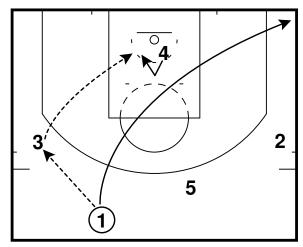
Mike Budenholzer Atlanta Hawks Playbook

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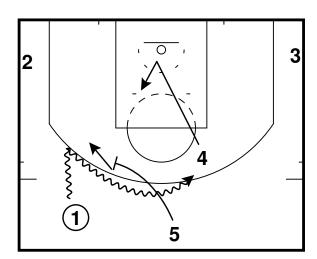
Early Offense

Seal



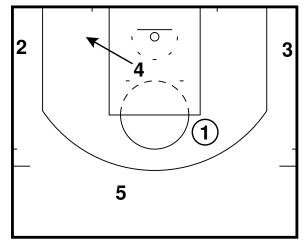
- 1 passes to 3 and cuts through.
- 4 has his man sealed high and receives pass from 3.

Drag



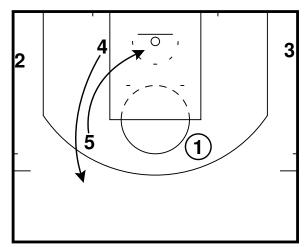
5 sets a ballscreen in transition for 1.

Drag



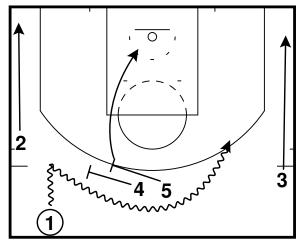
If trailing big is a shooter, he pops to the 3 point line.

Drag



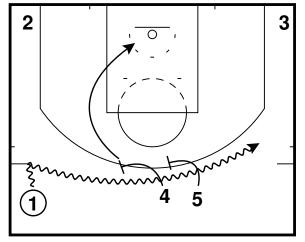
If bigs arent shooters, then trailer will run to the rim, and the early big posting replaces.

Double Drag



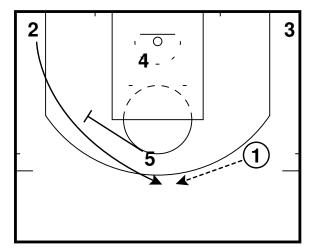
5 & 4 set a double ballscreen in transition for 1.

Double Drag Pindown



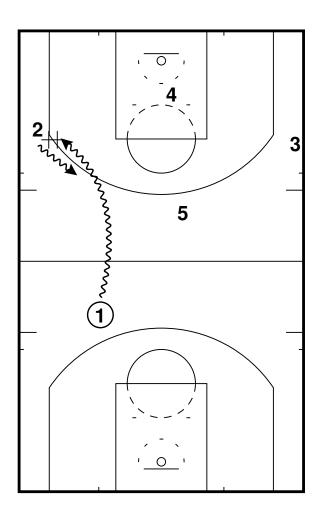
1 comes off double ballscreen in transition. 4 rolls to the

Double Drag Pindown



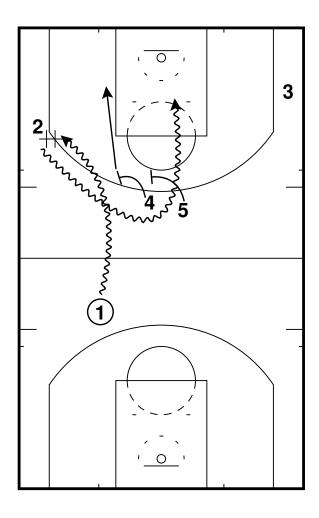
5 continues and sets pindown for 2. 1 passes to 2.

Hand Off



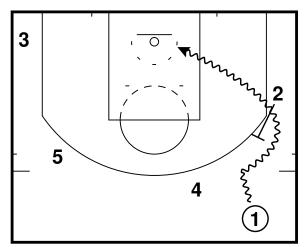
1 comes down the floor and hands it off to 2 for a shot or a drive to the rim.

Hand Off Double Drag

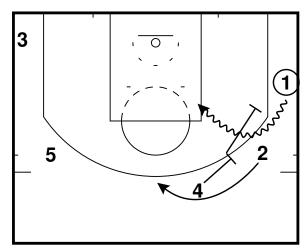


- 1 comes down and hands off to 2.
- 4 comes off double ballscreen from 4 & 5.

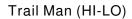
21 21

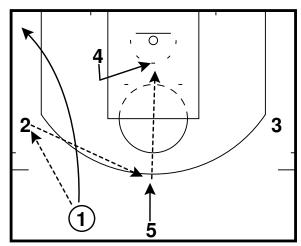


2 screens for 1 who attacks the rim.



4 sets flare screen for 2. 4 follows with ballscreen for 1.



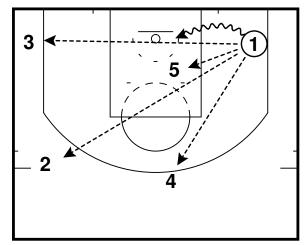


In transition 1 passes to 2 and clears to the corner. 2 passes to 5 trailing and looks for 4 high low.

Step Up

First big down the floor has option to empty the post and set ballscreen for $\bf 1$.

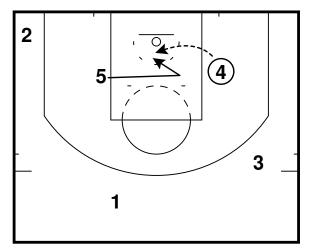
Step Up



Options

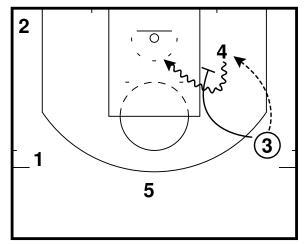
Motion Offense

Concept: Deep Post



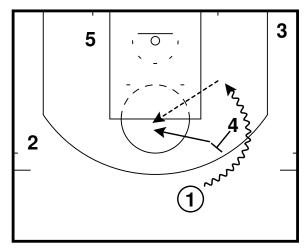
A motion offense concept that when the post player gets the ball, the opposite big dives inside and seals his man deep looking for a layup.

Concept: Guard PNR for Big



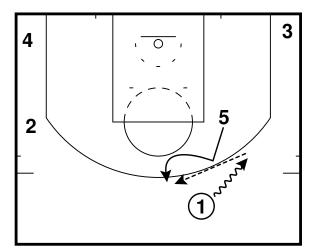
I label this as an Inverted Pick and Roll when a guard sets a ballscreen for a big, typically Paul Millsap or Al Horford.

Concept: P&R Nail Pop



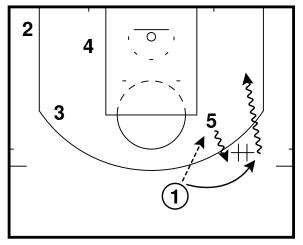
With AI Horford and Paul Millsap on the Hawks it allowed them to have pick and pop options off a ballscreen. Often if a ballscreen is set anywhere near the middle they would pop to the "Nail" for a shot.

Concept: P&R Slip Lift



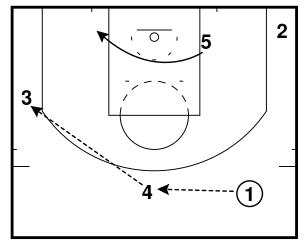
With Al Horford and Paul Millsap on the Hawks it allowed them to have pick and pop options off a ballscreen. Often if a ballscreen is set anywhere near the middle they would slip into the middle of the key for a shot.

Concept: Quick Hand Off Back



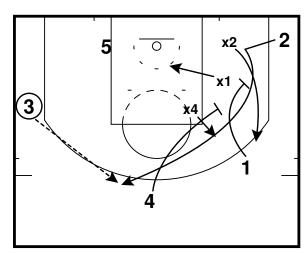
Anytime a guard picks his dribble up or in the flow of the offense, the big flips it or executes a quick hand off right back to the point guard.

Strong



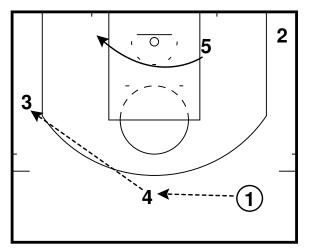
- 1 passes to 4 who reverses to 3.
- 5 cuts to opposite side.

Strong



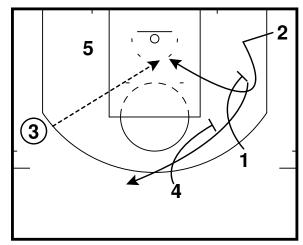
- 1 & 4 set double screen for 2.
- 3 passes to 2.

Strong - Curl



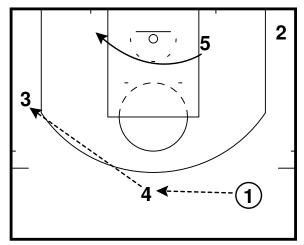
- 1 passes to 4 who reverses to 3.
- 5 cuts to opposite side.

Strong - Curl



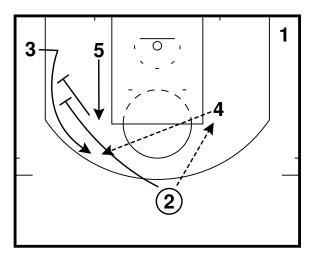
- 1 & 4 set double screen for 2.
- 2 curls to the rim, 1 comes off screen from 4.
- 3 passes to 2.

Strong - Horns Stagger



1 passes to 4 who reverses to 3. 5 cuts to opposite side.

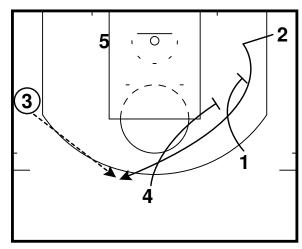
Strong - Horns Stagger



2 passes to 4 at the elbow. 5 & 2 set stagger away screen for 3.

4 passes to 3.

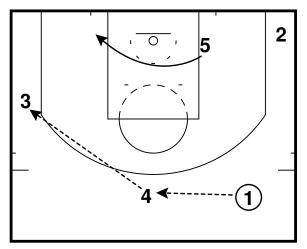
Strong - Horns Stagger



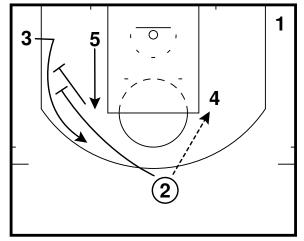
1 & 4 set double screen for 2.

3 passes to 2.

Strong - Horns Stagger (2-Man Game)

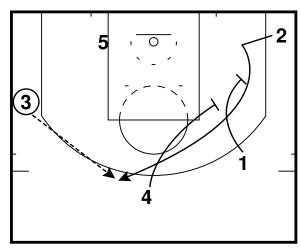


- 1 passes to 4 who reverses to 3. 5 cuts to opposite side.
 - Strong Horns Stagger (2-Man Game)



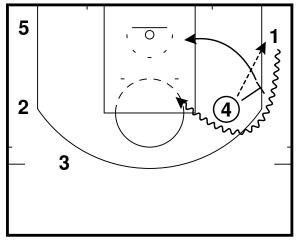
2 passes to 4 at the elbow. 5 & 2 set stagger away screen for 3.

Strong - Horns Stagger (2-Man Game)



- 1 & 4 set double screen for 2.
- 3 passes to 2.

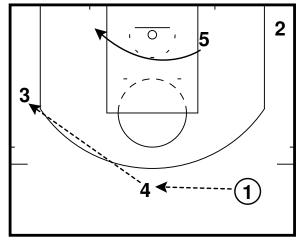
Strong - Horns Stagger (2-Man Game)



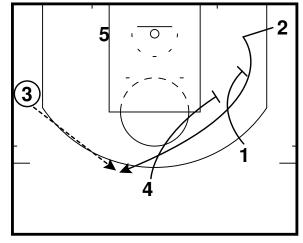
4 can pass it to 1 in the corner, dribble hand off or follow into a ballscreen with 1.

Strong - Horns Stagger Slip

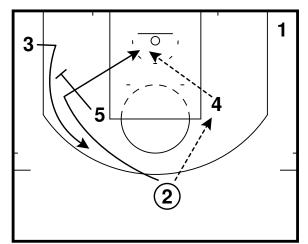
Strong - Horns Stagger Slip



- 1 passes to 4 who reverses to 3. 5 cuts to opposite side.
 - Strong Horns Stagger Slip

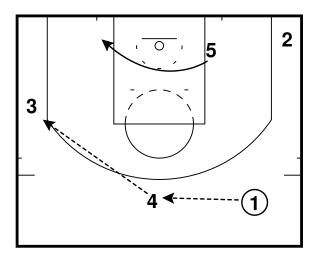


1 & 4 set double screen for 2. 3 passes to 2.



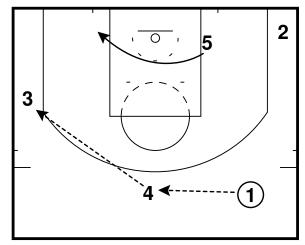
- 2 passes to 4 at the elbow. 5 & 2 set stagger away screen for 3.
- 2 slips the stagger screen to the rim for a layup.

Strong - Punch



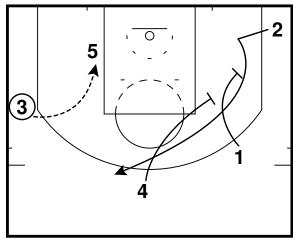
- 1 passes to 4 who reverses to 3.
- 5 cuts to opposite side.

Strong - Reject



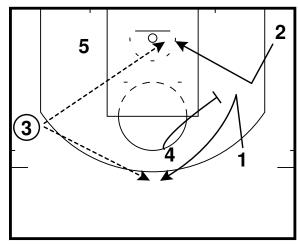
- 1 passes to 4 who reverses to 3.
- 5 cuts to opposite side.

Strong - Punch



- 1 & 4 set double screen for 2.
- 3 passes to 5 in the post either for a post up or if x 5 is playing on the high side over the top.

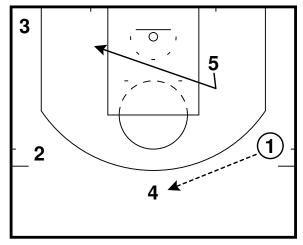
Strong - Reject



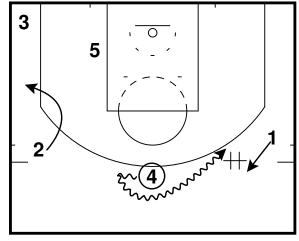
- 1 & 4 set double screen for 2.
- $2\ \mbox{rejects}$ and cuts backdoor to the rim, 1 comes off screen from $4\,.$
- 3 can pick either option that is open.

Swing - Fake Reversal 2-Man Game

Swing - Fake Reversal 2-Man Game

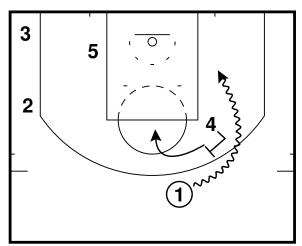


1 passes to 4 who fakes the ball reversal. 5 clears opposite side. $\,$



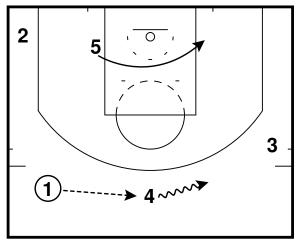
4 dribble hand off after fake reversal.

Swing - Fake Reversal 2-Man Game



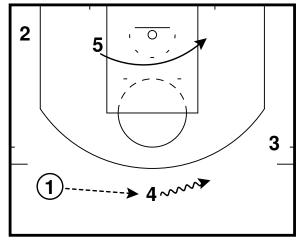
1 & 4 play 2 - man game with ballscreens, dribble hand offs, post up and read each other.

Swing - Fake Reversal Chicago



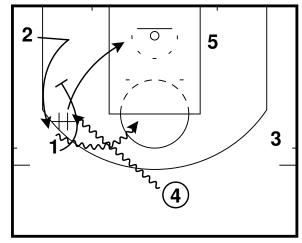
1 passes to 4 who fakes the ball reversal. 5 clears opposite side.

Swing - Fake Reversal Chicago Backdoor



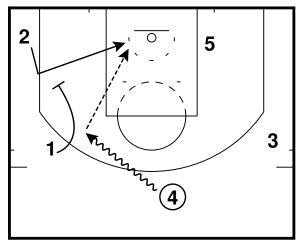
1 passes to 4 who fakes the ball reversal. 5 clears opposite side.

Swing - Fake Reversal Chicago



1 sets pindown screen for 2 who comes off dribble hand off from 4.1 cuts to the wing, 4 rolls to the rim.

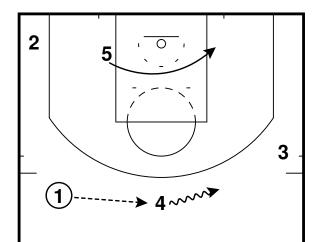
Swing - Fake Reversal Chicago Backdoor



1 sets pindown screen for 2, 4 dribbles beihind for a hand off.

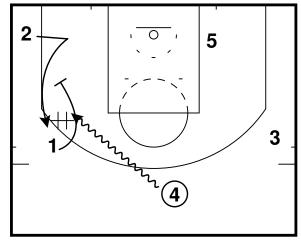
2 rejects the screen and cuts backdoor.

Swing - Fake Reversal Chicago Horns



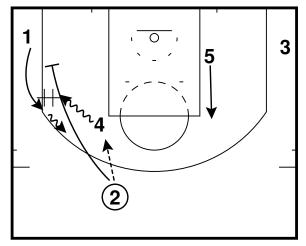
1 passes to 4 who fakes the ball reversal. 5 clears opposite side. $\,$

Swing - Fake Reversal Chicago Horns



1 sets pindown screen for 2 who comes off dribble hand off from 4 after.

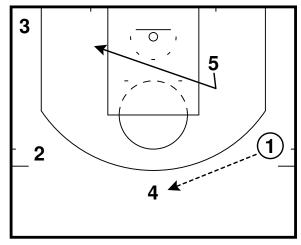
Swing - Fake Reversal Chicago Horns



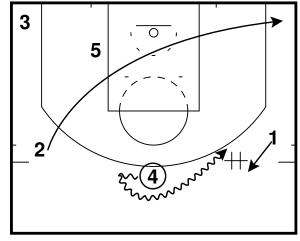
2 passes to 4 at the elbow in Horns and they can go into stagger/chicago action after.

Swing - Fake Reversal DHO

Swing - Fake Reversal DHO

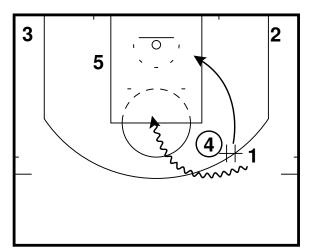


1 passes to 4 who fakes the ball reversal. 5 clears opposite side. $\,$



 $2\ \mbox{cuts}$ opposite and $4\ \mbox{fakes}$ reversal into dribble hand off.

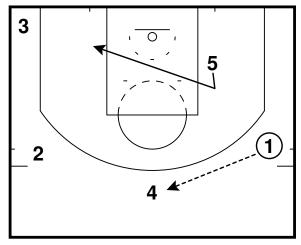
Swing - Fake Reversal DHO



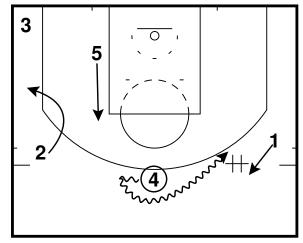
4 dribble hand off to 1 and rolls to the rim.

Swing - Fake Reversal Elbow

Swing - Fake Reversal Elbow

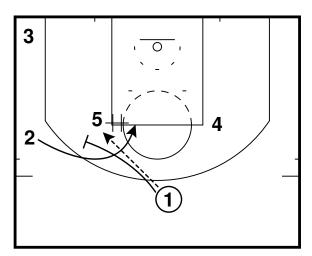


1 passes to 4 who fakes the ball reversal. 5 clears opposite side. $\,$



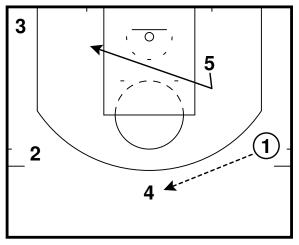
4 fakes reversal and dribble hands off to 1.

Swing - Fake Reversal Elbow



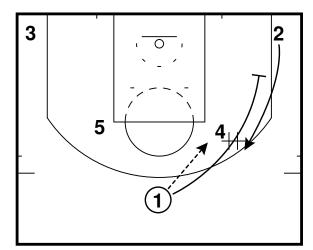
1 passes to 5 at the elbow and screens for 2. 2 looks for hand off from 5.

Swing - Fake Reversal Horns



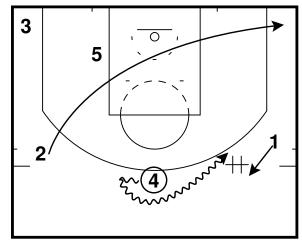
1 passes to 4 who fakes the ball reversal. 5 clears opposite side. $\,$

Swing - Fake Reversal Horns



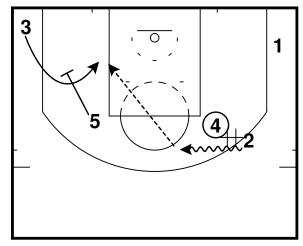
1 passes to 4 and sets pindown screen for 2. 2 comes off dribble hand off from 4.

Swing - Fake Reversal Horns



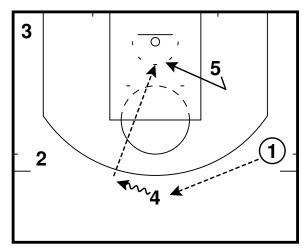
2 cuts through to the corner. 4 fakes reversal and dribble hands off to 1 $\!\!\!\!$.

Swing - Fake Reversal Horns



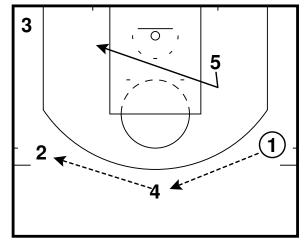
As 2 comes off hand off, 5 sets pindown for 3. 2 passes to 3.

Swing - HI LO



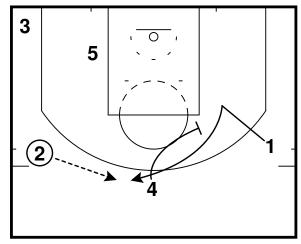
1 passes to 4 who dribbles toward 2 and passes to 5 over the top for high low action.

Swing - Single Down



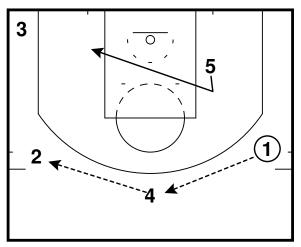
- 1 passes to 4 who reverses to 2.
- 5 follows to opposite post.

Swing - Single Down

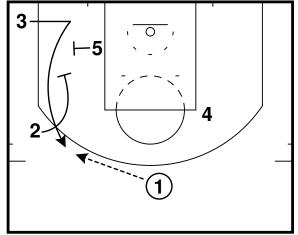


- 4 sets single down for 1.
- Typically they run this set with Kyle Korver in the 1 position for a shot.

Swing - Single Down V Screen

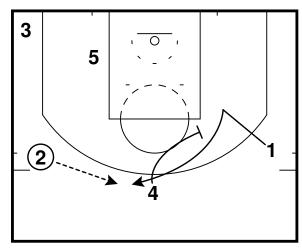


- 1 passes to 4 who reverses to 2. 5 follows to opposite post.
 - Swing Single Down V Screen



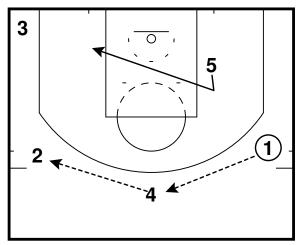
2 & 5 form "V" screen for 3 to come off for a shot.

