



KANSAS STATE

ASSEMBLED BY: TIM BERGSTRASER

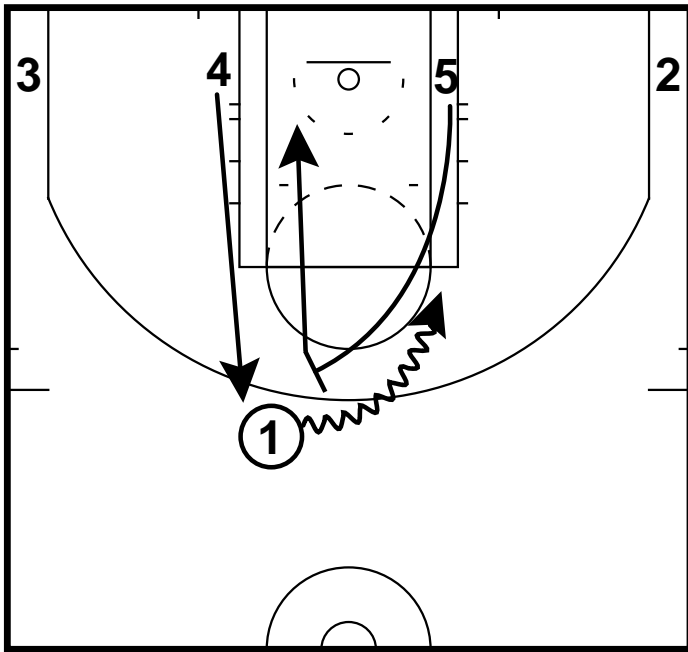
Kansas State

Table of Contents

1.	Ball Screen	2
2.	Ram	11
3.	AI	16
4.	Shuffle	24
5.	Weave	27
6.	Stack	30
7.	Iso	35
8.	Thru	36
9.	Stagger	37
10.	Horns	38
11.	Misc.	40
12.	BLOB	44
13.	SLOB	55

Ball Screen

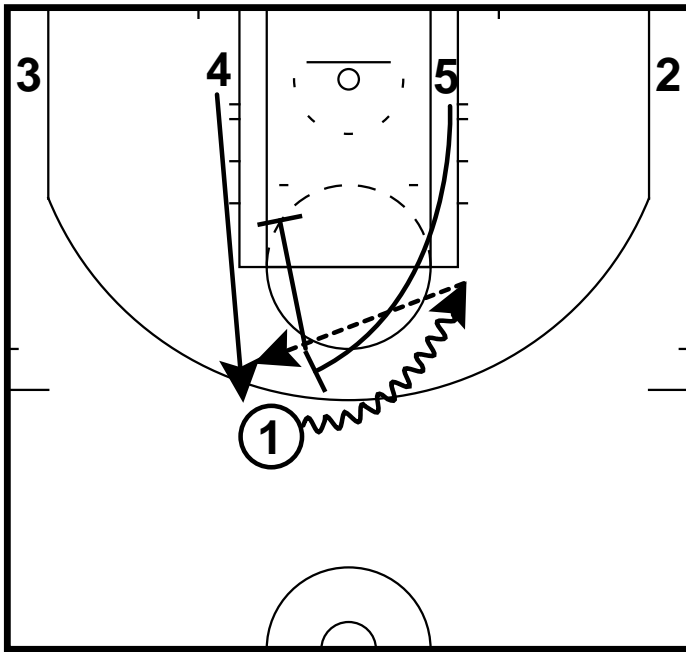
BS R&R
Ball Screen



5 runs to set a BS for 1 and rolls
4 fills from behind 5

Ball Screen

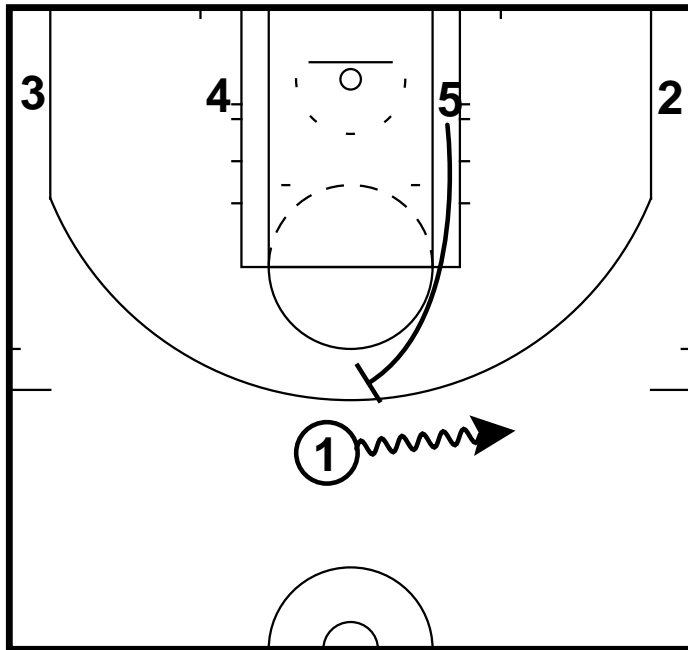
BS R&R Down
Ball Screen



- 5 runs to set a BS for 1 and rolls
- 5 rolls to set down for 4
- 1 attacks or looks to hit 4 off screen

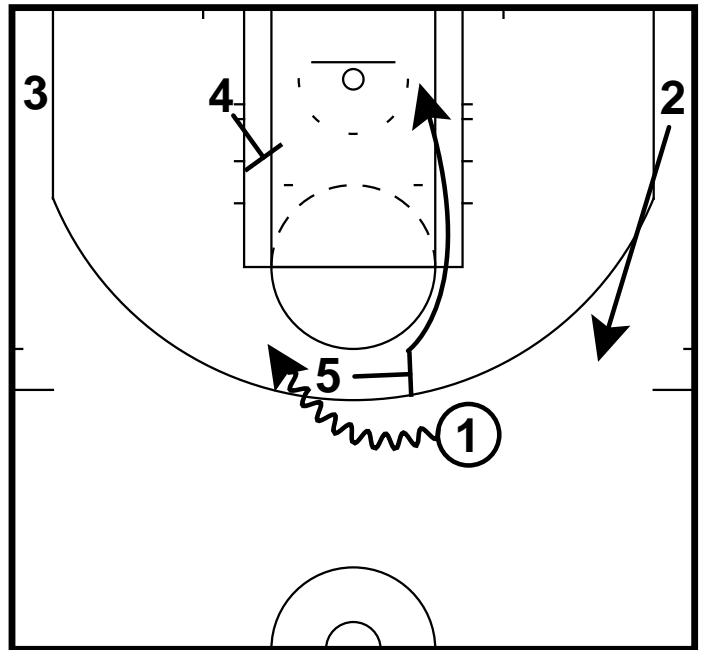
Ball Screen

BS Twist Seal
Ball Screen



5 runs to set a BS for 1

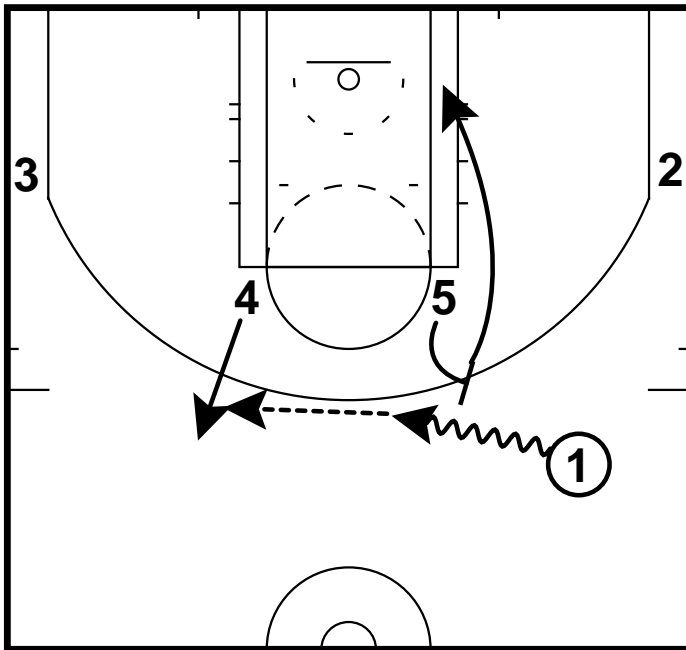
BS Twist Seal
Ball Screen



5 Re-Screens for 1 and runs to rim
2 lifts up as 5 BS's
4 ducks in as 5 runs to rim
1 looks for lob or attack

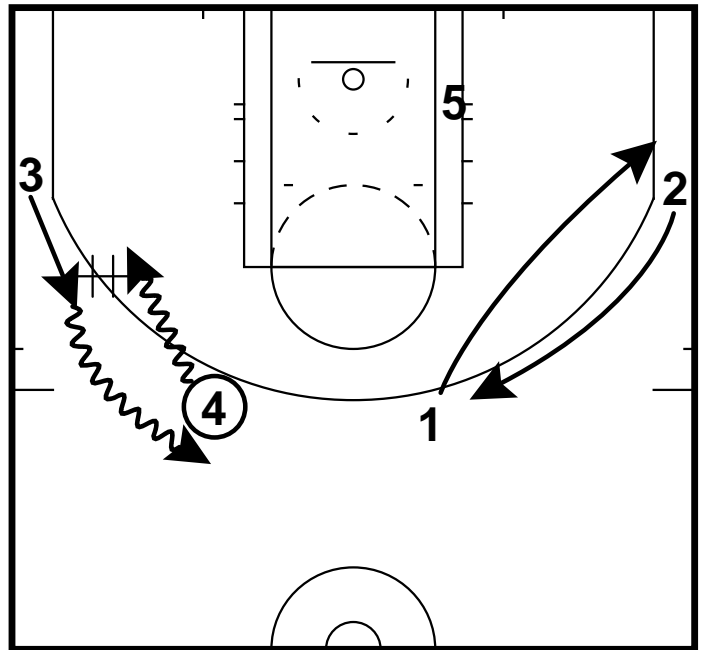
Ball Screen

BS Step Up
Ball Screen



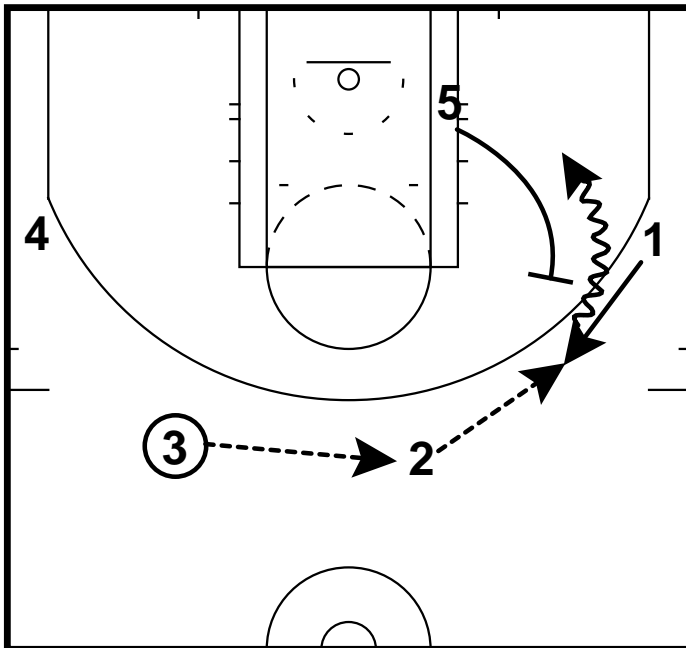
5 sets a BS for 1 and rolls
1 comes off and hits 4

BS Step Up
Ball Screen



1 interchanges with 2
4 DHO's with 3

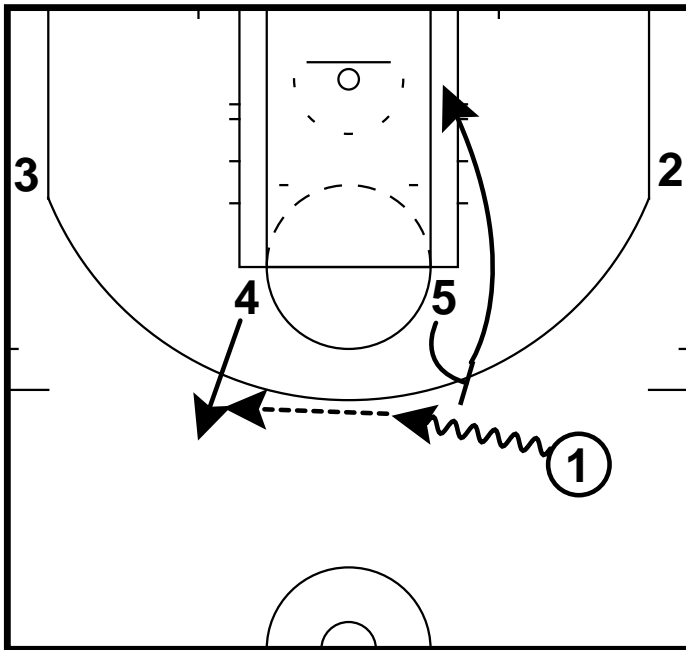
BS Step Up
Ball Screen



3 hits 2, 2 swings to 1 flashing
5 sets a step up BS for 1 and rolls

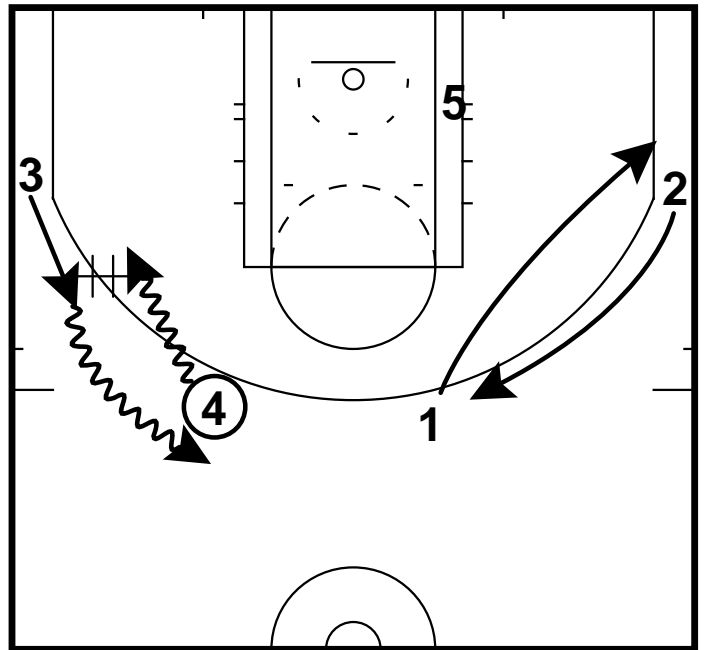
Ball Screen

BS Step Up Mid
Ball Screen



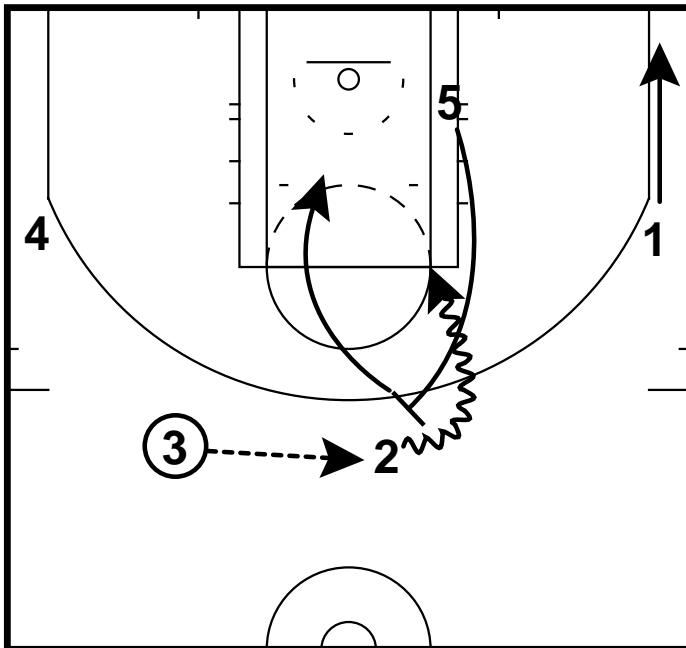
5 sets a BS for 1 and rolls
1 comes off and hits 4

