UCONN Huskies Playbook Volume 2

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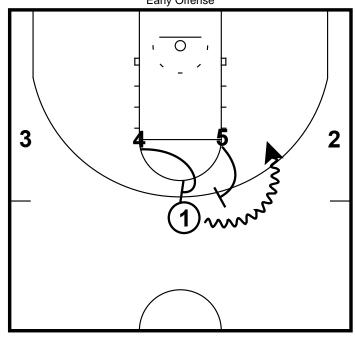
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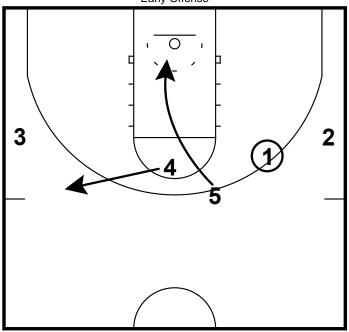
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Early Offense Double High Ball Screen Early Offense



- 1. 4 and 5 come up and set Double High screens for 1 to get downhill.
- 2. 4 pops to open wing/slot
- 3. 5 rolls

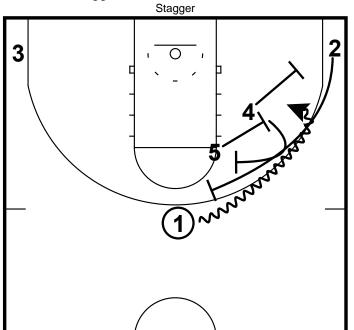
Early Offense Double High Ball Screen Early Offense

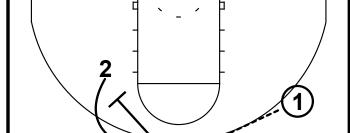


- 1. 1 attacks
- 2. 4 pops
- 3. 5 Rolls

3

Stagger: Double Ball Screen: Fire





Stagger: Double Ball Screen: Fire

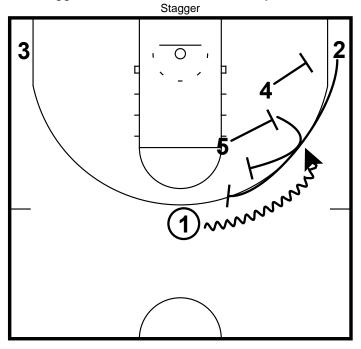
Stagger

4

- 1. 4 and 5 set double stagger screen for 2 $\,$
- 2. 2 and 5 then set double ball screen for 1

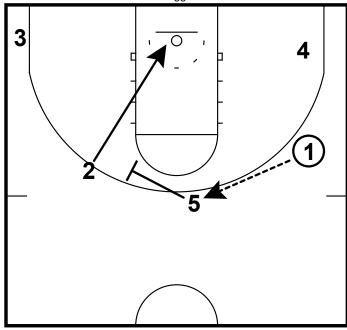
- 1. 5 sets pin down for 2
- 2. 1 hits 2 for shot

Stagger: Double Ball Screen: Fire Reject: DHO



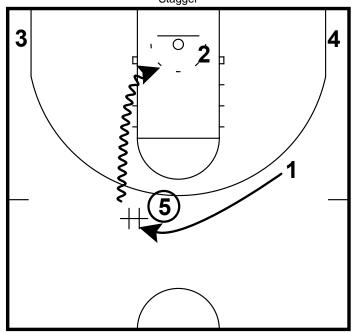
- 1. 4 and 5 set double stagger screen for 2
- 2. 2 and 5 then set double ball screen for 1

Stagger: Double Ball Screen: Fire Reject: DHO Stagger



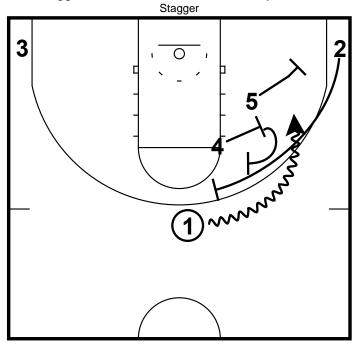
- 1. 5 sets screen for 2, who rejects it and basket cuts
- 2. 1 then swings to 5

Stagger: Double Ball Screen: Fire Reject: DHO Stagger

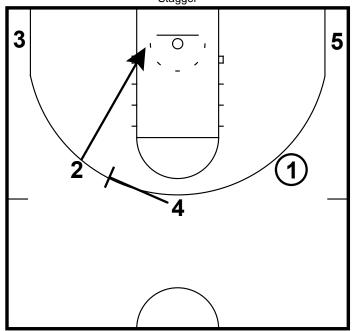


1. 5 DHO with 1

Stagger: Double Ball Screen: Fire Reject: Flex



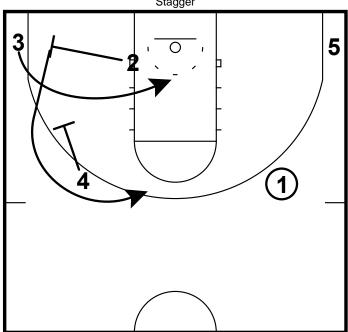
Stagger: Double Ball Screen: Fire Reject: Flex Stagger



1. 4 sets screen for 2, who rejects the screen and basket cuts.

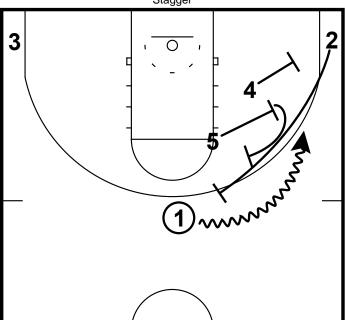
- 1. 4 and 5 set double stagger for 2
- 2. 2 and 4 then set double ball screen for 1

Stagger: Double Ball Screen: Fire Reject: Flex Stagger



- 1. 2 sets flex screen for 3
- 2. 4 then sets a pin down screen for 3.

Stagger: Double Ball Screen: Fire: Swing: Wide Slip:DHO Stagger



Stagger: Double Ball Screen: Fire: Swing: Wide Slip:DHO

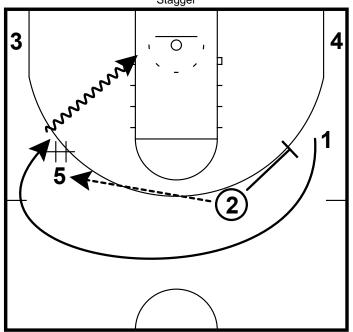
Stagger

4

- 1. 4 and 5 set double stagger for 2
- 2. 2 and 5 then set double ball screen for 1

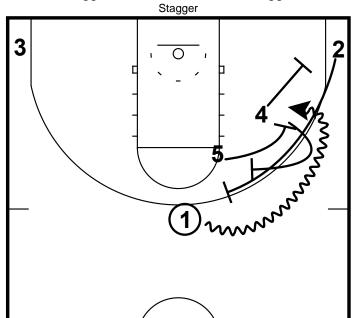
1. 5 sets screen for 2, 1 hits 2

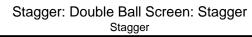
Stagger: Double Ball Screen: Fire: Swing: Wide Slip:DHO Stagger

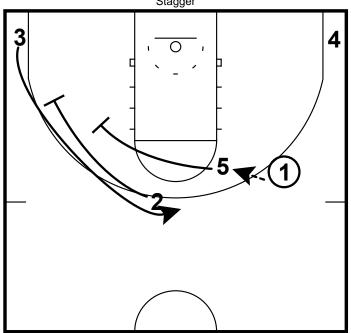


- 1.2 swings to 5
- 2. 2 then sets screen for 1, who DHOs with 5

Stagger: Double Ball Screen: Stagger

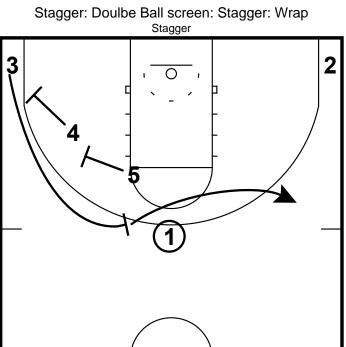




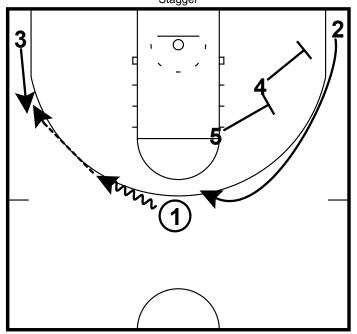


- 1. 4 and 5 set double stagger for 2
- 2. 2 and 5 then set a double ball screen for 1

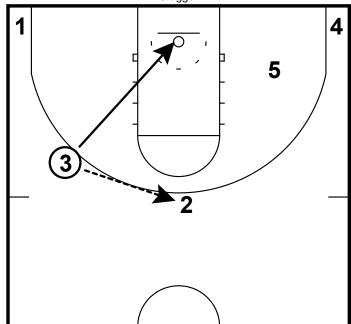
- 1. 2 and 5 set double stagger screen for 3 $\,$
- 2. 3 comes off screens looking for a shot.



Stagger: Pass and Get: Roll-Exit: Pin Counter Stagger



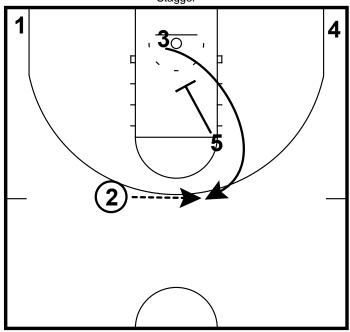
Stagger: Pass and Get: Roll-Exit: Pin Counter Stagger



- 1. 4 and 5 set double stagger screen for 2
- 2. 1 pass and exchanges with 3

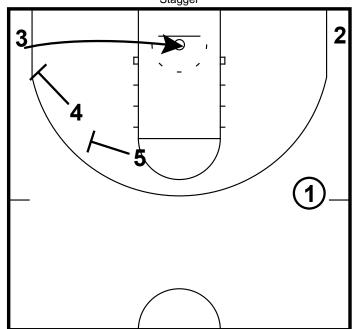
1. 3 hits 2 then basket cuts

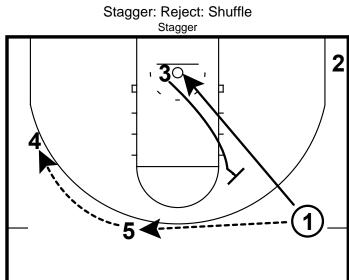




- 1. 5 sets pin down screen for 3
- 2. 2 hits 3 for shot

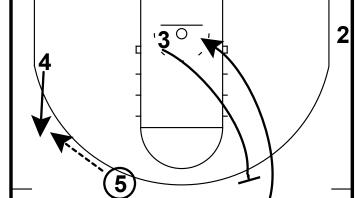
Stagger: Reject: Shuffle Stagger





- 1. 1 swings to 5, 5 swings to 4
- 2. 3 sets back screen for 1.

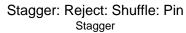
Stagger: Reject: Shuffle: Pin Stagger

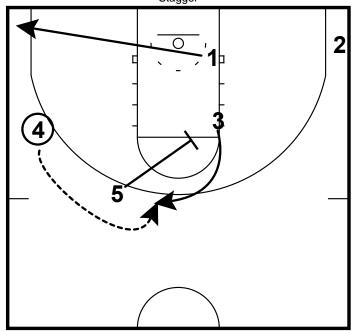


Stagger: Reject: Shuffle: Pin Stagger

- 1. 4 and 5 set double stagger screen for 3
- 2. 3 rejects the screens and basket cuts
- 3. 5 pops out to receive a pass from 1.

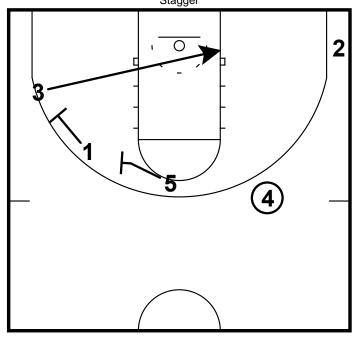
- 1. 5 swings to 4
- 2. 3 sets back screen for 1





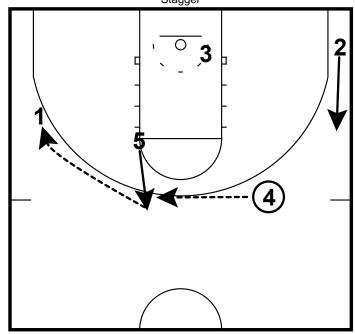
- 1. 1 clears to corner
- 2. 5 Sets pin down for 3, 4 hits 3

Stagger: Reject: Shuffle: Pin: Middle Ball Screen Stagger



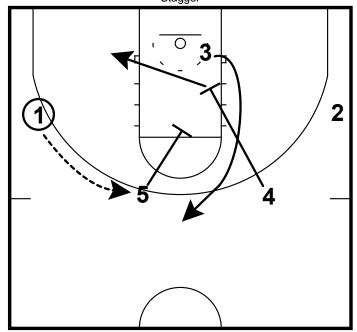
1. 1 and 5 set double stagger screen for 3 who rejects the screen and basket cuts

Stagger: Reject: Shuffle: Pin: Middle Ball Screen Stagger



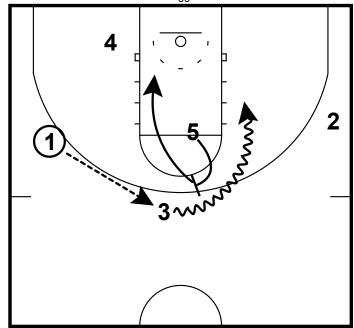
- 1. 4 hits 5 popping to top of the key
- 2. 5 then hits 1.
- 3. 2 lifts to wing

Stagger: Reject: Shuffle: Pin: Middle Ball Screen
Stagger



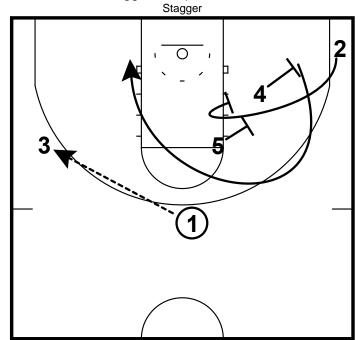
- 1. 4 and 5 set down screens for 3
- 2. 1 hits 3
- 3. 4 exits to block

Stagger: Reject: Shuffle: Pin: Middle Ball Screen Stagger

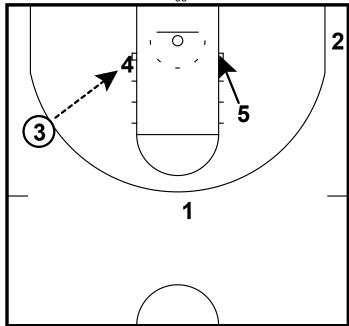


- 1. 1 hits 3
- 2. 5 sets ball screen for 3
- 3. 3 looks to shoot/attack, 5 rolls

Stagger: Wrap: Curl: Post

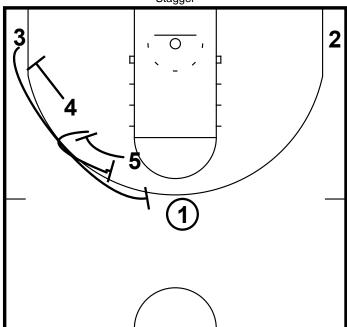


Stagger: Wrap: Curl: Post Stagger



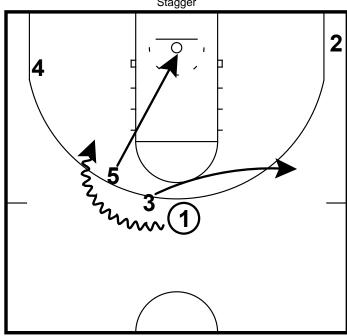
- 1. 1 passes to 3
- 2. 4 and 5 set double stagger screen for 2
- 3. While going past first screen, 2 wraps around and sets screen for 4 man, who uses 5's screen to curl and get to ball side block
- 1. 3 hits 4 who looks to post and score, or pass to open teammate
- 2. 5 man dives down to opposite block.

Stagger: Double Ball Screen Stagger



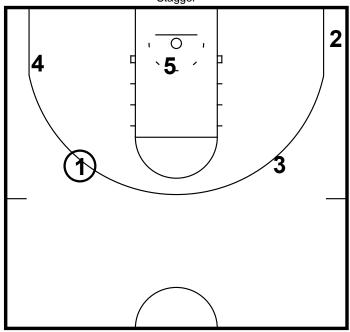
- 1. 1 and 4 set the double stagger screen for the 3
- 2. 3 and 5 then go into a double ball screen for 1.

Stagger: Double Ball Screen Stagger



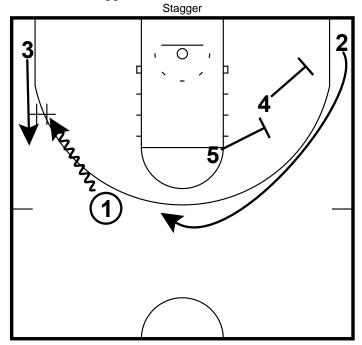
1. After the double screen, 3 clears to opposite wing, 5 dives to the block.

Stagger:Double Ball Screen Stagger

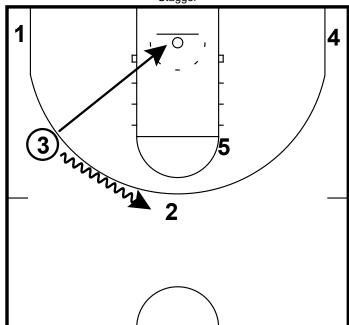


1. 1 can look for 5 man posting, attack basket, shoot or hit another shooter around the perimeter.

Stagger:Pass and Get: Roll-Exit

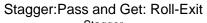


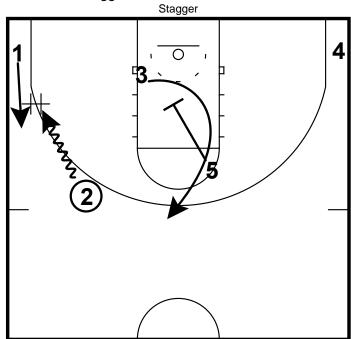
Stagger:Pass and Get: Roll-Exit Stagger



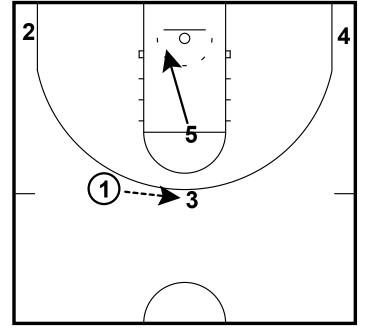
- 1. 4 and 5 set double stagger screen for 2
- 2. 1 DHOs with 3

1. 3 passes to 2 then basket cuts



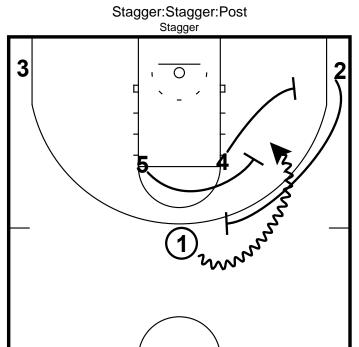


Stagger:Pass and Get: Roll-Exit Stagger



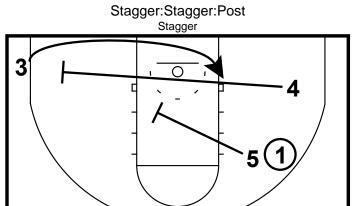
- 1. 2 DHOs with 1
- 2. 5 sets pin down for 3

- 1. 1 hits 3
- 2. 3 looks to shoot or drive or has 5 man divingto the basket





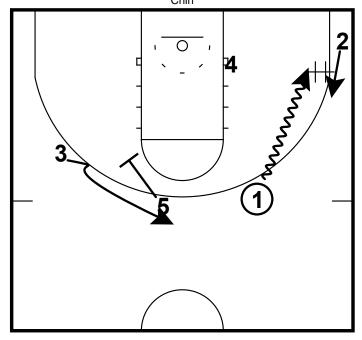
1. 4 and 5 set double stagger for 22. 2 then sets ball screen for 1 who looks to attack.



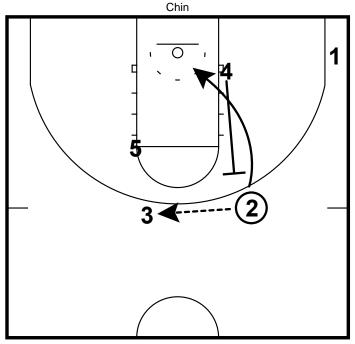
1. 4 and 5 then set Double Stagger for 3

- 2. ! can attack rim, look for 3 cutting to, or 5 man posting/sealing their man $\,$
- 3. 4 exits corner.





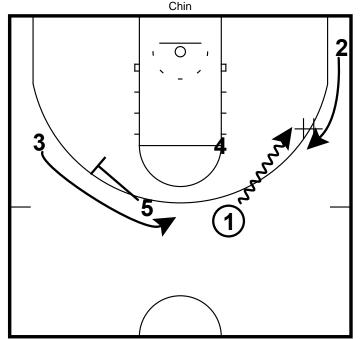
DHO: Reverse: Chin



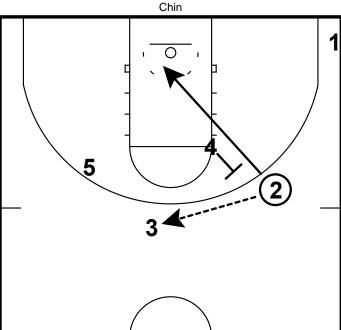
- 1. 1 DHOs with 2
- 2. 5 sets screen for 3

- 1. 2 hits 3
- 2. 4 sets back screen for 2

DHO: Reverse: Chin: Cross Screen



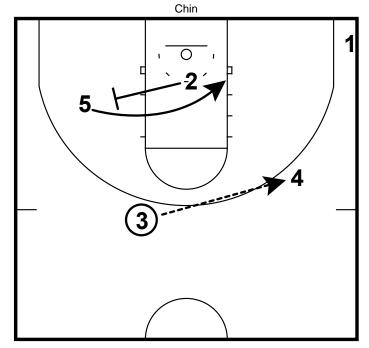
DHO: Reverse: Chin: Cross Screen



- 1. 1 DHOs with 2
- 2. 5 sets screen for 3

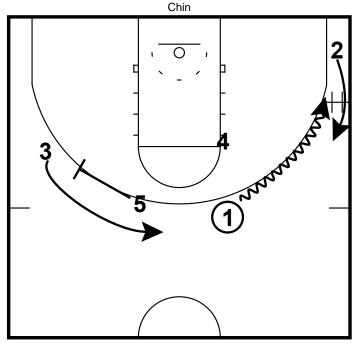
- 1. 2 hits 3
- 2. 4 sets back screen for 2

DHO: Reverse: Chin: Cross Screen

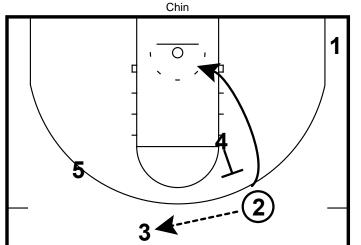


- 1. 3 passes to 4
- 2. 2 sets cross screen for 5

DHO: Reverse: Chin: Flex

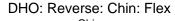


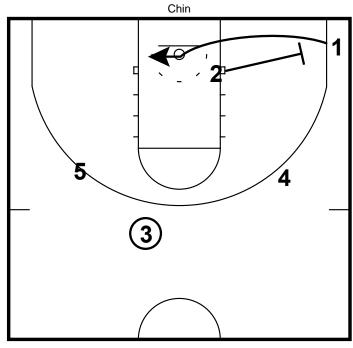
DHO: Reverse: Chin: Flex



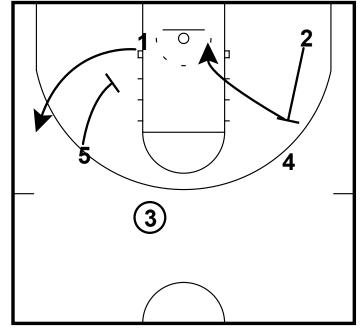
- 1. 1 DHO with 2
- 2. 5 sets screen for 3

- 1. 2 passes to 3
- 2. 4 sets back screen for 2





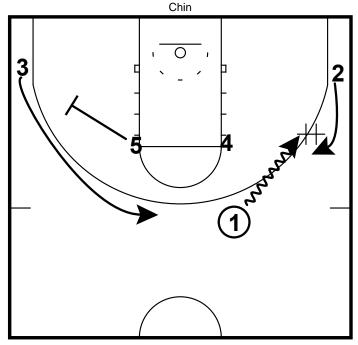
DHO: Reverse: Chin: Flex Chin



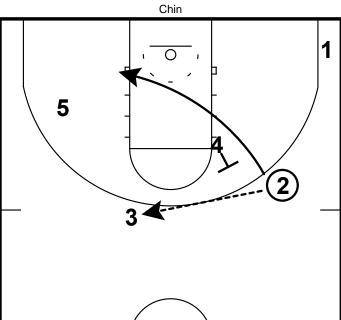
1. 2 sets flex screen for 1

- 1.1 continues off flex screen and receives a pindown screen from
- 5
- 2. 2 goes to set a screen for 4, but slips it to the rim.

