

# 2021 NCAA Tournament

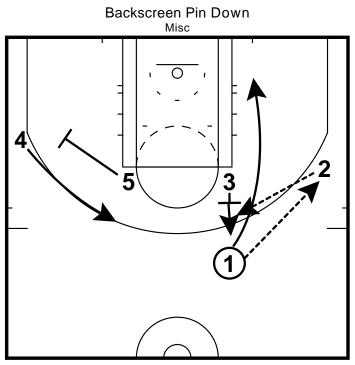
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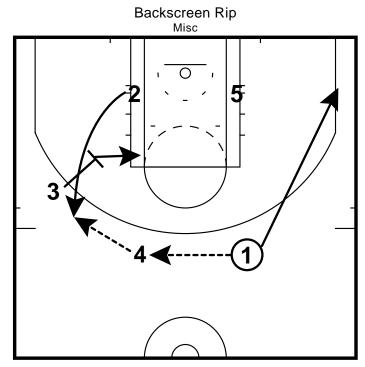
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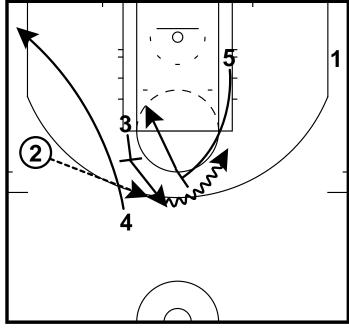
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- 1 hits 2 on the wing 3 sets back screen for 1 and pops 2 hits 3 on top 5 pin downs for 4

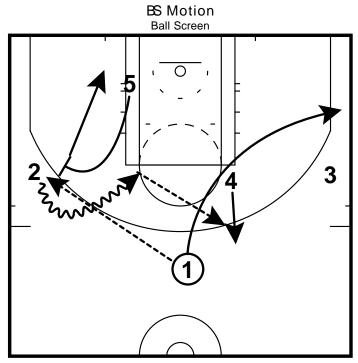




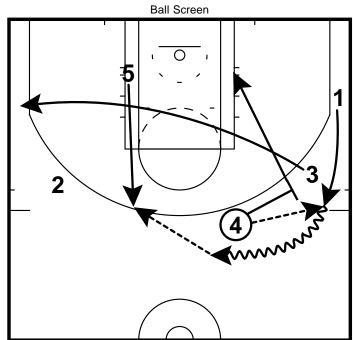
Backscreen Rip

- 1 swings to 4 and cuts corner 3 pin downs for 2, 4 hits 2 3 moves to elbow

- 3 back screens 4 to corner
- 2 hits 3 popping 5 sets BS for 3 and rolls

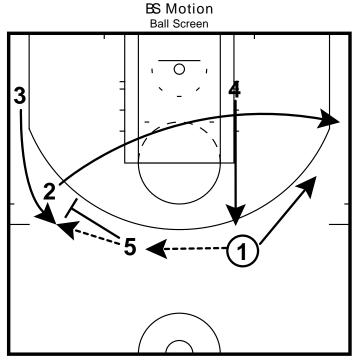


1 hits 2 and cuts opposite 5 steps up to set BS for 2 and roll 4 pops, 2 hits 4 on slot

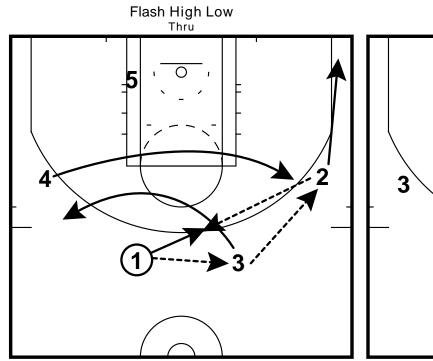


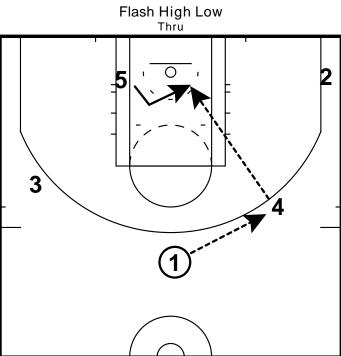
BS Motion

3 cuts through opposite 1 flashes up, 4 hits 1 and BS's to roll 5 flashes to slot 1 hits 5



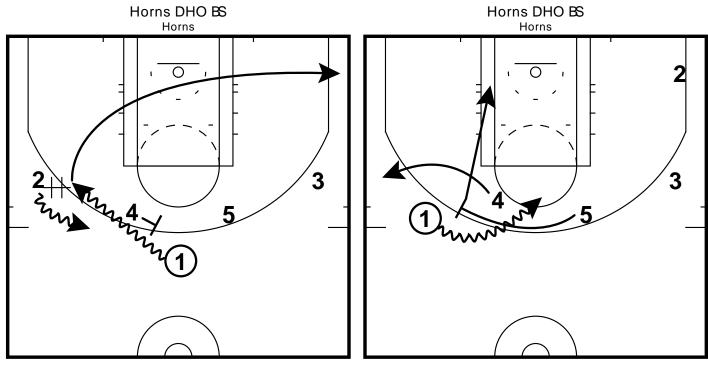
2 cuts through opposite 3 flashes to wing, 5 hits 3 5 BS's for 3, 4 flashes to slot Continuity will follow from here



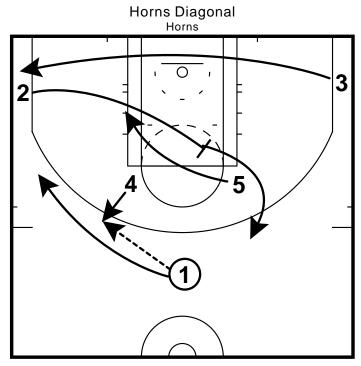


- 1 hits 3, 3 swings to 2, 2 hits 1 3 cuts through opposite 4 cuts across the middle, 2 goes corner

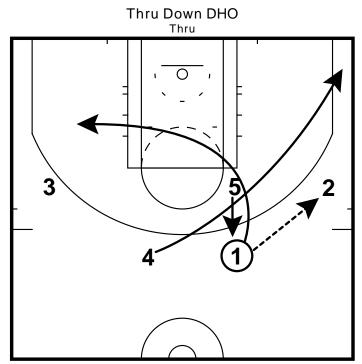
- 1 hits 4 after cut
- 5 flashes to post up 4 looks to hit 5 in the paint

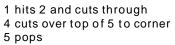


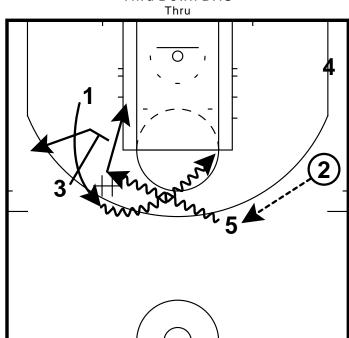
5 sets a BS for 1 and rolls 4 replaces behind BS



- 1 hits 4 popping out, 3 cuts corner 1 cuts over top of 4 2 sets diagonal for 5 and pops



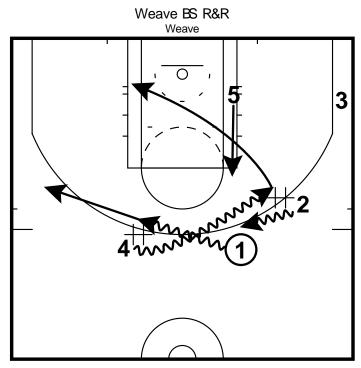


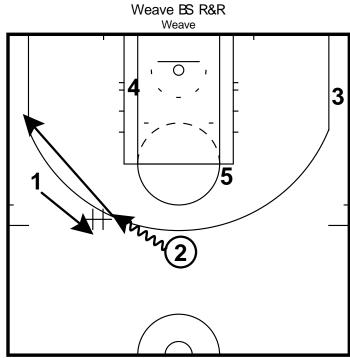


Thru Down DHO

2 hits 5, 3 pin downs for 1 5 DHO's for 1 and rolls 3 replaces behind

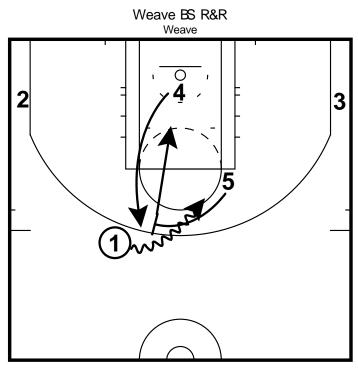
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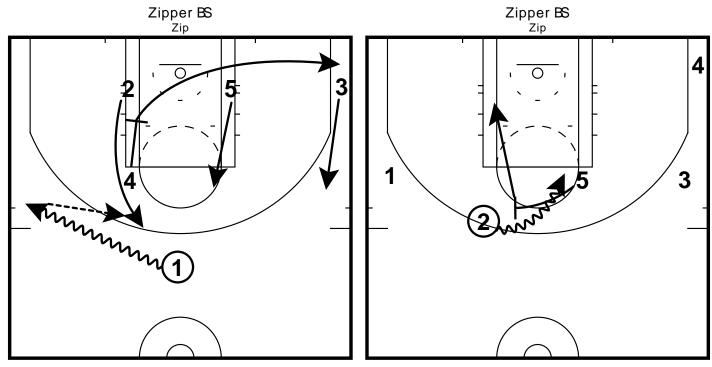


2 DHO's with 1 and spaces

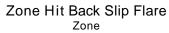
- 1 DHO's with 4 and spaces
- 4 DHO's with 2 and cuts to block
- 2 dribbles to top, 5 flashes to elbow

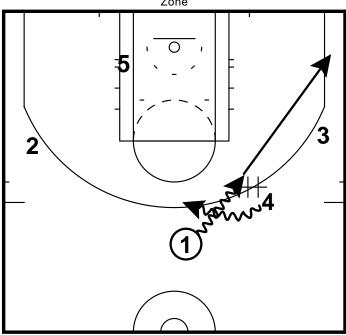


- 5 BS's with 1 and rolls
- 4 replaces behind ball handler



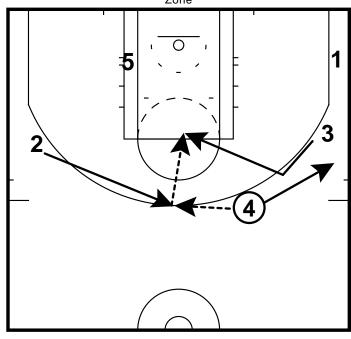
- 1 dribbles over to wing 4 pin downs for 2, 1 hits 2 5 flashes high, 2 fills up to wing



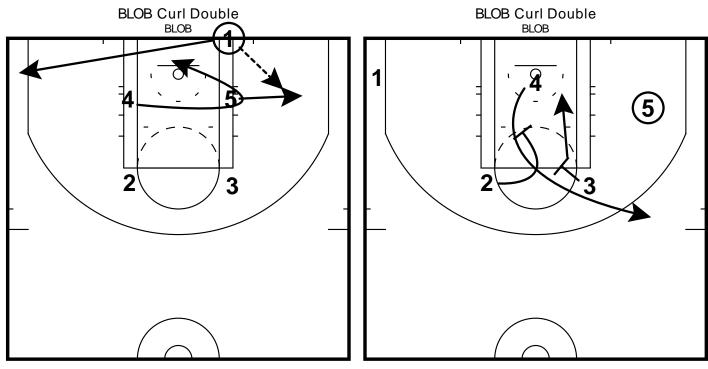


1 DHO's with 4 and goes corner

Zone Hit Back Slip Flare Zone

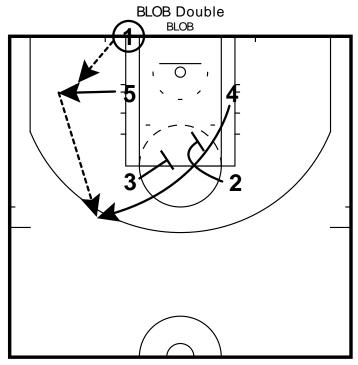


- 4 hits 2 flashing to top 3 fake flares for 4, slips to FT line
- 4 goes wing
- 2 looks for 3 at FT line

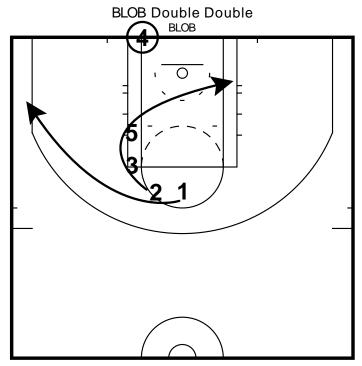


- 4 curls around 5 to front of rim
- 5 pops, 1 hits 5 1 goes opposite corner

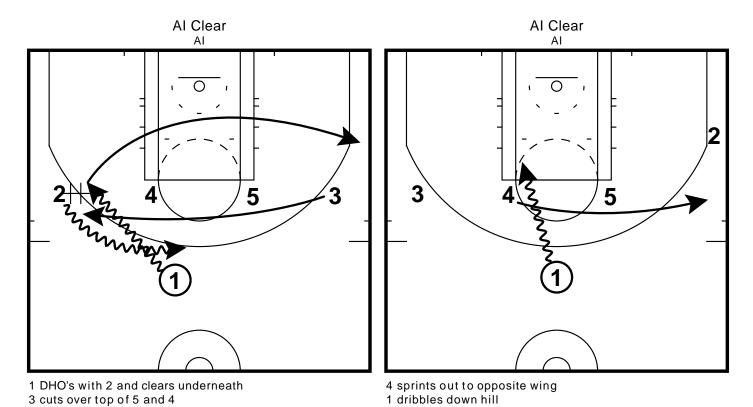
2 and 3 set double for 4 5 looks for 4 or 3 slipping

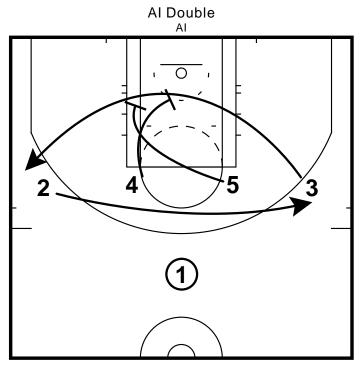


5 pops out, 1 hits 5 2 and 3 set double for 4, 5 hits 4

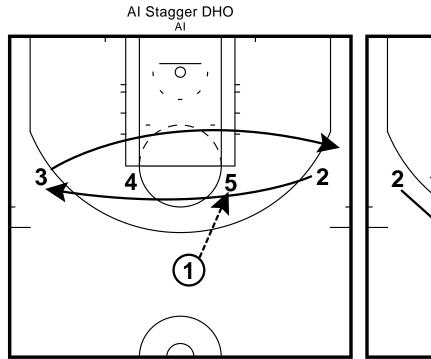


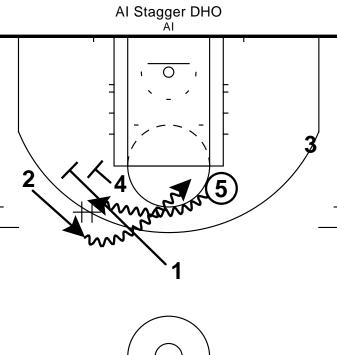
2 curls around 5 and 3 1 goes off double from 3 and 5





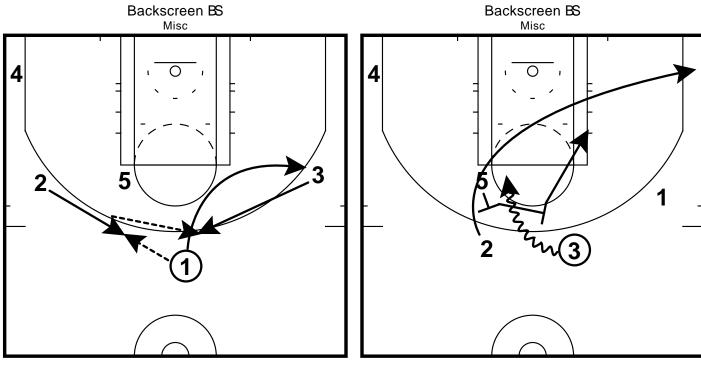
- 2 cuts over top of 4 and 5 3 cuts underneath 4 and 5 sets double for 3



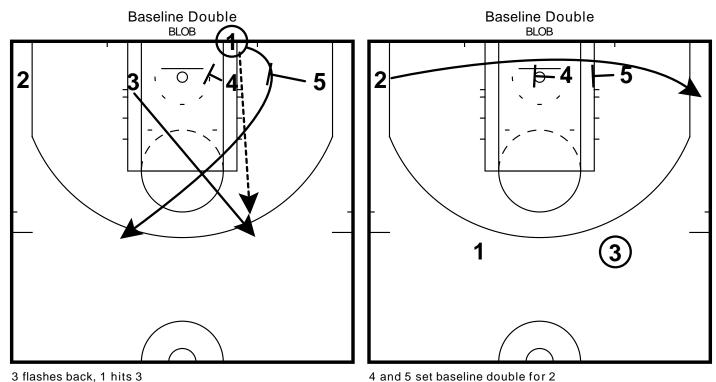


2 cuts over top 5 and 4 3 cuts underneath 1 hits 5 on elbow

1 and 4 set stagger for 2 5 follows with a DHO for 2

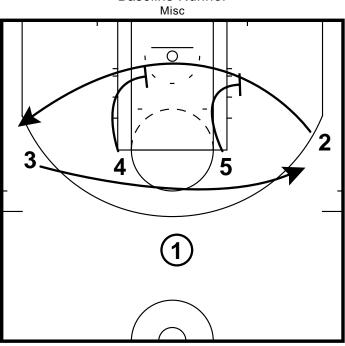


5 back screens for 2 5 BS's for 3 and rolls

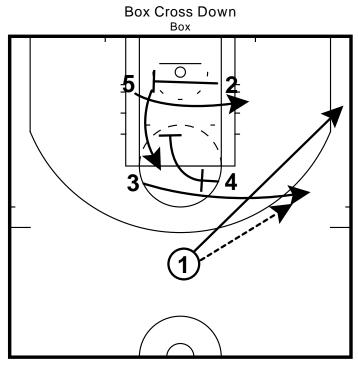


- 3 flashes back, 1 hits 3
- 4 and 5 set double for 2 2 curls and goes opposite slot

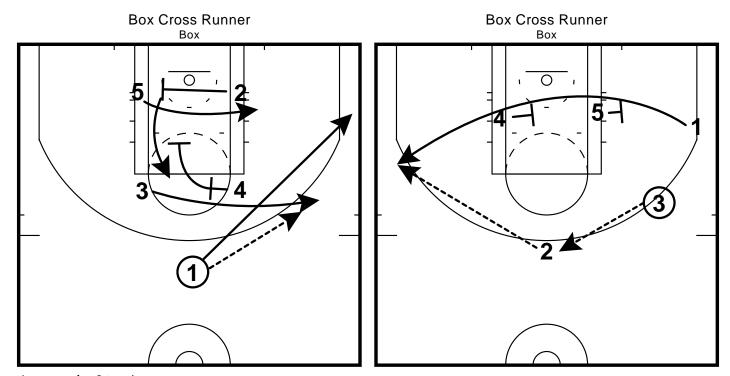
#### Baseline Runner



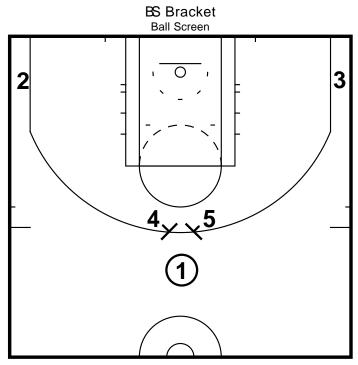
4 and 5 set baseline double for 2 3 cuts through middle, 1 looks for 2 Sometimes weave false motion to set this up



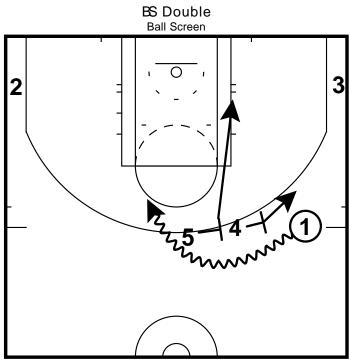
- 4 screens for 3 to wing 1 hits 3 and goes corner 2 cross screens for 5
- 4 down screens for 2



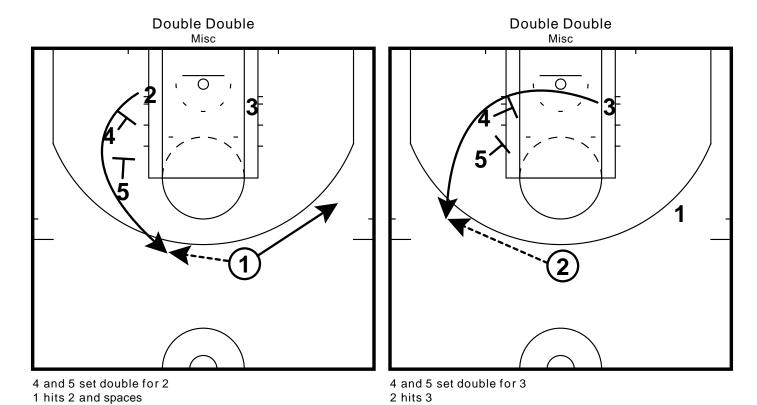
- 4 screens for 3 to wing 1 hits 3 and goes corner 2 cross screens for 5
- 4 down screens for 2

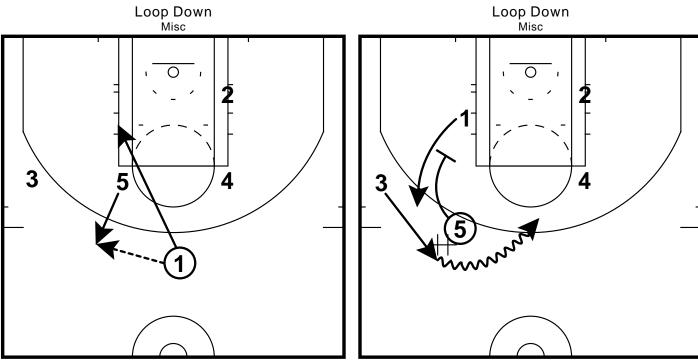


1 can choose to attack of either BS Screener rolls, opposite post pops

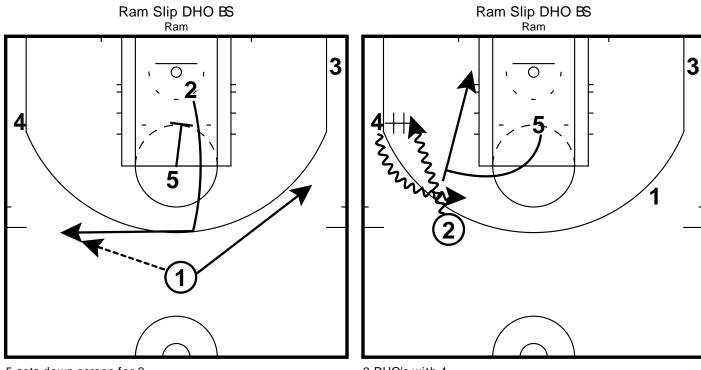


4 and 5 set a Double BS for 1 5 rolls, 4 pops Done in transition a lot Sometimes an empty corner



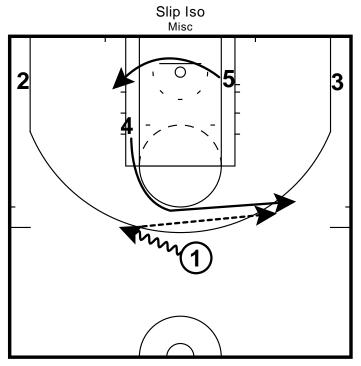


- 5 handoff's to 3 flashing 5 sets down screen for 1
- 3 looks to hit 1 off drive

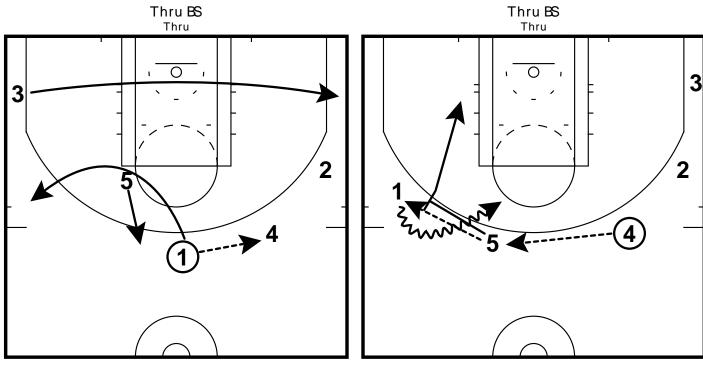


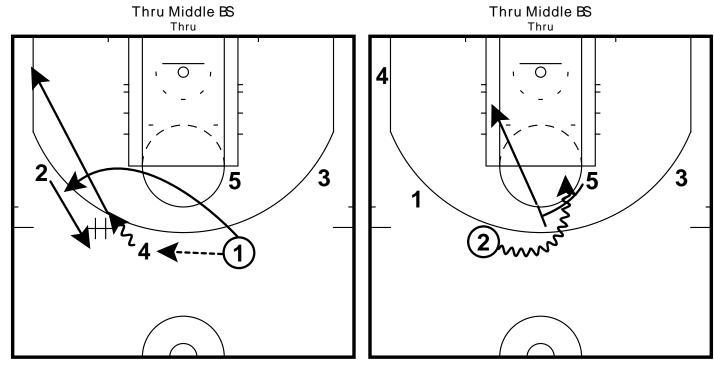
- 5 sets down screen for 2 2 slips BS on 1 1 hits 2 on the wing and spaces

- 2 DHO's with 4
- 5 follows with a BS and rolls



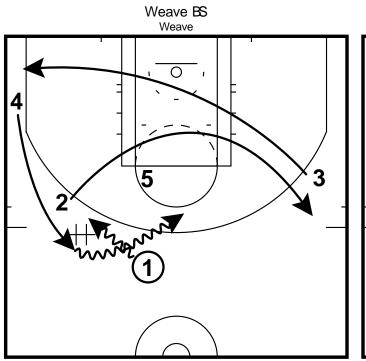
- 4 runs up and slips BS with 1 1 attacks slip and hits 4 on wing 5 loops opposite, 4 has iso

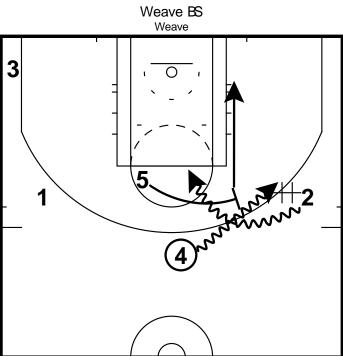




- 1 swings over to 4 and cuts through 4 DHO'S with 2 flashing and cuts corner

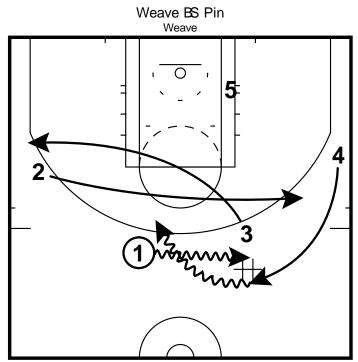
5 sets Middle BS for 2 and rolls

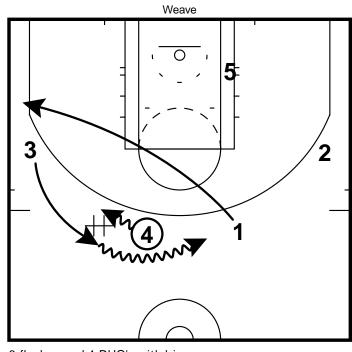




- 2 cuts through1 DHO's with 4 flashing up and spaces3 cuts opposite corner

- 4 DHO's with 2
- 5 follows with a BS for 2 and rolls

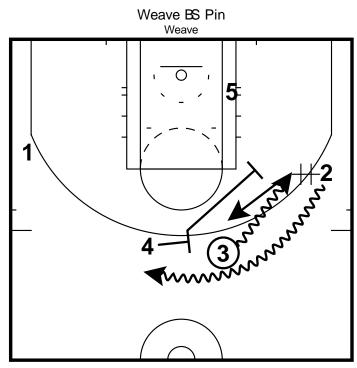




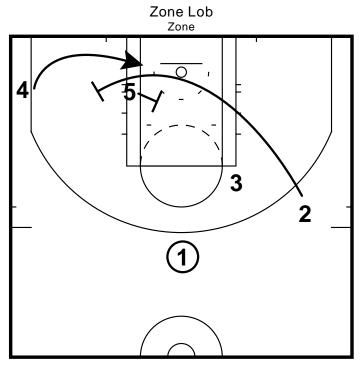
Weave BS Pin

- 3 cuts through, 4 flashes up
- 1 DHO's with 4, 2 cuts through middle

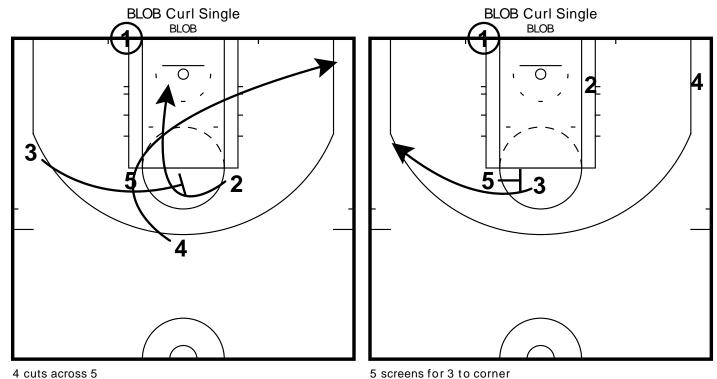
- 3 flashes and 4 DHO's with him
- 1 cuts through
- 3 dribbles to middle



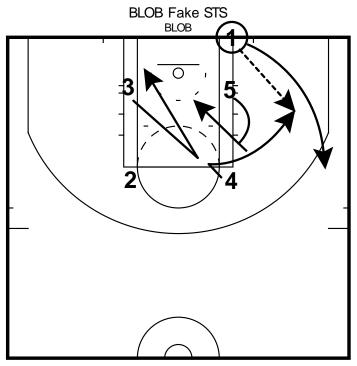
- 3 DHO's with 2
- 4 BS's for 2 dribbling to middle
- 4 then pin downs for 3



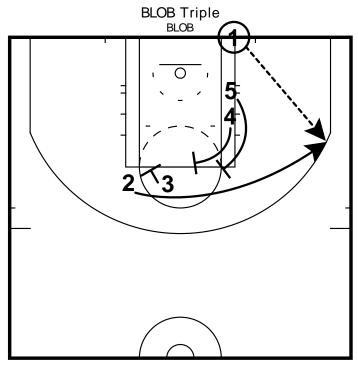
- 2 cuts through and screens bottom corner 5 screens in middle 1 looks to throw lob to 4 flashing to rim



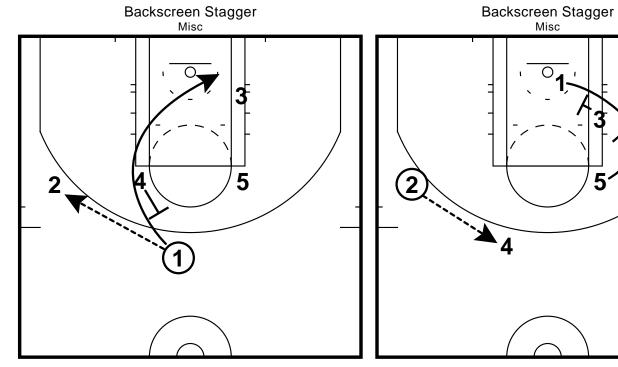
- 4 cuts across 5
- 3 goes over top 5 and screens 2 2 curls screen to rim



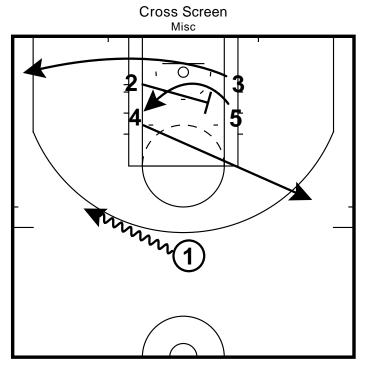
- 3 fakes back screen for 4 and dives 5 screens for 4 and goes to rim 1 hits 4, 4 fake handoff's with 1



3, 4 and 5 set a triple for 2 1 looks for 2 on the wing

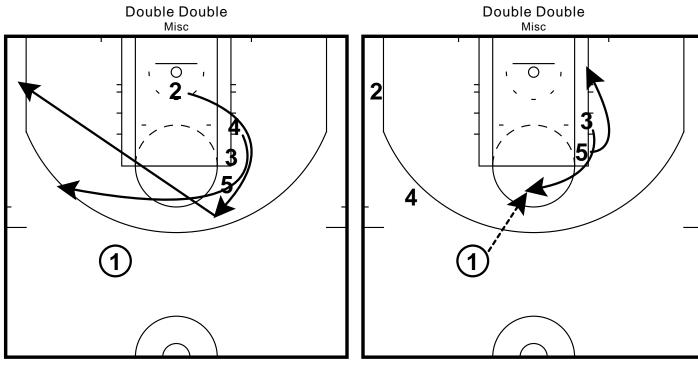


1 swings to 2 4 back screens for 1 2 hits 4 popping 3 and 5 set stagger for 1

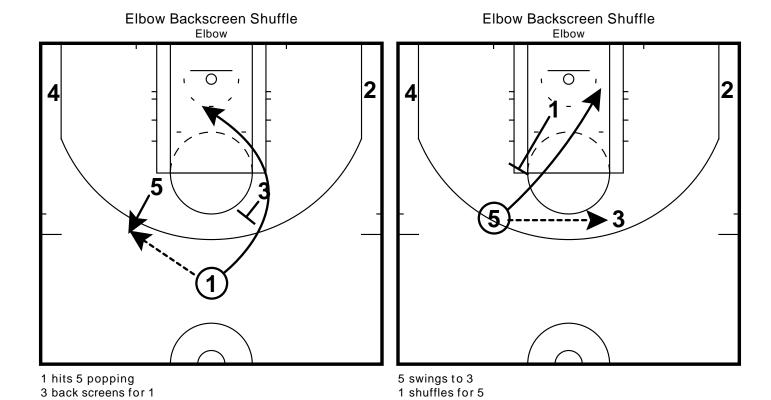


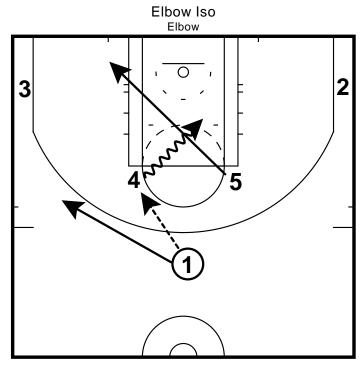
- 3 clears to corner

- 4 flashes to wing 2 cross screens for 5 1 dribbles over looking for 5

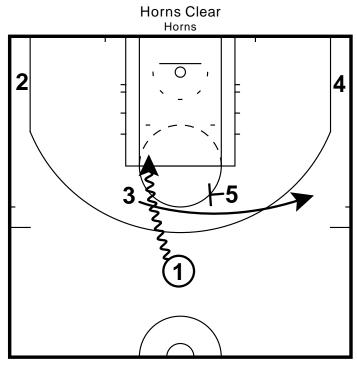


3 curls around 5 5 rolls out, 1 looks for 3

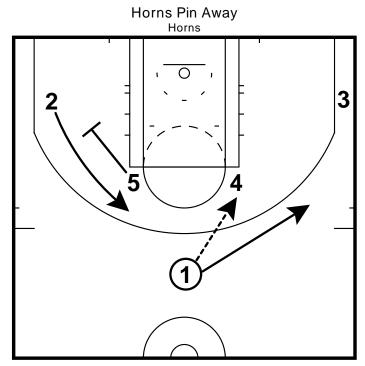




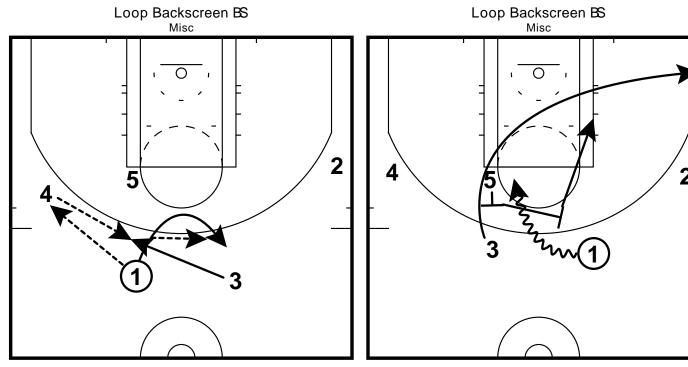
- 1 hits 4 on elbow and spaces 5 dives to opposite block 4 faces up for iso



- 3 sprints out off flare from 5 1 drives down hill



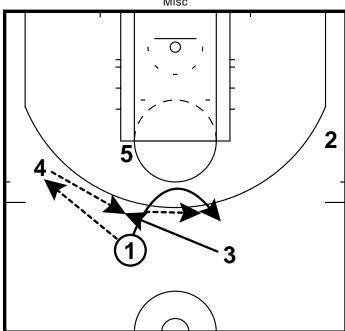
1 hits 4 and spaces 5 pin downs for 2



- 1 hits 4 and loops opposite slot 4 hits 3 flashing over 3 swings over to 1

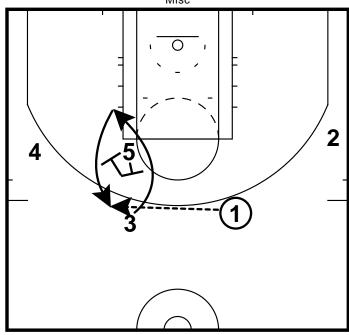
5 back screens for 3 5 BS's for 1 and rolls



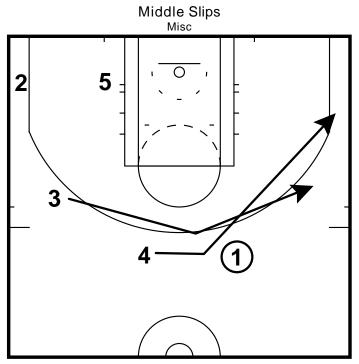


- 1 hits 4 and loops opposite slot 4 hits 3 flashing over 3 swings over to 1

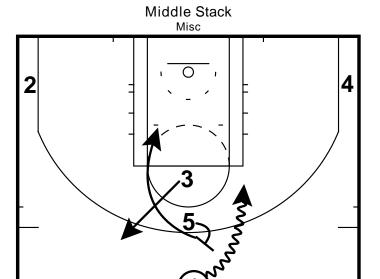
## Loop Backscreen Rewind Misc



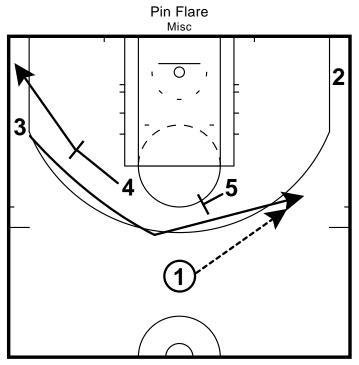
- 5 back screens for 3
- 5 then down screens for 3
- 1 looks to hit 3



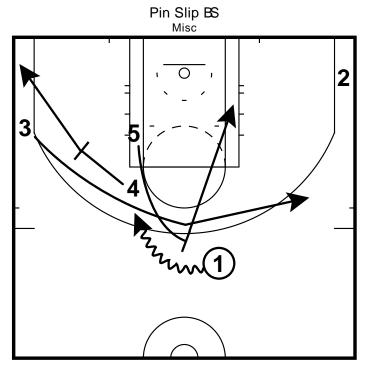
- 4 and 3 run to slip BS with 1 1 looks for a messed up switch



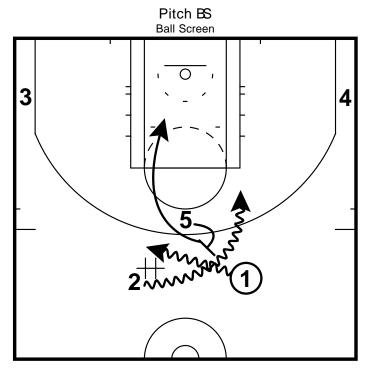
5 BS's for 1 and rolls 3 fills up after 5 rolls



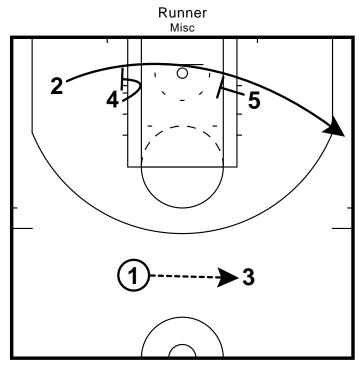
- 4 pin downs for 3 3 sprints and slips BS on 1 5 flares for 3, 1 looks for 3 1 will look to attack slip as well



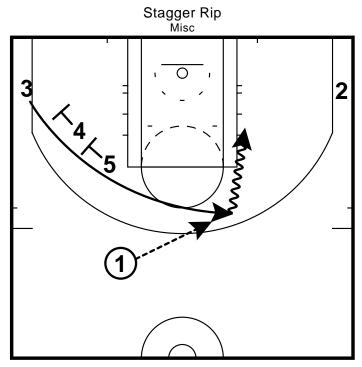
- 4 pin downs for 3 and spaces 3 sprints in and slips BS with 1 5 follows with a BS for 1



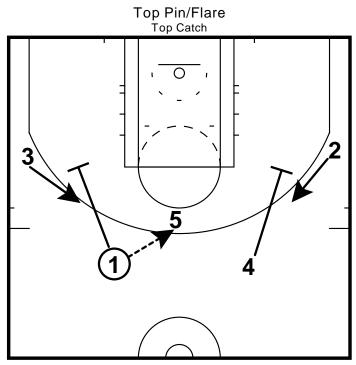
1 dribbles at 2 and pitches the ball 5 follows with a BS for 2 and rolls



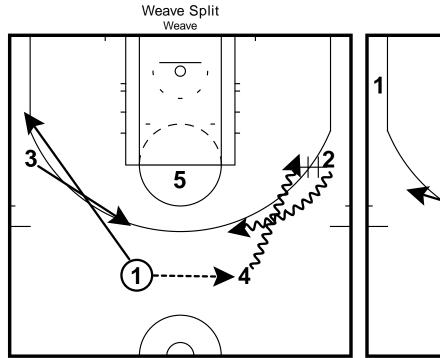
- 4 and 5 set a double for 2, 1 hits 3 1 and 3 pass back and forth on top 2 will run base line back and forth

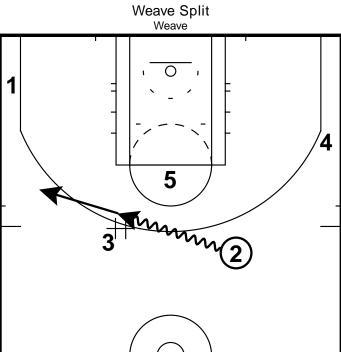


4 and 5 set stagger for 3 1 hits 3, 3 looks to rip iso



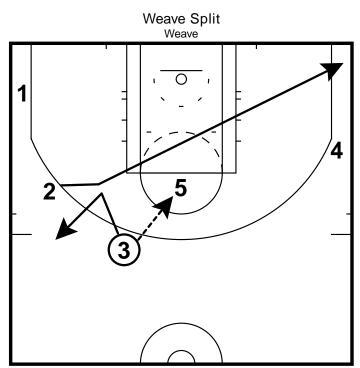
1 hits 5 on top On the sides its either a pin down or flare They look to play from there





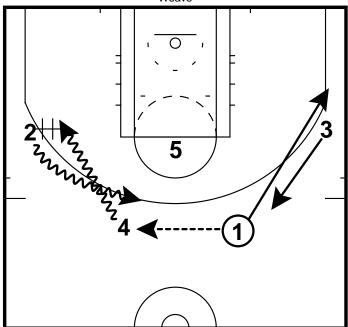
2 DHO's with 3 and spaces

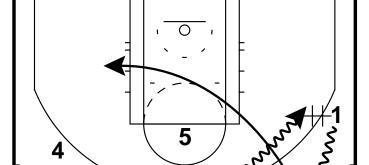
1 swings to 4, 4 DHO's with 2 1 and 3 interchange



- 3 hits 5, 2 and 3 split
- 5 looks for back door
- 5 then hits 3 and follows into BS

# Weave Top Pin Downs Weave



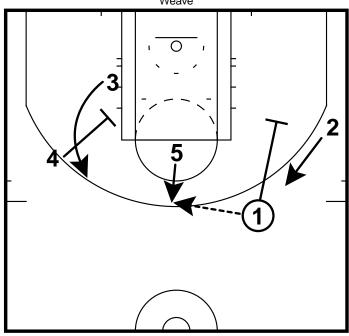


Weave Top Pin Downs Weave

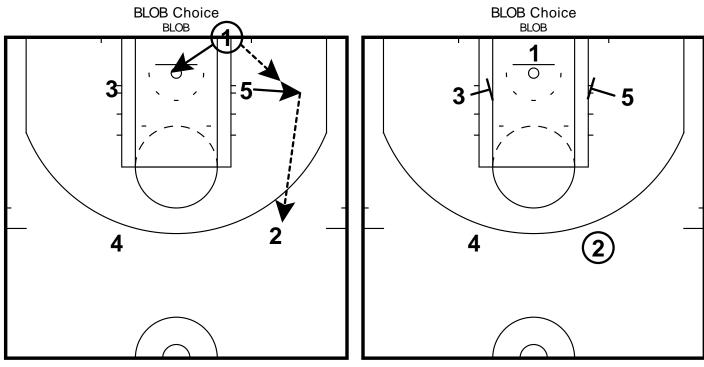
- 1 swings to 4, 4 DHO's with 2 1 cuts to wing
- 2 dribbles to middle, 3 flashes up

- 3 cuts through
- 2 DHO's with 1
- 1 dribbles up

## Weave Top Pin Downs Weave

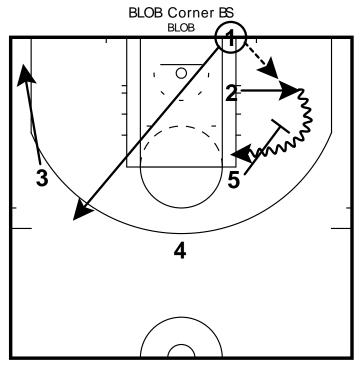


- 1 hits 5 on top
- 4 and 1 pin down for 3 and 2

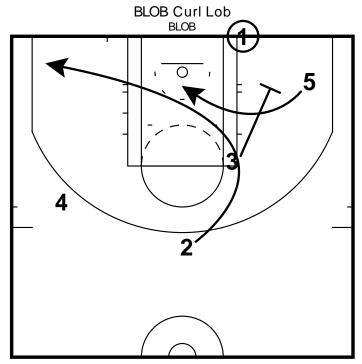


5 pops out, 1 hits 5 5 swings out to 2 1 moves to under the rim

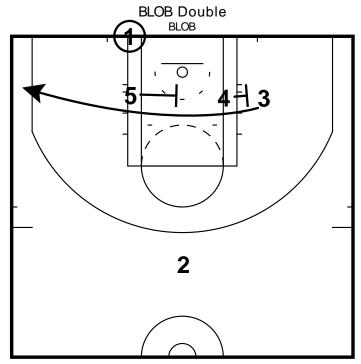
3 and 5 have pin down ready 1 chooses either way



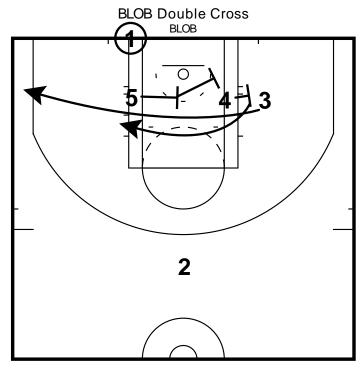
2 pops out, 1 hits 2 5 sets BS for 2 1 clears out



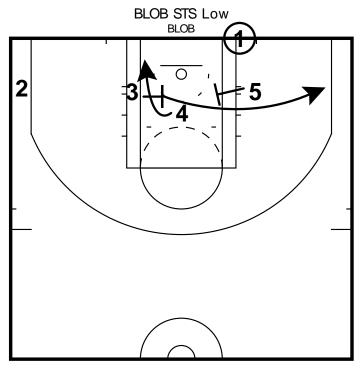
- 2 curls around 3 3 pin downs for 5 for lob 1 looks at the rim to 5



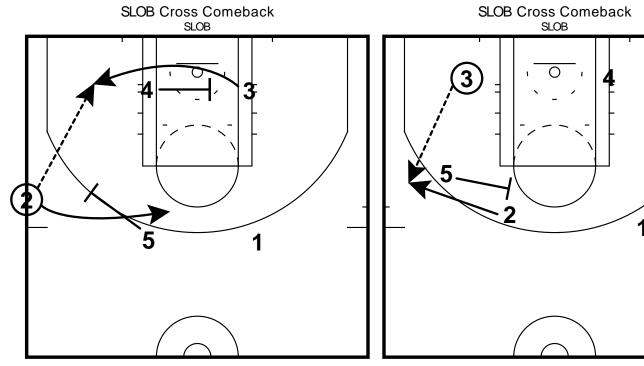
4 and 5 set a double for 3 1 looks for 3



4 and 5 set a double for 3 5 then sets cross screen for 4

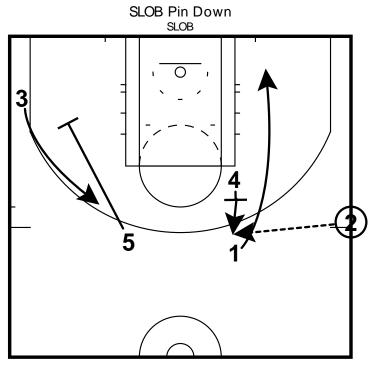


3 screens for 4 5 screens in for 3

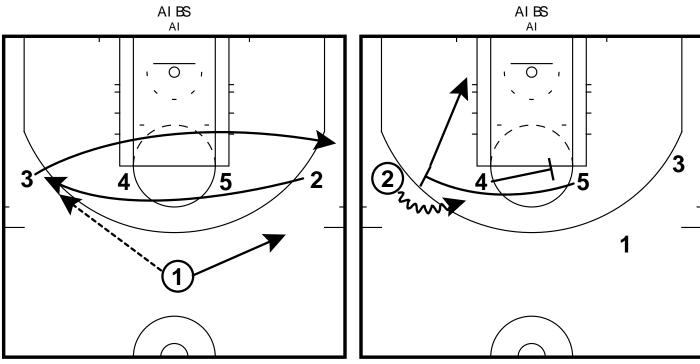


- 4 cross screens for 3
- 2 hits 3
- 5 screens for 2

5 re screens for 2 3 looks for 2 for three

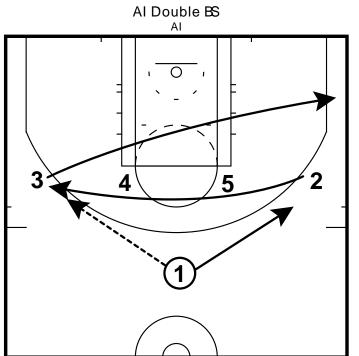


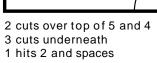
- 4 sets back screen for 1 and pops 2 hits 4 5 pin downs for 3

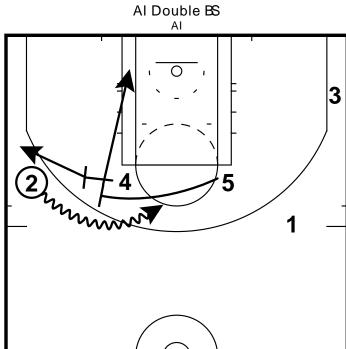


2 cuts over top of 5 and 4 3 cuts underneath 1 hits 2 and spaces

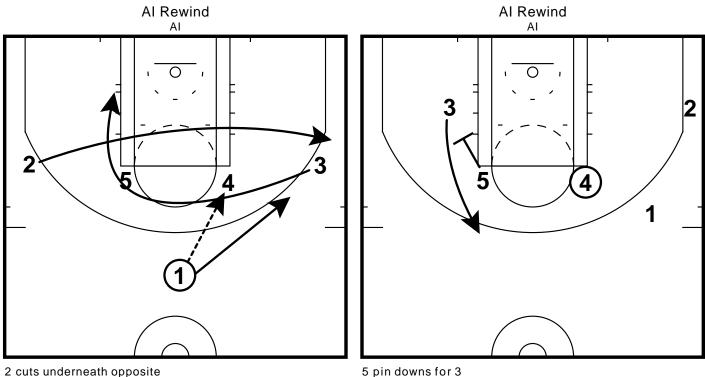
4 cross screens for 5 5 runs in to set BS for 2 and rolls





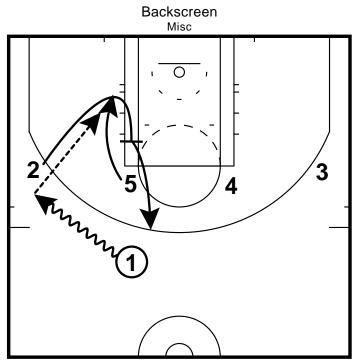


4 and 5 set Double BS for 2 4 pops, 5 rolls



4 looks for 3

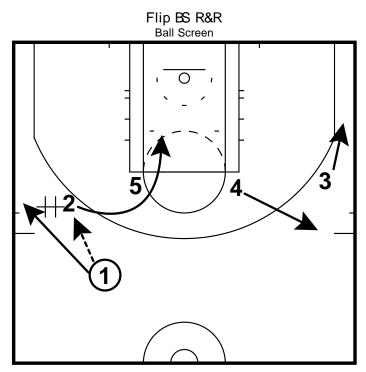
2 cuts underneath opposite 3 cuts over top of 4 and curls 5 1 hits 4 and spaces

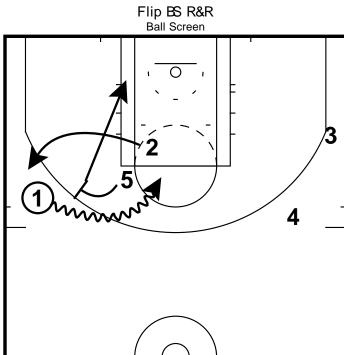


- 1 dribbles over to wing 2 back screens for 5 and pops 1 looks for 5 on the block

# Cross Screen Misc 1 3

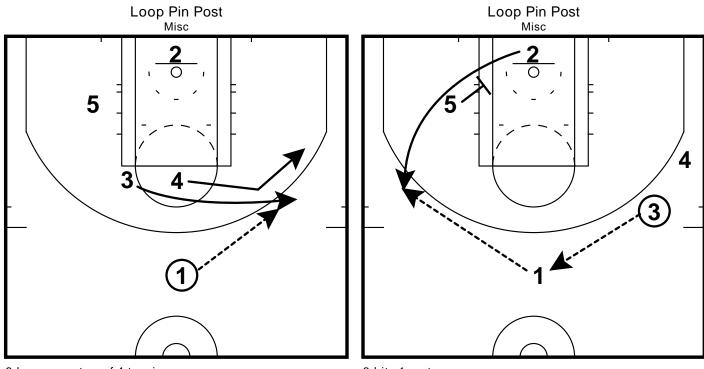
5 screens for 2 4 cross screens for 5 1 hits 2 and looks for 5



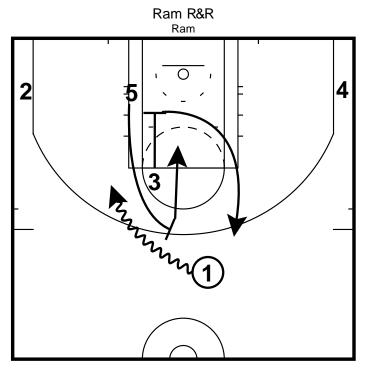


- 1 hits 2, 2 flips it back 1 2 curls near the paint 4 and 3 space

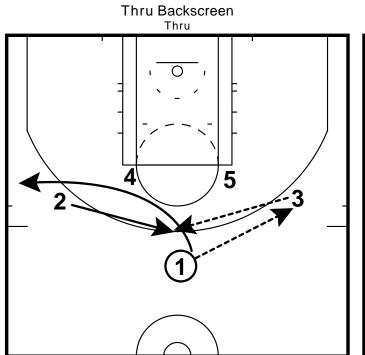
5 BS's for 1 and rolls 2 replaces behind roller

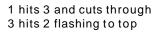


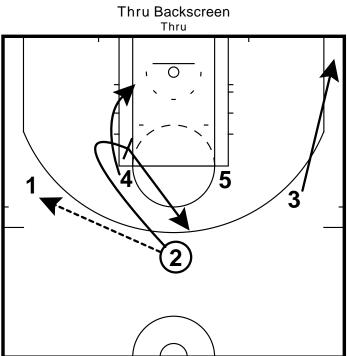
3 hits 1 on top 5 pin downs for 2 1 hits 2, 5 posts up



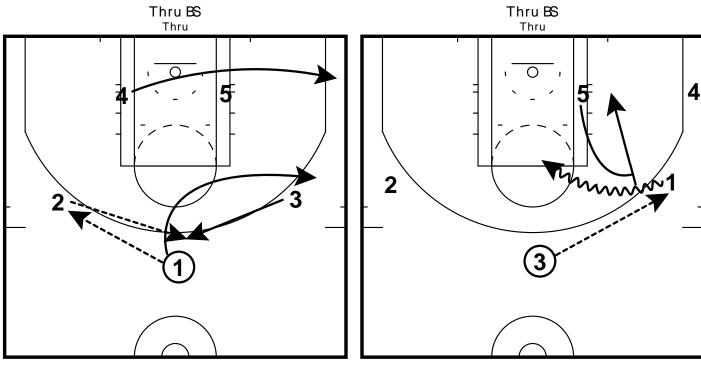
- 3 down screens for 5
- 5 BS's for 1 and rolls 3 replaces behind roller





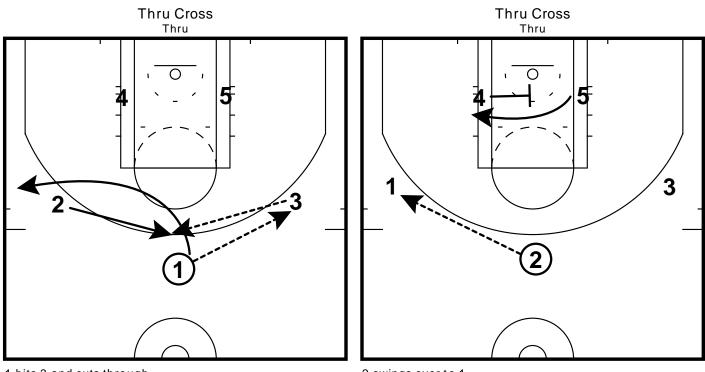


- 2 hits 1 and loops under
- 1 sets back screen for 4 and pops 1 looks for 4 or 2 popping

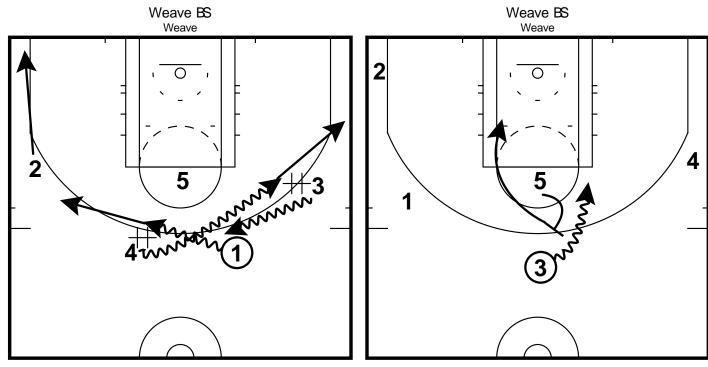


- 1 hits 2 and cuts through 3 flashes to top, 2 hits 3 4 clears to corner

- 3 swings to 1
- 5 steps up for BS for 1 and rolls

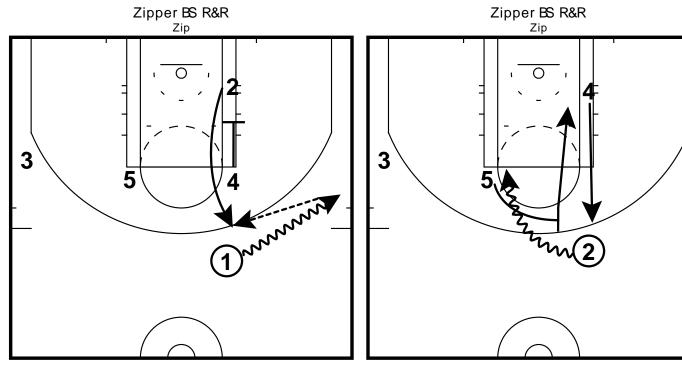


2 swings over to 1 4 cross screens for 5

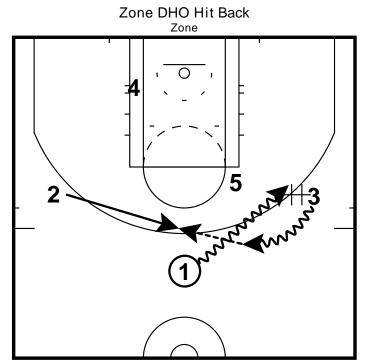


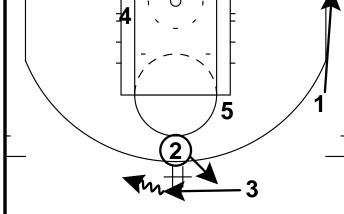
- 1 DHO's with 4 and spaces, 2 spaces
- 4 DHO's with 3 and spaces 3 dribbles to top

5 BS's for 3 and rolls



- 1 dribbles over to wing
- 4 down screens for 2
- 1 hits 2 on top



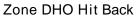


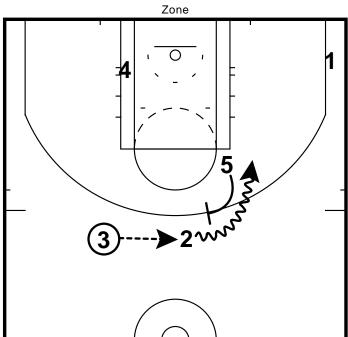
Zone DHO Hit Back

Zone

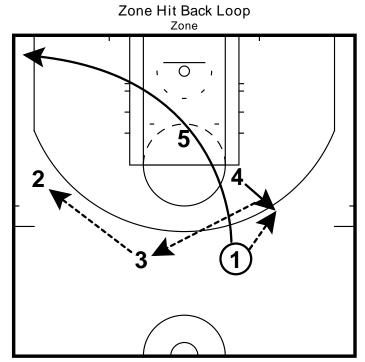
- 1 DHO's with 3
- 3 dribbles up to slot
- 2 flashes and gets pass from 3

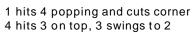
- 2 flips it back to 3 and pops
- 3 dribbles over just a bit
- 1 spaces out to the corner

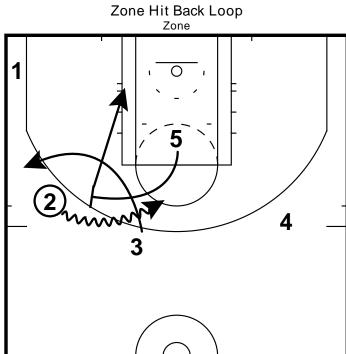




- 3 hits 2 popping
- 5 sets BS for 2 and rolls

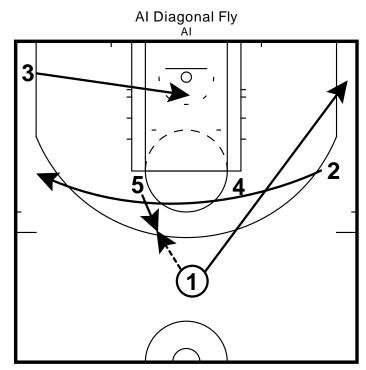


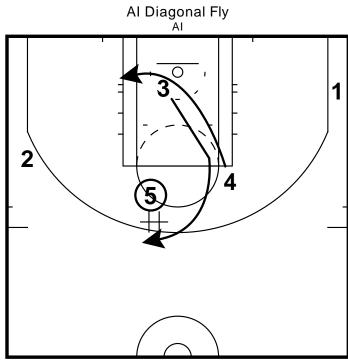




5 sets BS on outside man near 2 3 loops underneath to replace 5 rolling 2 looks for throw back to 3

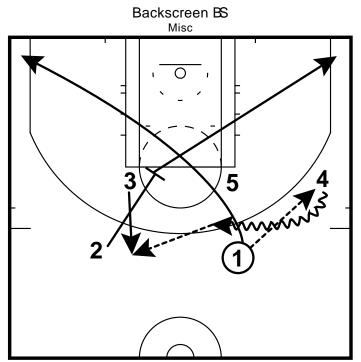
pg. 81

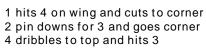


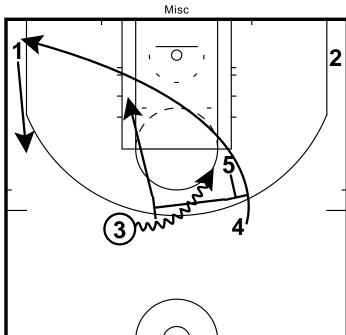


2 cuts over top of 4 and 5 1 hits 5 popping, 3 goes to paint 1 cuts corner

3 fakes diagonal, 4 dives to rim 3 sprints to handoff from 5 for shot

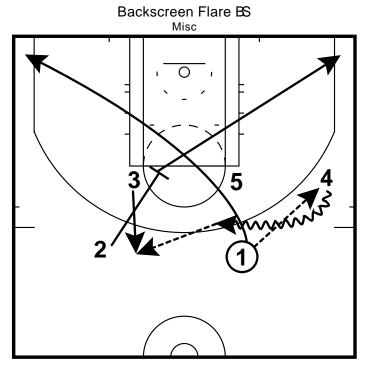


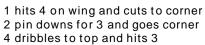


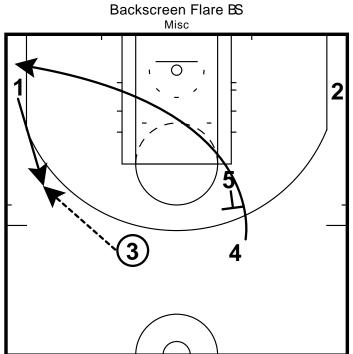


Backscreen BS

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



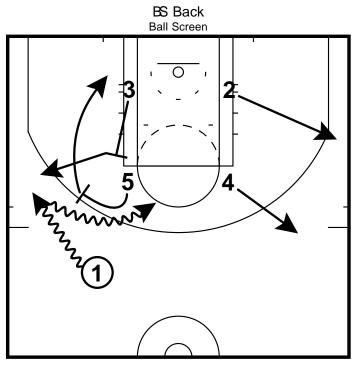




5 back screens for 4 to corner 3 swings over to 1 flashing

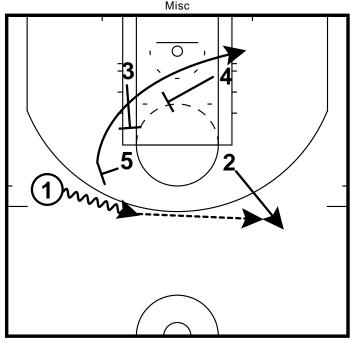
# Backscreen Flare BS Misc 2 1 3

5 flares for 3 5 then sets BS for 1 and rolls

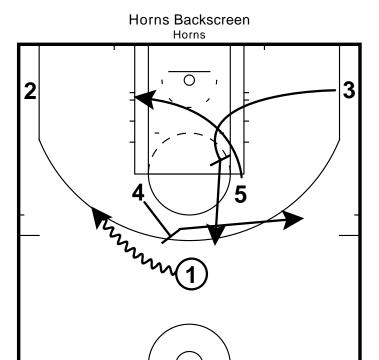


- 1 dribbles over to wing, 2 and 4 space 5 BS's for 1 and rolls
- 3 back screens 5 man and pops behind 1 looks for roll or throw back to 3

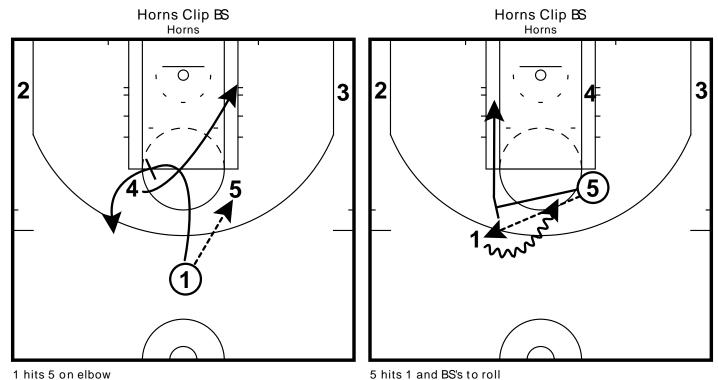
### Double Backscreen Misc



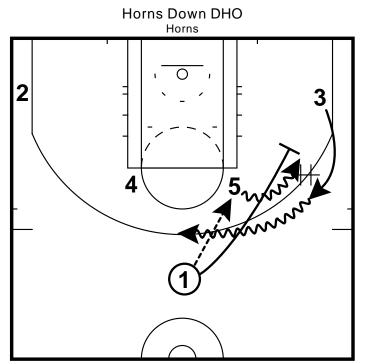
- 5 BS's for 1
- 3 and 4 back screen for 5 1 swings to 2 popping 2 looks in to 5 posting

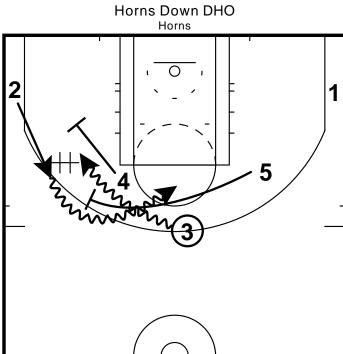


- 4 sets BS for 1 and spaces 3 back screens for 5 and pops 1 looks for 5 posting



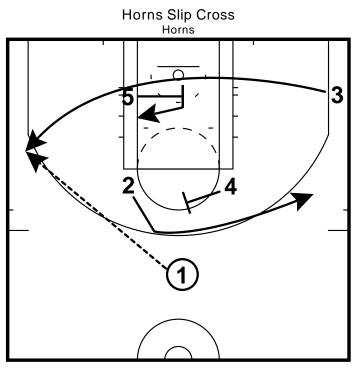
- 1 hits 5 on elbow
- 1 sets back screen for 4 5 looks at 4 diving



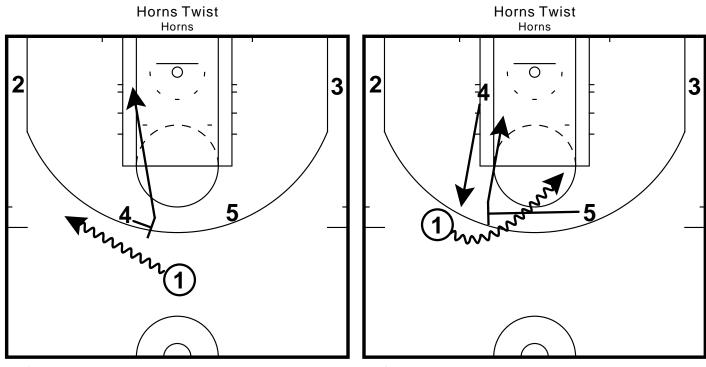


- 1 hits 5 on elbow
- 1 down screens for 3
- 5 DHO's with 3
- 3 dribbles to top

- 4 pin downs for 2
- 3 DHO's with 2
- 5 follows and BS's for 2 and rolls

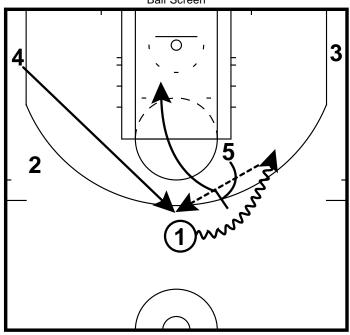


2 slips BS, 4 flares for 2 5 cross screens for 3 1 hits 3, 5 flashes back to ball

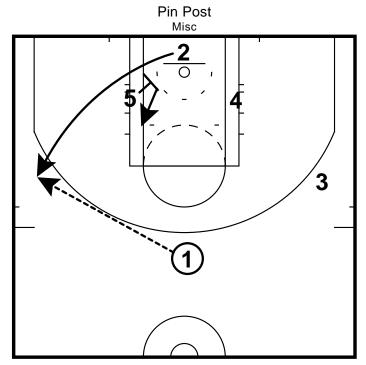


5 BS's for 1 and rolls 4 replaces behind roller

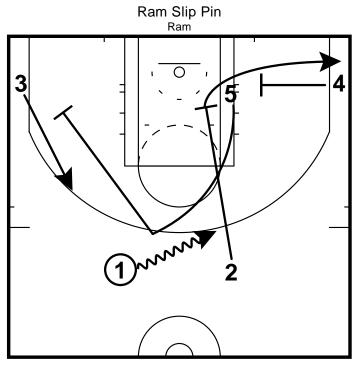
### Outside BS High Low Ball Screen



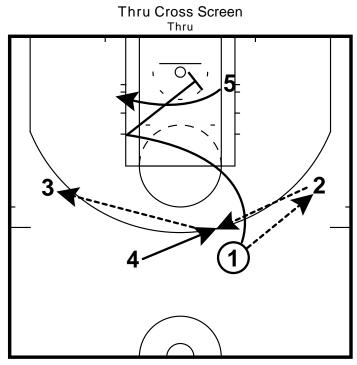
- 5 sets outside BS for 1 and rolls
- 4 flashes to the top of the key 1 throws back to 4 4 looks high low to 5



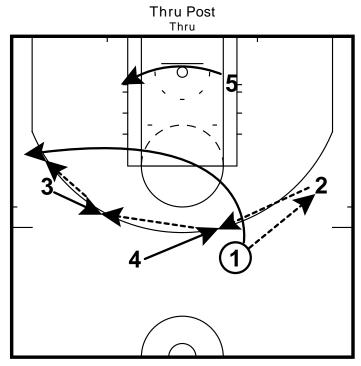
5 pin downs for 2 1 hits 2, 5 posts up 2 looks inside to 5



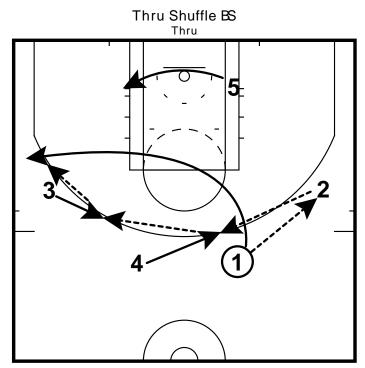
2 ram screens for 5 5 runs to Slip BS with 1 5 slips to pin down for 3 4 pins in 2 to corner

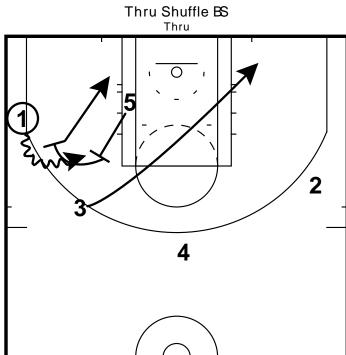


- 1 hits 2 and cuts through 2 hits 4 flashing, 4 hits 3 1 stops and sets cross for 5



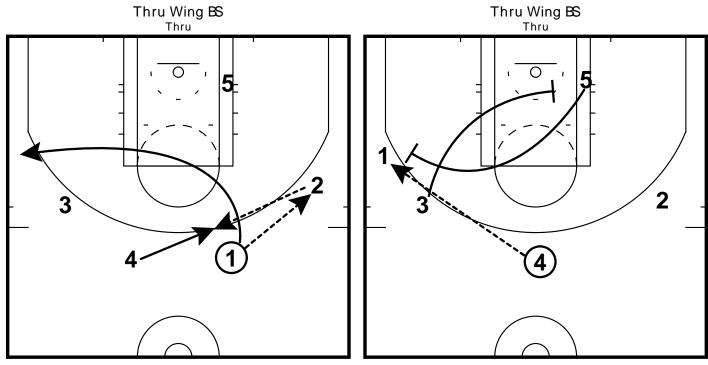
- 1 hits 2 and cuts through 2 hits 4 flashing, 4 swings to 3 3 swings to 1 5 loops under to post up





