

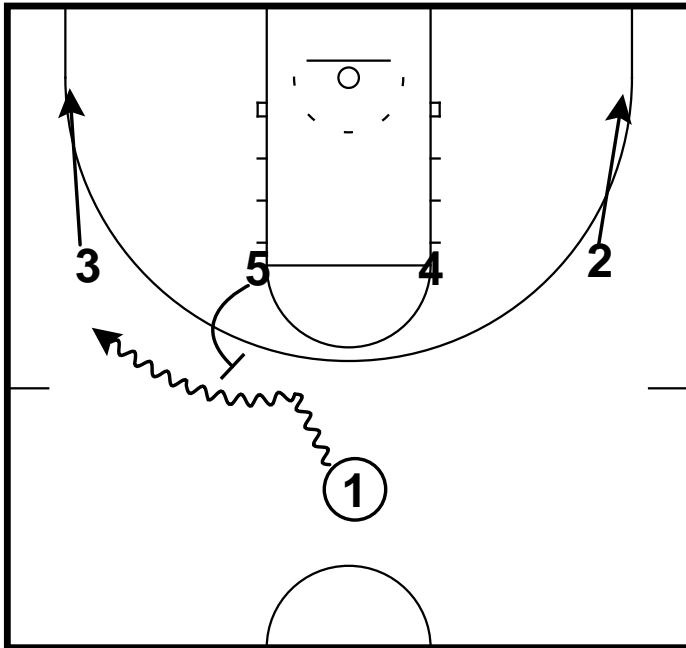
Late Game Situations

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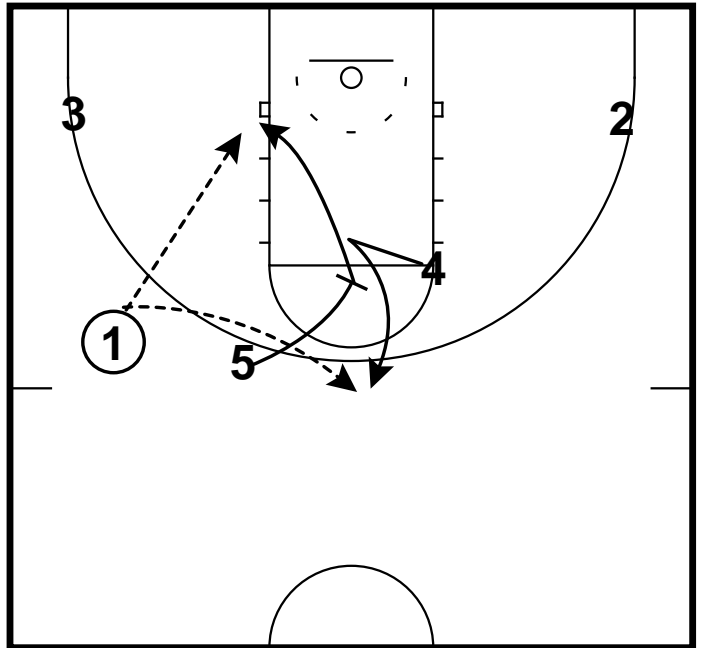
Need a 2

1-4 High - Post Down



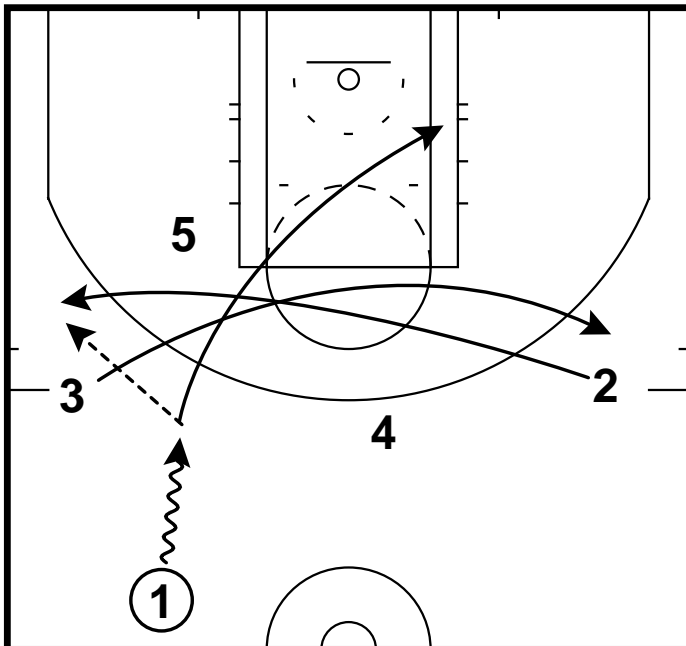
1 dribbles to the left wing off of a screen from 5.
3 and 2 slide to the corners.

1-4 High - Post Down



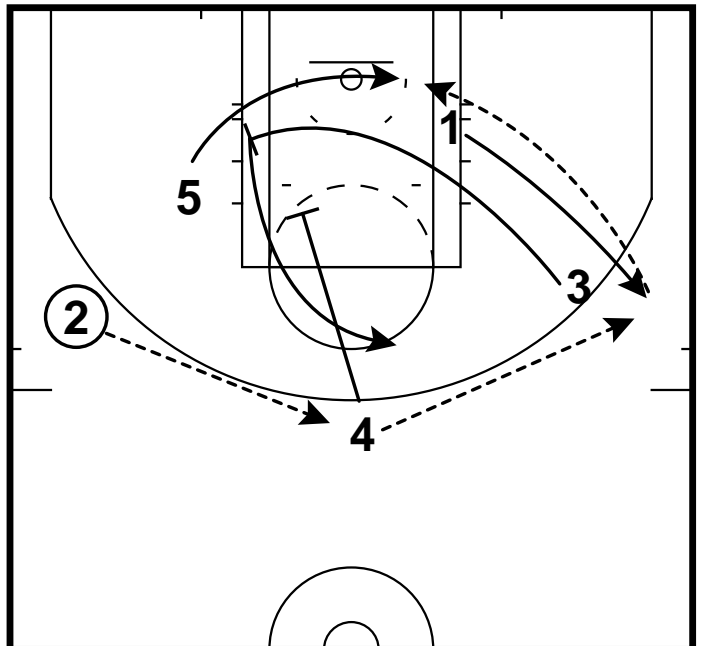
Once 1 gets to the wing, 5 screens down for 4 who pops up for a shot.

35 Power



2 & 3 exchange, 1 hits 2 and cuts through the lane.

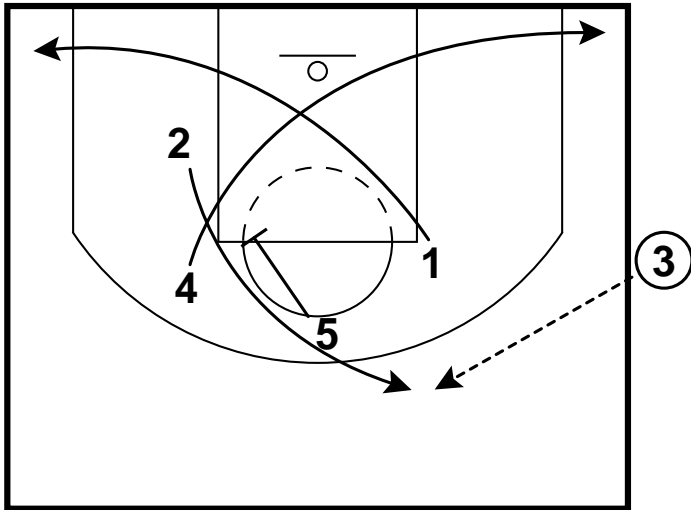
35 Power



1 pops out to the wing as 2 passes to 4. As 4 is passing to 1, 3 cuts through and cross screens for 5. 4 pins down on 3.

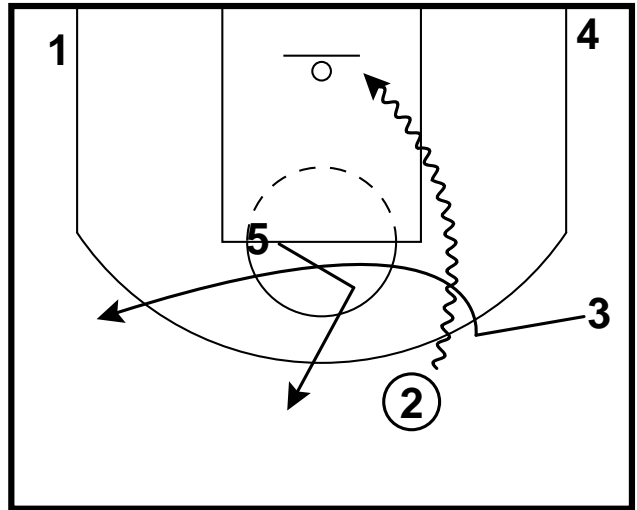
Need a 2

Boston Celtics "AI Brush"



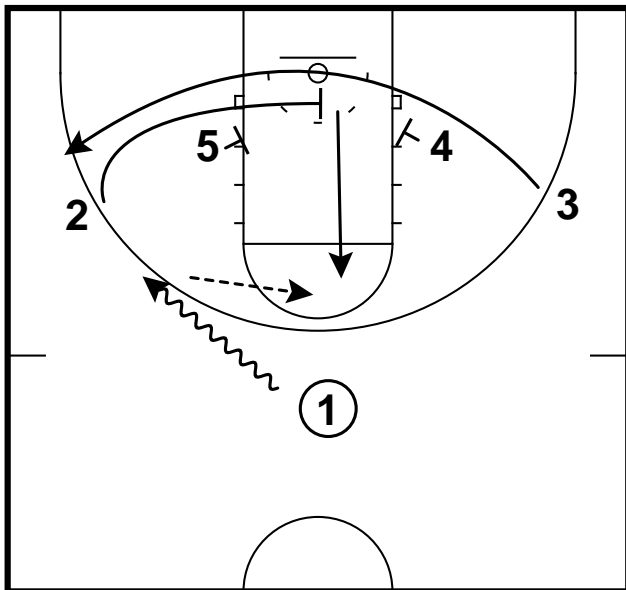
5 screens for 2 who catches the inbound pass. 1/4 cross to opposite corners

Boston Celtics "AI Brush"



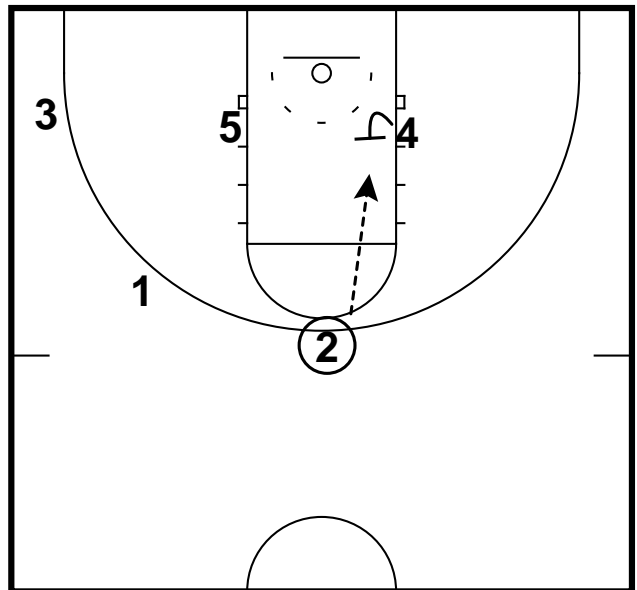
3 cuts through the action as a brush screen as 2 attacks the rim hard.

Hoo 5



**late game when we need a 2
 - 2 and 3 cross through lane and one player screens for the other (2 screens for 3)
 - 1 dribble enters
 - 2 pops high
 - 1 to 2

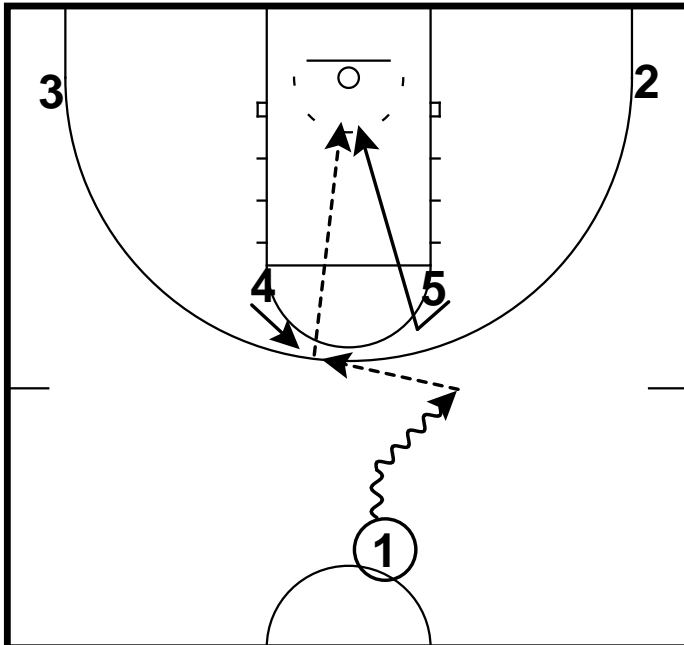
Hoo 5



- 4 ducks in hard
 - 2 to 4

Need a 2

Horns - Quick Post

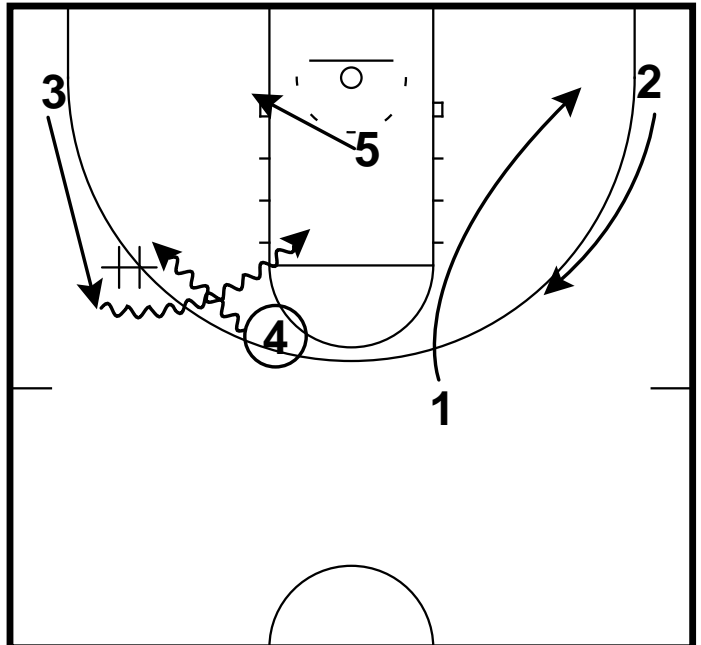


5 and 4 step towards 1 as if setting ball-screens in the horns set.

1 passes to 4.

4 quickly turns and passes to 5 cutting to the basket.

Horns - Quick Post



If 5 isn't open, 1 clears to the corner as 2 moves up to the wing.

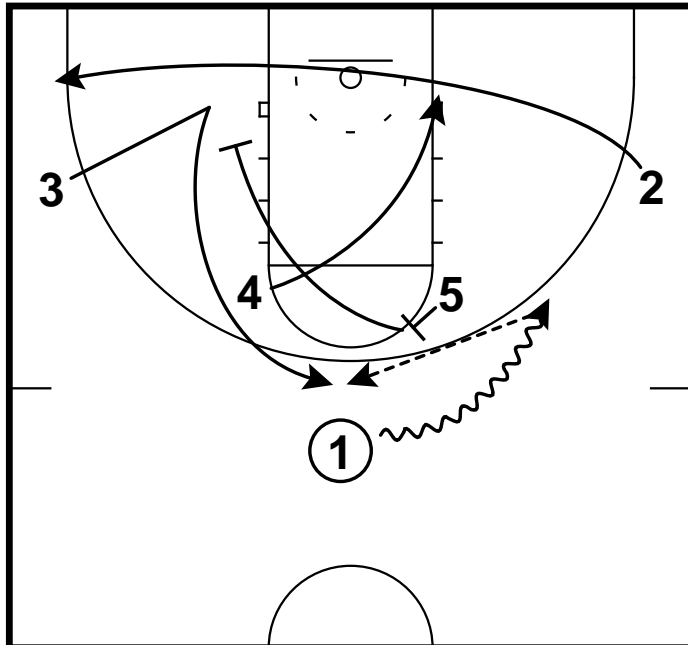
4 can pass to 2 or 5.

If neither are open, 4 dribbles toward 3 and gives the ball to 3 on a dribble hand-off.

3 drives to the lane looking to score or pass out for a 3-point shot.

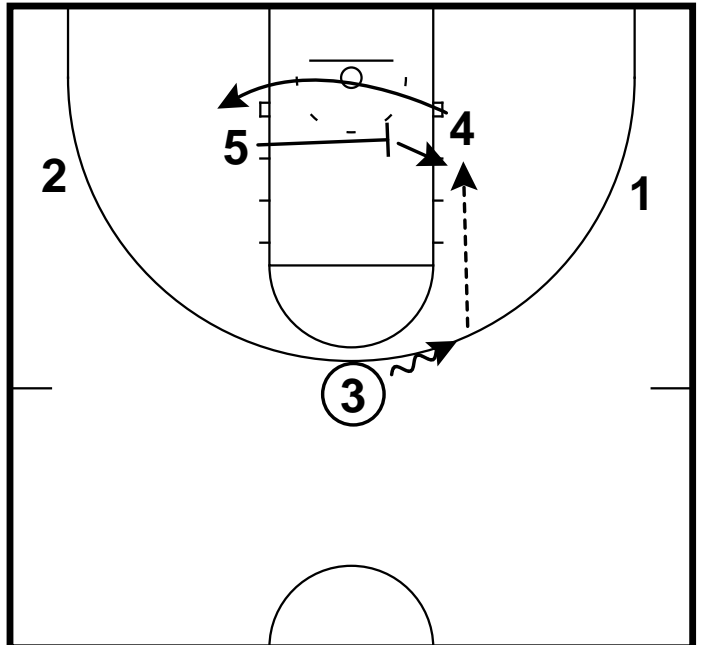
Need a 2

Horns Power



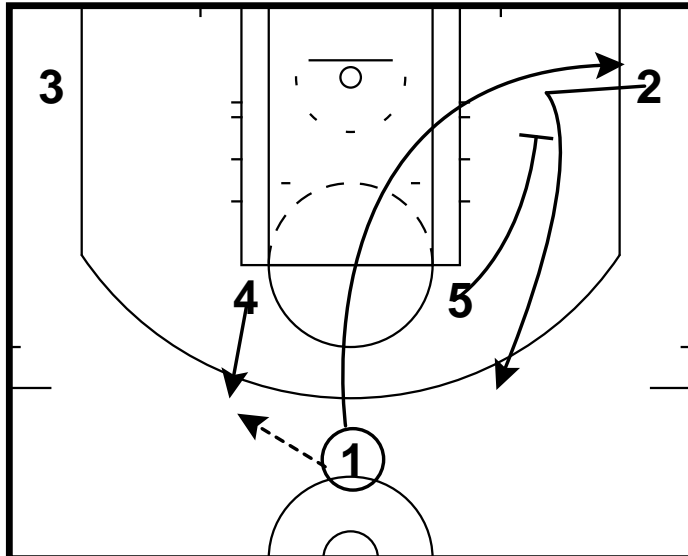
5 sets pick & roll for 1. As 5 rolled, 4 X'd off to the block. 5 pinned down for 3 and 2 sprinted opposite. 1 threw back to 3.

Horns Power



5 cross screened for 4 and then ducked in hard looking for post-up.

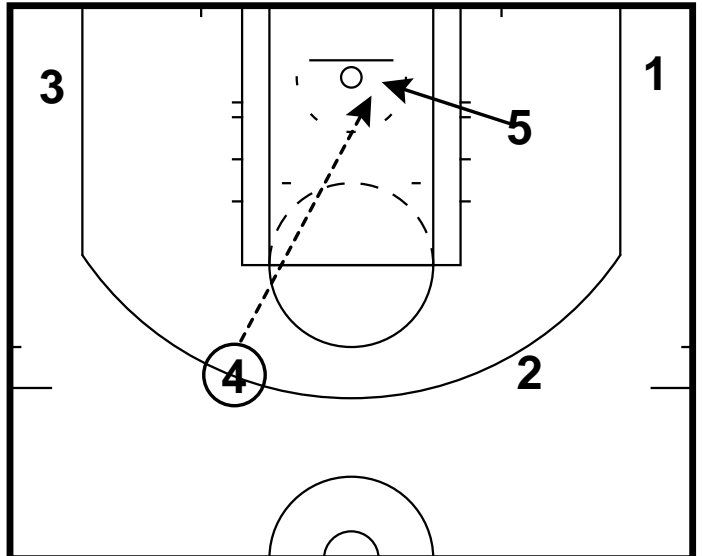
Houston Rockets Curl Slip



1 passes to 4 at the high post then cuts through the lane to the right corner.

5 sets a down-screen for 2.

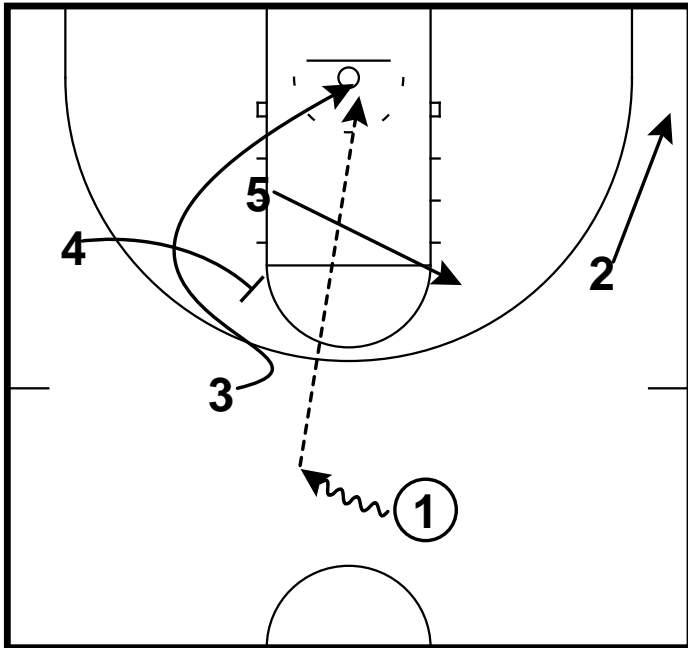
Houston Rockets Curl Slip



If 5's defender shows on the down-screen, 5 slips to the rim.

Need a 2

Quick Lob

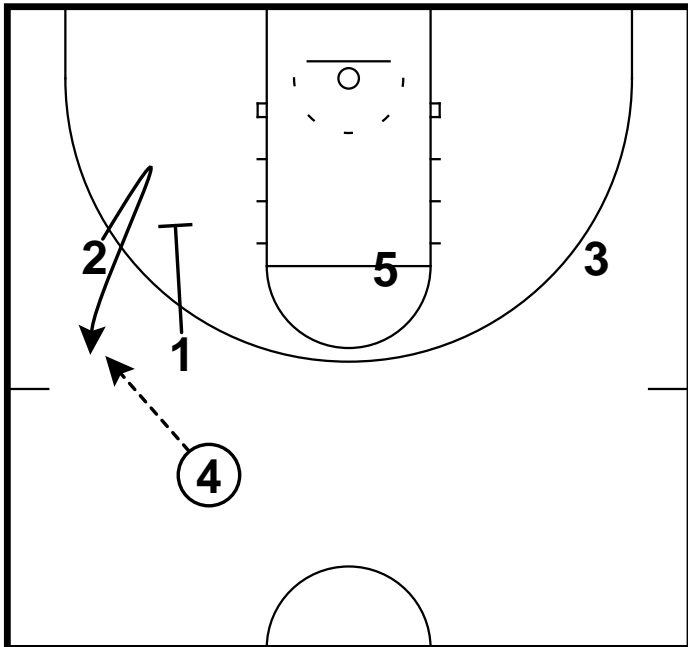


1 dribbles left as 4 sets a flare-screen for 3.

5 moves to the ball-side elbow.

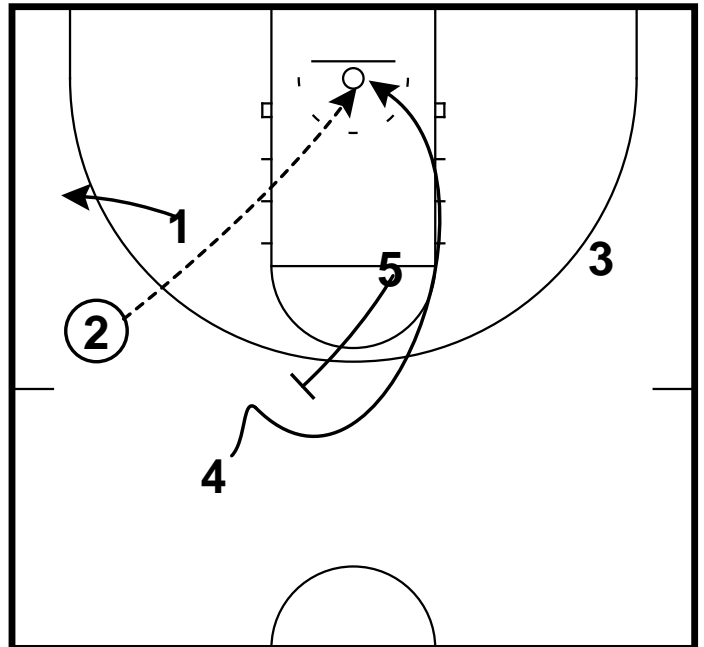
1 makes the lob pass to 3 at the basket.

Quick Lob



4 passes to 2 cutting off of a down screen from 1.

Quick Lob



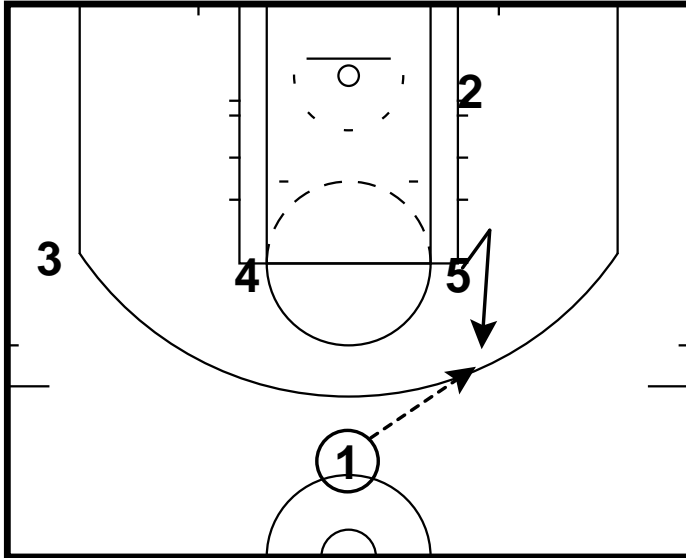
1 clears out to the wing.

5 sets a back-screen for 4.

2 makes the lob pass to 4 for a dunk.

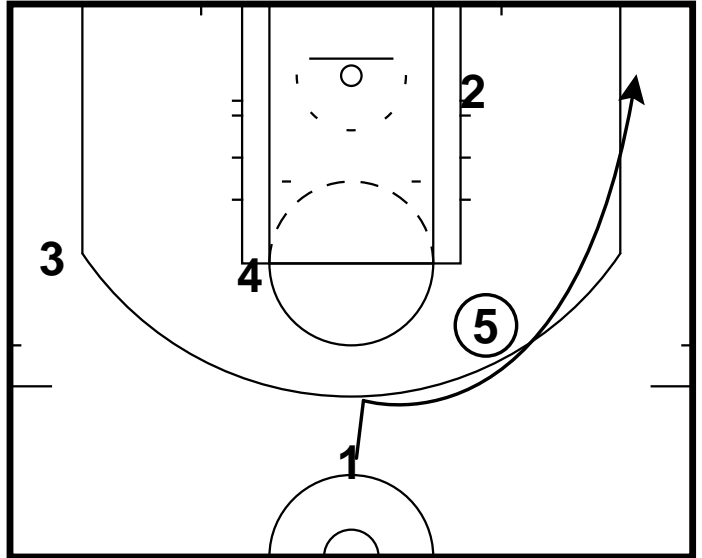
Need a 2

Spurs Double High Post Screen the Scorer



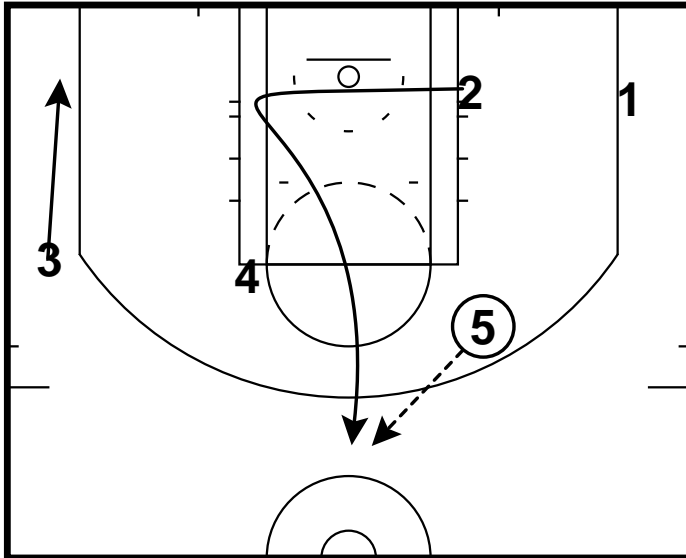
1 passes to 5 at the high post.

Spurs Double High Post Screen the Scorer



1 then loops around 5 looking for a quick pass back or hand-off for a shot.

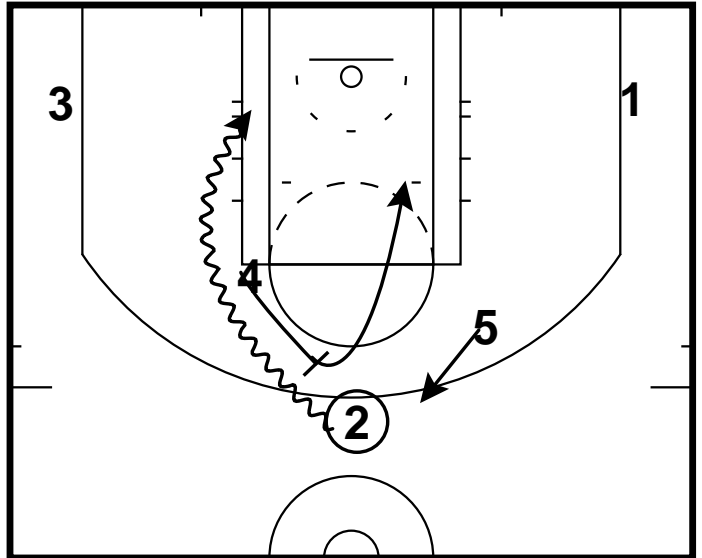
Spurs Double High Post Screen the Scorer



If 1 isn't open, 2 cuts up the lane to the top of the key.

5 passes to 2.

Spurs Double High Post Screen the Scorer

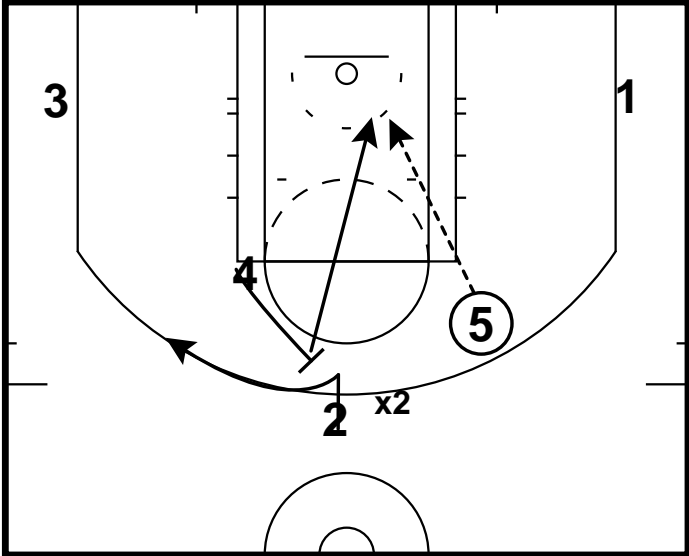


Once 2 has the ball, 4 sets a ball-screen.

On a small/big switch, 4 will roll and 5 will replace 4 staying high for a shot.

Need a 2

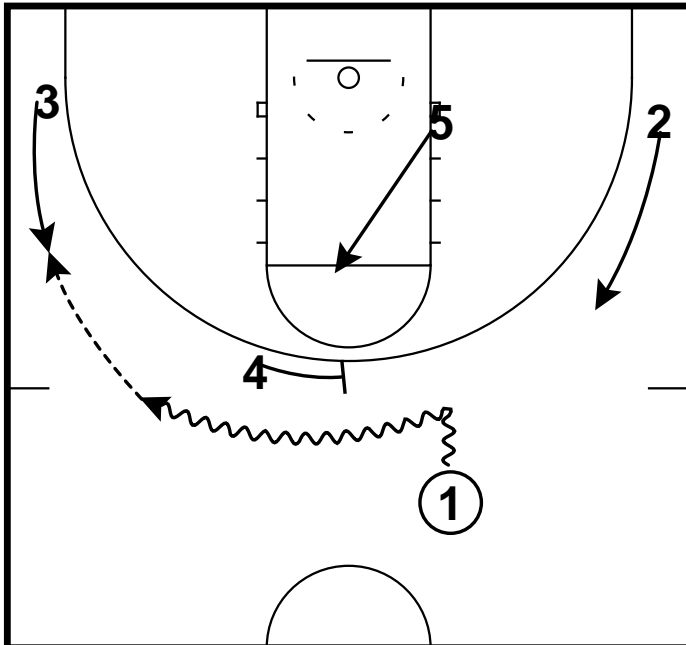
Spurs Double High Post Screen the Scorer



If 2 is denied the shot and there is a small/big switch, 2 flares for a shot and 4 slips to the rim.

Need a 2

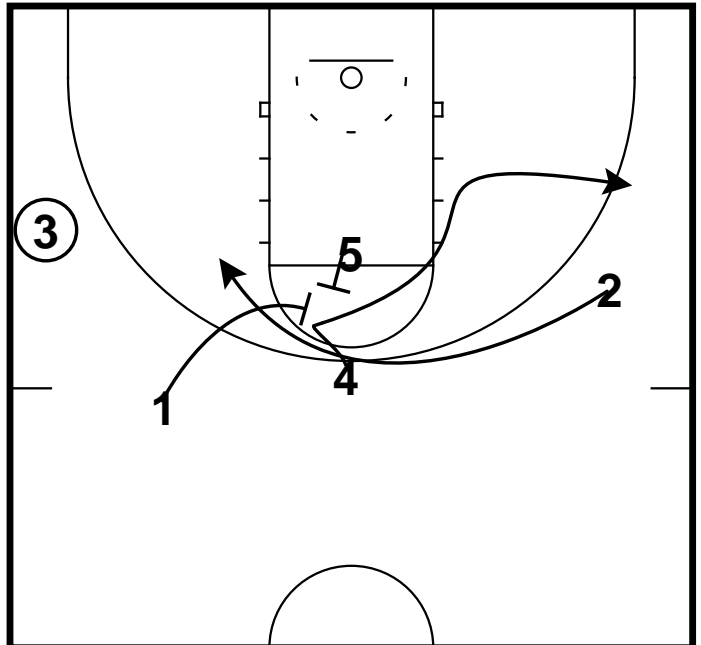
Top Fist



1 dribbles off of a high ball-screen from 4 then passes to 3 on the wing.

5 moves up towards the free-throw line.

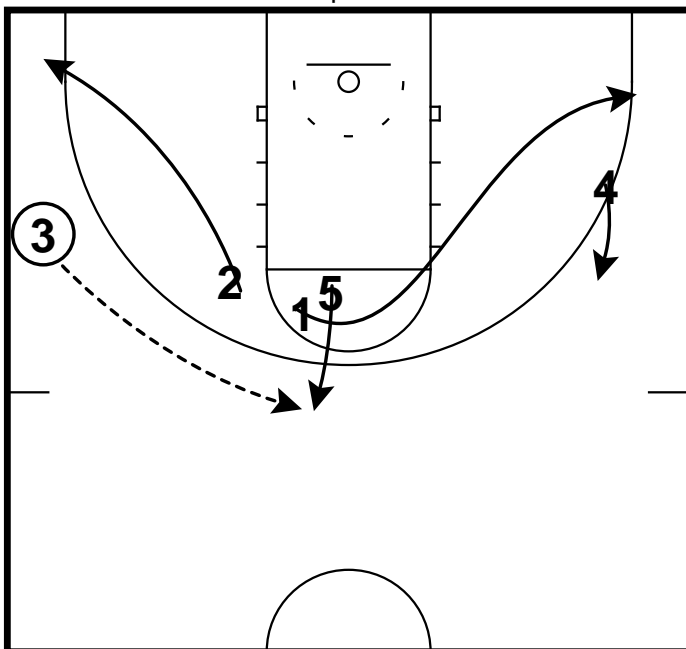
Top Fist



5 sets a screen for 4.