BS Step Up Mid
Ball Screen



1 interchanges with 2
4 DHO's with 3

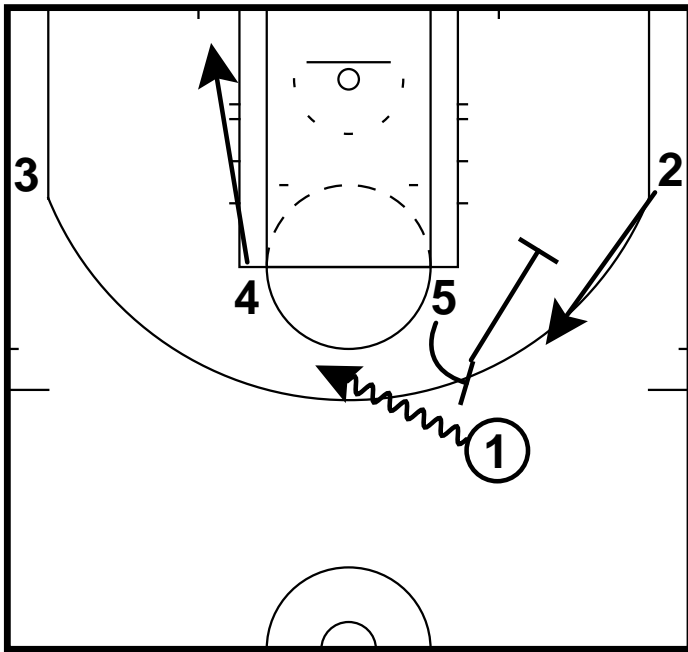
BS Step Up Mid
Ball Screen



3 hits 2
5 runs to set a middle BS for 2 and rolls
1 spaces to corner

Ball Screen

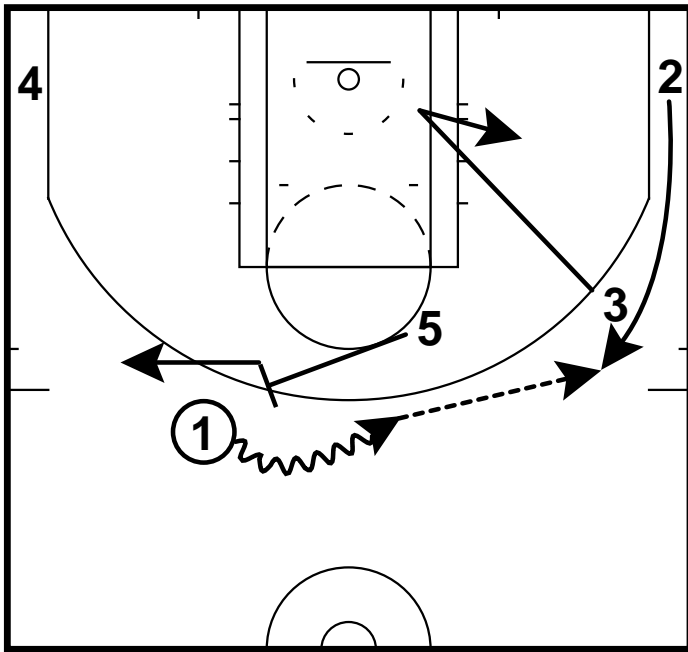
BS Pin Down
Ball Screen



- 5 sets a BS for 1
- 4 dives to the block
- 5 rolls to pin down for 2
- 1 looks to attack or throwback to 2

Ball Screen

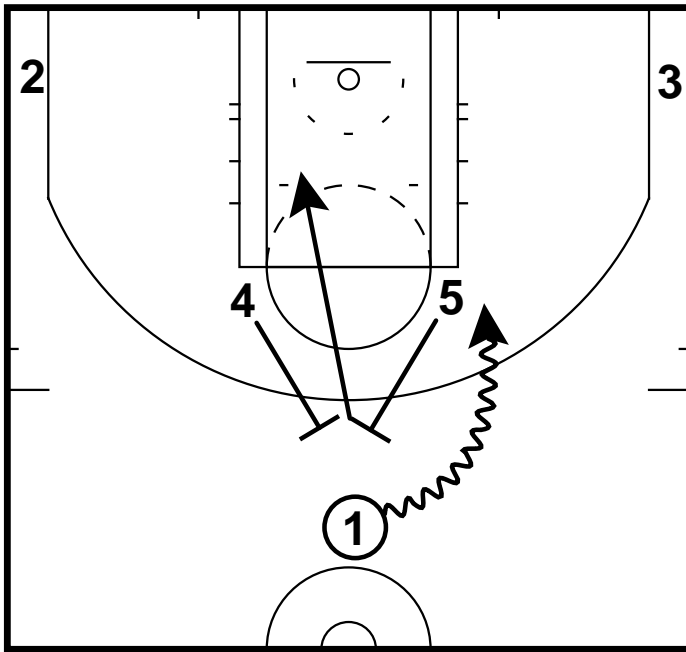
BS Punch
Ball Screen



- 5 sets a BS for 1 and pops
- 3 dives as 1 attacks
- 2 lifts up, 1 hits 2
- 3 ducks in, 2 looks in for 3

Ball Screen

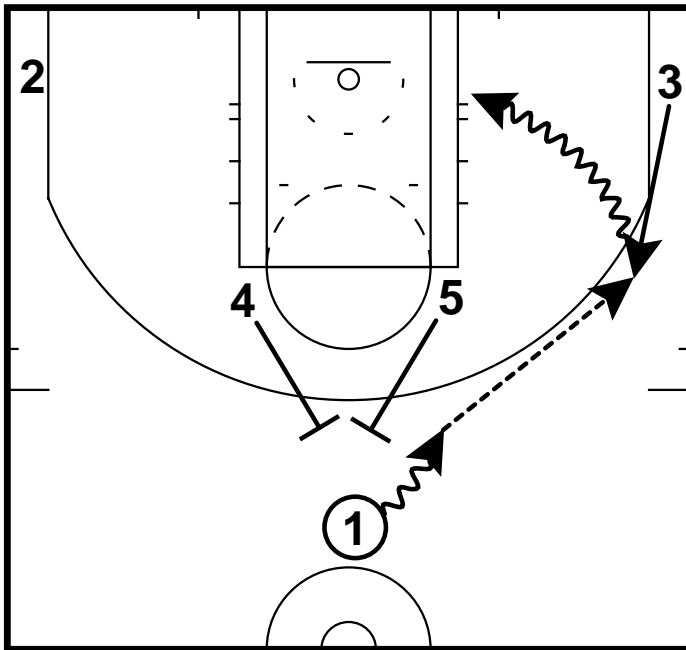
BS Bracket
Ball Screen



5 and 4 sprint to set BS's for 1
1 attacks down hill off BS
5 rolls to the rim

Ball Screen

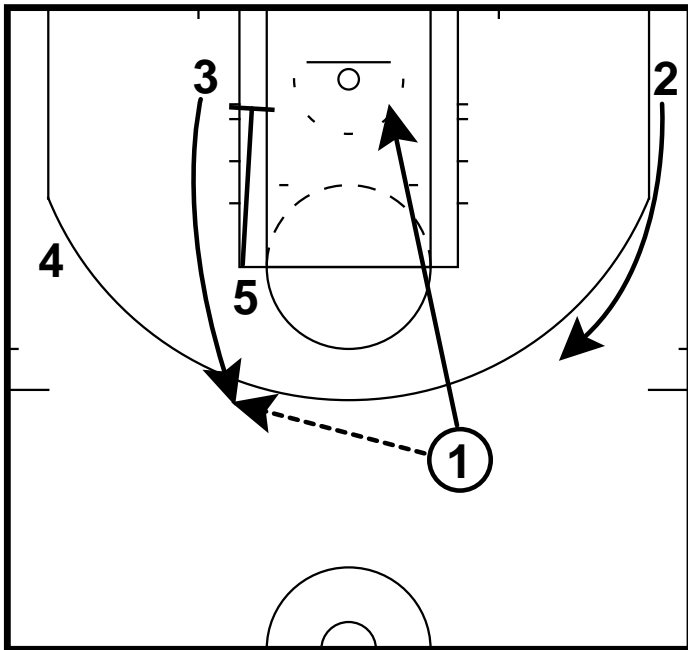
BS Bracket Rip
Ball Screen



5 and 4 sprint to set BS's for 1
3 lifts up, 1 goes off BS and hits 3
3 rips down hill on catch

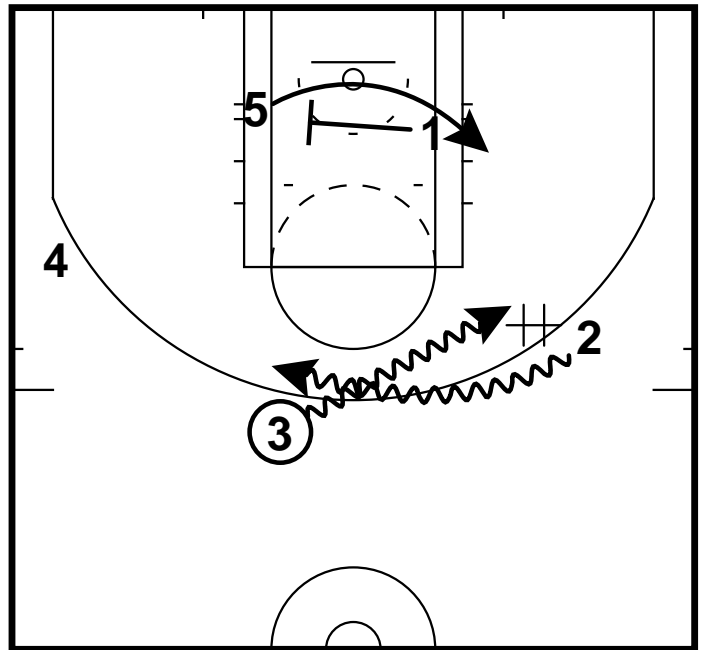
Ram

Ram STS Handoff
Ram



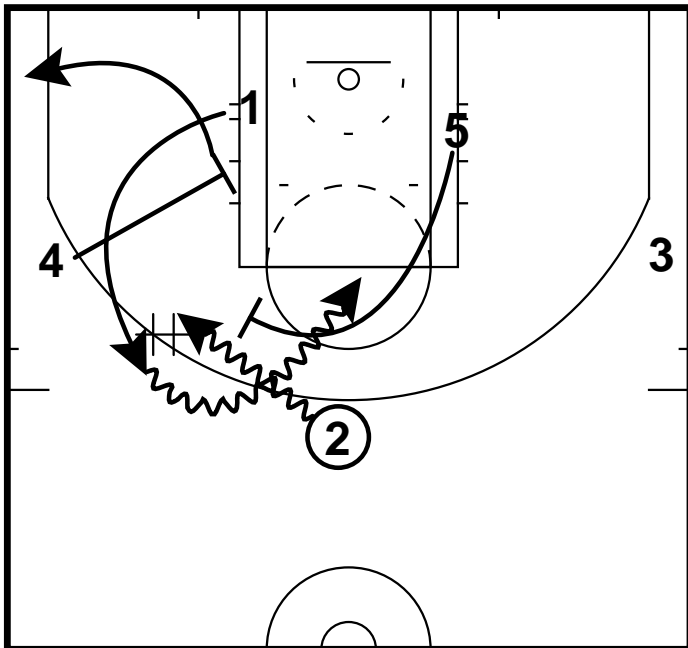
5 sets a down for 3
1 hits 3 and dives to the rim
2 fills up to wing

Ram STS Handoff
Ram



1 sets a cross screen for 5
3 DHO's with 2

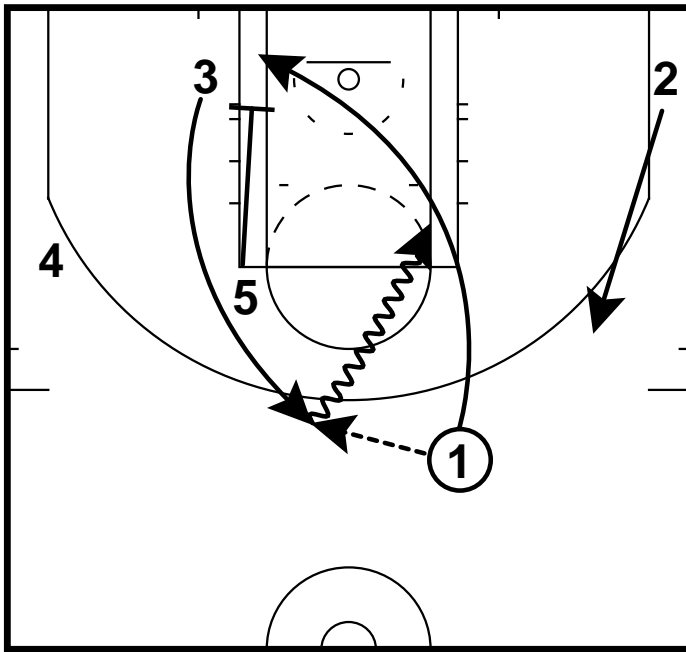
Ram STS Handoff
Ram



4 sets a pin down for 1 and fills out
2 follows to DHO with 1 coming up
5 follows to set a BS for 1 and rolls

Ram

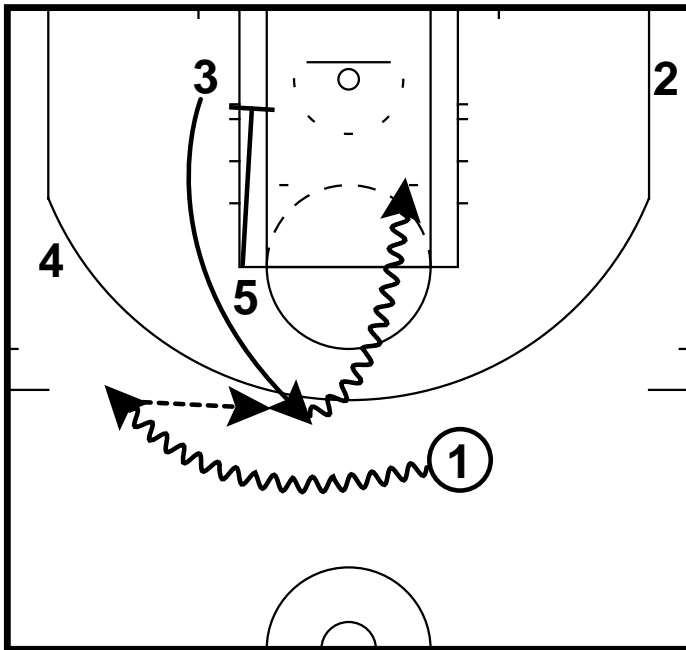
Ram STS Go
Ram



- 5 sets a down for 3
- 1 hits 3 and dives to the rim
- 3 fakes DHO with 2 and attacks the rim

Ram

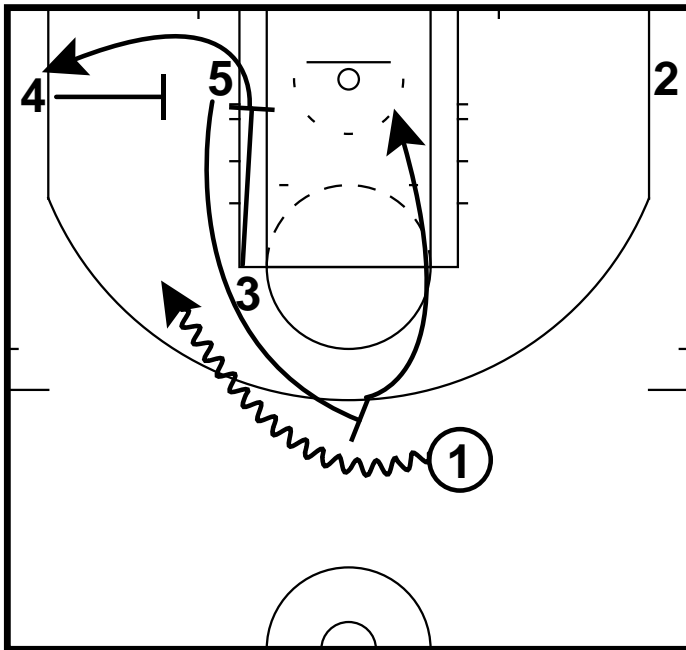
Ram Iso
Ram



- 1 dribbles over to slot
- 5 sets a pin down for 3
- 1 hits 3, 3 has Iso

Ram

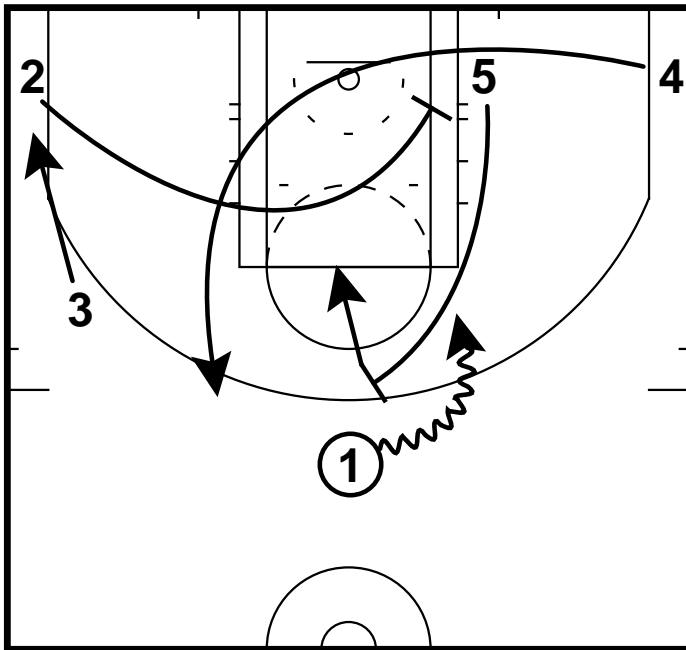
Ram BS Corner
Ram



- 3 sets a pin down for 5
- 5 runs to set a BS for 1 and rolls
- 4 screens 3 to corner

