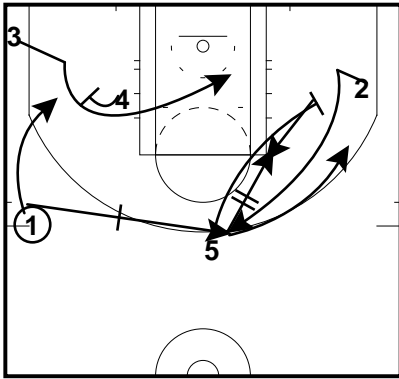


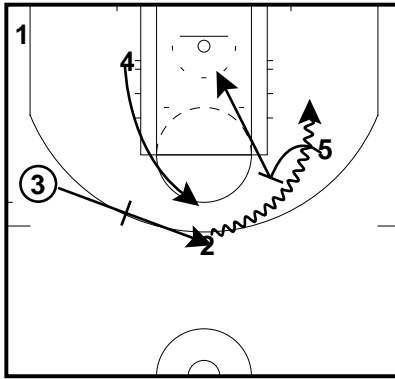
# EARLY OFFENSE

**THRU (1 of 2)**



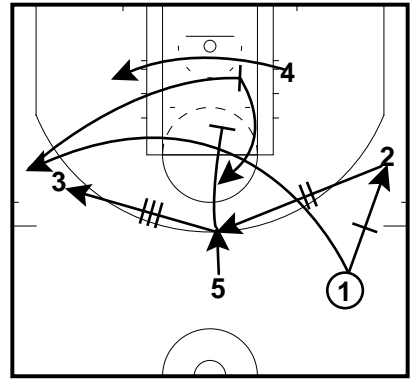
5 sets wide pin down and comes back to elbow for 2 man game.

**THRU (2 of 2)**



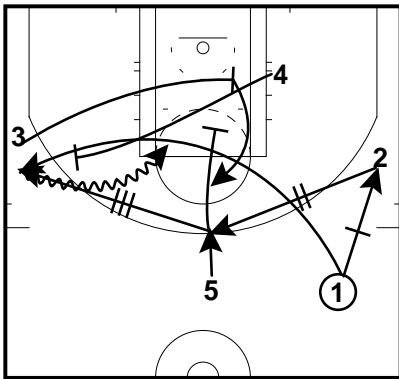
5 can also come back for PNR

**STRONG**



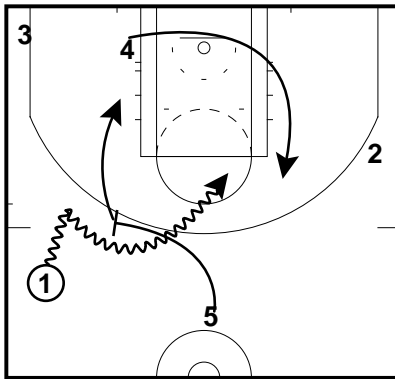
Thru action with Pick the Picker

**STRONG HORNS OUT**



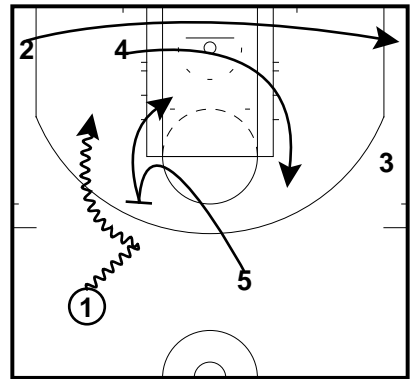
Thru action with Pick the Picker. 4 comes out for PNR with 1

**FIST UP (1 of 2)**



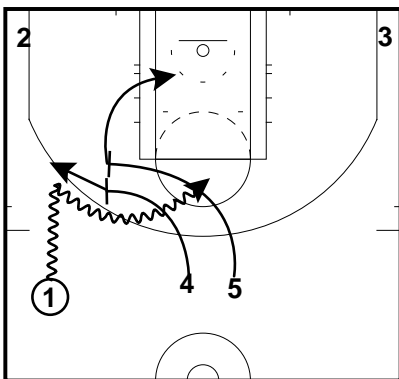
Overload transition PNR. 4 starts on strong side and works underneath basket

**FIST UP (2 of 2)**



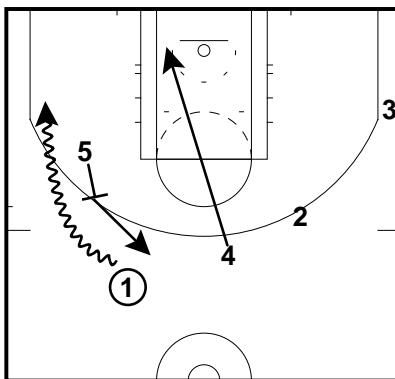
5 will also flip the screen, 2 and 4 will clear out

**FIST-2**



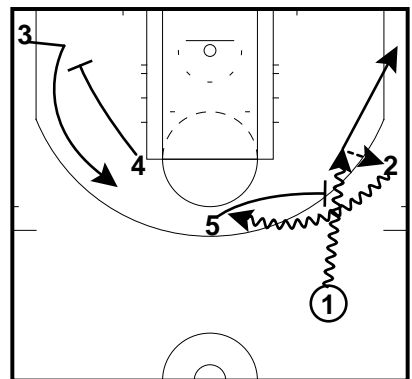
4/5 set double ball screen in transition or half court