2 curls around a screen from 1.

Top Fist

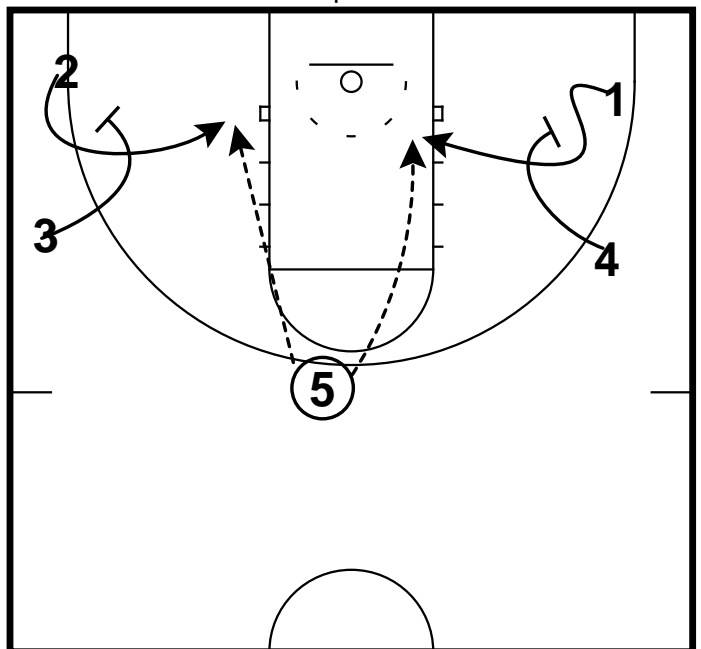


If 2 isn't open he cuts to the corner.

5 steps out and gets the ball from 3.

1 moves out to the corner.

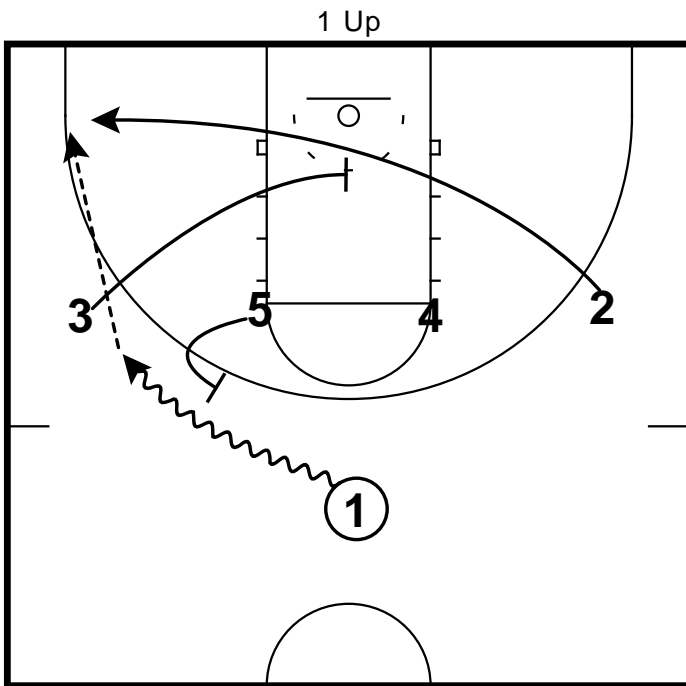
Top Fist



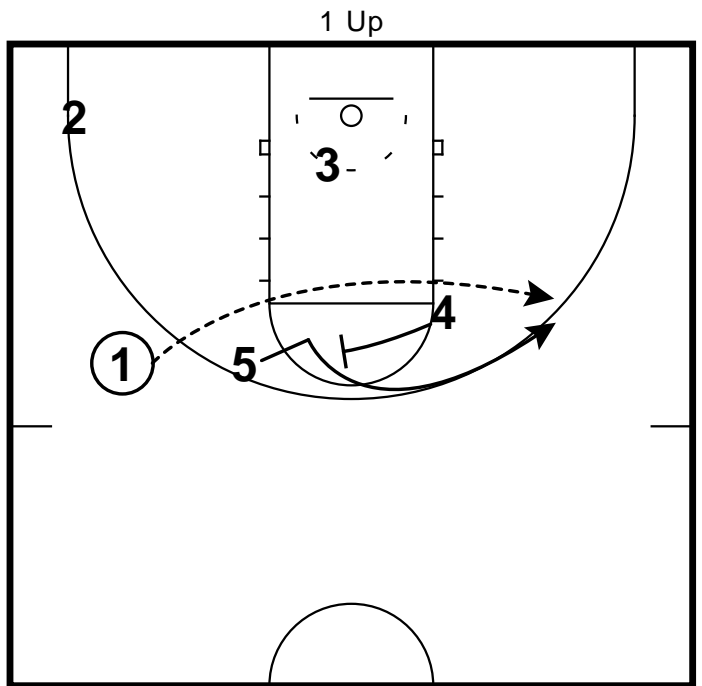
Once 5 has the ball, 4 and 3 set down-screens for 1 and 2 in the corners.

5 looks to pass to 1 or 2 for a shot.

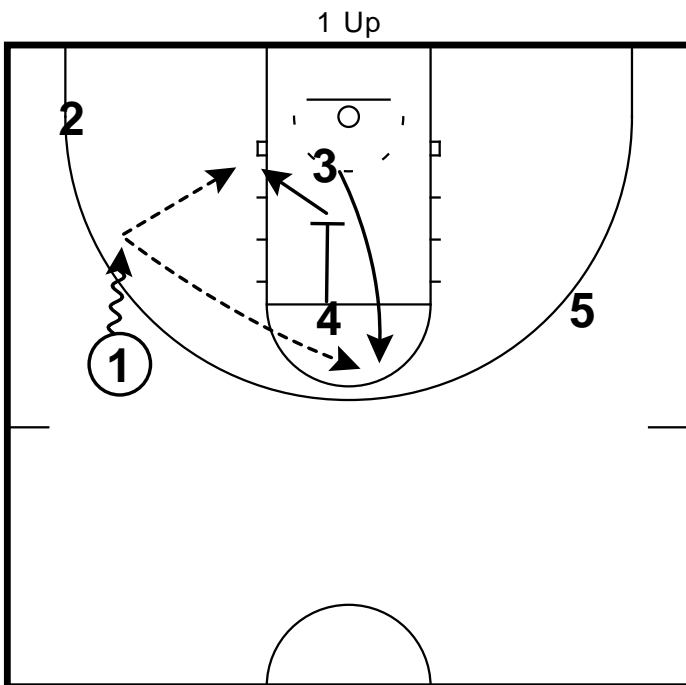
Need a 3



5 steps up and screens for 1.
3 screens across the lane for 2 who cuts to the corner.



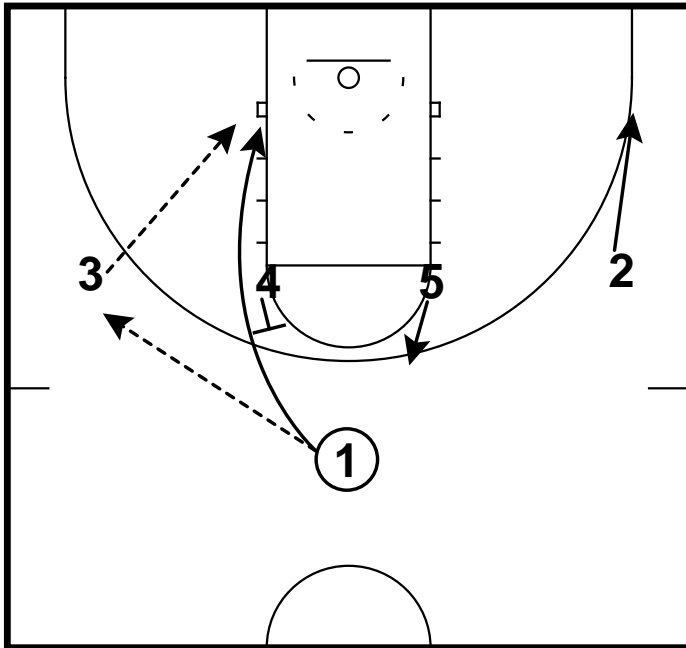
If 2 isn't open, 4 sets a screen for 5 who fades to the opposite wing.



If 5 isn't open, 4 then sets a down screen for 3.
1 dribbles toward the baseline and looks to pass to 3 off of the screen or to 4 on the duck-in.

Need a 3

1 - 4 High

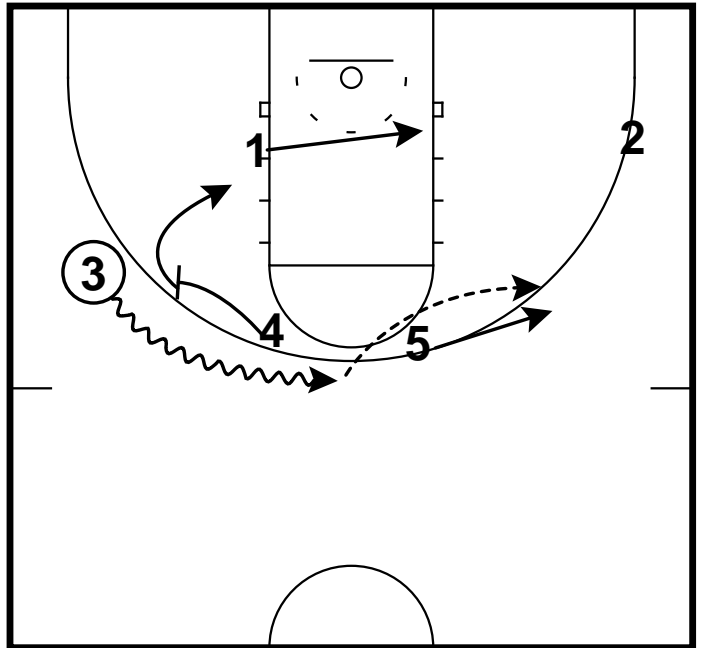


1 passes to 3 on the wing.

1 then makes a UCLA cut off of 4 to the basket.

3 looks to pass to 1 for the score.

1 - 4 High

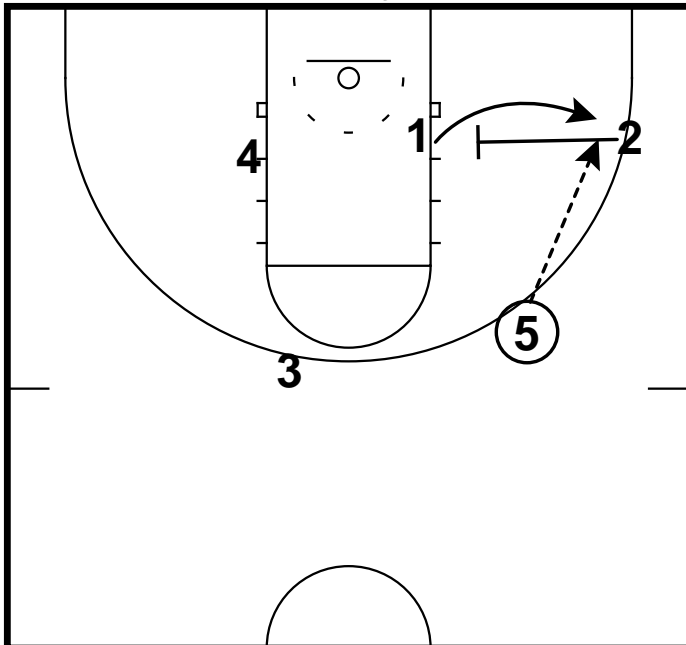


If 1 isn't open, 4 steps out to set a ball-screen for 3.

3 drives middle as 4 rolls to the basket and 1 moves across the lane.

3 passes to 5.

1 - 4 High

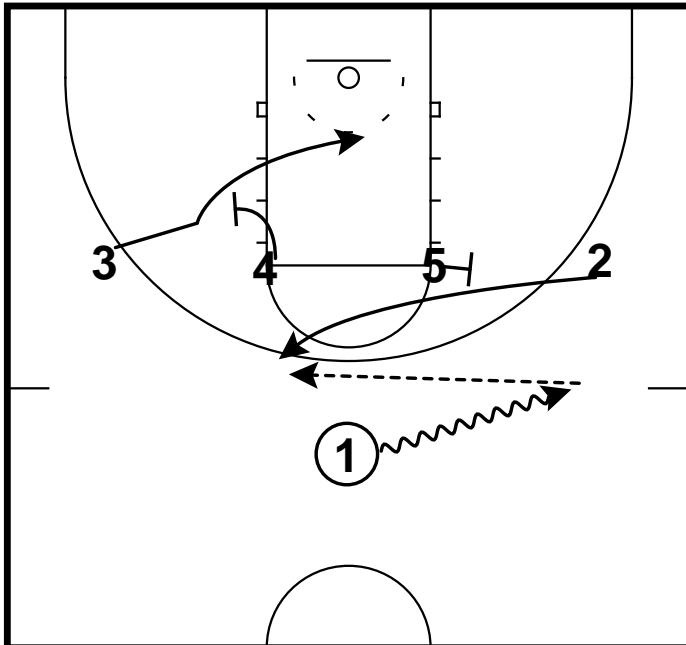


5 faces up and looks for a shot.

If 5 doesn't have anything, 2 screens for 1 who cuts to the corner for a shot.

Need a 3

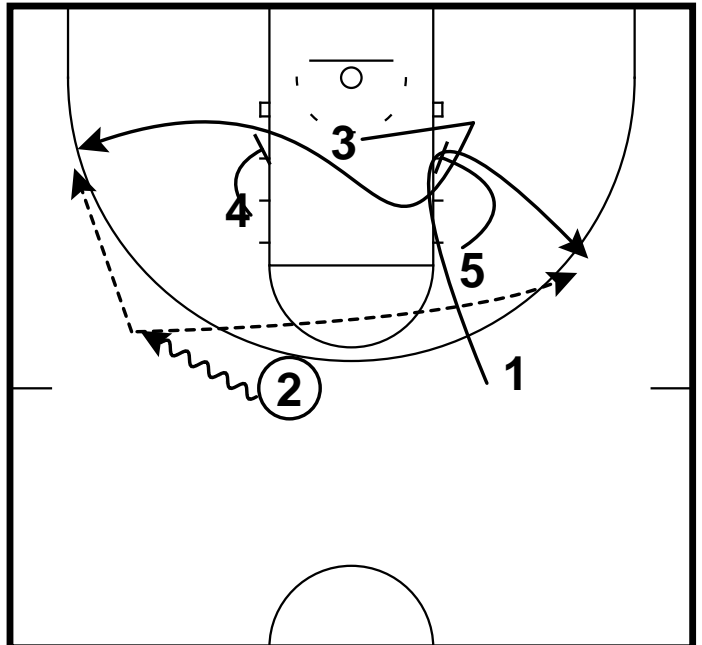
1 - 4 High



1 dribbles to the right wing as 3 cuts off of a screen for 4 and 2 cuts to the top of the key off of a screen from 5.

1 passes to 2.

1 - 4 High

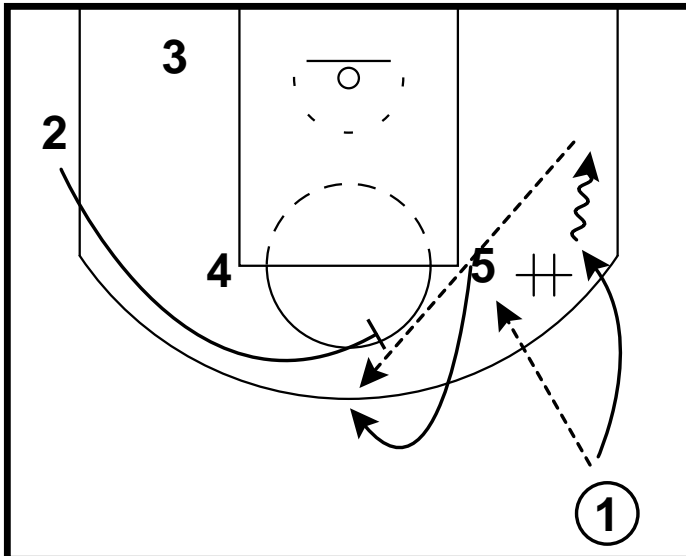


Once 2 has the ball, 3 loops around 5 and cuts to the opposite corner off of a screen from 4.

1 circles around 5 to the wing.

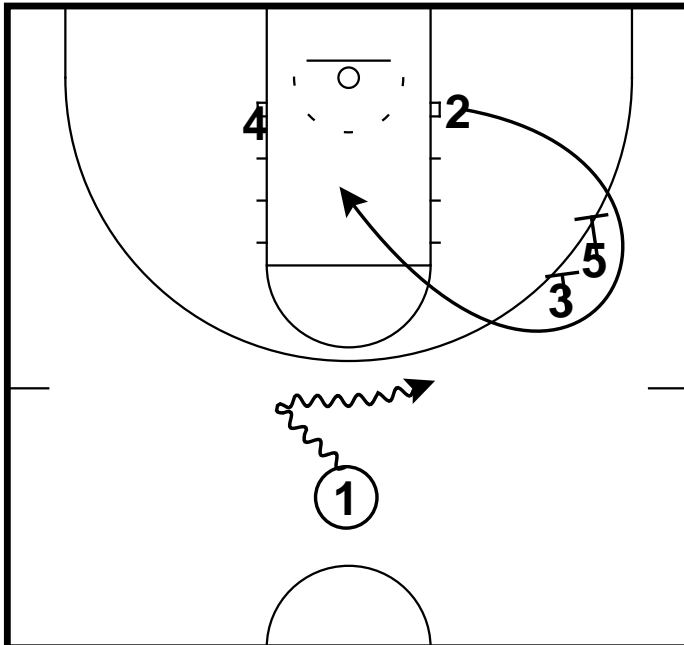
2 looks to pass to 3 or 1 for a shot.

Boston Celtics "Flip Flare"



Need a 3

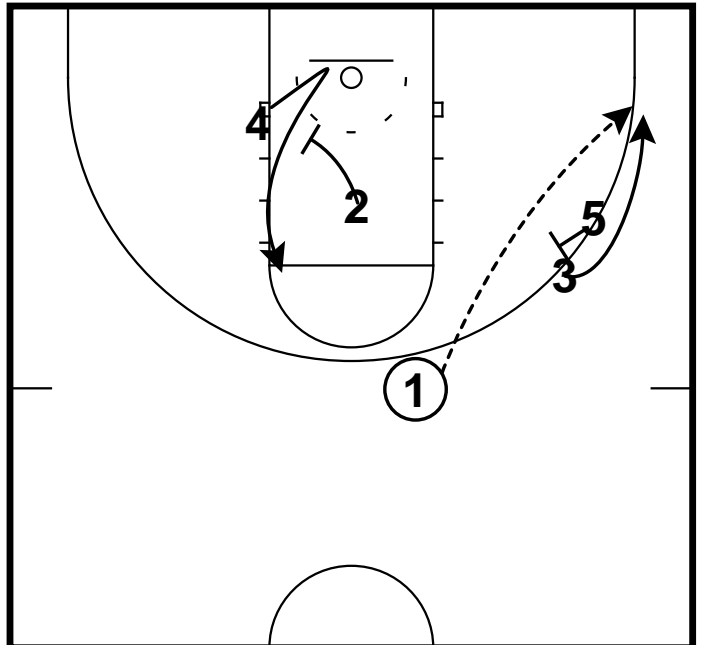
Double Screen Flare



2 cuts around a double-screen from 3 and 5 on the right wing.

1 dribbles left then turns to dribble towards the action.

Double Screen Flare

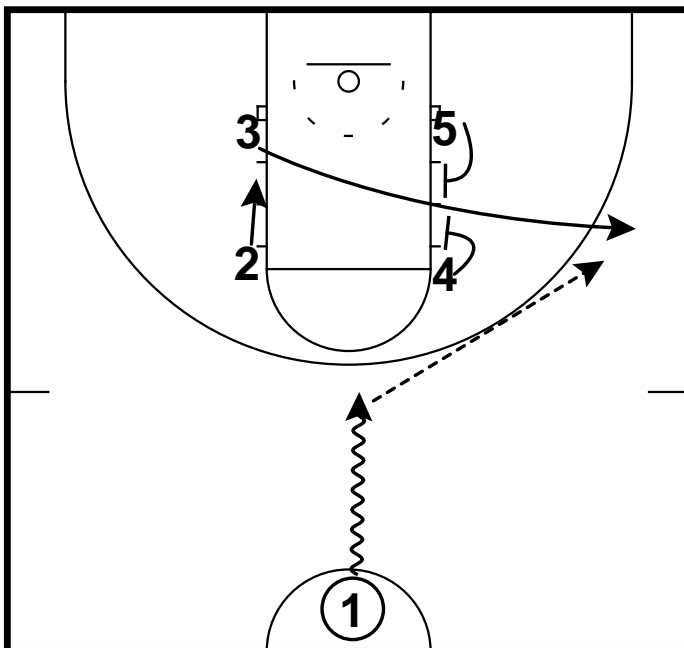


5 sets a flare-screen for 3.

2 sets a down-screen for 4.

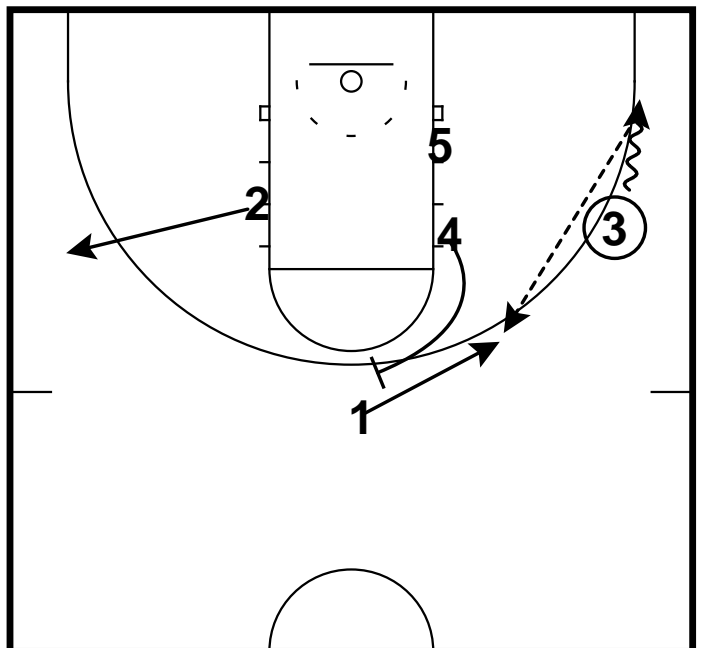
1 looks to pass to 3 or 4 for a shot.

Hoo 4



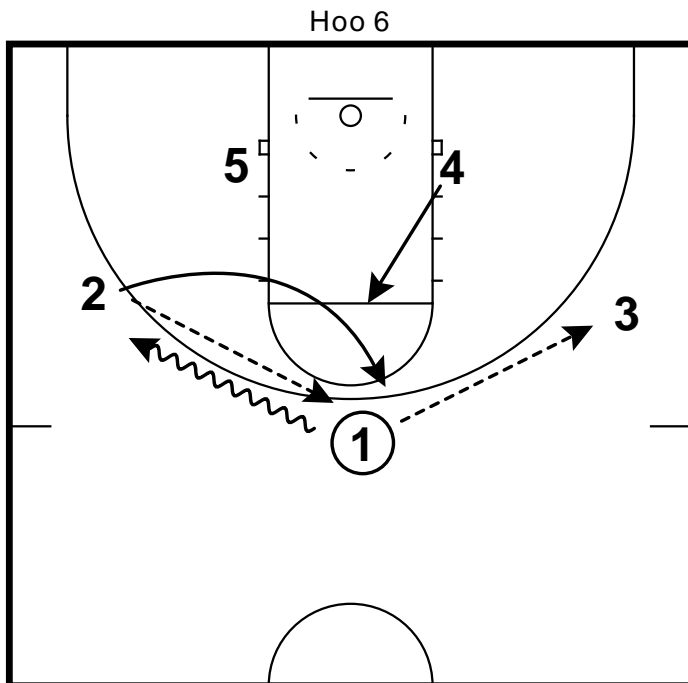
- **late game play for a 3
- 2 fakes a downscreen for 3
- 1 dribbles to middle
- 4 and 5 set elevator screen for 3 to wing
- 1 to 3 for shot

Hoo 4

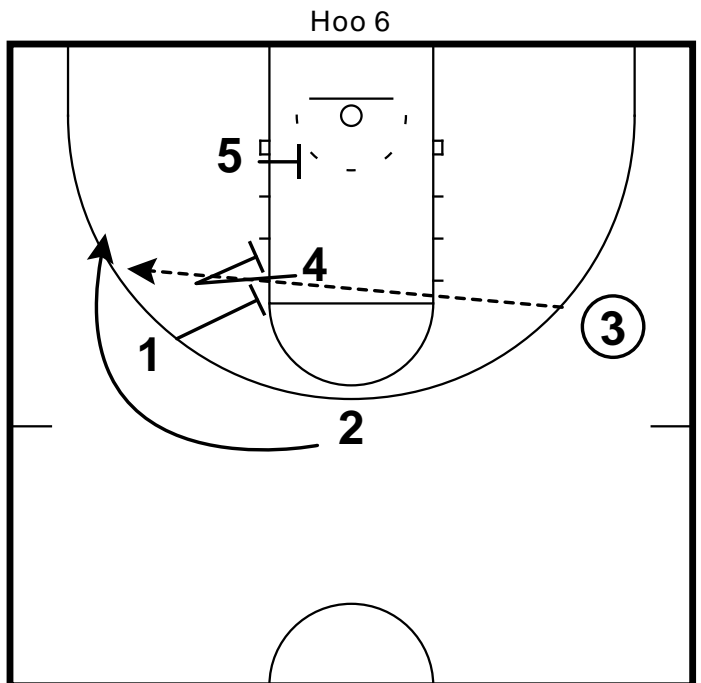


- **If 3 doesn't have a shot
- 3 dribbles towards baseline for spacing
- 4 screens 1 back to the ball

Need a 3



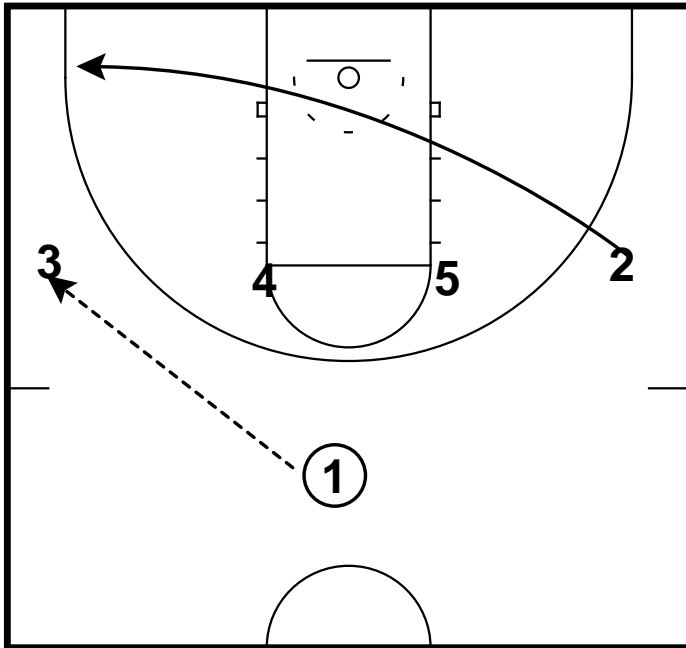
- Special Situation play used late game when we need a 3 vs zone defense
- 1 dribble enters into a shallow cut
- 4 flashes high
- 1 to 2, 2 to 3



- 5 bscreen bottom outside of zone
- 1 and 4 screen top of zone
- 2 drifts weakside
- 3 skip passes to 2 for shot

Need a 3

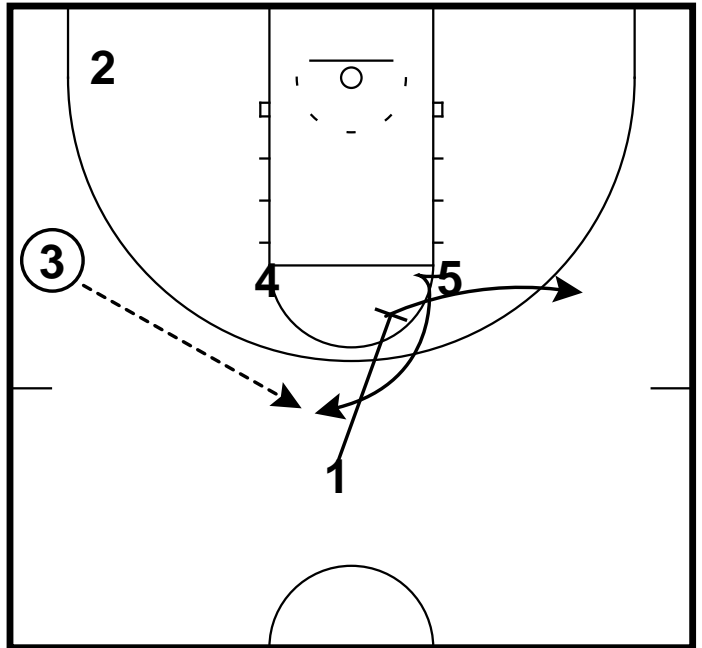
Post Counter



1 passes to 3.

2 cuts to the ball-side corner.

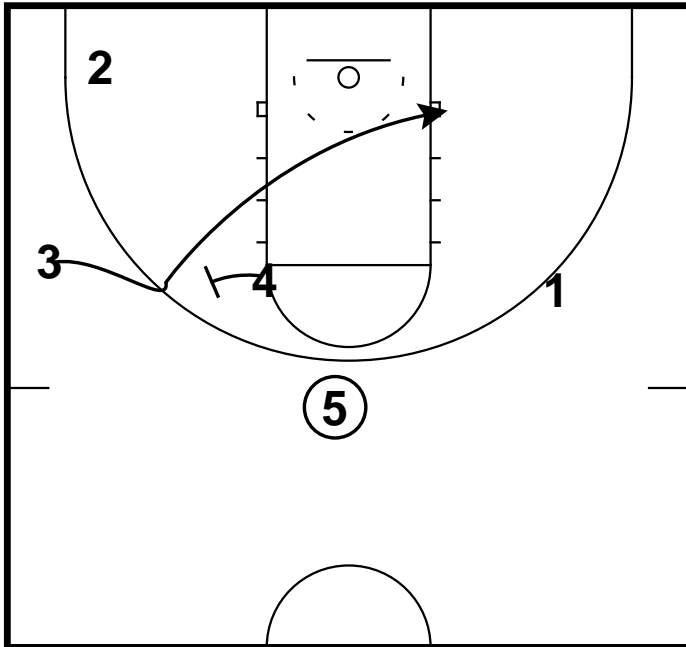
Post Counter



1 screens down for 5.

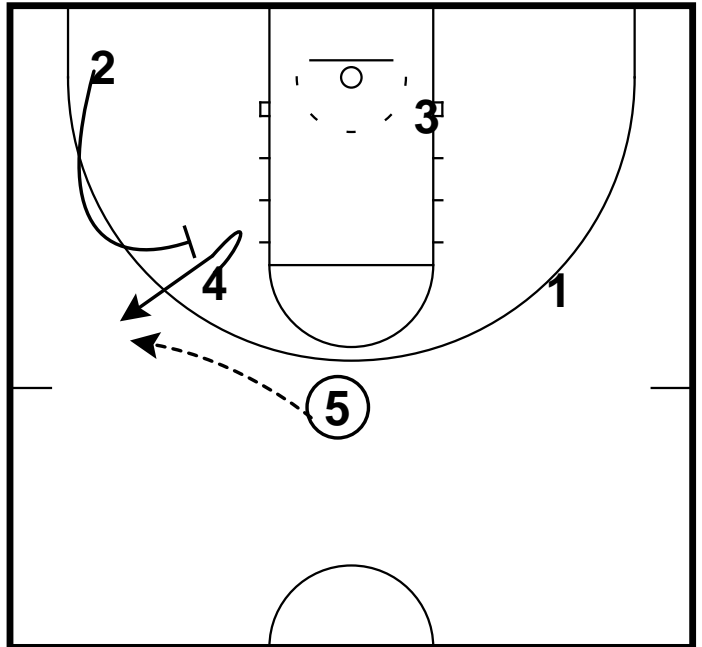
3 passes to 5.

Post Counter



4 screens for 3.

Post Counter

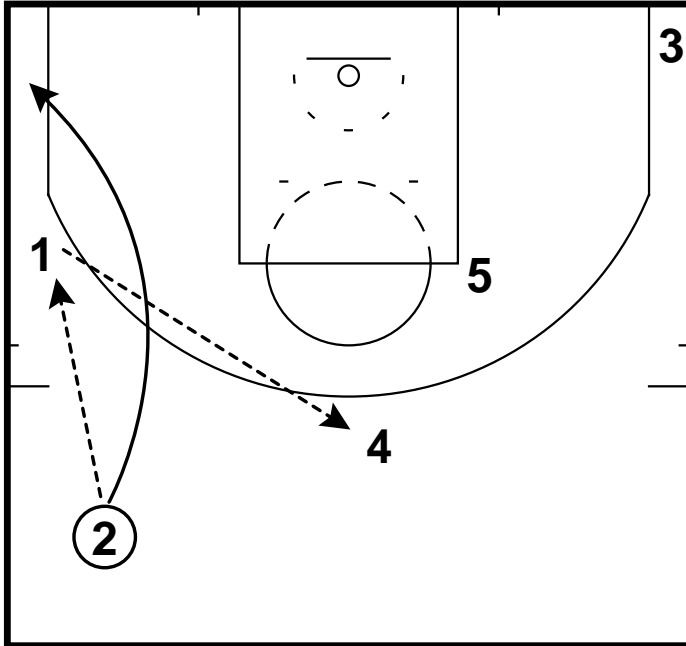


2 sneaks in from the corner to set a flare-screen for 4.

5 passes to 4 for a shot.

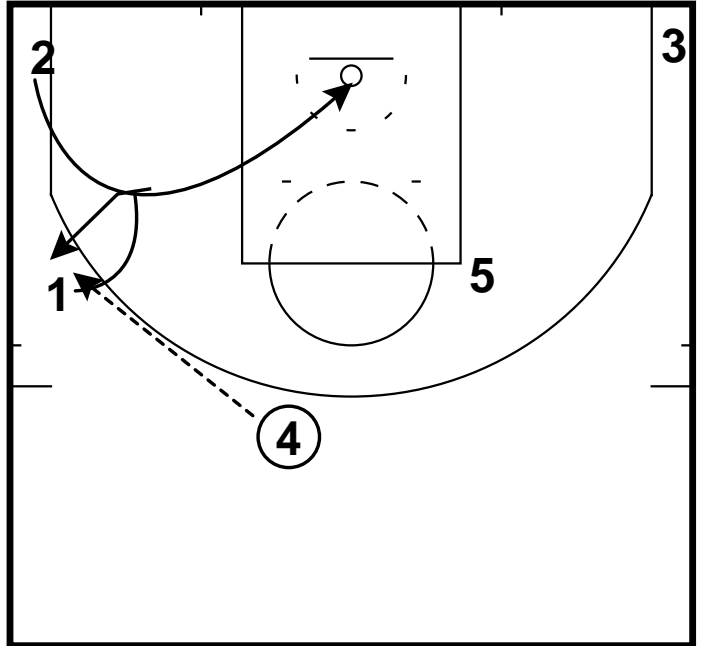
Need a 3

Wing Twist Fence



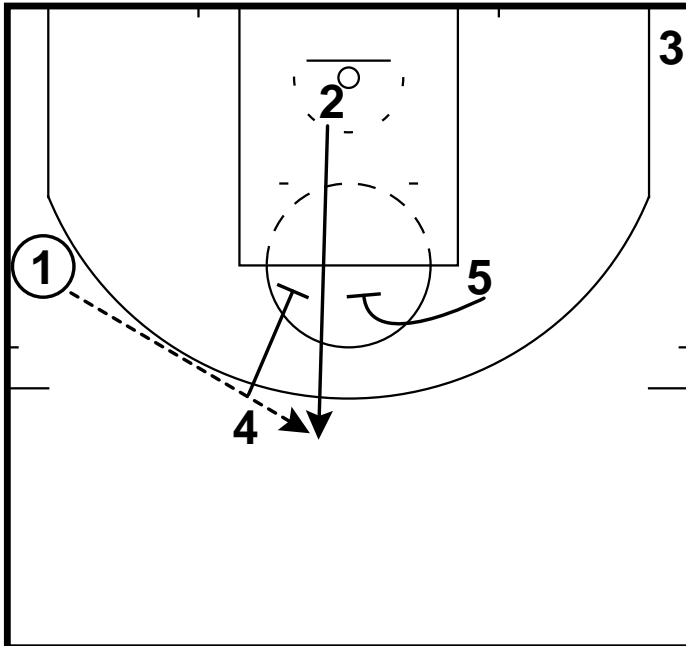
2 (Klay Thompson) passes to 1 (Steph Curry) and cuts through. 2 passes to 4 at the top of the key.

