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In Arizona's 1-3-1 offensive attack, 4 looks to high ball screen the top of the 1-3-1... As 1 comes across, 5 ducks-in.

As X1 fights over (or under) high ball screen, 4 immediately continues his route to screen the back side of the zone-getting 2 open.

As 1 changes sides with the dribble, 2 runs the baseline. As 2 has his head under the rim, 3 goes and screens the bottom of the zone, 5 cuts across. Key detail: 4 does great job sealing X5 at the elbow-creating passing lane for 1.
Arizona Rip Mix Again
ATO

5 sets pin down for 3 and seals for post up. 2 clears to strong side corner. 4 sets flare screen for 1.

Arizona Rip Mix Again
ATO

4 sets side P/R for 3 and rolls to block. 3 DHO with 1, 5 chases for second side P/R.

Arizona Rip Mix Again
ATO

4 ducks in, 5 rolls, 3 replaces (Short P/R action).
1 passes to 4 trailing the play.

1 cuts around 5 to the opposite corner. 4 passes to 2.

2 passes to 3 cutting off of a down-screen from 4.
After 4 sets the down-screen, he clears to the opposite corner.
5 moves into the lane.

3 passes to 1 on the left wing then clears out to the right side.

1 passes to 5 in the post or the short corner.
With the lane open, 4 cuts to the rim looking for the pass from 5.
1 dribbles to the right wing pushing 2 towards the free-throw line off of a screen from 4.

1's first option is to look at 5 posting up inside. If 5 or 2 are not open, 2 makes a back-cut off of a screen from 4 at the top of the key.

1 looks to make the lob pass to 2.

If 2 isn't open, 1 passes to 4 stepping to the ball.

4 dribbles to the left looking to give 3 the ball on a dribble hand-off.

3 stops behind the hand-off looking to shoot.
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.

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.

If x3 and x5 double team 5, he looks to pass out to one of the players on the perimeter for an open shot.
5 sets cross for 4 into Side P/R with 3.

5 rolls and looks for post seal. 4 sets ballscreen and pops. 3 looks for duck-in or drive to rim with x5 sealed.

1 passes to 4 at the high post.

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.
1 enters to 5 and cuts over top for 2 man game option. 4 sets wide pin for 3. 2 makes baseline cut.

5 goes into DHO with 3 coming off of screen. 4 sets 2nd screen for 2.

2 DHO with 1

2 gets baseline stagger from 4 and 5. Can read defense and come back off of screen from 4.
1 dribbles to the right wing and hands the ball off to 2.
2 dribbles back towards the middle of the floor.
1 cuts around 5 and 4 to the opposite corner.
5 looks to seal x3 on the opposite side of the floor for a pass from 3.
If 5 or 1 are not open, 3 looks to pass to 4 posting up inside.
Once 4 has the ball, he can look to score, pass to 2 on the wing, or pass to 5 at the basket.
In this option, x3 steps out towards 2 leaving 5 wide open at the rim.
Duke Zone Over the Top
Zone Offense

1 passes to 2 then moves over to the left side of the floor.

3 cuts to the ball-side corner.

4 moves towards the top of the key.

With 3 in the corner, x3 has to bump to the corner with x2 taking the ball on the wing.

Duke Zone Over the Top
Zone Offense

2 passes to 4 at the top of the key forcing x1 to take the ball.

x4 now has to make a decision and either guard 5 at the basket or 1 on the perimeter.

In the game, 1 stays stuck near the lane line leaving an open passing lane over the top of the defense from 4 to 5.
5 and 3 move towards 4 and set a screen for 4 to choose which direction he wants to go.

4 fakes left then cuts to the block off of 3's screen.

5 screens for 3 who cuts to the wing.

1 passes to 3 for a shot.

1 executes a DHO with 2 and cuts through. 4 sets a pindown screen for 3, 2 passes to 3.

