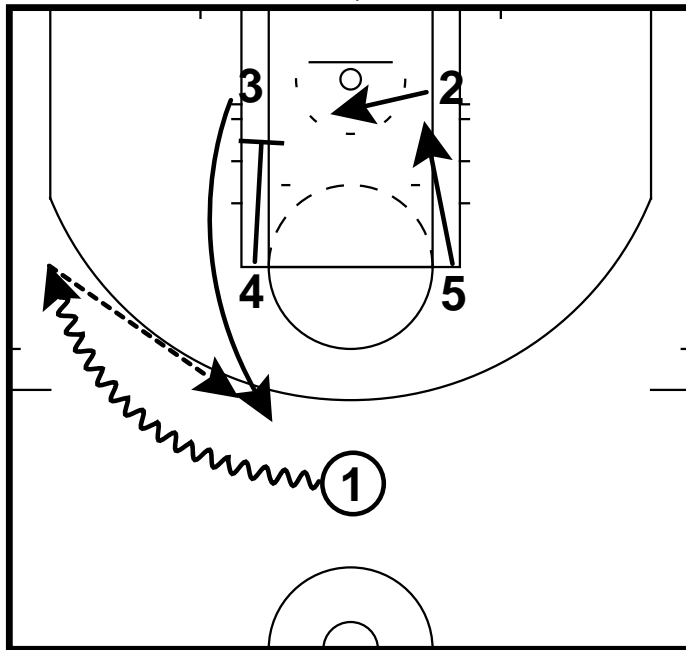
Zipper Triple Floppy  
Zip



- 4, 2 and 5 set a triple for 1
- 4 then screens in for 2
- 3 has an option to attack
- Or hit open man with 1 and 2

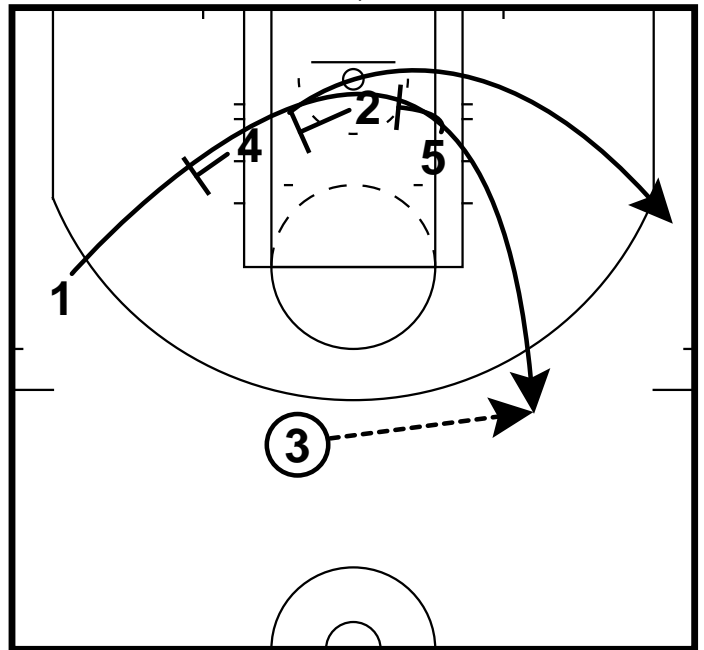
# Zipper

Zipper Triple Rewind  
Zip



- 1 dribbles over to wing
- 4 pin downs for 3, 1 hits 3
- 2 moves to middle of paint
- 5 dives to the block

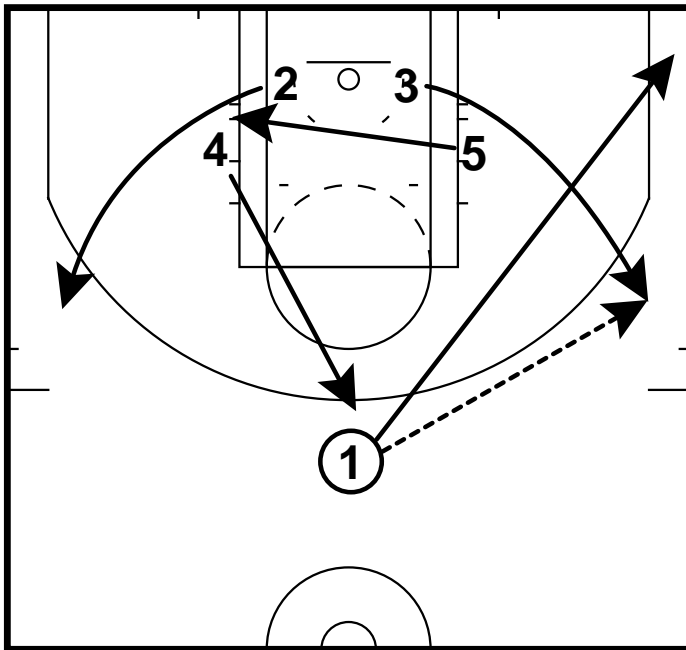
Zipper Triple Rewind  
Zip



- 4, 2 and 5 set a triple for 1
- 2 then goes back to follow 1
- 3 hits 1, 1 has shot
- Or 1 looks behind to hit 2 coming off screen

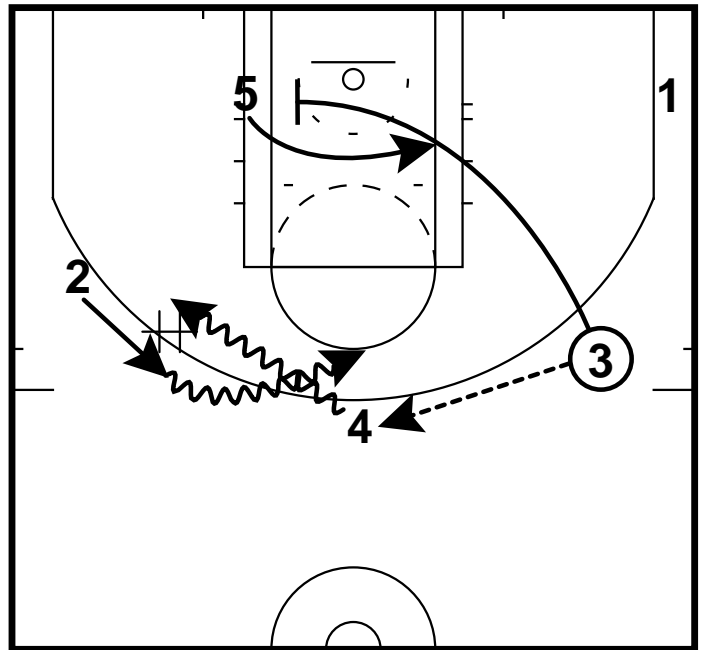
# Shuffle

Shuffle DHO Cross  
Shuffle



- 2 and 3 flash to the wings
- 1 hits 3 on the wing and goes corner
- 4 flashes to the top
- 5 goes to opposite block

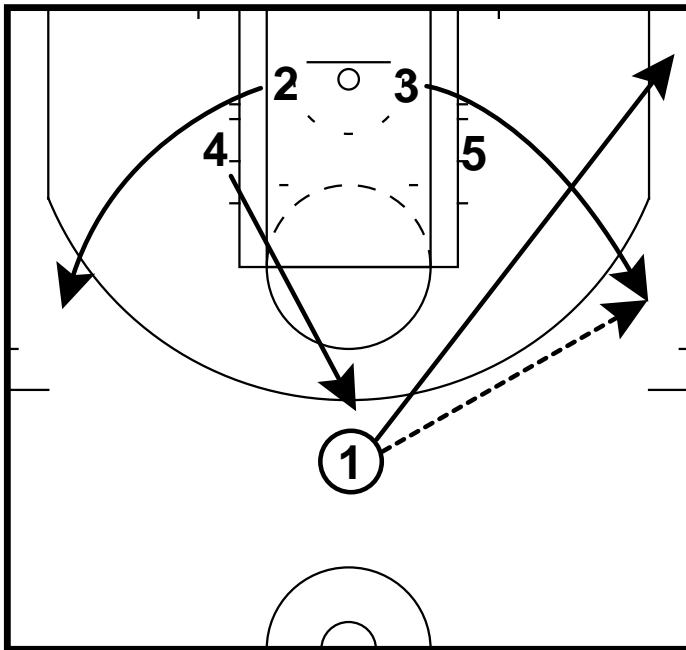
Shuffle DHO Cross  
Shuffle



- 3 swings to 4 on top
- 4 DHO's with 2 flashing up
- 3 runs to set cross screen for 5
- 2 looks for 5 coming off cross screen

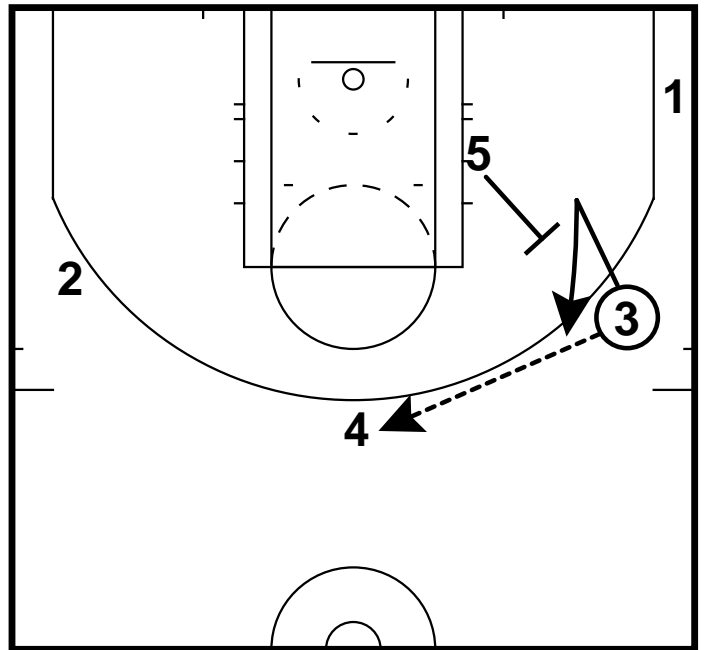
# Shuffle

Shuffle Rewind  
Shuffle



- 2 and 3 flash to the wings
- 1 hits 3 on the wing and goes corner
- 4 flashes to the top

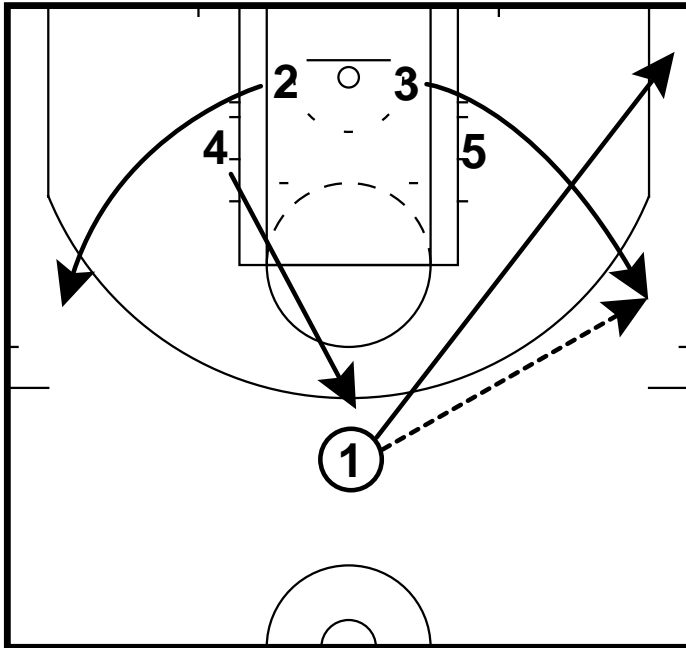
Shuffle Rewind  
Shuffle



- 5 sets a shuffle for 3
- 3 acts like he's going to use screen
- 3 pops back, 4 looks for 3

