Rambo Strong Set Play Frame 1 2 3

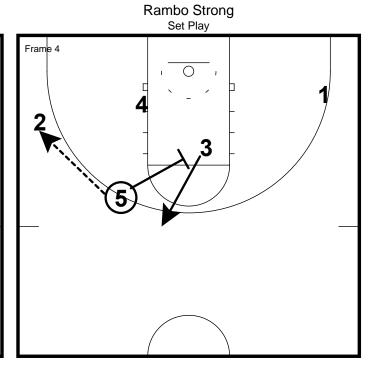
1 "crosses main street", 4 steps at him as if to set a drag ball screen, but instead conducts a shallow cut beneath his dribble. 1 dribble flips to 2 and clears through.

Rambo Strong Set Play Frame 2 3

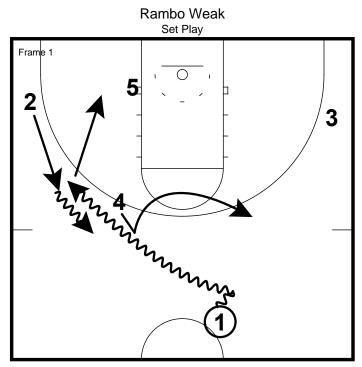
2 takes a dribble towards the middle of the floor and throws it ahead to 4. 2 cuts away after his pass, 5 lifts up to take the spot 2 vacated.

Rambo Strong Set Play Trame 3 Total Control of the control of

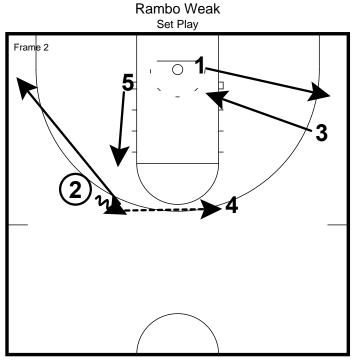
3 rips 4 for a dive to the left block.



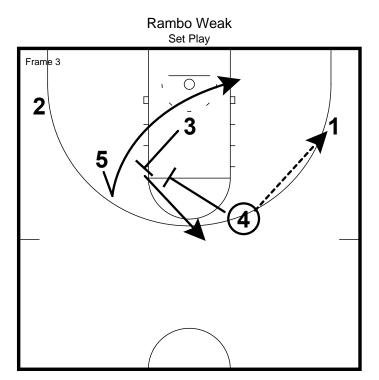
Screen-the-screener action to finish.



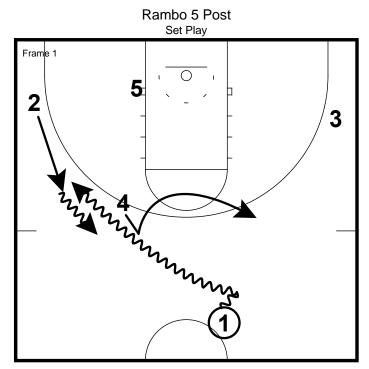
1 "crosses main street", 4 steps at him as if to set a drag ball screen, but instead conducts a shallow cut beneath his dribble. 1 dribble flips to 2 and clears through.



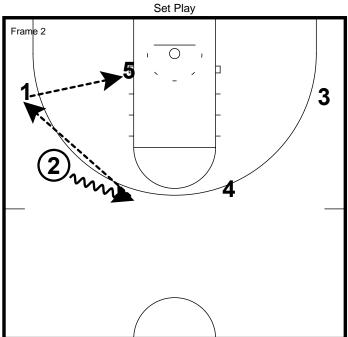
2 takes a dribble towards the middle of the floor and throws it ahead to 4. 2 cuts away after his pass, 5 lifts up to take the spot 2 vacated.



3 rip screens 5 (who had moved up the court to fill a perimeter spot). 1 looks to feed 5 on his cut or looks to hit 3 after 4 has screened down for him.

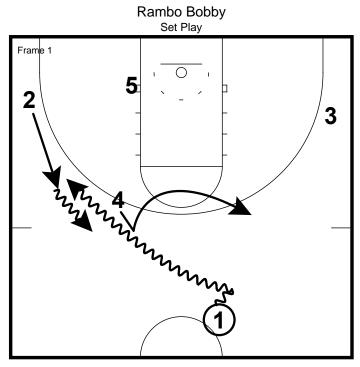


1 "crosses main street", 4 steps at him as if to set a drag ball screen, but instead conducts a shallow cut beneath his dribble. 1 dribble flips to 2.

