COUGARS OFFENS: LEARN HOW BYU LEAD THE COUNTRY IN 3PT PERCENTAGE

COACH PETERMAN



BYU Cougars Offensive Playbook

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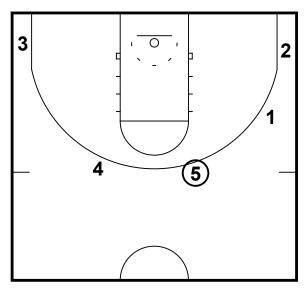
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5 Out Spacing

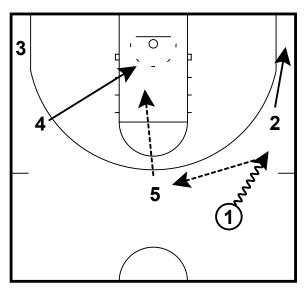


5 out offense is the hottest trend in college basketball 5 out spacing allows more drives and cuts with the lane being open

Some of the negatives are getting to the foul line and poor rebounding

Since defenses are being built to take away the 3 point shot, 5 out spacing has become a necessity

5 Out/Back Cut



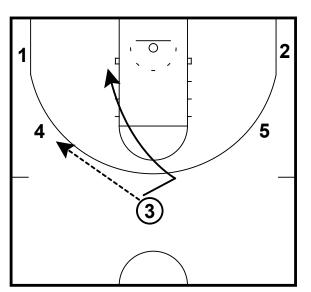
1 dribble pushes 2 to the corner

1 passes the ball to 5 at the top of the key

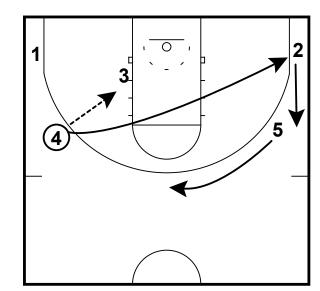
5 hits 4 on the back cut

5 Out/Post Up

5 Out/Post Up



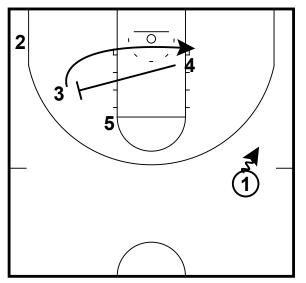
3 basket cuts after passing to 4 at the wing



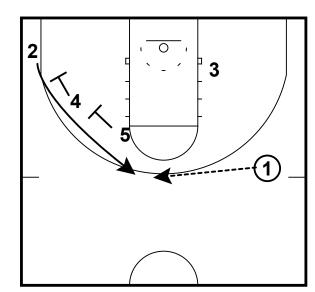
4 relocates after passing to 3 on the block

5 Out/Slice/Stagger

5 Out/Slice/Stagger



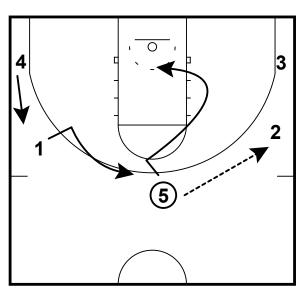
1 looks for 3 on the slice cut



1 hits 2 coming off the stagger set by 4 and 5

5 Out/Spread Ball Screen

5 Out/Spread Ball Screen

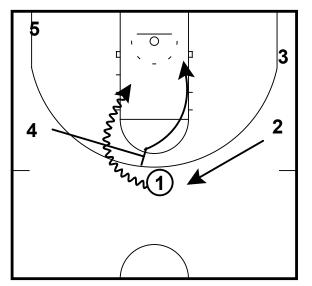


5 passes to 2 then basket cuts

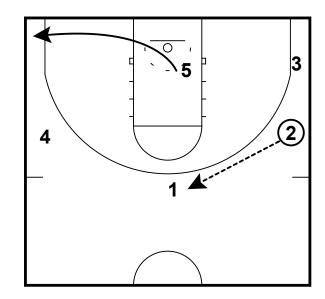
- 2 looks for 5 on post up
- 1 fills empty spot at the top of key

4 fills wing

5 Out/Spread Ball Screen

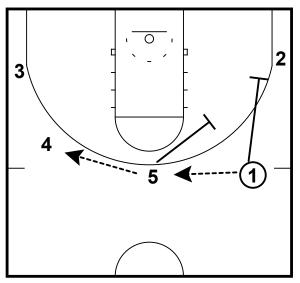


4 sets middle ball screen for 4 1 finishes at the rim

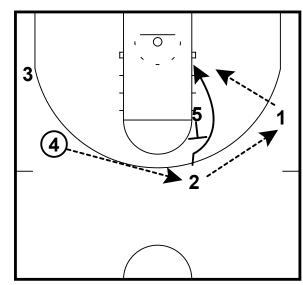


5 Out/Stagger/UCLA

5 Out/Stagger/UCLA



Ball is reversed to 4 1 and 5 set stagger for 2



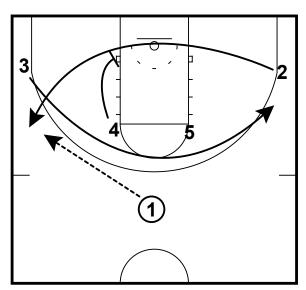
4 hits 2 coming off the stagger

2 passes to 1 at the wing

1 hits 2 cutting off the UCLA screen set by 5

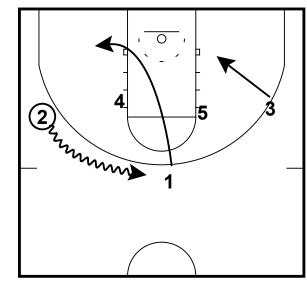
Loop/Stagger

Loop/Stagger

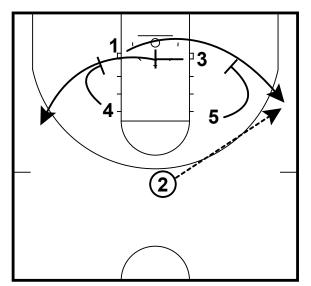


2 and 3 make over/under cut 1 hits 2 coming off pin down set by 4

Loop/Stagger



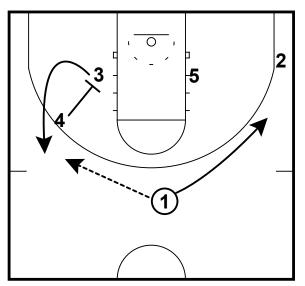
2 dribbles ball to the top of the key 1 cuts to block



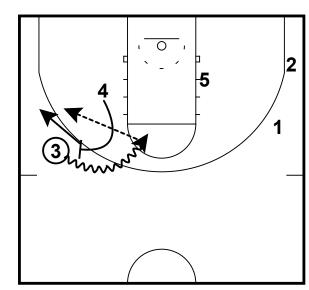
2 hits 1 coming off pin downs set by 3 and 5

Pin Down/Pop

Pin Down/Pop



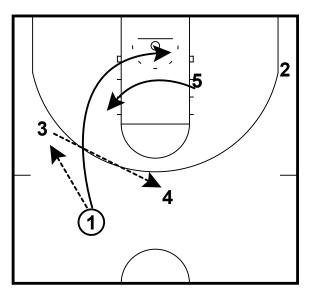
1 hits 3 cutting off pin down set by 4 1 fills opposite wing



4 reverse pivots then sprints out to set empty side ball screen 3 hits 4 on the pop

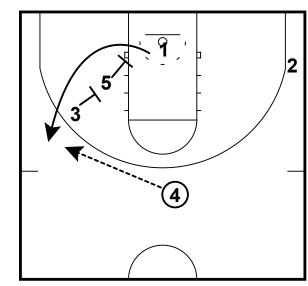
Stagger/Reject

Stagger/Reject



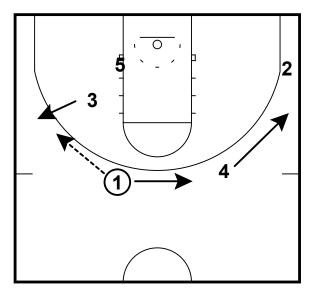
- 1 passes to 3 then basket cuts 5 flashes to opposite block
- 3 passes the ball back to the top to 4

Stagger/Reject

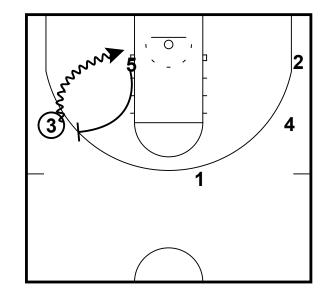


4 hits 1 coming off stagger





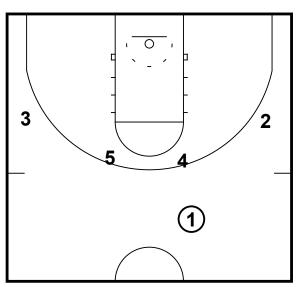
1 passes to 3 at the wing



5 sprints out to set empty side ball screen 3 rejects screen and attacks baseline

Ball Screen Continuity

Ball Screen Continuity

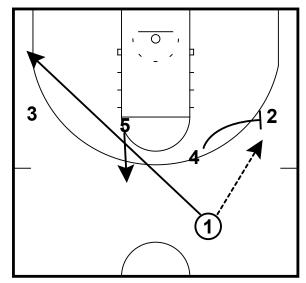


5 out alignment is very difficult to defend if your bigs have the ability to shoot from the perimeter

The 3 guards only go inside the 3 point line to cut to the other side of the court

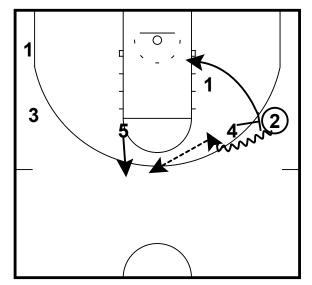
The 2 bigs (4 & 5) roll to the basket after setting side ball screens. They move back up to the slot if they don't receive a pass on the roll

Ball Screen Continuity

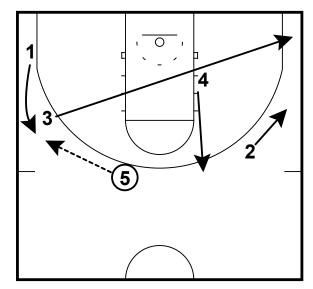


Continuity starts out with an empty side ball screen 1 fills opposite after making pass to wing (2) Empty side ball screen allows a couple of options on the roll Wing can reject ball screen for baseline drive Wing can make pocket pass to roll man The other option is the pick and pop with the big

Ball Screen Continuity

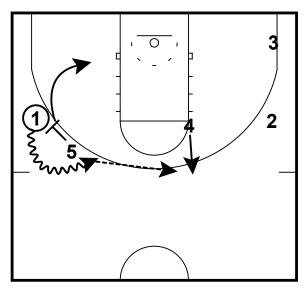


2 reverses the ball to 5 if 4 is not open on the roll



3 back cuts to opposite corner 5 passes to 1 lifting to the wing

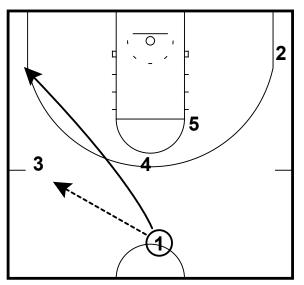
Ball Screen Continuity



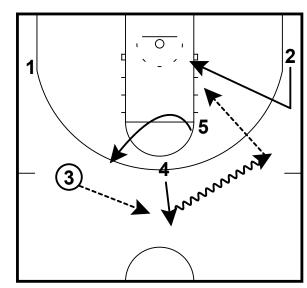
Empty side ball screen is set again by 5 5 can slip if defender gets above him Ball is reversed again 2 will back cut 3 lifts