DHO: Reverse: Chin: Over



DHO: Reverse: Chin: Over

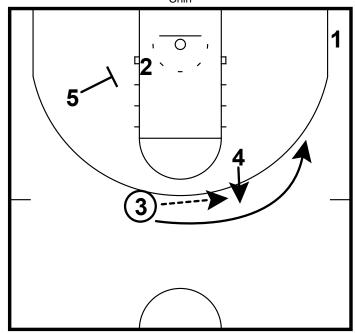


- 1. 1 DHO with 2
- 2. 5 sets screen for 3

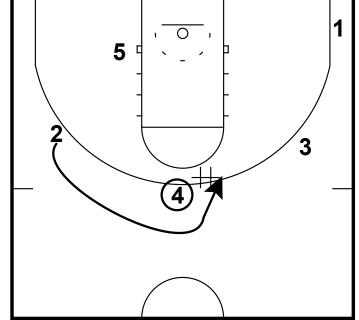
1. 2 hits 3

2. 4 sets backscreen for 2

DHO: Reverse: Chin: Over



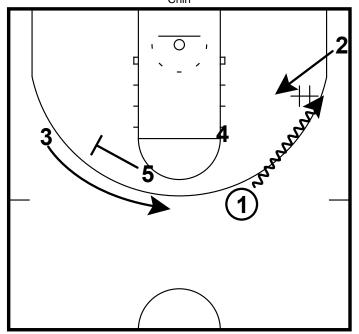
DHO: Reverse: Chin: Over



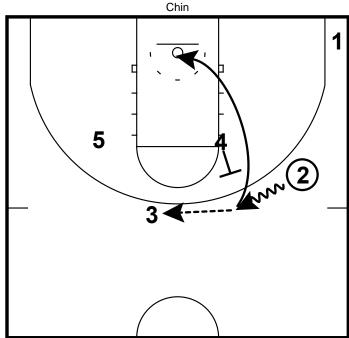
- 1. 3 hits 4 then cuts to strong side wing
- 2. 5 sets pin down for 2.

1. After coming off pin down, 2 looks to get hand off from 4 (zoom action) to get down hill

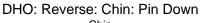
DHO: Reverse: Chin: Pin Down

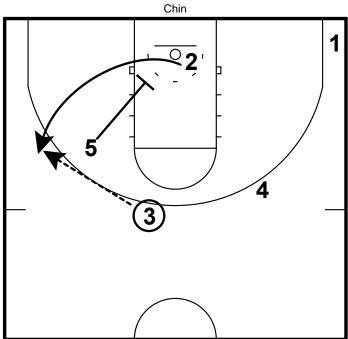


DHO: Reverse: Chin: Pin Down



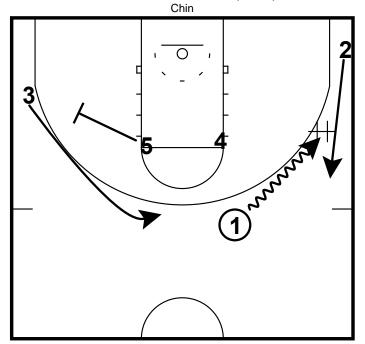
- 1. 2 hits 3
- 2. 4 sets back screen for 2



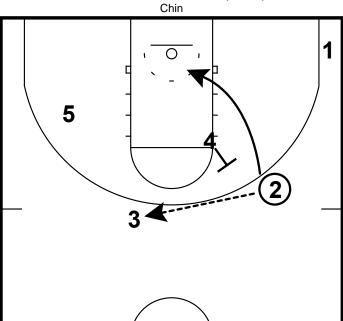


1. if 2 is not open on the back screen, 5 will then set a pin down screen for 2 to get an open look on the wing.

DHO: Reverse: Chin: Slip:Loop



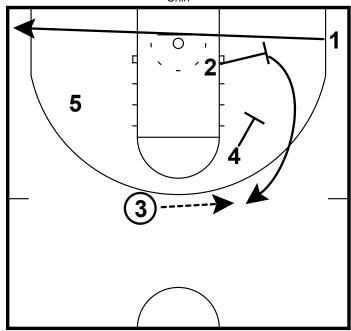
DHO: Reverse: Chin: Slip:Loop



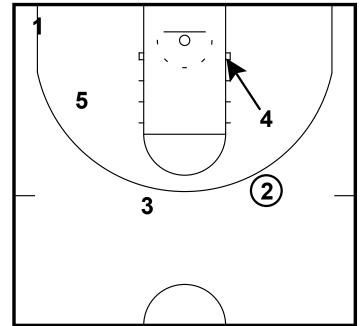
- 1. 1 DHO with 2
- 2. 5 sets screen for 3

- 1. 2 passes to 3
- 2. 4 sets back screen for 2





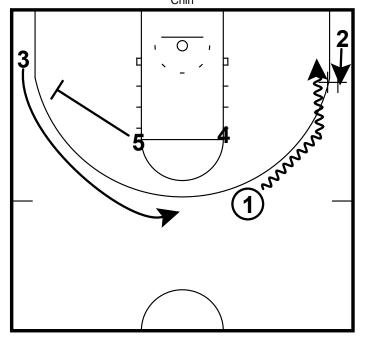
DHO: Reverse: Chin: Slip:Loop Chin



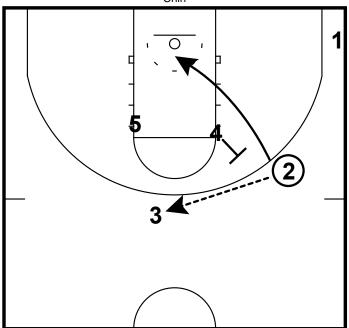
- 1. 2 fakes the flex screen and loops around 4's screen.
- 2. 1 clears opposite corner
- 3. 3 hits 1

- 1. 2 looks to shoot or attacks.
- 2. 4 man slips to basket

DHO: Reverse: Slip: Loop: Thru: Pin-Pin Chin



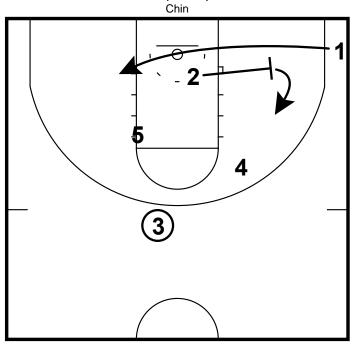
DHO: Reverse: Slip: Loop: Thru: Pin-Pin Chin



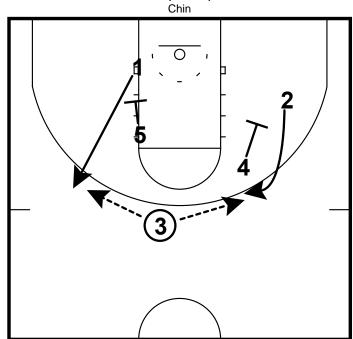
- 1. 1 DHO with 2
- 2. 5 sets screen for 3

- 1. 2 hits 3
- 2. 4 sets back screen for 2

DHO: Reverse: Slip: Loop: Thru: Pin-Pin



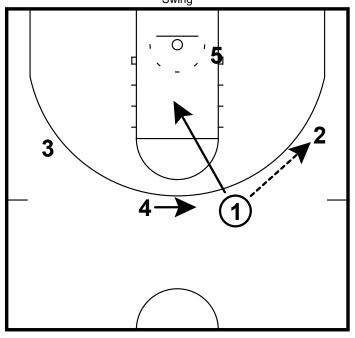
1. 2 fakes flex screen and runs loop action with 1



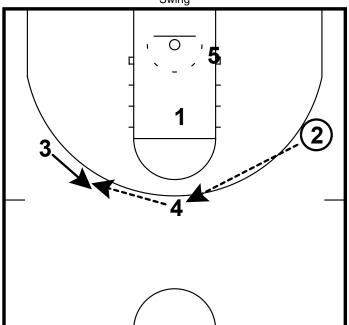
DHO: Reverse: Slip: Loop: Thru: Pin-Pin

1. 5 and 4 then set pin down screens for 1 and 2, looking for their shot

Swing: UCLA: Loop Opposite: Roll-Exit Ball Screen Swing



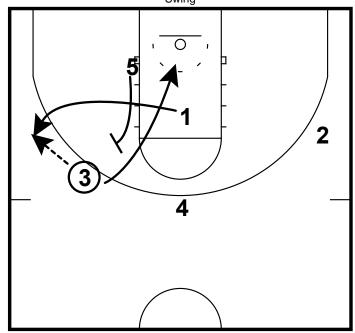
Swing: UCLA: Loop Opposite: Roll-Exit Ball Screen Swing



1. 2 swings to 4 who swings to 3

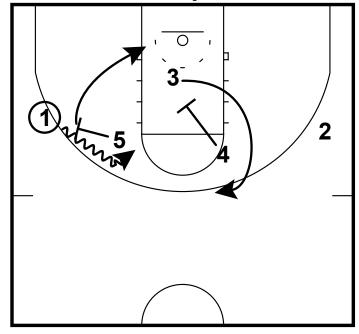
- 1. 1 swings to 2 and then shallow cuts
- 2. 4 pops to top of key for the ball

Swing: UCLA: Loop Opposite: Roll-Exit Ball Screen Swing



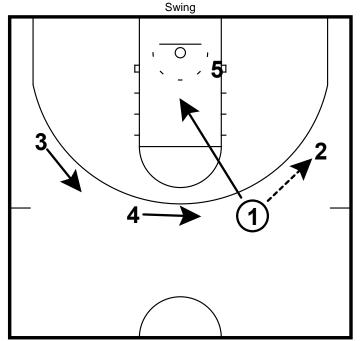
- 1. 3 hits 1
- 2. 5 then sets screen for 3

Swing: UCLA: Loop Opposite: Roll-Exit Ball Screen Swing

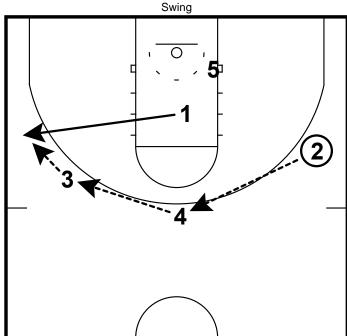


1. 5 then sets PNR for 1, 4 sets pin down for 3.

Swing: UCLA: Loop Opposite: Shuffle



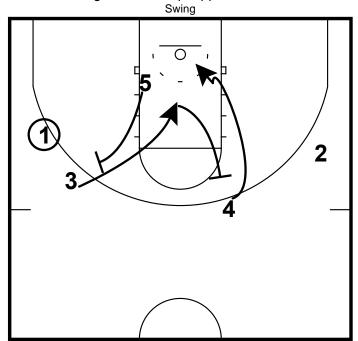
Swing: UCLA: Loop Opposite: Shuffle



1. 1 pops to open wing and ball is swung from 2 to 4 to 3 to 1

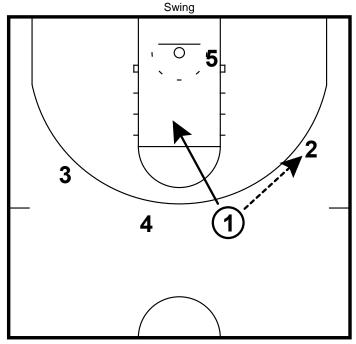
- 1. 1 hits 2 then shallow cuts
- 2. 3 and 4 fill open spots

Swing: UCLA: Loop Opposite: Shuffle

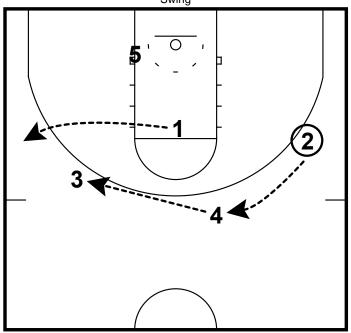


- 1. 5 sets screen for 3
- 2. 3 cuts to basket then sets back screen for 4.

Swing: UCLA: Loop Opposite: Shuffle: Stagger



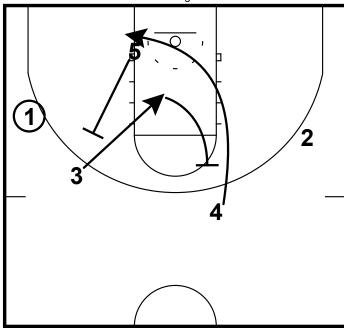
Swing: UCLA: Loop Opposite: Shuffle: Stagger Swing



1. 1 swings to 2 then shallow cuts

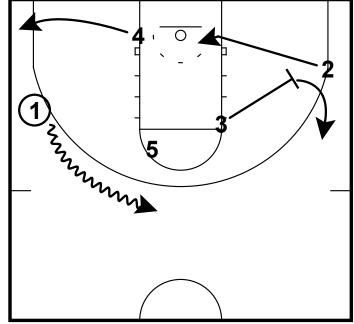
- 1. 1 pops to open wing
- 2. Ball is swung from 2 to 4 to 3 to 1

Swing: UCLA: Loop Opposite: Shuffle: Stagger Swing



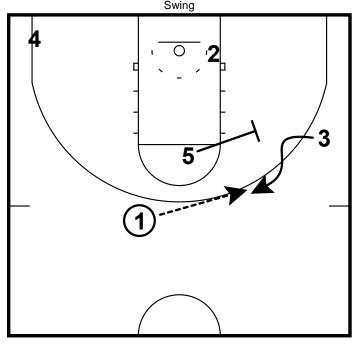
1. 5 sets back screen for 3 2. 3 cuts to basket then sets back screen fir 4

Swing: UCLA: Loop Opposite: Shuffle: Stagger Swing

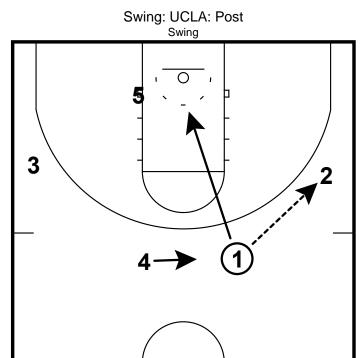


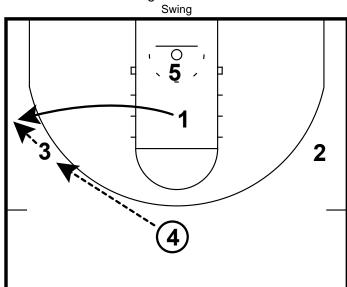
- 1. 4 clears to corner
- 2. 3 then sets screen for 2, after screen, 3 clears to open wing

Swing: UCLA: Loop Opposite: Shuffle: Stagger Swing



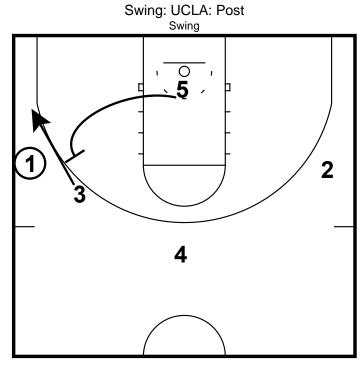
^{1, 5} sets screen for 3 who looks to get an open shot.

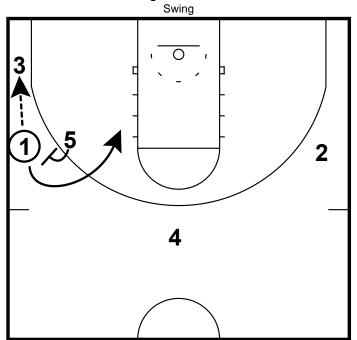




Swing: UCLA: Post

- 1. 1 hits 2, then cuts
- 2. 4 comes to ball and receives pass at top of key from 2.
- 1. 4 swings to 3
- 2. 1 pops to open wings and receives pass from 3

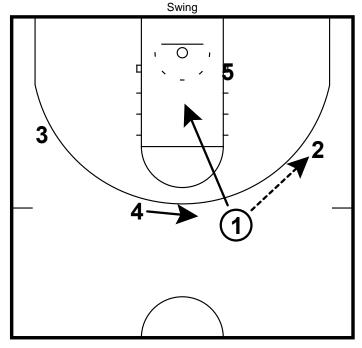




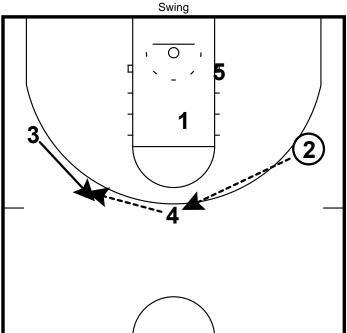
Swing: UCLA: Post

- 1. 1 hits 3
- 2. 5 then sets UCLA screen for 1
- 3. 3 looks to score or hit 1 cutting

Swing: UCLA: Roll-Replace Ball Screen



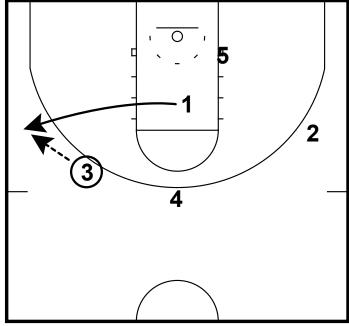
Swing: UCLA: Roll-Replace Ball Screen



1. 2 swings to 4, who then swings to 2

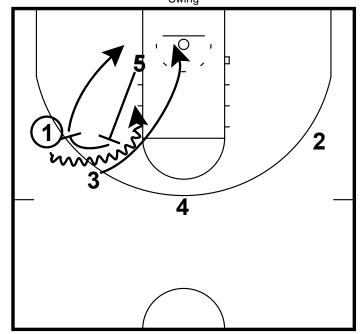
- 1. 1 hits 2 then shallow cuts
- 2. 4 pops to top

Swing: UCLA: Roll-Replace Ball Screen Swing



1. 3 hits 1 who pooped to wing

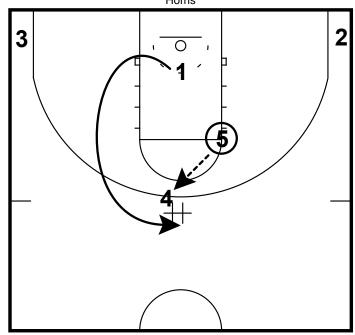
Swing: UCLA: Roll-Replace Ball Screen Swing



- 1. 5 sets screen from 3 who goes to basket
- 2. 5 then sets a ball screen for 1 and runs a pick and roll action

Horns: Elbow Hit: Thru: Flex Slip: Zoom

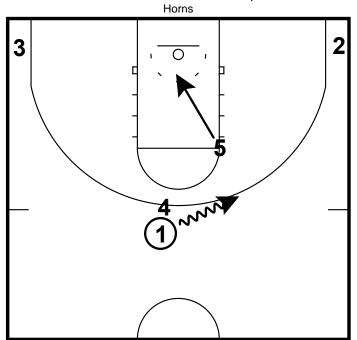
3 2 1 Horns: Elbow Hit: Thru: Flex Slip: Zoom Horns



- 1. 1 hits 5 then basket cuts
- 2. 4 pops to top

- 1. 5 hits 4
- 2. 1 DHO with 4

Horns: Elbow Hit: Thru: Flex Slip: Zoom



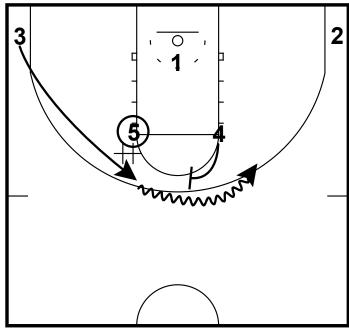
1. 1 looks to attack off of DHO, 5 slips to basket

Horns: Elbow Hit: Thru: Zoom: flex

3 2

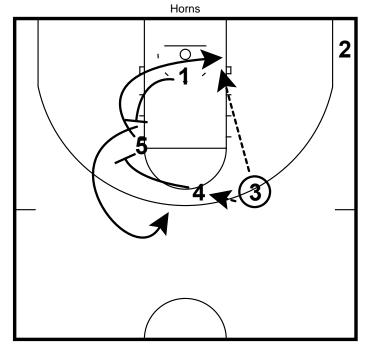
1. 1 hits 5 at elbow then basket cuts

Horns: Elbow Hit: Thru: Zoom: flex Horns



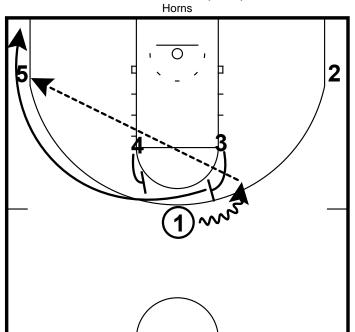
- 1. 3 gets DHO from 5
- 2. 4 then sets ball screen for 3

Horns: Elbow Hit: Thru: Zoom: flex

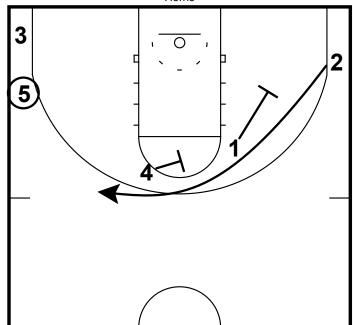


- 1. 1 sets screen for 5
- 2. 4 then sets pin down for 1
- 3. 3 can hit 5 cutting to basket or 1 for the shot.

Horns: Flare: Corner Skip: Triple Zoom

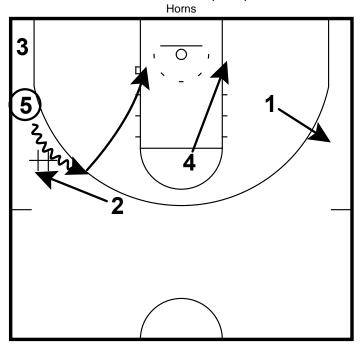


Horns: Flare: Corner Skip: Triple Zoom
Horns



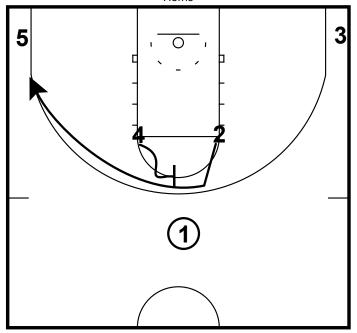
- 1. 3 sets ball screen for 1 1. 1 and 4 set stagger screens for 2
- 2. After ball screen, 4 sets screen for 3 for exits corner 3. 1 skips to $5\,$

Horns: Flare: Corner Skip: Triple Zoom



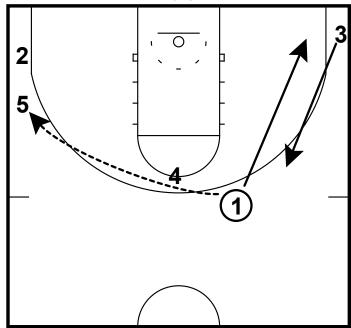
- 1. 5 DHO with 2, 2 looks to score.
- 2.4 is also slipping to opposite block, 1 finds open space on weak side perimeter, 5 rolls to basket.

Horns: Flare: Corner Skip: Triple Zoom-Wrap:Zoom
Horns



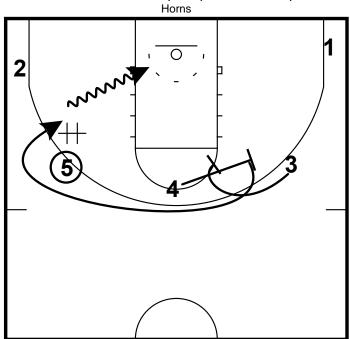
1. 2 sets ghost screen for 1 and then receives a screen from 4

Horns: Flare: Corner Skip: Triple Zoom-Wrap:Zoom
Horns



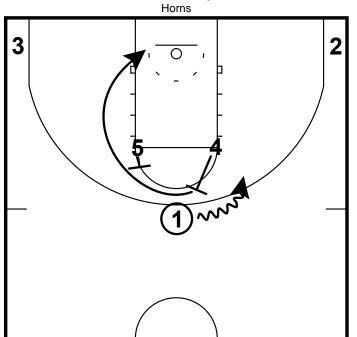
- 1. 1 skips to 5
- 2. 1 and 3 exchange

Horns: Flare: Corner Skip: Triple Zoom-Wrap:Zoom



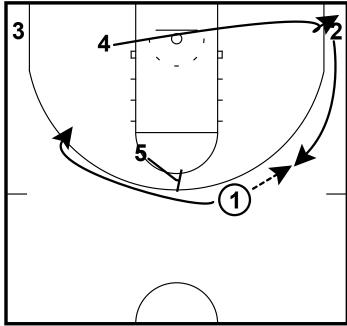
1. 4 sets screen for 3, but then wraps back around to go into a DHO with $5\,$

Horns: Flare: Loop: Fade



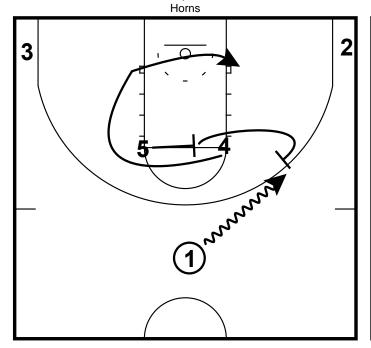
1. 4 sets ghost screen for 1 then receives a screen from 5, 4 then cuts to basket.

Horns: Flare: Loop: Fade
Horns



- 1. 1 hits 2
- 2, 4 goes to the corner
- 3. 5 sets flare screen for 1, 2 looks to hit 1.

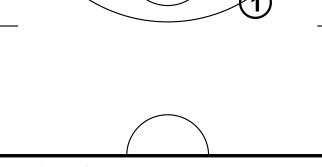
Horns: Flare: Loop: Slot Ball Screen



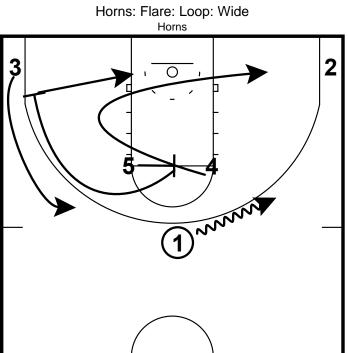
5 3

Horns: Flare: Loop: Slot Ball Screen

Horns



- 1. 5 sets cross screen for 4
- $2.\ 1$ dribbles to wing and after first screen, 5 sets a ball screen for
- 1. After Slot Ball Screen 5 rolls
- 2. 2 and 4 exchange



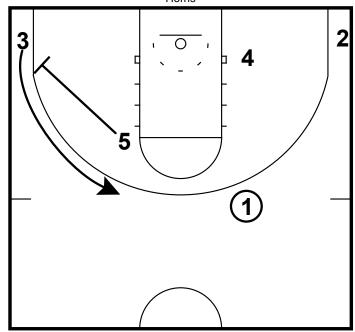
- 1. 4 sets cross screen for 5
- 2. After getting cross screen 4 loops to basket and exits to weak side.
- 3. 5 man then sets a pin down for the 3 man who looks for the shot, 5 man rolls after screen.