5 sets a backscreen for 2 who cuts to the hoop and clears to the wing. Usually following his backscreen with a ballscreen, 5 cuts up to clear space, 1 curls off of down screen from 4.
3 runs off stagger, zipper cutting to the high elbow. 1 passes to 3.

After the high ball screen, 4 pops to the three point line... 4 can high low with 5, or he can drive the lane. 5 must seal aggressively for either option to work.

Here is a variation from Gonzaga... As 3 drives off high screen from 4, 5 is receiving a cross screen from 2.

3 is first screener, 2 is second screener.
Gonzaga gets into their offense in many ways, but most often they use rubs off of these arc screens to free up the wings for the point to wing entry.

After the pass to 2, 1 corner cuts opposite. 4 steps out and runs a side pick & roll with 2. 5 cuts to top of key area.

3 sets rip screen for 4 to block

2 and 5 set double pin down for 3 for STS action.
4 sets zipper screen for 2.

1 and 3 middle cut to the rim, then come off of opposite pin downs/ floppy action.

5 looks to seal after screen for post up.
Kentucky

Kentucky STS
Quick Hitters

1 dribbles to the right wing as 2 moves down to the low post then makes a zipper cut off of 4.
1 passes to 2.

Kentucky 1-4 High Zipper
Quick Hitters

Once 2 has the ball, 5 steps up to set a ball-screen for 2.
2 drives left as 5 rolls to the basket and 4 replaces 5.
2 looks to shoot, pass to 5 on the roll, or hit 3 in the corner for a shot.

3 sets cross screen to post up for 4. 5 down screens for 3 and slips to basket.
Kentucky 1 - 4 High PTP Double Quick Hitters

1 dribbles to the right wing as 2 moves into the lane to set a screen for 3.

3 cuts to the ball-side block looking for a pass from 1.

If 3 isn't open, 1 looks to pass to 2 cutting off of a double screen from 5 and 4.
1 passes to 4 stepping out from the elbow.
1 then cuts into the lane and to the opposite block.
5 rubs off of the cut from 1 to the ball-side block.

3 passes to 1.
5 sets a screen for 4 who cuts to the basket.
1 looks to make the pass to 4 for a lay-up.

If 5 gets the ball with no shot, he dribbles right as 2 screens in for 3.
Play starts with 1 dribbling off ballscreen from 5, 3 clears. 5 pops at the top of the key, 1 passes to 5.

Option 1: Rip for 4

Option 2: Baseline screen for 2

Option 3: 1 drives to the rim off of ballscreen from 5 as 3 clears.
Kentucky

Lob Sets

Starts off in a 1-4 High set and 3 clears to overload corner.

1 passes to 4. First option is lob to 2.

If covered, 2 will seal his man in the post. 4 passes to 5 who passes to 2.
1 passes to 3. 5 sets a cross screen for 2, 2 sets a backscreen for 4.

This set is a counter out of the normal set they run where 4 sets a PNR for 1 and 2/5 screen for each other.

1 comes off a double screen from 4 & 3. 5 dives to the rim. 2 passes to 1.
1 dribbles out 3 to block. 4 and 5 set double ballscreen for 1.

3 sets rip screen for 4. 5 pins 3 for STS action.

4 and 5 set stagger for 2.
1 swings to 5. 5 and 2 interchange.

1 screens away for 3. 3 comes off screen and makes Iverson cut across 4 and 5 at FT line.

3 attacks baseline to draw defense. 2 sets up defender and cuts off flare screen from 5.
1 hits 4. 4 DHO with 3. 2 replaces for 1 and receives reversal pass.

3 cuts off of rip screen from 4 for lob look. 1 pops back high for pass from 2.

2 cuts off of rip screen from 4 for lob look. If no lob, 2 clears to corner.

1 hits 4 at elbow and plays strong side split action. 5 pins away for 3. 4 DHO with 3.

