

## Terminology

With our playbook terminology we wanted to make it simple for all of our players and coaches to understand at any age or at any level of basketball. When coming up with our terminology we also wanted to factor in that the play name could also direct our players and tell them what to do. For example: In our Wisconsin Elbow 51 Comeback this means we are in a Wisconsin set-up to start (4 out 1 in) and we will hit the elbow on a pass followed by a DHO between our #5 player and our #1. This then leads to a comeback and throwback pass on the backside of the floor. The play told us what to do and helps simplify the play for our players while still making it hard to pickup the call for the defense.

Although we make it very easy for anyone to pick up it is also impossible to scout. Some of the names of the plays that we used and that you will see within our terminology we paid homage to where we might have stolen this play or that play from. We have names, numbers, & colors that help us all throughout our playbook. We take out the guesswork for you. Of course you can change the play names yourself and simply switch names to something like Wisconsin, Wisconsin 1, Wisconsin 2, etc. But as you get to learn the playbook you will see some similar actions with the same name but out of different sets. For example Kansas Open, UCLA Open, or Husky, & Sideline Husky. The alignment will be different but the action will be the same. This keeps familiarity for the players. When they hear “Husky” they know there is an elevator screen happening. When they here “Open” they know there is an elbow pass that go’s directly into a flare screen.

Once the playbook is learned it is very easy to understand the terminology behind the certain actions. Numbers, names, colors, etcetera all have certain meanings behind them. As you learn the alignments and actions it will be very easy to call plays. They will soon just roll right off your tongue and your players will understand the language and meaning behind it.

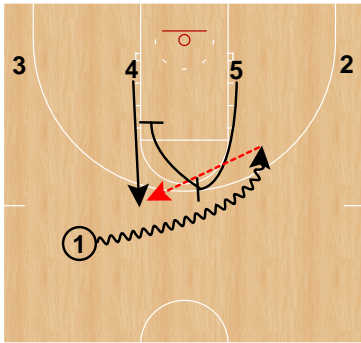
What I have found over the years is to always give the player’s a playbook so they are able to take it home, study it, and learn from it. Learning the playbook vocabulary pages with actions, cuts, screens, ball screens, and alignments will go a long ways in helping them understand the terminology 1<sup>st</sup> before diving into the playbook. Another great thing about players having playbooks is if you know what plays that you will be covering in the next day of practice then you can give the players homework to learn the plays before the next day’s practice. If you have a team group text and you do your following days practice the night before then you could also give them a heads up by sending them a quick text and let them know what they need to learn before the next day’s practice. At the end of the season you can have your players return the playbooks.

# PLAYBOOK VOCABULARY

## ACTIONS

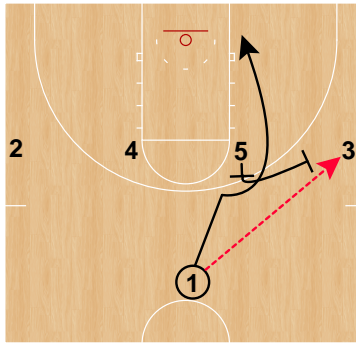
# Playbook Vocabulary – Actions

2 Action



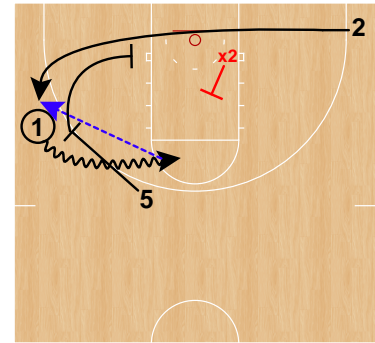
**2 Action** – #5 sets two picks, the first one is on the ball and then followed by a down screen for the shooter (#4) who is coming off #5's screen, then #5 seals for the High/Low look if #4 has no shot...

3 Action



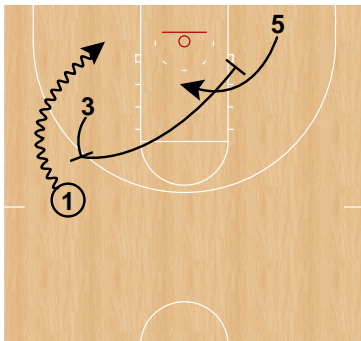
**3 Action** – #5 sets a back screen into a immediate ball screen

4 Action



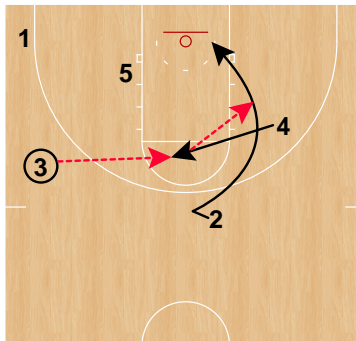
**4 Action** – This is Just like Utah 2 Action except it happens on the wing. #5 sets two screens. The first is a ball screen and then immediately into a baseline pin down for #2 for a throwback option.

Blade Action



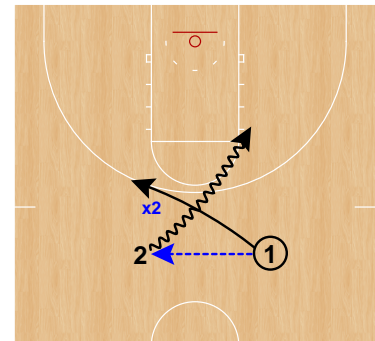
**Blade Action** – After a PNR (Usually a Step up or GO screen) & on a baseline drive by the ball handler, the screener will then go set a 2nd screen for a player on the baseline (like in our Veer Action) for a player usually in the short corner, who will then look to curl the screen & look for a possible dump off pass

Blind Pig Action



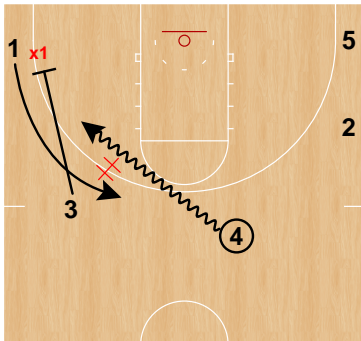
**Blind Pig Action** – If no corner pass is available we go into Blind Pig Action as the weak side #4 reads this and flashes high post while #2 immediately makes a backdoor cut.

Blur Screen Action



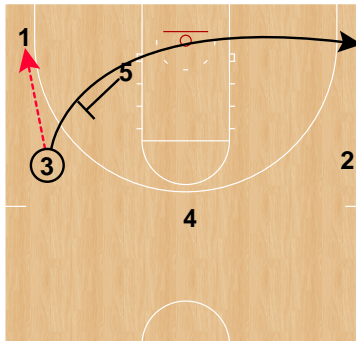
**Blur Screen Action** – #1 passes to #2 and rub cuts/blur screens X2. #2 drives immediately and gets an advantage as X2 needs to avoid #1

Chicago Action



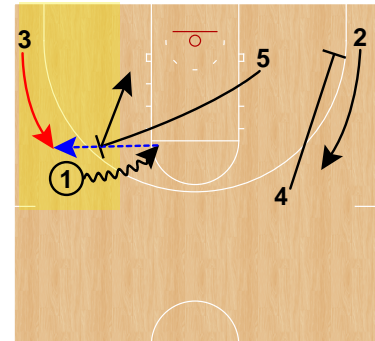
**Chicago Action** – #3 will set a screen for #1 to clear space for #1 to get the DHO from #4

Corner Action



**Corner Action** – On the pass into the corner to #1 we go into corner action, #3 cuts off #5's back screen and #5 then immediately sets a ball screen for #1

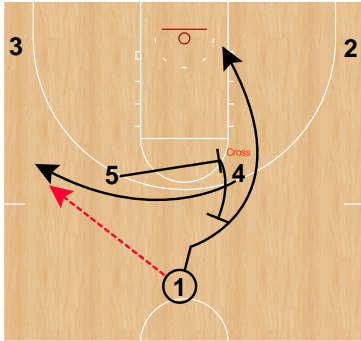
Crack Back / Throwback Action



**Crack Back or Throwback Action** – As #1 drives, #5 rolls & #3 lifts up to the wing behind the action (drive) in what we call Crack Back or Throwback Action. This makes it hard for #3's defender to help on the roll which often times leaves #3 wide open on the pass back to him/her

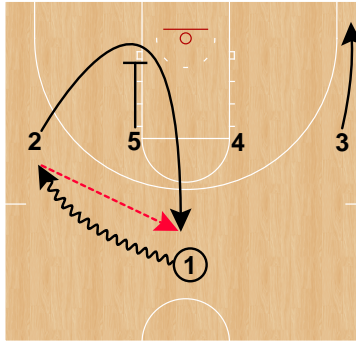
# Playbook Vocabulary – Actions

Cross Back Action



**Cross Back Action** – #5 sets a cross screen for #4 who flares to the wing and receives the pass from #1, #5 then sets a back screen for #1

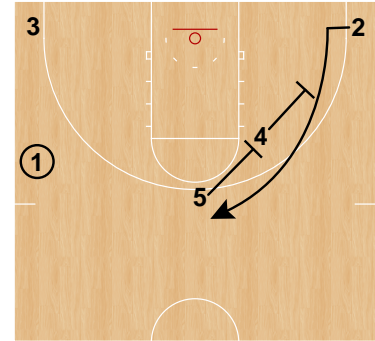
DCU Action (Dribble, Circle, Utah) / Loop / Zipper Action



**DCU Action / Loop / Zipper Action** – #1 dribble entries to the wing, #2 comes off a down screen from #5, as #2 catches, #4 sets an immediate PNR for #2

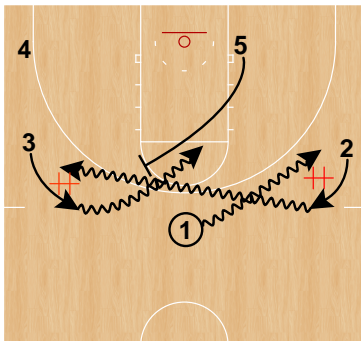
D = Dribble Entry  
C = Circle  
U = Utah PNR

Double Stagger Action



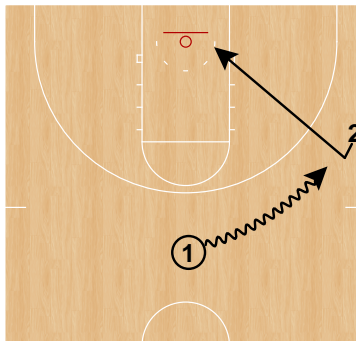
**Double Stagger Action** – In a double staggered screen we have 2 players (#5 & #4) who both go and set a screen for #2. We look for #2 who will read the defense and can either curl to the basket or pop out to the 3 point line. Both #4 & #5 can look for slip to the basket opportunities. Occasionally I like to have #4 pop and #5 slip and if #2 has no shot we might have a pass to #4 on the "one more concept".

Dribble Action



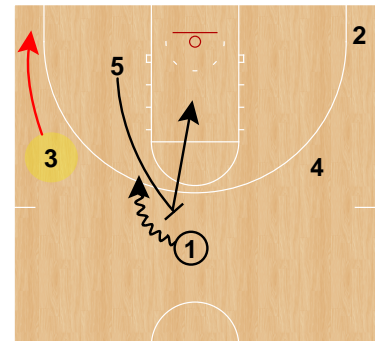
**Dribble Action** – Dribble Action is Weave Action into a eventual ball screen

Dribble At / Dripple Push Action



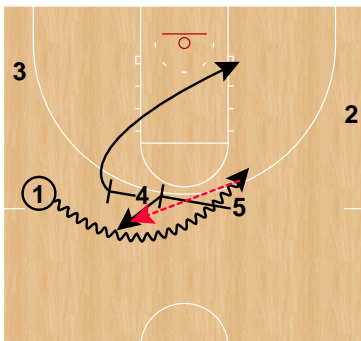
**Dribble At / Dribble Push Action** – #1 dribbles to a wing or towards a player in which that player he/she is dribbling towards will back cut or empty out

Drift Action



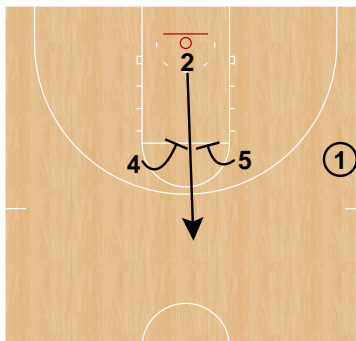
**Drift Action** – As #1 comes off the PNR #3 will drift to the corner to create spacing and look for a possible kick pass from #1

Duke Action



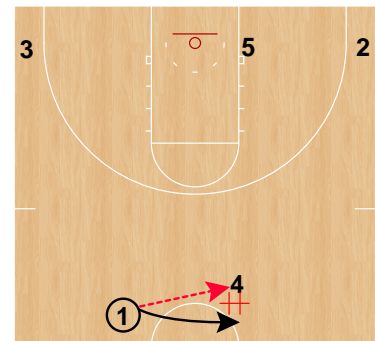
**Duke – Double Drag Screen** – We immediately go to a double drag screen to initiate the offense. #4 Rolls to opposite block while #5 pops. #1 looks for drive, shot, roll man, then the pop.