Swing - Single Down V Screen



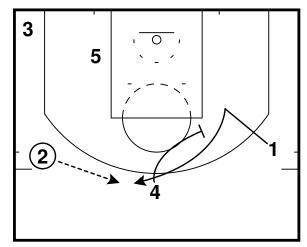
4 sets single down for 1. 2 passes to 1.

Swing - Single Down V Screen (Curl Read)



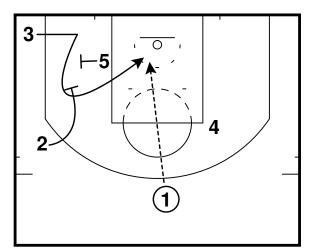
1 passes to 4 who reverses to 2. 5 follows to opposite post.

Swing - Single Down V Screen (Curl Read)



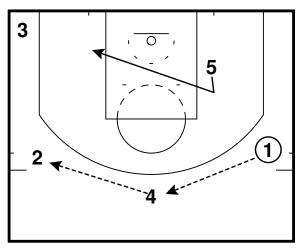
4 sets single down for 1. 2 passes to 1.

Swing - Single Down V Screen (Curl Read)



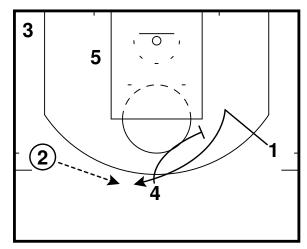
5 & 2 set "V" screen for 3 who curls off 2 to the rim.

Swing - Single Down V Screen (Fade Read)



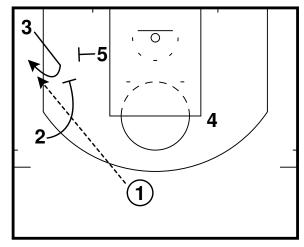
1 passes to 4 who reverses to 2. 5 follows to opposite post.

Swing - Single Down V Screen (Fade Read)



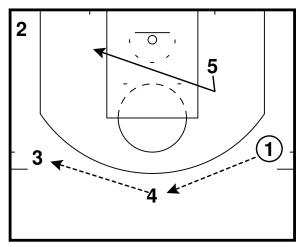
4 sets single down for 1. 2 passes to 1.

Swing - Single Down V Screen (Fade Read)



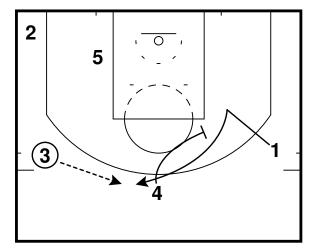
2 & 5 set "V" screen for 3. If 3's defender goes under jumps the screen, 3 fades to the corner for a shot.

Swing - Single Down V Screen (Flare Read)



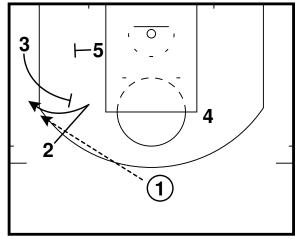
1 passes to 4 who reverses to 3. 5 follows to opposite post.

Swing - Single Down V Screen (Flare Read)



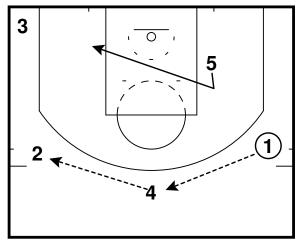
4 sets single down for 1. 2 passes to 1.

Swing - Single Down V Screen (Flare Read)



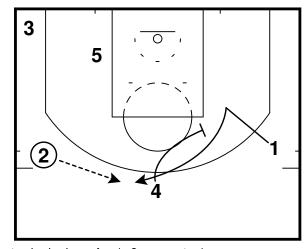
2 & 5 set "V" screen for 3. 3 sets flare screen for 2.

Swing - Single Down V Screen Backdoor



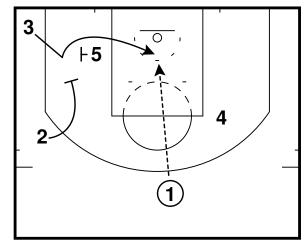
1 passes to 4 who reverses to 2. 5 follows to opposite post.

Swing - Single Down V Screen Backdoor



4 sets single down for 1.2 passes to 1.

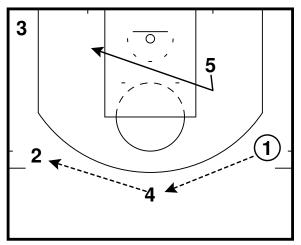
Swing - Single Down V Screen Backdoor



If 3's man plays over the top, he can cut backdoor off 5 to the rim.

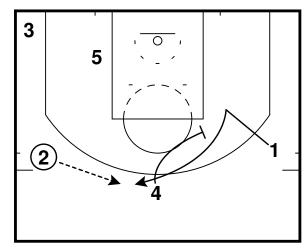
1 passes to 3.

Swing - Single Down V Screen Elbow P&R



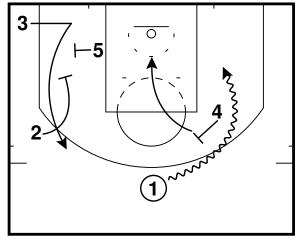
1 passes to 4 who reverses to 2. 5 follows to opposite post.

Swing - Single Down V Screen Elbow P&R



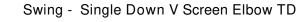
4 sets single down for 1. 2 passes to 1.

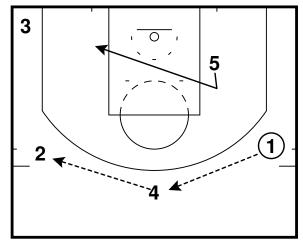
Swing - Single Down V Screen Elbow P&R



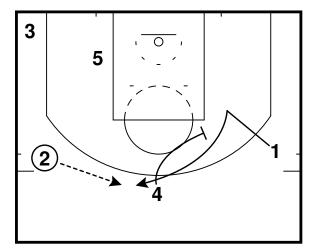
5 & 2 set a "V" screen for 3.1 comes off ballscreen from 4.

Swing - Single Down V Screen Elbow TD



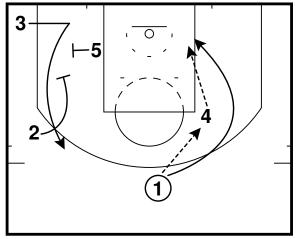


1 passes to 4 who reverses to 2. 5 follows to opposite post.



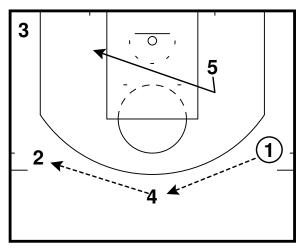
4 sets single down for 1. 2 passes to 1.

Swing - Single Down V Screen Elbow TD

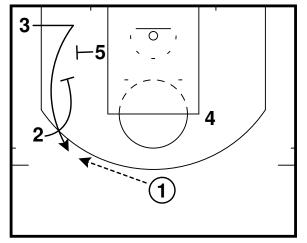


5 & 2 set "V" screen for 2.1 passes to 4 and curls off him. 4 Reverse pivots and throws overhead pass to 1 for a layup.

Swing - Single Down V Screen PG Flare

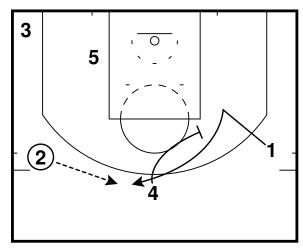


- 1 passes to 4 who reverses to 2. 5 follows to opposite post.
 - Swing Single Down V Screen PG Flare



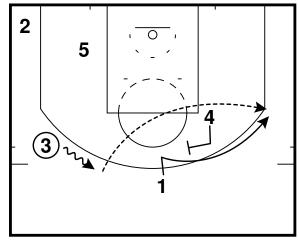
3 comes off "V" screen from 2 & 5 and receives pass from 1.

Swing - Single Down V Screen PG Flare



4 sets single down for 1. 2 passes to 1.

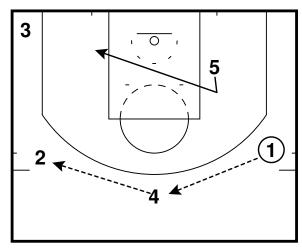
Swing - Single Down V Screen PG Flare



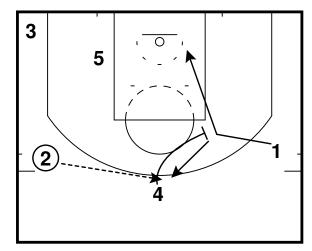
3 dribbles at 1 who comes off flare screen from 4. 1 can either cut off to the basket or flare.

Swing - Single Down V Screen Reject



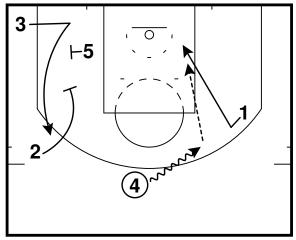


1 passes to 4 who reverses to 2. 5 follows to opposite post.



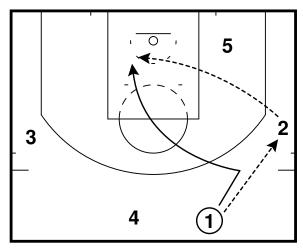
4 sets single down for 1. 1 rejects and cuts backdoor, 4 pops to the top of the key and receives pass from 2.

Swing - Single Down V Screen Reject



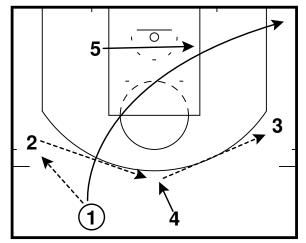
4 dribbles at 1 backdoor. 3 cuts off "V" screen from 2 & 5.

Thru - PG First



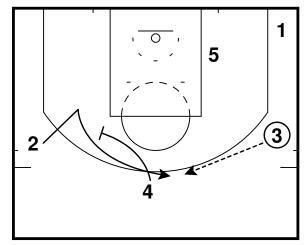
1 passes to 2 and cuts through. The first look all the time if point guard cutting through when his man falls asleep or sags on cut.

Thru - Single Down



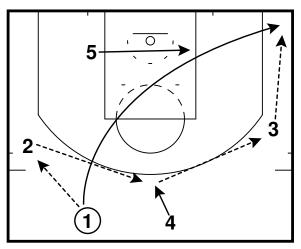
- 1 passes to 2 and cuts through to opposite corner.
- 2 passes to 4 who reverses to 3.
- 5 follows the ball.

Thru - Single Down



4 sets single down for 2 (Kyle Korver) for a shot.

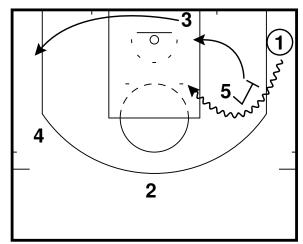
Thru - Single Down Corner



1 passes to 2 and cuts through to opposite corner. 2 passes to 4 who reverses to 3, 3 passes it to 1 in the corner.

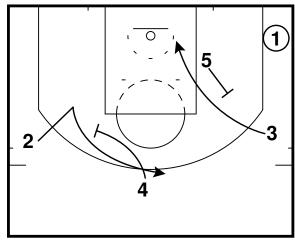
5 follows the ball.

Thru - Single Down Corner



5 sets ballscreen for 1 and rolls to the rim.

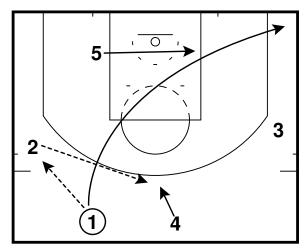
Thru - Single Down Corner



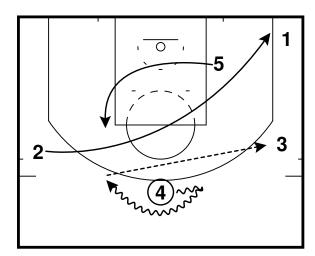
4 sets single down for 2. 5 sets backscreen for 3 to cut through and continue opposite.

Thru - Single Down Fake Reversal Elbow Chicago

Thru - Single Down Fake Reversal Elbow Chicago

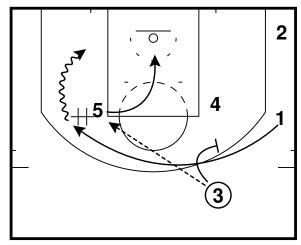


- 1 passes to 2 and cuts through to opposite corner.
- 2 passes to 4.
- 5 follows the ball.



- 4 fakes reversal and dribbles at 2 who cuts through opposite.
- 4 passes to 3.

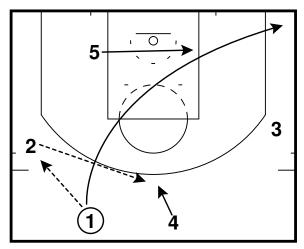
Thru - Single Down Fake Reversal Elbow Chicago



- 3 passes to 5 and screens away for 1.
- 1 comes off hand off from 5.

Thru - Single Down Fake Reversal Elbow Scissor

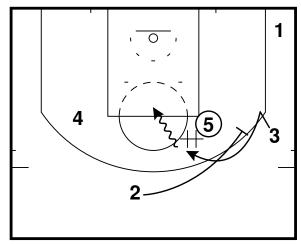
Thru - Single Down Fake Reversal Elbow Scissor



- 1 passes to 2 and cuts through to opposite corner.
- 2 passes to 4 who reverses to 3.
- 5 follows the ball.

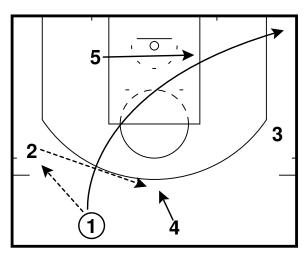
- 4 fakes reversal and hands off to 2.
- 2 immediately passes to 5 who flashes at the elbow.

Thru - Single Down Fake Reversal Elbow Scissor



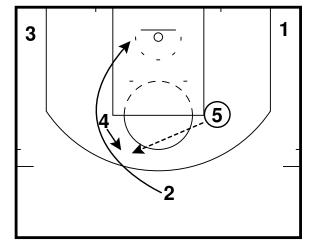
2 screens for 3 who comes off dribble hand off from 5.

Thru - Single Down Fake Reversal Horns Flex



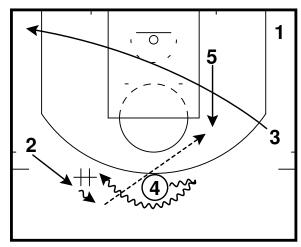
- 1 passes to 2 and cuts through to opposite corner.
- 2 passes to 4.
- 5 follows the ball.

Thru - Single Down Fake Reversal Horns Flex



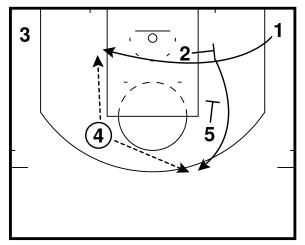
Horns Flex.

Thru - Single Down Fake Reversal Horns Flex



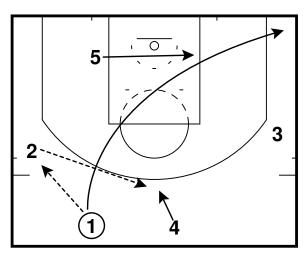
4 fakes ball reversal and hands off to 2 who passes to 5 flashing at the elbow. 3 cuts through opposite.

Thru - Single Down Fake Reversal Horns Flex

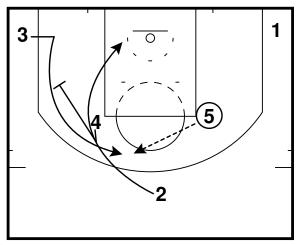


Horns Flex

Thru - Single Down Fake Reversal Horns Pin

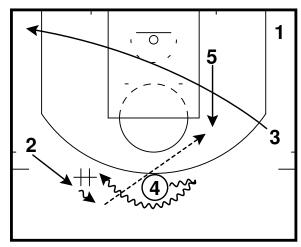


- 1 passes to 2 and cuts through to opposite corner. 2 passes to 4.
- 5 follows the ball.
- Thru Single Down Fake Reversal Horns Pin



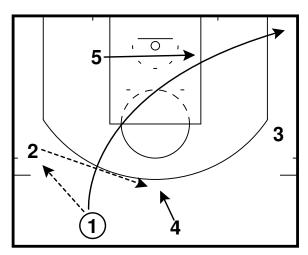
- 2 cuts off 4 to the basket.
- 4 sets pindown screen for 3.
- 5 passes to 3.

Thru - Single Down Fake Reversal Horns Pin



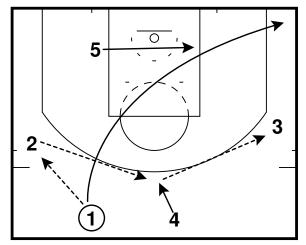
4 fakes ball reversal and hands off to 2. 2 passes to 5 flashing to the elbow. 3 cuts through opposite.

Thru - Single Down Fake Reversal into DHO



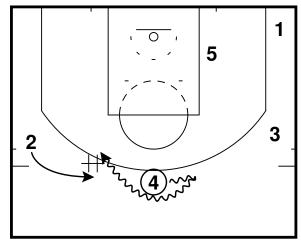
- $\boldsymbol{1}$ passes to $\boldsymbol{2}$ and cuts through to opposite corner.
- 2 passes to 4
- 5 follows the ball.

Thru - Single Down Invert



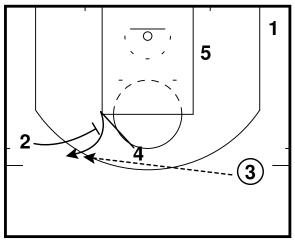
- 1 passes to 2 and cuts through to opposite corner.
- 2 passes to 4 who reverses to 3.
- 5 follows the ball.

Thru - Single Down Fake Reversal into DHO



4 fakes ball reversal and hands off to 2 for a shot.

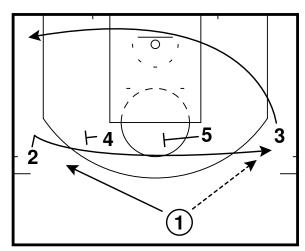
Thru - Single Down Invert



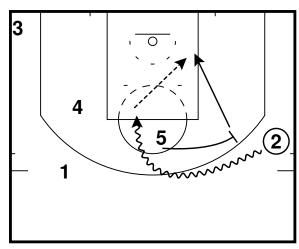
4 sets single down for 2, but 2 sets pindown for him to flare for a shot.

Half Court Sets

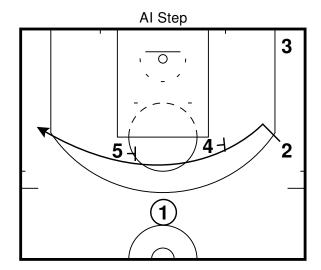
AI PNR AI PNR

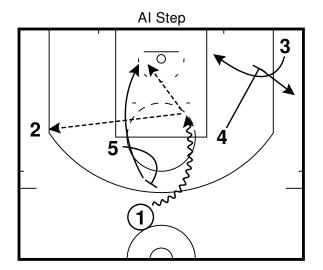


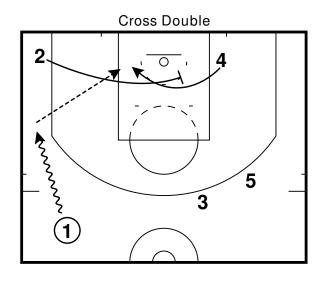
2 cuts off screens from 4 & 5. 3 cuts under to opposite corner. 1 passes to 2.

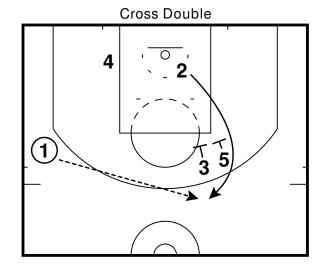


5 sets ballscreen for 2 and rolls to the rim.

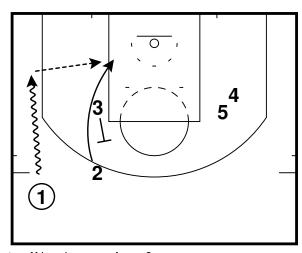






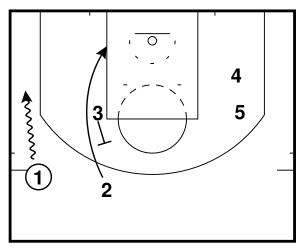


Hawk



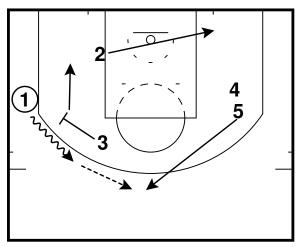
2 cuts off hawk screen from 3.

Hawk Chicago



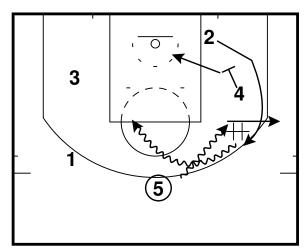
2 cuts off hawk screen from 3.

Hawk Chicago



3 sets ballscreen for 1.5 peels off double screen for pass at the top of the key.

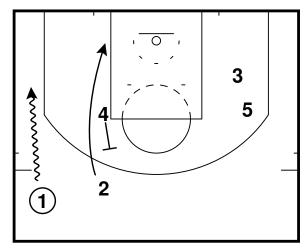
Hawk Chicago



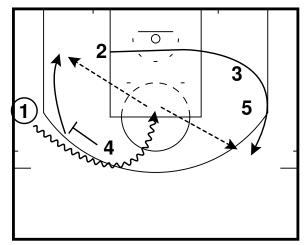
4 sets a down screen for 2 and comes off dribble hand off from ${\bf 5}$.

Hawk Double

Hawk Double

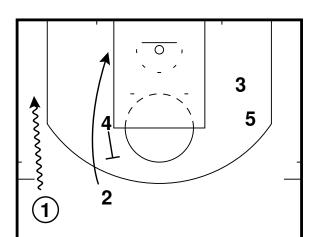


2 comes off hawk screen from 4.



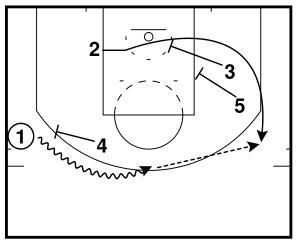
- 4 sets ballscreen for 1.
- 2 comes off double screen on the weakside.

Hawk Double Rip



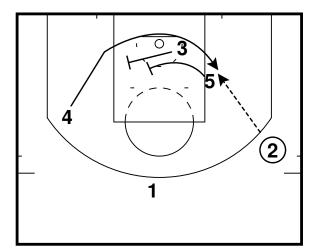
2 comes off hawk screen from 4.

Hawk Double Rip



1 comes off ballscren from 4, 2 comes off double screen from 4 & 5. 1 passes to 2.

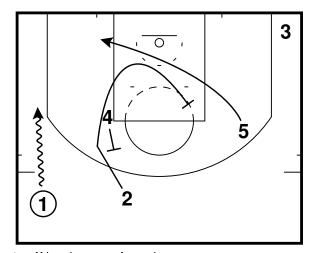
Hawk Double Rip



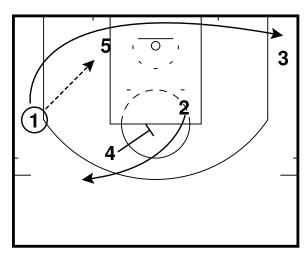
 $3\,\,\&\,\,5$ continue and set double cross screen for 4. 2 passes to 4.

Hawk STS

Hawk STS

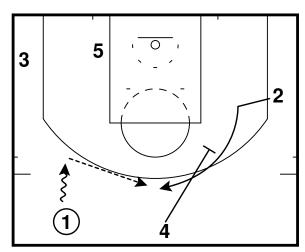


2 cuts off hawk screen from 4.2 turns and sets a cross screen for 5.



