

5 Out Delay Playbook

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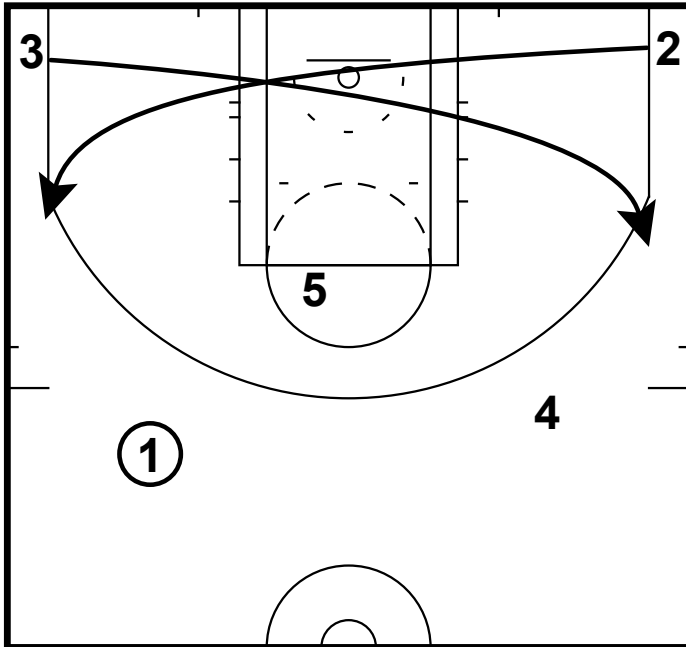
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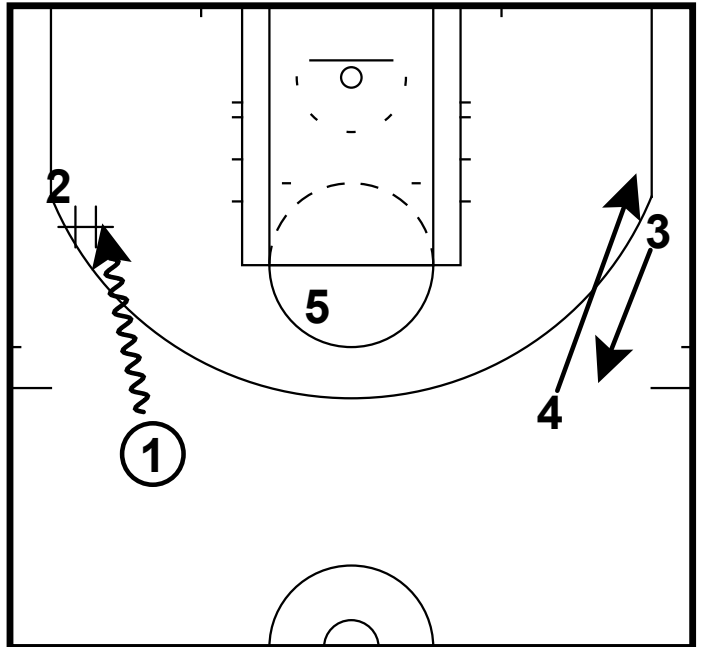
5 Out Delay Playbook

Pistol Exchange Backdoor (Drake)
5 Out Delay



2 and 3 will exchange before the pistol action begins

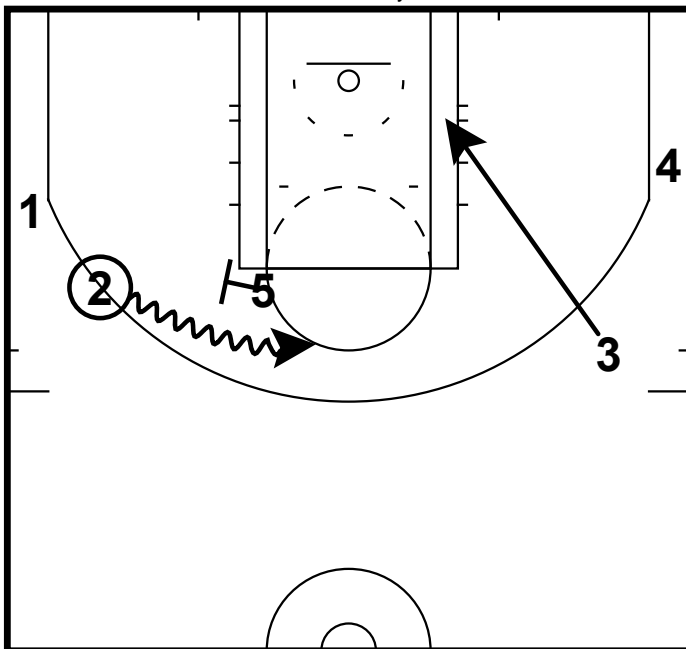
Pistol Exchange Backdoor (Drake)
5 Out Delay



1 will dribble hand off to 2

4 and 3 will exchange on the weak side.

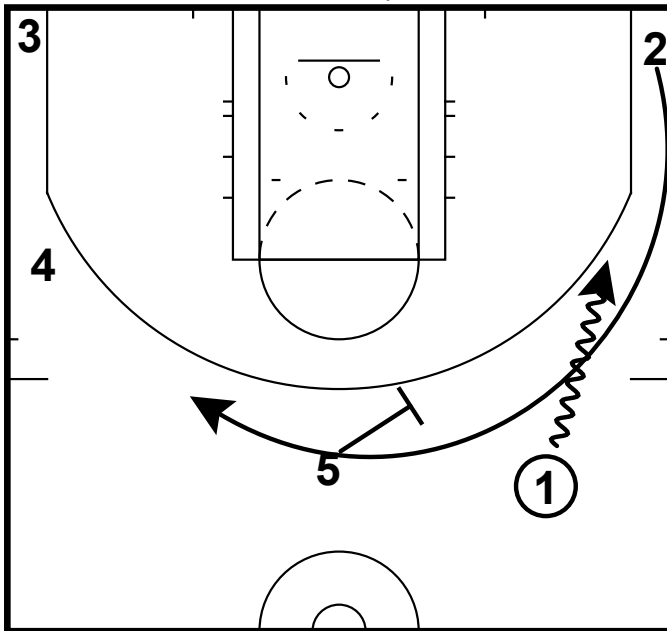
Pistol Exchange Backdoor (Drake)
5 Out Delay



5 will follow the DHO with a screen as 3 cuts backdoor

5 Out Delay Playbook

Pistol Flare Under (Loyola Chicago)
5 Out Delay

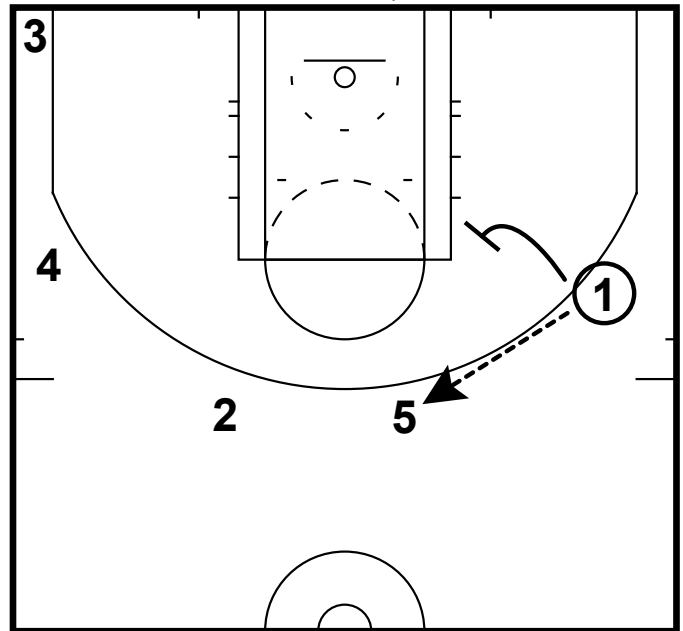


1 sets a dribbles at 2

2 cuts off 1 as 1 keeps the ball

5 joins with a flare screen for 2

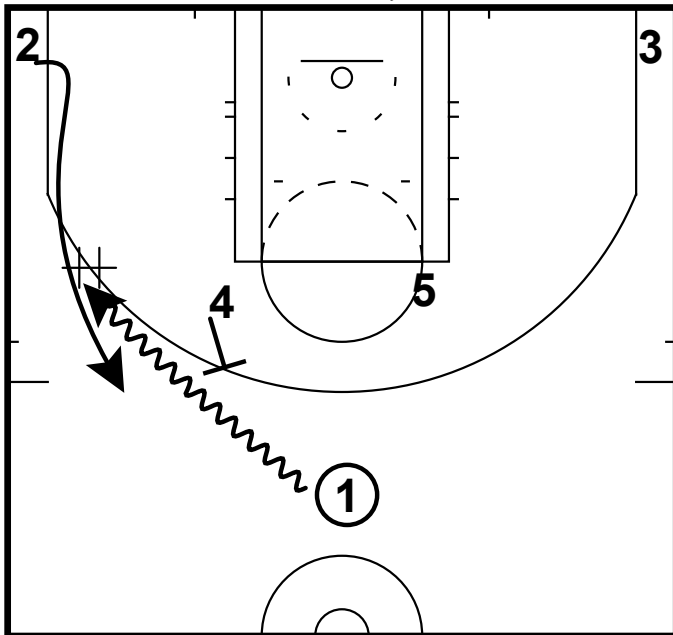
Pistol Flare Under (Loyola Chicago)
5 Out Delay



1 throws to 5 and ball screens for 5

5 Out Delay Playbook

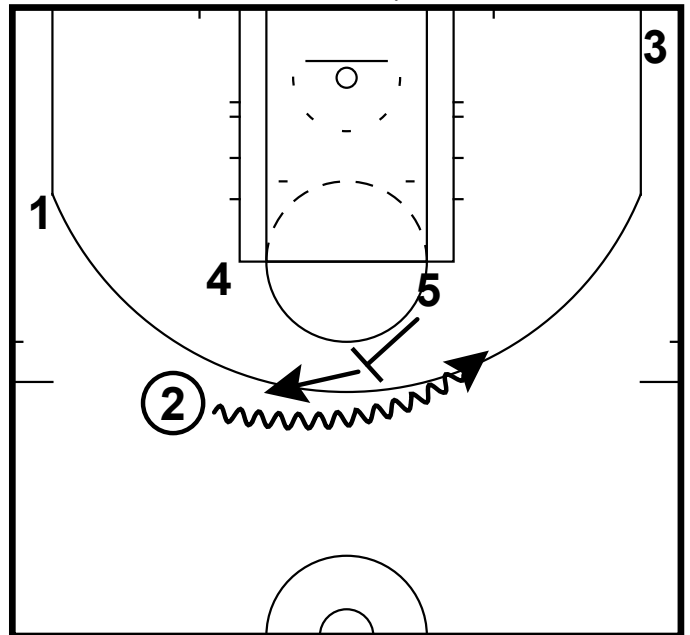
Pistol Pop Chicago (Northwestern)
5 Out Delay



4 sets a ball screen for 1

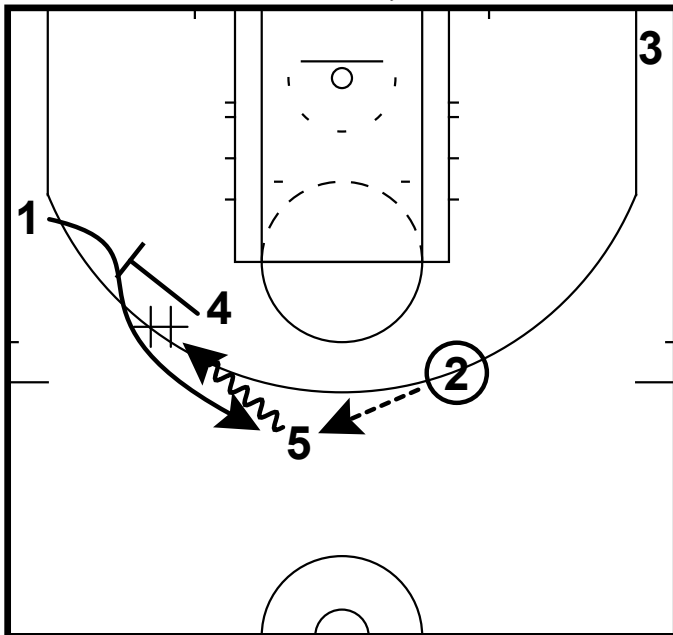
1 does a dribble hand off with 2

Pistol Pop Chicago (Northwestern)
5 Out Delay



5 sets a ball screen for 2

Pistol Pop Chicago (Northwestern)
5 Out Delay

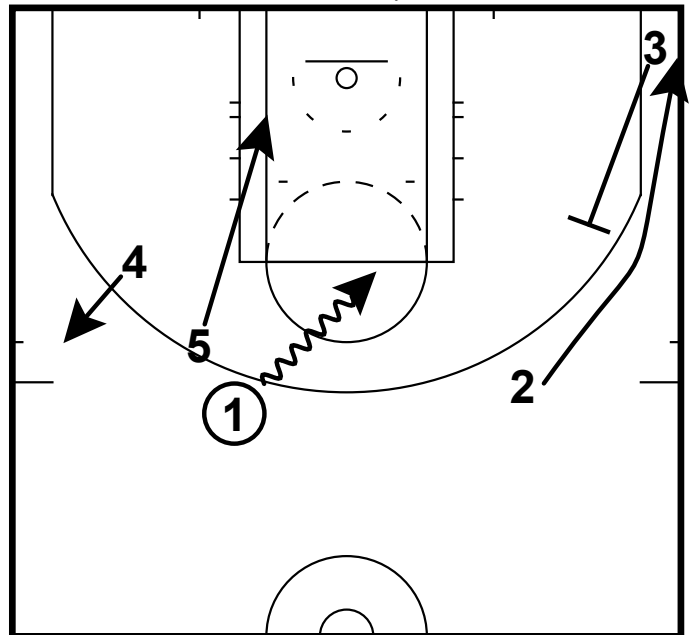


5 pops and gets the pass from 2

4 screens for 1

1 then gets a dribble hand off from 5

Pistol Pop Chicago (Northwestern)
5 Out Delay



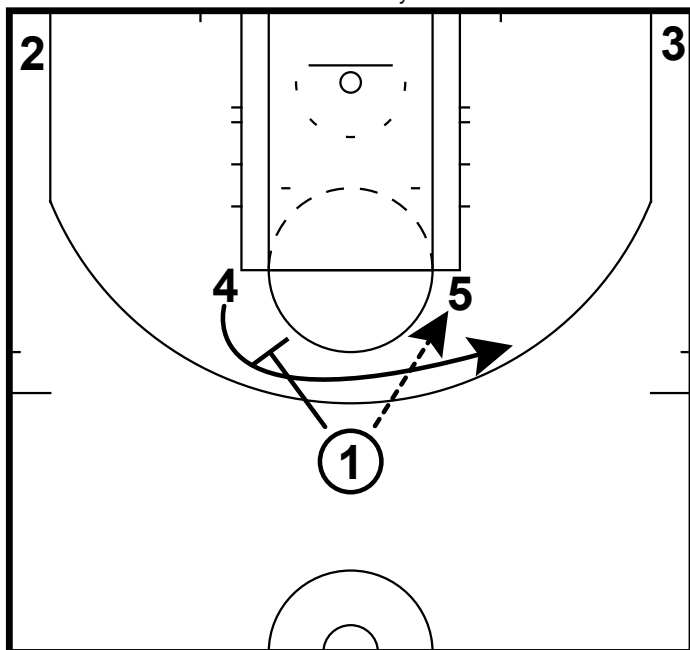
4 pops

5 rolls

2 gets a flare screen from 3

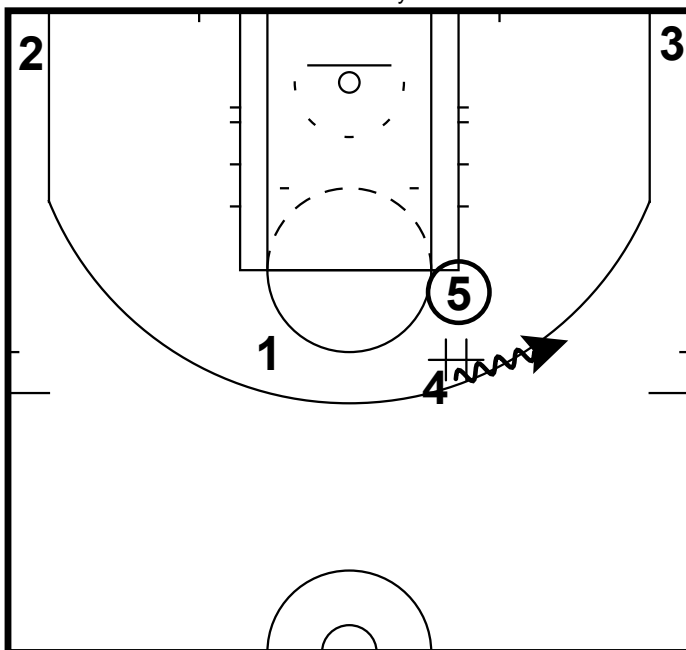
5 Out Delay Playbook

Wide Chicago Stampede (Panathinaikos)
5 Out Delay



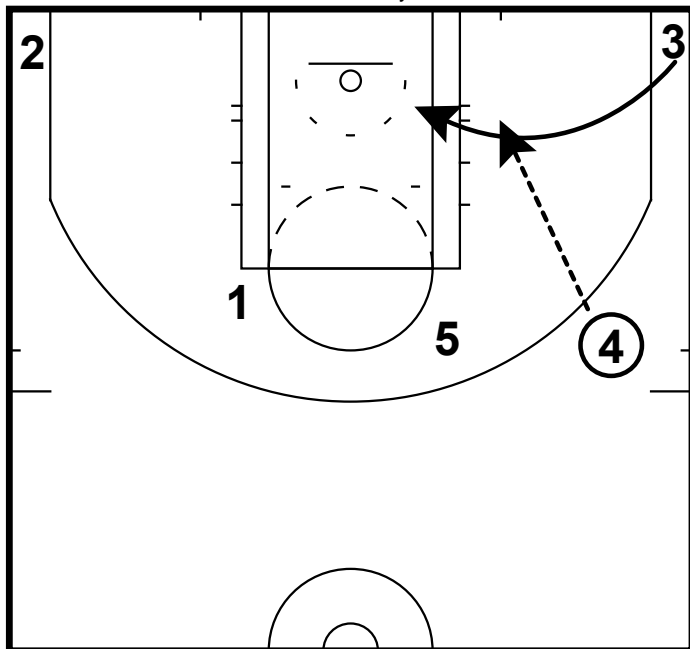
1 passes to 5 and screens for 4

Wide Chicago Stampede (Panathinaikos)
5 Out Delay



5 sets a dribble hand off for 4

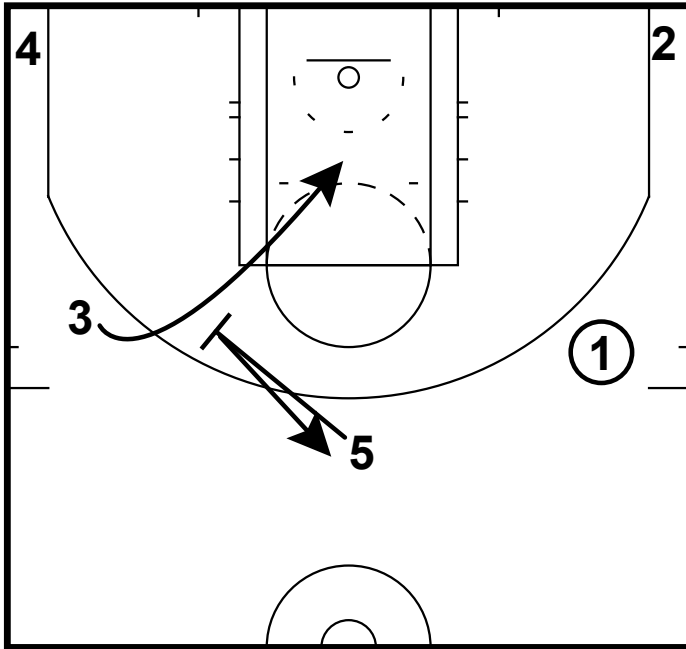
Wide Chicago Stampede (Panathinaikos)
5 Out Delay



3 stampedes and 4 passes to 3

5 Out Delay Playbook

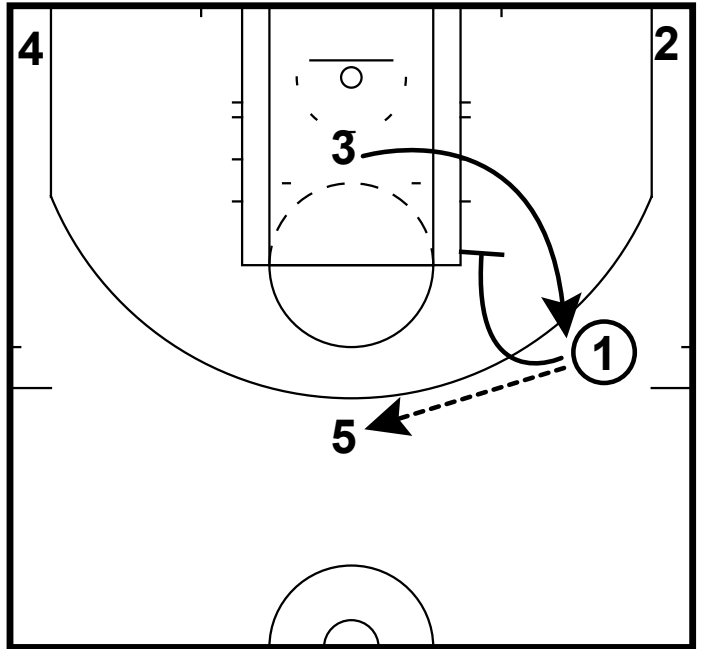
Wide Pin Reject Gut DHO
5 Out Delay



5 pin screens for 3

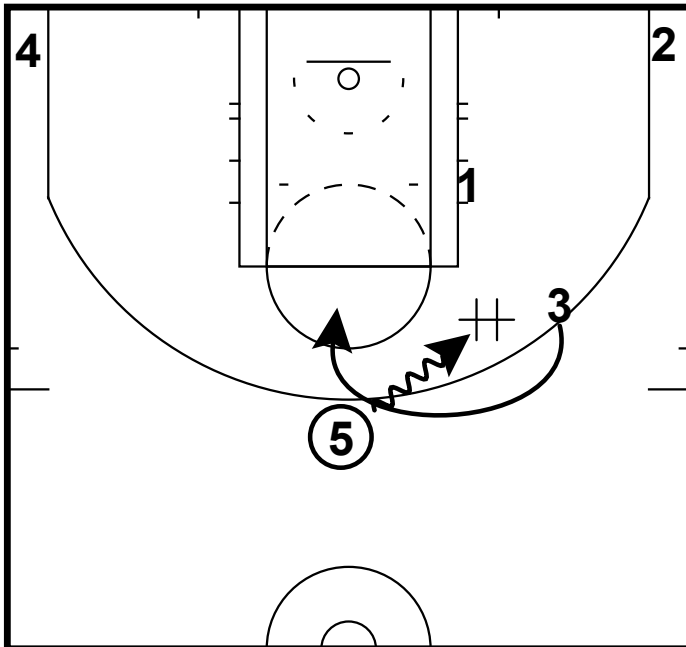
3 rejects the screen

Wide Pin Reject Gut DHO
5 Out Delay

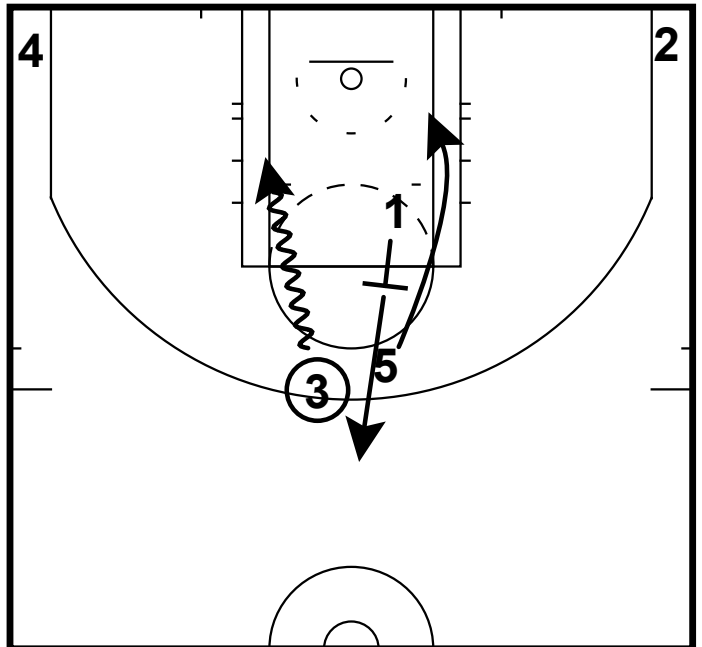


1 passes to 5 and sets and screen for 3

Wide Pin Reject Gut DHO
5 Out Delay

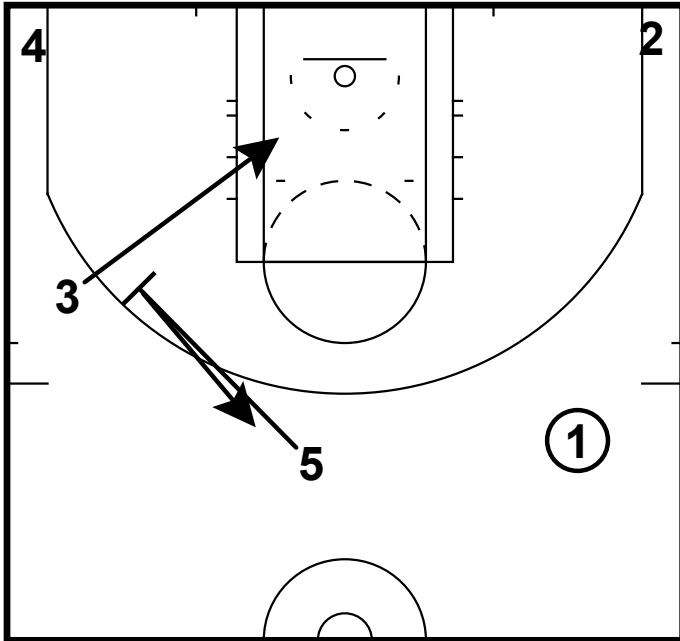


Wide Pin Reject Gut DHO
5 Out Delay



5 Out Delay Playbook

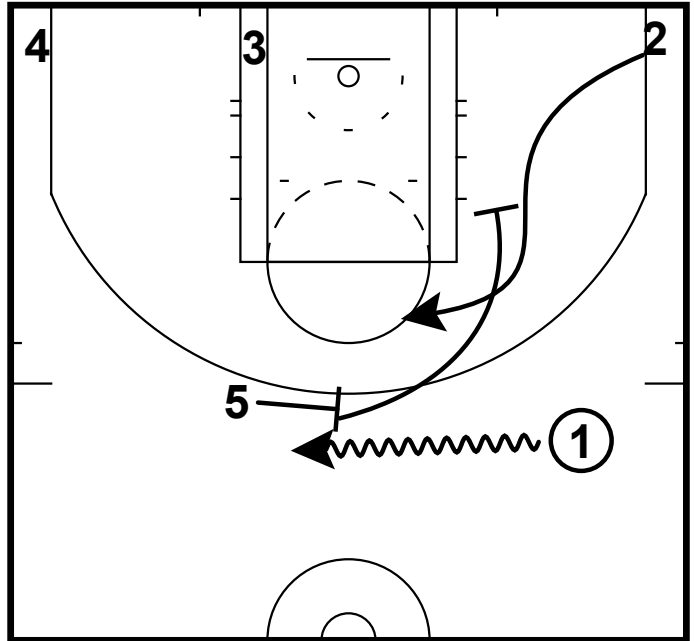
Wide Pin Reject- Spread BS Veer (Washington Wizards)
5 Out Delay



5 pin screens for 3

3 rejects the wide pin screen and cuts to the basket

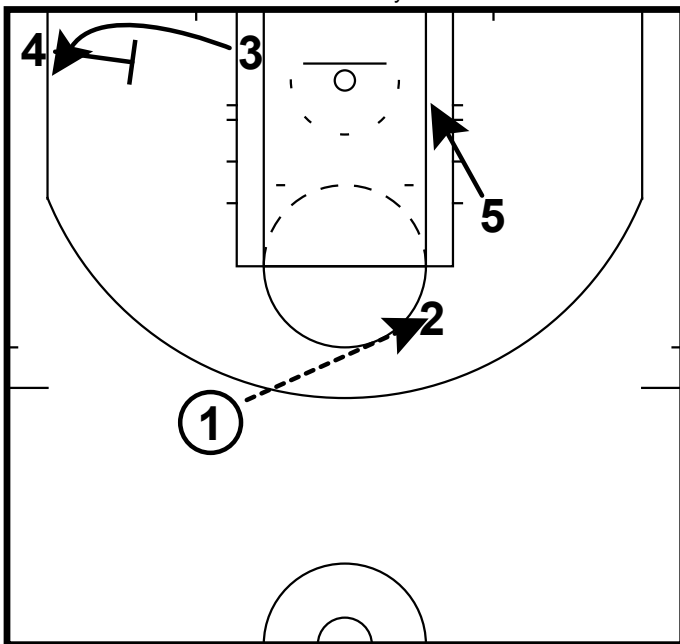
Wide Pin Reject- Spread BS Veer (Washington Wizards)
5 Out Delay



5 sets a ball screen for 1

5 then veers and screens for 2

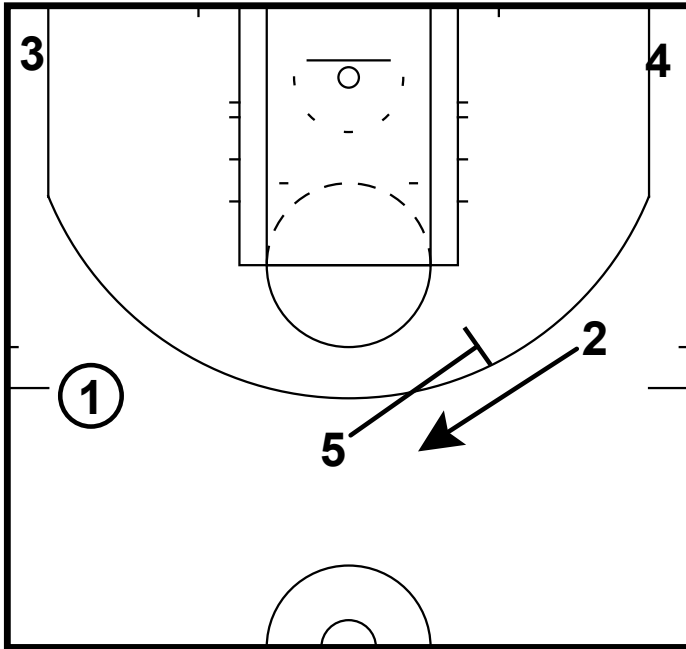
Wide Pin Reject- Spread BS Veer (Washington Wizards)
5 Out Delay



4 sets an exit screen for 3

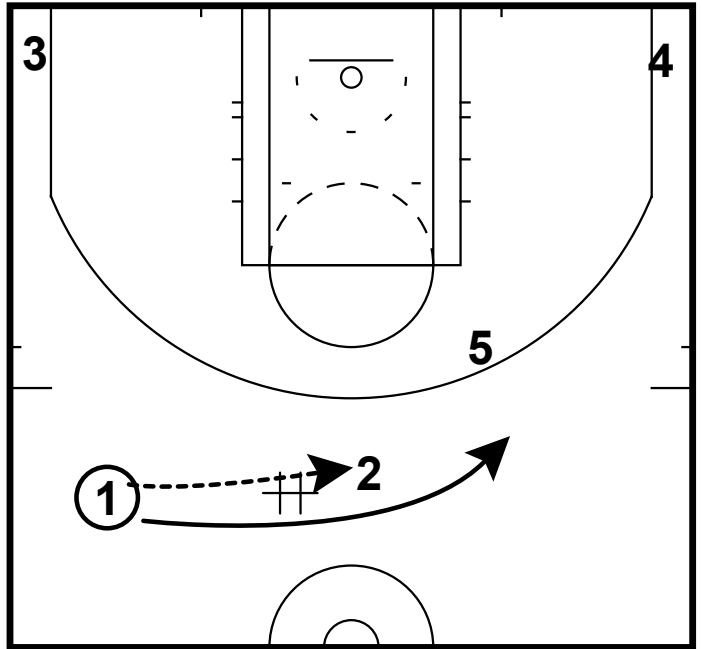
5 Out Delay Playbook

Wide Pin- Touch- Spread BS- Veer (Alabama)
5 Out Delay



5 pin screens for 2

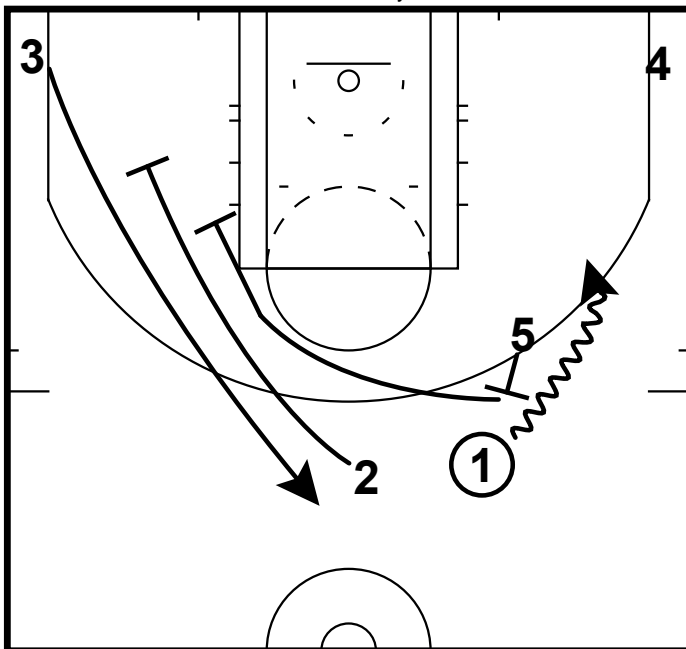
Wide Pin- Touch- Spread BS- Veer (Alabama)
5 Out Delay



1 throws to 2

2 sets a dribble hand off for 1

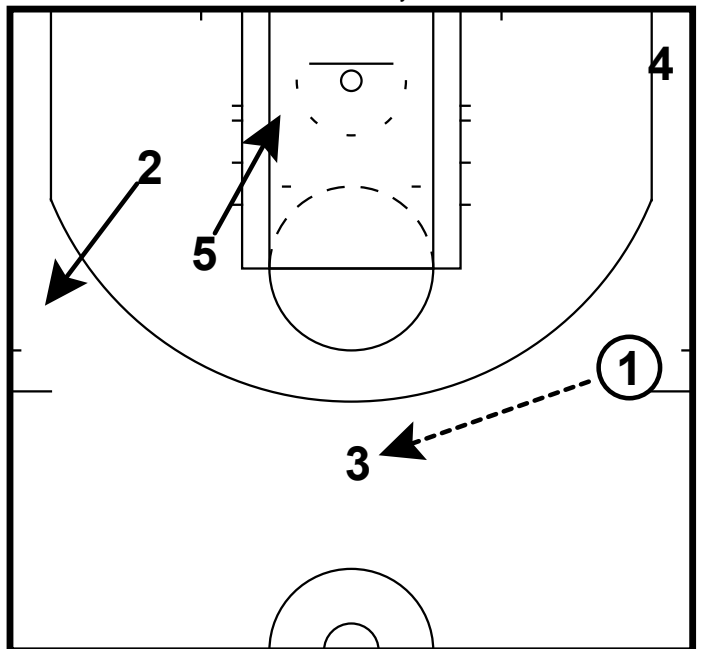
Wide Pin- Touch- Spread BS- Veer (Alabama)
5 Out Delay



5 sets a ball screen for 1

2 and 5 veer into a double stagger for 3

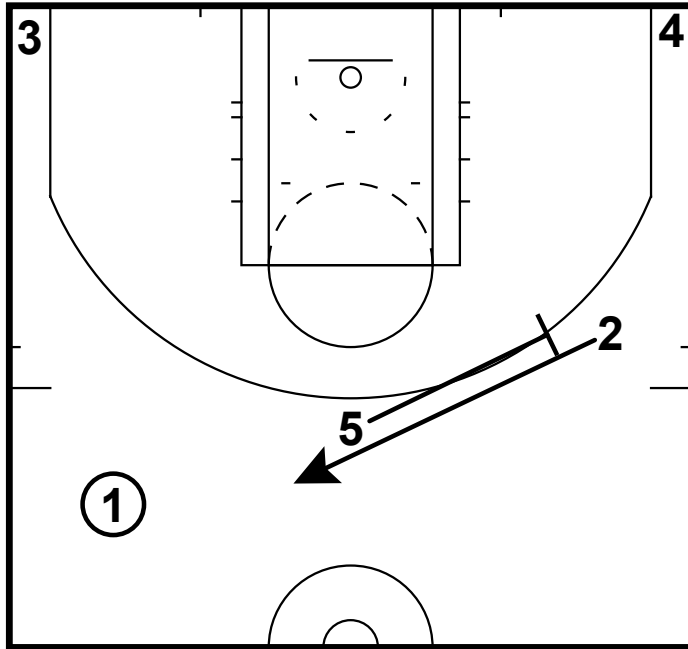
Wide Pin- Touch- Spread BS- Veer (Alabama)
5 Out Delay



5 rolls and 2 pops

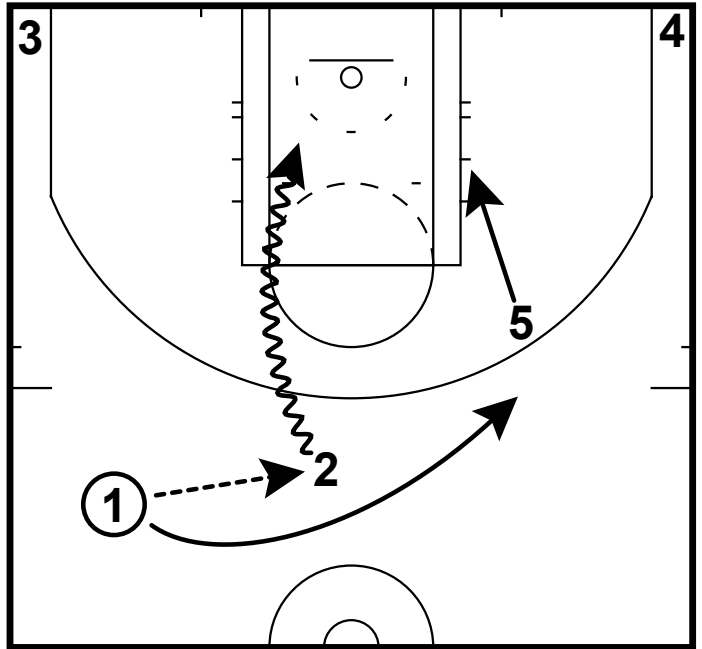
5 Out Delay Playbook

Wide Pin - Touch- Keep (Furman)
5 Out Delay



5 pin screens for 2

Wide Pin - Touch- Keep (Furman)
5 Out Delay

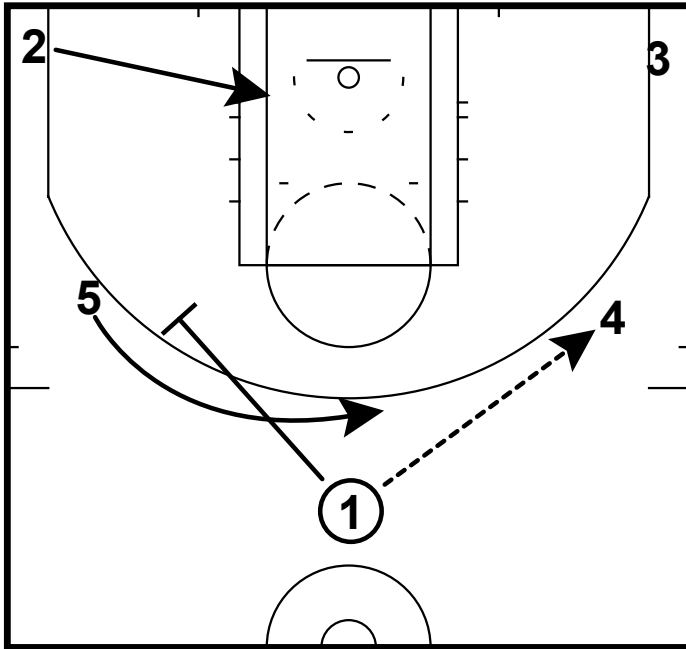


1 throws to 2

2 fakes the hand off and drives to he rim

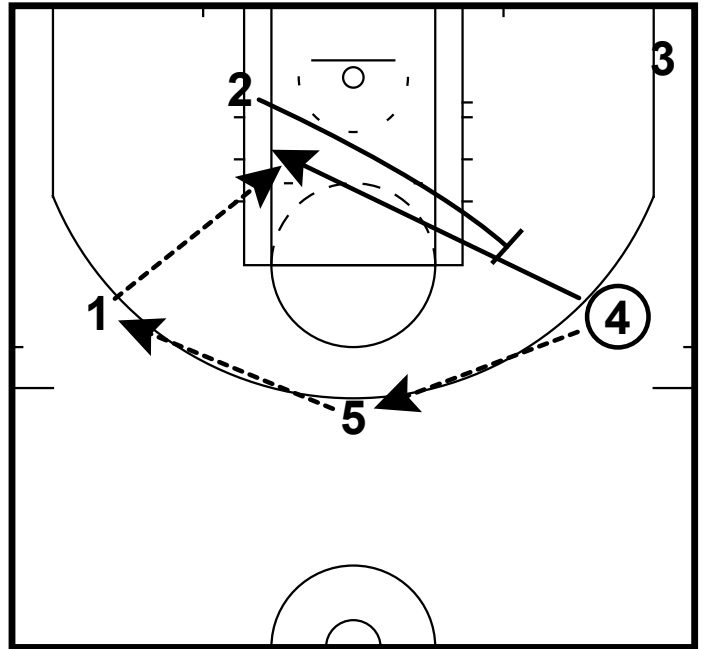
5 Out Delay Playbook

Wide Pin-Shuffle (Alba Berlin)
5 Out Delay



1 throws to 4 and pin screens for 5

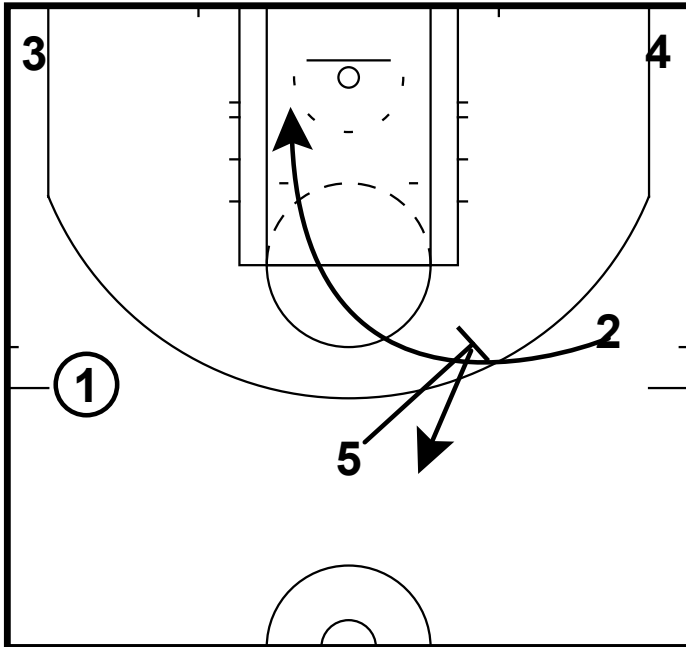
Wide Pin-Shuffle (Alba Berlin)
5 Out Delay



as the ball is reversed 2 shuffle screens for 4

5 Out Delay Playbook

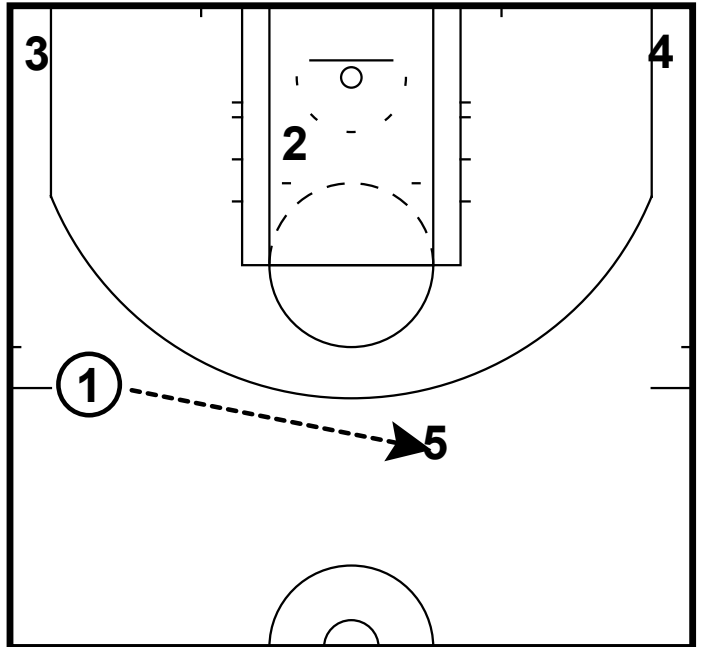
Wide Pin- Double Gap-Furman
5 Out Delay



5 pin screens for 2

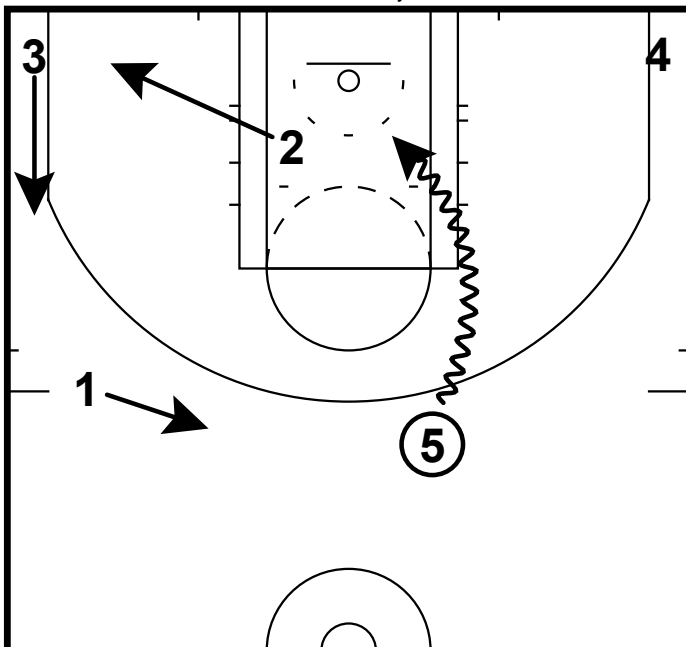
2 curls the screen and 5 pops

Wide Pin- Double Gap-Furman
5 Out Delay



1 passes to 5

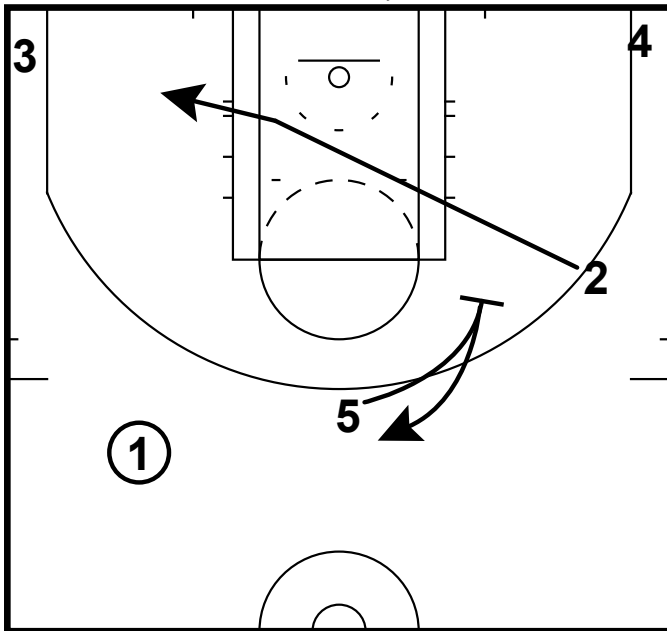
Wide Pin- Double Gap-Furman
5 Out Delay



5 drives the double gap

5 Out Delay Playbook

Wide Pin- Reject-Delay- Go (Furman)
5 Out Delay

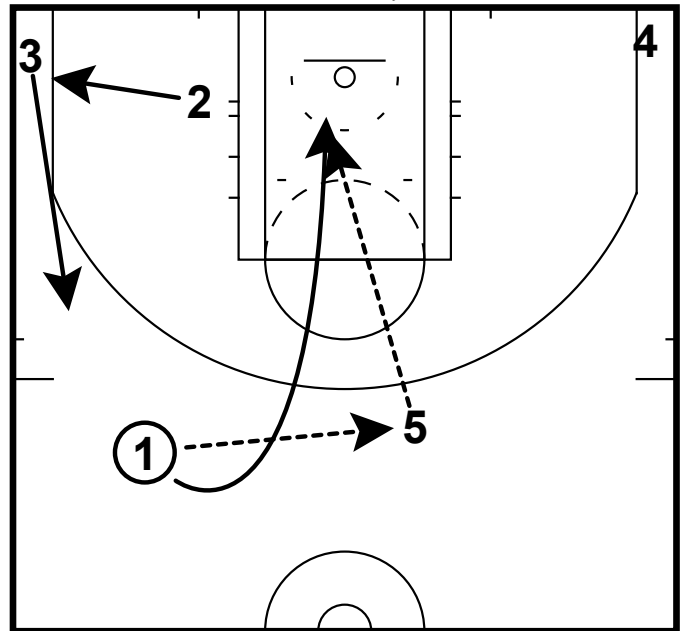


5 pin screens for 2

2 rejects the screen

5 pops

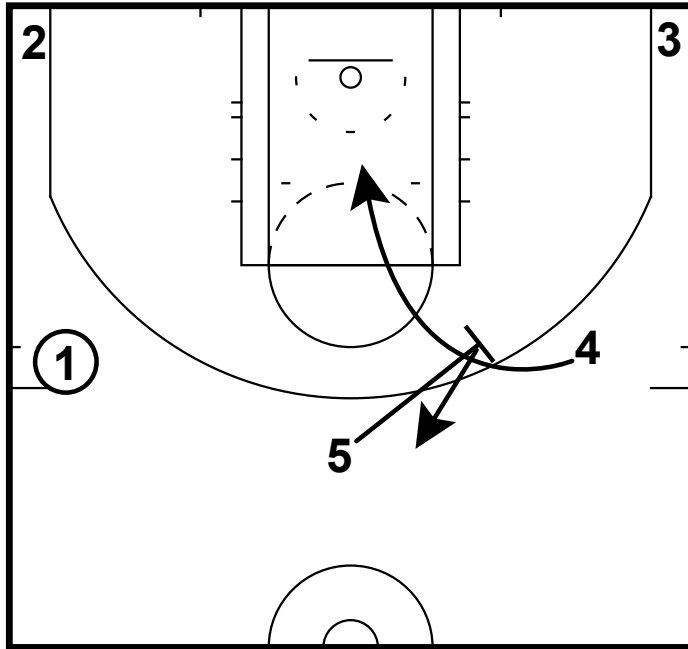
Wide Pin- Reject-Delay- Go (Furman)
5 Out Delay



