

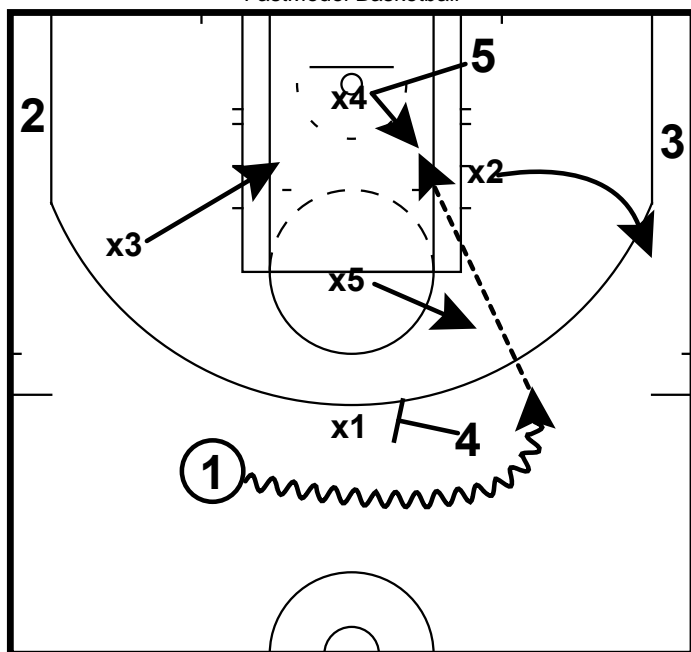
NCAA Tournament Sweet 16 Final 4 - By Team

Table of Contents

1.	Arizona	2
2.	Duke	4
3.	Gonzaga	12
4.	Kentucky	15
5.	Louisville	22
6.	Michigan State	27
7.	North Carolina	35
8.	Oklahoma	36
9.	UCLA	37
10.	Utah	40
11.	West Virginia	41
12.	Wichita State	42
13.	Wisconsin	44
14.	Xavier	47

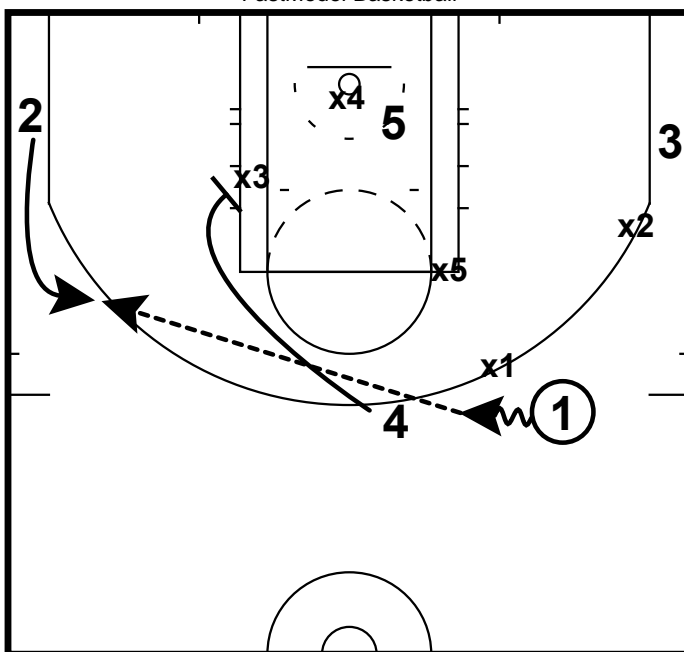
Arizona

Arizona 1-3-1 Zone Attack
FastModel Basketball



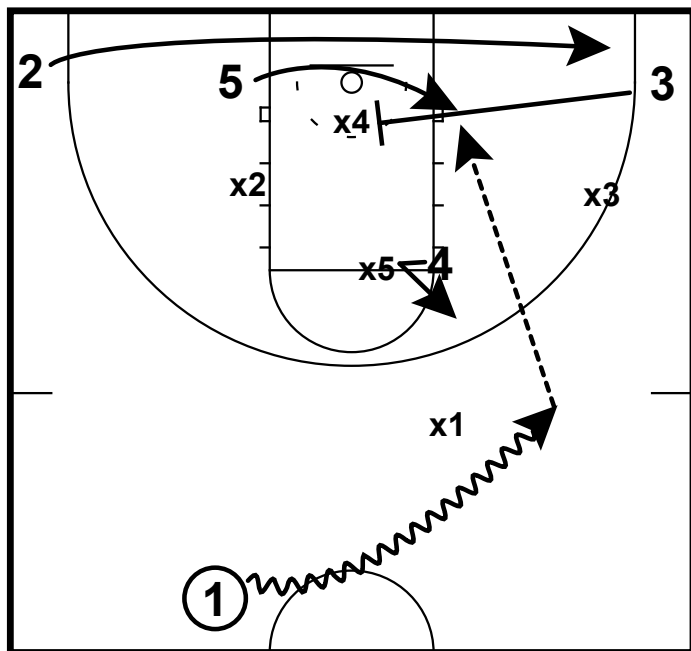
In Arizona's 1-3-1 offensive attack, 4 looks to high ball screen the top of the 1-3-1... As 1 comes across, 5 ducks-in.

Arizona 1-3-1 Zone Attack
FastModel Basketball



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

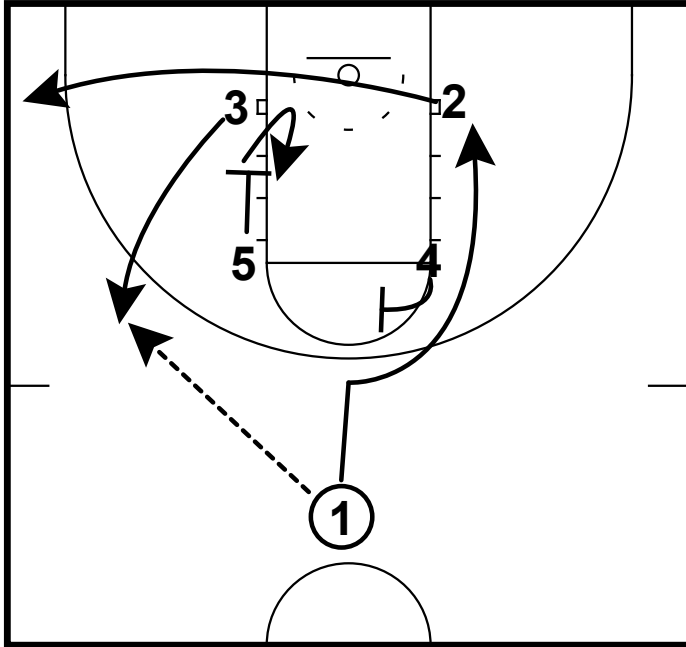
Arizona 1-3-1 Zone Attack Baseline Runner
FastModel Basketball



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

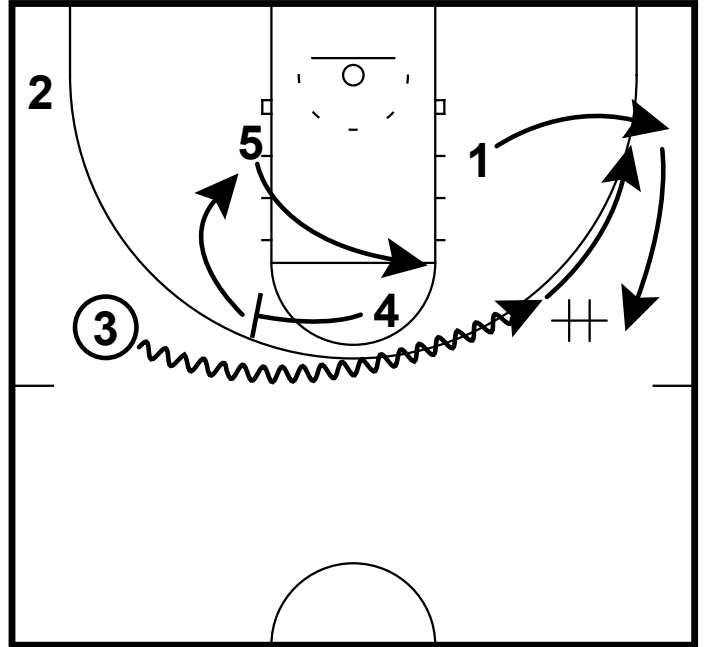
Arizona

Arizona Rip Mix Again
FastModel Basketball



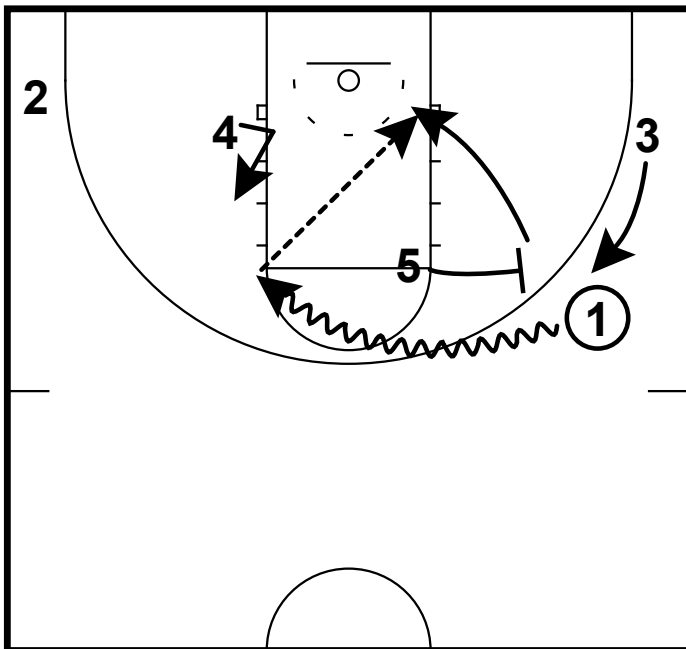
5 sets pin down for 3 and seals for post up. 2 clears to strong side corner. 4 sets flare screen for 1.

Arizona Rip Mix Again
FastModel Basketball



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

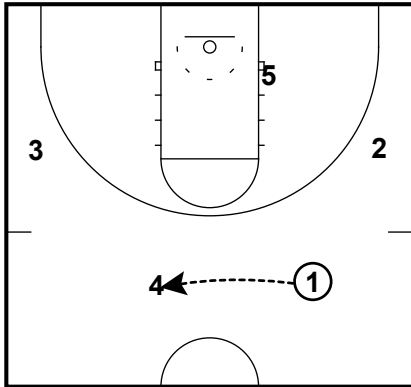
Arizona Rip Mix Again
FastModel Basketball



4 ducks in, 5 rolls, 3 replaces (Short P/R action).

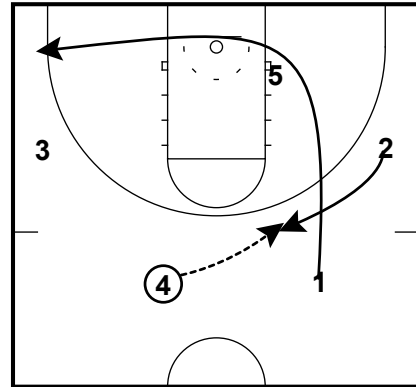
Duke

Duke Motion Dive
FastModel Basketball



1 passes to 4 trailing the play.

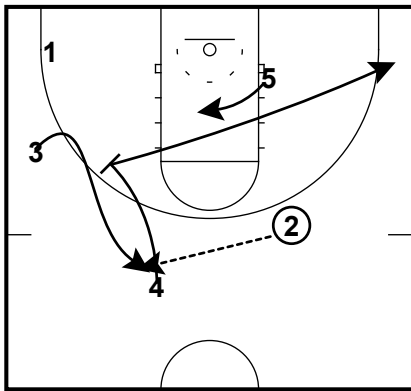
Duke Motion Dive
FastModel Basketball



1 cuts around 5 to the opposite corner.

4 passes to 2.

Duke Motion Dive
FastModel Basketball

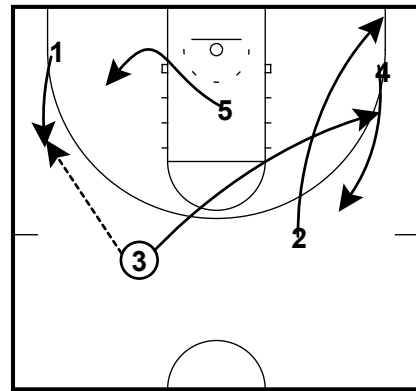


2 passes to 3 cutting off of a down-screen from 4.

After 4 sets the down-screen, he clears to the opposite corner.

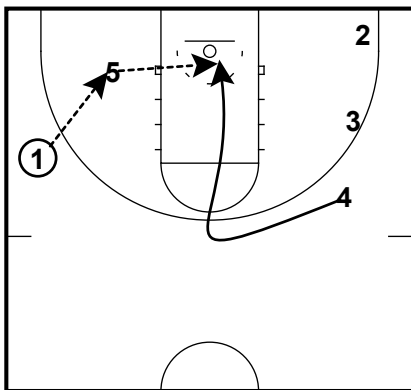
5 moves into the lane.

Duke Motion Dive
FastModel Basketball



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

Duke Motion Dive
FastModel Basketball

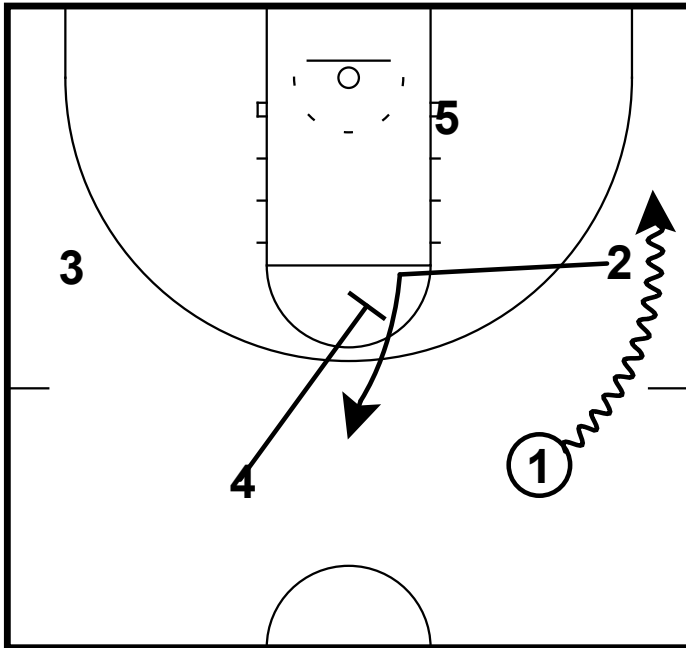


1 passes to 5 in the post or the short corner.

With the lane open, 4 cuts to the rim looking for the pass from 5.

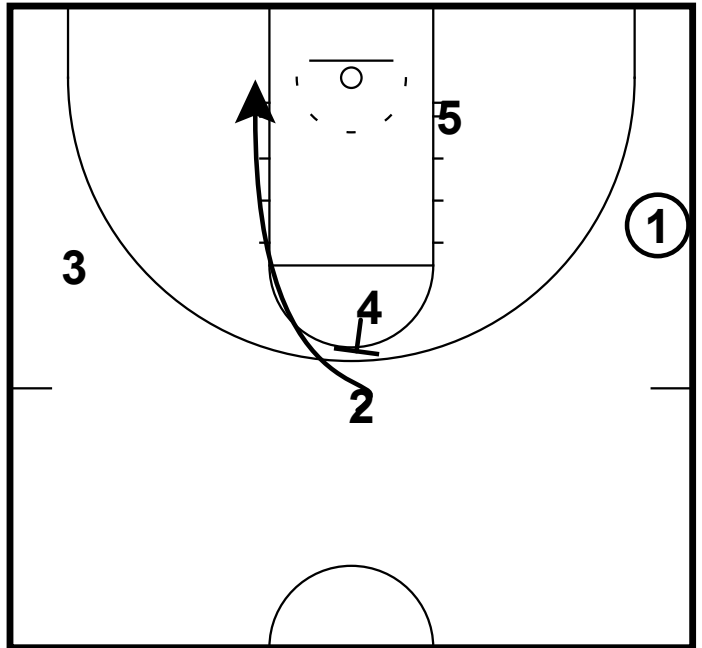
Duke

Duke Thru DHO Shot
FastModel Basketball



1 dribbles to the right wing pushing 2 towards the free-throw line off of a screen from 4.

Duke Thru DHO Shot
FastModel Basketball

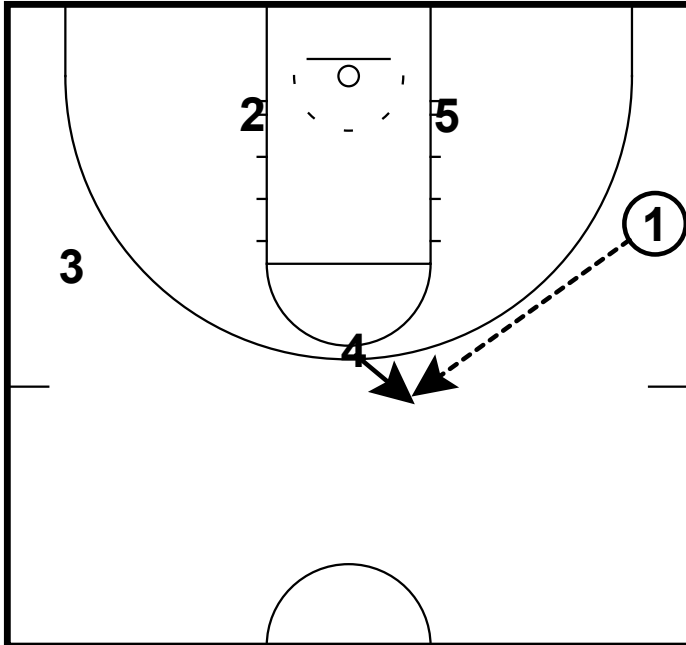


1's first option is to look at 5 posting up inside.

If 5 or 2 are not open, 2 makes a back-cut off of a screen from 4 at the top of the key.

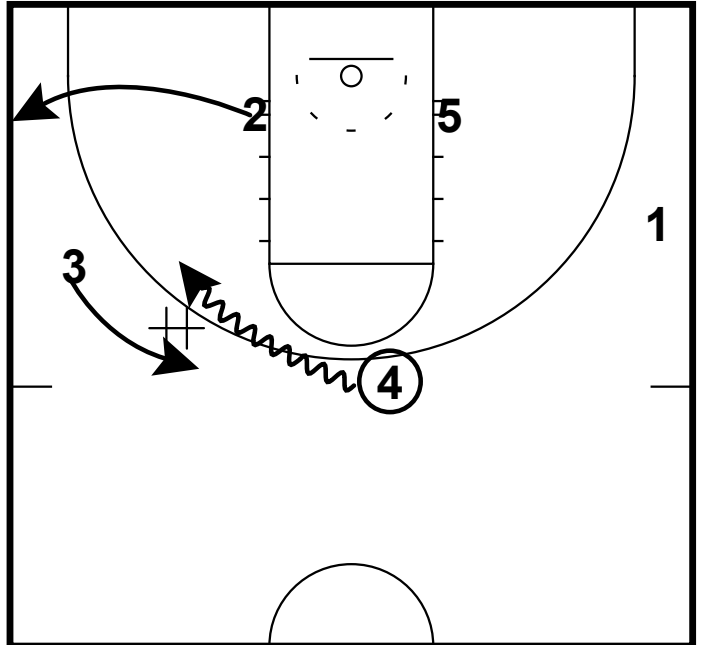
1 looks to make the lob pass to 2.

Duke Thru DHO Shot
FastModel Basketball



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

Duke Thru DHO Shot
FastModel Basketball

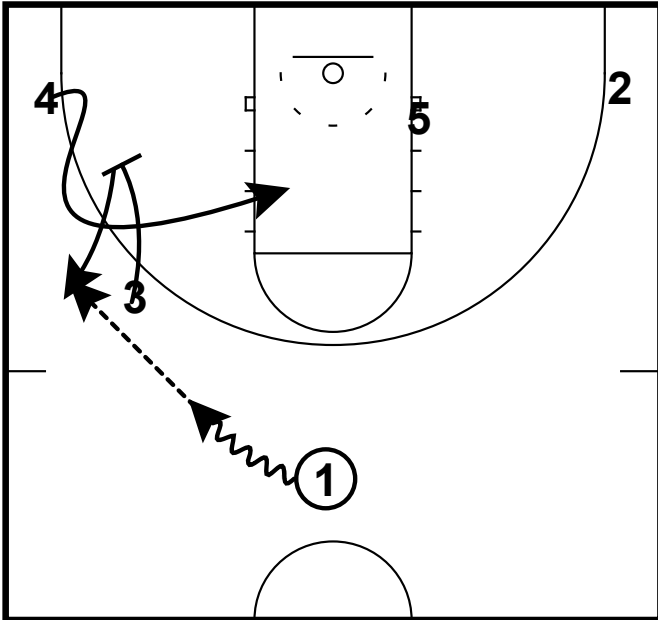


4 dribbles to the left looking to give 3 the ball on a dribble hand-off.

3 stops behind the hand-off looking to shoot.

Duke

Duke Okafor ISO (Thumbs Down)
FastModel Basketball



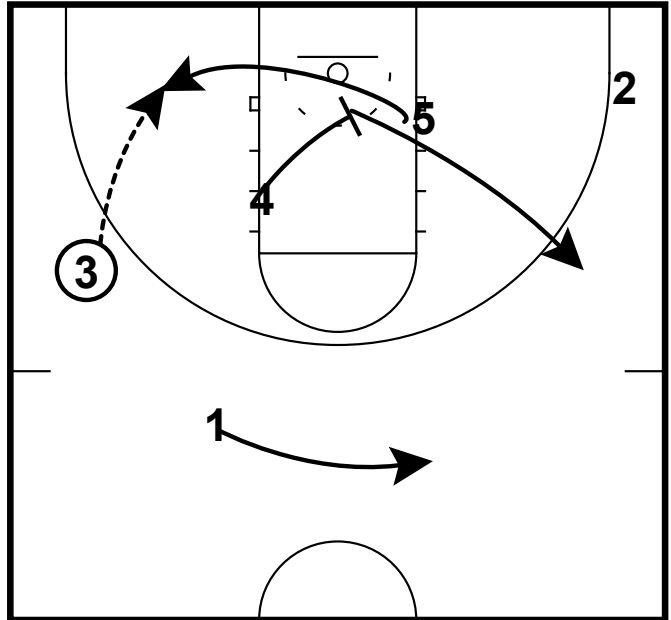
1 dribbles to the left as 3 sets a down-screen for 4 in the corner.

4 curls around the screen into the lane.

3 pops out to the wing.

1 passes to 3.

Duke Okafor ISO (Thumbs Down)
FastModel Basketball

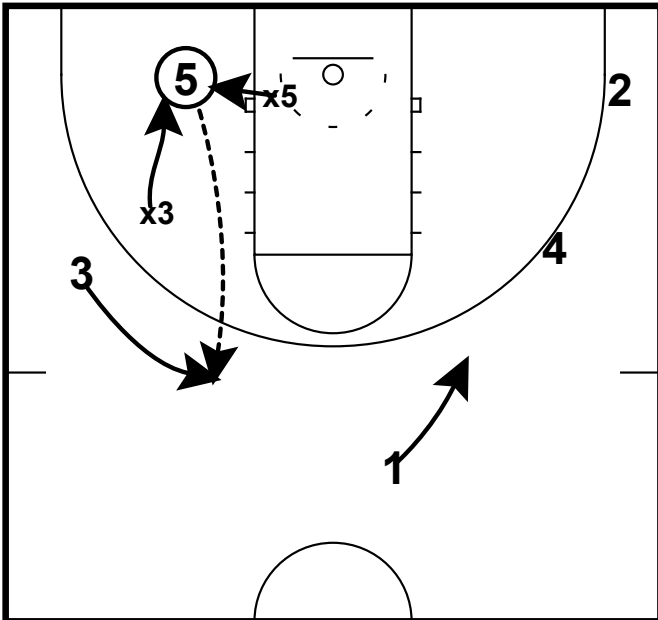


If 4 isn't open on the curl, he continues his cut to set a cross-screen for 5 on the right block.

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

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

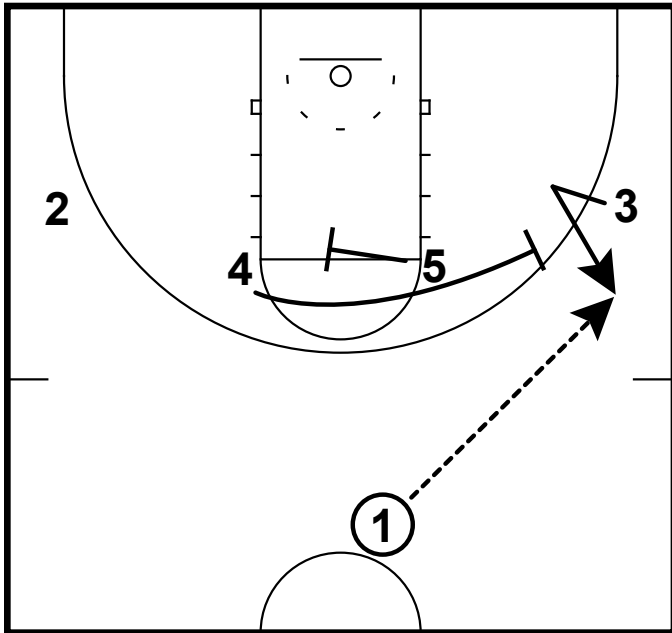
Duke Okafor ISO (Thumbs Down)
FastModel Basketball



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

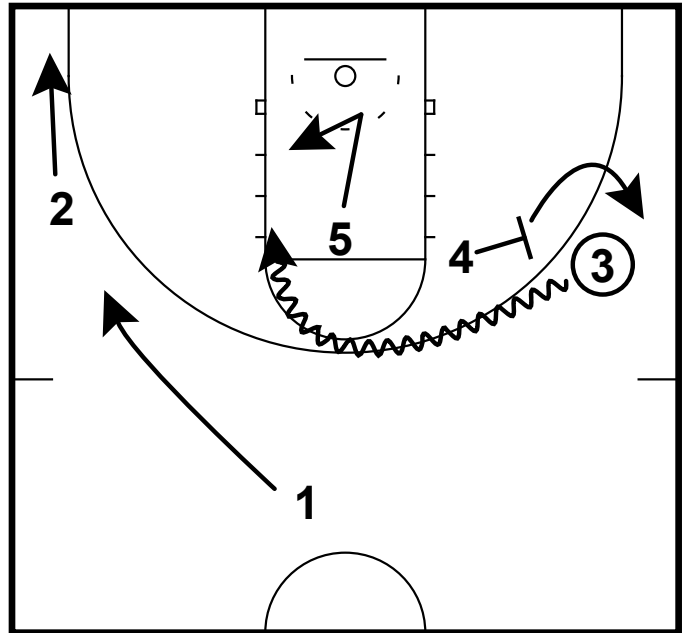
Duke

Duke Ram Duck-In
FastModel Basketball



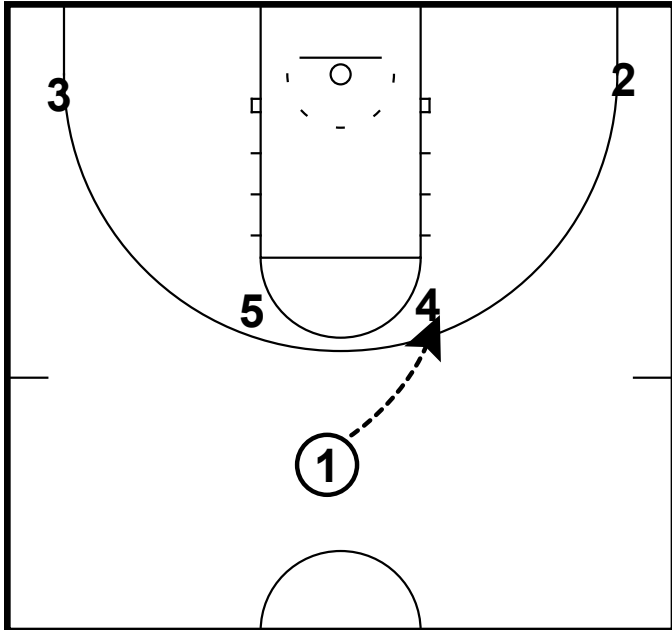
5 sets cross for 4 into Side P/R with 3.