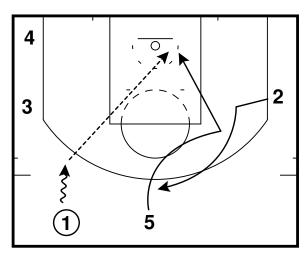
4 turns and sets down screen for 2.

One



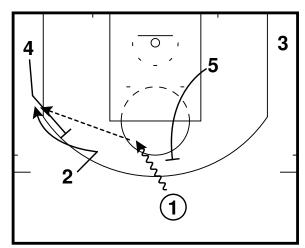
Set for Kyle Korver. Quick Pindown for 2.

One Slip



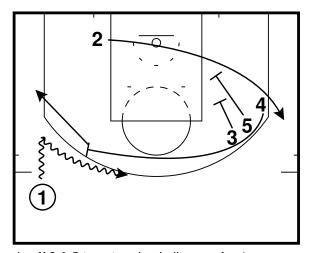
Set for Kyle Korver. Quick Pindown for 2 the big man slips to the rim.

P&R w / Flare



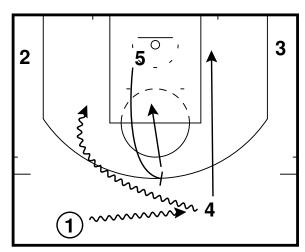
 $5\,$ sets high ballscreen for who attacks off it. $4\,$ sets flare screen for $2\,.$

Peel Sting



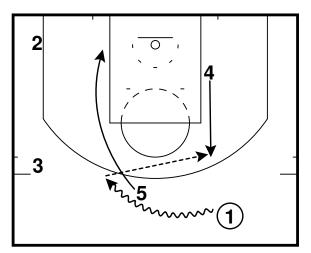
4 peels off 3 & 5 to set a wing ballscreen for 1. 3 & 5 set stagger screen for 2. 1 can attack with options.

Push P&R



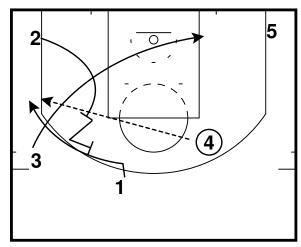
Guard dribbles at trailing big, the big dives towards the basket, opposite big comes up and sets a HI Ballscreen for 1.

Push Rip Flare



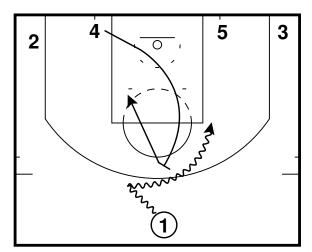
1 dribbles at 5 and pushes him into the lane. 4 flashes to the elbow.

Push Rip Flare

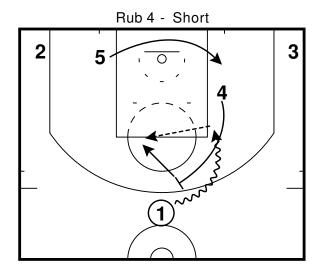


2 sets backscreen for 3 and then sets flare screen for 1. 4 passes to 1. $\,$

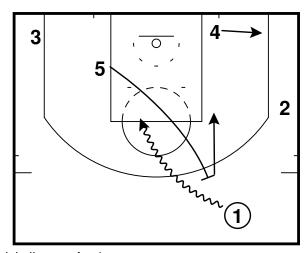
Rub 4



High ballscreen for 1.

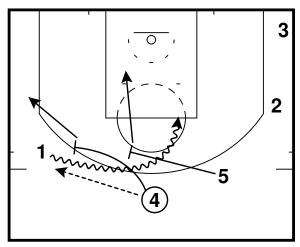


Rub 5



High ballscreen for 1.

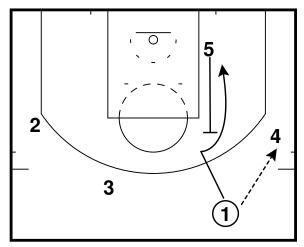
Staggered P&R



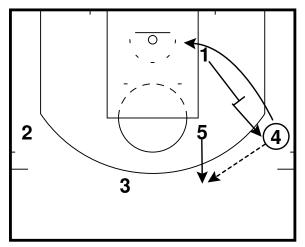
4 & 5 set a double stagger ballscreen for 1.5 rolls and 4 pops. 1 attacks with options.

UCLA Rip

UCLA Rip

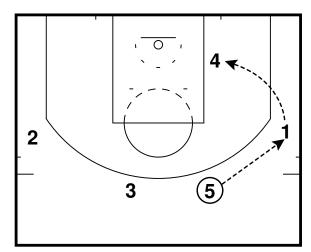


1 passes to 4 and UCLA cuts off 5.



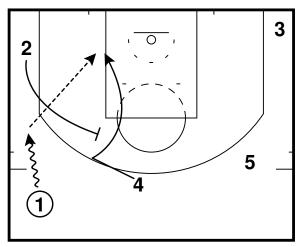
5 lifts up and receives pass from 4.1 sets backscreen for 4 and opens up.

UCLA Rip



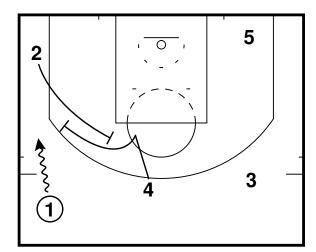
5 passes to 1 who enters the ball in the post for 4.

Wedge



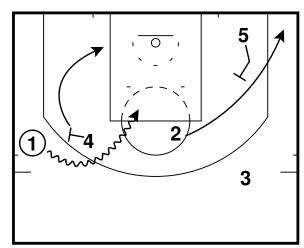
2 sets wedge screen and 4 cuts to the rim. 1 passes to 4 for a layup or into a post up.

Wedge Roll

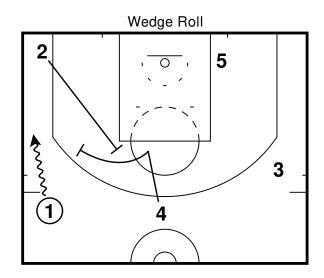


2 screens for 4 who sets ballscreen for 1.

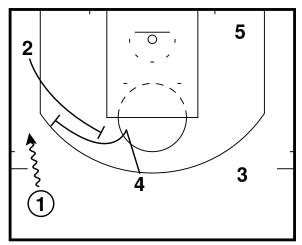
Wedge Roll



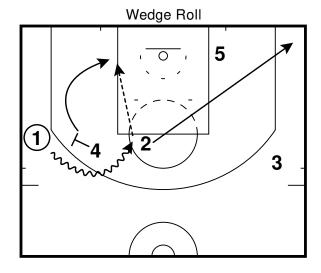
2 continues into flare screen to the opposite corner from 5. 1 attacks off ballscreen from 4.



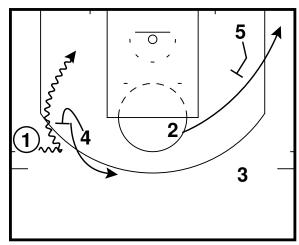
Wedge Roll Turn



2 sets screen for 4 who sets ballscreen for 1.



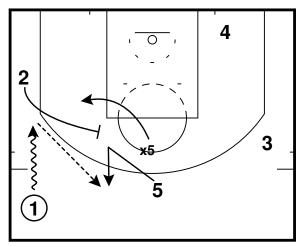
Wedge Roll Turn



- 2 continues off flare screen from 5.
- 4 turns and screens inside for 1.

This is what they run vs ICE defense against the pick and roll.

Wedge Stay



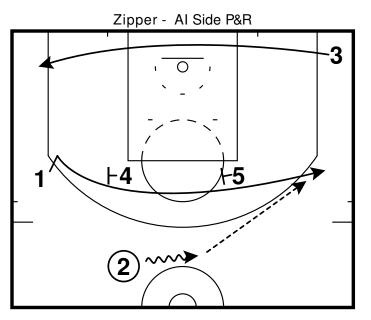
2 sets screen for 5, 5 pops up and stays above the screen when his man goes under for a shot.

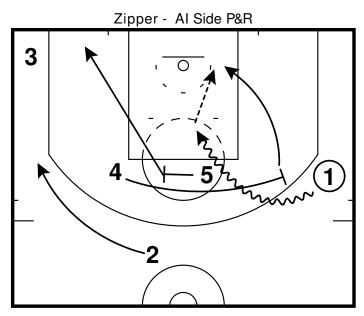
Zipper - Al Side P&R

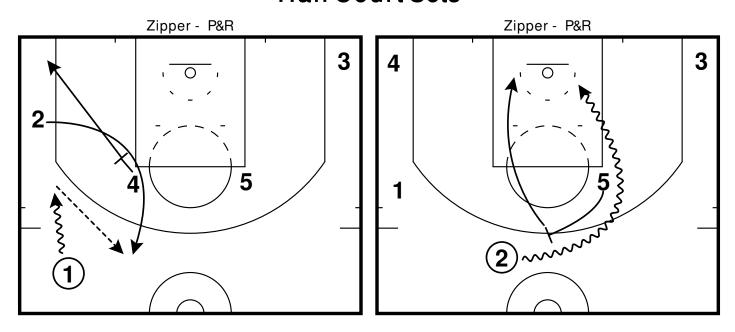
2

4

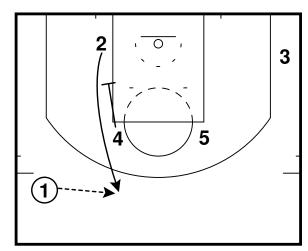
5





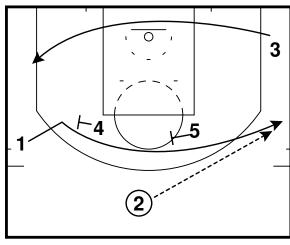


Zipper AI Go



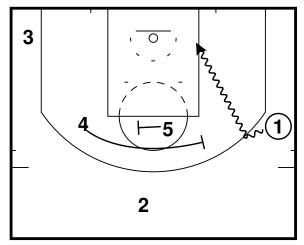
2 zipper cuts off 4.

Zipper Al Go



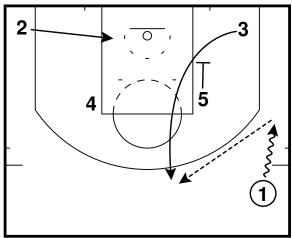
- 1 Iverson cuts off 4 & 5.
- 3 clears across underneath.
- 2 passes to 1.

Zipper AI Go



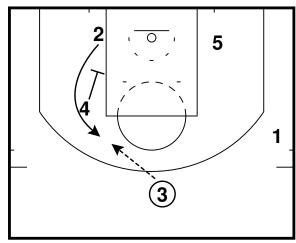
1 fakes/hesitates and attacks the rim.

Zipper Pin



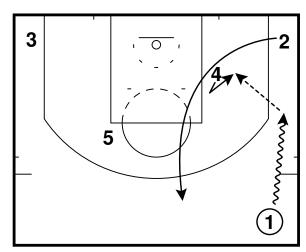
- 3 zipper cuts off 5. 1 passes to 3.

Zipper Pin



4 sets pindown for 2. 3 passes to 2.

Zipper Punch

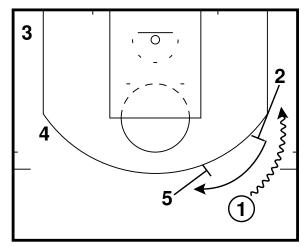


Post up after 2 zipper cuts and clears.

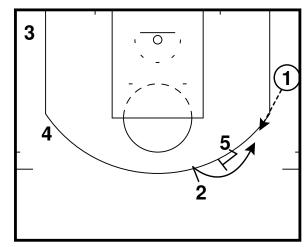
After Time Out Specials

21 Wiper

21 Wiper



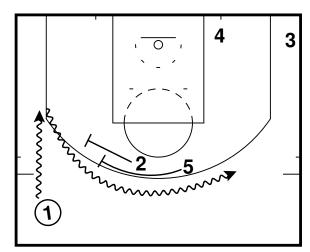
2 sets a ballscreen for 1 then receives a flare screen from 5.



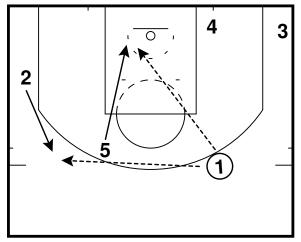
1 drives his man down then throws it back to 2 who is coming off a throwback screen from 5.

25 Sprint

25 Sprint



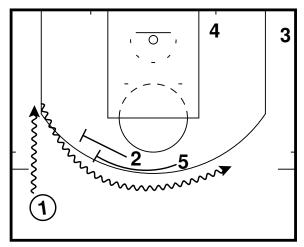
2 & 5 set a double high ballscreen for 1.



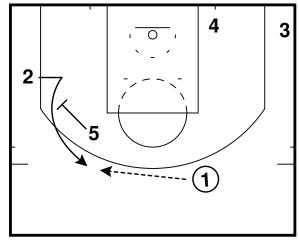
After 1 comes off, 2 pops to the wing and 5 dives to the rim. Difficult action to guard with a shooter in the double ballscreen.

25 Sprint Ricky

25 Sprint Ricky



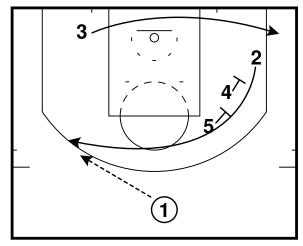
2 & 5 set a double high ballscreen for 1.



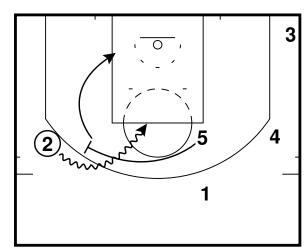
After 1 comes off, 5 sets pindown screen for 2 to get a shot.

Al Fist

Al Fist

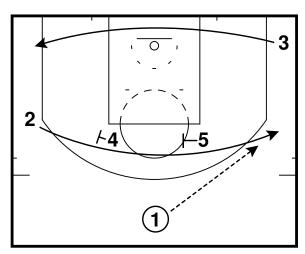


2 Iverson cuts off 4 & 5, 3 cuts underneath to the corner. 1 passes to 2.



5 sets a wing ballscreen from 2.

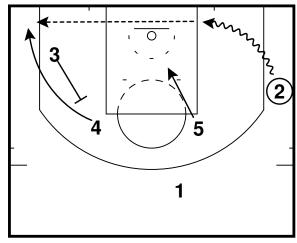
Al Hammer



 $2\,$ Iverson cuts over the top of 4 $\,\&\,\,5\,,\,3\,$ cuts across underneath.

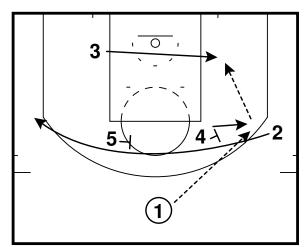
1 passes to 2.

AI Hammer



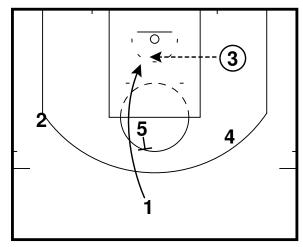
2 attacks baseline and passes to 4 off the hammer screen. 5 cuts to the rim in case his man helps off.

Al Punch Rip



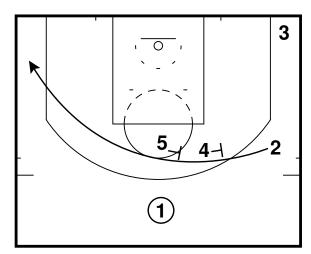
- 2 Iverson cuts over the top of 5 $\,\&\,\,4.$ 3 cuts underneath to the post.
- 4 Opens up after the screen and receives the pass from 1 and passes to 3 in the post.

Al Punch Rip



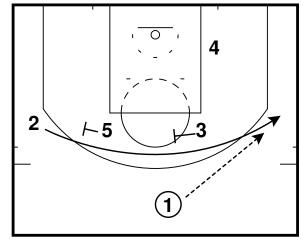
5 sets backscreen for one for a layup. Note: if this is covered then 3 has a post opportunity.

Al Step



- 2 Iverson cuts over the top of 4 $\,\&\,5$.
- 4 clears to the wing.

Al Stick Hammer



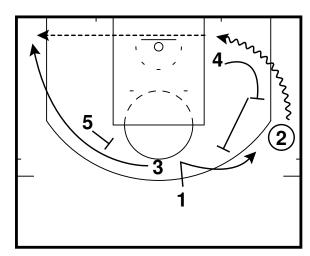
2 Iverson cuts over the top of 4 & 5. 1 passes to 2.

3

Al Step

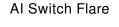
5 steps into a ballscreen for 1, 2 lifts.

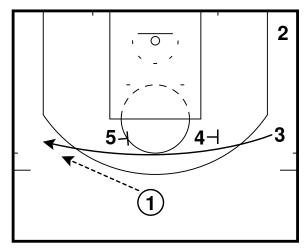
Al Stick Hammer



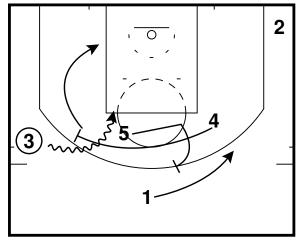
- 4 steps up into a ballscreen for 2 and then sets throwback screen for 1.
- 2 attacks baseline and looks for 3 off the hammers screen.

Al Switch Flare





3 Iverson cuts over the top of 4 & 5. 1 passes to 3.

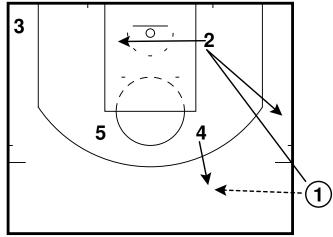


5 screens across for 4 who sets ballscreen for 3 on the wing.

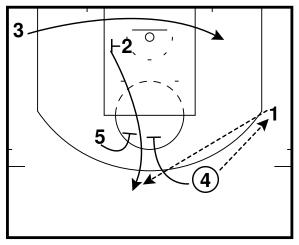
After he screens for 4 he sets a flare screen for 1. 3 has options to attack the basket, the roll man 4 or 1 off the flare

ATO Elevator

ATO Elevator



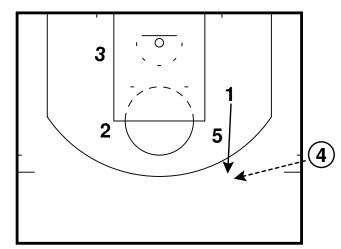
1 passes to 4 and cuts toward the post, and \boldsymbol{v} cuts to the wing.



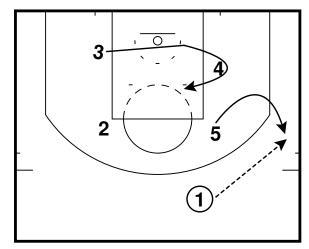
2 sets a cross screen for 3 and then cuts through elevator doors. 1 passes to 2.

ATO Punch Flare

ATO Punch Flare



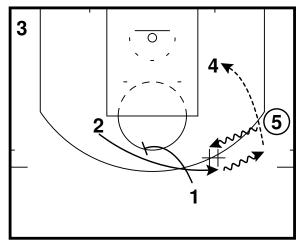
4 passes to 1.



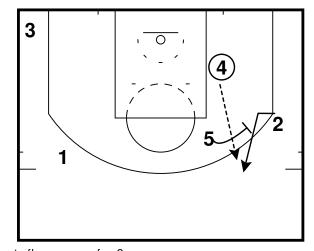
5 cuts to the wing and receives pass from 5. 3 curls around 4.

ATO Punch Flare

ATO Punch Flare



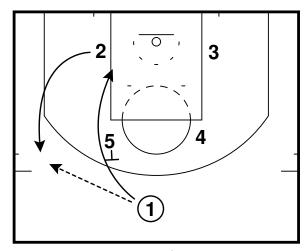
1 screens across for 2 who receives dribble hand off from 5. 2 enters the ball to 4 in the post.



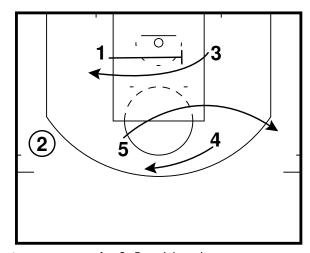
5 sets flare screen for 2. 4 passes to 2.

Box UCLA Twist



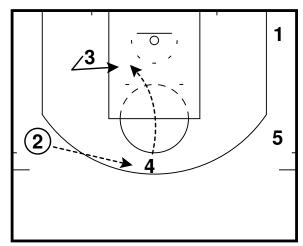


1 passes to 2 on the wing and UCLA cuts off 5.



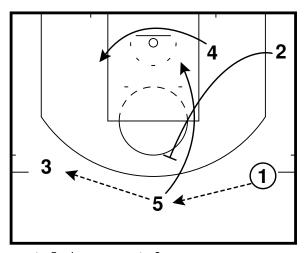
1 sets cross screen for 3.5 and 4 exchange.

Box UCLA Twist



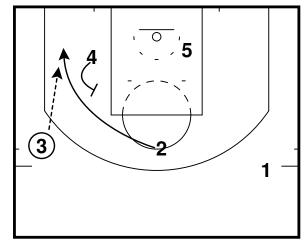
3 seals his man in the post, 2 passes to 4 and 4 looks for the high low pass.

Carolina Leak



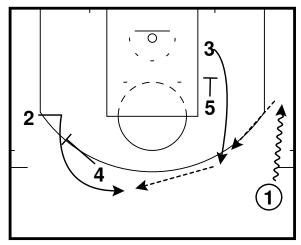
- 1 passes to 5 who reverses to 3.
- 4 cuts under to the opposite post.
- 2 sets backscreen for 5.

Carolina Leak



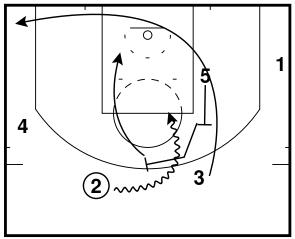
2 cuts off up screen from 4 and receives pass from 3 for a shot.

Chin



- 3 zipper cuts off 5 who receives pass from 1.
- 4 sets down screen for 2 and receives pass from 3.

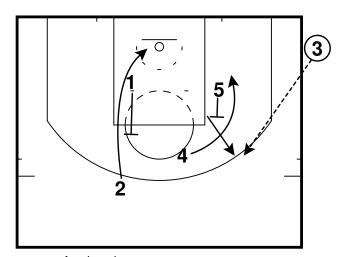
Chin

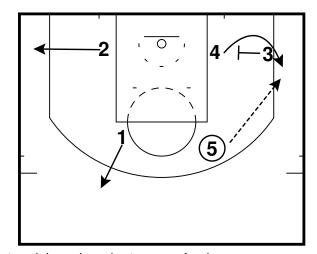


5 sets backscreen for 3 looking for a lob, then continues to the corner.

5 sets ballcsreen for 2 and rolls to the rim.

COB Exit COB Exit

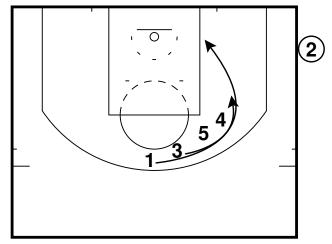




- 5 screens up for 4 and opens up. 1 sets backscreen for 2, this is the first option.
- 3 steps inbounds and sets screen for 4. 5 passes to 4.

COB Wall

COB Wall



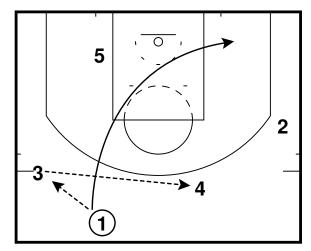
1 2

1 cuts off double screen from 4 & 5 to the rim. 3 cuts off screen from 4 & 5 and curls inside screening 4's man.

