



BYU PLAYBOOK

ASSEMBLED BY: TIM BERGSTRASER



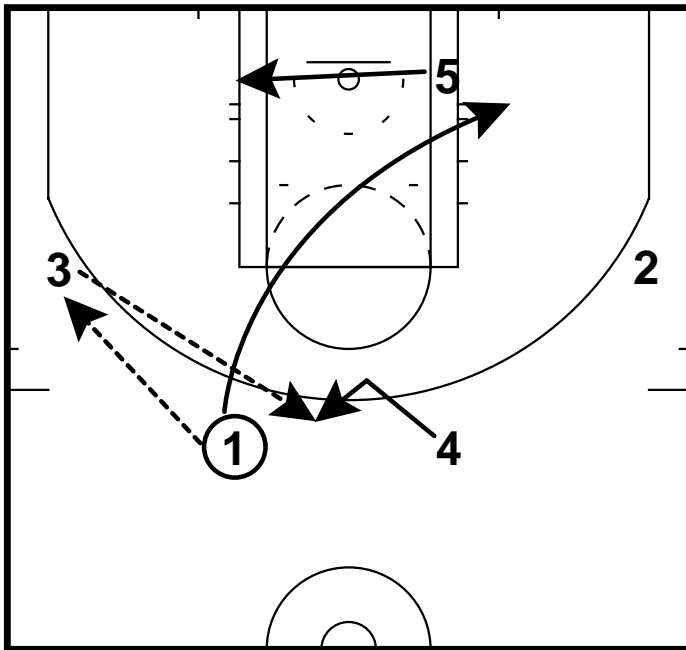
BYU 2019-20 Playbook

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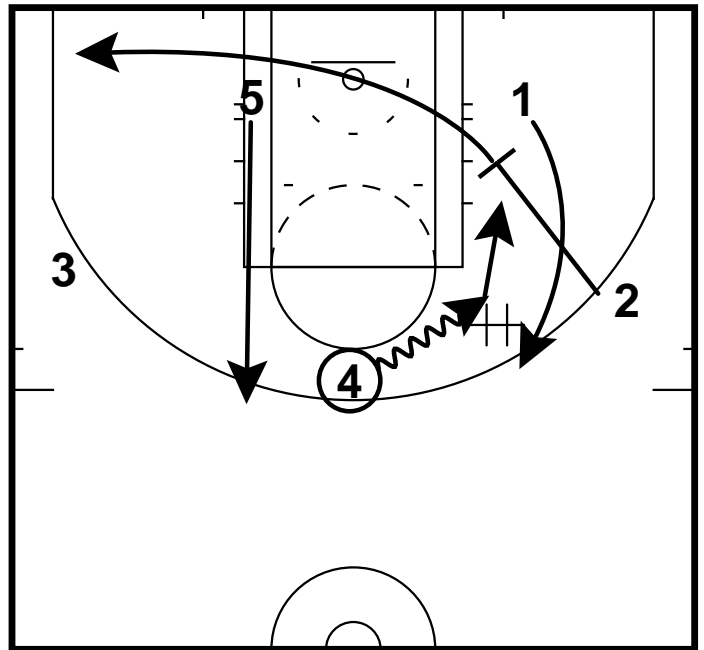
Flow

Flow
Flow



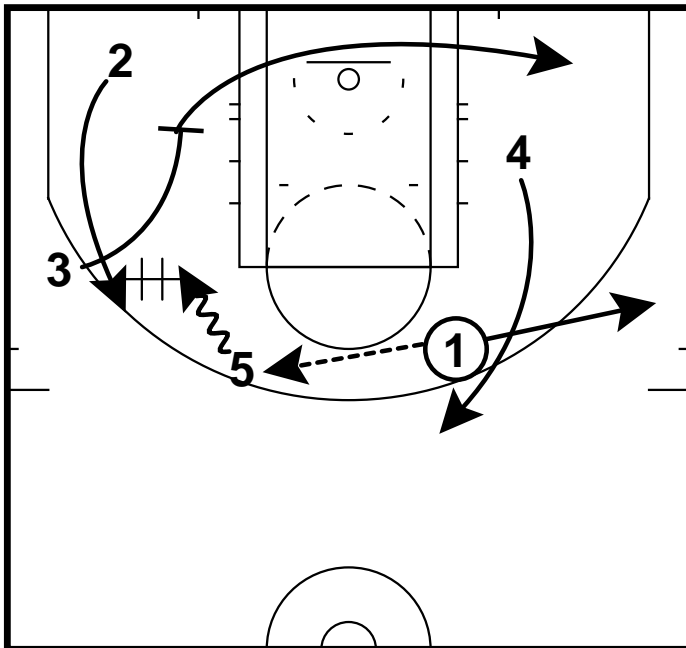
1 hits 3 and cuts to opposite short corner
4 gets open on top, 3 hits 4
5 loops to the block

Flow
Flow



2 sets a pin down for 1 and clears
4 follows to DHO for 1 and rolls
5 needs to be in the slot during dribble over

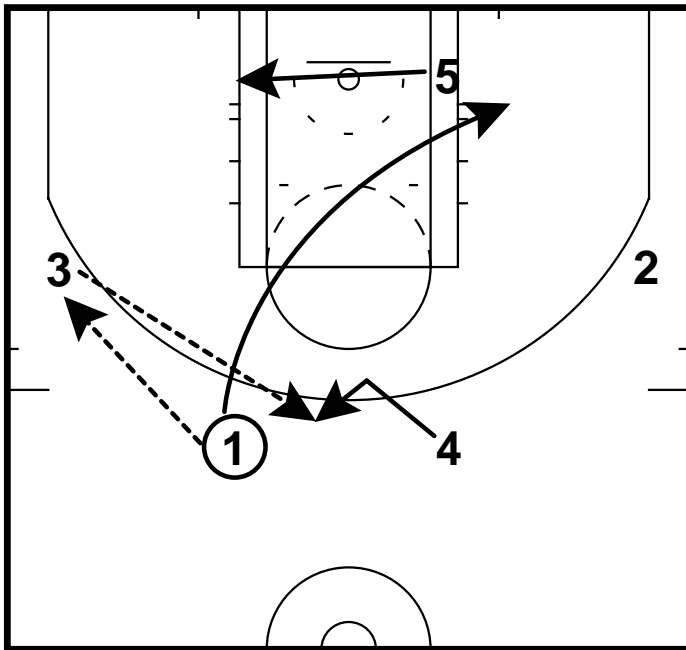
Flow
Flow



1 hits 5 on top and spaces
4 fills to top, 3 sets a pin down for 2 and clears
5 follows to DHO with 2
You can continue the continuity with this

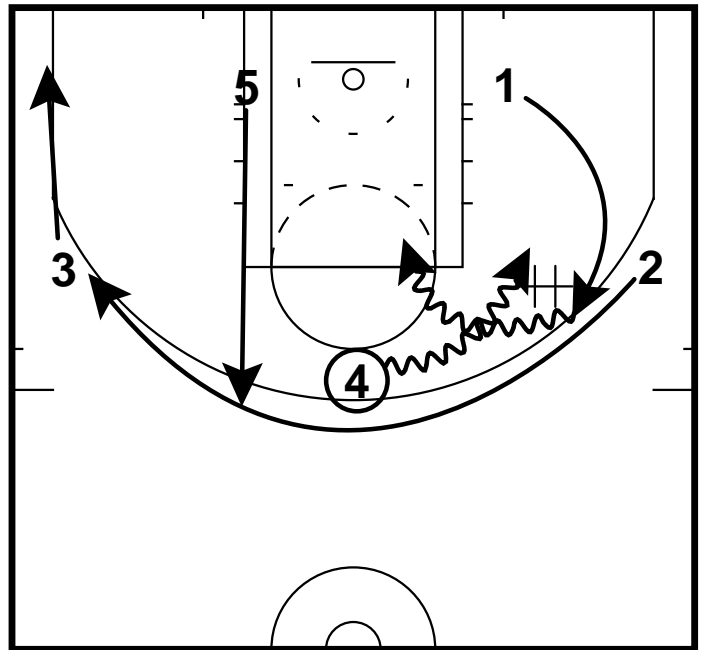
Flow

Flow Over
Flow



- 1 hits 3 and cuts to opposite short corner
- 4 gets open on top, 3 hits 4
- 5 loops to the block

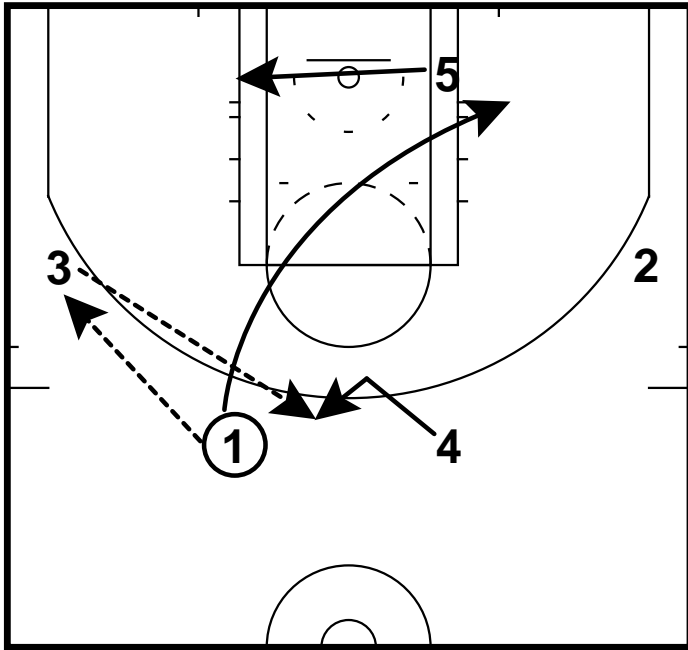
Flow Over
Flow



- 4 Dribbles over towards 2
 - 4 fakes Handoff with 2 and DHO's with 1
 - 5 fills up to top
- You can follow into continuity from here

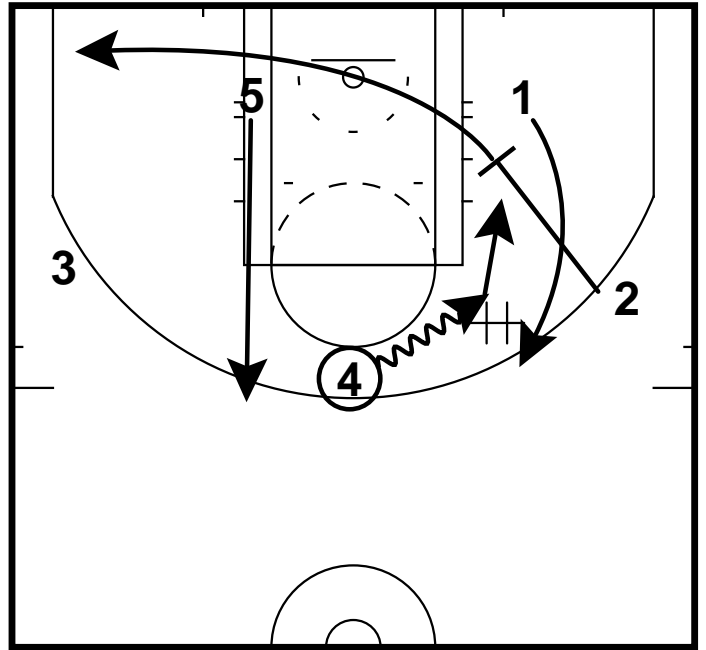
Flow

Flow Pin Post
Flow



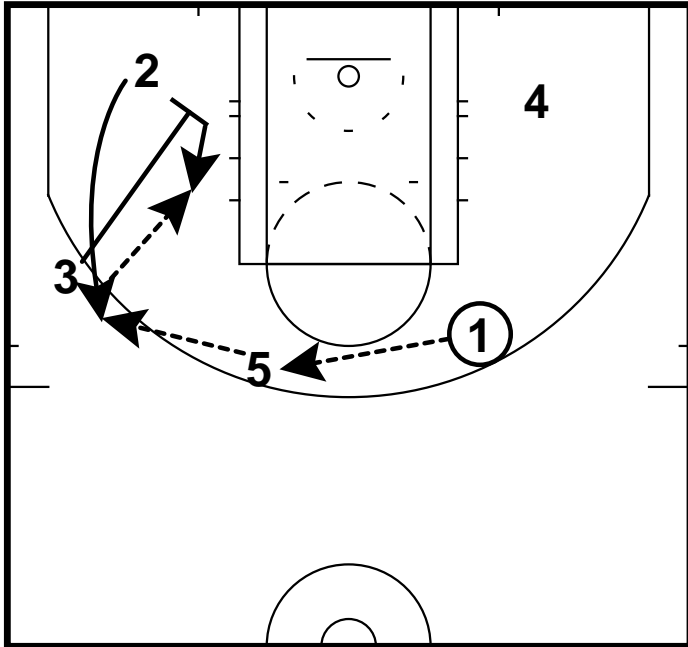
1 hits 3 and cuts to opposite short corner
4 gets open on top, 3 hits 4
5 loops to the block