Duke Ram Duck-In
FastModel Basketball



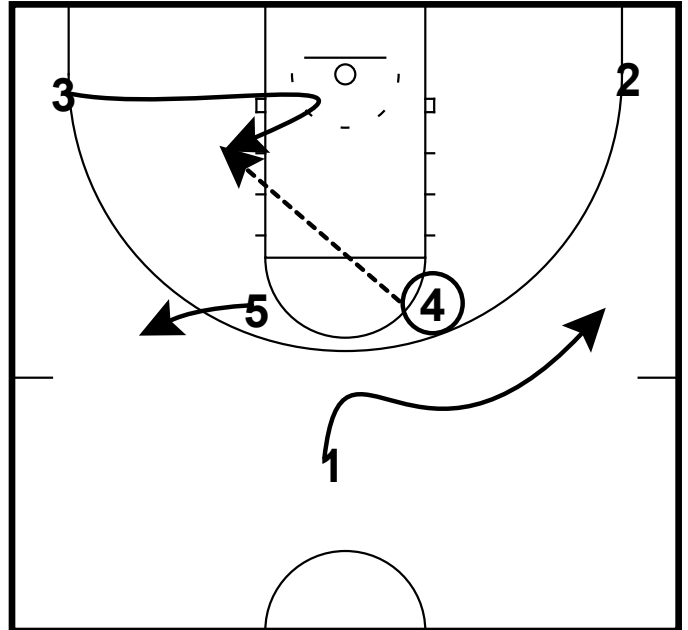
5 rolls and looks for post seal. 4 sets ballscreen and pops. 3 looks for duck-in or drive to rim with x5 sealed.

Duke Horns High Entry Hi/Lo
FastModel Basketball



1 passes to 4 at the high post.

Duke Horns High Entry Hi/Lo
FastModel Basketball



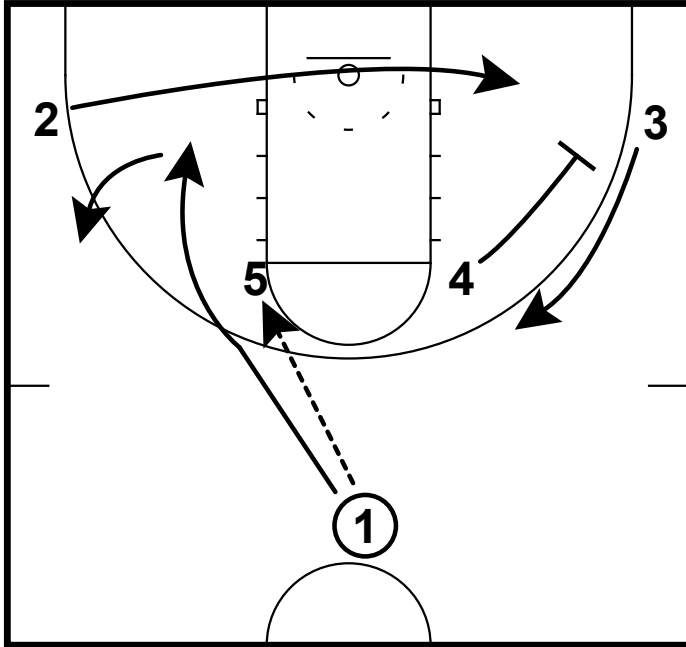
1 cuts around 4 looking for a possible hand-off.

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

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

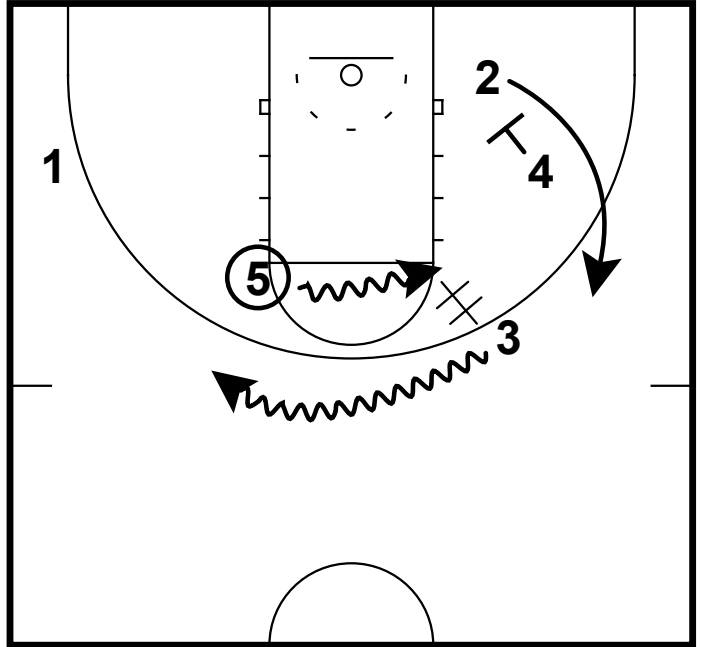
Duke

Duke Elbow Fake Chicago
FastModel Basketball



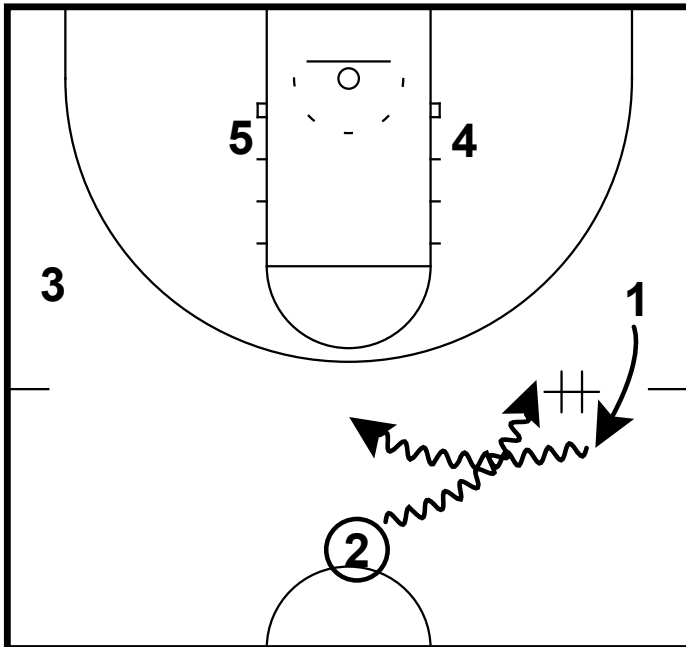
1 enters to 5 and cuts over top for 2 man game option. 4 sets wide pin for 3. 2 makes baseline cut.

Duke Elbow Fake Chicago
FastModel Basketball



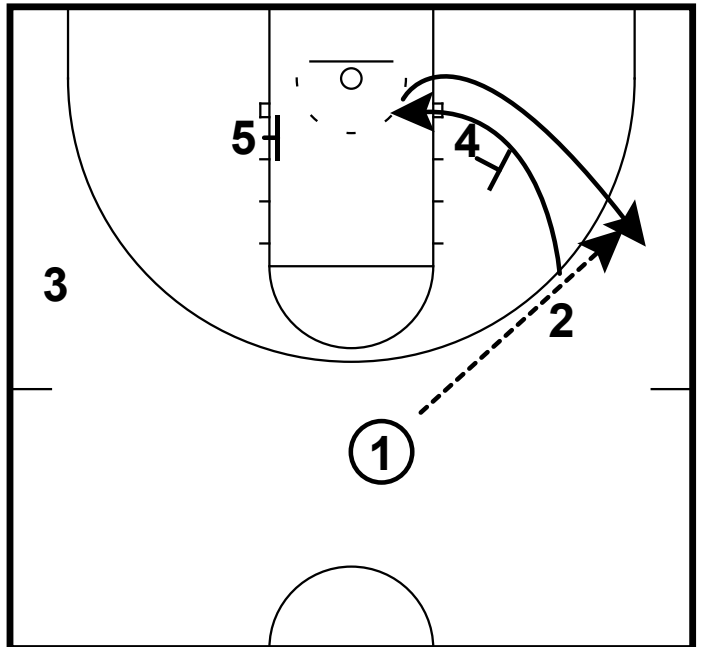
5 goes into DHO with 3 coming off of screen. 4 sets 2nd screen for 2.

Duke Double Low
FastModel Basketball



2 DHO with 1

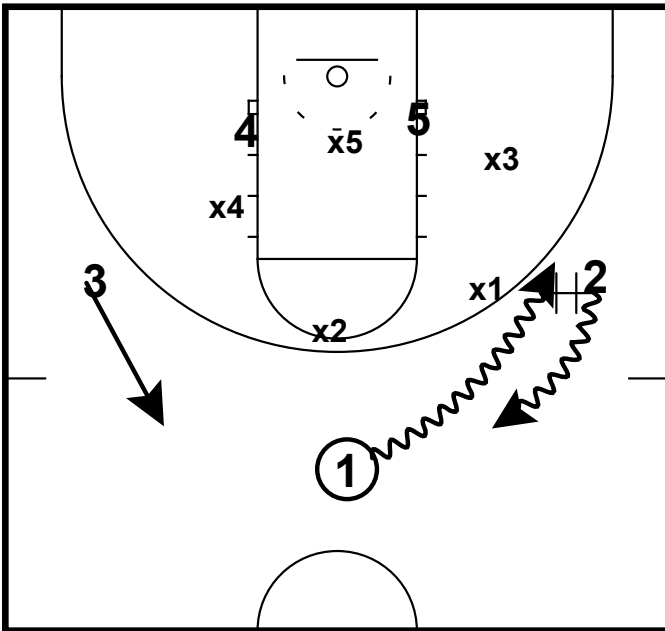
Duke Double Low
FastModel Basketball



2 gets baseline stagger from 4 and 5. Can read defense and come back off of screen from 4.

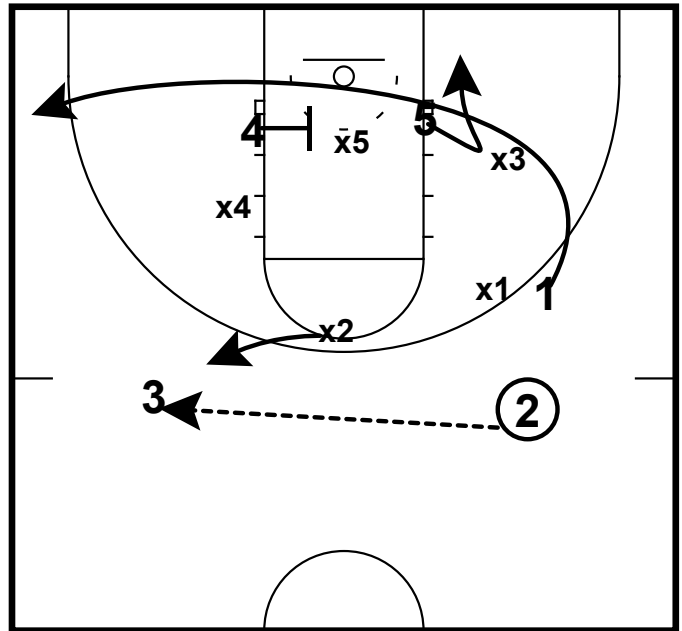
Duke

Duke Zone Hi/Lo Runner
FastModel Basketball



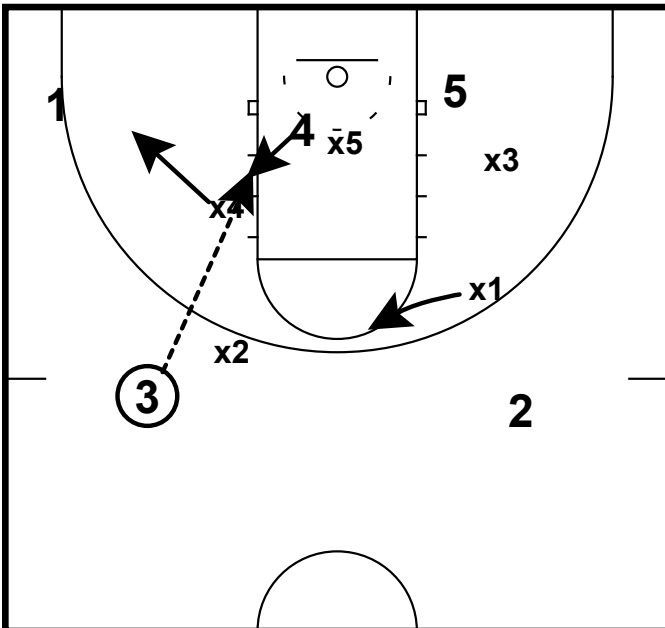
1 dribbles to the right wing and hands the ball off to 2.
2 dribbles back towards the middle of the floor.

Duke Zone Hi/Lo Runner
FastModel Basketball



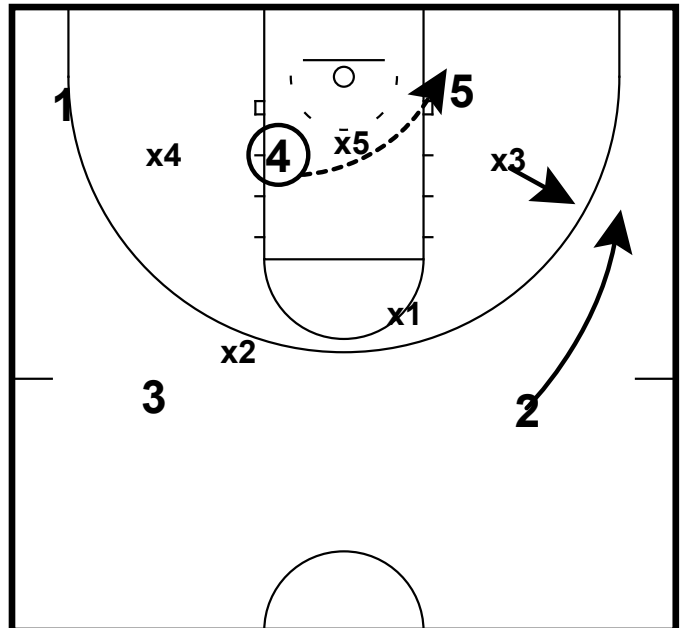
2 reverses the ball to 3.
1 cuts around 5 and 4 to the opposite corner.
5 looks to seal x3 on the opposite side of the floor for a pass from 3.

Duke Zone Hi/Lo Runner
FastModel Basketball



If 5 or 1 are not open, 3 looks to pass to 4 posting up inside.

Duke Zone Hi/Lo Runner
FastModel Basketball

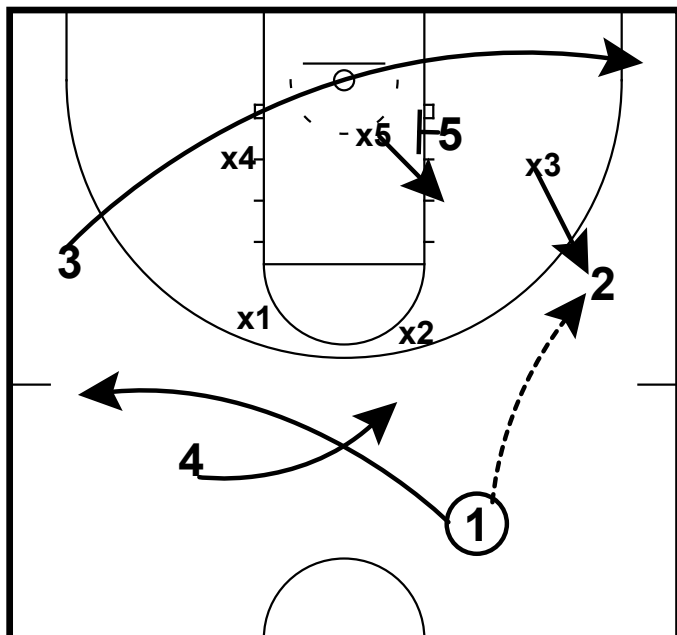


Once 4 has the ball, he can look to score, pass to 2 on the wing, or pass to 5 at the basket.

In this option, x3 steps out towards 2 leaving 5 wide open at the rim.

Duke

Duke Zone Over the Top
FastModel Basketball

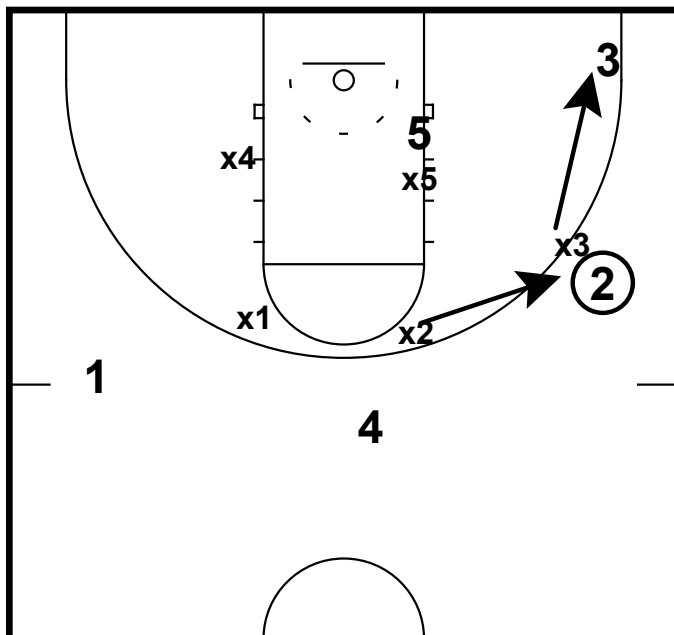


1 passes to 2 then moves over to the left side of the floor.

3 cuts to the ball-side corner.

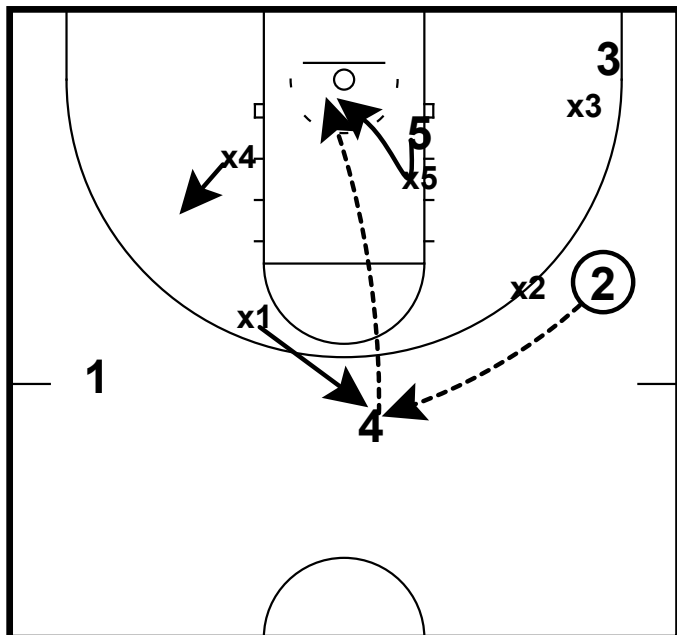
4 moves towards the top of the key.

Duke Zone Over the Top
FastModel Basketball



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

Duke Zone Over the Top
FastModel Basketball



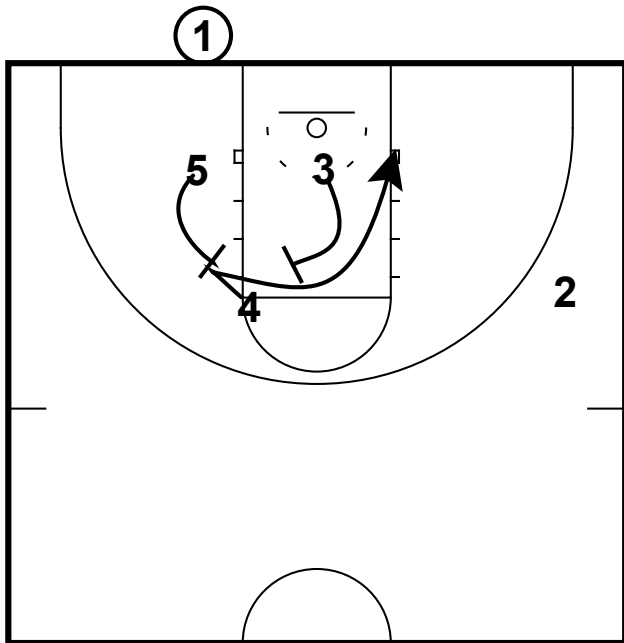
2 passes to 4 at the top of the key forcing x1 to take the ball.

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

In the game, 1 stays stuck near the lane line leaving an open passing lane over the top of the defense from 4 to 5.

Duke

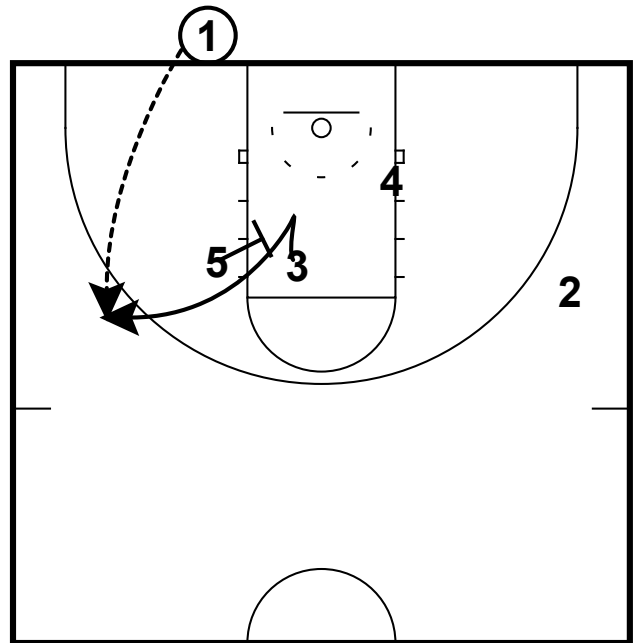
Duke BLOB PTP Triangle
FastModel Basketball



5 and 3 move towards 4 and set a screen for 4 to choose which direction he wants to go.

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

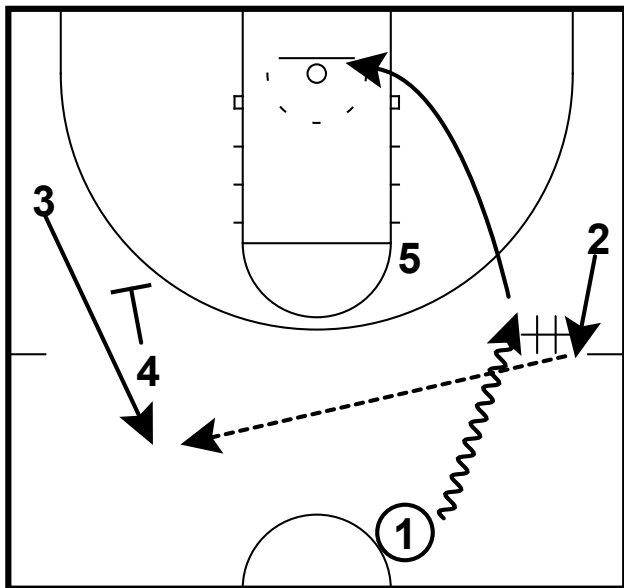
Duke BLOB PTP Triangle
FastModel Basketball



5 screens for 3 who cuts to the wing.

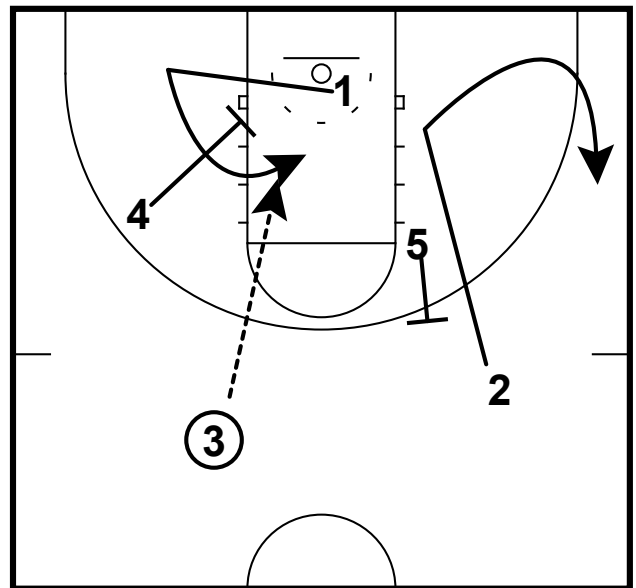
1 passes to 3 for a shot.

Duke ATO Chin Curl
FastModel Basketball



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

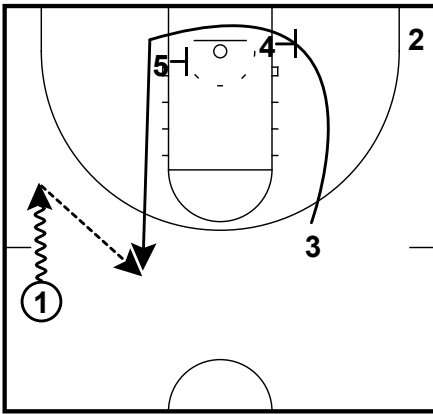
Duke ATO Chin Curl
FastModel Basketball



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

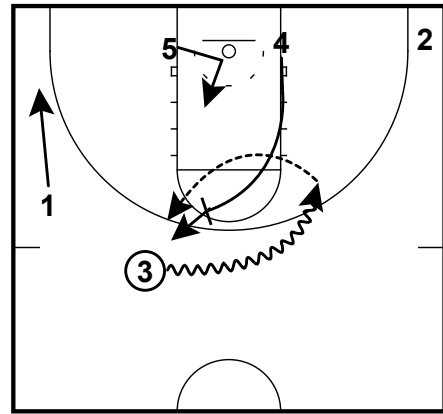
Gonzaga

Gonzaga Stagger Curl High Low
FastModel Basketball



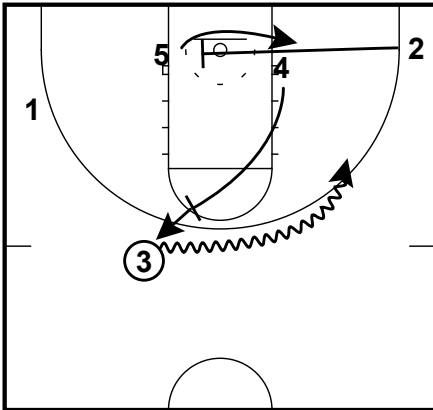
3 runs off stagger, zipper cutting to the high elbow. 1 passes to 3.

Gonzaga Stagger Curl High Low
FastModel Basketball



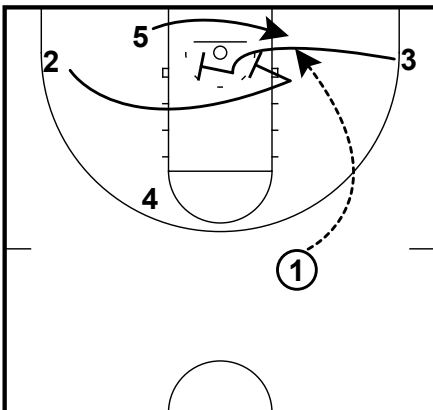
After the high ball screen, 4 pops to the three point line... 4 can high low with 5, or he can drive the lane. 5 must seal aggressively for either option to work.