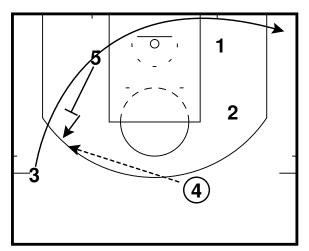
5 & 3 screen 4's man, walling off the defense for a shot for 4

Curl Boston

Curl Boston

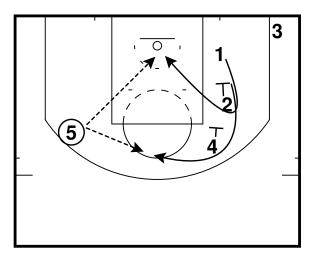


 ${\bf 1}$ passes to ${\bf 3}$ and cuts through to the opposite side.



3 passes to 4 and cuts off backscreen from 5 who opens up and receives pass from 4.

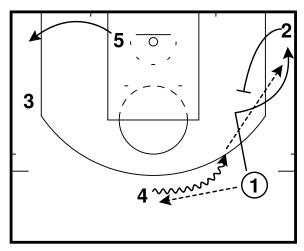
Curl Boston



4 & 2 set a stagger screen for 1 who curls to the rim, this is the first option. Second option is for 2 to come off down screen from 4 $\,$

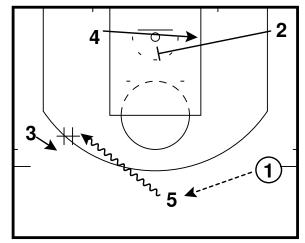
looking for a shot.

Delay Flare



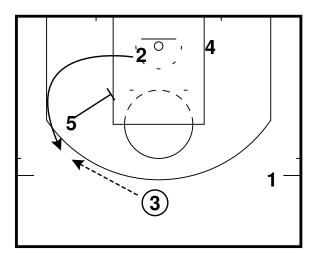
1 passes to 4 at the top of the key. 4 dribbles at 1 who comes off flare screen from 2. 2 in this set is Kyle Korver, a great shooter.

DHO STS



- 1 passes to 5 who dribble handoffs to 3.
- 2 screens across for 4.

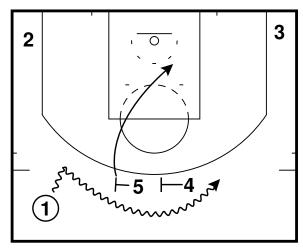
DHO STS



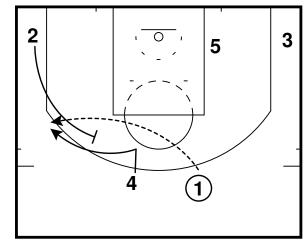
5 sets down screen for 2.

Dobule Drag Flare

Dobule Drag Flare



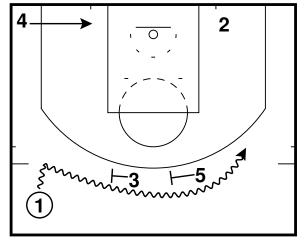
5 & 4 set a double ballscreen for 1.



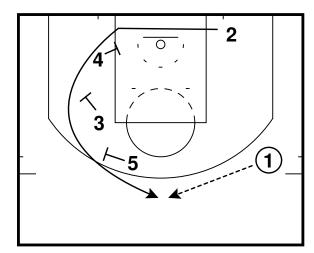
5 rolls to the rim and 2 sets flare screen for 4 for a shot.

Double Drag RAV

Double Drag RAV

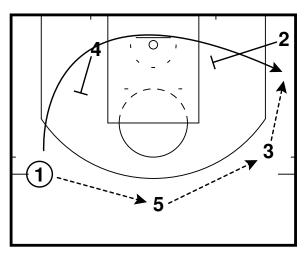


1 comes off double ballscreen in transition. 4 rolls to the rim.



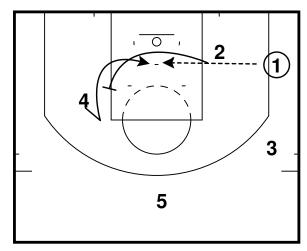
2 comes off triple screen for a shot.

Double Low Rip



- 1 passes to 5 who reverses to 3.
- 1 comes off double low screens from 4 & 2.
- 3 passes to 1 in the corner.

Double Low Rip

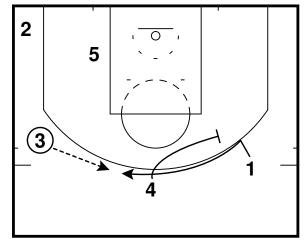


- 2 (Kyle Korver) sets a backscreen for 4.
- 1 passes to 4.

Double Rip

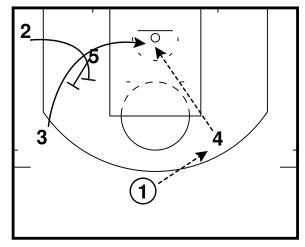
1 passes to 4 who reverses to 3.

Double Rip



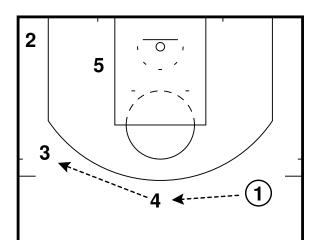
4 sets single down for 1. 3 passes to 1.

Double Rip



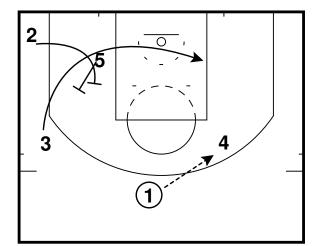
2 & 5 set double rip screen for 3.1 passes to 4 who passes to 3 for a layup.

Double Rip Fan



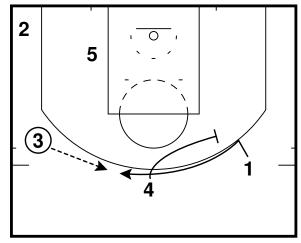
1 passes to 4 who reverses to 3.

Double Rip Fan



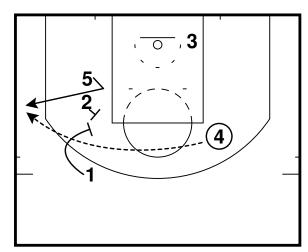
2 & 5 set double rip screen for 3. 1 passes to 4 who passes to 3 for a layup.

Double Rip Fan



- 4 sets single down for 1. 3 passes to 1.
 - passes to 1.

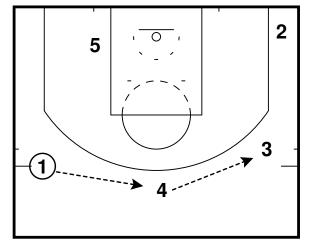
Double Rip Fan



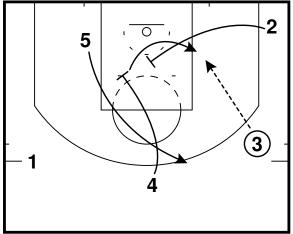
1 & 2 set fan screen for 5 for a shot.

Down Power

5



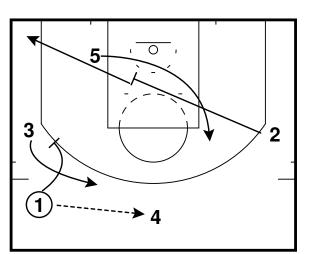
1 passes to 4 who reverses to 3.



Down Power

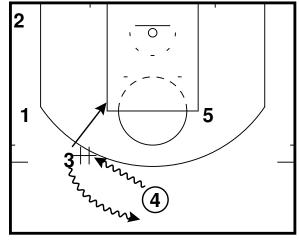
4 sets down screen for 5 who comes off cross screen from 2 for a layup.

Elbow Get



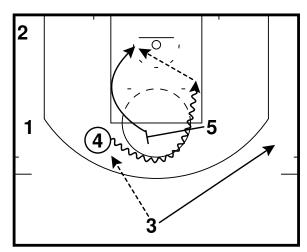
1 passes to 4 and screens for 3. 2 cross screens 5 who pops to the elbow.

Elbow Get



4 executes DHO with 3.

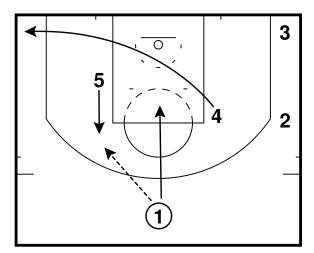
Elbow Get



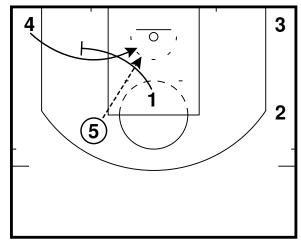
5 sets ballscreen for 4 and rolls to the rim.

Elbow Quick

Elbow Quick

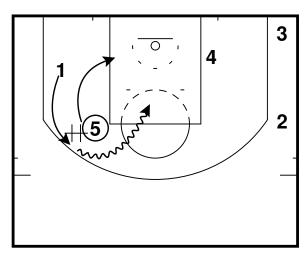


 ${\bf 1}$ passes to ${\bf 5}$ at the elbow. Opposite big dives to ballside corner.



1 screens inside for 4 to curl to the rim for a shot.

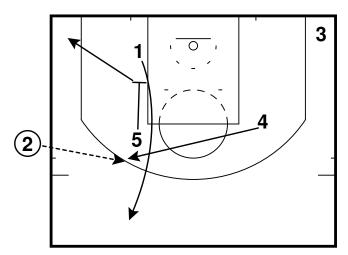
Elbow Quick



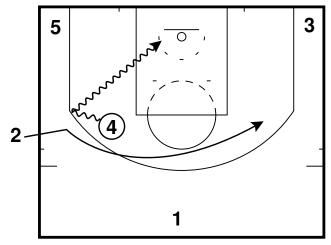
 $1\,$ comes off dribble hand off from $5\,$ and looks to attack, $5\,$ can roll or pop for a shot.

End of Half DHO

End of Half DHO



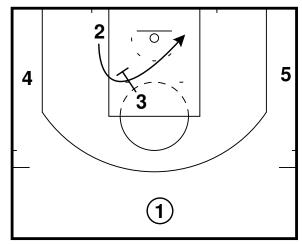
- ${\bf 5}\,$ sets zipper screen for 1 and clears to the corner.
- 4 flashes to the elbow.
- 2 passes to 4.



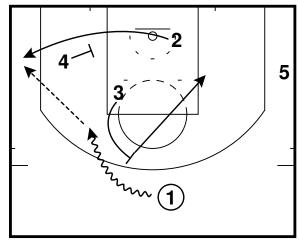
4 fakes a dribble hand off to 2 and attacks the basket. Counter to this is 4 to hand off to 5 to attack the rim.

Exit

Exit



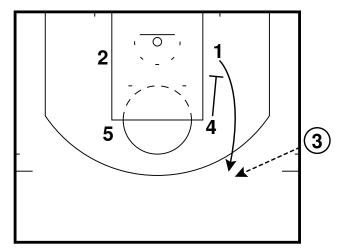
3 screens down for 2 who curls to the rim.



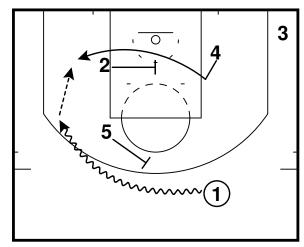
3 sprints up for ballscreen and rolls, 2 comes off baseline screen from 4 for a shot.

Fist (SOB)

Fist (SOB)

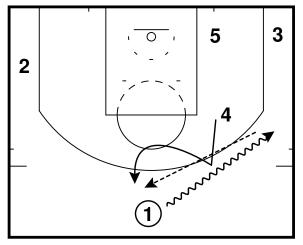


1 zipper cuts off screen from 4 and receives pass from 3.



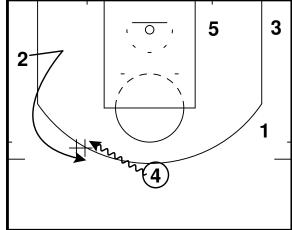
- 1 comes off ballscreen from 5.
- 2 sets cross screen for 4 for a layup or post up.

Fist Up 2



Set for Kyle Korver. 1 attacks off PNR from 4 who slips and pops to the top of the key. 1 passes to 4.

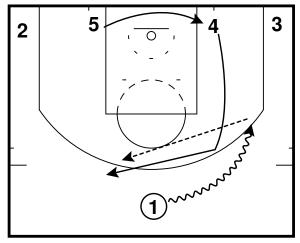




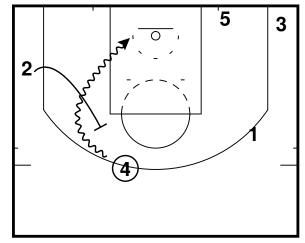
DHO into 3 point shot for Kyle Korver.

Fist Up 2 Get

Fist Up 2 Get



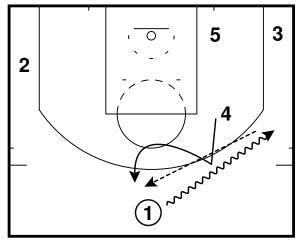
1 attacks off PNR from 4 who slips and pops to the top of the key. 1 passes to 4.



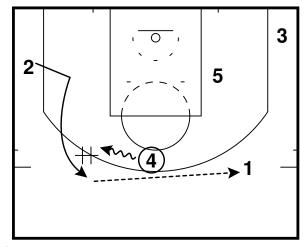
2 sets ballscreen for 4 who looks to attack off it.

Fist Up 2 Knicks

Fist Up 2 Knicks

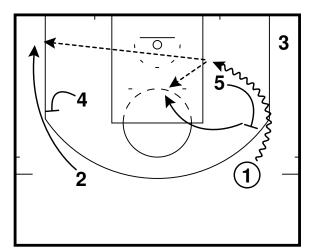


1 attacks off PNR from 4 who slips and pops to the top of the key. 1 passes to 4.



DHO for 2 who passes right back to 1.

Fist Up 2 Knicks

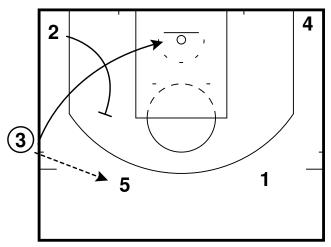


5 steps up into a ballscreen for 1.

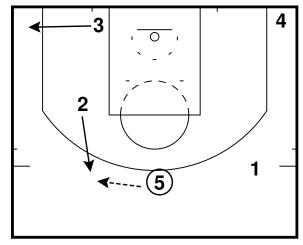
2 receives flare screen from 4 as a secondary option.

Flare Mix P&R/Chicago



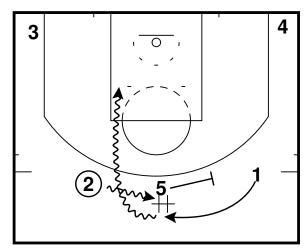


3 passes to 5 and comes off flare screen from 2.



5 passes or hands off to 2.

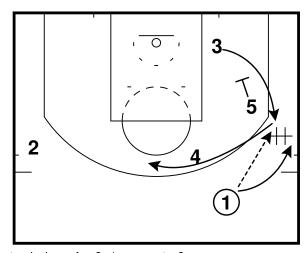
Flare Mix P&R/Chicago



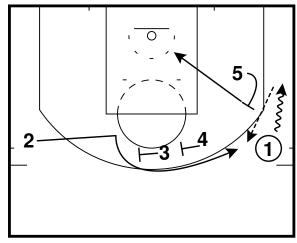
5 sets pindown for 1 and 2 dribble hands off to 1 to look to attack.

Flip Blazers Stagger Back

Flip Blazers Stagger Back

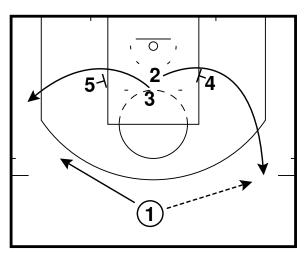


5 sets pindown for 3, 1 passes to 3. 3 then flips it back and cuts off 4.



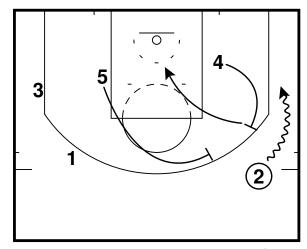
5 steps up into a ballscreen for 1 to attack off of. 3 & 4 set a staggered throwback screen for 2. 1 looks to pass back to 2 or attack.

Floppy Detroit



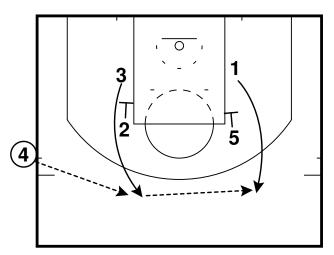
Floppy entry with both guards cutting from underneath to the wings looking for a shot.

Floppy Detroit

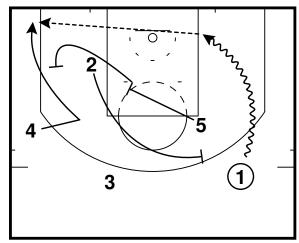


4 & 5 come out for ballscreens on the wing, in a Side Horns formation, 2 comes off either one and can attack. The opposite big stays high for a pop.

Hammer Hammer

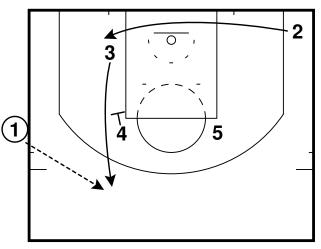


2 screens down for 2 and 5 screens down for 1. 4 passes to 3 who reverses to 1.



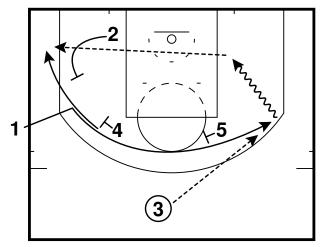
5 screens down for 2 who cuts to set a ballscreen on the wing for 1.1 drives baseline and 5 sets hammer screen for 4

Hammer 24



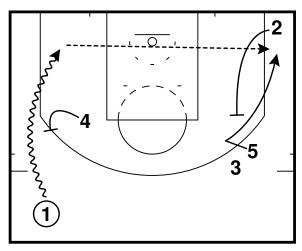
3 zipper cuts off screen from 4. 2 cuts underneath opposite.
1 passes to 3.

Hammer 24



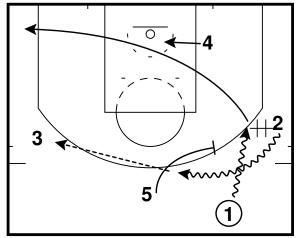
1 Iverson cuts over the top of 4 & 5. 3 passes to 1. 2 sets hammer screen, 1 passes to 4.

Hammer 5



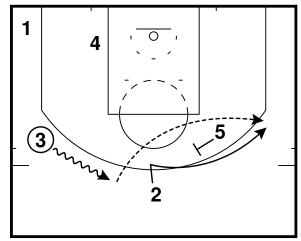
- 1 dribbles up the floor and comes off step up ballscreen from $\bf 4$.
- 2 sets hammer screen for 5.

Hand Off Drag Flare



1 dribble hands off to 2 who dribbles off ballscreen from 5 and reverses to 3.1 clears opposite corner.

Hand Off Drag Flare



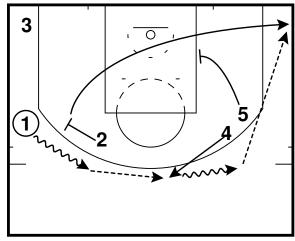
3 dribbles at 2 who comes off flare screen from 5 for a shot.

Hawk Korver Exit



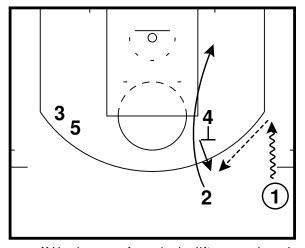
3 cuts off hawk screen from 2.

Hawk Korver Exit



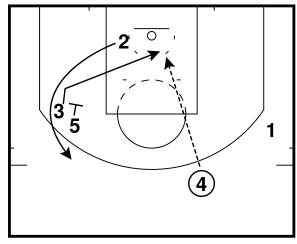
- 2 sets ballscreen for 1.
- 1 dribbles off and passes to 4 at the top of the key.
- 2 sprints off of baseline screen from 5.
- 4 passes to 2.

Hawk Lift



 $2\ \mbox{comes}$ off Hawk screen from 4 who lifts up and receives the pass from 1.

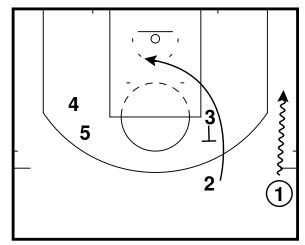
Hawk Lift



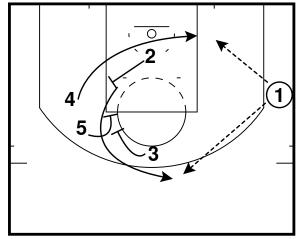
- 2 comes off double screen from 5 & 3.
- 3 slips to the basket for a layup.

Hawk Rip Double

Hawk Rip Double



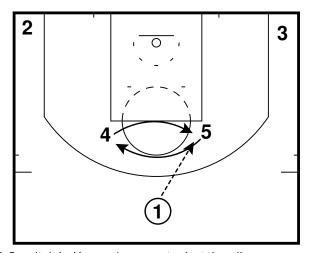
2 comes off Hawk screen from 3.



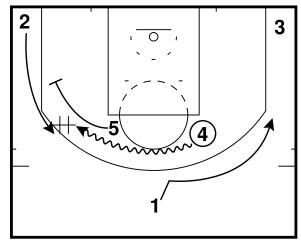
2 sets cross screen for 4 and comes off double screen from 3 & 5.1 can choose either option.

Horns Chicago

Horns Chicago

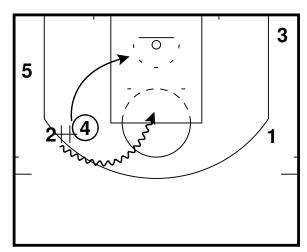


4 & 5 switch in Horns. 1 passes to 4 at the elbow.



1 clears over the top off a fake hand off. 5 sets pindown for 2 and 4 dribble hands off to 2.

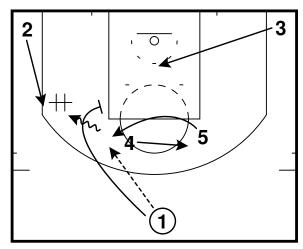
Horns Chicago



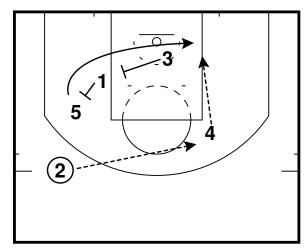
5 pops and 5 rolls as 2 attacks.

Horns Double Rip

Horns Double Rip



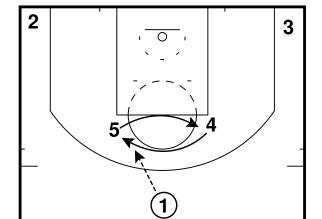
1 passes to 5 at the elbow and cuts off the side. 5 dribble hand offs to 2.



2 reverse to 4.

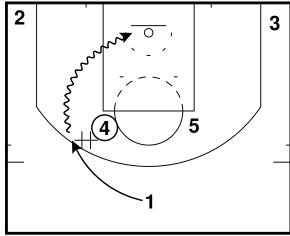
1 & 3 set a double rip screen for 5 to come off for shot.

Horns Give



4 & 5 switch in Horns, 1 passes to 4.

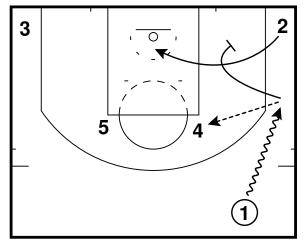
Horns Give



1 comes off 4 for a dribble hand off.

Jungle Hoya Fence

Jungle Hoya Fence



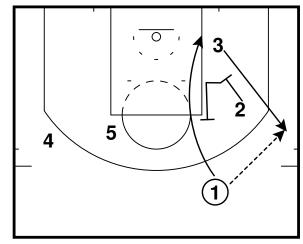
- 1 dribbles down and passes to 4 at the elbow.
- 1 screens down for 2 who curls inside.