Flow Pin Post
Flow



2 sets a pin down for 1 and clears
4 follows to DHO for 1 and rolls
5 needs to be in the slot during dribble over

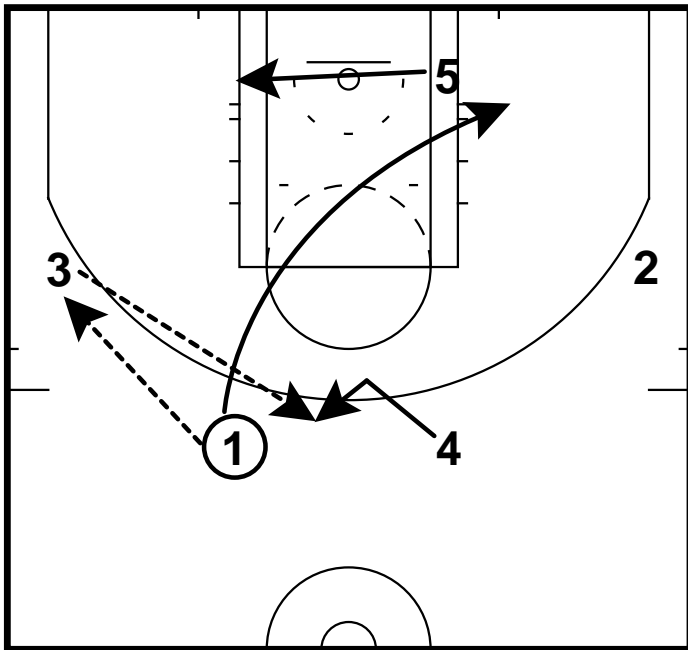
Flow Pin Post
Flow



1 swings to 5
3 pins down for 2, 3 ducks in
5 hits 2, 2 looks inside to 3 posting
Action they like to use vs switching

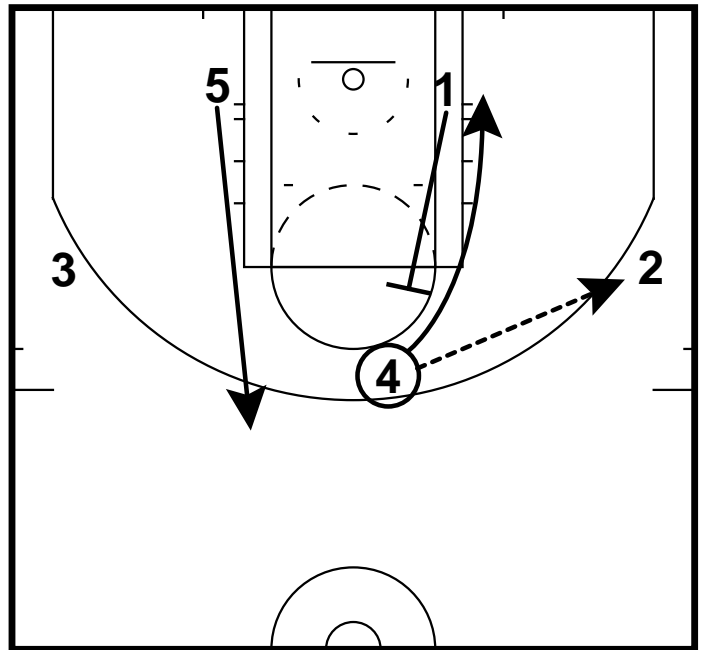
Flow

Flow Up
Flow



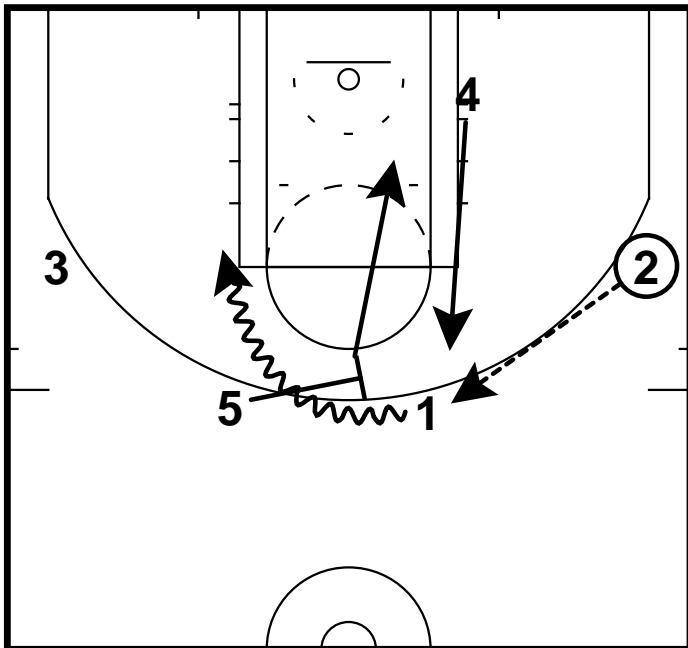
1 hits 3 and cuts to opposite short corner
4 gets open on top, 3 hits 4
5 loops to the block

Flow Up
Flow



4 swings to 2
1 back screens for 4 and pops
5 fills up near top

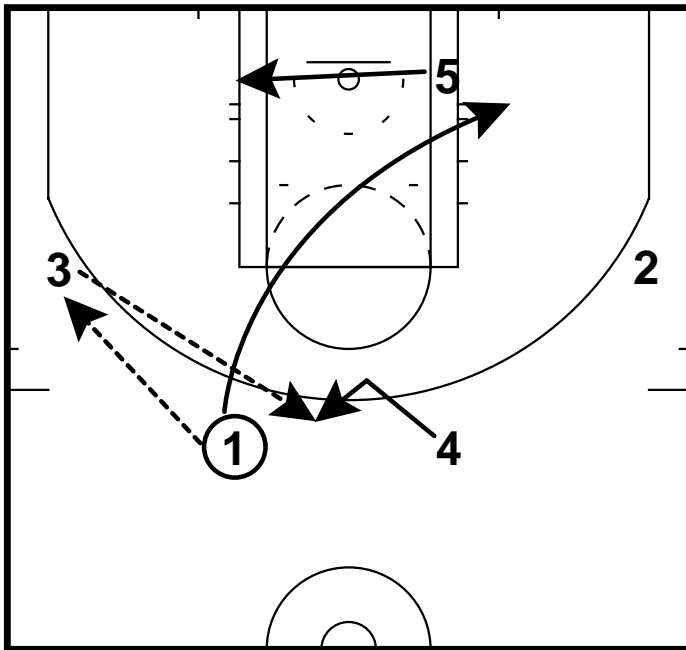
Flow Up
Flow



If 4 is not open on block, 2 hits 1
5 follows to set a BS for 5 and rolls
4 fills from behind or spaces to corner

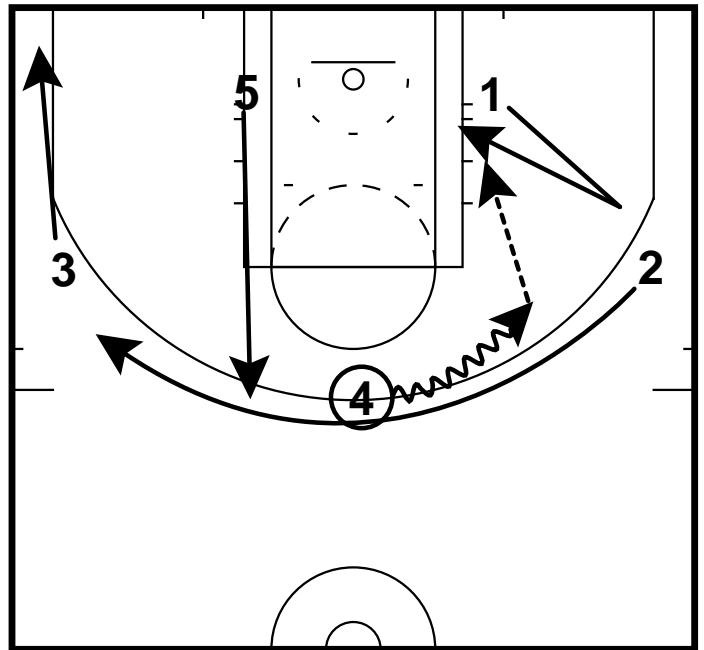
Flow

Flow Backdoor
Flow



- 1 hits 3 and cuts to opposite short corner
- 4 gets open on top, 3 hits 4
- 5 loops to the block

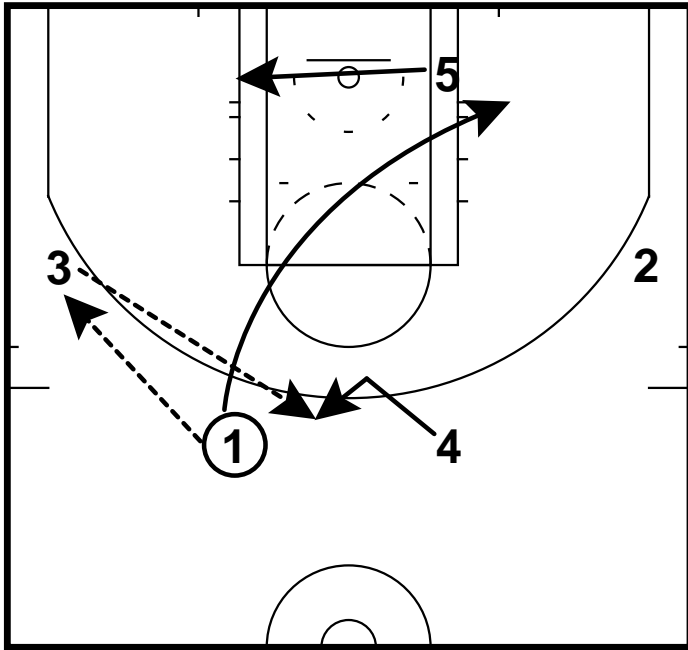
Flow Backdoor
Flow



- 4 dribbles over to fake DHO with 2
- 3 spaces, 5 fills up
- 1 flashes up to receive handoff
- 1 looks to backdoor

