

# PURDUE PLAYBOOK

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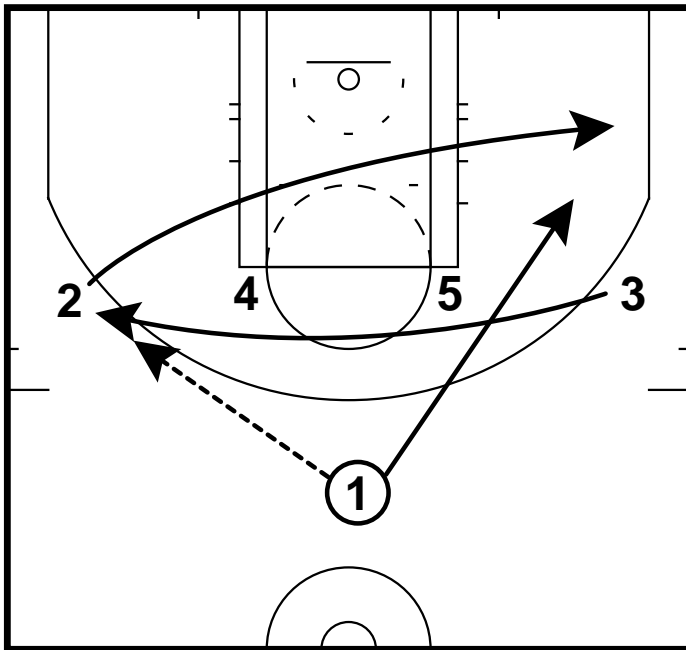
# Purdue

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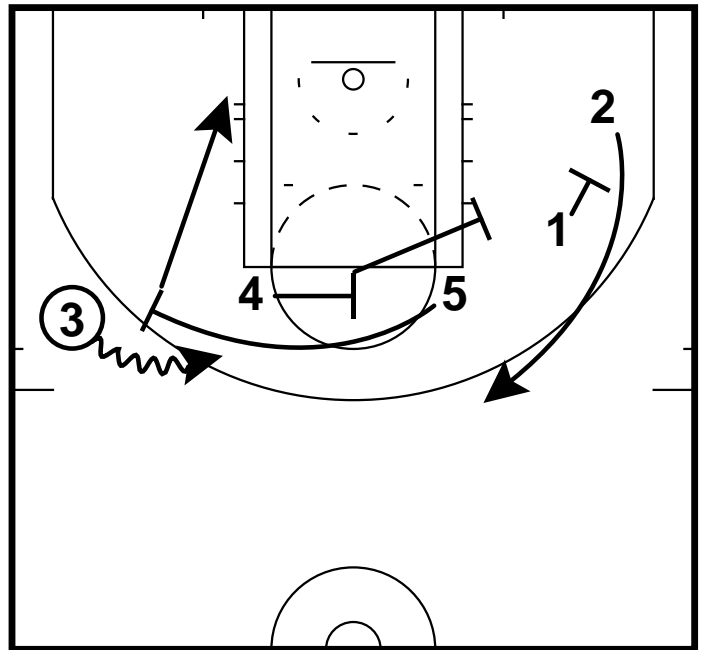
# AI

AI Cross BS  
AI



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

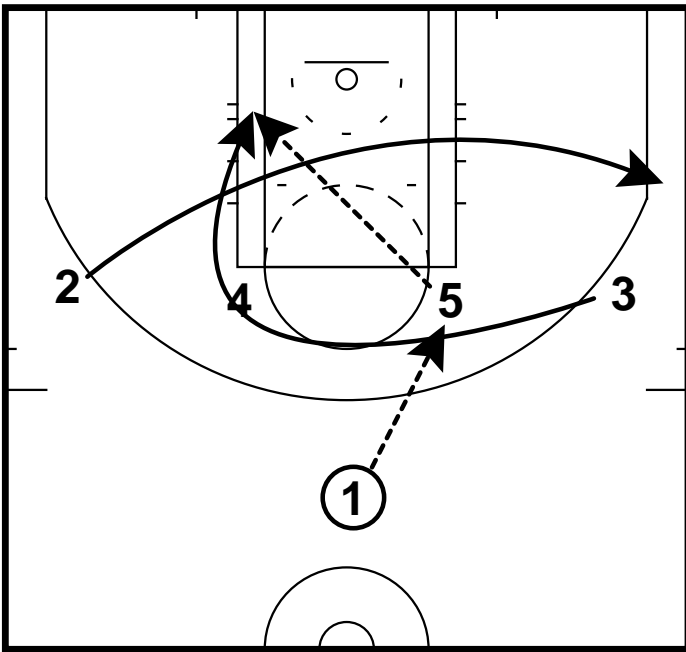
AI Cross BS  
AI



4 cross screens for 5  
5 BS's for 3 and rolls  
1 and 4 set a stagger for 2

# AI

AI Curl Clear  
AI

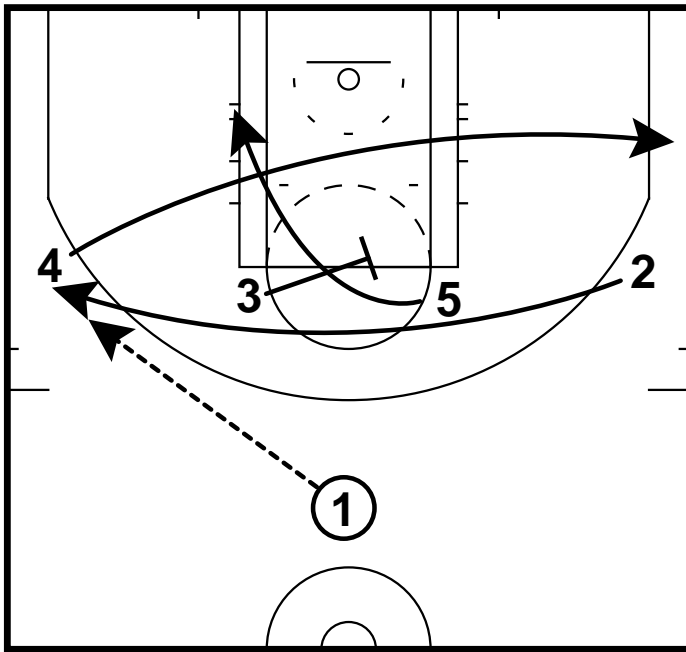


- 2 cuts underneath opposite
- 3 cuts over top of 5 and 4
- 1 hits 5, 3 curls off 4
- 5 hits 3



# AI

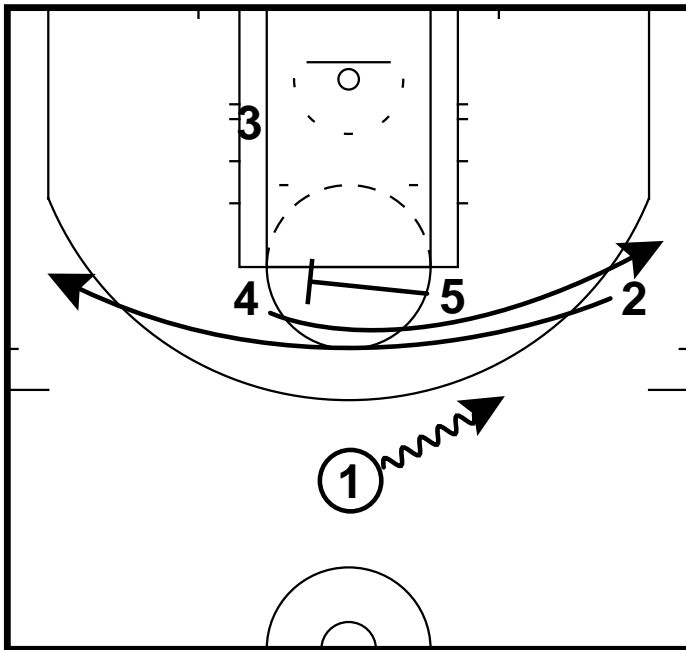
AI Curl Post  
AI



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

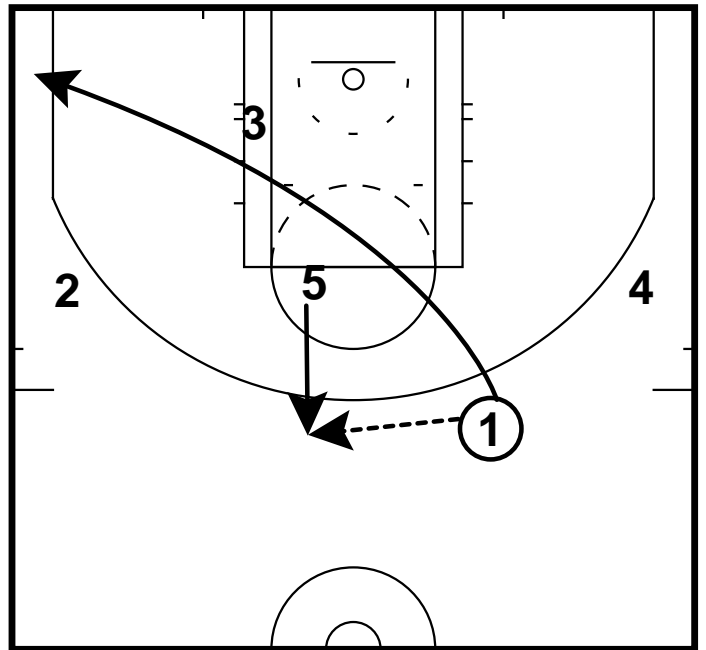
# AI

AI Decoy Pitch  
AI



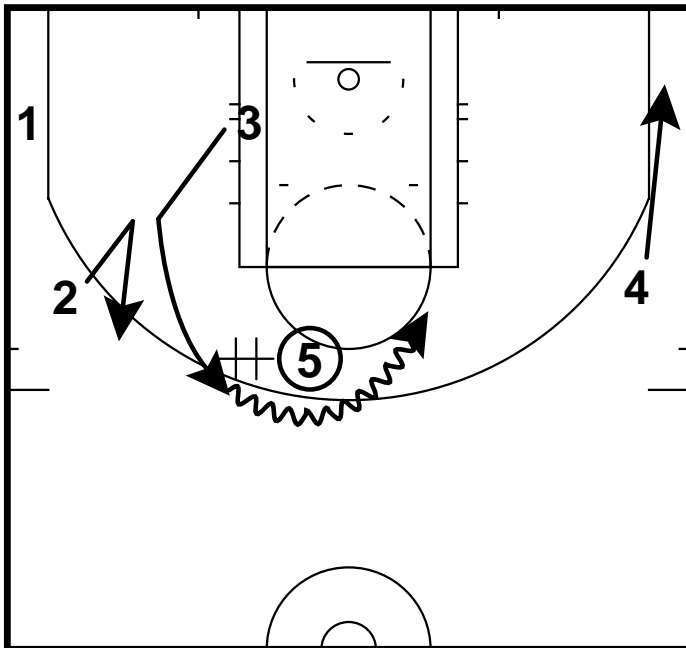
2 cuts over top of 5 and 4  
5 cross screens for 4  
1 dribbles over

AI Decoy Pitch  
AI



1 hits 5 on top popping  
1 cuts opposite corner

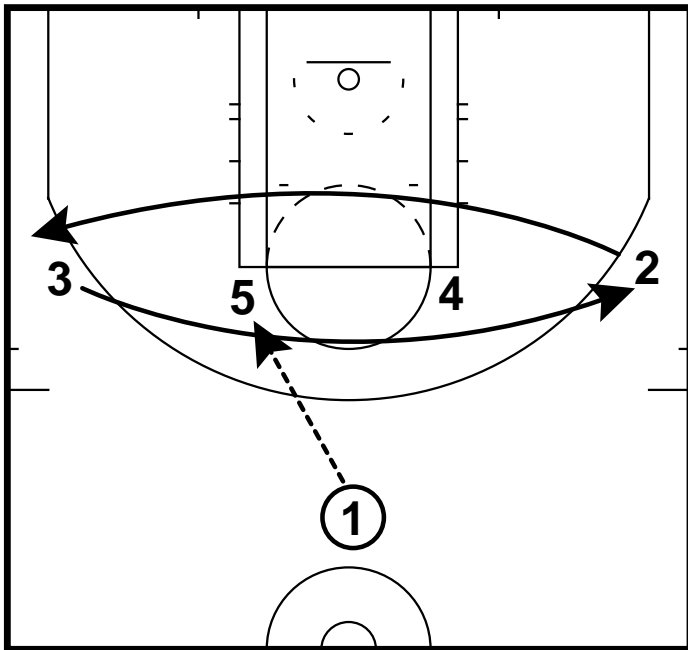
AI Decoy Pitch  
AI



3 fakes back screen for 2  
5 pitches to 3 and rolls  
4 spaces, 3 goes down hill

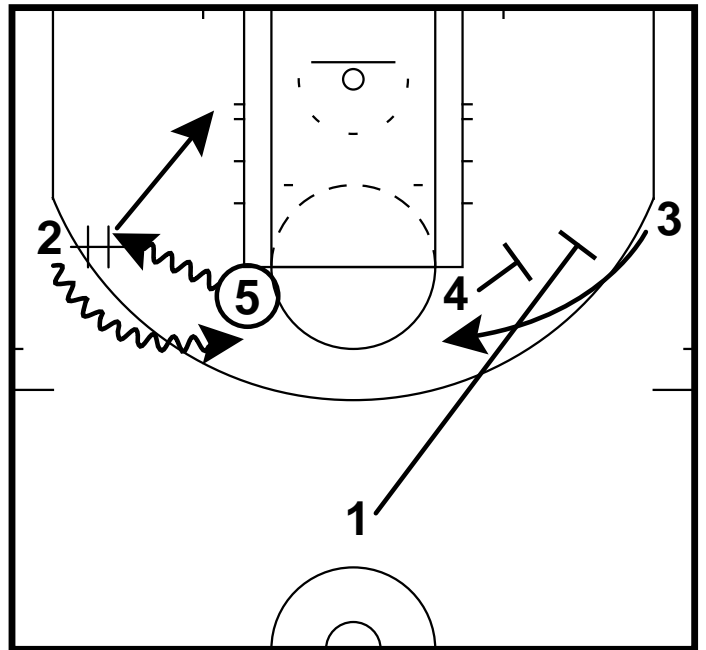
# AI

AI DHO Stagger  
AI



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

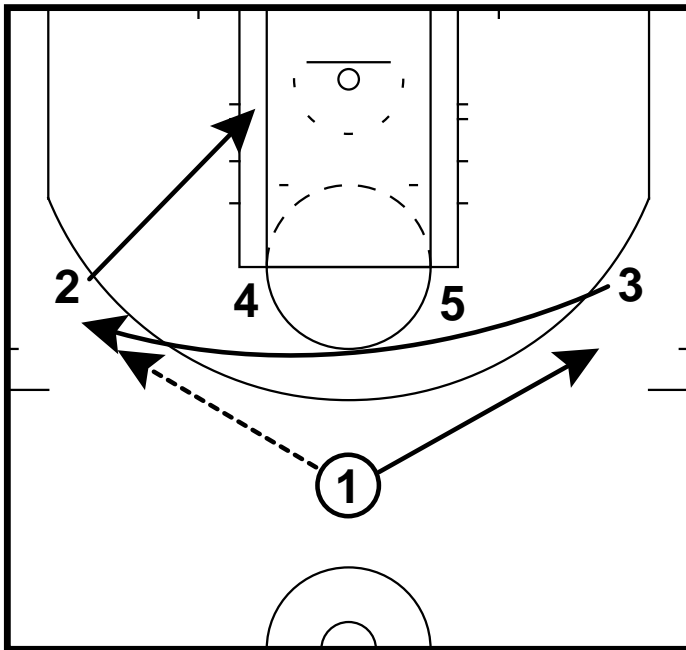
AI DHO Stagger  
AI



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

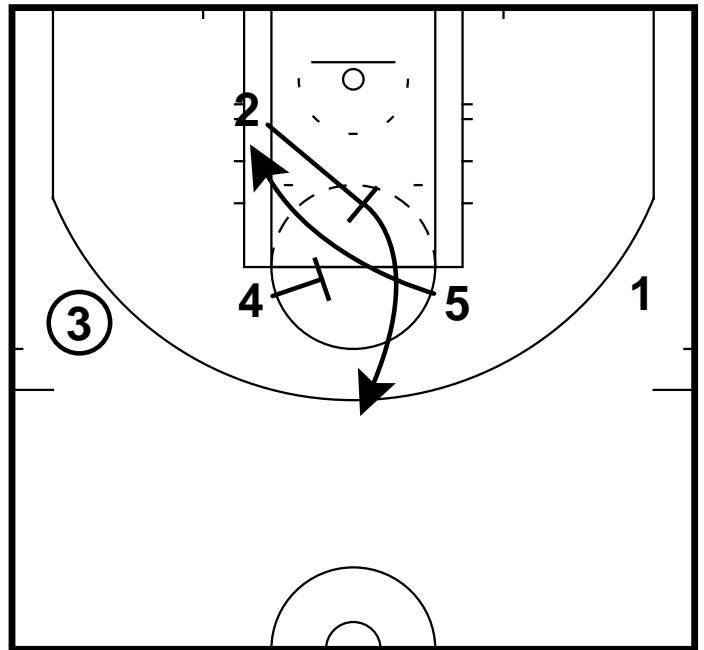
# AI

AI Diagonal Down  
AI



3 cuts over top of 5 and 4  
2 moves to the block  
1 hits 3 and spaces out

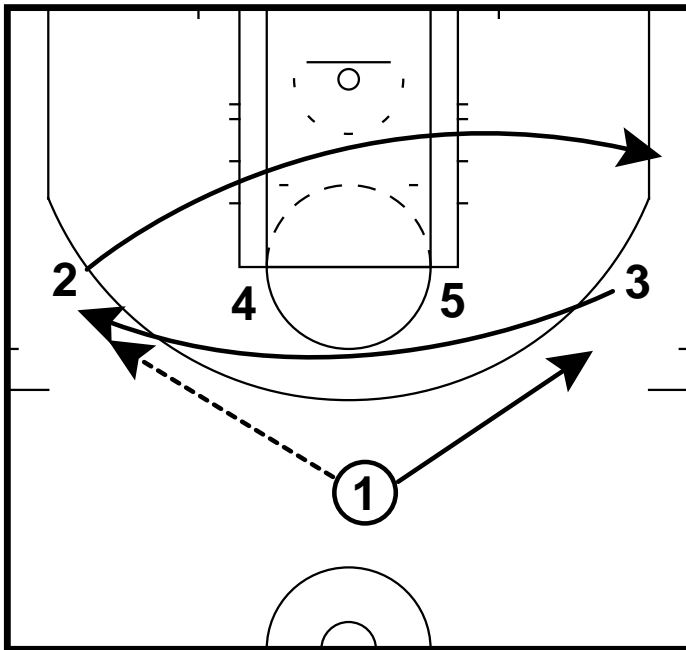
AI Diagonal Down  
AI



2 sets a diagonal for 5  
4 sets down for 2  
3 looks for either 5 or 2

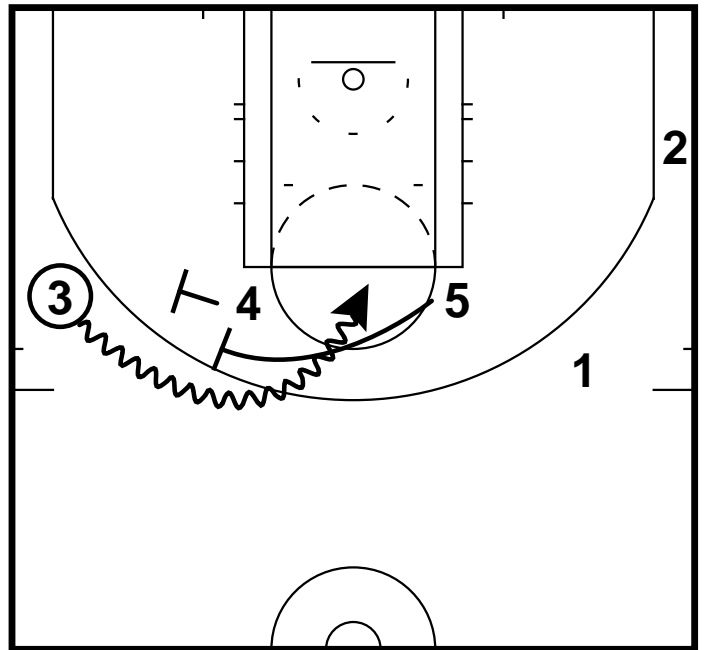
# AI

AI Double BS  
AI



3 cuts overs top of 5 and 4  
2 cuts underneath opposite  
1 hits 3, 1 spaces out

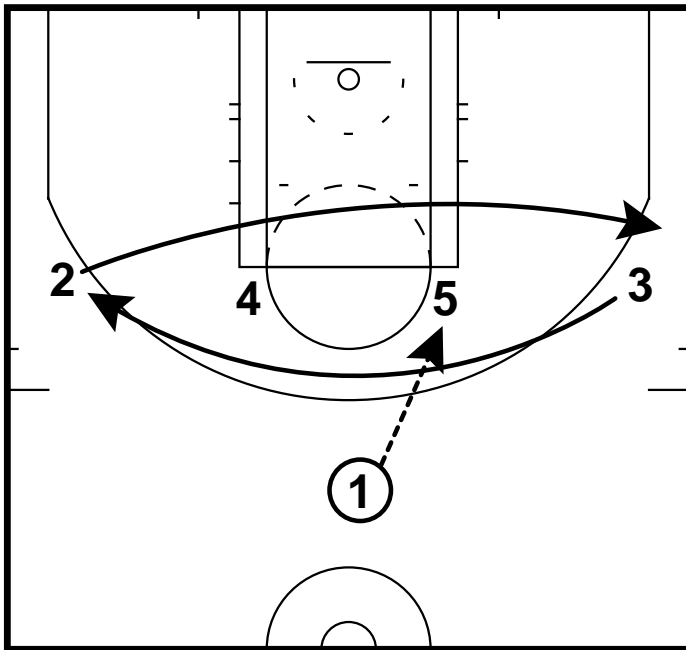
AI Double BS  
AI



4 and 5 set a double BS for 3  
4 pops, 5 rolls

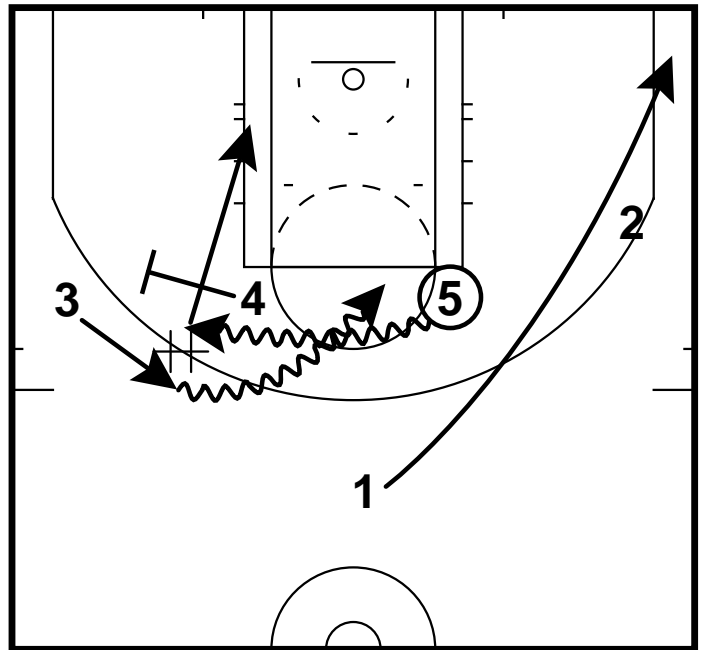
# AI

AI Down DHO  
AI



3 cuts over top of 5 and 4  
2 cuts underneath to opposite wing  
1 hits 5 on elbow

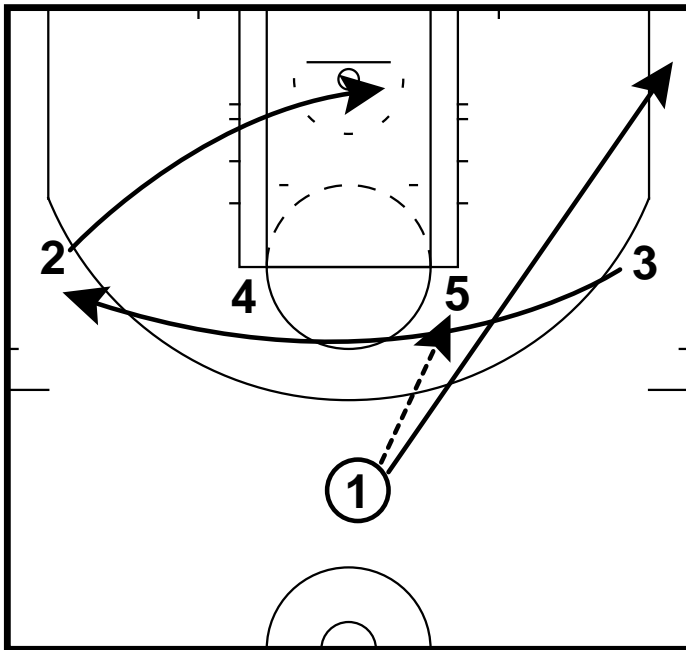
AI Down DHO  
AI



1 clears to the corner  
4 down screens for 3  
5 follows with DHO for 3 and rolls

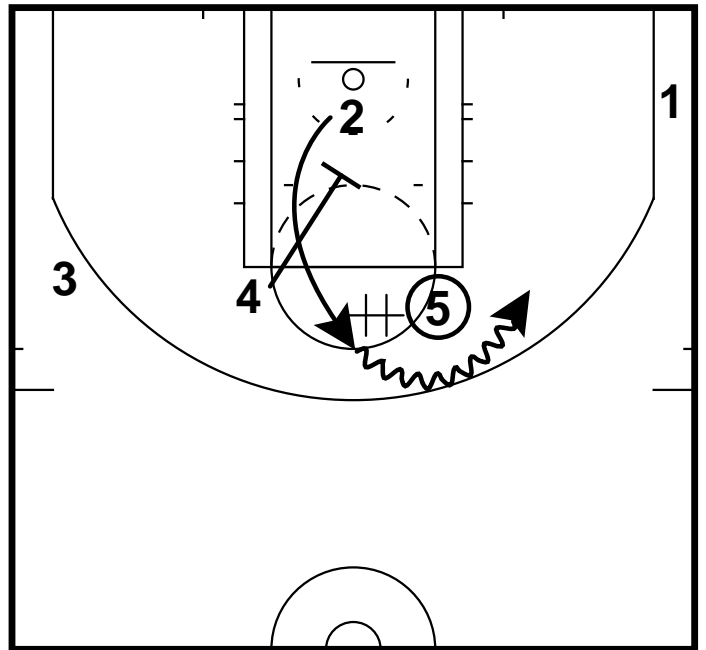
# AI

AI Down Gut  
AI



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

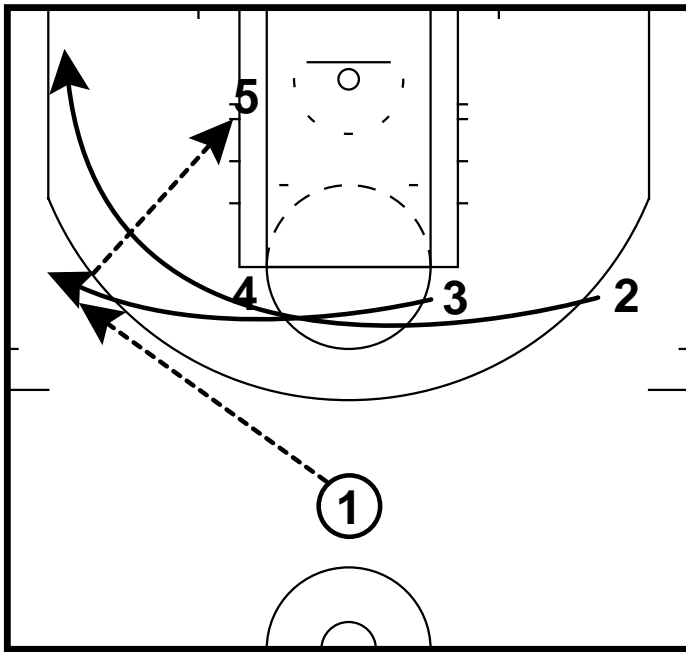
AI Down Gut  
AI



4 down screens for 2  
5 DHO's with 2

# AI

AI Duck  
AI

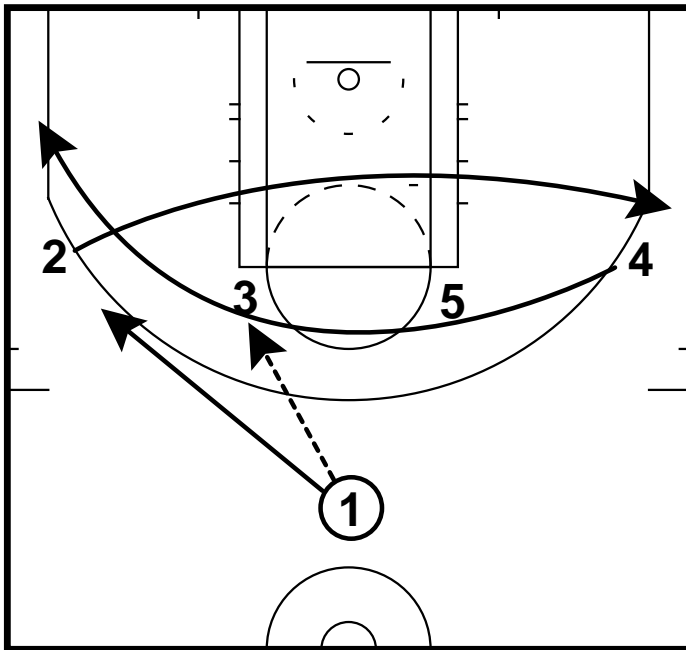


- 3 loops over 4 to corner
- 2 loops over 4 to wing
- 5 ducks in, 2 looks inside



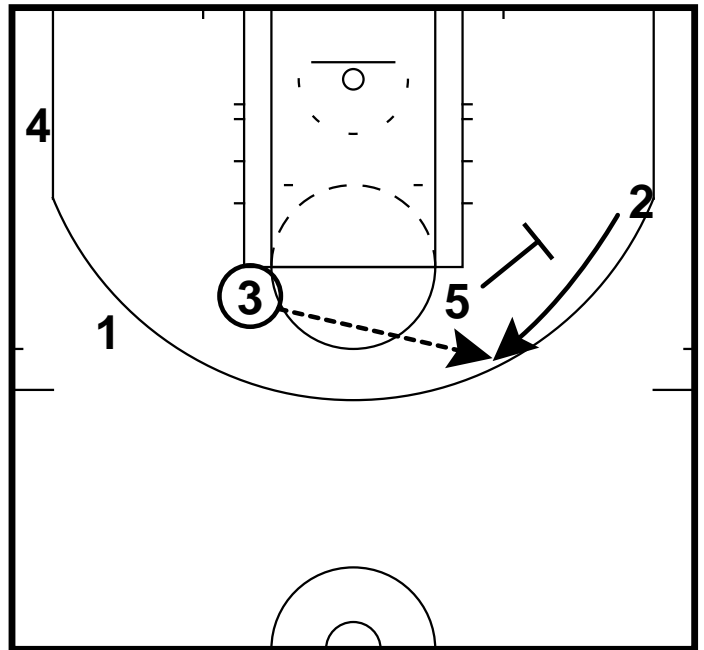
# AI

AI Pin Away  
AI



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

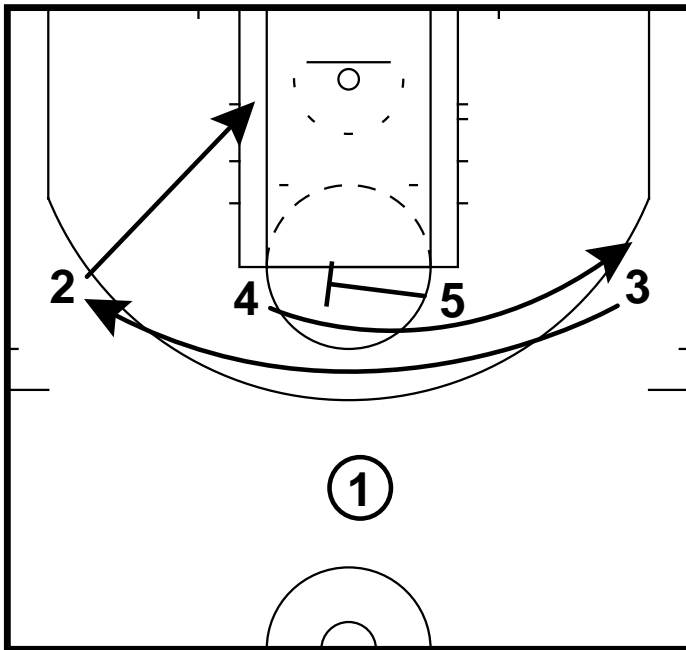
AI Pin Away  
AI



5 sets a pin down for 2  
3 looks for 2

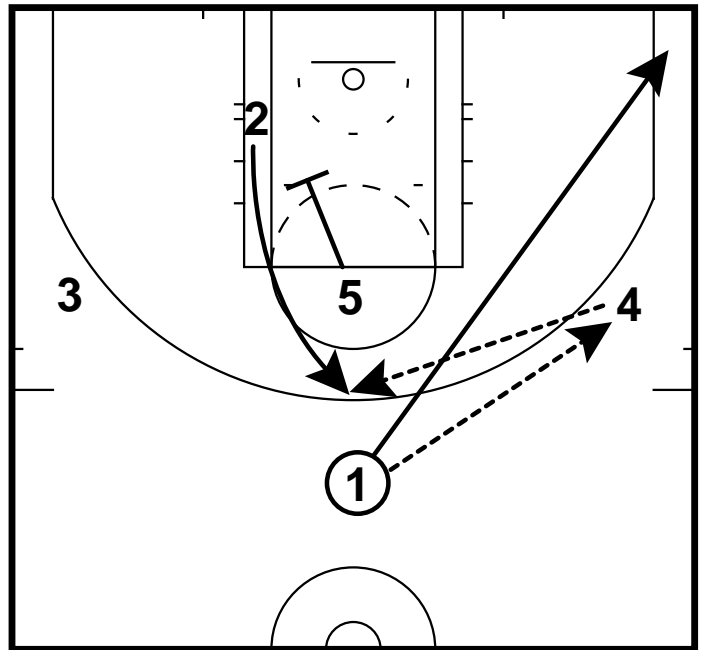
# AI

AI Pin High Low  
AI



- 3 cuts over top of 5 and 4
- 2 flashes to the block
- 5 cross screens for 4 to wing

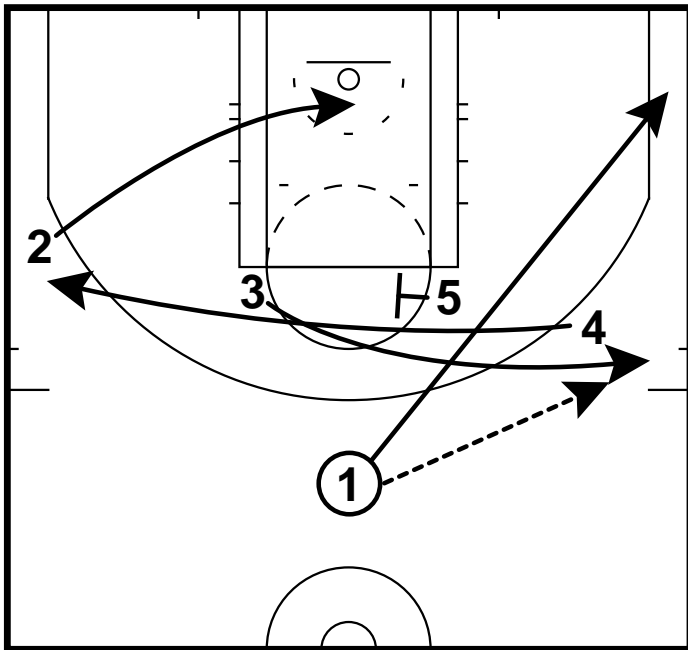
AI Pin High Low  
AI



- 1 cuts to corner
- 5 pin downs on 2 and posts up
- 4 hits 2 on top, 2 looks high low