Horns: Flare: Loop: Wide: Triple Stagger

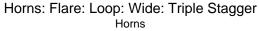
2

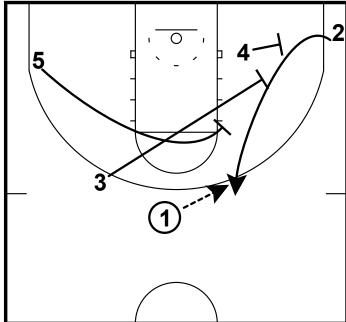
1. 5 sets cross screen for 4, after screen 4 loops to basket and exits to weak side

Horns: Flare: Loop: Wide: Triple Stagger
Horns



1. 5 sets pin down for 3

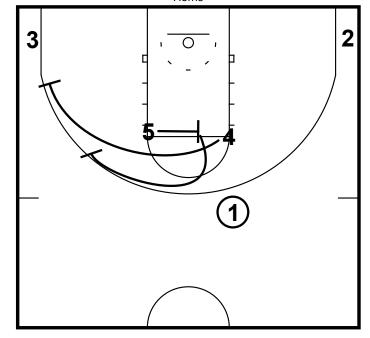


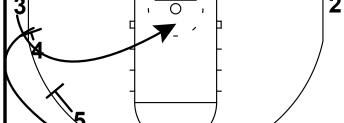


1. 3, 4 and 5 all set triple stagger screens for 2 coming off looking for a shot.

Horns: Flare: Stagger: Wrap

Horns





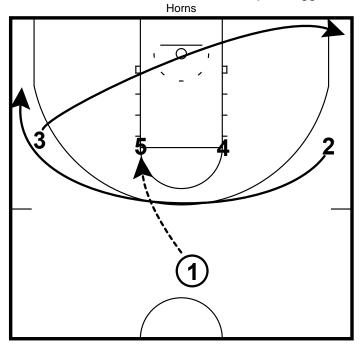
Horns: Flare: Stagger: Wrap

Horns

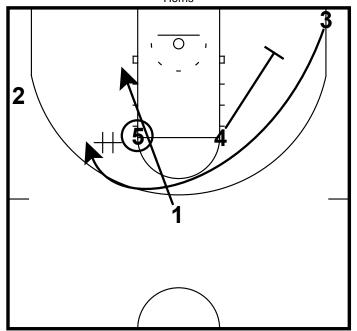
- 1. Off of double stagger, 3 uses first screen and slips to basket.
- 2. 4 then goes off of 5 man's screen to get a shot.

- 1. 5 sets cross screen for 4
- 2. 5 and 4 then set double stagger for 3

Horns: Iverson: Elbow Hit: Zoom Triple Stagger



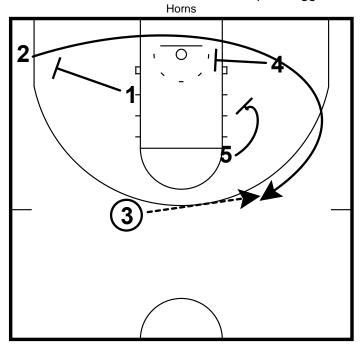
Horns: Iverson: Elbow Hit: Zoom Triple Stagger
Horns



- 1. 2 and 3 Iverson cut
- 2. 1 hits 5

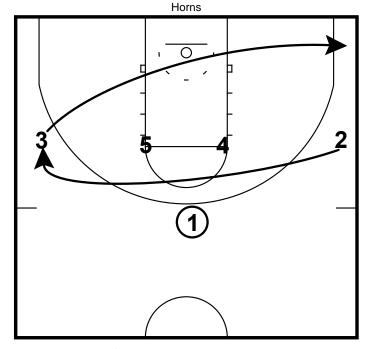
- 1. 4 sets screen for 3
- 2. 3 then DHO with 5

Horns: Iverson: Elbow Hit: Zoom Triple Stagger

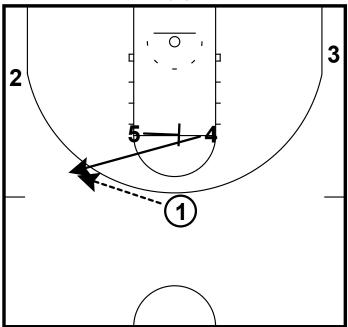


1. 2 comes off of triple stagger looking for a shot.

Horns: Iverson: Flare: Cross Screen: Elevator



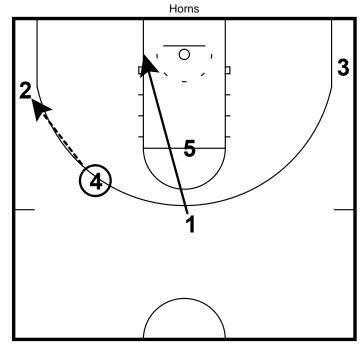
Horns: Iverson: Flare: Cross Screen: Elevator



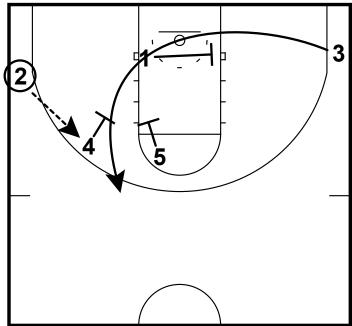
1. 2 and 3 Iverson Cut

- 1. 5 sets cross screen for 4
- 2. 1 hits 4

Horns: Iverson: Flare: Cross Screen: Elevator



Horns: Iverson: Flare: Cross Screen: Elevator



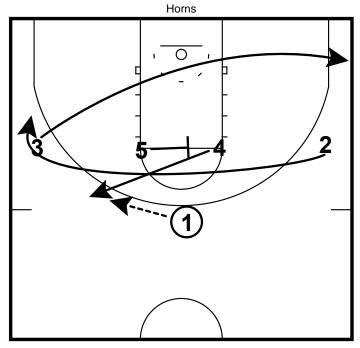
- 1. 1 basket cuts
- 2. 4 hits 2

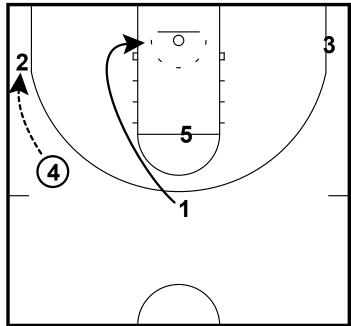
- 1. 1 sets screen for 3
- 2. 4 and 5 then set elevator screens for 3
- 3. 1 hits 3, 3 looks to score

Ball Screen: Roll-Exit

Horns: Iverson: Flare: Cross Screen: Gut Stagger: Slot Horns: Iverson: Flare: Cross Screen: Gut Stagger: Slot

Ball Screen: Roll-Exit Horns





- 1. 2 and 3 Iverson Cut
- 2. 5 sets cross screen for 4, 1 hits 4.

- 1. 1 basket cuts
- 2. 4 hits 2

Horns: Iverson: Flare: Cross Screen: Gut Stagger: Slot Horns: Iverson: Flare: Cross Screen: Gut Stagger: Slot

Ball Screen: Roll-Exit

Horns

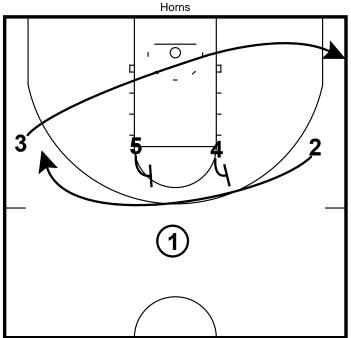
Ball Screen: Roll-Exit

Horns

1. 3 comes off triple stagger, 2 hits 3

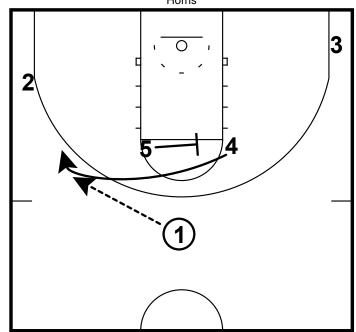
1. 5 sets ball screen for 3

Horns: Iverson: Flare: Zoom: Cross Screen



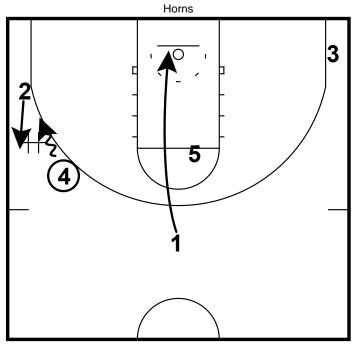
- 1. 2 comes off double screen from 4 and 5 to Iverson cut over top, 3 goes under to opposite corner.

Horns: Iverson: Flare: Zoom: Cross Screen
Horns

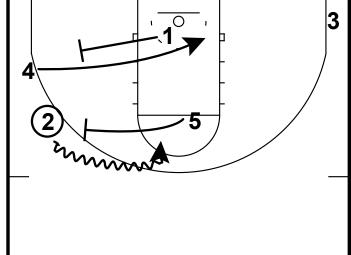


- 1. 5 sets cross screen for 4
- 2. 1 hits 4

Horns: Iverson: Flare: Zoom: Cross Screen



- 1. After passing, 1 basket cuts
- 2. 2 and 4 DHO

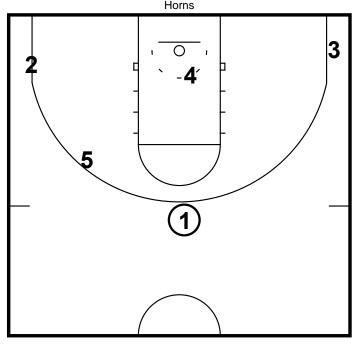


Horns: Iverson: Flare: Zoom: Cross Screen

Horns

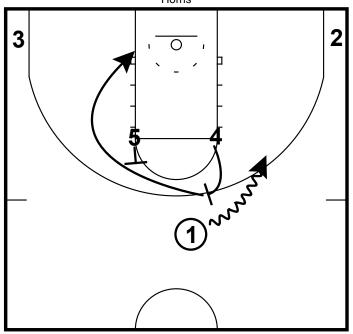
1. 5 sets ball screen for 1, while 1 sets screen for 4 to cut to basket

Horns: Iverson: Flare: Zoom: Cross Screen



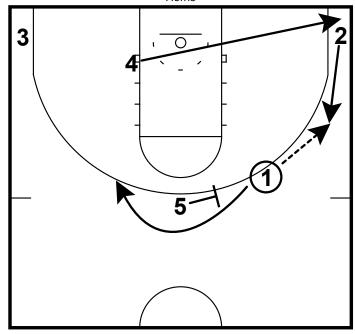
¹ can try to score, hit cutting 4 or any other players on perimeter.

Horns: Loop: Fade: Swing: Fade: Stagger: Wrap



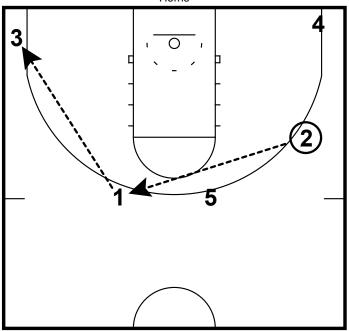
1. 4 sets ball screen for 1, then uses screen from 5 to get to basket.

Horns: Loop: Fade: Swing: Fade: Stagger: Wrap



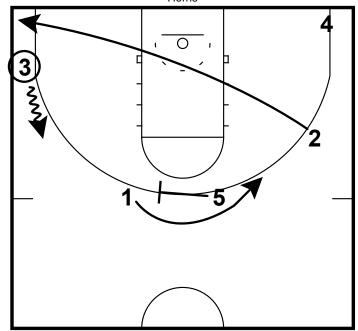
- 1. 1 hits 2, who is popping to wing
- 2. 4 fills the open corner
- 3. 5 sets flare screen for 1

Horns: Loop: Fade: Swing: Fade: Stagger: Wrap



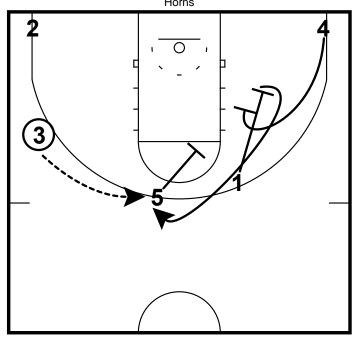
1. 2 hits 1 off of flare screen, 1 then swings to 3

Horns: Loop: Fade: Swing: Fade: Stagger: Wrap



- 1. After winging to 3, 1 receives another flare screen from 5.
- 2. 2 cuts to open corner

Horns: Loop: Fade: Swing: Fade: Stagger: Wrap



1. After flare screen, 1 then goes to screen for 4, then wraps around and goes off double stagger from 4 and 5 to get a shot

Horns: Rub Ball Screen: Flex Slip: Pin

3

Homs

4

The state of the st

5

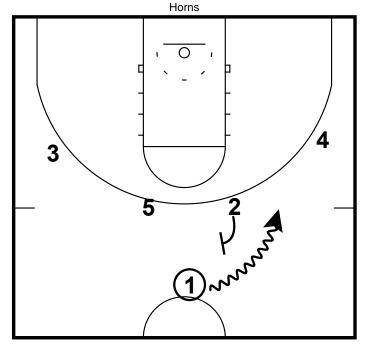
Horns: Rub Ball Screen: Flex Slip: Pin

Horns

1. 2 sets ball screen for 1 then rolls to basket

1. After cutting to basket, 2 sets flex screen for 3 then gets a pin down screen from 5 for a shot.

Horns: Rub Ball Screen: Roll-Exit



1. 2 sets ball screen for 1

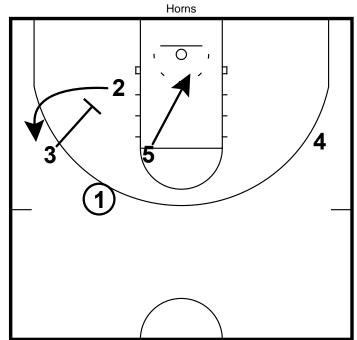
3 2 4

Horns: Rub Ball Screen: Roll-Exit

Horns

1 after first ball screen to dives to basket, 5 then sets another ball screen for 1

Horns: Rub Ball Screen: Roll-Exit



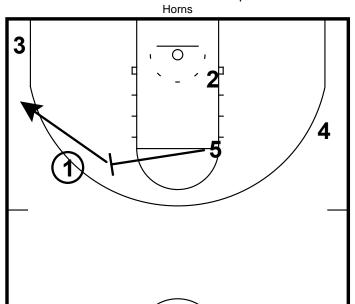
1. After second screen, 1 has 5 rolling to basket or 2 coming off of 3's screen.

Horns: Rub Ball Screen: Slip: Wide

Horns

4

Horns: Rub Ball Screen: Slip: Wide

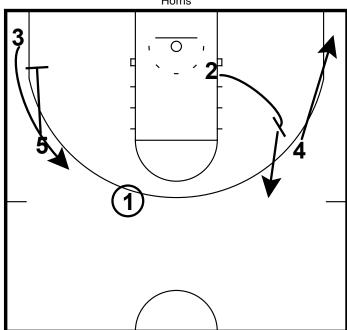


1. 2 sets ball screen and dives opposite.

3

1. 5 then sets ghost screen for 1 then clears to wing.

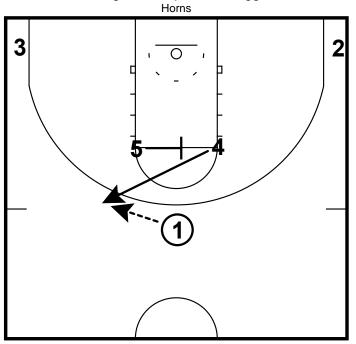




1. 5 sets pin down for 3

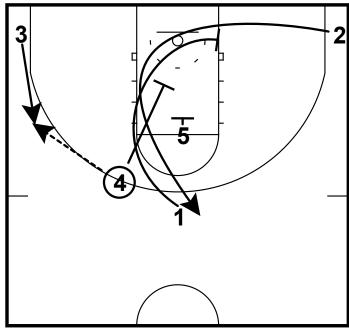
2. 2 sets flare for 4 then opens up to ball

Horns: Swing-Thru:Triple Gut Stagger: Zoom



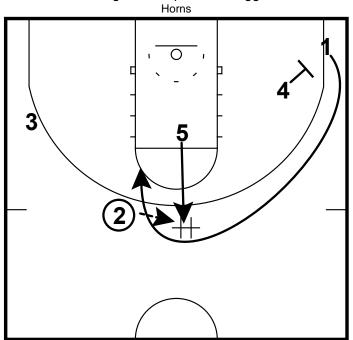
- 1. 5 sets cross screen for 4
- 2. 1 hits 4

Horns: Swing-Thru:Triple Gut Stagger: Zoom Horns



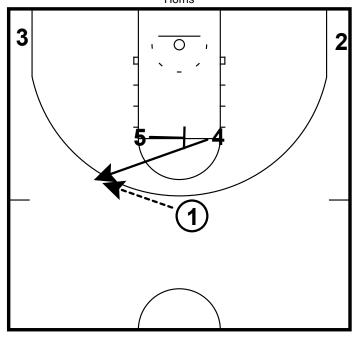
- 1. 1 swings to 4
- 2. 1 and 4 set double stagger screen for 2
- 3. 5 also sets the middle gut screen for 2 who pops to top.

Horns: Swing-Thru:Triple Gut Stagger: Zoom



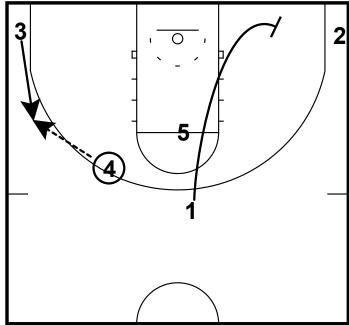
- 1. 2 hits 5
- 2. 4 sets screen for one who uses it to flow into a DHO with 5

Horns: Swing: Stagger: Middle Ball Screen: Roll-Exit Horns



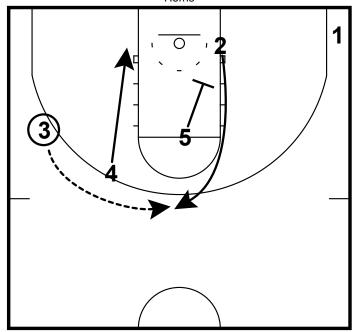
- 1. 5 sets cross screen for 4
- 2. 1 hits 4

Horns: Swing: Stagger: Middle Ball Screen: Roll-Exit Horns



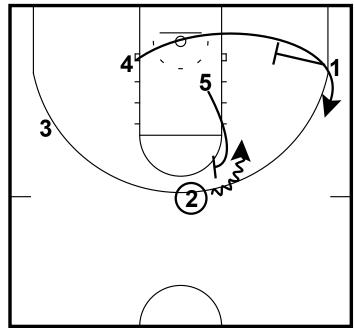
- 1. After passing, 1 cuts through then sets screen for 2
- 2. 4 swings to 3

Horns: Swing: Stagger: Middle Ball Screen: Roll-Exit Horns



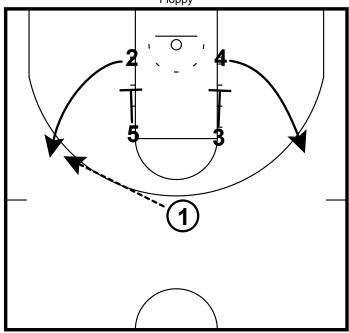
- 1. 4 cuts to block
- 2. 5 sets pin down for 2
- 3. 3 hits 2

Horns: Swing: Stagger: Middle Ball Screen: Roll-Exit Horns



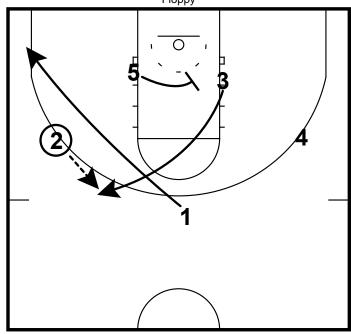
- 1. 5 sets ball screen for 2
- 2. 1 sets screen for 4, looking for shot

Floppy: Pin-Pin: Ram: Elbow Hit: Elbow Ball Screen Floppy



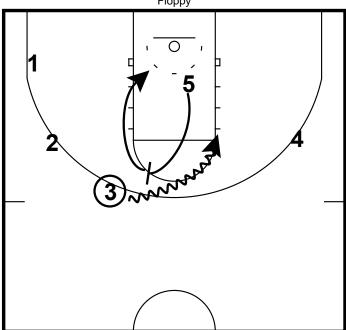
- 1. 5 and 3 set pin downs for 2 and 4
- 2. 1 hits 5

Floppy: Pin-Pin: Ram: Elbow Hit: Elbow Ball Screen Floppy



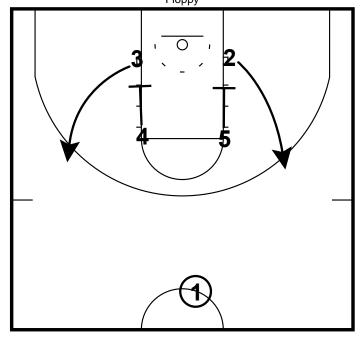
- 1. 1 clears corner
- 2. 5 sets screen for 3, who pops up top to get ball from 2

Floppy: Pin-Pin: Ram: Elbow Hit: Elbow Ball Screen Floppy



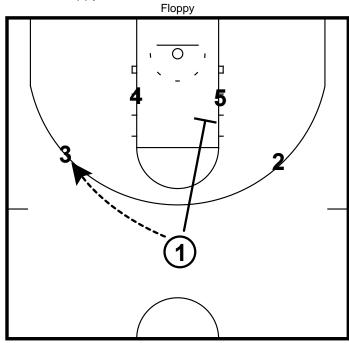
1. 5 sets ball screen for 3 for who looks to attack, 5 rolls

Floppy: Pin-Pin: Ram: Slot Ball Screen Floppy



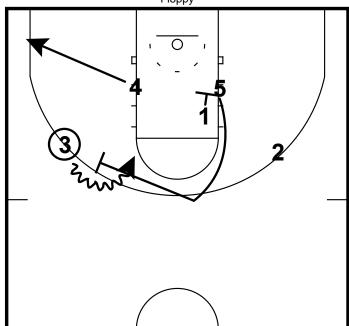
1. 4 and 5 set pin down screens for 2 and 3

Floppy: Pin-Pin: Ram: Slot Ball Screen



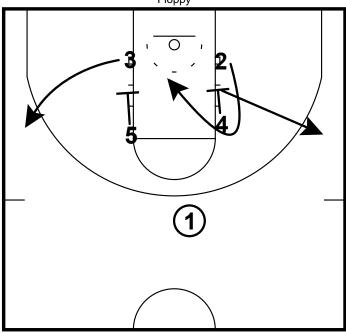
- 1. 1 hits 3
- 2. 1 then sets down screen for 5

Floppy: Pin-Pin: Ram: Slot Ball Screen Floppy



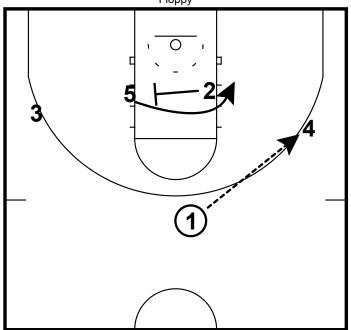
- 1. PNR with 3 and 5 $\,$
- 2. 4 exits corner

Floppy: Pin-Pin: Wrap: Cross Screen: Post Split Floppy



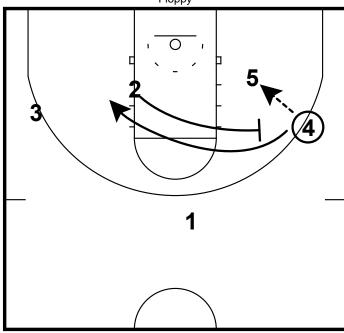
- 1. 5 and 4 set pin downs for 2 and 3
- 2. 2 will fake using screen and slip back to basket, 4 will pop to wing to get ball $\,$
- 3. 3 will use screen to get to wing.