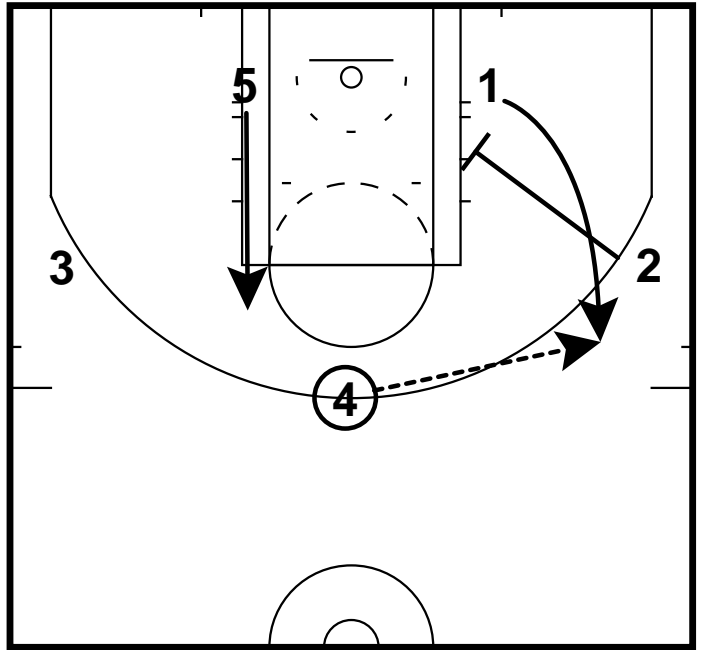
Flow

Flow Diagonal
Flow



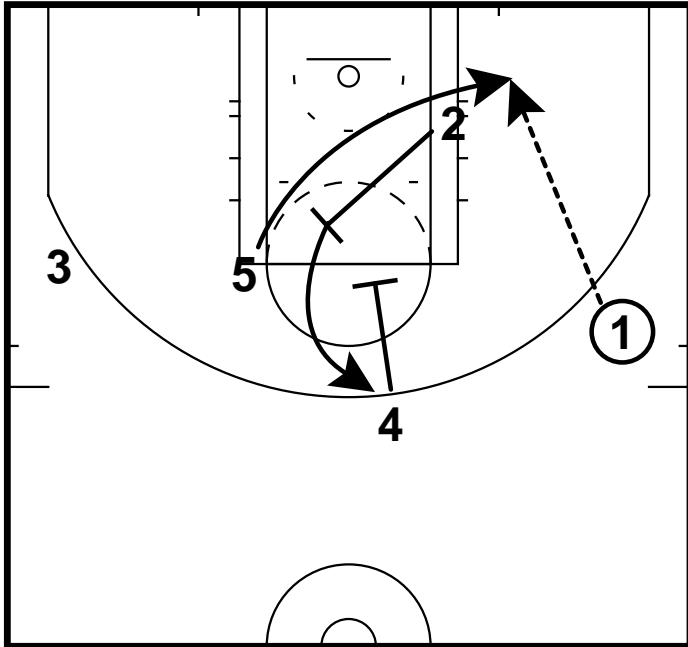
1 hits 3 and cuts to opposite short corner
4 gets open on top, 3 hits 4
5 loops to the block

Flow Diagonal
Flow



2 pins down for 1
4 hits 2 on the wing

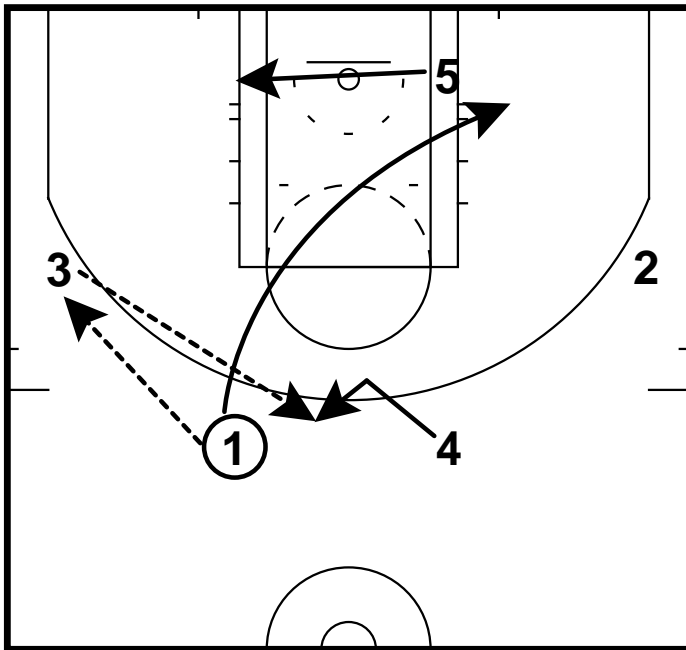
Flow Diagonal
Flow



2 sets a diagonal for 5
4 then sets a pin down for 2
1 looks for 5 on block or 2 off screen

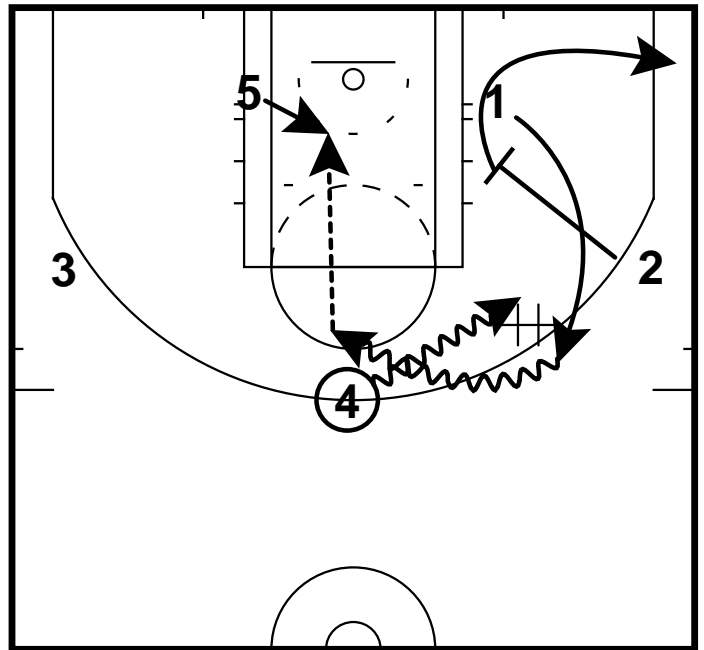
Flow

Flow Duck In
Flow



- 1 hits 3 and cuts to opposite short corner
- 4 gets open on top, 3 hits 4
- 5 loops to the block

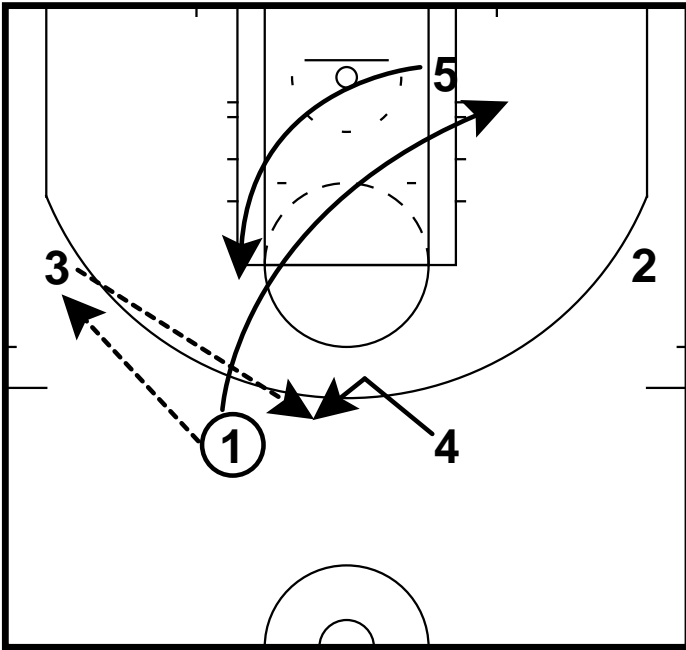
Flow Duck In
Flow



- 2 pins down for 1 and goes corner
- 4 DHO's with 1 coming up
- 5 ducks in, 1 looks to hit 5

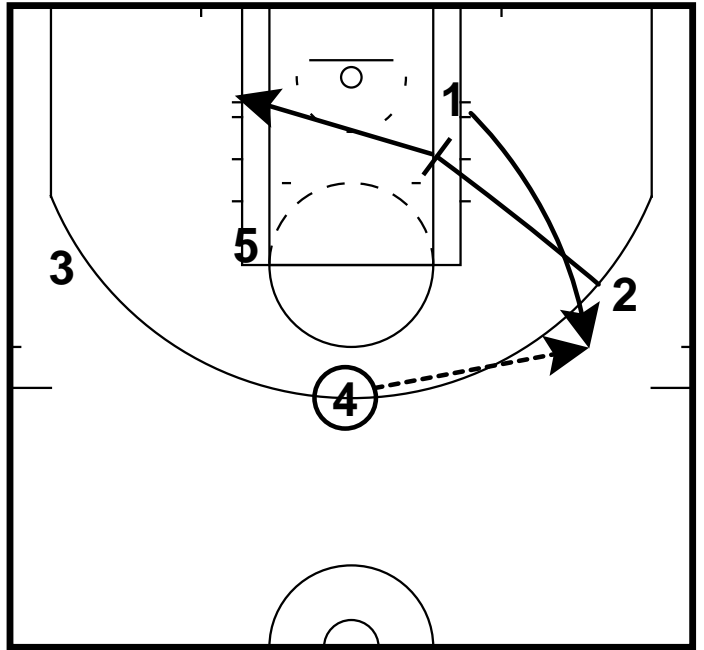
Flow

Flow Veer Back
Flow



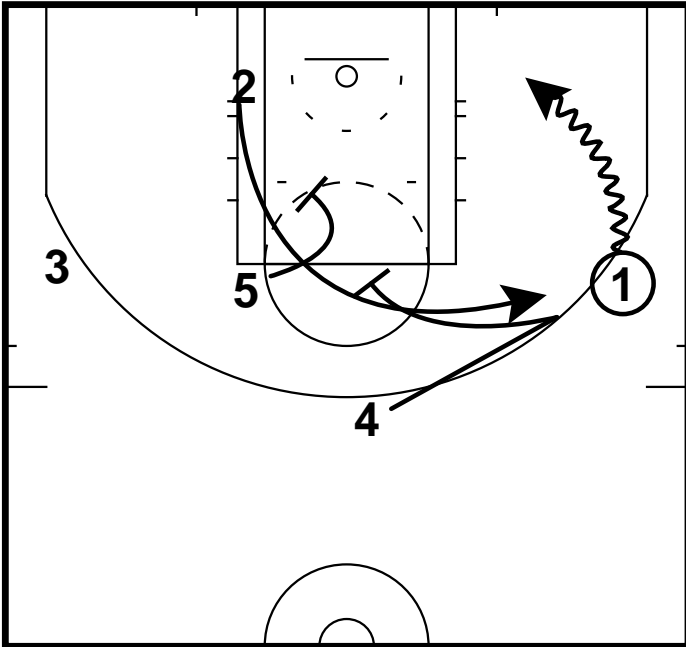
1 hits 3 and cuts to opposite short corner
4 gets open on top, 3 hits 4
5 loops up near elbow