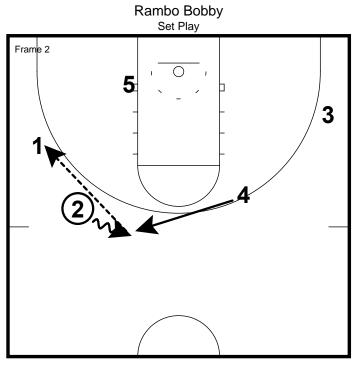


Rambo 5 Post

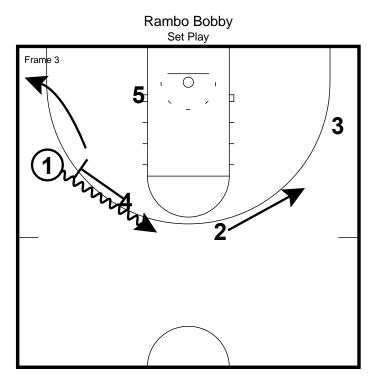
With his dribble moving towards the middle of the floor, 2 stops to throw back to 1 who looks inside to 5.



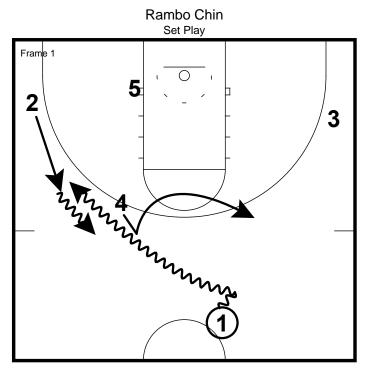
1 "crosses main street", 4 steps at him as if to set a drag ball screen, but instead conducts a shallow cut beneath his dribble. 1 dribble flips to 2.



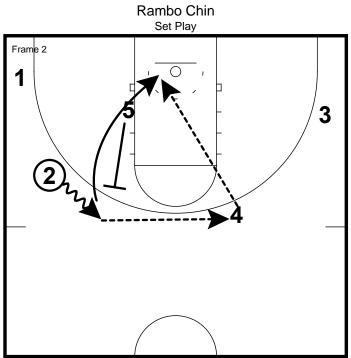
4 steps to 2 as if to ball screen, but 2 picks up his dribble and throws back to 1.



4 follows his pass into a ball screen for 1. 4 pops as 1 comes off.

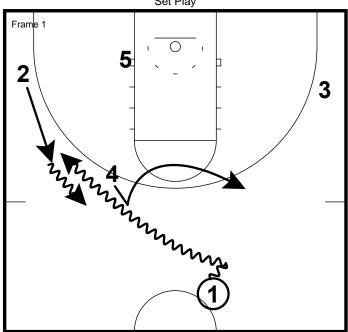


1 "crosses main street", 4 steps at him as if to set a drag ball screen, but instead conducts a shallow cut beneath his dribble. 1 dribble flips to 2.



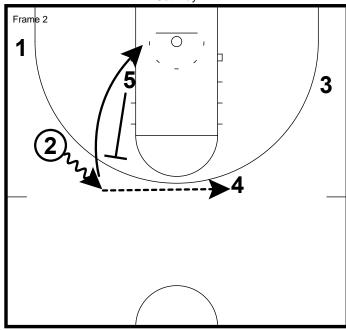
2 takes a dribble to the middle of the floor before throwing ahead to 4 and making a chin cut off 5.

Rambo Chin 2 Post Set Play



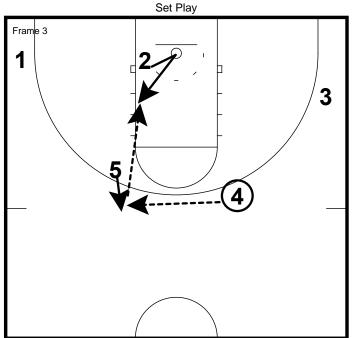
1 "crosses main street", 4 steps at him as if to set a drag ball screen, but instead conducts a shallow cut beneath his dribble. 1 dribble flips to 2.

