

UCLA Series

UCLA Series

Hi Coach! So, before we start the webinar I wanted to share something with you & give you a quick preview of our UCLA Series and the options that we could potentially use within a season. You can see how we created a series and how we categorized each section within a Series to make sure that we have a play for everyone, an answer & counter for however the defense might be playing us, and lastly to make sure we have a good mix of plays that fit directly to our personnel, but at the same time make it impossible for our opponents scout us and know what's coming.

Like I said, we picked these specific plays to fit directly to our personnel and we selected these from a library of over 60 different UCLA sets that all come out of the High 1-4 UCLA alignment. As you will see as you dive in all of this is that you can completely run this as an offense & disguise what you like to do with multiple counter options to however the defense is playing you because of the plethora of options that we give you.

Now, keep in mind that this is something you can dwindle down even more if you like. We went from our UCLA library of plays that had over 60 plays in it & brought it down to 38. As you go through this you will quickly see that 4 plays could really be 1 play as it might just have a few slight wrinkles within it. So, it really is extremely easy to teach and add quite a few plays within your UCLA Series, but it of course also depends on your team's personnel, basketball IQ, & what you as the coach teach & emphasize to your team.

You could however just as easily take 1 play from each category (PNR, Post, Shooter, Entry, DHO, Mismatch, Lob/Backdoor) and be perfectly fine with just those 1 plays per category & then combine it with another series with another 6 plays, etc.

- PNR Plays
- Post Plays
- Plays For Shooter
- DHO's (Chicago)
- Plays Vs Mismatch
- Backdoor Option Plays
- Pressure Release - Entry Plays (Elbow Entry / Dribble Entry)
- Counter Options To Each Play

I just wanted to show you the process of how I start and then narrow it down as I go. I might go from 60, to 40, to 25, to 10 plays I use to within our UCLA Series. It's easily the favorite thing I do every year narrowing down & creating my playbook that fit's directly & specifically to my team & personnel for THAT season!

For those who are not familiar, our UCLA series is a set of plays that start in a high 1-4 set up. It's named after the great UCLA teams of the past when John Wooden was the coach. This was a staple of his offense. The Idea of running UCLA sets is to draw the other team's big men away from the hoop. If your opponents have a big seven-footer you want to get away from the hoop, then this is a set of plays you would want to call during a game. This is an offense that creates a ton of space below the free-throw line for players to drive as well as it creates a ton of backdoor cut opportunities.

All of the UCLA plays have anywhere from 3-5 looks within each play. This is also an offense that you can teach to your players that allow them to make reads that are dependent on how the defense is playing them. It's a 3-man game on one side of the floor where players can set an up screen, down screen, and back screen for each other in continuity while the opposite side of the floor reads the action and can interchange, space, or set a double stagger screen. We give you some drills in this book that can help your players with these actions and reads.

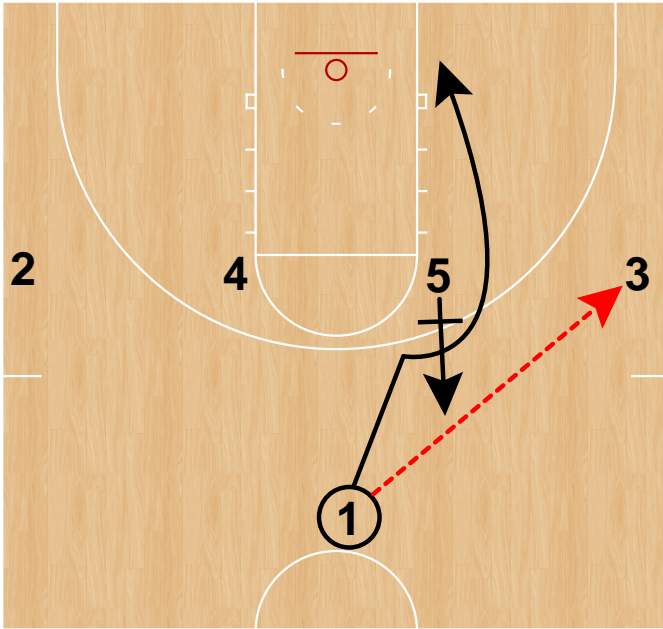
In our UCLA Series, it is a set where we have numerous mini-series of plays within a series. For example, look at our Over/Under plays where we have 8 plays that start with an AI cut (Iverson action). These lead into different wrinkles and counters that again keep the defense guessing by first disguising the action we want to run. Most all of the plays that we give you have at least one counter to them and with a specific action.

Our UCLA Action is something that we like to drill a lot in practice, and we do this by playing 3 on 3 live on one side of the floor in practice. In this drill, we only allow the players to use from one sideline to the opposite free-throw line extended, which gives them 2/3 of the floor to use in the half-court. We do not allow any switching defensively to start with, and we teach our players to headhunt on all screens. We play a 3-man game and teach our players to keep moving. It always begins with a pass and followed by a UCLA cut. Then we play 3-man game or Triangle corner reads, but the one rule is we stay spaced. Players must pass and screen away or pass and cut. Players are encouraged to set back screens as well. If we make a post entry pass, then we immediately go into our Split Action. This drill teaches our players how to play if something breaks down, but at the same time, we are teaching our UCLA Offense and teaching our players how to make proper basketball reads.

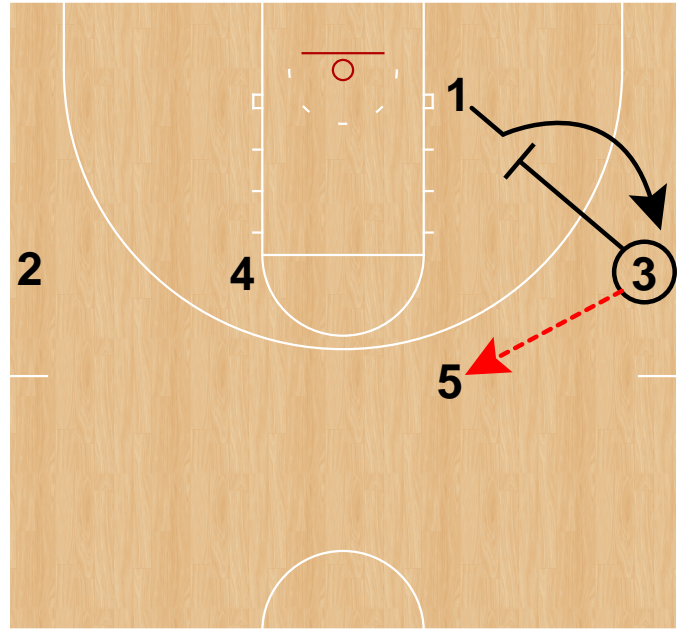
I hope this playbook gives you some new ideas and some things that you can add to your UCLA series and playbook. This is a must-have series I put in my playbook every year. Again, this is just the tip of the iceberg of what we are going to show you in the webinar! Hopefully, it translates to a few more wins for you and your team next season. You of course will also need some UCLA drills to help teach your players the offense in practice, so you will definitely want to make sure that you stay tuned to the webinar where we will show you how and where you can get everything you could possibly ever need no matter what offense or defense you run. We are looking forward to seeing you at the webinar & showing you how you can get more stuff like this! 😊