1 passes to 5 then go cuts to the rim

5 Out Delay Playbook

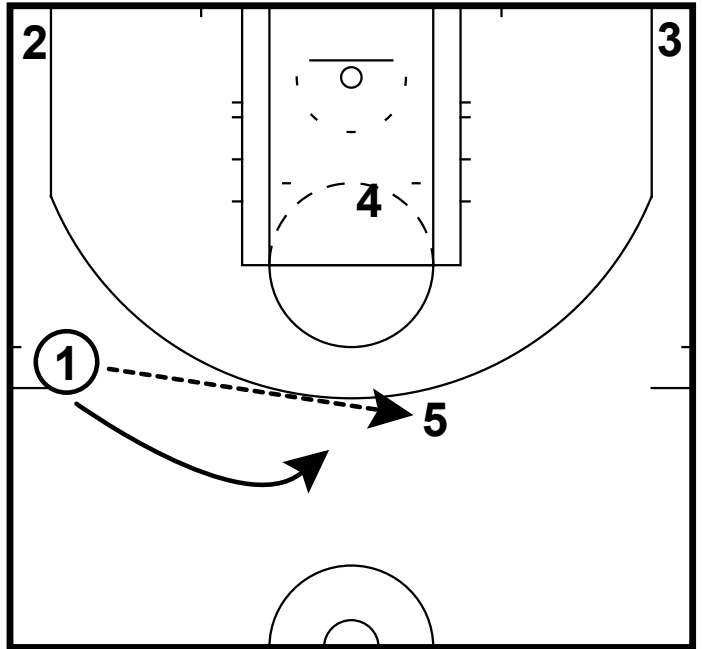
Wide Pin-Delay-Touch (Furman)
5 Out Delay



5 sets the pin screen for 4

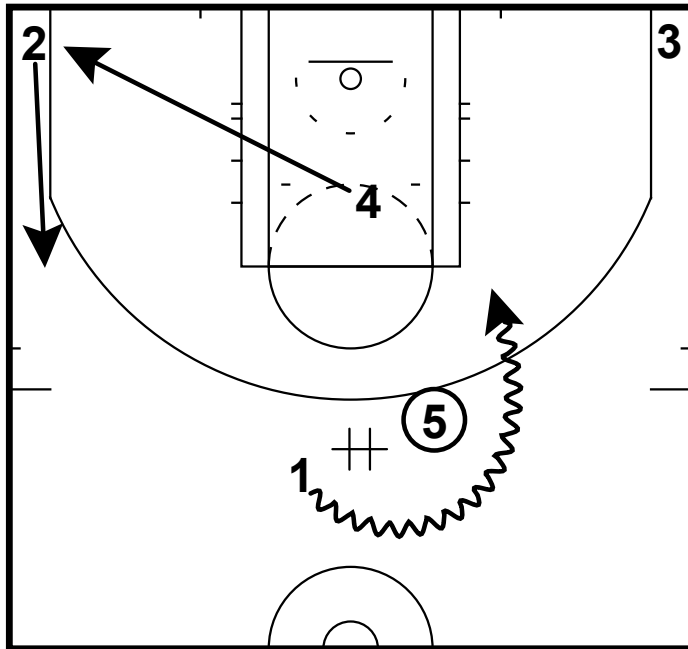
4 curls the screen and 5 pops

Wide Pin-Delay-Touch (Furman)
5 Out Delay



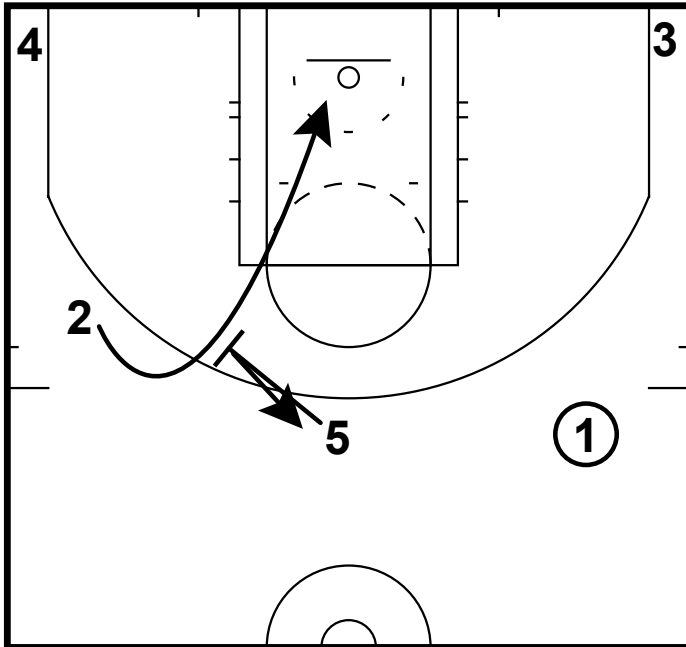
1 passes to 5

Wide Pin-Delay-Touch (Furman)
5 Out Delay



5 Out Delay Playbook

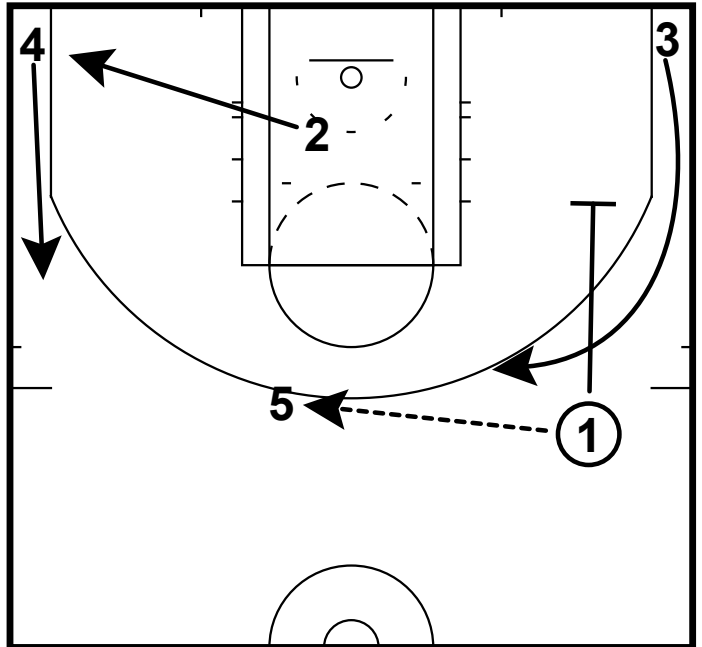
Wide Pin- Reject-Delay-Chicago (Colorado)
5 Out Delay



5 pin screens for 2

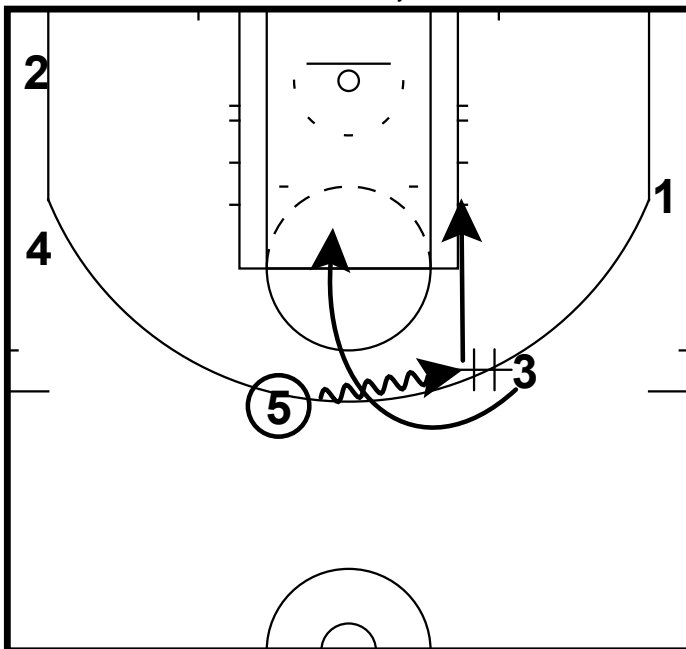
2 rejects the screen and 5 pops

Wide Pin- Reject-Delay-Chicago (Colorado)
5 Out Delay



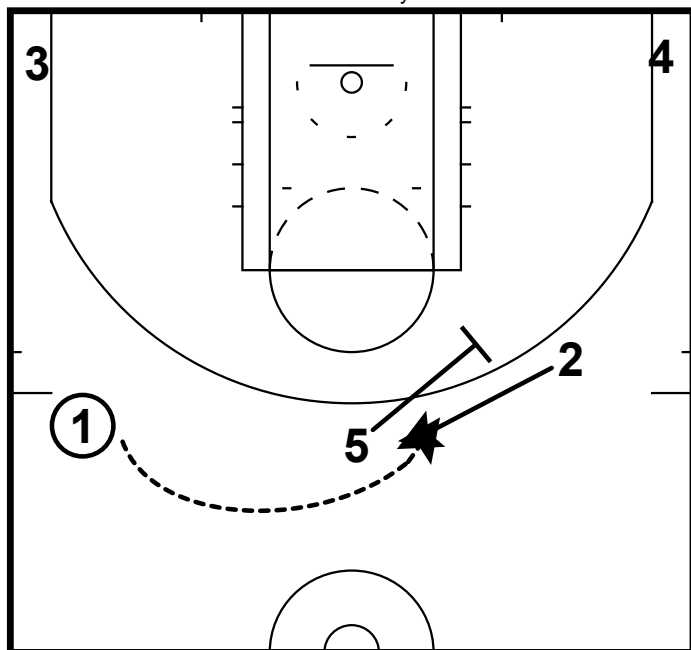
1 passes to 5 and screens for 3

Wide Pin- Reject-Delay-Chicago (Colorado)
5 Out Delay



5 Out Delay Playbook

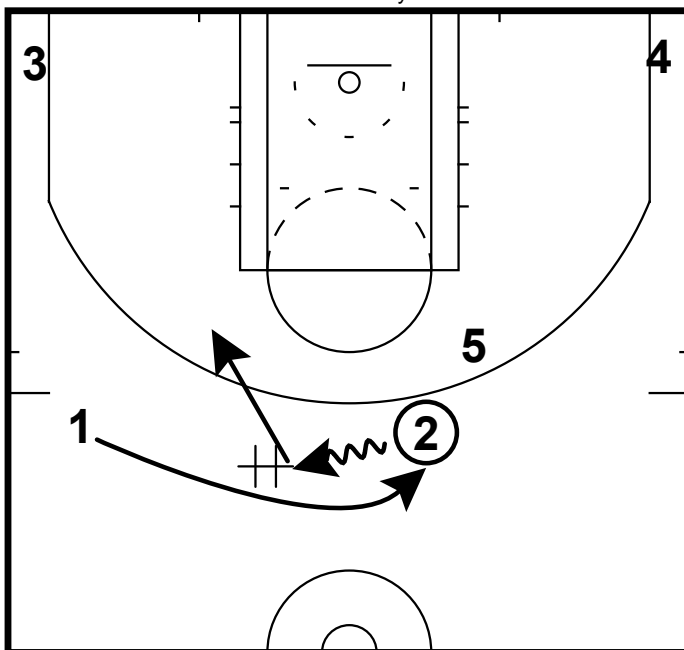
Wide Pin-Wiper (Uconn)
5 Out Delay



5 pin screens for 2

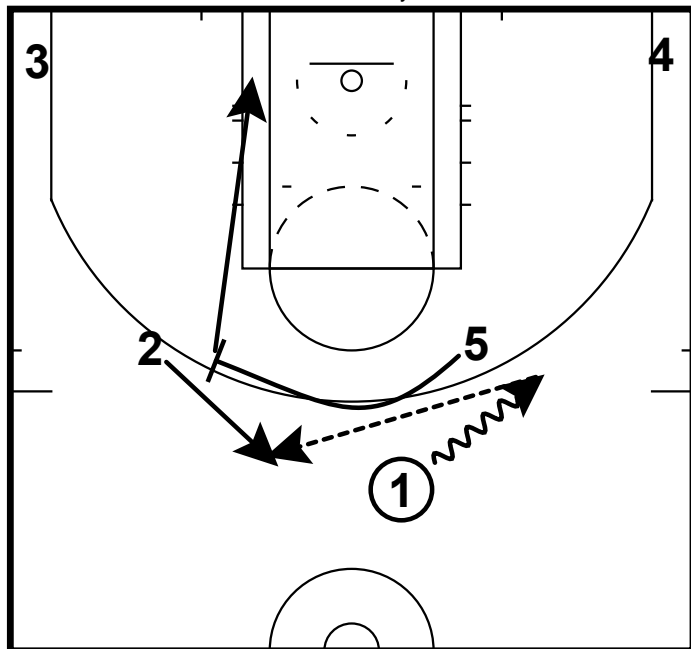
1 passes to 2

Wide Pin-Wiper (Uconn)
5 Out Delay



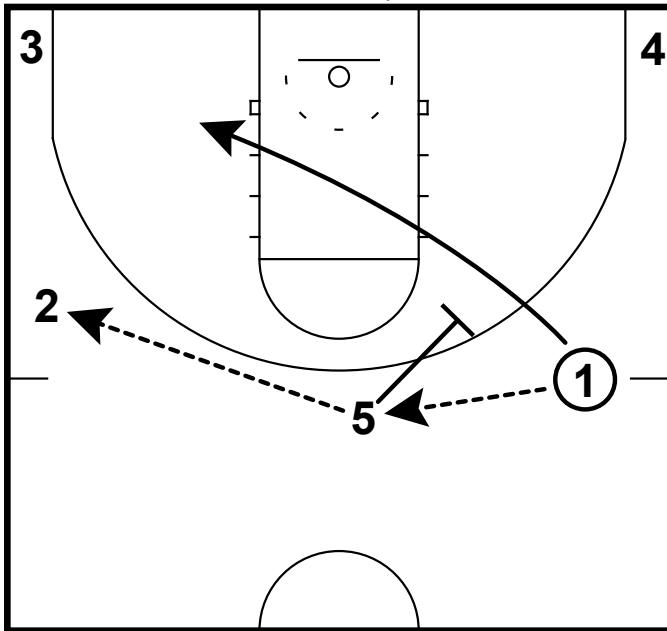
2 dribble hand off to 1

Wide Pin-Wiper (Uconn)
5 Out Delay

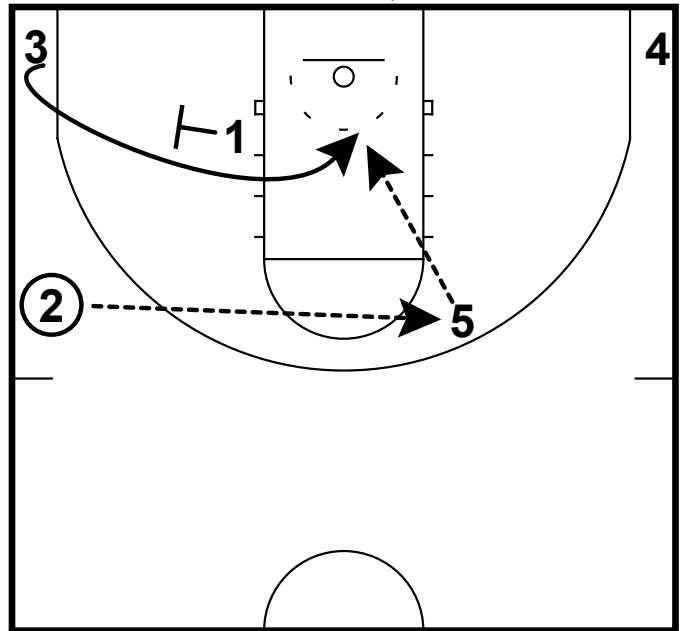


5 Out Delay Playbook

Wide Pin Reject Flex (Ohio State)
5 Out Delay



Wide Pin Reject Flex (Ohio State)
5 Out Delay



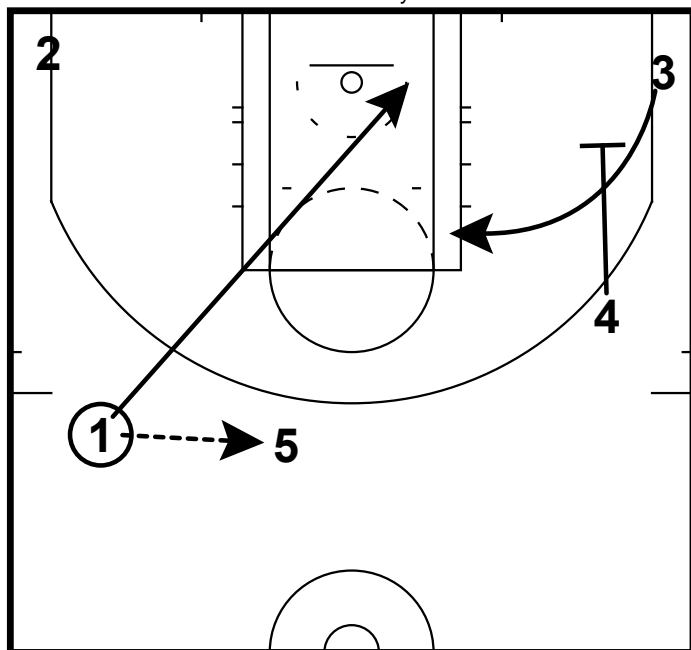
1 passes the ball to 5

5 then passes to 2 and pin screens for 1

1 rejects the screen

5 Out Delay Playbook

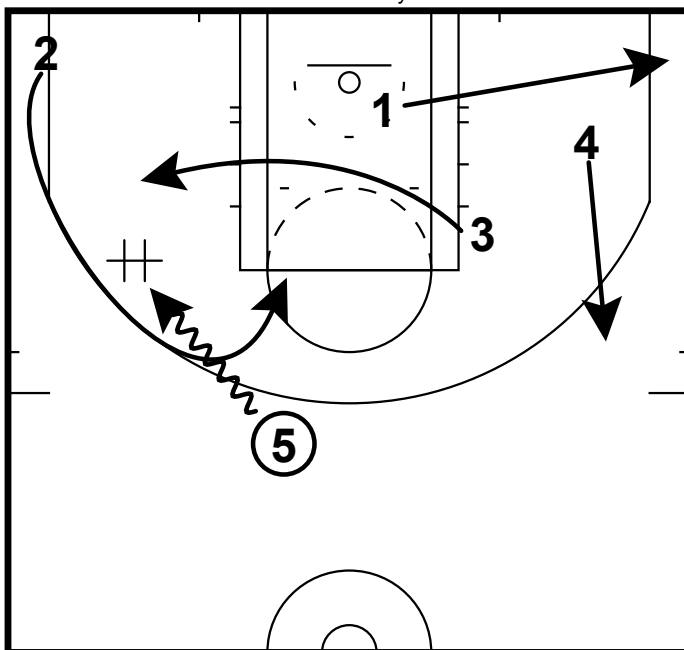
Single Pin-Side Chicago (Alvark Tokyo)
5 Out Delay



1 passes to 5 and cuts to the rim

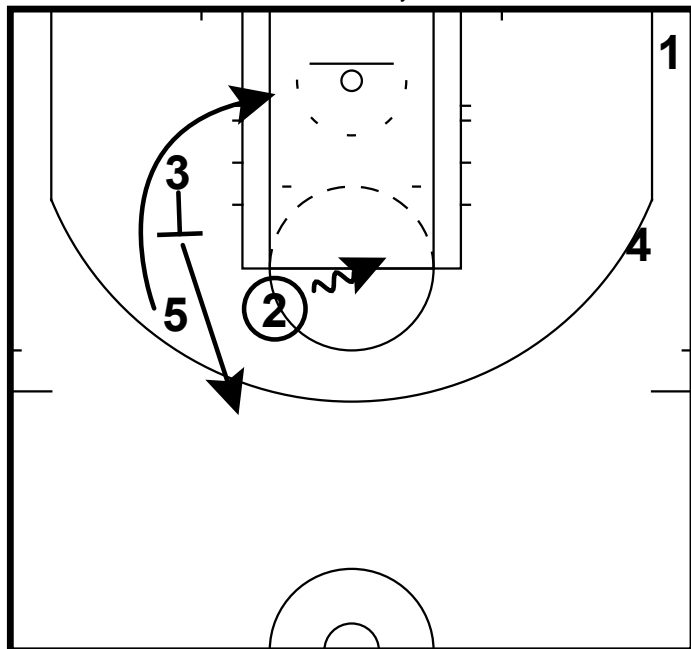
4 pin screens for 3

Single Pin-Side Chicago (Alvark Tokyo)
5 Out Delay



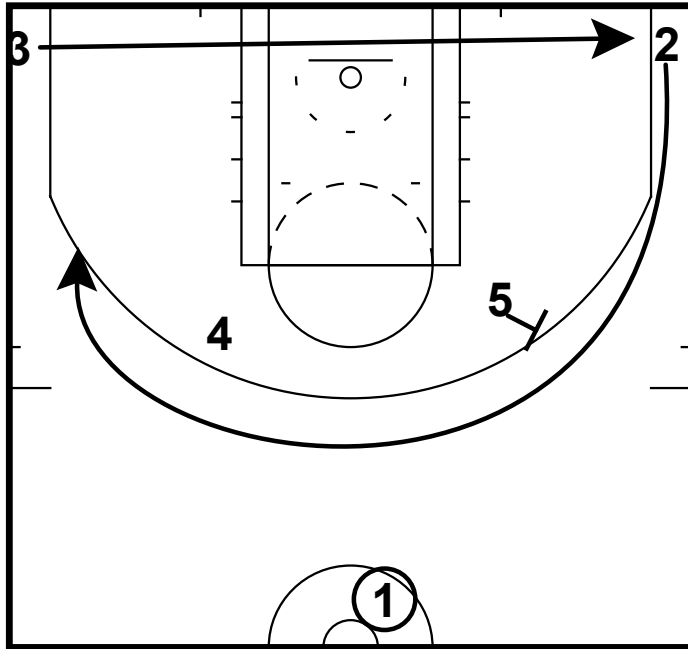
5 sets a dribble hand off for 2 as 3 cuts behind the action

Single Pin-Side Chicago (Alvark Tokyo)
5 Out Delay



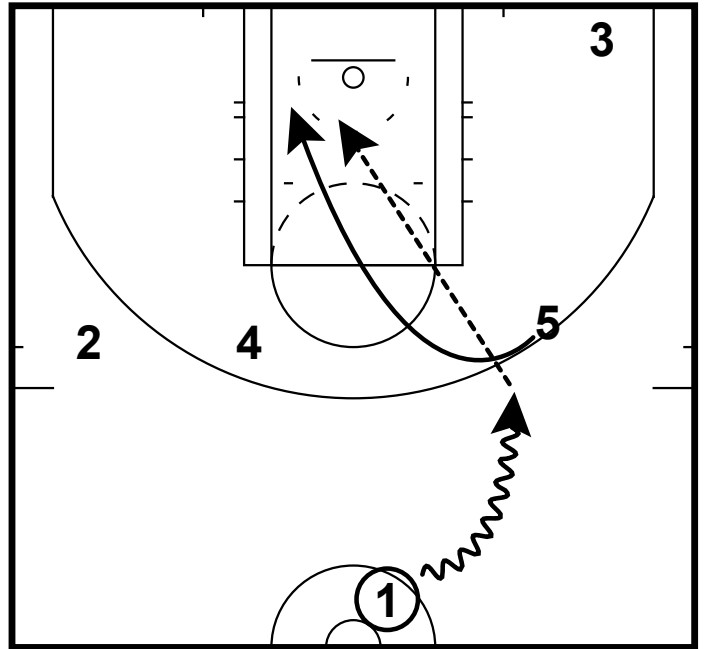
5 Out Delay Playbook

Pin-Angled BS-Slip (Florida Atlantic)
5 Out Delay



2 Iverson cuts as 3 cuts behind the action

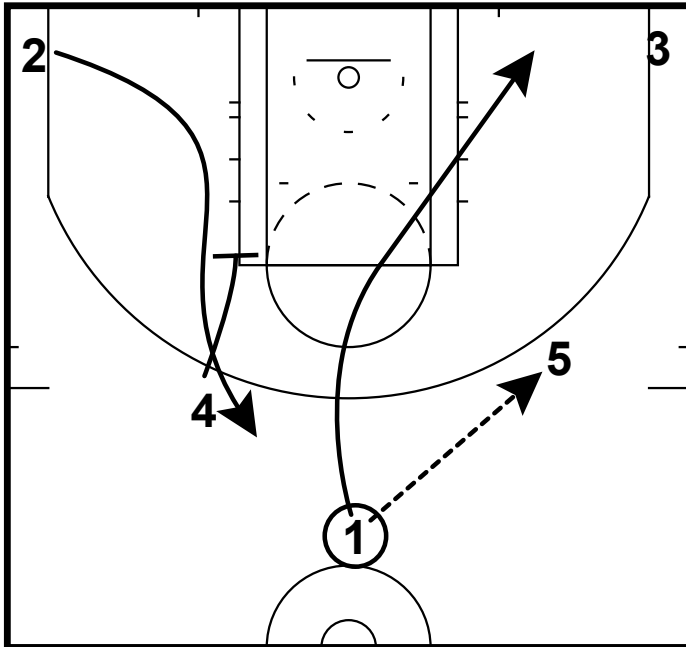
Pin-Angled BS-Slip (Florida Atlantic)
5 Out Delay



5 sets a ball screen for 1 then slips to the rim for the pass

5 Out Delay Playbook

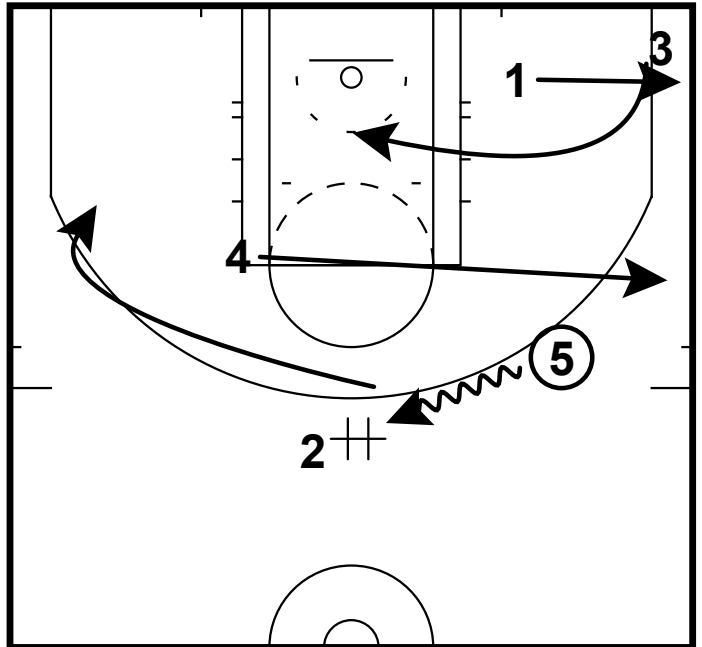
Pin Away-Baseline-Pin (Valencia)
5 Out Delay



1 passes to 5 then cuts strong side corner

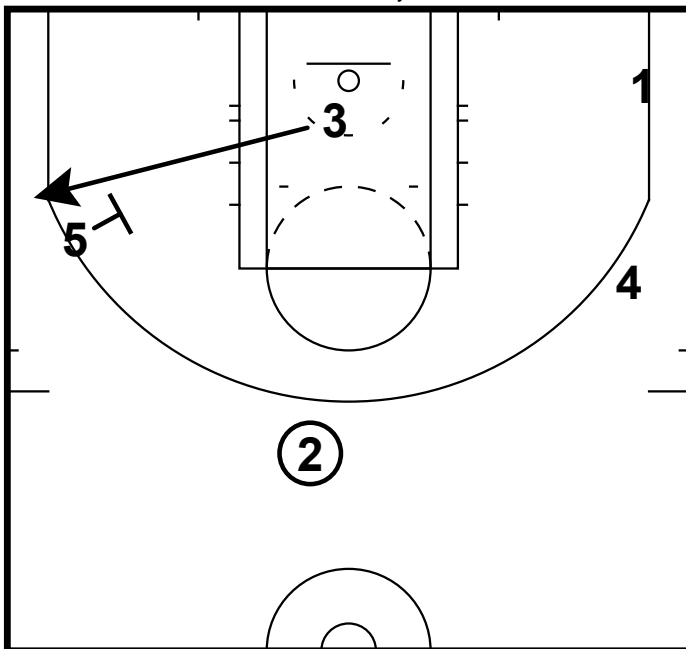
4 pin screens for 2

Pin Away-Baseline-Pin (Valencia)
5 Out Delay



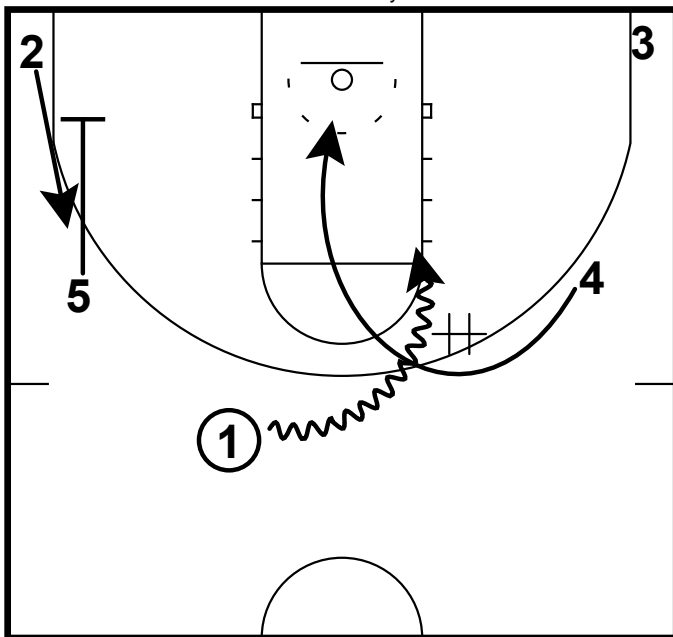
5 sets a dribble hand off for 2 then cuts to the left wing

Pin Away-Baseline-Pin (Valencia)
5 Out Delay



5 Out Delay Playbook

Pin-Seam Drive-DHO (Melbourne United)
5 Out Delay



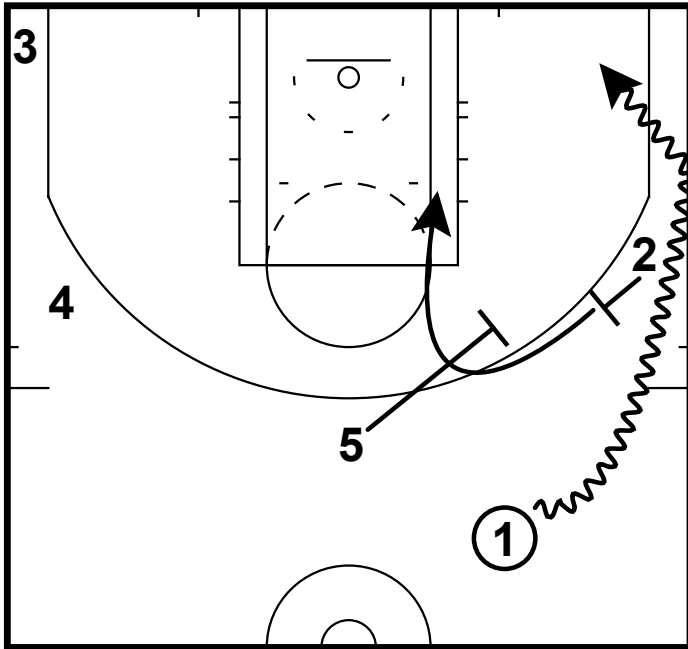
5 pin screens for 2

1 drives the seam then DHO's to 4

4 drives to the rim for the shot

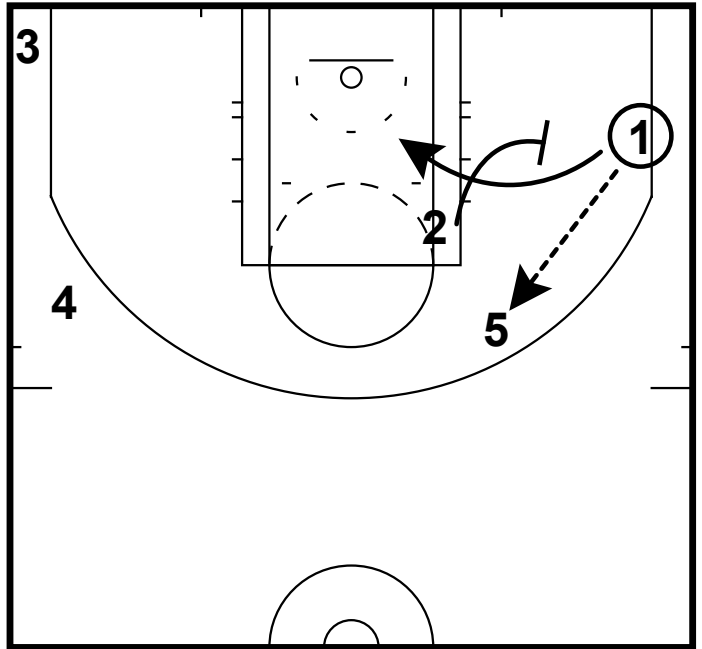
5 Out Delay Playbook

Angled-BS-shuffle-Get (Drake)
5 Out Delay



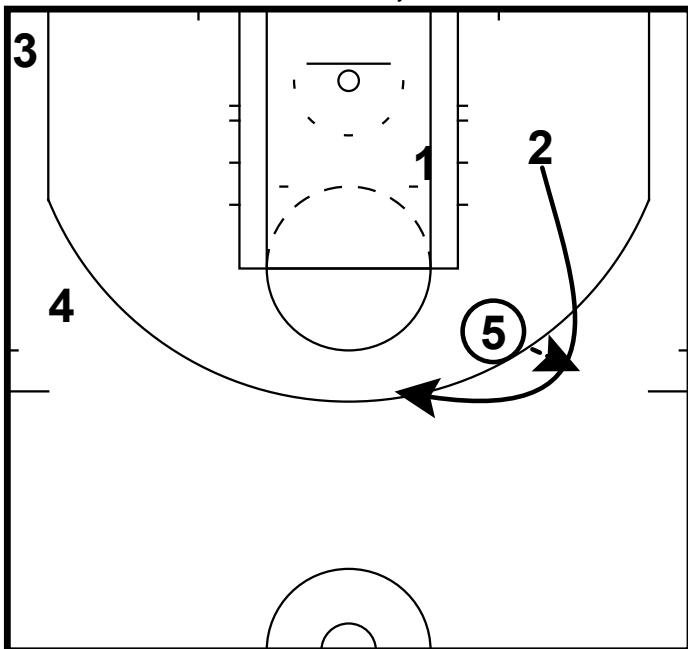
2 ball screens for 1 then runs off of the flare screen from 5 and curls the screen

Angled-BS-shuffle-Get (Drake)
5 Out Delay



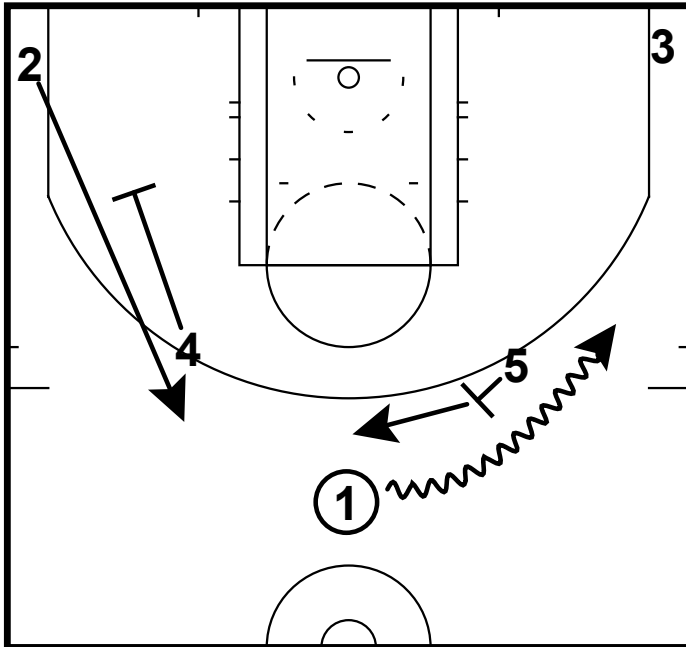
1 passes to 5 and cuts off of 2's flex screen

Angled-BS-shuffle-Get (Drake)
5 Out Delay



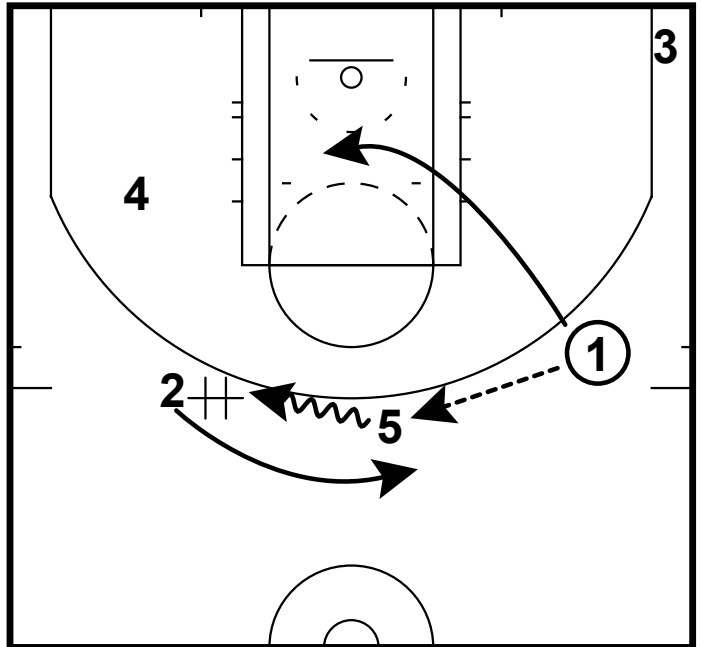
5 Out Delay Playbook

Angled BS- Chicago-Rip (Arizona)
5 Out Delay



5 sets a ball screen for 1 then pops

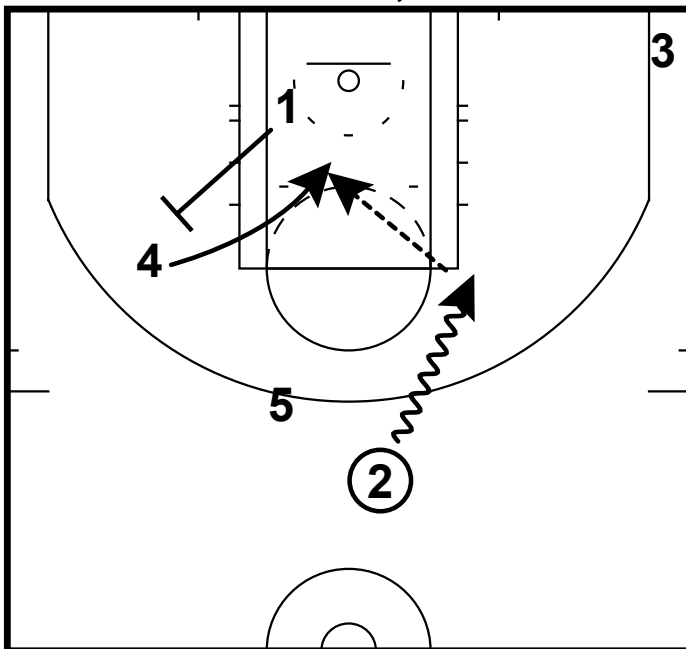
Angled BS- Chicago-Rip (Arizona)
5 Out Delay



1 throws back to 5

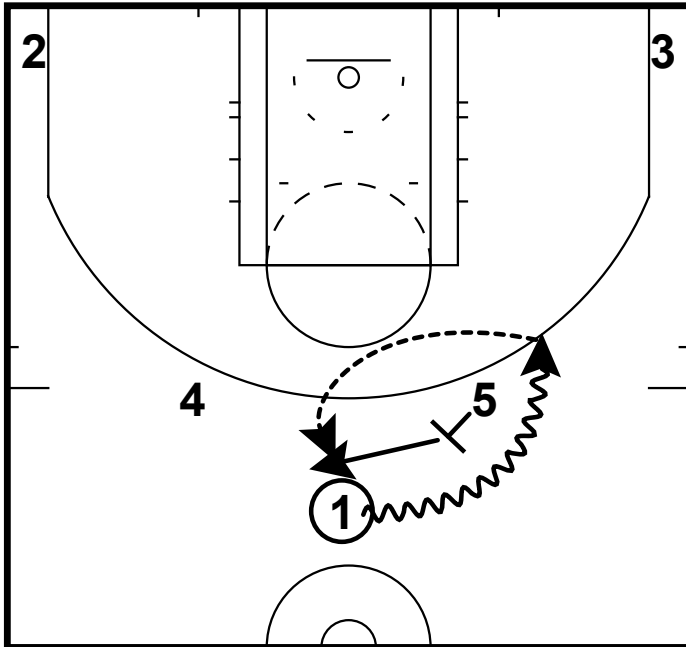
5 then sets a dribble handoff for 2

Angled BS- Chicago-Rip (Arizona)
5 Out Delay



5 Out Delay Playbook

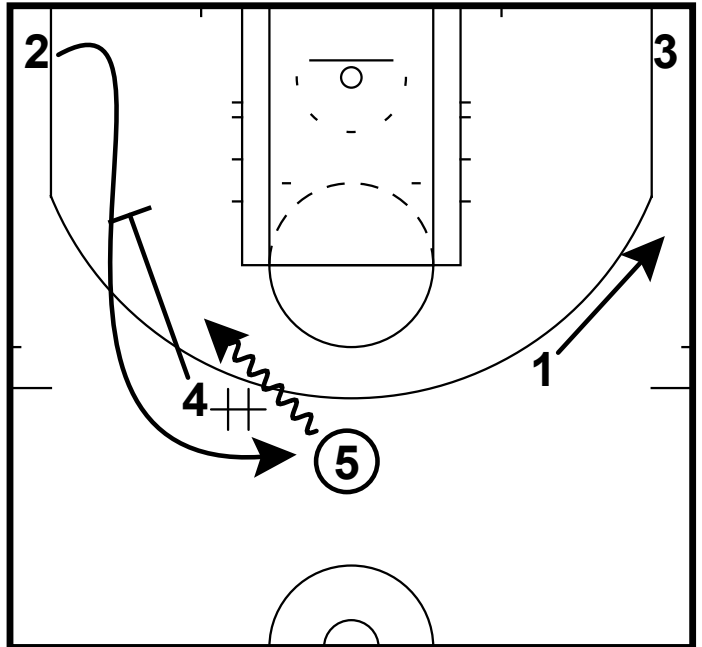
Angled Pop-Chicago-Pin (Northwestern)
5 Out Delay



5 sets a ball screen for 1 then pops

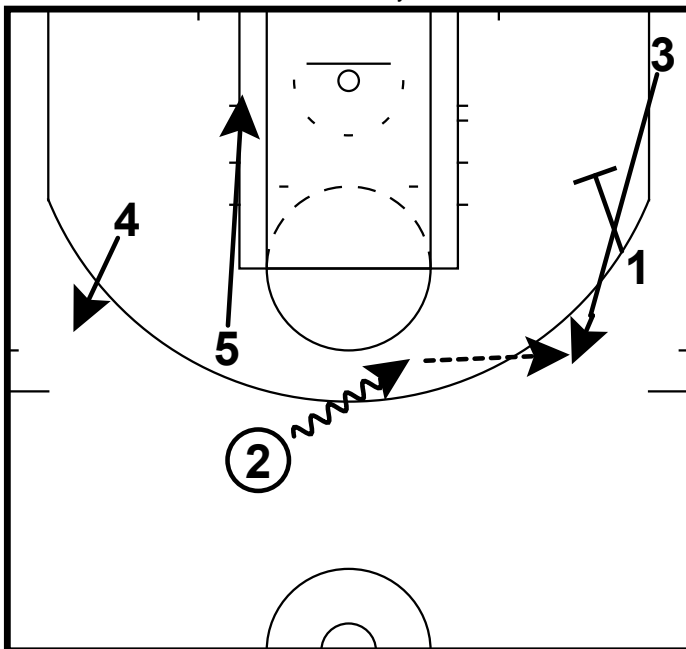
1 passes to 5 on the pop

Angled Pop-Chicago-Pin (Northwestern)
5 Out Delay



5 and 4 go into Chicago action with 2

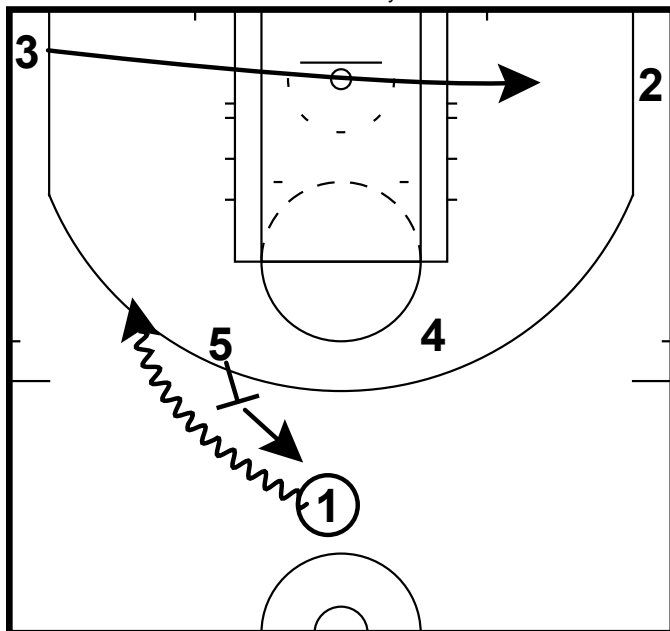
Angled Pop-Chicago-Pin (Northwestern)
5 Out Delay



2 passes to 3 off the pin screen

5 Out Delay Playbook

Angled-Pop-Chicago (Furman)
5 Out Delay

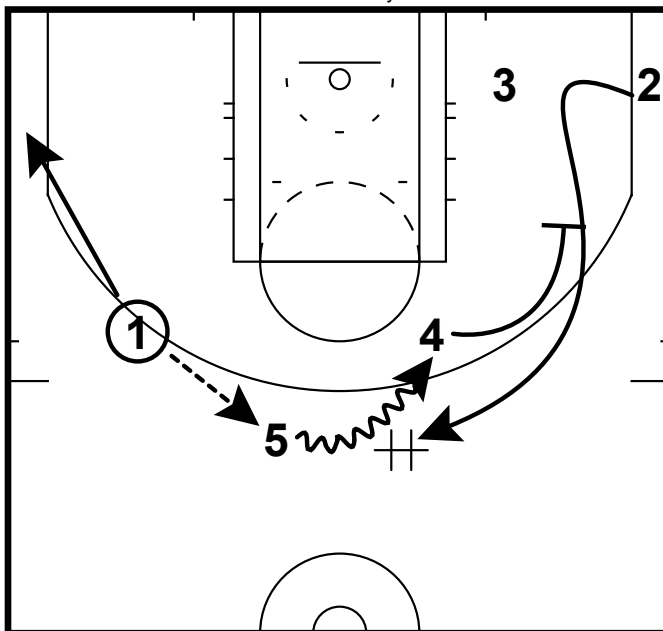


5 sets a ball screen for 1 then pops

1 throws back to 5 on the pop

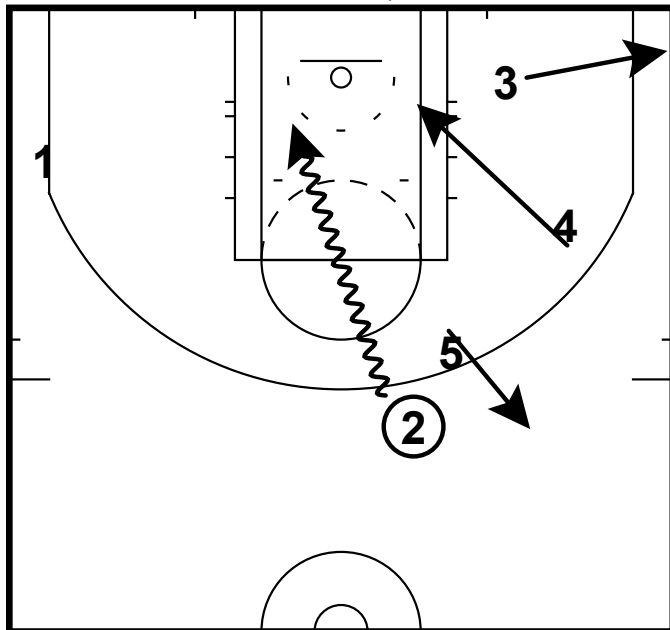
3 cuts to the opposite corner

Angled-Pop-Chicago (Furman)
5 Out Delay



5 and 4 go into Chicago action with 2

Angled-Pop-Chicago (Furman)
5 Out Delay

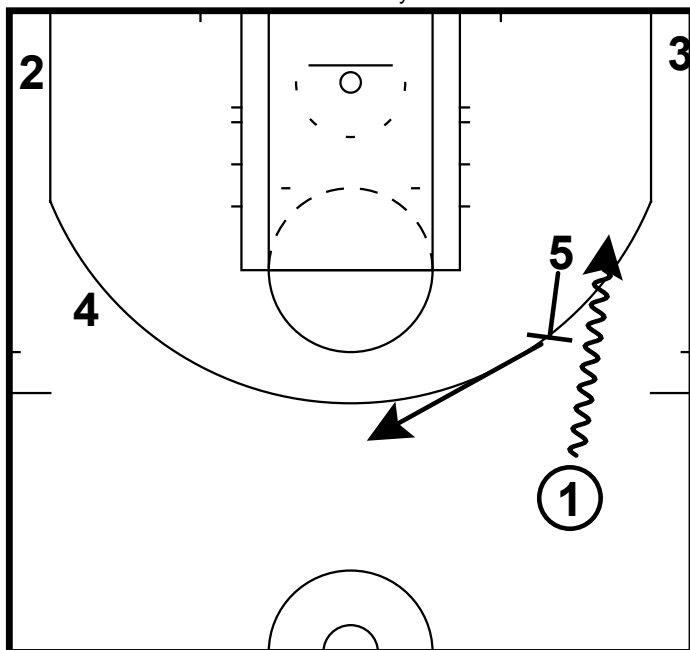


2 drives to the rim

4 rolls and 5 pops

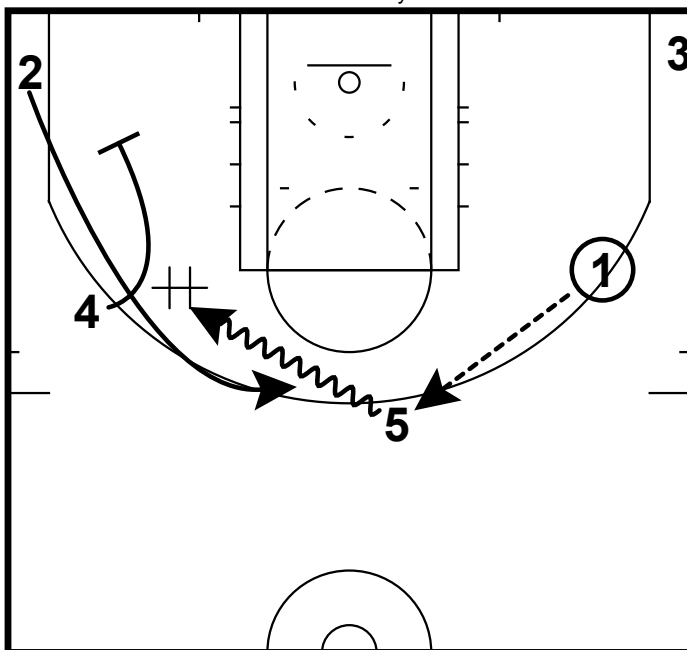
5 Out Delay Playbook

Angled Pop-Chicago (Iowa State)
5 Out Delay



5 sets a ball screen for 1 then pops

Angled Pop-Chicago (Iowa State)
5 Out Delay

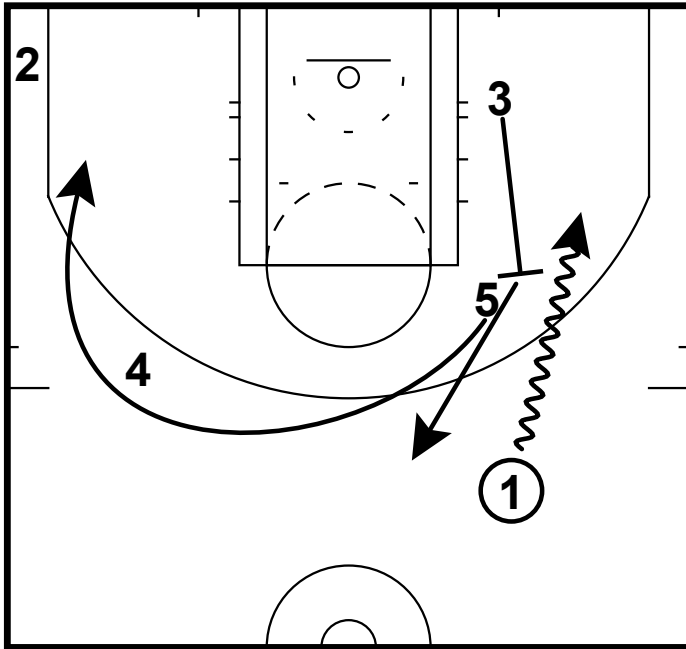


1 throws back to 5 on the pop

5 and 4 go into Chicago action with 2

5 Out Delay Playbook

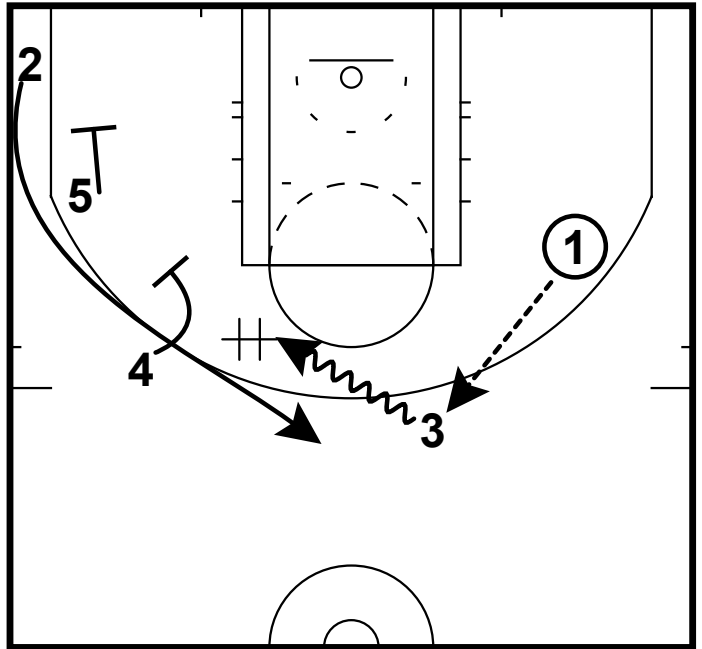
Angled Pop- Double-Chicago (Iowa State)
5 Out Delay



