Steve Kerr Golden State Warriors Playbook



BASIC AND P

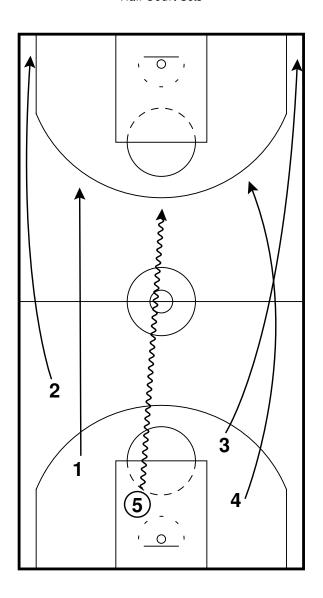
Table of Contents

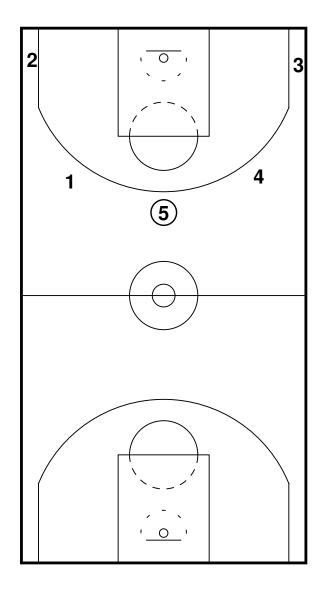
1.	Motion Offense	2
2.	Early Offense	34
3.	Half Court Sets	45
4.	Horns	146
5.	Sideline out of Bounds	158
6.	Baseline out of Bounds	179
7.	Specials	189

Motion Offense

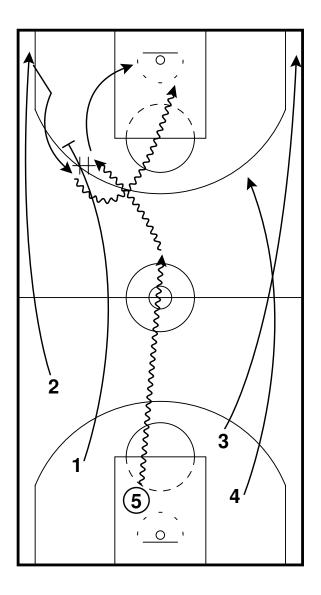
Concept - Big Pushes Half Court Sets

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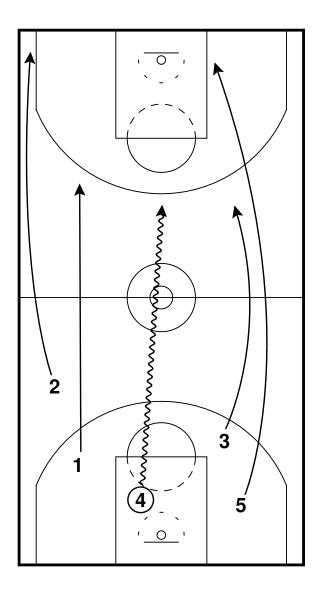


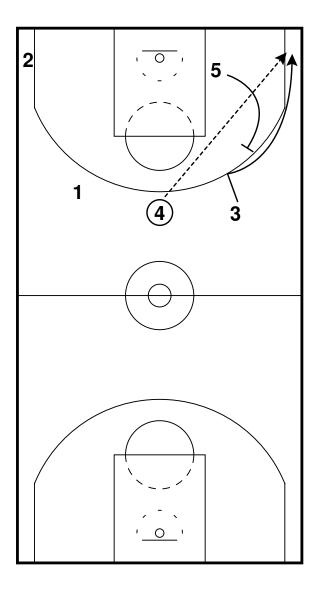


Concept - Early Chicago Half Court Sets



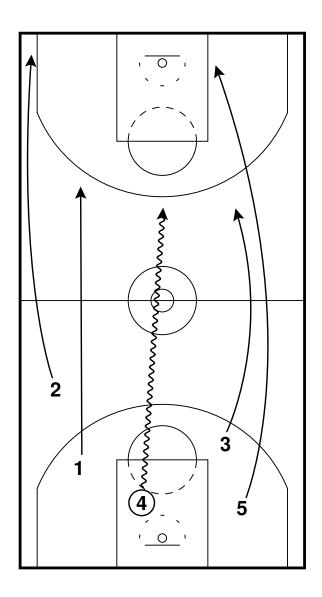
Concept - Early Flare Half Court Sets Concept - Early Flare Half Court Sets

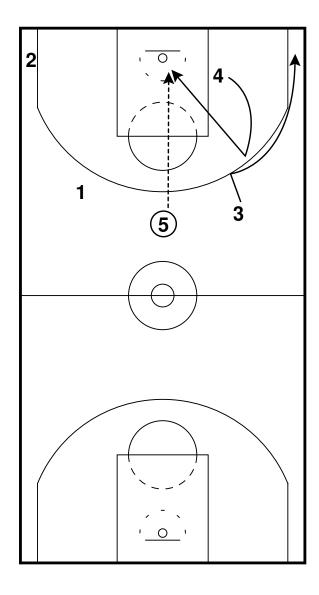




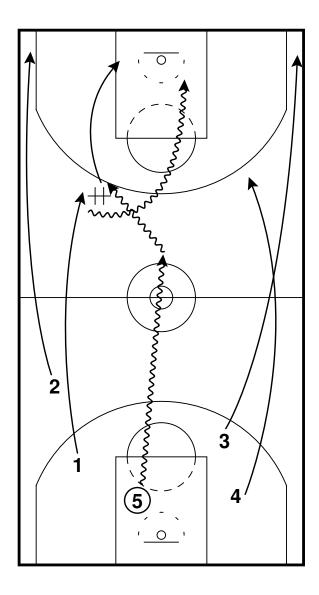
Concept - Early Flare Slip Half Court Sets

Concept - Early Flare Slip Half Court Sets

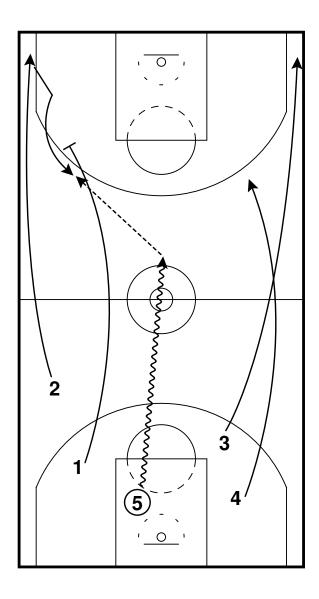




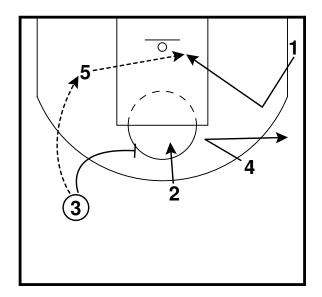
Concept - Early Hand Off Half Court Sets



Concept - Early Pin Half Court Sets

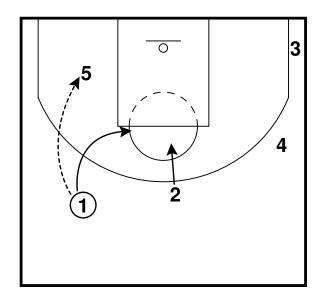


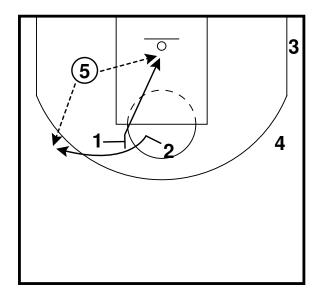
Concept - Punch - Backdoor Half Court Sets



Concept - Punch Split (Basic) Half Court Sets

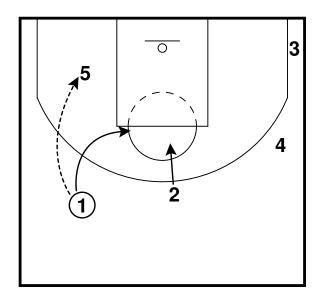
Concept - Punch Split (Basic)
Half Court Sets

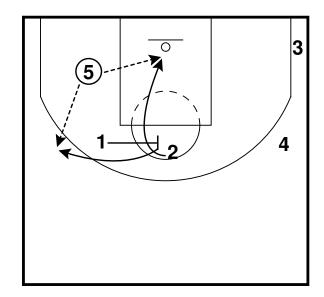




Concept - Punch Split (Curl) Half Court Sets

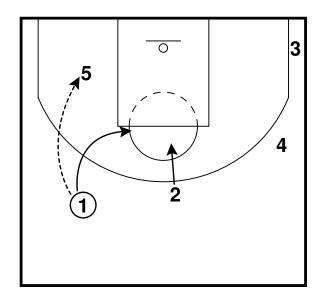
Concept - Punch Split (Curl) Half Court Sets

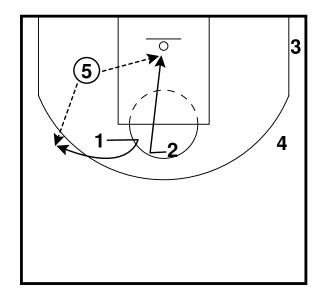




Concept - Punch Split (Dive)
Half Court Sets

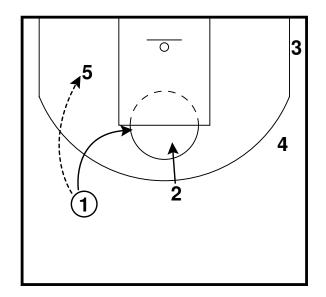
Concept - Punch Split (Dive)
Half Court Sets

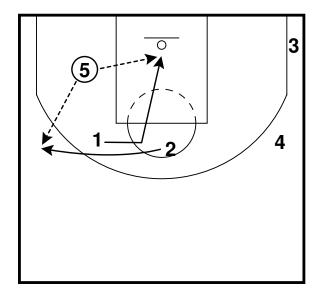




Concept - Punch Split (Slip)
Half Court Sets

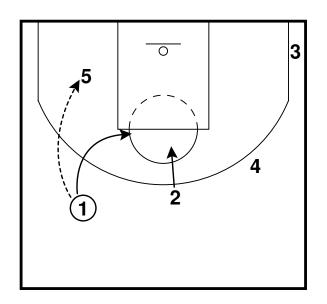
Concept - Punch Split (Slip) Half Court Sets

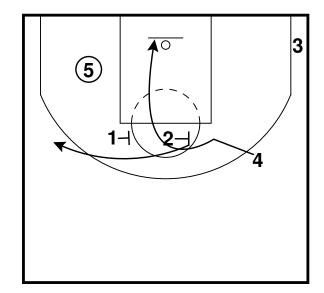




Concept - Punch Strong (First Curl)
Half Court Sets

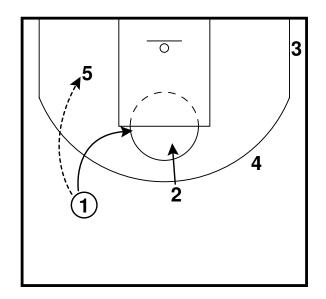
Concept - Punch Strong (First Curl) Half Court Sets

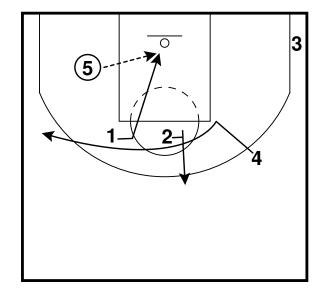




Concept - Punch Strong (First Slip)
Half Court Sets

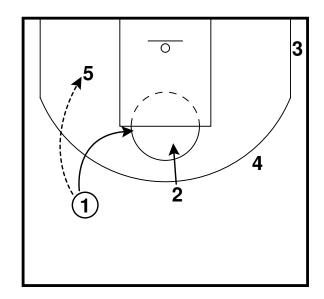
Concept - Punch Strong (First Slip)
Half Court Sets

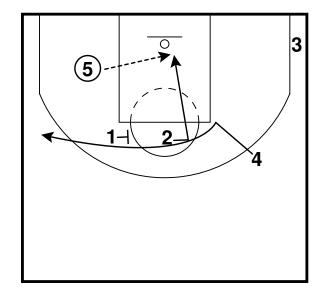




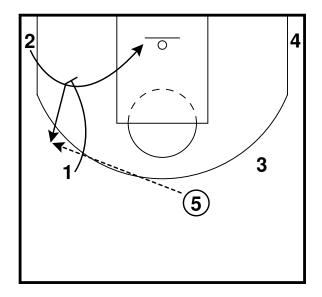
Concept - Punch Strong (Second Slip)
Half Court Sets

Concept - Punch Strong (Second Slip)
Half Court Sets



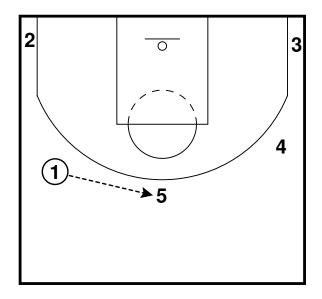


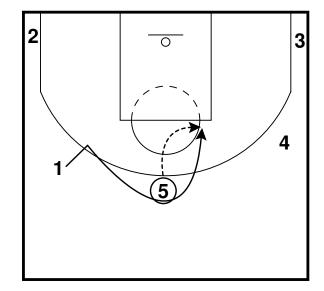
Concept - Screen & Open Half Court Sets



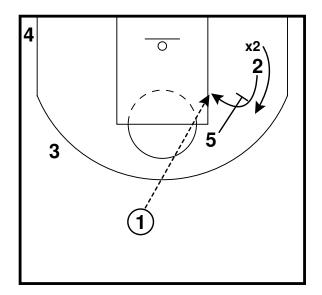
Concept - TD Cut Half Court Sets

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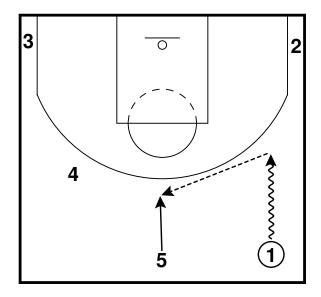


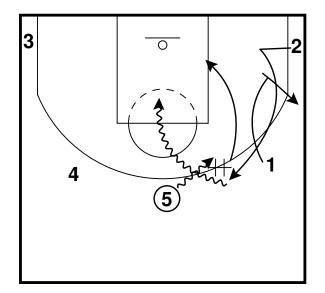
Curl Read - Off Screen Half Court Sets



Delay - Chicago Half Court Sets

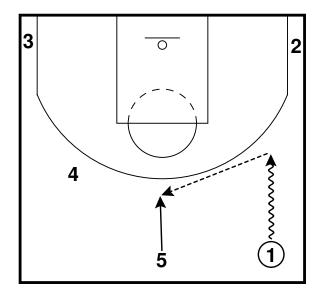
Delay - Chicago Half Court Sets

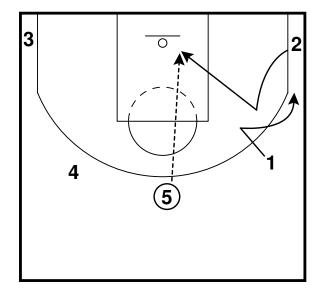




Delay - Flare - Slip Half Court Sets

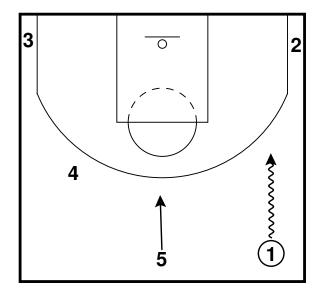
Delay - Flare - Slip Half Court Sets

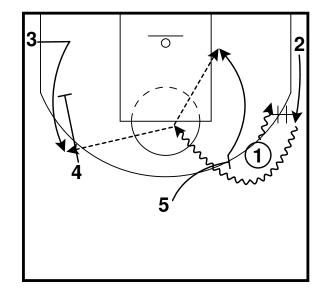




Delay - Miami Half Court Sets

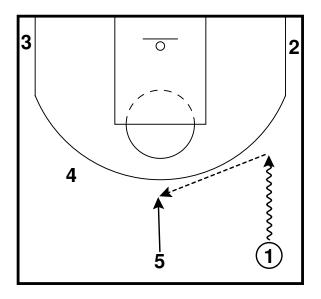
Delay - Miami Half Court Sets

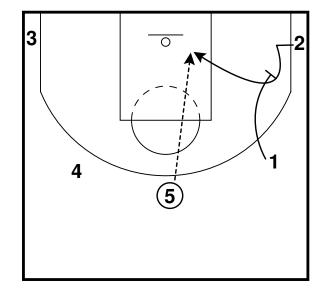




Delay - Pin - Curl Half Court Sets

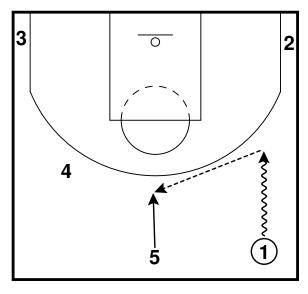
Delay - Pin - Curl Half Court Sets



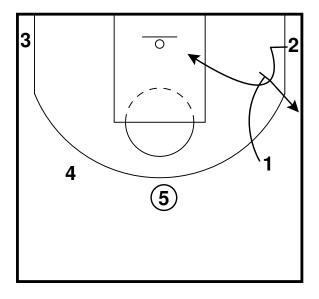


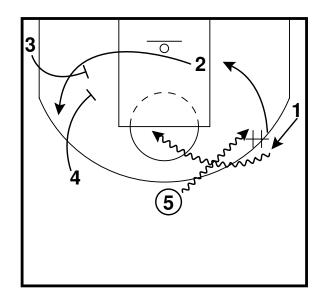
Delay - Pin - Curl - Hand Off Half Court Sets

Delay - Pin - Curl - Hand Off Half Court Sets



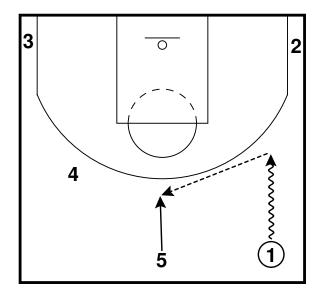
Delay - Pin - Curl - Hand Off Half Court Sets

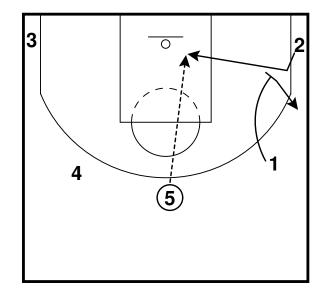




Delay - Pin - Reject Half Court Sets

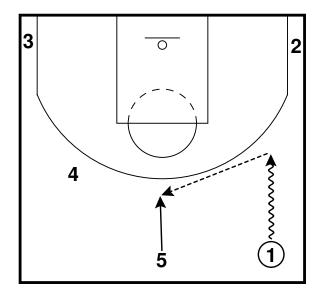
Delay - Pin - Reject Half Court Sets

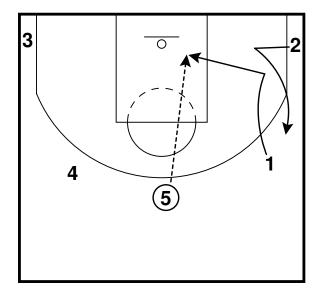




Delay - Pin - Slip Half Court Sets

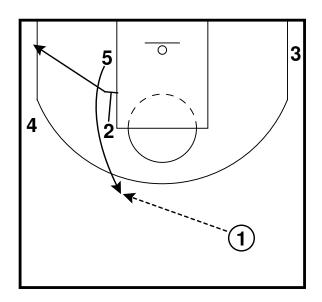
Delay - Pin - Slip Half Court Sets

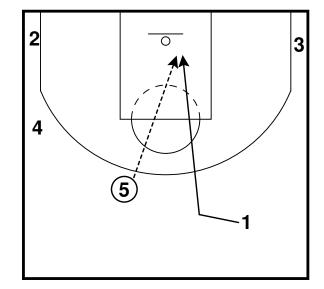




Delay - Point (2-Man Backdoor)
Half Court Sets

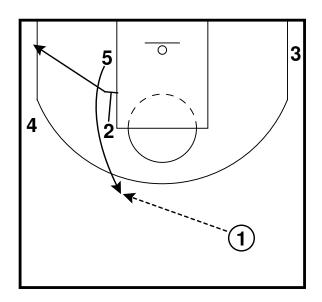
Delay - Point (2-Man Backdoor)
Half Court Sets

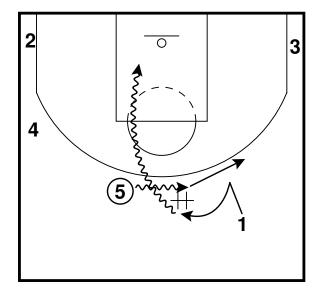




Delay - Point (2-Man Hand Off)
Half Court Sets

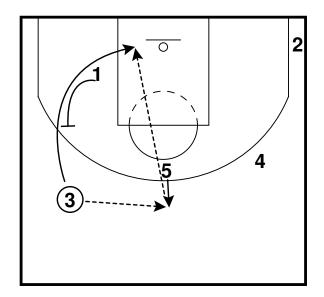
Delay - Point (2-Man Hand Off)
Half Court Sets

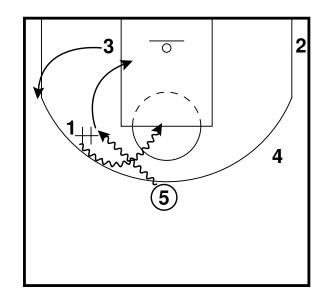




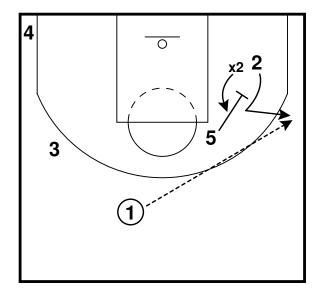
Delay - Rip Half Court Sets

Delay - Rip Half Court Sets

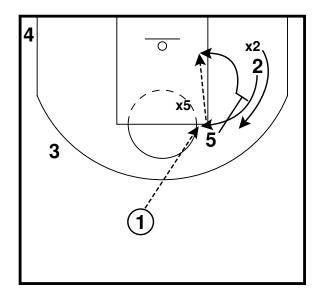




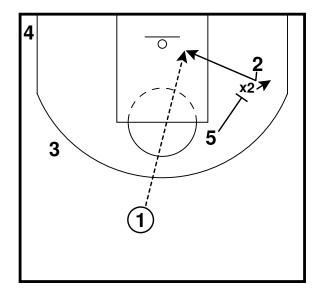
Fade Read - Off Screen Half Court Sets



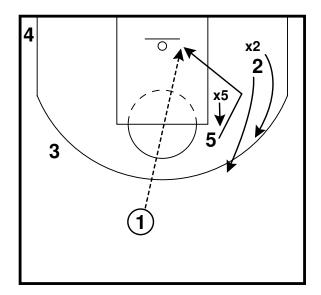
Hit Screener - Off Screen Half Court Sets



Reject Read - Off Screen Half Court Sets



Slip Screen - Off Screen Half Court Sets

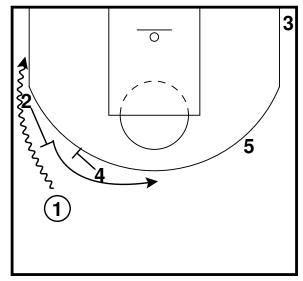


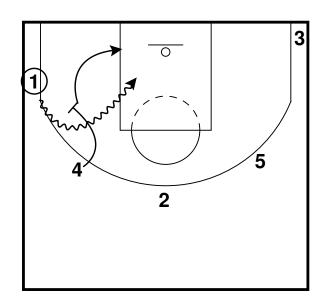
Early Offense

Steve Kerr Golden State Warriors Playbook Early Offense

21 Early Offense

21 Early Offense



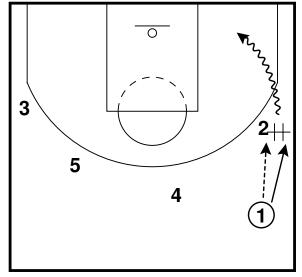


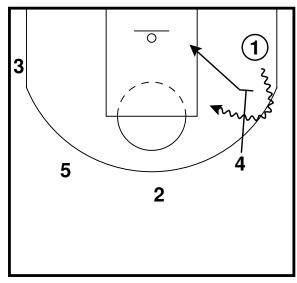
2 sets ballscreen for 1 and then receives flare screen from 4

Steve Kerr Golden State Warriors Playbook Early Offense

21 Chase Early Offense

21 Chase Early Offense



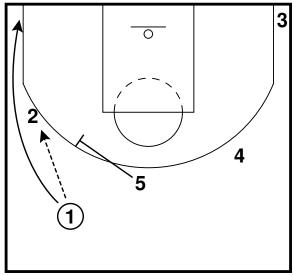


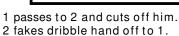
4 sets flare screen for 2 then follows with a ballscreen for 1.