Wing Twist Fence



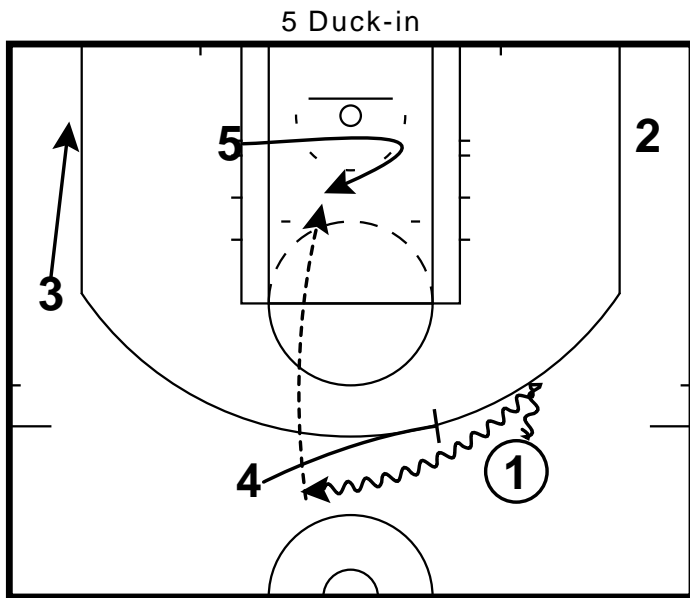
1 screens down for 2 who cuts to the middle. 1 pops to the wing. 4 passes to 1.

Wing Twist Fence



2 cuts through elevator doors.

Need a Post Up

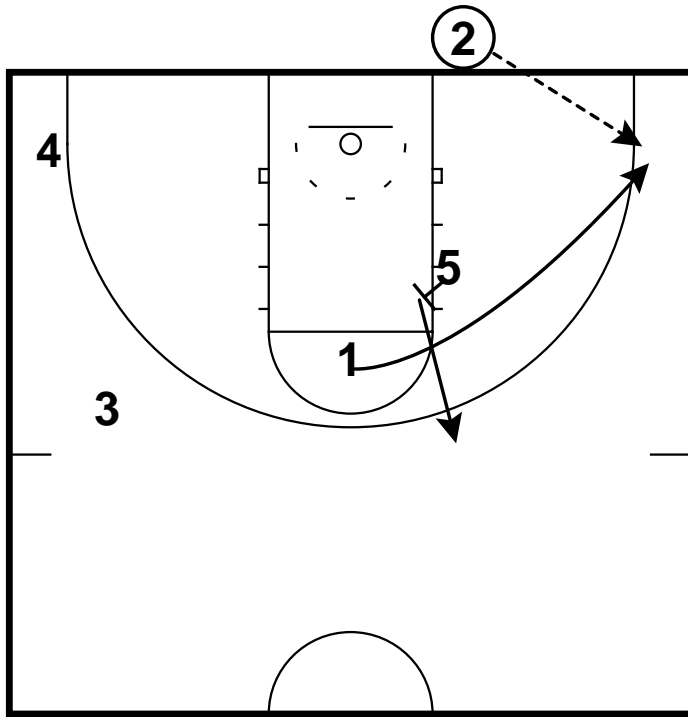


1 dribbles off of a high ball-screen from 4.

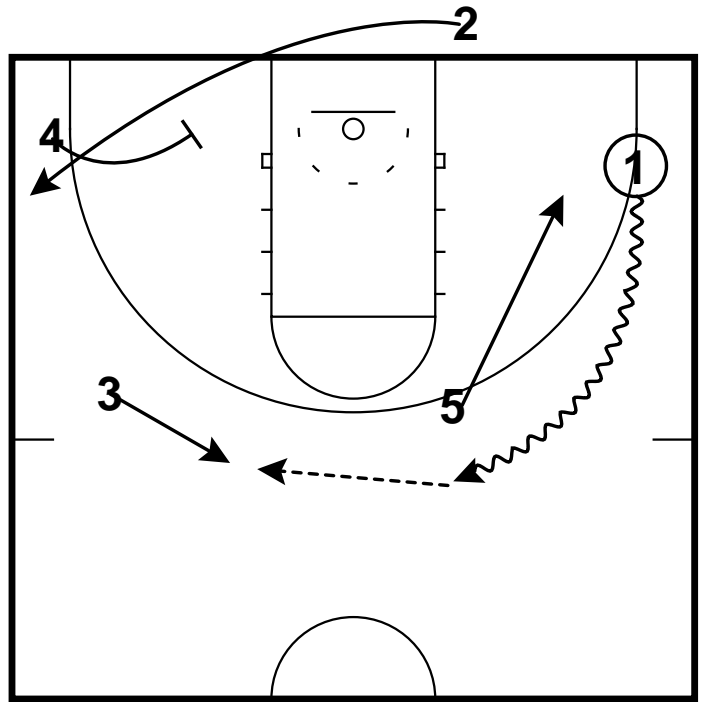
As 1 clears the screen, 5 looks to duck-in at the rim for a post entry.

Need a Post Up

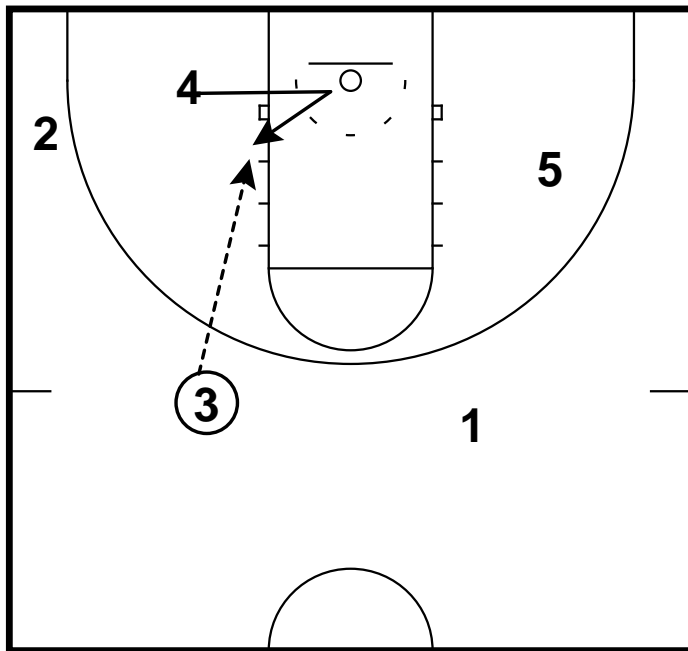
BLOB Duck In



BLOB Duck In

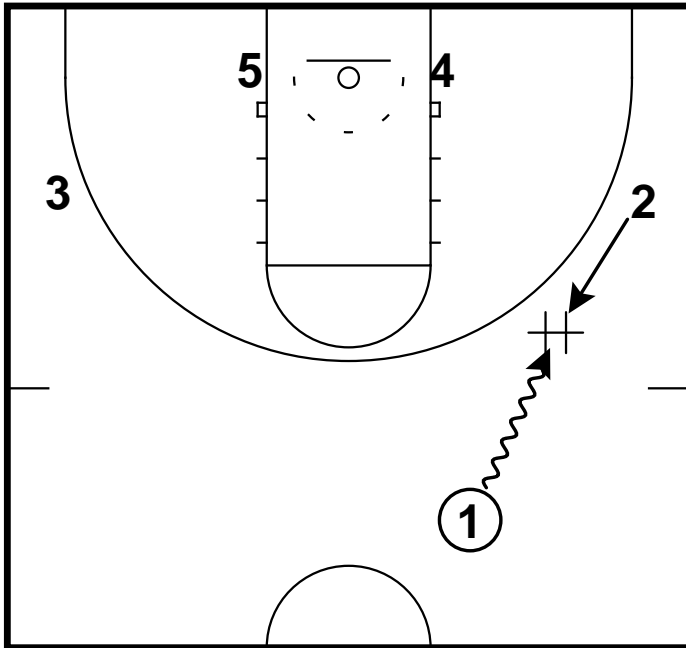


BLOB Duck In



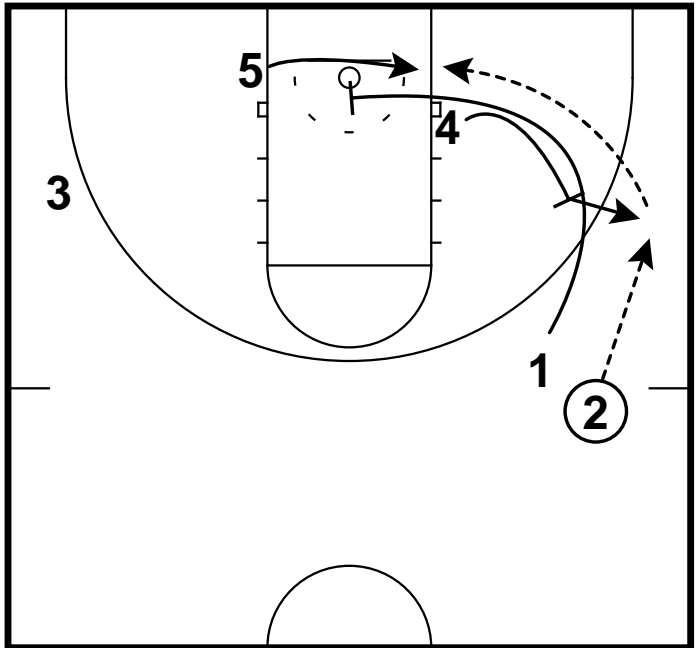
Need a Post Up

Cincinnati Quick Hitter Guard Get Cross Screen



1 dribbles at 2 - results in a guard get.

Cincinnati Quick Hitter Guard Get Cross Screen

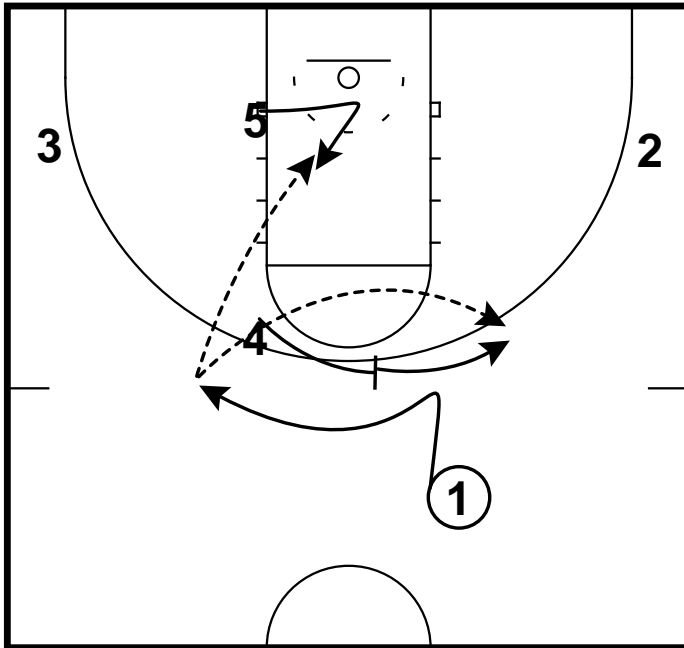


As 1 hands ball off to 2, 4 sets back screen and then shapes up to the ball - 2 passes to 4.

1 continues his route into a guard to big cross screen for 5. 4 passes to 5.

Need a Post Up

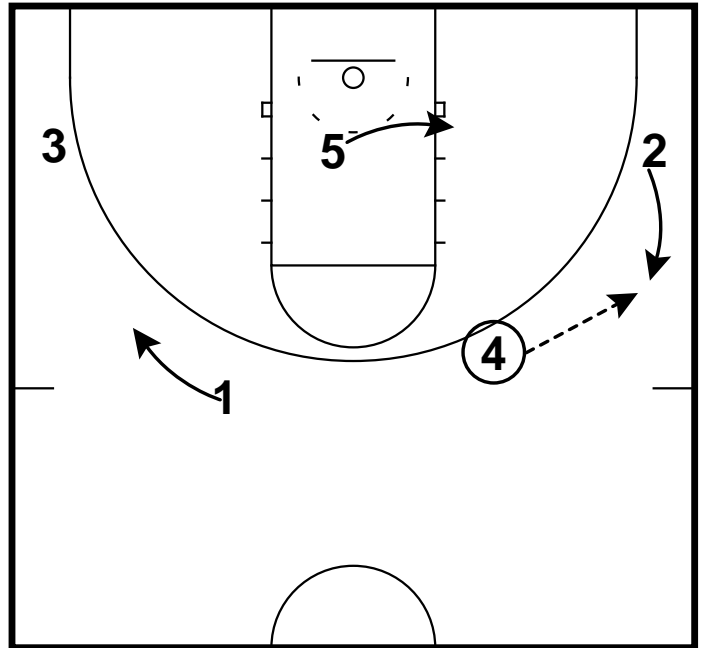
Double Duck



1 dribbles off of a high ball screen from 4 as 5 looks to duck-in under the rim.

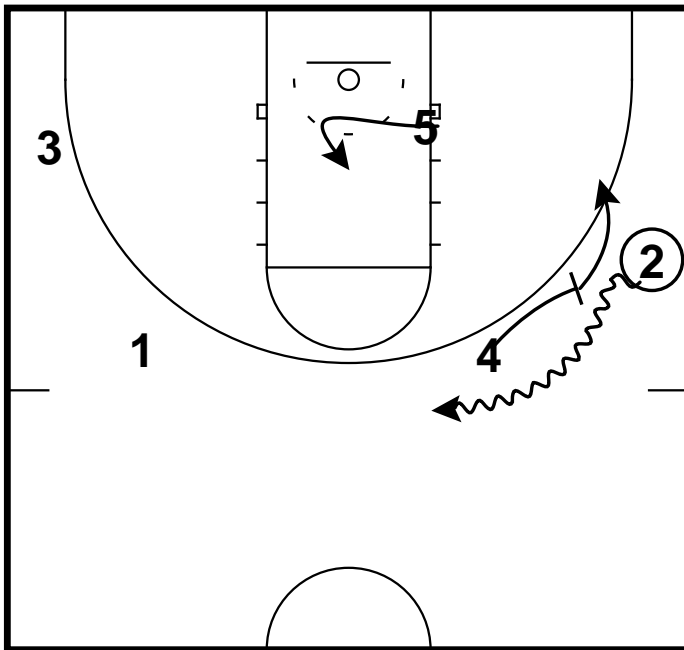
If 5 isn't open, 1 passes to 4 on the pop.

Double Duck



4 passes to 2 who looks for 5 posting up.

Double Duck

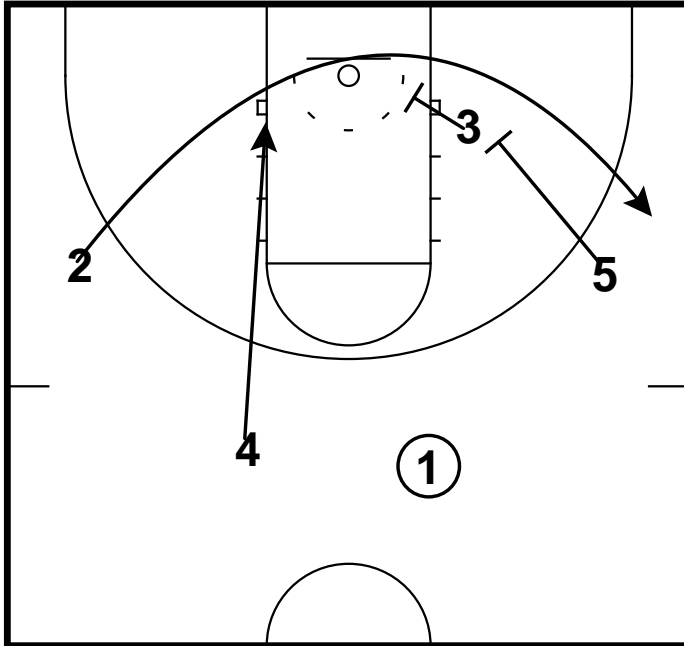


4 sets a ball screen for 2.

2 drives middle as 5 again ducks-in in the lane.

Need a Post Up

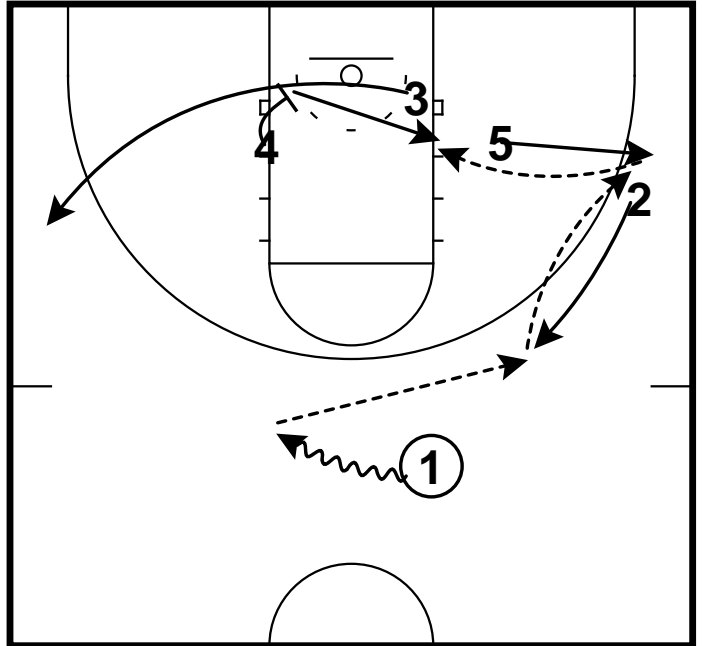
Double Single Post Up



2 cuts off of a staggered screen from 3 and 5.

4 moves down to the block.

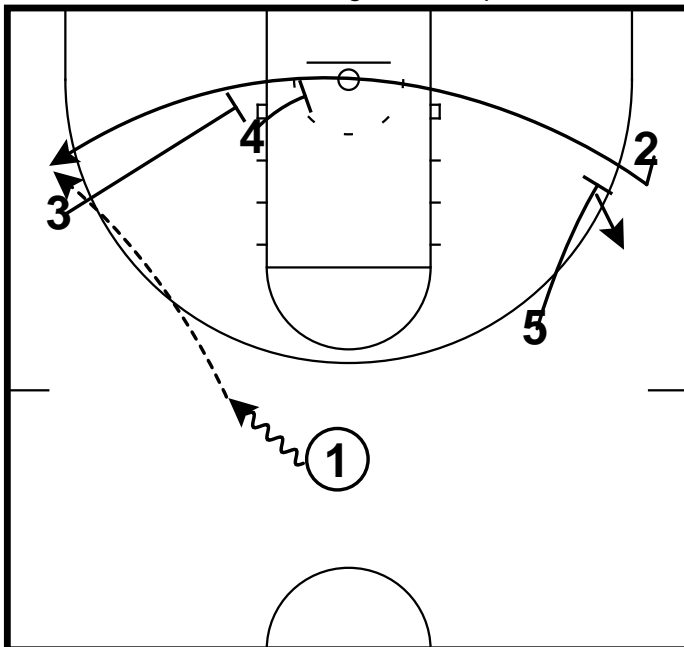
Double Single Post Up



3 then cuts off of the screen from 4.

If 1 passes to 2, 2 looks to pass to 5 who passes to 4 posting up.

Double Single Post Up

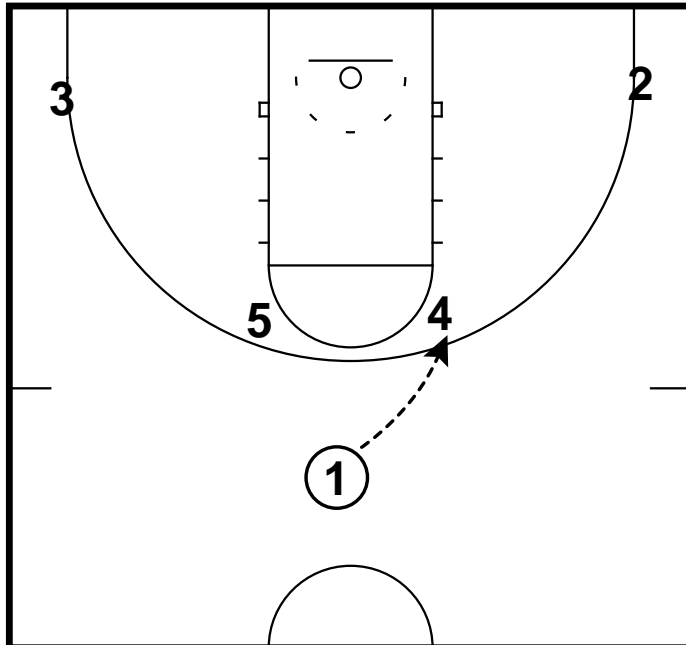


If neither option is open, 5 can act as if he is setting a down-screen for 2 then pop out.

2 uses a staggered screen from 3 and 4 on the left side.

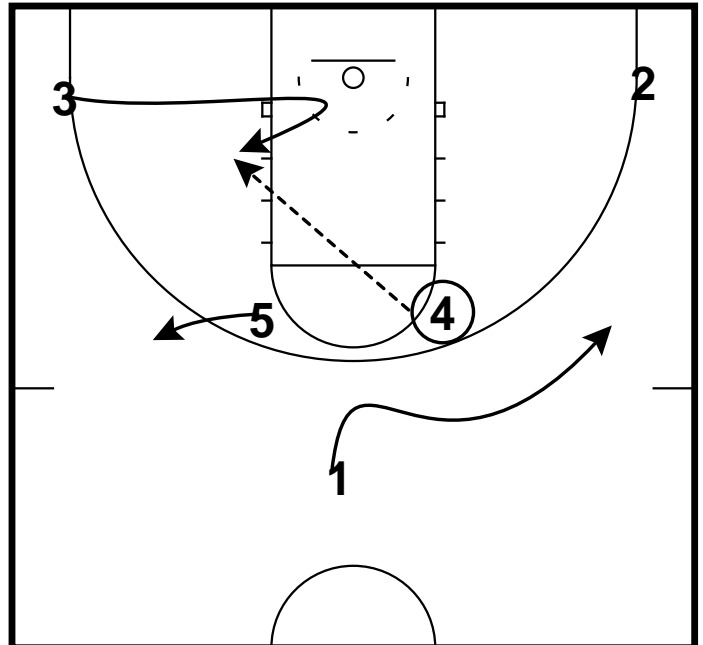
Need a Post Up

Duke Horns High Entry Hi/Lo



1 passes to 4 at the high post.

Duke Horns High Entry Hi/Lo



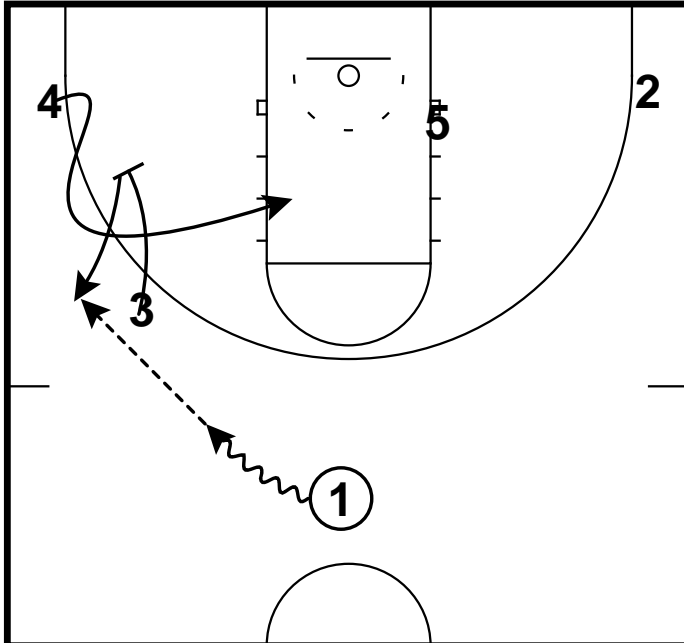
1 cuts around 4 looking for a possible hand-off.

While this is happening, 3 moves into the lane as if he is cutting across the floor.

Once 3 gets to the rim, he looks to post up his defender for a hi/lo pass from the opposite elbow.

Need a Post Up

Duke Okafor ISO (Thumbs Down)



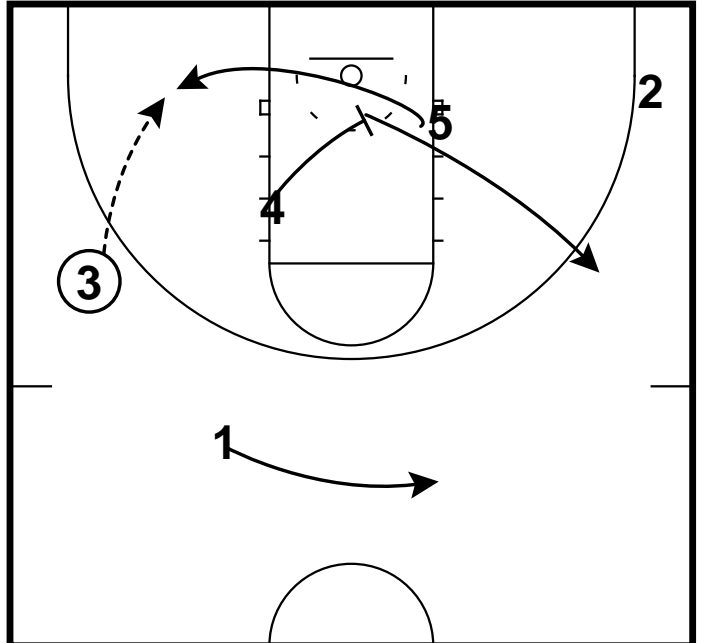
1 dribbles to the left as 3 sets a down-screen for 4 in the corner.

4 curls around the screen into the lane.

3 pops out to the wing.

1 passes to 3.

Duke Okafor ISO (Thumbs Down)

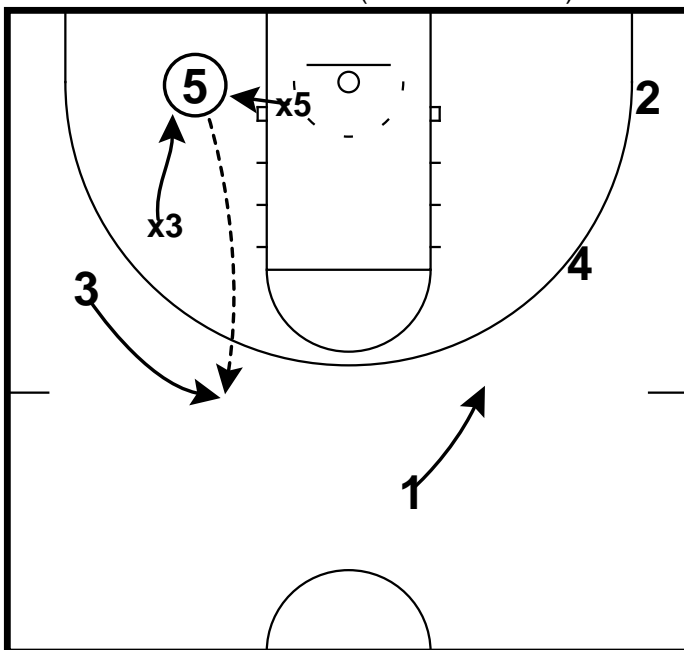


If 4 isn't open on the curl, he continues his cut to set a cross-screen for 5 on the right block.

5 cuts to the ball-side post looking for the pass from 3.

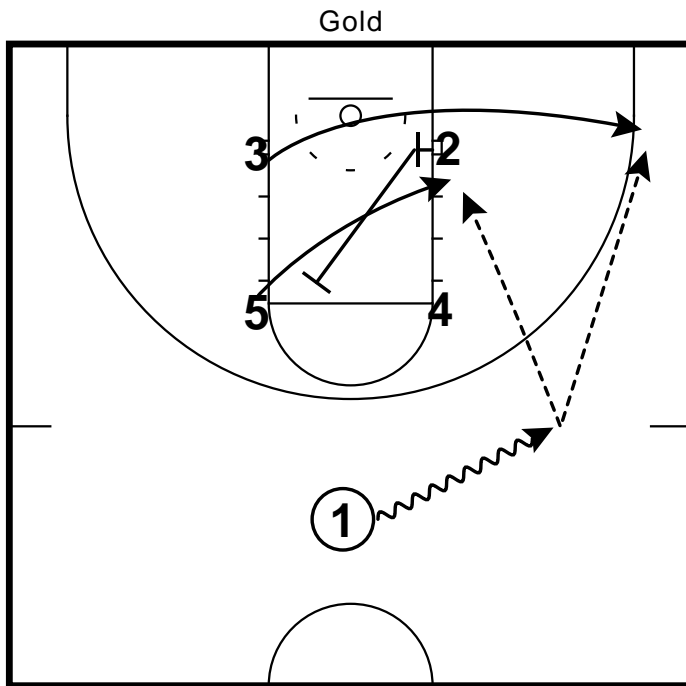
After setting the screen, 4 clears out to the perimeter.

Duke Okafor ISO (Thumbs Down)



If x3 and x5 double team 5, he looks to pass out to one of the players on the perimeter for an open shot.

Need a Post Up

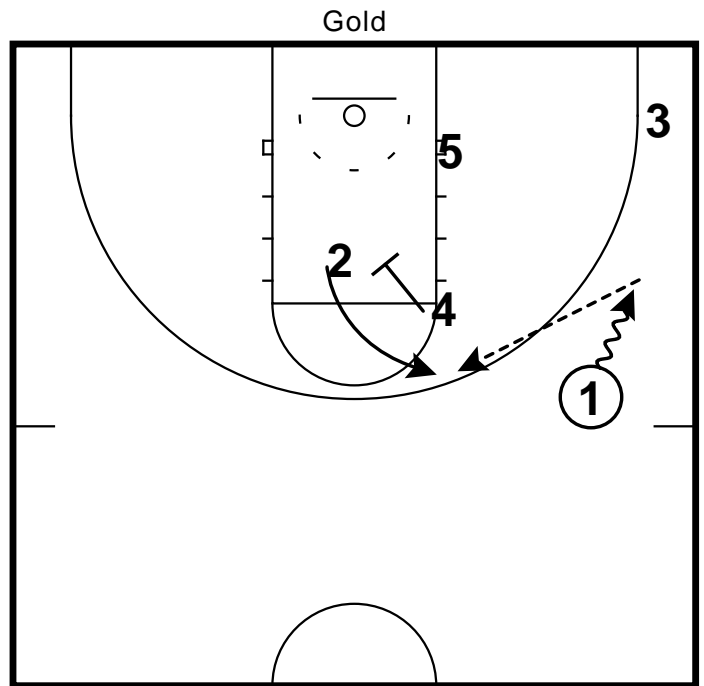


1 dribbles to the wing.

3 cuts off of 2 to the ball-side corner.

Once 3 clears, 2 sets a screen for 5 who cuts underneath the screen to the block.

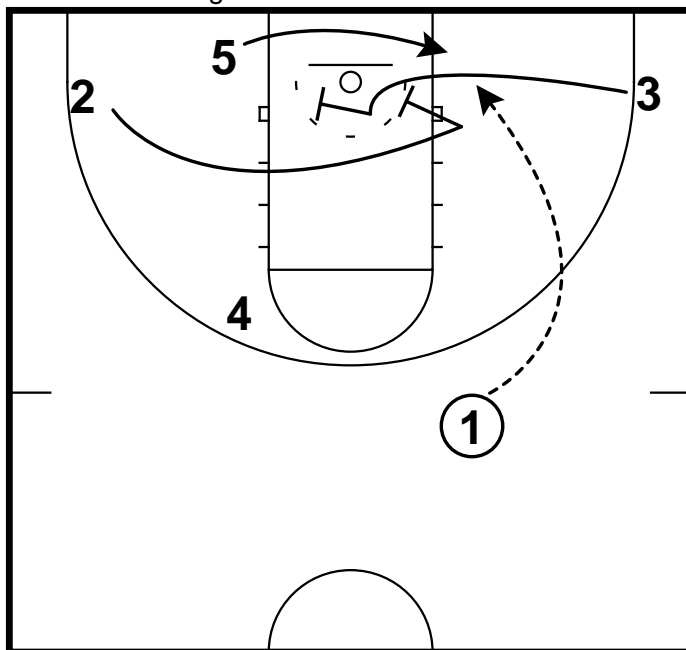
1 looks for 5 for a lay-up or post up.



If 5 isn't open, 1 keeps his dribbles and continues to the wing.

4 sets a screen for 2 who cuts up for the shot.

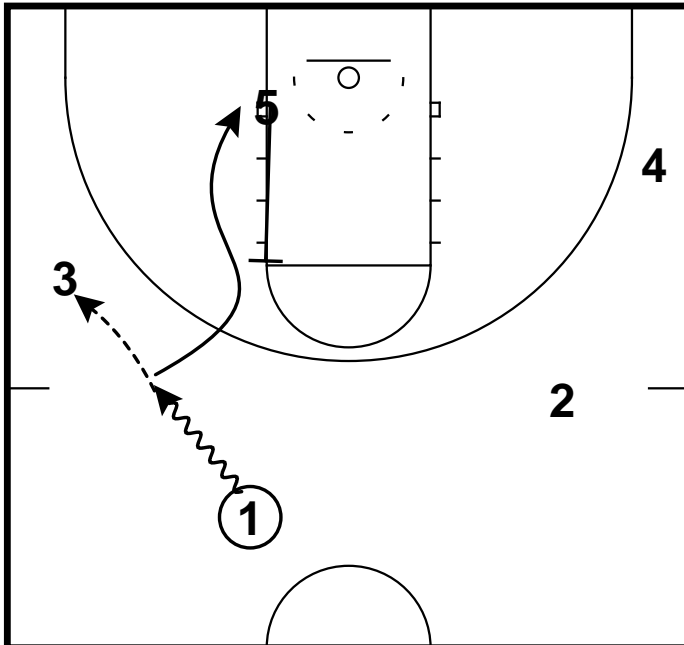
Gonzaga Double Cross Screen Iso



3 is first screener, 2 is second screener.

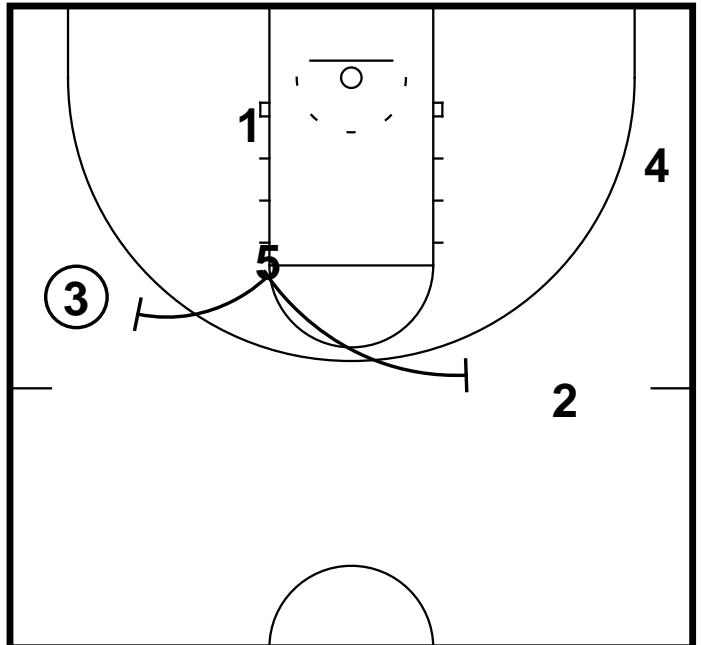
Need a Post Up

Guard Post-Up



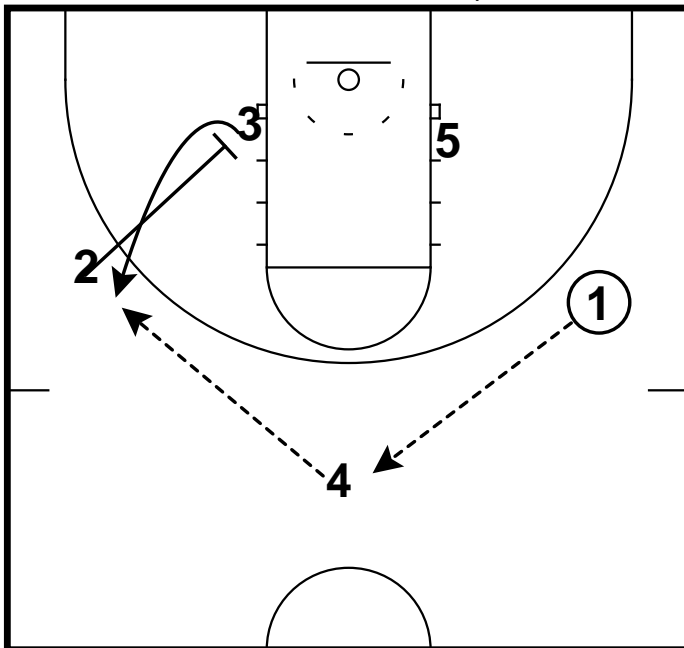
1 passes to 3 then cuts off of a screen from 5. 1 will post up.