3

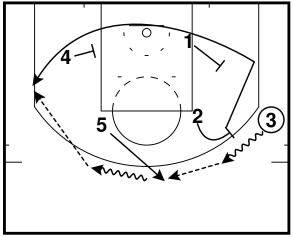
- 1 pops to the wing and receives pass from 4.
- 2 cuts through elevator doors and receives pass from 1.

Korver Double

Korver Double



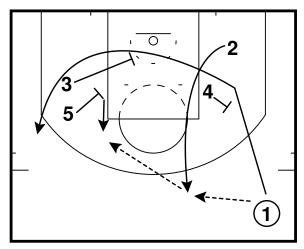
- 2 (Korver) screens down for 3 who cuts to the wing. 1 passes to 3.
- 2 sets UCLA screen for 1.



- 2 sets ballscreen for 3 who then passes to 5.
- 2 comes off double screen on the baseline to the opposite wing. 5 passes to 2 for a shot.

Loop Blind Pig

Loop Blind Pig



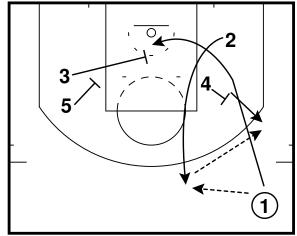
- 2 zipper cuts off 4.
- 1 passes to 2 and cuts off loop screen.

3 4 2

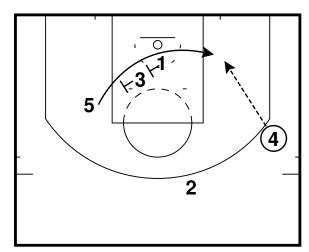
5 makes blind pig pass to 1.

Loop Double Rip

Loop Double Rip

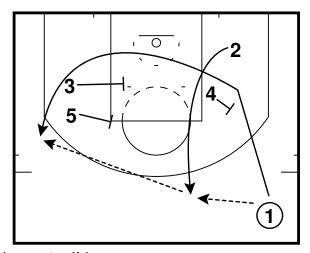


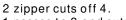
- 2 zipper cuts off 4.
- 1 passes to 2 and cuts off loop screen.
- 4 lifts to the wing and receives pass from 2.



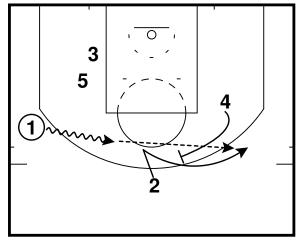
- 1 & 3 set double cross screen for 5.
- 4 passes to 5 for a layup or post up.

Loop Flare Loop Flare





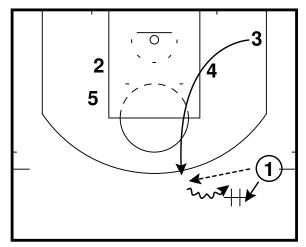
1 passes to 2 and cuts off loop screen.



- 4 sets flare screen for 2.
- 1 dribbles to attack and passes to 2 on flare screen.

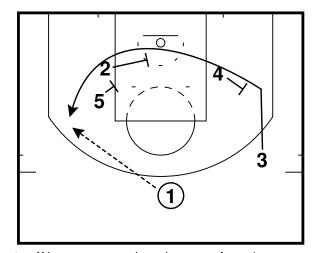
Loop P&R

Loop P&R



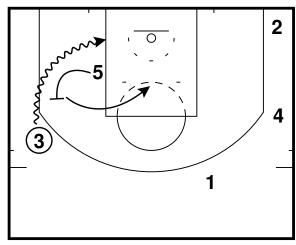
3 zipper cuts off 4.

1 passes to 3 and then comes off dribble hand off right after.



3 cuts off loop screen and receives pass from 1.

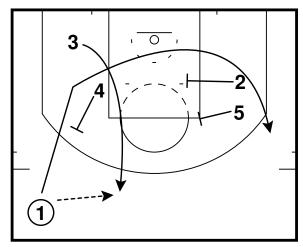
Loop P&R

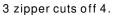


5 steps up for a ballscreen for 3.

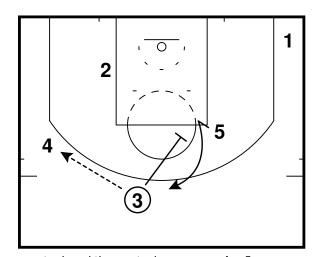
Loop Power

Loop Power



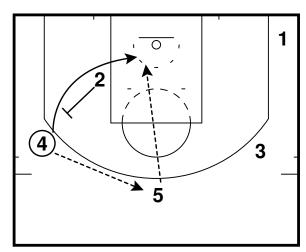


1 passes to 3 and cuts off loop screen.



3 passes to 4 and then sets down screen for 5.

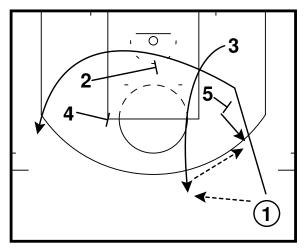
Loop Power



4 passes to 5 and comes off backscreen from 2 for a layup.

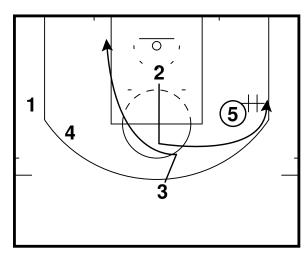
Loop Punch Rip Hand Off

Loop Punch Rip Hand Off



3 zipper cuts off 4.

1 passes to 3 and cuts off loop screen. 5 lifts to the wing and receives pass from 3.



2 fakes backscreen for 3 and comes off hand off from 5.

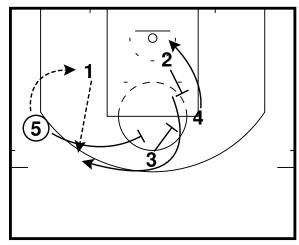
Loop Punch Rip Stagger

3 2 2

3 zipper cuts off 4.

1 passes to 3 and cuts off loop screen into ballside post. 5 lifts to the wing and receives pass from 3.

Loop Punch Rip Stagger

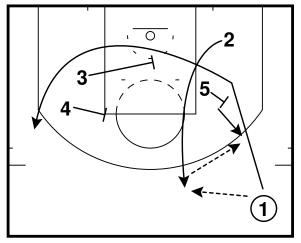


5 passes to 1 in the post.

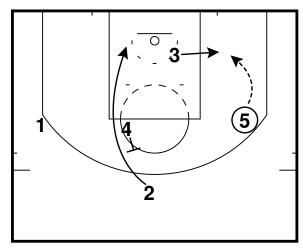
2 sets backscreen for 4 (first option) and then comes off stagger screen from 5 & 3 for a shot.

Loop Punch Stagger

Loop Punch Stagger

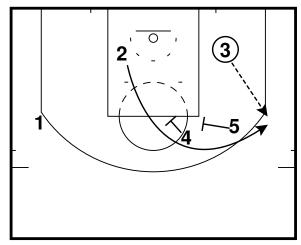


- 2 zipper cuts off 4.
- 1 passes to 2 and cuts off loop screen.
- 5 lifts to the wing and receives pass from 2.



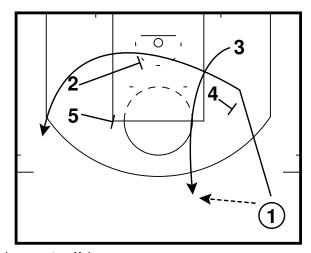
5 passes to 3 in the post, 4 sets backscreen for 2.

Loop Punch Stagger

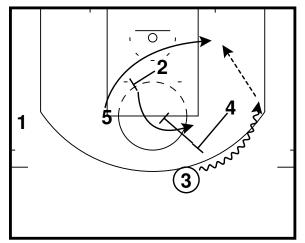


5 & 4 then rescreen stagger for 2 for a shot.

Loop Rice Loop Rice



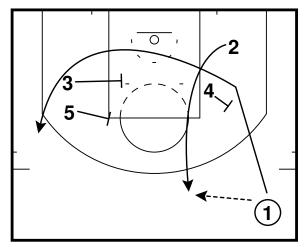


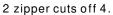


4 sets ballscreen for 3, 2 screens across for 5 and then comes off down screen from 4. 3 chooses open man.

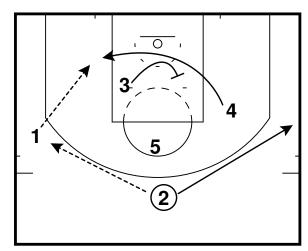
Loop Rip

Loop Rip



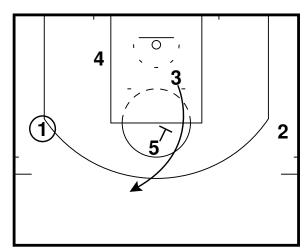


1 passes to 2 and cuts off loop screen.



- 2 passes to 1 and clears away.
- 3 sets backscreen for 4.

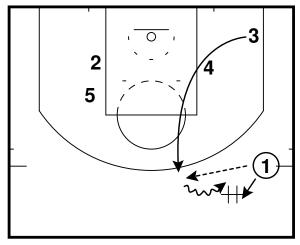
Loop Rip



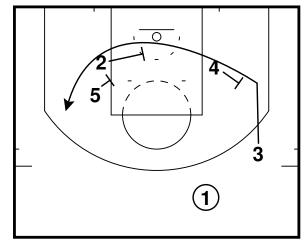
If 4 is covered, 3 can come off down screen from 5.

Loop Stagger Exit



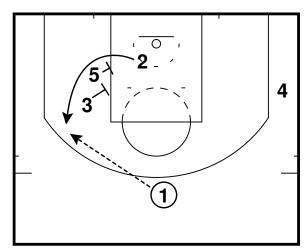


3 comes off zipper screen from 4 and receives the pass from 1.1 cuts off 3 for a hand back.



3 cuts off loop screen.

Loop Stagger Exit



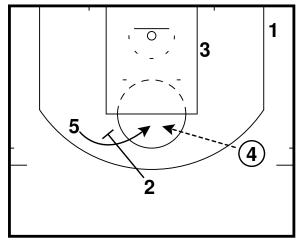
After 3 comes off he curls and joins 5 for a double screen for 2 to come off for a shot.

Loop Thunder

2 3 4

- 2 zipper cuts off 4.
- 1 passes to 2 and cuts off loop screen.
- 4 lifts out of his screen and receives pass from 2.

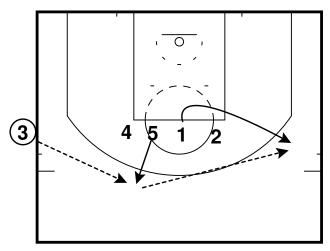
Loop Thunder



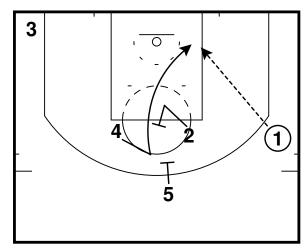
2 screens down for 5 for a shot.

New York Rip (SOB)

New York Rip (SOB)

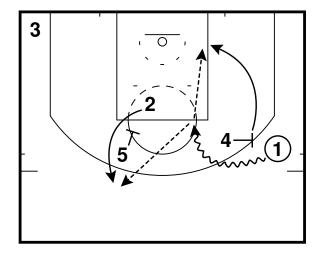


5 pops to the top of the key. 1 cuts to the wing. 3 passes to 5 who reverses to 1 .

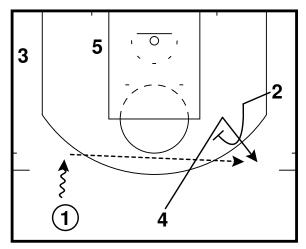


 $2\,$ sets backscreen for $4\,$ then comes off down screen from 5.

New York Rip (SOB)

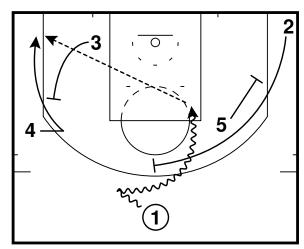


One (Invert)



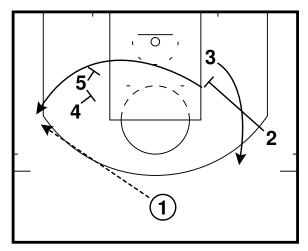
Korver screens for big man when he is denied.

Pin 12 Indiana



5 screens down for 2 who sets ballscreen for 1. As 1 attacks 3 sets flare screen for 4 for a shot.

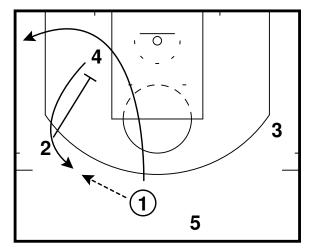
Pin Stagger



2 screens down for 3 and comes off stagger screen from 4 & 5. 1 passes to 2 for a shot.

Post Double

Post Double

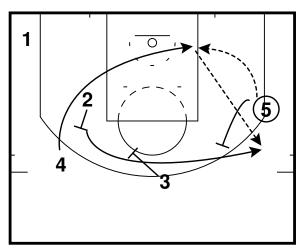


1 2 3

 $2\,$ screens down for $4\,.$ 1 passes to $4\,$ and cuts through to the corner.

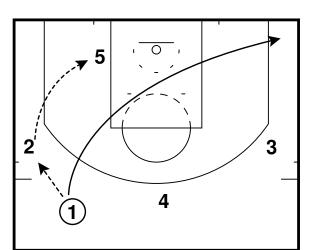
 $5\ \text{screens}$ down for $3.4\ \text{passes}$ to $3\ \text{who}$ reverses to 3.

Post Double



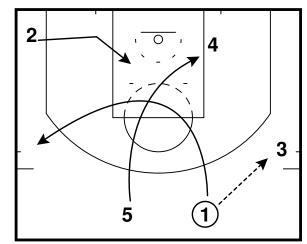
2 sets backscreen for 4 who cuts to the post.5 & 3 set double screen for 2 who cuts for a shot.

Punch Flare



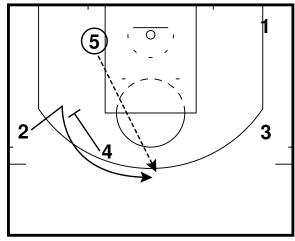
1 passes to 2 who passes to 5 in the post.

Punch Rip



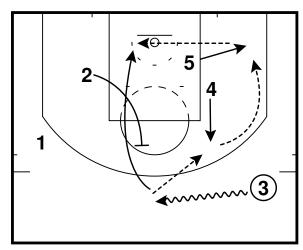
1 passes to 3 and cuts through. 5 and 2 cut inside.

Punch Flare



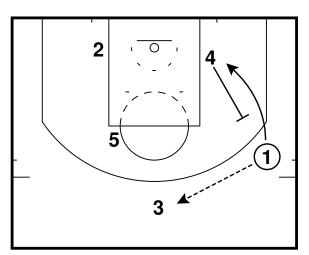
4 sets flare screen for 2 for a shot.

Punch Rip



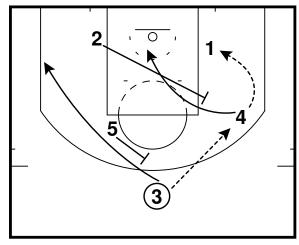
3 dribbles across and passes to 4 at the elbow. 4 passes to 5 in the post, 2 sets backscreen for 3 for a layup.

Punch Rip Flare



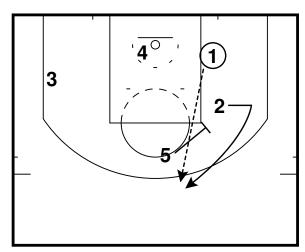
1 passes to 3 and comes off backscreen from 4.

Punch Rip Flare



3 passes to 4 who passes to 1 in the post. 5 sets flare screen for 3, 2 sets backscreen for 4.

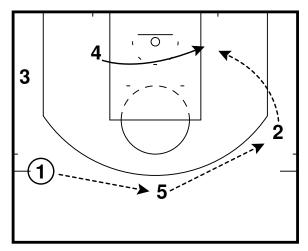
Punch Rip Flare



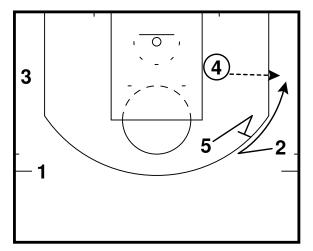
2 cuts off flare screen from 5 to the top of the key.

Punch Wiper

Punch Wiper



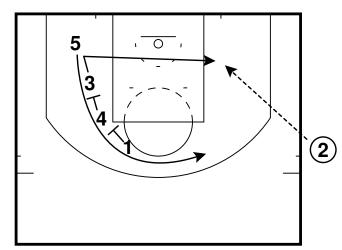
1 passes to 5 who reverses to 2 and 2 enters the ball into the post.



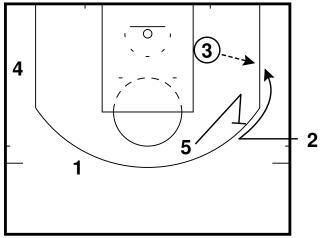
5 fakes flare screen for 2 and sets screen for him to cut off the post for a shot.

Punch Wiper (SOB)

Punch Wiper (SOB)

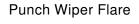


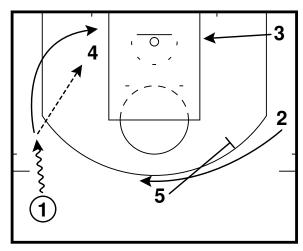
3 fakes screen down and cuts into ballside post and receives pass from 2.5 cuts over the top off stagger screen from 4 & 1.



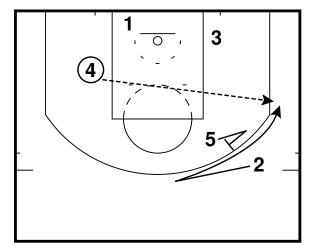
5 fakes flare screen for 2 and sets screen for him to cut off the post for a shot.

Punch Wiper Flare



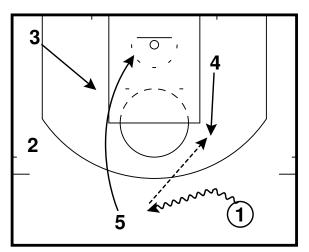


1 dribbles down and enters the ball into 4 at the post and cuts off him. 5 sets pindown for 2 to the top of the key.



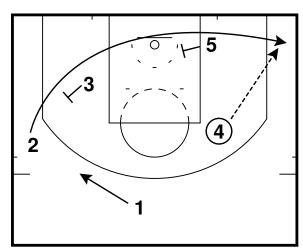
5 then rescreens flare for 2.

Push Double



- 1 dribbles at 5 and he pushes him to the paint.
- 4 flashes to the elbow.
- 1 passes to 4.

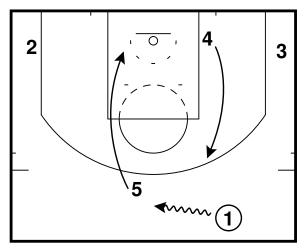
Push Double



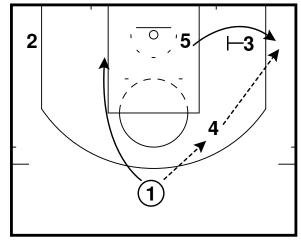
- 2 cuts off screens from 3 and 5 to the corner.
- 4 passes to 2.

Push Elbow Baseline Exit

Push Elbow Baseline Exit

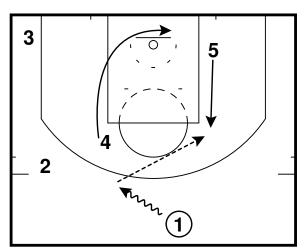


1 dribbles at 5 and pushes him into the paint, 4 replaces.



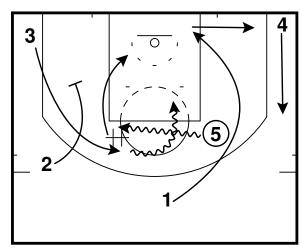
1 passes to 4 at the elbow, 3 screens on the baseline for 5 for a shot.

Push Elbow Chicago



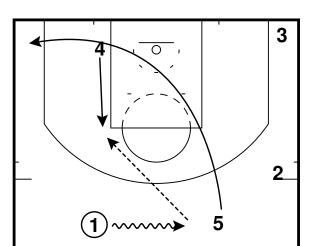
1 dribbles at 4 and pushes him down, 5 flashes to the elbow and receives pass from 1.

Push Elbow Chicago



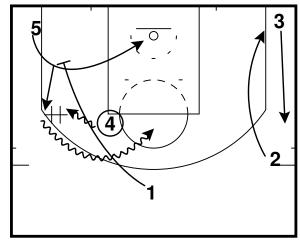
2 screens down for 3, 5 dribble hands off to 3 and rolls to the rim. 3 attacks.

Push Elbow Quick



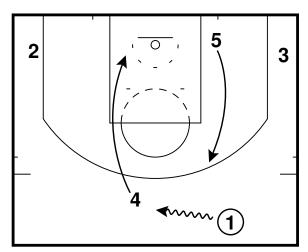
1 dribbles at 5 and pushes him down to the corner, 4 flashes to the elbow and receives pass from 1.

Push Elbow Quick



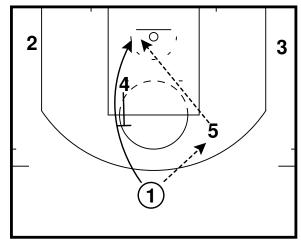
1 screens down for 5 who looks for a curl to the basket. 1 pops into a hand off and attacks off it.

Push Elbow Rip



1 dribble at 4 and pushes him down, 5 replaces.

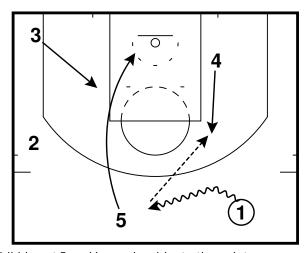
Push Elbow Rip



1 passes to 5 and cuts off backscreen from 4.

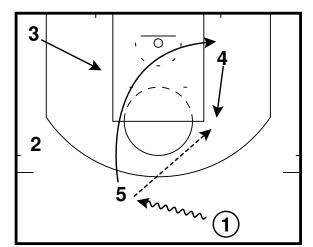
Push Elbow Rip Flare

Push Elbow Rip Flare

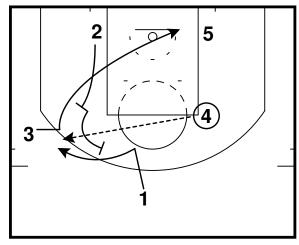


- 1 dribbles at 5 and he pushes him to the paint.
- 4 flashes to the elbow.
- 1 passes to 4.

Push Elbow Runner

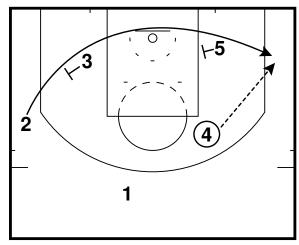


1 dribbles at 5 and pushes him down, 4 replaces and receives pass from 1.



- 2 (Korver) sets backscreen for 3.
- 2 then turns and sets a flare screen for 1.
- 4 passes to 1.

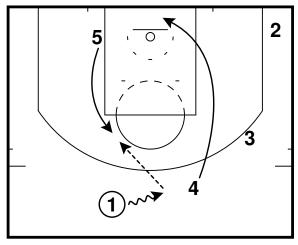
Push Elbow Runner



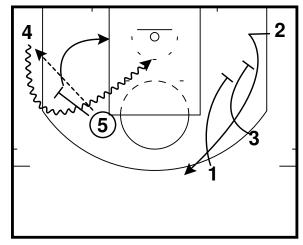
2 cuts off 3 & 5 on the baseline for a shot.

Push Elbow Stagger

Push Elbow Stagger

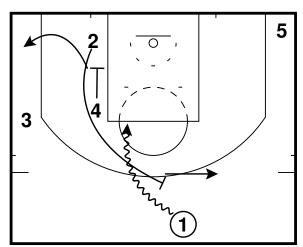


1 dribbles at 4 and pushes him down, 5 replaces and receives pass from 1.