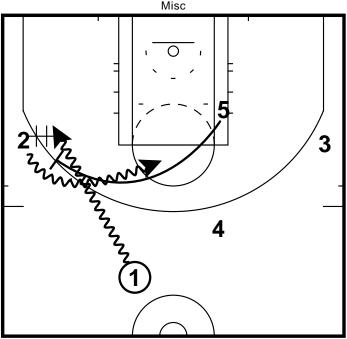
- 1 hits 2 and cuts through
- 2 hits 4 flashing, 4 swings to 3 3 swings to 1
- 5 loops under to post up

5 shuffles for 3 through 5 then BS's for 1 and rolls



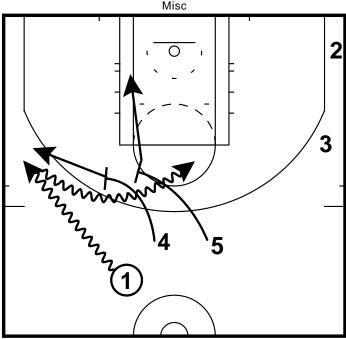
3 cuts through and cross screens for 5 4 swings to 1, 5 BS's for 1 and rolls

### Transition DHO BS Misc

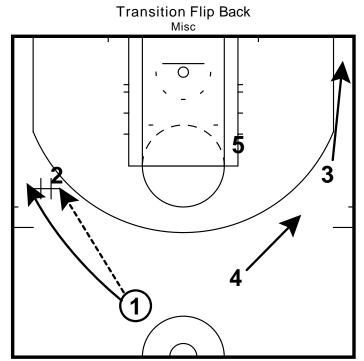


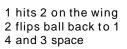
In transition 1 DHO's with wing guy 2 5 follows right away for BS and rolls Will screen weak side sometimes

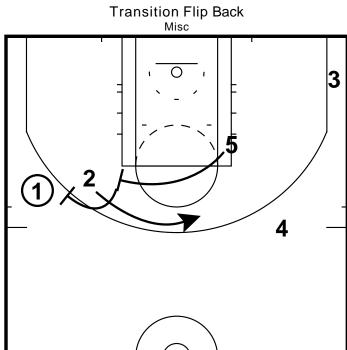
### Transition Double



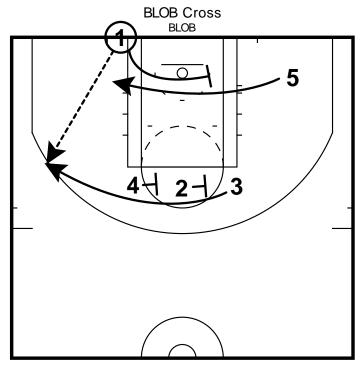
In transition 1 dribbles to wing 4 and 5 follow to set Double BS 4 pops, 5 rolls



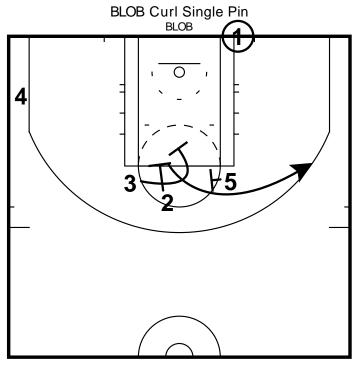




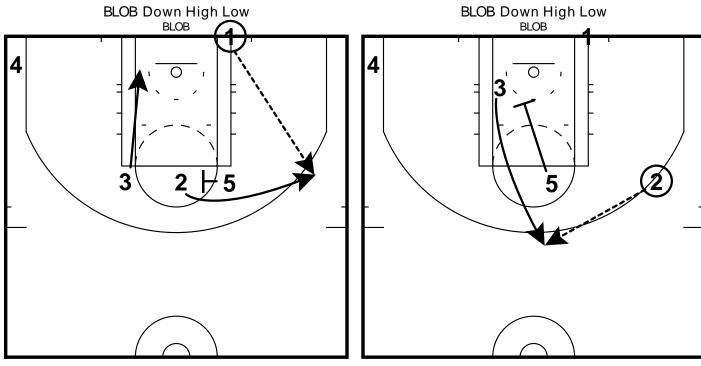
5 sets flare for 2 5 then follows to BS for 1 and rolls



2 and 4 set a double for 3 1 hits 3, 1 cross screens for 5

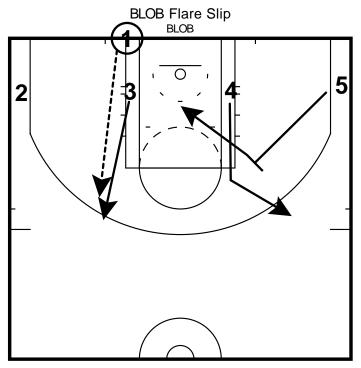


- 2 screens for 3 3 wraps around 2 to screen 5 sets a single for 2



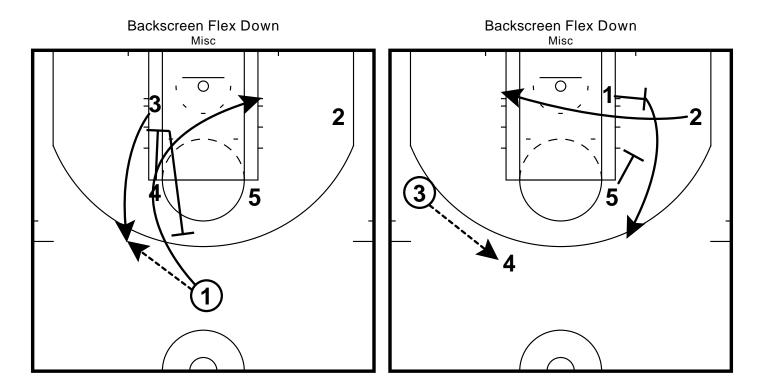
- 3 dives to block 5 screens for 2
- 1 hits 2

- 5 pin downs for 3
- 2 swings to 3 3 looks inside to 5 posting

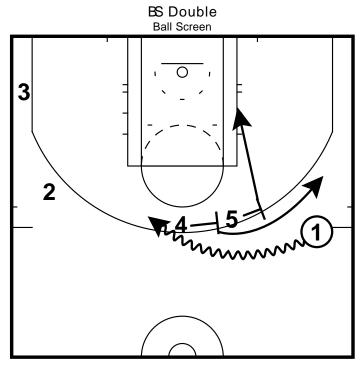


- 3 pops back, 1 hits 3 4 pops back 5 acts like he's setting a flare and slips 4 pops back, 3 looks for 5

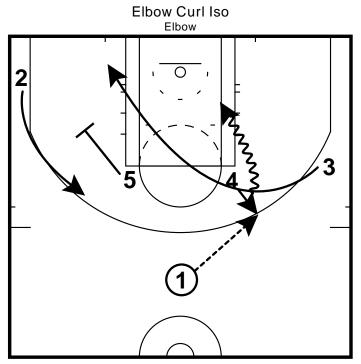
### USC



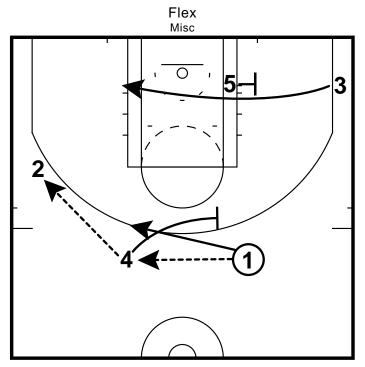
### USC



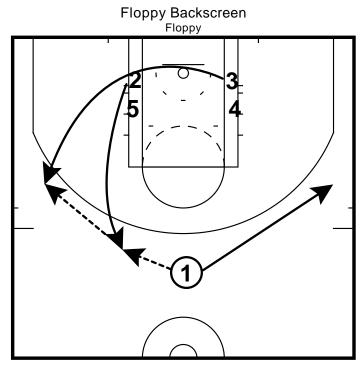
5 and 4 BS for 1 5 rolls, 4 pops Sometimes they have a filled corner

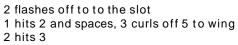


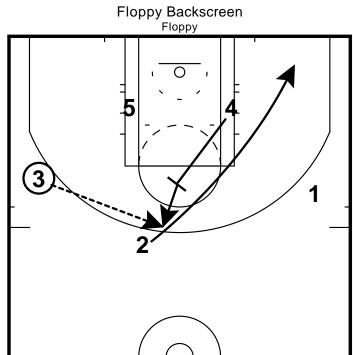
3 curls over top of 4 5 pin downs for 2 1 hits 4, 4 has iso



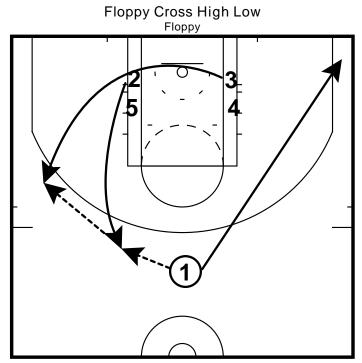
- 1 swings to 4, 4 swings to 2 5 sets a flex for 3 4 pin downs for 1 2 looks in for 3

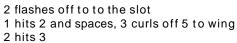


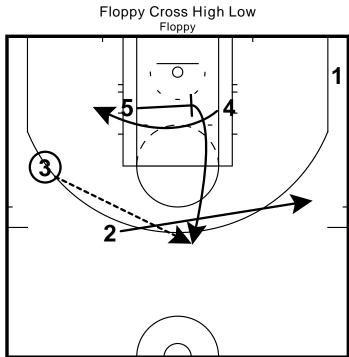




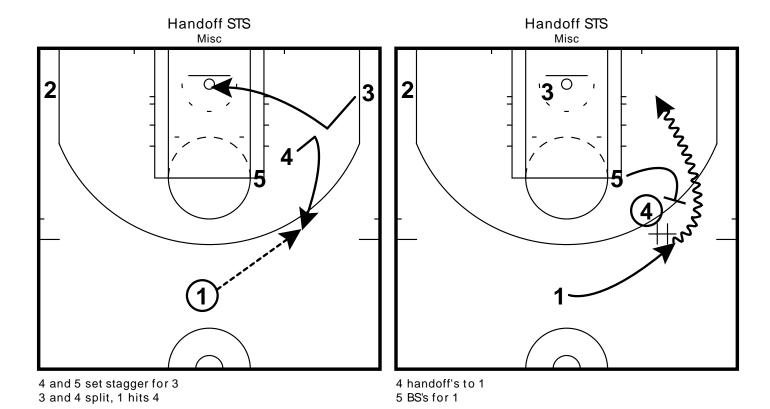
- 4 back screens for 2 and pops
- 3 hits 4 on top 4 looks for high low to 5

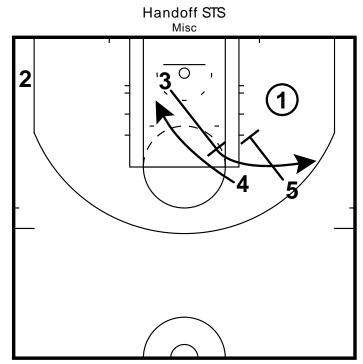




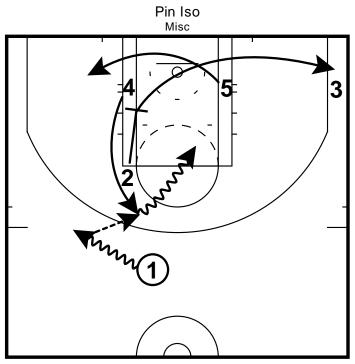


- 2 spaces to wing 5 cross screens for 4 and goes top 3 looks at 4 and hits 5 on top 5 looks high low to 4

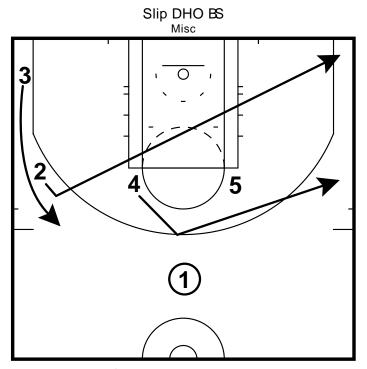


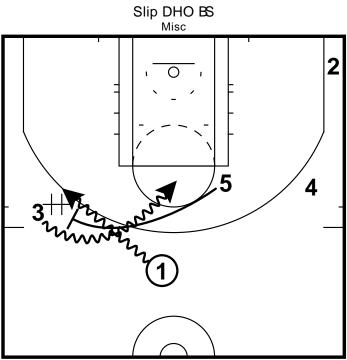


3 Back screens for 4 5 down screens for 3



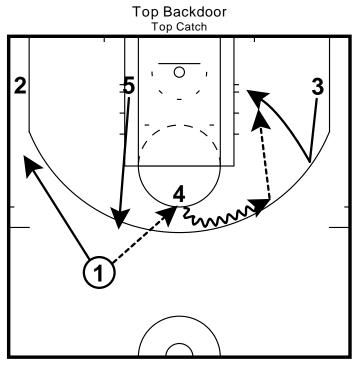
- 1 dribbles over, 2 pin downs for 4 2 clears corner, 5 loops under basket 1 hits 4, 4 has iso rip



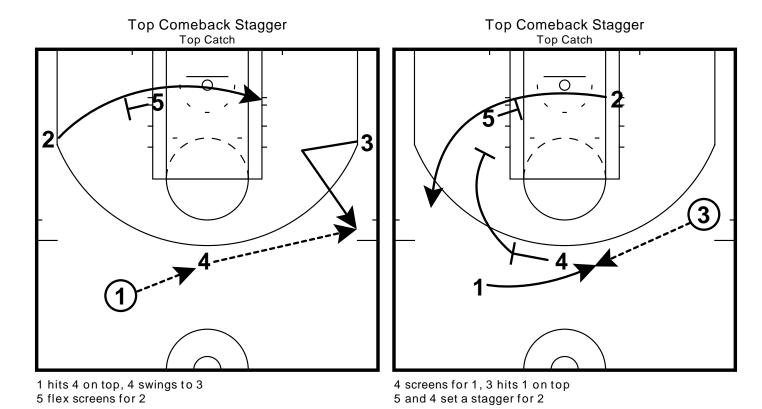


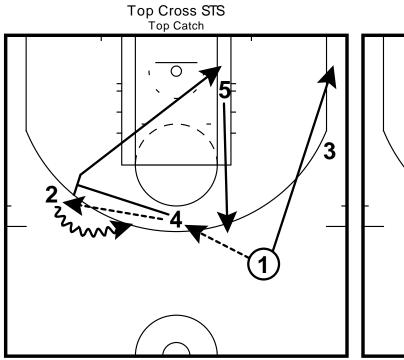
- 4 runs and slips BS on 1 to wing 2 cuts to opposite corner 3 fills up to the wing

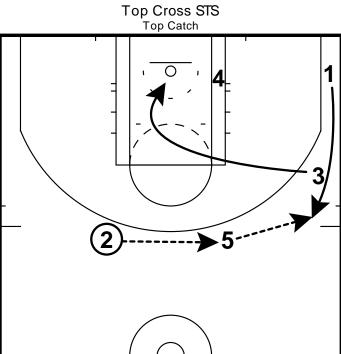
- 1 DHO's with 3
- 5 follows with a BS for 3



- 1 hits 4 on top and spaces 5 flashes to top 4 dribbles at 3, 3 sets man up 3 goes back door

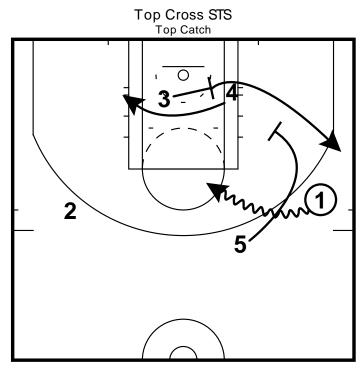




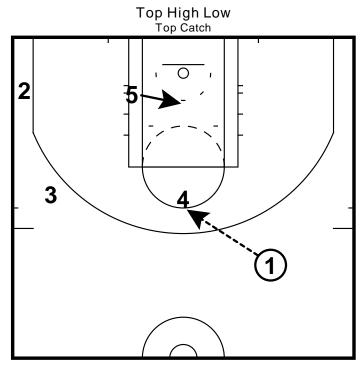


- 1 hits 4 on top and goes corner 4 swings to 2 and BS's to roll 5 flashes to top

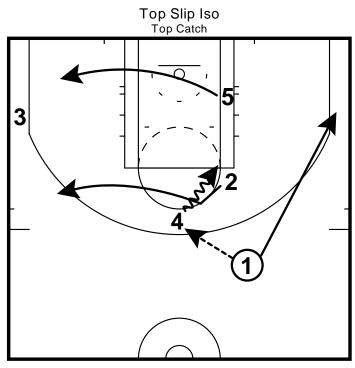
2 swings to 5, 3 cuts to front of rim 1 flashes to get pass from 5



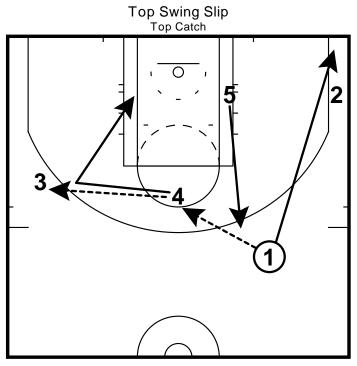
- 3 cross screens for 4
- 5 slices in front of 1
- 5 curls to set pin down for 3 1 dribbles middle looking for 4 or 3



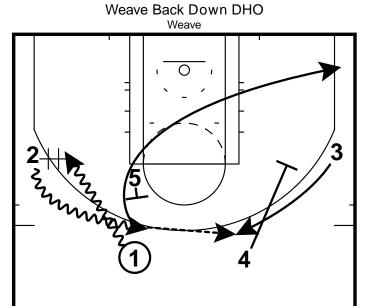
- 1 hits 4 on top 5 ducks in hard 4 looks high low to 5

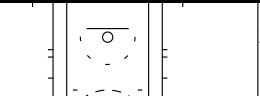


- 1 hits 4 on top and spaces 5 clears opposite 2 slips BS on 4 4 has iso



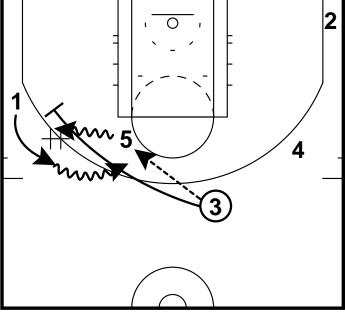
- 1 hits 4 on top and goes corner 4 swings to 3 and slips 5 flashes to top on swing





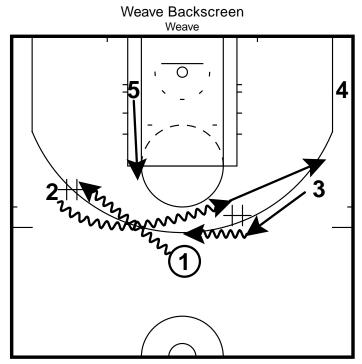
Weave Back Down DHO

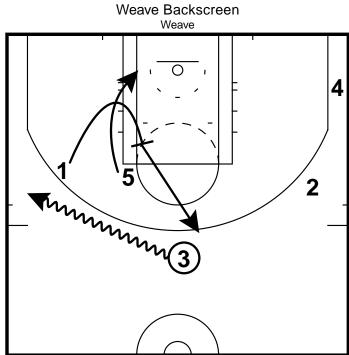
Weave



- 1 DHO's with 2
- 4 pin downs for 3
- 2 dribbles up and hits 3
- 5 back screens for 1 to corner

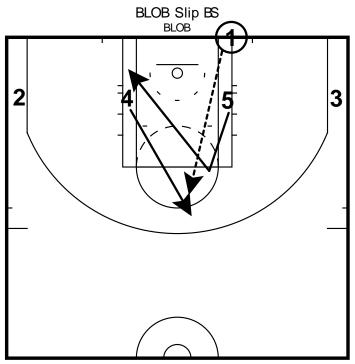
- 3 hits 5 on the elbow
- 5 fake handoff's with 3
- 3 sets down screen for 1
- 5 DHO's with 1 and rolls



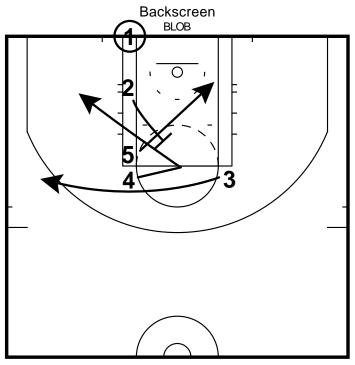


- 1 DHO's with 2 on the wing
- 2 DHO's with 3 coming to the top 2 spaces out, 5 flashes to elbow

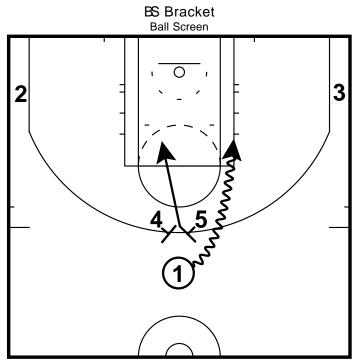
- 3 dribbles to wing
- 1 loops down and sets back screen for 5 1 pops to top



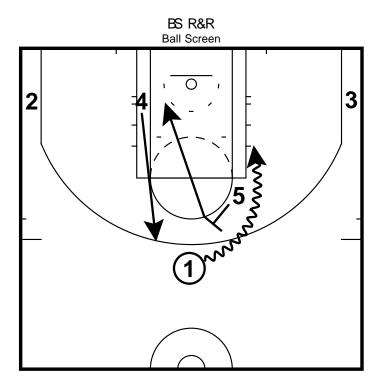
- 4 pops back, 1 hits 4 5 slips BS with 4 4 attacks

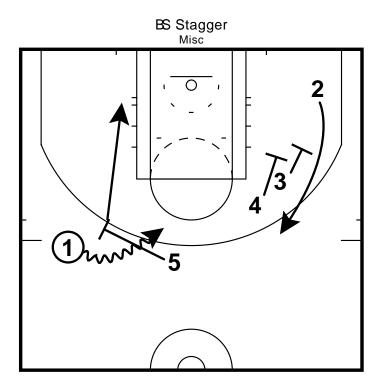


- 5 dives
- 3 goes over top of 4 2 back screens for 4

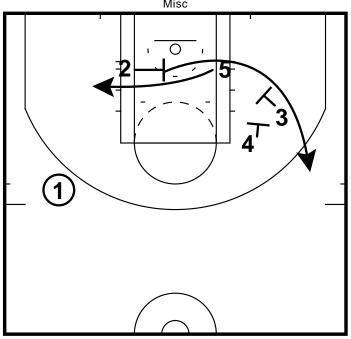


PG can pick either side Screener rolls opposite guy pops



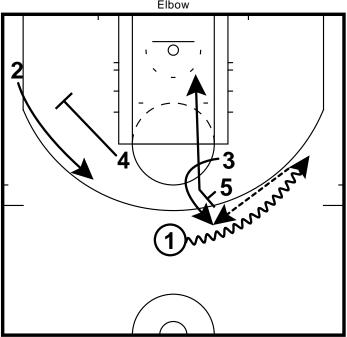


# Cross Screen Stagger Misc

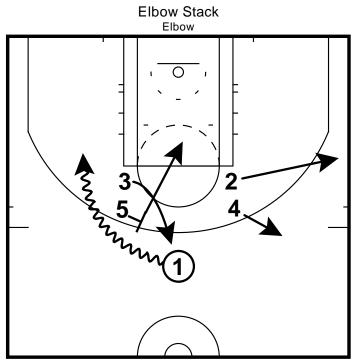


2 cross screens for 5 3 and 4 set a stagger for 2 1 looks in to 5

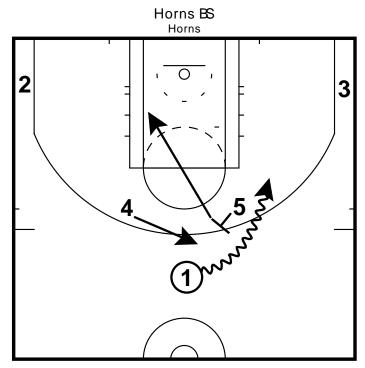
# Elbow Double BS Pin



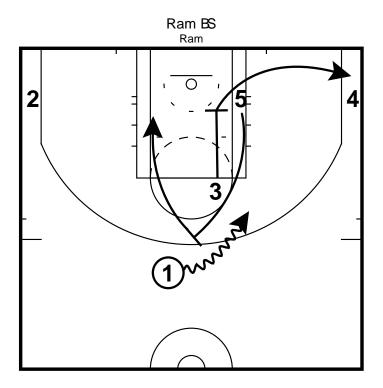
- 5 sets a BS for 1 and rolls 3 fills behind, 1 hits 3 4 sets pin down for 2

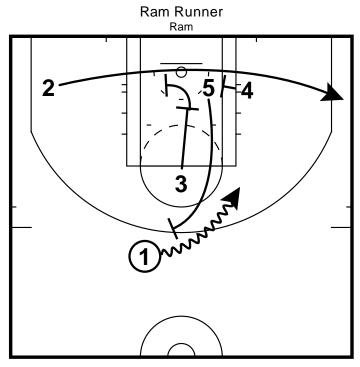


PG can choose either side Whoever sets the BS rolls Bottom guy of stack pops Opposite stack spaces to play

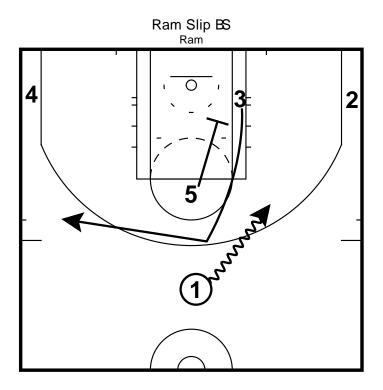


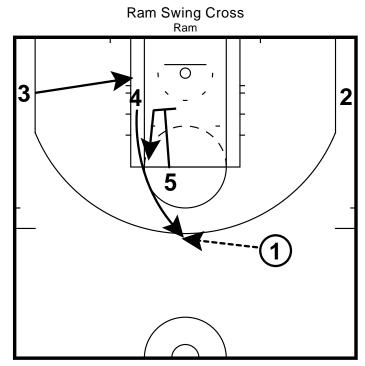
5 sets BS for 1 and rolls 4 fills behind

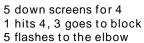


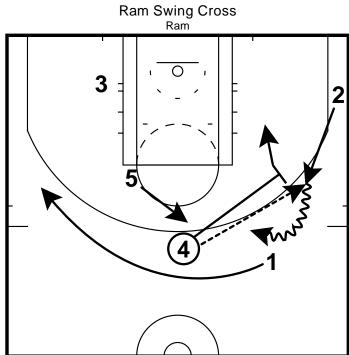


- 3 down screens for 5
- 5 sets BS for 1
- 3 and 4 set baseline double for 2

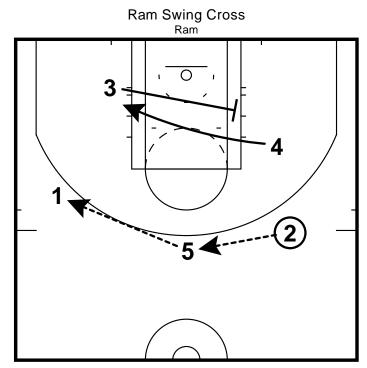




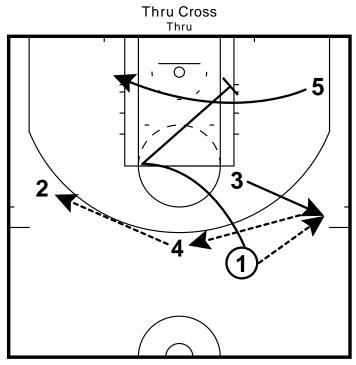




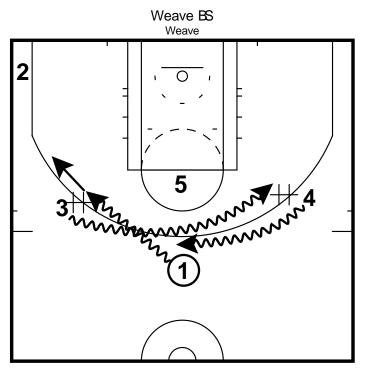
4 fakes handoff with 1 4 swings to 2 and BS's to roll 5 fills to top

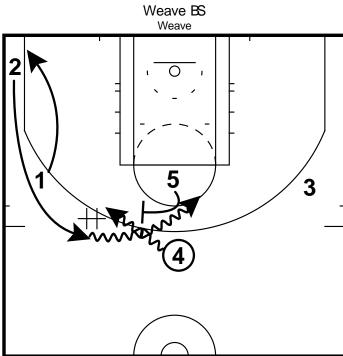


- 2 swings to 5 5 swings to 1
- 3 cross screens for 4



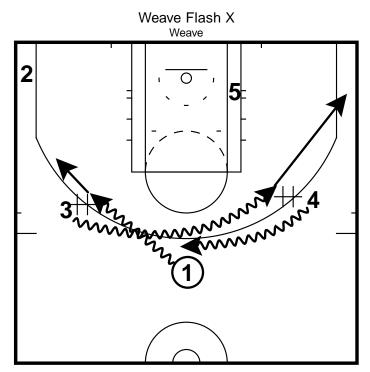
- 1 hits 3 popping, 3 hits 4 1 cuts through 1 cross screens for 5 2 looks inside to 5

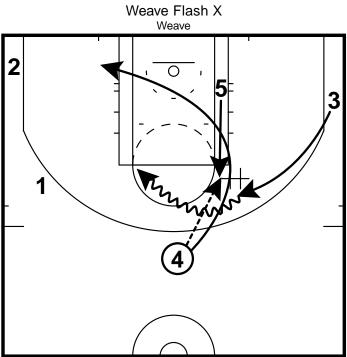




- 1 DHO's with 3 and spaces
- 3 DHO's with 4
- 4 dribbles to middle

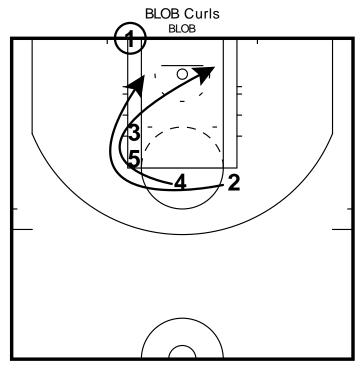
- 1 and 2 interchange
- 4 DHO's with 2
- 5 follows with a BS for 2 and rolls



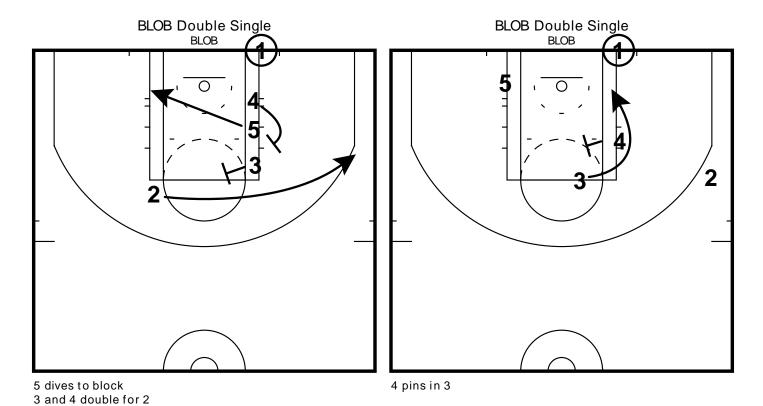


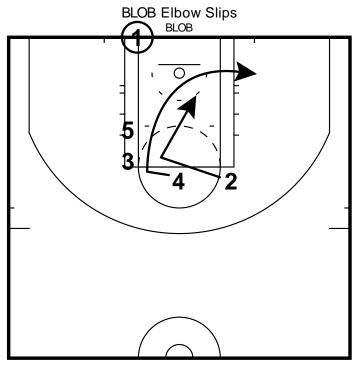
- 1 DHO's with 3 and spaces
- 3 DHO's with 4 and spaces corner
- 4 dribbles to middle

- 5 flashes to the elbow
- 4 hits 5, 5 fake handoff's with 4
- 3 follows for handoff from 5

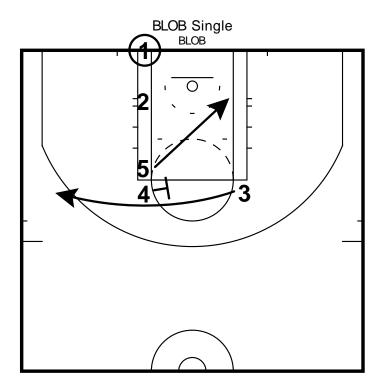


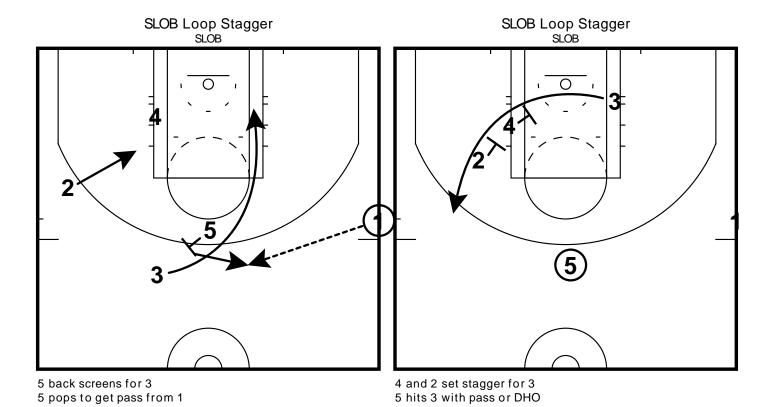
4 curls around 5 and 3 to the rim 2 follows to curl around 5 and 3

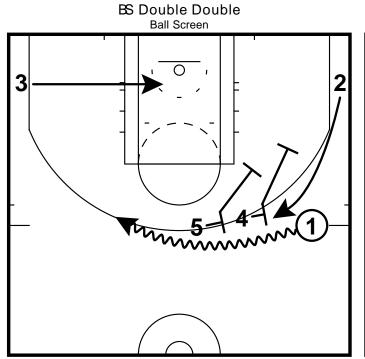


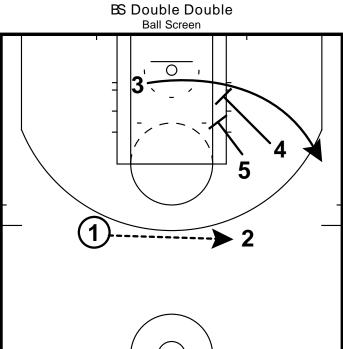


- 4 slips to rim and clears 2 slips to rim 1 looks for either open man



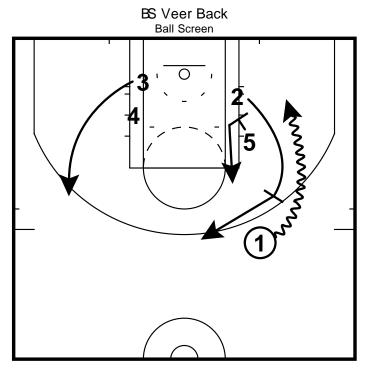


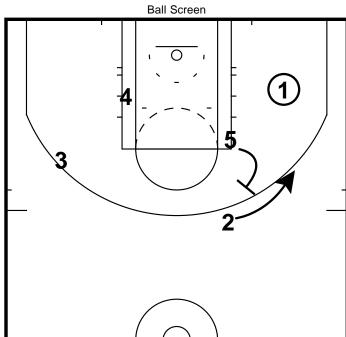




- 4 and 5 set double for 1 4 and 5 set double for 2
- 3 moves near the paint

4 and 5 double for 3 1 swings to 2

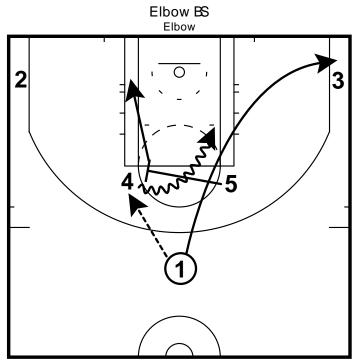




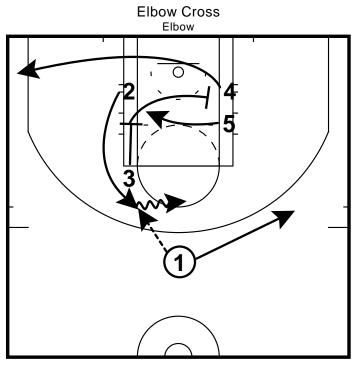
BS Veer Back

5 pin downs for 2 2 sets BS for 1 and pops 5 flashes to elbow, 3 flashes out

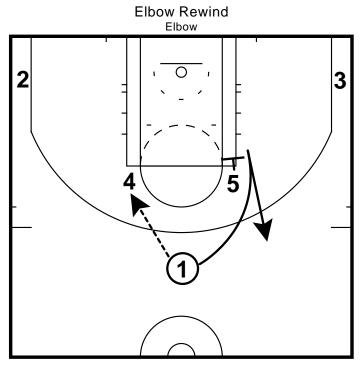
As 1 is driving to short corner 5 sets BS for 2 1 looks to throw back to 2



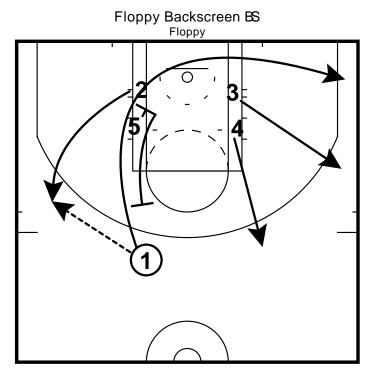
- 1 hits 4 on elbow & cuts corner
- 5 BS's for 4 and rolls

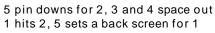


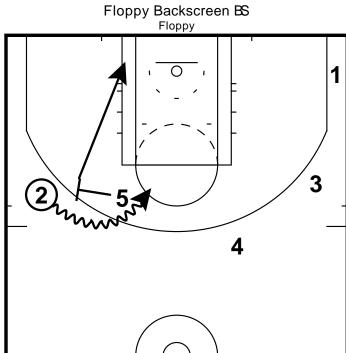
- 3 pin downs for 2, 1 hits 2
- 4 clears to corner
- 3 cross screens for 5
- 2 dribbles middle & looks for 5 or 3



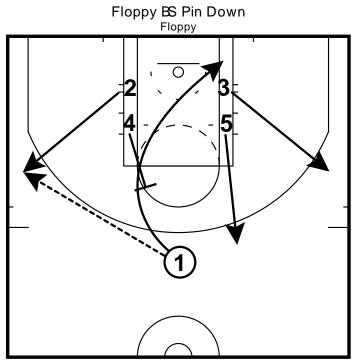
- 1 hits 4 on elbow 1 goes off 5 5 down screens for 1

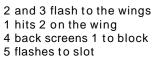


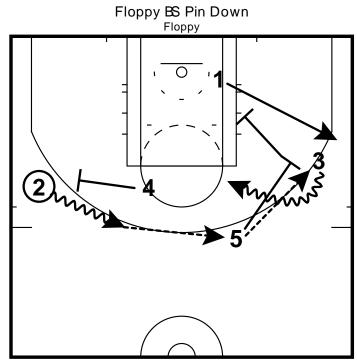




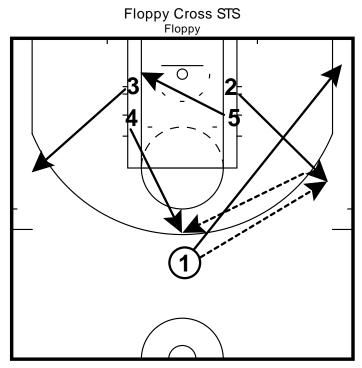
5 sets BS for 2 and rolls

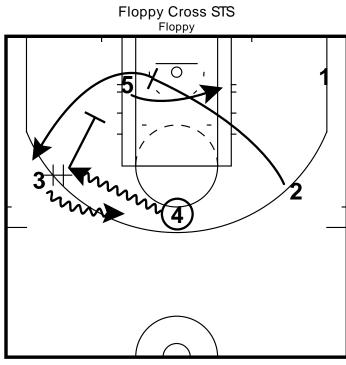






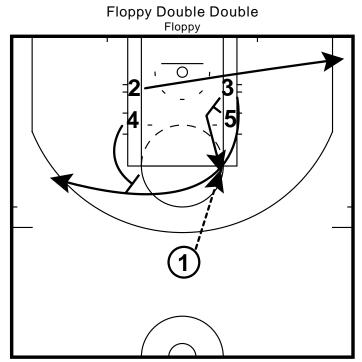
4 BS's for 2, 2 hits 5 5 swings to 3 and BS's 5 rolls into pin down for 1

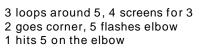


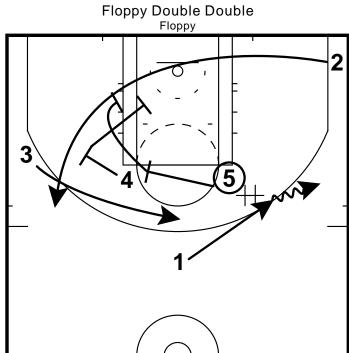


- 2 and 3 flash to the wings
- 1 hits 2 and goes corner 4 flashes top, 2 hits 4
- 5 flashes opposite block

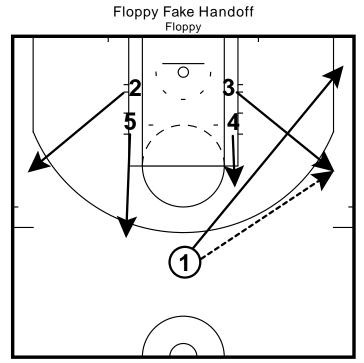
- 4 DHO's with 3
- 2 cross screens for 5
- 4 down screens for 2

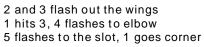


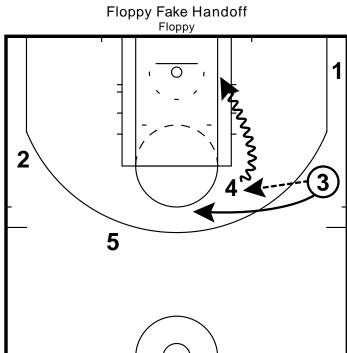




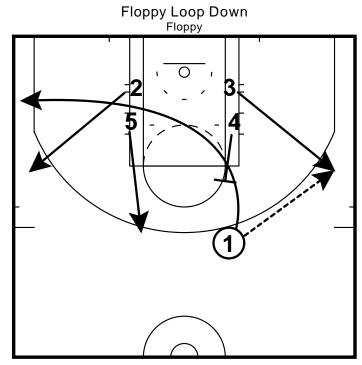
5 handoff's to 1 4 and 5 double for 3 4 and 5 double for 2

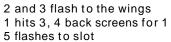


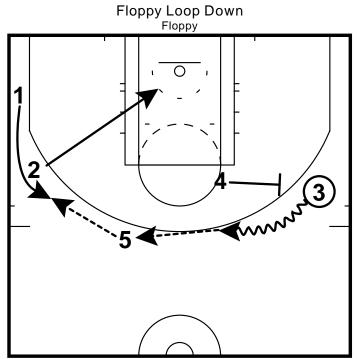




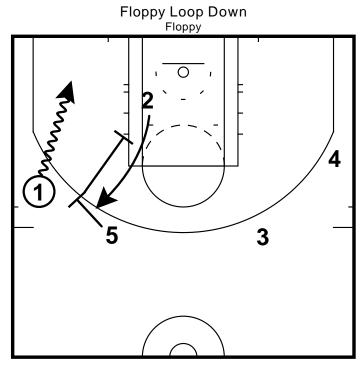
3 hits 4 4 fake handoff's with 3 4 drives down hill



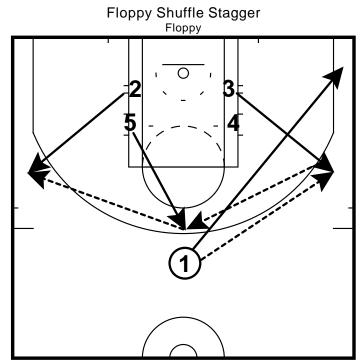


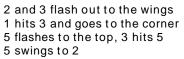


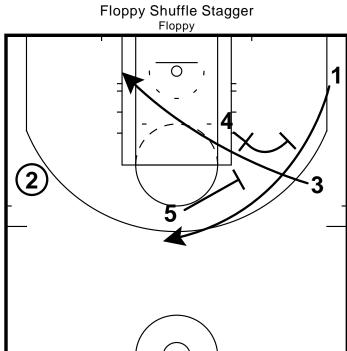
4 BS's for 3, 3 hits 5 2 dives to block 5 hits 1



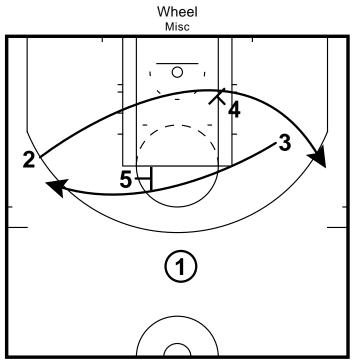
5 BS's for 1, 1 rejects to base line 5 pin downs for 2 1 looks to throw back to 2



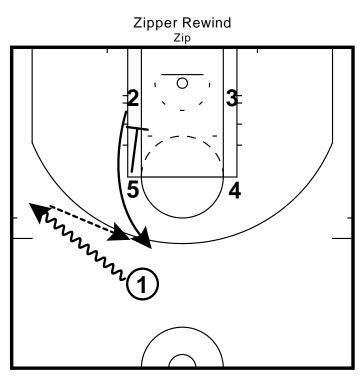


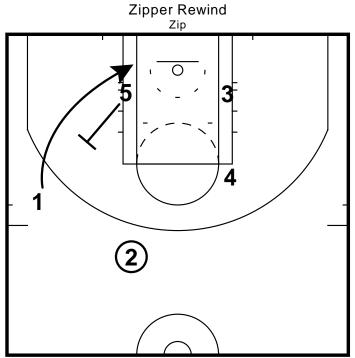


4 shuffles for 3 4 and 5 set a stagger for 1 2 looks for 1



1 will choose either side to pass From there its a post up or BS to play





5 shuffle screens for 1

1 dribbles over to wing

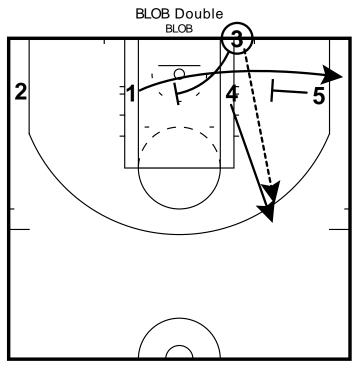
5 pin downs for 2 1 hits 2

Zipper Rewind Zip

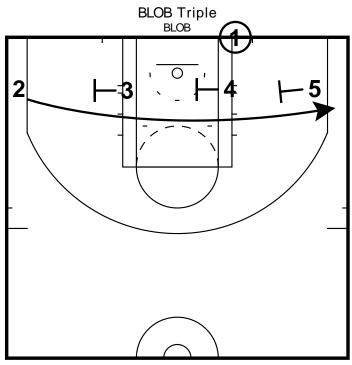
3 fakes screen for 1 and goes off 4 5 re screens for 1

2 looks for 1

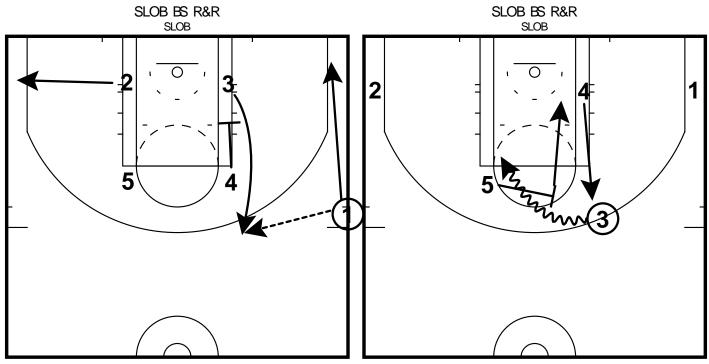
pg. 157



4 pops back, 3 hits 4 3 and 5 set double for 1

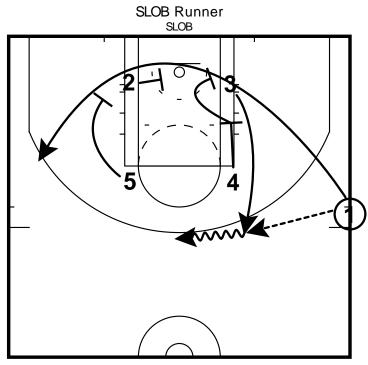


3, 4 and 5 set a triple for 2

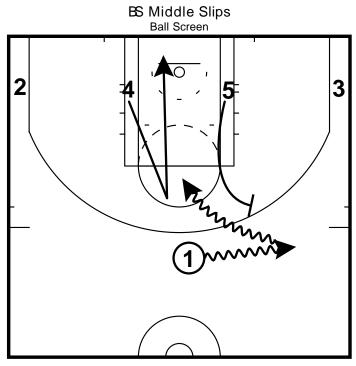


4 pin downs for 3, 1 hits 3 2 and 1 go corner

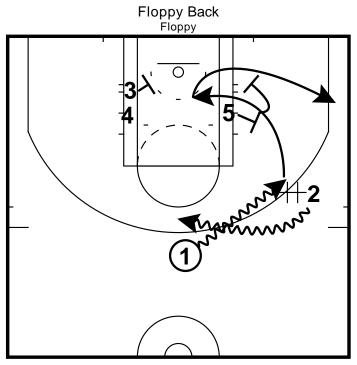
5 BS's for 3 and rolls 4 replaces behind roller



4 pin downs for 3, 1 hits 3 4, 2 and 5 set a triple for 1

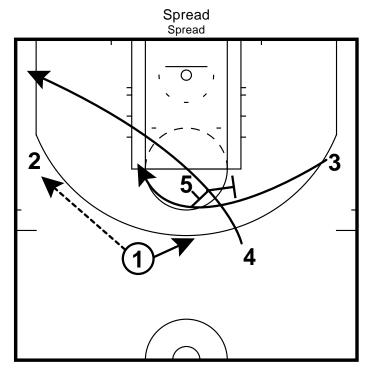


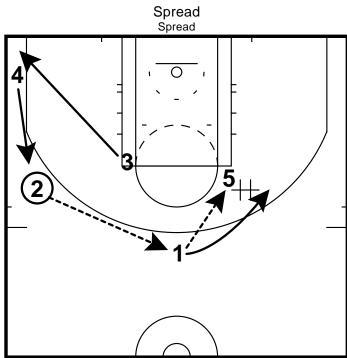
- 4 runs up and slips back to the rim 1 dribbles over to wing 5 sets BS for 1 and rolls



- 1 DHO's with 2

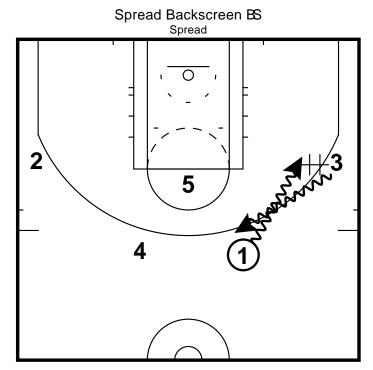
- 5 back screens for 1
  3 acts like he's screening
  5 re screens for 1 coming back

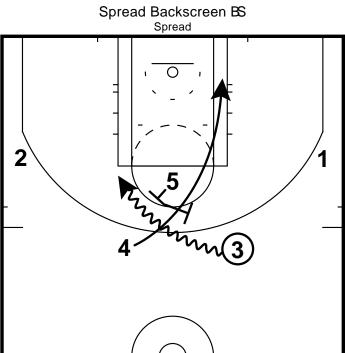




- 1 hits 2 on wing and spaces 5 sets back screen for 4 to corner
- 5 sets screen for 3
- 3 flashes to elbow

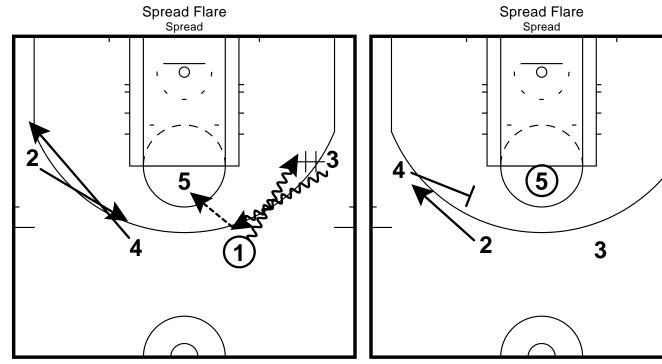
3 flashes corner if no pass, 4 fills up 2 hits 1 on top, 5 hits 5 on elbow 2 man game with 1 and 5 on elbow





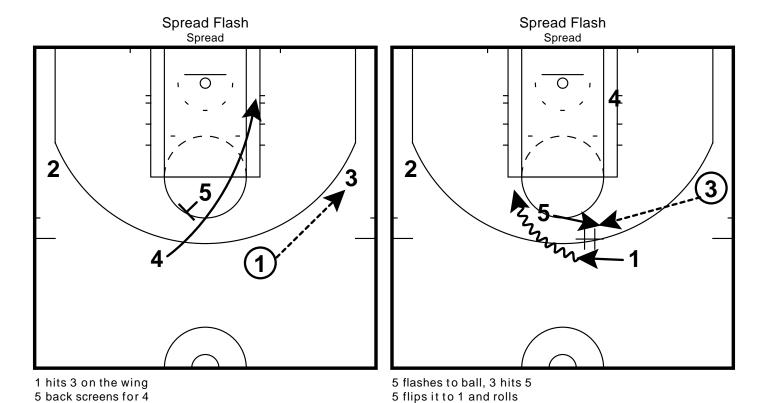
- 1 hits 2 on wing and spaces 5 sets back screen for 4 to corner
- 5 sets screen for 3
- 3 flashes to elbow

5 back screens for 4 5 then BS's for 3 and rolls

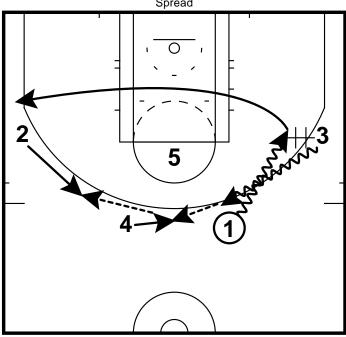


1 DHO's with 3 and 3 hits 5 2 and 4 interchange weak side

4 flares for 2 2 will curl flare to rim if open

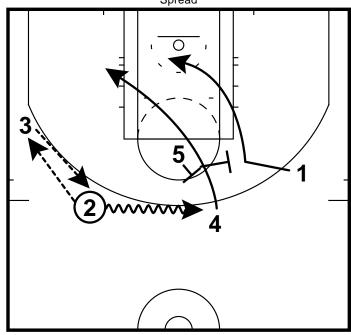


#### Spread Thru Block Screen Spread



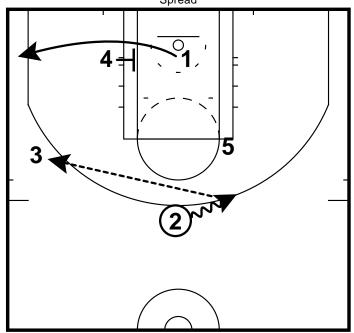
1 DHO's with 3 and clears opposite 3 hits 4, 4 hits 2

#### Spread Thru Block Screen Spread

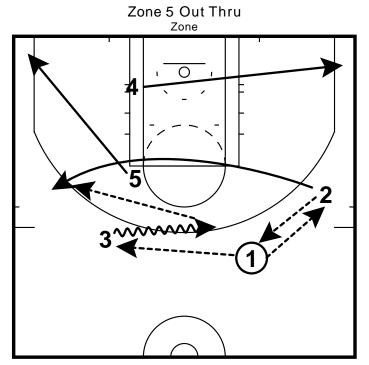


2 swings to 3, 5 back screens 4 5 screens for 1, 1 rejects to rim 3 hits 2, 2 dribbles over on top

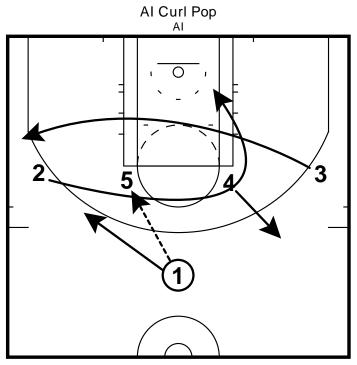
#### Spread Thru Block Screen Spread



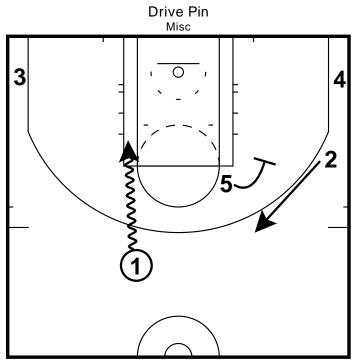
- 2 acts like he going to 5
- 2 swings back to 3
- 4 sets block screen for 1



- 5 dives corner, 4 clears opposite corner 1 hits 2, 2 hits 1 back and cuts through 1 swings to 3, 3 dribbles up 3 swings to 2

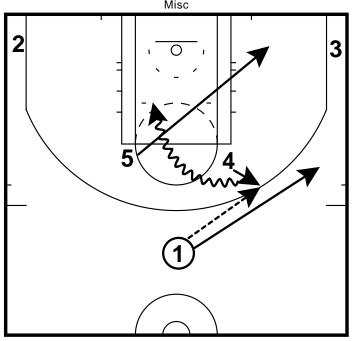


- 3 cuts underneath
- 2 cuts over top 5 and 4 and curls 1 hits 5 and spaces 5 looks at 2 curl or 4 popping



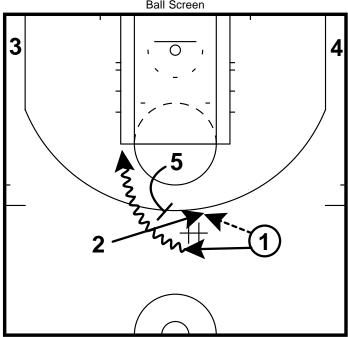
- 1 looks to attack down hill 5 pin downs for 2 1 has finish at rim or throwback to 2

### Fake Handoff Iso Misc

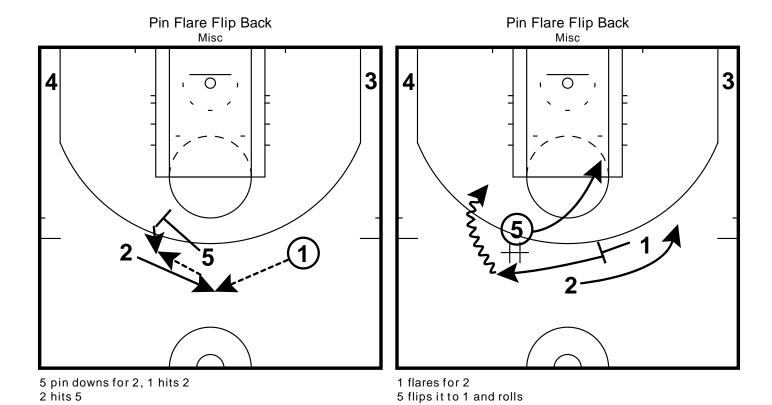


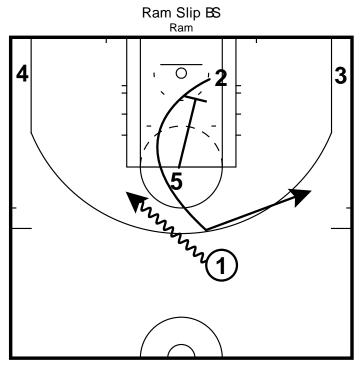
- 4 flashes out, 1 hits 4 4 fake handoff's to 1
- 5 dives to short corner
- 4 has face up iso

### Flip Back Middle BS Ball Screen

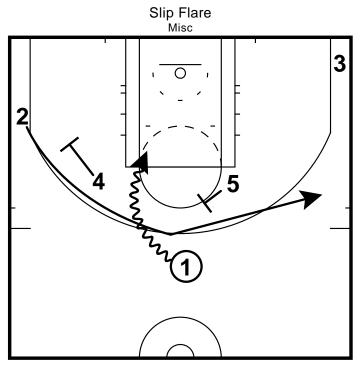


- 2 comes to ball, 1 hits 2 2 flips back to 1 5 follows with BS for 1 and rolls

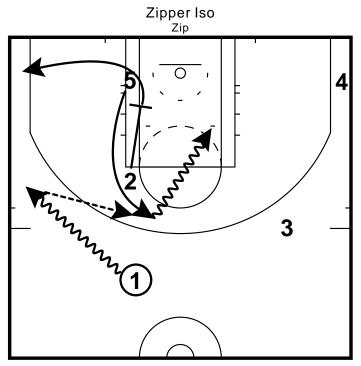




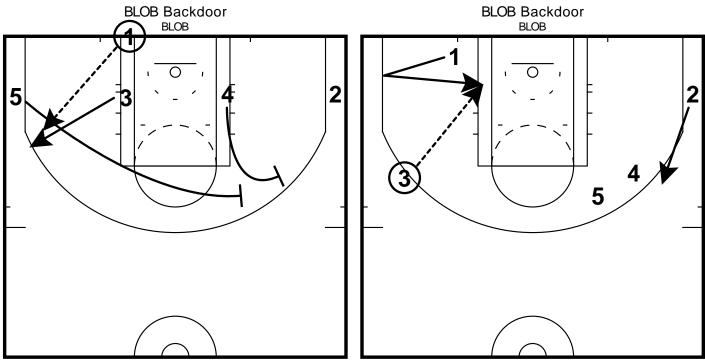
- 5 pin downs for 2 2 runs in to slip BS on 1 1 attacks slip, checks for 2 throw back



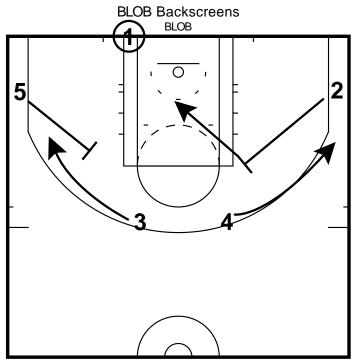
4 pin downs for 2 2 runs in to slip BS on 1 5 flares for 2, 1 attacks slip



- 1 dribbles over to wing 2 pin downs for 5, 1 hits 5 2 clears to corner, 5 has Iso

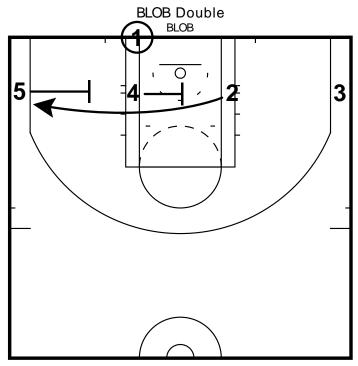


2 acts like he's going off double 1 back doors, 3 hits 1



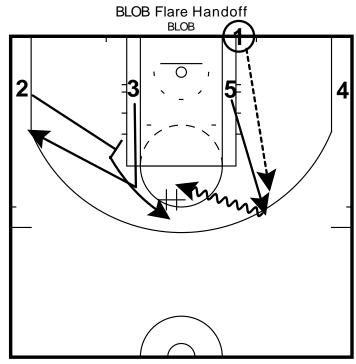
5 and 2 back screen for 3 and 4 2 slips to rim

### Alabama

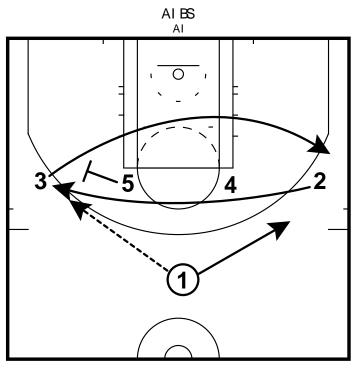


4 and 5 set double for 2

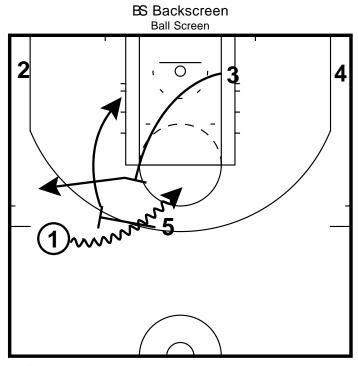
### Alabama



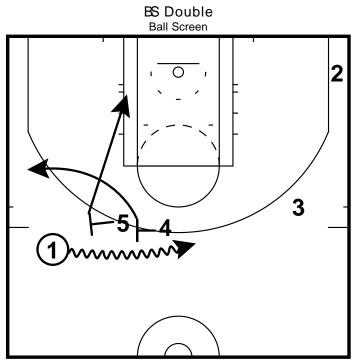
- 5 pops back, 1 hits 5 3 pops back, 2 sets flare for 3 5 handoff's to 2 if no flare



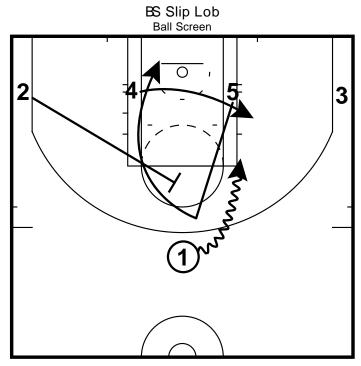
- 3 cuts underneath
- 2 cuts over top of 4 and 5 1 hits 2 and spaces to wing 5 BS's for 2 and rolls



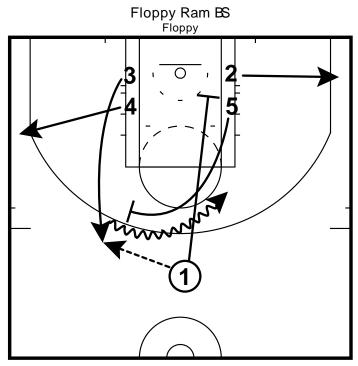
- 5 BS's for 1 and rolls
- 3 back screens 5 hedge man and pops



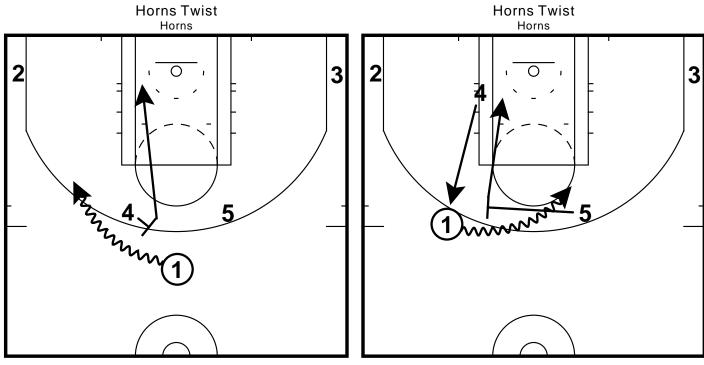
5 and 4 set Double BS for 1 They switch who sets it first Usually it is a clear corner



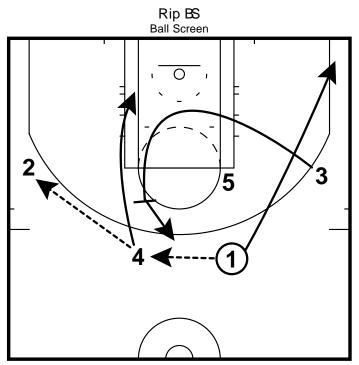
- 5 runs up and slips BS on 1 2 back screens 5 man, 4 clears 1 looks for lob to 5 on drive

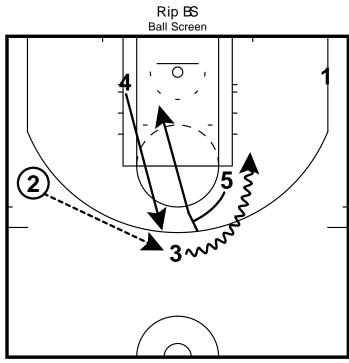


- 2 goes corner, 4 spaces out 3 rubs off 4 to slot, 1 hits 3 1 Ram screens for 5, 5 BS's for 3 and rolls



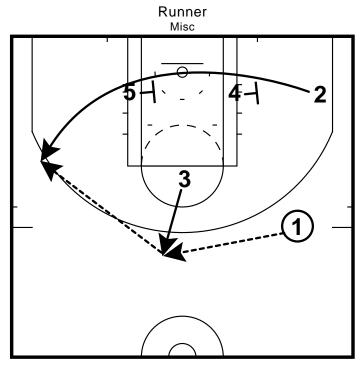
5 sets BS for 1 and rolls 4 replaces behind roller



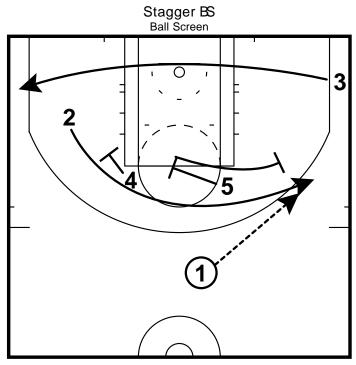


- 1 swings to 4 and clears corner 4 swings to 2, 3 back screens for 4 3 pops to the top

- 2 hits 3 popping 5 BS's for 3 and rolls 4 replaces behind roller



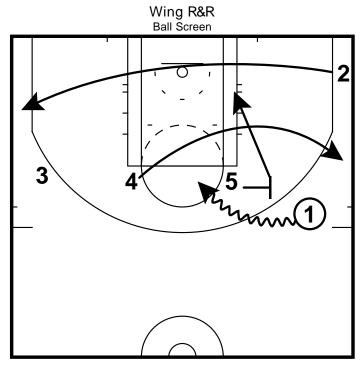
- 1 hits 3 on top 4 and 5 set double for 2
- 3 looks to hit 2



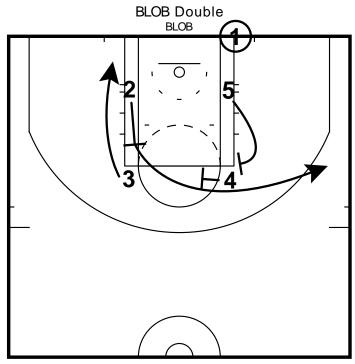
- 4 and 5 set stagger for 2 3 clears to opposite corner 1 hits 2, 5 BS's for 2 and rolls

# Stagger Triple 1 month

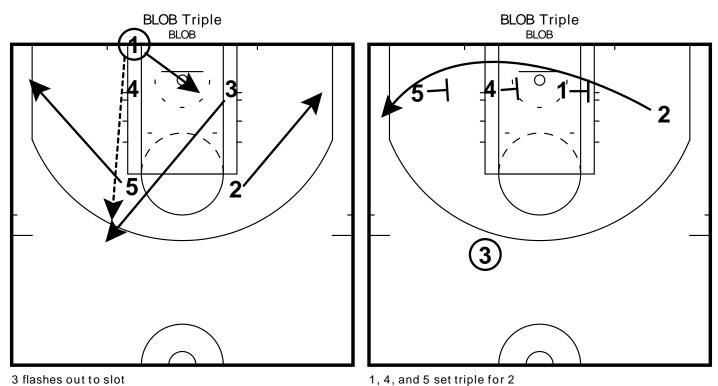
- 1 dribbles over to wing 5 and 4 set stagger for 2, 1 hits 2 3, 4 and 5 set triple for 1



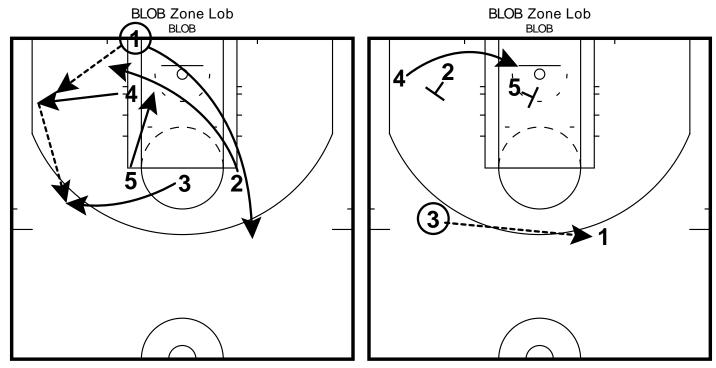
- 5 BS's for 1 and rolls
- 4 replaces behind on the wing



- 2 sets back screen for 3
- 4 and 5 set double for 2

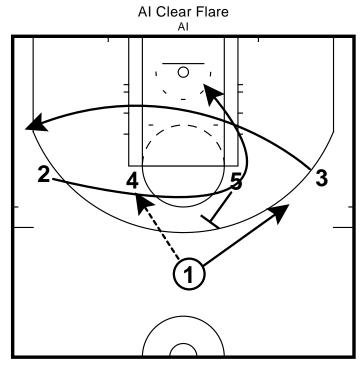


3 flashes out to slot 5 and 2 dive down 1 hits 3

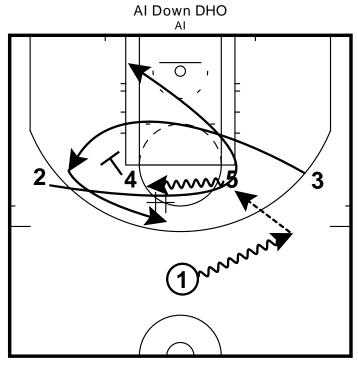


4 pops out, 1 hits 4 5 and 2 dive to rim 3 flashes, 4 hits 3 1 cuts up to slot

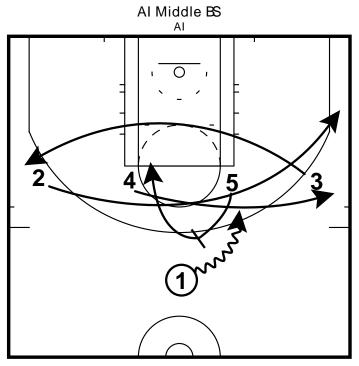
3 swings to 1 2 hits outside low guy 5 seals in middle guy 1 looks for lob to 4



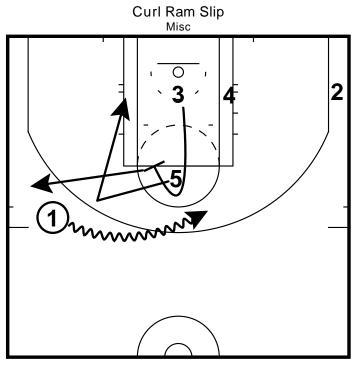
- 3 clears underneath opposite side 2 goes over 4 and 5, 1 hits 4, 2 curls 5 flares for, 4 looks at 2 and 1



- 2 cuts over 4 and 5 and clears to same side
- 3 cuts underneath, 4 pin downs for 3 1 dribbles over and hits 5
- 5 DHO's with 3

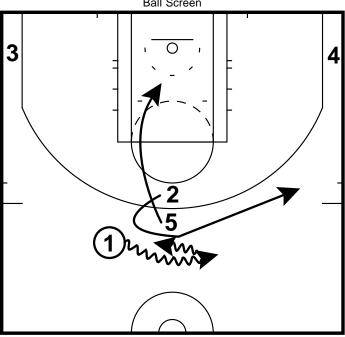


- 2 cuts over 4 and 5 opposite
- 3 cuts underneath
- 5 sets Middle BS for 1 and rolls



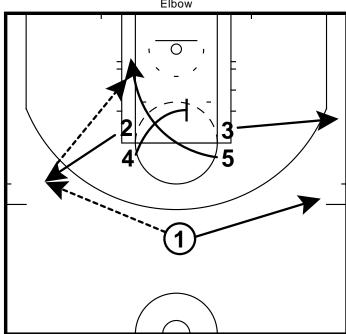
- 3 wraps around 5 and pins him in 5 slips BS with 1, 3 fills behind slip 4 ducks in on 1's drive

### Double Re Screen Slip Ball Screen

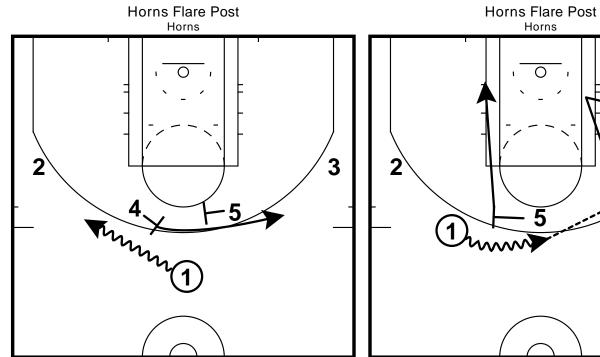


5 and 3 set Double BS for 1 2 re screens for 1 and slips to wing

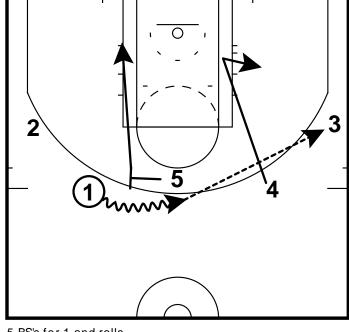




- 2 flashes out, 1 hits 2, 3 and 1 space 4 sets middle screen for 5 5 curls to rim, 4 can flash top for high low