Gonzaga Stagger Curl High Low
FastModel Basketball



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

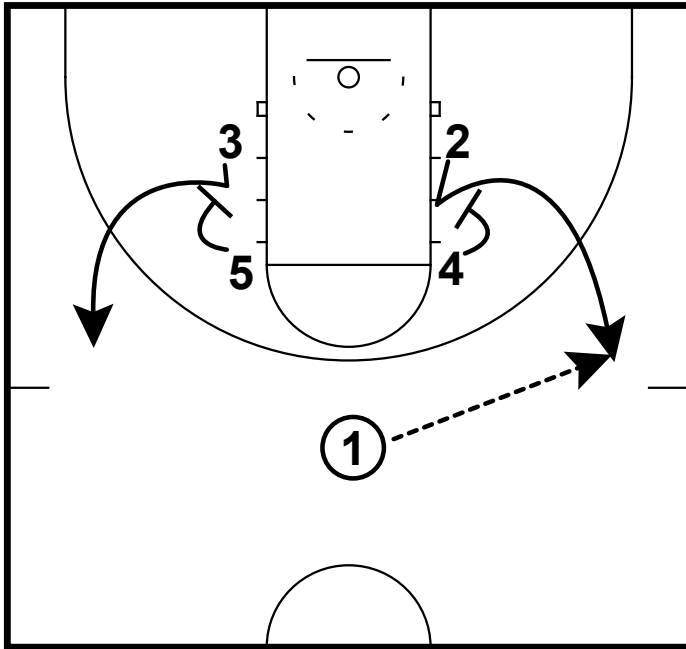
Gonzaga Double Cross Screen Iso
FastModel Basketball



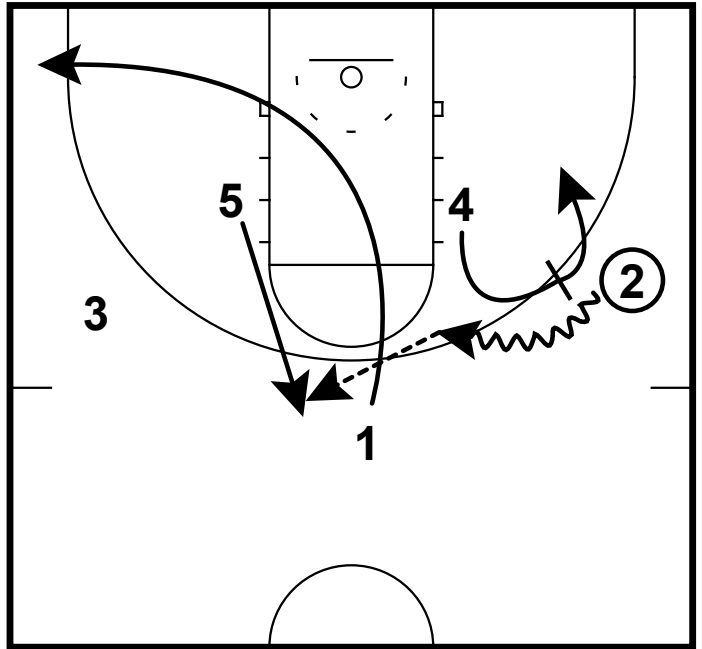
3 is first screener, 2 is second screener.

Gonzaga

Pin Reverse Power
FastModel Basketball



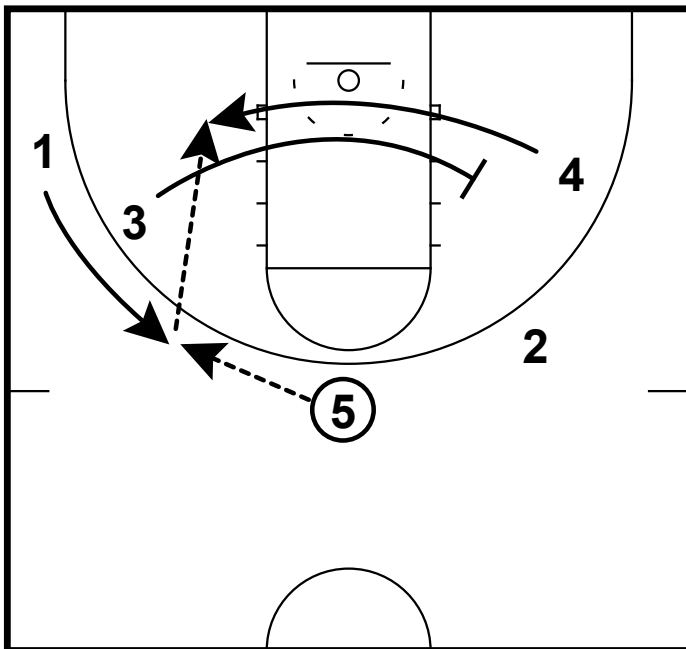
Pin Reverse Power
FastModel Basketball



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

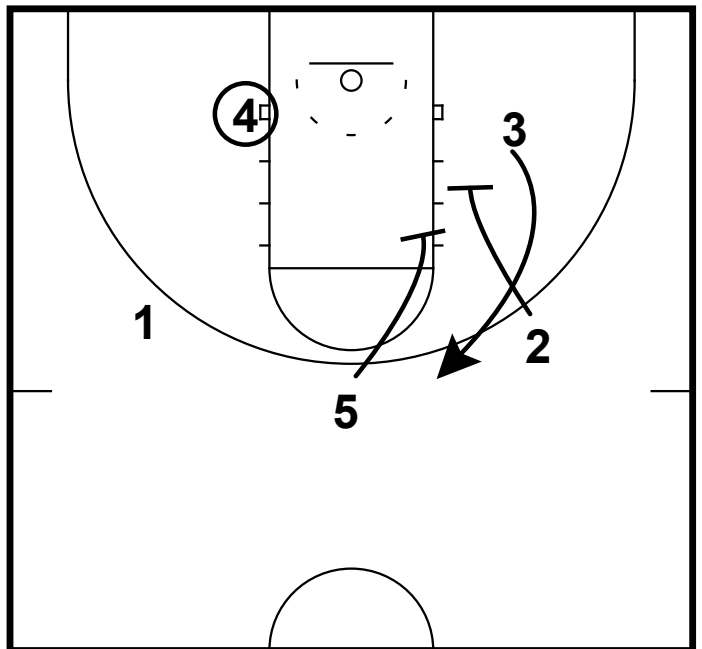
After the pass to 2, 1 corner cuts opposite. 4 steps out and runs a side pick & roll with 2. 5 cuts to top of key area.

Pin Reverse Power
FastModel Basketball



3 sets rip screen for 4 to block

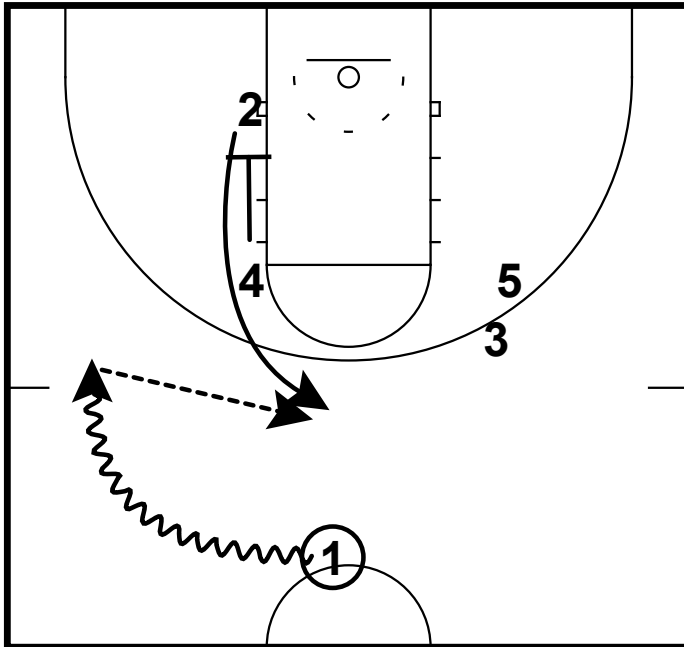
Pin Reverse Power
FastModel Basketball



2 and 5 set double pin down for 3 for STS action.

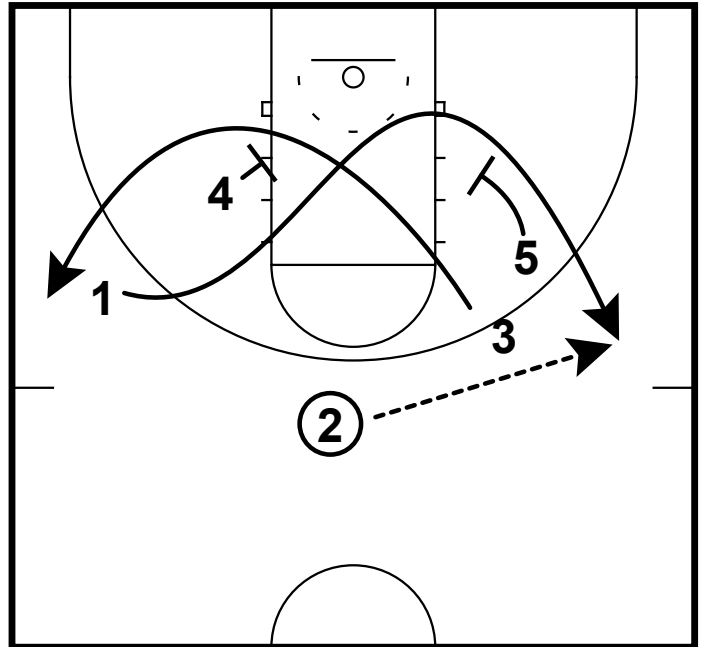
Gonzaga

Gonzaga Twirl Seal
FastModel Basketball



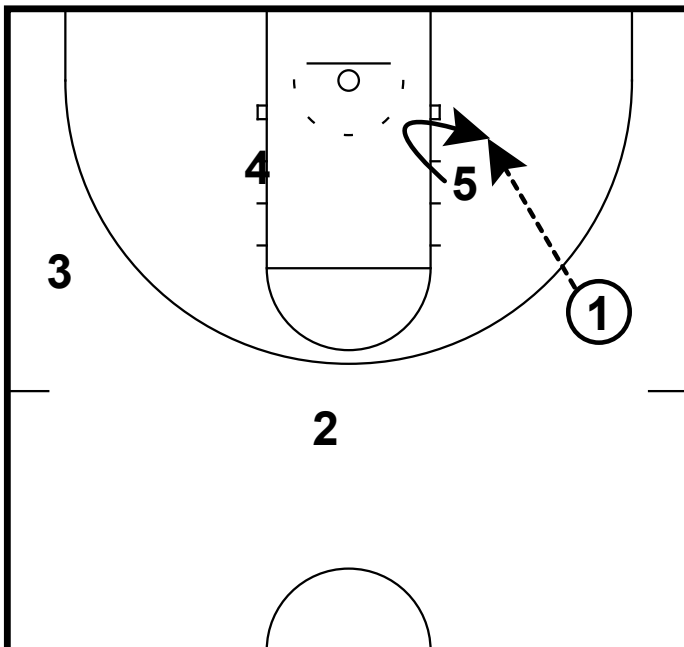
4 sets zipper screen for 2.

Gonzaga Twirl Seal
FastModel Basketball



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

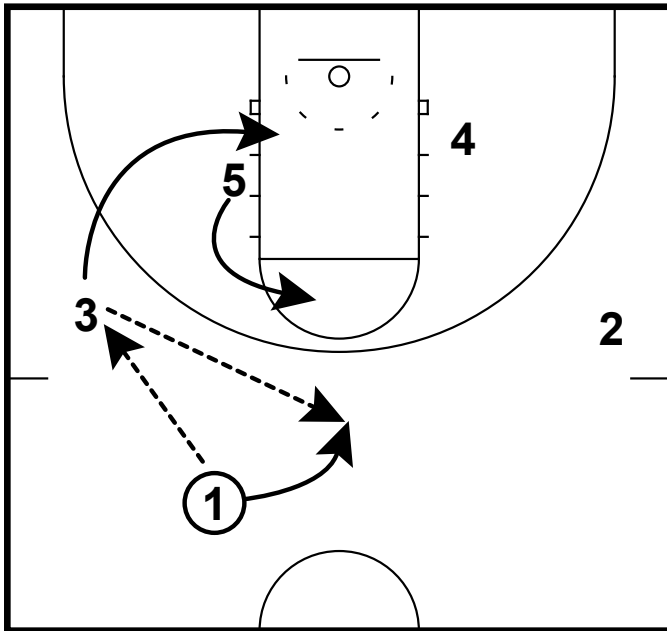
Gonzaga Twirl Seal
FastModel Basketball



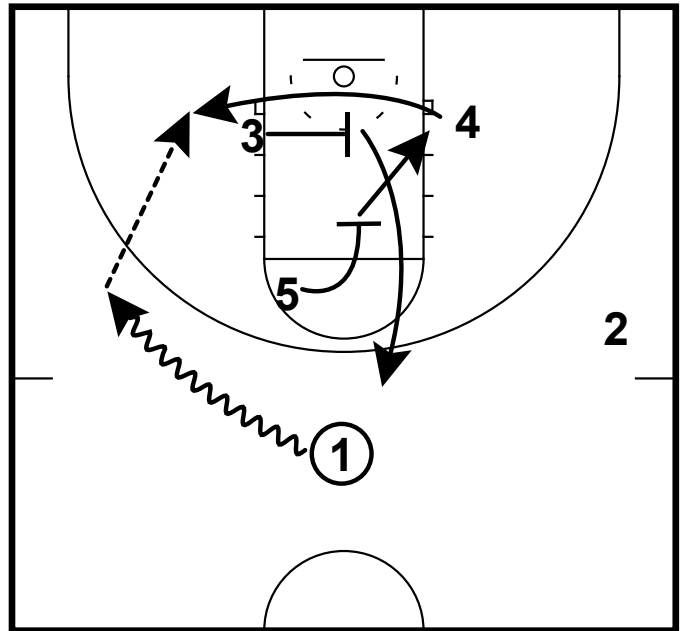
5 looks to seal after screen for post up.

Kentucky

Kentucky STS
FastModel Basketball

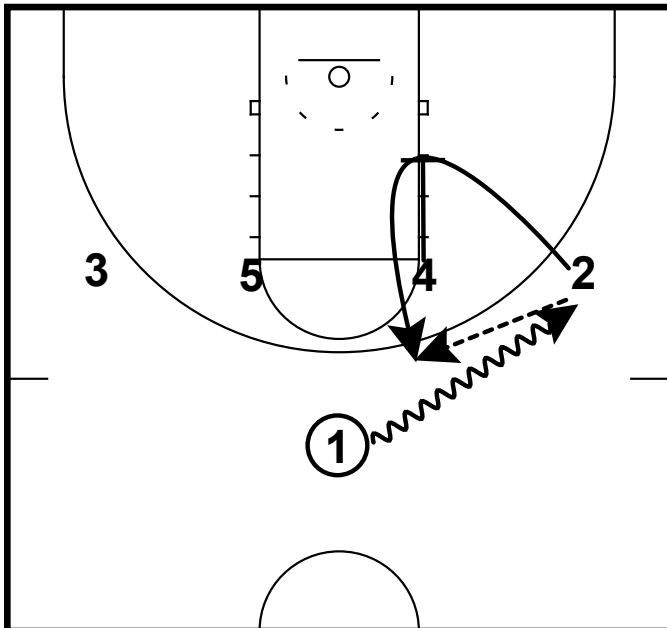


Kentucky STS
FastModel Basketball



3 sets cross screen to post up for 4. 5 down screens for 3 and slips to basket.

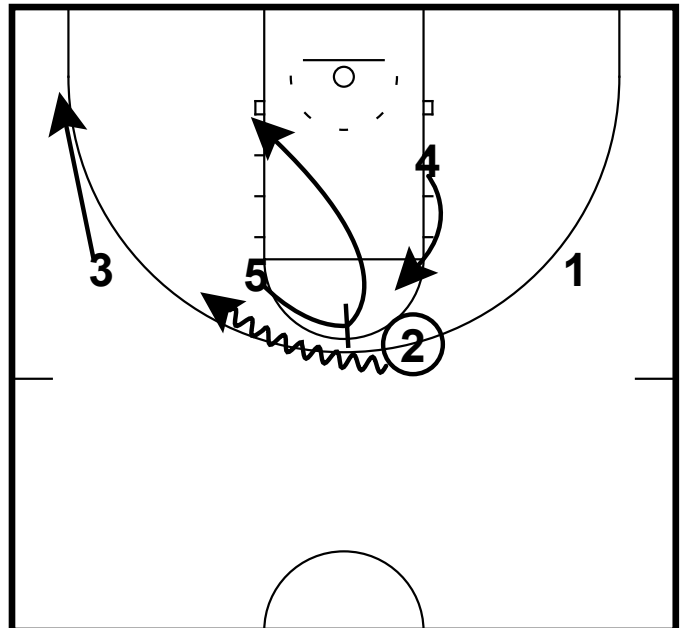
Kentucky 1-4 High Zipper
FastModel Basketball



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

1 passes to 2.

Kentucky 1-4 High Zipper
FastModel Basketball



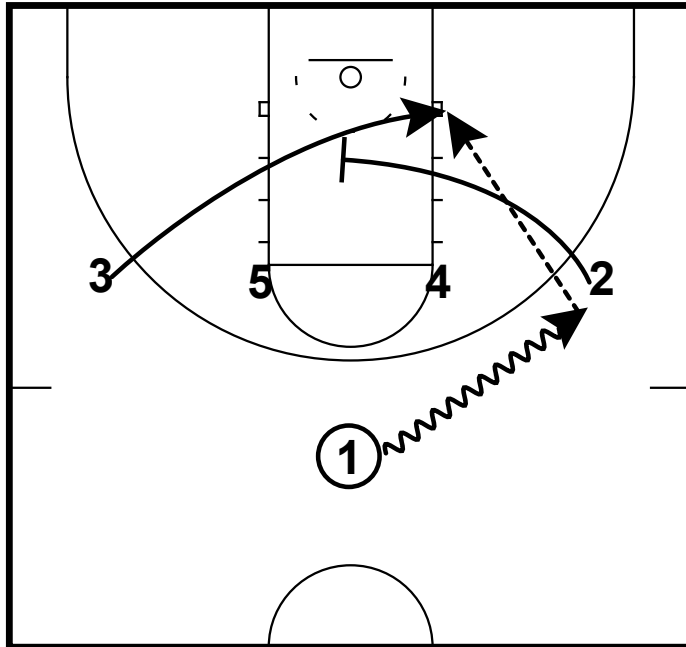
Once 2 has the ball, 5 steps up to set a ball-screen for 2.

2 drives left as 5 rolls to the basket and 4 replaces 5.

2 looks to shoot, pass to 5 on the roll, or hit 3 in the corner for a shot.

Kentucky

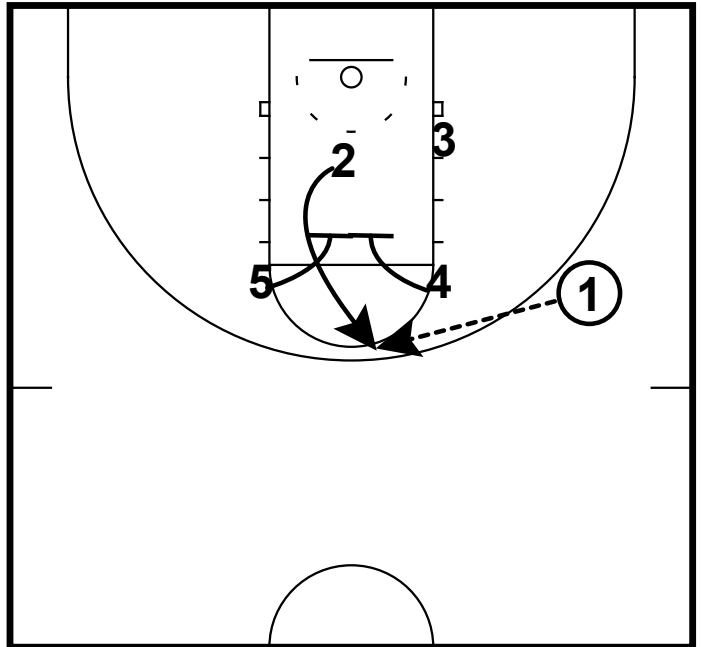
Kentucky 1-4 High PTP Double
FastModel Basketball



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

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

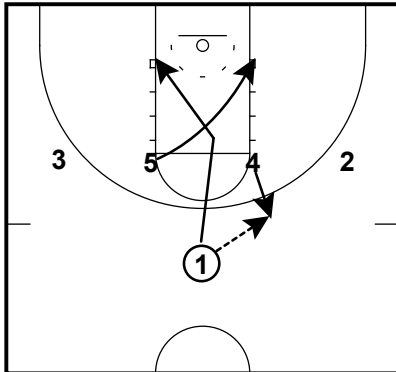
Kentucky 1-4 High PTP Double
FastModel Basketball



If 3 isn't open, 1 looks to pass to 2 cutting off of a double screen from 5 and 4.

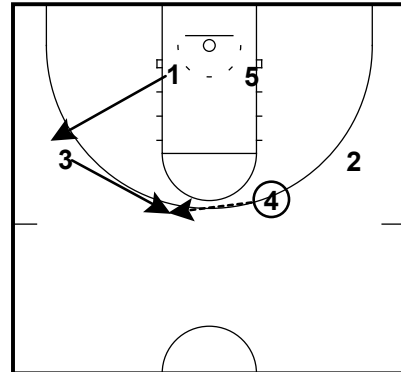
Kentucky

Kentucky 1-4 High Point Through
FastModel Basketball



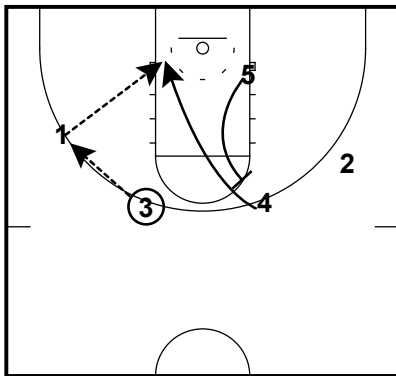
- 1 passes to 4 stepping out from the elbow.
- 1 then cuts into the lane and to the opposite block.
- 5 rubs off of the cut from 1 to the ball-side block.

Kentucky 1-4 High Point Through
FastModel Basketball



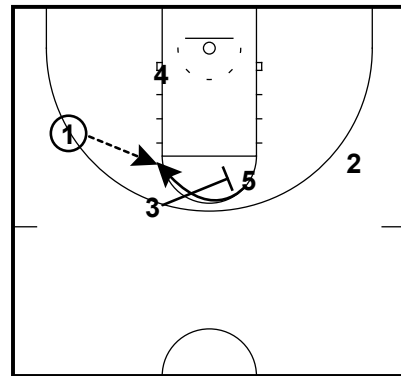
If neither cut option is open, 4 passes to 3.

Kentucky 1-4 High Point Through
FastModel Basketball



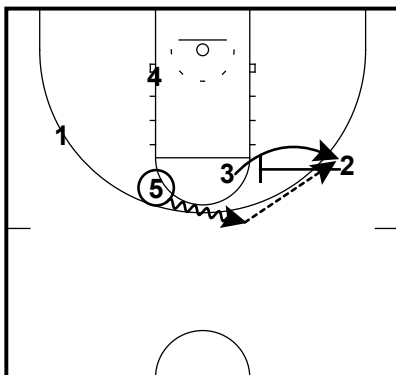
- 3 passes to 1.
- 5 sets a screen for 4 who cuts to the basket.
- 1 looks to make the pass to 4 for a lay-up.

Kentucky 1-4 High Point Through
FastModel Basketball



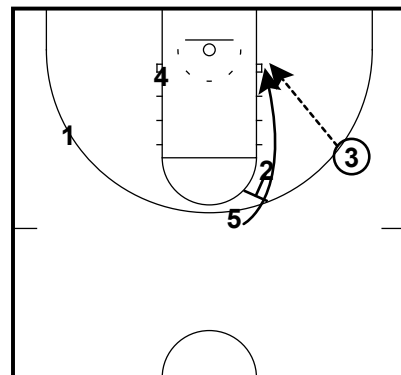
If 4 isn't open, 3 screens for 5 who curls around the screen for a shot.

Kentucky 1-4 High Point Through
FastModel Basketball



- If 5 gets the ball with no shot, he dribbles right as 2 screens in for 3.
- 5 passes to 3 on the wing.

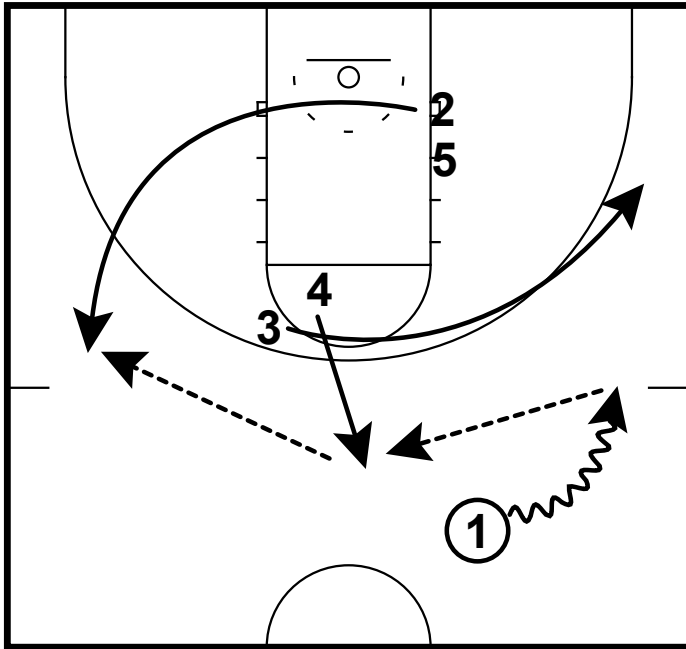
Kentucky 1-4 High Point Through
FastModel Basketball



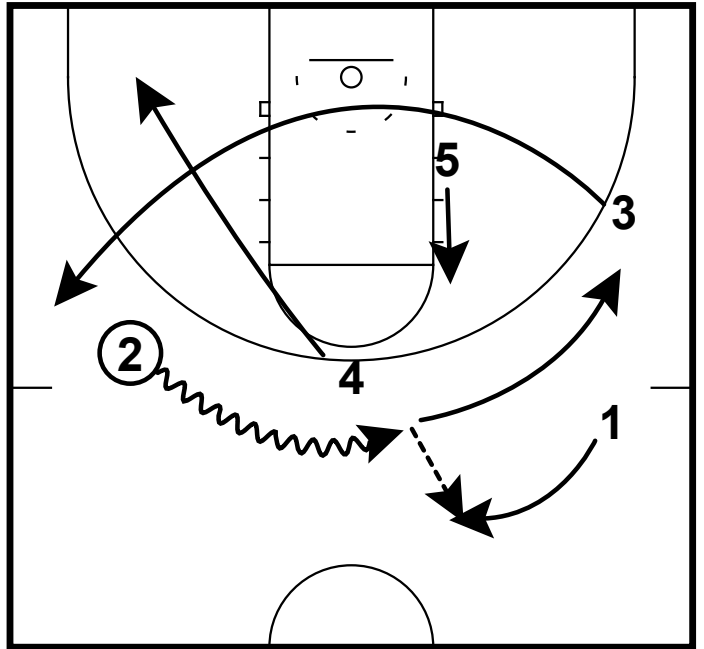
- 2 then screens for 5 who cuts to the basket.
- 3 passes to 5.