Ram

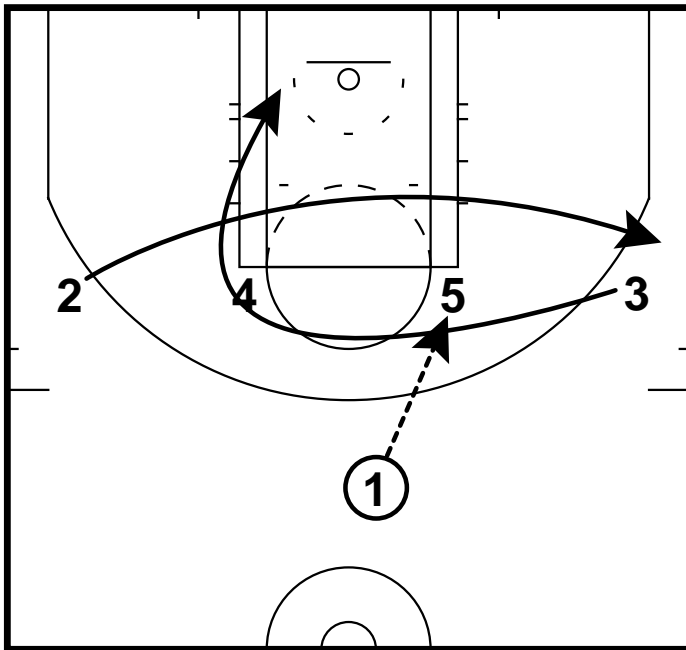
Ram BS R&R
Ram



- 2 loops to screen for 5
- 3 spaces corner
- 5 runs to set BS for 1 and rolls
- 4 is looping under 5 rolling

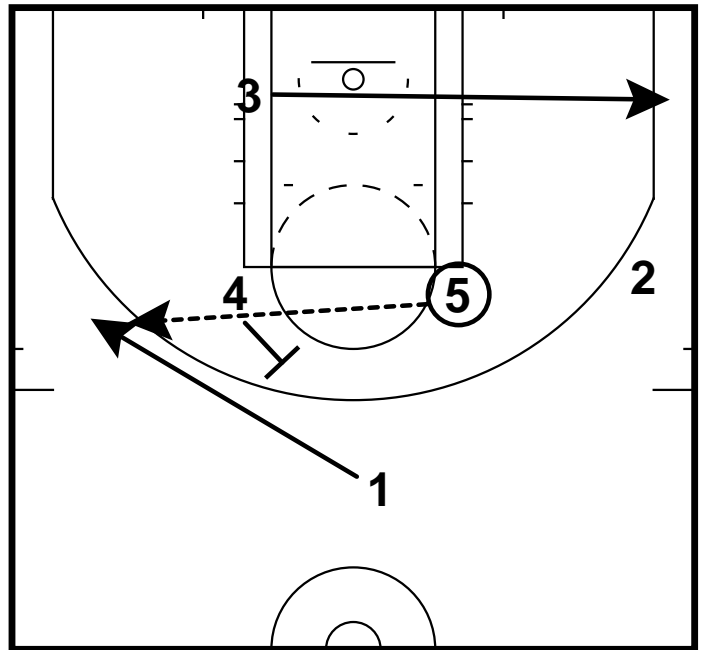
AI

AI Curl Flare
AI



2 loops under 4 and 5
3 cuts over top of 5 and 4
1 hits 5, 5 hits 3 if he is open

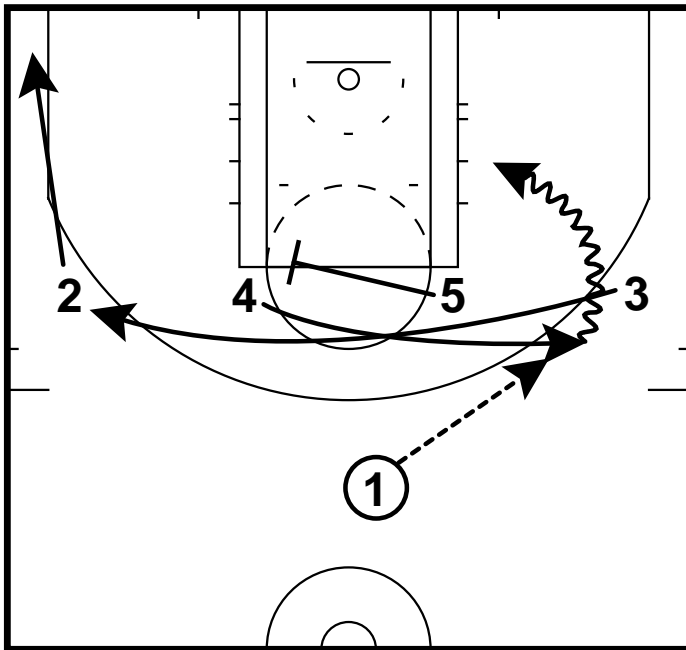
AI Curl Flare
AI



3 clears to corner
4 sets flare for 1, 5 hits 1
1 and 4 have two man game on side

AI

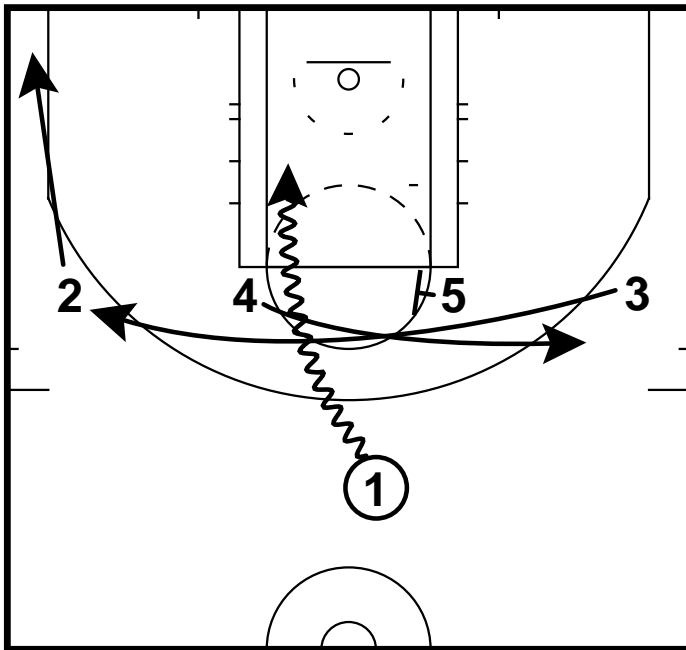
AI Cross Iso
AI



- 3 cuts over top of 5 and 4
- 2 goes to corner
- 5 cross screens for 4, 1 hits 4
- 4 has iso rip

AI

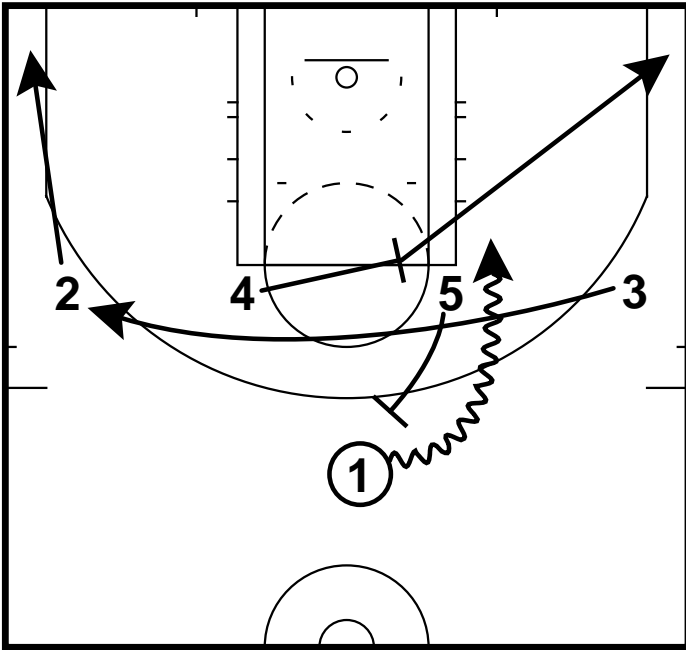
AI Cross Go
AI



- 3 cuts over top of 5 and 4
- 2 goes to corner
- 4 rubs off screen from 5
- 1 looks to attack down hill

AI

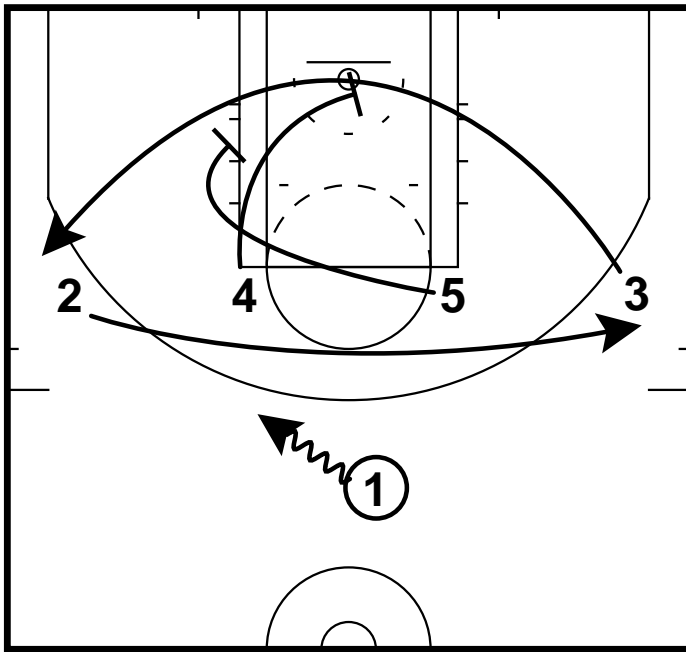
AI Middle BS
AI



- 3 cuts over top of 5 and 4
- 2 goes to corner
- 4 screens 5 and goes corner
- 5 sets a Middle BS for 1 and rolls

AI

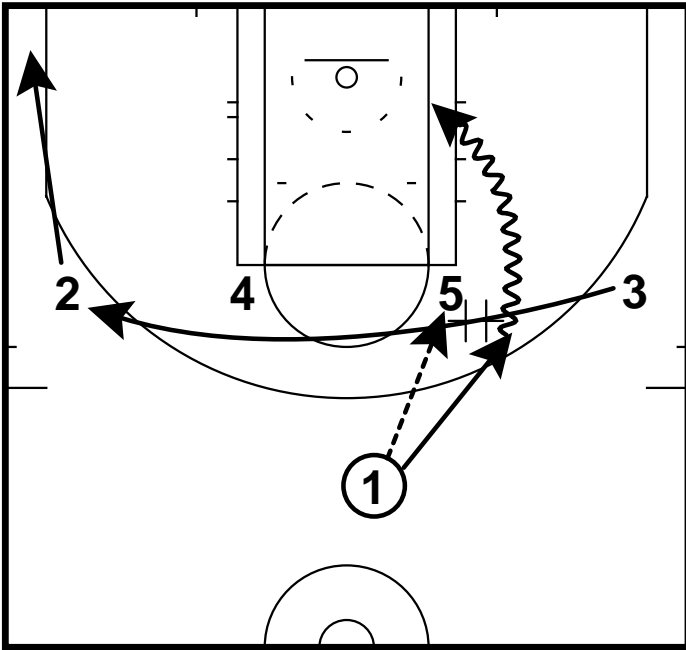
AI Runner
AI



2 cuts over top of 4 and 5
4 and 5 set a runner for 3 looping
1 fakes off 2 and looks to hit 3
Will sometimes do another stagger

AI

AI Get
AI



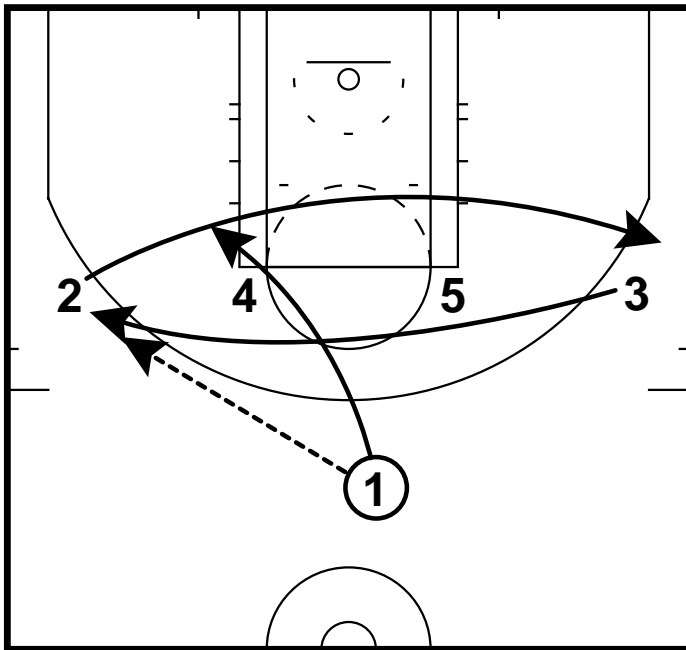
3 cuts over top of 5 and 4

2 spaces to corner

1 hits 5, 5 flips back to 1 down hill

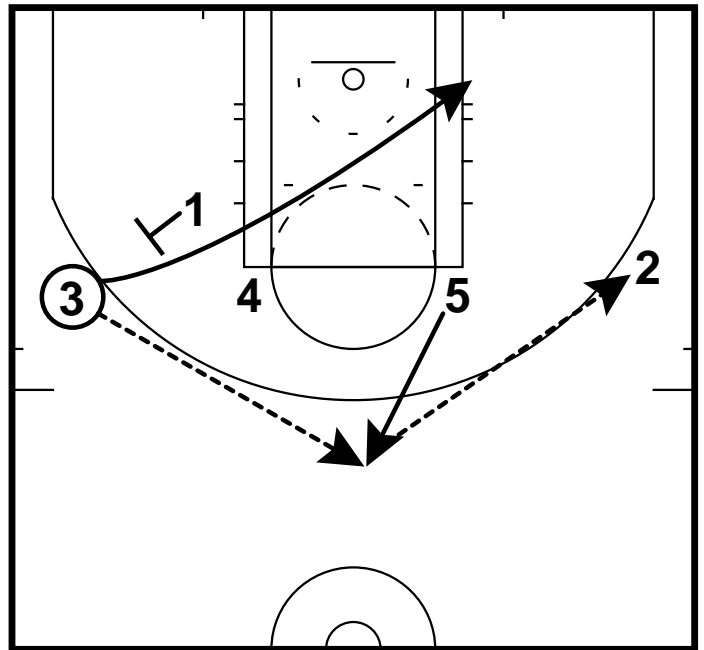
AI

AI Shuffle Stagger
AI



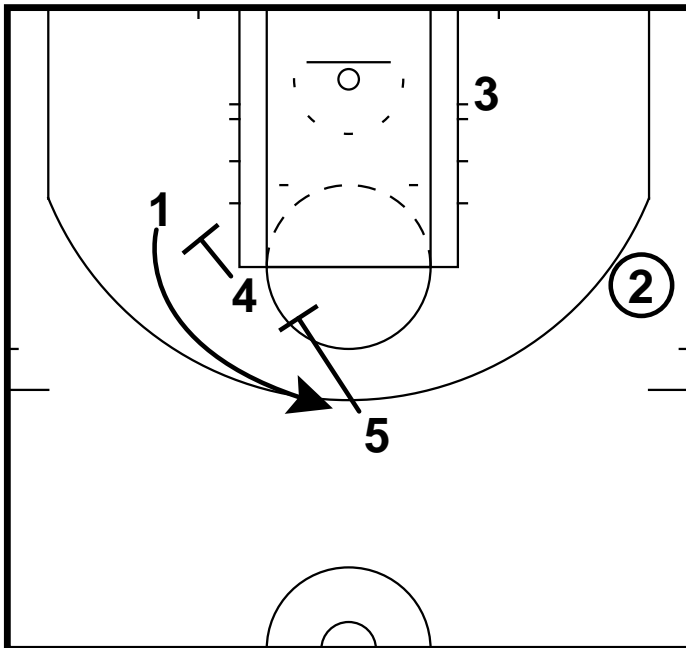
2 loops under 4 and 5
3 cuts over 5 and 4
1 hits 3 and dives to middle