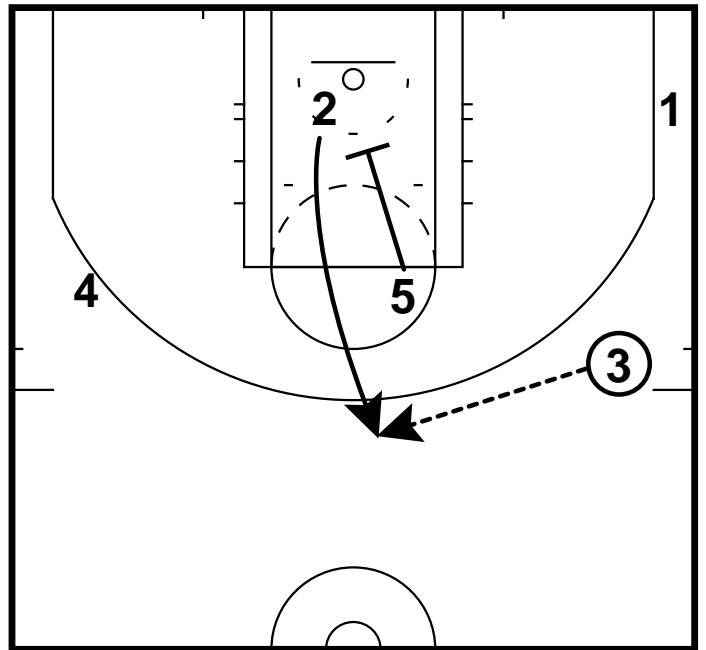
# AI

AI Pin Post  
AI



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

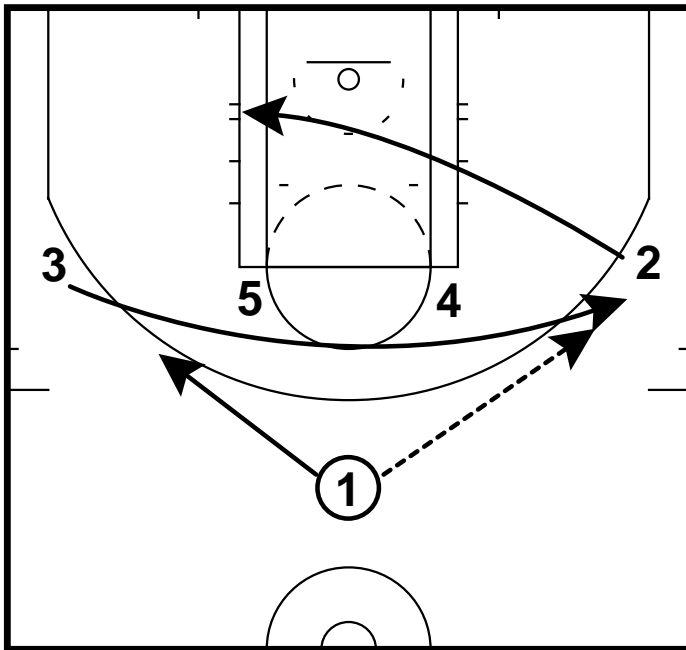
AI Pin Post  
AI



- 5 pin downs for 2
- 3 hits 2

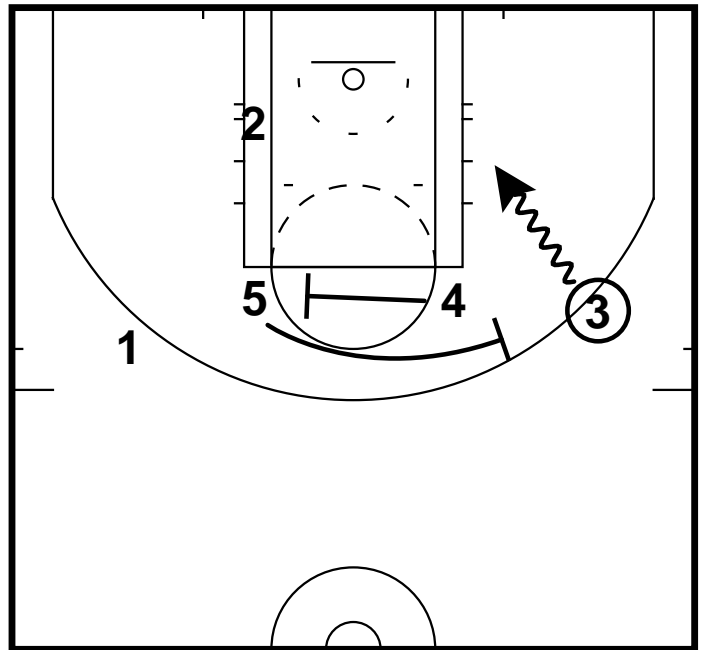
# AI

AI Reject Veer Back  
AI



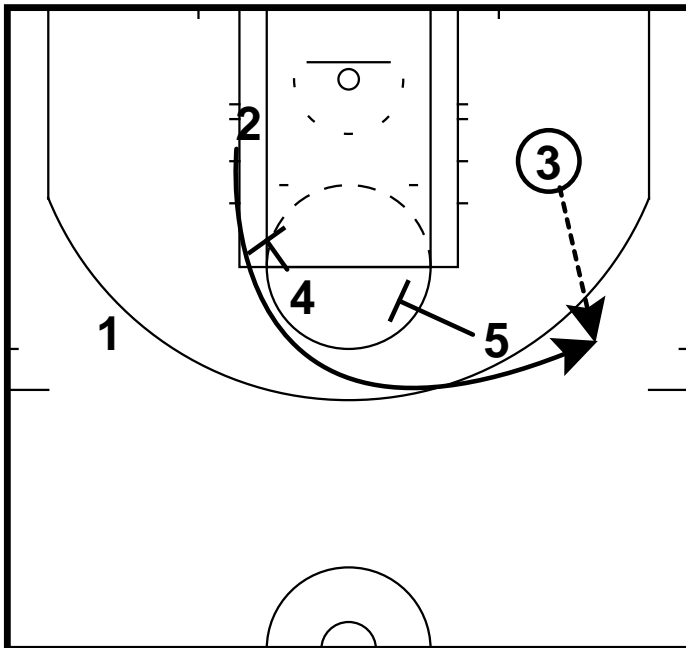
3 cuts over top of 5 and 4  
2 cuts under to the block  
1 hits 3 and spaces out

AI Reject Veer Back  
AI



4 cross screens for 5  
5 sets BS for 3  
3 rejects and goes baseline

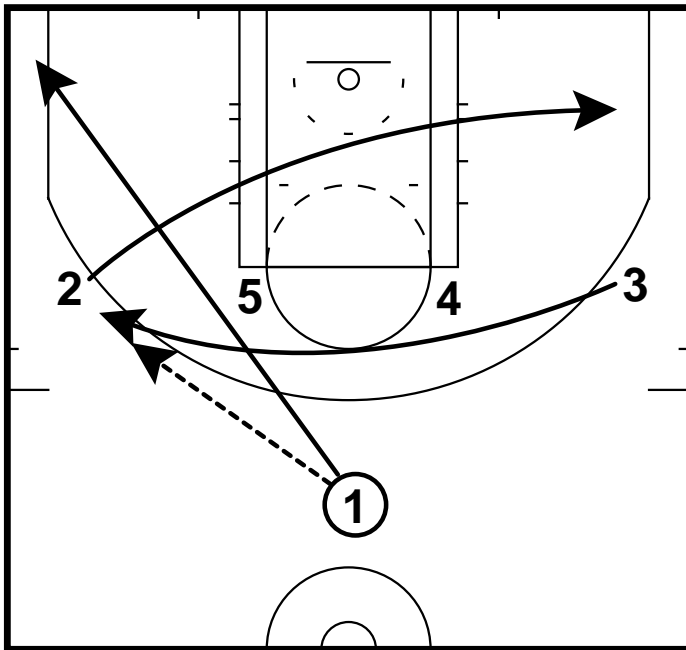
AI Reject Veer Back  
AI



4 and 5 set a stagger for 2  
3 turns around and hits 2

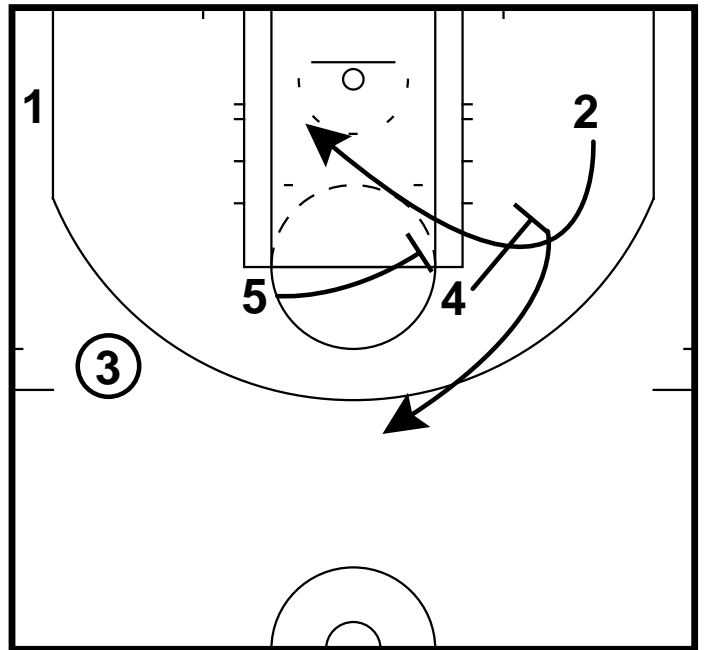
# AI

AI Stagger Back  
AI



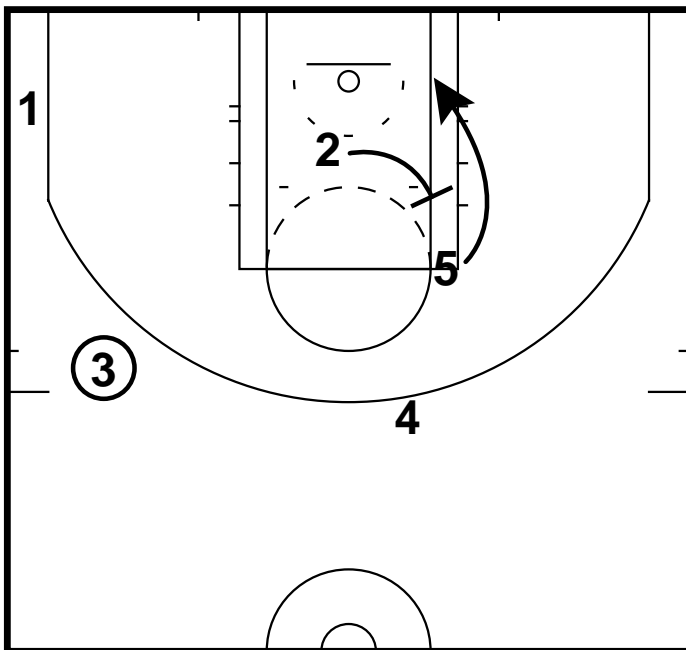
3 cuts over top of 4 and 5  
2 cuts opposite underneath  
1 hits 3 and cuts to strong corner

AI Stagger Back  
AI



4 and 5 set stagger for 2  
2 curls 4  
4 pops to top

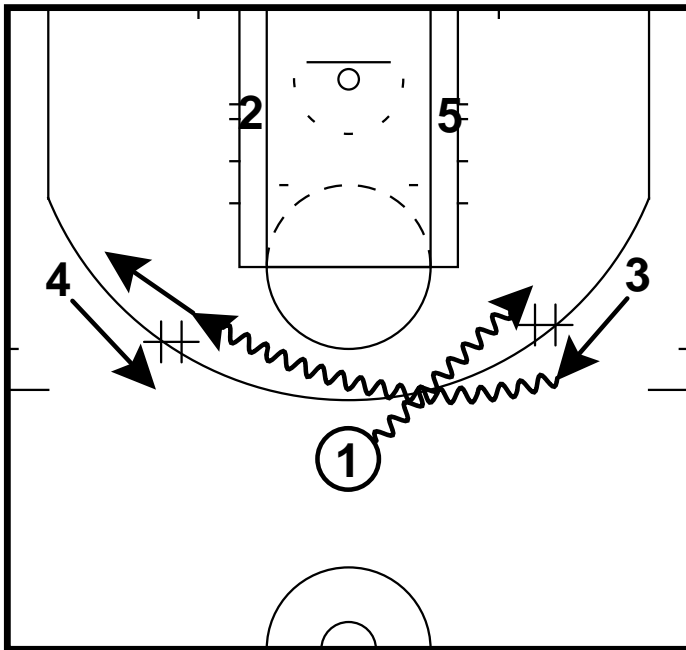
AI Stagger Back  
AI



2 comes back and sets back for 5  
3 looks to lob at rim to 5

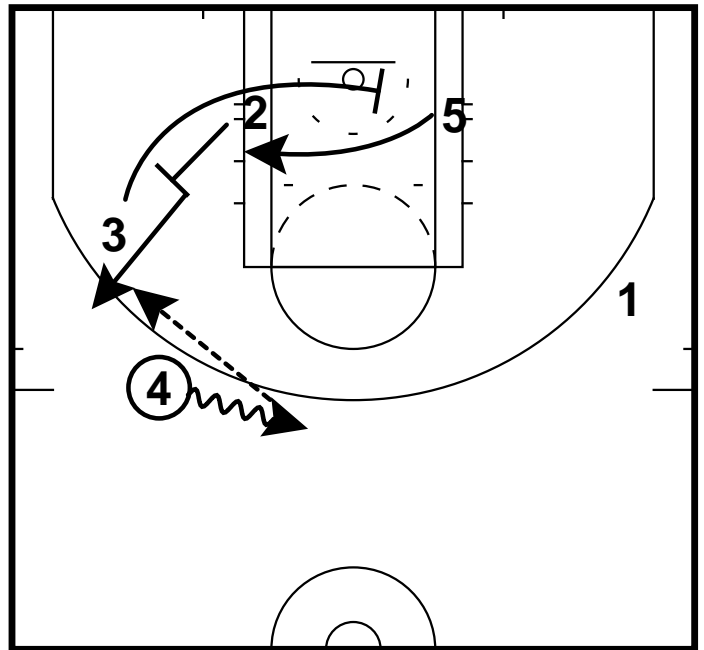
# Weave

Weave Cross  
Weave



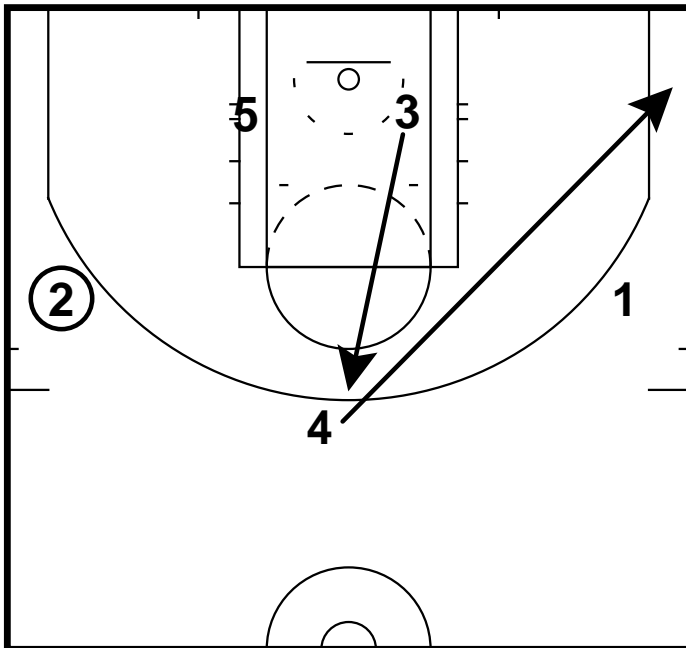
1 DHO's with 3  
3 DHO's with 4 filling up

Weave Cross  
Weave



2 back screens for 3  
3 cross screens for 5  
2 pops, 4 hits 2

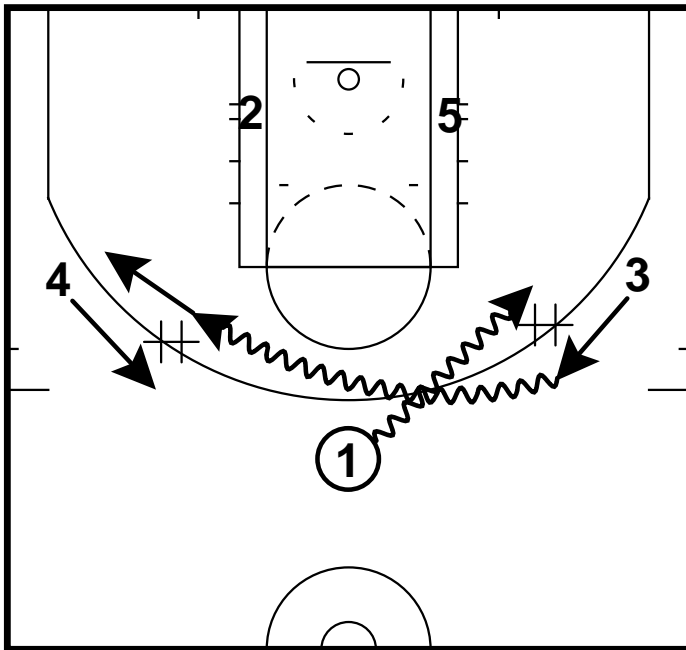
Weave Cross  
Weave



4 clears to corner  
3 flashes top for high low

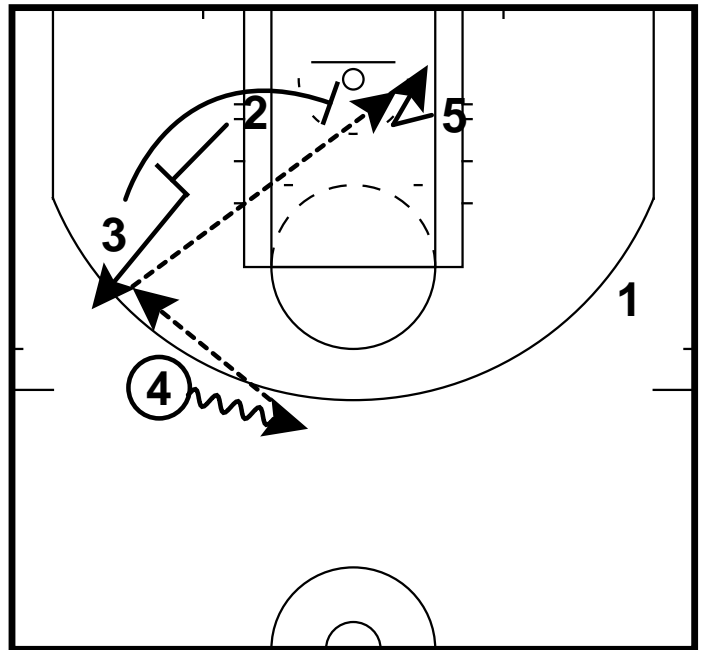
# Weave

Weave Cross Lob  
Weave



- 1 DHO's with 3
- 3 DHO's with 4 filling up

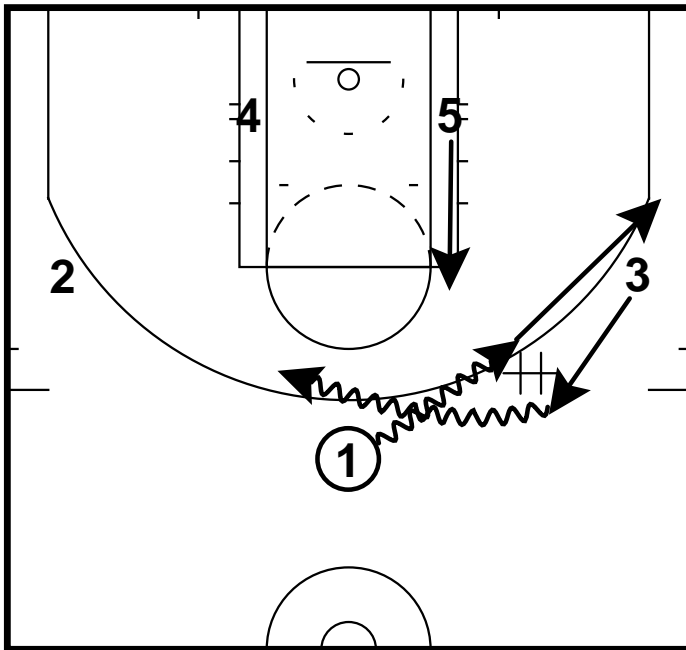
Weave Cross Lob  
Weave



- 2 back screens for 3
- 3 cross screens for 5
- 2 pops, 4 hits 2, 5 fakes cross screen
- 2 throws lob to 5

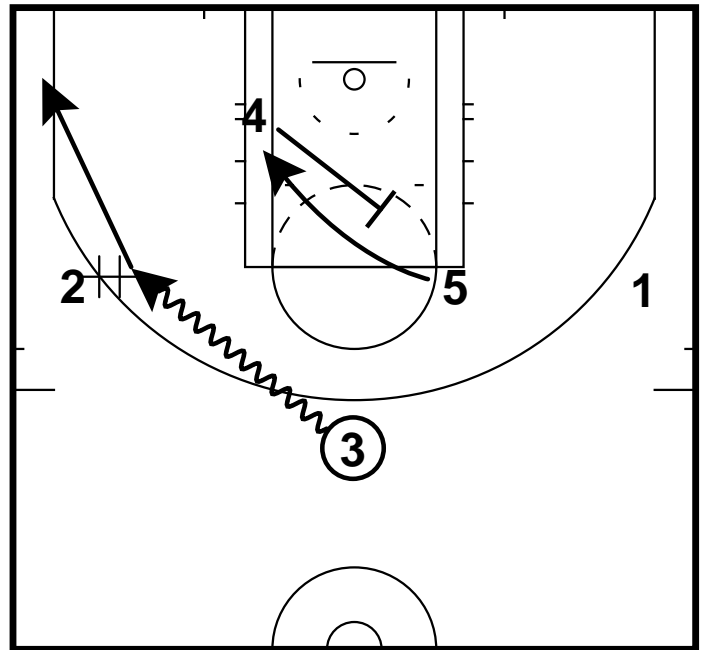
# Weave

Weave Diagonal  
Weave



- 1 DHO's with 3 and spaces out
- 5 moves up to elbow
- 3 dribbles to middle

Weave Diagonal  
Weave

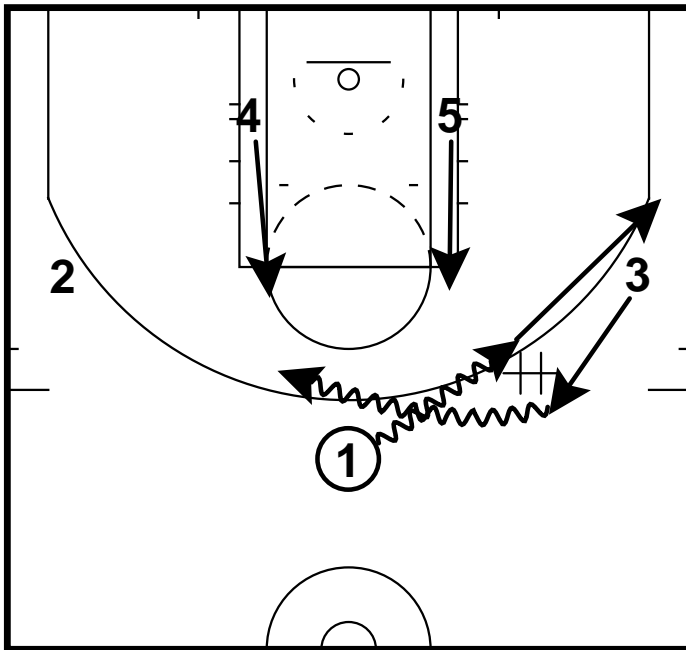


- 3 DHO;s with 2 and goes to corner
- 4 diagonal screens for 5
- 2 looks inside to 5



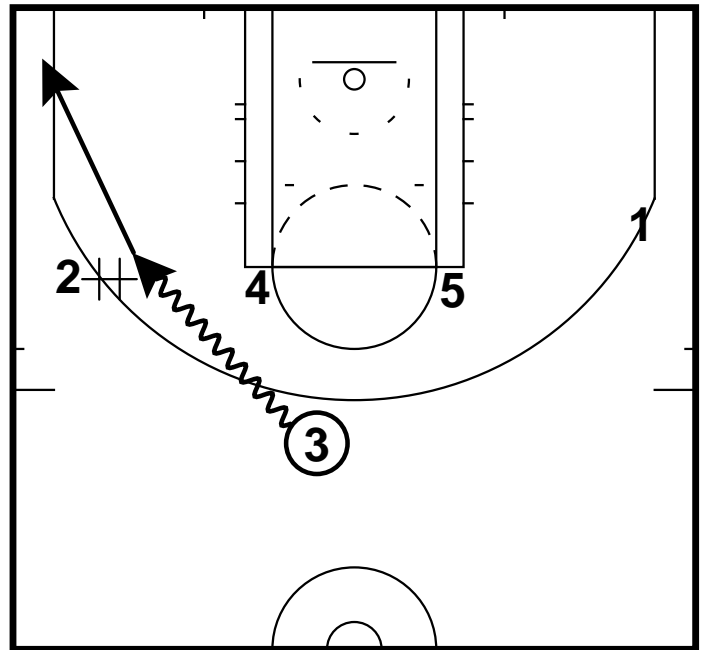
# Weave

Weave Double BS  
Weave



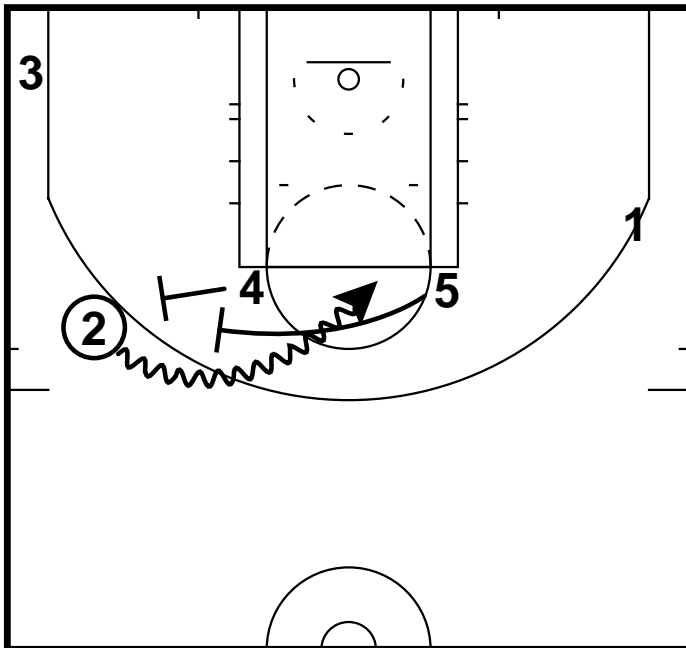
- 1 DHO's with 3 and spaces out
- 5 moves up to elbow
- 3 dribbles to middle
- 4 flashes to elbow

Weave Double BS  
Weave



- 3 DHO's with 2 and goes corner

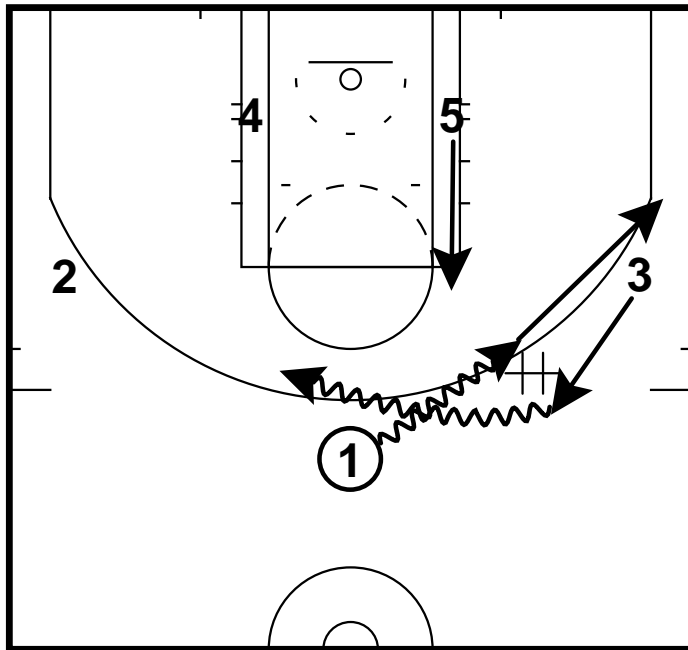
Weave Double BS  
Weave



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

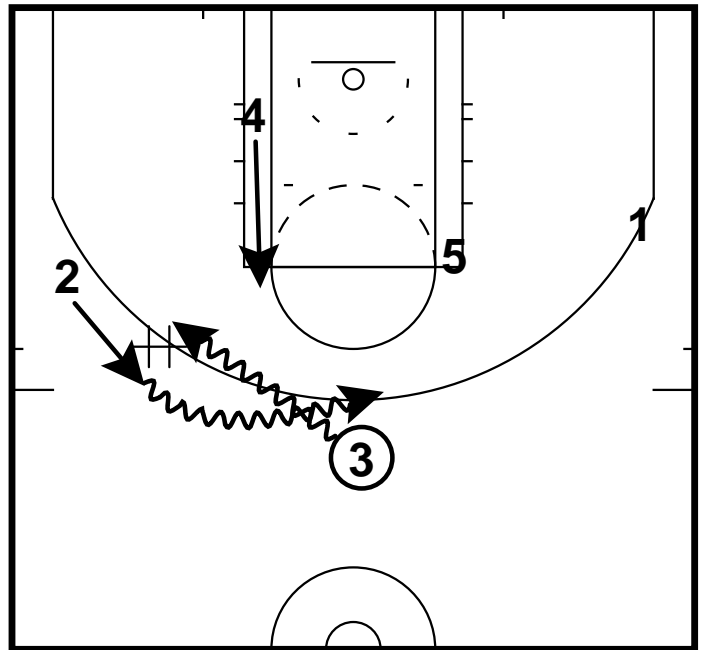
# Weave

Weave Elbow DHO BS  
Weave



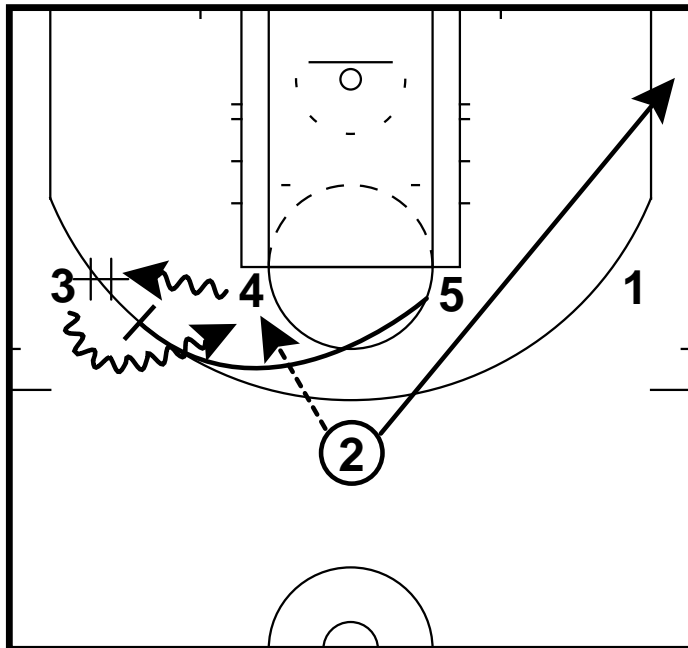
- 1 DHO's with 3 and spaces out
- 5 moves up to elbow
- 3 dribbles to middle

Weave Elbow DHO BS  
Weave



- 3 DHO's with 2
- 2 dribbles to the middle
- 4 flashes to the elbow

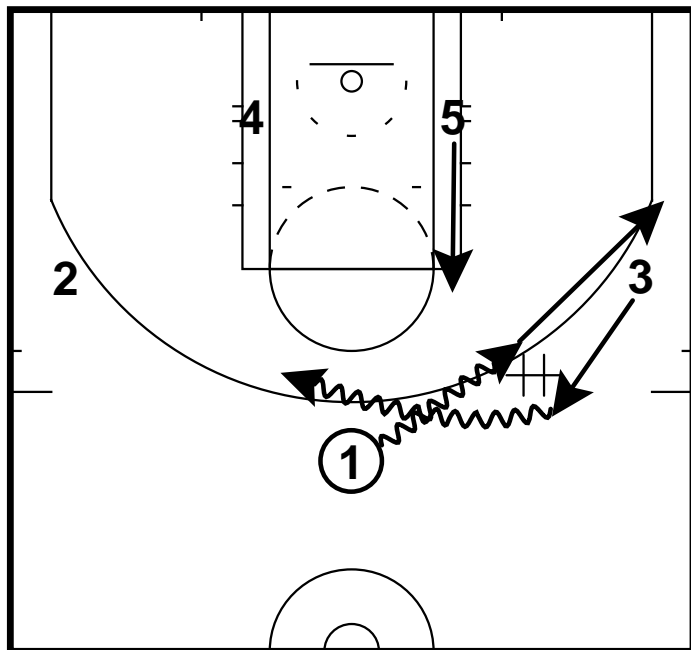
Weave Elbow DHO BS  
Weave



- 2 hits 4 on elbow and cuts to corner
- 4 DHO's with 3
- 5 follows with a BS and rolls
- 4 pops

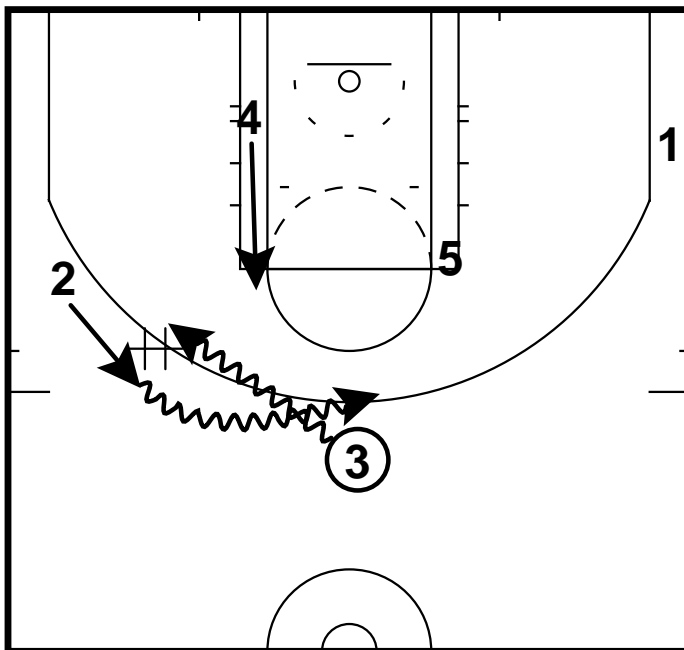
# Weave

Weave Elbow DHO Stagger  
Weave



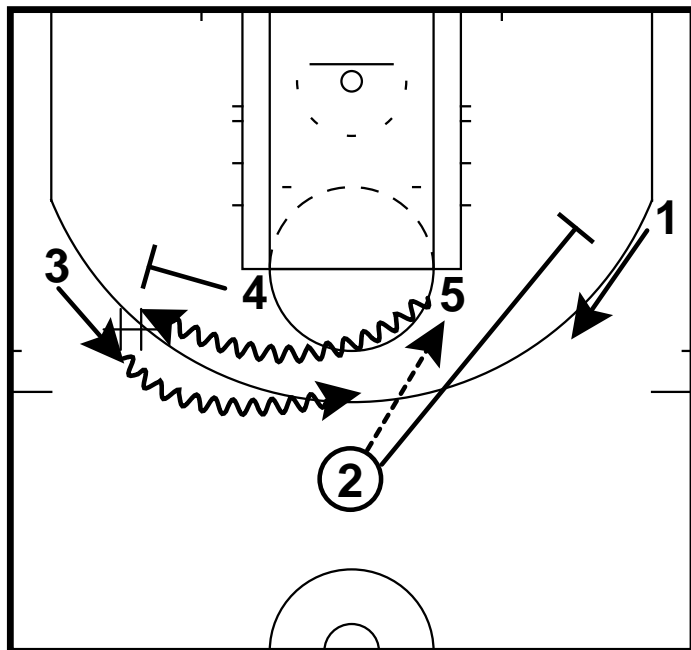
1 DHO's with 3 and spaces out  
5 moves up to elbow  
3 dribbles to middle

Weave Elbow DHO Stagger  
Weave



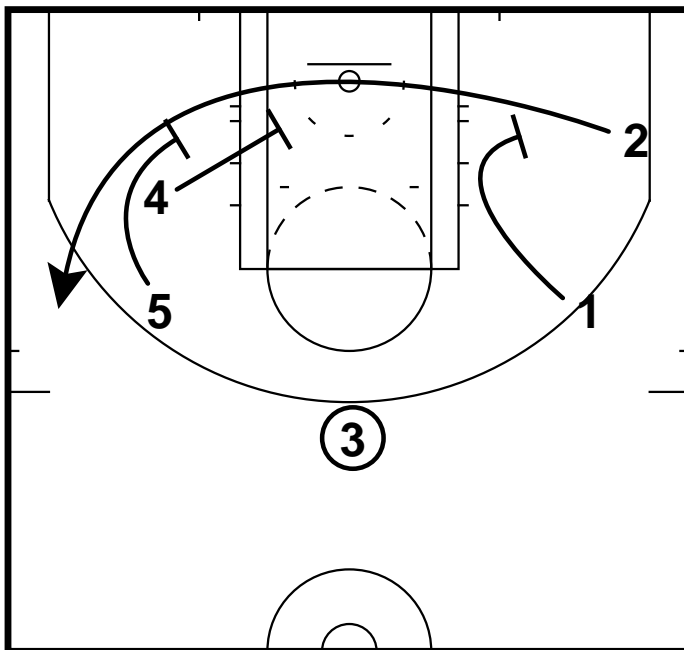
3 DHO's with 2  
2 dribbles to the middle  
4 flashes to the elbow

Weave Elbow DHO Stagger  
Weave



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

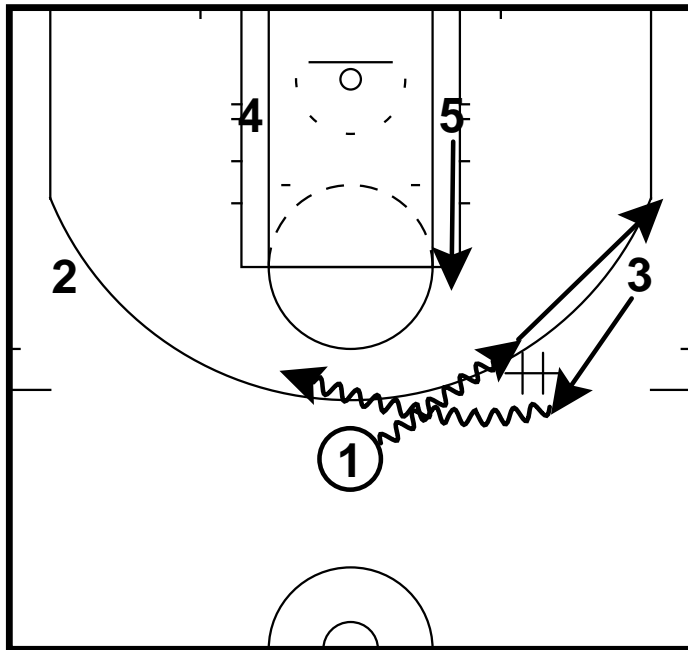
Weave Elbow DHO Stagger  
Weave



1, 4 and 5 set a triple for 2

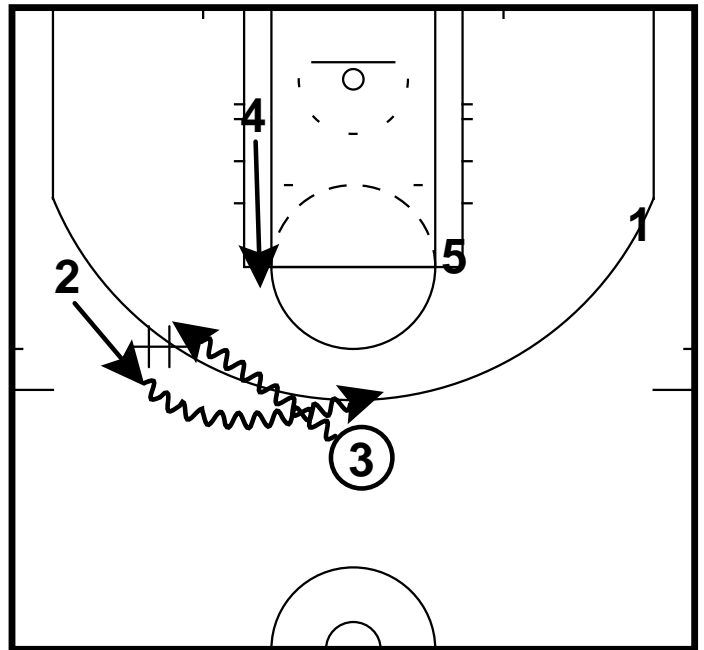
# Weave

Weave Elbow Down DHO  
Weave



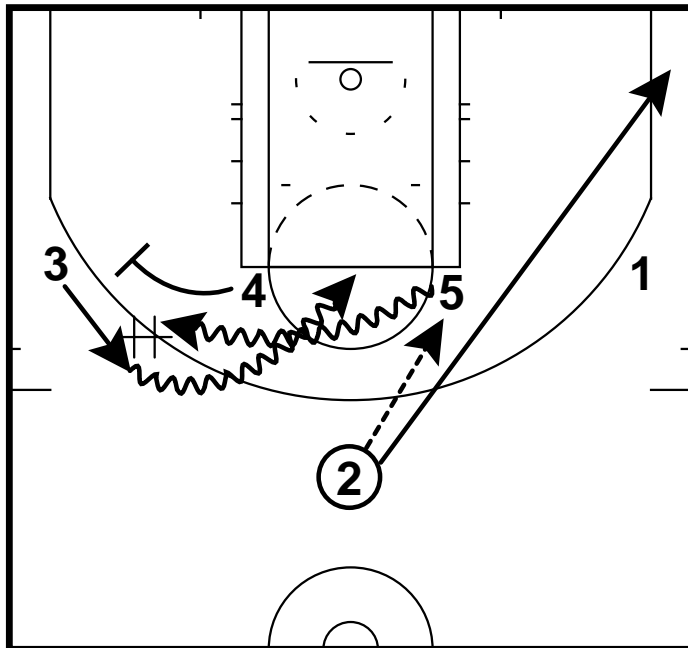
- 1 DHO's with 3 and spaces out
- 5 moves up to elbow
- 3 dribbles to middle