Ball Reversal/Back Cut

Ball Reversal/Back Cut

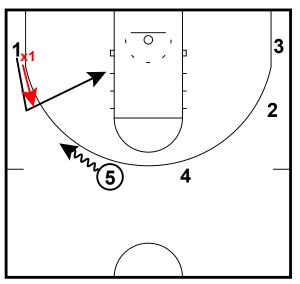


1 passes to 3 then fills ball side corner



3 reverses ball to 4 4 dribbles at 2 Defender on 2 is denying above 3 point line Automatic back cut read for 2

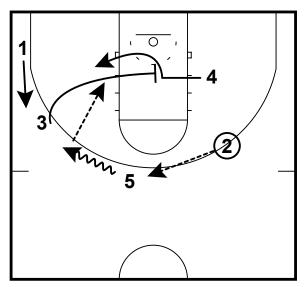
Continuity Counters (Back Cut)



A lot of defenses try to deny the pass or blow up the dribble hand off with the wing

It is an automatic back cut if defender is above the 3 point line

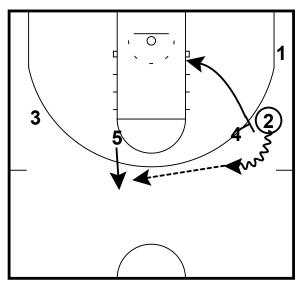
Continuity Counters (Cross Screen)



3 sets a cross screen for 4 5 looks for 4 on post up

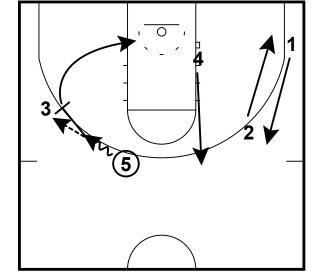
Continuity Counters (Weak Side Exchange)

Continuity Counters (Weak Side Exchange)

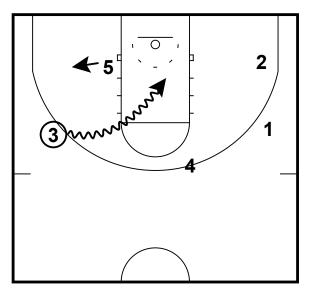


Ball is reversed to 5

Continuity Counters (Weak Side Exchange)

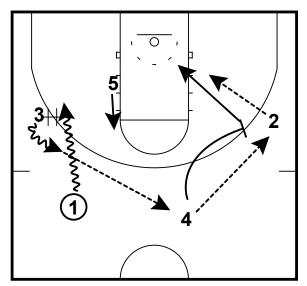


Empty side ball screen is run with 5 and 3 2 and 1 exchange on the weak side 4 lifts



Weak side exchange occupies weak side help Allows easy drive for 3

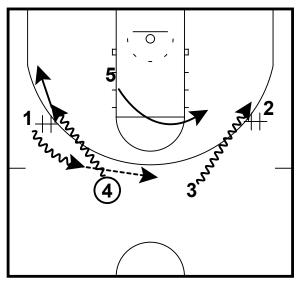
Continuity Slip



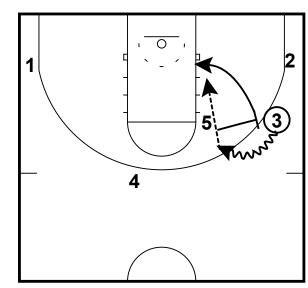
Ball is reversed to 4 4 passes to 2 and slips the screen 2 hits 4 on the slip

Continuity/Roll Man

Continuity/Roll Man



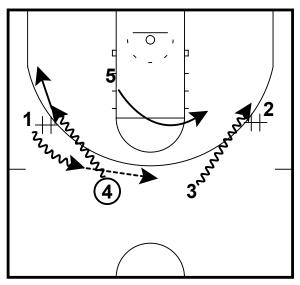
Ball is reversed to 3 3 runs DHO with 2



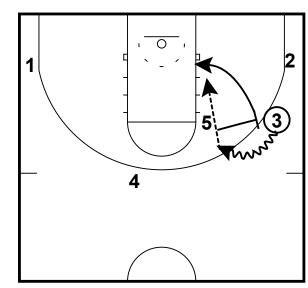
5 sprints out to set side ball screen 3 hits 5 on the roll

Continuity/Roll Man

Continuity/Roll Man

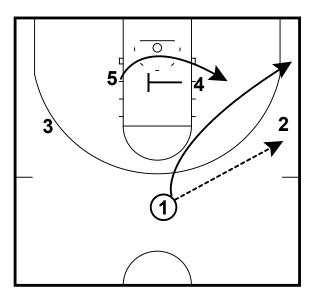


Ball is reversed to 3 3 runs DHO with 2



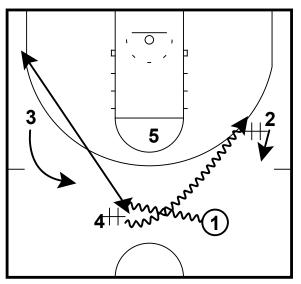
5 sprints out to set side ball screen 3 hits 5 on the roll

Cross Screen/High Low

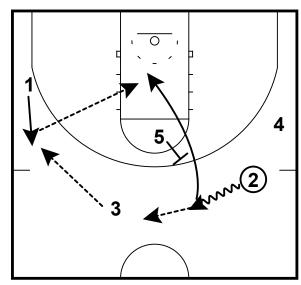


Dribble Weave/Back Screen

Dribble Weave/Back Screen



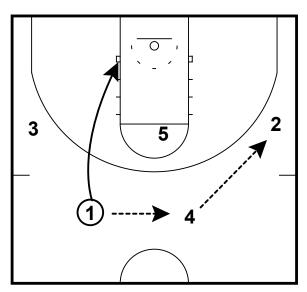
1, 4 and 2 run dribble weave

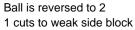


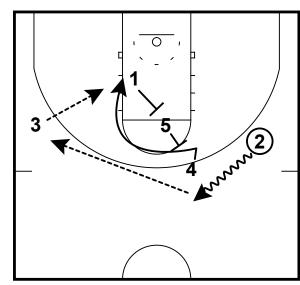
Ball is reversed to 1 1 hits 2 cutting off back screen set by 5

Slice Cut

Slice Cut



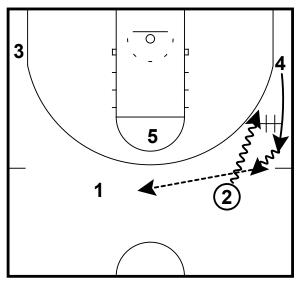


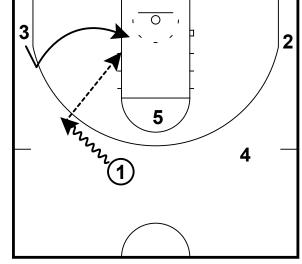


2 reverses ball to 3 3 hits 4 on the slice

DHO/Back Cut

DHO/Back Cut



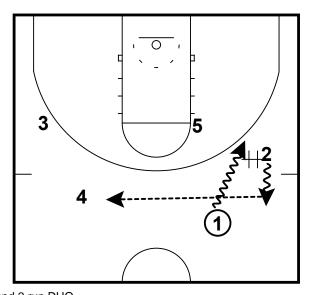


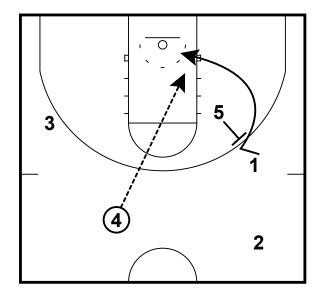
³ attempts to deny and take away DHO 1 hits 3 on the back cut

2 and 4 run DHO 4 reverses ball to 1

DHO/Back Screen

DHO/Back Screen



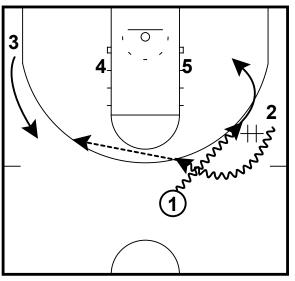


4 hits 1 cutting off back screen set by 5

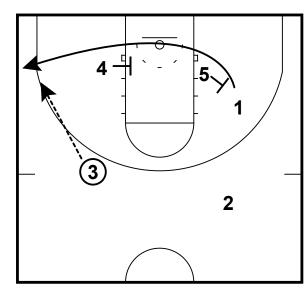
1 and 2 run DHO 2 reverses ball to 4

DHO/Pin Down

DHO/Pin Down



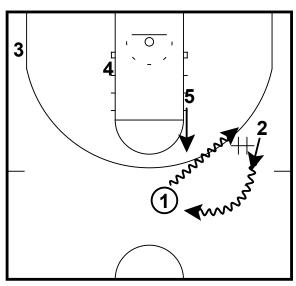
1 and 2 run DHO



1 sprints off pin downs sets by 5 and 4 3 hits 1 in the corner for 3

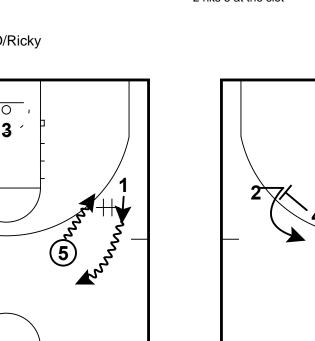
DHO/Ricky

DHO/Ricky



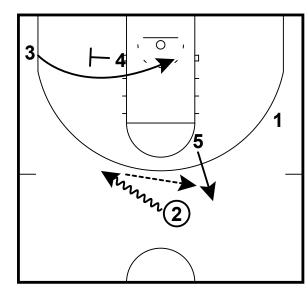
1 and 2 run DHO 5 lifts to slot

DHO/Ricky



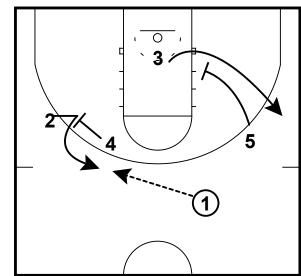
5 and 1 run DHO 1 looks for 2 on the flare screen

2



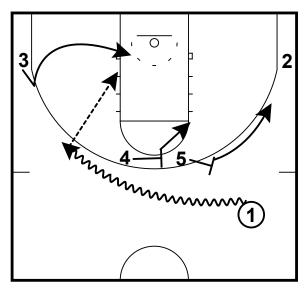
2 hits 5 at the slot

DHO/Ricky



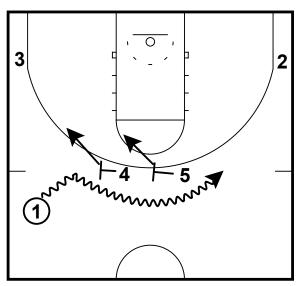
5 sets pin down for 3 4 rescreens 2 1 hits 2 coming off pin down

Double Ball Screen/Back Cut



- 1 dribbles off double ball screen set by 4 and 5
- 5 pops
- 4 short rolls
- 1 hits 3 on the back cut

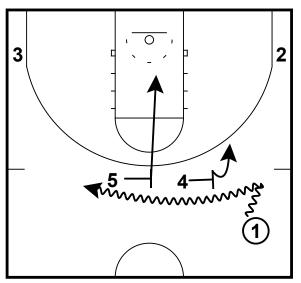
Double Ball Screen/Defender Goes Under



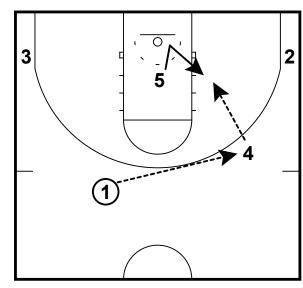
Defender goes under second ball screen 1 hits game winner