UCLA

Frame 1



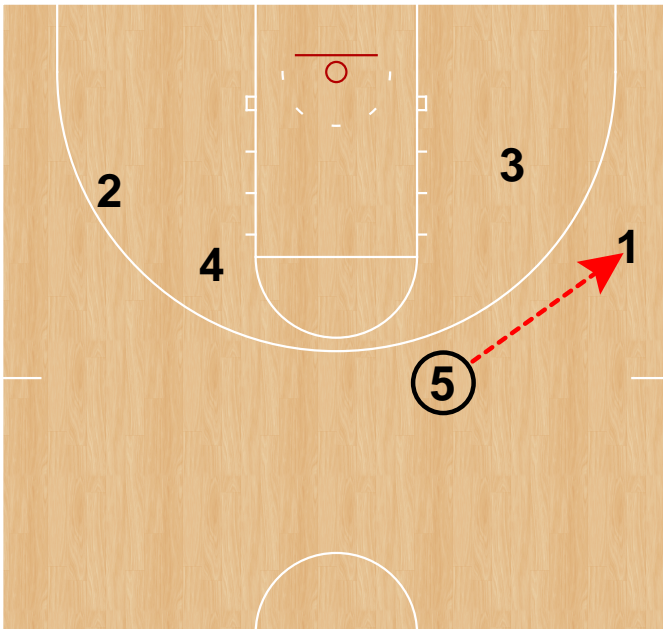
Frame 2



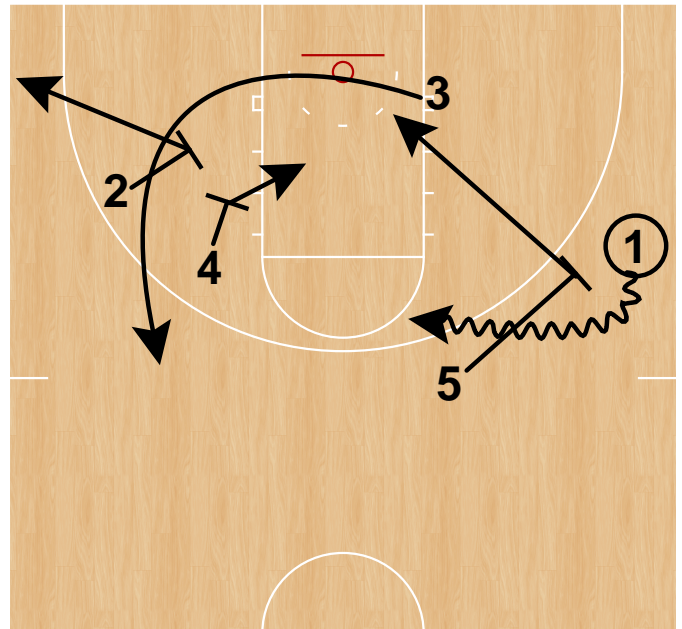
- #1 passes to the wing and then makes a UCLA cut off the back screen from #5.
- 1st option in the play is to look for the #1 on the cut
- 2nd option on a mismatch look to post the #1
- 3rd option hit #5 popping after #1 clears him

- After #5 sets the back pick he will pop out to receive the pass from #3.
- #3 then goes & sets a down screen for the #1. #1 might be open for a jumper on a return pass from #5.
- If #1 is not open after #3's down pick then #3 will go off a double screen on the weak side and receive a pass from #5 for the jumper.

Frame 3



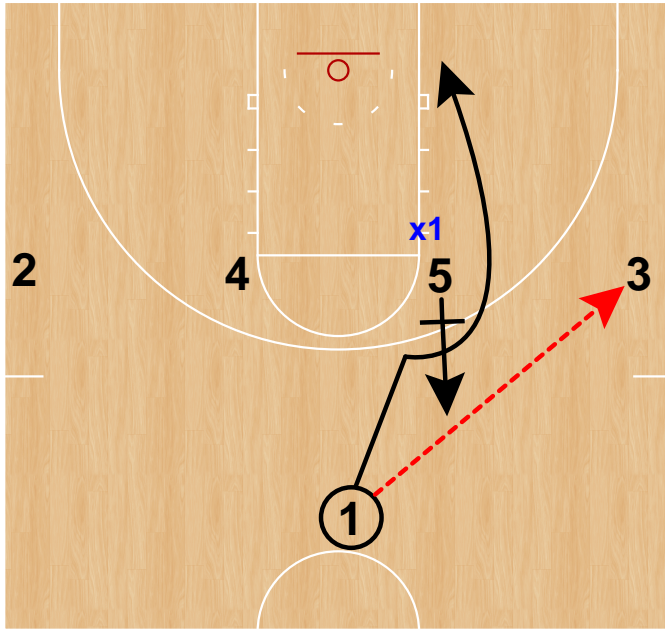
Frame 4



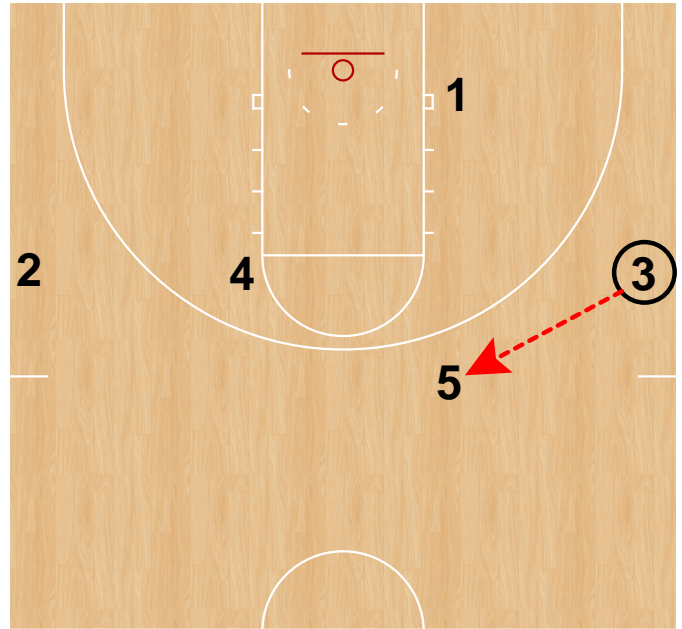
- If #5 passes to #1 then he/she will then set a Pick in Pop to the short corner.
- #1 will drive off the PNP action
- While this is happening #3 is coming off a double stagger screen.
- #2 will pop to the corner for an extra pass option and #4 will look for a slip option

UCLA 2

Frame 1



Frame 2

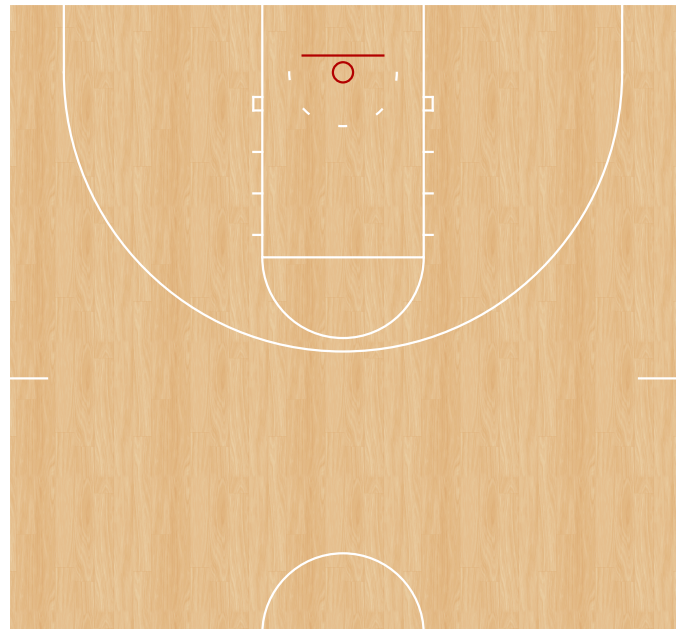
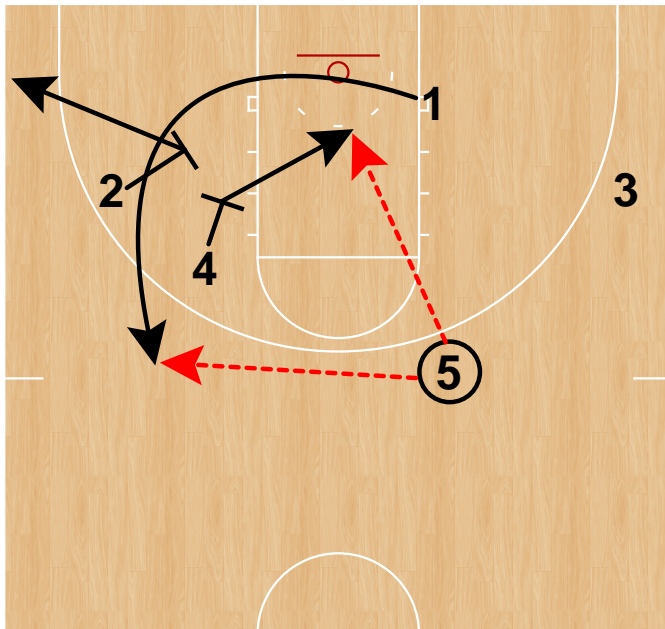


- #1 passes to the wing and then makes a UCLA cut off the back screen from #5.