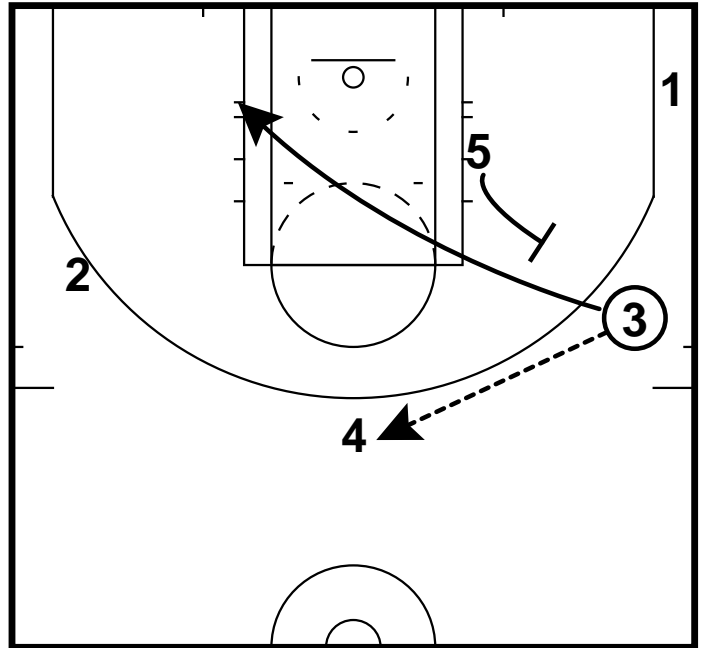
# Shuffle

Shuffle Stagger Cross  
Shuffle



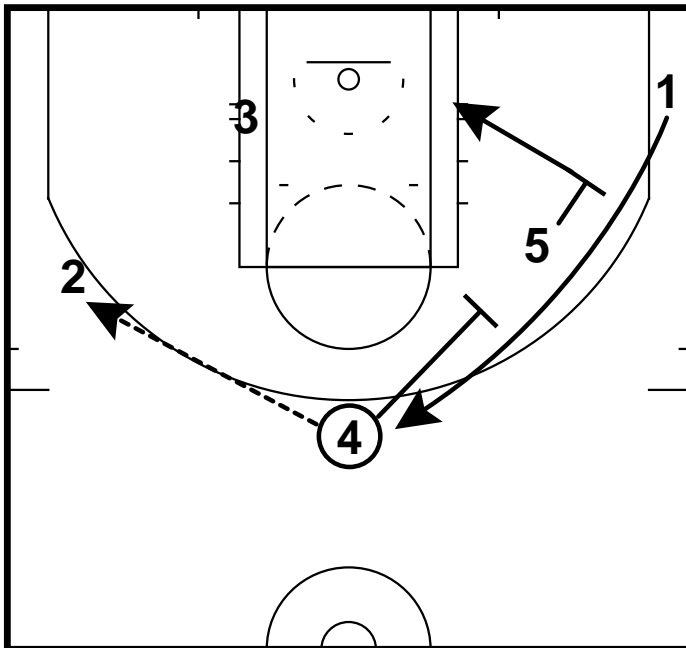
2 and 3 flash to the wings  
1 hits 3 on the wing and goes corner  
4 flashes to the top

Shuffle Stagger Cross  
Shuffle



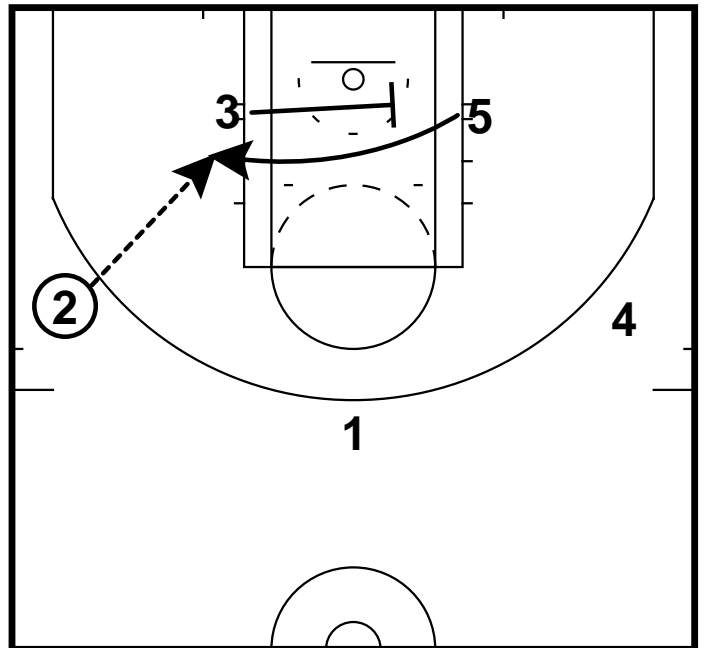
3 hits 4 on top  
5 sets a shuffle for 3 to post

Shuffle Stagger Cross  
Shuffle



4 swings to 2  
5 and 4 set a stagger for 1

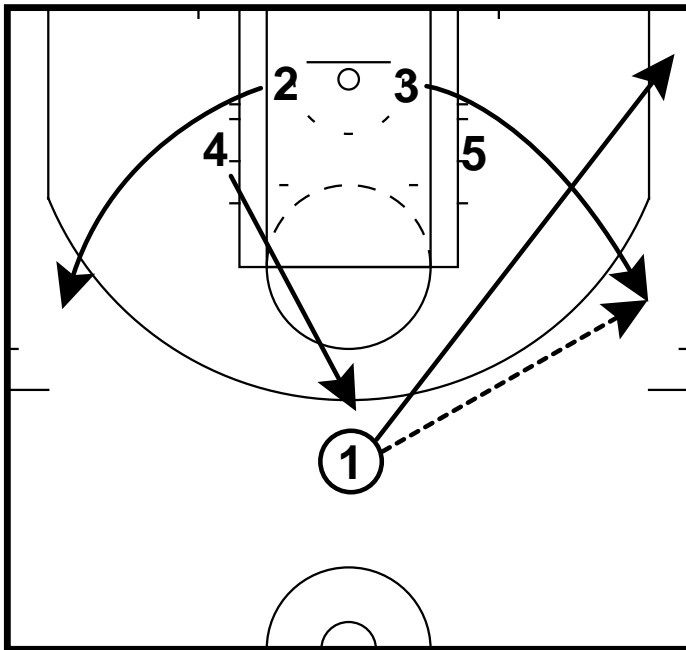
Shuffle Stagger Cross  
Shuffle



3 cross screens for 5  
Or 2 can hit 1 on top for a better pass  
3 spaces out

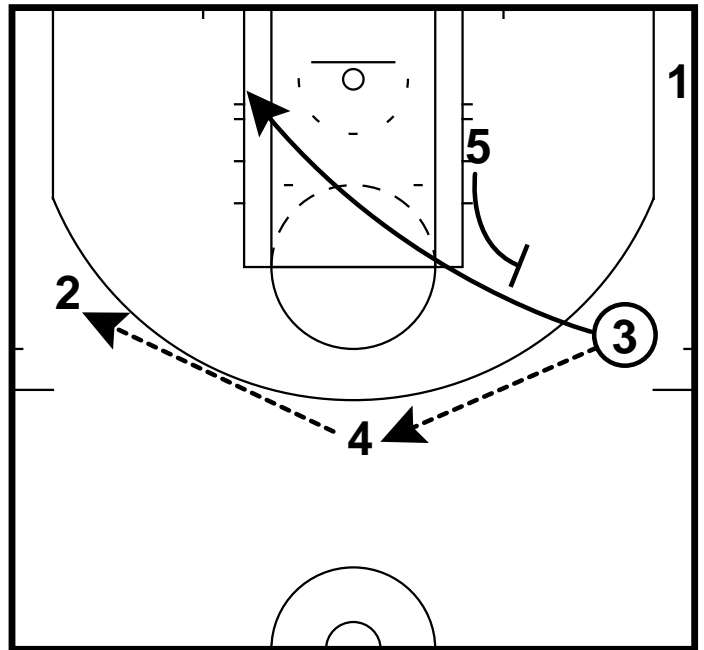
# Shuffle

Shuffle Stagger Stagger  
Shuffle



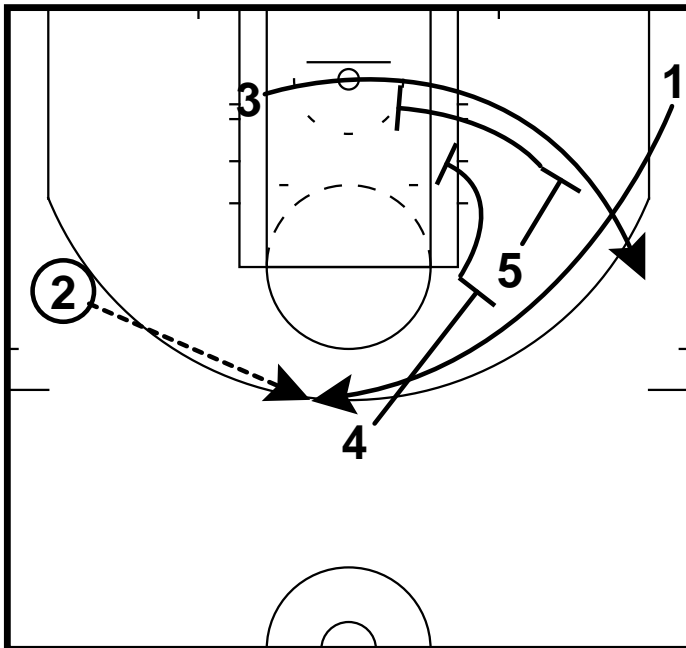
2 and 3 flash to the wings  
1 hits 3 on the wing and goes corner  
4 flashes to the top