Double Ball Screen/Dive

Double Ball Screen/Dive



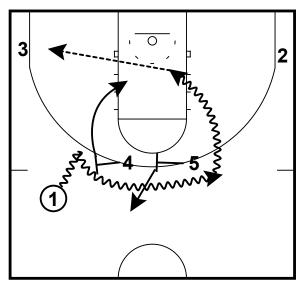
- 1 dribbles off double ball screen set by 4 and 5 5 dives to rim
- 4 pops



1 passes back to 4

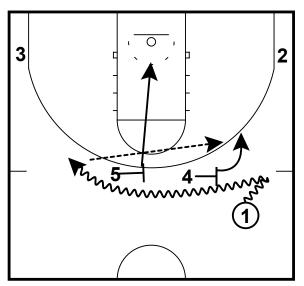
4 dumps down to 5 on post up

Double Ball Screen/Kick Out



- 1 dribbles off double ball screen set by 4 and 5
- 4 rolls to the rim
- 5 pops
- 1 gets down hill and kicks to 3 in the corner

Double Ball Screen/Pop

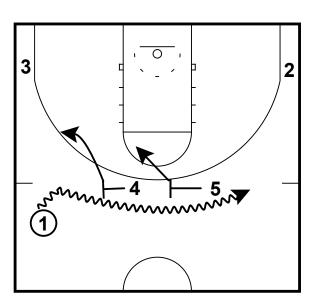


- 1 dribbles off double ball screen set by 4 and 5 5 dives to rim
- 1 hits 4 on the pop for wide open shot

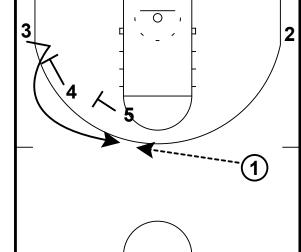
Double Ball Screen/Stagger

4 ん

Double Ball Screen/Stagger

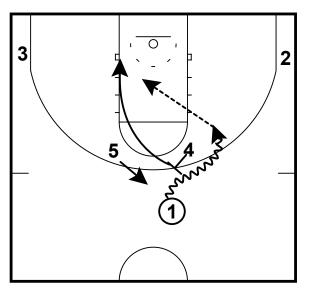


1 dribbles off double ball screen set by 4 and 5



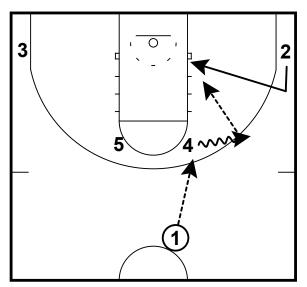
1 hits 3 coming off the stagger set by 4 and 5

Horns Action



1 hits 4 on the roll

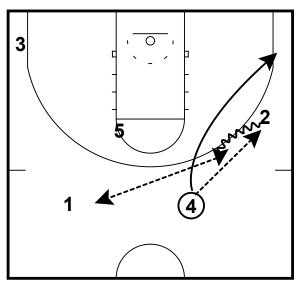
Horns/Back Cut



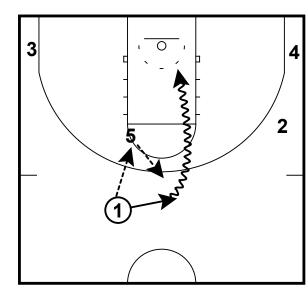
4 pivots on the catch and dribbles at 2 Defender over plays 4 hits 2 on the back cut

Hand Back

Hand Back



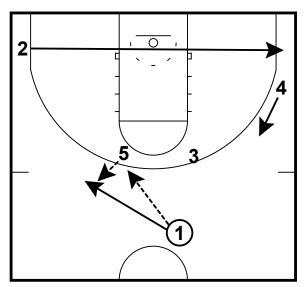
4 passes to 2 and fills ball side corner 2 passes back to the top to 1



- 1 passes to 5 at the elbow
- 5 hands back to 1
- 1 attacks down hill and finishes at the rim

Horns/Hand Back/Ghost

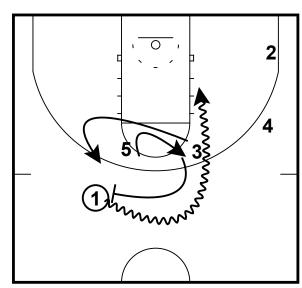
Horns/Hand Back/Ghost



1 passes to 5 in the slot

5 hands ball back to 1

2 cuts to opposite corner



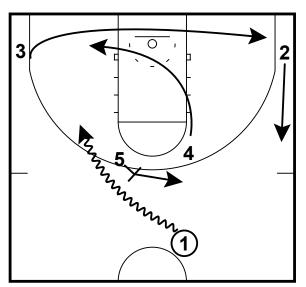
5 ghost screens 3 then sprints out to set ball screen for 1

3 chases 5 and pops behind 3

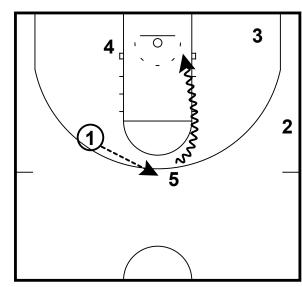
1 finishes at the rim

Horns/Iso

Horns/Iso



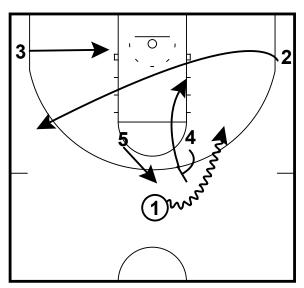
- 1 dribbles off ball screen set by 5 4 fills opposite block
- 3 clears to opposite corner
- 2 lifts



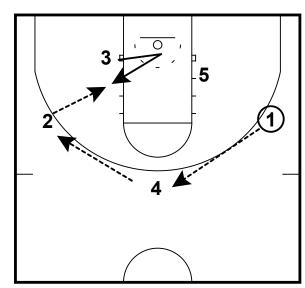
1 hits 5 on the pop 5 attacks the rim

Horns/Post Up

Horns/Post Up



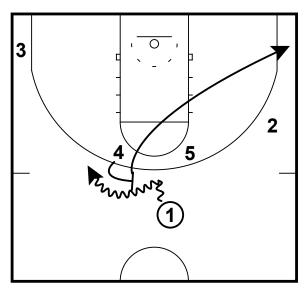
1 dribbles off ball screen set by 4 5 lifts to the top of the key 2 cuts to opposite wing 3 cuts to block



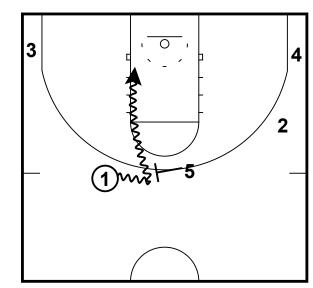
Ball is reversed to 2 at the wing 2 dumps down to 3 posting up

Horns/Twist/Reject

Horns/Twist/Reject



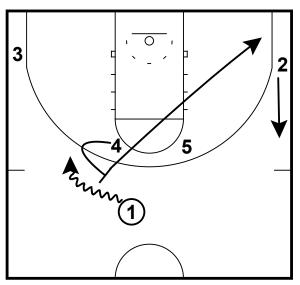




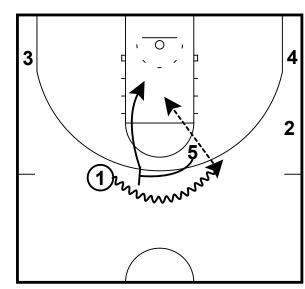
¹ rejects screen set by 5

Horns/Twist/Roll Man

Horns/Twist/Roll Man



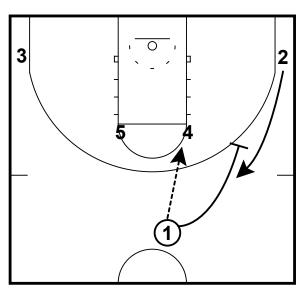
1 dribbles off ball screen set by 4 4 rolls and fills corner



5 sprints out to set ball screen 1 hits 5 man on the roll

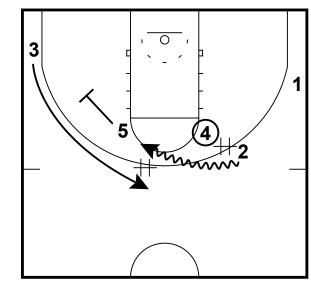
Horns/Weave/Flare

Horns/Weave/Flare

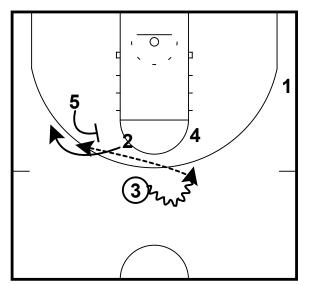


1 hits 4 at the elbow 2 cuts off screen set by 1

Horns/Weave/Flare



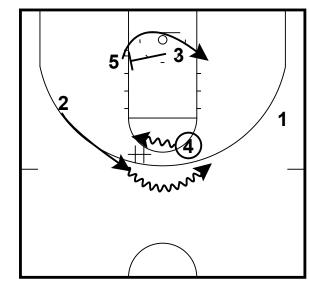
2 runs DHO with 3



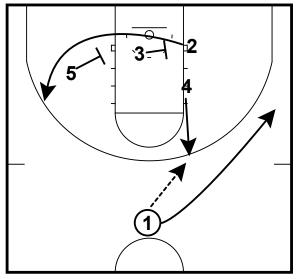
3 hits 2 cutting off flare screen set by 5

BYU Cougars Offensive Playbook Pinch Post

Pinch Post/Screen the Screener

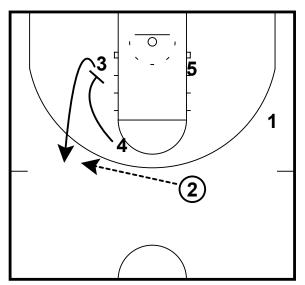


4 and 2 run DHO 2 looks for 5 coming off cross screen set by 3



1 hits 4 at the elbow 2 cuts off stagger set by 3 and 5

Pinch Post/Screen the Screener



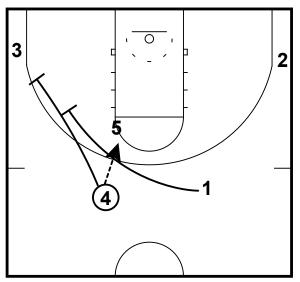
2 hits 3 coming off pin down set by 4

Pinch Post/Screen the Screener

BYU Cougars Offensive Playbook Pinch Post

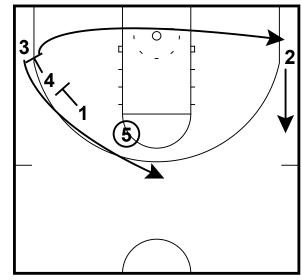
Pinch Post/Stagger/DHO

Pinch Post/Stagger/DHO

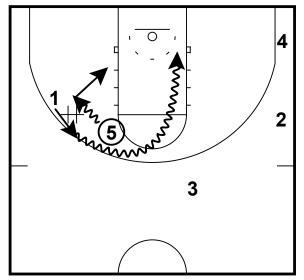


4 passes to 5 at the elbow 5 fakes hand off to 4 and 1

Pinch Post/Stagger/DHO



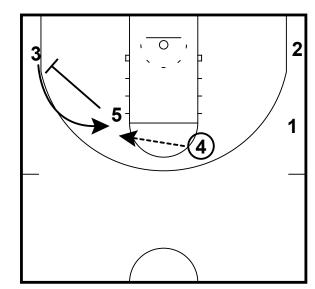
3 cuts off stagger set by 4 and 1 4 cuts to opposite corner 5 fakes hand off to 3