Elevator Screen (Husky)



**Elevator Screen (Husky Screen)** – #4 and #5 set screens for #2. #2 runs through the screen, then #4 and #5 "close the doors" (elevator)

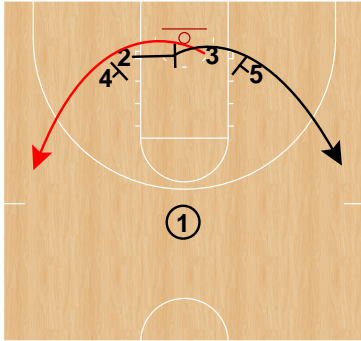
Flip Action



**Flip Action** – #1 passes to #4 then follows the pass for a return DHO in Flip Action

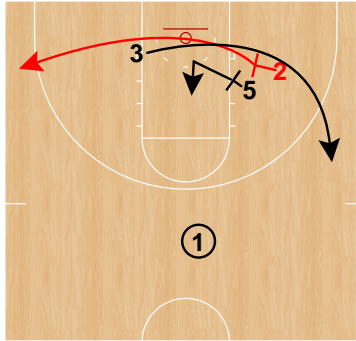
# Playbook Vocabulary – Actions

Floppy Single/Double Action



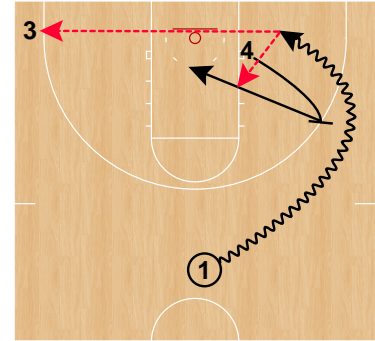
**Floppy or Single Double** – Player starts under the basket and has a choice to go off either the double or single screen side. If #3 goes off the double screen, #2 screens then comes off the single screen from #5

Gaggle Action



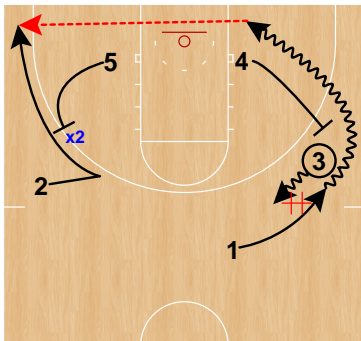
**Gaggle Action** – In our gaggle action, the 1st screener in the staggered screen cuts to the opposite corner

GO Action



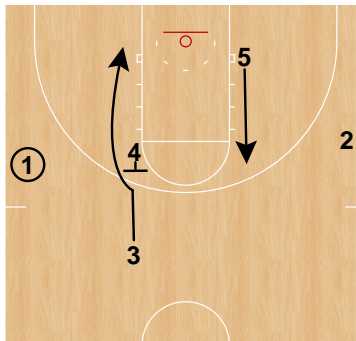
**GO Action** – #1 dribbles to the wing and #4 steps up to set a immediate PNR for #1 on the sideline

Hammer Action



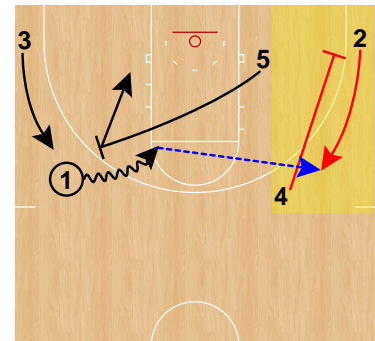
**Hammer Action** – #1 drives and attacks the baseline from the sideline & as that is happening #5 is setting a back screen with Hammer action for #2

Hawk Action



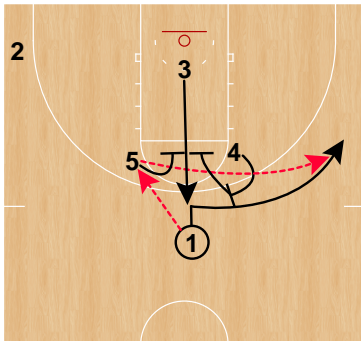
**Hawk Action** – This is like our UCLA 3 setup but with our 5 man on the opposite block and our PG #1 starts on the wing with the ball. Once #3 clears #4, #4 sets a ball screen. In typical Hawk Action we will have a ball screen on one side of the floor and a double stagger at the same time on the opposite side...

Lift Action



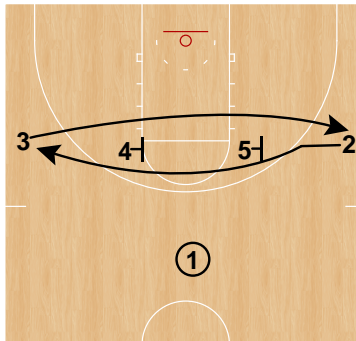
**Lift Action** – As #1 drives both corner players lift up from the corners for a possible drive and kick pass or a possible throwback pass

Open Action



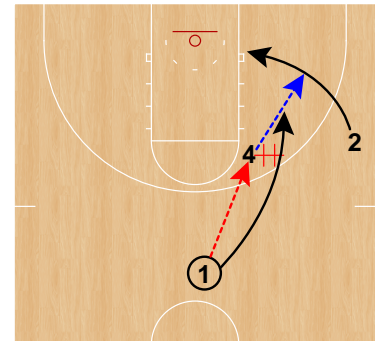
**Open Action** – It starts with a high post pass to a player on the elbow (#5), followed by a back screen flare (#4 for #1), that goes directly into a elevator screen for a shooter (#3).

Over/Under Action



**Over/Under** – #2 comes over on the AI action while #3 goes under the screens

Pinch Action

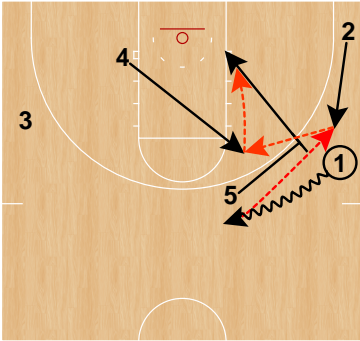


**Pinch Action** – #1 passes the ball to #4 at the elbow, #2 then cuts backdoor looking for the pass from #4, #1 then goes into Pinch Action and looks for the DHO from #4



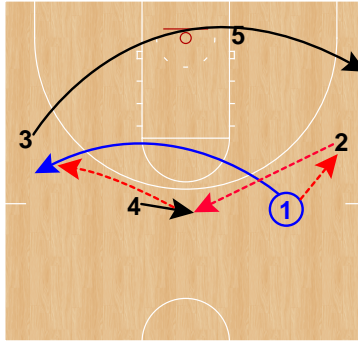
# Playbook Vocabulary – Actions

Throwback Into Moose Action



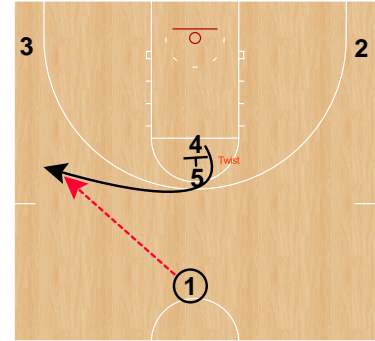
**Throwback Into Moose Action** – If we have a player below us on what we call the Serbian side of the floor this becomes an automatic read into a Throwback pass back to the fill player (#2) which automatically becomes a Moose Action for a possible High/Low look as well...

Thru Action



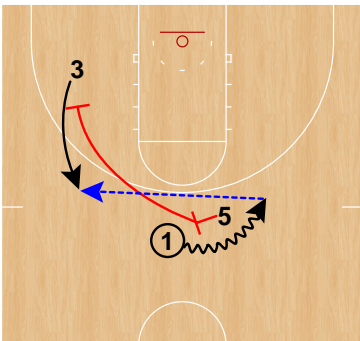
**Thru Action** – #1 passes ahead to #2 and cuts through to get the ball back as the ball is swung from #2, to #4, back to #1. It can work to get the defense moving and as a decoy to get the ball back to #1 to initiate offense from the wing

Twist Action



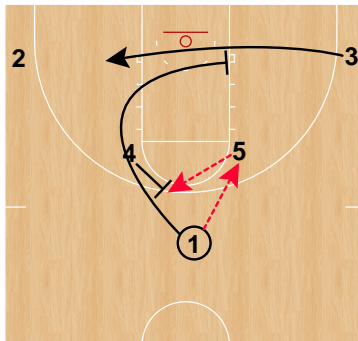
**Twist Action** – #5 sets a down screen for #4 who twists around to the opposite wing and receives the pass from #1

Veer Action



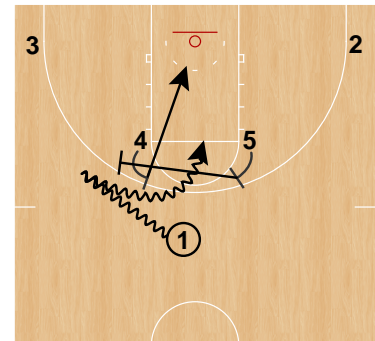
**Veer Action** – #5 sets two screens by 1st setting a ball screen and then immediately turning and going to set a 2nd screen away for #3 in Veer Action

Warrior Action



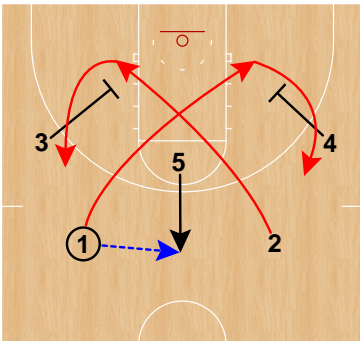
**Warrior Action** – #1 cuts through and goes in to set a flex screen on either side.

Wiper Action



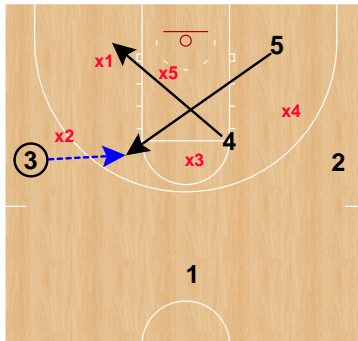
**Wiper Action** – #4 and #5 set a double Horns screen, #1 can go off of either screen, and the opposite big will run into another ball screen

X Action

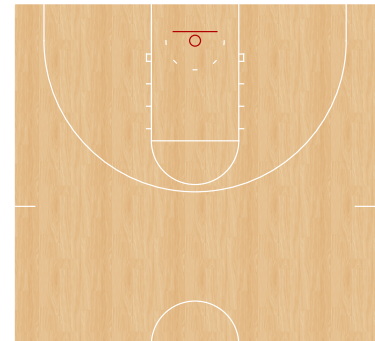


**X Action** – #1 and #2 criss cross and come off pin down screens in floppy like action

X - Action



**X - Action (In a Zone)** – #4 and #5 criss cross and X from low post to high post and vice versa

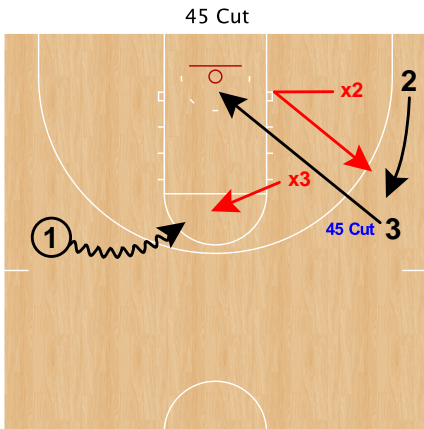


# PLAYBOOK VOCABULARY

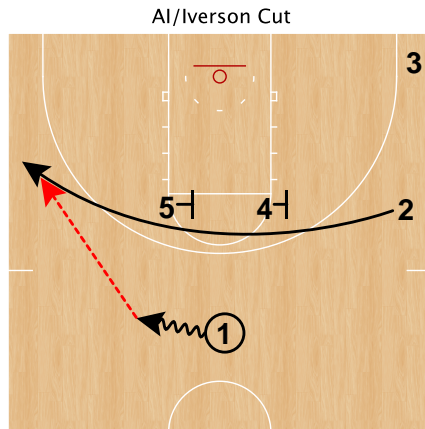
## CUTS



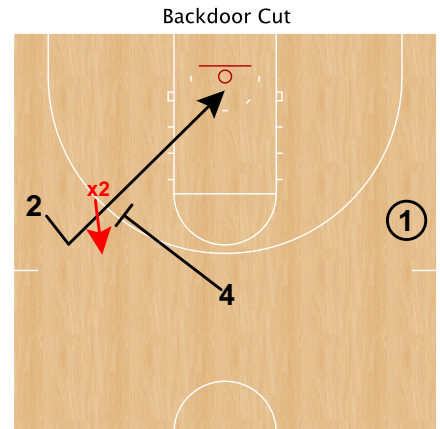
# Playbook Vocabulary – Cuts



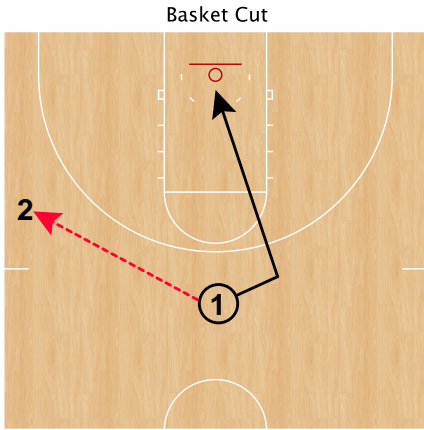
**45 Cut** – #3 is making a 45 cut which is a cut from the wing to the basket at a 45 degree angle. A good spot to use this cut is like in the example where X3 has to help & stunt on #1 which in turn means X2 now must tag #3 on the 45 cut otherwise it's a lay-up for #3, but if X2 does we have #2 wide open



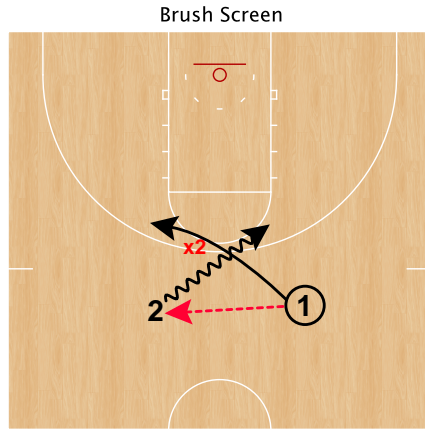
**AI / Iverson Cut** – #2 comes off a double screen from #4 & #5 who are at the top of the key on the elbows. This cut by #2 is also known as a Iverson Cut or Razor Action