**HORNS DOWN/STEP-UP**



Step Up PNR

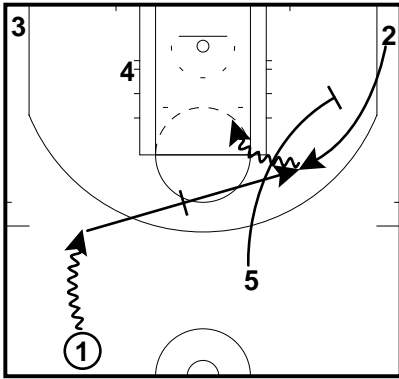
**WEDGE**



DHO into wing PNR

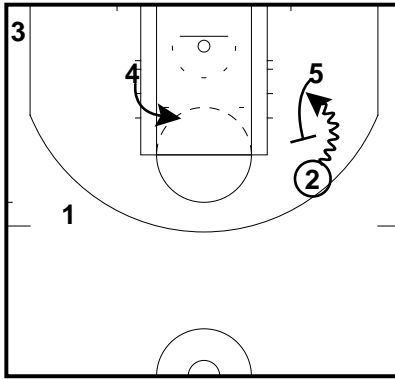
# EARLY OFFENSE

AWAY (1 of 2)



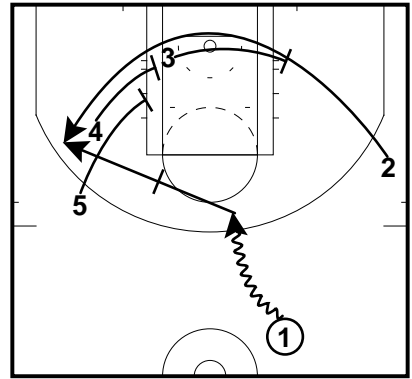
Wide pin down.

AWAY (2 of 2)



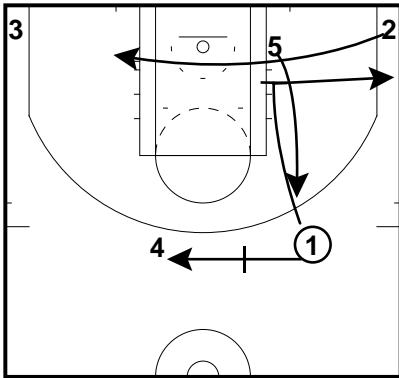
5 can also come right back and set step-up

PUSH



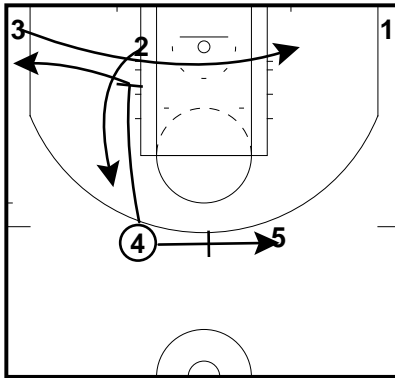
They like this After Free Throws

C EARLY (1 of 2)



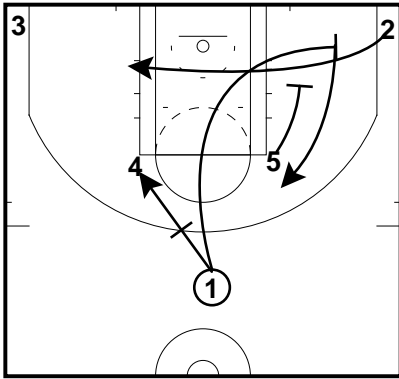
Flex action

C EARLY (2 of 2)



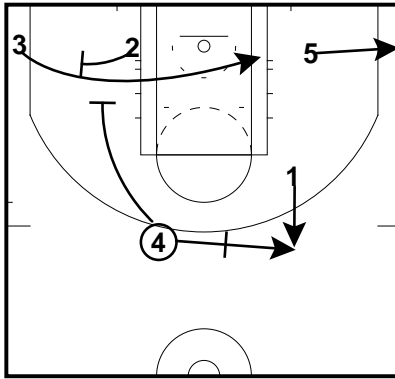
# SETS

"C" (1 of 2)



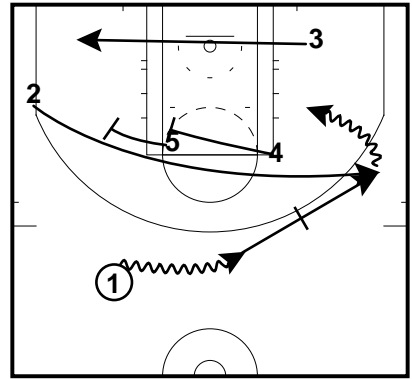
1 hits big and goes to set flex screen. Big pins down on 1

"C" (2 of 2)