5 and 1 run DHO

BYU Cougars Offensive Playbook Pinch Post

Pinch Post/Wide Pin Down

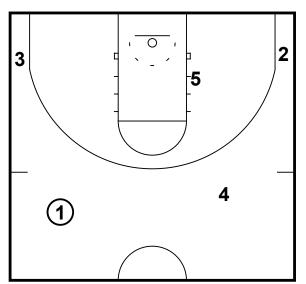


Pinch Post/Wide Pin Down

4 hits 3 coming off wide pin down set by 5

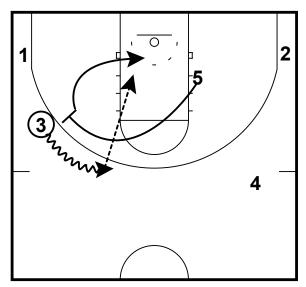
1 passes to 4 at the elbow 2 sprints off stagger set by 3 and 5

Pistol Continuity Break Down

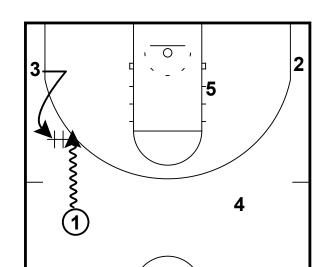


4 guards are spaced around the perimeter 5 man continuously screens and rolls to the basket Pistol action is (dribble hand off into a ball screen) is the staple of this continuity offense

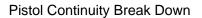
Pistol Continuity Break Down

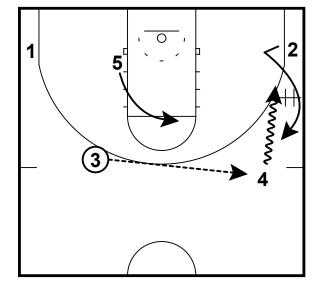


5 sprints out to set side ball screen 3 looks for 5 on the roll



Guards use dribble hand off to attack off screens

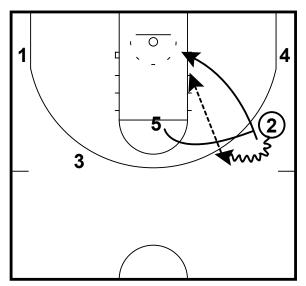




Ball is reversed to 4 if 5 is not open on the roll Same action (pistol) is used 4 runs DHO with 2

Pistol Continuity Break Down

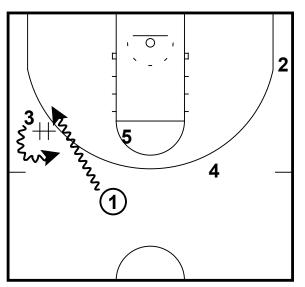
Pistol Continuity Break Down

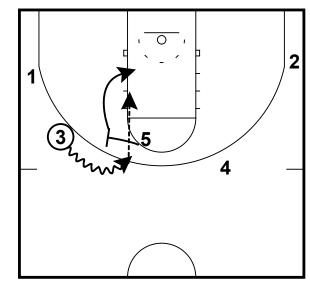


2 now looks for 5 on the roll

Pistol Action/Slip

Pistol Action/Slip

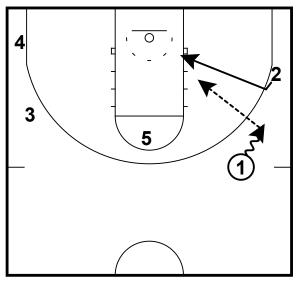




1 and 3 run DHO

3 hits 5 on the slip

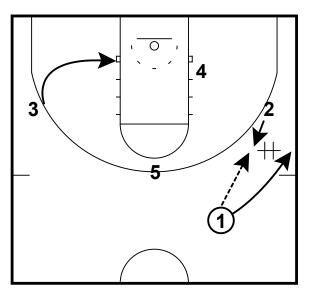
Pistol Counter (Back Cut)



If the defense tries to switch or deny the hand off the wing cuts back door

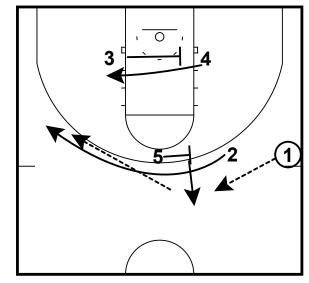
Pistol/Flare

Pistol/Flare

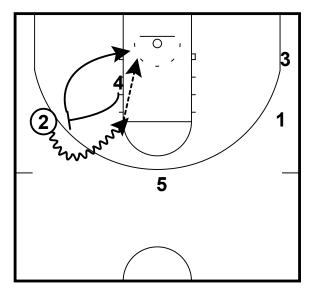


1 passes to 2 at the wing 2 hands back to 1

Pistol/Flare



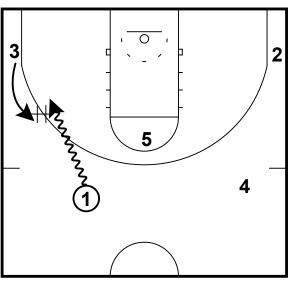
5 sets flare screen for 2 5 pops out to reverse the ball to 2 3 sets cross screen for 4



4 sprints out to set empty side ball screen

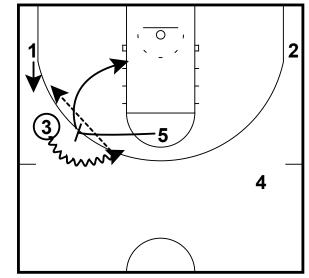
Pistol/Snap Back/Post Up



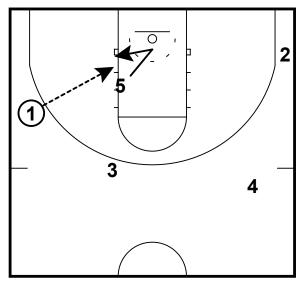


1 and 3 run DHO

Pistol/Snap Back/Post Up

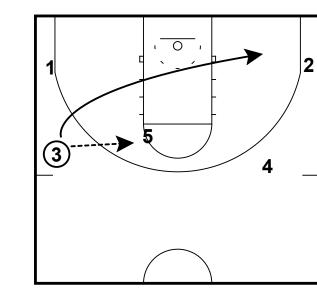


5 sets side ball screen for 3 3 dribbles off ball screen and hits 1 lifting at the wing



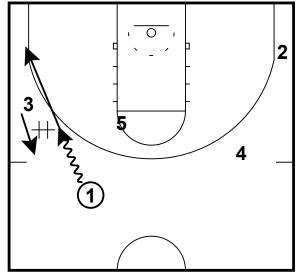
1 hits 5 on the post up

Pistol/Split Action/Pin Down/Reject



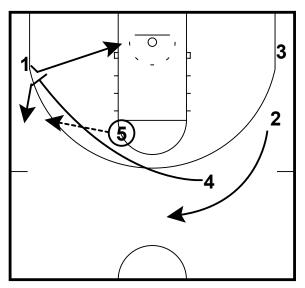
Pistol/Split Action/Pin Down/Reject

3 hits 5 at the elbow and fills opposite



1 runs DHO with 3

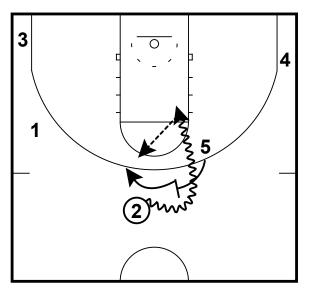
Pistol/Split Action/Pin Down/Reject



1 rejects pin down 5 hits 4 on the pop

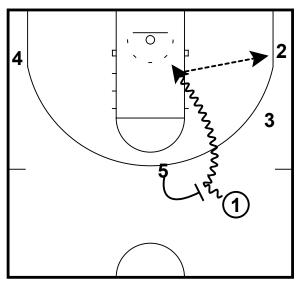
All Contents Proprietary

Middle Ball Screen (Pop)



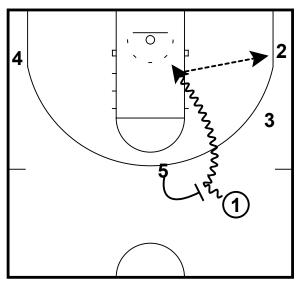
2 hits 5 on the pop after setting middle ball screen

Middle Ball Screen/Reject/Kick Out



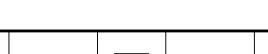
rejects middle ball screen set by 5
gets down hill and kicks to 2 in the corner for 3

Middle Ball Screen/Reject/Kick Out

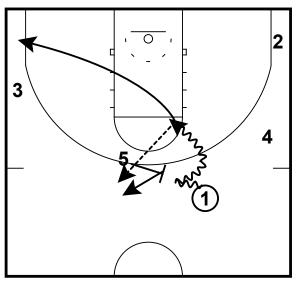


rejects middle ball screen set by 5
gets down hill and kicks to 2 in the corner for 3

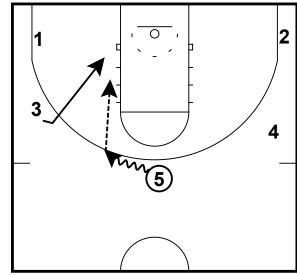
Middle Ball Screen/Reject/Pop/Back Cut



Middle Ball Screen/Reject/Pop/Back Cut

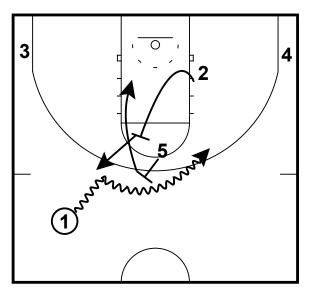


1 hits 5 on the pop



5 dribbles at 3 3 receives pass from 5 on back cut

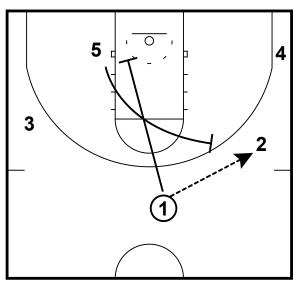
Spain Pick & Roll



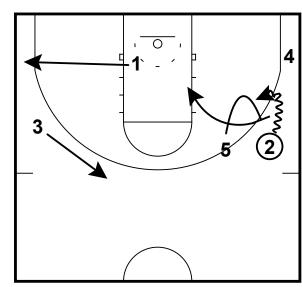
1 hits 5 on the roll 2 pops to top of key

Step Up Ball Screen

Step Up Ball Screen



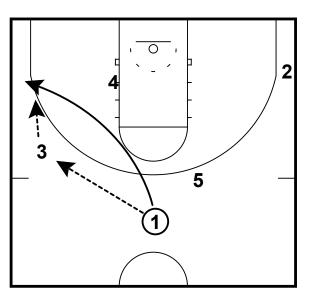
- 2 receives pass from 1 at the wing 1 sets a pin down for 5
- 5 sprints out to set a ball screen