5 cuts to set a double screen for 2 with 4

3 sets a ball screen for 1 then pops

Angled Pop- Double-Chicago (Iowa State)
5 Out Delay

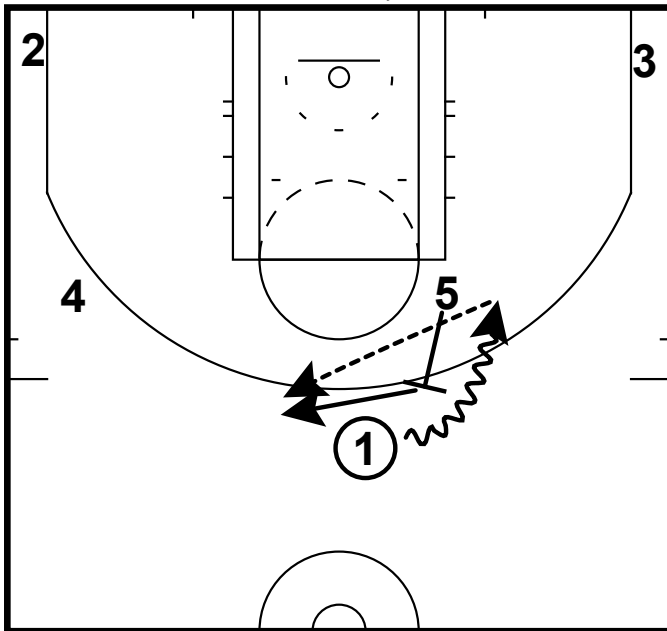


1 throws back to 3 on the pop

3 and 4 go into Chicago action with 2

5 Out Delay Playbook

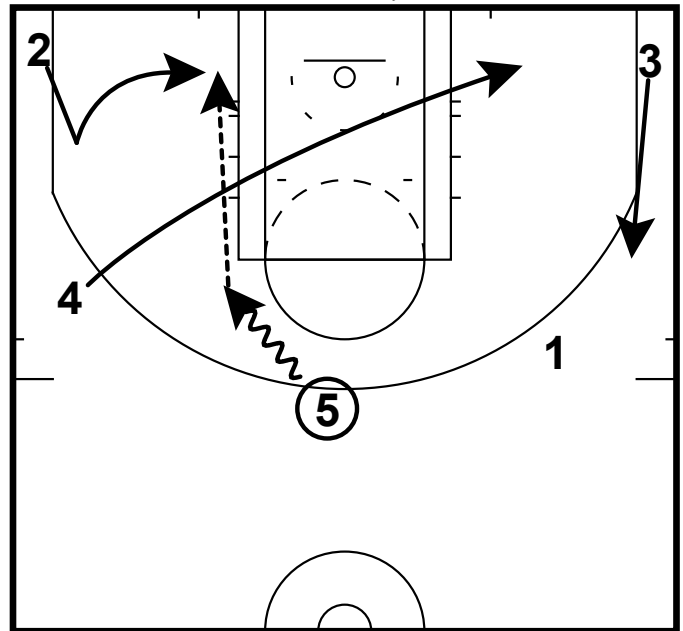
Angled Pop-Burn-Backdoor (Loyola Chicago)
5 Out Delay



5 sets a ball screen for 1 then pops

1 then passes to 5 on the pop

Angled Pop-Burn-Backdoor (Loyola Chicago)
5 Out Delay



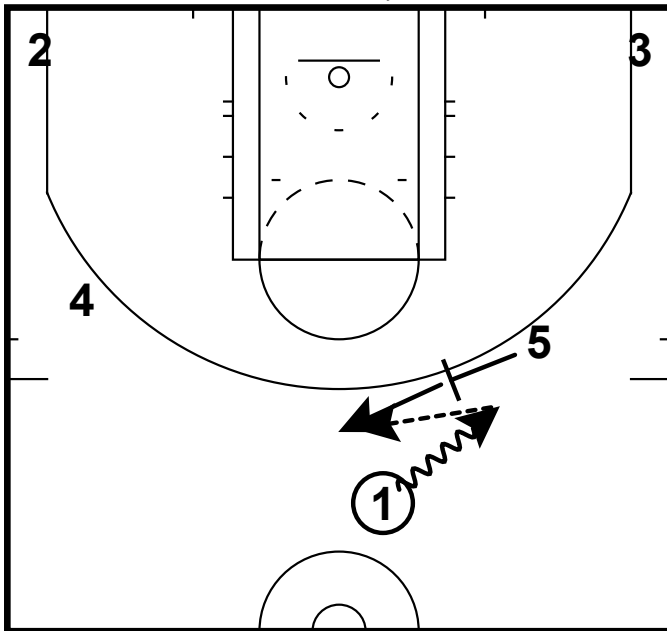
5 dribbles at 4

4 burn cuts

2 cuts backdoor and receives the pass from 5

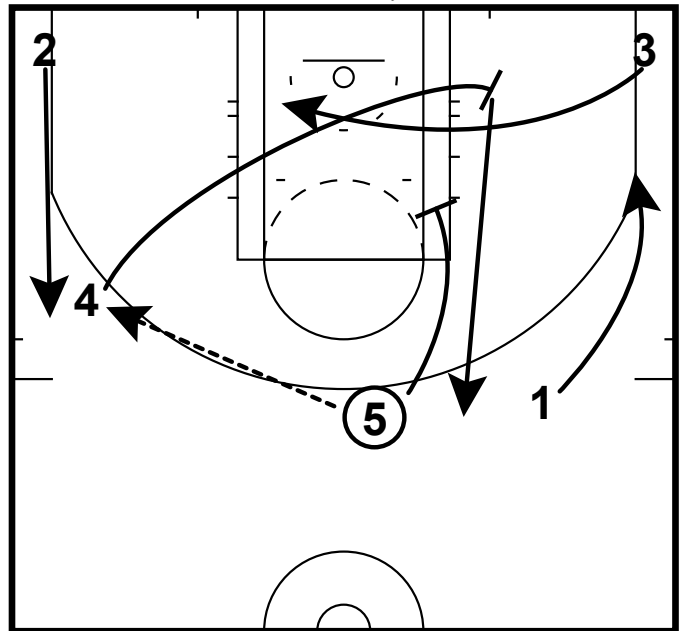
5 Out Delay Playbook

Angled Pop-Rip (Loyolla chicago)
5 Out Delay



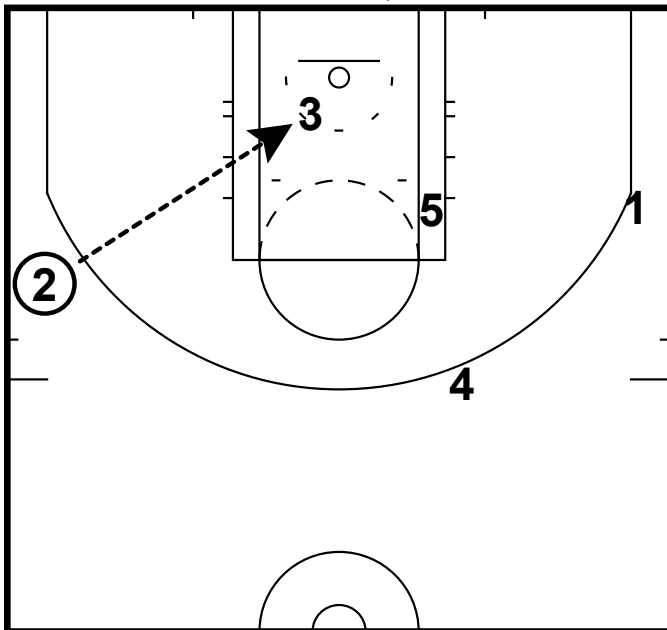
5 sets a ball screen for 1 then pops
1 then passes to 5 on the pop

Angled Pop-Rip (Loyolla chicago)
5 Out Delay



4 cuts and sets a flex screen for 3
2 lifts and gets the pass from 5
5 then screens down for 4

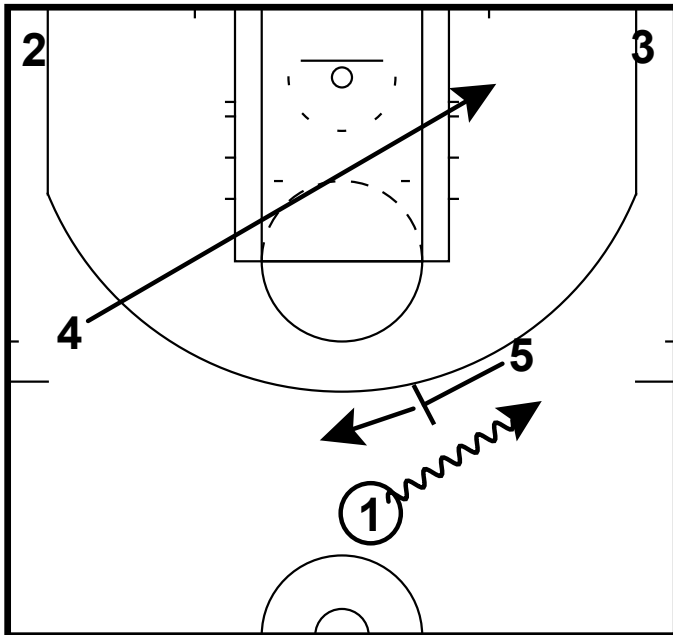
Angled Pop-Rip (Loyolla chicago)
5 Out Delay



2 passes to 3 for the shot

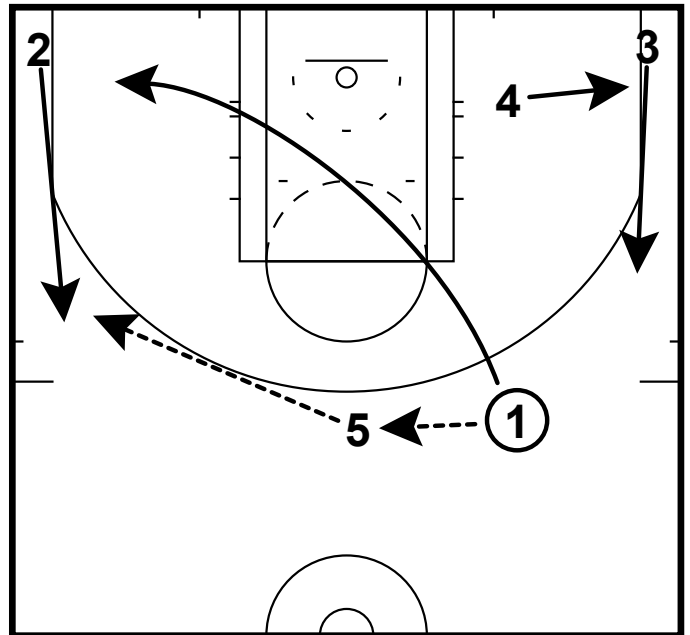
5 Out Delay Playbook

Angled Pop-Stagger-Twist-Flex STS (Loyolla Chicago)
5 Out Delay



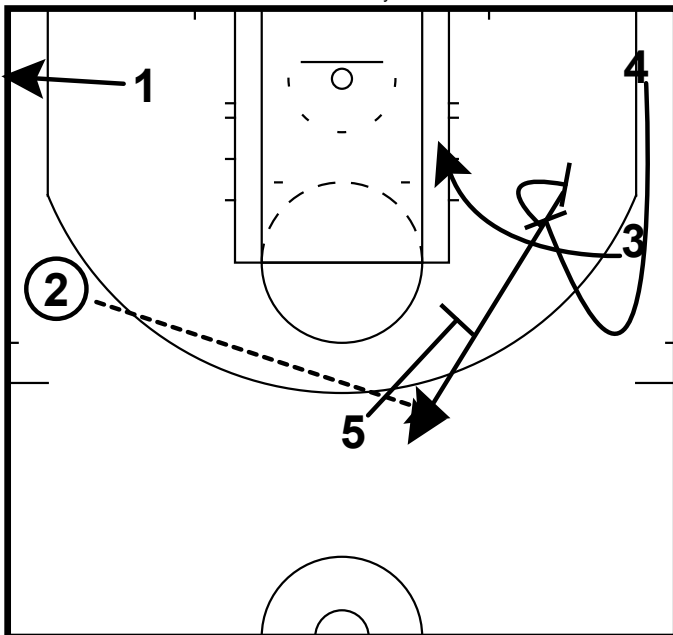
- 5 sets a ball screen for 1 then pops
- 1 then passes to 5 on the pop
- 4 cuts to the opposite corner

Angled Pop-Stagger-Twist-Flex STS (Loyolla Chicago)
5 Out Delay



- 1 passes to 5 then cuts to the opposite corner
- 2 lifts and gets the pass from 5 on the reversal

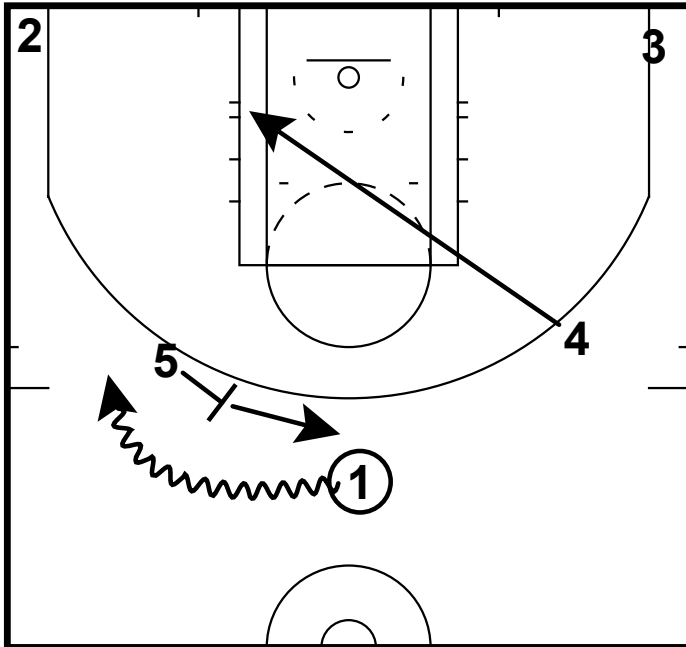
Angled Pop-Stagger-Twist-Flex STS (Loyolla Chicago)
5 Out Delay



- 5 and 4 stagger for 3
- 3 curls the screen
- 4 runs off of 5s pin screen
- 2 passes to 4 for the shot

5 Out Delay Playbook

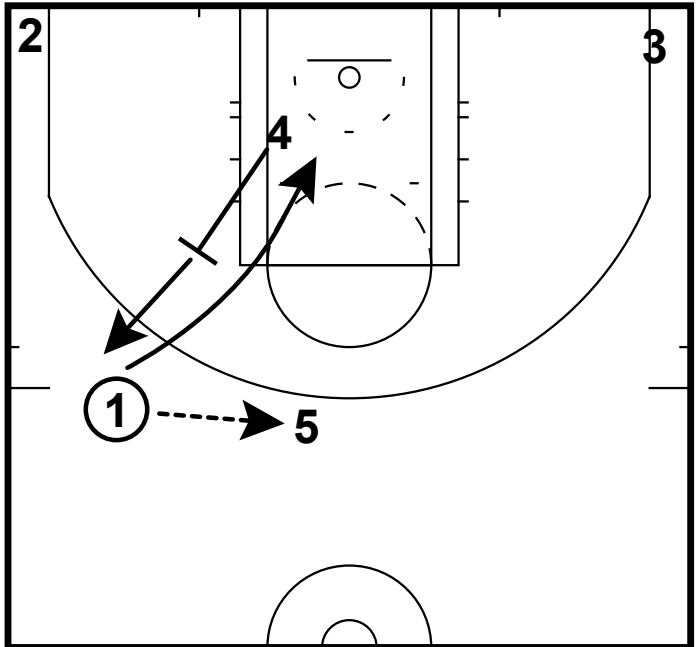
Angled Pop-Backscreen-Get (Indiana State)
5 Out Delay



5 sets a ball screen for 1 then pops

4 cuts to the rim

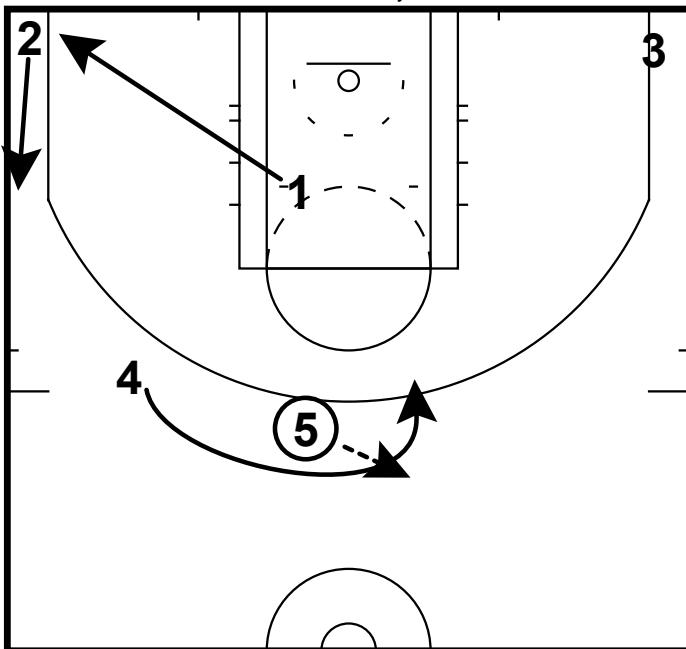
Angled Pop-Backscreen-Get (Indiana State)
5 Out Delay



1 then passes to 5 on the pop

4 sets a backscreen for 1 then pops

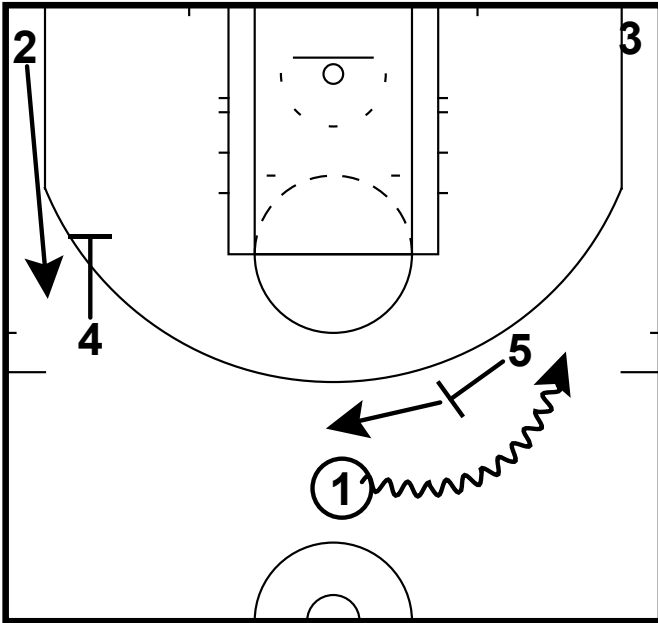
Angled Pop-Backscreen-Get (Indiana State)
5 Out Delay



5 passes to 4 for the shot

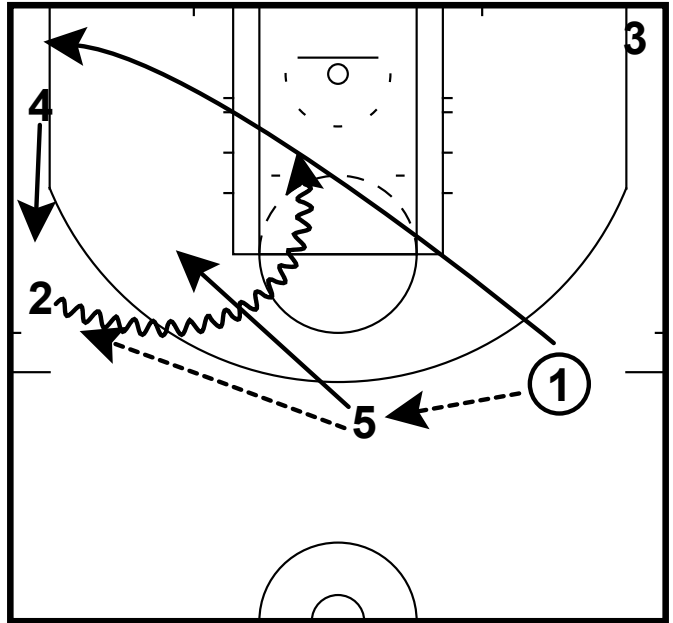
5 Out Delay Playbook

Angled Pop-Blur (Western Kentucky)
5 Out Delay



5 sets a ball screen for 1 then pops
4 screens for 2

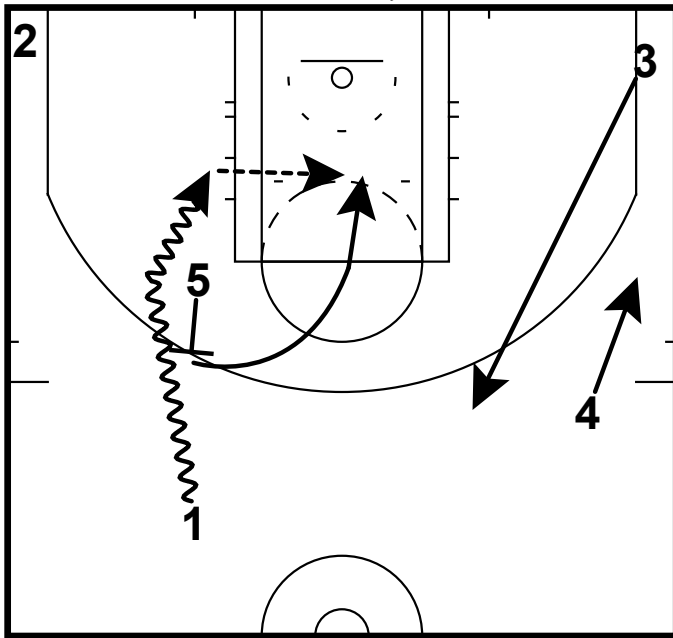
Angled Pop-Blur (Western Kentucky)
5 Out Delay



1 then passes to 5 on the pop
1 cuts opposite corner
5 reverses the ball to 2
5 blur cuts as 2 drives to the rim

5 Out Delay Playbook

Angled BS-Corner Lift (Drake)
5 Out Delay



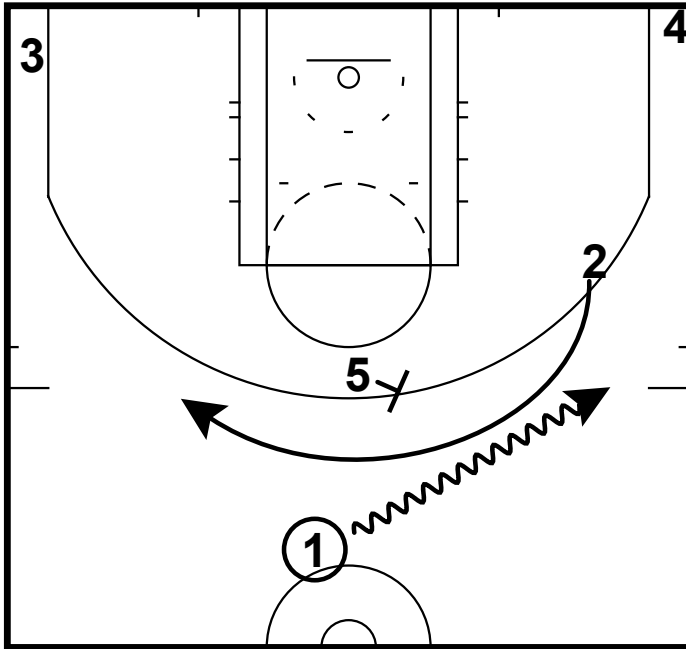
5 sets a ball screen for 1 then rolls

3 lifts from the corner

1 passes to 5 for the shot

5 Out Delay Playbook

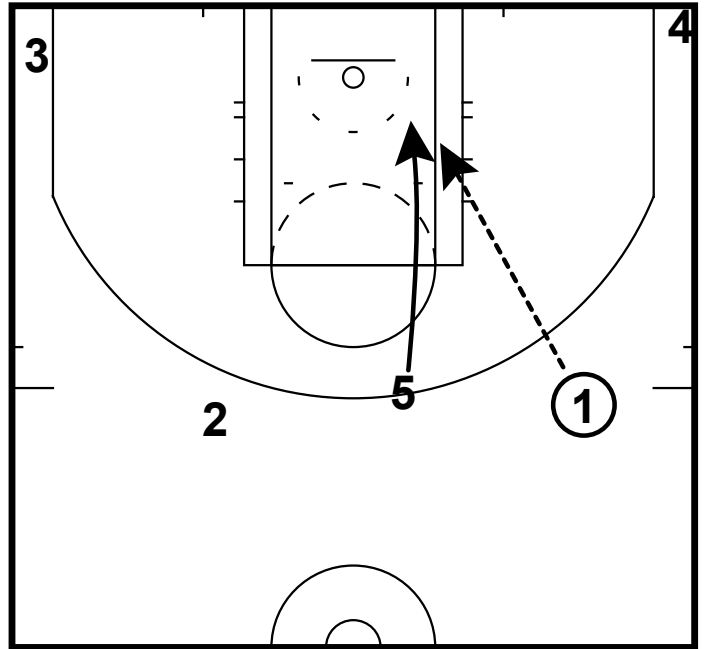
Angled BS- Ghost-Flare-Slip (Partizan)
5 Out Delay



2 ghost screens for 1

then runs off of 5's flare screen

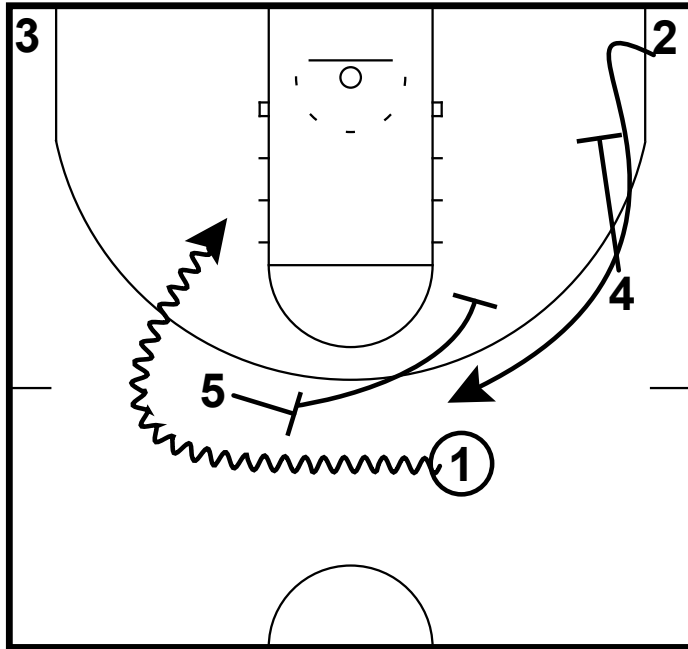
Angled BS- Ghost-Flare-Slip (Partizan)
5 Out Delay



5 slips the flare screen and gets the pass from 1

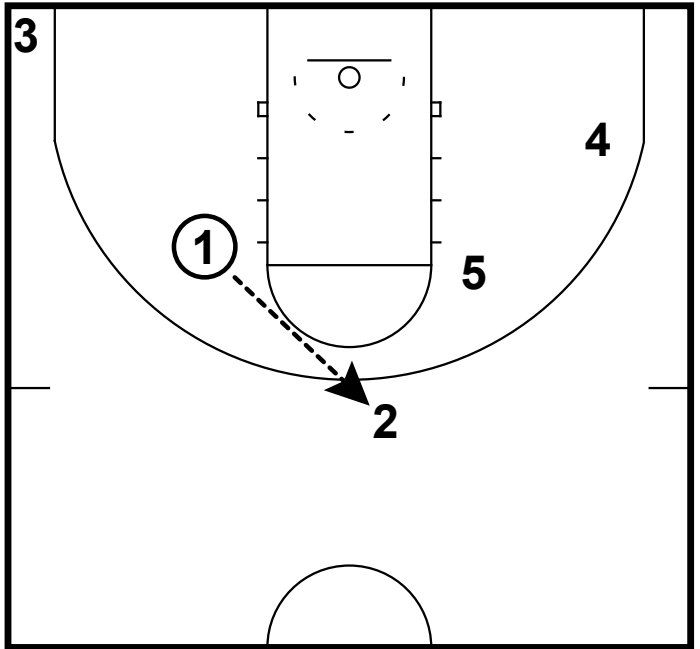
5 Out Delay Playbook

Angled BS-Veer (Barcelona)
5 Out Delay



5 sets a ball screen for 1 then veers into a double stagger screen for 2

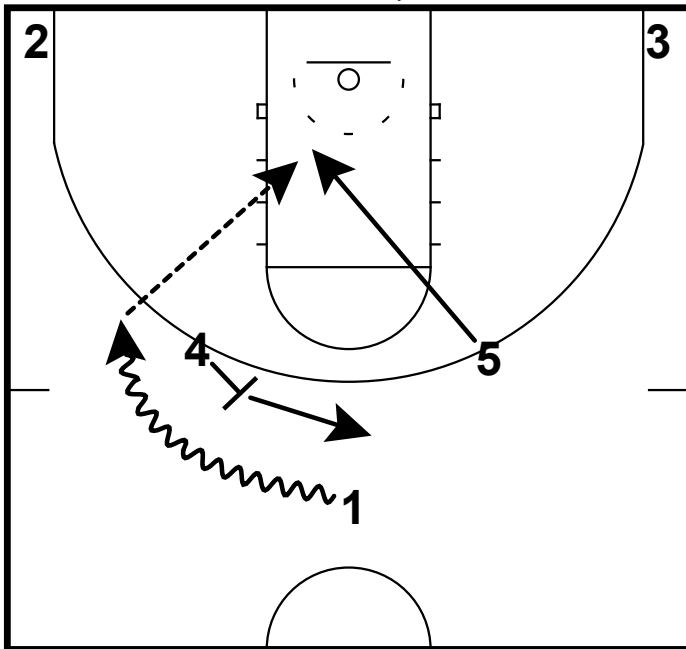
Angled BS-Veer (Barcelona)
5 Out Delay



1 passes to 2 for the shot

5 Out Delay Playbook

Angled BS-Post Pin (Partizan)
5 Out Delay

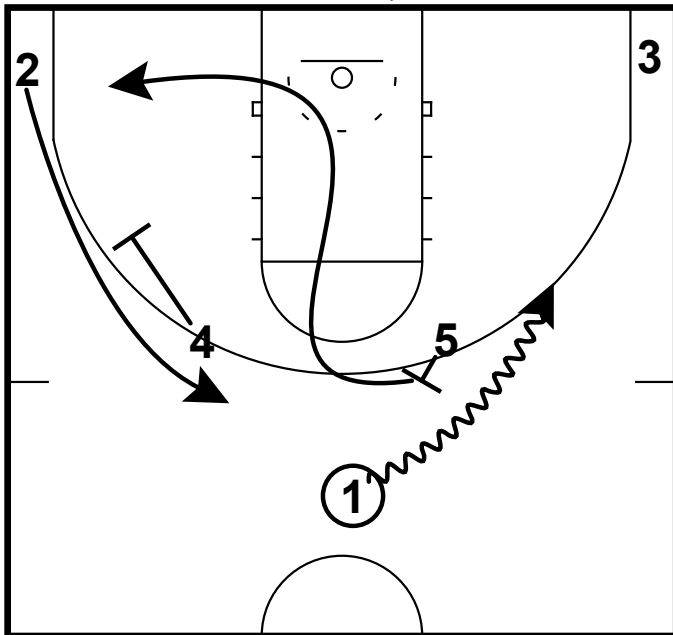


4 sets a ball screen for 1 then pops

5 cuts and pins his defender at the rim for the post up and gets the pass from 1

5 Out Delay Playbook

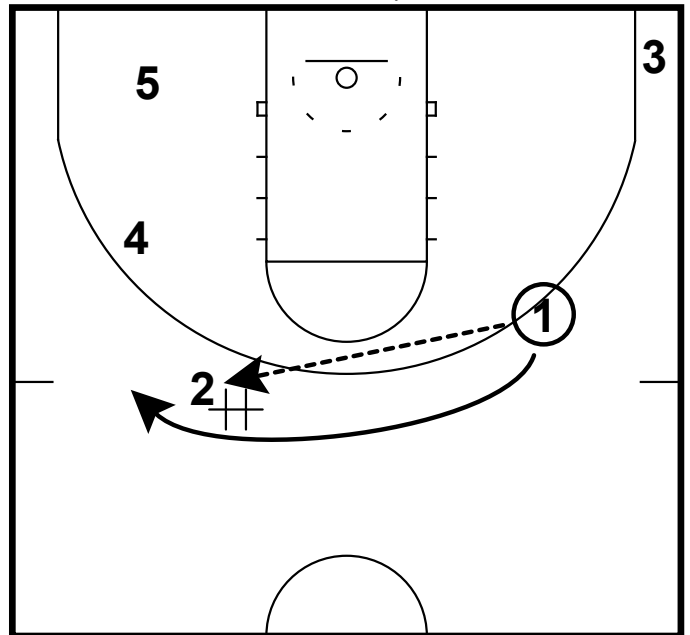
Angled BS-Pin Away-Touch-Spain (Buducnost)
5 Out Delay



5 sets a ball screen for 1 then cuts opposite corner

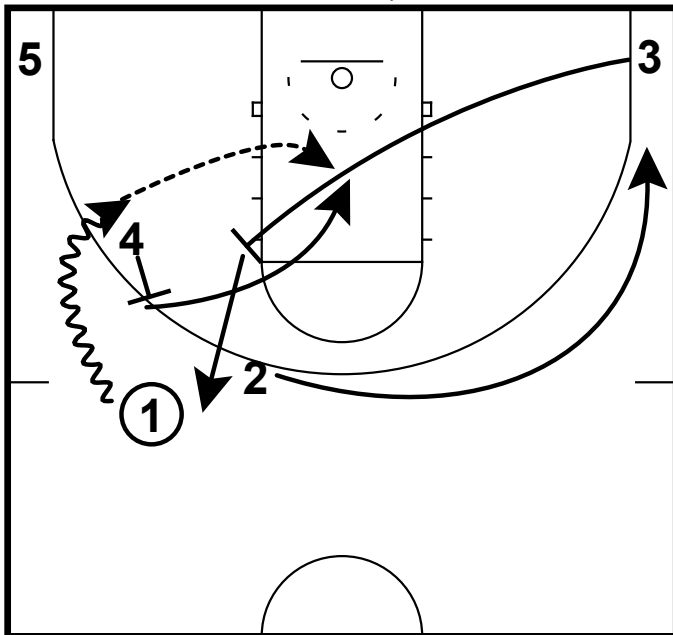
4 pin screens for 2

Angled BS-Pin Away-Touch-Spain (Buducnost)
5 Out Delay



1 passes to 3 then gets it back on the touch action

Angled BS-Pin Away-Touch-Spain (Buducnost)
5 Out Delay



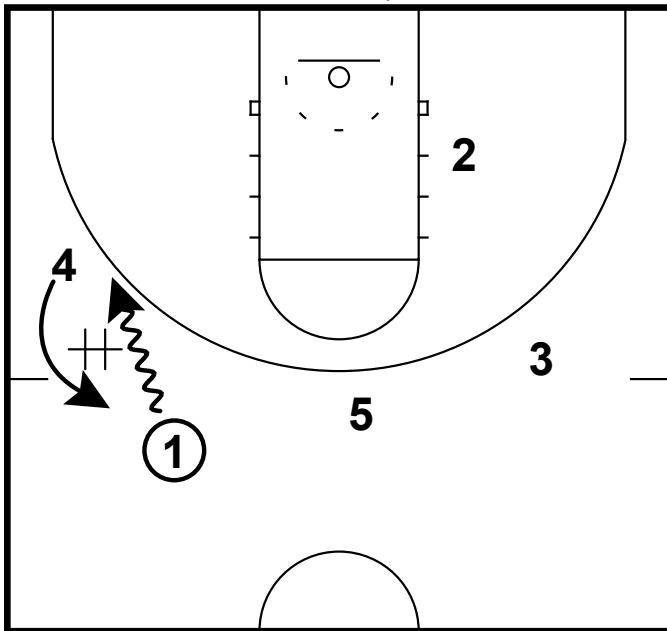
4 sets a ball screen for 1

3 back picks 4

1 passes to 4 for the shot

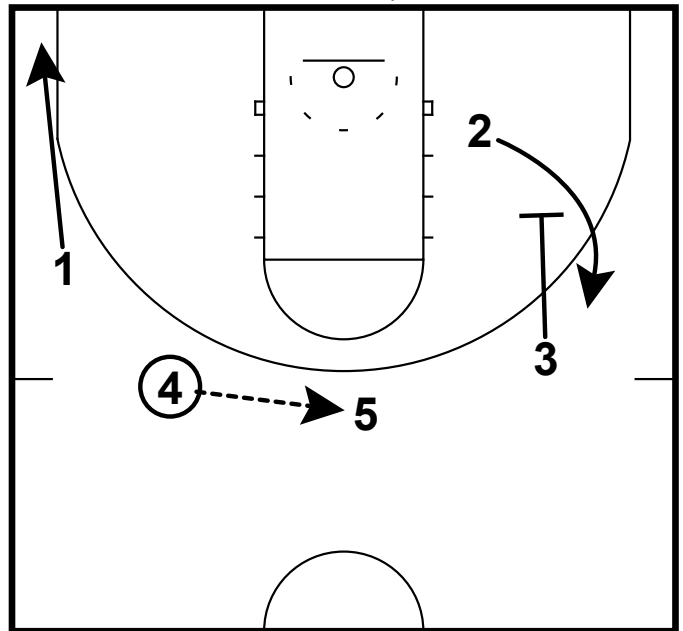
5 Out Delay Playbook

DHO-Delay-Chicago (Melbourne United)
5 Out Delay



1 dribble handoffs to 4

DHO-Delay-Chicago (Melbourne United)
5 Out Delay

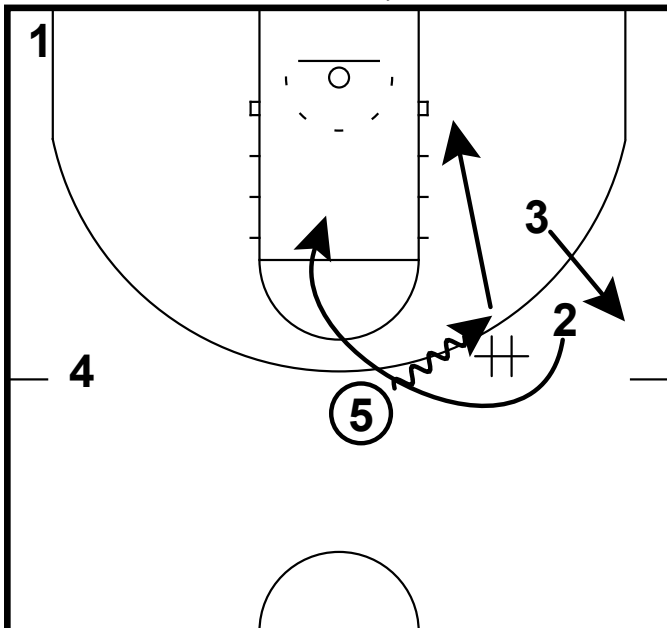


1 cuts to the corner

4 passes to 5

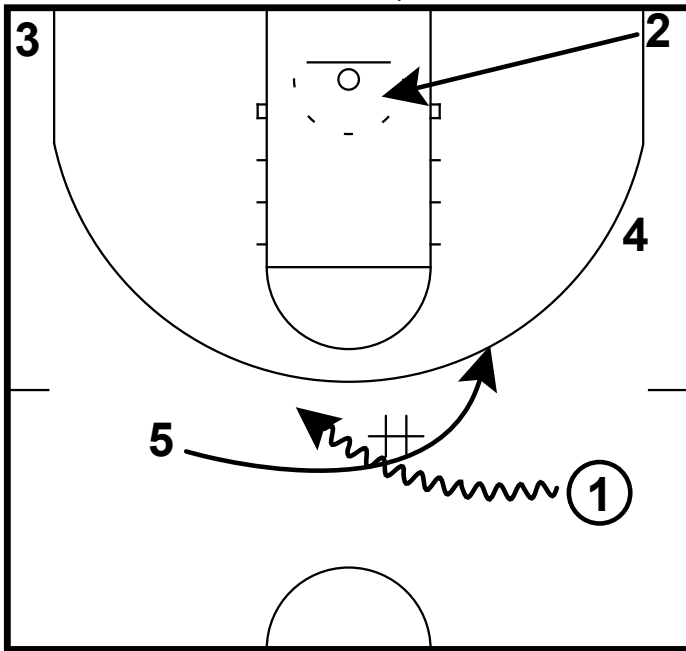
3 pin screens for 2

DHO-Delay-Chicago (Melbourne United)
5 Out Delay



5 Out Delay Playbook

DHO-Dribble-Backdoor (Gonzaga)
5 Out Delay

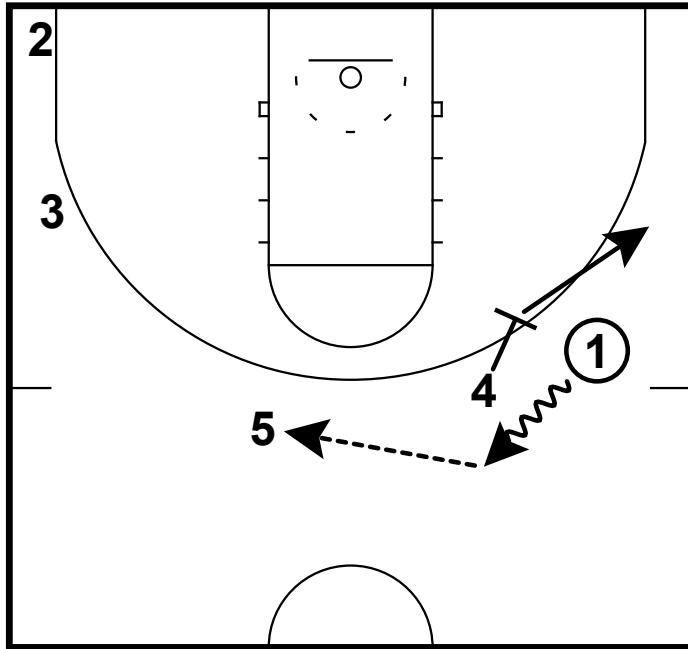


1 DHO's to 5

5 passes to 2 on the backdoor cut

5 Out Delay Playbook

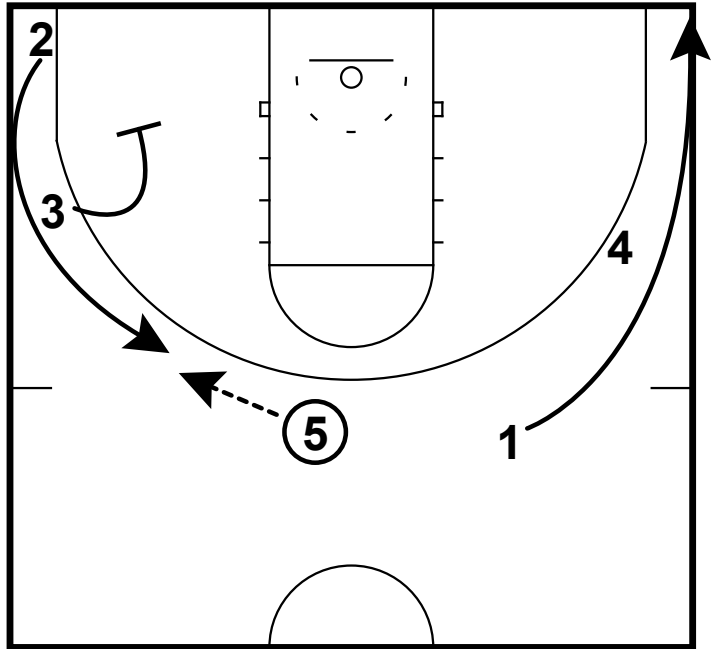
Empty BS-Chicago (Alvark Tokyo)
5 Out Delay



4 sets a ball screen for 1 then pops

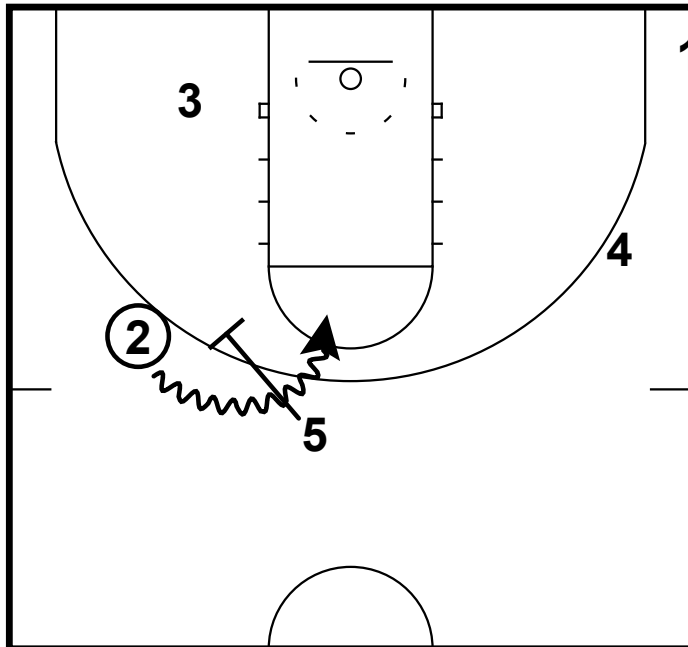
1 passes to 5

Empty BS-Chicago (Alvark Tokyo)
5 Out Delay

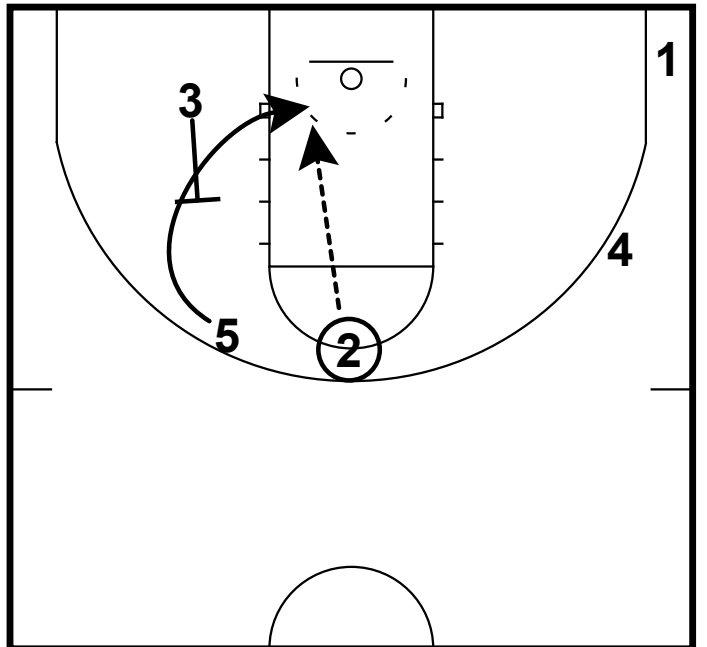


5 and 3 get Chicago action with 2

Empty BS-Chicago (Alvark Tokyo)
5 Out Delay



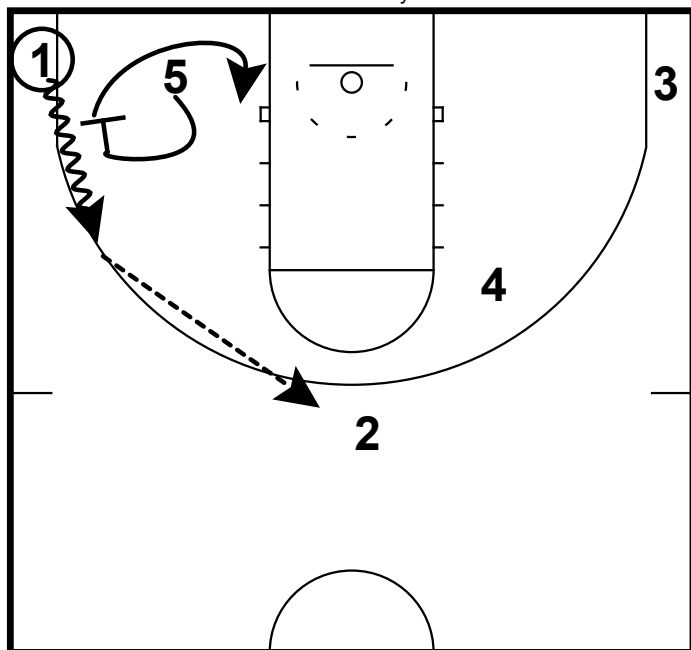
Empty BS-Chicago (Alvark Tokyo)
5 Out Delay



3 sets a back screen for 5 on the roll

5 Out Delay Playbook

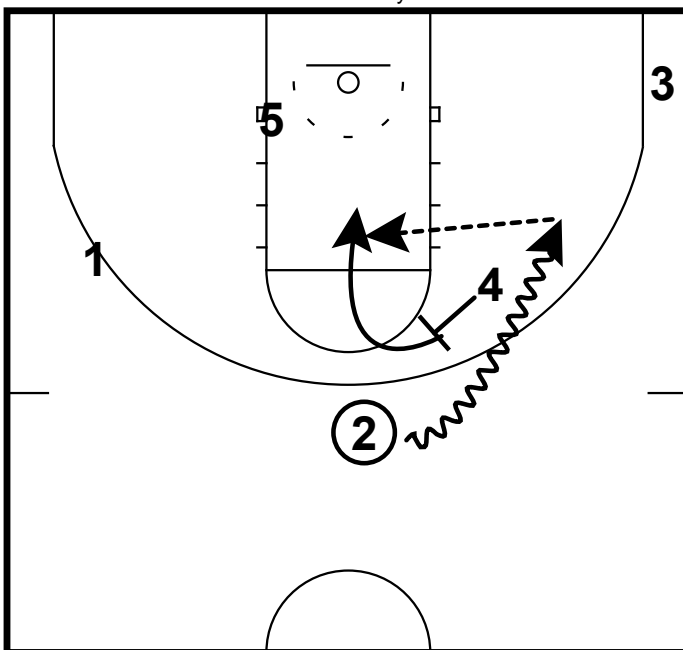
Empty BS-Step Up BS (Maccabi Tel Aviv)
5 Out Delay