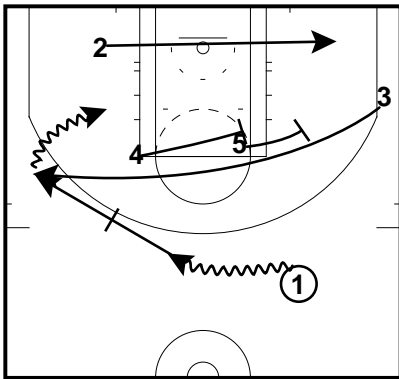
They continue on into Flex action

42



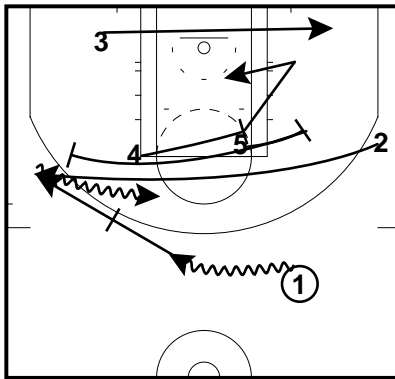
Loop action for wing iso

43



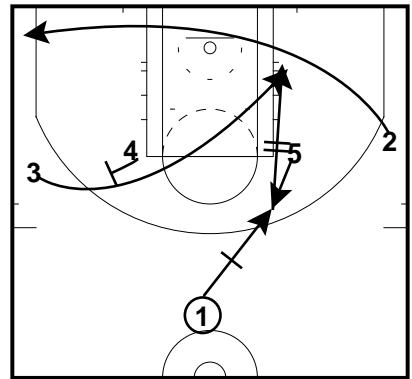
Loop action for wing iso

42 HORNS OUT



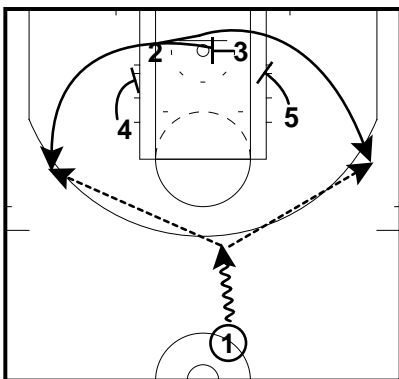
2 comes off staggers to wing. 5 follows for wing PNR. 4 man ducks back in after PNR

43 THUMB DOWN



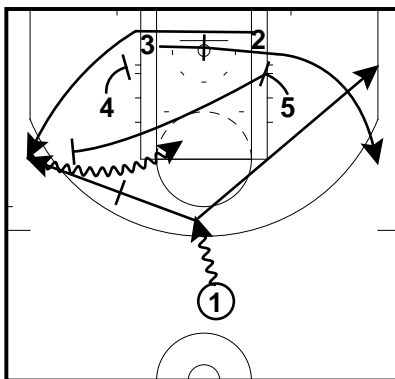
3 man slices over elbow area screen from 4 for Drop action.

FLOPPY



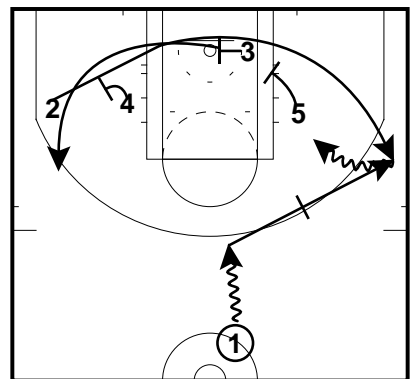
POWER action

FLOPPY HORNS OUT



Floppy action to wing PNR

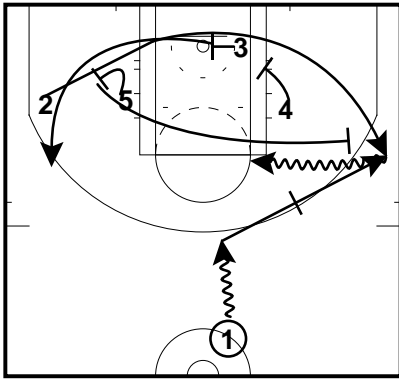
FLOPPY-2



2 man comes off triple baseline screens for iso

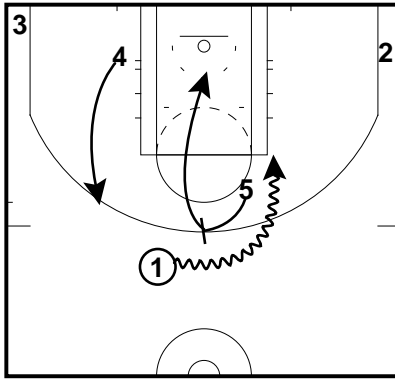
# SETS

## FLOPPY-2 HORNS OUT



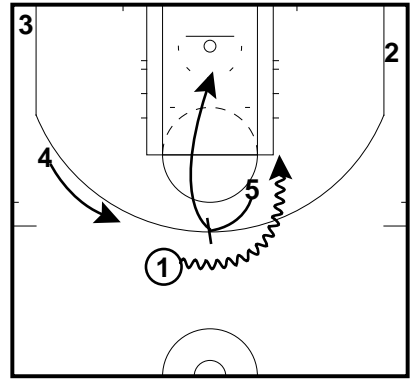
2 man comes off triple baseline screens and 5 comes for wing PNR

