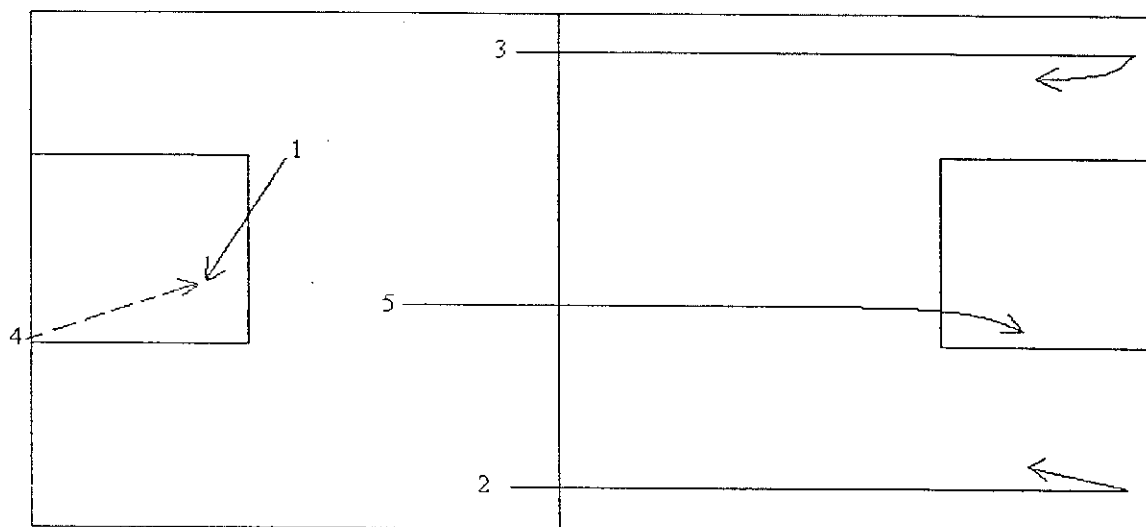


EARLY OFFENSE

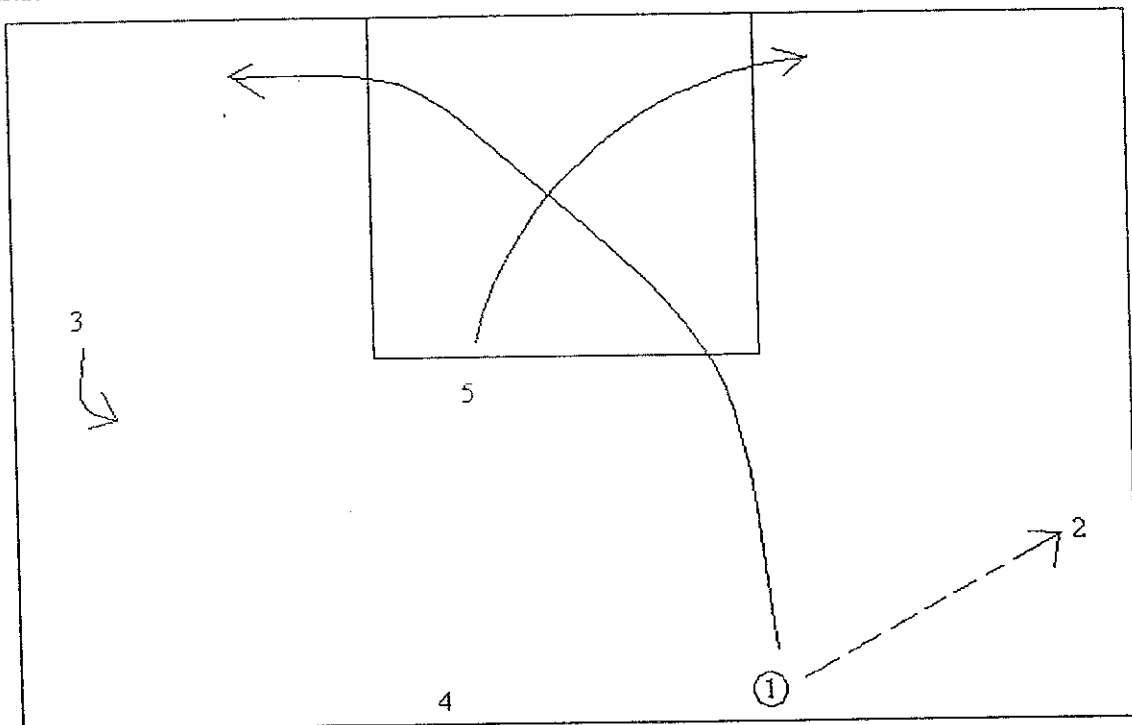
The Beachdogs' early offense is designed to run a controlled secondary break when we are not running a set play or when we do not have a clear fast break (example; after free throws, made baskets, rebounds, and steals). The keys to a successful early offense are spacing, pushing the ball quickly up the court, running the lanes hard and the lead **big man** running hard up the middle of the court to the rim. We are attacking to scare some easy baskets before they have a chance to set up, and to take advantage of my mistake they make in their transition defense.



1. Lanes

- A. Wings - The 2 and 3 will run hard on each wing. They are interchangeable and if they both start on the same side the lead player stays and the back player crosses to the other side. The wings must run wide and at a full sprint. Spacing is very important. They must fill back up to the free throw line extended if they have run down to the block area looking for a pass for an easy basket, but have not yet received a pass.
- B. Big Men (4&5) - The lead big man or, on a made basket, the designated big man runs the center of the court to the rim. If he does not receive the ball he then posts up on the ball side block (strong side block). The trail big man runs the center of the court, but opposite lane and side as the point guard.
- C. Point guard - The point guard must quickly make himself available for an outlet pass. He then pushes the ball up the court looking to pass forward to one of the wings on a hit - ahead. If he does not pass forward he must determine a strong side by dribbling the ball up a definite side of the court.

EARLY OFFENSE

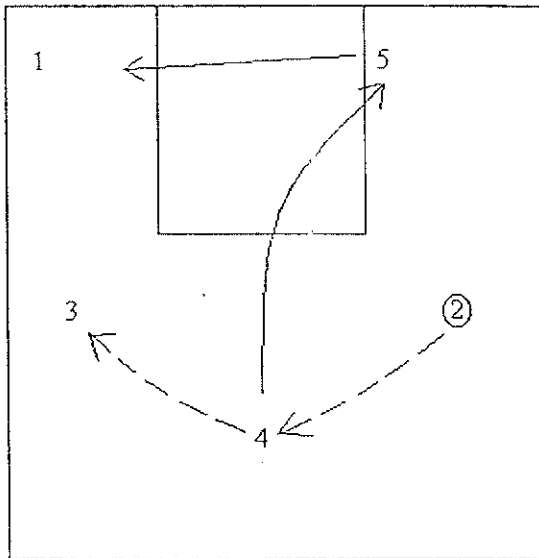


Point guard pushes the ball

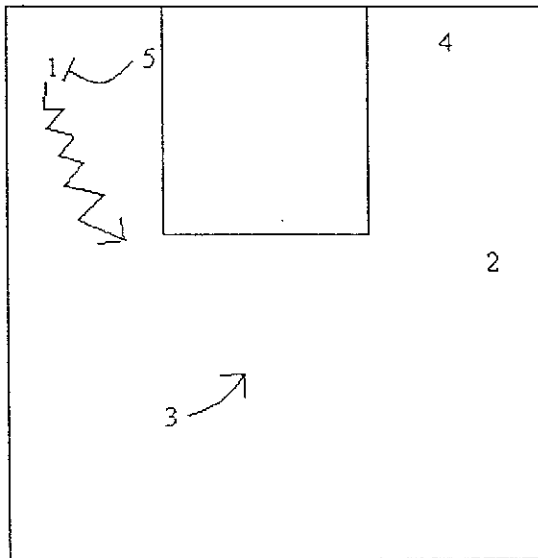
2 & 3 run the wings

5 goes to the rim (head in bucket) and then to strong side

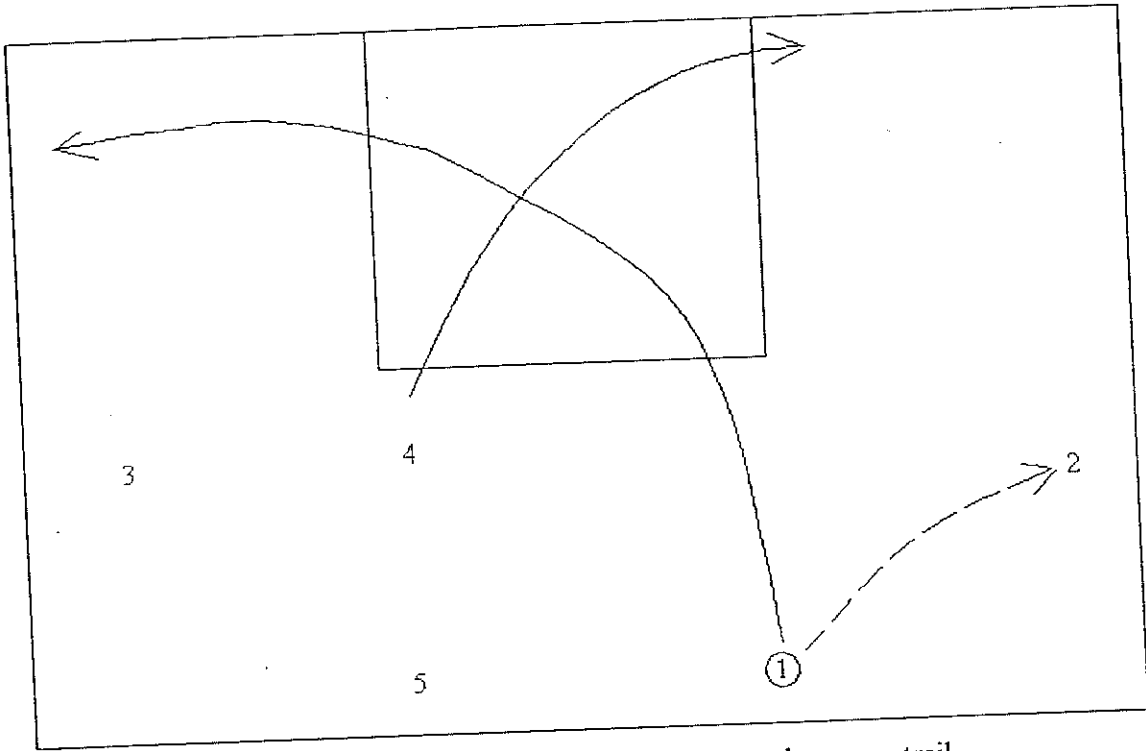
4 man is trail man. If 5 gets doubled 4 will dive.



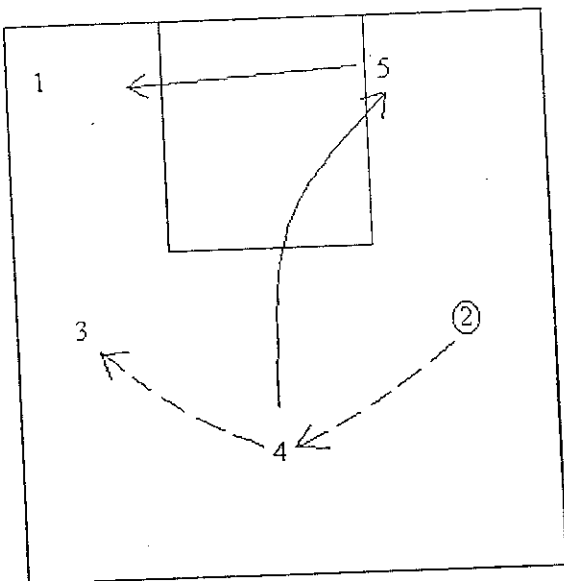
2 Hits trail man (4)
 4 will swing to 3 man.
 4 then dives to weak side block
 5 goes to strong side block (back side)



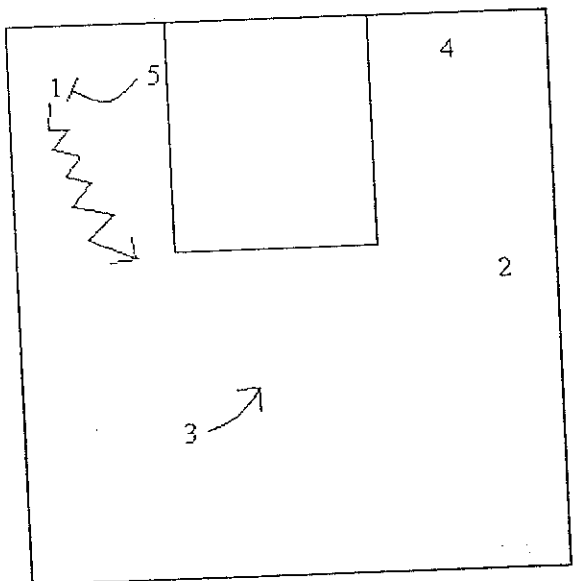
1 and 5 will pick & roll
 3 spots up
 4 is on weak side block.



Option is for 4 to run to block and 5 man becomes trail

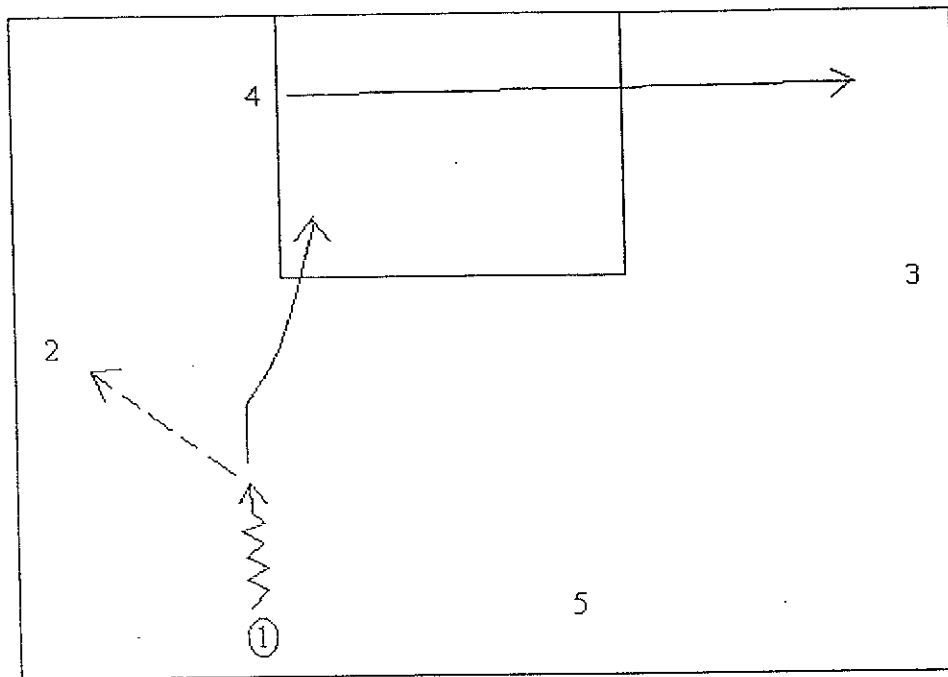


2 swings ball to trailing 5 man, 5 man swings ball to 3 and down pins for 4.

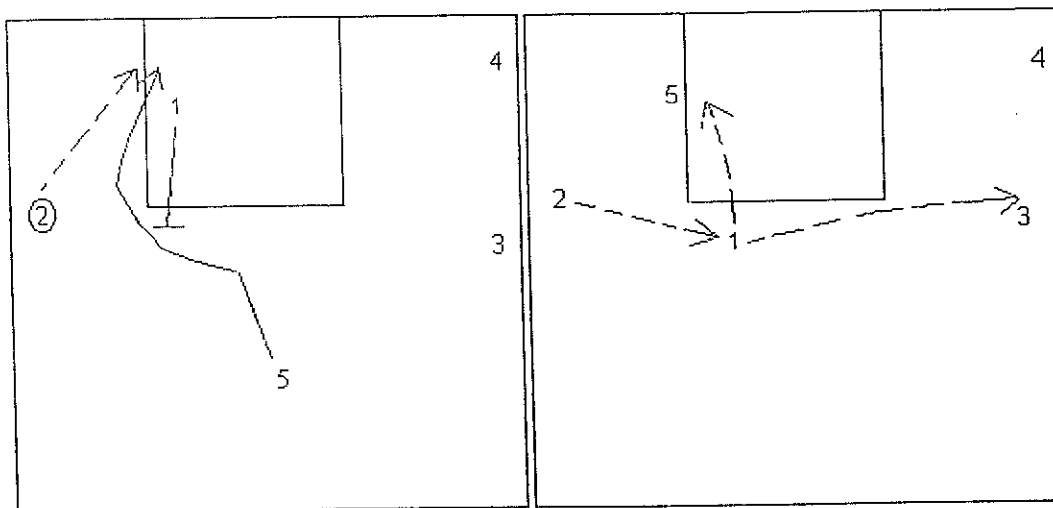


4 flashes to high post for shot. 5 fights across to strong side block.

EARLY OFFENSE "POWER"



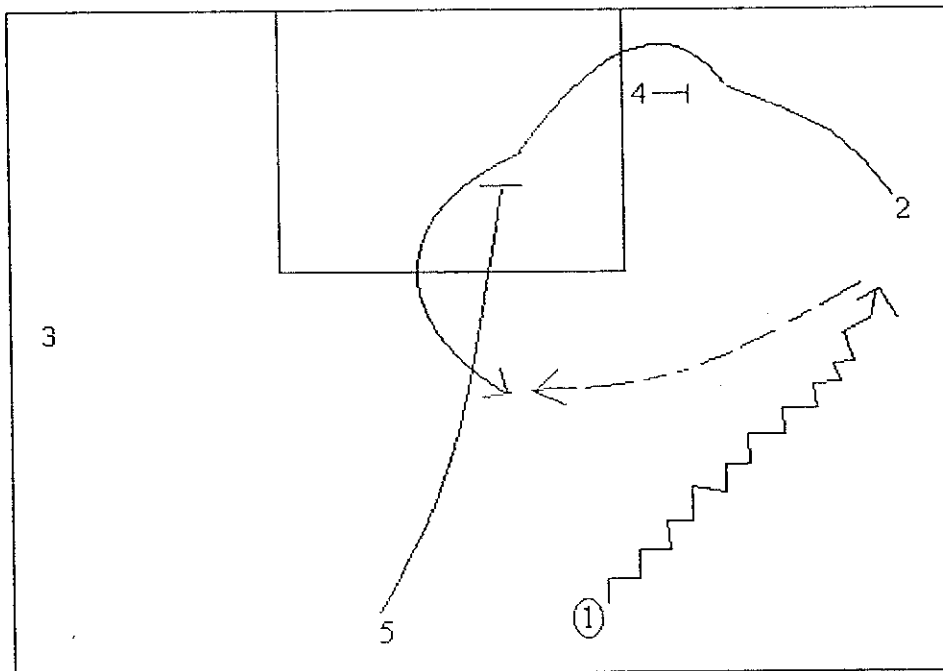
1 hits wing and basket cuts as usual in early O. On call "Power", lead big man clears out to weak side.



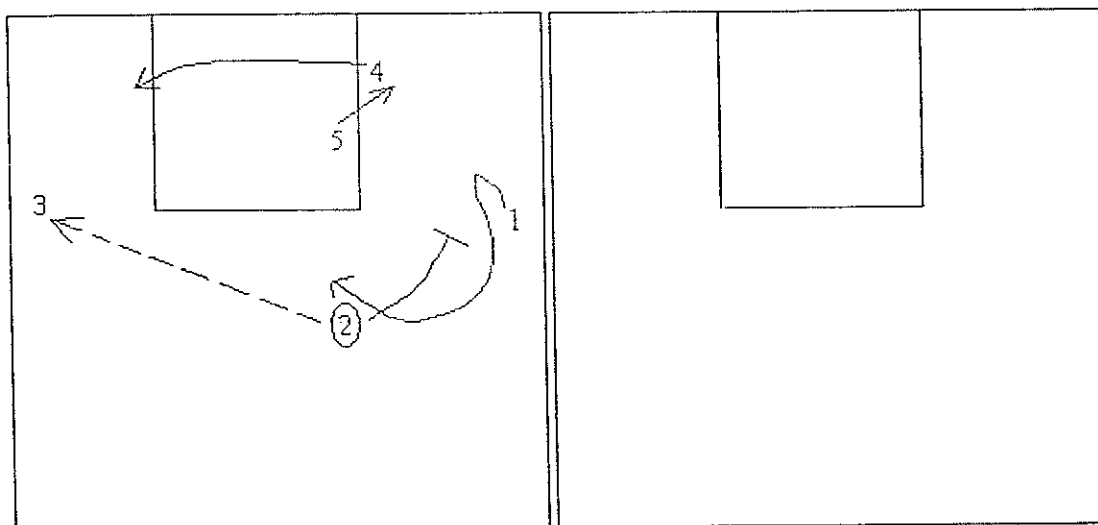
Instead of cutting all the way, 1 goes two steps into the paint and turns to set a back screen for trailing big man.

If 5 is not open 2 hits 1 for hi-lo action or to swing it.

EARLY OFFENSE "THRU"

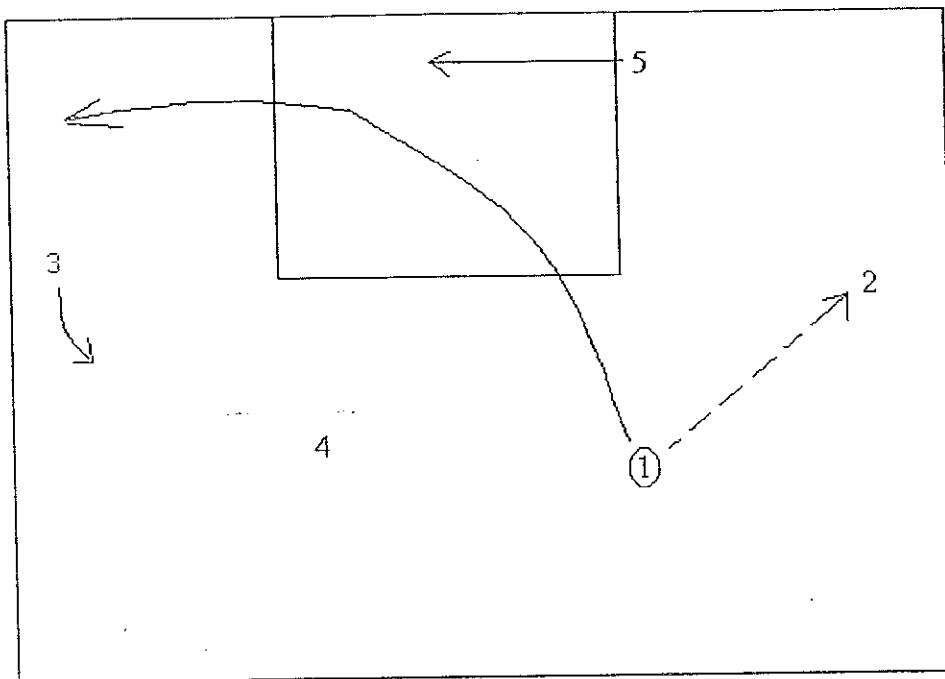


1 dribbles off either wing. That wing will cut off brush screen from lead big man and then up and thru the paint off trailing big. Looking for pass and jump shot.



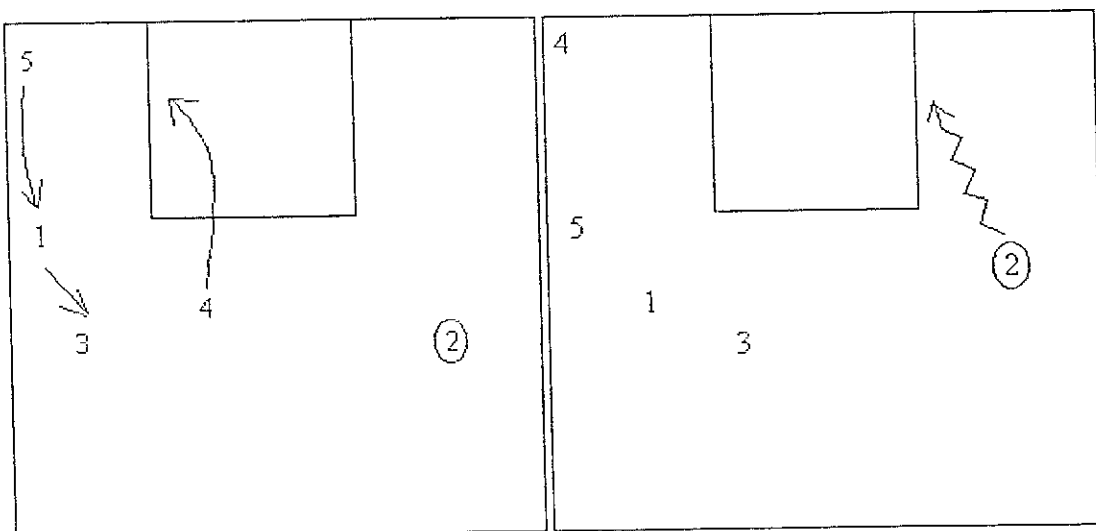
2 looks to score or swings to 3 and screens away. 3 out, 2 in.

QUICK HITTERS "ICE"



1 hits 2 man, then basket cuts and goes out the weak side.

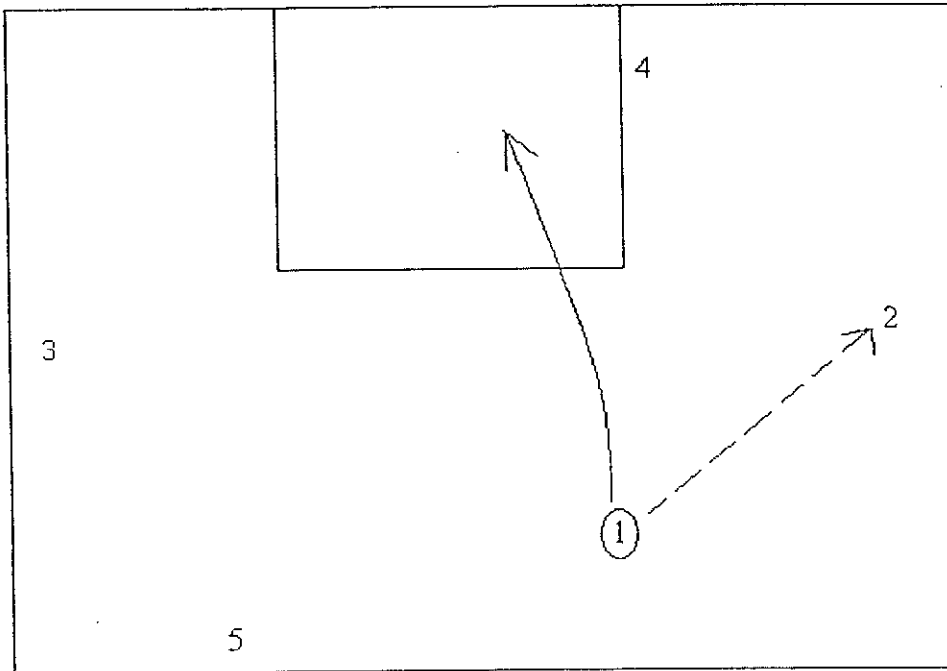
"ICE"



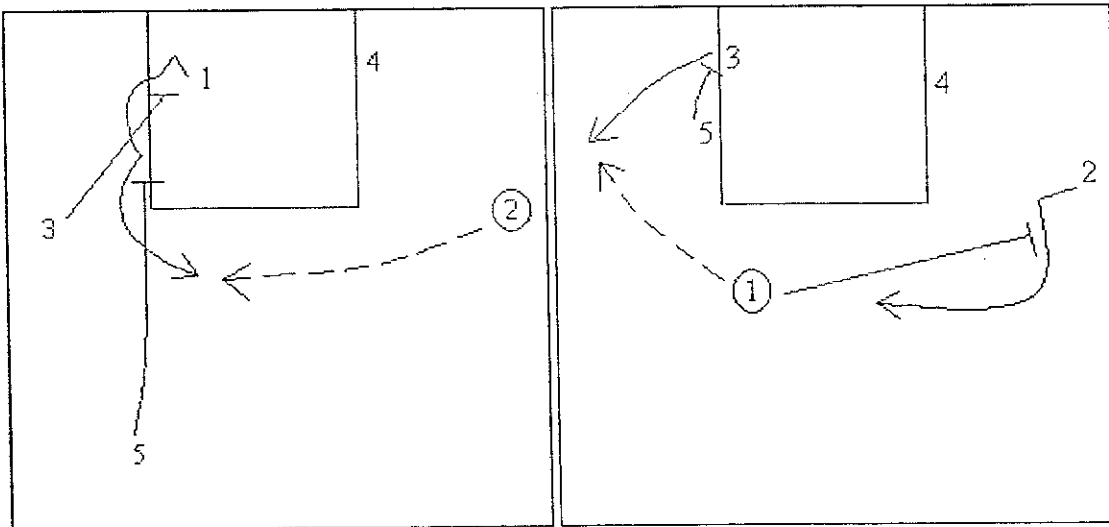
3 slides to top of key and spots up.
1 fills weak side wing.
4 dives to weak side block.

2 has isolation
3,1,4,5 must have great spacing.

EARLY OFFENSE "1 OUT"



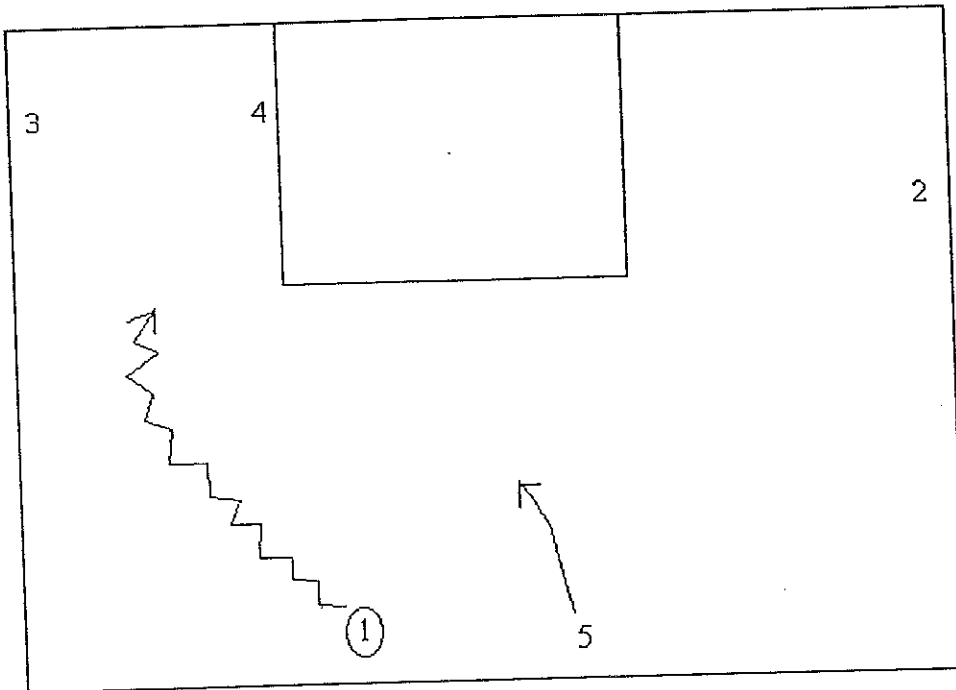
1 hits wing and makes basket cut as usual.



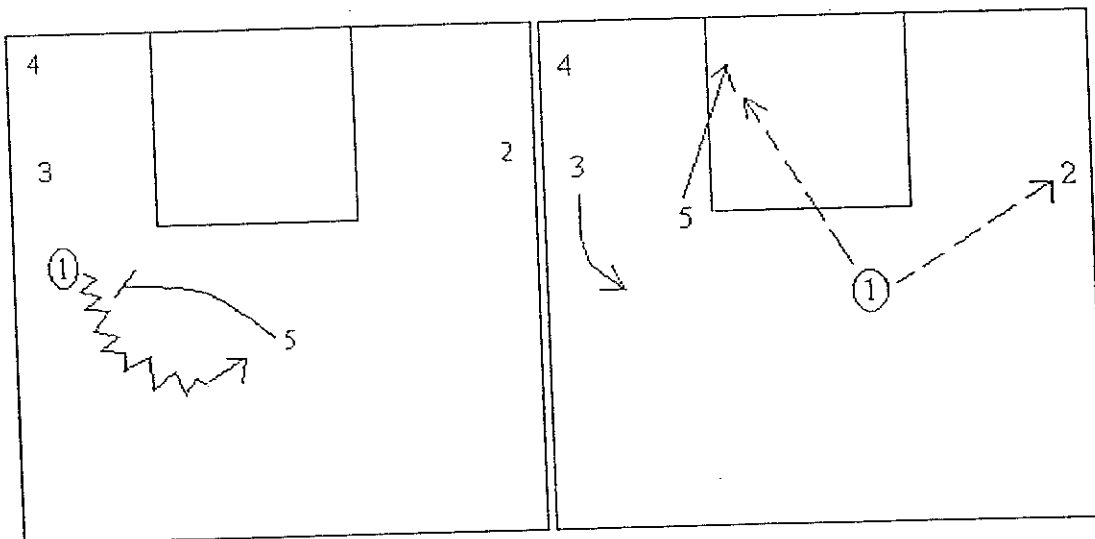
Instead of filtering out to corner he comes off staggered double from other wing and trailing big man.

1 receives and looks to score or swings to 3 and screens away. 3 out 2 in.

EARLY-OFFENSE "BOSTON"



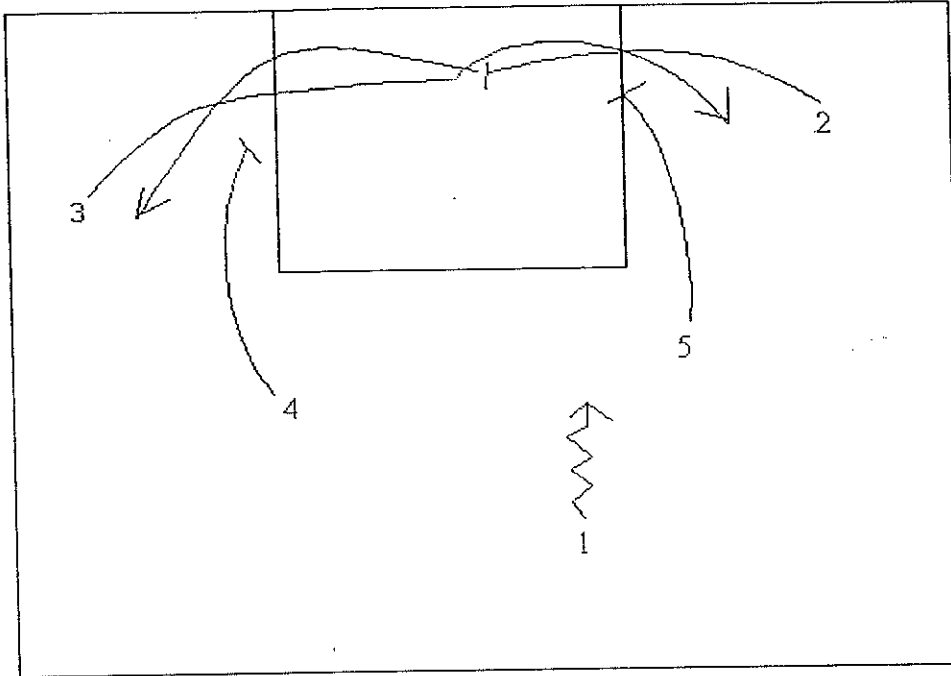
Run same lanes as in normal early offense. 2 and 3 interchangeable on wings and lead big man bucket to head out to strong side block. Second big trails.



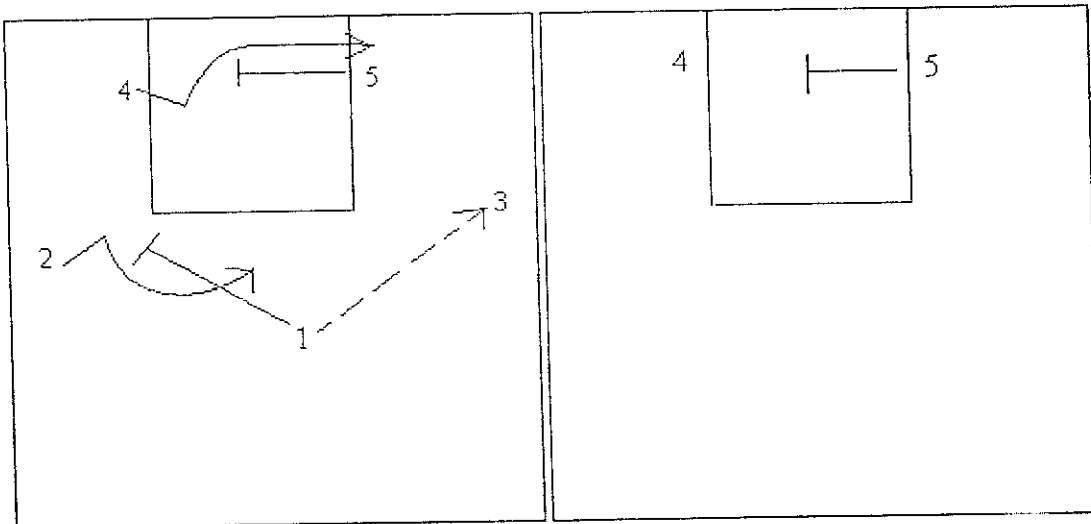
On call of Boston, 1 must dribble to left side. 4 & 3 space and 2 spots up as 1 & 5 run pick and roll.

1 looks to score or hits 2 spotting up or 5 slipping.

EARLY OFFENSE INTO "40"



2 and 3 will cross directly off transition. 4 and 5 down pin. 1 pushes the ball.