5 sets a ball screen for 1 then rolls

1 passes to 2

Empty BS-Step Up BS (Maccabi Tel Aviv)
5 Out Delay

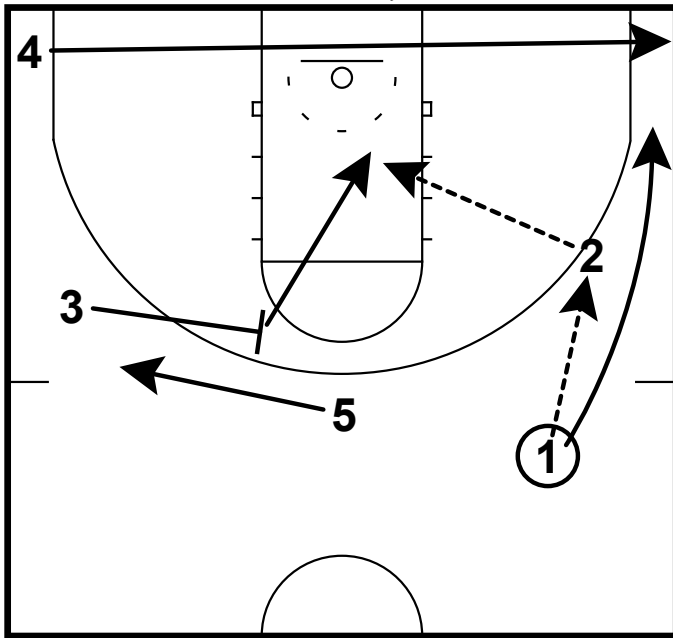


2 sets a ball screen for 4 then rolls

2 passes to 4 for the shot

5 Out Delay Playbook

Empty Flare-Slip (Indiana State)
5 Out Delay



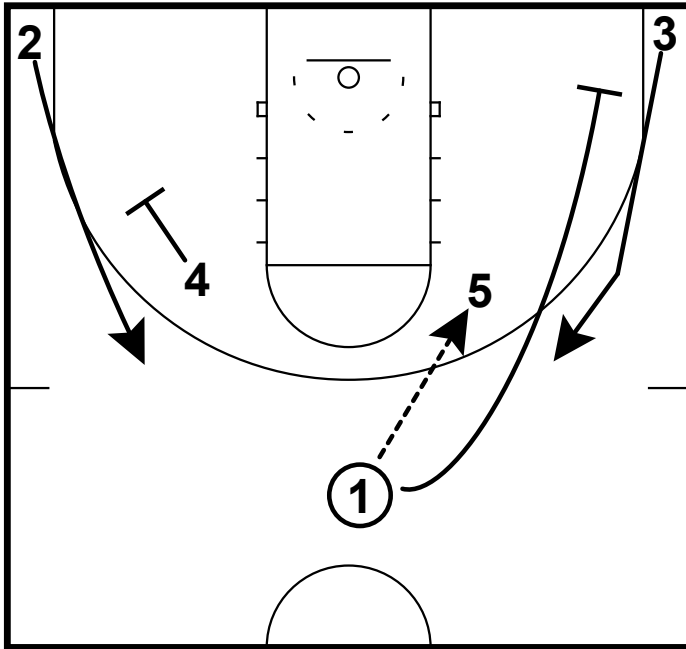
4 cuts to the opposite corner

1 passes to 2 then cuts to the wing

3 flare screens for 5 then slips to the rim for the shot

5 Out Delay Playbook

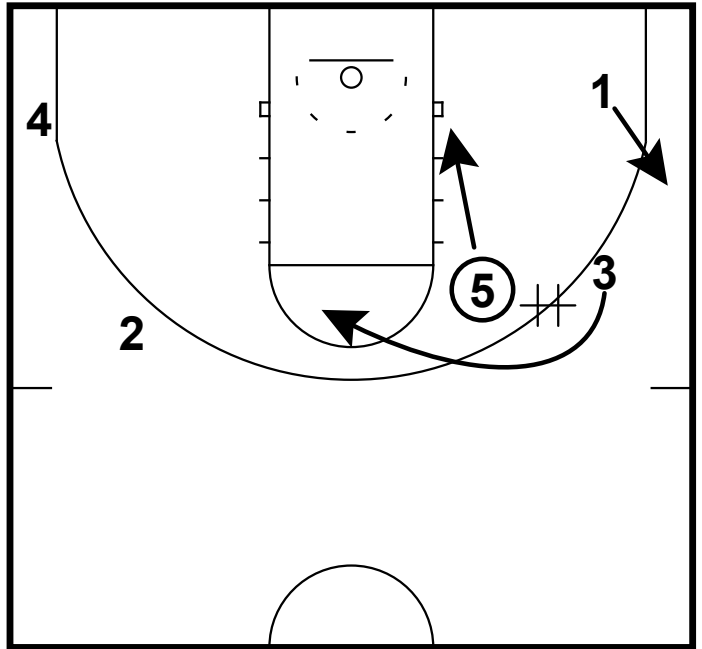
Follow-Chicago (Furman)
5 Out Delay



4 pin screens for 2

1 passes to 5 and pin screens for 3

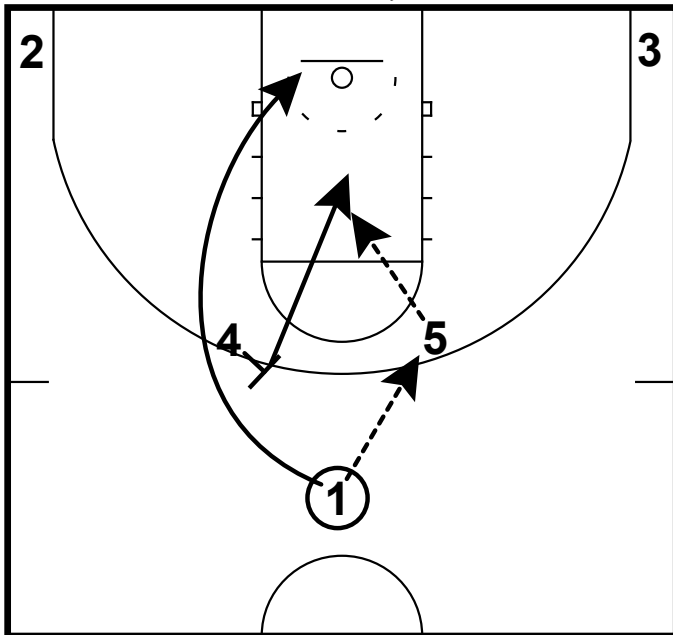
Follow-Chicago (Furman)
5 Out Delay



5 gets Chicago action with 3

5 Out Delay Playbook

Flare Curl- Slip (Indiana State)
5 Out Delay



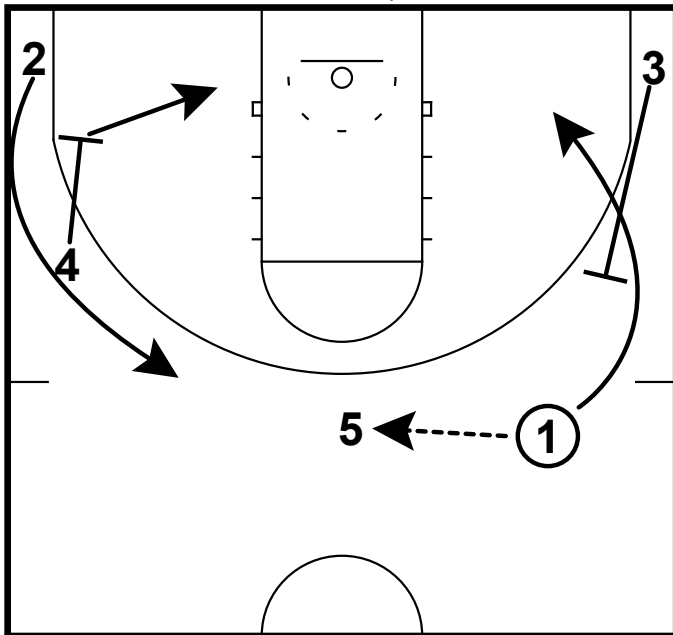
1 passes the ball to 5

4 flares for 1

1 then curls the flare and 4 slips to the rim for the shot

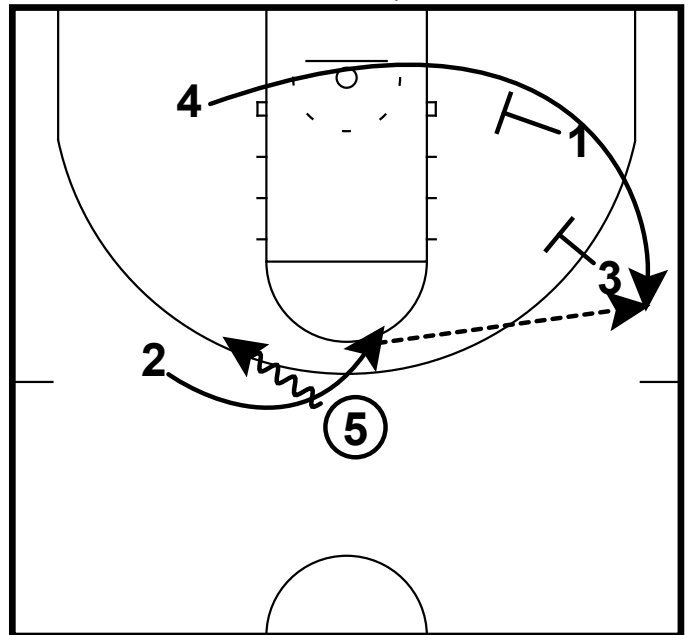
5 Out Delay Playbook

Flare-Baseline-Stagger (Vanderbilt)
5 Out Delay



- 1 passes to 5
- 3 flares for 1- 1 curls the flare
- 4 pin screens for 2 then rolls

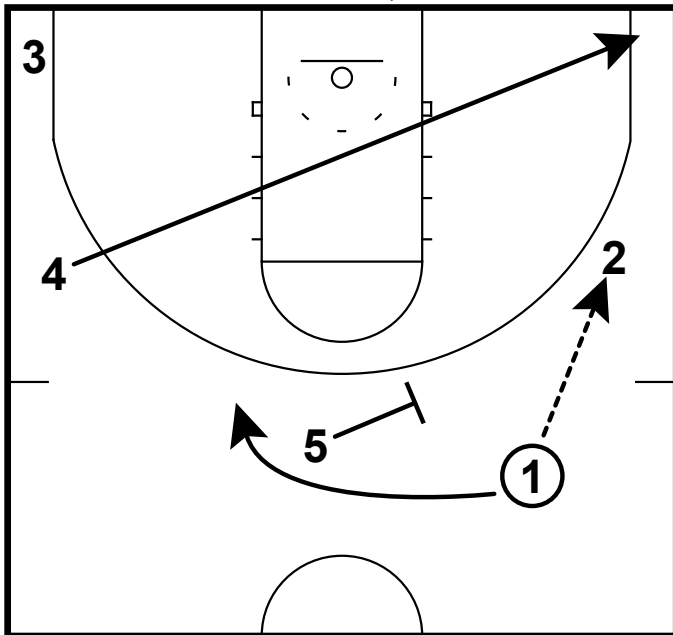
Flare-Baseline-Stagger (Vanderbilt)
5 Out Delay



- 5 sets a dribble hand off for 2
- 1 and 3 sets a baseline stagger for 4
- 2 passes to 4 for the shot

5 Out Delay Playbook

Flare-Wide Pin-Rip-Lob (Uconn)
5 Out Delay

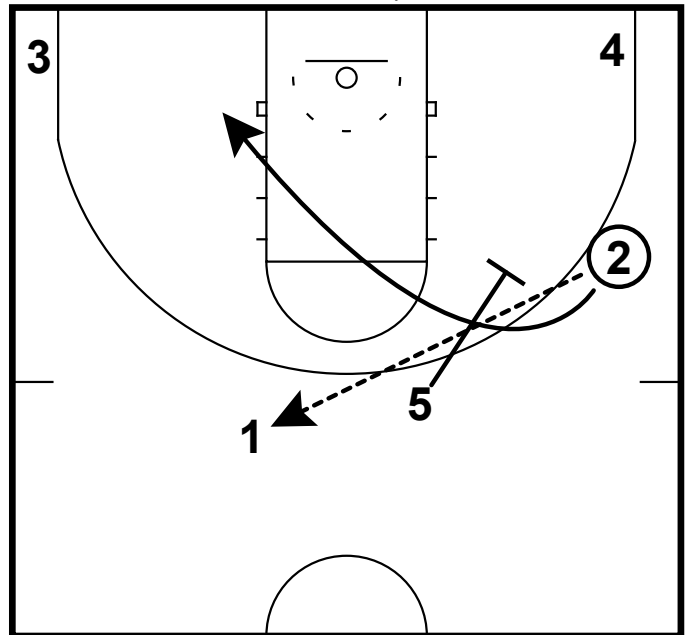


1 passes to 2

5 sets a flare screen for 1

4 cuts to the opposite corner

Flare-Wide Pin-Rip-Lob (Uconn)
5 Out Delay

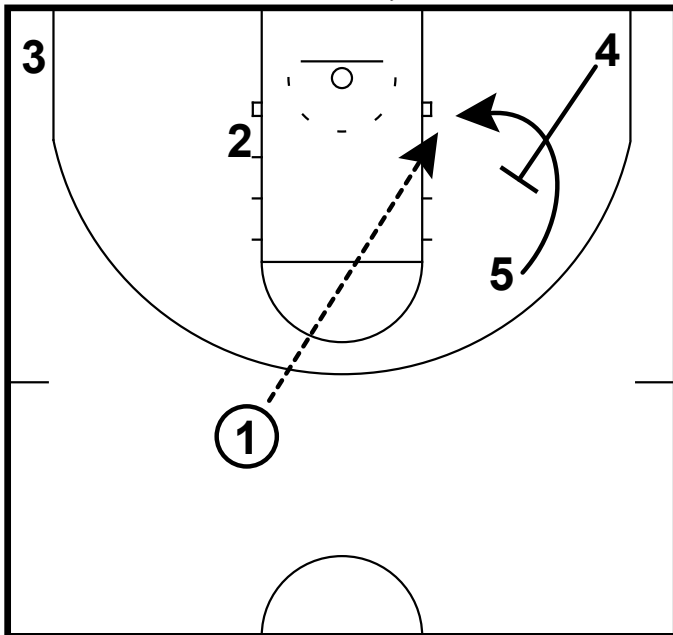


2 passes to 1

5 sets a pin screen for 2

2 curls the screen to the rim

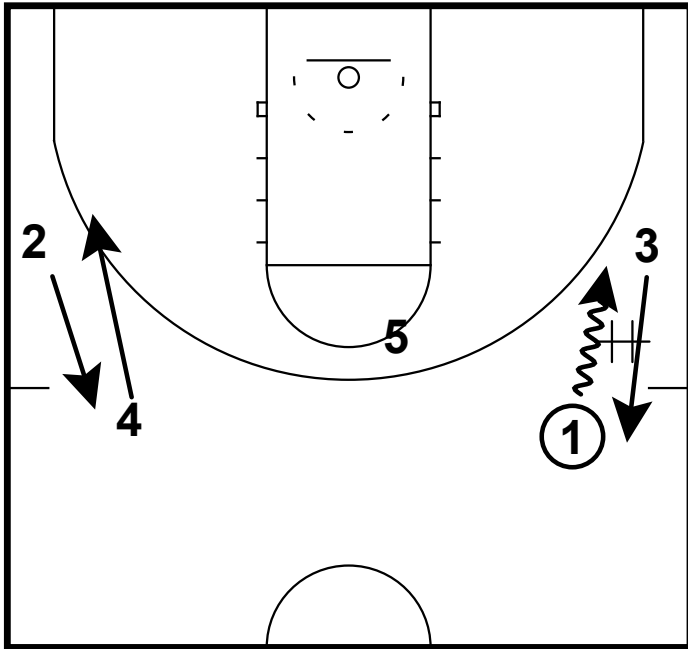
Flare-Wide Pin-Rip-Lob (Uconn)
5 Out Delay



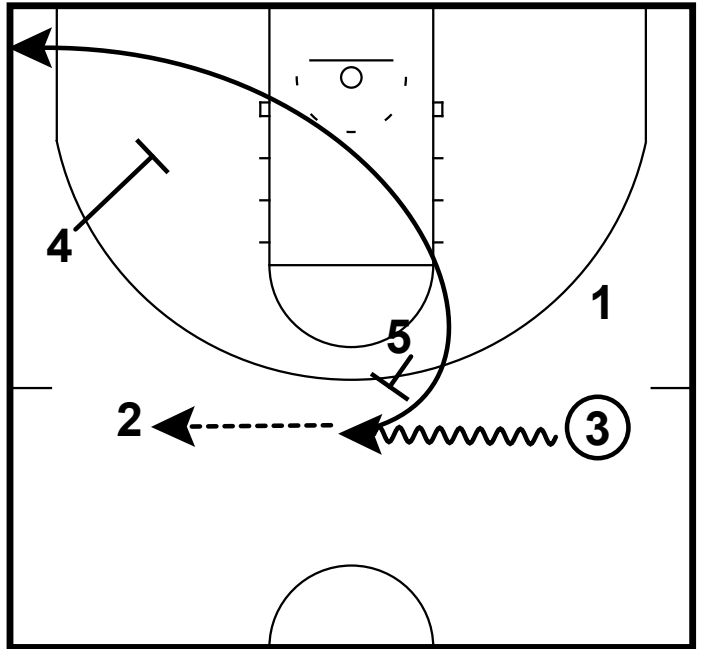
4 back picks 5 for the lob

5 Out Delay Playbook

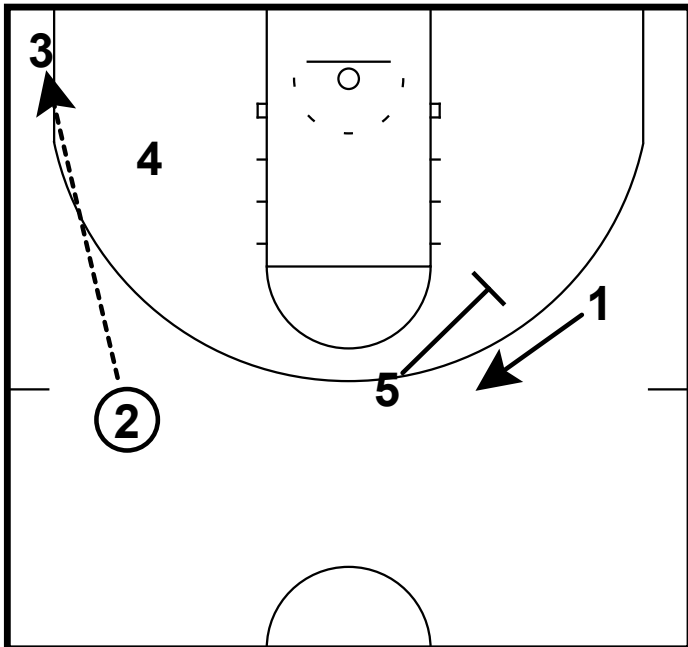
Flare- Pin -Baseline (Uconn)
5 Out Delay



Flare- Pin -Baseline (Uconn)
5 Out Delay



Flare- Pin -Baseline (Uconn)
5 Out Delay

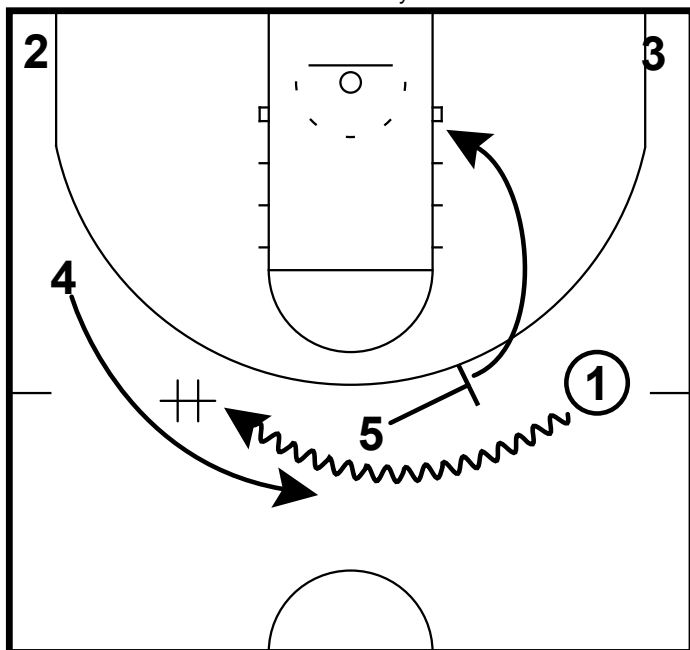


5 screens 1

2 passes to 3 for the shot

5 Out Delay Playbook

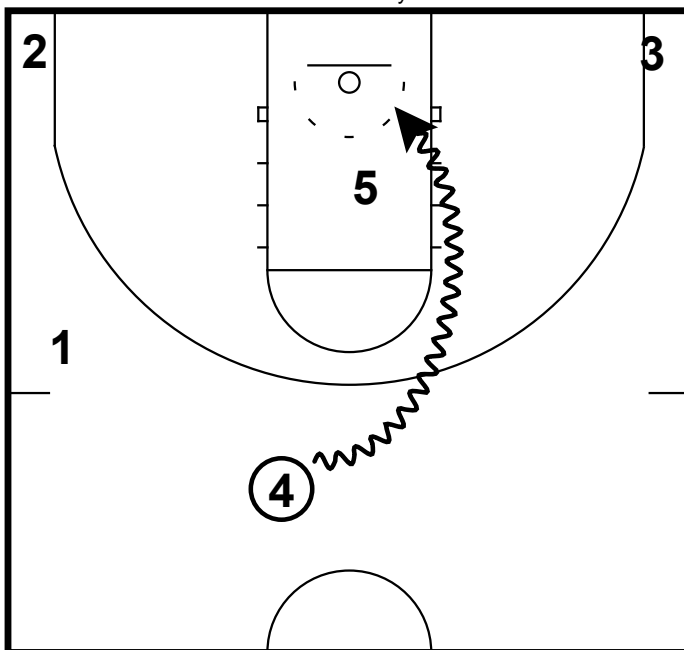
Spread BS-DHO-Seal (High Point)
5 Out Delay



5 sets a ball screen for 1 and rolls

1 then sets a dribble handoff for 4

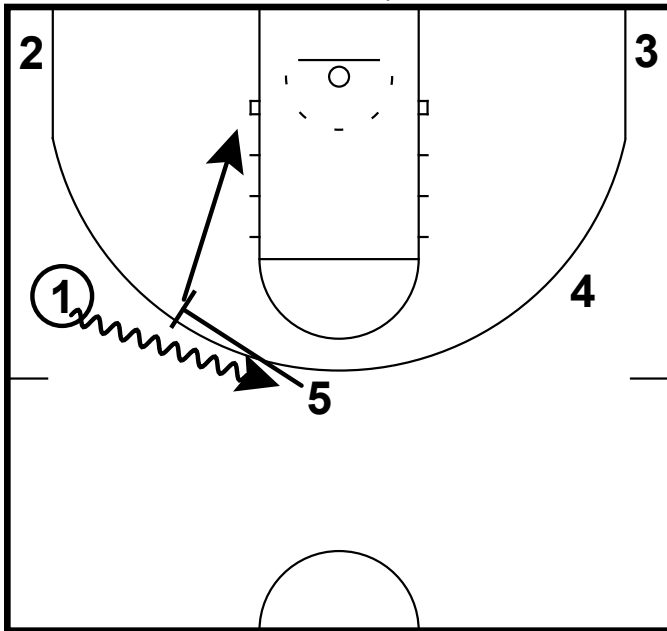
Spread BS-DHO-Seal (High Point)
5 Out Delay



5 seals his man in as 4 drives to the rim for the shot

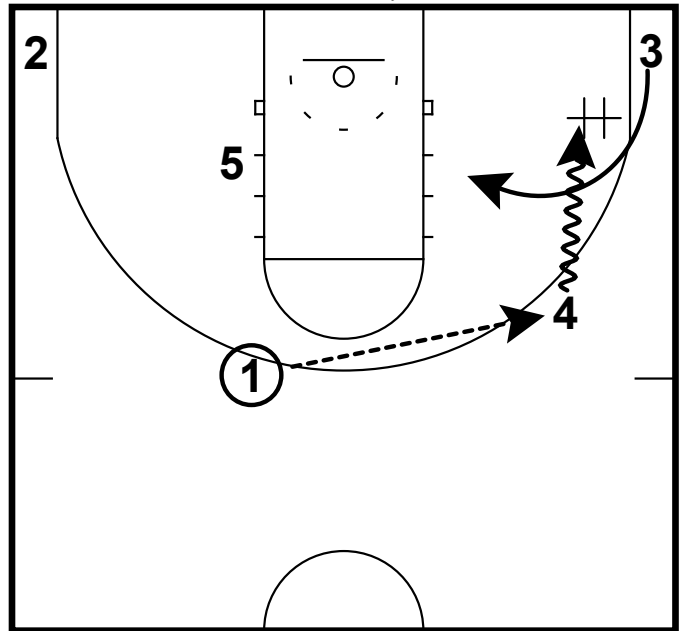
5 Out Delay Playbook

Spread BS-Swing-DHO (Melbourne United)
5 Out Delay



5 sets a ball screen for 1 then rolls

Spread BS-Swing-DHO (Melbourne United)
5 Out Delay



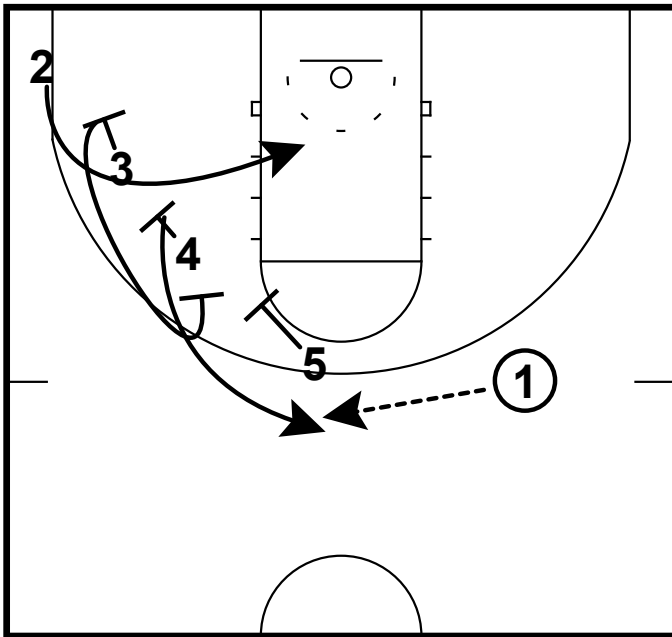
1 swings to 4

4 dribble handoffs to 3

3 drives to the rim for the shot

5 Out Delay Playbook

Triple Stagger-Twist (BYU)
5 Out Delay



3, 4 and 5 set a triple stagger screen for 2

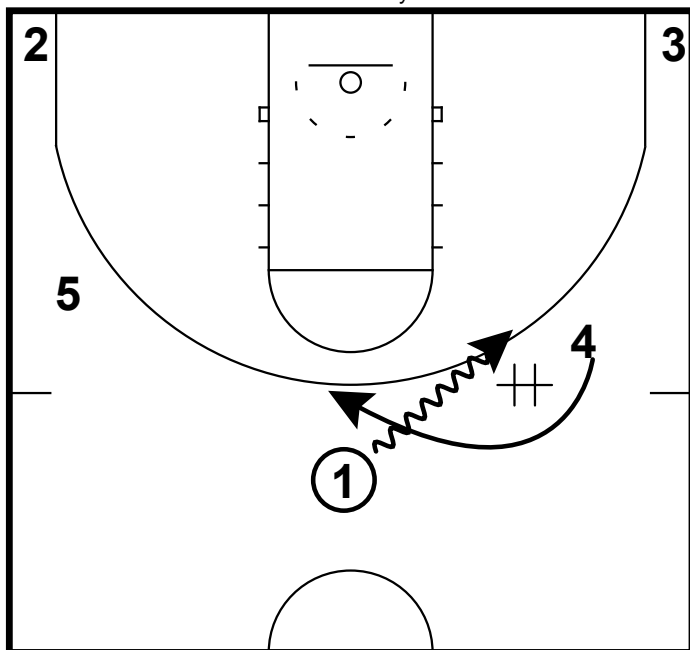
2 curls the first screen

3 twist and pin screens for 4

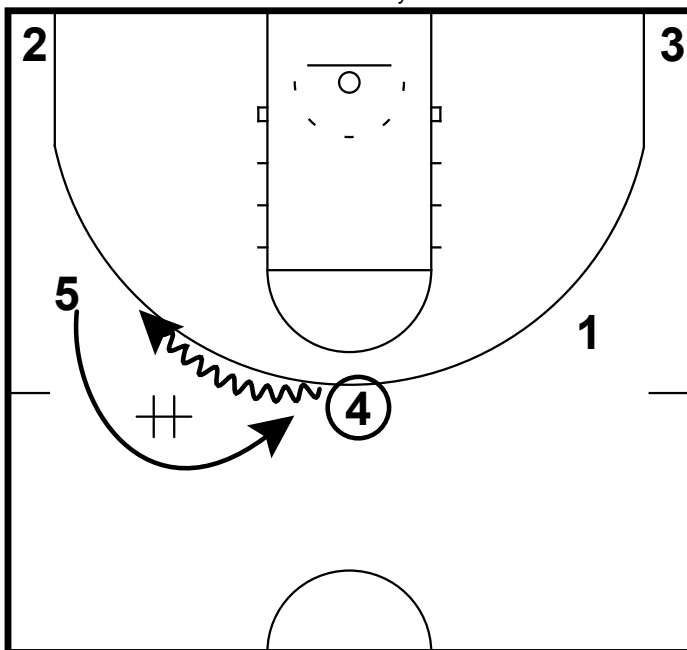
1 passes to 4 for the shot

5 Out Delay Playbook

Weave-Backdoor (Furman)
5 Out Delay



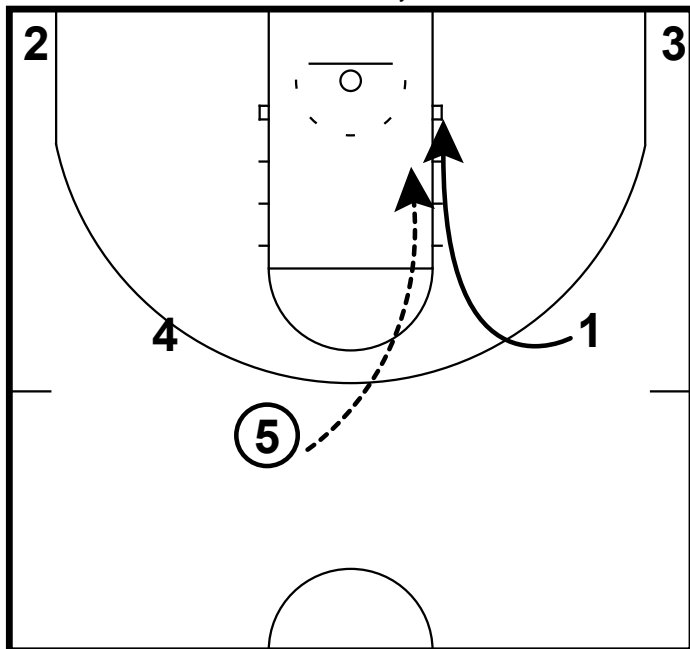
Weave-Backdoor (Furman)
5 Out Delay



1 DHOs to 4

4 DHOs to 5 in weave action

Weave-Backdoor (Furman)
5 Out Delay

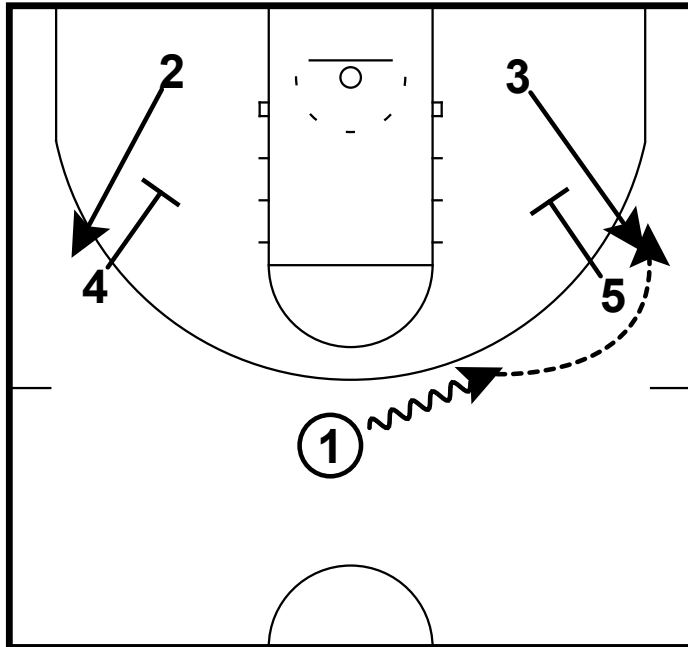


5 dribbles at 1

1 cuts backdoor for the shot

5 Out Delay Playbook

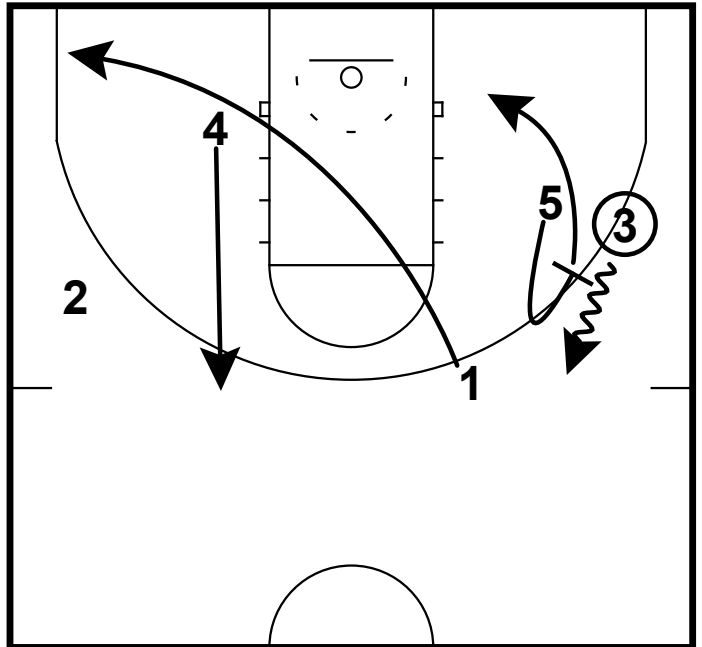
Floppy-Euro BS (Virginia tech)
5 Out Delay



2 and 3 get floppy screens from 4 and 5

1 throws to 3 then cuts opposite corner

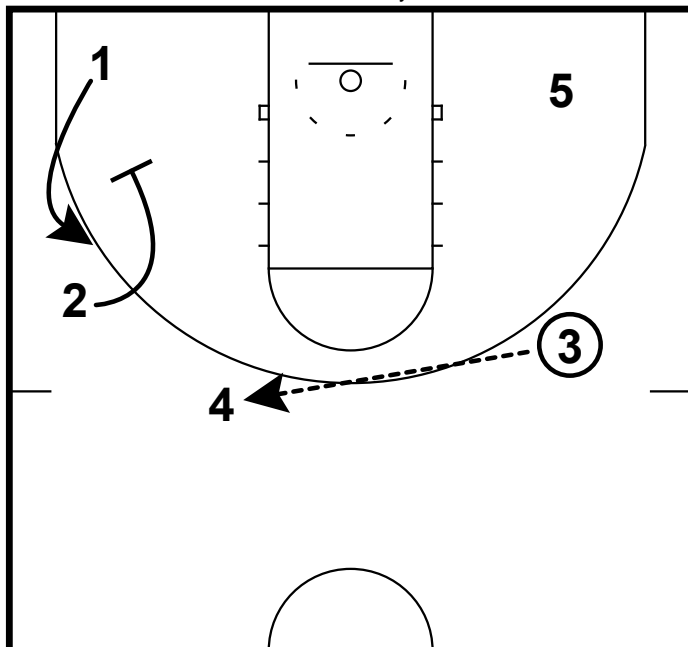
Floppy-Euro BS (Virginia tech)
5 Out Delay



5 ball screens for 3

4 shakes to the slot

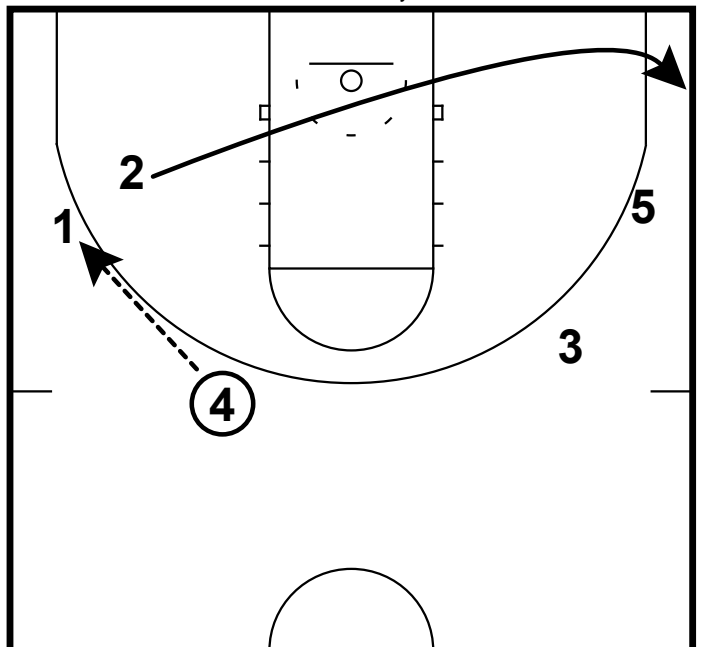
Floppy-Euro BS (Virginia tech)
5 Out Delay