Guard Post-Up



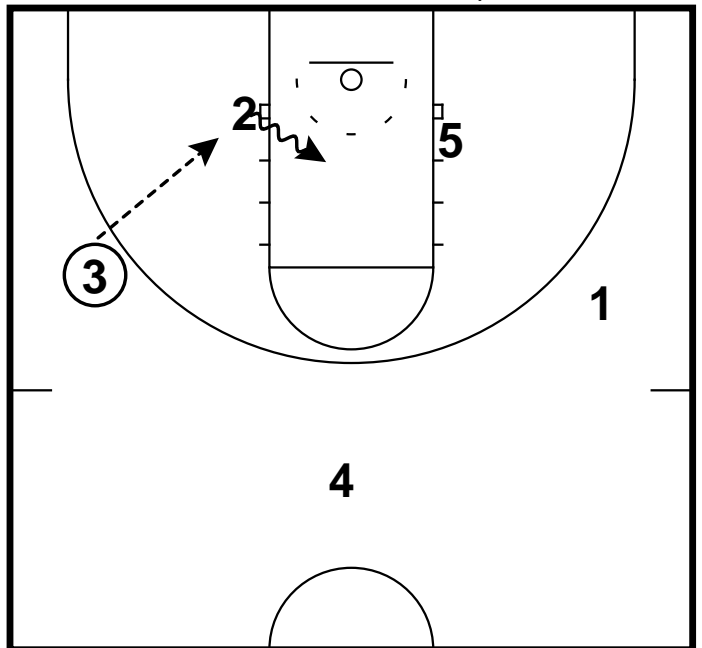
5 can screen away or set a side ball-screen.

Guard Quick Post Up



2 screens down on the block. The ball is reversed to 3 on the left wing.

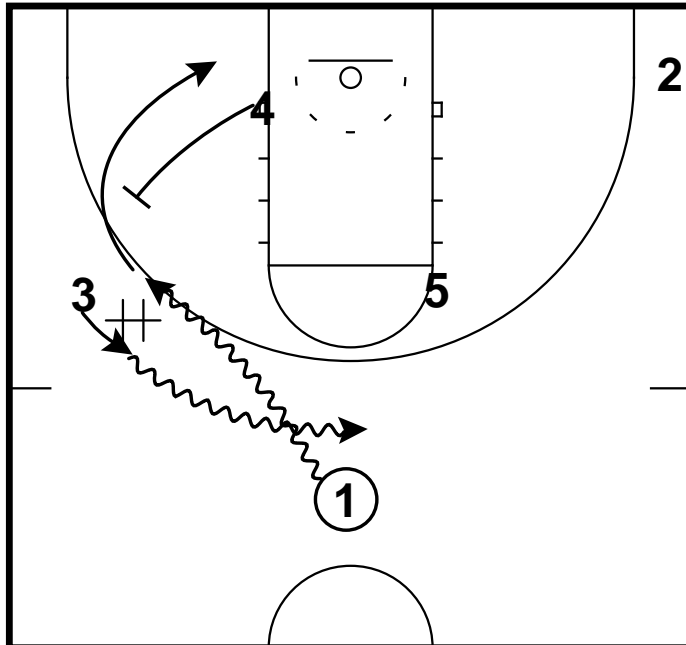
Guard Quick Post Up



3 passes to 2 posting up. 2 looks to turn middle and shoot a short jumper.

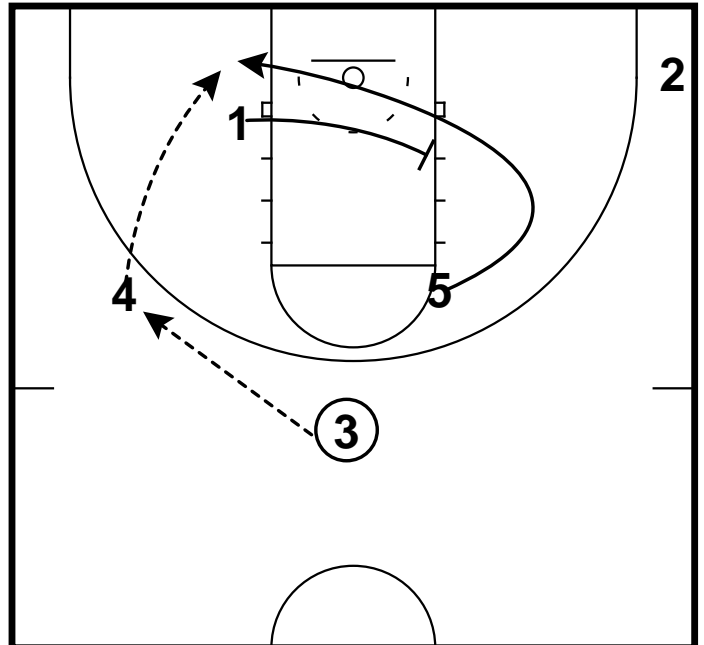
Need a Post Up

Handoff Cross Post Up



1 gives the ball to 3 on a handoff then gets a back-screen from 4.

Handoff Cross Post Up

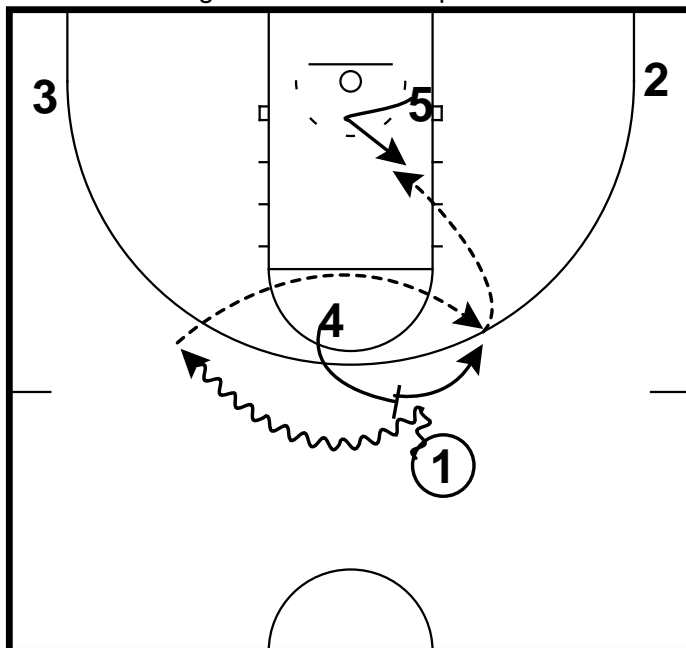


3 passes to 4.

1 sets a back-screen for 5.

4 passes to 5.

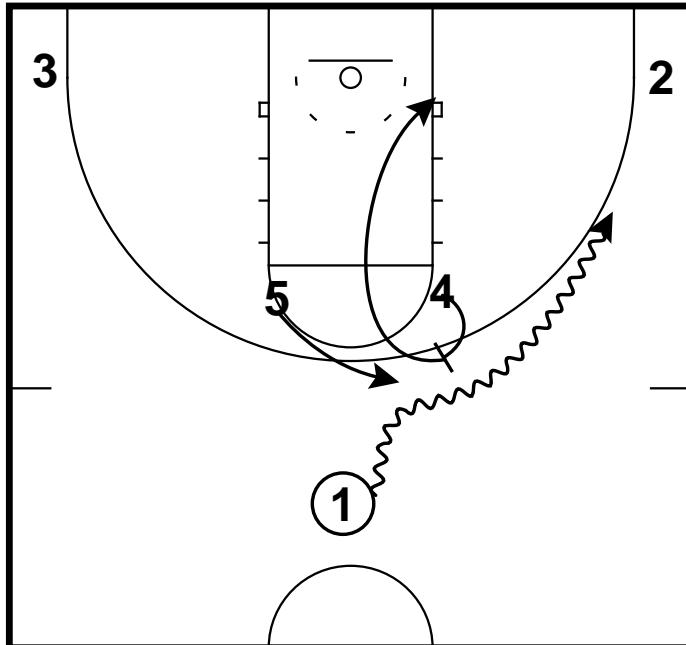
High Ball-Screen Pop Duck



4 sets a high ball-screen for 1 and pops. On the pop, 5 looks to duck-in for the hi/lo pass.

Need a Post Up

Horns DHO Duck in

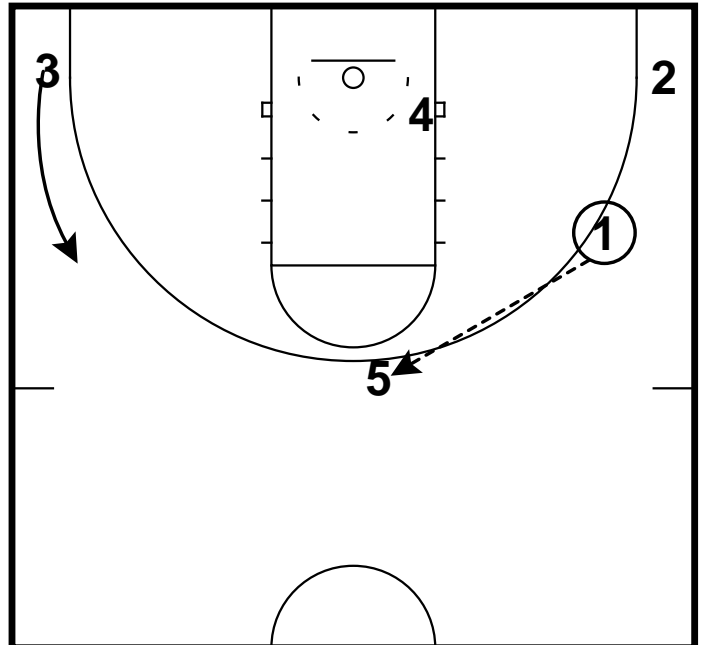


1 dribbles right off of a screen from 4.

4 rolls to the basket.

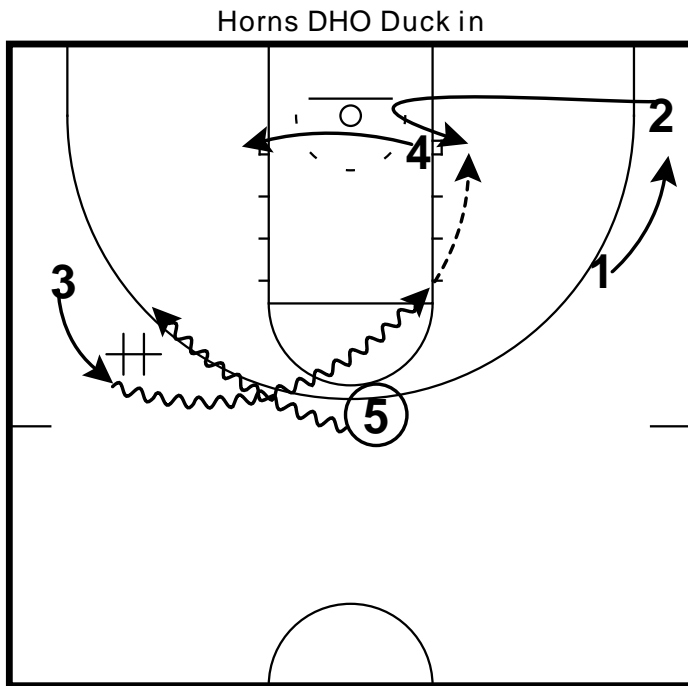
5 replaces 4.

Horns DHO Duck in



If 1 can't create a scoring opportunity with a shot or pass to 4, he passes to 5 at the top of the key.

Need a Post Up



5 gives the ball to 3 on a dribble hand-off.

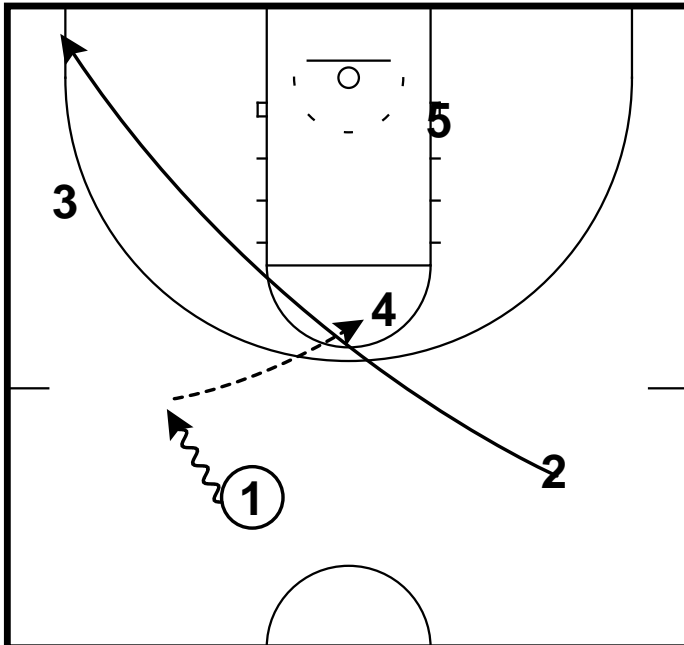
4 follows the action to the left block.

2 moves in from the corner and posts up his defender as the action is moving left.

Once 3 dribbles middle, he looks to pass inside to 2 with position in the post.

Need a Post Up

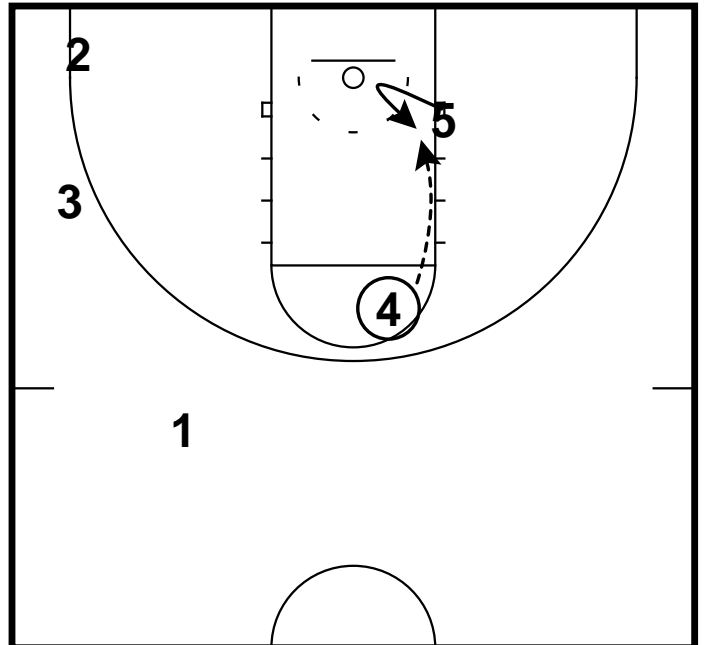
Pinch Post Duck-In



2 cuts through the middle to the left corner.

1 passes to 4.

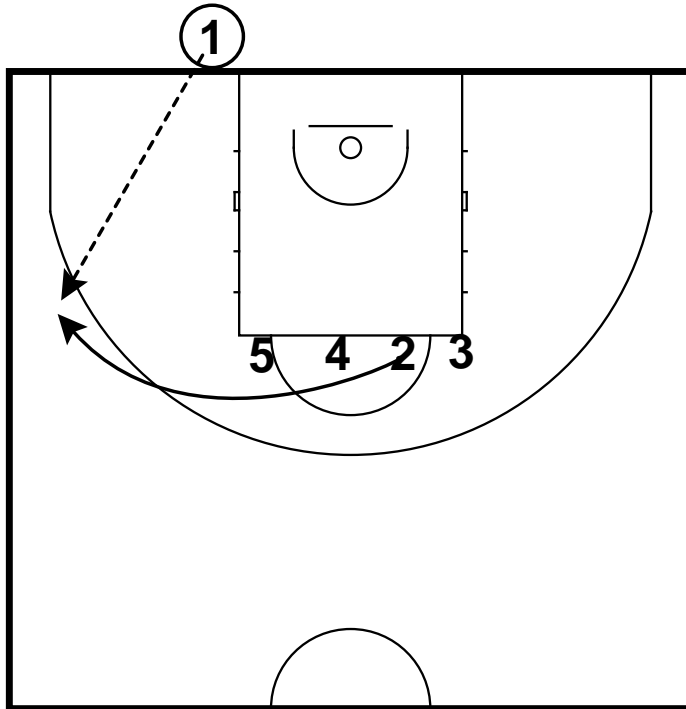
Pinch Post Duck-In



4 faces up and looks to pass to 5 ducking in down low.

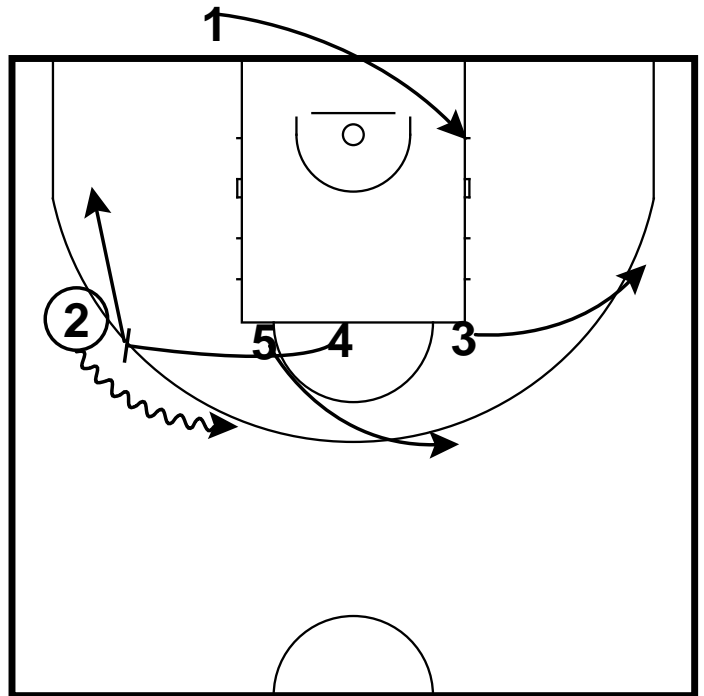
Low Clock BLOB

4 Man Pick N Pop Back-Screen



2 cuts to the left wing and gets the pass from 1.

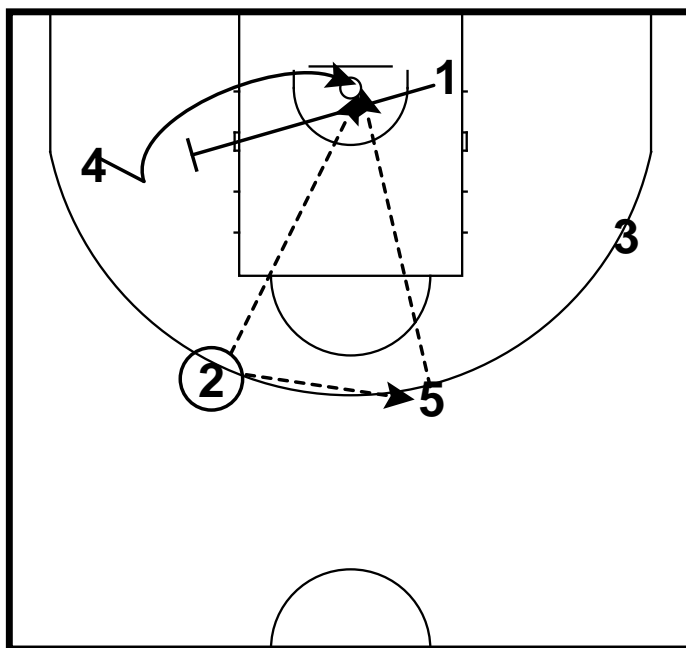
4 Man Pick N Pop Back-Screen



4 sprints out to set a ball-screen for 2.

4 pops to the short corner.

4 Man Pick N Pop Back-Screen

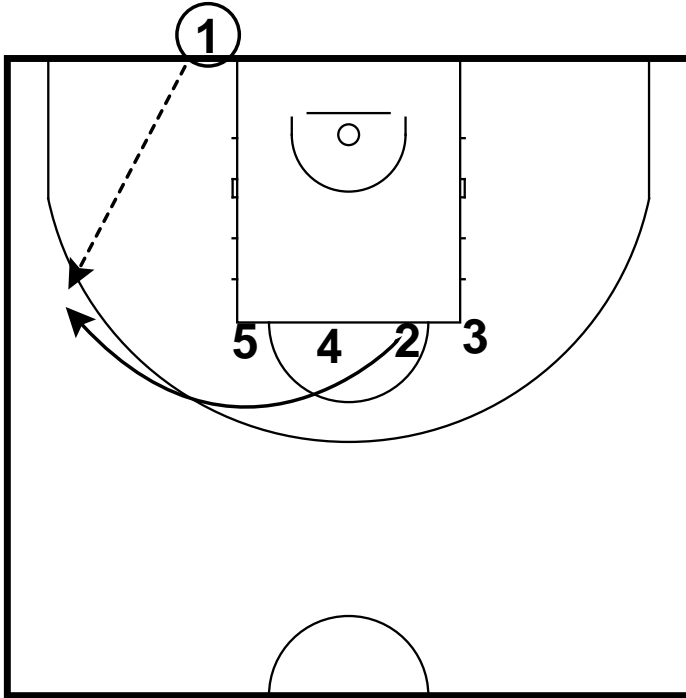


If the pass to 4 isn't there, 1 sets a back-screen for 4.

2 looks to pass to 4 or can pass to 5 first.

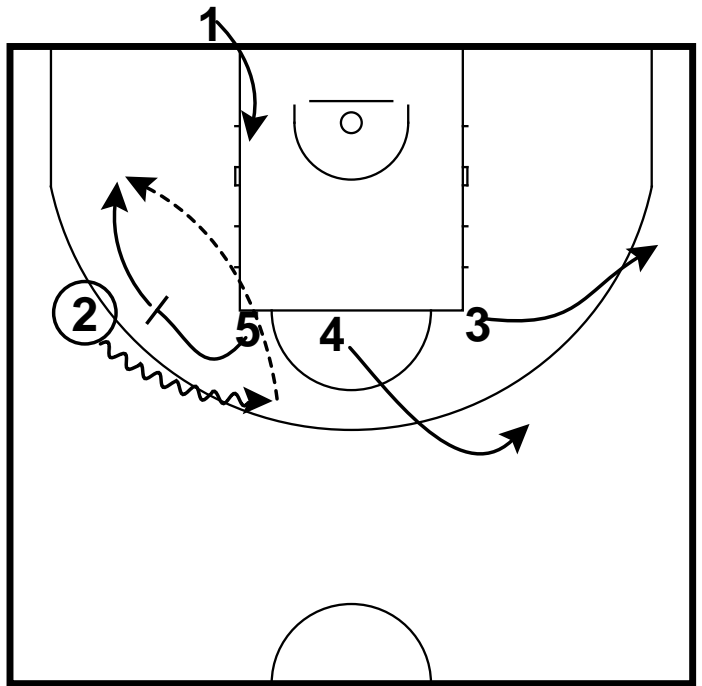
Low Clock BLOB

5 Man Pick N Pop Back-Screen



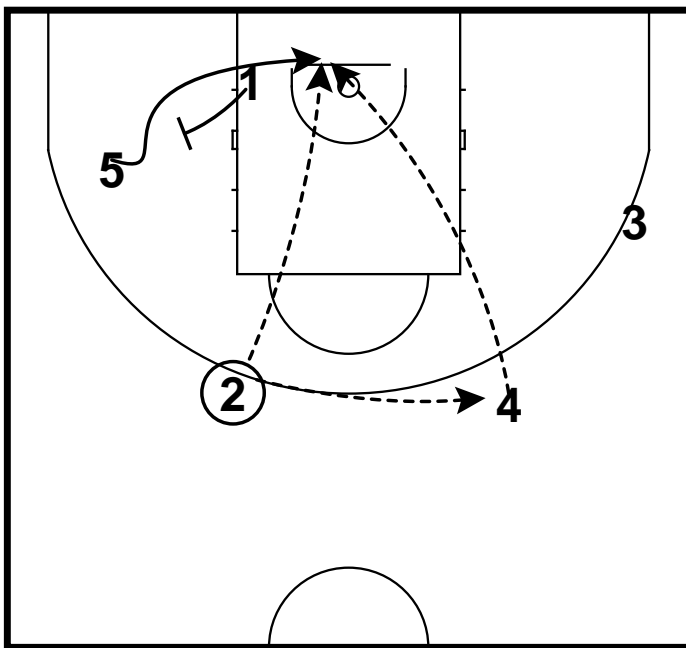
2 cuts to the left wing and gets the ball from 1.

5 Man Pick N Pop Back-Screen



5 sets a side ball-screen for 2 then pops to the short corner.

5 Man Pick N Pop Back-Screen

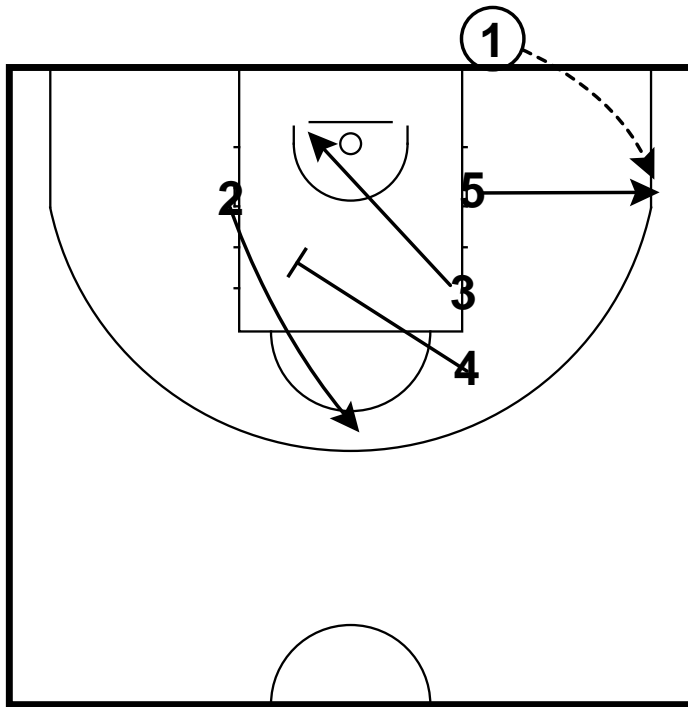


If the pop isn't open, 1 sets a back-screen for 5.

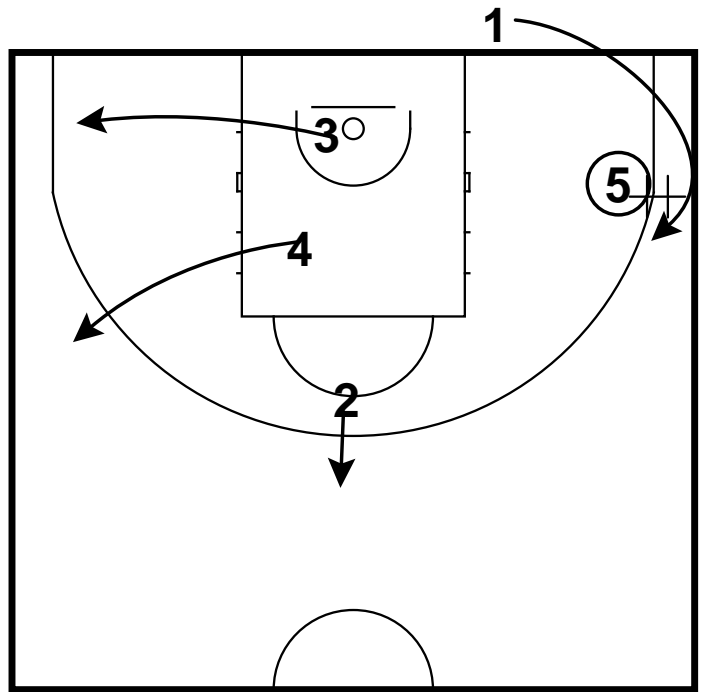
2 passes to 5 at the rim or can pass to 4 first.

Low Clock BLOB

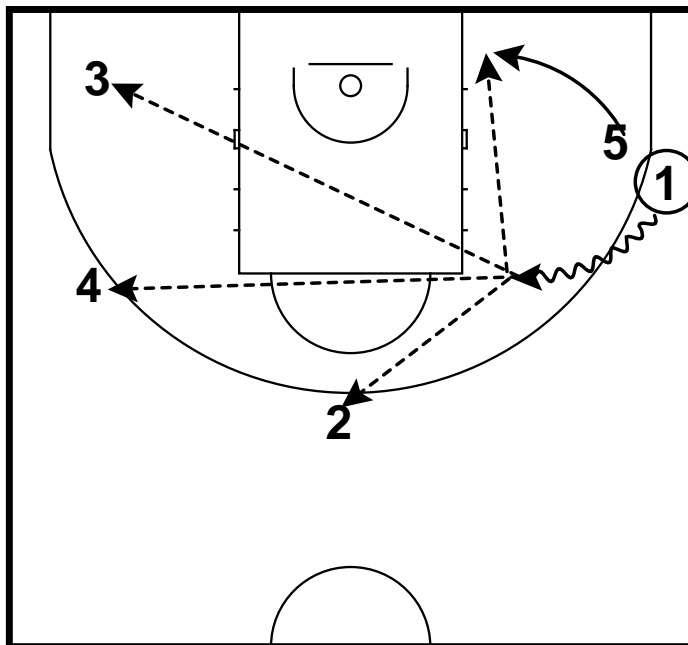
5 - 1 Handoff



5 - 1 Handoff

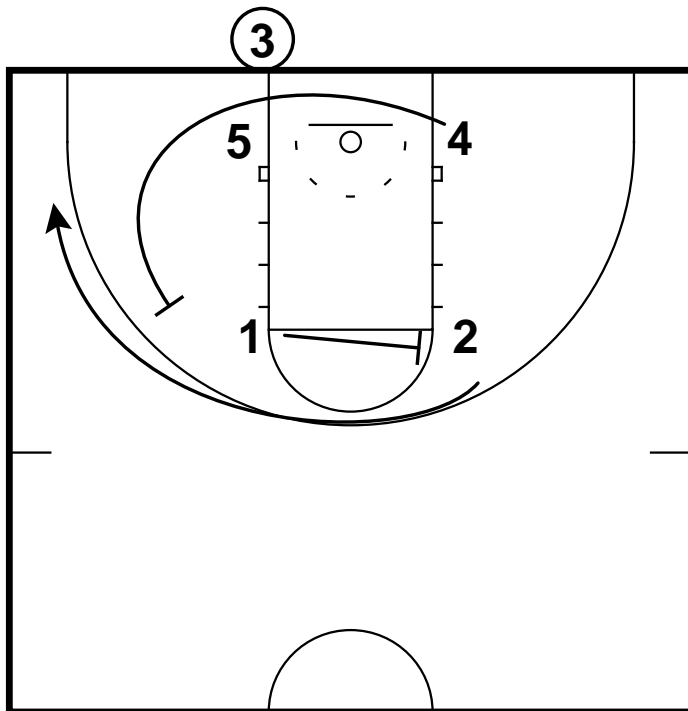


5 - 1 Handoff



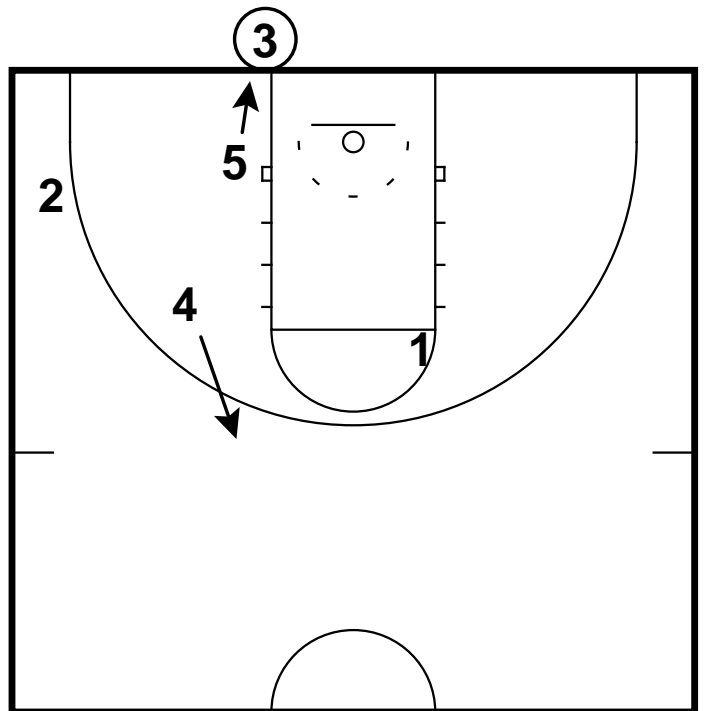
Low Clock BLOB

Box Lob "L"



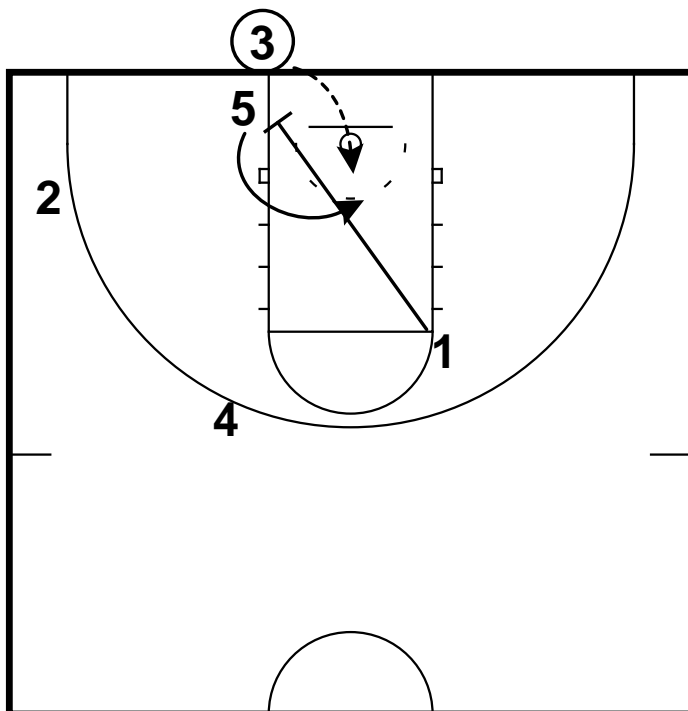
- 1 screens across for 2
- 4 loops under the 5 and screens for 2
- 2 runs the arc off of both screens

Box Lob "L"



- 5 digs defender down to the baseline pretending like she really wants the ball
- 4 pops out to the top of the key for a safety pass

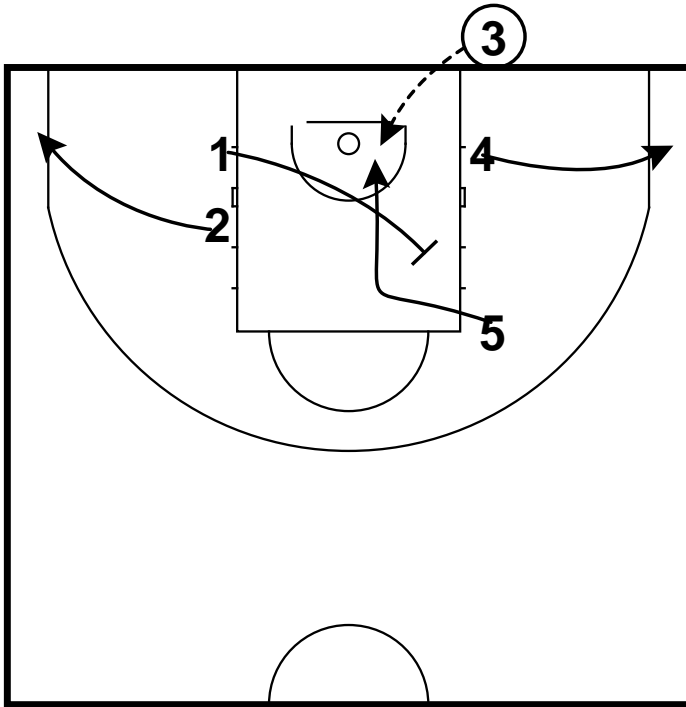
Box Lob "L"



- 1 sprints down to screen for 5
- 5 reverse rolls off the screen for the lob pass from 3

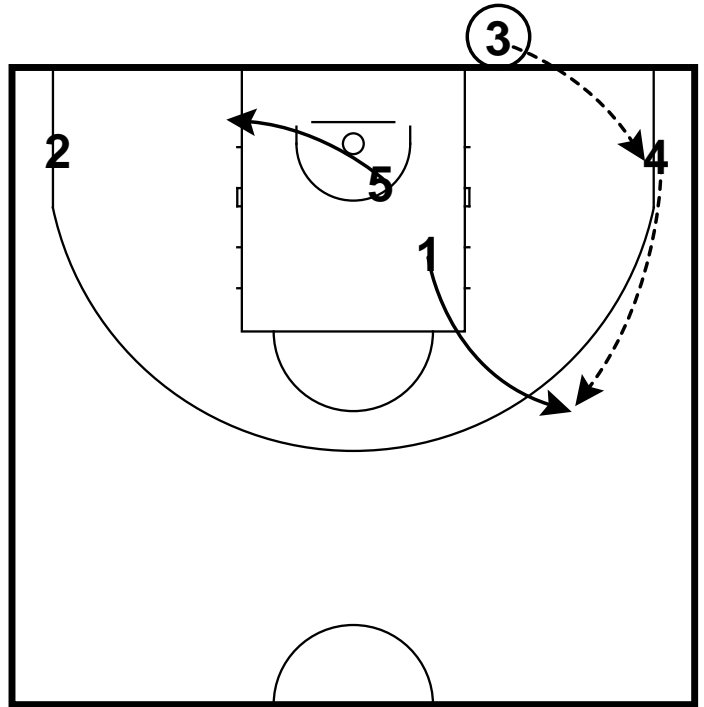
Low Clock BLOB

Fist Lob



1 screens for 5 who cuts to the rim looking for a lob pass.