Floppy: Pin-Pin: Wrap: Cross Screen: Post Split Floppy



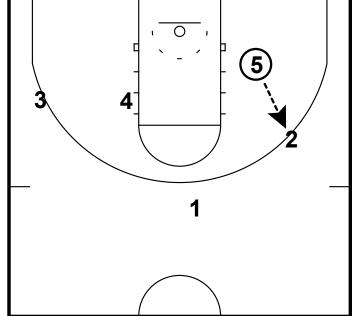
- 1, 1 hits 4
- 2. 2 sets cross screen for 5

Floppy: Pin-Pin: Wrap: Cross Screen: Post Split Floppy



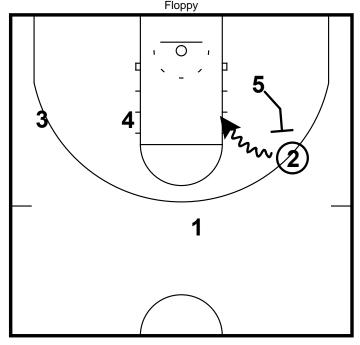
1. 4 hits 5, then 2 sets split screen for 4, who dives to basket

Floppy: Pin-Pin: Wrap: Cross Screen: Post Split
Floppy



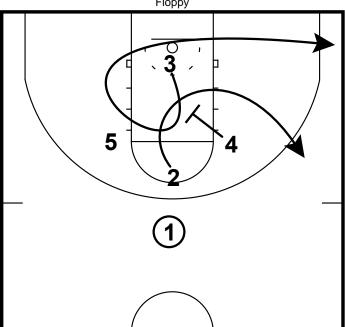
1. 5 hits 2

Floppy: Pin-Pin: Wrap: Cross Screen: Post Split

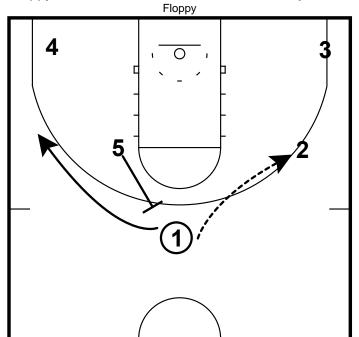


5 sets ball screen for 2

Floppy



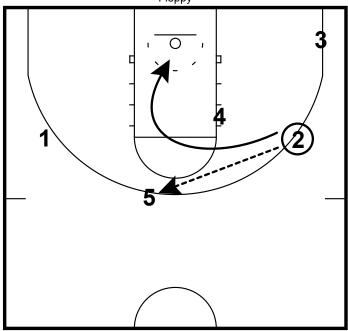
Floppy: Pin-Thru: Fade: Zoom: DHO: Wide Reject: Pin Floppy: Pin-Thru: Fade: Zoom: DHO: Wide Reject: Pin



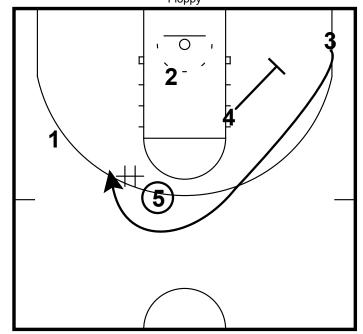
- 1. 4 sets pin down for 2
- 2. 3 loops and then exits corner

- 1. 1 hits 2
- 2. 5 sets screen for 1

Floppy: Pin-Thru: Fade: Zoom: DHO: Wide Reject: Pin Floppy: Pin-Thru: Fade: Zoom: DHO: Wide Reject: Pin Floppy



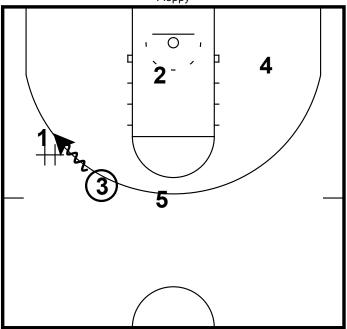
Floppy



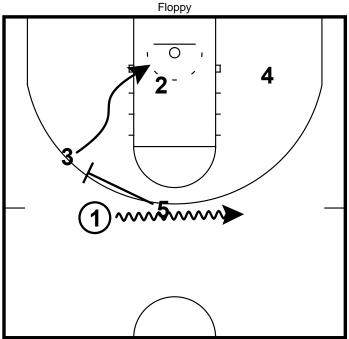
1. 2 hits 5 then cuts through

- 1. 4 sets pin down for 3
- 2. 3 then goes into zoom action with 5

Floppy



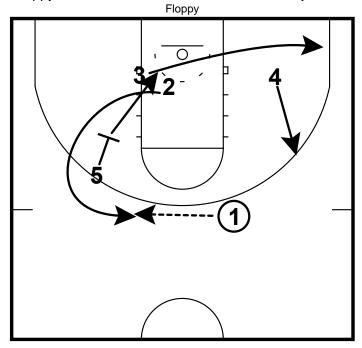
Floppy: Pin-Thru: Fade: Zoom: DHO: Wide Reject: Pin Floppy: Pin-Thru: Fade: Zoom: DHO: Wide Reject: Pin



1. 1 DHO wth 3

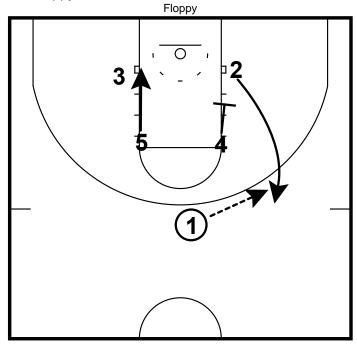
- 1. 1 looks to attack off DHO
- 2. 5 sets screen for 3, who rejects screen and cuts to basket.

Floppy: Pin-Thru: Fade: Zoom: DHO: Wide Reject: Pin



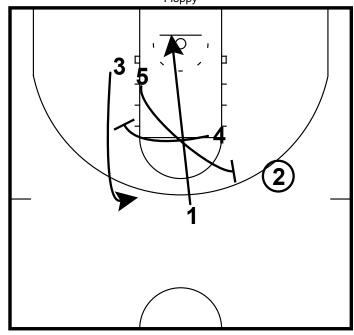
- 1. 5 sets pin down for 2
- 2. 2 comes off and receives pass from 1, 2 looks to shoot, attack rim or hit 5 man rolling.

Floppy: Pin-Thru: Slot Ball Screen: Pin-Curl:Pin



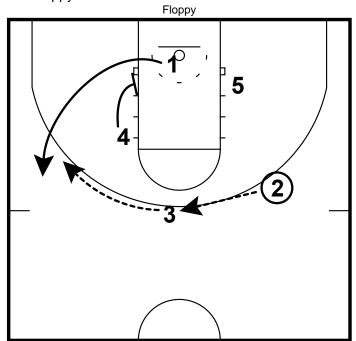
- 1. 4 sets pin down for 2
- 2. 1 hits 2
- 3. 5 dives thru to block

Floppy: Pin-Thru: Slot Ball Screen: Pin-Curl:Pin Floppy



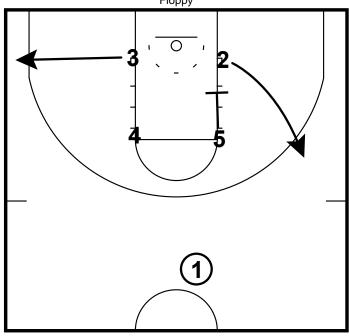
- 1. 1 cuts through
- 2. 5 sets ball screen for 2
- 3. 4 sets ball screen for 3.

Floppy: Pin-Thru: Slot Ball Screen: Pin-Curl:Pin

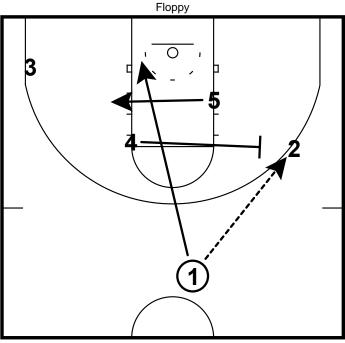


- 1. 2 swings to 3
- 2. 4 sets screen for 1, who comes off screen looking for shot

Floppy: Pin-Thru: Slot Ball Screen: Pin-Wrap: Elevator Floppy: Pin-Thru: Slot Ball Screen: Pin-Wrap: Elevator Floppy

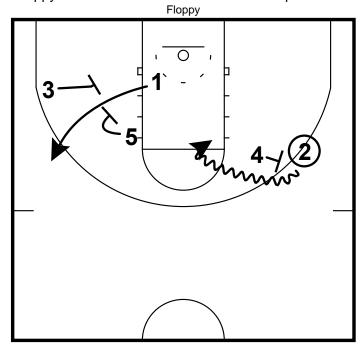


- 1. 5 sets pin down for 2
- 2. 3 exits weakside corner



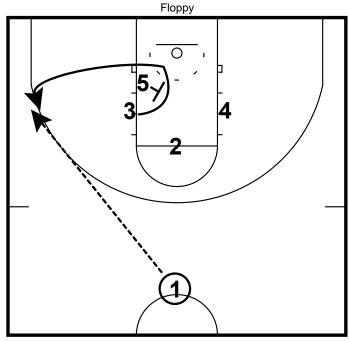
- 1. 1 hits 2
- 2. 1 then basket cuts
- 3. 4 sets ball screen for 2
- 3. 5 clears to weakside

Floppy: Pin-Thru: Slot Ball Screen: Pin-Wrap: Elevator

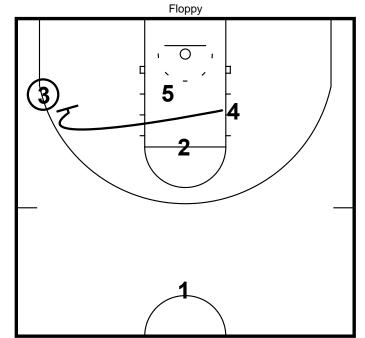


- 1. 2 uses ball screen
- 2. 1 receives elevator screen

Floppy: Pin-Thru: Slot Ball Screen: Pin-Wrap: Pin-Curl:Pin



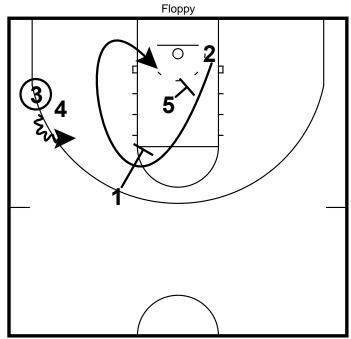
Floppy: Pin-Thru: Slot Ball Screen: Pin-Wrap: Pin-Curl:Pin



1. 5 screens for 3, 1 hits 3

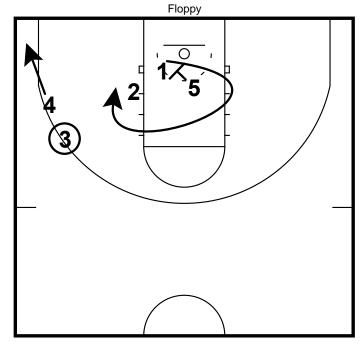
1. 4 sets ball screen for 3

Floppy: Pin-Thru: Slot Ball Screen: Pin-Wrap: Pin-Curl:Pin



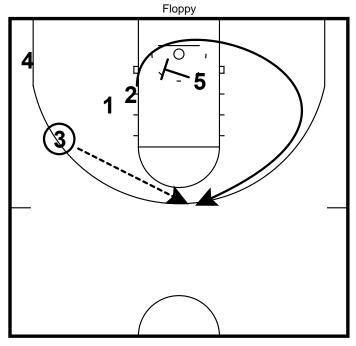
- 1. 3 uses 4's screen
- 2. 2 comes off screens from 5 and 1 and then curls back to basket.

Floppy: Pin-Thru: Slot Ball Screen: Pin-Wrap: Pin-Curl:Pin



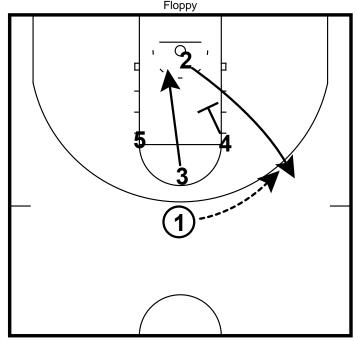
- 1. if screen is not used 4 exits to corner
- $2.\,5$ then sets screen for 1 who curls around looking for ball

Floppy: Pin-Thru: Slot Ball Screen: Pin-Wrap: Pin-Curl:Pin

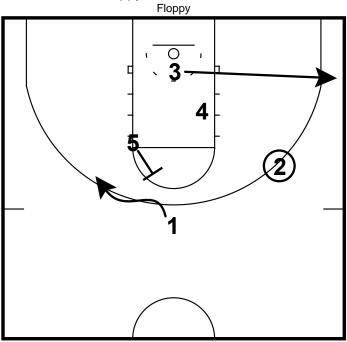


1. 5 screens for 2, who uses screen to try and get a shot

Floppy: Pin: Thru: Fade Floppy



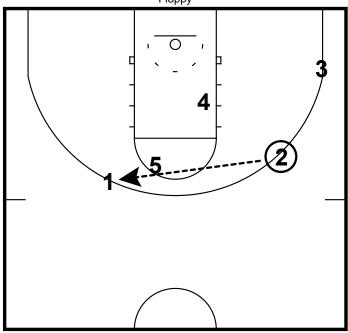
Floppy: Pin: Thru: Fade



- 1. 4 sets pin down for 2
- 2. 3 cuts

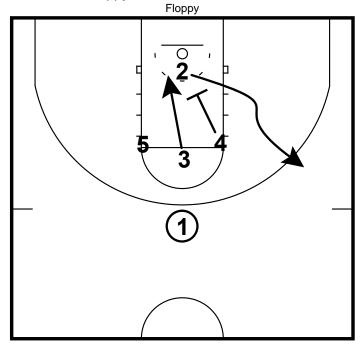
- 1. 5 sets screen for 1
- 2, 3 clears to wing

Floppy: Pin: Thru: Fade Floppy

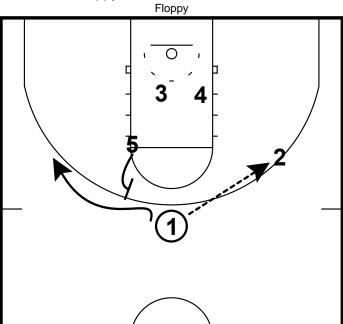


1. 2 hits 1 for shot

Floppy: Pin: Thru: Fade: Zoom

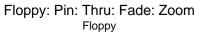


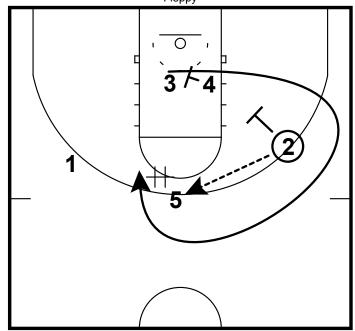
Floppy: Pin: Thru: Fade: Zoom



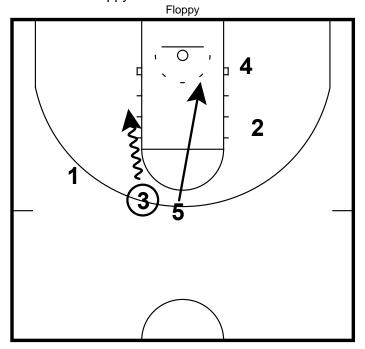
- 1. 4 sets pin down for 2
- 2. 3 cuts

- 1. 1 hits 2
- 2. 5 sets screen for 1





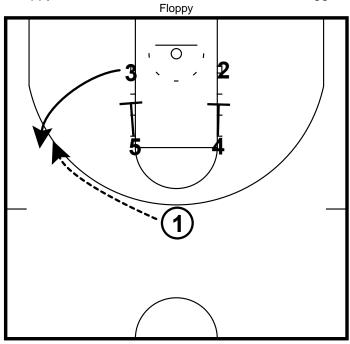
Floppy: Pin: Thru: Fade: Zoom



- $1.\ 2\ swings\ to\ 5$
- 2. 2 and $\bar{4}$ set screens for 3 who comes off looking for DHO (zoom action) with 5

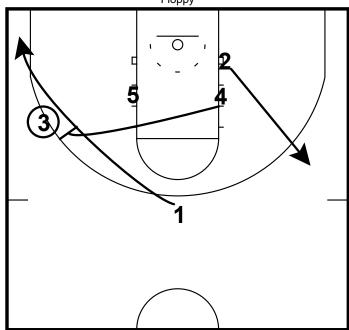
1. 3 looks to get downhill, 5 rolls to basket

Floppy: Pin: Thru: Slot Ball Screen: Pin Curl: Stagger



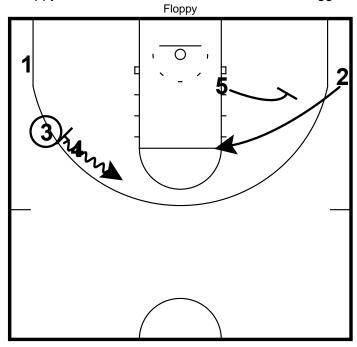
- 1. 4 and 5 set pin downs for 2 and 3
- 2. 1 hits 3

Floppy: Pin: Thru: Slot Ball Screen: Pin Curl: Stagger Floppy



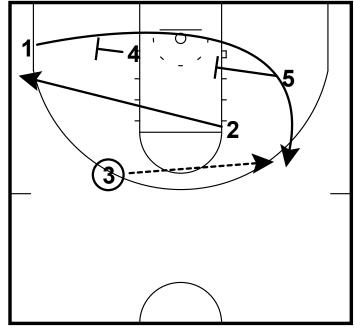
- 1. 1 clears corner
- 2. 2 goes to wing
- 3. 5 dives opposite
- 4. 4 sets ball screen

Floppy: Pin: Thru: Slot Ball Screen: Pin Curl: Stagger

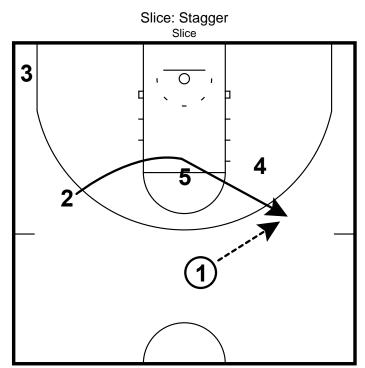


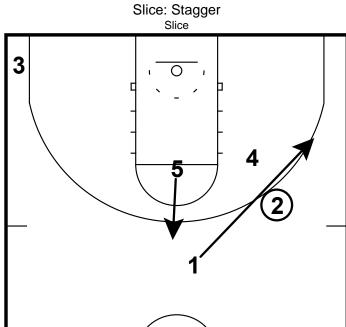
- 1. 3 uses 4 screen
- 2. 5 screens for 2

Floppy: Pin: Thru: Slot Ball Screen: Pin Curl: Stagger Floppy



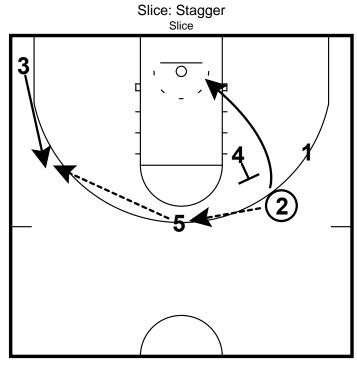
- 1. 4 and 5 sets screens for 1, uses screens to get an open look
- 2. 2 clears opposite corner



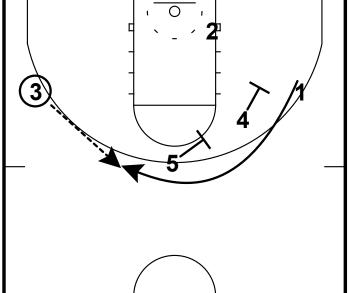


- 1. 2 slice cuts to opposite wing
- 2. 1 hits 2

- 1.1 clears to wing
- 3. 5 pops



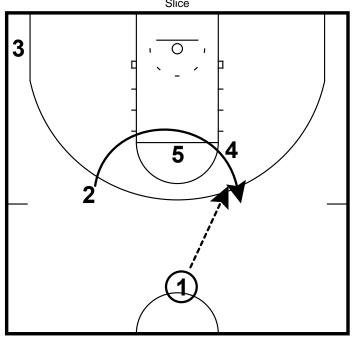




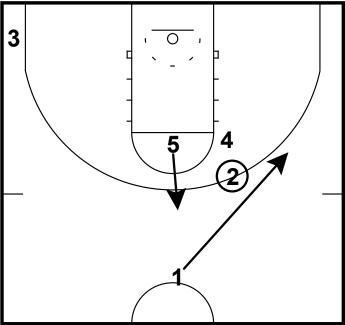
- 1. 2 hits 5
- 2. 4 sets back screen for 2
- 3. 5 swings to 3

- 1. 5 and 4 sets stagger screens for 1
- 2. 3 hits 1

Slice: Stagger: Middle Ball Screen: Slip: UCLA



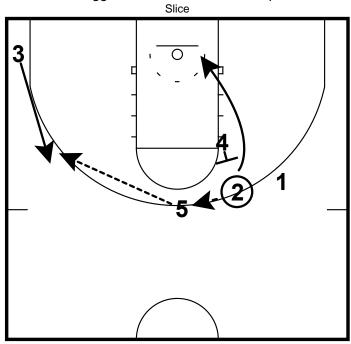
Slice: Stagger: Middle Ball Screen: Slip: UCLA
Slice



- 1. 2 slice cuts top wing
- 2. 1 hits 2

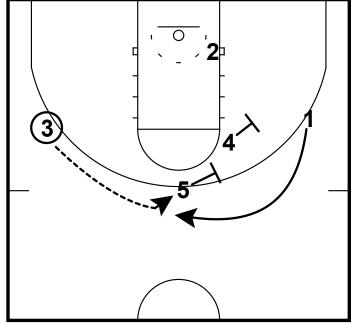
- 1.1 clears to wing
- 3. 5 pops

Slice: Stagger: Middle Ball Screen: Slip: UCLA



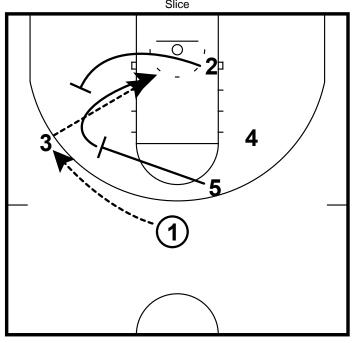
- 1. 2 hits 5
- 2. 4 sets back screen for 2
- 3. 5 swings to 3





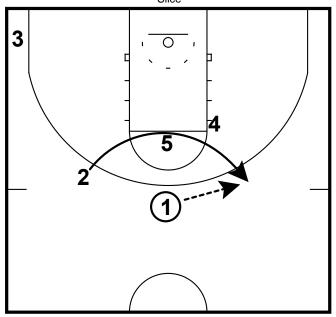
- 1. 5 and 4 sets stagger screens for 1
- 2. 3 hits 1

Slice: Stagger: Middle Ball Screen: Slip: UCLA Slice



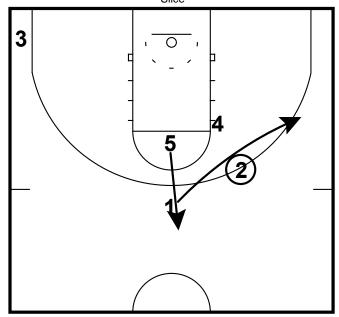
- 1. 1 swings to 3
- 2. 5 sets ghost ball screen for 33. 2 sets UCLA screen for 5
- 4. 3 looks to hit 5 for lay up or post up.

Slice: Stagger: Middle Ballscreen: Slip: Ram: High Low



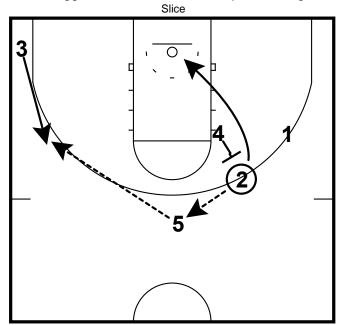
- 1. 2 slice cuts to wing
- 2. 1 hits 2

Slice: Stagger: Middle Ballscreen: Slip: Ram: High Low Slice



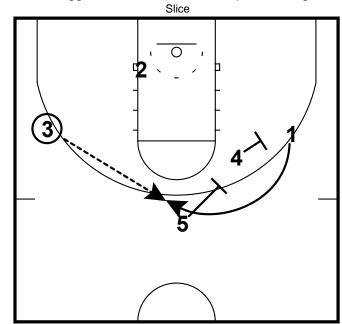
- 1. 1 clears to wing
- 2. 5 pops up top

Slice: Stagger: Middle Ballscreen: Slip: Ram: High Low



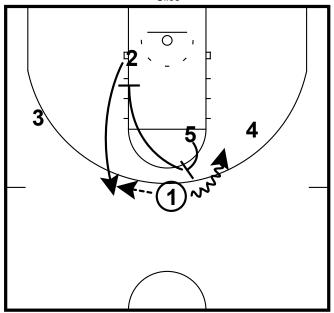
- 1. 2 swings to 5
- 2. 5 swings to 3
- 3. 4 sets back screen for 2

Slice: Stagger: Middle Ballscreen: Slip: Ram: High Low



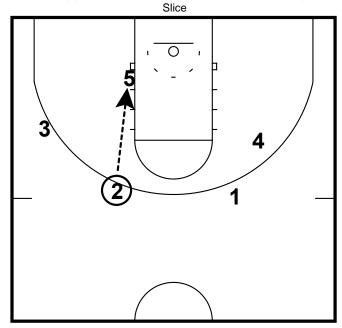
- 1. 4 and 5 set stagger screens for 1
- 2. 3 hits 1

Slice: Stagger: Middle Ballscreen: Slip: Ram: High Low



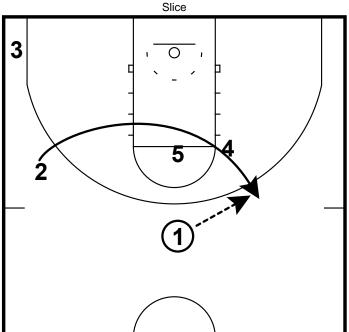
- 1. 5 sets ball screen for 1, but then slips the screen to set a ram screen for 2.
- 2. 2 uses screen to pop up top
- 3. 1 hits 2

Slice: Stagger: Middle Ballscreen: Slip: Ram: High Low

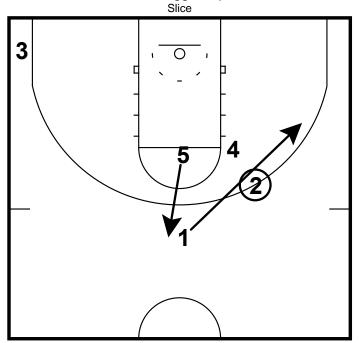


1. 2 looks to score or has 5 posting/sealing man

Slice: Stagger: Spain

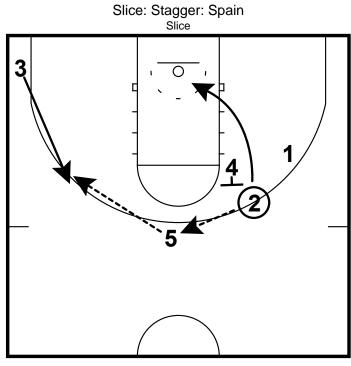


Slice: Stagger: Spain

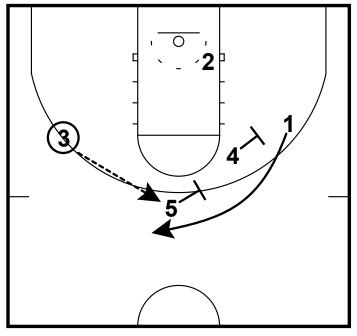


- 1. 2 slice cuts to opposite wing
- 2. 1 hits 2

- 1. 1 clears to wing
- 2. 5 pops



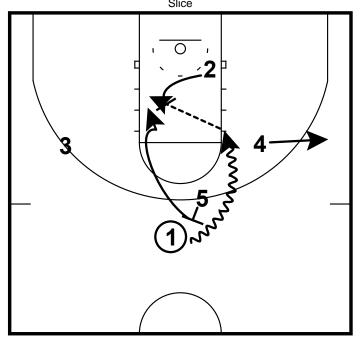
Slice: Stagger: Spain



- 1. 2 hits 5
- 2. 4 sets back screen for 2
- 3. 5 swings to 3

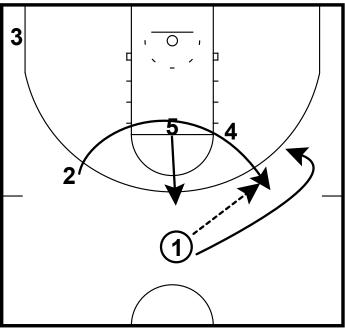
- 1. 5 and 4 sets stagger screens for 1
- 2. 3 hits 1

Slice: Stagger: Spain



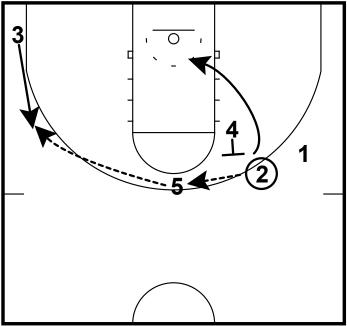
- 1. 1 and 5 run a pick and roll
- 2. when 5 man is rolling 2 sets pain screen for 5 to get a lay up.