- #3 hits #5 who pos after #1 clears him on the UCLA cut

- 1st option in the play is to look for the #1 on the cut
- 2nd option on a mismatch look to post the #1
- 3rd option hit #5 popping after #1 clears him

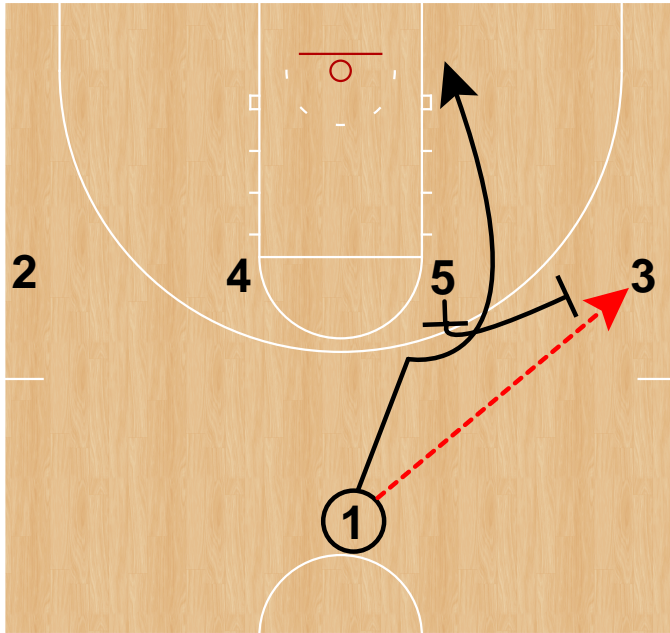
Frame 3



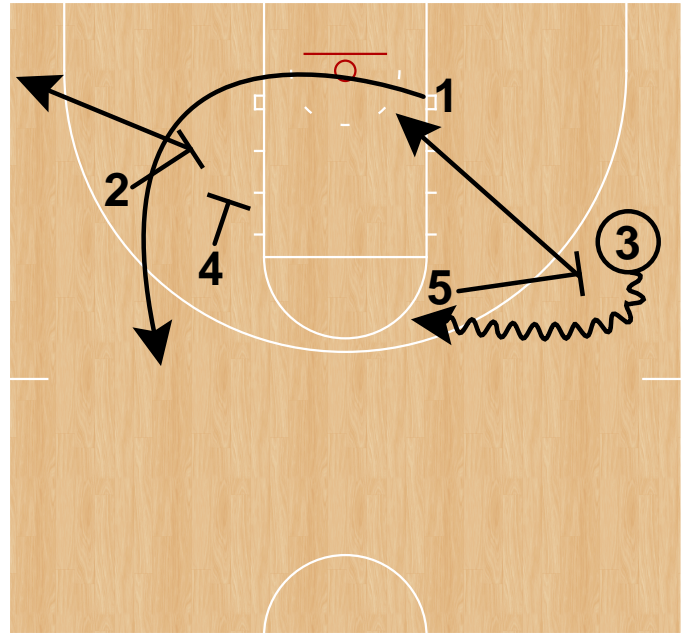
- #3 passes to #5 who popped after the back pick.
- #1 comes off a double screen for a 3.
- If number 4's man cheats he will slip and get the high low look from #4.
- #2 will pop to the corner for an extra pass

UCLA 3

Frame 1



Frame 2



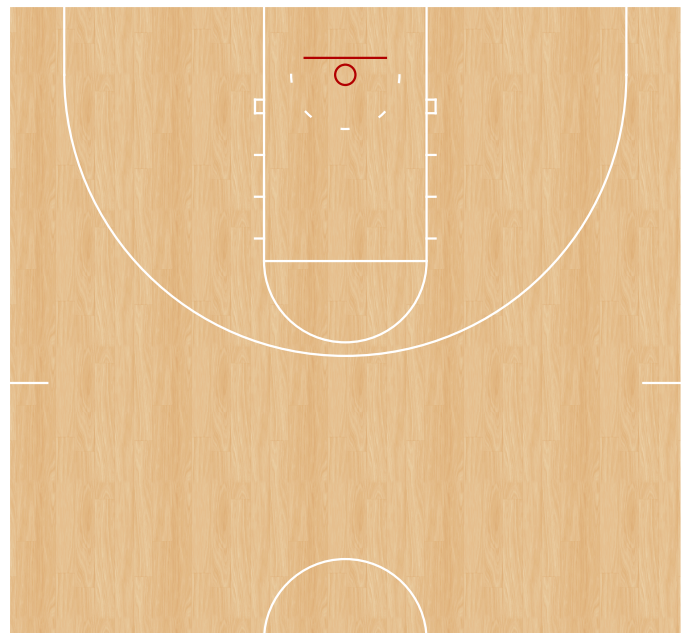
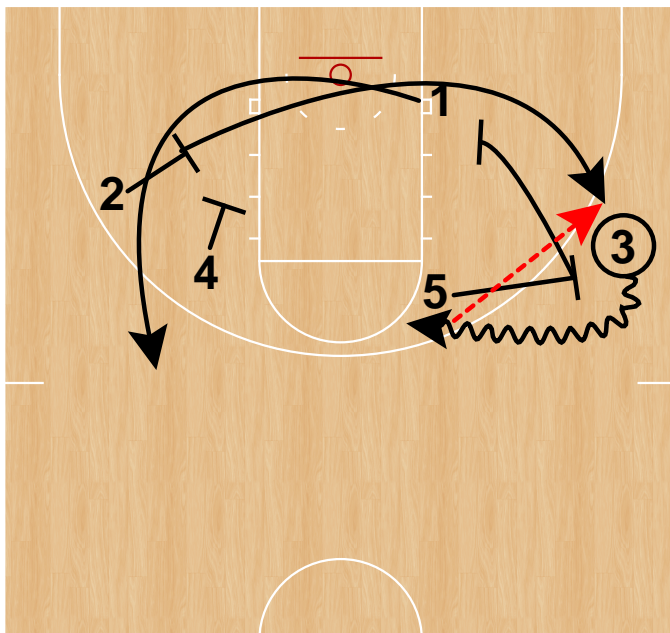
#1 passes to the wing and then makes a UCLA cut off the back screen from #5.

1st option in the play is to look for the #1 on the cut
2nd option on a mismatch look to post the #1

In UCLA 3 this time #5 sets a immediate ball screen for #3 after #1 clears him.