Weave Elbow Down DHO  
Weave



- 3 DHO's with 2
- 2 dribbles to the middle
- 4 flashes to the elbow

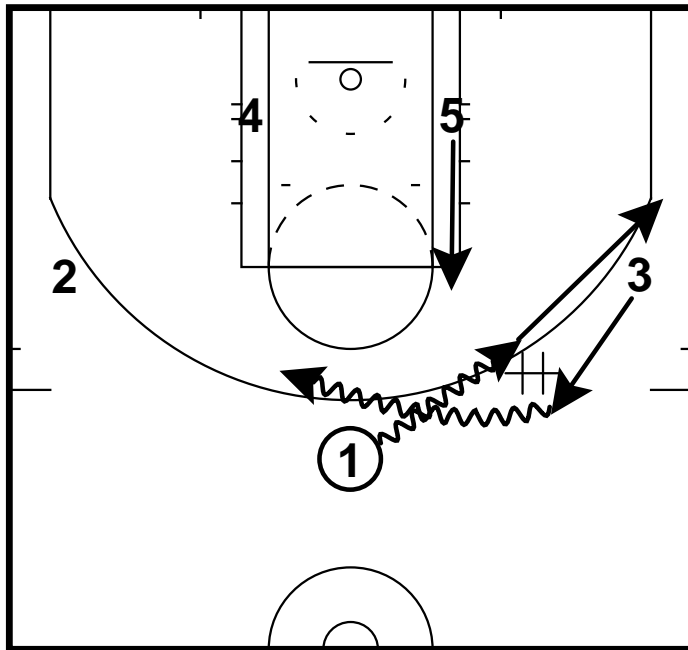
Weave Elbow Down DHO  
Weave



- 2 hits 5 on elbow and cuts corner
- 4 down screens for 3
- 5 follows to DHO with 3 and rolls
- 4 pops

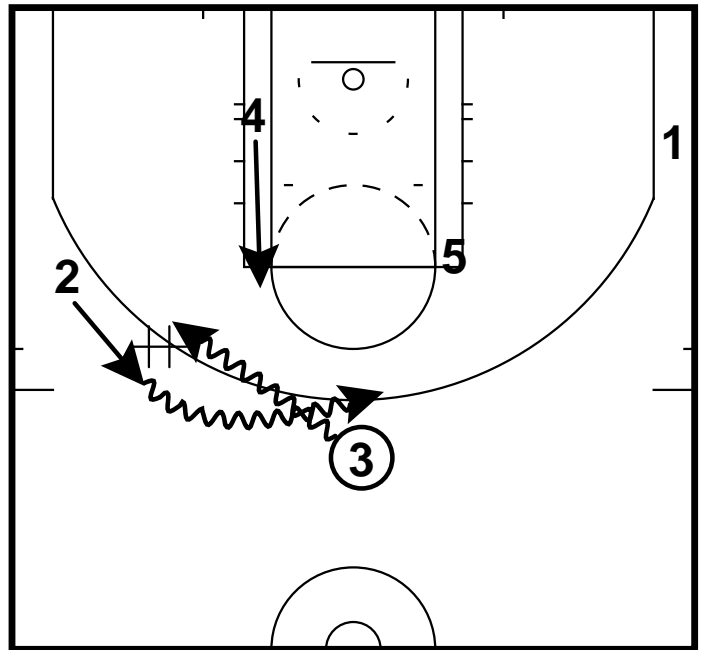
# Weave

Weave Elbow Rewind  
Weave



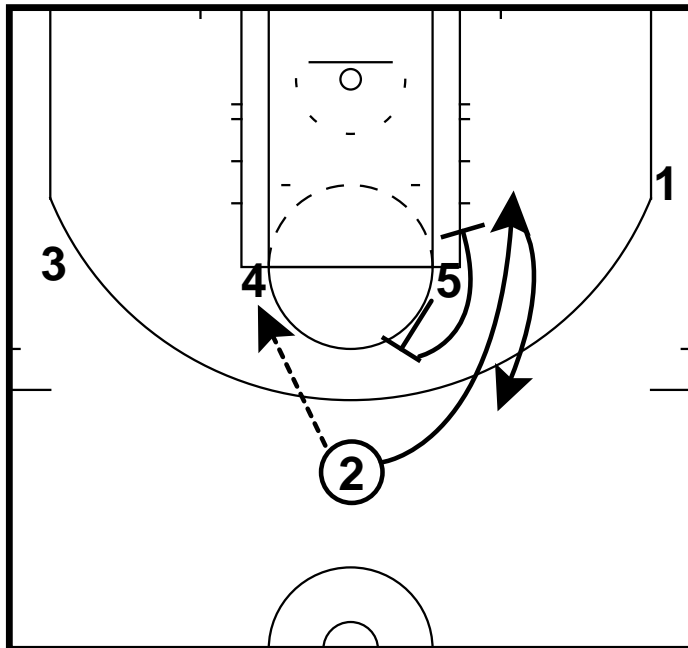
- 1 DHO's with 3 and spaces out
- 5 moves up to elbow
- 3 dribbles to middle

Weave Elbow Rewind  
Weave



- 3 DHO's with 2
- 2 dribbles to the middle
- 4 flashes to the elbow

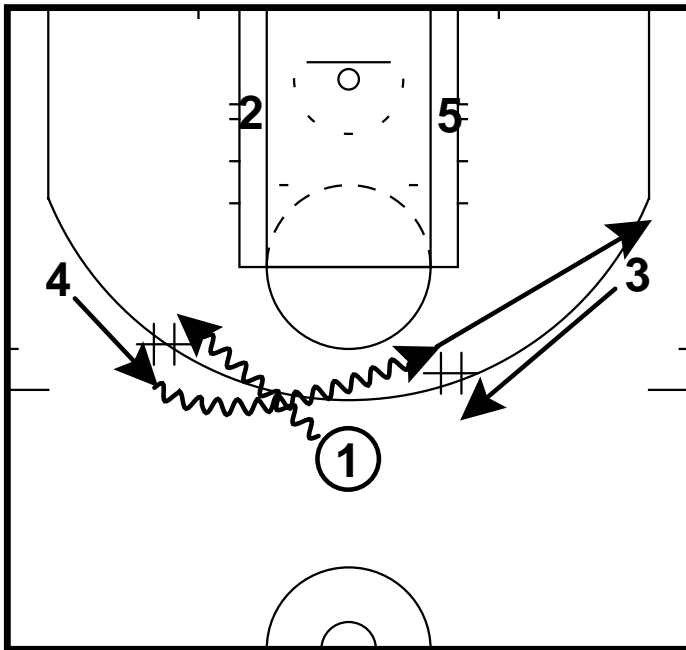
Weave Elbow Rewind  
Weave



- 2 hits 4 on the elbow
- 5 back screens for 2
- 5 down screens for 2

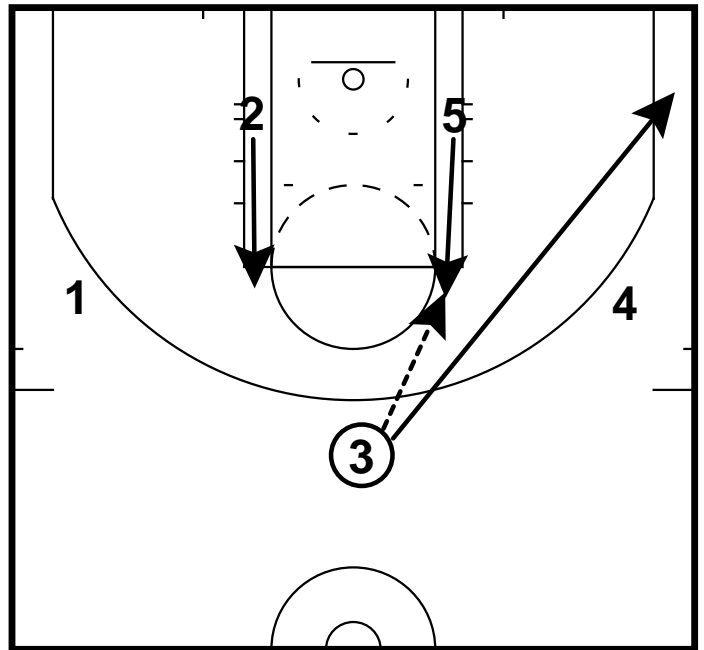
# Weave

Weave Elbow Split  
Weave



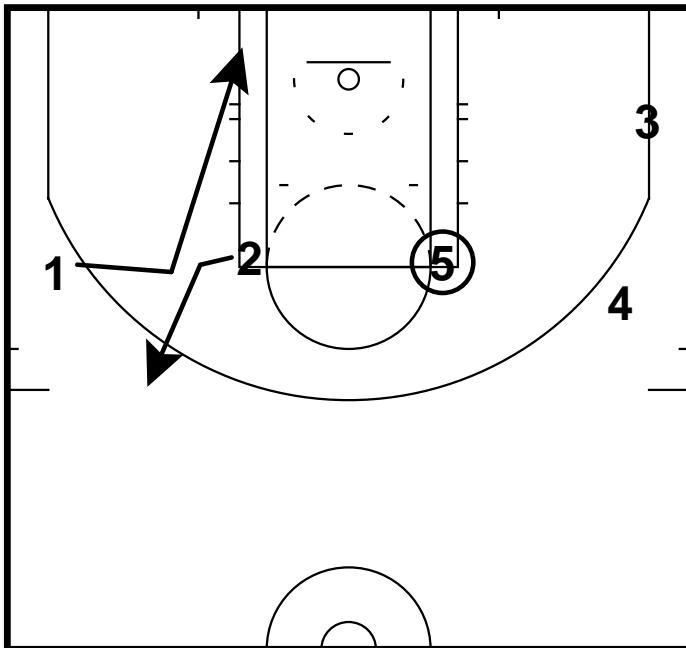
1 DHO's with 4 and spaces  
4 DHO's with 3 moving up  
4 spaces out

Weave Elbow Split  
Weave



3 hits 5 on the elbow flashing  
1 cuts corner  
2 flashes to elbow

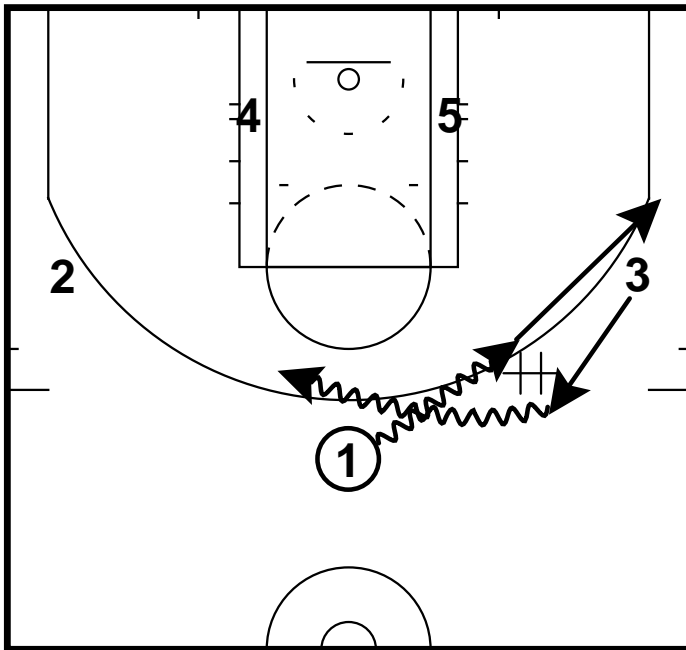
Weave Elbow Split  
Weave



1 fakes a flare for 2 and slips  
5 looks for open man with 1 or 2

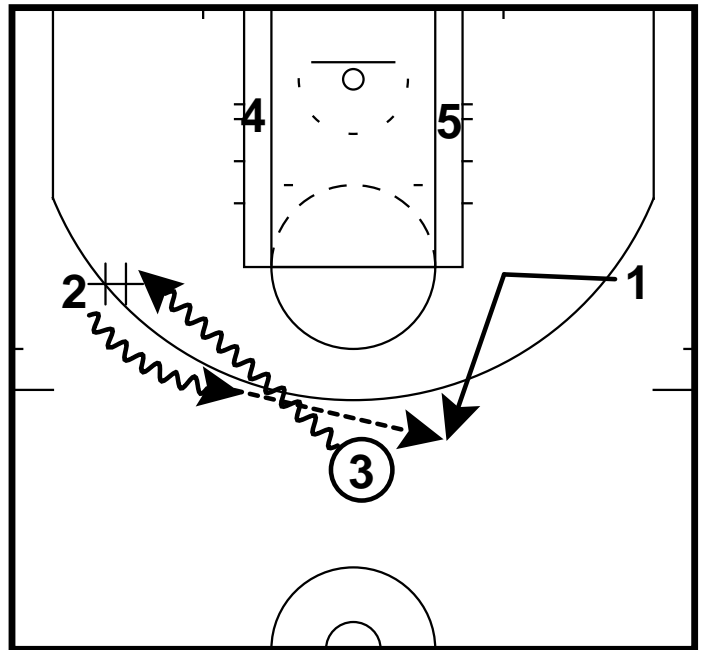
# Weave

Weave Runner High Low  
Weave



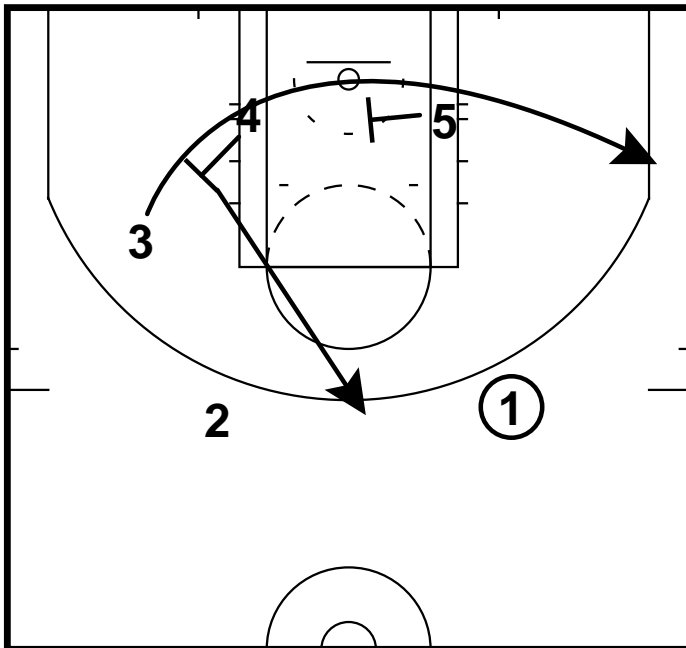
1 DHO's with 3 and spaces out  
3 dribbles to middle

Weave Runner High Low  
Weave



3 DHO's with 2  
2 dribbles to the top  
1 cuts to top the top  
2 hits 1

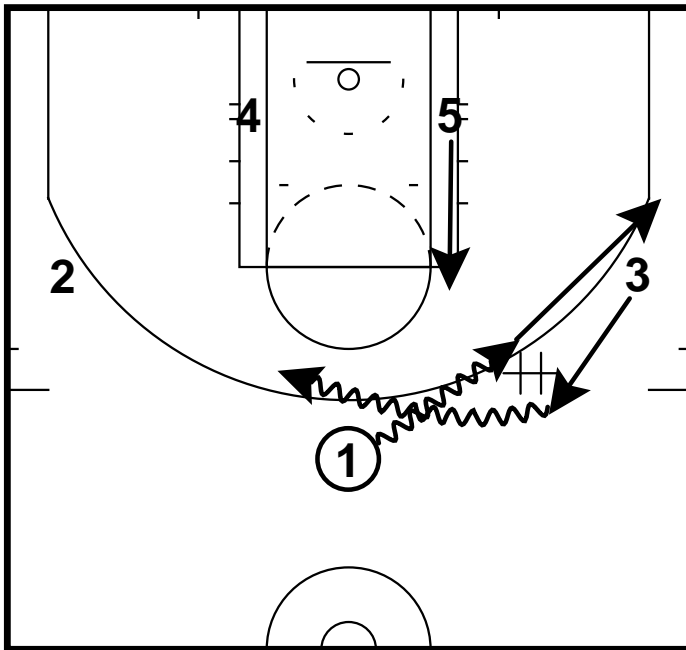
Weave Runner High Low  
Weave



4 and 5 set a runner for 3  
4 flashes high low  
1 looks for 3 or 4  
4 can look high low to 5

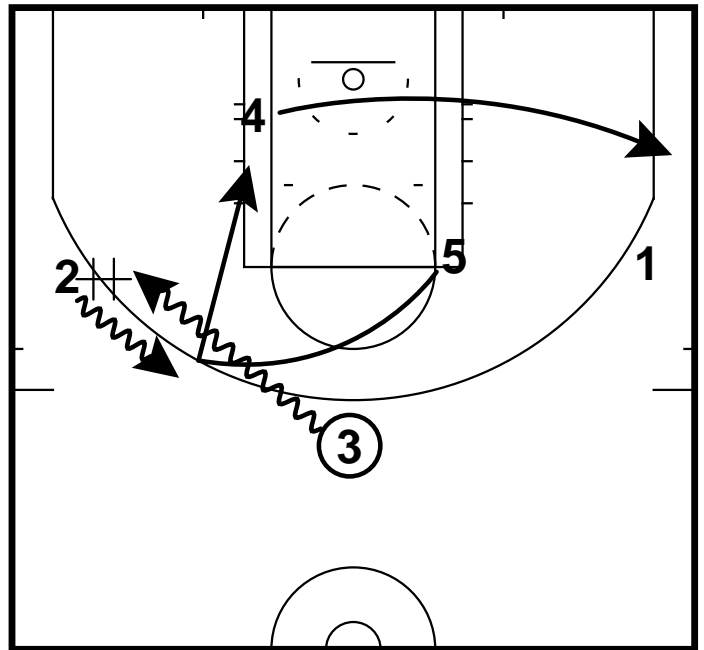
# Weave

Weave Slip BS  
Weave



- 1 DHO's with 3 and spaces out
- 5 moves up to elbow
- 3 dribbles to middle

Weave Slip BS  
Weave

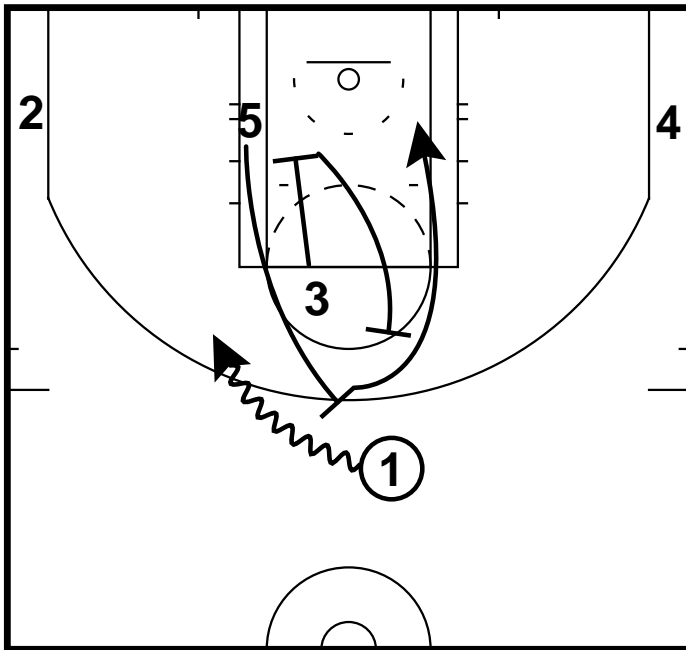


- 3 DHO's with 2
- 4 clears out opposite
- 5 runs to set BS for 2 and slips to rim



# Ram

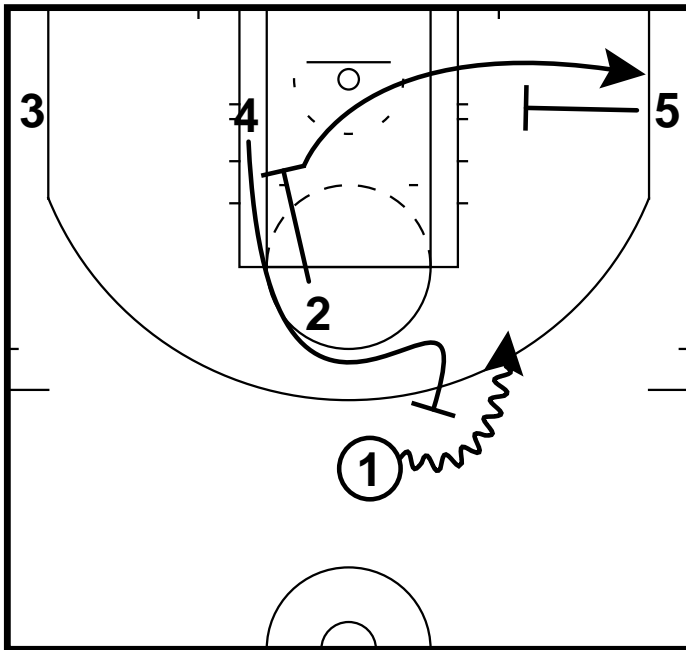
Ram BS Backscreen  
Ram



- 3 sets down for 5
- 5 runs to set BS for 1 and rolls
- 3 back screens for 5 and pops

# Ram

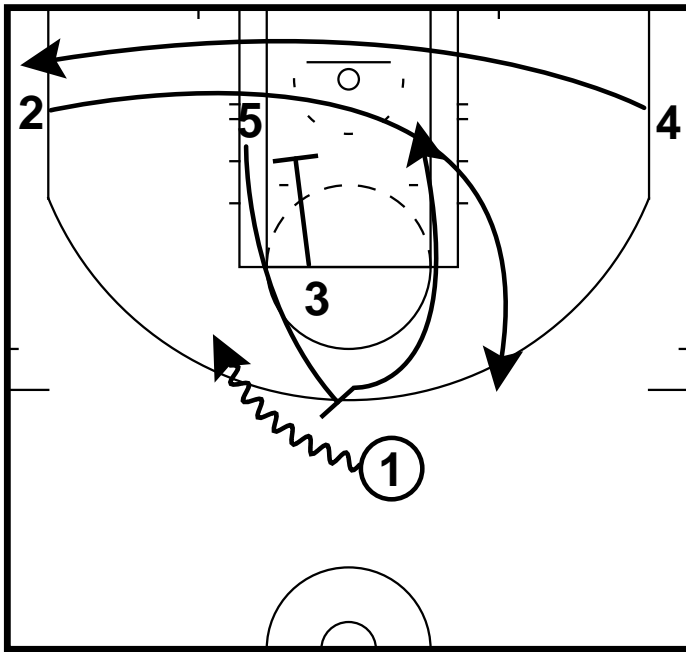
Ram BS Corner  
Ram



- 2 sets down screen for 4
- 4 runs to set a flip BS on 1
- 5 screens in for 2 to corner
- 1 drives to attack and looks corner

# Ram

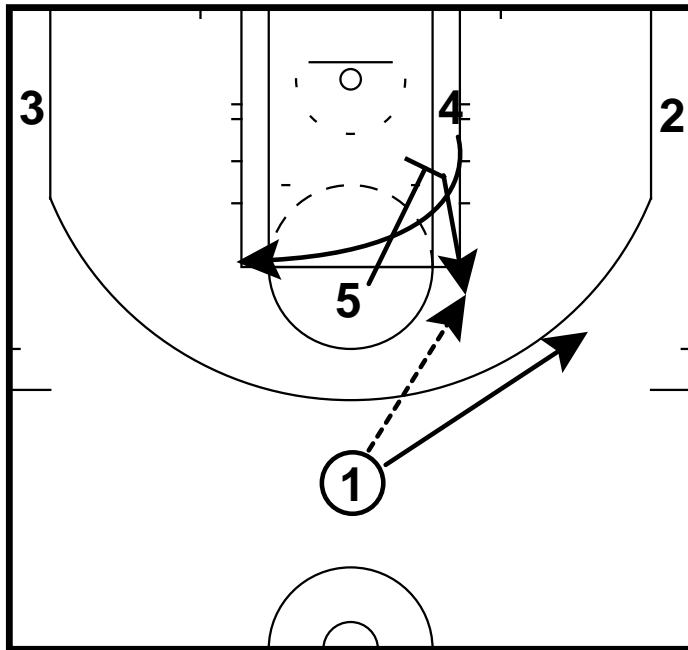
Ram BS R&R  
Ram



- 3 sets down for 5
- 5 runs to set BS for 1 and rolls
- 4 clears opposite corner
- 2 replaces behind roller

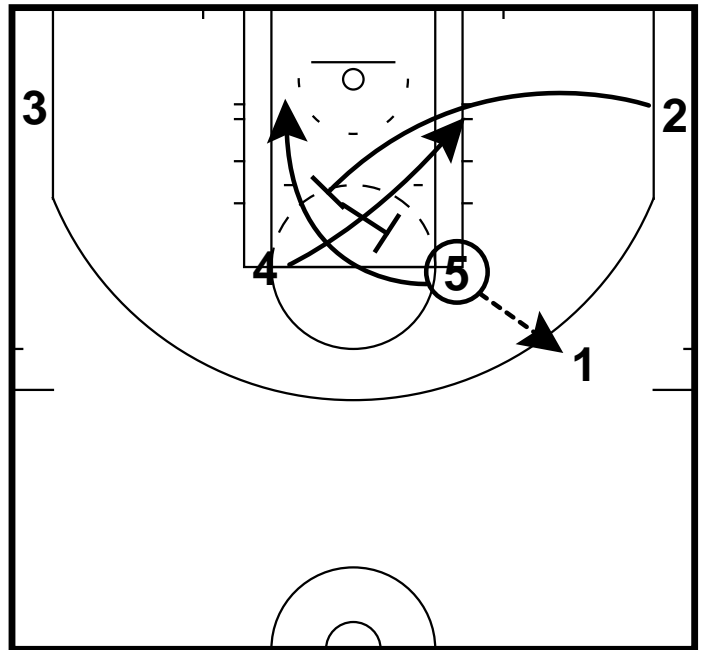
# Ram

Ram Curl Diagonal Back  
Ram



5 sets a down screen for 4  
4 and 5 flash to elbows  
1 hits 5 on elbow and spaces

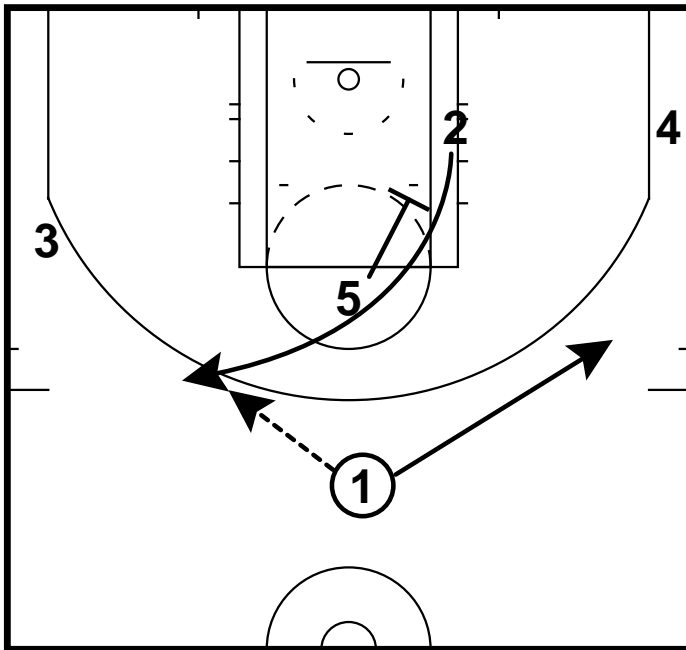
Ram Curl Diagonal Back  
Ram



5 hits 1 on the wing  
2 sets diagonal for 4  
2 sets back screen for 5  
1 looks for 5 lob or 2 popping

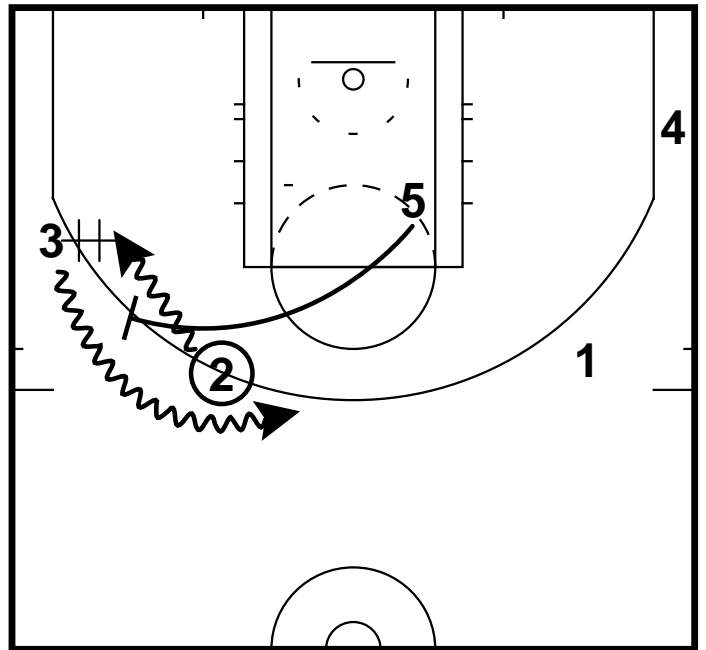
# Ram

Ram DHO BS  
Ram



5 sets down screen for 2  
1 hits 2 on slot and spaces

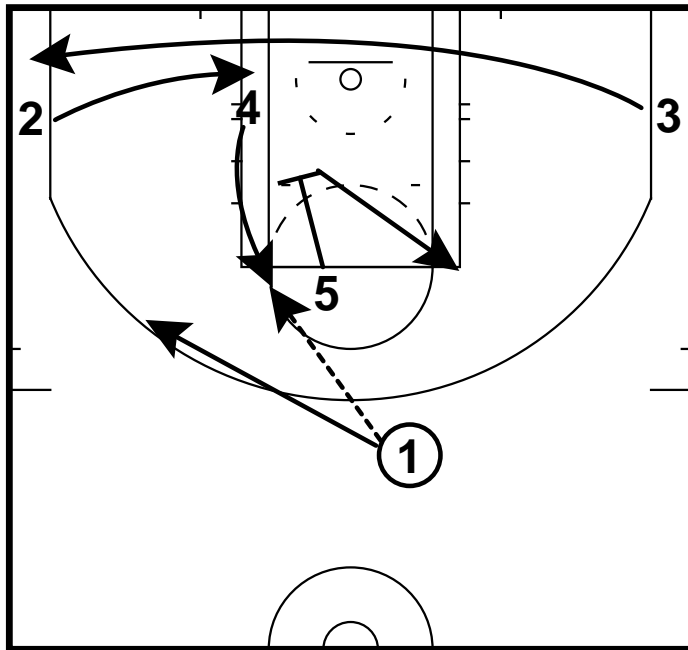
Ram DHO BS  
Ram



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

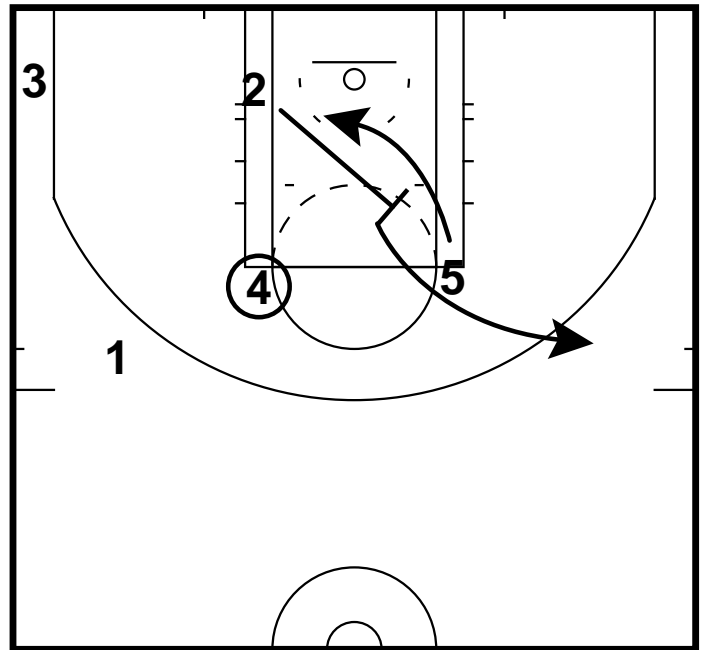
# Ram

Ram Diagonal  
Ram



- 5 sets down screen for 4
- 3 clears opposite corner
- 1 hits 4 on the elbow and spaces
- 2 moves to the block

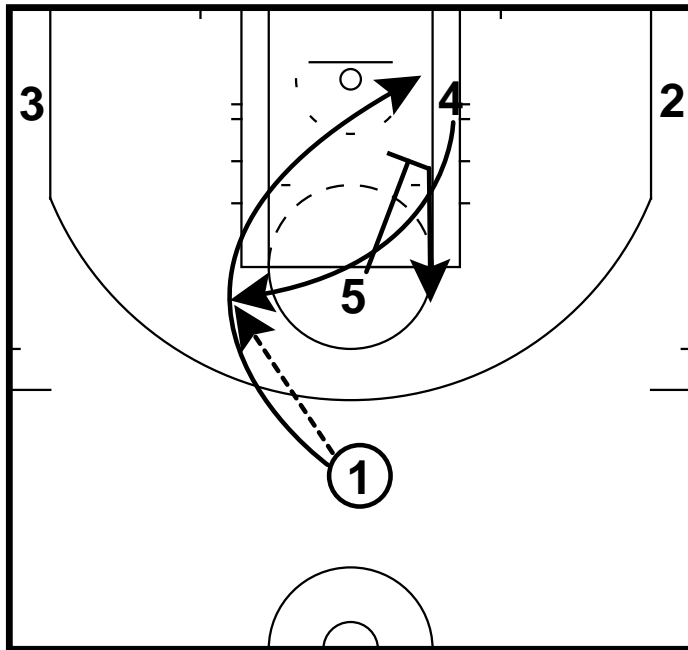
Ram Diagonal  
Ram



- 2 sets back screen for 5 and pops
- 4 looks to hit 5 or 2
- 2 can look for post up to 5

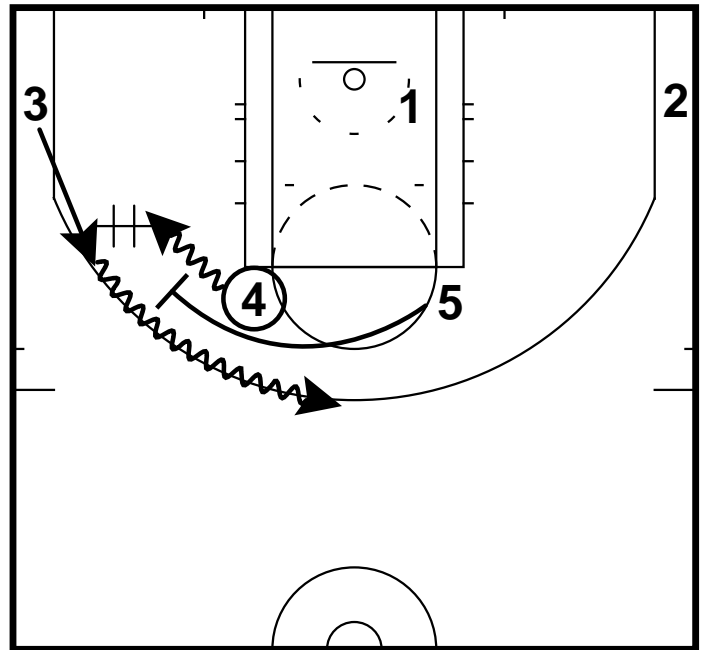
# Ram

Ram Down DHO BS  
Ram



- 5 pin downs for 4
- 1 hits 4 on elbow
- 1 cuts through to block
- 5 flashes to elbow

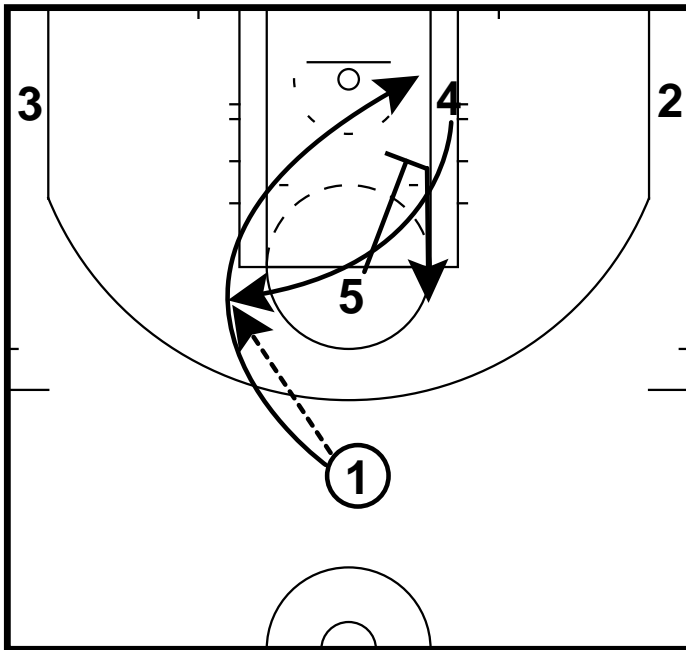
Ram Down DHO BS  
Ram



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

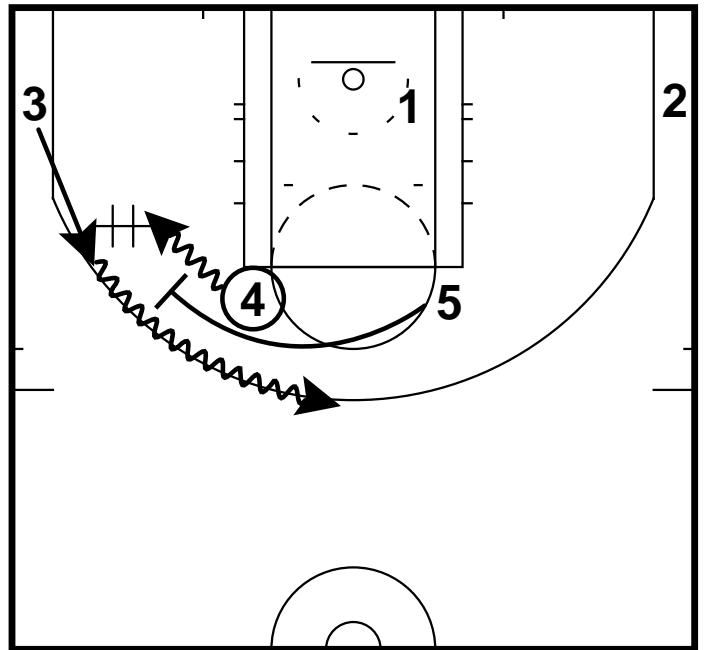
# Ram

Ram Down DHO Runner  
Ram



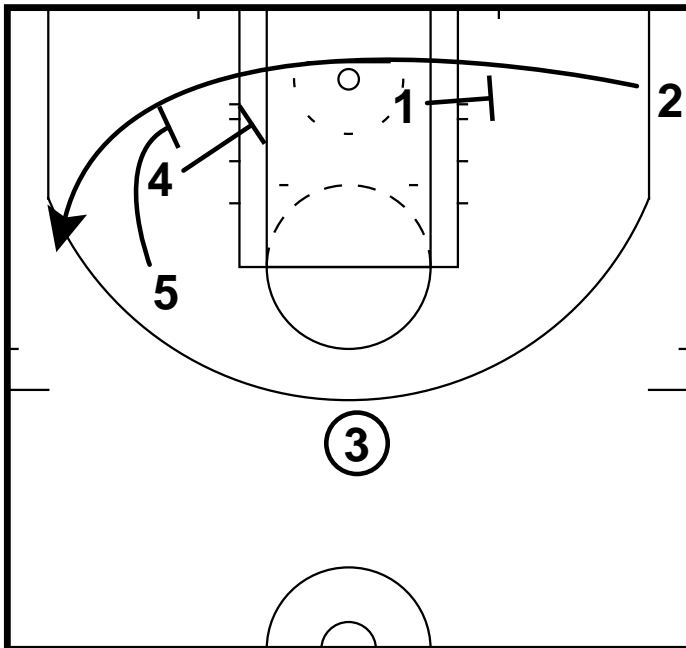
5 pin downs for 4  
1 hits 4 on elbow  
1 cuts through to block  
5 flashes to elbow