3 comes off of DHO looking to drive. 1 clears underneath basket and comes off stagger from 4 and 5.
1 passes to 4 then cuts off of a back-screen from 5.
4 dribbles toward the wing and gives the ball to 3 on a dribble hand-off.
3 looks to make a lob pass to 1 for a lay-up.

If 1 isn't open, he steps out to the corner.
3 dribbles across the floor while 2 cuts off of 5 and 4 to the opposite wing.
3 passes to 2.

After passing to 2, 3 cuts off of 4 to the basket.
2 first looks to pass to 3.
If 3 isn't open, 2 dribbles off of a staggered ball-screen from 4 and 5.
4 rolls to the basket.
2 passes to 4 posting up.

If 4 isn't open, 2 turns and passes to 3 cutting off of a down screen from 5.
1 hits 5 at elbow and cuts towards 2 for high split action. Defender trails so 1 slips to basket. 3 sets brush screen on 4 weakside for high post flash.

4 pops for inbound pass. 5 screens away for 2. 1 sets rip screen for inounder.

3 gets stagger from 5 and 4. 2 looks to drive off of DHO, or hit 3.
**Michigan State**

**Michigan State Secondary Break**

**Early Offense**

1 dribble handoffs with 2. 4 sets down screen for 3.

**MSU Rip Leak**

**Quick Hitters**

2 runs off rip screen from 5. Has option to come off double screen, or back off single from 5.

5 sets rip screen for 1, then pops out for ball reversal. 3 walks in defender weakside and then receives flare screen from 4 to corner.
Michigan State

Michigan State Iverson to Double Screen
Quick Hitters

3 Iverson cuts to the high post. 1 runs off 3 for handoff.

If 3 keeps the ball, 4 and 5 set a double screen for 2. As 2 catches, 4 shapes up and looks for basketball. 5 looks to pin in own man, either looking for deep seal or making driving lane available for 5.

Michigan State Over Under Play
Quick Hitters

3 makes wing entry to 1. 3 receives back/flare screen. As 3 is receiving screen, 2 is running the baseline receiving screen from 4.

As 1 passes to 2, 1 runs off flare screen... 2 dribbles out of the corner and 3 runs off baseline screen.
Michigan State Detroit Play
Quick Hitters

3 passes to 2, 3 and 1 exchange.

1 reverses the ball to 3. 4 and 5 set ball screens on both sides of 3. As 3 uses 4’s ball screen, 5 dives to the rim, and 4 pops to space. After diving, 5 looks to deep seal his defender.

Michigan State Rip to Mid Screen Iso
Continuity

1 dribble handoffs with 4. 3 sets down screen fro 2 - 4 uses handoff and passes to 2.

5 sets rip screen for 4, 5 immediately sets high ball screen for 2... 2 uses ball screen and passes to 1, 1 passes to the posting 4.
Timing is crucial - 5 looks for ball on shuffle cut, if he is not open - he continues path and sets screen for 2.

After passing the ball to 1, 4 sets screen for 2 (third and final screen).

2 penetrates and the other players off the ball space appropriately.
Michigan State

Spartan Clearout for Ball Screen
Quick Hitters

1 dribbles to the wing
3 cuts to wing off of the screen from 5.
4 sets a flare for 2

1 passes to 3
2 cuts hard off a screen from 5

1 gets a lob screen from 4. If the pass isn’t there 1 clears
4 sets a wing ball screen for 3
Michigan State

Michigan State "Chest"

1 passes to 3, 1 replaces himself and 3 passes back.

3 and 2 run off 4 and 5's screens. 2 and 3 can reject screen if they wish ("bumping" screen).

Michigan State "Chest Down"

"Chest" - Wings receive down screens from 4 and 5.

On wing catch (2), 1 uses UCLA screen, 5 continues route to wing ball screen... As 1 continues to cut, he runs off double screen.
Michigan State Zone Offense

**Michigan State Zone O - Short Roll**

4 sprints into a high ball screen... 4 short rolls into the high post. 4 makes the read if x4 steps up, 4 passes to 2 etc.