Flow Veer Back
Flow



2 sets a pin down for 1
4 swings it to 1 on the wing

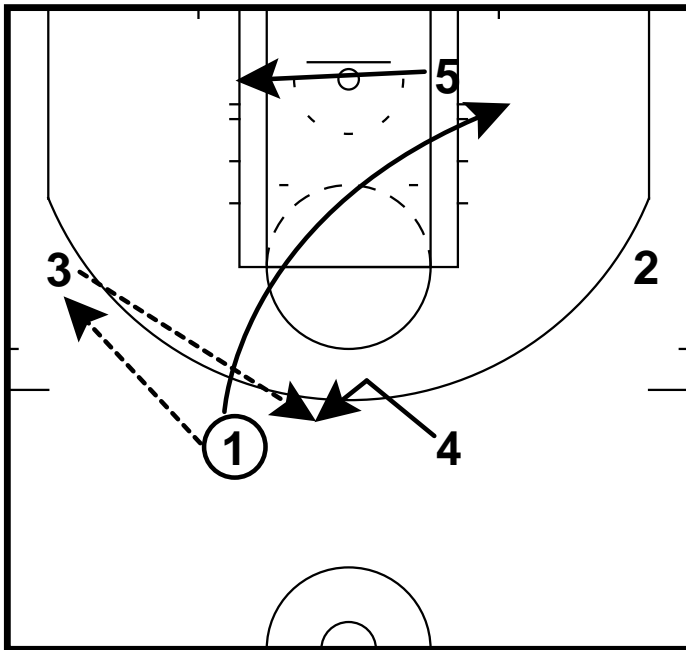
Flow Veer Back
Flow



4 follows to set a BS for 1
1 rejects hard to baseline
5 and 4 then set a stagger for 2
1 looks to throw back to 2

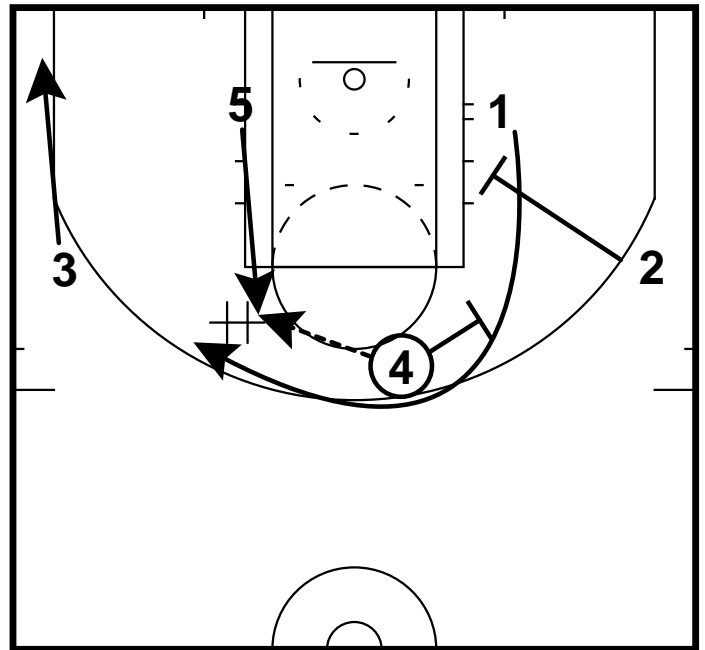
Flow

Flow Loop
Flow



1 hits 3 and cuts to opposite short corner
4 gets open on top, 3 hits 4
5 loops to the block

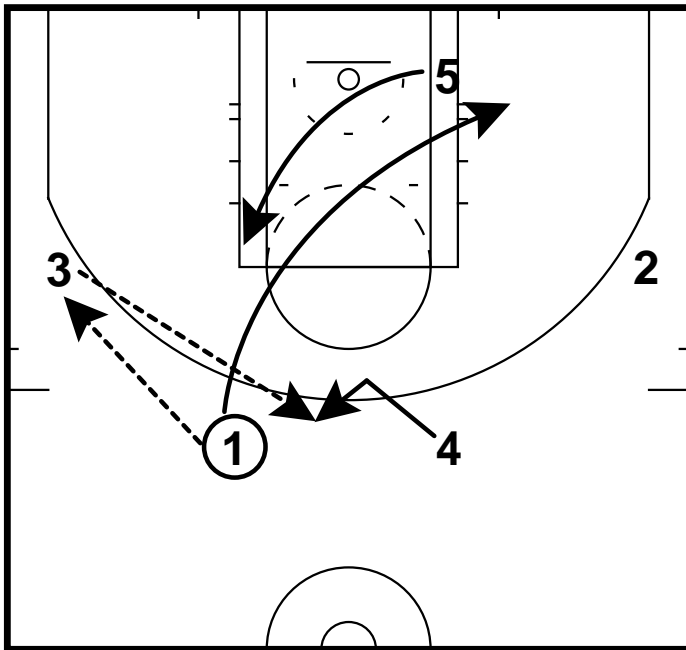
Flow Loop
Flow



2 pins down for 1
4 hits 5 on elbow flashing
4 screens for 1
5 flips it to 1 to attack

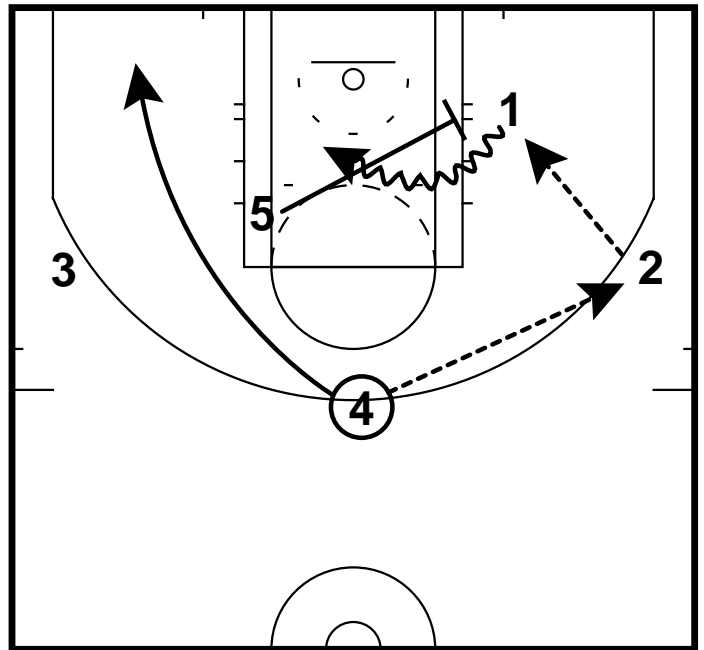
Flow

Flow Block BS
Flow



1 hits 3 and cuts to opposite short corner
4 gets open on top, 3 hits 4
5 loops up near elbow

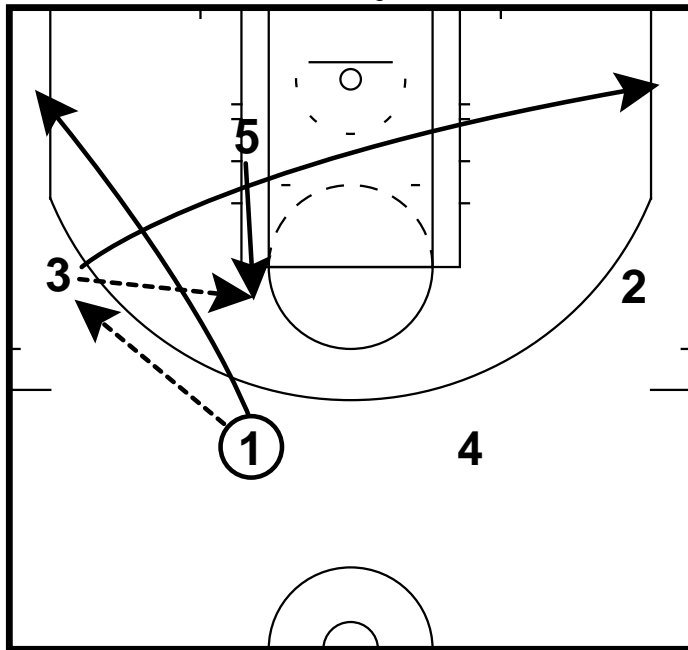
Flow Block BS
Flow



4 swings to 2 and cuts opposite
2 enters to 1 near block
5 runs to set a low BS for 1

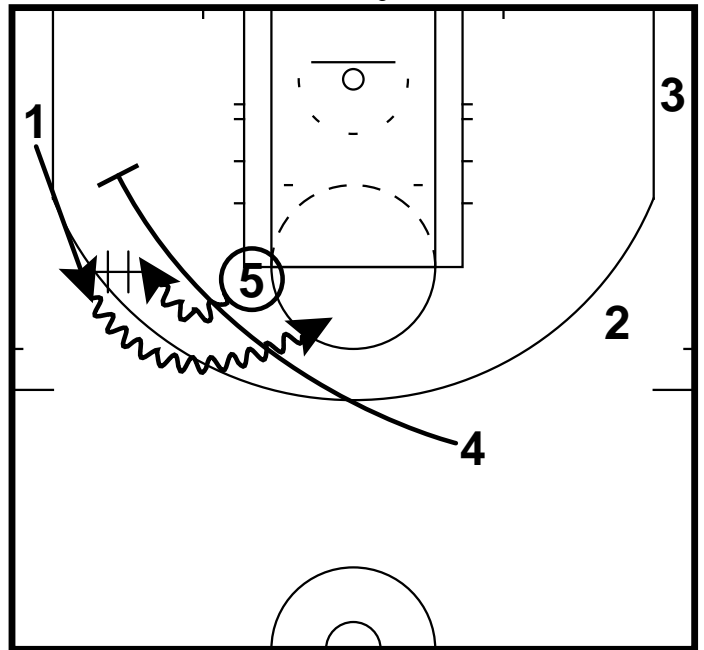
Strong

Strong Zoom
Strong



1 hits 3 and cuts strong corner
5 flashes to elbow, 3 hits 5
3 cuts opposite corner

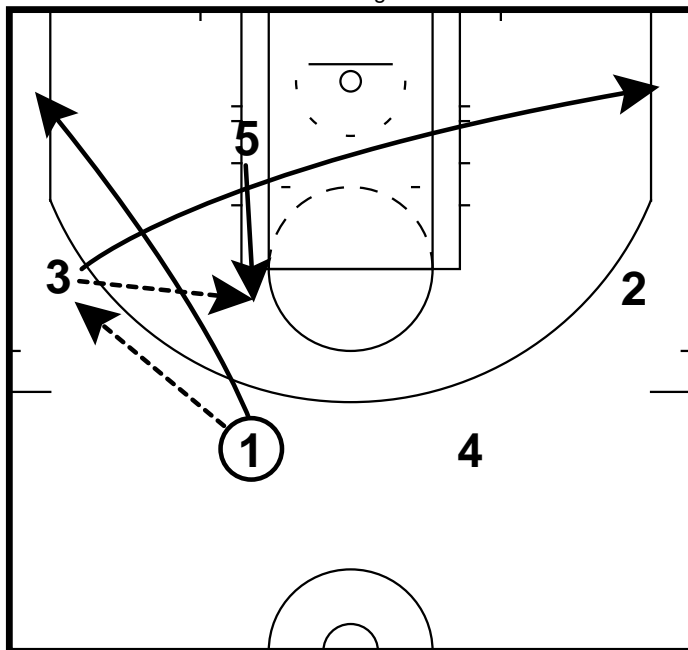
Strong Zoom
Strong



4 cuts over top of 5
4 sets a pin down for 1
5 DHO's with 1 and rolls

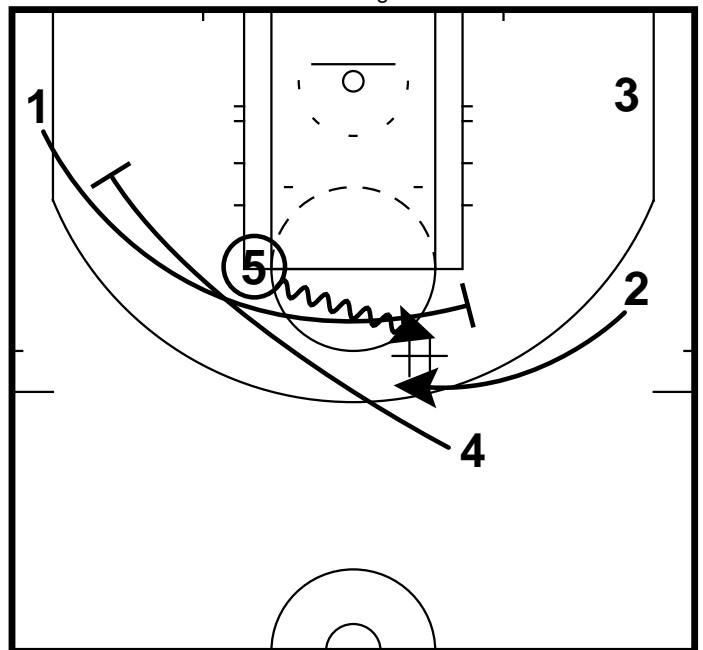
Strong

Strong Zoom Split
Strong



1 hits 3 and cuts strong corner
5 flashes to elbow, 3 hits 5
3 cuts opposite corner