AI Shuffle Stagger
AI



5 pops to top
3 hits 5, 5 swings to 2
1 sets a shuffle for 3

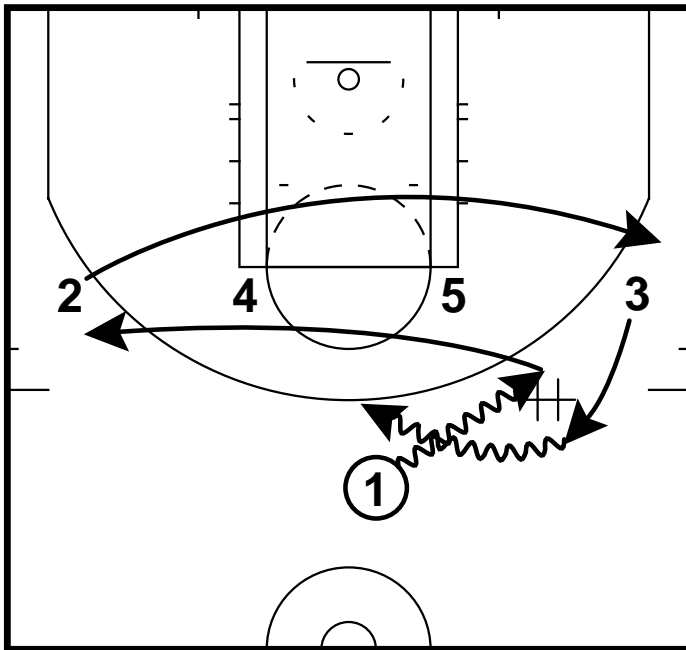
AI Shuffle Stagger
AI



2 looks in for 3 posting
4 and 5 set a stagger for 1

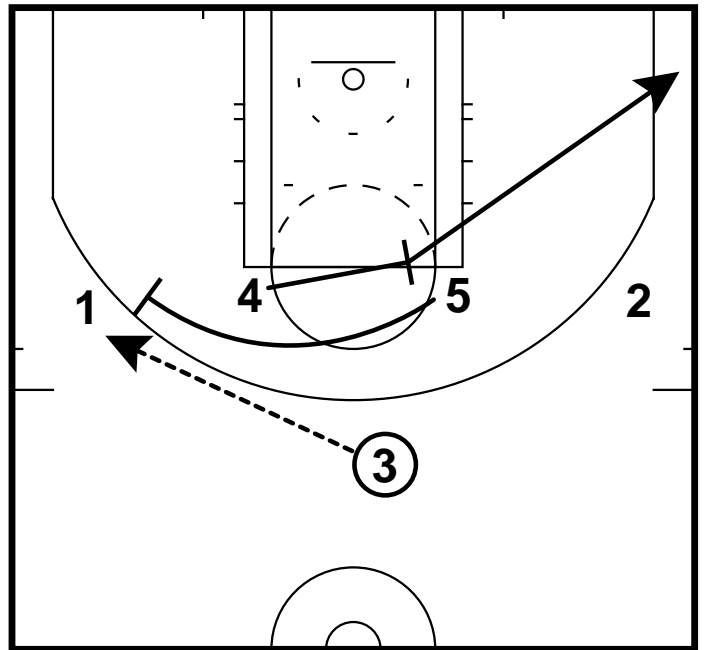
AI

AI Flip Side BS
AI



- 2 loops under 4 and 5
- 1 DHO's with 3
- 3 dribbles to the top
- 1 cuts over 5 and 4

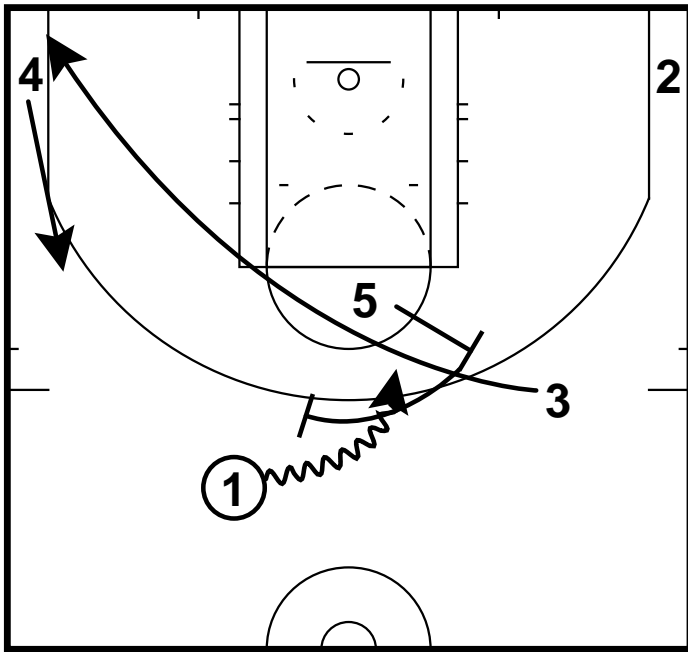
AI Flip Side BS
AI



- 4 cross screens for 5 and spaces
- 3 hits 1 and spaces
- 5 runs to set BS for 1 and rolls

Shuffle

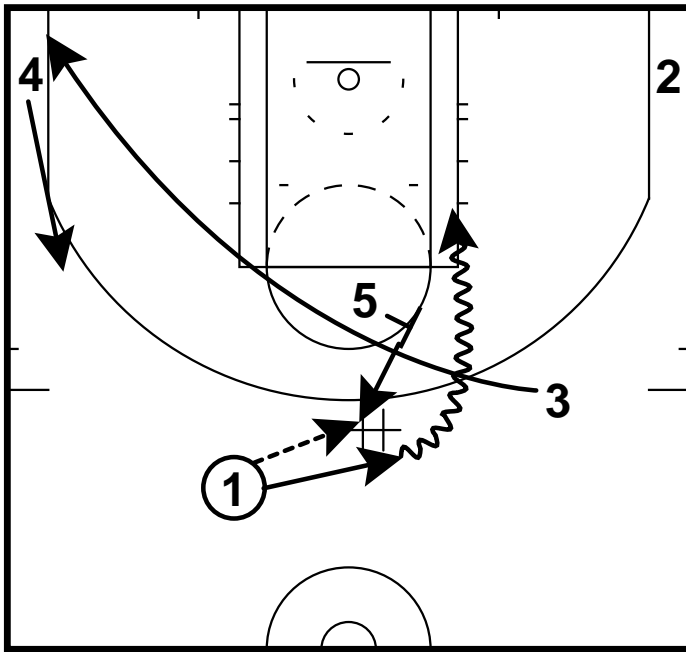
Shuffle BS
Shuffle



- 5 sets a shuffle for 3
- 3 cuts to corner if not open
- 4 fills up, 5 BS's for 1 and rolls

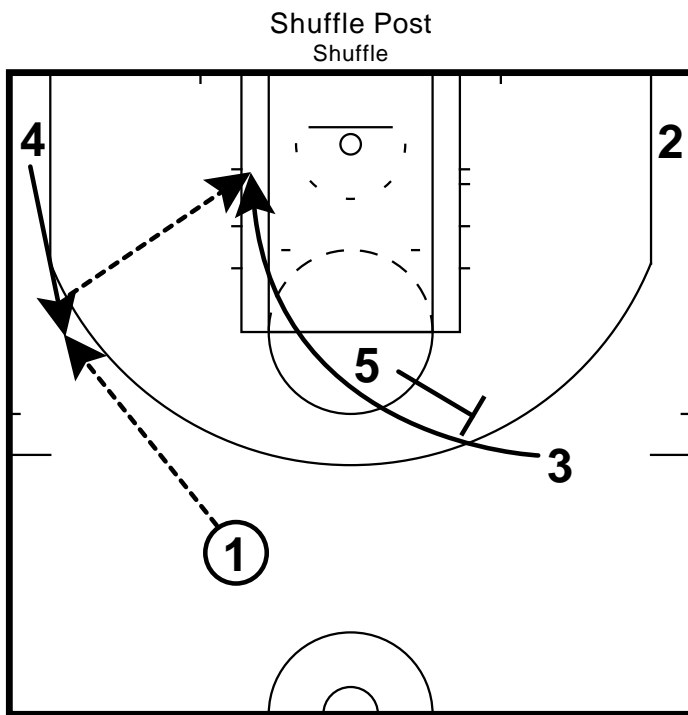
Shuffle

Shuffle Get
Shuffle



- 5 sets a shuffle for 3
- 3 cuts to corner if not open
- 4 fills up, 5 flashes to ball
- 1 hits 5, 5 flips back to 1 down hill

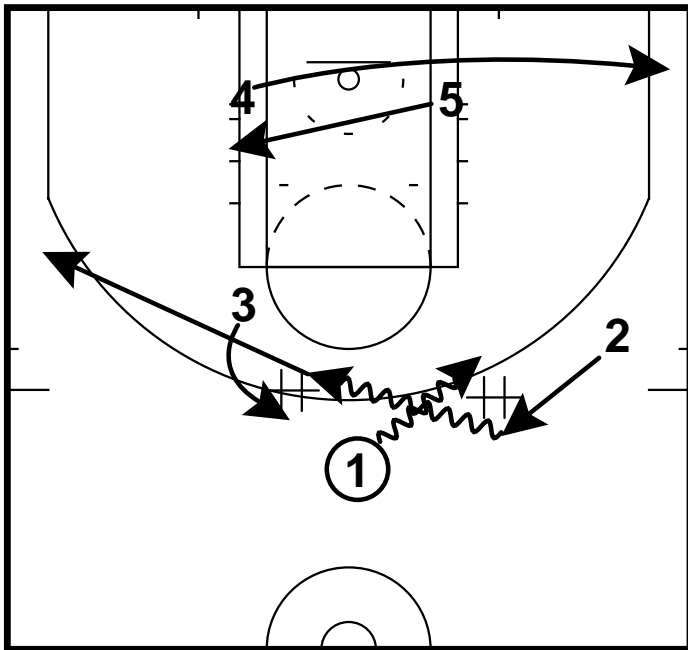
Shuffle



- 5 sets a shuffle for 3
- 3 cuts and posts up on block
- 4 flashes up, 1 hits 4
- 4 looks to hit 3 posting up

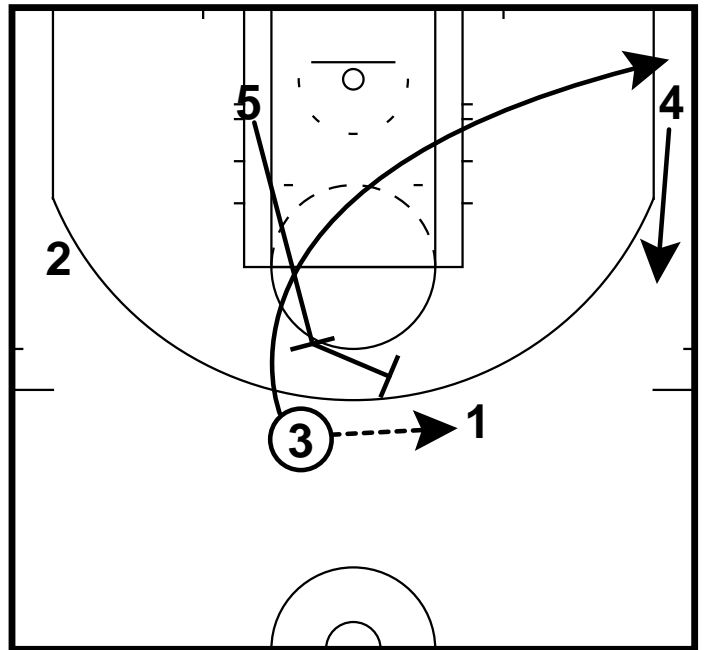
Weave

Weave UCLA
Weave



- 1 DHO's with 2 coming to the ball
- 4 clears corner, 5 moves to opp. block
- 2 DHO's with 3 coming to the ball
- 2 spaces out

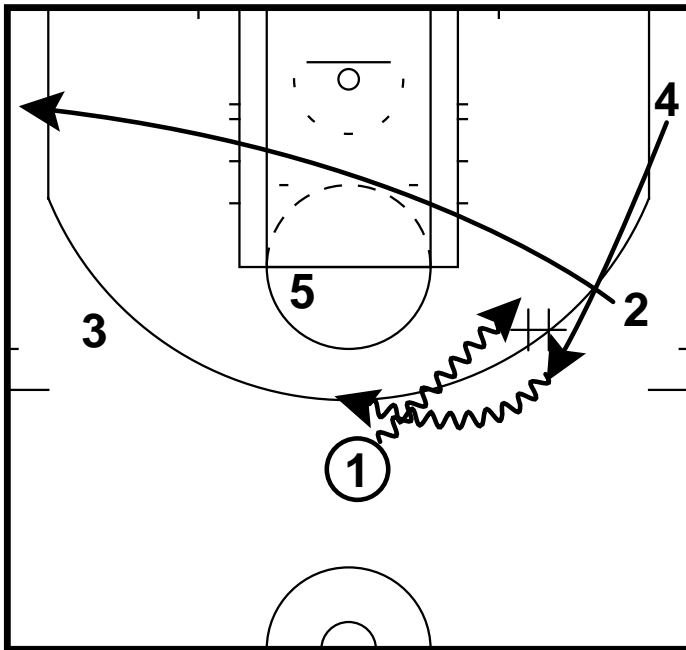
Weave UCLA
Weave



- 5 back screens for 3 to corner
- 4 fills up, 5 BS's for 1 and rolls

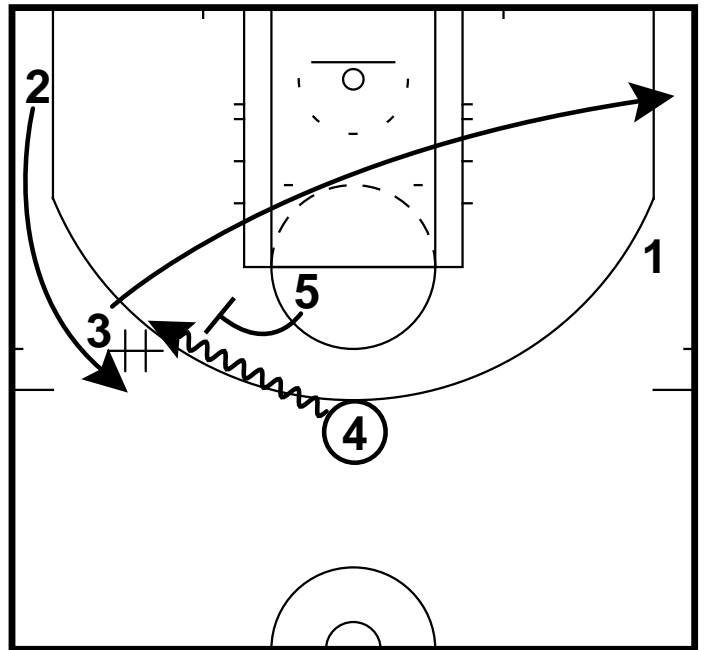
Weave

Weave Thru BS
Weave



- 1 dribbles at 2, 2 cuts opposite
- 1 DHO's with 4 coming to the ball
- 4 dribbles to the top

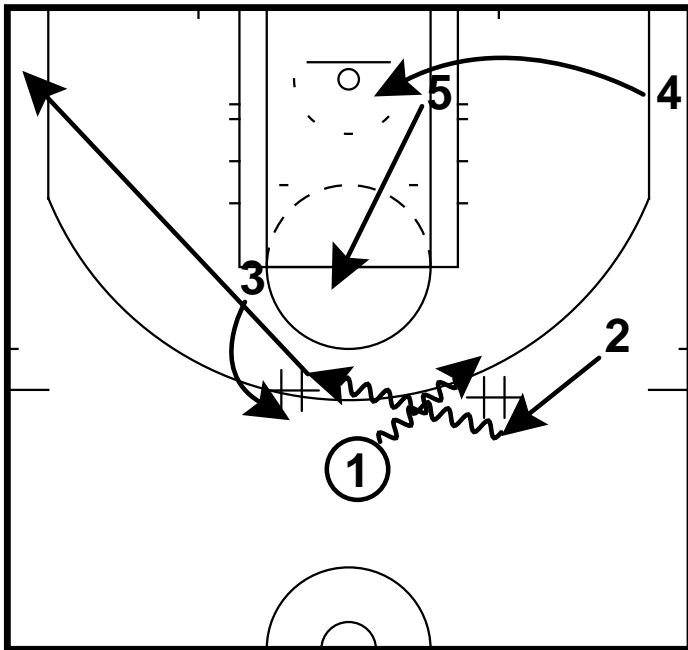
Weave Thru BS
Weave



- 4 dribbles at 3, 3 cuts opp.
- 4 DHO's with 2 coming to the ball
- 5 follows to set a BS for 2 and rolls