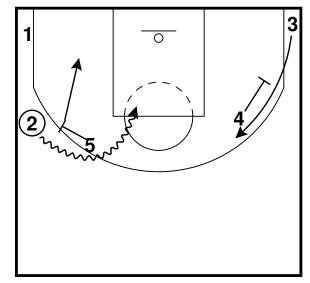
- 1 passes to 2.
- 2 flips/hand offs back to 1.
- 1 attacks the rim.

21 - Keep Early Offense

21 - Keep Early Offense

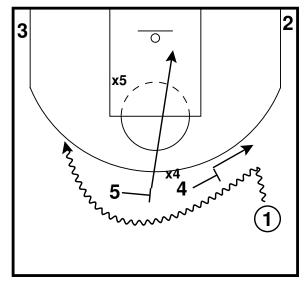






- 5 sets a ballscreen for 2.
- 4 screens away for 3 on the weakside.

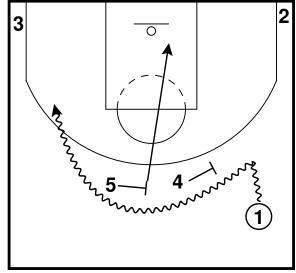
Double Drag Early Offense



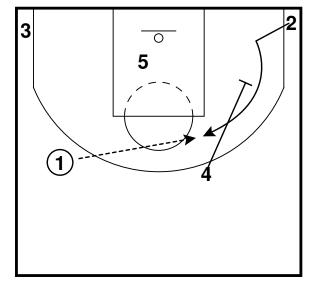
Double Ballscreen for 1 in transition.

Double Drag - Pin Early Offense

Double Drag - Pin Early Offense

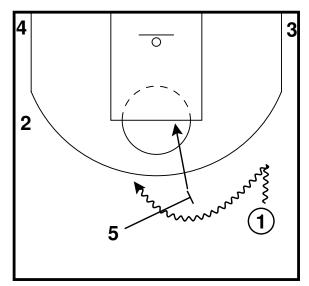


Double Ballscreen for 1 in transition.



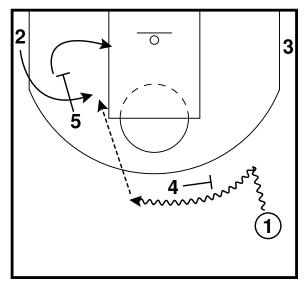
5 rolls to the rim, 4 sets pindown screen for 2.

Drag Early Offense



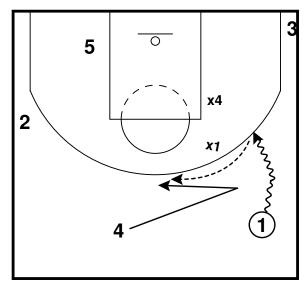
Early ballscreen in transition offense.

Away Early Offense



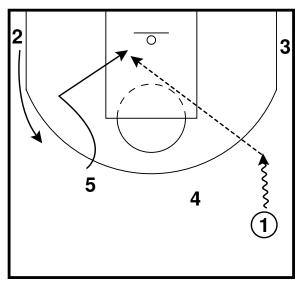
1 comes off drag screen from 4. 5 sets pindown screen for 2.

Drag vs ICE Early Offense



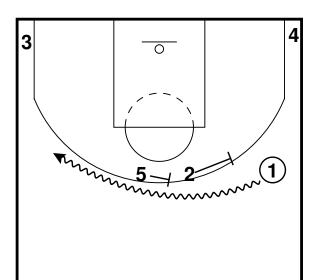
Early ballscreen in transition offense.

Away Slip Early Offense



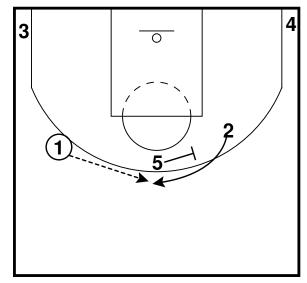
 $5\,$ fakes a pindown screen early and slips to the rim for an alley oop from $1\,.$

Oklahoma (Double Drag) Early Offense



1 comes off double ballscreen from 2 & 5.

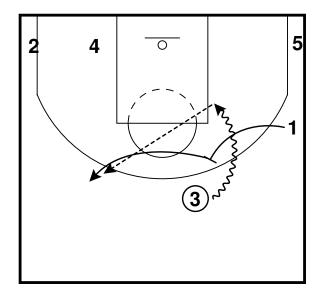
Oklahoma (Double Drag) Early Offense



As 1 clears, 5 continues and sets a down screen for 2 to comeback to the ball.

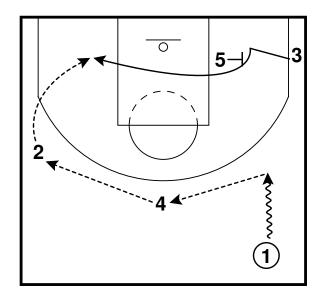
Half Court Sets

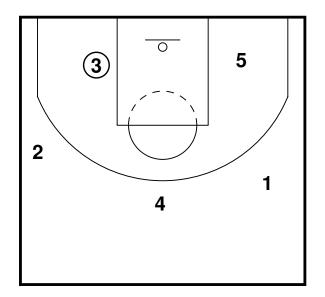
1 - 3 Get Half Court Sets



3 Down Half Court Sets

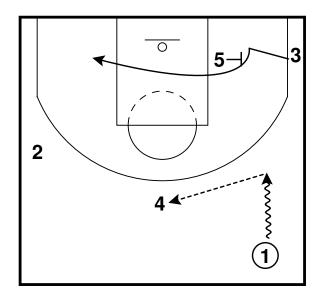
3 Down Half Court Sets

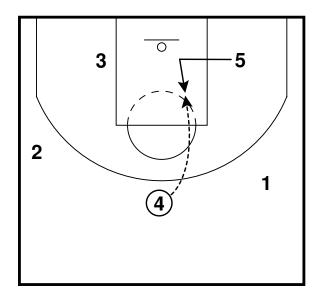




3 Down - Snap Duck Half Court Sets

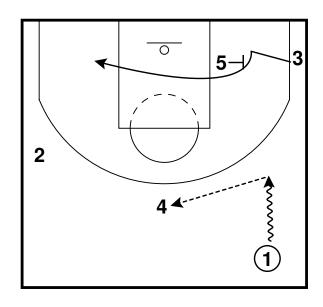
3 Down - Snap Duck Half Court Sets





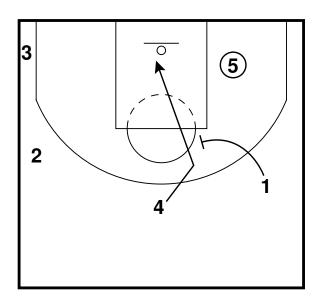
3 Down - Snap Punch Half Court Sets

3 Down - Snap Punch Half Court Sets



3 5 5

3 Down - Snap Punch Half Court Sets

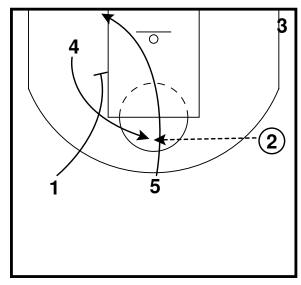


4 Pop Half Court Sets

1 passes to 5 who reverses to 2.

4 sets cross screen for 3.

4 Pop Half Court Sets

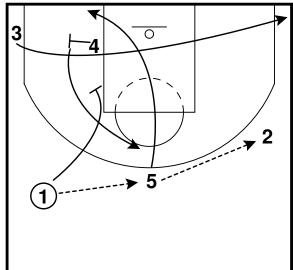


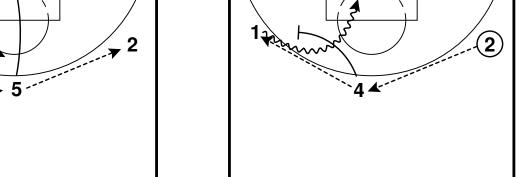
5 dives through, 1 sets down screen for 4. 2 passes to 4 for a shot.

4 Pop - Fist Half Court Sets

4 Pop - Fist Half Court Sets

5

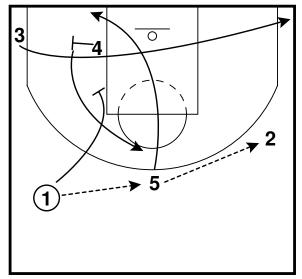




- 1 passes to 5 who reverses to 2.
- 4 sets cross screen for 3.
- 1 sets down screen for 4, 5 dives through to short corner.

2 passes to 4 who reverses to 1. 4 follows into a ballscreen for 1.

4 Pop - Fist - Backdoor Half Court Sets

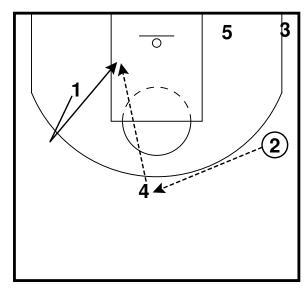


1 passes to 5 who reverses to 2.

4 sets cross screen for 3.

1 sets down screen for 4, 5 dives through to short corner.

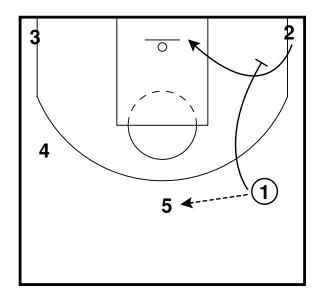
4 Pop - Fist - Backdoor Half Court Sets

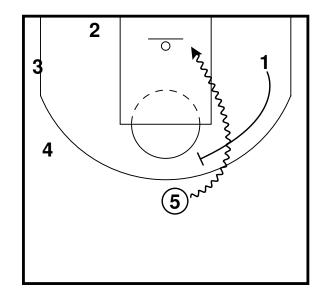


- 2 passes to 4 who reverses to 1.
- 4 follows into a ballscreen for 1.

5 - 1 PNR Half Court Sets

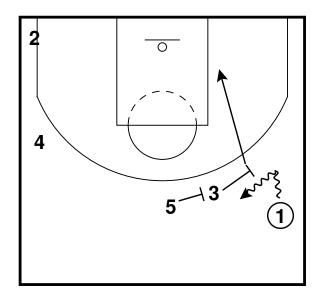
5 - 1 PNR Half Court Sets

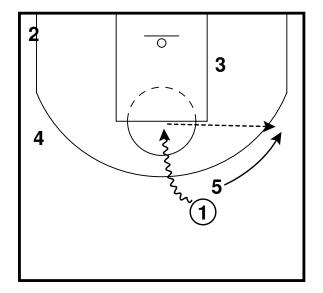




35 Empty (5 Pop) Half Court Sets

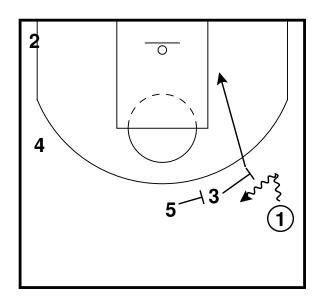
35 Empty (5 Pop) Half Court Sets



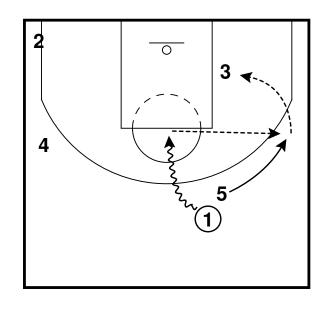


35 Empty (KD Punch Split)
Half Court Sets

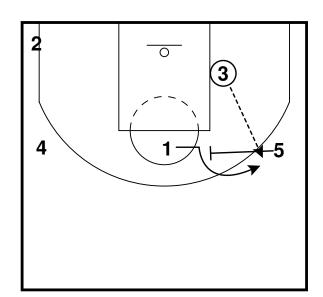
35 Empty (KD Punch Split) Half Court Sets

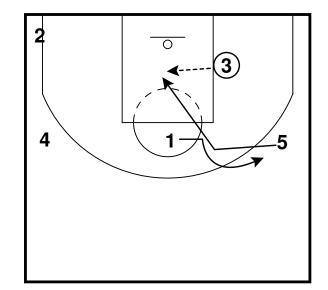


35 Empty (KD Punch Split)
Half Court Sets



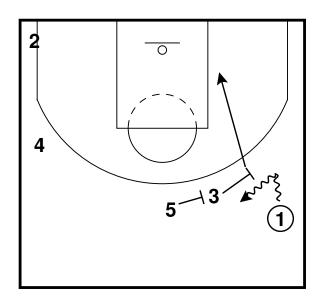
35 Empty (KD Punch Split)
Half Court Sets

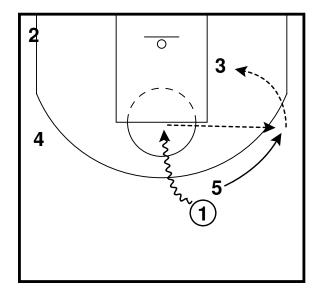




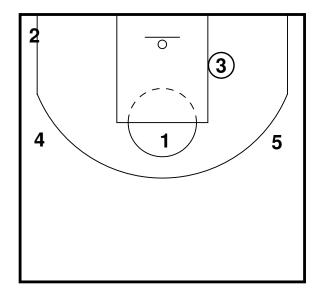
35 Empty (KD Punch) Half Court Sets

35 Empty (KD Punch) Half Court Sets

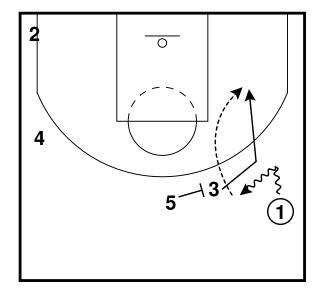




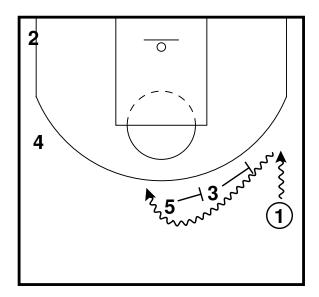
35 Empty (KD Punch) Half Court Sets



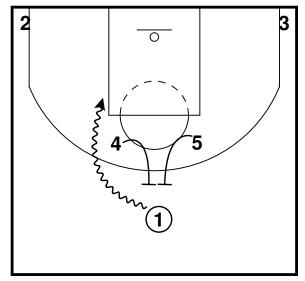
35 Empty (KD Slip) Half Court Sets



35 Empty (Steph) Half Court Sets



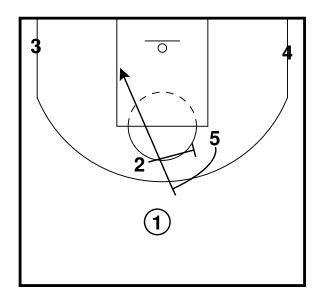
45 Half Court Sets

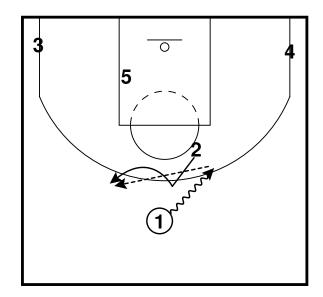


4 & 5 set a double high flat ballscreen for 1.

52 High (ATO) Half Court Sets

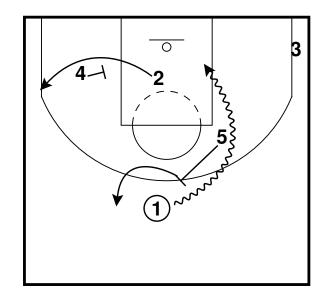
52 High (ATO) Half Court Sets





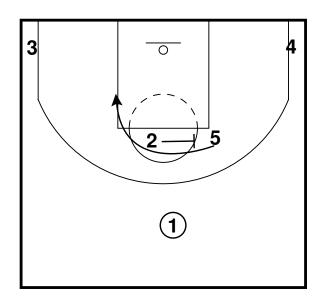
Chin - Baseline Exit (ATO)
Half Court Sets

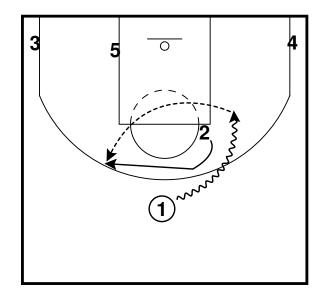
Chin - Baseline Exit (ATO)
Half Court Sets



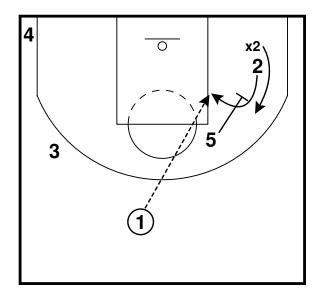
Cross 1 - 2 P&R Half Court Sets

Cross 1 - 2 P&R Half Court Sets



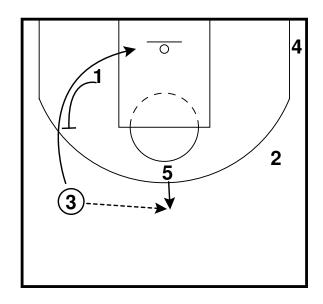


Curl Read - Off Screen Half Court Sets



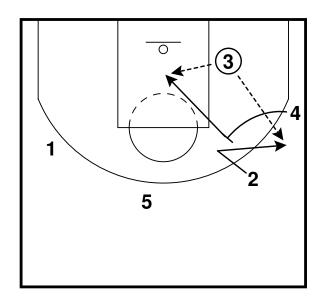
Delay - Rip - Opposite Half Court Sets

Delay - Rip - Opposite Half Court Sets



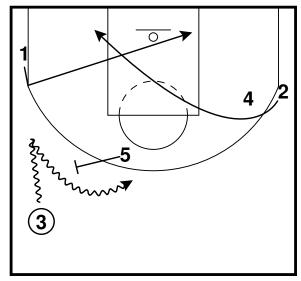
3 0 4

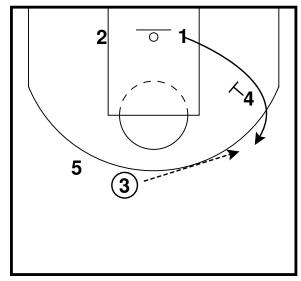
Delay - Rip - Opposite Half Court Sets



Dribble Drag - Pindown Half Court Sets

Dribble Drag - Pindown Half Court Sets

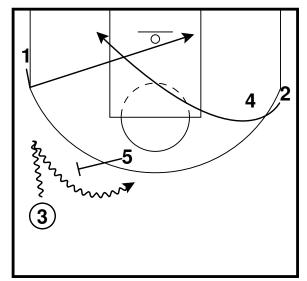




3 dribbles at 1 (Steph Curry) and then uses ballscreen from 5. 2 cuts through hard off 4 and clears to other wing.

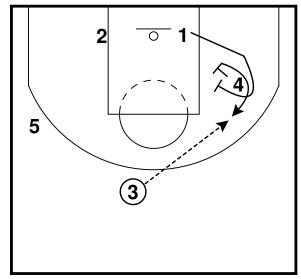
1 cuts off screen from 4 looking for a shot.

Dribble Drag - Pindown (Invert)
Half Court Sets



3 dribbles at 1 (Steph Curry) and then uses ballscreen from 5. 2 cuts through hard off 4 and clears to other wing.

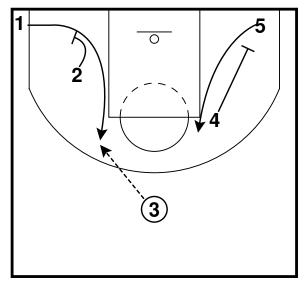
Dribble Drag - Pindown (Invert)
Half Court Sets



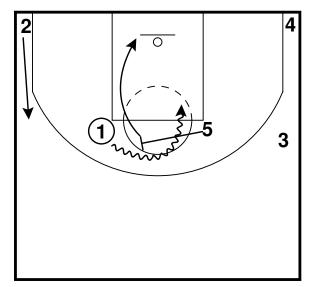
Instead of 1 coming off looking for a shot, he turns and screens for 4 to pop for a shot. (Typically Mo Speights)

Elbow - 15 Half Court Sets

Elbow - 15 Half Court Sets



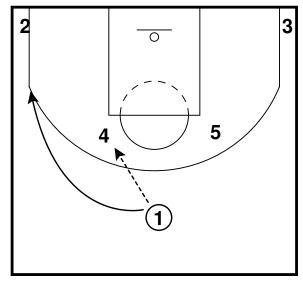
2 sets down screen for 1 who cuts to the elbow, 4 sets down screen for 5 who cuts to the ellbow. 3 passes to 1.



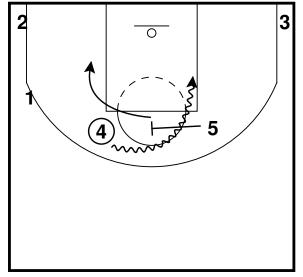
5 sets elbow to elbow ballscreen for 1. 2 lifts on the weakside.

Elbow - Get Half Court Sets

Elbow - Get Half Court Sets

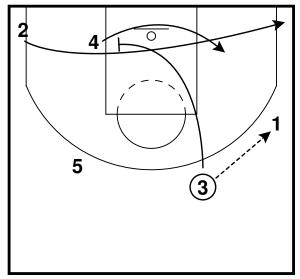


1 passes to 4 at the elbow.



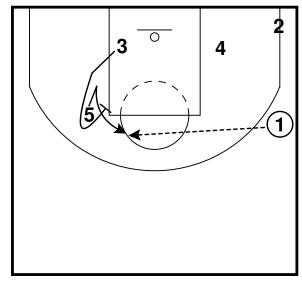
5 sets a ballscreen for 4 (Harrison Barnes) at the elbow to attack out of.

Elbow - Inverted Pin Half Court Sets



3 passes to 1 and cuts through to set screen for 4.