Ram Down DHO Runner  
Ram



4 DHO's with 3  
5 follows with a BS for 3  
3 dribbles to the middle

Ram Down DHO Runner  
Ram

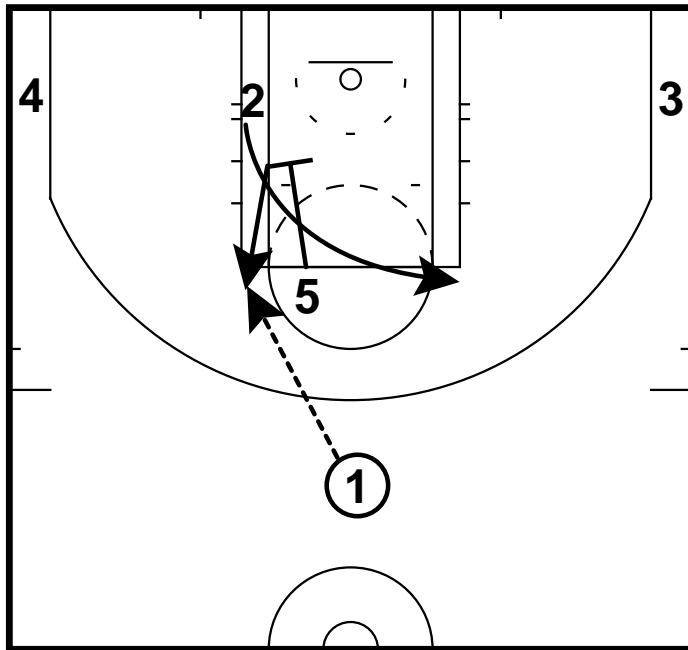


1, 4 and 5 set a triple for 2



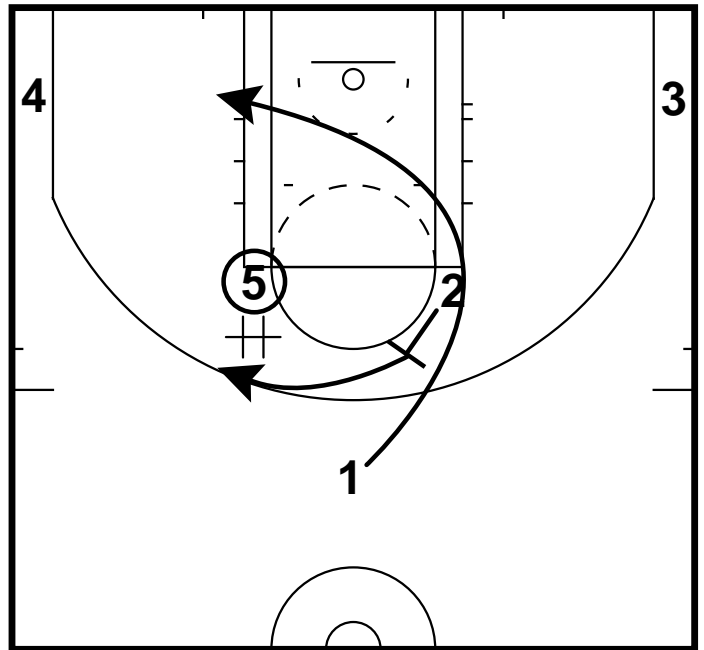
# Ram

Ram Elbow Back Handoff  
Ram



5 sets down screen for 2  
5 flashes to elbow, 1 hits 5

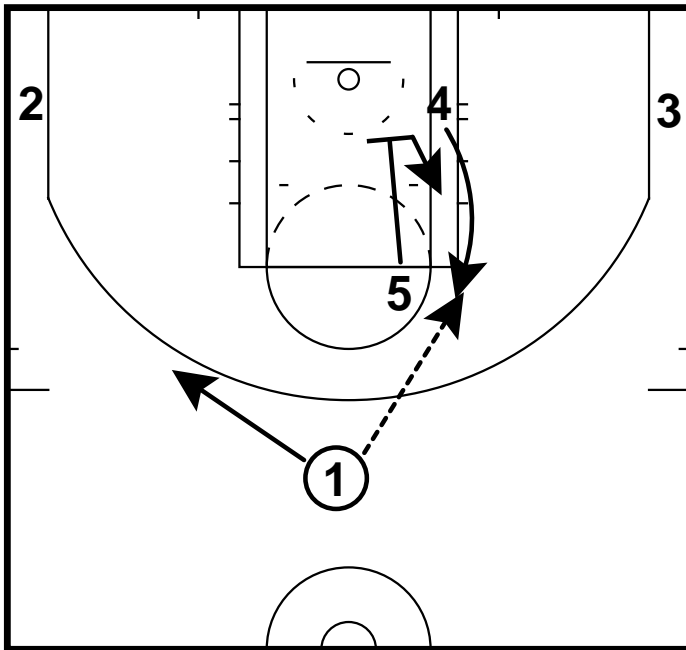
Ram Elbow Back Handoff  
Ram



2 back screens for 1  
2 goes for handoff from 5

# Ram

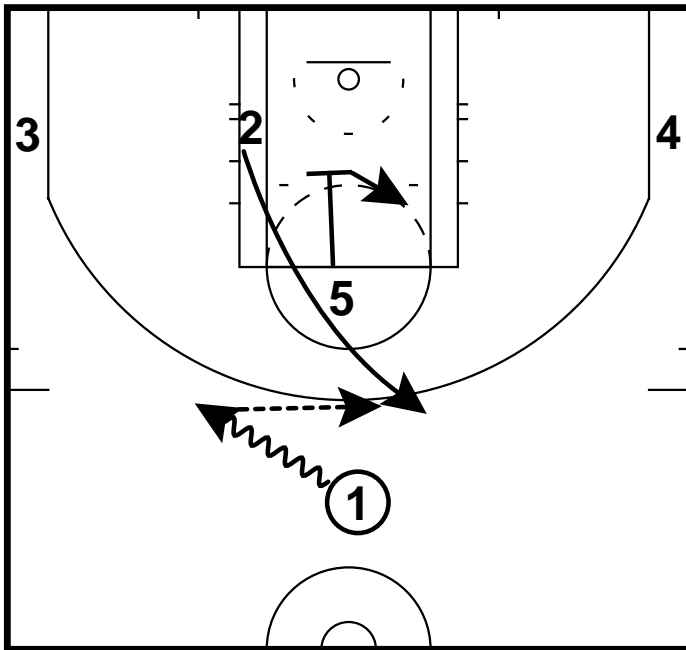
Ram Elbow High Low  
Ram



- 5 sets a down screen for 4
- 5 starts to work for a seal
- 1 hits 4 on the elbow and spaces
- 4 looks inside to 5

# Ram

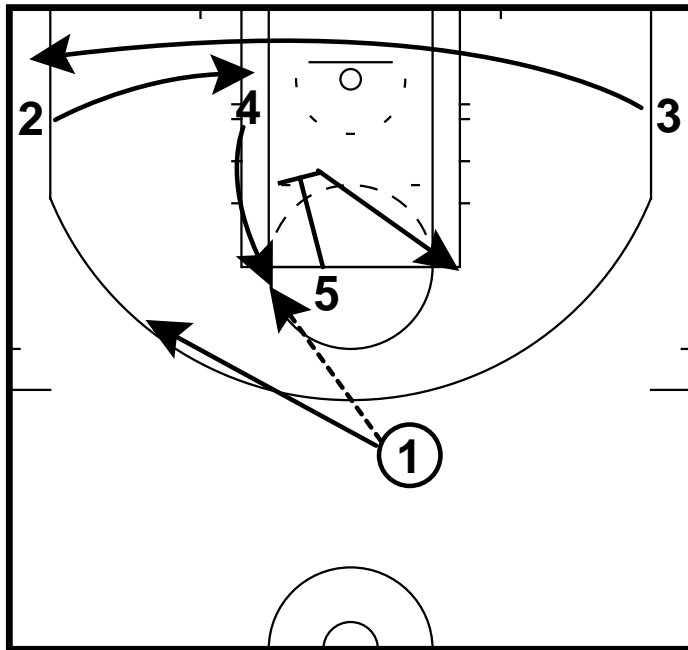
Ram High Low  
Ram



- 1 dribbles over to the slot
- 5 pin downs for 2 and posts up
- 1 hits 2 on top
- 2 looks inside to 5 posting

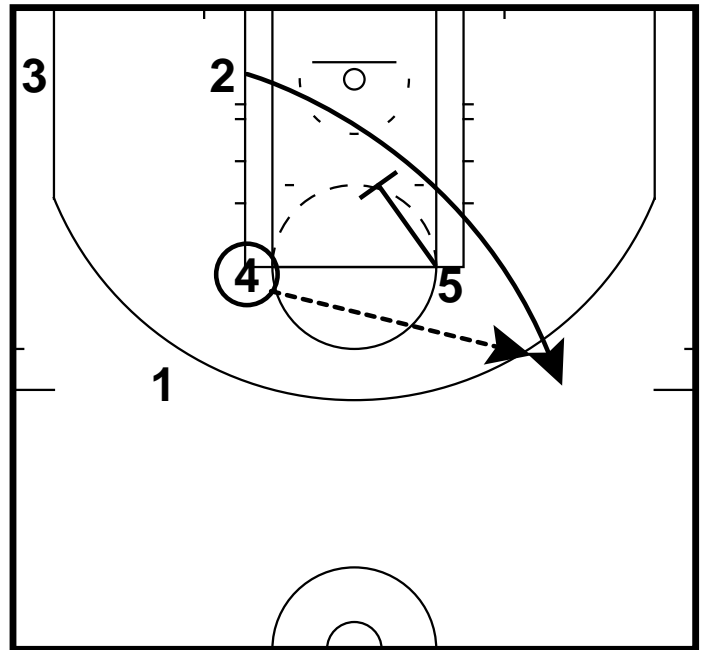
# Ram

Ram Pin  
Ram



- 5 sets down screen for 4
- 3 clears opposite corner
- 1 hits 4 on the elbow and spaces
- 2 moves to the block

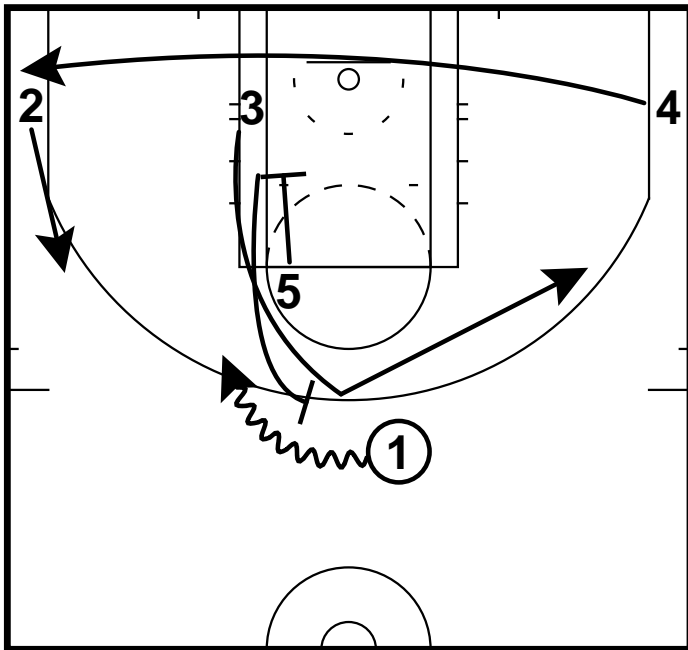
Ram Pin  
Ram



- 5 pin downs for 2
- 4 hits 2
- If no shot, 2 looks at 5 posting

# Ram

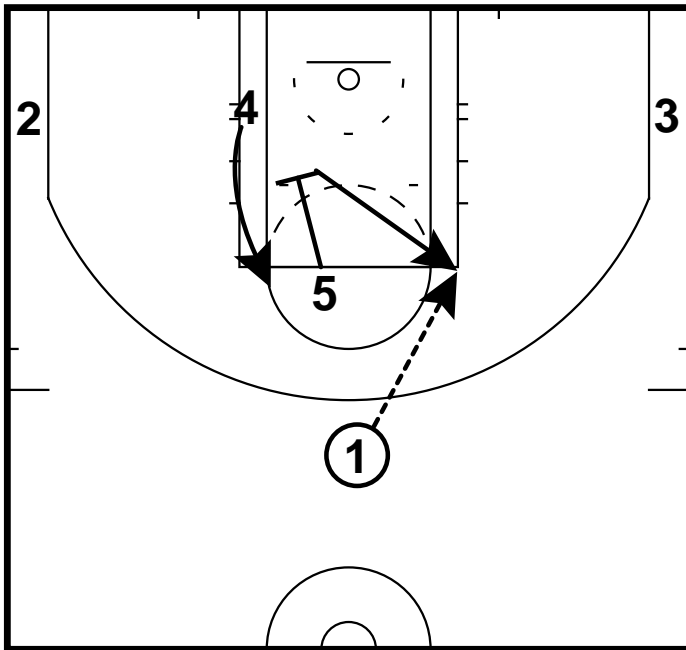
Ram Slip BS  
Ram



- 5 sets down screen for 3
- 4 clears opposite corner, 2 fills
- 3 slips BS on 1
- 5 follows with BS for 1 and rolls

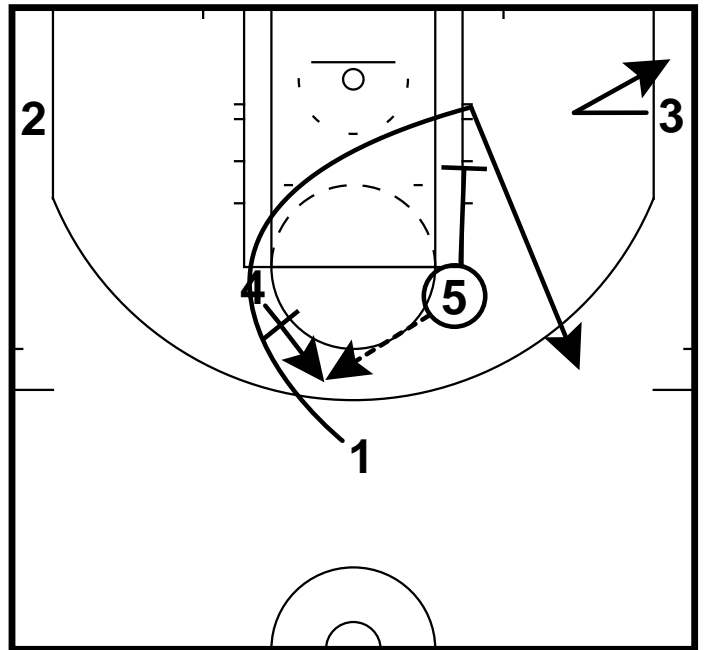
# Ram

Ram Slip Flex  
Ram



5 sets down screen for 4  
4 flashes to elbow  
5 flashes to elbow  
1 hits 5

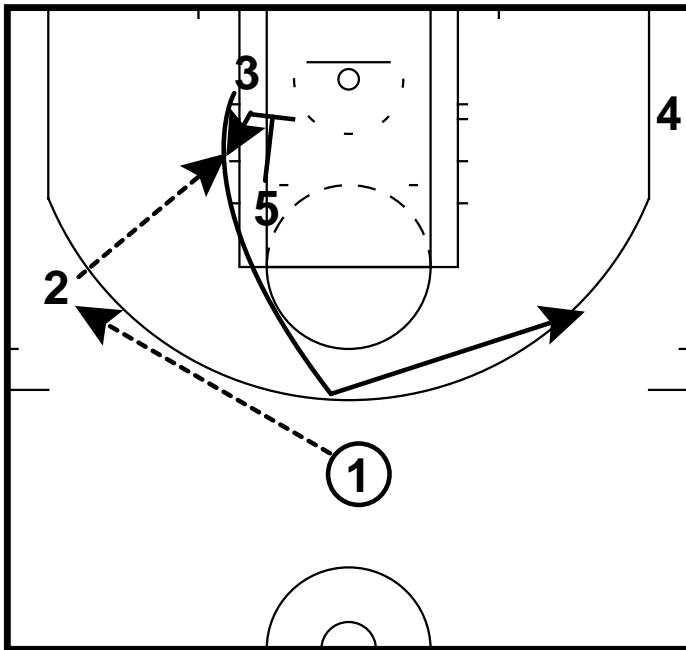
Ram Slip Flex  
Ram



4 back screens for 1 and pops  
5 hits 4, 1 fakes flex for 3  
5 pin downs for 1  
4 looks for 1

# Ram

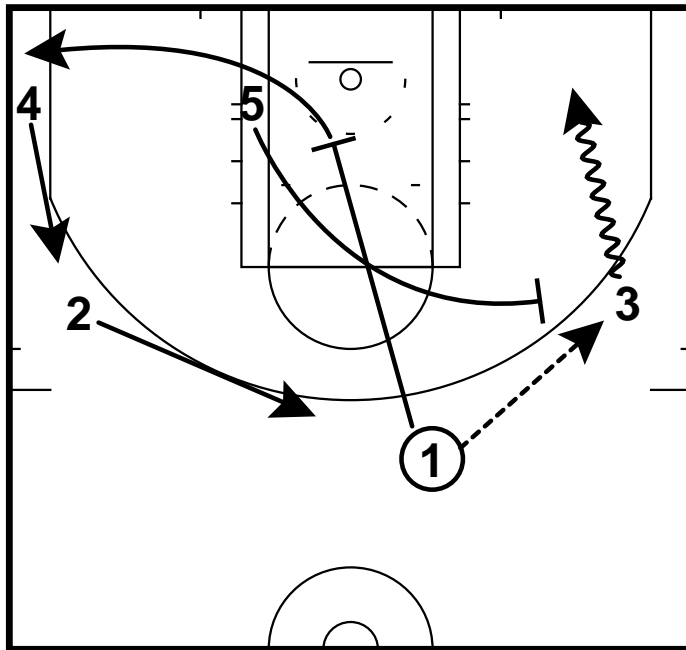
Ram Slip Post  
Ram



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

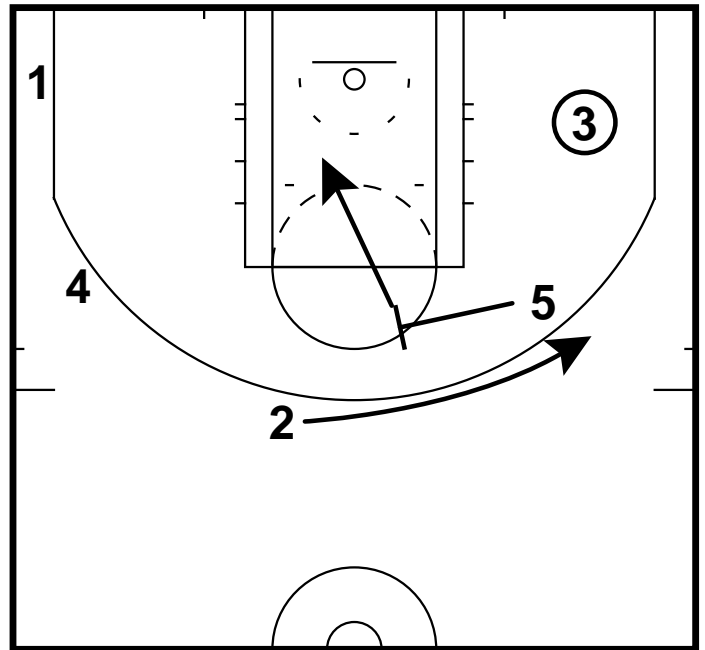
# Ram

Ram Wing Reject Veer  
Ram



- 1 hits 3 on the wing
- 1 sets down screen for 5 & goes corner
- 4 and 2 fill up, 5 runs to set BS for 3
- 3 rejects & goes base line

Ram Wing Reject Veer  
Ram

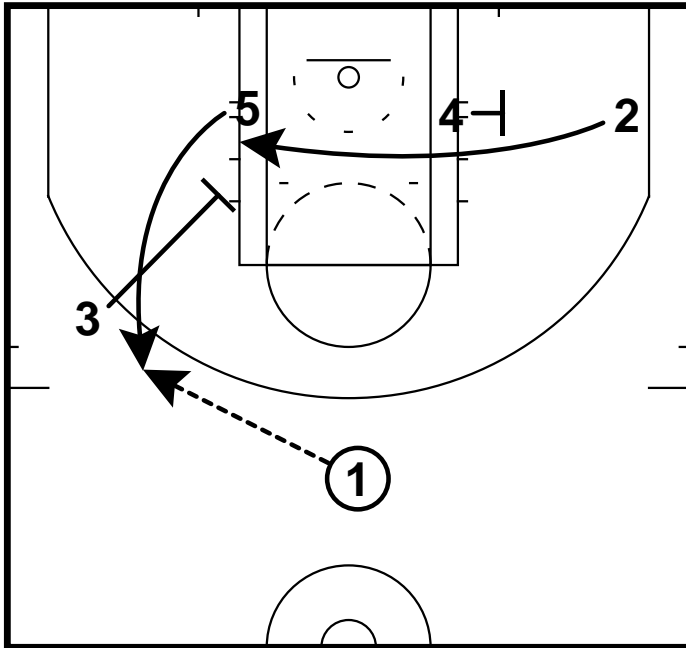


- 5 sets a veer back screen for 2
- 3 looks behind to 2
- 5 slips screen to rim



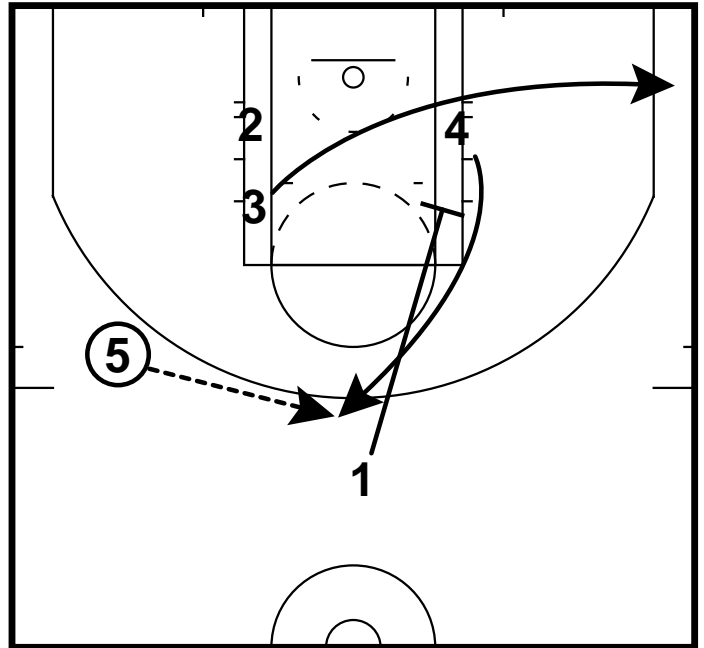
# Spread

Spread Back Post  
Spread



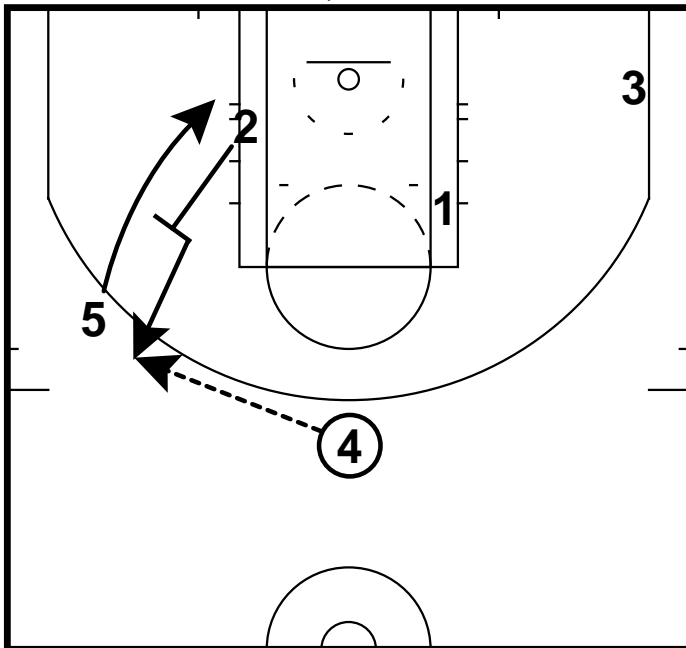
4 sets a flex for 2  
3 pin downs for 5  
1 hits 5

Spread Back Post  
Spread



3 clears to corner  
1 pin downs for 4  
5 hits 4

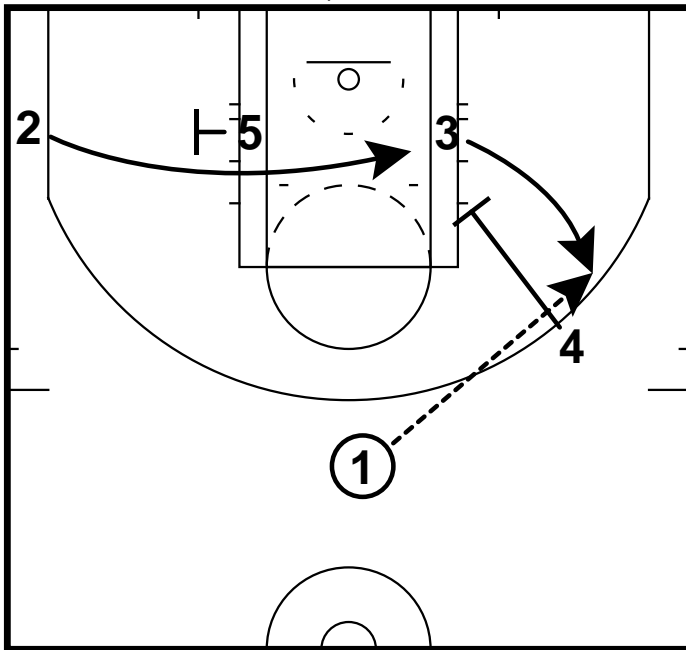
Spread Back Post  
Spread



2 sets a back screen for 5  
2 pops, 4 hits 2  
5 posts up, 2 looks inside

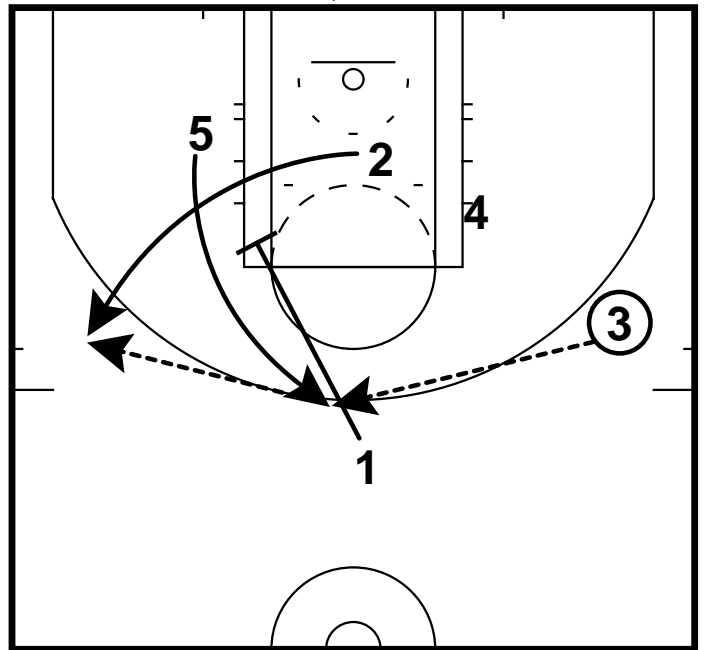
# Spread

Spread Decoy Double BS  
Spread



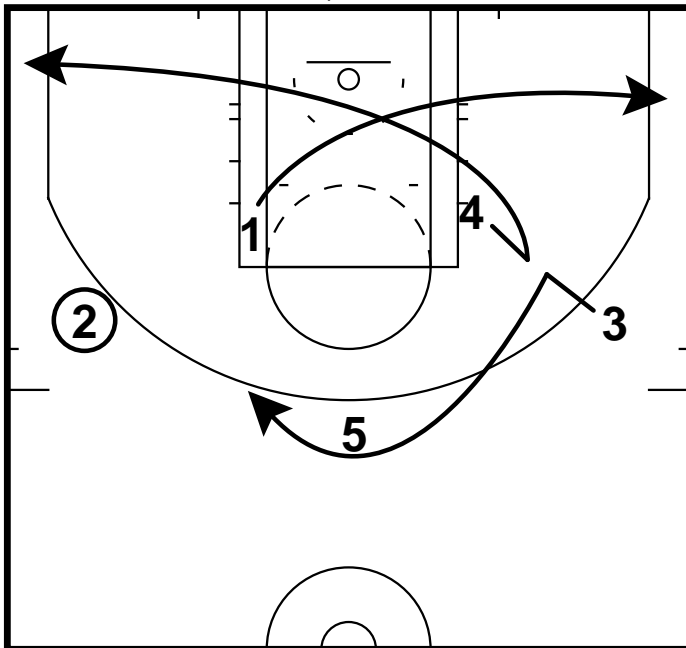
5 sets a flex for 2  
4 sets a pin down for 3  
1 hits 3

Spread Decoy Double BS  
Spread



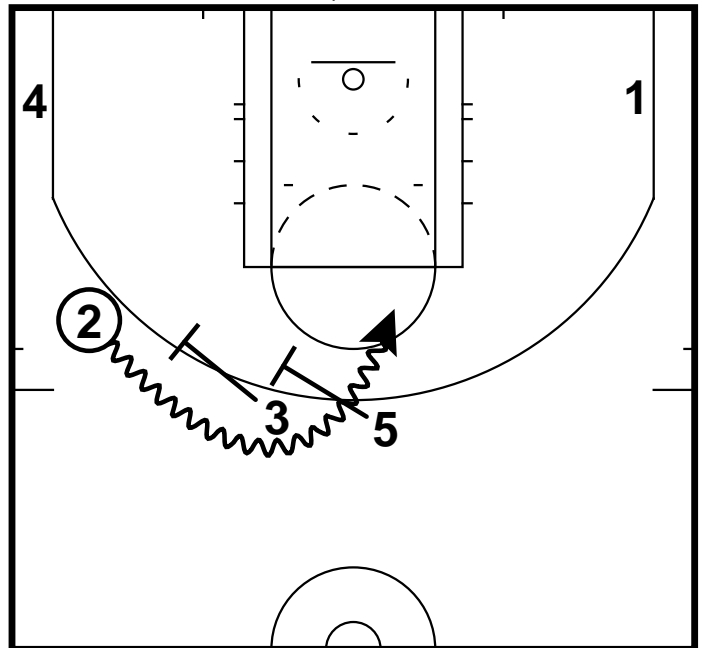
2 clears to the wing  
1 sets a pin down for 5  
3 hits 5 on top  
5 swings to 2

Spread Decoy Double BS  
Spread



1 clears to corner  
4 and 3 split  
3 goes over top of 5

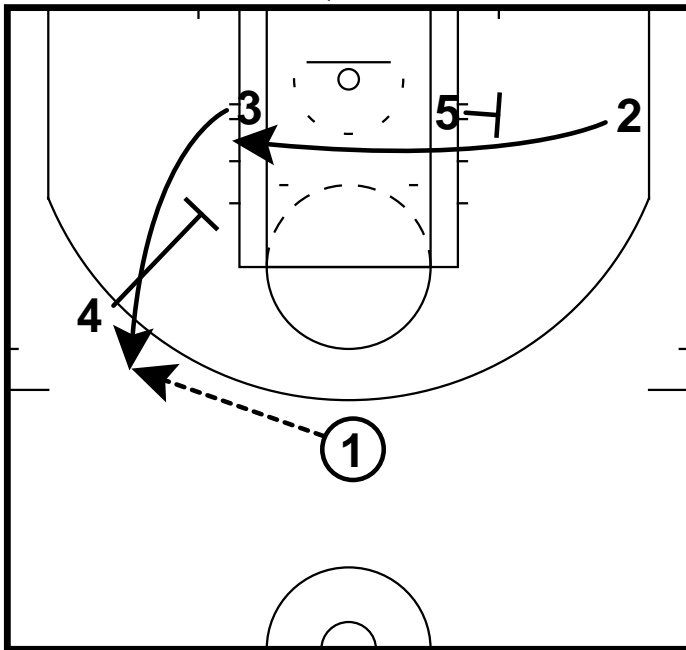
Spread Decoy Double BS  
Spread



3 and 5 set a Double BS for 2  
5 rolls, 3 pops

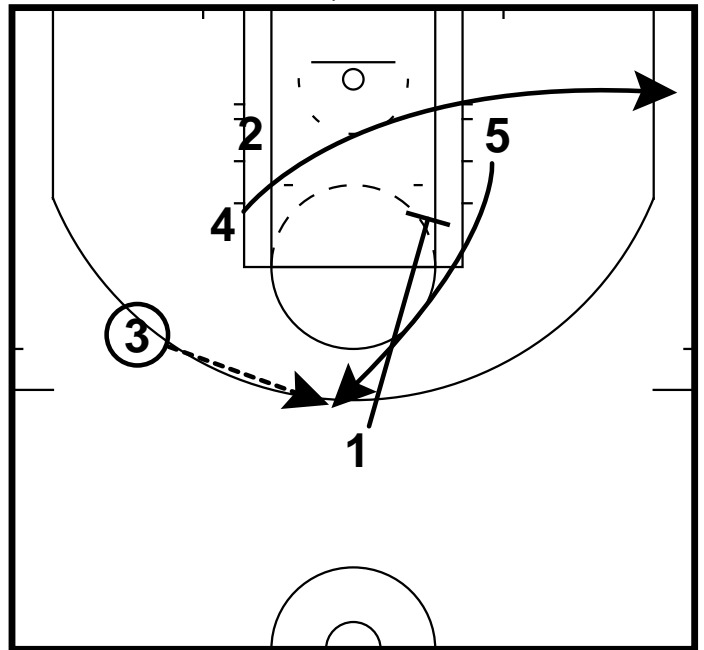
# Spread

Spread Down DHO  
Spread



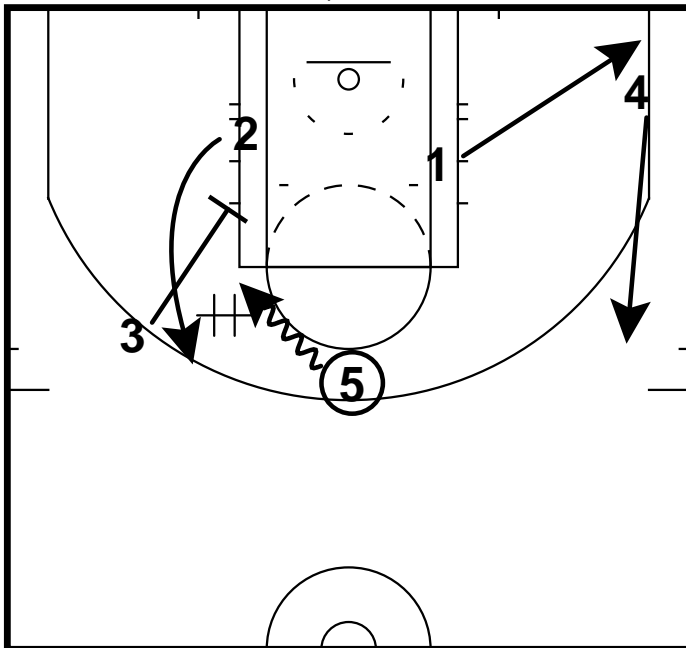
5 sets a flex for 2  
4 sets a down for 3  
1 hits 3

Spread Down DHO  
Spread



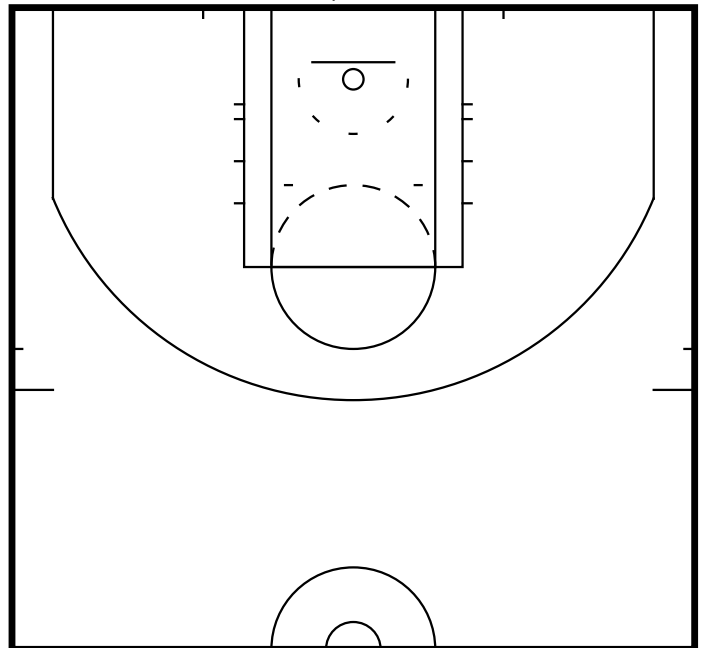
1 sets a down for 5  
4 clears to the corner  
3 hits 5 on top