Shuffle Stagger Stagger  
Shuffle



3 hits 4 on top, 4 swings to 2  
5 sets a shuffle for 3 to post

Shuffle Stagger Stagger  
Shuffle

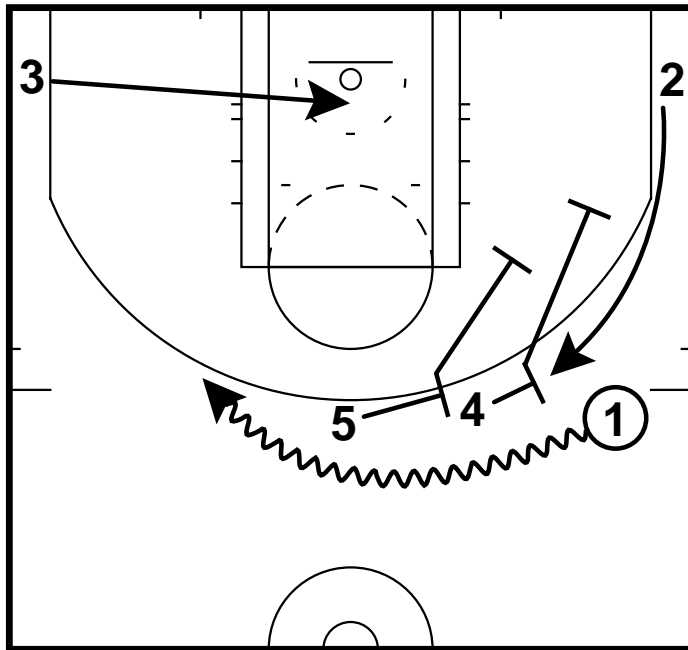


5 and 4 set a stagger for 1, 2 hits 1  
5 and 4 then set a stagger for 3



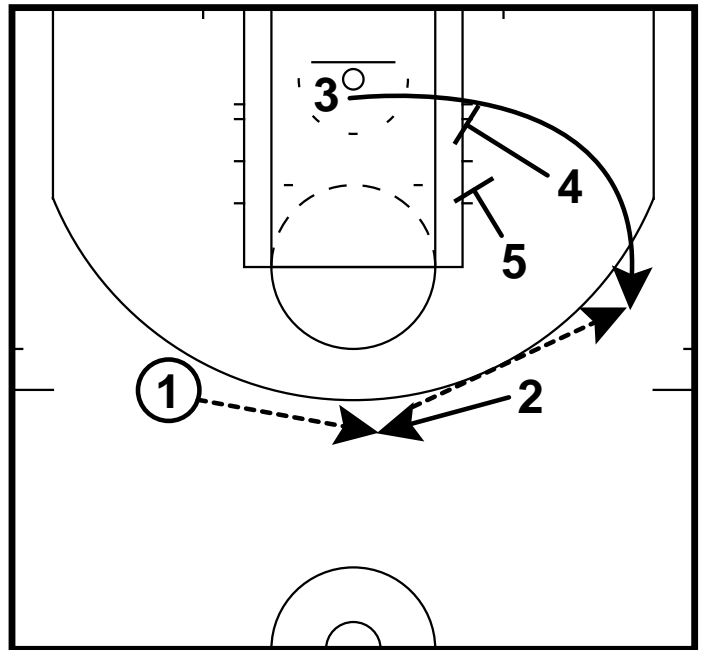
# Ball Screen

BS Double Stagger  
Ball Screen



4 and 5 set a Double BS for 1  
4 and 5 set a stagger for 2  
3 moves to the rim

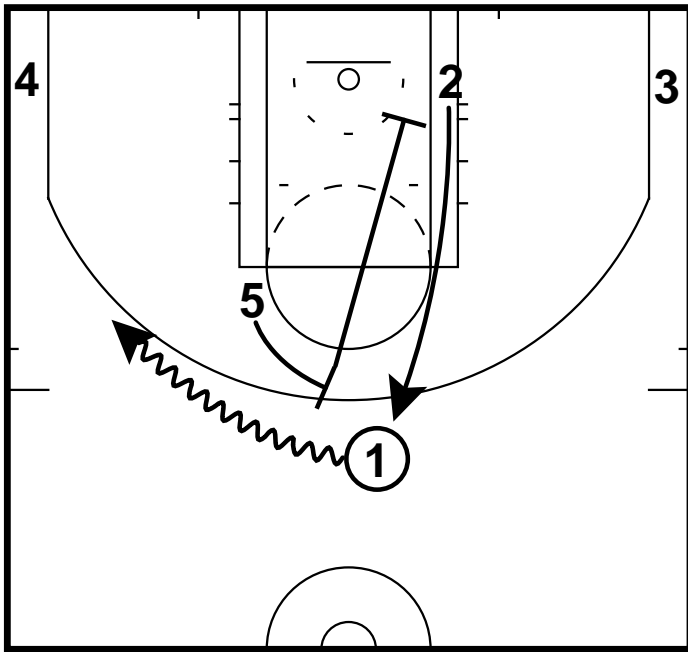
BS Double Stagger  
Ball Screen



2 continues to flash to top, 1 hits 2  
4 and 5 set a stagger for 3  
2 looks to hit 3

# Ball Screen

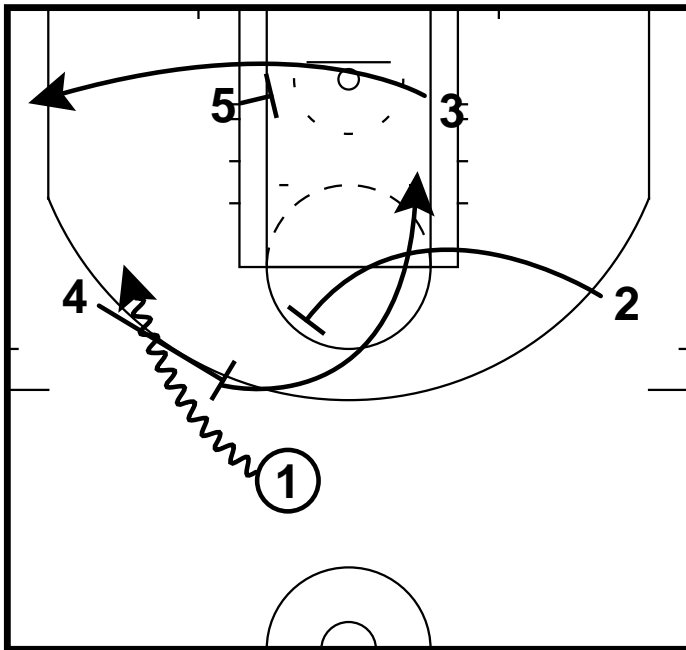
BS Middle Pin  
Ball Screen



- 5 sets a BS for 1
- 5 rolls to pin down for 2
- 1 looks for 2, 2 looks shot or high low

# Ball Screen

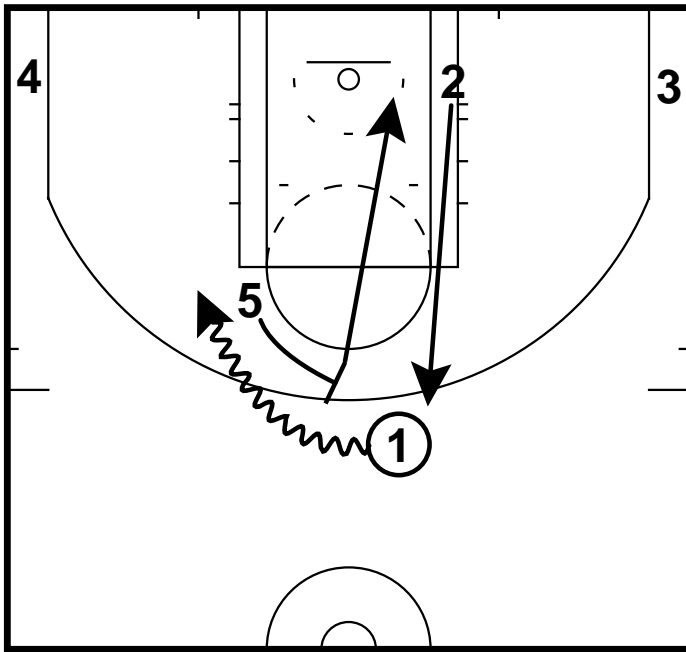
BS Outside Clear Lob  
Ball Screen



- 4 sets an Outside BS for 1 early
- 5 screens 3 to corner
- 2 loops to back screen for 4
- 1 looks for lob or 3 in the corner

# Ball Screen

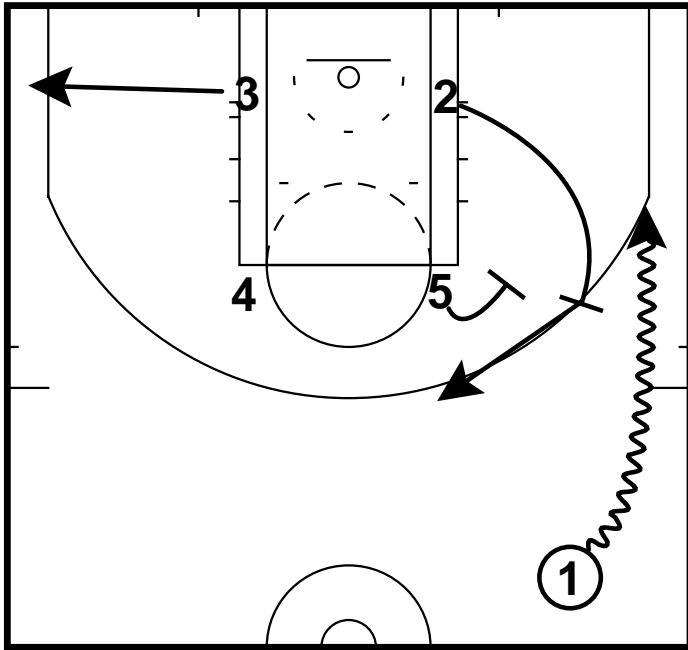
BS R&R  
Ball Screen



- 5 sets a BS for 1 and sprints to the rim
- 2 replaces behind 5 rolling
- 1 attacks and reads 5 or 2 for shot