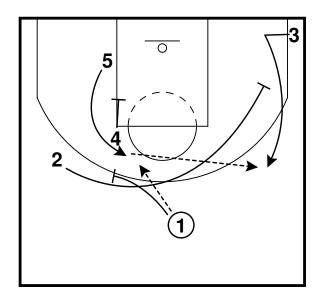
Elbow - Inverted Pin Half Court Sets

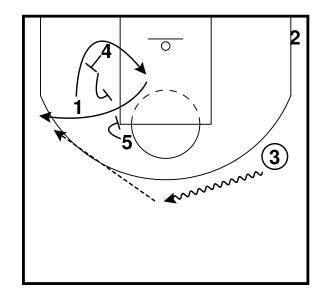


5 fakes screen for 3 and then receives screen from 3 looking for a shot.

Elbow - Split - Elevator Half Court Sets

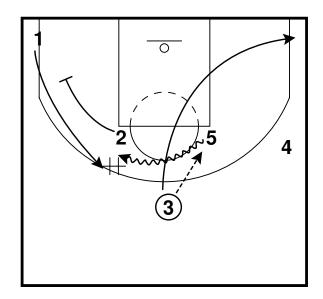
Elbow - Split - Elevator Half Court Sets

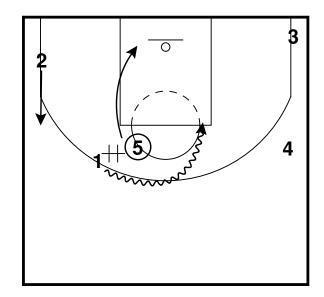




Elbow - Weak Half Court Sets

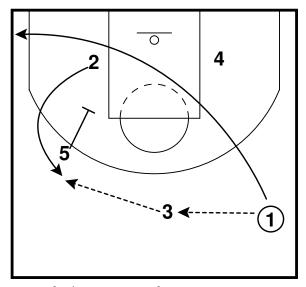
Elbow - Weak Half Court Sets

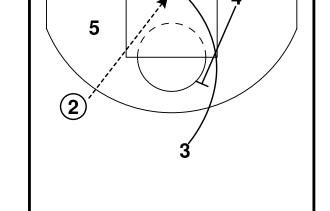




Empty - Lob Half Court Sets

Empty - Lob Half Court Sets

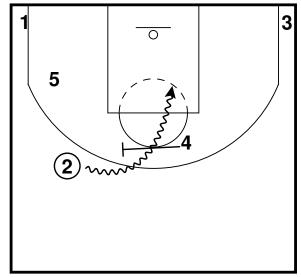




- 1 passes to 3 who reverses to 2.
- 1 clears through to ballside corner.

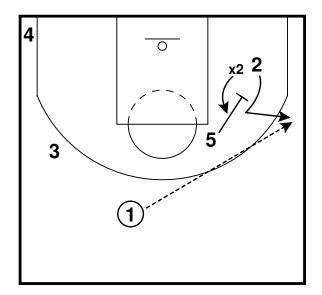
4 sets backscreen for 3. 2 looks for 3 on the lob.



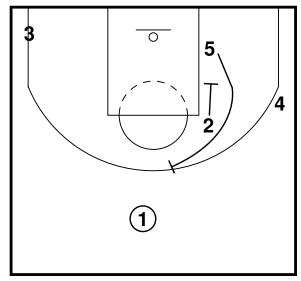


4 follows with a ballscreen for 2 and rolls to the rim.

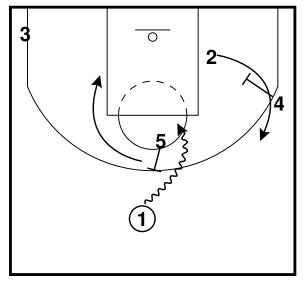
Fade Read - Off Screen Half Court Sets



Fist (EOQ) Half Court Sets Fist (EOQ) Half Court Sets

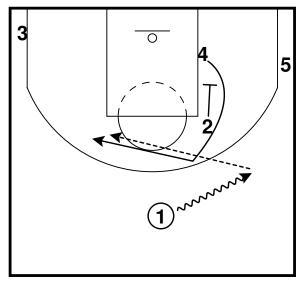


 $2\,$ sets a down screen for $5\,$ who sprints and sets a hi ballscreen for $1\,.$



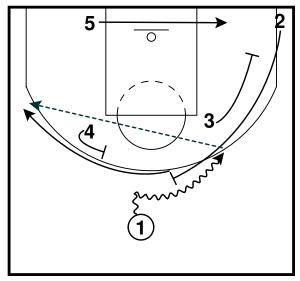
1 attacks and 5 rolls to the rim, 4 sets a down screen for 2. 1 looks to attack with options.

Fist - Pop Half Court Sets



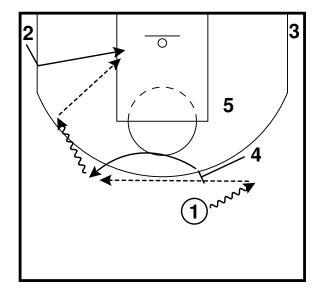
2 sets a down screen for 4 who sprints and slips a HI ballscreen for an ISO.

Fist - Ray Half Court Sets

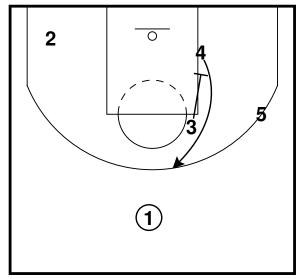


3 screens down for 2 who sets ballscreen for 1. 2 then receives a flare screen for 2.

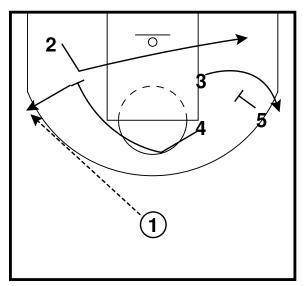
Fist - Up - Backdoor Half Court Sets



Veer Half Court Sets Veer Half Court Sets

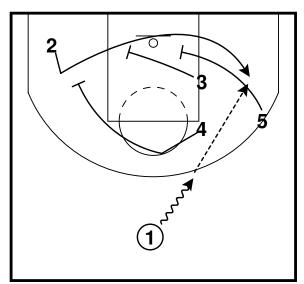


 $3 \ \text{sets a down screen for 4 (Draymond Green)}$ who sprints of the top of the key.



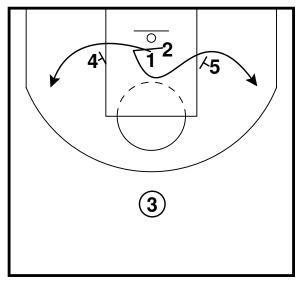
Typically they set a ballscreen for 1, instead 4 sprints to set a ballscreen and turns to set a down screen for 2 (Klay Thompson)

Counter Half Court Sets



Typically they set a ballscreen for 1, instead 4 sprints to set a ballscreen and turns to set a down screen for 2 (Klay Thompson). The counter is for Klay to sprint off double from 3 & 5 if overplayed.

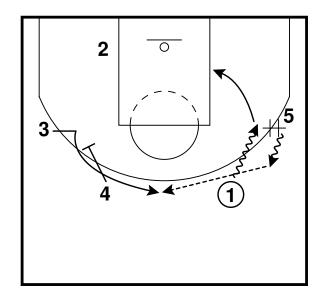
Floppy Half Court Sets

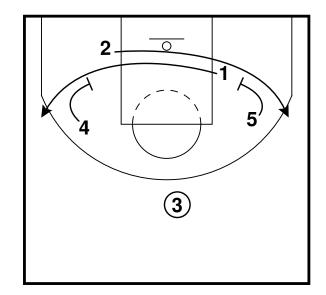


2 & 1 play off each other and read the defense looking to cut open. They typically have Iguadola or Livingston handle the ball so Klay and Steph can play off each other.

Floppy (DHO Entry) Half Court Sets

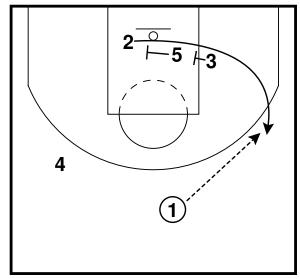
Floppy (DHO Entry) Half Court Sets



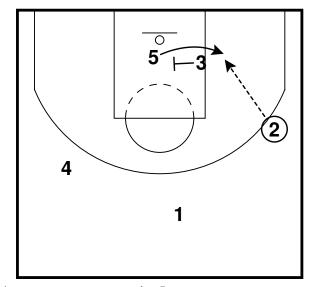


Floppy - Cross Half Court Sets

Floppy - Cross Half Court Sets

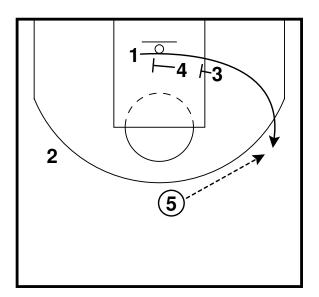


5 & 3 set double screen for 2 to cut to the wing. 1 passes to 2.

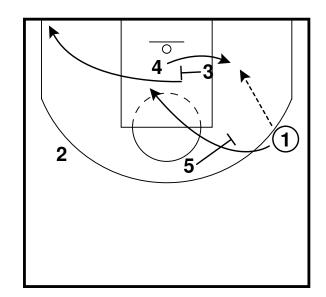


3 then sets a cross screen for 5. 2 passes to 5 for quick shot or post up.

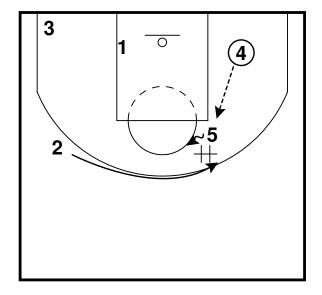
Floppy - Cross - Punch Hand Off Half Court Sets



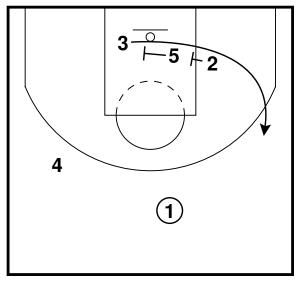
Floppy - Cross - Punch Hand Off Half Court Sets



Floppy - Cross - Punch Hand Off Half Court Sets

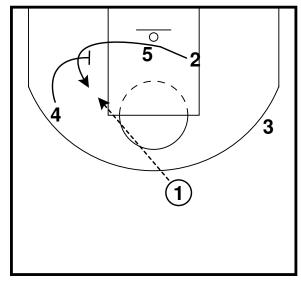


Floppy - Cross - Turnout Half Court Sets



5 & 2 set double screen for 3 to cut to the wing.

Floppy - Cross - Turnout Half Court Sets

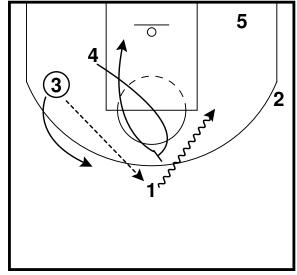


Instead of 2 screening across for 5, he fakes the screen and cuts off screen from 4 looking for a shot.

Floppy - Shake Half Court Sets

2 & 3 play off each other and read the defense looking to cut open.

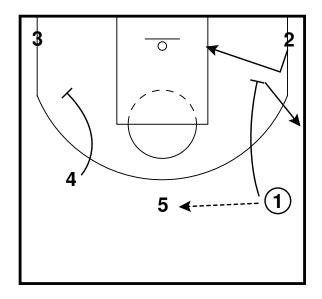
Floppy - Shake Half Court Sets

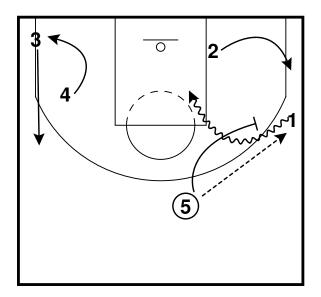


- 3 passes back to 1.
- 4 sprints up for a ballscreen.
- 1 attacks off ballscreen, 3 lifts behind to prevent the defense from helping.

Flow Half Court Sets

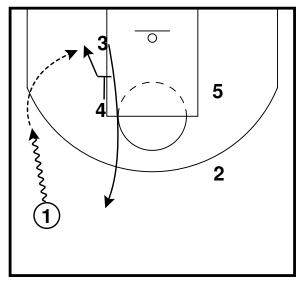
Flow Half Court Sets



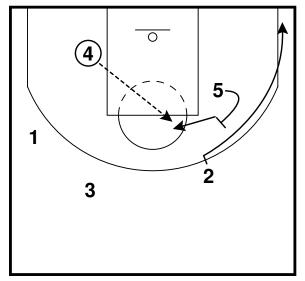


Hammer - Open Half Court Sets

Hammer - Open Half Court Sets

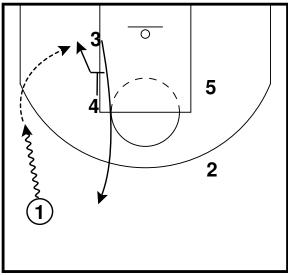


3 cuts off zipper screen from 4 (Draymond Green). 4 seals his man in the post. 1 passes to 4.



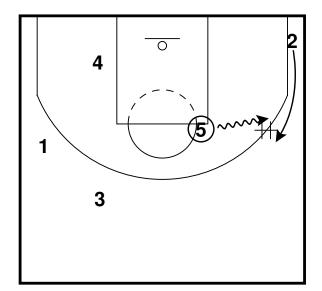
 $5\,$ sets Hammer screen for $2\,$ and then flashes when his man sags down for an open shot.

Hammer - Open - Hand Off Half Court Sets

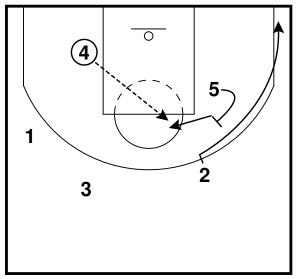


3 cuts off zipper screen from 4 (Draymond Green). 4 seals his man in the post. 1 passes to 4.



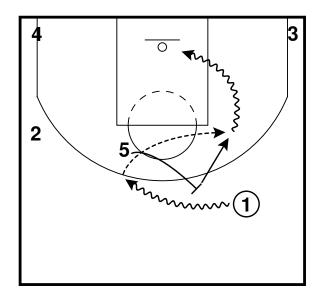


Hammer - Open - Hand Off Half Court Sets

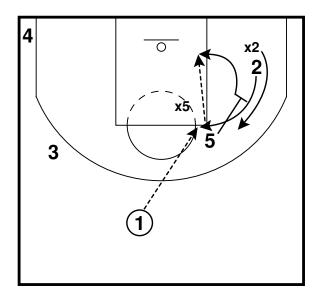


5 sets Hammer screen for 2 and then flashes when his man sags down for an open shot.

High Pick & Roll Half Court Sets

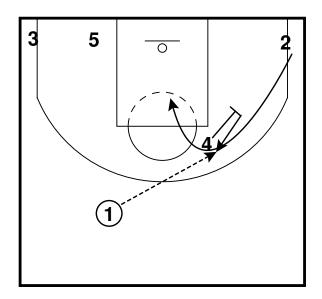


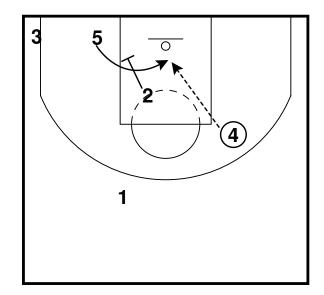
Hit Screener - Off Screen Half Court Sets



Hook - Thunder Half Court Sets

Hook - Thunder Half Court Sets



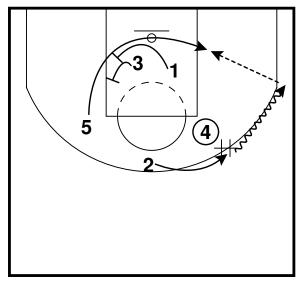


Horns - Double - Rip Half Court Sets

2 3

1 passes to 4 at the elbow and cuts through. 5 screens away for 2.

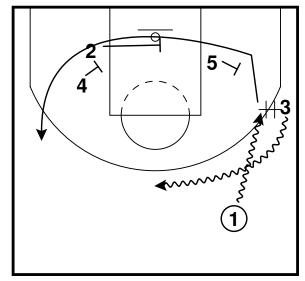
Horns - Double - Rip Half Court Sets



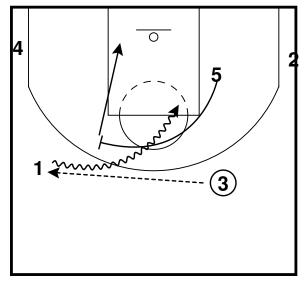
- 4 dribble hand offs to 2.
- 1 & 3 set a double cross screen for 5.
- 2 passes to 5.

Loop Half Court Sets

Loop Half Court Sets



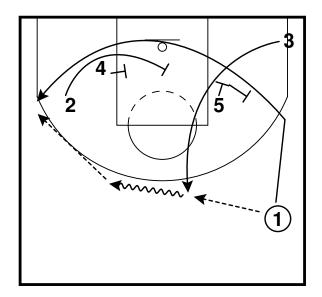
 ${\bf 1}$ dribble hand offs to ${\bf 3}$ on the wing and cuts off triple screen.

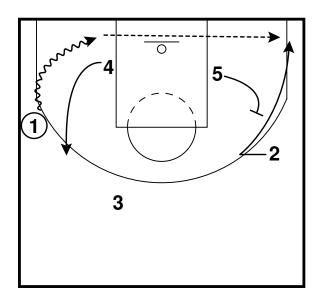


If a shot is not directly there, 3 passes to 1. 5 sprints up for ballscreen on 1.

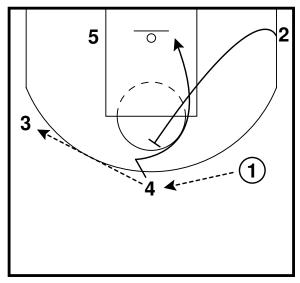
Loop Hammer Half Court Sets

Loop Hammer Half Court Sets

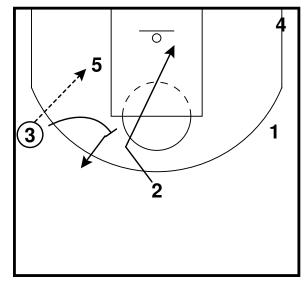




Motion - Carolina Half Court Sets Motion - Carolina Half Court Sets

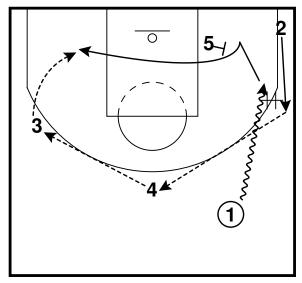


1 passes to 4 who reverses to 3. 2 sets backscreen for 4.



If 4 is covered, 3 enters the ball into the post and the Warriors go into their split cuts/playing off the post action.

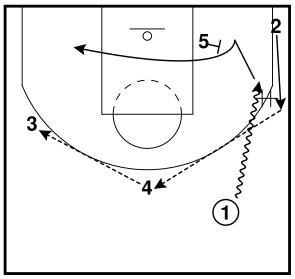
One Down Half Court Sets



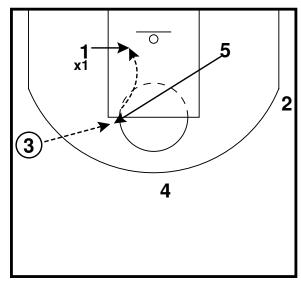
- 1 dribble hand offs to 2.
- 2 passes to 4 who reverses to 3.
- 1 cuts off screen from 5.
- 3 passes to 1 in the post, post up for 1.

One Down - Kansas Half Court Sets

One Down - Kansas Half Court Sets



- 1 dribble hand offs to 2.
- 2 passes to 4 who reverses to 3.
- 1 cuts off screen from 5.
- 3 passes to 1 in the post, post up for 1.



If 1 is fronted in the post, 5 flashes to the high post. 3 passes to 5 who passes to 1.

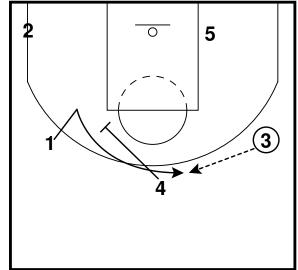
One Pop Half Court Sets

5 4 -----

1 passes to 4 who reverses to 3.

(1)

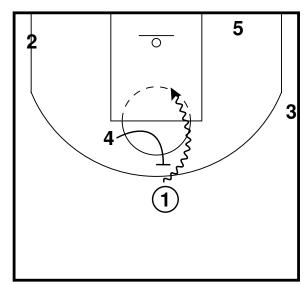
Half Court Sets



One Pop

4 screens down for 1. 3 passes to 1.

One Pop Half Court Sets



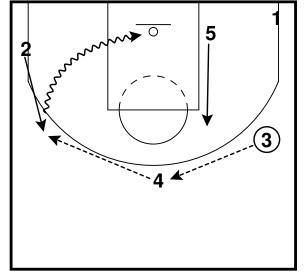
4 sets ballscreen for 1 to attack.

One Pop - 2 ISO Half Court Sets

2 5 1 3

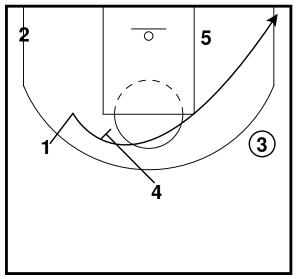
1 passes to 4 who reverses to 3.

One Pop - 2 ISO Half Court Sets



3 passes to 4 who reverses to 2. Isolation for 2 to attack off the dribble.

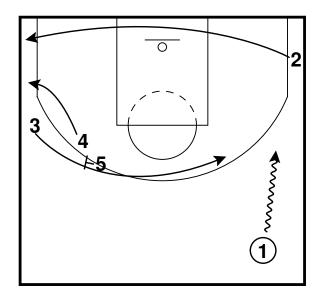
One Pop - 2 ISO Half Court Sets

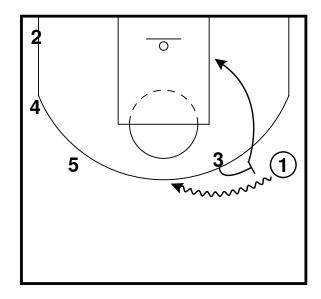


- 4 screens down for 1.
- 1 fakes to the top of the key and clears to the corner.

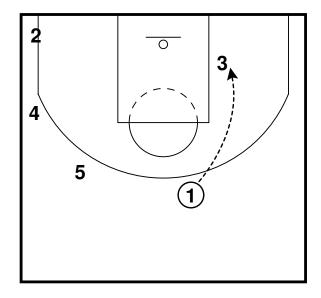
Peel - 13 Punch Half Court Sets

Peel - 13 Punch Half Court Sets

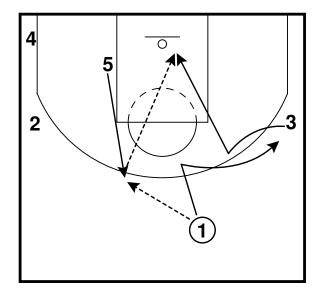




Peel - 13 Punch Half Court Sets



Point - Flare Slip Half Court Sets



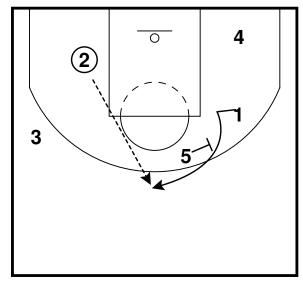
Punch - Decoy Half Court Sets

3

1 passes to 5 who reverses to 3. 2 cuts off screen from 4 to the post.