Slice: Swing: Stagger-Reject: pistol: Stagger: Wrap



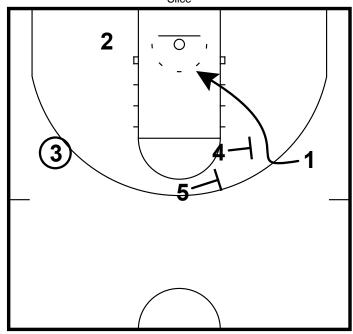
- 1. 2 slice cuts to wing 2. 1 hits 2, then cuts to wing
- 3. 5 pops up top

Slice: Swing: Stagger-Reject: pistol: Stagger: Wrap Slice



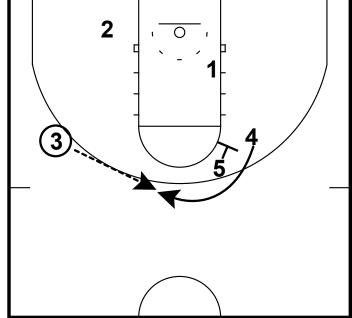
- 1. 2 swings to 5, 5 swings to 3
- 2. 4 sets back screen for 2.

Slice: Swing: Stagger-Reject: pistol: Stagger: Wrap Slice



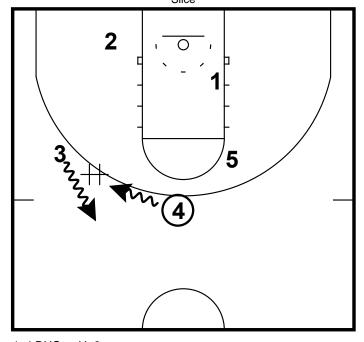
- 1. 4 and 5 set staggered screens for 1
- 2. 1 rejects screen and slips to basket

Slice: Swing: Stagger-Reject: pistol: Stagger: Wrap Slice

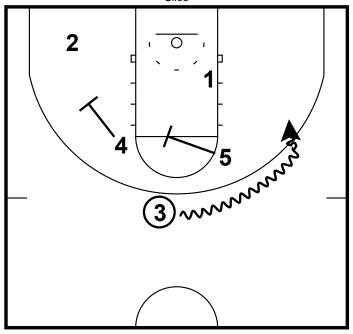


- 1. 5 then screens for 4
- 2. 3 hits 4

Slice: Swing: Stagger-Reject: pistol: Stagger: Wrap



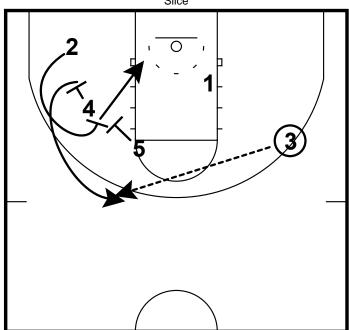
Slice: Swing: Stagger-Reject: pistol: Stagger: Wrap



- 1. 4 and 5 set double stagger screen for 2
- 2. 3 dribbles to wing

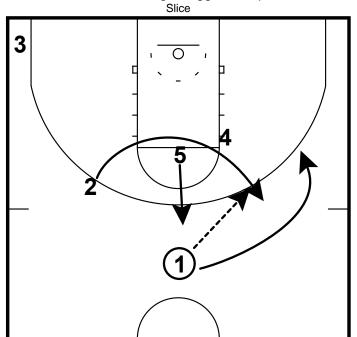
1. 4 DHOs with 3

Slice: Swing: Stagger-Reject: pistol: Stagger: Wrap Slice



- 1. 2 wraps around 4's screen and then screens for 4
- 2. 4 then comes off 5's screen
- 3. 4 looks to score

Slice: Swing: Stagger: Wrap

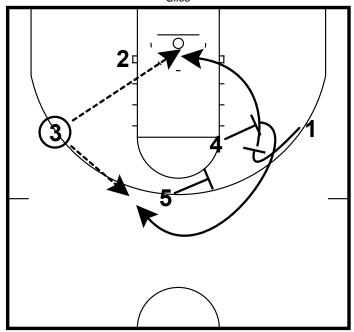


Slice: Swing: Stagger: Wrap Slice

- 1. 2 slice cuts to wing
- 2. 1 hits 2
- 3. 1 clears to wing
- 4. 5 pops to top

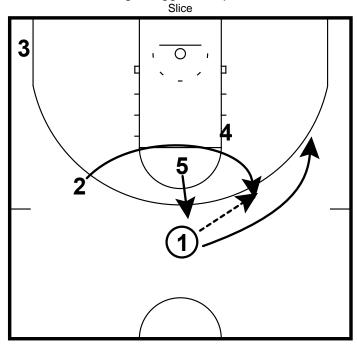
- 1. 2 swings to 5
- 2. 5 swings to 3
- 3. 4 sets back screen for 2



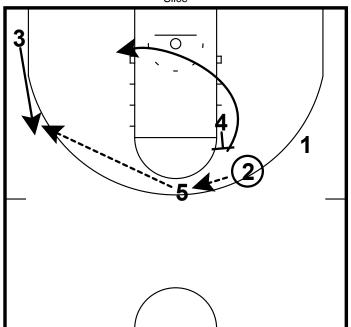


- 1. 4 and 5 set staggered screens for 1
- 2. 1 wraps around 4's initial screen and screens for 4, who pops to top
- 3. 1 rolls to basket

Slice: Swing: Stagger: Wrap: Pistol: Fire



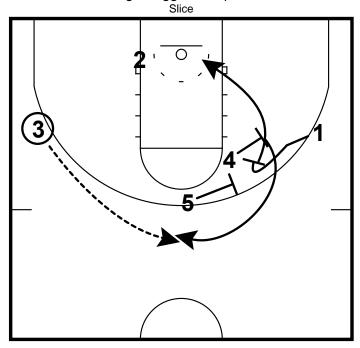
Slice: Swing: Stagger: Wrap: Pistol: Fire



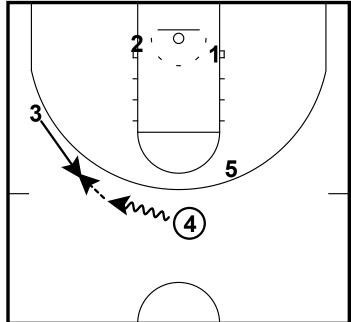
- 1. 2 slices to wing
- 2. 1 hits 2
- 3. 1 clears to wing
- 4. 5 pops to top

- 1. 2 swings to 5
- 2. 5 swings to 3
- 3. 4 sets backscreen for 2

Slice: Swing: Stagger: Wrap: Pistol: Fire



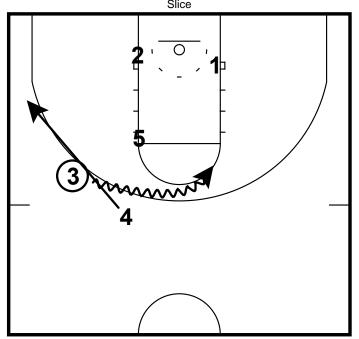
Slice: Swing: Stagger: Wrap: Pistol: Fire Slice



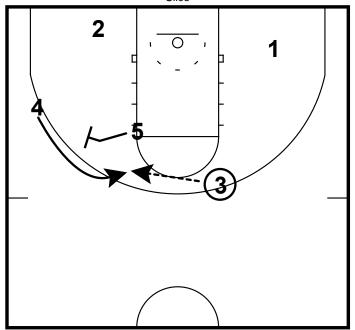
- 1. 4 and 5 set staggered screens for 1
- 2. 1 wraps around 4's screen.
- 3. 1

1. 4 dribbles at 3 and hits them for a pass

Slice: Swing: Stagger: Wrap: Pistol: Fire Slice



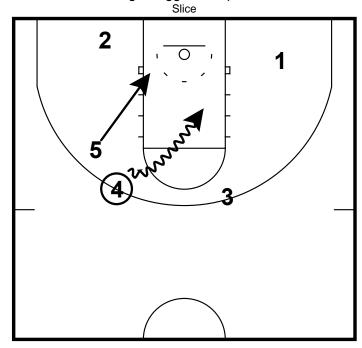
Slice: Swing: Stagger: Wrap: Pistol: Fire



- 1. 4 clears to wing
- 2. 3 looks to attack

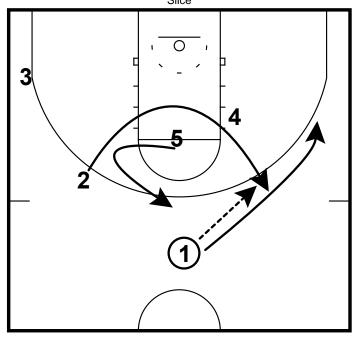
- 1. 5 sets screen for 4
- 2. 3 hits 4

Slice: Swing: Stagger: Wrap: Pistol: Fire



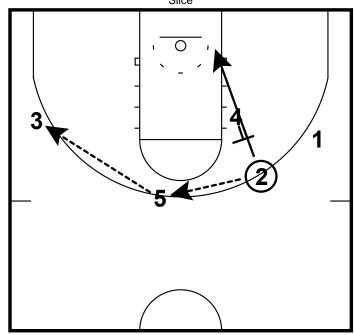
- 1. 4 looks to attack
- 2. 5 rolls

Stagger: Swing: Post: Low Ball Screen Slice



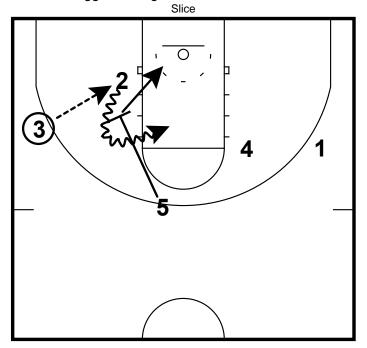
- 1. 2 slice cuts to wing
- 2. 1 hits 2, then cuts to wing
- 3. 5 fakes like he is going to screen for 3 and then pops to top

Stagger: Swing: Post: Low Ball Screen Slice



- 1. 2 swings to 5, 5 swings to 3
- 2. 4 sets back screen for 2

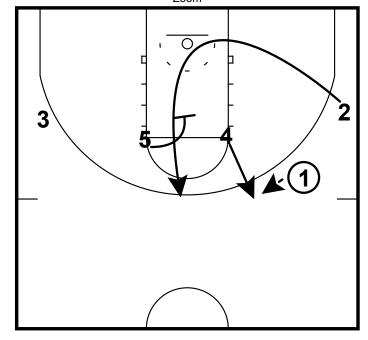
Stagger: Swing: Post: Low Ball Screen



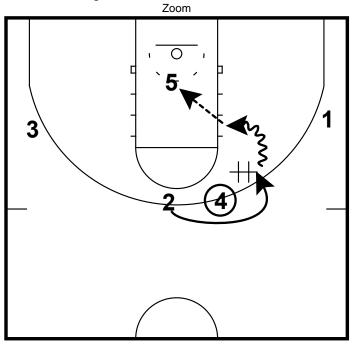
- 1. 3 hits 2
- 2. 5 sets low post ball screen for 2

High Hit: Gut Zoom: Over: Seal

Zoom



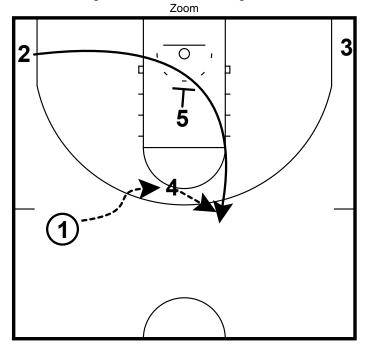
High Hit: Gut Zoom: Over: Seal



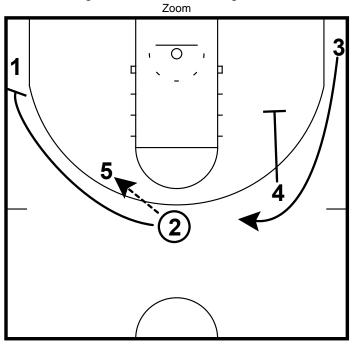
- 1. 1 hits 4
- 2. 5 sets gut screen for 2

1. After Gut screen, 2 sprints into DHO with 4, looks to get downhill or hit 5 sealing his man in paint.

High Hit: Gut Zoom: Swing: Zoom

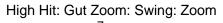


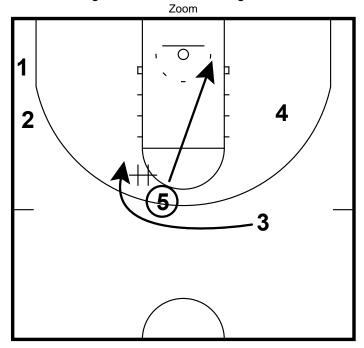
High Hit: Gut Zoom: Swing: Zoom



- 1. 1 hits 4
- 2. 5 sets gut screen for 2
- 3. 4 hits 2

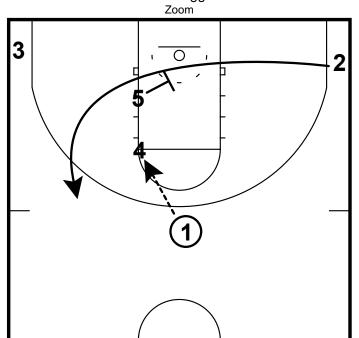
- 1. 2 hits 5
- 2. 2 sets screen for 1, 4 sets a screen for 3



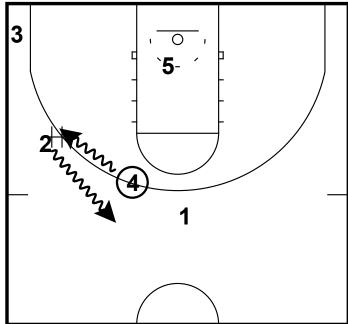


1. 5 DHO with 3 who looks to score, 5 rolls after

High Hit: Gut Zoom: Swing: Zoom Wrap: DHO: DHO Fire Stagger



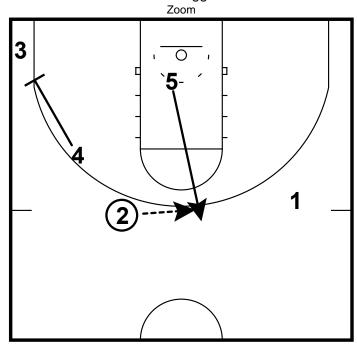
High Hit: Gut Zoom: Swing: Zoom Wrap: DHO: DHO Fire Stagger Zoom



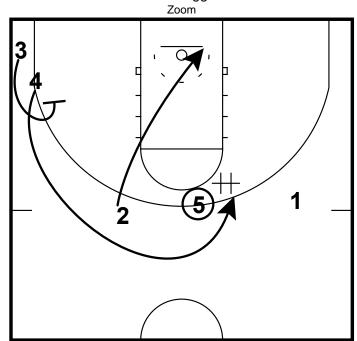
- 1. 1 hits 4
- 2. 5 sets screen for 2

1. 4 DHO with 2

High Hit: Gut Zoom: Swing: Zoom Wrap: DHO: DHO Fire Stagger

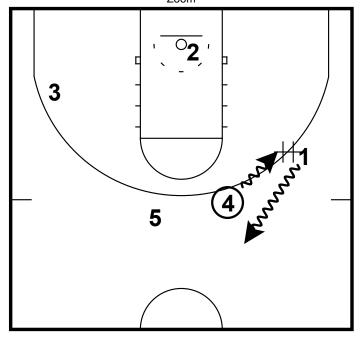


High Hit: Gut Zoom: Swing: Zoom Wrap: DHO: DHO Fire Stagger



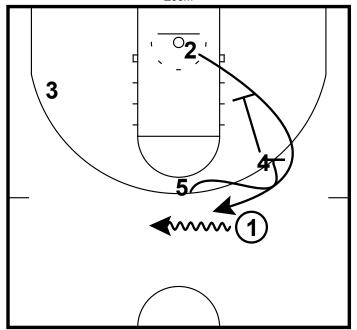
- 3 wraps around 4 screen and sets a screen for 4
- 4 uses screen to go into DHO with 5

High Hit: Gut Zoom: Swing: Zoom Wrap: DHO: DHO Fire Stagger Zoom



High Hit: Gut Zoom: Swing: Zoom Wrap: DHO: DHO
Fire Stagger

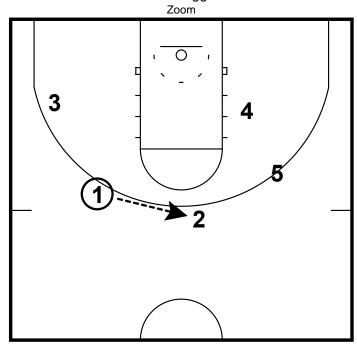
Zoom



4 DHO with 1

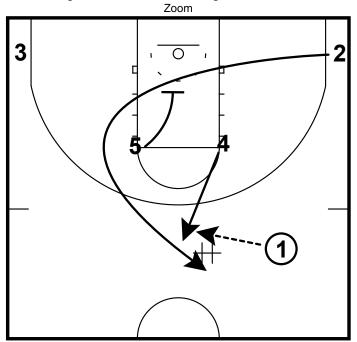
- 1 Dribbles to top
- 4 and 5 set double stagger for 2

High Hit: Gut Zoom: Swing: Zoom Wrap: DHO: DHO Fire Stagger

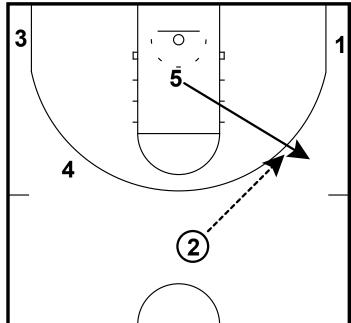


1 hits 2 who looks to shoot or drive

High Hit: Gut Zoom: Swing: Zoom: Wide



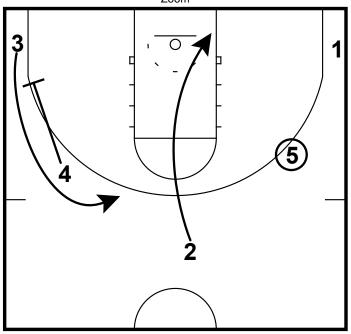
High Hit: Gut Zoom: Swing: Zoom: Wide Zoom



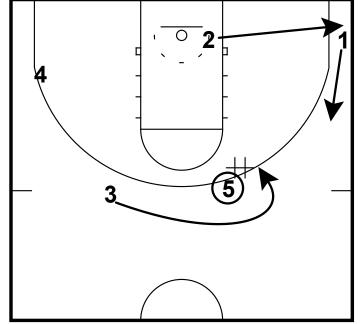
- 1. 1 hits 4
- 2. 5 sets gut screen for 2
- 3. 2 uses gut screen to go into DHO with 4

1. 5 pops, 2 hits 5

High Hit: Gut Zoom: Swing: Zoom: Wide Zoom



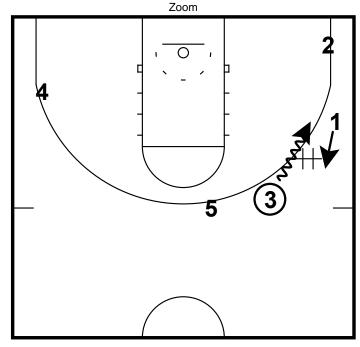
High Hit: Gut Zoom: Swing: Zoom: Wide Zoom



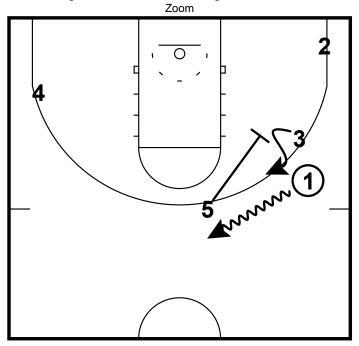
- 1. 4 screens for 3
- 2. 2 basket cuts

1. 3 goes into DHO with 5

High Hit: Gut Zoom: Swing: Zoom: Wide



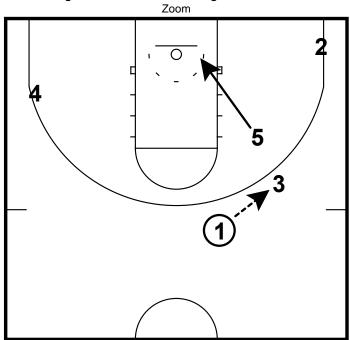
High Hit: Gut Zoom: Swing: Zoom: Wide



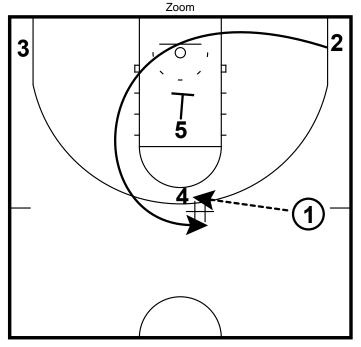
1. 3 then DHO with 1

1. 1 dribbles up top
 2. 5 sets screen for 3

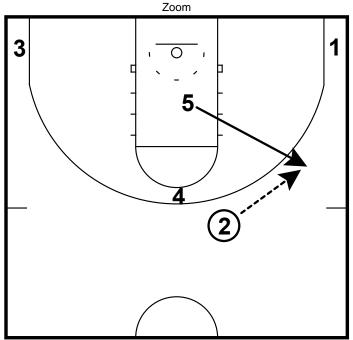
High Hit: Gut Zoom: Swing: Zoom: Wide



High Hit: Gut Zoom: Swing: Zoom: Zoom



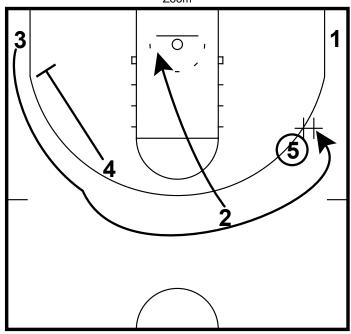
 $High\ Hit:\ Gut\ Zoom:\ Swing:\ Zoom:\ Zoom$



- 1. 1 hits 4
- 2. 5 sets gut screen for 2, who uses it to go into a DHO with 4

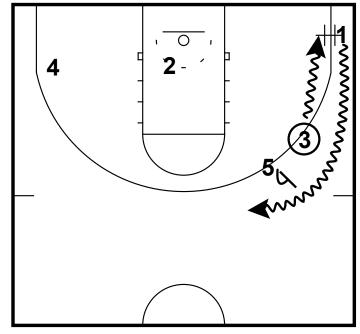
1. 5 pops, 2 passes to them

High Hit: Gut Zoom: Swing: Zoom: Zoom



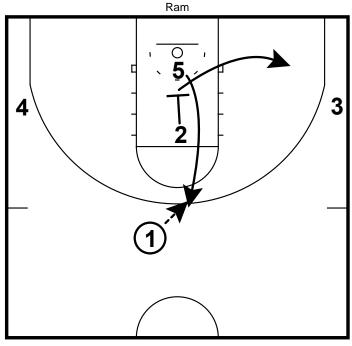
- 1. 2 cuts through
- 2. 4 sets down screen for 3, who then sprints into DHO with 5

High Hit: Gut Zoom: Swing: Zoom: Zoom



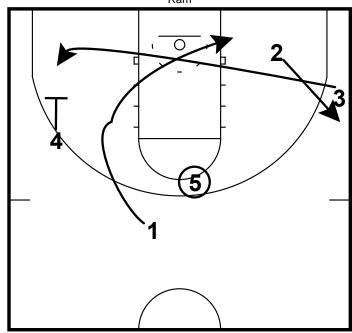
- 1. 3 DHO with 1
- 2. % then sets ball screen for 1, who looks to attack.

Ram: High Hit: Low Scissors: Zoom



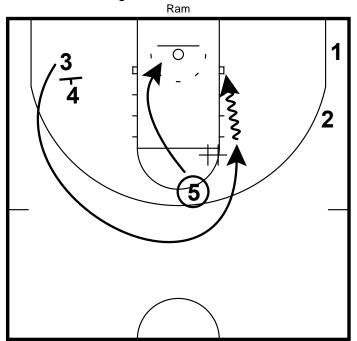
- 1. 2 down screens for 5
- 2. 2 then goes weakside corner
- 3. 1 hits 5

Ram: High Hit: Low Scissors: Zoom Ram



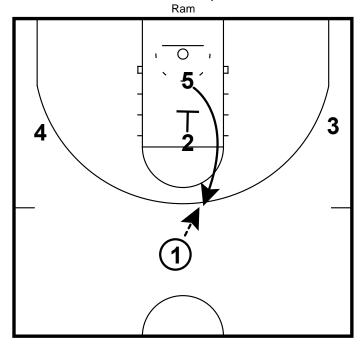
- 1. 1 cuts and then goes weak side corner
- 2. 2 moves up to weakside wing
- 3. 3 scissor cuts opposite of 1 and receives pindown screen from 4

Ram: High Hit: Low Scissors: Zoom



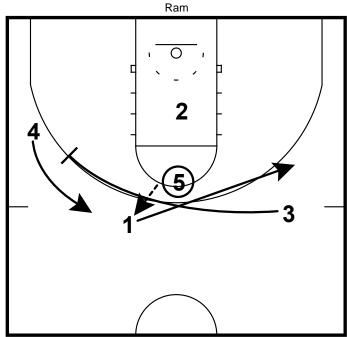
1. 3 comes off the pindown from 4 and DHO with 5, 3 looks to score, 5 rolls.