- #3 comes off the PNR or Pick & Pop from #5 and looks for #1 coming off a double stagger.
- #4 looks for the slip and #2 pops to the corner for an extra pass

Frame 3

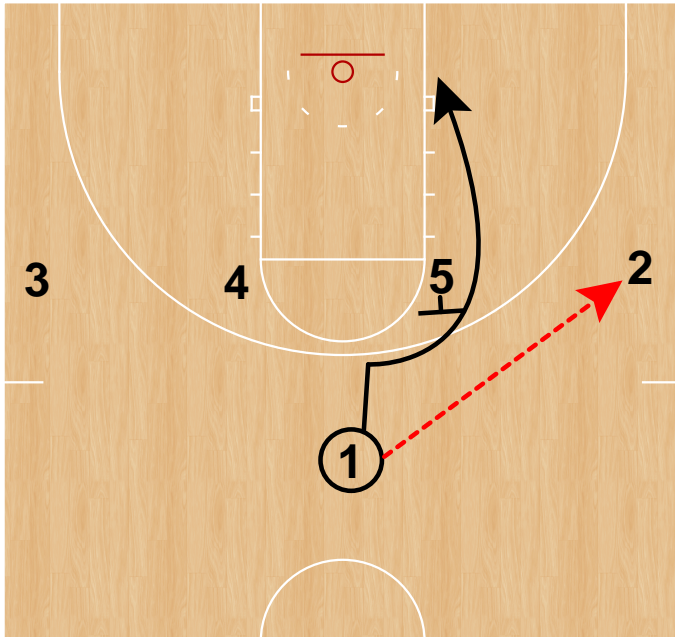


Option B

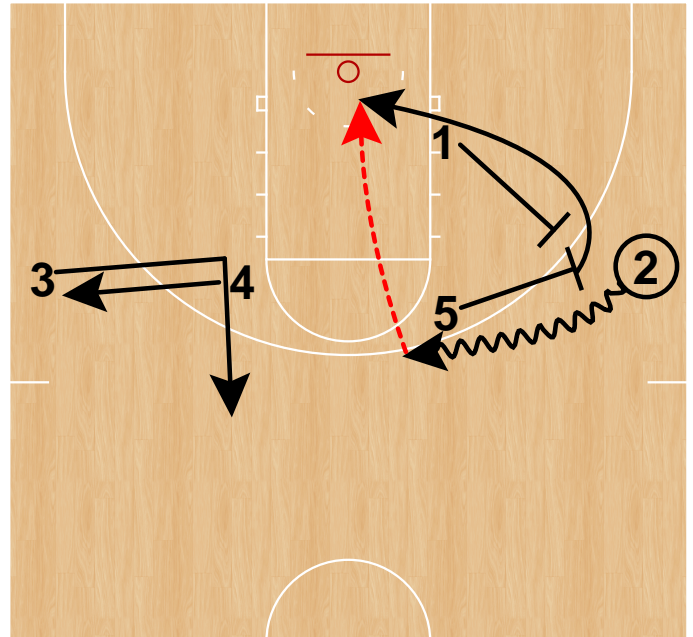
- We can go into 4 Action as #5 sets a ball screen followed by a 2nd screen for #2 who sprints off #5's screen after #1 clears him/her and looks for the throwback pass from #3

UCLA 3 - UP

Frame 1



Frame 2



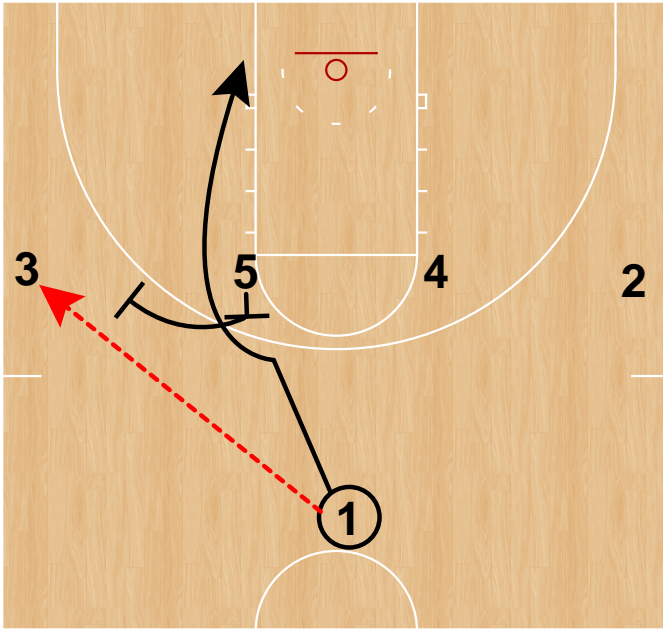
- UCLA 3 action with #5 setting the UCLA back screen then going into a immediate ball screen for #2

- As #5 sets the ball screen for #2

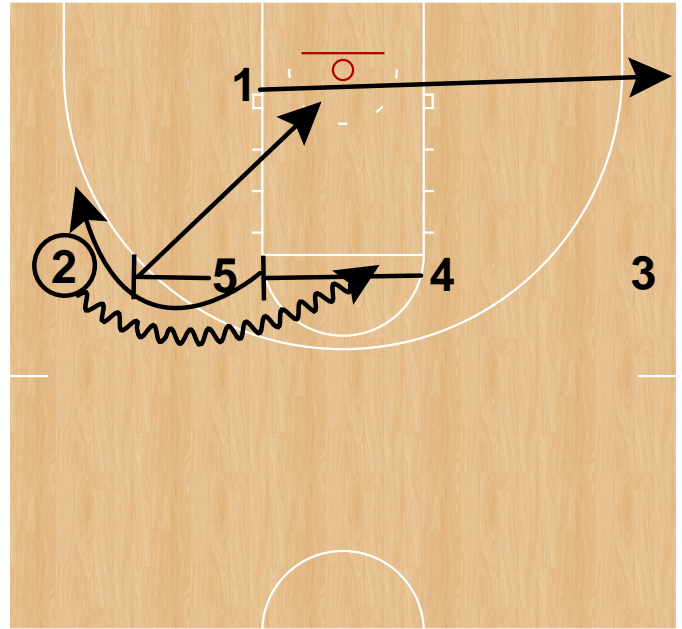
- #1 sets a back screen for the lob option for #5

UCLA 3 - Duke

Frame 1



Frame 2

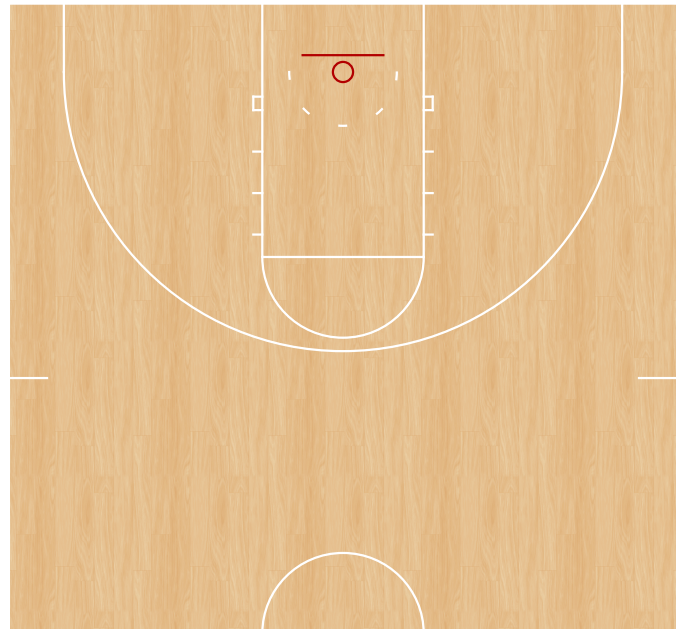
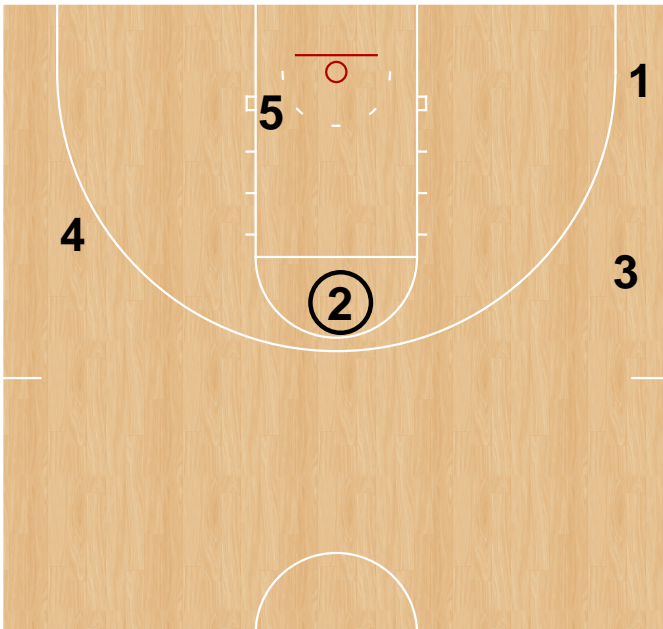


- #1 passes to the wing and then makes a UCLA cut off the back screen from #5.