3 passes to 2.

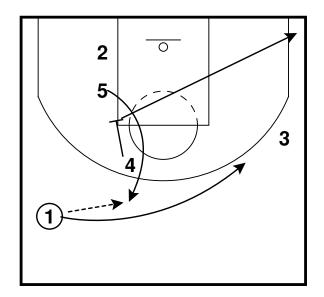
Punch - Decoy Half Court Sets

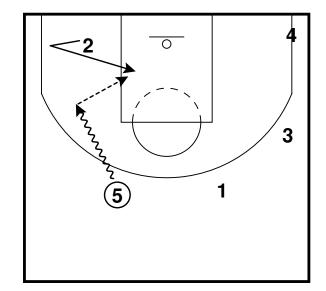


- 2 posts up, but fakes the attack.
- 5 screens for 1 when the defense sags off for a shot.

Ram - Keep - Backdoor Half Court Sets

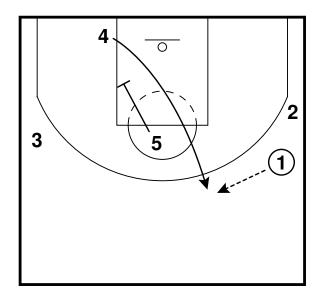
Ram - Keep - Backdoor Half Court Sets

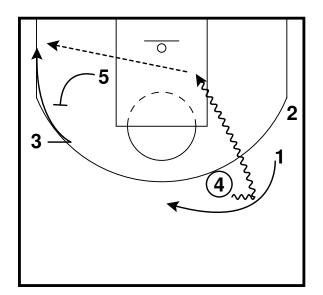




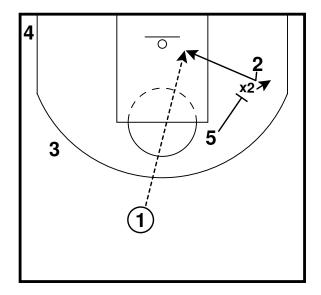
Ram Keep Hammer Half Court Sets

Ram Keep Hammer Half Court Sets





Reject Read - Off Screen Half Court Sets

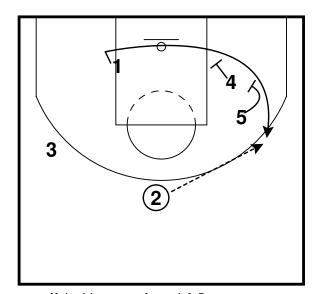


Slice - Double Half Court Sets

3 1

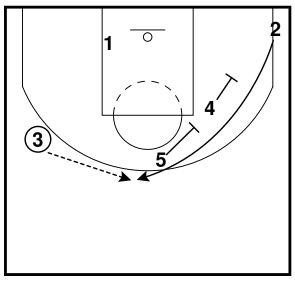
- 1 passes to 5 who reverses to 3.
- 4 sets slice screen for 1.

Slice - Double Half Court Sets



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

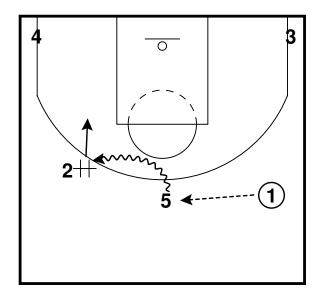
Slice - Double Half Court Sets

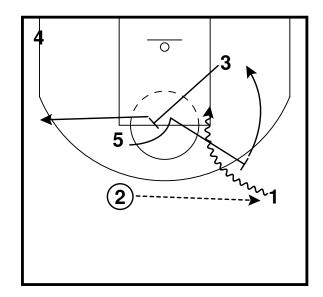


- 5 & 4 set double screen for 2.
- 3 passes to 2.

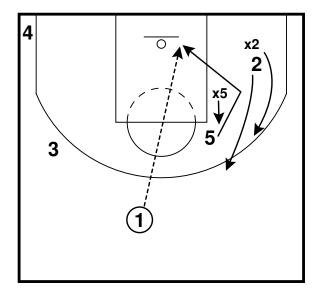
Slice PNR Half Court Sets

Slice PNR Half Court Sets



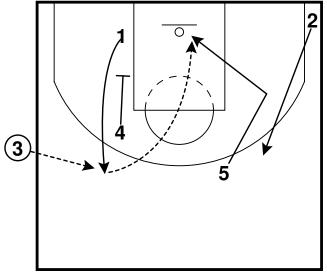


Slip Screen - Off Screen Half Court Sets

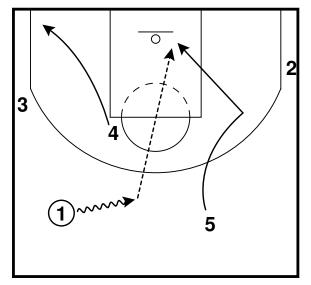


SLOB Half Court Sets

Flow Half Court Sets

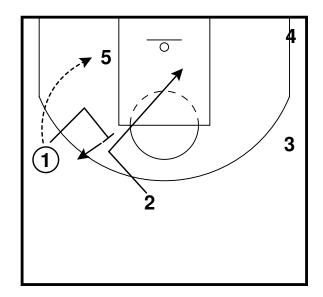


1 comes off screen from 4.5 screens away for 2, but slips it early and cuts for lob.



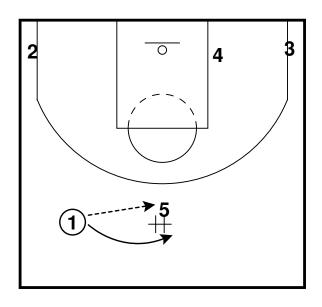
In early offense, the Warriors run alot of Pindown screens for Klay. If Bogut notices his defender overplaying, he slips it for a lob.

Split Cuts Half Court Sets

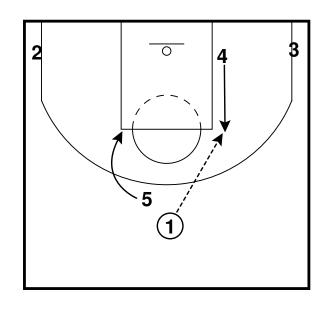


Strong - Horns 2 Man Half Court Sets

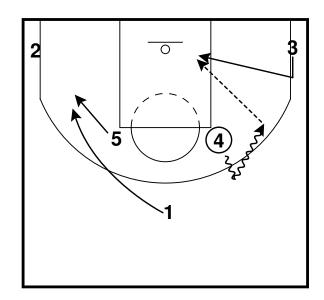
Strong - Horns 2 Man Half Court Sets

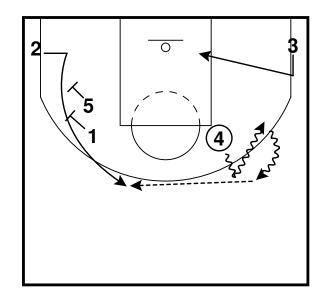


Strong - Horns 2 Man Half Court Sets



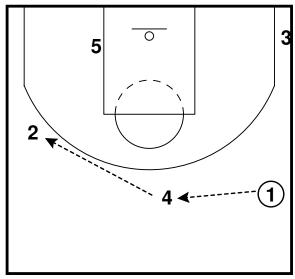
Strong - Horns 2 Man Half Court Sets





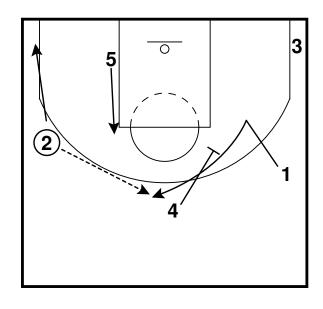
Strong - UCLA - One Down Half Court Sets

Strong - UCLA - One Down Half Court Sets

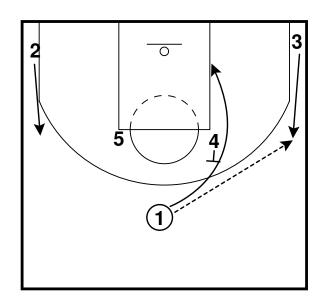


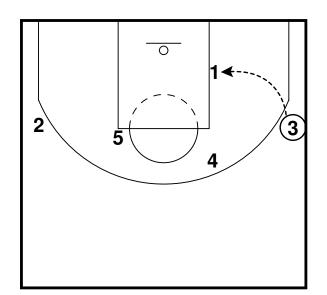
Strong - UCLA - One Down

Half Court Sets

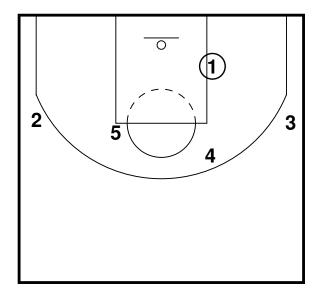


Strong - UCLA - One Down Half Court Sets



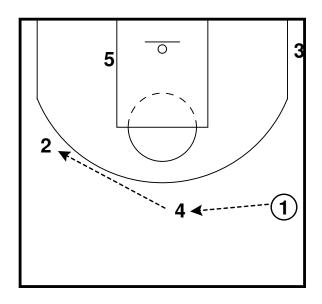


Strong - UCLA - One Down Half Court Sets

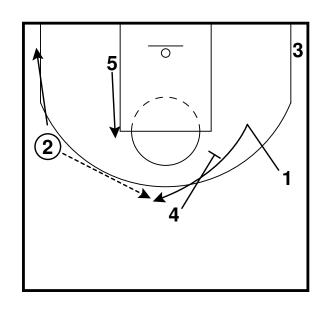


Strong - UCLA - Strong - Exit Half Court Sets

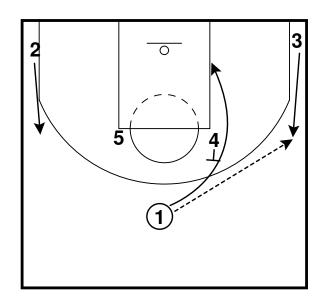
Strong - UCLA - Strong - Exit Half Court Sets

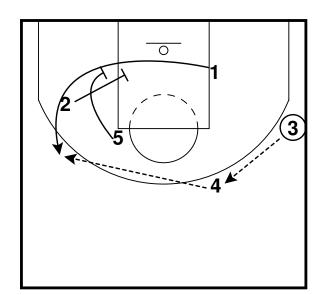


Strong - UCLA - Strong - Exit Half Court Sets

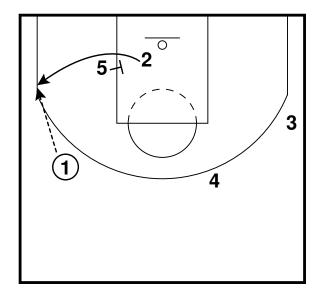


Strong - UCLA - Strong - Exit Half Court Sets



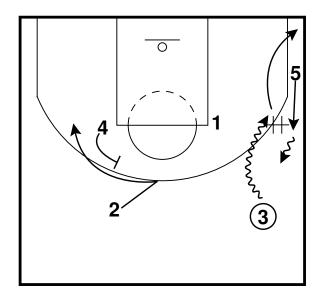


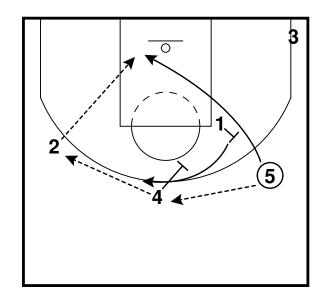
Strong - UCLA - Strong - Exit Half Court Sets



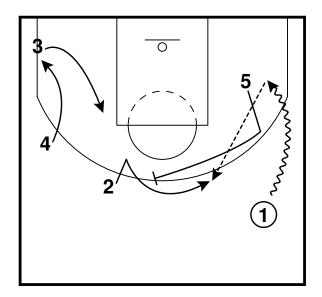
STS Half Court Sets

STS Half Court Sets



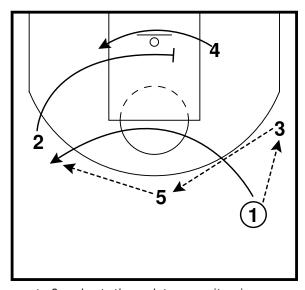


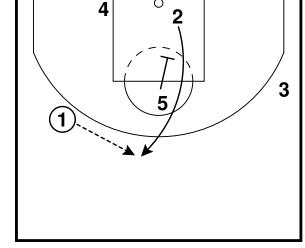
Throwback (ATO)
Half Court Sets



Weak Half Court Sets

Weak Half Court Sets



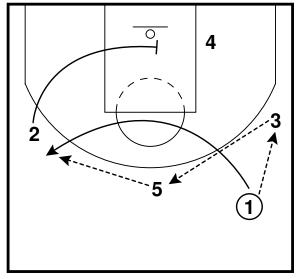


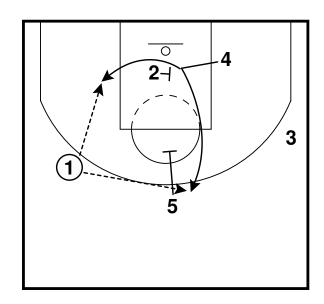
- 1 passes to 3 and cuts through to opposite wing.
- 3 passes to 5 who reverses to 1.
- 2 cuts down in the lane and sets cross screen for 4.

2 then receives a down screen from 5.

Weak - Option Half Court Sets

Weak - Option Half Court Sets

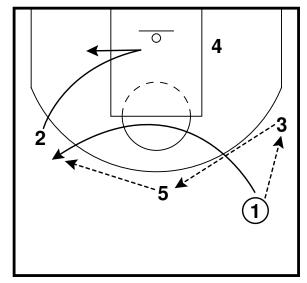


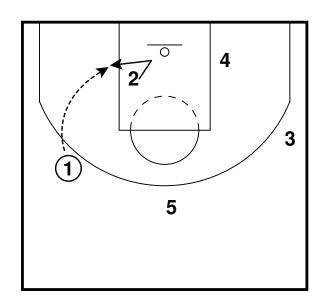


- 1 passes to 3 and cuts through to opposite wing.
- 3 passes to 5 who reverses to 1.
- 2 cuts down in the lane and sets cross screen for 4.

Weak - Snap Half Court Sets

Weak - Snap Half Court Sets

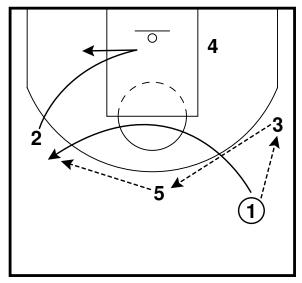


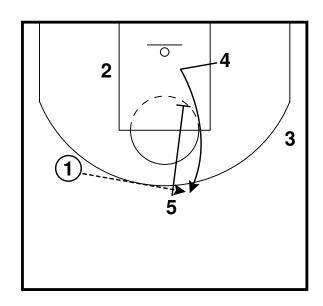


- 1 passes to 3 and cuts through to opposite wing.
- 3 passes to 5 who reverses to 1.
- 2 cuts down in the lane and sets cross screen for 4.

Weak - Snap - Decoy Half Court Sets

Weak - Snap - Decoy Half Court Sets

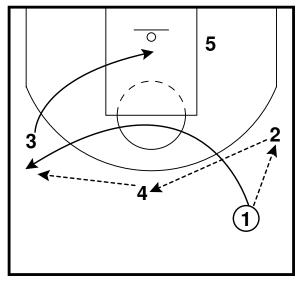




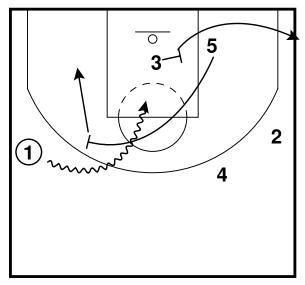
- 1 passes to 3 and cuts through to opposite wing.
- 3 passes to 5 who reverses to 1.
- 2 cuts down in the lane and sets cross screen for 4.

Weak - Fist Half Court Sets

Weak - Fist Half Court Sets



- 1 passes to 2 and cuts through to opposite wing.
- 2 passes to 4 who reverses to 1.
- 3 cuts down in the lane and sets cross screen for 5.



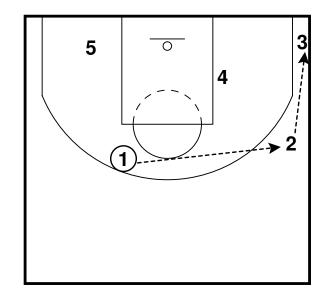
3 screens for 5 who sets ballscreen for 1. 1 attacks, 5 rolls to the rim.

Weak - Fist - Corner Half Court Sets

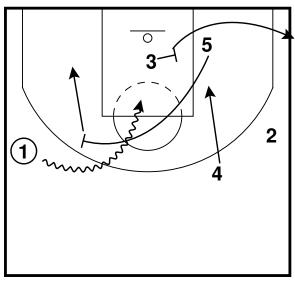
5

- 1 passes to 2 and cuts through to opposite wing.
- 2 passes to 4 who reverses to 1.
- 3 cuts down in the lane and sets cross screen for 5.

Weak - Fist - Corner Half Court Sets

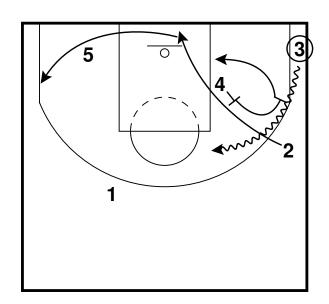


Weak - Fist - Corner Half Court Sets

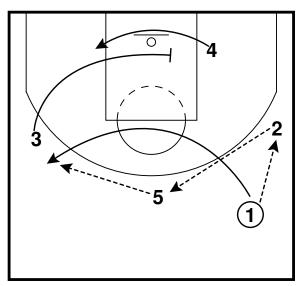


3 screens for 5 who sets ballscreen for 1. 1 attacks, 5 rolls to the rim.

Weak - Fist - Corner Half Court Sets

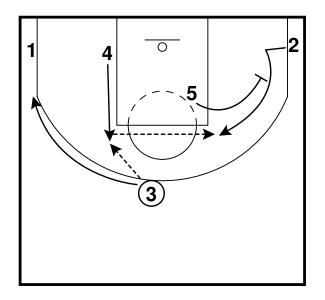


Weak - Horns - Pin Half Court Sets

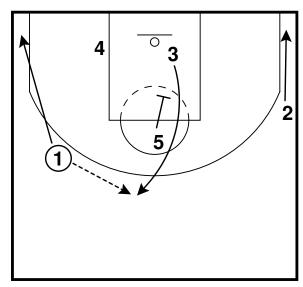


- $\boldsymbol{1}$ passes to $\boldsymbol{3}$ and cuts through to opposite wing.
- 3 passes to 5 who reverses to 1.
- 2 cuts down in the lane and sets cross screen for 4.

Weak - Horns - Pin Half Court Sets

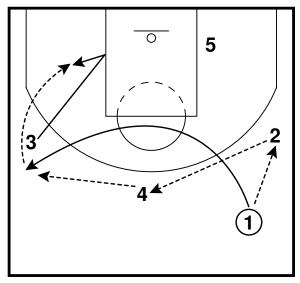


Weak - Horns - Pin Half Court Sets



2 then receives a down screen from 5.

Weak - Seal Half Court Sets

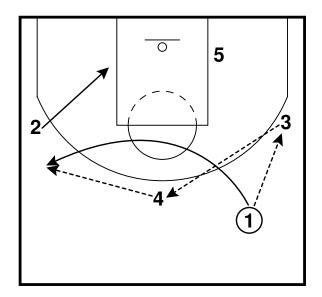


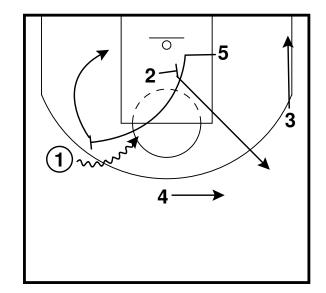
1 passes the ball and cuts through to opposite wing. 2 passes to 4 who reverses to 1 .

Typically 3 cuts and sets a cross screen for 5, instead he has size advantage and posts his man up.
Set usually run for Shaun Livingston.

Weak - Side Ballscreen Half Court Sets

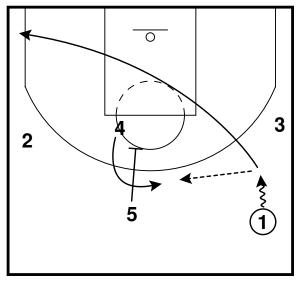
Weak - Side Ballscreen Half Court Sets



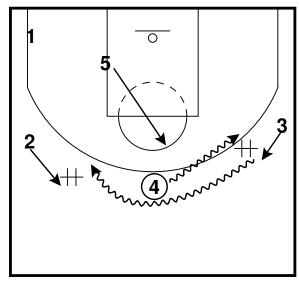


Weave Half Court Sets

Weave Half Court Sets

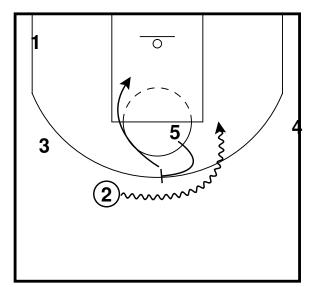


 ${\bf 5}$ screens down for ${\bf 4}$, ${\bf 1}$ passes to ${\bf 4}$ and clears to opposite corner.



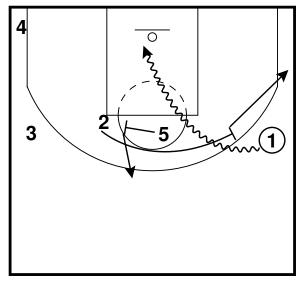
4 dribbles at 3 and executes DHO with 3, 3 dribbles at 2 and executes DHO with 2, 5 steps up.

Weave Half Court Sets



on DHO to 2, 5 steps up and sets a ballscreen for 2 and rolls to the rim. 4/3/1 space the floor. This set is run with Speights at the 5 (shooting big) that makes this even more effective.

Wedge - 12 Slip Half Court Sets

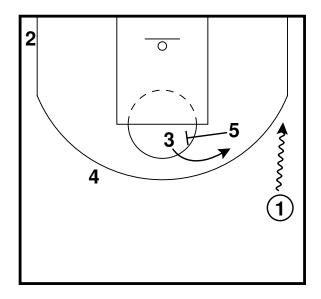


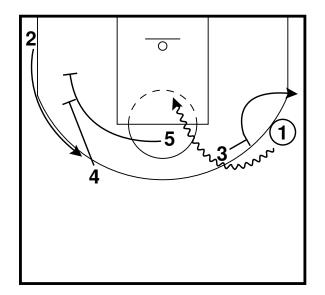
Small lineup with Draymond at the 5. 5 screens for 2 (Klay Thompson) who cuts up to set a ballscreen for 1.

1 attacks, 5 & 2 space the floor.