## HORNS UP



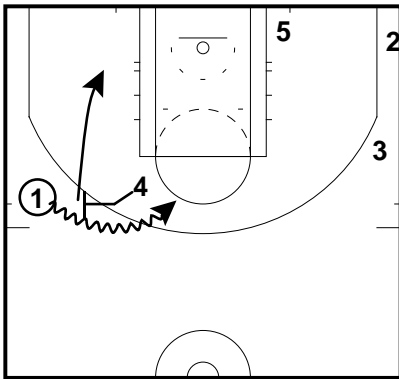
High PNR

## HORNS UP HOLD



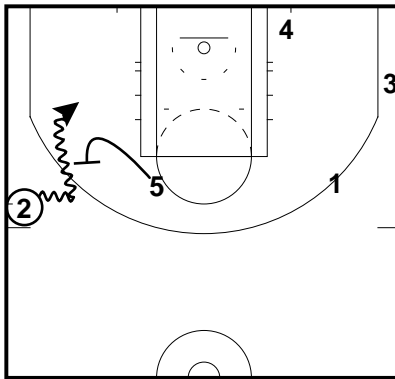
High PNR with spread floor

## HORNS OUT #-# (1 of 2)



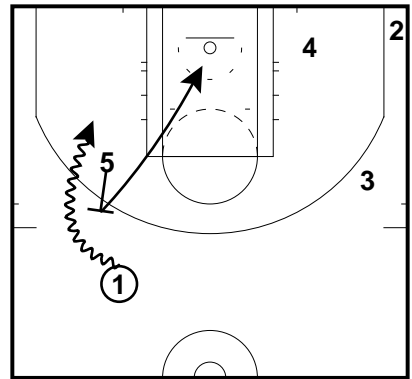
Wing PNR with numbers called

## HORNS OUT #-# (2 of 2)



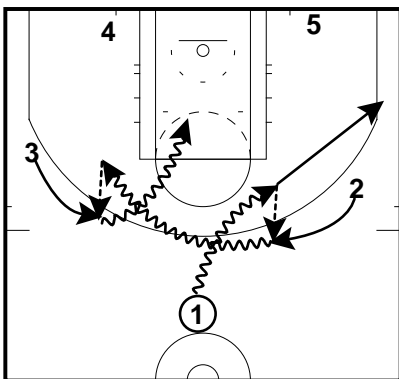
They will change the angle on the screen vs. "DOWN"

## ANGLE



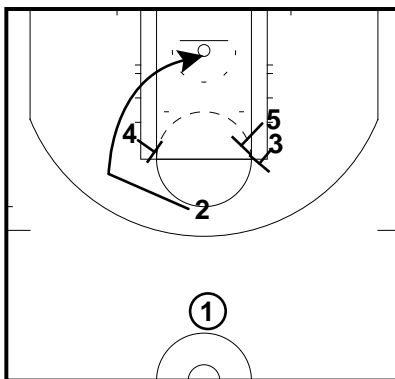
Step Up PNR on wing with corner empty

## OPEN



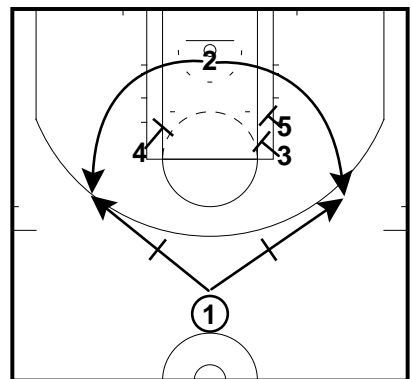
DHO'S looking for first opportunity to iso. Be alert to draw and kick

## INDIANA (1 of 2)



2 Chest action. 2 can go off either side to the rim.

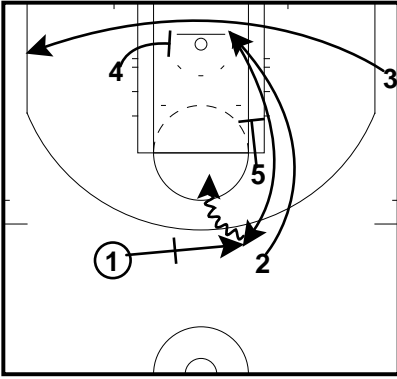
## INDIANA (2 of 2)



2 can come back off either side.

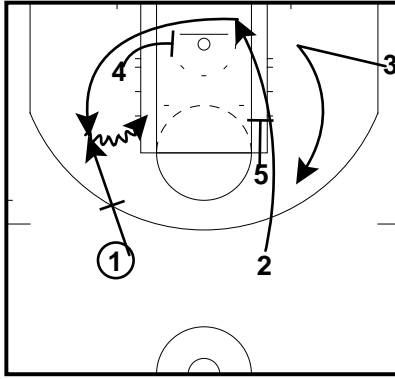
# SETS

52 (1 of 2)



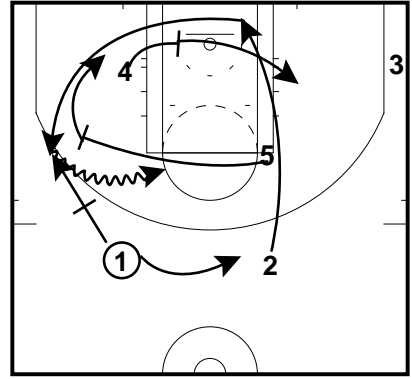
2 goes off back screen from 5 then comes back off pin down. 3 runs baseline off of 4.