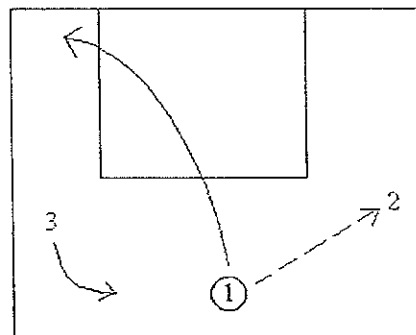
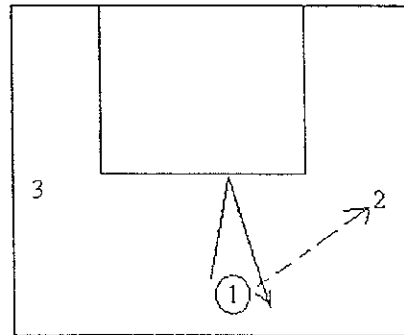
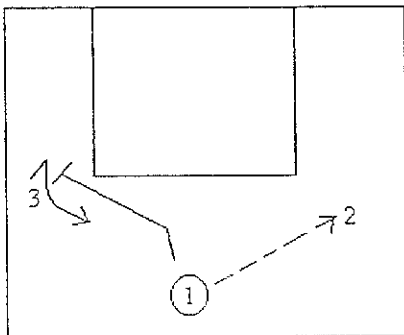
1 passes to 3 and screens away.
3 looks to dump into post.

Post holds for a 2 count and screens away
ball can dumped or reversed.

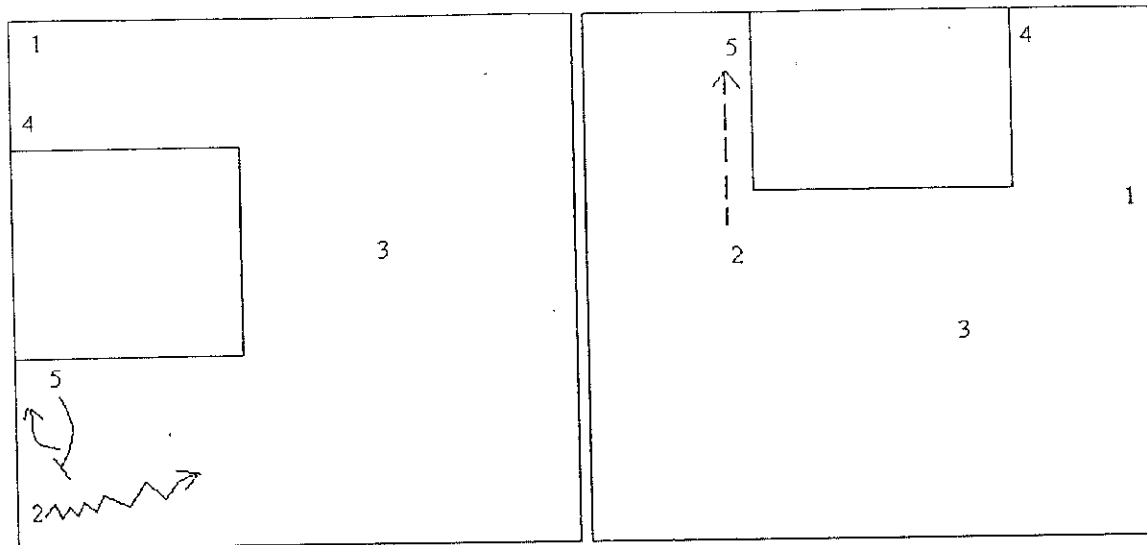
III MOTION OFFENSE 3 OUT 2 IN

Rules:

- A. At the end of our early offense or after we have run all the way through one of our set plays we will go immediately into motion offense.
- B. The three perimeter players are interchangeable and must keep good spacing.
 - 1. They can pass and go away and screen for a perimeter player.
 - 2. Pass and make a basket cut through the middle
 - 3. Pass, cut and replace themselves.



4. Court balance is a key ingredient. There should be 2 wing players and a point.
 5. Spacing should be 15-18 feet apart.
 6. The ball must move quickly and aggressively and cannot become "stagnant" in a player's hands
- C. The two interior post players can go block to block and also to the high post area.
1. They must set screens for each other.
 2. When posting up, after a 2 or 3 count, if the player does not receive the pass, he should go away and screen for the other post.
 3. With five seconds or less remaining the big man can step out and set a pick and roll for the player with the ball.
 4. We are looking to score inside from the post, but if the ball comes in and there is not a scoring opportunity we will play inside out.



D. 1 or 2 dribbles maximum, only to:

1. Attack the basket or
2. Get a better passing angle.

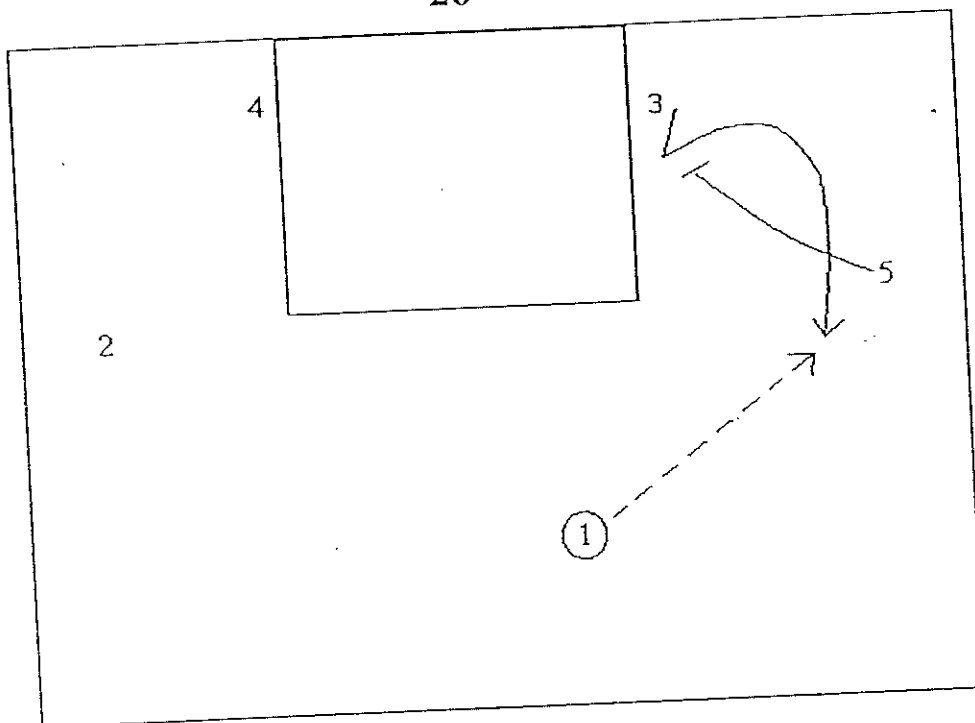
E. Not every pass has to or will be a scoring pass, move the ball with crispness.

F. If you come up and don't catch, move, recut or recreen. No standing!!

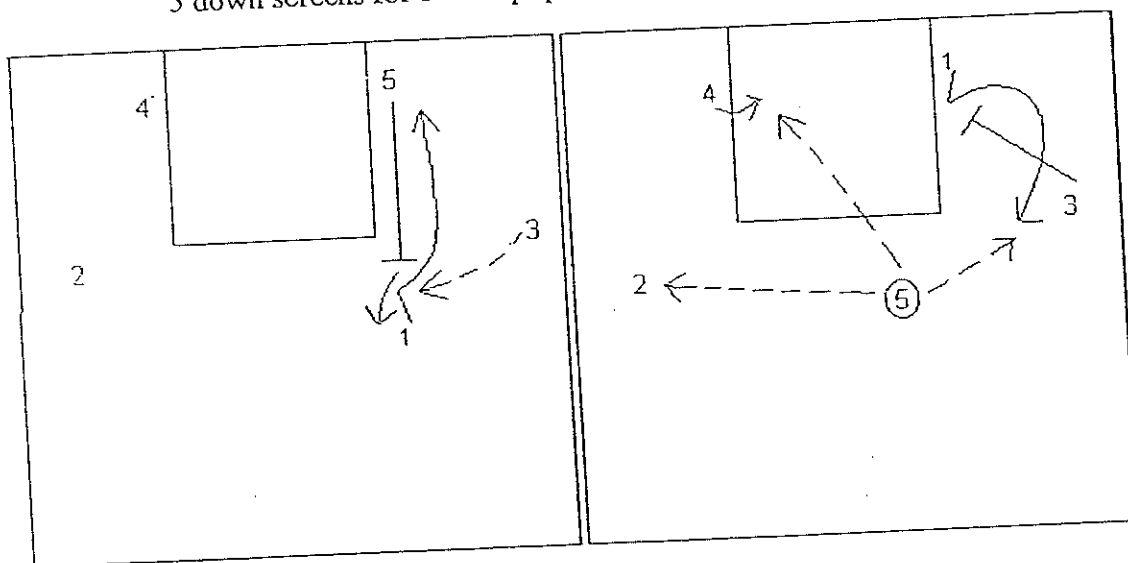
G. The ball should be in the center of the floor as much as possible.

H. Set good screen, "Jump stop" into your screens.

"20 SERIES"
"20"



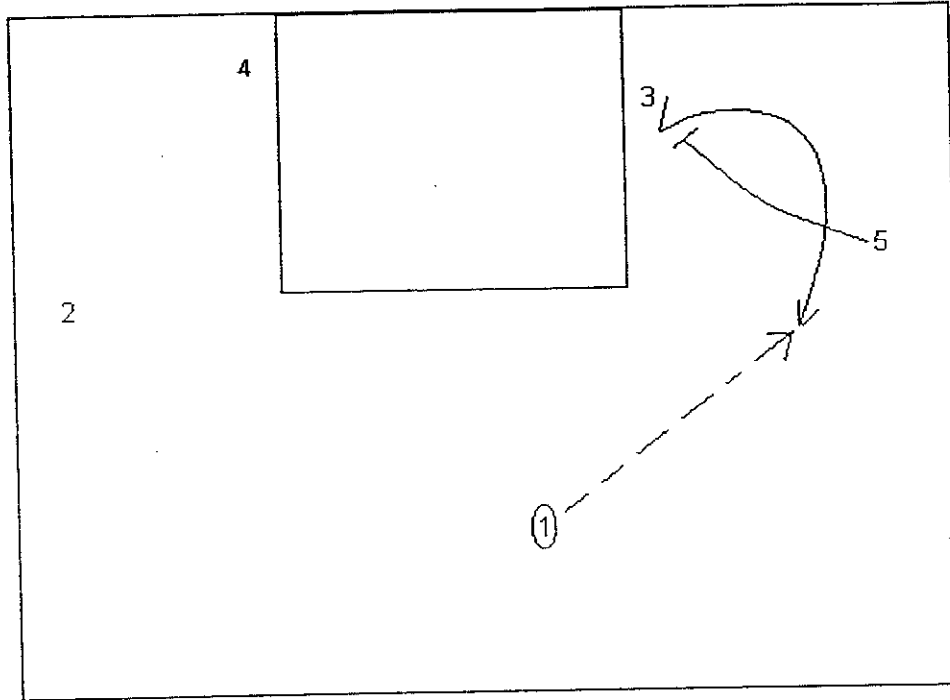
5 down screens for 3 who pops out and receives pass from 1.



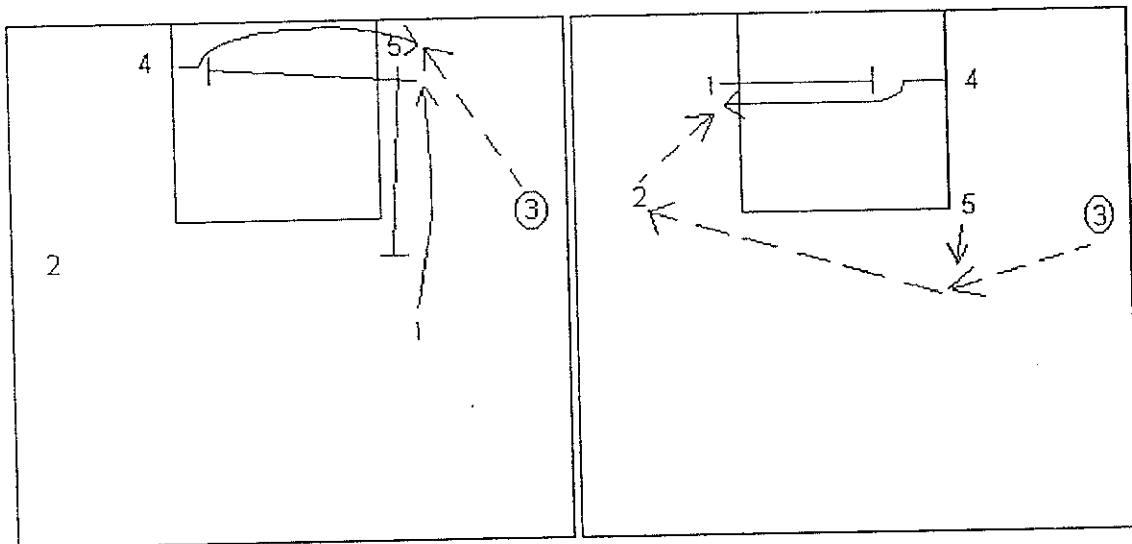
1 then UCLA cuts off 5 back screen.
 3 looks to 1 or 5 popping out.

5 then looks to dump into 4; swings to 2
 Who looks into 4 or hits 1 popping off 3's
 down pin.

**"20 SERIES"
"20 TWIST"**



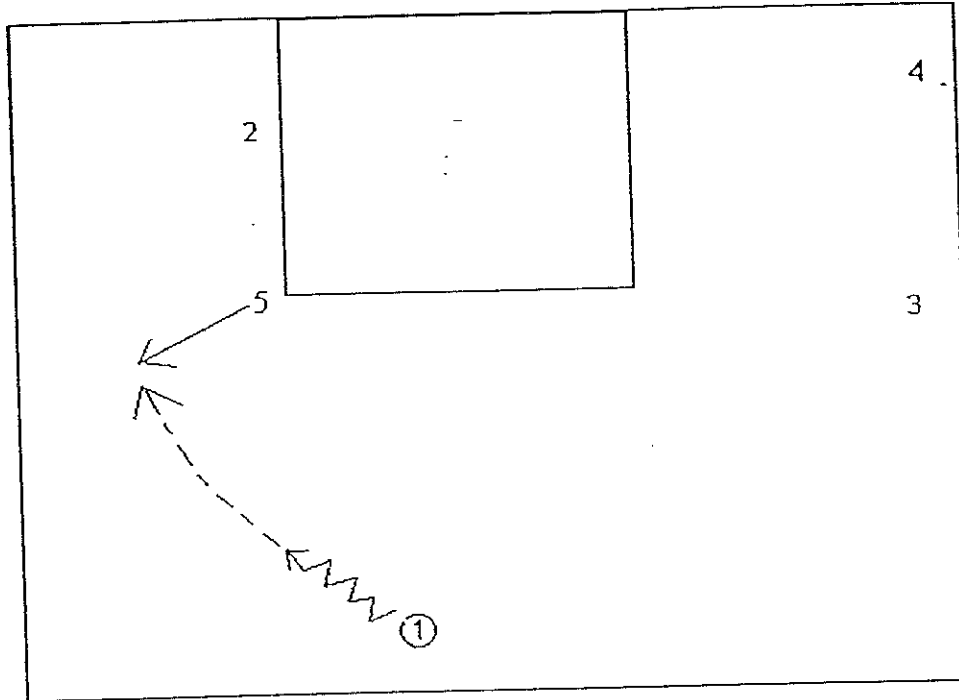
1 hits 3 on right wing popping out off of 5 down screen.
2 and 4 line up on weak side wing and block.



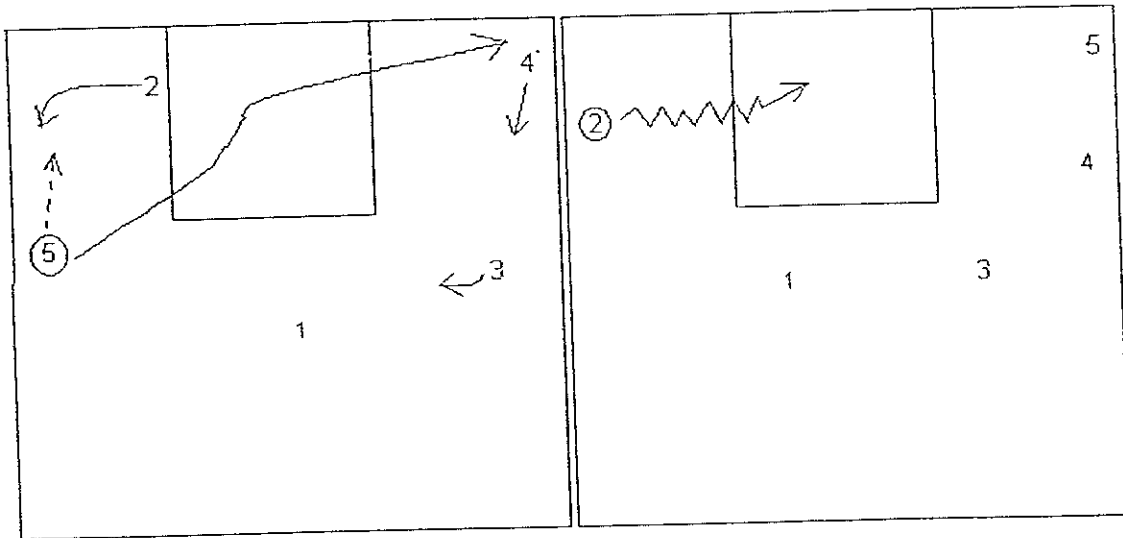
1 then UCLA cuts off of 5 backscreen. 3 looks for 1 and then holds for 1 cross screen for 4.

If 4 is denied, 3 swings to 5, who swings to 2 who looks for 4 on the block off another cross screen.

**“90 SERIES”
“92”**



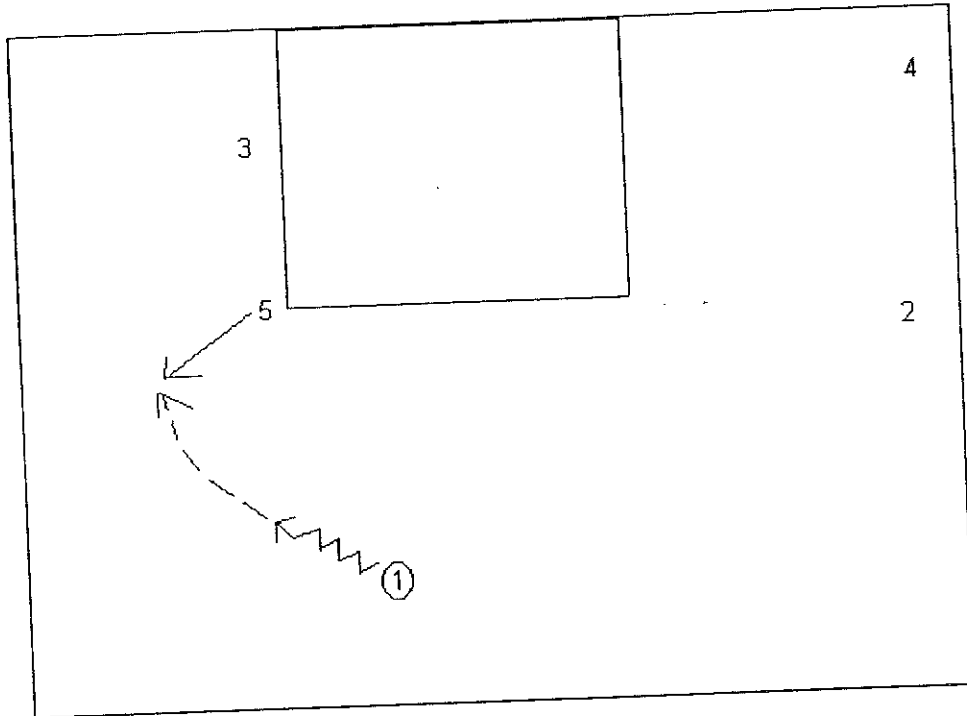
Whoever isolation is for sets up on left block. 5 lines up at left elbow and pops out to receive pass from 1. 4 and 3 space out.



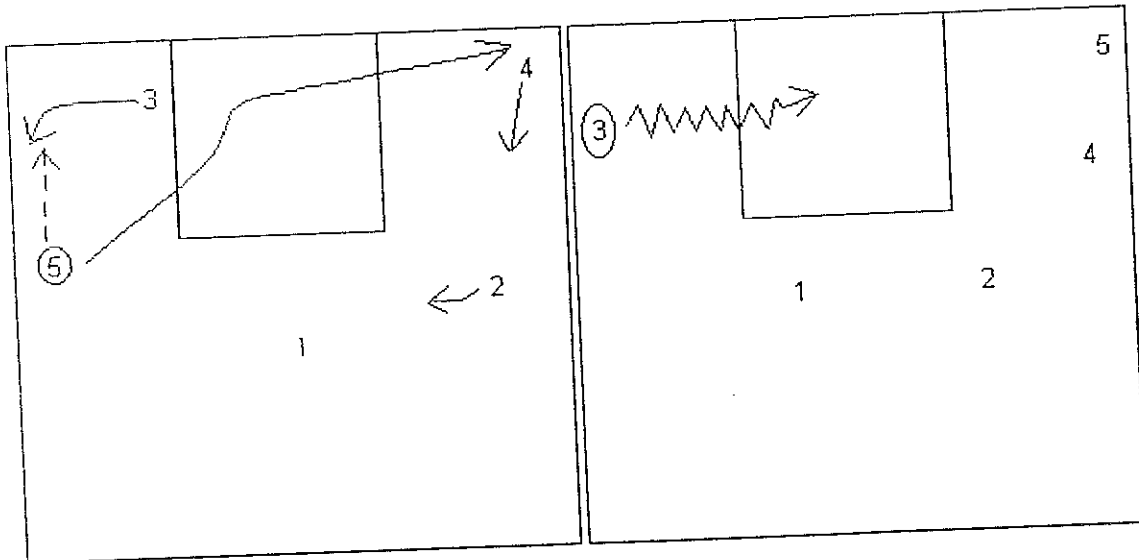
2 pops out after 5 receives pass. 5 passes To 2 and cuts thru to opposite corner.

2 has isolation. Goes strong to basket. 1,3,4, and 5 space and spot up.

**“90 SERIES”
“93”**



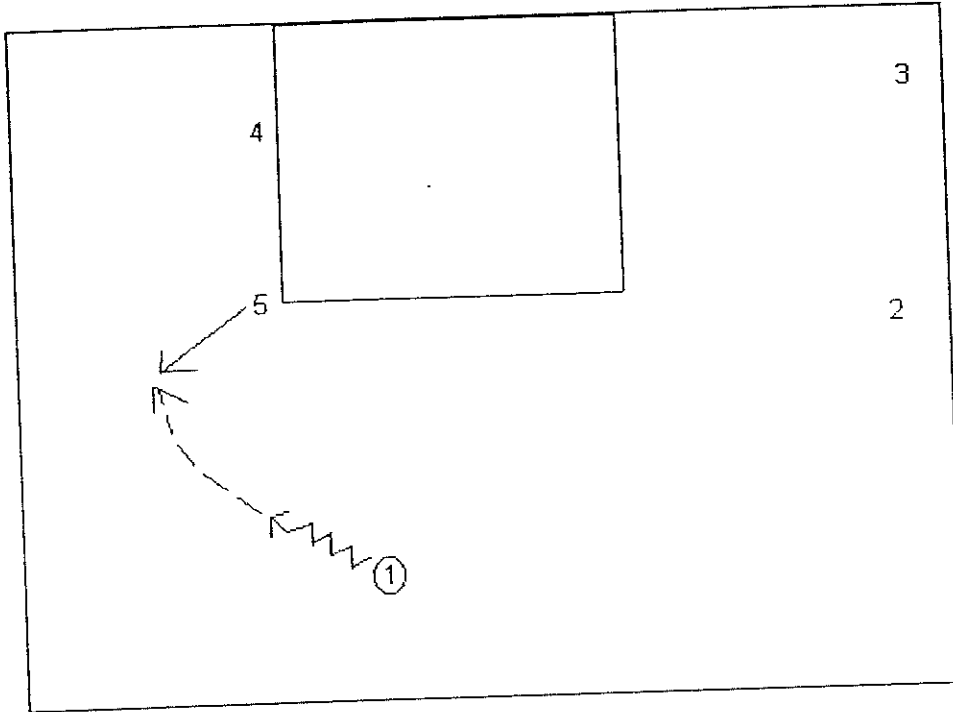
Whoever isolation is for sets up on left block. 5 lines up at left elbow and pops out to receive pass from 1. 4 and 2 space out.



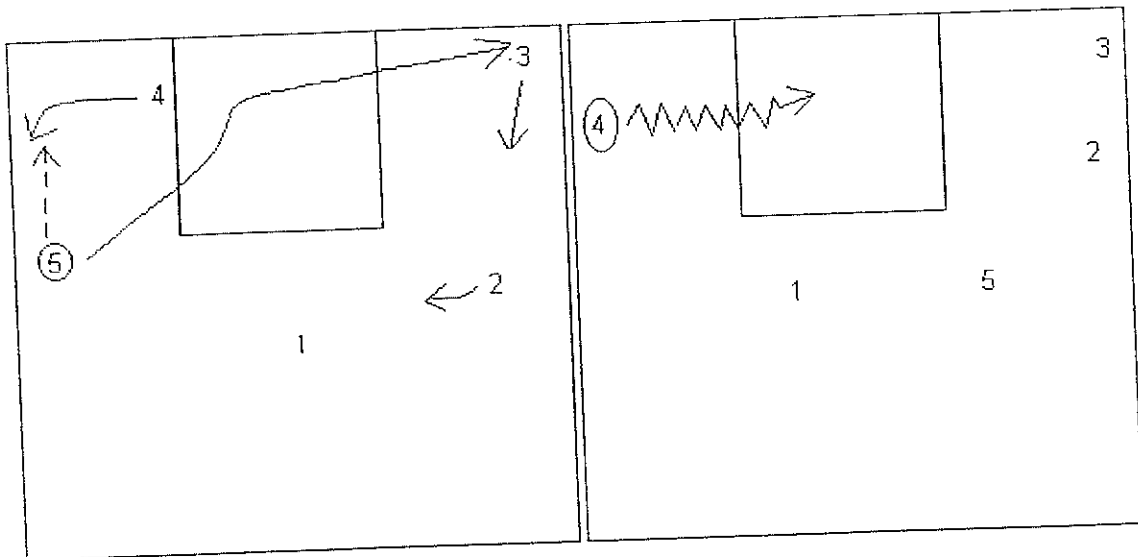
3 pops out after 5 receives pass. 5 passes to 3 and cuts thru to opposite corner.

3 has isolation. Goes strong to basket. 1,2,4, and 5 space and spot up.

**“90 SERIES”
“94”**



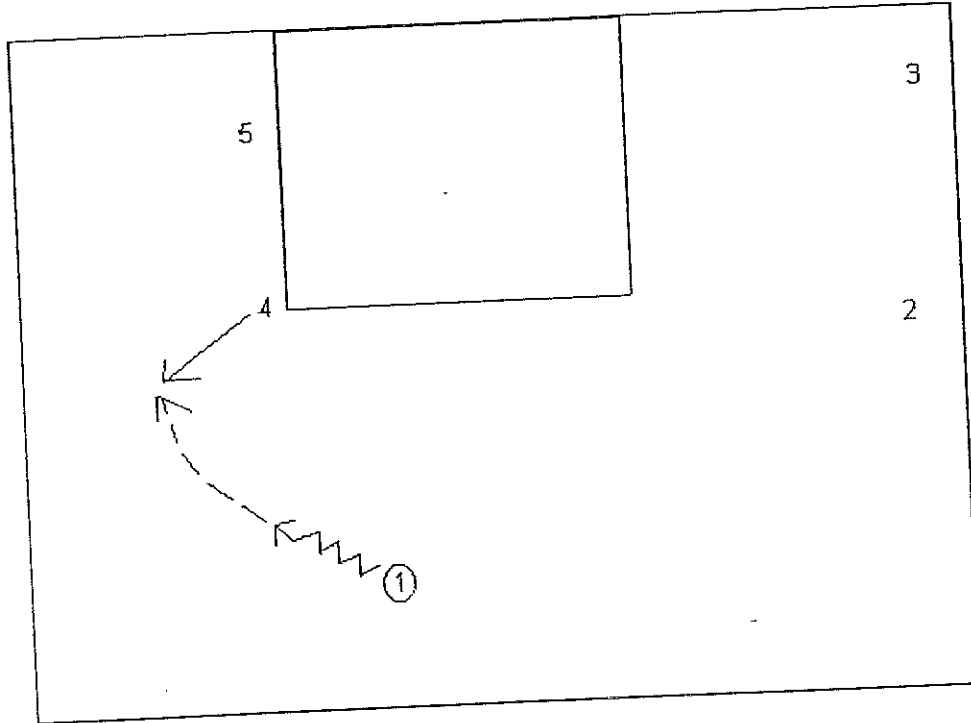
Whoever isolation is for sets up on left block. 5 lines up at left elbow and pops out to receive pass from 1. 3 and 2 space out.



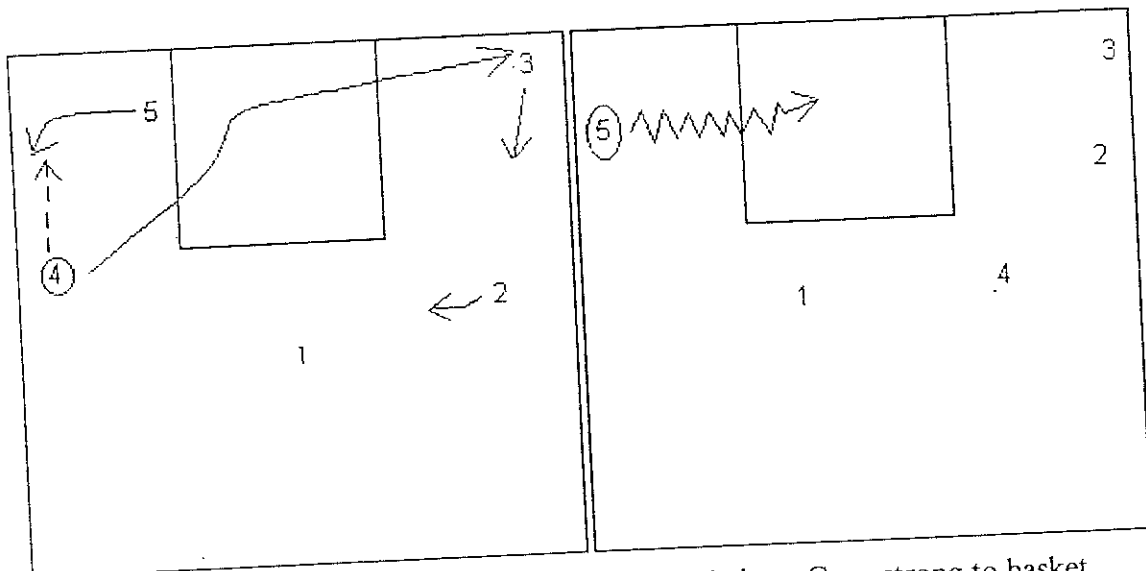
4 pops out after 5 receives pass. 5 passes to 4 and cuts thru to opposite corner.

4 has isolation. Goes strong to basket. 1,5,2, and 3 space and spot up.

"90 SERIES" "95"



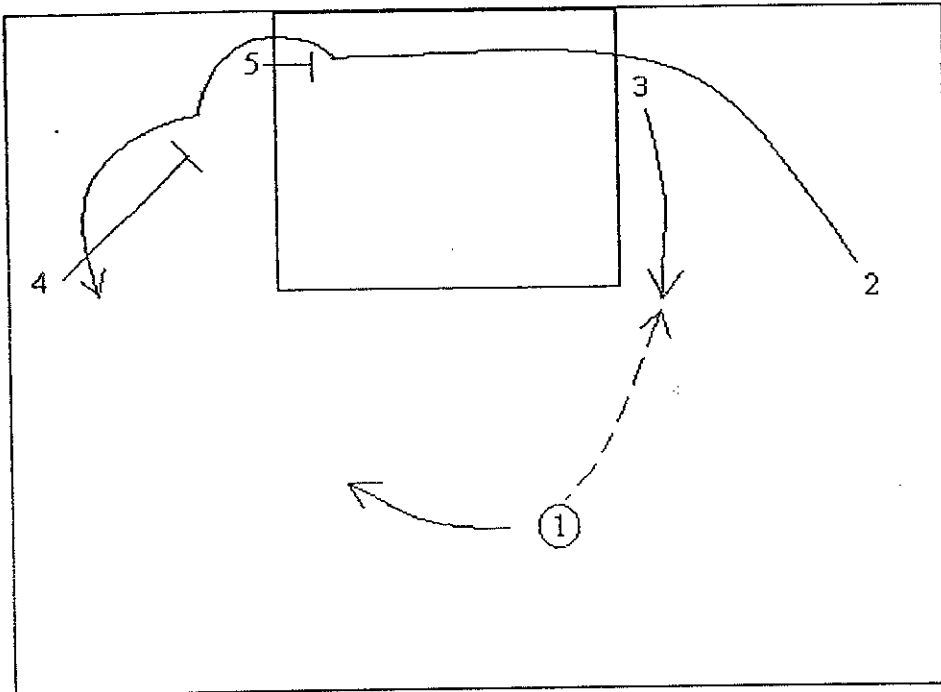
Whoever isolation is for sets up on left block. 4 lines up at left elbow and pops out to receive pass from 1. 3 and 2 space out.



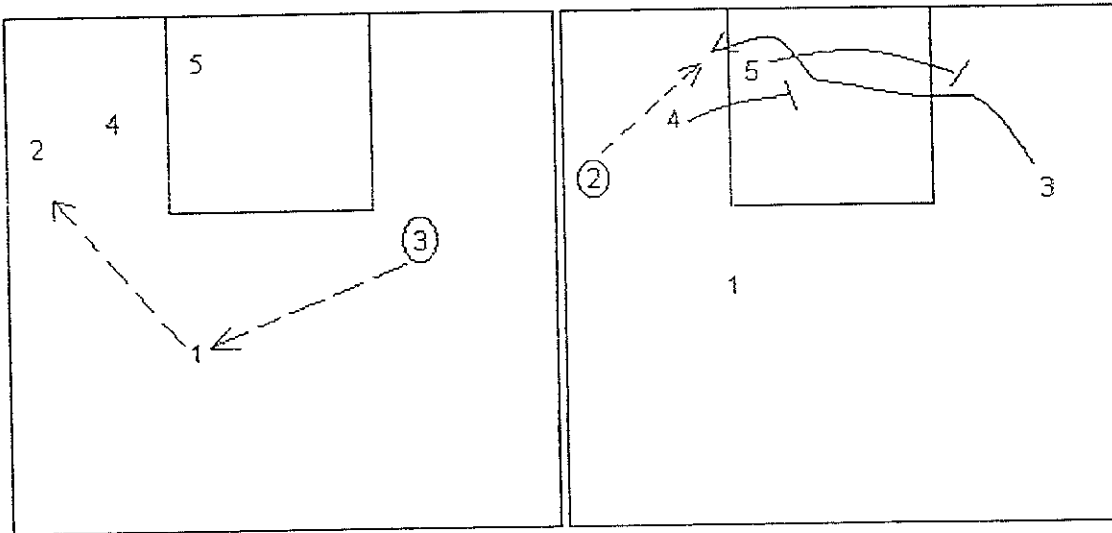
5 pops out after 4 receives pass. 4 passes to 5 and cuts thru to opposite corner.

5 has isolation. Goes strong to basket. 1,4,2, and 3 space and spot up.

"30"



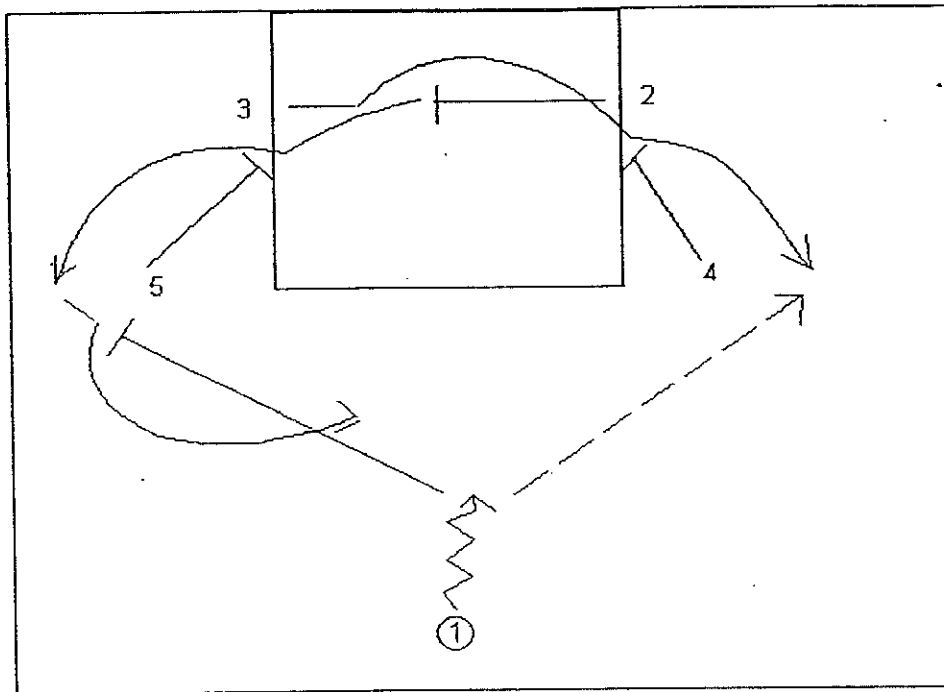
1 hits 3 who flashes from right block to right elbow. 2 backdoor cuts and goes off staggered double from 5 and 4. Isolation for 3 man.