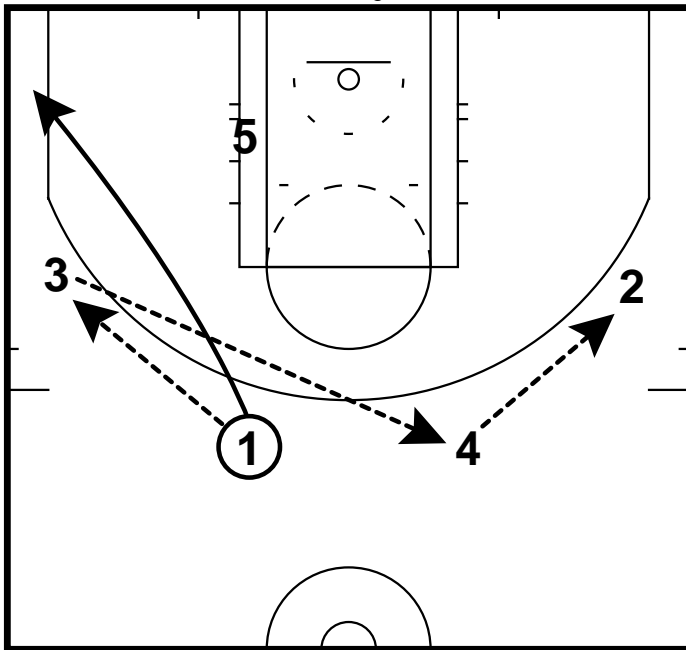
Strong Zoom Split
Strong



4 cuts over top of 5 to pin down for 1
5 fakes handoff to 1
1 runs to set a screen for 2
5 DHO's with 2 if he didn't dive to rim

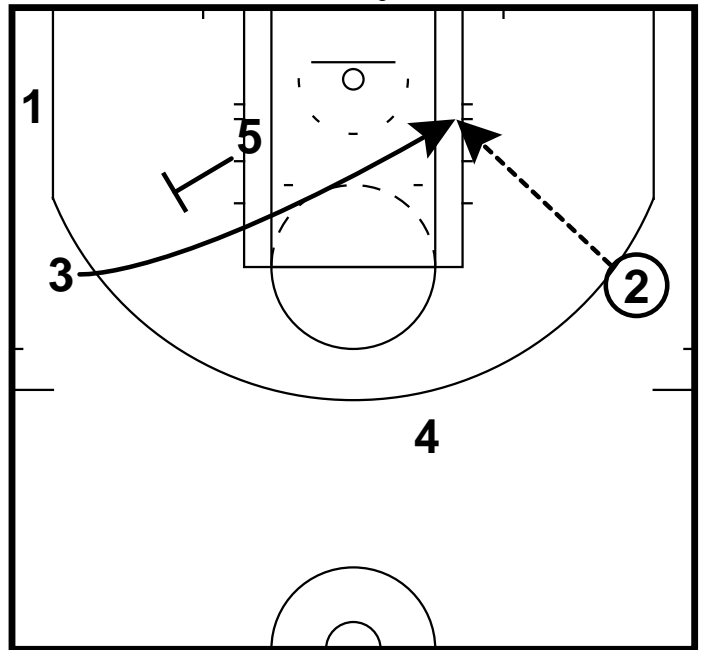
Strong

Strong Shuffle
Strong



1 hits 3 and cuts strong corner
3 hits 4 on top, 4 swings to 2

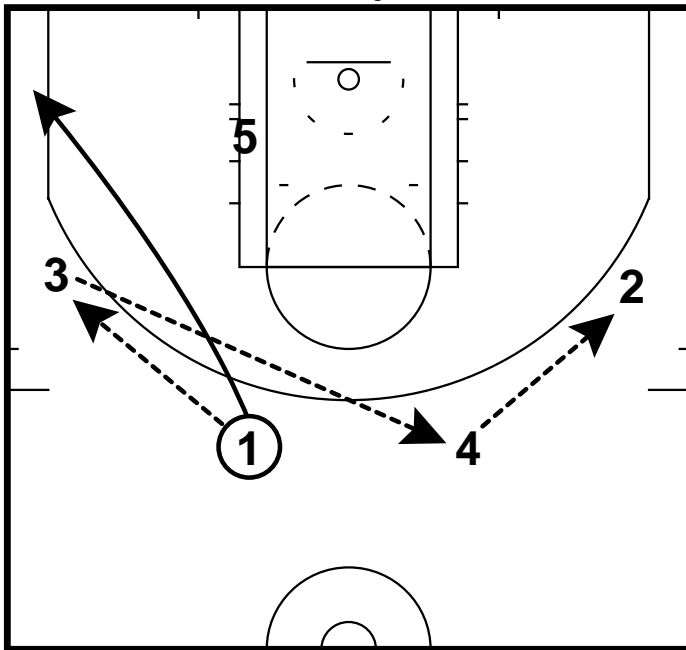
Strong Shuffle
Strong



5 sets a shuffle for 3
2 hits 3 posting up

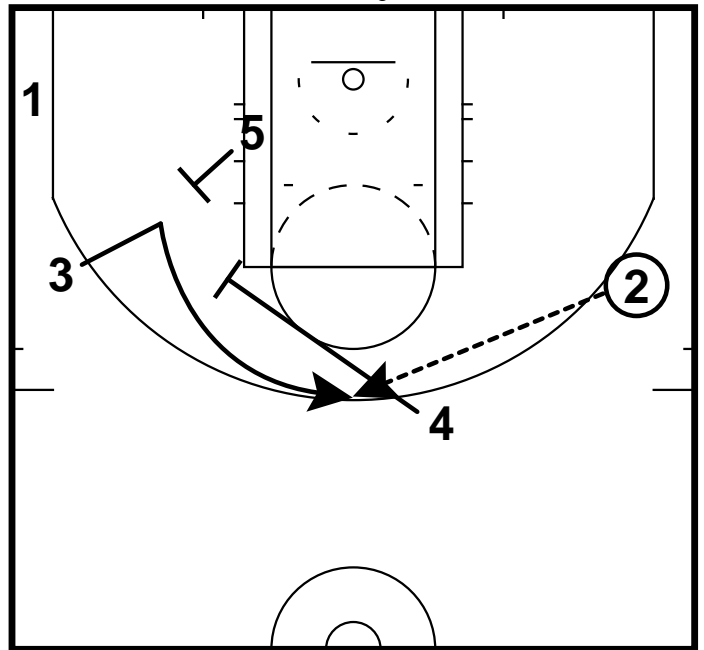
Strong

Strong Shuffle Fake
Strong



1 hits 3 and cuts strong corner
3 hits 4 on top, 4 swings to 2

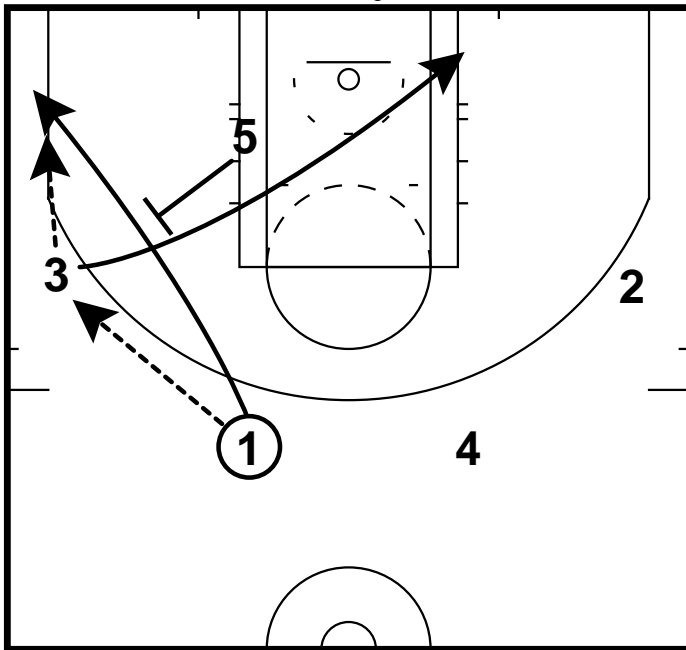
Strong Shuffle Fake
Strong



5 sets a shuffle for 3
3 fakes shuffle and goes off 4 pin down
2 hits 3 on top
Big will BS for 3 if there is no shot