- #5 & #4 immediately sprint to set a double drag (Duke) screen for #2

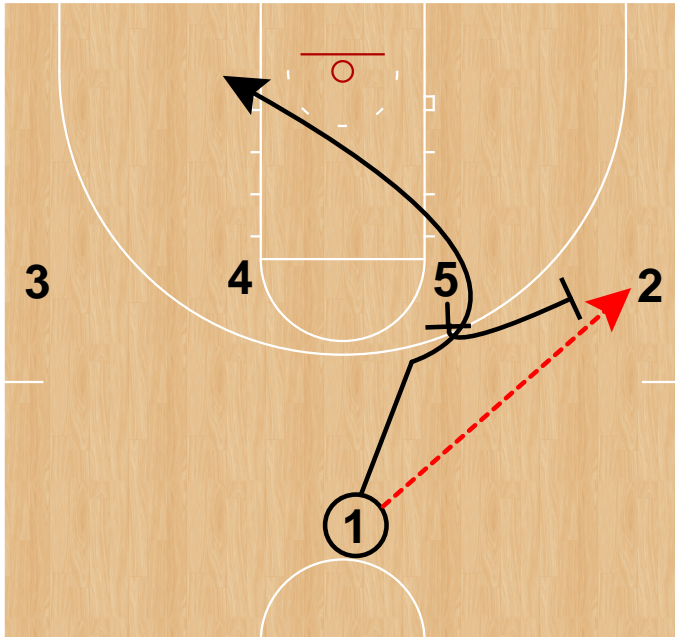
- 1st option in the play is to look for the #1 on the cut
- 2nd option is on a mismatch look to hit the post to #1

Frame 3

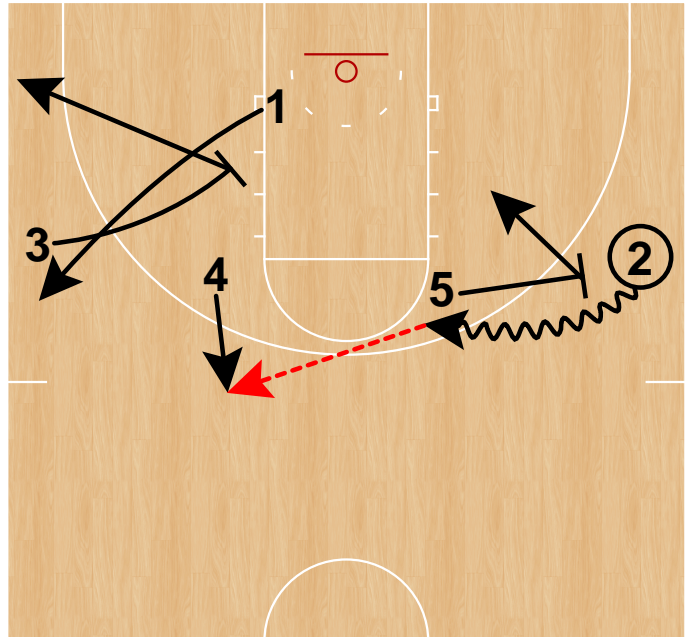


UCLA 3 - 4 1 Fist

Frame 1



Frame 2



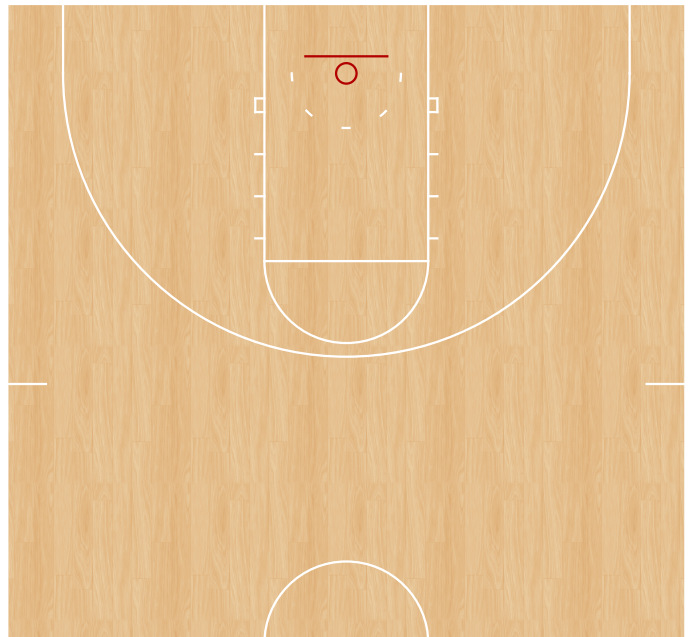
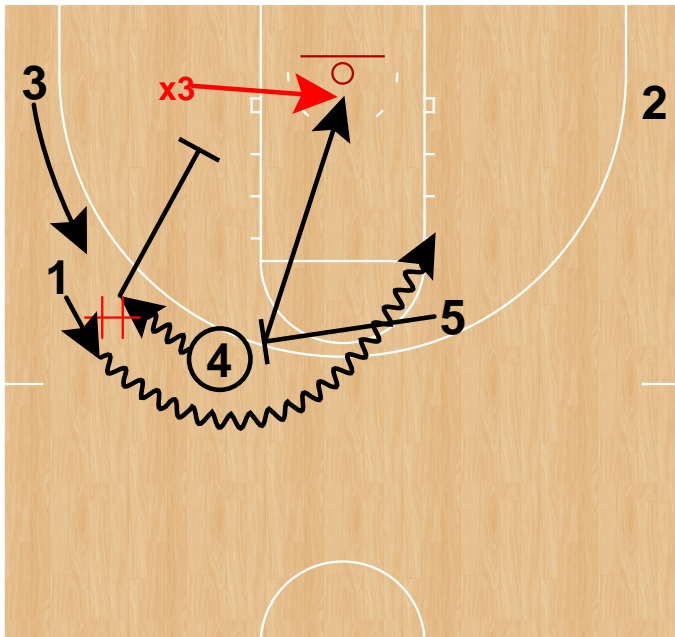
- #1 passes to the wing and then makes a UCLA cut off the back screen from #5.