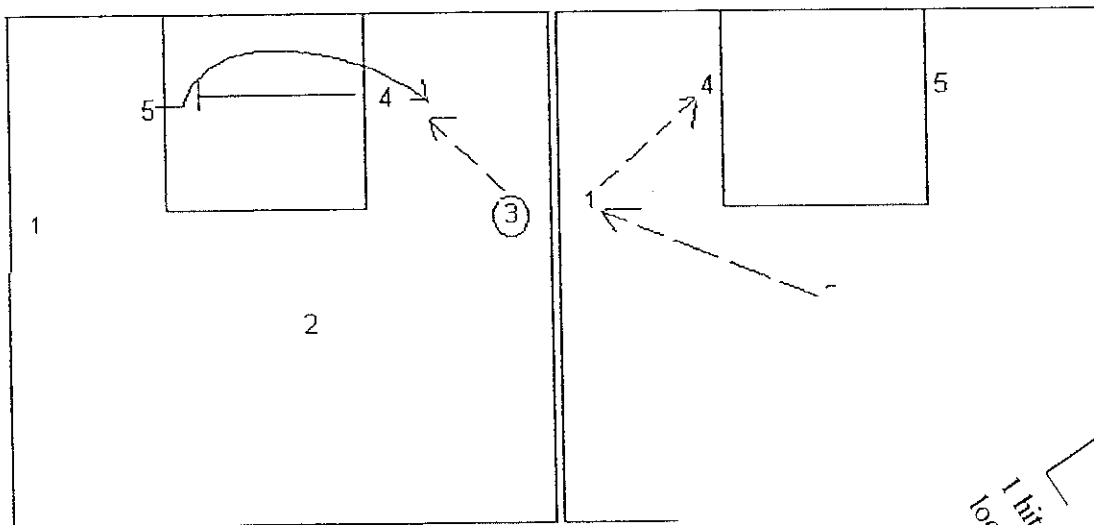
If 3 doesn't penetrate he can swing to 1 who can swing to 2 who came off double from 5 & 4.

3 then runs off staggered double from 5 & 4 and looks for pass from 2.

**"40 SERIES"
"40"**



2 Cross screens for 3, 5 and 4 downpin, 1 hits either 2 or 3 on the wing and screens away for the other.

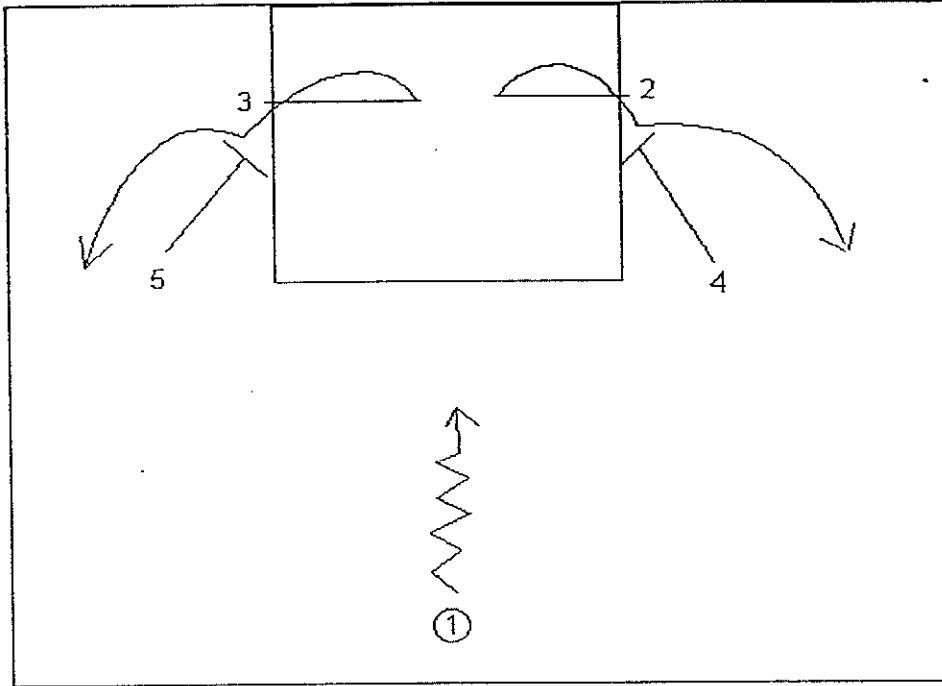


Wing (3) can look to score, dump into the post or swing it. Post holds for a 2 count and cross screens.

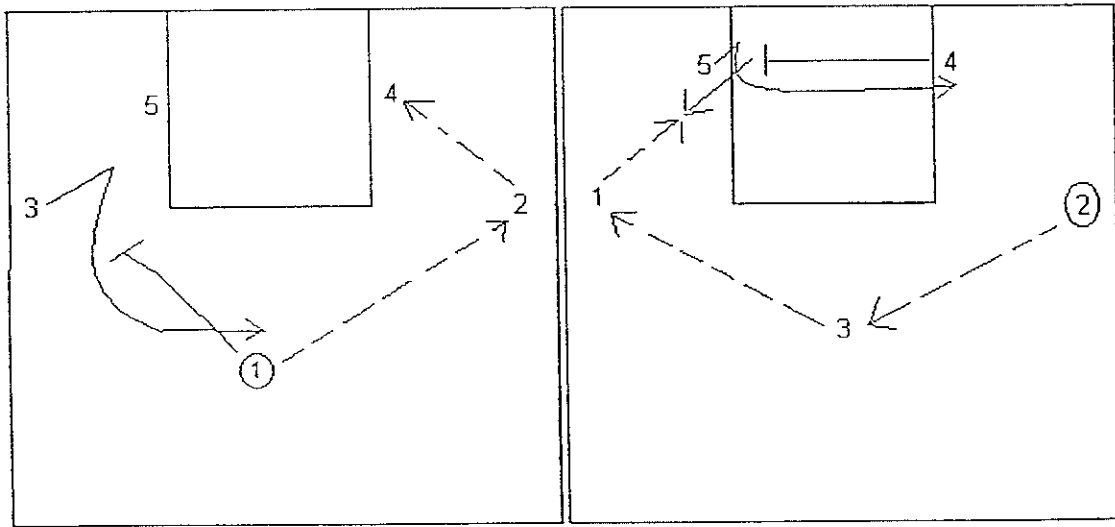
If ball is re it into the po

1 hits.
looks fc

"40 SERIES"
"40 Out"



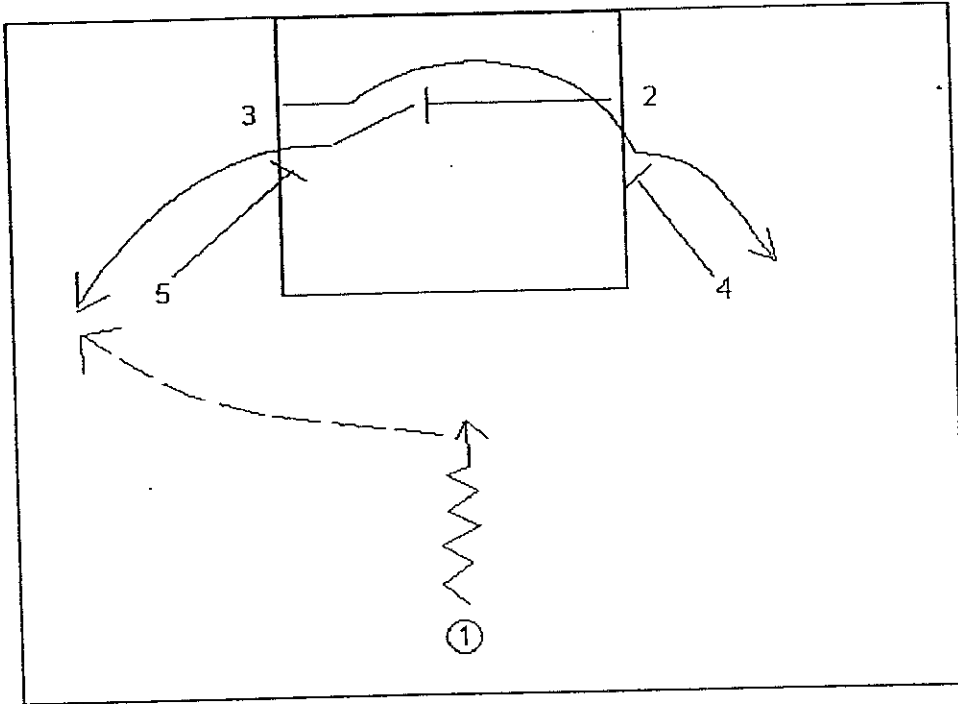
2 & 3 come together and pop out side they started at, coming off down screens from 5 & 4



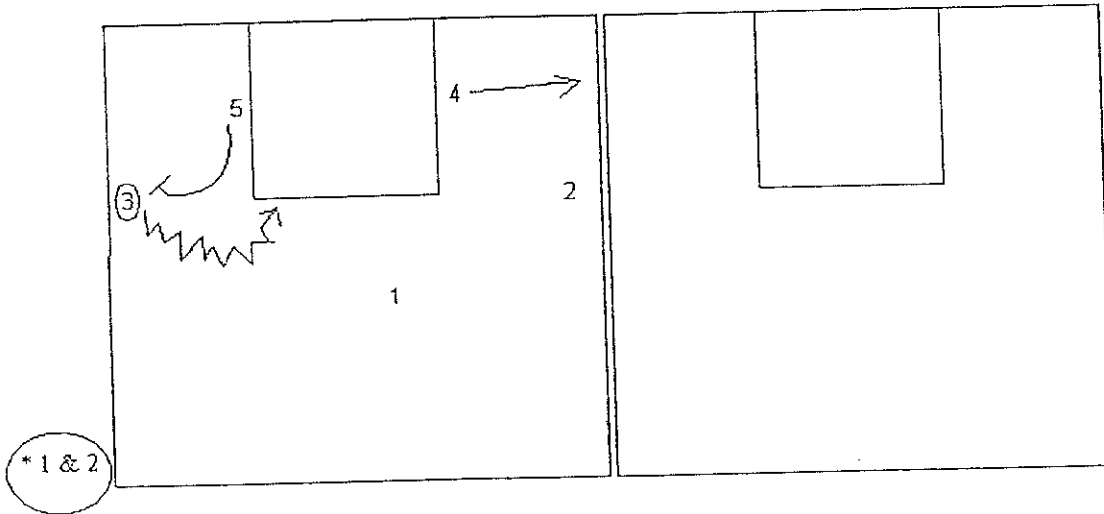
1 hits either side and screens away. 2 looks for shot or dumps into post.

Post holds for a 2 count and screens away. Ball can be dumped into post or reversed.

"40 SERIES"
"40 Fist"



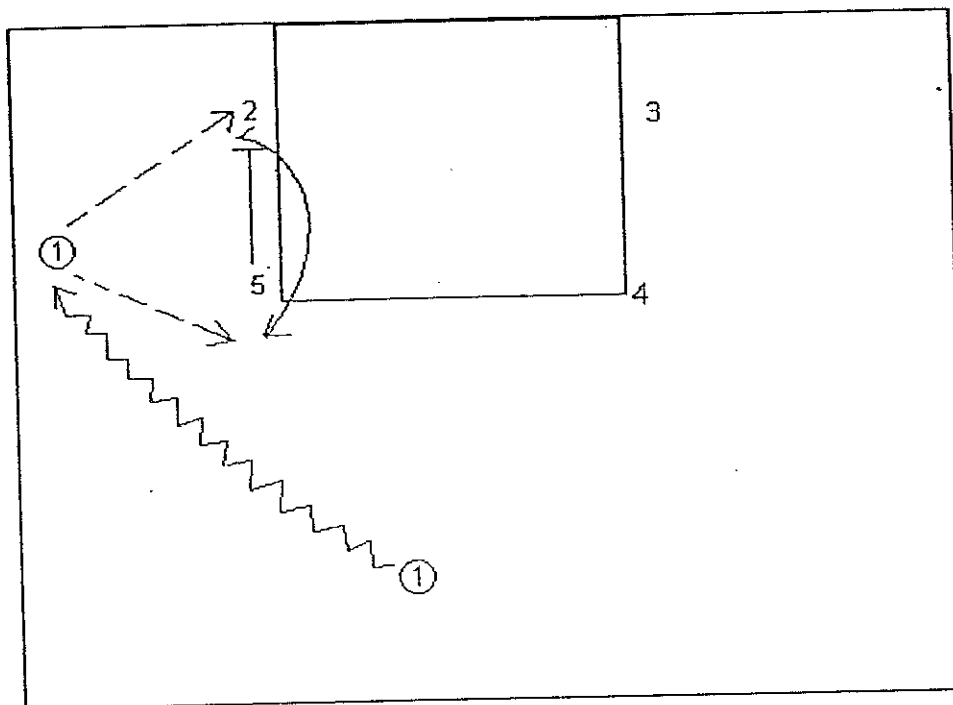
Start out the same as 40.



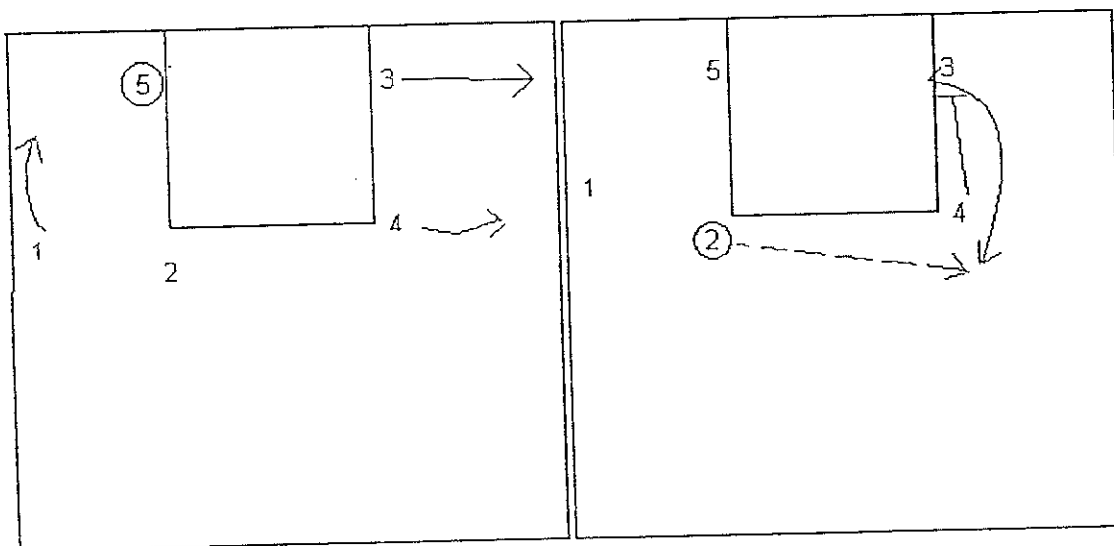
*1 & 2
 3 & 5 run pick & roll. 4 spaces out

"40 SERIES"

"40 Hold"



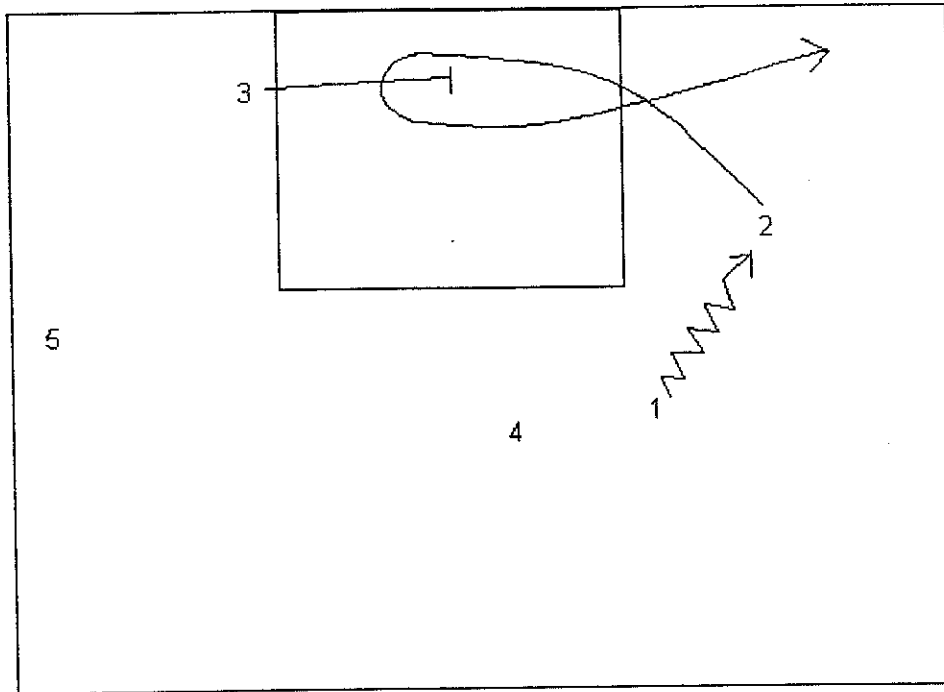
1 dribbles to wing where he wants to get ball to post. Strong side big (5) down pins (or exchanges) with 2. 1 looks to 5 or 2 for reversal.



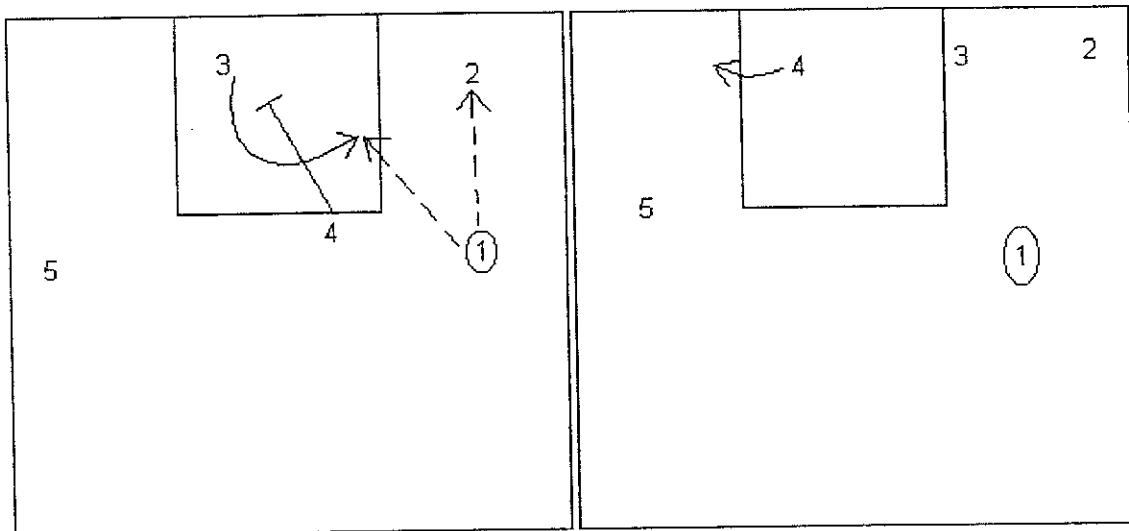
If ball goes to 5 everyone else spaces and spots up.

If pass goes to 2, 4 down pins for 3 & posts
Up. 3 Out 2 in.

40 C



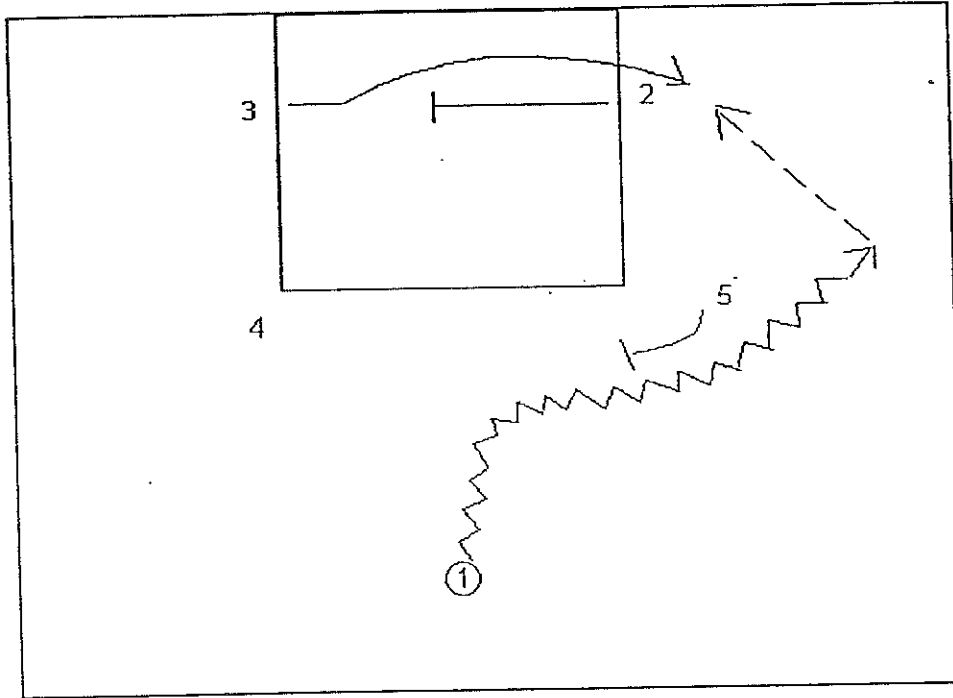
1 dribbles to the right wing, 2 curls around 3 screen. 1 looks for 2 on curl.



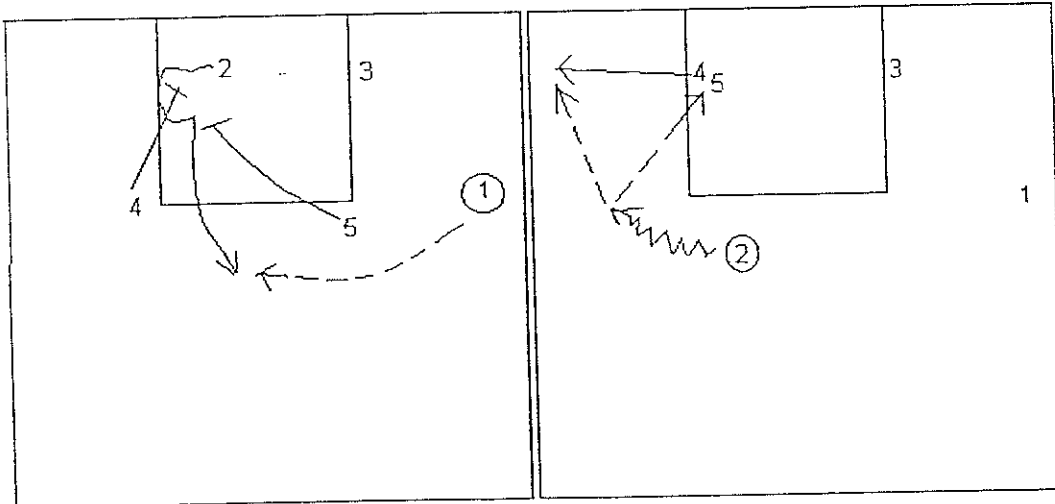
3 will curl around 4's down screen for jumper or post situation.

It now becomes 3 out and two in.

"40 SERIES"
"40 D"



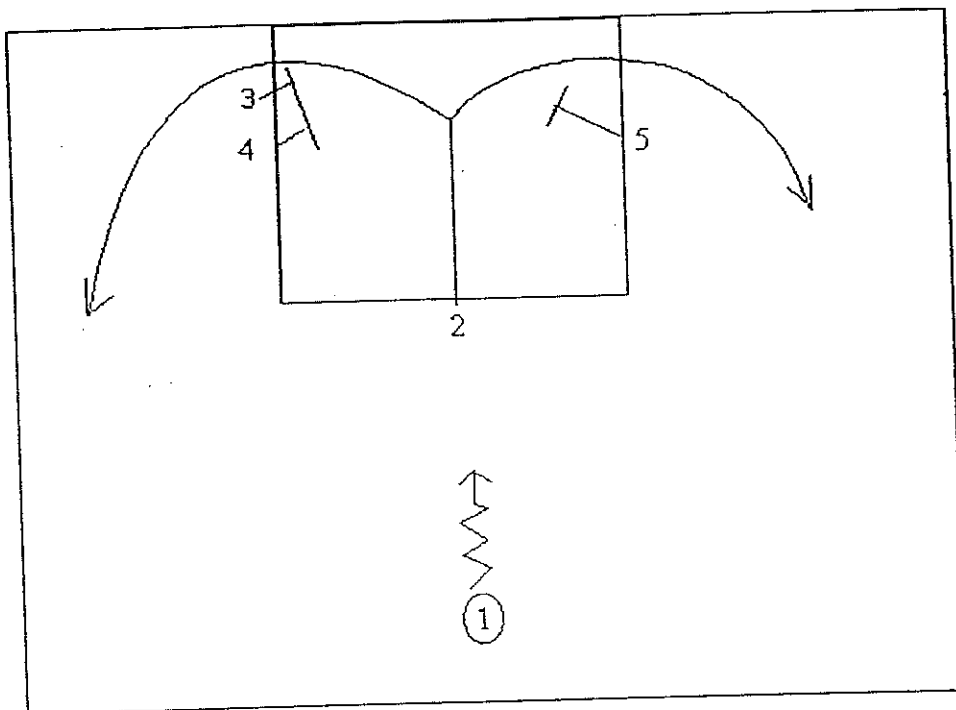
1 dribbles off 5 brush screen. 2 sets cross screen for 3. 1 looks to 3 on right block.



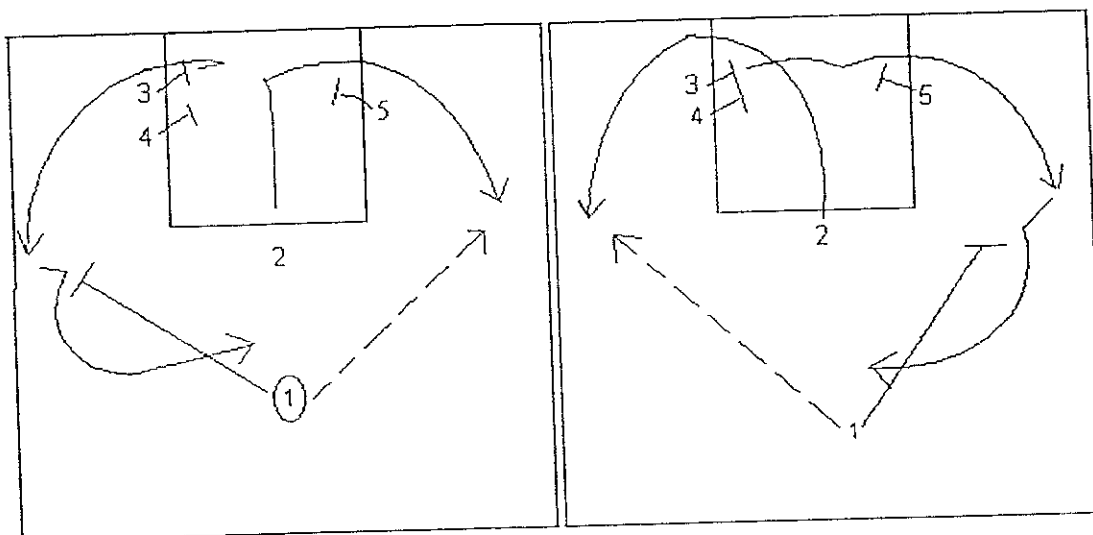
4 and 5 set staggered double for 2. 2 looks to score. If 2 does not have a shot he looks into 5 On block or swings to 4.

"40 SERIES"

"42"



2 starts at free throw line, cuts to basket and looks back. He can go off single or double screen on blocks.

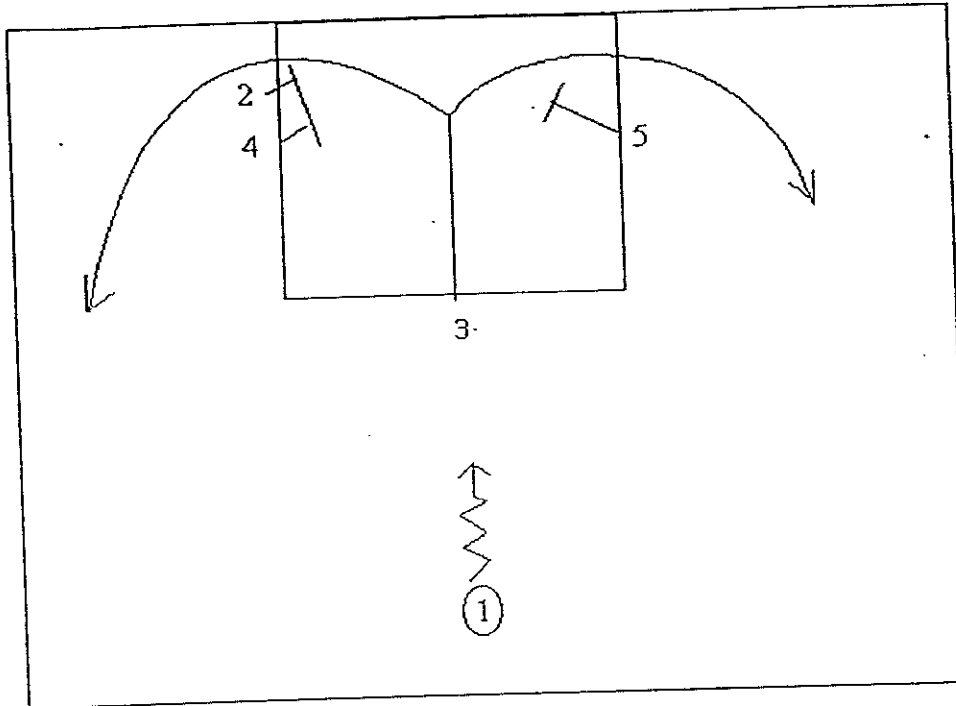


If 2 goes off single side, 3 goes head to basket and back out his side off a single. 1 hits 2 or 3 and screens away.

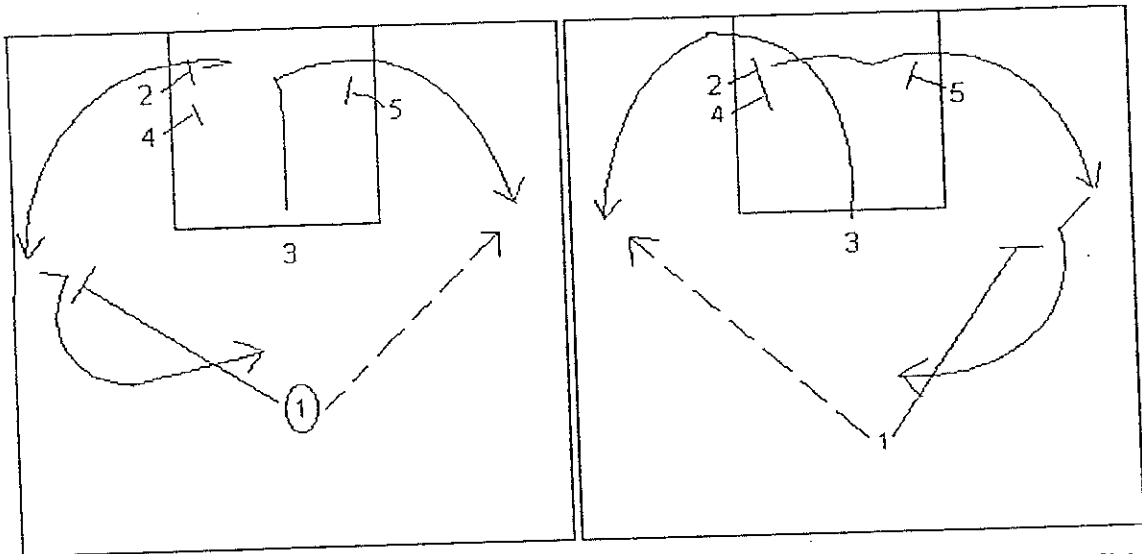
If 2 goes off, double side, 3 will wait until 2 is shoulder to shoulder and then he'll go off the single side. 1 hits 2 or 3 and screens away.

"40 SERIES"

"43"



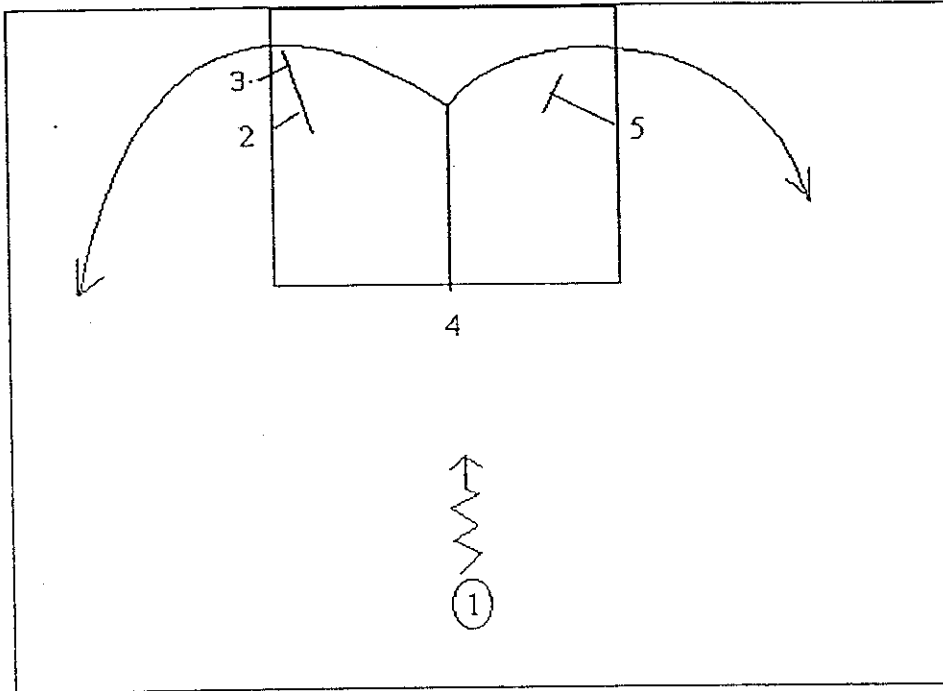
3 starts at free throw line, cuts to basket and looks back. He can go off single or double screen on blocks.



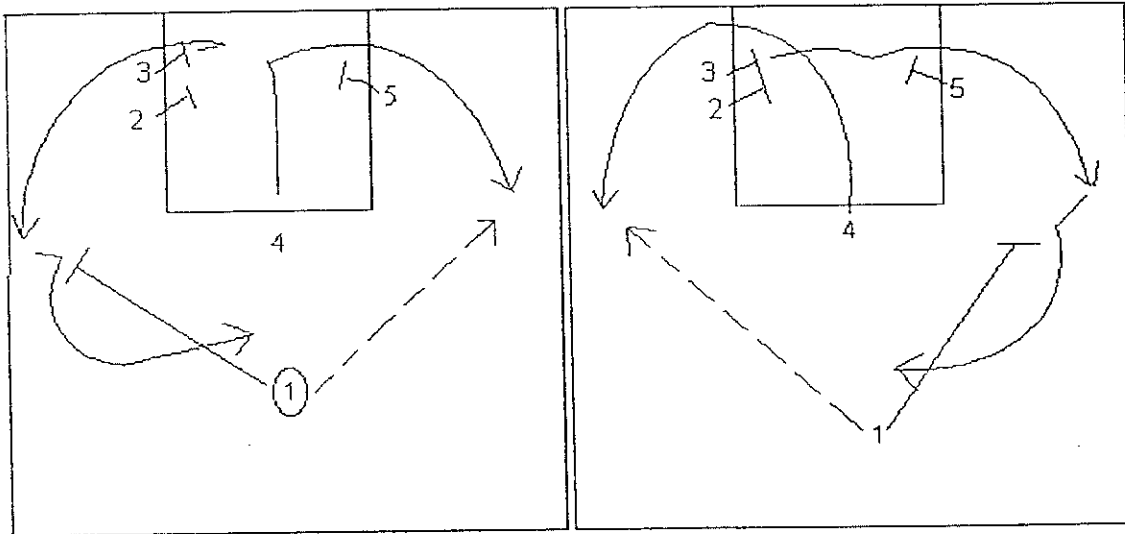
If 3 goes off single side, 2 goes head to basket and back out his side off a single. 1 hits 3 or 2 and screens away.

If 3 goes off, double side, 2 will wait until 3 is shoulder to shoulder and then he'll go off the single side. 1 hits 3 or 2 and screens away.

"40 SERIES"
"44"



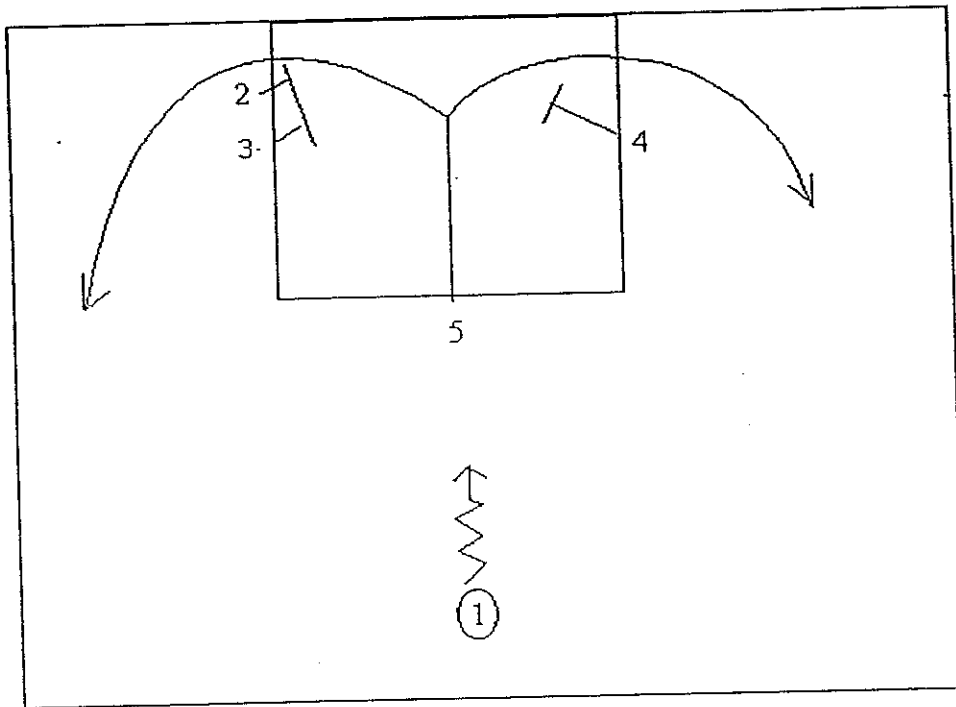
4 starts at free throw line, cuts to basket and looks back. He can go off single or double screen on blocks.