Rambo Chin 2 Post Set Play



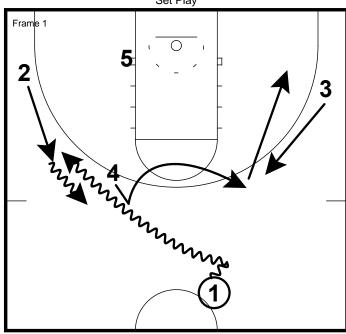
2 takes a dribble to the middle of the floor before throwing ahead to 4 and making a chin cut off 5.

Rambo Chin 2 Post



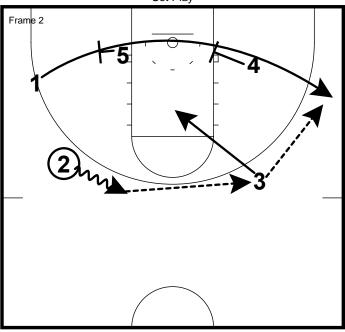
5 steps off the elbow where he set his chin screen and on the pass back from 4, looks to feed into 2 who has leg whipped to seal x2.

Rambo Thru Bobby Set Play



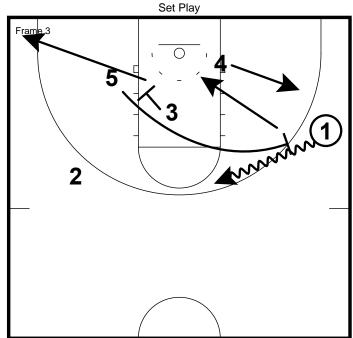
1 "crosses main street", 4 steps at him as if to set a drag ball screen, but instead conducts a shallow cut beneath his dribble. 1 dribble flips to 2. 4 and 3 exchange on the weak side.

Rambo Thru Bobby Set Play



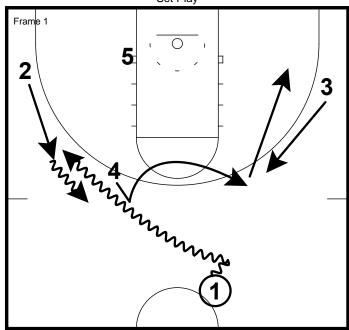
2 takes a dribble before throwing ahead to 3. 1 comes off the double baseline screen to get the ball on the right wing.

Rambo Thru Bobby



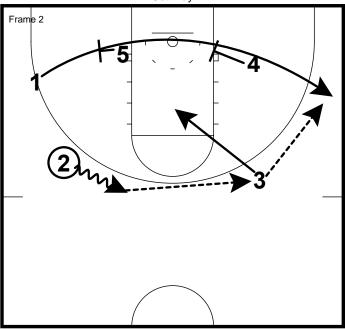
3 screens in for 5 as he sprints into a ball screen for 1 (3 empties after the screen). 5 rolls to the rim, 4 lifts as the replace man.

Rambo Through Reverse Set Play



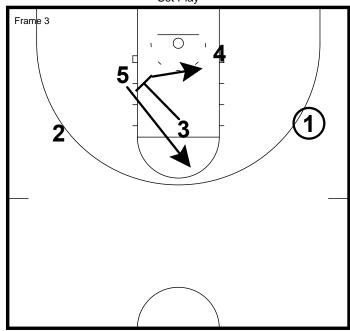
1 "crosses main street", 4 steps at him as if to set a drag ball screen, but instead conducts a shallow cut beneath his dribble. 1 dribble flips to 2. 4 and 3 exchange on the weak side.

Rambo Through Reverse Set Play



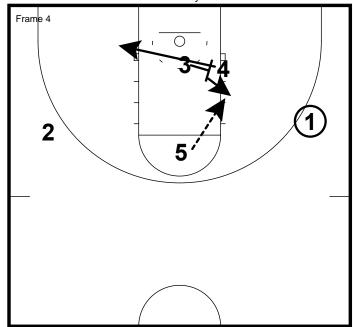
2 takes a dribble before throwing ahead to 3. 1 comes off the double baseline screen to get the ball on the right wing.

Rambo Through Reverse Set Play



3 screens for 5, but instead of sprinting into the ball screen, 5 flashes for a foul line catch.