Spread Down DHO  
Spread



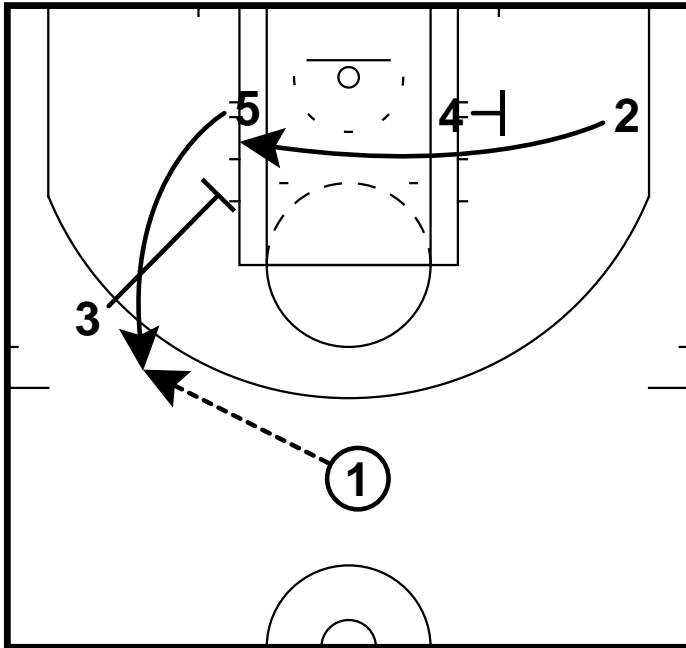
3 down screens for 2  
5 follows with a DHO for 2  
1 and 4 space out

Spread Down DHO  
Spread



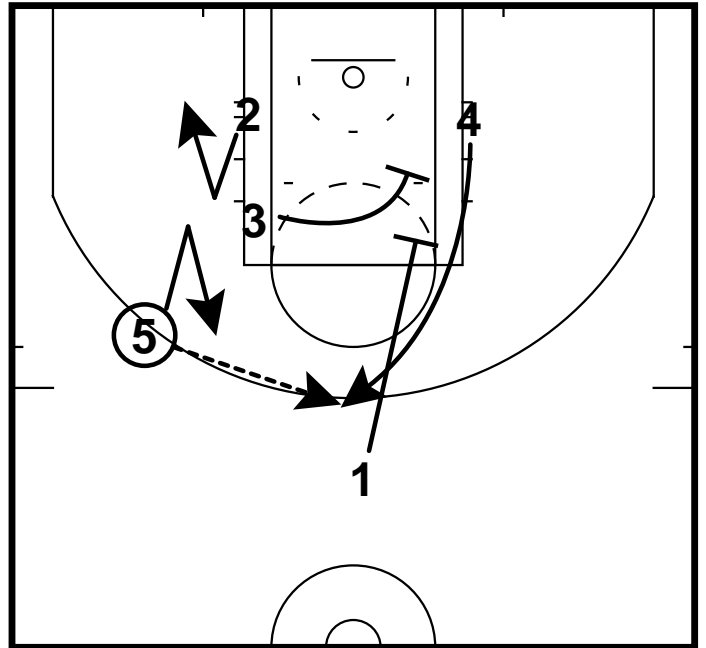
# Spread

Spread Down Gut  
Spread



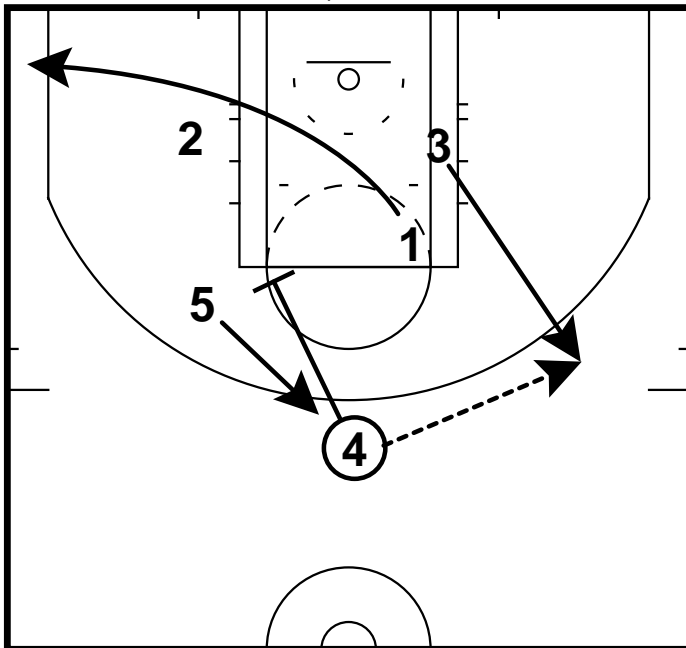
4 sets flex for 2  
3 sets down screen for 5  
1 hits 5

Spread Down Gut  
Spread



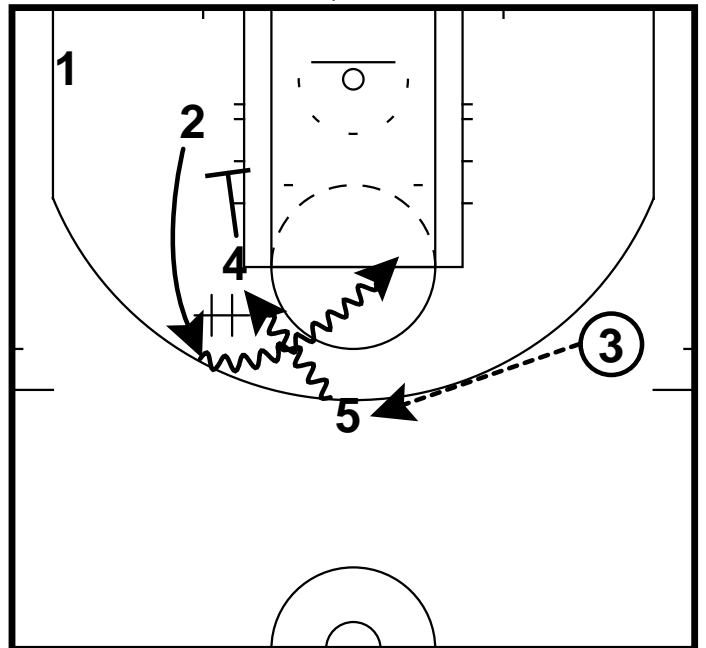
3 and 4 set double for 4  
5 hits 4 on top  
2 and 5 split

Spread Down Gut  
Spread



3 pops to wing, 4 hits 3  
4 pin downs for 5  
1 clears to corner

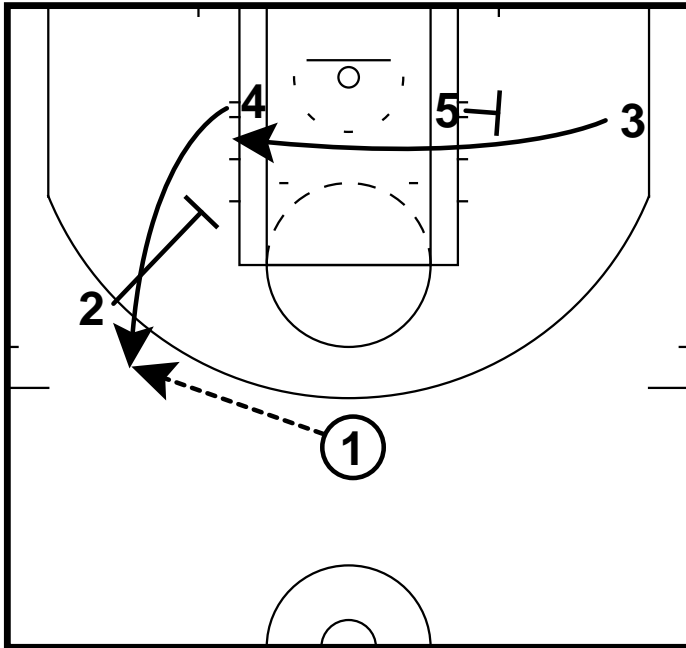
Spread Down Gut  
Spread



3 hits 5 on top  
4 down screens for 2  
5 follow with a DHO for 2 and rolls

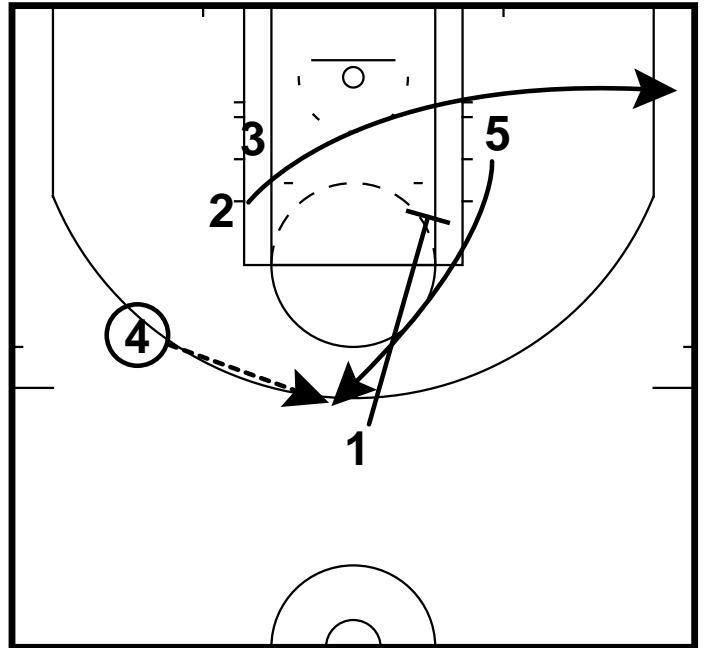
# Spread

Spread Down Gut Runner  
Spread



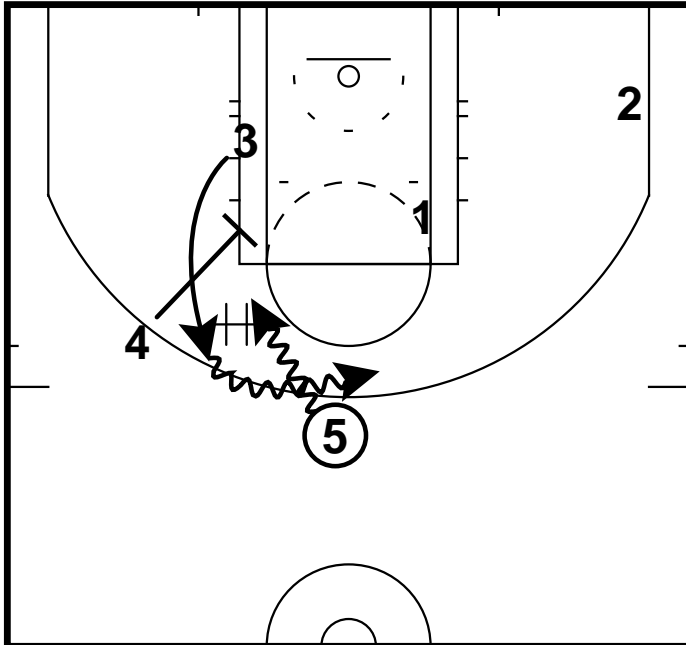
5 sets a flex for 3  
2 sets a pin down for 4  
1 hits 4

Spread Down Gut Runner  
Spread



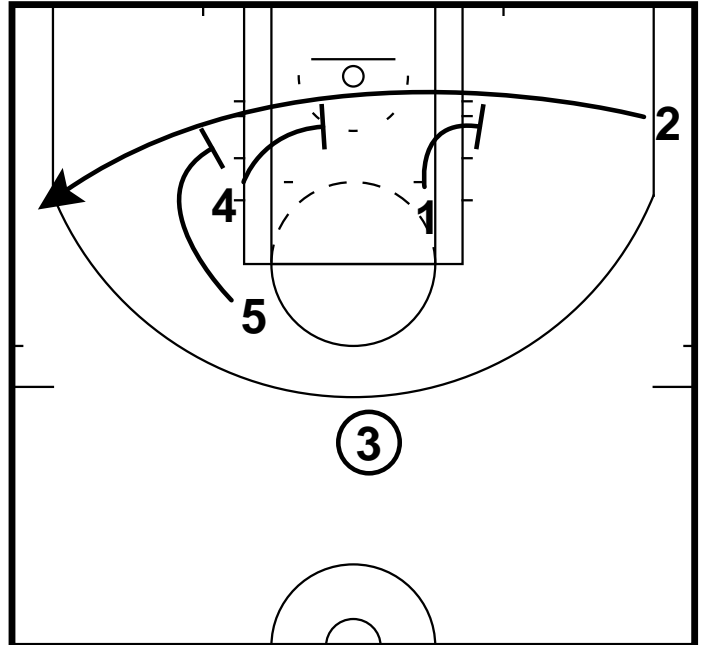
1 sets a pin down for 5  
2 clears to the corner  
4 hits 5 on top

Spread Down Gut Runner  
Spread



4 pin downs for 3  
5 follows to DHO for 3 and rolls  
3 dribbles to the middle

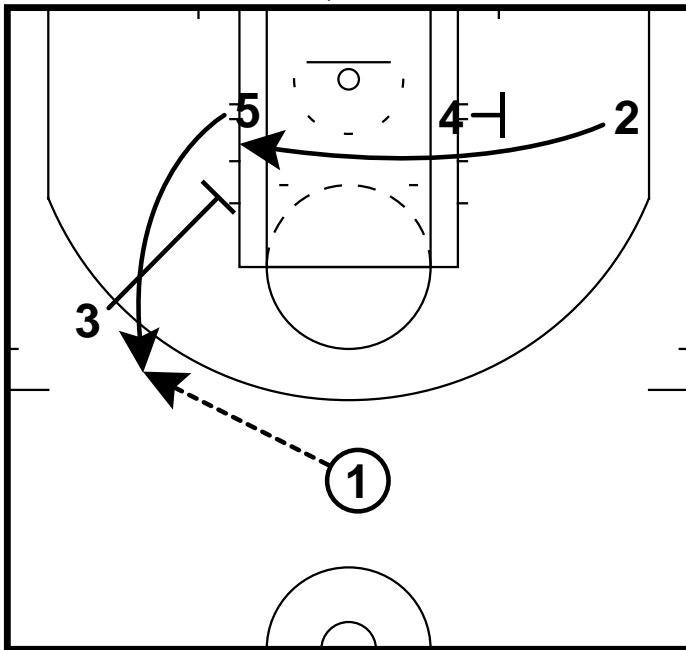
Spread Down Gut Runner  
Spread



1, 4 and 5 set a triple runner for 2

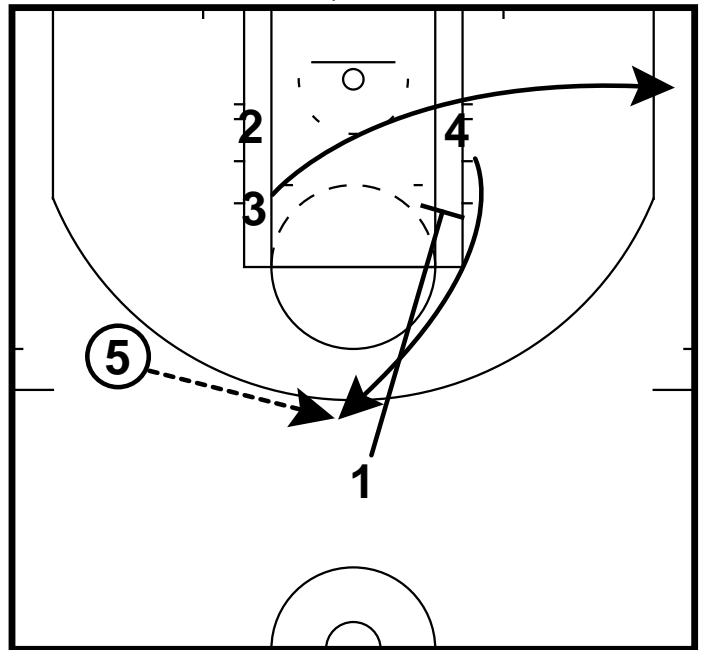
# Spread

Spread Fake Back  
Spread



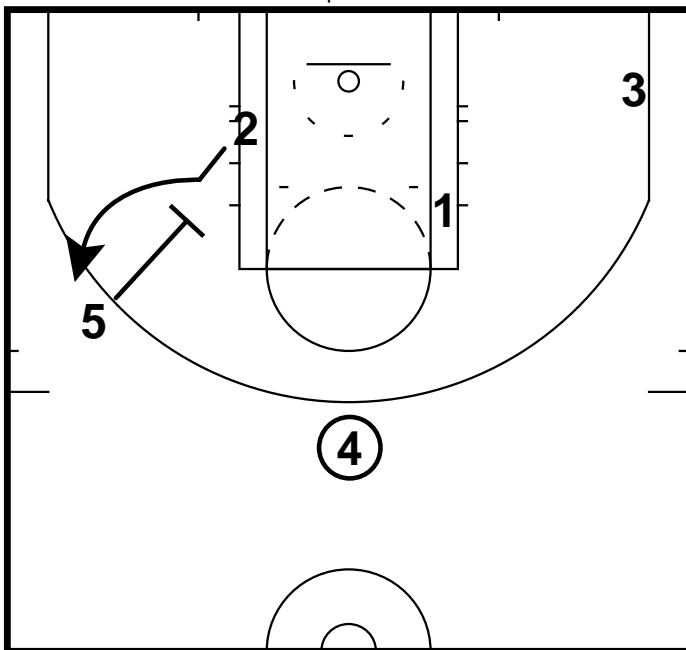
4 sets a flex for 2  
3 pin downs for 5  
1 hits 5

Spread Fake Back  
Spread



3 clears to corner  
1 pin downs for 4  
5 hits 4

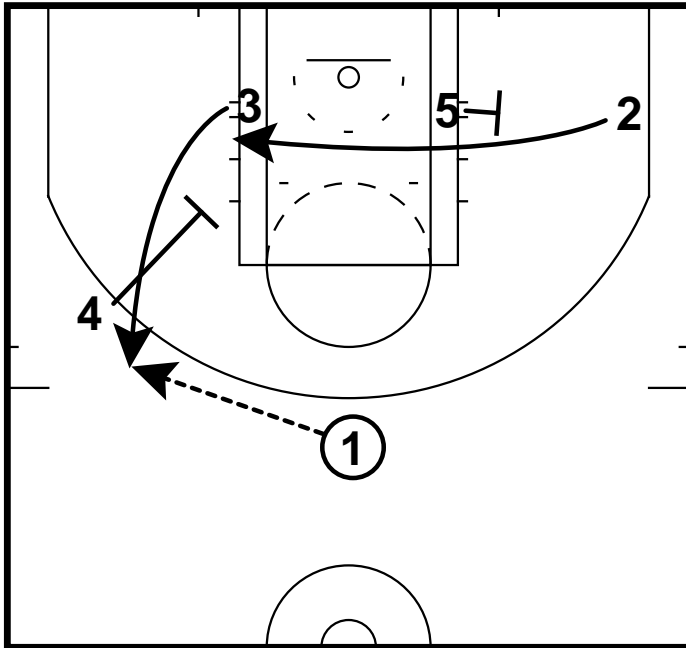
Spread Fake Back  
Spread



2 acts like he's setting a back for 5  
5 pin downs for 2

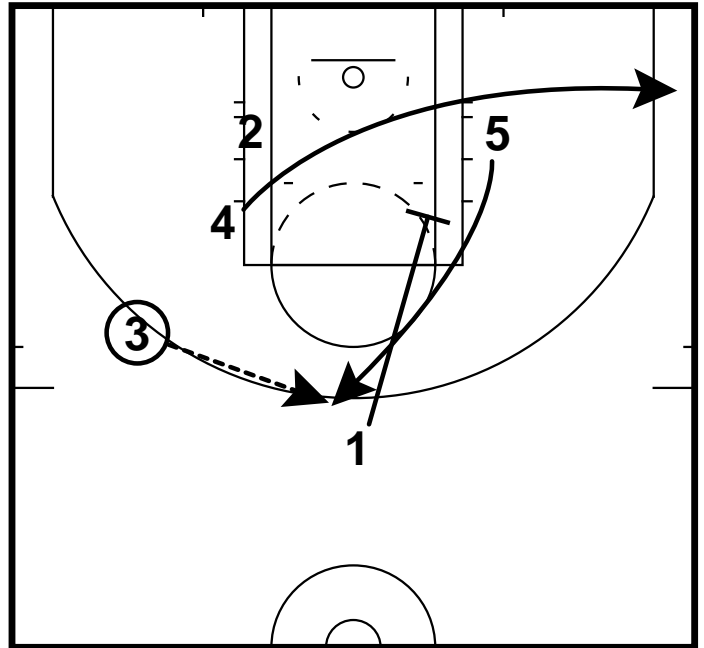
# Spread

Spread Middle Down  
Spread



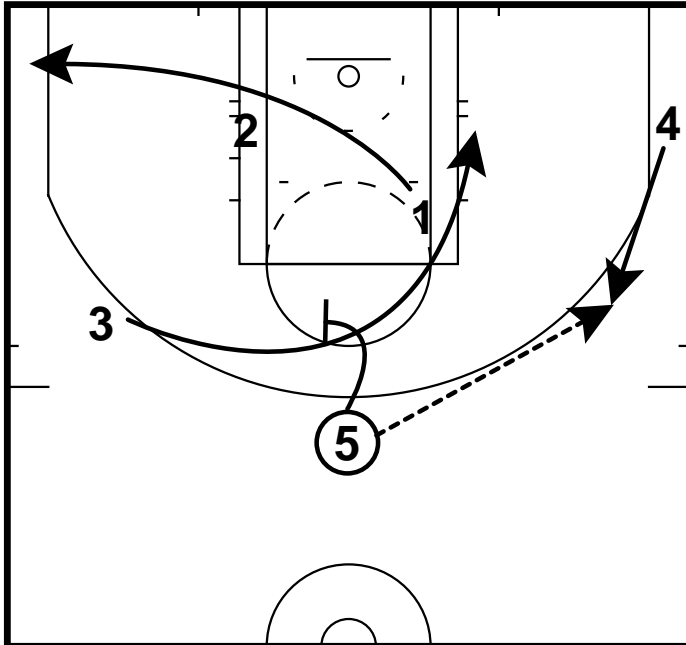
5 sets a flex for 2  
4 sets a down for 3  
1 hits 3

Spread Middle Down  
Spread



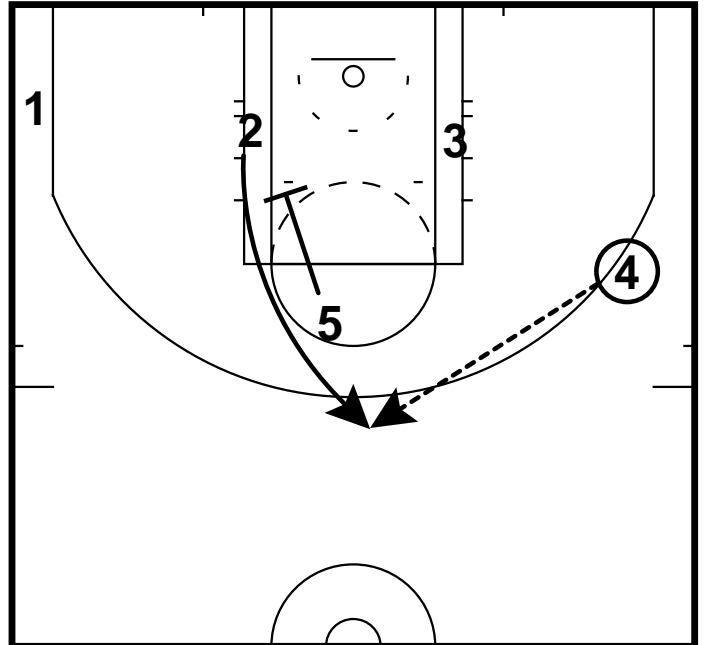
1 sets a down for 5  
4 clears to the corner  
3 hits 5 on top

Spread Middle Down  
Spread



5 swings to 4 filling up  
1 clears corner  
5 sets middle for 3

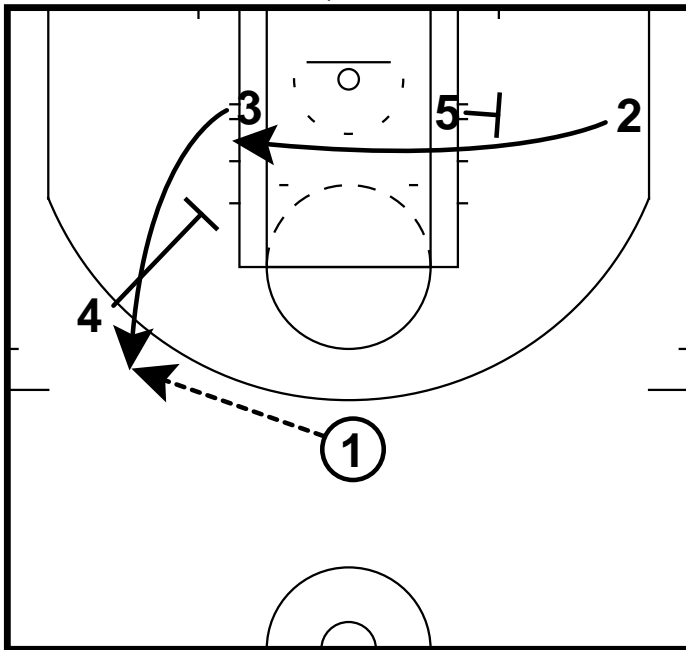
Spread Middle Down  
Spread



5 sets a down for 2  
4 hits 2 on top if 3 isn't open

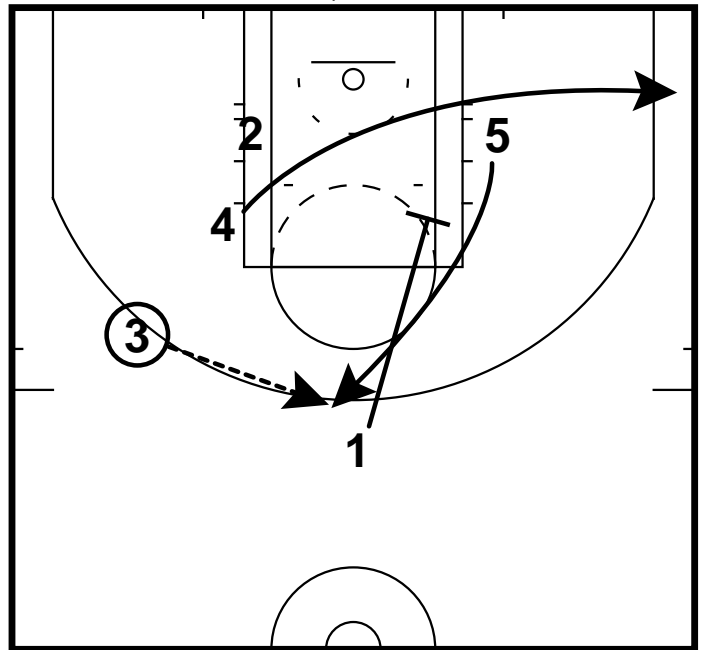
# Spread

Spread Stagger DHO  
Spread



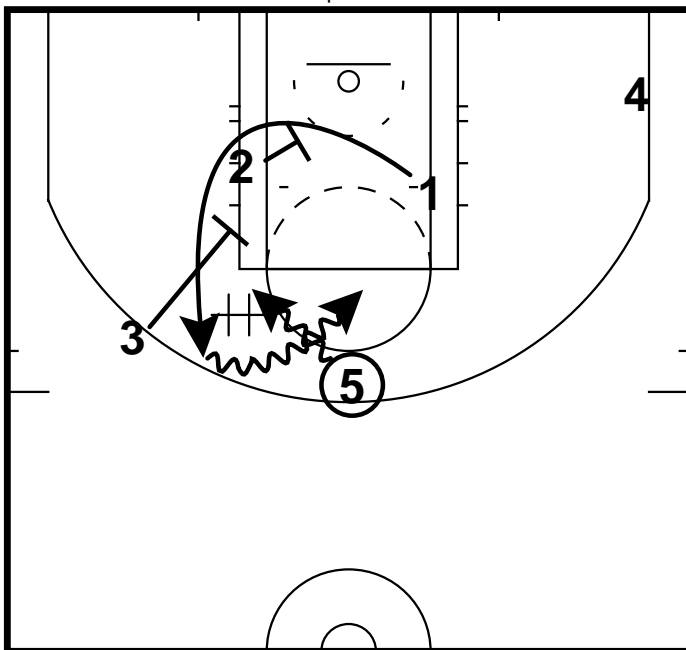
5 sets a flex for 2  
4 sets a down for 3  
1 hits 3

Spread Stagger DHO  
Spread



1 sets a down for 5  
4 clears to the corner  
3 hits 5 on top

Spread Stagger DHO  
Spread

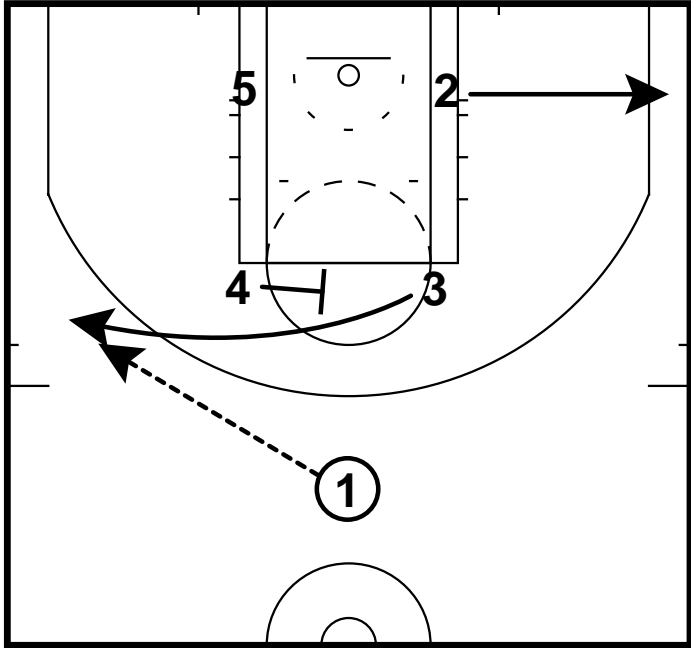


2 and 3 set a stagger for 1  
5 follows with a DHO for 1



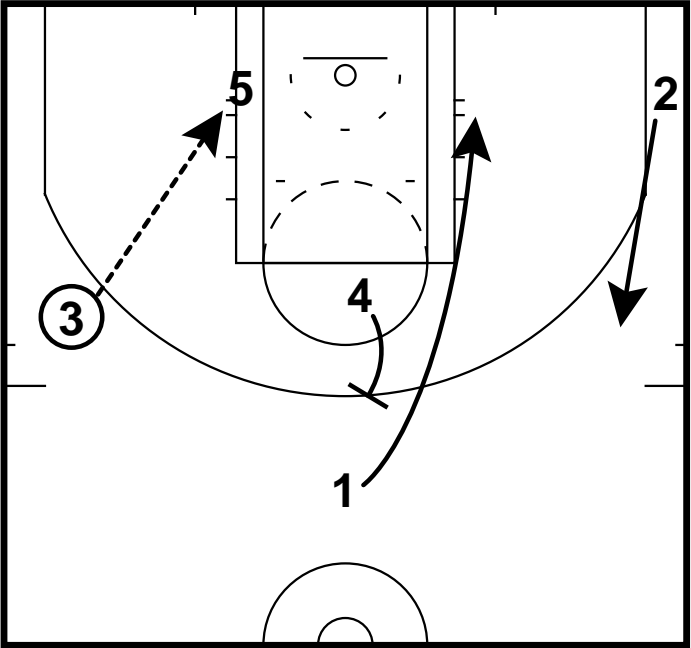
# Box

Box Post  
Box



4 sets cross screen for 3  
1 hits 3, 2 spaces corner

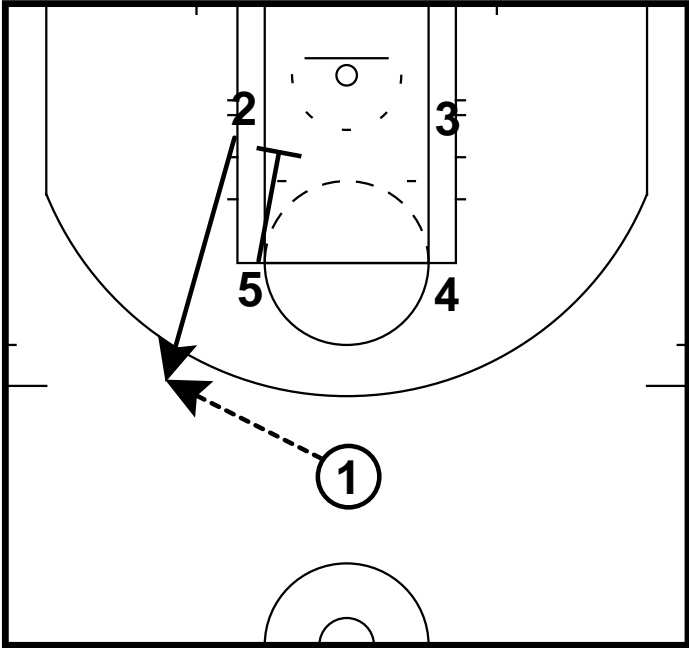
Box Post  
Box



3 looks at 5 posting up  
4 sets back screen for 1  
2 fills up

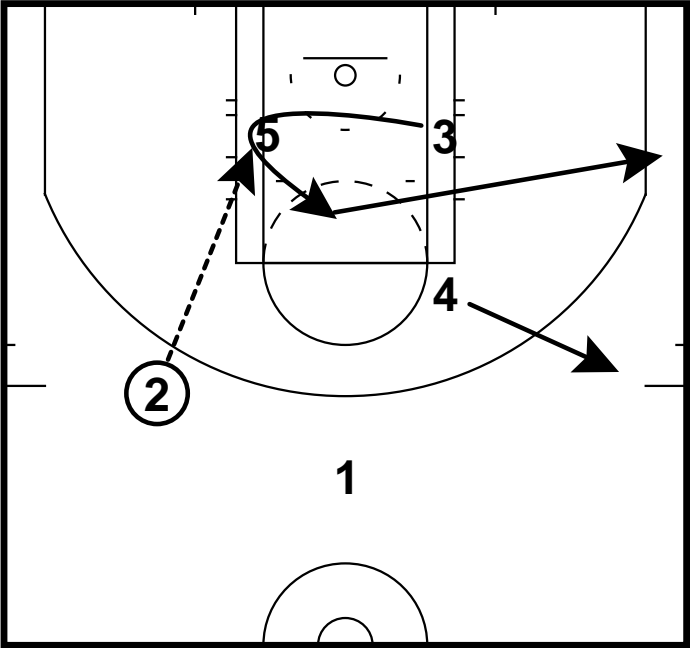
# Box

Box Post Curl  
Box



5 sets a pin down for 2  
1 hits 2

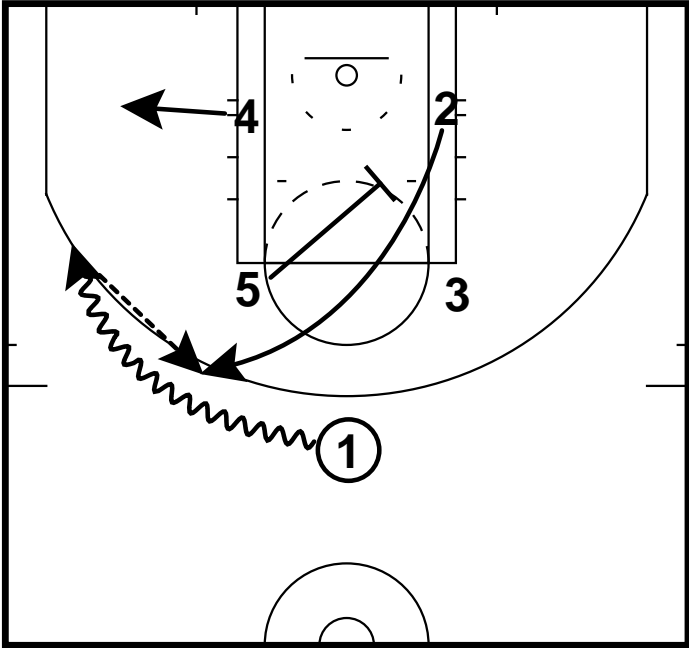
Box Post Curl  
Box



3 curls on 5, 4 spaces to wing  
2 looks for 5 posting up

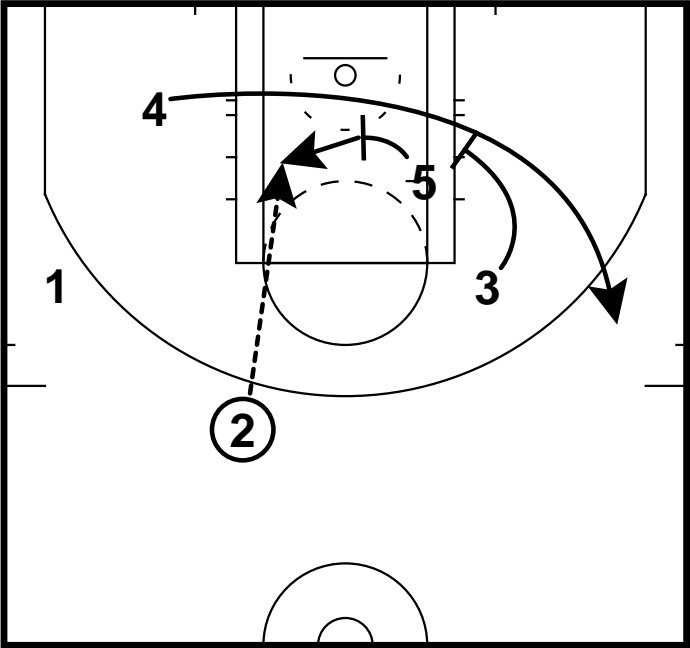
# Box

Box Runner Duck  
Box



1 dribbles over to wing  
5 sets down for 2  
4 spaces to short corner  
1 hits 2