Defense ices ball screen 5 changes screen to step up

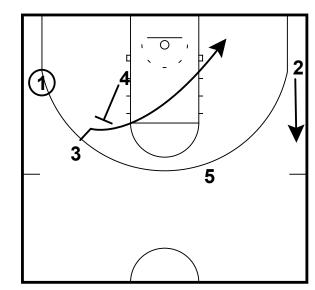
Strong Action

Strong Action

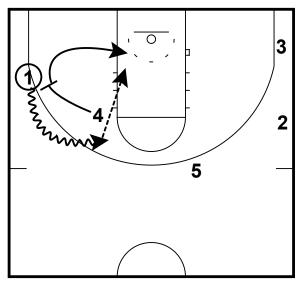


1 now fills strong side after making pass to the wing

Strong Action

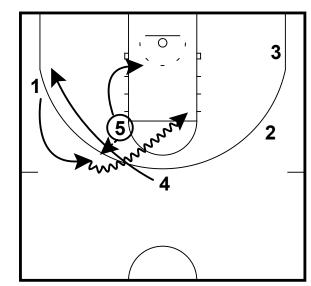


3 passes back to 1 then cuts off back screen set by 4

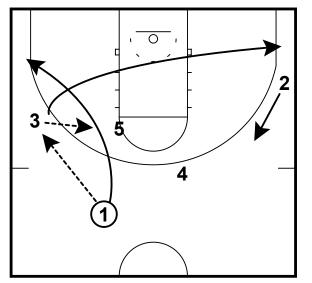


4 sprints into empty side ball screen for 1 1 hits 4 on the roll

Strong Action Counter (Split Action)



4 and 1 run split action 5 flips to 1 5 rolls to the basket 1 attacks lane for floater

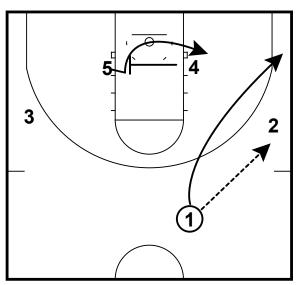


3 hits 5 at the elbow then basket cuts

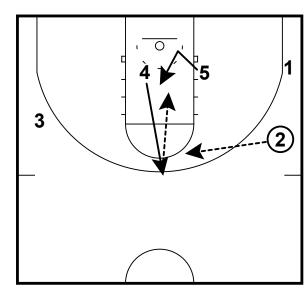
Strong Action Counter (Split Action)

Strong Action/High/Low

Strong Action/High/Low



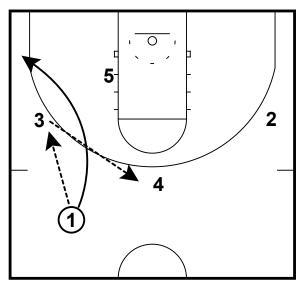
- 1 passes to 2 then fills to strong side 4 sets cross screen for 5
- 2 looks for 5 on the post up



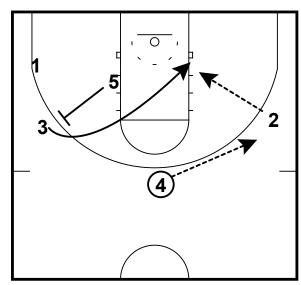
2 hits 4 flashing to the top of the key 5 makes duck in move 4 and 5 run high/low action

Strong Action/Slice/Post Up

Strong Action/Slice/Post Up



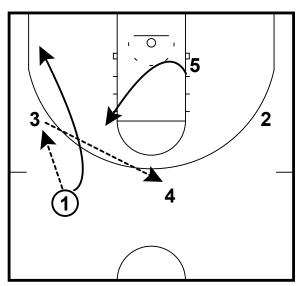
Ball is passed back to the top to 4



4 reverses the ball to 2 2 hits 3 cutting off slice cut for post up

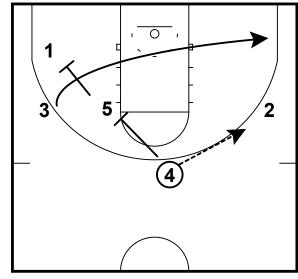
Strong Action/Stagger/Slip

Strong Action/Stagger/Slip

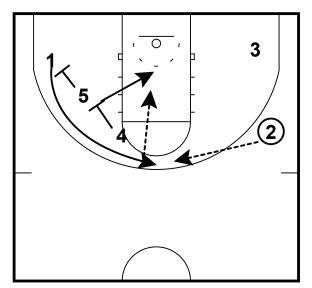


1 passes to 3 and fills strong side Ball is passed back to the top to 4 5 flashes to the elbow

Strong Action/Stagger/Slip



4 reverses the ball to 2 5 and 4 set stagger for 1

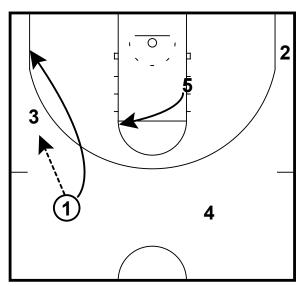


2 hits 1 cutting off stagger

1 hits 4 slipping the screen

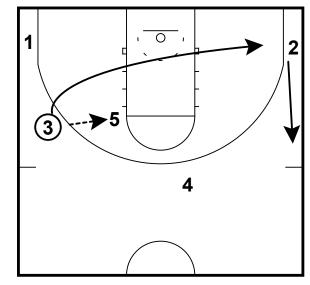
Strong/Elbow/Pin Down

Strong/Elbow/Pin Down



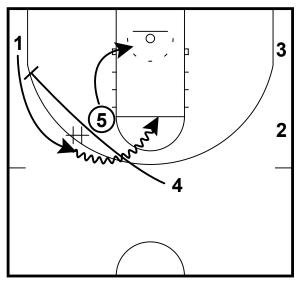
1 passes to 3 and fills strong side corner 5 flashes to elbow

Strong/Elbow/Pin Down



3 passes to 5 at elbow

- 3 basket cuts and fills opposite corner
- 2 lifts from corner to wing

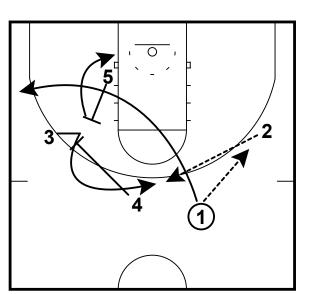


1 cuts off pin down set by 4 and receives hand off from 5 1 gets nail jumper

Strong/Pin Down/Middle Ball Screen

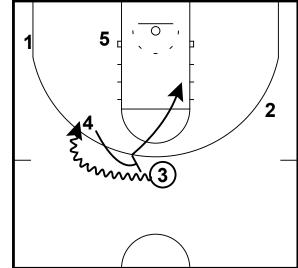
5

Strong/Pin Down/Middle Ball Screen



2 passes to 3 coming off stagger 1 fills opposite corner

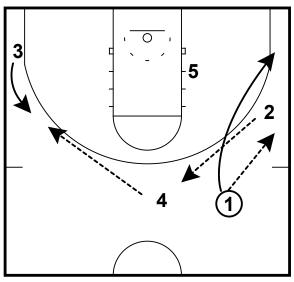
5 rolls to block after setting screen



4 sprints out to set middle ball screen for 3

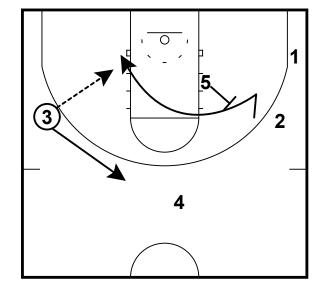
Strong/Slice/Post Up

Strong/Slice/Post Up

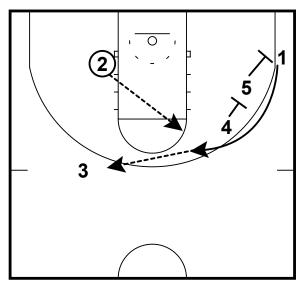


Ball is reversed to 3

Strong/Slice/Post Up



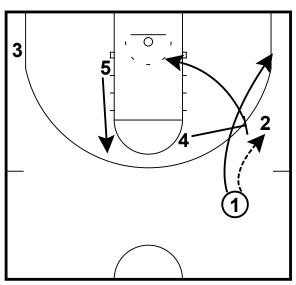
3 hits 2 off the slice cu 3 relocates to the slot



2 finds 1 cutting off stagger set by 4 and 5 Defender for 3 helps on 1 1 makes pass to 3 for wide open shot

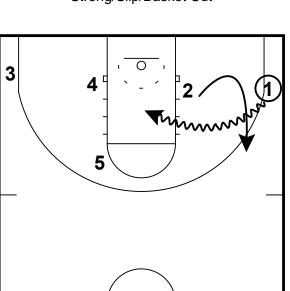
Strong/Slip/Basket Cut

Strong/Slip/Basket Cut



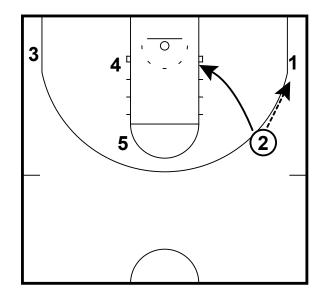
- 1 passes to 2 and fills strong side corner 4 slips screen
- 5 lifts from block to slot

Strong/Slip/Basket Cut



1 attacks double gap

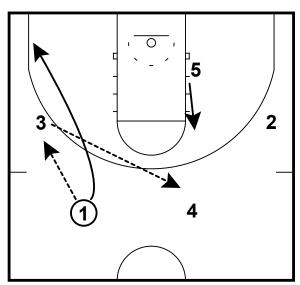
2 banana cuts behind 1



2 passes to 1 in the corner then basket cuts

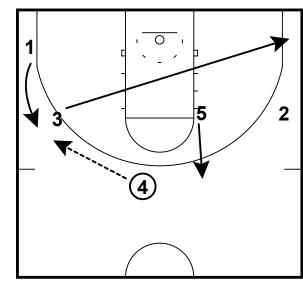
Strong/Slip/Kick

Strong/Slip/Kick



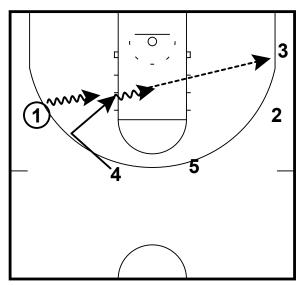
1 fills ball side corner after making pass to 3 3 passes to 4 at the top of the key

Strong/Slip/Kick



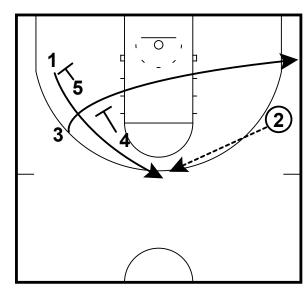
3 back cuts

4 passes to 1 filling the wing 5 lifts



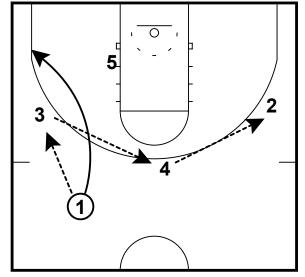
1 hits 4 on the slip 4 hits 3 in the corner for shot

Strong/Stagger/Middle Ball Screen



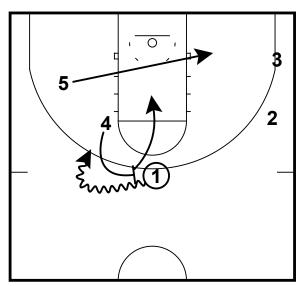
Strong/Stagger/Middle Ball Screen

3 cuts to opposite corner 2 passes to 1 coming off stagger set by 4 and 5



Ball is reversed to 2

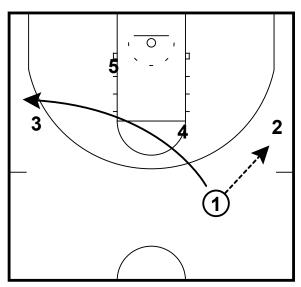
Strong/Stagger/Middle Ball Screen



4 sprints back to the top and sets middle ball screen for 1

Thru Action

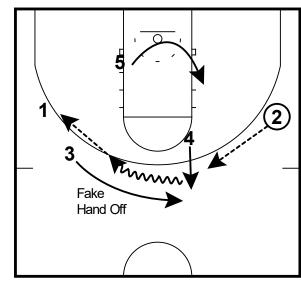
Thru Action



Thru action is 5 out spacing

This action allows you to have 2 bigs playing at the same time You now have 2 screeners rather than 1 in pistol action