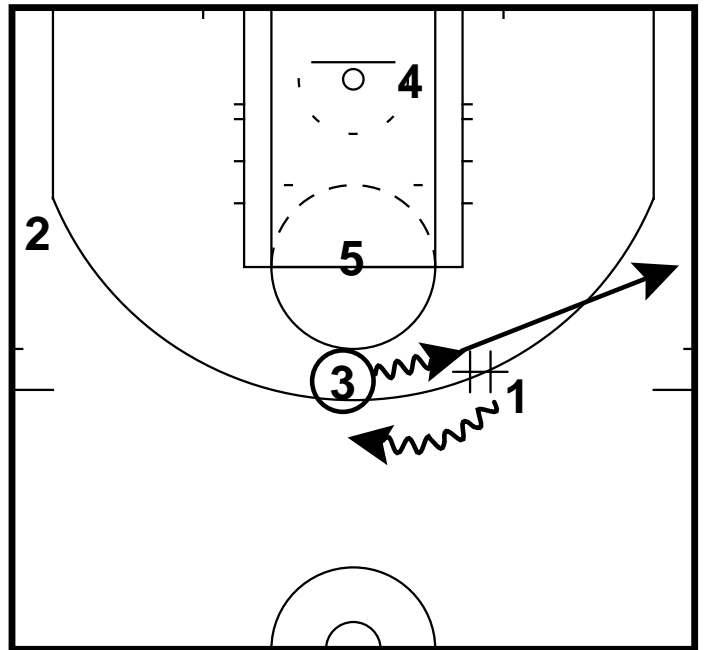
Weave

Weave Spain
Weave



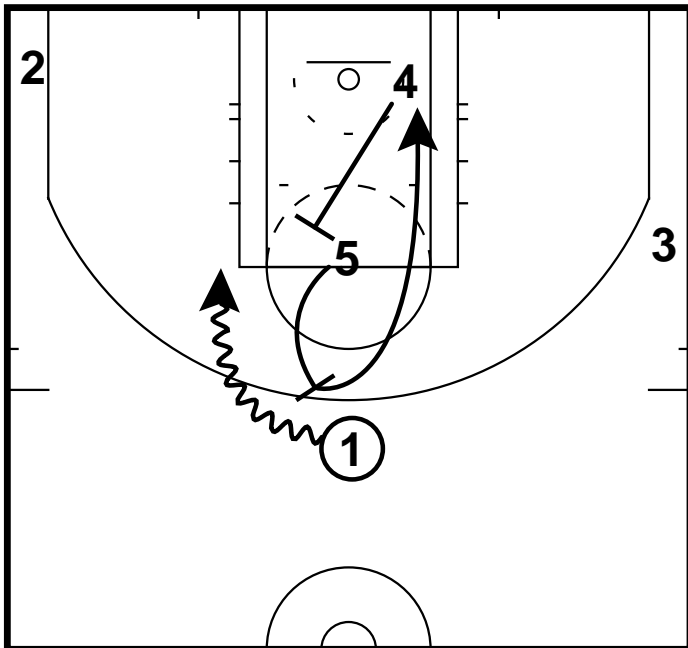
1 DHO's with 2 coming to the ball
5 moves to FT line, 4 loops under
2 DHO's with 3 and spaces

Weave Spain
Weave



3 DHO's with 1 and spaces

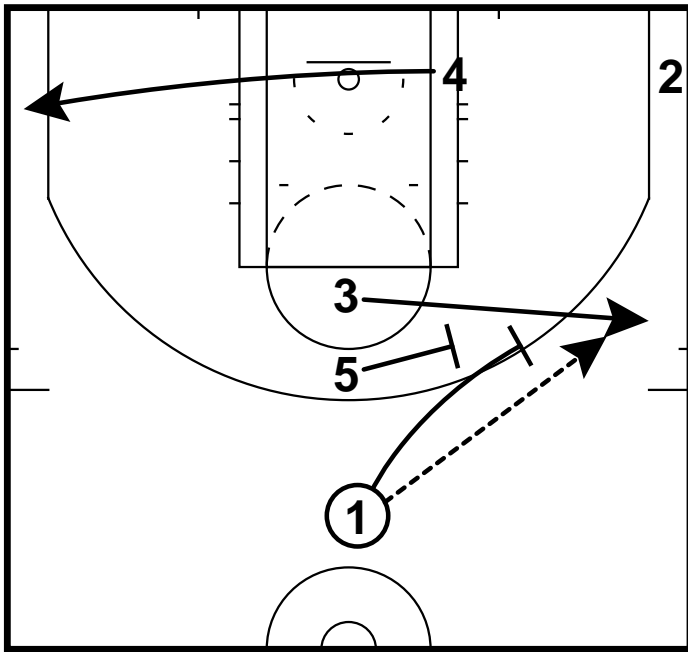
Weave Spain
Weave



5 sets a BS for 1 and rolls
4 sets a back screen on X5 and pops

Stack

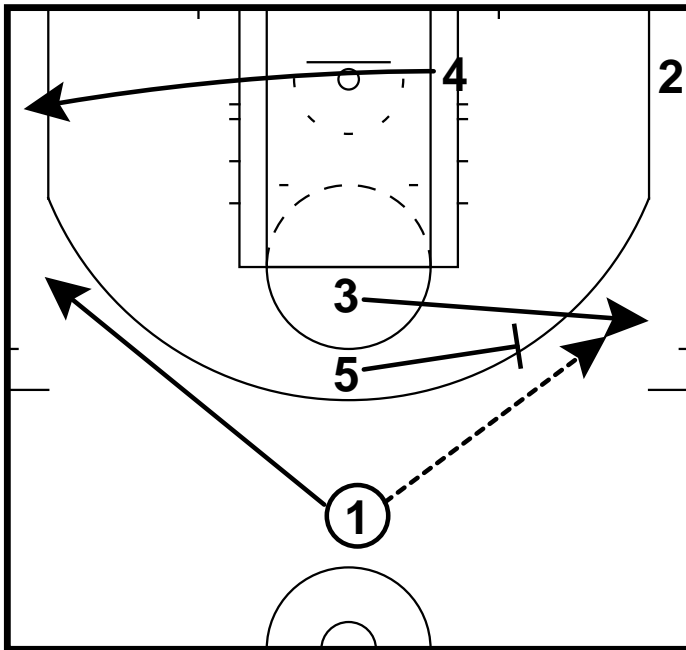
Stack Double BS
Stack



- 3 flashes to the wing, 1 hit 3
- 4 clears to opp. corner
- 1 and 5 set a Double BS for 3
- 5 rolls, 1 fills from behind

Stack

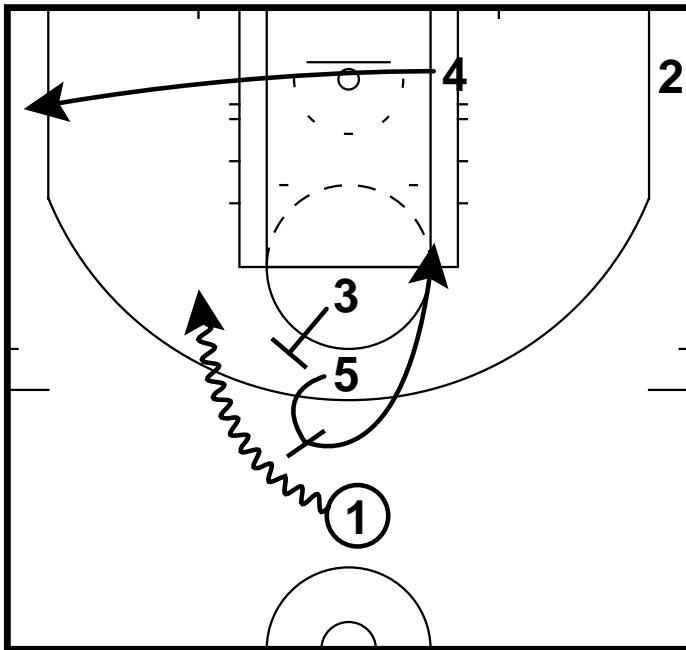
Stack Side BS
Stack



- 3 flashes to the wing, 1 hit 3
- 4 clears to opp. corner
- 1 spaces out to wing
- 5 sets a BS for 3 and rolls

Stack

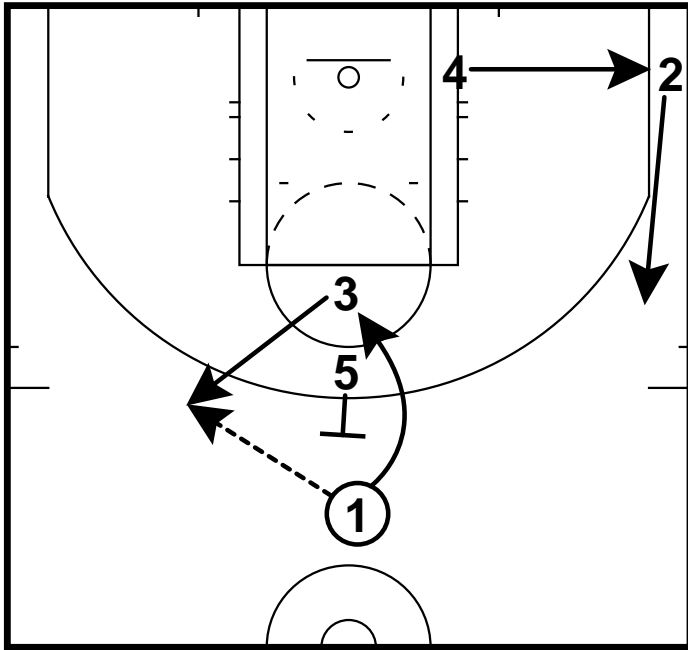
Stack Spain
Stack



- 4 clears to corner
- 5 sets a BS for 1 and rolls
- 3 sets a back screen on X5 and pops

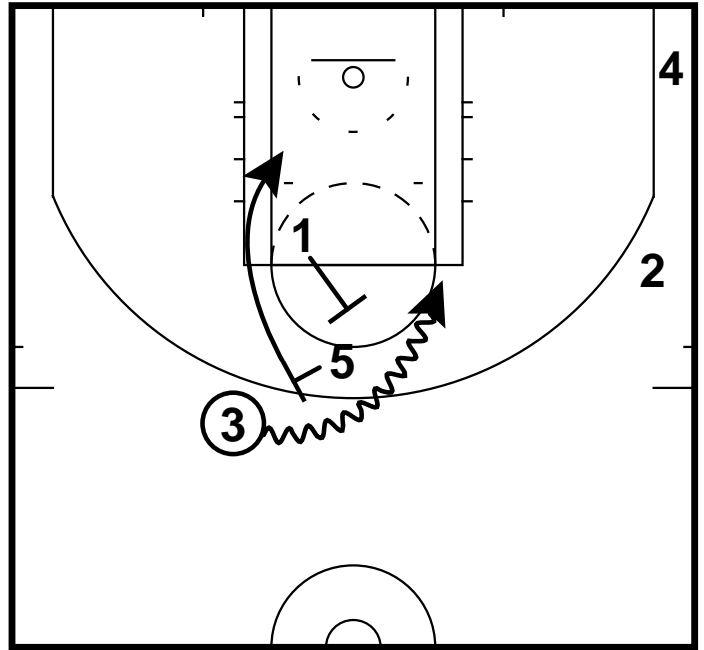
Stack

Stack Back Spain
Stack



3 pops to wing, 1 hits 3
4 spaces to corner, 2 fills up
5 back screens for 1

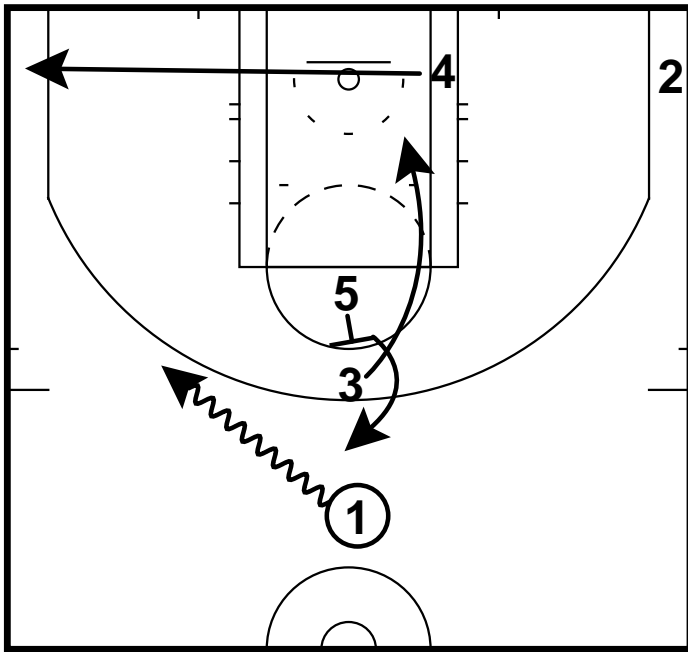
Stack Back Spain
Stack



5 BS's for 3 and rolls
1 back screens X5 and pops

Stack

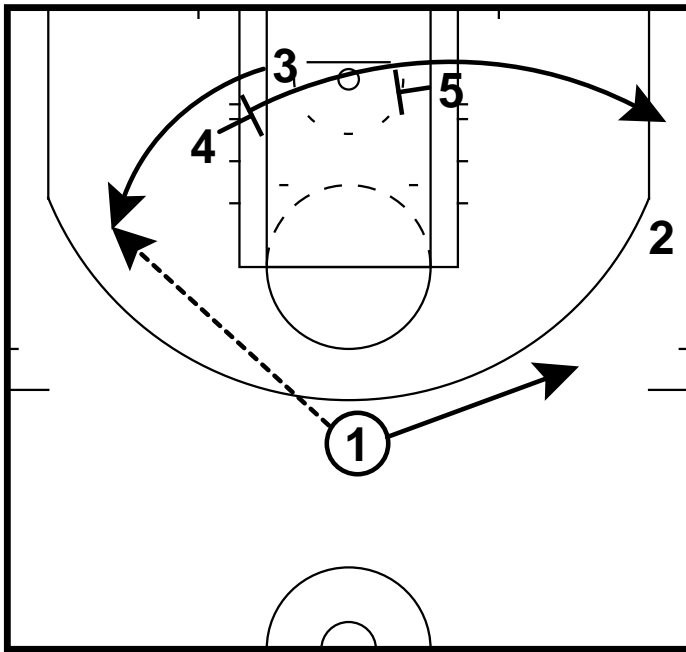
Stack Back
Stack



- 1 dribbles over to slot
- 4 clears to corner
- 5 back screens 3 and pops
- 1 looks for 3 at rim or 5 popping