Kentucky

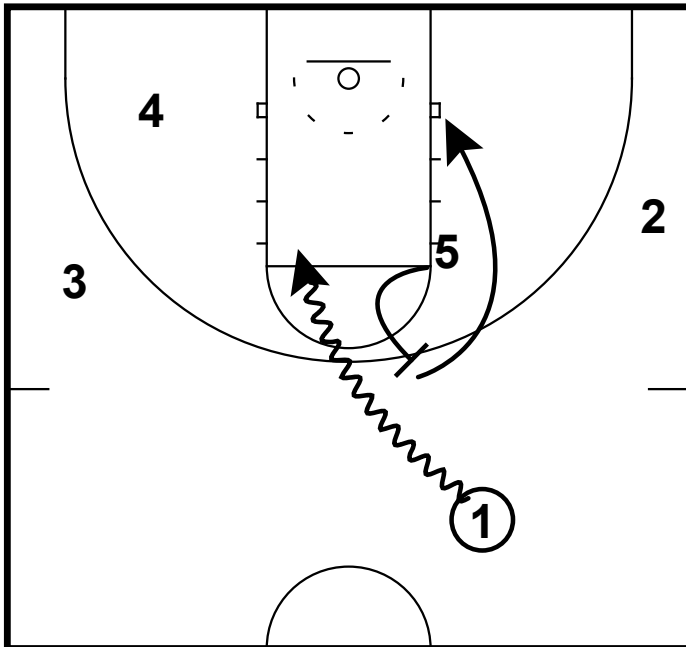
Reverse False High
FastModel Basketball



Reverse False High
FastModel Basketball



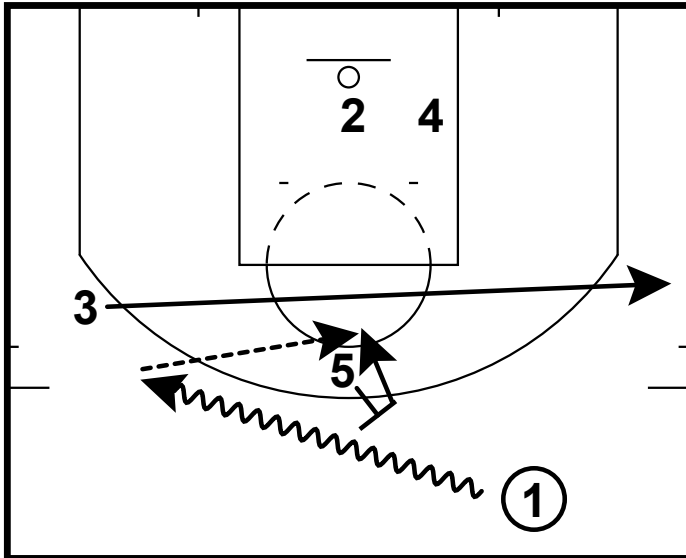
Reverse False High
FastModel Basketball



Spread P/R

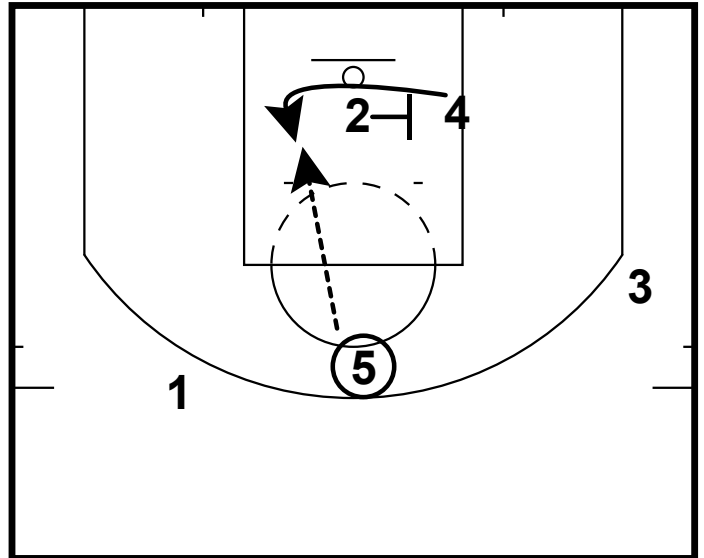
Kentucky

Kentucky Wildcats 3
FastModel Basketball



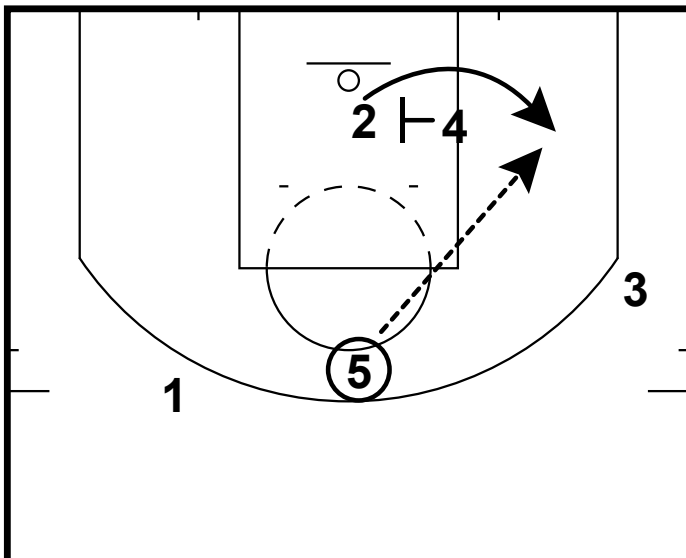
Play starts with 1 dribbling off ballscreen from 5, 3 clears. 5 pops at the top of the key, 1 passes to 5.

Kentucky Wildcats 3
FastModel Basketball



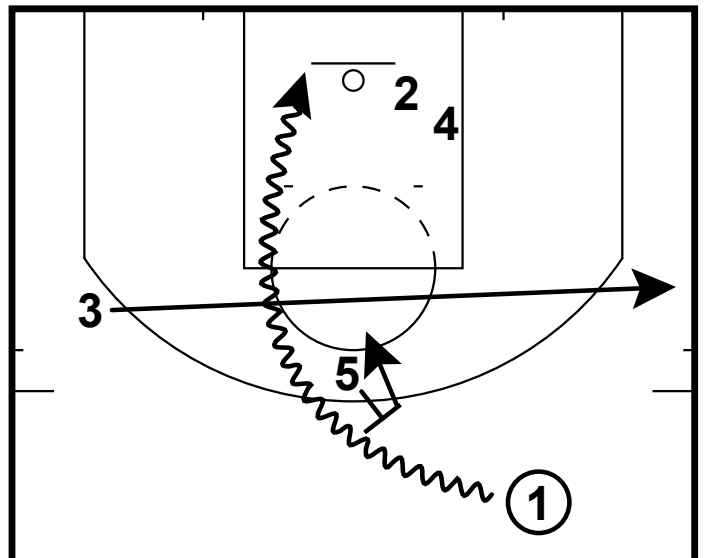
Option 1: Rip for 4

Kentucky Wildcats 3
FastModel Basketball



Option 2: Baseline screen for 2

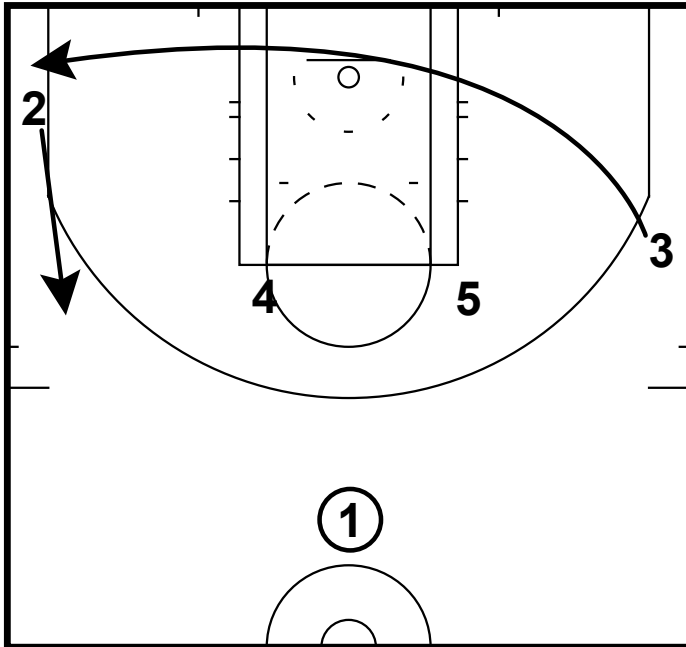
Kentucky Wildcats 3
FastModel Basketball



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

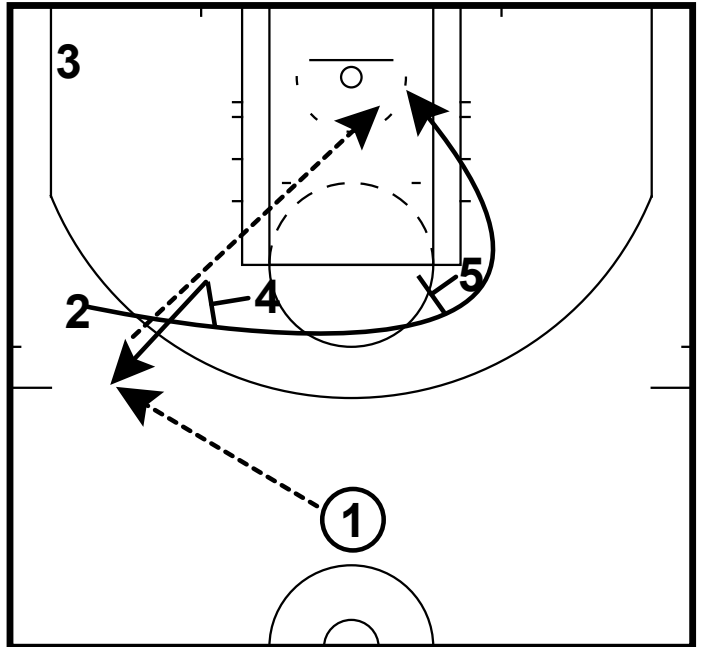
Kentucky

Thumbs Up
FastModel Basketball



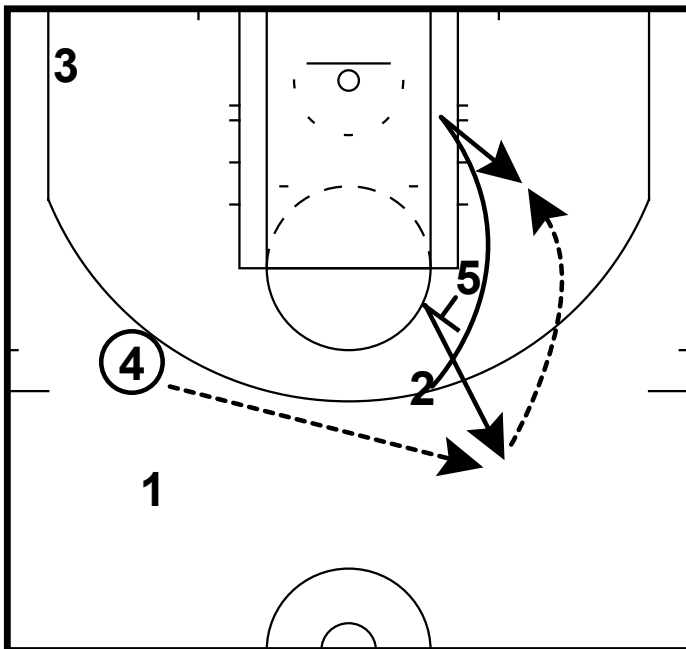
Starts off in a 1-4 High set and 3 clears to overload corner.

Thumbs Up
FastModel Basketball



2 runs an Iverson cut off of 4 & 5. 1 passes to 4. First option is lob to 2.

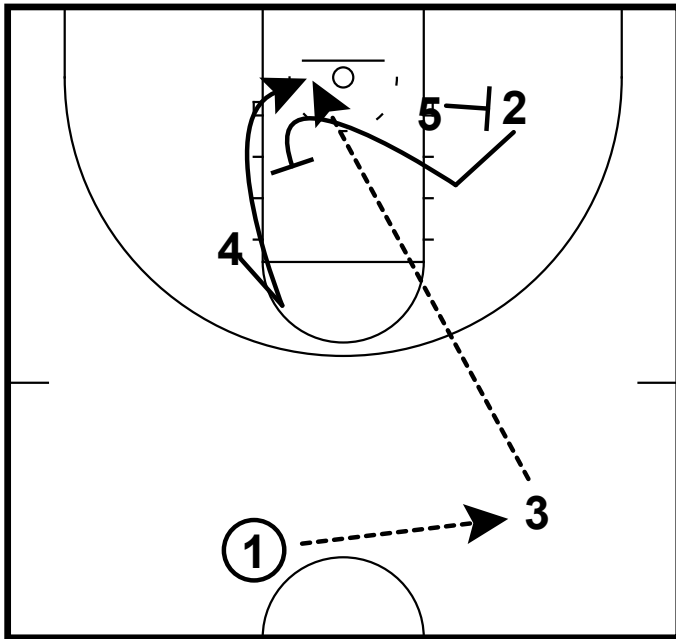
Thumbs Up
FastModel Basketball



If covered, 2 will seal his man in the post. 4 passes to 5 who passes to 2.

Kentucky

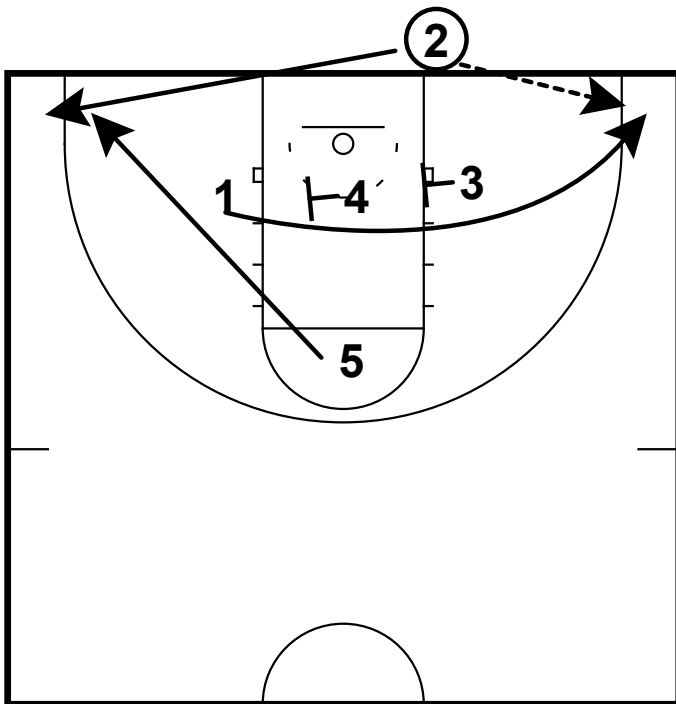
Kentucky Lob
FastModel Basketball



1 passes to 3. 5 sets a cross screen for 2, 2 sets a backscreen for 4.

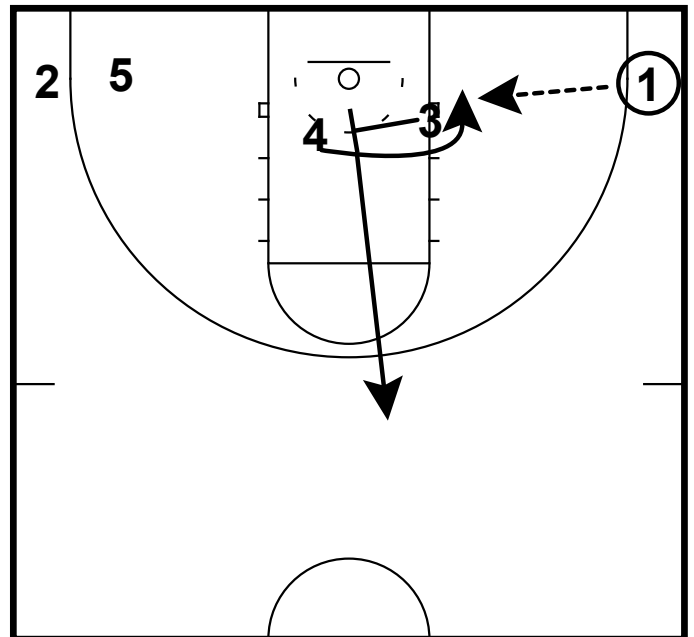
This set is a counter out of the normal set they run where 4 sets a PNR for 1 and 2/5 screen for each other.

Kentucky Wildcats BLOB Rip
FastModel Basketball



1 comes off a double screen from 4 & 3. 5 dives to the rim. 2 passes to 1.

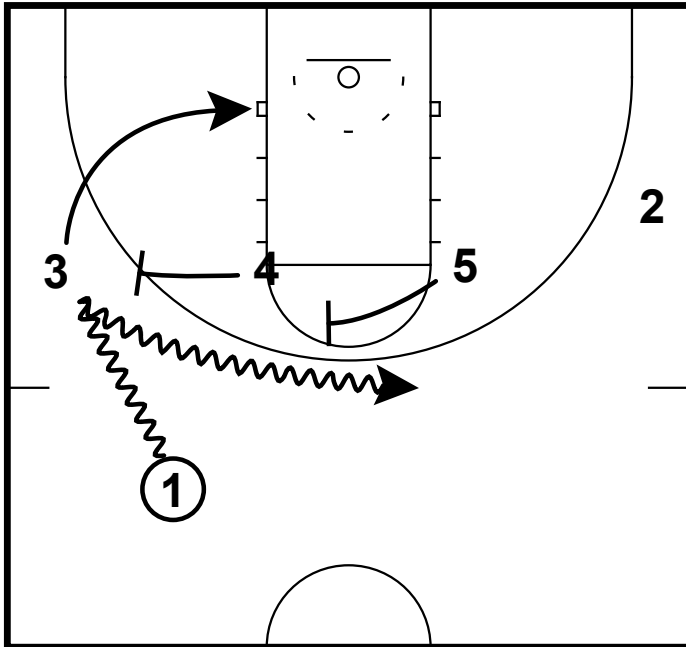
Kentucky Wildcats BLOB Rip
FastModel Basketball



3 sets a cross screen for 4 who looks to post up.

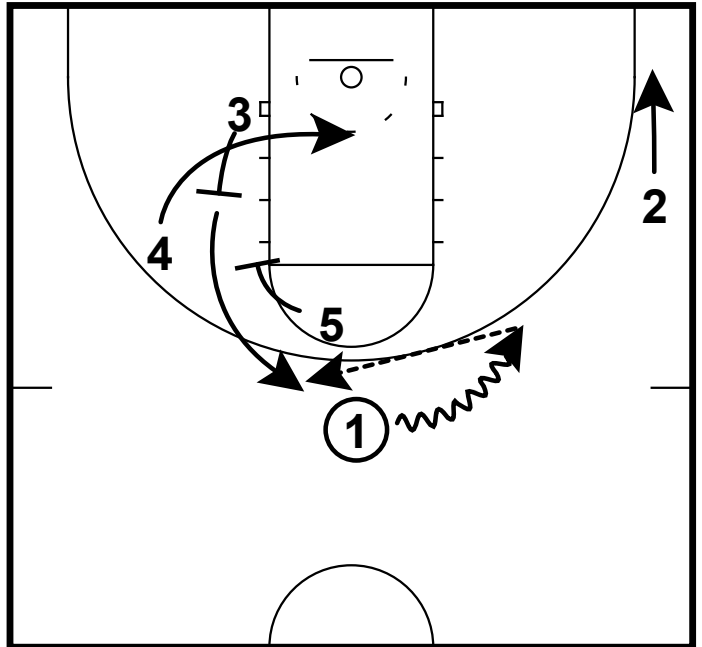
Louisville

Double STS Stagger
FastModel Basketball



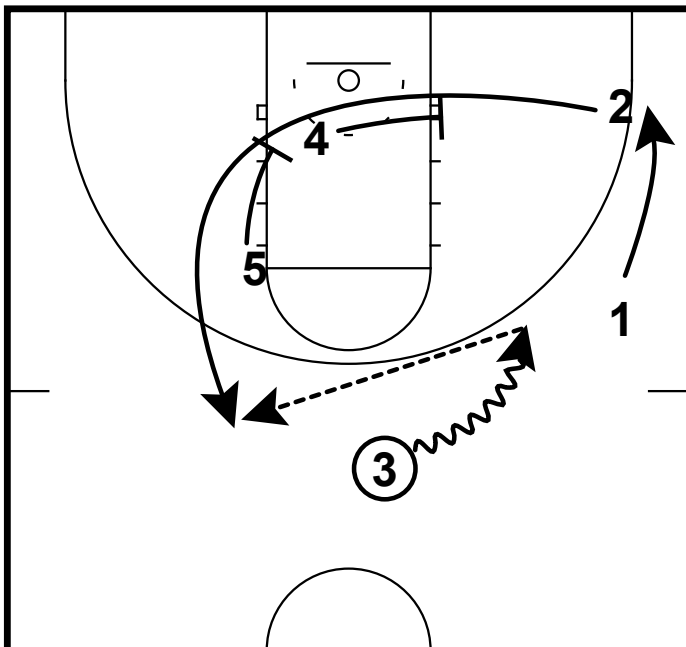
1 dribbles out 3 to block. 4 and 5 set double ballscreen for 1.

Double STS Stagger
FastModel Basketball



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

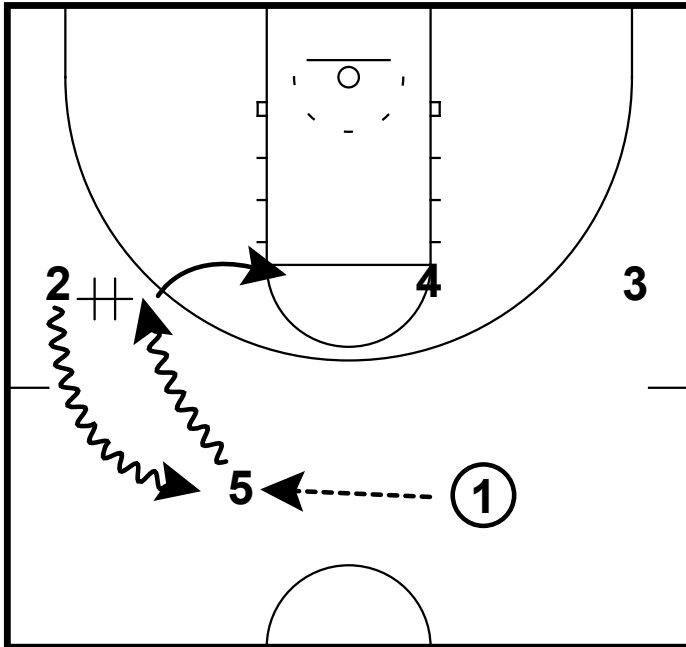
Double STS Stagger
FastModel Basketball



4 and 5 set stagger for 2.

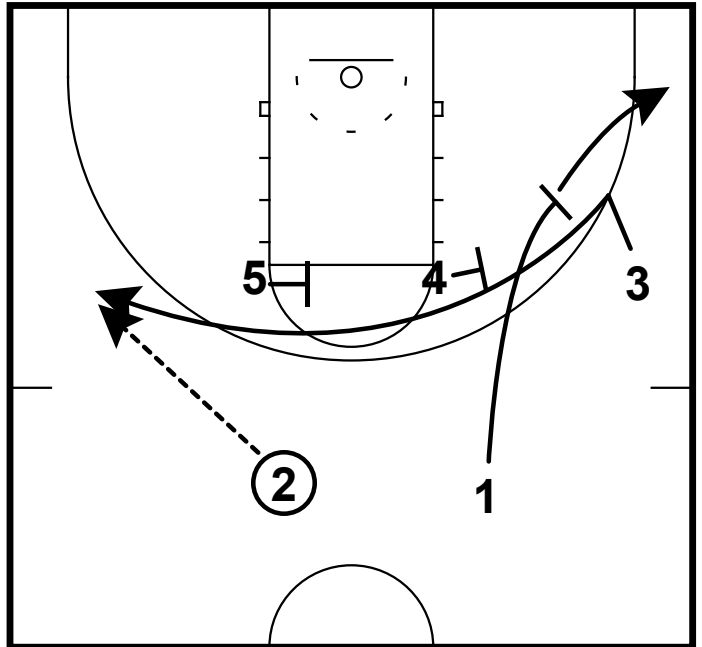
Louisville

Iverson Drive Leak
FastModel Basketball



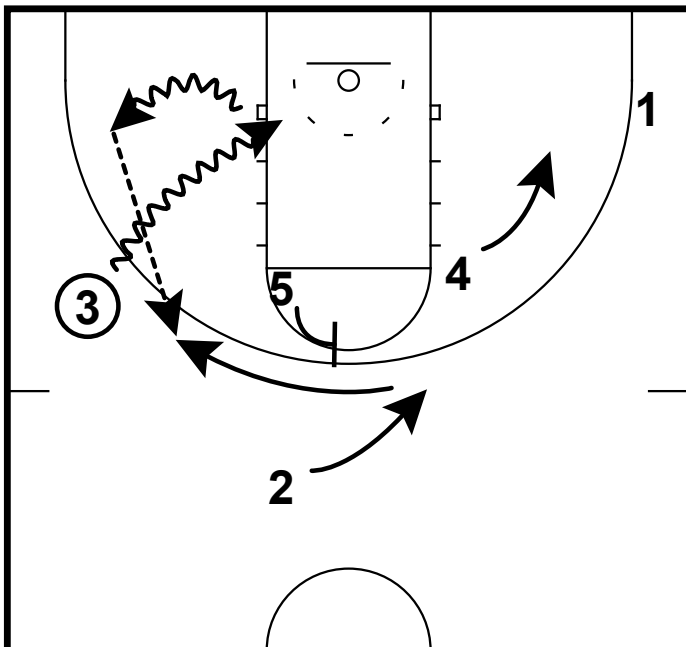
1 swings to 5. 5 and 2 interchange.

Iverson Drive Leak
FastModel Basketball



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

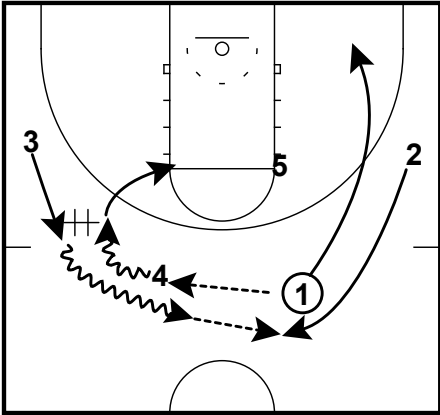
Iverson Drive Leak
FastModel Basketball



3 attacks baseline to draw defense. 2 sets up defender and cuts off flare screen from 5.

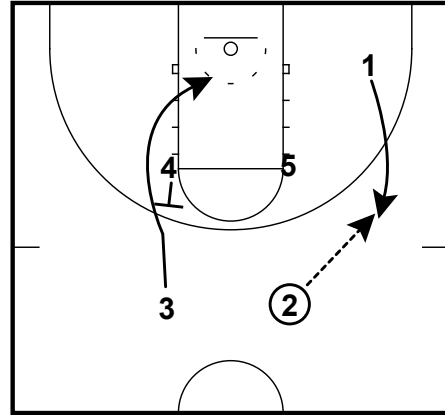
Louisville

Louisville Rip Chicago
FastModel Basketball



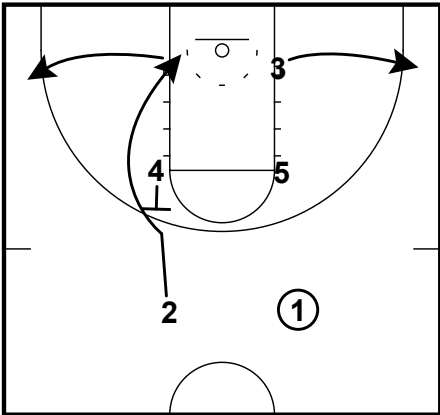
1 hits 4. 4 DHO with 3. 2 replaces for 1 and receives reversal pass.

Louisville Rip Chicago
FastModel Basketball



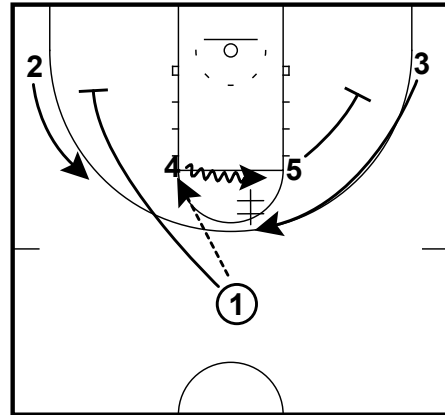
3 cuts off of rip screen from 4 for lob look. 1 pops back high for pass from 2.

Louisville Rip Chicago
FastModel Basketball



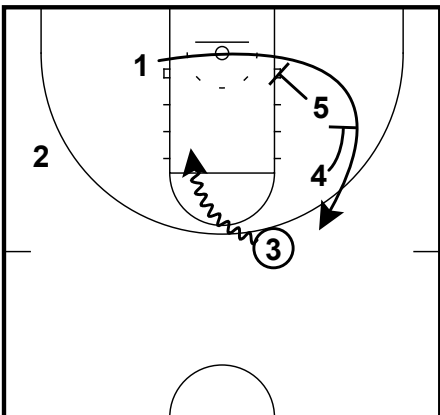
2 cuts off of rip screen from 4 for lob look. If no lob, 2 clears to corner.