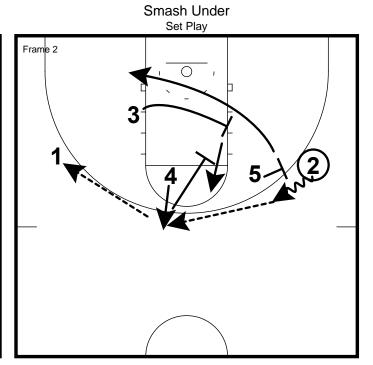
Rambo Through Reverse Set Play



An old west coast concept (Newell or Wooden, I don't remember) with a cross screen being set with the ball at the top of the key. The screener will be the one to get the ball as his man slides off his body briefly to cover the screen.

Smash Under Set Play

2 cuts out to the wing for a catch. 4 screens for 5 to run at the ball.



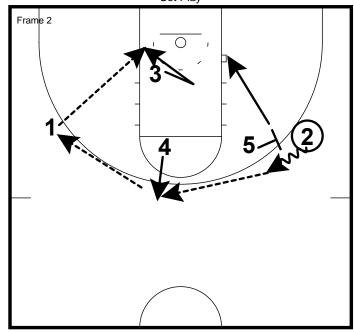
2 comes off the wing ball screen and throws ahead to 4. 3 cuts under to set a screen for the roll man. 4 finishes the action by screening down for 3.

Smash Under 3 Post Set Play

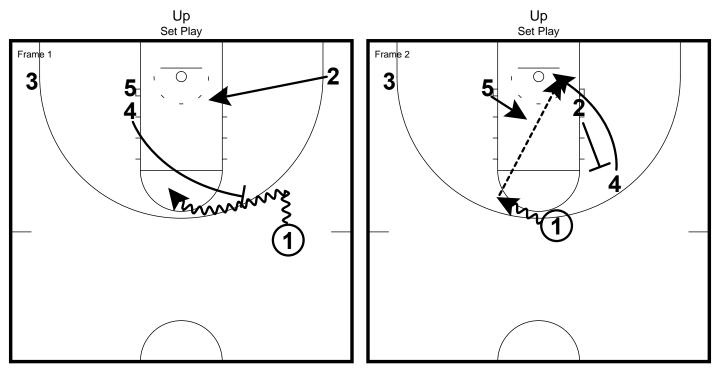
Frame 1 3 1 1

2 cuts out to the wing for a catch. 4 screens for 5 to run at the ball.

Smash Under 3 Post Set Play

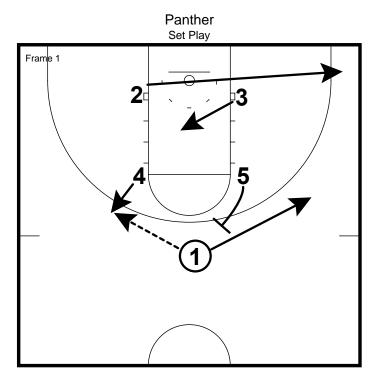


Instead of going all the way over to set the screen for 5, 3 catches x3 playing the action and stops to wheels back to get a postup.

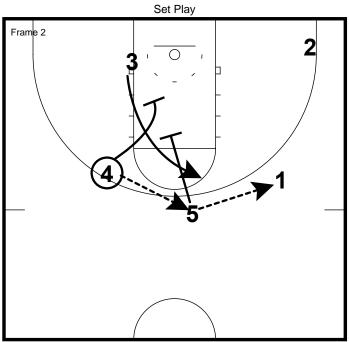


4 sprints out of the double low stack to set a ball screen for 1. 2 moves in towards the block.

As 1 comes off the ball screen, 5 ducks in hard into x5's body. 2 sets a back screen for the roll man. 1 looks to throw it up to 4.

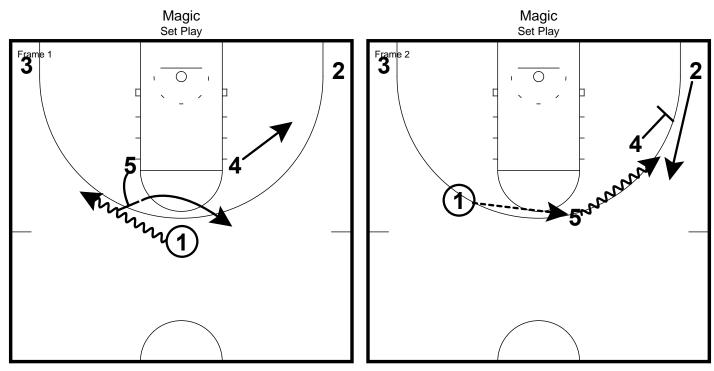


1 feeds to 4 at the left elbow and gets a flare from 5. 2 empties to opposite corner as 3 steps into his man and tries to get a catch right in front of the rim.