Wedge - 13 - Strong Half Court Sets

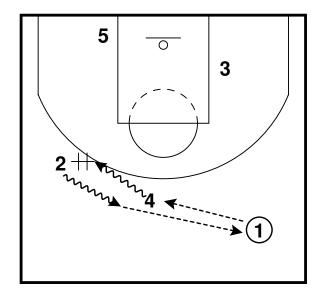
Wedge - 13 - Strong Half Court Sets

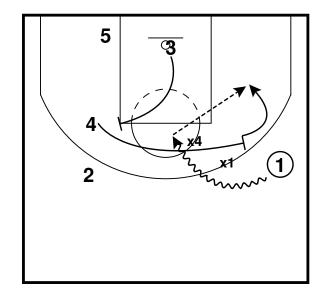




Wedge - Roll Half Court Sets

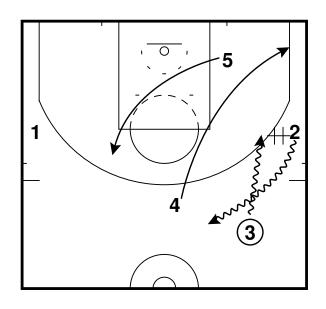
Wedge - Roll Half Court Sets





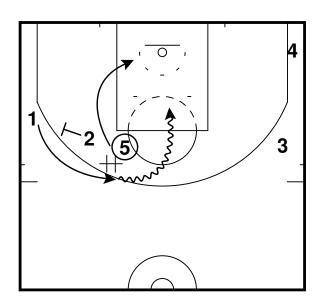
Whip Half Court Sets

Whip Half Court Sets



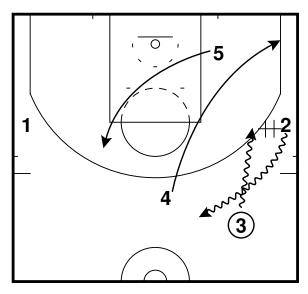
1 3

Whip Half Court Sets

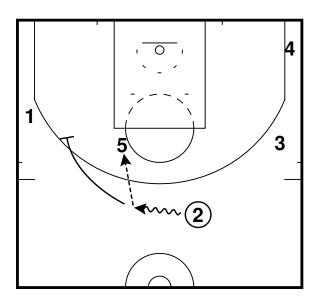


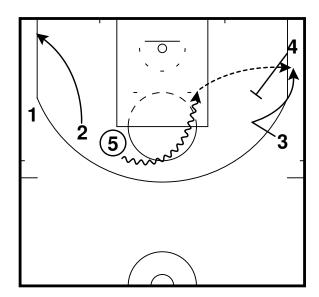
Whip - Hammer Half Court Sets

Whip - Hammer Half Court Sets

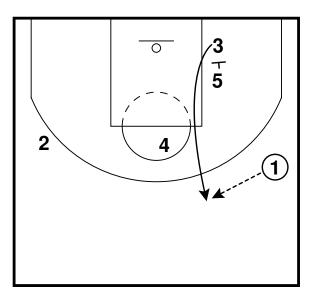


Whip - Hammer Half Court Sets



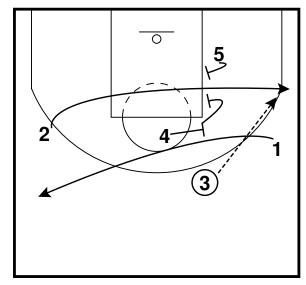


Zipper - AI - Elevator Half Court Sets



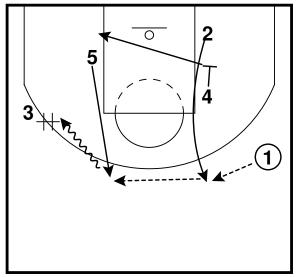
5 screens for 3. 1 passes to 3.

Zipper - AI - Elevator Half Court Sets



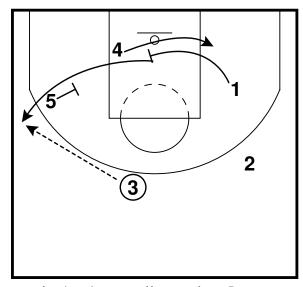
1 Al cuts off 4, 4 & 5 set elevator screen for 2. 3 passes to 2.

Zipper - DHO - STS Half Court Sets



1 passes to 2 who reverses to 5. 5 dribble hand offs to 3.

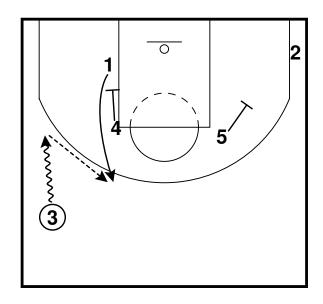
Zipper - DHO - STS Half Court Sets



1 screens for 4 and comes off screen from 5. 3 passes to 1.

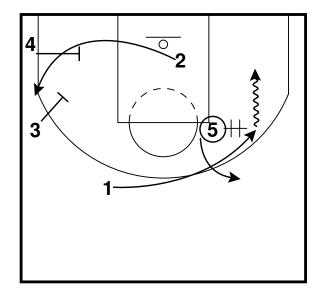
Zipper - Hook - 2 Man Half Court Sets

Zipper - Hook - 2 Man Half Court Sets



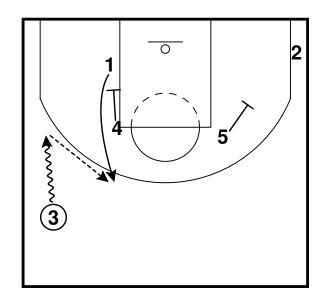
3

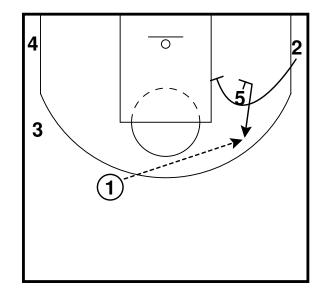
Zipper - Hook - 2 Man Half Court Sets



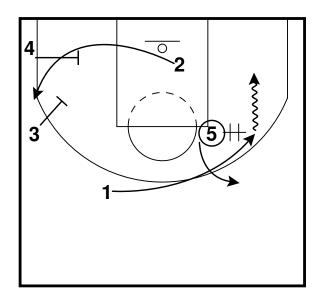
Zipper - Hook - Invert Half Court Sets

Zipper - Hook - Invert Half Court Sets



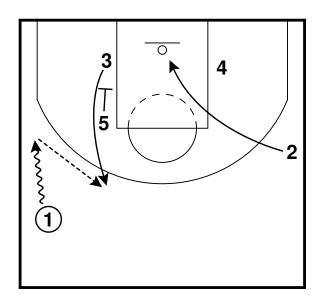


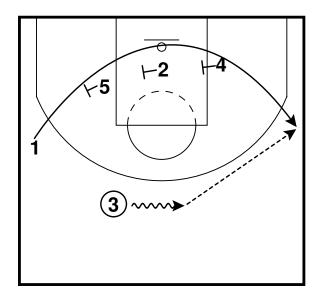
Zipper - Hook - Invert Half Court Sets



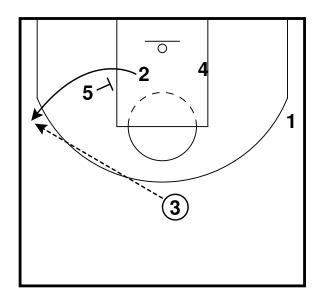
Zipper - Loop Half Court Sets

Zipper - Loop Half Court Sets



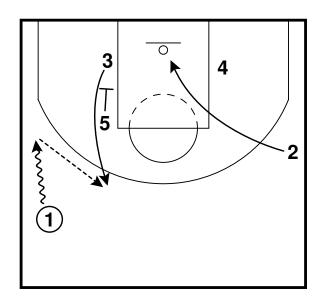


Zipper - Loop Half Court Sets



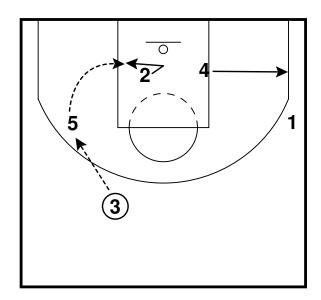
Zipper - Loop - Gut - Punch Half Court Sets

Zipper - Loop - Gut - Punch Half Court Sets



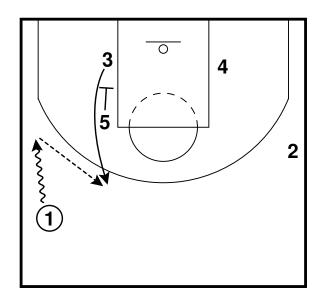
3

Zipper - Loop - Gut - Punch Half Court Sets



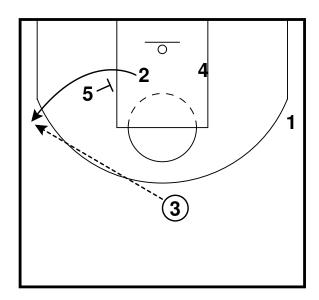
Zipper - Loop - Runner Half Court Sets

Zipper - Loop - Runner Half Court Sets

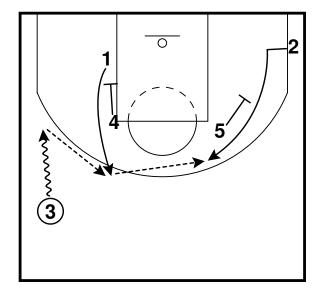


3 ~~~

Zipper - Loop - Runner Half Court Sets



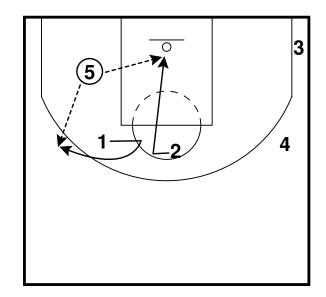
Zipper - Pindown Half Court Sets



Zipper - Punch Half Court Sets

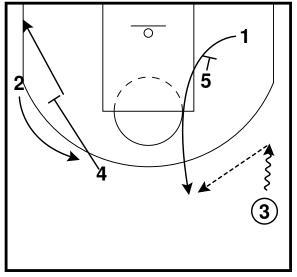
3 1

Zipper - Punch Half Court Sets

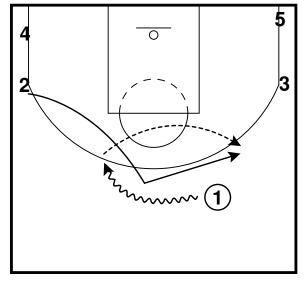


Zipper - Ram - 12 Half Court Sets

Zipper - Ram - 12 Half Court Sets

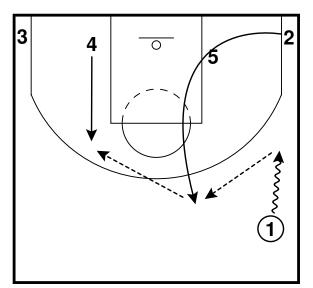


Typically Iguadola, 3 brings the ball up, 1 cuts off zipper screen from 5. 3 passes to 1.



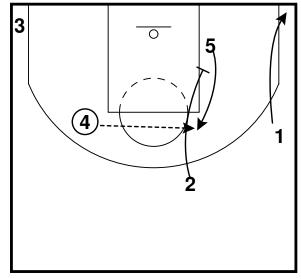
 $2 \ (\mbox{Klay Thompson}) \ \mbox{Slips the ballscreen for 1 } (\mbox{Steph Curry}).$

Zipper - Thunder Half Court Sets



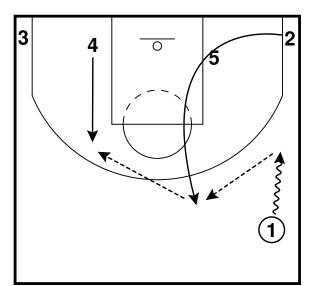
2 zipper cuts off 5. 1 passes to 2. 2 reverses to 4 at the elbow.

Zipper - Thunder Half Court Sets



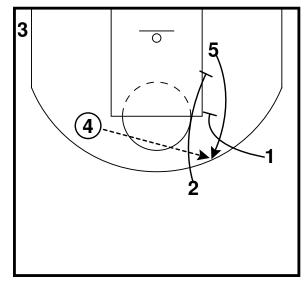
2 sets down screen for 5, 4 passes to 5 for jump shot.

Zipper - Thunder - Strong Half Court Sets



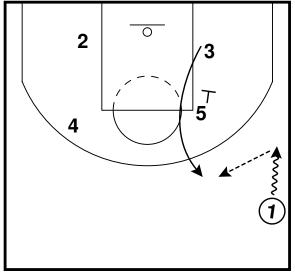
2 zipper cuts off 5. 1 passes to 2. 2 reverses to 4 at the elbow.

Zipper - Thunder - Strong Half Court Sets



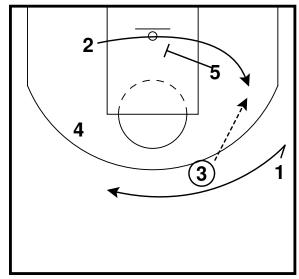
2 sets down screen for 5, 4 passes to 5 for jump shot.

Zipper - Turnout Half Court Sets



3 cuts off zipper screen from 3.

Zipper - Turnout Half Court Sets

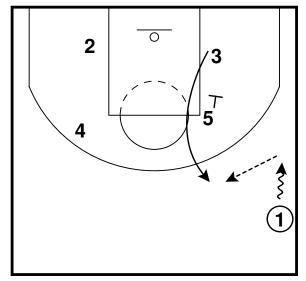


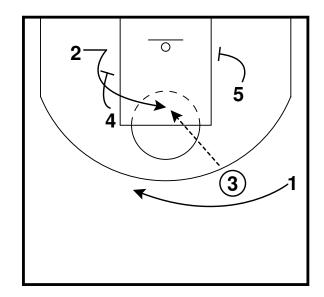
1 cuts off 3 who fakes the DHO, 5 sets a down screen for 2 (Klay Thompson). 3 passes to 2.

Steve Kerr Golden State Warriors Playbook Half Court Sets

Zipper - Turnout - Gut Half Court Sets

Zipper - Turnout - Gut Half Court Sets





3 cuts off zipper screen from 3.

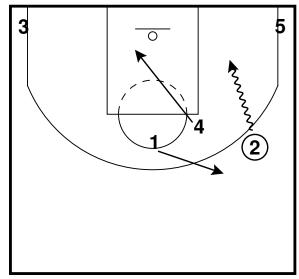
Horns

Horns - Chicago

3 0 5

1 passes to 4 at the elbow and sets a brush screen for 2 who cuts off and receives a DHO from 4.

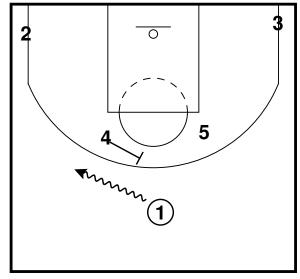
Horns - Chicago

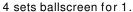


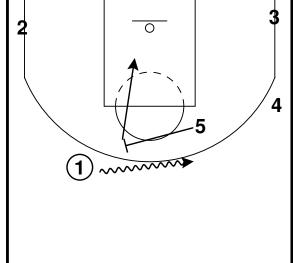
2 looks to attack, 1 pops to the top of the key, 4 cuts to the

Horns - Twist

Horns - Twist



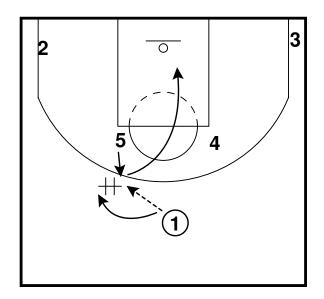


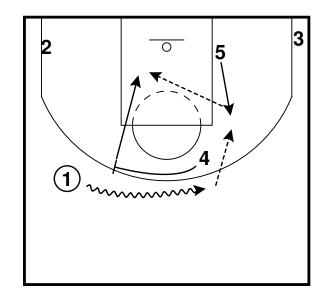


5 sets another ballscreen for 1 looking to attack.

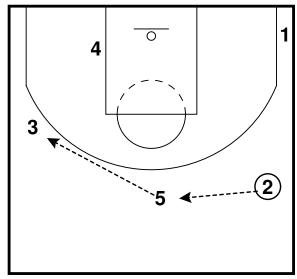
Horns Shake Short

Horns Shake Short





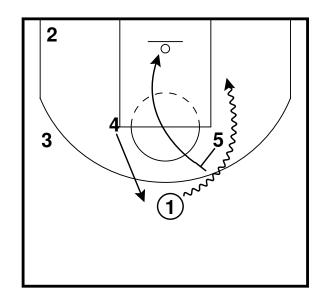
Strong - Horns - Angle - Clear Half Court Sets



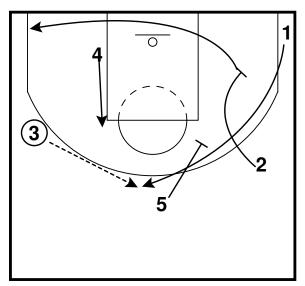
1 passes to 5 who reverses to 3.

Smaller lineup with Draymond Green at the 4.

Strong - Horns - Angle - Clear Half Court Sets



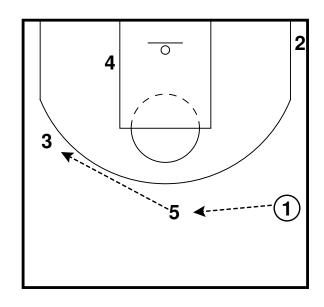
Strong - Horns - Angle - Clear Half Court Sets



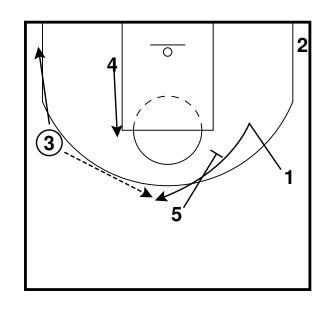
5 and 1 set double stagger screen for 2. 3 passes to 2.

Strong - Horns - Flex - Punch Half Court Sets

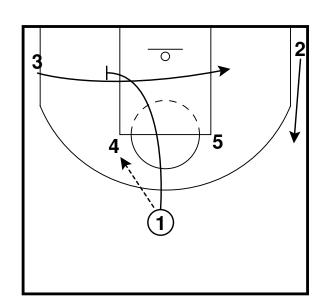
Strong - Horns - Flex - Punch Half Court Sets

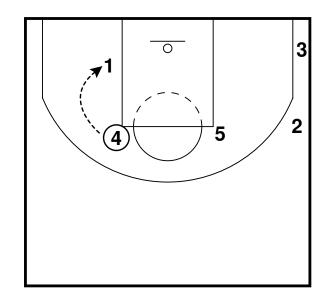


Strong - Horns - Flex - Punch Half Court Sets

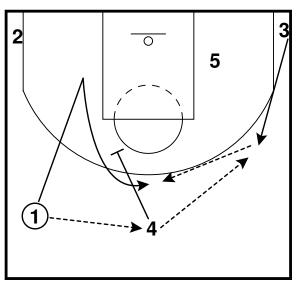


Strong - Horns - Flex - Punch Half Court Sets



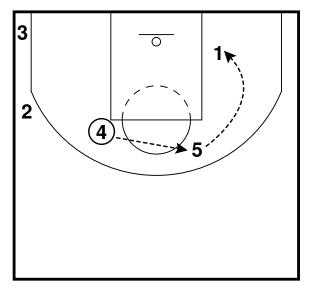


Strong - Horns - Lob Half Court Sets



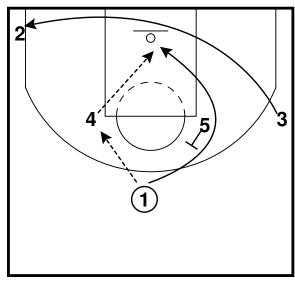
- 1 passes to 4 who reverses to 3.
- 4 screens down for 1.
- 3 passes back to 1.
- 4 & 5 both gather at the elbows.

Strong - Horns - Lob Half Court Sets



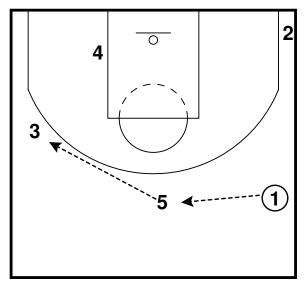
This set is designed for Shaun Livingston, a taller point guard who gets a mismatch often. Most of the time the lob will not be there, so it is designed for him to post up smaller guards.

Strong - Horns - Lob Half Court Sets



- 3 clears to opposite corner.
- 1 passes to 4 at the elbow and cuts off backscreen from 5 looking for a lob.

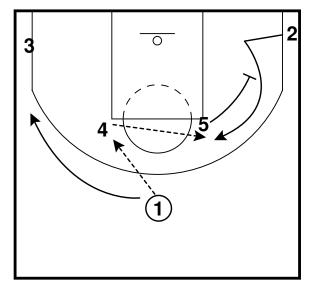
Strong - Horns - Pin Half Court Sets



1 passes to 5 who reverses to 3.

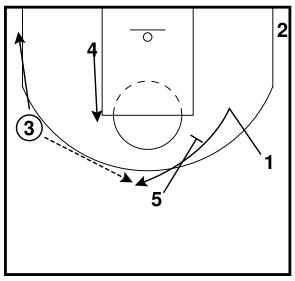
Smaller lineup with Draymond Green at the 4.

Strong - Horns - Pin Half Court Sets



1 passes to 4 at the elbow and cuts off him.

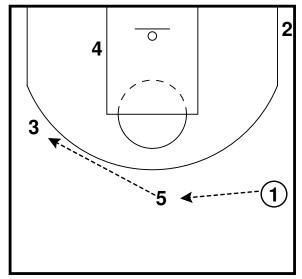
Strong - Horns - Pin Half Court Sets



5 sets a down screen for 1 who cuts to the top of the key. 3 passes to 1, 4 cuts to the elbow, 3 clears to the corner.

⁵ turns and sets a down screen for 2.

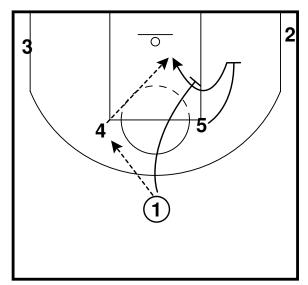
Strong - Horns - Pin -Thunder Half Court Sets



1 passes to 5 who reverses to 3.

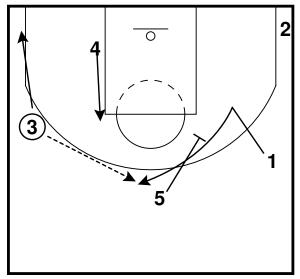
Smaller lineup with Draymond Green at the 4.

Strong - Horns - Pin -Thunder Half Court Sets



1 passes to 4 at the elbow and cuts off him.

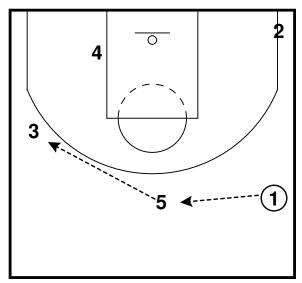
Strong - Horns - Pin -Thunder
Half Court Sets



5 sets a down screen for 1 who cuts to the top of the key. 3 passes to 1, 4 cuts to the elbow, 3 clears to the corner.

⁵ turns and sets a down screen for 2.

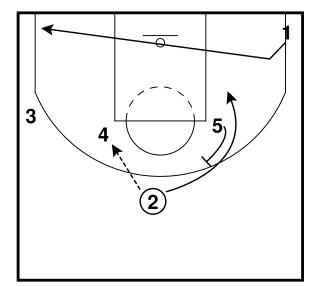
Strong - Horns - Ricky Half Court Sets



1 passes to 5 who reverses to 3.

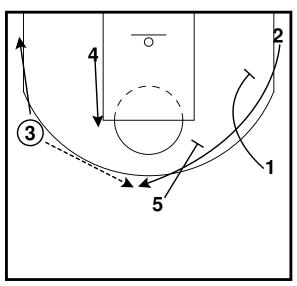
Smaller lineup with Draymond Green at the 4.