Iso

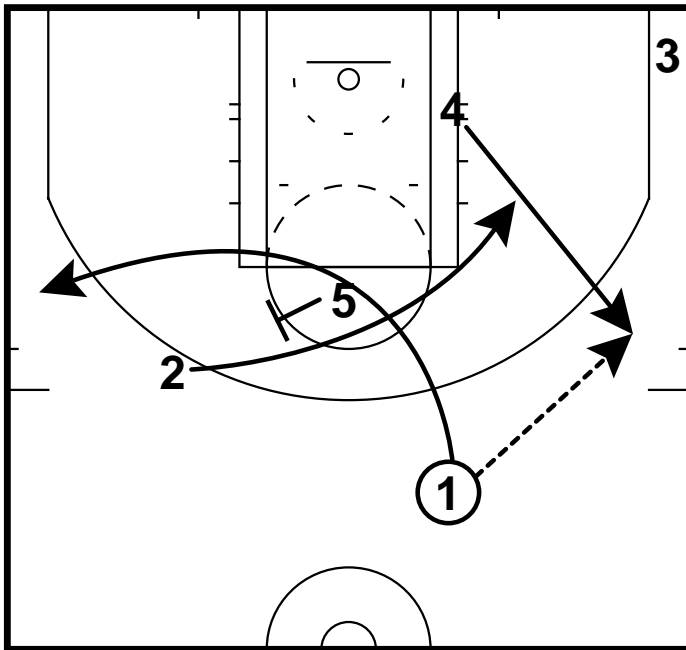
Pin Iso Keyontae
Iso



- 4 pins down for 3
- 1 hits 3 and spaces
- 5 screens 4 to corner
- 3 has iso

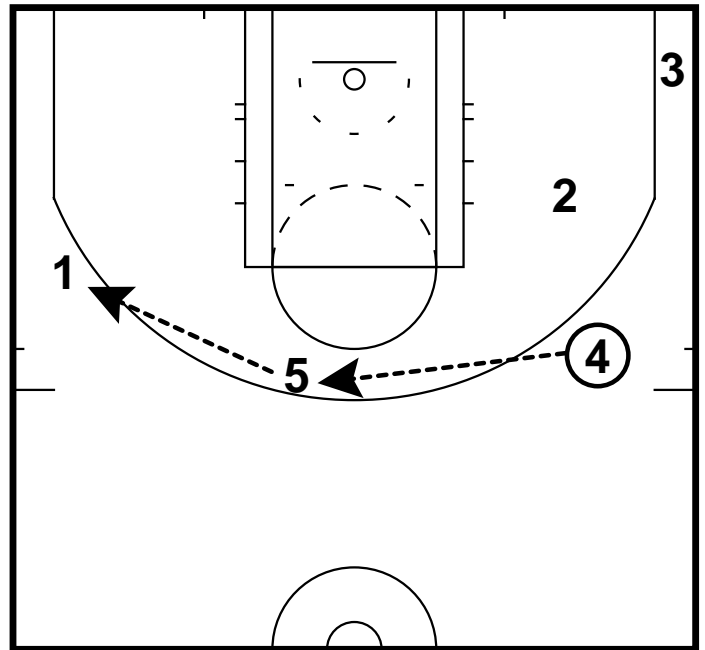
Thru

Thru Empty
Thru



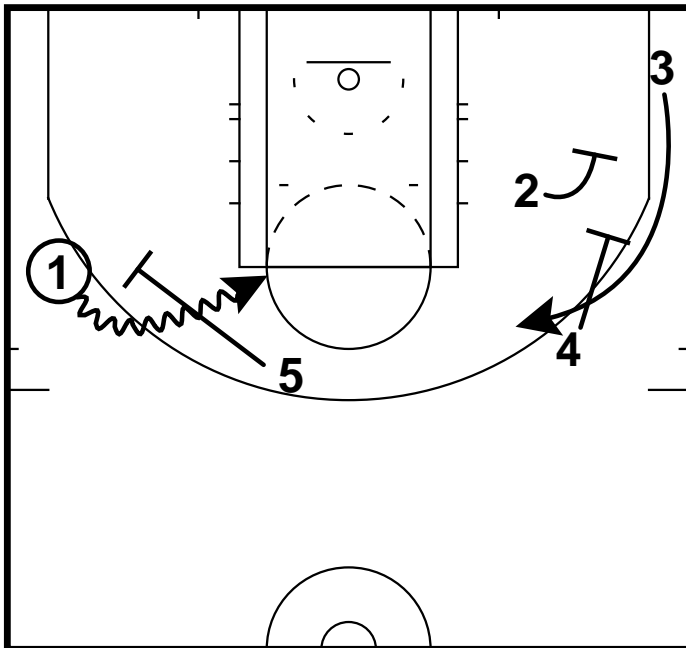
4 flashes to wing
5 shuffles for 2, 1 hits 4
1 cuts through opposite

Thru Empty
Thru



4 swings to 5 popping to top
5 swings to 1

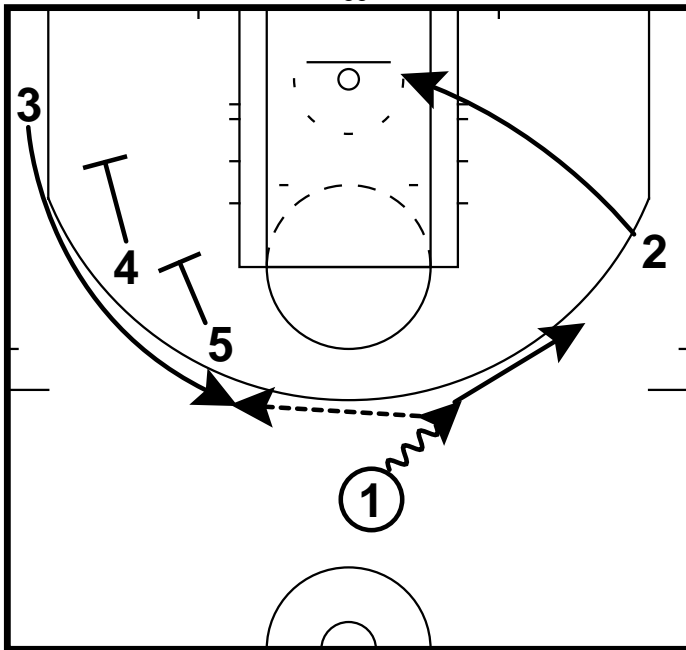
Thru Empty
Thru



5 sets a BS for 1 and rolls
2 and 4 set a stagger for 3

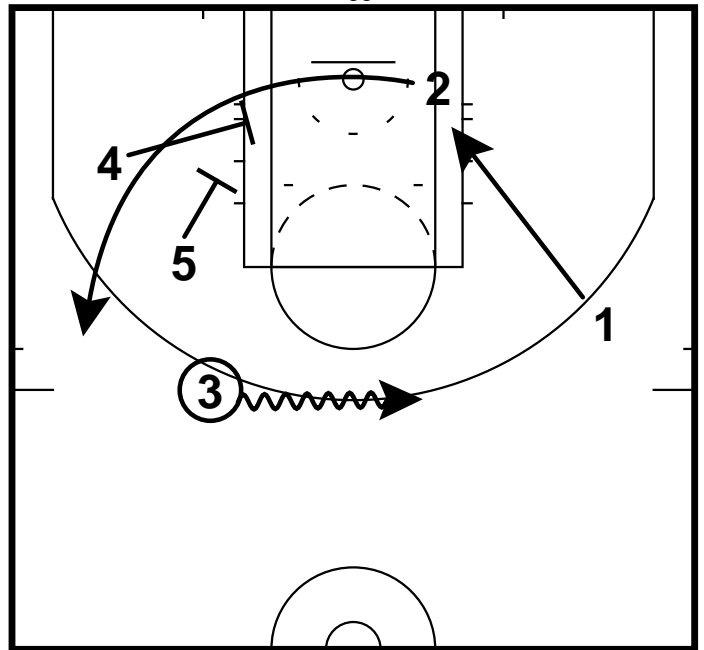
Stagger

Stagger Runner
Stagger



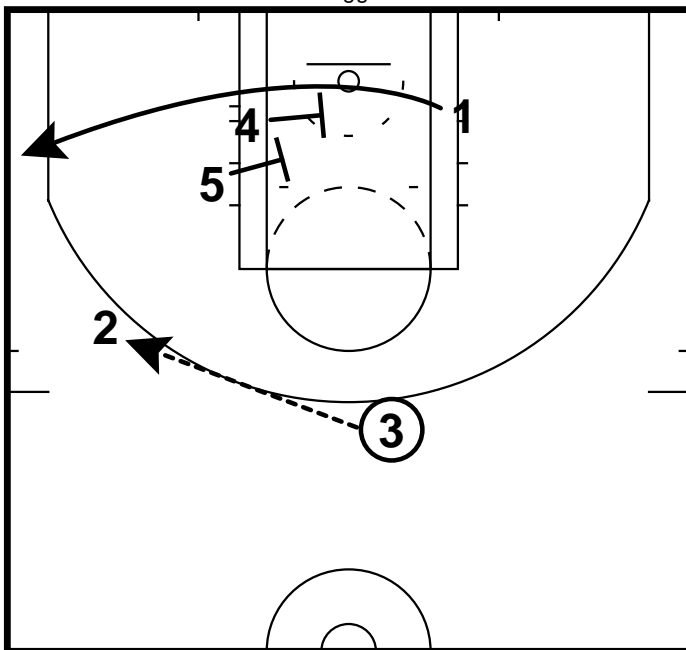
1 dribbles over to slot
4 and 5 set a stagger for 3
2 dives to the rim

Stagger Runner
Stagger



3 looks to attack if able
4 and 5 set a stagger for 2
1 dives to the block

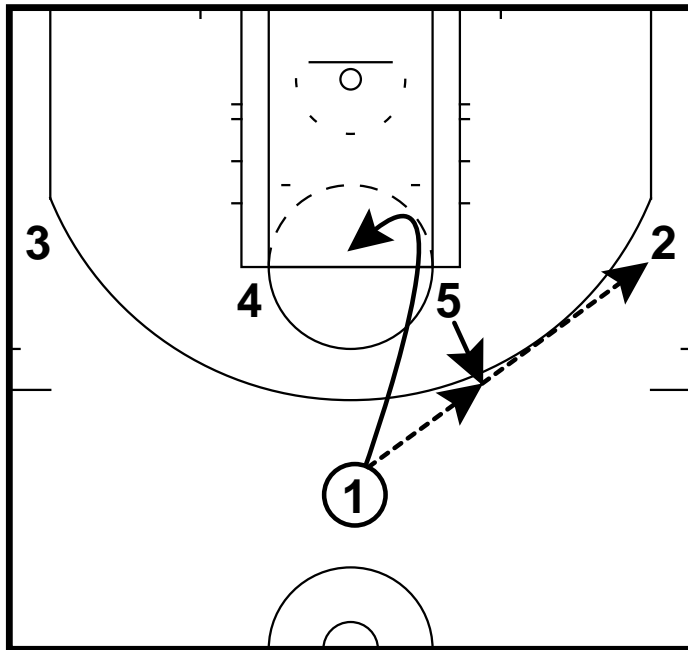
Stagger Runner
Stagger



3 swings it to 2
4 and 5 set a runner for 1

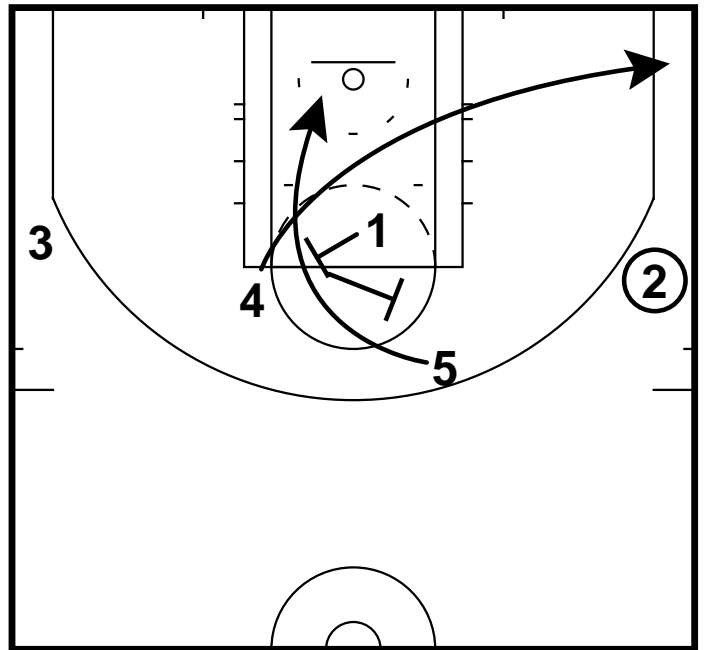
Horns

Horns Diagonal Back
Horns



5 pops out, 1 hits 5
1 cuts to middle
5 swings to 2

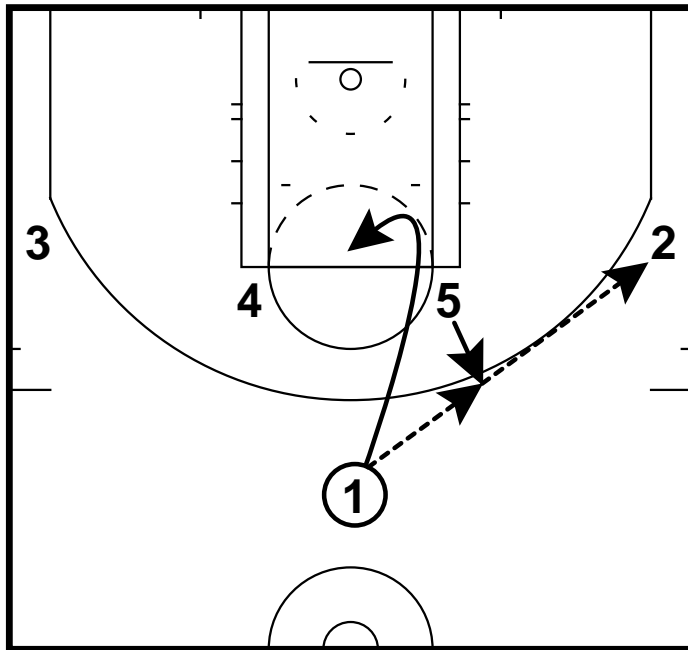
Horns Diagonal Back
Horns



1 sets a diagonal for 4
Then 1 sets a back screen for 5
2 looks at 5 or 1 popping

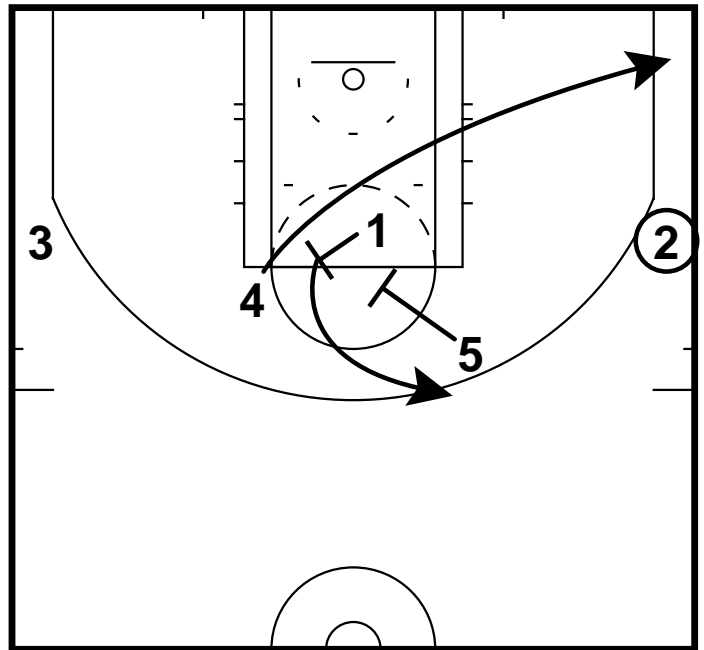
Horns

Horns Diagonal Down
Horns



5 pops out, 1 hits 5
1 cuts to middle
5 swings to 2

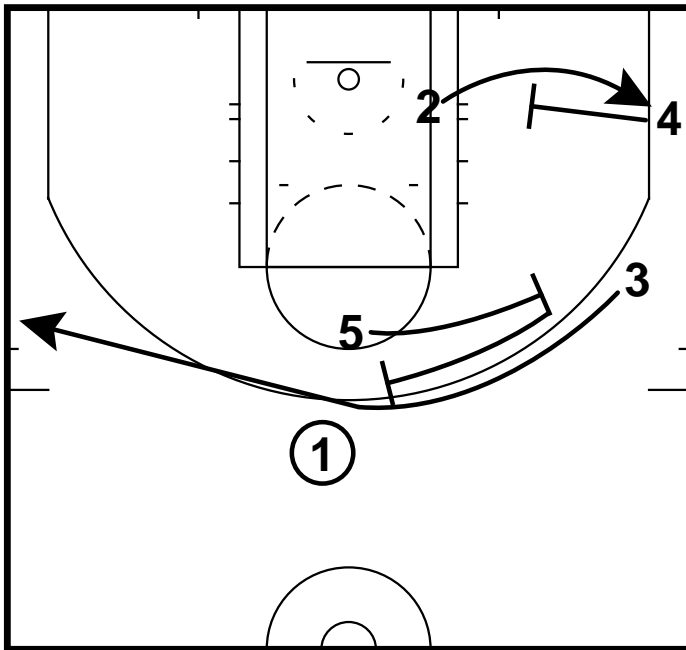
Horns Diagonal Down
Horns



1 back screens for 4
5 sets a down screen for 1

Misc.