2 screens for 1

3 passes to 4

Floppy-Euro BS (Virginia tech)
5 Out Delay

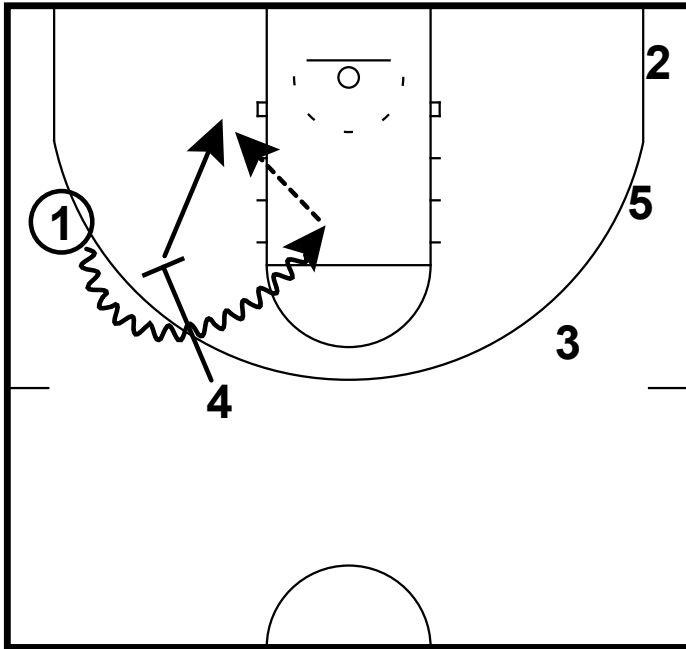


2 cuts opposite corner

4 passes to 1

5 Out Delay Playbook

Floppy-Euro BS (Virginia tech)
5 Out Delay

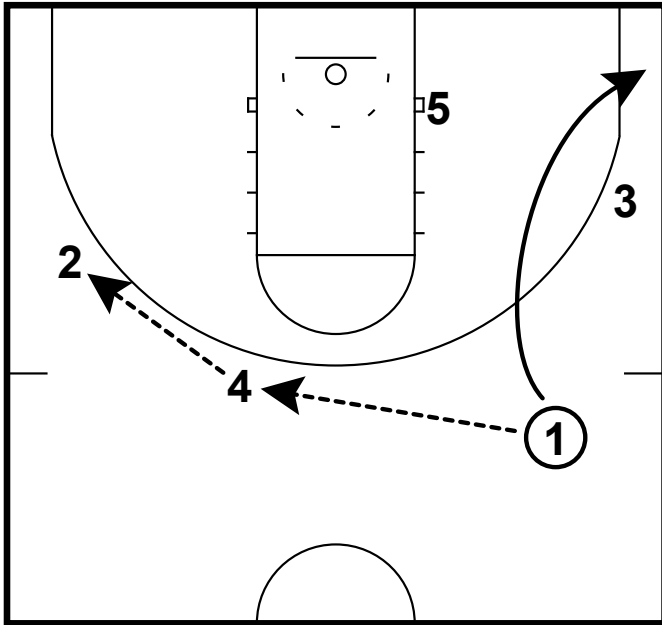


4 sets a ball screen for 1

1 drives and passes to 4 on the roll for the shot

5 Out Delay Playbook

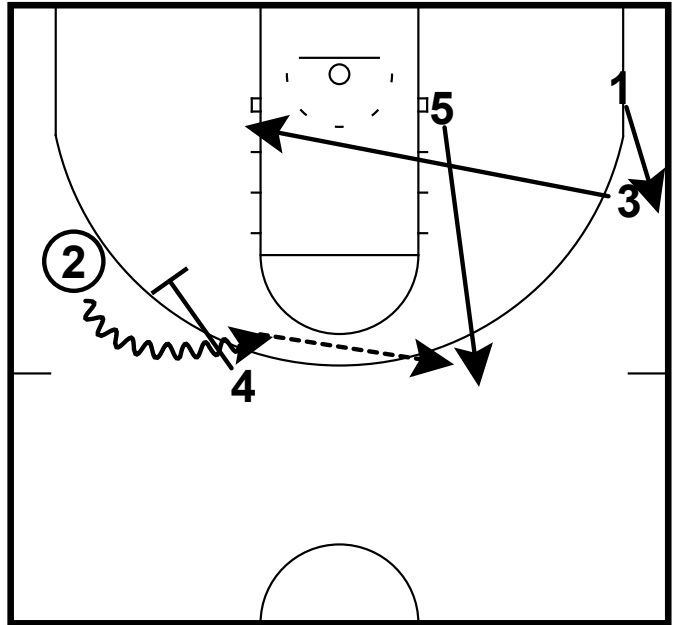
Euro BS-Rip (Gonzaga)
5 Out Delay



1 passes to 4 then cuts to the corner

4 passes to 2

Euro BS-Rip (Gonzaga)
5 Out Delay



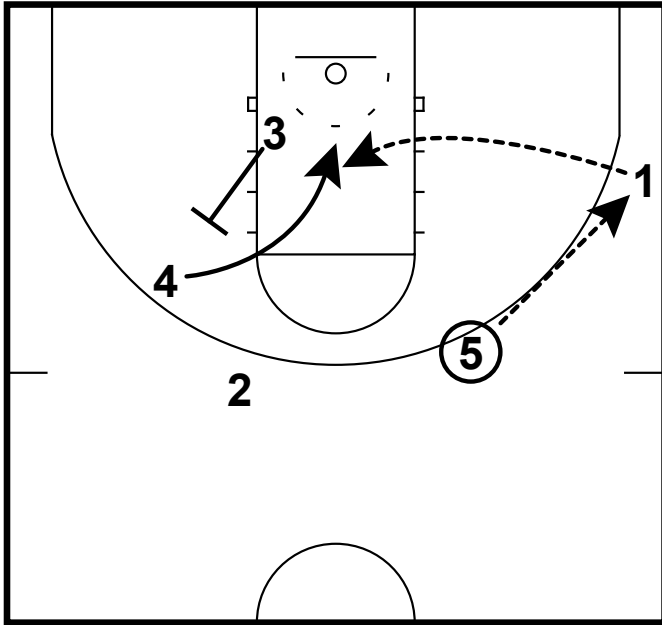
3 cuts to the rim

5 shakes to the slot

4 sets a ball screen for 2

2 drives and passes to 5

Euro BS-Rip (Gonzaga)
5 Out Delay



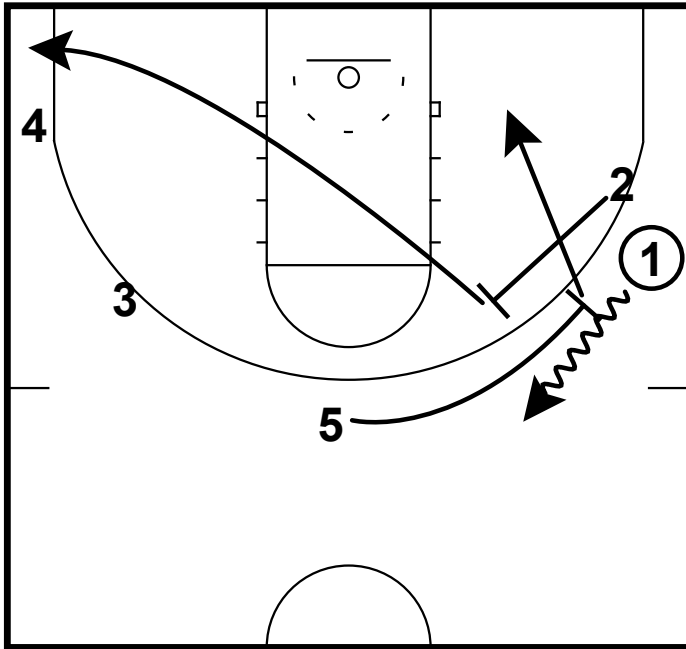
5 passes to 1

3 sets a rip screen for 4

1 passes to 3 4 for the shot

5 Out Delay Playbook

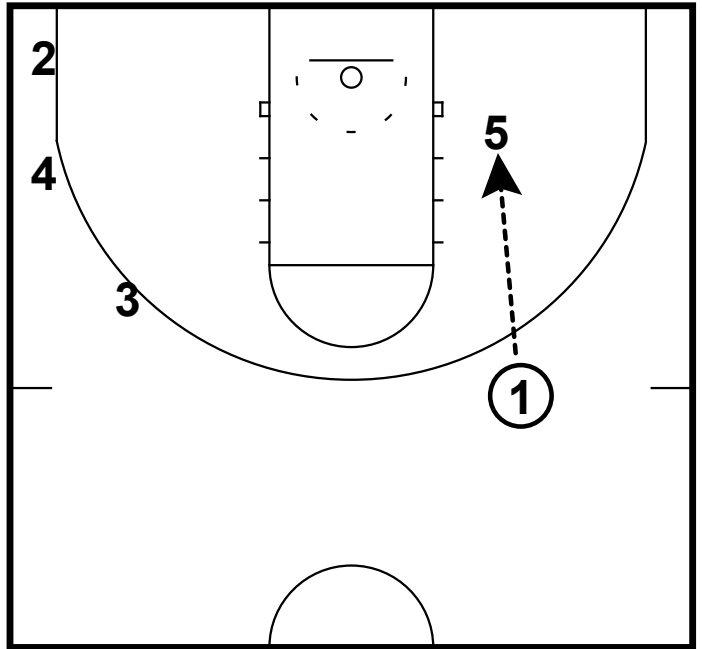
Wedge-Empty-BS (Duke)
5 Out Delay



2 wedge screens for 5

5 ball screens for 1 then rolls

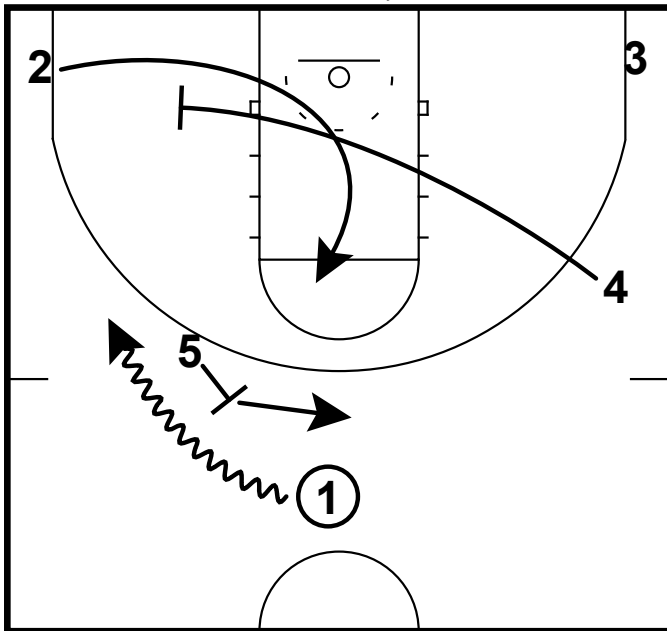
Wedge-Empty-BS (Duke)
5 Out Delay



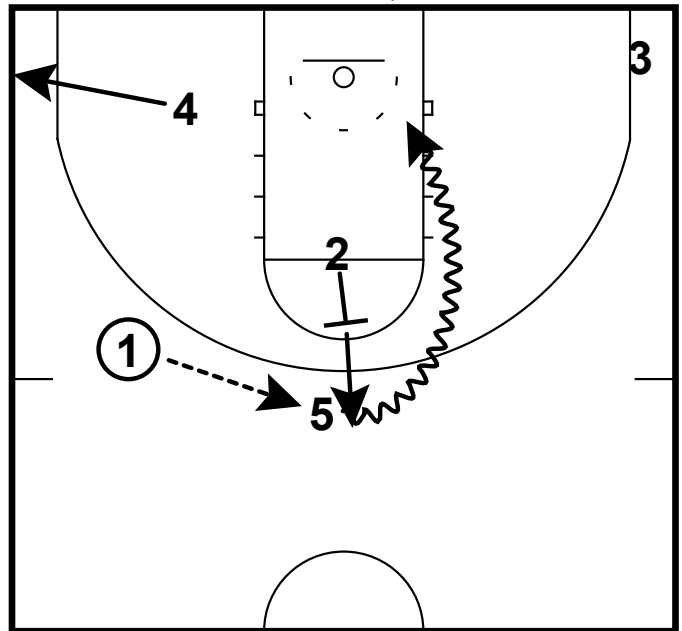
1 passes to 5 on the roll for the shot

5 Out Delay Playbook

Spanoulis Action (Alabama)
5 Out Delay



Spanoulis Action (Alabama)
5 Out Delay



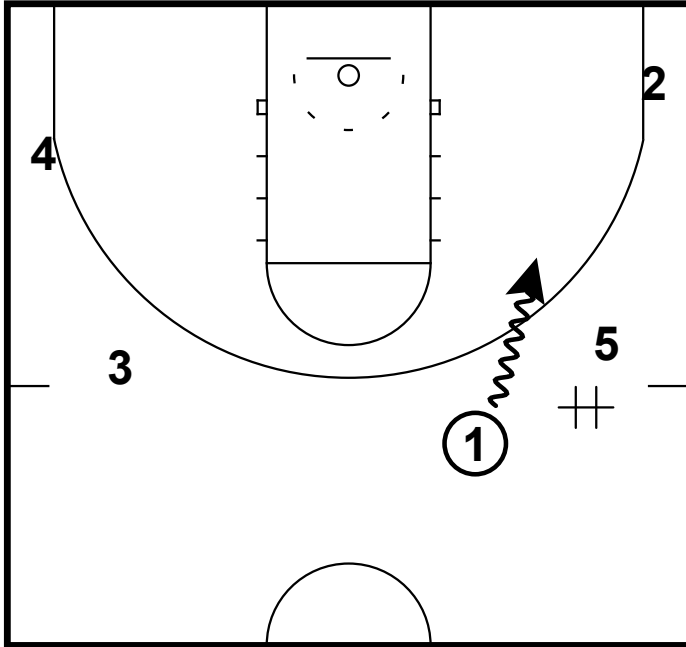
5 sets a ball screen for 1 and pops

4 sets a flex screen for 2

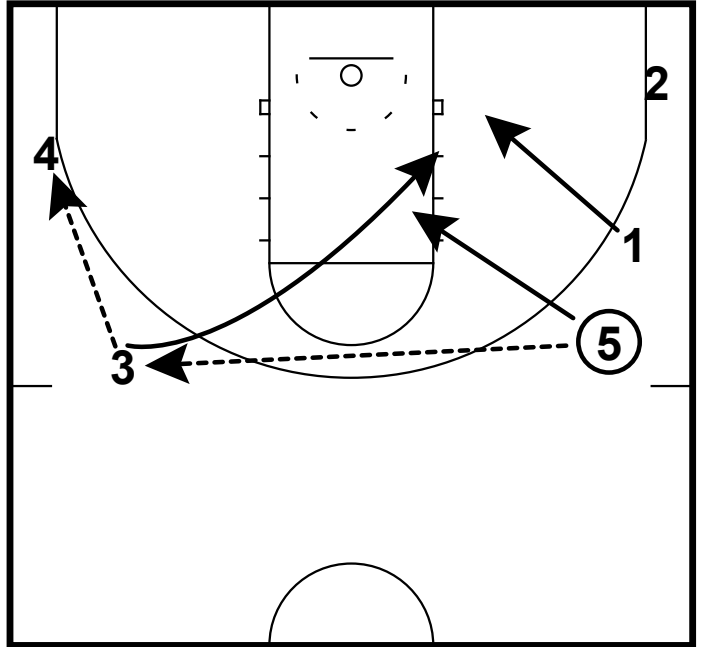
2 then cuts up the paint

5 Out Delay Playbook

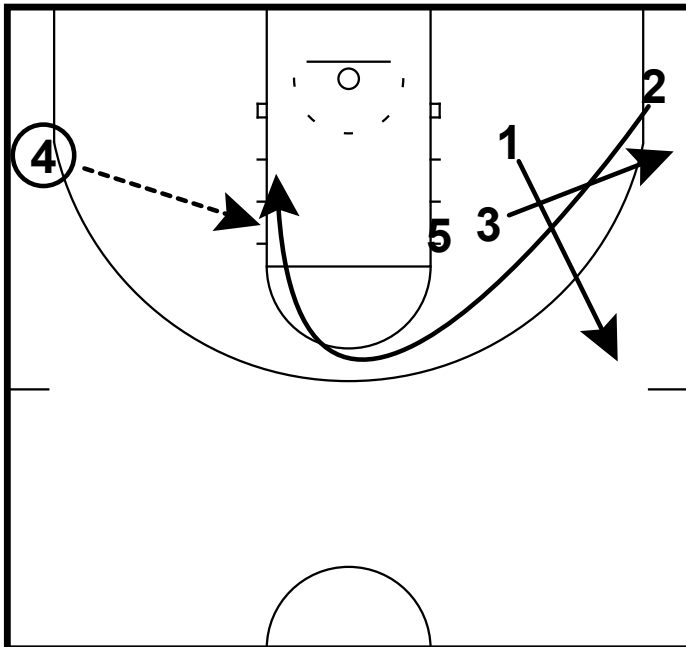
Circle Motion-(Bellarmine)
5 Out Delay



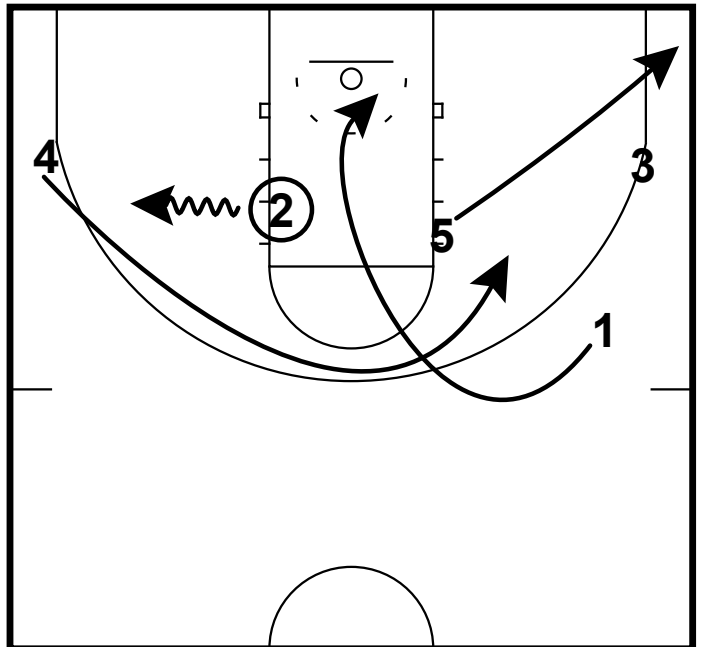
Circle Motion-(Bellarmine)
5 Out Delay



Circle Motion-(Bellarmine)
5 Out Delay

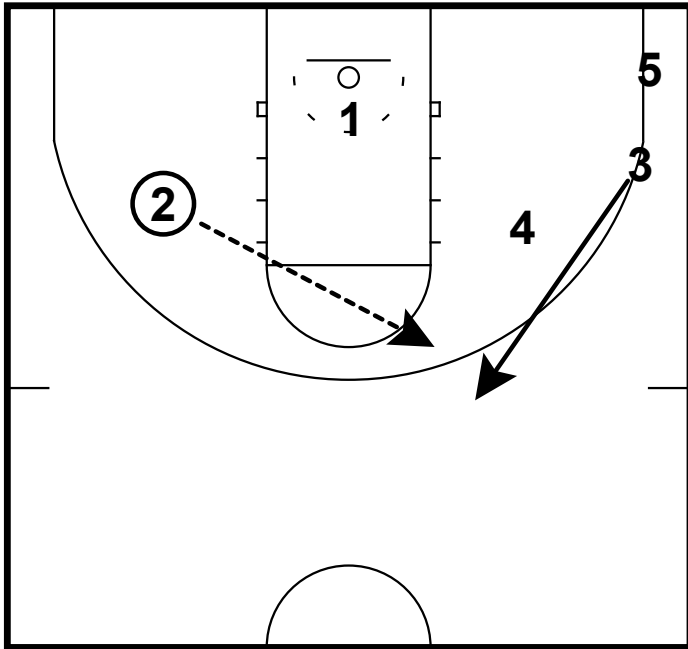


Circle Motion-(Bellarmine)
5 Out Delay



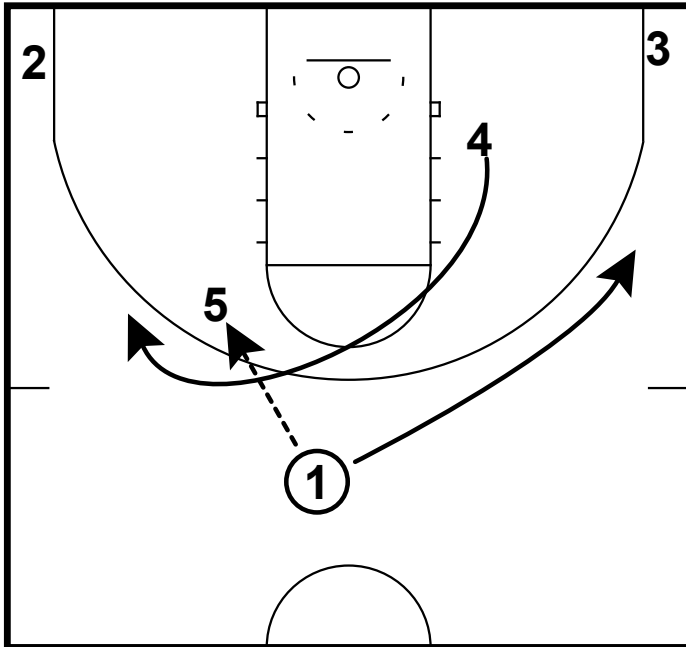
5 Out Delay Playbook

Circle Motion-(Bellarmine)
5 Out Delay



5 Out Delay Playbook

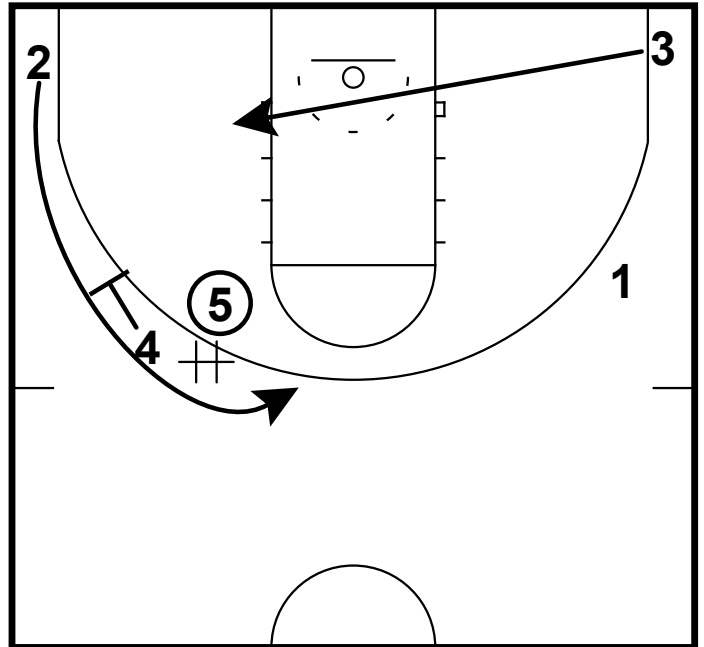
Miami-Elevator (Northwestern)
5 Out Delay



1 passes to 5

4 cuts over 5

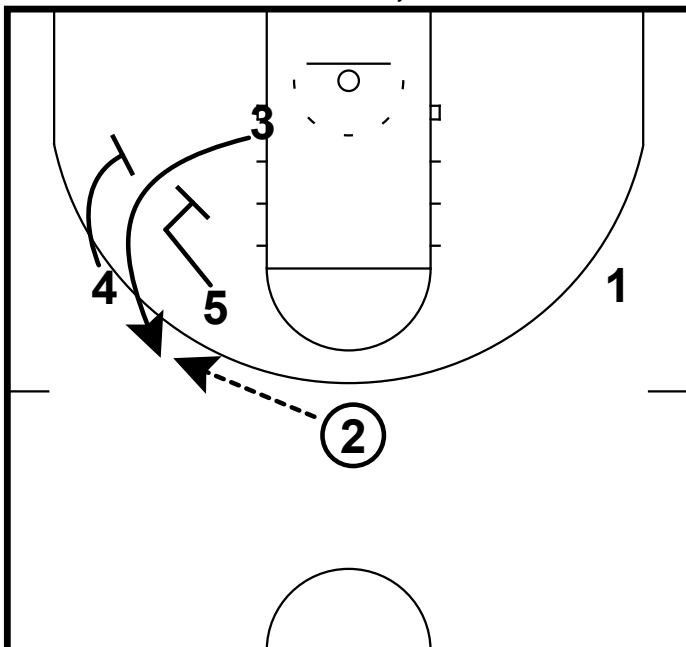
Miami-Elevator (Northwestern)
5 Out Delay



4 screens 2

5 DHOs to 2

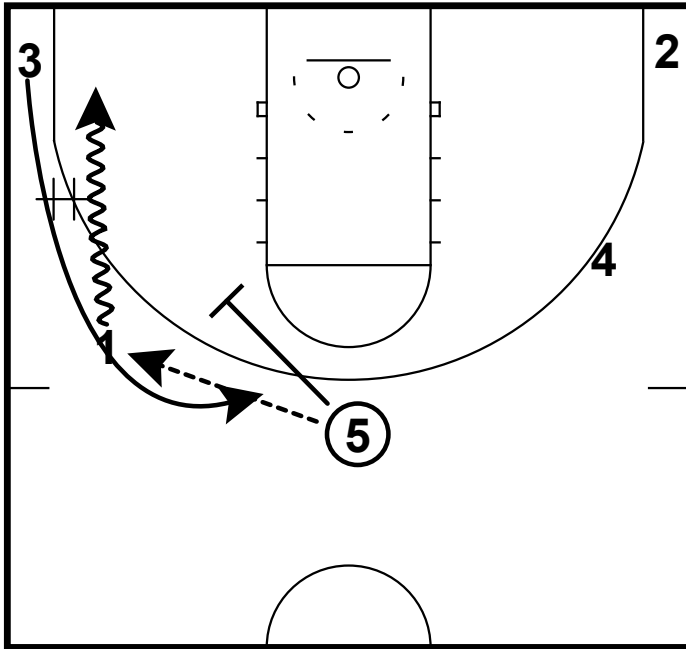
Miami-Elevator (Northwestern)
5 Out Delay



4 and 5 Elevator Screen for 3

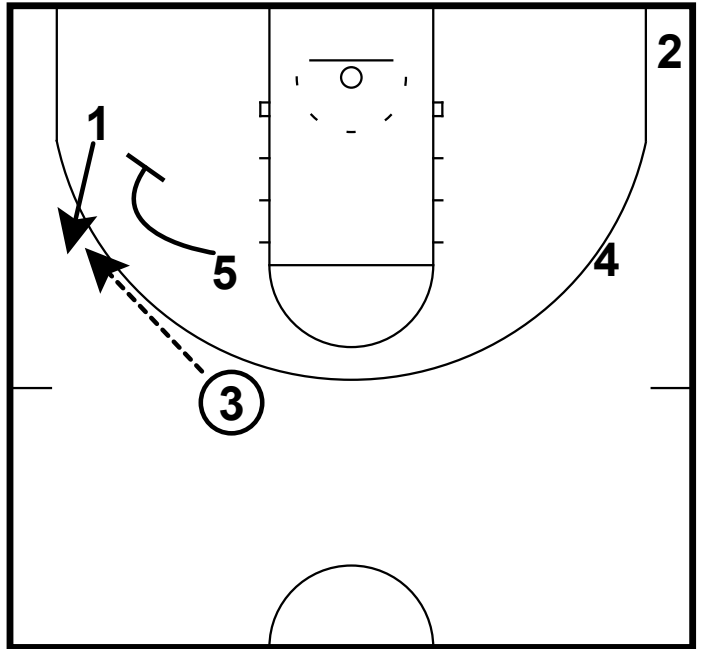
5 Out Delay Playbook

Miami-Throwback Pin (Northwestern)
5 Out Delay



1 DHOs to 3 and 5 ball screens in Miami action

Miami-Throwback Pin (Northwestern)
5 Out Delay

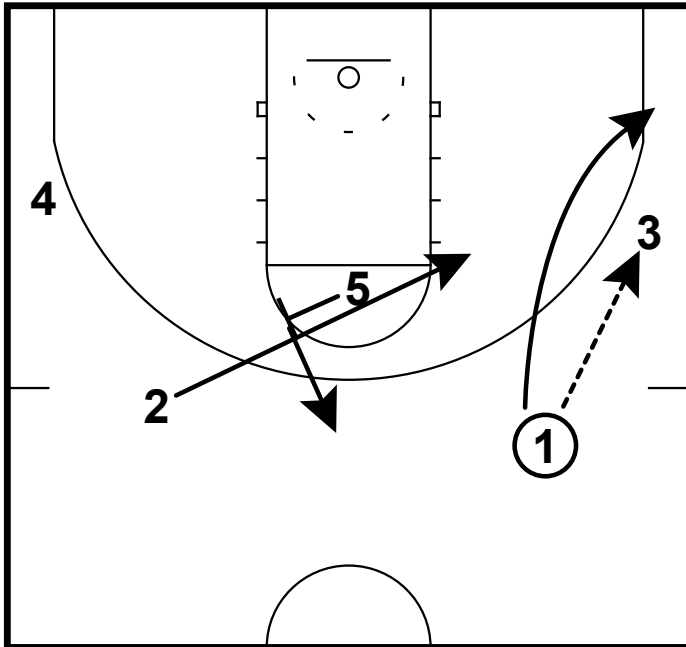


5 pin screens 1

3 throws to 1 for the shot

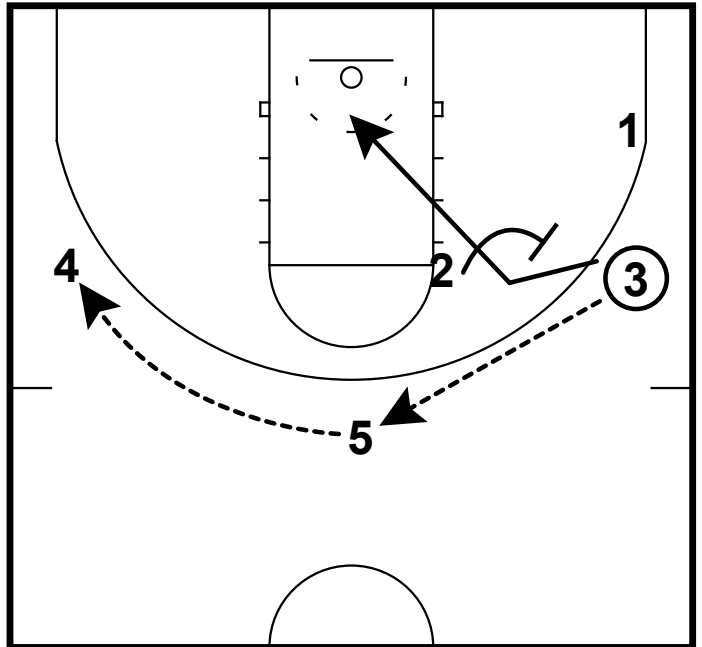
5 Out Delay Playbook

Through-Shuffle-Stagger-Reject (St Thomas)
5 Out Delay



1 passes to 3 and cuts to the corner 5 screens for 2

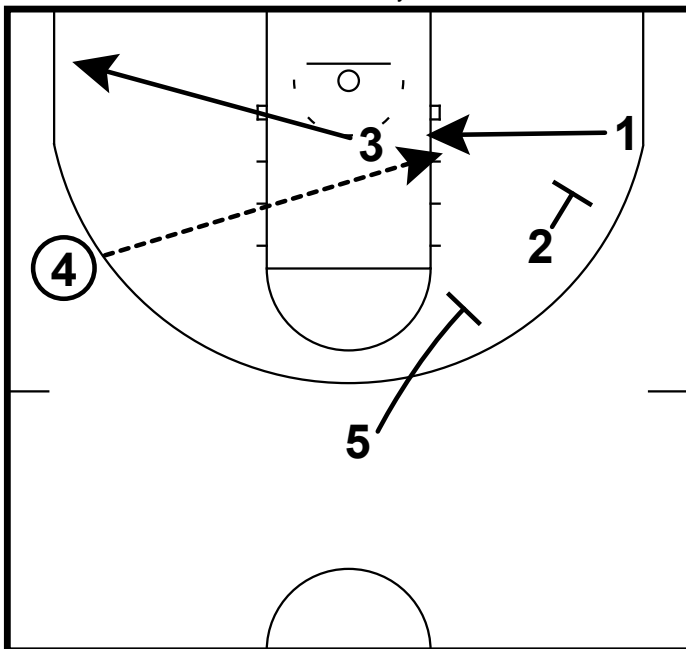
Through-Shuffle-Stagger-Reject (St Thomas)
5 Out Delay



3 passes to 5

2 shuffle screens for 3

Through-Shuffle-Stagger-Reject (St Thomas)
5 Out Delay

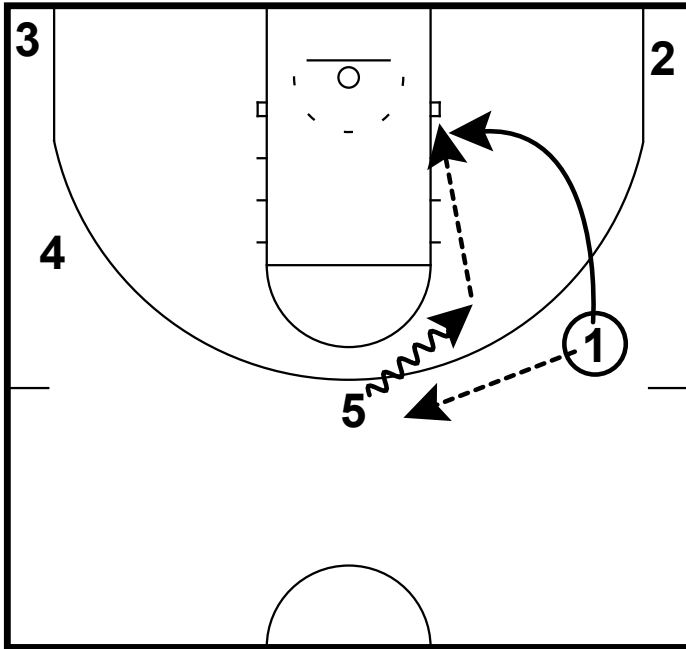


2 and 5 stagger screen for 1

1 rejects the screen for the shot

5 Out Delay Playbook

Delay Chicago Slip (Loyolla Chicago)
5 Out Delay

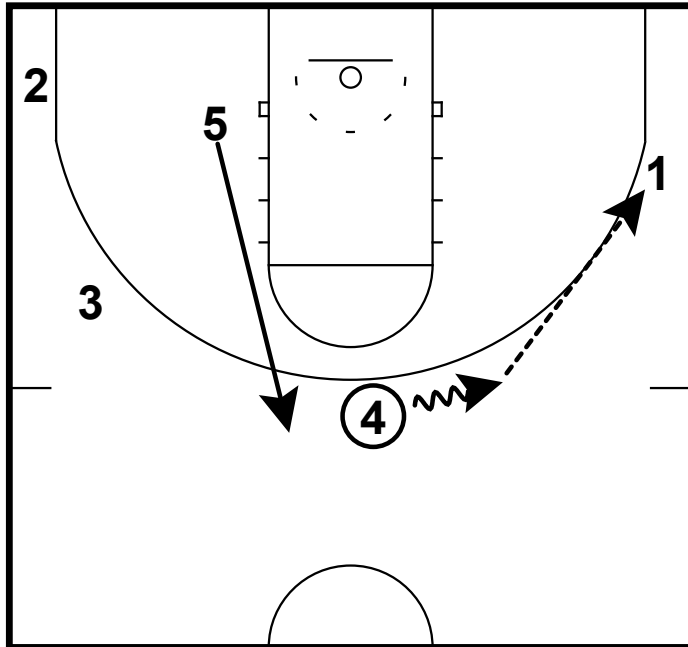


1 throws to 5

1 cut to screen in Chicago action then slips to the rim for the shot

5 Out Delay Playbook

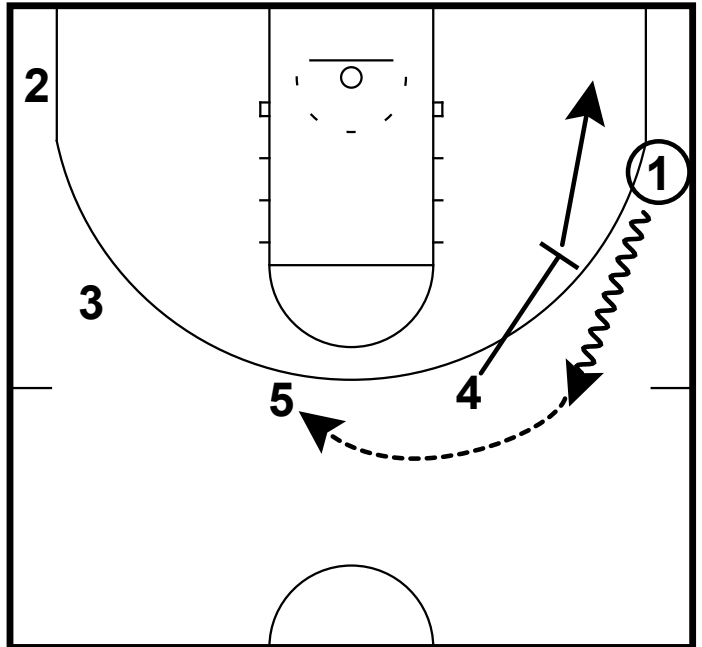
Delay-77 (Loyolla Chicago)
5 Out Delay



4 dribbles and passes to 1

5 cuts to top of the key

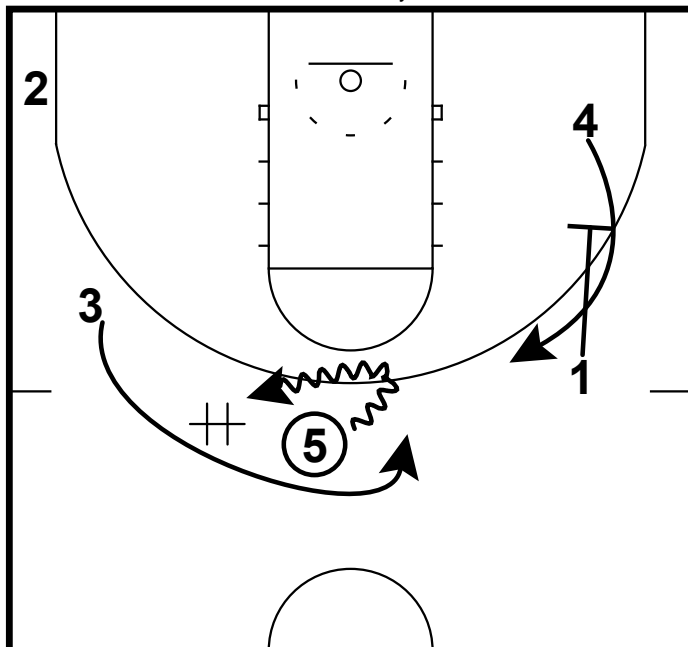
Delay-77 (Loyolla Chicago)
5 Out Delay



4 sets a ball screen for 1

1 passes to 5

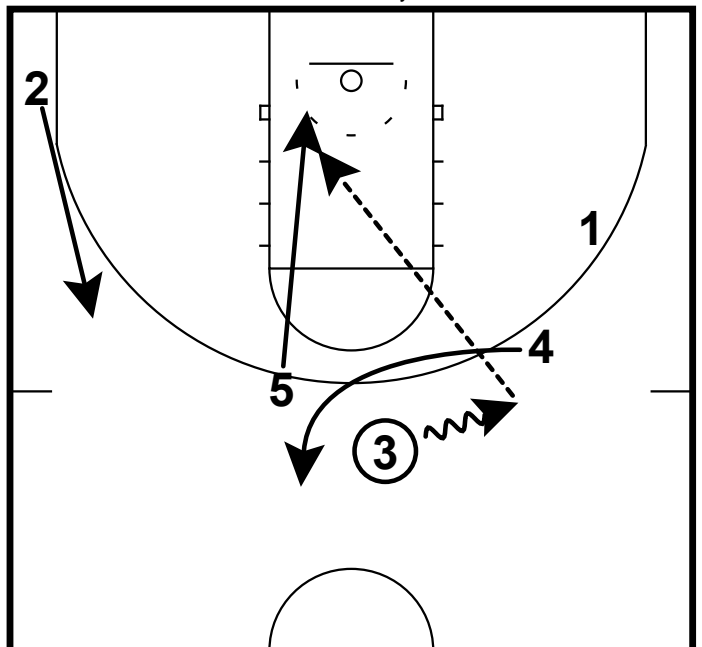
Delay-77 (Loyolla Chicago)
5 Out Delay



1 pin screens for 4

5 dribbles at 4 then turns around and DHO to 3

Delay-77 (Loyolla Chicago)
5 Out Delay

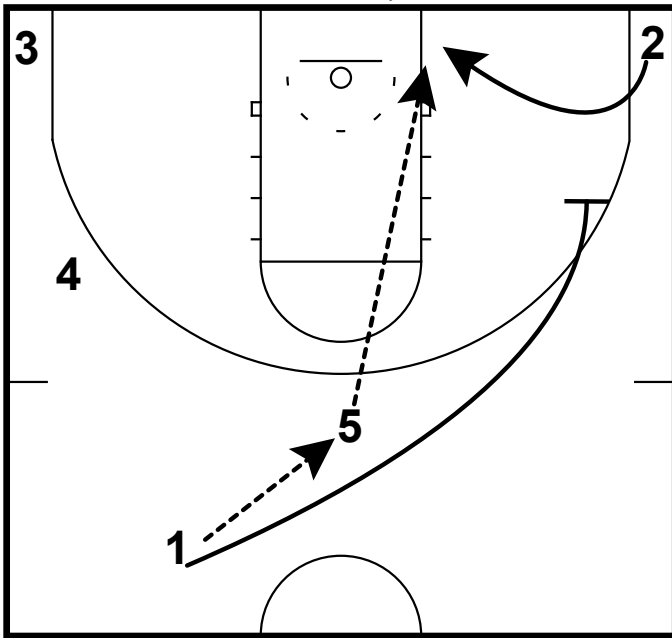


4 sets a ghost screen for 3

5 slips to the rim 3 passes to 5 for the shot

5 Out Delay Playbook

Delay-Chicago-Reject (Richmond)
5 Out Delay



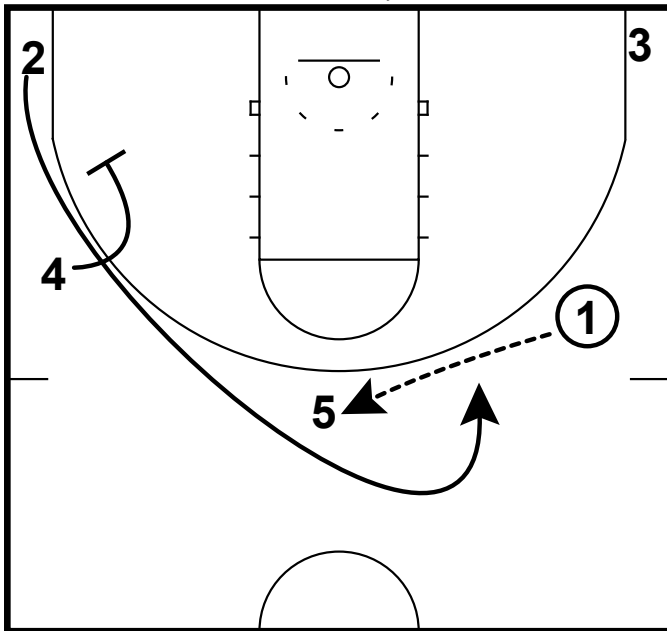
1 throws to 5 then screens for 2

2 rejects the screen cutting to the rim

5 passes to 2 for the shot

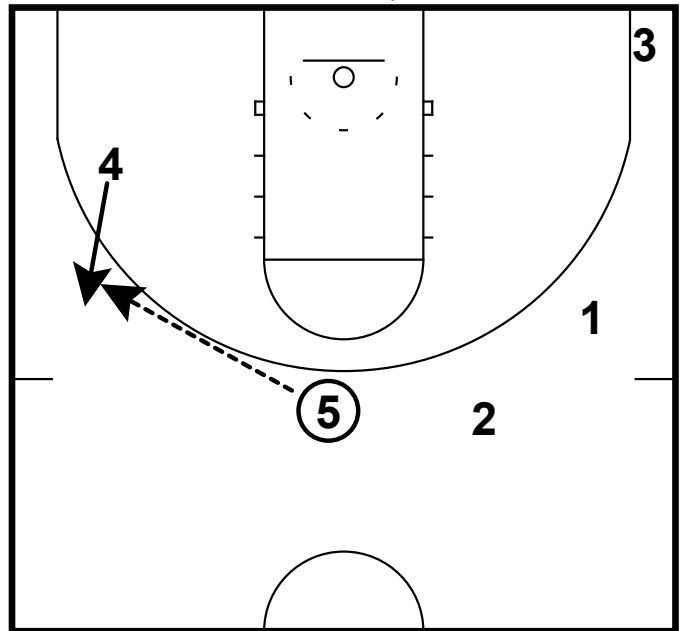
5 Out Delay Playbook

Delay Chicago Keep-Empty BS (BYU)
5 Out Delay



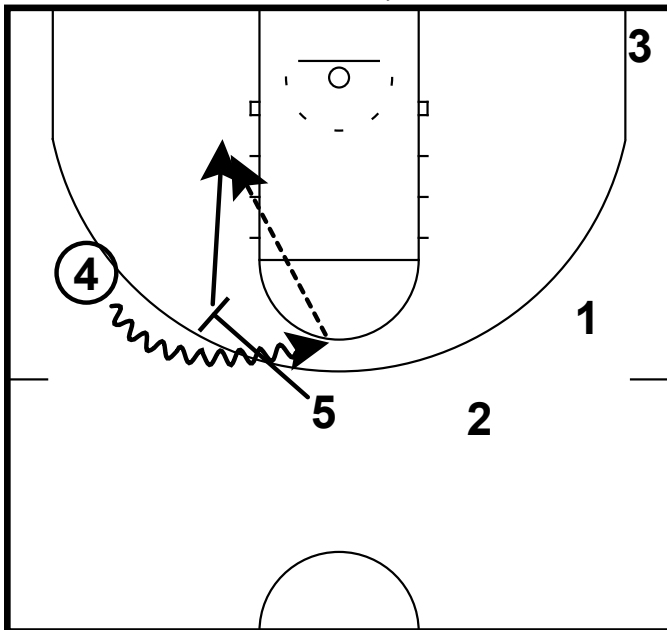
- 1 passes to 5
- 4 screens for 2
- 5 keeps the ball

Delay Chicago Keep-Empty BS (BYU)
5 Out Delay



- 5 passes to 4

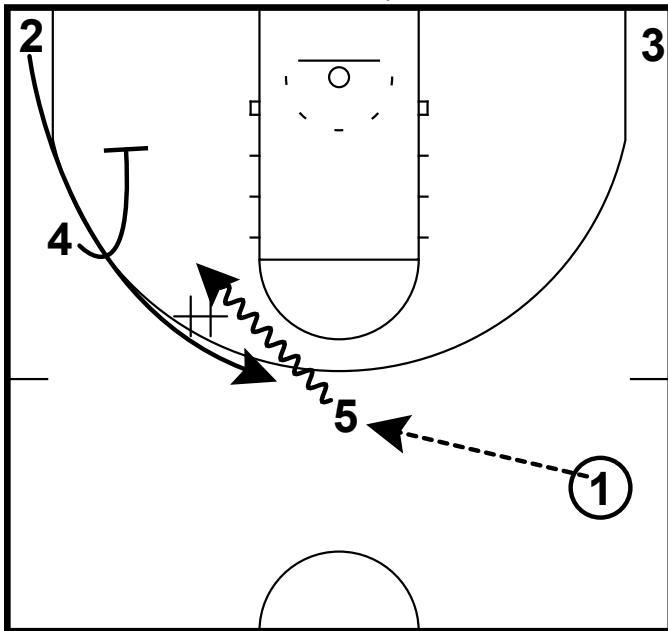
Delay Chicago Keep-Empty BS (BYU)
5 Out Delay



- 5 sets a ball screen for 4 and rolls
- 4 drives to the rim and throws the lob to 5

5 Out Delay Playbook

Delay-Chicago-Rip-STS (Duke)
5 Out Delay

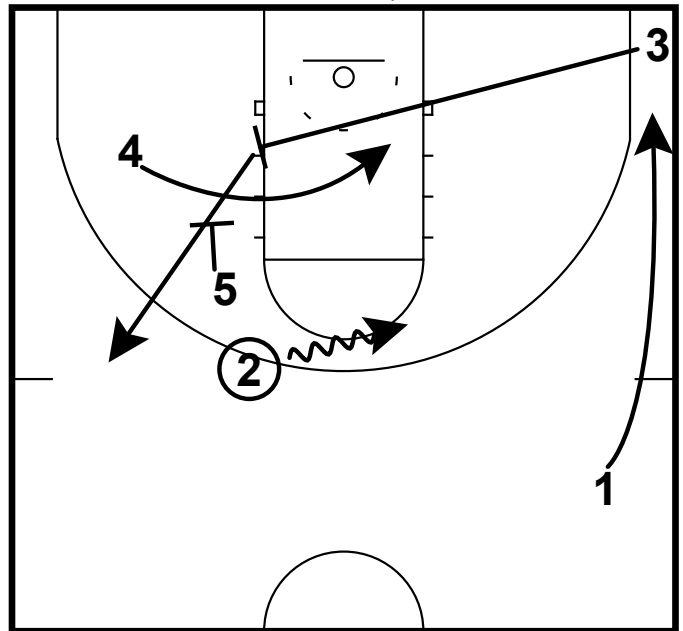


1 passes to 5

4 screens for 2

5 DHOs to 2 for Chicago Action

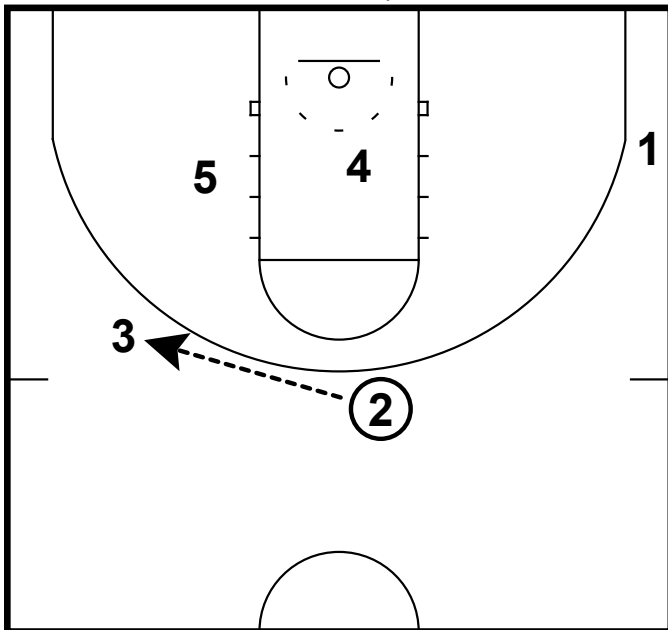
Delay-Chicago-Rip-STS (Duke)
5 Out Delay



3 cuts and sets a cross screen for 4

5 sets a down screen for 3

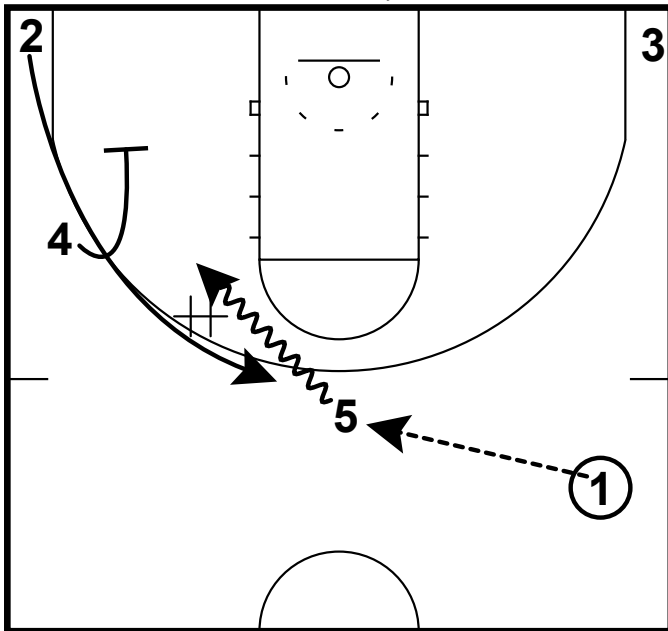
Delay-Chicago-Rip-STS (Duke)
5 Out Delay



2 passes to 3 for the shot

5 Out Delay Playbook

Delay-Chicago-Rip-STS (Duke)
5 Out Delay

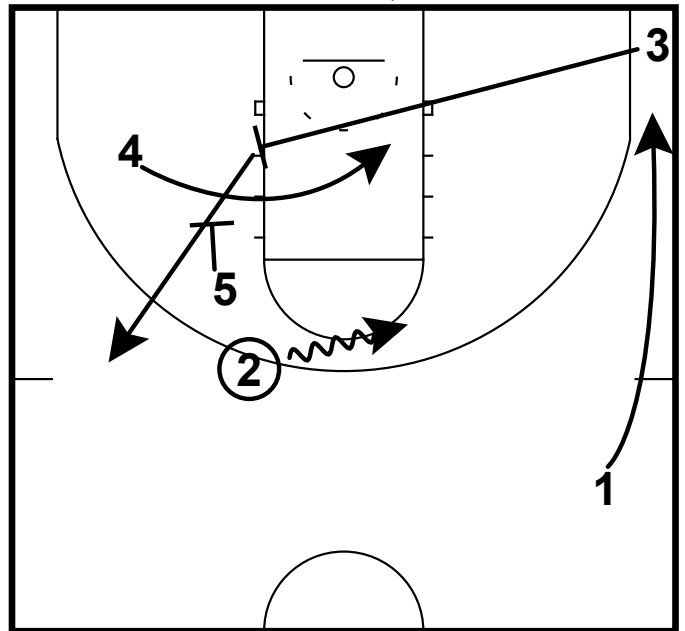


1 passes to 5

4 screens for 2

5 DHOs to 2 for Chicago Action

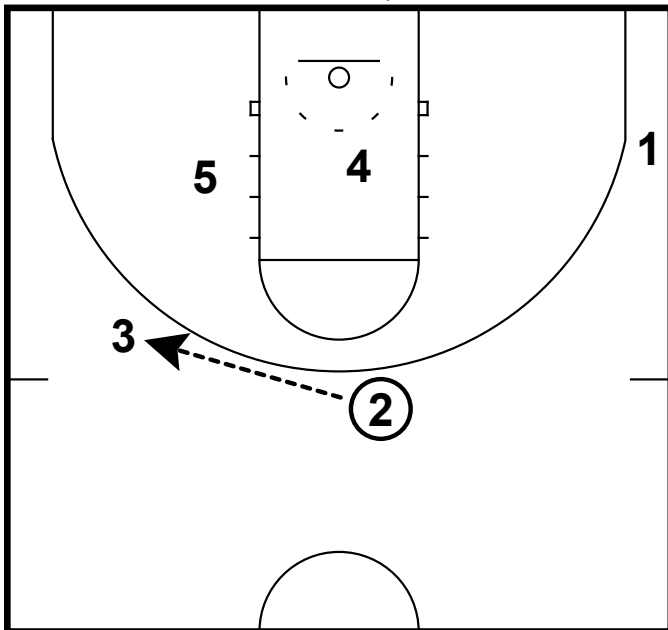
Delay-Chicago-Rip-STS (Duke)
5 Out Delay



3 cuts and sets a cross screen for 4

5 sets a down screen for 3

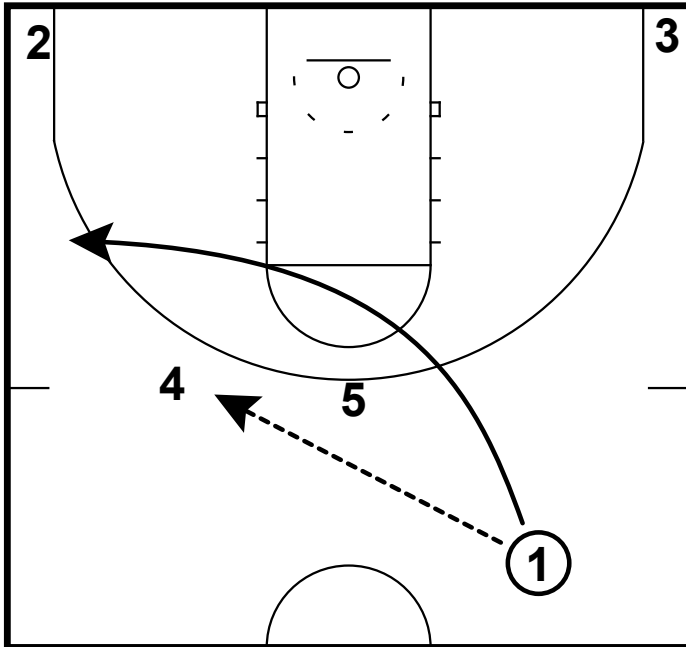
Delay-Chicago-Rip-STS (Duke)
5 Out Delay



2 passes to 3 for the shot

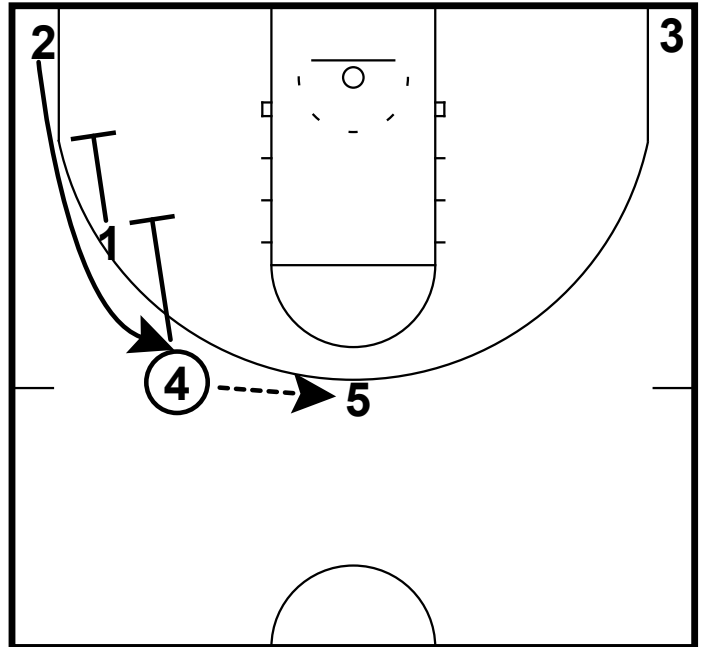
5 Out Delay Playbook

Delay-Double Chicago (North Carolina)
5 Out Delay



1 passes to 4 then cuts through to the wing

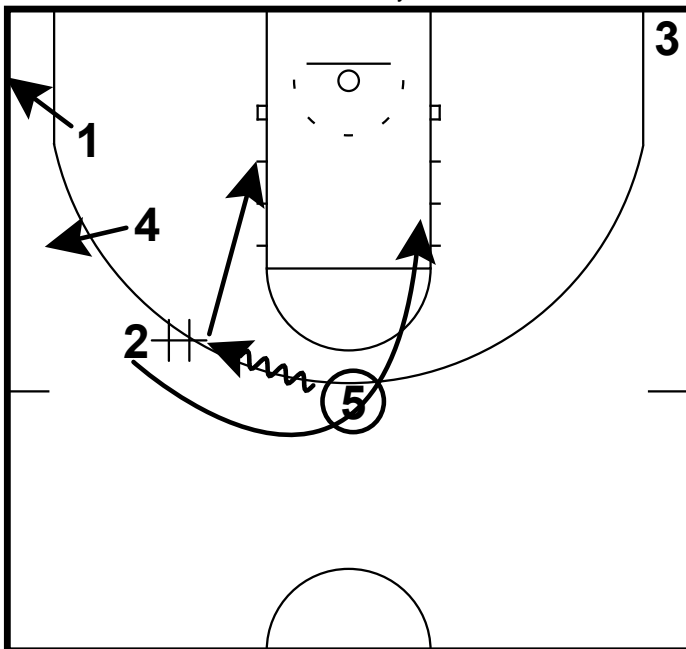
Delay-Double Chicago (North Carolina)
5 Out Delay



4 passes to 5

1 and 4 set a double screen for 2

Delay-Double Chicago (North Carolina)
5 Out Delay

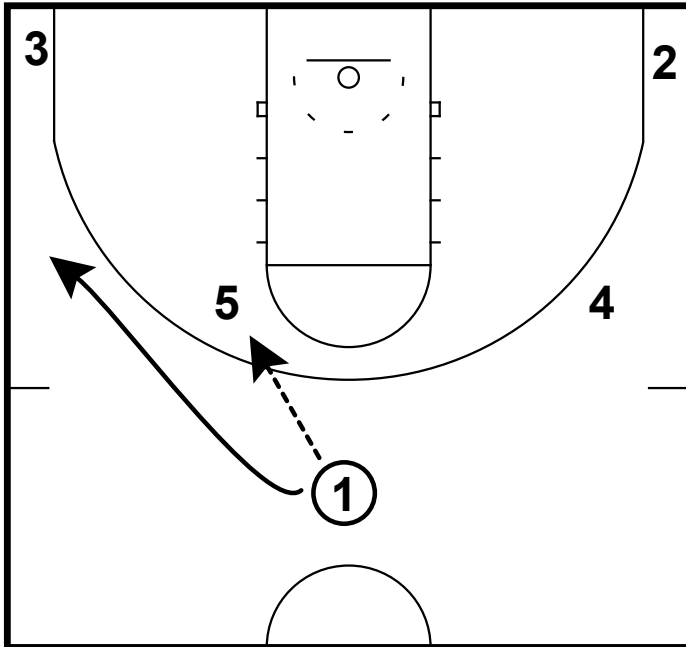


5 DHOs to 2 then rolls

2 drives to the rim for the shot

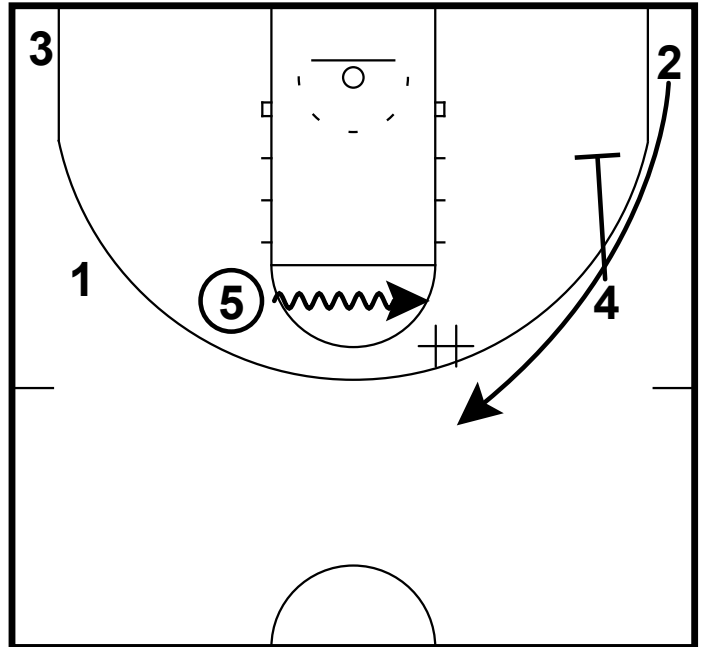
5 Out Delay Playbook

Delay Chicago-Throwback-Punch (Creighton)
5 Out Delay



1 passes to 5 and cuts to the wing

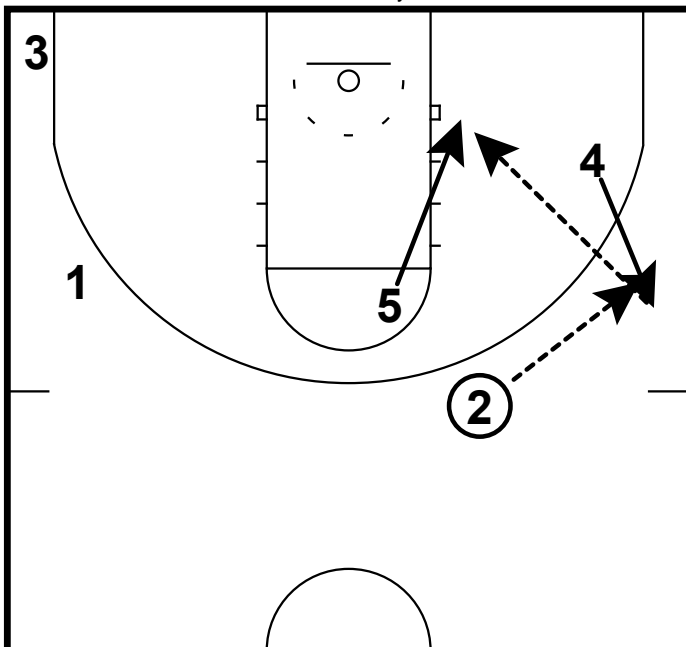
Delay Chicago-Throwback-Punch (Creighton)
5 Out Delay