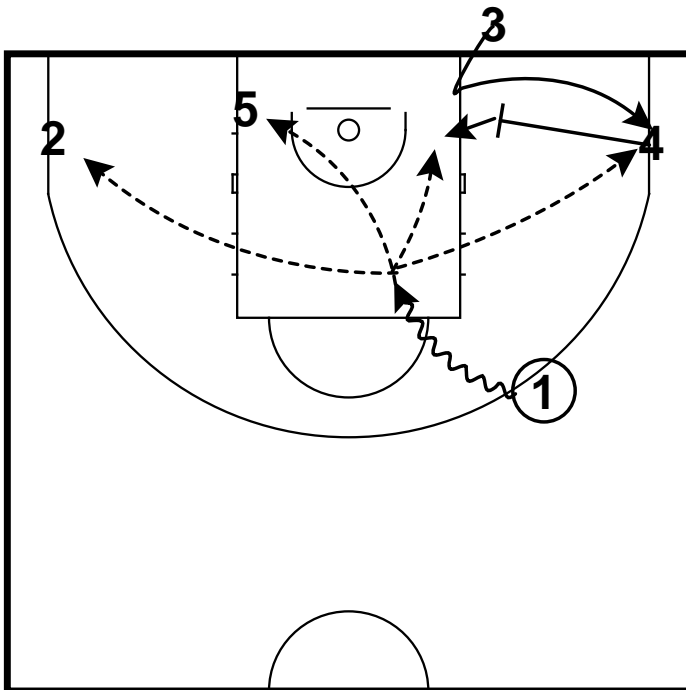
Fist Lob



If the lob isn't there, 1 steps out to the wing.

3 passes to 4 who passes to 1.

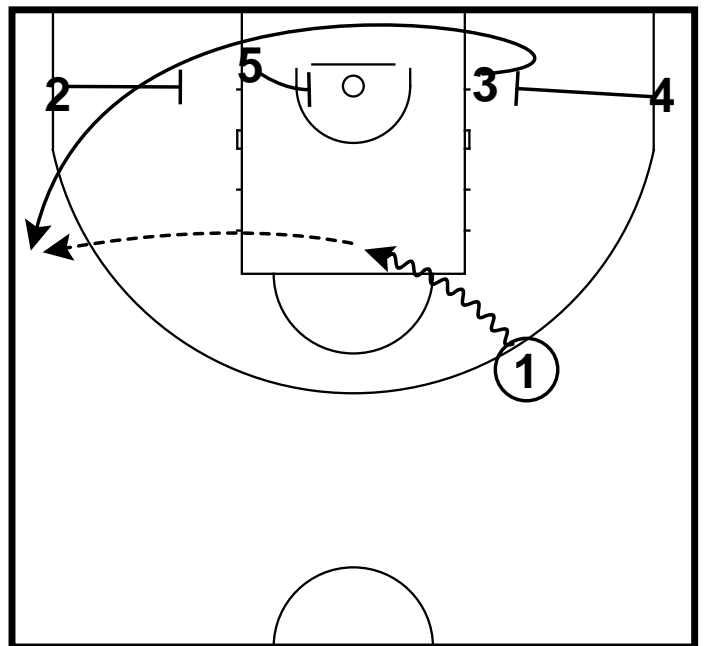
Fist Lob



1 drives middle looking to draw and kick.

4 screens down for 3 who cuts to the corner for a shot.

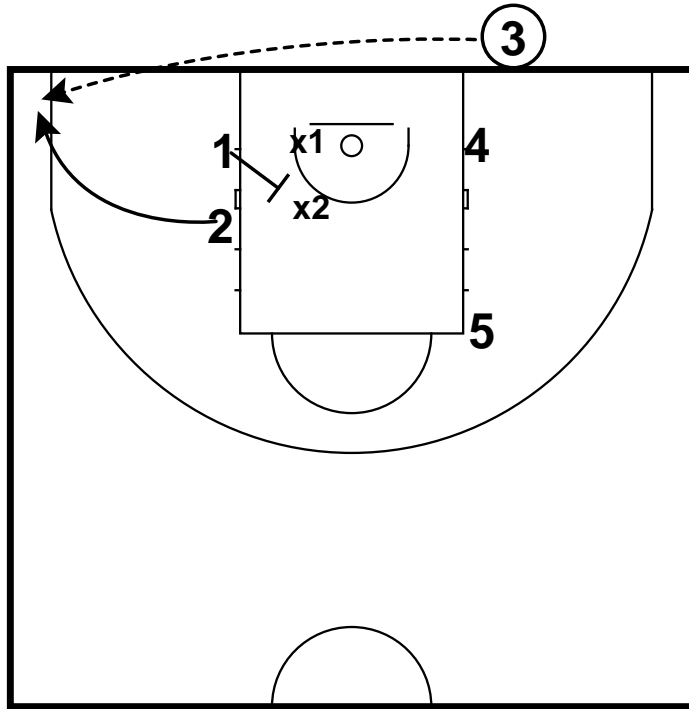
Fist Lob



In the weakside option, 3 cuts off of a staggered screen from 5 and 2 to the left wing.

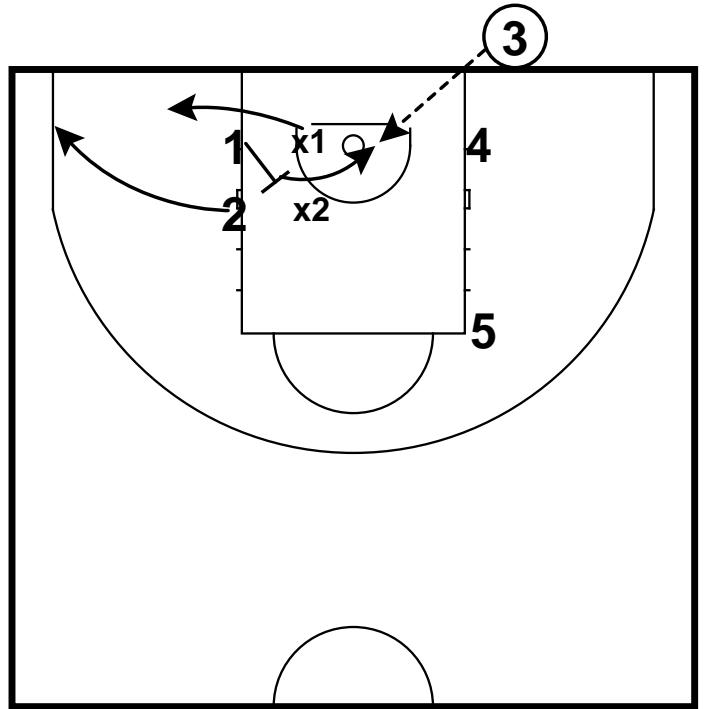
Low Clock BLOB

Fist Special



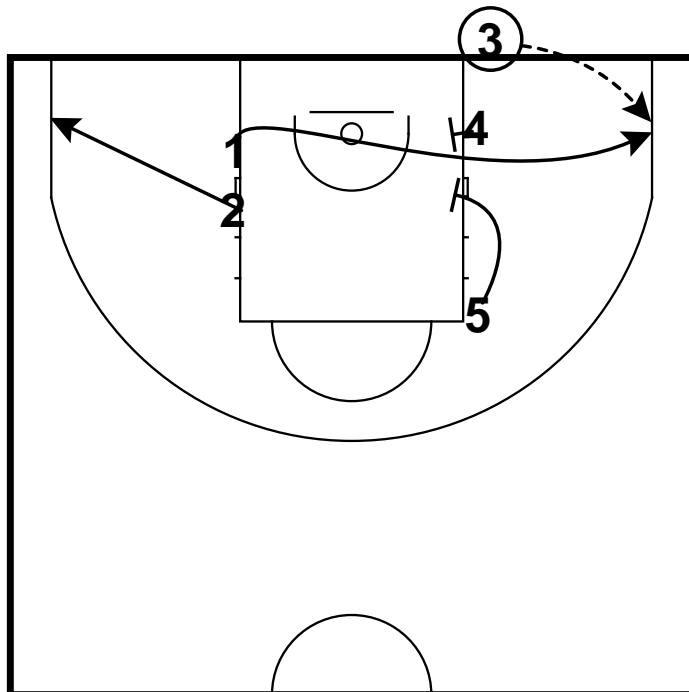
1 screens x2 as 2 cuts to the corner for a shot.

Fist Special



If x1 jumps the screen to the corner, 1 slips to the rim.

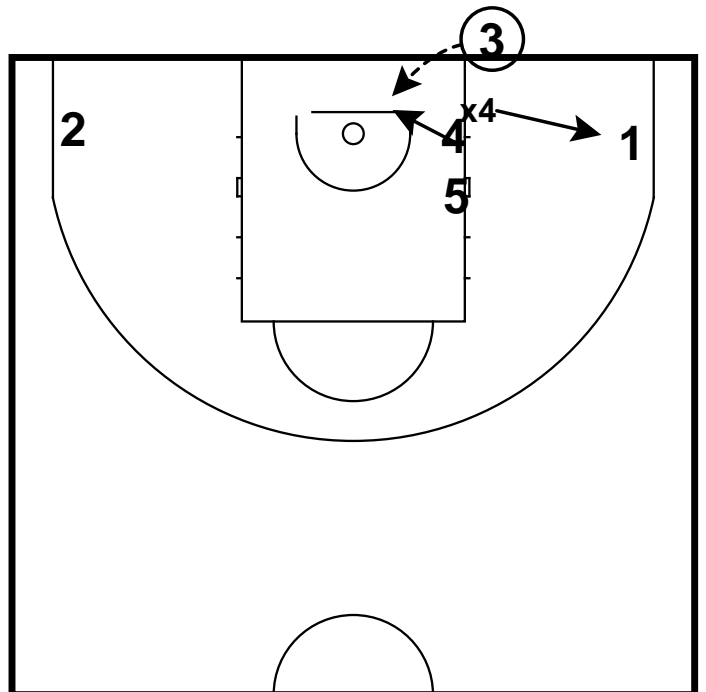
Fist Squeeze



1 cuts to the opposite corner in between a screen from 4 and 5.

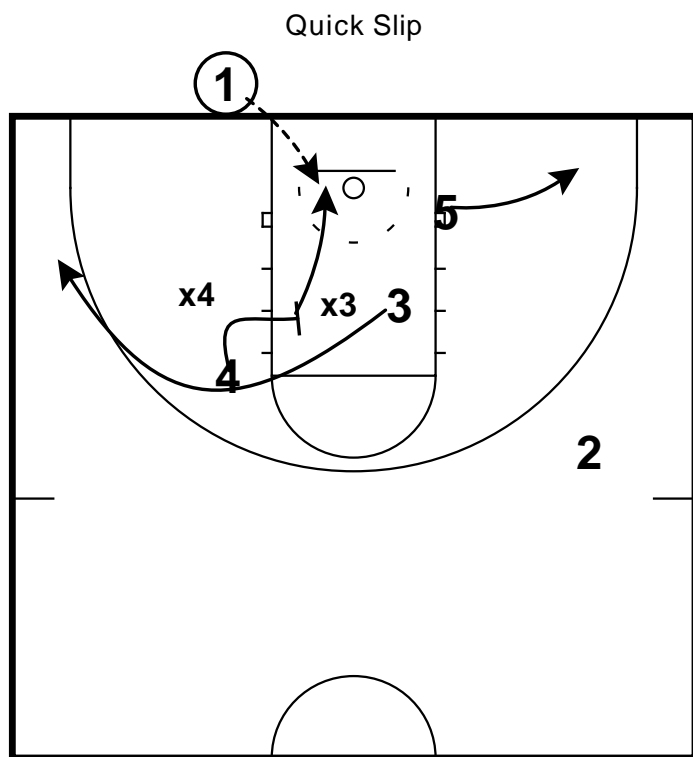
3 passes to 1.

Fist Squeeze



If x4 jumps the cut, 4 slips to the rim.

Low Clock BLOB



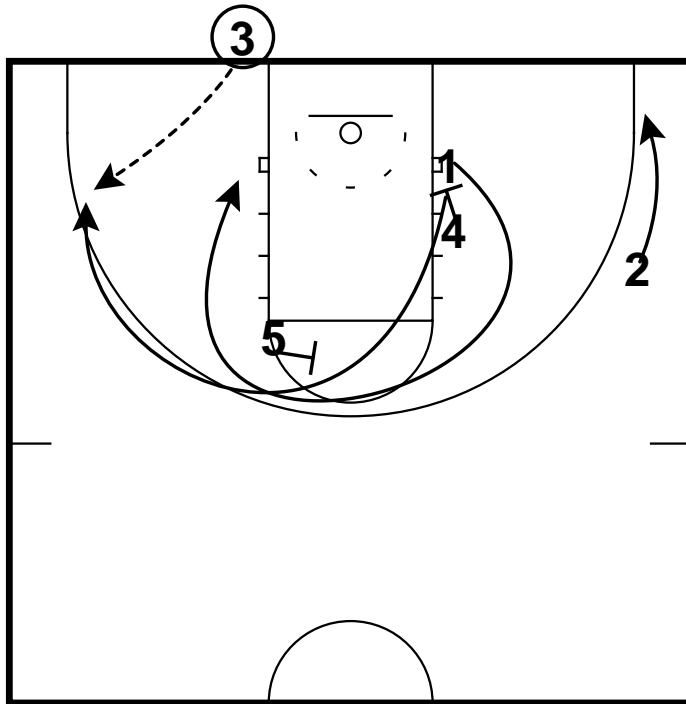
4 sets a screen for 3 at the left elbow.

5 clears out to the weak side corner.

If x4 and x3 attempt to switch the screen, 4 makes a quick slip to the rim.

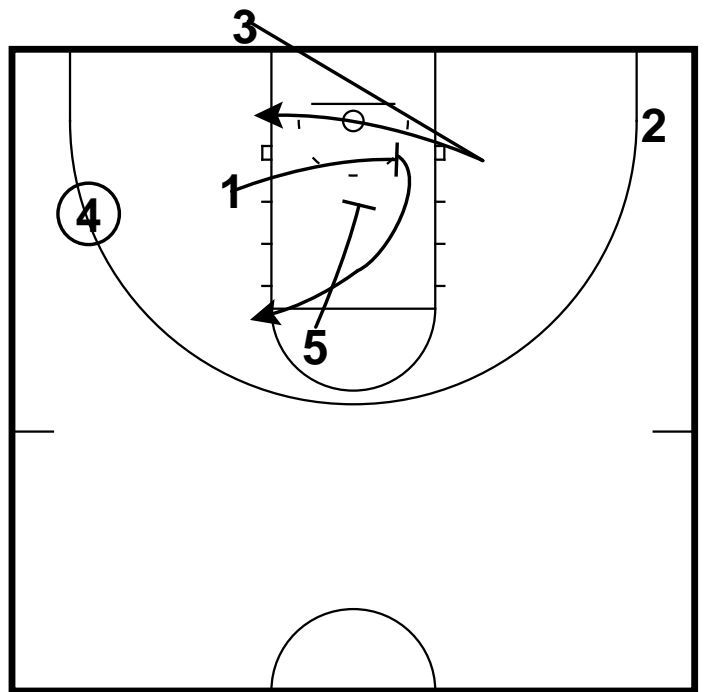
Low Clock BLOB

Stagger Loop



- 1 cuts around a staggered screen from 4 and 5.
- 4 follows 1 and cuts around 5 to the left wing.
- 3 looks to pass to 1 or 4.

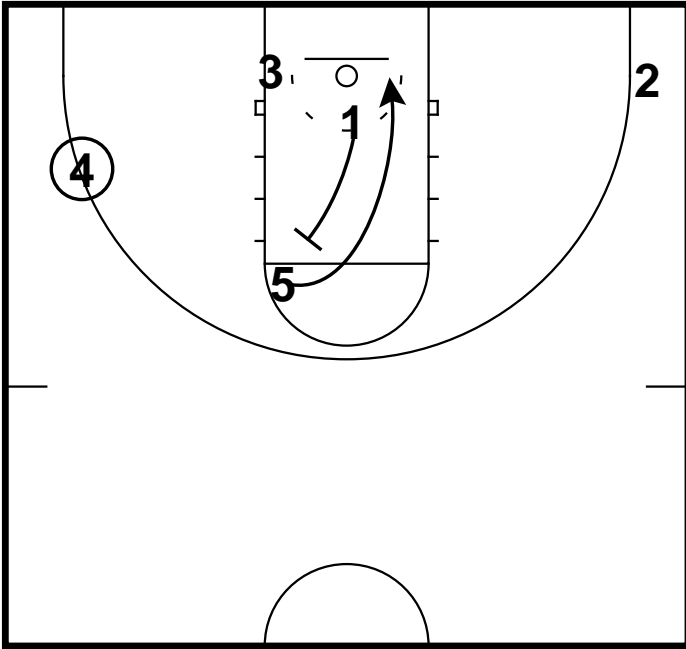
Stagger Loop



- If 4 gets the ball, 1 sets a cross-screen for 3.
- 3 cuts to the block.
- 5 sets a down-screen for 1.

Low Clock BLOB

Stagger Loop

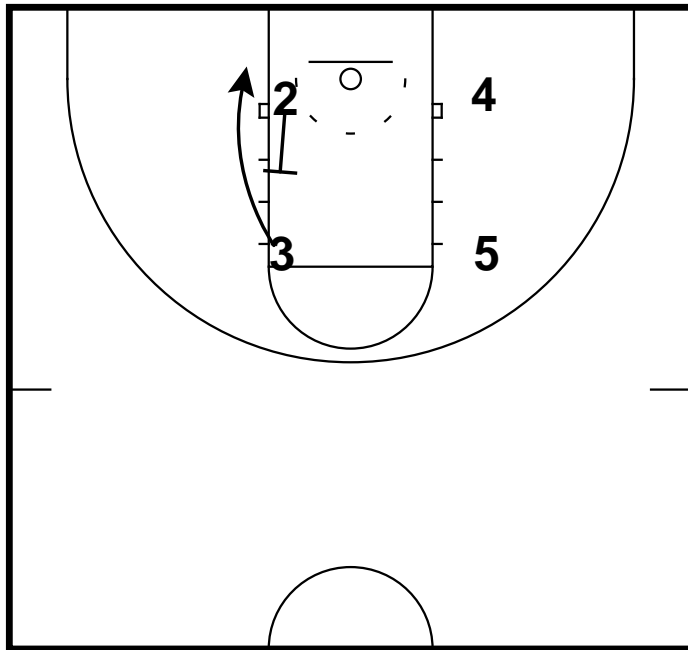


A counter option if for 1 to set a back-screen for 5.

Low Clock BLOB

UAB BLOB Elevator Box

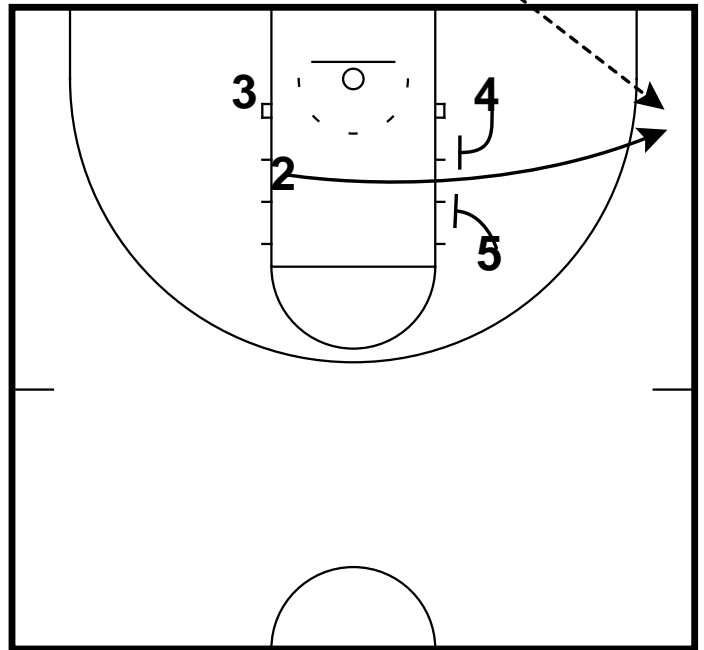
①



2 sets an up-screen for 3.

UAB BLOB Elevator Box

①



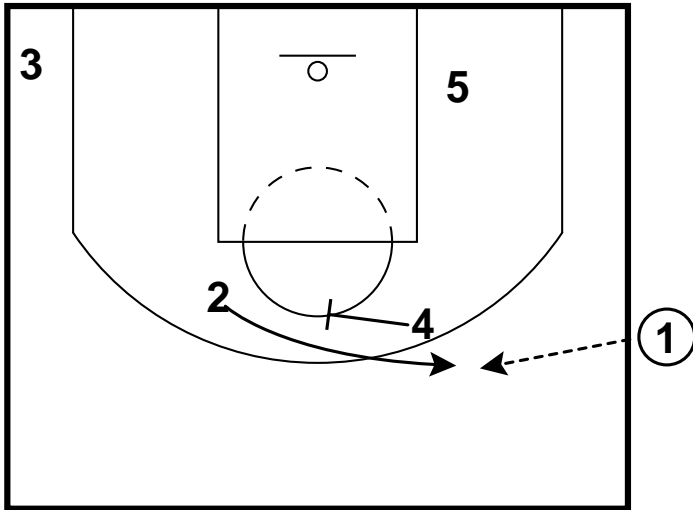
2 slips between 4 and 5 to cut to the corner.

4 and 5 close the screen as 2 runs through.

1 passes to 2 for a 3-point shot.

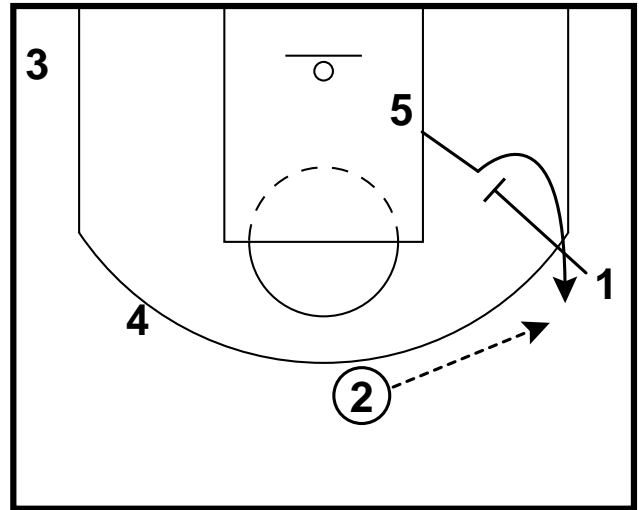
Low Clock SLOB

Boston Celtics "Invert"



4 screens away for 2 to receive the pass from 1.

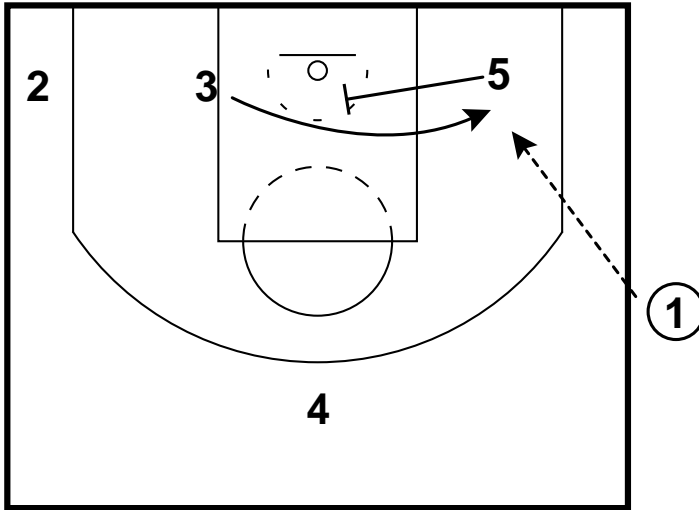
Boston Celtics "Invert"



1 fakes like they are receiving the back screen and sets a screen for 5 who pops to the wing for 3.

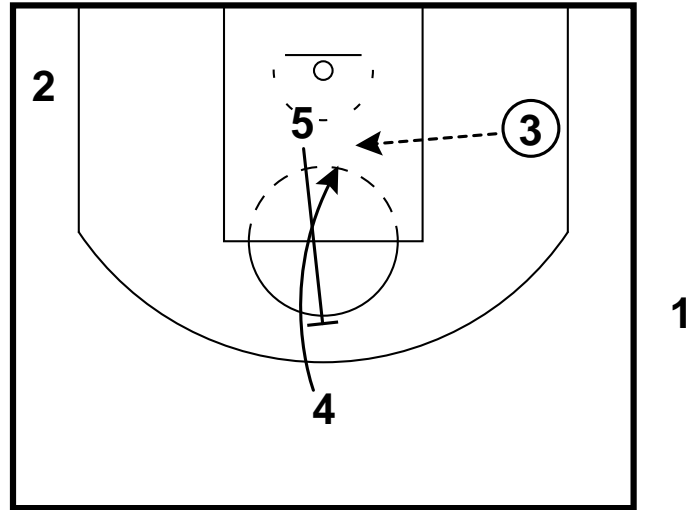
Low Clock SLOB

Boston Celtics "Punch Rip Turn"



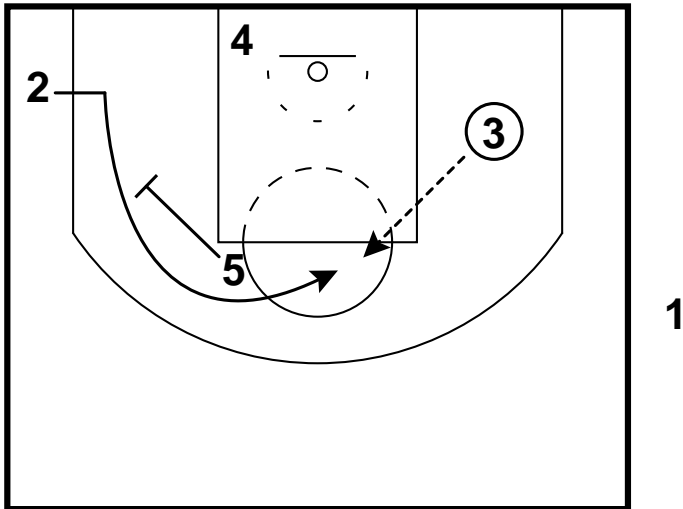
5 screens away for 3 who receives the pass from 1.

Boston Celtics "Punch Rip Turn"



5 sets a back screen for 4 cutting down the lane.

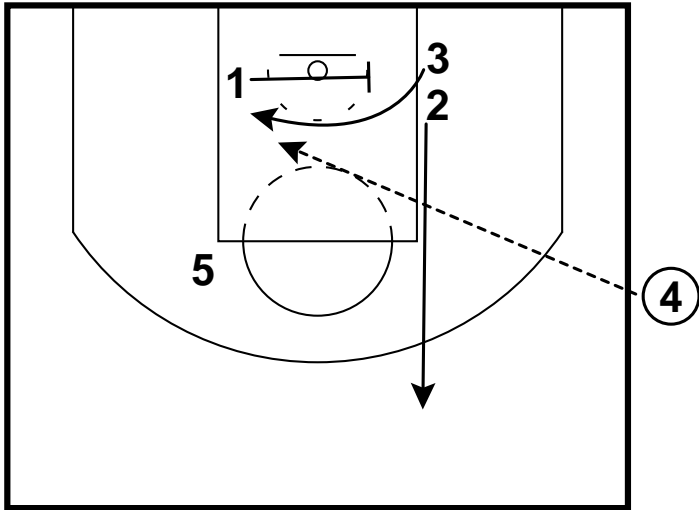
Boston Celtics "Punch Rip Turn"



5 then turns and screens away for 2.

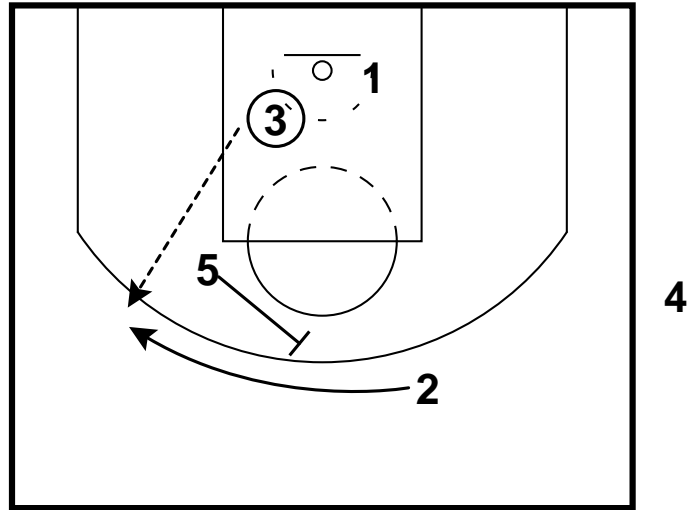
Low Clock SLOB

Boston Celtics "Winner"



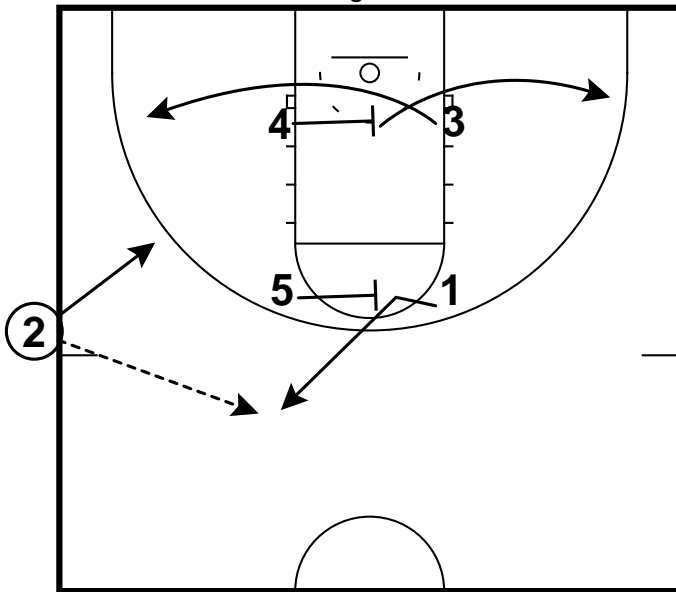
- 2 zipper cuts up the lane.
- 1 backscreens for 3
- 4 enters to 3

Boston Celtics "Winner"



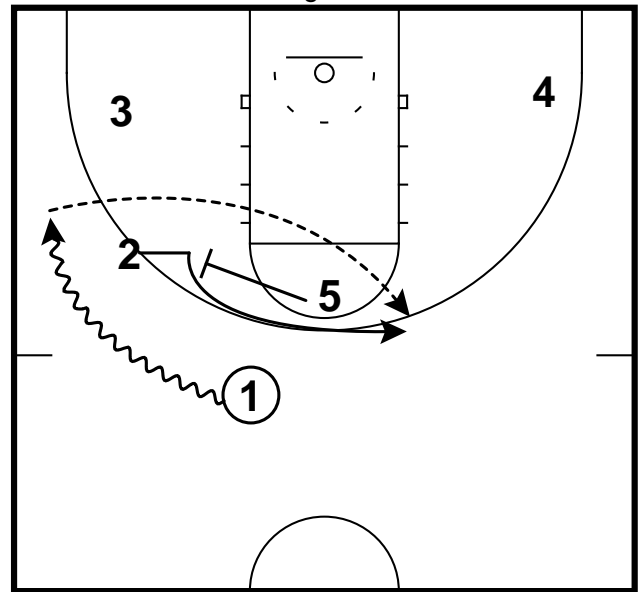
- 5 sets a screen for 2 coming towards the ball for a kick out 3.

Box Wing Flare



- 4 and 5 set cross-screens for 3 and 1.
- 2 first looks for 3 in the corner.
- If 3 isn't open, 2 passes to 1.

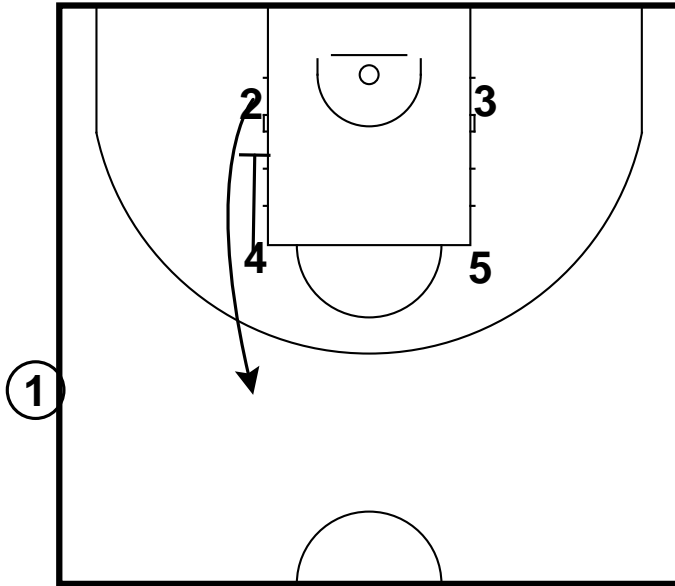
Box Wing Flare



- 1 dribbles toward 2, and 5 sets a flare screen for 2.
- 2 flares to the opposite wing.
- 1 passes to 2 for a shot.

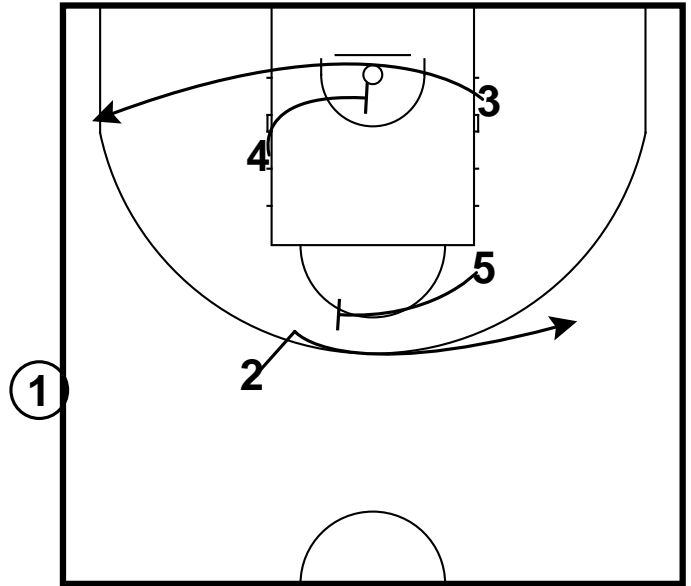
Low Clock SLOB

Brose Baskets Bamberg



4 sets a down-screen for 2 who cuts up the lane line to the slot.

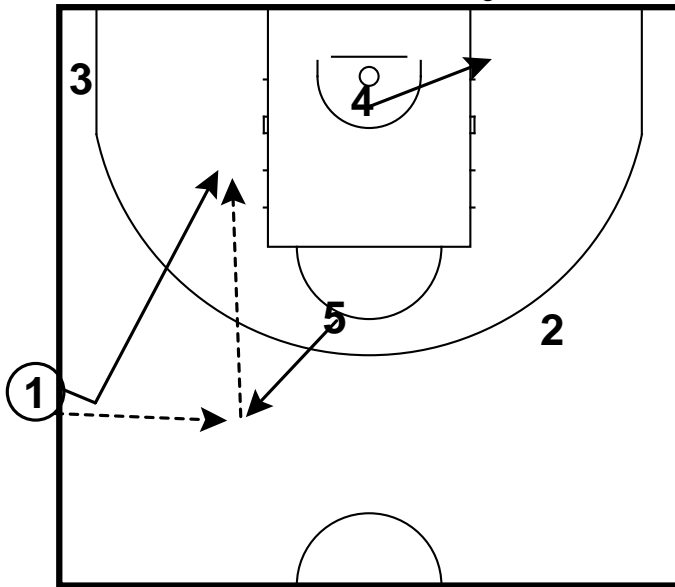
Brose Baskets Bamberg



5 sets a screen for 2 as 4 sets a screen for 3.

1 looks to pass to 2 or 3 for a shot.

Brose Baskets Bamberg

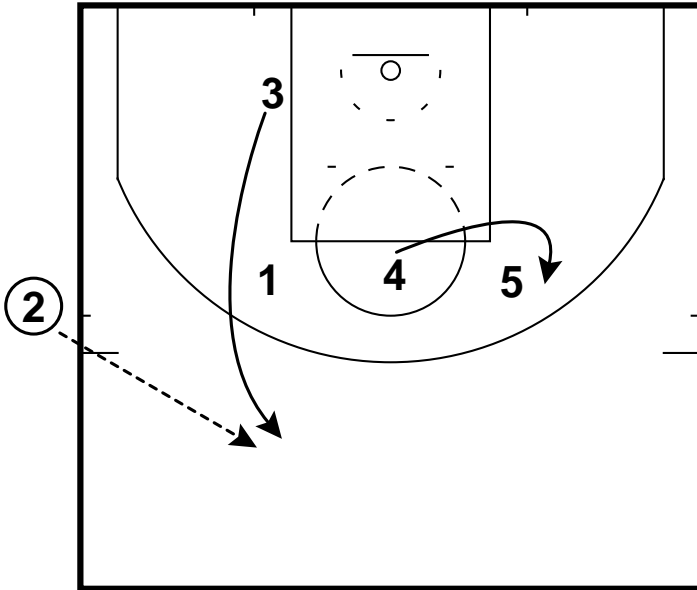


If neither option is open, 5 flashes to the ball and gets the pass from 1.