Louisville Rip Chicago
FastModel Basketball



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

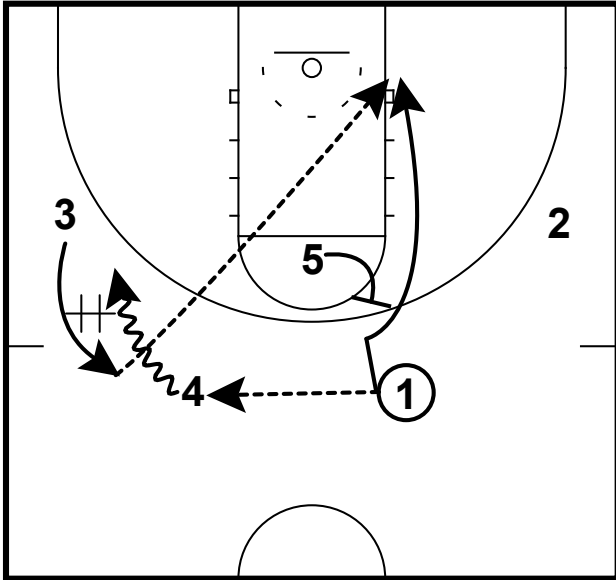
Louisville Rip Chicago
FastModel Basketball



3 comes off of DHO looking to drive. 1 clears underneath basket and comes off stagger from 4 and 5.

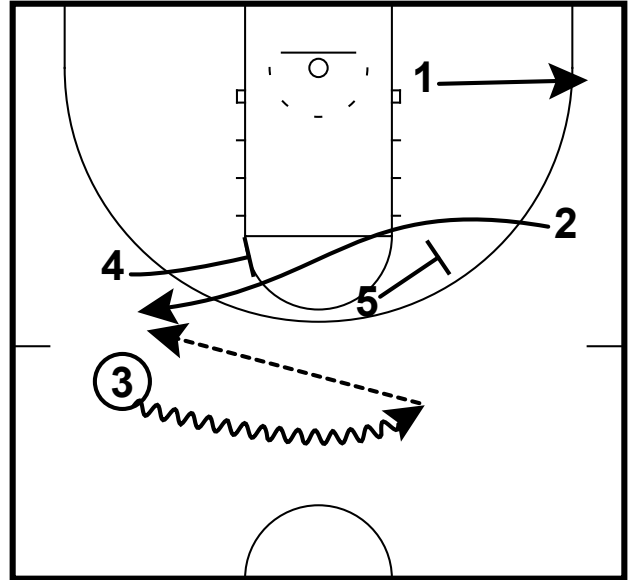
Louisville

Louisville Lob to Stagger
FastModel Basketball



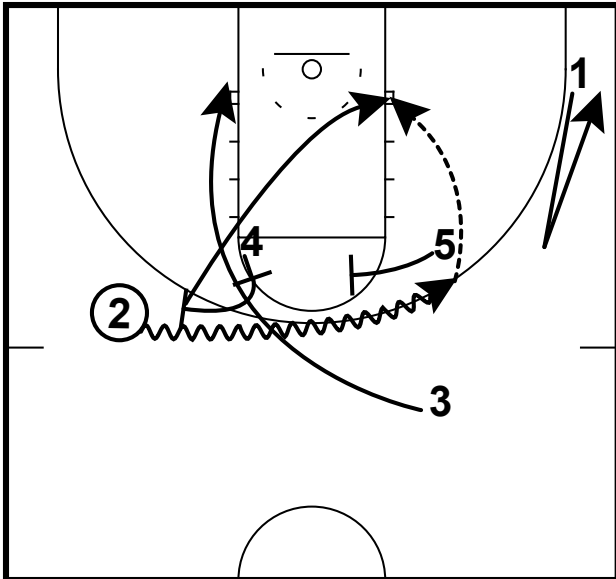
- 1 passes to 4 then cuts off of a back-screen from 5.
- 4 dribbles toward the wing and gives the ball to 3 on a dribble hand-off.
- 3 looks to make a lob pass to 1 for a lay-up.

Louisville Lob to Stagger
FastModel Basketball



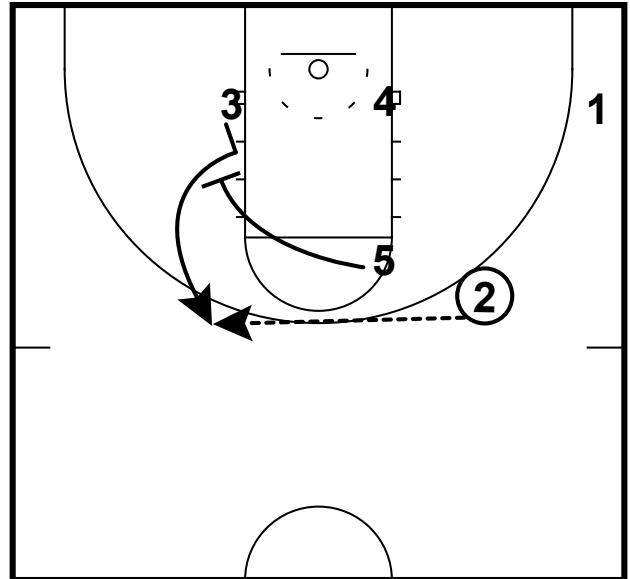
- If 1 isn't open, he steps out to the corner.
- 3 dribbles across the floor while 2 cuts off of 5 and 4 to the opposite wing.
- 3 passes to 2.

Louisville Lob to Stagger
FastModel Basketball



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

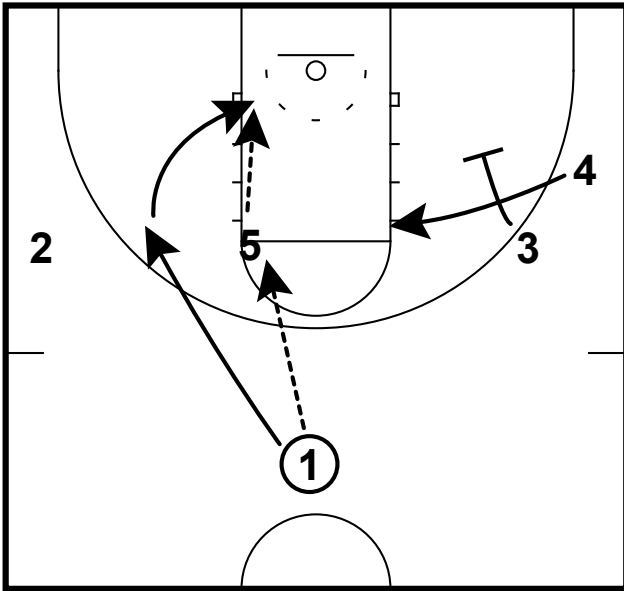
Louisville Lob to Stagger
FastModel Basketball



- If 4 isn't open, 2 turns and passes to 3 cutting off of a down screen from 5.

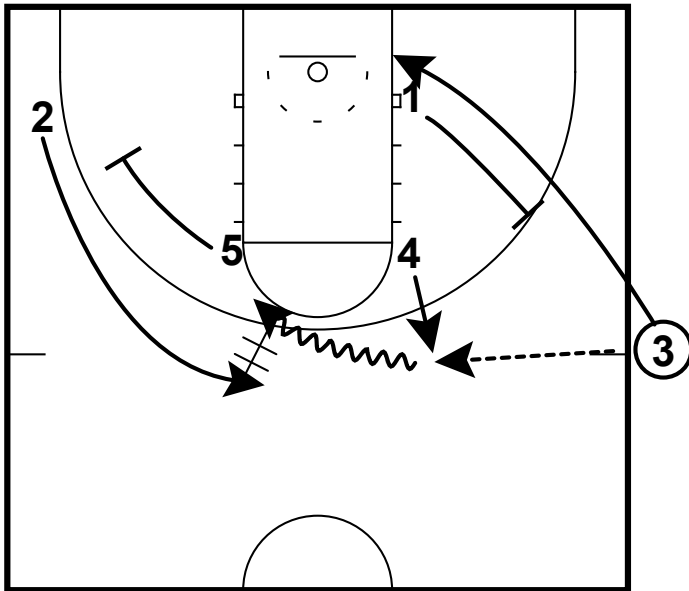
Louisville

Elbow Pinch
FastModel Basketball



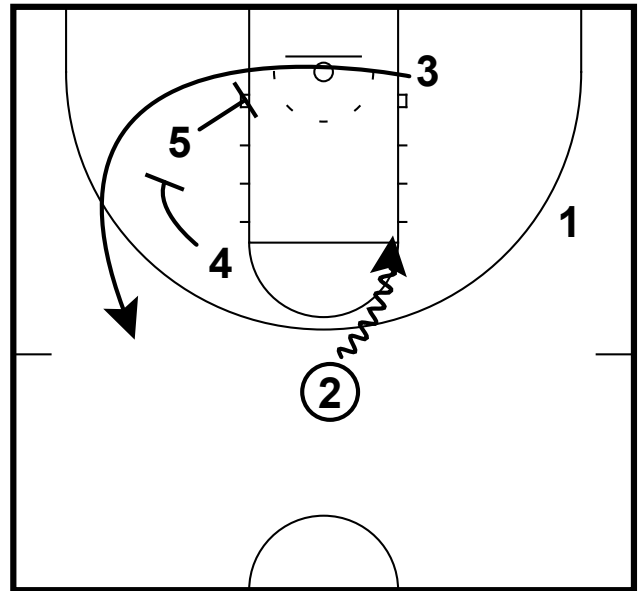
1 hits 5 at elbow and cuts towards 2 for high split action. Defender trails so 1 slips to basket. 3 sets brush screen on 4 weakside for high post flash.

Louisville SLOB Chicago Stagger
FastModel Basketball



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

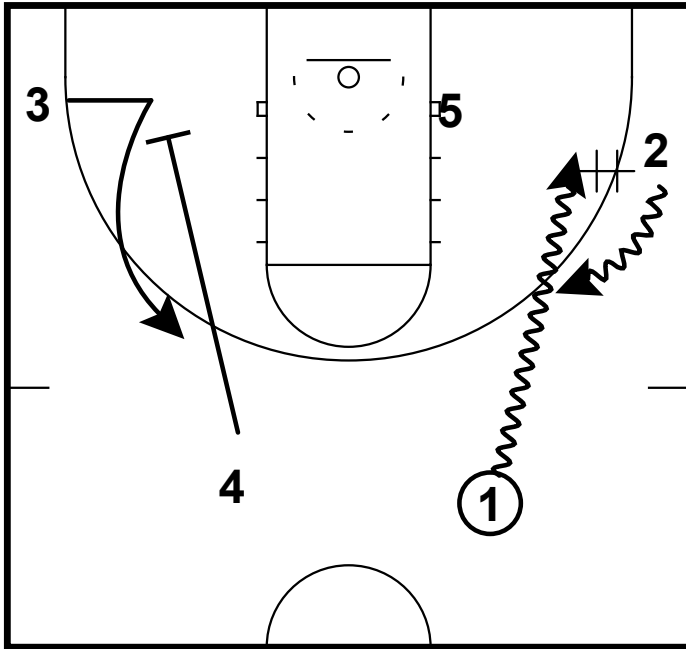
Louisville SLOB Chicago Stagger
FastModel Basketball



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

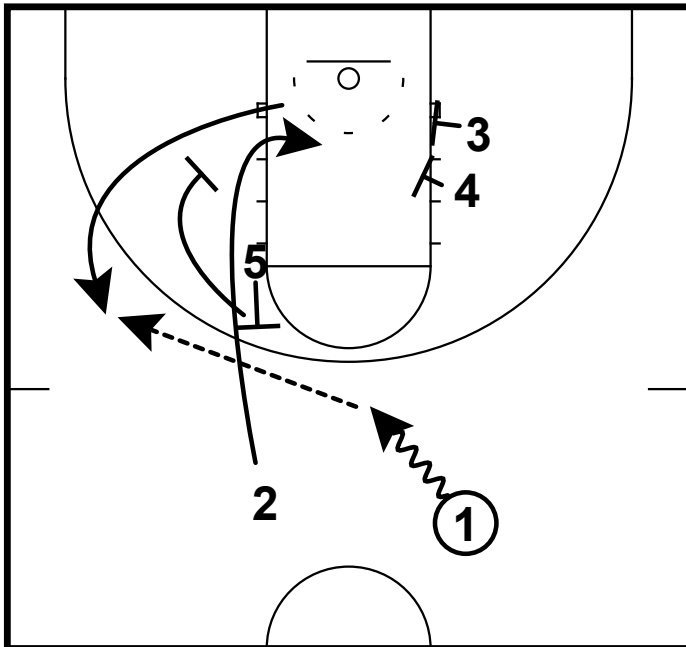
Michigan State

Michigan State Secondary Break
FastModel Basketball



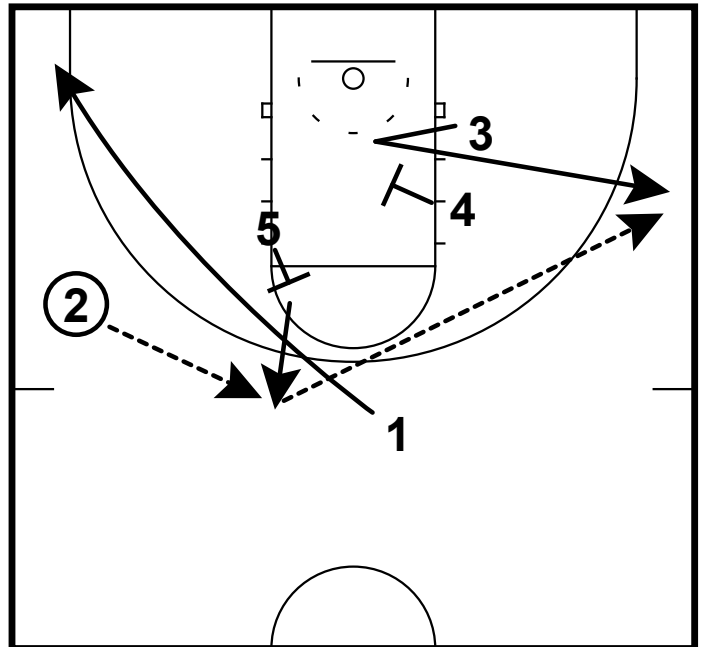
1 dribble handoffs with 2. 4 sets down screen for 3.

MSU Rip Leak
FastModel Basketball



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

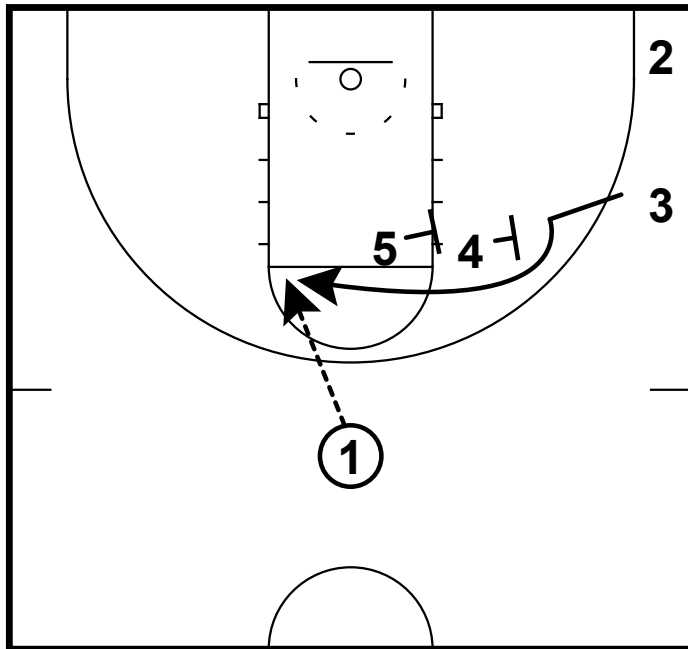
MSU Rip Leak
FastModel Basketball



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

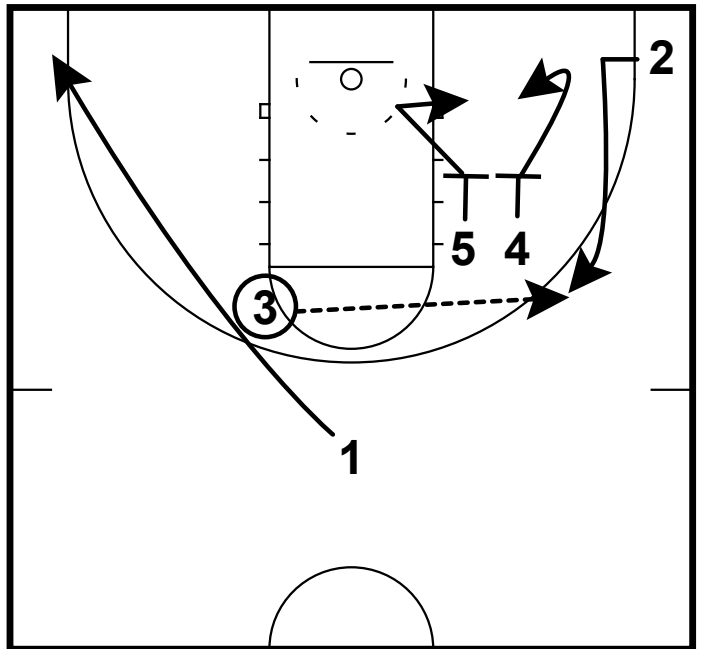
Michigan State

Michigan State Iverson to Double Screen
FastModel Basketball



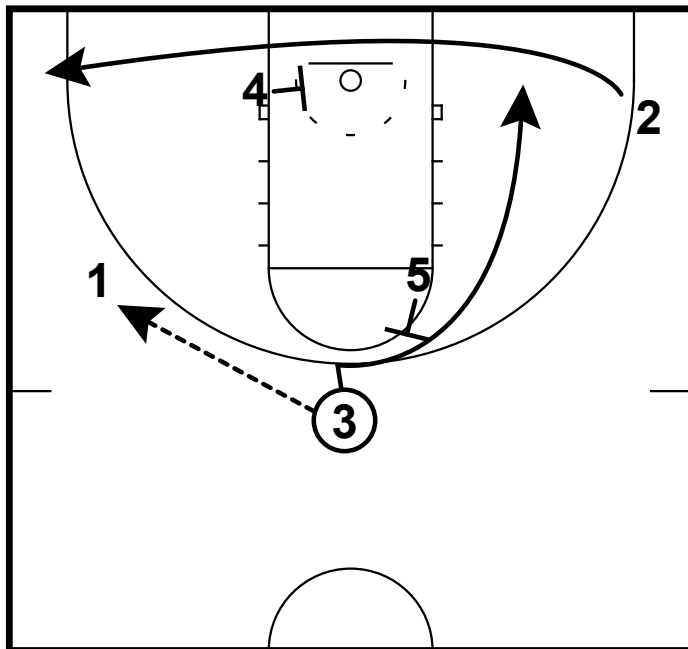
3 iverson cuts to the high post. 1 runs off 3 for handoff.

Michigan State Iverson to Double Screen
FastModel Basketball



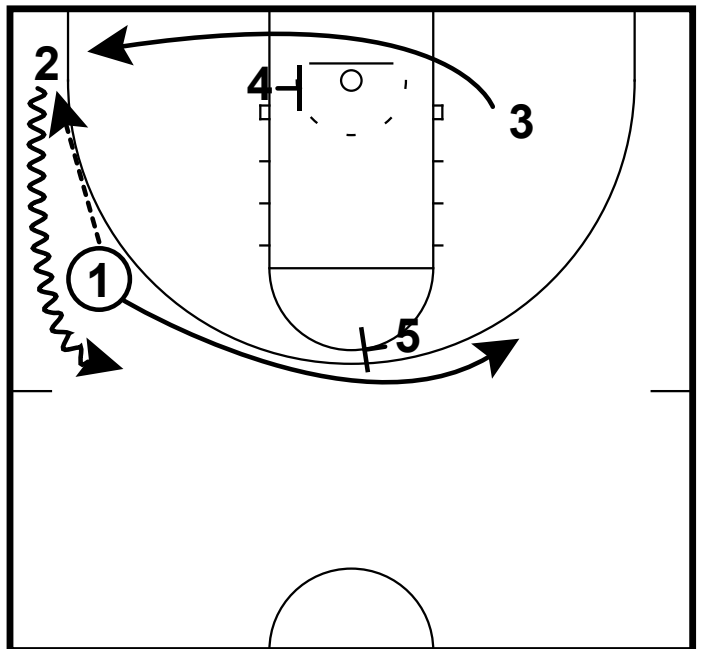
If 3 keeps the ball, 4 and 5 set a double screen for 2. As 2 catches, 4 shapes up and looks for basketball. 5 looks to pin in own man, either looking for deep seal or making driving lane available for 5.

Michigan State Over Under Play
FastModel Basketball



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

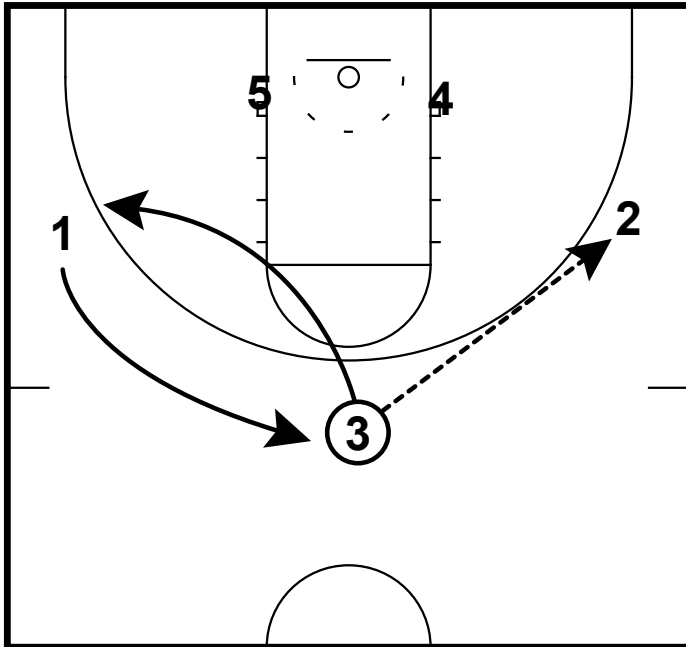
Michigan State Over Under Play
FastModel Basketball



As 1 passes to 2, 1 runs off flare screen... 2 dribbles out of the corner and 3 runs off baseline screen.

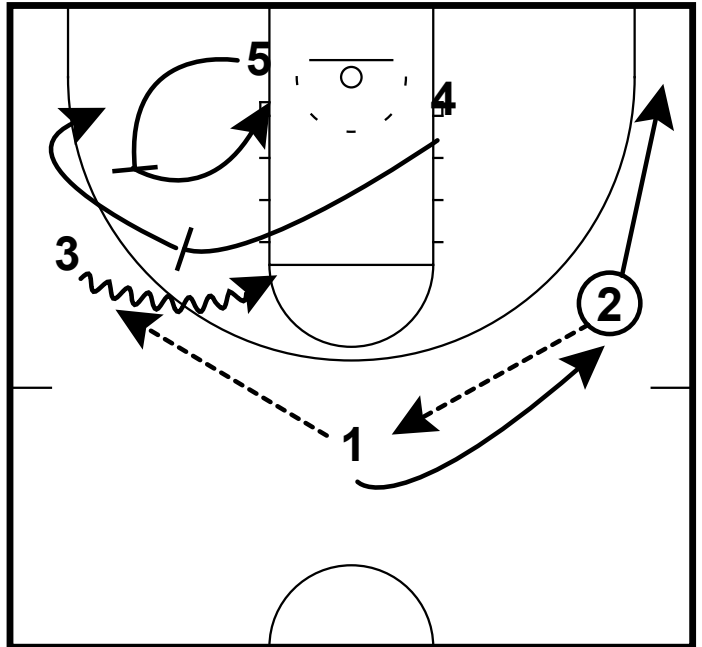
Michigan State

Michigan State Detroit Play
FastModel Basketball



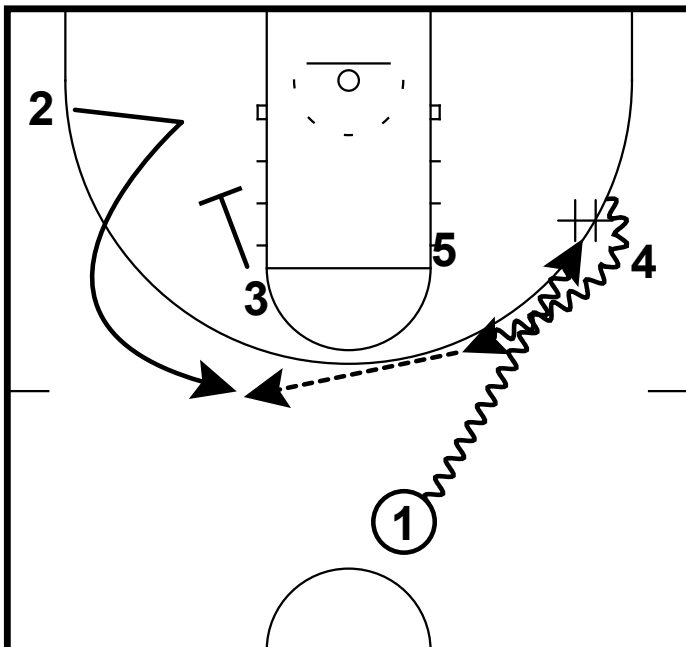
3 passes to 2, 3 and 1 exchange.

Michigan State Detroit Play
FastModel Basketball



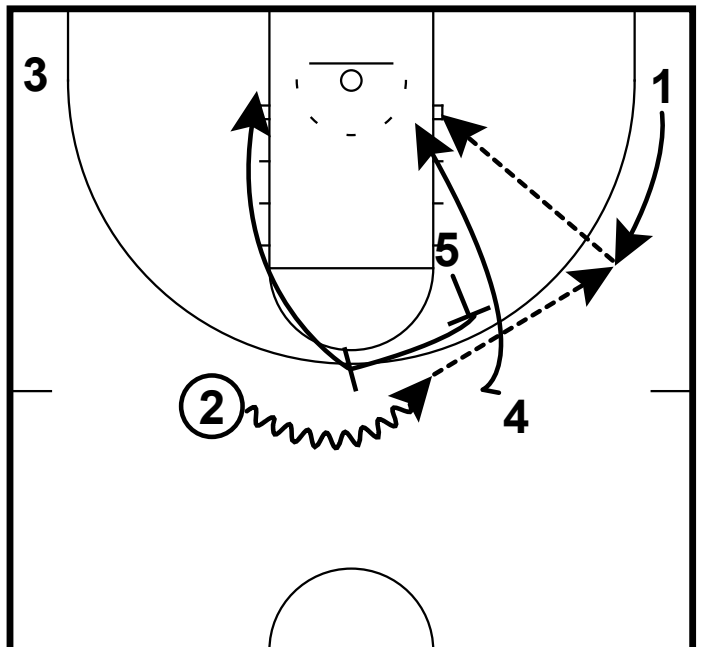
1 reverses the ball to 3. 4 and 5 set ball screens on both sides of 3. As 3 uses 4's ball screen, 5 dives to the rim, and 4 pops to space. After diving, 5 looks to deep seal his defender.