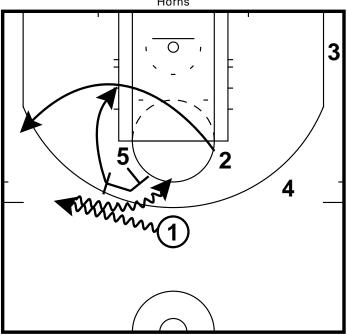


4 BS's for 1 5 flares for 4

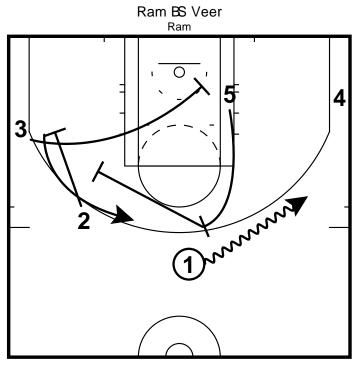


- 5 BS's for 1 and rolls
- 4 dives to block to post
- 1 kicks out to 3 and looks inside

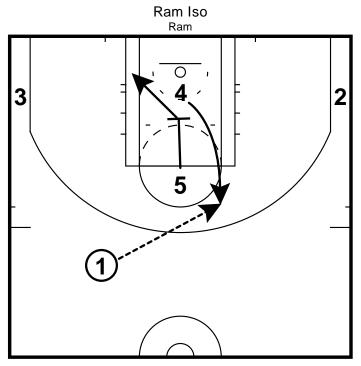
### Horns Re Screen R&R Horns



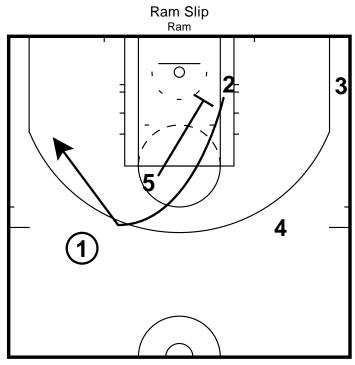
- 5 BS's for 1
- 5 re screens for 1 and rolls 2 replaces behind roller to wing



- 2 pin downs for 3, 3 down screens for 5 5 runs up to BS for 1 5 rolls into pin down for 2

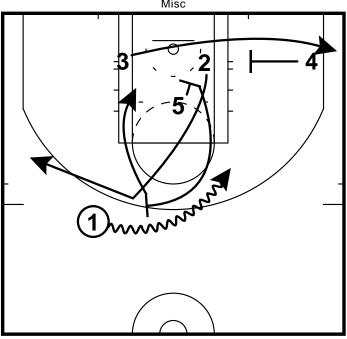


- 5 pin downs for 4 1 hits 4
- 4 has iso at the FT line

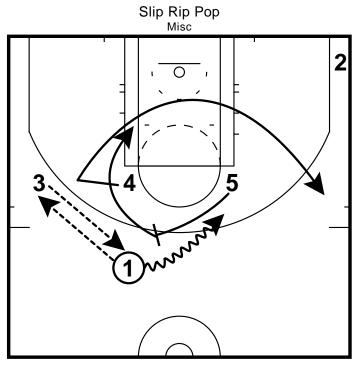


- 5 pin downs for 2 2 sprints in to slip BS on 1 1 looks for slip 3 or to drive

Slip BS Block Screen Misc

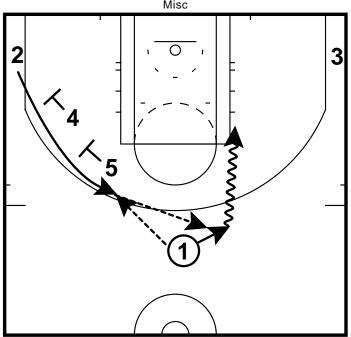


- 5 pin downs for 2, 2 slips BS on 1 3 goes corner off screen from 4 5 sets BS for 1 and rolls

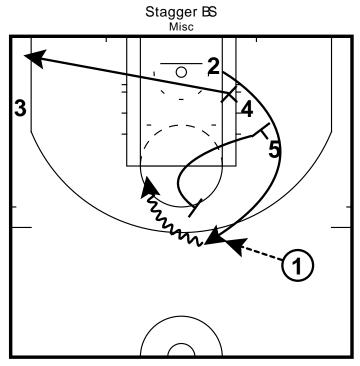


1 hits 3, 4 slips BS on 3 and loops opposite 3 hits 1 back, 5 follows with BS and rolls

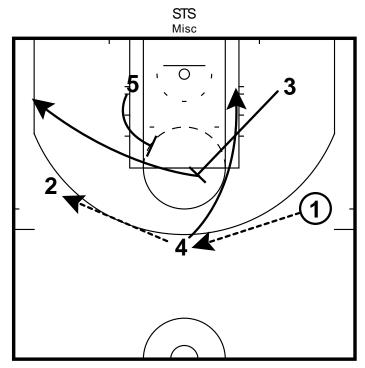
### Stagger Boomerang Misc



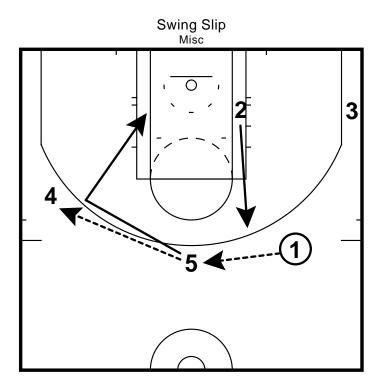
- 4 and 5 set stagger for 2 1 hits 2, 2 hits 1 back with a pass 1 looks to attack on the catch

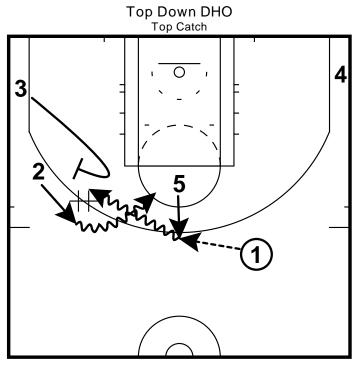


- 4 and 5 stagger for 2 1 hits 2 on top, 4 goes corner 5 loops up to set BS for 2 and rolls

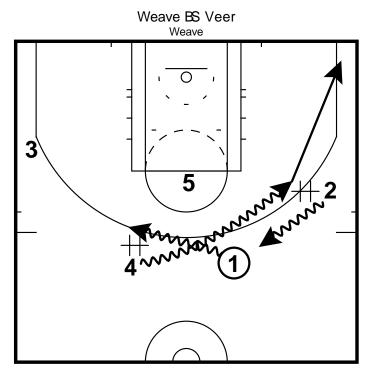


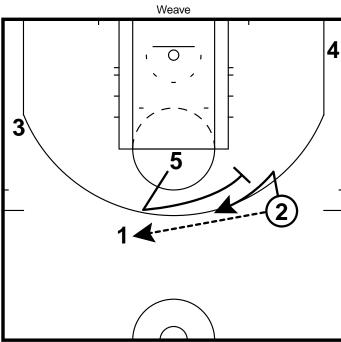
- 1 hits 4 on top, 4 swings to 2 3 back screens for 4 5 screens in for 3





- 5 pops top, 1 hits 5 3 loops up to pin down for 2 5 DHO's with 2 and rolls

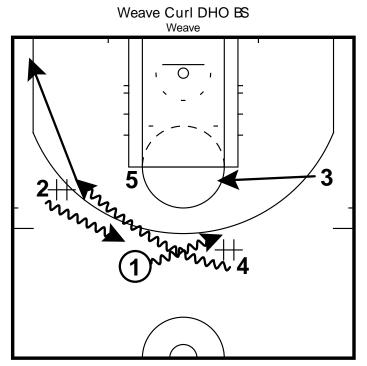


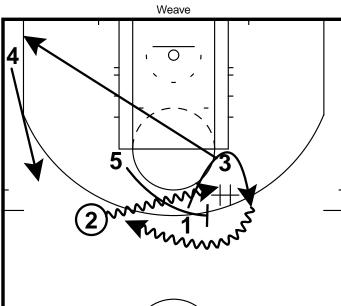


Weave BS Veer

- 1 DHO's with 4, 4 DHO's with 2
- 4 goes to corner 2 dribbles up

- 2 hits 1
- 5 fakes BS with 1
- 5 sets down screen for 2

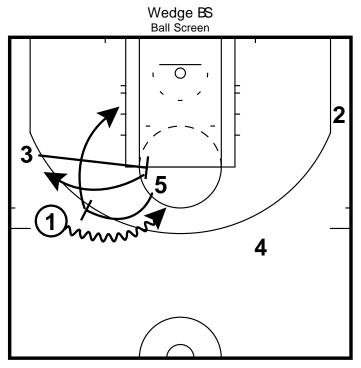




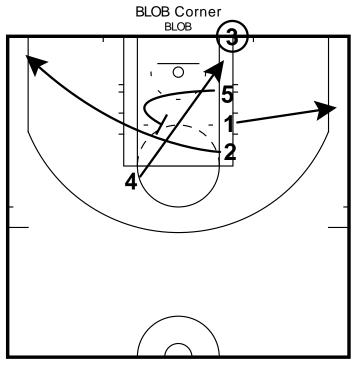
Weave Curl DHO BS

- 1 DHO's with 4
- 4 DHO's with 2 and goes corner
- 3 flashes to elbow

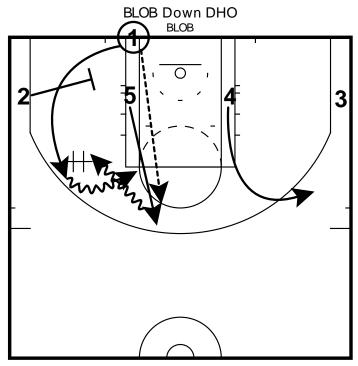
- 1 curls around 3, 3 dives corner
- 2 DHO's with 1, 5 follows with BS for 1
- 5 then rolls to open side for lob



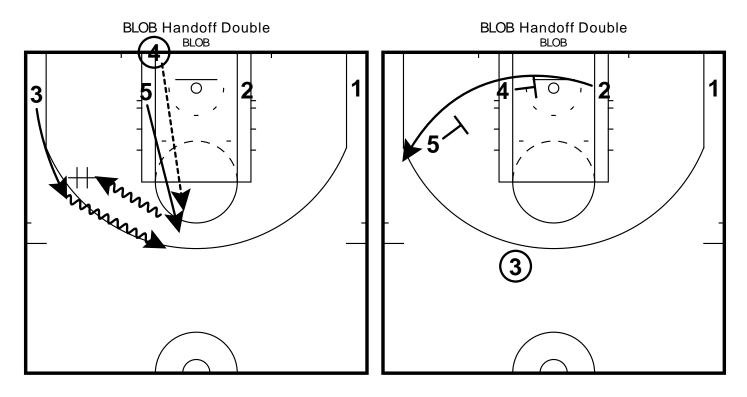
- 3 sets wedge screen for 5 5 sets & for 1 and rolls 3 replaces behind

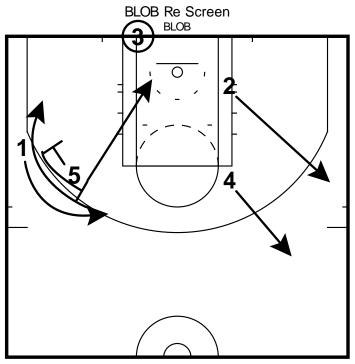


- 1 flashes out
- 4 dives, 5 loops out and screens for 2 2 runs to the corner to get pass from 3

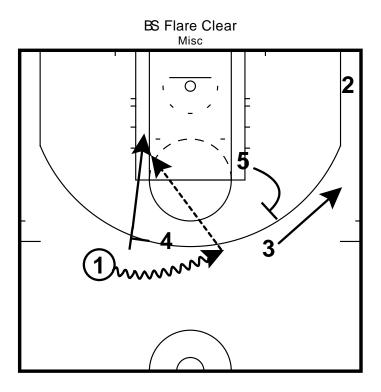


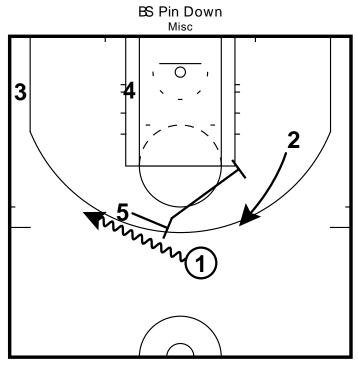
- 5 pops back, 1 hits 5 2 pin downs for 1 5 DHO's with 1 and rolls



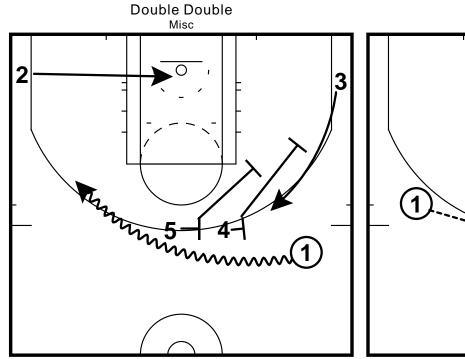


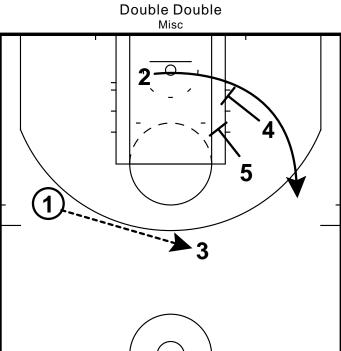
- 2 and 4 pop back 5 pin downs for 1, 5 re screens for 1 5 slips to rim after screen





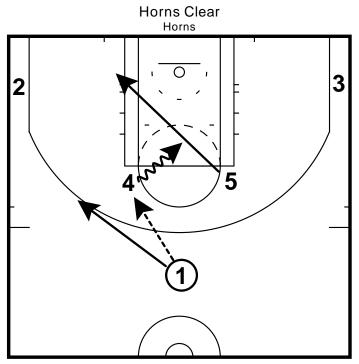
5 sets a BS for 1 5 then rolls to set pin down for 2



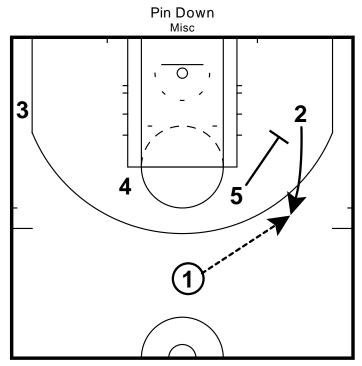


- 4 and 5 set a Double BS for 1 4 and 5 set a Double for 3
- 2 moves towards the paint

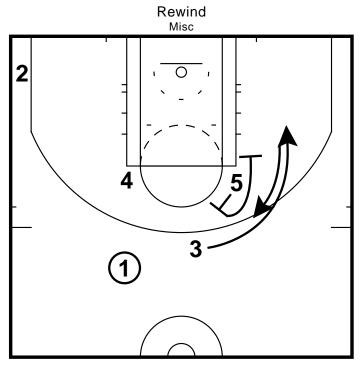
- 1 hits 3
- 4 and 5 set a Double for 2



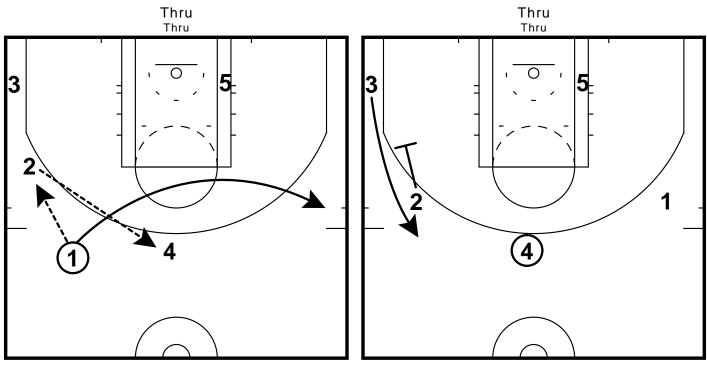
- 1 hits 4, 4 fake handoff's with 1 5 dives to opposite block 4 faces up for iso



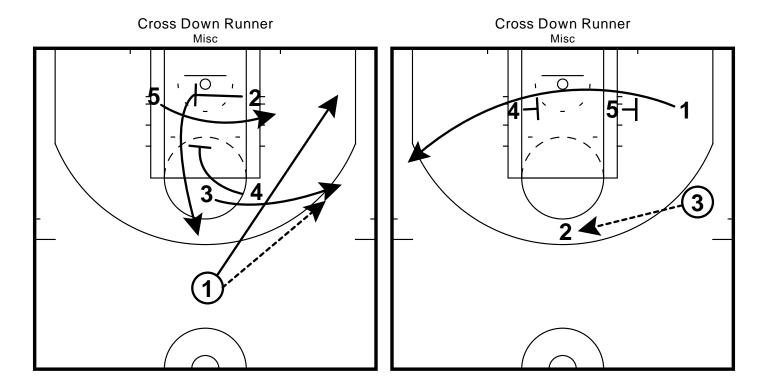
A lot of this was done in transition 5 or whoever close sets a early pin down

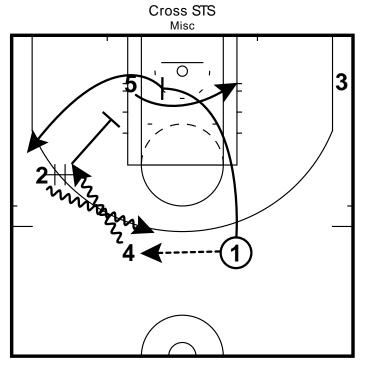


- 5 back screens for 3 5 then re screens for 3 with a pin down 1 looks for 3

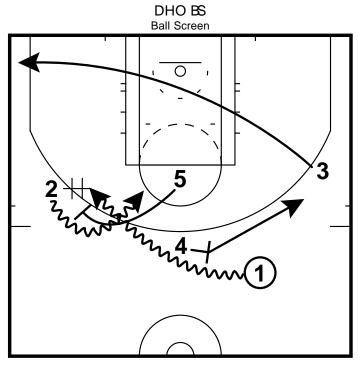


2 pin downs for 3

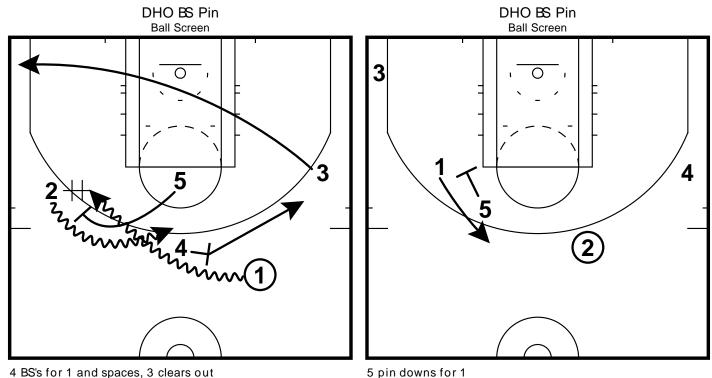




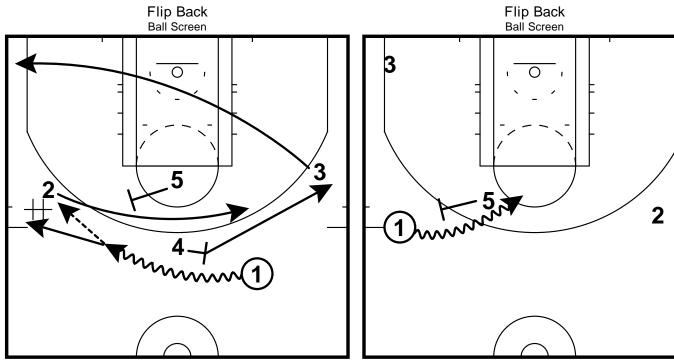
- 1 swings to 4, 4 DHO's with 2 1 cuts through and cross screens for 5 4 down screens for 1



- 4 BS's for 1 and spaces, 3 clears out
- 1 DHO's with 2
- 5 BS's for 2 and rolls to the rim

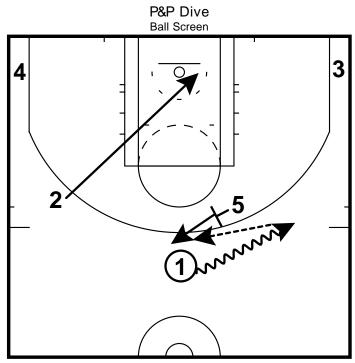


- 4 BS's for 1 and spaces, 3 clears out
- 1 DHO's with 2
- 5 BS's for 2

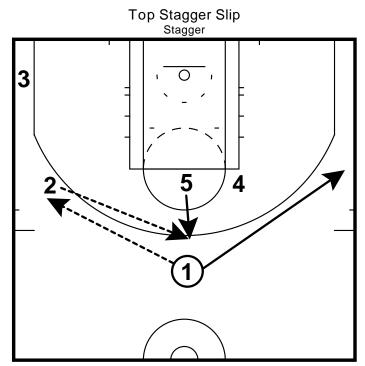


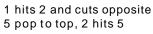
4 BS's for 1 and spaces out 1 hits 2, 2 flips it back to 1 5 flares for 2, 3 clears corner

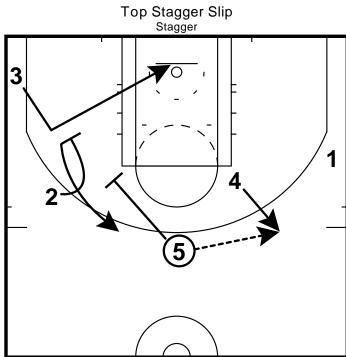
5 BS's for 1 and rolls



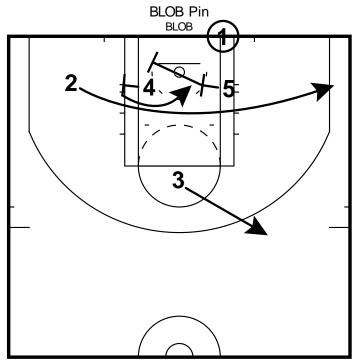
5 sets BS for 1 and P&P's 1 throws back to 5 On the throwback 2 dives to the rim



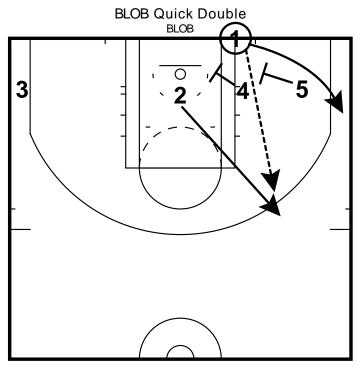




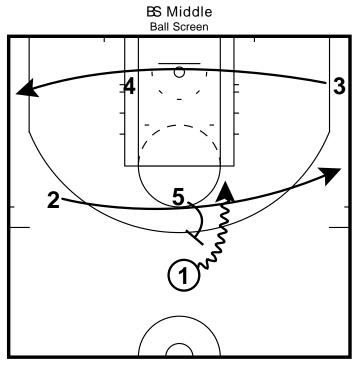
5 swings to 4 popping 2 and 5 set stagger for 3 3 slips stagger, 2 goes off 5



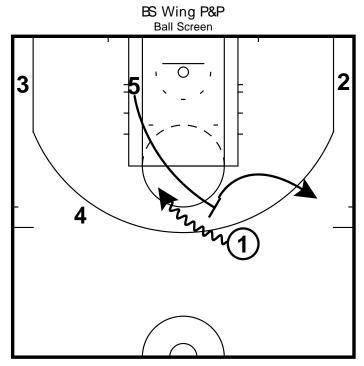
- 4 and 5 set a double for 2 5 pin downs for 4 3 spaces



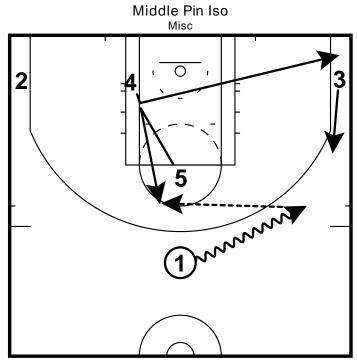
2 pops back, 1 hits 2 4 and 5 set double for 1



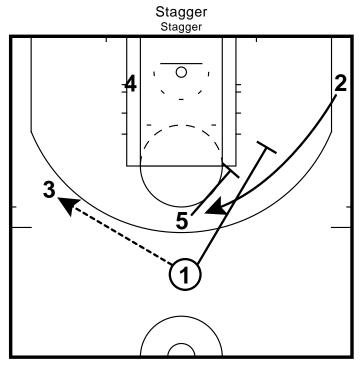
3 clears to opposite side 2 cuts over top of 5 5 Middle BS's for 1 Mixes up P&P and roll



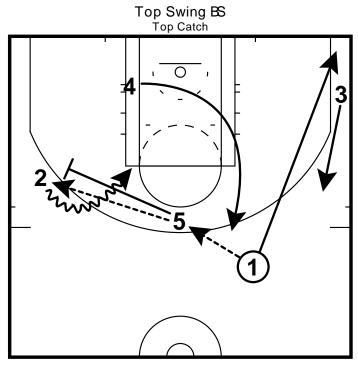
- 5 runs in to set BS for 1
- 5 P&P's
- 1 looks to attack or throw back to 5



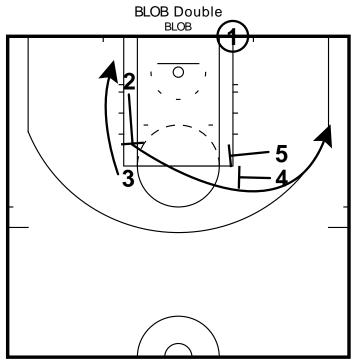
- 5 fakes pin down for 4 and pops 4 clears to corner, 1 hits 5 5 has iso



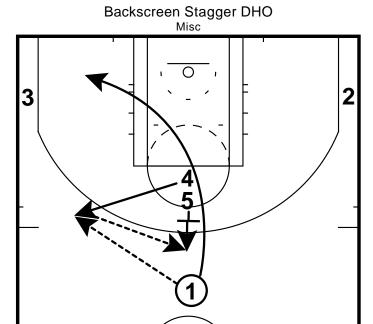
1 hits 3 5 and 1 stagger for 2



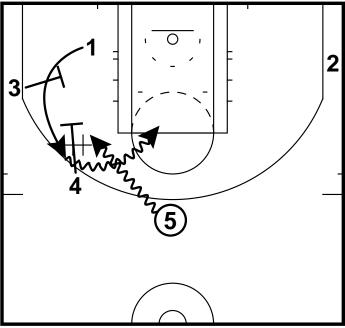
- 1 hits 5 on top and goes corner 3 fills up, 5 swings to 2 5 BS's for 2, mixes up roll or P&P 4 fills to the slot



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

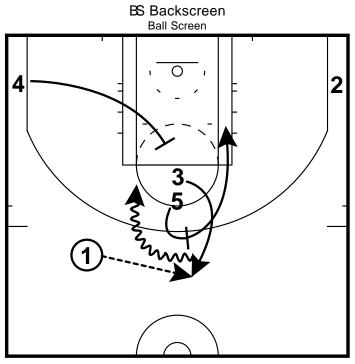


Backscreen Stagger DHO



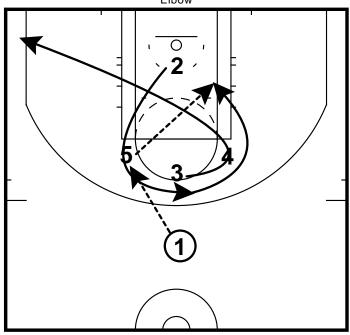
4 pops to wing, 1 hits 4 5 back screens for 1 and pops

3 and 4 stagger for 1 5 DHO's with 1 and rolls

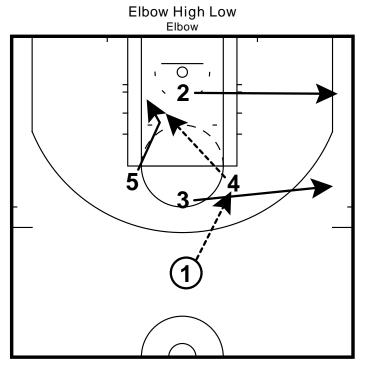


- 3 pops to top, 1 hits 3 5 BS's for 3 and rolls
- 4 sets a back screen on 5's man

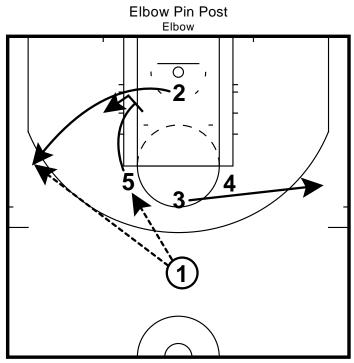
### Elbow Curl Clear



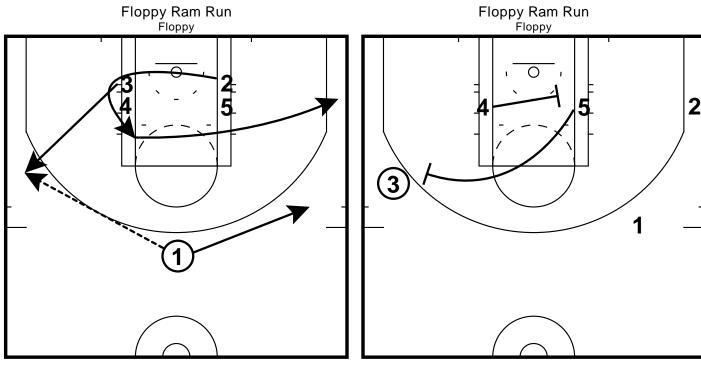
- 1 hits 5 on elbow
- 3 curls around 4 to corner 2 loops around 5 and 4 to rim 5 looks for 2



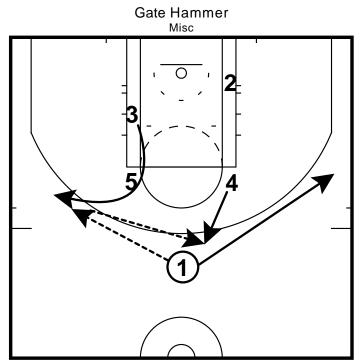
- 2 pops to corner 3 goes across 4 to wing 5 walks man down, 1 hits 4 4 looks inside to 5 high low

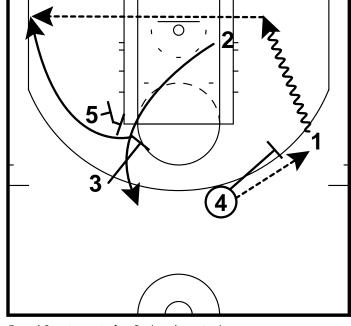


3 clears to the wing 5 pin downs for 2 and posts 1 hits 2 and looks inside to 5



4 cross screens for 5 5 runs in to BS 3



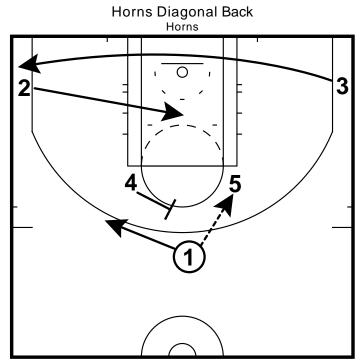


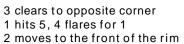
Gate Hammer

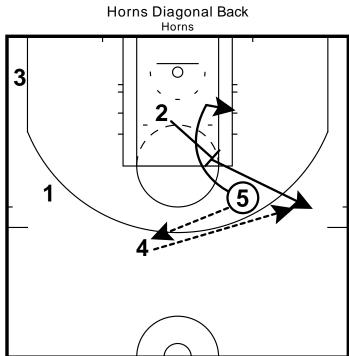
Misc

- 3 loops around 5 to wing 1 hits 3 and spaces
- 4 pops on top, 3 hits 4

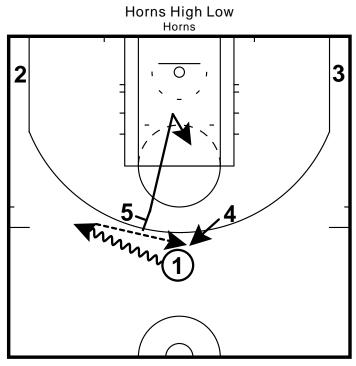
5 and 3 set a gate for 2, 4 swings to 1 4 runs to set BS for 1, 1 rejects to baseline 5 flares in 3, 1 looks for hammer to 3



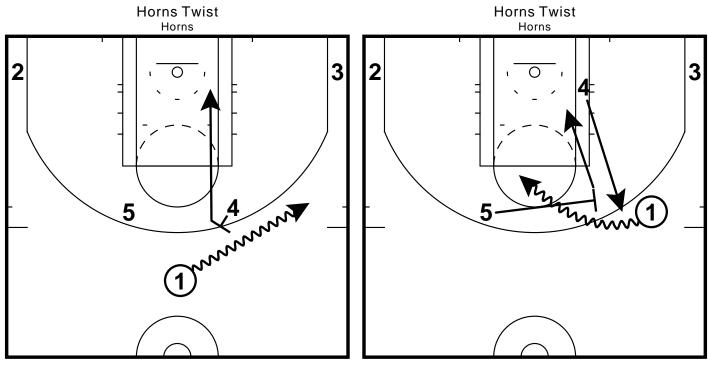




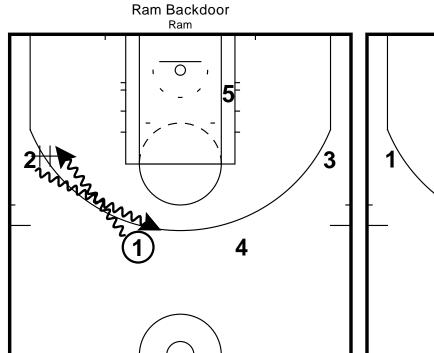
5 hits 4 on top 2 sets diagonal for 5 and pops 5 stops and posts, 4 hits 2



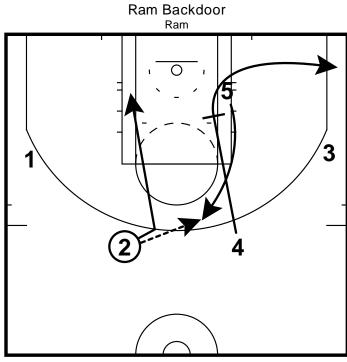
- 5 BS's for 1 and rolls 4 pops 1 throws back to 4 4 looks at 5 sealing for high low

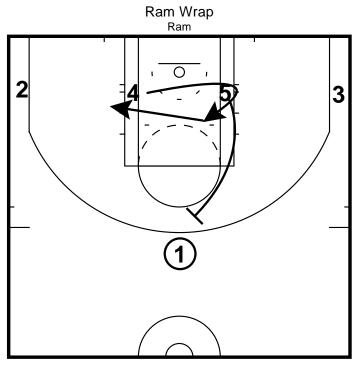


5 BS's for 1 and rolls 4 replaces behind the roller



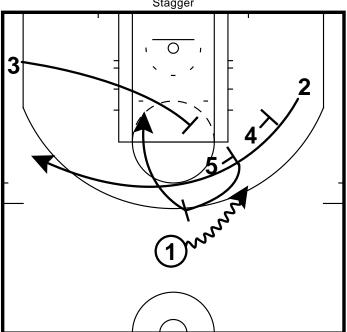




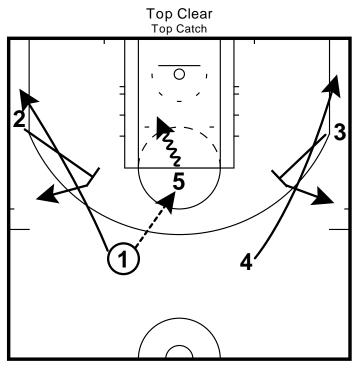


4 loops around 5 back to block 5 runs in to BS for 1 and rolls

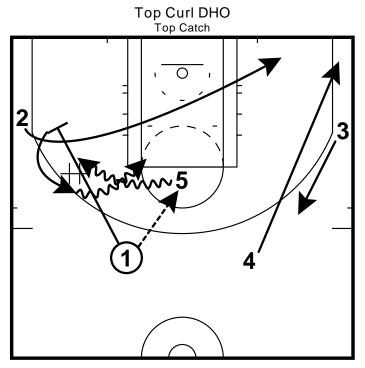




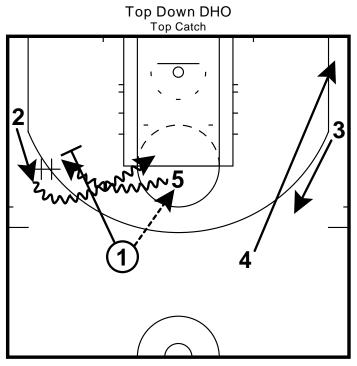
- 4 and 5 set a stagger for 2 5 sets Middle BS for 1 and rolls 3 sets back screen on 5's man



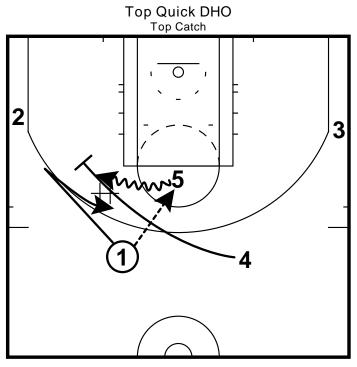
- 1 hit 5 on top 2 and 3 flare/interchange with 1 & 4 2 and 3 then space 5 has Iso from the top



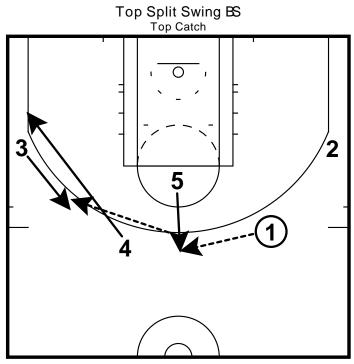
- 1 hit 5 on top 1 down screens for 2 2 curls screen, 5 DHO's with 1 and rolls 3 and 4 interchage

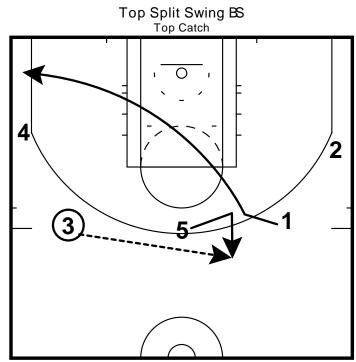


- 1 hit 5 on top, 3 and 4 interchange 1 sets a down screen for 2 5 DHO's with 2 and rolls



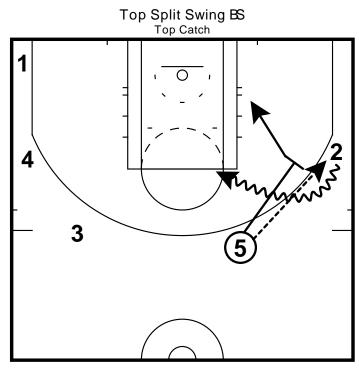
- 1 hit 5 on top 1 acts like he going to screen for 2 4 sets a down screen for 1 5 DHO's with 1 and rolls



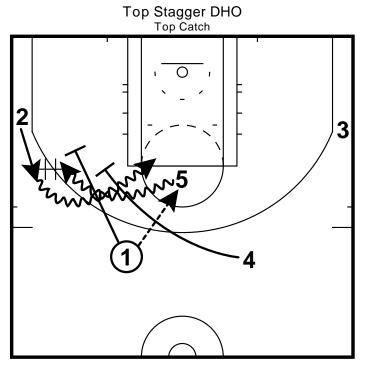


1 hits 5 on top 3 and 4 interchange 5 swings to 3

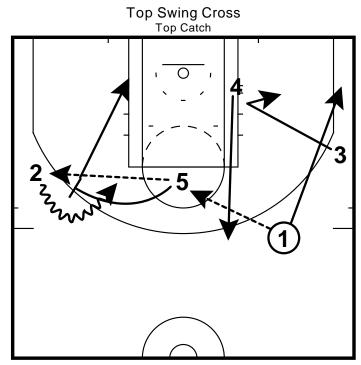
5 and 1 split, 1 goes to corner 3 swings to 5 popping

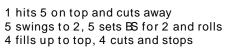


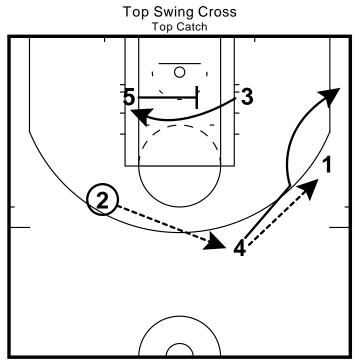
5 swings to 2 and BS's to roll



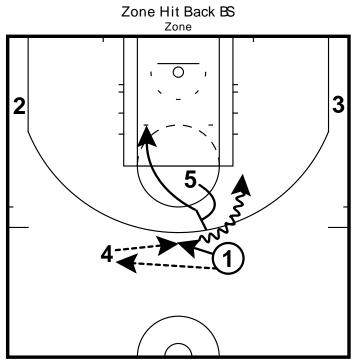
- 1 hit 5 on top 1 and 4 set a stagger for 2 5 DHO's with 2 and rolls



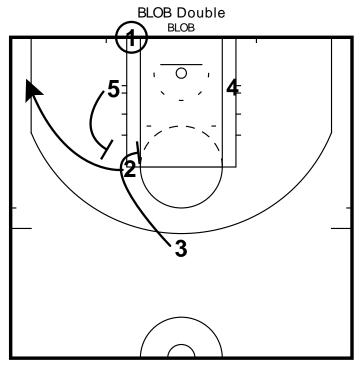




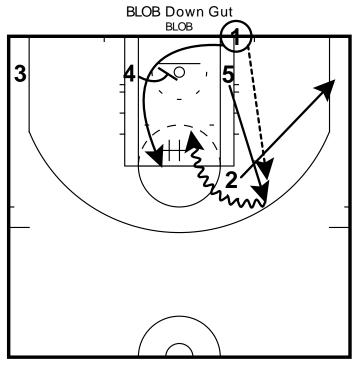
2 hits 4, 3 posts for a second 5 sets cross screen for 3 and posts 4 swings to 1 and slips



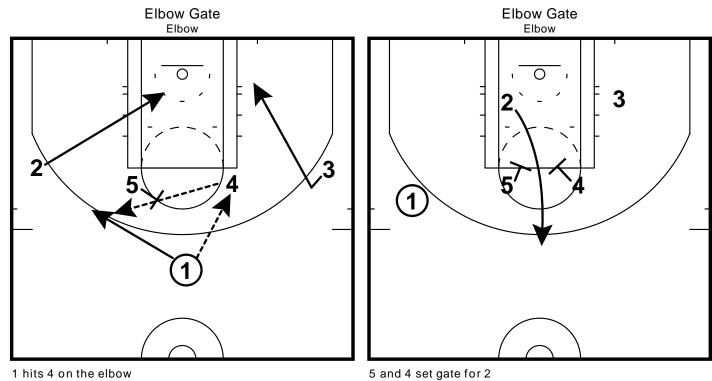
1 hits 4, 1 moves near 4 4 hits 1, 5 BS's outside man for 1



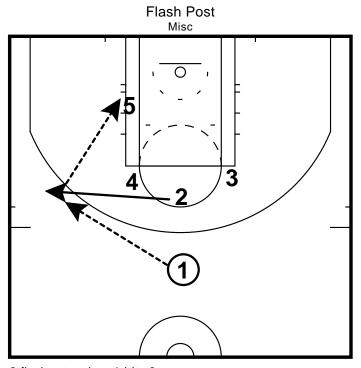
3 curls to screen 2 5 screens for 2 1 looks for 2



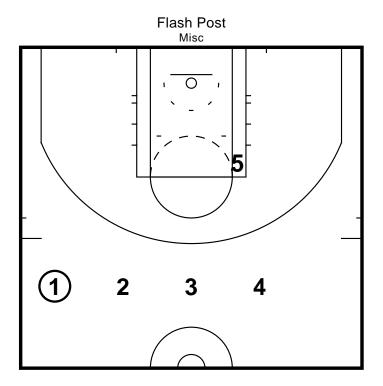
- 2 clears to corner
- 5 pops back, 1 hits 5 4 down screens for 1
- 5 DHO's with 1



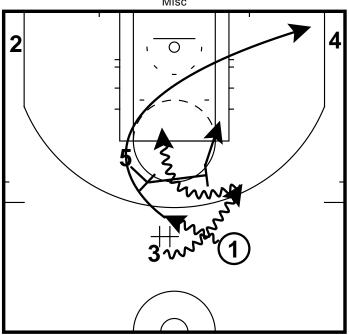
- 1 hits 4 on the elbow
- 3 back doors, 2 cuts to the paint 5 flares for 1, 4 hits 1 on flare



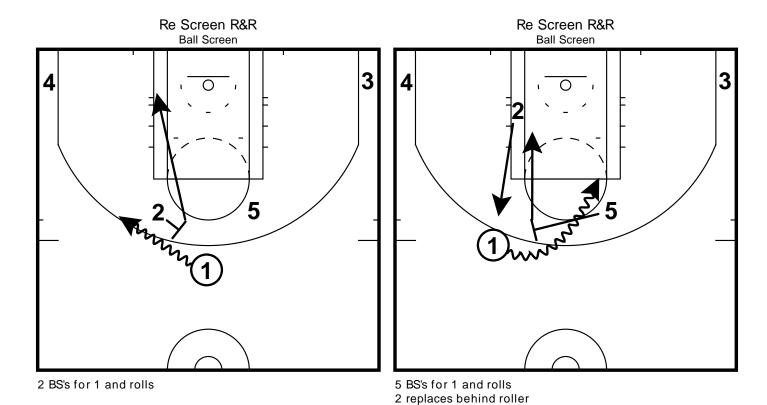
2 flashes to wing, 1 hits 2 2 hits 5 on the block 4 will sometimes BS for 2

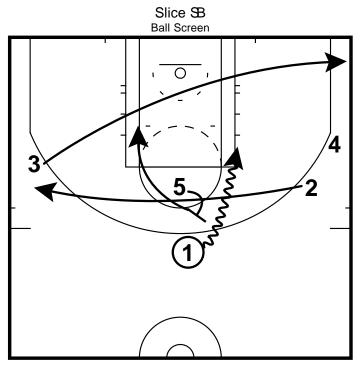




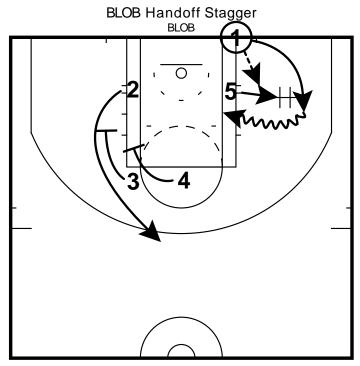


- 1 Flips it to 3 5 back screens 1 5 BS's for 3 and rolls

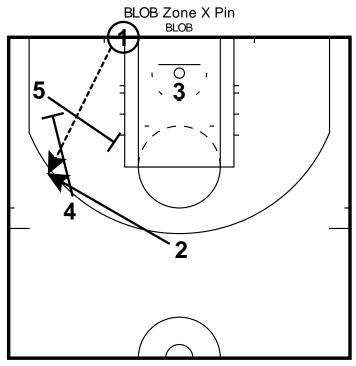




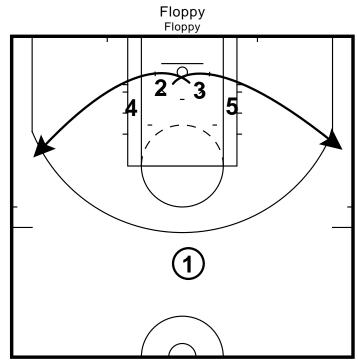
- 3 clears opposite corner 2 slices in front of 5 5 sets BS for 1 and rolls



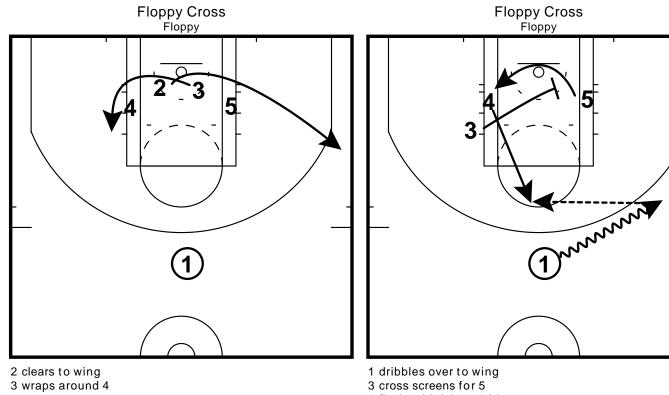
1 hits 5, 5 handoff's to 1 3 and 4 set stagger for 2



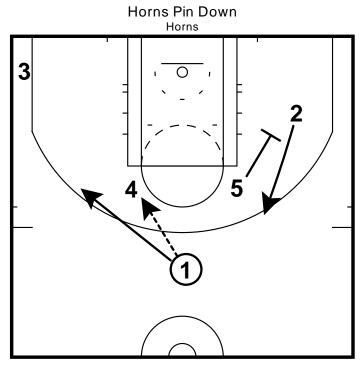
- 5 hits top elbow guy 4 hits bottom corner guy 2 flashes, 1 throws over top to 2



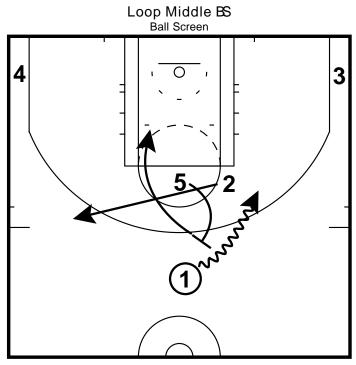
2 and 3 will screen for each other at times Sometimes they go same side 1 enters either side and they play



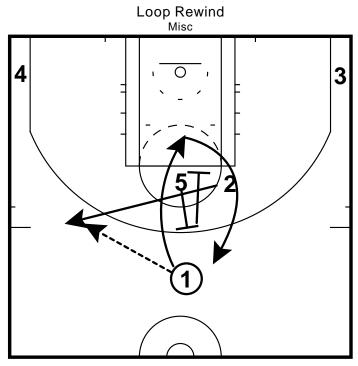
- 1 dribbles over to wing
- 3 cross screens for 5
- 4 flashes high low, 1 hit 4



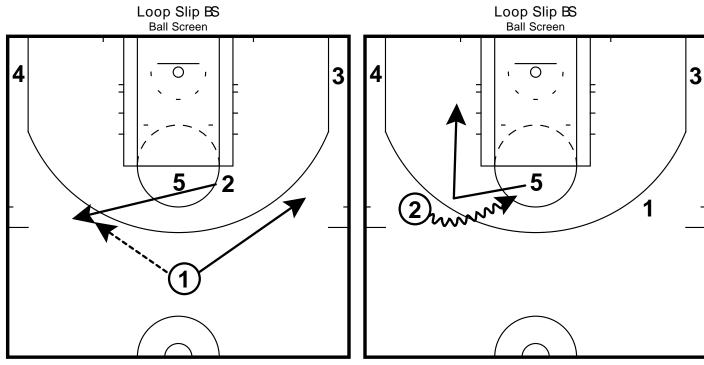
1 hits 4 on elbow 4 fake handoff's with 1 5 pin downs for 2



- 2 loops across 5 to wing 5 BS's for 1 in the middle and rolls

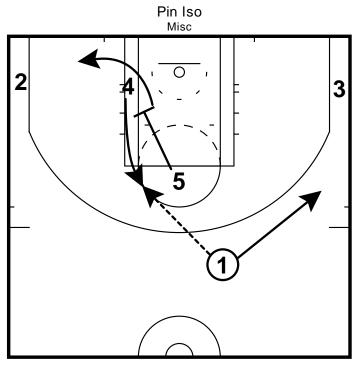


- 2 loops across 5 to wing, 1 hits 2 5 back screens for 1
- 5 re screens down for 1

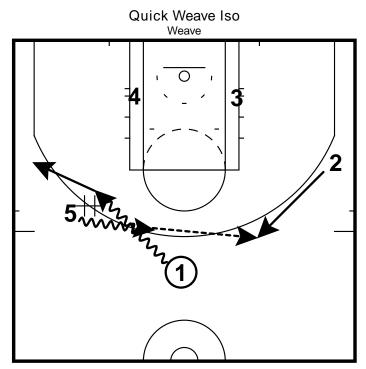


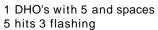
2 loops across 5 to wing 1 passes to 2 and spaces opposite

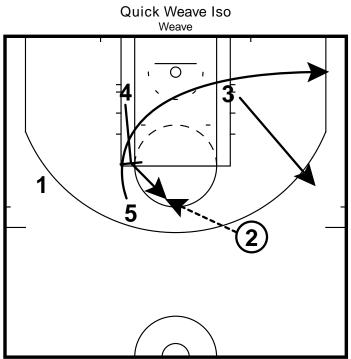
5 slips BS for 2 2 attacks slip down hill



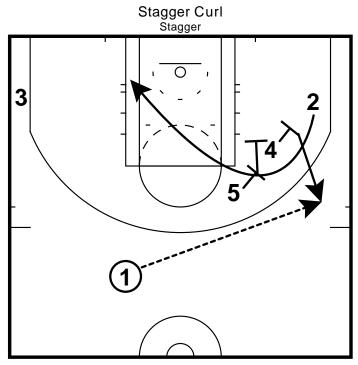
5 pin downs for 4 and spaces 1 hits 4 on elbow for iso



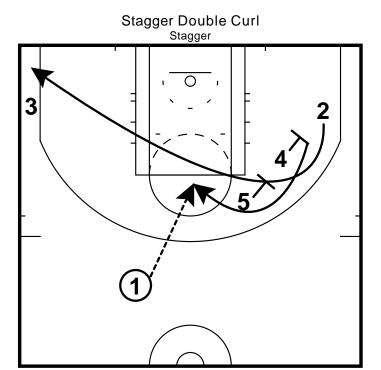




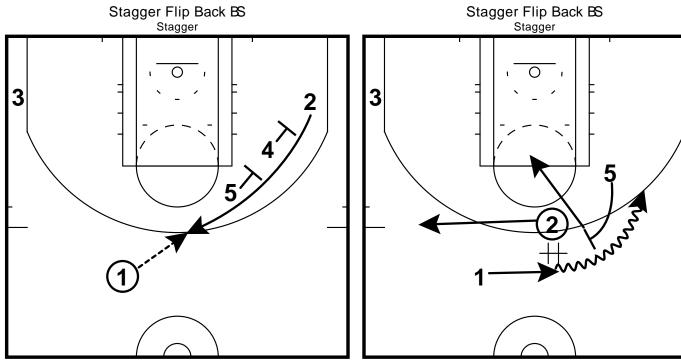
- 4 back screens for 5 to corner
- 3 spaces out 4 pops, 2 hits 4 for iso



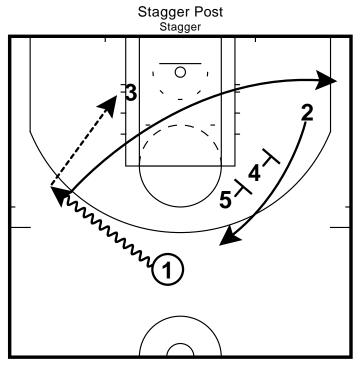
4 and 5 set stagger for 2 2 curls the stagger to the rim 5 pins in 4, 1 hits 4



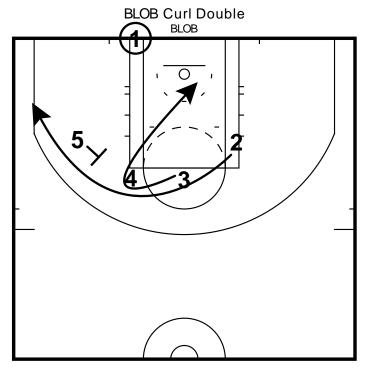
- 4 and 5 set stagger for 2 2 curls the stagger to the rim 4 curls around 5 to rim 1 is looking to pass to curls



2 flips it back to 1 and spaces 5 sets BS for 1 and rolls



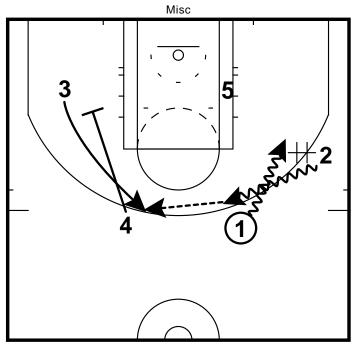
- 1 dribbles over and enters to 3 posting1 cuts through opposite4 and 5 stagger for 2 while 3 posting



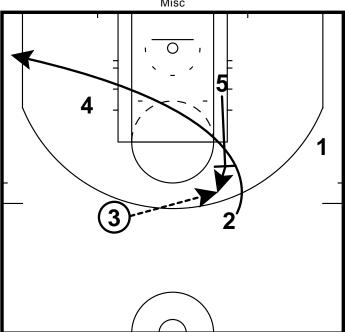
3 curls around 4 5 and 4 set double for 2

#### Colorado

#### Backscreen Down DHO



Backscreen Down DHO Misc

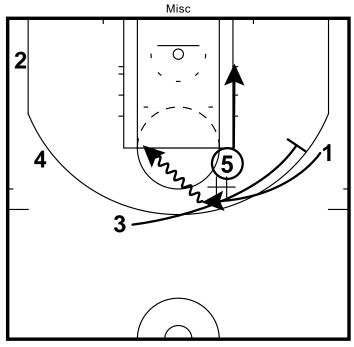


- 1 DHO's with 2
- 4 pin downs for 3, 2 hits 3

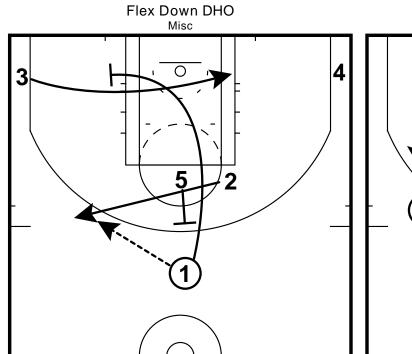
5 back screens 2 to corner

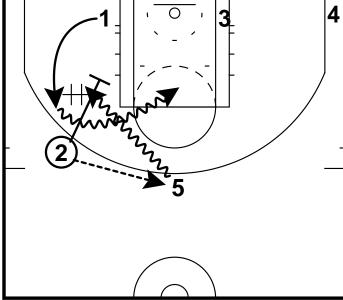


#### Backscreen Down DHO



- 5 fake handoff's with 3
- 3 down screens for 1
- 5 DHO's with 1 and rolls



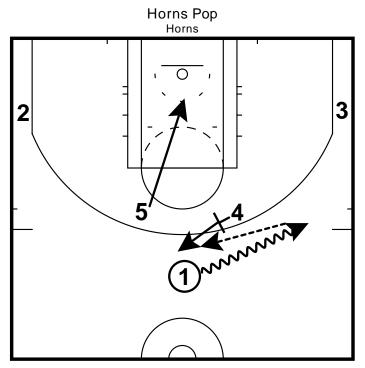


Flex Down DHO

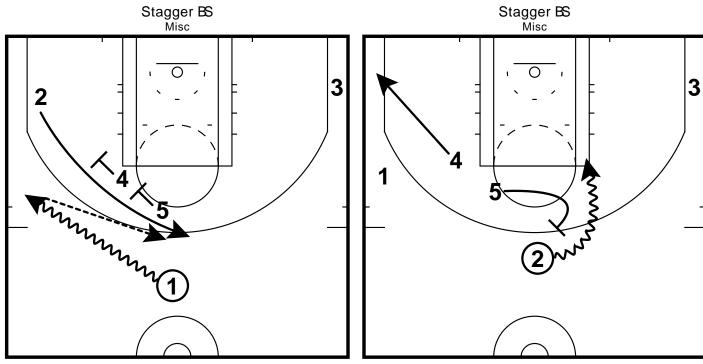
Misc

2 pops to wing, 1 hits 2 5 sets back screen for 1 1 flex screens for 3

2 hits 5, 2 down screens for 1 5 DHO's with 1 and rolls

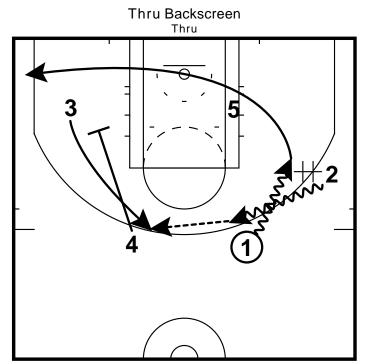


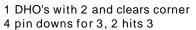
- 4 sets BS for 1 and pops
- 5 dives to the rim
- 1 looks for throw back to 4

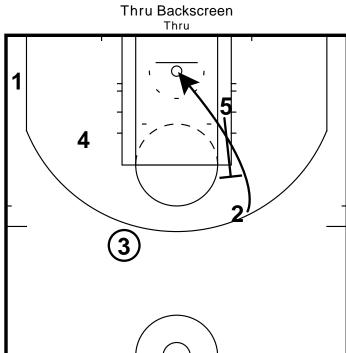


- 1 dribbles to wing 4 and 5 stagger for 2 1 hits 2

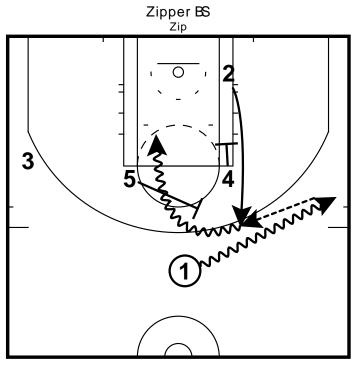
- 4 goes corner
- 5 sets middle BS for 2 and rolls



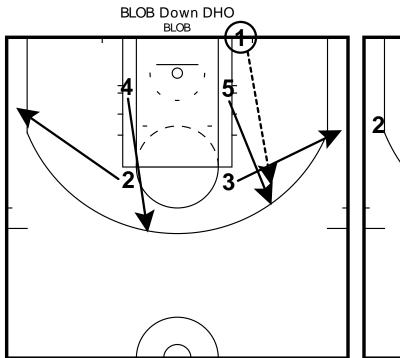


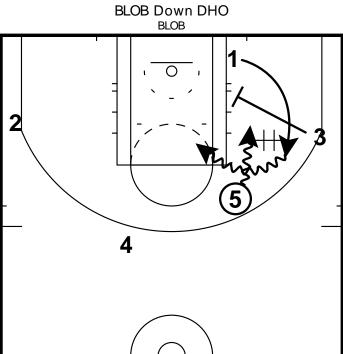


5 back screens for 2 They look to play from here



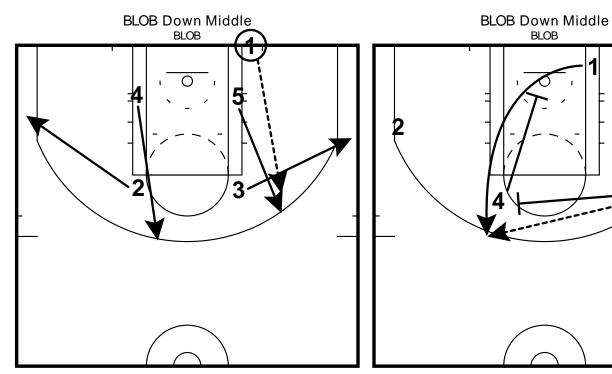
- 1 dribbles to wing 4 down screens for 2
- 5 BS's for 2 and rolls





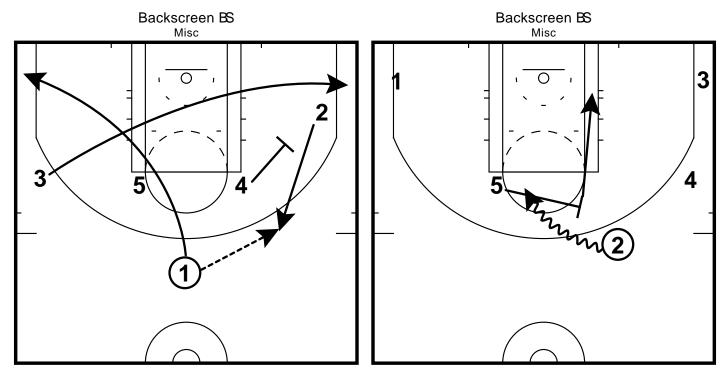
- 2 and 3 pop to wings 4 and 5 pop back 1 hits 5

- 3 down screens for 1
- 5 DHO's with 1 and rolls
- 3 pops behind

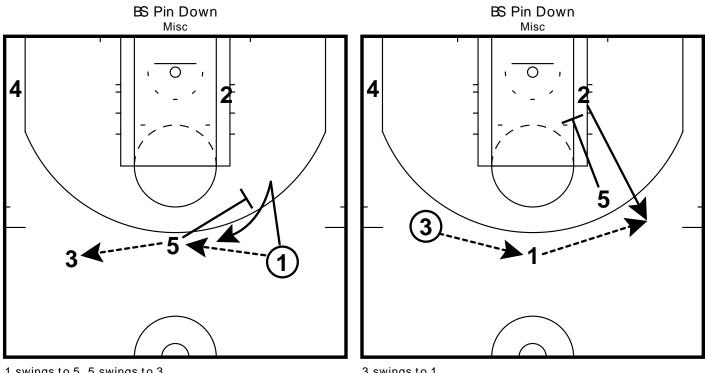


2 and 3 pop to wings 4 and 5 pop back 1 hits 5

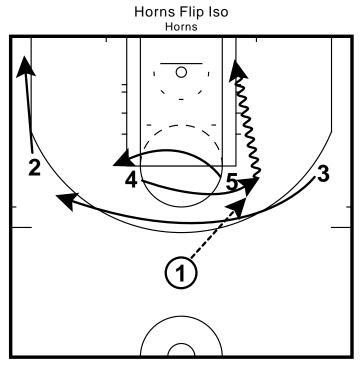
4 down screens for 1 5 hits 1 and follow to BS for 1



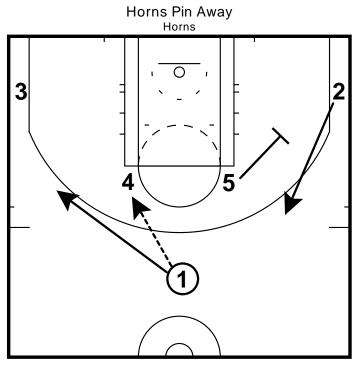
4 pin downs for 2 1 hits 2 and clears corner 3 cuts to opposite corner



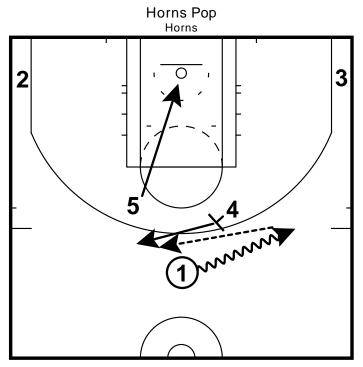
3 swings to 1 5 pin downs for 2 1 hits 2 for shot



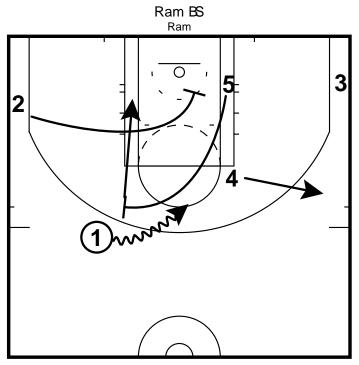
2 goes corner, 4 and 5 flip elbows 3 cuts over top 4 and 5 1 hits 4, 4 has Iso



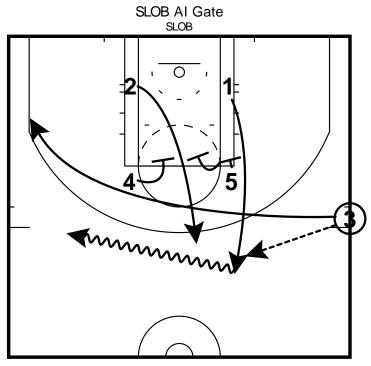
1 hits 4 on the elbow 5 pins away for 2



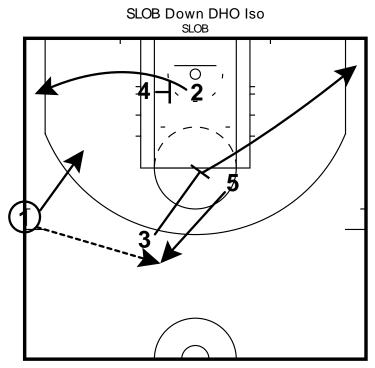
- 4 sets BS and pops 5 dives to paint 1 looks for throwback to 4

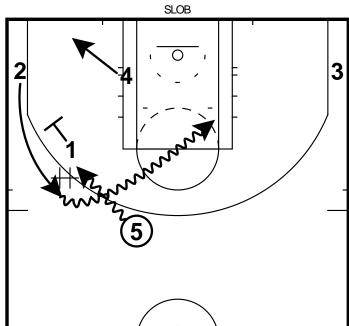


- 2 ram screens for 5 4 spaces to wing 5 BS's for 1 and rolls



- 5 pin downs for 1, 3 hits 1 3 cuts over 5 and 4 opposite 1 dribbles over 4 and 5 set gate for 2

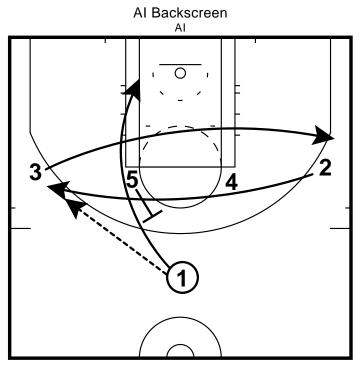




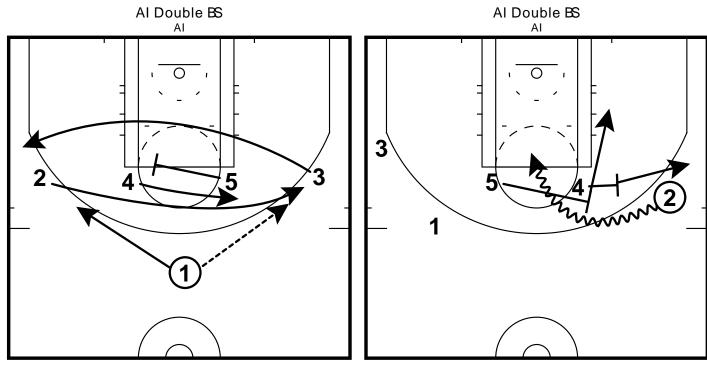
SLOB Down DHO Iso

- 4 screens 2 to corner
- 3 down screens for 5 and goes corner 1 hits 5 and moves under wing

- 1 down screens for 2
- 5 DHO's with 2 and spaces 2 looks to use the space to attack 1 on 1

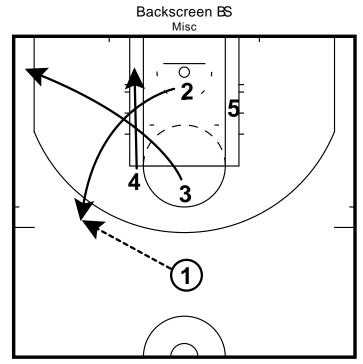


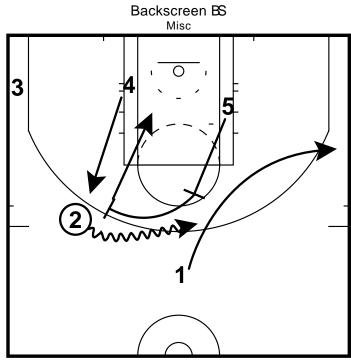
- 3 cuts underneath
- 2 cuts over top of 4 and 5, 1 hits 2 5 back screens for 1



3 cuts underneath 2 cuts over top of 4 and 5 1 hits 2 and spaces out

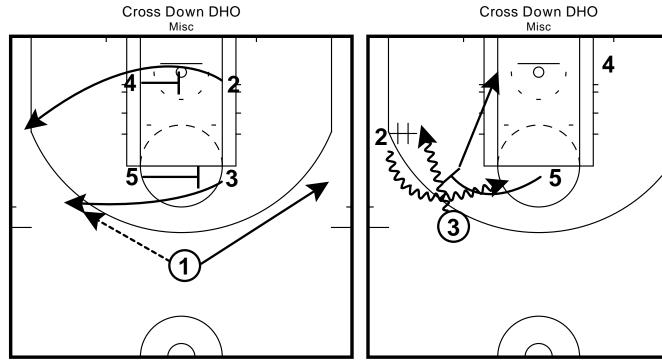
4 and 5 Double BS for 2 4 pops, 5 rolls





- 2 flashes to slot, 1 hits 2
- 3 cuts to corner
- 4 dives to block

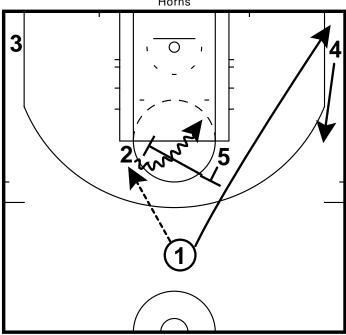
- 5 back screens for 1
- 5 BS's for 2 and rolls 4 replaces behind



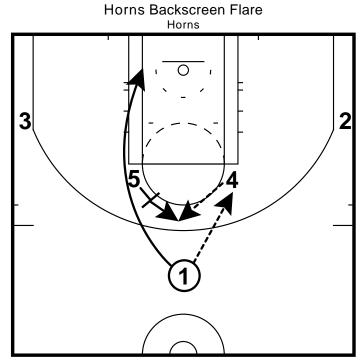
- 4 and 5 cross screen for 3 and 2  $\,$
- 1 hits 3 and spaces

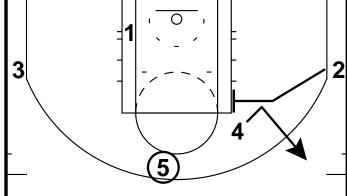
- 3 DHO's with 2
- 5 follows to set BS for 2 and rolls





1 hits 2 on the elbow 5 BS's for 2 and rolls

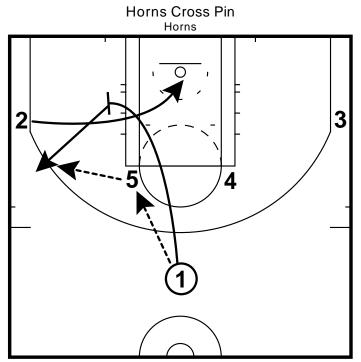


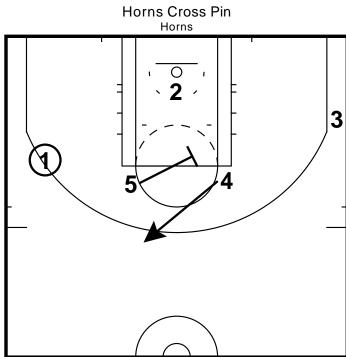


Horns Backscreen Flare Horns

- 1 hits 4 on elbow
- 5 back screens for 1 and pops 4 hits 5

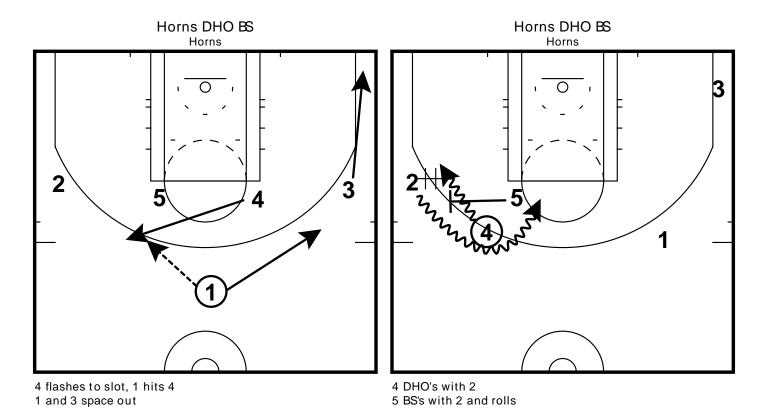
4 acts like he going to down screen 2 flares for 4