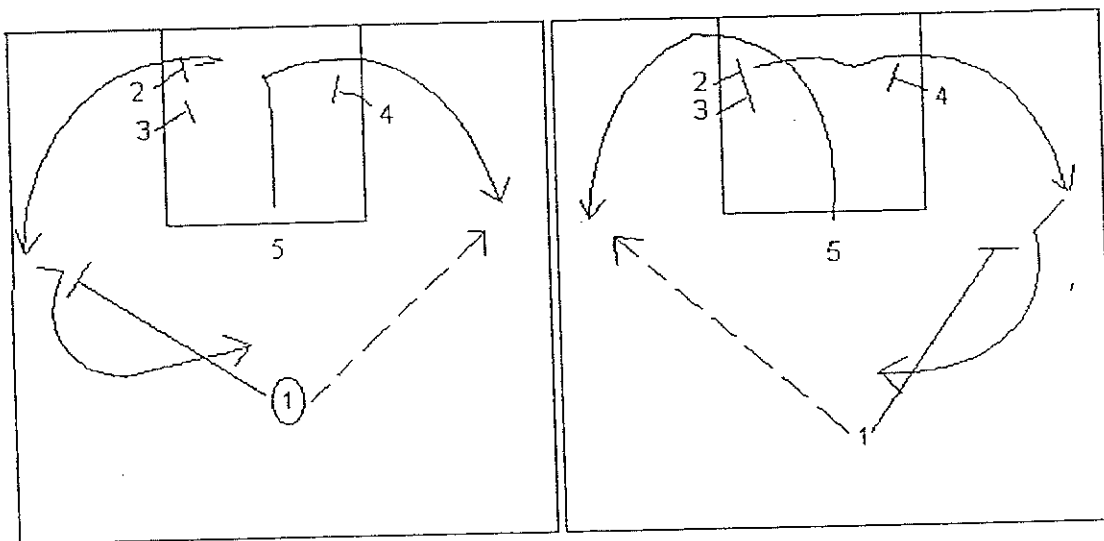
If 4 goes off single side, 3 goes head to basket and back out his side off a single. 1 hits 4 or 3 and screens away.

If 4 goes off, double side, 3 will wait until 4 is shoulder to shoulder and then he'll go off the single side. 1 hits 4 or 3 and screens away.

"40 SERIES"
"45"



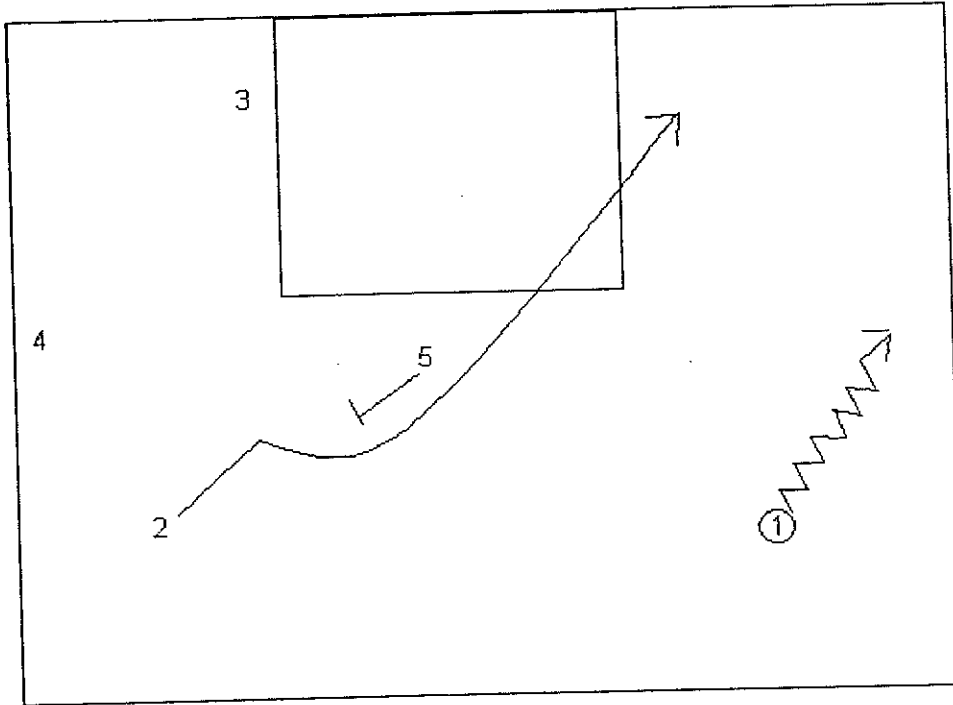
5 starts at free throw line, cuts to basket and looks back. He can go off single or double screen on blocks.



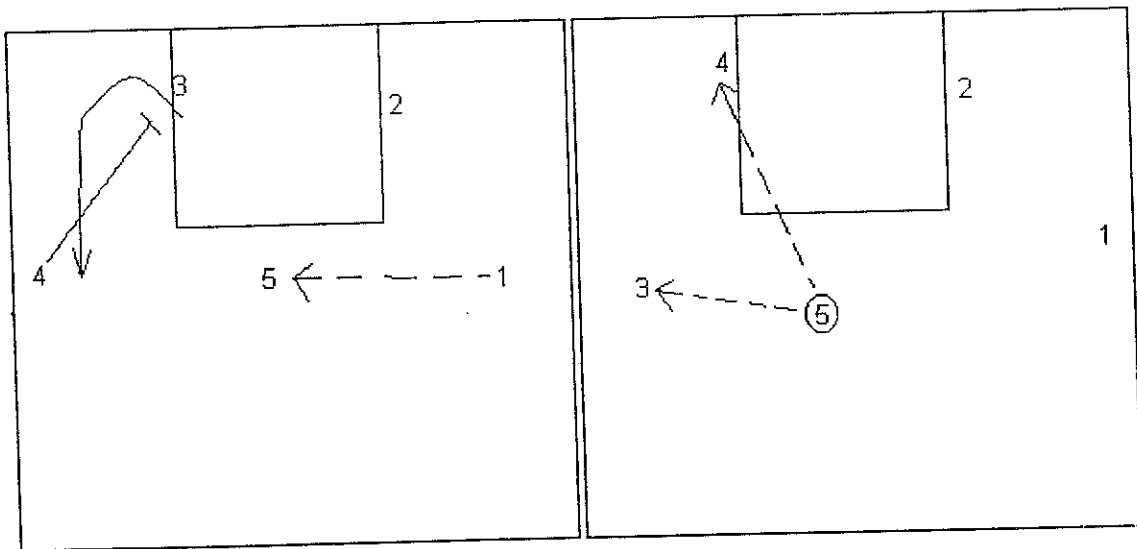
If 5 goes off single side, 2 goes head to basket and back out his side off a single. 1 hits 5 or 2 and screens away.

If 5 goes off, double side, 2 will wait until 5 is shoulder to shoulder and then he'll go off the single side. 1 hits 5 or 2 and screens away.

“50 SERIES”
“50”



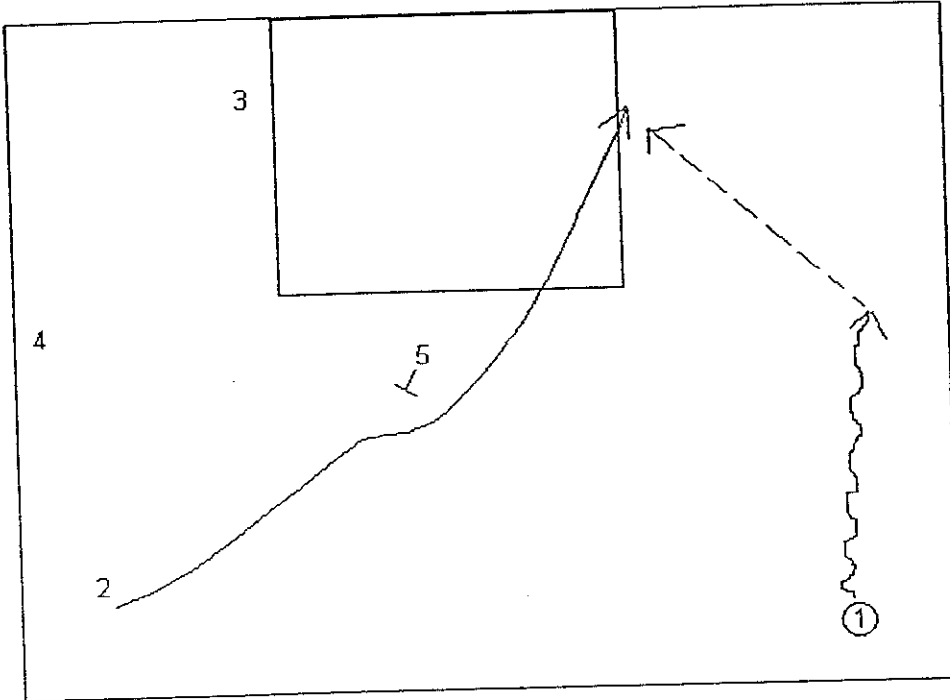
1 Dribbles to free throw line extended. 2 Cuts off screen from 5 to the right block. 1 Man looks for 2 on basket cut or post-up.



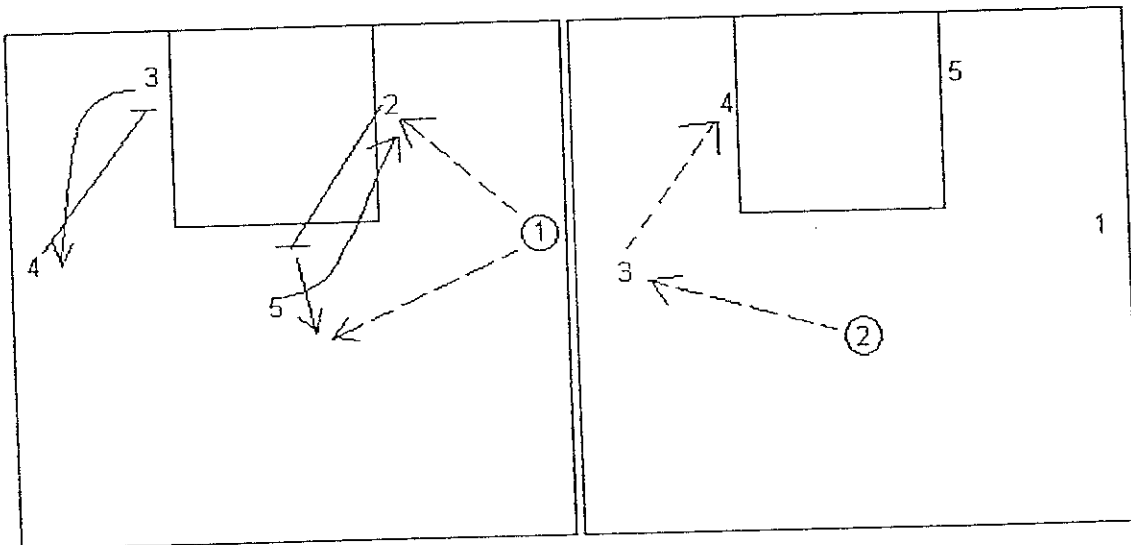
If 2 is not open 1 swings to 5. As pass is made 4 downscreens for 3.

5 can swing to the 3 for a shot or dumps into 4 on a post.

"50 SERIES"
"50 UP"



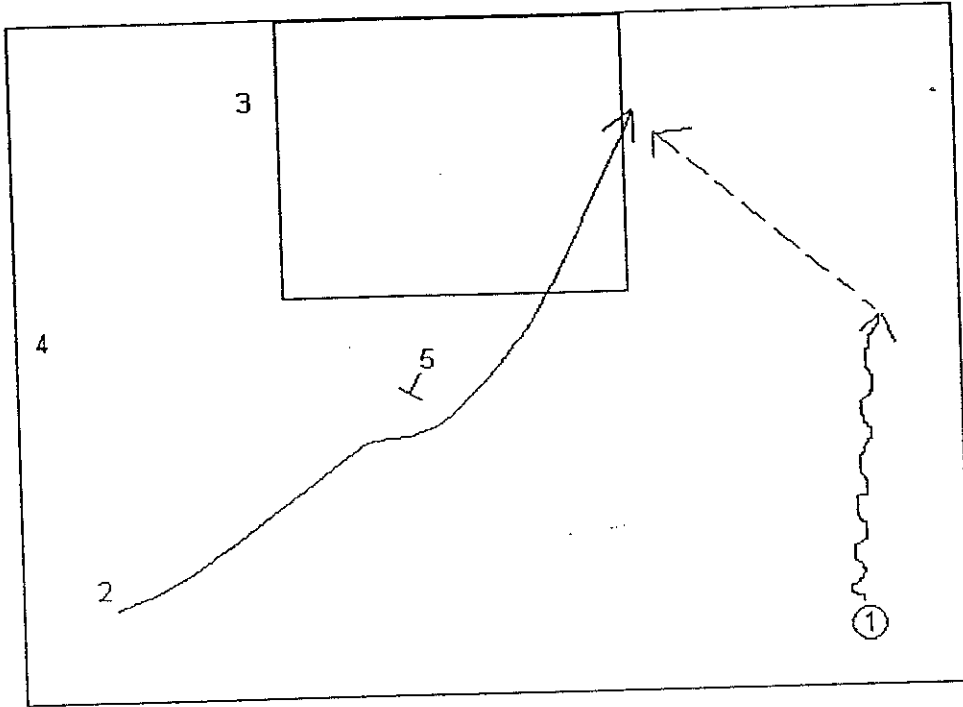
1 dribbles free throw line extended on right side looking for 2 cutting to basket off of 5. 4 and 3 are spaced out as in "50"



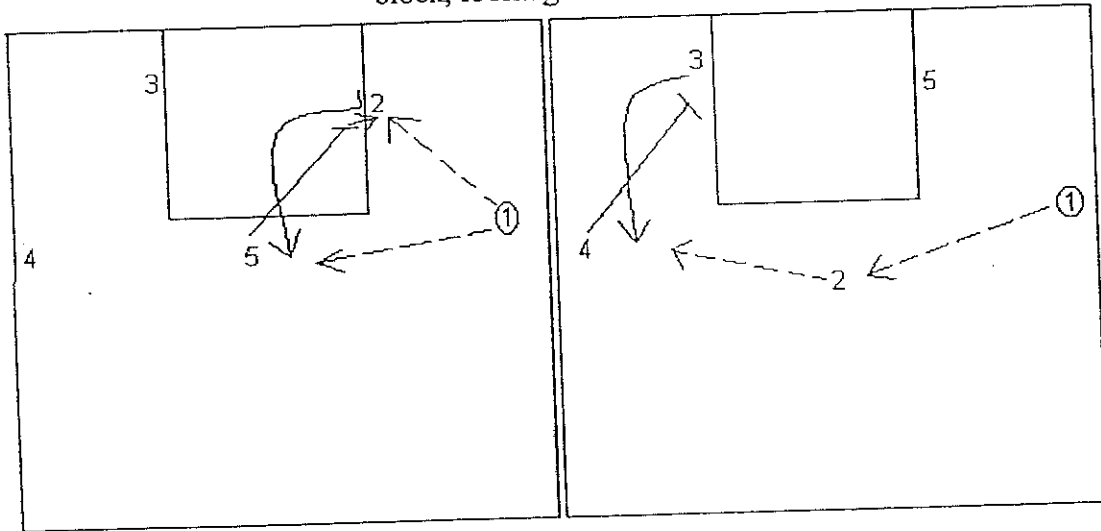
If 2 does not receive pass he will backscreen (up) for 5 who makes similar cut to block. If 5 is not open, 1 reverse to 2 and 4 down pins 3.

2 can look to score or giving to 3 who looks to ~~score~~ score or dumps into 4

**“50 SERIES”
“50 DOWN”**



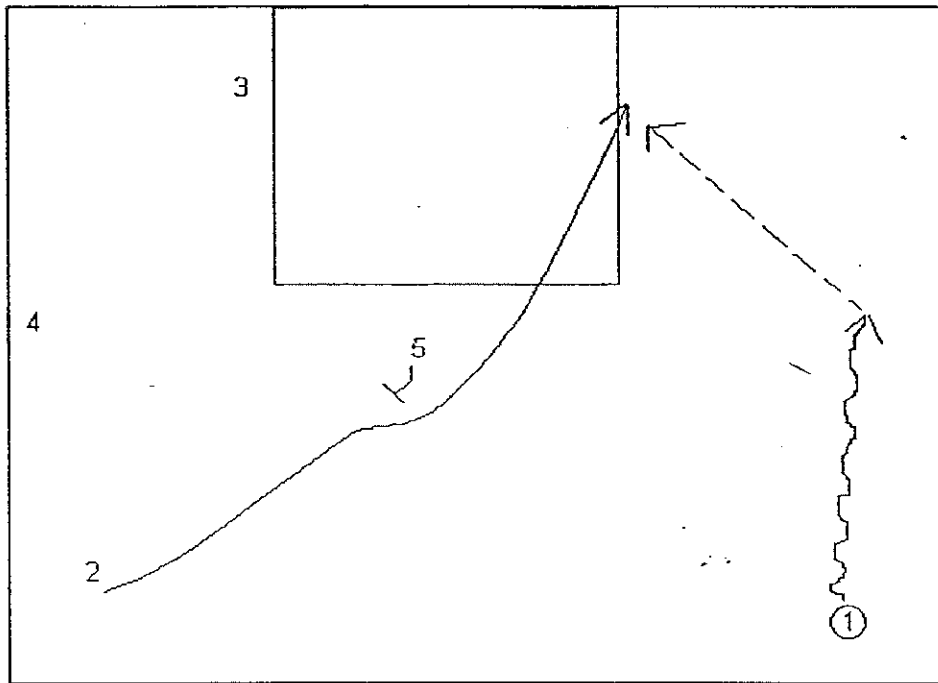
1 Dribbles to free throw line extended on right wing. 2 Cuts off 5 brush screen to right block, looking for the ball



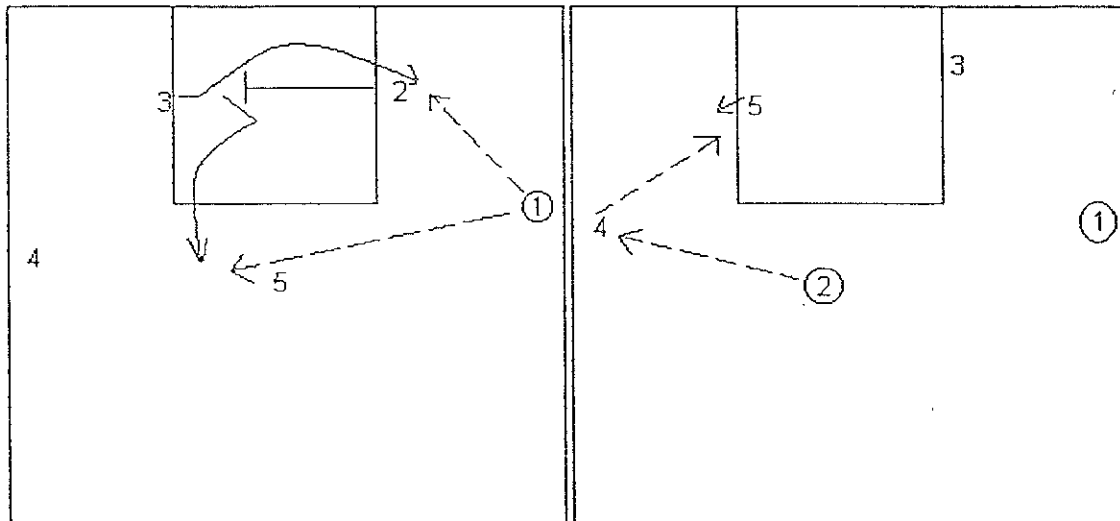
If 2 does not receive pass 5 immediately downscreen for 2. 1 looks for 2 coming off the screen or 5 on the block.

If pass is made to 2 the 4 downpins for 3. If 2 doesn't have a shot he can swing it.

"50 SERIES"
"52"



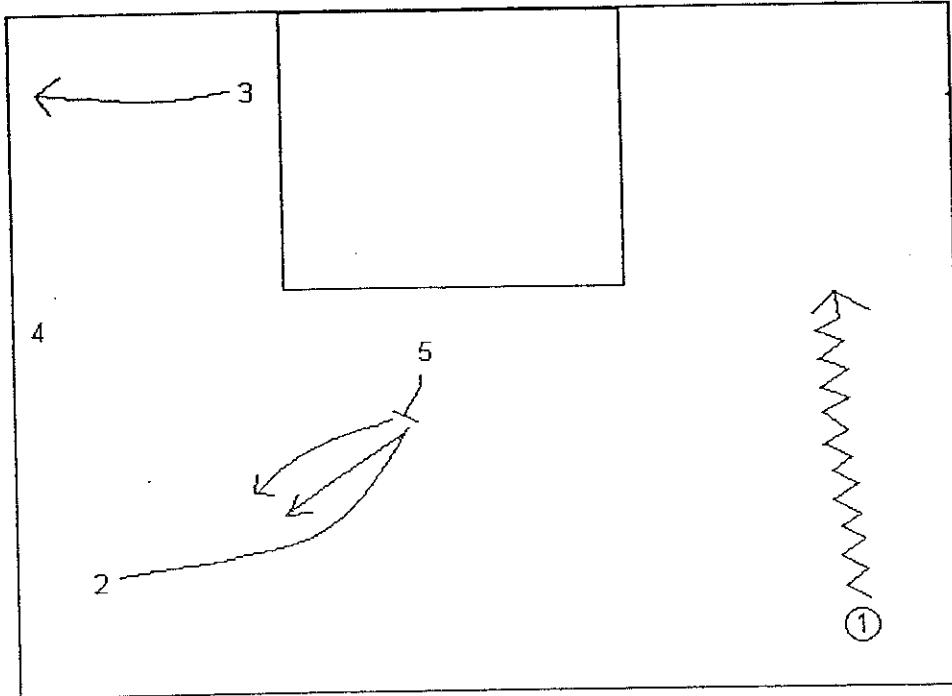
1 Dribbles to foul line extended on right wing. 2 Cuts off brush screen from 5 to the right block, looking for the ball.



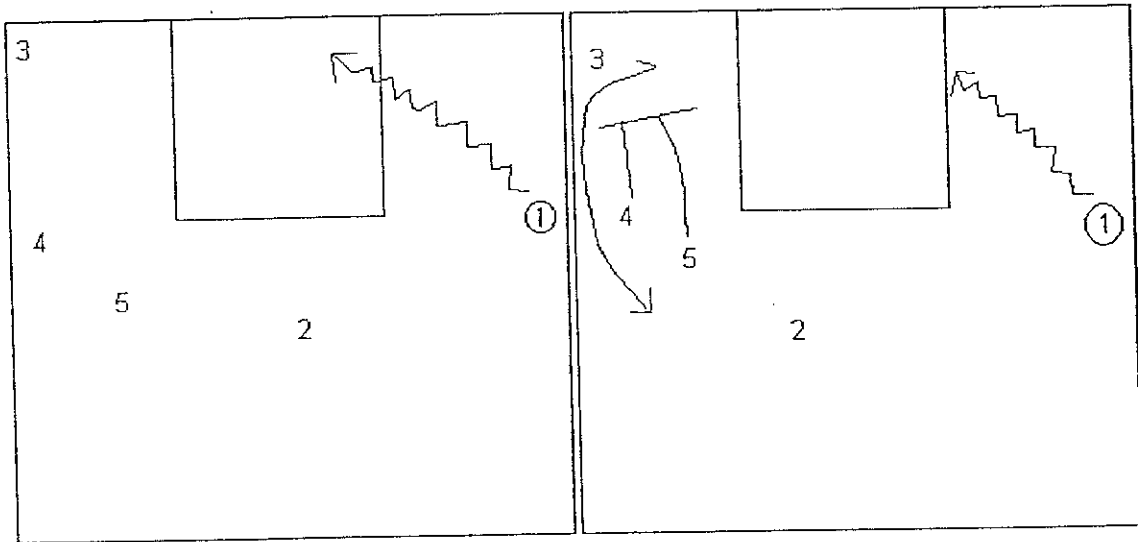
If 2 doesn't receive pass, he cross screens for 3 as 5 downscreens for 2 in a pick the picker. 1 looks for 3 on the block or 2 off 5.

If pass is made to the two and he doesn't have a shot, he can swing to 4 who can dump it into 5.

"50 SERIES"
"50 QUICK"



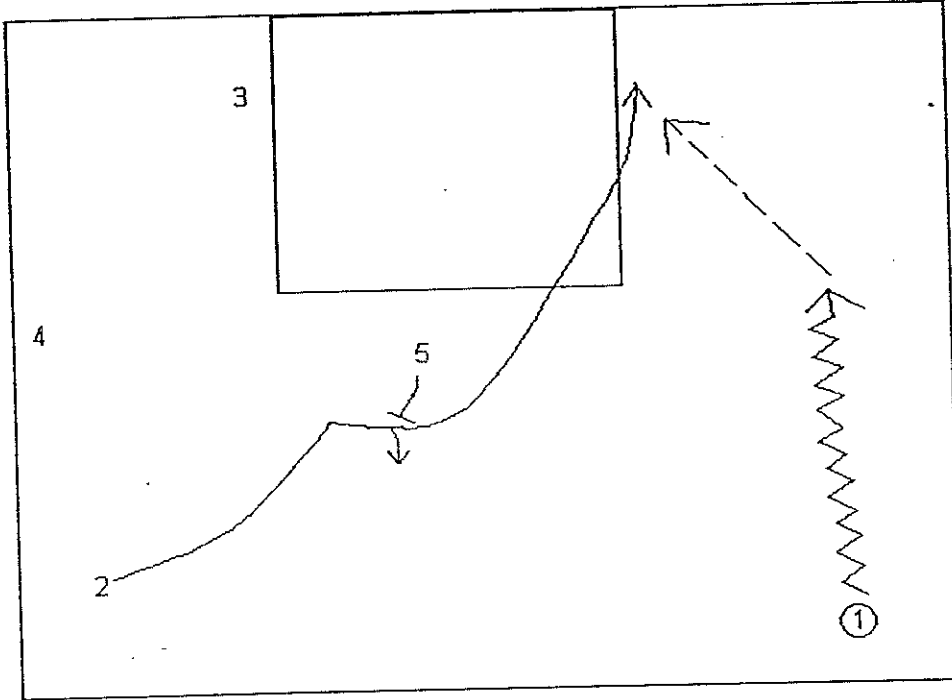
1 Dribbles to free throw line extended on right wing. 2 goes to cut off 5's screen and instead pulls 5 back to 3 point line and to the left. 3 spaces to corner.



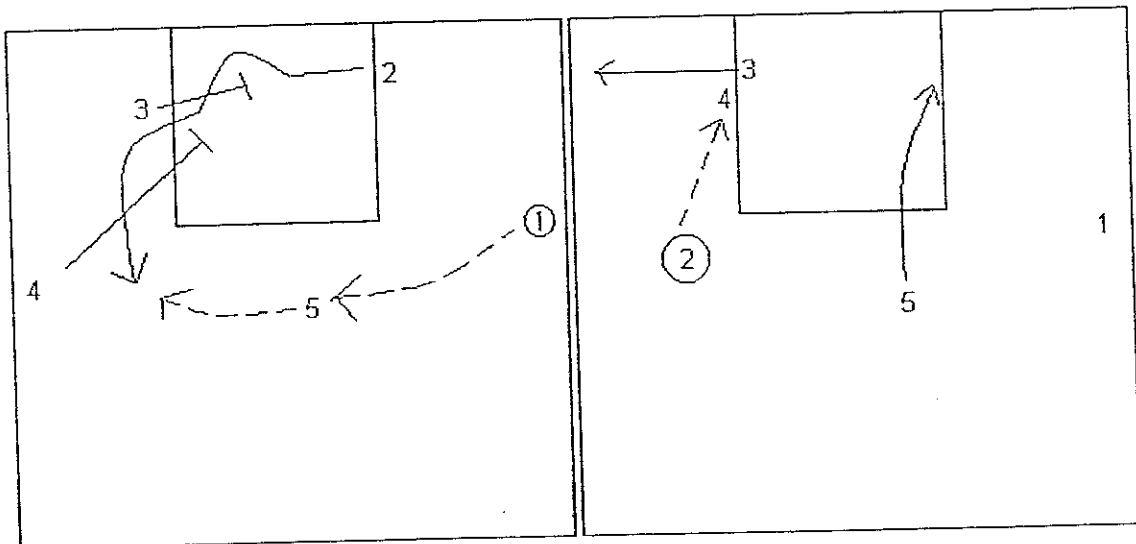
1 Man looks to dribble drive score on isolation.

Weakside players can exchange or spot up. Looking for pass. Ready to shoot.

"50 SERIES"
"50 D"



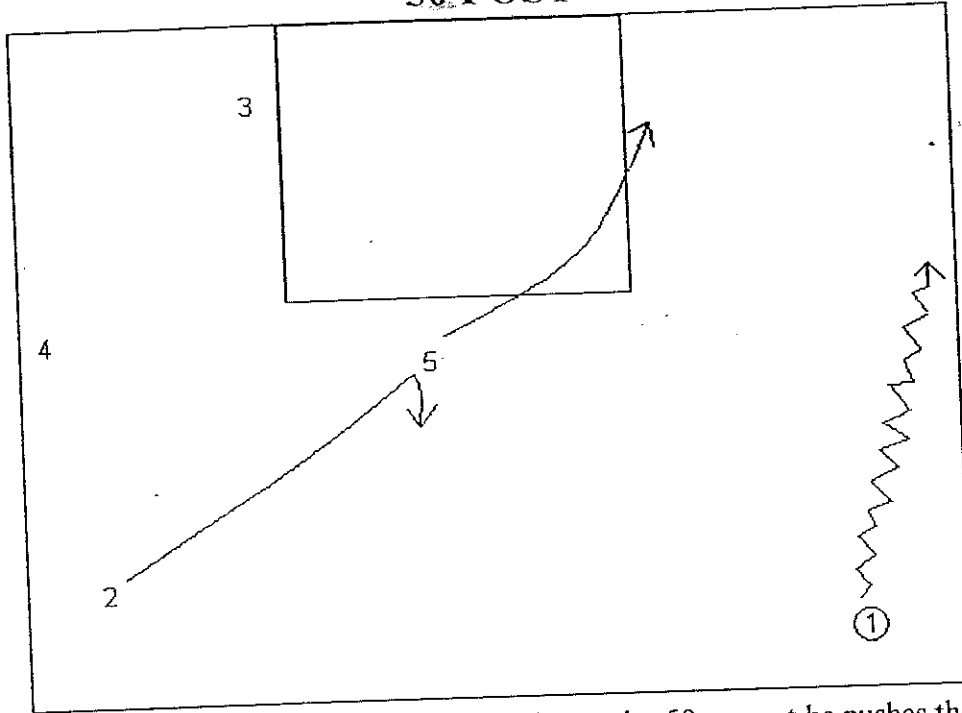
1 Dribbles to free throw line extended on right side of floor. 2 Cuts off 5 to the basket and to the right block. 1 Looks for 2 on cut.



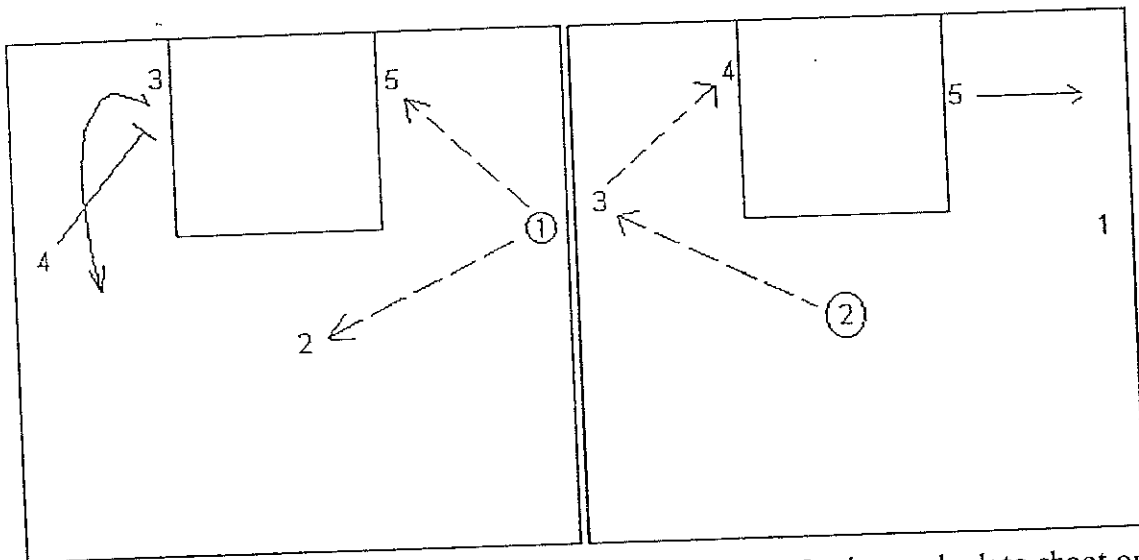
If 2 does not receive the pass, 1 swings to 5 who steps out as 2 comes off staggered double from 3 & 4.

2 can look to score or dump it into 4 who posts up as 3 spaces out 5 dives to basket.

**“50 SERIES”
“50 POST”**



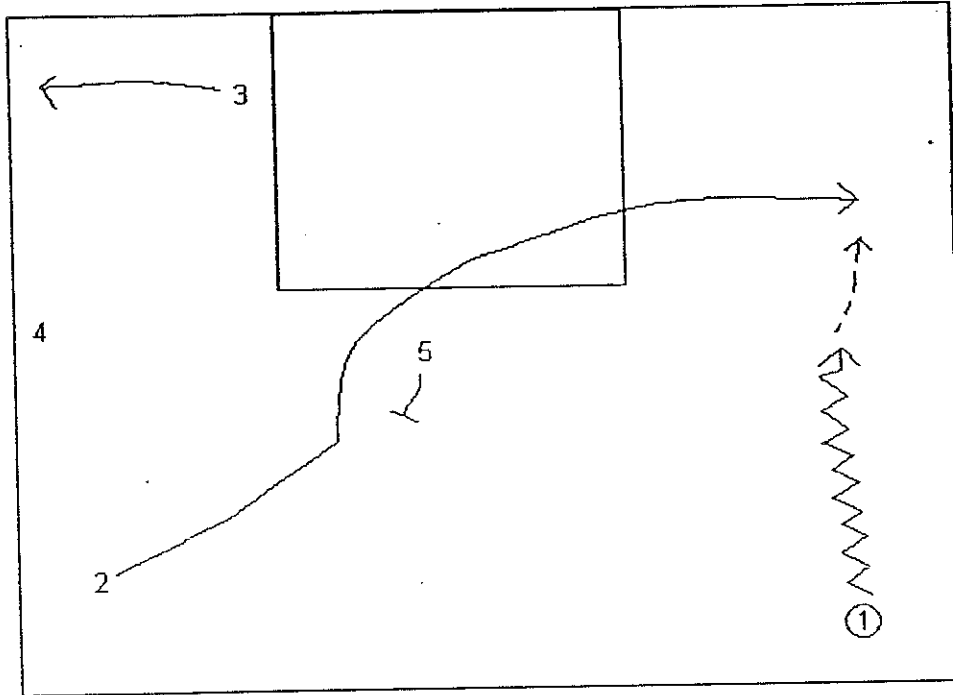
1 dribbles to the wing. 2 goes to cut off 5 as in regular 50, except he pushes the 5 to the block and pops back out.



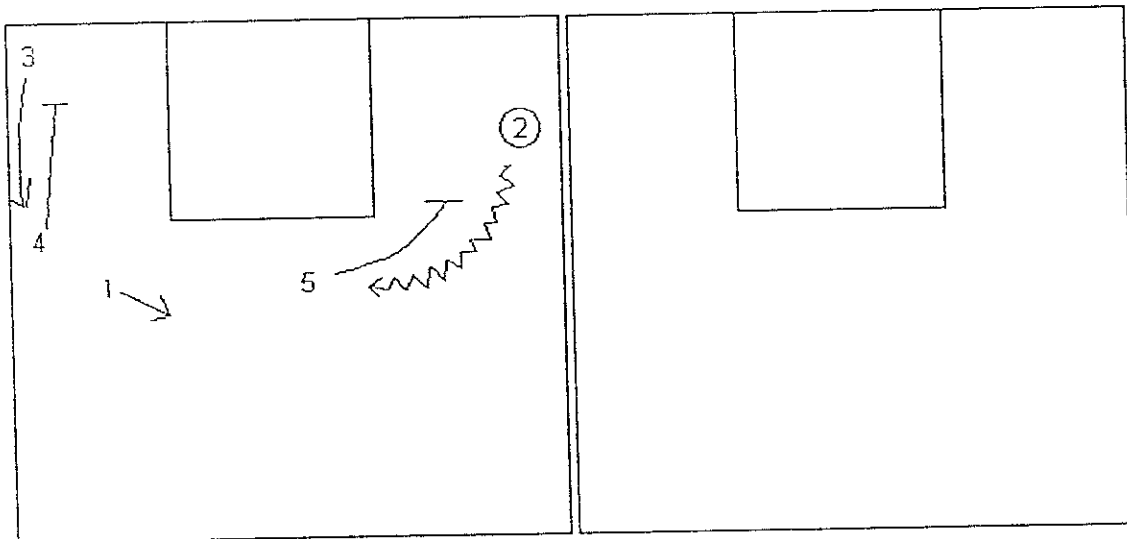
1 can hit 5 on the block or 2. If he hits the 2. 4 downpins for 3.

2 can swing to 3 who can look to shoot or dump it into the 4.