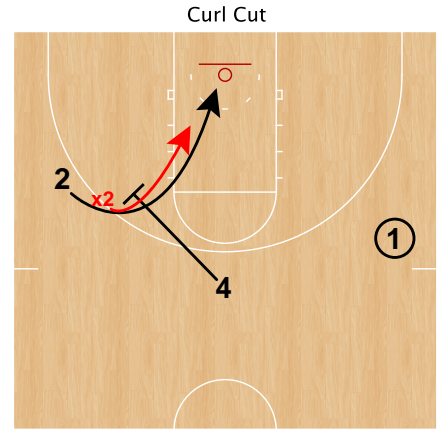
**Backdoor Cut** – #4 sets a screen for #2, and x2 goes over the top of the screen to beat #2, #2 then reads the defense and immediately makes a hard backdoor basket cut



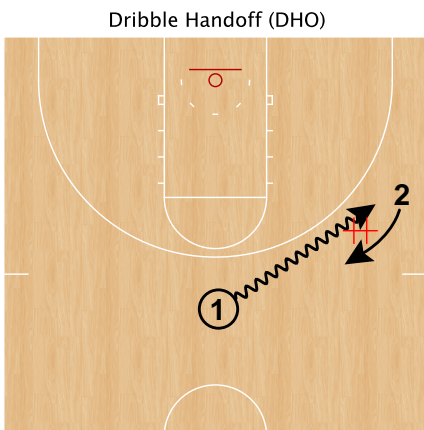
**Basket Cut** – #1 makes a pass, then cuts hard away and cuts hard to the rim and finishes the cut under the basket



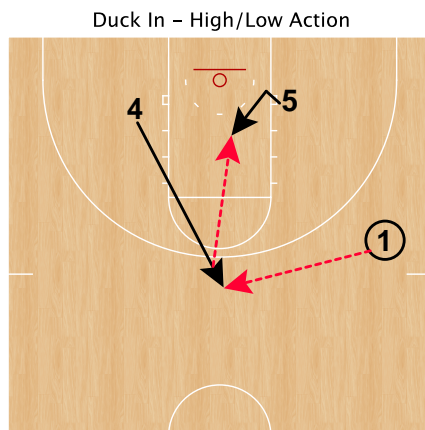
**Blur/Brush Screen** – #1 passes to #2 and cuts right at x2, "brushing" x2. #2 dribbles at the gap to gain a step on x2



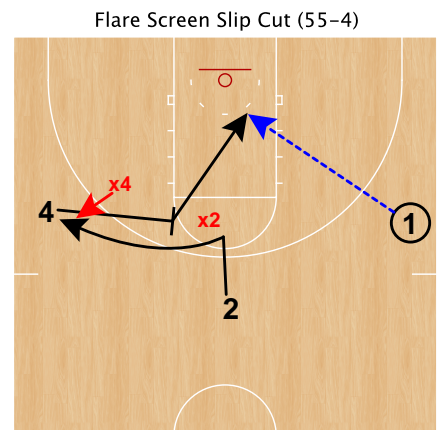
**Curl Cut** – #2 gets a screen from #4. x2 tries to go over the screen, and #2 curls to the basket



**Dribble Handoff (DHO)** – #1 dribbles directly at #2's defender. #1 hands off the ball (DHO) to #2 and he can then set a screen or slip to the basket



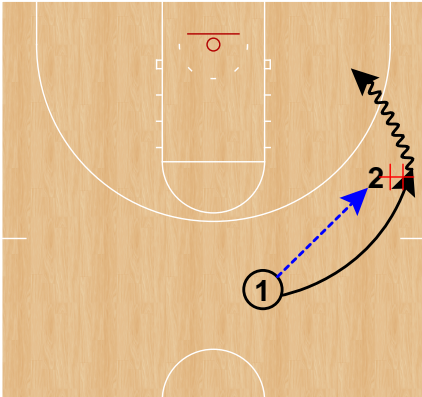
**Duck In - High/Low** – #5 seals and "ducks" in front of the rim as #4 flashes and #4 looks for the High/Low pass



**Flare screen (55-4)** – #4 sets a flare screen for #2, If the defense switches, #4 will slip the screen to the rim

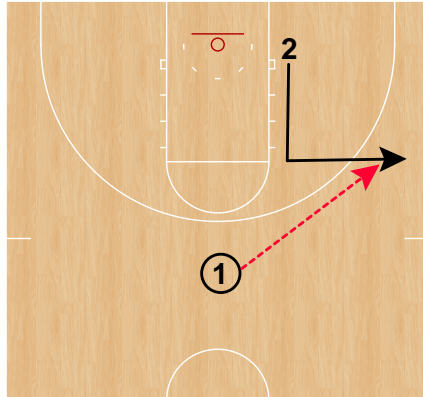
# Playbook Vocabulary – Cuts

Handback – 21 or BYU Action



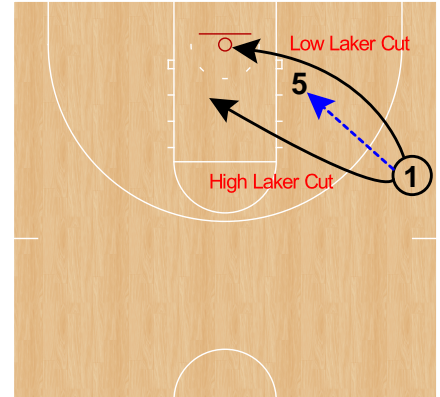
**Handback** – #1 passes to #2, and sprints behind #2 and receives a DHO back (21 Action)

L-Cut



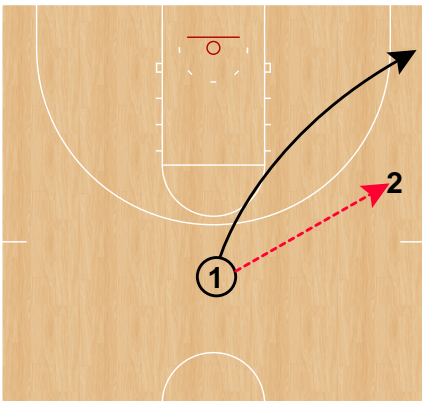
**L Cut:** #2 walks up the lane, plants and explodes out to the wing. Players must change speed

Low & High Laker Cut



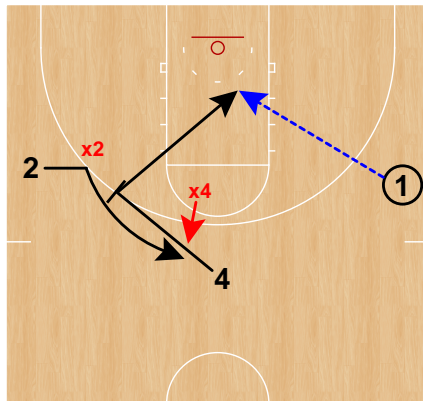
**Laker Cut (Low & High)** – #1 makes a post feed, then cuts directly to the basket. #5 can handoff or make a move after the cut.

Loop Cut



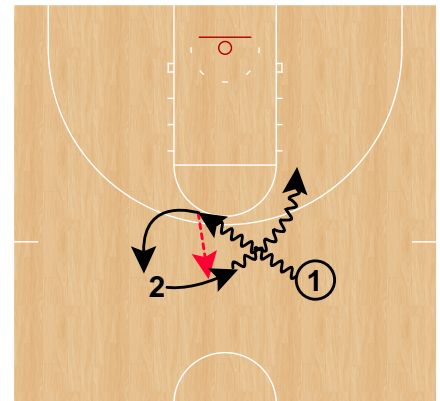
**Loop Cut** – #1 enters the ball to the wing and fills to either corner.

Pick & Slip Cut (54)



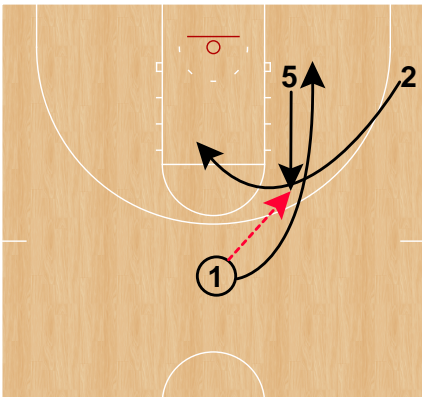
**Pick & Slip (54)** – #4 sets a screen for #2, If the defense switches, #4 will "slip" the screen and make a basket cut

Pitch – Chicago



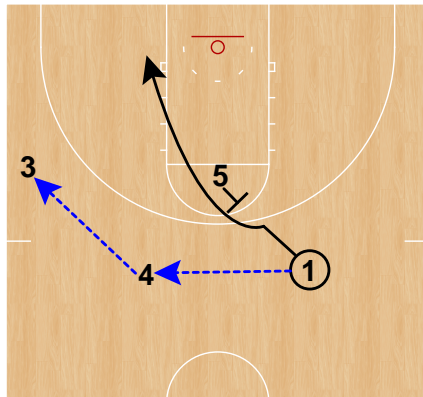
**Pitch / Chicago** – #1 attacks the nail, jump stops, and passes the ball to #2.

Scissor / High post Split



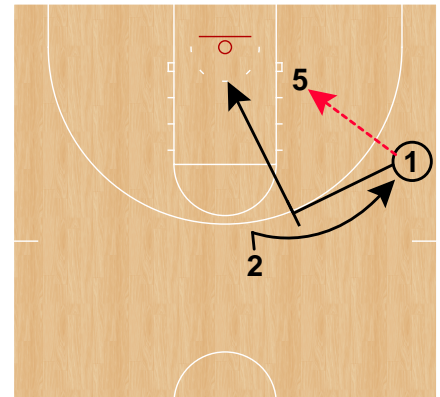
**Scissors Action** – #1 enters the ball to the elbow on the high post, then cuts to the rim. #2 cuts after #1 makes the basket cut, #5 can fake the handoff, handoff or keep it

Shuffle Cut



**Shuffle Cut / RIP Screen** – #5 sets a back screen high at the top of the key. #1 cuts to rim on the pass from #4 to #3

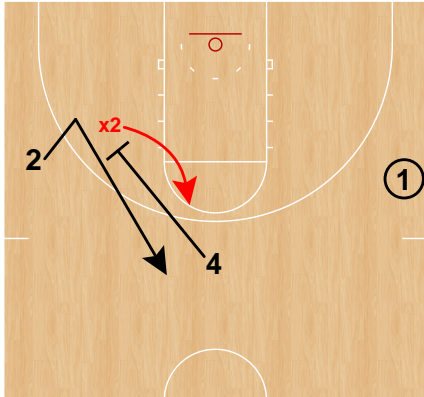
Split Action



**Split Action** – On a post feed from #1 to #5, the bottom man #1 screens for the top man #2. #2 flares while #1 slips after the screen

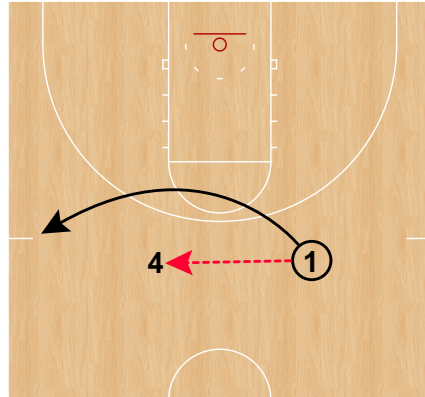
# Playbook Vocabulary – Cuts

Straight Cut



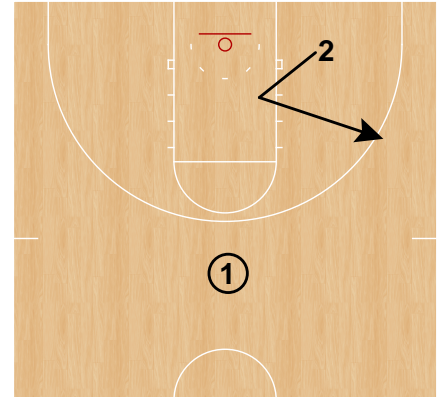
**Straight Cut** – #4 sets a screen for #2. #2 goes under the screen, and #2 makes a straight cut

Shallow Cut



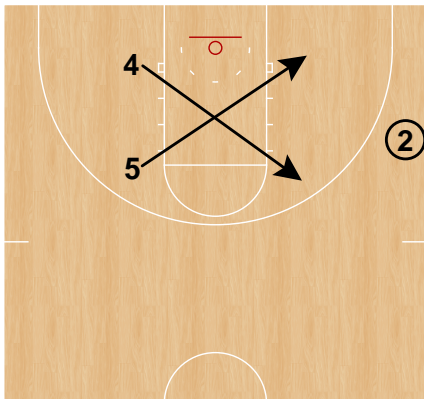
**Thru / Shallow Cut** – #1 passes to #4, and makes a shallow cut to the near sideline

V- Cut



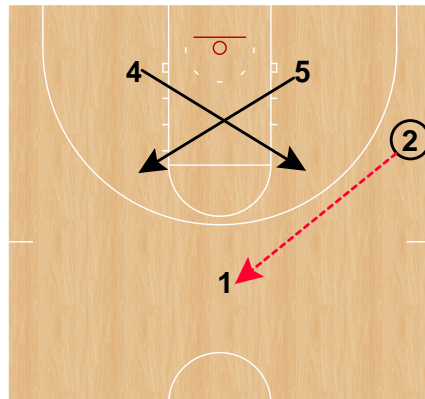
**V Cut:** #2 sticks head under the basket, changes speeds, and sprints to the wing

X Action / Moose Action



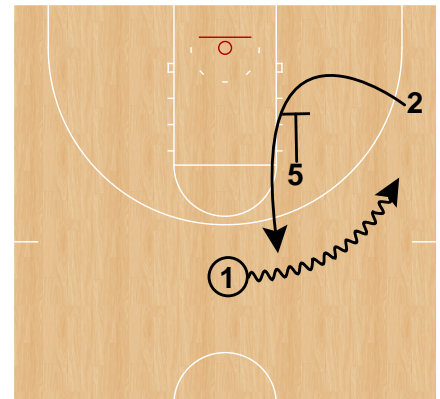
**X Cut (Moose Action)** – #4 and #5 cut High & Low – Typically used vs zone defenses