Strong - Horns - Ricky Half Court Sets



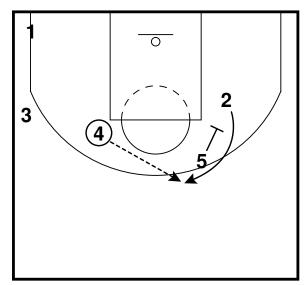
Similar to Elbow Lob, 2 cuts off backscreen from 5 after passing to 4.

Strong - Horns - Ricky Half Court Sets



5 and 1 set double stagger screen for 2. 3 passes to 2.

Strong - Horns - Ricky Half Court Sets

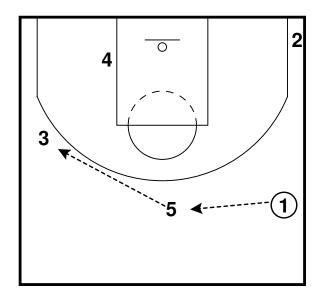


5 then turns and rescreens for 2.

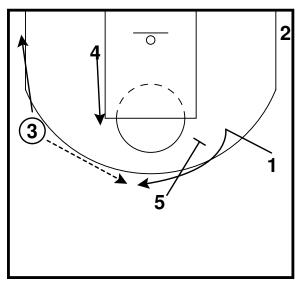
Set is designed for Klay or Steph to get an open shot.

⁴ passes to 2 for a shot.

Strong - Horns - Rub Half Court Sets

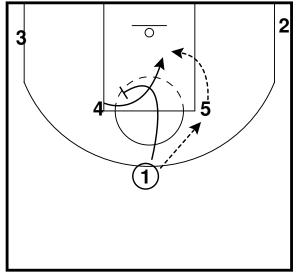


Strong - Horns - Rub Half Court Sets



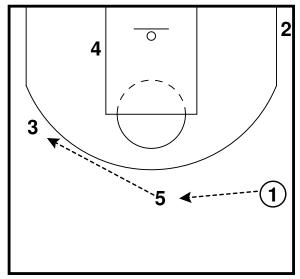
5 sets a down screen for 1 who cuts to the top of the key. 3 passes to 1, 4 cuts to the elbow, 3 clears to the corner.

Strong - Horns - Rub Half Court Sets



In Horns, 1 passes to 5 at the Elbow and cuts through the key. 1 stops half way and sets a rub screen for 4 who cuts to the rim. 5 passes to 4 who looks to finish.

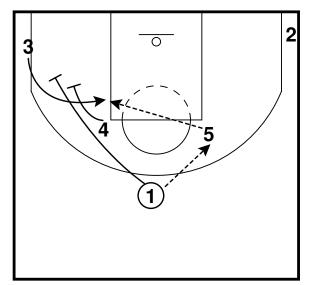
Strong - Horns - Strong Half Court Sets



1 passes to 5 who reverses to 3.

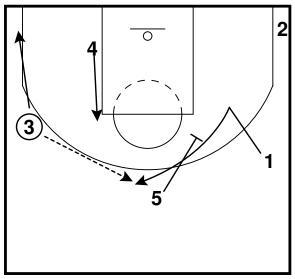
Smaller lineup with Draymond Green at the 4.

Strong - Horns - Strong Half Court Sets



1 passes to 5 at the elbow.

Strong - Horns - Strong Half Court Sets



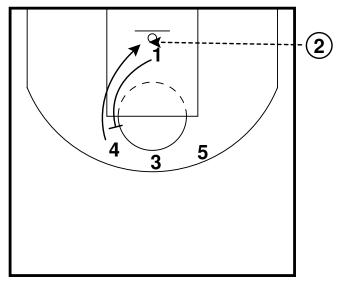
5 sets a down screen for 1 who cuts to the top of the key. 3 passes to 1, 4 cuts to the elbow, 3 clears to the corner.

^{1 &}amp; 4 set double screen for 3.

⁵ passes to 3.

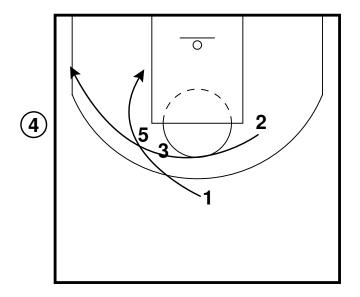
Sideline out of Bounds

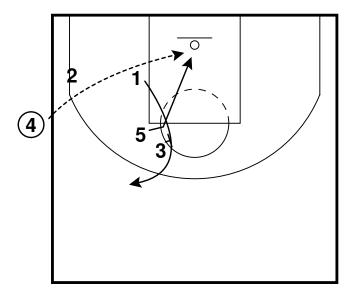
COB - Rip Sideline out of Bounds



1 sets backscreen for 4 (Harrison Barnes, Small lineup) 2 passes to 4.

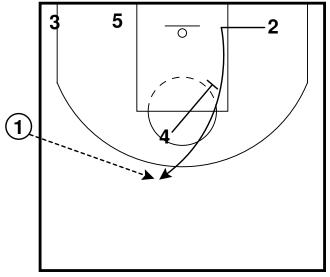
SLOB Double Loop Slip Sideline out of Bounds SLOB Double Loop Slip Sideline out of Bounds



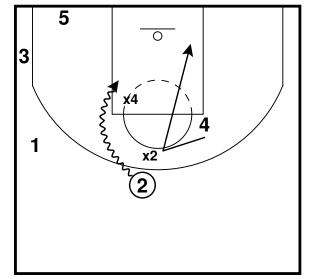


SOB - 3 Sideline out of Bounds

SOB - 3 Sideline out of Bounds



4 sets down screen for 2 who comes off looking for a shot. 2 (Klay Thompson) likes to curl off this to the rim.

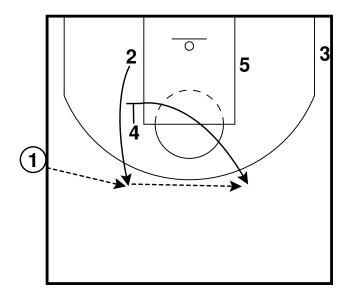


Golden State likes to run this action vs teams that ICE the ballscreen.

4 steps up to ballscreen, but then slips to the rim away from defense.

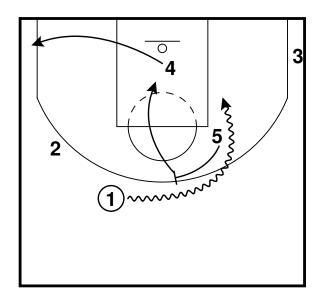
SOB - Chin - Get (ATO) Sideline out of Bounds

SOB - Chin - Get (ATO) Sideline out of Bounds

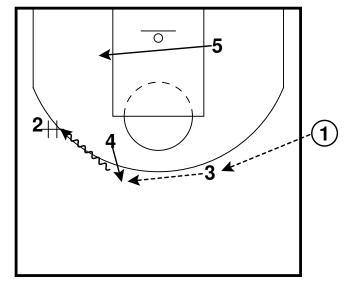


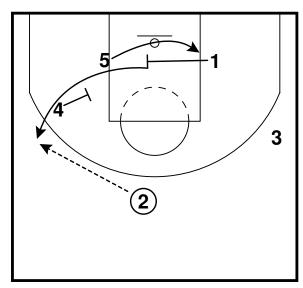
1 2 4 -----4

SOB - Chin - Get (ATO) Sideline out of Bounds



SOB - DHO - STS Sideline out of Bounds SOB - DHO - STS Sideline out of Bounds



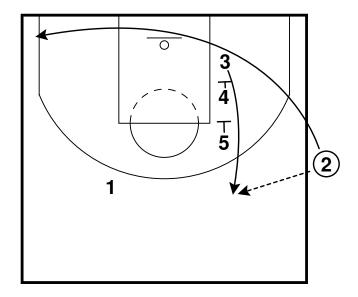


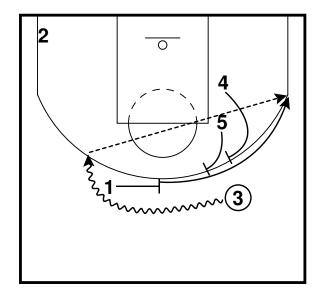
- 1 passes to 3 who reverses to 4.
- 4 dribble hand offs to 2.
- 5 clears across lane.

1 sets cross screen for 5 and then receives down screen from 4

SOB - Double Flare (ATO)
Sideline out of Bounds

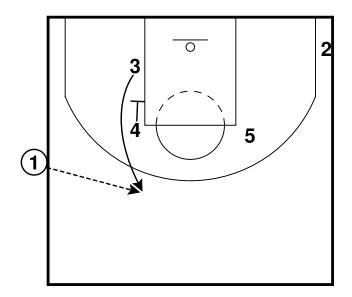
SOB - Double Flare (ATO)
Sideline out of Bounds

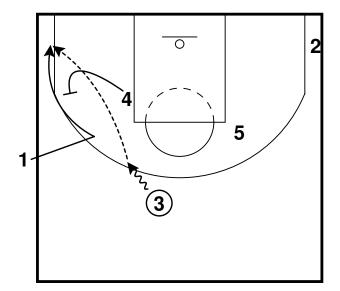




SOB - Flare - Inbounder Sideline out of Bounds

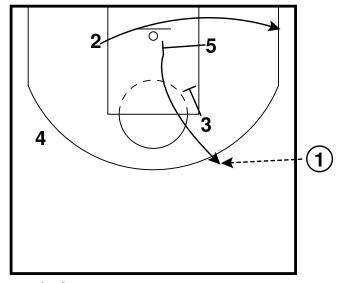
SOB - Flare - Inbounder Sideline out of Bounds

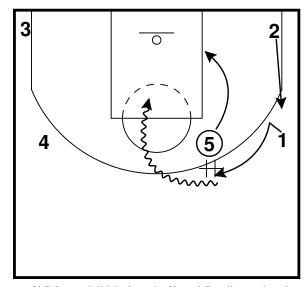




SOB - Hand Off Sideline out of Bounds

SOB - Hand Off Sideline out of Bounds



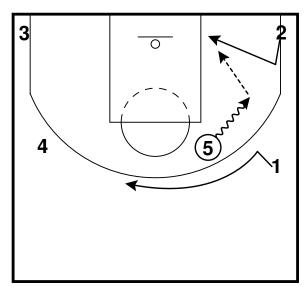


- 5 screens for 2.
- 3 screens for 5 who flashes to the ball.
- 1 passes to 5.

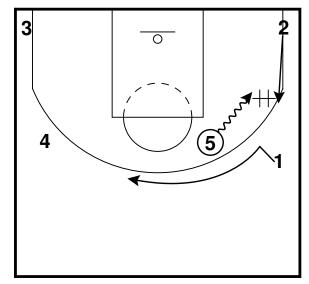
SOB - Hand Off Sideline out of Bounds

1 cuts off 5 for a dribble hand off and 5 rolls to the rim. 2 lifts to prevent help, if his man crashes on 5 then 2 will be open on the wing.

SOB - Hand Off Sideline out of Bounds



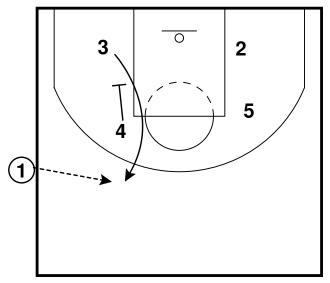
- 1 cuts off 5 for a dribble hand off, 5 can fake it and dribble at 2.
- 2 has two options, he can read the defense and go backdoor.

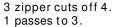


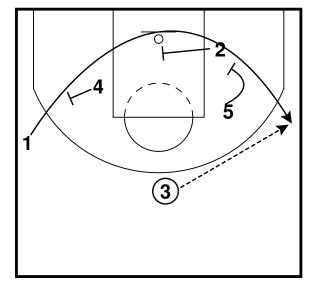
2 can also come off dribble hand off from 5.5 rolls to the rim, 2 attacks or shoots off the dribble.

SOB - Loop Sideline out of Bounds

SOB - Loop Sideline out of Bounds

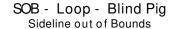


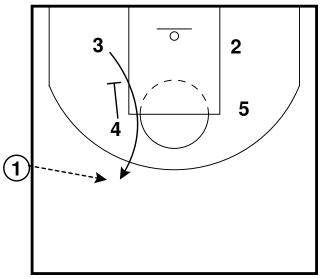




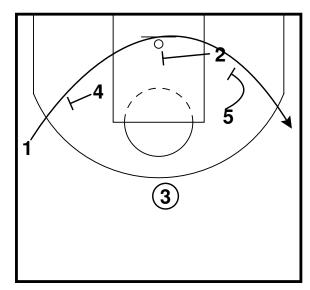
- 1 cuts off triple screen to the wing. 3 passes to 1.

SOB - Loop - Blind Pig Sideline out of Bounds



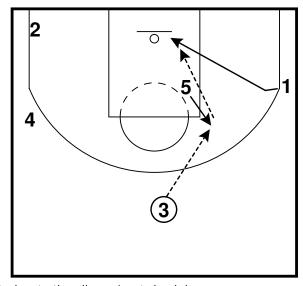


3 zipper cuts off 4. 1 passes to 3.



1 cuts off triple screen to the wing.

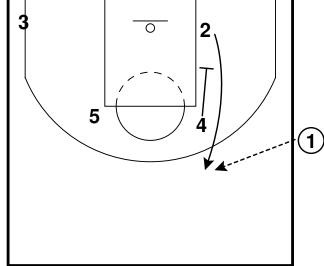
SOB - Loop - Blind Pig Sideline out of Bounds



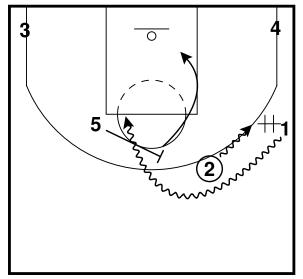
- 5 flashes to the elbow, 1 cuts backdoor.
- 3 passes to 5 who passes to 1.

SOB - Miami Sideline out of Bounds

SOB - Miami Sideline out of Bounds



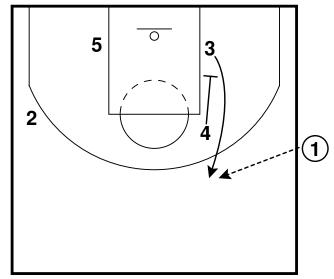
4 sets a Zipper screen for 2. 1 passes to 2 and steps in.

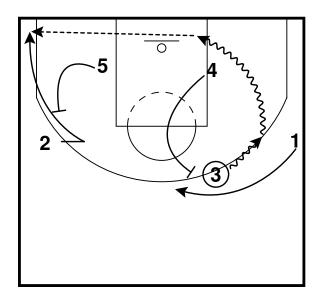


2 then turns and executes a quick DHO. On the DHO 5 sprints up for a Ballscreen. 1 Attacks.

SOB - Miami - Keep - Hammer Sideline out of Bounds

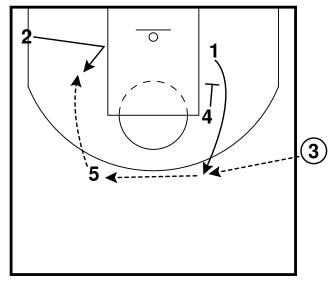
SOB - Miami - Keep - Hammer Sideline out of Bounds





4 sets a Zipper screen for 2. 1 passes to 2 and steps in.

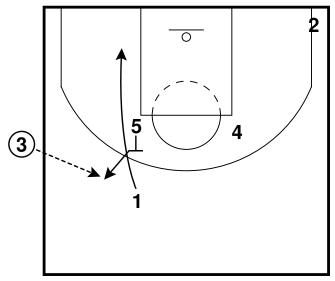
SOB - Punch 2 Sideline out of Bounds



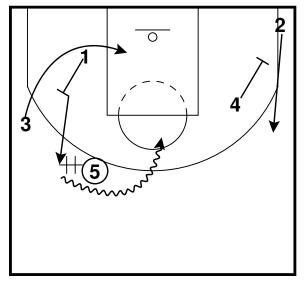
Post up for Klay Thompson

SOB - Rip - DHO Sideline out of Bounds

SOB - Rip - DHO Sideline out of Bounds



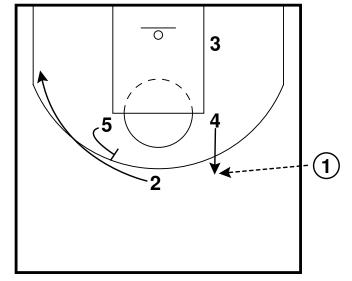
5 screens for 1 and pops to the ball. 3 passes to 5.

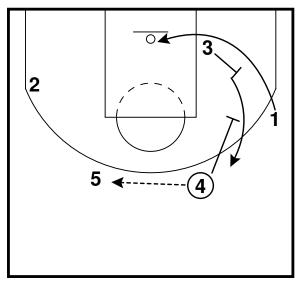


- 1 sets backscreen for 3 and then comes off dribble hand off from 5.
- 4 screens for 2 on the weakside.

SOB - STS Sideline out of Bounds

SOB - STS Sideline out of Bounds



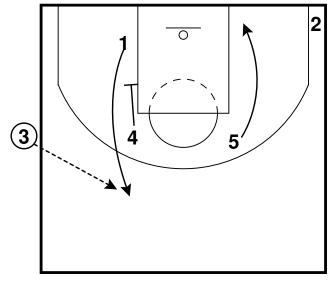


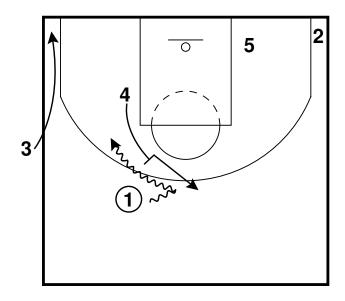
- 1 passes to 4.
- 5 sets flare screen for 2.

- 4 passes to 5.
- 3 sets backscreen for 1 then comes off down screen from 4.

SOB - Zipper - Chase Sideline out of Bounds

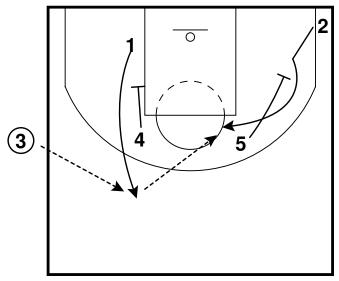
SOB - Zipper - Chase Sideline out of Bounds





- 1 zipper cuts off 4.
- 3 passes to 1.
- 5 screens away for 2.

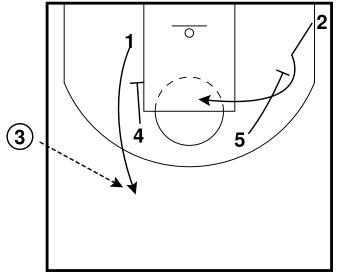
SOB - Zipper - Pin Sideline out of Bounds

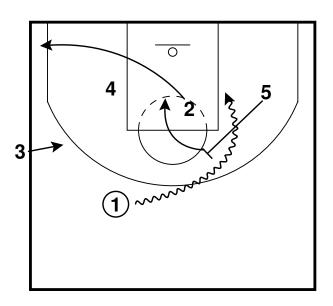


- 1 zipper cuts off 4.
- 3 passes to 1.
- 5 screens away for 2.

SOB - Zipper - Pin - Hook - Step Sideline out of Bounds

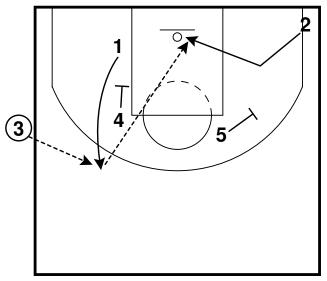
SOB - Zipper - Pin - Hook - Step Sideline out of Bounds





- 1 zipper cuts off 4.
- 3 passes to 1.
- 5 screens away for 2.

SOB - Zipper - Pin - Reject Sideline out of Bounds

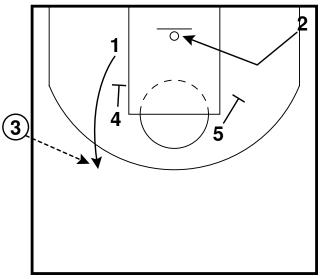


1 zipper cuts off 4.

3 passes to 1.

If 2 is overplayed, he can cut backdoor for a layup.

SOB - Zipper - Pin - Runner Sideline out of Bounds

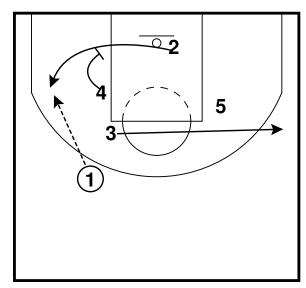


1 zipper cuts off 4.

3 passes to 1.

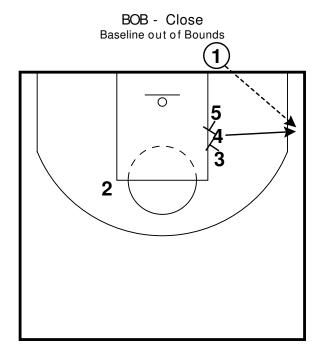
If 2 is overplayed, he can cut backdoor for a layup or continue across the lane.

SOB - Zipper - Pin - Runner Sideline out of Bounds

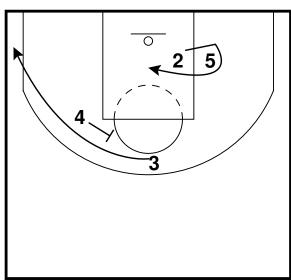


2 cuts off screen from 4.

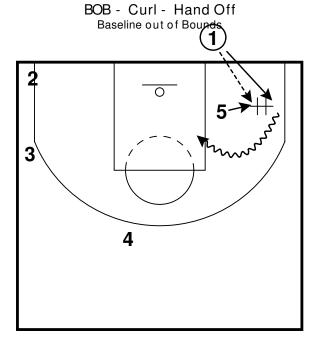
Baseline out of Bounds



BOB - Curl - Hand Off Baseline out of Bounds

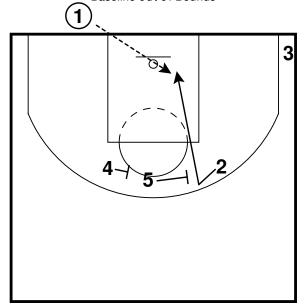


2 curls off of 5 looking for layup. 4 flare screens 3.



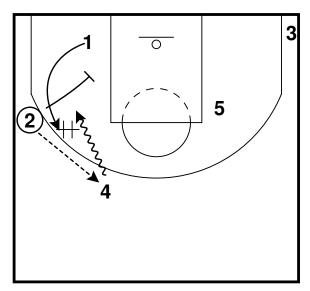
5 cuts out to wing, 1 passes to 5.
1 cuts off dribble hand off form 5 and attacks the basket.

Option 1: Reject Double Screen for layup
Baseline out of Bounds



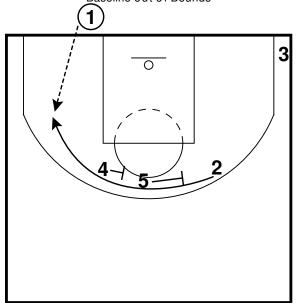
If overplayed, 2 can reject the screen and cut to the basket.