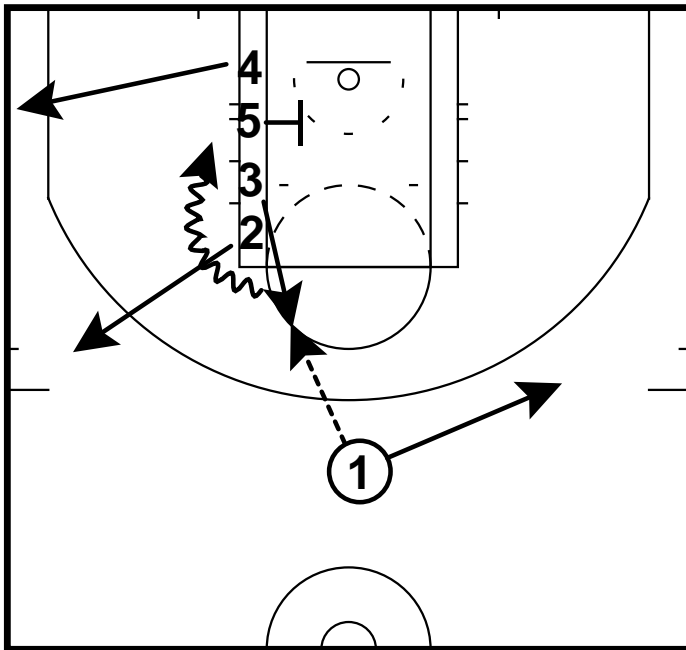
Wide Ghost Double
Misc



- 5 sets a wide pin for 3
- 3 ghost screens on 1
- 5 follows to set a BS
- 4 screens 2 to corner with 1 attacking

Misc.

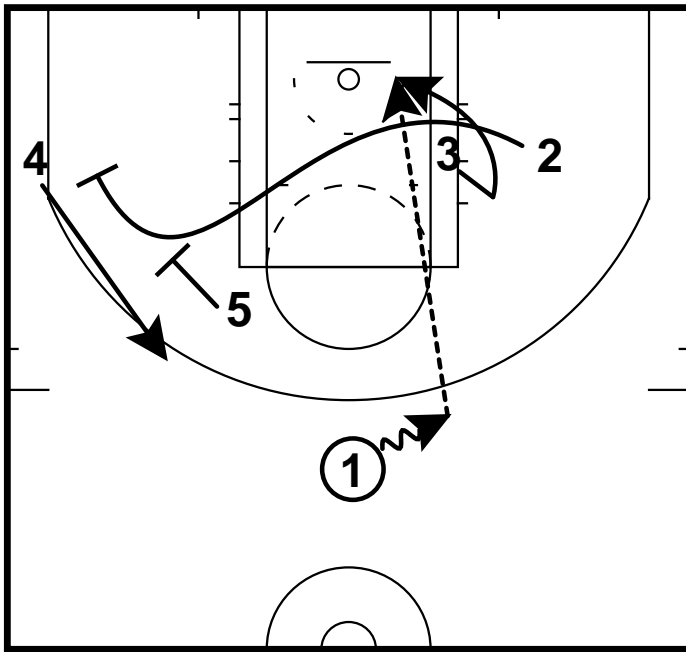
Line Rip
Misc



- 2 pops to wing, 4 goes corner
- 3 flashes to elbow, 1 hits 4
- 5 ducks in on his man
- 3 looks to rip to the rim

Misc.

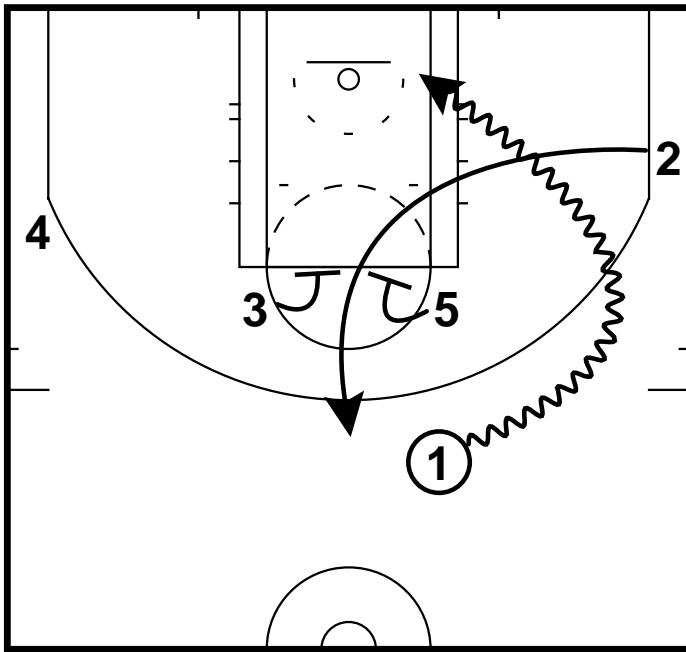
Kansas Clear Lob
Misc



- 2 cuts opposite
- 2 and 5 set a stagger for 4
- 1 dribbles over to slot
- 3 flashes and runs to rim, 1 throws lob

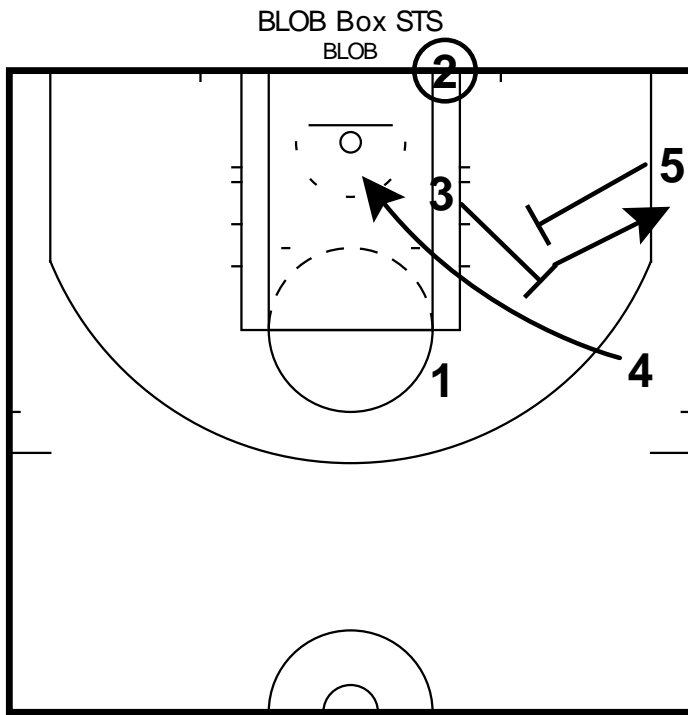
Misc.

Gate Clear
Misc



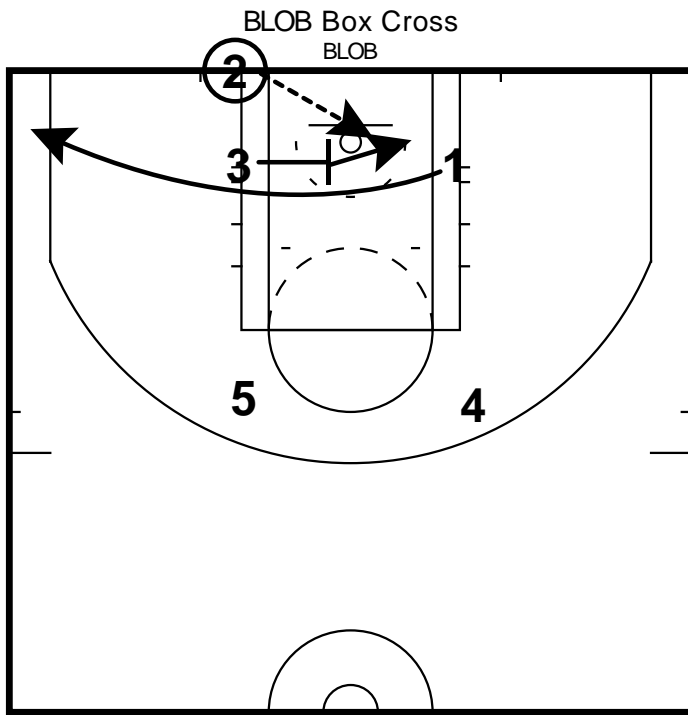
- 2 loops under as 1 dribbles over
- 3 and 5 set a gate for 2
- 1 attacks as gate action occurs

BLOB



3 back screens for 4
5 screens in for 3

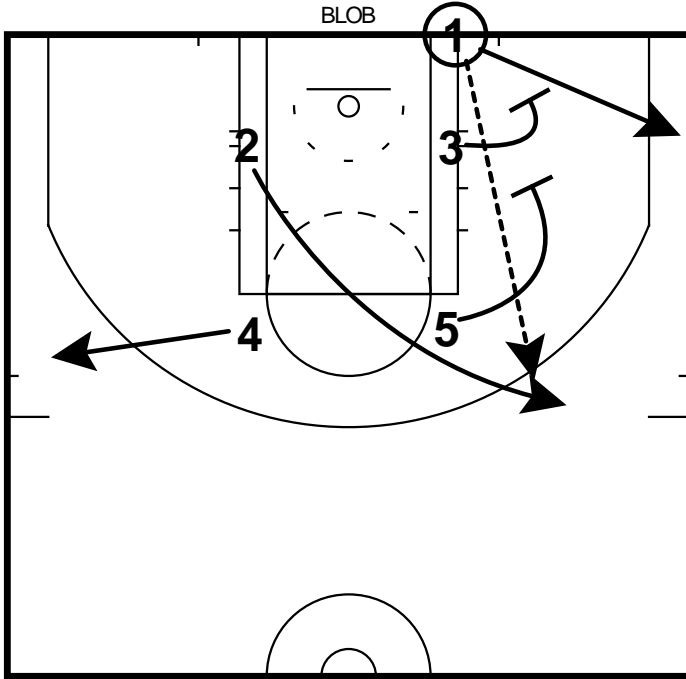
BLOB



3 cross screens for 1
3 seals, 2 looks for 3

BLOB

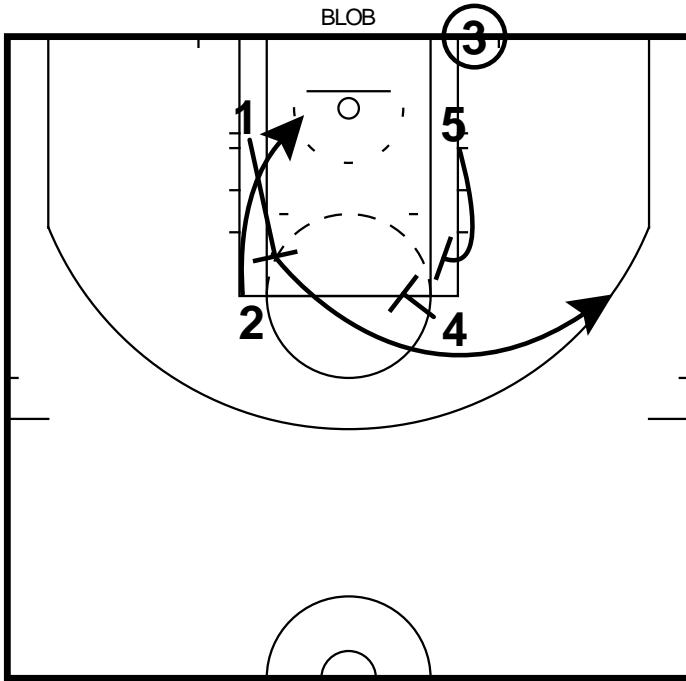
BLOB Box Double
BLOB



- 2 cuts to the wing, 1 hits 2
- 4 spaces out
- 3 and 5 set a double for 1
- 2 looks for 1 in the corner

BLOB

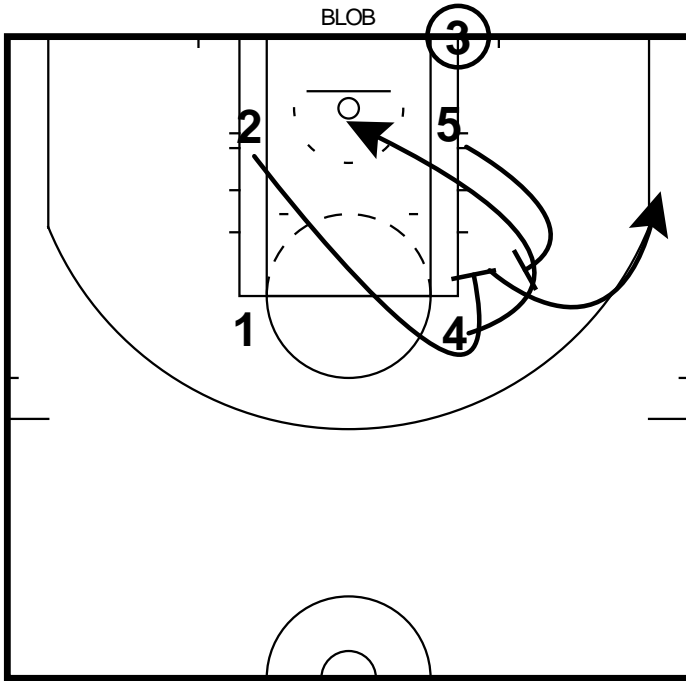
BLOB Box Back Double
BLOB



1 back screens for 2
4 and 5 set a double for 1

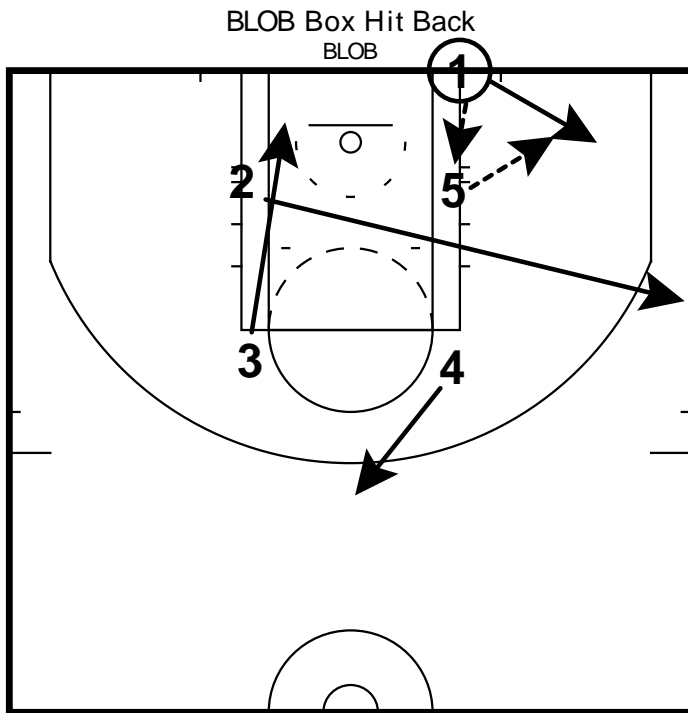
BLOB

BLOB Box Curl Rewind
BLOB



- 2 loops around 4 and pins him in
- 4 curls around screen from 5
- 2 loops back out
- 3 looks for 4 curling or 2 off screen

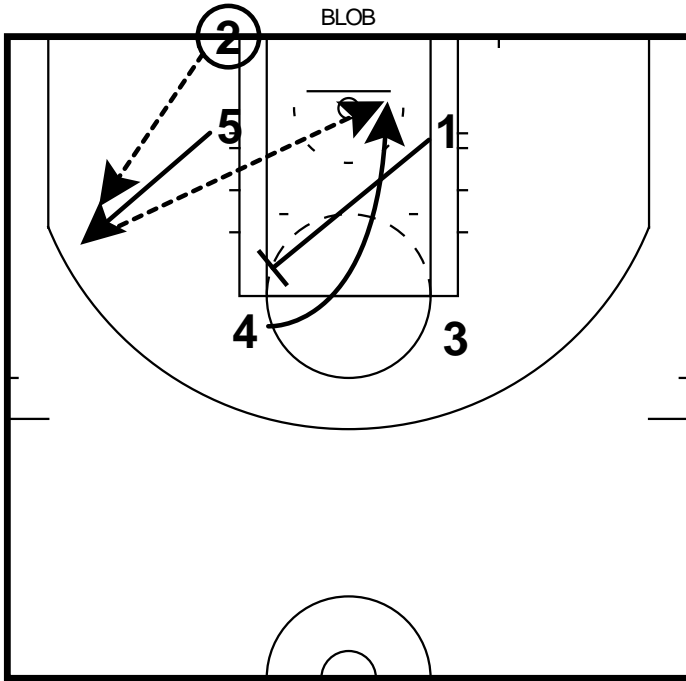
BLOB



- 2 cuts to wing
- 3 dives to rim, 4 spaces out
- 1 throws over top to 5
- 5 jumps in the air and tips it to 1