X Action

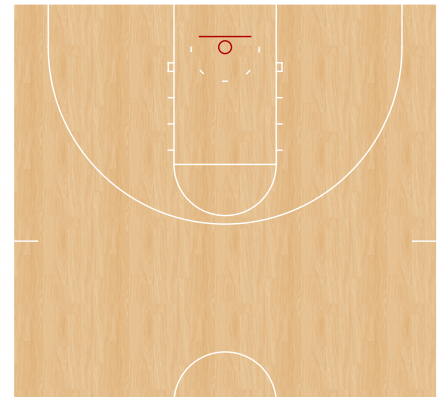
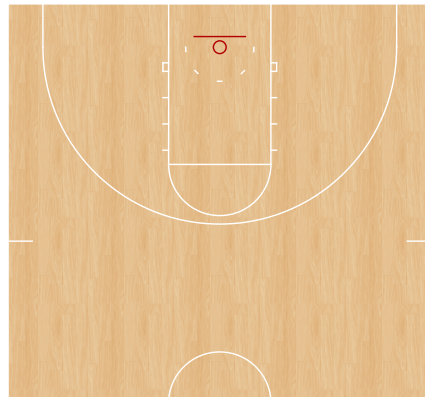
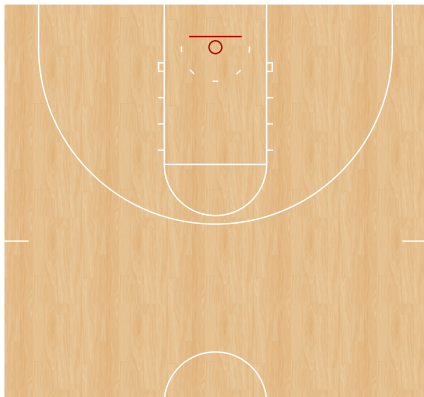


**X Cut** – Another example of posts crossing and making X cuts

Zipper Cut



**Zipper Cut (Circle-DCU Action)** – #2 cuts to the block and comes up off the down screen from #5. It is used in many dribble entry plays

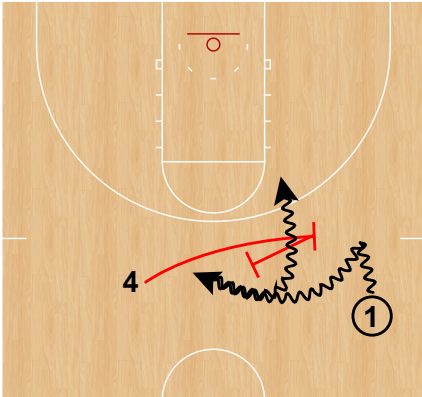


# PLAYBOOK VOCABULARY

## BALL SCREENS

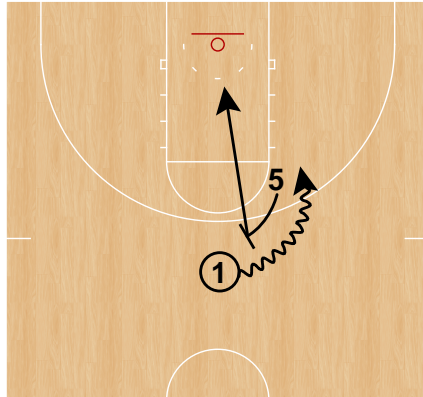
# Playbook Vocabulary – Ball Screens

ABE/Twist Ball Screen



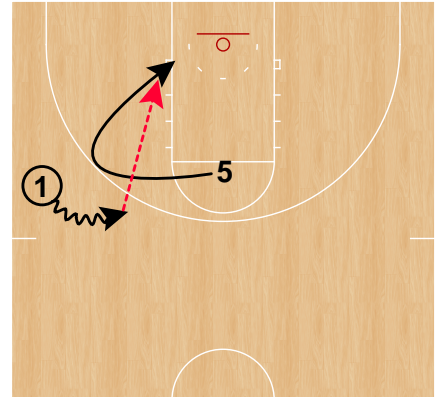
**ABE/Twist Ball Screen** – A screen & re-screen immediately. Usually used versus ICE or if the defense goes under a PNR

Ball Screen – Fist



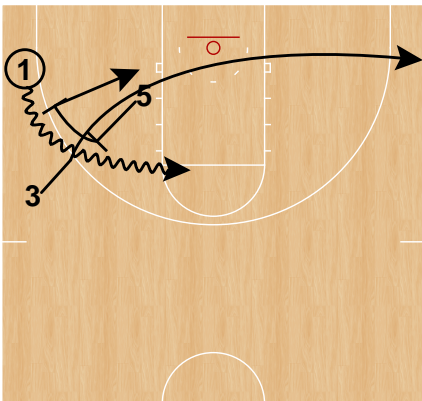
**Ball Screen** – #5 sets a screen for the ballhandler #1

Butter Screen / Slip



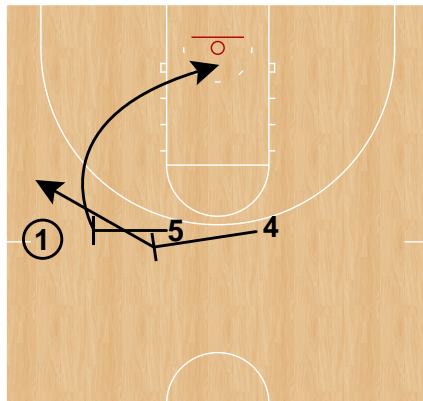
**Butter Screen** – This is a fake screen and we slip the screen early before getting to the defender. This is used versus overly aggressive trapping or hedging bigs.

Corner PNR & Action



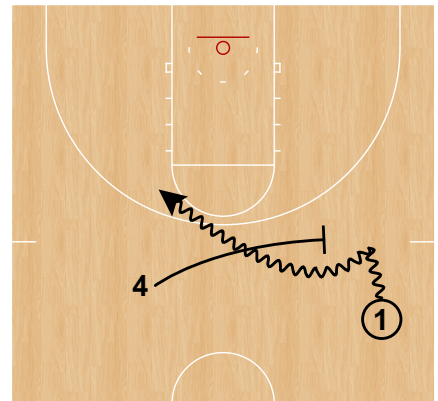
**Corner Action PNR** – In a triangle set-up, the post player sets a back screen straight into a ball screen for #1

Double Drag Screen – Duke



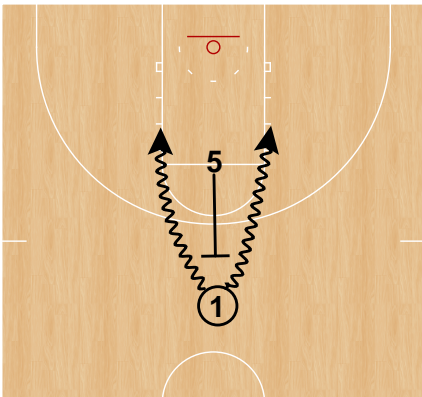
**Double Drag Screen (Duke)** – Both post players set a double ball screen. The 1st player #5 rolls and the 2nd player #4 pops

Drag Ball Screen



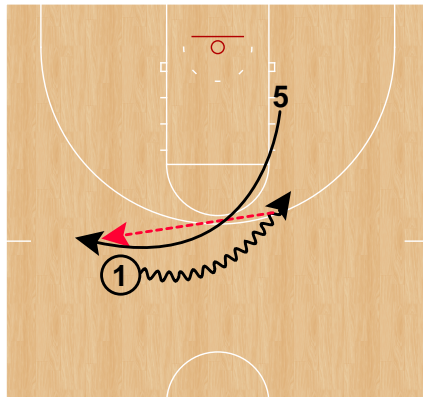
**Drag Ball Screen** – A screen usually set in transition by the trailing post player.

Flat Ball Screen



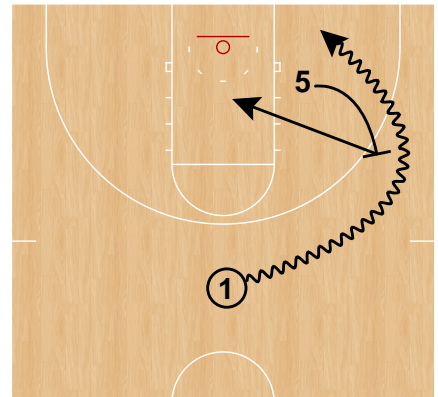
**Flat Ball Screen** – #5 sets a screen at the top of the key with his/her back to the basket. #1 can go either way

Ghost Screen



**Ghost Screen** – This is a sprinting fake screen and we slip the screen early before getting to the defender. This is used versus overly aggressive trapping or hedging bigs.

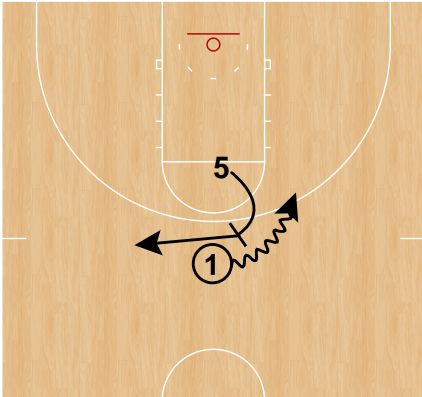
GO Screen



**GO Screen** – This is a dribble entry and a up screen on the sideline by #5. #1 keeps going after the dribble entry. This typically has Hammer action on the weak side.

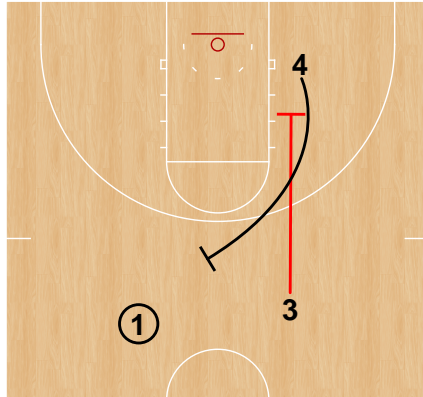
# Playbook Vocabulary – Ball Screens

Pick & Pop



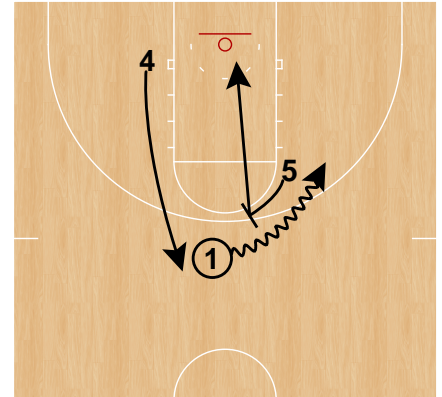
**Pick and Pop** – #5 sets a ball screen, then pops out instead of rolling for spacing

RAM Screen Action



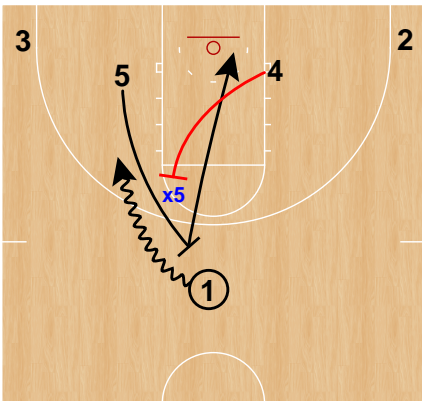
**RAM Screen Action** – #3 sprints down and goes into Ram Action by setting the Ram screen (down screen) which allows #4 to sprint into a ball screen for #1 so his/her defender can not hedge the ball screen.

PNR – Roll & Replace (Drag/Pride)



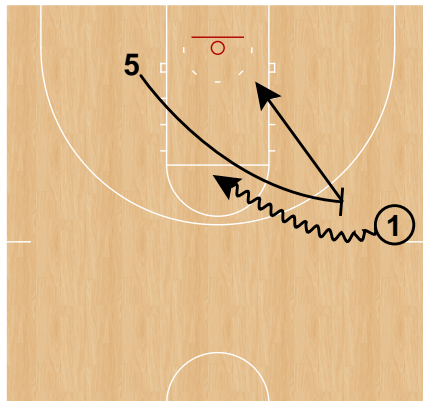
**Roll and Replace (Drag/Pride)** – #5 sets the ball screen and "rolls" to the rim, while #4 becomes the "replace" player

Spain Screen



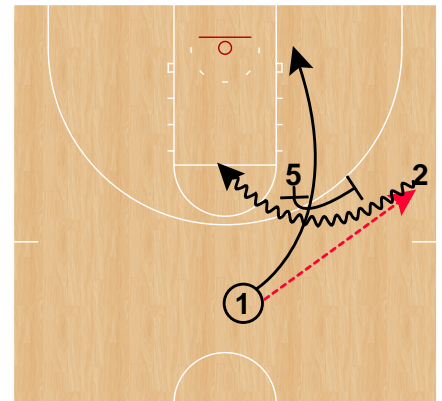
**Spain Screen** – As #1 comes off the PNR from #5, #4 sets a surprise back screen for #5 and we have a possible lob opportunity

Sprint Ball Screen



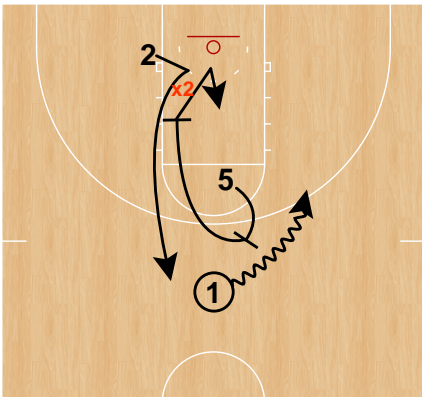
**Sprint Ball Screen** – Ball screen set from the backside post where he sprints to the ball to help prevent his man in helping & hedging the screen

UCLA 3 Screen Action



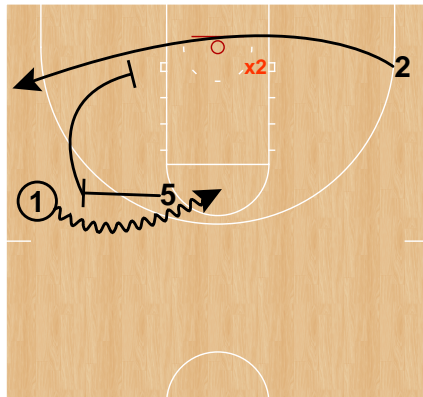
**UCLA 3 Screen** – This is a back screen that goes straight into a ball screen from #5

Utah 2 Screen & Action



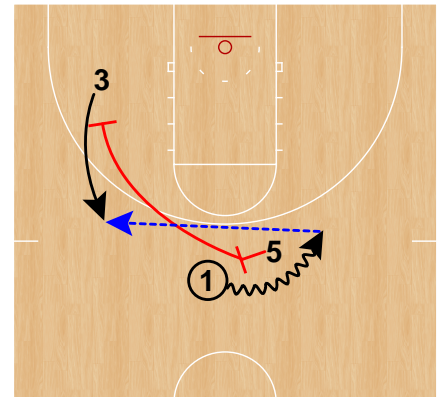
**Utah 2 Screen** – This is where the #5 will set two screens. First is a ball screen followed by an second which is an immediate ball screen. X2 helps tag on #5 before it's too late he can not recover back to his man.