**“50 SERIES”
“50 FIST”**

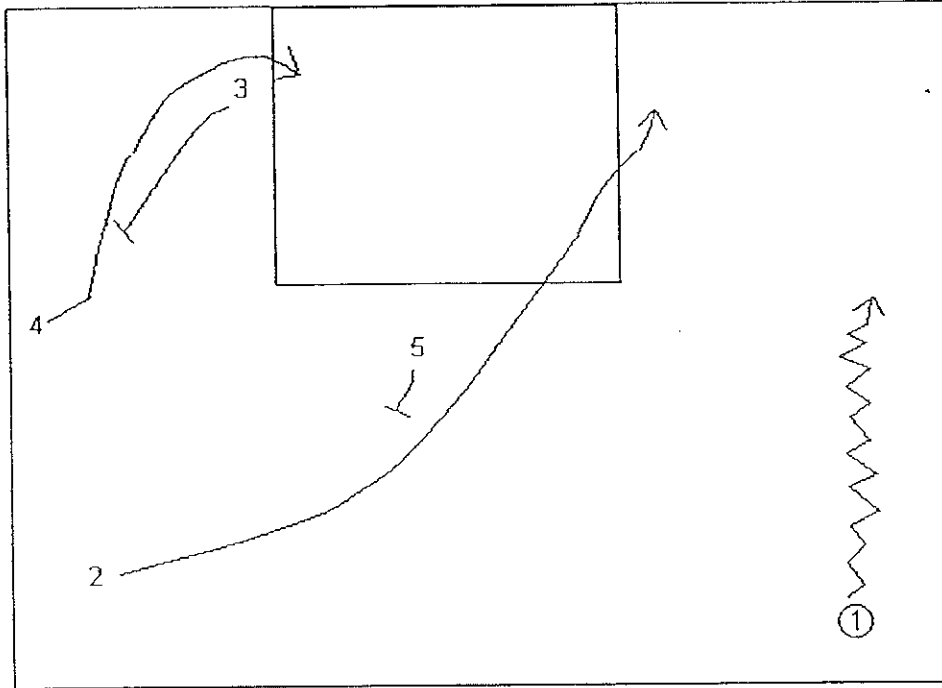


1 dribbles to top of four circle extended on right side. 2 cuts under 5's screen and to right sideline where he receives pass from 1. 1 will then cut through to weakside. 3 spaces out.

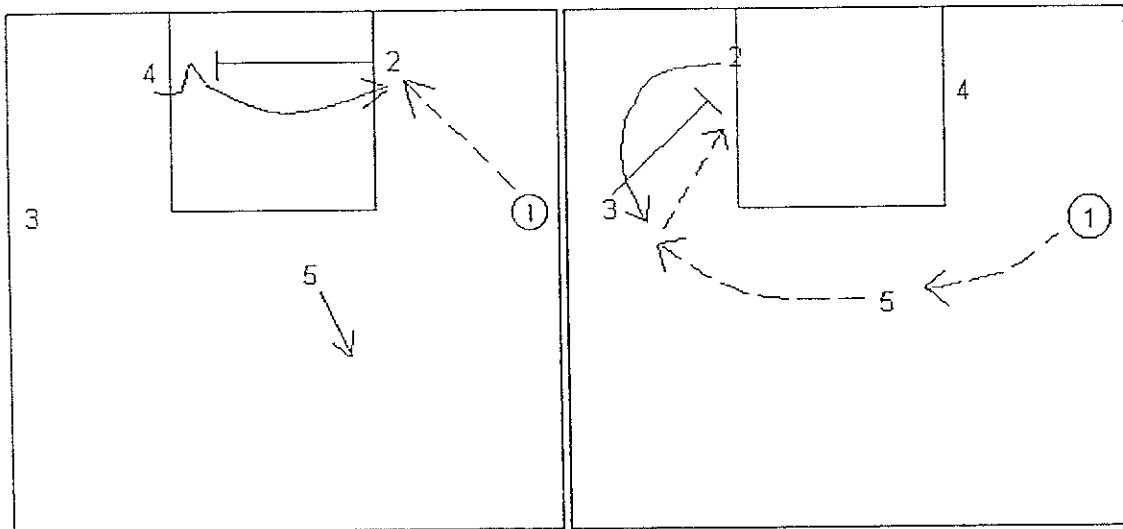


2 and 5 pick and roll. 1 spots up toward middle of floor and 4 exchanges with 3.

**“50 SERIES”
“50 TWIST”**



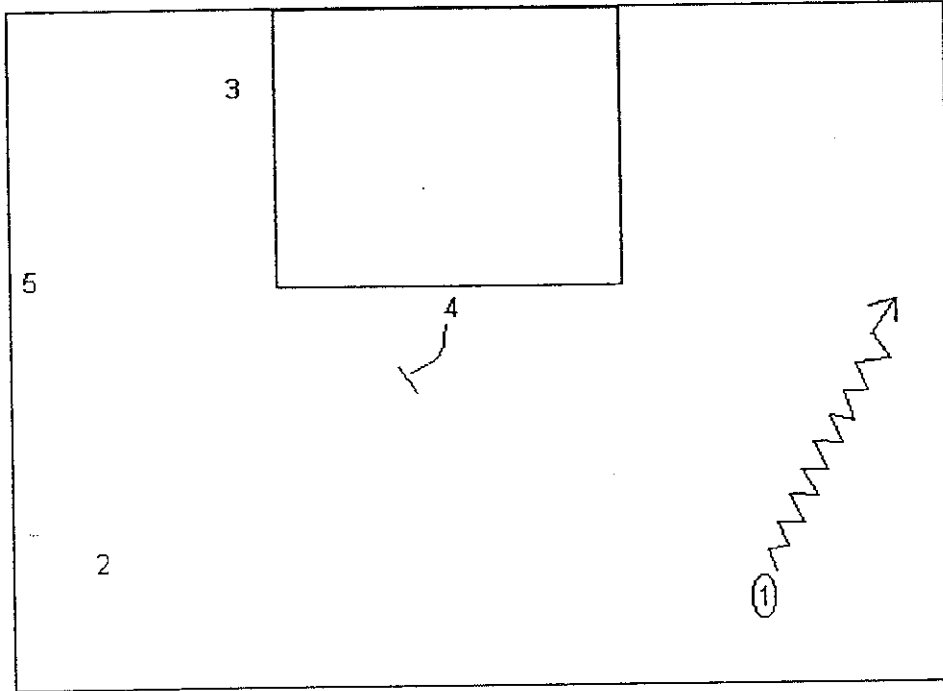
1 dribbles free throw line extended on right wing of floor. 2 cuts off 5 man looking for pass from 1. 3 sets backscreen for 4.



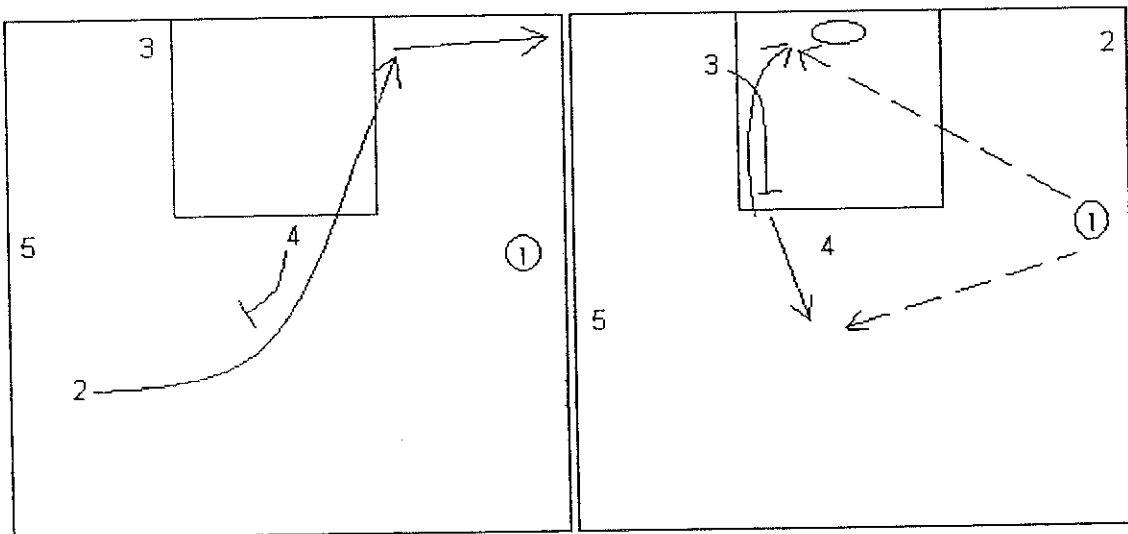
If 2 doesn't receive pass, he'll cross screen for 4 who looks for ball on block.

If 4 is denied, 1 swings to 5 who swings to 2 coming off down pin from 3. 2 looks to score or dumps to 3.

**“50 SERIES”
“54”**



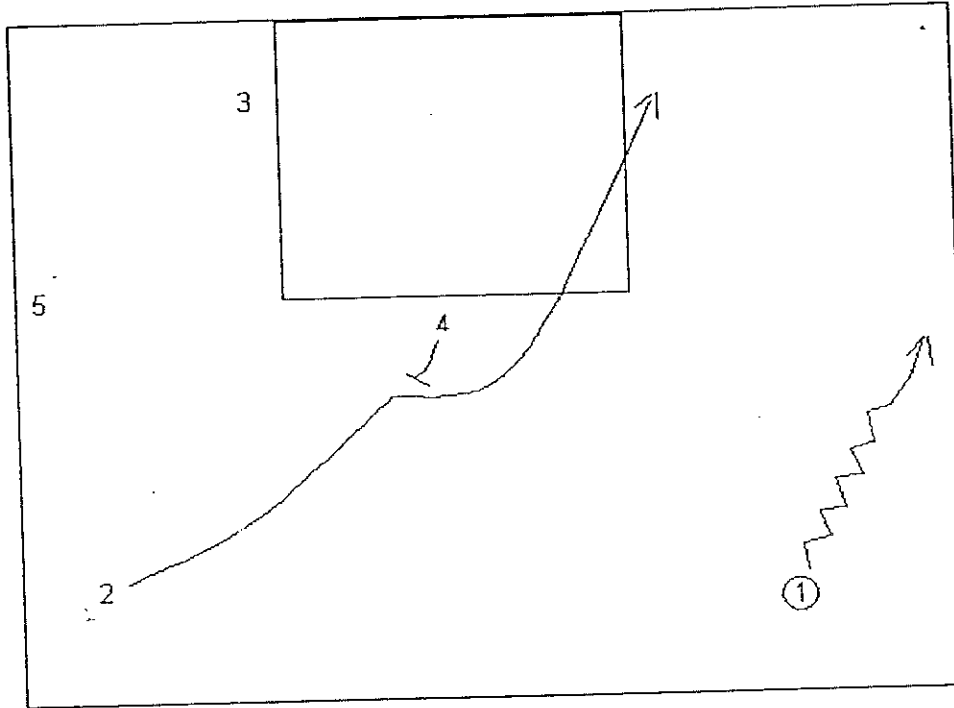
Same set up as 50 set with the one taking ball to wing on right side.
2 cuts off a brush screen from 5 to the right block then to the corner.



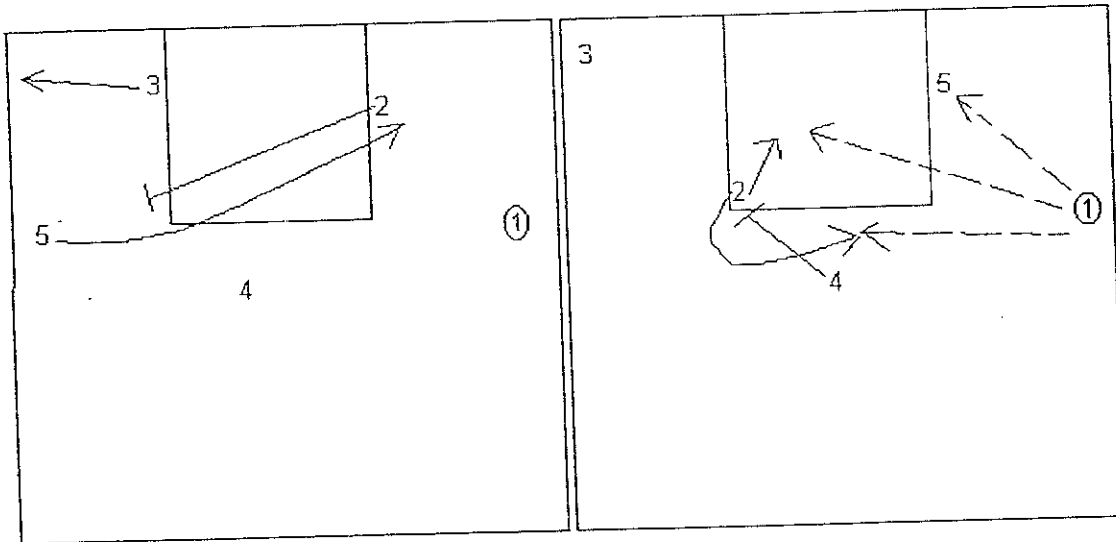
3 will set backscreen for 4 at the high post.
1 can pass to 4 for a lob.

If 4 does not receive the pass from 1, 1 will
hit 3 with a pass and swing to 5.

“50 SERIES”
“55”



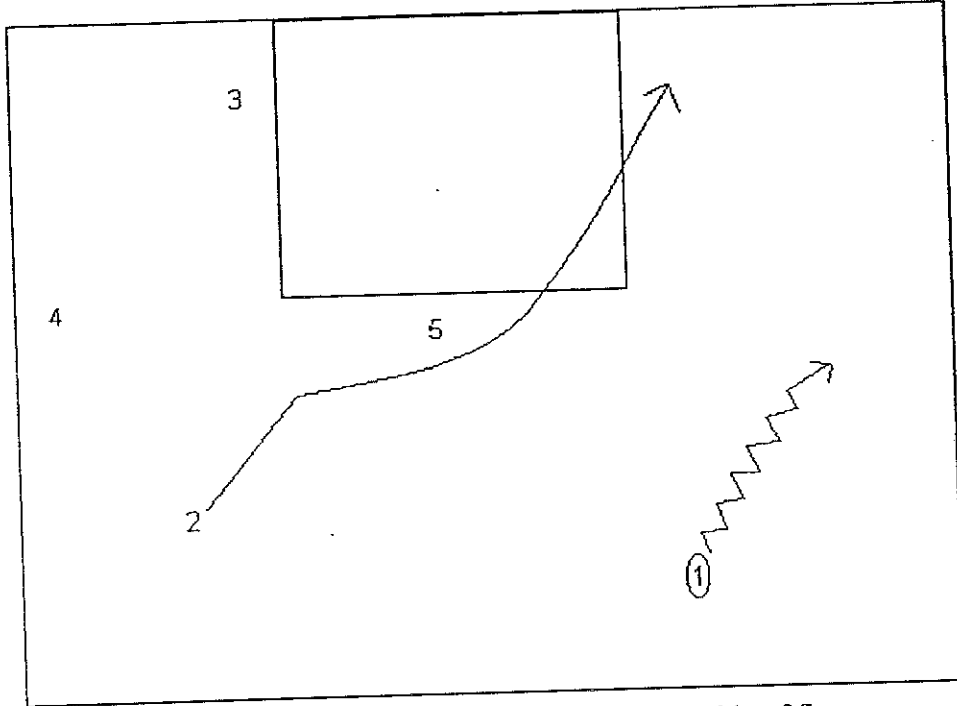
Same as 50 cut with 2 going off of 4



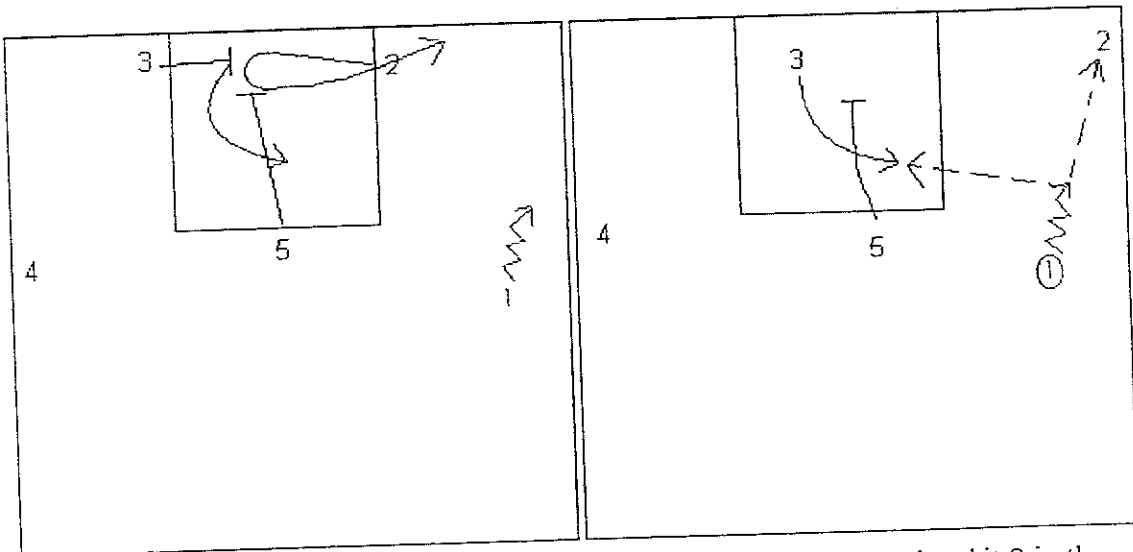
3 then spaces out as 2 sets backscreen for 5.

4 runs a pick the picker with 2 who pops off for jumper. 1 can hit 5 on block. 2 for jumper or 4 slipping.

**"50 SERIES"
"50 C"**



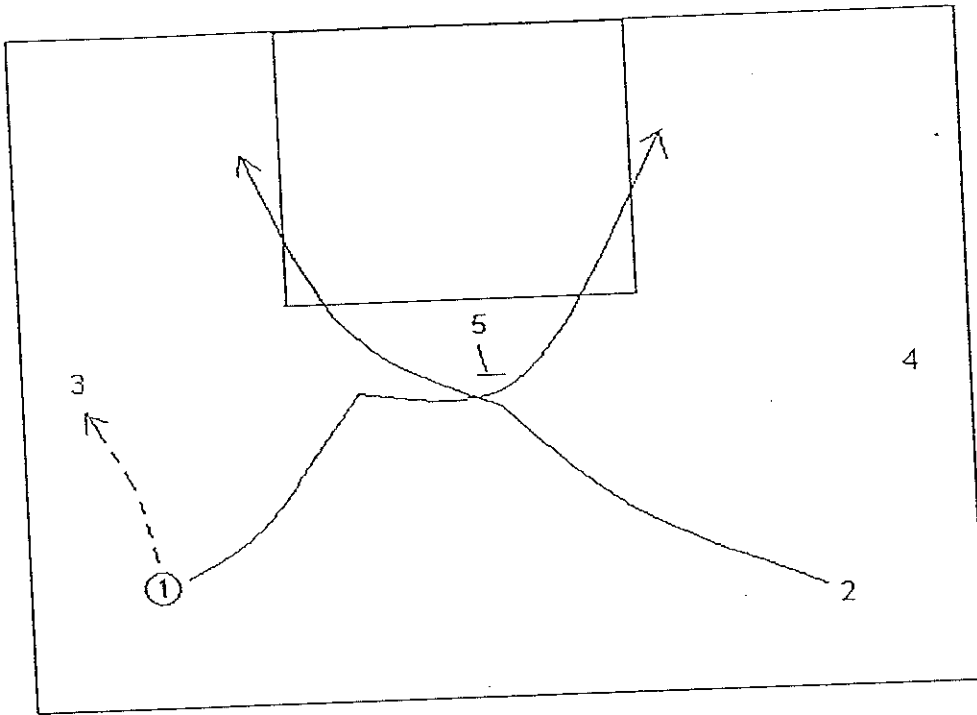
1 dribbles free throw line extended on right side of floor.
2 cuts off 5 man looking for a pass from 1.



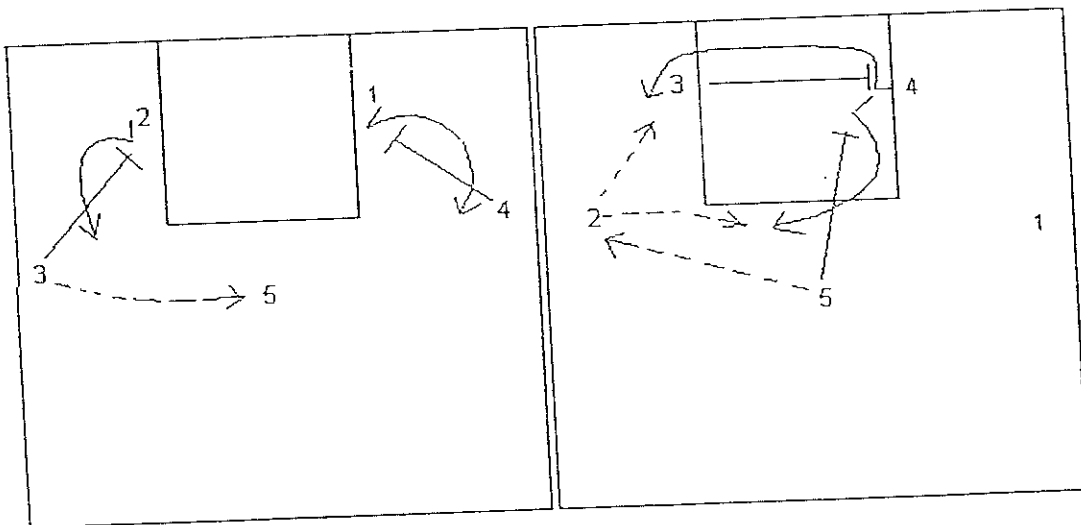
2 will curl off 3 screen and empty to the corner. 3 will curl off 5's down screen.

1 can pass to 3 on the curl or hit 2 in the corner.

"UTAH"



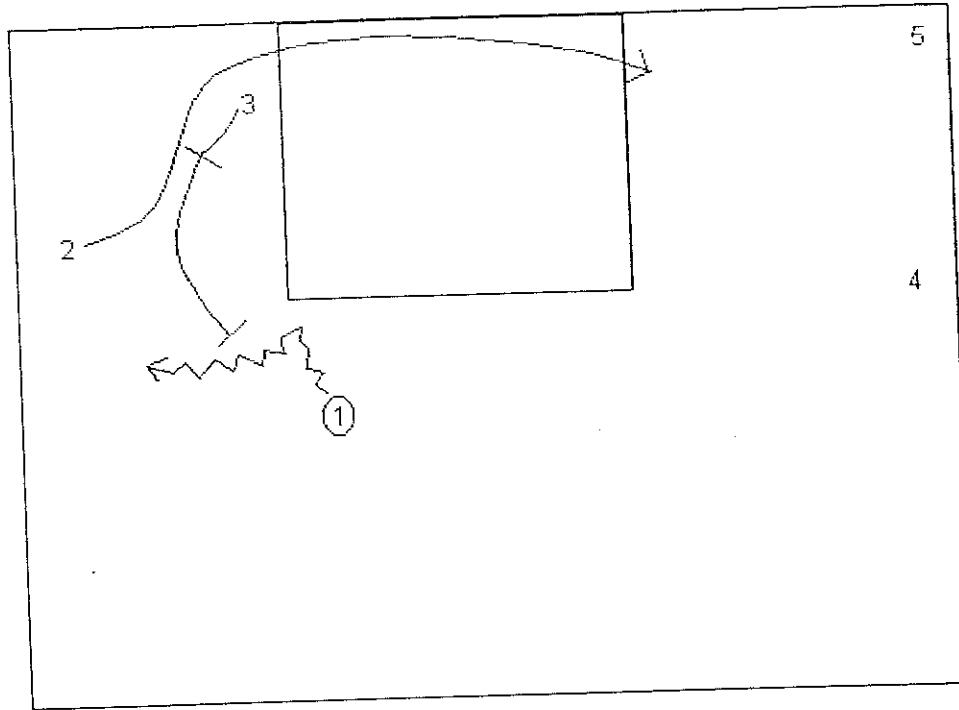
2 guard front, 1 or 2 hits wing. Whichever player doesn't make the pass cuts off brush screen by the 5, followed by the passer to the other block.



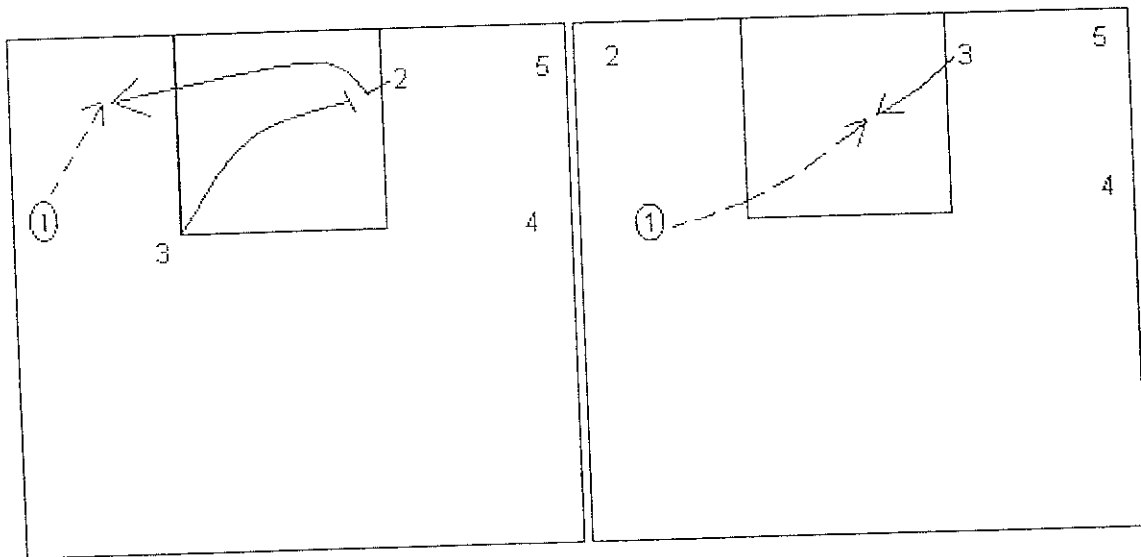
Wing hits 5 and both wings down screen for the guards.

5 hits either wing. Wing looks to dump Inside as 3,4, and 5 run post in triangle. 2 Out 3 in. 1 and 2 keep good spacing.

13



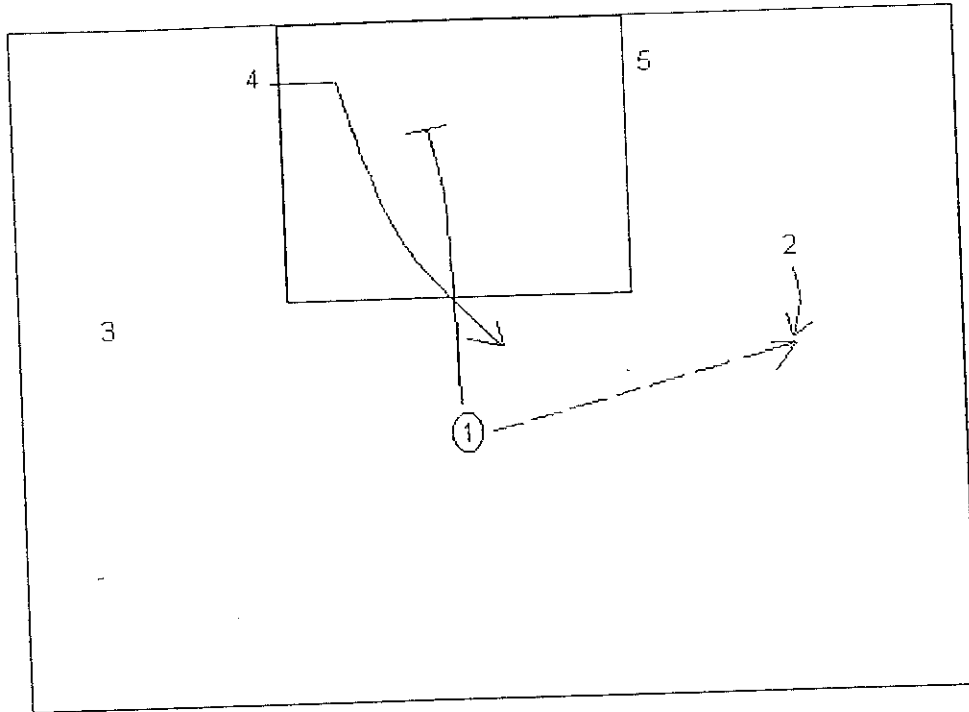
3 sets lazy back pick for 2 on box. 2 man cuts through to right block.
 3 then comes up and sets pick for 1 on left elbow area.



After high screen, 3 sets for 2 who comes off the screen for jumper.

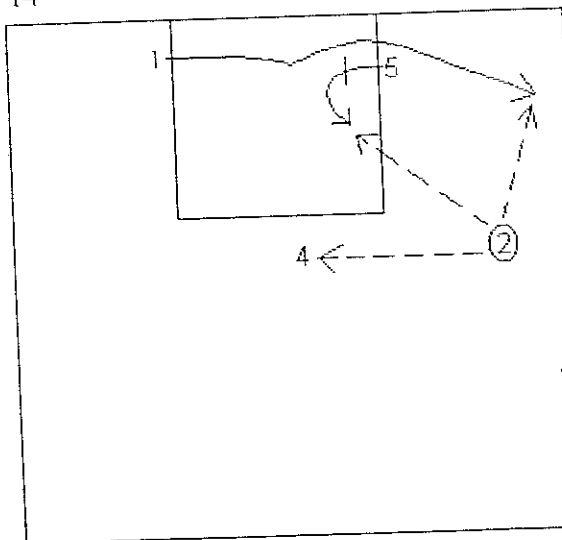
If jump shot is not open, we spread court and look to 3 inside.

“14”



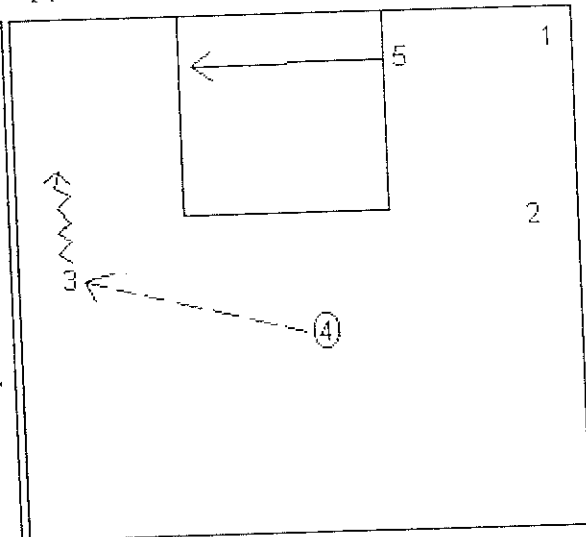
3 out, 2 in alignment. 1 passes to 2 on wing.
1 sets down screen for 4 who pops to free throw line.

“14”



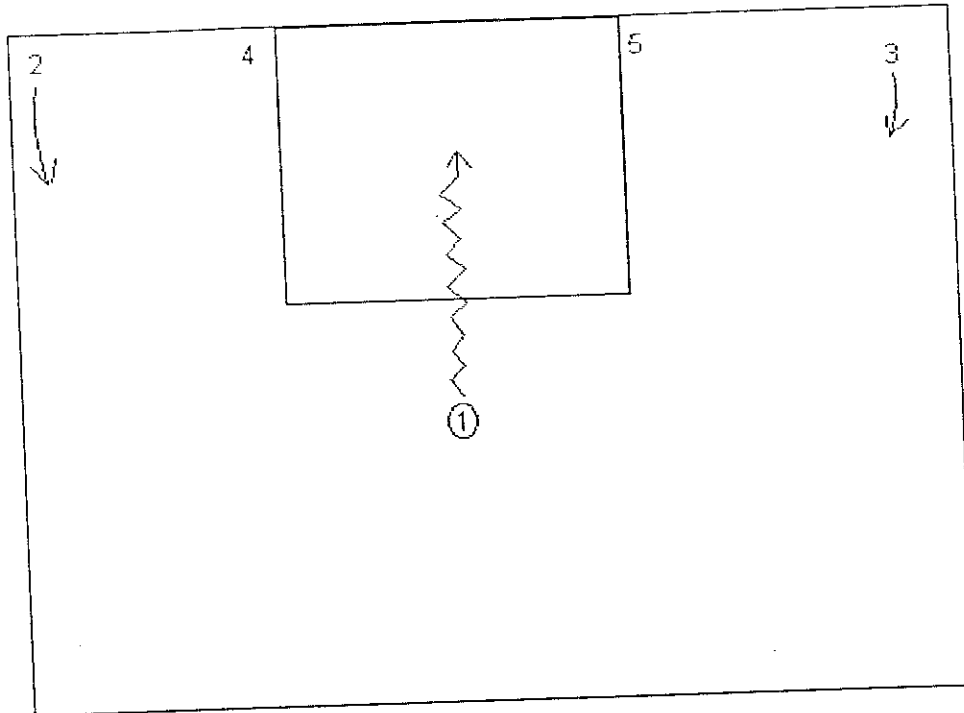
2 looks to enter to 5 in post, 1 coming
off 5's screen, or 4 at free throw line.

“14”



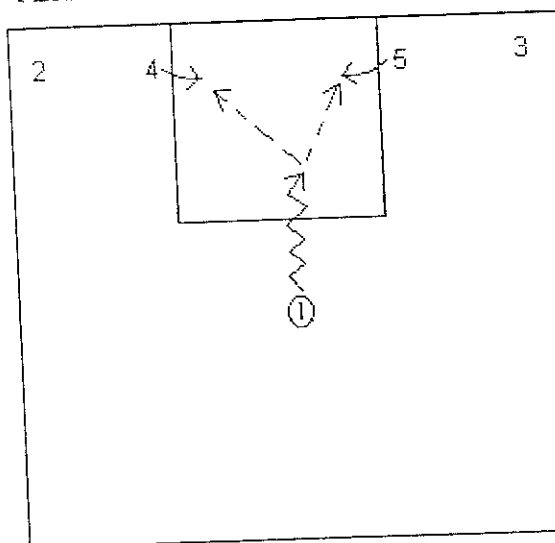
If 4 swings ball to 3, 3 has isolation or 5
in post.

"FLAT"

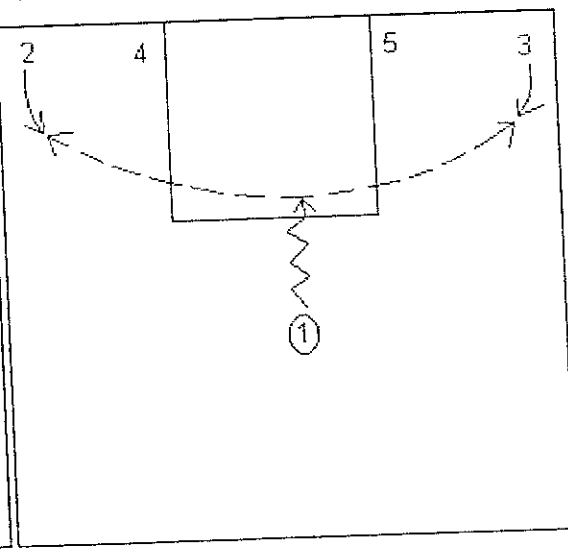


1-4 low set. 1 goes 1 on 1. 4 and 5 at blocks, 2 and 3 spot up wings.