Option 3: Kick to 4
Baseline out of Bounds



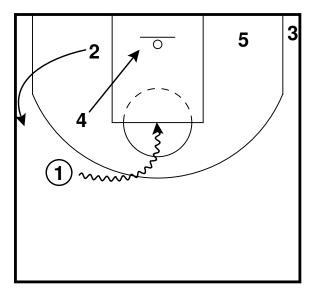
If covered, 2 passes to 4 and screens for 1. 4 dribble hand offs to 1.

Option 2: Use Double Screen for shot
Baseline out of Bounds

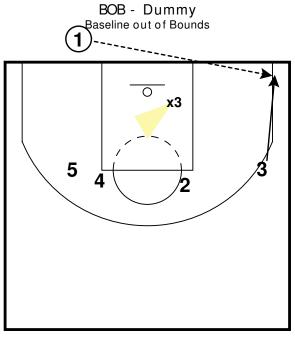


2 cuts off double screen from 4 & 5 and looks for shot.

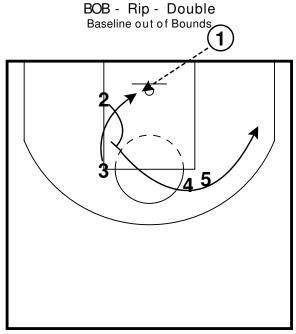
Option 3: Kick to 4
Baseline out of Bounds



After dribble hand off, 2 cuts to the wing, 4 cuts to the rim. 1 attacks.



Out of normal BLOB LA, if $x\,3$ falls asleep, 1 looks for 3 open in the corner.



2 sets a backscreen for 3.

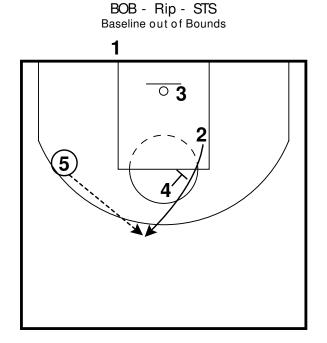
1 passes to 3.

BOB - Rip - STS
Baseline out of Bounds

1

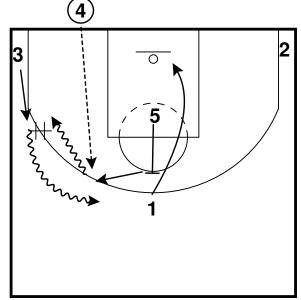
4

3



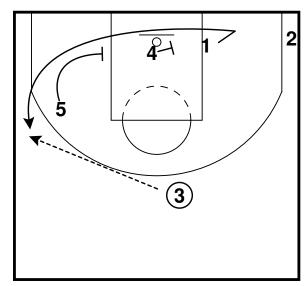
BOB - Rip - STS
Baseline out of Bounds

BOB - Washington - Double
Baseline out of Bounds



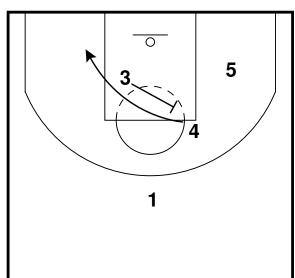
5 screens up for 1 who cuts to the rim. 5 opens up, this screen allows him to be free since x 5 will have to give help.

BOB - Washington - Double Baseline out of Bounds

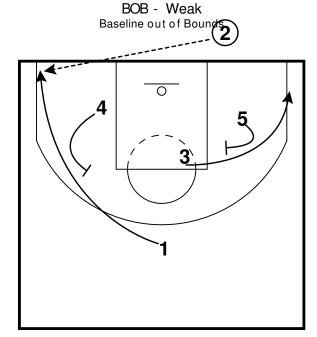


- 4 & 5 set double screen for 1.
- 3 passes to 1.

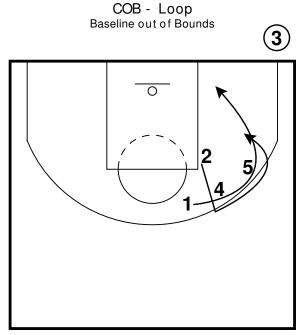
BOB - Weak
Baseline out of Bound



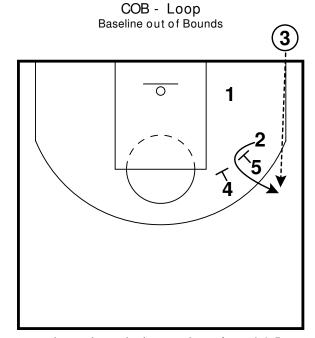
3 screens across for 4.



3 continutes off screen from 5.
1 cuts off flare screen from 4 for a shot.



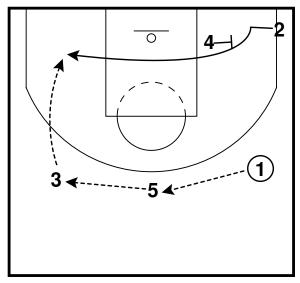
1 cuts off 4 & 5 to the rim. 2 cuts off 4 & 5 to the rim.



2 stops and cuts through elevator doors from 4 & 5. 3 passes to 2 for a shot.

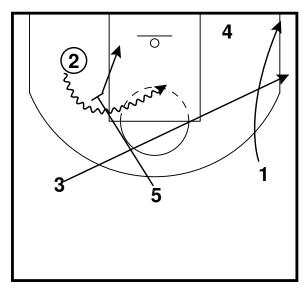
Specials

2 Down - Logo After Time Out



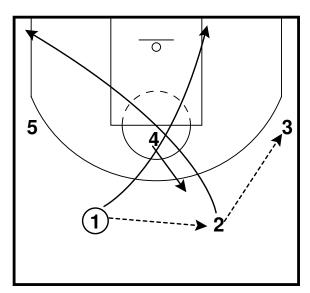
- 1 passes to 5 who reverses to 3.
- 2 cuts off 4.
- 3 enters ball into the post to 2.

2 Down - Logo After Time Out



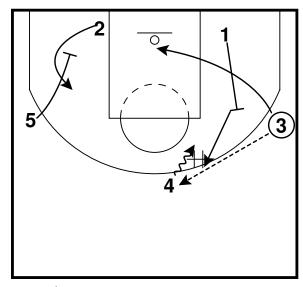
5 sets ballscreen for 2 in the post and rolls to the rim. 2 attacks.

23 High - Dribble After Time Out



- 1 passes to 2 who passes to 3 on the wing.
- 1 and 2 cut through off 4.
- 4 pops to the top of the key.

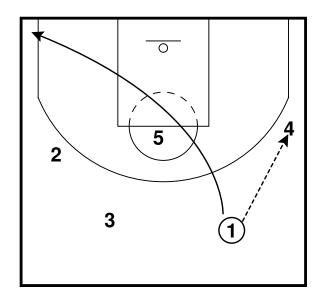
23 High - Dribble After Time Out

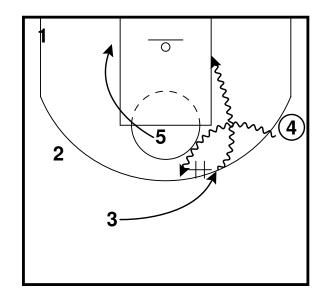


- 3 passes to 4.
- 1 sets backscreen on 3 and receives dribble hand off from
- 4.

23 High - Hand Off After Time Out

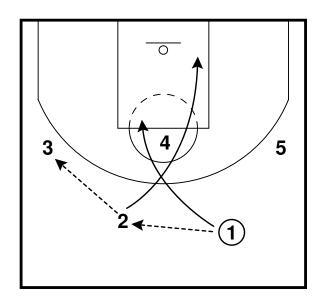
23 High - Hand Off After Time Out

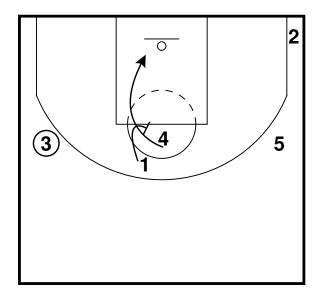




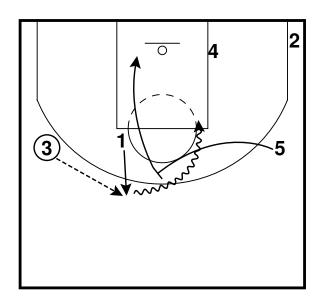
23 High - Rub After Time Out

23 High - Rub After Time Out



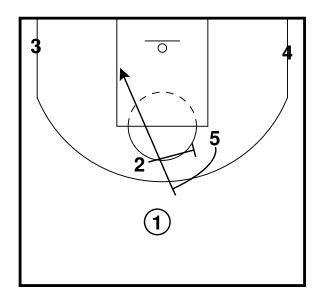


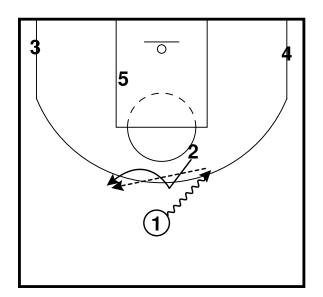
23 High - Rub After Time Out



52 High (ATO) Half Court Sets

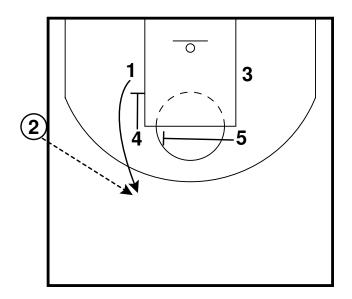
52 High (ATO) Half Court Sets

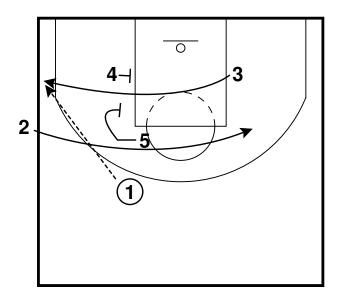




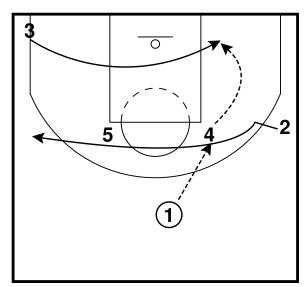
AI - Elevator After Time Out

AI - Elevator After Time Out



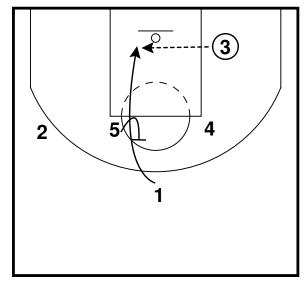


AI - Punch - Rip After Time Out



2 cuts over 4 & 5. 1 passes to 4 at the elbow. 3 cuts under into the post, 4 passes to 3.

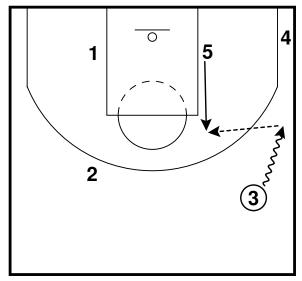
AI - Punch - Rip After Time Out

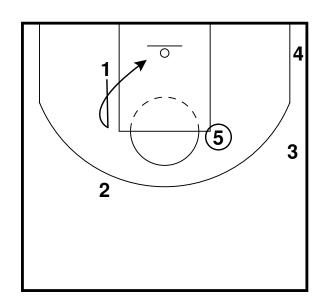


5 sets backscreen for 1.3 passes to 1.

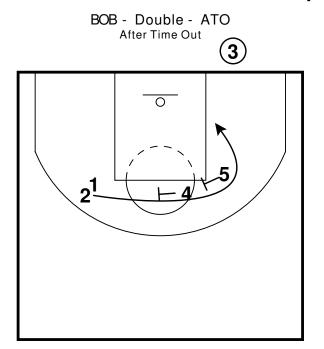
Backdoor Lob After Time Out

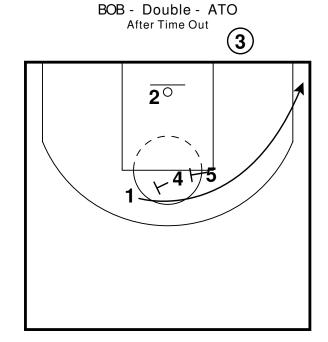


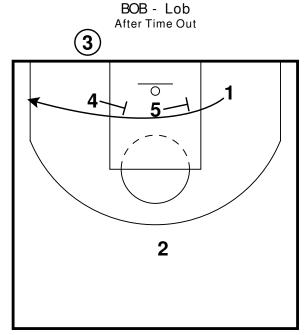


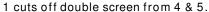


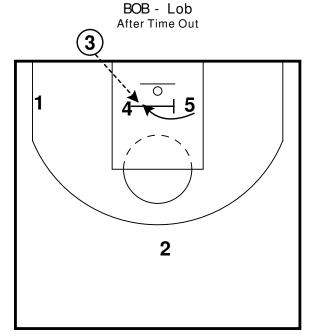
Shaun Livingston at the 1.









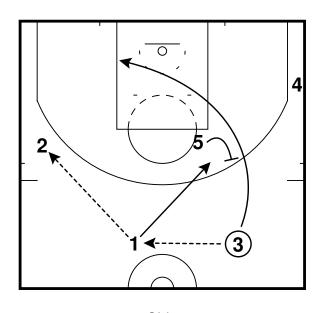


4 continues and screens on 5's man. 5 looks for lob.

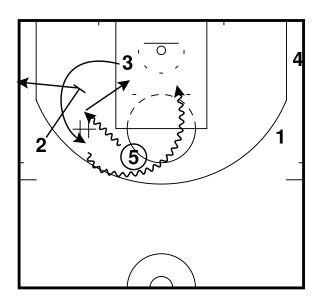
1.7 Seconds left in 3rd Quarter.

Chin After Time Out

Chin After Time Out

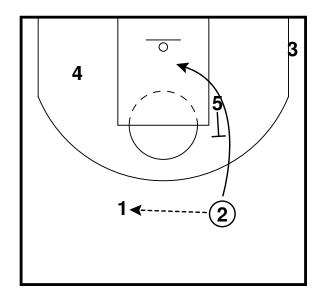


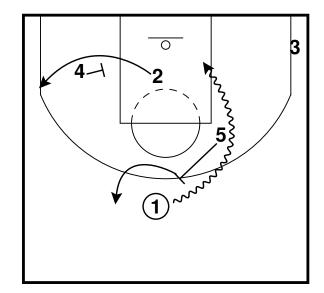
Chin After Time Out



Chin - Baseline Exit (ATO)
Half Court Sets

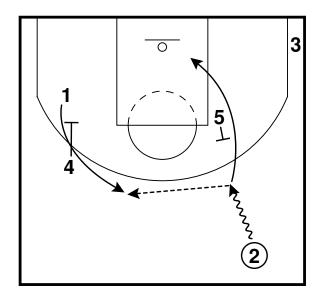
Chin - Baseline Exit (ATO)
Half Court Sets

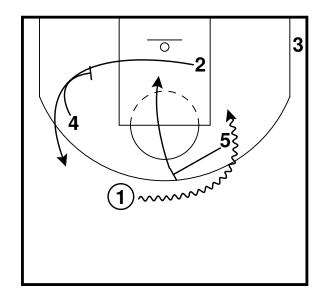


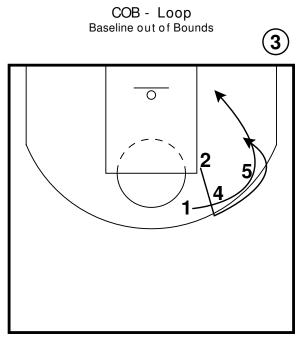


Chin - Exit After Time Out

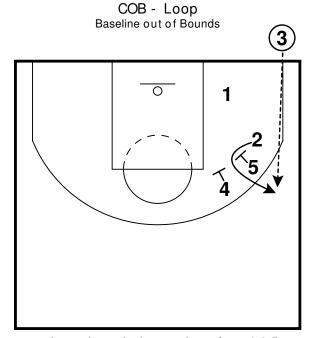
Chin - Exit After Time Out







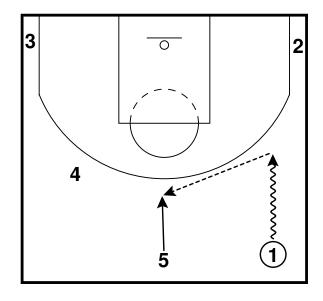
1 cuts off 4 & 5 to the rim. 2 cuts off 4 & 5 to the rim.



2 stops and cuts through elevator doors from 4 & 5. 3 passes to 2 for a shot.

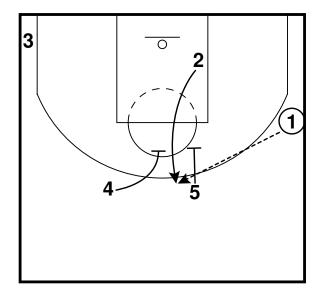
Delay - Pin - Curl - Elevator (ATO) Half Court Sets

Delay - Pin - Curl - Elevator (ATO) Half Court Sets



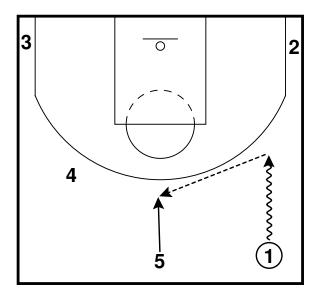
4 5

Delay - Pin - Curl - Elevator (ATO) Half Court Sets

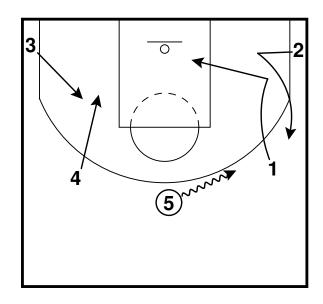


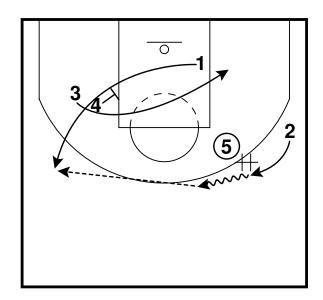
Delay - Pin - Sprint (ATO)
Half Court Sets

Delay - Pin - Sprint (ATO) Half Court Sets



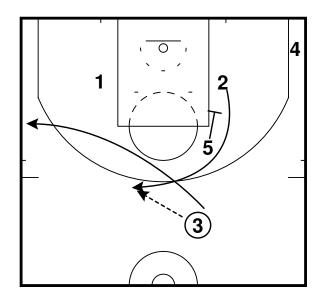
Delay - Pin - Sprint (ATO) Half Court Sets

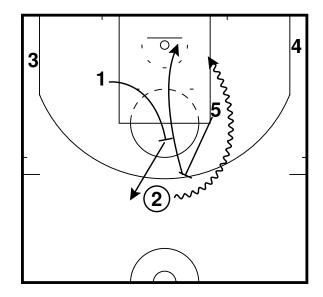




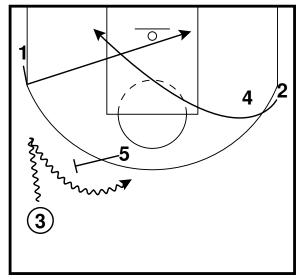
Double Chase - Spain After Time Out

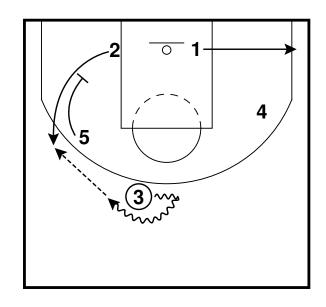
Double Chase - Spain After Time Out





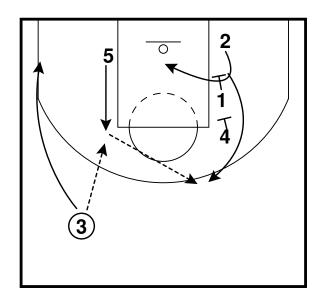
Dribble Drag - Reverse After Time Out Dribble Drag - Reverse After Time Out





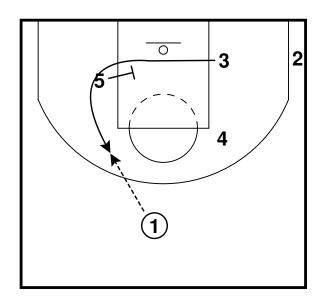
3 dribbles at 1 (Steph Curry) and then uses ballscreen from 5. 2 cuts through hard off 4 and clears to other wing.

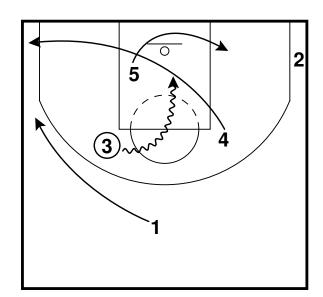
Elbow - Boston After Time Out



Elbow - ISO After Time Out

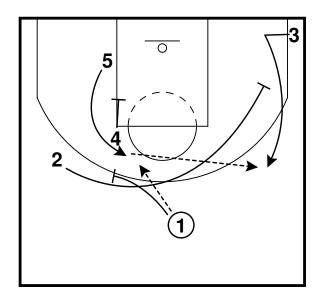
Elbow - ISO After Time Out

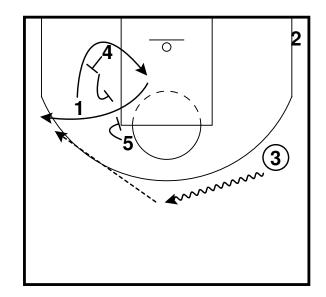




Elbow - Split - Elevator Half Court Sets

Elbow - Split - Elevator Half Court Sets



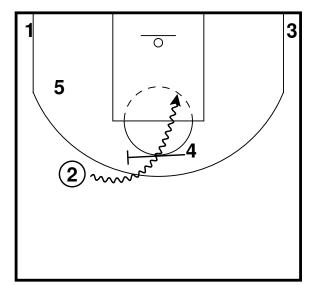


Empty - Lob Half Court Sets

2 4 5 3 -----1

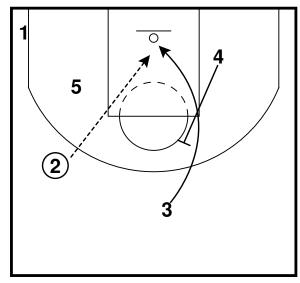
- 1 passes to 3 who reverses to 2.
- 1 clears through to ballside corner.

Empty - Lob Half Court Sets



4 follows with a ballscreen for 2 and rolls to the rim.

Empty - Lob Half Court Sets



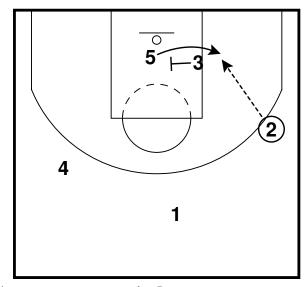
4 sets backscreen for 3. 2 looks for 3 on the lob.

Floppy - Cross Half Court Sets

4

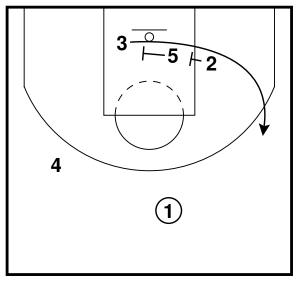
 $5\,\&\,3$ set double screen for 2 to cut to the wing. 1 passes to 2.

Floppy - Cross Half Court Sets



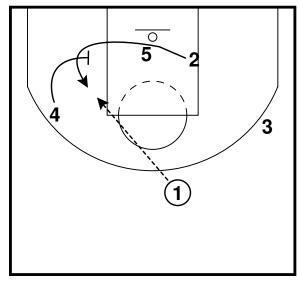
3 then sets a cross screen for 5. 2 passes to 5 for quick shot or post up.