Michigan State Rip to Mid Screen Iso
FastModel Basketball



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

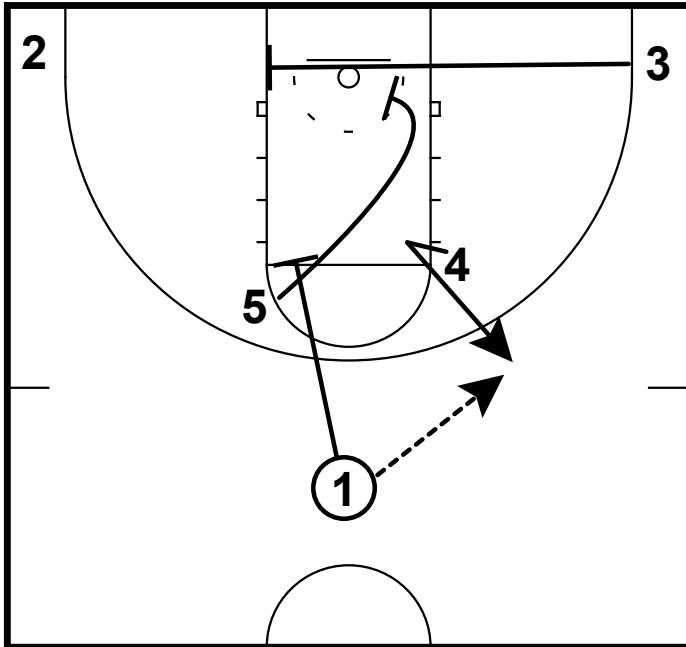
Michigan State Rip to Mid Screen Iso
FastModel Basketball



5 sets rip screen for 4, 5 immediately sets high ball screen for 2... 2 uses ball screen and passes to 1, 1 passes to the posting 4.

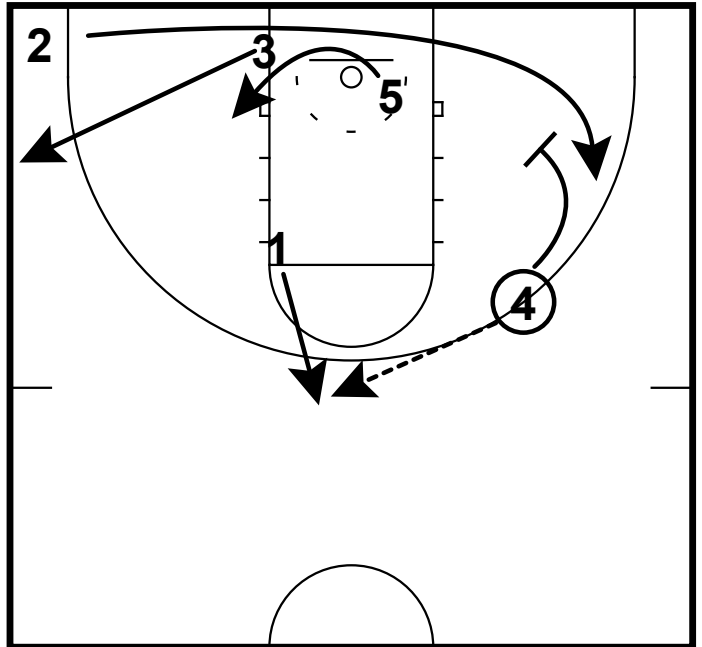
Michigan State

Michigan State Horns Shuffle Triple Stagger
FastModel Basketball



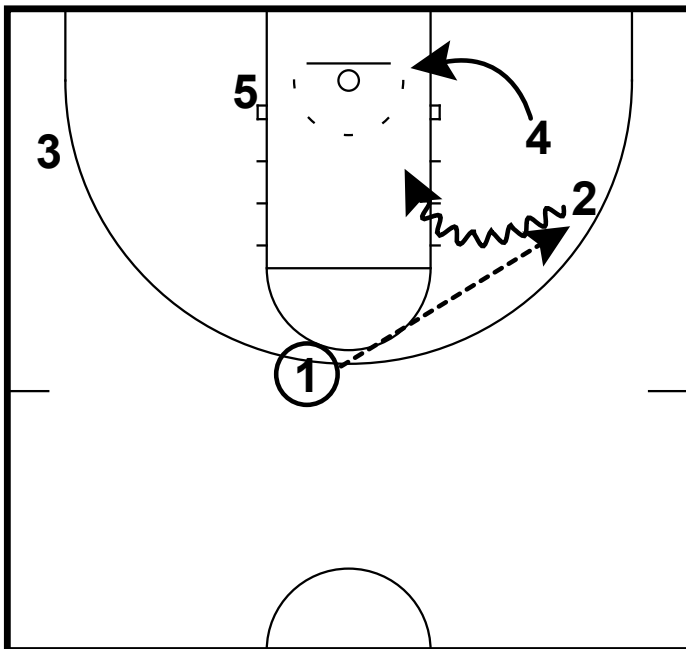
Timing is crucial - 5 looks for ball on shuffle cut, if he is not open - he continues path and sets screen for 2.

Michigan State Horns Shuffle Triple Stagger
FastModel Basketball



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

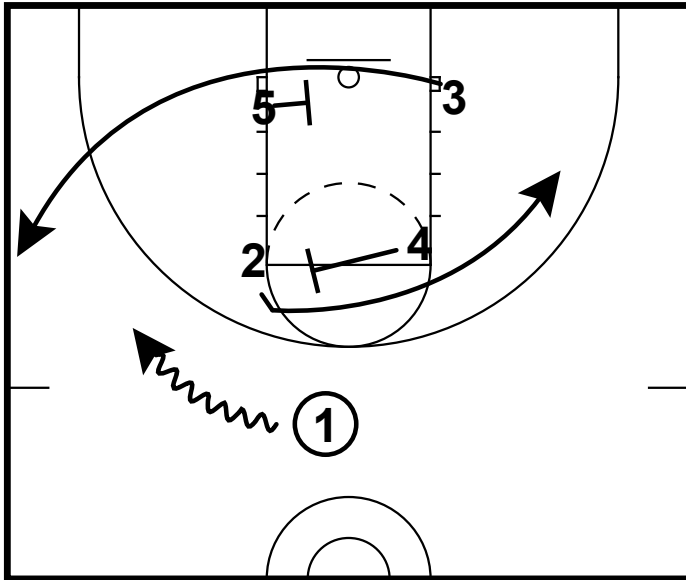
Michigan State Horns Shuffle Triple Stagger
FastModel Basketball



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

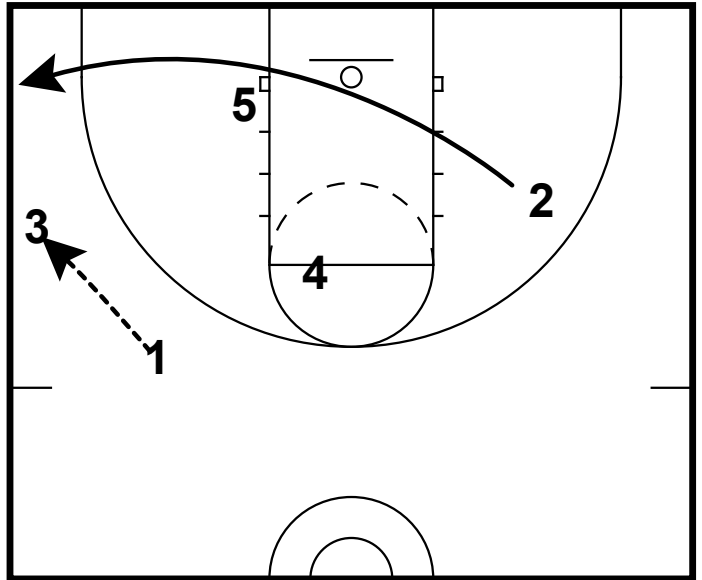
Michigan State

Spartan Clearout for Ball Screen
FastModel Basketball



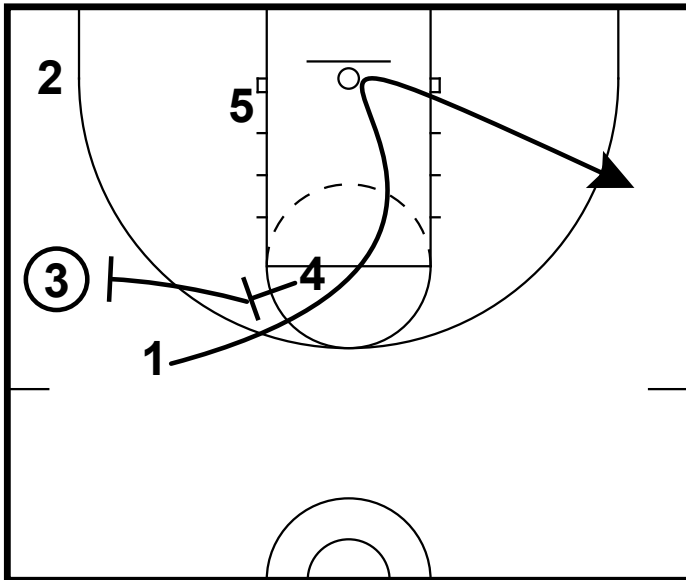
1 dribbles to the wing
3 cuts to wing off of the screen from 5.
4 sets a flare for 2

Spartan Clearout for Ball Screen
FastModel Basketball



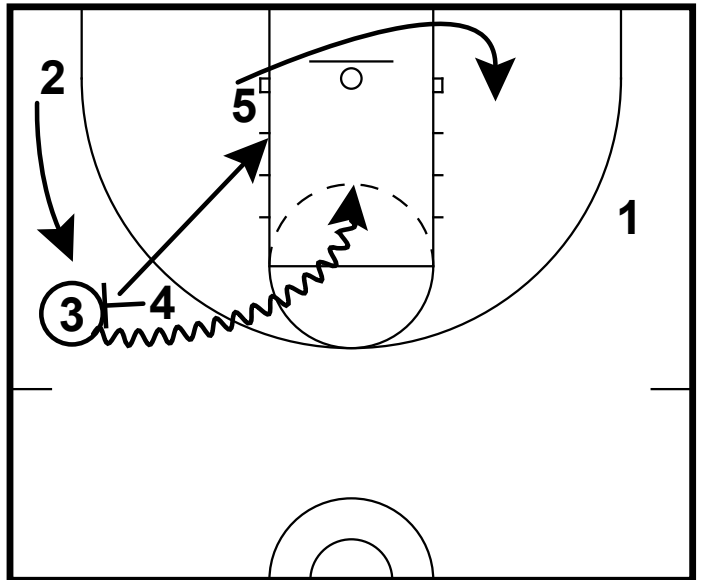
1 passes to 3
2 cuts hard off a screen from 5

Spartan Clearout for Ball Screen
FastModel Basketball



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

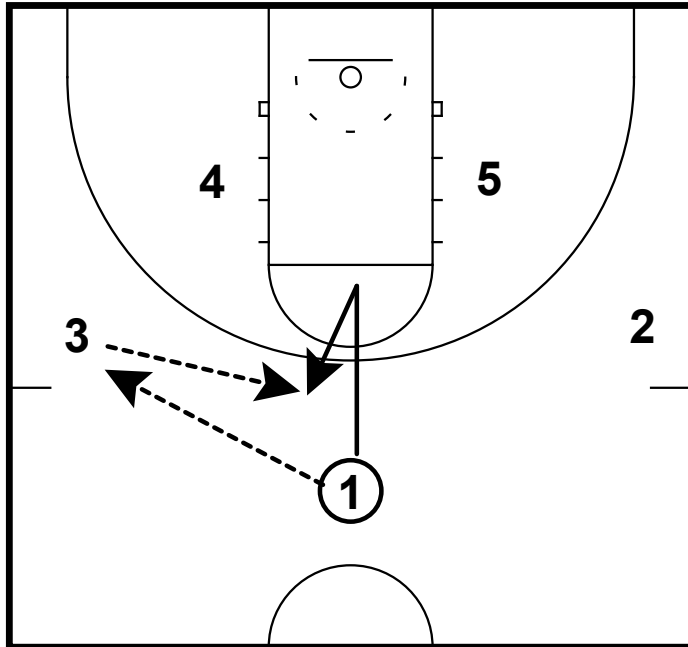
Spartan Clearout for Ball Screen
FastModel Basketball



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

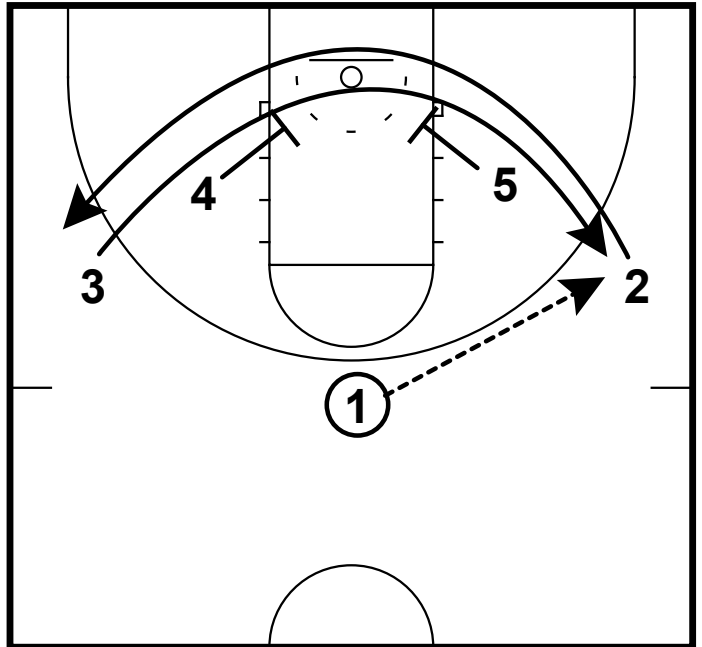
Michigan State

Michigan State "Chest"
FastModel Basketball



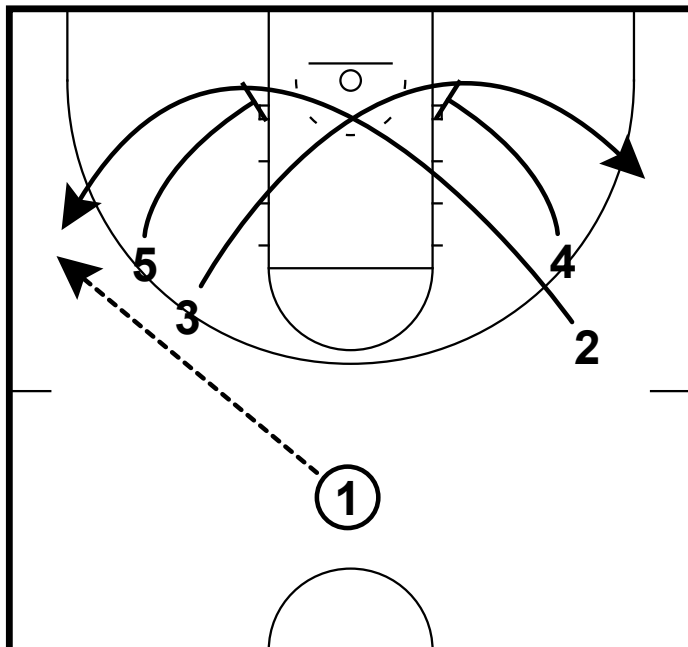
1 passes to 3, 1 replaces himself and 3 passes back.

Michigan State "Chest"
FastModel Basketball



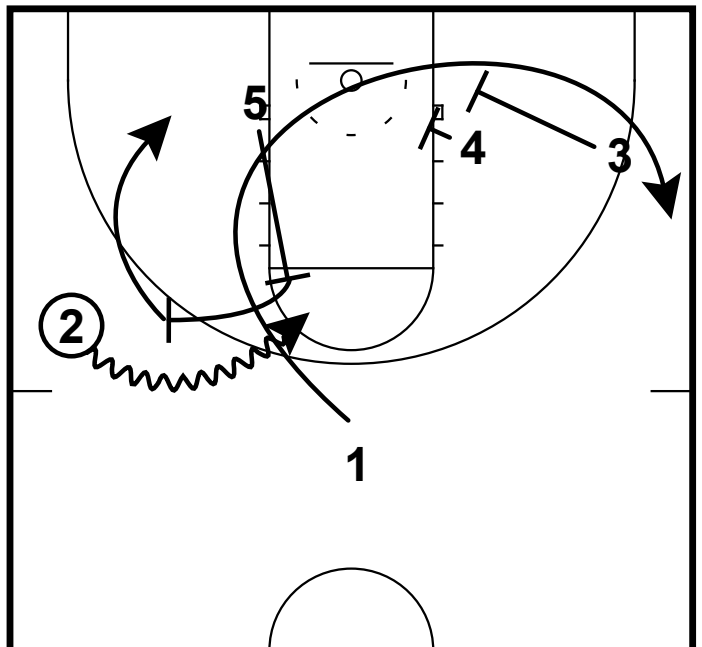
3 and 2 run off 4 and 5's screens. 2 and 3 can reject screen if they wish ("bumping" screen).

Michigan State "Chest Down"
FastModel Basketball



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

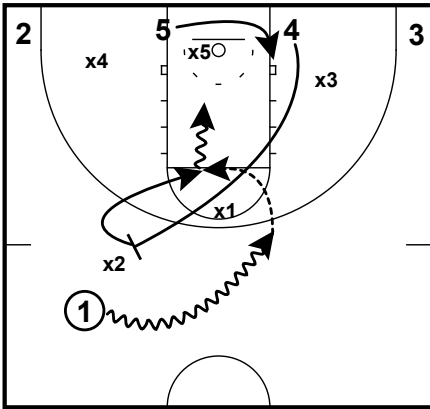
Michigan State "Chest Down"
FastModel Basketball



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

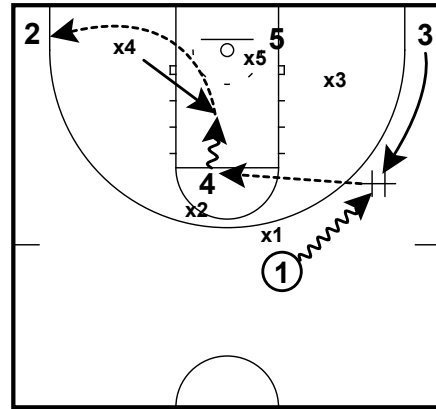
Michigan State

Michigan State Zone O - Short Roll
FastModel Basketball



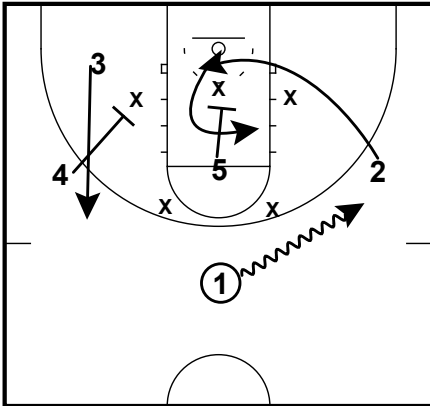
4 sprints into a high ball screen... 4 short rolls into the high post. 4 makes the read-If x4 steps up, 4 passes to 2 etc.

Michigan State Zone O - Short Roll
FastModel Basketball



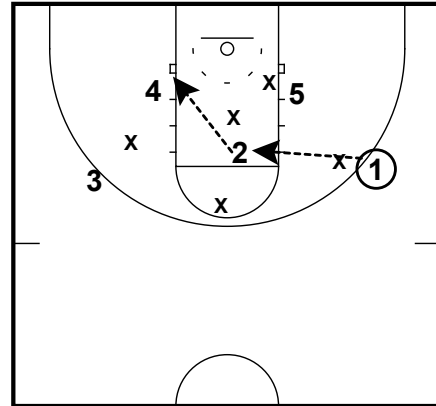
If 1 cannot directly pass to the short roll by 4, 1 dribble handoffs to 3 (3 lifting out of the corner)... 3 passes to 4. 4 must make the read, if a defender steps up-he must make the right play.

Spartan Zone Options
FastModel Basketball



1 dribbles to the wing. 2 cuts to the basket, then curls off of the screen from 5.
4 screens down for 3 who cuts up to the wing.

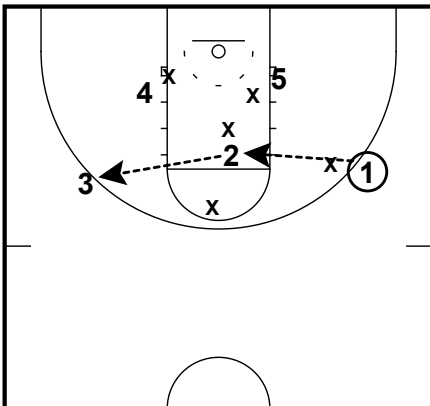
Spartan Zone Options
FastModel Basketball



Option 1: 1 passes to 2.

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

Spartan Zone Options
FastModel Basketball

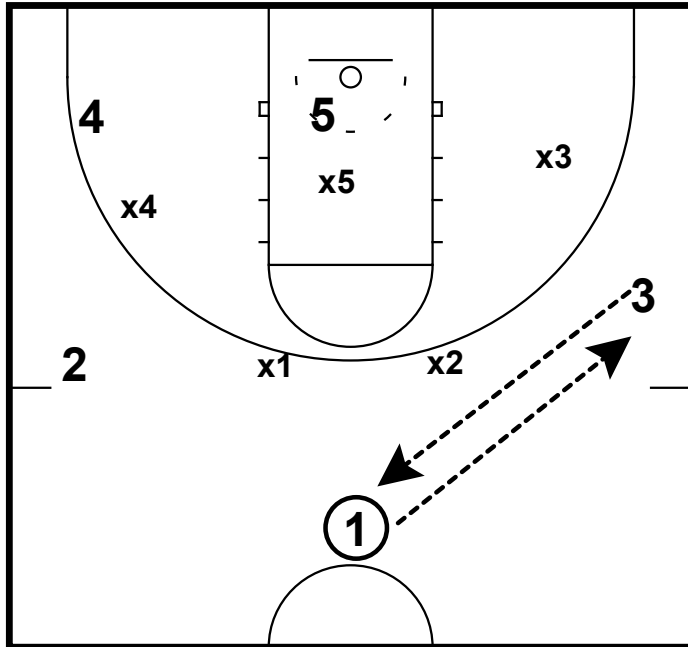


Option 2: If the low defender stays on 4 after the screen.

2 passes to 3 for a shot.

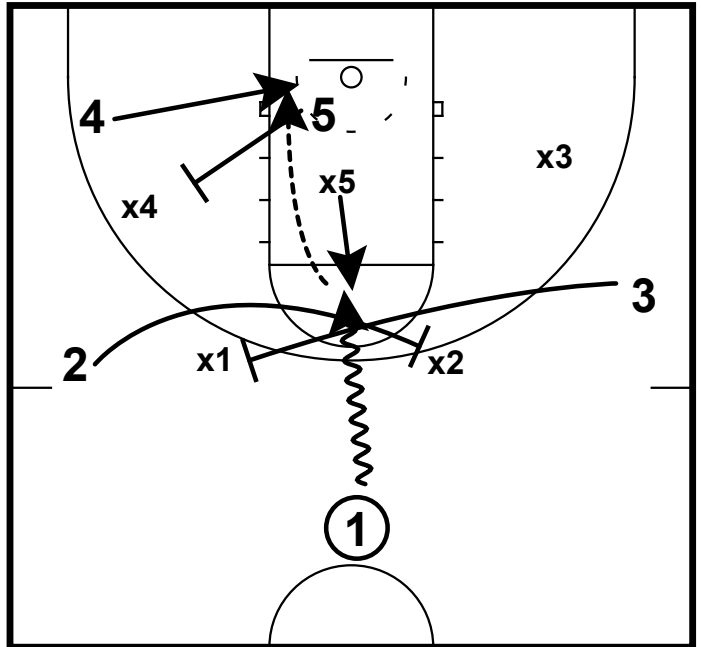
Michigan State

NCAA Set: Zone Cross Lob
FastModel Basketball



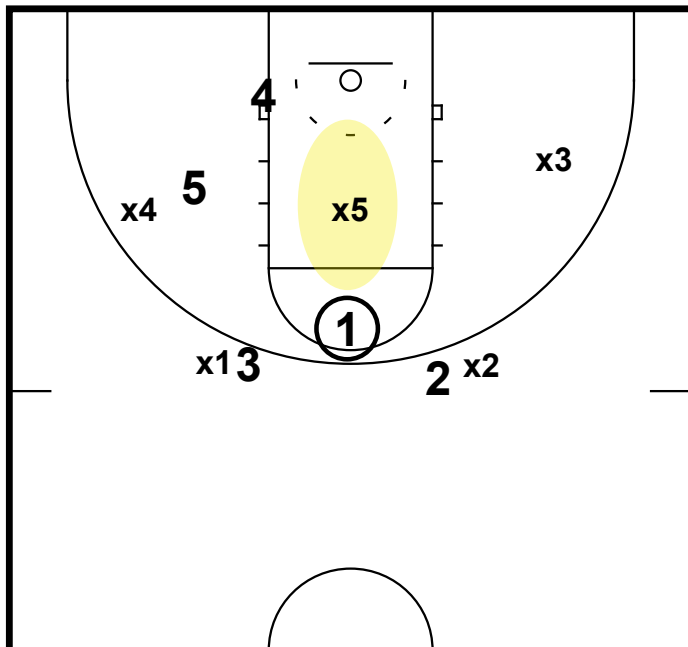
1 passes to 3, 3 passes back to 1.

NCAA Set: Zone Cross Lob
FastModel Basketball



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

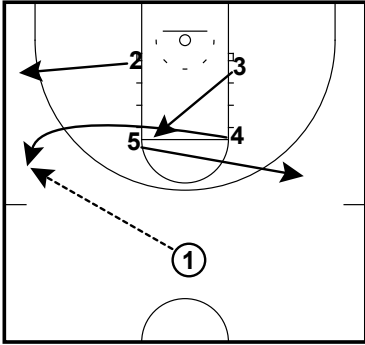
NCAA Set: Zone Cross Lob
FastModel Basketball



Key here is isolating x5 and drawing him towards 1 handling the ball to open up baseline for 4.

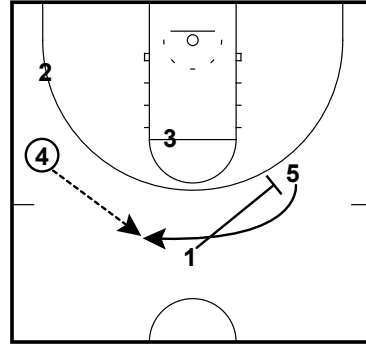
North Carolina

North Carolina STS
FastModel Basketball



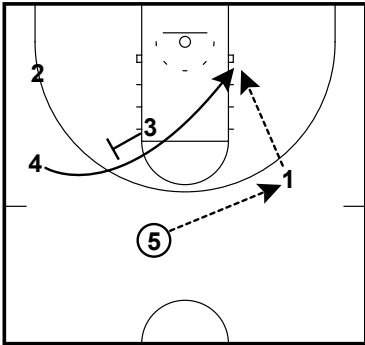
- 4 and 5 cross to the opposite wings
- 3 cuts to the high post
- 2 clears out
- 1 passes to 4

North Carolina STS
FastModel Basketball



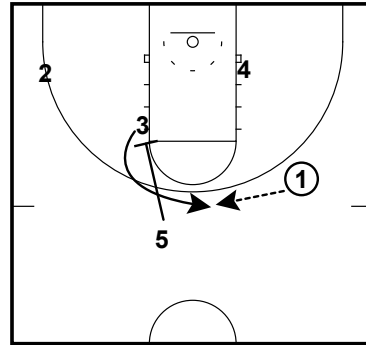
- 1 sets a screen for 5
- 4 passes to 5

North Carolina STS
FastModel Basketball



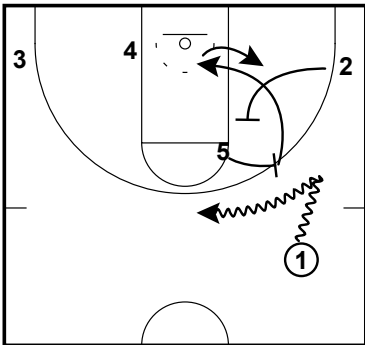
- 5 passes to 1
- 3 sets a back screen for 4
- 1 passes to 4 (option 1)

North Carolina STS
FastModel Basketball



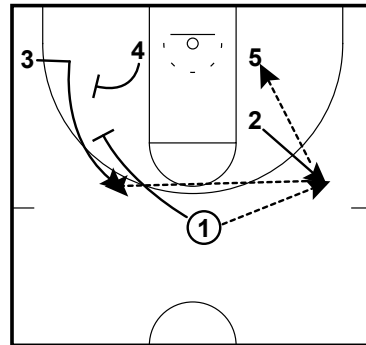
- If pass to 4 is not there, 5 sets down screen for 3
- 1 passes to 3 for the shot (Option 2)

UNC Lob / Post Seal
FastModel Basketball



- 5 sets side p/r for 1. 2 sets backscreen for 5 and a lob look.