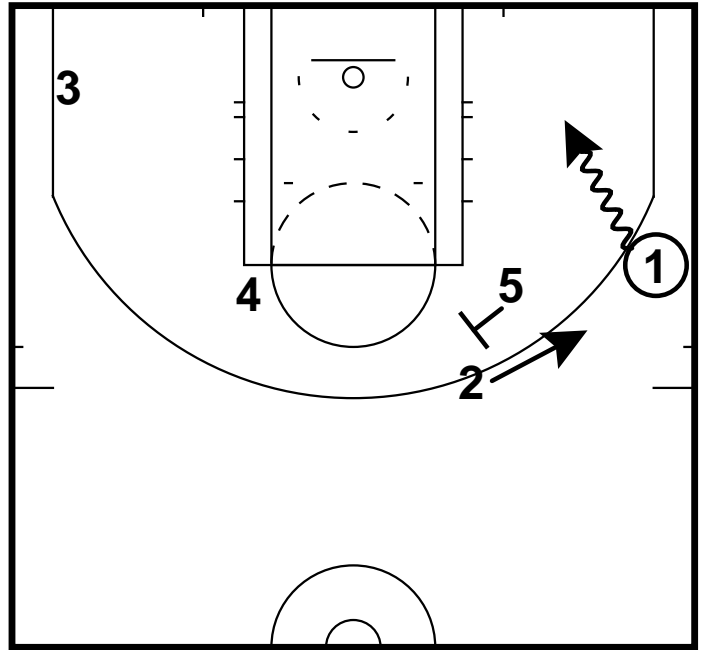
# Ball Screen

BS Side Veer Back  
Ball Screen



2 sets a BS for 1 early in offense  
5 follows to flare for 2

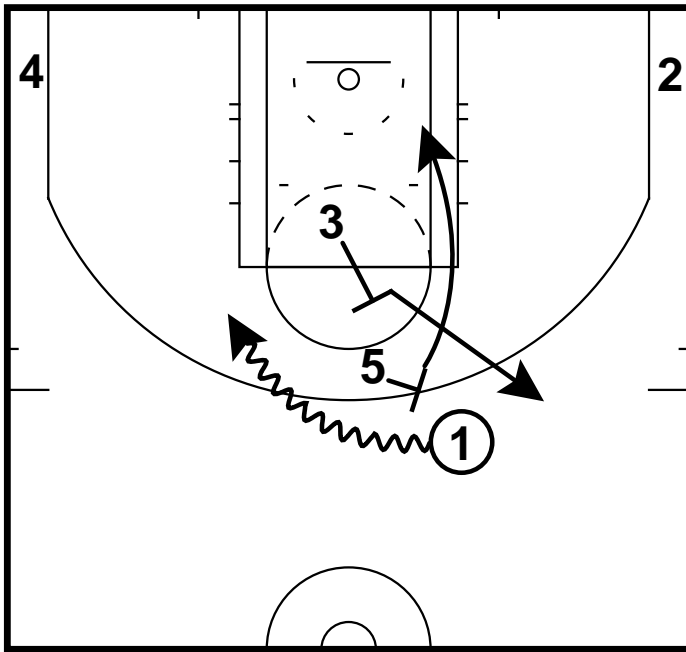
BS Side Veer Back  
Ball Screen



1 continues to attack down hill  
5 re screens for 2  
1 looks to throw back to 2

# Ball Screen

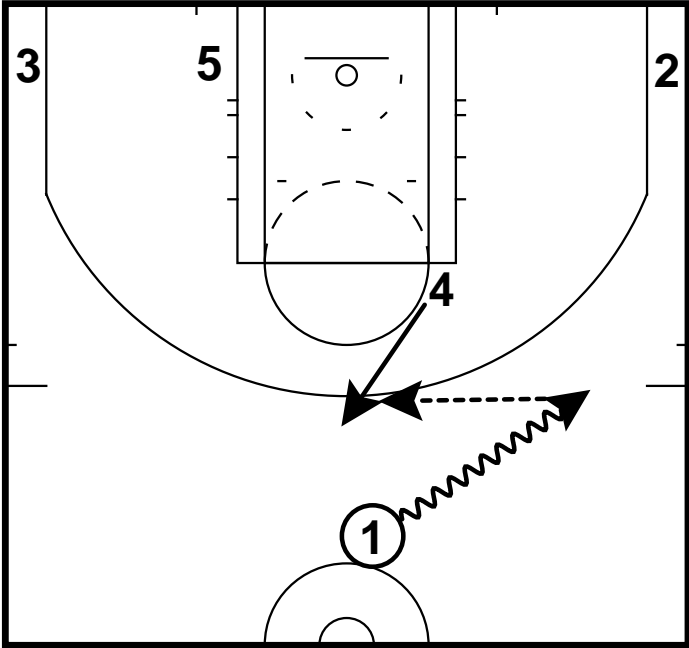
BS Spain  
Ball Screen



- 5 sets a BS for 1 and rolls
- 3 back screens for 5 and pops
- 1 looks for 3 or 5 open

# Blast

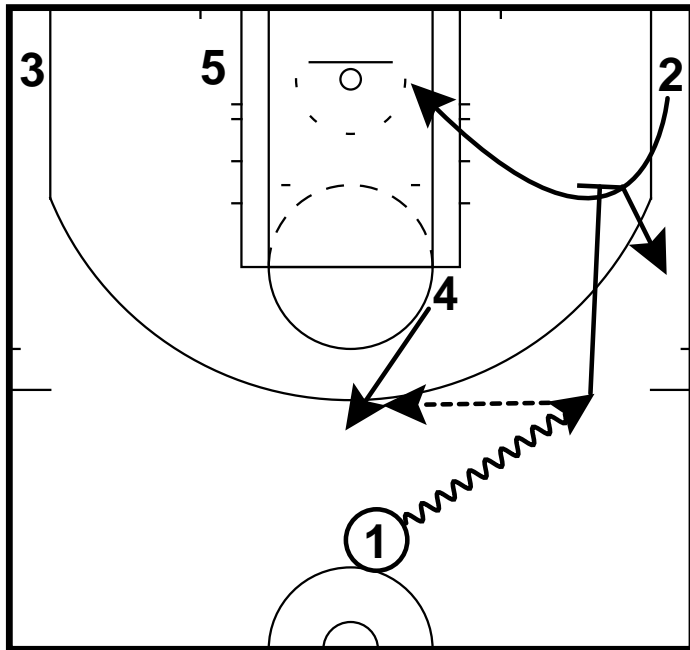
Blast Iso  
Blast



- 1 dribbles over to the wing
- 4 pops to the top, 1 hits 4
- 4 faces up for Iso

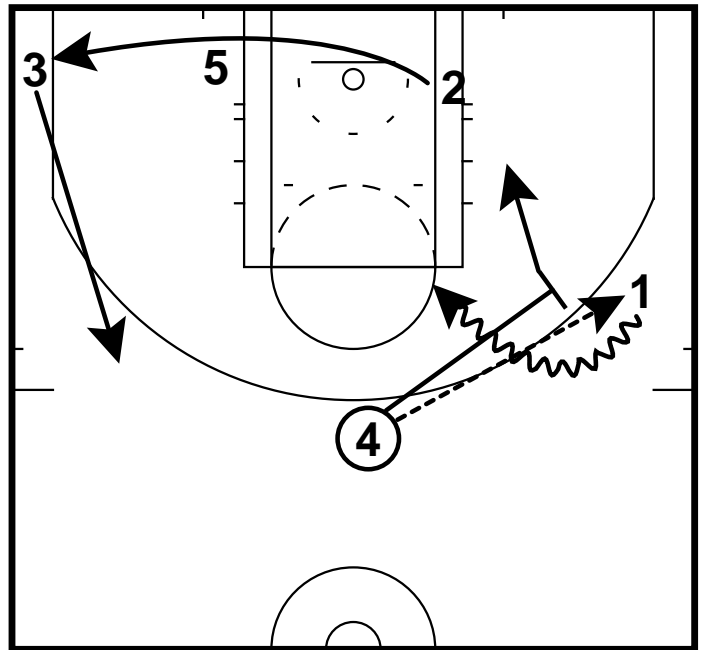
# Blast

Blast Pin Curl  
Blast



- 1 dribbles over to the wing
- 4 pops to the top, 1 hits 4
- 1 sets a pin down for 2
- 2 curls to the block

Blast Pin Curl  
Blast

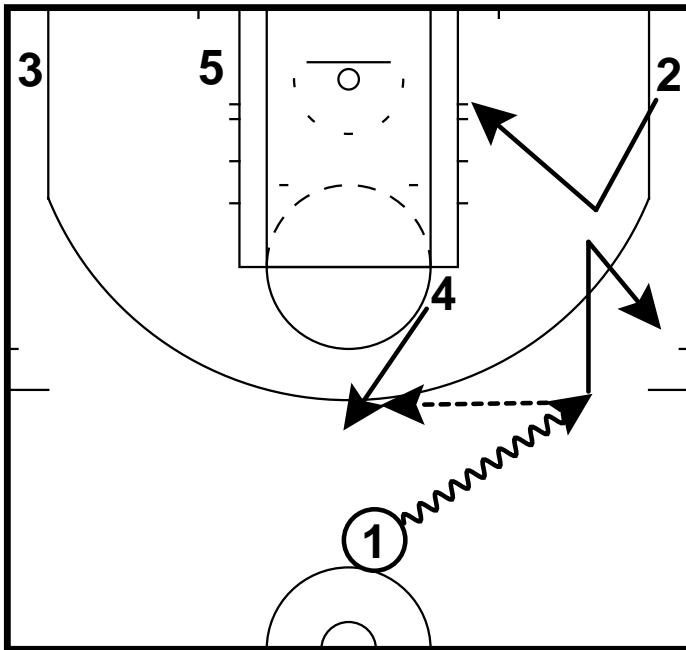


- 4 hits on the wing
- 4 follows to BS for 1 and rolls
- 2 goes to corner, 3 fills up



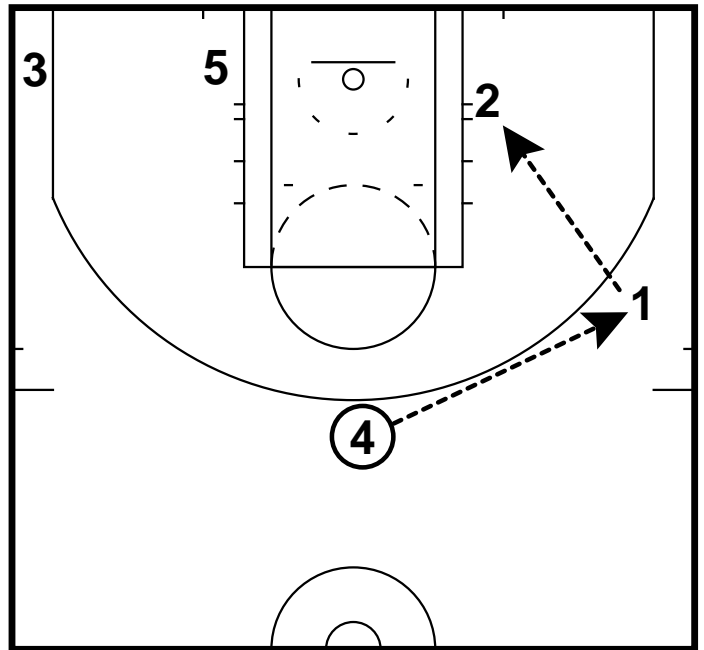
# Blast

Blast Slip Post  
Blast



- 1 dribbles over to the wing
- 4 pops to the top, 1 hits 4
- 1 sets a pin down for 2
- 1 and 2 split