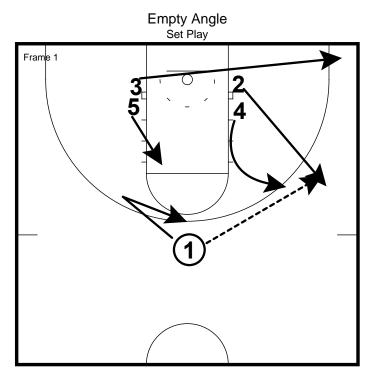
Panther

If 4 cannot feed 3, he reverses the ball. 5 and 4 go set a stagger on 3

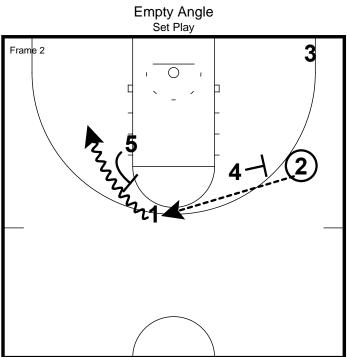


1 dribbles off 5's ball screen, 5 pops.

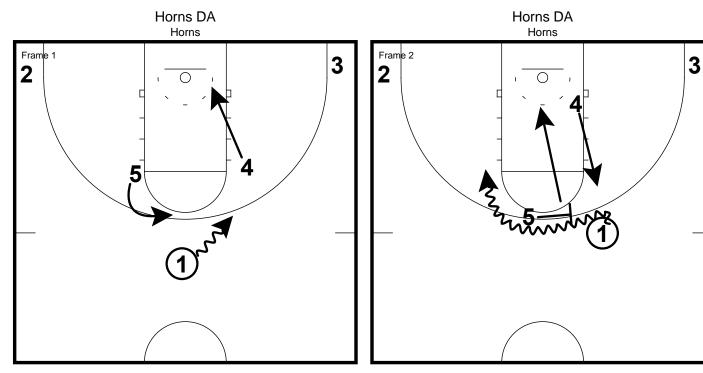
On 5's catch, he dribbles at 2 for a DHO.



2 breaks out of the low stack for a wing catch. 4 sprints up to ball screen. 1 cuts and replaces himself.



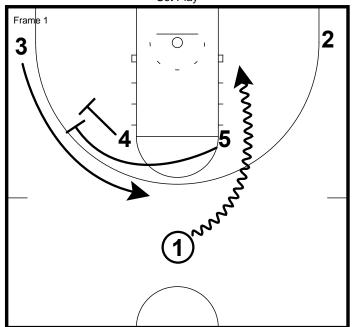
2 doesn't come off the ball screen, but instead throws it ahead to 1. 5 sets an angled ball screen and rolls to the rim.



When 1 dribbles at 4, 4 dives backdoor. 5 circles behind.

5 steps into a ball screen. 5 rolls, 4 replaces.

Horns Behind Set Play

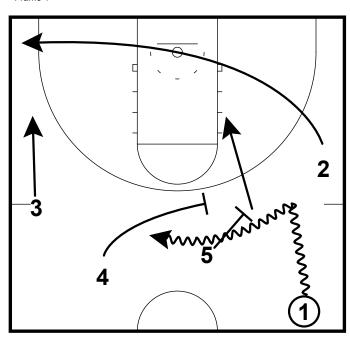


5 initiates the action by vacating the right elbow. 1 drives it at that distinct gap as 4 and 5 screen away for 3. 1 has option to take it all the way to the rim or throw back to 3.