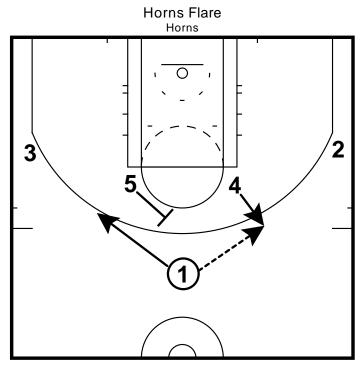




1 hits 5 and cuts to block 1 cross screens for 2 and pops to wing 5 hits 1

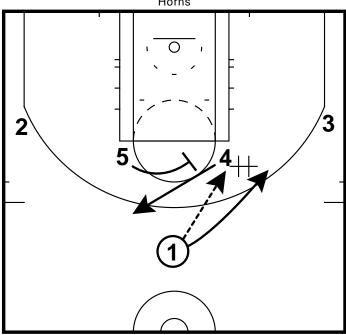
5 pin downs for 4 Sometimes 4 curls pin down to post





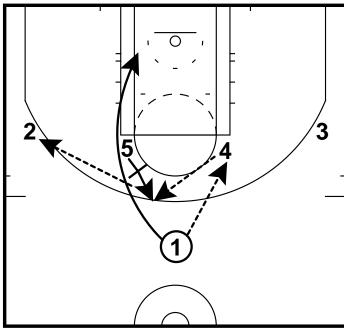
1 hits 4 popping out 5 sets quick flare for 1





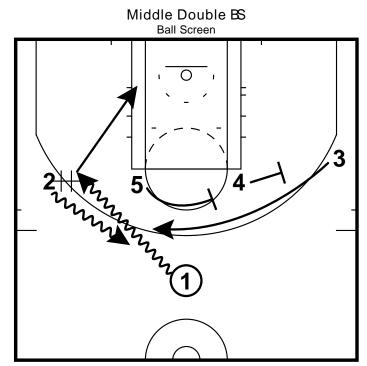
- 1 hits 4 on the elbow 4 flips back to 1 5 sets a flare for 4

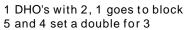


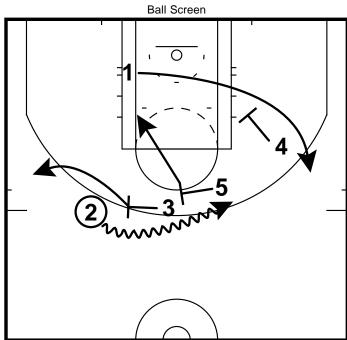


- 1 hits 4 on the elbow

- 5 back screens for 1 and pops 4 hits 5, 5 looks at 1 posting 5 hits 2 for better angle if needed

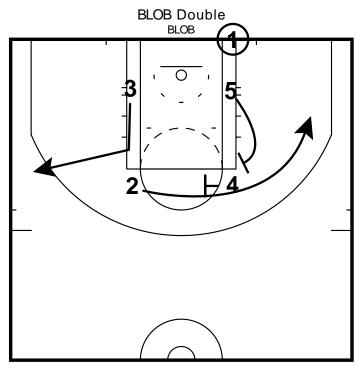




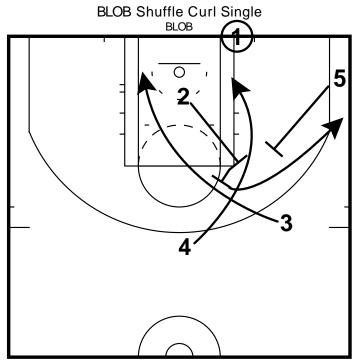


Middle Double BS

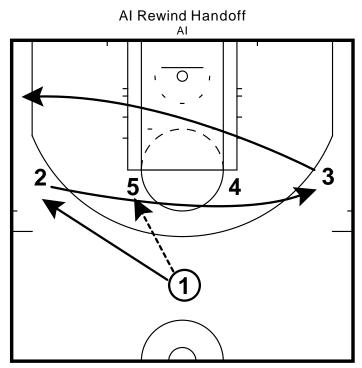
3 and 5 Double BS for 2 3 pops, 5 rolls 4 pin downs for 1

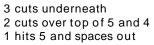


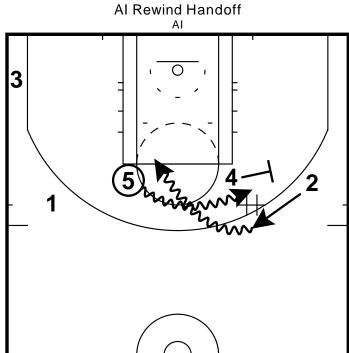
- 3 fakes back screen for 2
- 4 and 5 set double for 2



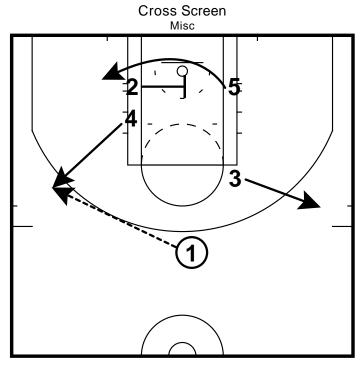
- 2 shuffle screens for 3
- 2 screens for 4 to curl
- 5 screens for 2 to corner



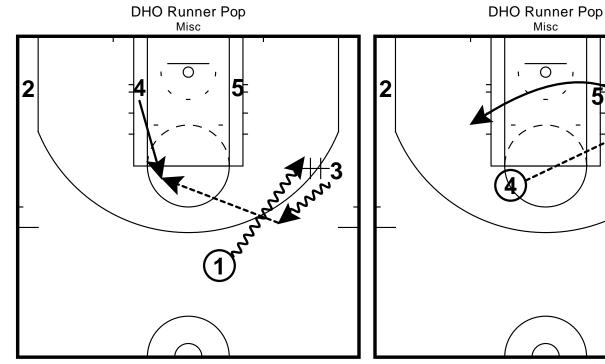




4 down screens for 2 5 DHO's for 2 coming back 5 rolls, 4 pops



4 pops to wing, 1 hits 4 2 cross screens for 5, 3 spaces

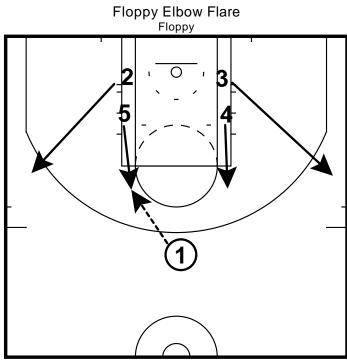


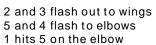
- 1 DHO's with 3
- 4 flashes to elbow, 3 hits 4

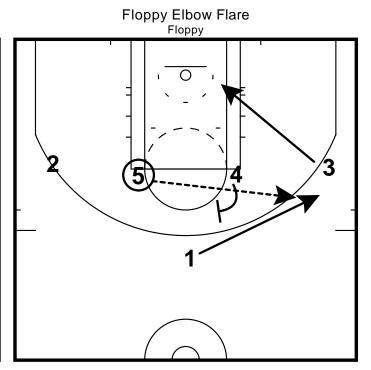
5 sets back screen for 1 5 pops, 4 looks to hit 5 fading

# 

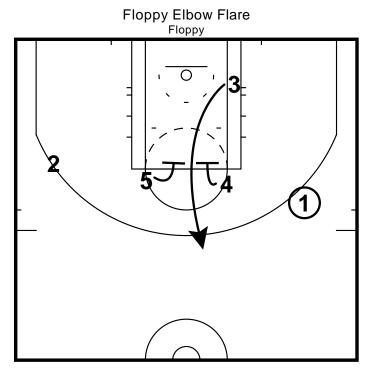
- 2 and 3 flash out to wings
- 5 and 4 flash to elbows, 1 hits 5
- 4 back doors
- 3 fills up if his man helps on back door



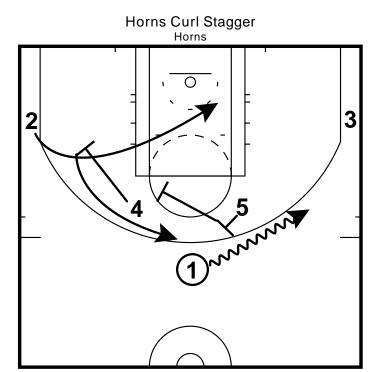




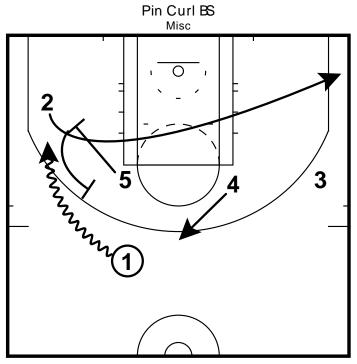
4 sets flare for 1 3 dives to the block 5 hits 1 on flare



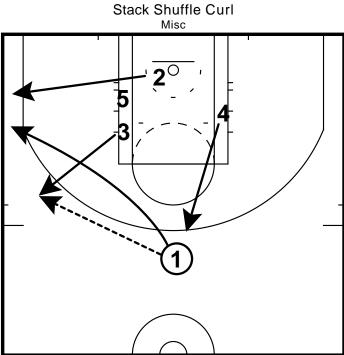
4 and 5 set a gate for 3

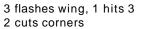


- 5 sets BS for 1 4 and 5 set stagger for 2 2 curls screen, 4 goes off 5 screen



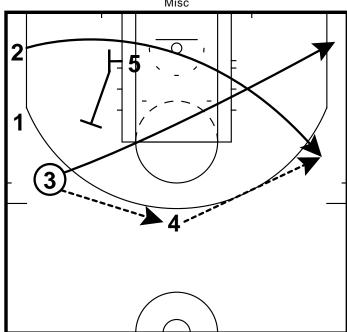
- 5 pin downs for 2
- 2 clears to corner, 4 fills up
- 5 BS's for 1 and rolls to the rim



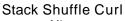


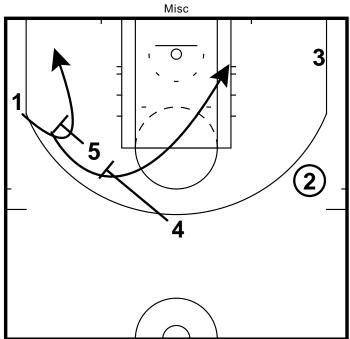
4 flashes top



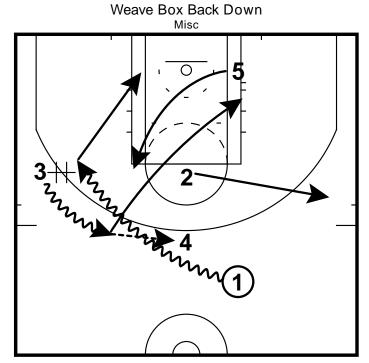


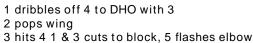
- 3 hits 4, 5 screens for 2 to wing
- 5 shuffle screens for 3
- 4 swings to 2

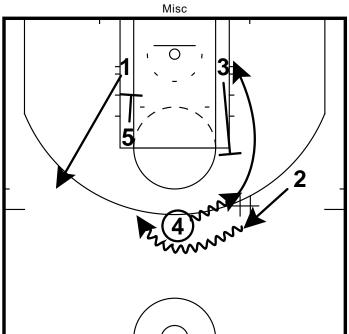




- 5 and 4 stagger for 1
- 1 curls 5
- 5 curls 4 screen to block

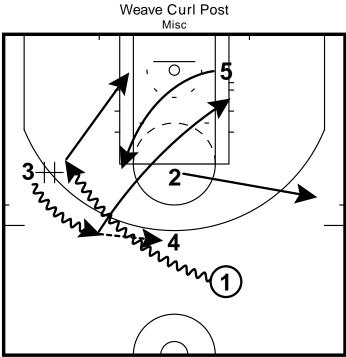






Weave Box Back Down

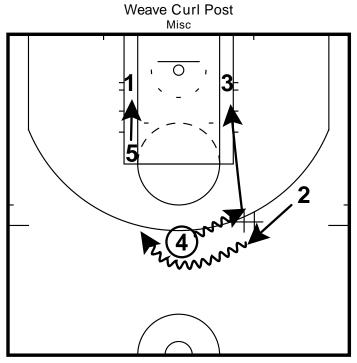
4 DHO's with 2 5 pin downs for 1 They play from here Will run set w/o weave as well





2 pops wing

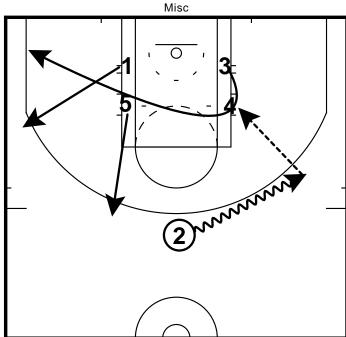
3 hits 4 1 & 3 cuts to block, 5 flashes elbow



4 DHO's with 2

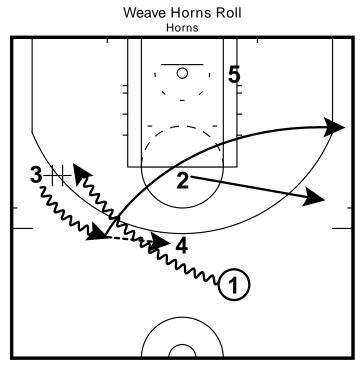
- 2 dribbles to middle
- 5 and 4 move near blocks

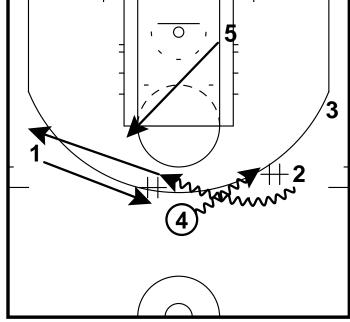
#### Weave Curl Post



- 5 and 1 pop out
- 3 curls over the top of 4 to corner
- 2 dribbles over and hits 4 on block

Will run set w/o weave at times



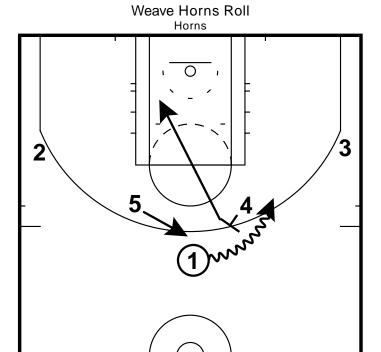


Weave Horns Roll

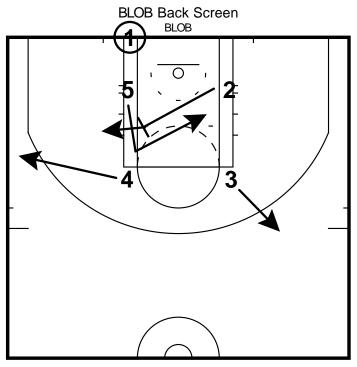
Horns

- 1 dribbles off 4 to DHO with 3
- 2 pops wing
- 3 hits 4 and cuts through

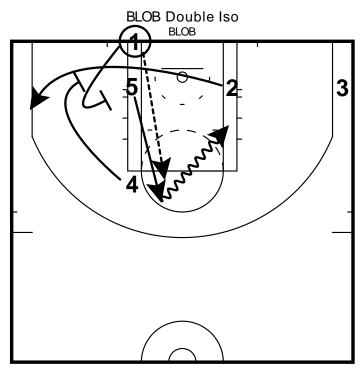
- 4 DHO's with 2
- 2 DHO's with 1 flashing up
- 2 cuts to wing, 5 flashes elbow



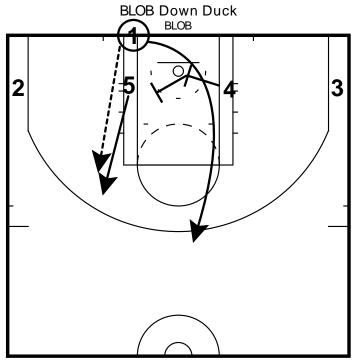
- 4 sets BS for 1 and rolls
- 5 fills behind



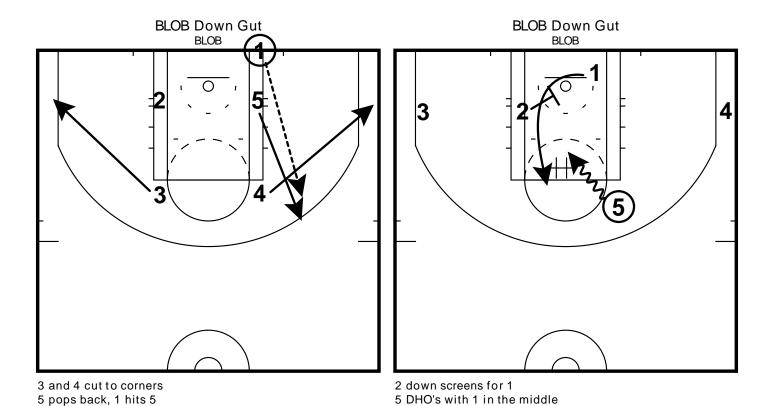
- 5 flashes back, 2 back screens for 5
- 4 and 3 space 2 pops after screen

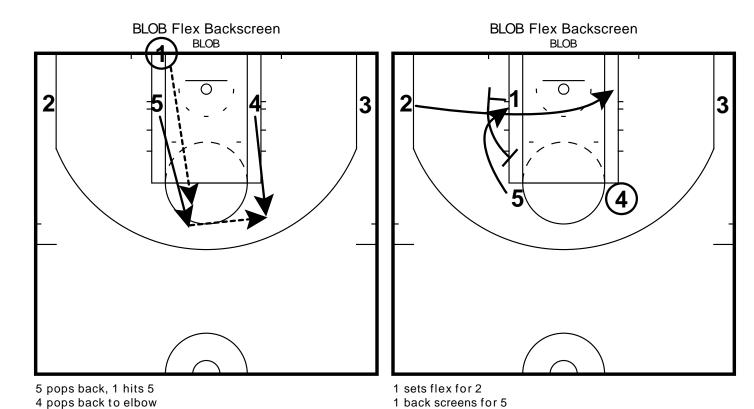


5 pops back, 1 hits 5 4 and 1 set double for 2 to corner 5 rips Iso

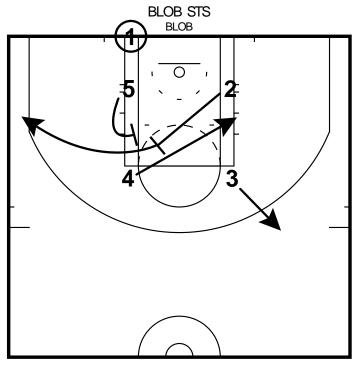


- 5 pops back, 1 hits 5 4 sets down for 1
- 4 seals his man, 5 looks for 4

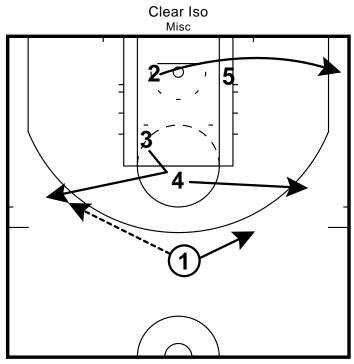




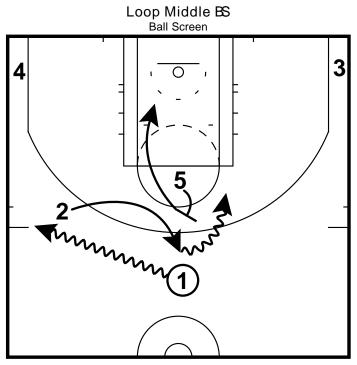
4 looks at 5 or 1 popping



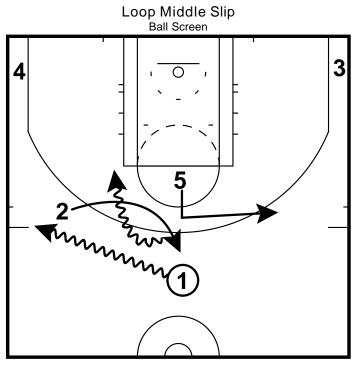
- 2 back screens for 4
- 5 screens for 2 and slips 3 spaces



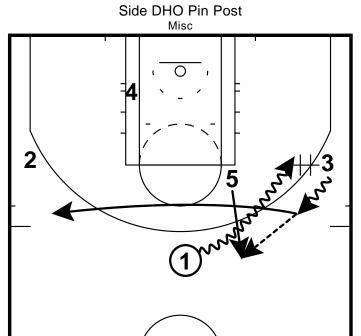
3 pops off of 4 to the wing 1 hits 3, 3 has wing iso 2, 4 and 1 space out



- 1 dribbles over to wing 2 loops to the top 5 sets a BS for 2 and rolls



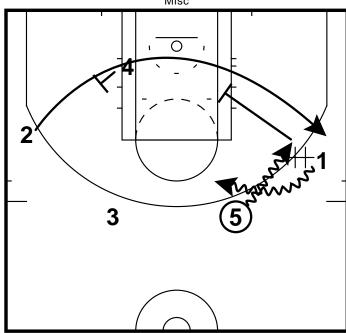
- 1 dribbles over to wing 2 loops to the top 5 slips to the open wing



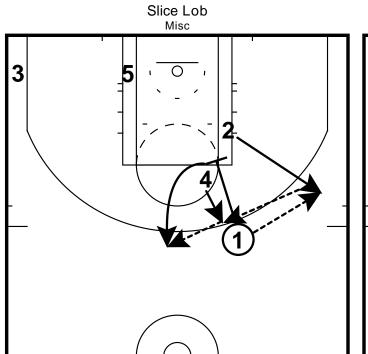


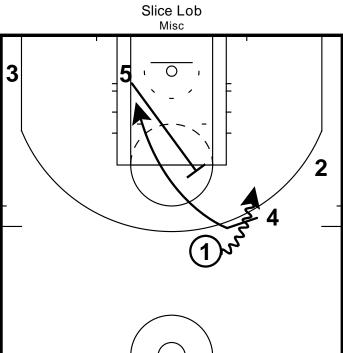
- 3 dribbles up at hits 5
- 3 clears opposite wing

#### Side DHO Pin Post



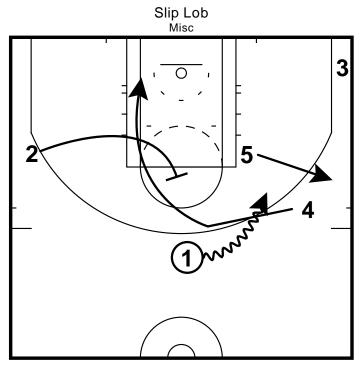
- 5 DHO's with 1
- 4 and 5 set double for 2
- 1 dribbles over looking for 2
- 2 looks at 5 posting up



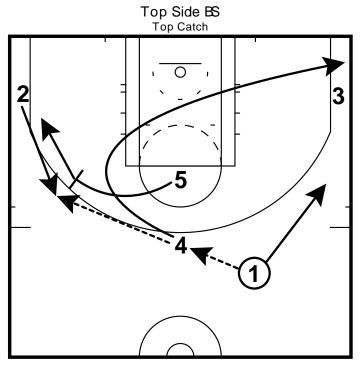


1 hits 2 popping 1 down screens for 4 2 hits 4, 4 hits 1

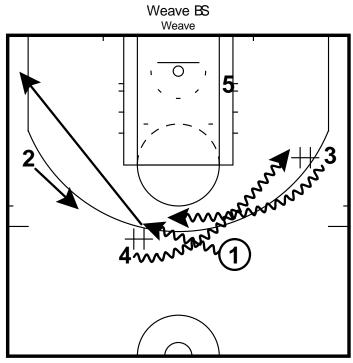
- 4 slices in front of 1 to the rim
- 5 back screens for 4
- 1 looks to lob for 4

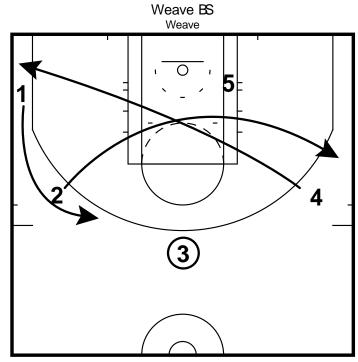


- 5 pops to wing 4 slips BS on 1 2 loops under to back screen for 4 1 dribbles over looking for lob to 4



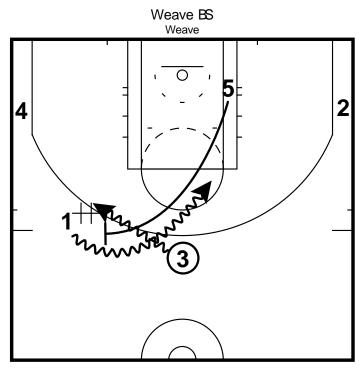
- 1 hits 4 and spaces 4 swings to 2 out to corner 5 BS's 2 and pops to arc



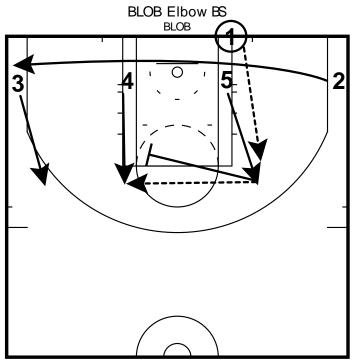


- 1 DHO's with 4 and cuts corner
- 4 DHO'S WITH 3, 3 dribbles middle
- 2 fills up a bit

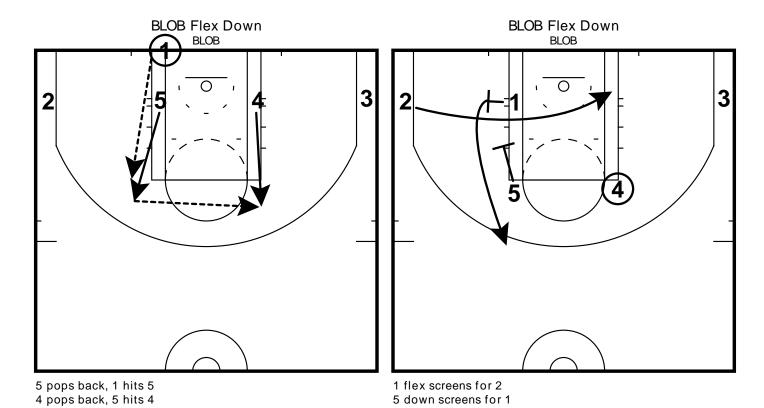
4 cuts opposite corner 2 cuts opposite wing 1 fills up to the slot

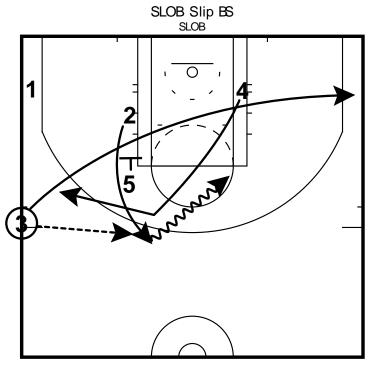


- 3 DHO's with 1 and spaces
- 5 follows with a BS for 1 and rolls

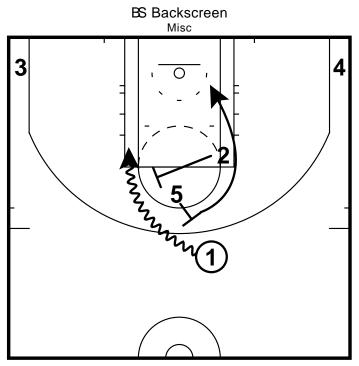


- 5 pops back, 1 hits 5 2 clears opposite corner, 3 fills up 5 swings to 4 and BS's and rolls

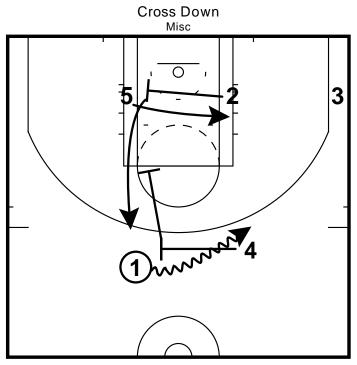




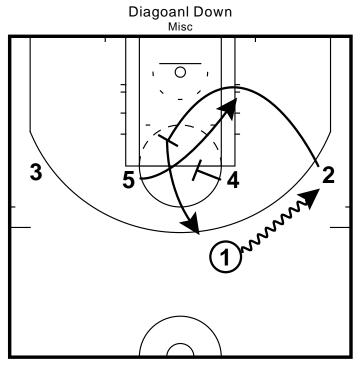
- 5 down screens for 2 3 hits 2 and clears opposite 4 runs in and slips BS with 2 2 looks to drive down hill



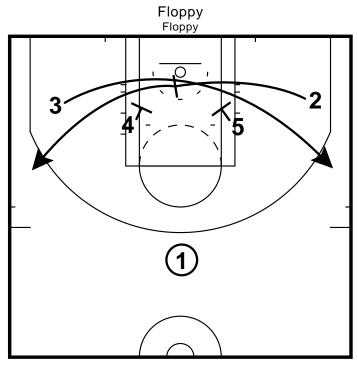
- 5 BS's for 1 and rolls
- 2 back screens 5's hedge man



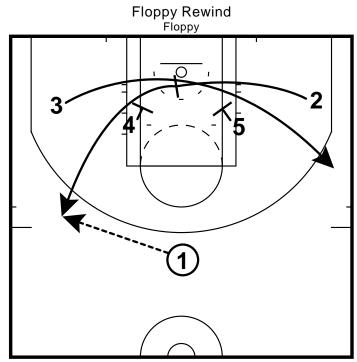
- 2 cross screens for 5
- 4 BS's for 1, 1 looks for 5 on block 4 down screens for 2

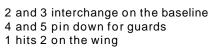


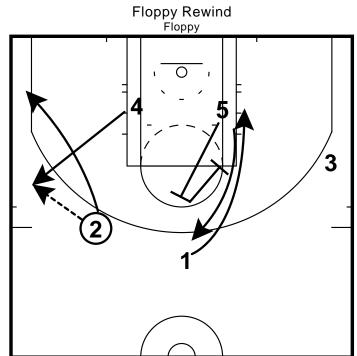
- 1 dribbles to wing 2 sets diagonal for 5 4 down screens for 2



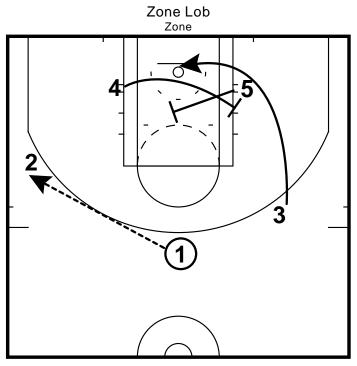
- 2 and 3 interchange on the baseline 4 and 5 pin down for guards 1 enters to either side 5 is primarily looking to post



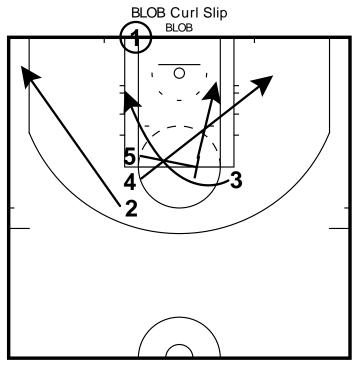




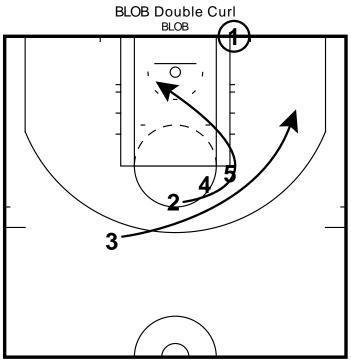
4 pops to wing 2 hits 4 and cuts corner 5 back screens 1 5 pin downs for 1



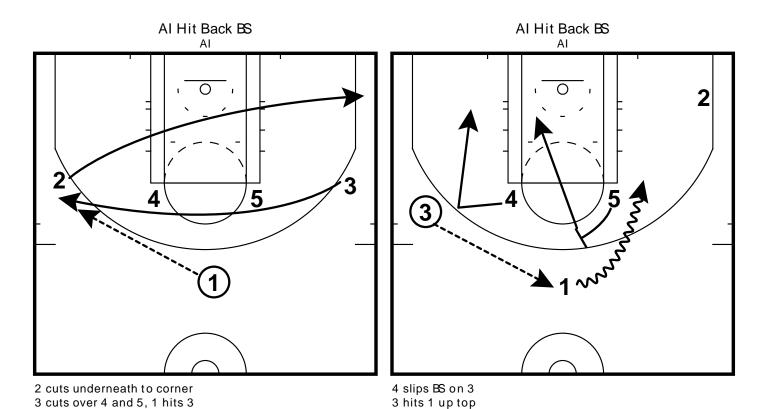
- 1 swings to 2 5 screens middle man 4 loops under to screen outside 2 looks for lob to 3



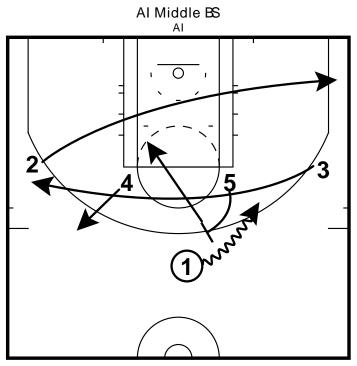
- 2 and 4 flash away from the middle 5 screens 3 3 curls screen to rim, 5 slips



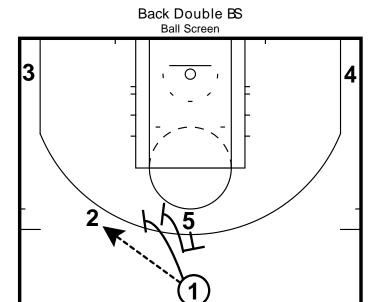
2 curls 4 and 5 3 cuts off 4 and 5 1 looks for 2 or 3 for shot



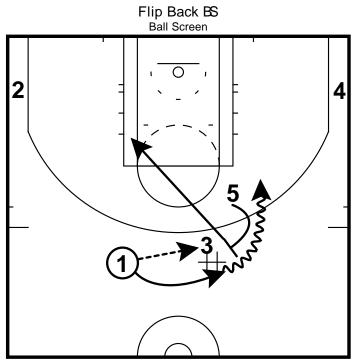
5 BS's for 1 and rolls



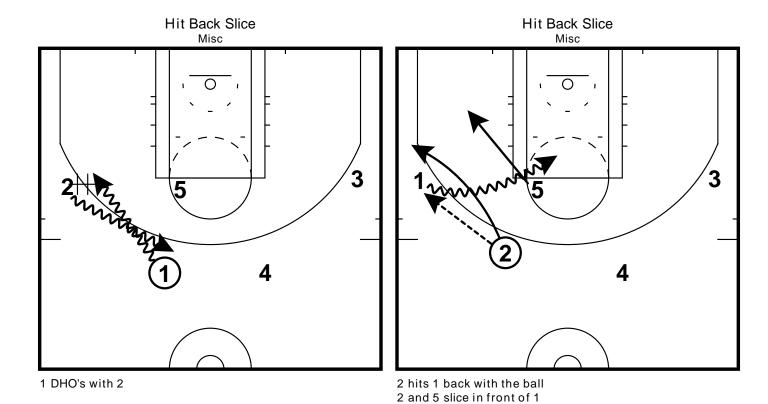
2 cuts underneath to corner 3 cuts over 4 and 5, 4 pops 5 sets Middle BS for 1 and rolls



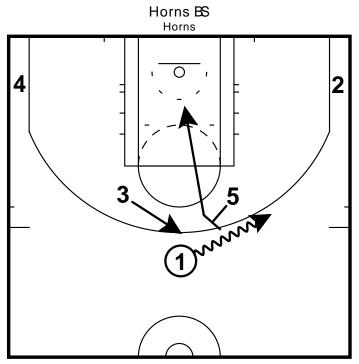
- 1 hits 2, 5 back screens 1 1 and 5 set Double BS for 2
- 1 pops, 5 rolls



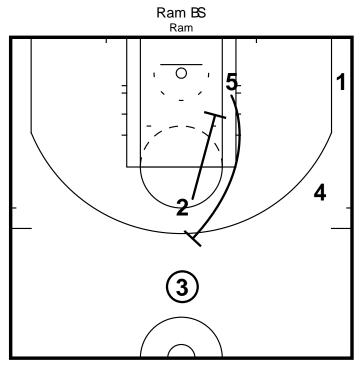
1 hits 3, 3 flips back to 1 5 BS's for 1 and rolls



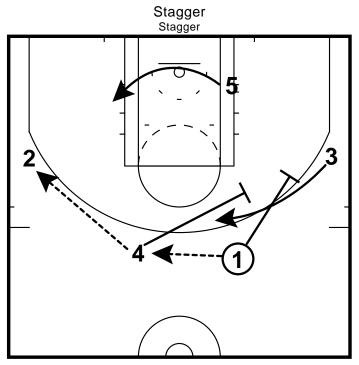
1 looks to attack of cuts



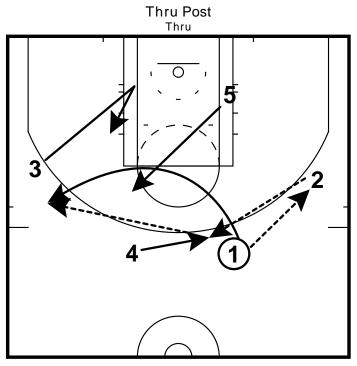
5 sets BS for 1 and rolls 3 fills behind BS



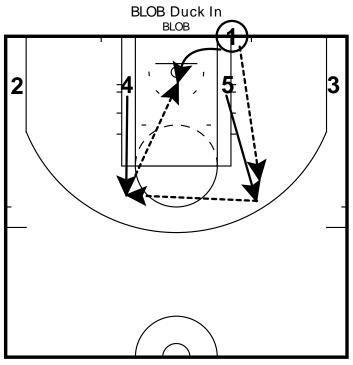
- 2 sets down for 5
- 5 runs up to BS 3 picks a side to attack



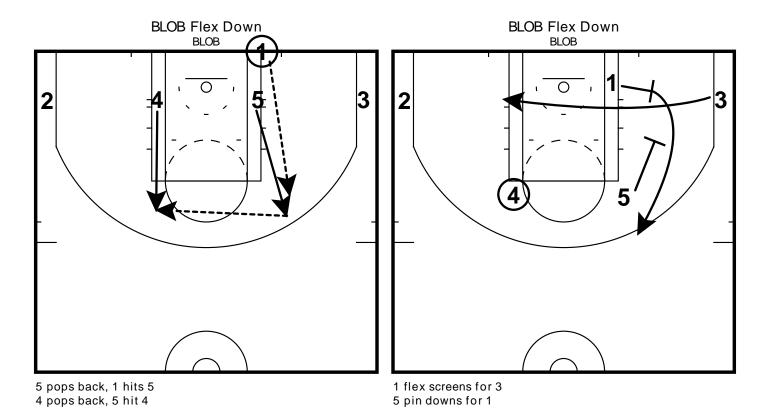
- 1 swings to 4, 4 swings to 2 1 and 4 set stagger for 3 5 follows ball to post up



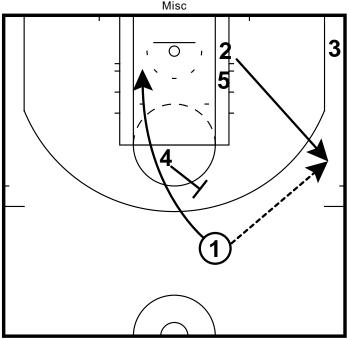
- 1 hits 2 and cuts through 4 flashes, 2 hits 4
- 3 cuts through and stops to post
- 5 flashes to clear weak side



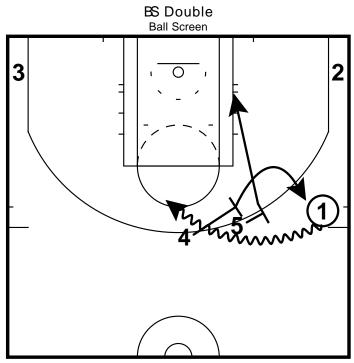
- 5 pops back, 1 hits 5 4 pops back, 5 hit 4 1 quickly ducks in, 4 looks at post



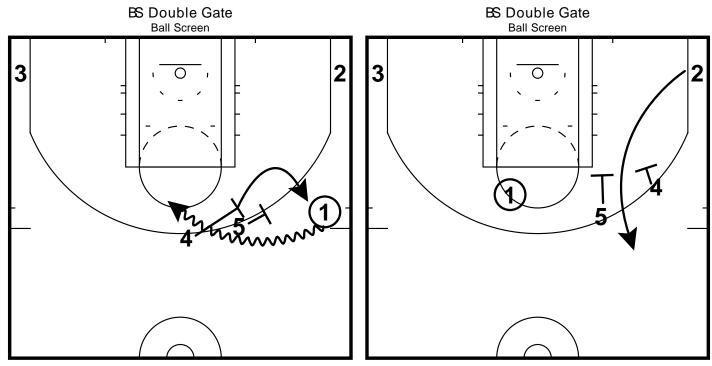
## Backscreen Clear Misc



- 2 pops to wing 1 hits 2, 4 back screens for 1 2 looks for 1

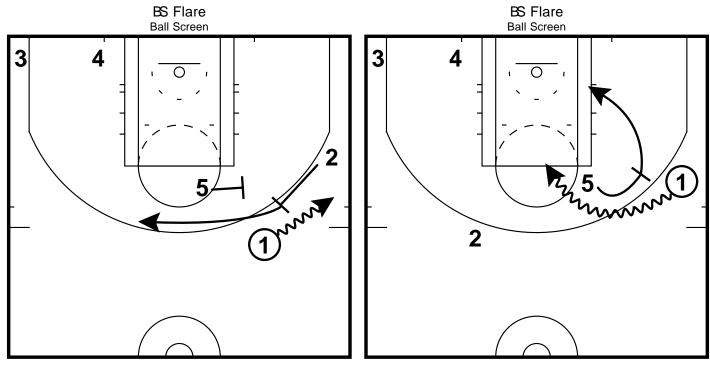


5 and 4 set Double BS for 1 4 loops underneath to pop 5 rolls



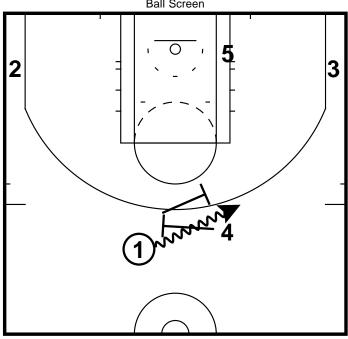
5 and 4 set Double BS for 1 4 loops underneath to pop

5 and 4 set a gate for 2



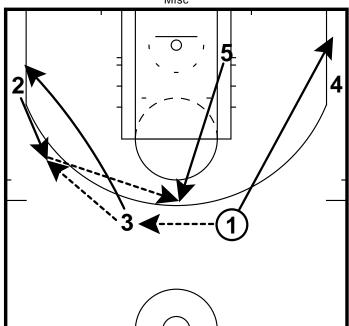
5 follows to BS for 1 and rolls

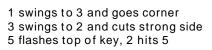
#### Middle Re Screen Ball Screen



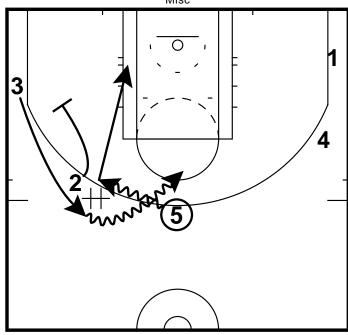
4 sets BS for 1 4 Re Screens for 1 They looked for mismatches Also lots of pick and pop



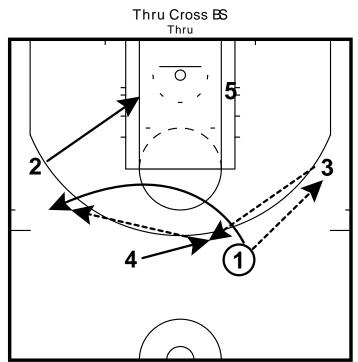


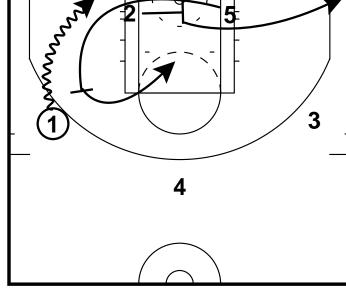


#### Swing Back Down DHO



- 2 down screens for 3
- 5 ball fakes to the right
- 5 DHO's with 3 and rolls



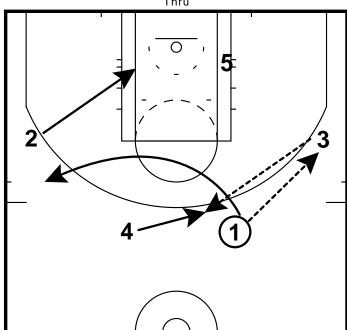


Thru Cross BS Thru

1 hits 3 and cuts through opposite 4 flashes, 3 hits 4, 4 hits 1 2 moves to block

2 cross screens for 5 and goes corner 5 runs to set BS for 1 and roll

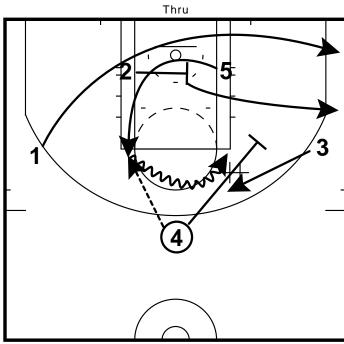




1 hits 3 and cuts through opposite 4 flashes, 3 hits 4

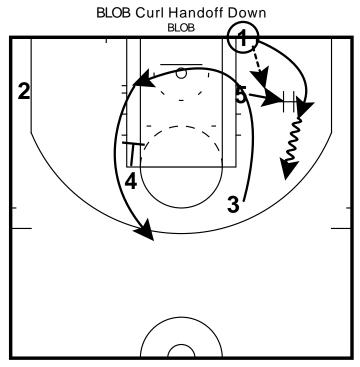
2 moves to block

Thru Cross Flash Down DHO

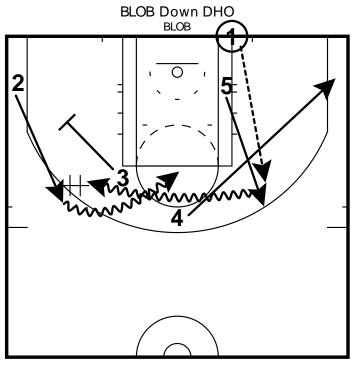


2 cross screens for 5 and goes corner

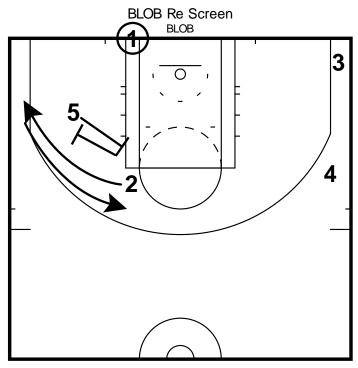
1 clears opposite corner, 4 hits 5 4 down screens for 3, 5 DHO's with 3



- 3 curls around 5 to opposite block 1 hits 5, 5 hand offs to 1 1 dribbles up, 4 down screens for 3

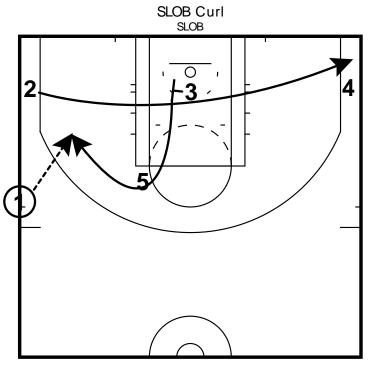


- 4 dives to corner
- 5 pops back , 1 hits 5 3 pin downs for 2, 5 DHO's for 2

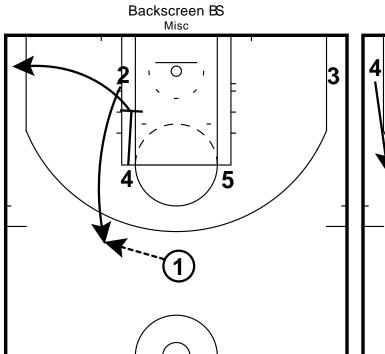


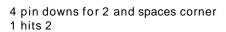
5 screens for 2 5 re screens for 2

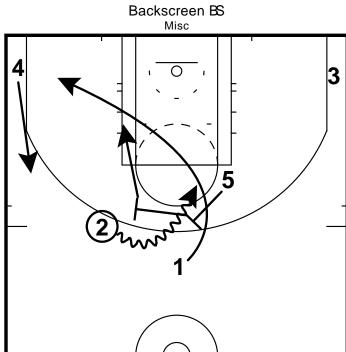
1 looks to throw over top to 2



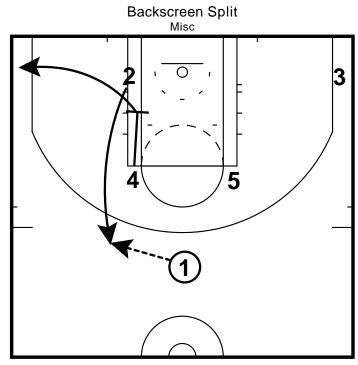
- 2 cuts over screen from 3 to corner
- 3 curls around 5
- 1 looks to hit 3 curling



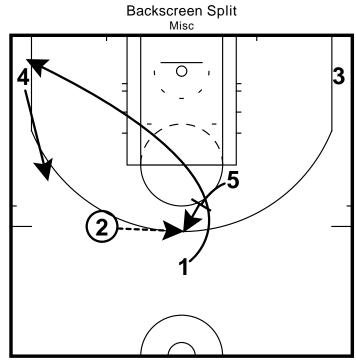




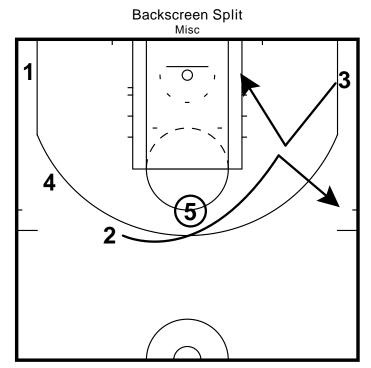
5 back screens for 1 to go corner 4 fills up, 5 BS's for 2 and rolls



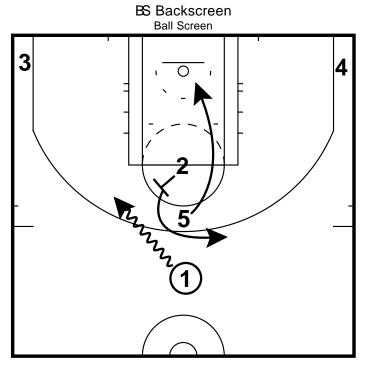
4 pin downs for 2 and spaces corner 1 hits 2



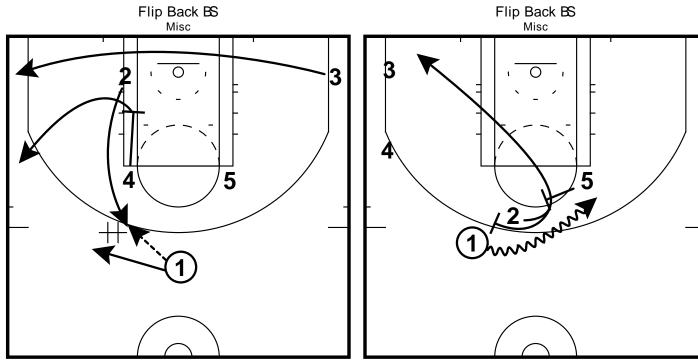
5 sets a back screen for 1 to go corner 4 fills up, 2 hits 5 popping



- 5 fakes handoff with 2 2 and 3 split on the side
- 5 hits open man

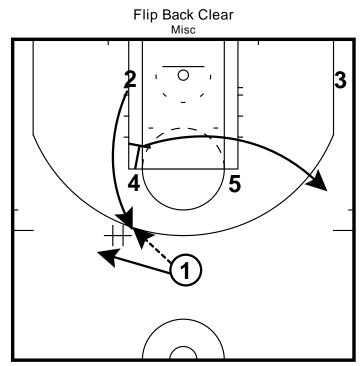


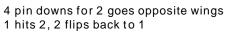
- 1 goes off 5, 5 rolls 2 sets back screen on hedge man 2 pops, 1 looks for 2 high low to 5

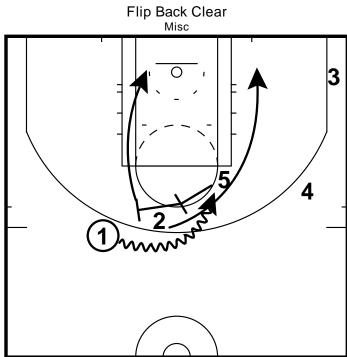


4 pin downs for 2 and spaces to wing 1 hits 2, 2 flips back to 1

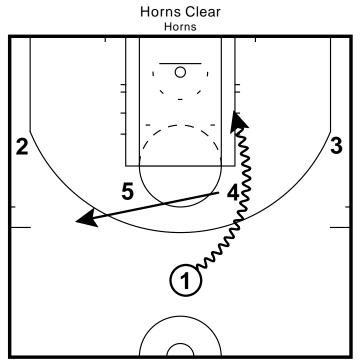
5 back screens 2 to the corner 5 BS's for 1 and rolls



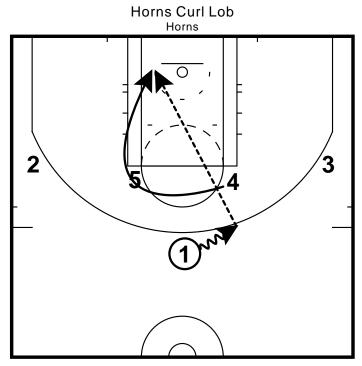




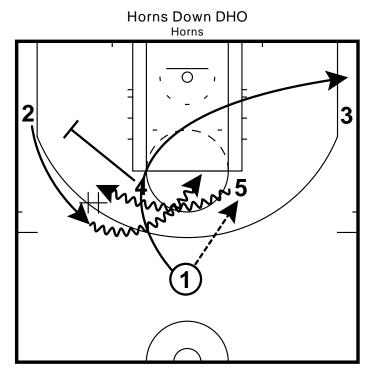
- 5 back screens 2 to short corner 5 BS's for 1 and rolls
- 2 looks for lob empty side



- 4 sprints out 1 attacks down hill

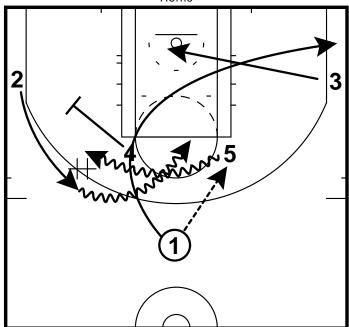


- 1 dribbles over to slot 4 curls around 5 1 hits 4 for lob



- 1 hits 5 on the elbow & goes corner 4 pins down for 2 5 DHO's for 2 and rolls



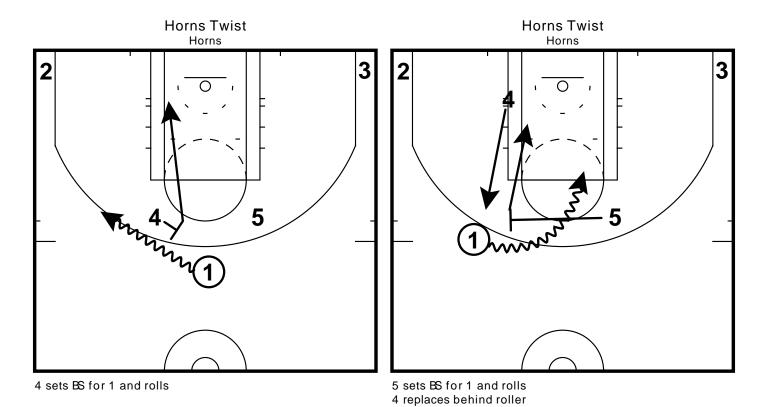


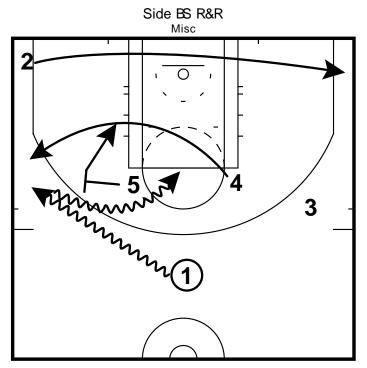


Horns Down DHO Diagonal Horns

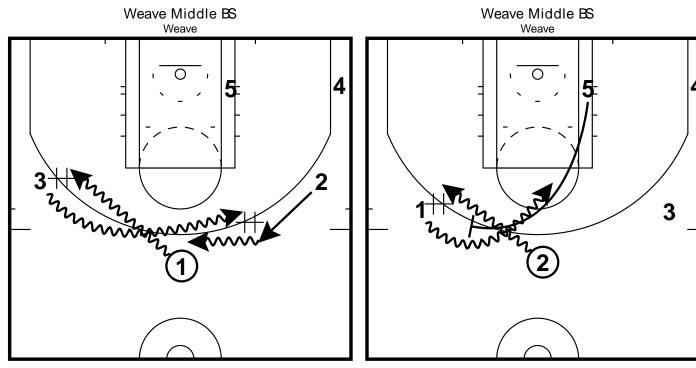
- 1 hits 5 on the elbow & goes corner
- 4 pins down for 2
- 5 DHO's for 2 and rolls 5 moves to paint

3 sets diagonal for 4 2 looks for 4



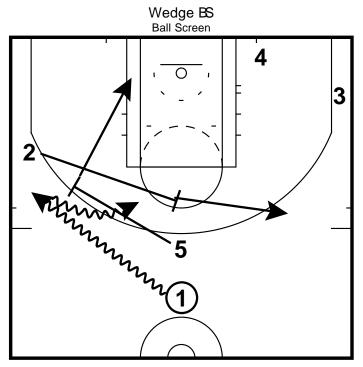


- 1 dribbles over to wing 2 cuts to opposite corner 5 BS's for 1 and rolls 4 replaces behind roller

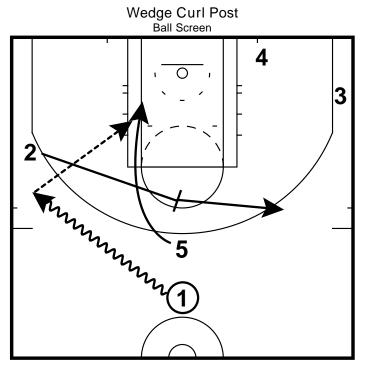


- 1 DHO's with 3
- 3 DHO's with 2 flashing 2 dribbles middle

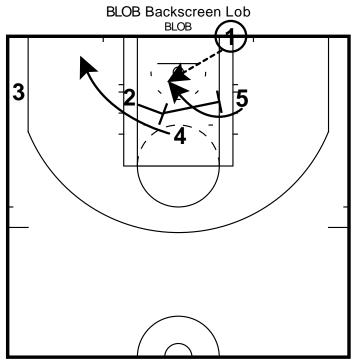
- 2 DHO's with 1
- 5 uns to set Middle BS for 1 and rolls



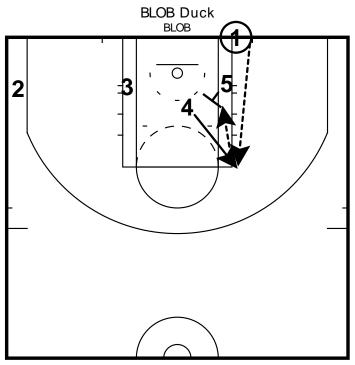
- 1 dribbles over to wing 2 wedge screens for 5 and pops 5 sets BS for 1 and rolls



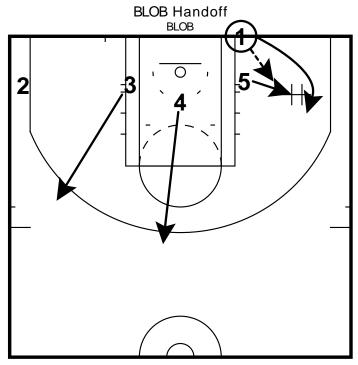
- 1 dribbles over to wing 2 wedge screens for 5 and pops 5 curls screen to block, 1 hits 5



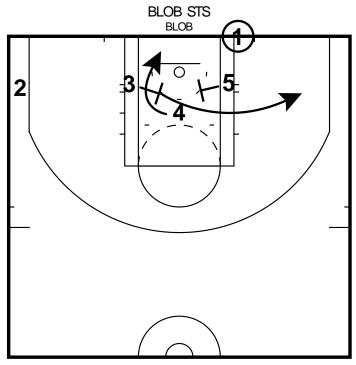
- 2 back screens for 4 2 screens in 5 1 looks for 5 lob



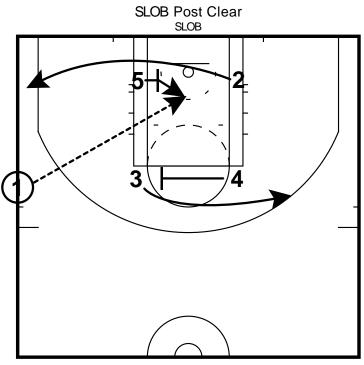
- 4 pops out, 1 hits 4 5 ducks in for post up 4 hits 5



1 hits 5, 5 goes for handoff from 5 5 rolls, 4 and 3 pop back

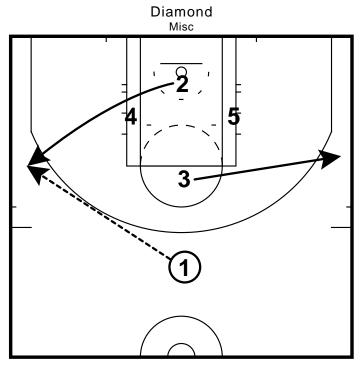


- 3 back screens for 4 5 screens for 3 to go corner

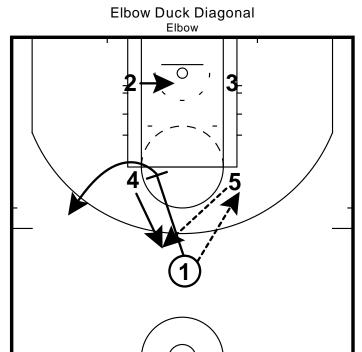


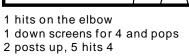
- 4 screens for 3 to go wing 5 screens 2 to corner, 5 seals 1 looks to throw over top to 5

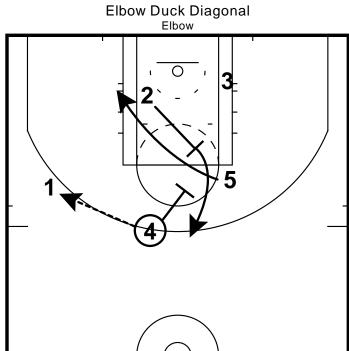
# Rutgers



- 3 always goes opposite of 2 4 and 5 pin down and post 2 may go under and switch sides



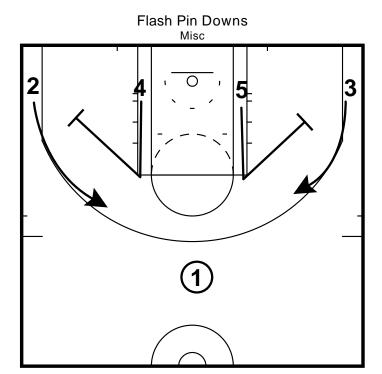




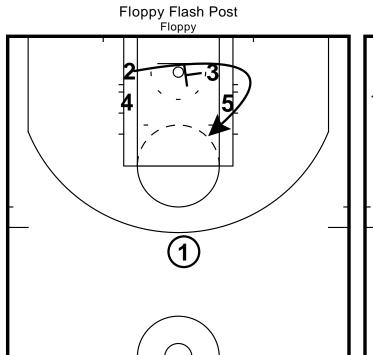
- 2 sets diagonal for 5 4 swings over to 1 4 down screens for 2

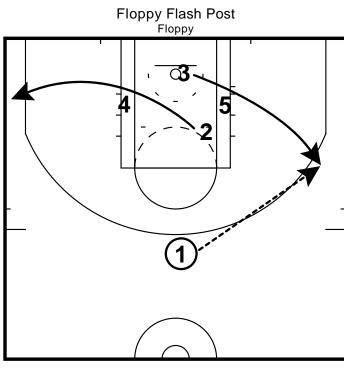
# 

1 hits 2, 2 fakes handoff with 1 cutting 5 BS's for 2 and rolls

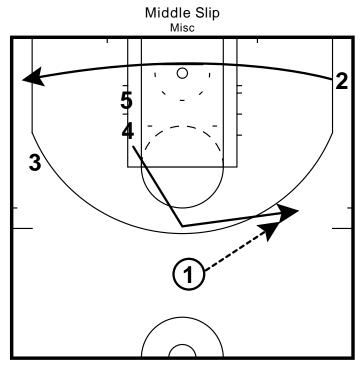


- 4 and 5 flash and set pin downs for 2, 3 1 can attack middle 1 makes read to open man

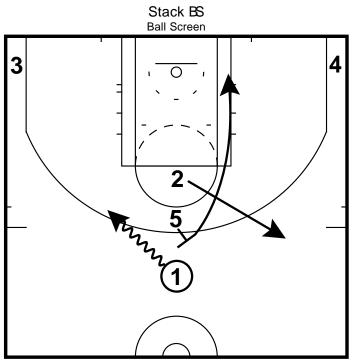




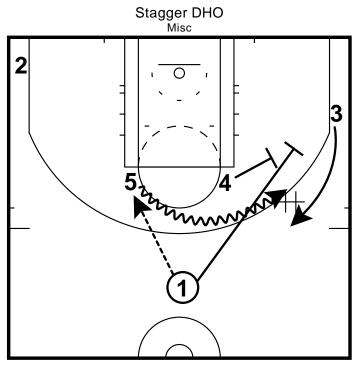
3 screens for 2 2 wraps around 3 and 5 2 clears out opposite corner 3 curls back to wing 1 hits 3, 3 looks at 5 posting



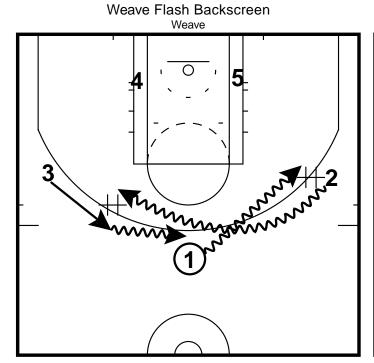
- 4 slips BS to wing, 1 hits 4 2 clears to opposite corner 4 has an iso on the right side



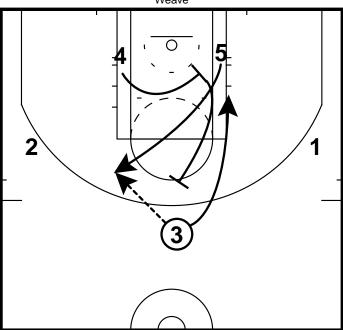
- 5 BS's for 1 and rolls 2 pops out 1 makes a read off BS to play



- 1 hits 5 4 and 1 stagger for 3 5 DHO's with 3

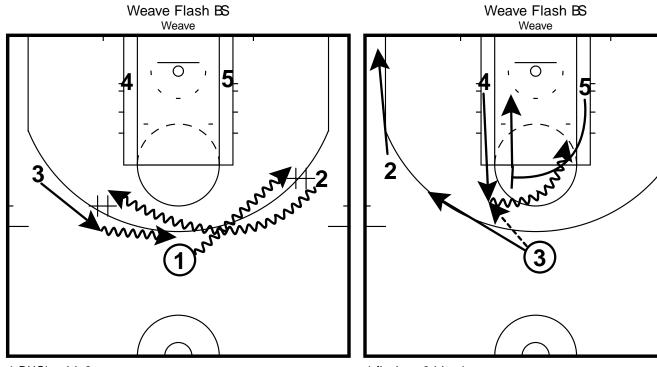




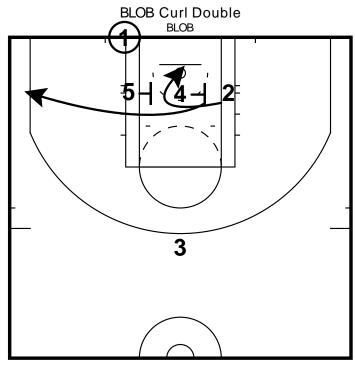


1 DHO's with 2 2 DHO's 3

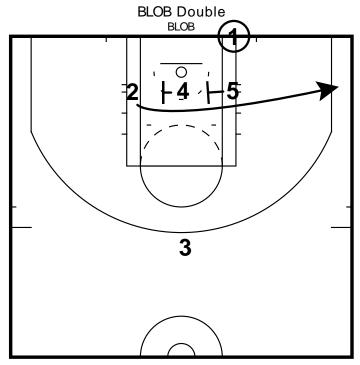
- 4 screens down for 5
- 3 hits 5 on the elbow
- 4 back screens for 3, 5 looks for 3



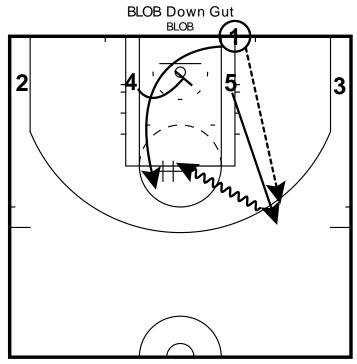
1 DHO's with 2 2 DHO's 3 4 flashes, 3 hits 4 4 fakes handoff with 3 5 BS's for 4 and rolls



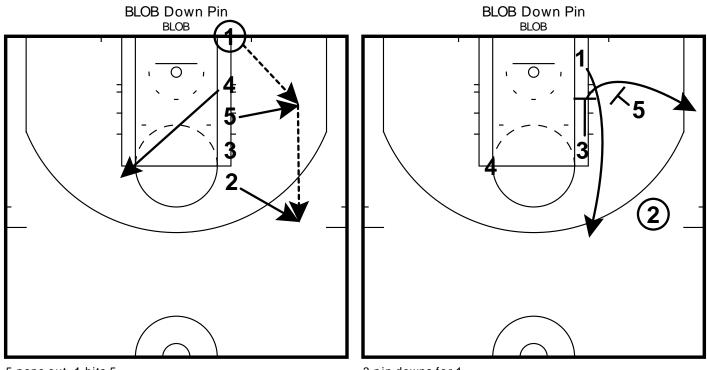
5 and 4 set double for 2 2 curls 4, 4 goes off 5 screen



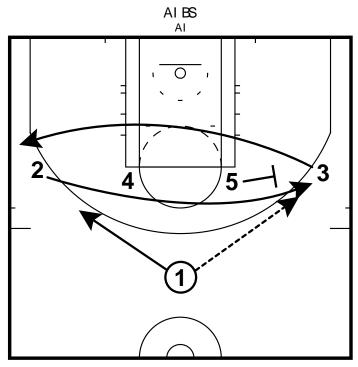
4 and 5 set a double for 2



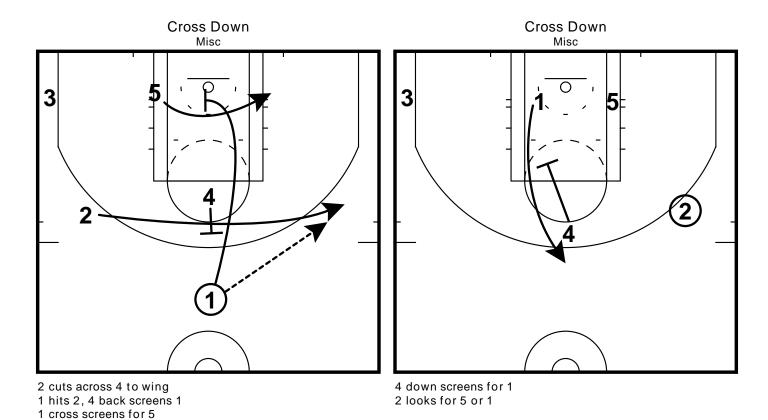
- 5 pops back, 1 hits 5 4 down screens for 1 5 DHO's with 1 and rolls

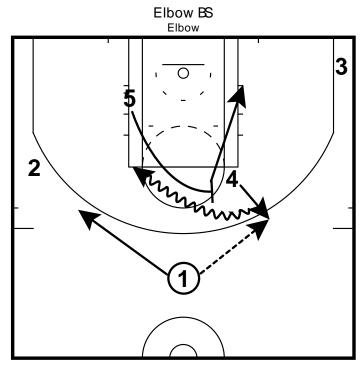


3 pin downs for 1 5 pins in 3 to corner



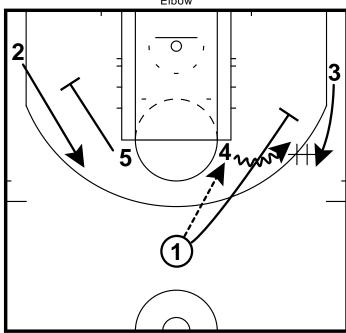
- 3 cuts underneath to opposite wing 2 cuts over top or 4 and 5 1 hits 2 and spaces 5 sets BS for 3 and rolls



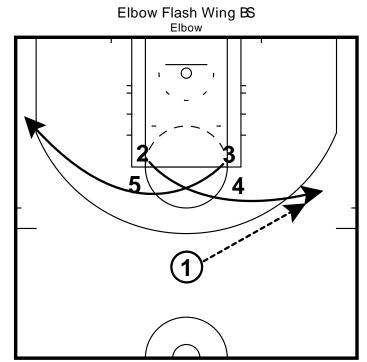


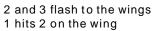
1 hits 4 popping out and spaces 5 sets BS for 4 and rolls

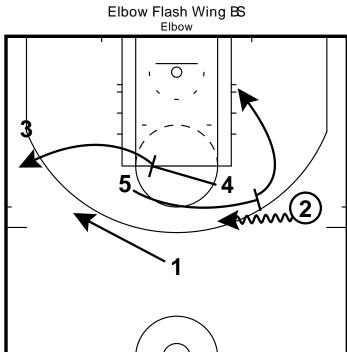




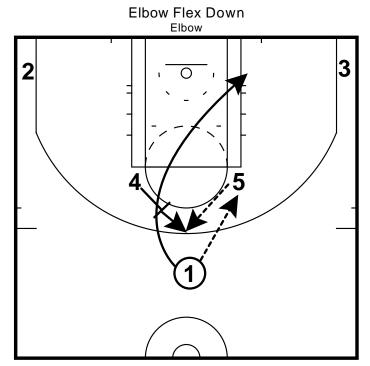
- 1 hits 4 on the elbow
- 1 down screens for 3
- 4 DHO's with 3
- 5 pin downs for 2

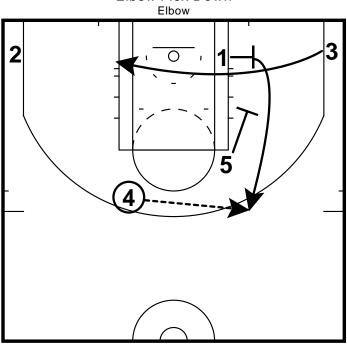






4 cross screens for 5 4 pops to wing, 1 spaces out 5 sets BS for 2 and rolls

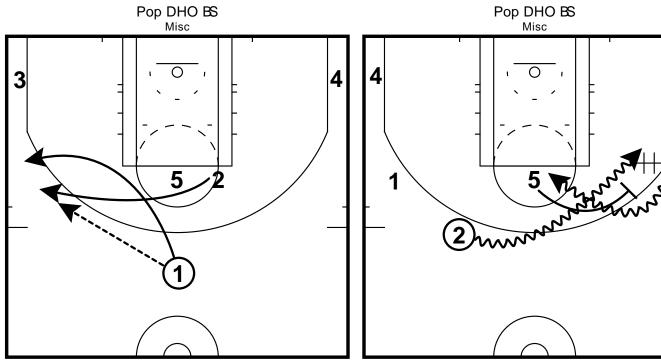




Elbow Flex Down

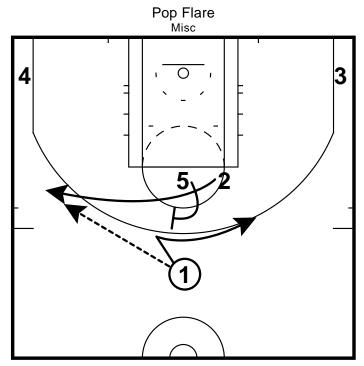
- 1 hits 5 on the elbow
- 4 back screens for 1 and pops
- 5 hits 4

- 1 sets a flex screen for 3
- 5 sets a pin down for 1
- 4 hits 1

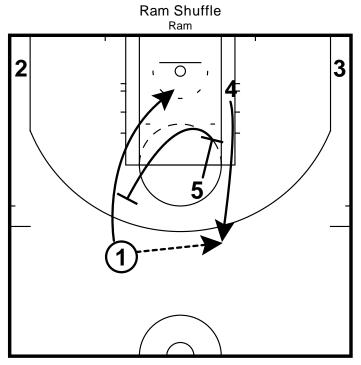


- 2 pops out to wing 1 hits 2
- 1 cuts to strong side wing

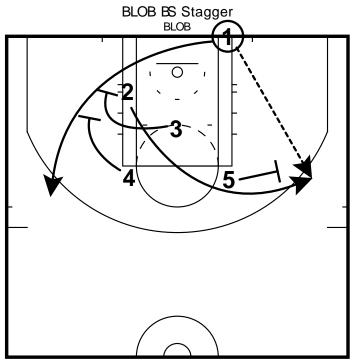
2 dribbles over to DHO with 3 5 follows with a BS and rolls