1 makes a hard cut to the basket looking for the give-and-go pass from 5.

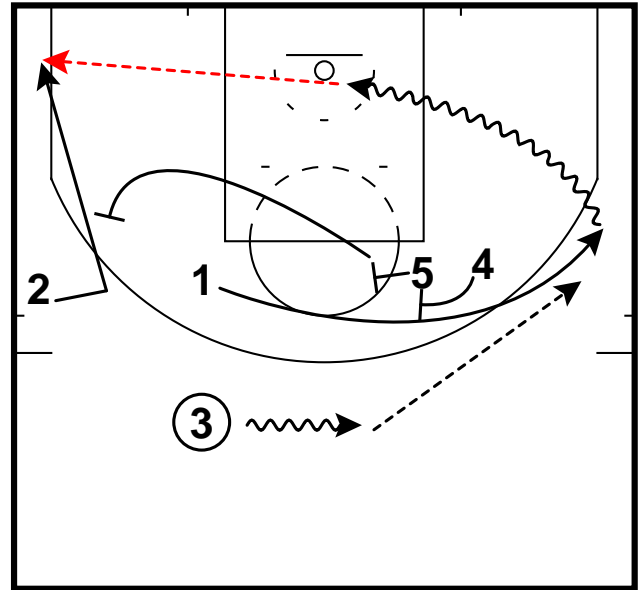
Low Clock SLOB

EOG Hammer



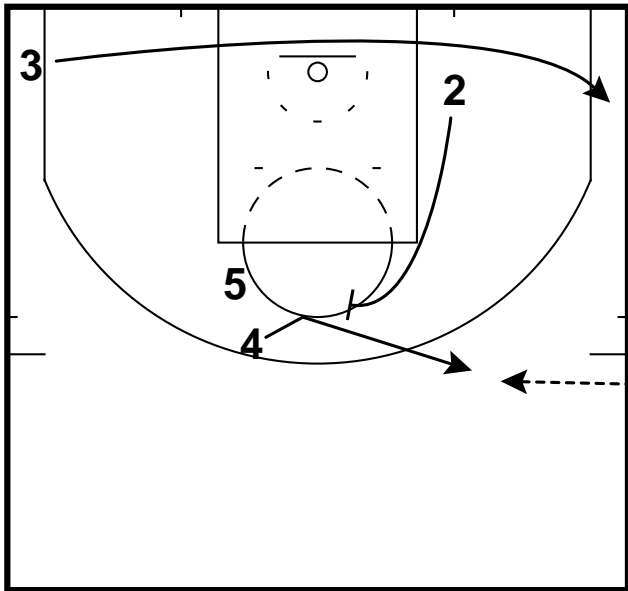
3 zipper cuts to receive the pass from 2.
4 loops around 5.

EOG Hammer



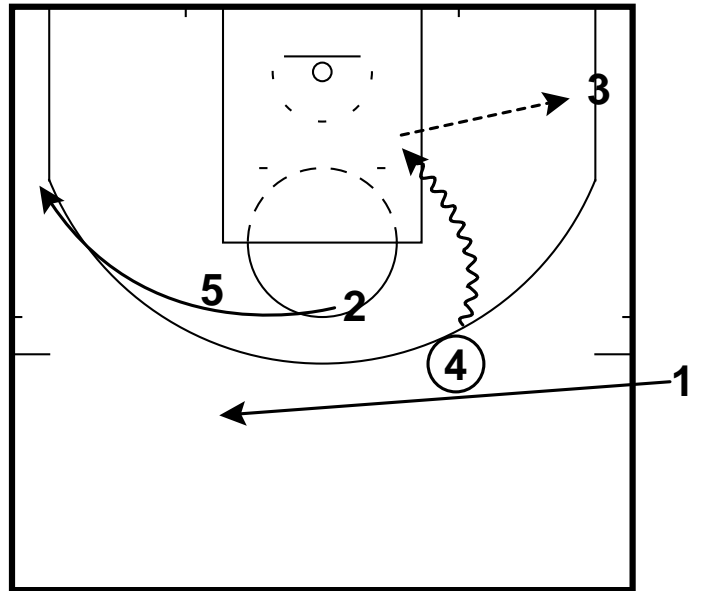
1 receives a stagger flare from 5/4 and receives the pass from 3. 5 sets the hammer for 2 as 1 drives baseline.

EOG SLOB



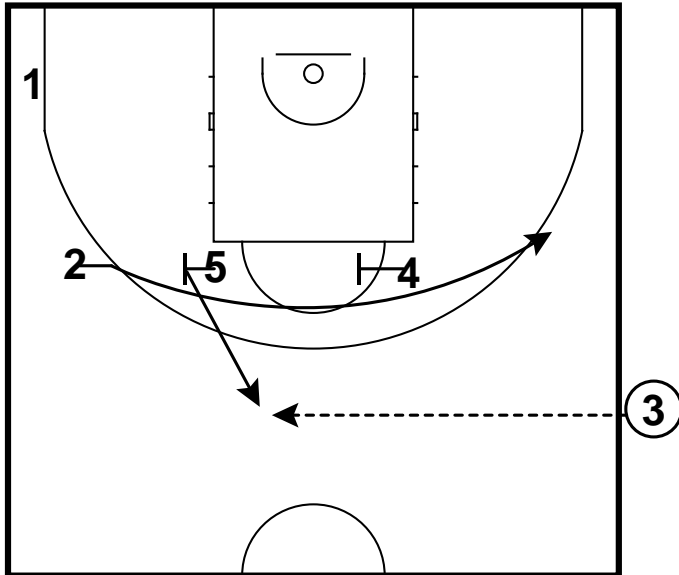
Draymond at the 4, Speights at the 5

EOG SLOB



Low Clock SLOB

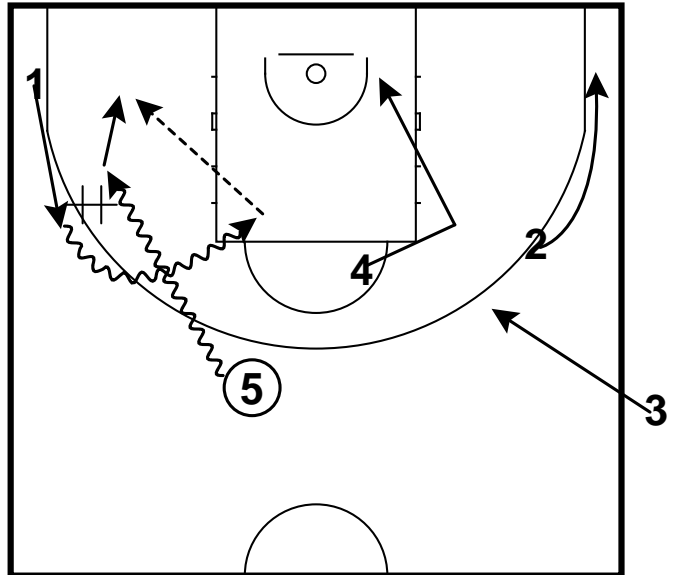
Germany Stagger to Weakside Hand-Off



2 cuts across a staggered screen from 5 and 4.

If 2 isn't open, 5 flashes to the top of the key and gets the ball.

Germany Stagger to Weakside Hand-Off

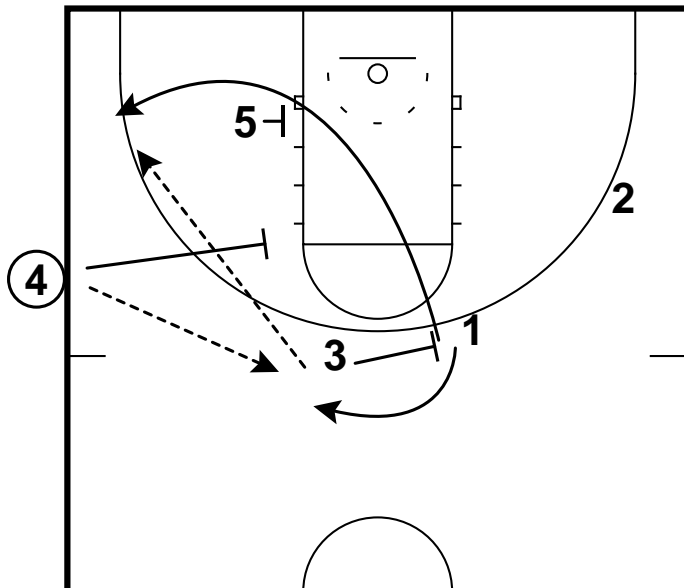


Once 5 has the ball, 2 clears to the corner and 3 steps in to the wing.

5 dribbles to the left corner and gives the ball to 1 on a dribble hand-off.

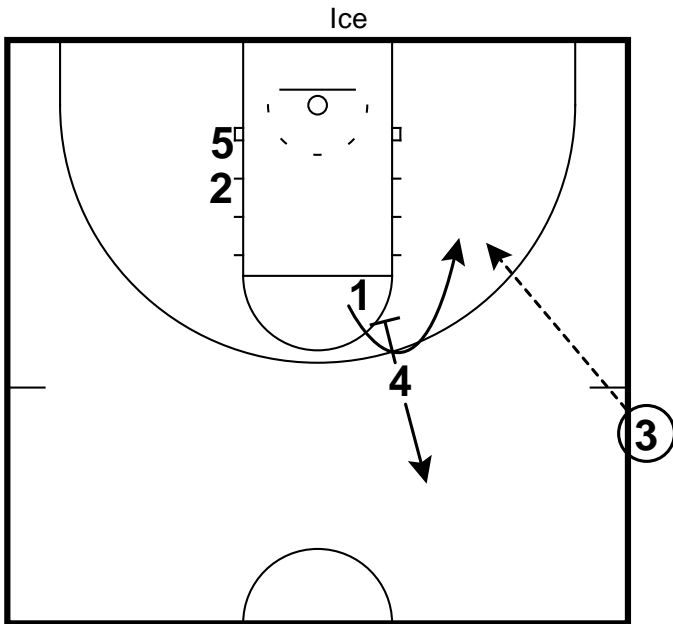
As 1 drives middle, 5 can pop for a shot in the short corner.

Hoo 7

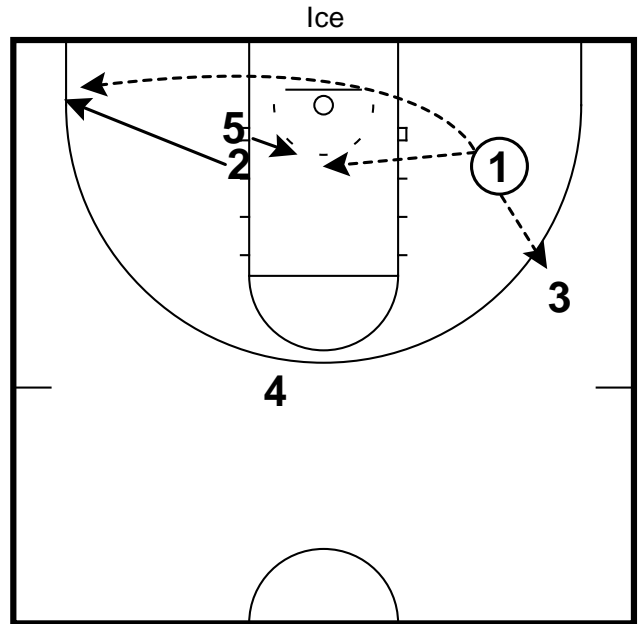


- low clock sideline play vs zone defense
- 3 screens for 1 coming across, 4 to 1
- 4 steps in, 4 and 5 screen top and bottom of zone as 3 cuts down and to wing
- 1 takes quick dribble away to shift zone and comes back to 3 for shot

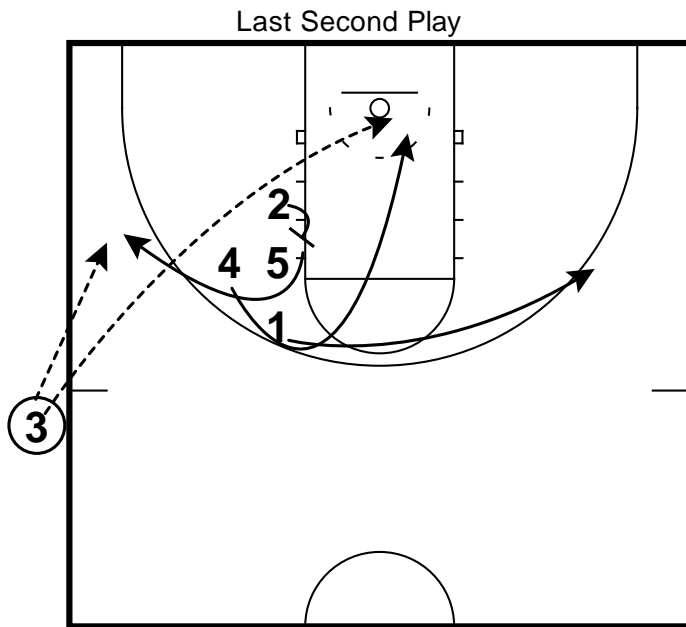
Low Clock SLOB



- 3 hits the 1 curling off the 4 man's screen - If the 1 is not open, hit the four coming back to the ball - After inbounding the ball, the 3 follows his pass to the wing



1 looks for the open man or shoots the lay up depending on if we need a 2 or 3 point shot



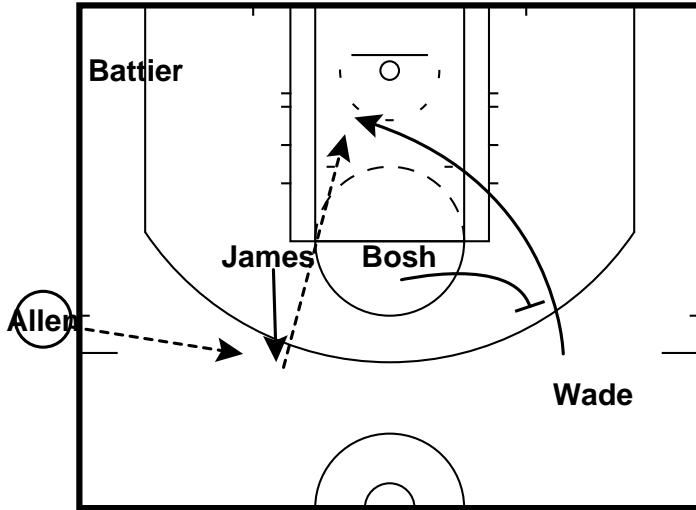
2 acts like he's setting a screen for 5 then cuts around him to the left wing.

4 loops around 1 to the basket for a lob.

3 passes to 2 for a shot or to 4 for a lob.

Low Clock SLOB

Lebron Miami Heat SLOB

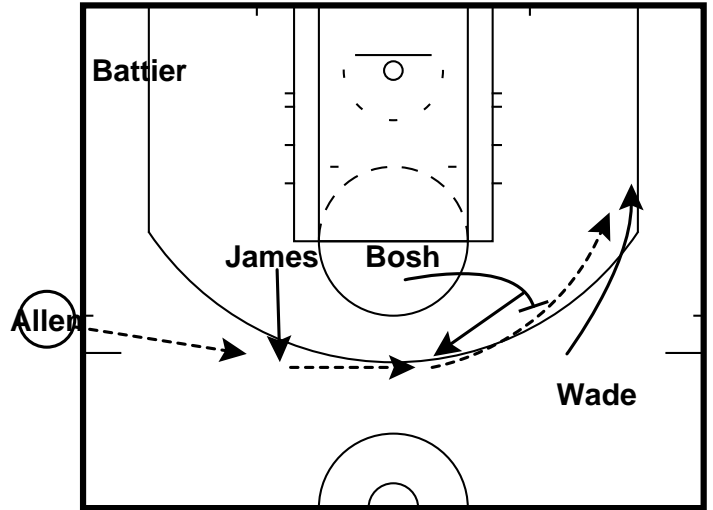


Lebron James pops up and receives the pass from Ray Allen.

Chris Bosh steps over and sets a back screen for Dwyane Wade.

If open, James passes to Wade cutting to the basket.

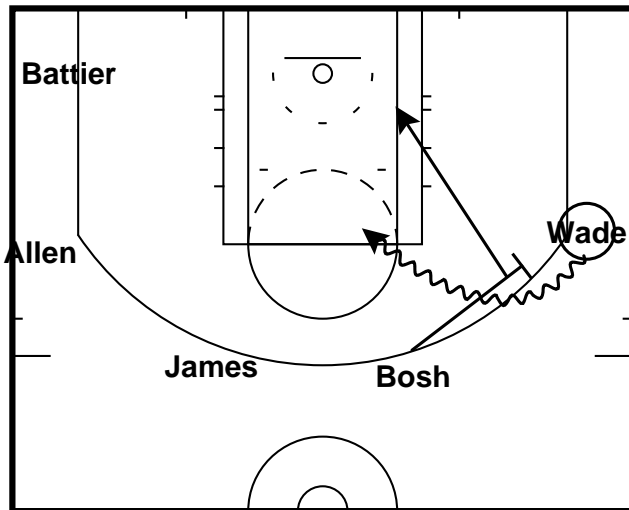
Lebron Miami Heat SLOB



If the opposing team starts reading the back-cut, Wade can flare and Bosh can step back to the ball.

James then swings the ball to Bosh who can pass to Wade on the wing.

Lebron Miami Heat SLOB

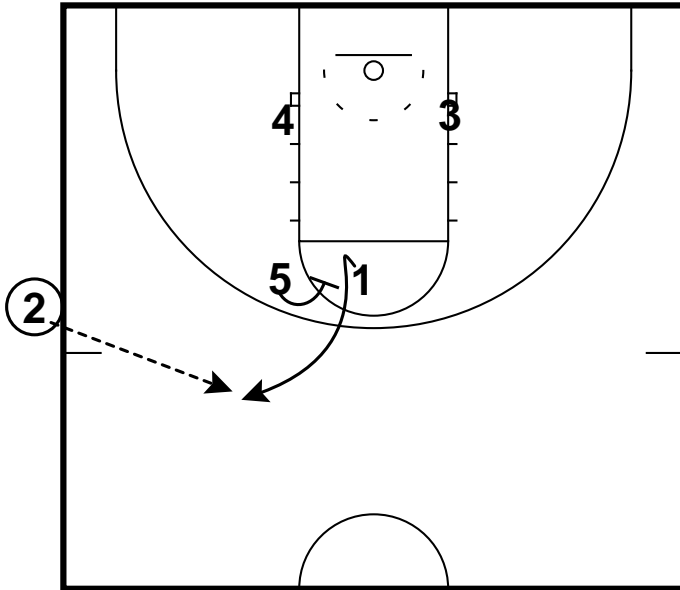


Once Bosh has passed to Wade, these two can play a 2 man game with a pick and roll.

James, Allen, and Battier are on the opposite side of the floor to open space for Bosh and Wade.

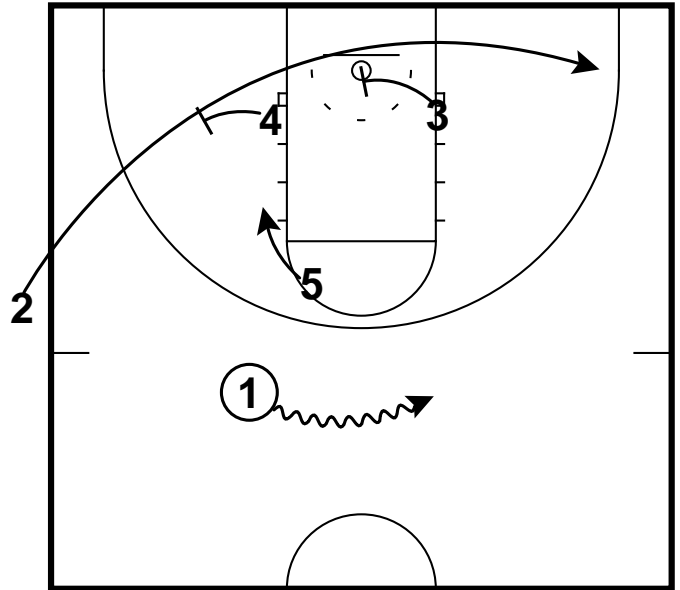
Low Clock SLOB

Sideline Elevator



2 passes to 1 cutting off of a screen from 5.

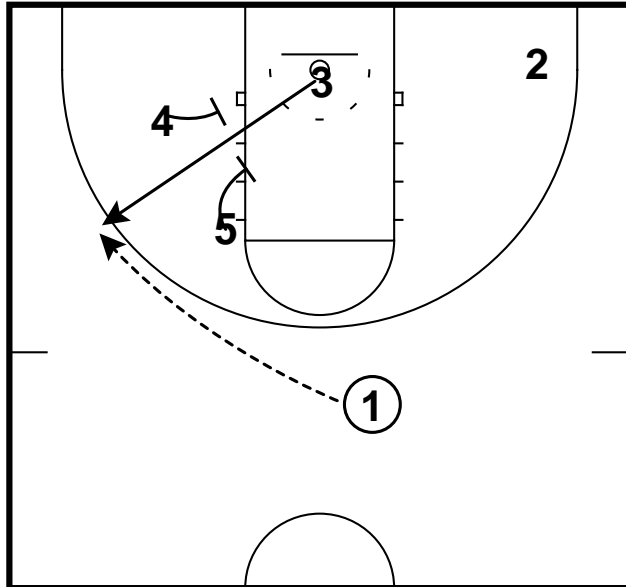
Sideline Elevator



2 cuts along the baseline off of a staggered screen from 4 and 3.

1 dribbles right.

Sideline Elevator

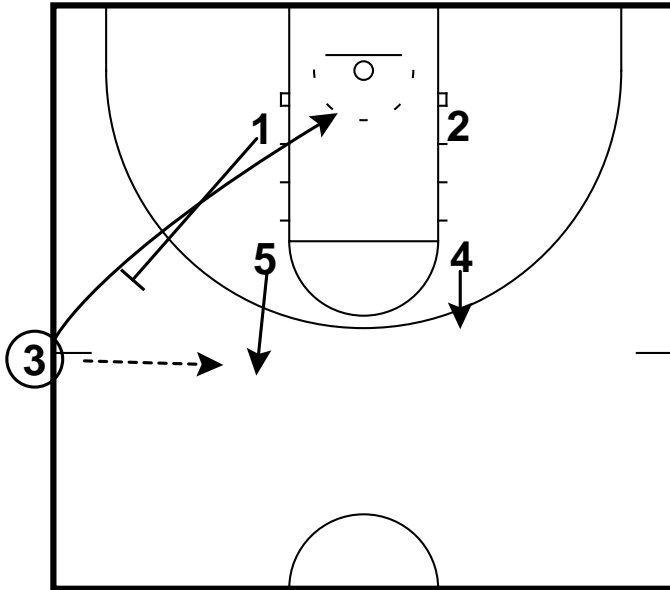


3 cuts in between 4 and 5 to the left wing.

1 passes to 3 for a shot.

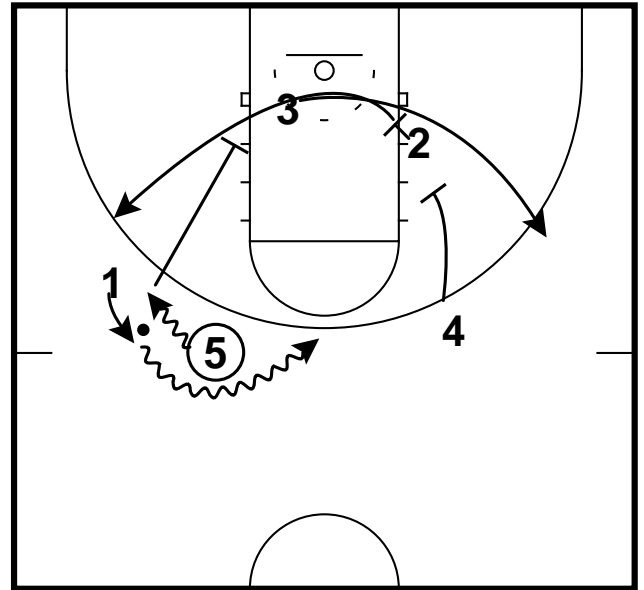
Low Clock SLOB

SOB Triple



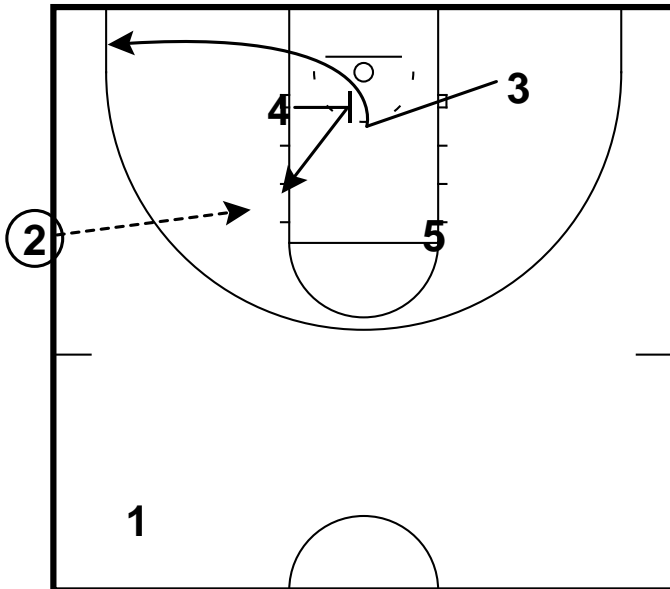
3 hits 5 1 backscreens 3 5 dribble hand-off to 1 and rolls

SOB Triple



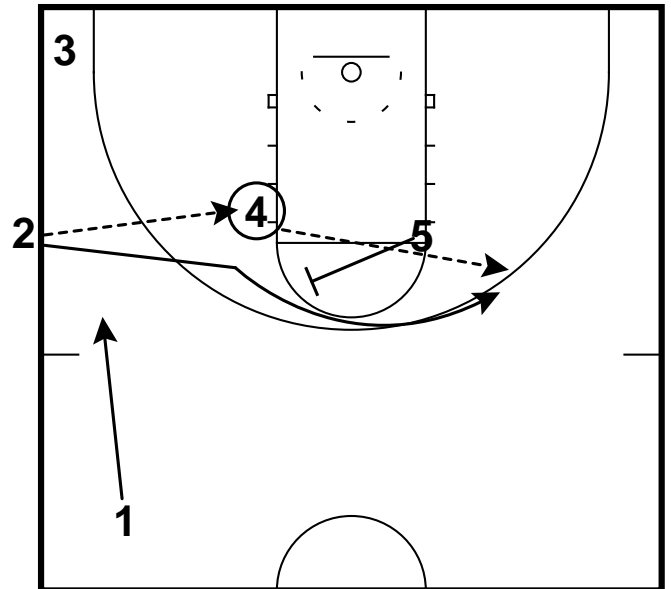
2/4 stagger 3 2 goes out opposite

Suns



Shooter takes ball out. 4 flex screens for 3 and flashes back for the ball. 1 is pressure release.

Suns

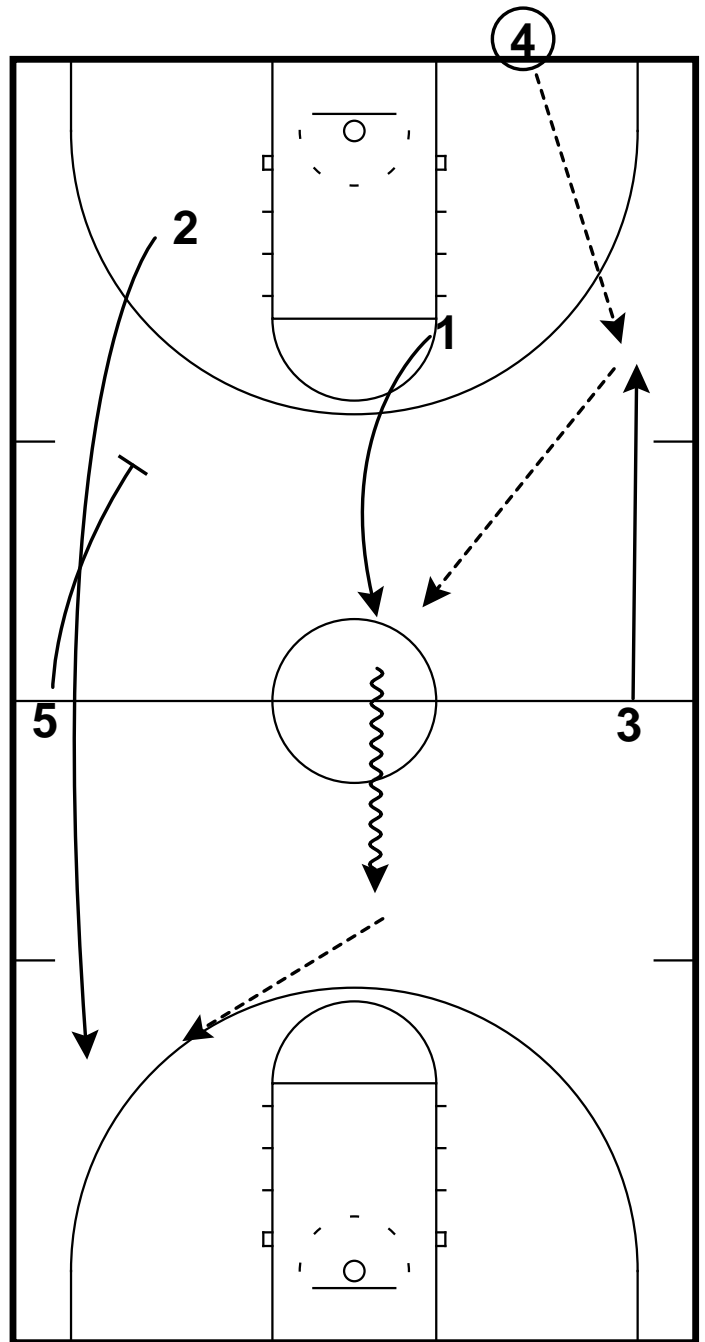
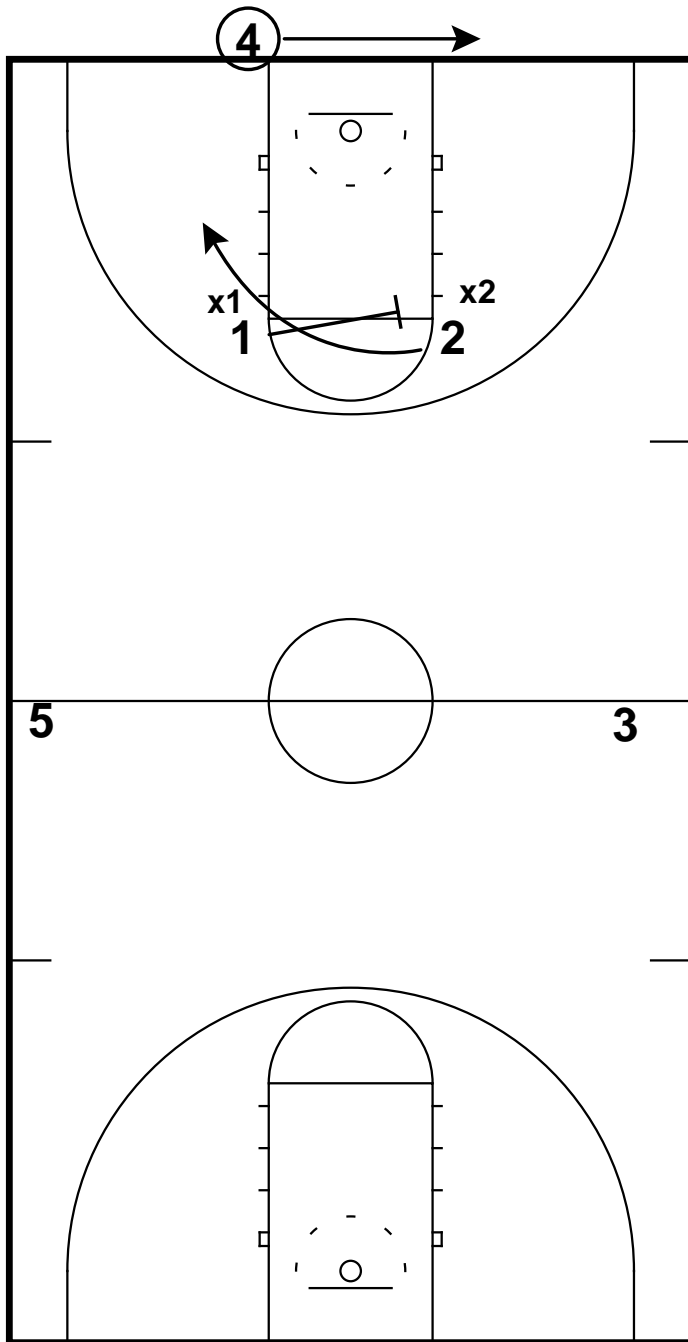


5 sets flair screen for 2, 1 fills behind for catch and shoot. 5 can dive to basket after flair screen if 3 isn't needed.

Full Court

4 seconds

4 seconds



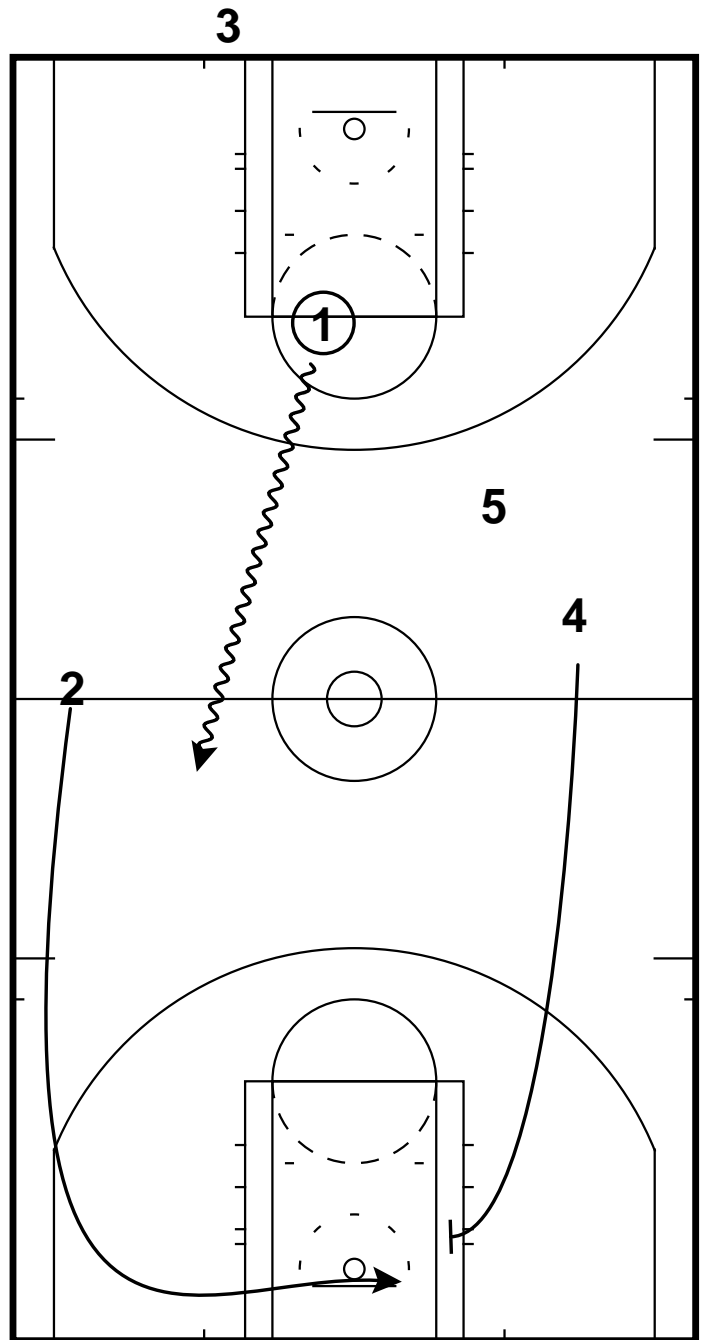
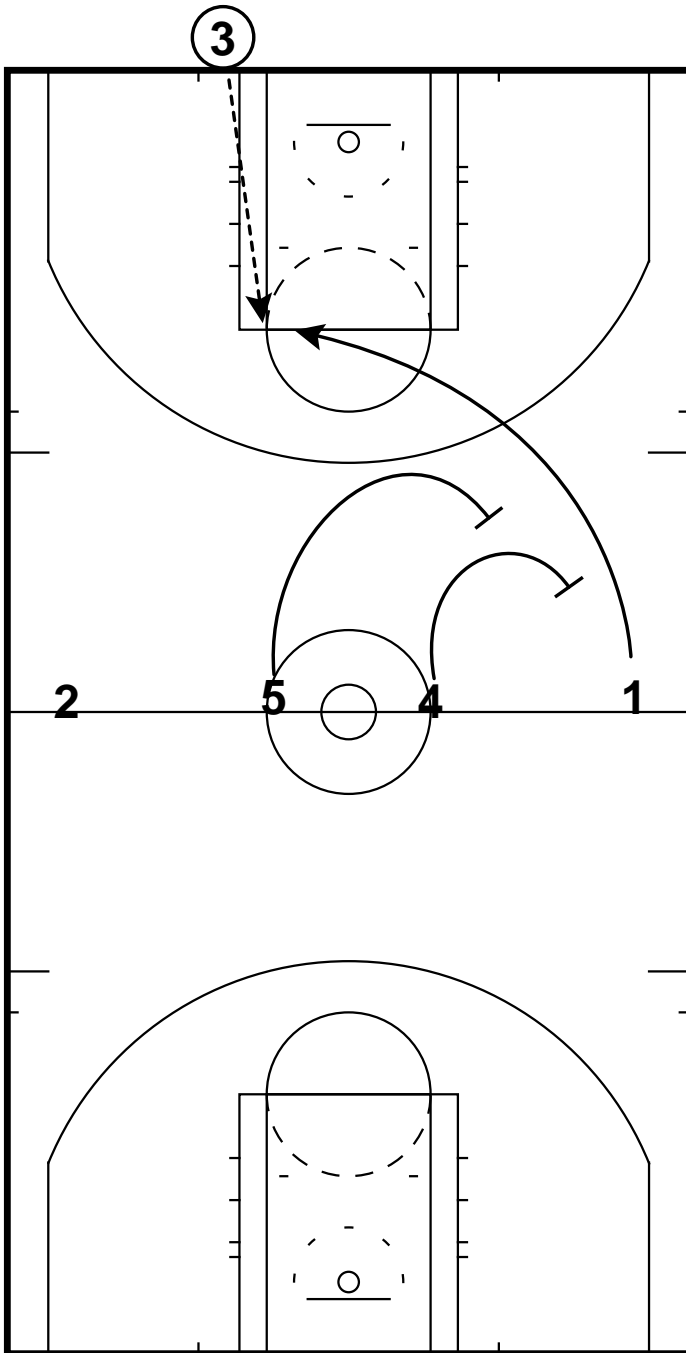
1 and 4 go at same time. 1 set screen for 2 who comes off screen hard towards baseline, plants and goes.