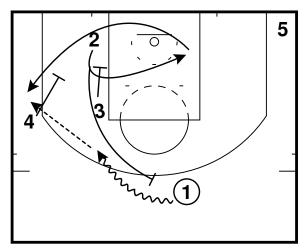
5 passes to 4 and follows into a ballscreen. 1 & 3 set a downscreen for 2. Can be 2-man action with 4 & 5 or look for 2 off a stagger screen.

Ram 12



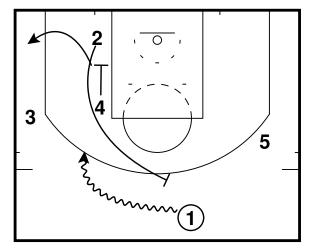
4 screens down for 2 and clears to the corner. 2 sets high ballscreen for 1.

Ram 12 Curl Exit



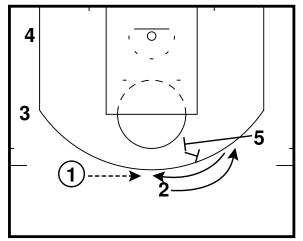
3 screens down for 2 who curls to the rim. 3 then sprints up for a ballscreen for 1, 2 comes off baseline screen for 2, 1 passes to 2 for a shot.

Ram 12 Wiper



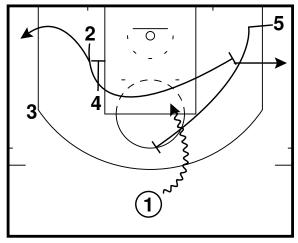
4 screens down for 2 and clears to the corner. 2 sets high ballscreen for 1 .

Ram 12 Wiper



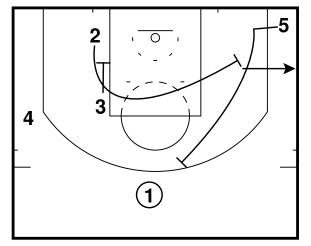
5 sets flare screen for 2 then rescreens back for 2 for a shot.

Ram 125



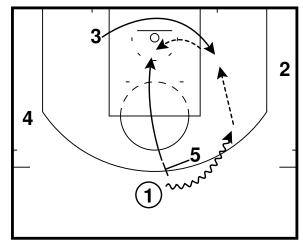
 $3\,$ screens down for $2\,$ who curls and sets down screen for $5\,$ who sprints into ballscreen for $1\,$.

Ram 125 Short



 $3\,$ screens down for $2\,$ who curls and sets down screen for $5\,$ who sprints into ballscreen for $1\,.$

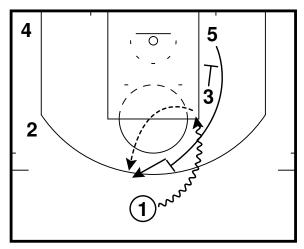
Ram 125 Short



1 comes off ballscreen from 5, 3 comes short under to receives pass and hit 5 rolling.

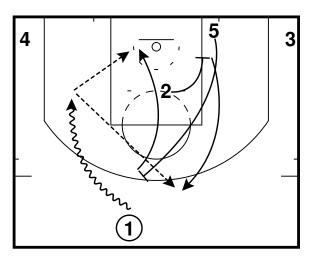
- Against teams that hard hedge the ballscreen.

Ram 5 Pop



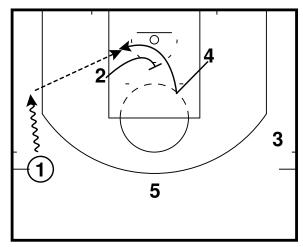
3 screens down for 5 who sets high ballscreen for 1.5 pops to the top of the key for a shot.

Ram Lift



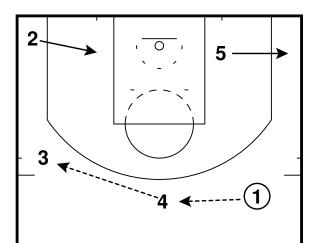
 $2\ \text{screens}$ down for $5\ \text{who}$ sets high ballscreen for 1. $2\ \text{lifts}$ behind for roll and replace action.

Rip



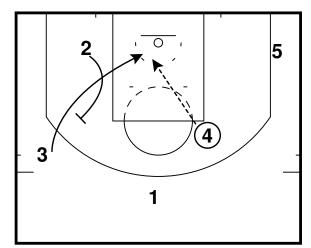
- 1 dribbles up the wing.
- 4 fakes to sprint out for ballscreen, stops and cuts off screen from 2 for a layup.

Single Down Elbow Rip



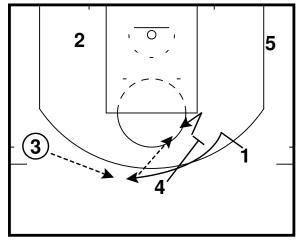
1 passes to 4 who reverses to 3.

Single Down Elbow Rip



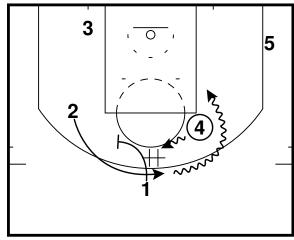
2 sets backscreen for 3 who receives pass from 4 for a layup.

Single Down Elbow Rip



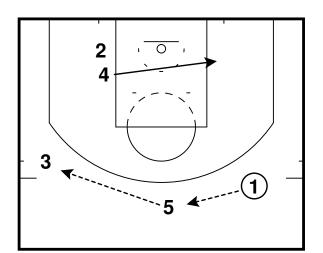
4 sets single down for 1. 1 receives pass from 3 who passes to 4 at the elbow.

Single Down Elbow Rip



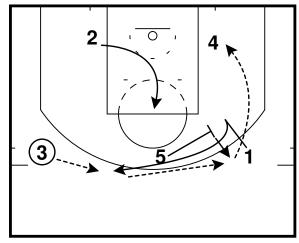
If nothing is open, 1 screens away for 2 who comes off dribble hand off from 4 and attacks.

Single Down Punch Rip



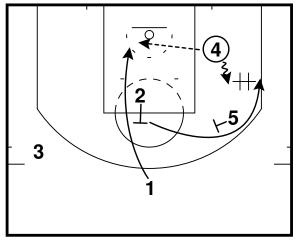
1 passes to 5 who reverses to 3.

Single Down Punch Rip



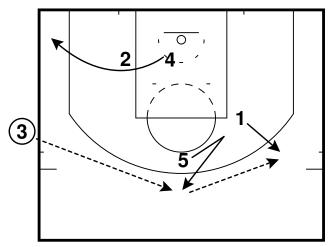
4 sets single down for 1. 1 receives pass from 3 who passes to 5 at the elbow. 5 enters the ball to 4 in the post.

Single Down Punch Rip

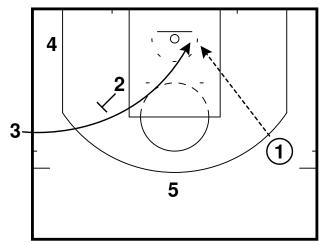


2 sets backscreen for 1 (first option) and then comes off screen from 5 into a hand off from 4.

Slice Slice



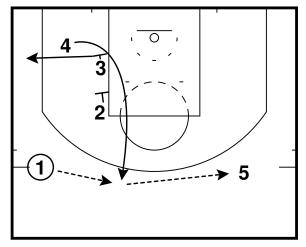
4 cuts off 2 to the corner, 5 fakes screen down for 1 and cuts to the top of the key. 3 passes to 5 who reverses to 1.



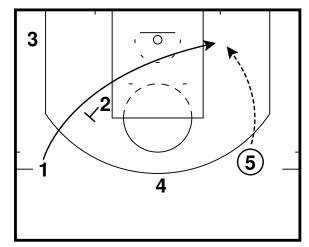
2 sets slice screen for 3. 1 passes to 3.

Slice (Zipper)

Slice (Zipper)

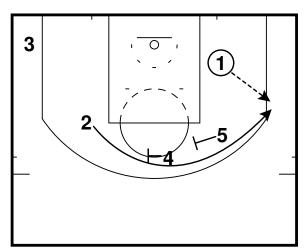


4 cuts off zipper screen from 3 & 2. 3 clears to the corner. 1 passes to 4 who passes to 5.



2 sets slice screen for 1 into the post. 5 passes to 1.

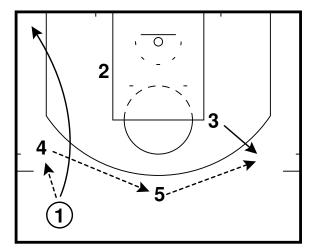
Slice (Zipper)



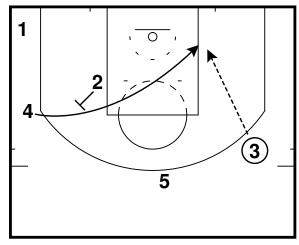
4 & 5 set stagger screen for 2 for a shot.

Slice Punch Hand Off

Slice Punch Hand Off

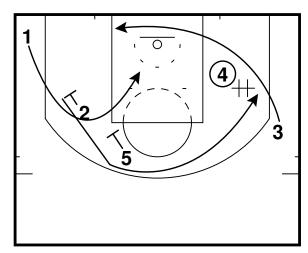


1 passes to 4 who passes to 5 who reverses to 3.



2 sets slice screen for 4, 3 passes to 4 in the post.

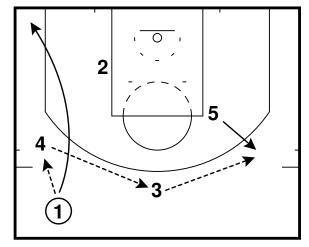
Slice Punch Hand Off



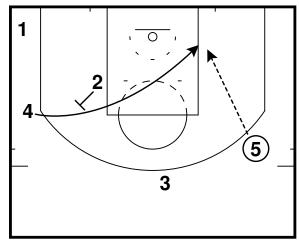
3 cuts off 4 to the baseline. 2 & 5 set a stagger screen for 1.1 curls inside, 2 comes off screen from 5 into a hand off from 4 for a shot.

Slice Punch Stagger

Slice Punch Stagger

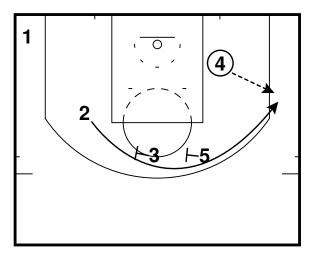


1 passes to 4 who passes to 5 who reverses to 3.



2 sets slice screen for 4, 3 passes to 4 in the post.

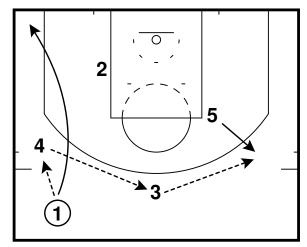
Slice Punch Stagger



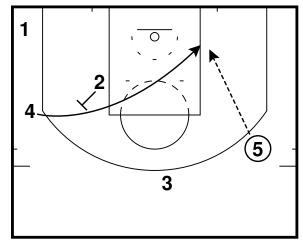
2 cuts off stagger screen from 3 & 5 for a shot from 4.

Slice Punch Stagger Slip

Slice Punch Stagger Slip

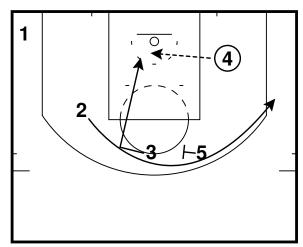


1 passes to 4 who passes to 5 who reverses to 3.



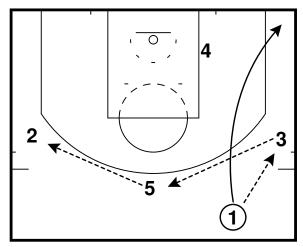
2 sets slice screen for 4, 3 passes to 4 in the post.

Slice Punch Stagger Slip



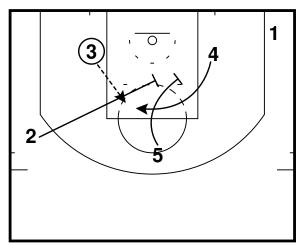
2 cuts off stagger screen from 3 & 5, 3 slips to the rim for a layup.

Slice Punch Thunder



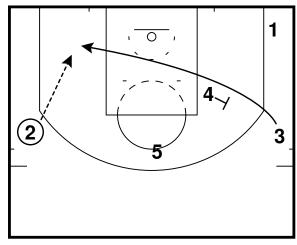
1 passes to 4 who passes to 5 who reverses to 3.

Slice Punch Thunder



2 & 5 set double screen down for the 4 man. 5 passes to 4.

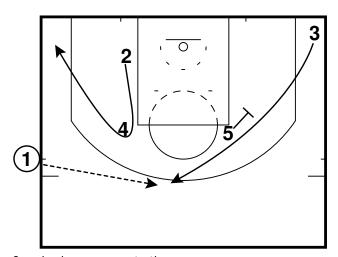
Slice Punch Thunder



2 sets slice screen for 4, 3 passes to 4 in the post.

SOB 3 Sprint Flash

SOB 3 Sprint Flash



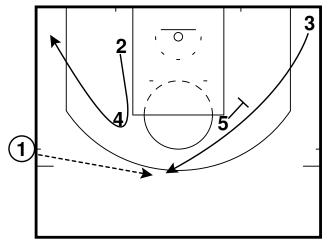
- 2 curls zipper screen to the corner.
- 5 sets pindown screen for 3 to come off looking for a shot.

1 4 5 5

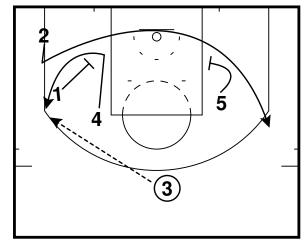
- 2 sprints off double screen from 4 & 5.
- 4 flashes to the elbow for an ISO.

SOB 3 Sprint Invert

SOB 3 Sprint Invert



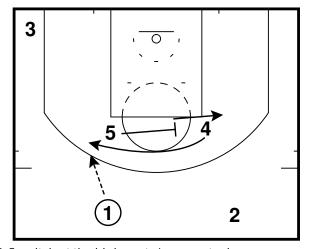
- 2 curls zipper screen to the corner.
- 5 sets pindown screen for 3 to come off looking for a shot.



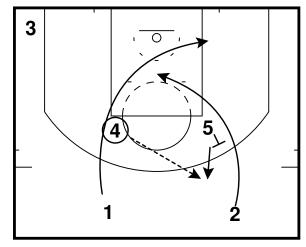
- 2 sprints off double screen from 4 & 5.
- 1 sets pindown screen for 4 for a shot.

Special

Special

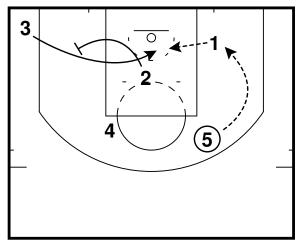


4 & 5 switch at the high post, 1 passes to 4.



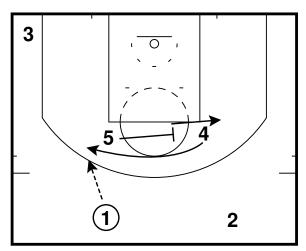
1 cuts off 4 to the opposite post. 5 sets backscreen for 2 and opens up for the pass from 4.

Special



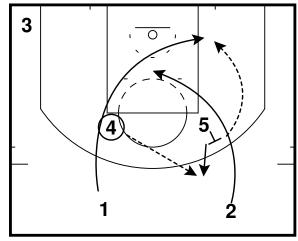
5 passes the ball into the post.2 sets backscreen for 3 for a layup.

Special (Stagger)



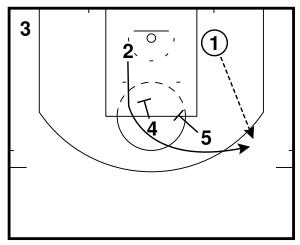
4 & 5 switch at the high post, 1 passes to 4.

Special (Stagger)



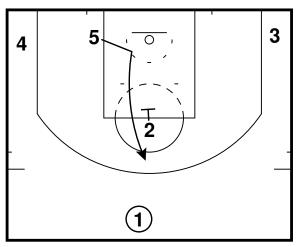
- 1 cuts off 4 to the opposite post.
- 5 sets backscreen for 2 and opens up for the pass from 4.
- 5 passes to 1 in the post.

Special (Stagger)



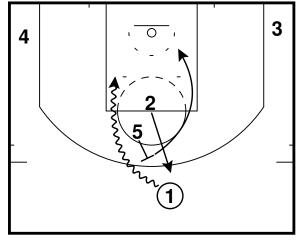
4 & 5 set a stagger screen for 2 for a shot.

Stack P&R



 $2\,$ screens down for $5\,$ who is coming up to set a ballscreen for $1\,.$

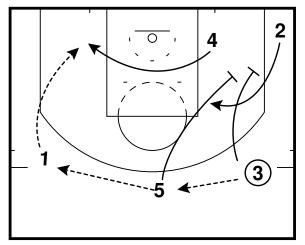
Stack P&R



5 sets a ballscreen for 1 who comes off attacking, 5 rolls to the rim.

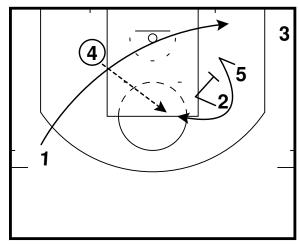
2 lifts when 5 rolls.

Strong Punch Thunder



- 3 passes to 5 who reverses to 1.
- 4 slides underneath to opposite post, 5 & 3 set stagger screen for 2.
- 1 passes to 4 in the post.

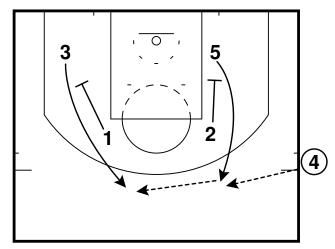
Strong Punch Thunder



2 curls the stagger screen and sets pindown screen for 5.

STS (SOB)

STS (SOB)

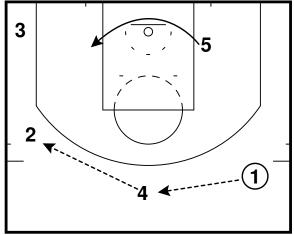


- 5 zipper cuts off 2, 1 sets pindown for 3. 5 receives pass from 5 and reverses to 3.
 - Swing Flare Hammer

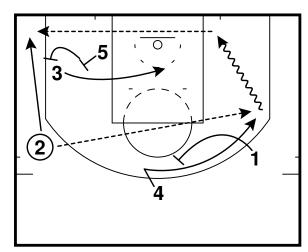
1 2 4

2 sets backscreen for the inbounder 4, then comes off screen from 5. 3 picks best option.

Swing Flare Hammer

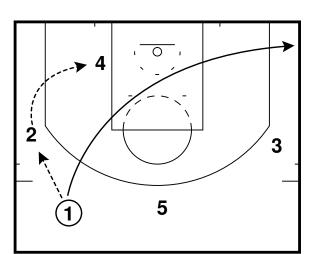


- 1 passes to 4 who reverses to 2.
- 5 follows to opposite post.



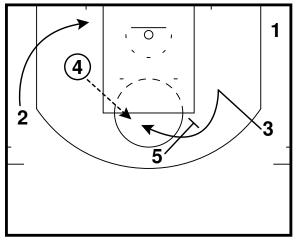
- 1 sets flare screen for 4.
- 5 screens across for 3.
- 4 attacks baseline and kicks to 2 coming off hammer screen from 5.

Thru Punch Pin



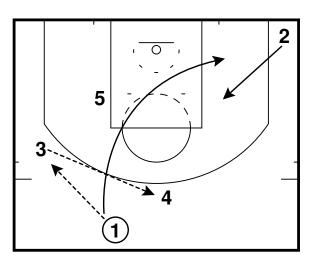
1 passes to 2 who enters the ball into the post to 4. 1 cuts through opposite.

Thru Punch Pin



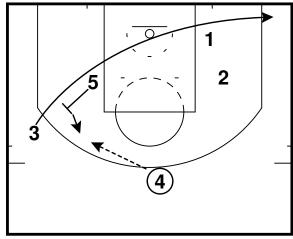
2 cuts off 4 baseline, 5 screens down for 3 off the post for a shot.

Thru Stagger Curl



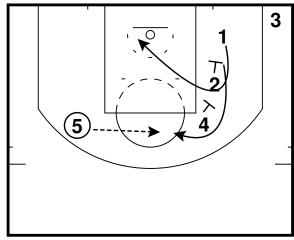
1 passes to 3 and cuts through to opposite corner. 2 passes to 4.

Thru Stagger Curl



5 sets backscreen for 3 who cuts to opposite corner and opens up for a pass. 4 passes to 5.

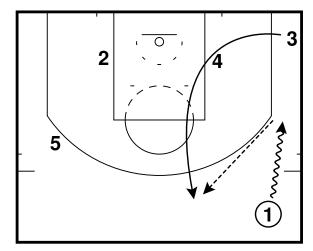
Thru Stagger Curl



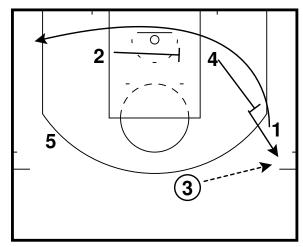
 $2\,\,\&\,\,4$ set stagger screen for 1 . 1 curls to the rim, 2 cuts off screen from 4 .

UCLA Flare

UCLA Flare



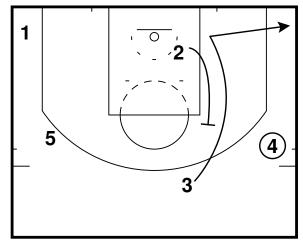
3 comes off zipper screen and receives pass.



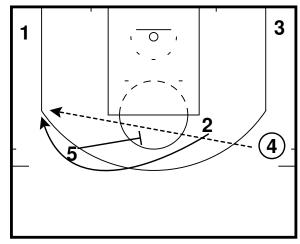
1 cuts off double screen to opposite corner. 3 passes to 4 on the wing.

UCLA Flare

UCLA Flare



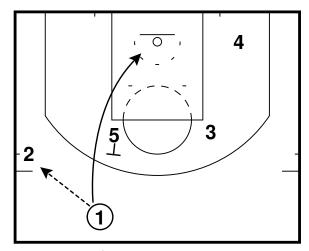
3 cuts off UCLA screen from 2.



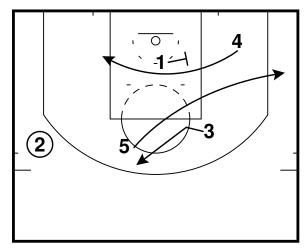
2 comes off 5 screen from 5.

UCLA Power

UCLA Power

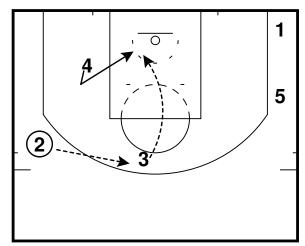


1 passes to 2 and UCLA cuts off 5.



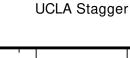
1 sets cross screen for 4 and 5 and 3 exchange.

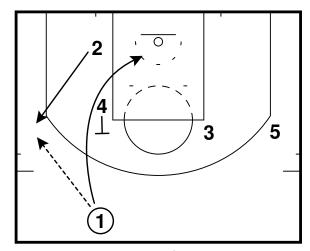
UCLA Power



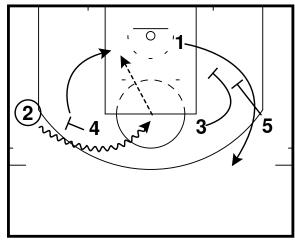
4 posts his man, 3 flashes to high post and receives pass from 2. 3 passes over the top to 4.

UCLA Stagger





1 passes to 2 on the wing and UCLA cuts off 4.