Ram: High Hit: Scissors: UCLA: Swing: High Hit: Zoom: Wraps



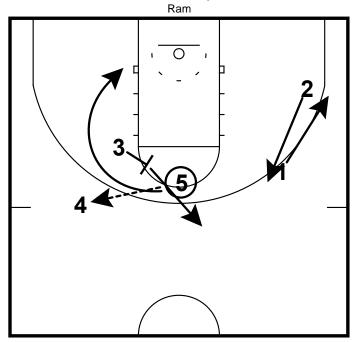
1. 2 screens for 5, 1 hits 5

Ram: High Hit: Scissors: UCLA: Swing: High Hit: Zoom: Wraps



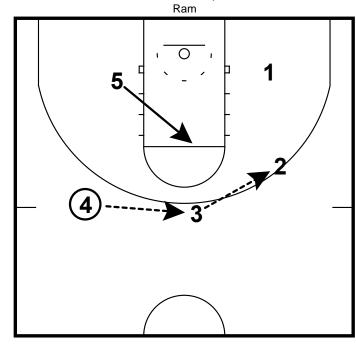
- 1. 1 and 3 scissor cut
- 2. 3 then screens for 4, who pops to receive pass from 5.
- 3. 1 goes to wing

Ram: High Hit: Scissors: UCLA: Swing: High Hit: Zoom: Wraps



- 1. 5 hits 4
- 2. 3 sets UCLA screen for 5
- 3. 1 and 2 exchange on the weakside

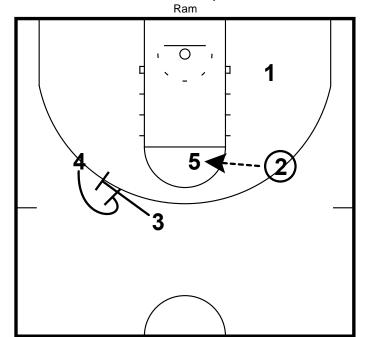
Ram: High Hit: Scissors: UCLA: Swing: High Hit: Zoom: Wraps



- 1. 4 swings to 3, 3 swings to 2
- 2. 5 pops to high post

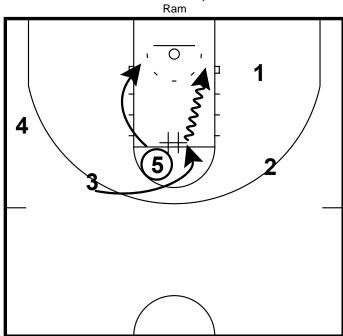
Ram: High Hit: Scissors: UCLA: Swing: High Hit:

Zoom: Wraps



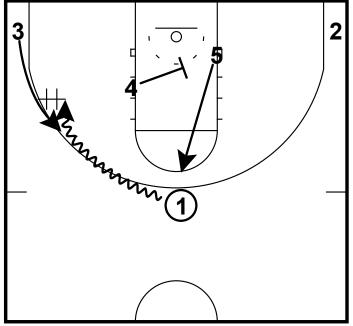
1. 2 hits 5
2. 3 screens for 4, 4 then wraps around screen and sets a screen for 3

Ram: High Hit: Scissors: UCLA: Swing: High Hit: Zoom: Wraps



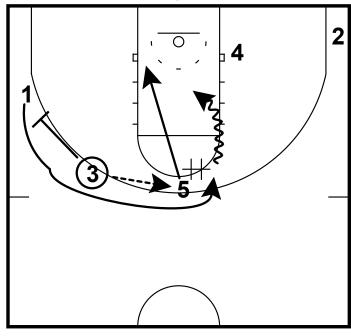
- 1. 3 DHO with 5
- 2, 3 looks to attack, 5 dives to basket.

Ram: High Hit: Zoom Toss



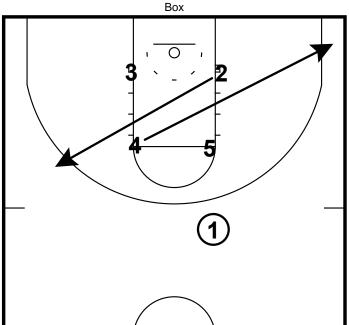
- 1. 1 DHO with 3
- 2. 4 sets screen for 5, 5 pops to top.

Ram: High Hit: Zoom Toss

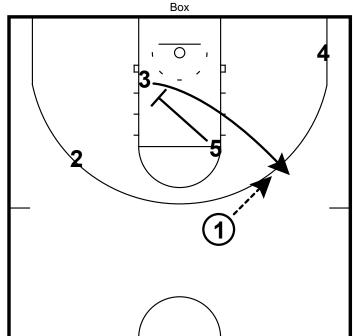


- 1. 3 hits 5
- 2. 3 sets screen for 1
- 3. 1 DHO with 5 and looks to attack, 5 man rolls

Box: Diagonal Cuts: Pin: Seal

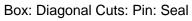


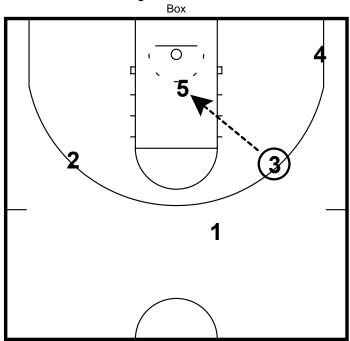
Box: Diagonal Cuts: Pin: Seal



1. 2 and 3 diagonal cut out of box set

- 1. 5 sets pin down for 3
- 2. 1 hits 3

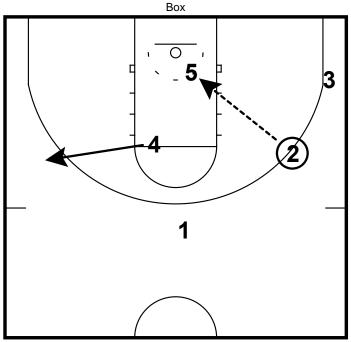




1. 5 seals his man and looks for post up

Box: Double Exit: Spin Seal

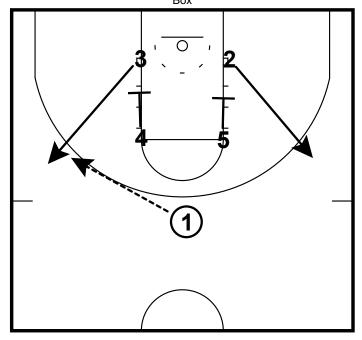
3 5 2 1 Box: Double Exit: Spin Seal



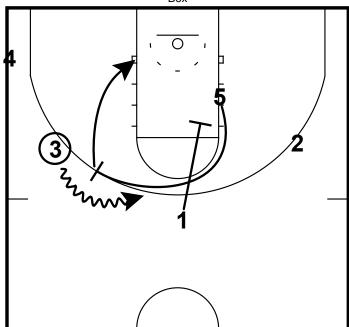
- 1. 4 and 5 set screens for 2 and 3
- 2. 1 hits 2

- 1. 4 exits
- 2. 5 seals his man, 2 looks for 5 posting up

Box: Doulbe Pin: Swing: Thru: Slot Ball Screen



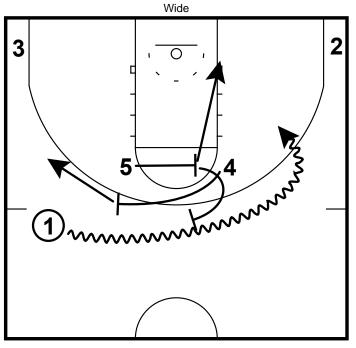
Box: Doulbe Pin: Swing: Thru: Slot Ball Screen



- 1. 4 and 5 set pin down screens for 2 and 3
- 2. 1 hits 3

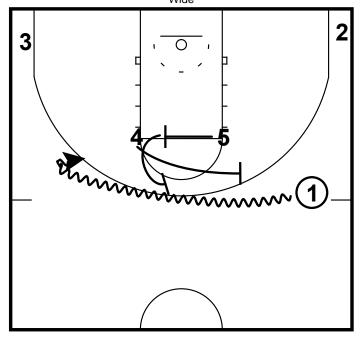
1. 1 sets pin down for 5, who then sprints into ball screen for 3

Wide: Double Ball Screen



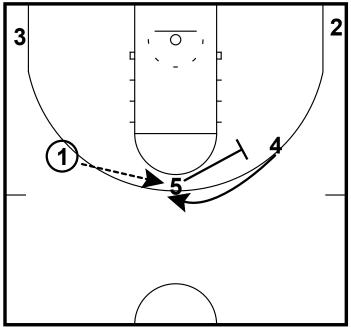
- 1. 5 sets cross screen for 4
- 2. 4 and 5 then set double ball screen for 1
- 3. After screens, 4 pops to wing, 5 rolls

Wide: Double Ball Screen: Fire: Swing: Wide: Slip Wide



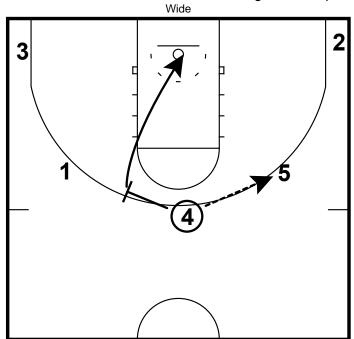
1. 5 sets cross screen for 4, 4 and 5 then set double ball screen for 1 $\,$

Wide: Double Ball Screen: Fire: Swing: Wide: Slip Wide



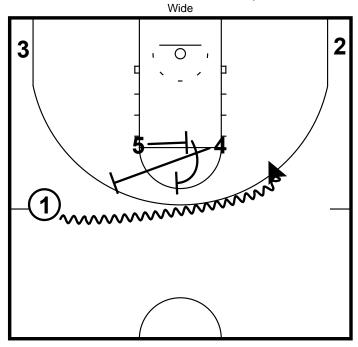
- 1. 5 sets screen for 4
- 2. 1 hits 4

Wide: Double Ball Screen: Fire: Swing: Wide: Slip



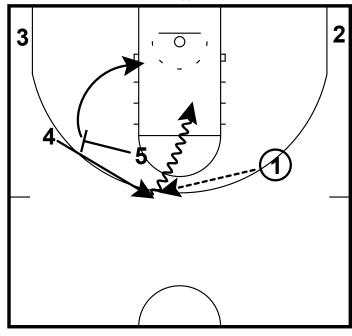
- 1. 4 swings to 5
- 2. 4 goes to set screen for 1 but slips to basket instead

Wide: Double Ball Screen: Slip: Fire



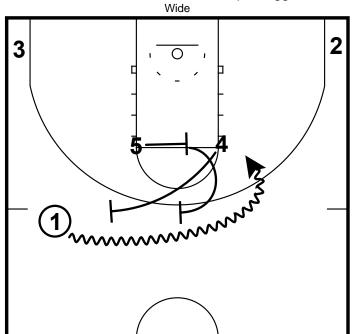
1. 5 sets cross screen for 4, 4 and 5 then set double ball screen for 1 $\,$

Wide: Double Ball Screen: Slip: Fire Wide

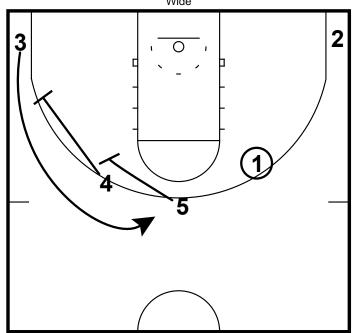


- 1. 5 then screens for 4
- 2, 1 hits for who looks to attack
- 3. 5 slips to basket

Wide: Double Ball Screen: Slip: Stagger

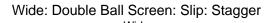


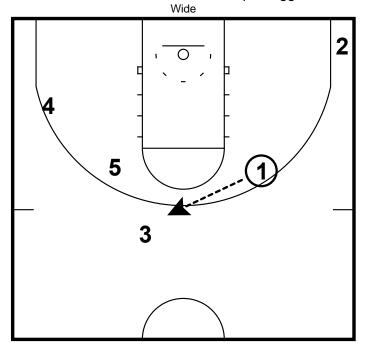
Wide: Double Ball Screen: Slip: Stagger Wide



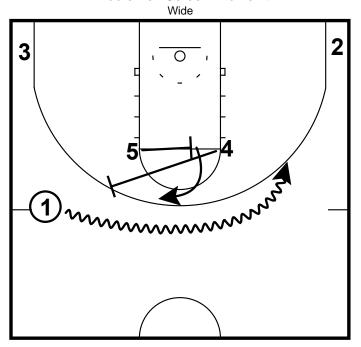
- 1. 5 sets cross screen for 4
- 2. 4 and 5 then set double ball screen for 1

1. 4 and 5 set double stagger screen for 3



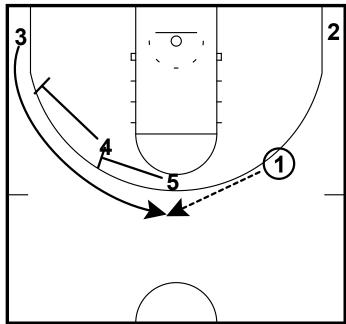


Wide: Double Ball Screen: Slip: Stagger: Wide-Wrap: Middle Ball Screen: Roll-exit



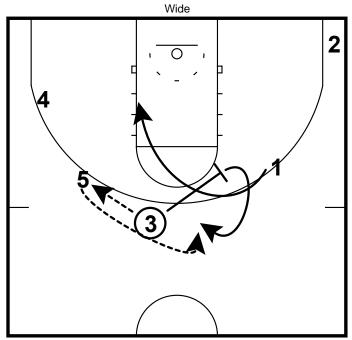
1. 5 sets cross screen for 4, 4 and 5 then set double ball screen for 1 $\,$

Wide: Double Ball Screen: Slip: Stagger: Wide-Wrap:
Middle Ball Screen: Roll-exit
Wide



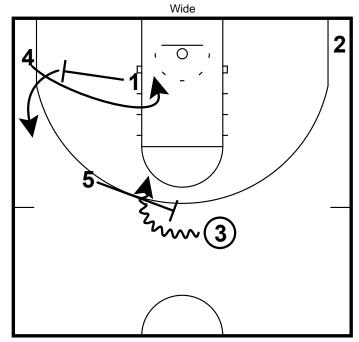
- 1. 4 and 5 set staggered screens for 3
- 2. 1 hits 3

Wide: Double Ball Screen: Slip: Stagger: Wide-Wrap: Middle Ball Screen: Roll-exit



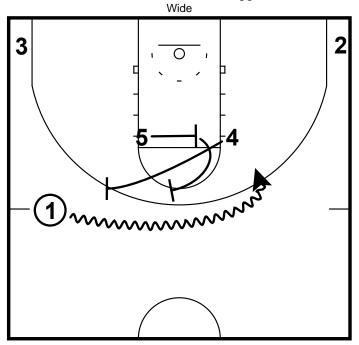
- 1. 3 hits 5
- 2. 3 sets screen for 1 who uses it to roll to basket
- 3. 3 rolls back to ball and 5 hits them

Wide: Double Ball Screen: Slip: Stagger: Wide-Wrap: Middle Ball Screen: Roll-exit



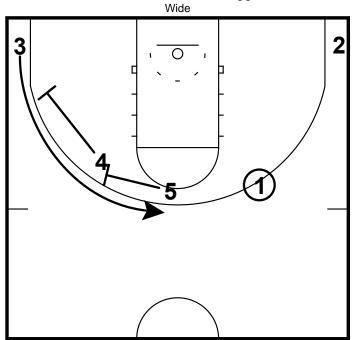
- 1. 5 sets ball screen for 3
- 2. 1 sets exit screen for 4 in corner

Wide: Double Ball Screen: Stagger: Zoom



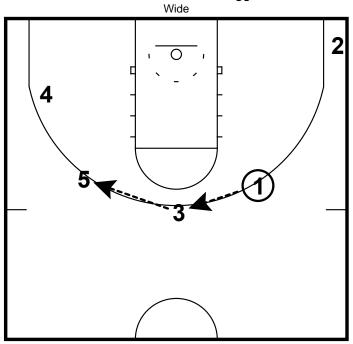
1. 5 sets cross screen for 4, 4 and 5 then set double ball screen for 1 $\,$

Wide: Double Ball Screen: Stagger: Zoom



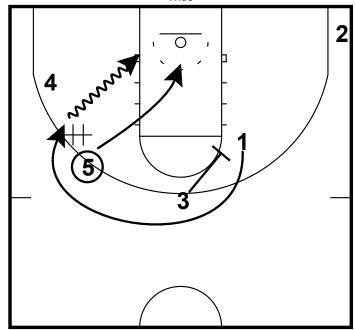
1. 4 and 5 set double stagger for 3

Wide: Double Ball Screen: Stagger: Zoom

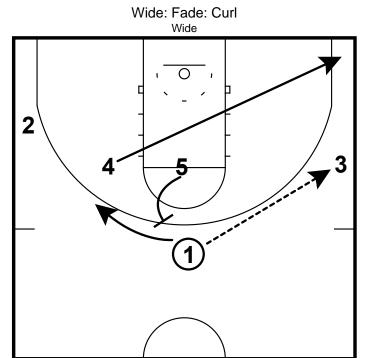


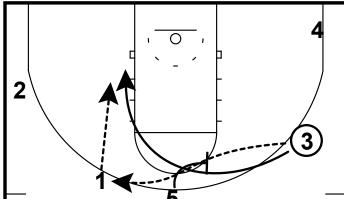
1. 1 hits 3, 3 hits 5

Wide: Double Ball Screen: Stagger: Zoom Wide



- 1. 3 sets screen for 1
- 2. 1 uses zoom action screen to go into DHO with 5
- 3. 5 rolls, looks to attack





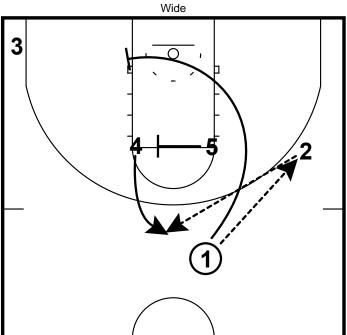
Wide: Fade: Curl

Wide

- 1. 1 hits 3
- 2. 5 sets fade screen for 1
- 3. 4 clears to corner

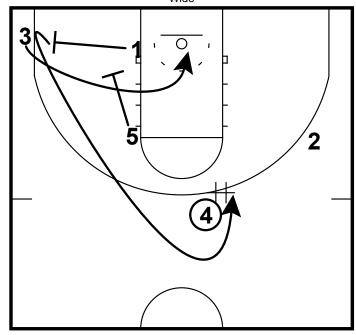
- 1. 3 hits 1
- 2. 5 sets curl screen for 3
- 3. 3 uses screen to curl to basket

Wide: Flex: Zoom: Fade



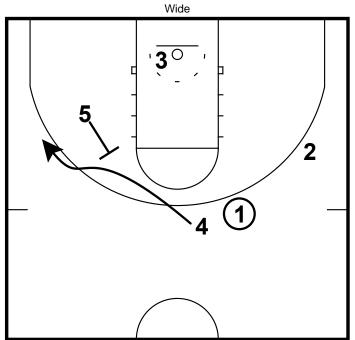
- 1. 1 hits 2 then cuts and sets flex screen for 3
- 2. 5 sets screen for 4, 4 pops to top
- 3. 2 hits 4

Wide: Flex: Zoom: Fade Wide



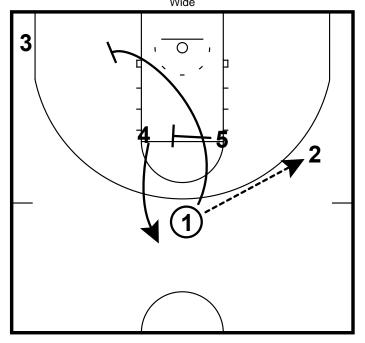
- 1. 1 sets flex screen for 3
- 2. 5 sets pin down for 1
- 3. 1 DHO with 4

Wide: Flex: Zoom: Fade

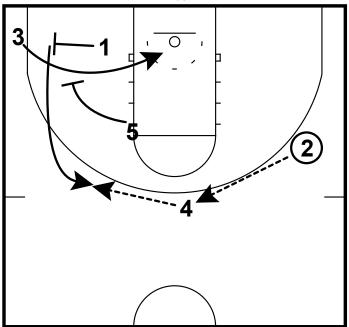


1. 5 sets flare screen for 4

Wide: Flex: Zoom: Fade: Fire: Pin



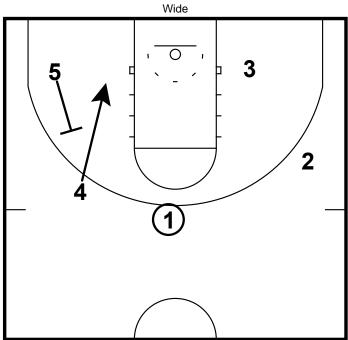
Wide: Flex: Zoom: Fade: Fire: Pin Wide



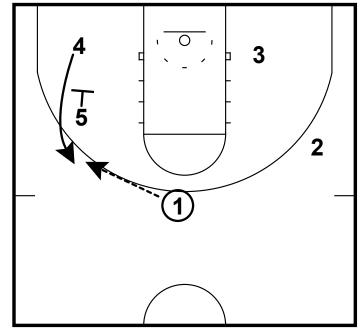
- 1. 1 hits 2 then cuts into flex screen for 3
- 2. 5 sets screen for 4
- 3. 4 pops to top

- 1. 1 sets flex screen for 3
- 2. 5 sets pin down for 1

Wide: Flex: Zoom: Fade: Fire: Pin



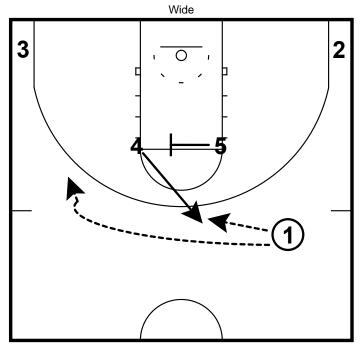
Wide: Flex: Zoom: Fade: Fire: Pin Wide



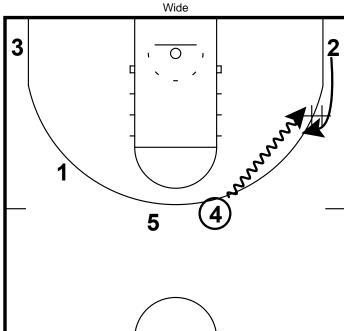
15 sets back screen for 4

1. 5 sets a pin down for 4

Wide: Keep: DHO: Thru: Pass and Get: Slot Ball Scrren: Roll-Exit



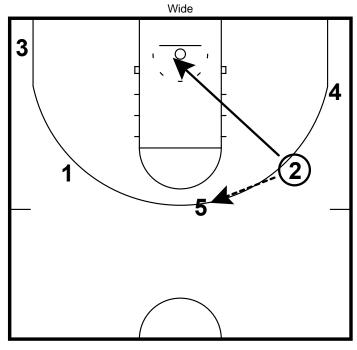
Wide: Keep: DHO: Thru: Pass and Get: Slot Ball Scrren: Roll-Exit



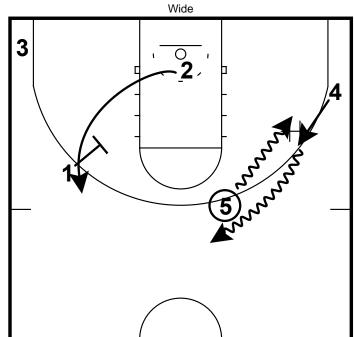
- 1. 5 screens for 4
- 2. 1 hits 2, then clears to wing

1. 4 and 2 DHO

Wide: Keep: DHO: Thru: Pass and Get: Slot Ball Scrren: Roll-Exit



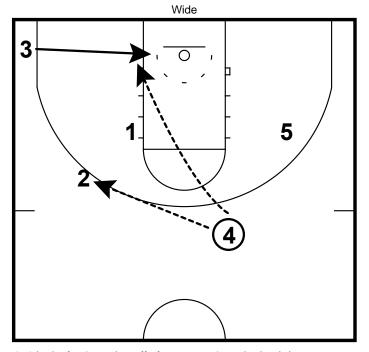
Wide: Keep: DHO: Thru: Pass and Get: Slot Ball Scrren: Roll-Exit



1. 2 hits 5 then cuts to basket

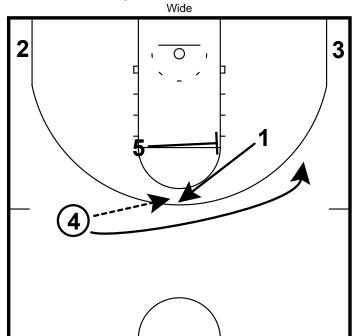
- 1. 5 DHO with 4
- 2. 2 sets screen for 1