3 sprints to meet pass above 3 point line extended. 1 sets screen for 2 and sprints up middle of the court. 5 head hunts for 2's defense.

Full Court

6 Seconds

6 Seconds

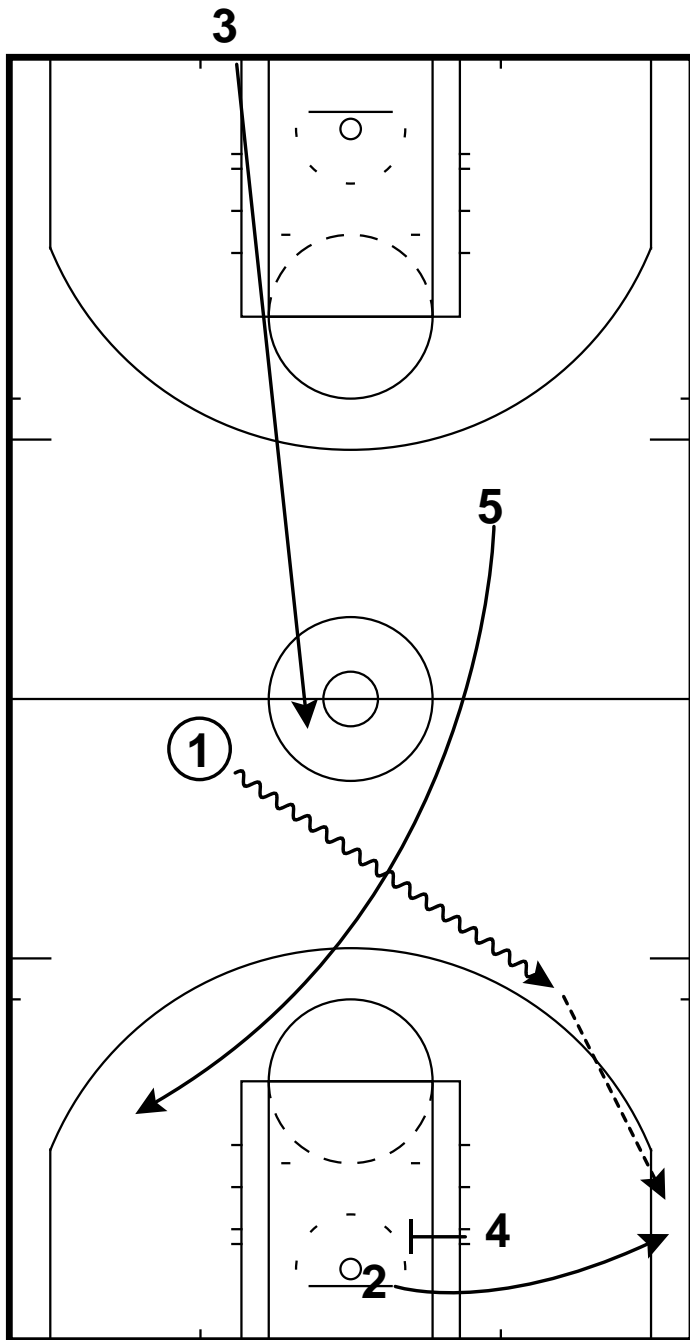


4 and 5 loop around and screen for 1
1 cuts hard to the ball
3 pass to 1

1 dribbles the ball down the court
2 sprints down the floor and then waits under the basket
4 sprints down to set a screen for 2

Full Court

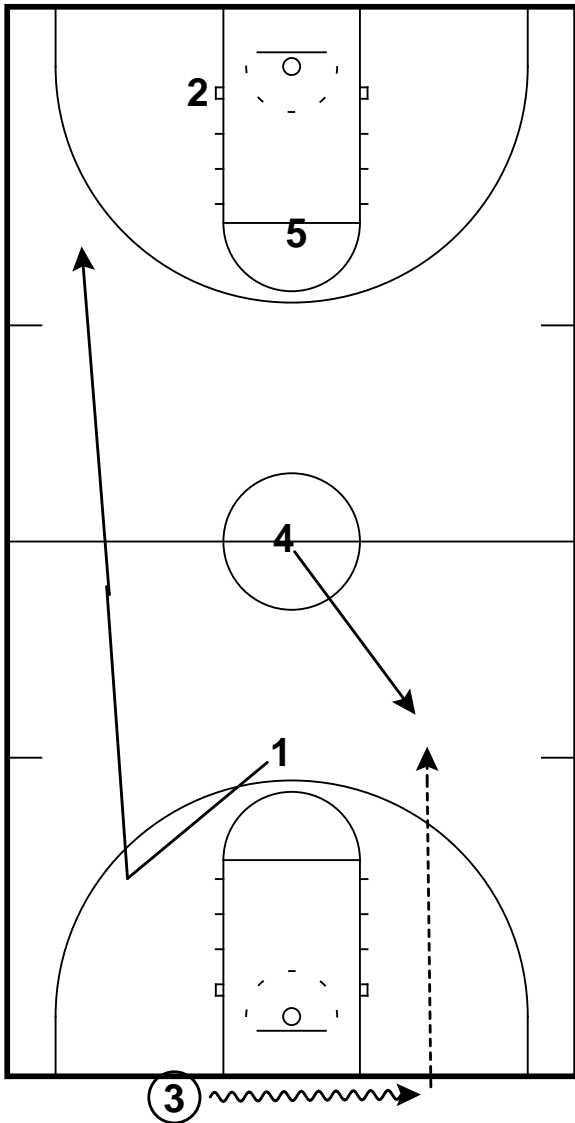
6 Seconds



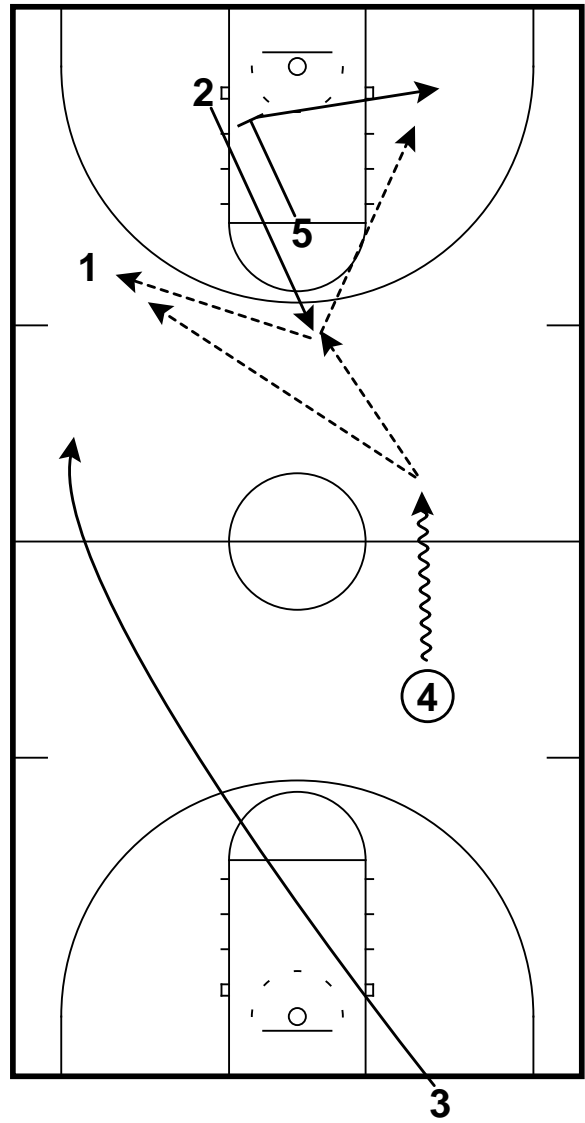
Timing is key:
1 dribbles across the court as 5 runs in front as an interference cut
While that action happens, 4 screens in for 2
2 uses the screen and cuts out to the corner
1 passes to 2

Full Court

Boston



Boston



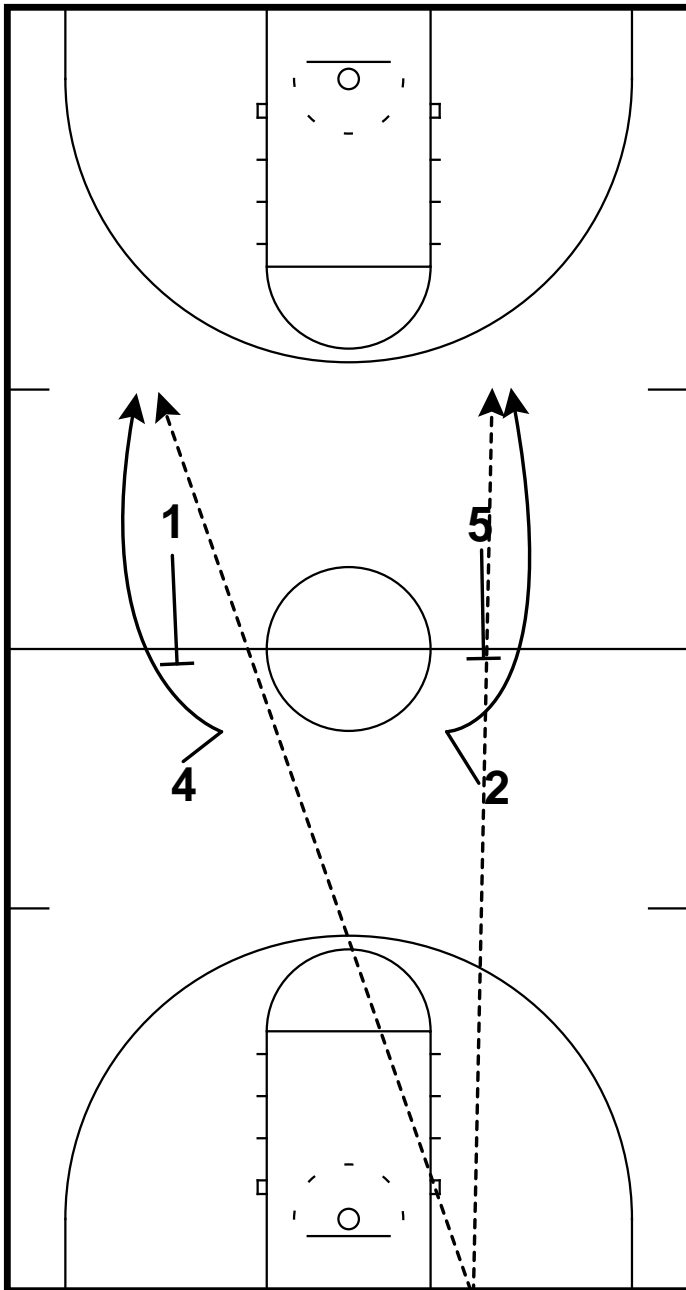
1 break to the ball then go long, 3 run baseline and pass to 4

4 push the ball looking for 2 coming to top of key off screen from 5, when 2 receives pass look to score, hit 1 on wing or 5 in short corner

Full Court

Double Up

Double Up

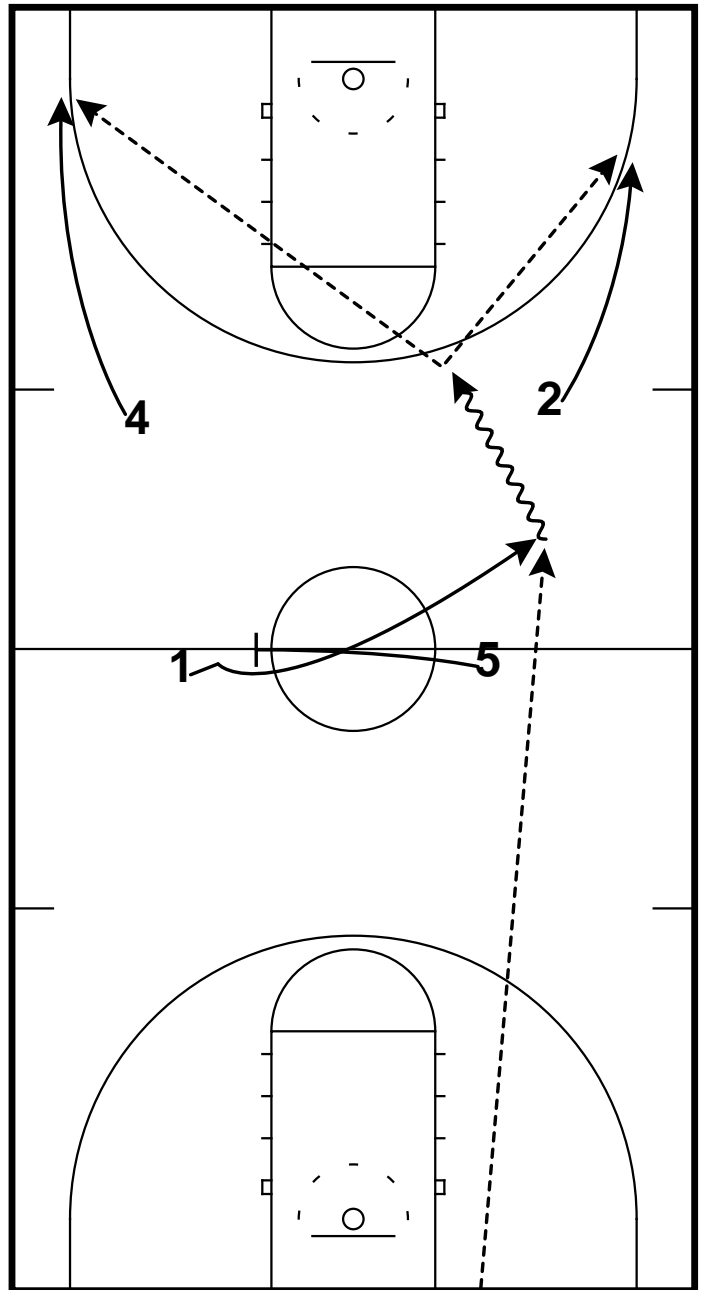


3

In this play, 1 and 5 both screen up for 4 and 2.

4 and 2 jab middle then cut around the screens up the floor.

3's first look is to hit 4 or 2 for a shot.



3

If neither 4 or 2 are open, 5 screens across for 1.

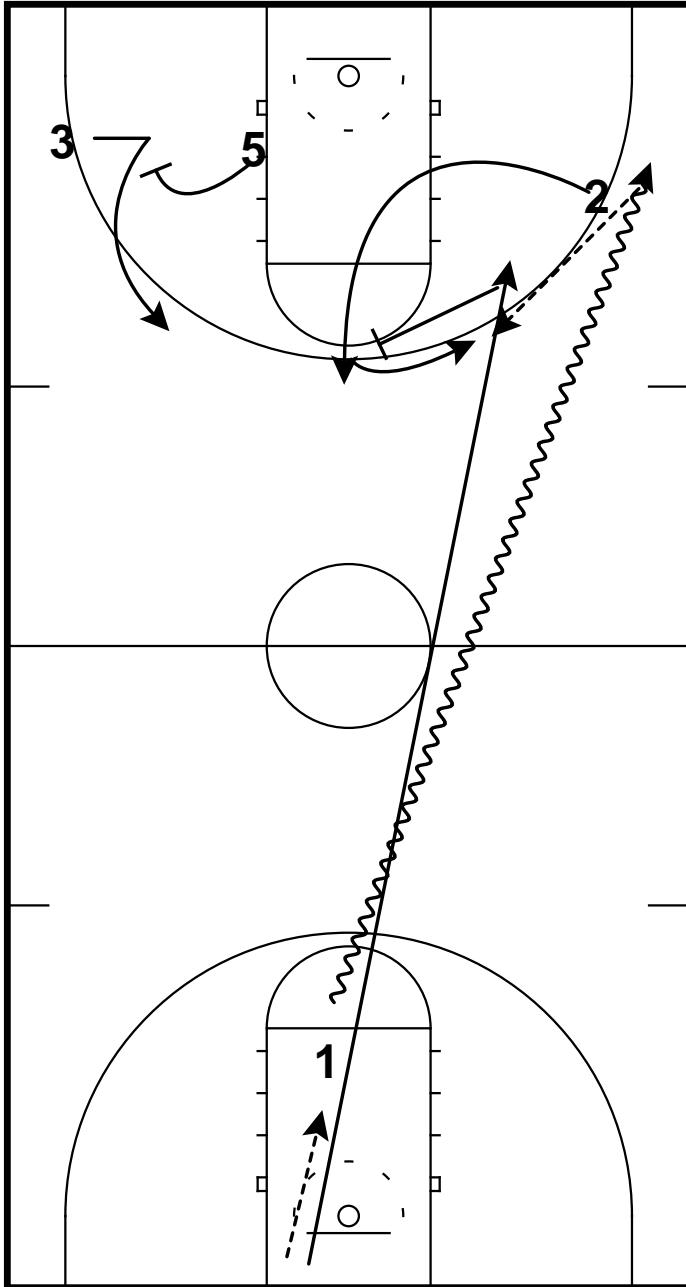
3 hits 1 cutting across the floor.

1 can look to drive and pull up for a shot or kick out to 4 or 2 on the wings.

Full Court

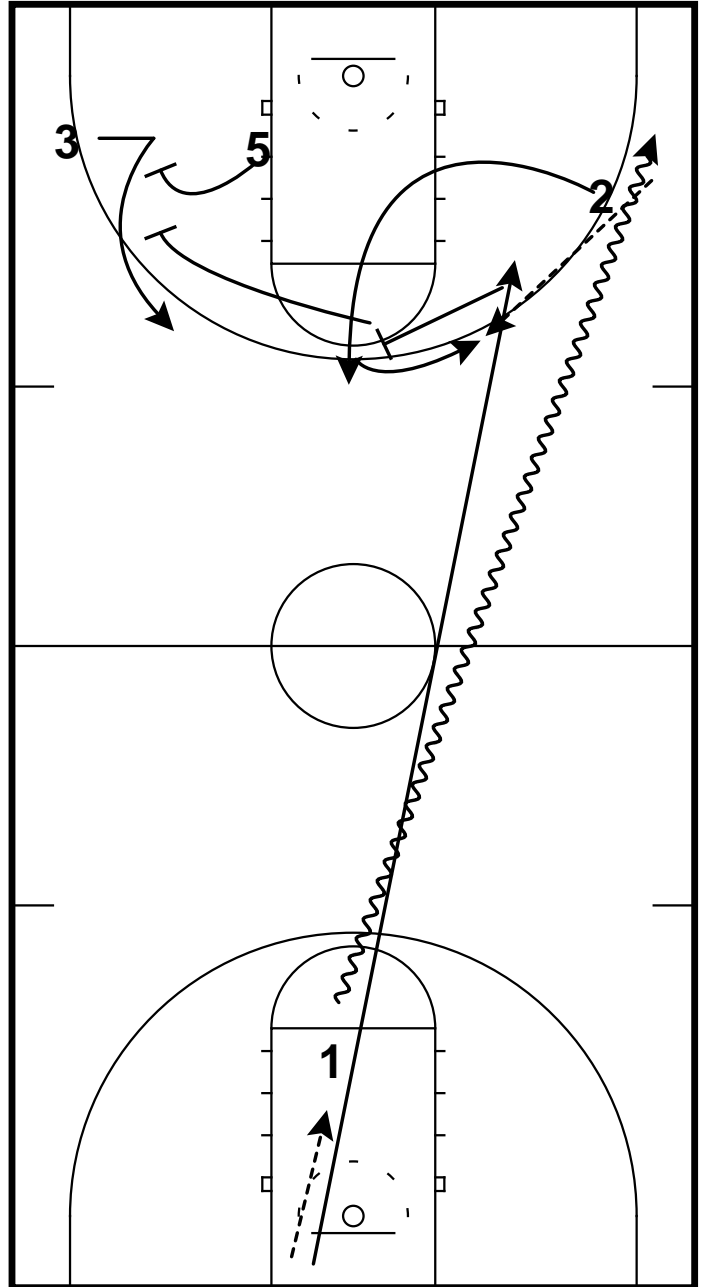
Hoo 3

Hoo 3



④

- 4 passes to the 1
- 1 dribbles length of the floor below the free throw line and dribbles 2 thru to top of key
- 4 follows and fakes setting ball screen for 1
- 4 screens for 2 coming back to the ball (4 can pop or roll depending on if we need a 2 or 3)
- 1 passes to 2
- 5 screens 3 to the weakside wing (OPTION 2)

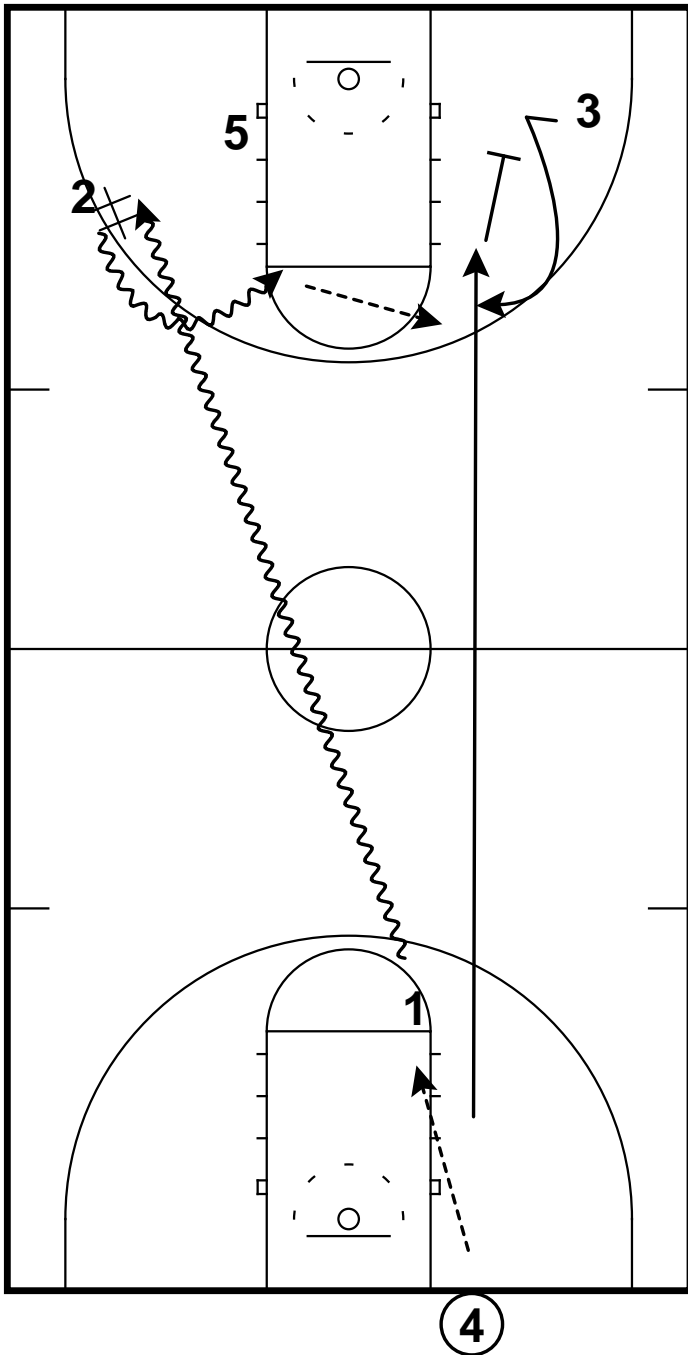


④

- 4 passes to the 1
- 1 dribbles length of the floor and dribbles 2 thru to top of key
- 4 follows and fakes setting ball screen for 1
- 4 screens for 2 and then 4, 2, and 5 set a triple screen for 3 for shot

Full Court

Hoo 8

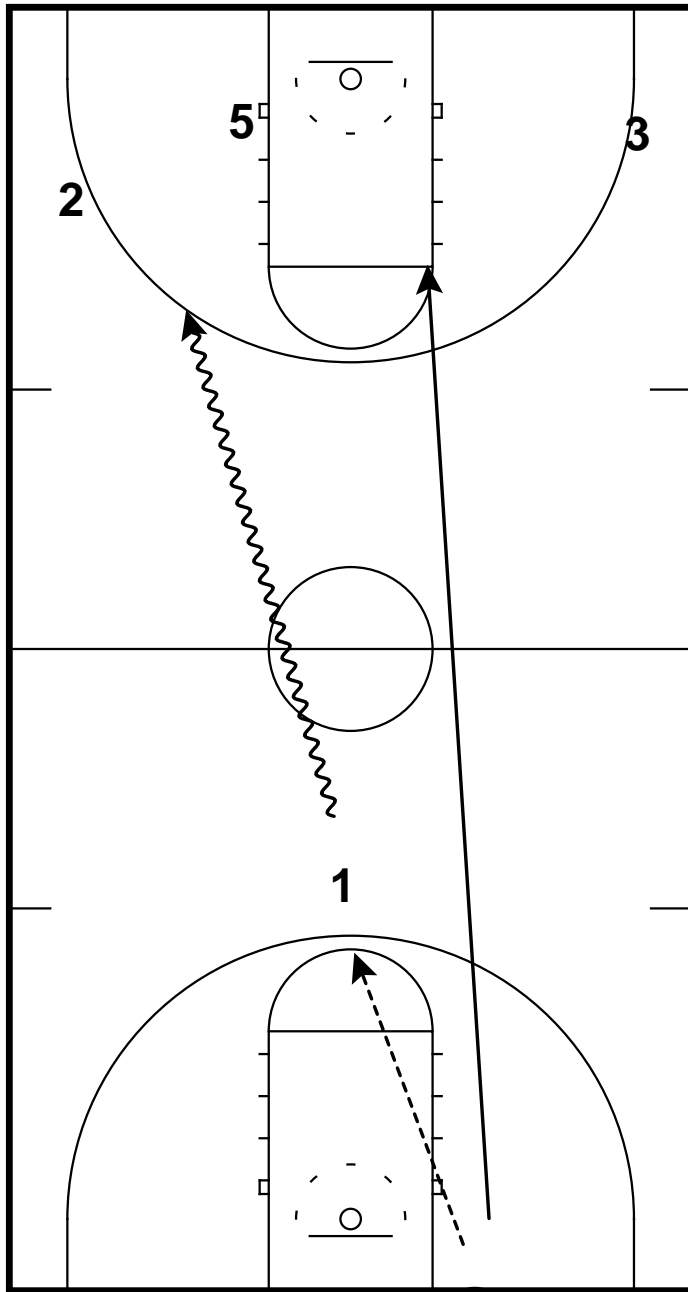


- late game-need a 2
- 4 inbounds to 1
- 1 dribbles at 2 for handoff
- 4 screens for 3

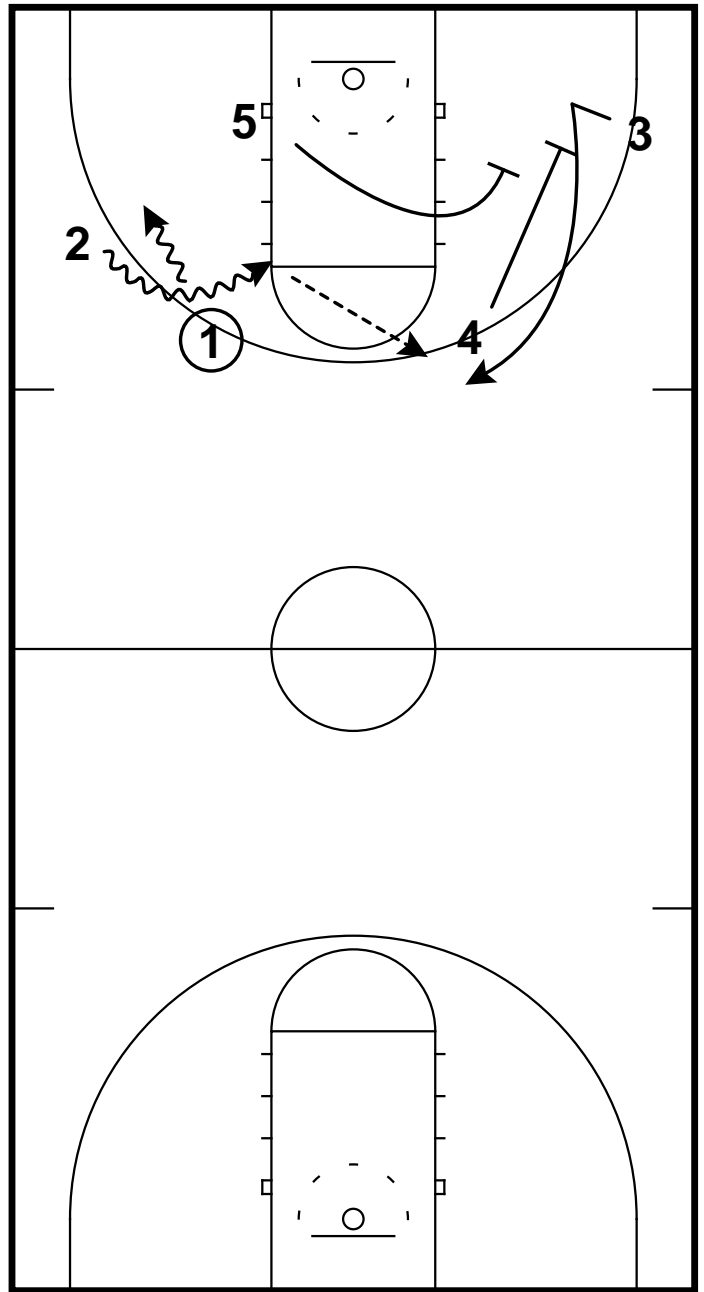
Full Court

Hoo 9

Hoo 9



4



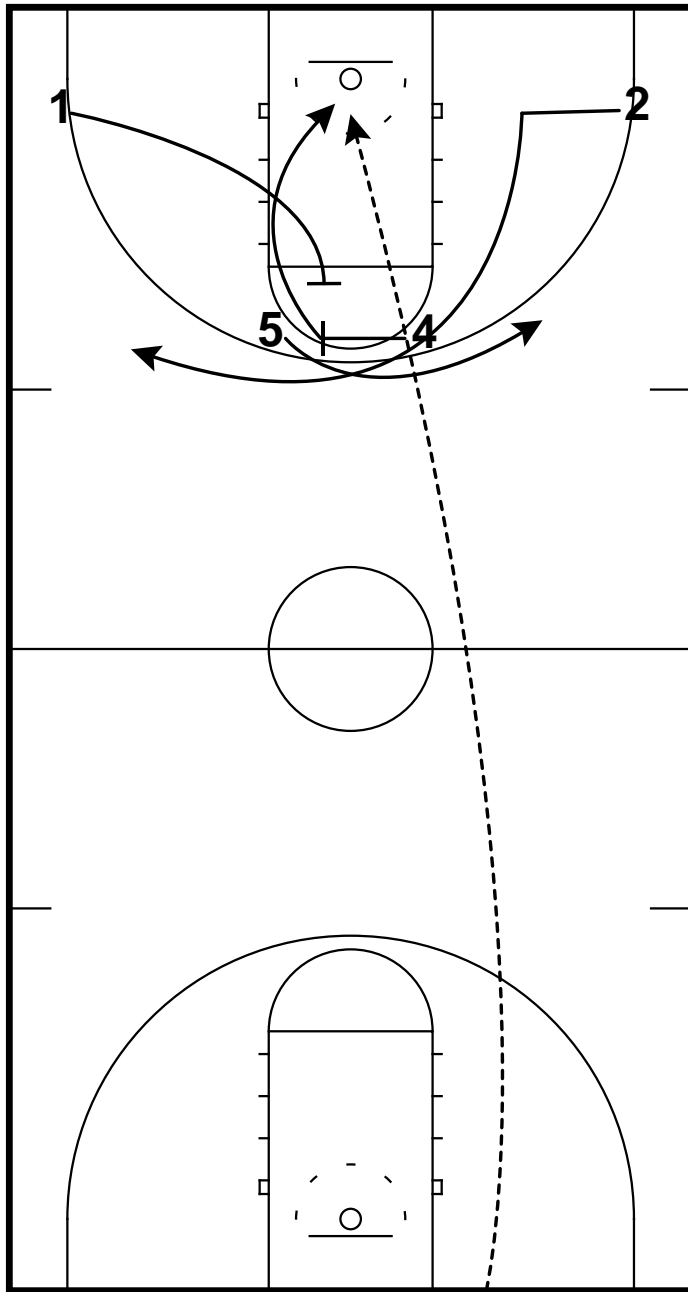
- **late game-need a 3
- 4 enters to 1 and 1 dribbles hard up floor at 2

- 1 hands off to 2 and 5 and 4 set 3 a double staggered screen
- 2 to 3 for shot

Full Court

Horns Last Second Lob

Horns Last Second Lob

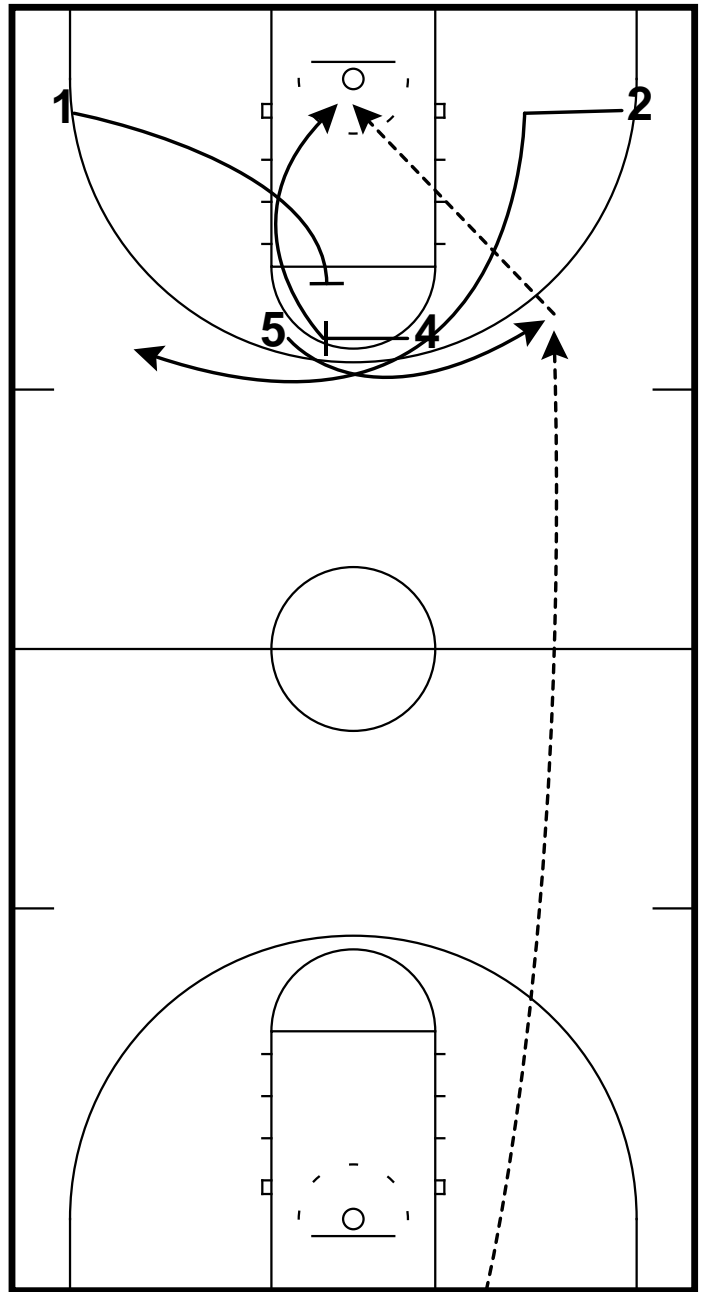


3

This option is similar to the last, but instead of popping up after the screen 4 cuts to the basket off of a back-screen from 1.