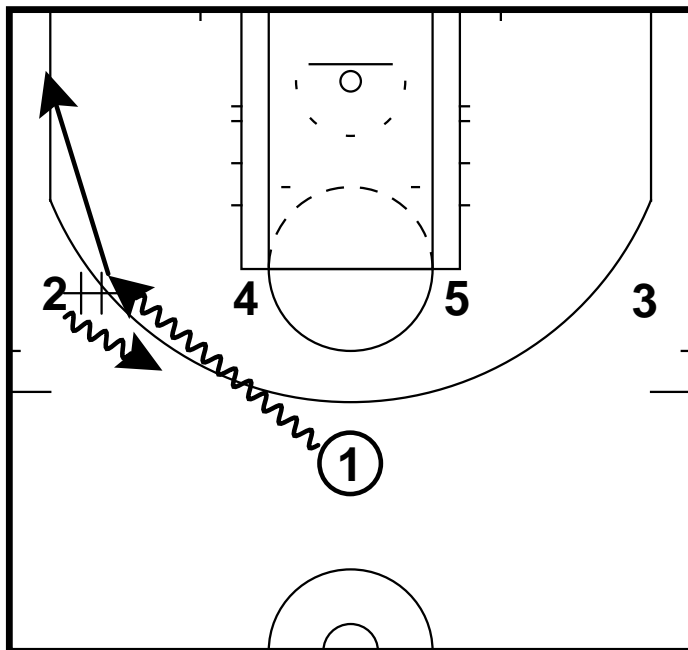
Box Runner Duck  
Box



5 and 3 set a double for 4  
5 ducks in after he screens  
2 looks for 5

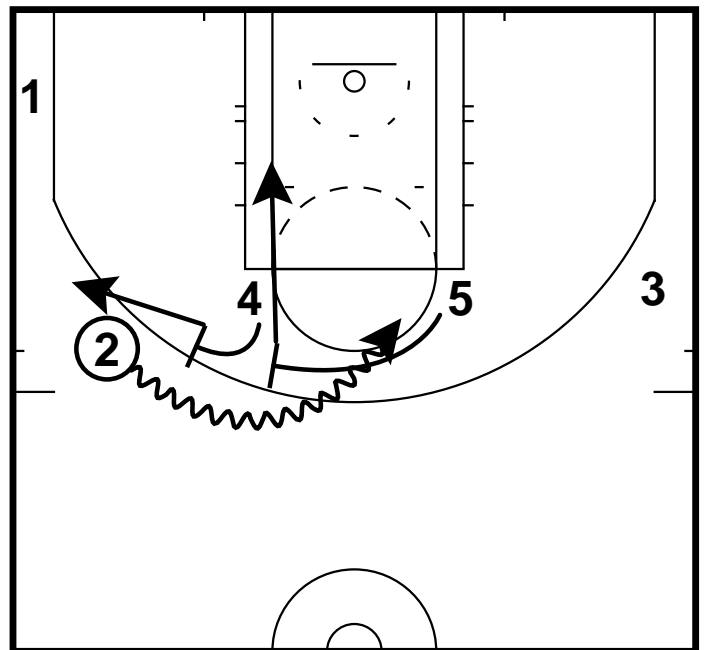
# Handoff

DHO Double BS  
Handoff



1 DHO's with 2 and goes to corner

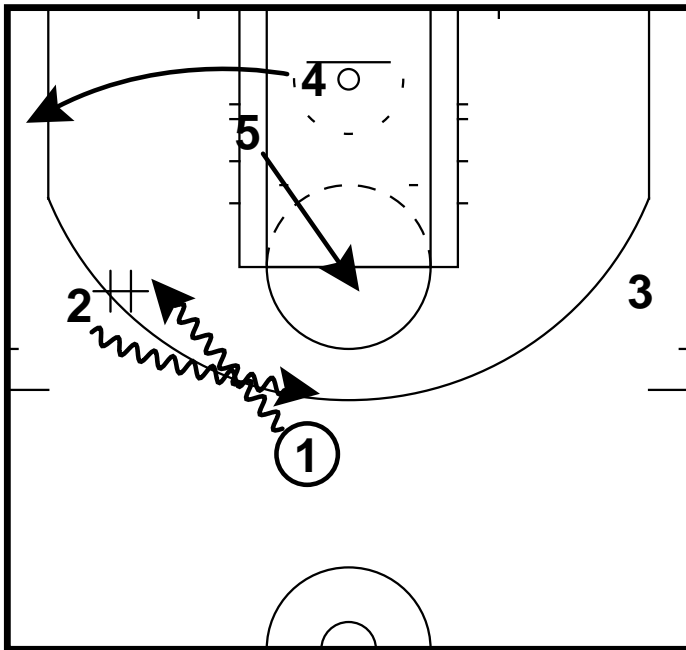
DHO Double BS  
Handoff



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

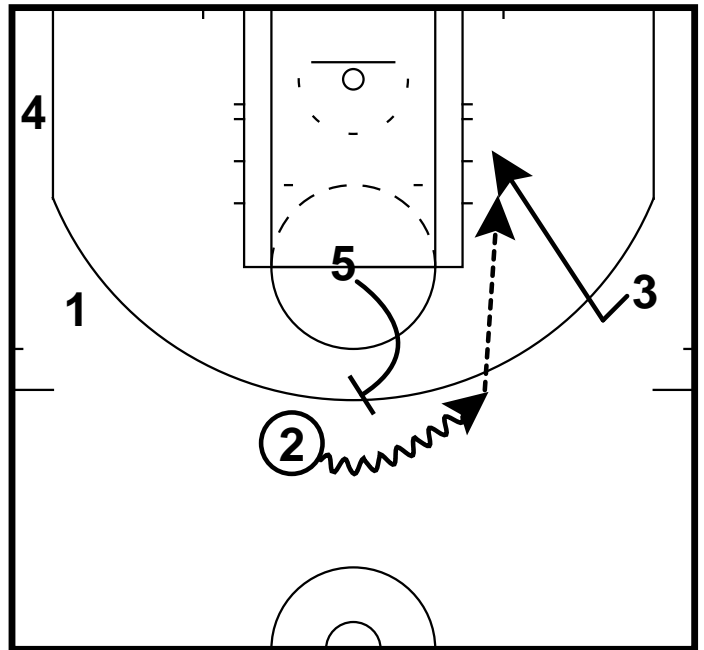
# Handoff

DHO Flip BS Backdoor  
Handoff



- 1 DHO's with 2, 2 dribbles middle
- 4 clears to corner
- 5 flashes to FT line

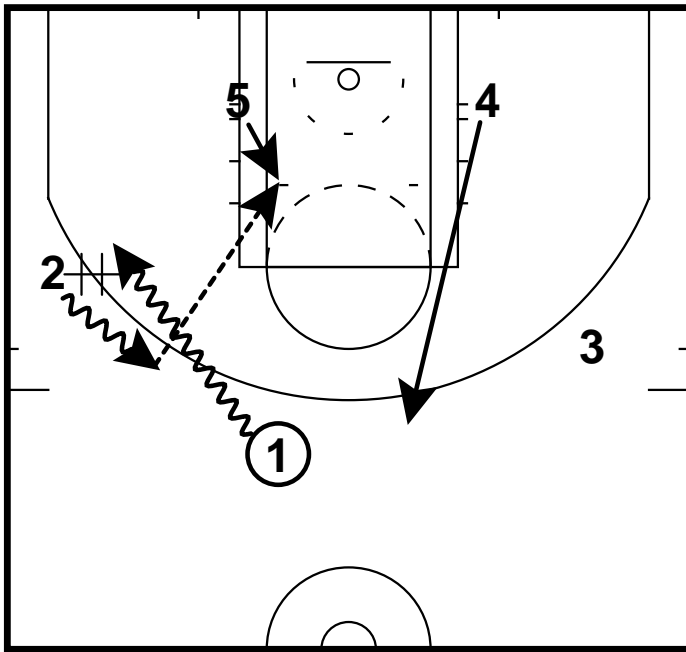
DHO Flip BS Backdoor  
Handoff



- 5 flips BS for 2 and rolls
- 3 back doors as 2 dribbles at him

# Handoff

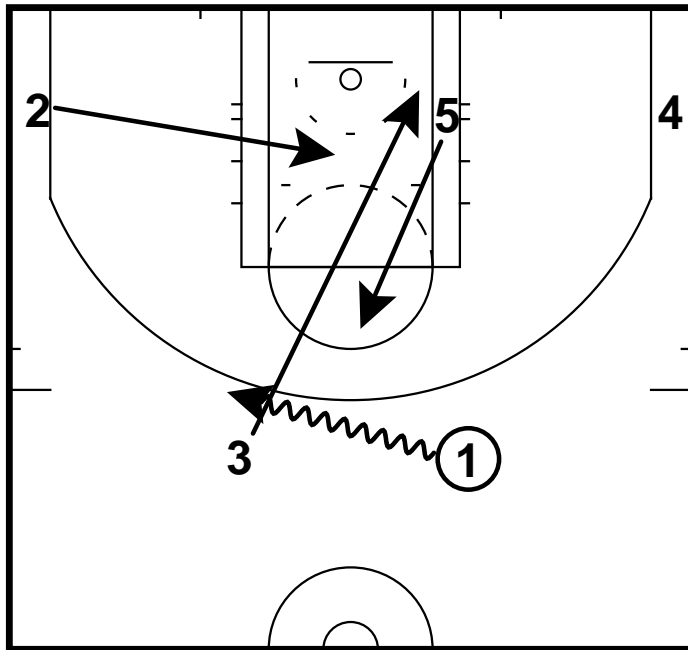
Handoff Duck  
Handoff



- 1 DHO's with 2
- 5 ducks in
- 4 flashes to op
- 2 looks for 5 posting up

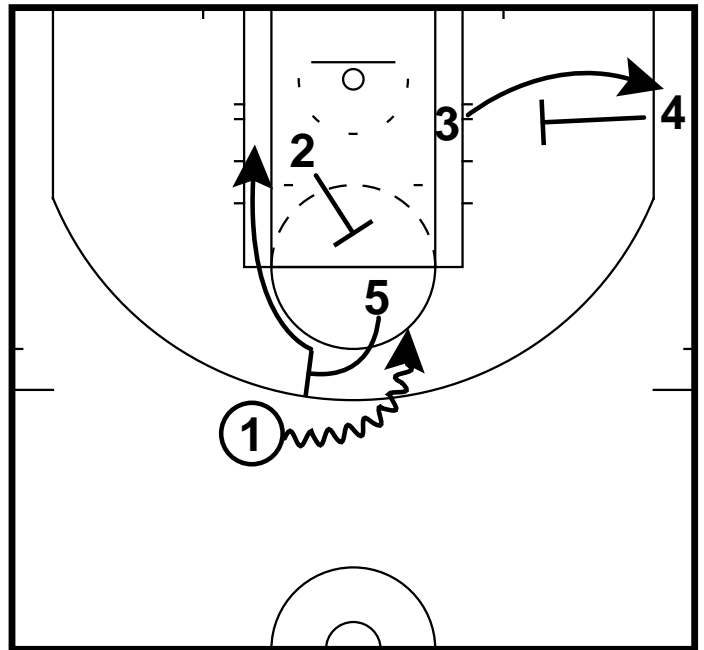
# Ball Screen

BS Backscreen Corner  
Ball Screen



- 3 dives to the paint
- 2 goes to the rim
- 1 dribbles over
- 5 makes his way up to FT line

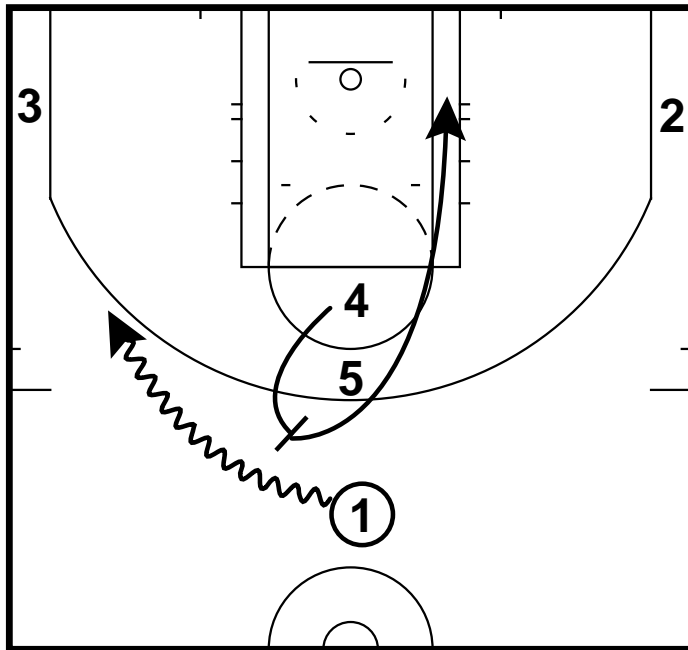
BS Backscreen Corner  
Ball Screen



- 5 BS's for 1 and rolls
- 2 back screens for 5 and pops
- 4 screens 3 to corner

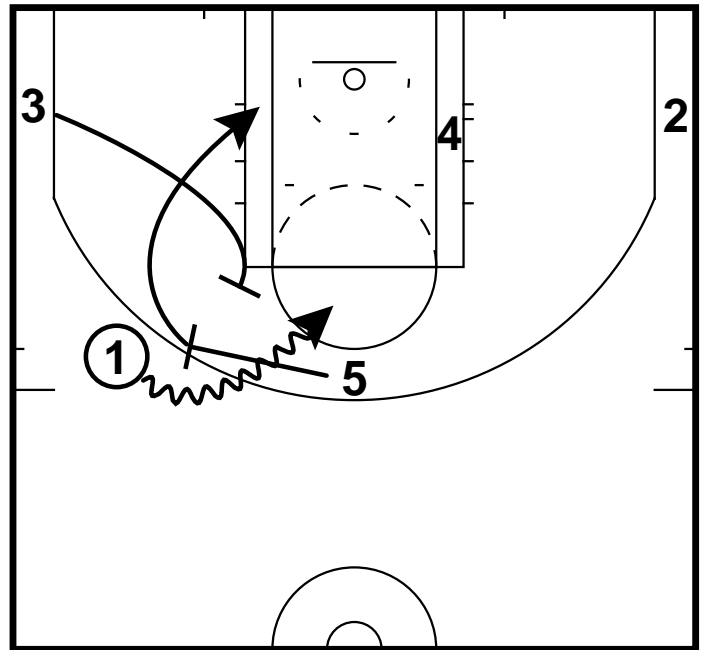
# Ball Screen

BS Wing Spain  
Ball Screen



4 loops up to set BS for 1 and rolls wide  
1 dribbles over to the wing

BS Wing Spain  
Ball Screen

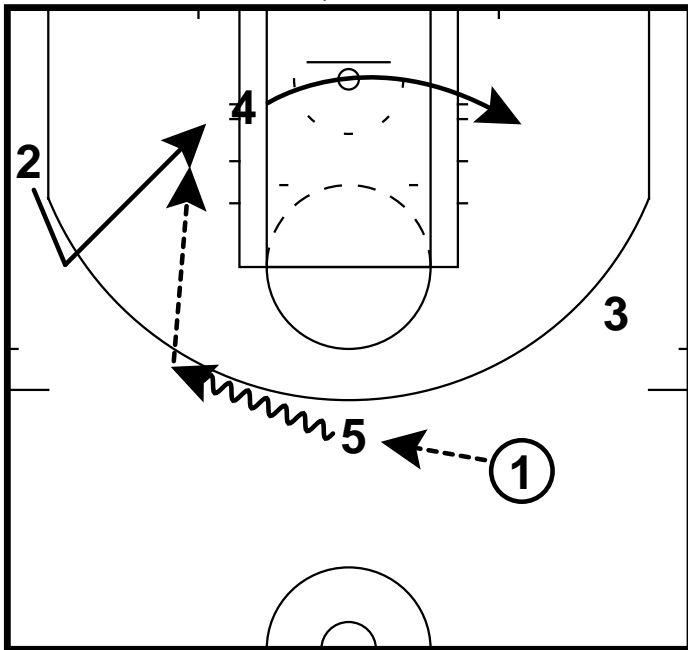


5 sets a BS for 1 and rolls  
3 sets a back screen for 5 rolling



# Top

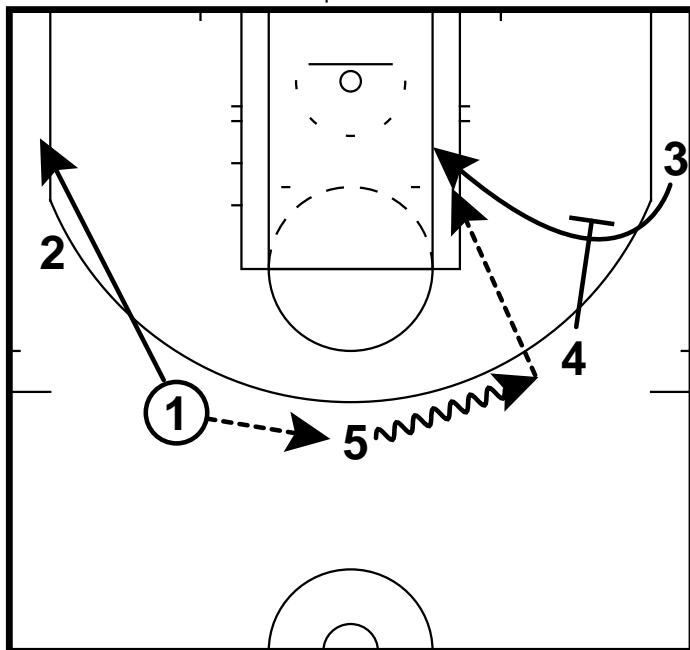
Top Backdoor  
Top Catch



- 1 hits 5 on top
- 4 loops opposite
- 5 dribbles at 2
- 2 runs up and back doors

# Top

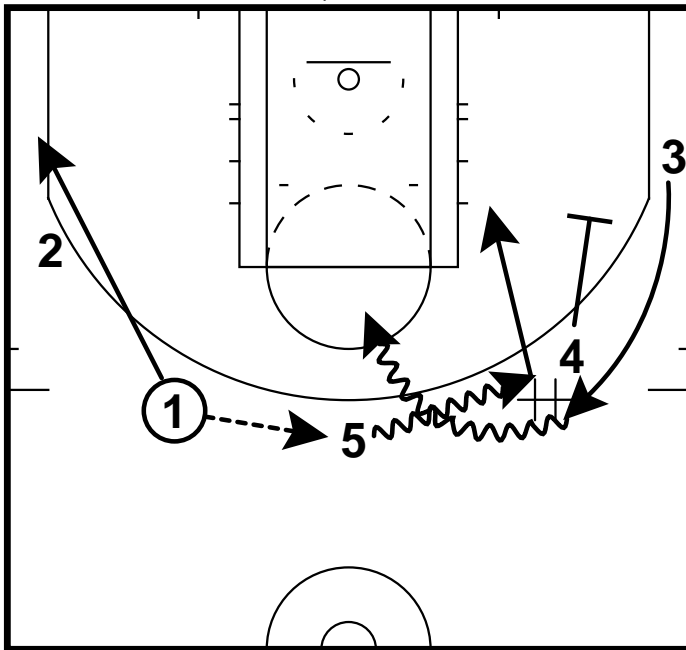
Top Down Curl  
Top Catch



- 1 hits 5 on top and cuts opposite
- 4 down screens for 3
- 3 curls 4's screen
- 5 Dribbles over and looks for curl

# Top

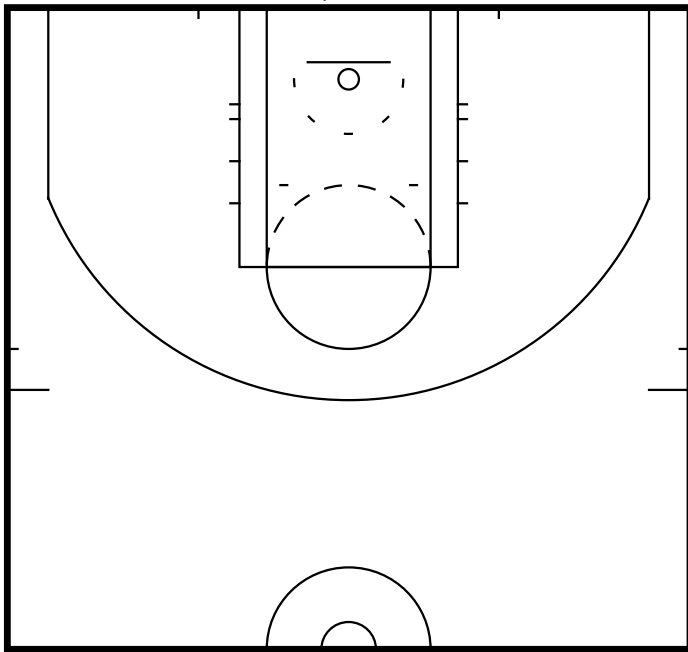
Top Down DHO  
Top Catch



- 1 hits 5 on top and cuts opposite
- 4 down screens for 3
- 5 follows with a DHO for 3 and rolls

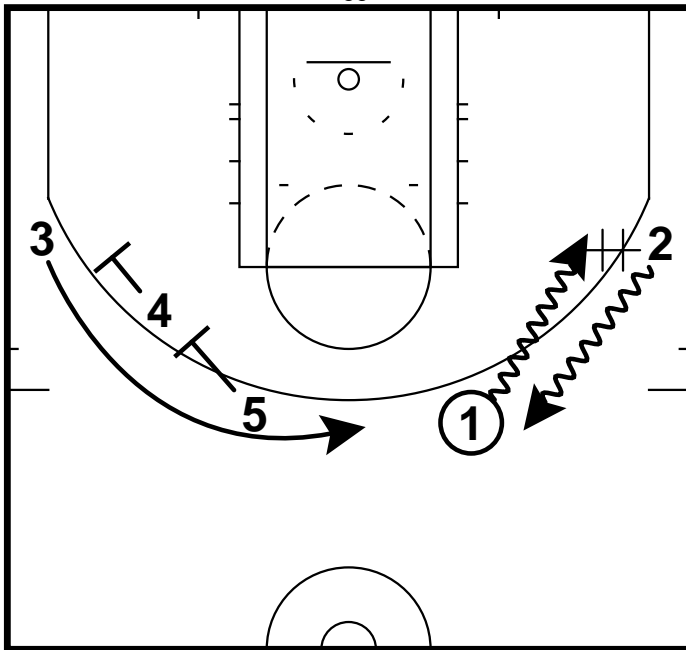
# Top

Top Flip Back Triple  
Top Catch



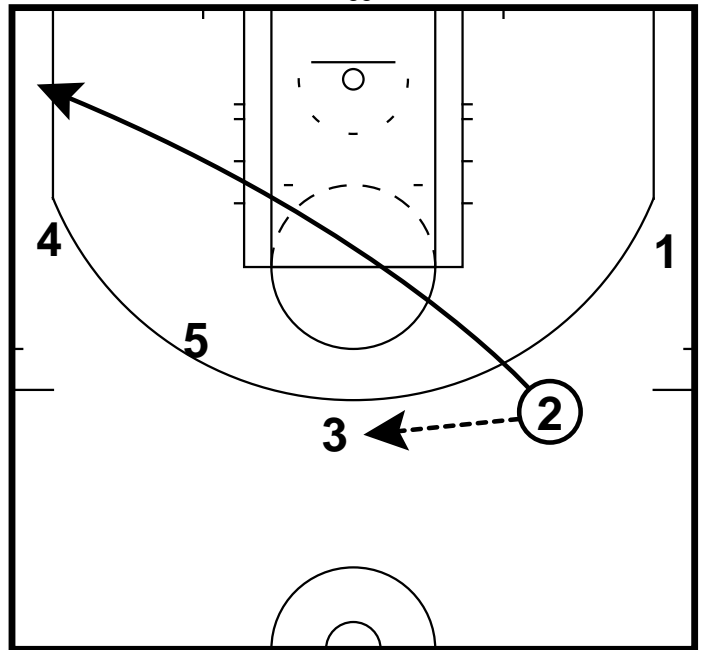
# Stagger

Stagger Double BS  
Stagger



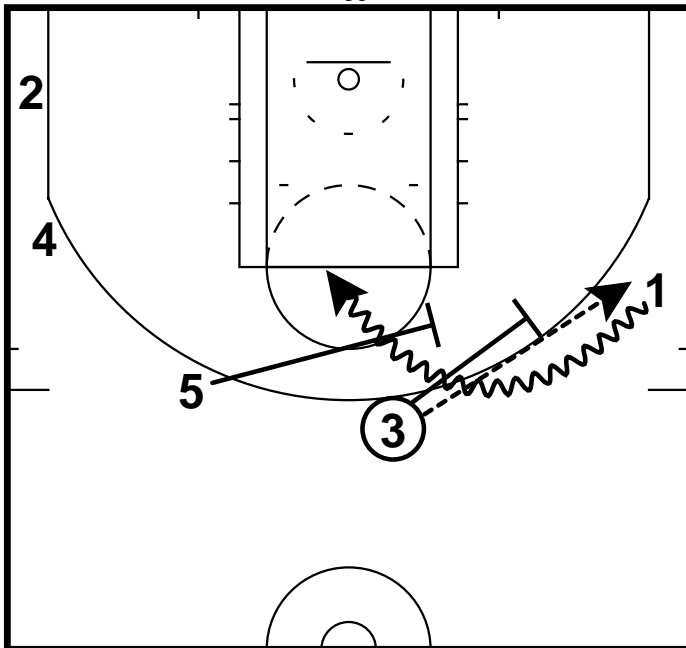
4 and 5 set a stagger for 3  
1 DHO's with 2

Stagger Double BS  
Stagger



2 hits 3 on top and cuts to corner

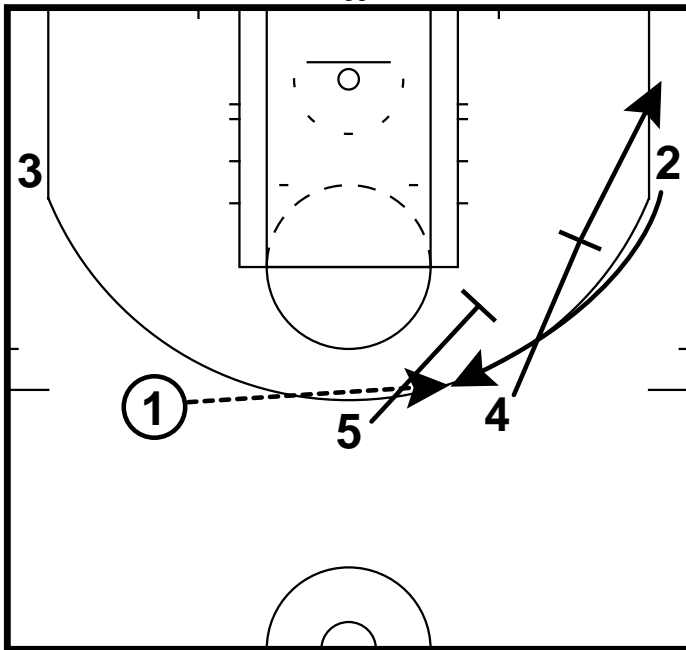
Stagger Double BS  
Stagger



3 hits 1 on the wing  
3 and 5 set a Double BS  
3 pops and 5 rolls

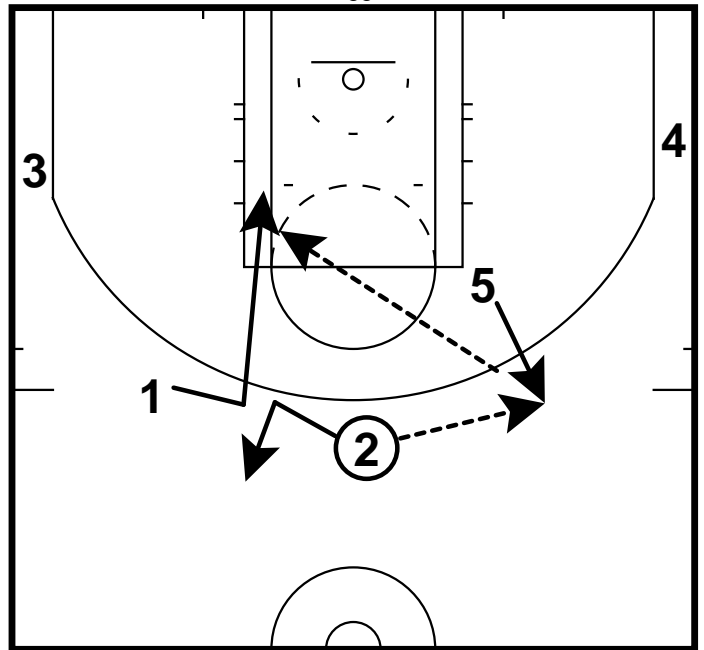
# Stagger

Stagger Elbow Flare Slip  
Stagger



4 and 5 set stagger for 2  
1 hits 2  
4 spaces to corner

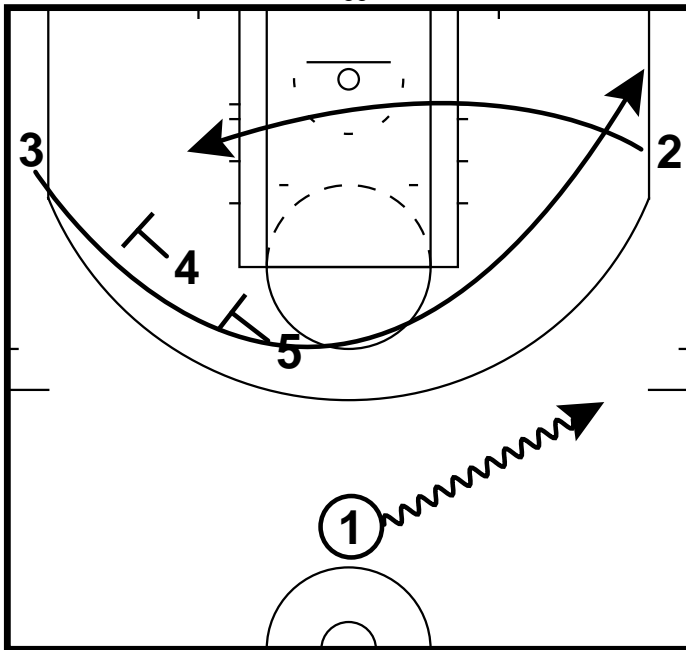
Stagger Elbow Flare Slip  
Stagger



5 pops out  
2 hits 5  
1 acts like he setting flare for 2 and slips  
5 looks for open man

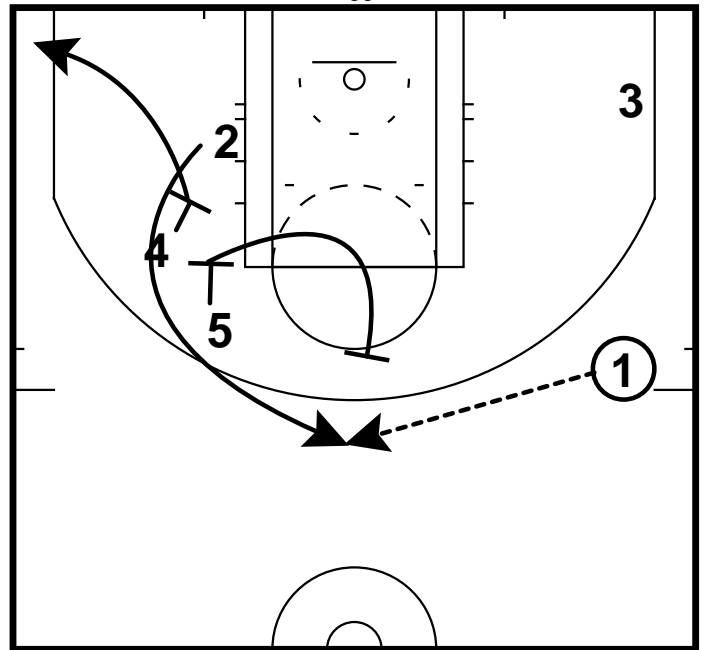
# Stagger

Stagger Middle BS  
Stagger



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

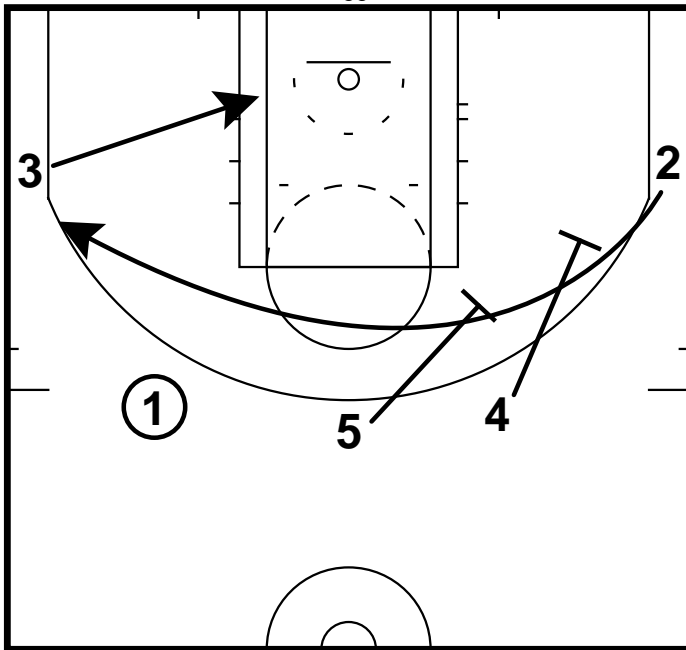
Stagger Middle BS  
Stagger



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

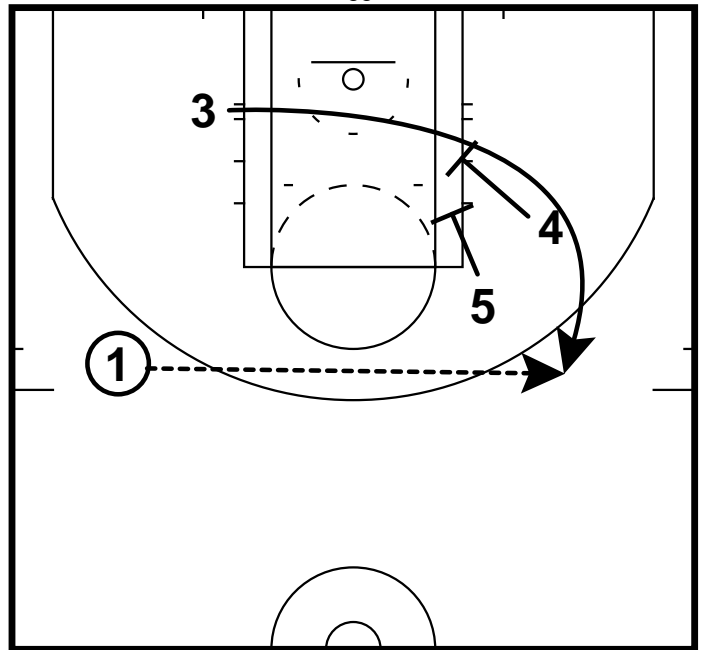
# Stagger

Stagger Stagger  
Stagger



4 and 5 set stagger for 2 and curls  
3 moves to block

Stagger Stagger  
Stagger

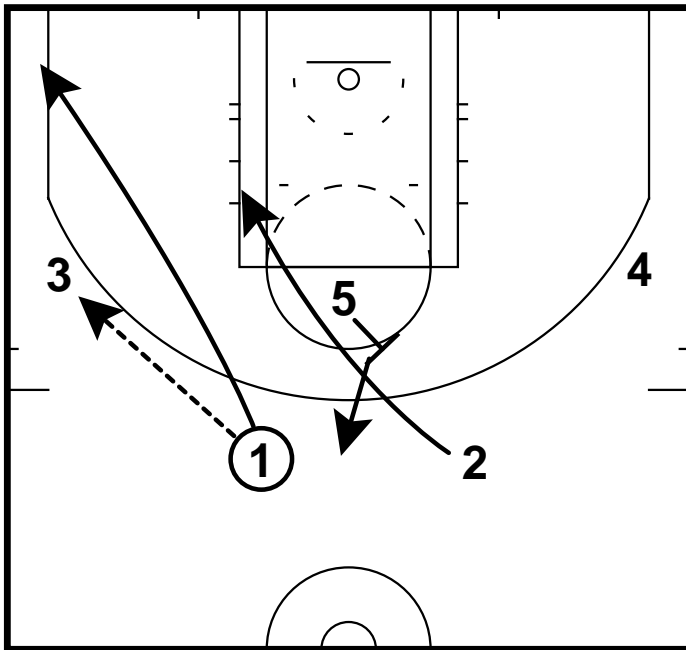


4 and 5 set another stagger for 3  
1 hits 3



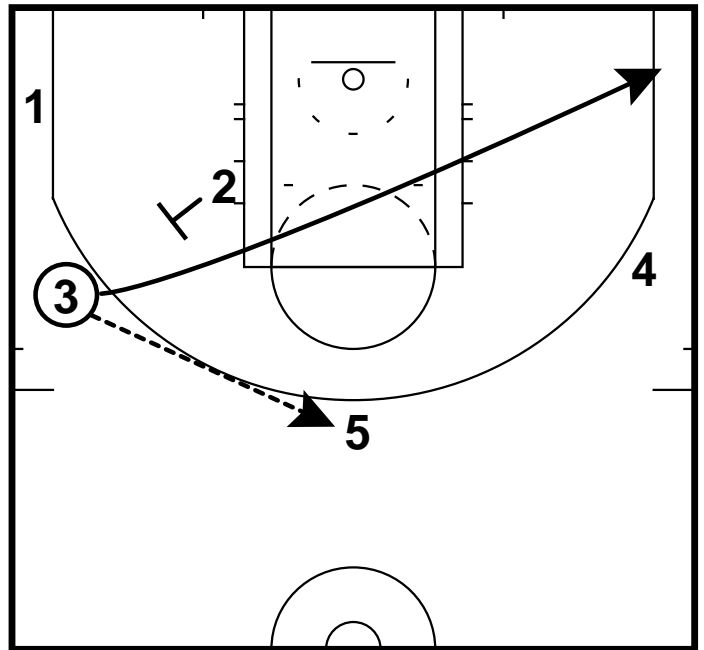
# Middle

Middle Shuffle Back  
Middle



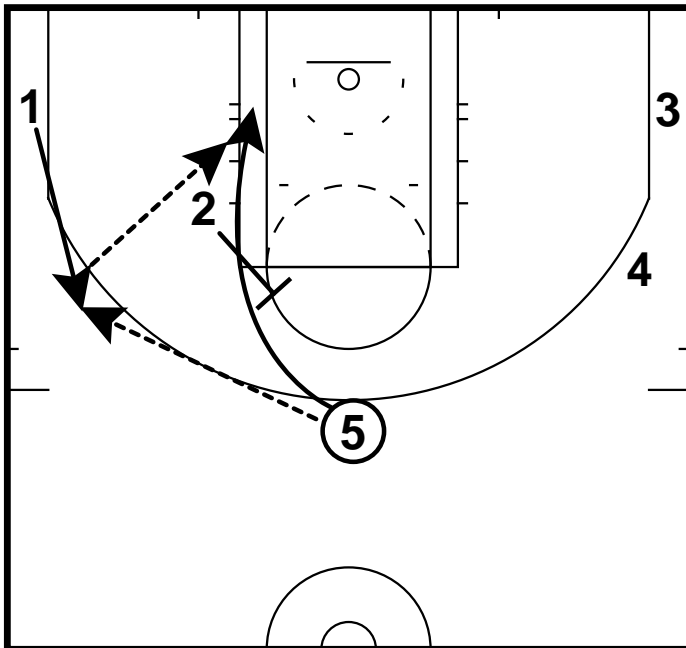
1 hits and cuts corner  
5 back screens for 2 and pops