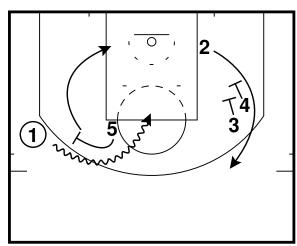
1 comes off stagger screen from 3 & 5. 4 sets ballscreen for 2 and rolls to the rim.

Wedge Low Double

2 3 4

2 sets low wedge screen for 5.5 sprints out for a wing ballscreen.

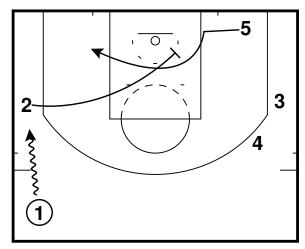
Wedge Low Double



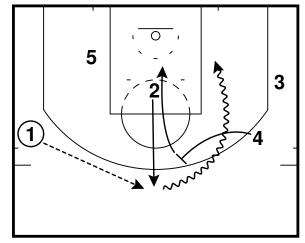
5 sets ballscreen for 1 and rolls. 4 & 3 set double screen for 2. 1 attacks with options.

Wedge Low Lift Get

Wedge Low Lift Get

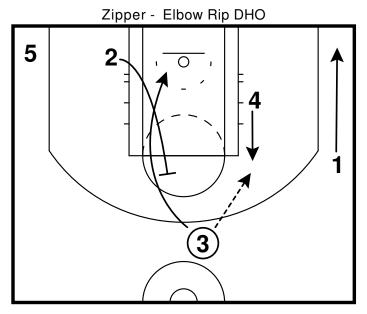


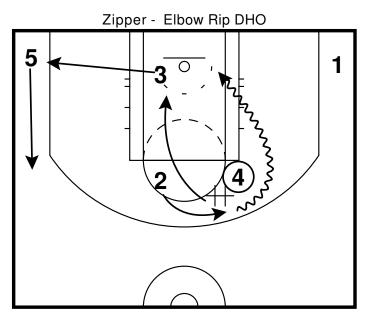
2 sets low wedge screen for 5.5 comes across.

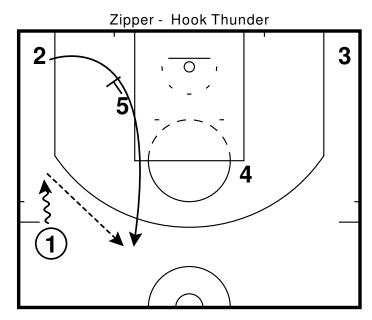


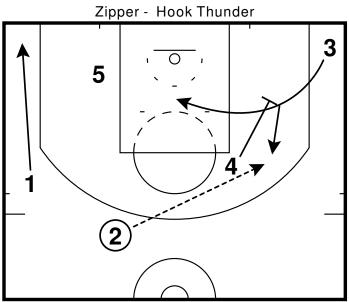
2 lifts and receives ballscreen from 4.

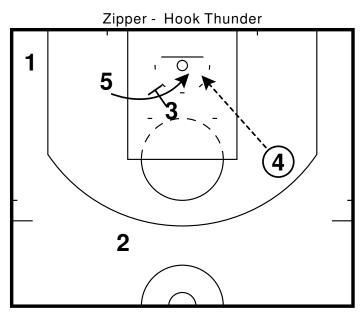
5 2 3





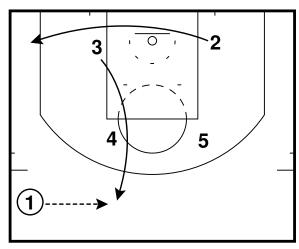






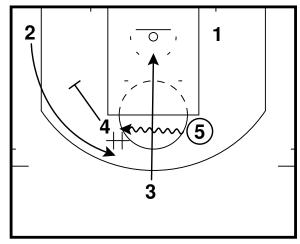
Zipper - Ram Elbow Thunder Zipper - Ram Elbow Thunder 2 3 3 Zipper - Ram Elbow Thunder Zipper - Ram Elbow Thunder 3 1 5

Zipper AI BP Chicago



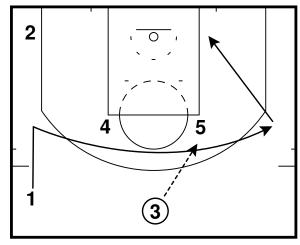
- 3 zipper cuts off 4.
- 3 cuts underneath opposite.

Zipper AI BP Chicago



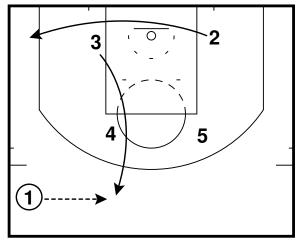
- 4 cuts through in the middle.
- 4 sets pindown screen for 2 who comes off hand off from 5 after and attacks.

Zipper AI BP Chicago



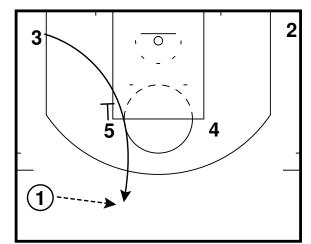
- 1 Iverson cuts over 4 & 5.
- 3 passes to 5.

Zipper Al Hammer



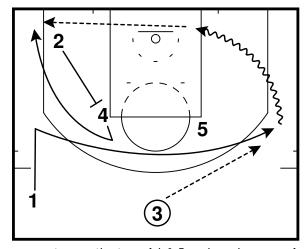
3 zipper cuts off 4.

Zipper Al Out



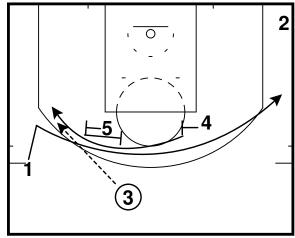
3 zipper cuts off 5. 1 passes to 3.

Zipper Al Hammer



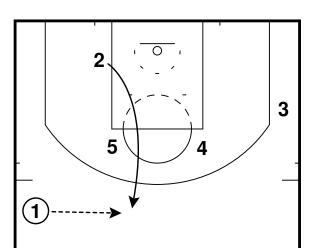
1 Iverson cuts over the top of 4 & 5 and receives pass from 3.1 attacks and passes to 4 coming off the hammer screen.

Zipper Al Out



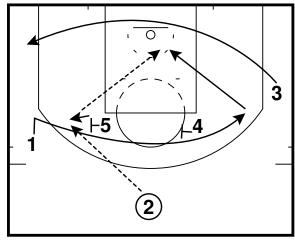
1 Iverson cuts over the top of 4 & 5.5 then turns and screens for 4 out out to the wing for a shot.

Zipper Al Rip



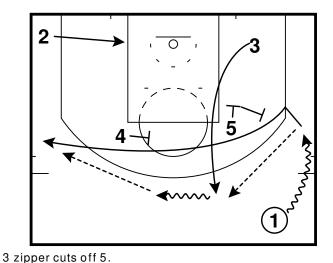
2 zipper cuts off 5.

Zipper Al Rip



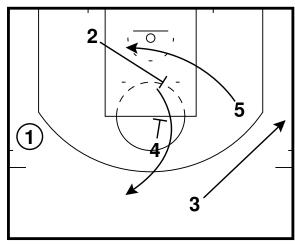
1 Iverson cuts over the top of 4 & 5.3 clears opposite. 5 opens up and receives pass from 2, 1 cuts backdoor off of 4 for a layup.

Zipper AI STS



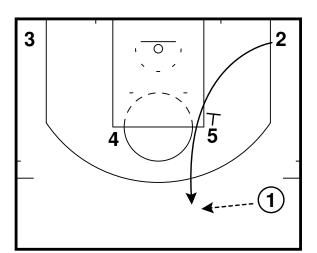
1 passes to 4 and zipper cuts over 4 & 5 and receives pass from 3.

Zipper AI STS



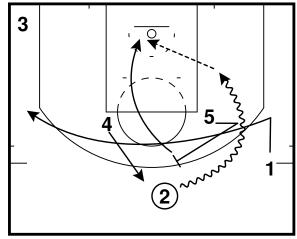
 $2\,$ screens across for $5\,$ and comes off down screen from $4\,.$ $1\,$ chooses the best option.

Zipper AI Tag



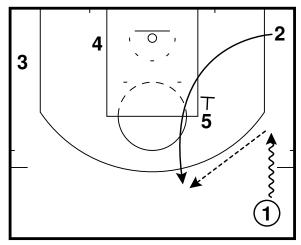
2 zipper cuts off 5 and receives pass from 1.

Zipper AI Tag



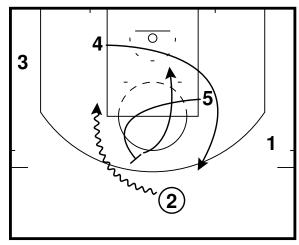
1 Iverson cuts over the top, as soon as he clears 5 steps up for a ballscreen but just hits the man and rolls quickly to the rim, 4 lifts.

Zipper Chase



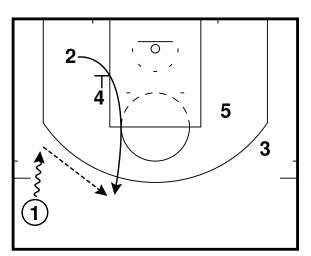
2 zipper cuts off 5 and receivers pass from 1.

Zipper Chase



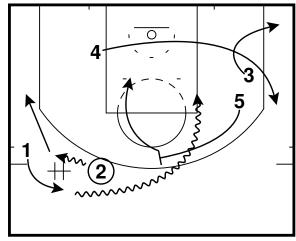
5 steps up for a ballscreen for 2 and rolls to the rim. 4 replaces underneath and cuts to the 3 point line.

Zipper Give P&R



2 zipper cuts off 4 and receives pass.

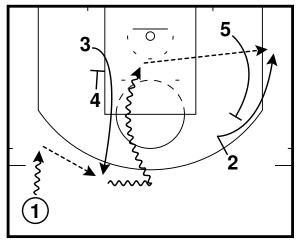
Zipper Give P&R



2 turns and gives it back to 1 who comes off a ballscreen from 5.

4 cuts across and 3 exchanges with him.

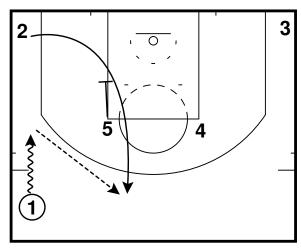
Zipper Hammer



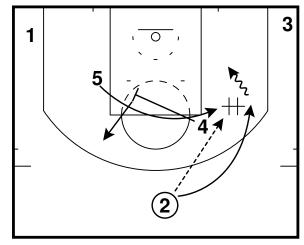
3 zipper cuts off 4 and receives the pass. 3 attacks and 5 sets hammer screen for 2.

Zipper Horns Give





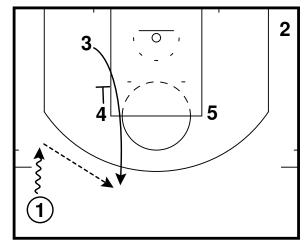
2 zipper cuts off 5. 1 passes to 2.



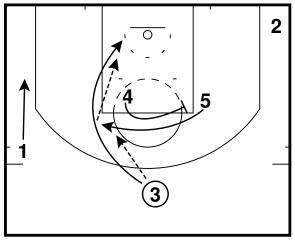
4 screens down for 5, 2 passes to 5 at the elbow. 2 cuts off for a hand back for a shot.

Zipper Horns TD

Zipper Horns TD

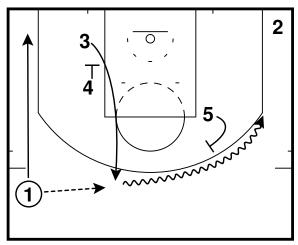


2 zipper cuts off 4. 1 passes to 2.



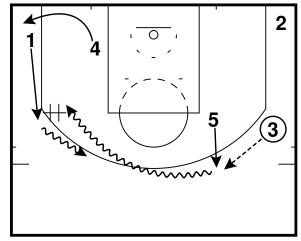
4 screens down for 5, 3 passes to 5 at the elbow. 3 cuts off for a hand back for a shot.

Zipper Lift Mix



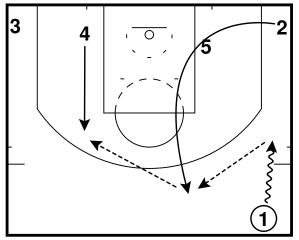
3 zipper cuts off 4.1 passes to who comes off ballscreen from 5.

Zipper Lift Mix



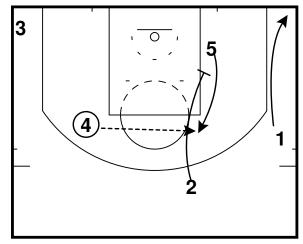
 $5\ lifts,\,3$ passes back to him. $5\ goes\ into\ dribble\ hand\ off$ for $1\ to\ attack\ off\ of.$

Zipper Thunder



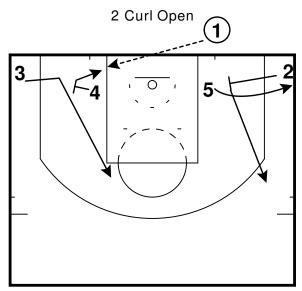
2 zipper cuts off 5.1 passes to 2.2 reverses to 4 at the elbow.

Zipper Thunder



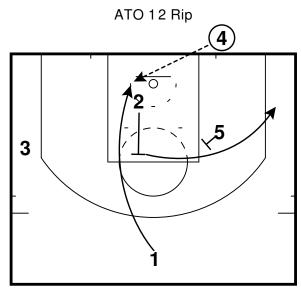
2 sets down screen for 5, 4 passes to 5 for jump shot.

Baseline out of Bounds

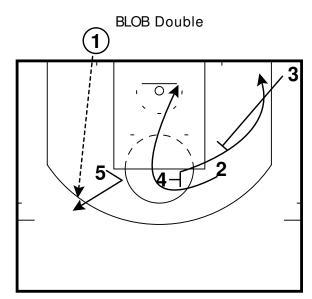


 $2\ \text{screens}$ for $5\ \text{who}$ pops to the $3\ \text{point}$ line, $2\ \text{cuts}$ and opens up to the wing.

4 screens for 3 who cuts inside, 4 opens up looking for the ball.



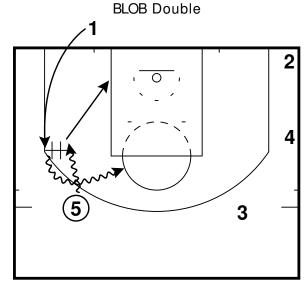
2 sets a backscreen for 1 for a layup then comes off screen from $5\,.$



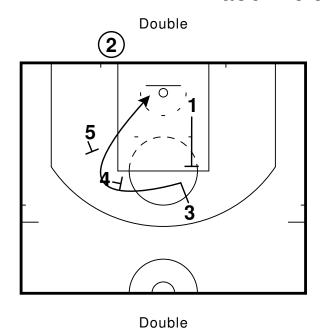
2 fakes cutting off double screen and curls to the rim. 3 steps in and screens for 4 looking for a shot in the corner.

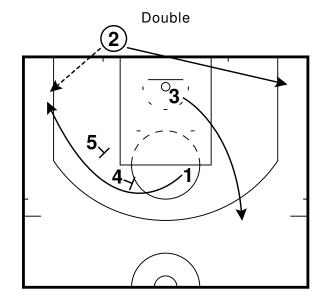
5 pops to the wing.

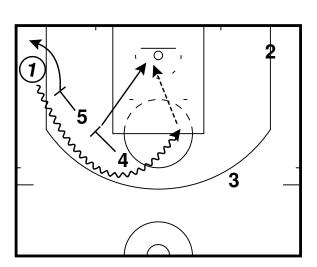
1 passes to 5.

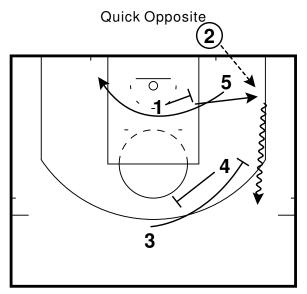


1 comes inbuonds and receives dribble hand off from 5. 1 & 5 play 2-man game as 2/3/4 space the floor.



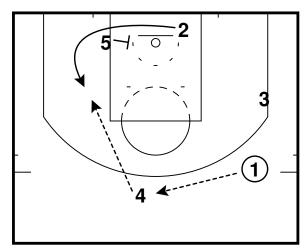




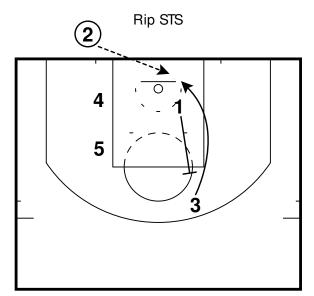


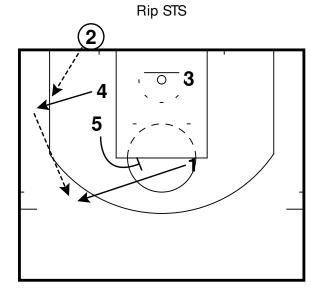
- 1 screens for 5, 5 cuts to the basket.
- 2 passes to 1 and steps inbounds
- 4 screens for 3 who sets ballscreen for 1.

Quick Opposite



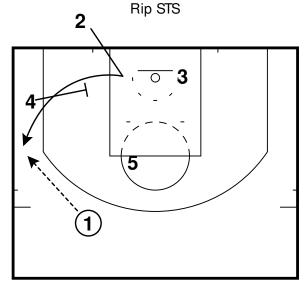
- 1 passes to 4.
- 2 comes off screen from 5 for a shot.



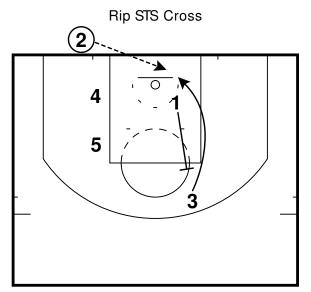


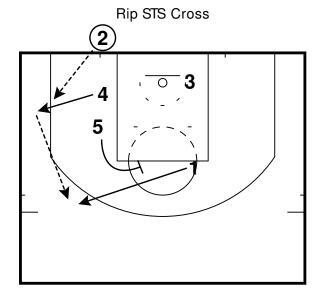
1 Sets a backscreen for 3, first look is for layup opportunity.

If 3 is covered, 4 pops to the corner and 2 pases to 4. 5 screens for 1 and 4 passes to 1.



4 then sets a pindown screen for 2 (Kyle Korver)

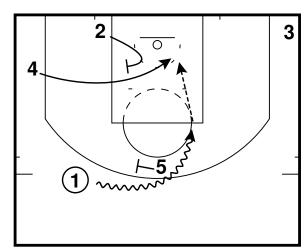




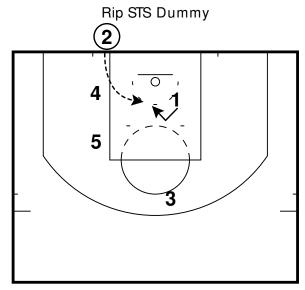
1 Sets a backscreen for 3, first look is for layup opportunity.

If 3 is covered, 4 pops to the corner and 2 pases to 4. 5 screens for 1 and 4 passes to 1.

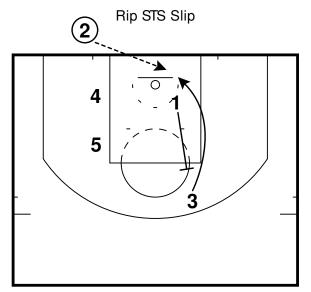
Rip STS Cross

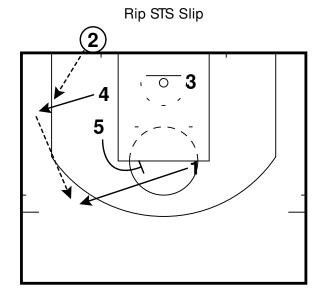


4 then sets a pindown screen for 2 (Kyle Korver)



1 Sets a backscreen for 3, first look is for layup opportunity.

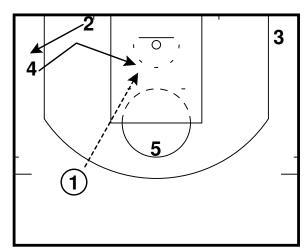




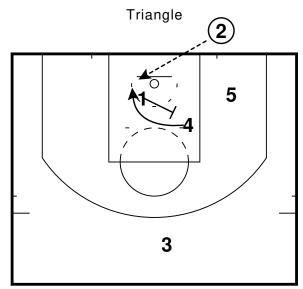
1 Sets a backscreen for 3, first look is for layup opportunity.

If 3 is covered, 4 pops to the corner and 2 pases to 4. 5 screens for 1 and 4 passes to 1.

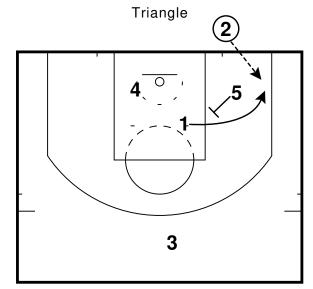
Rip STS Slip



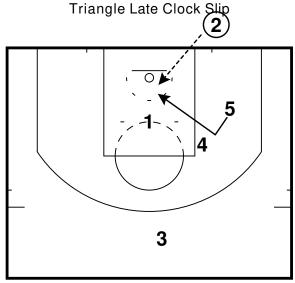
4 then sets a pindown screen for 2 (Kyle Korver)



1 screens across for 4. Option 1: Look for 4 early.



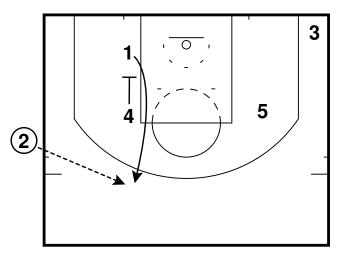
5 then screens for 1.
Option 2: Look for 1 off screen from 5.



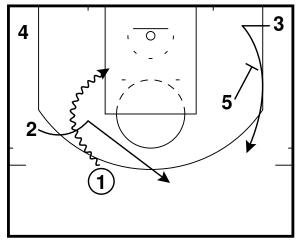
1 screens across for 4. Option 1: Look for 4 early.

Sideline out of Bounds

12 Brush 12 Brush

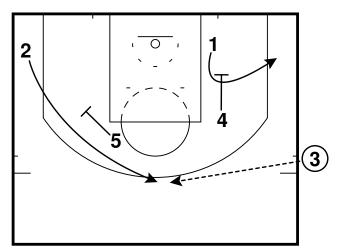


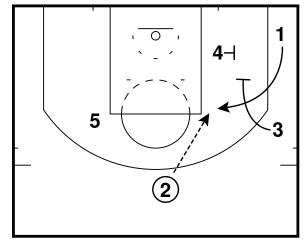
1 zipper cuts off screen from 4.



- 2 runs across 1 and brushes his man with a fake ballscreen, 1 drives hard behind.
- 5 screens down for 3.

3

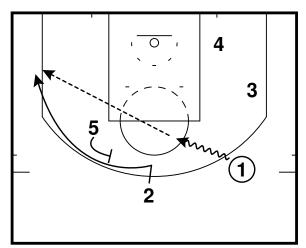




1 curls the zipper cut to the corner. 2 comes off pindown from 5 looking for a quick shot.

3 & 4 set a "V" screen just like the Hawks motion offense looking for the point guard coming off the screen.