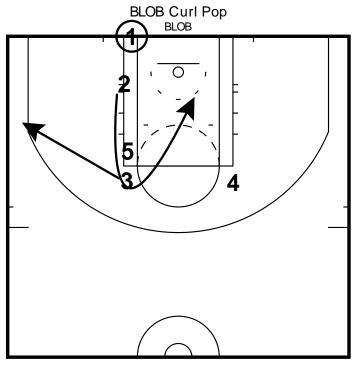
2 pops out to wing 5 quick flares for 1 2 looks for 1



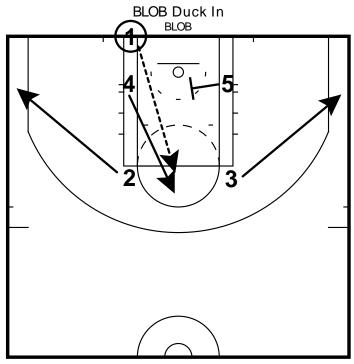
- 5 sets down for 4
- 1 hits 4, 5 shuffle screens for 1 4 looks for 1 posting or cutting



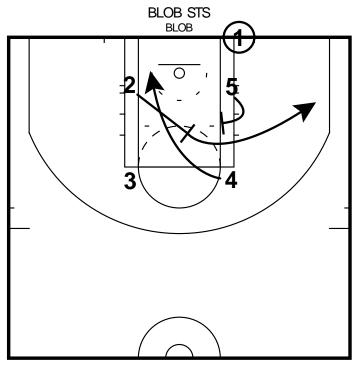
2 cuts off 3 and 5 to wing 1 hits 2, 3 and 4 stagger for 1 5 BS's for 2 and rolls



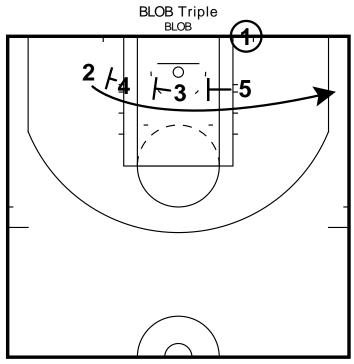
- 2 curls around 5 and 3
- 3 pops out to wing 1 looks for 3 or 5 slipping



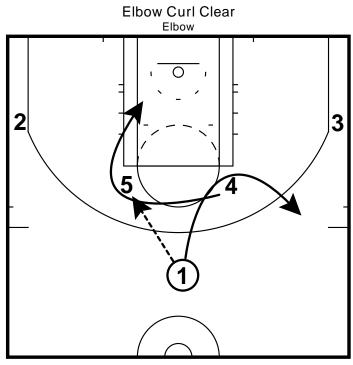
2 and 3 cut to corners 4 pops back,1 hits 4 5 ducks in



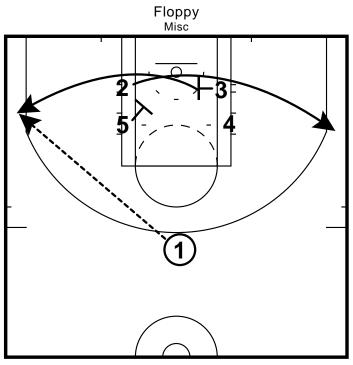
2 sets a back screen for 4 5 screens 2 to corner



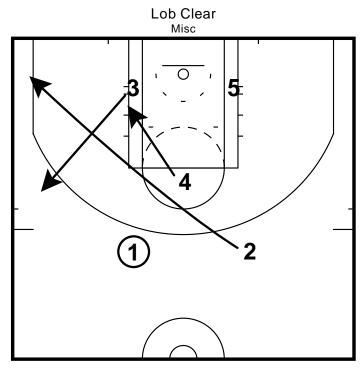
4, 3 and 5 set a triple for 2

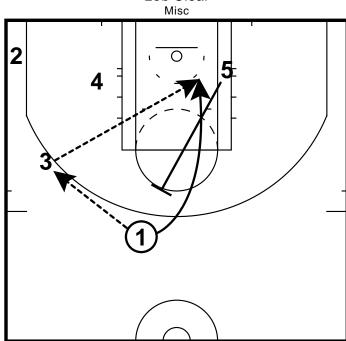


- 1 hits 5 on elbow, 1 curls under 4 4 goes over top of 5 to rim 5 looks for 4 or 4 will Down screen to 2



- 3 screens for 2
- 5 screens for 3 coming across 1 looks for either guy open to hit

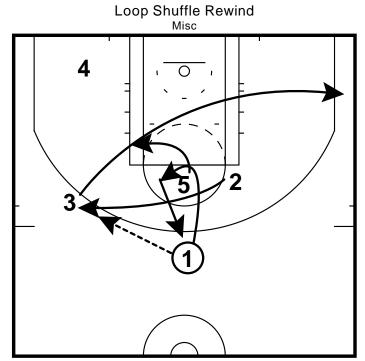


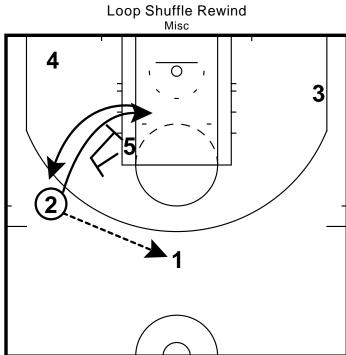


Lob Clear

- 2 cuts over 4 to the corner
- 3 flashes to wing 4 goes short corner

- 1 hits 3 on the wing 5 sets back screen for 1
- 3 looks for lob to 1

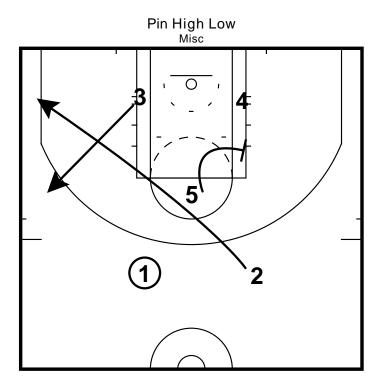


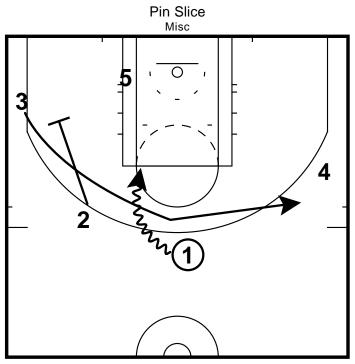


- 3 clears to opposite corner 2 loops to wing, 1 hits 2 1 wraps around 5 to top

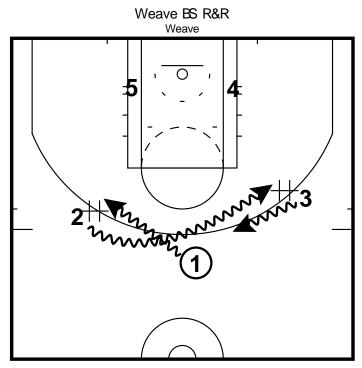
- 5 moves to elbow

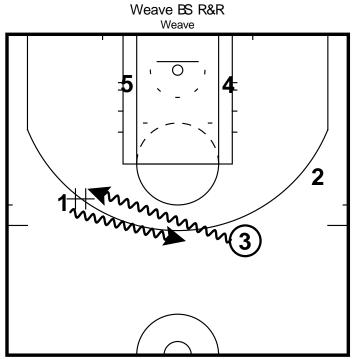
- 2 hits 1 on top
- 5 shuffle screens for 2
- 5 re screens for 2 to come back





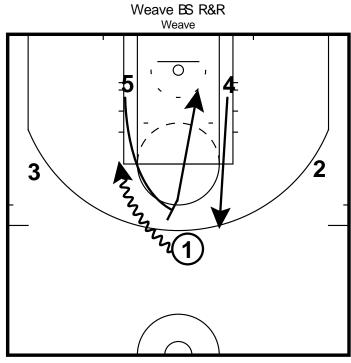
- 2 pin downs for 3 3 runs in to slip BS with 1 1 looks to attack



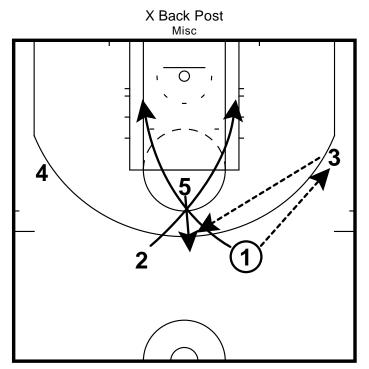


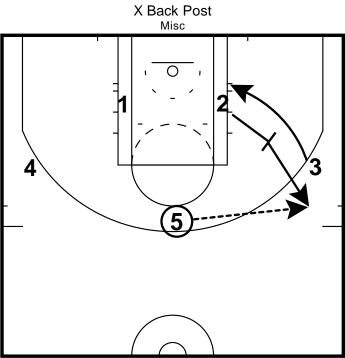
- 1 DHO's with 2
- 2 DHO's with 3
- 3 dribbles near middle

3 DHO's with 1 1 dribbles to the middle



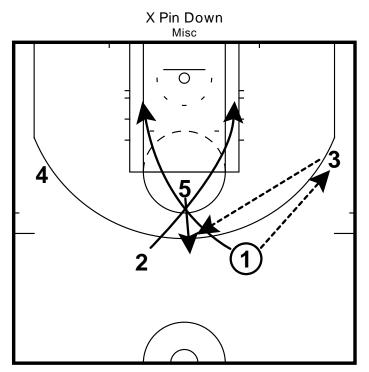
- 5 BS's for 1 and rolls
- 4 replaces behind the roller

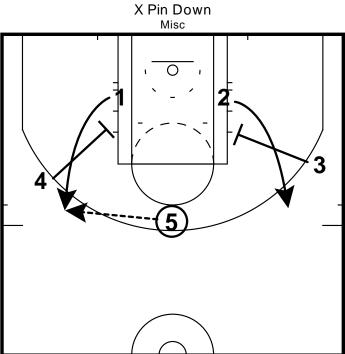




- 1 hits 3 and cuts over top of 5 2 cuts to opposite block 5 pops to top, 3 hits 5

- 2 back screens for 3
- 5 hits 3
- 3 has shot or 2 post up

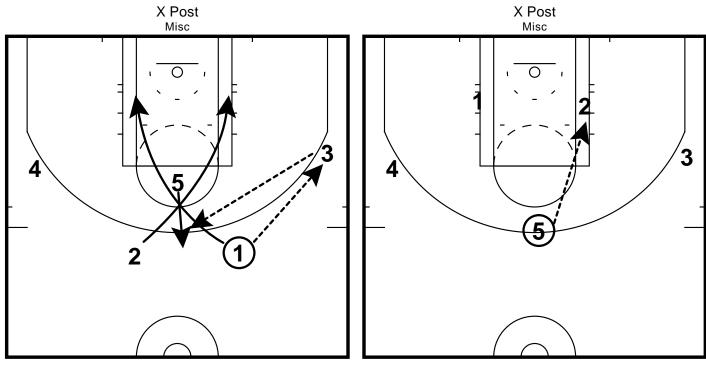




- 1 hits 3 and cuts over top of 5 2 cuts to opposite block 5 pops to top, 3 hits 5

- 4 and 3 pin down for 1 and 2
- 5 chooses either side to pass to 5 Usually follows with a BS

## West Virginia

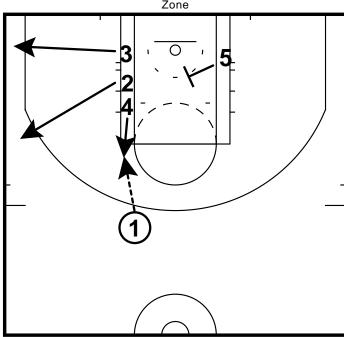


1 hits 3 and cuts over top of 5 2 cuts to opposite block 5 pops to top, 3 hits 5

2 quick stop after cutting to post 5 looks inside to 2

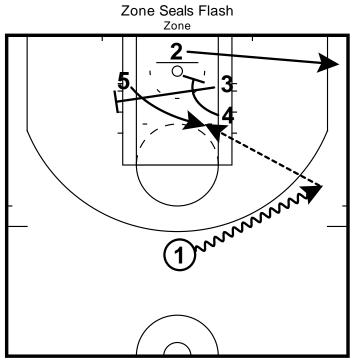
# West Virginia

### Zone Flash Overload Zone

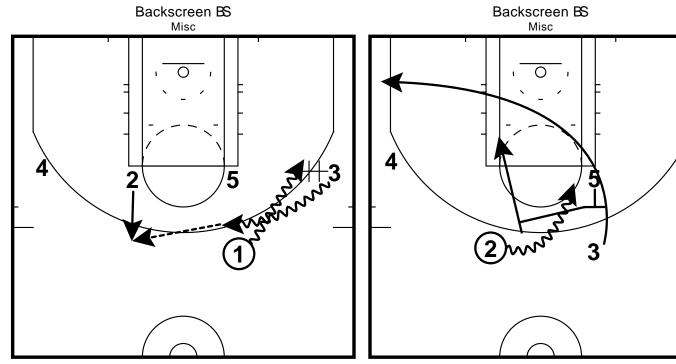


2, 3 and 4 flash 1 looks for open man HP usually open or quick swings

## West Virginia

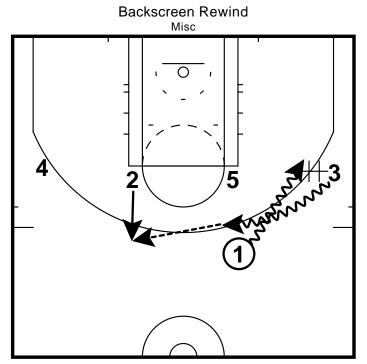


- 2 clears to corner
- 3 hits outs low man
- 4 seals in middle man
- 5 flashes right to middle opening

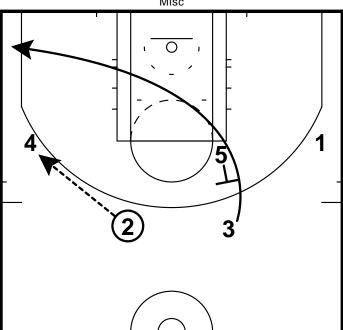


1 DHO's with 3 2 pops, 3 hits 2

5 back screens 3 5 BS's with 2 and rolls



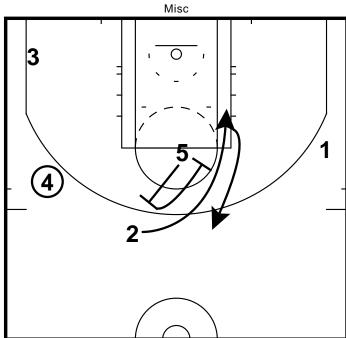
Backscreen Rewind



1 DHO's with 3 2 pops, 3 hits 2

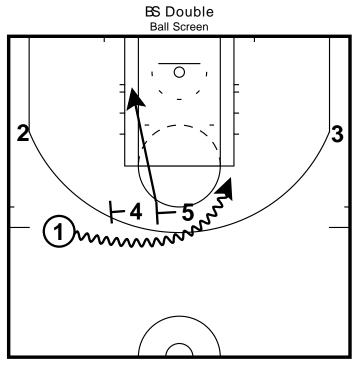
2 hits 4 5 back screens for 3

### Backscreen Rewind

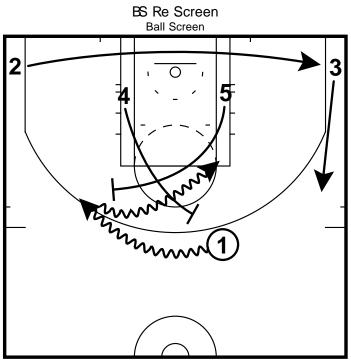


5 back screens for 2

5 re screen pin downs for 2

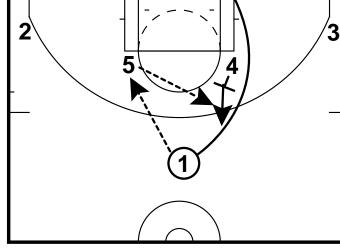


Double are set in transition a lot 4 and 5 set a double BS for 1 5 rolls, 4 pops

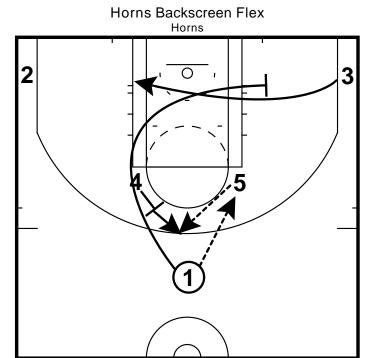


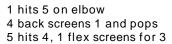
- 4 BS's for 1 and pops 2 clears corner, 3 spaces up 5 sets a BS for 1 and rolls

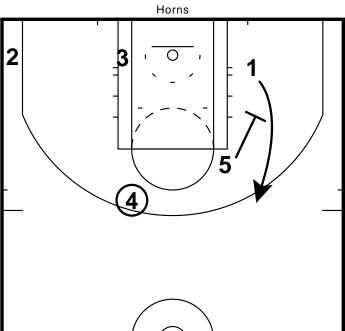
# Horns Backscreen Horns



- 1 hits 5 on the elbow
- 4 back screens for 1, 5 hits 4 4 looks at 1 posting up or shot

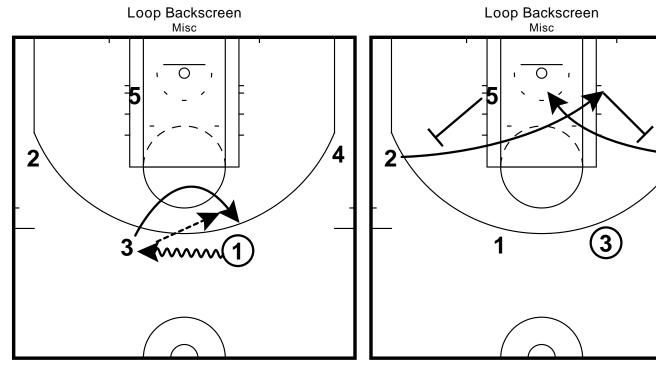






Horns Backscreen Flex

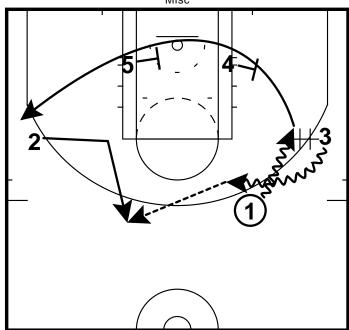
5 pin downs for 1 4 is looking at 3 posting off flex OR 1 off pin down



3 loops to opposite slot 1 dribbles over and hits 3

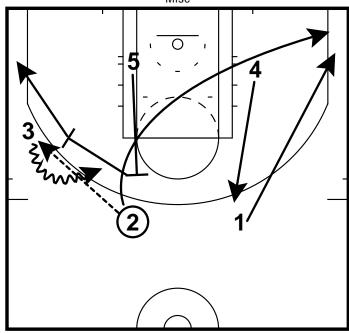
5 back screens for 2 Nothing there, will set another for 4



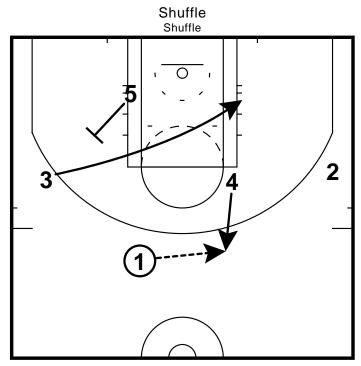


1 DHO's with 4 and 5 set a double for 1 baseline 2 gets open, 3 hits 2

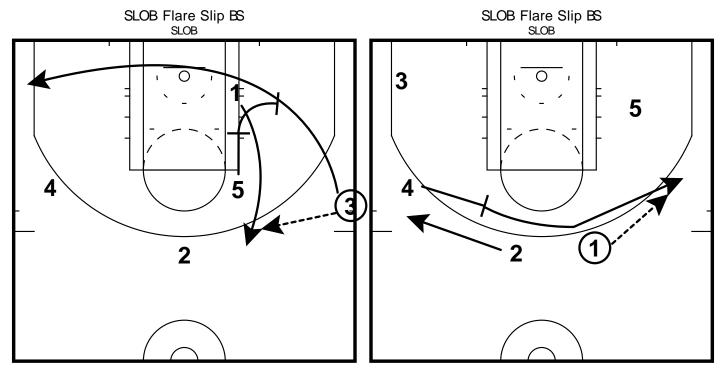
### Runner Backscreen BS Misc



2 swings to 3, 4 and 1 interchange 5 back screens 2, 5 BS's for 3 5 pops after screen

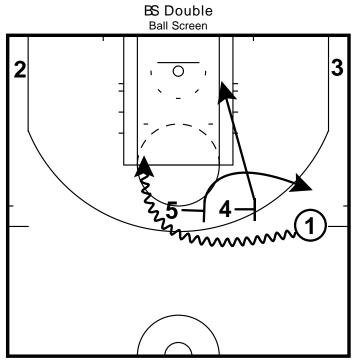


Within motion they love shuffle/back screens 4 flashes to top, 5 sets shuffle for 3 Will have multiple shuffles in possession

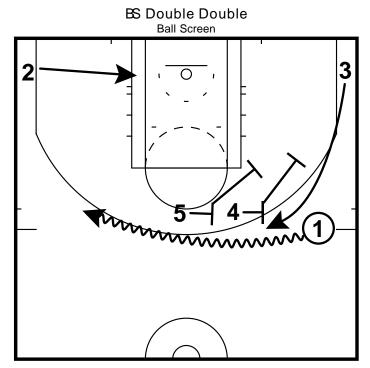


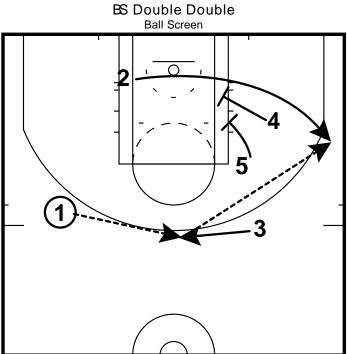
- 5 pin downs for 1 3 hits 1, 3 clears out to corner
- 5 screens for 3

- 4 flares for 2
- 4 slips BS with 1
- 1 looks for 4 slipping for 3



Doubles are in transition sometimes 4 and 5 set Double BS for 1 4 rolls and 5 pops

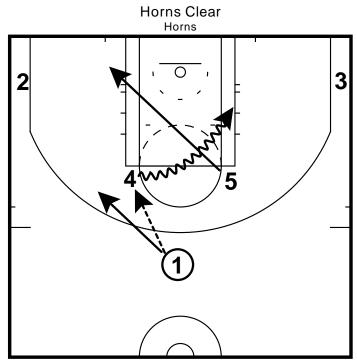




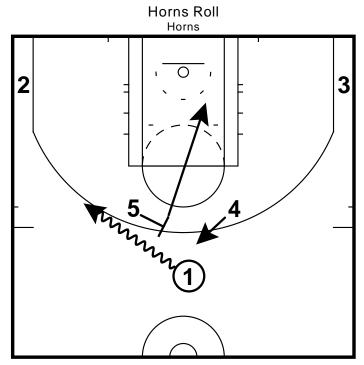
- 4 and 5 set a double for 1
- 1 dribbles over to slot, 2 moves to paint
- 4 and 5 set double for 3

3 flashes to middle

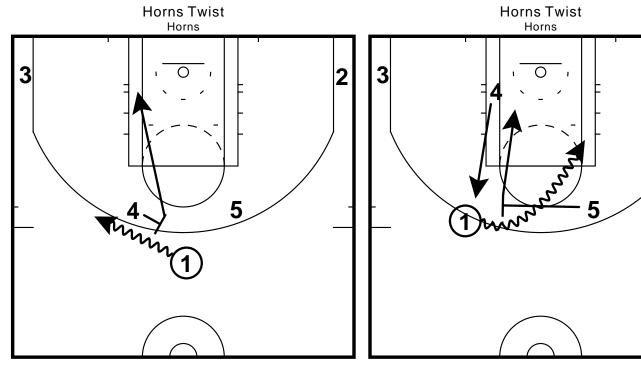
4 and 5 set a double for 2



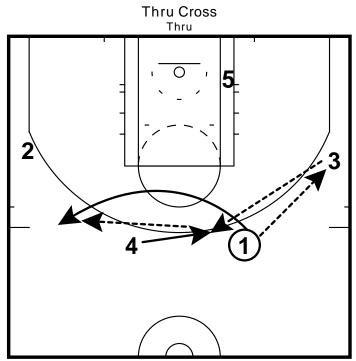
- 1 hits 4 on the elbow
- 4 fakes handoff with 1
- 5 dives to block, 4 has face up rip

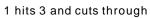


5 sets a BS for 1 and rolls



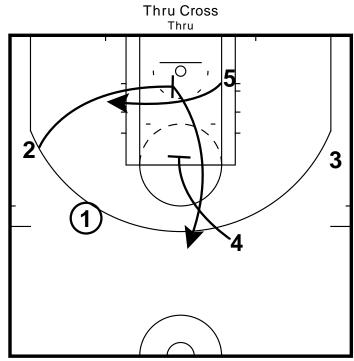
5 sets a BS for 1 and rolls 4 replaces behind the roller



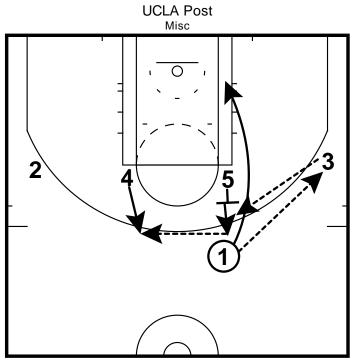


4 flashes, 3 hits 4

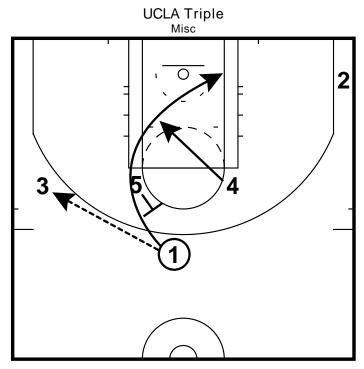
4 swings to 1

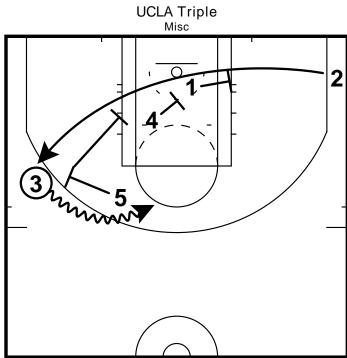


- 2 cross screens for 5
- 4 sets down screen for 2
- 1 looks for 5 or 2



1 hits 3 on the wing 5 back screens for 1 and pops 3 hits 5, 5 looks for 1 posting passes to 4 for better angle

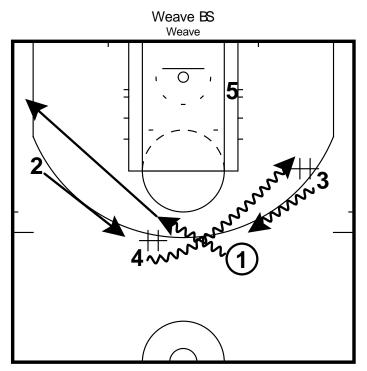


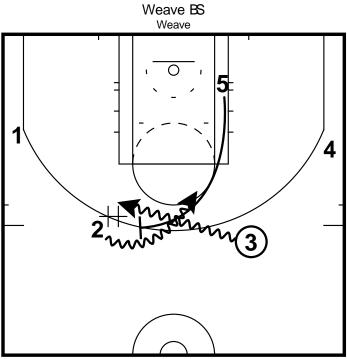


- 1 hits 3
- 5 back screens for 1
- 4 moves to opposite block

5 BS's for 3

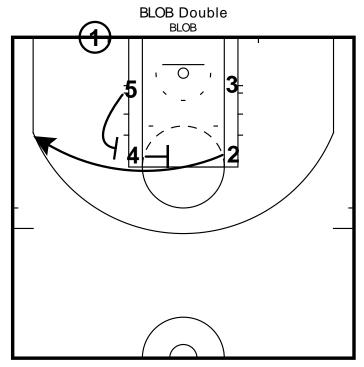
1, 4 and 5 set a triple for 2



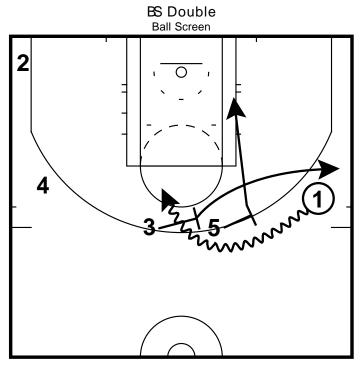


- 1 DHO's with 4 and cuts opposite
- 4 DHO's with 3
- 2 flashes up

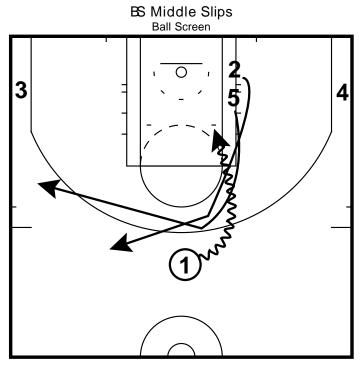
- 3 DHO's with 2
- 5 follows with BS for 2 and rolls



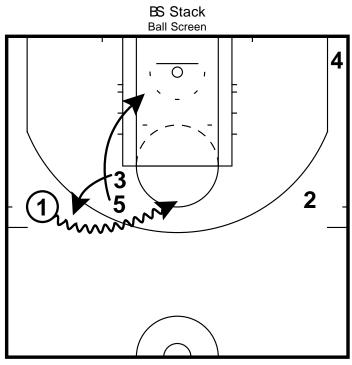
4 and 5 set a double for 2 1 looks for 2 or 5 slipping



5 and 3 set a Double BS for 1 5 rolls to the rim and 3 pops



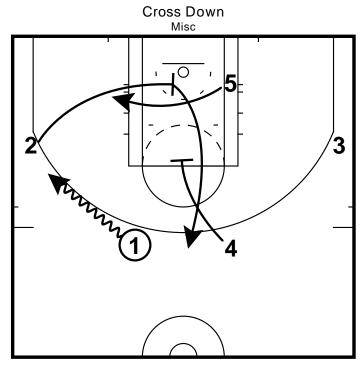
- 5 runs in and slips to the wing 2 follows behind and slips to the slot 1 looks to attack the slips for drive/shot



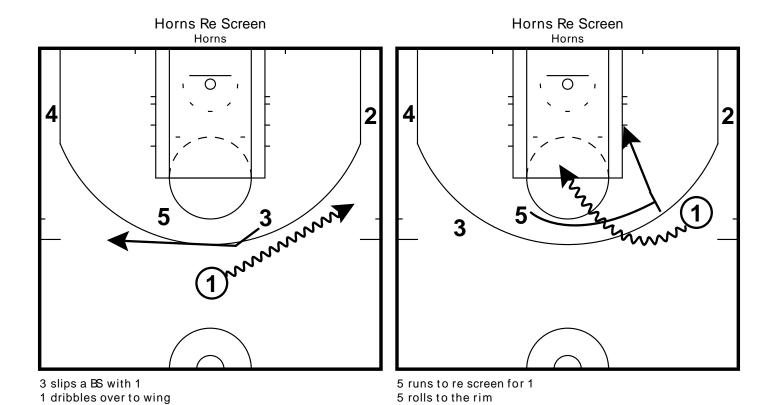
5 and 3 set a stack Double BS for 1 5 rolls and 3 pops behind

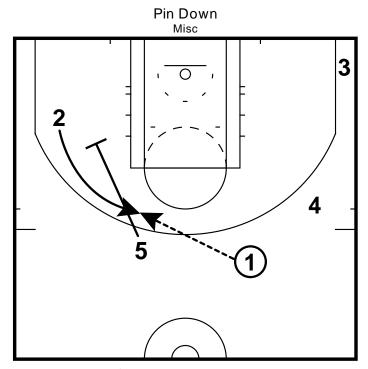
# BS Wing Pin Down Ball Screen

- 5 sets a BS for 1 and rolls 1 quick swings to 4 2 sets a pin down for 3

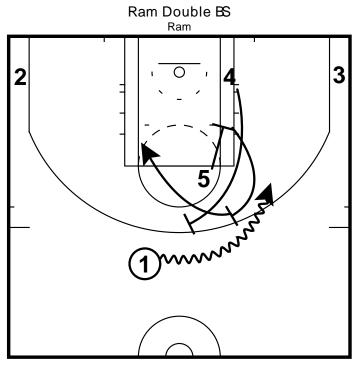


- 1 dribble entries to wing
- 2 cross screens for 5
- 4 down screens for 2

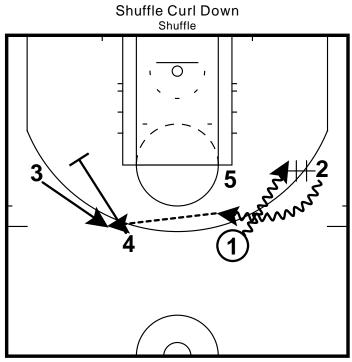


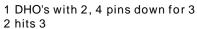


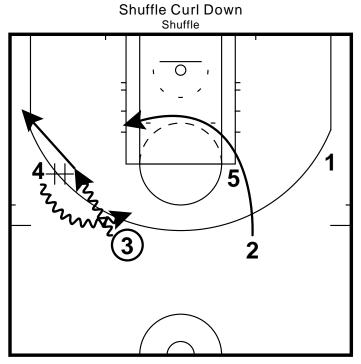
Done in transition/early offense a lot 1 dribbles down, 5 runs in to pin down 2 2 looks for curl shot or 5 post



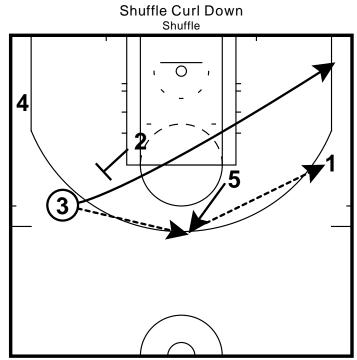
- 5 ram screens for 4
- 4 and 5 then Double BS for 1 4 pops, 5 rolls



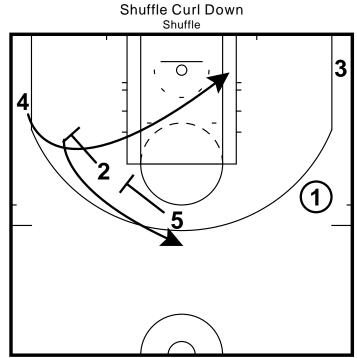




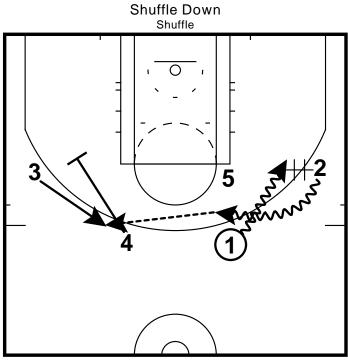
3 DHO's with 4 and spaces 2 loops underneath 5



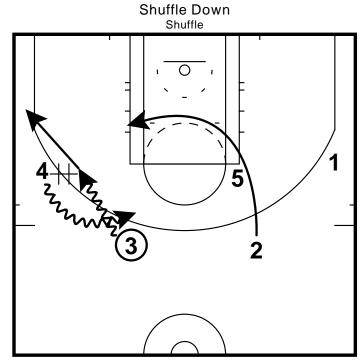
- 3 swings to 5 popping 2 shuffle screens for 3
- 5 swings to 1



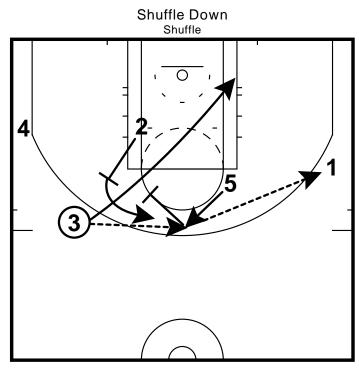
- 2 and 5 set stagger for 4
- 4 curls 2's screen
- 2 comes of single from 5



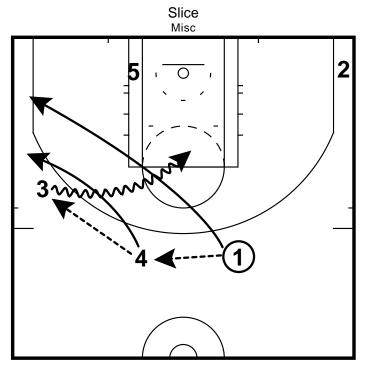




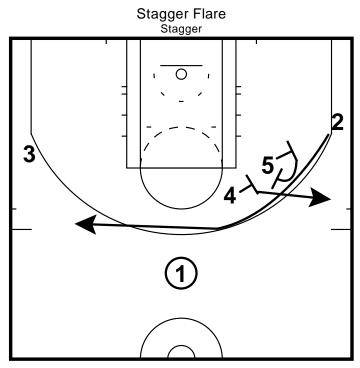
3 DHO's with 4 and spaces 2 loops underneath 5



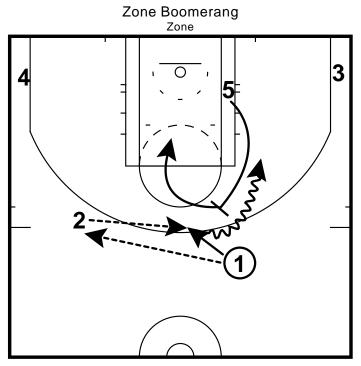
- 3 hits 5 popping, 5 swings to 1
- 2 shuffle screens for 3
- 5 down screens for 2



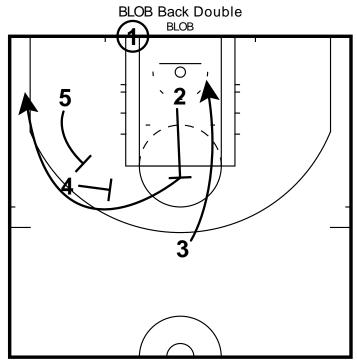
- 1 swings to 4, 4 swings to 3 1 and 4 slice right in front of 3 3 drives down hill



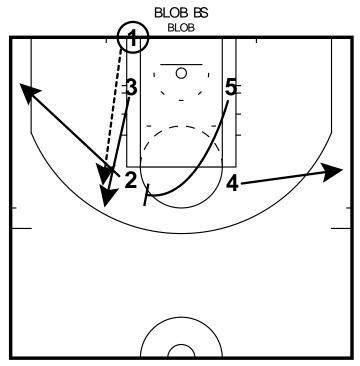
5 and 4 set a stagger for 2 2 run in and slips BS for 1 5 flares in 4



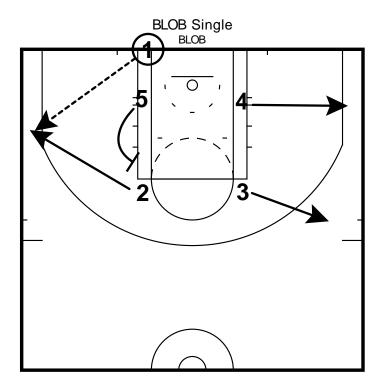
- 1 passes to 2 1 moves near the top 2 hits 1, 5 runs to BS and roll

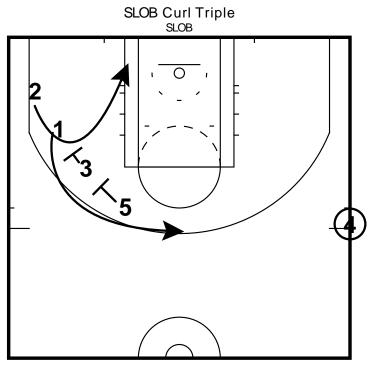


- 2 back screens for 3
- 4 and 5 double for 2 to corner

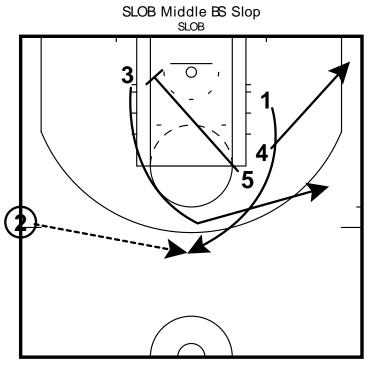


2 clears corner, 3 pops back 1 hits 3, 4 spaces out 5 runs to BS for 3 and rolls

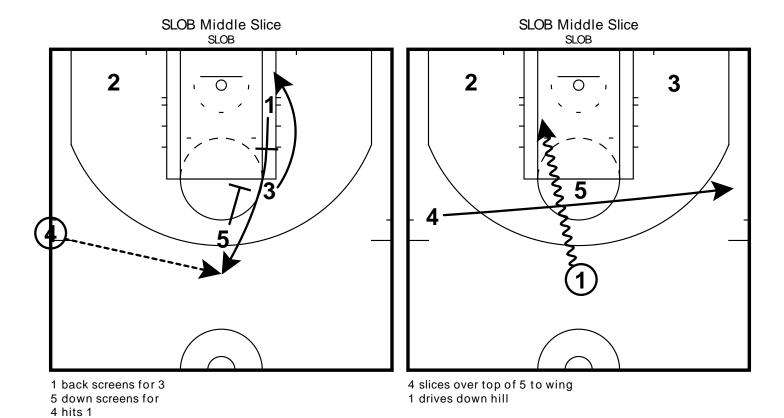


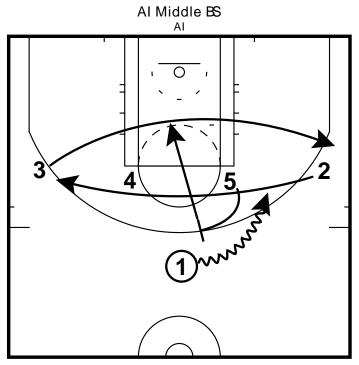


2 curls screen from 1 1 then goes off double from 3 and 5

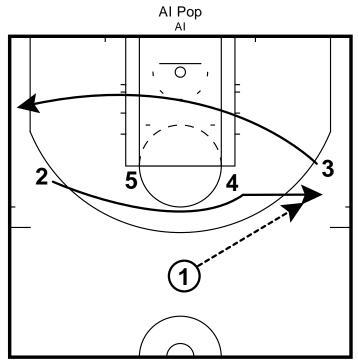


- 1 comes off a double from 4 and 5 4 goes corner, 5 sets down for 3 3 runs in and slips BS on 1 1 goes down hill

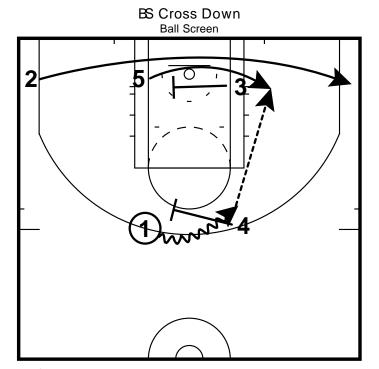




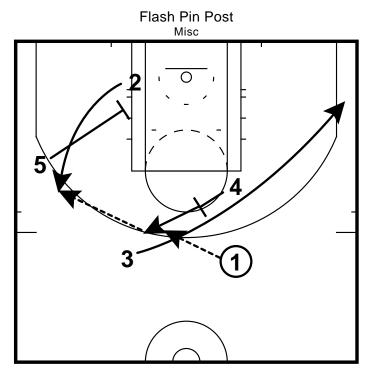
- 3 clears underneath
- 2 cuts over top of 5 and 4 5 sets middle BS for 1 and rolls



- 3 clears underneath 2 goes over 5 and 4 2 pops back, 1 hits 2

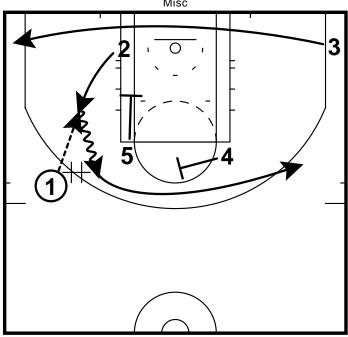


- 4 BS's for 1
- 2 clears to opposite corner 3 cross screens for 5

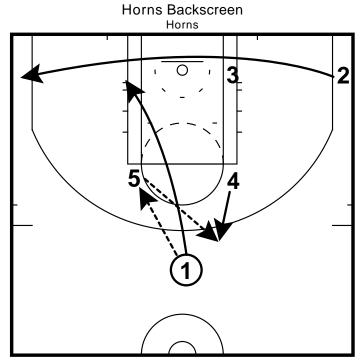


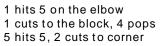
- 4 back screens for 3 to corner 1 hits 4 popping, 5 pins down for 2 4 hits 2, then 2 looks at 5 posting

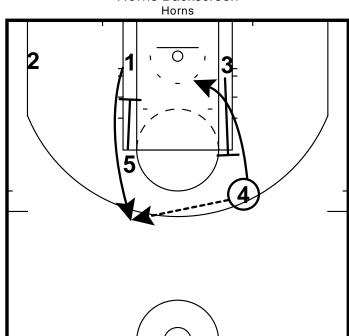




5 pin downs for 2, 3 clears corner 1 hits 2, 2 flips back to 1 4 sets flare for 2

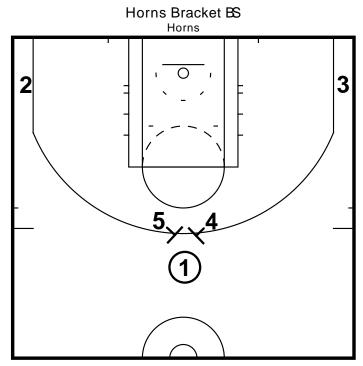




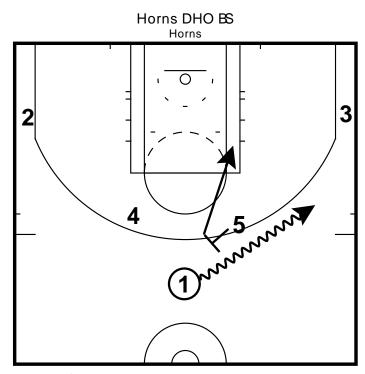


Horns Backscreen

5 pin downs for 1 3 back screens 4 1 looks at 4 or 3 popping



1 will choose either direction screener rolls and they play from there



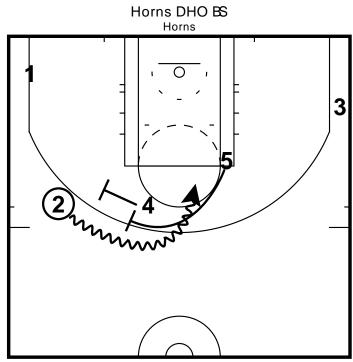
Horns

3

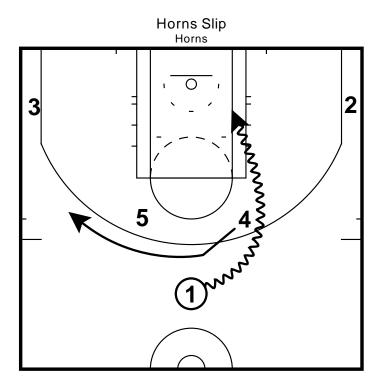
Horns DHO BS

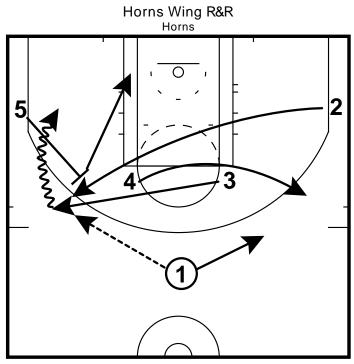
5 sets a BS for 1 and rolls

- 1 throws back to 4 flashing
- 1 comes back to 4 for a handoff
- 1 DHO's with 2 and goes corner

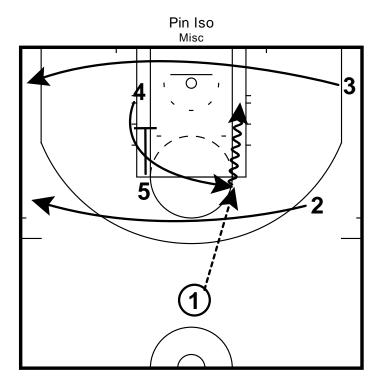


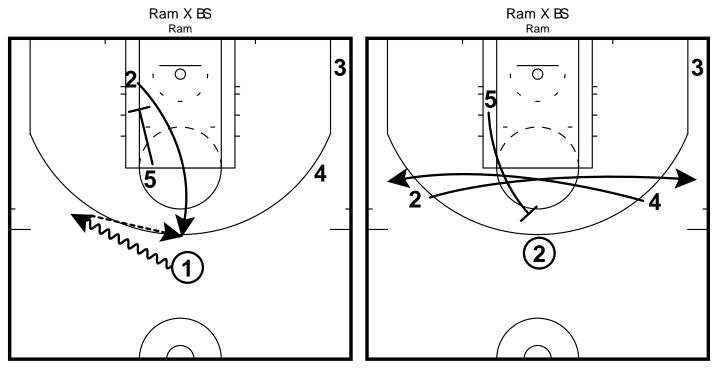
4 and 5 follow and set a double BS for 2 5 rolls and 4 pops



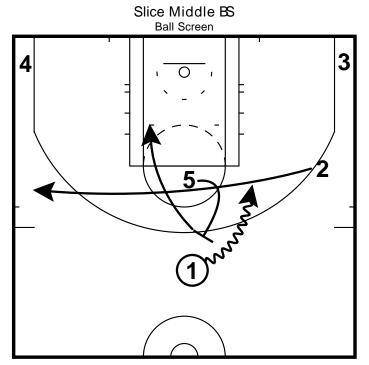


3 cuts to the wing, 1 hits 3 5 sets an outside BS for 3 and rolls 2 cuts across to replace behind 5 4 and 1 space

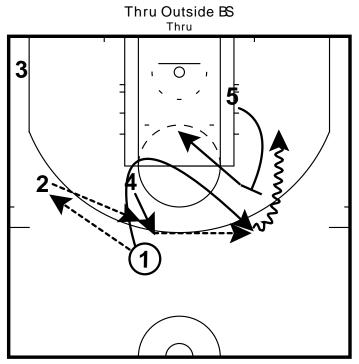




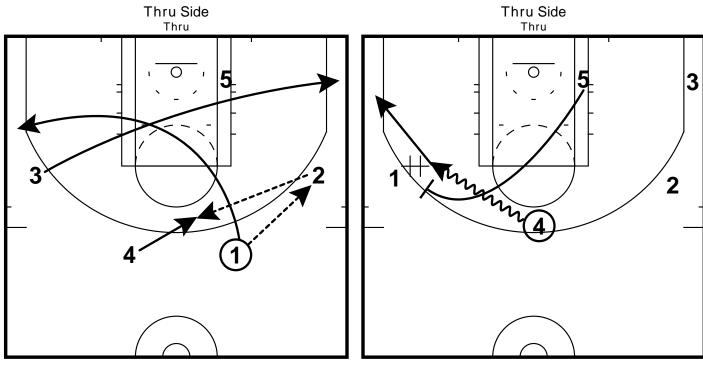
2 and 4 x out through the middle 5 runs in behind to set BS for 2



2 slices over top of 5 5 then sets middle BS for 1 and rolls

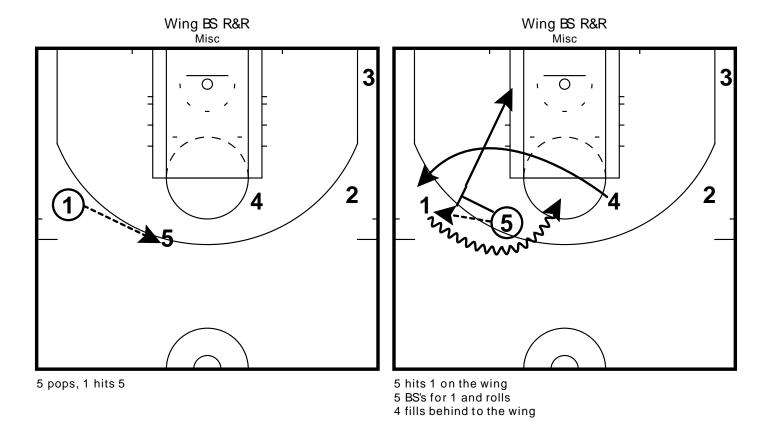


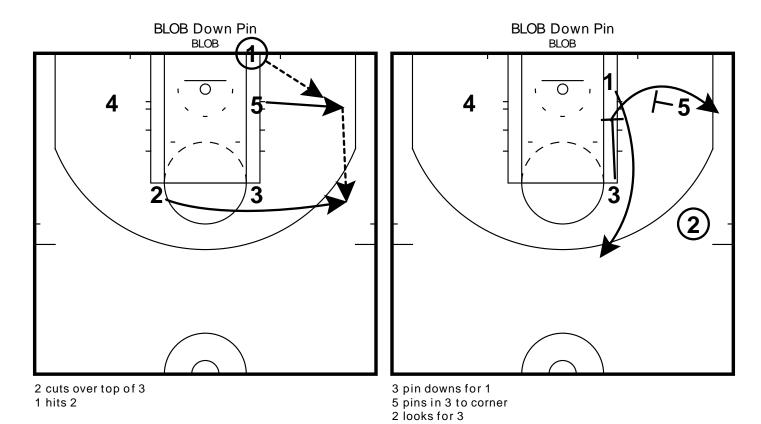
- 1 hits 2 and loops around 4 to wing 4 pops, 2 hits 4, 4 hits 1 5 sets an outside BS for 1 and rolls

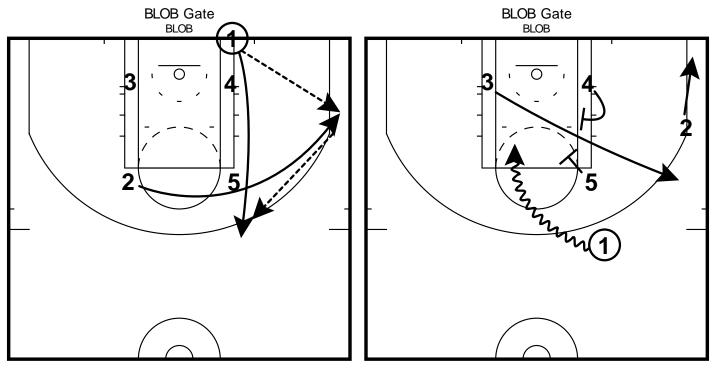


- 1 hits 2 and cuts through opposite
- 2 hits 4 flashing 3 cuts to opposite corner

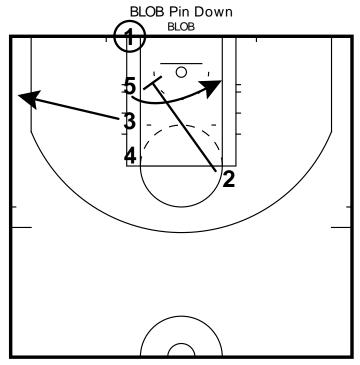
- 4 DHO's with 1
- 5 follows with a BS and rolls





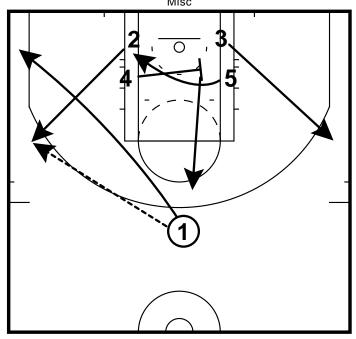


2 spaces corner 4 and 5 set gate for 3 1 looks to rip to the rim

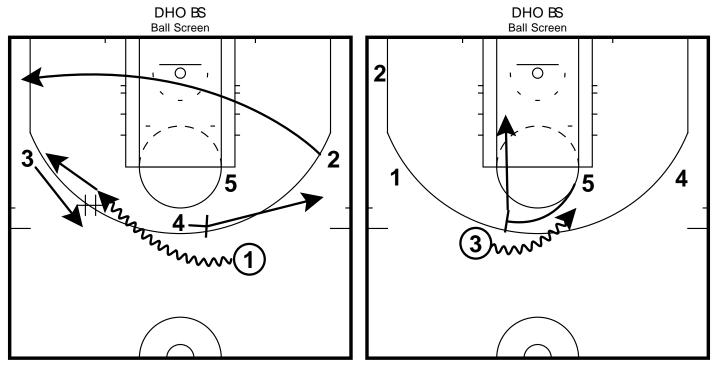


- 3 clears to corner
- 2 pins down for 5 to curl 1 looks for 5 or 2 sealing in front

## Cross Screen High Low Misc

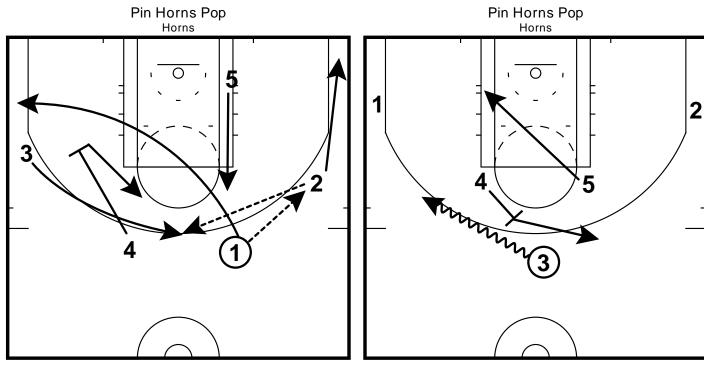


- 2 and 3 flash to wings 1 hits 2 and cuts corner
- 4 sets cross screen for 5
- 4 flashes to top for high low pass



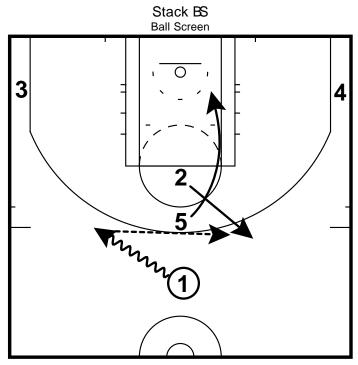
- 4 BS's for 1 and goes to wing 1 DHO's with 3 and goes to wing 2 clears opposite corner

5 follows DHO with BS for 3 and rolls

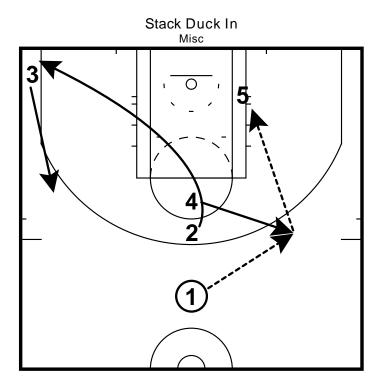


- 1 hits 2 and cuts through
- 4 pin downs for 3, 2 hits 3 4 and 5 flash to elbows, 2 spaces

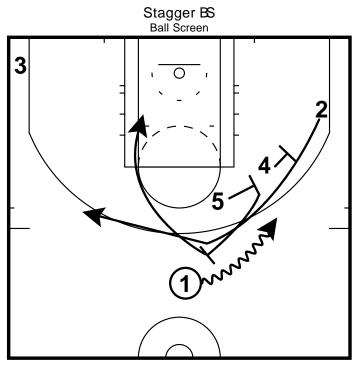
4 BS's for 3 and pops 5 dives to the rim



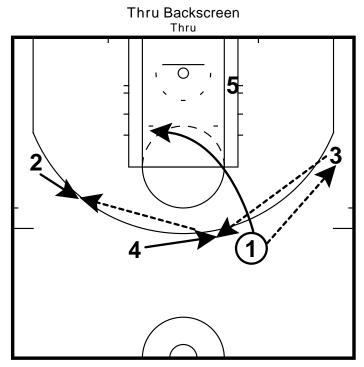
1 dribbles off of 5, 5 rolls 2 pops, 1 hit 2 for shot or high low 5

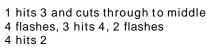


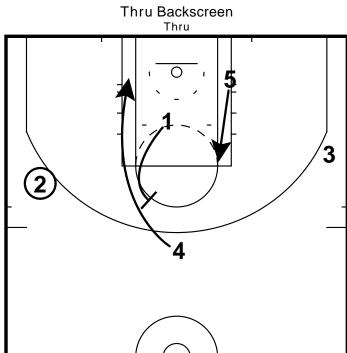
2 loops around 4 to corner 3 fills up, 4 pops to wing 1 hits 4, 4 looks at 5 ducking in



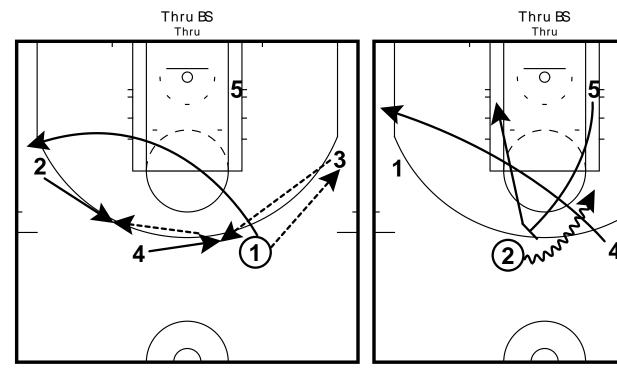
- 4 and 5 set stagger for 2 2 runs in and slips on 1 BS 5 follows with a BS for 1 and rolls





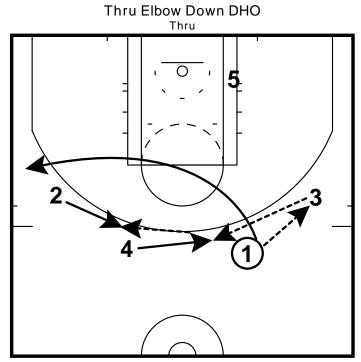


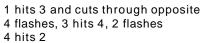
1 sets back screen for 4 5 lifts up, 2 looks for 4

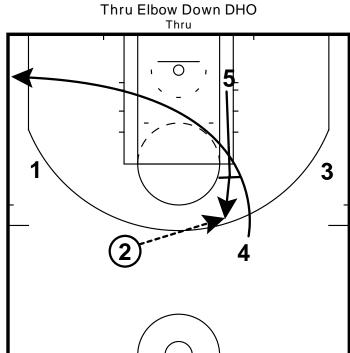


- 1 hits 3 and cuts through to wing 4 flashes, 3 hits 4, 2 flashes 4 hits 2

- 4 cuts through to corner 5 runs to set Middle BS for 2 and rolls

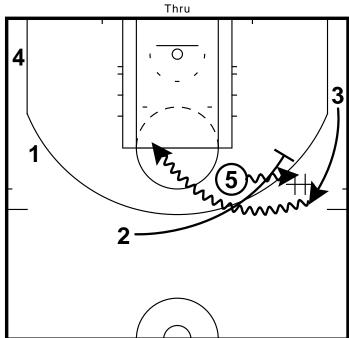




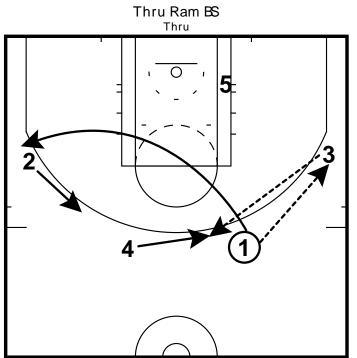


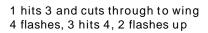
5 back screens for 4 and pops 2 hits 5

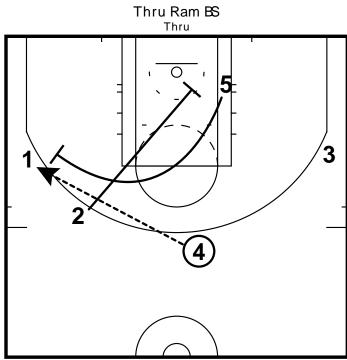
#### Thru Elbow Down DHO



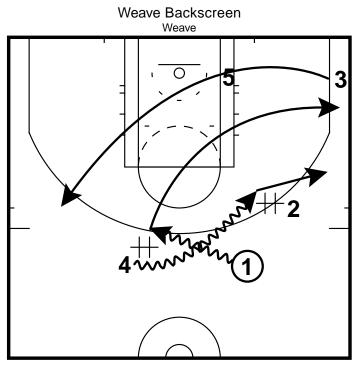
- 2 fakes handoff with 5
- 2 sets down screen for 3
- 5 DHO's with 3 and rolls

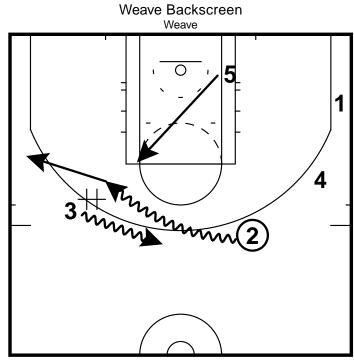






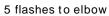
- 2 sets Ram screen for 5
- 4 swings to 1 5 sets Middle BS for 1 and rolls

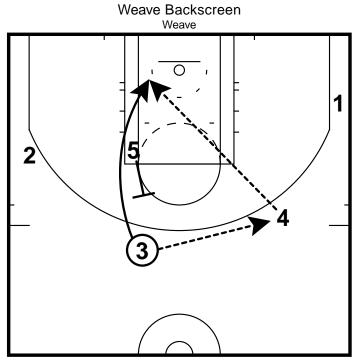




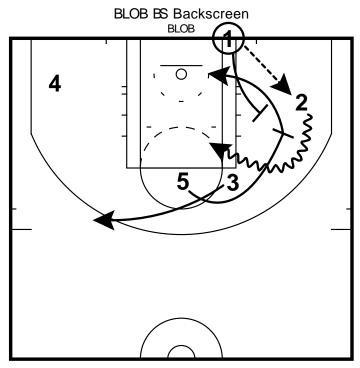
- 1 DHO's with 4 and clears to wing
- 3 cuts underneath to wing
- 4 DHO's with 2 and spaces

2 DHO's with 3 and spaces

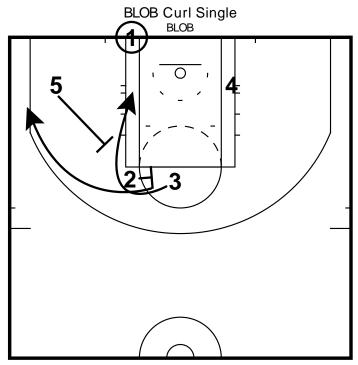




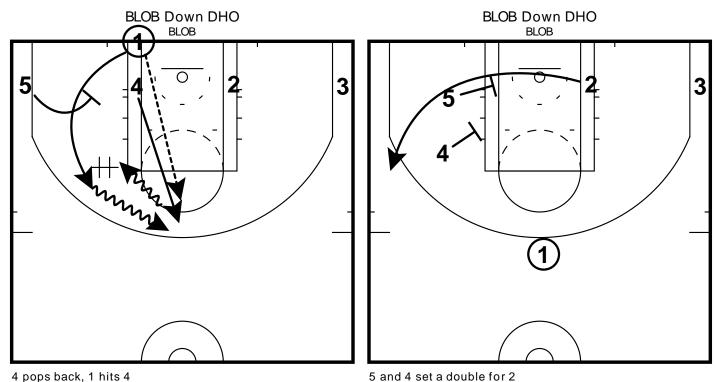
- 3 swings to 4
- 5 back screens for 3
- 4 looks to lob to 3



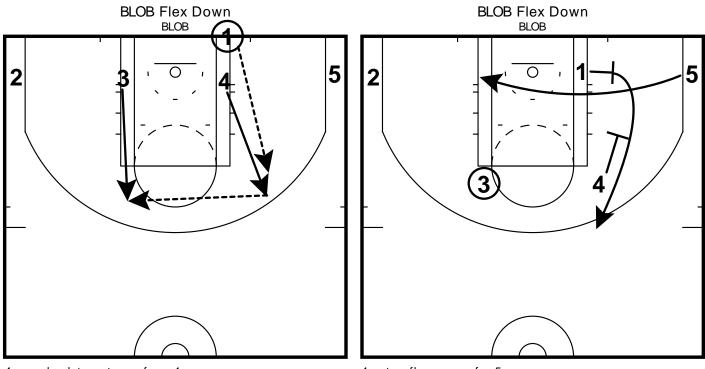
- 3 cuts across 5 to wing, 1 hits 2 5 BS's for 2 and rolls 1 back screens for 5 rolling



3 curls around 2's screen 5 screens in for 2 to corner 1 looks for 2

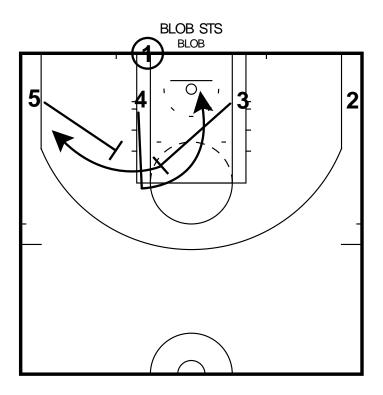


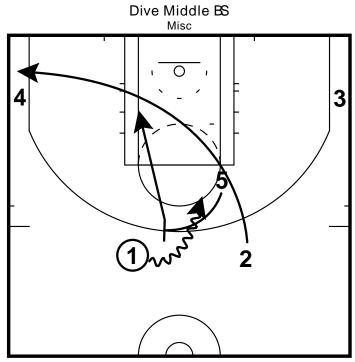
- 4 pops back, 1 hits 4 5 down screens for 1
- 4 DHO's with 1



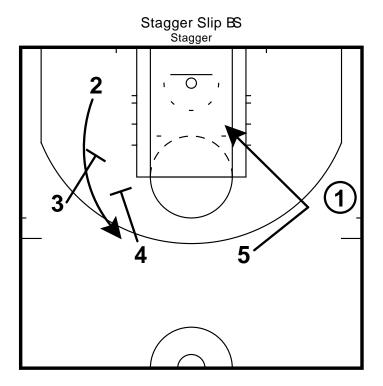
4 pops back to get pass from 1 3 pops back to get pass from 4

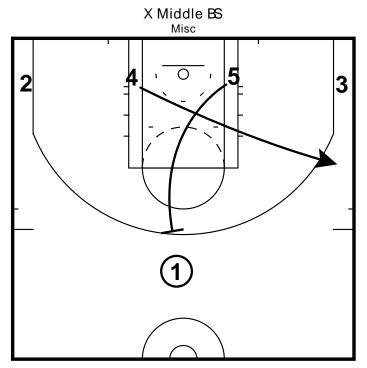
1 sets a flex screen for 5 4 pins down for 1



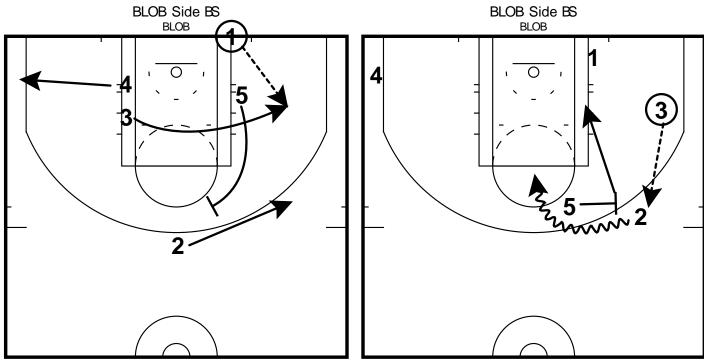


2 rubs off 5 to the corner 5 sets BS for 1 and runs to the rim

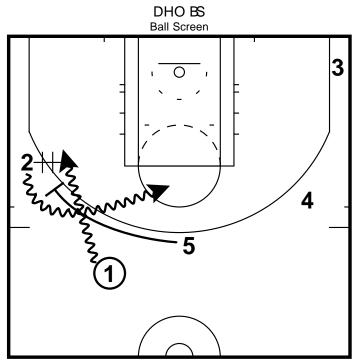




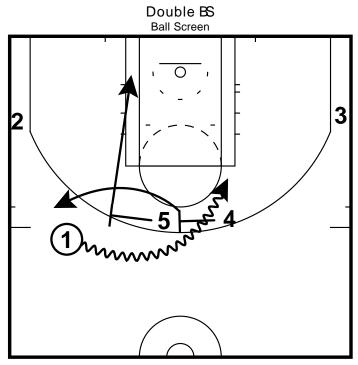
- 4 slices across 5's face to wing 5 runs into BS Middle 1 picks best option in direction



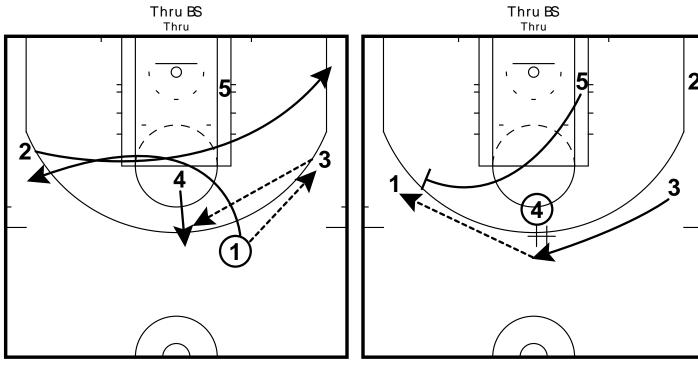
- 3 cuts over 5, 1 hits 5 4 clears to corner
- 5 screens for 2 to wing



1 DHO's with 2 5 follows with a BS for 2 After that DHO they play into motion

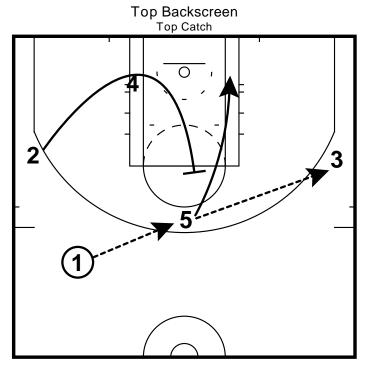


5 and 4 set a Double BS for 1 5 rolls 4 pops behind

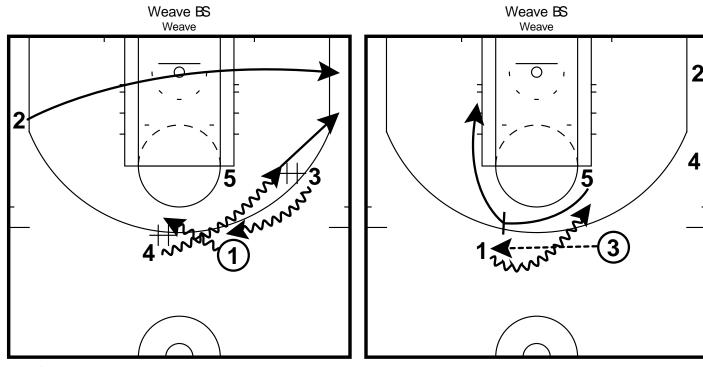


- 1 swings to 3 and cuts through 2 slices through middle to corner 4 pops, 3 hits 4

- 3 gets handoff from 4 3 hits 1, 5 runs in to BS and rolls



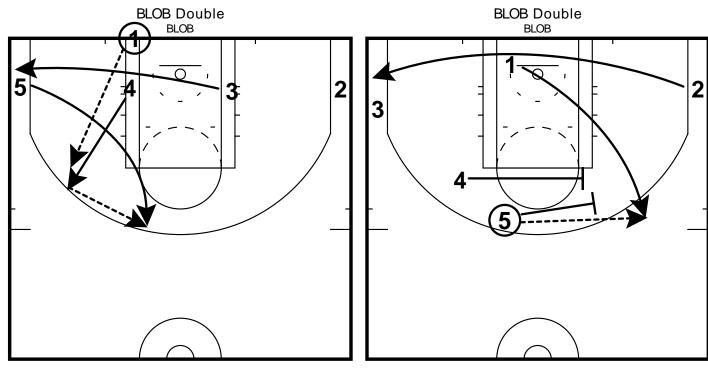
- 1 hits 5 on top 2 loops underneath, 5 hits 3 5 sets back screen for 5