52 (2 of 2)



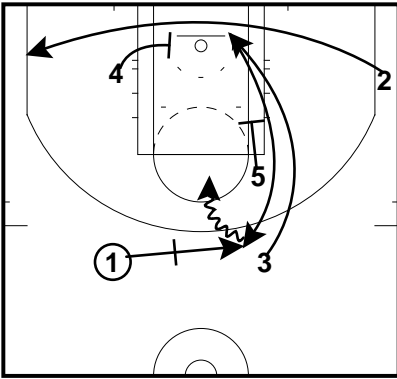
2 can also read screens and go off 4 instead. 3 comes up off of 5

52 HORNS OUT



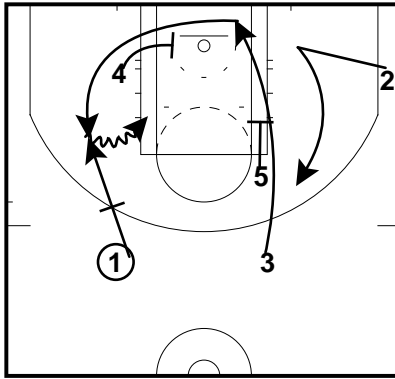
2 goes off 5 then 4 to the wing. 2/5 wing PNR

53 (1 of 2)



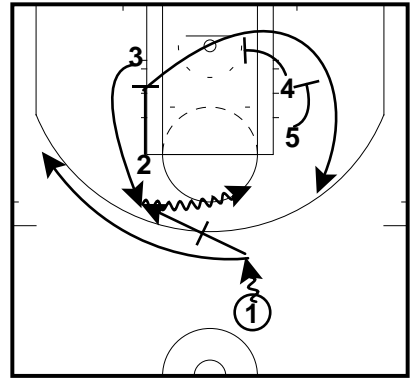
3 goes off back screen from 5 then comes back off pin down. 2 runs baseline off of 4.

53 (2 of 2)



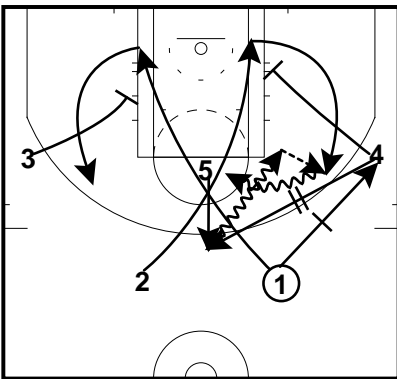
3 can also read screens and go off 4 instead. 2 comes up off of 5

3



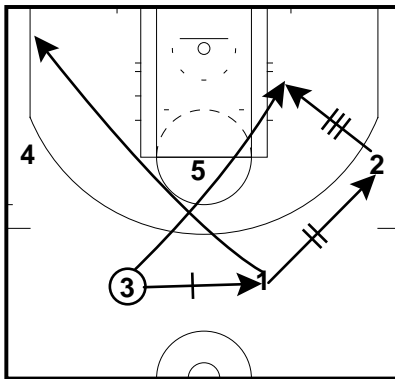
2 pins down on 3 and then off stagger from 4/5. Elbow iso 3 man.

X



Blast action with DHO. Visual = Cross arms and make 'X'

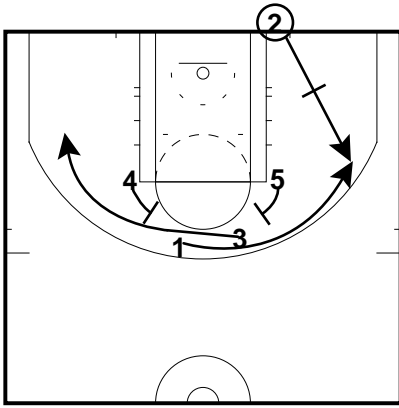
X-3



3 man holds in post for post up

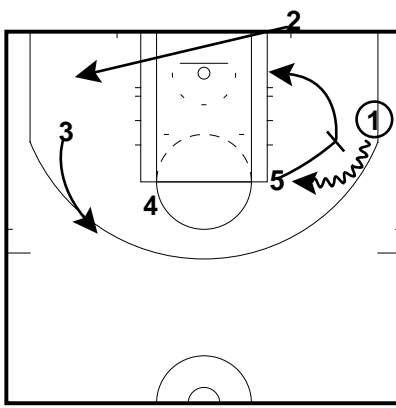
# BOB

1 (1 of 2)



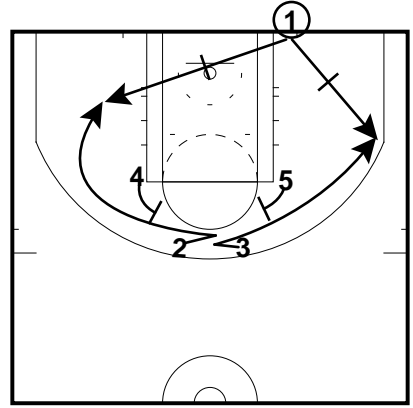
1/3 cross and go off flares from 4/5

1 (2 of 2)



Bigs can follow into a PNR

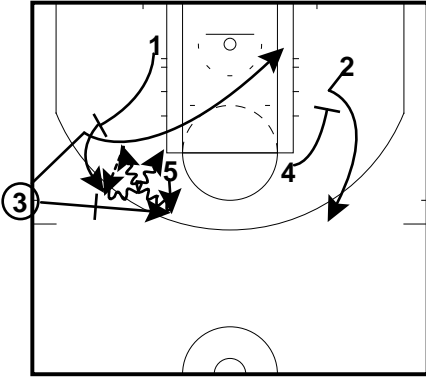
2



2/3 fake crossing and go off same side.