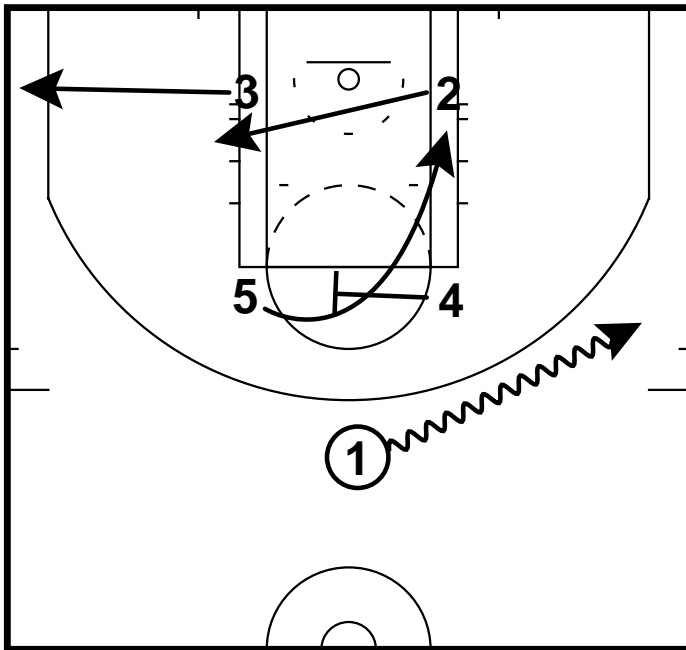
Blast Slip Post  
Blast



- 4 hits 1 on the wing
- 1 looks inside to hit 2 posting up

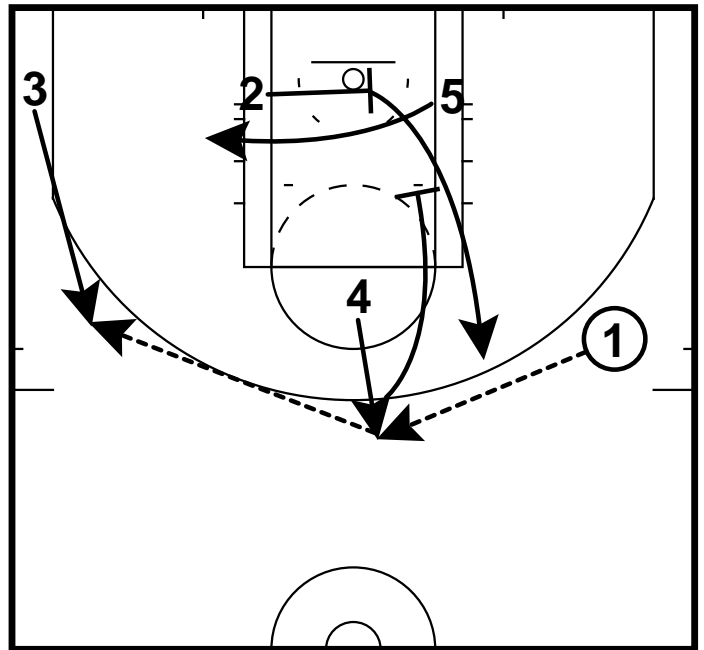
# Cross

Cross Back  
Cross



- 1 dribbles over to the wing
- 3 goes to corner, 2 moves to block
- 4 cross screens for 5 to the block

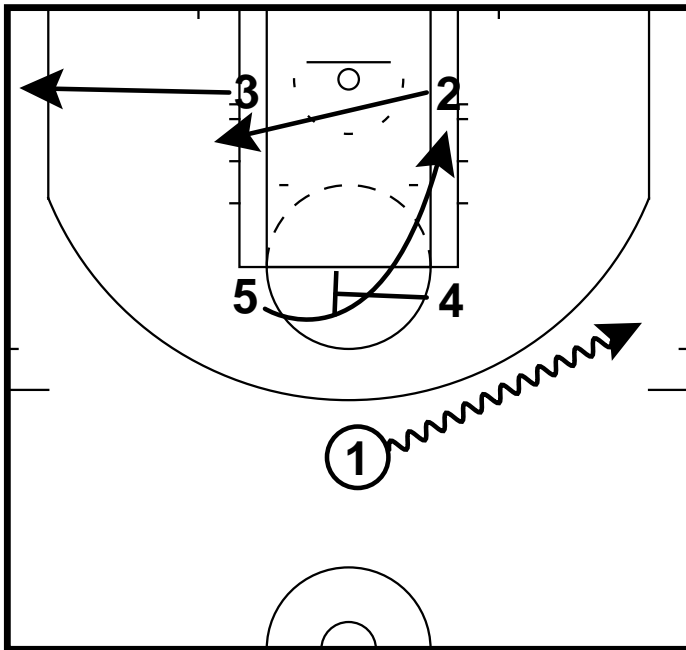
Cross Back  
Cross



- 1 hits 4 on top popping
- 2 cross screens for 5 posting
- 4 swings to 3 filling up
- 3 looks for 5 or 2 off 4 pin down

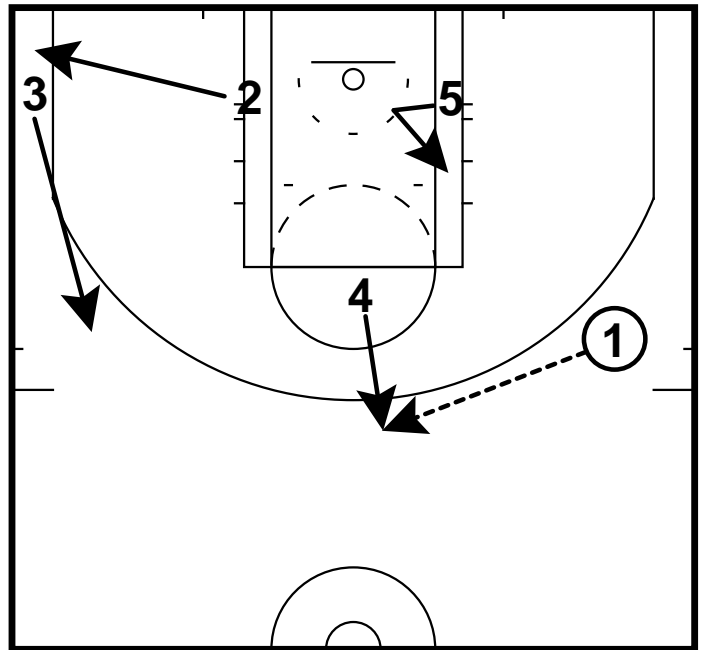
# Cross

Cross High Low  
Cross



1 dribbles over to the wing  
3 goes to corner, 2 moves to block  
4 cross screens for 5 to the block

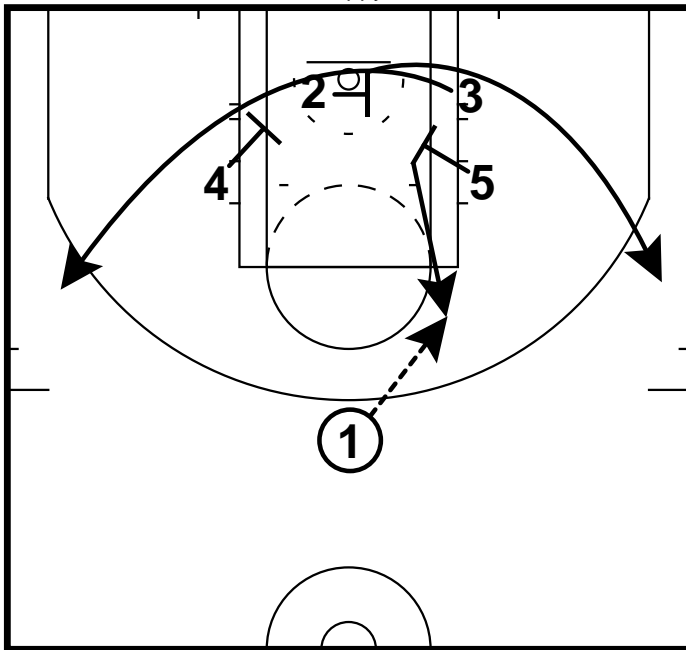
Cross High Low  
Cross



1 hits 4 on top popping  
2 goes corner, 3 fills up  
4 looks high low to 5 if 1 cant hit him

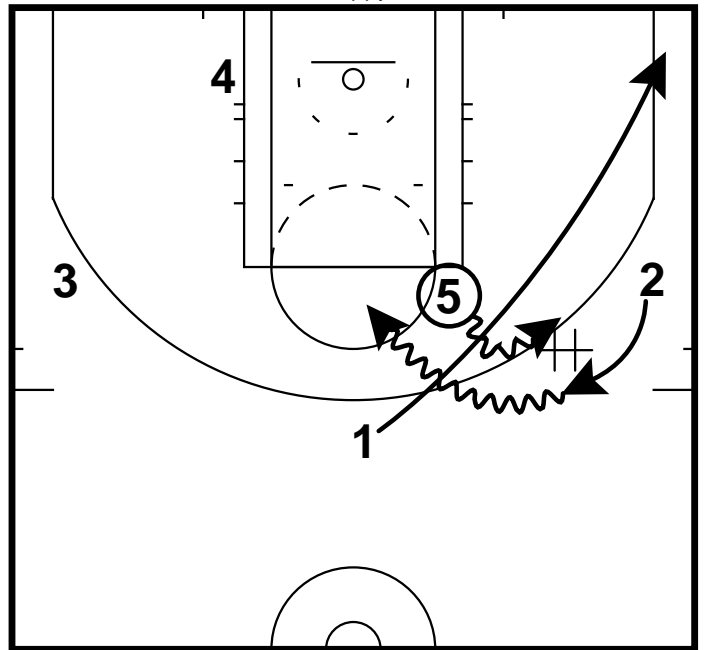
# Floppy

Floppy Elbow Handoff  
Floppy



3 goes off a screen from 2 and 4 to wing  
5 screens down for 2  
5 flashes to elbow, 1 hits 5

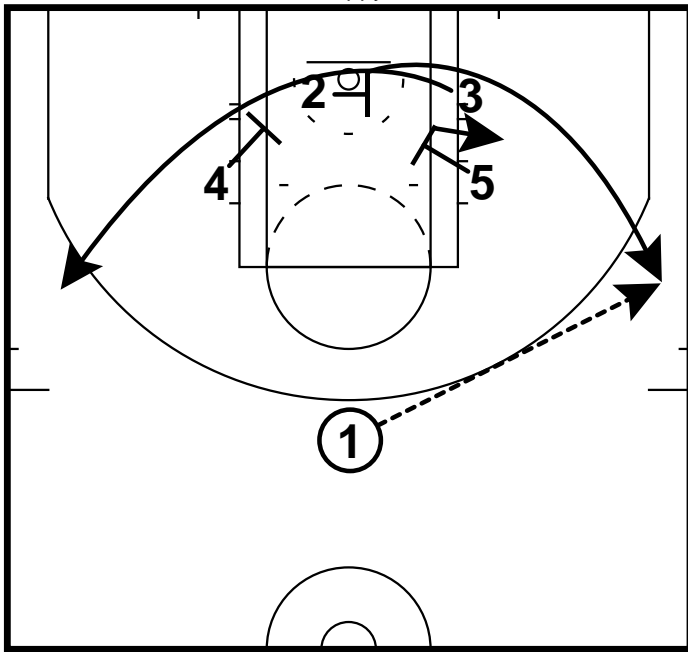
Floppy Elbow Handoff  
Floppy



1 slices in front of 2 to corner  
5 DHO's with 2 and rolls

# Floppy

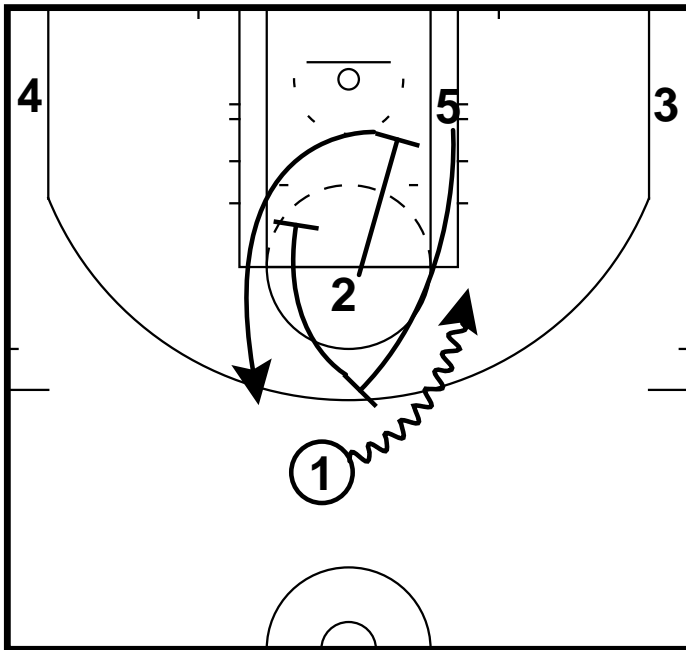
Floppy Post  
Floppy



- 3 goes off a screen from 2 and 4 to wing
- 5 screens down for 2
- 1 hits 2 on the wing
- 5 ducks in after screen, 2 looks in for 5