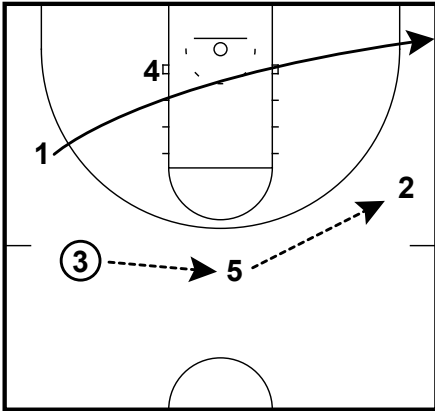
UNC Lob / Post Seal
FastModel Basketball



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

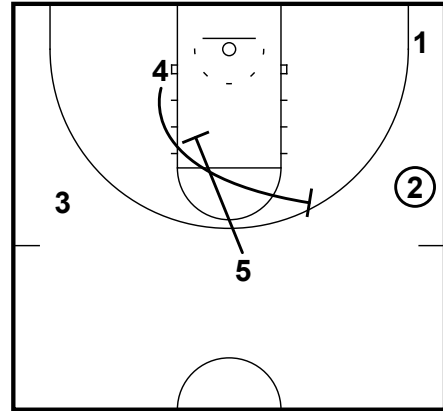
Oklahoma

Oklahoma PNR Flare
FastModel Basketball



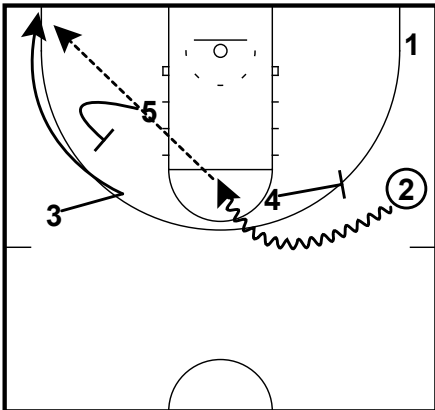
3 passes to 5 who reverses to 2. 1 clears through to ballside corner.

Oklahoma PNR Flare
FastModel Basketball



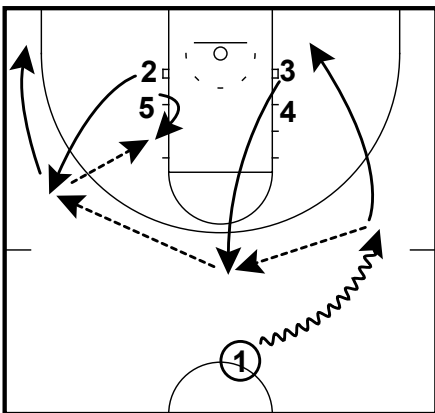
5 sets a down screen for 4 and 4 sprints up to set a ballscreen for 2.

Oklahoma PNR Flare
FastModel Basketball



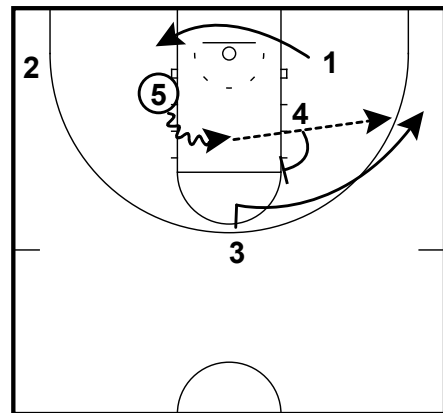
2 comes off ballscreen from 4, at the same time 5 sets a flare screen for 3 on who cuts to the corner, passes to 3 for an open 3 pointer.

Oklahoma Post Chest
FastModel Basketball



Swing - swing to post 5.

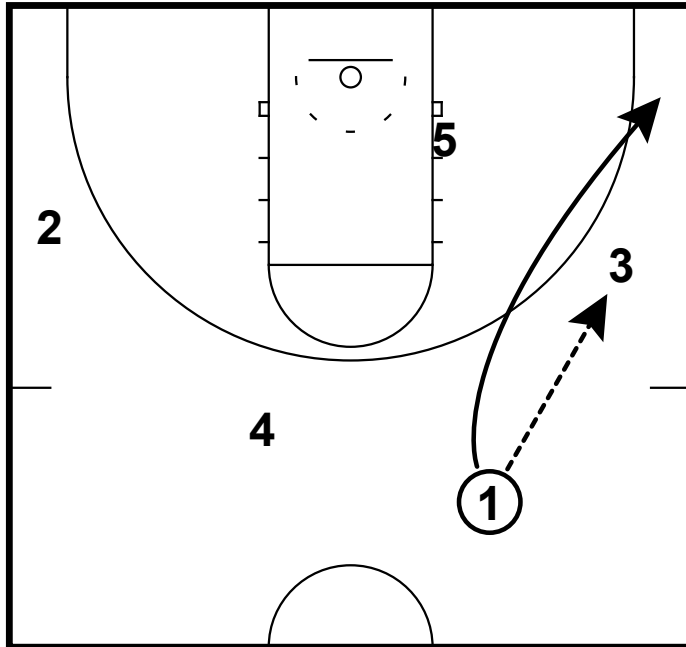
Oklahoma Post Chest
FastModel Basketball



As 5 works middle and occupies x4 on post help, 1 circles underneath and 4 sets flare screen for 3..

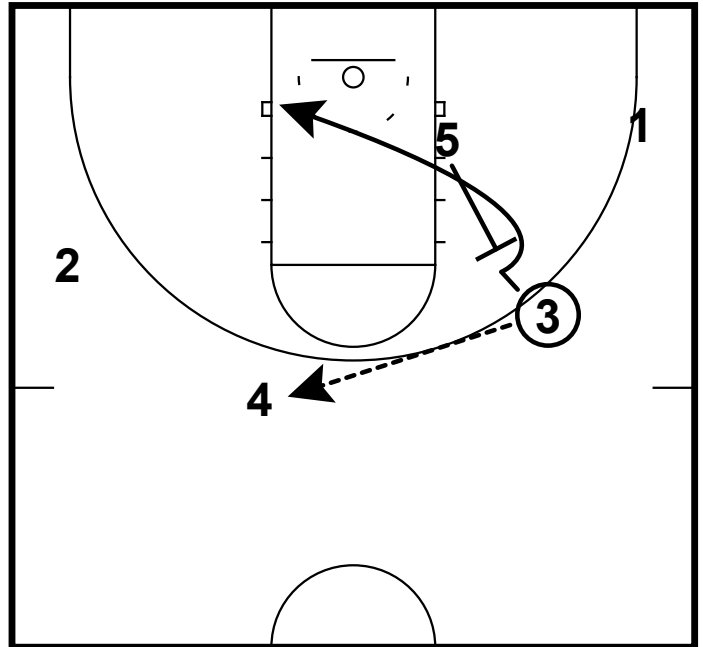
UCLA

UCLA Rip Double Stagger
FastModel Basketball



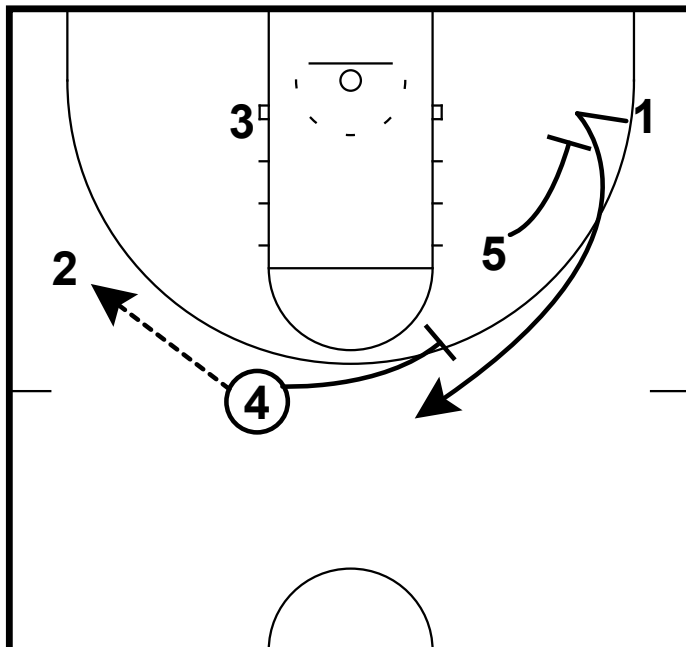
1 passes to 3 and then cuts to the strong side corner.

UCLA Rip Double Stagger
FastModel Basketball



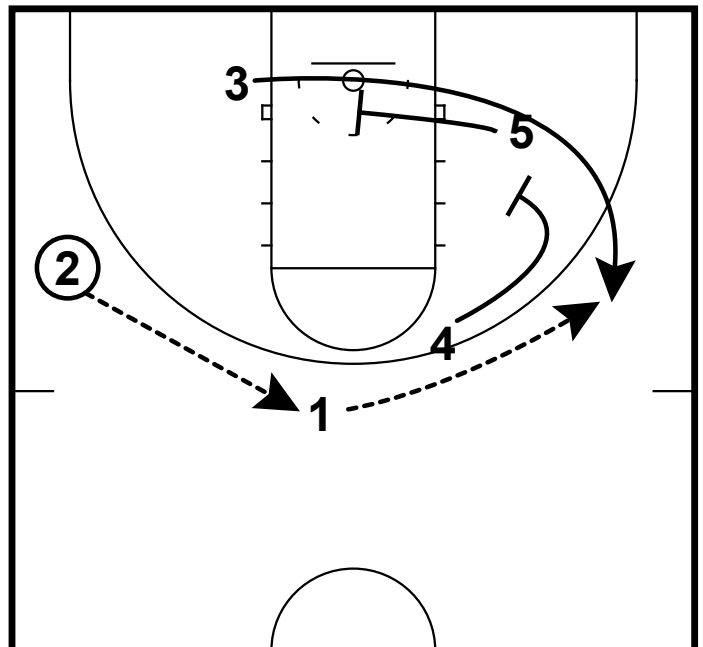
As 3 reverses the ball to 4, 3 receives rip screen from 5... As soon as 3 rubs shoulder to shoulder with 5, 5 sets first screen of stagger for 1. If 3 does not receive the ball going to the rip, he cuts to the block.

UCLA Rip Double Stagger
FastModel Basketball



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

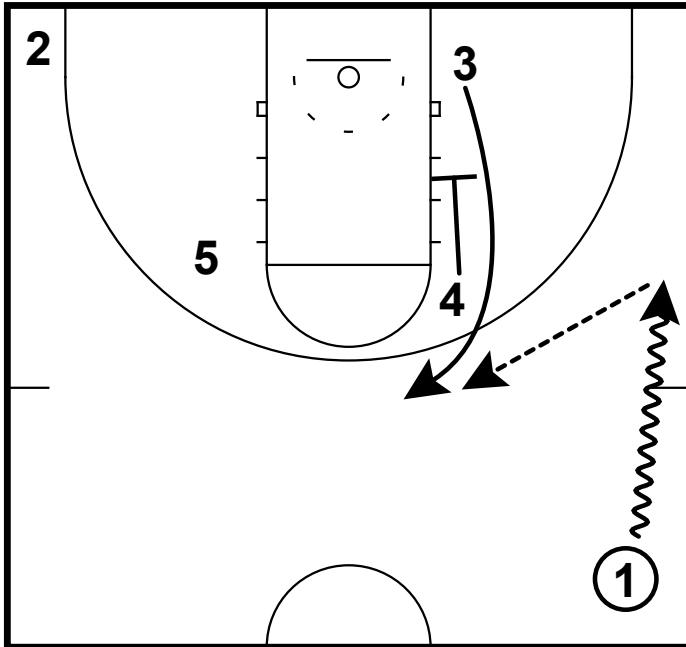
UCLA Rip Double Stagger
FastModel Basketball



Immediately after setting first screen of stagger, 5 continues route and screens 3's man-4 follows and sets second screen.

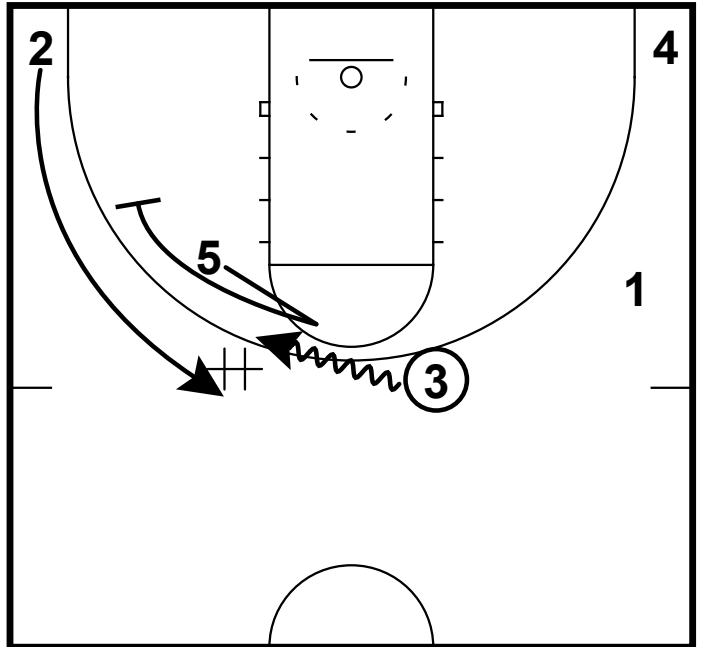
UCLA

UCLA Zipper DHO
FastModel Basketball



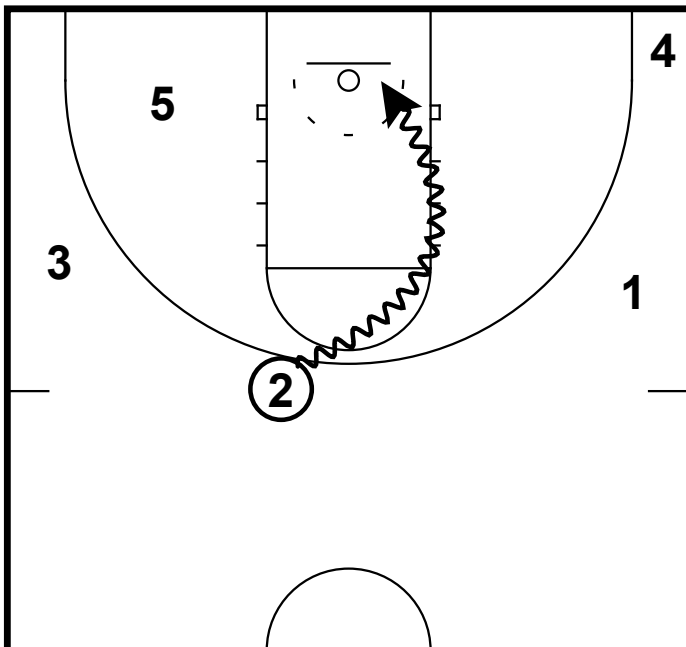
3 runs off a Zipper cut from the screen on 4.1 passes to 3.

UCLA Zipper DHO
FastModel Basketball



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

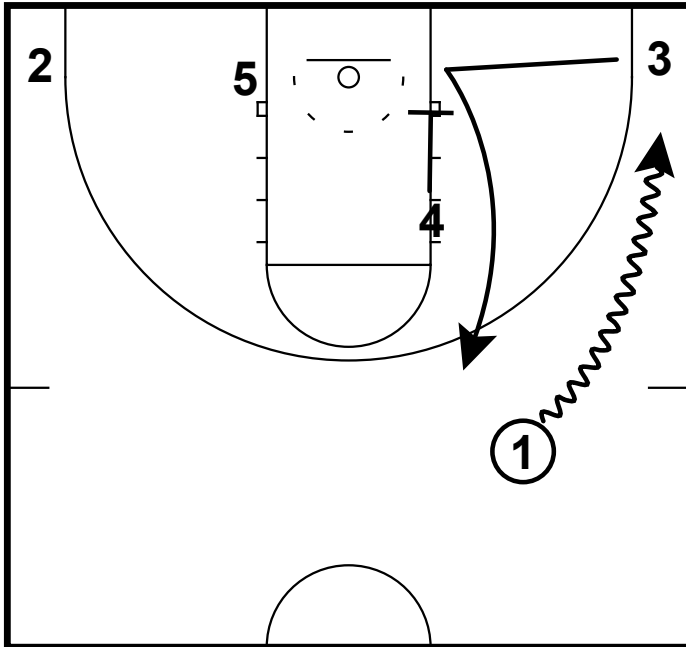
UCLA Zipper DHO
FastModel Basketball



2 tries to turn the corner and attack the basket. 1/3/4/5 space the floor and allow 2 to attack out of an Isolation set if the initial attack is covered.

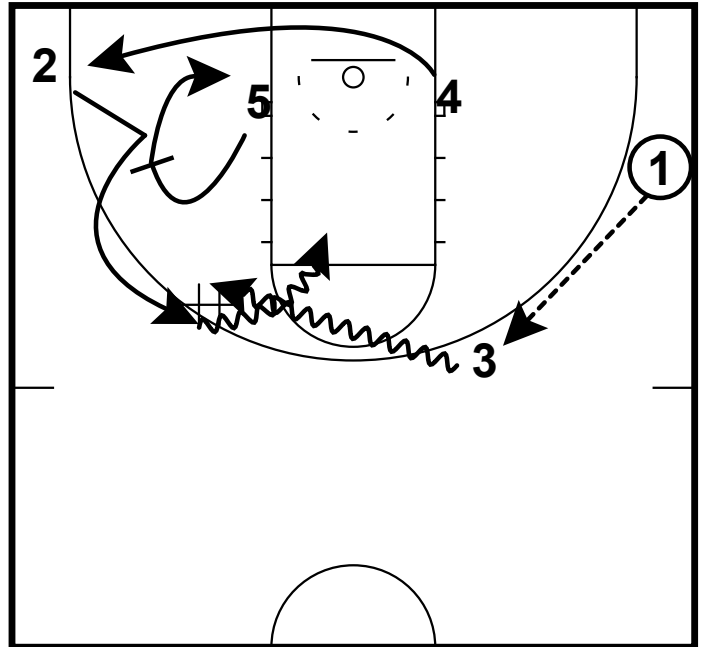
UCLA

UCLA Zipper DHO
FastModel Basketball



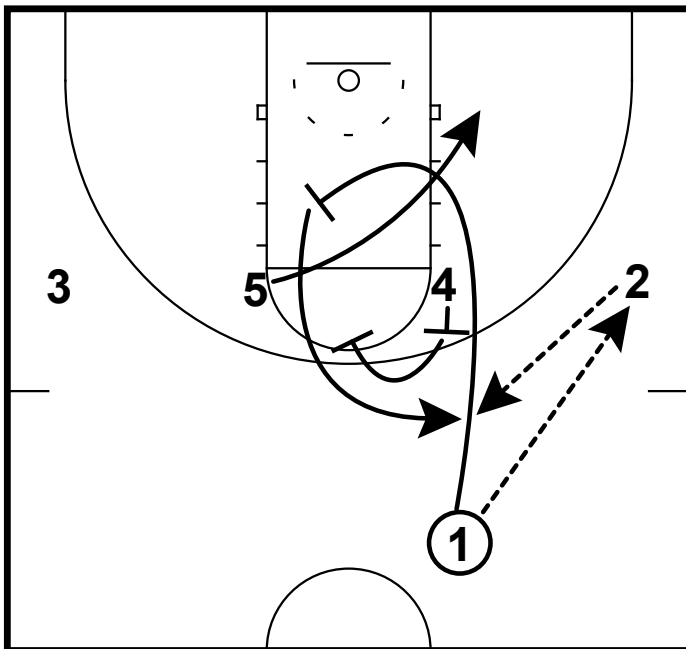
Play starts by 1 dribbling pushing 3... 3 zipper cuts.

UCLA Zipper DHO
FastModel Basketball



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

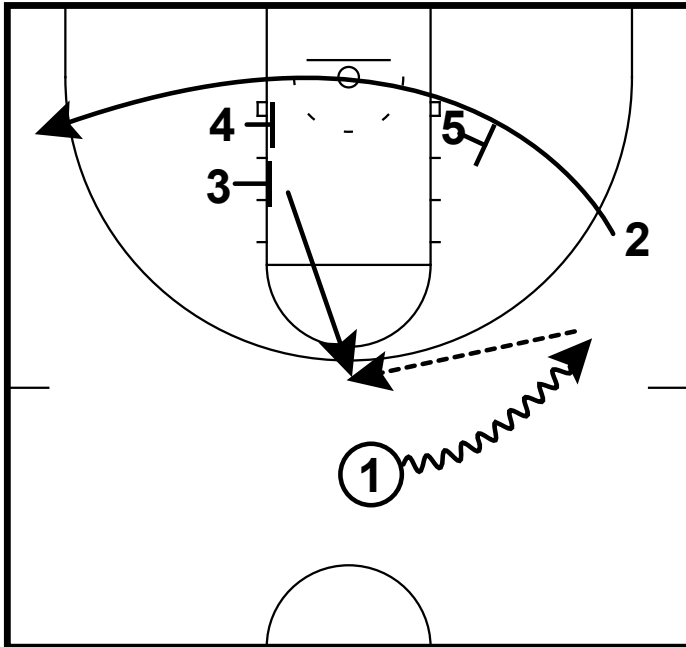
UCLA Post Rip STS
FastModel Basketball



1 hits 2 and UCLA cut off of 4. 1 sets diagonal rip for 5 to a post up. 4 sets down screen for 1 for STS action.

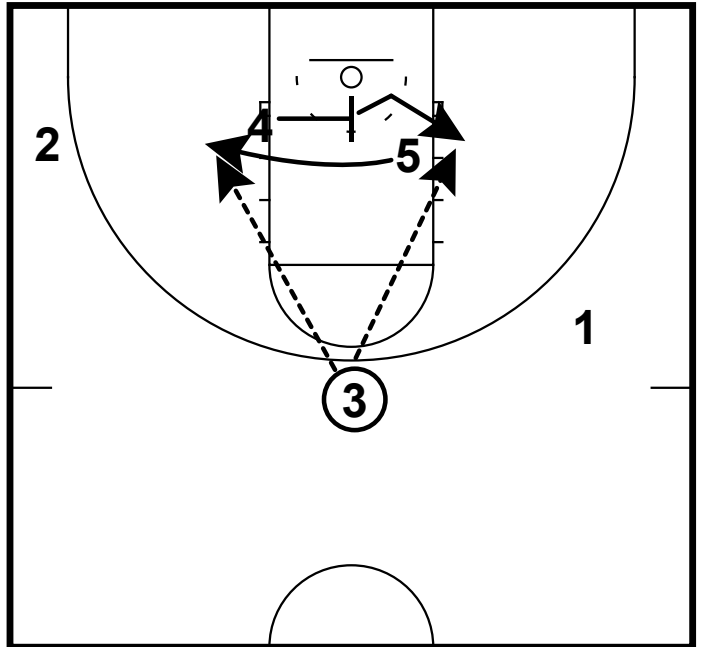
Utah

Utah Flex Duck In
FastModel Basketball



2 runs off baseline triple screen. 3 flashes high for reversal.

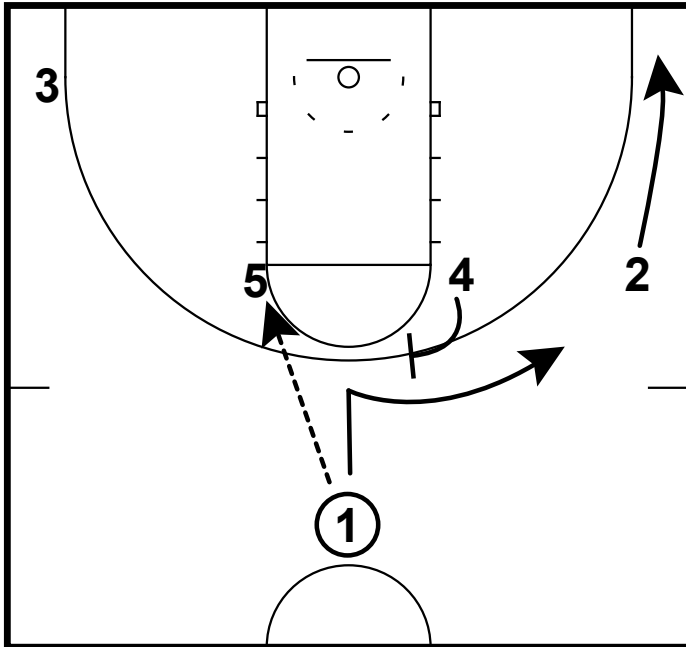
Utah Flex Duck In
FastModel Basketball



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

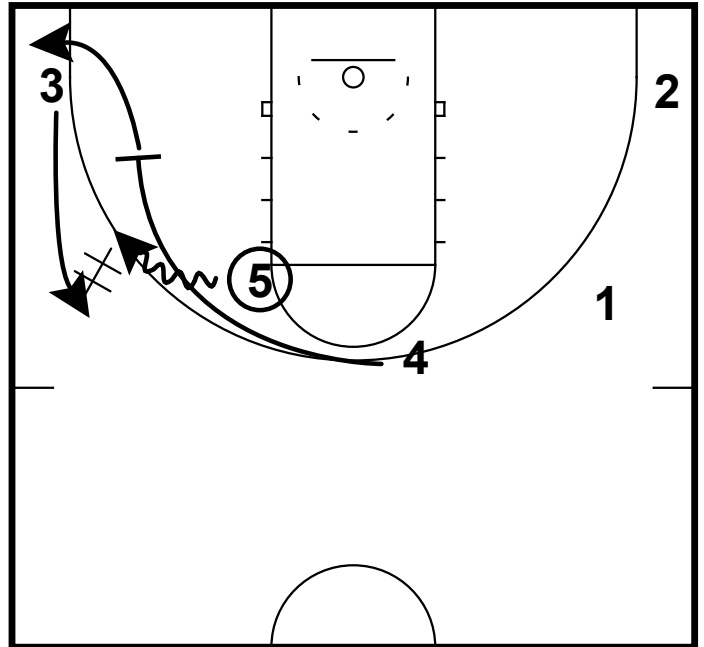
West Virginia

Elbow Leak Chicago
FastModel Basketball



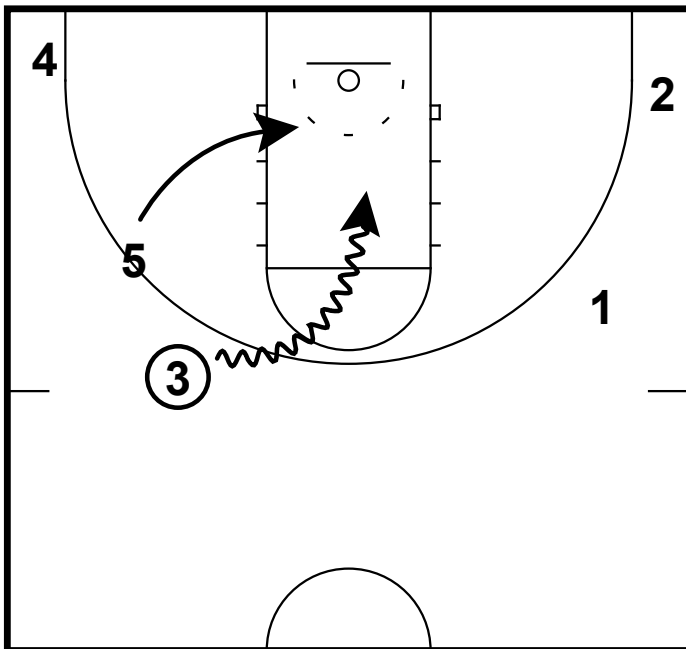
1 hits 5 and receives flare screen from 4.