Floppy - Cross - Turnout Half Court Sets



5 & 2 set double screen for 3 to cut to the wing.

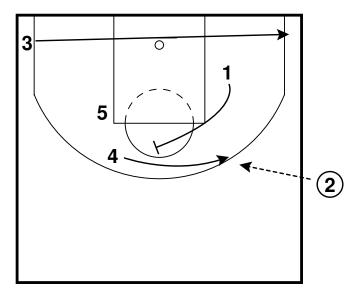
Floppy - Cross - Turnout Half Court Sets

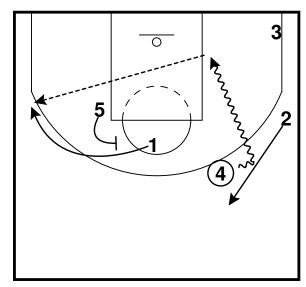


Instead of 2 screening across for 5, he fakes the screen and cuts off screen from 4 looking for a shot.

Hammer - ATO After Time Out

Hammer - ATO After Time Out

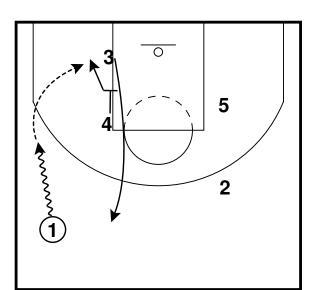




1 sets cross screen for 4. 2 passes to 4.

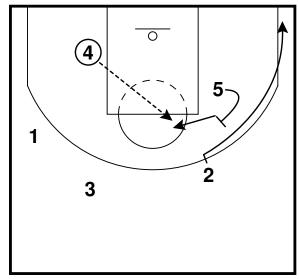
2 cuts off 4, who fakes the DHO (key component) to freeze his defender, 5 sets flare screen for 1, 4 passes to 1 for a 3.

Hammer - Open Half Court Sets



3 cuts off zipper screen from 4 (Draymond Green). 4 seals his man in the post. 1 passes to 4.

Hammer - Open Half Court Sets



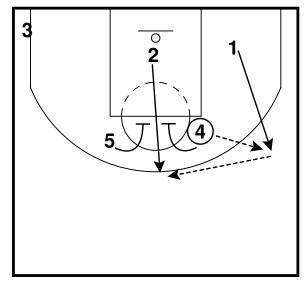
 $5\,$ sets Hammer screen for $2\,$ and then flashes when his man sags down for an open shot.

Horns - Elevator After Time Out

1 dribbles down and passes to 4 at the elbow.

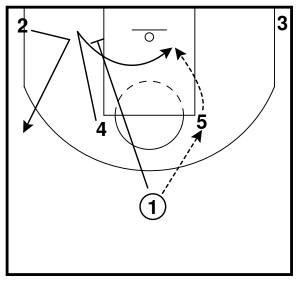
1 screens down for 2 who curls inside.

Horns - Elevator After Time Out



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

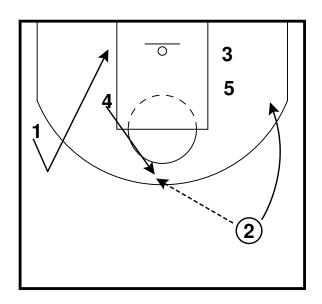
Horns - Thunder After Time Out

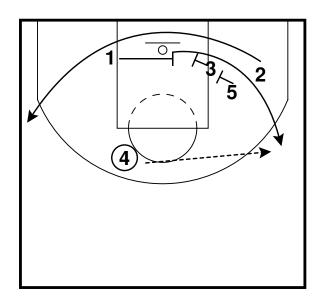


- 1 passes to 5 at the elbow.
- 4 turns to set down screen for 2.
- 1 sets down screen for 4 who curls to the basket.
- This is a counter out of their normal pindown set from their motion strong/weak action.

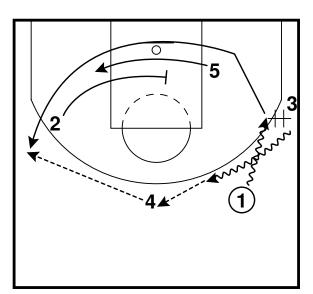
Middle Flash - Strong After Time Out

Middle Flash - Strong After Time Out



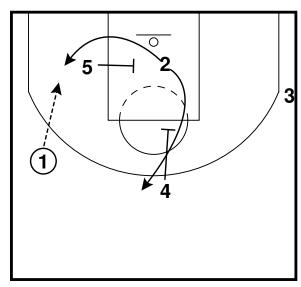


Option After Time Out



- 1 dribble hand offs to 3.
- 3 dribbles to the top and passes to 4.
- 1 cuts through to opposite wing.
- 2 screens across for 5.

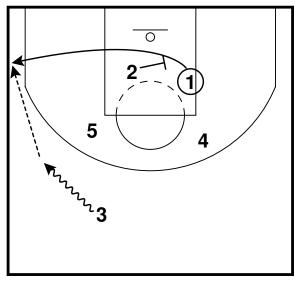
Option After Time Out



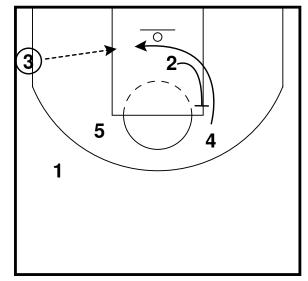
2 has option to use either 4 or 5 for a screen.

Rip - ATO After Time Out

Rip - ATO After Time Out



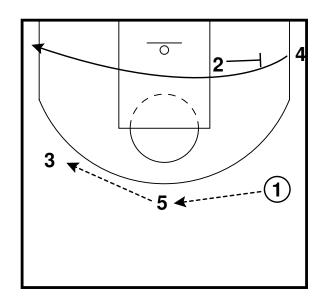
Livingston at 1, Curry at 2 & Klay at 3, with Draymond Green at the 4. 2 sets a cross screen for 3 who cuts to the wing. 1 passes to 3.

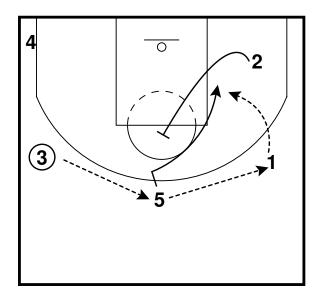


2 sets a backscreen for 4, 3 passes to 4 for a layup.

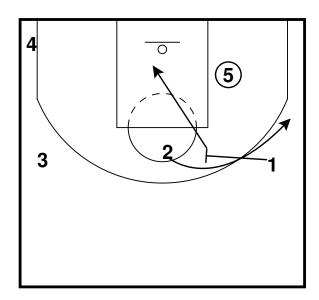
Slice - Punch - Split After Time Out

Slice - Punch - Split After Time Out



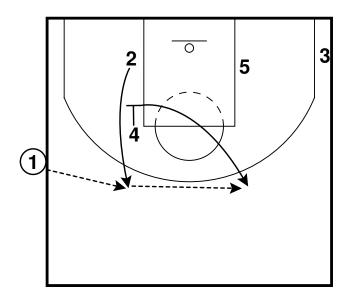


Slice - Punch - Split After Time Out



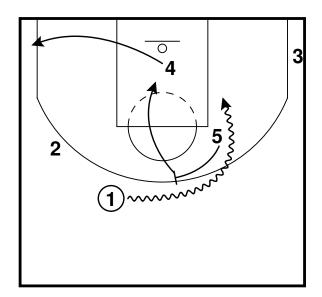
SOB - Chin - Get (ATO) Sideline out of Bounds

SOB - Chin - Get (ATO) Sideline out of Bounds



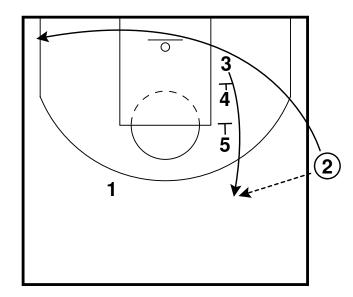
1 2 4 4

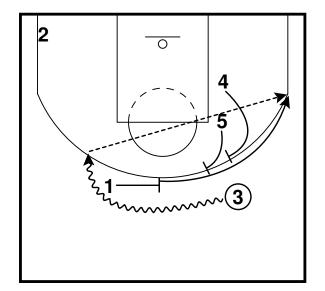
SOB - Chin - Get (ATO) Sideline out of Bounds



SOB - Double Flare (ATO) Sideline out of Bounds

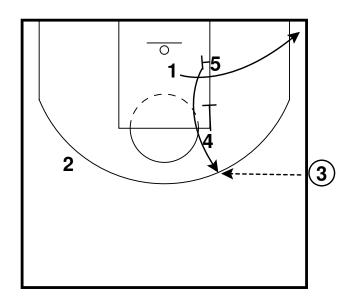
SOB - Double Flare (ATO)
Sideline out of Bounds

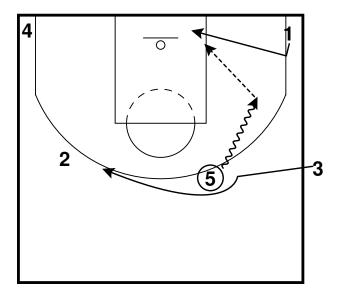




SOB - Keep - Backdoor After Time Out

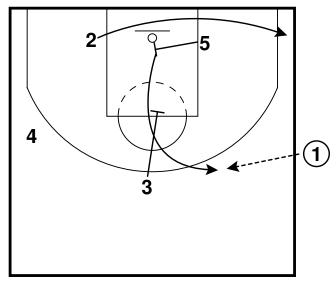
SOB - Keep - Backdoor After Time Out



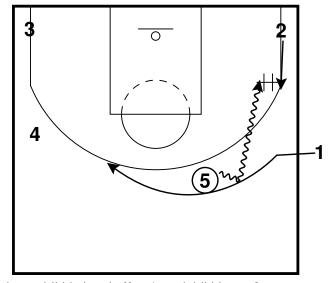


SOB - Keep - Hand Off After Time Out

SOB - Keep - Hand Off After Time Out



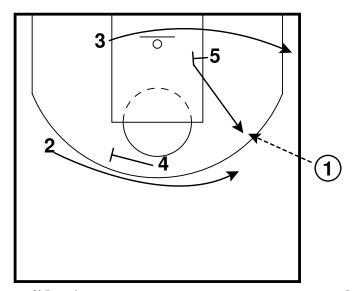
2 cuts off 5, 3 sets down screen for 5. 1 passes to 5.

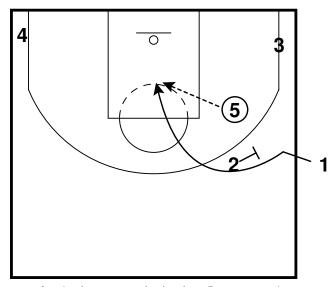


5 fakes a dribble hand off to 1, and dribbles at 2. 2 has the option to cut backdoor or receive dribble hand off to attack.

SOB - Rip - Inbounder After Time Out

SOB - Rip - Inbounder After Time Out





- 3 cuts off 5 to the corner.
- 4 screens for 2 who cuts to the ball.
- 5 flashes to the elbow/mid post.
- 1 passes to 5.

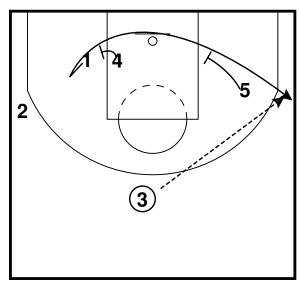
2 screens for 1 who cuts to the basket, 5 passes to 1.

SOB - Turnout - Double After Time Out

2 3

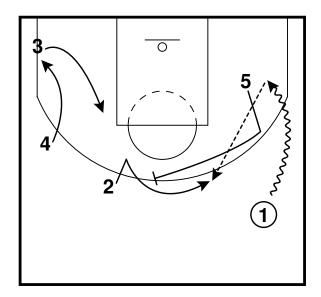
3 cuts off screen from 5. 2 passes to 3.

SOB - Turnout - Double After Time Out



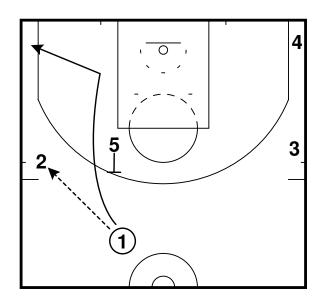
- 1 (Steph Curry) fakes cut off initial screen for 2 (Klay Thompson) and turns to sprint off double screen to the wing.
- 3 passes to 1.

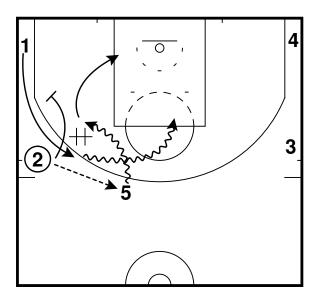
Throwback (ATO)
Half Court Sets



UCLA - Chicago After Time Out

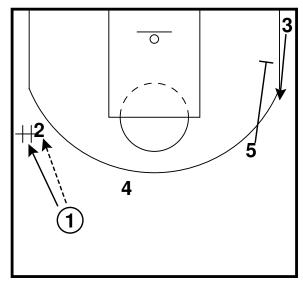
UCLA - Chicago After Time Out



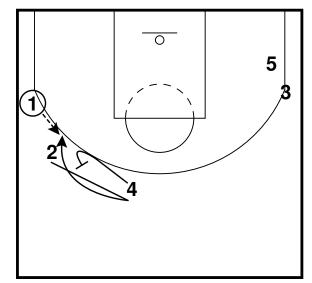


Wiper After Time Out



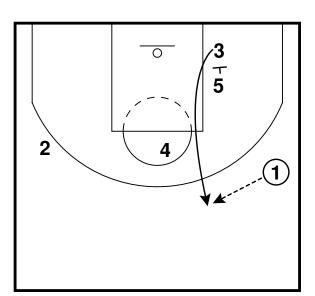


1 passes to 2 who hands it back to 1.



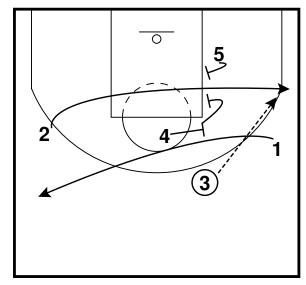
2 cuts off screen from 4 and then cuts off rescreen to the wing for a shot.

Zipper - AI - Elevator Half Court Sets



5 screens for 3. 1 passes to 3.

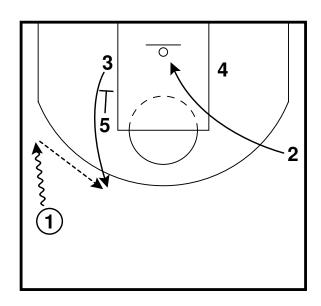
Zipper - AI - Elevator Half Court Sets



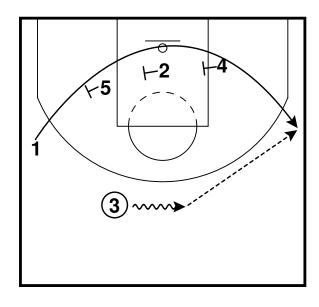
1 Al cuts off 4, 4 & 5 set elevator screen for 2. 3 passes to 2.

Zipper - Loop - Elbow - Chicago After Time Out

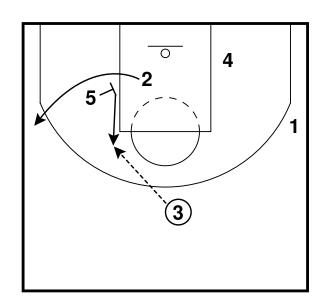
Zipper - Loop - Elbow - Chicago After Time Out

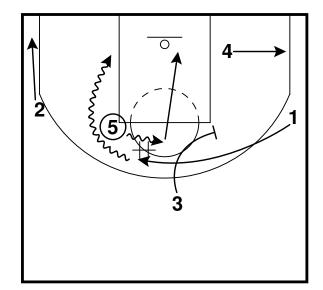


Zipper - Loop - Elbow - Chicago After Time Out



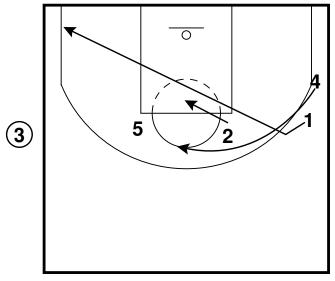
Zipper - Loop - Elbow - Chicago After Time Out

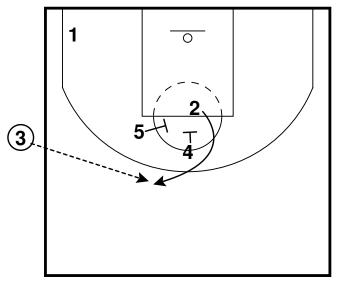




EOG - Double End of Game

EOG - Double End of Game





- 1 fakes up and cuts to the corner.
- 4 cuts inside and 2 fakes cut to rim.

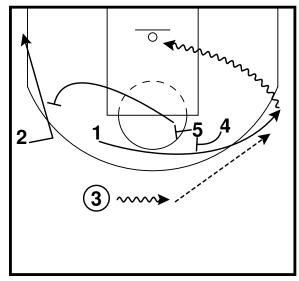
2 turns and comes off double screen from 4 & 5.

EOG - Hammer End of Game

2 1 4 5

3 cuts off 1 and receives pass from 2.

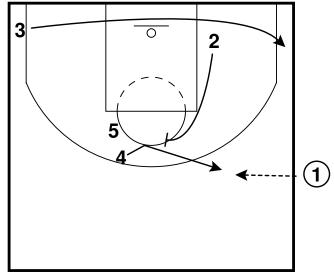
EOG - Hammer End of Game

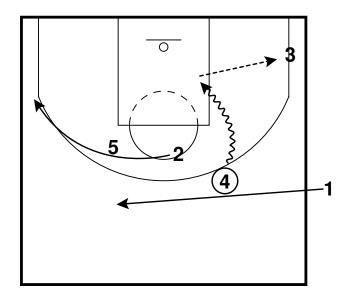


- 1 cuts off double screen from 4 & 5 to the wing.
- 3 passes to 1.
- 5 then sets hammer screen for 2 as 1 attacks.

EOG - Keep - Hammer End of Game

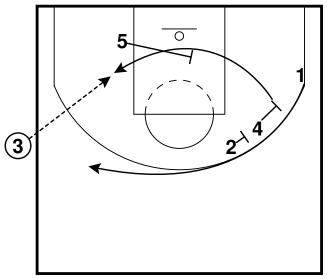
EOG - Keep - Hammer End of Game





Draymond at the 4, Speights at the 5

EOG - Punch End of Game



4 & 2 set double screen for 1. 5 screens across for 4 (Harrison Barnes, Small lineup) to attack late in the game.

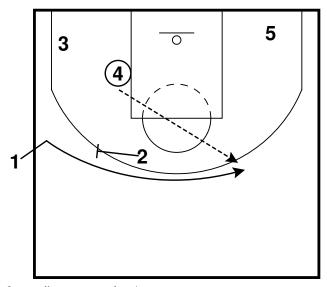
EOG - Punch - Flare End of Game

3 1

2 sets backscreen for 5 and cuts to the ball. 4 screens across for 3 and opens to the ball.

1 passes to 4 in the post.

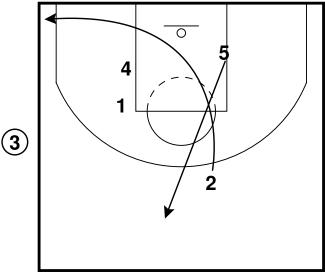
EOG - Punch - Flare End of Game



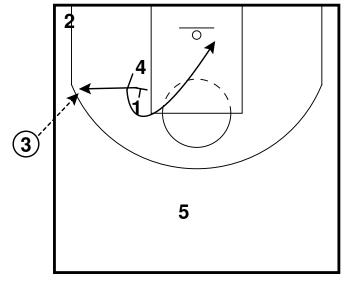
- 2 sets flare screen for 1.
- 4 passes to 1 looking for shot.

EOG - SOB - Curl End of Game

EOG - SOB - Curl End of Game



5 & 2 interchange, 2 clears to the corner.



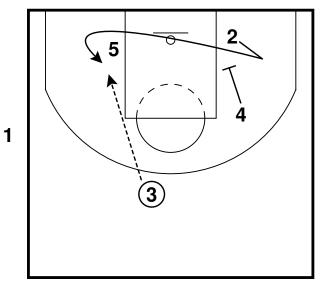
4 cuts off screen from 1 looking for lob. 1 opens up to the ball.

EOG - Turnout End of Game

3 0 2

3 cuts off 5 and fakes the dribble hand off back to 1 after receiving inbound pass.

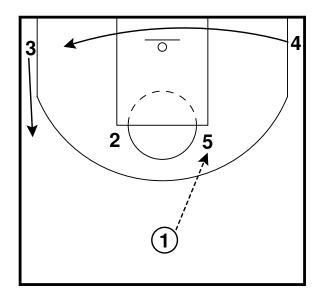
EOG - Turnout End of Game

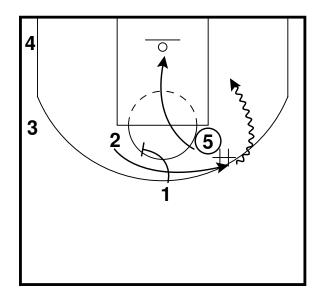


Klay Thompson fakes to run off pindown screen, and sprints off 5 for a curl jumper.

Horns - Chicago - Empty End of Game

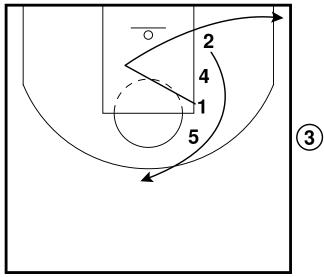
Horns - Chicago - Empty End of Game

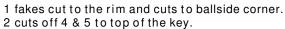


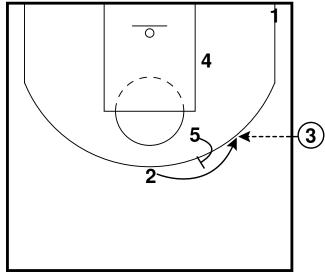


SOB - Wiper End of Game

SOB - Wiper End of Game





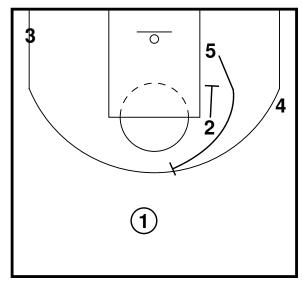


 ${\bf 5}$ then turns and rescreens for 2 to come back to the ball for a shot.

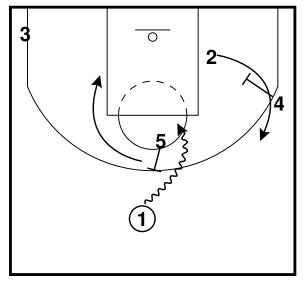
3 passes to 2.

Fist (EOQ) Half Court Sets

Fist (EOQ) Half Court Sets



 $2\,$ sets a down screen for $5\,$ who sprints and sets a hi ballscreen for $1\,.$



1 attacks and 5 rolls to the rim, 4 sets a down screen for 2. 1 looks to attack with options.