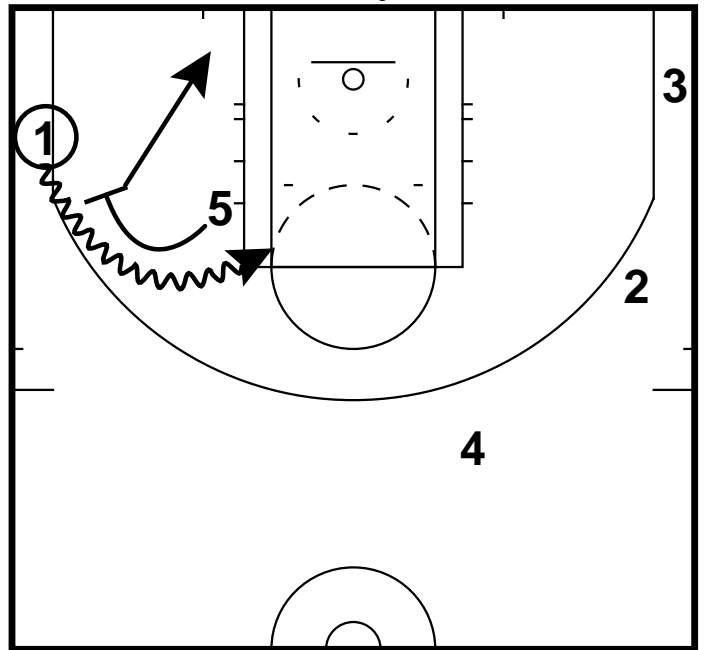
Strong

Strong Shuffle BS
Strong



1 hits 3 and cuts strong corner
3 swings to 1
5 sets a shuffle for 3

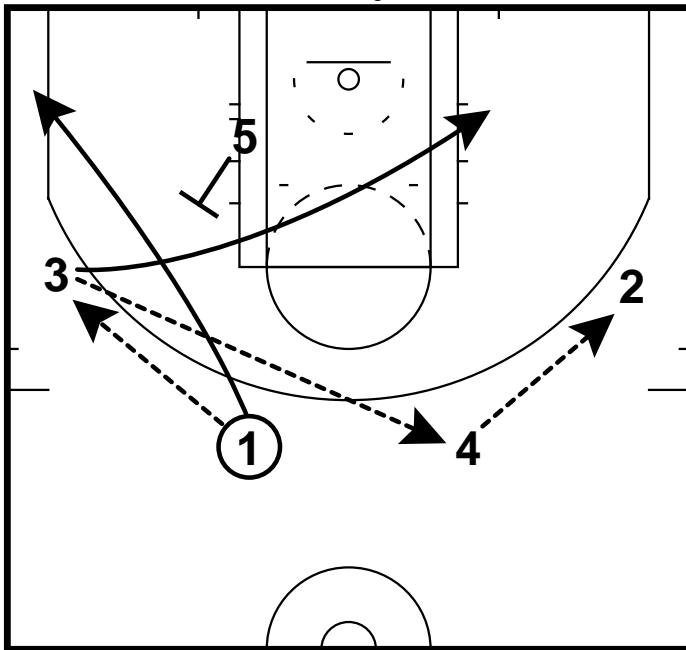
Strong Shuffle BS
Strong



5 then sets a BS for 1 and rolls

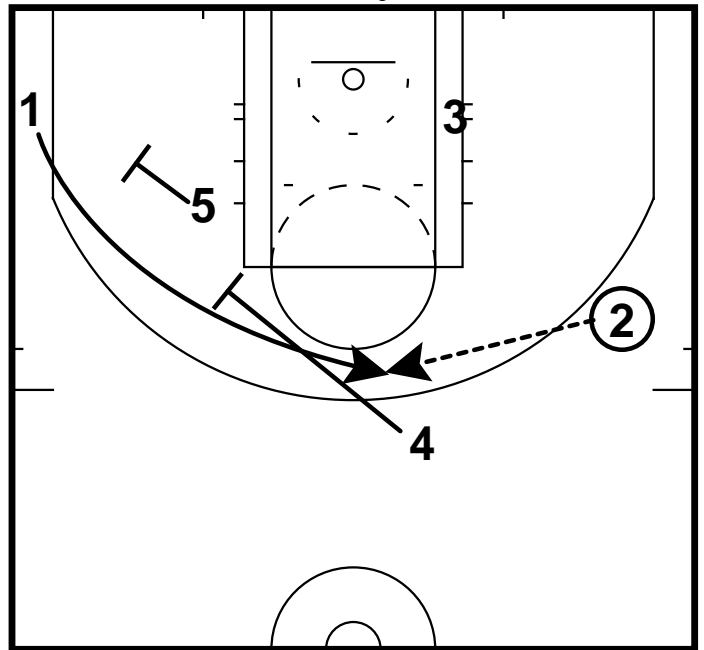
Strong

Strong Shuffle Stagger
Strong



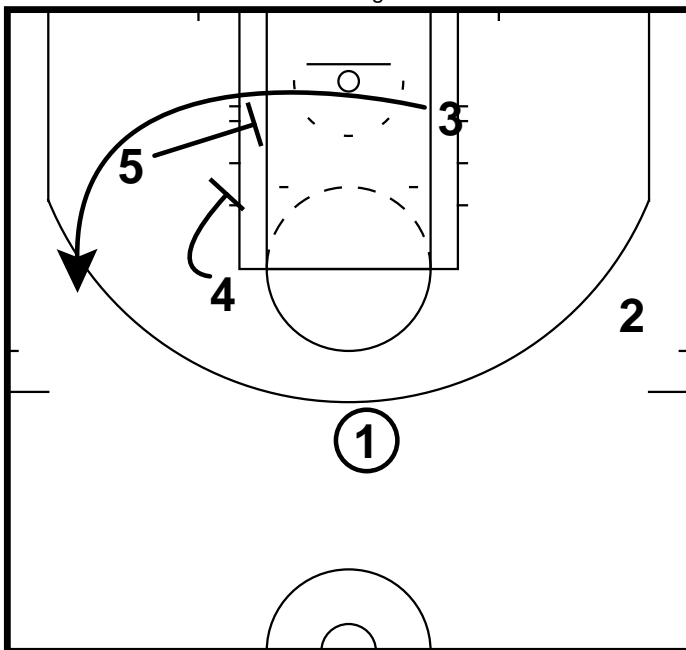
1 hits 3 and cuts strong corner
3 hits 4 on top, 4 swings to 2
5 sets a shuffle for 3

Strong Shuffle Stagger
Strong



5 and 4 sets a stagger for 1, 2 hits 1
1 likes to flip it back to 2 sometimes
Then it follows with a BS

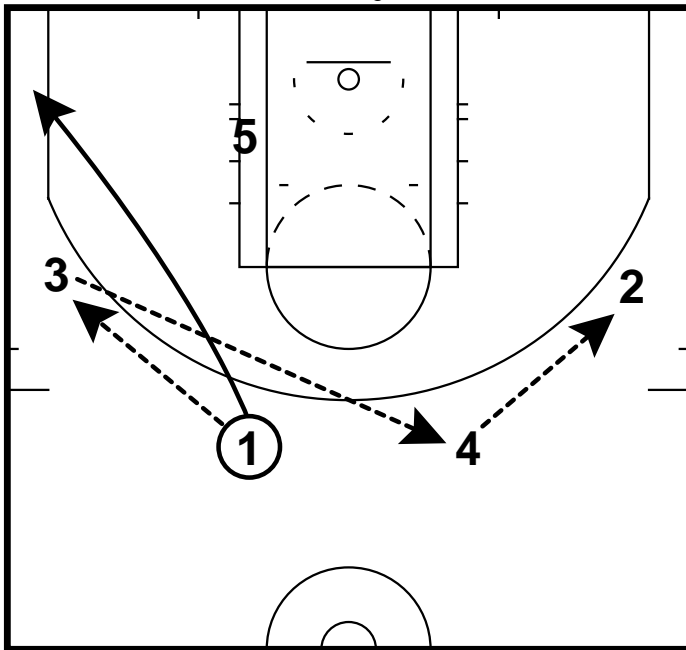
Strong Shuffle Stagger
Strong



After posting, 3 comes off stagger from 5 and 4

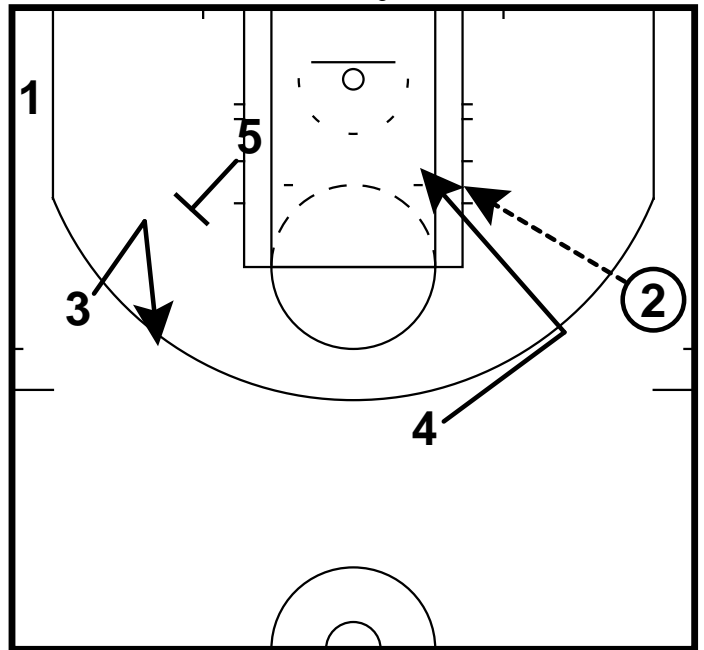
Strong

Strong Quick
Strong



1 hits 3 and cuts strong corner
3 hits 4 on top, 4 swings to 2

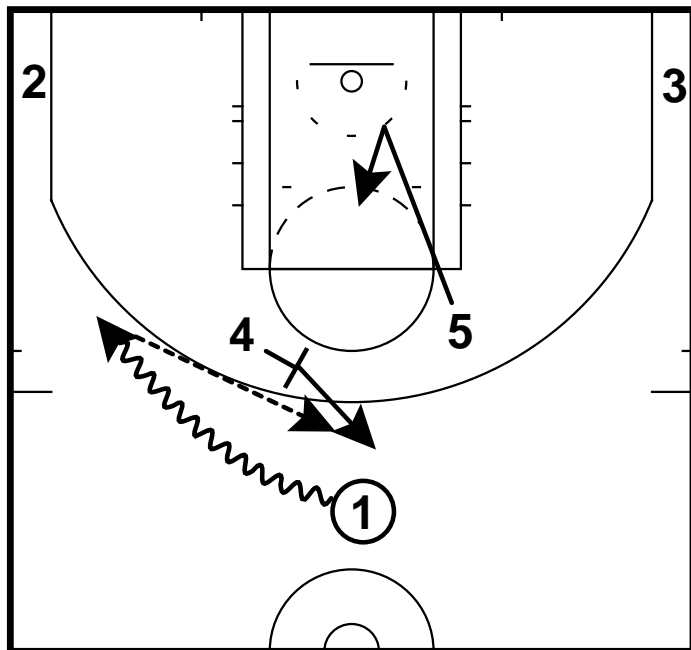
Strong Quick
Strong



5 sets a shuffle for 3, 3 denies
4 runs to slip a BS with 2, 2 hits 4

Horns

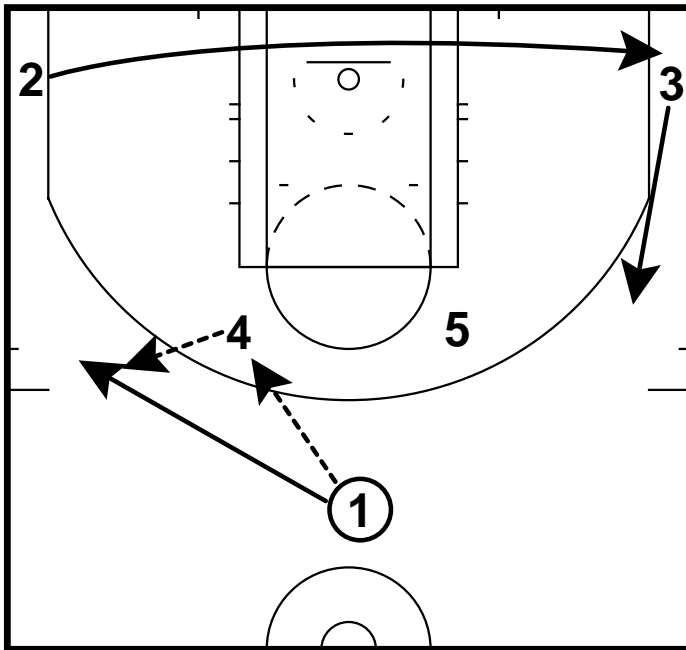
Horns High Low
Horns



- 4 sets a BS for 1 and pops
- 1 throws back to 4
- 5 walks his man down and posts
- 4 looks to hit 5 with high low pass