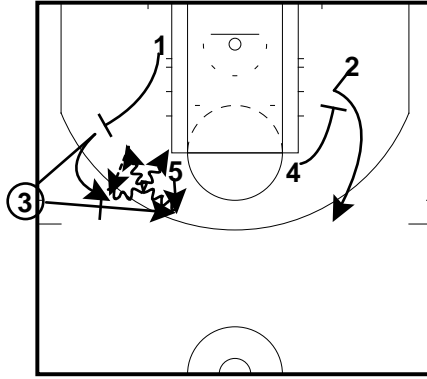
# SOB

## ELBOW



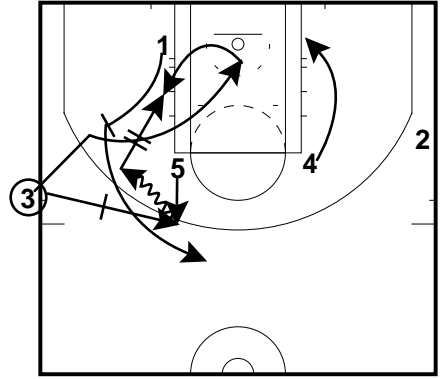
5 Pops, 1 rips 3 and gets DHO from 5. 4 flares 2 on handoff

## ELBOW COUNTER



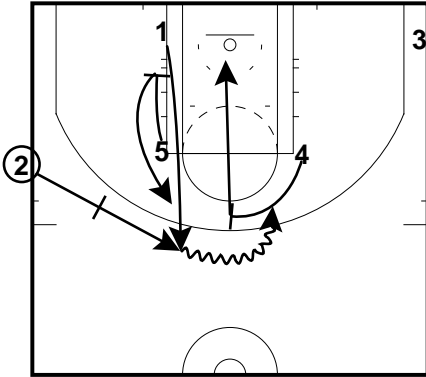
3 can also fake going off rip screen and get DHO from 5

## ELBOW DROP



5 pops. 1 rips 3 man who reverses and post on strong block. 5/1 fake DHO, 5 hits 3 in post

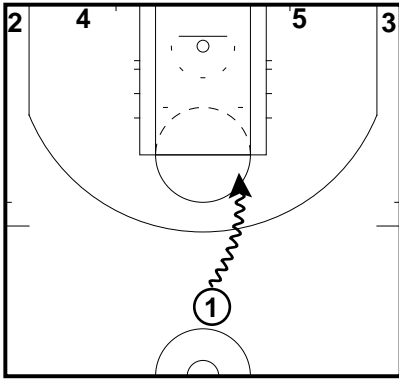
## HORNS UP



Zipper to high PNR

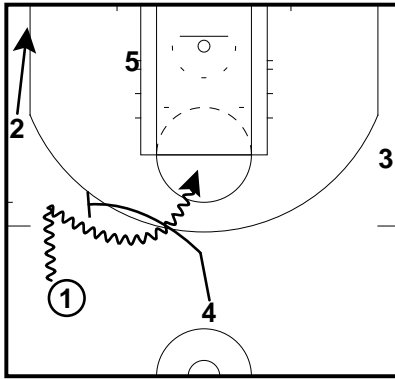
# EOQ

## FLAT



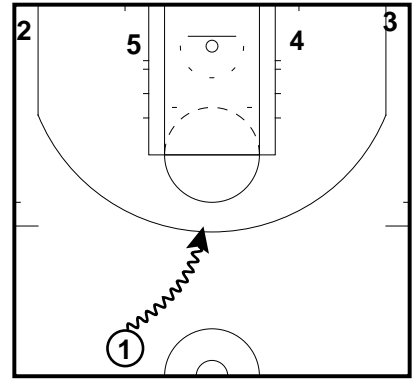
1-4 Flat set for iso.

## 21 (1 of 2)



Drag action in transition 2 for 1 play

## 21 (2 of 2)

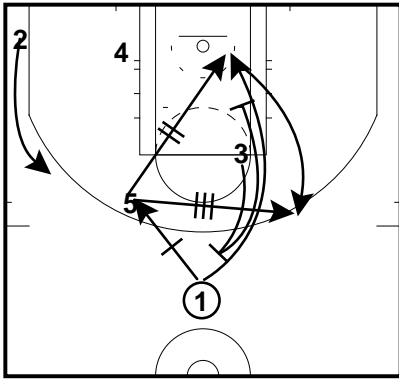


They will also run flat set. Just looking to get shot off with about 35 seconds. 2 for 1play



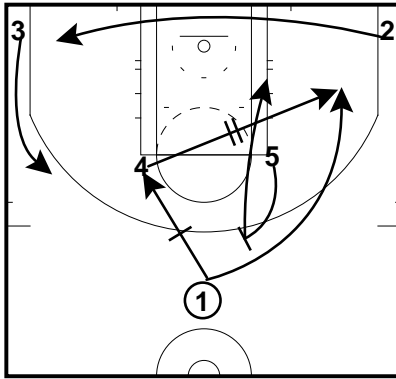
# ATO'S

ATO



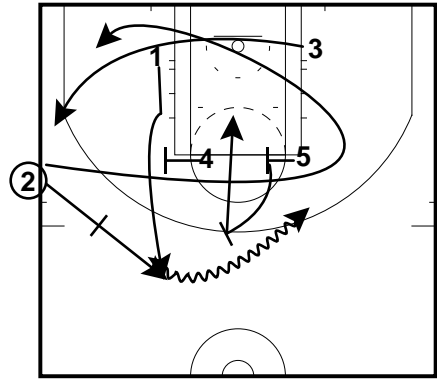
1 hits 5 and gets back screen from 3 for lob. If no lob, 3 re-screens on 1