Utah 4 Screen & Action



**Utah 4 Screen** – This is the same action as Utah 2 except performed on the wing where the #5 will set two screens again. The first is a ball screen followed by an second which is an immediate ball screen. X2 helps tag on #5 before it's too late he can not recover back to his man.

Veer Screen



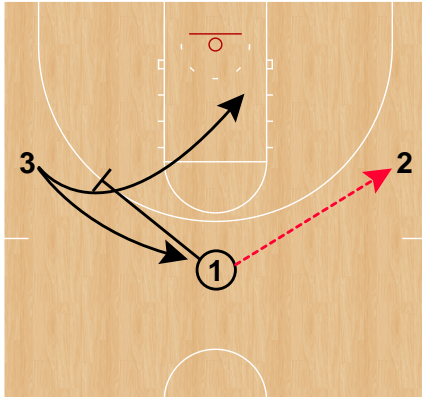
**Veer Screen** – #5 sets two screens by 1st setting a ball screen and then immediately turning and going to set a 2nd screen away for #3 in Veer Action

# PLAYBOOK VOCABULARY

## OFF BALL SCREENS

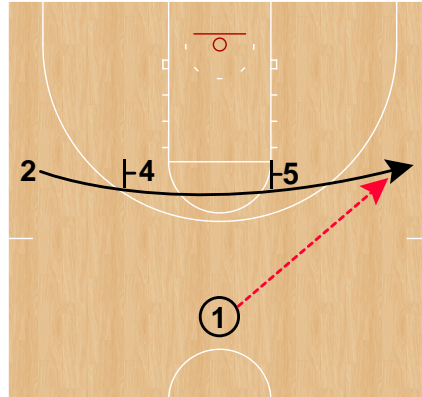
# Playbook Vocabulary – Off Ball Screens

Screen Away – 52



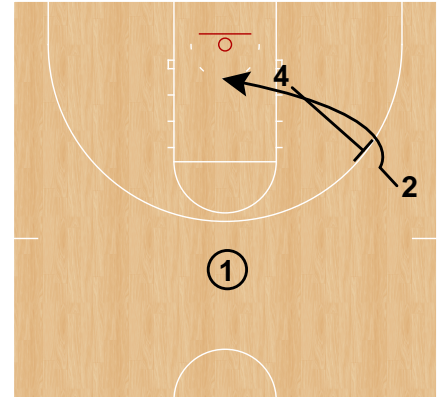
**52 – Pass and Screen Away** – #1 passes to the wing, and sets a screen away for #3 with his/her back to the ball

Al or Iverson Cut



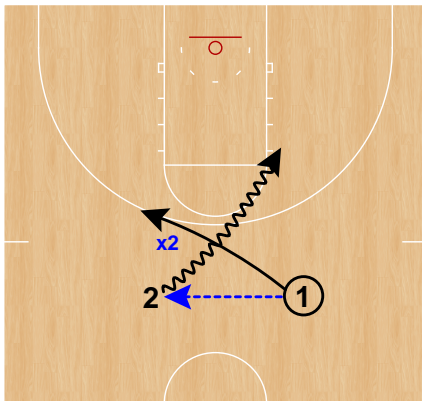
**Al Cut or Iverson Cut** – #2 Al cuts across the floor coming above the foul line off screens from both #4 and #5.

Back Screen – 55 & 57



**Back Screen** – A back screen is set by #4 with his/her back to the basket. #2 cuts and makes a basket cut off of #4

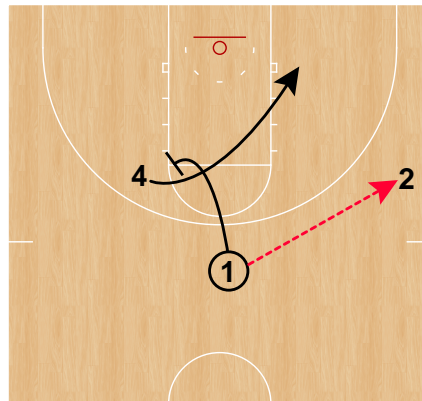
Blur Screen



**Blur Screen Action**

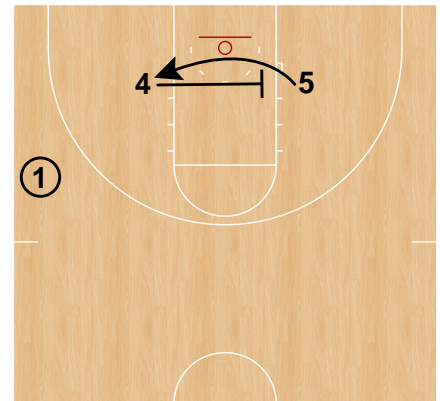
- #1 passes to #2 and rub cuts/blur screens X2
- #2 drives immediately and gets an advantage as X2 needs to avoid #1

Butt Screen / Stockton Screen



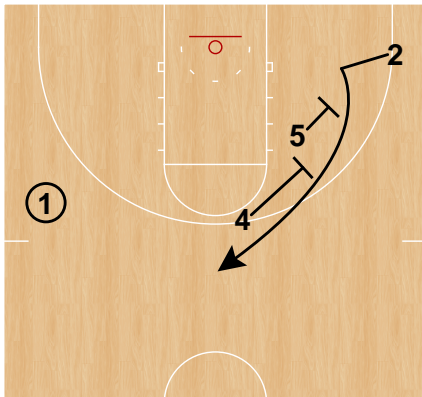
**Butt Screen / Stockton Screen** – #1 cuts to nail, and sets a screen facing the ball so the players butt is facing #4

Cross Screen



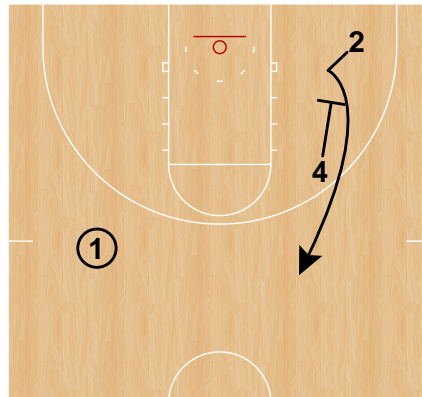
**Cross Screen** – A screen set in the paint going away from the ball (#4 cross screens for #5)

DBL Stagger or Double (DBL) Screen



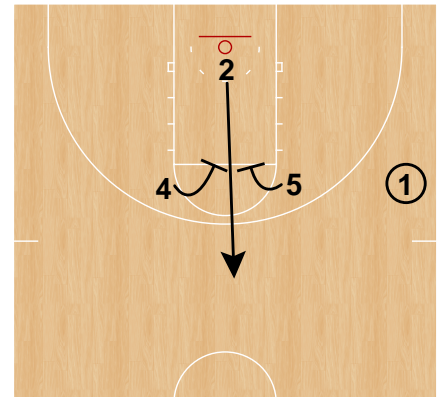
**Double Stagger or Double (DBL) Screens** – #4 and #5 each set a screen with their back to the ball, #2 comes off the double stagger screens

Down Screen



**Down Screen** – Screen set by #4 for #2.

Elevator Screen (Husky)

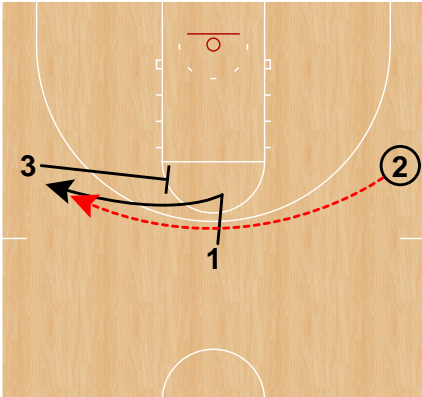


**Elevator Screen (Husky Screen)** – #4 and #5 set screens for #2. #2 runs through the screen, then #4 and #5 "close the doors" (elevator)



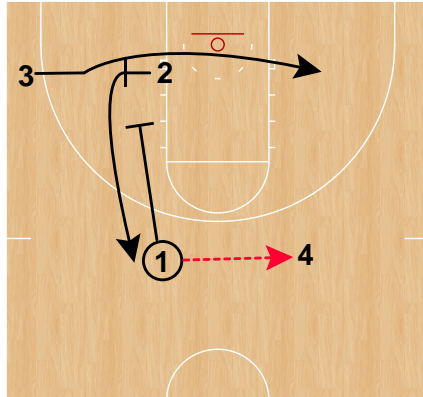
# Playbook Vocabulary – Off Ball Screens

Flare Screen



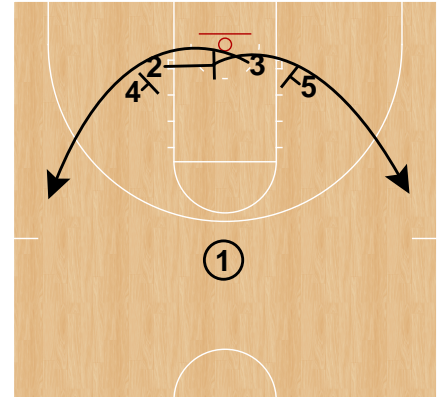
**Flare Screen** – #3 sets a back screen and #1 cuts to the nail then backs out (flares) for the catch on the pass from #2.

Flex (STS)



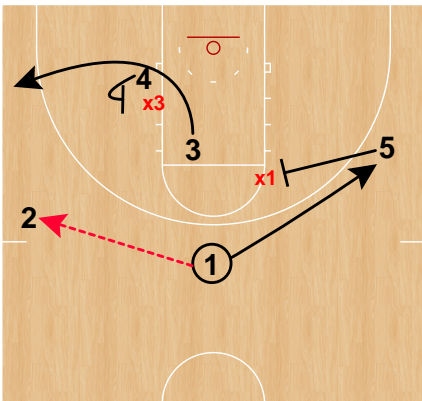
**Flex Cut & Screen (STS)** – on the pass from #1 to #4, #2 sets a back screen (flex screen) for #3 who cuts to the rim, #1 then sets a down screen for #2

Floppy Single/Double Action



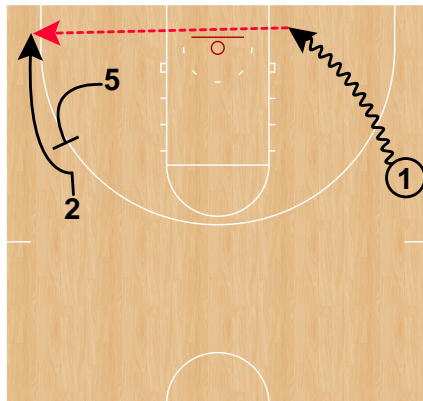
**Floppy or Single Double** – Player starts under the basket and has a choice to go off the double or single screen. If #3 goes off the double screen, #2 screens then comes off the single screen from #5

Fold Screen



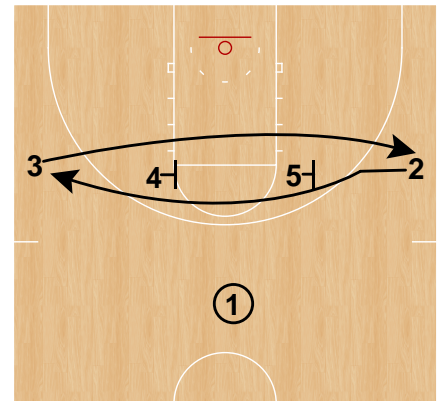
**Fold Screen / Rain Screen** – When #4 sets around to set a back screen for a flare pass

Hammer Screen



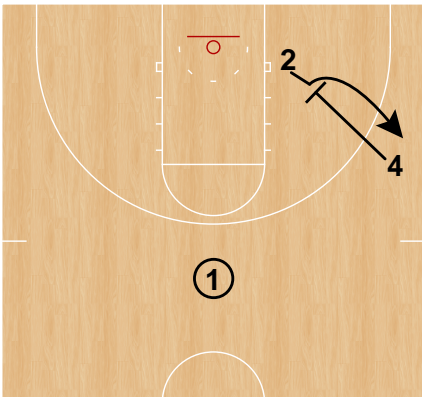
**"Hammer" Screen** – #1 drives the baseline. He can jump out of bounds to hit the shooter (#2) in the corner on the "Hammer" back screen from #5.