Wide: Keep: DHO: Thru: Pass and Get: Slot Ball Scrren: Roll-Exit

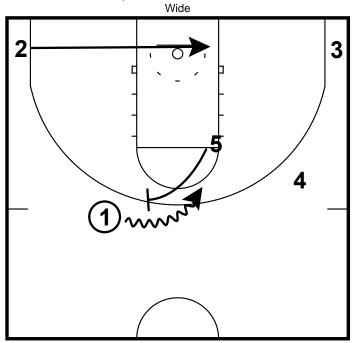


1. 1 looks for 2 coming off of screen or 3 on the backdoor cut

Wide: Keep: Slot Ball Screen: Roll-Exit

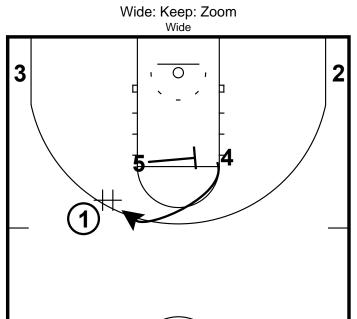


Wide: Keep: Slot Ball Screen: Roll-Exit

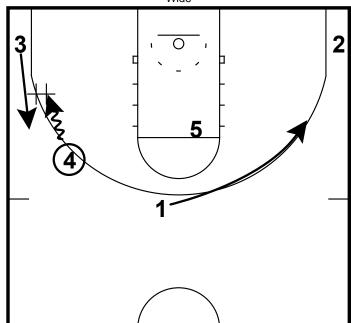


- 1. 5 sets screen for 1
- 2. 4 hits 1 then clears to wing

- 1. 2 exits corner
- 2. 5 sets slot ball screen for 1

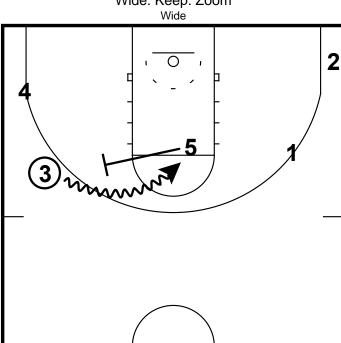






1. 5 sets screen for 4, who then DHOs with 1

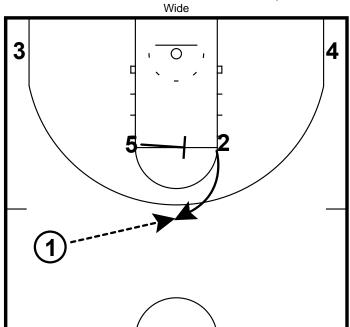
1. 1 clears to wing 2. 4 DHO with 3



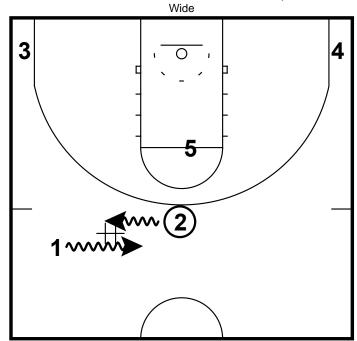
Wide: Keep: Zoom

1. 5 sets ball screen for 3

Wide: Pistol: Fire: Chin: Fade: Slip

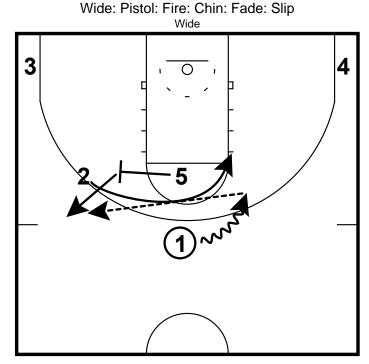


Wide: Pistol: Fire: Chin: Fade: Slip

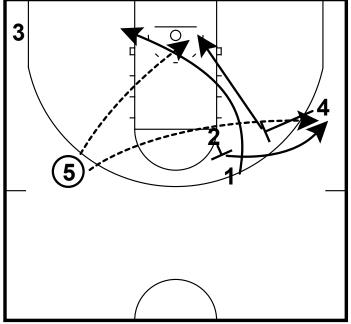


- 1. 5 screens for 2
- 2. 1 hits 2

1. 1 and 2 DHO



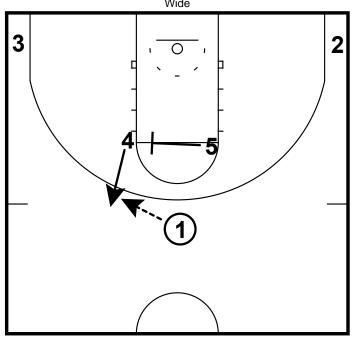
Wide: Pistol: Fire: Chin: Fade: Slip Wide



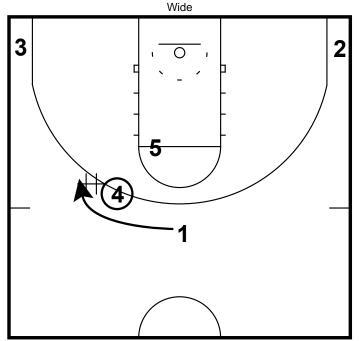
- 1. 5 sets screen for 2
- 2. 2 shallow cuts
- 3. 1 hits 5

- 1. 2 sets back screen for 1
- 2. 4 sets fade screen for 2
- 3. 4 slips to basket

Wide: Pistol: Fire: Middle Ball Screen

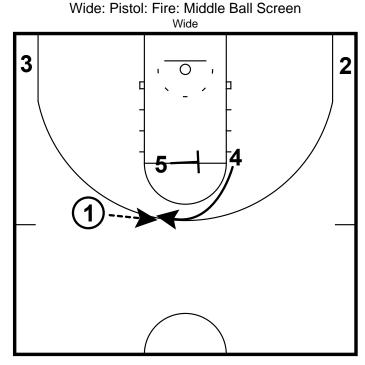


Wide: Pistol: Fire: Middle Ball Screen

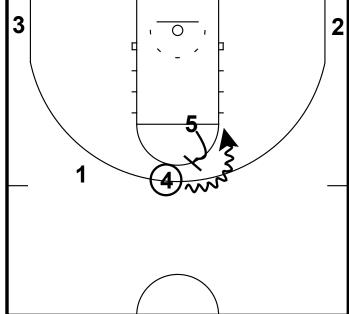


- 1. 5 screens for 4
- 2. 4 pops to top, 1 hits 4

1. 1 and 4 DHO



Wide: Pistol: Fire: Middle Ball Screen Wide

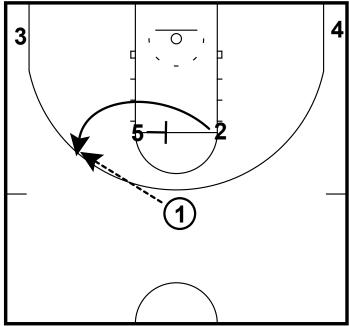


- 1. 5 screens for 4
- 2. 1 hits 4

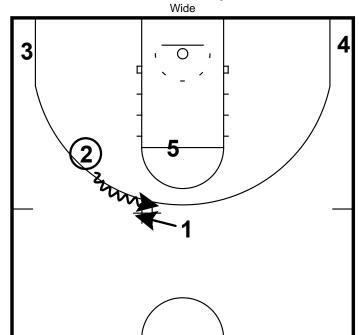
1. 5 sets ball screen for 4

Wide: Pistol: Fire: Reject: Flex



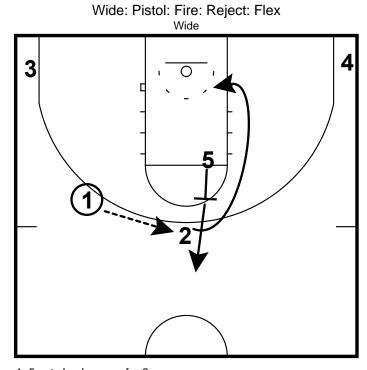


Wide: Pistol: Fire: Reject: Flex

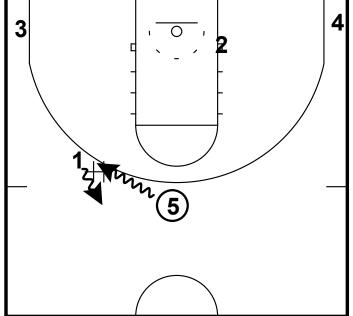


- 1. 5 screens for 2
- 2. 1 hits 2

1. 2 and 1 DHO



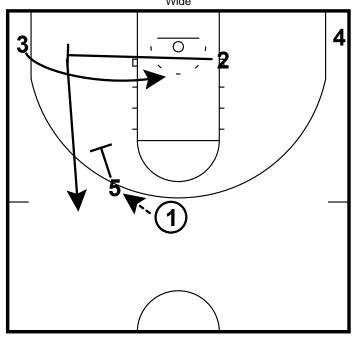
Wide: Pistol: Fire: Reject: Flex Wide



- 1. 5 sets backscreen for 2
- 2. 5 pops , 1 hits 5

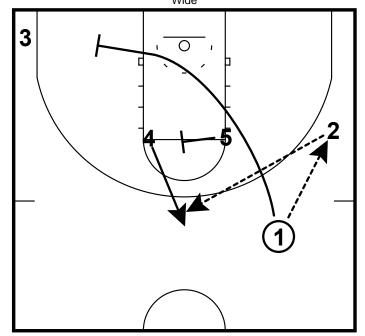
1. 1 and 5 DHO

Wide: Pistol: Fire: Reject: Flex Wide

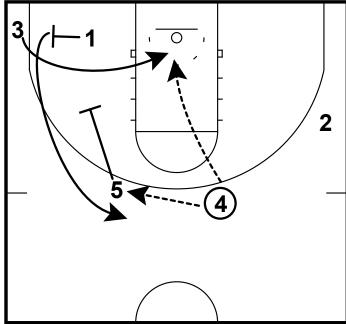


- 1. 2 sets flex screen for 3
- 2. 5 sets pin down for 2

Wide: Regular: Flex Wide



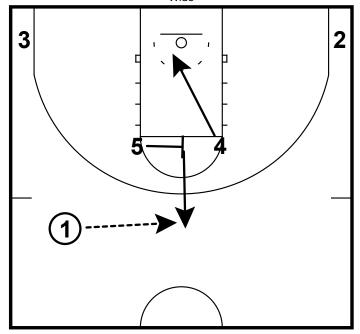
Wide: Regular: Flex Wide

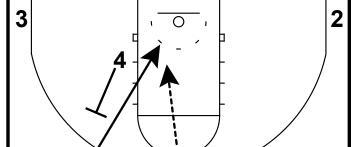


- 1. 1 hits 2
- 2. 1 then basket cuts then goes right into flex screen with 3
- 3. 5 sets screen for 4
- 4. 2 hits 4

- 1. 1 sets flex screen for 3, 4 can look to hit 3
- 2. 5 then sets pindown screen for 1 who is looking for a shoot

Wide: Reject: Chin Wide



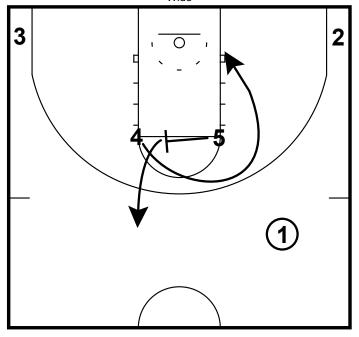


Wide: Reject: Chin Wide

- ${\bf 1.\; 5\; sets\; screen\; for\; 4,\; who\; rejects\; screen\; and\; slips to\; basket}$
- 2. 5 pops to top, 1 hits 5

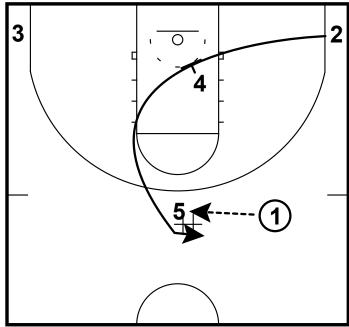
- 1. 4 sets screen for 1
- 2. 5 hits 1

Wide: Wrap: Gut Zoom: Ghost Ball Screen: Flare



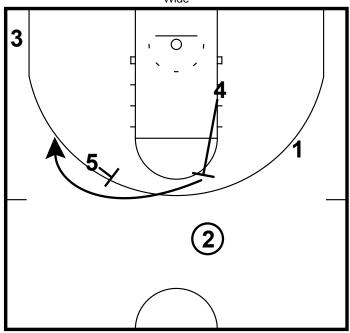
1. 5 sets screen for 4 then pops to top

Wide: Wrap: Gut Zoom: Ghost Ball Screen: Flare Wide

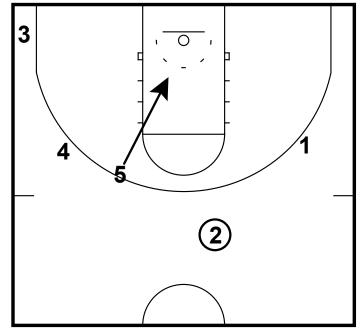


- 1. 1 hits 5
- 2. 4 sets gut screen for 2 who used it to DHO with 5 (zoom action)

Wide: Wrap: Gut Zoom: Ghost Ball Screen: Flare Wide

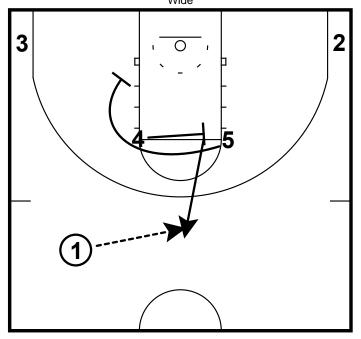


Wide: Wrap: Gut Zoom: Ghost Ball Screen: Flare Wide

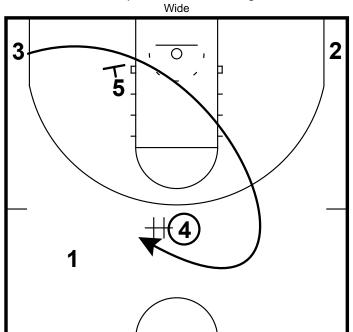


1. 2 looks to hit 4 or 5 slipping to basket

Wide: Wrap: Gut: Zoom: Swing: Chin Wide



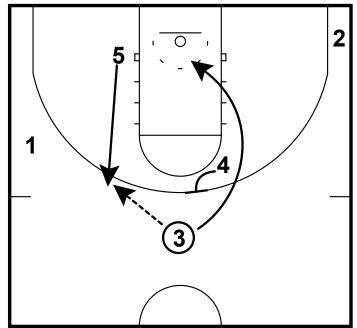
Wide: Wrap: Gut: Zoom: Swing: Chin



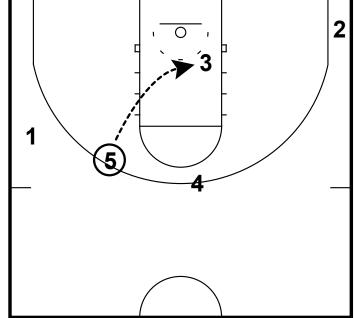
1. 3 uses gut screen to go into DHO with 4

- 1. 4 screens for 5
- 2. 5 rolls and gets gut screen for 33. 4 pops to top, 1 hits them

Wide: Wrap: Gut: Zoom: Swing: Chin Wide



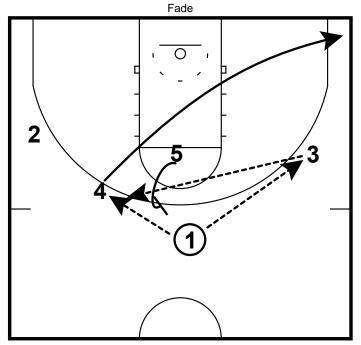
Wide: Wrap: Gut: Zoom: Swing: Chin Wide



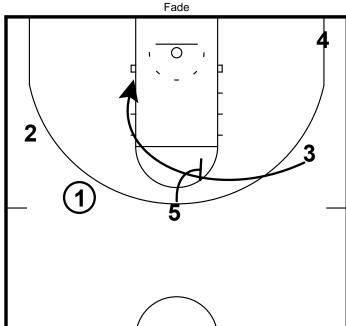
- 1. 3 hits 5
- 2. 4 sets back screen for 3

1. 5 looks to hit 3

Fade: Wide-Curl:Wide



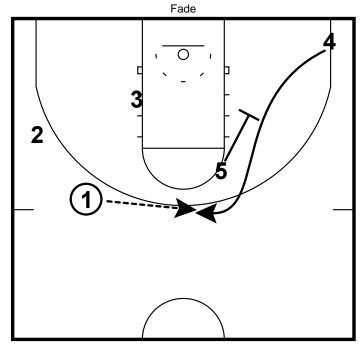
Fade: Wide-Curl:Wide



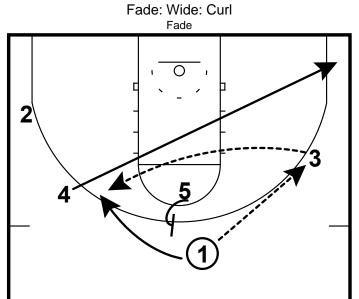
1. 5 sets curl screen for 3

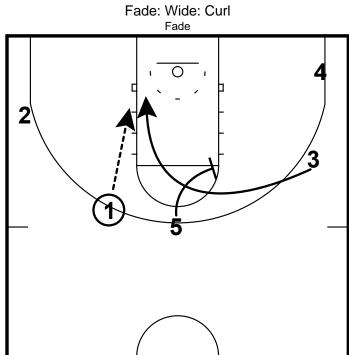
- 1. 1 hits 3
- 2. 4 clears corner
- 3. 5 sets fade screen for 3
- 4. 3 hits 1

Fade: Wide-Curl:Wide



1. 5 sets screen for 3



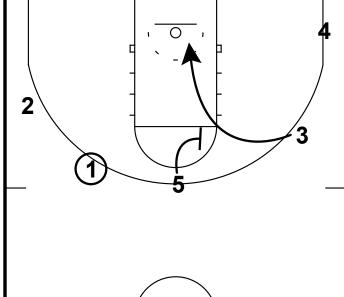


- 1. 1 hits 3
- 2. 4 clears corner
- 3. 5 sets fade screen for 3
- 4. 3 hits 1

1. 5 sets curl screen for 3

Fade: Wide: Reject: Wide

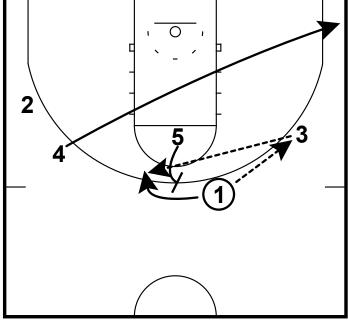
Fade



Fade: Wide: Reject: Wide

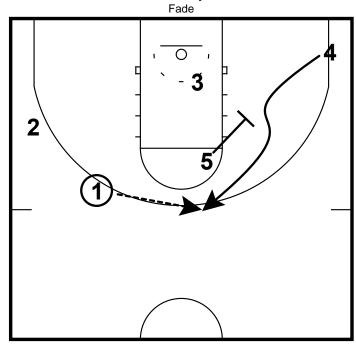
Fade

1. 5 sets screen, 3 rejects and slips to basket



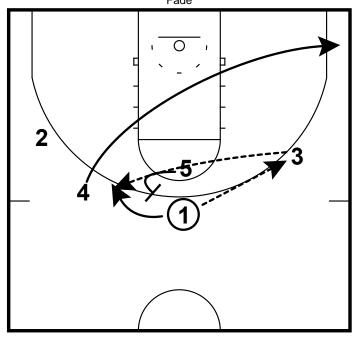
- 1. 1 hits 3
- 2. 4 clears corner
- 3. 5 sets fade screen for 3
- 4. 3 hits 1

Fade: Wide: Reject: Wide

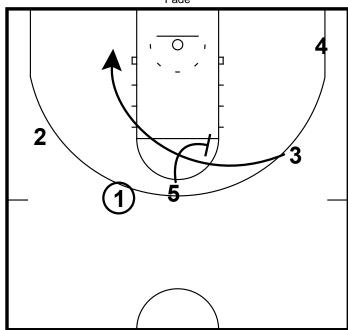


1. After 3 rejects screen, 5 screens for 4

Fade:Wide-Curl:Back Screen: Lob



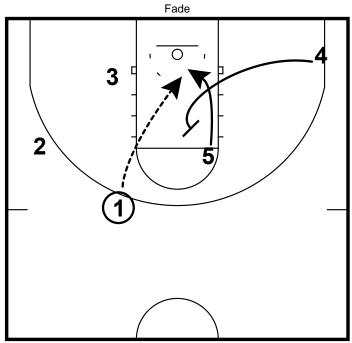
Fade:Wide-Curl:Back Screen: Lob



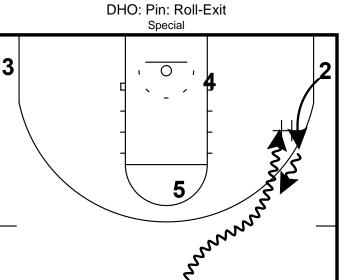
1. 5 sets curl screen for 3

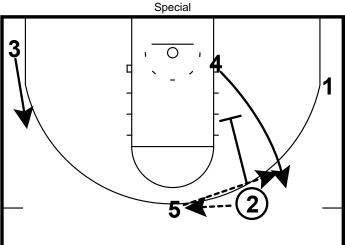
- 1. 1 hits 3
- 2. 5 sets fade screen for 3
- 3. 3 hits 1
- 4. 4 clears corner

Fade:Wide-Curl:Back Screen: Lob



1. 4 sets back screen for 5 creating a lob opportunity.

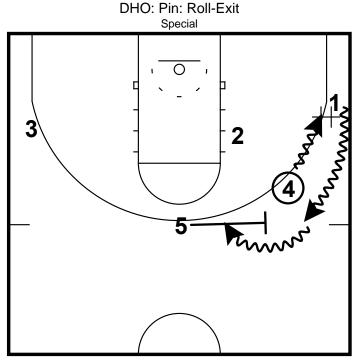




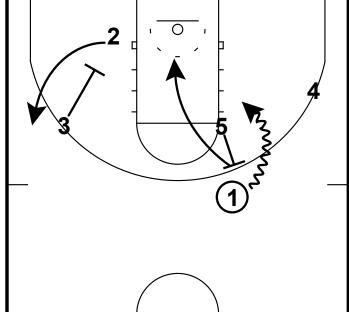
DHO: Pin: Roll-Exit

1. 1 and 2 DHO

- 1. 2 hits 5 and then sets pin down for 4
- 2. 5 hits 4



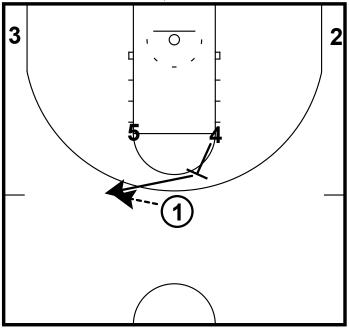
DHO: Pin: Roll-Exit



- 1. 4 DHO with 1
- 2. 5 sets ball screen for 1

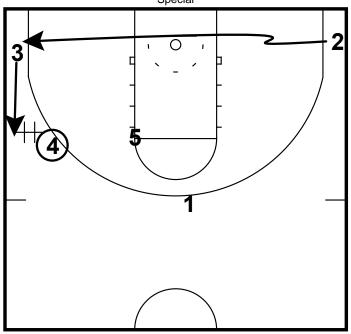
- 1. 1 and 5 run Pick and Roll
- 2. 3 sets pin down screen for 2

Ghost: Swing: Zoom: Stagger Decoy: Backdoor Special



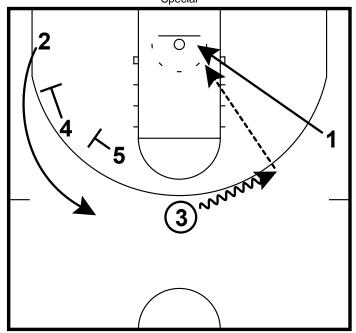
- 1. 4 sets ghost screen for 1
- 2. 1 hits 4 on wing

Ghost: Swing: Zoom: Stagger Decoy: Backdoor Special



- 1. 4 DHO with 3
- 2. 2 clears to ballside corner

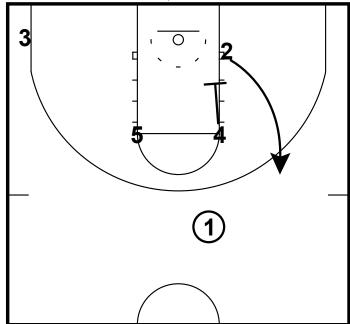
Ghost: Swing: Zoom: Stagger Decoy: Backdoor Special



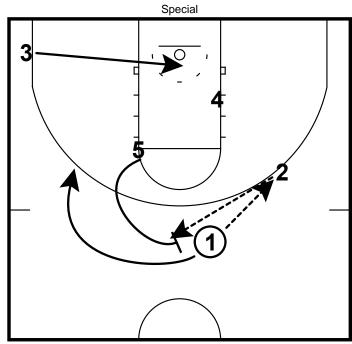
- 1. 4 and 5 set screens for 2
- 2. 3 looks for 1 cutting backdoor

Pin: Motion: Fade: Zoom Elevator

Special



Pin: Motion: Fade: Zoom Elevator

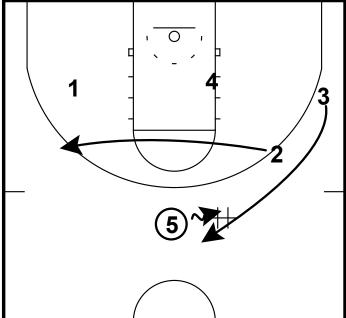


1. 4 sets pin down for 2

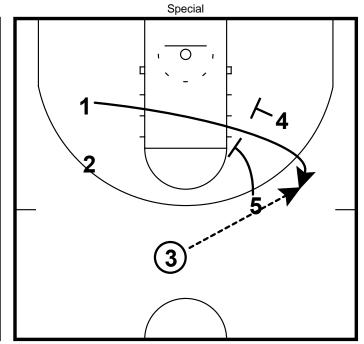
- 1. 1 hits 2
- 2. 5 sets fade screen for 1
- 3. 2 hits 5

Pin: Motion: Fade: Zoom Elevator

Special

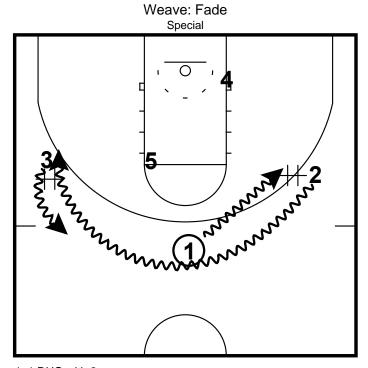


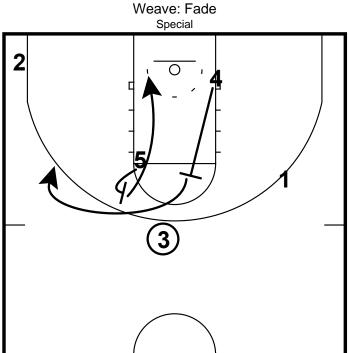
Pin: Motion: Fade: Zoom Elevator



- 1. 2 clears to wing
- 2, 3 DHO with 5

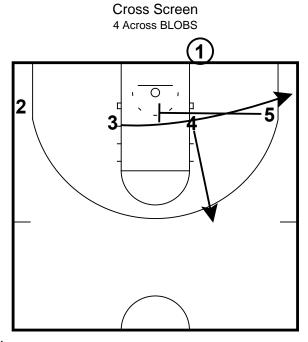
- 1, 5 and 4 set elevator screen for 1
- 2. 3 hits 1