4 pin screens for 2

5 DHOs to 2

Delay Chicago-Throwback-Punch (Creighton)
5 Out Delay

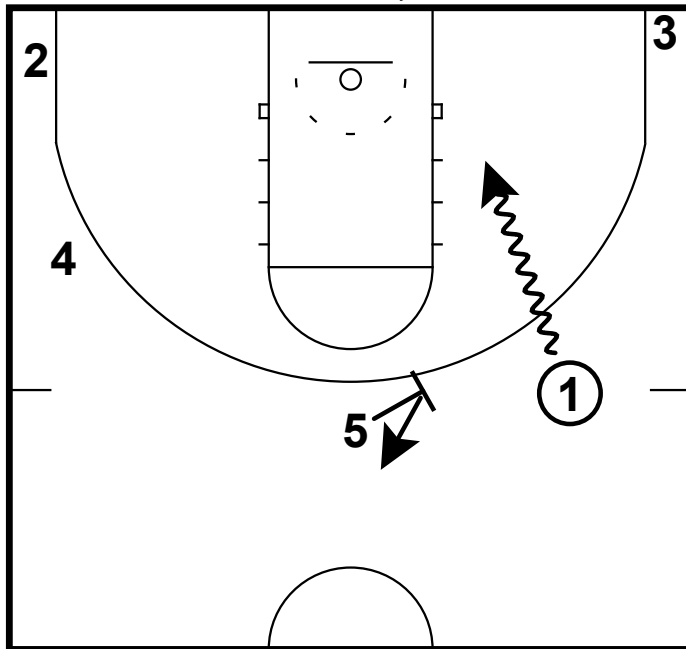


2 throwsback to 4 on the shake

4 makes a post entry pass to 5

5 Out Delay Playbook

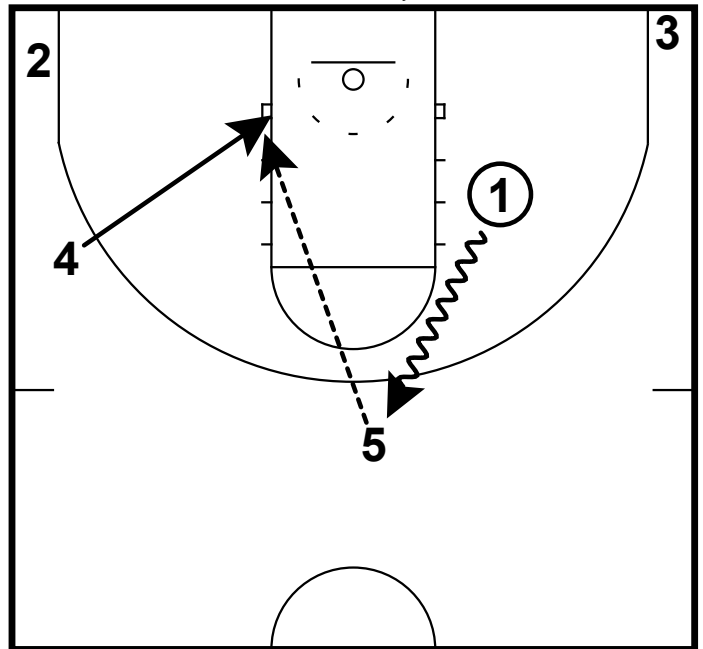
Delay-Spread BS-Pop-Slash (Furman)
5 Out Delay



6 sets a ball screen for 1

1 rejects the screen and drives to the paint

Delay-Spread BS-Pop-Slash (Furman)
5 Out Delay

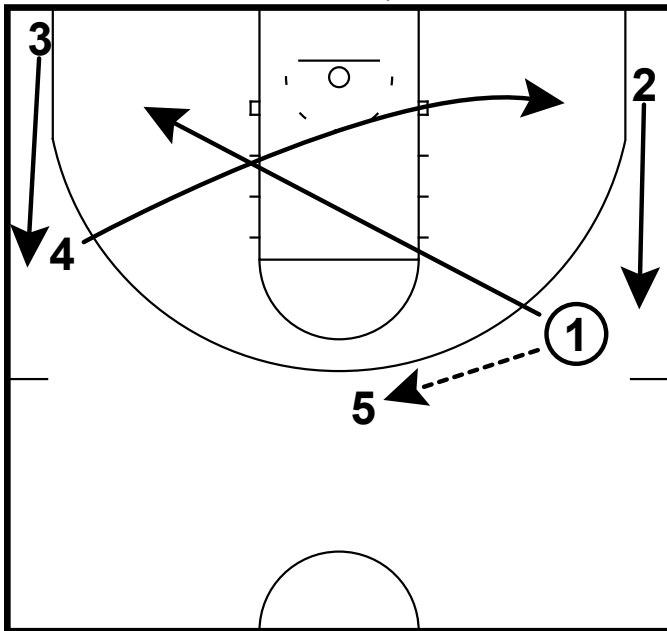


1 passes to 5 on the pop

6 passes to 4 on the slash to the rim for the shot

5 Out Delay Playbook

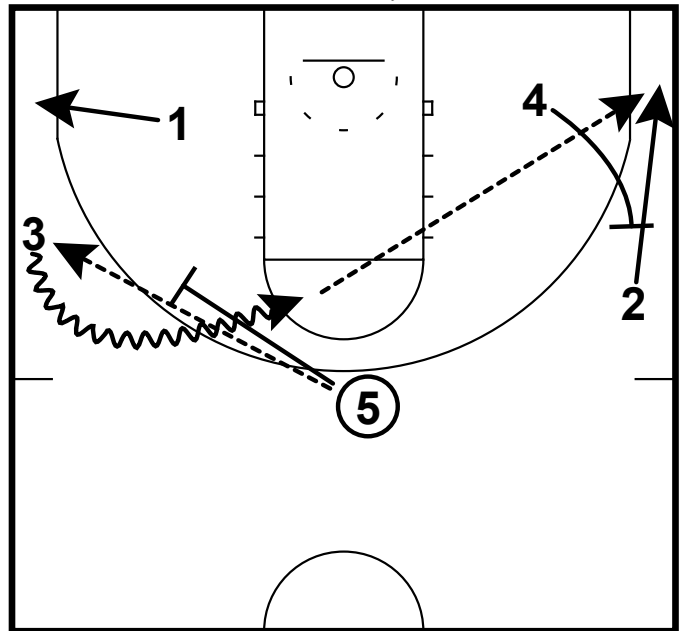
Delay Spread BS-Flare (Duke)
5 Out Delay



1 passes to 5

1 and 4 cut opposite corner

Delay Spread BS-Flare (Duke)
5 Out Delay



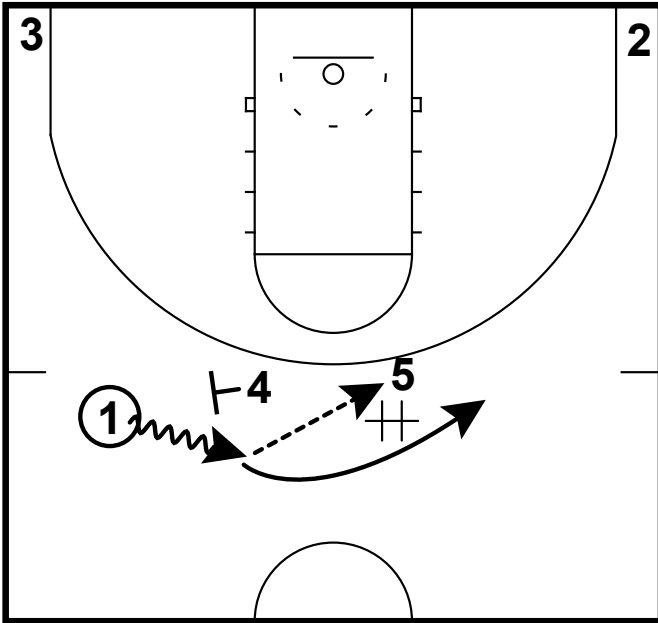
5 passes to 3 then sets 3 a ball screen

4 sets a flare screen for 2

3 passes to 2 for the shot

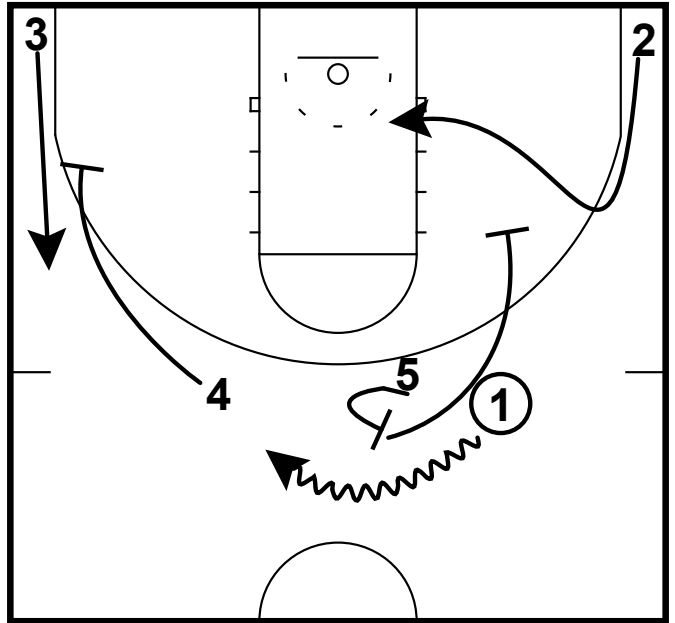
5 Out Delay Playbook

Delay-Spread-BS-Veer-Empty DHO-Pin Back
5 Out Delay



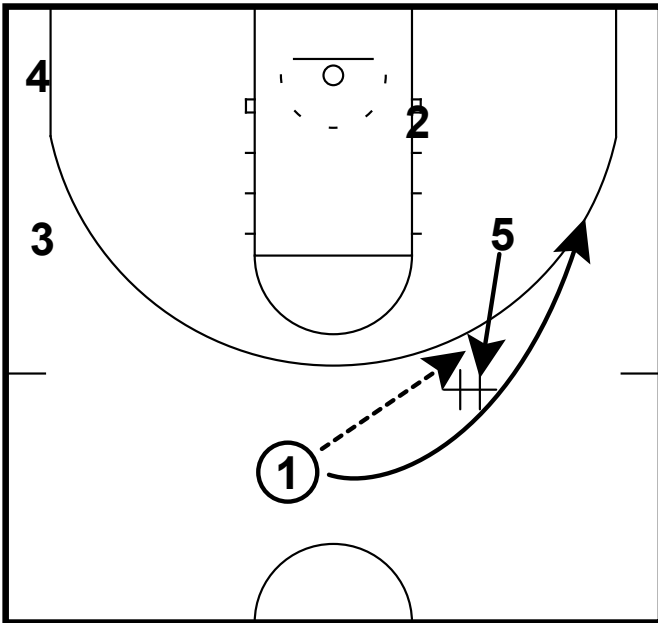
4 sets a ball screen for 1
1 passes to 5 and gets it back

Delay-Spread-BS-Veer-Empty DHO-Pin Back
5 Out Delay



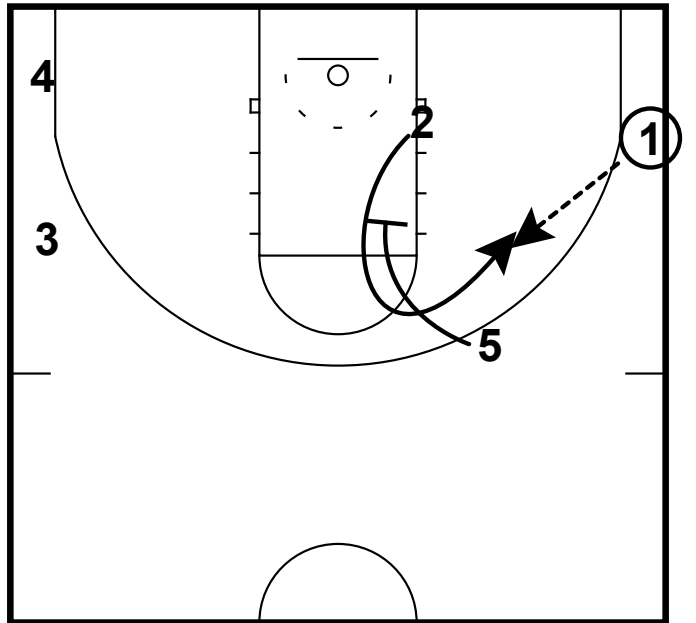
5 rescreens 1
4 pin screens for 5
5 then veer screens for 2
2 rejects the screen

Delay-Spread-BS-Veer-Empty DHO-Pin Back
5 Out Delay



6 pops back and gets the pass from 1
1 cuts to the corner

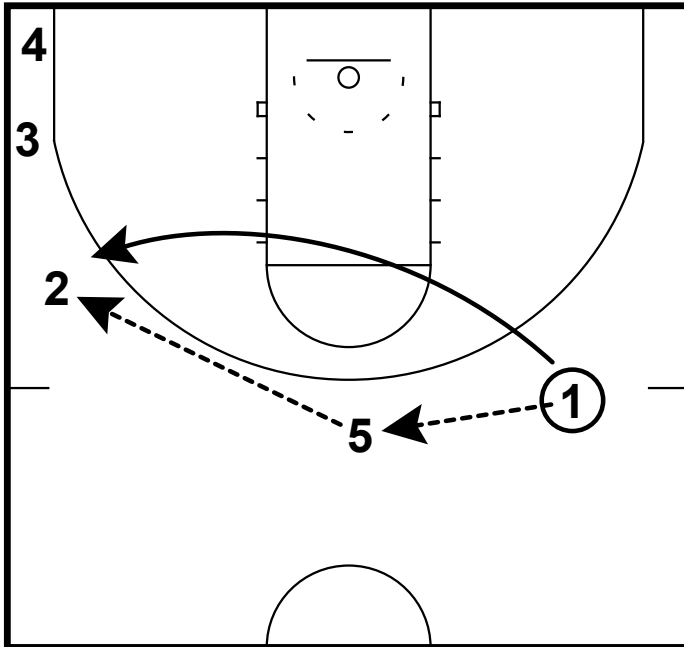
Delay-Spread-BS-Veer-Empty DHO-Pin Back
5 Out Delay



5 down screens for 2
2 curls the screen for the shot

5 Out Delay Playbook

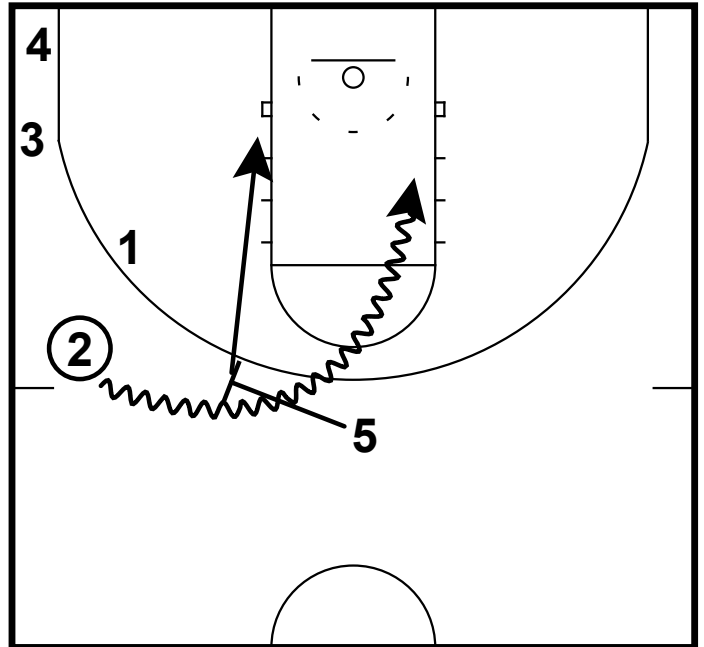
Delay-Empty 77-Shallow Cut (Creighton)
5 Out Delay



1 and 5 reverse the ball to 2

1 shallow cuts to the wing

Delay-Empty 77-Shallow Cut (Creighton)
5 Out Delay

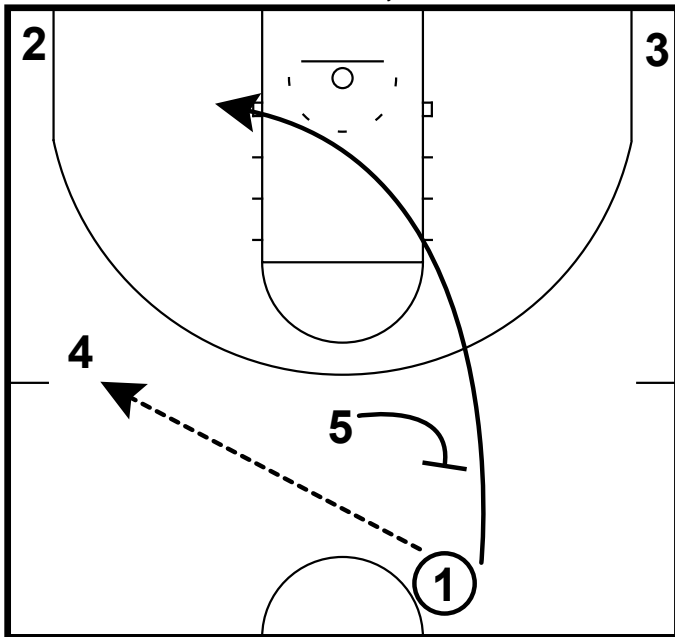


5 sets a ball screen for 2 then rolls

2 drives to the rim for the shot

5 Out Delay Playbook

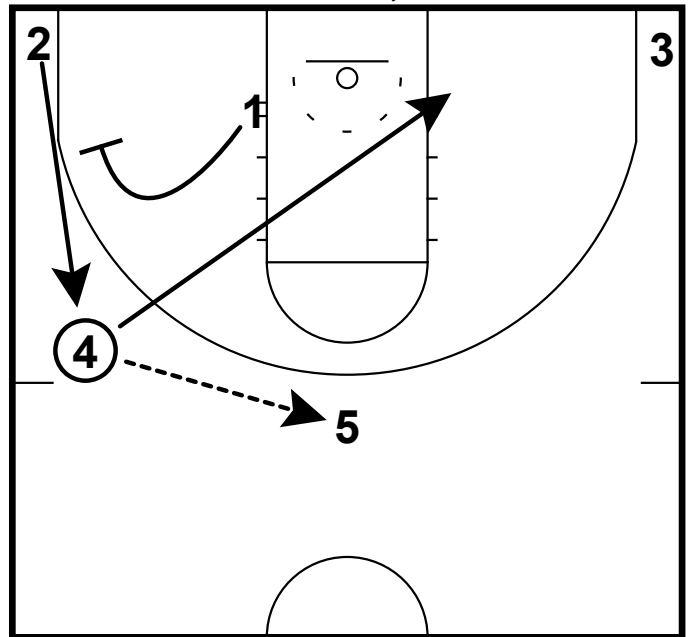
Delay-Burn-Chicago-Pin (Loyolla Chicago)
5 Out Delay



1 passes to 4

5 sets a back screen for 1

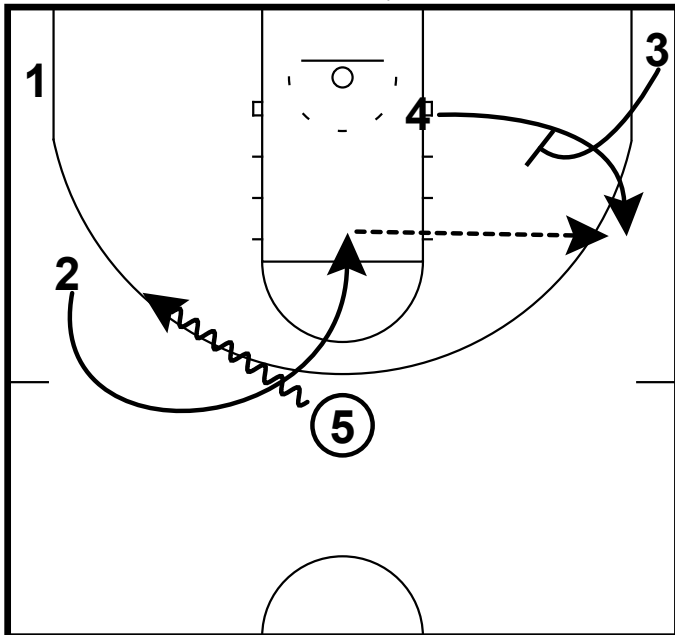
Delay-Burn-Chicago-Pin (Loyolla Chicago)
5 Out Delay



4 burn cuts

1 sets a down screen for 2

Delay-Burn-Chicago-Pin (Loyolla Chicago)
5 Out Delay



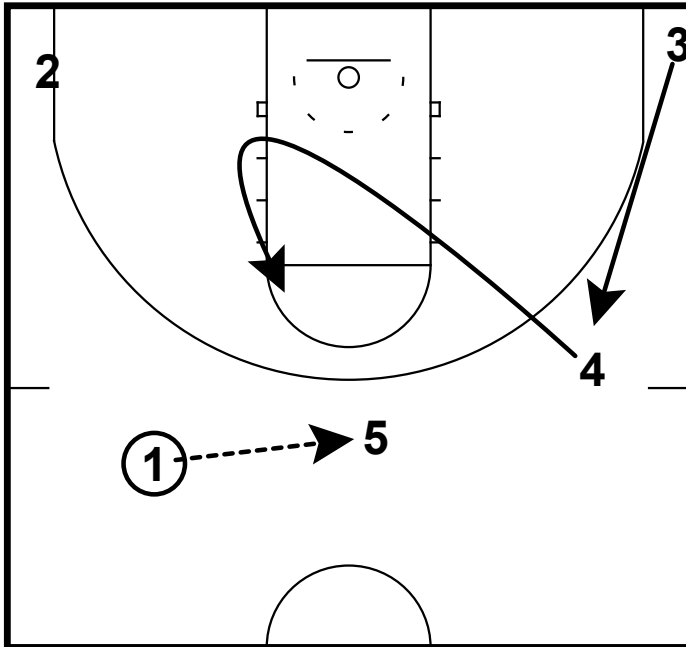
5 DHOs to 2

3 sets a pin screen for 4

2 drives and passes to 4

5 Out Delay Playbook

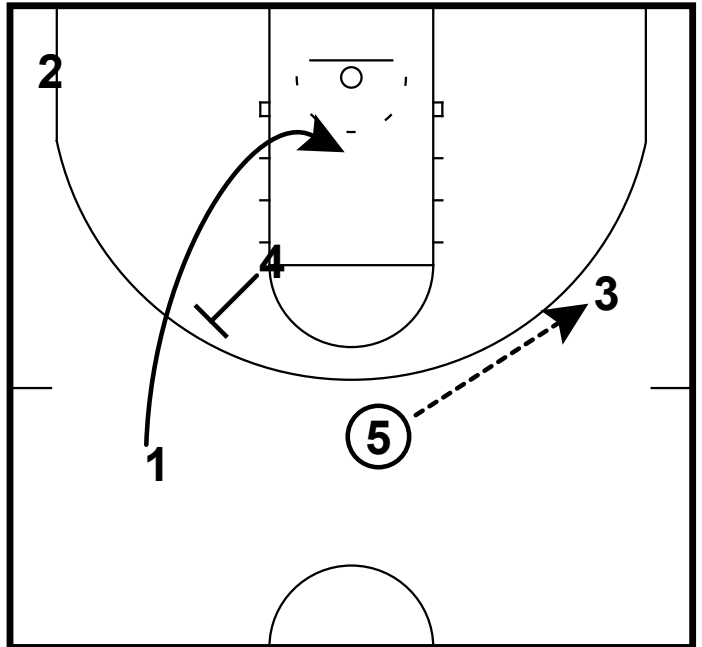
Delay-Shuffle-Stagger Away (Drake)
5 Out Delay



1 passes to 5

4 cuts to the paint

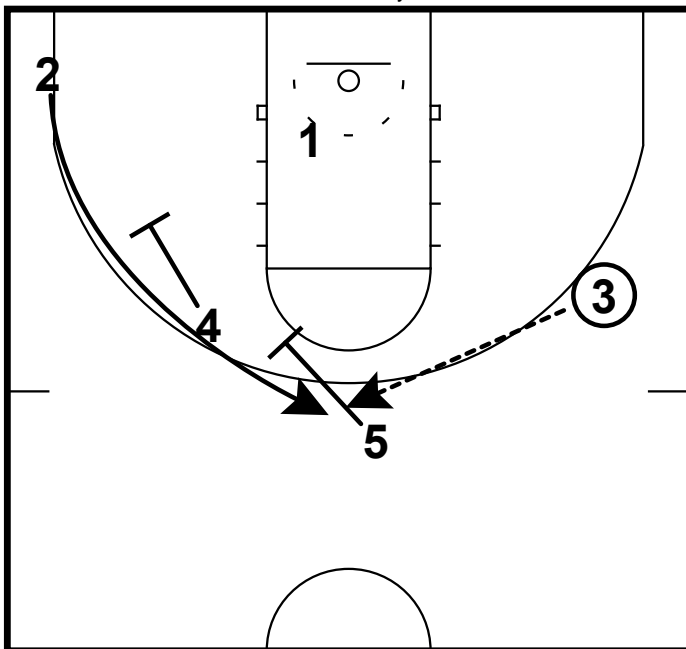
Delay-Shuffle-Stagger Away (Drake)
5 Out Delay



5 passes to 3

4 sets a shuffle screen for 1

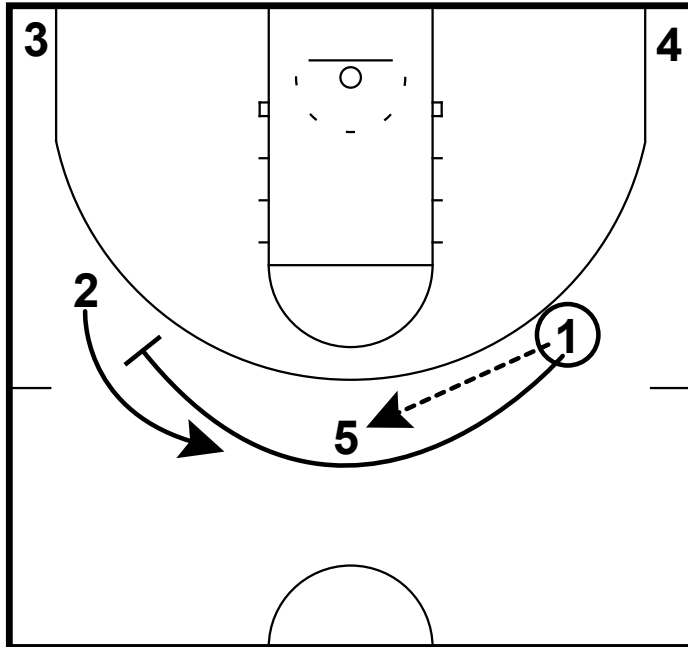
Delay-Shuffle-Stagger Away (Drake)
5 Out Delay



4 and 5 sets a stagger screen for 2

5 Out Delay Playbook

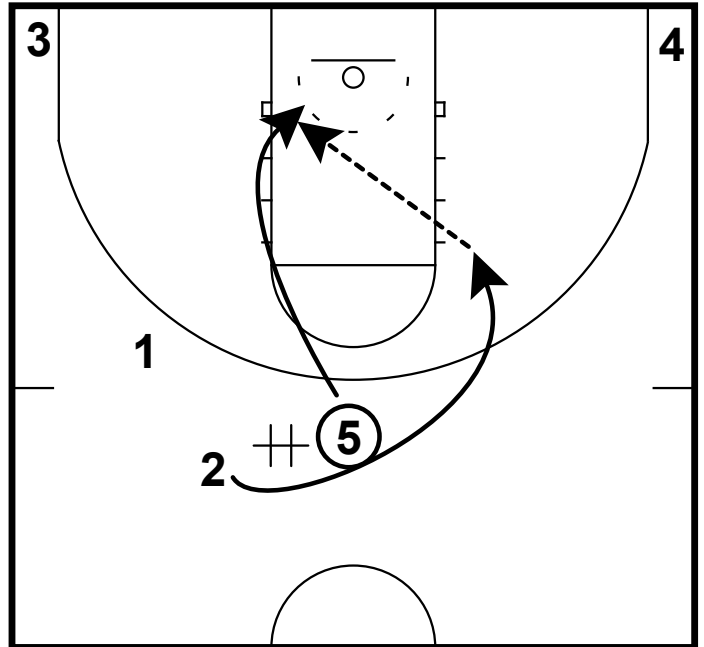
Delay-Wide-Chicago (Drake)
5 Out Delay



1 passes to 5

1 sets a wide screen for 2

Delay-Wide-Chicago (Drake)
5 Out Delay

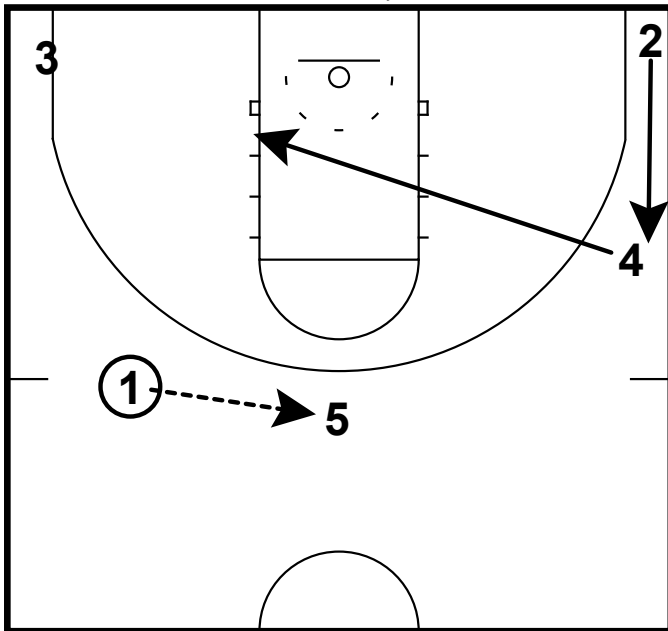


5 DHOs to 2 then rolls

2 passes to 5 on the roll

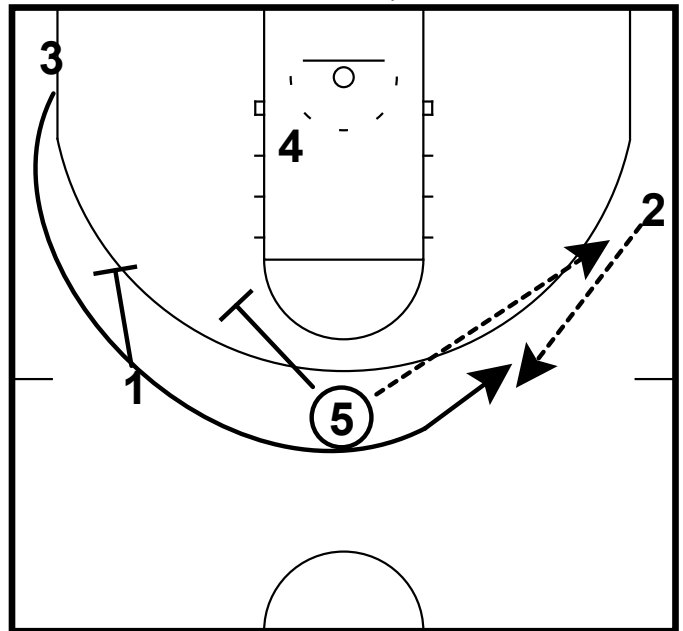
5 Out Delay Playbook

Delay Wide Stagger (Drake)
5 Out Delay



- 1 passes to 5
- 4 cuts to the paint
- 2 lifts to the wing

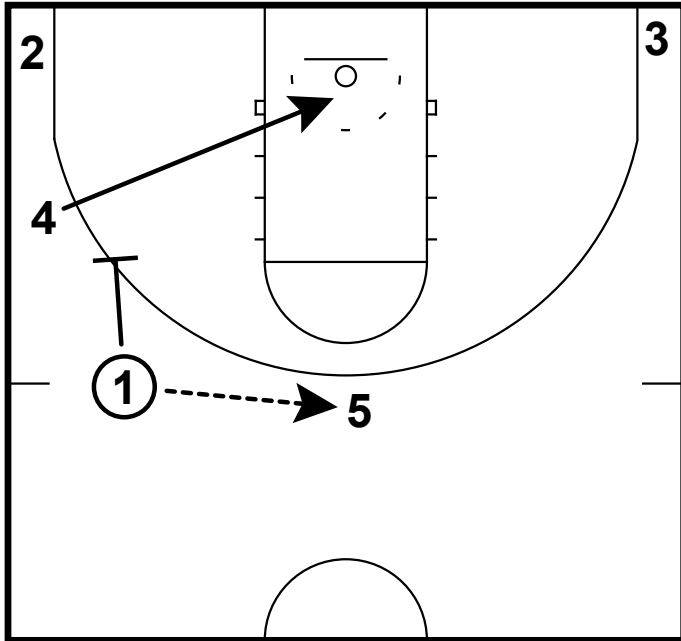
Delay Wide Stagger (Drake)
5 Out Delay



- 5 and 1 stagger for 3
- 2 passes to 3 for the shot

5 Out Delay Playbook

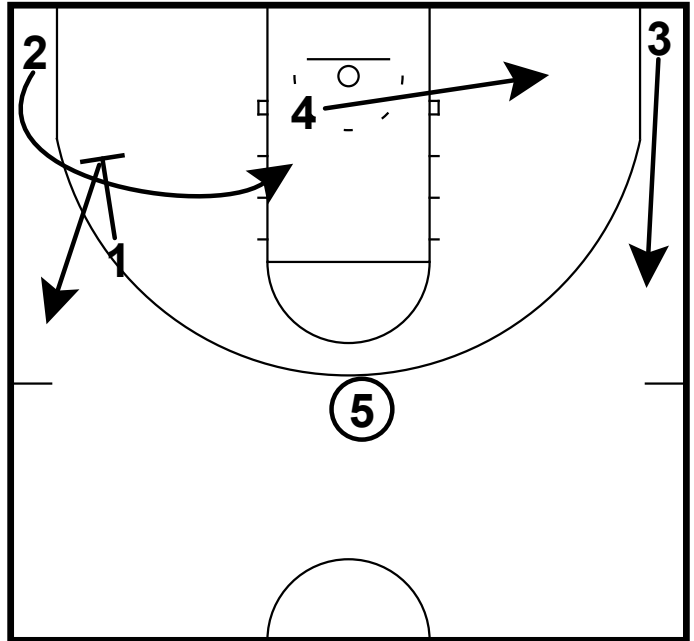
Delay Double Wide Pin Reject-Empty DHO
(Northwestern)
5 Out Delay



1 passes to 5 and pin screens 4

4 rejects the screen

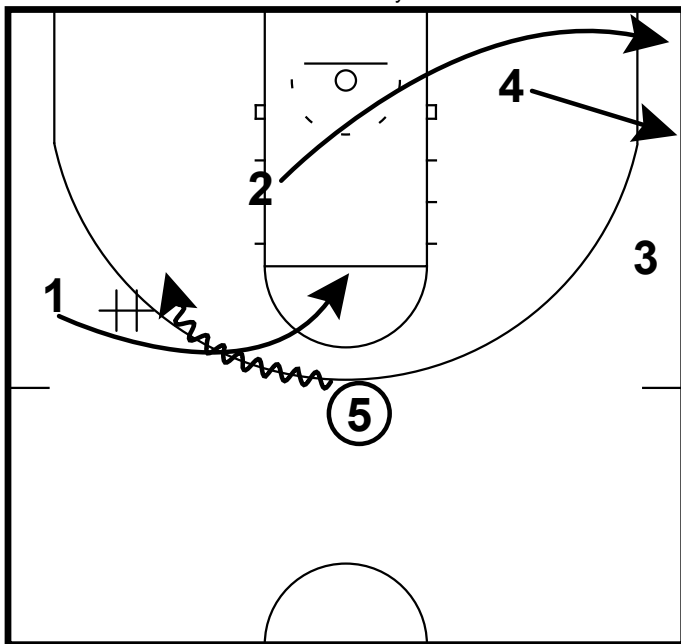
Delay Double Wide Pin Reject-Empty DHO
(Northwestern)
5 Out Delay



1 pin screens 2 who then curls the screen

1 pops

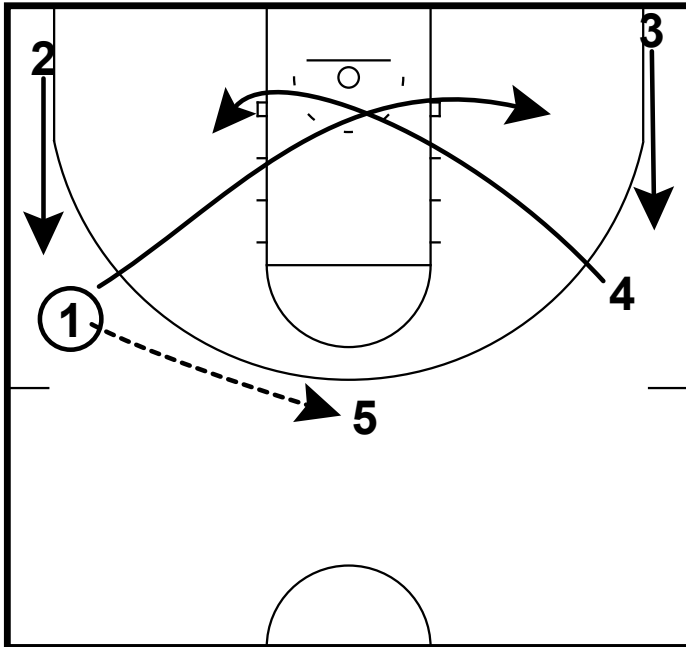
Delay Double Wide Pin Reject-Empty DHO
(Northwestern)
5 Out Delay



5 DHOs to 1 for the shot

5 Out Delay Playbook

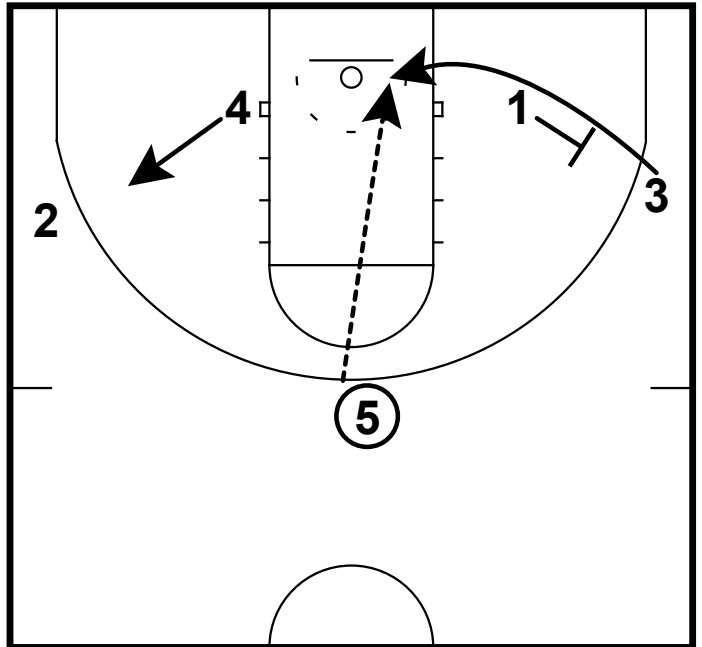
Delay-stagger-Rip-Second Option (ST Thomas)
5 Out Delay



1 throws to 5 then cuts to the basket

4 mirrors 1s cut

Delay-stagger-Rip-Second Option (ST Thomas)
5 Out Delay

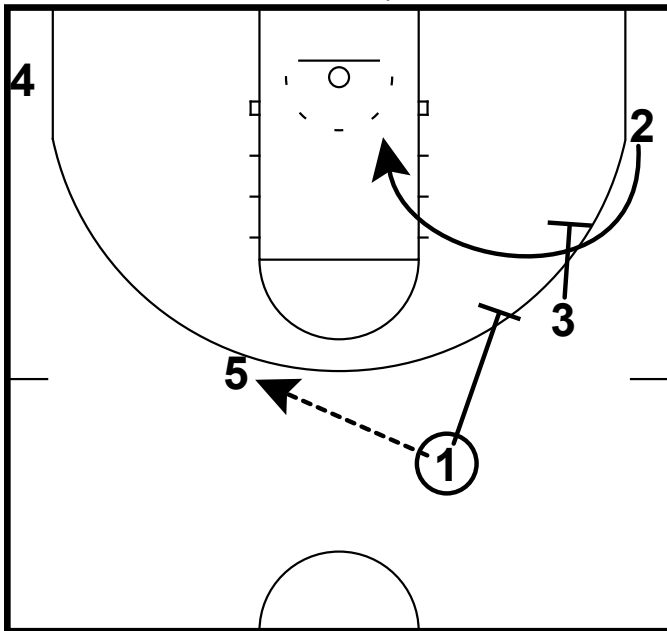


1 rip screens 3

5 hits 3 for the shot

5 Out Delay Playbook

Delay-Stagger-Twist-Chicago-Curl (BYU)
5 Out Delay

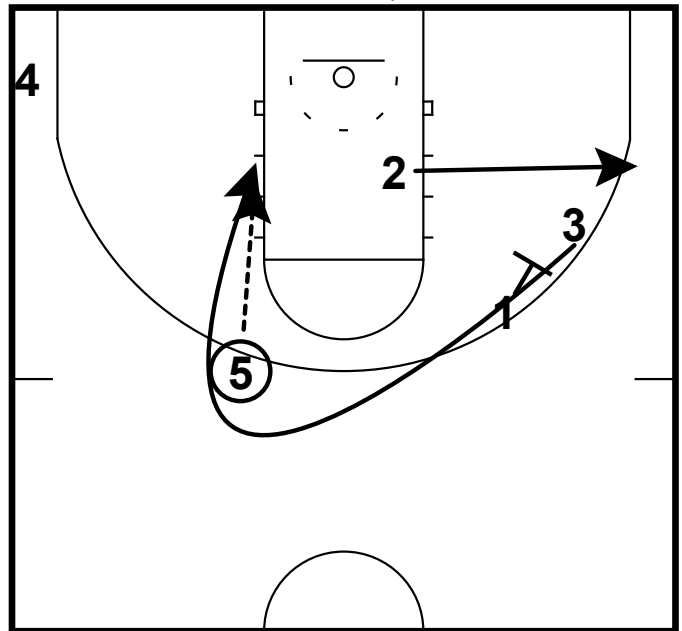


1 passes to 5

1 and 3 double stagger for 1

2 twist the stagger

Delay-Stagger-Twist-Chicago-Curl (BYU)
5 Out Delay

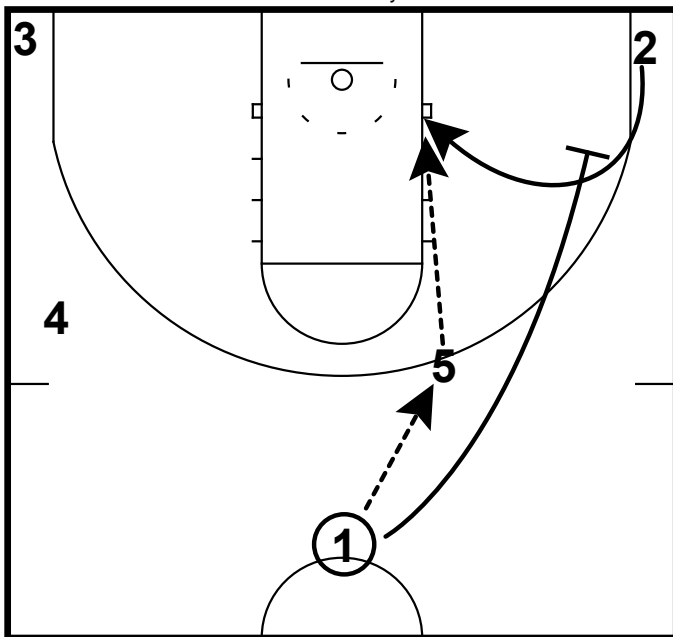


3 uses 1s screen and curls off of 5

5 passes to 3 for the shot

5 Out Delay Playbook

Delay-Pin-Curl (Furman)
5 Out Delay



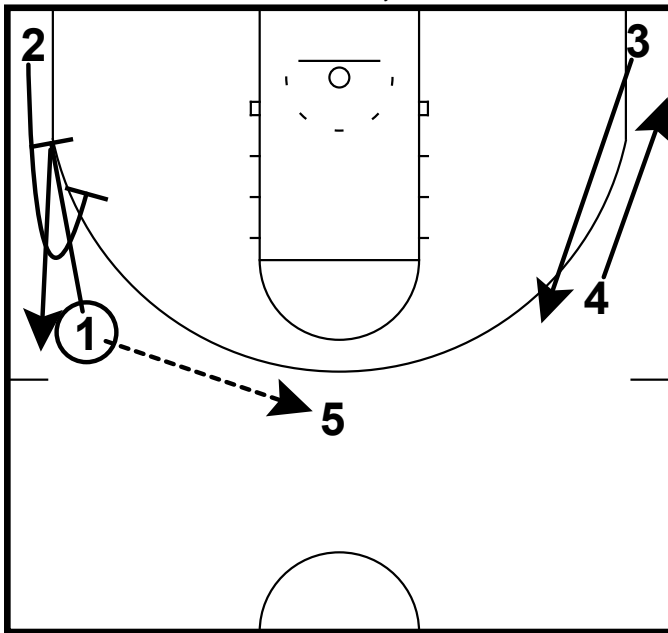
1 passes to 5

1 pin screens 2

2 curls the screen, 5 passes to 2 for the shot

5 Out Delay Playbook

Delay-Decoy Pin-Dribble backdoor (Loyolla Chicago)
5 Out Delay

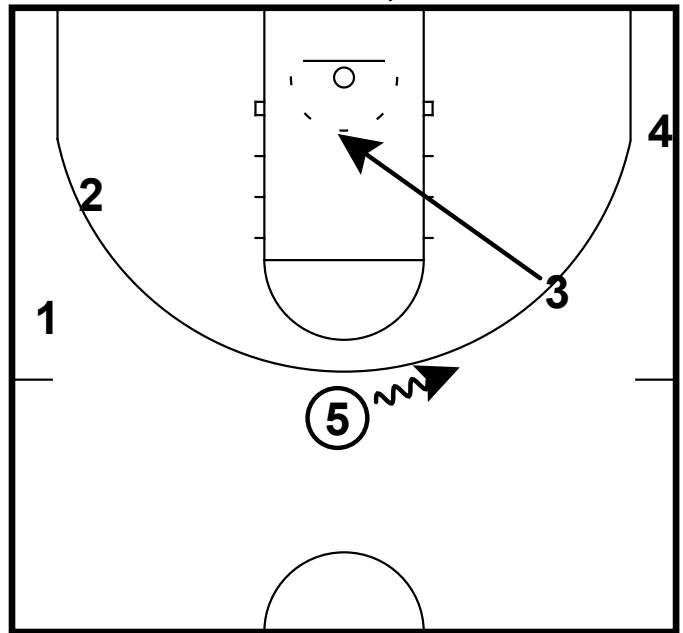


1 throws to 5 and pin screens 2

2 uses the screen then turns around and pins 1 as a decoy

3 and 4 exchange

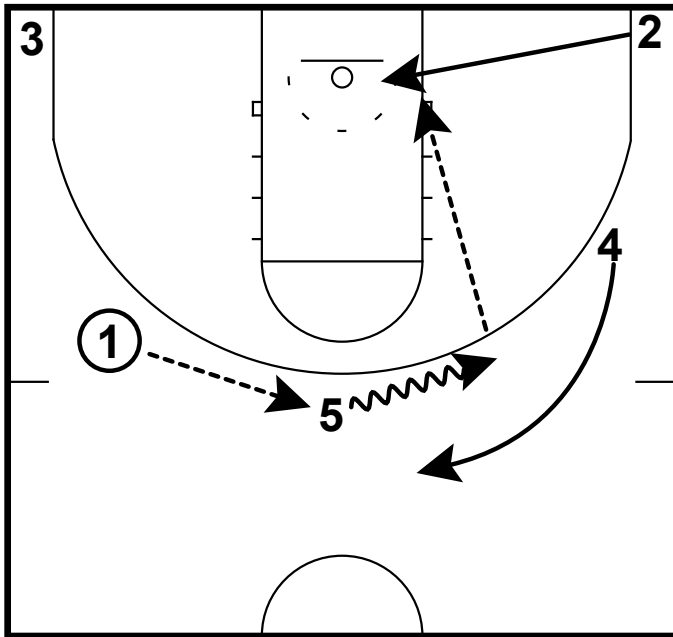
Delay-Decoy Pin-Dribble backdoor (Loyolla Chicago)
5 Out Delay



5 dribbles at and passes the ball as 3 cuts backdoor

5 Out Delay Playbook

Delay-DHO Keep-Backdoor (Richmond)
5 Out Delay



1 passes to 5

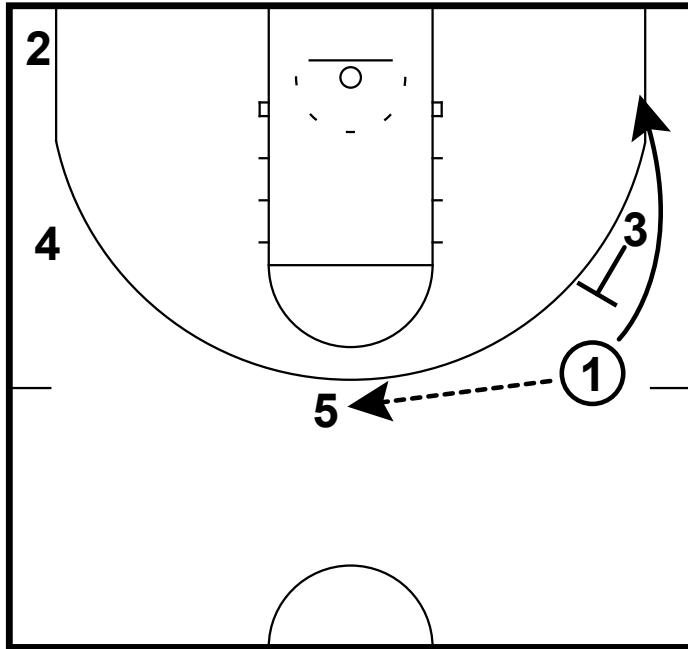
5 dribbles at 4

4 cuts for the DHO, 5 keeps

2 cuts backdoor and gets the pass from 5 for the shot

5 Out Delay Playbook

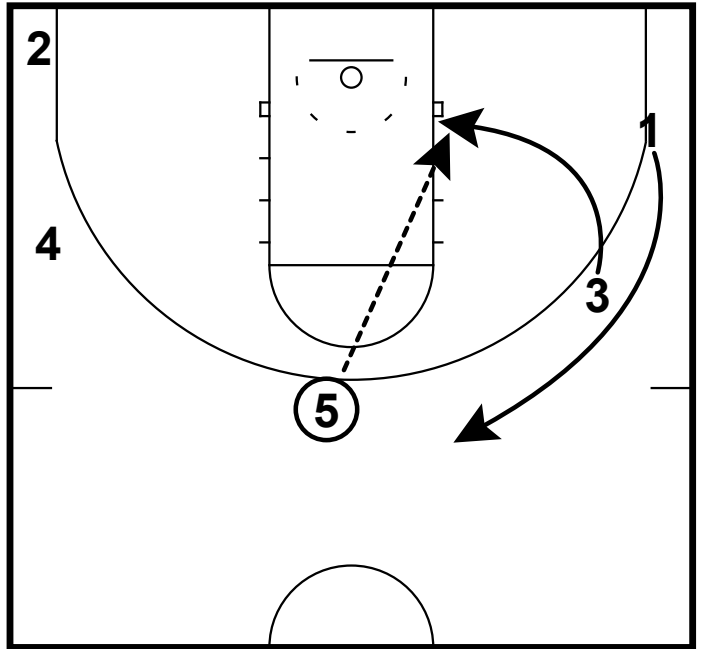
Delay-Flare-Ricky-Slip (Indiana State)
5 Out Delay