- 1 DHO's with 4
- 4 DHO's with 3 and spaces 2 clears to corner

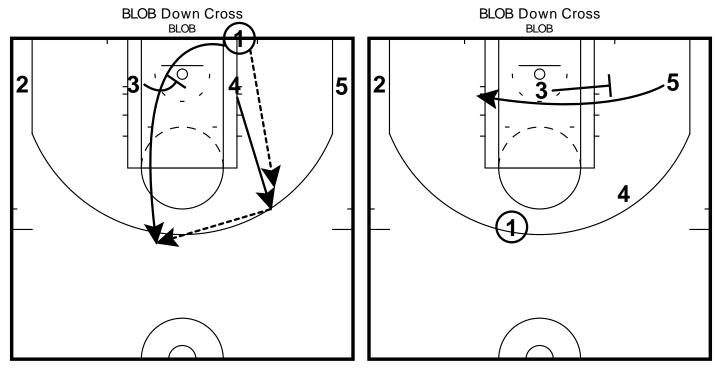
3 hits 1

5 BS's for 1 and rolls

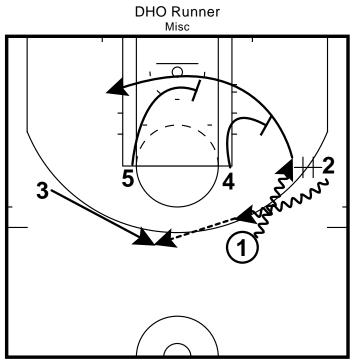


- 4 pops out, 1 hits 4 5 loops above elbow, 4 hits 5 3 clears to corner

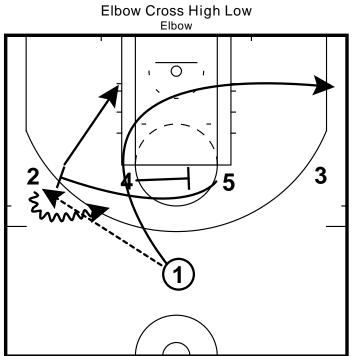
1 flashes to wing, 2 clears corner 5 hits 1, 4 and 5 set Double BS for 1

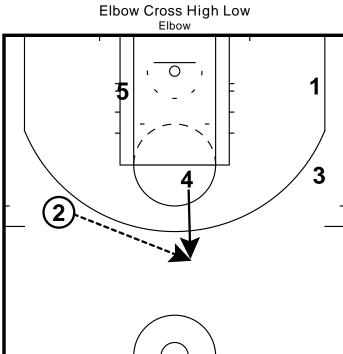


3 cross screens for 5



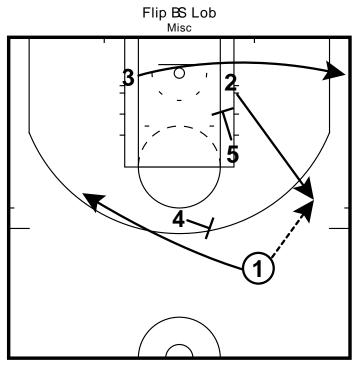
- 1 DHO's with 2
- 4 and 5 set a double for 1 2 hits 3 flashing

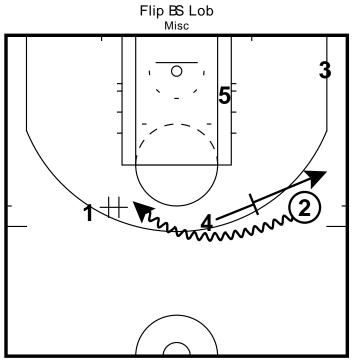




- 1 hits 2 and cuts past 4 to corner 4 cross screens for 5
- 5 runs to set BS for 2 and rolls

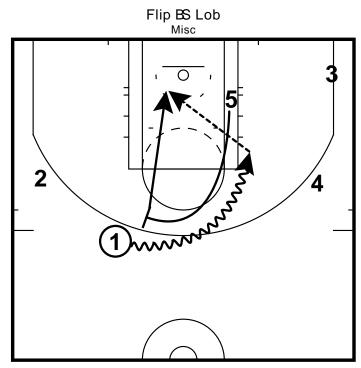
2 hits 4 popping 4 is looking high low to 5



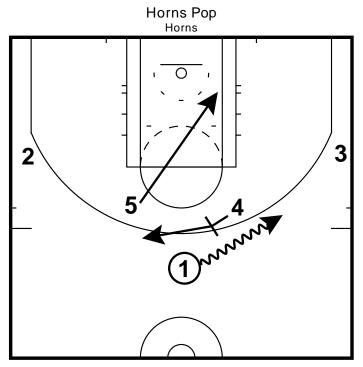


- 5 pin downs for 2, 1 hits 2
- 3 clears to corner
- 4 flares for 1

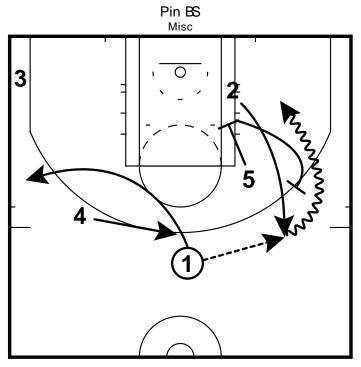




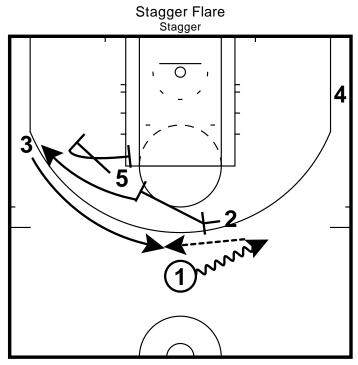
- 5 sets BS right after DHO for 1
- 5 runs to rim
- 1 looks for lob coming off BS



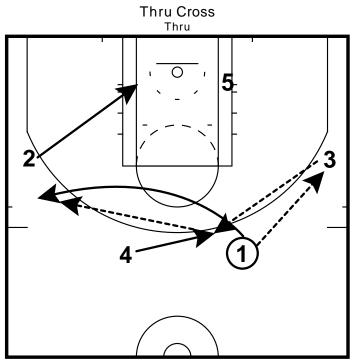
- 4 sets BS for 1 and pop 5 dives, 1 looks to throwback to 4 4 looks high low or shot

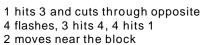


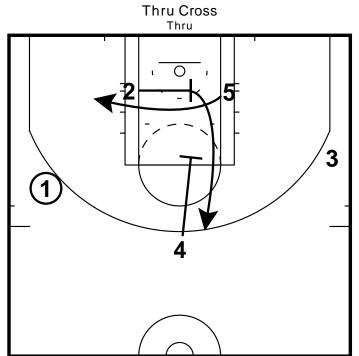
- 5 pin downs for 2 1 hits 2 and cuts away 5 BS's for 2 and rolls, 4 fills up 2 has roll option or 4 on top



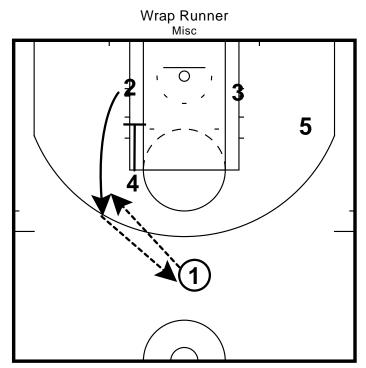
2 BS's for 1 5 and 2 set stagger for 3, 1 hits 3 5 flares for 2



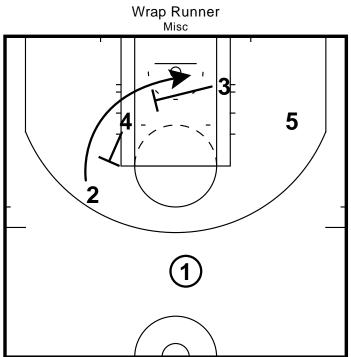




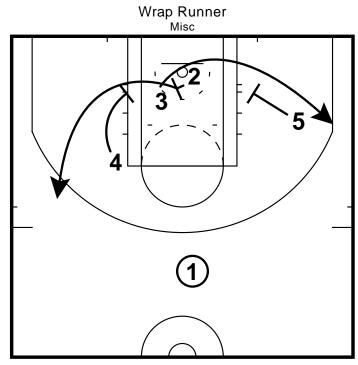
2 cross screens for 5 4 down screens for 2 1 looks for 5 or 2



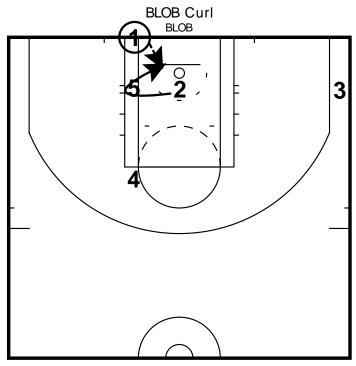
4 pin downs for 2, 1 hits 2 2 hits 1 with a pass back



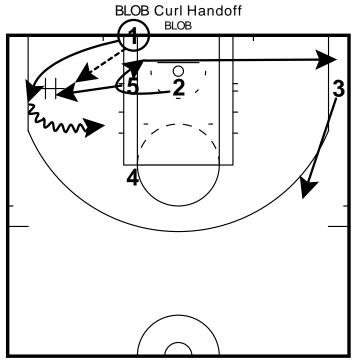
4 sets a back screen for 2 3 sets a baseline screen for 2



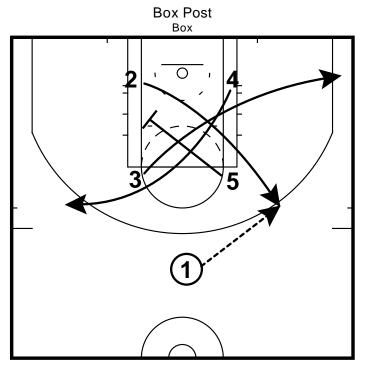
- 2 wraps around to set 3 a screen 5 pin downs for 3 4 pin downs for 2



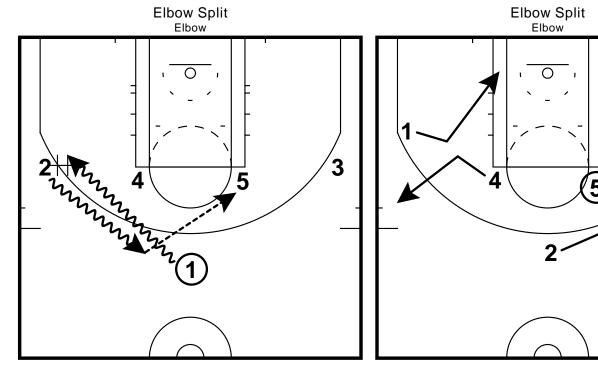
2 curls around 5 over top 1 looks for 2 if open



2 curls over top of 5 to corner 3 fill sp, 5 pops, 1 hits 5 1 comes to handoff from 5

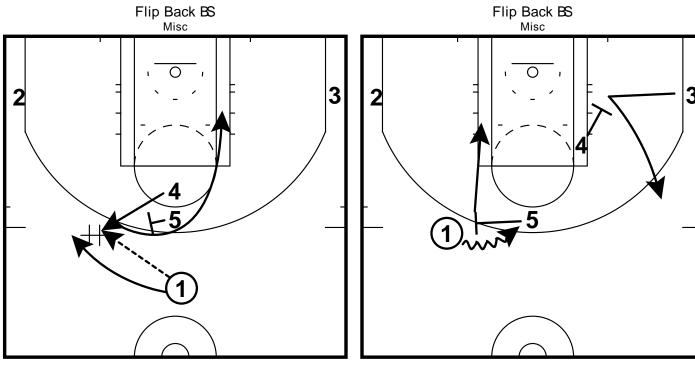


3 and 4 clear out 5 pin downs for 2 1 hits 2 and then looks for 5 posting

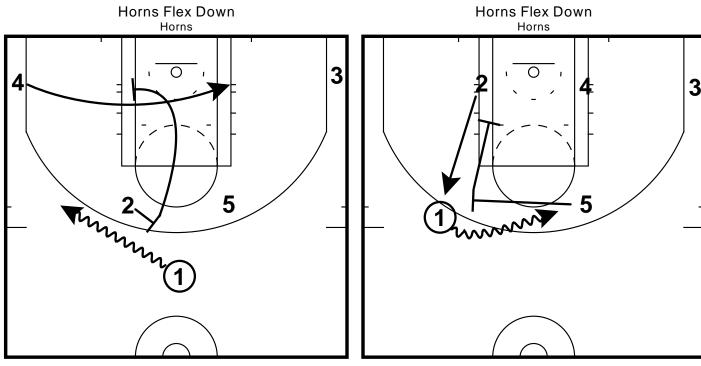


- 1 DHO's with 2
- 2 dribbles middle and hits 5

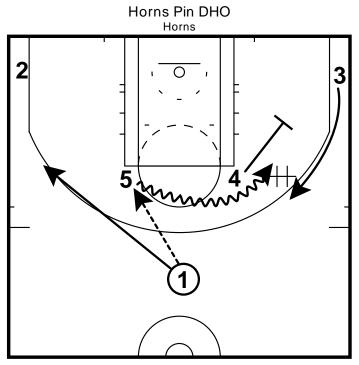
- 2 and 3 space out 4 and 1 split on the wing 5 looks for open man



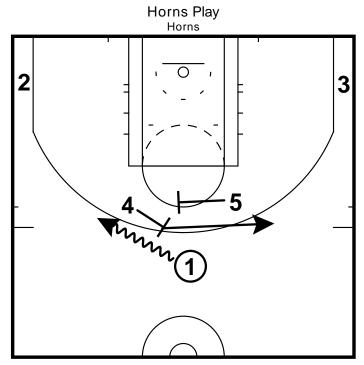
- 4 pops, 1 hits 4 4 flips back to 1 5 back screens for 4



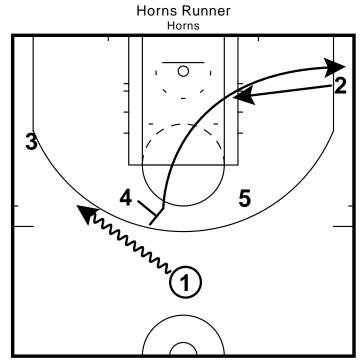
5 sets BS for 1 5 rolls to pin for 2

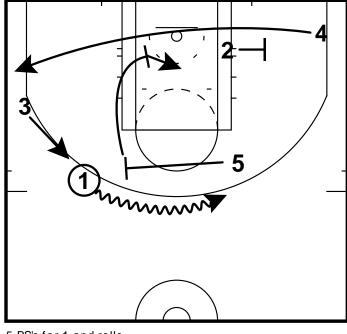


1 hits 5 on elbow 4 pin downs for 3 5 DHO's with 3



4 sets BS for 1 5 flares for 4





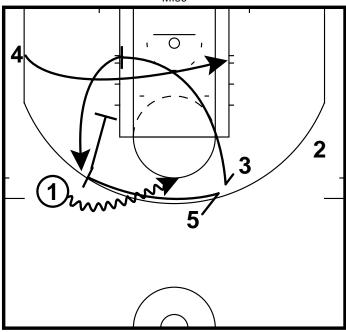
Horns Runner

Horns

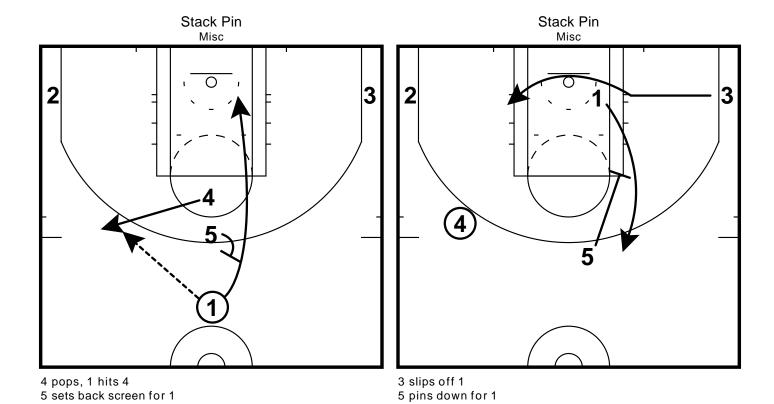
- 4 sets BS for 1
- 4 rolls to opposite corner 2 flashes to paint

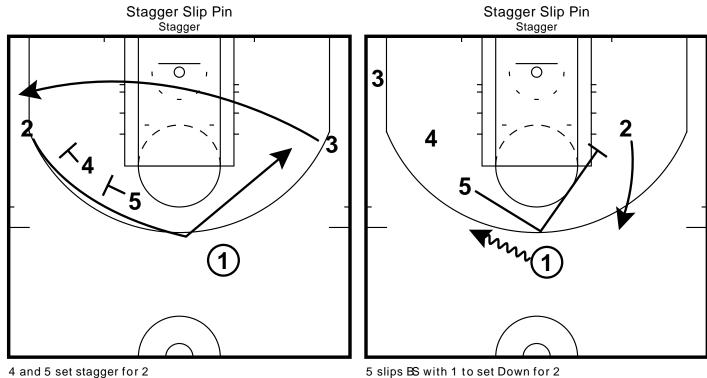
- 5 BS's for 1 and rolls
- 3 fills up, 5 and 2 set double for 4 5 ducks in after screen

# Split Flex Down



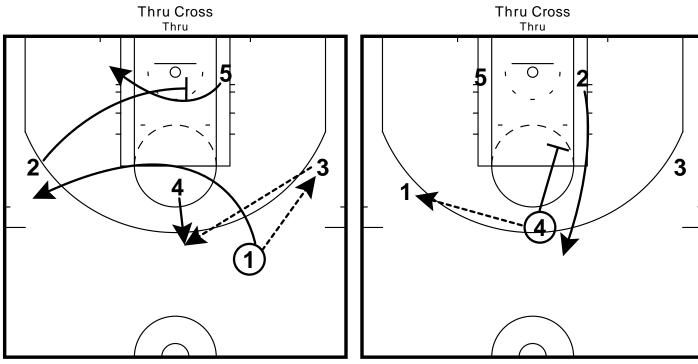
5 and 3 split 5 sets BS for 1, 3 sets flex for 4 5 rolls to pin for 3





- 4 and 5 set stagger for 2 3 clears opposite 2 slips BS on 1

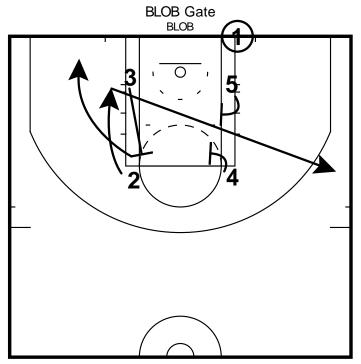
#### **UCONN**



- 1 hits 3 and cuts through 4 pops to top, 3 hits 4 2 sets cross screen for 5

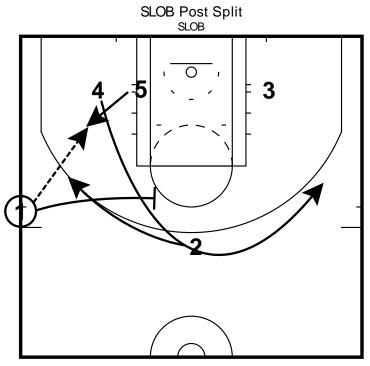
4 down screens for 2

#### **UCONN**

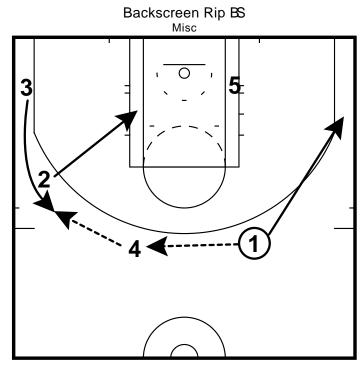


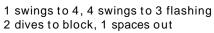
- 3 back screens for 2 2 then cuts through 4 and 5 gate 3 dives opposite corner

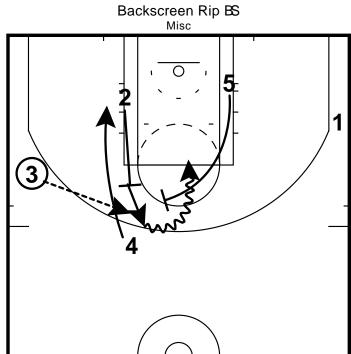
#### **UCONN**



- 4 curls over top of 2 5 flashes to get pass from 1 1 screens in 2, 5 looks for open 1 or 2

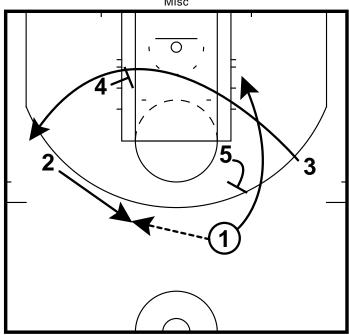






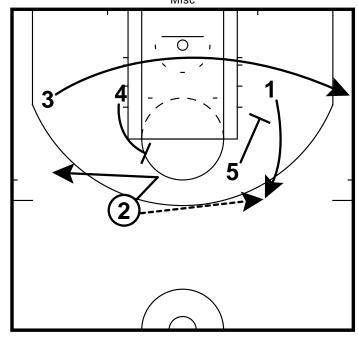
2 back screens for 4 and pops 3 hits 2, 5 BS's for 2



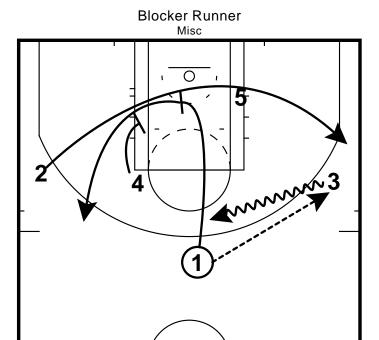


1 hits 2 flashing, 4 pin downs for 3 5 back screens 1

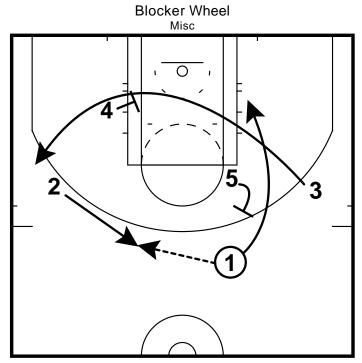
#### Blocker Re Screen Flare Misc

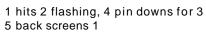


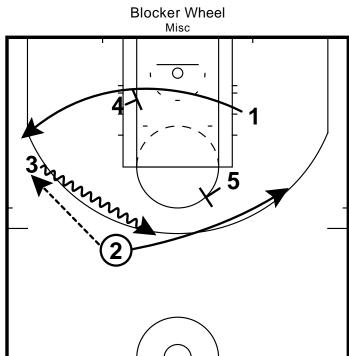
- 5 pin downs for 1
- 3 clears opposite, 2 hits 1 4 flares for 1



- 1 hits 3 and dives middle
- 2 goes off runner from 1 and 5 4 sets pin down for 1 3 dribbles middle

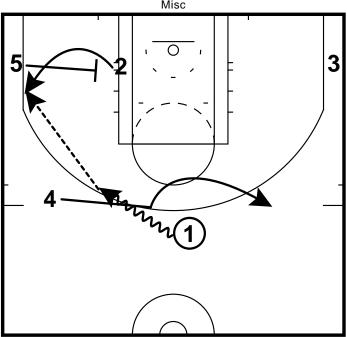




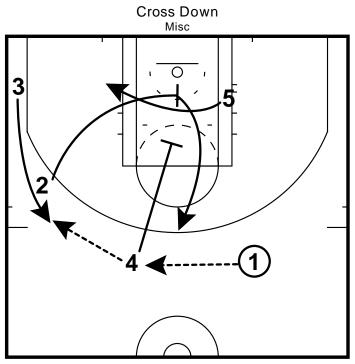


- 2 hits 3
- 4 sets pin for 1
- 5 flares for 2 as 3 dribbles middle

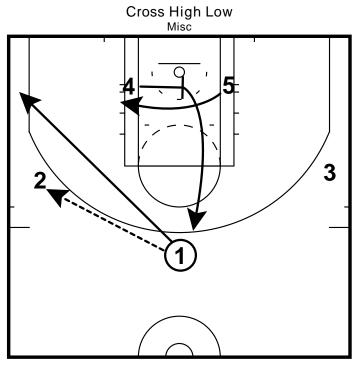




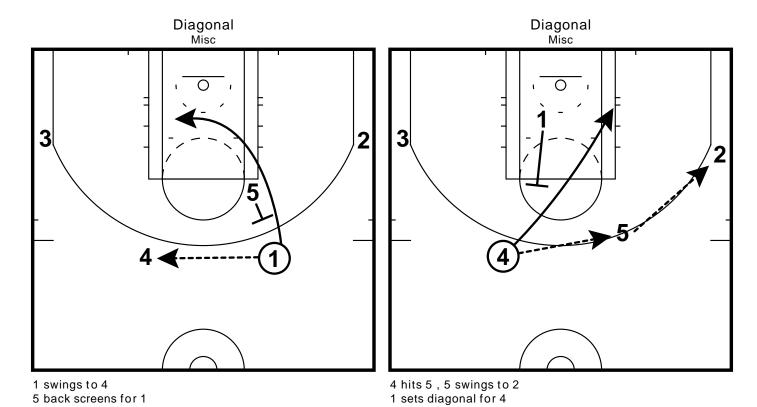
- 4 slips BS with 1 5 block screens for 2
- 1 hits 2 for shot 2 can look at 5 posting up

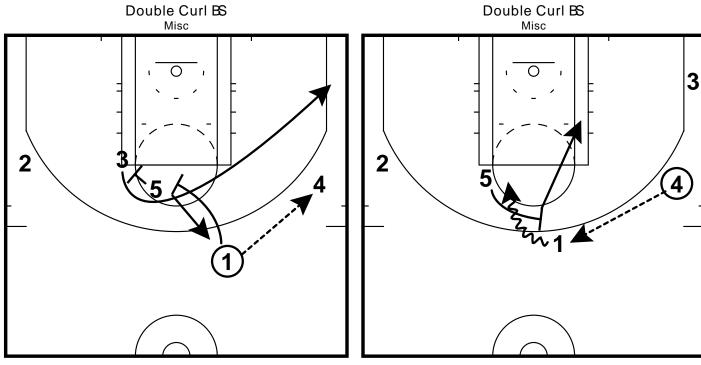


- 1 swings to 4 2 sets cross screen for 5 4 swings to 3 and sets down for 2



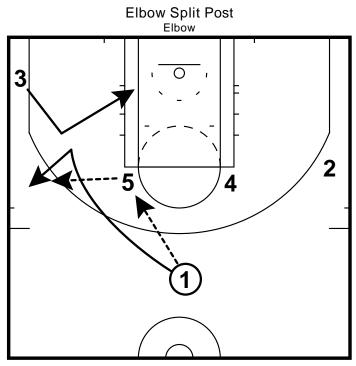
- 1 hits 2 and goes strong side corner 4 cross screens for 5 4 flashes to top for high low



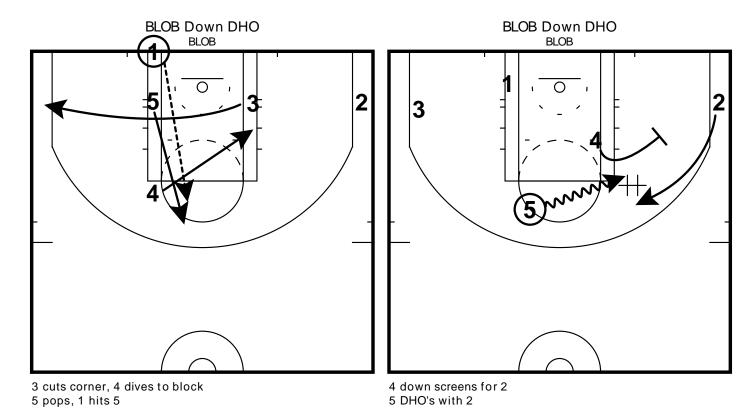


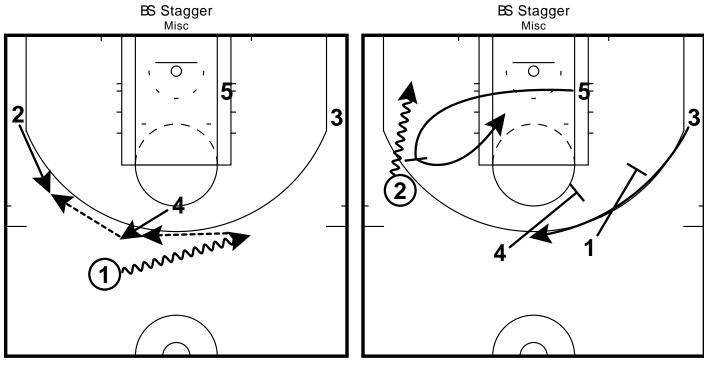
- 1 swings to 4 5 and 1 set double for 3 to curl 1 pops to top

5 sets BS for 1 and rolls

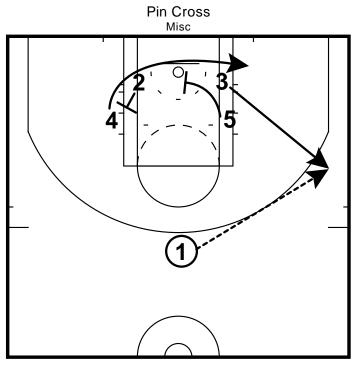


1 hits 5 3 and 1 split 5 hits 1, 1 looks for 3 posting up

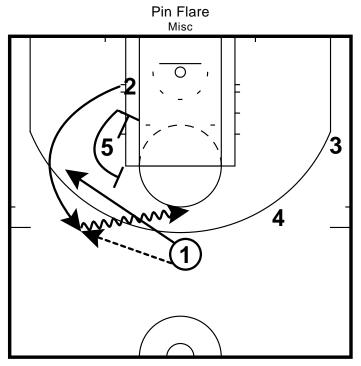




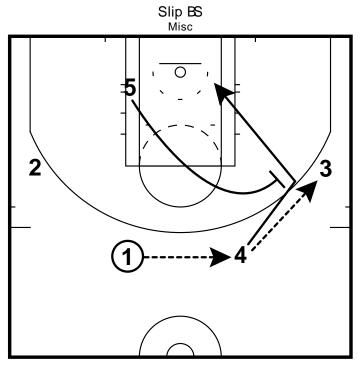
5 runs to set Outside BS for 2 1 and 4 set stagger for 3



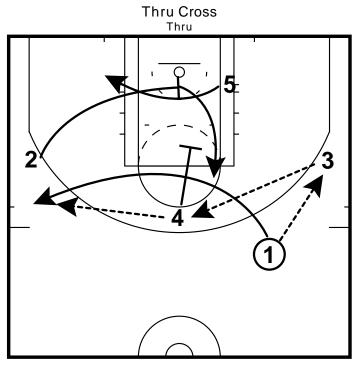
- 2 back screens for 4 3 pops to wing, 1 hits 3 5 cross screens for 4
- 3 looks in to 4



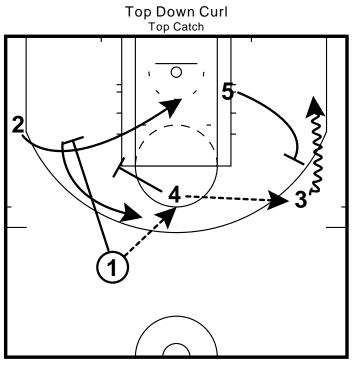
- 5 pins down for 2, 1 hits 2 2 dribbles to middle
- 5 sets flare for 1



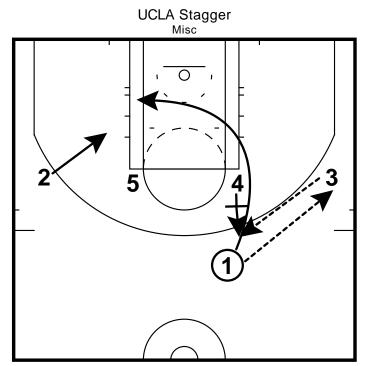
- 1 swings to 4, 4 swings to 3 4 slips BS and 5 follows to set BS

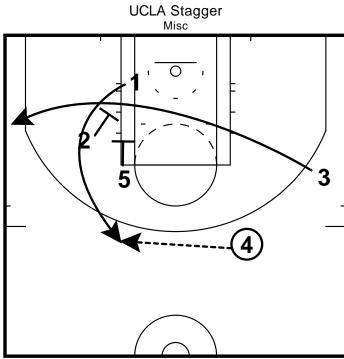


- 1 hits 3 and cuts through opposite 2 cross screens for 5, 3 hits 4 4 hits hits 1, 4 down screens for 2



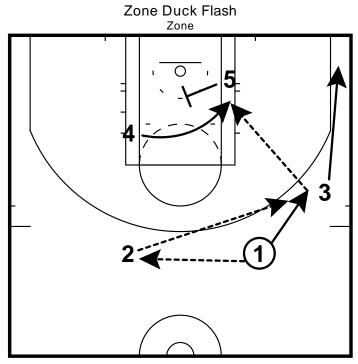
- 1 hits 4 on top, 1 sets down for 2 4 swings to 3, 2 curls pin 5 BS's for 3, 4 sets down for 1



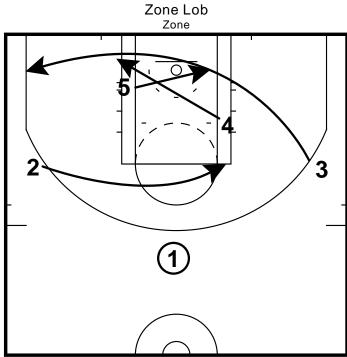


- 1 hits 3 on wing 4 back screens for 1
- 2 moves near the block
- 3 hits 4

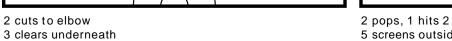
- 2 and 5 stagger for 1 4 swings to 1 3 cuts through off stagger



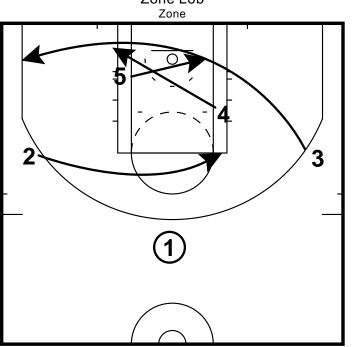
- 1 hits 2, 1 and 3 space out 2 hits 1, 5 seals middle man 4 flashes over top of 5



4 and 5 cross

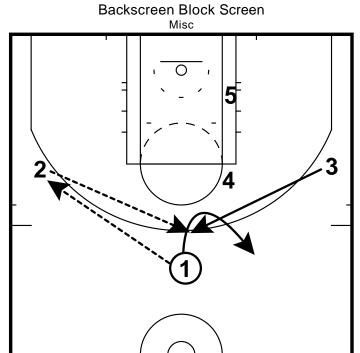


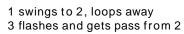
- 5 screens outside bottom man 3 screens in middle man
- 2 looks for lob to 4

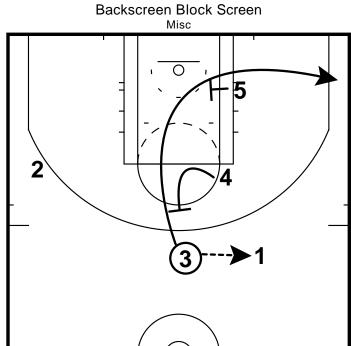


Zone Lob

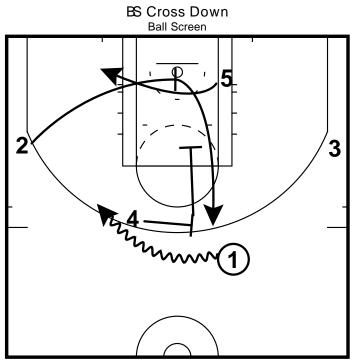
Zone



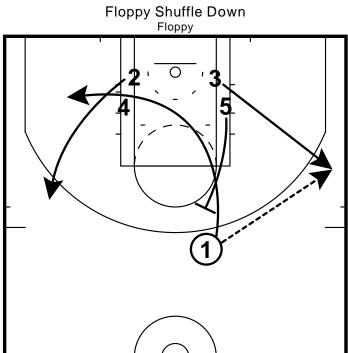


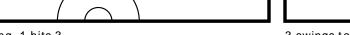


- 3 swings to 1 4 sets back screen for 3
- 5 sets block screen for 3
- 1 looks for 3 in corner



- 4 BS's for 1
- 2 sets a cross screen for 5 1 looks for 5 or 2

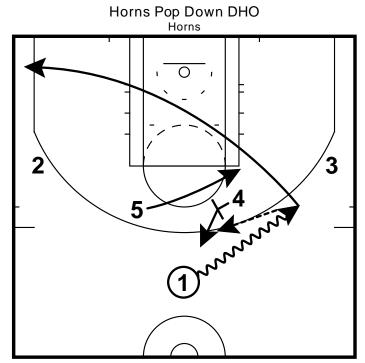


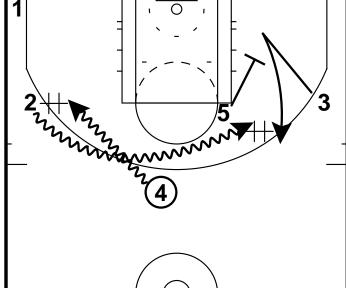


3 swings to 5 4 shuffle screens for 2 4 down screens for 1

Floppy Shuffle Down

- 5 looks for 1

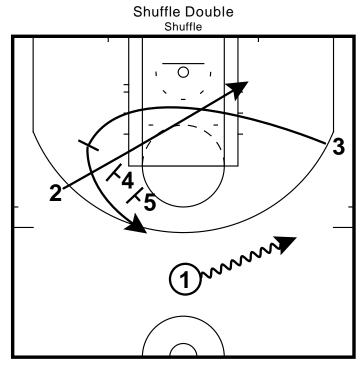




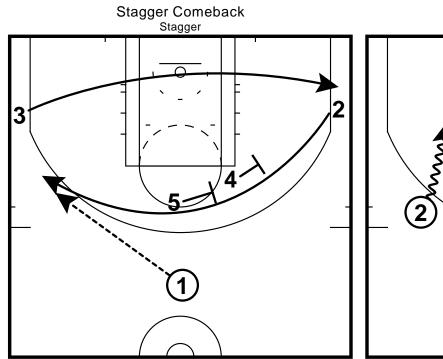
Horns Pop Down DHO Horns

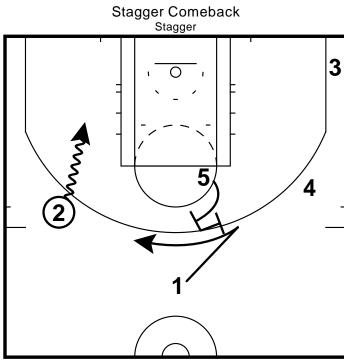
- 4 screens for 1 and pops 1 hits 4 and cuts corner opposite
- 5 flashes to elbow

- 4 DHO's with 2
- 5 pin downs for 3
- 2 DHO's with 3



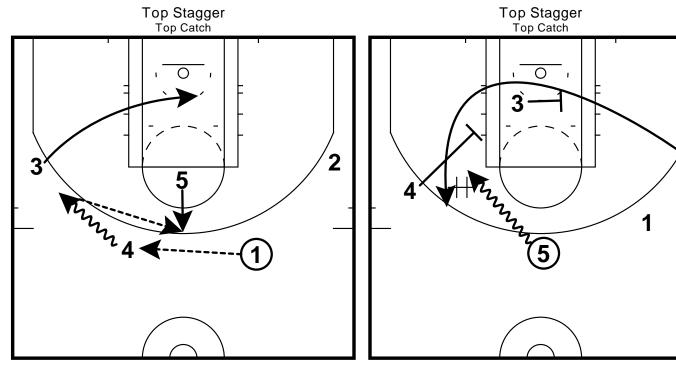
- 3 runs in to set a shuffle for 2
- 1 dribbles over
- 4 and 5 set a double for 3





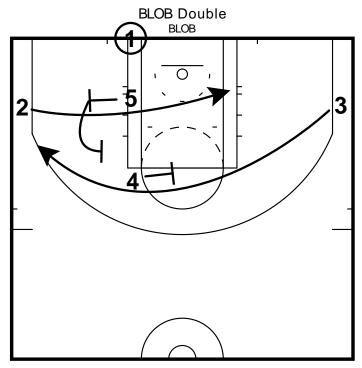
- 4 and 5 set a stagger for 2 3 clears out opposite 1 hits 2 on wing

- 5 back screens for 1
- 2 dribbles base line 5 re screens for 1



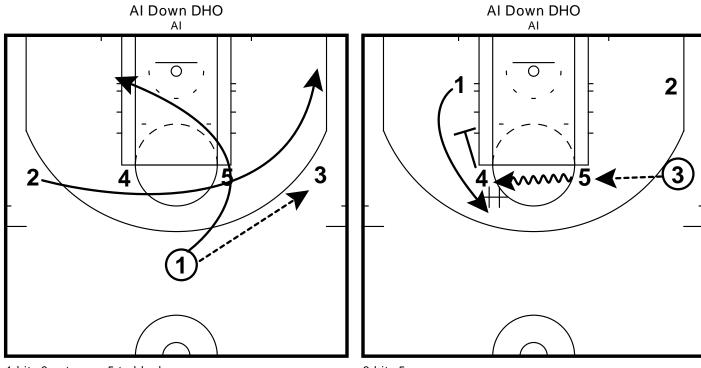
- 1 swings to 4, 3 cuts to rim 4 dribbles over 4 hits 5 on top

- 3 and 4 set a stagger for 2 5 DHO's with 2



5 sets a back screen for 2 4 and 5 set a double for 3

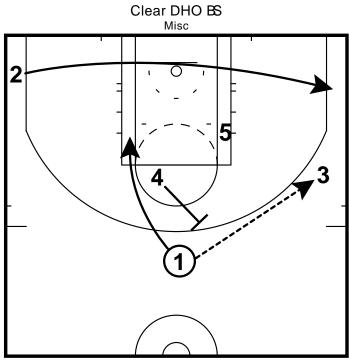
#### **UCSB**

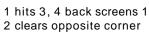


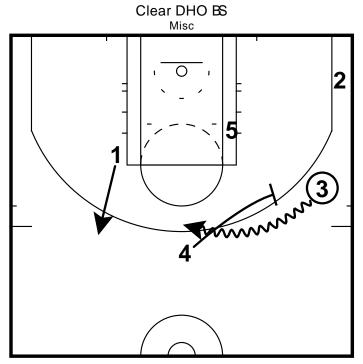
1 hits 3 cuts over 5 to block 2 cuts over top of 4 and 5

- 3 hits 5
- 4 down screens for 1
- 5 DHO's with 1 and rolls

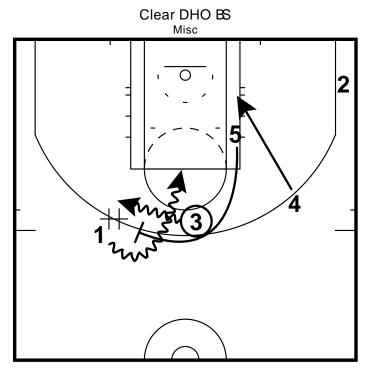
#### **UCSB**



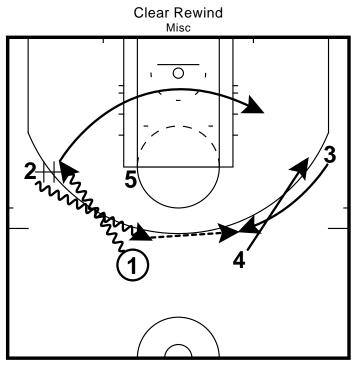


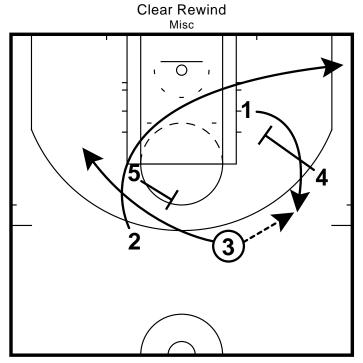


- 4 BS's for 3
- 1 flashes
- 3 dribbles to top



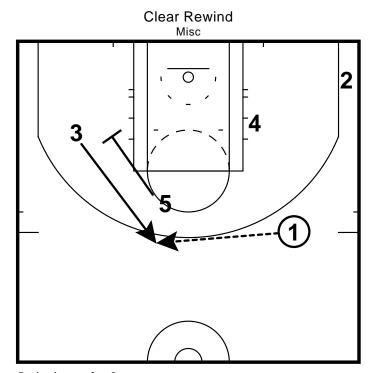
- 3 DHO's with 1
- 4 cuts to block
- 5 BS's for 1 and rolls





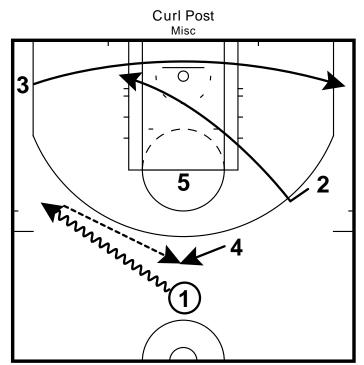
- 1 DHO's with 2 and cuts opposite
- 3 and 4 interchange 2 hits 3

2 clear opposite corner 4 down screens for 1 3 hits 1, 5 flares for 3



5 pin downs for 3 1 looks for 3

#### **UCSB**

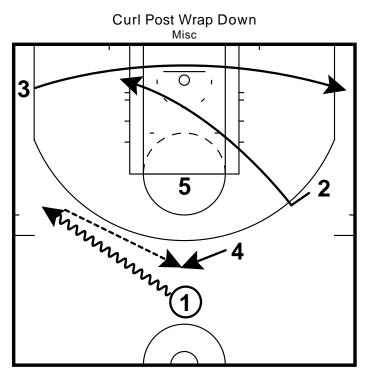




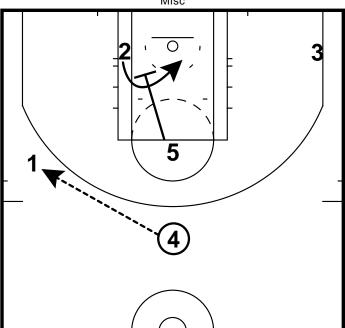
Curl Post Misc

1 dribbles over to wing 2 cuts to block, 3 clears corner 1 hits 4 on top

2 curls screen, 4 hits 1 1 looks at 5 posting up



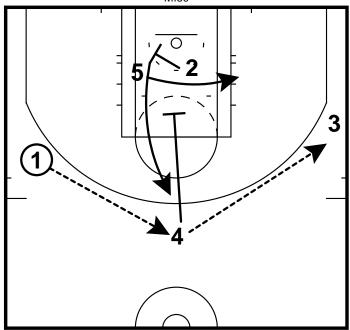
Curl Post Wrap Down Misc



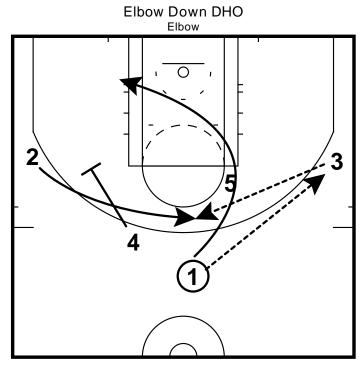
- 1 dribbles over to wing 2 cuts to block, 3 clears corner 1 hits 4 on top

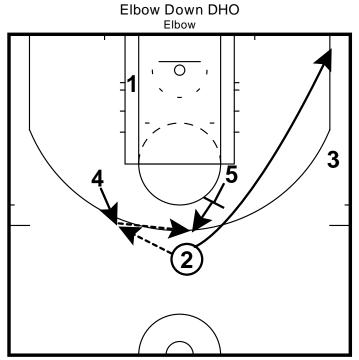
5 pin downs for 2 2 curls screen, 4 hits 1





- 2 wraps to screen 5
- 1 hits 4, 4 hits 3
- 4 down screens for 2



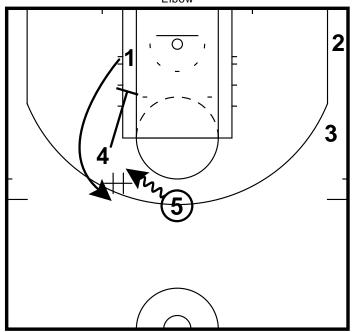


- 1 hits 3 and cuts through
- 4 pin downs for 2 3 hits 2

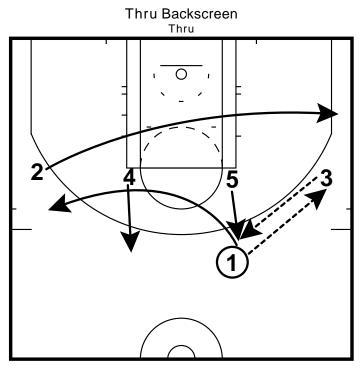
2 hits 4 popping 5 back screens for 2

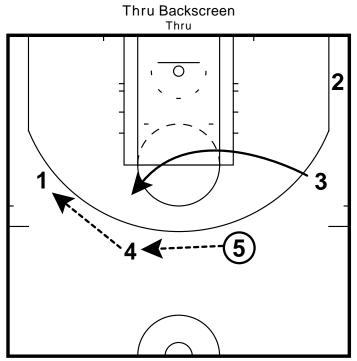
- 4 hits 5 popping





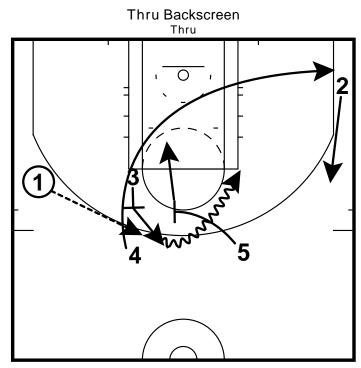
- 4 down screens for 1
- 5 DHO's with 1 and rolls



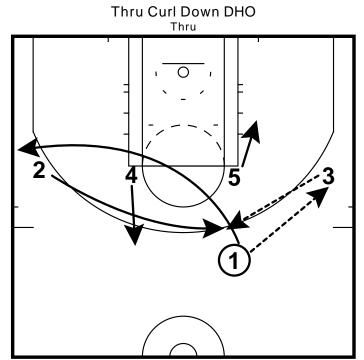


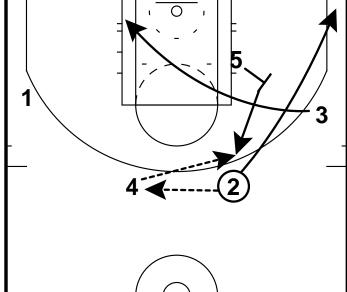
- 1 hits 3 and cuts through
- 5 pops, 3 hits 5 4 pops, 2 clears opposite

5 swings to 4, 4 swings to 1 3 cuts to elbow



3 back screens 4 and pops 1 hits 3, 5 BS's 3 and rolls





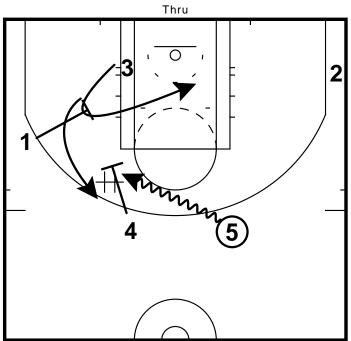
Thru Curl Down DHO

Thru

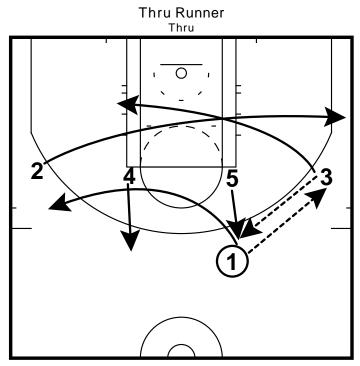
- 1 hits 3 and cuts through opposite
- 2 flashes, 3 hits 2
- 4 pops, 5 moves down

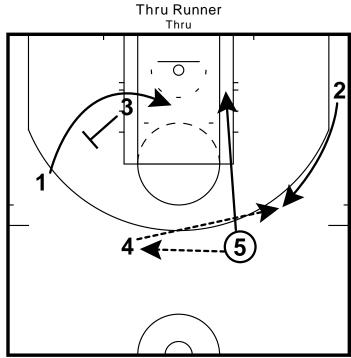
- 2 swings to 4 and cuts corner 5 sets shuffle for 3
- 5 flashes, 4 hits 5





- 1 and 4 stagger for 3 3 curls first screen
- 5 DHO's for 1 coming off of 4

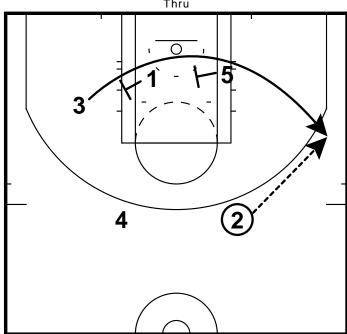




- 1 hits 3 and cuts through
- 2 clears opposite, 5 pops 3 hits 5 and cuts through
- 4 pops

5 swings to 4 and dives to block 2 fills up, 3 back screens 1 4 hits 2

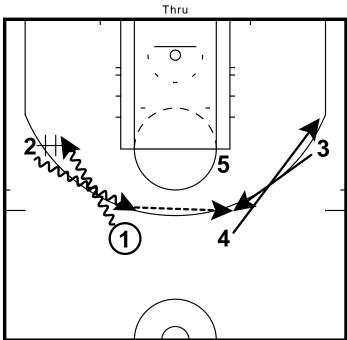




1 and 5 set runner double for 3

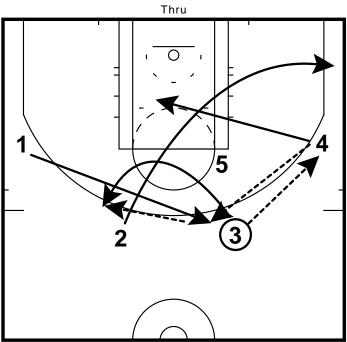
2 looks to hit 3

Thru Slice BS Backscreen



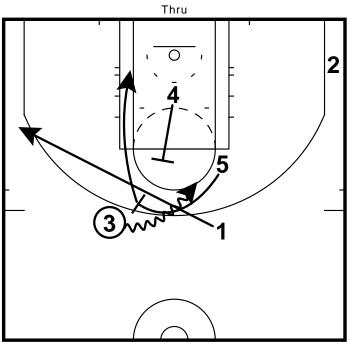
- 1 DHO's with 2 4 and 3 interchange
- 2 hits 3

Thru Slice BS Backscreen

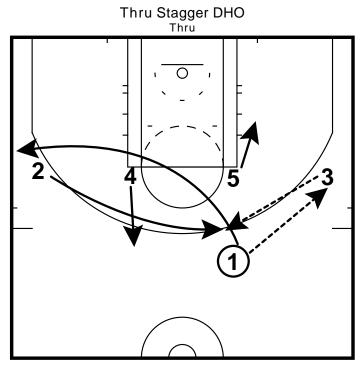


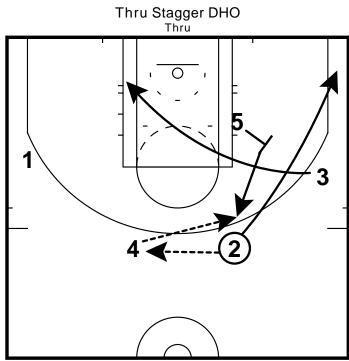
- 2 cuts through, 3 hits 4 1 flashes to top, 4 hits 1 3 cuts through to slot, 1 hits 3 4 moves to the paint

Thru Slice BS Backscreen



- 1 slices in front of 3
- 5 BS's for 3 and rolls
- 4 back screens 5 hedge man

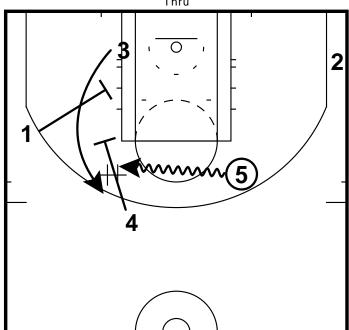




- 1 hits 3 and cuts through opposite
- 2 flashes, 3 hits 2 4 pops, 5 moves down

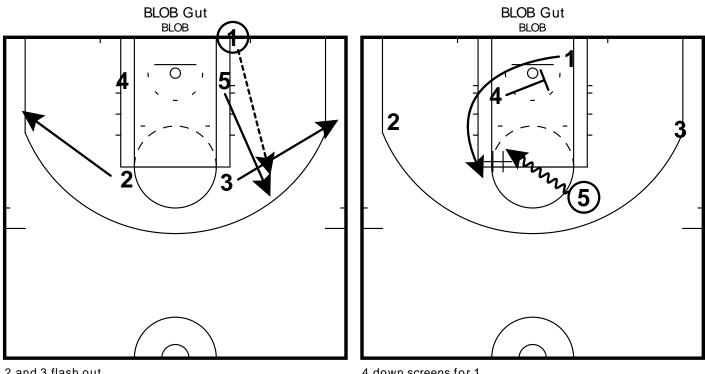
- 2 swings to 4 and cuts corner 5 sets shuffle for 3
- 5 flashes, 4 hits 5





- 1 and 4 set a stagger for 3 5 DHO's with 3

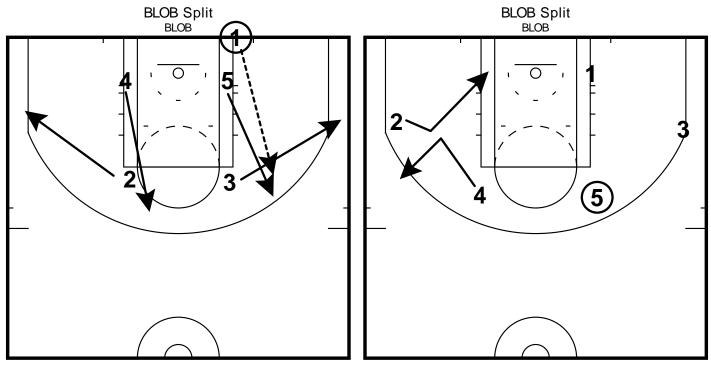
#### **UCSB**



2 and 3 flash out 5 pops back 1 hits 5

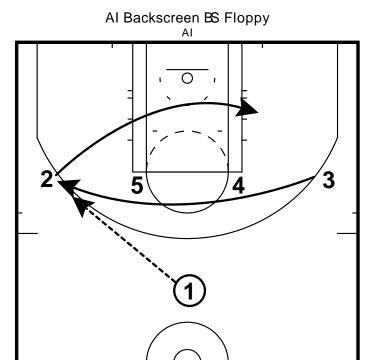
4 down screens for 1 5 DHO's with 1

#### **UCSB**



2 and 3 flash out 4 and 5 pop back 1 hits 5

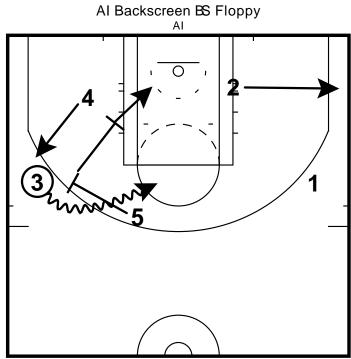
4 and 2 split on the side 5 looks for open man



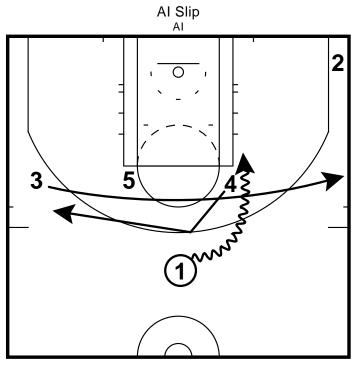
2 goes underneath to other block 3 cuts over top of 4 and 5 1 hits 3

# Al Backscreen BS Floppy Al 5 4

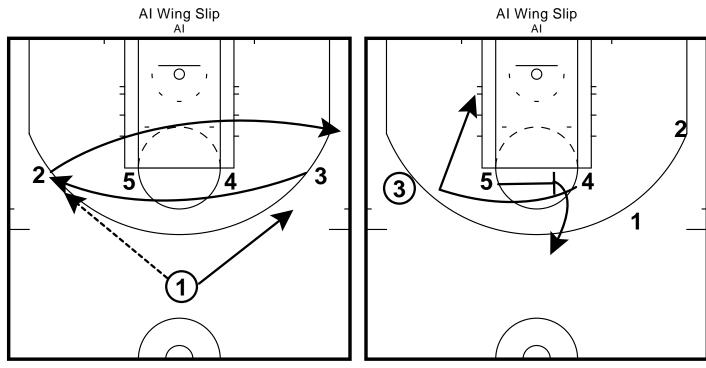
5 back screens 1 4 and 1 floppy underneath



5 BS's for 3 5 rolls to pin down for 4 and slips

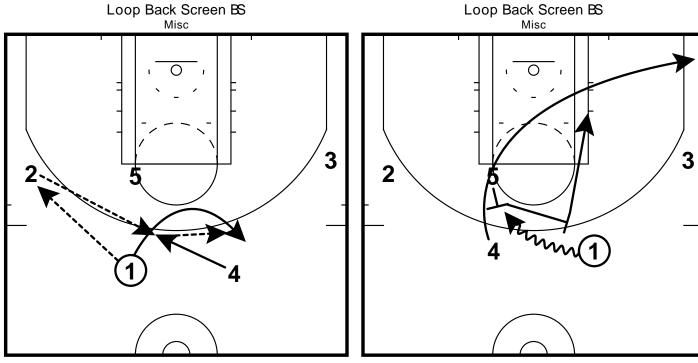


- 3 cuts over top of 5 and 4 4 runs in and slips BS on 1 1 looks to attack down hill



- 2 goes underneath to other wing 3 cuts over top of 4 and 5 1 hits 3 and spaces out

5 cross screens for 4 4 runs in and slips BS on 3

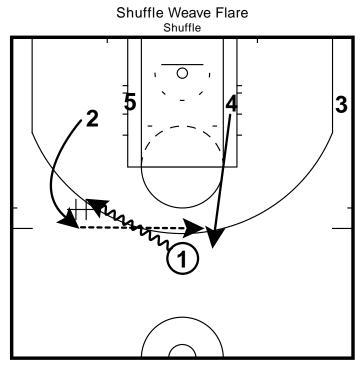


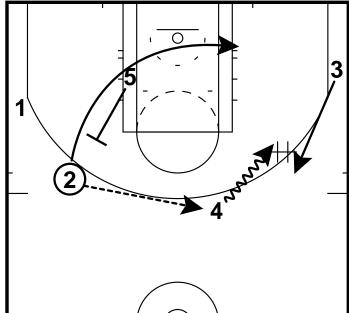
- 1 swings to 2 and loops to other slot 4 flashes to get pass from 2 4 swings to 1

5 back screens for 4 5 BS's for 1 and rolls

# Reject Back Misc

- 5 runs to set BS for 1
- 1 rejects BS to baseline 4 runs to rim, 5 sets screen for 2
- 1 looks to 4 or behind to 2



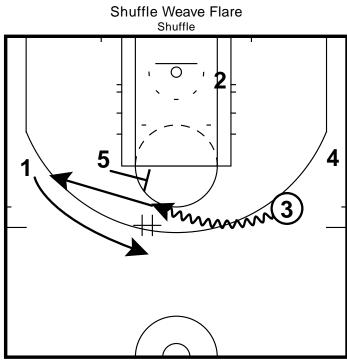


Shuffle Weave Flare

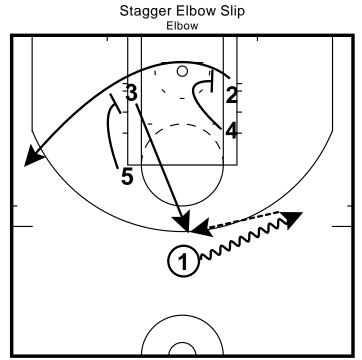
Shuffle

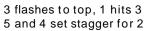
- 1 DHO's with 2
- 4 flashes and gets a pass from 2

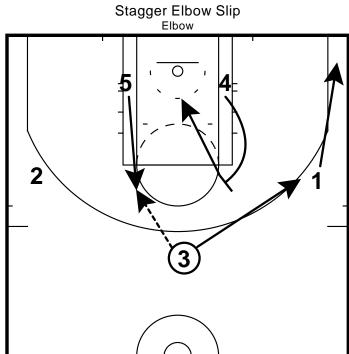
2 swings to 4 5 sets shuffle for 2 4 DHO's with 3



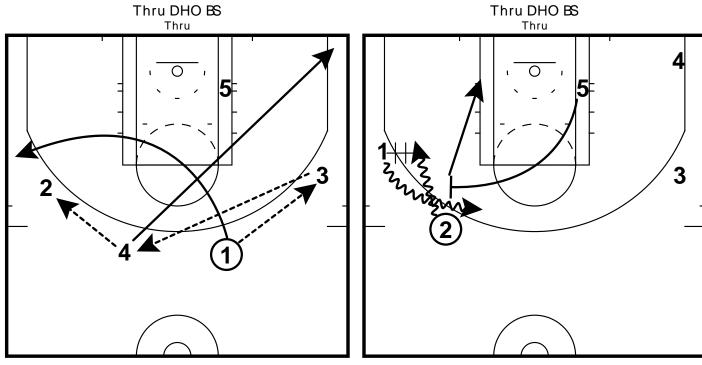
3 DHO's with 1 5 sets flare for 3





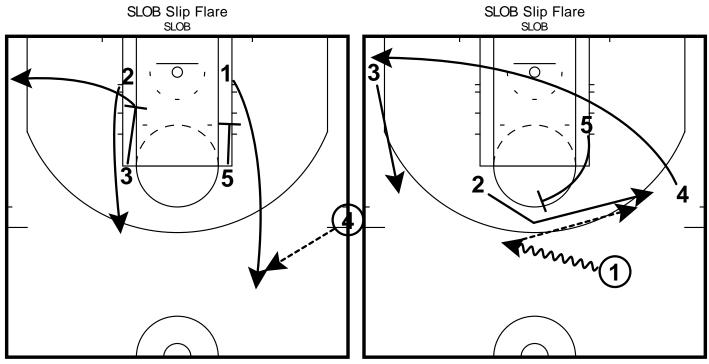


5 and 4 flash to elbows 3 hits 5, 4 sets flare for 3 5 looks for flare or 4 slipping



- 1 hits 3 and cuts through to wing 3 hits 4, 4 swings to 2
- 4 cuts to corner

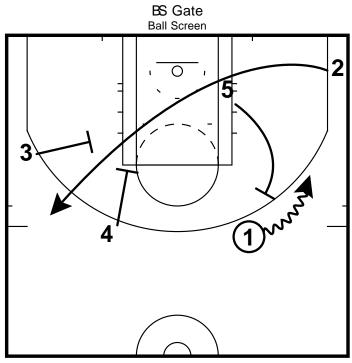
- 2 DHO's with 1
- 5 follows with a BS and rolls



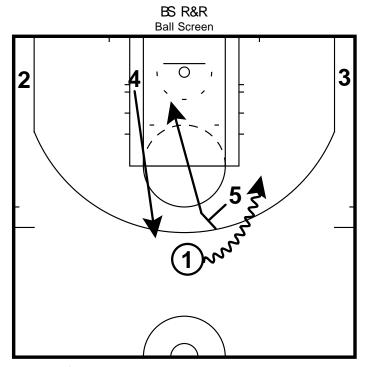
5 and 3 set pin downs for 2 & 1 4 hits 1, 3 spaces out

4 goes baseline to opposite corner 2 sprints to slip BS on 1

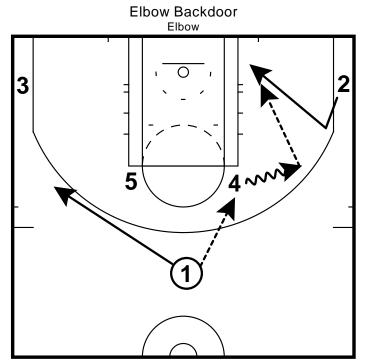
- 5 follows with a flare for 2



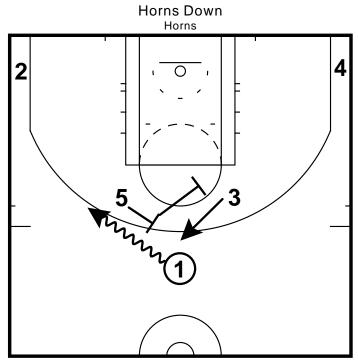
- 5 sets Outside BS for 1 3 and 4 set gate for 2 1 will snake BS sometimes
- 5 may Pick and Pop



5 sets a BS for 1 and rolls 4 replaces from behind

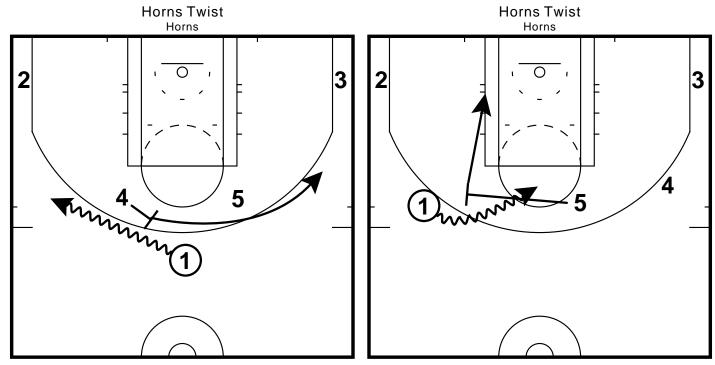


- 1 hits 4 on the elbow
- 2 back doors to get pass from 4

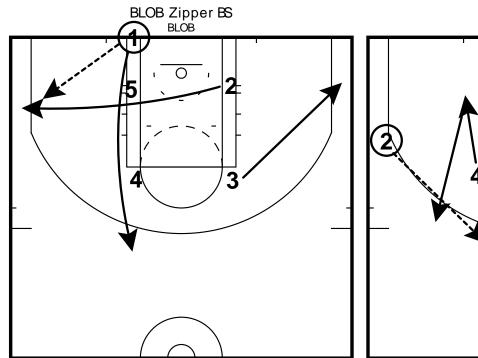


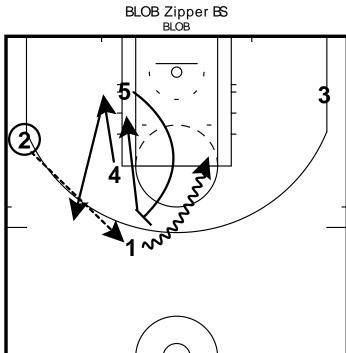
5 BS's for 1

5 then sets down screen for 3



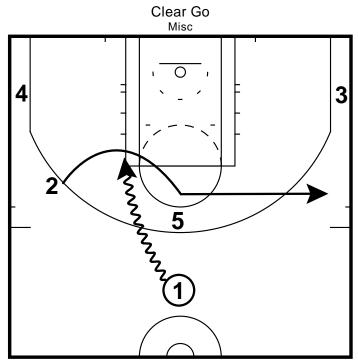
5 runs over to set BS for 1 and rolls





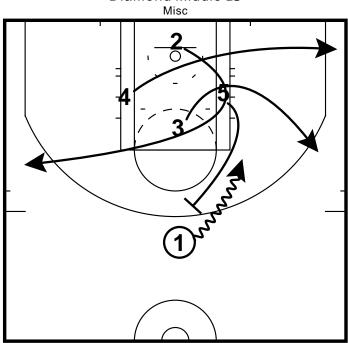
- 3 goes corner
- 2 goes over top 5 to corner 1 hits 2, dives up past 5 and 4

2 hits 1, 5 sets BS and rolls 4 replaces behind roller



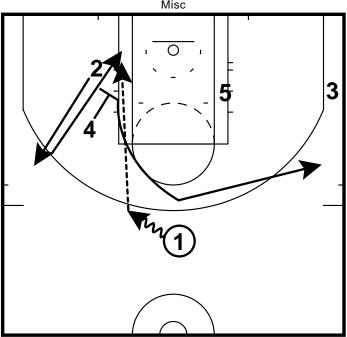
- 2 loops under and slips the stack1 drives hard down hill with the slip

#### Diamond Middle BS

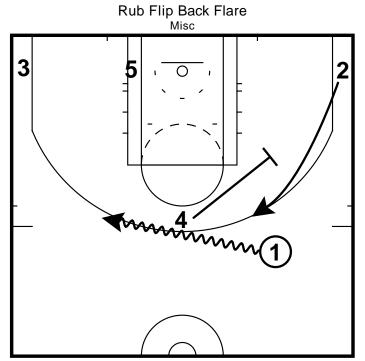


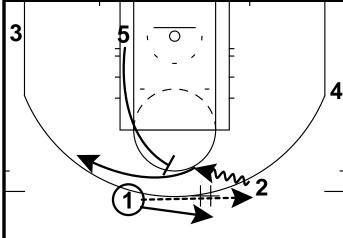
2 curls around 5 to opposite wing 3 and 4 loop under to the arc 5 runs up to set BS for 1 and roll

# Middle Slip Backdoor Misc



- 4 sets pin down for 2 4 runs to slip BS on 1
- 2 back doors with 1 attacking slip



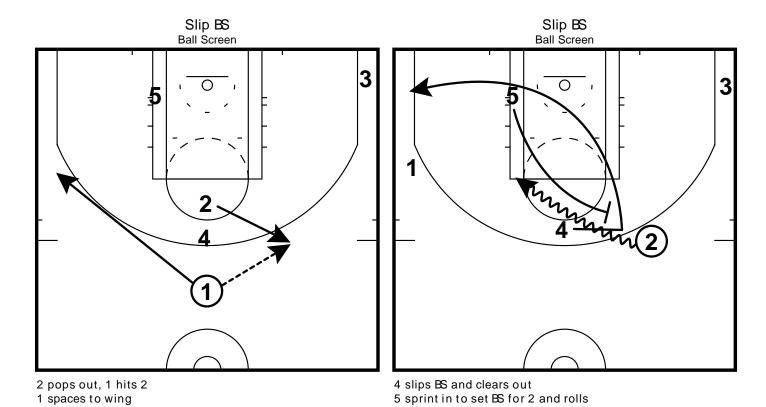


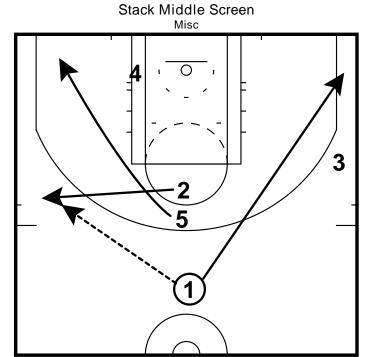
Rub Flip Back Flare

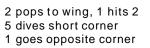
1 dribbles over top of 4

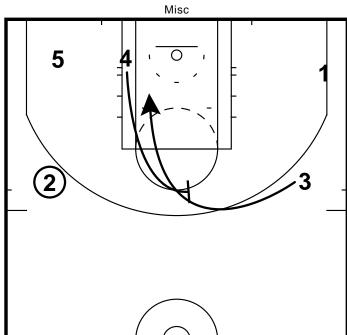
4 pops, then sets a pin down for 2

1 hits 2, 2 flips back with 1 5 runs up and sets flare



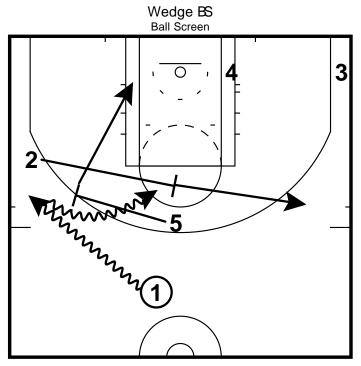




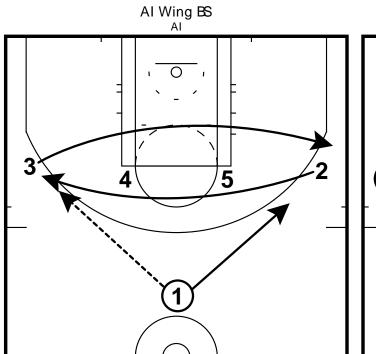


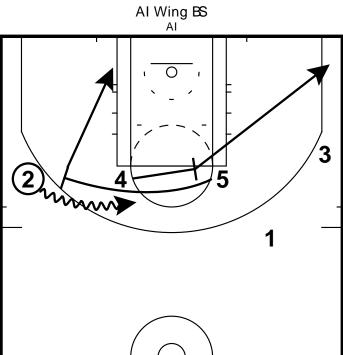
Stack Middle Screen

4 runs up to set middle screen for 3 3 curls off middle screen, 4 pops 2 looks for curl or pop



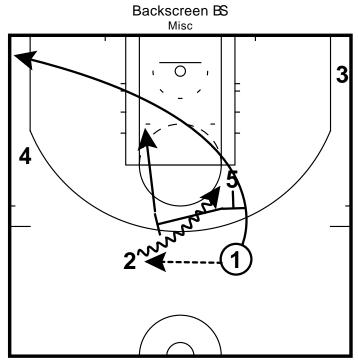
2 wedge screens for 5 5 BS's for 2 and rolls