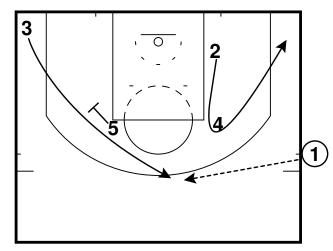
3

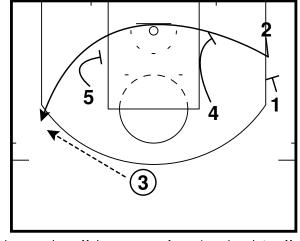


1 catches it and attacks, 5 sets a flare screen for 2 looking for a shot $\,$

3 Sprint

3 Sprint



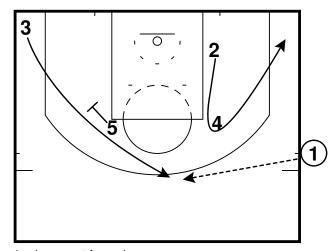


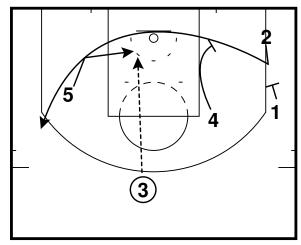
- 2 curls zipper cut from 4.3 comes off down screen from 5.1 passes to 3.
 - passes to o.

2 fakes coming off down screen from 1 and sprints off double screen from 4 and 5 looking for a shot.

3 Sprint Slip

3 Sprint Slip

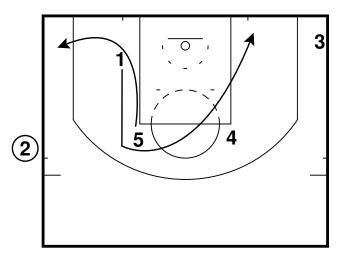




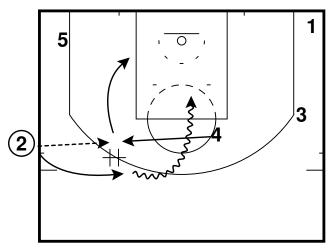
2 curls zipper cut from 4.3 comes off down screen from 5.1 passes to 3.

2 fakes coming off down screen from 1 and sprints off double screen from 4 and 5, 5 slips to the rim for a layup.

4 Hand Off 4 Hand Off

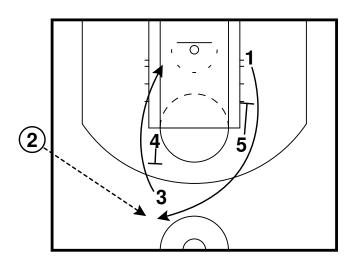


Typically end of quarters and halves in late clock situations. 1 zipper cuts and cuts to the basket, 5 clears to the corner.

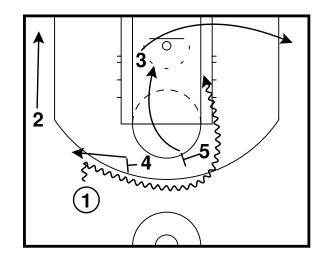


4 flashes to the ballside elbow, 2 passes and then comes off dribble hand off from 4 and attacks.

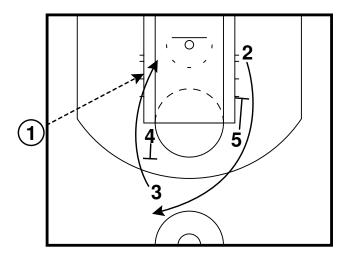
Double Chase



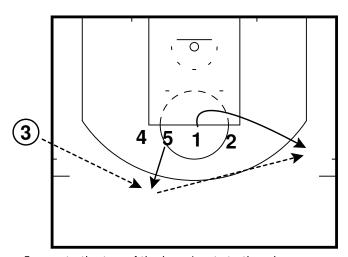
Double Chase



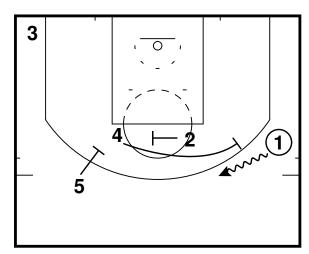
First Cutter



New York New York

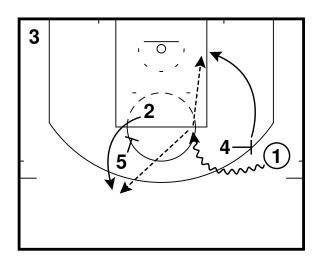


5 pops to the top of the key. 1 cuts to the wing. 3 passes to 5 who reverses to 1.

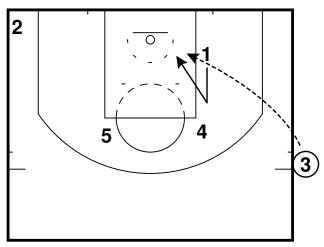


 $2\ \text{screens}$ across for $4\ \text{who}$ sets ballscreen for $1\ .$ $5\ \text{screens}$ down for $2\ .$

New York



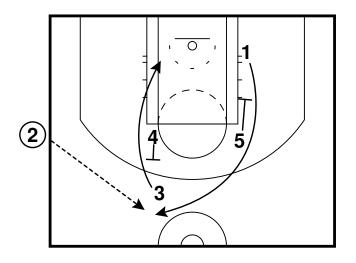
One Seal



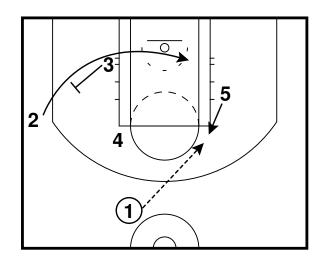
If 1 has his man on the high side or notices he is not paying attention he will seal his man for a layup.

Rip Double Thunder

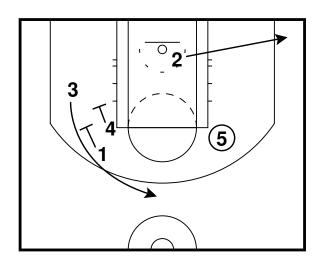
Rip Double Thunder

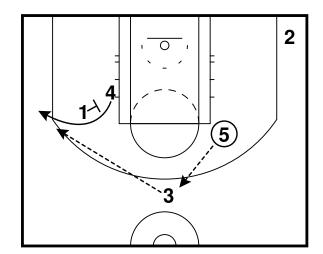


Rip Double Thunder

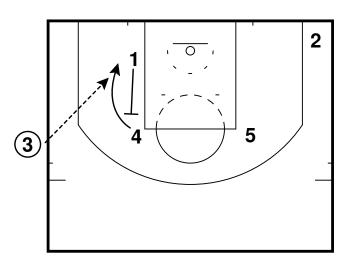


Rip Double Thunder





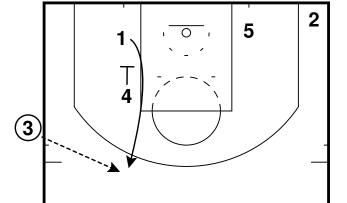
Up Up



1 screens up for 4. 3 passes to 4.

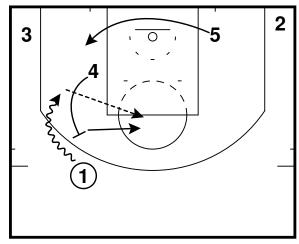
- 3 5
- Post up for 4.

Zipper Chase P&R



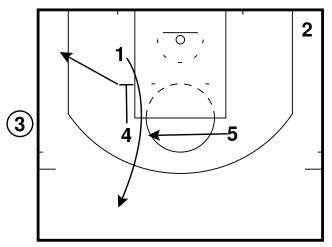
1 zipper cuts off 4 and receives pass from 1.

Zipper Chase P&R



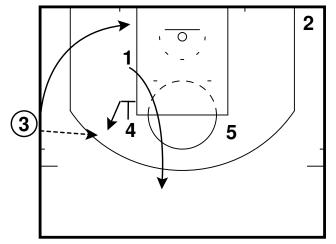
- 4 chases into a nail pop ballscreen and 1 attacks off it and kicks to him for a shot.
- 5 slides underneath, taking help away.

Zipper Elbow Give



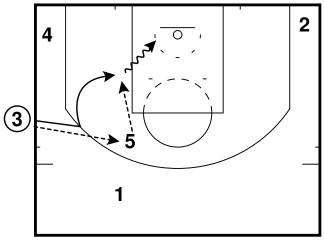
- 1 zipper cuts off 4. 4 clears to the corner. 5 fills behind at the elbow.
- o mio bomina at tiro cibow.

Zipper Elbow ISO



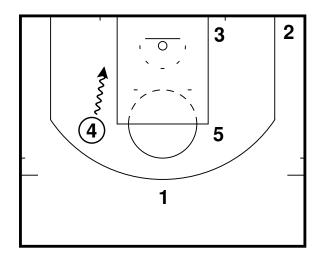
1 zipper cuts off 4, 4 opens up for the pass into Elbow ISO.

Zipper Elbow Give

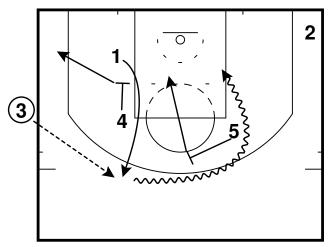


Give & Go for 3.

Zipper Elbow ISO

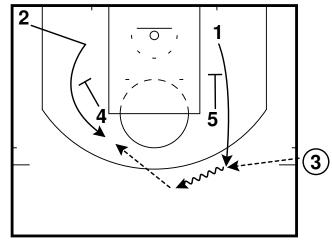


Zipper P&R



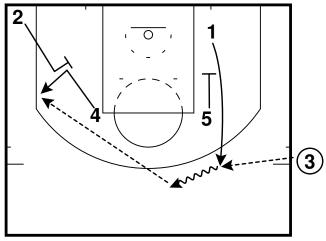
Zipper cut into P&R.

Zipper Pindown



Zipper into a pindown screen for 2.

Zipper Pindown (Invert)



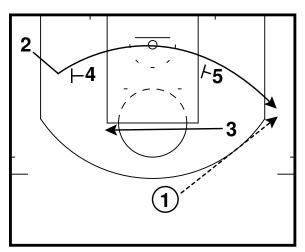
Counter to the pindown action with 2 screening for 4 for a shot.

Zipper Pindown Sprint

2 1 1 5 5

1 zipper cuts off 5 and receives pass from 3.

Zipper Pindown Sprint



2 rejects pindown from 4 and sprints across for shot.

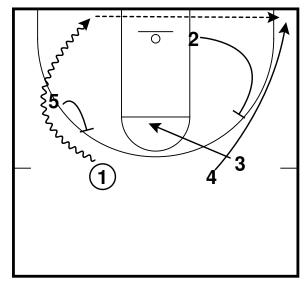
End of Game

ATO Hammer

5 4 3 -

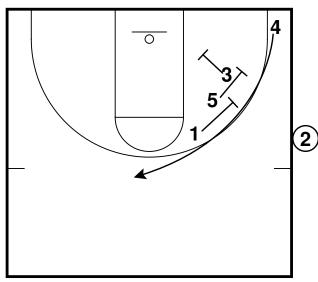
1 zipper cuts off 2 and receives pass from 5.

ATO Hammer



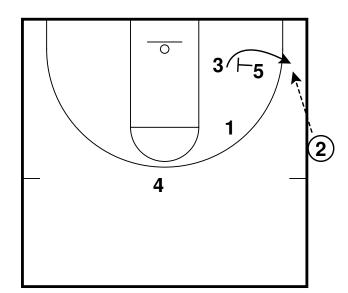
5 sets ballscreen for 1 who attacks off baseline, looking for 4 man off hammer screen.

Corner



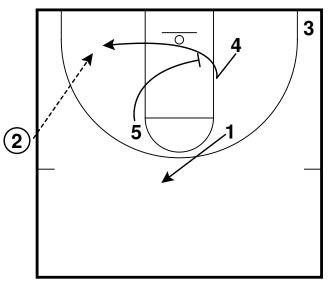
3 screens inside on any man sagging off, 4 cuts off stagger screen from 1 $\&\,5\,.$

Corner



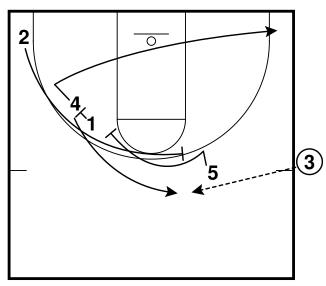
5 screens on the baseline for 3 for a shot.

Cross



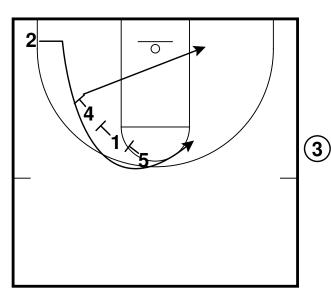
5 screens across for 4 to look to get a quick shot or a post up.

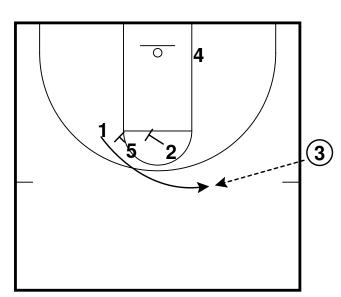
Double



- 4 fakes screen and clears to opposite corner.
- 5 & 1 set stagger screen for 2.
- 2 cuts off and screens for 5 who then screens for 1 to get a shot at top of the key.

EOG EOG



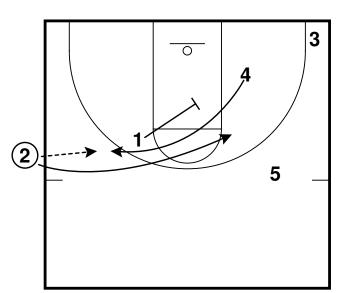


Pero Antic at the 3.

2 veers off his cut and joins 5 to set a double screen for 1. 3 passes to 1 looking for a shot.

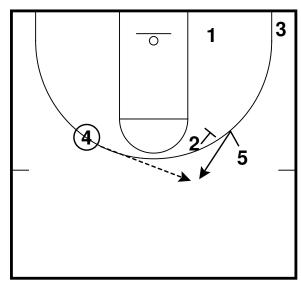
- 2 cuts off triple screen from 4/1/5.
- 4 cuts to ballside block.

EOG



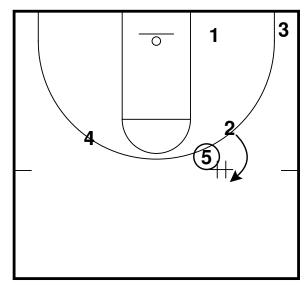
1 screens across for 4 who receives the pass from 2. 2 cuts off and 4 fakes hand off to him. 1 clears.

EOG



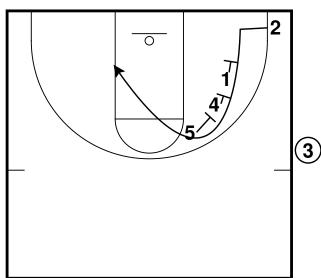
5 fakes down screen for 2 and comes off inverted screen from 2 for a shot.

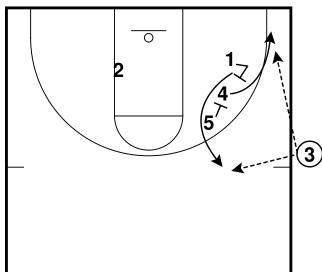
EOG



5 hands off to 2.

EOG EOG





2 cuts off triple screen toward the rim.

1 screens up for 4 who looks for shot in the corner then comes off down screen from 5.

3

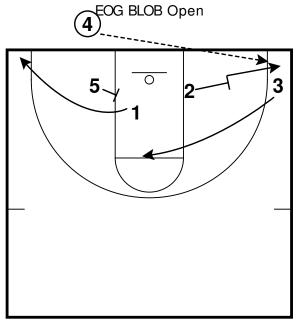
EOG 3

EOG 3

3

2 comes off screen from 5 for a 3.

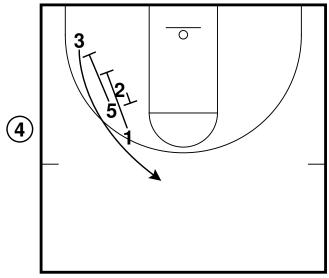
- 2 comes off triple screen and curls it.4 slides to ballside corner, 1 pops off screen from 5.

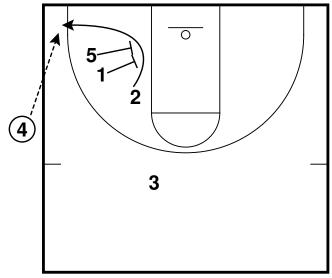


- 1-Korver
- 2-Mike Scott (Big Shooter)
- 3-Millsap
- 4-Antic
- 5-Horford
- 5 screens across for 1 who cuts to the corner.
- 2 screens for 3 and opens up in the corner for a shot.

EOG Double 3

EOG Double 3

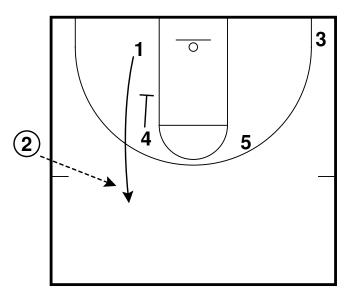




2 comes off 1 & 5 double screen for a 3 in the corner.

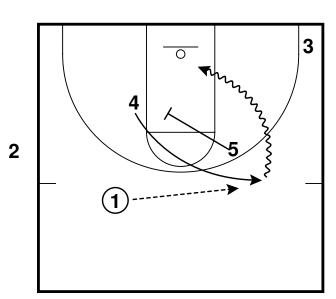
- 1-Korver
- 2-Mike Scott (Big Shooter)
- 3-Millsap
- 4-Antic
- 5-Horford
- 3 comes off triple screen.

EOG SLOB



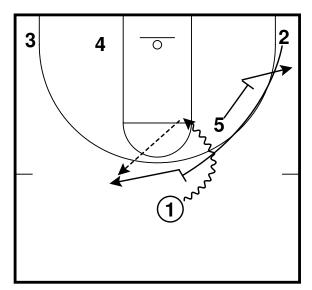
1 comes off zipper screen from 4.

EOG SLOB



5 sets screen for 4 (Paul Millsap) who pops to the wing. 4 ISO.

EOH 12



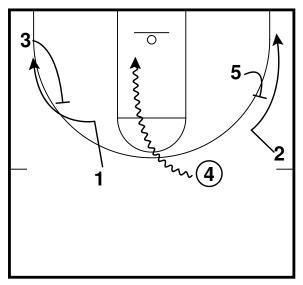
5 screens down for 2 who sets ballscreen for 1 and pops.

Go Screeners

3 4 7 2

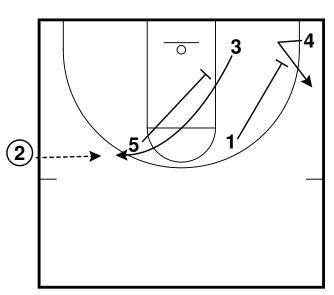
4 comes off zipper screen from 5 and receives the pass.

Go Screeners



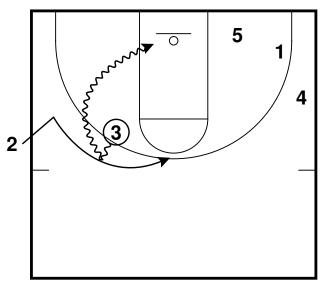
4 attacks the rim. 3 sets flare for 1 and 5 sets flare for 2.

Keep



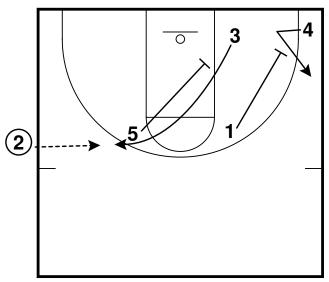
 $5\,$ screens down for $3\,.$ $1\,$ screens down for $4\,$ who stays on the wing.

Keep



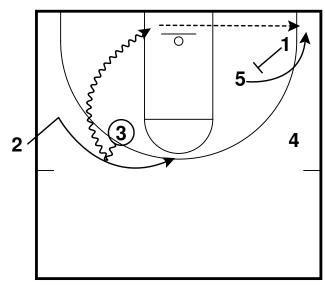
3 fakes hand off and attacks the rim.

Keep Hammer



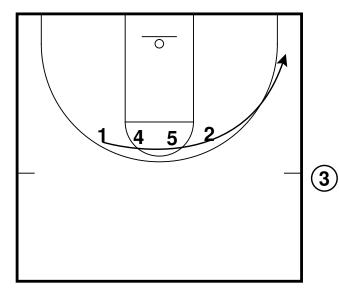
5 screens down for 3.1 screens down for 4 who stays on the wing.

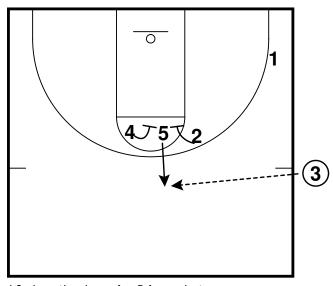
Keep Hammer



- 3 fakes hand off and attacks the rim.
- 1 sets hammer screen for 5 who receives the pass from 3.

Line

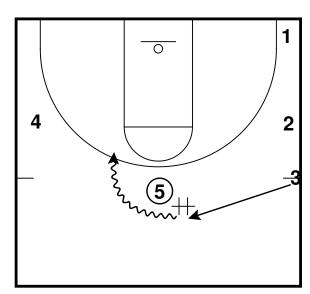




1 cuts over the top to the wing.

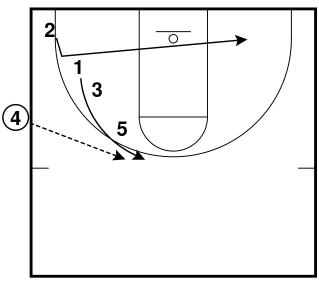
4 and 2 close the doors for 5 for a shot.

Line



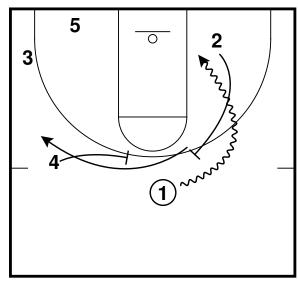
If 5 is not open, then 3 comes off for a dribble hand off.

Miami



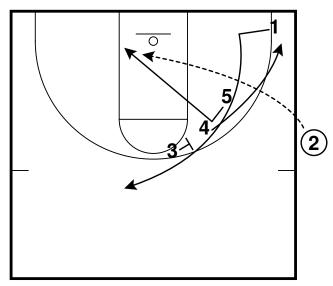
1 cuts off screen from 3 &~5.~2~cuts down opposite. 4 passes to 1.

Miami



2 sets ballscreen for 1 and then comes off flare screen from $^{4}\,$

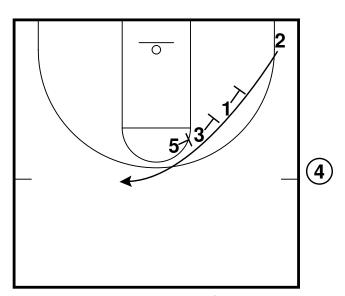
Winner



- 1 cuts off triple screen.
- 4 clears to the corner.

As 4 clears 5 slips to the basket.

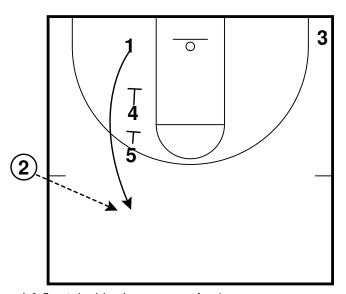
Wiper Wiper



3 3 4 4

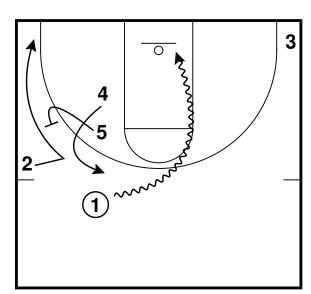
- $3\,/\,5$ Millsap & Horford Antic inbounder. Set for Kyle Korver
- 2 (Kyle Korver) cuts off triple screen to the top of the key.
- 1 screens up for 3 in the corner.
- 2 comes off screen from 5 to the ball for a shot.

Zipper Go



4 & 5 set double zipper screen for 1.

Zipper Go



1 attacks off the cut, 5 sets a flare screen for 2.