ATO



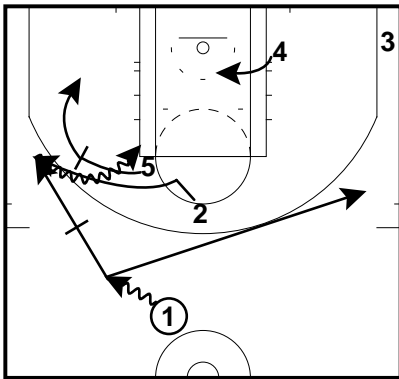
1 hits 4 at elbow and gets flare from 5, 5 rolls to rim

ATO



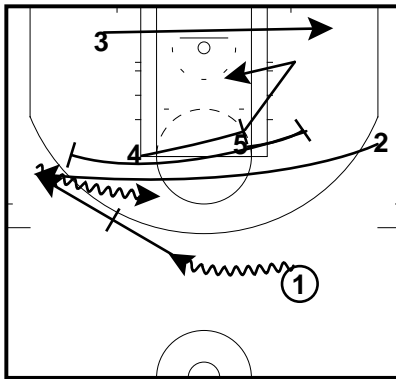
2 runs loop cut and circles around. 5 comes for high PNR

ATO



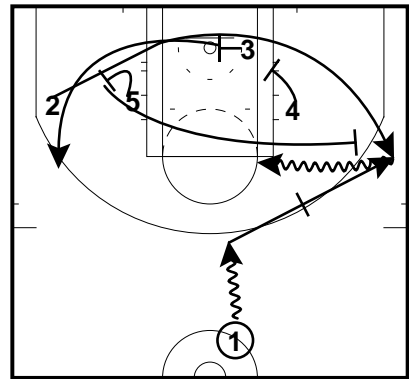
2 hawks to wing off 5. 2/5 wing PNR. 4 man ducks in.

42 HORNS OUT



2 comes off staggers to wing. 5 follows for wing PNR. 4 man ducks back in after PNR

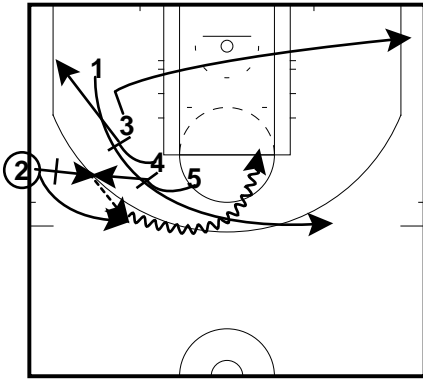
FLOPPY-2 HORNS OUT



2 man comes off triple baseline screens and 5 comes for wing PNR

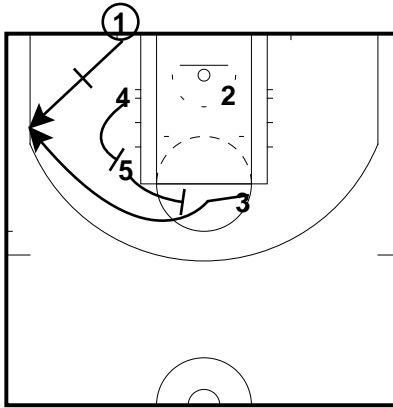
## Late-Game

No-Call



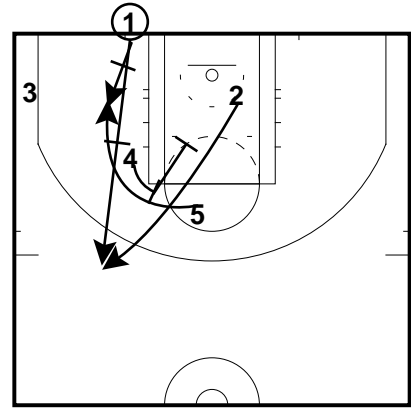
3 (Deng) fakes screen and goes to corner.  
1 (Rose) comes up off 4/5. 5 (Noah) flashes to ball and hands back to 2 (Salmons)  
Down 1, 12 seconds 12-9-09

No-Call (1 of 2)



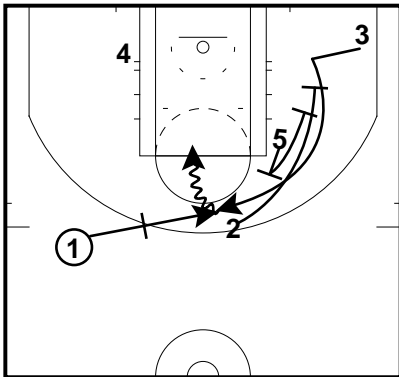
3 comes off double stagger from 5/4 to wing for catch and shoot.