1st option in the play is to look for the #1 on the cut
2nd option on a mismatch look to post the #1

- In UCLA 3 #5 sets a immediate ball screen for #2 after #1 clears him/her. You would want to make this call if you see X5 helping on the #1 UCLA cut so he/she can't help on the hedge

- #2 comes off the PNR or Pick & Pop from #5 and looks for #4 immediately
- #1 then comes off #3's down screen

Frame 3

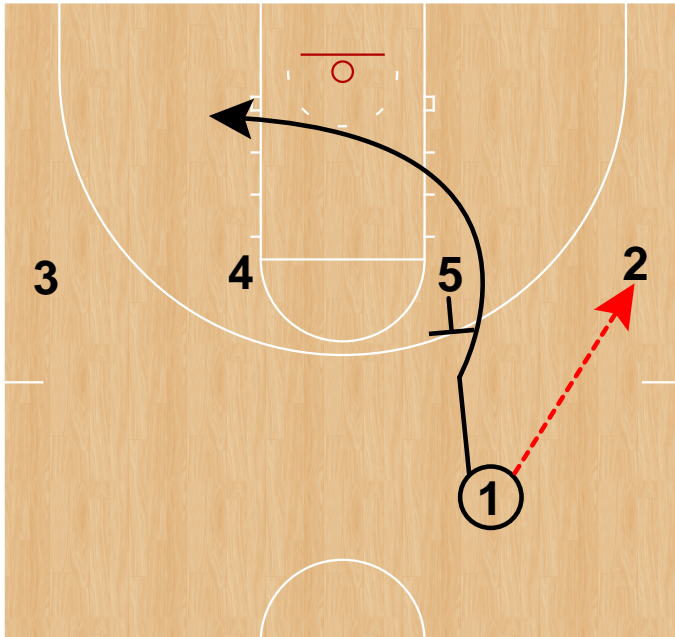


- #1 immediately comes to get the DHO from #4 and #5 follows with a PNR for #1

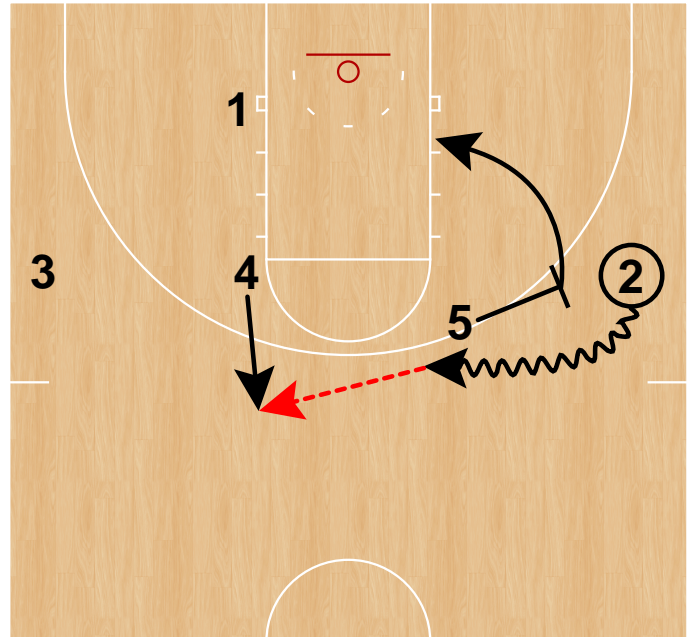
- #4 sets a pin down on X3 who is the tag man on the roll and #3 lifts for a possible throwback pass from #1

UCLA 3 - Chicago Fist***

Frame 1



Frame 2

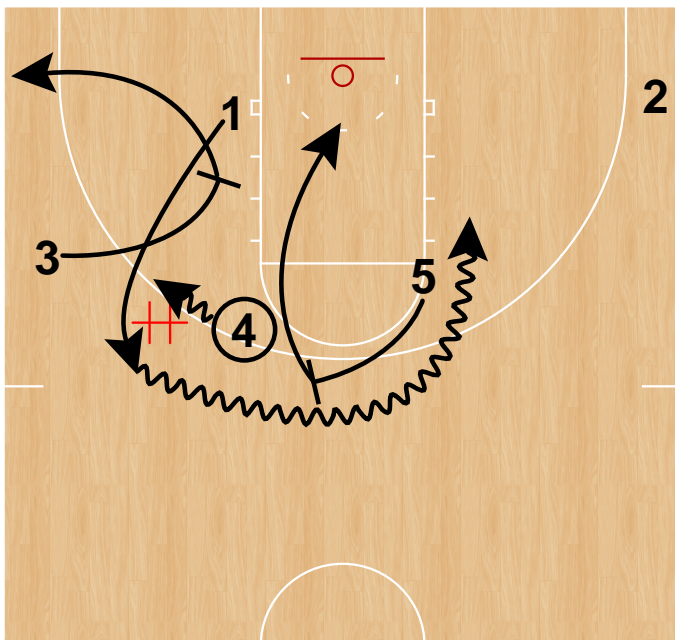


- In our UCLA Action to starts the play as #1 passes to #2 and UCLA cuts off #5's back screen. Our 1st look is to #1 if he/she is open

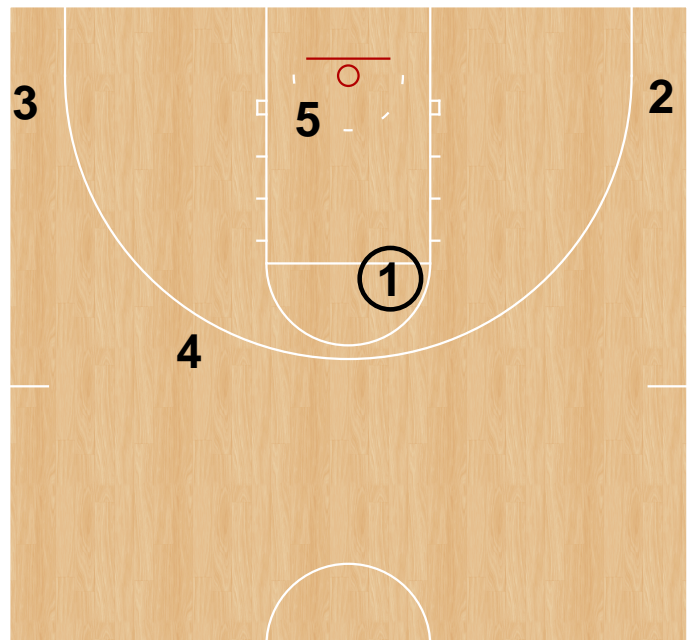
- After #1 clears #5, #5 sprints immediately into a ball screen for #2

- #2 passes to #4

Frame 3



Frame 4

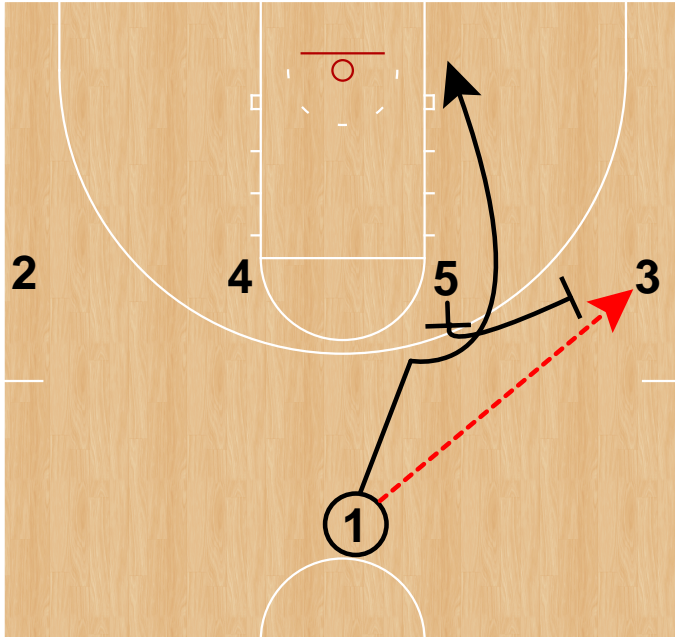


- We now go into Chicago Action as #3 sets a down screen for #1 who sprints off and receives a DHO from #4 and then immediately gets a PNR from #5