BLOB

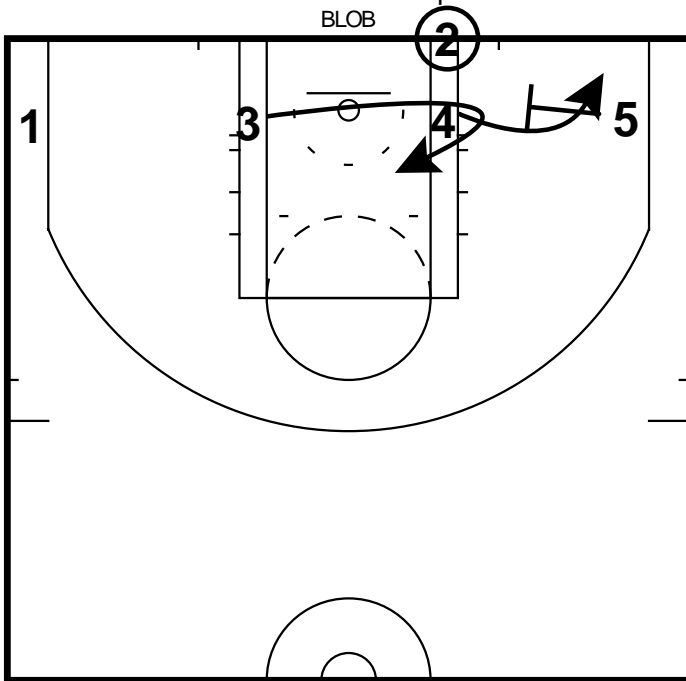
BLOB Box Back Lob
BLOB



- 5 pops out, 2 hits 5
- 1 back screens for 4
- 5 looks to throw it to 4

BLOB

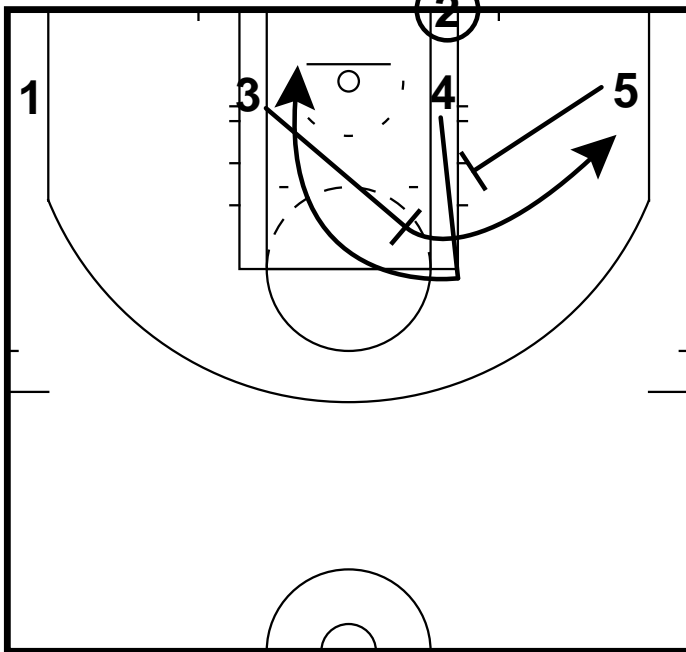
BLOB Low Loop
BLOB



- 3 loops around 4
- 2 throws lob if open
- 5 screens in for 4
- 2 looks for 4 if open

BLOB

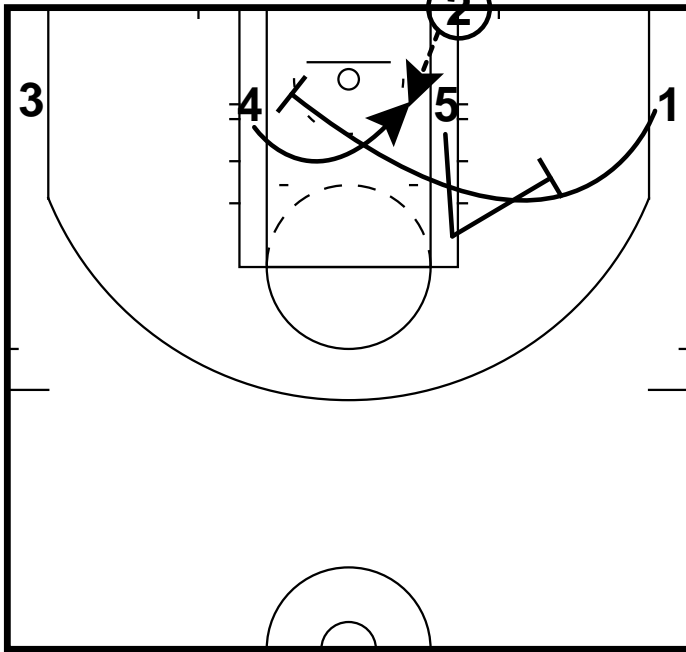
BLOB Low STS
BLOB



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

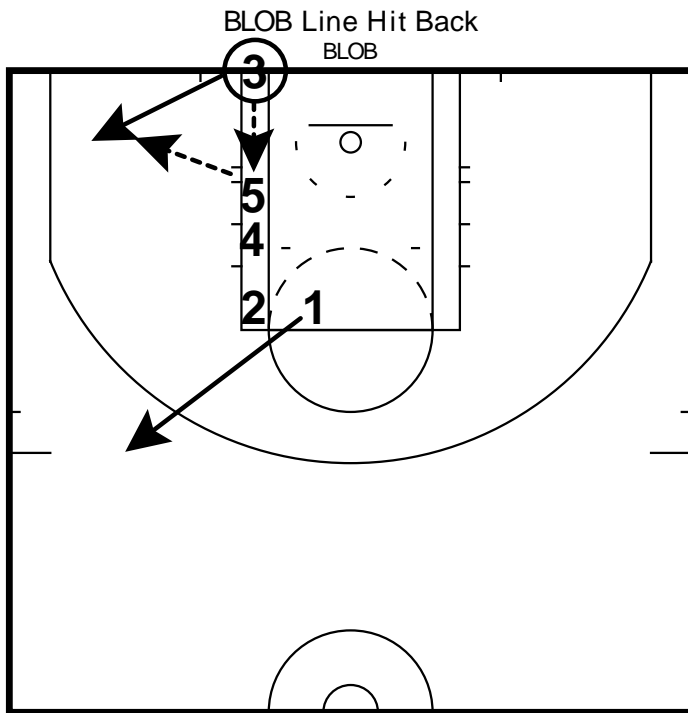
BLOB

BLOB Low Pin Down
BLOB



- 5 pops back
- 1 loops up, 5 screens in for 1
- 1 runs to set a pin down for 4
- 2 looks for 4 looping to rim

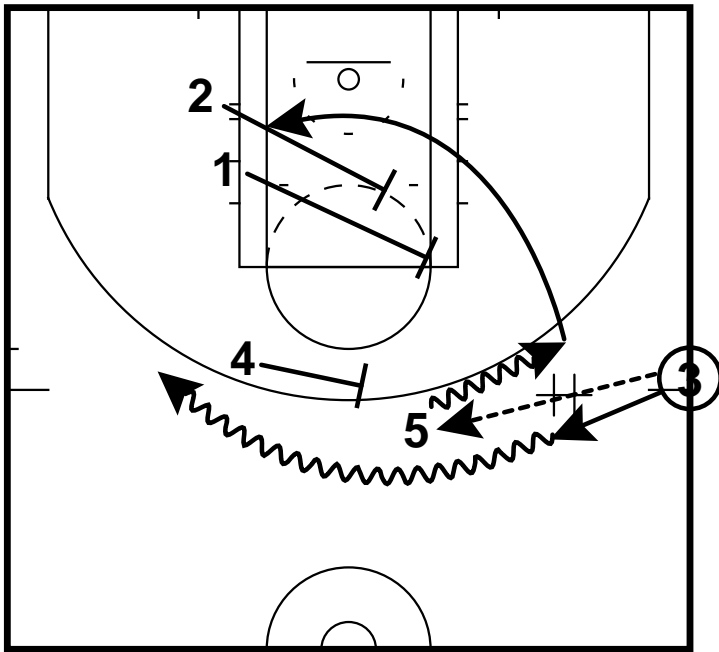
BLOB



- 1 clears out
- 3 throws it over top to 5
- 5 catches it in the air
- 5 tips it right back to 3 for quick shot

SLOB

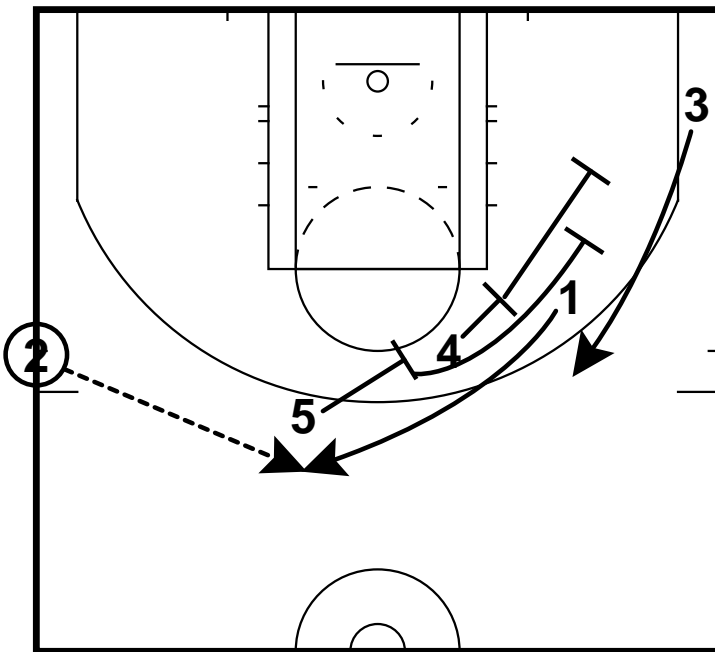
SLOB HO Double Back
SLOB



- 3 hits 5, 5 DHO's back to 3
- 4 BS's for 3
- 1 and 2 set a back screen for 5
- 3 looks to attack or 5 posting up

SLOB

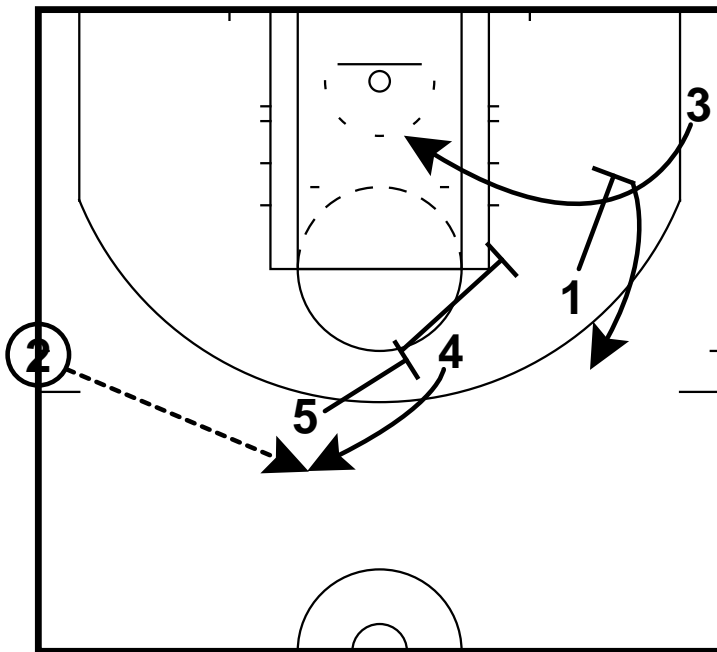
SLOB Stagger Stagger
SLOB



- 4 and 5 set a stagger for 1, 2 hits 1
- 4 and 5 set a stagger for 3
- 1 looks to attack or throwback to 3

SLOB

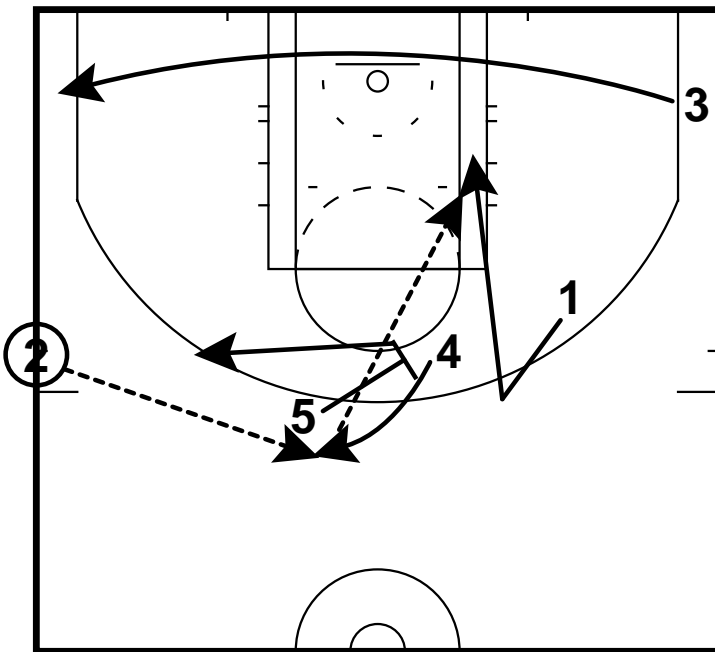
SLOB Stagger Curl SLOB



- 5 sets a pin down for 4, 2 hits 4
- 1 and 5 set a stagger for 3
- 3 curls 1, 1 loops around 5

SLOB

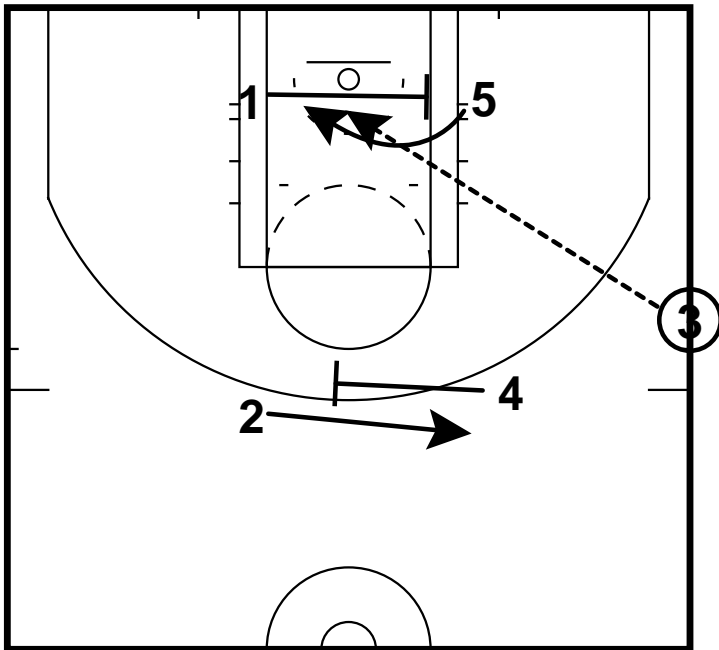
SLOB Pig
SLOB



- 3 clears opposite corner
- 5 pins down for 4 and flashes back
- 2 hits 4, 1 flashes up
- 1 back doors, 4 hits 1

SLOB

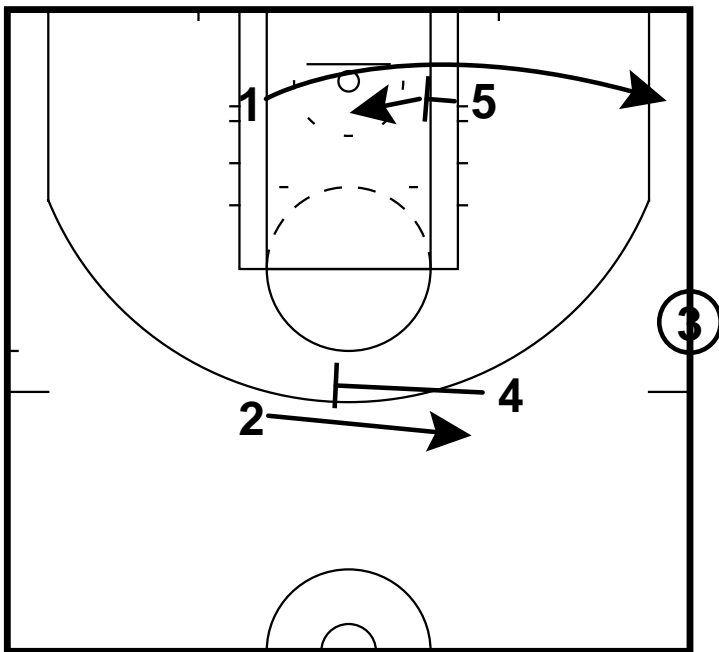
SLOB Clear Lob Back SLOB



- 1 cross screens for 5
- 3 throws to the rim at 5
- 4 cross screens for 2 as decoy

SLOB

SLOB Clear Lob Pin In
SLOB



- 1 runs off rub screen from 5
- 4 screens 2 as decoy
- 3 looks for lob to 5 or 1 in corner