# Ram

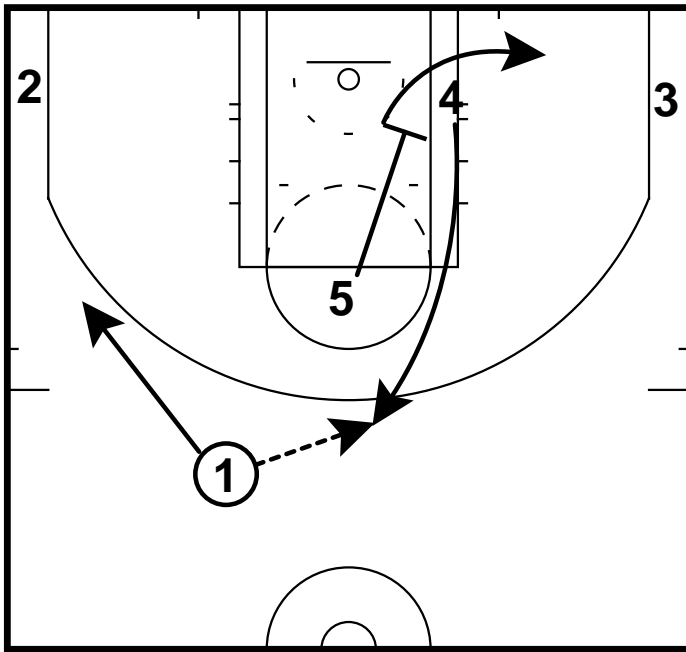
Ram BS Veer  
Ram



- 2 pins down for 5
- 5 runs to set a BS for 1
- 5 rolls to pin down for 2
- 1 looks for 2 coming off screen

# Ram

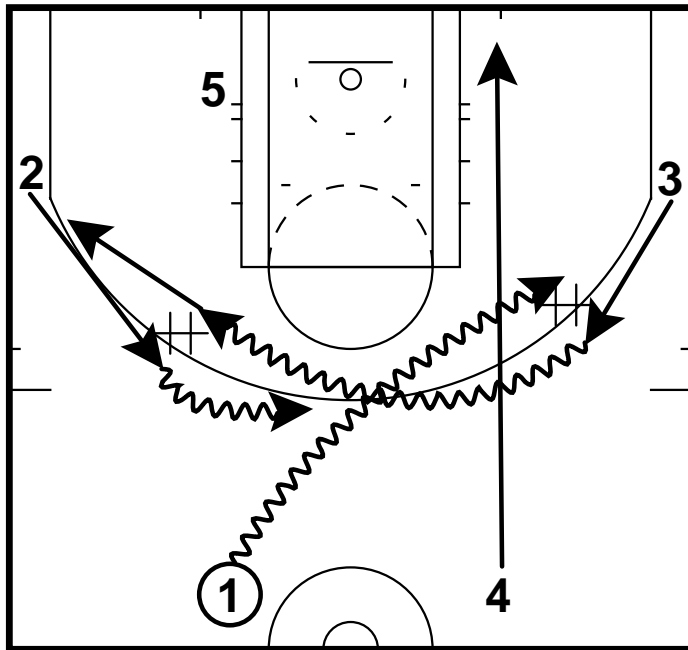
Ram Iso  
Ram



5 pins down for 4 & goes to porch  
1 hits 4 on top and spaces  
4 faces up for an Iso

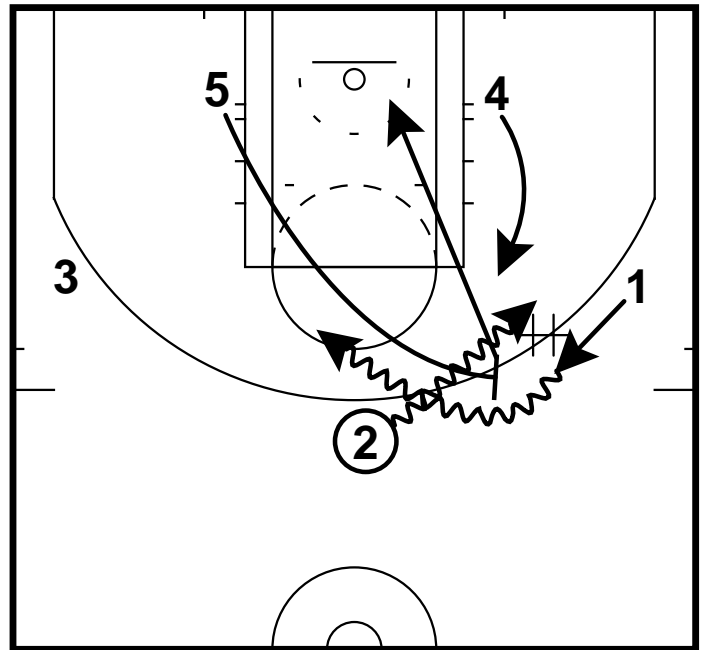
# Weave

Weave BS  
Weave



- 4 runs in transition to block
- 1 follows early to DHO with 3
- 2 fills up, 3 DHO's with 2 and spaces
- 2 dribbles up to the top

Weave BS  
Weave

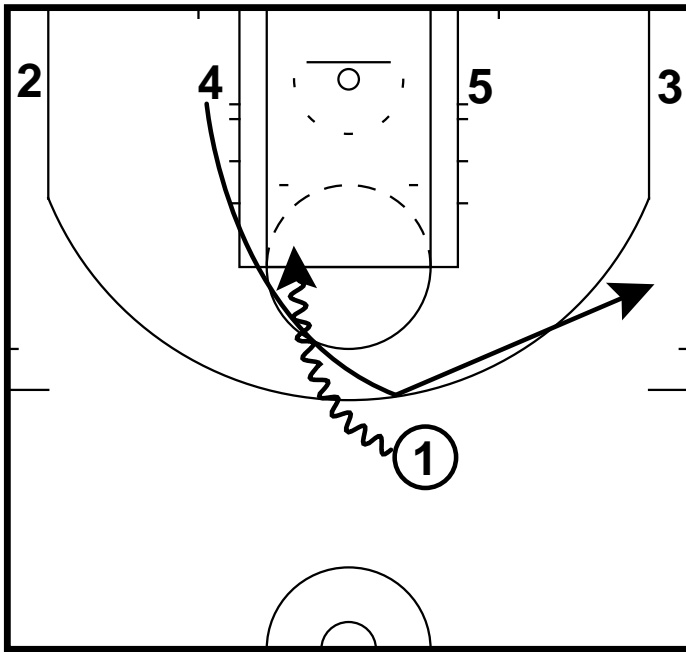


- 2 DHO's with 1
- 5 follows from behind to BS for 1 and rolls
- 4 loops from behind



# 1 - 4 Low

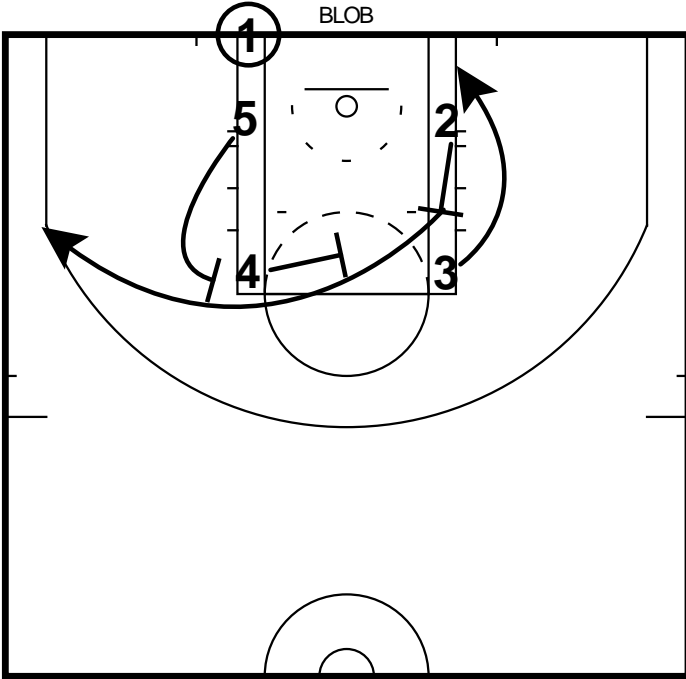
4 Low Ghost  
1 - 4 Low



4 runs up to 1 and ghost screens to wing  
1 looks to attack ghost screen down hill