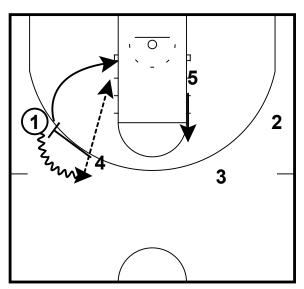
Thru Action



2 passes to 4 in the slot

4 fakes hand off to 3 then passes to 1 at the wing

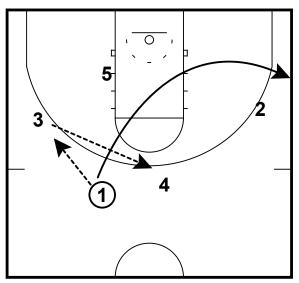
5 fills slot vacated by 4

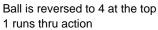


1 hits 4 on the roll

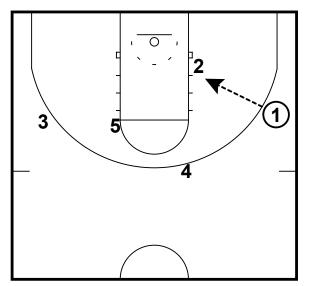
Thru Action Counter (Attack the Switch)

Thru Action Counter (Attack the Switch)

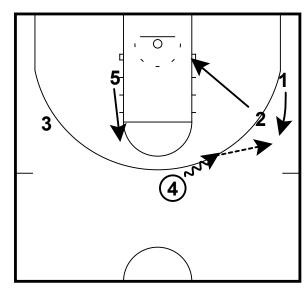




Thru Action Counter (Attack the Switch)

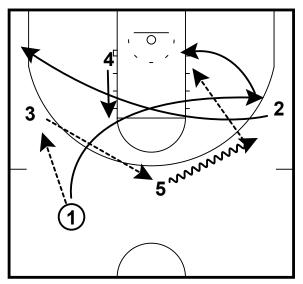


1 recognizes mismatch and passes to 2 in the post



Defenders on 1 and 2 switch on thru action creating a mismatch 4 passes to 1 at the wing

Thru Action Counter (Back Cut)



If the defense tries to deny wing entry pass 5 looks to hit 1 on the back cut

Thru Action Counter (Split Action/Reject)

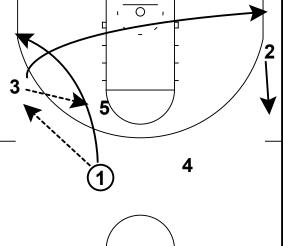
3 2 5 4

Thru Action Counter (Split Action/Reject)

1 and 4 run split action 5 hits 2 rejecting screen set by 1

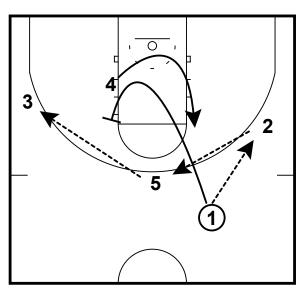
3 hits 5 at the elbow 2 lifts to wing 3 fills corner

0



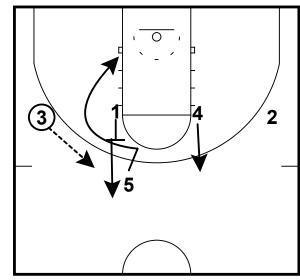
Thru Action Counter (UCLA Screen/Middle BS)

Thru Action Counter (UCLA Screen/Middle BS)

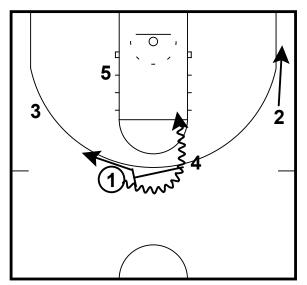


Play starts with normal thru action Rather than filling to the wing 1 sets a UCLA screen for 5

Thru Action Counter (UCLA Screen/Middle BS)



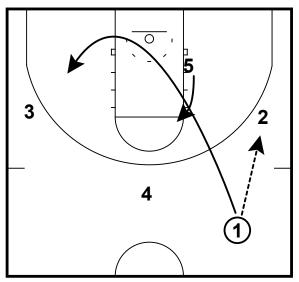
3 looks for 5 on the cut and post up 1 pops to the top to receive pass from 3



4 pops after setting middle ball screen for 1

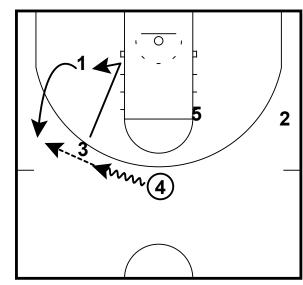
Thru Action/Post Up

Thru Action/Post Up

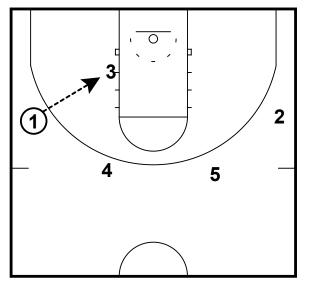


2 swings ball to the top to 4 1 runs thru action

Thru Action/Post Up



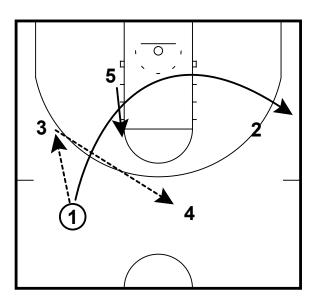
3 back cuts when 4 starts dribble at 4 hits 1 at the wing



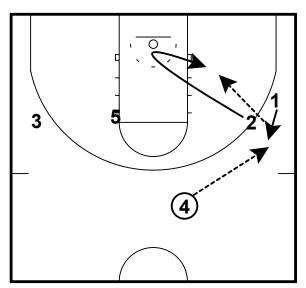
1 hits 3 on the post up

Thru Action/Post Up

Thru Action/Post Up



Thru Action/Post Up

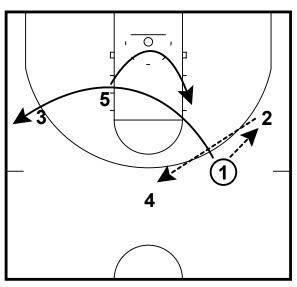


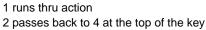
4 reverses ball to 1

2 button hooks and receives pass from 1

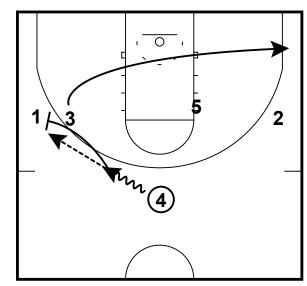
Thru Action/Roll Man

Thru Action/Roll Man

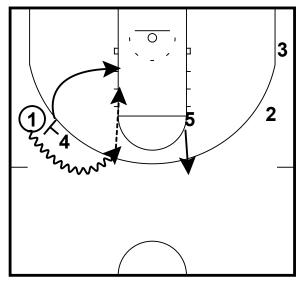




Thru Action/Roll Man



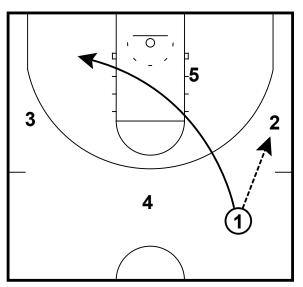
3 back cuts to opposite corner when 4 starts to dribble at the wing 4 sets an empty side ball screen for 1



1 hits 4 man on the roll

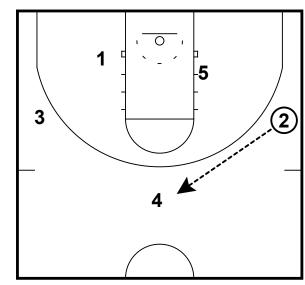
Thru Action/Stagger

Thru Action/Stagger

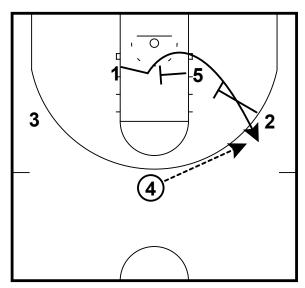


1 passes to 2 then basket cuts

Thru Action/Stagger



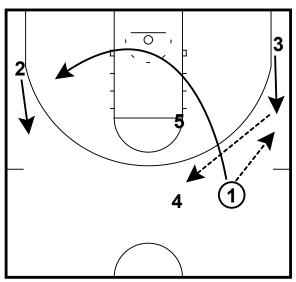
2 swings ball back to the top to 4



4 hits 1 coming off stagger set by 5 and 2

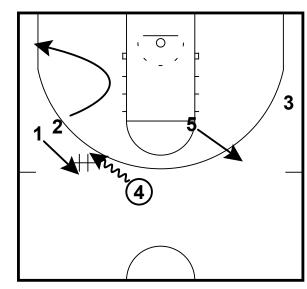
Thru/Back Cut

Thru/Back Cut



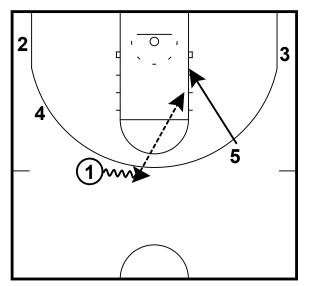
1 passes to 3 and runs thru action Pass is made back to 4 at the top of the key

Thru/Back Cut



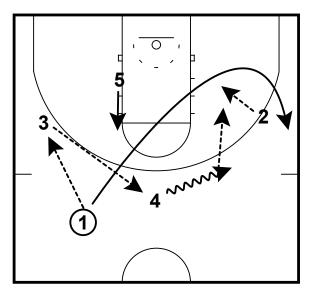
4 dribbles at the wing

2 shallow cuts to corner rather than making a back cut 4 and 1 run DHO $\,$



1 hits 5 on the back cut

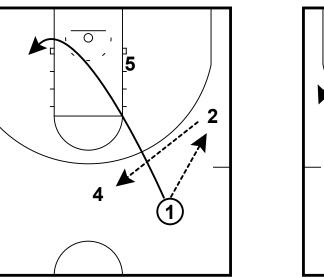
Thru/Back Cut/Wing



- 3 swings the ball to the top
- 1 runs thru action
- 4 dribbles at wing and hits 2 on the back cut

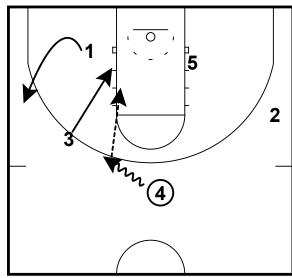
Thru/Dribble At/Back Cut

3



1 passes to 2 at the wing and cuts to opposite wing on thru action

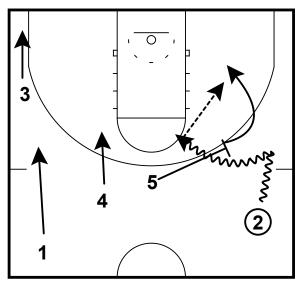
Thru/Dribble At/Back Cut



4 dribbles at 3 3 receives pass from 4 on back cut

BYU Cougars Offensive Playbook Transition

Transition/Empty Ball Screen

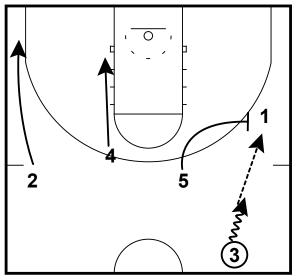


Bigs look to set empty side ball screens in transition 2 hits 5 with a pocket pass on the roll