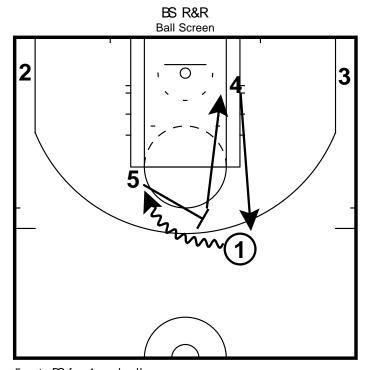


3 goes underneath 2 goes over top of 4 and 5 1 hits 2 on the wing and spaces

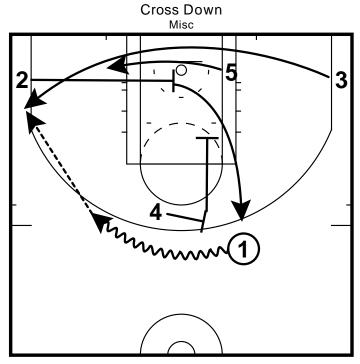
4 cross screens for 5 & goes corner 5 sets BS for 2 and rolls



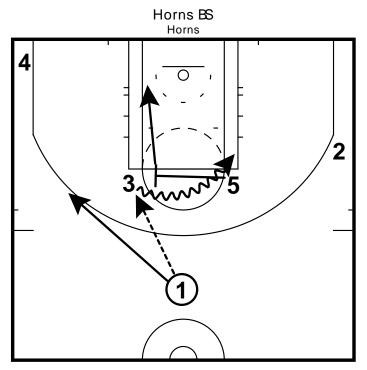
- 1 swings to 2, 5 back screens 1 5 BS's for 2 and rolls



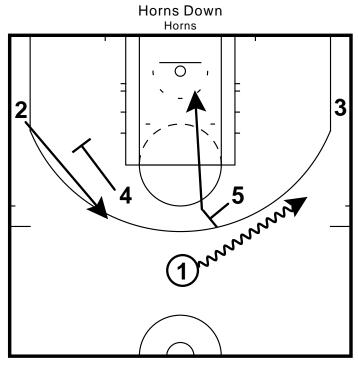
5 sets BS for 1 and rolls 4 replaces behind the roller



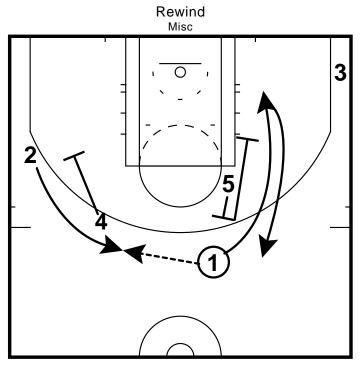
- 4 sets BS for 1, 3 cuts underneath 2 cross screens for 5, 1 hits 3
- 4 down screens for 2



- 1 hits 3 on the elbow 3 fakes handoff with 1
- 5 sets BS for 3 and rolls

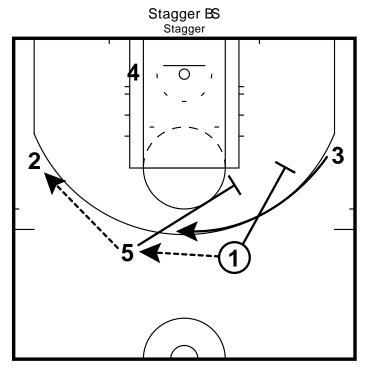


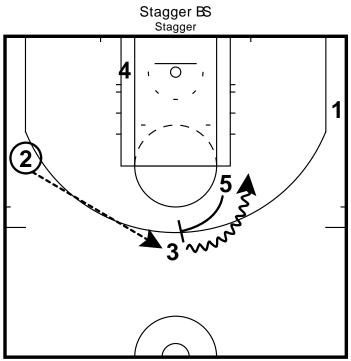
5 sets a BS for 1 and rolls 4 sets a pin down for 2



4 sets a pin down for 2 1 hits 2, 5 back screens for 1 5 sets down screen for 1

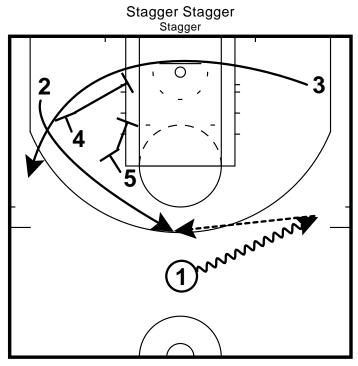
pg. 612



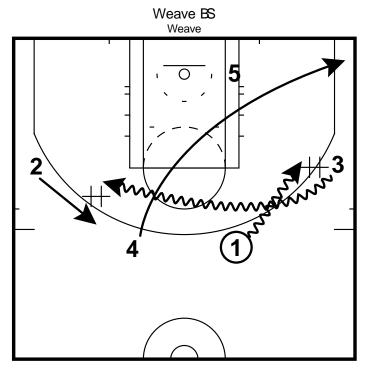


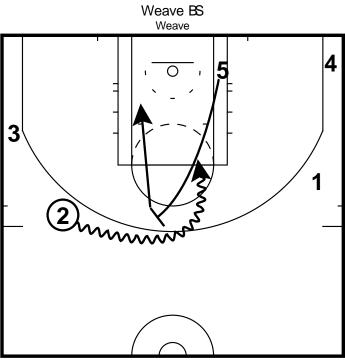
- 1 swings to 5 5 swings to 2 1 and 5 set a stagger for 3

2 hits 3 on top 5 sets Middle BS for 3



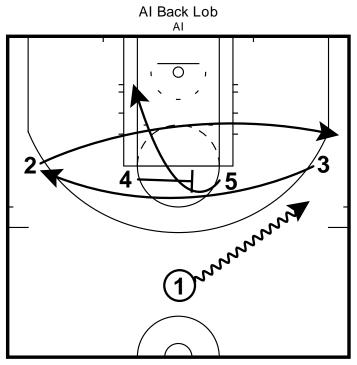
- 4 and 5 stagger for 2, 1 dribbles over 1 hits 2 on top 4 and 5 stagger for 3

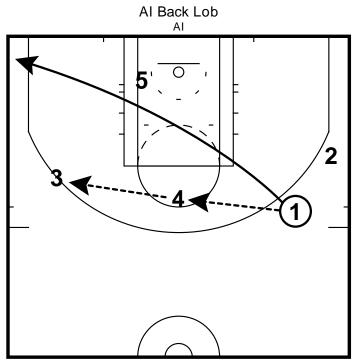




- 1 DHO's with 3
- 4 cuts through to corner 3 DHO's with 2

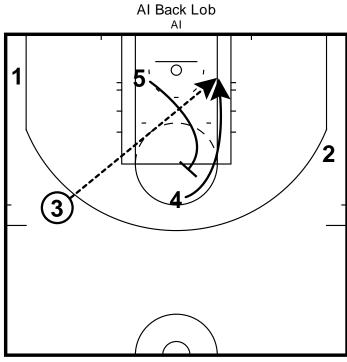
- 2 Dribbles to middle
- 5 sets middle BS for 2 and rolls



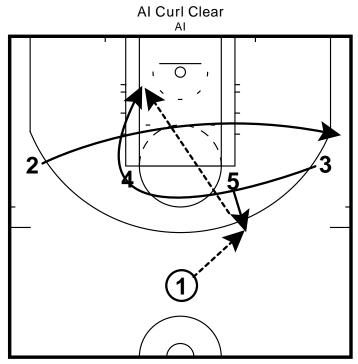


- 2 goes underneath to wing
- 3 goes over top of 5 and 4
- 4 screens across for 5 to curl
- 1 dribbles over to wing

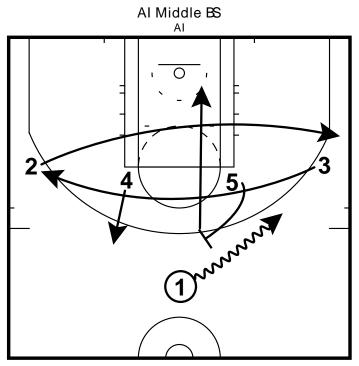
1 swings to 4 and cuts corner 4 swings to 3



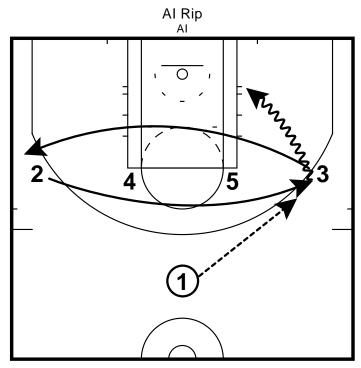
- 5 back screens for 4
- 3 looks for lob to 4



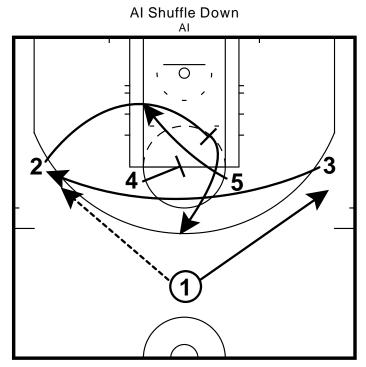
2 goes underneath to wing 3 goes over 4 & 5 to curl to the rim 1 hits 5, 5 looks for 3



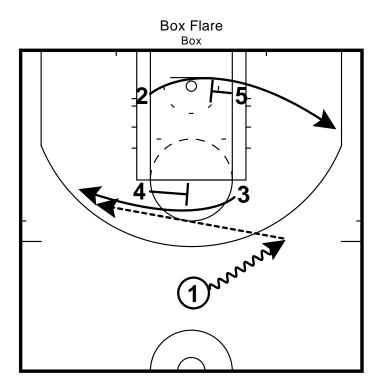
- 3 goes over top of 4 and 5 2 goes underneath, 5 BS's for 1 5 Rolls, 4 pops

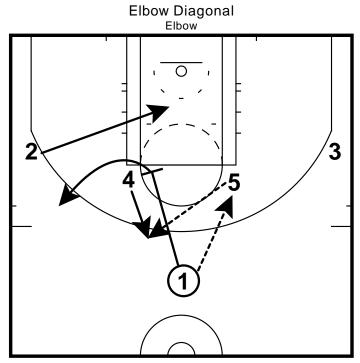


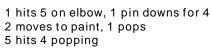
- 3 goes under to opposite wing 2 goes over top of 4 and 5 1 hits 2 on wing, 2 rips to the rim

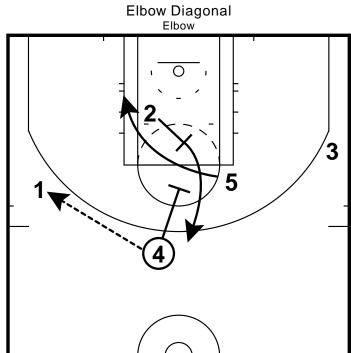


- 3 goes over top of 4 & 5, 1 hits 3 1 spaces to wing, 2 sets a shuffle for 5 4 follows with a down screen for 2

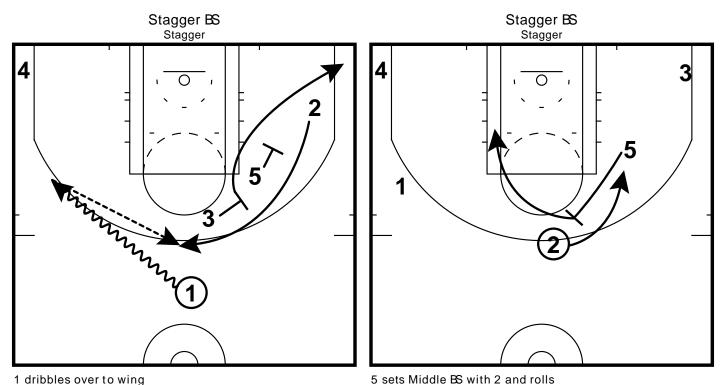




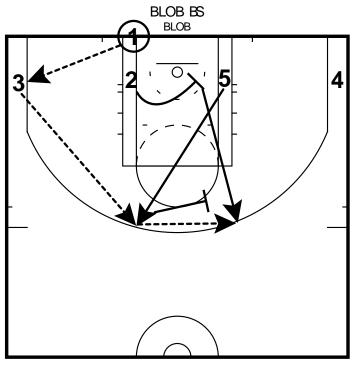




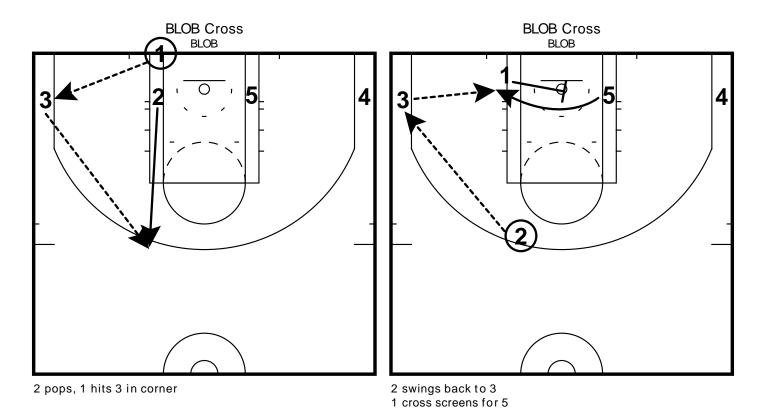
- 4 swings to 1
- 2 sets a back screen for 5
- 4 down screens for 2

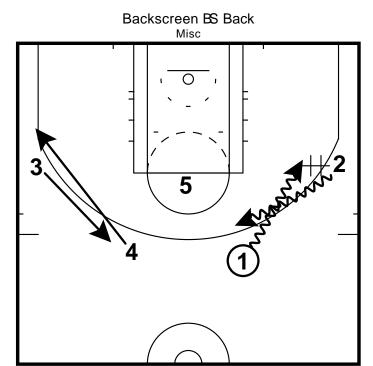


- 1 dribbles over to wing
- 5 & 3 set stagger for 2 3 goes corner, 1 hits 2

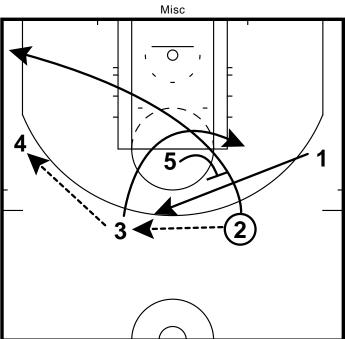


- 1 hit 3 in corner
- 2 screens down for 5
- 3 swings to 5, 5 swings to 2 5 BS's for 2 and rolls



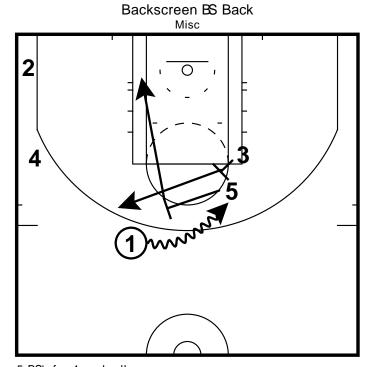


1 DHO's with 2 3 and 4 interchange

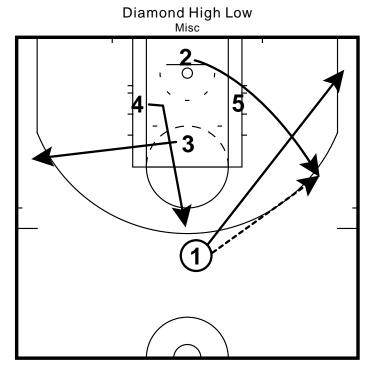


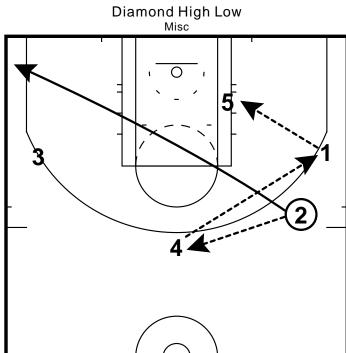
Backscreen BS Back

2 swings to 3, 3 swings to 4 5 back screens for 2 to corner 3 loops under 5, 1 flashes top



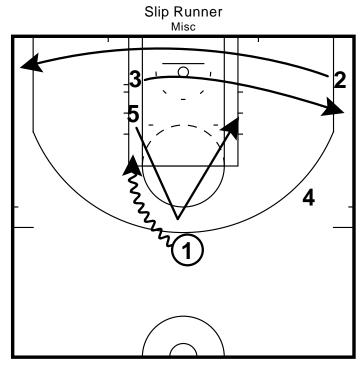
5 BS's for 1 and rolls 3 Back screens 5 hedge man





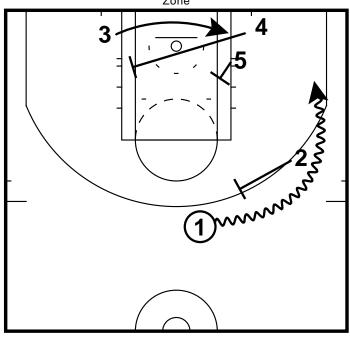
- 2 cuts to wing, 1 hits 2 3 clears to opposite wing 4 flashes to top of the key

- 2 hits 4 on top and cuts corner 4 fakes left and passes to 1 1 looks for 5 posting up



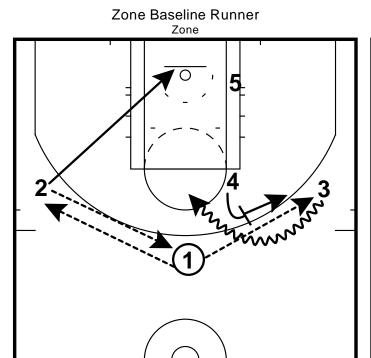
- 5 runs in and slips BS with 1 3 clears out 2 sprints baseline on 1 drive

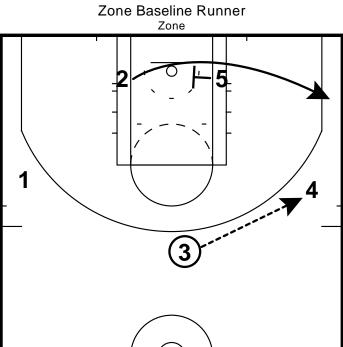




- 2 BS's for 1 on outside guy 4 hits opposite bottom 5 takes hits middle guy 1 drives deep to look for 3 baseline

## San Diego

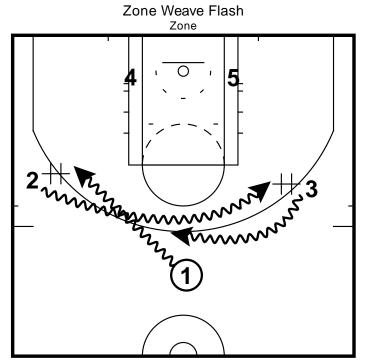


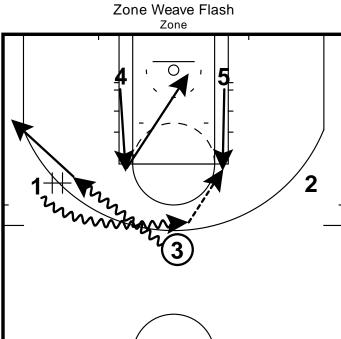


- 1 hits 2, 2 hits 1, 2 dives 1 swings to 3 4 sets BS for 3 and pops

- 3 throws back to 4
- 5 sets screen on middle guy for 2

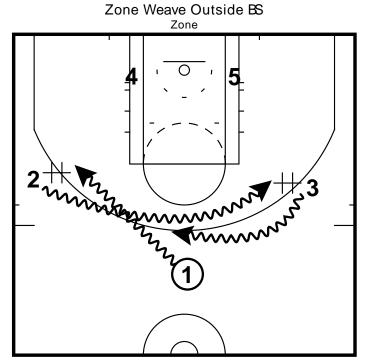
## San Diego



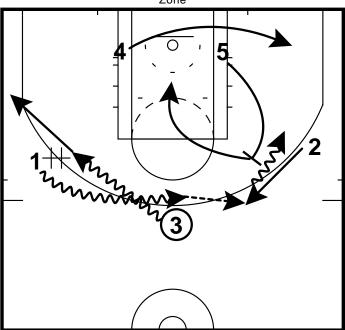


1 DHO's with 2 2 DHO's with 3 3 DHO's with 1 4 and 5 flash to elbows 1 hits 5 & 4 dives

## San Diego

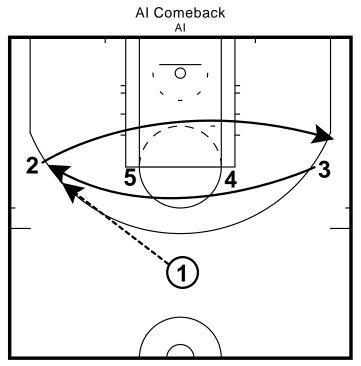


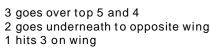


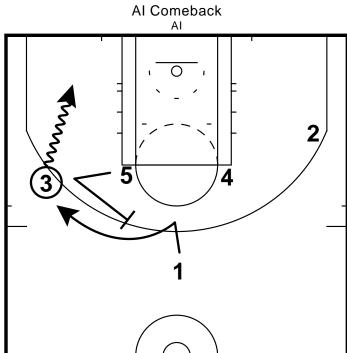


1 DHO's with 2 2 DHO's with 3

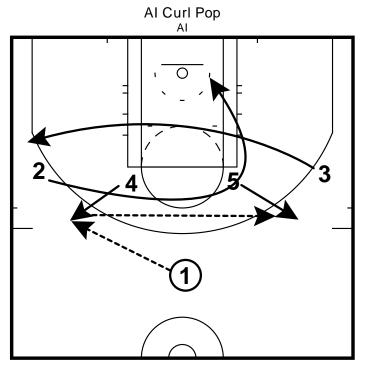
- 3 DHO's with 1
- 1 hits 2 flashing 5 sets Outside BS on 2
- 4 loops under



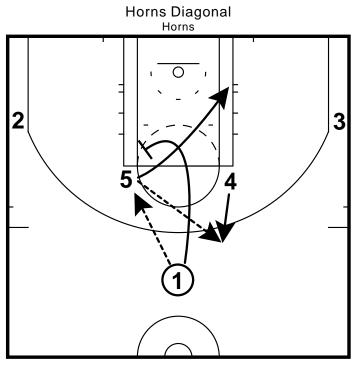




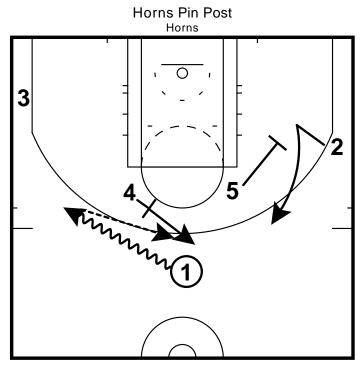
- 3 rejects BS from 5 5 goes to set screen for 1 3 looks for drive or 1 from behind



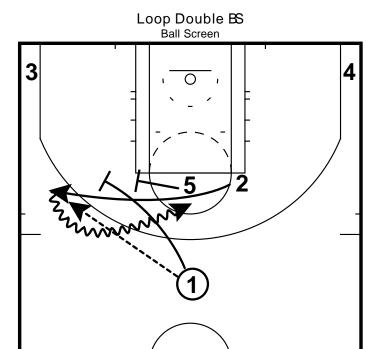
- 3 loops underneath 2 goes over top 4 & 5 to curl to rim 1 hits 4 popping, 4 looks for 5 or 2



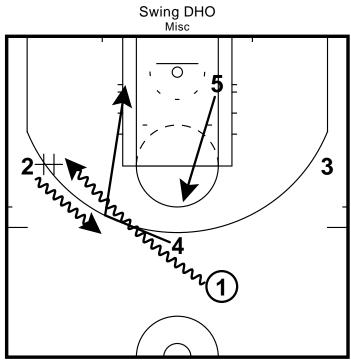
- 1 hits 5 on elbow
- 1 cuts through middle, 5 hits 4 1 sets diagonal for 5 4 looks for 5 or 1

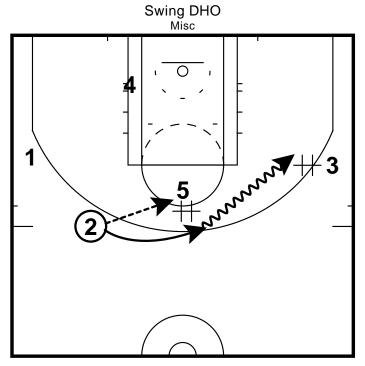


- 1 goes off 4 BS, 4 pops on BS 1 hits 4 on throwback 5 pin downs for 2



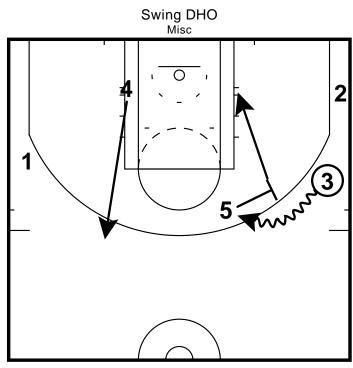
- 2 loops over 5 to wing 1 hits 2 1 and 5 set double BS for 2



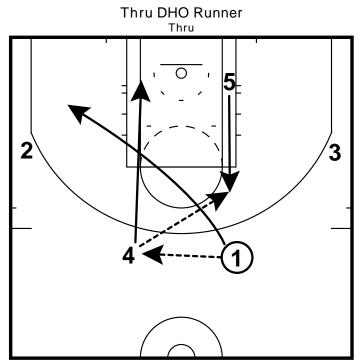


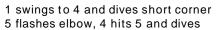
- 1 DHO's with 2
- 4 runs in and slips on 2
- 5 flashes top

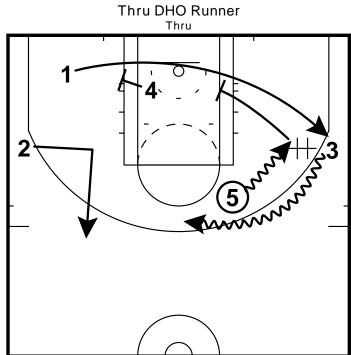
- 2 hits 5
- 5 flips back to 2
- 2 DHO's with 3



- 5 BS's for 3 and rolls
- 4 fills to wing

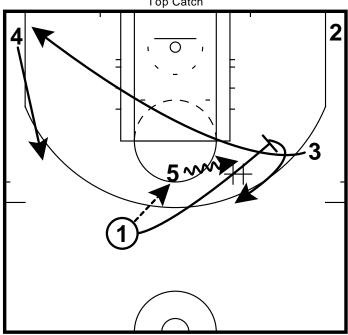




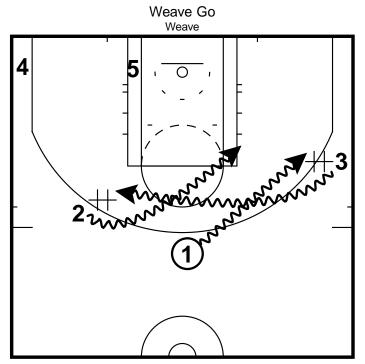


- 5 DHO's with 3
- 4 and 5 set double for 1
- 2 gets open for needed swing

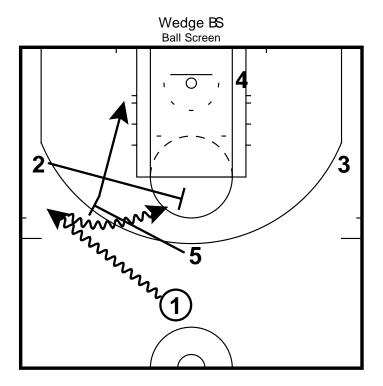
## Top Curl Handoff Top Catch

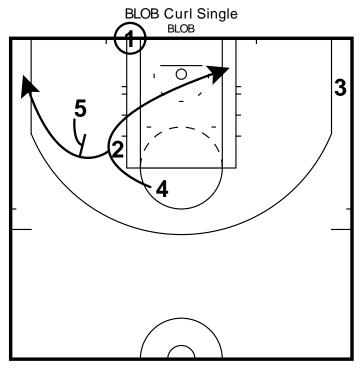


- 1 hits 5 on top 1 sets down for 3, 3 curls to corner 4 fills up, 5 DHO's with 1 and rolls

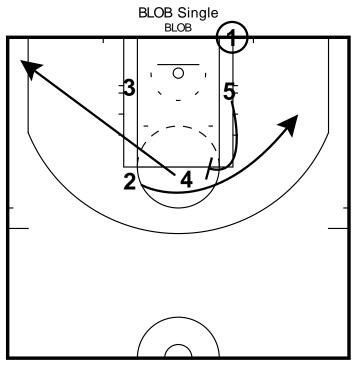


- 1 DHO's with 3
- 3 DHO's with 2
- 2 catches and looks to attack los



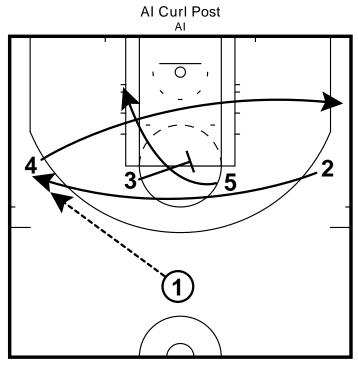


- 4 curls off 2
- 5 screens in 2 1 looks for 2 or 5 slip



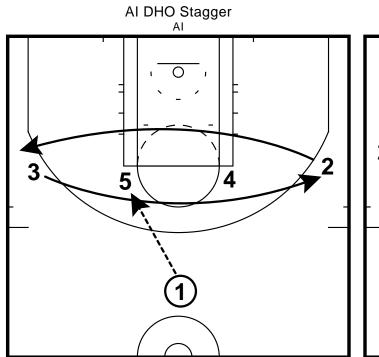
- 4 dives to corner
- 5 sets a single screen for 2 1 looks for 2 or 5 slip

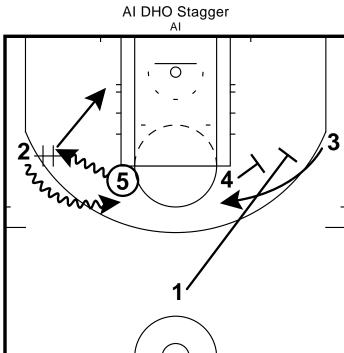
### Purdue



4 cuts underneath
2 cuts over top of 5 and 3
3 cross screens for 5, 1 hits 2
5 curls to post

### Purdue

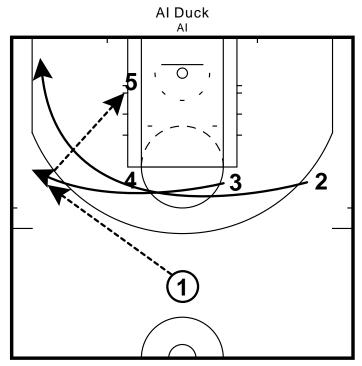




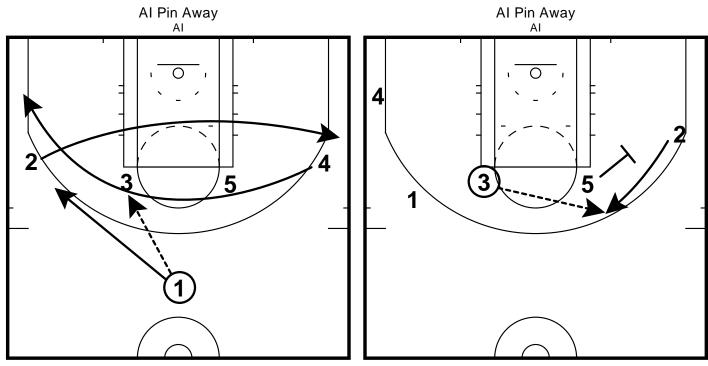
- 3 loops over top of 5 and 4 2 loops underneath opposite wing 1 hits 5 on the elbow

1 and 4 set stagger for 3 5 DHO's with 2 and rolls

### Purdue

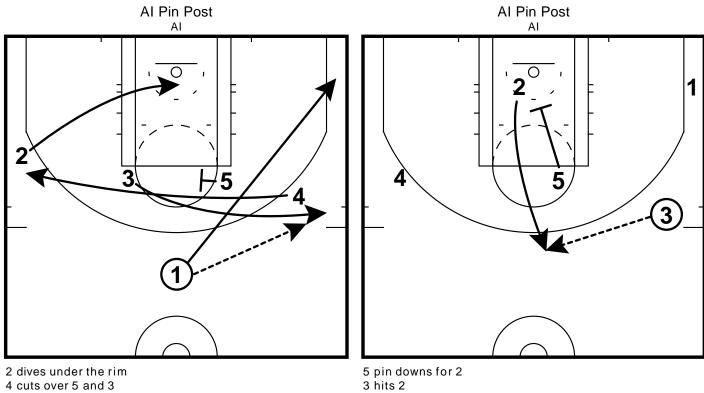


- 3 loops over 4 to corner 2 loops over 4 to wing 5 ducks in, 2 looks inside

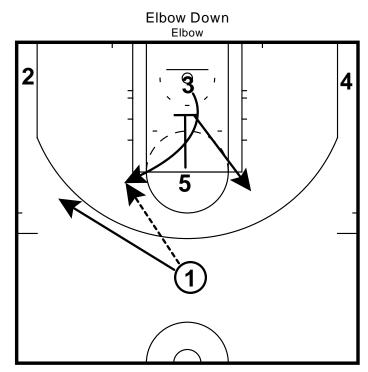


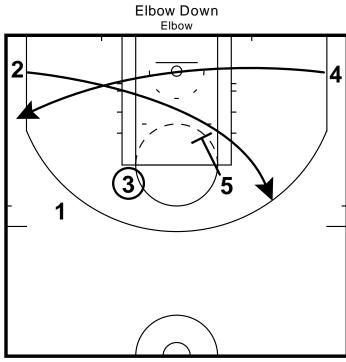
2 cuts underneath, 4 cuts over top 3 & 5 1 hits 3 on elbow and spaces to wing

5 sets a pin down for 2 3 looks for 2

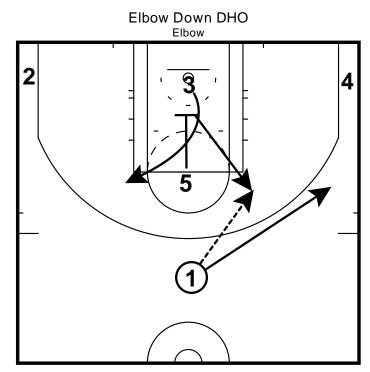


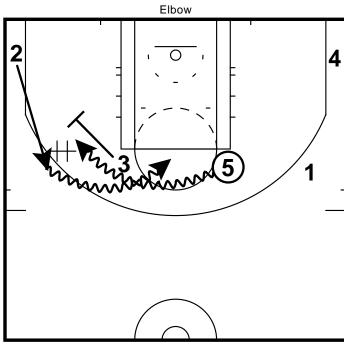
2 dives under the rim 4 cuts over 5 and 3 3 goes off screen from 5 1 hits 3 and cuts corner





5 pin downs for 3 3 flashes to elbow, 1 hits 3 5 goes opposite elbow 1 spaces to wing 2 and 4 loop underneath 2 fakes a diagonal screen 5 sets pin down for 2



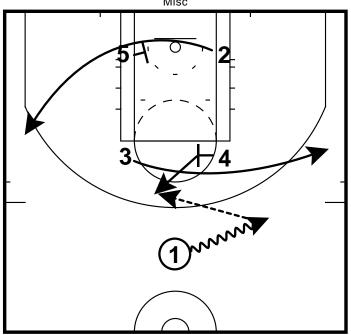


Elbow Down DHO

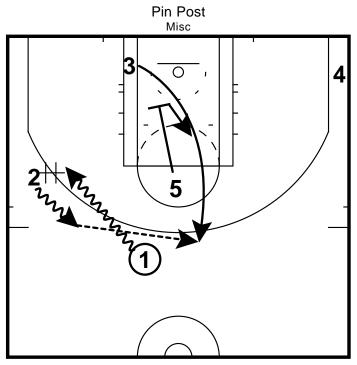
5 pin downs for 3 3 flashes to elbow, 5 opposite elbow 1 hits 5, 1 spaces to wing

3 sets a pin down for 2 5 DHO's with 2 5 rolls, 3 spaces

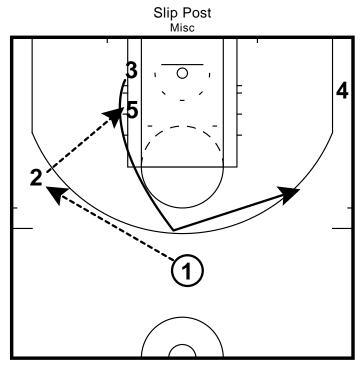
## Misdirect High Low Misc



- 4 sets a cross screen for 3
- 1 dribbles over and hits 4 popping 5 sets pin for 2 4 looks high low to 5 posting

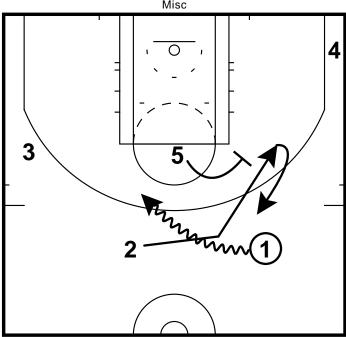


- 1 DHO's with 2 on the wing 5 sets a pin down for 3 2 hits 3 on top 3 looks to hit 5 posting up

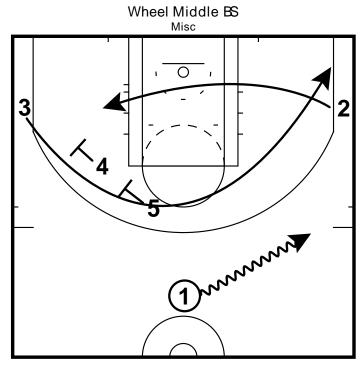


- 3 goes around 5 and slips BS with 1 1 swings to 2, 5 seals 2 looks to hit 5

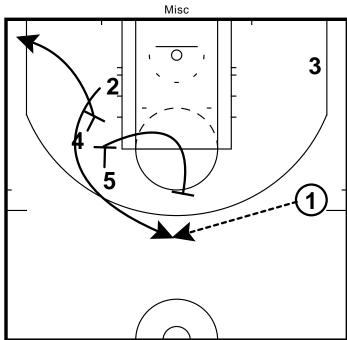




2 runs in transition to slip BS on 1 5 sets pin for 2 to come back 1 looks for 2 behind him

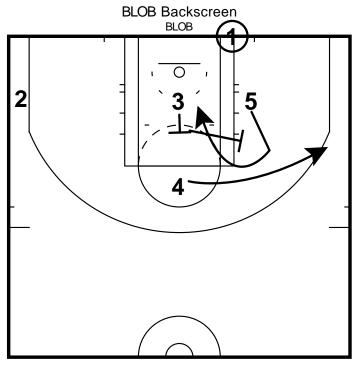


- 4 and 5 set stagger for 3 to curl 1 dribbles to wing 2 makes way to other side

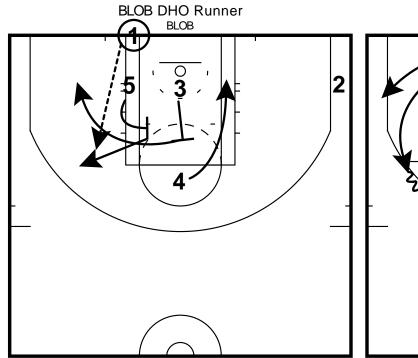


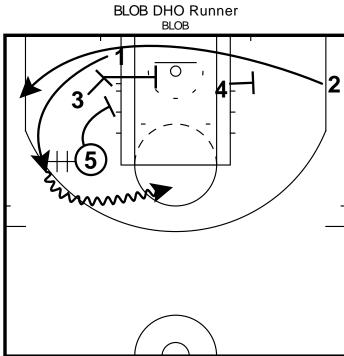
Wheel Middle BS

- 4 and 5 set stagger for 2 to middle
- 1 hits 2 on top
- 5 follows with a middle BS to roll
- 4 spaces out



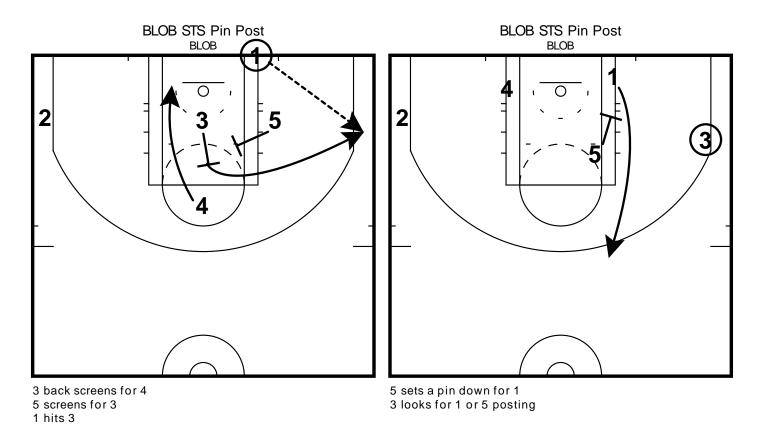
- 3 sets back screen for 4 4 fakes and goes wing 3 sets back screen for 5

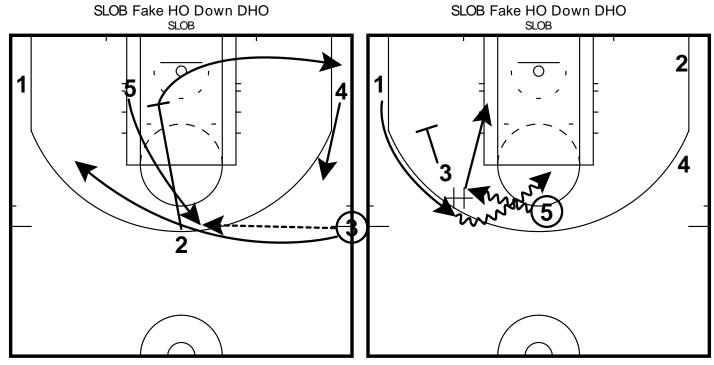




- 3 back screens for 4 5 screens for 3 and pops
- 1 hits 5

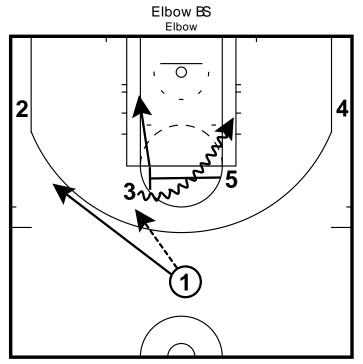
- 3 pin downs for 1
- 5 DHO's with 1
- 5, 3 and 4 set a triple for 2



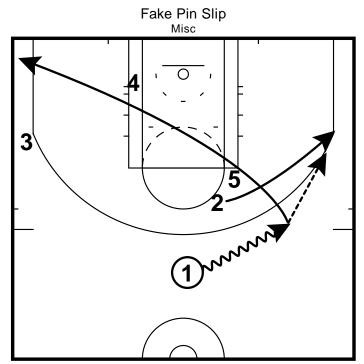


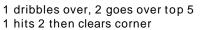
- 2 pin down for 5 and goes corner 3 hit 5 on top 3 goes for fake handoff with 5

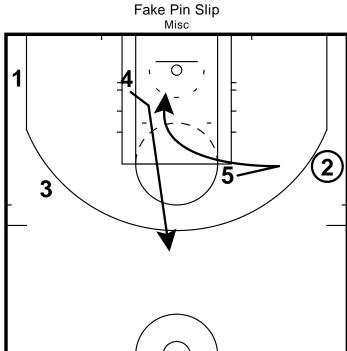
3 down screens for 1 5 DHO's with 1 and rolls



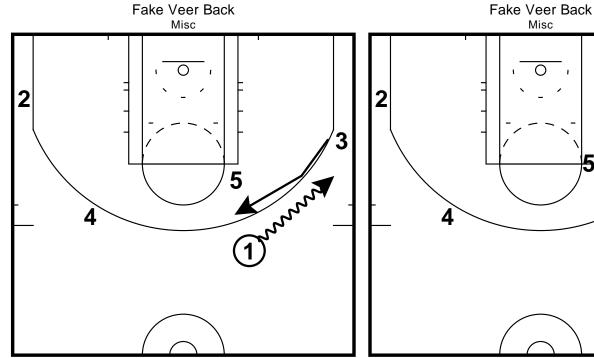
1 hits 3 on the elbow and spaces 5 sets BS for 3 and rolls

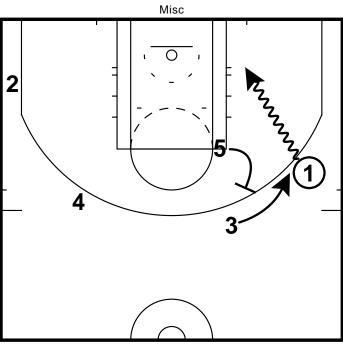






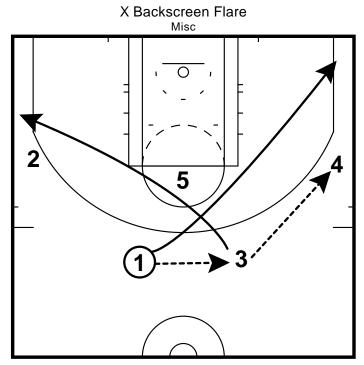
- 5 fakes screen for 2
- 5 runs to pin in 4 and slips 4 slips and comes to top

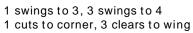


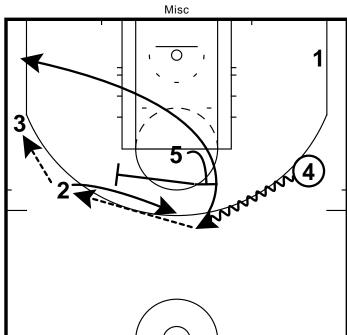


1 dribbles over 3 slips BS

- 1 dribbles down hill
- 5 sets a screen in for 3
- 1 turns around looking for 3

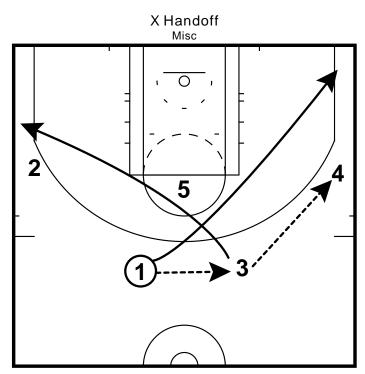


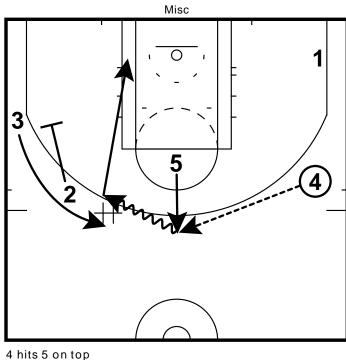




X Backscreen Flare

- 4 dribbles near top and hits 2
- 5 back screens for 4
- 2 swings to 3, 5 flares for 2

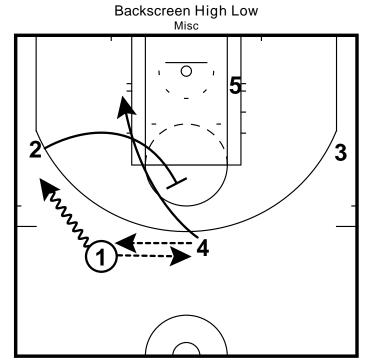


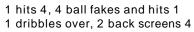


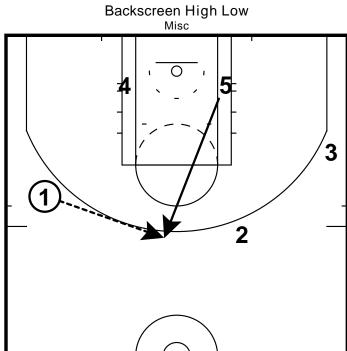
X Handoff

1 swings to 3, 3 swings to 4 1 cuts to corner, 3 clears to wing

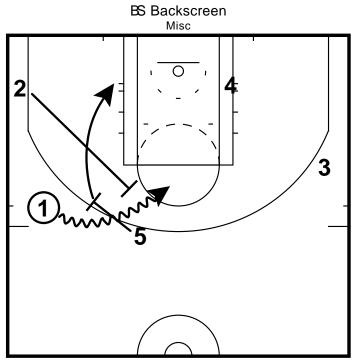
- 2 down screens for 3
- 5 DHO's with 3 and rolls



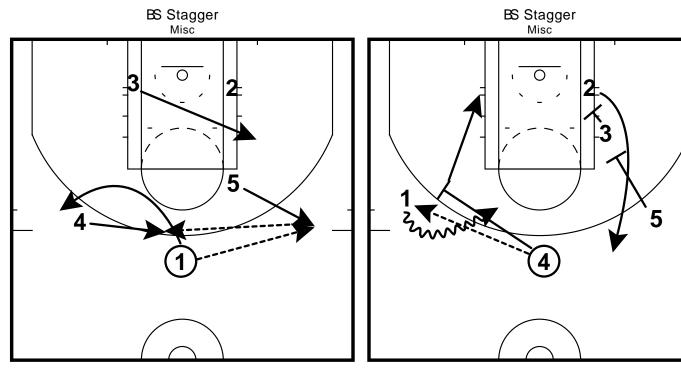




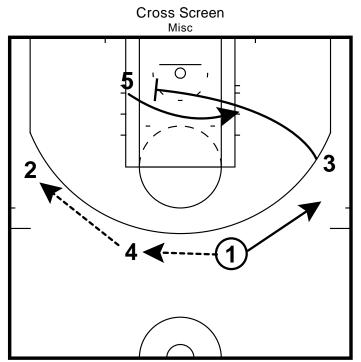
5 flashes to the top, 1 hit 5 5 looks high low with 4

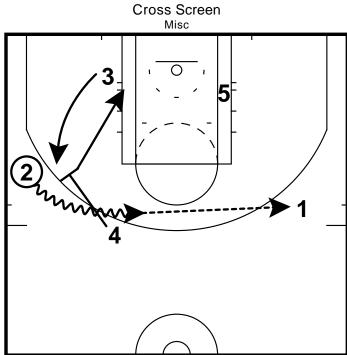


- 5 BS's for 1
- 2 Back Screens 5 man hedge



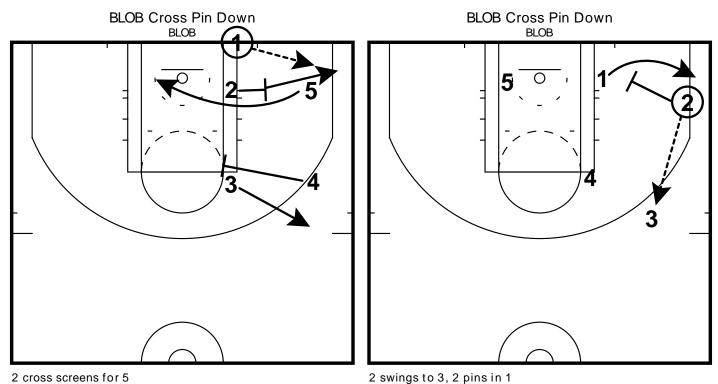
- 5 pops to get pass from 1 1 loops to opposite wing 4 gets pass from 5 on top
- 3 moves near 5





- 1 swings to 4 and spaces 4 swings to 2 3 cross screens for 5

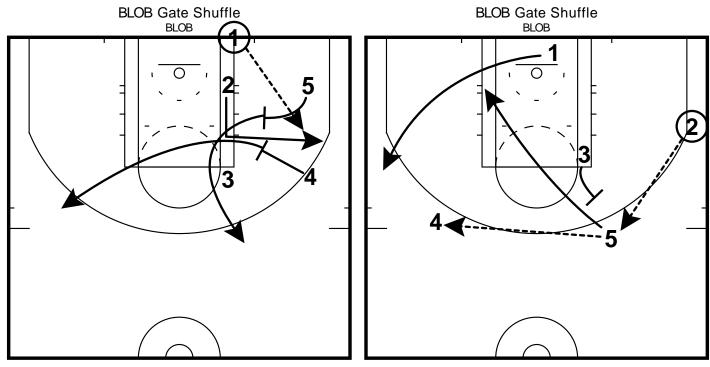
4 BS's for 2 and rolls, 3 fills behind 2 kicks to 1, 1 looks inside



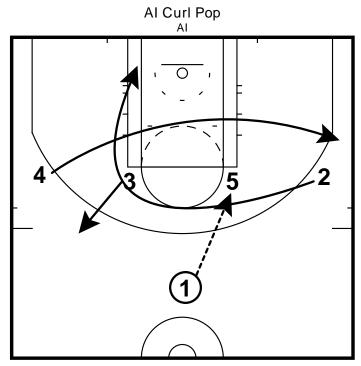
2 cross screens for 5

4 pins in 3

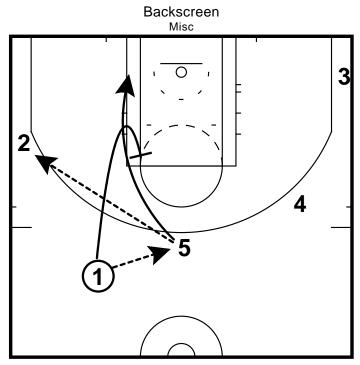
1 hits 2 popping



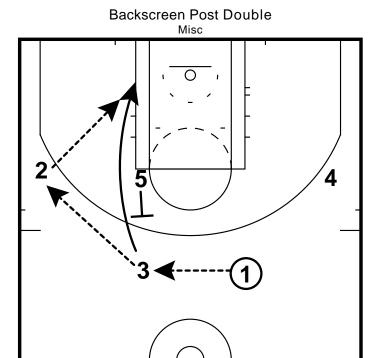
2 fakes back screen for 3 5 and 4 gate for 2, 1 hit 2 5 loops to top, 4 goes opposite wing 1 clears out 2 swings to 5, 5 swings to 4 3 shuffles for 5

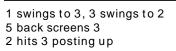


- 4 clears to opposite wing 1 hits 5 on elbow, 2 goes over top 2 curls over 3 to the rim 5 looks for 2 curl or 3 pop



1 hits 5 on top and dives 5 swings to 2, 1 Back Screens 5

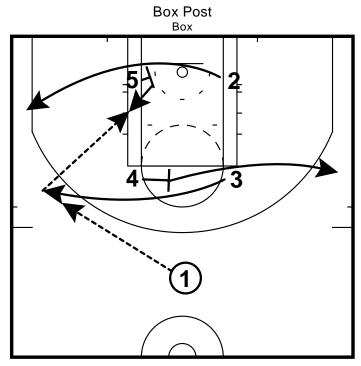




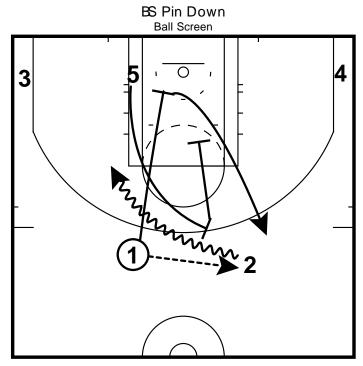
# Misc 4

Backscreen Post Double

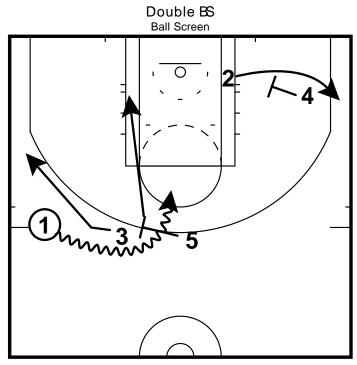
2 and 5 set double for 1, 1 rejects 2 comes off a single from 5



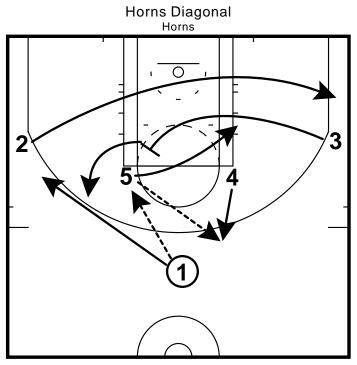
- 4 cross screens for 3 and spaces 5 screens 2, 1 hits 3 3 looks inside to 5 sealing



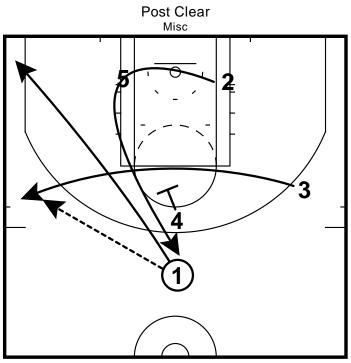
1 swings to 2, 1 down screens for 5 5 runs in to BS for 2 5 rolls to pin down for 1



3 slips to wing, 5 sets BS for 1 & rolls 4 pins in 2 as 5 is rolling

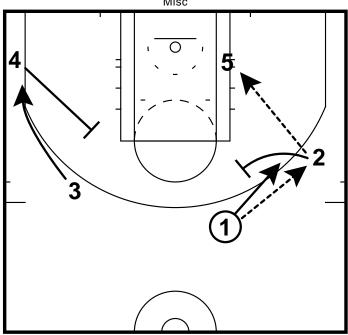


- 1 hits 5 on the elbow, 2 clears opposite 1 fakes handoff with 5, 5 hits 4 3 sets diagonal for 5 and pops 4 is looking for diagonal or pop

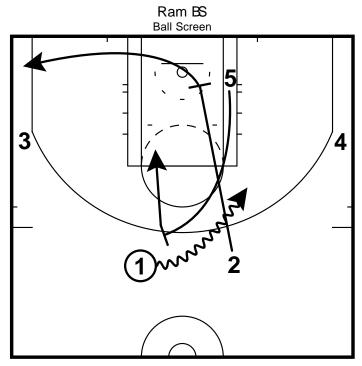


3 cuts through middle 1 hits 3 then goes corner 2 loops under 5 off 4 pin 3 looks at 5 posting

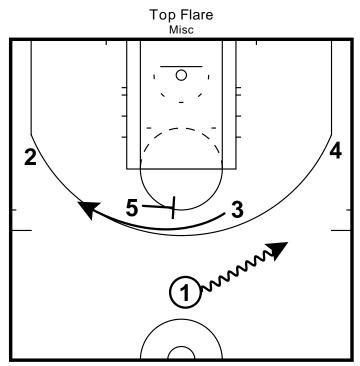
## Post Split Hammer Misc



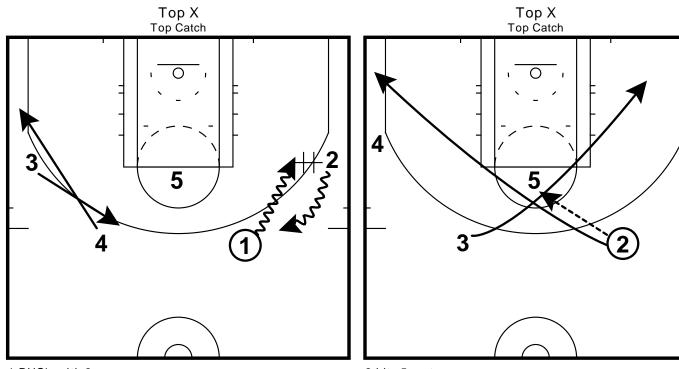
- 1 hits 2 on wing, 2 hits 5 post up 4 hammers for 3, 2 split screen for 1 5 looking for hammer or split



2 sets screen for 5 and spaces 5 runs in to set BS for 1 and rolls



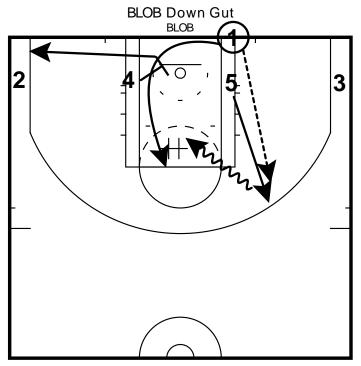
1 dribbles over to wing 5 flares for 3



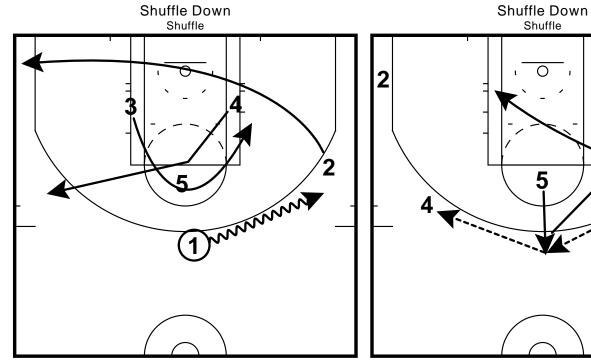
1 DHO's with 2 3 and 4 interchange

2 hits 5 on top 2 and 3 X off 5 5 looks for either handoff

## Liberty

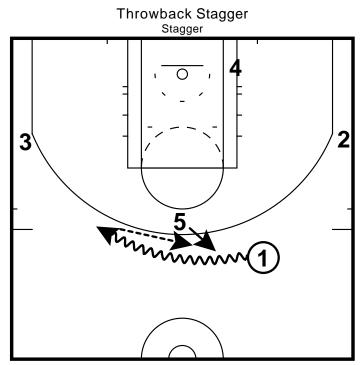


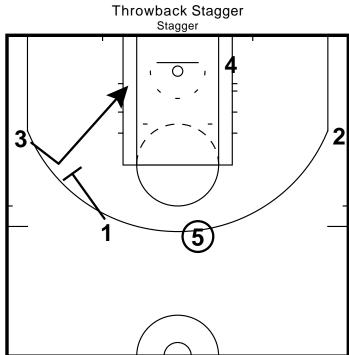
- 5 pops to get pass from 1 4 pins down for 1 5 DHO's for 1 near elbow 4 clear, 5 rolls



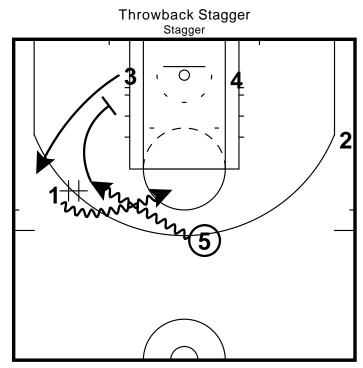
1 dribbles over to wing, 2 cuts corner 3 loops over 5, 4 goes to wing

- 1 swings to 5 on top, 5 hits 4 3 sets shuffle for 1
- 5 down screens for 3

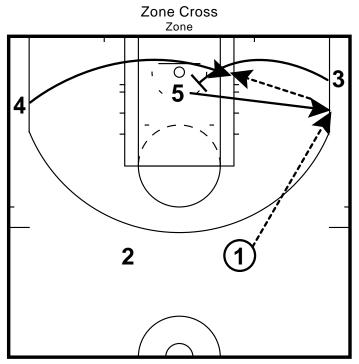




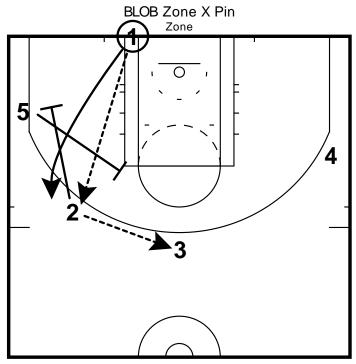
1 dribbles off 5 1 throws back to 5 1 sets a pin down for 3 3 rejects and dives to the rim



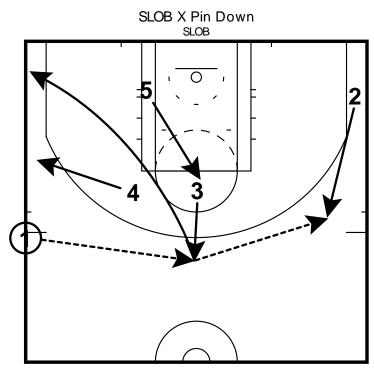
- 5 DHO's with 1
- 5 then sets a down screen for 3

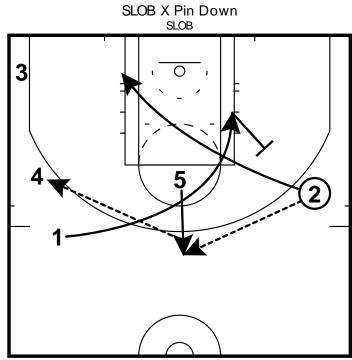


- 5 pops to corner 3 curls under and screens middle man 4 loops under to get a pass from 5



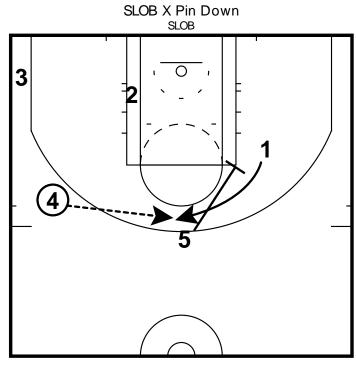
- 1 throws over to 2, 2 swings to 3 5 screens top guy, 2 pins bottom guy 3 looks to hit 1 shooting gap



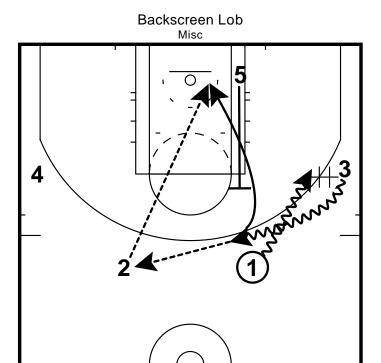


- 3 pops to get pass from 1 4 pops, 3 swings to 2 5 flashes to the FT line

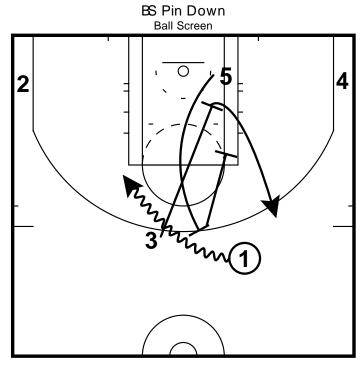
1 cuts over top of 5 2 hits 5 on top, 5 swings to 4 1 shuffle screens for 2



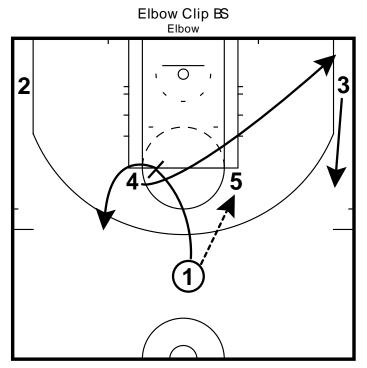
5 pin downs for 1 4 looks to hit 1

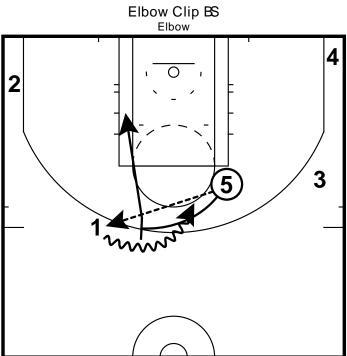


- 1 DHO's with 3
- 3 hits 2, 5 sets back screen on 3
- 2 looks for lob to 3



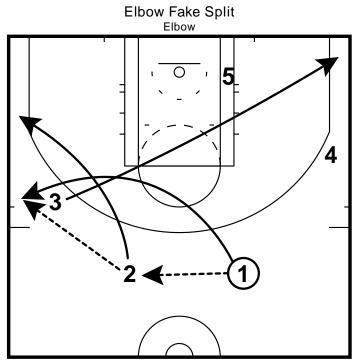
3 pin downs for 5 5 runs in to BS 1 5 rolls to set pin down for 3

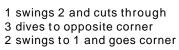


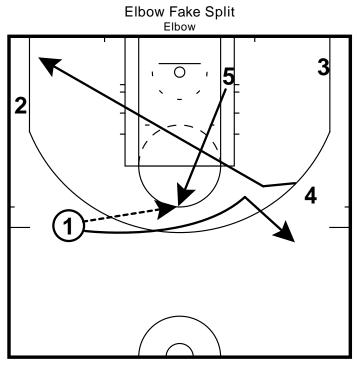


5 hits 1 and follow to BS & Roll

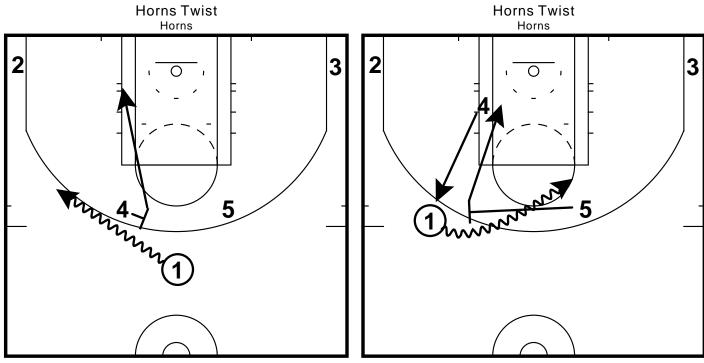
- 1 hits 5 on the elbow
- 1 sets a pin down for 4
- 4 goes to corner, 3 fills up
- 1 pops to slot



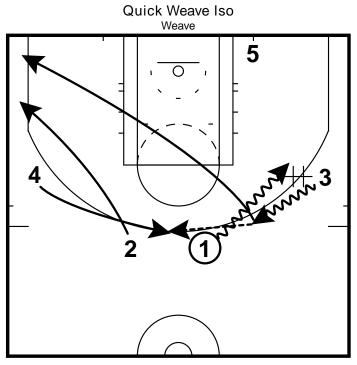




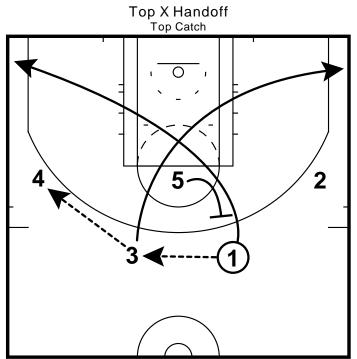
- 5 flashes to top, 1 hits 5 5 fakes handoff to 1
- 1 and 4 split, 5 looks for either guy

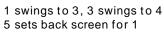


5 sets BS for 1 and rolls 4 replaces behind

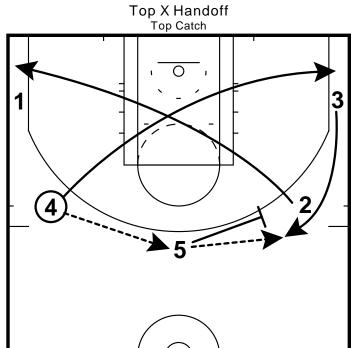


- 1 DHO's with 3, 2 cuts to wing 4 fills up, 3 hits 4 3 cuts to corner, 4 has an iso on top

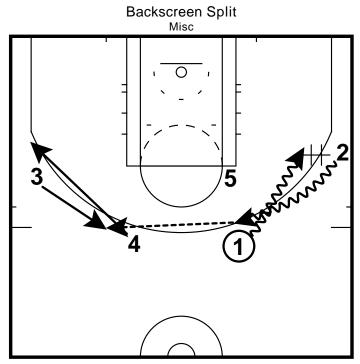


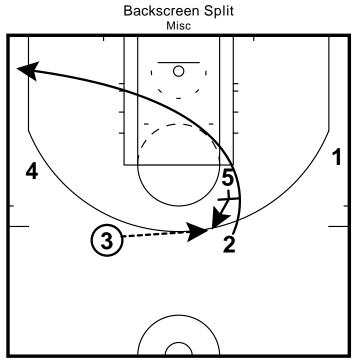


3 cuts to opposite corner



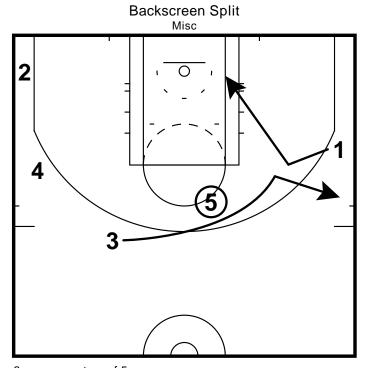
- 4 hits 5 on top
- 4 and 2 x out to corners
- 3 fills up and gets pass from 5
- 5 follows with a BS for 2



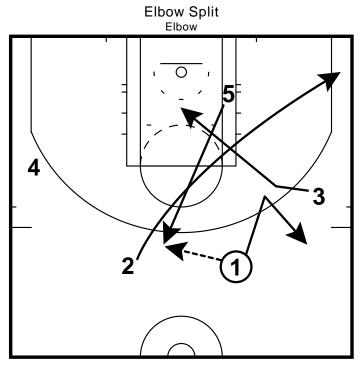


1 DHO's with 2 3 and 4 interchange 2 hits 3

5 back screens 2 and pops 3 hits 5

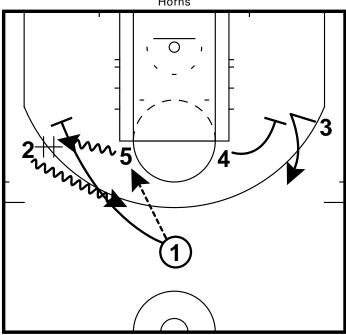


3 goes over top of 5 3 and 1 split 5 looks for open man

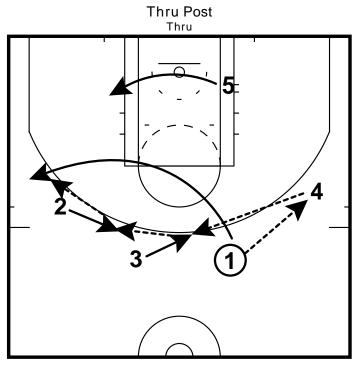


- 2 dives to the corner
- 5 flashes to the top, 1 hits 5 3 and 1 split 5 looks for either guy open

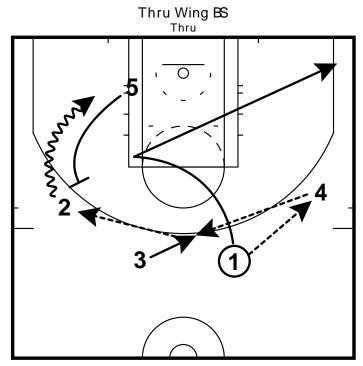




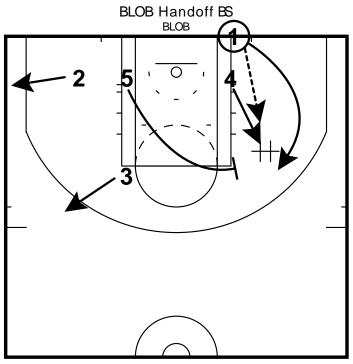
- 1 hits 5 on the elbow
- 1 down screens for 2
- 5 DHO's with 2 and rolls
- 4 pin down weak side



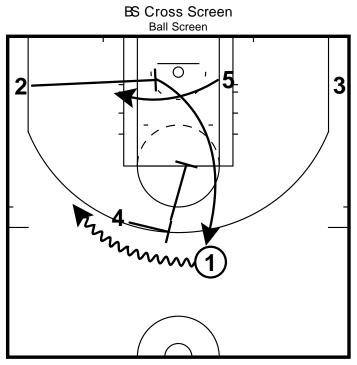
- 1 hits 4 & cuts through to opposite wing 4 hits 3, 3 hits 2, 2 swings to 1 5 loops under for post up



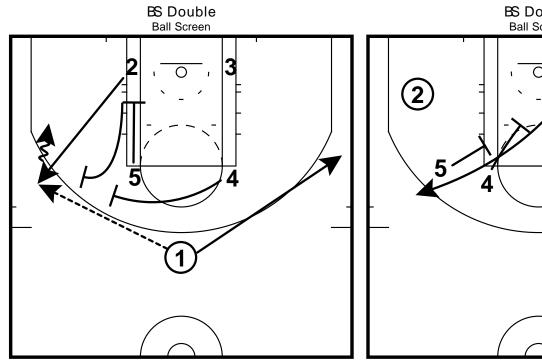
- 1 hits 4 and loops middle to corner 4 hits 3, 3 swings to 2 5 sets a BS for 2

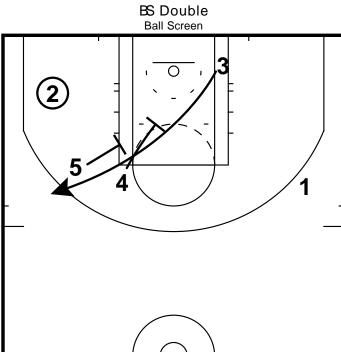


- 4 pops, 1 hits 4 4 Handoff's to 1 5 BS's for 1, 2 and 3 space out

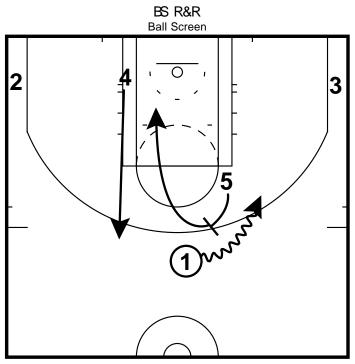


- 4 BS's for 1
- 2 cross screens for 5
- 4 down screens for 2
- 1 looks for 5 or 2