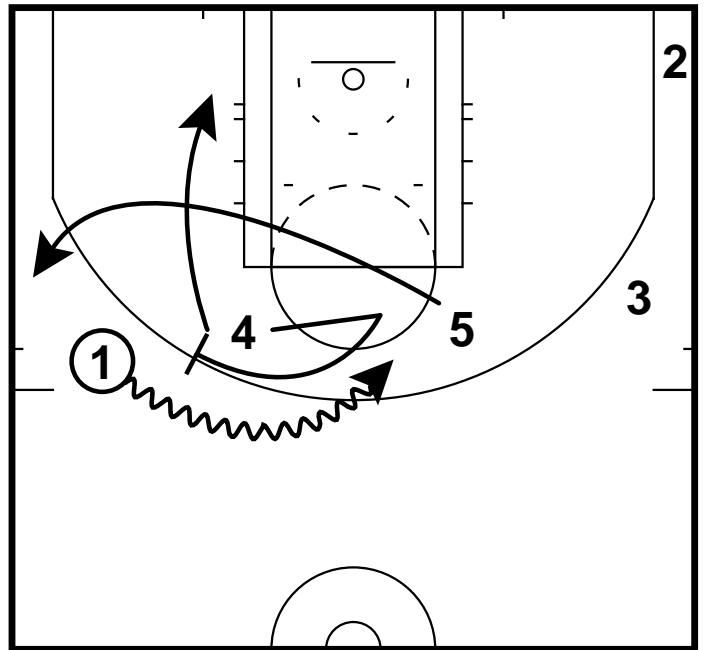
Horns

Horns Side R&R
Horns



1 hits 4 on the elbow and spaces
4 hits 1, 2 goes opposite corner
3 fills up

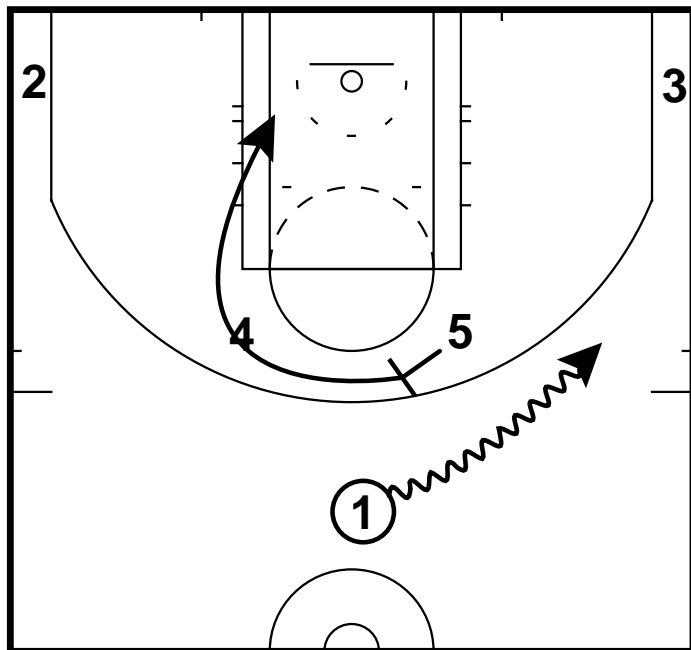
Horns Side R&R
Horns



4 fakes pin away for 5
4 then sets a BS for 1 and rolls
5 replaces from behind to wing

Horns

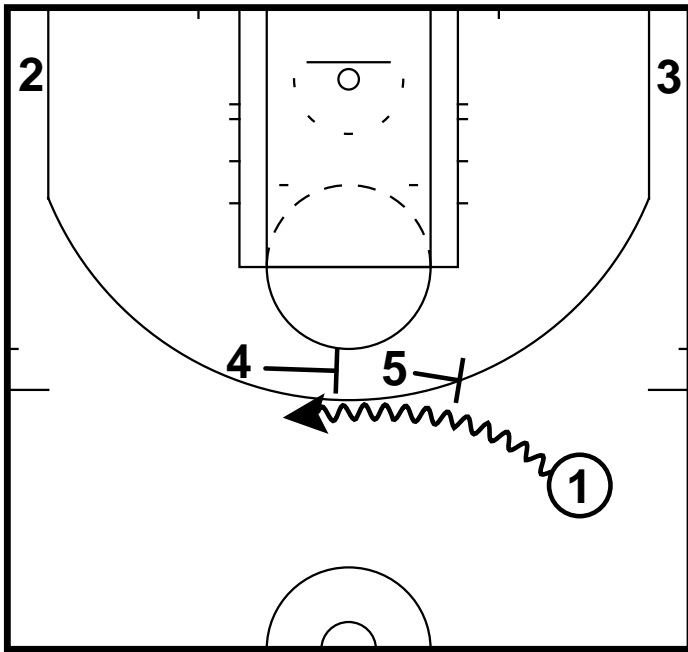
Horns Wrap
Horns



5 sets a BS for 1
If there is no opening on pop
5 then wraps around 4
If 5 is not open, 4 BS's for 1

Ball Screen

Double Drag
Ball Screen



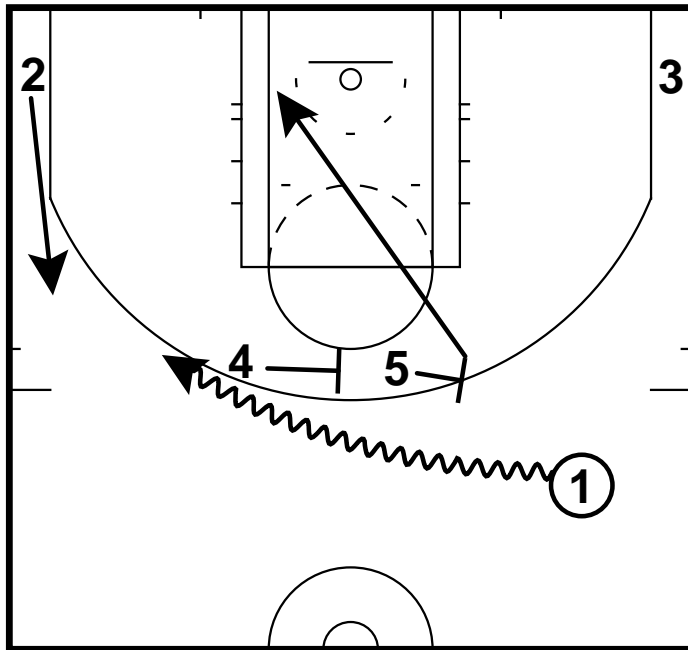
Mix up rolls and pops

Sometimes 5 will just flip BS as 1 gets near mid

Sometimes 4 will just run out as 5 is about to set one

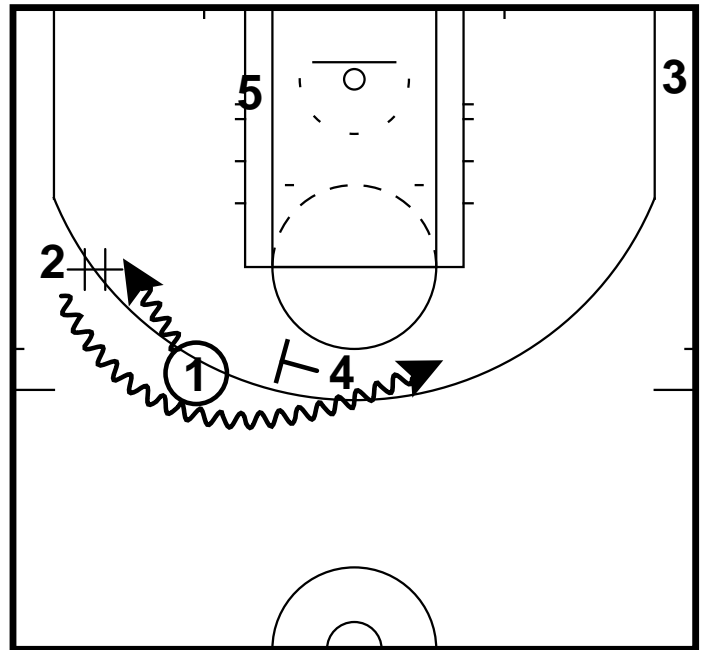
Ball Screen

Double Drag Twist
Ball Screen



5 and 4 set a Double BS for 1
5 rolls, 2 fills up

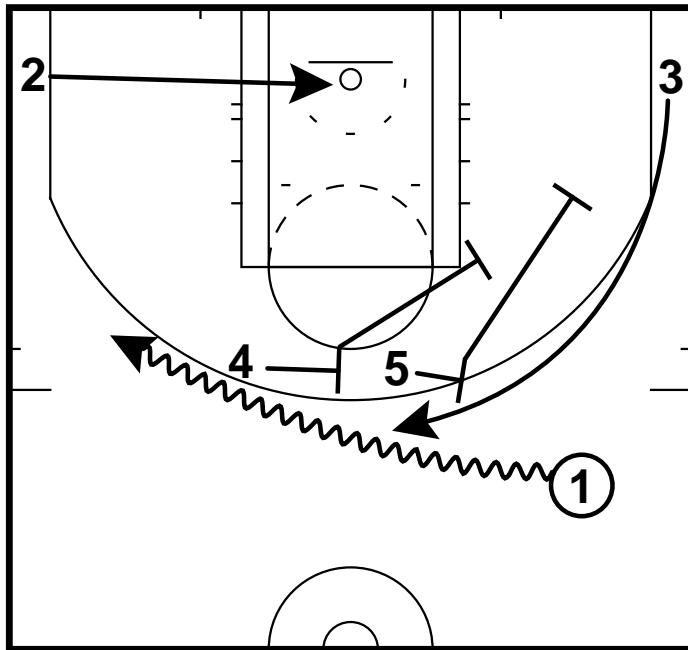
Double Drag Twist
Ball Screen



1 DHO's with 2
4 sits in Middle to BS for 2

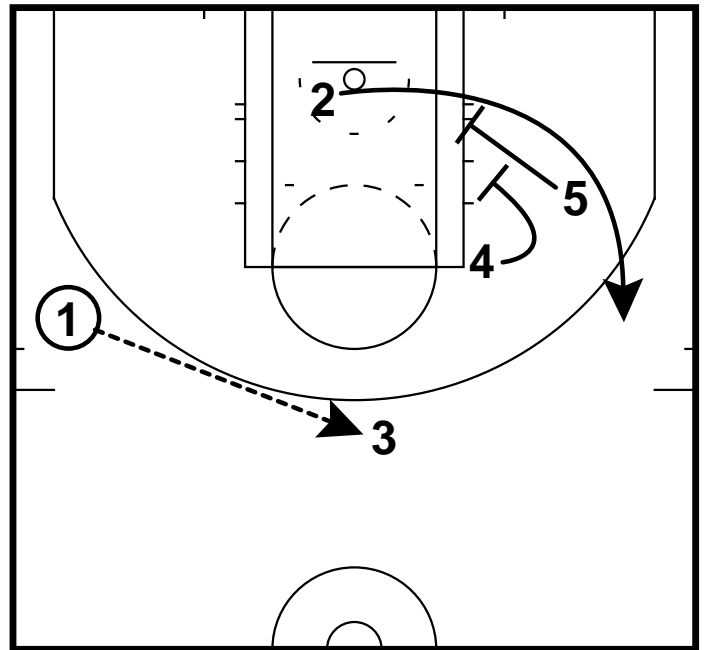
Ball Screen

Double Drag Circle
Ball Screen



5 and 4 set a BS for 1
5 and 4 then set a stagger for 3
2 moves near the rim

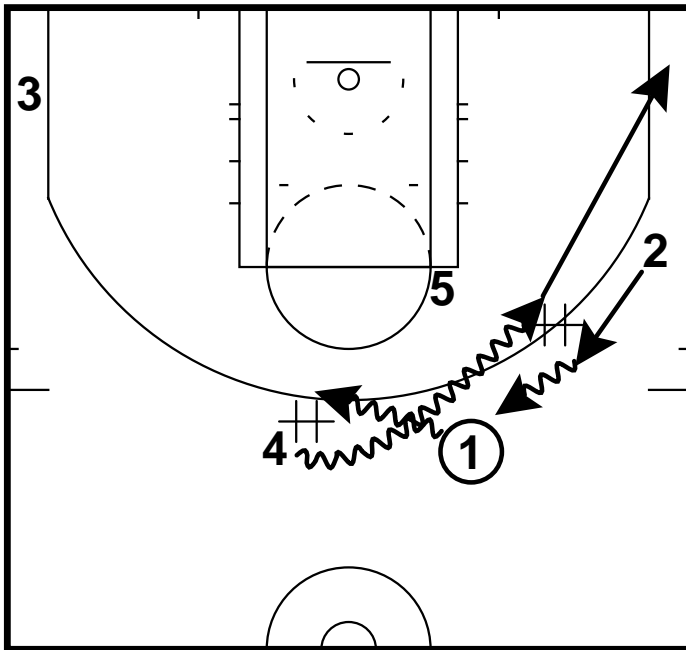
Double Drag Circle
Ball Screen



1 hits 3 on top
5 and 4 set a stagger for 2

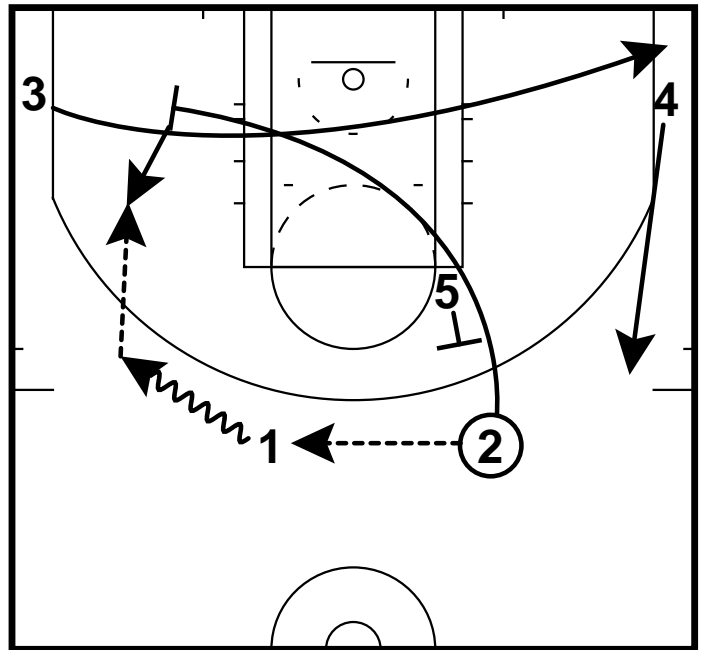
Weave

Weave Flex
Weave



- 1 DHO's with 4 and spaces
- 4 DHO's with 2 and cuts corner
- 2 dribbles up to slot