If 1 cannot directly pass to the short roll by 4, 1 dribble handoffs to 3 (3 lifting out of the corner)... 3 passes to 4. 4 must make the read, if a defender steps up he must make the right play.

**Spartan Zone Options**

1 dribbles to the wing. 2 cuts to the basket, then curls off of the screen from 5.

4 screens down for 3 who cuts up to the wing.

1 passes to 2.

If the low defender on the opposite side follows 3 on the screen, 2 passes to 4.

Option 2: If the low defender stays on 4 after the screen.

2 passes to 3 for a shot.
Michigan State

NCAA Set: Zone Cross Lob
Zone Offense

1 passes to 3, 3 passes back to 1.

2 & 3 cross under the top 2 zone defenders and screen off the opposite guard on the inside. 5 screens x4 and 4 dives to the rim for a lob. 1 passes to 4.

Key here is isolating x 5 and drawing him towards 1 handling the ball to open up baseline for 4.
North Carolina

North Carolina STS
Quick Hitters

4 and 5 cross to the opposite wings
3 cuts to the high post
2 clears outs
1 passes to 4

North Carolina STS
Quick Hitters

5 passes to 1
3 sets a back screen for 4
1 passes to 4 (option 1)

North Carolina STS
Quick Hitters

1 sets a screen for 5
4 passes to 5

North Carolina STS
Quick Hitters

If pass to 4 is not there, 5 sets down screen for 3
1 passes to 3 for the shot (Option 2)

UNC Lob / Post Seal
Lob Sets

5 sets side p/r for 1, 2 sets back screen for 5 and a lob look.

UNC Lob / Post Seal
Lob Sets

2 pops out for throwback, 5 seals for post up, 4 and 1 set stagger for 3, 2 can throw into post or hit 3 coming off stagger.
Oklahoma

Quick Hitters

Oklahoma PNR Flare

1 passes to 5 who reverses to 2. 1 clears through to ballside corner.

Oklahoma PNR Flare

5 sets a down screen for 4 and 4 sprints up to set a ballscreen for 2.

Quick Hitters

2 comes off ballscreen from 4, at the same time 5 sets a flare screen for 3 on who cuts to the corner, passes to 3 for an open 3 pointer.

Oklahoma Post Chest

Swing - swing to post 5.

Oklahoma Post Chest

As 5 works middle and occupies x 4 on post help, 1 circles underneath and 4 sets flare screen for 3.
1 passes to 3 and then cuts to the strong side corner.

As 3 reverses the ball to 4, 3 receives rip screen from 5... As soon as 3 rubs shoulder to shoulder with 5, 5 sets first screen of stagger for 1. If 3 does not receive the ball going to the rip, he cuts to the block.

After 4 passes to 2, 4 sets second screen in stagger for 1.

Immediately after setting first screen of stagger, 5 continues route and screens 3’s man-4 follows and sets second screen.
3 runs off a Zipper cut from the screen on 4.1 passes to 3.

Common action run out of this is a HI PNR from 5, 5 sprints like he is going to set a ballscreen and turns and sets a pindown screen for 2. 3 dribble at 2 and executes a DHO.

2 tries to turn the corner and attack the basket. 1/3/4/5 space the floor and allow 2 to attack out of an Isolation set if the initial attack is covered.
Play starts by 1 dribbling pushing 3... 3 zipper cuts.

As 3 is receiving the pass from 1, 5 sets screen for 2. 3 dribble handoffs with 2. 2 attacks the rim, 4 clears to the weak side.

1 hits 2 and UCLA cut off of 4. 1 sets diagonal rip for 5 to a post up. 4 sets down screen for 1 for STS action.
2 runs off baseline triple screen. 3 flashes high for reversal.