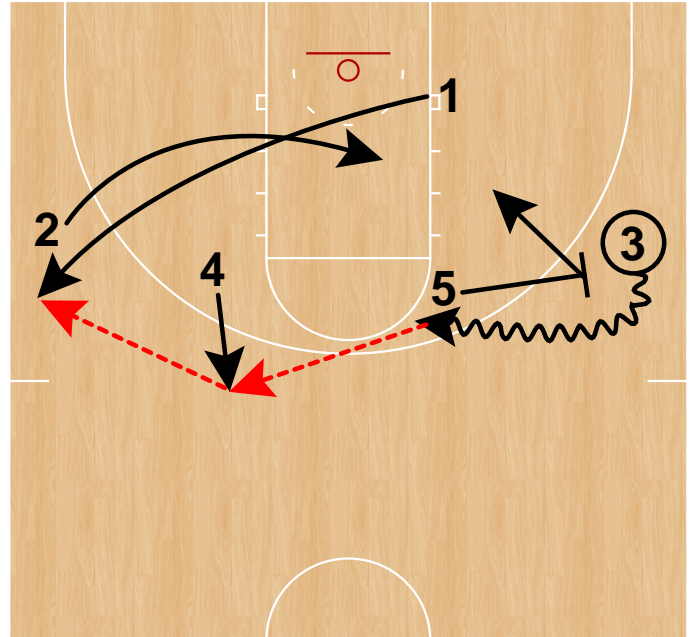
- #4 pops after the DHO for a possible throwback pass and High/Low look to #5

UCLA 3 - "T"

Frame 1



Frame 2



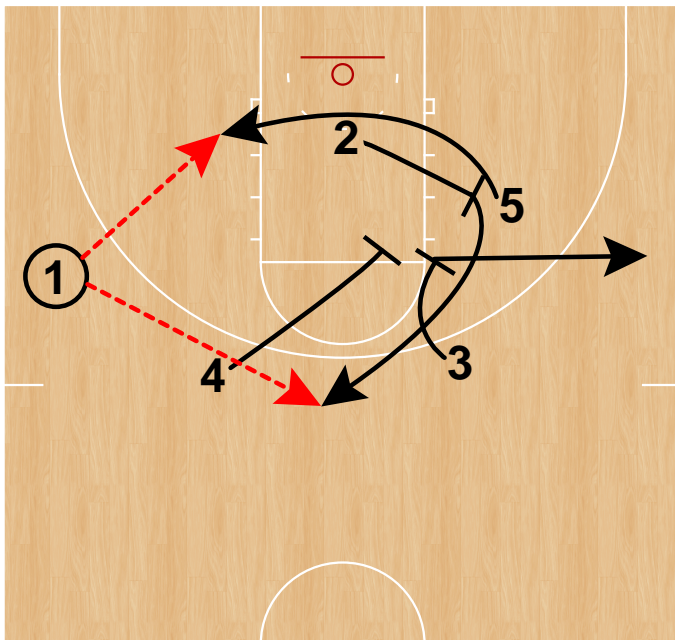
- #1 passes to the wing and then makes a UCLA cut off the back screen from #5.

1st option in the play is to look for the #1 on the cut
2nd option on a mismatch look to post the #1

- In UCLA 3 "T" this time #5 sets a immediate ball screen for #3 after #1 clears him/her. You would want to make this call if you see X5 helping on the #1 UCLA cut so he/she can't help on the hedge

- #3 comes off the PNR or Pick & Pop from #5 and looks for #4 immediately

Frame 3

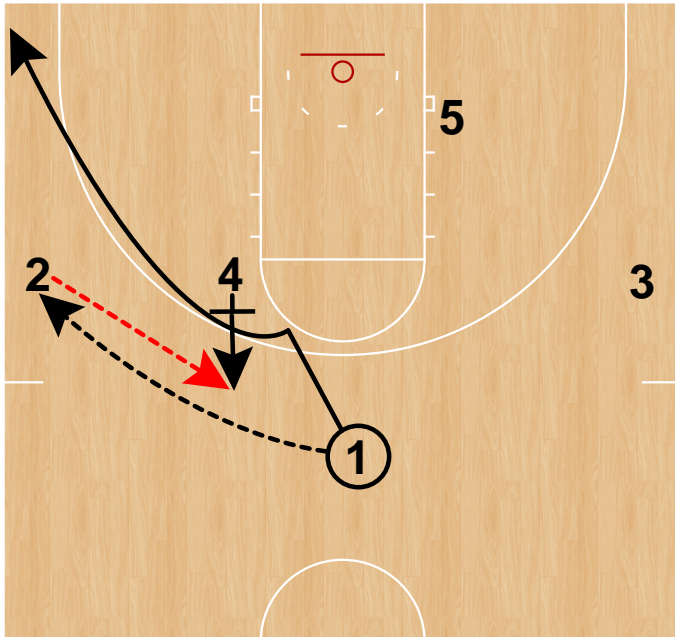


- We go into "T" Series Action as #2 sets a cross RIP shuffle cut screen for #5 who goes to the post.

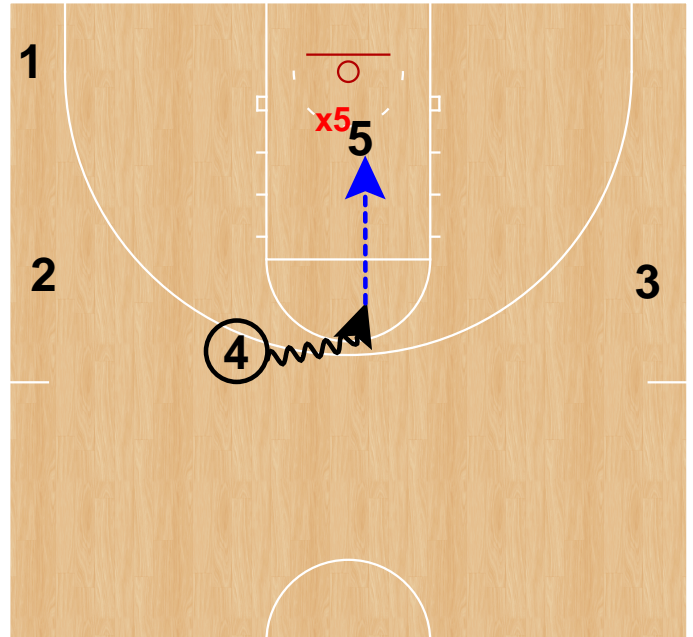
- #2 then comes off a double screen from #4 & #3

UCLA - Duck

Frame 1



Frame 2



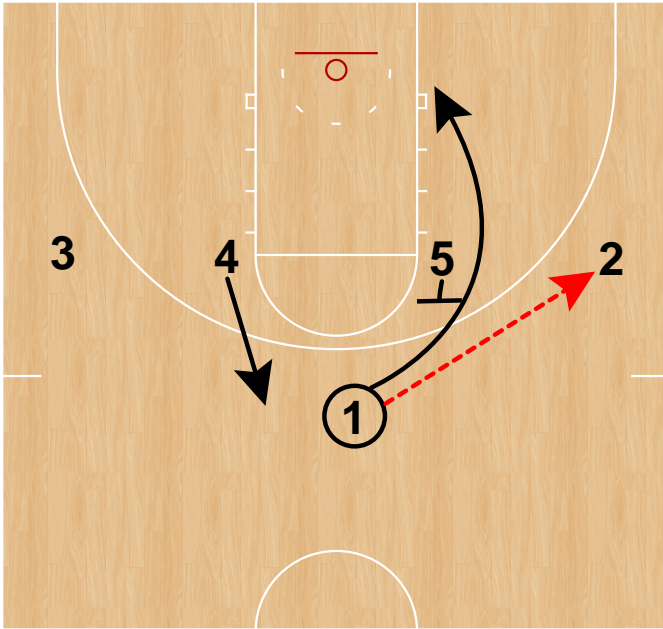
Basic UCLA Action

- #1 hits the wing and UCLA cuts to the corner
- #4 pops and receives the pass from #2