Over/Under



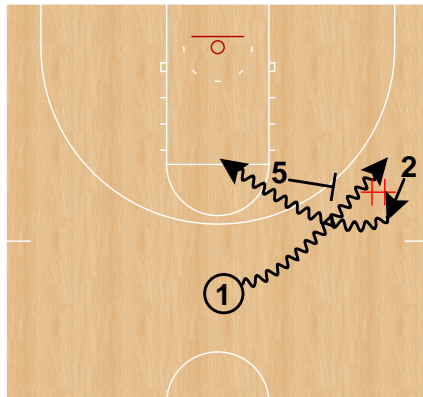
**Over/Under** – #2 comes over on the AI action while #3 goes under the screens

Pin Down Screen



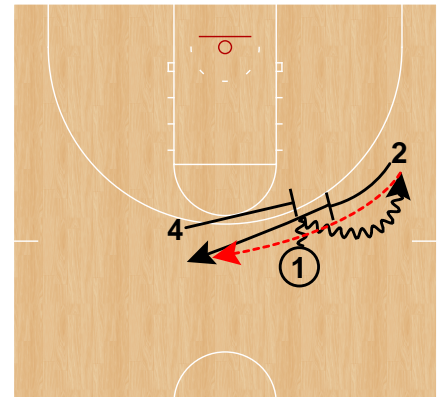
**Pin Down Screen** – A diagonal screen by #4 for #2.

Pistol, 21, BYU Action



**Pistol, 21, BYU Action** – Dribble handoff (DHO) between #1 and #2 that goes directly into an immediate ball screen from #5

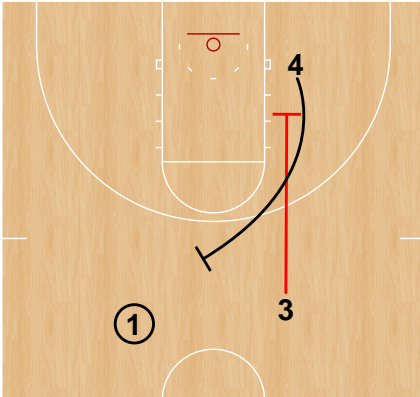
POP or Flare Action



**Pop or Flare Action** – #2 sets a ball screen, then gets a immediate back (flare) screen from #4.

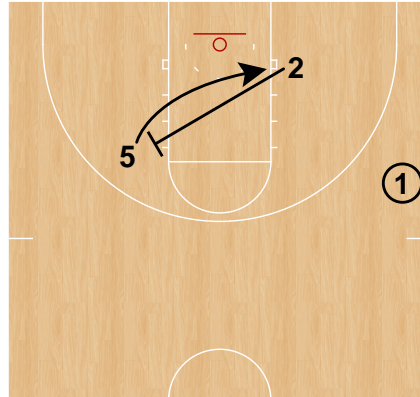
# Playbook Vocabulary – Off Ball Screens

RAM Screen



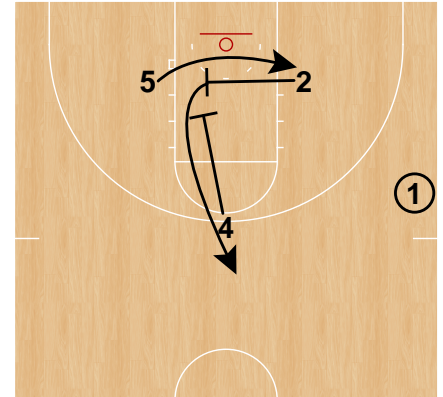
**RAM Screen** – #3 sprints down and goes into Ram Action by setting the Ram screen (down screen) which allows #4 to sprint into a ball screen for #1 so his/her defender can not hedge the ball screen.

RIP Screen



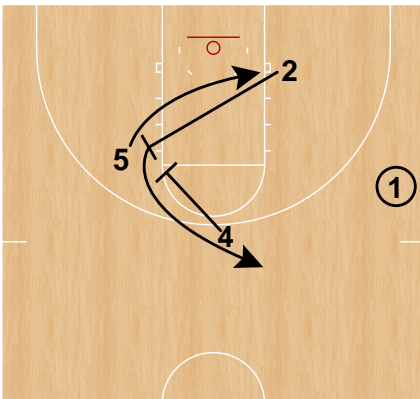
**RIP Screen** – When a player sets a diagonal back screen for a player cutting to the block (#2 sets a RIP screen for #5)

Screen The Screener (STS) – T-Series



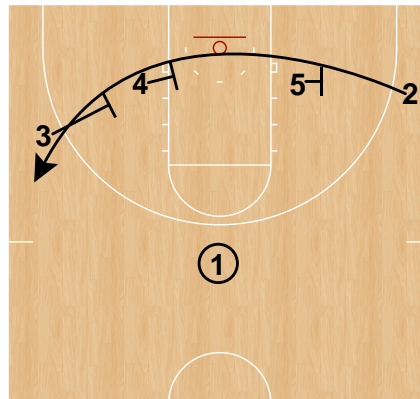
**T-Series ("T") Screen The Screener (STS) Action** – Any version of two screens set after each other. This is a cross screen then followed by a down screen (#2 sets a cross screen for #5 then comes off a down screen from #4)

STS – T-Series



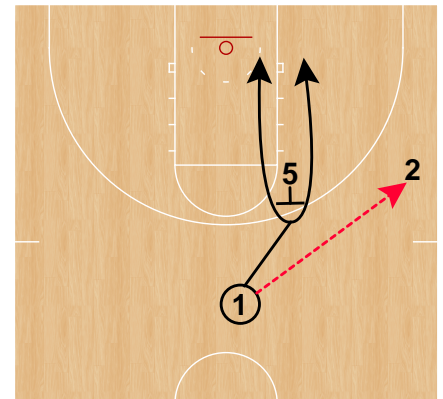
**T-Series ("T") Screen The Screener (STS) Action** – Any version of two screens set after each other. This is a cross screen then followed by a down screen. (#2 sets a RIP screen for #5 then comes off #4's down screen)

Triple Screen



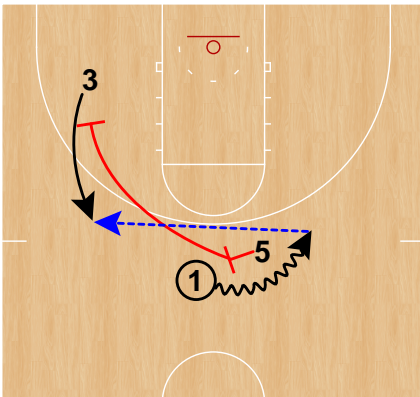
**Triple Screen** – #2 comes off three screens set by #4, #5, and #3

UCLA Screen



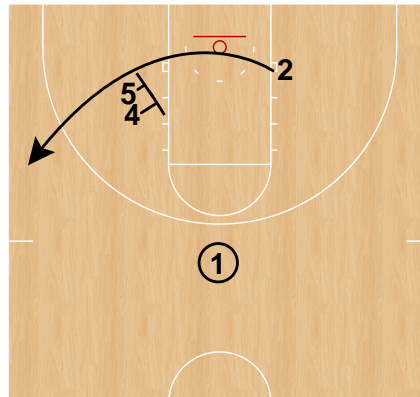
**UCLA Screen** – #1 passes to #2, then #3 sets a back screen for #1 at the high post or elbow. #1 can UCLA cut either direction off #5

Veer Action

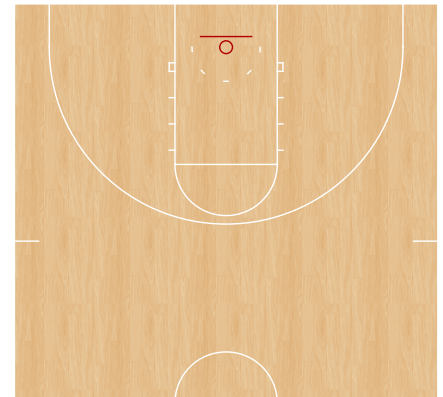


**Veer Action** – #5 sets two screens by 1st setting a ball screen and then immediately turning and going to set a 2nd screen away for #3 in Veer Action

Wall Screen



**Wall Screen** – #4 and #5 set two screens shoulder to shoulder for #2

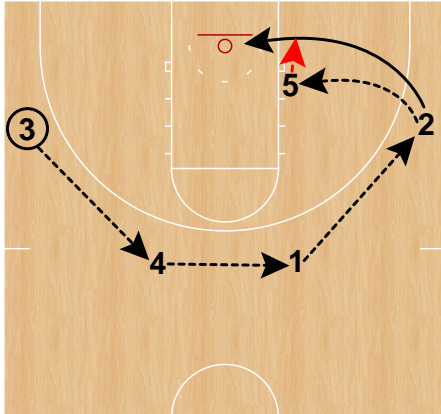


# Playbook Vocabulary

## Post Pass Actions

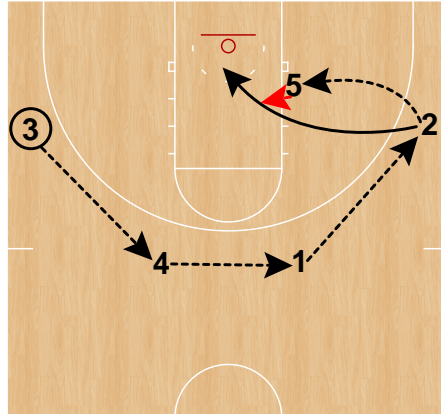
# Playbook Vocabulary – Post Pass Actions

Low Laker Cut



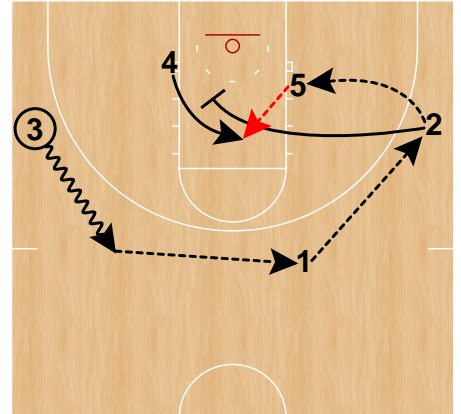
Wing Entry & Low Laker Cut

High Laker Cut



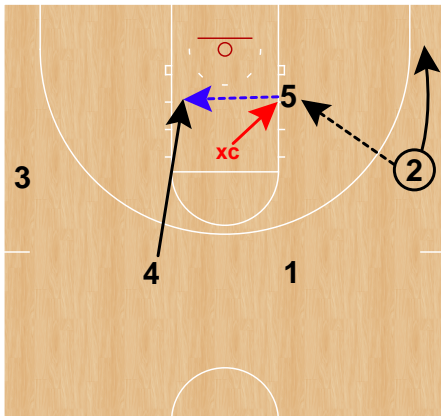
Wing Entry & High Laker Cut

High Laker Pin



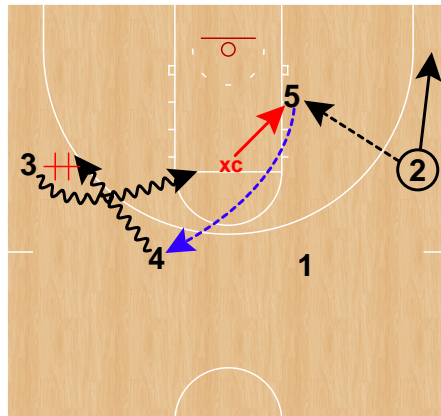
Wing Entry with High Laker Pin

Dive – Vs Trap



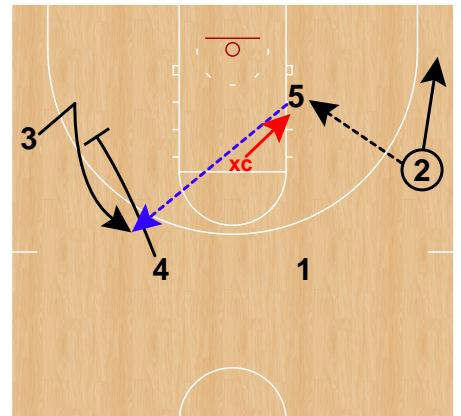
VS. Trap – Dive

43



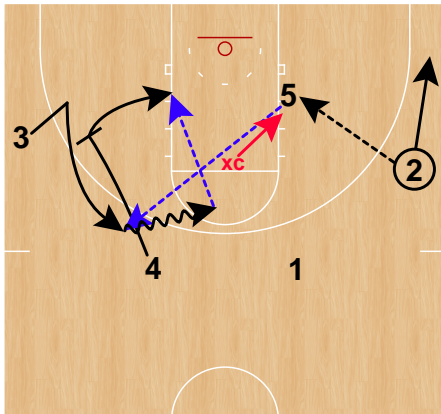
Wing Entry & 43

Screen Away



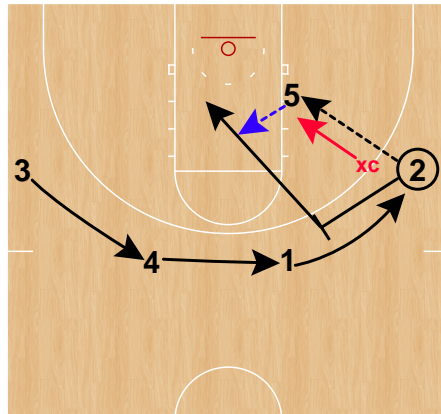
Wing Entry & Screen Away

Relocate & Screen Away



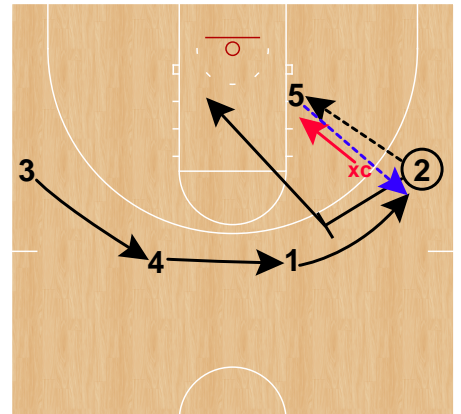
Weak Side Relocate & Screen Away

Split Action



Wing Entry & Split Action

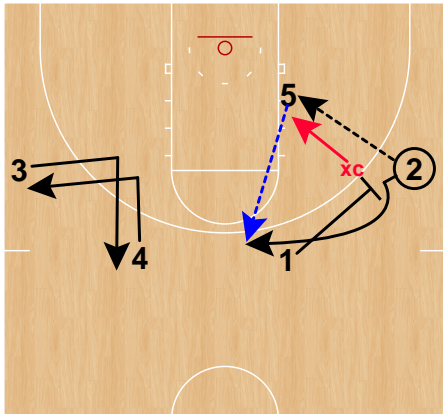
Split Action



Wing Entry & Split Action

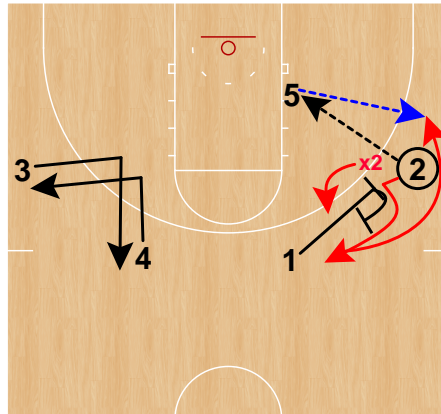
# Playbook Vocabulary – Post Pass Actions