3 looks to hit 4 with a lob pass at the basket.

This play is great to use if there is 1 second or less on the clock.

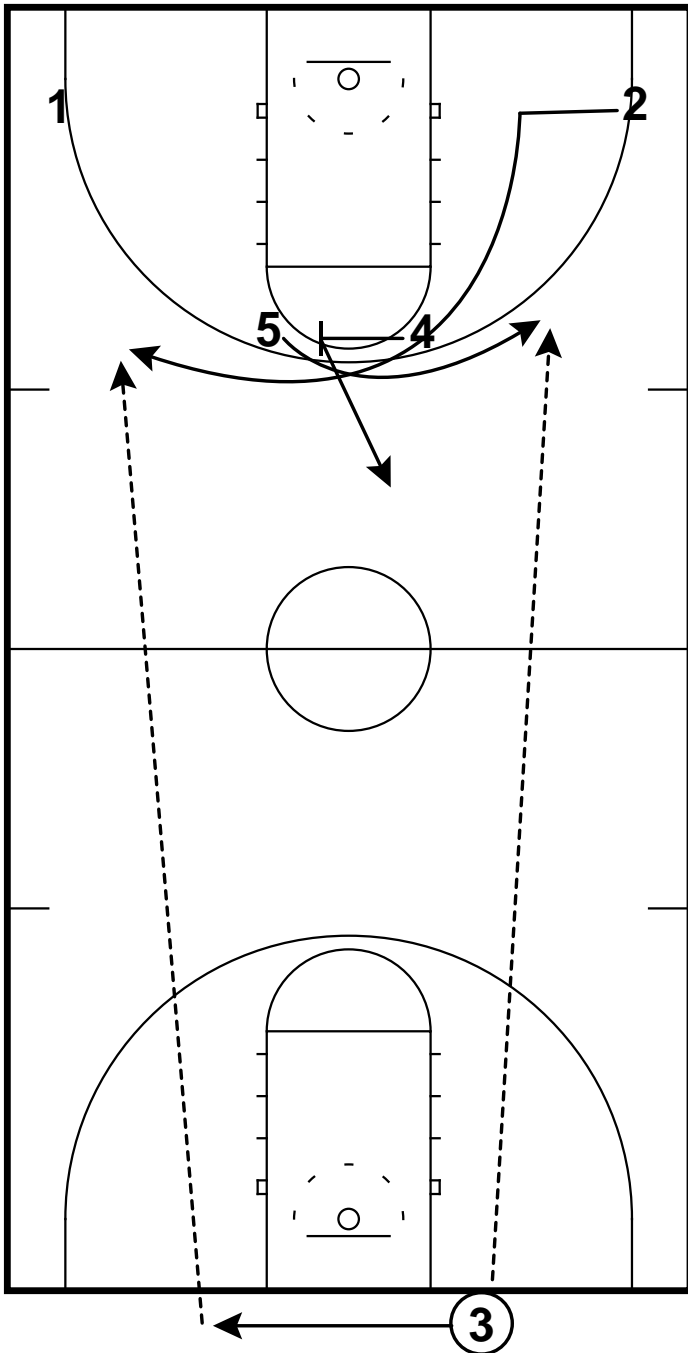


3

If there is more time on the clock, 3 can pass to 5 on the wing who looks for 4 on the lob.

Full Court

Horns Post Cross



4 steps across the top of the key to screen for 5.

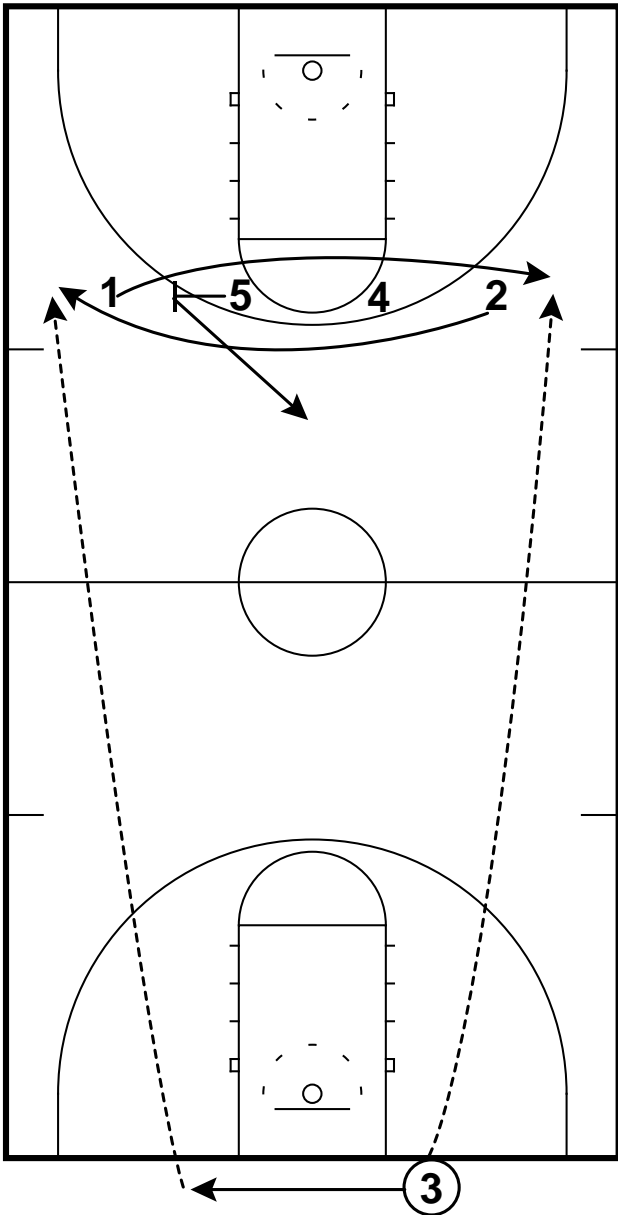
5 cuts to the right wing.

Right as 5 is clearing the screen, 2 rubs over the top to the left wing.

3 looks to pass to 5 or 2 for a last-second shot.

Full Court

Line Cross



5 screens for 1 who cuts across the floor to the opposite wing.

2 cuts to the left wing on top of the action from 1 and 5.

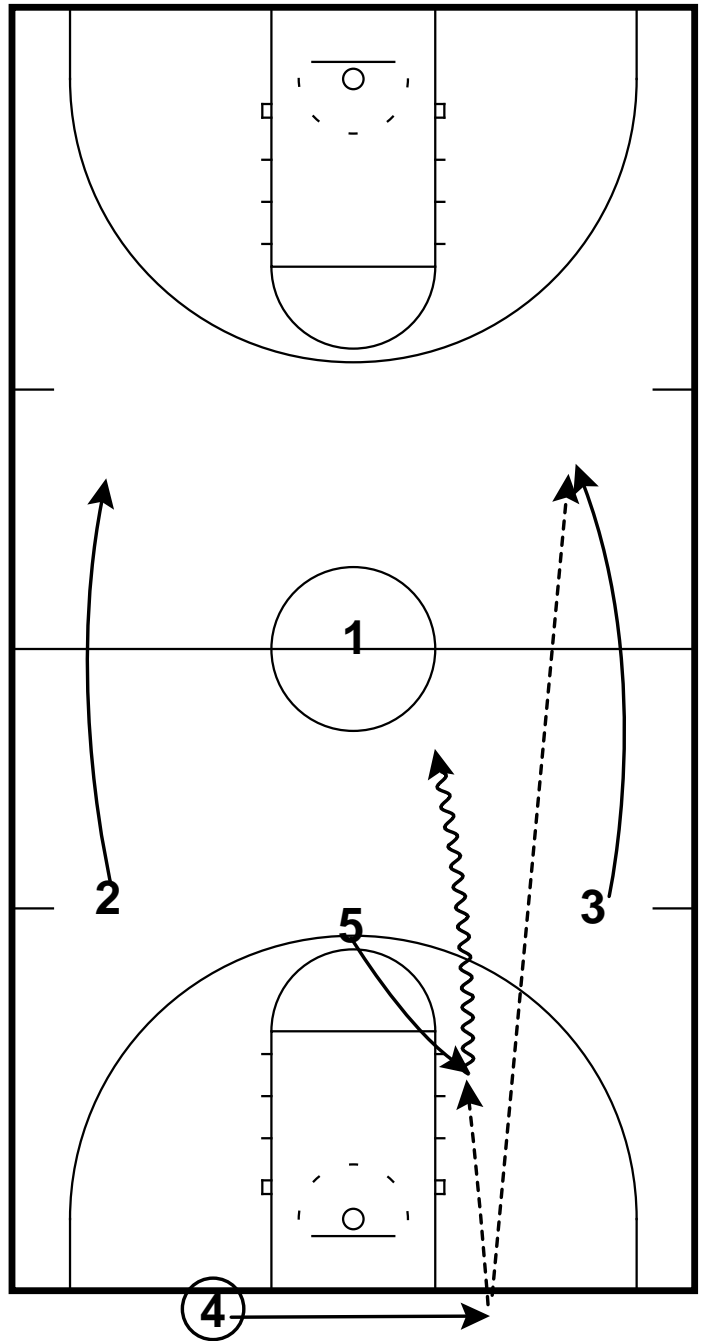
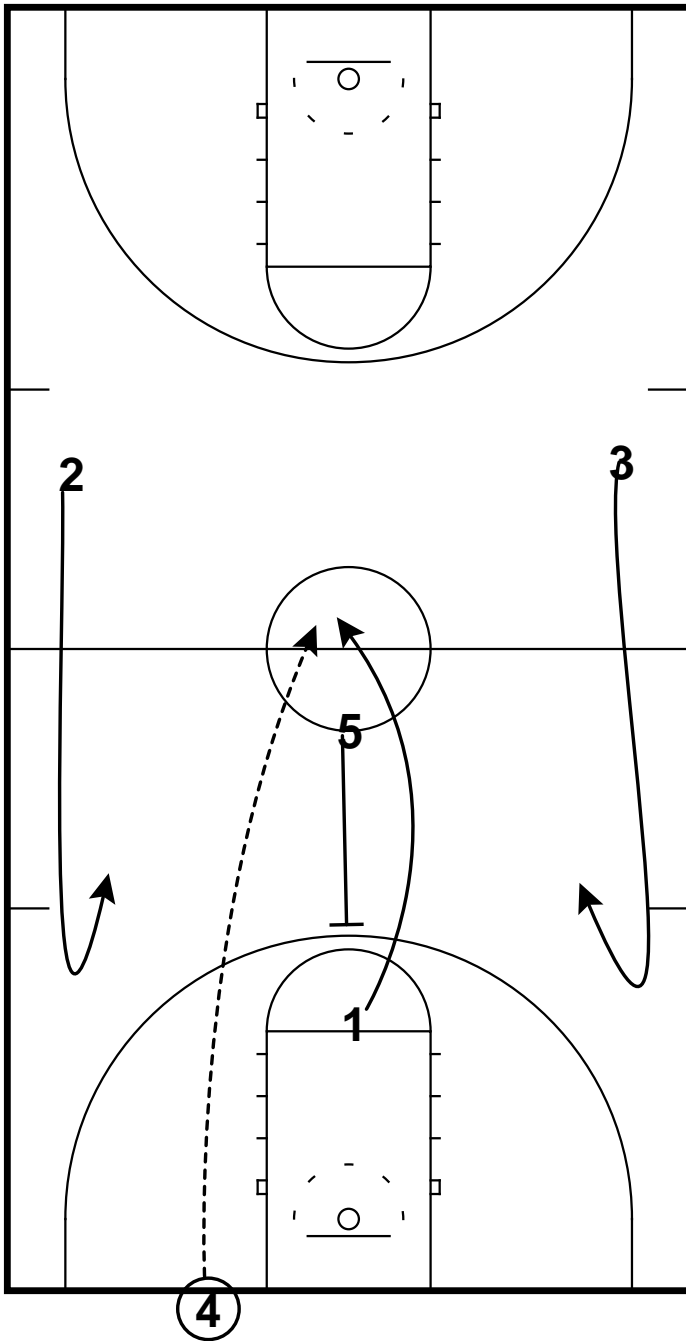
After screening for 1, 5 pops up as a passing option.

3 looks to pass to 1 on the wing for a shot or to pass to 2 on the opposite side of the floor.

Full Court

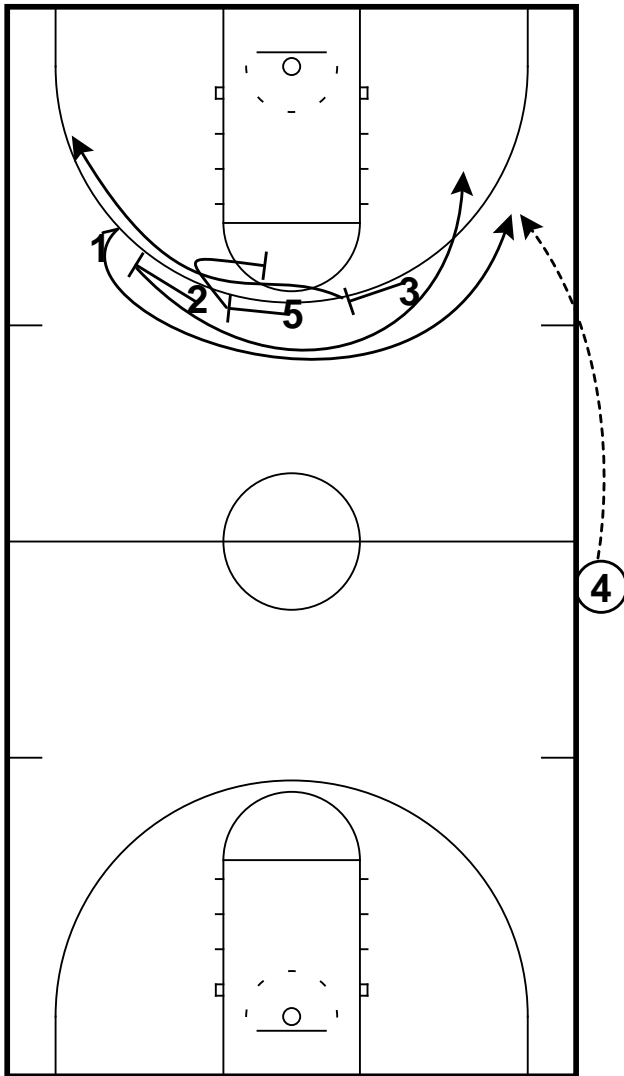
Mid Court Back Screen

Mid Court Back Screen



Full Court

Stagger Circle

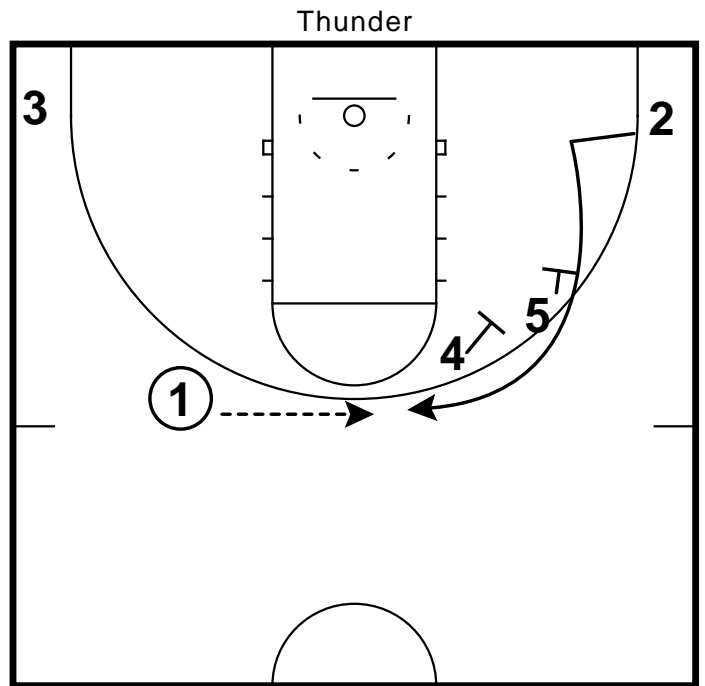
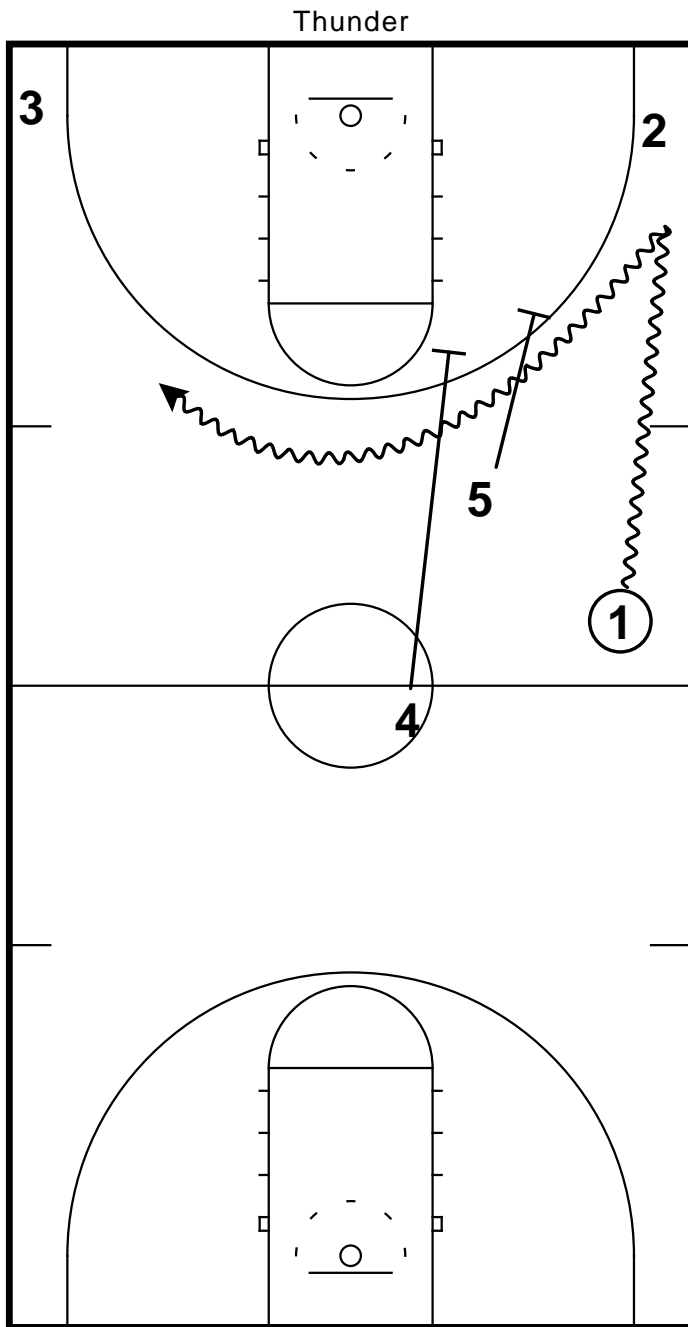


Option 1: 2, 5, and 3 set a screen for 1 who loops around looking for a pass on the right wing.

Option 2: Once 1 clears, 2 cuts off of the screens from 5 and 3.

Option 3: 5 turns and sets a flare-screen for 3 who cuts to the left side of the floor.

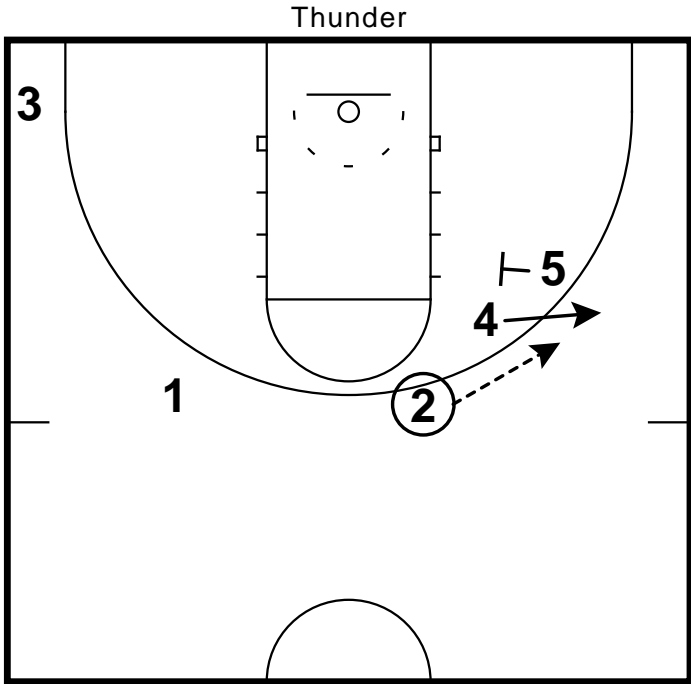
Full Court



1 can shoot off screens or drag out. 5/4 stagger for 2.

4 & 5 set double ballscreen for 1 coming down on the break.

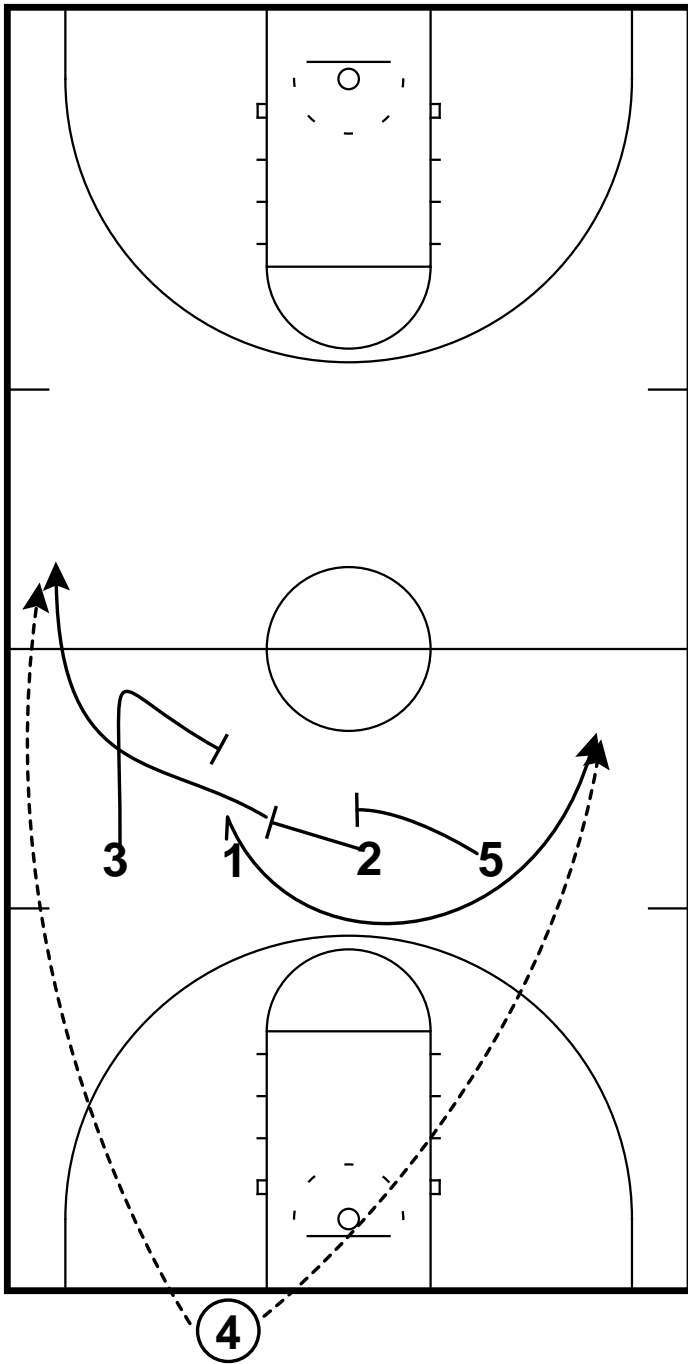
Full Court



2 has 3FGA or 4 flair off screen from 5.

Full Court

Triple Curve Stagger Line



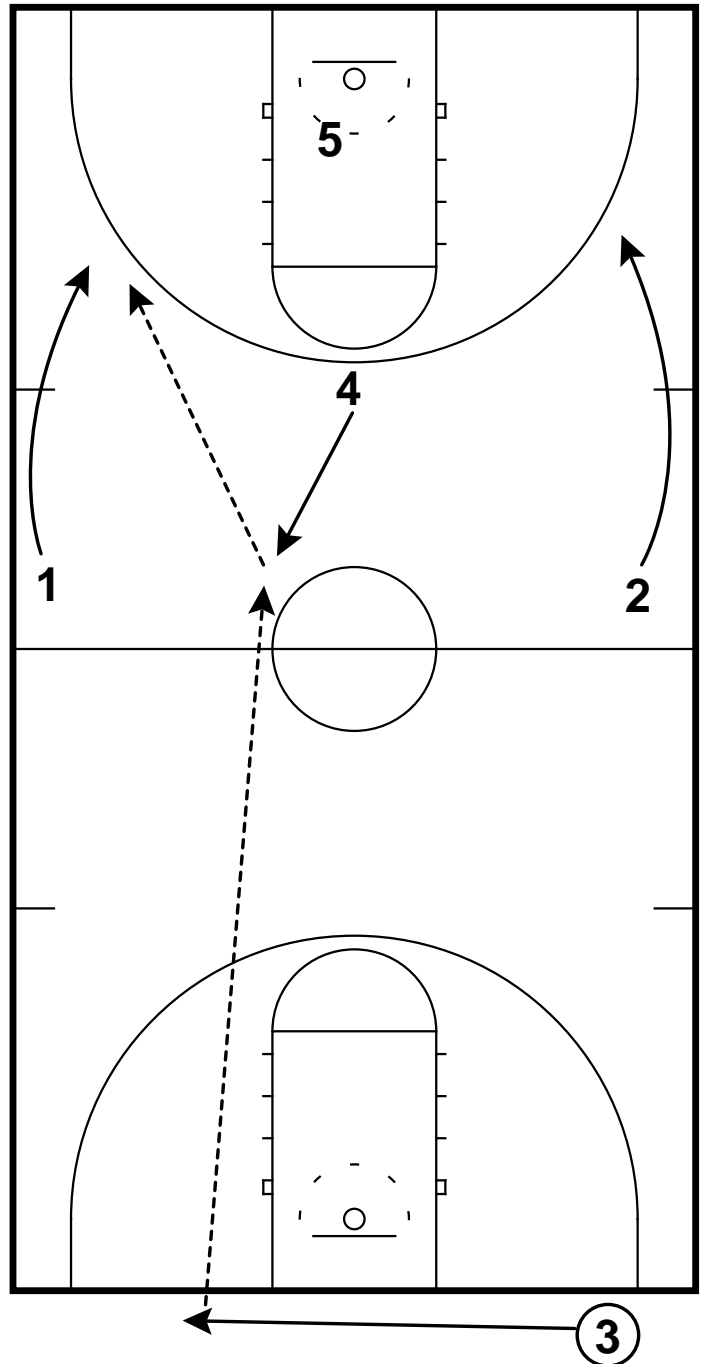
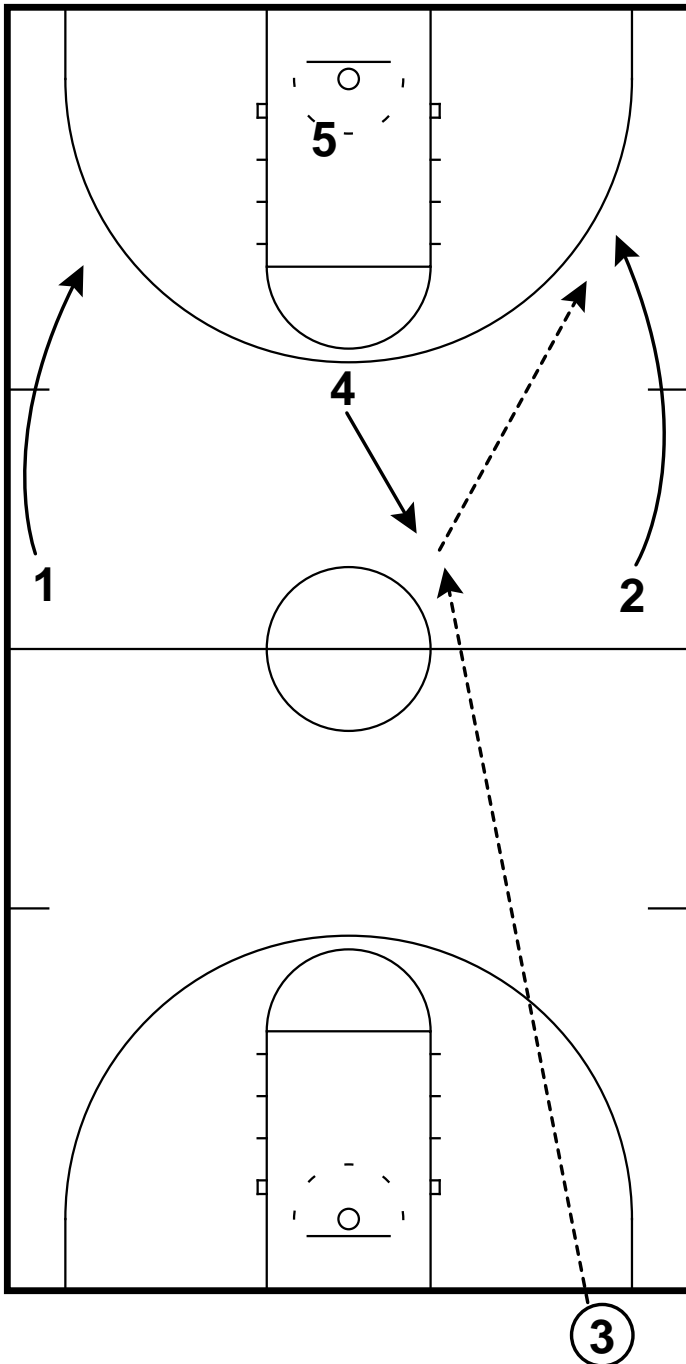
Option 1: 1 cuts off of the screens from 2 and 5 to catch the ball moving towards the right sideline. 1 calls a timeout.

Option 2: 2 cuts up the left sideline off of the screen from 3.

Full Court

Valpo

Valpo



3 needs to throw the ball high to make sure the defenders do not intercept the pass.

If needed, 3 can run the baseline to open up a passing angle.

4 catches the ball and tips it to 2 for the game-winning shot.

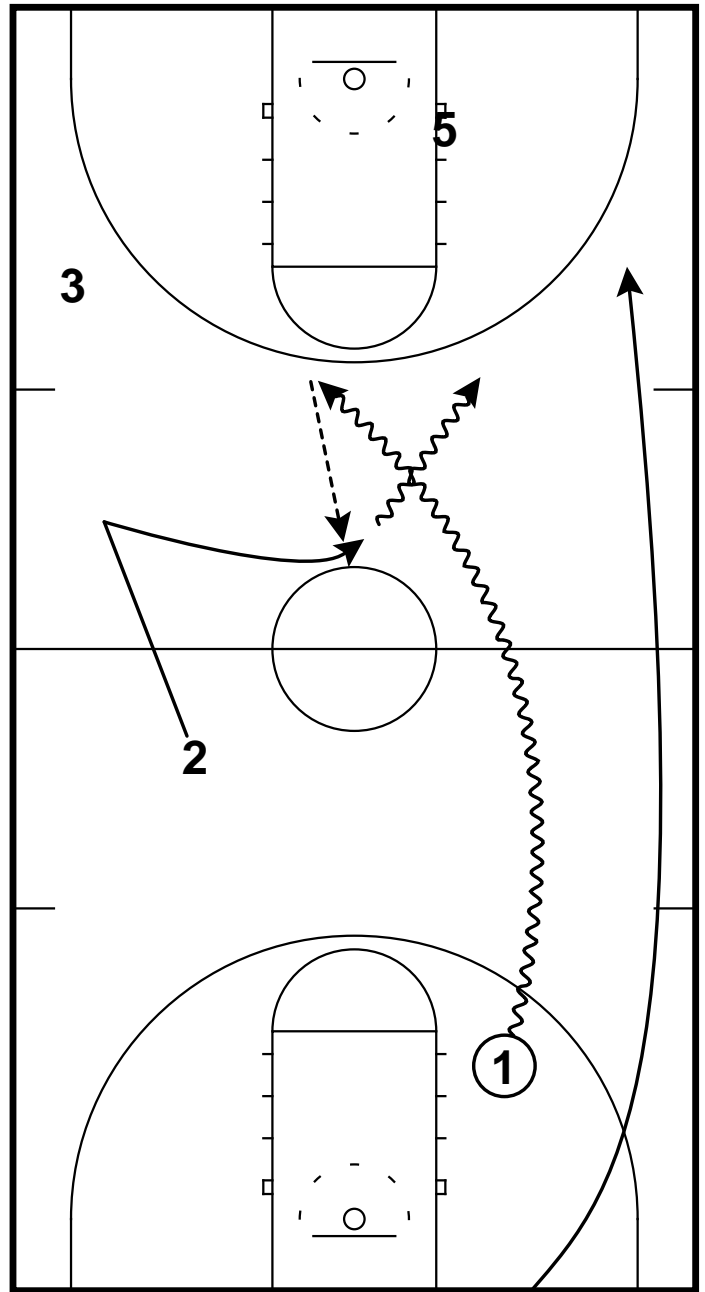
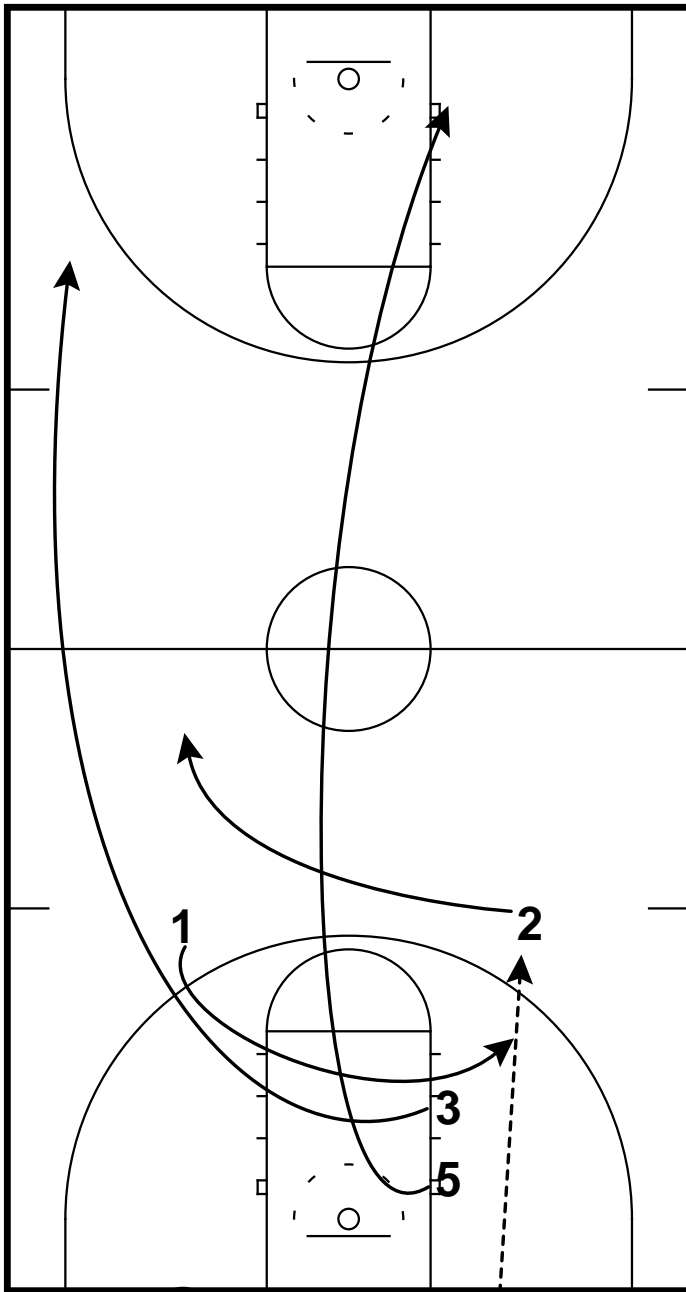
In this option, 3 runs the baseline to throw the pass to 4.

4 tips the ball to 1 who takes the shot.

Full Court

Washington

Washington



5 run long, 3 run of 5's back, 4 run baseline, 1 break to catch ball FT line extended on run

1 push ball to middle, 2 run hard to wing and cut behind 1 for toss back, 2 come off to score or hit 4 streaking up wing