Elbow Leak Chicago
FastModel Basketball



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

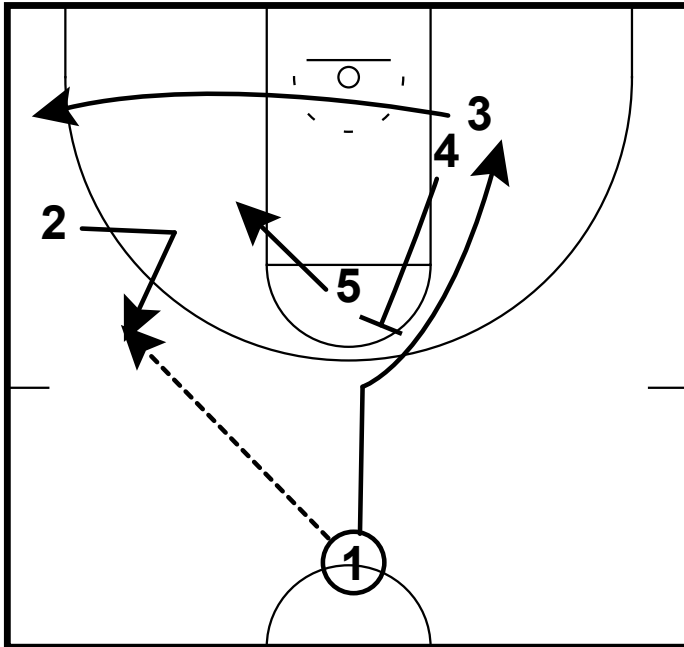
Elbow Leak Chicago
FastModel Basketball



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

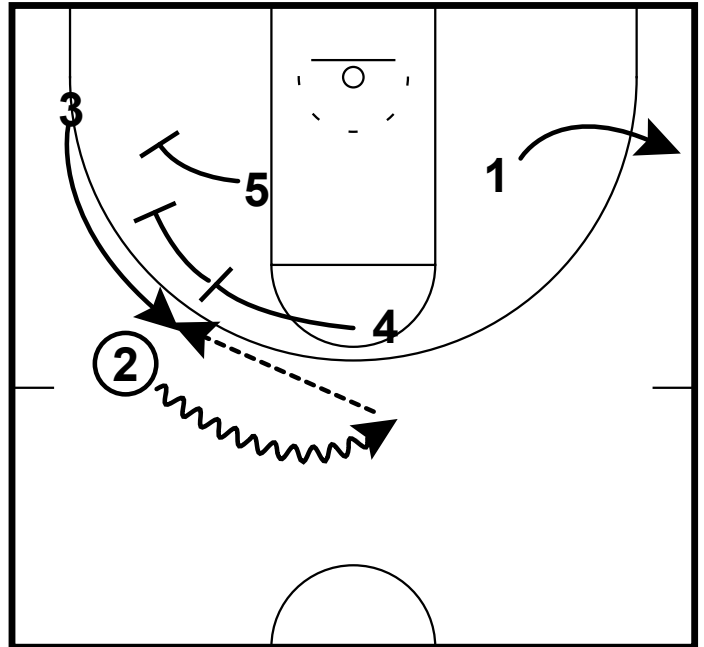
Wichita State

Shocker Rip Stagger
FastModel Basketball



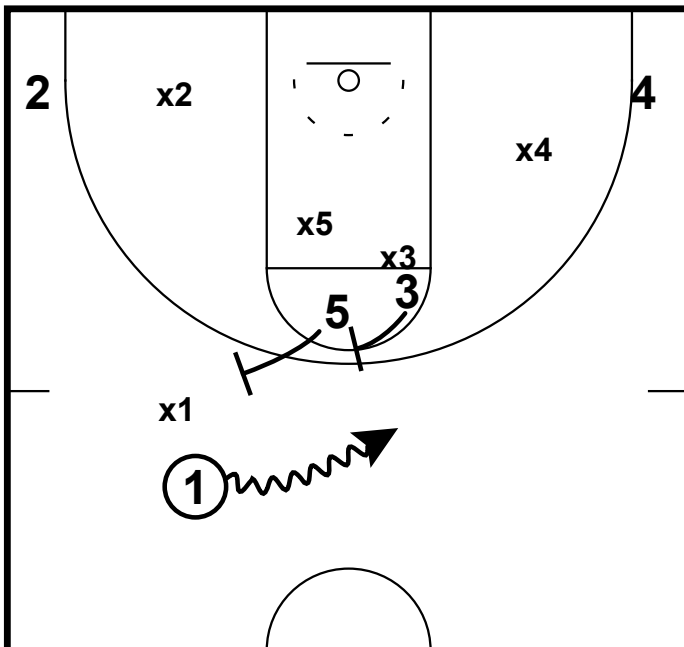
1 hits 2. 3 clears to ball side corner. 4 sets rip screen for 1 for potential lob.

Shocker Rip Stagger
FastModel Basketball



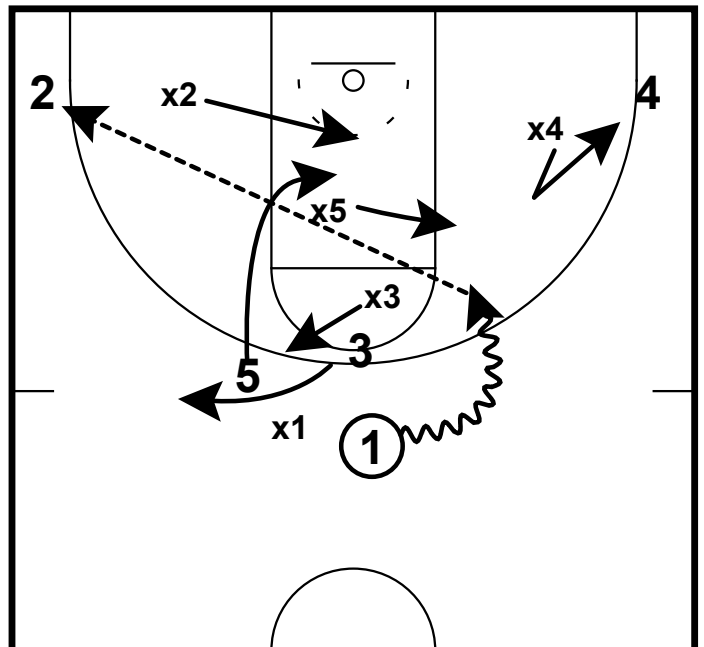
4 sets ballscreen for 2 and then continues into stagger with 5 for 3 man.

Stack Spread P/R ATO
FastModel Basketball



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

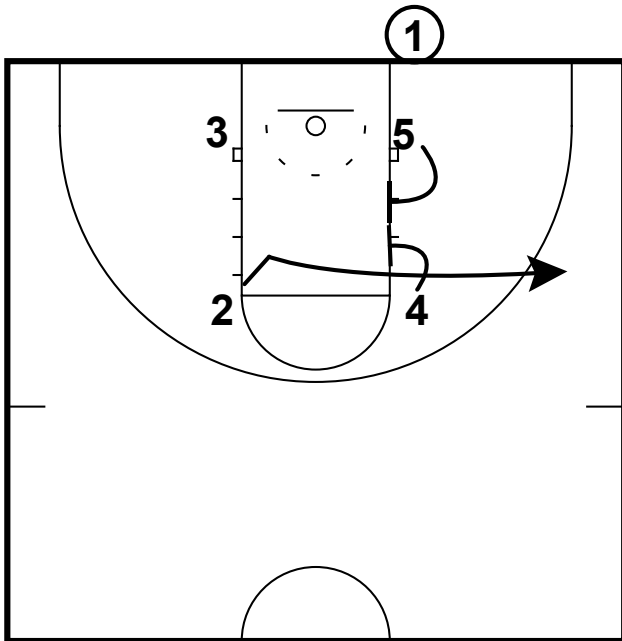
Stack Spread P/R ATO
FastModel Basketball



x3 stays attached to 3 man. x4 can only stunt and recover to corner shooter, so x5 must stop penetration. x2 has to pull in to bump 5 man on roll, leaving throwback to 2 man in corner for a 3pt shot.

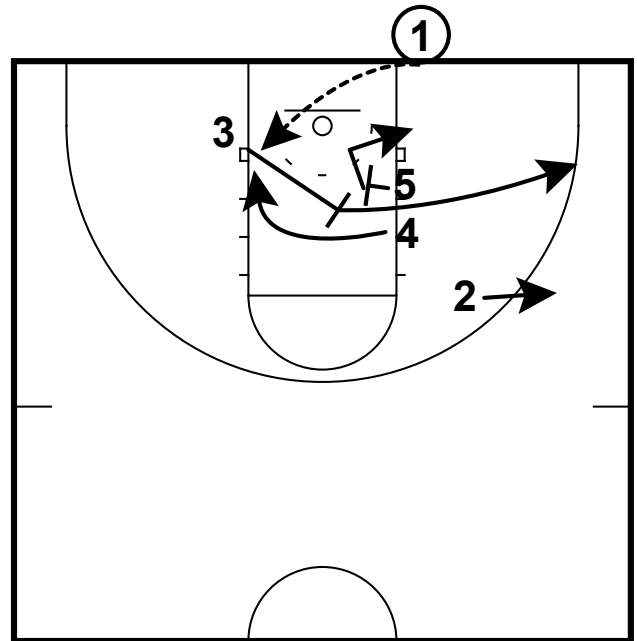
Wichita State

Wichita State Box Screen the Screener BLOB
FastModel Basketball



2 runs off double screen.

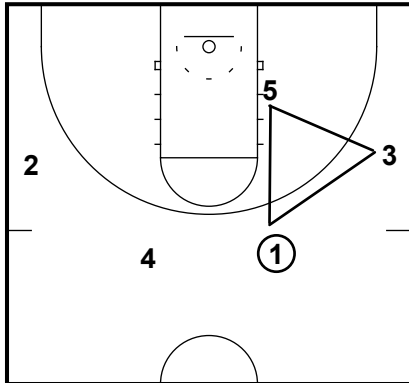
Wichita State Box Screen the Screener BLOB
FastModel Basketball



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

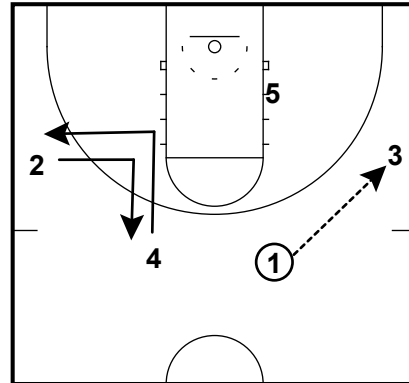
Wisconsin

The Swing Offense
FastModel Basketball



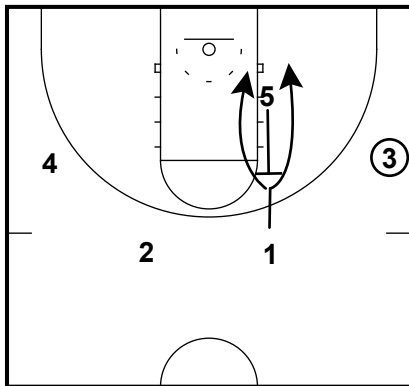
Initial set up features a ballside triangle. First Option is to enter the ball to 5
Players on top (slots) are positioned just wider than the lane line. Players on wing at free throw line extended

The Swing Offense
FastModel Basketball



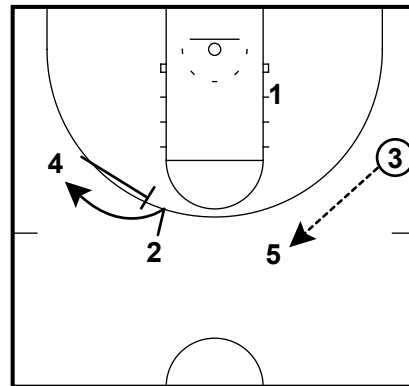
Rule: When the ball is passed from slot to wing, the weakside players execute an exchange
3 looks to enter to 5

The Swing Offense
FastModel Basketball



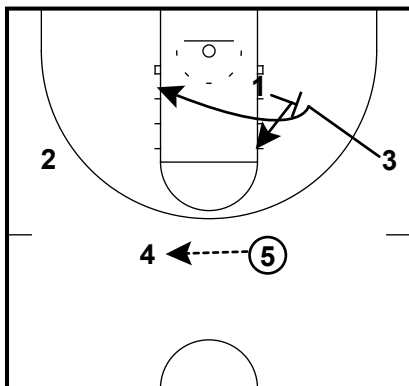
If 5 does not receive the entry he sets an "up screen" and 1 runs a UCLA cut.
1 takes the "path of least resistance" ballside or weakside of the screen.
After screening 5 separates the the perimeter

The Swing Offense
FastModel Basketball



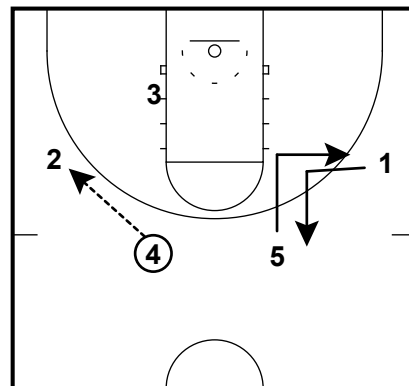
3 passes to 5
Rule: When ball is passed from wing to slot, the weakside wing flare screens

The Swing Offense
FastModel Basketball



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

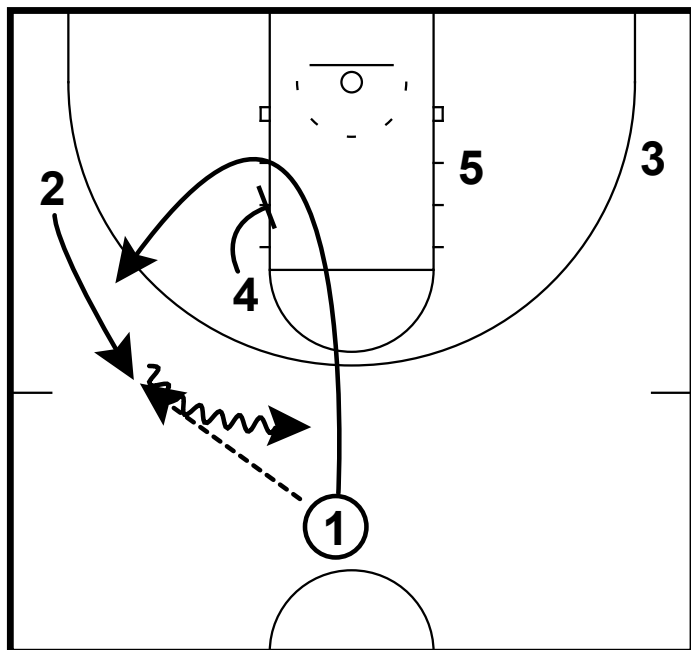
The Swing Offense
FastModel Basketball



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

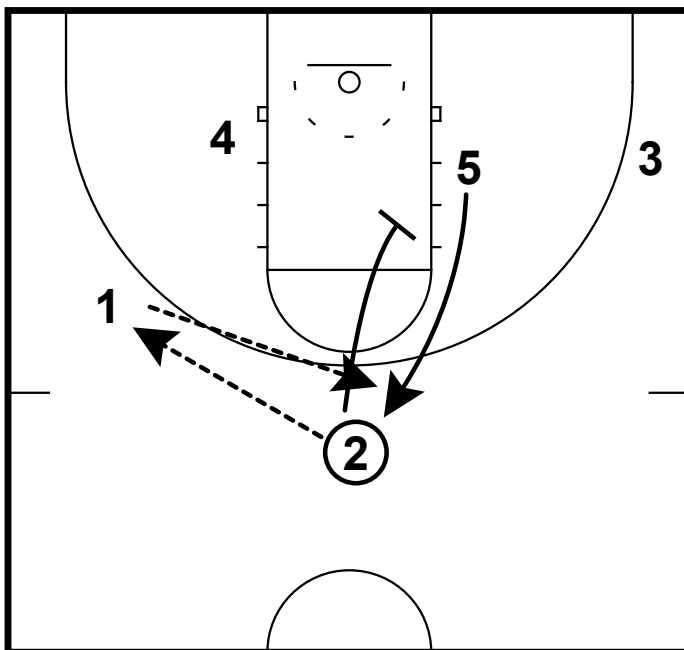
Wisconsin

Wisconsin Twirl Pin
FastModel Basketball



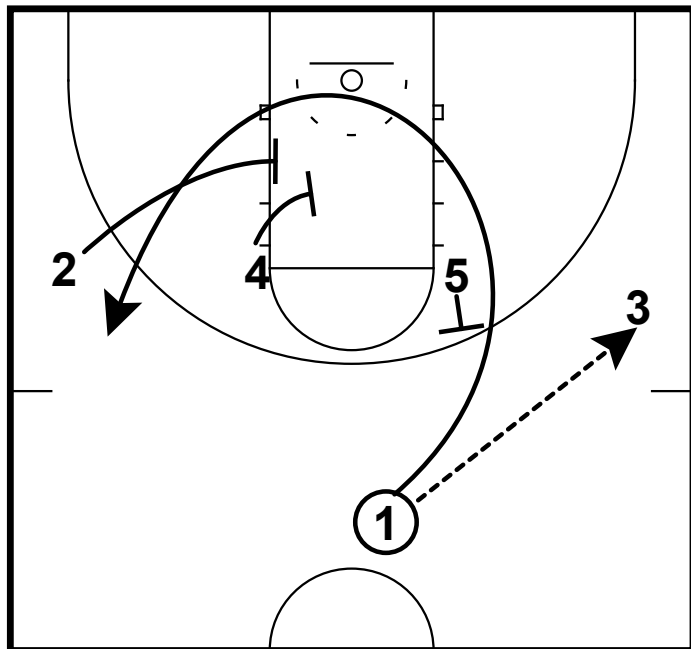
1 hits 2 and middle cuts. 1 turns out off pin down from 4.

Wisconsin Twirl Pin
FastModel Basketball



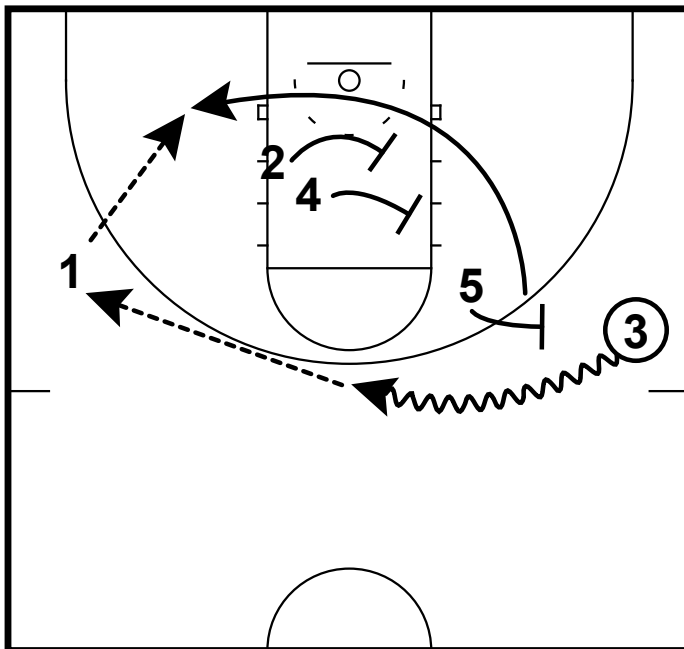
2 hits 1 off pin down and then screens away for 5. Shooting 5 looks for shot or drive.

Wisconsin UCLA Stagger Rip
FastModel Basketball



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

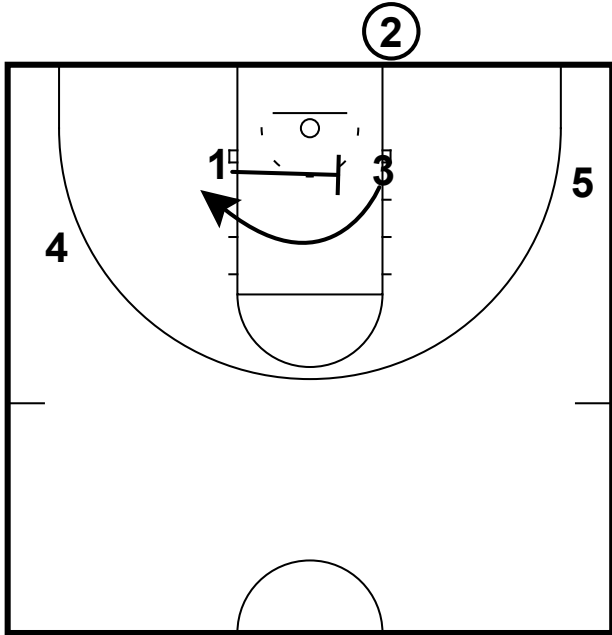
Wisconsin UCLA Stagger Rip
FastModel Basketball



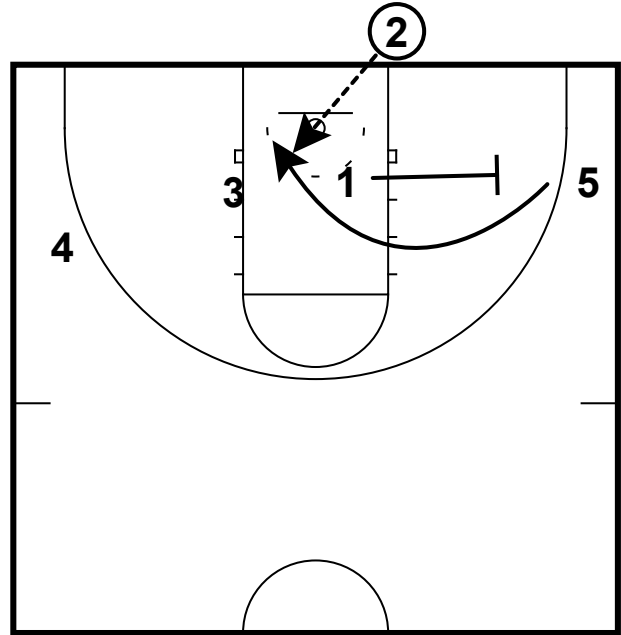
5 sets side P/R for 3. 3 dribbles off screen and kicks ahead to one. 4 and 2 set stagger rip for 5 to post up.

Wisconsin

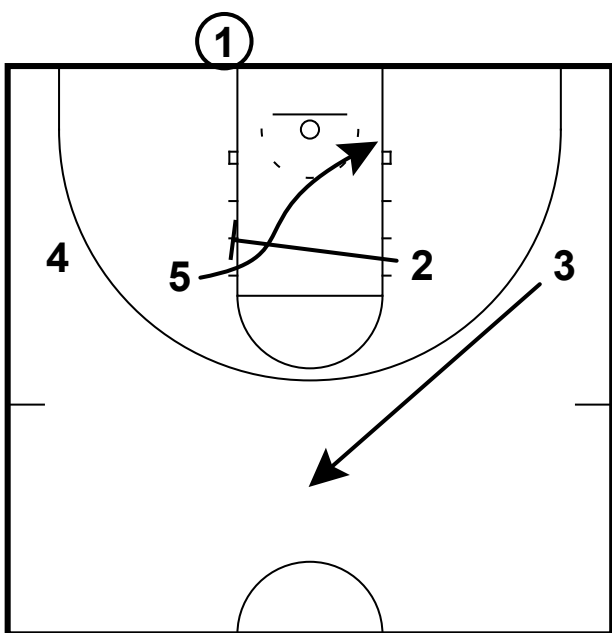
Badger Double
FastModel Basketball



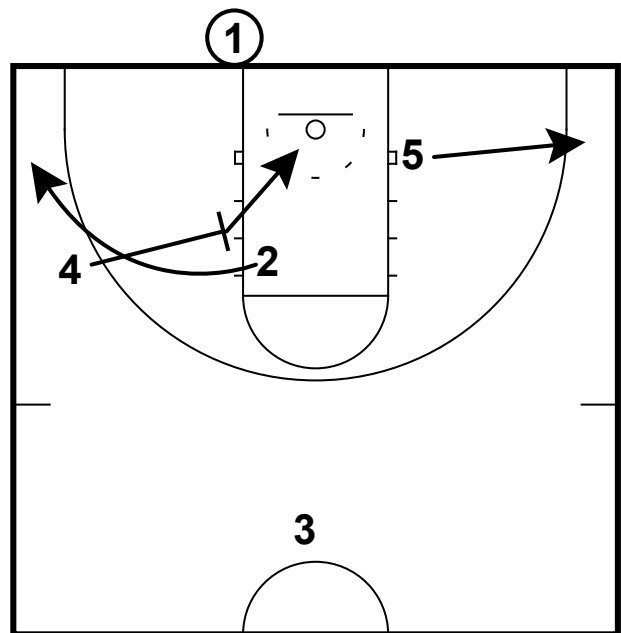
Badger Double
FastModel Basketball



Wisconsin BLOB2
FastModel Basketball



Wisconsin BLOB2
FastModel Basketball



Man BLOB:

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

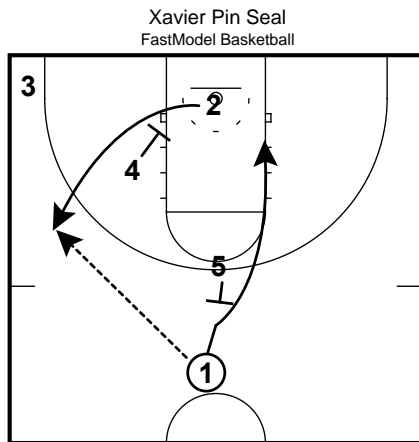
#3 is the release.

#4 screens for #2 to the corner.

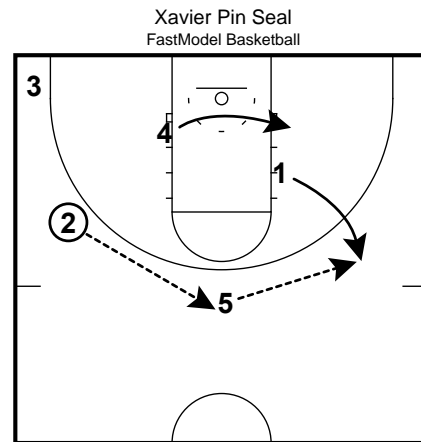
#5 sets out of the lane.

#4 slips the screen to the basket.

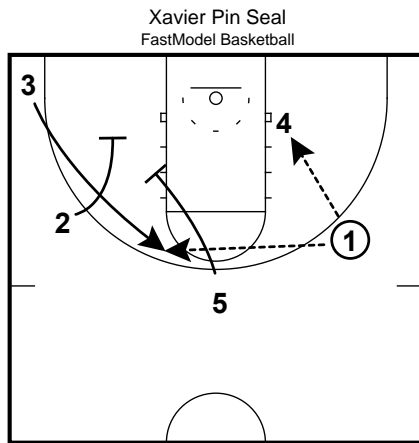
Xavier



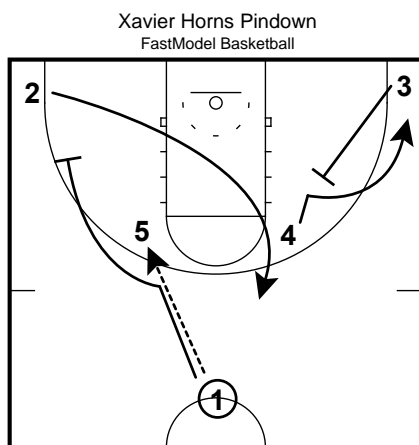
2 comes off pin down from 4. 1 receives flare screen from 5 and looks for pass at rim.



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

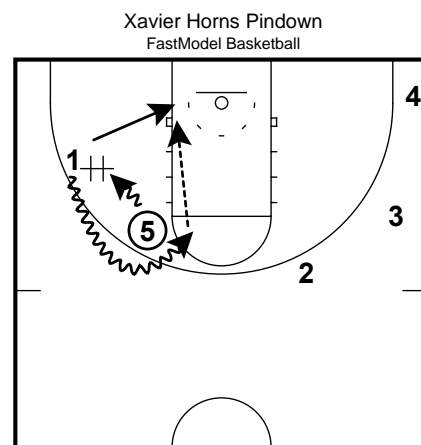


2 and 5 set stagger for 3. 1 looks for post up or stagger.



Horns Set.

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



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