1 throws to 5

3 flare screens for 1

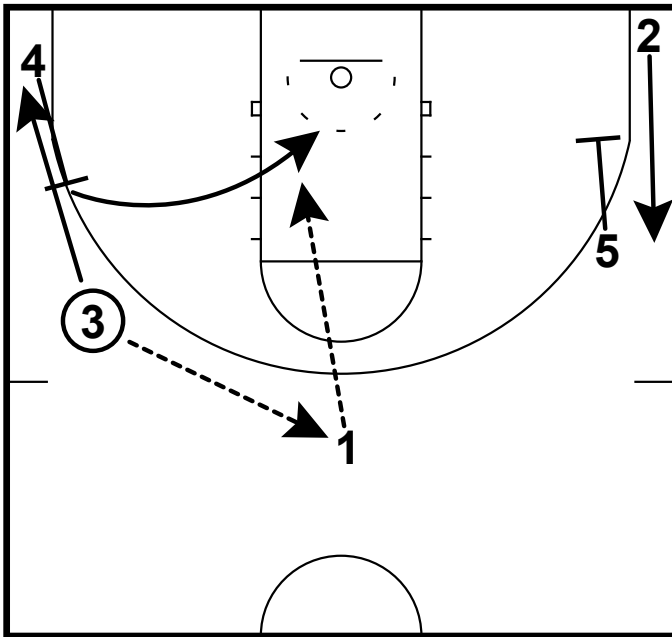
Delay-Flare-Ricky-Slip (Indiana State)
5 Out Delay



3 rescreens 1 and slips to the basket

5 Out Delay Playbook

Delay-Flare-Slip (OKC Thunder)
5 Out Delay



3 passes to 1

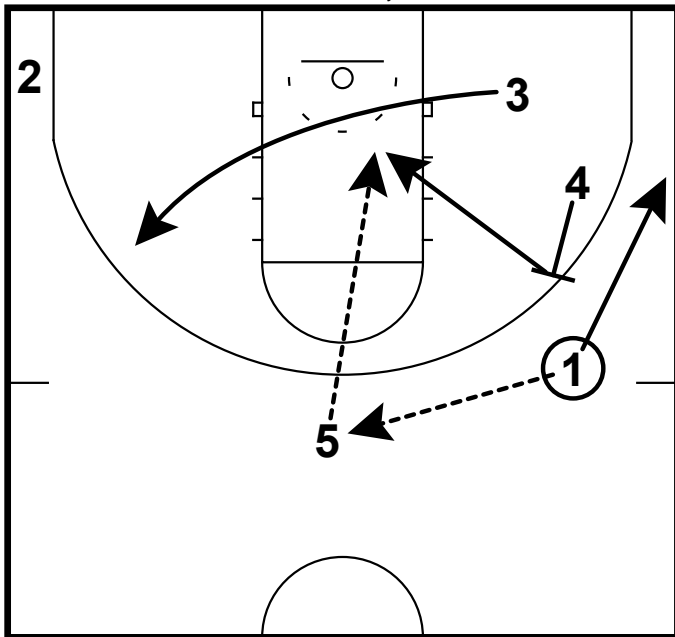
5 pin screens 2

4 flares for 3 then slips to the rim

1 passes to 4 for the shot

5 Out Delay Playbook

Delay-Flare-Slip (Olympiacos)
5 Out Delay



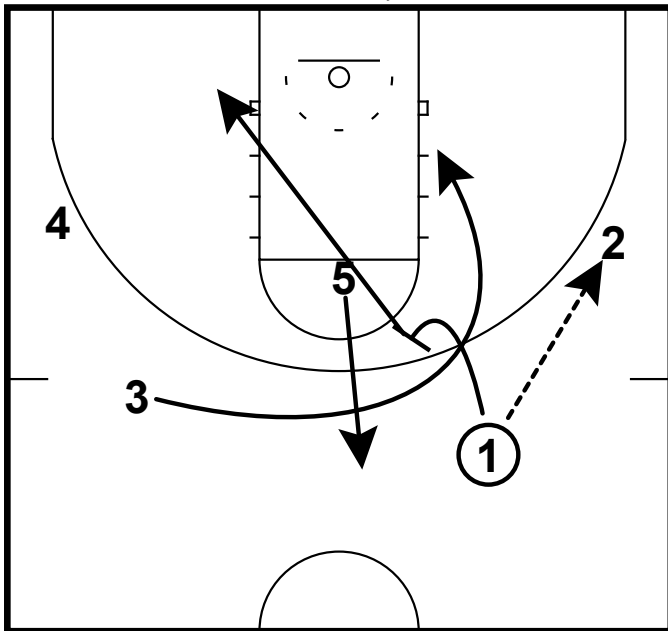
1 passes to 5

4 flares for 1 then slips to the rim

5 passes to 4 for the shot

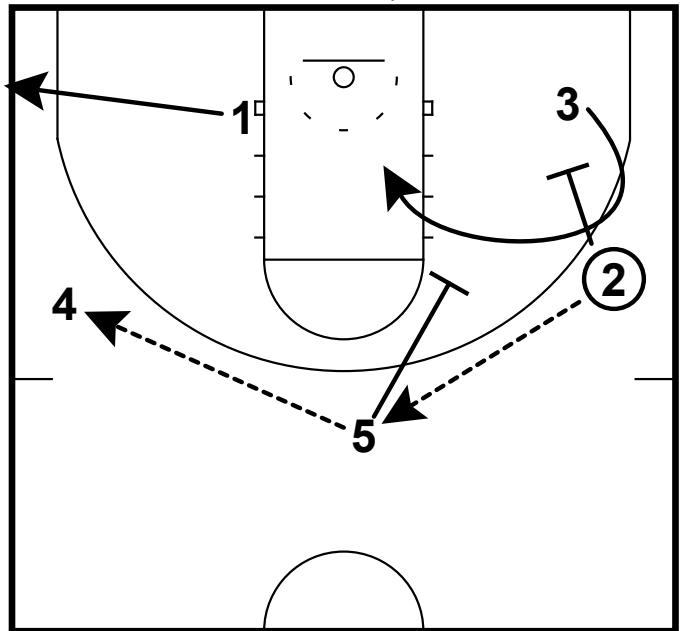
5 Out Delay Playbook

UCLA-Delay-Stagger Twist (Tennessee)
5 Out Delay



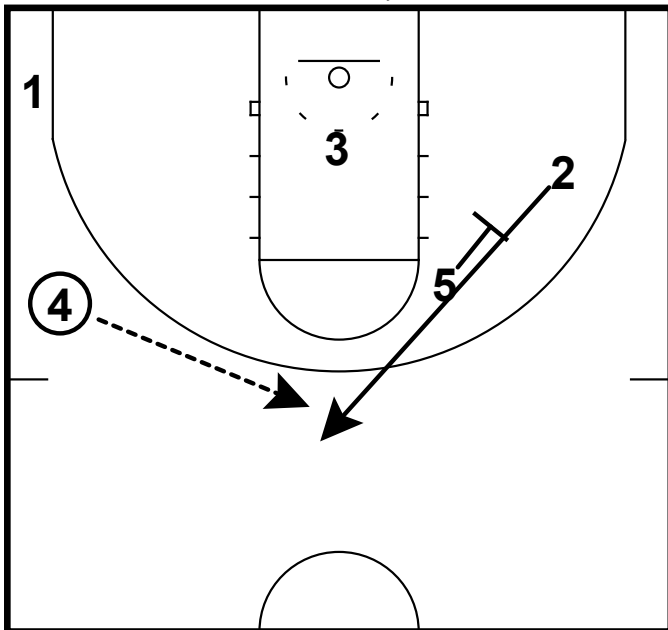
- 1 passes to 2
- 1 UCLA screens for 3

UCLA-Delay-Stagger Twist (Tennessee)
5 Out Delay



- 2 and 5 reverse the ball to 4
- 2 and 5 set a stagger screen for 3
- 3 twist the stagger

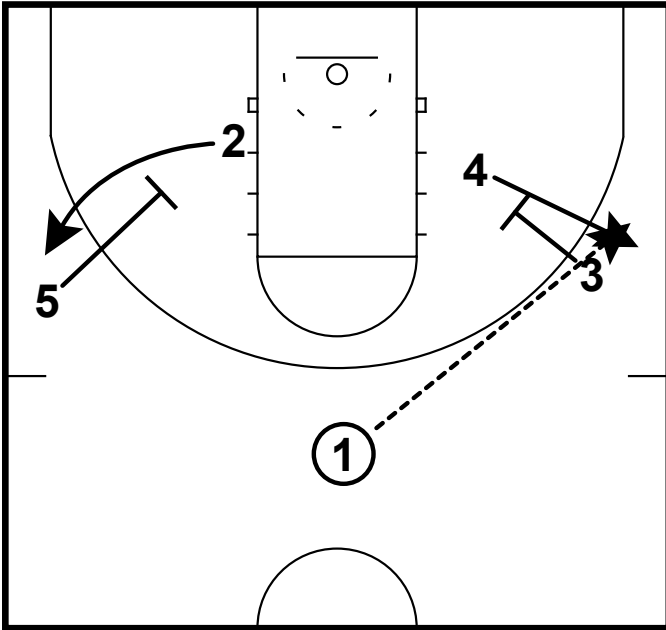
UCLA-Delay-Stagger Twist (Tennessee)
5 Out Delay



- 2 runs off of 5s screen for the shot

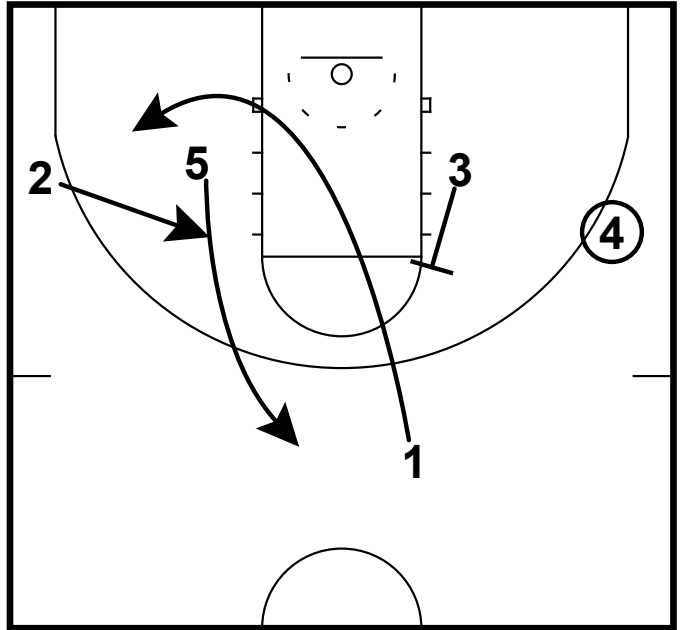
5 Out Delay Playbook

Pin-Delay-UCLA- (Crieghton)
5 Out Delay



3 and 5 pin for 4 and 2

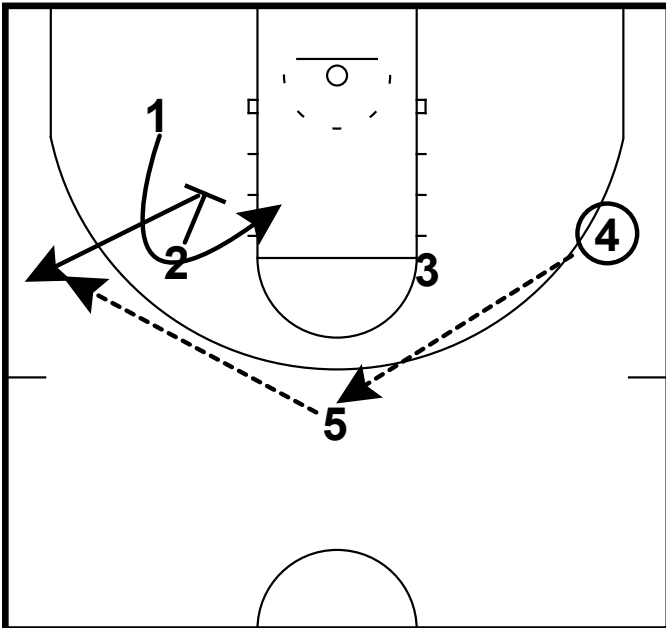
Pin-Delay-UCLA- (Crieghton)
5 Out Delay



1 passes to 4 and runs off 3s UCLA screen

5 pops to the key

Pin-Delay-UCLA- (Crieghton)
5 Out Delay

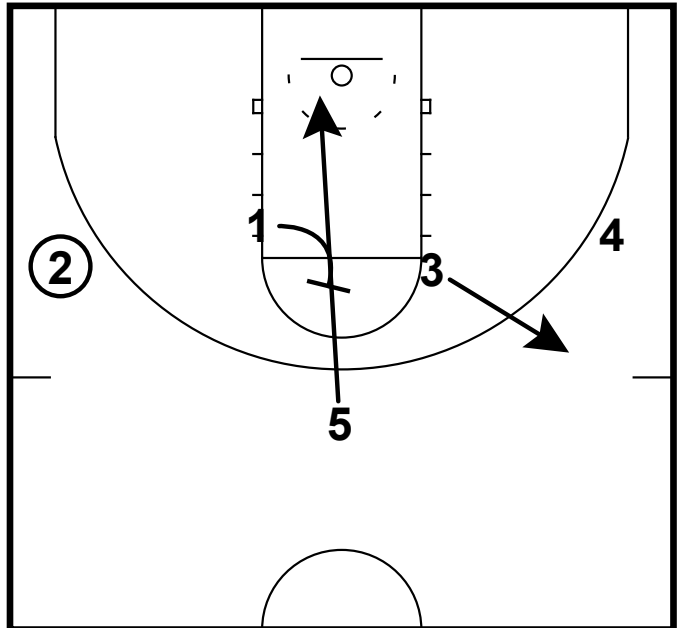


4 passes to 5

1 curls 2s screen, 2 pops

5 passes to 2

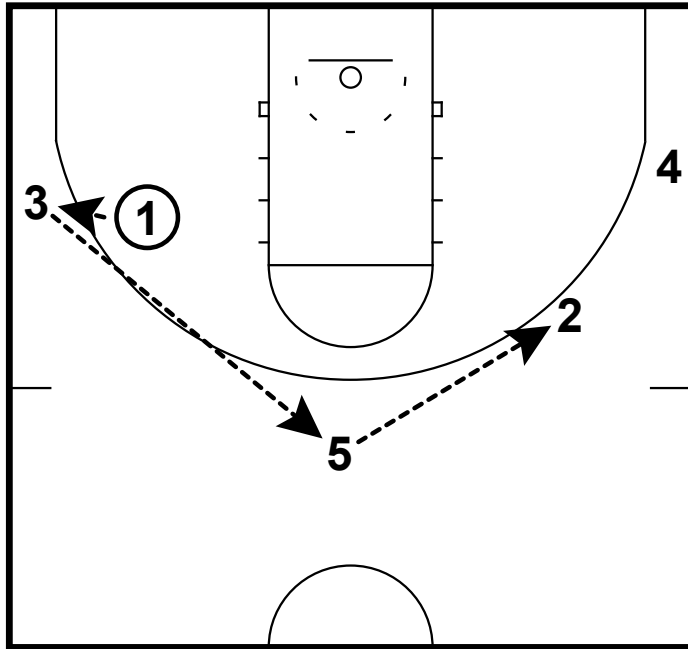
Pin-Delay-UCLA- (Crieghton)
5 Out Delay



1 sets a back screen for 5

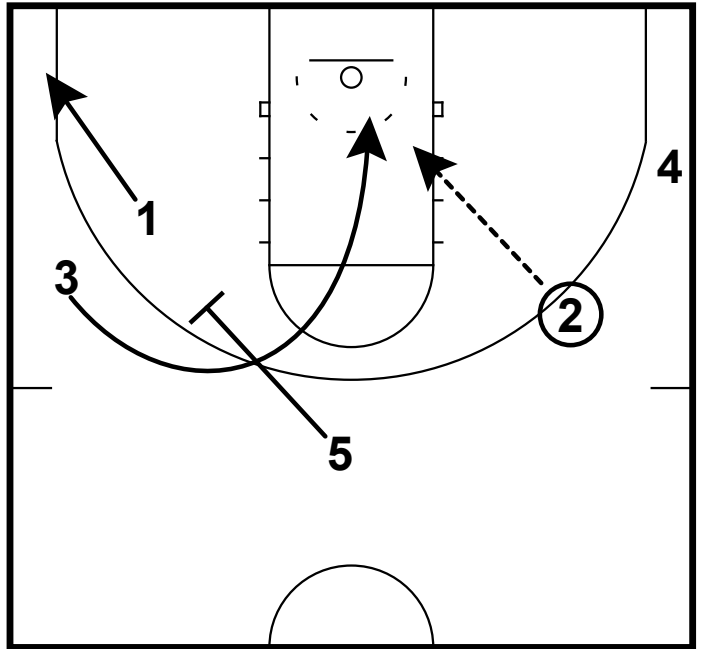
5 Out Delay Playbook

Delay-Swing-Pin Away (Furman)
5 Out Delay



the ball swings to 2

Delay-Swing-Pin Away (Furman)
5 Out Delay

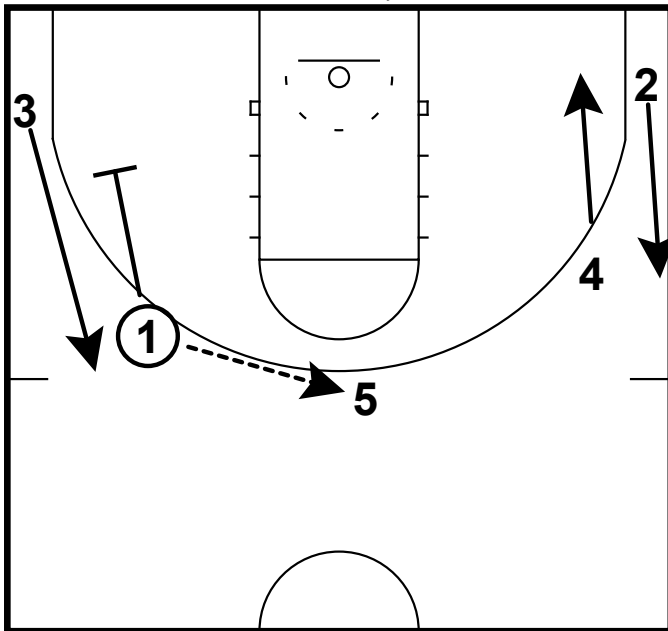


5 pins away for 3

2 passes to 3 for the shot

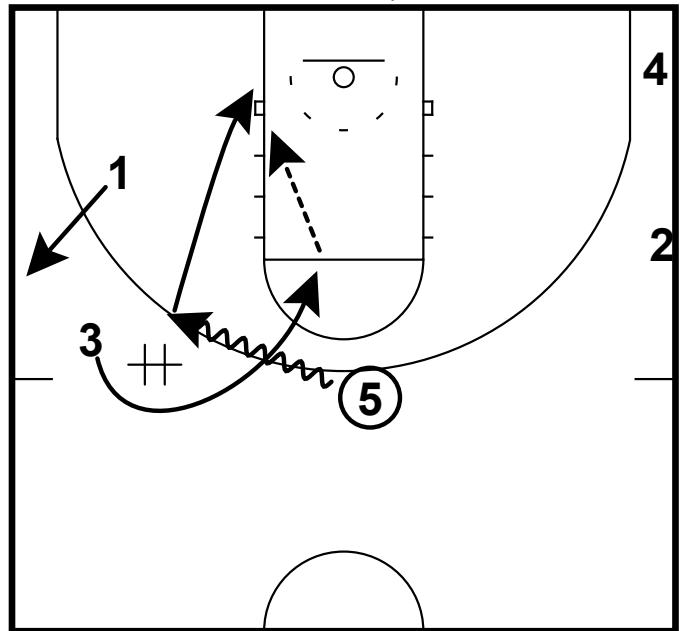
5 Out Delay Playbook

Chicago-Weakside-Exchange-(Tennessee)
5 Out Delay



1 throws to 5 and pin screens for 3
4 and 2 exchange on the weakside

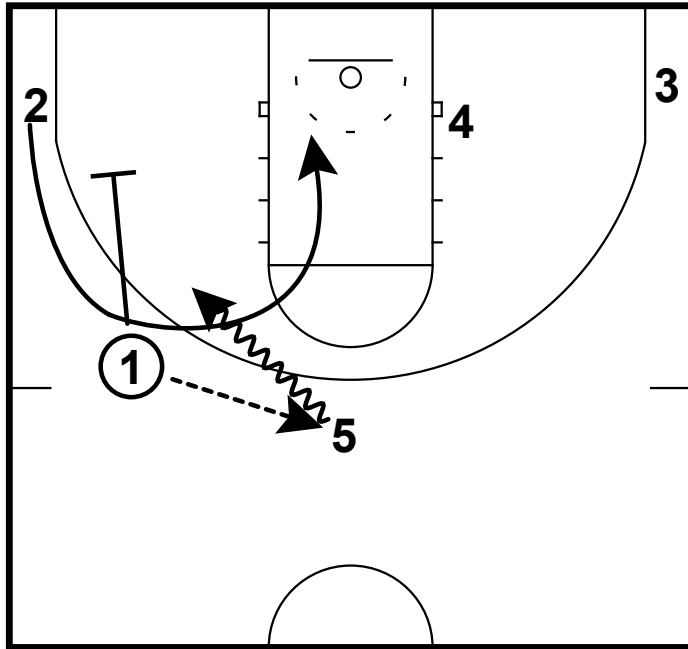
Chicago-Weakside-Exchange-(Tennessee)
5 Out Delay



5 DHOs to 3
3 drives to the rim as 5 rolls and 1 shakes the roll
3 passes to 5 for the shot

5 Out Delay Playbook

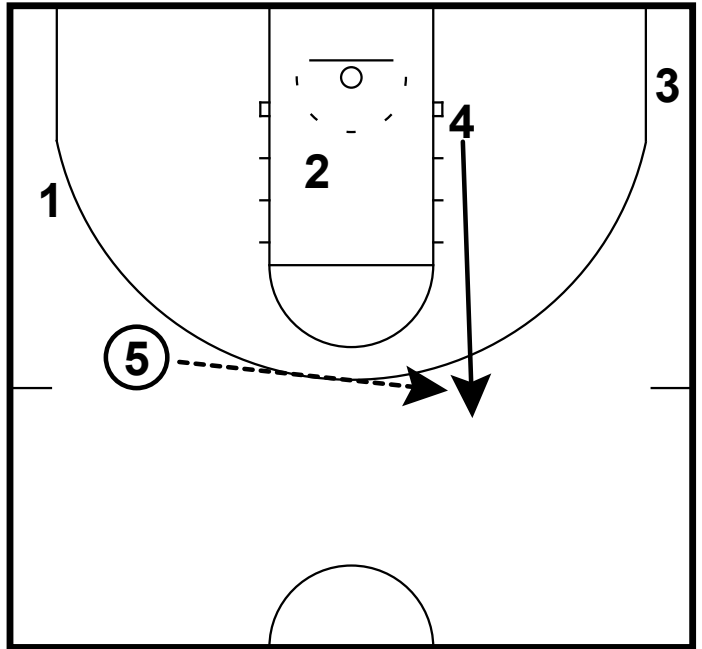
Chicago-Replace-(BYU)
5 Out Delay



1 screens 2 and 5 dribbles at 2 for the Chicago action

2 cuts to the rim

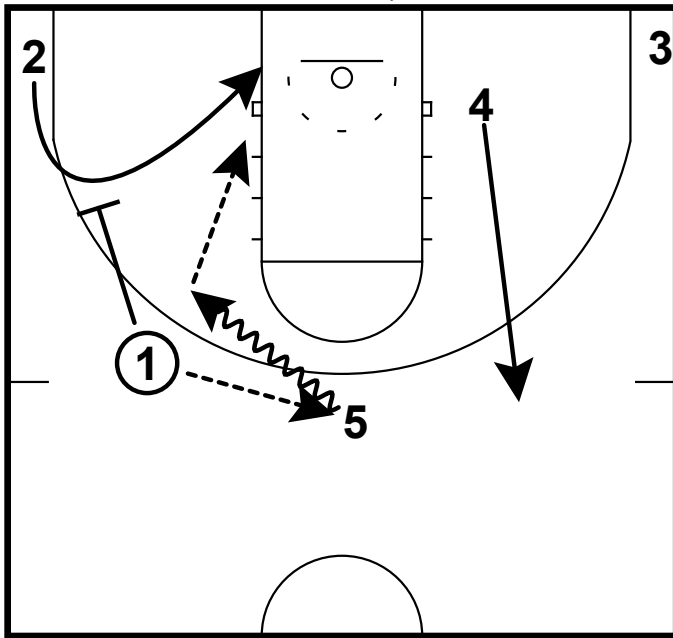
Chicago-Replace-(BYU)
5 Out Delay



4 replaces 2's cut and gets the pass from 5 for the shot

5 Out Delay Playbook

Chicago-Reject (BYU)
5 Out Delay



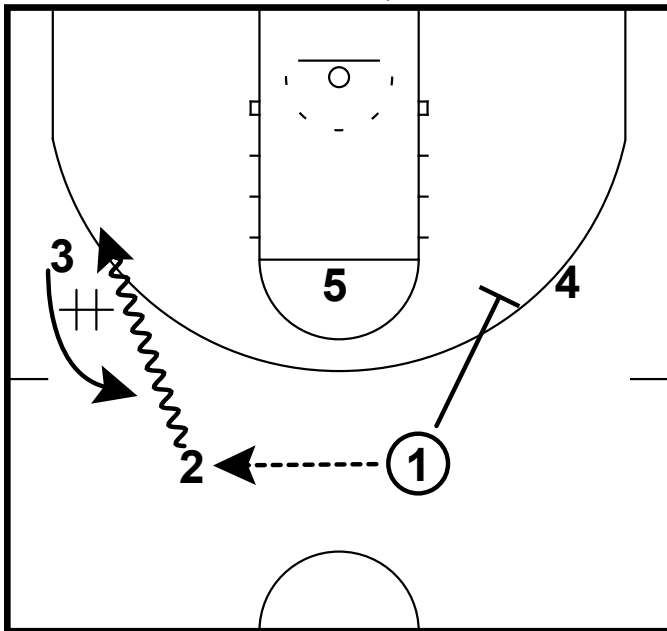
1 screens 2

5 dribbles at 2 for the Chicago action

2 rejects the screen and cuts to the rim for the shot

5 Out Delay Playbook

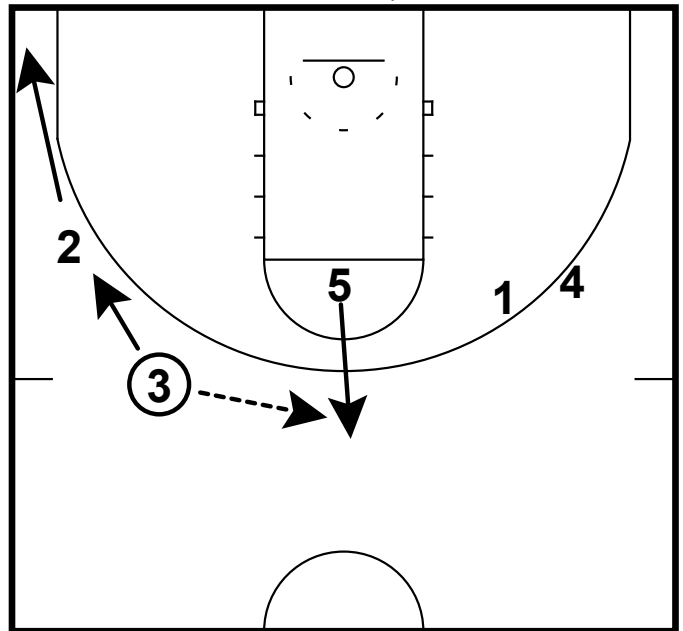
Chicago-Reject-Veer-Clemson
5 Out Delay



1 passes the ball to 2 who then DHOs to 3

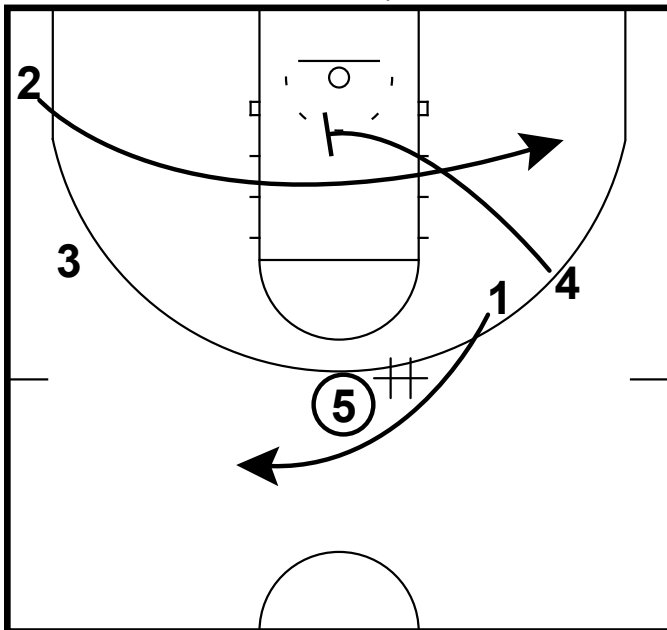
1 goes to screen for 4

Chicago-Reject-Veer-Clemson
5 Out Delay



3 thros to 5 who pops to the top of the key

Chicago-Reject-Veer-Clemson
5 Out Delay

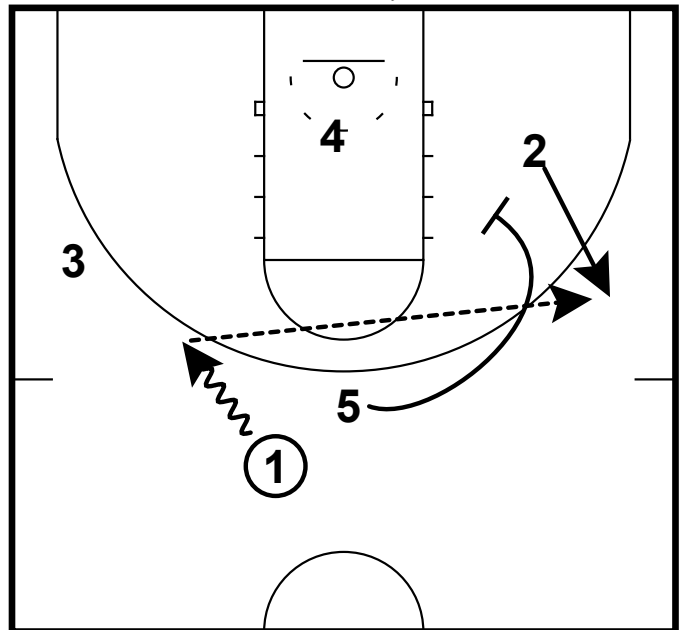


as 5 catches the ball 1 turns back to 5 faking the screen to 4

4 cuts to set a cross screen for 2

1 gets the ball from 5

Chicago-Reject-Veer-Clemson
5 Out Delay

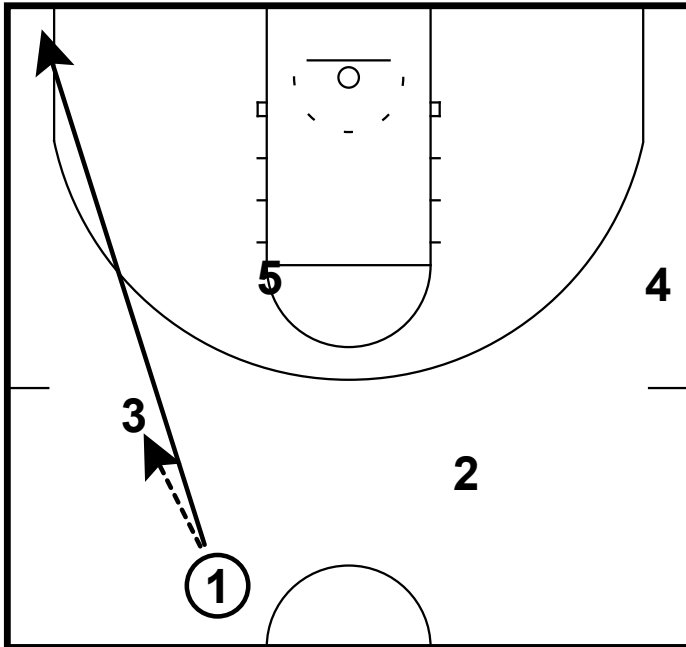


5 veer screens for 2

1 passes the ball to 2 for the shot

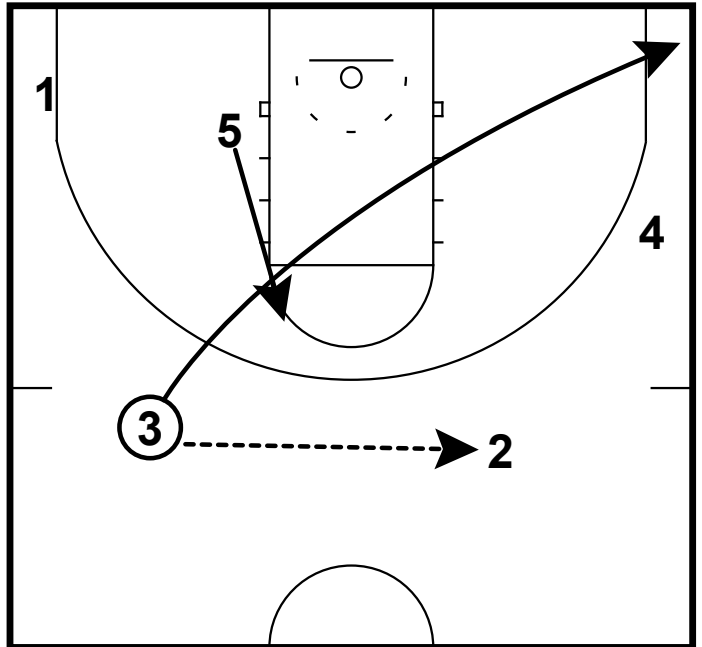
5 Out Delay Playbook

Chicago-Keep Double Backdoor (Richmond)
5 Out Delay



1 passes to 3 and cuts to the corner

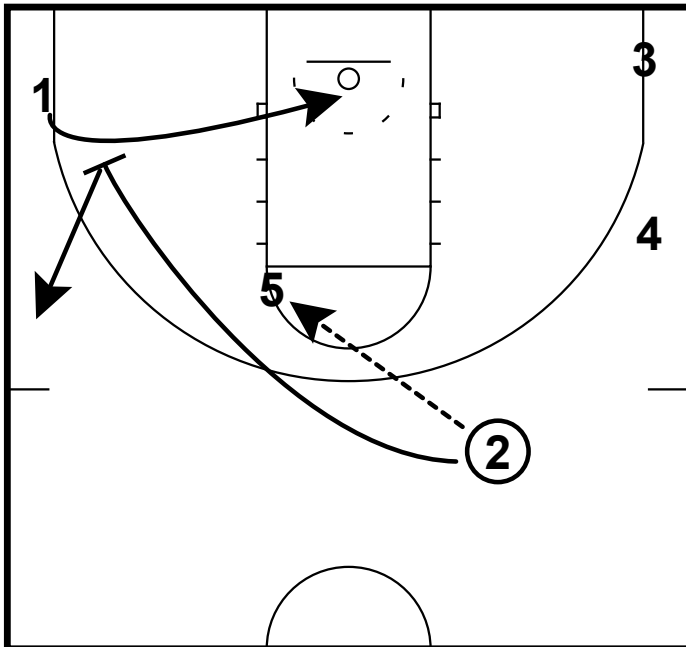
Chicago-Keep Double Backdoor (Richmond)
5 Out Delay



3 passes to 2 and cuts to the opposite corner

5 flashes to the Hi Post

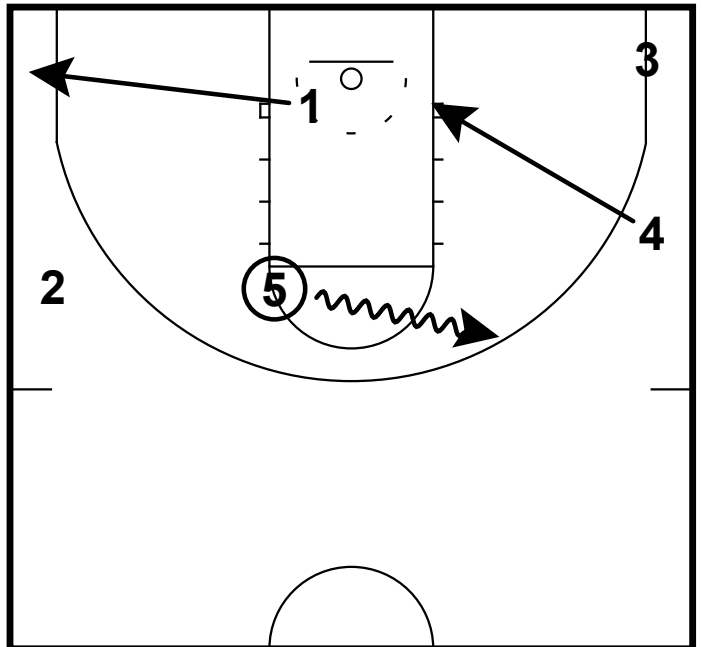
Chicago-Keep Double Backdoor (Richmond)
5 Out Delay



2 passes to 5 and screens for 1

1 rejects the screen and 2 pops

Chicago-Keep Double Backdoor (Richmond)
5 Out Delay

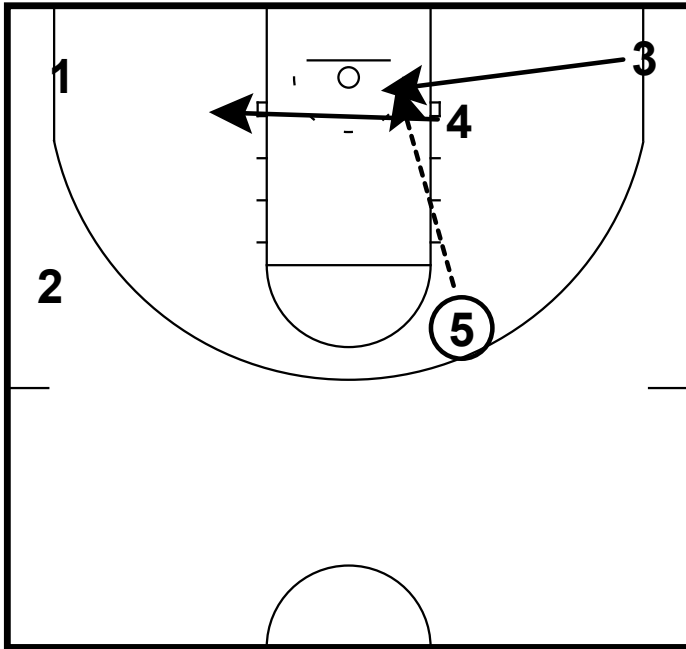


5 keeps it and dribbles opposite

4 cuts back door

5 Out Delay Playbook

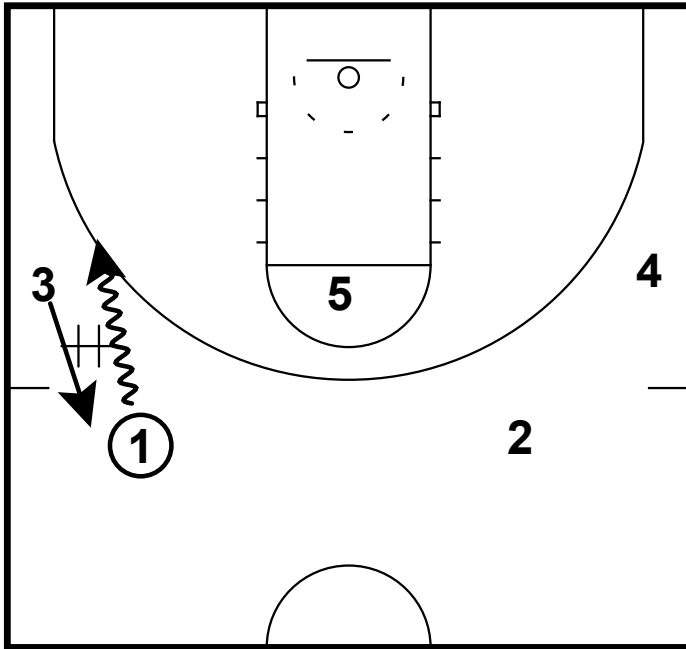
Chicago-Keep Double Backdoor (Richmond)
5 Out Delay



3 cuts backdoor to the rim for the shot

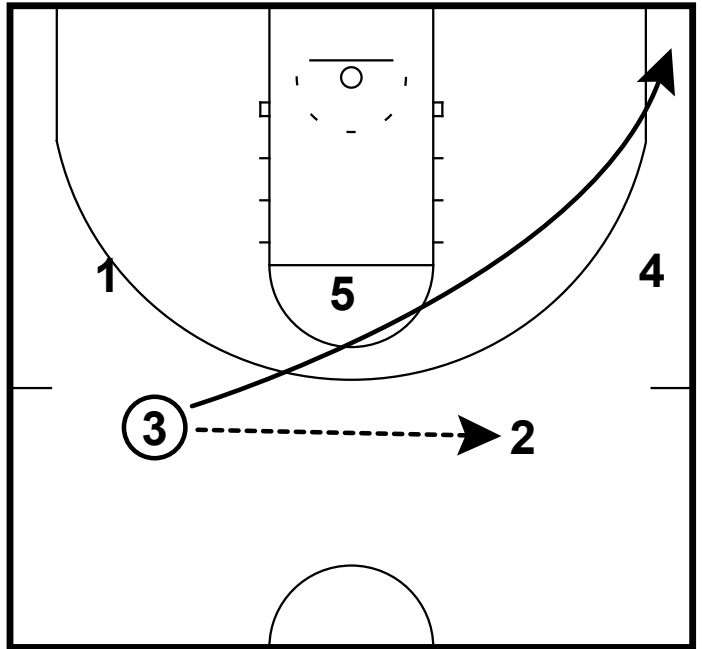
5 Out Delay Playbook

Delay-Double Keep-Empty BS (Colorado State)
5 Out Delay



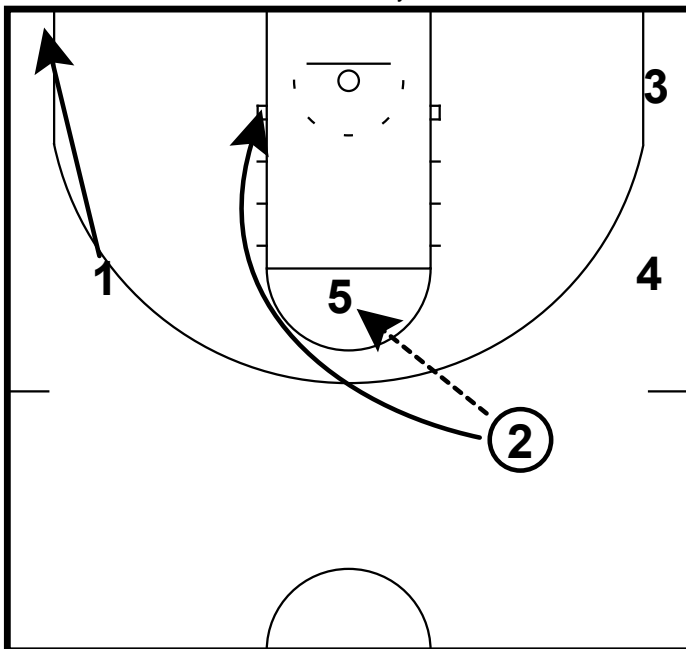
1 DHOs to 3

Delay-Double Keep-Empty BS (Colorado State)
5 Out Delay



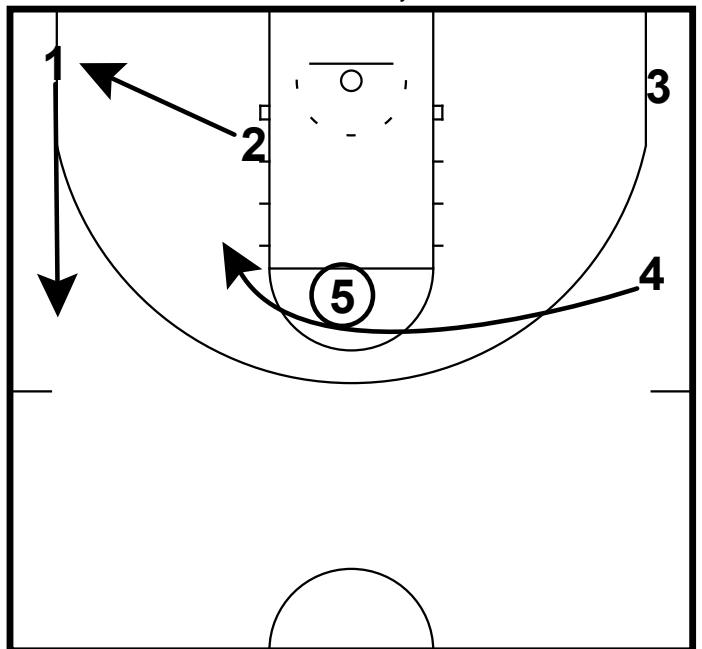
3 passes to 2 and cuts to the corner

Delay-Double Keep-Empty BS (Colorado State)
5 Out Delay



2 passes to 5 and 5 keeps

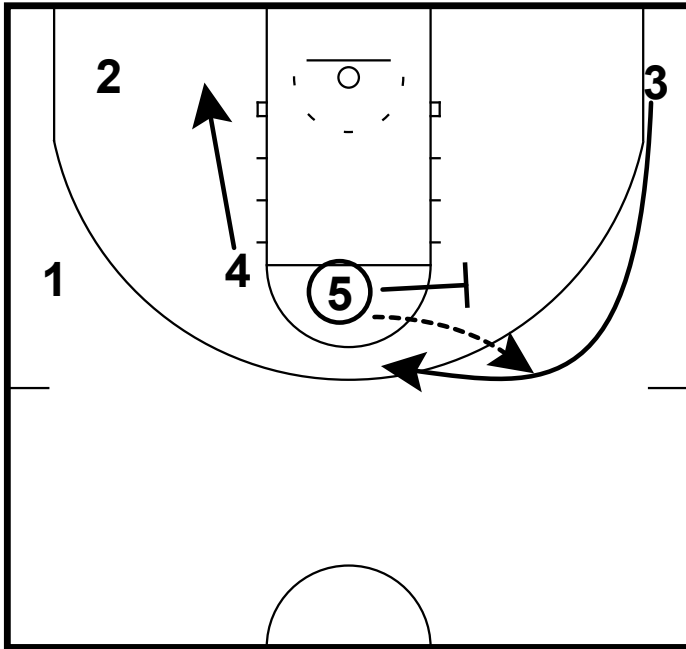
Delay-Double Keep-Empty BS (Colorado State)
5 Out Delay