Middle Shuffle Back  
Middle



3 hits 5 on top  
2 sets a shuffle for 3 to corner

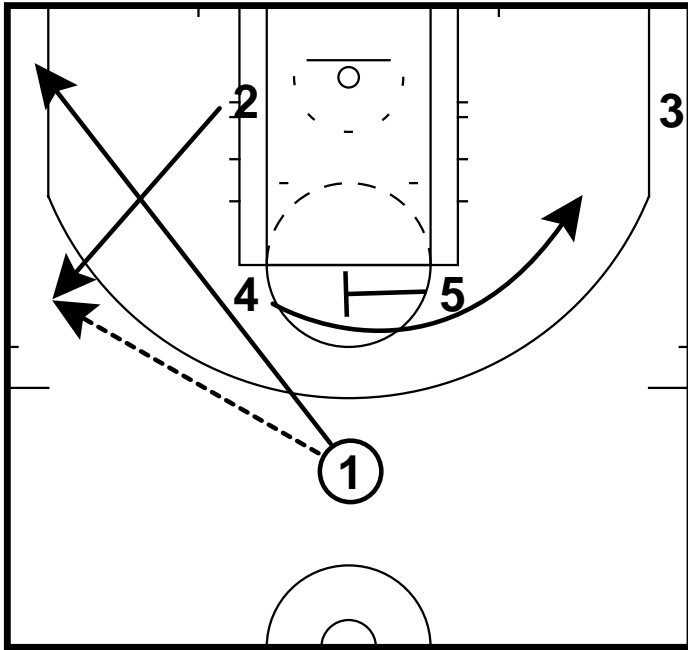
Middle Shuffle Back  
Middle



1 flashes to wing  
5 hits 1 on wing  
2 sets back screen for 5  
1 looks for 5

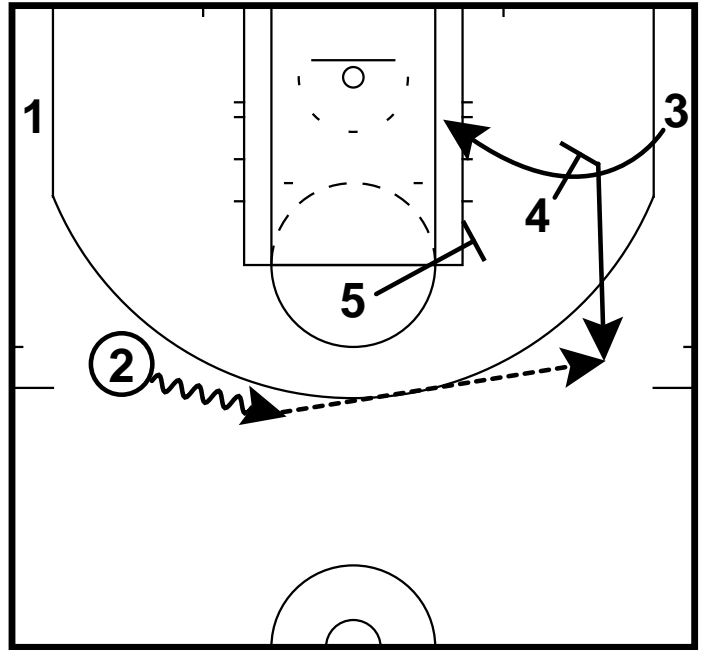
# Middle

Middle Stagger Curl Back  
Middle



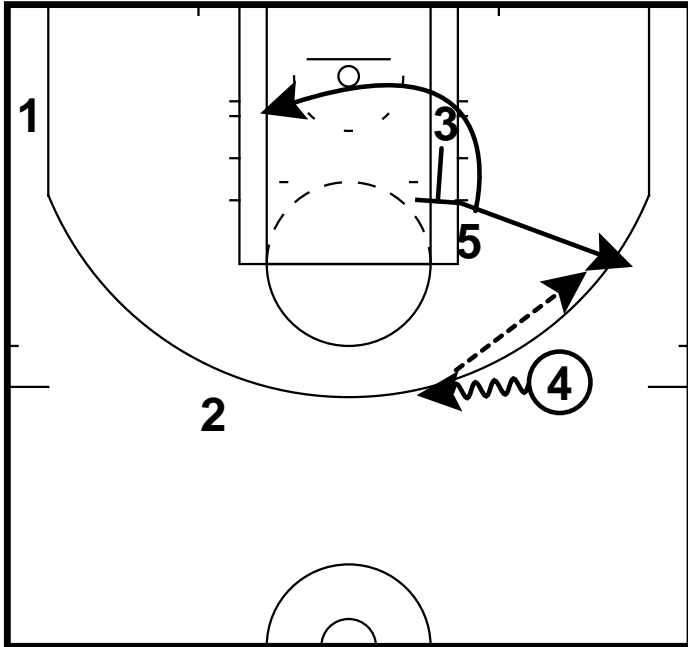
5 screens for 4  
2 pops to wing, 1 hits 2  
1 cuts to corner

Middle Stagger Curl Back  
Middle



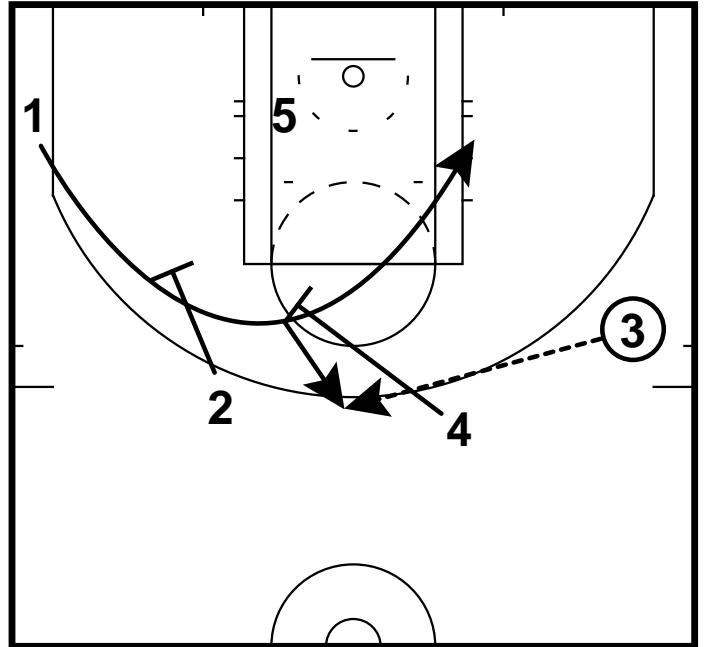
4 and 5 set stagger for 3  
3 curls 4  
4 pops out, 2 dribbles over  
2 hits 4

Middle Stagger Curl Back  
Middle



3 back screens for 5 and pops  
4 dribbles over and hits 3

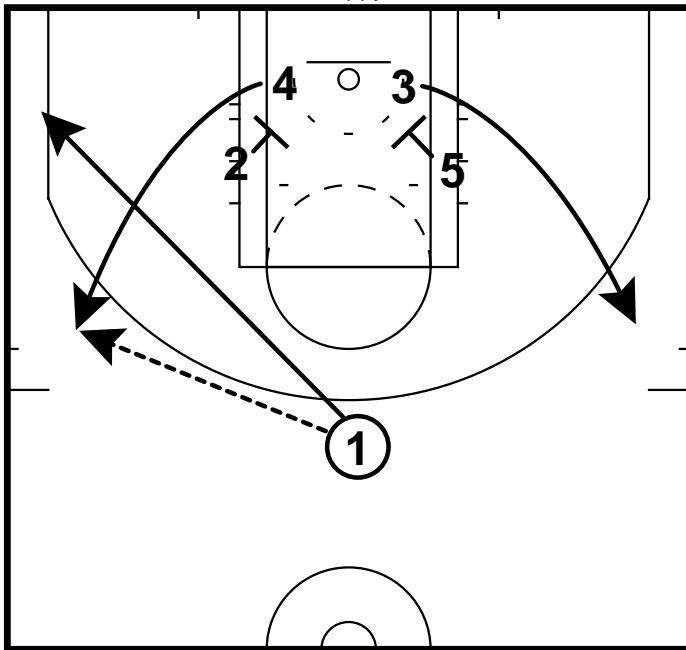
Middle Stagger Curl Back  
Middle



2 and 4 set a stagger for 1  
4 pops, 1 curls stagger  
3 hits 4 on top  
5 looks to duck in on top catch

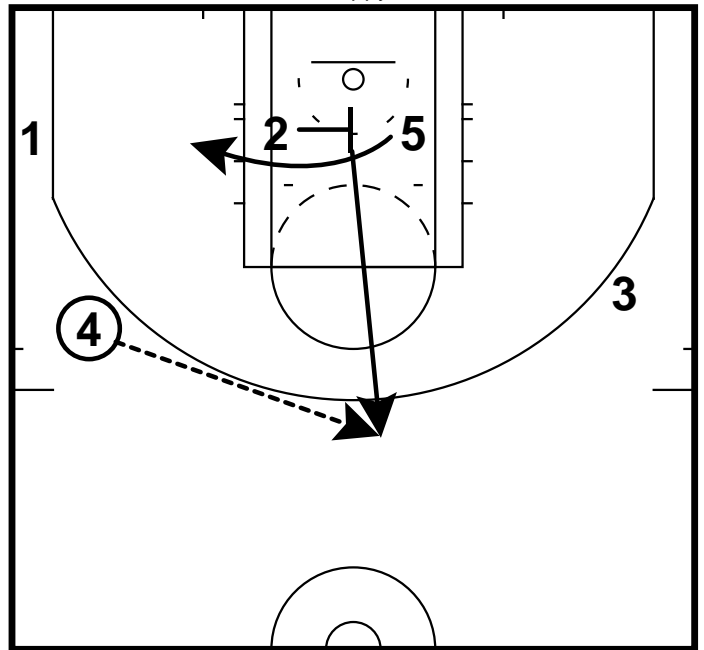
# Floppy

Floppy Cross High Low  
Floppy



2 and 5 set pin downs for 4 and 3  
1 hits 4 and cuts corner

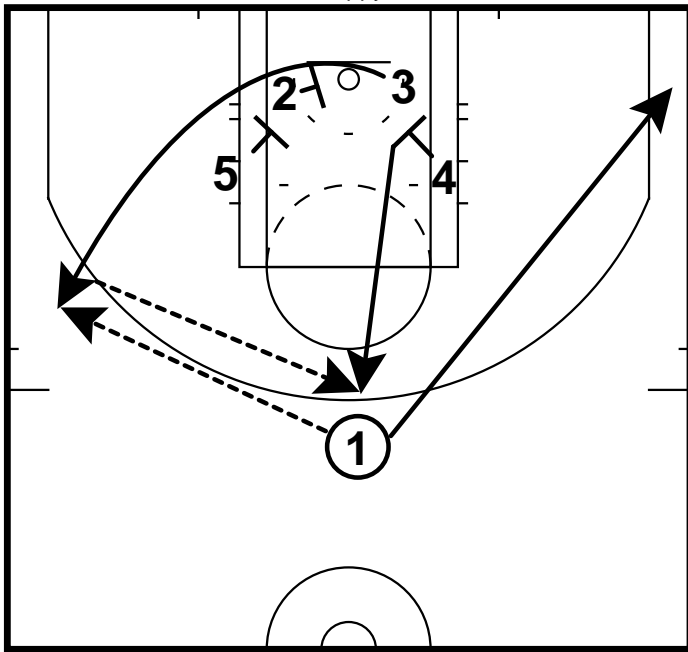
Floppy Cross High Low  
Floppy



2 sets cross screen for 5  
2 flashes to the top  
4 hits 2 on top  
2 looks for 5 posting

# Floppy

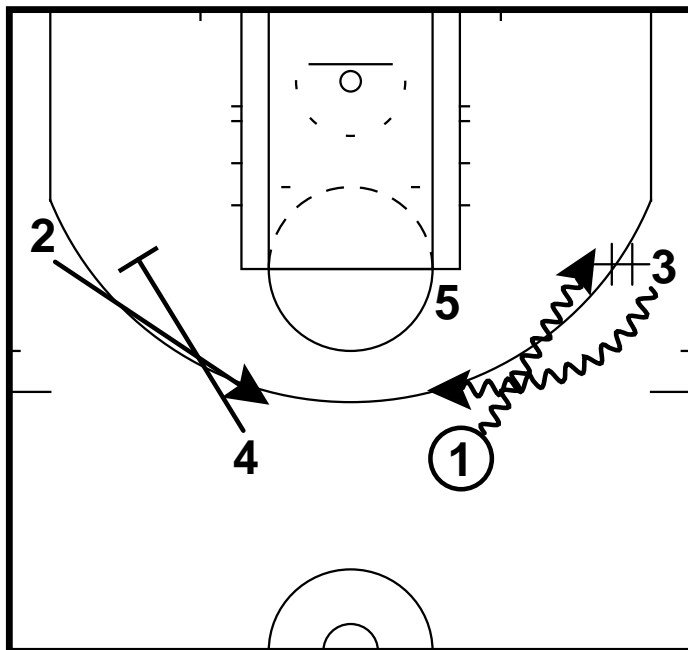
Floppy Post  
Floppy



- 2 and 5 set a double for 3
- 1 hits 3 on the wing and spaces corner
- 4 flashes high low
- 5 posts up

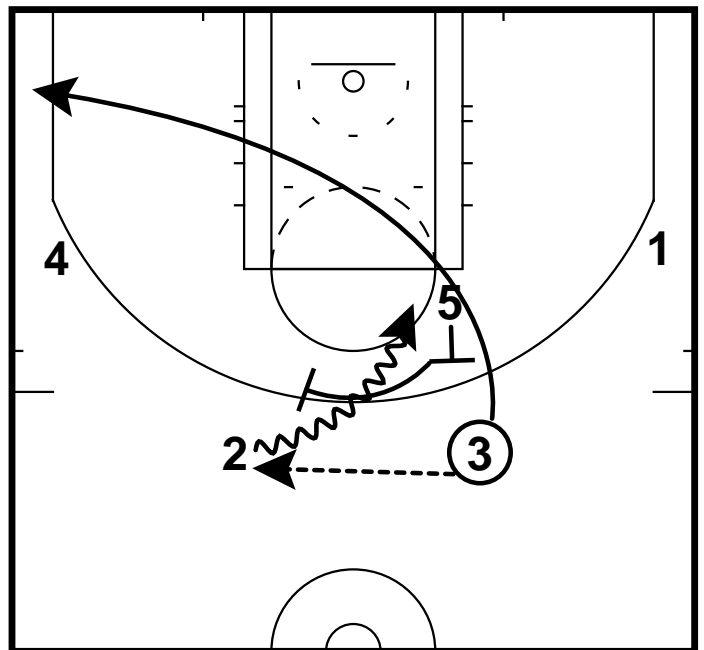
# Chin

Chin BS  
Chin



1 DHO's with 3  
4 pin downs for 2

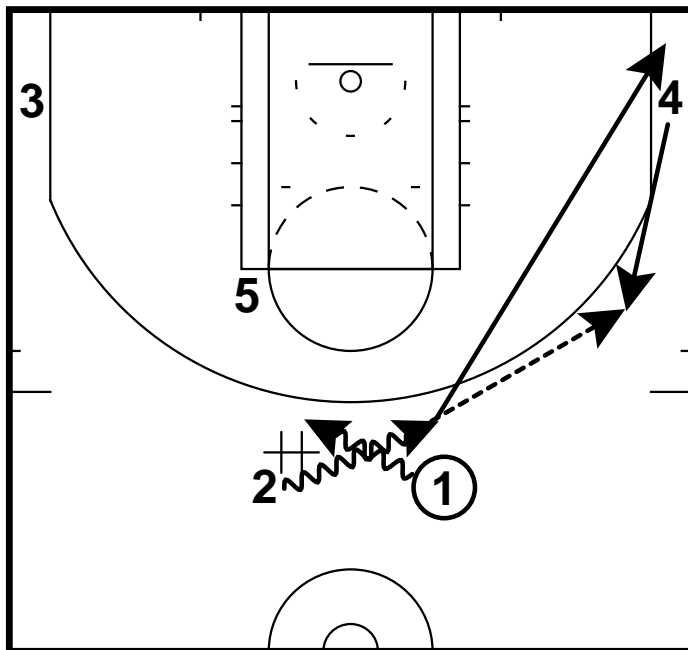
Chin BS  
Chin



3 hits 2  
5 back screens for 3 to corner  
5 BS's for 2 and rolls

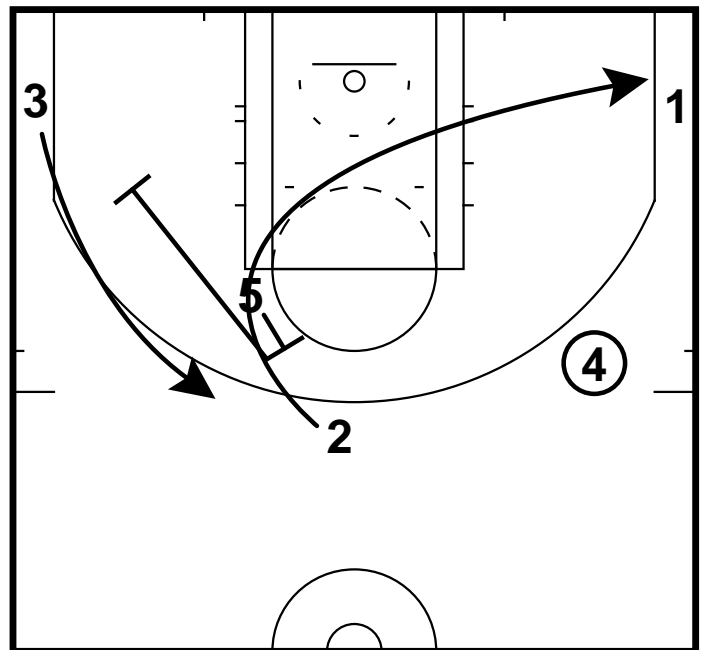
# Chin

Chin Wide Pin  
Chin



1 DHO's with 2 on top  
4 flashes up, 2 hits 4  
2 cuts to corner

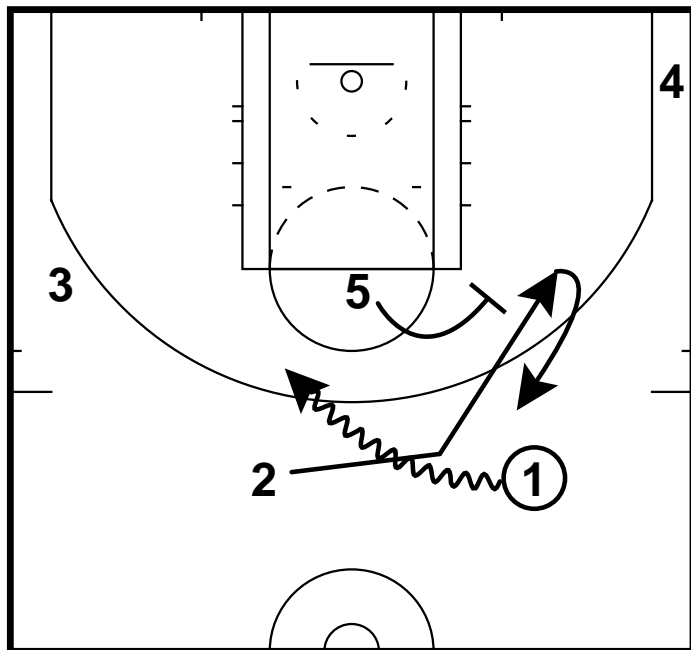
Chin Wide Pin  
Chin



5 back screens for 2 to corner  
5 pin downs for 3

# Transition

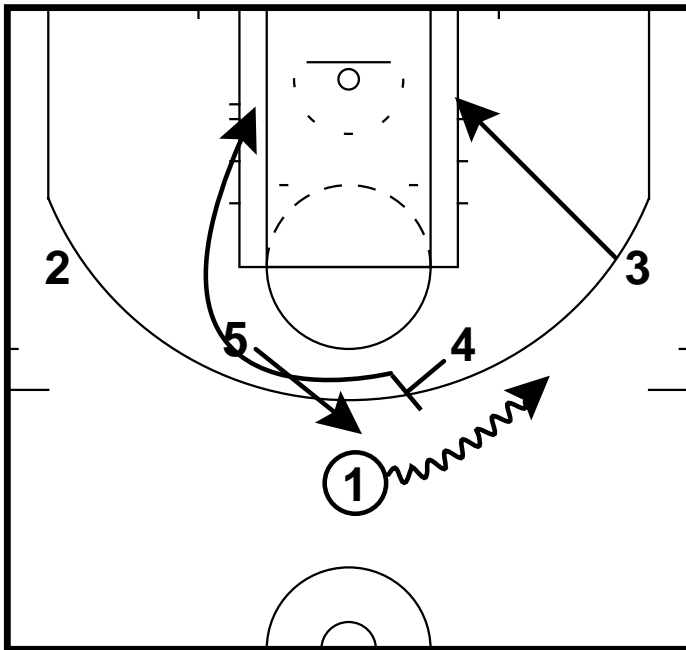
Transition Slip Pin  
Transition



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

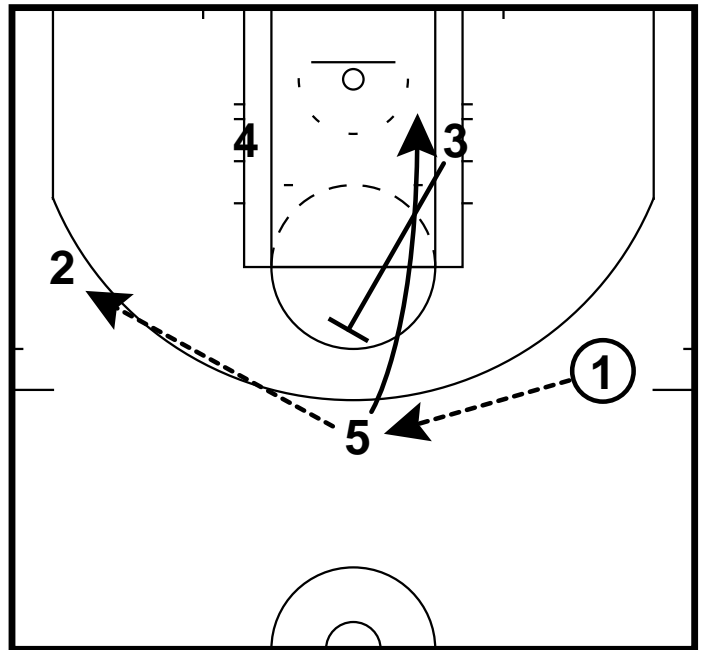
# Horns

Horns Back Post  
Horns



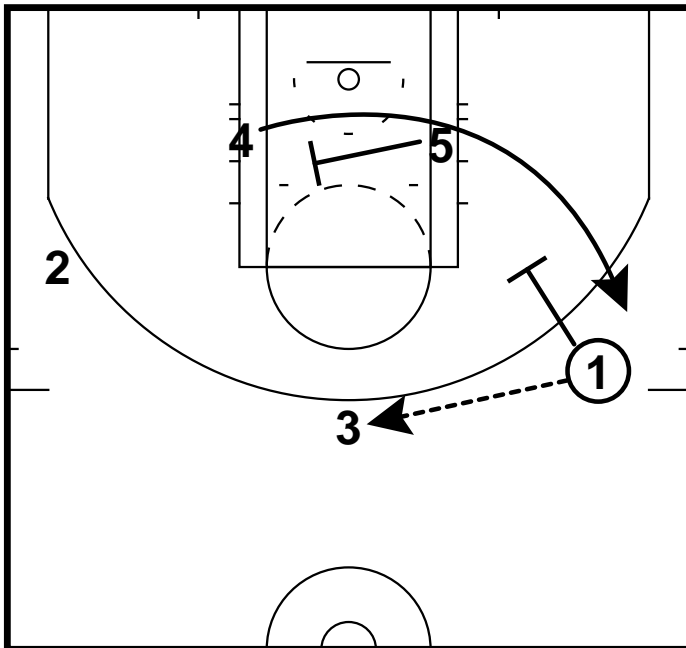
4 sets BS for 1 and loops around 5  
3 flashes to block  
5 flashes to top

Horns Back Post  
Horns



1 hits 5 on top  
5 swings to 2  
3 back screens for 5 and pops

Horns Back Post  
Horns

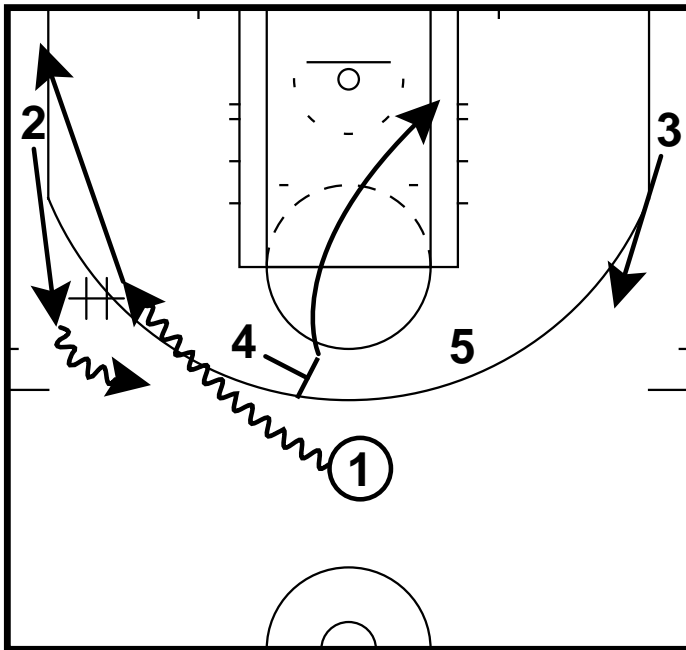


5 cross screens for 4  
1 down screens for 4  
3 looks for 5 duck in or 4



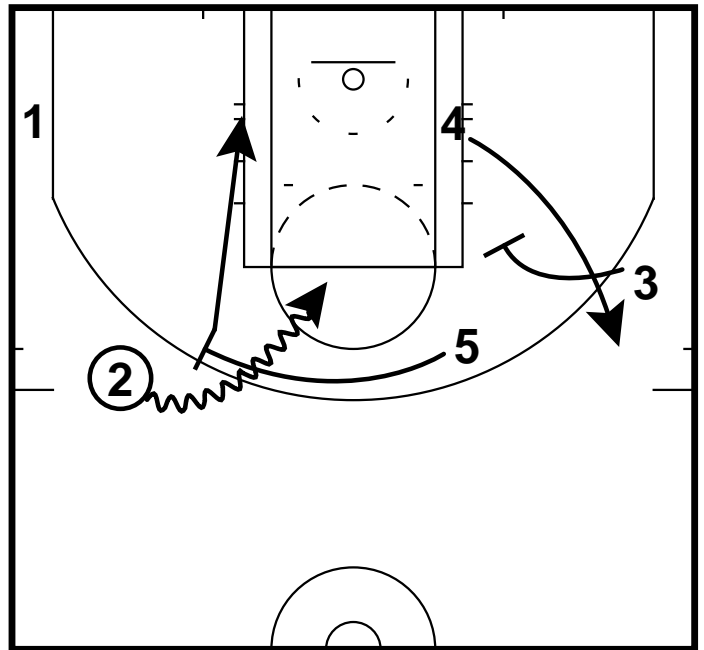
# Horns

Horns Twist Down  
Horns



4 BS's for 1 and rolls to block  
1 DHO's with 2, 2 dribbles up  
3 fills up opposite

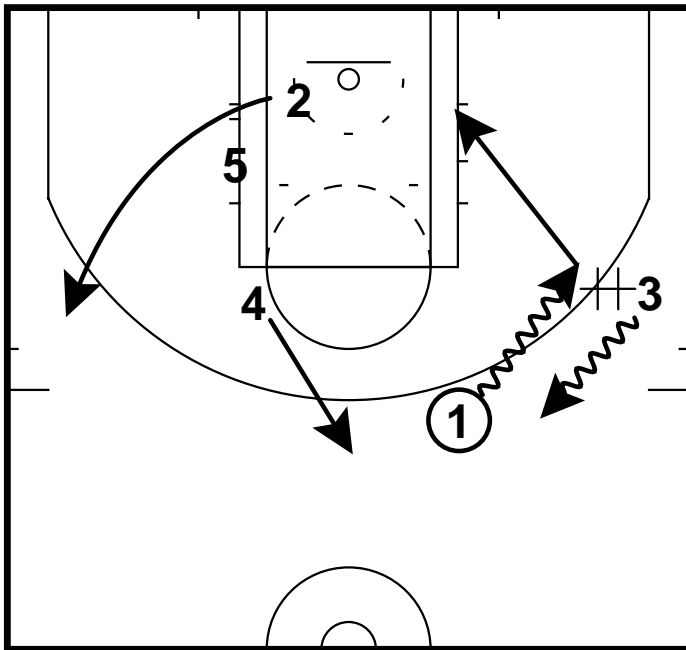
Horns Twist Down  
Horns



5 follows with BS for 2 and rolls  
3 down screens for 4

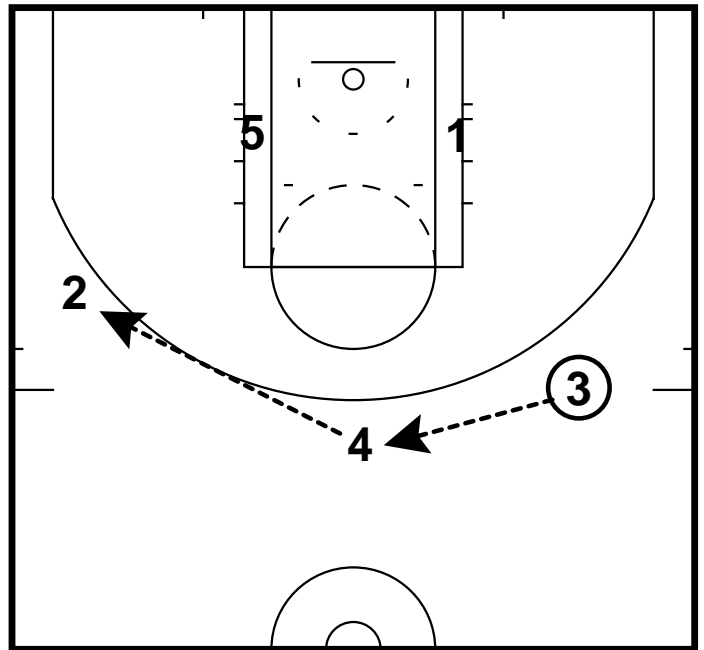
# Flare

STS  
Flare



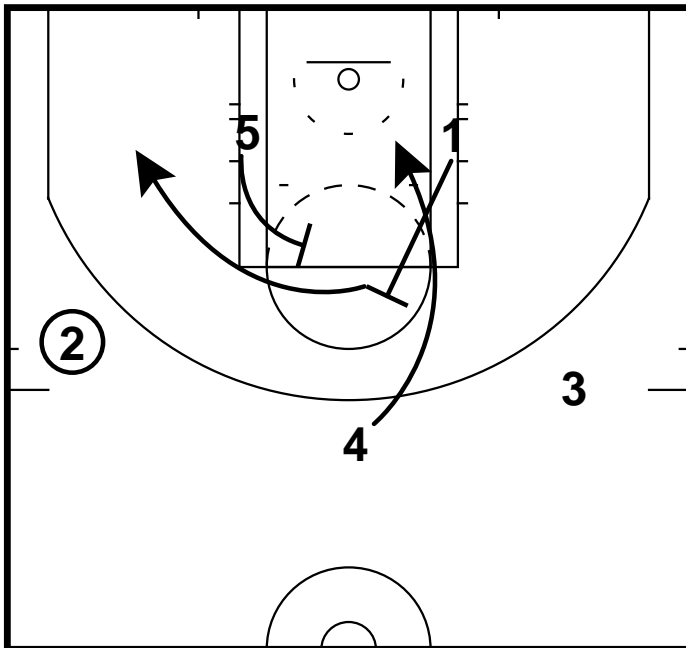
- 1 DHO's with 3 and goes to block
- 2 goes to wing
- 4 flashes to top