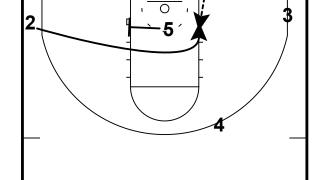




- 1. 1 DHO with 2
- 2. 2 DHO with 3

- 4 sets ghost screen for 3
 5 sets fade screen for 4
- 2. 3 can hit 4 for shot or 5 slipping to basket



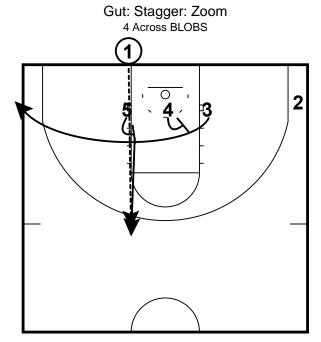


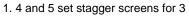
Cross Screen

4 Across BLOBS

- 1. 4 pops
- 2. 5 sets cross screen for 3

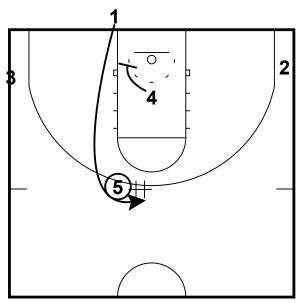
- 1. 5 sets screen for 2
- 2. 1 hits 3





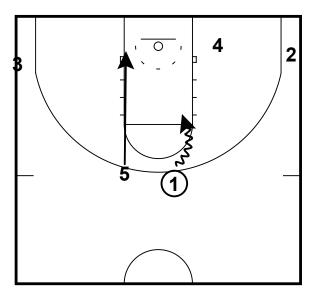
2. 5 pops to top of key and receives inbound pass

Gut: Stagger: Zoom 4 Across BLOBS



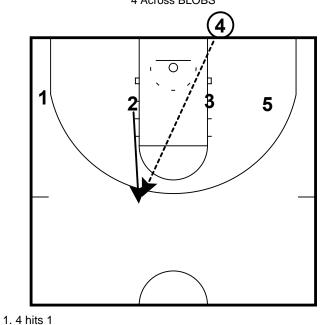
- 1. 4 sets scfeen for 1
- 2. 1 DHO with 5

Gut: Stagger: Zoom 4 Across BLOBS

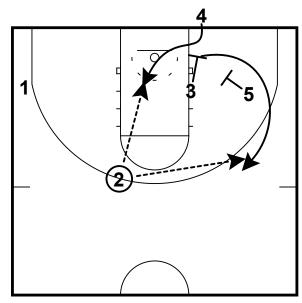


1. 1 attacks, 5 slips to basket

Inbounder: Screen the Screener 4 Across BLOBS

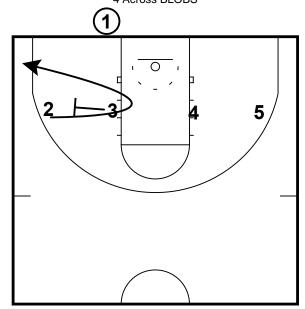


Inbounder: Screen the Screener 4 Across BLOBS

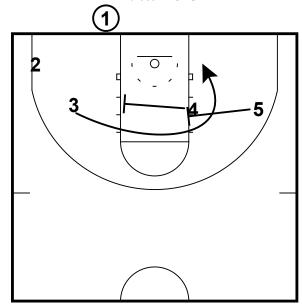


1. 2 can either hit 4 or 3 after they run off their screens

Screen the Screener: Curl 4 Across BLOBS

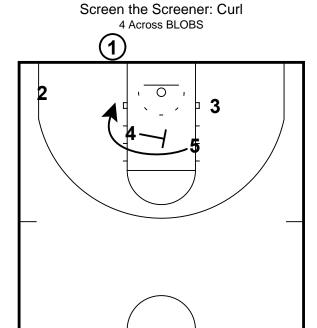


Screen the Screener: Curl 4 Across BLOBS

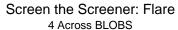


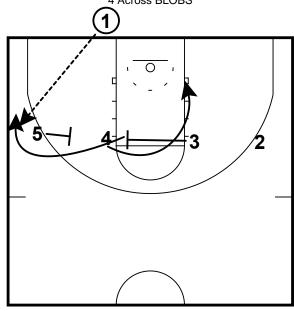
1. 3 screens for 2

1. 4 and 5 sets screens, 3 curls off of them



1. 4 screens for 5

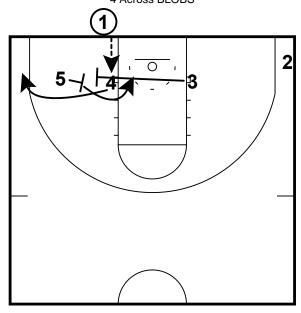




1 3 screens for 4

2. 5 then screens for 5

Screen the Screener: Lob 4 Across BLOBS



- 1. 5 screens for 4
- 2. 3 screens for 5

Stagger Curl: Flare
4 Across BLOBS

1
2

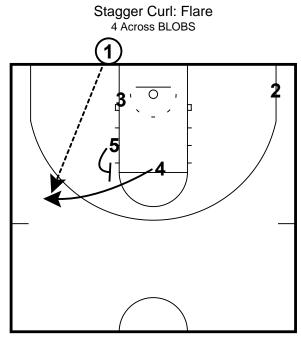
Stagger Curl: Flare
4 Across BLOBS

1

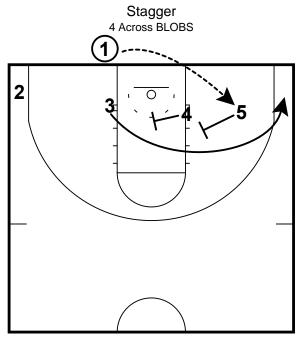
3

1. 3 and 4 set stagger screen for 2

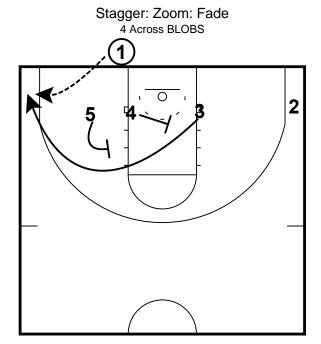
1. 5 and 4 set stagger screens for 3

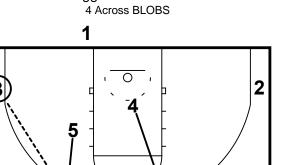


1. 5 sets flare screen for 4



- 1. 4 and 5 set stagger screens for 3 2. 1 hits 3 for shot

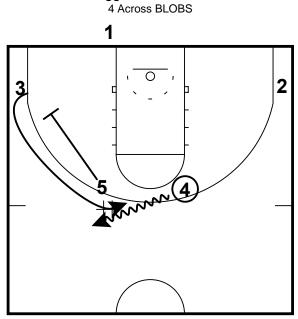




Stagger: Zoom: Fade

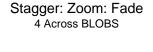
1. 3 swings to 5, 5 swings to 4

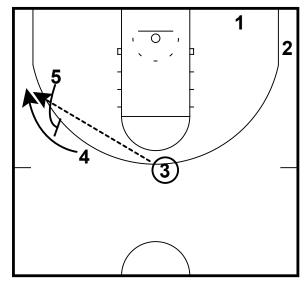
- 1. 4 and 5 set stagger screens for 3
- 2. 1 hits 3



Stagger: Zoom: Fade

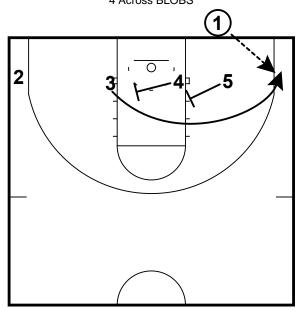
1. 5 sets down screen for 3, 3 then DHO with 4





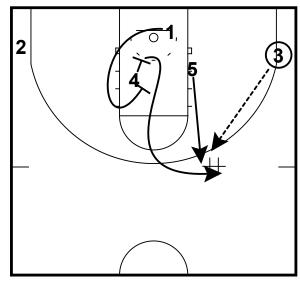
- 1. 5 sets fade screen for 4
- 2. 3 hits 4

Stagger: Zoom: Wrap 4 Across BLOBS



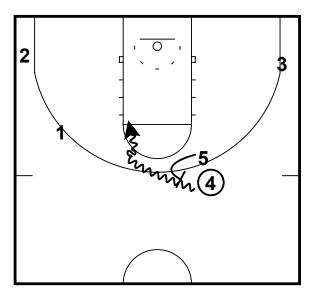
- 1. 4 and 5 set stagger screen for 3 $\,$
- 2. 1 hits 3

Stagger: Zoom: Wrap 4 Across BLOBS

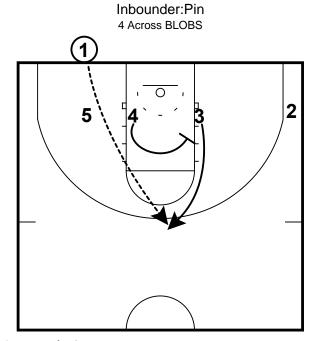


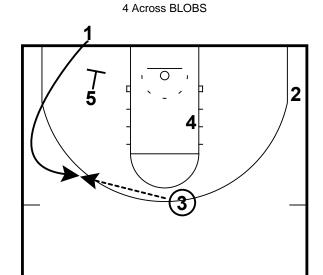
- 1 1 hits 5
- 2. 4 sets screen for 1, but then one wraps and sets a screen for 4
- 3. 4 pops to top and then DHO with 5

Stagger: Zoom: Wrap 4 Across BLOBS



1. 5 sets ball screen for 4



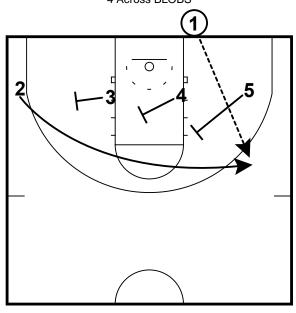


Inbounder:Pin

- $1.\ 4\ screens\ for\ 3$
- 2. 1 hits 3

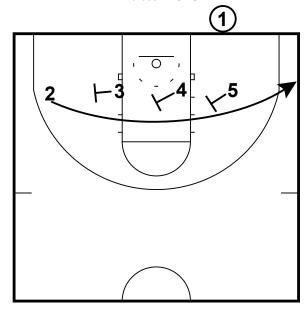
1. 5 sets pin down for 1

Triple Stagger 4 Across BLOBS



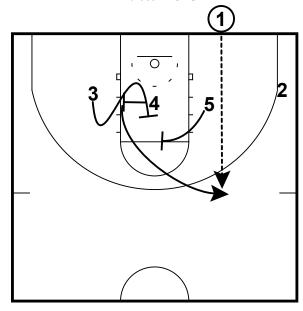
1. 2 comes off triple stagger looking for shot

Triple Stagger Curl: Stagger: Wrap: Stagger 4 Across BLOBS



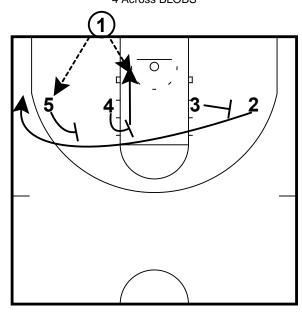
1. 2 comes off triple stagger

Triple Stagger Curl: Stagger: Wrap: Stagger 4 Across BLOBS

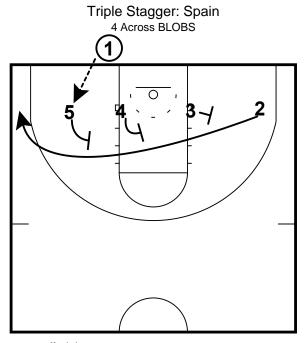


- 1. 4 and 5 set stagger for 3
- 2. 3 wraps around and sets screen for 4
- 3. 4 uses that screen and screen for 5 to be open for shot up top.

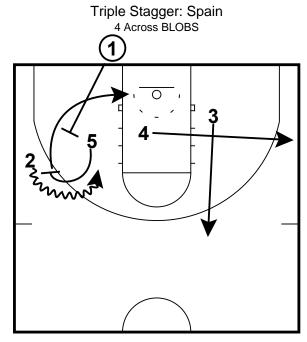
Triple stagger: Curl: Slip 4 Across BLOBS



- 2 comes off triple stagger
 4 slips to rim

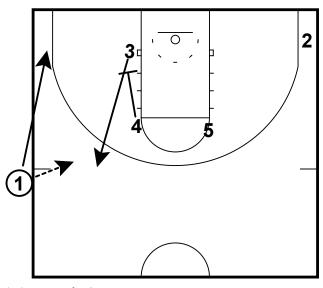


- 1. 2 comes off triple stagger
- 2. 1 hits 2



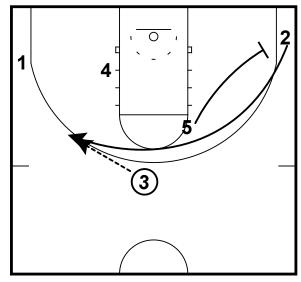
- 1. 3 and 4 space weakisde
- 2, 5 sets ball screen for 2
- 3, 1 then sets Spain screen for 5

Zipper: Wide: Ghost: Slip-Thru: Pin Zipper SLOB



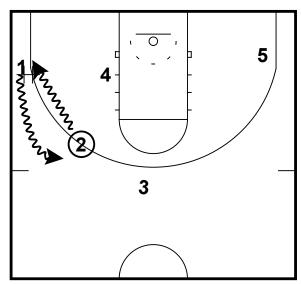
- 1. 4 screens for 3
- 2, 1 hit 3

Zipper: Wide: Ghost: Slip-Thru: Pin Zipper SLOB



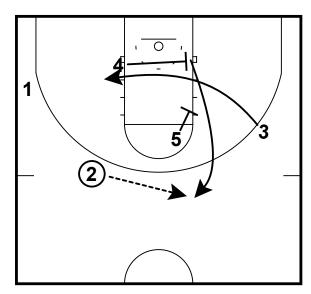
- 1. 5 sets screen for 2
- 2. 3 hits 2

Zipper: Wide: Ghost: Slip-Thru: Pin Zipper SLOB



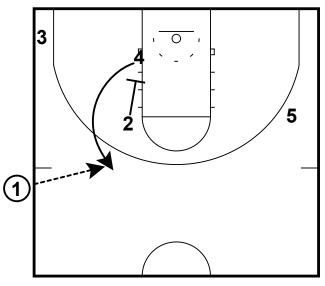
1. 1 and 2 DHO

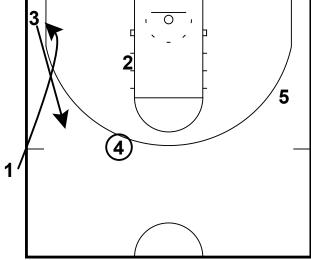
Zipper: Wide: Ghost: Slip-Thru: Pin Zipper SLOB



- 1. 4 sets exit screen for 3
- 2. 5 sets screen for 4

Zipper: Zoom Zipper SLOB





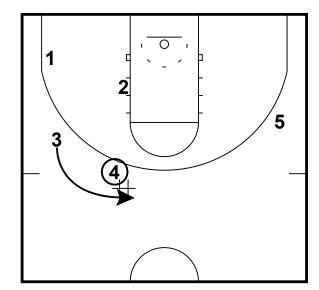
Zipper: Zoom Zipper SLOB

1. 1 and 3 exchange

1. 2 sets screen for 4

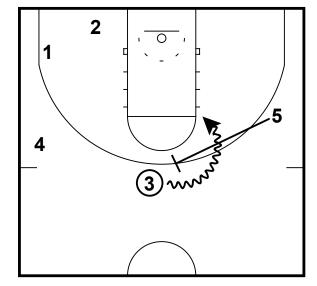
2. 1 hits 4

Zipper: Zoom Zipper SLOB



Zipper SLOB

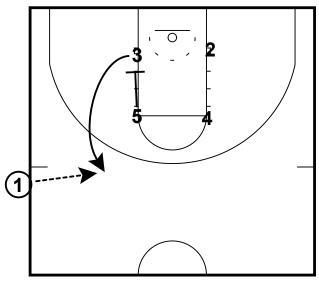
Zipper: Zoom



1. 3 DHO with 4

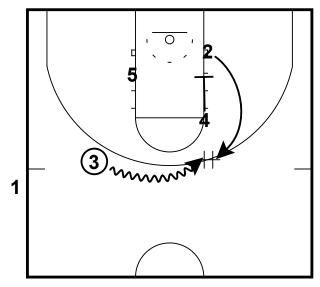
1. 5 sets ball screen for 3

Zipper: Zoom: Middle Ball Screen: Ram: High Low Zipper SLOB



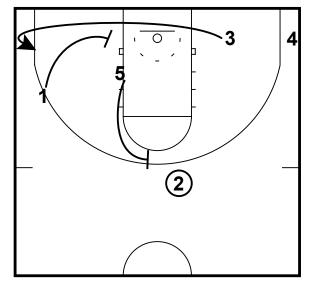
- 1. 5 sets screen for 3
- 2. 1 hits 3

Zipper: Zoom: Middle Ball Screen: Ram: High Low Zipper SLOB



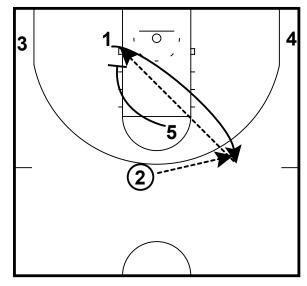
- 1. 4 sets down screen for 2
- 2. 2 DHO with 3

Zipper: Zoom: Middle Ball Screen: Ram: High Low Zipper SLOB



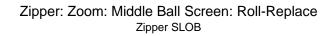
- 1. 5 sets ball screen for 2
- 2. 1 sets screen for 3

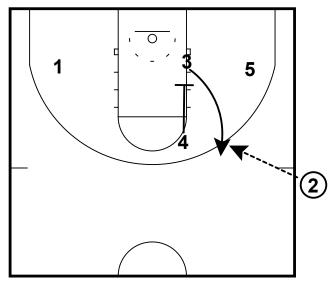
Zipper: Zoom: Middle Ball Screen: Ram: High Low Zipper SLOB

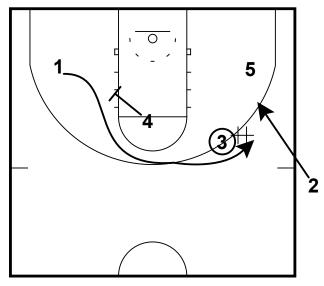


- 1. 5 sets screen for 1
- 2. 2 hits 1
- 3. 1 looks to score or hit 5 down low

Zipper: Zoom: Middle Ball Screen: Roll-Replace Zipper SLOB



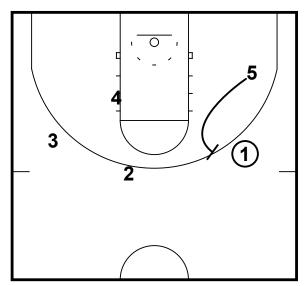




- 1. 4 sets screen for 3
- 2. 2 hits 3

- 1. 4 sets screen for 1
- 2. 1 DHO with 3

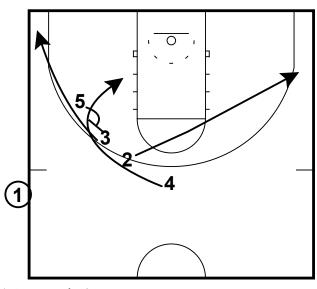
Zipper: Zoom: Middle Ball Screen: Roll-Replace Zipper SLOB

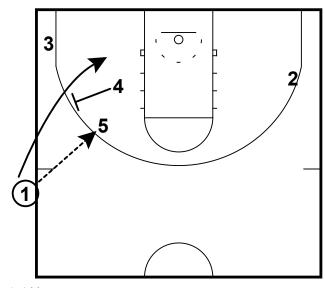


1. 5 sets ball screen for 1

Scissor: Slice: Stagger: Slip SLOB Special

Scissor: Slice: Stagger: Slip SLOB Special

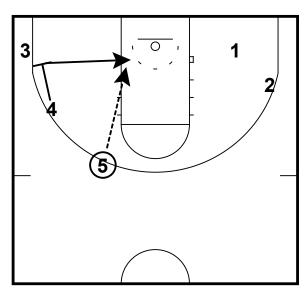




- 1. 5 screens for 3
- 2. 2 and 4 cut

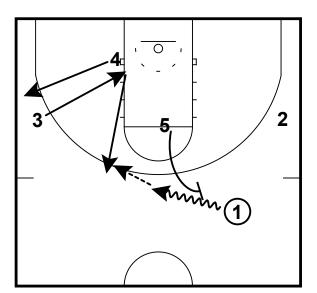
- 1. 1 hits 5
- 2. 4 sets back screen for 1

Scissor: Slice: Stagger: Slip SLOB Special



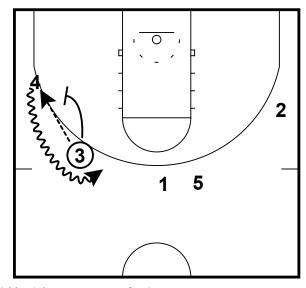
1. 4 sets screen for 3, but slips to basket for lay up

Reversal: Step Up Ball Screen Zone Series



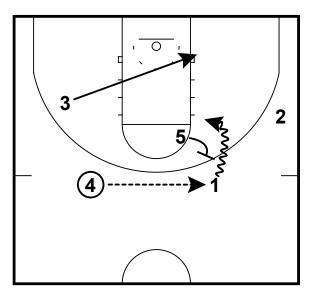
- 1. 5 sets ball screen for 1
- 2. 3 and 4 cut and exchange

Reversal: Step Up Ball Screen Zone Series



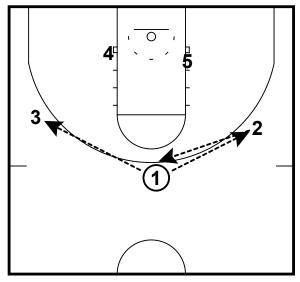
1. 3 hits 4 then sets screen for 4

Reversal: Step Up Ball Screen Zone Series



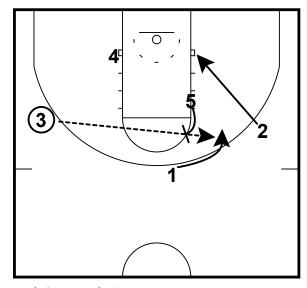
- 1. 4 swings to 1
- 2. 5 sets ball screen for 1
- 3. 3 dives

Swing: Double Fade Zone Series



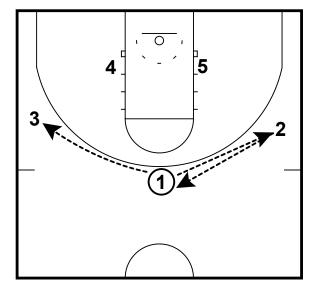
1. 1 swings to 2, who swings it back to 1, 1 then swings to 3

Swing: Double Fade Zone Series



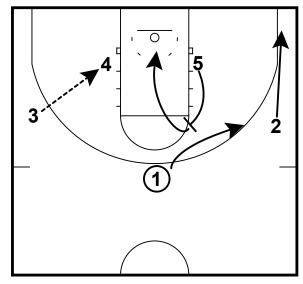
- 1. 5 sets fade screen for 1
- 2. 2 dives

Swing: Double Fade: Slip Zone Series



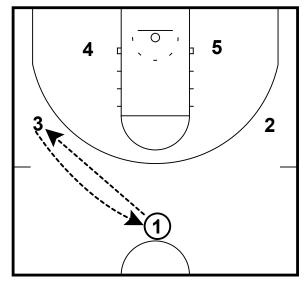
1. 1 swings to 2, 2 swings to 1, 1 swings to 3

Swing: Double Fade: Slip Zone Series



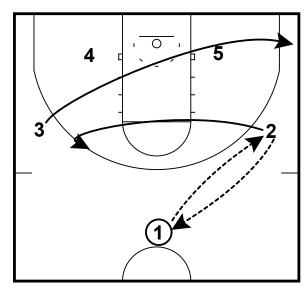
1. 5 sets fade screen then slips to basket

Swing: Thru: Flash Zone Series



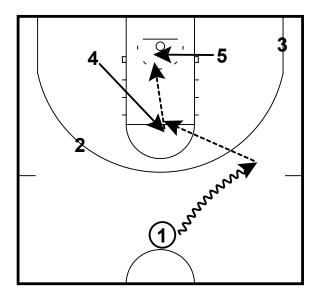
1. 1 swings to 3, 3 swings right back to 1

Swing: Thru: Flash Zone Series



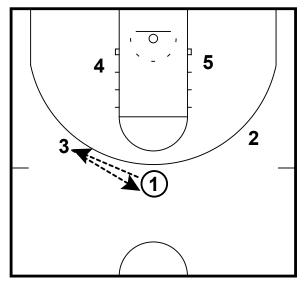
- 1. 2 passes back and forth with 1
- 2. 3 clears to corner

Swing: Thru: Flash Zone Series



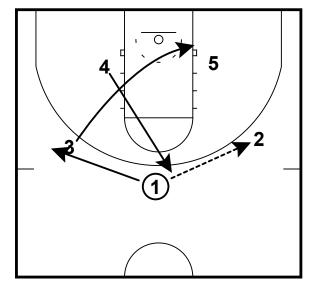
- 1. 1 hits 4 who flashes high post
- 2. 4 locks for 5

Swing: Thru: Flash: Double Backscreen Lob Zone Series



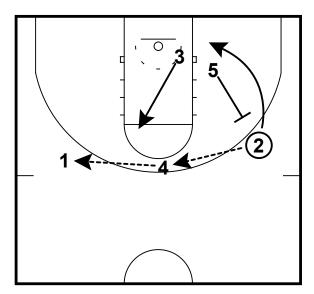
1. 1 and pass pass back and forth

Swing: Thru: Flash: Double Backscreen Lob Zone Series



- 1. 1 passes to 2 and clears to wing
- 2. 4 pops up top

Swing: Thru: Flash: Double Backscreen Lob Zone Series



- 1. 2 swings to 4, 4 swings to 1
- 2. 3 flashes high post
- 3. 5 sets back screen for 2 looking for lob