4 sets cross screen for 5, and then seals defender for duck in.
West Virginia

Elbow Leak Chicago Quick Hitters

1 hits 5 and receives flare screen from 4.

4 cuts over the top of 5. 1st look is DHO between 5 and 4. 2nd option is 5 squares up defender for Iso drive. 3rd option is 4 and 3 play split game.

Elbow Leak Chicago Quick Hitters

3 comes off DHO with 5 and drives hard middle. 5 rolls hard to the rim.
**Wichita State**

**Shocker Rip Stagger Quick Hitters**

1 hits 2. 3 clears to ball side corner. 4 sets rip screen for 1 for potential lob.

**Shocker Rip Stagger Quick Hitters**

4 sets ballscreen for 2 and then continues into stagger with 5 for 3 man.

**Stack Spread P/R ATO High P/R**

5 and 3 set double high ballscreen for 1. 2 and 4 in corners. 5 rolls and 3 pops.

**Stack Spread P/R ATO High P/R**

x 3 stays attached to 3 man. x 4 can only stunt and recover to corner shooter, so x 5 must stop penetration. x 2 has to pull in to bump 5 man on roll, leaving throwback to 2 man in corner for a 3pt shot.
2 runs off double screen.

As 2 is rubbing shoulder to shoulder with 4, 3 is sprinting into screen for 4. Immediately as 4 rubs shoulder to shoulder with 3, 3 continues to run off screen from 5. After 5 screens 3’s man, he looks to bury (post) his defender in the paint.
Wisconsin

The Swing Offense
Continuity

Initial setup features a ballside triangle. First Option is to enter the ball to 5.
Players on top (slots) are positioned just wider than the lane line. Players on wing at free throw line extended.

Rule: When the ball is passed from slot to wing, the weakside players execute an exchange.
3 looks to enter to 5.

If 5 does not receive the entry he sets an "up screen" and 1 runs a UCLA cut.
1 takes the "path of least resistance" ballside or weakside of the screen.
After screening 5 separates the the perimeter.

3 passes to 5.
Rule: When ball is passed from wing to slot, the weakside wing flare screens.

The slot-to-slot pass (5 to 4) triggers the flex cut
1 steps out to set backscreen for 3, then looks for ball (flex & flash)
3 flex cuts to block

4 has option of passing to 3 on flex cut, reversing to 2 or passing to 1 on the flash.
Each pass triggers different rules! For example: 4 reverses to 2 and triggers the weakside exchange.
Wisconsin

Wisconsin Twirl Pin
Quick Hitters

1 hits 2 and middle cuts. 1 turns out off pin down from 4.

Wisconsin Twirl Pin
Quick Hitters

2 hits 1 off pin down and then screens away for 5. Shooting 5 looks for shot or drive.

Wisconsin UCLA Stagger Rip

1 hit 3 and UCLA cut off of 5. 4 and 2 set double down screen for 1.

Wisconsin UCLA Stagger Rip

5 sets side P/R for 3. 3 dribbles off screen and kicks ahead to one. 4 and 2 set stagger rip for 5 to post up.
Wisconsin

Badger Double

BOB

#2 Screens for #5 down the lane and to the block.

#3 is the release.

Wisconsin BLOB2

BOB

Man BLOB:

#4 screens for #2 to the corner.

#5 sets out of the lane.

#4 slips the screen to the basket.
2 comes off pin down from 4. 1 receives flare screen from 5 and looks for pass at rim.

If no lob for 1, 1 pops back out to wing. 2 reverses to 5 who swings to 1. 4 looks to seal defender for paint catch or post up on opposite block.

2 and 5 set stagger for 3. 1 looks for post up or stagger.

1 passes to 5 and cuts off the elbow and sets a pindown screen for 2. 2 loops through to the top of the key. 3 sets a flare screen to occupy the defense on the weakside.

5 executes a DHO with 2 and rolls to the rim. 1 passes to 5 on the roll. If covered then 1 & 5 play a 2-man game.