STS  
Flare



- 3 swings to 4, 4 swings to 2

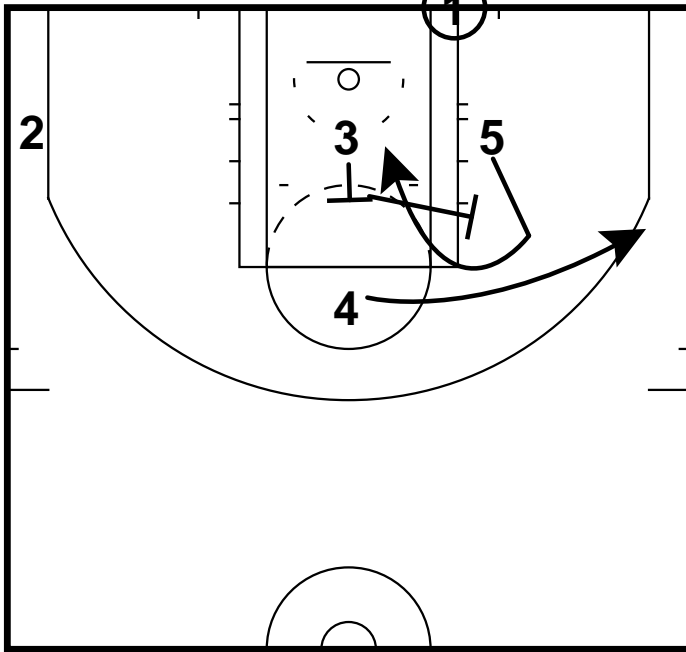
STS  
Flare



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

# BLOB

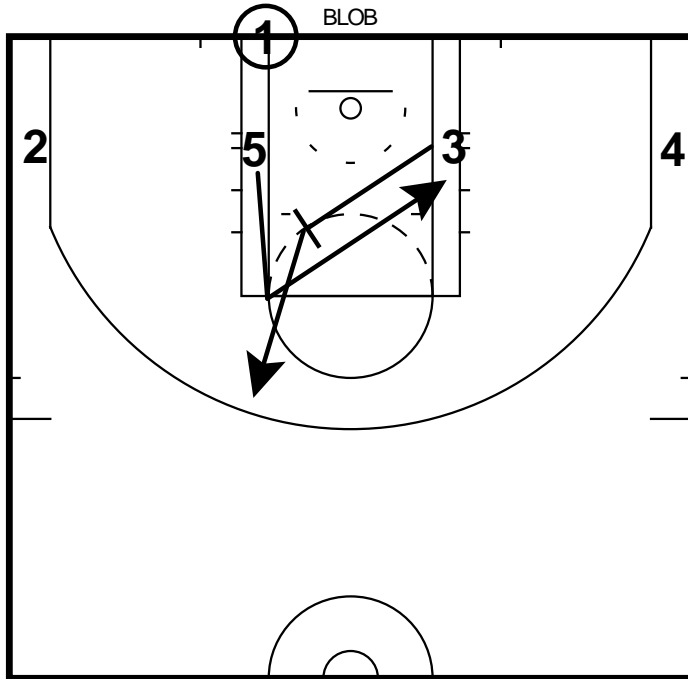
BLOB Backscreen  
BLOB



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

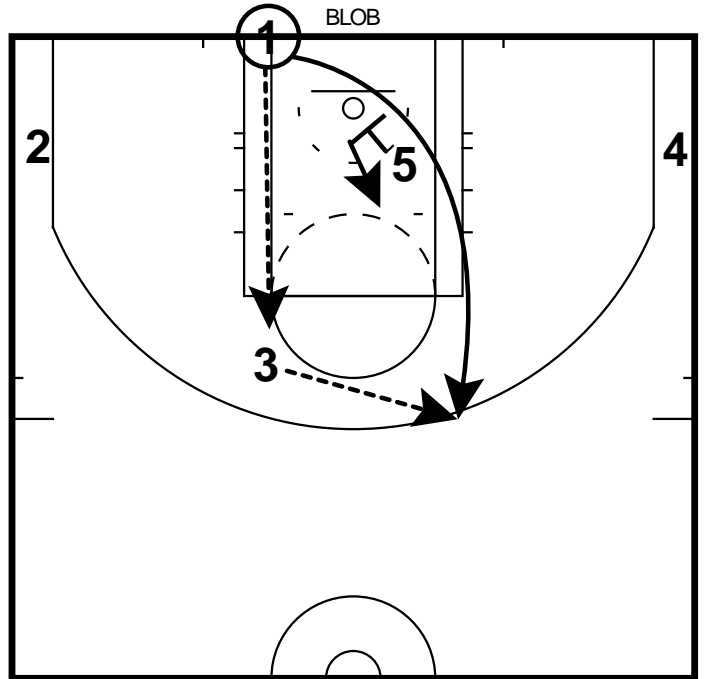
# BLOB

BLOB Backscreen Pin Post  
BLOB



5 pops back  
3 sets back screens for 5  
3 pops back

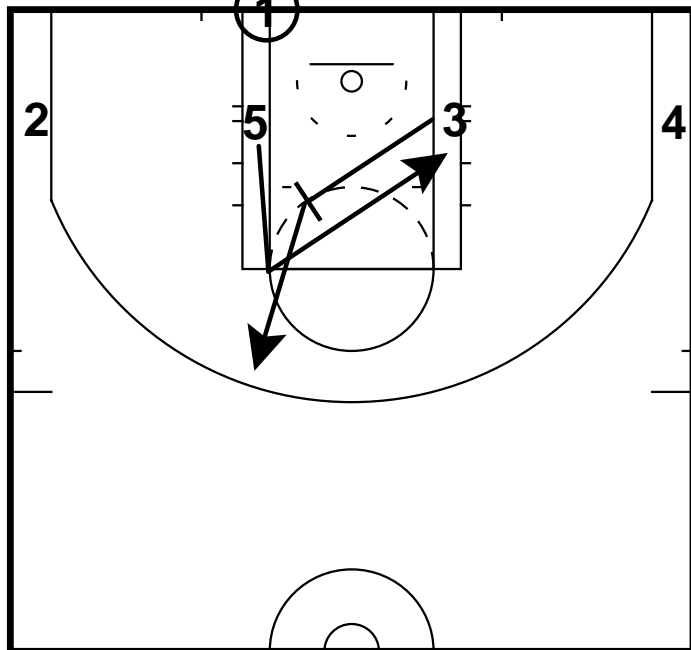
BLOB Backscreen Pin Post  
BLOB



1 hits 3  
5 pin downs for 1  
3 swings to 1  
5 ducks in

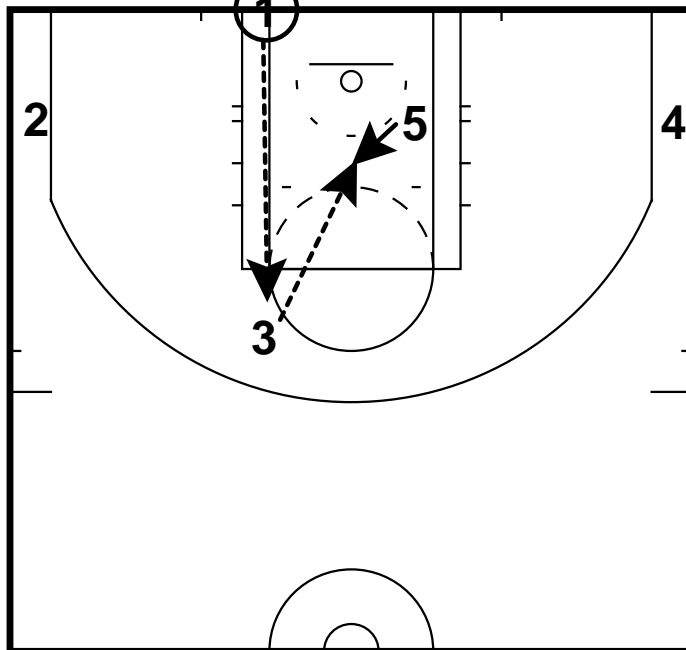
# BLOB

BLOB Backscreen Post  
BLOB



5 pops back  
3 sets back screens for 5  
3 pops back

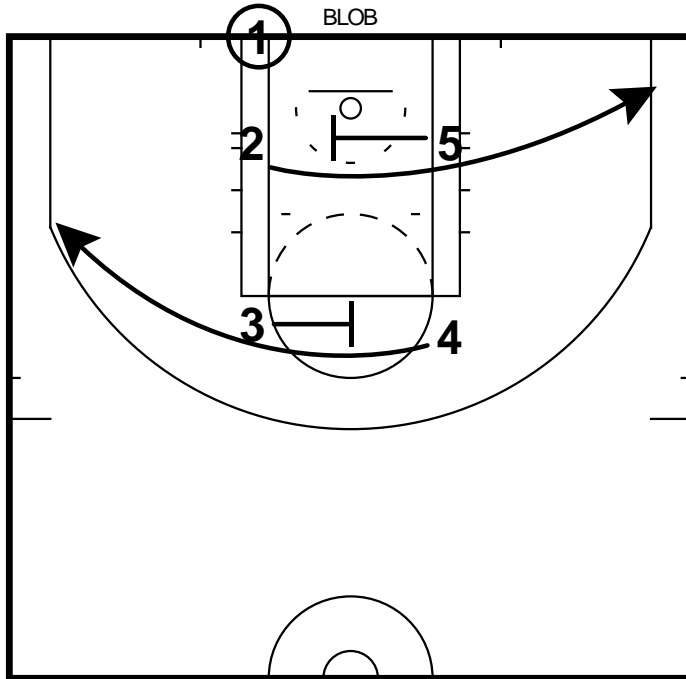
BLOB Backscreen Post  
BLOB



1 hits 3  
5 ducks in  
3 looks inside to 5

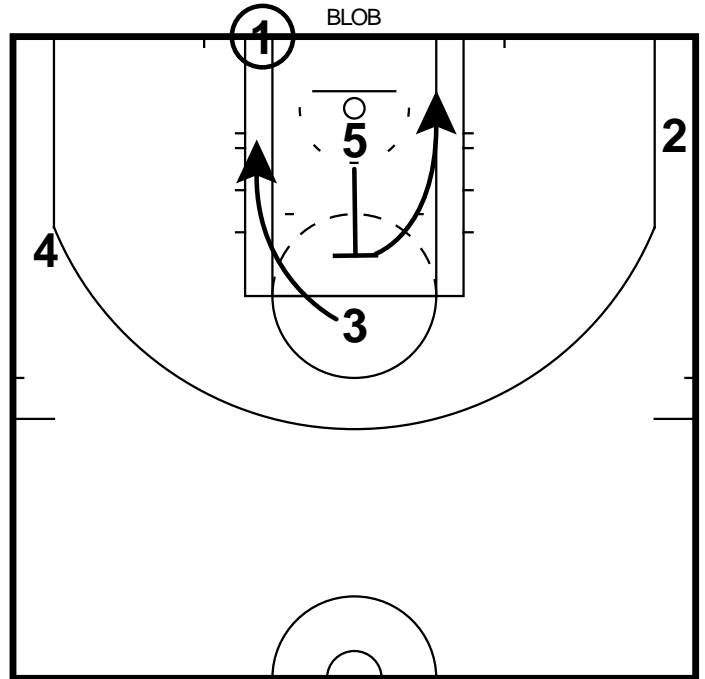
# BLOB

BLOB Cross Backscreen  
BLOB



5 cross screens for 2  
3 cross screens for 4

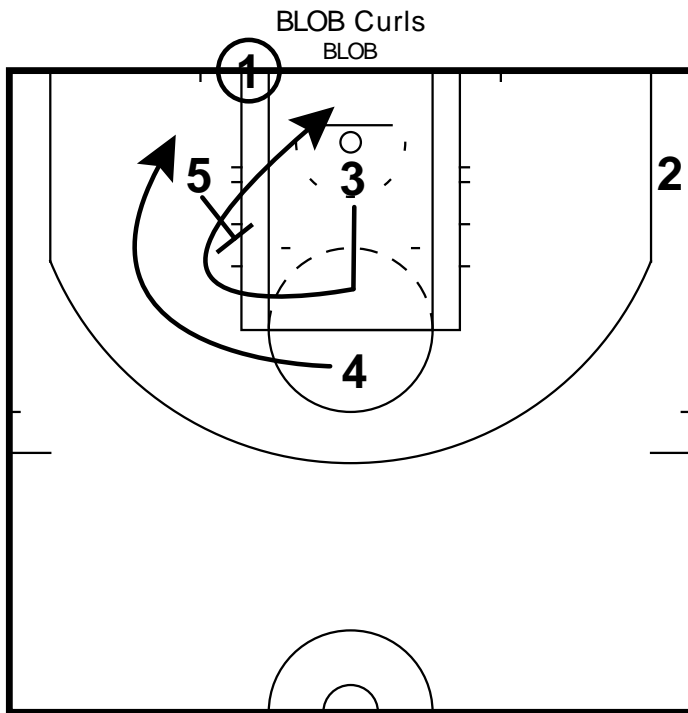
BLOB Cross Backscreen  
BLOB



5 sets back screen for 3  
5 then slips to rim



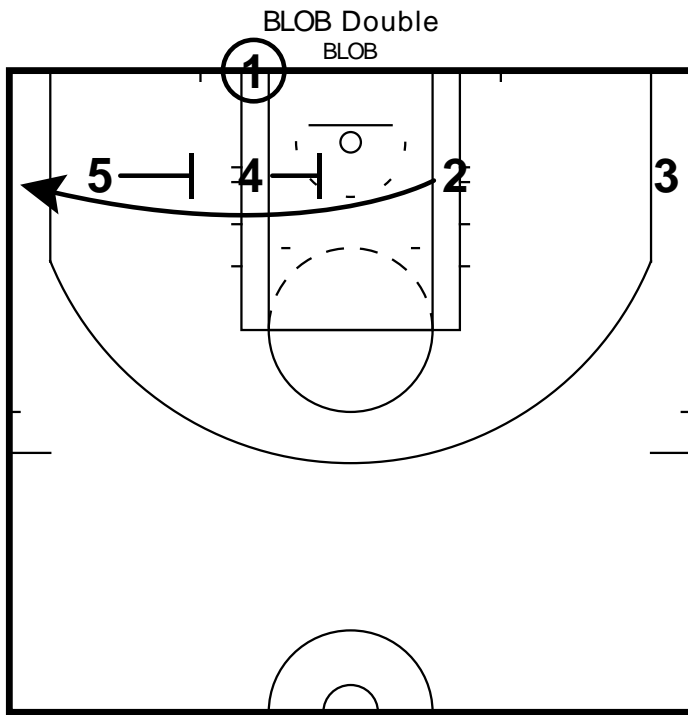
# BLOB



- 3 fakes back screen and curls off 5
- 4 follows with another curl off 5
- 1 looks for either 3 or 4 open on a curl



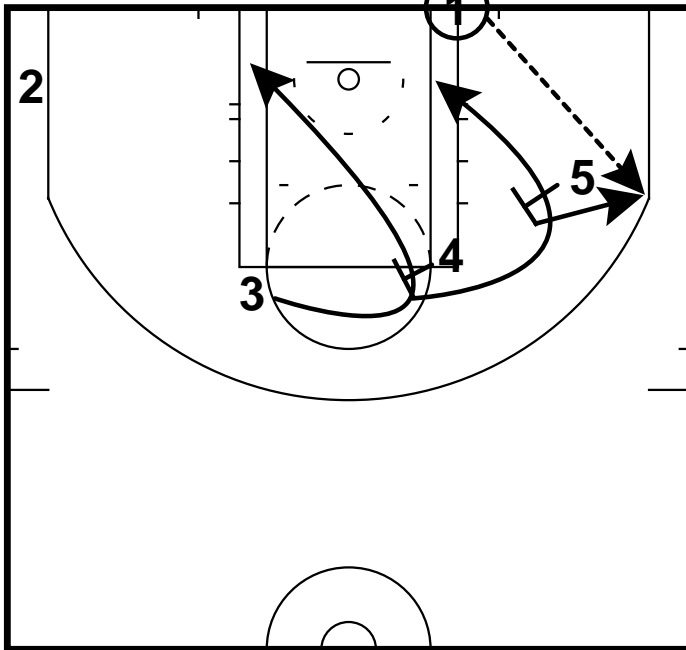
# BLOB



4 and 5 set double for 2

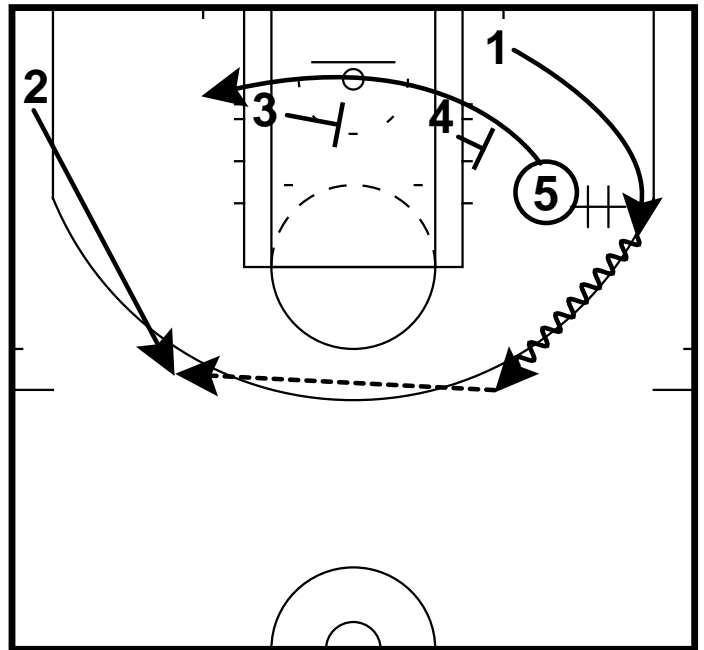
# BLOB

BLOB Double Back  
BLOB



4 and 5 set double for 3  
3 curls 4  
4 curls off screen from 5  
5 pops, 1 hits 5

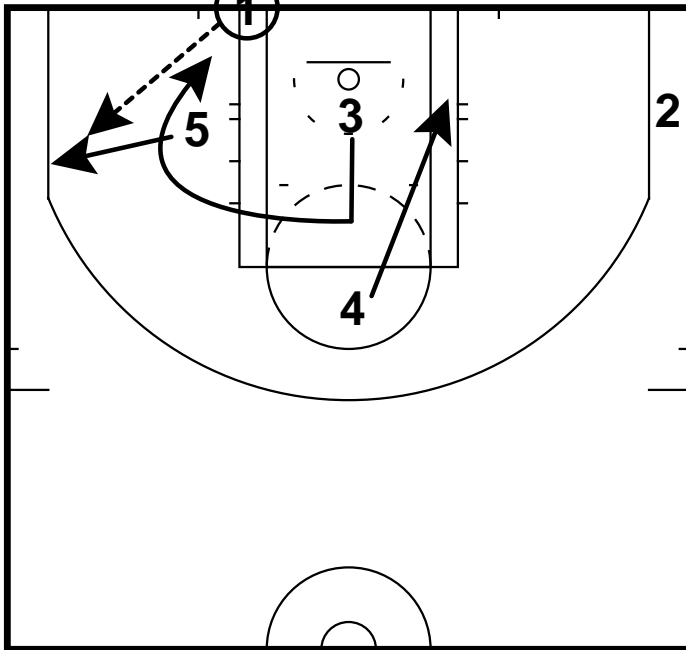
BLOB Double Back  
BLOB



5 handoff's to 1  
2 flashes, 1 dribbles up to hit 2  
4 and 3 set back screen for 5  
2 looks inside to 5 posting

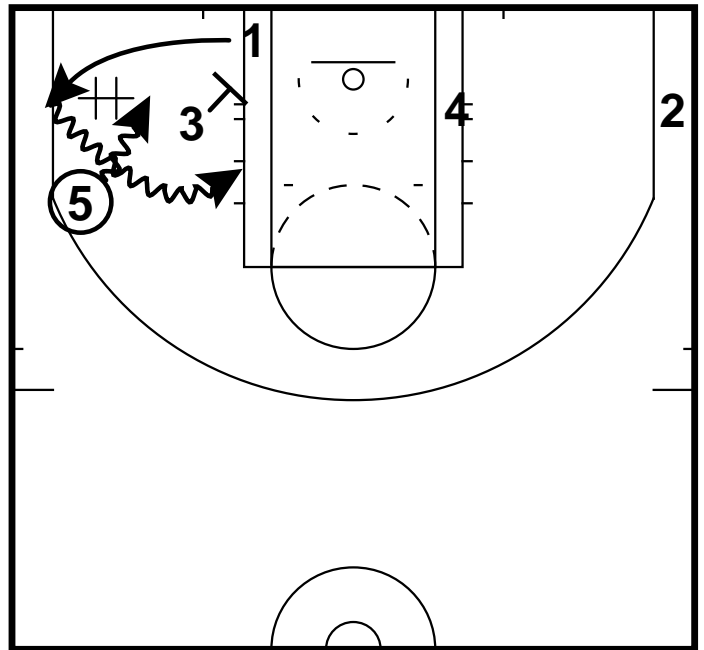
# BLOB

BLOB Down DHO  
BLOB



3 fakes back screen for 4 and curls 5  
4 dives to block  
5 pops, 1 hits 5

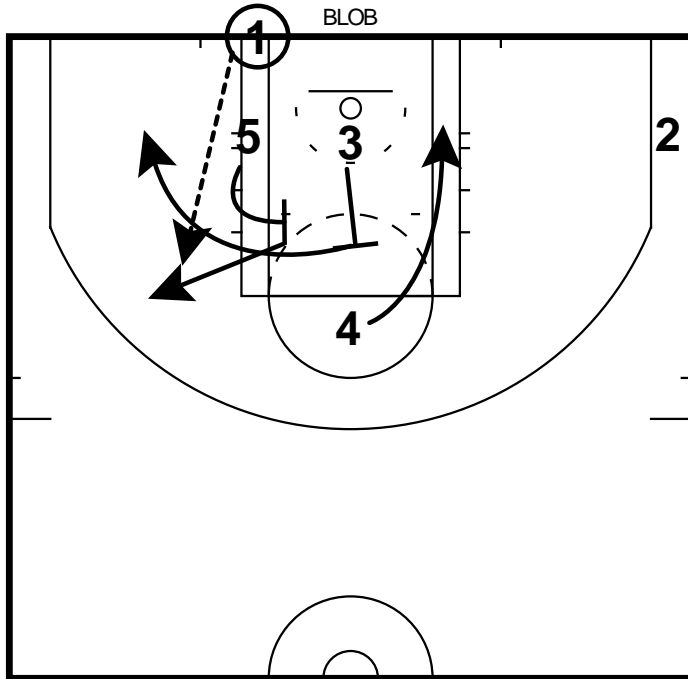
BLOB Down DHO  
BLOB



3 down screens for 1 and spaces corner  
5 follows with handoff for 1 and rolls

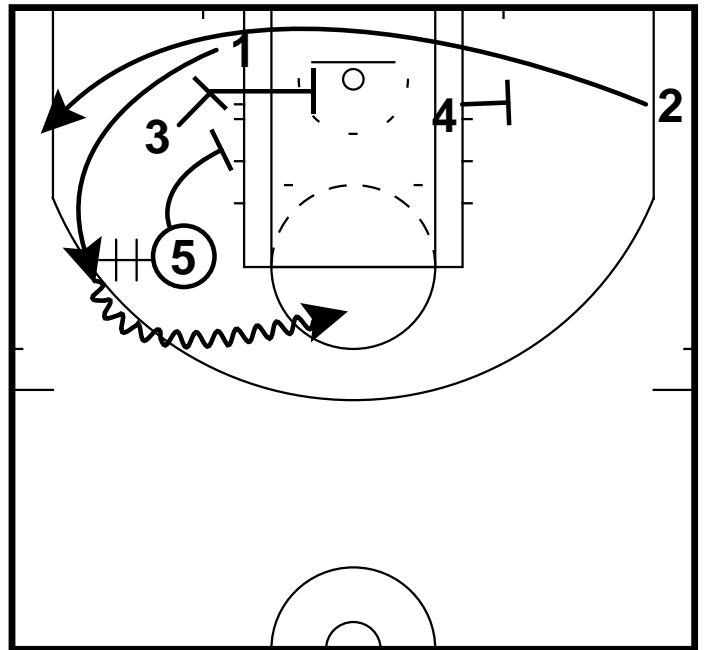
# BLOB

BLOB Down DHO Runner  
BLOB



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

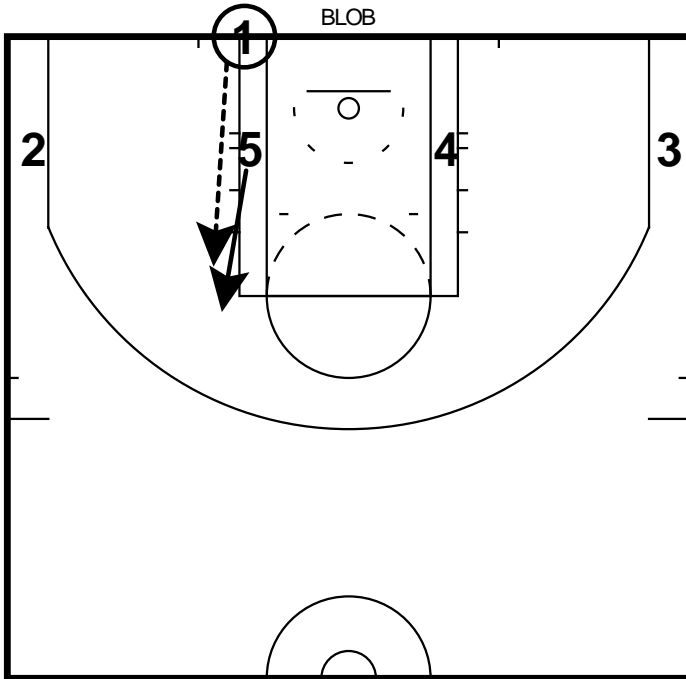
BLOB Down DHO Runner  
BLOB



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

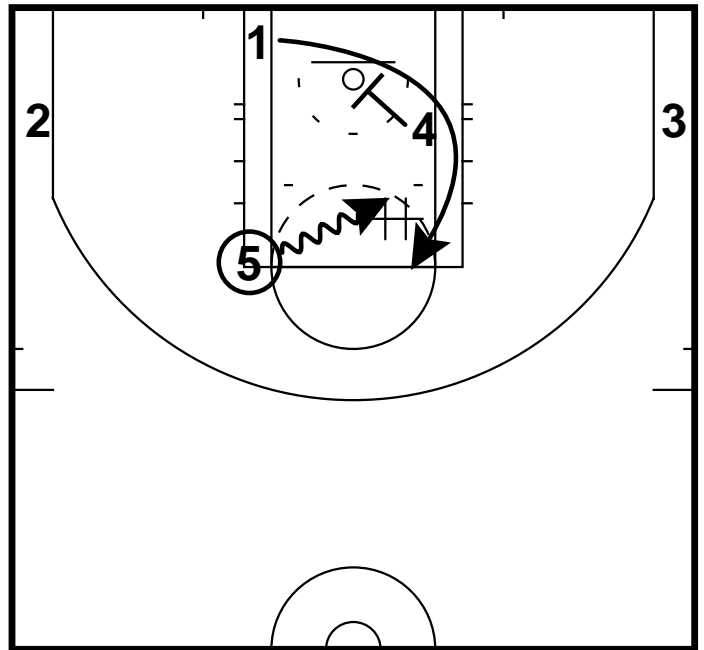
# BLOB

BLOB Down Gut  
BLOB



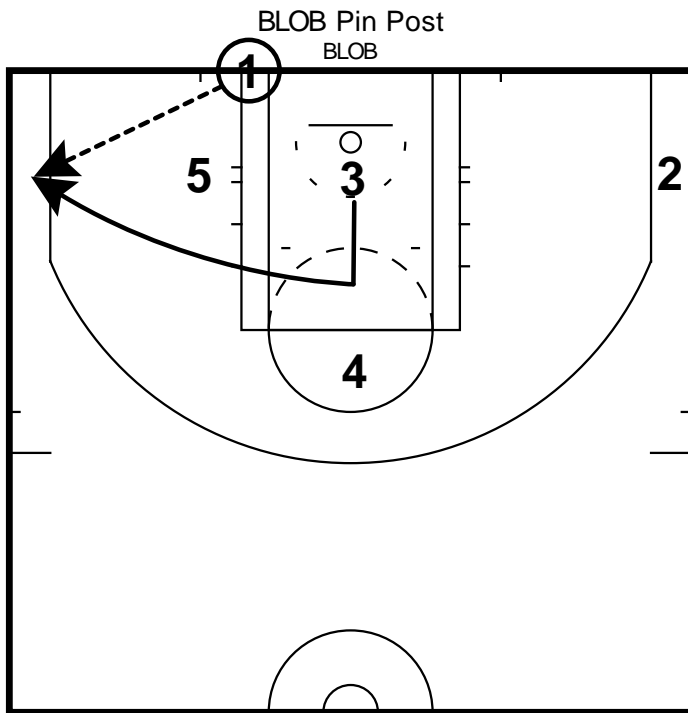
5 pops back  
1 hits 5

BLOB Down Gut  
BLOB

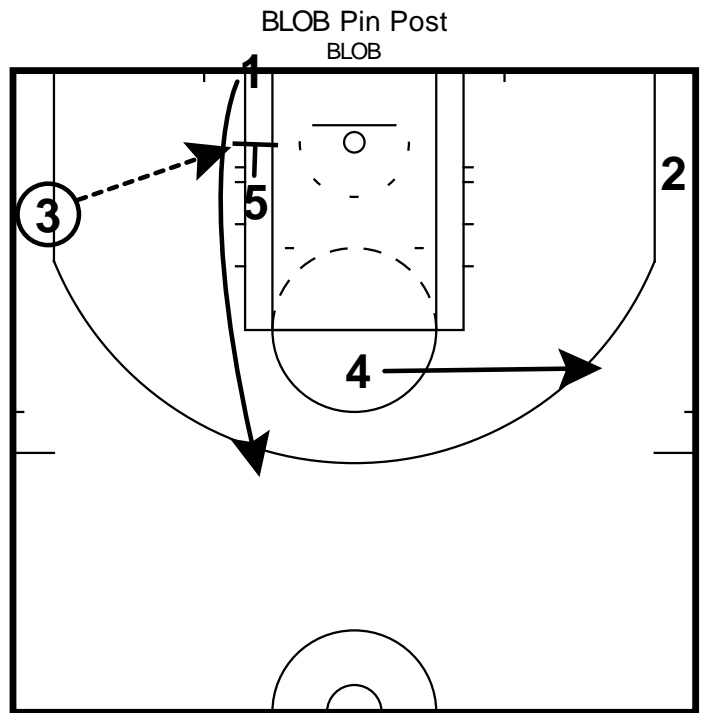


4 pin downs for 1  
5 follows with DHO for 1 and rolls

# BLOB



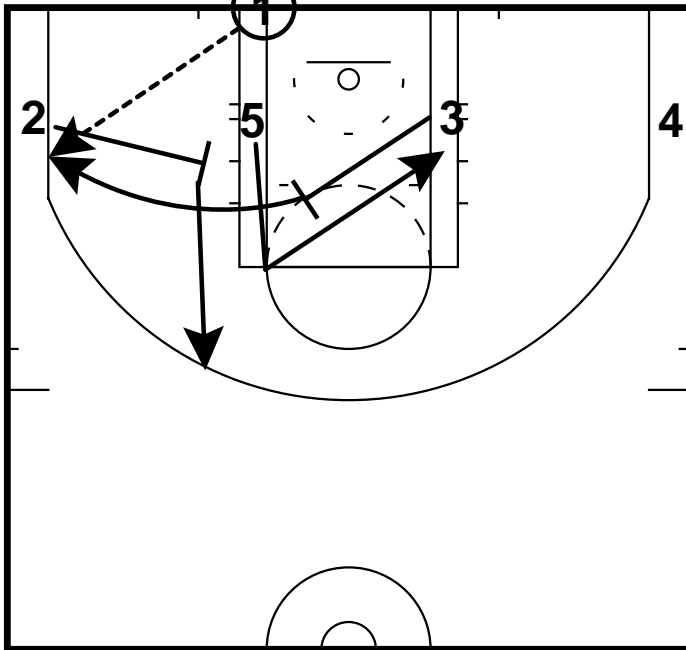
3 fakes back screen and goes corner  
1 hits 3



5 pin downs for 1, 4 spaces  
3 hits 5 on duck in

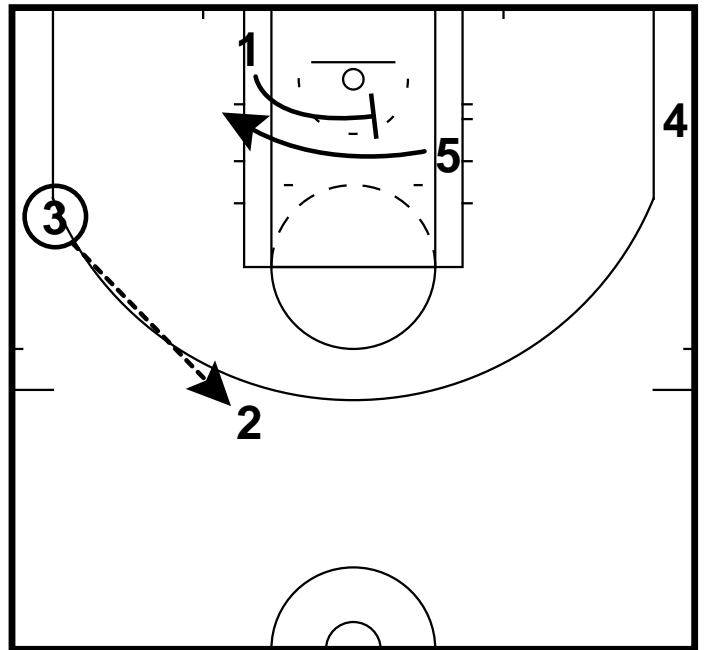
# BLOB

BLOB STS Cross  
BLOB



5 pops back, 3 back screens for 5  
2 screens for 3 and pops back  
1 hits 3

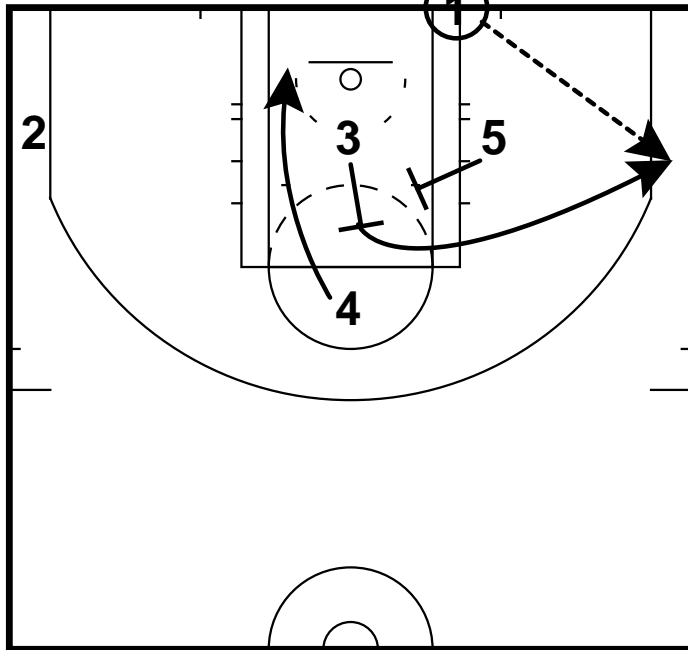
BLOB STS Cross  
BLOB



1 sets cross screen for 5  
3 swings to 2

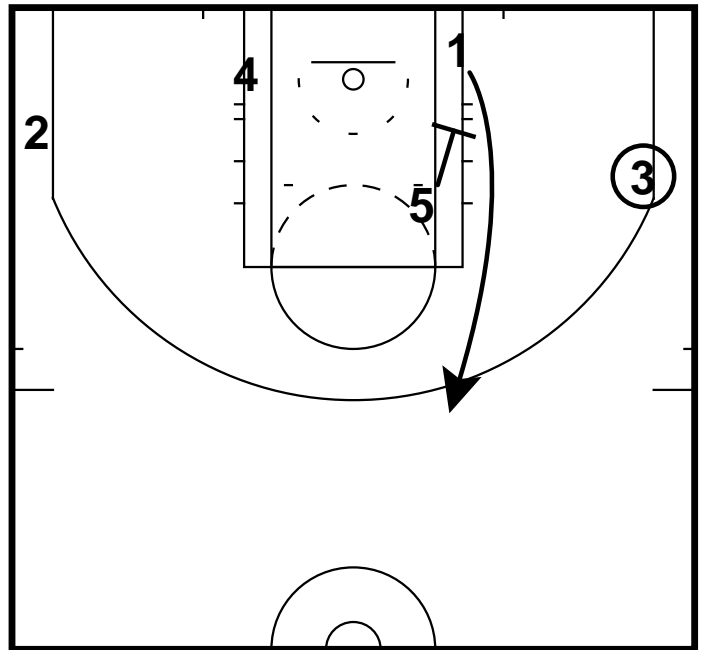
# BLOB

BLOB STS Pin Post  
BLOB



3 back screens for 4  
5 screens for 3  
1 hits 3

BLOB STS Pin Post  
BLOB

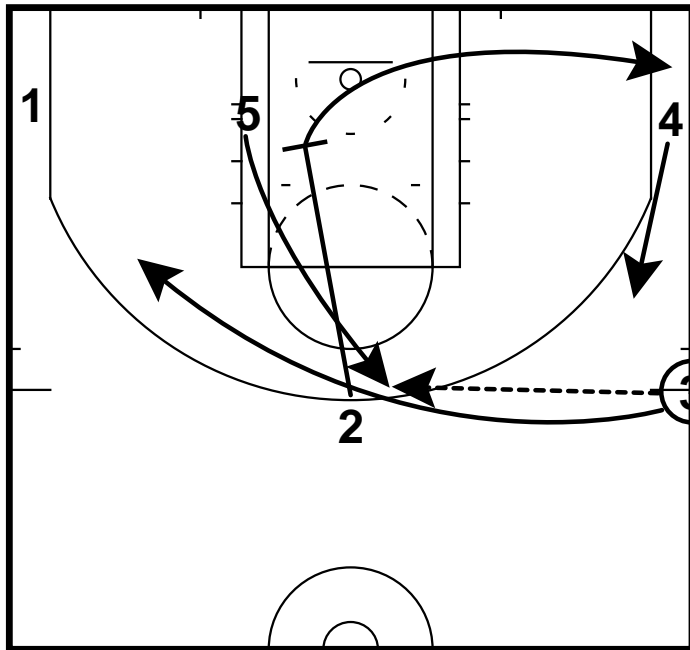


5 sets a pin down for 1  
3 looks for 1 or 5 posting



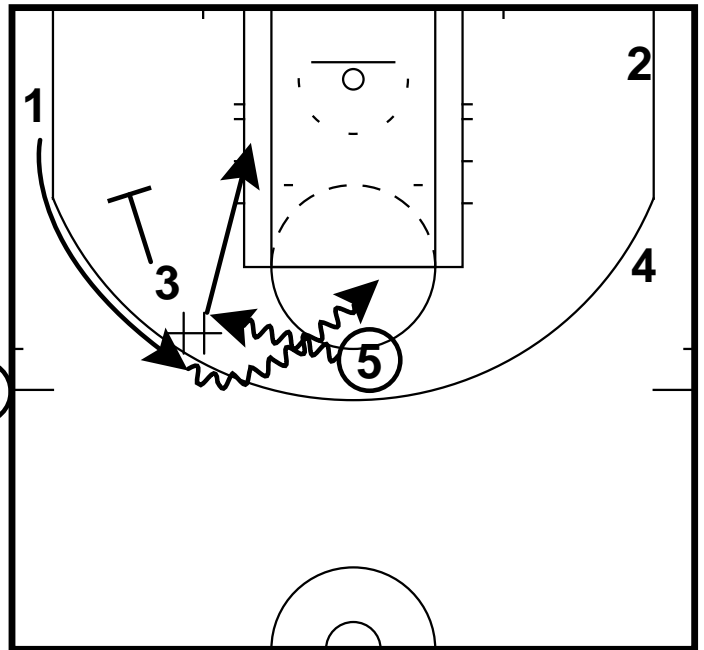
# SLOB

SLOB Fake HO Down DHO  
SLOB



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

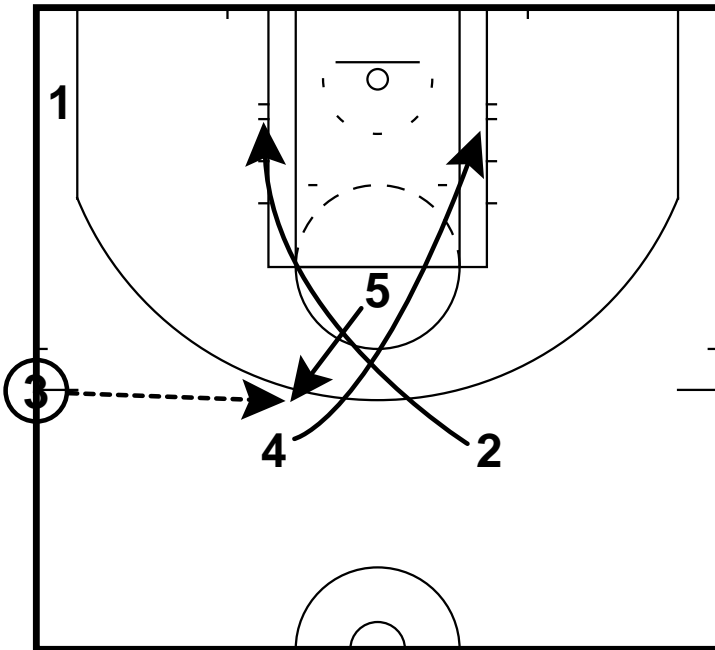
SLOB Fake HO Down DHO  
SLOB



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

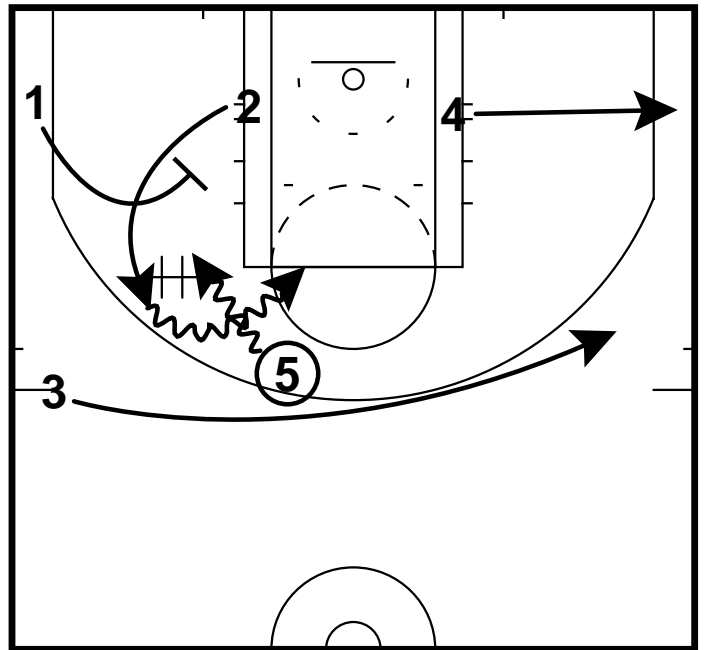
# SLOB

SLOB X Fake HO Down DHO  
SLOB



2 and 4 X off of 5  
5 flashes to the ball  
3 hits 5

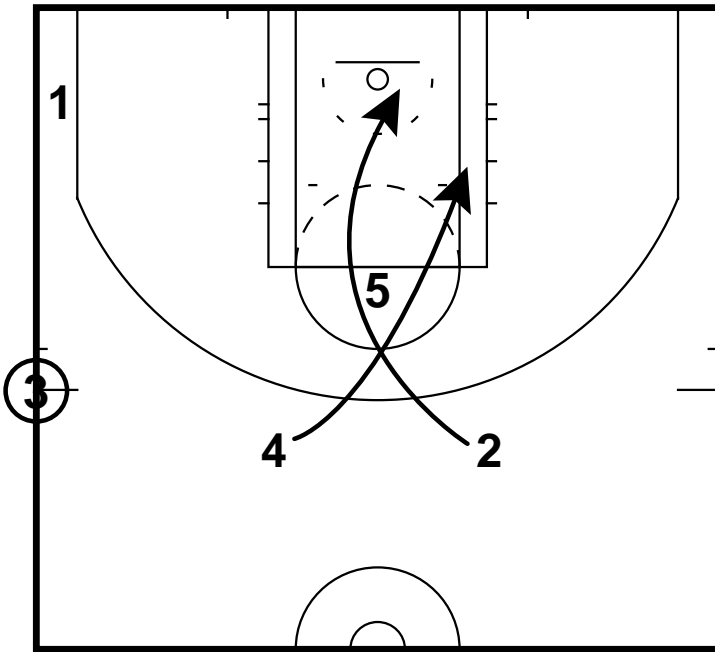
SLOB X Fake HO Down DHO  
SLOB



1 loops up and down screens for 2  
4 clears to corner  
3 cuts over top of 5  
5 fake Handoffs and DHO's to 2

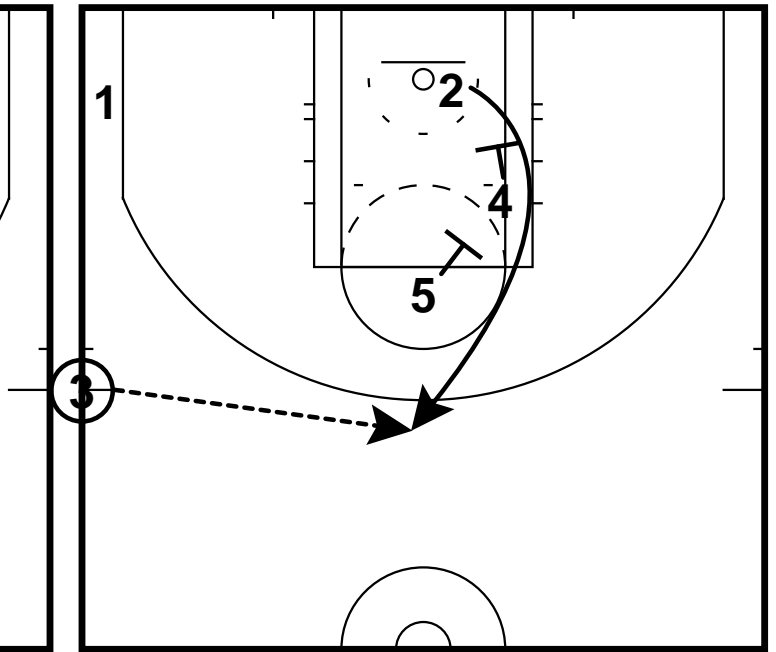
# SLOB

SLOB X Stagger  
SLOB



2 and 4 X off of 5

SLOB X Stagger  
SLOB



4 and 5 set a stagger for 2  
3 looks to hit 3