Flare/Fan Action



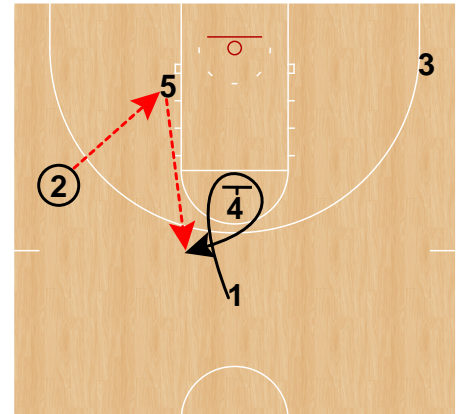
Wing Entry & Flare/Fan Action

Flare/Fan Back Action



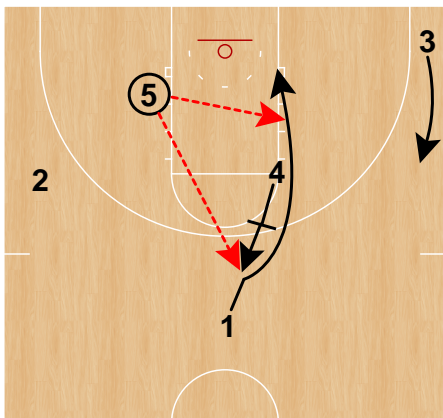
Wing Entry & Flare/Fan Back Action

1 Curl Action



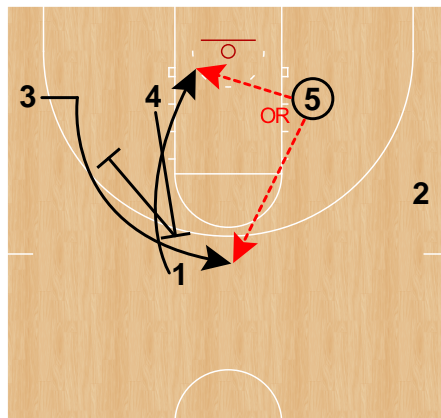
1 Curl Action

Back Pop Action



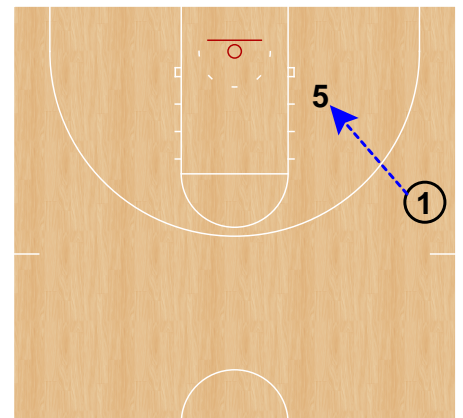
Back/Pop Action

Back/Down Action



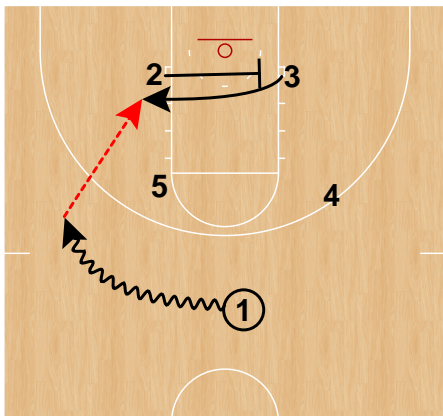
Post Pass Action – Weak Side Back/Down Action

Punch Post Feed



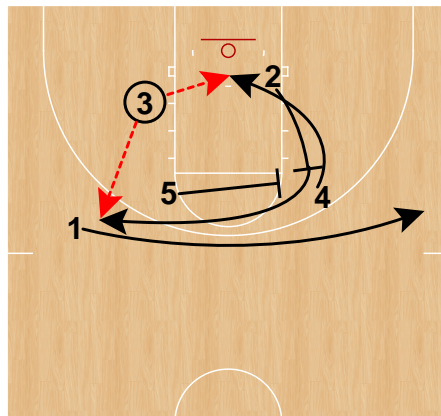
Punch Post Feed

T-Series

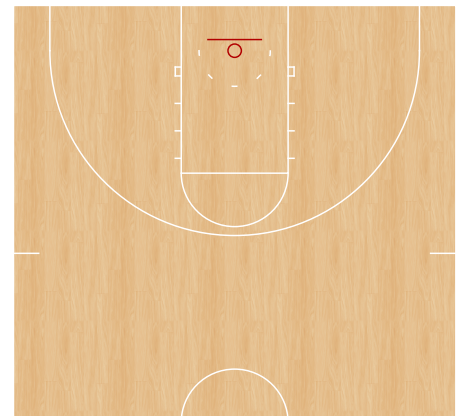


"T" Series Action

T-Series



"T" Series Action Continued

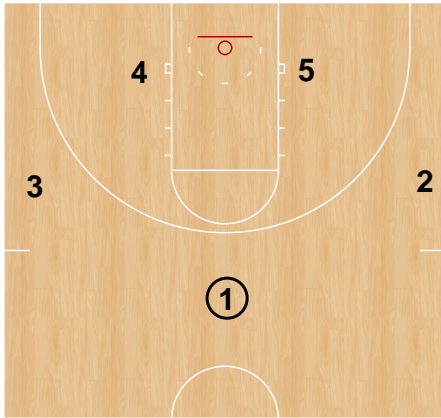


# PLAYBOOK VOCABULARY

## ALIGNMENTS

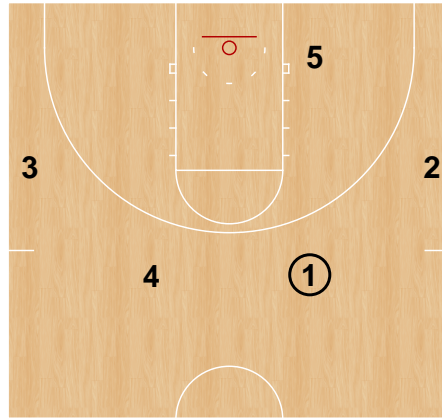
# Playbook Vocabulary – Alignments

3 Out 2 In – Kansas & Black Series Alignment



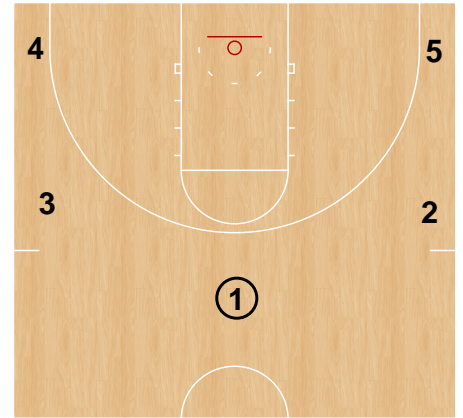
**3 Out 2 In (Kansas) Alignment** – #4 and #5 on the blocks while #2 and #3 are foul line extended

4 Out 1 In / Swing Offense – Wisconsin, Carolina, 4 Series Alignment



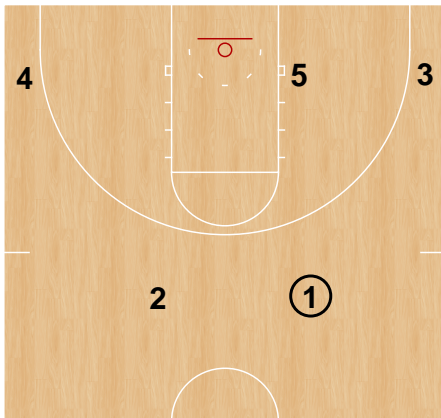
**4 Out 1 In Alignment (Wisconsin, Carolina, 4 Series)** – Common 4 around 1. #5 is on the block, #2 and #3 are foul line extended, while #4 is at the trail spot in the slot.

5 Out – 5 Wide Alignment



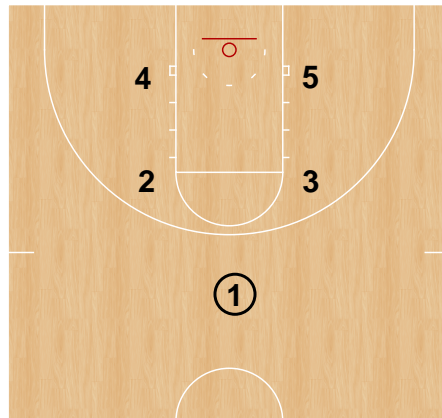
**5 Wide Alignment** – All 5 players 12-15 feet apart outside the 3 point line

Boston Series Alignment



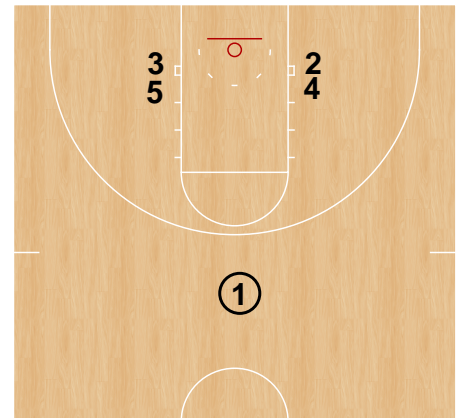
**Boston Series Alignment** – It's a spread out 4 out 1 in with #5 on the block

Box Series Alignment



**Box Alignment** – All players can be in different spots of the box that depend on the play call

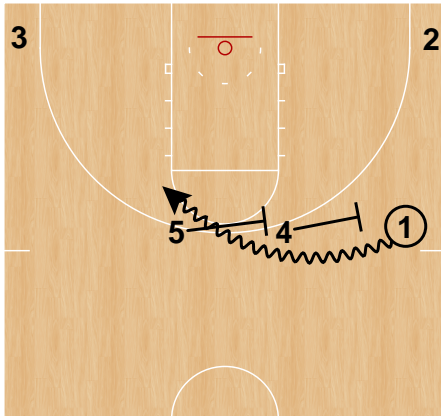
Double Stack Series Alignment



**Double Stack Alignment** – All four players start low on the blocks

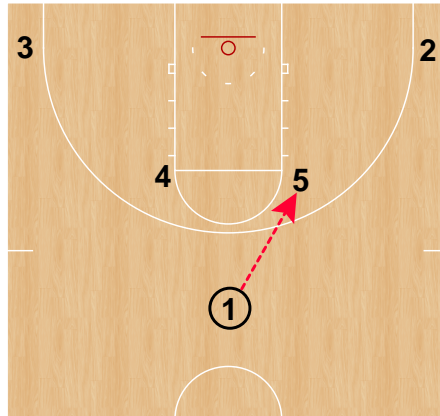
# Playbook Vocabulary – Alignments

Duke Series Alignment



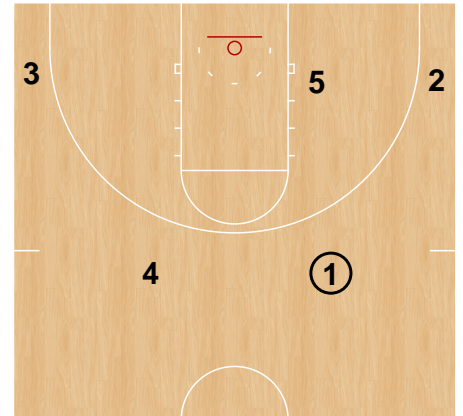
**Duke Series Alignment** – This is a double drag screen where #4 & #5 set double drag screens to initiate the offense. We have both wings in opposite corners to start

Elbow Pass



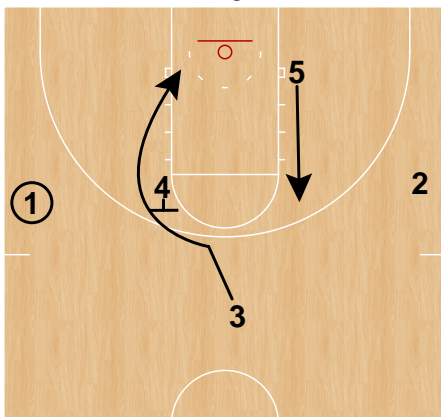
**Elbow Pass** – This can come from multiple different alignments but typically is used out of a Horns set

Flex – Indiana Alignment



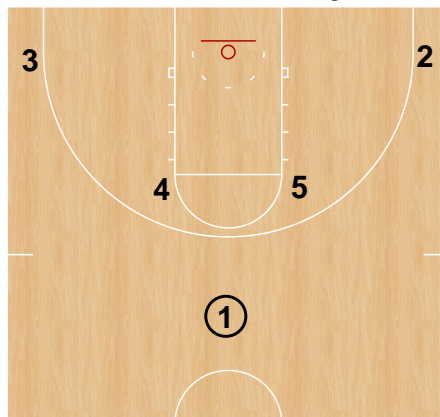
**Flex (Indiana) Alignment** – Continuity screen the screener (STS) Offense