No-Call (2 of 2)



4 then gets 5 who comes down the lane and 2 who flashes high. Down 1 :6 seconds to go. 10-6-09

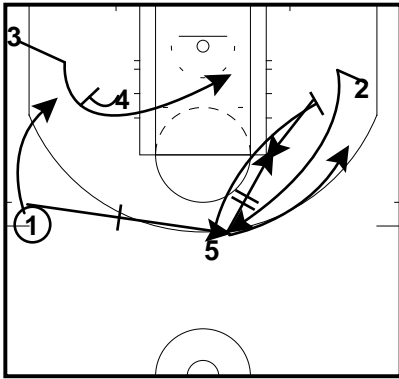
No-Call



2 goes off rip from 5. 2/5 set stagger double for 3 man for catch and iso. Down 1 :25 seconds to go. 10-6-09

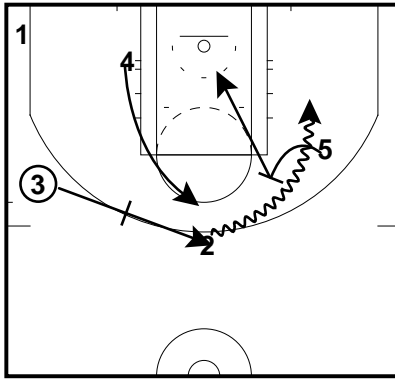
# TOP SETS

**THRU (1 of 2)**



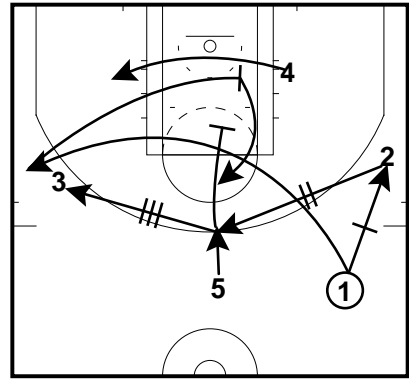
5 sets wide pin down and comes back to elbow for 2 man game.

**THRU (2 of 2)**



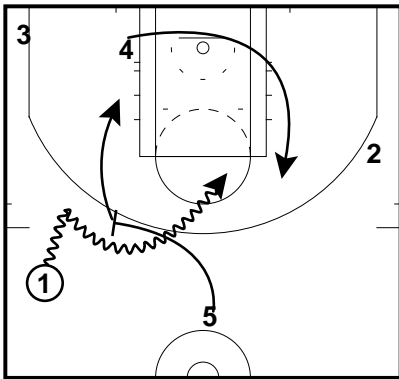
5 can also come back for PNR

**STRONG**



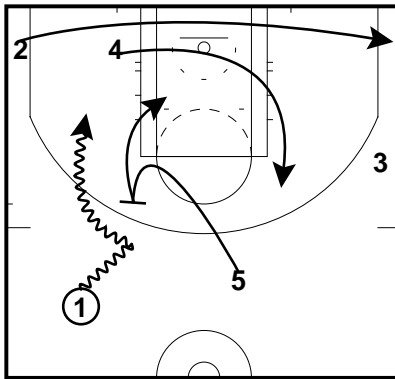
Thru action with Pick the Picker

**FIST UP (1 of 2)**



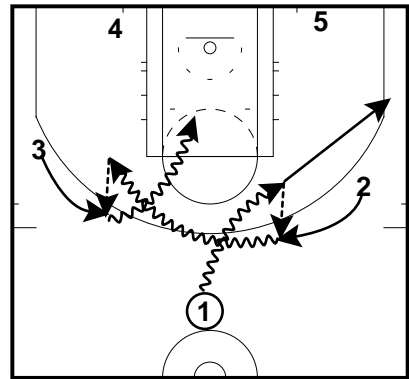
Overload transition PNR. 4 starts on strong side and works underneath basket

**FIST UP (2 of 2)**



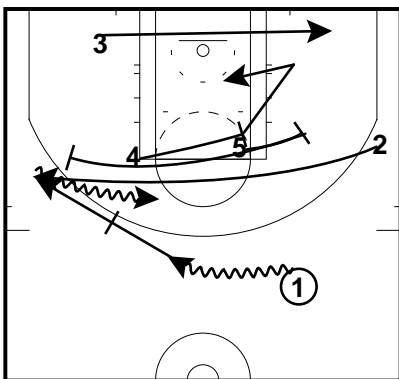
5 will also flip the screen, 2 and 4 will clear out

**OPEN**



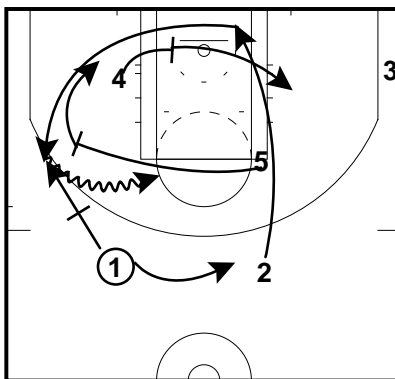
DHO'S looking for first opportunity to iso. Be alert to draw and kick

**42 HORNS OUT**



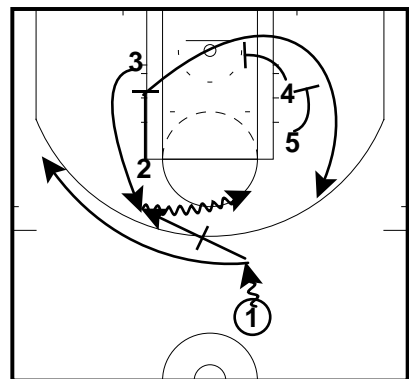
2 comes off staggers to wing. 5 follows for wing PNR. 4 man ducks back in after PNR

**52 HORNS OUT**



2 goes off 5 then 4 to the wing. 2/5 wing PNR

**3**



2 pins down on 3 and then off stagger from 4/5. Elbow iso 3 man.