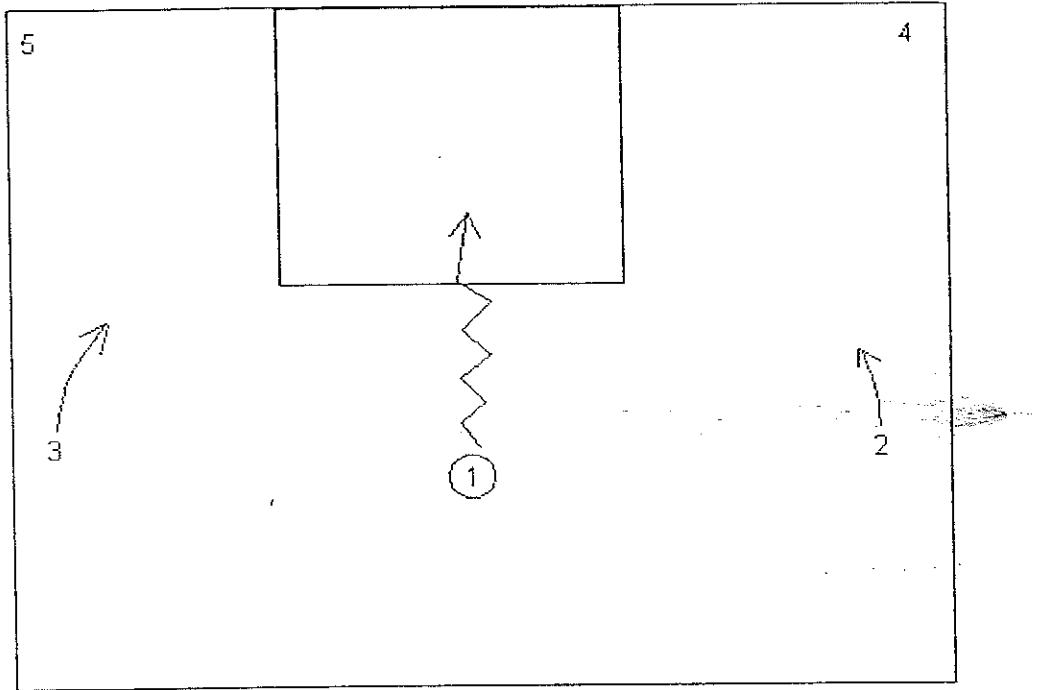
"FLAT"



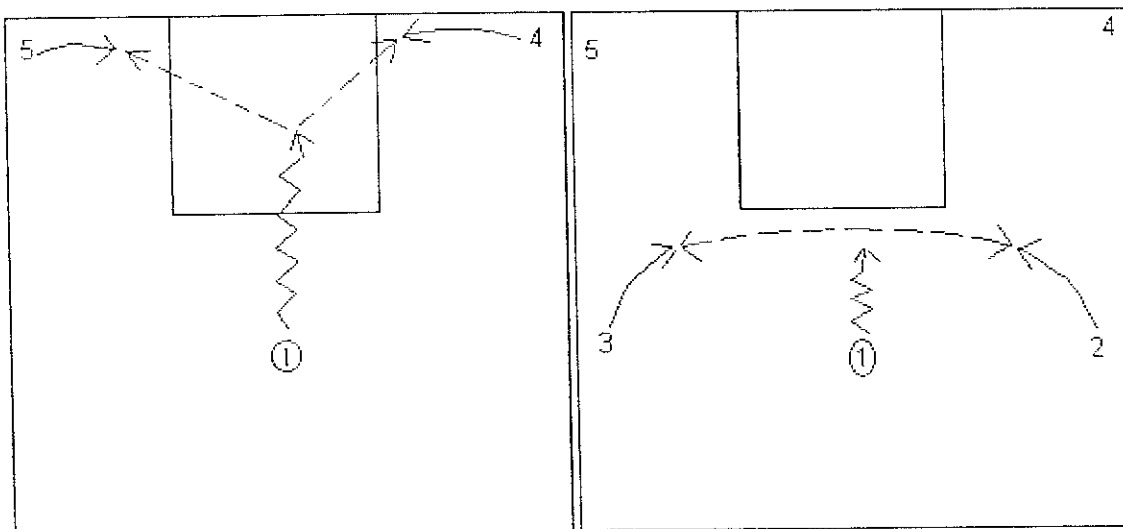
"FLAT"



END OF QUARTER/END OF GAME "SPREAD"



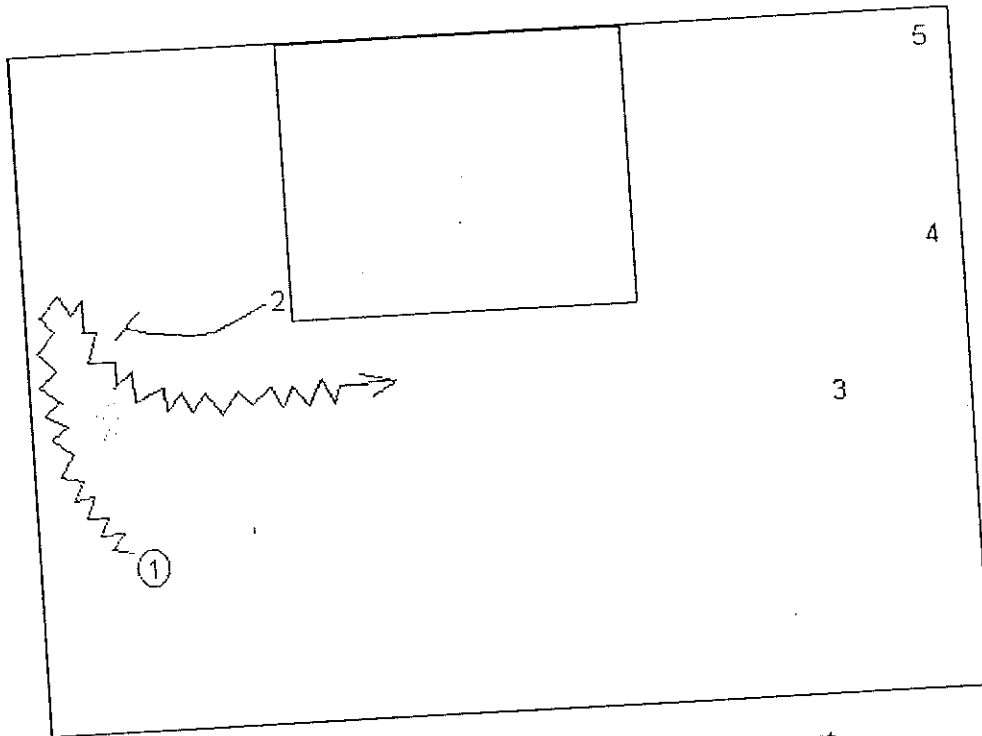
1 has ball and the entire floor to go one on one, 2 and 3 step into 3 point range.



1 can hit 4 or 5 cutting if their man helps on point penetrates.

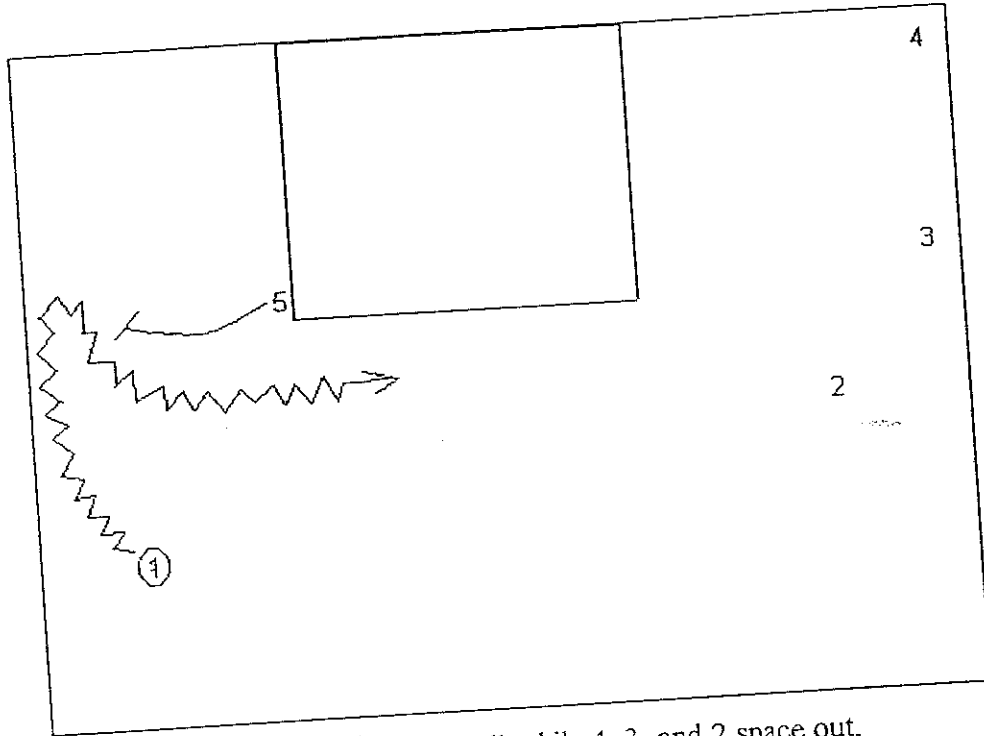
1 can throw back to 2 or 3 for a draw and kick 3 pt. shot.

“FIST SERIES”
“FIST 2”



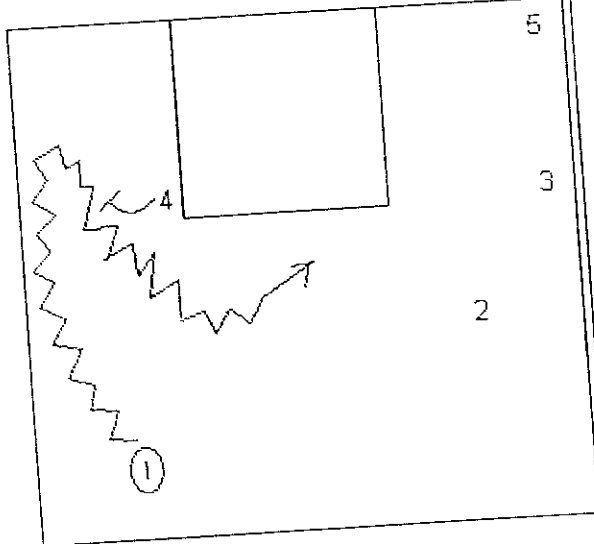
1 and 2 pick and roll while 5, 4, and 3 space out,
ready to catch, shoot and crash boards.

“FIST SERIES”
“FIST 5”



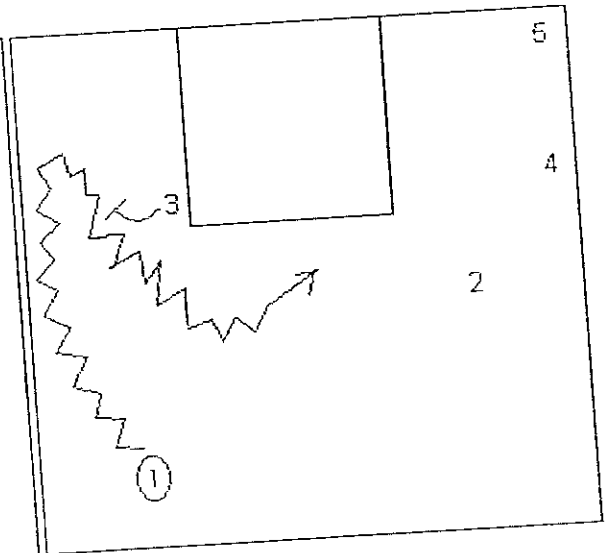
1 and 5 run pick and roll while 4, 3, and 2 space out, ready to catch, shoot and crash boards.

“FIST 4”



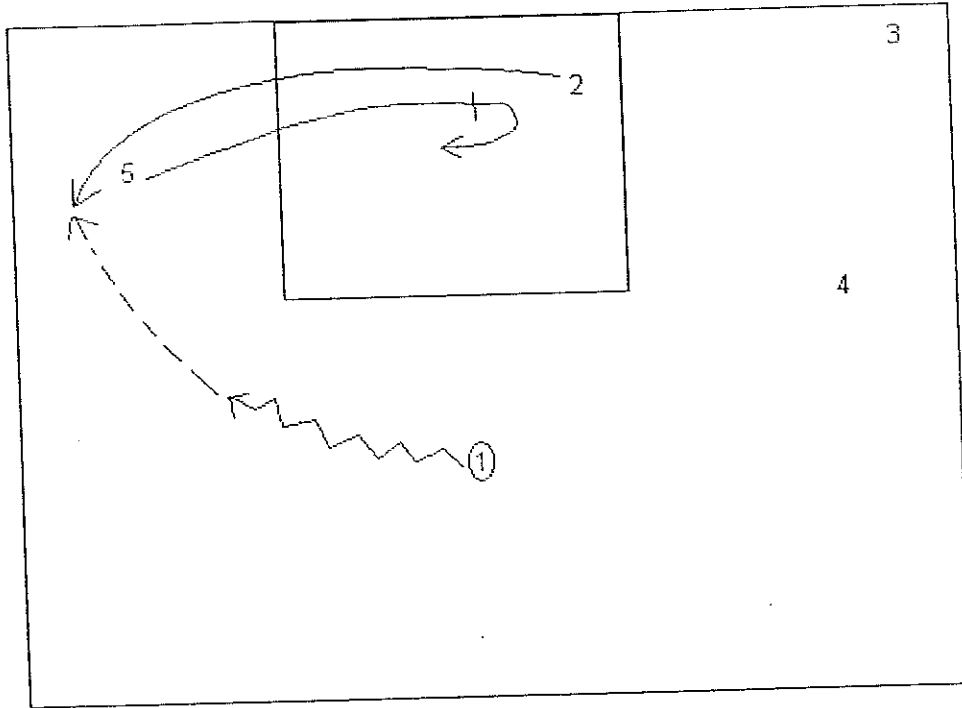
1 and 4 on pick and roll.

“FIST 3”



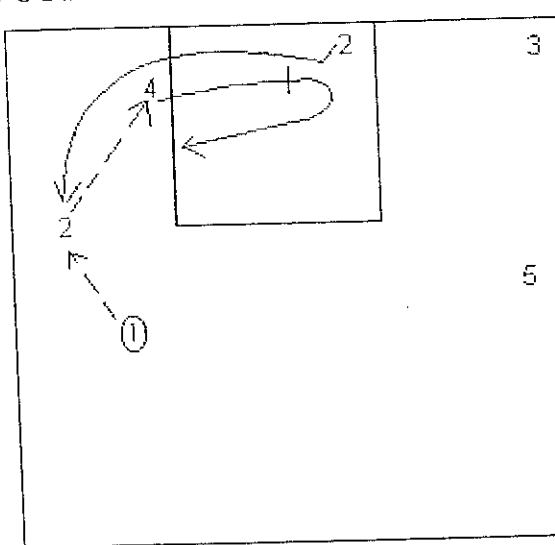
1 and 3 on pick and roll.

OUT SERIES 5 OUT



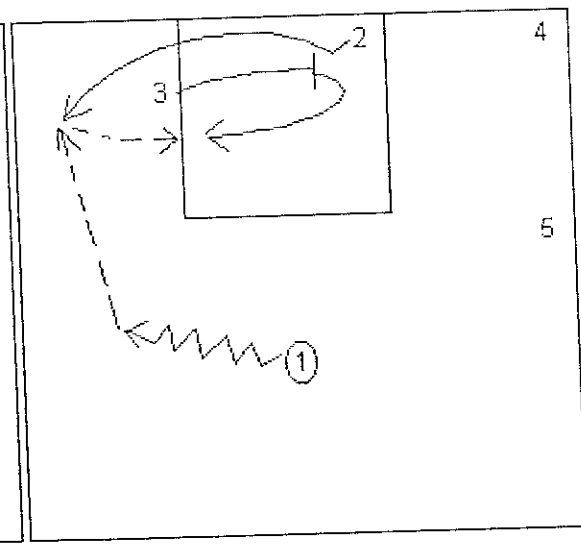
5 starts off the block and screens in lane for 2.
1 hits 2 and 2 looks into post to hit 5. 4 and 3 space out.

4 OUT



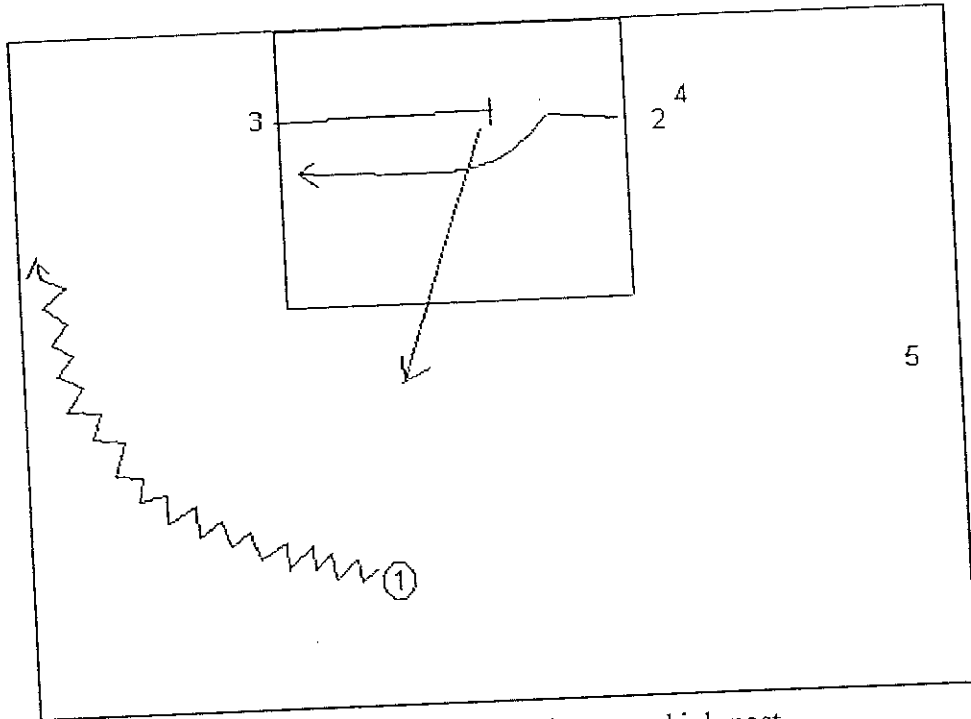
4 starts off the block and screens in lane for 2. 1 hits 2 and 2 looks into post to hit 4. 5 and 3 space out.

3 OUT

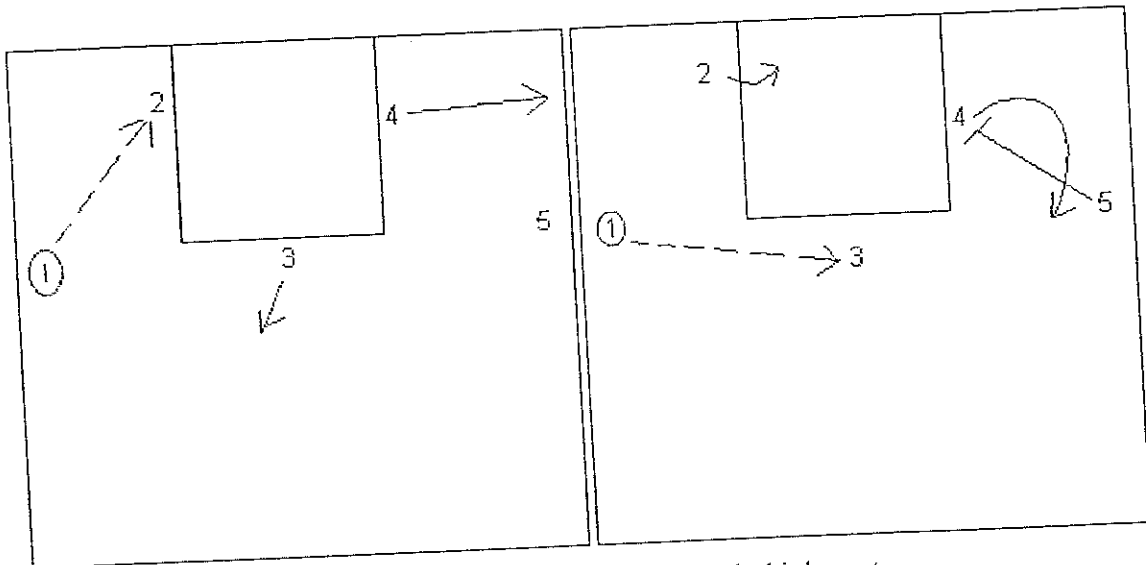


3 starts off the block and screens in lane for 2. 1 hits 2 and 2 looks into post to hit 3. 5 and 4 space out.

“DOWN SERIES”
“2 DOWN”



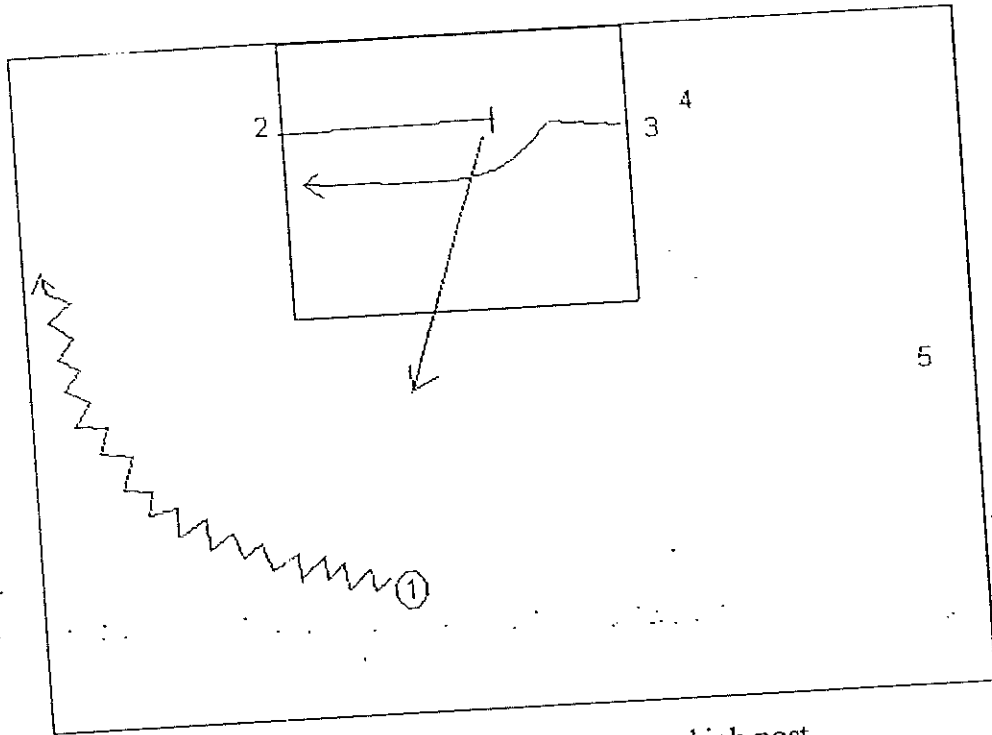
2 cross screens for 4 and goes to high post.



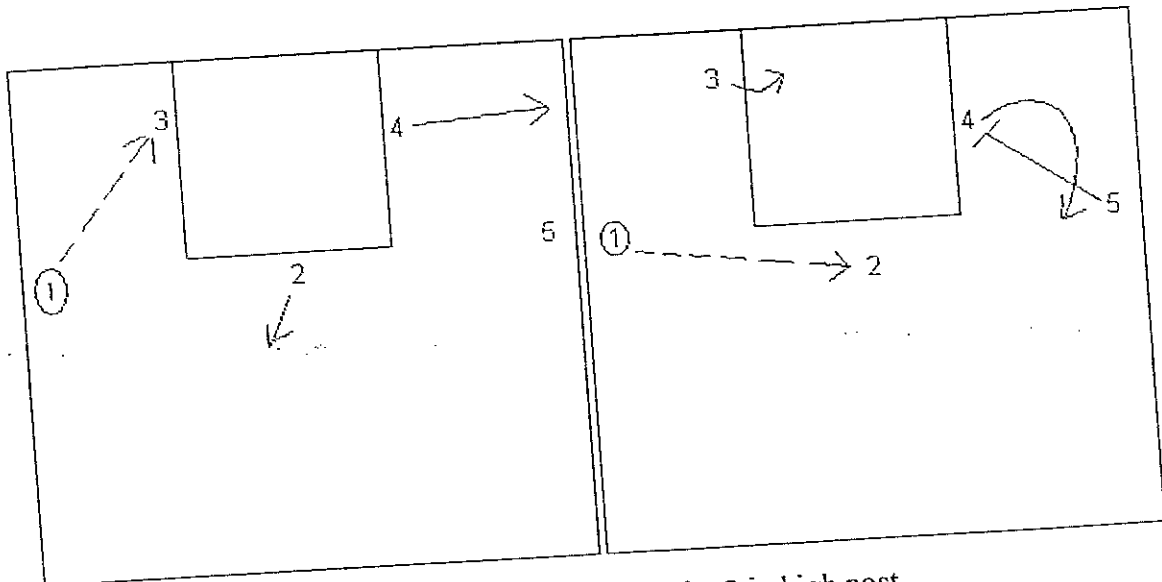
If 1 hits 2 on the block everyone spaces out and spots up.

If 1 hits 3 in high post.

“DOWN SERIES”
“3 DOWN”



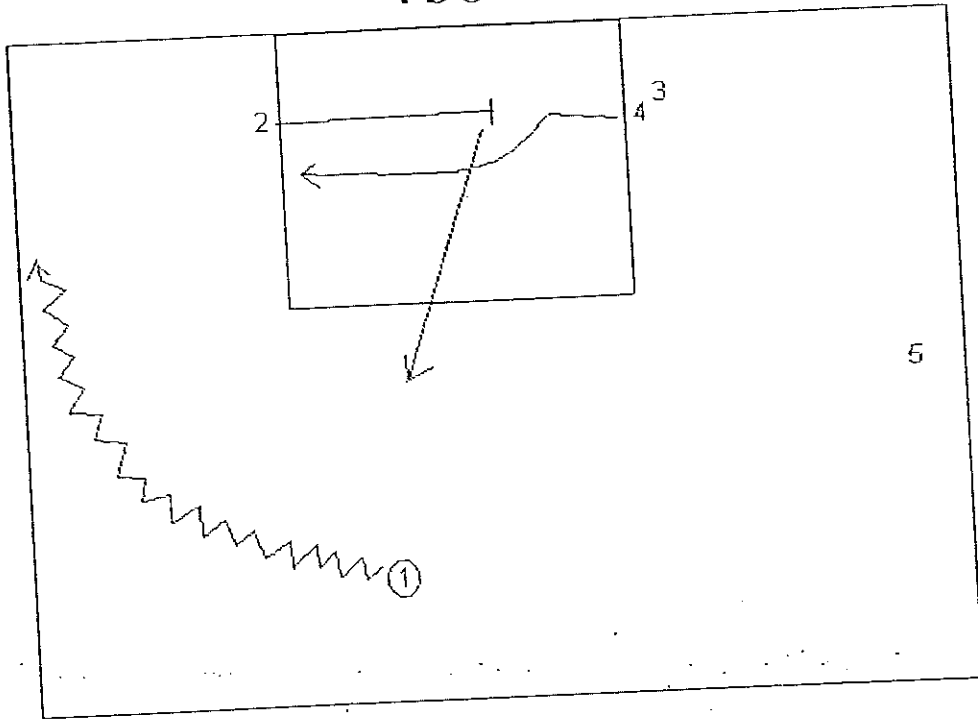
2 cross screens for 4 and goes to high post.



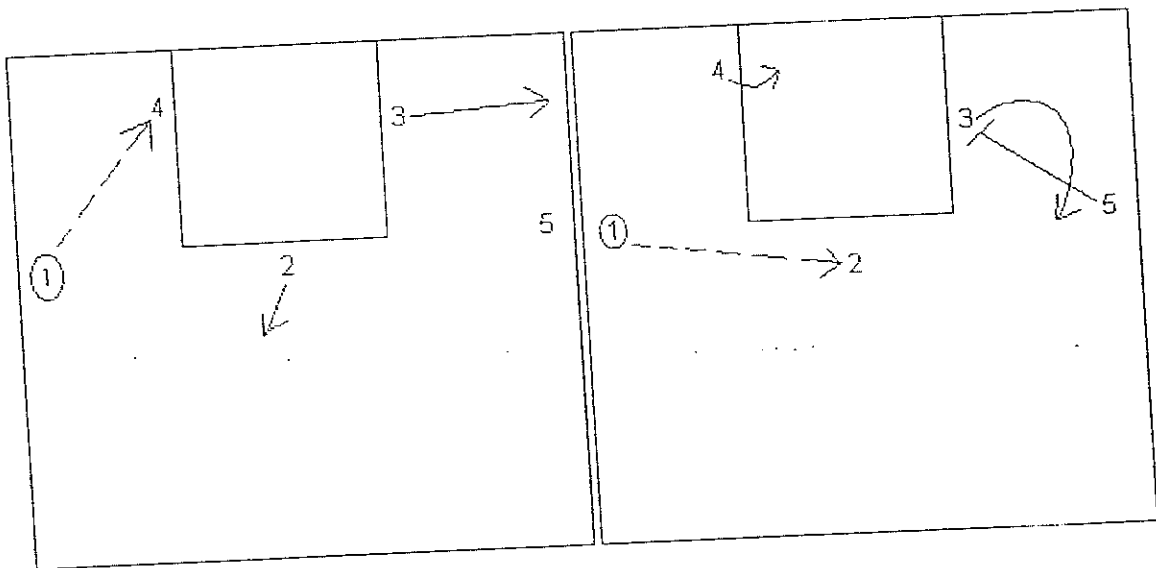
If 1 hits 3 on the block everyone spaces out and spots up.

If 1 hits 2 in high post.

**"DOWN SERIES"
"4 DOWN"**



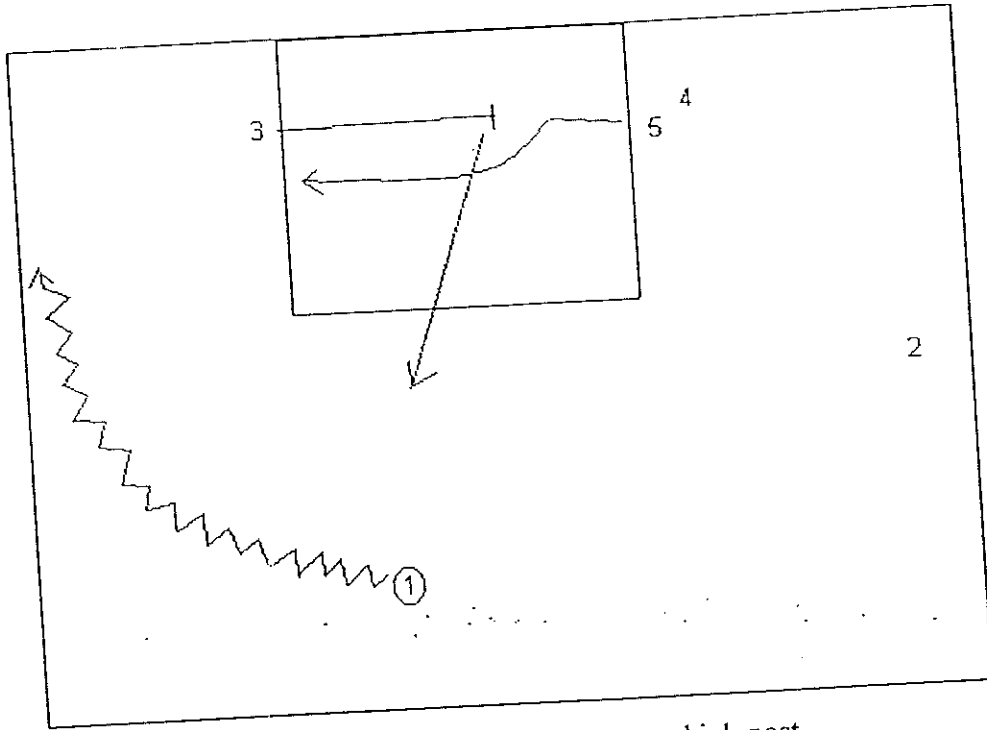
2 cross screens for 4 and goes to high post.



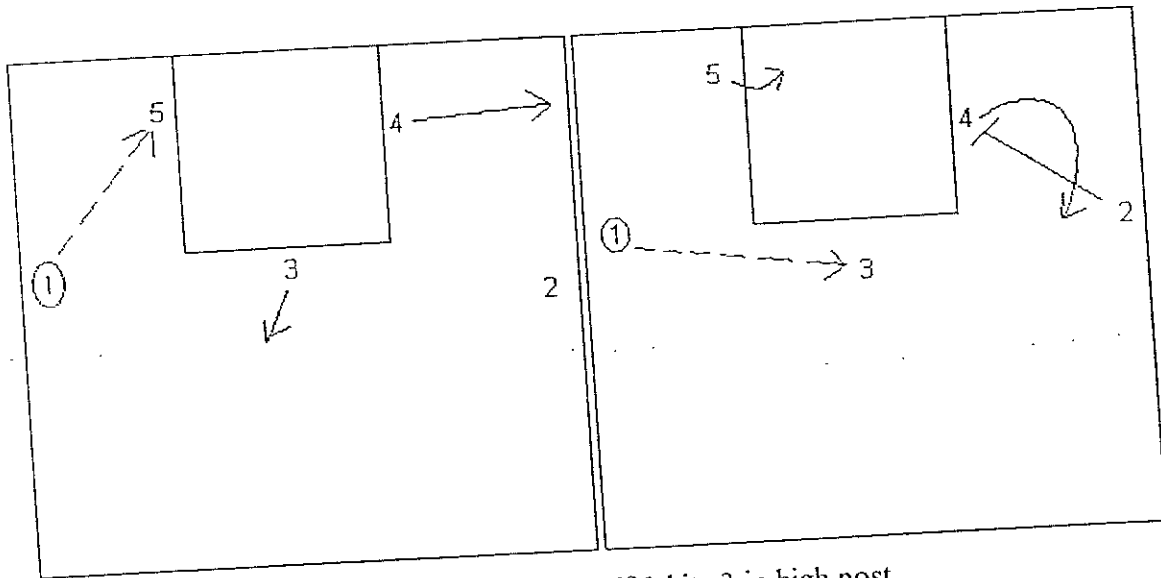
If 1 hits 4 on the block everyone spaces out and spots up.

If 1 hits 2 in high post.

“DOWN SERIES”
“5 DOWN”



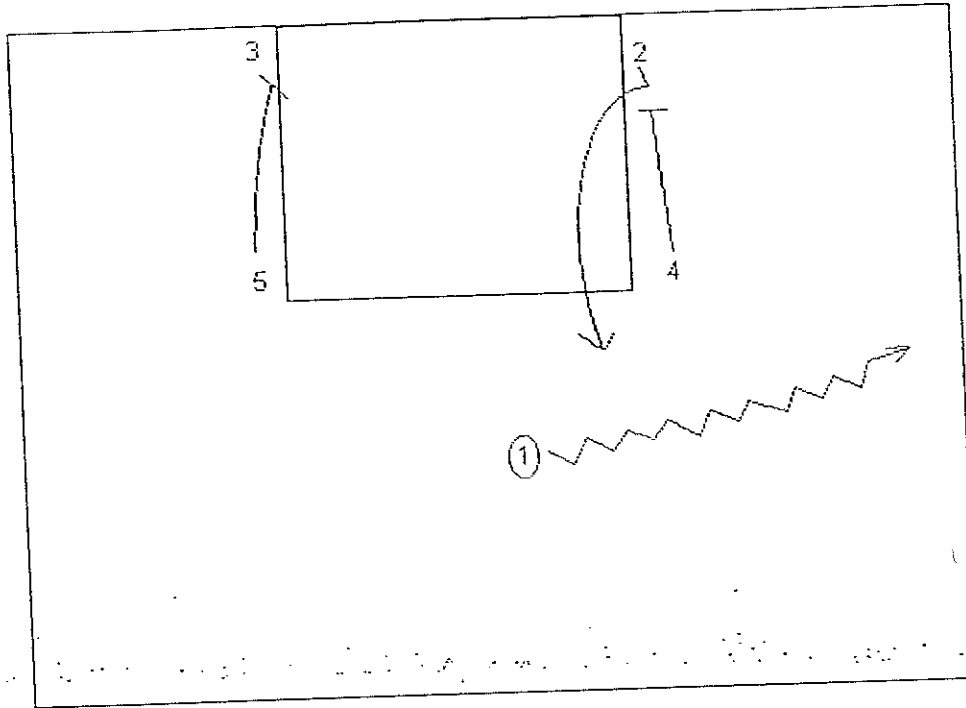
3 cross screens for 4 and goes to high post.



If 1 hits 5 on the block everyone spaces out and spots up.

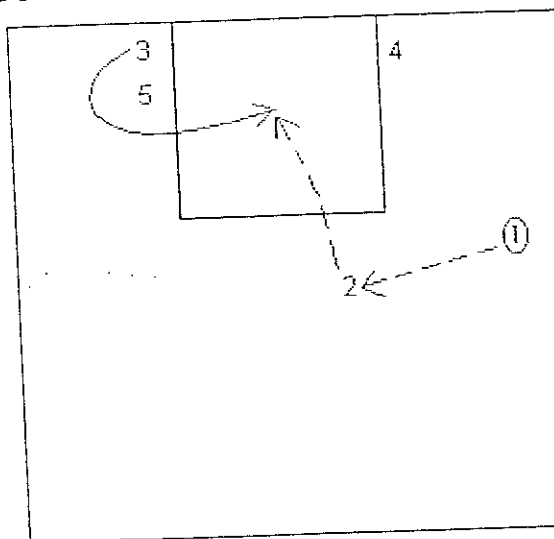
If 1 hits 3 in high post.

BOX 1



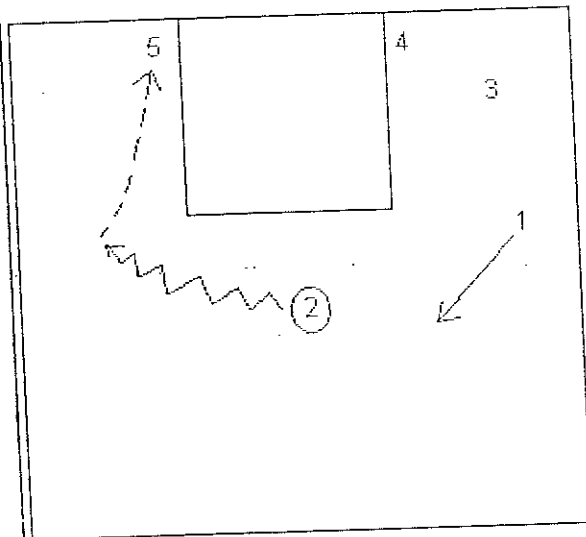
Point guard dribbles to right wing. 4 and 5 screen down for 2 and 3.
2 pops to top of key. 3 and 5 stack on left block. 4 post up.

BOX 1



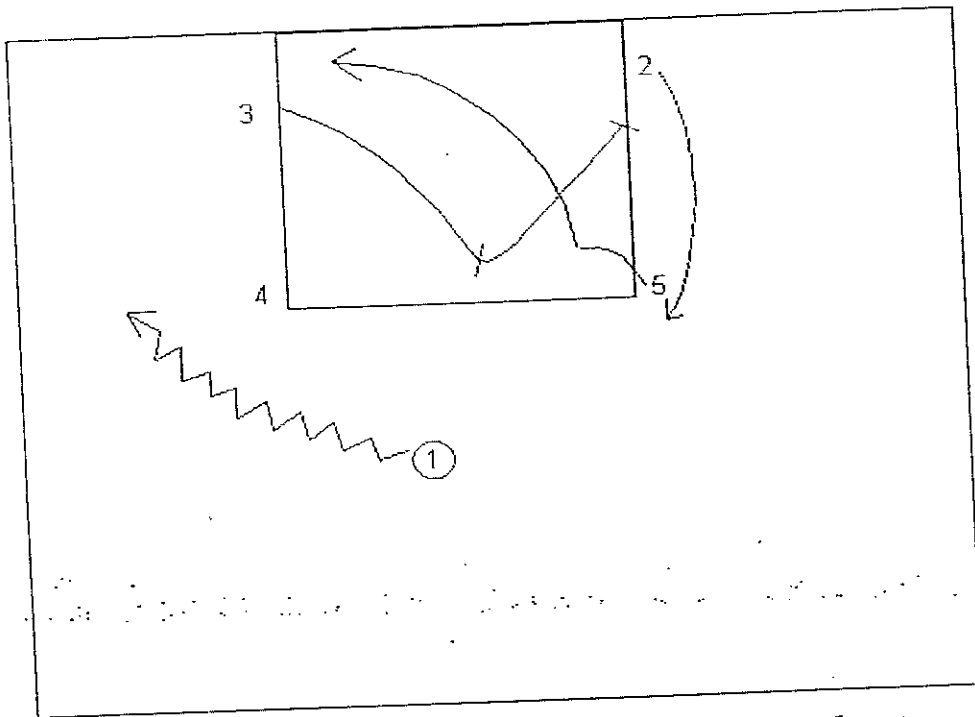
1 passes to 2 at top of key. When 2 catches, 3 curls off 5.