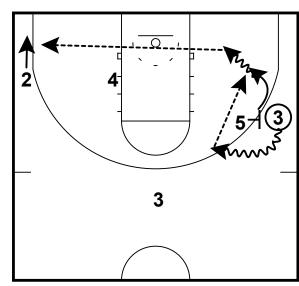
BYU Cougars Offensive Playbook Transition

Transition/Side BS/Short Roll/Kick

Transition/Side BS/Short Roll/Kick



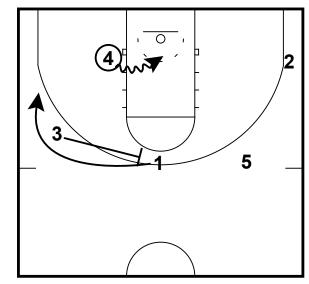
3 kicks ball ahead to 1 in transition 5 sets empty side ball screen



3 hits 5 on the short roll 5 skips to 2 drifting to the corner

BYU Cougars Offensive Playbook Transition

Transition/Split Action/Post Up



Transition/Split Action/Post Up

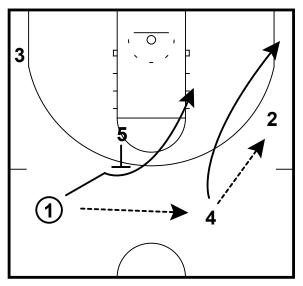
3 and 1 run split action 4 attacks midline for jump hook

0 (mmm) 2 1 5

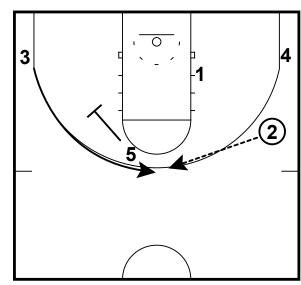
3 pushes ball up court and hits 4 posting up on the block

UCLA/Pin Down

UCLA/Pin Down



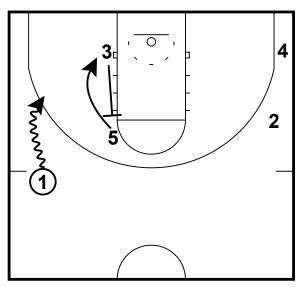
Ball is reversed to 2 5 sets UCLA screen for 1



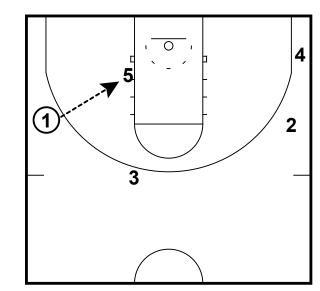
5 sets wide pin down for 3 2 hits 3 on the straight cut

UCLA/Post Up

UCLA/Post Up



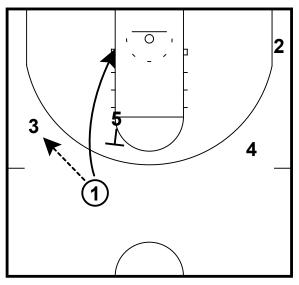
5 cuts off UCLA screen set by 3



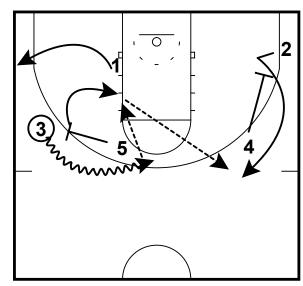
¹ hits 5 on post up

UCLA/Short Roll/Kick

UCLA/Short Roll/Kick



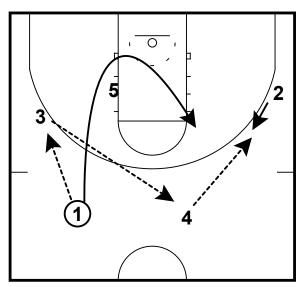
1 passes to 3 at the wing 5 sets UCLA screen for 1

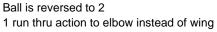


3 hits 5 on short roll5 kicks out to 2 coming off pin down set by 4

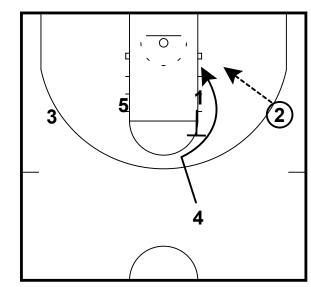
UCLA/Split Action

UCLA/Split Action

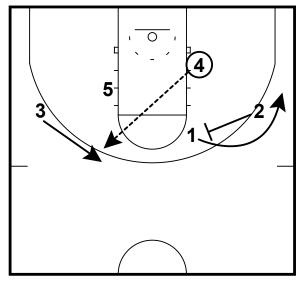




UCLA/Split Action



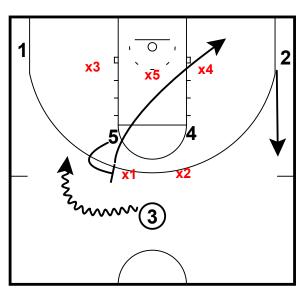
2 passes to 4 cutting off UCLA screen set by 1



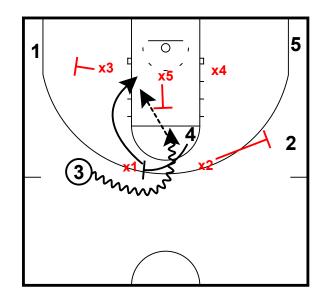
2 and 1 run split action 4 hits 3 lifting to the slot

Zone #1

Zone #1



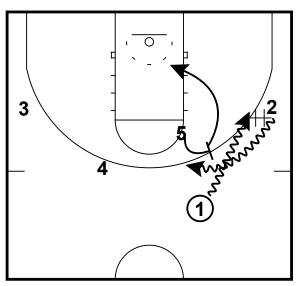
5 sets a ball screen for 3



4 sprints out to set another ball screen on 1 3 hits 4 on the roll

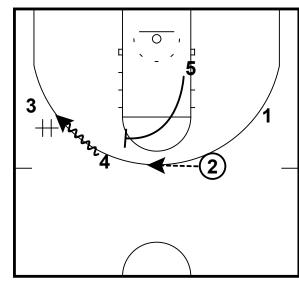
Zoom Continuity

Zoom Continuity

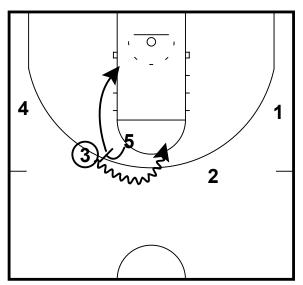


Zoom continuity has 4 players spaced around the perimeter 5 is the continuous screener and roll man

Zoom Continuity



Ball is reversed to 4 4 and 3 run DHO

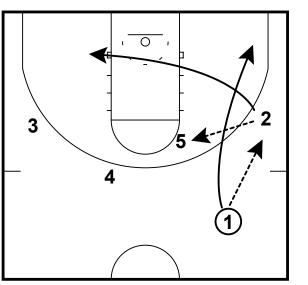


5 rolls to basket after setting ball screen for 3

It is important that the offense read the denial and over play on hand offs

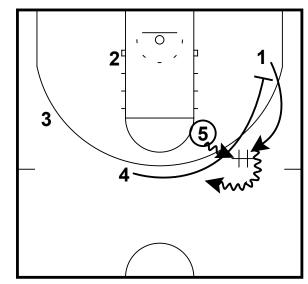
Bigs also need to slip the screen to keep the defense playing honest

Zoom Action (Chicago Strong)

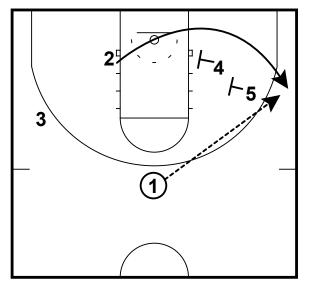


1 passes to 2 at the wing then fills strong side corner 2 passes to 5 at the elbow then cuts to opposite block

Zoom Action (Chicago Strong)



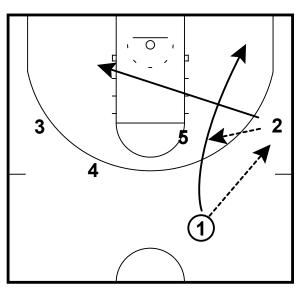
4 sprints around 5 and sets a pin down for 1 5 runs dribble hand off with 1



1 hits 5 cutting off the double stagger

Zoom Action (Chicago Strong)

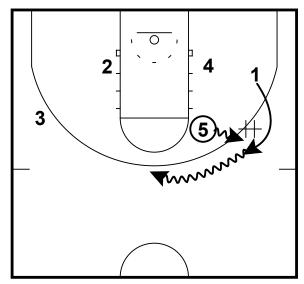
Zoom Action (Chicago/Boston)



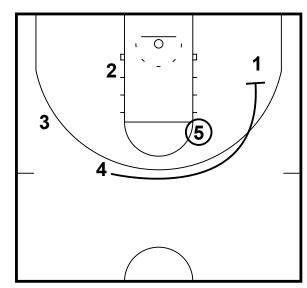
1 fills strong side corner

2 empties to opposite block after passing to 5 at the elbow

Zoom Action (Chicago/Boston)

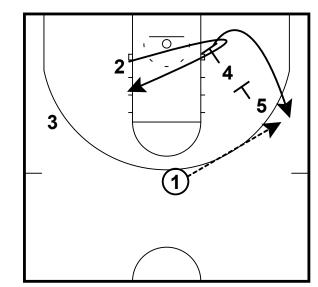


5 runs DHO with 1



4 sprints around 5 to set pin down for 1

Zoom Action (Chicago/Boston)

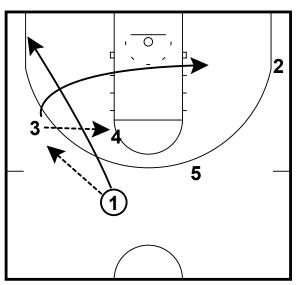


2 curls off screen set by 4 1 passes to 4 popping on pin down set by 5

Zoom Action (Chicago/Boston)

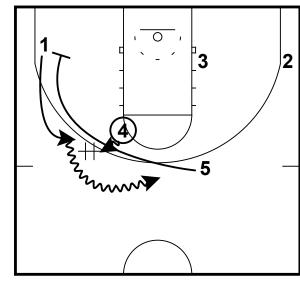
Zoom Action (Chicago/Triple)

Zoom Action (Chicago/Triple)

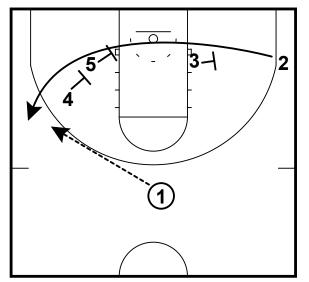


1 fills strong side wing after passing to 3 3 passes to 4 then cuts to opposite block

Zoom Action (Chicago/Triple)



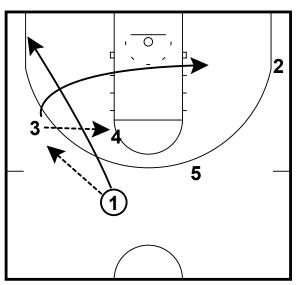
5 sets pin down for 1 1 and 4 run dribble hand off



1 hits 2 sprinting off screens set by 3,4 and 5

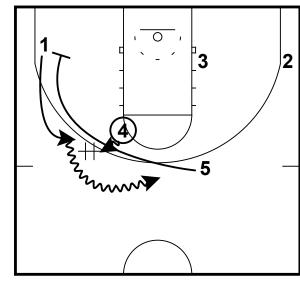
Zoom Action (Chicago/Triple)