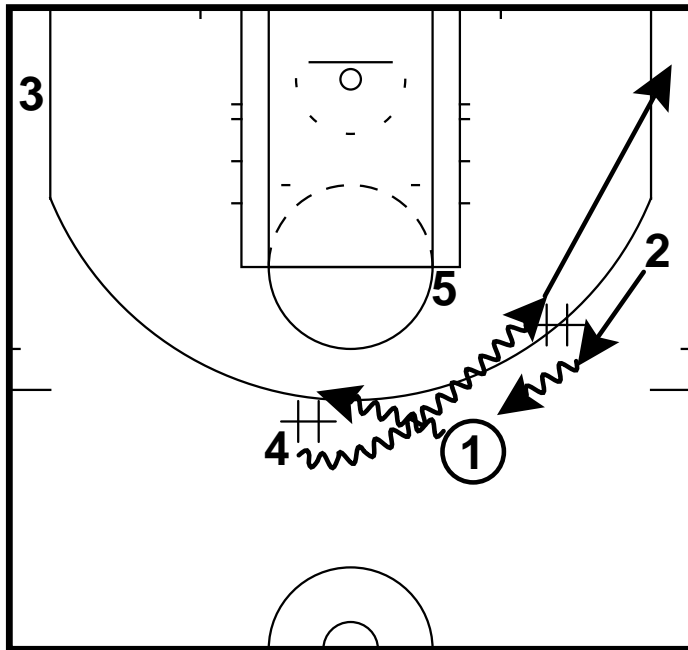
Weave Flex
Weave



- 2 hits 1, 5 back screens for 2
- 2 sets a flex for 3, 4 fills up
- 1 dribbles over and hits 2 ducking in

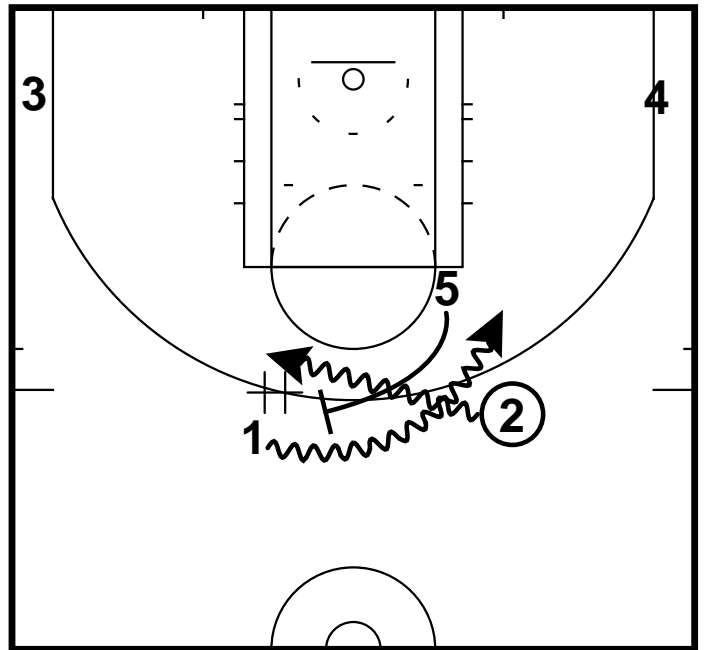
Weave

Weave BS
Weave



- 1 DHO's with 4 and spaces
- 4 DHO's with 2 and cuts corner
- 2 dribbles up to slot

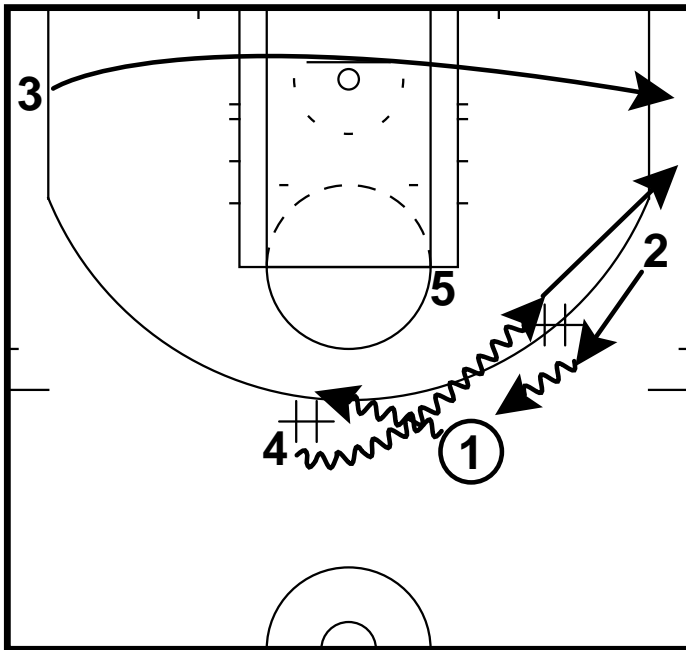
Weave BS
Weave



- 2 DHO's with 1 and spaces
- 5 follows to set a BS for 1 and rolls

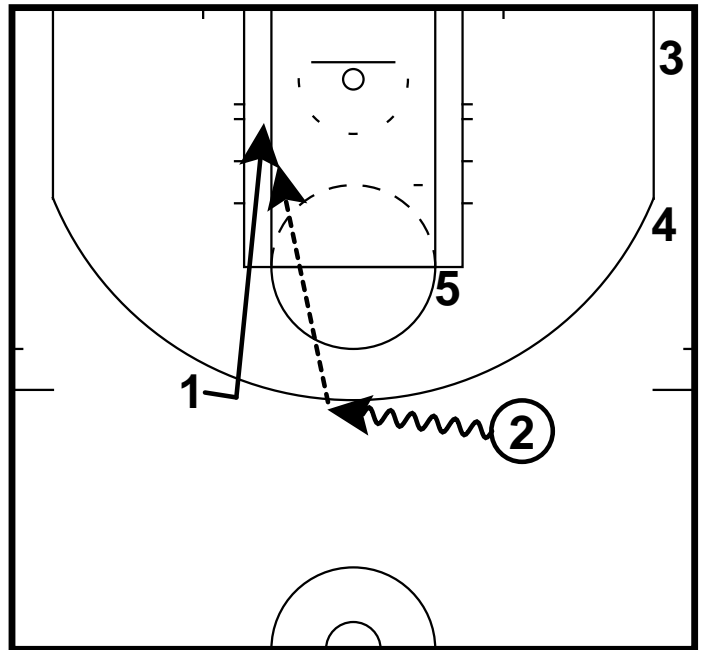
Weave

Weave Backdoor
Weave



- 1 DHO's with 4 and spaces
- 4 DHO's with 2 and cuts corner
- 2 dribbles up to slot, 3 clears to corner

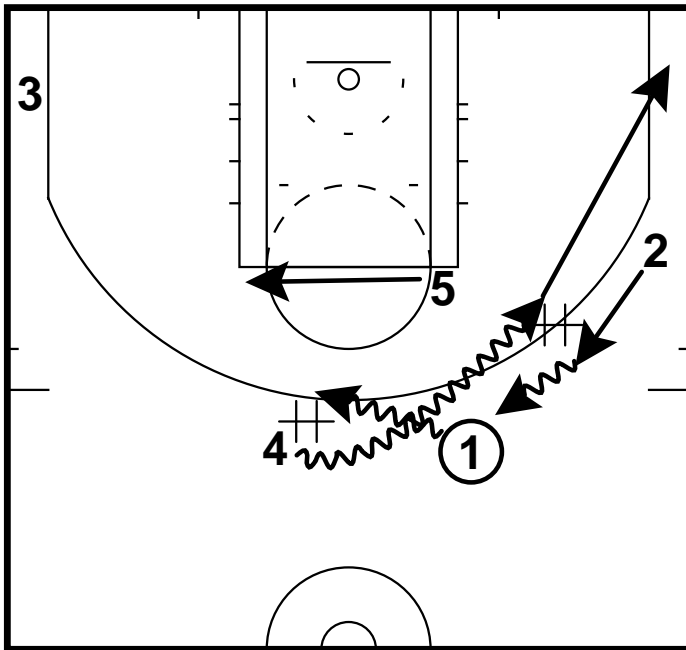
Weave Backdoor
Weave



- 2 dribbles at 1
- 1 fakes DHO and dives to rim
- 2 looks to throw over top

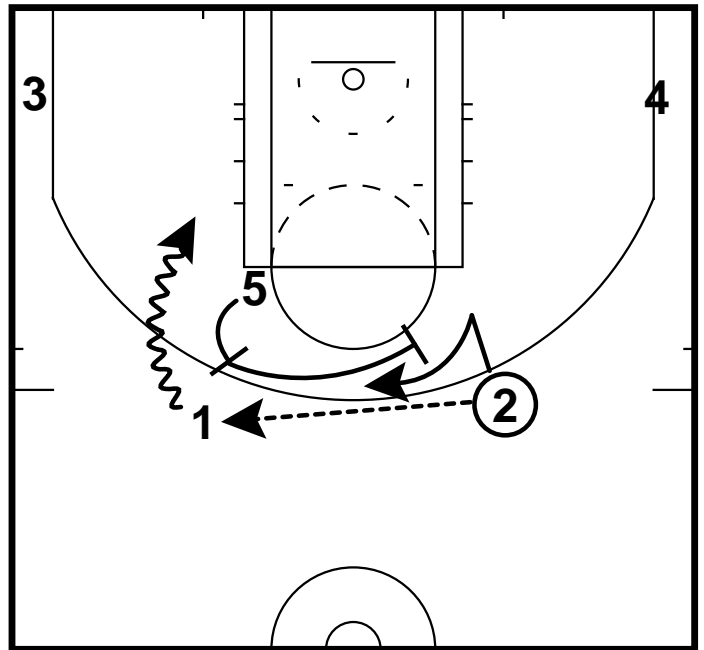
Weave

Weave Veer Down
Weave



- 1 DHO's with 4 and spaces
- 4 DHO's with 2 and cuts corner
- 2 dribbles up to slot
- 5 moves to opposite elbow

Weave Veer Down
Weave



- 2 hits 1, 5 sets an Outside BS for 1
- 5 then sets a pin down for 1
- 1 looks to attack or throwback to 2