BOX 1



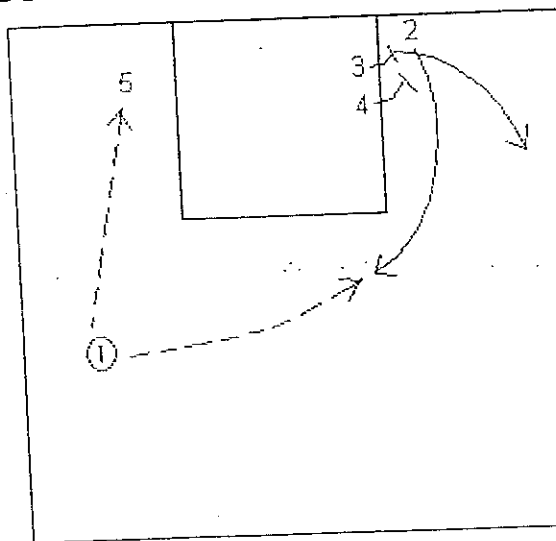
If 3 is not open, 2 dribbles to left wing. 1 moves to key, 3 moves to wing, 4 and 5 post up. 3 out, 2 in alignment.

BOX 3



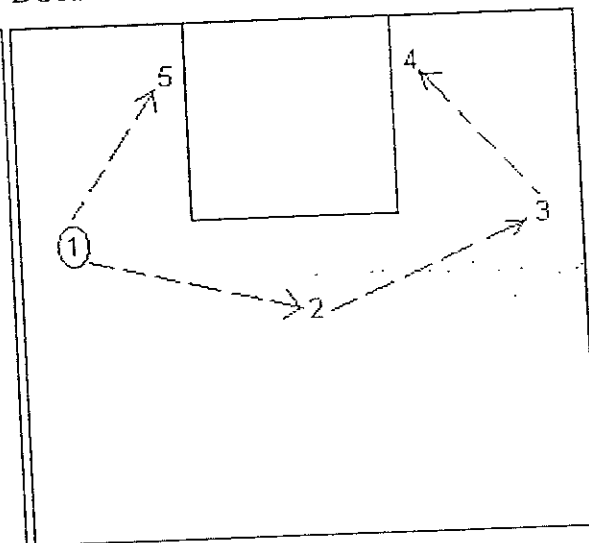
1 dribbles off 4 to left wing. 3 sets up cross screen for 5. 5 post up.

BOX 3



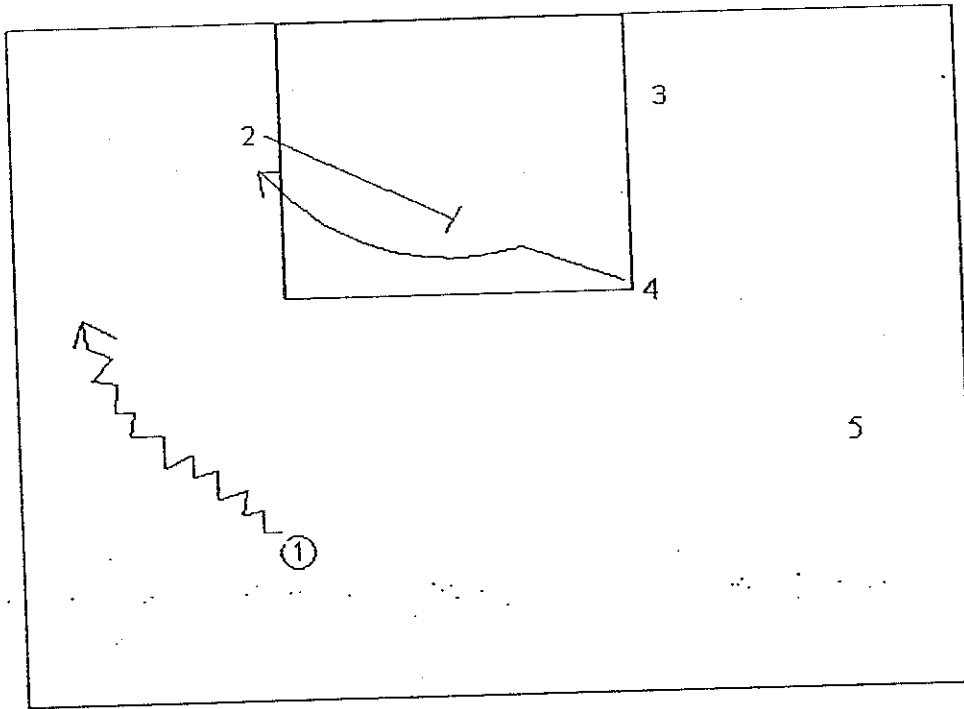
1 looks to 5 in post. 4 and 3 set stagger screen for 2. 1 looks to 2 popping. 3 pops and 4 post up.

BOX 3

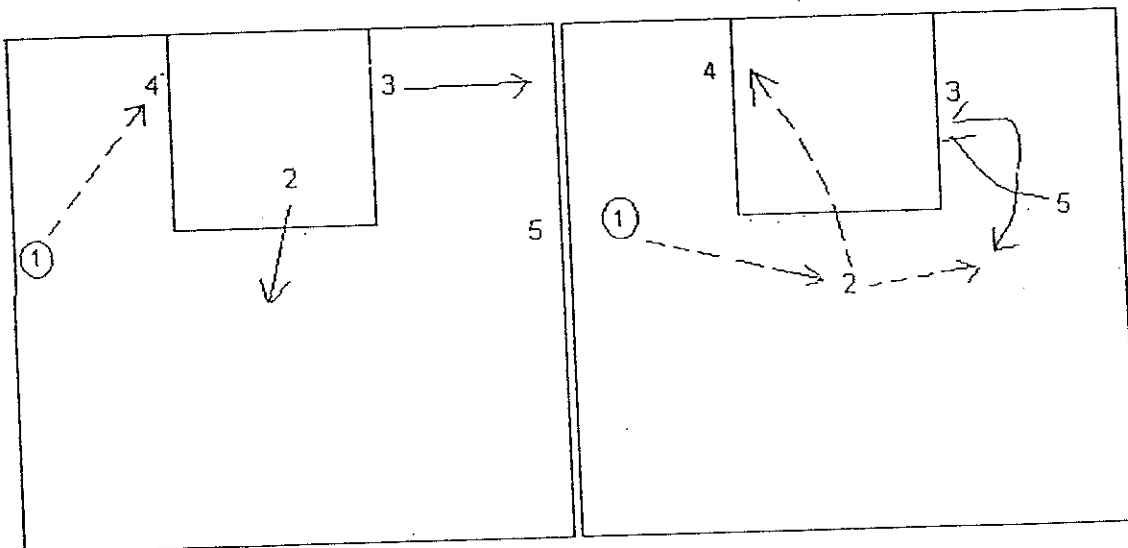


3 out, 2 in alignment with 4 and posting.

**"UP SERIES"
"4 UP"**



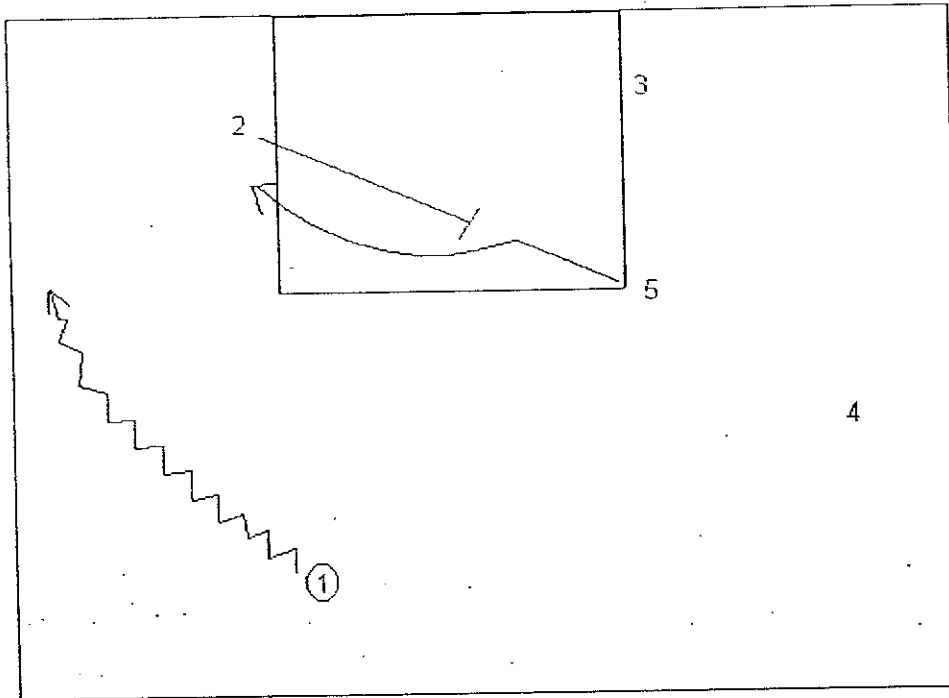
1 dribbles to left wing as 2 sets back screen for 4 who cuts to left block. 5 and 3 space out on weak side. 3 on right block, 5 on wing.



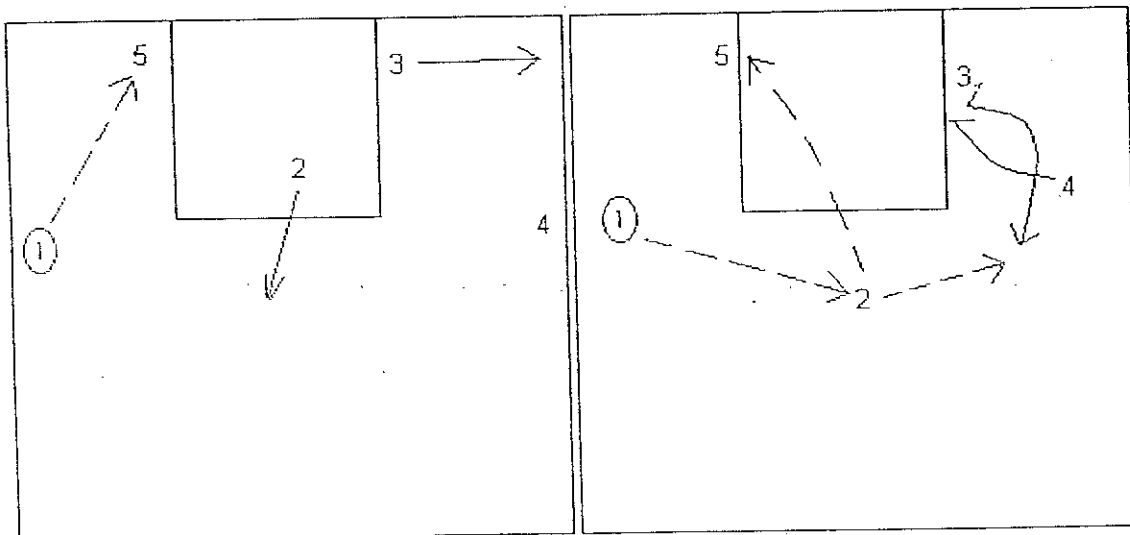
1 looks to dump into 4 on block or hit 2 popping out.

If 4 is denied 1 can swing to 2 for hi-low
Look or swing to 3 coming off 5 down pin.

“UP SERIES”
“5 UP”



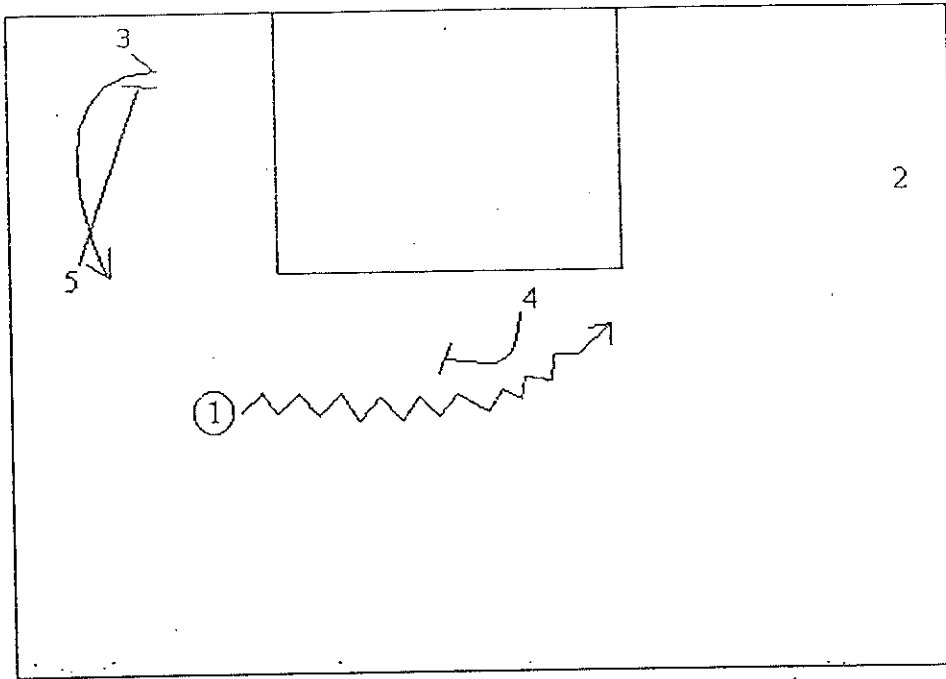
1 dribbles to left wing as 2 sets back screen for 5 who cuts to left block. 4 and 3 space out on weak side. 3 on right block, 4 on wing.



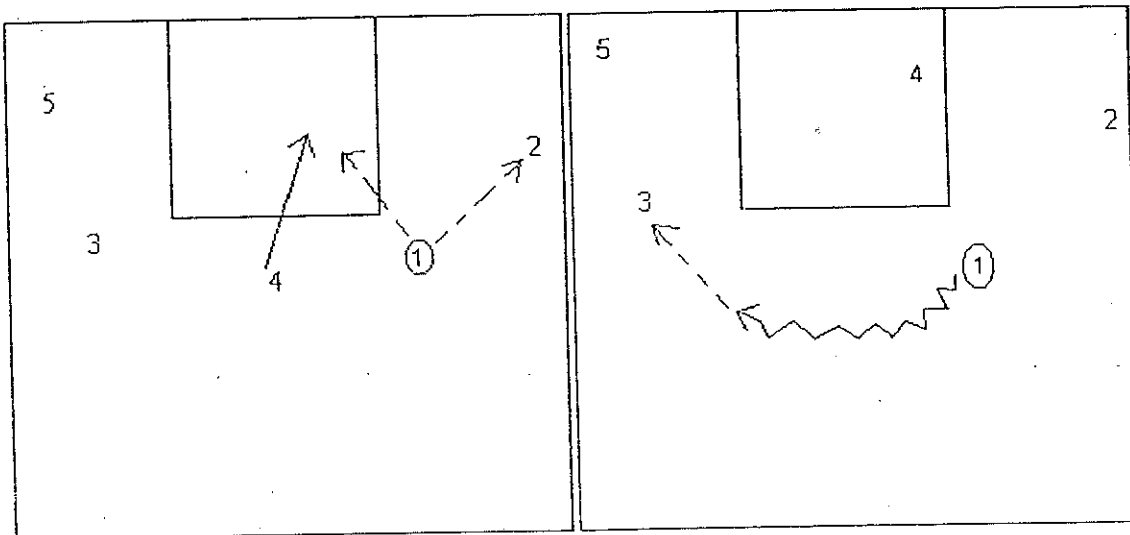
1 looks to dump into 5 on block or hit 2 popping out.

If 5 is denied 1 can swing to 2 for hi-low look or swing to 3 coming off 4 down pin.

"BOSTON"



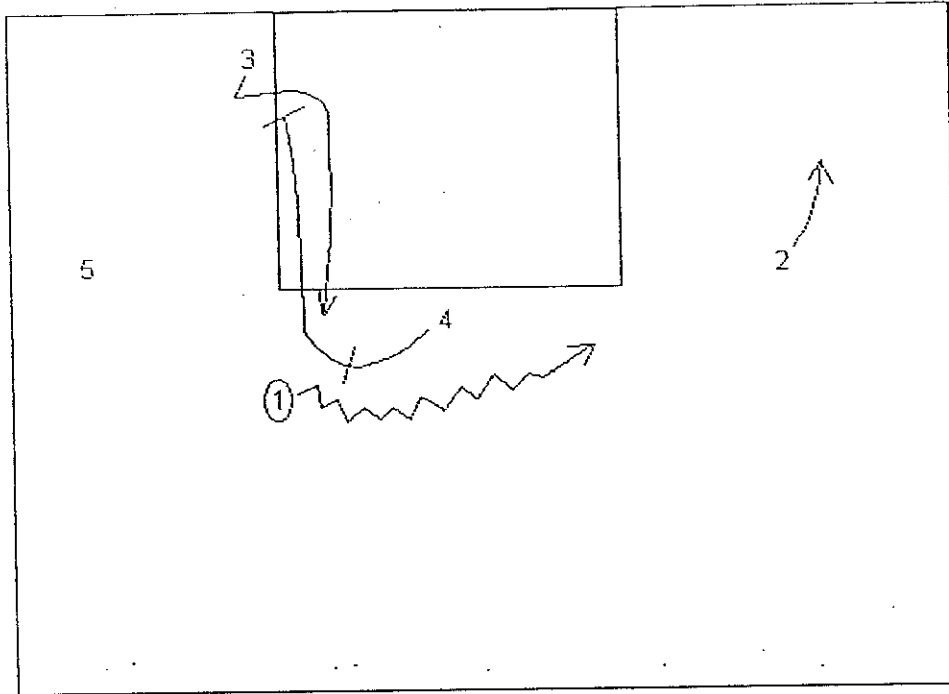
1 & 4 run high pick and roll at top of the key as 2 spots up and 5 down screens for 3.



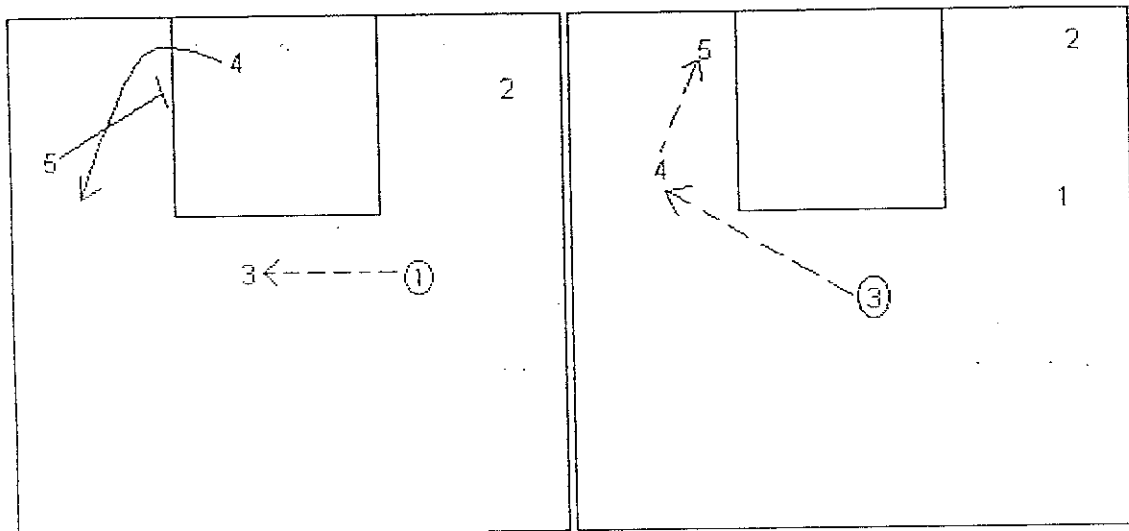
1 can turn corner and look to score or hit 2 spotting up or 4 slipping

Or 1 can reverse dribble and hit 3 coming off 5's down pin.

"CELTICS"



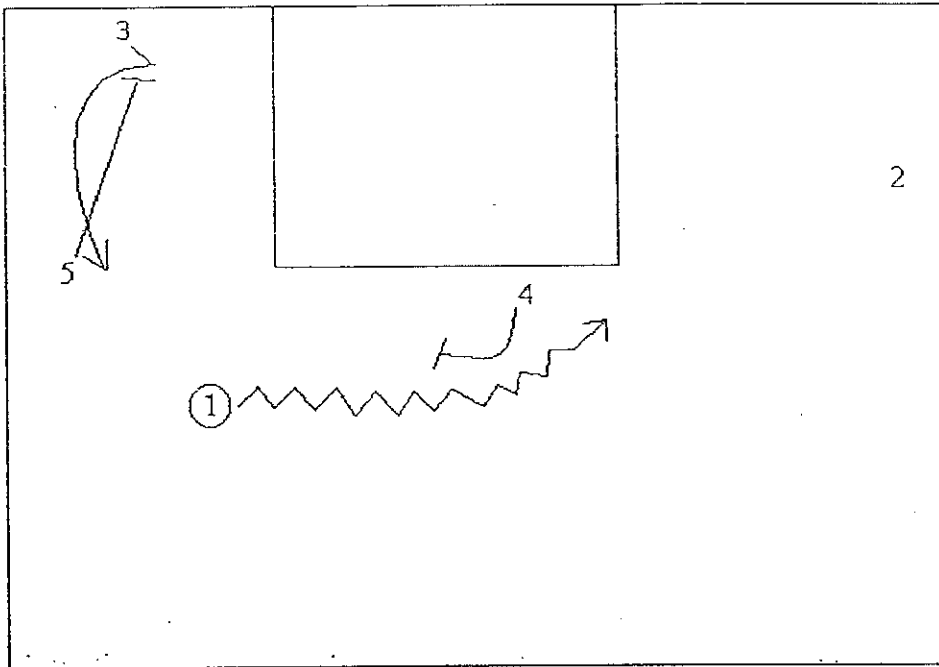
4 sets high pick and roll for 1. 4 will then down pin for 3.



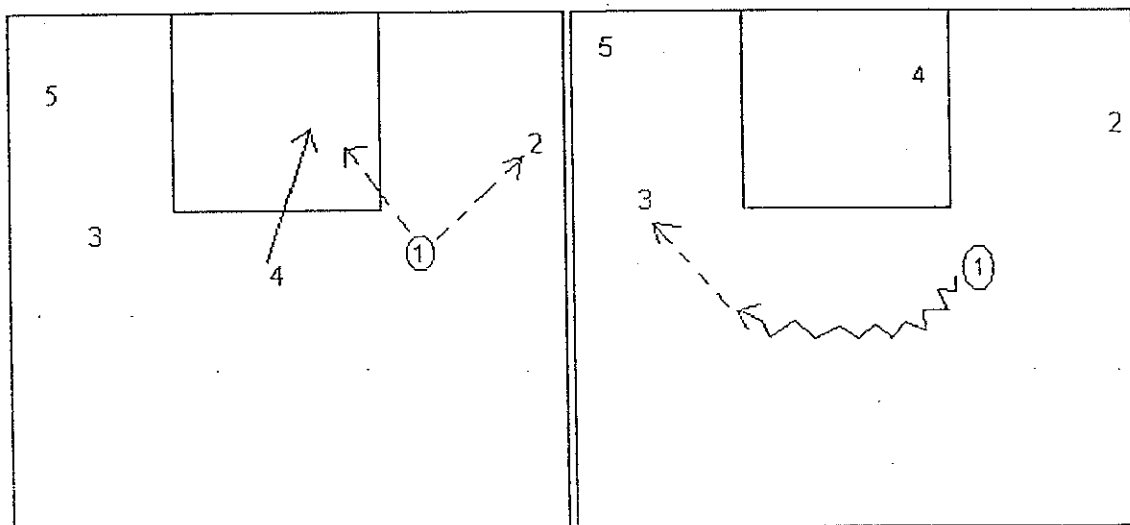
4 will down pin for 3 and then receive a down pin from 5.

3 will pass to 4 for jump shot. If 4 does not have jump shot he will dump ball in post to 5.

"BOSTON"



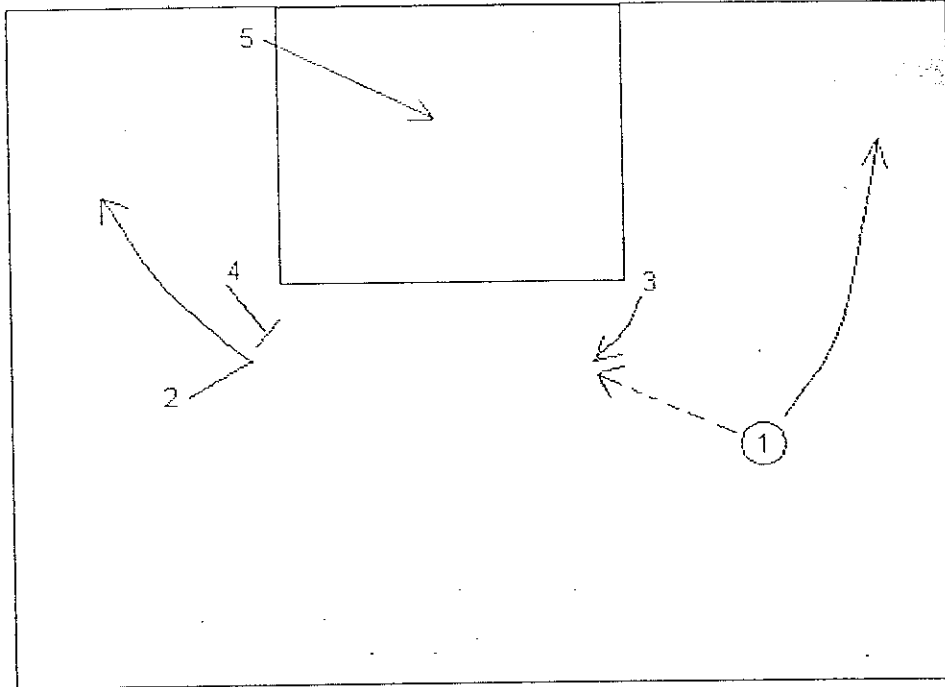
1 & 4 run high pick and roll at top of the key as 2 spots up and 5 down screens for 3.



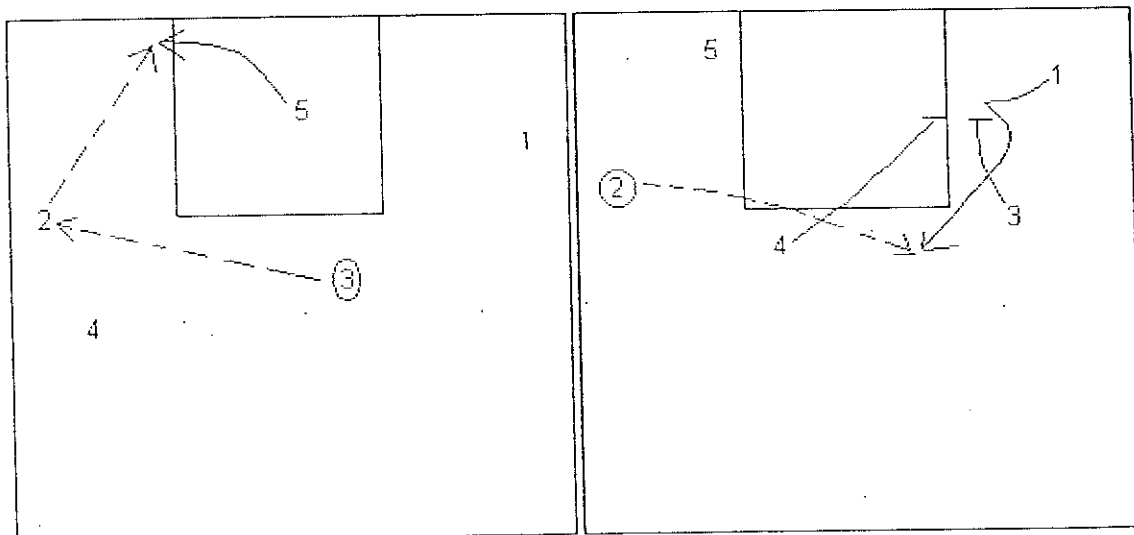
1 can turn corner and look to score or hit 2 spotting up or 4 slipping

Or 1 can reverse dribble and hit 3 coming off 5's down pin.

"HIGH"



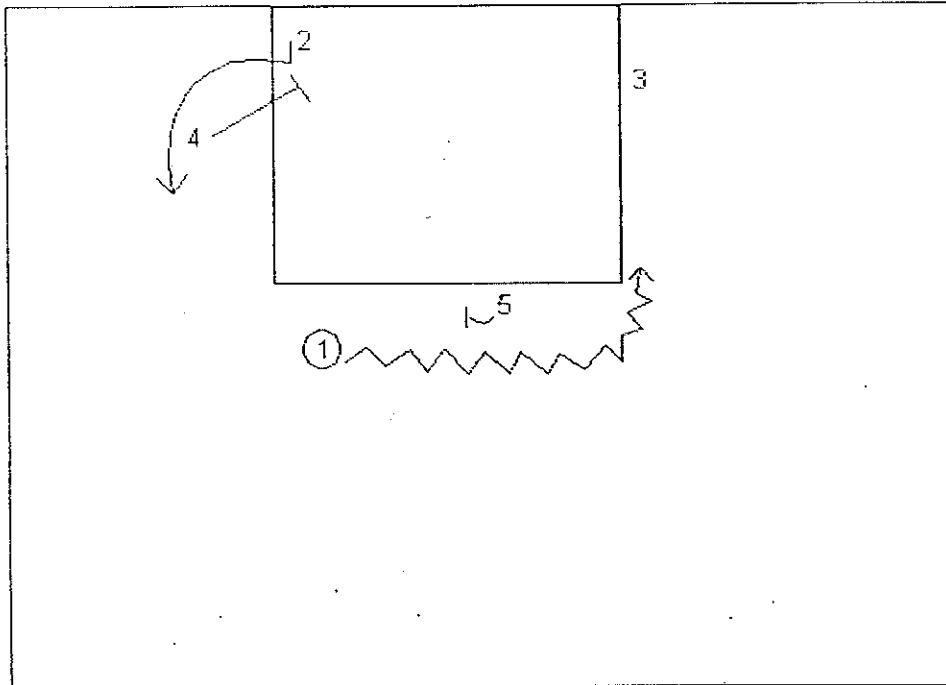
1 hits 3, 1 will back door cut. 5 will flash into lane.
2 receives back a back pick from 4 and flares.



3 can hit 2 for jump shot or 5 on post up.

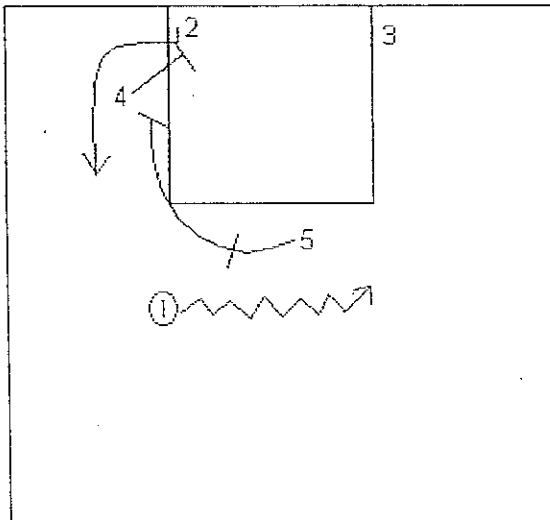
4 and 3 will then set a double down screen for the 1.

HIGH PICK AND ROLL "MIAMI"



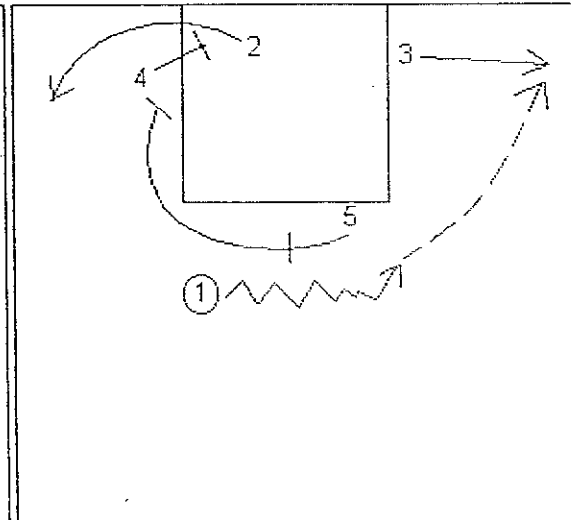
High pick and roll with brush screen for shooter.

"MIAMI"



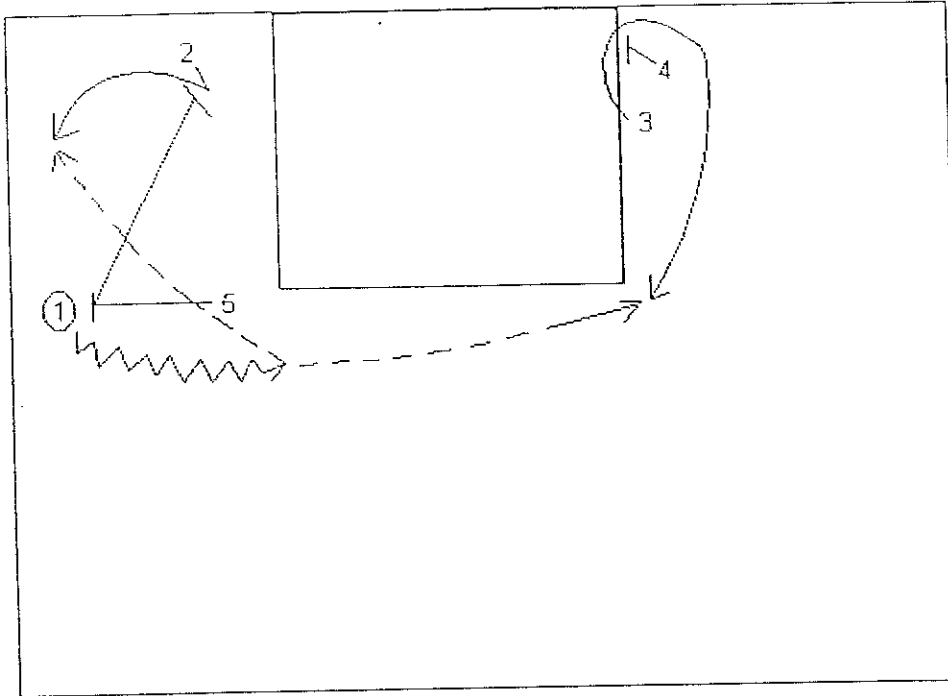
4 sets brush screen for 2 and then 5 will set down pin for 2.

"MIAMI"



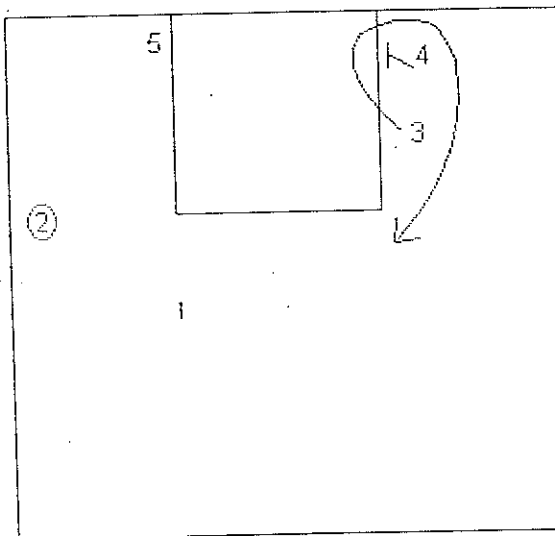
1 can hit 3 and 3 will have isolation on right wing.

“NEW YORK”



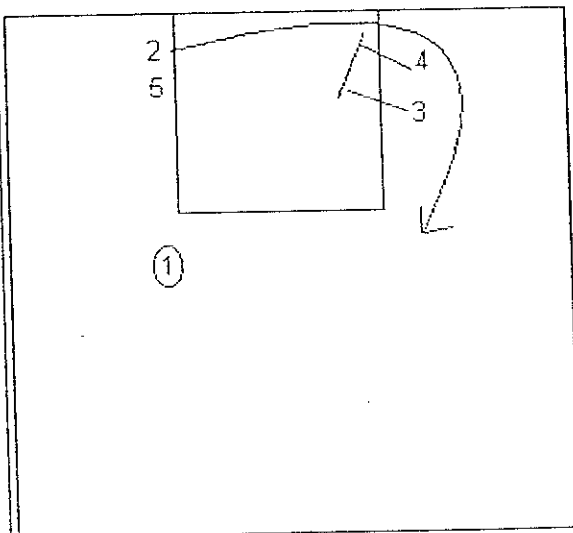
1 and 5 run a pick and roll. 5 rolls down and sets a pick down on 2.

“NEW YORK”



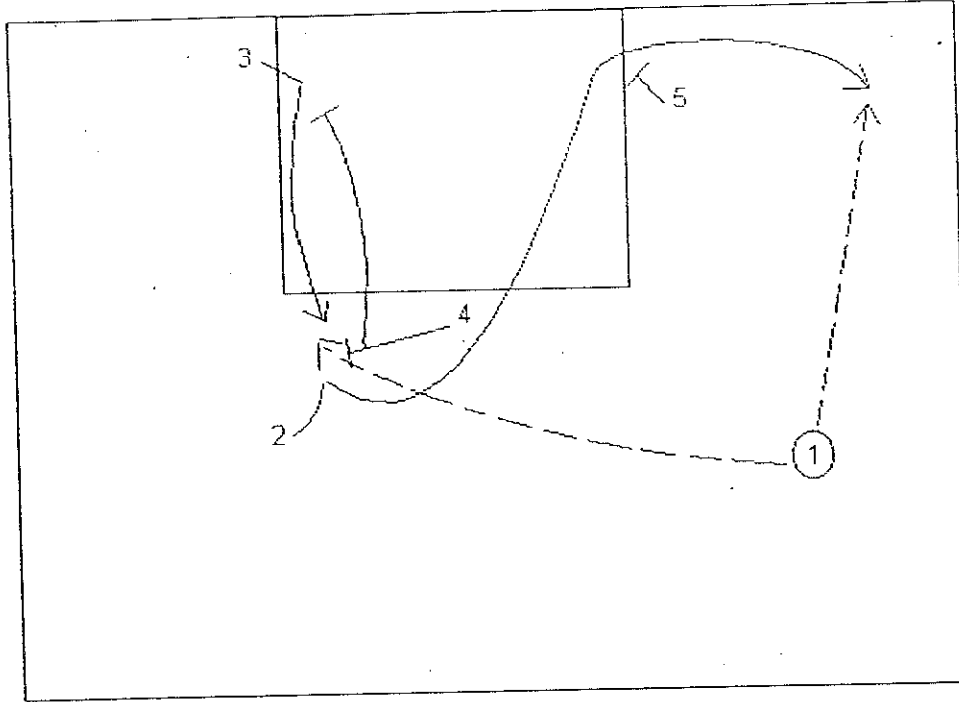
2 can pop out off the screen or go weakside off a double screen.