Zoom Action (Chicago/Triple)

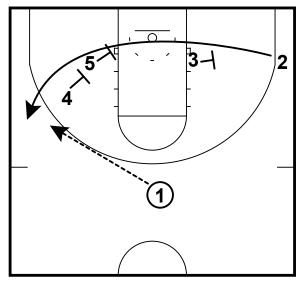


1 fills strong side wing after passing to 3 3 passes to 4 then cuts to opposite block

Zoom Action (Chicago/Triple)



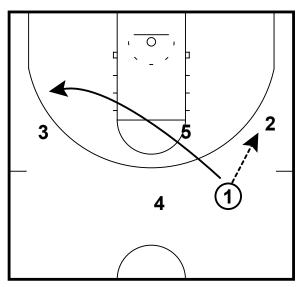
5 sets pin down for 1 1 and 4 run dribble hand off



1 hits 2 sprinting off screens set by 3,4 and 5

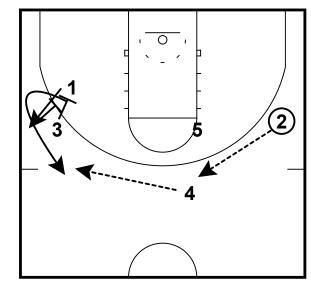
Zoom Action (Twist)

Zoom Action (Twist)

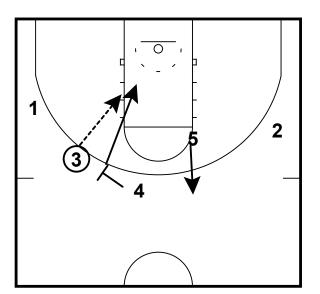


1 passes to 2 and runs thru action

Zoom Action (Twist)



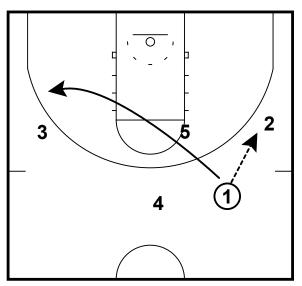
- 2 reverses ball back to the top to 4
- 3 and 1 run "twist action'
- 3 sets a pin down for 1
- 1 immediately pivots and sets a pin down for 3
- 4 passes to 3 on the cut



3 hits 4 on the slip

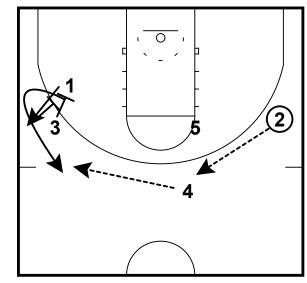
Zoom Action (Twist)

Zoom Action (Twist)

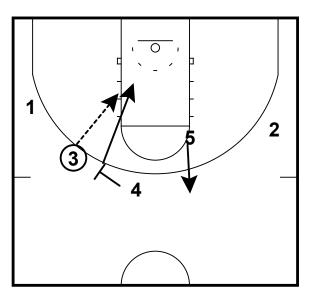


1 passes to 2 and runs thru action

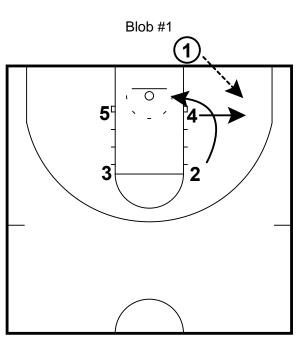
Zoom Action (Twist)

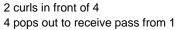


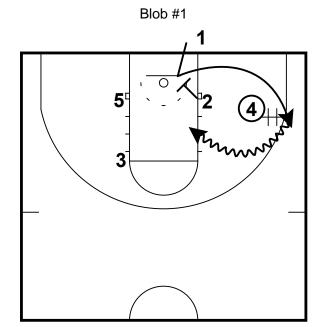
- 2 reverses ball back to the top to 4
- 3 and 1 run "twist action'
- 3 sets a pin down for 1
- 1 immediately pivots and sets a pin down for 3
- 4 passes to 3 on the cut



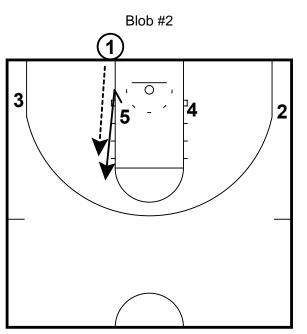
3 hits 4 on the slip



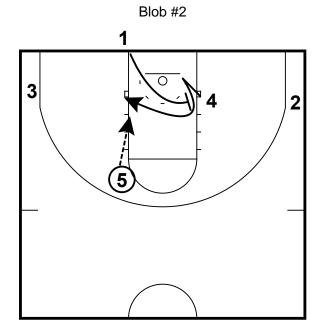




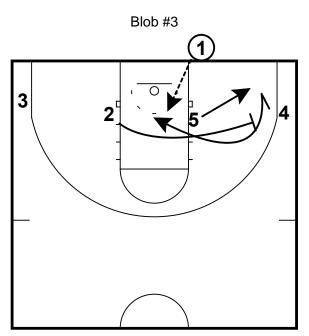
1 takes defender away a couple of steps then sprints off pin down set by 2 5 and 2 run DHO



5 lifts from block to elbow to receive pass from 1



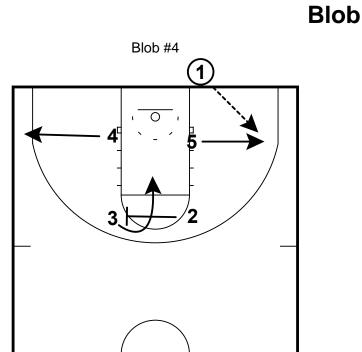
5 hits 4 coming off cross screen set by 1



5 flashes to short corner

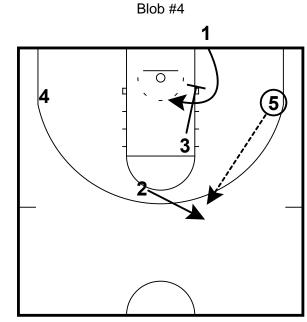
4 cuts off screen set by 2 1 throws the lob to 4

All Contents Proprietary

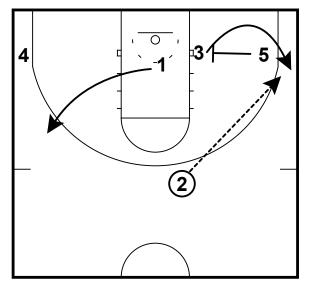


1 hits 5 popping to the corner 2 screens away on 3

Blob #4

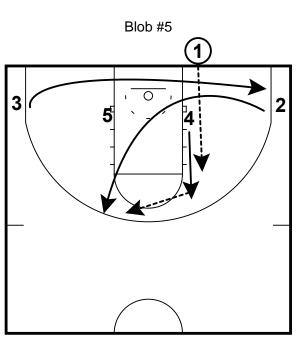


5 reverses ball to 2 2 looks for 1 curling off pin down set by 3



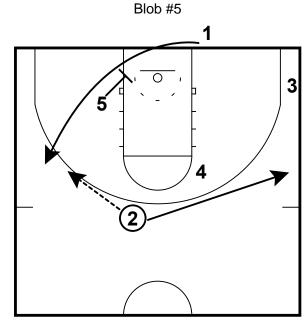
1 clears to weak side wing

2 hits 3 cutting off pin down set by 5

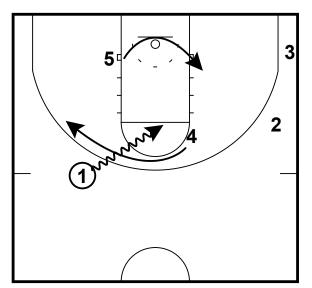


- 1 hits 4 lifting from block to elbow 2 lifts to opposite slot
- 4 reverses ball to 2
- 3 sprints to opposite corner

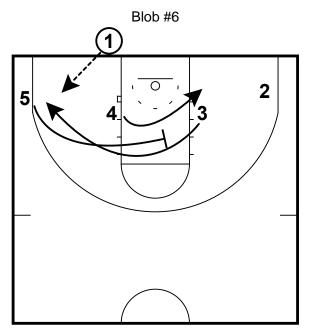
Blob #5



2 hits 1 cutting off pin down set by 5 2 fills opposite wing

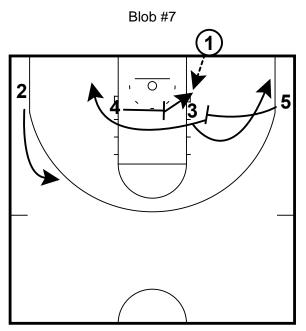


1 dribbles off the butt of 4's ghost screen 5 circles to opposite block



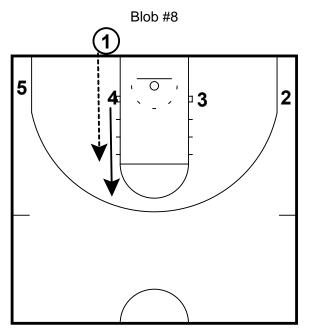
- 4 flashes to opposite block
- 1 passes to 3 cutting off cross screen set by 5

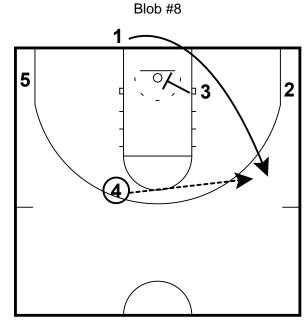




3 pops to corner off screen set by 5 Screen the screener action with 5 and 4 1 hits 4



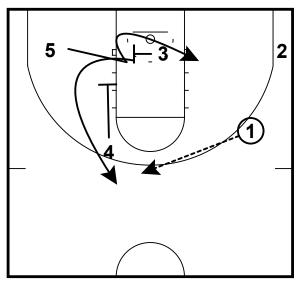




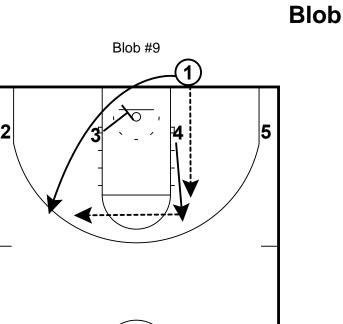
4 hits 1 cutting off pin down set by 3

1 hits 4 lifting to top of key

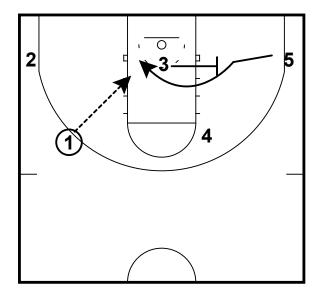
Blob #8



5 flashes to block off cross screen set by 3 Screen the screener action with 3 and 4



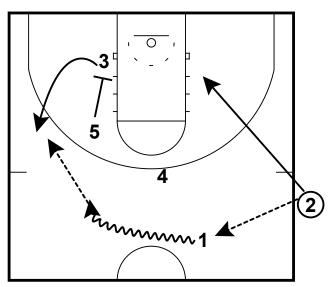
1 passes to 4 lifting to the top of the key 4 passes to 1 cutting off pin down set by 3 Blob #9



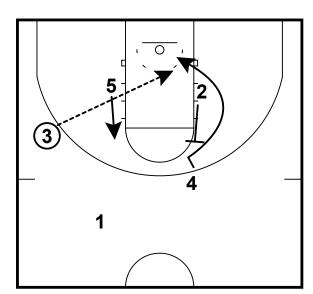
¹ hits 5 cutting off cross screen set by 3

Slob #1

Slob #1



1 hits 3 popping to wing off pin down



3 hits 4 on the back screen lob