# BLOB

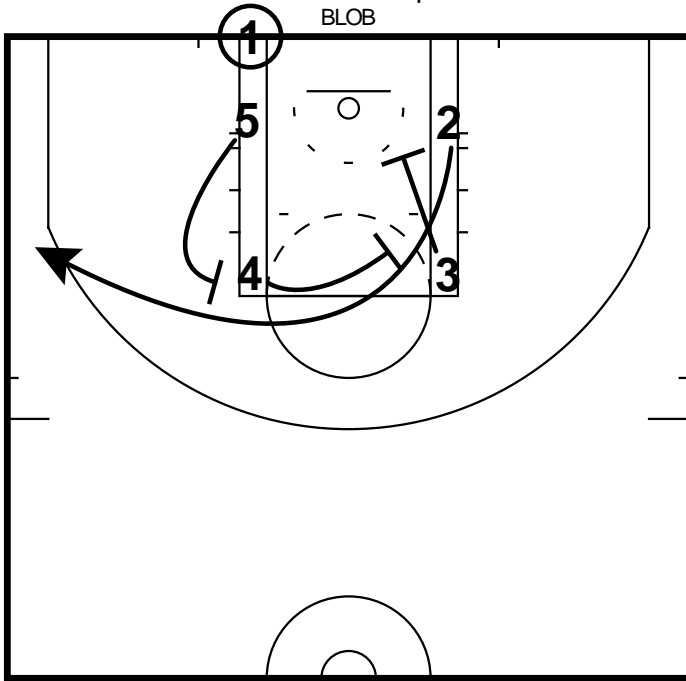
BLOB Box Double  
BLOB



2 back screens for 3  
4 and 5 set a double for 2

# BLOB

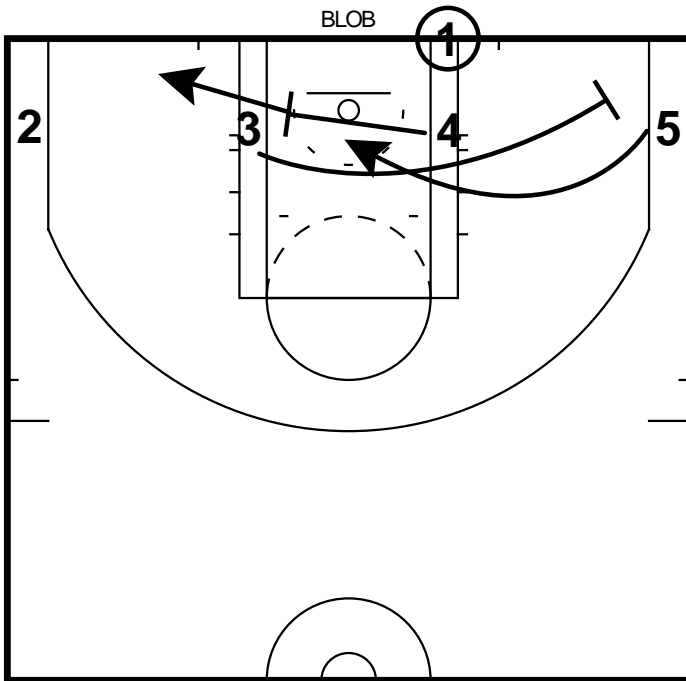
BLOB Box Triple  
BLOB



3 pins down for 2  
4 and 5 follow to make it a triple for 2  
1 looks to hit 2

# BLOB

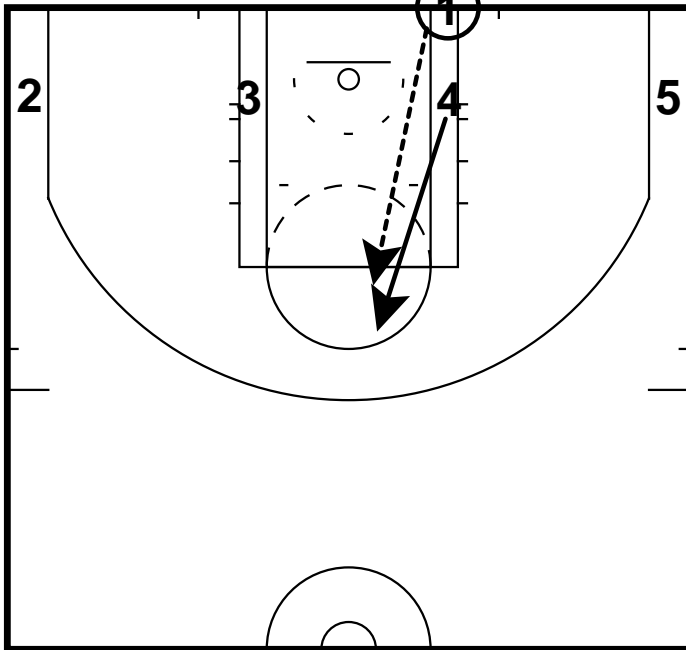
BLOB Cross Lob  
BLOB



- 4 cross screens for 3 and spaces
- 3 then goes to screen for 5
- 1 looks for lob to 5

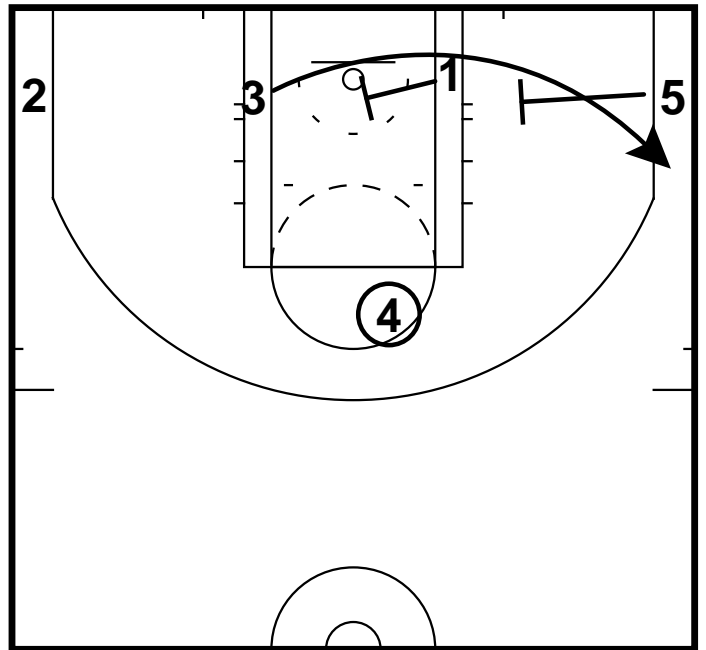
# BLOB

BLOB Double  
BLOB



4 pops back  
1 hits 4

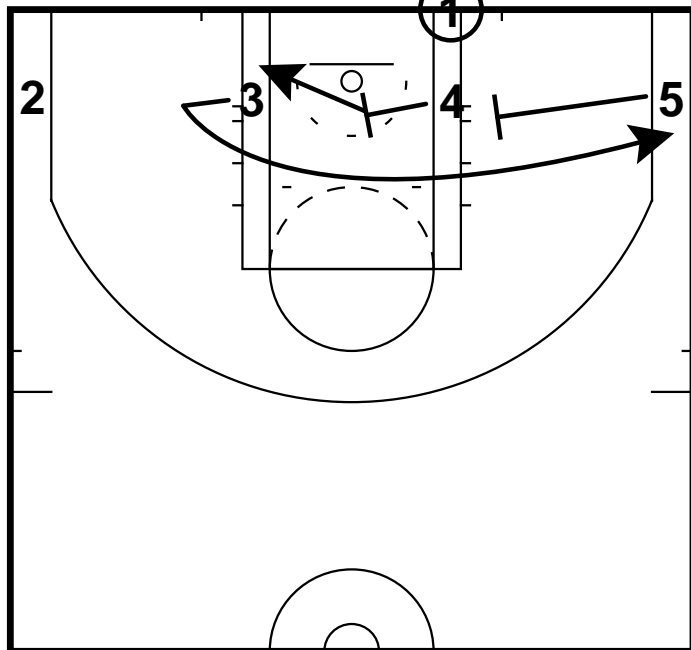
BLOB Double  
BLOB



1 and 5 set a double for 3  
4 looks to hit 3

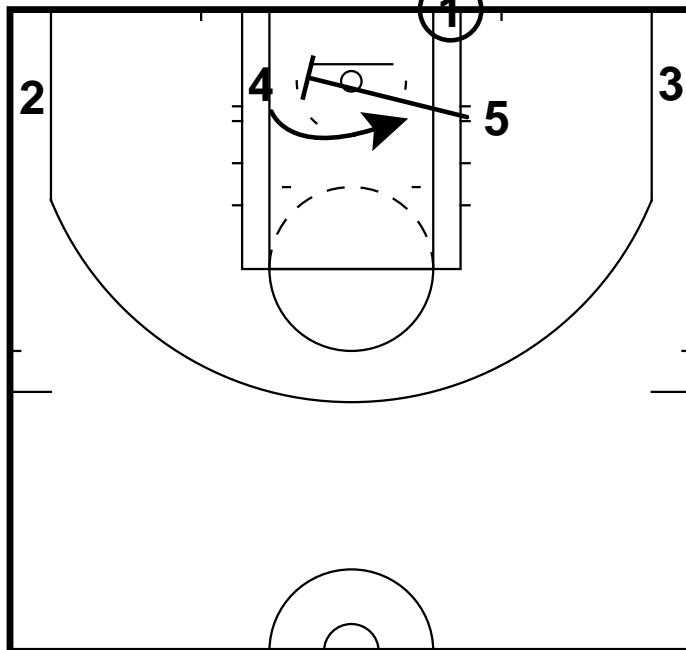
# BLOB

BLOB Double Rewind  
BLOB



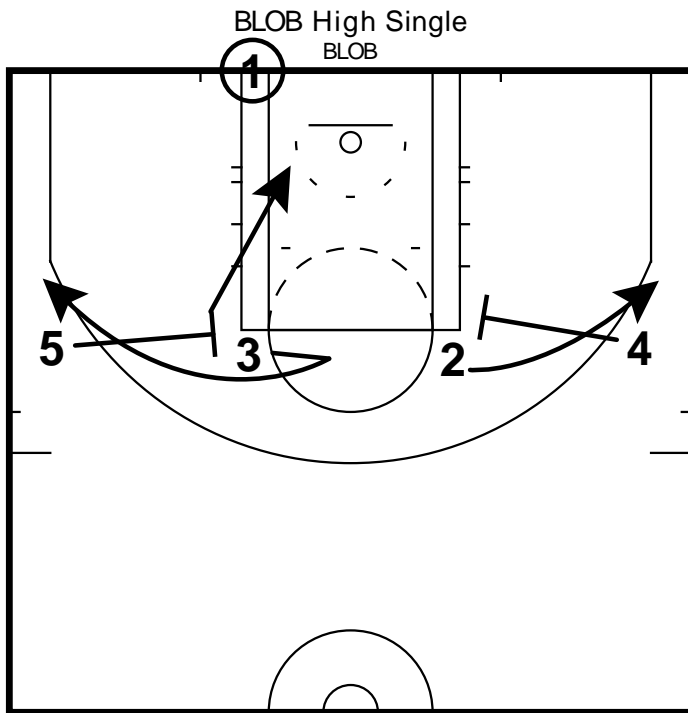
3 fakes screen for 2  
4 and 5 set a double for 3  
4 dives to the rim

BLOB Double Rewind  
BLOB



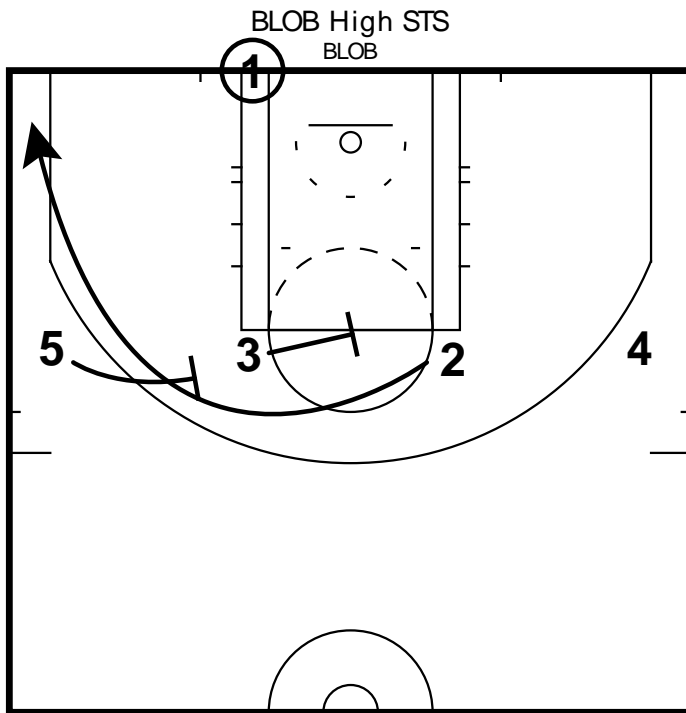
5 sets a screen for 4  
4 comes back off the screen  
Looking for lob or dump in front of rim