4 cuts to 5 and 5 keeps

5 Out Delay Playbook

Delay-Double Keep-Empty BS (Colorado State)
5 Out Delay

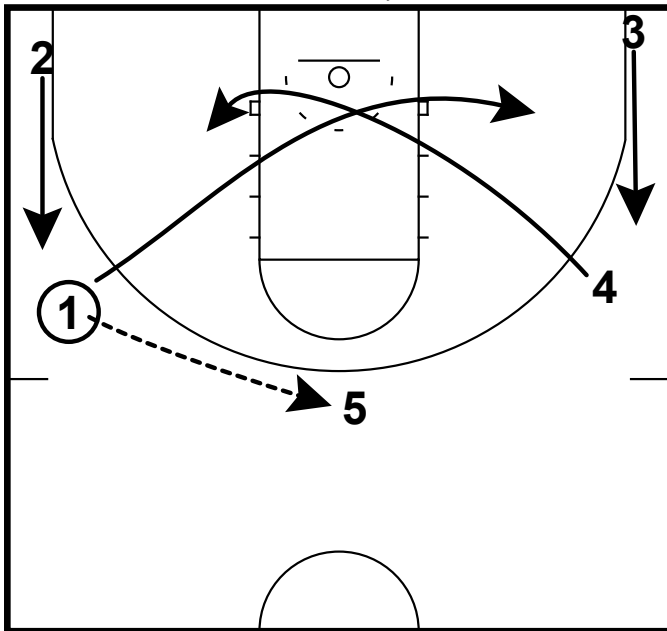


5 ball screens 3

3 shoots the pull up jumper

5 Out Delay Playbook

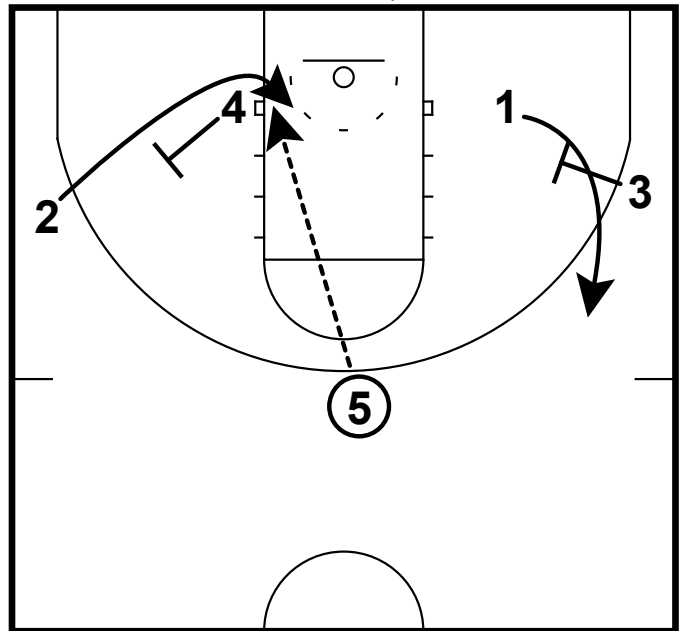
Stagger-Rip-(St Thomas)
5 Out Delay



1 throws to 5 then cuts to the basket

4 mirrors 1s cut

Stagger-Rip-(St Thomas)
5 Out Delay



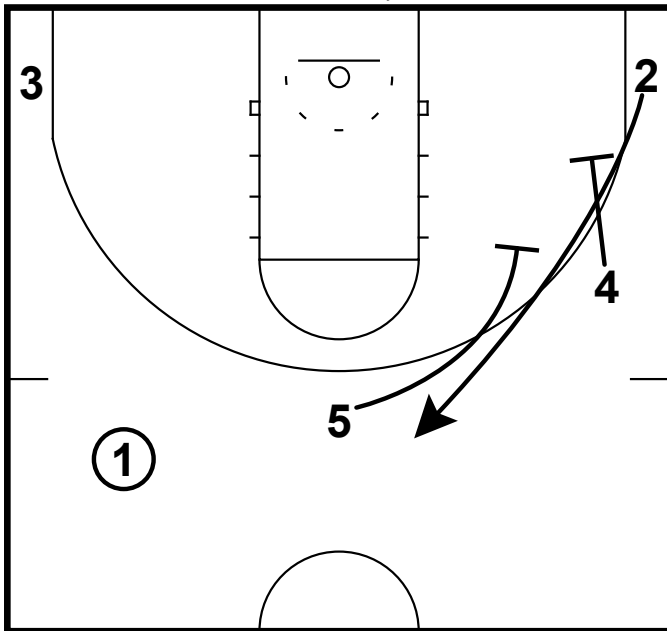
3 staggers for 1

4 rip screens 2

5 hits 2 for the shot

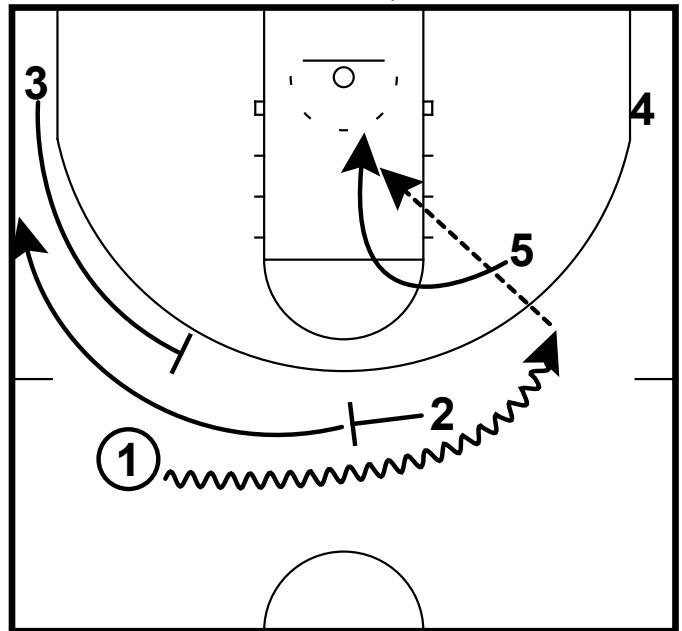
5 Out Delay Playbook

Stagger 77 (Bonn)
5 Out Delay



5 and 4 double stagger for 2

Stagger 77 (Bonn)
5 Out Delay



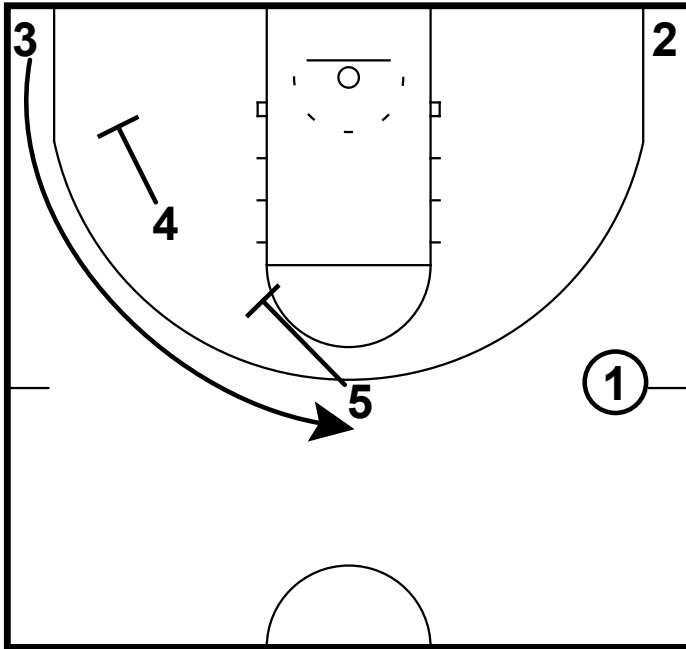
2 ball screens for 1

3 flares for 2

5 slips to the rim for the shot

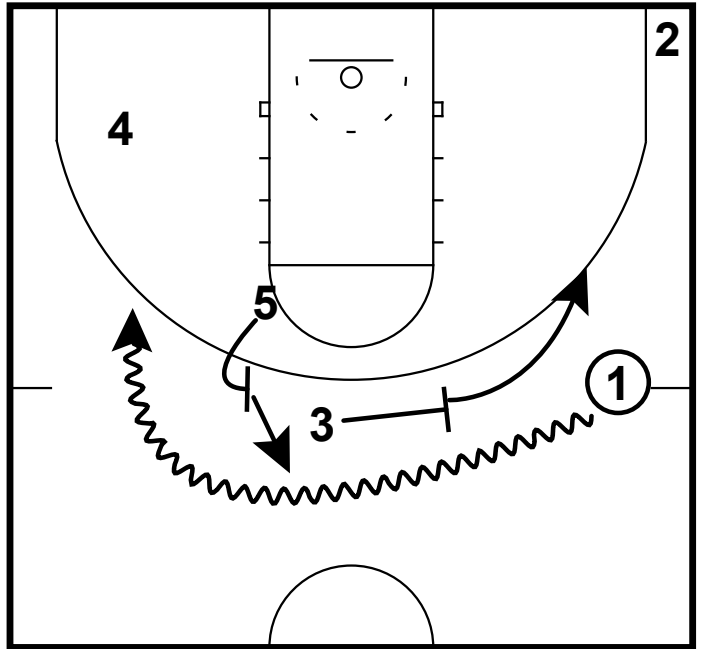
5 Out Delay Playbook

Stagger-77-Pop-Chicago (Pelicans)
5 Out Delay



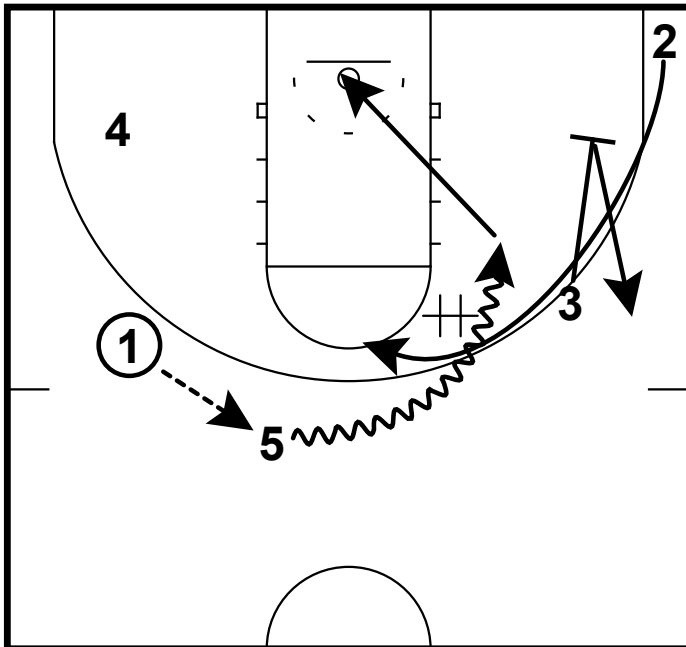
4 and 5 double stagger for 3

Stagger-77-Pop-Chicago (Pelicans)
5 Out Delay



3 and 5 set a double ball screen for 1

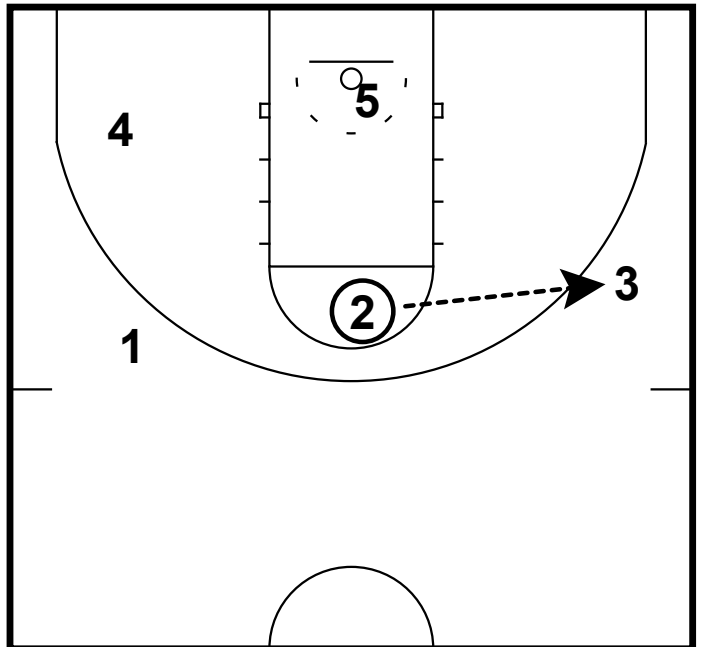
Stagger-77-Pop-Chicago (Pelicans)
5 Out Delay



1 throws to 5 on the pop

5 and 3 get Chicago action with 2

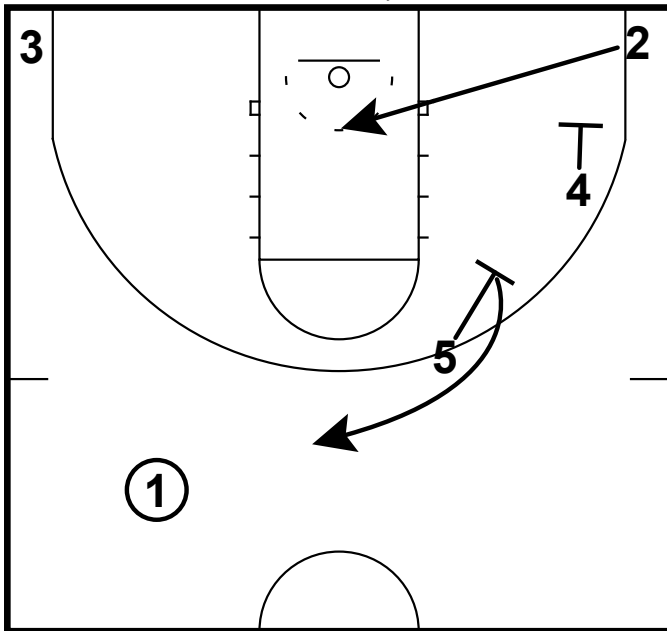
Stagger-77-Pop-Chicago (Pelicans)
5 Out Delay



2 passes to 3 on the shake

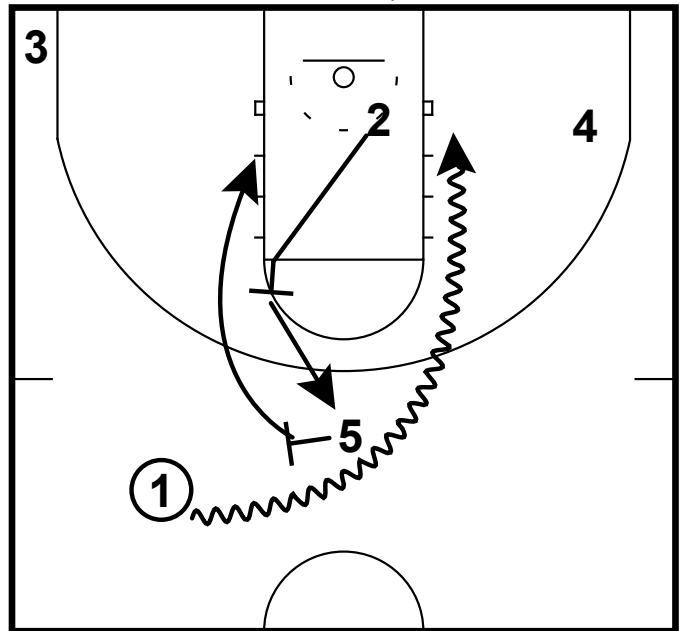
5 Out Delay Playbook

Stagger-Reject-Spain (Indiana Pacers)
5 Out Delay



5 and 4 stagger screen for 2
2 rejects the screen

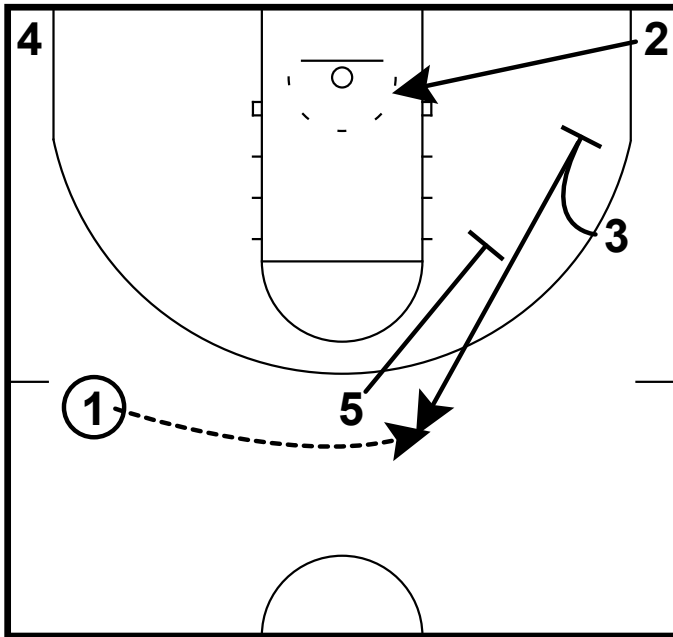
Stagger-Reject-Spain (Indiana Pacers)
5 Out Delay



5 ball screens for 1
2 screens for 5 and pops
1 drives to the rim for the shot

5 Out Delay Playbook

Stagger-Reject-Single Pin (Vanderbilt)
5 Out Delay



5 and 3 stagger screen for 2

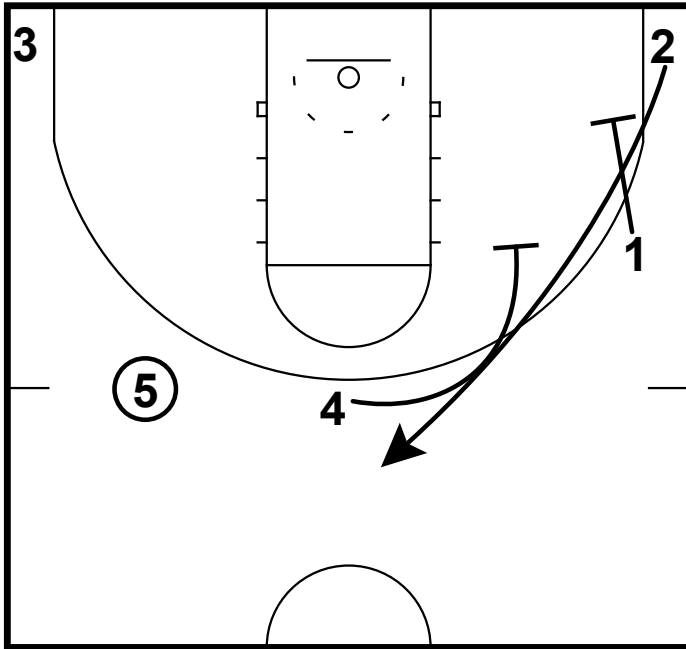
2 rejects the screen

5 pin screens 3

1 passes to 3 for the shot

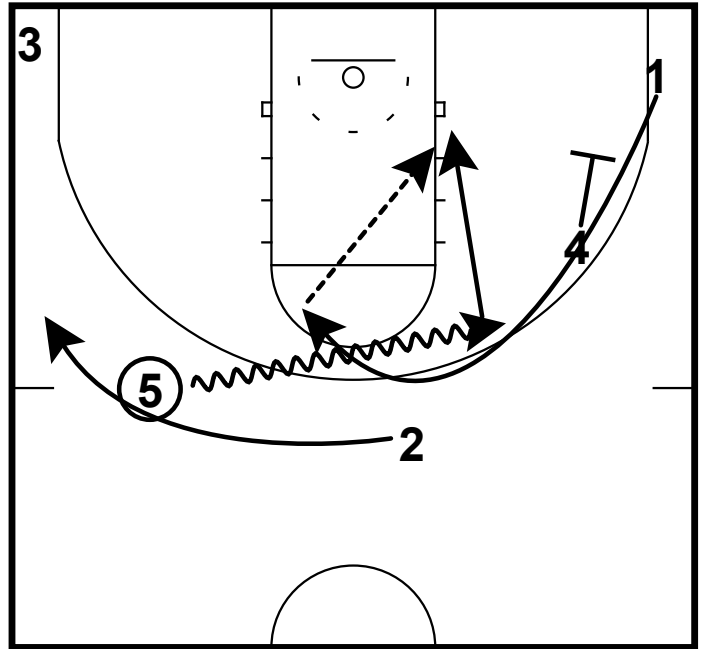
5 Out Delay Playbook

Stagger-Get-Reject- Chicago (BYU)
5 Out Delay



4 and 1 stagger for 2

Stagger-Get-Reject- Chicago (BYU)
5 Out Delay

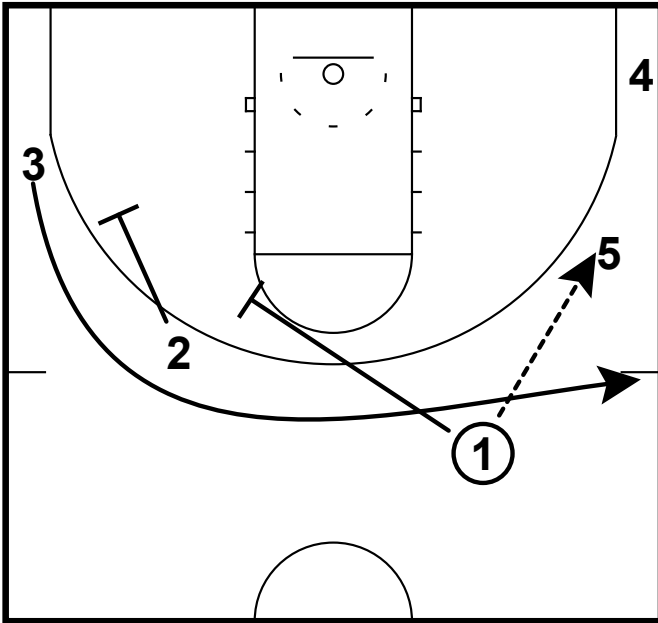


5 rejects the DHO with 2 and dribbles into Chicago action

1 passes to 5 on the roll

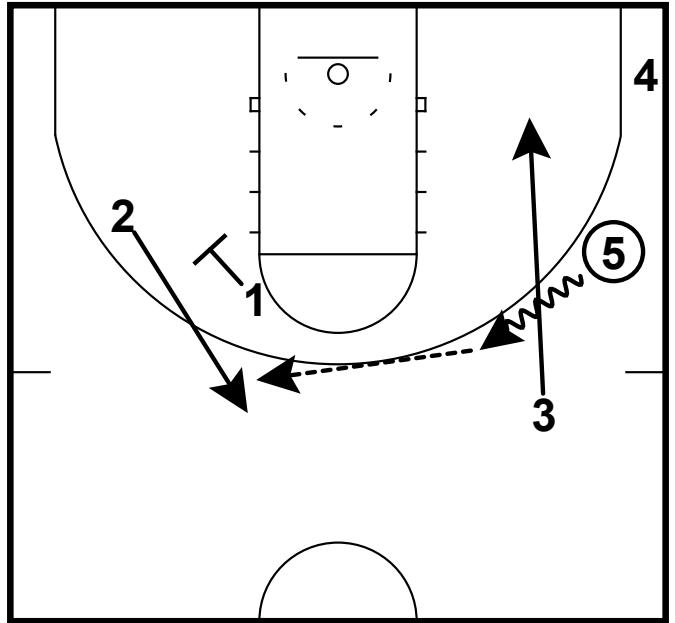
5 Out Delay Playbook

Stagger-Get-Reject-Pin (BYU)
5 Out Delay



- 1 throws to 5
- 1 and 2 stagger screen 3

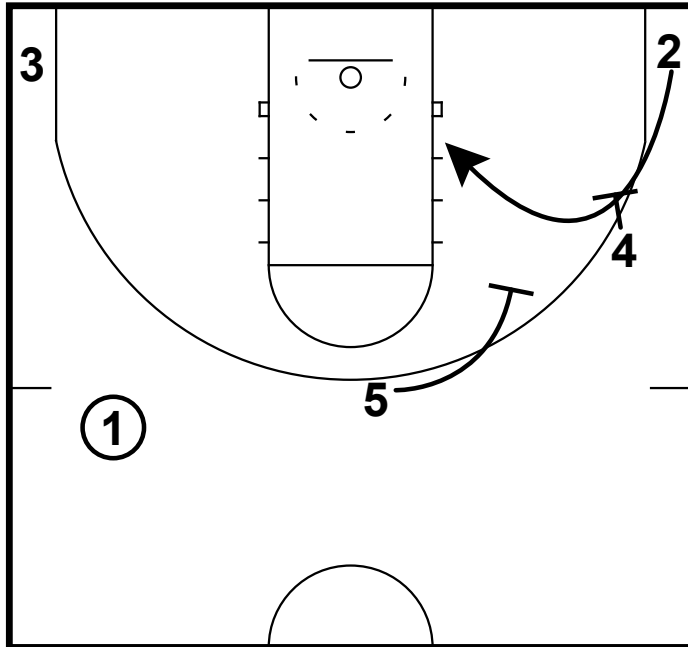
Stagger-Get-Reject-Pin (BYU)
5 Out Delay



- 3 cuts to 5 for the Get action
- 5 rejects 5 and dribbles to the key
- 1 pin screens 2
- 5 passes to 2 for the shot

5 Out Delay Playbook

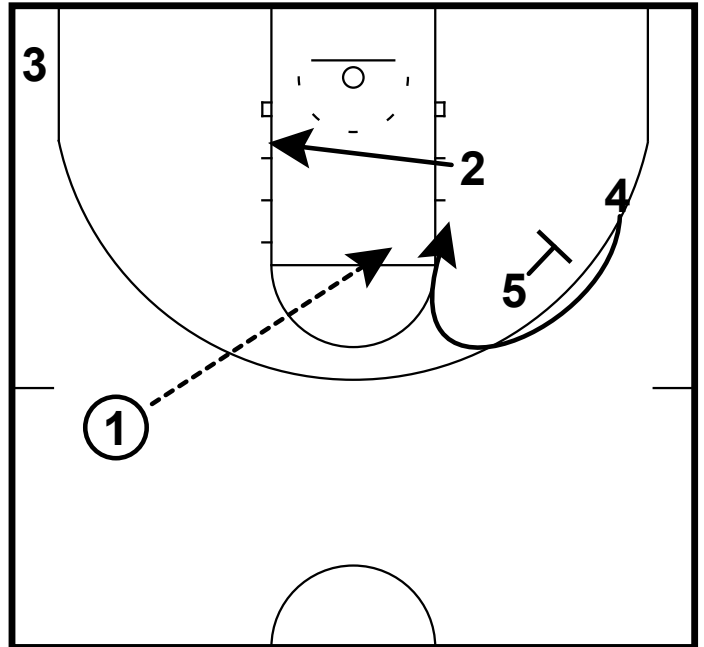
Stagger-Double Twirl (Chiba)
5 Out Delay



5 and 4 stagger for 2

2 twirls the stagger

Stagger-Double Twirl (Chiba)
5 Out Delay

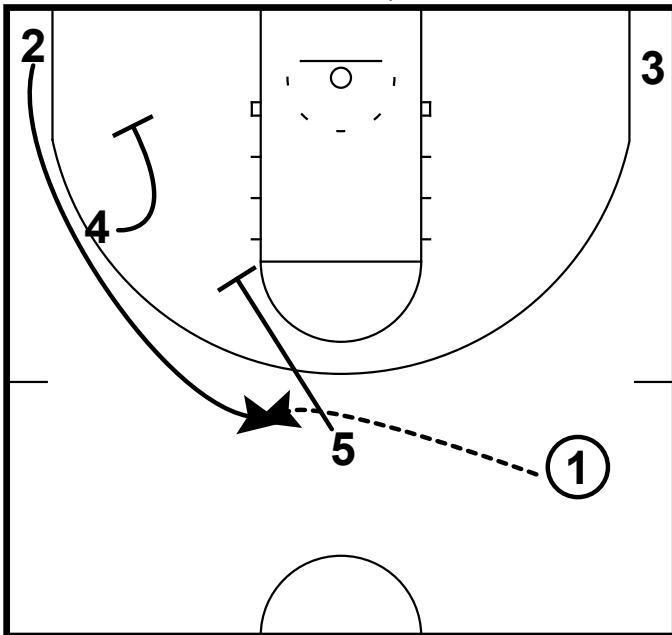


4 twirls 5s screen

1 passes to 4 for the shot

5 Out Delay Playbook

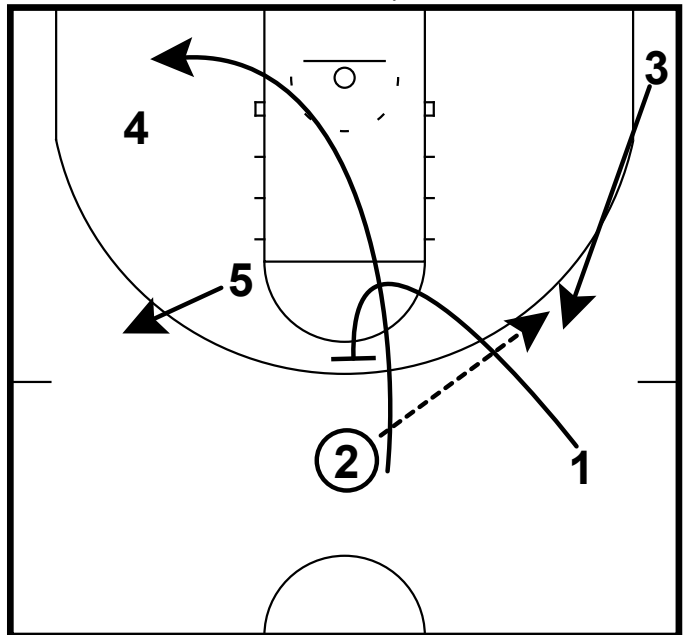
Stagger-UCLA-High BS Baseline Exit-Post Pin (Virtus)
5 Out Delay



5 and 4 stagger for 2

1 passes to 2

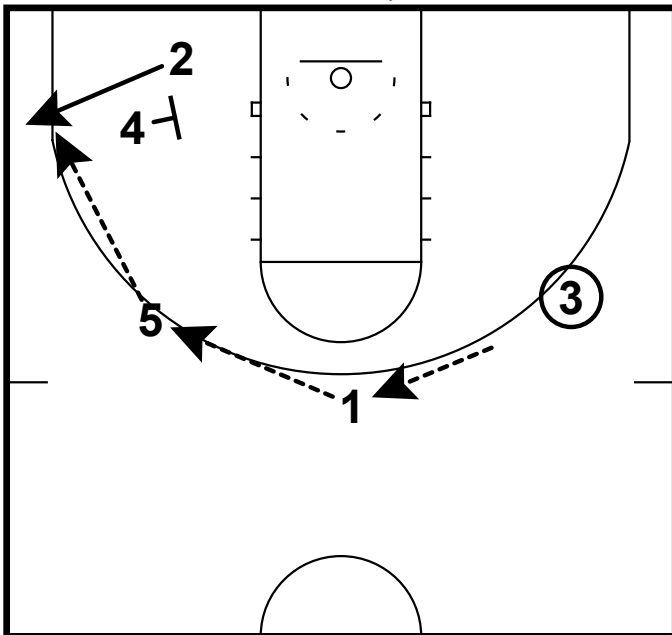
Stagger-UCLA-High BS Baseline Exit-Post Pin (Virtus)
5 Out Delay



3 cuts to the wing

1 UCLA's for 2

Stagger-UCLA-High BS Baseline Exit-Post Pin (Virtus)
5 Out Delay



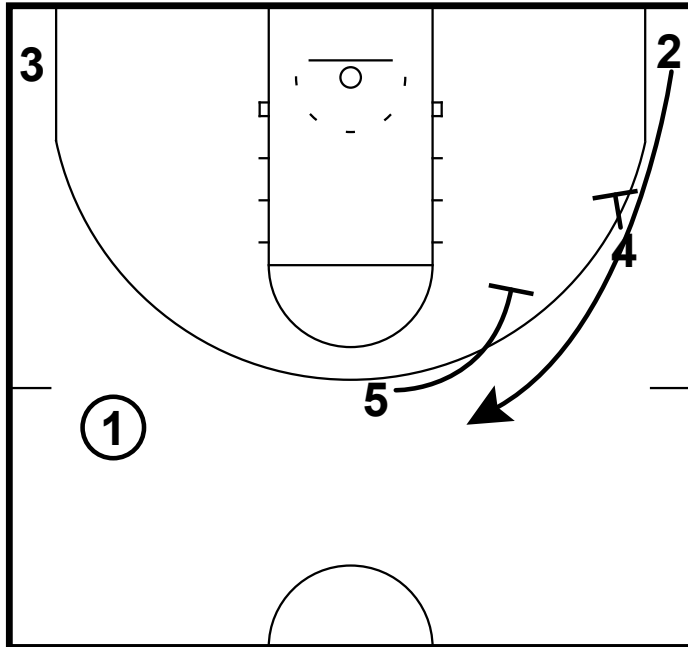
4 sets an exit screen for 2

the ball swings to 5

5 passes to 2 for the shot

5 Out Delay Playbook

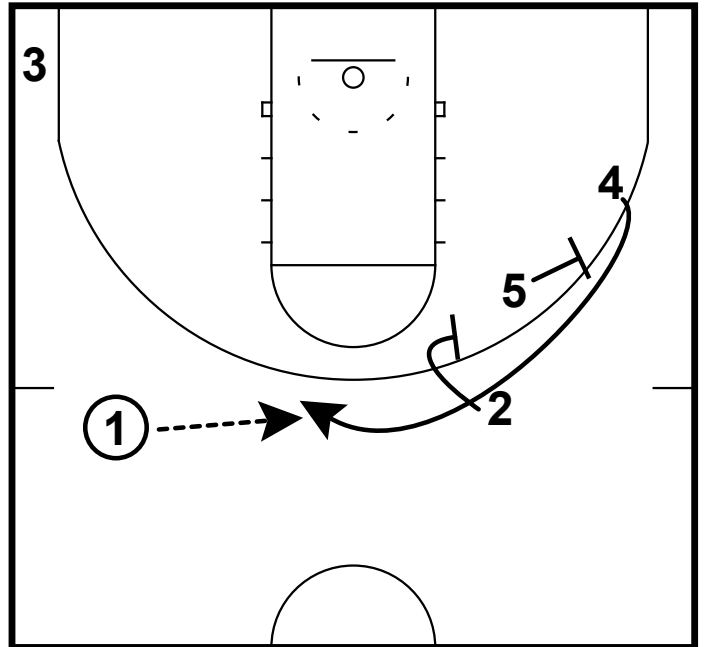
Stagger-Twist (Chiba)
5 Out Delay



5 and 4 stagger for 2

2 twirls the stagger

Stagger-Twist (Chiba)
5 Out Delay

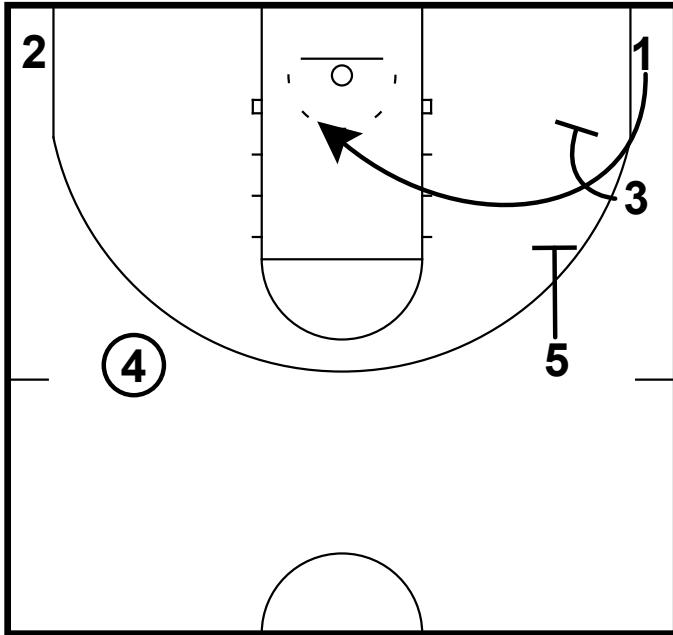


2 twist and staggers for 4 with 5

1 passes to 4 for the shot

5 Out Delay Playbook

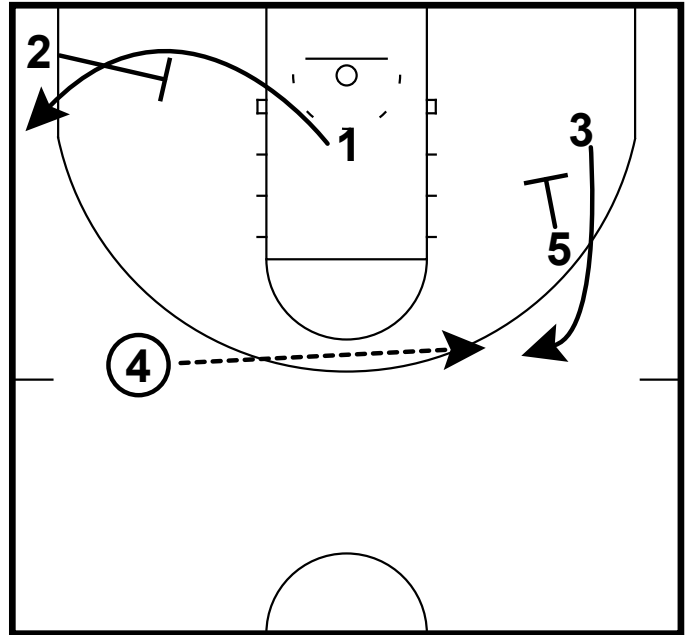
Stagger Twist-Corner Exit Continuity (GSW)
5 Out Delay



5 and 3 stagger for 1

1 curls the first screen in the stagger

Stagger Twist-Corner Exit Continuity (GSW)
5 Out Delay

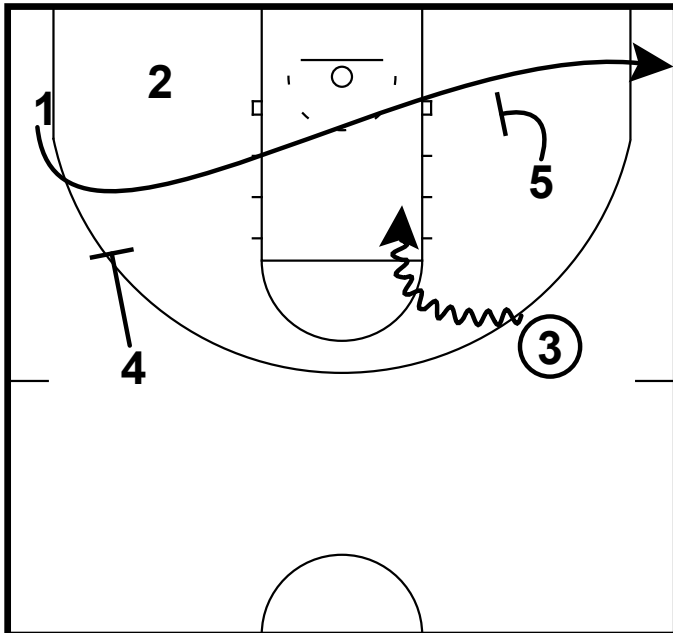


3 uses 5s screen in the stagger

4 passes to 3

2 sets an exit screen for 1

Stagger Twist-Corner Exit Continuity (GSW)
5 Out Delay



4 pin screens for 1

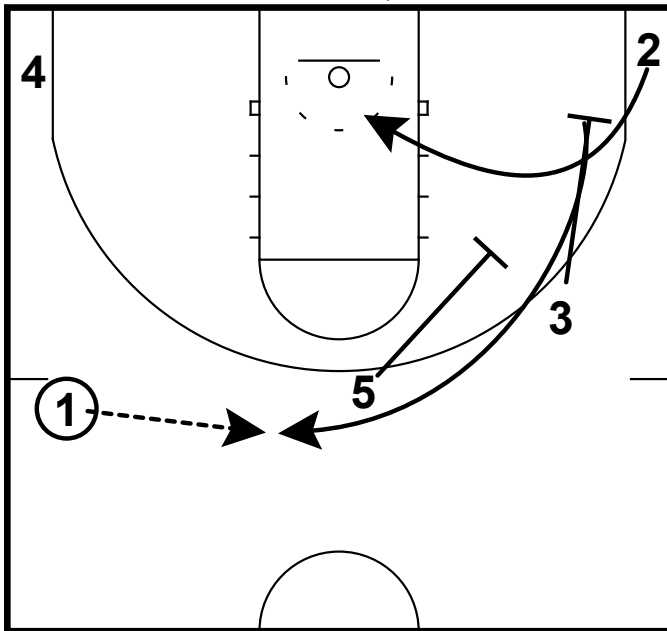
1 rejects the screen

5 sets an exit screen for 1

3 drives to the paint

5 Out Delay Playbook

Stagger-Twist-Touch-Spread BS-Veer (Vanderbillt)
5 Out Delay

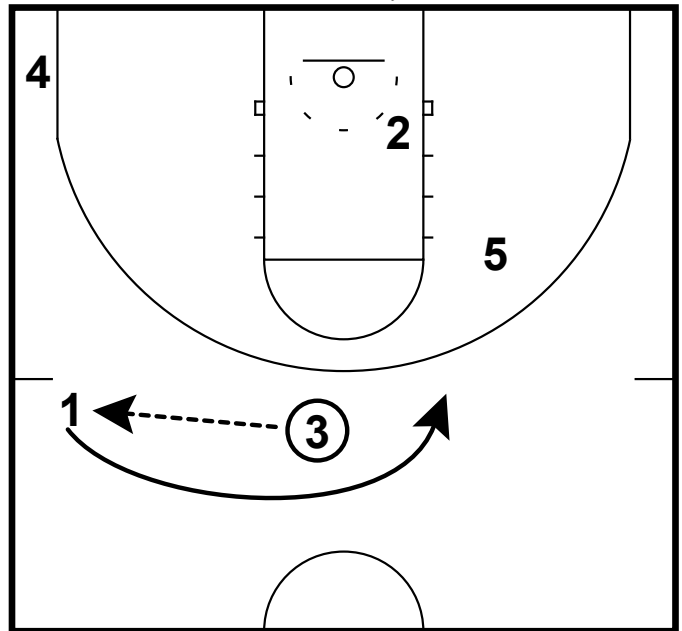


5 and 3 stagger for 2

2 curls the first screen

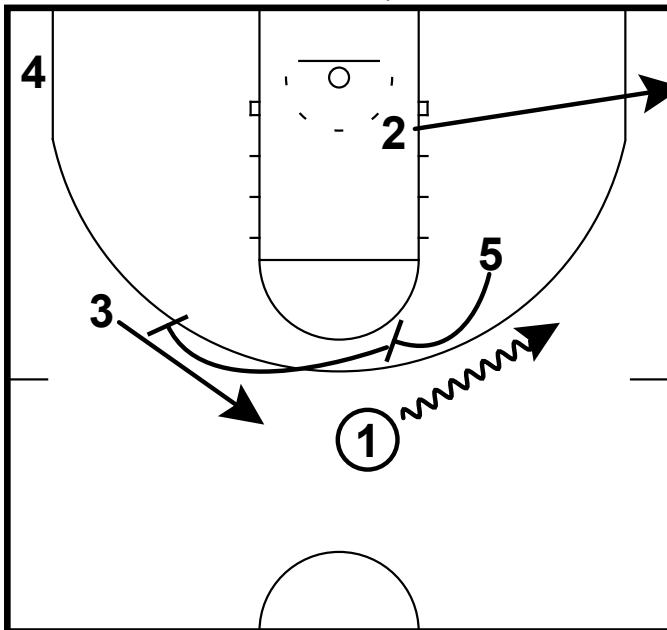
5 pins for 3

Stagger-Twist-Touch-Spread BS-Veer (Vanderbillt)
5 Out Delay



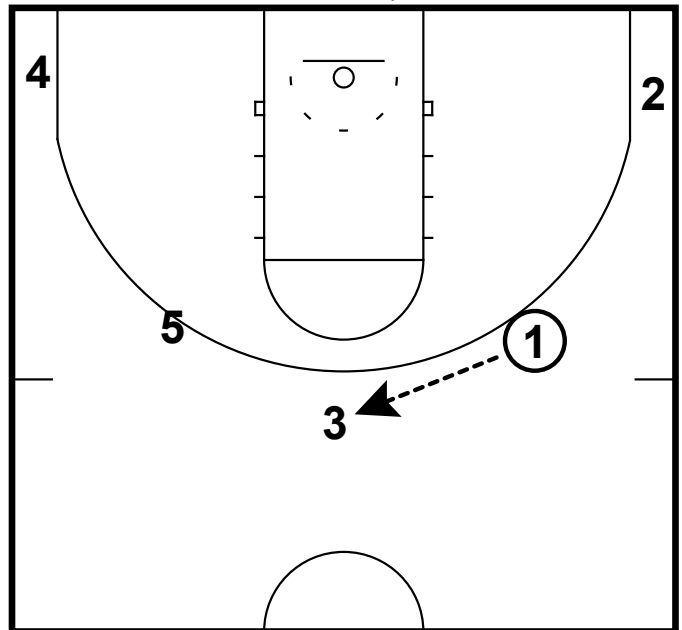
1 passes to 3 and gets the ball back in touch action

Stagger-Twist-Touch-Spread BS-Veer (Vanderbillt)
5 Out Delay



5 ball screens for 1 then veer screens for 3

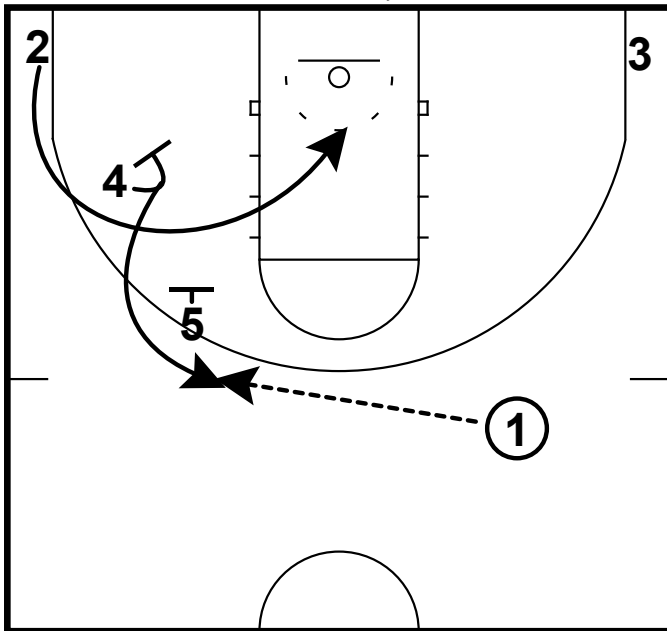
Stagger-Twist-Touch-Spread BS-Veer (Vanderbillt)
5 Out Delay



1 passes to 3 for the shot

5 Out Delay Playbook

Stagger Twist-High BS-Post Pin (Virtus)
5 Out Delay

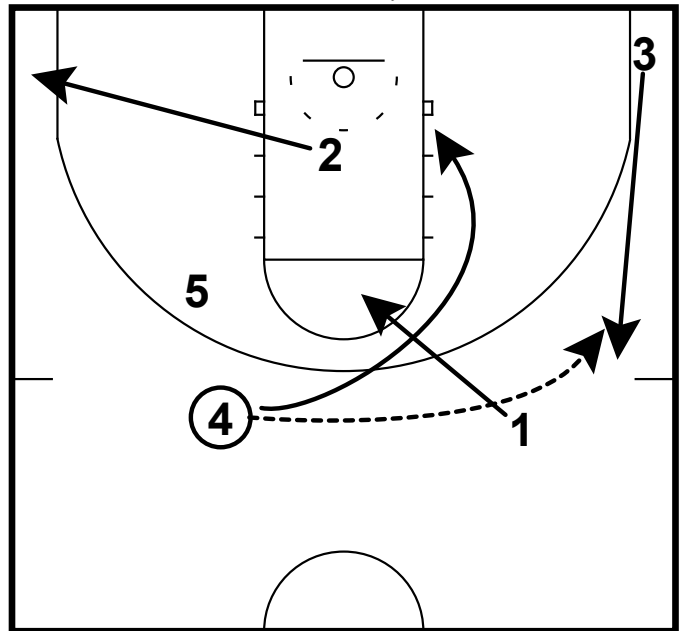


5 and 4 stagger for 2

2 curls the first screen

5 pins for 4

Stagger Twist-High BS-Post Pin (Virtus)
5 Out Delay

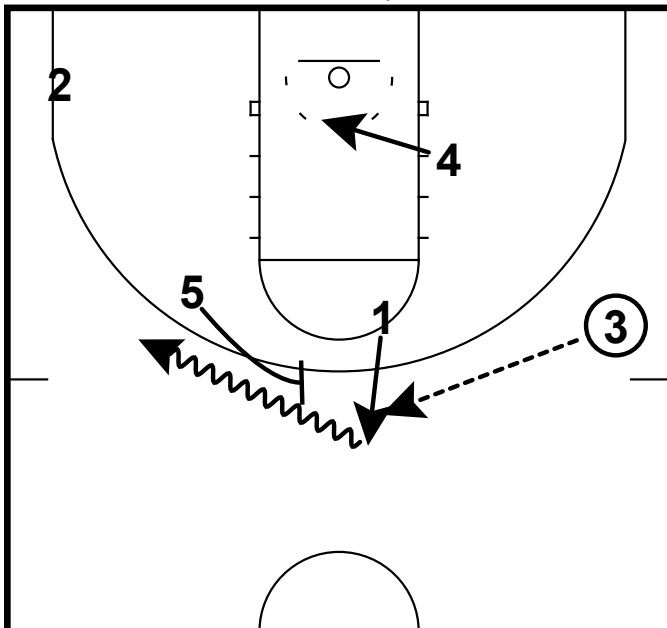


1 cuts to the nail

3 lifts to the wing

4 passes to 3 and rub cuts off of 1

Stagger Twist-High BS-Post Pin (Virtus)
5 Out Delay

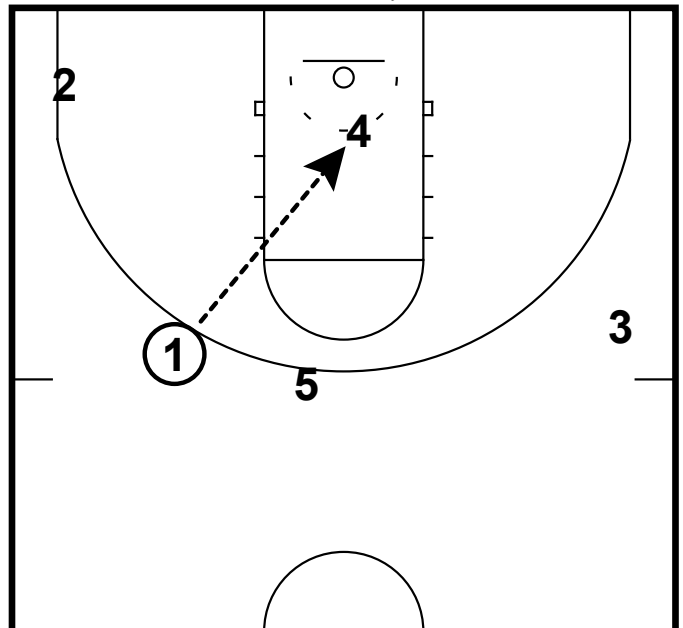


3 swings the ball to 1

5 sets a ball screen for 1

4 pin seals the post up for the shot

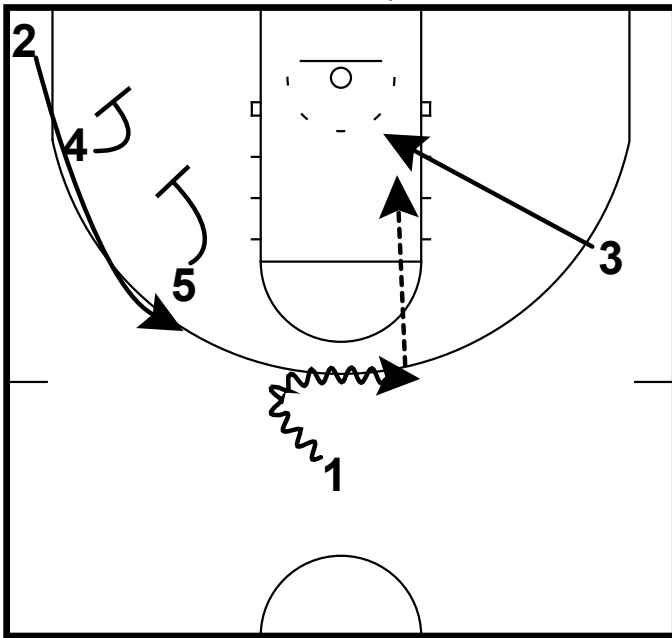
Stagger Twist-High BS-Post Pin (Virtus)
5 Out Delay



4 pin seals the post up for the shot

5 Out Delay Playbook

Stagger-Spin-Backdoor (NC State)
5 Out Delay



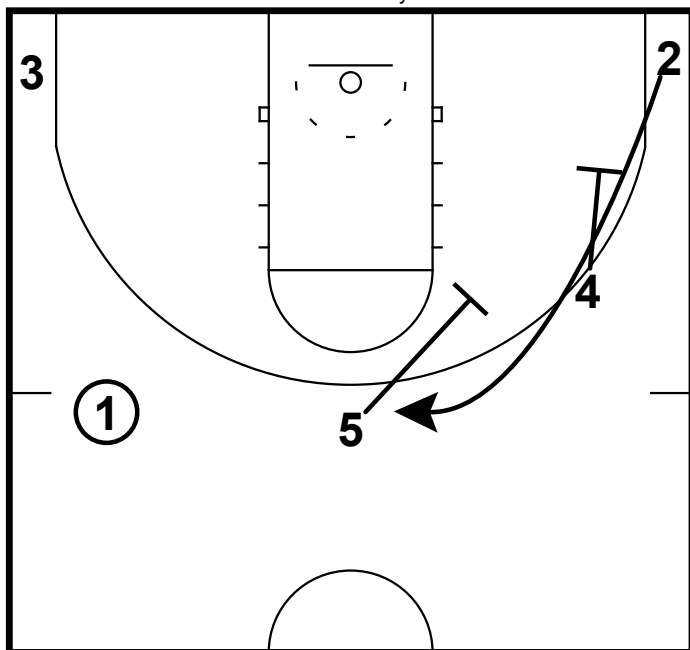
5 and 4 stagger for 2

1 dribbles at 3

3 cuts backdoor for the shot

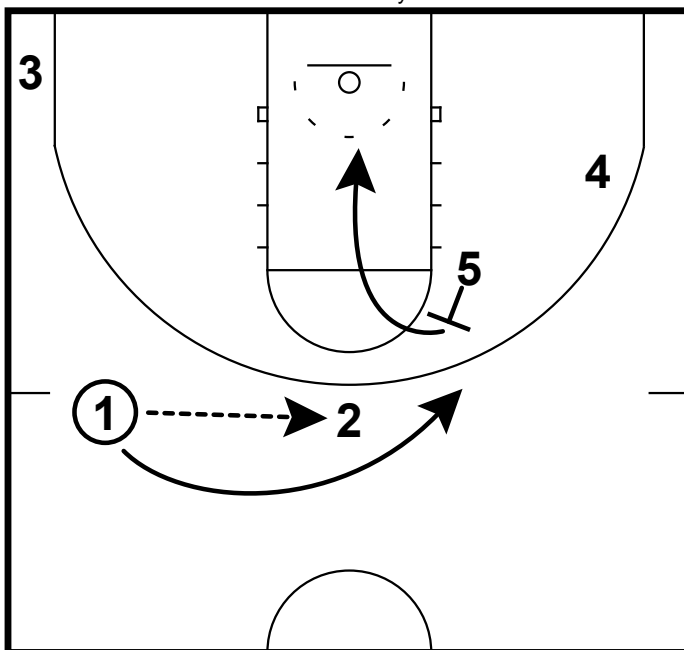
5 Out Delay Playbook

Stagger-Touch-spread BS (Real Madrid)
5 Out Delay



5 and 4 stagger for 2

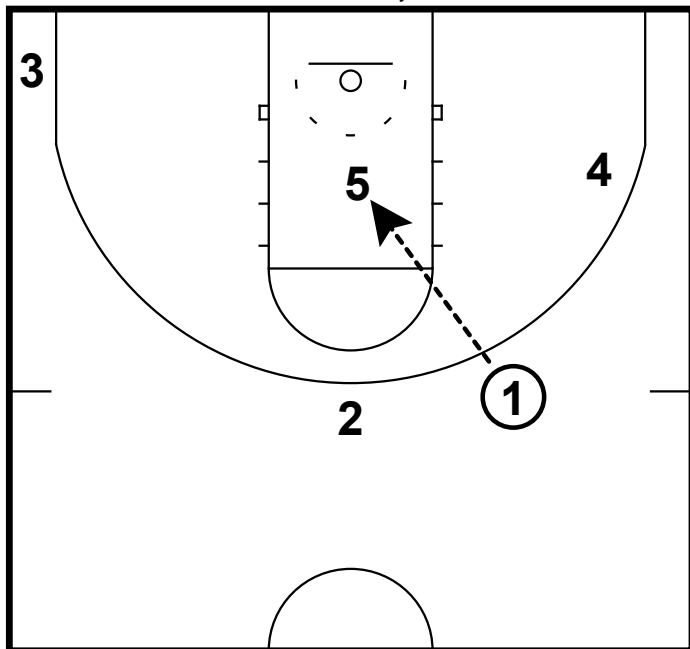
Stagger-Touch-spread BS (Real Madrid)
5 Out Delay



1 throws to 2 in touch action to get it back

5 ball screens for 1 then rolls

Stagger-Touch-spread BS (Real Madrid)
5 Out Delay



1 passes to 5 for the shot