Hawk Alignment



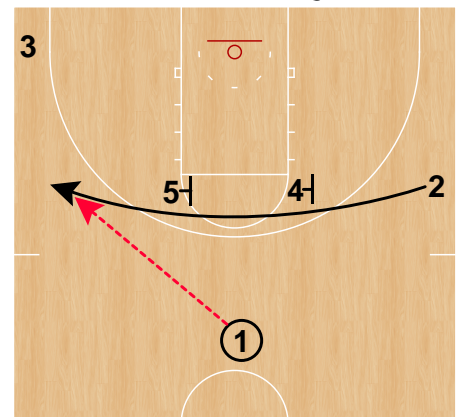
**Hawk Series Alignment** – This is like our UCLA 3 setup but with our 5 man on the opposite block and our PG #1 starts on the wing with the ball

Horns or "A Set" Series Alignment



**Horns Alignment** – Both post players start at the elbows and the wings start in the corners with the point guard high

Iverson / AI Series Alignment

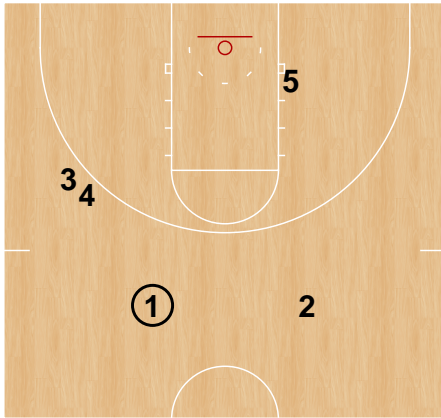


**Iverson/ AI Series Alignment** – Similar to UCLA setup except one of our wings is in one corner



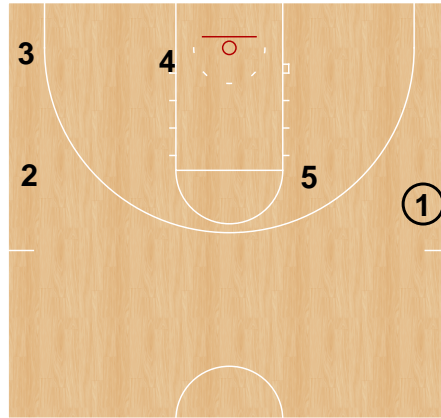
# Playbook Vocabulary – Alignments

Minnesota Series Alignment



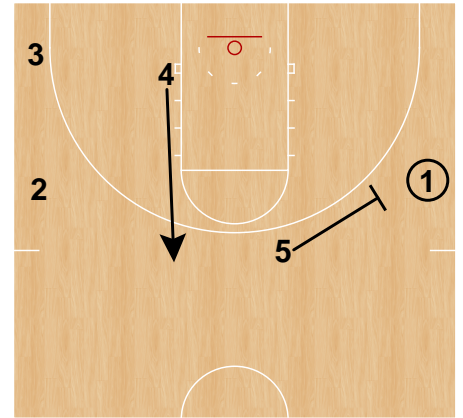
**Minnesota Set** – Our initial setup in our Minnesota set is run with a 2 guard high setup to start. Both #4 & #5 can be interchangeable as can #2 & #3

European Ball Screen Offense – "One" Alignment



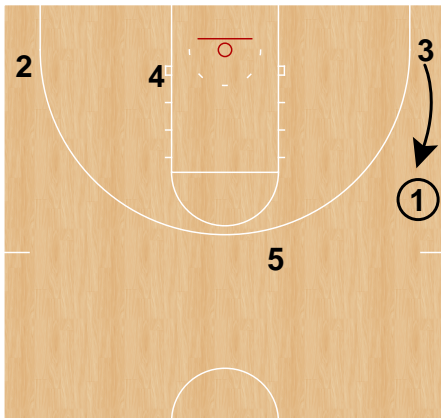
**One Alignment – European Ball Screen Offense** – Continuity Ball Screen Offense

One Offense – Italian Side



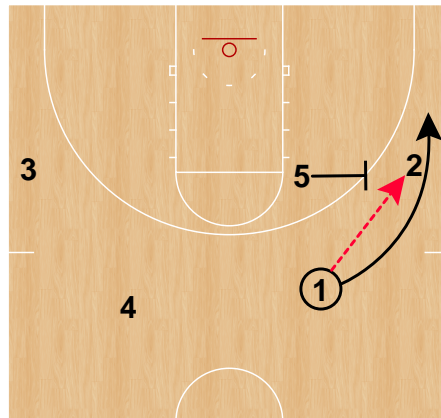
**One Offense – Italian Side** – Our Italian Side in our "One" offense has no player below the ball in the corner otherwise known as empty

One Offense – Serbian Side



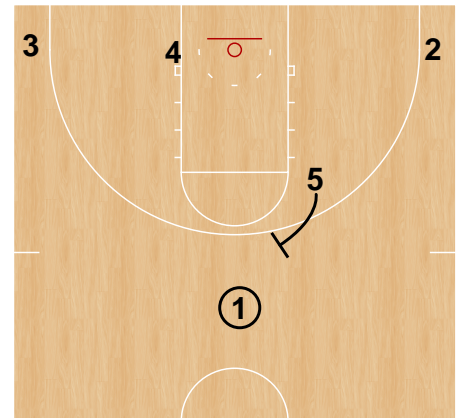
**One Offense – Serbian Side** – Our Serbian Side in our "One" offense has a player below the ball in the corner

Pistol Offense – BYU or 21 Alignment



**Pistol Series (BYU or 21) Alignment** – 4 Out and 1 in but the one player in (#5) starts at the strong side elbow

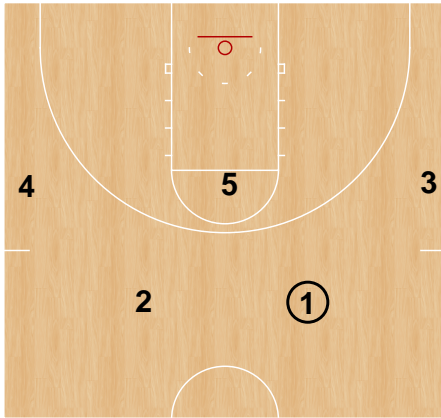
Pride Offense Alignment



**Pride Offense Alignment** – Simple Pick & Roll & Replace Offense

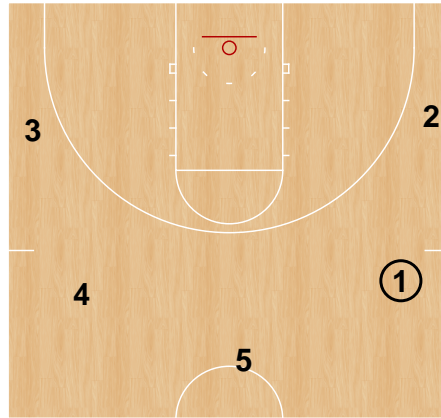
# Playbook Vocabulary – Alignments

Princeton/Chin – Spartan Series Alignment



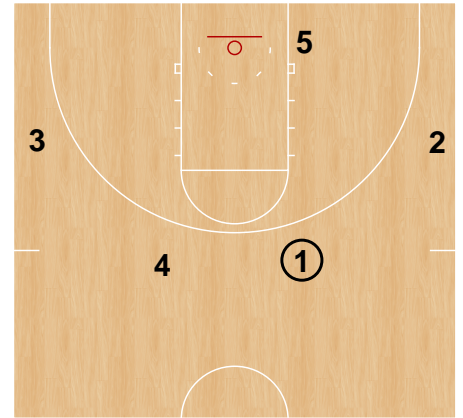
**Princeton/Chin (Spartan) Alignment** – 2 guard high alignment with the center at the nail and the wing players both foul line extended

5 Wide Break



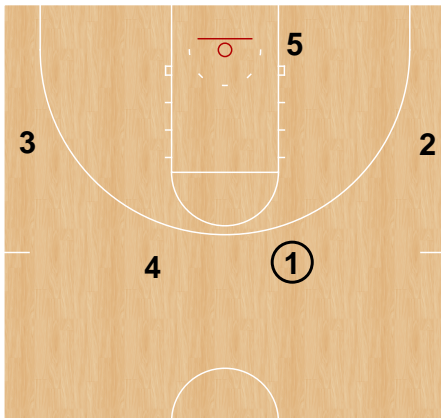
**Secondary Break – 5 Wide Break** – This is how we transition into our 5 Wide Secondary Break

Carolina Numbered Break



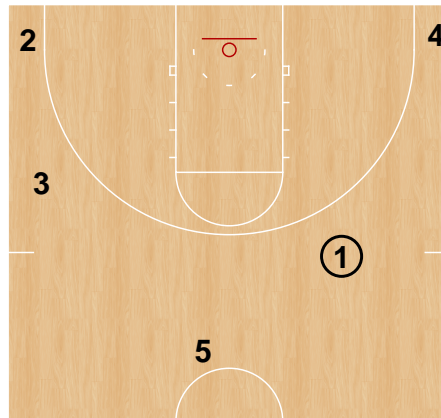
**Secondary Break – Carolina Numbered Break** – In our Carolina numbered break we have spots on the floor we run to to get into our secondary break offense. Both the #2, & #3 as well as #4 & #5 are interchangeable and can run to each others spots

Point Break



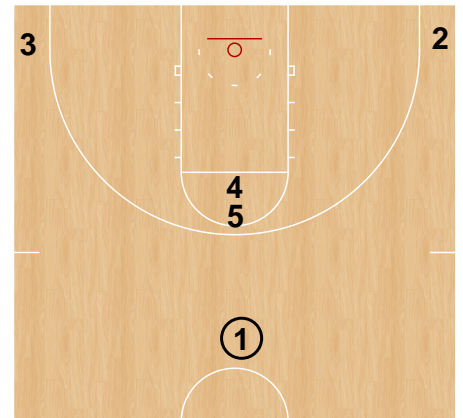
**Secondary Break – Point Break** – In our Point Break it is a numbered break just like our Carolina Break as we have spots on the floor we run to to get into our secondary break offense. Both the #2, & #3 as well as #4 & #5 are interchangeable and can run to each others spots. #4 will cut through as #5 will X and flash off the rub cut by #4 and receive the pass from #4 to get into offense

Rocket Break



**Secondary Break – Rocket Break** – The Rocket break is a two sided fast break where we have two shooters on one side of the floor that make it hard for the defense to guard against in transition as 1 has to play 2.

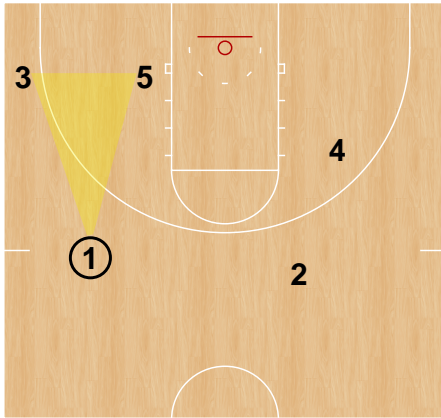
Stack Series Alignment



**Stack Series Alignment** – Similar to Horns or an "A" set formation as we have two players stacked at the free throw line

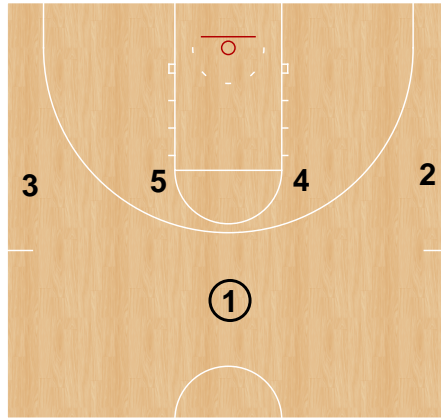
# Playbook Vocabulary – Alignments

Triangle Alignment



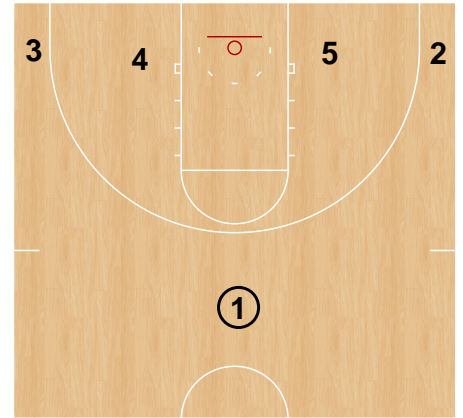
**Triangle Alignment** – We have a triangle of 3 players on one side of the floor

UCLA Series Alignment (1-4 High)



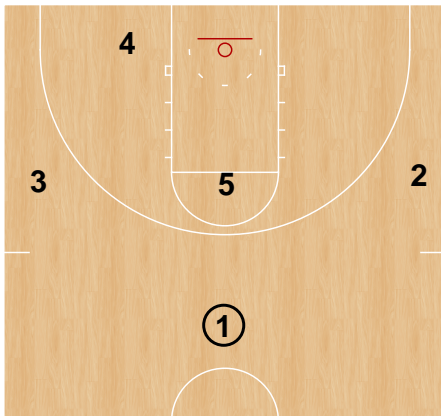
**UCLA Alignment (1-4 High)** – The PG is high, the posts (#4 & #5) are at the elbows, and #2 and #3 are foul line extended

UCLA Flat Alignment (14 Low or 14 Flat)



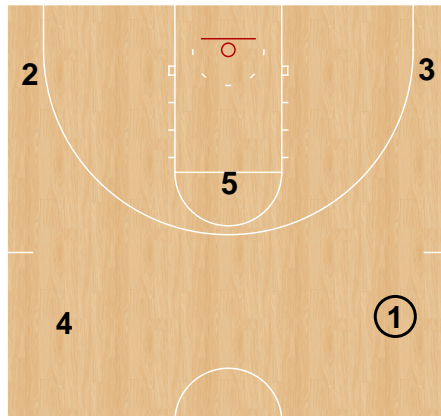
**UCLA Flat Alignment (14 Low or 14 Flat)** – The PG is high, #4 and #5 are at the blocks while #2 and #3 are in the corners

Zone – 13 Offense Alignment (vs 2-3 zone)



**Zone – 13 Offense Alignment** – Typically used against an even number front zone defense like the 2-3 zone

Zone – Fist Alignment (2-1-2)



**Zone – Fist Alignment (2-1-2)** – This is typically used against a odd number zone defense front