# BLOB

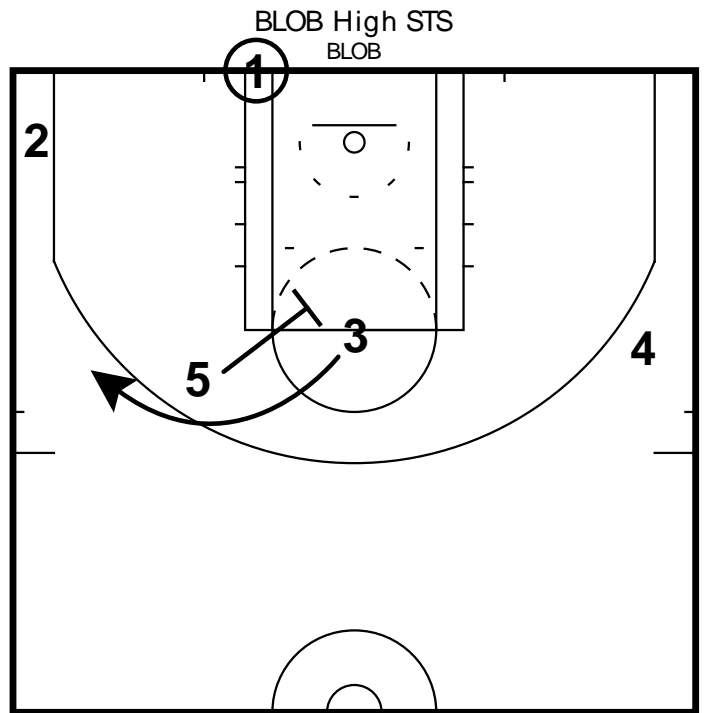


- 4 screens in for 2
- 3 fakes screen to 2
- 5 screens for 3 then slips to rim
- 1 looks for 5 or 3

# BLOB



3 and 5 set a double for 2

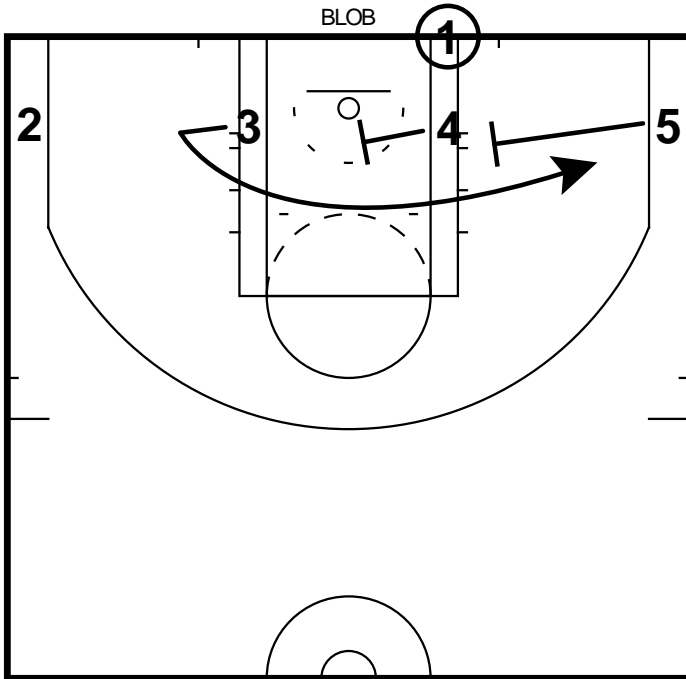


5 then follows to down screen for 3  
1 looks to hit 3 if 2 wasn't open



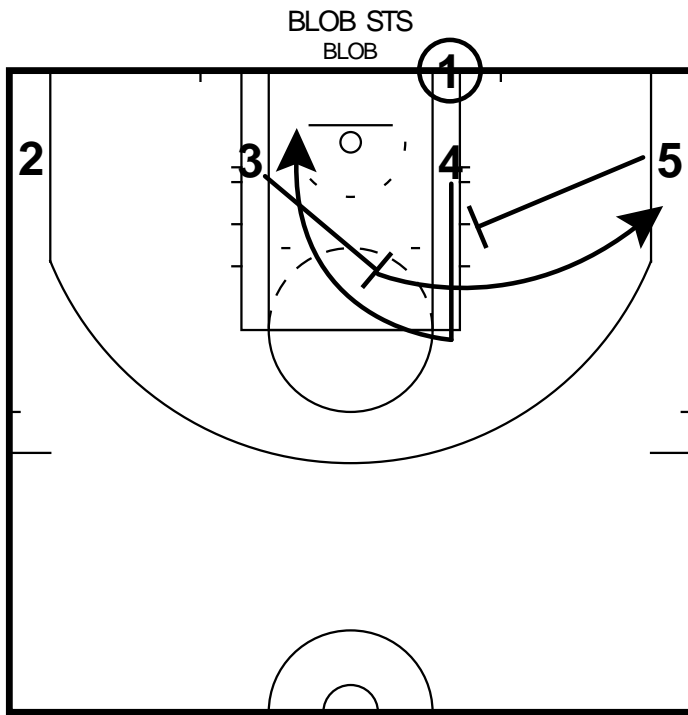
# BLOB

BLOB Low Double  
BLOB



- 3 fakes screen for 2
- 4 and 5 set a double for 3
- 1 looks to hit 3 or 4 and 5 slipping

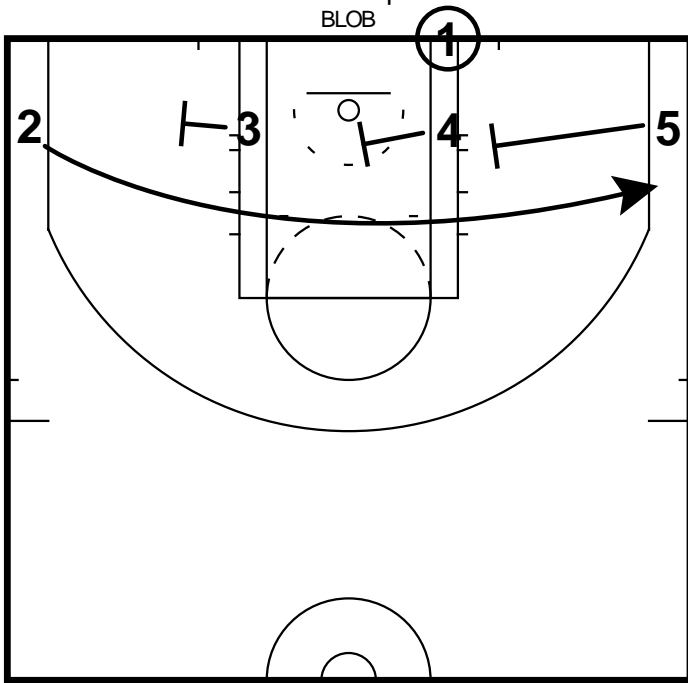
# BLOB



- 4 pops back
- 3 back screens for 4
- 5 screens in for 3

# BLOB

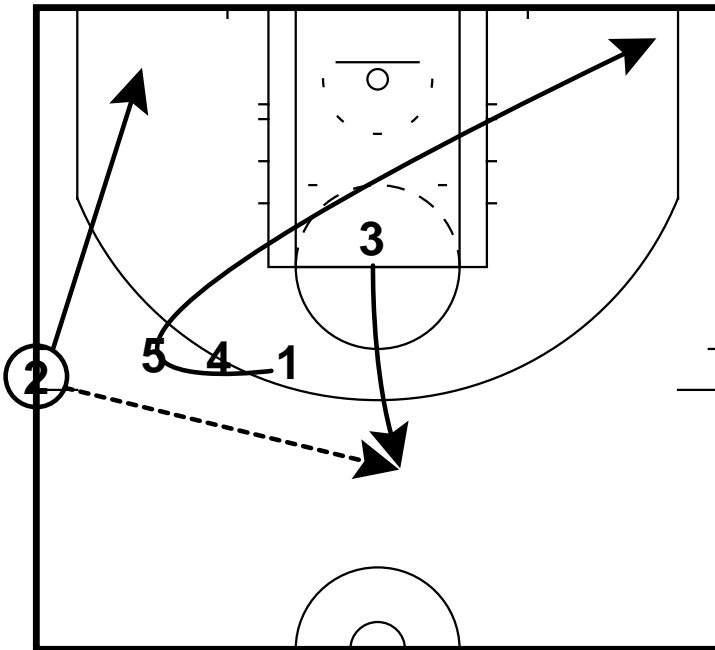
BLOB Triple  
BLOB



3, 4 and 5 set a triple for 2  
1 looks to hit 2

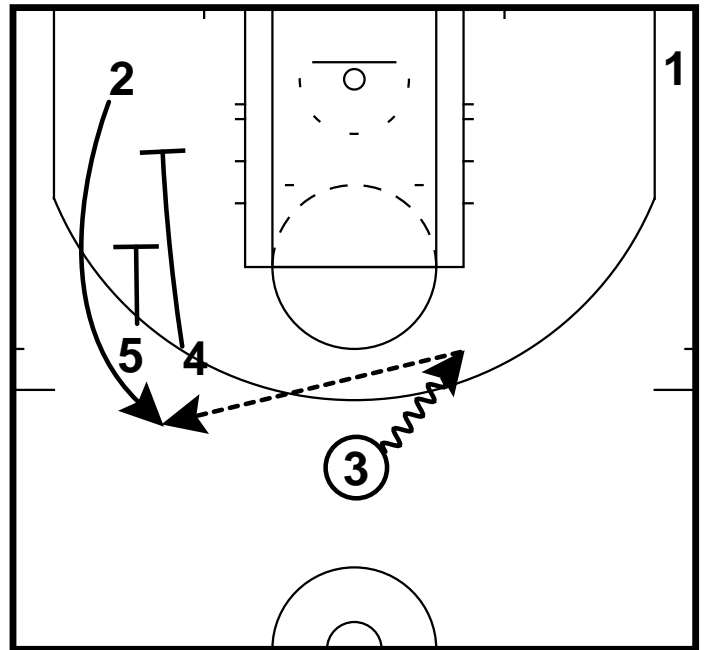
# SLOB

SLOB Loop Stagger  
SLOB



1 loops around 4 and 5 to opposite corner  
3 flashes to the top, 2 hits 3  
2 dives to corner

SLOB Loop Stagger  
SLOB



4 and 5 set a stagger for 2  
3 attacks down hill  
If he has nothing, he has throwback to 2