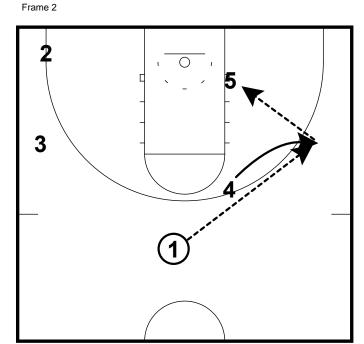
Double Drag Secondary

Double Drag Secondary

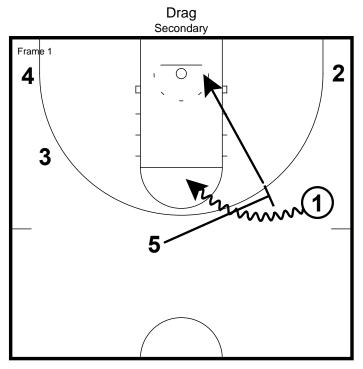
Frame 1



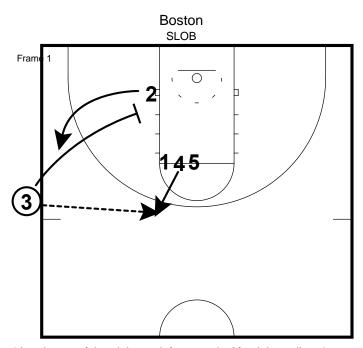
As 1 brings the ball up the sideline, 2 clears through. 5 and 4 sprint into a double transition drag ball screen. The first screener slips, the 2nd screener pops.

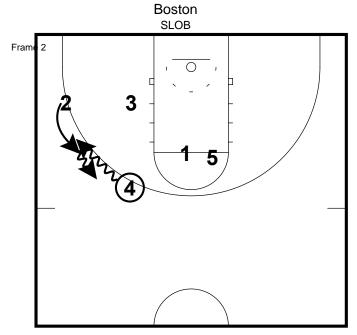


If 1 cannot turn the corner himself he looks to throw back to 4 for a shot or to enter inside to 5.



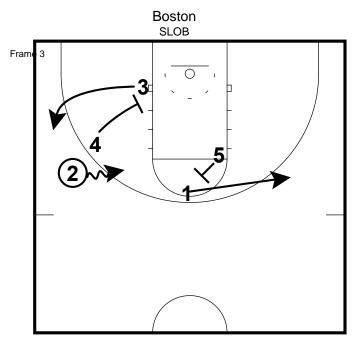
In transition, 5 runs into a drag ball screen for 1.



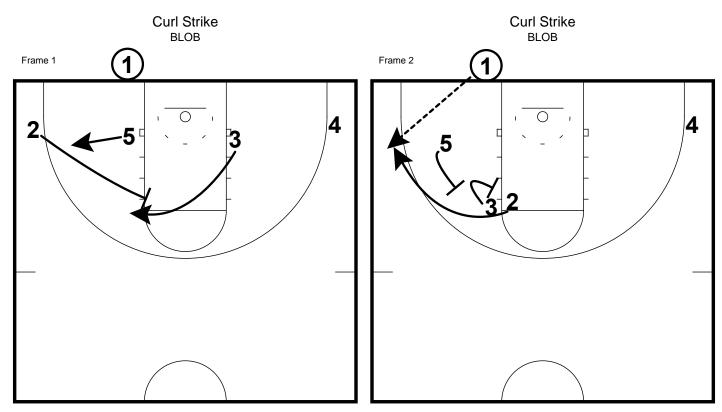


4 breaks out of the triple stack for a catch. After inbounding, 3 goes to screen down for 2.

4 dribbles at 2 for a DHO.

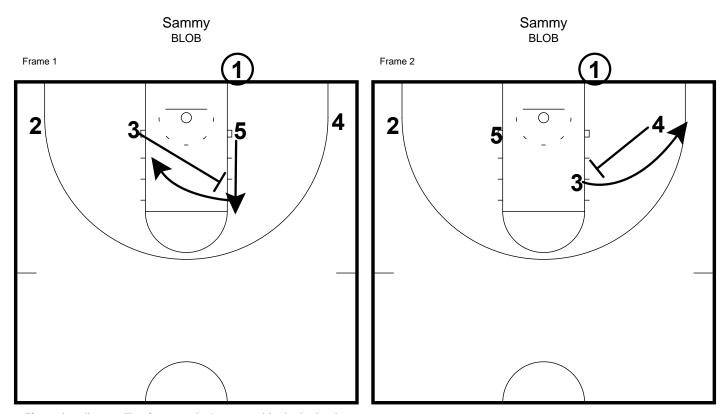


2 has a ton of options here. He can either turn the corner off the DHO himself, look at 3 coming off 4's down screen or hit 1 on the flare.



2 cuts to the elbow to screen for 3. 5 lifts out of the block.

3 curls picks 2's screen. Right after setting a screen for 3, 2 turns to come off a double screen (first screen being set by 3).



 $5\ \text{lifts}$ to the elbow calling for a catch. $3\ \text{screens}$ him in the back for a dive to the rim.