“NEW YORK”

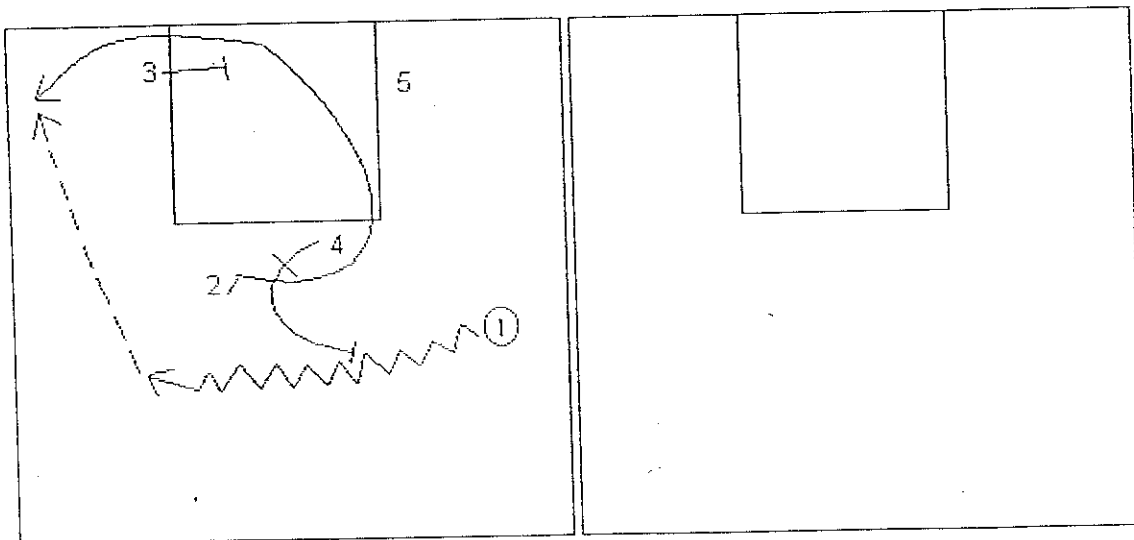


If 2 comes off the double screen 3 goes opposite.

PACERS

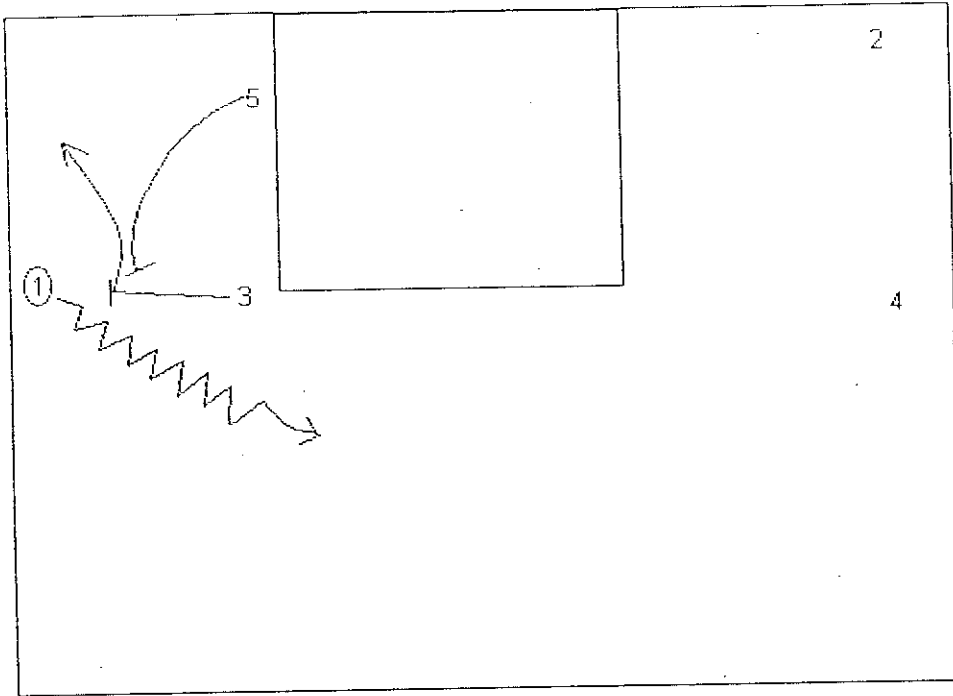


2 UCLA cuts off 4, 5 down pins for 2, 5 post up. 4 down pins for 3.



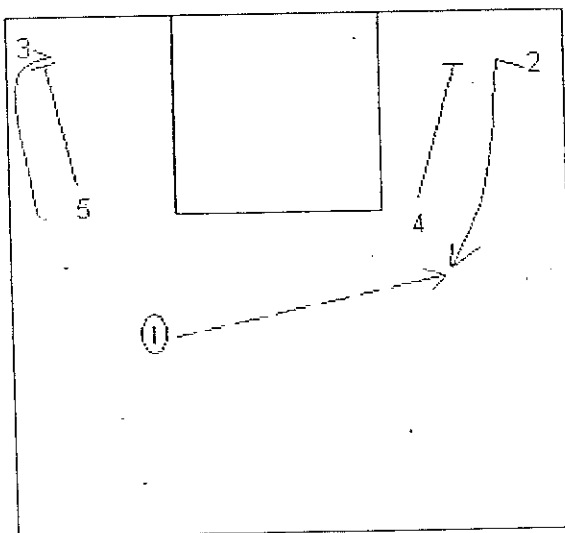
2 is in the middle of the lane, 1 comes off 4's pick, 3 down pins for 2. 3 post up.

PHILADELPHIA



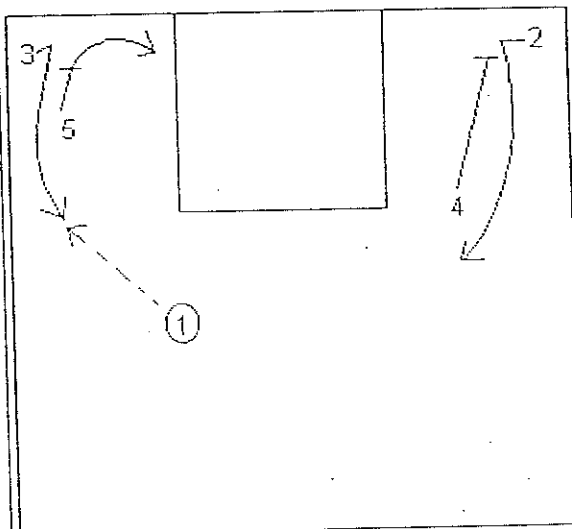
3 sets pick on the ball for 1, 1 dribbles middle.
5 sets to up screen for 3, 3 pops corner.

PHILADELPHIA



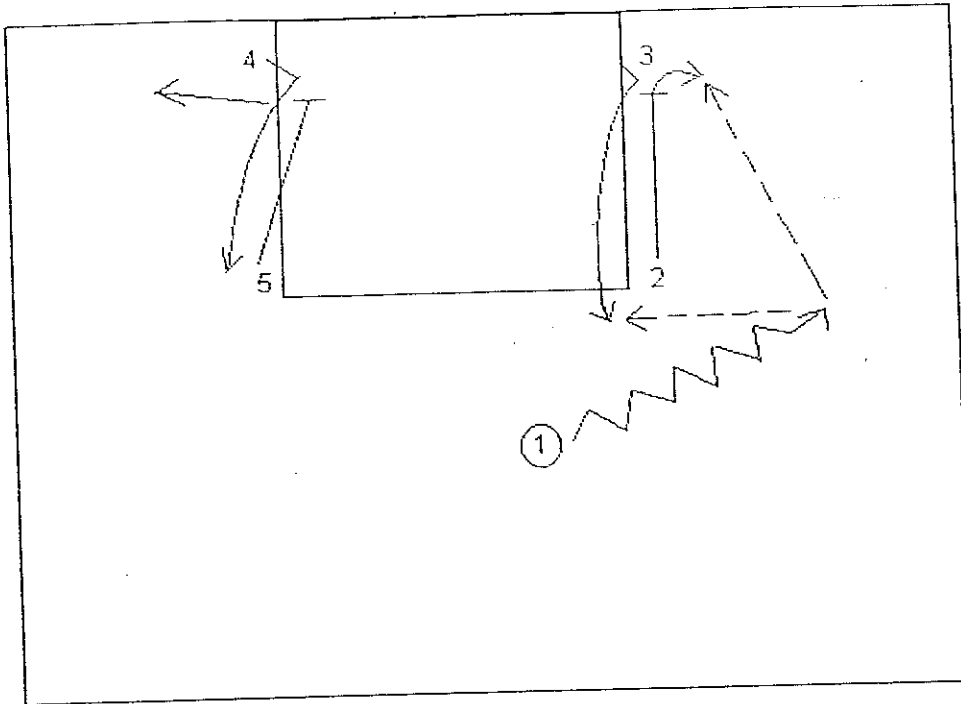
4 sets down screen for 2. 1 hits 2. 5 sets down screen for 3. 1 gets to middle of floor.

PHILADELPHIA



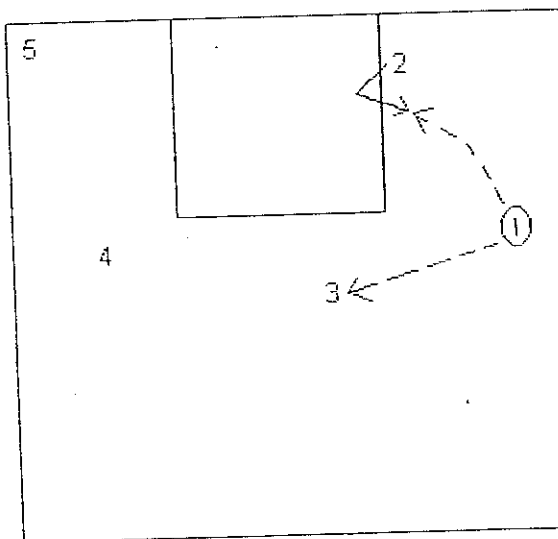
5 sets down screen for 3. 1 hits 3. 4 sets down screen for 2. 1 gets to middle of floor.

SQUEEZE



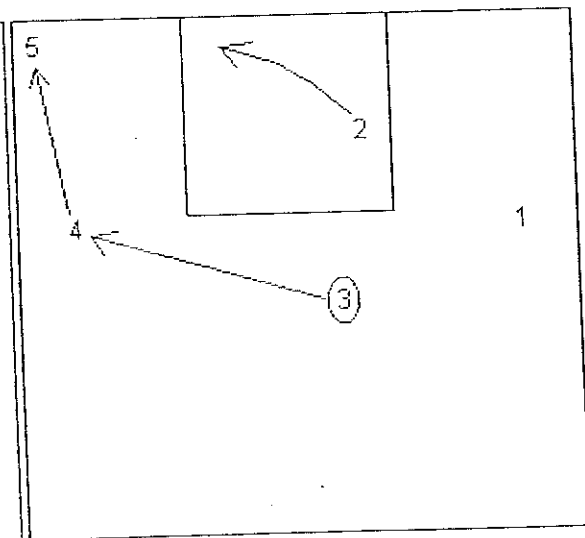
1 dribbles to wing, 5 and 2 down screen for 3 and 4,
1 looks to hit on post or 3 coming up lane.

SQUEEZE



If 1 does not pass to 2 he passes to 3.

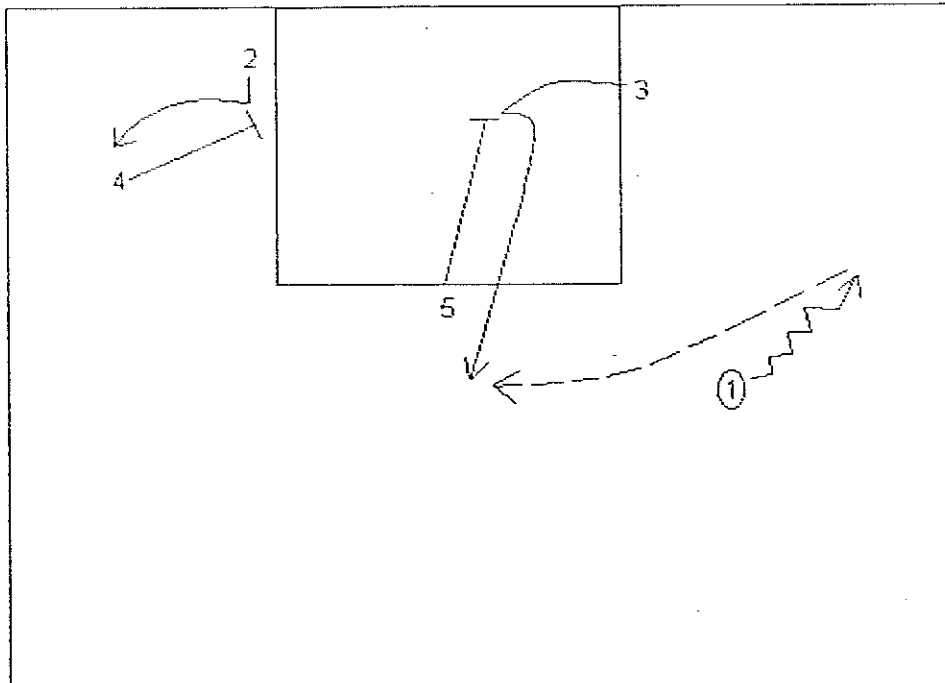
SQUEEZE



If 4 passes to 5 in corner, 2 flashes to ball.

NOTE: Ballside down screener is squeeze man. We can also run squeeze for 1,3,4 and 5.

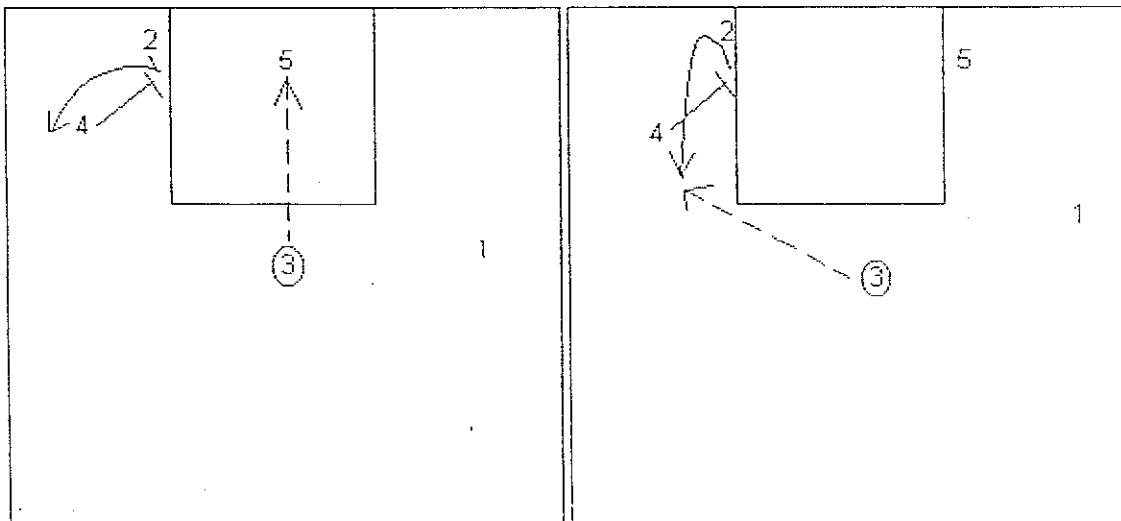
"76ERS"



5 down pins for 3, 5 will then open hard to the ball.
3 looks to dump ball immediately into 5. If 5 not open 4 down pins for 2.

"76ERS"

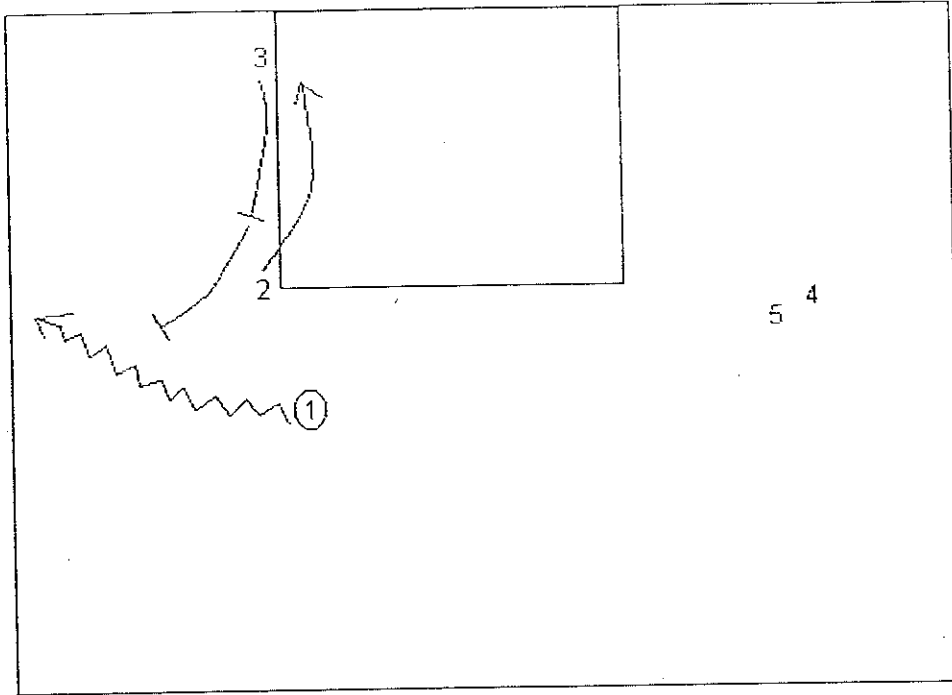
"76ERS"



1 swings ball to 3 off 5 down pin, 3 looks to 5 quickly.

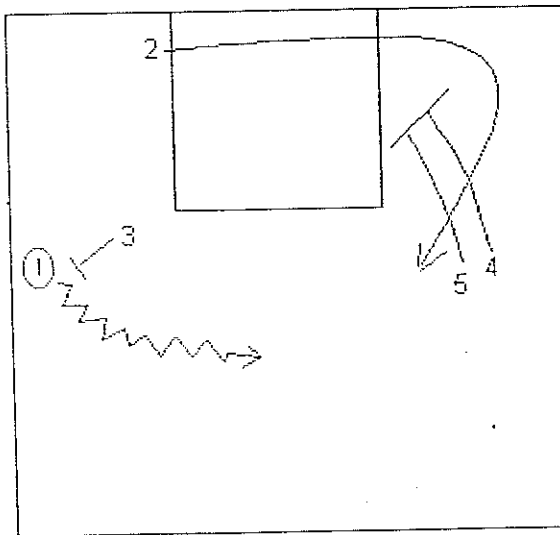
2 pops off 4 down pins and shoots jump shot or dumps in 4 in post.

OTHER SETS "POWER"



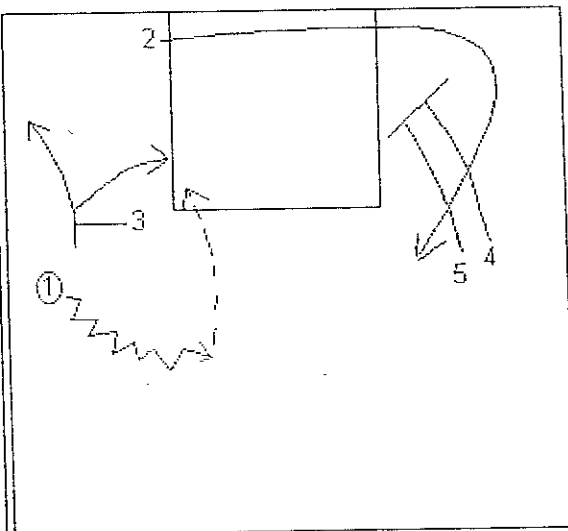
1 dribbles left wing. 2 UCLA cut off 3's screen. 3 then sets pick on the ball for 1.

"POWER"



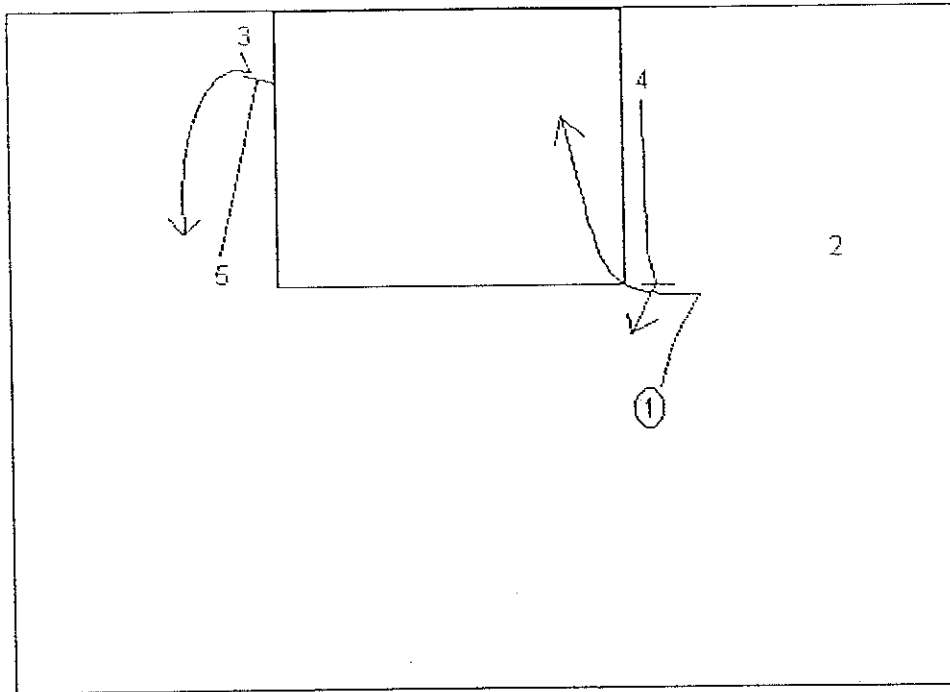
1 and 3 play pick and roll. 4 and 5 set double down screen for 2.

"POWER"



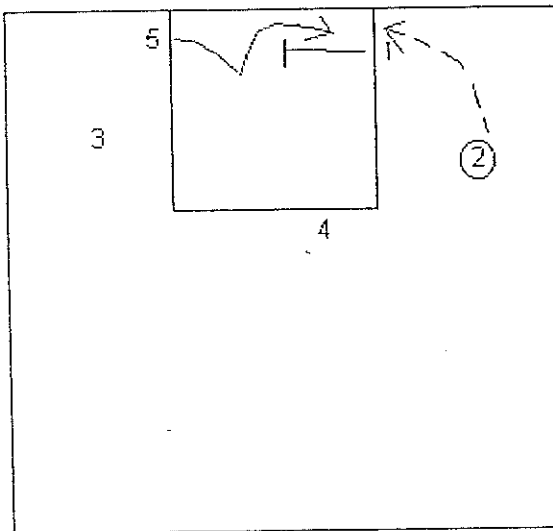
1 and 3 play pick and roll. 4 and 5 set double down screen for 2. 1 hits 3 rolling or 3 can flare.

"UCLA"



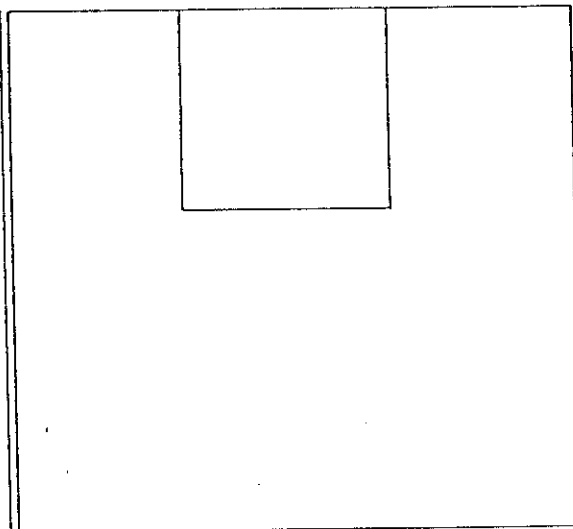
1 hits 2, 4 back picks for 1, 2 looks for 1 or UCLA cut.
 2 can reverse ball to 4, 5 down pins for 3 when 4 catches.

"UCLA"



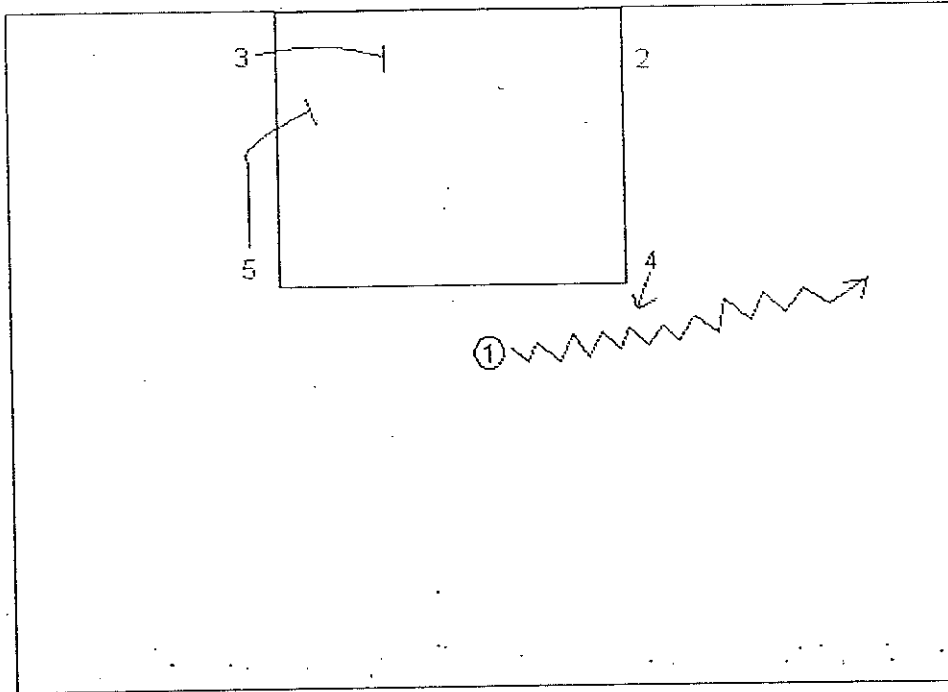
1 sets baseline screen for 5. 2 can hit 5
 on the block, or look for 3 on curl.

"UCLA"



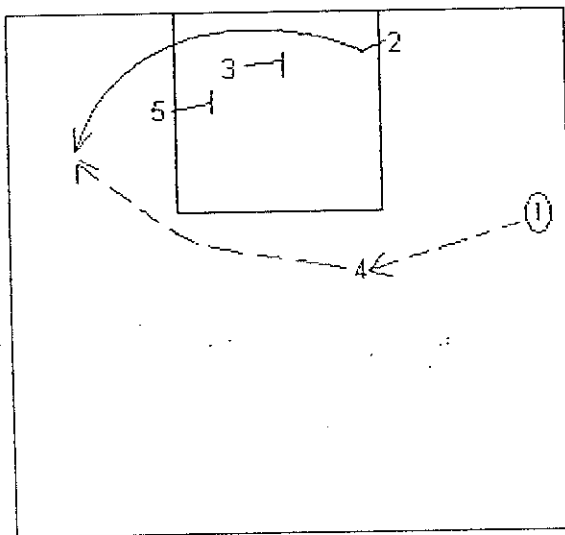
5 man on block.

BOX 3



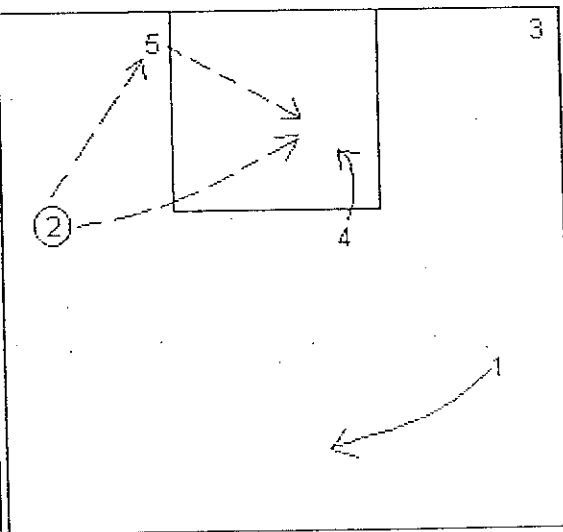
1 dribbles right wing. 4 pops. 5 and 3 set stagger screen for 2.

BOX 2



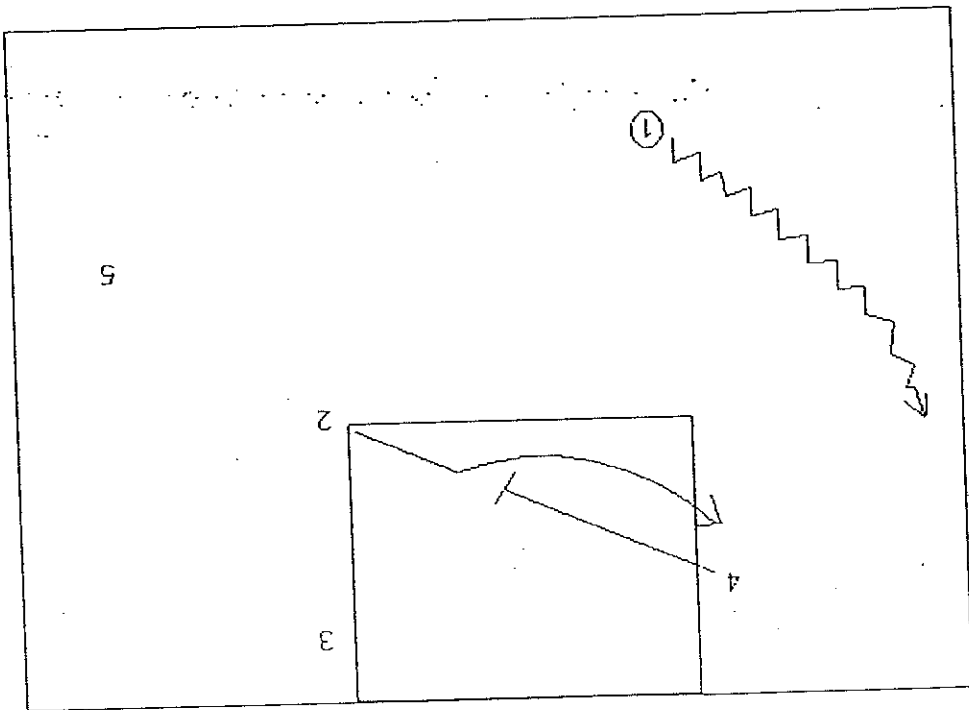
1 hits 4. 2 uses stagger screen and pops to left wing.

BOX 2

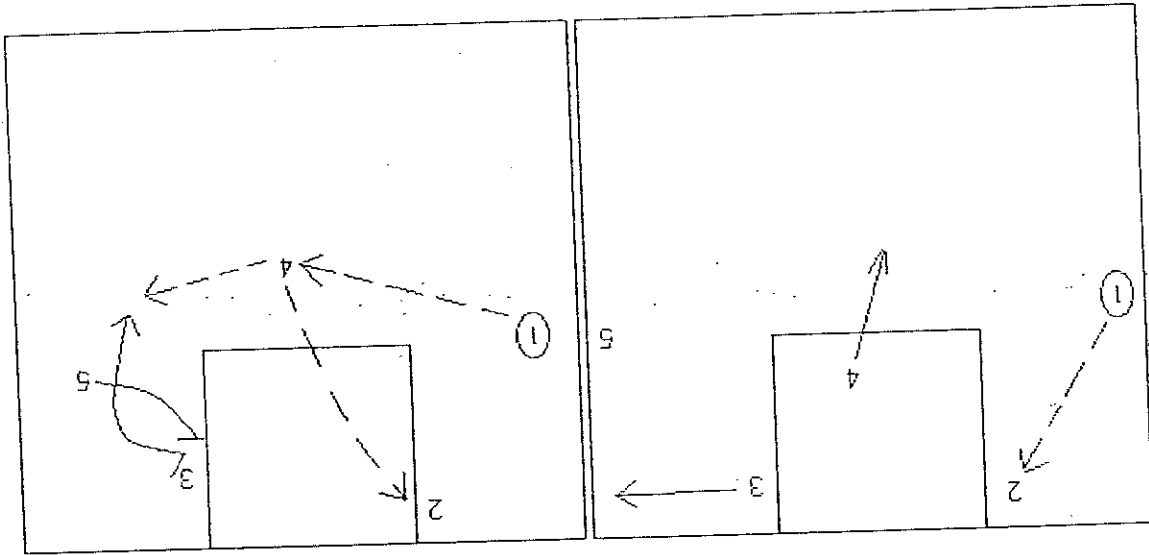


2 can enter to 5 in post or 4 cutting. 5 can also hit 4.

**“UP SERIES”
“2 UP”**

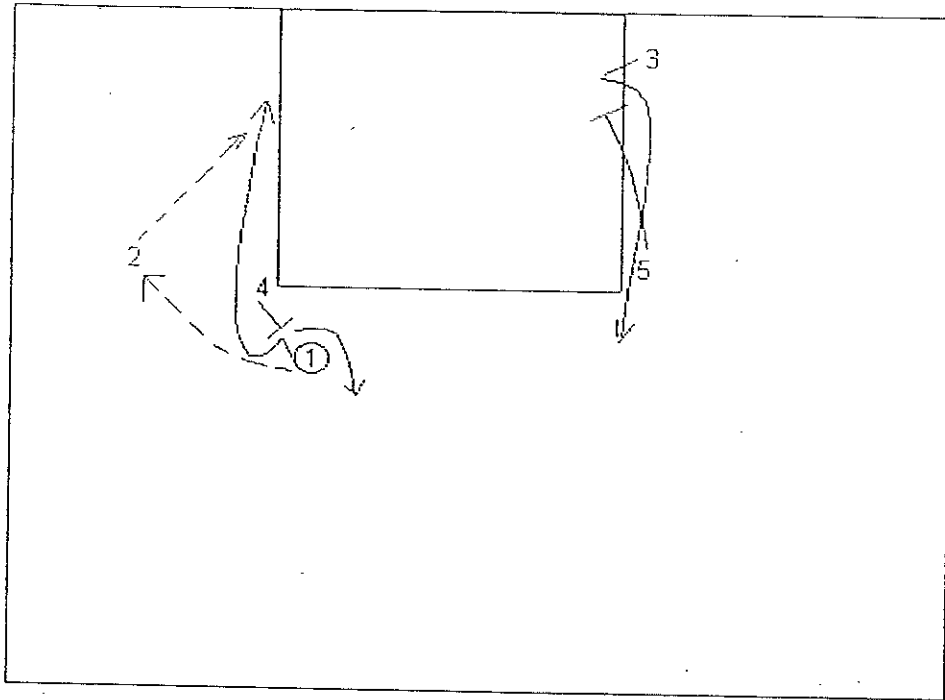


1 dribbles to left wing as 4 sets back screen for 2 who cuts to left block. 5 and 3 space out on weak side. 3 on right block, 5 on wing.



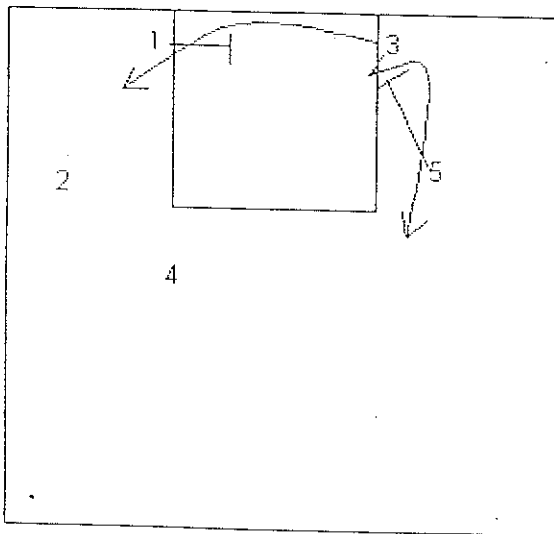
1 looks to dump into 2 on block or hit 4 popping out.
If 2 is denied, 1 can swing to 4 for hi-low look or swing to 3 coming off 5 down pin.

"UCLA"



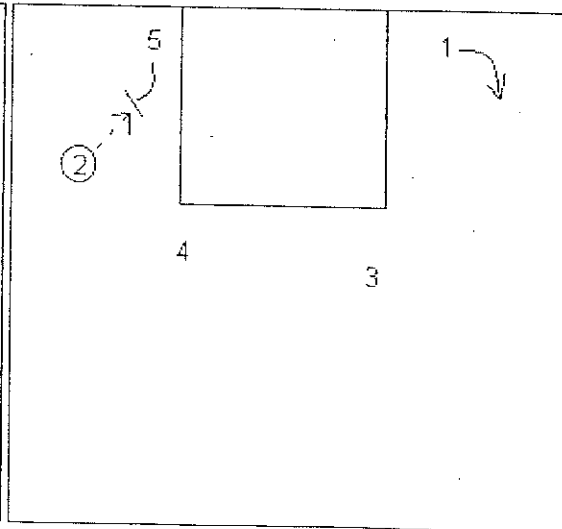
1 hit 2. 4 back picks for 1; 2 looks for 1 on UCLA cut.
2 can reverse back to 4, 5 down pins for 3.

"UCLA"



1 sets backside screen for 5. 2 can hit 5 or look for 3 on curl.

"UCLA"



Post 5 man.