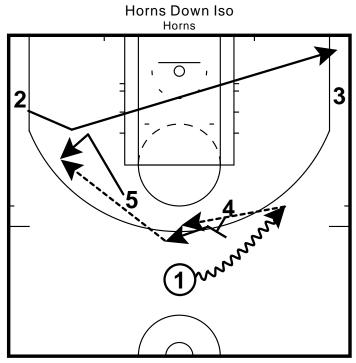




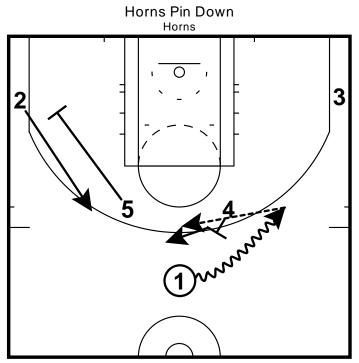
5 sets a pin down for 2 1 hits 2 on the wing 5 and 4 set a double BS for 2 2 rejects and goes baseline



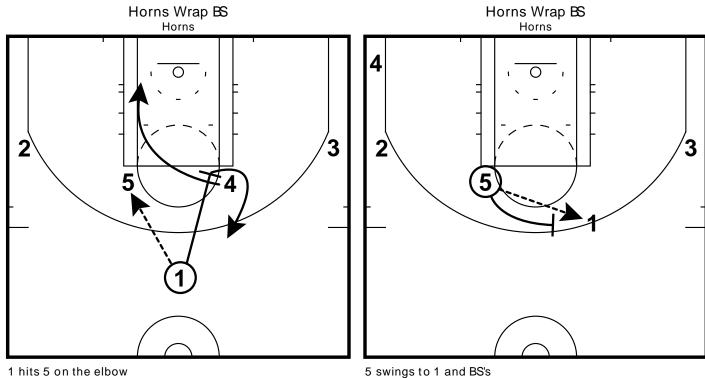
- 5 BS's for 1 and rolls
- 4 replaces behind 5 1 looks to hit 4 on top while 5 posts



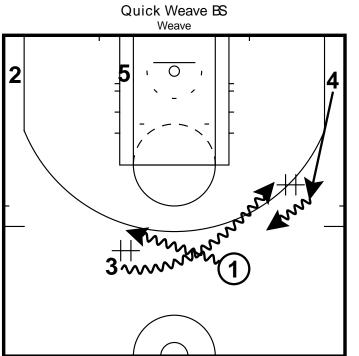
4 sets a BS for 1 and pops 1 hits 4 on the throwback 5 and 2 split, 4 hits 5 5 has iso

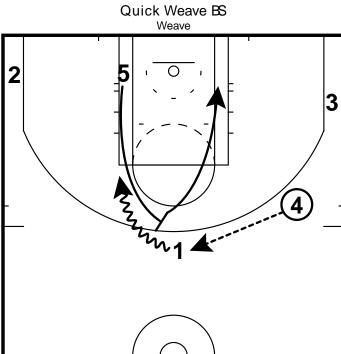


4 sets a BS for 1 and pops 1 hits 4 on the throwback 5 sets a pin down for 2



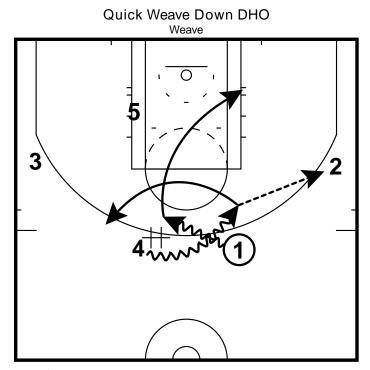
- 1 hits 5 on the elbow
- 1 then pin downs for 4 4 curls to rim, 1 pops to slot

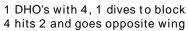


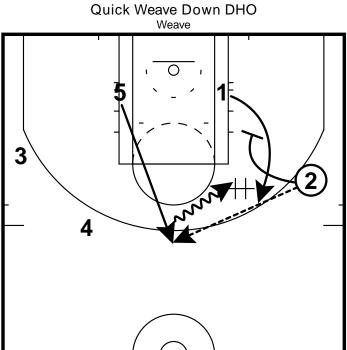


- 1 DHO's with 3
- 3 DHO's with 4
- 4 dribbles up to slot

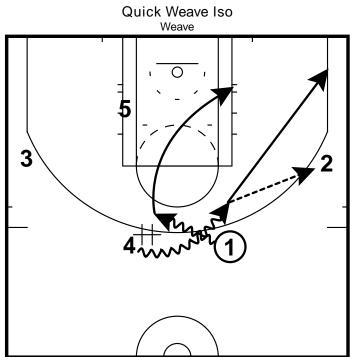
- 4 hits 1 on top
- 5 runs up to set BS and rolls



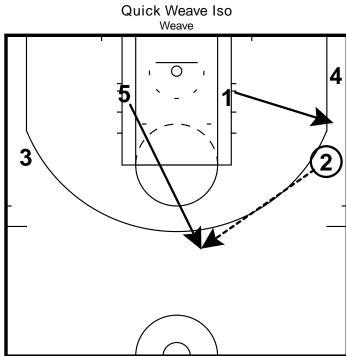


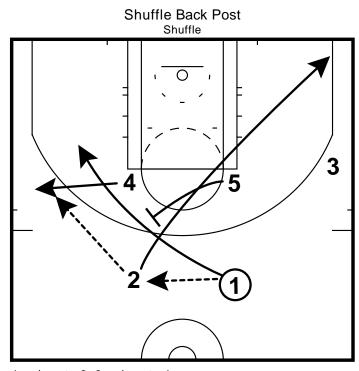


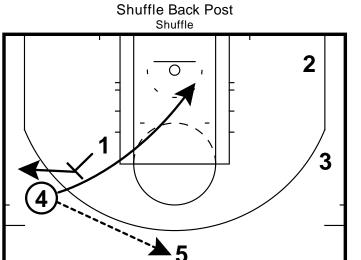
- 5 flashes top of the key
- 2 hits 5 on top
- 2 down screens for 1
- 5 DHO's with 1





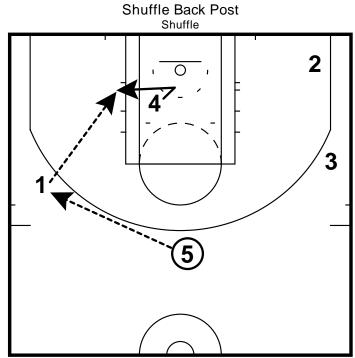




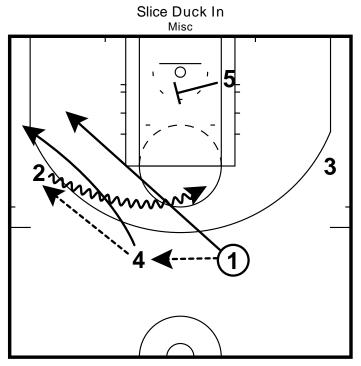


1 swings to 2, 2 swings to 4 1 cuts through, 5 back screens 2

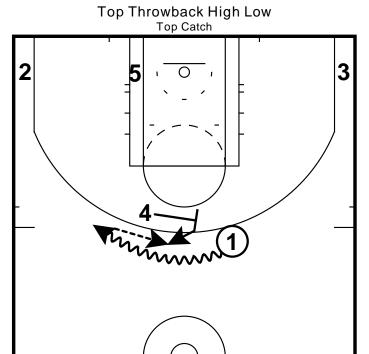
4 swings to 5 1 sets a shuffle for 4 and pops

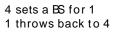


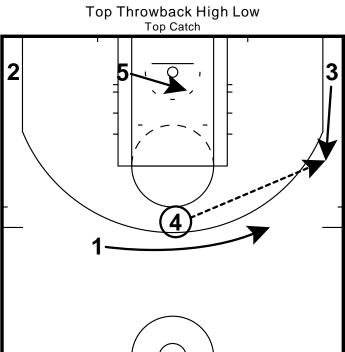
- 4 cuts back to post up
- 5 swings to 1
- 1 looks inside to 4



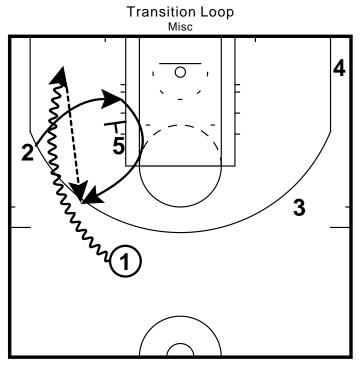
- 1 swings to 4, 4 swings to 2 4 and 1 slice in front of 2 2 drives down hill hard, 5 ducks in



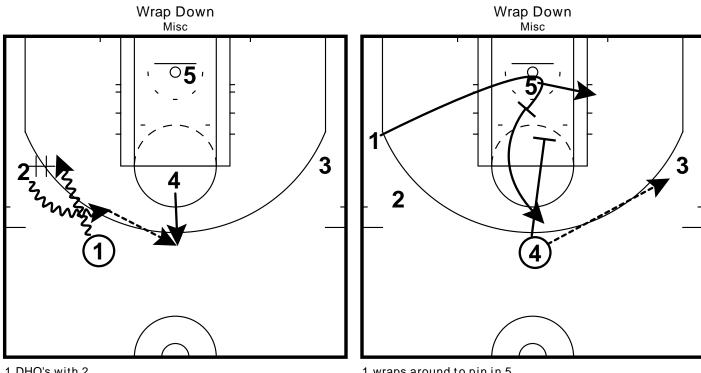




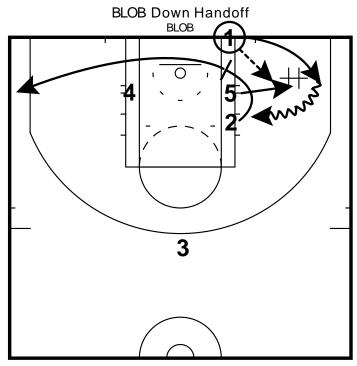
- 5 works high low on throwback 1 fakes handoff with 4
- 3 fills up to get pass from 4
- 3 looks inside to 5



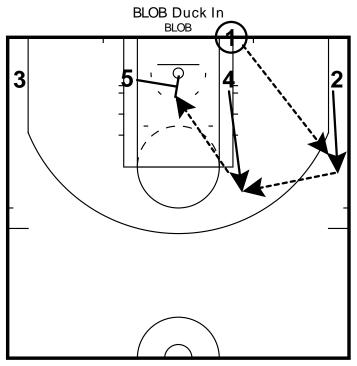
- 1 dribbles down to corner
- 2 loops around 5 1 looks to throwback to 2



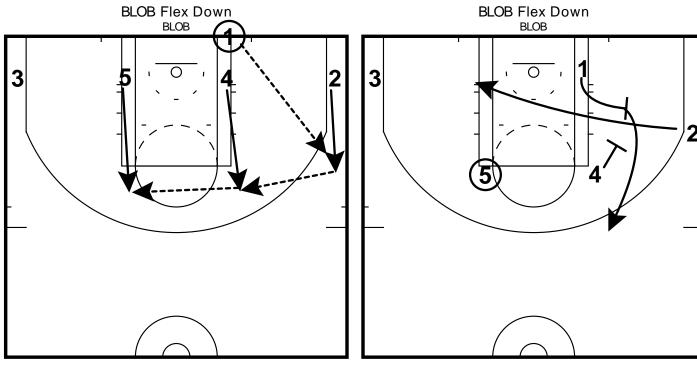
- 1 wraps around to pin in 5 5 goes to block, 4 hits 3 4 sets a down screen for 1



- 2 wraps 5 and pins in 1 and clears 5 pops and gets pass from 1 5 handoff's to 1

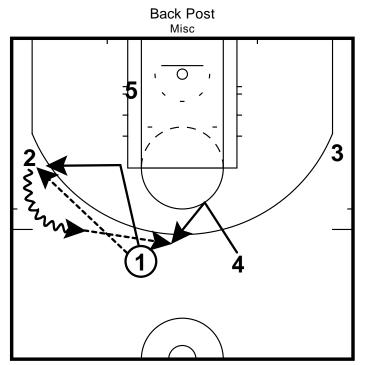


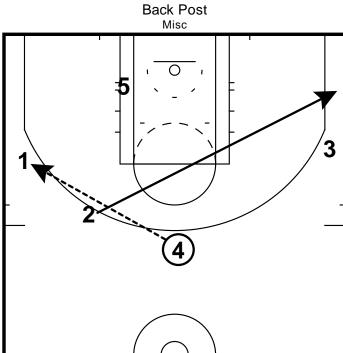
- 2 pops and gets pass from 1 4 pops and gets pass from 2 5 ducks in, 4 looks to 5 posting up



- 2 pops and gets pass from 1 4 pops and gets pass from 2 4 swings to 5 popping

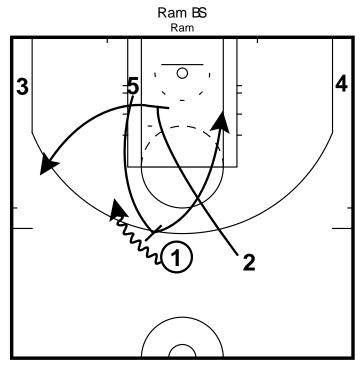
- 1 sets a flex for 2
- 4 sets a down for 1
- 5 is looking for 2 or 1



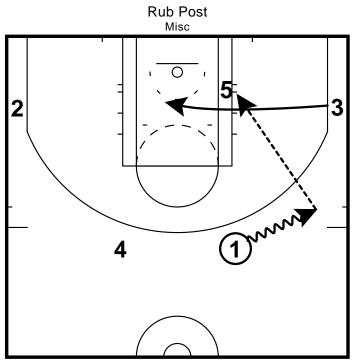


- 1 swings to 2 1 flashes to elbow and pops 2 dribbles up and hits 4 popping

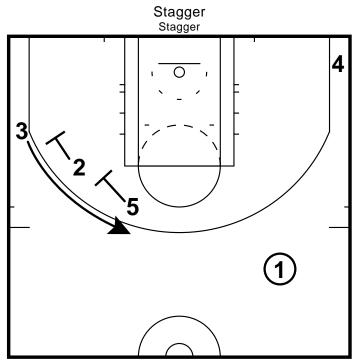
- 2 cuts through the middle 4 fakes right and throws to 1 5 ducks in for post up



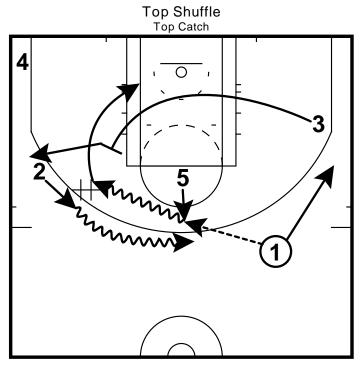
2 sets a down screen for 5 and spaces 5 runs in to set BS for 1 and rolls



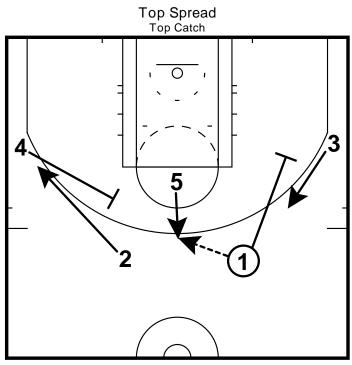
- 3 goes over top of 5 5 looks to duck in 1 looks for post up with 5



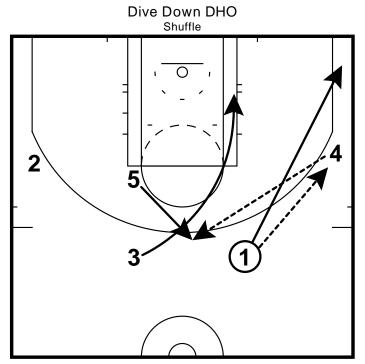
- 2 and 5 set a stagger for 3 3 looks to curl or slip if defense cheats

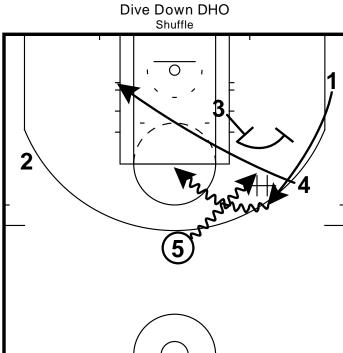


- 1 hits 5 on top and spaces out 5 DHO's with 2
- 3 runs to set shuffle for 5 & quickly pops 2 looks to throw back for shot/post



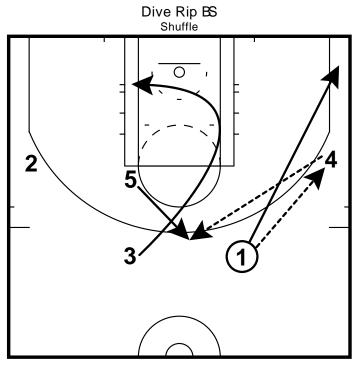
1 hits top Its either flares or pin down on sides Love to slip flares to rim

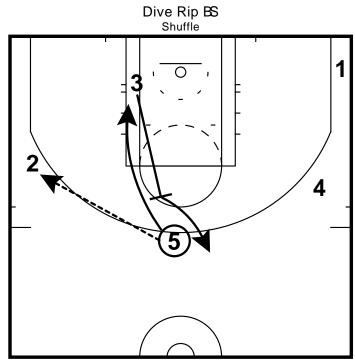




- 1 hits 4 then cuts corner
- 3 dives down to block
- 5 pops to top to receive pass from 4

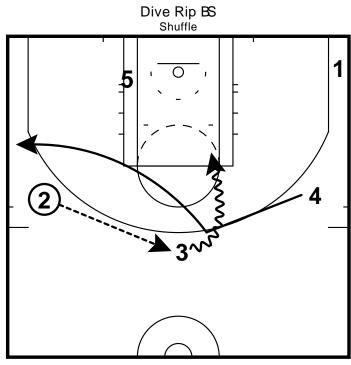
- 3 sets a shuffle for 4
- 3 down screens for 1
- 5 DHO's with 1 and rolls



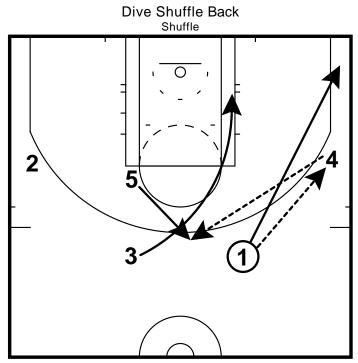


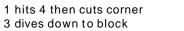
- 1 hits 4 then cuts corner
- 3 loops down to block
- 5 pops to top to receive pass from 4

5 fakes right and swings to 2 3 sets a back screen for 5 and pops

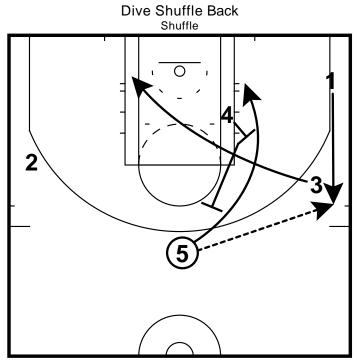


- 2 swings to 3 popping
- 4 sprints in and Slips BS
- 3 looks to drive down hill

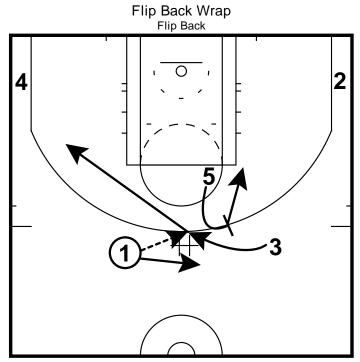


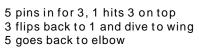


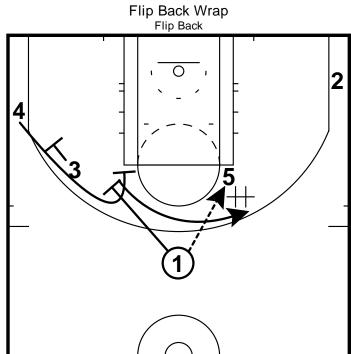
5 pops to top to receive pass from 4



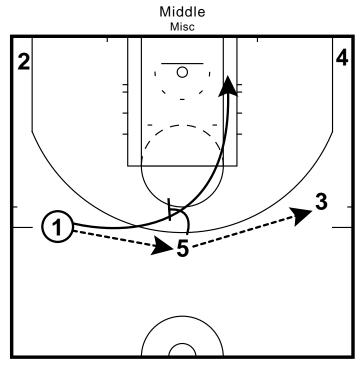
- 3 sets shuffle screen for 4
- 5 fakes left and hits 1 filling up
- 3 sets back screen for 5



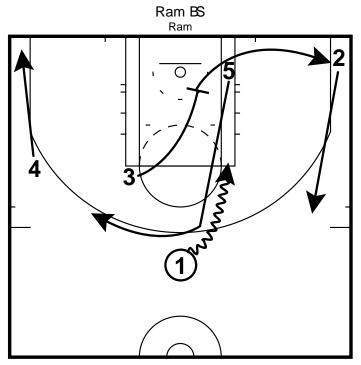




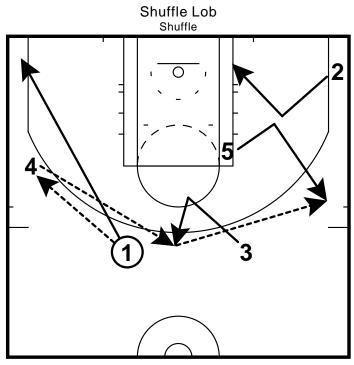
- 1 hits 5 on elbow
- 3 and 1 set stagger for 4 4 wraps around 1 and screens in 1 goes off DHO from 5, 5 rolls

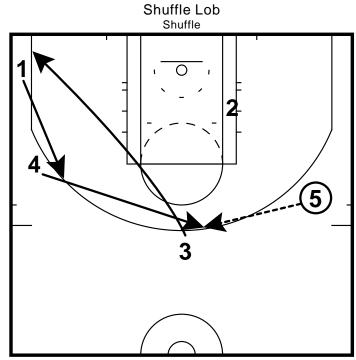


- 1 swings to 5, 5 swings to 3
  5 sets middle screen for 1 and pops
  5 looks for shot or swing in motion



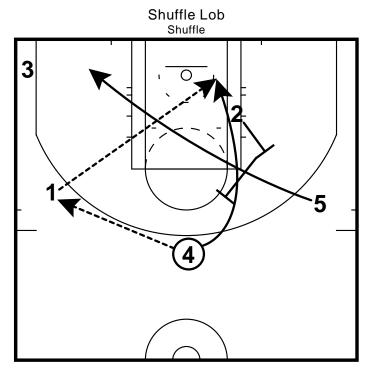
- 4 spaces to corner 3 sets Ram screen for 5 5 sprints in to slip or BS 3 and 2 space out



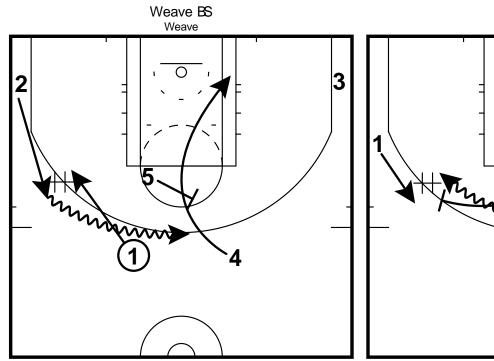


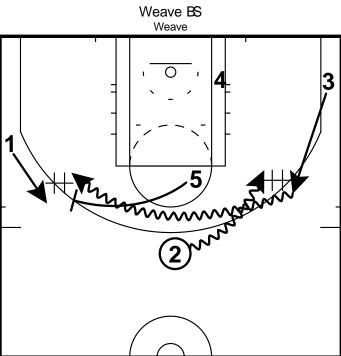
- 1 swings to 4 and goes corner 3 pops to top to get pass from 4
- 5 and 2 split on the side
- 3 swings to 5

- 3 cuts to the corner
- 4 flashes to top to get pass from 5
- 1 fills up



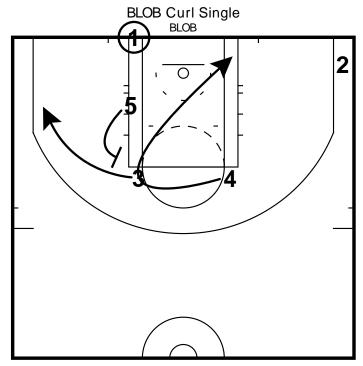
- 4 swings to 1
- 2 sets a shuffle for 5
- 2 then sets a back screen for 4
- 1 looks for lob to 4



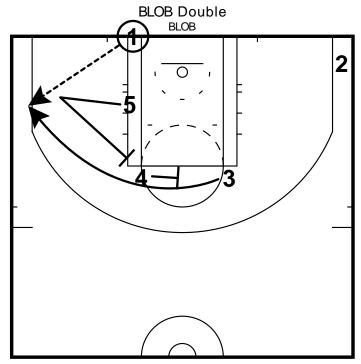


- 1 DHO's with 2
- 5 sets a back screen for 4

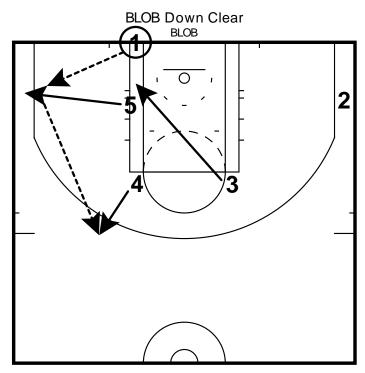
- 2 DHO's with 3
- 3 DHO's with 1
- 5 sets a BS for 1 and rolls

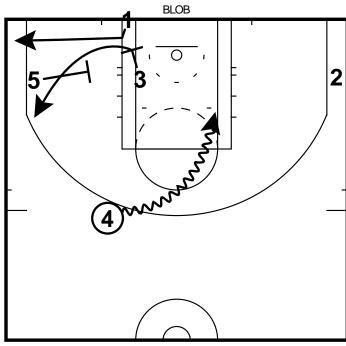


4 loops around 3 to rim 5 screens in 3 If no shot they DHO with 1 and 5 BS



5 pops out and sets double with 4 for 3

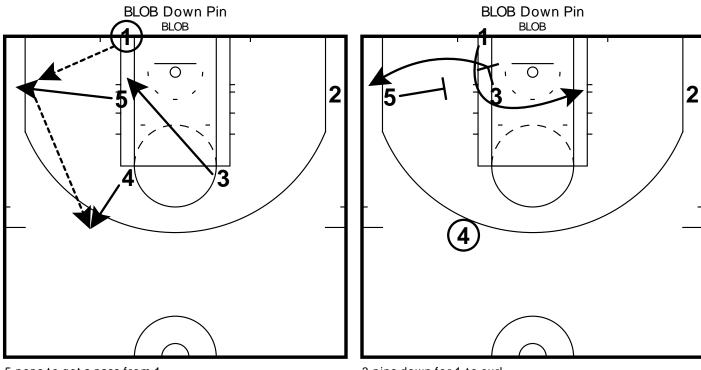




**BLOB Down Clear** 

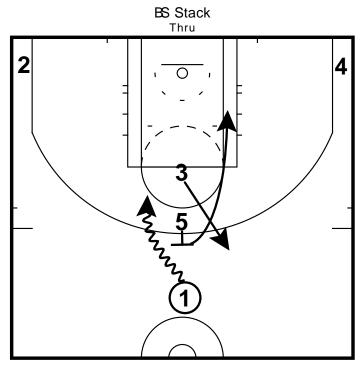
- 5 pops to get a pass from 1 4 pops, 5 hits 4 3 dives to the block

- 3 sets pin down for 1
- 1 rejects and goes to corner 5 acts like he setting screen
- 4 rips to rim iso

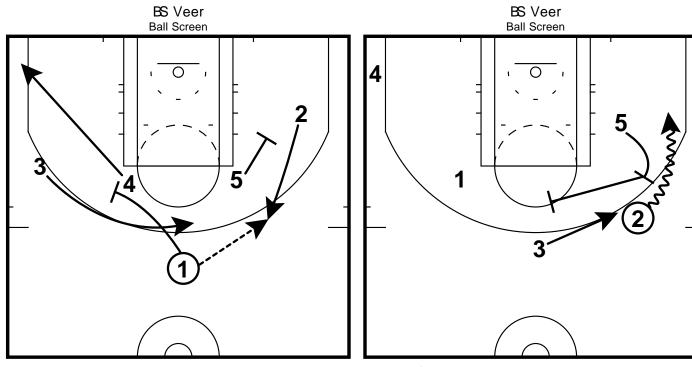


- 5 pops to get a pass from 1 4 pops, 5 hits 4 3 dives to the block

3 pins down for 1 to curl 5 pins in for 3 to corner

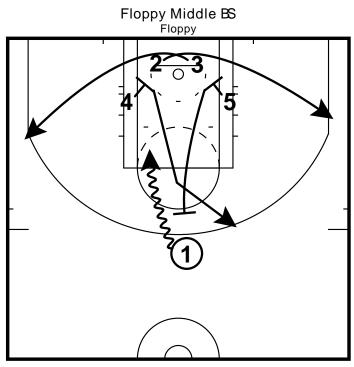


5 sets a BS for 1 and rolls 3 pops to top

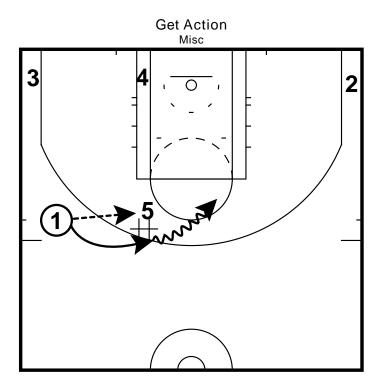


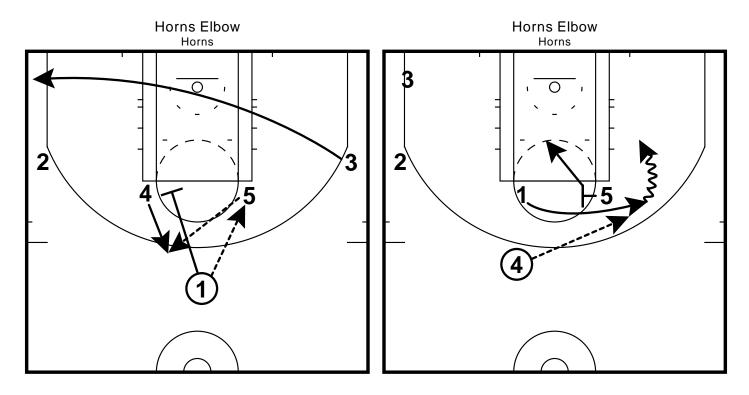
- 5 sets a pin down for 2 1 hits 2 and sets a screen away for 3
- 4 flashes to corner

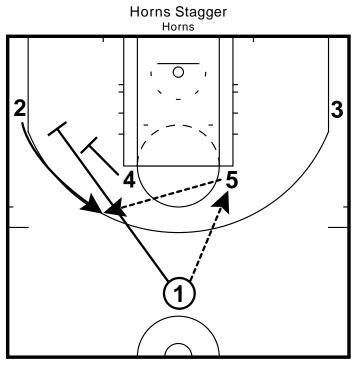
5 then sets a veer screen for 3



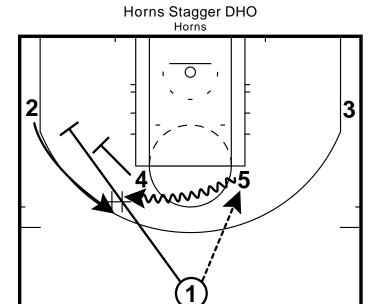
- 2 & 3 come off pin downs from 4 & 5 5 then sets middle BS for 1 4 stacks behind 5 and pops



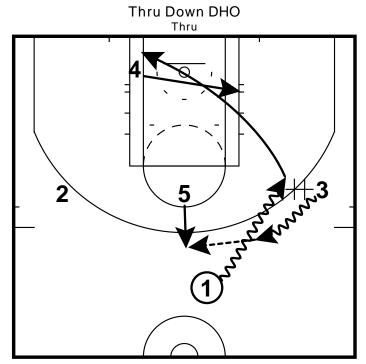


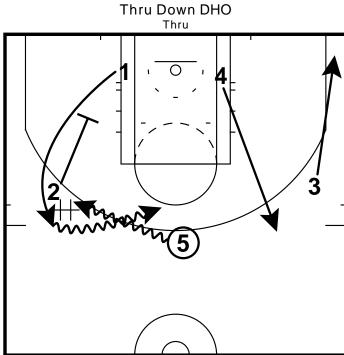


1 hits 5 on elbow 1 and 4 set stagger for 2 5 is looking for rip or 2



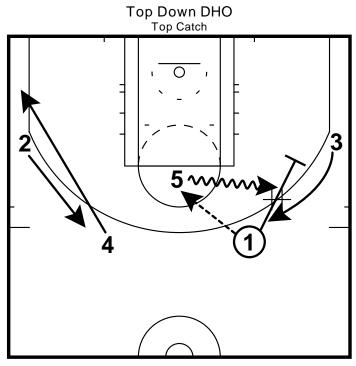
- 1 hits 5 on elbow
- 1 and 4 set stagger for 2 5 DHO's with 2 and rolls 1 and 4 space out



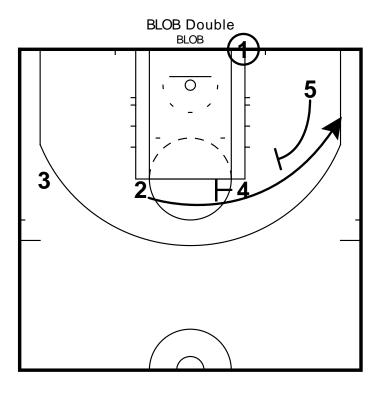


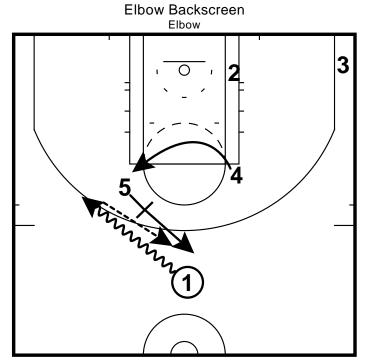
- 1 DHO's with 3
- 5 pops to the top, 3 hits 5 1 loops underneath
- 4 goes opposite block

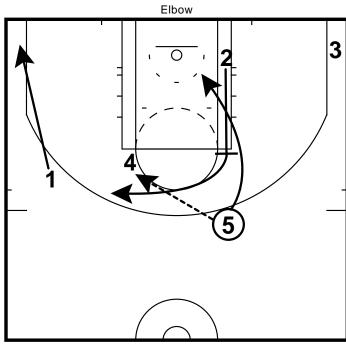
- 2 down screens for 1
- 5 DHO's with 1 and rolls
- 4 fills ups, 2 and 3 space



- 1 hits 5 on top then sets down for 3 5 DHO's with 3 4 and 2 interchange



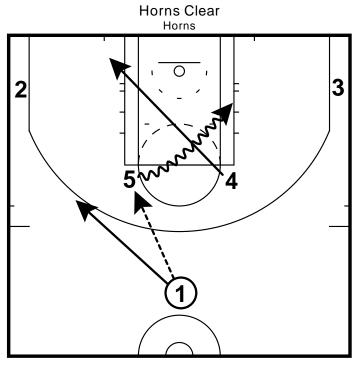




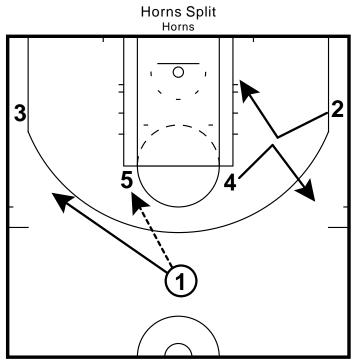
Elbow Backscreen

- 1 goes off 5 BS and pops 1 throws back to 5
- 4 loops to opposite elbow

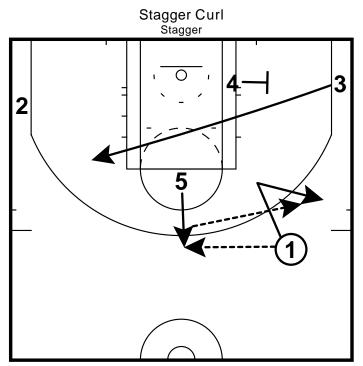
- 5 hits 4 on the elbow, 1 spaces corner
- 2 sets back screen for 5
- 2 comes off handoff from 4

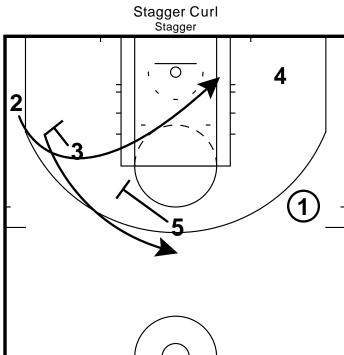


- 1 hits 5 on the elbow and spaces out 4 dives to the opposite block 5 faces up and looks to rip to the rim



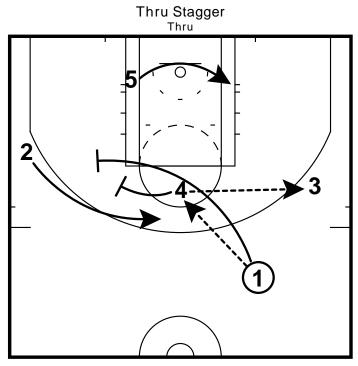
1 hits 5 on the elbow 2 and 4 come together and split 5 is looking for either 2 or 4



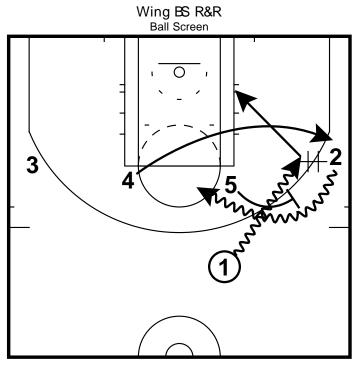


- 1 hits 5 on top and then pops to wing 4 sets flex for 3  $\,$
- 5 hits 1 on the wing

3 and 5 set a stagger for 2 2 curls 3 and comes off 5 1 is looking for 2 or 3

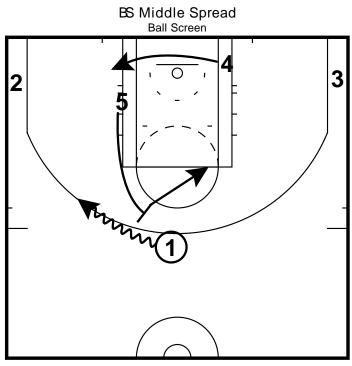


- 1 hits 4 on top and cuts through 4 swings to 3, 1 and 4 stagger for 2 5 loops underneath for post 3 looks for 5 or 2



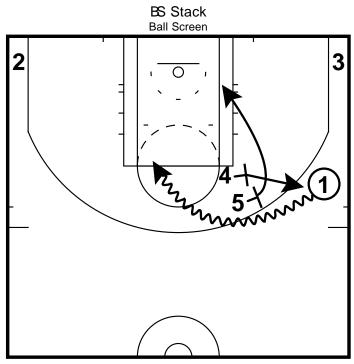
- 1 DHO's with 2
- 5 sets a BS for 2 and rolls 4 loops underneath for replace

## Mount St. Mary's



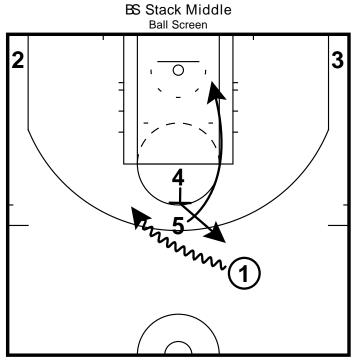
- 5 sets a BS for 1
- 5 looks for hard or short roll 4 loops underneath on roll

# Mount St. Mary's

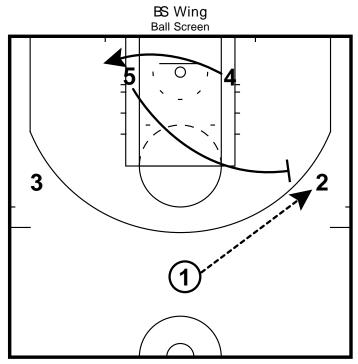


5 and 4 set a stack BS for 1

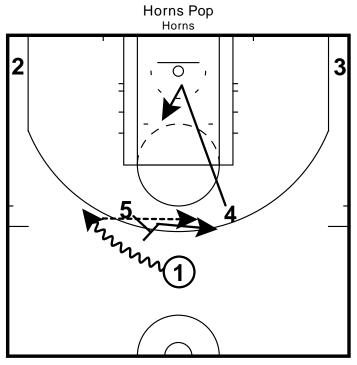
4 pops and 5 rolls



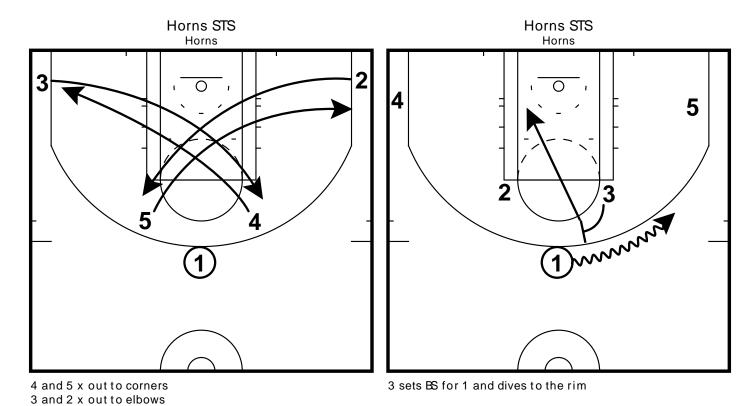
- 1 comes off a butt screen from 5
- 4 sets back screen for 5
  1 is looking for roll or 4 popping

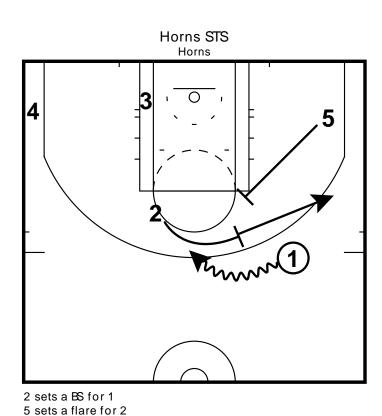


- 1 hits 2 on the wing 5 runs across to set a BS for 2 & rolls 4 loops underneath opposite

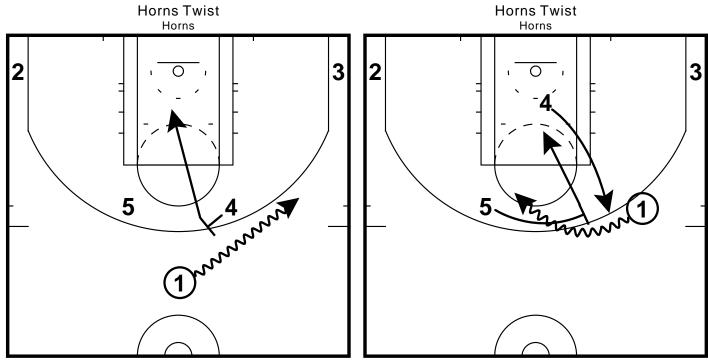


- 5 sets a BS for 1 and pops 4 dives to the the rim and looks to post
- 5 has shot or High low to 4

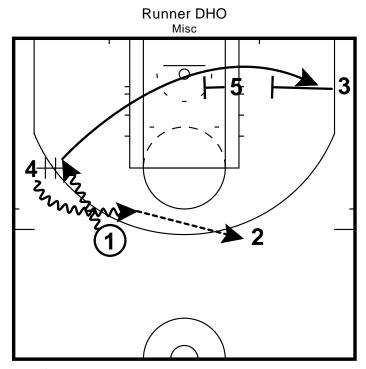


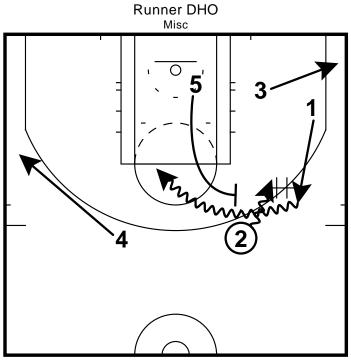


1 looks for 2 off flare



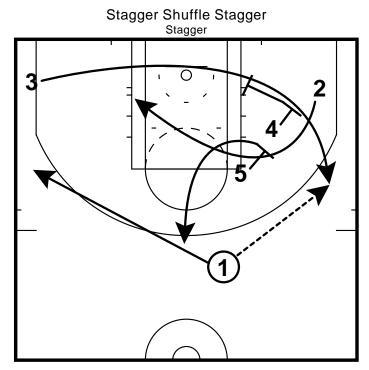
5 sets a BS for 1 and rolls to the rim 4 replaces behind 5

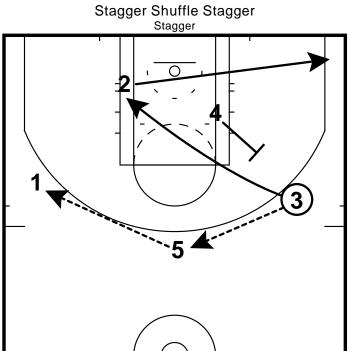




- 1 DHO's with 4
- 1 goes off double from 5 & 3 4 dribbles over and swings to 2

- 3 pops corner
- 1 then comes up for DHO with 2
- 5 loops up to BS for 1

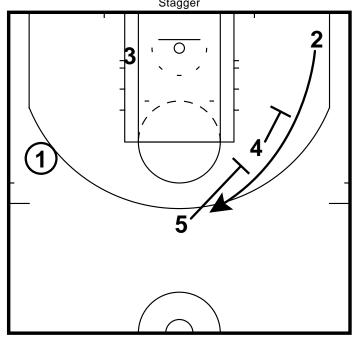




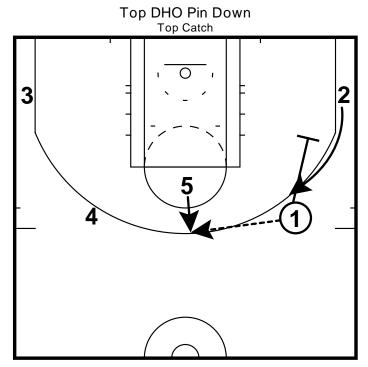
- 4 and 5 set stagger for 2
- 3 comes off single from 4
- 1 hits 3 and spaces opposite
- 5 loops to the top

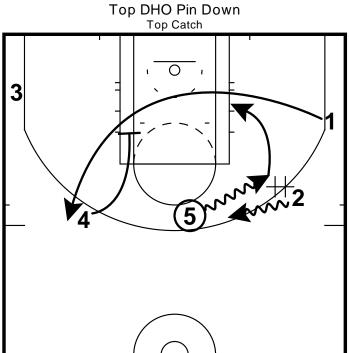
- $3\ \text{swings}$  to  $5\ \text{on}$  top
- 2 spaces corner
- 4 sets shuffle for 3
- 5 swings to 1





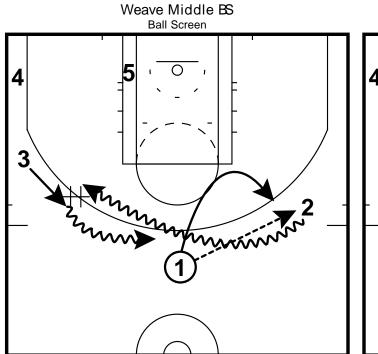
- 4 and 5 set a stagger for 2
- 1 is looking for 3 post up or 2 off stagger

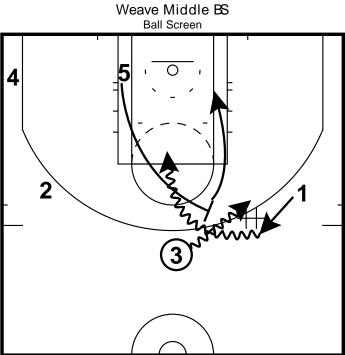




- 1 hits 5 on top
- 1 then sets down screen for 2

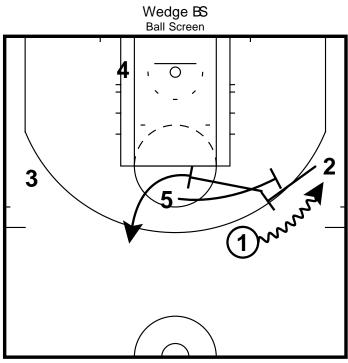
- 5 DHO's with 2 and rolls
- 1 loops under off pin down from 4



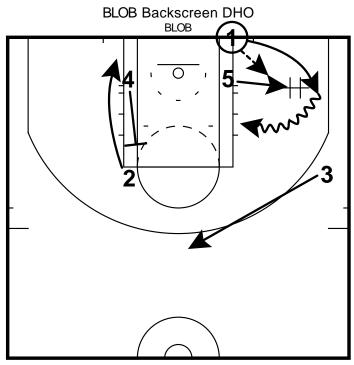


- 1 swings to 2 and loops under to wing 2 DHO's with 3 opposite wing
- 3 dribbles to the top

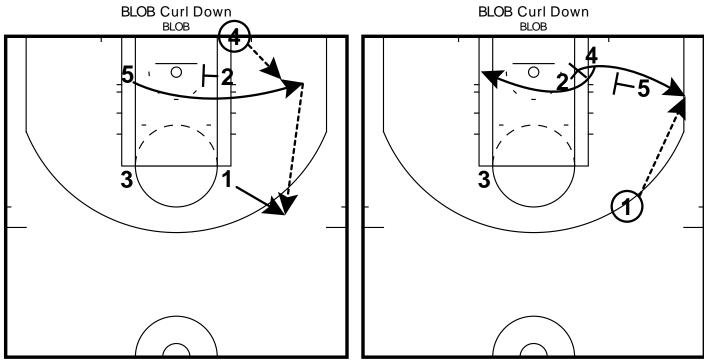
- 3 DHO's with 1
- 5 runs up to set BS for 1 and rolls



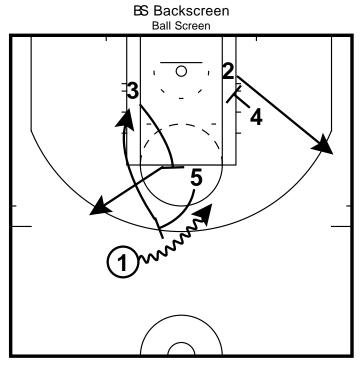
2 sets a BS for 1 Then 2 sets a Wedge screen for 5 5 runs in to set a BS for 1



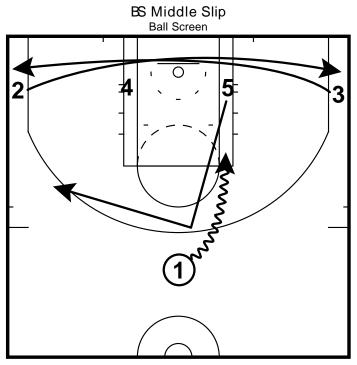
- 4 sets a backs screen for 2
- 5 pops to get catch from 1 3 clears, 1 goes off Handoff from 5



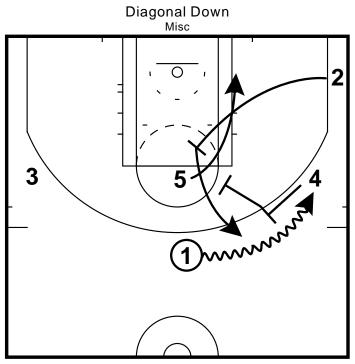
2 sets a down for 4 to curl 5 pins in 2 to the corner 1 looks for 4 curl or 2



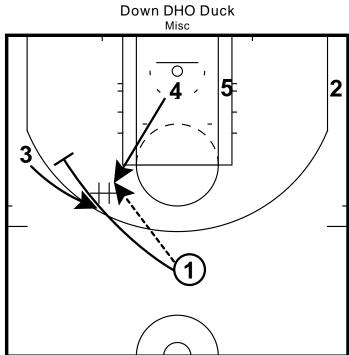
5 BS's for 1, 3 sets back screen for 5 4 pin downs for 2 during BS

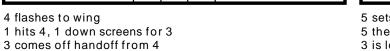


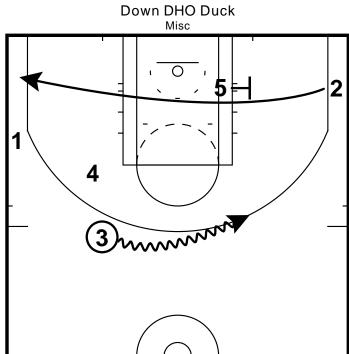
- 2 and 3 flips sides on baseline 5 sprints up and slips & 1 drives down hill off slip



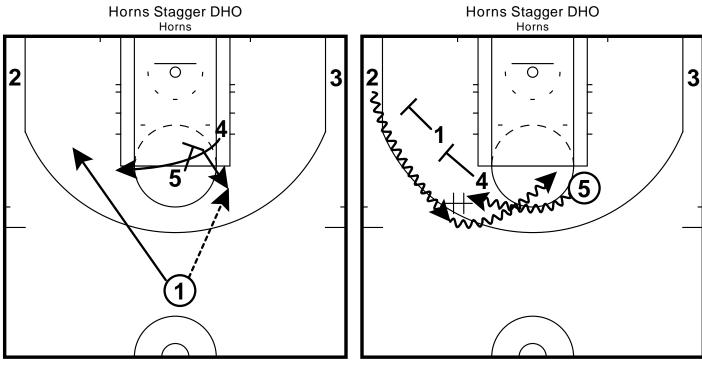
4 sets BS for 1, 2 sets diagonal for 5 4 down screens for 2



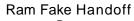


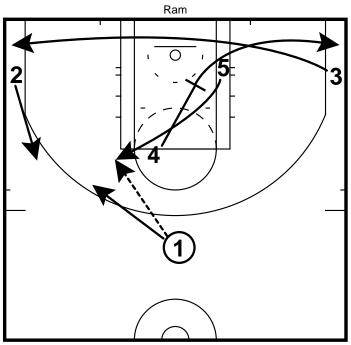


5 sets flex screen for 2 5 then ducks in 3 is looking for 5 post up

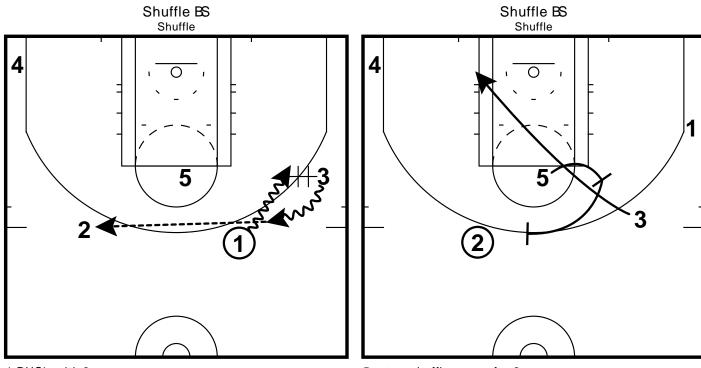


1 and 4 set a stagger for 2 5 DHO's to 2



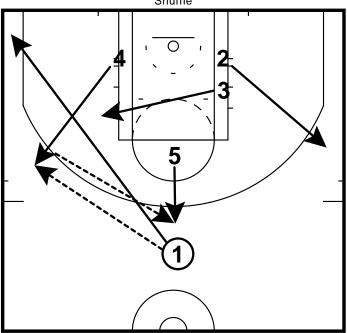


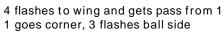
- 3 clears to corner, 4 sets screen for 5 2 fills up, 1 hits 5 on elbow 4 goes corner, 1 acts like he going to 5 5 fake handoff and rips to rim



5 sets a shuffle screen for 3 5 then sets BS for 2

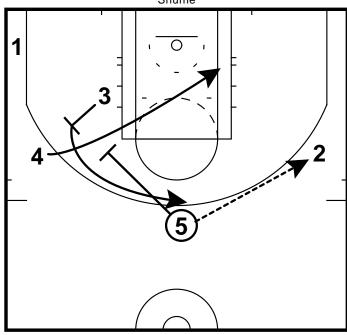
Shuffle Down Continuity Shuffle





- 2 pops out to the wing
- 4 hits 5 popping to top

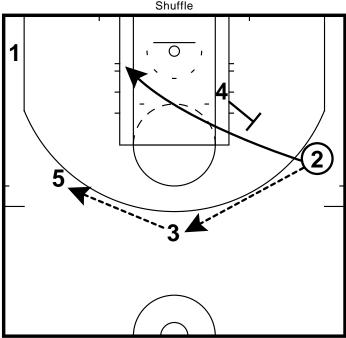
Shuffle Down Continuity
Shuffle



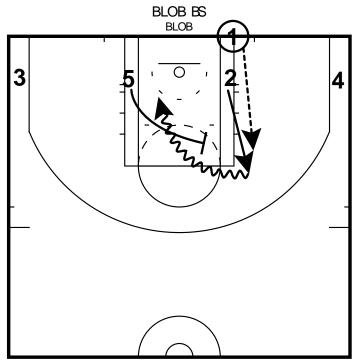
3 sets shuffle for 4

5 swings to 2 and downs screens for 3

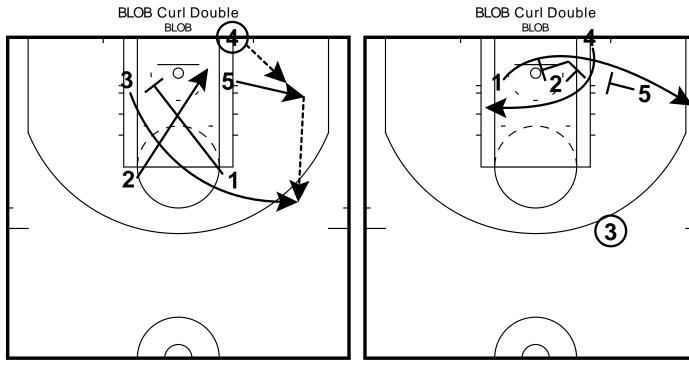
#### Shuffle Down Continuity Shuffle



- 2 swings to 3 on top
- 4 sets shuffle for 2
- 3 swings to 5
- You can continue continuity from here

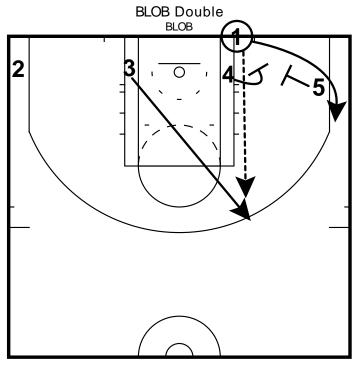


2 pops out to receive pass from 1 5 sets a BS for 2

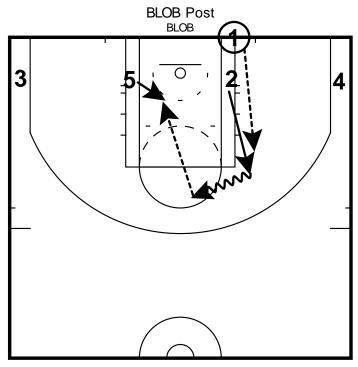


- 5 pops to get pass from 4
- 1 sets down for 3, 5 swings to 3
- 2 flashes to the rim

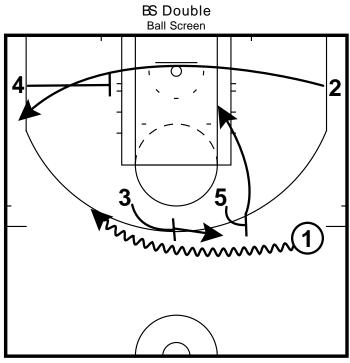
- $2\,$  sets down for 4 to curl and post
- 2 and 5 set double for 1
- 3 looks for 4 or 1



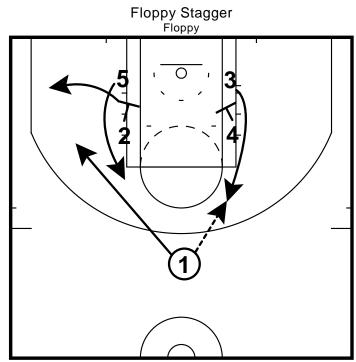
- 3 flashes for pass from 1
- 4 and 5 set double for 1

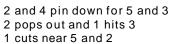


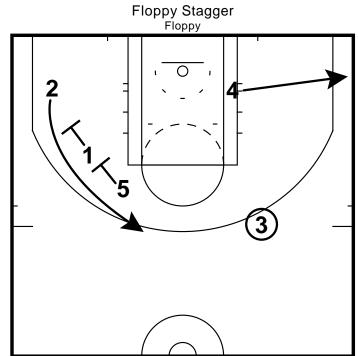
- 2 pops out to receive pass from 1 5 ducks in to post 2 looks in for 5



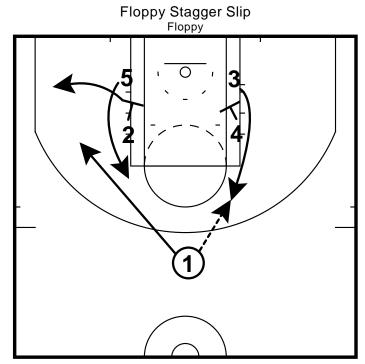
- 1 comes off double BS from 5 & 3 2 goes off a baseline screen from 4 5 rolls on BS and 3 pops

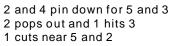


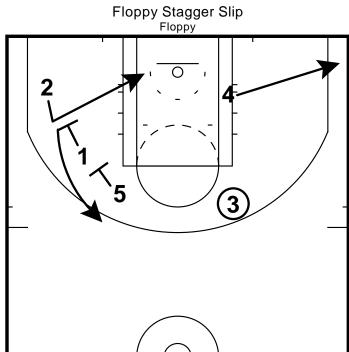




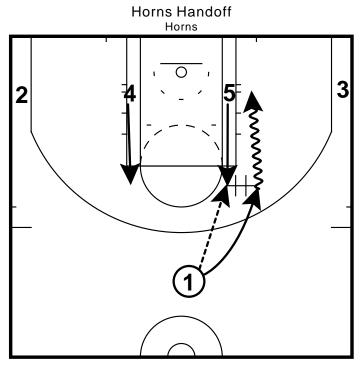
- 1 and 5 set a stagger for 2 4 pops to the corner
- 3 is looking for stagger or Iso



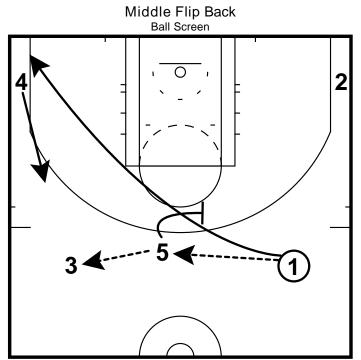


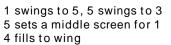


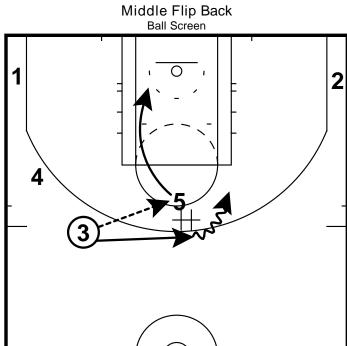
- 4 clears to corner
- 2 slips stagger to the rim 1 comes off screen from 5



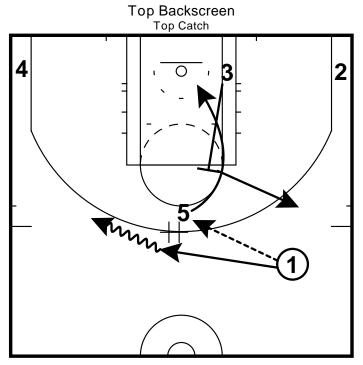
- 4 and 5 flash to elbow
- 1 goes off 5 for handoff to the rim



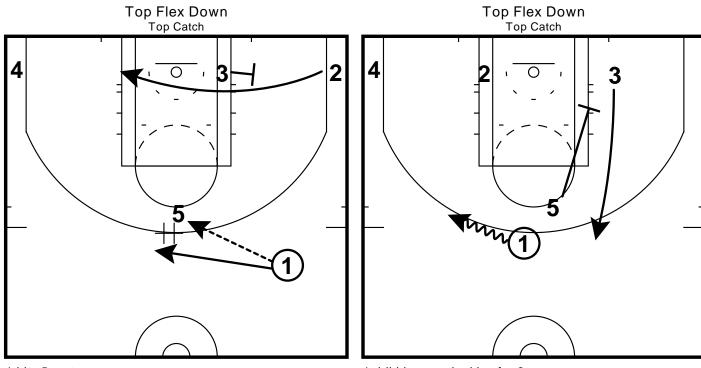




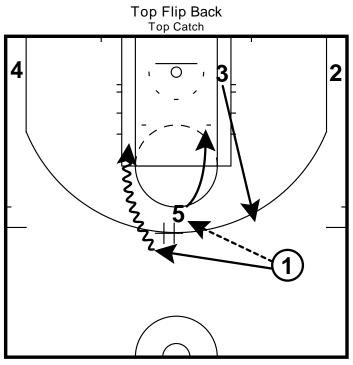
- 3 hits 5 on top
- 5 flips it back to 3 coming back
- 5 looks to roll
- 3 looks for shot or drive



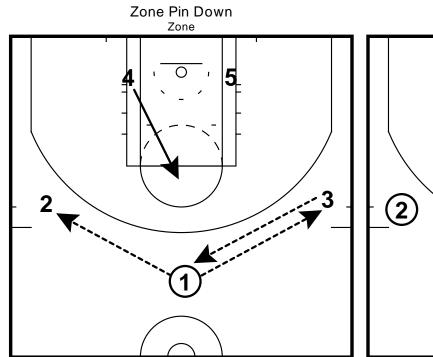
- 1 hits 5 on top, 5 flips back to 1 3 back screens for 5 3 pops to wing for shot if open

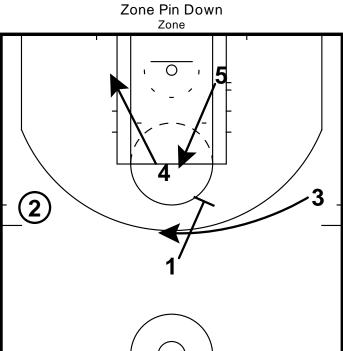


- 1 hits 5 on top
- 5 flips back to 1
- 3 sets a flex screen for 2



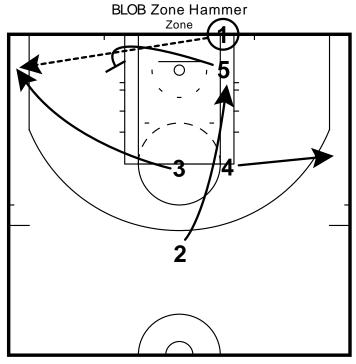
- 1 hits 5 on top
- 5 flips back to 1, 1 drives down hill 5 rolls to the rim, 3 replaces behind



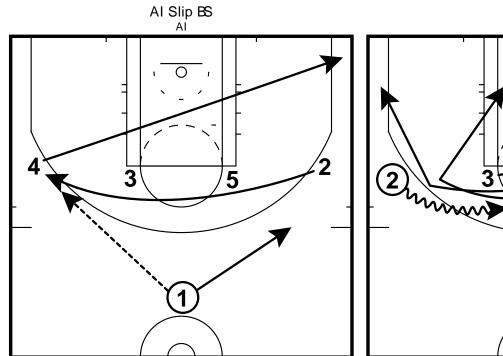


- 1 swings to 3, 3 passes back to 1 4 flashes to FT line
- 1 swings to 2

- 4 dives, 5 flashes
- 1 pins in opposite top guy for 3



- 4 flashes to the wing, 2 dives down 5 loops out to screen in outside man
- 3 dives to the corner
- 1 is looking corner for 3



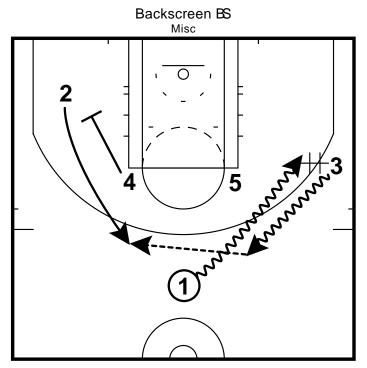


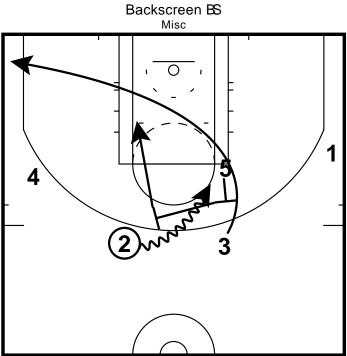
- 2 Al cut over 3 and 5
- 1 hits 2 on the wing and spaces out

- 3 cross screens for 5
- 5 runs in and slips BS on 2 3 follows and slips screen to corner

AI Slip BS

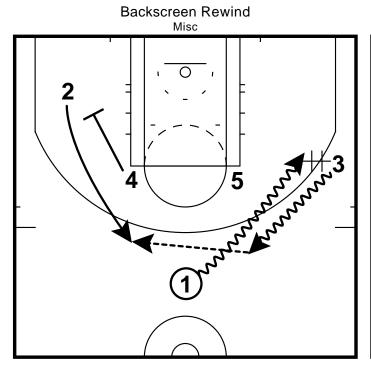
2 looks for slip or drive down hill

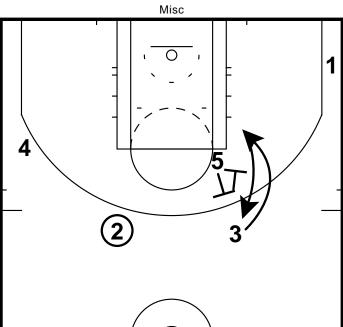




- 1 DHO's with 3
- 4 sets a pin down for 2
- 3 swings to 2

5 sets a back screen for 3 5 then sets a BS for 2 and rolls

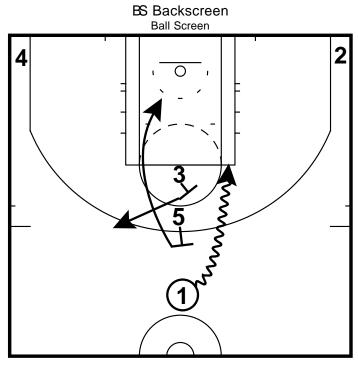




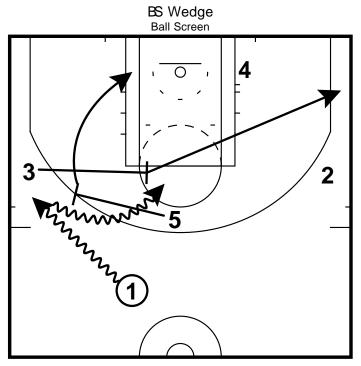
Backscreen Rewind

- 1 DHO's with 3
- 4 sets a pin down for 2
- 3 swings to 2

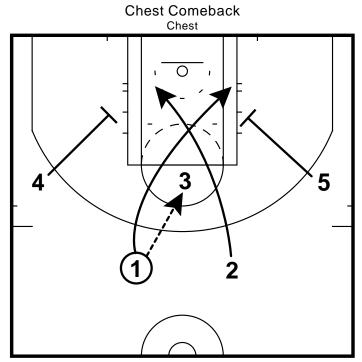
5 sets a back screen for 35 then sets a down for 3 to come back

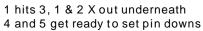


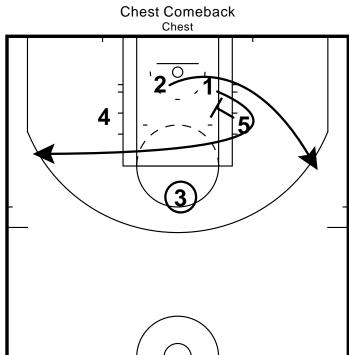
5 sets a BS for 1 and rolls 3 sets a back screen for 5 and pops



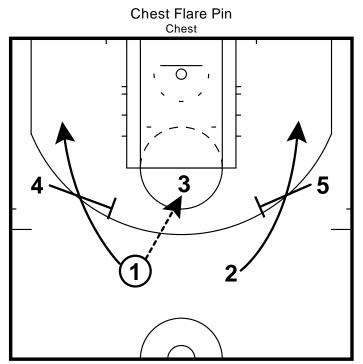
- 1 dribbles over to the wing 3 sets a wedge screen for 5 then clears 5 runs in to set a BS for 1 and rolls



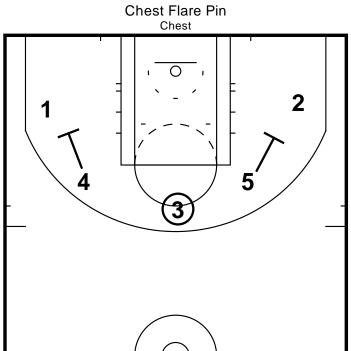




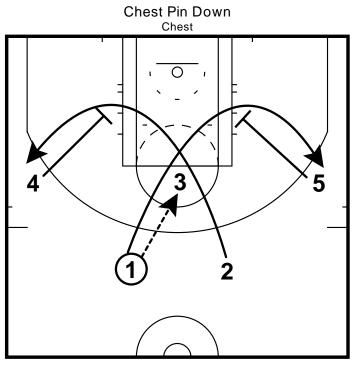
1 curls the pin down from 5 2 then follows off pin down from 5





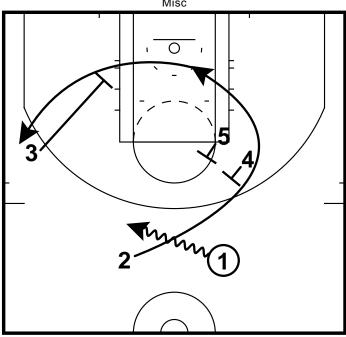


- 4 and 5 then re-screen pin down
- 1 and 2 come off pin downs
- 3 is looking for curls or easy mid range
- 4 and 5 look to post up after pin down

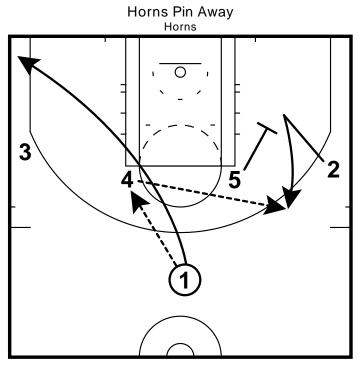


1 hits 3, 1 & 2 X out underneath 4 and 5 pin down for 1 & 2 3 will choose either way to swing 4 & 5 post up after pin downs

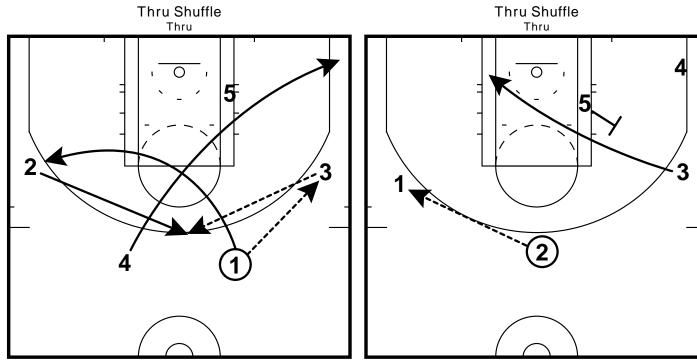
#### Double Flare/Pin Misc



2 cuts off a double flare from 5 and 4 1 dribbles over to slot 2 loops under off a pin down from 3 looking for 2 shot or 3 post up

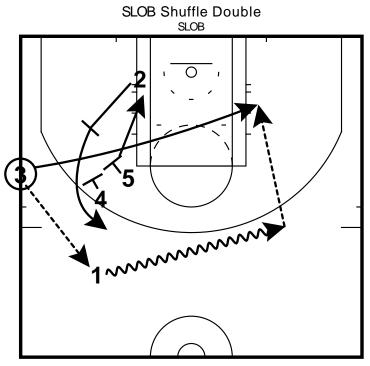


1 hits 4 on elbow then cuts corner 5 sets pin down for 2 If no shot, 5 looking to post



1 swings to 3 and cuts opposite 4 cuts corner, 2 fills to top 3 hits 2 on top

2 swings to 1 5 sets a shuffle screen for 3 to post



- 3 hits 1 then goes off shuffle from 2 4 and 5 set double for 2 1 hits 3 posting up, 5 slips after screen