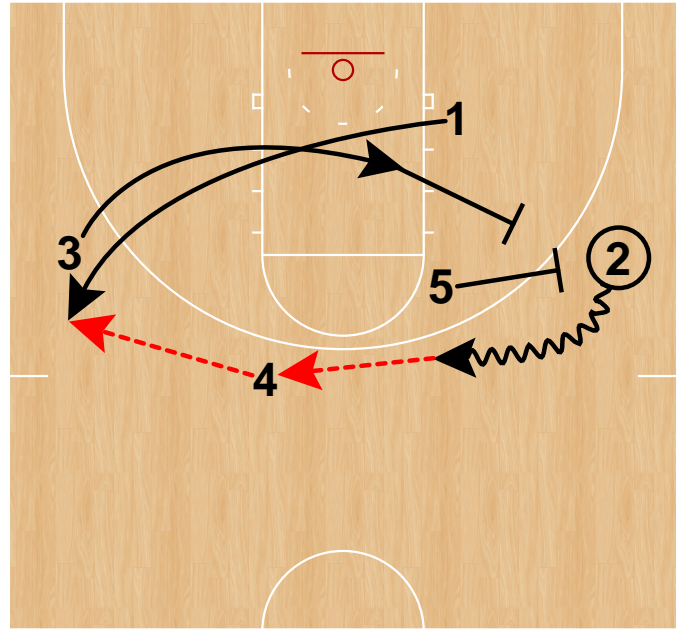
- #4 flashes then dribbles and hits #5 who just ducked in Hard and we look for the High/Low entry pass

UCLA - 3 2 RIP Husky

Frame 1



Frame 2

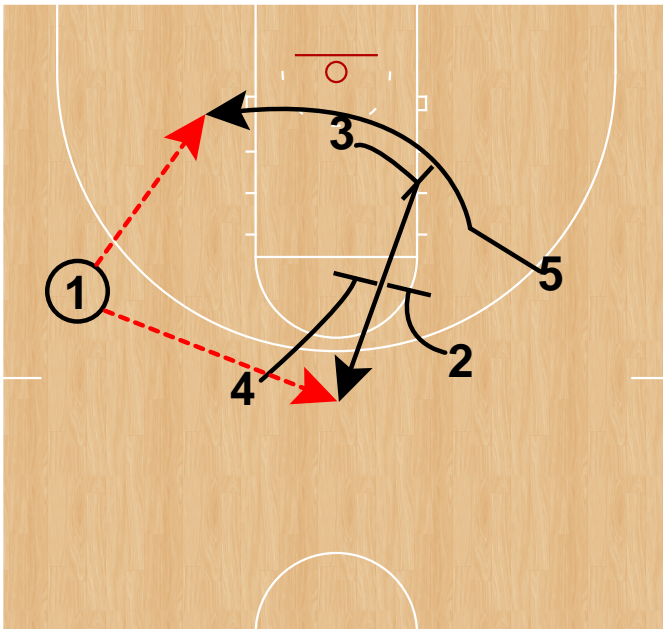


- #1 hits #2 then UCLA cuts

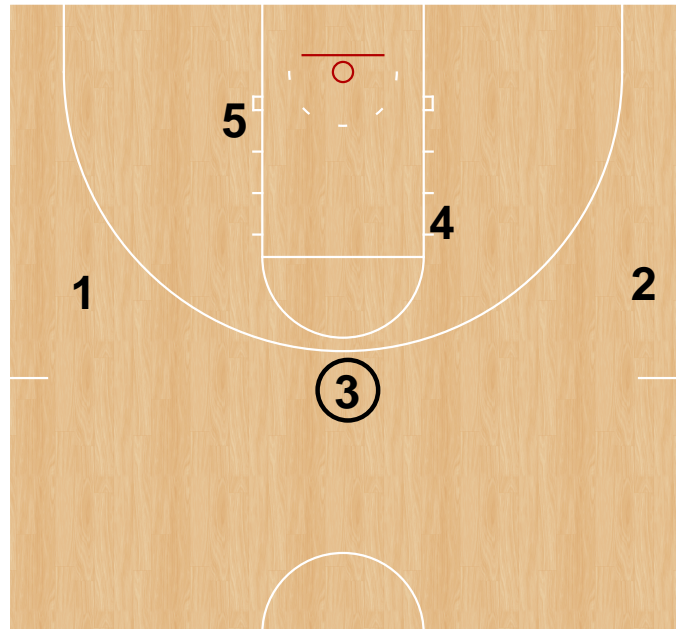
- #5 sets an on ball screen for #2

- #2 reverses the ball to #1

Frame 3



Frame 4



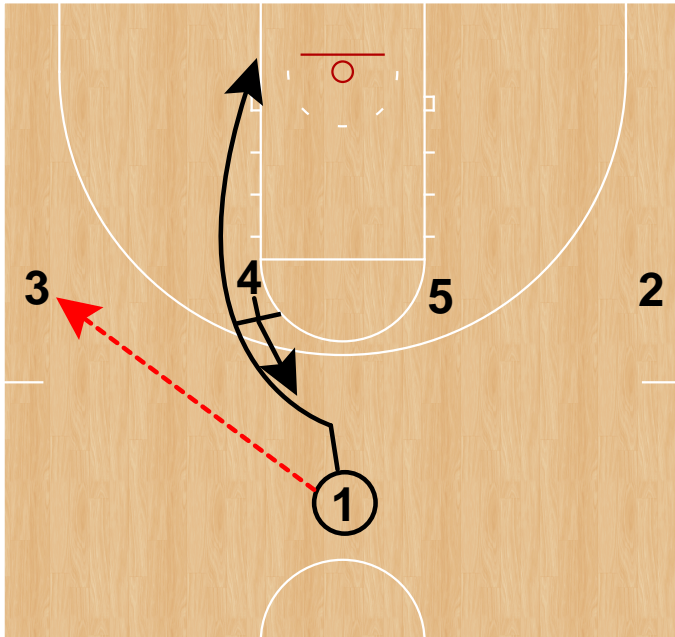
- #3 goes into T-Series Action

- #3 sets a RIP screen and then comes through the elevator (Husky) screens by #4 & #2

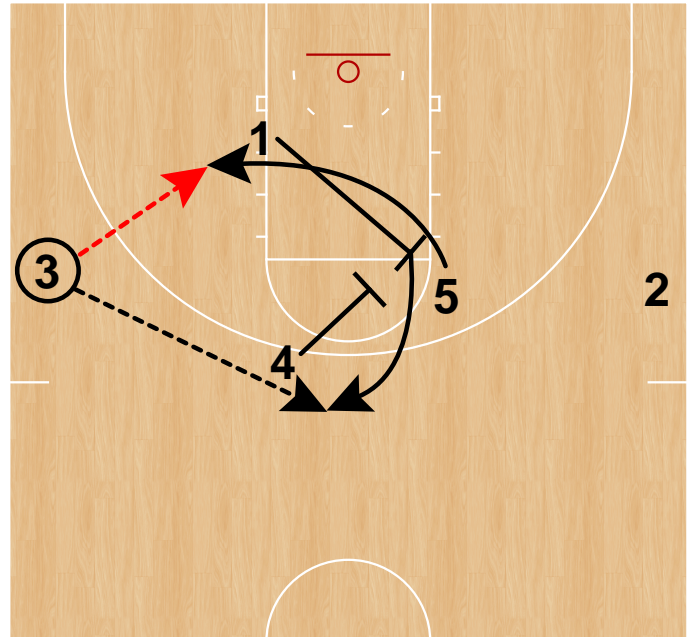
- #1 can also hit #5 on the block

UCLA - RIP "T"

Frame 1



Frame 2

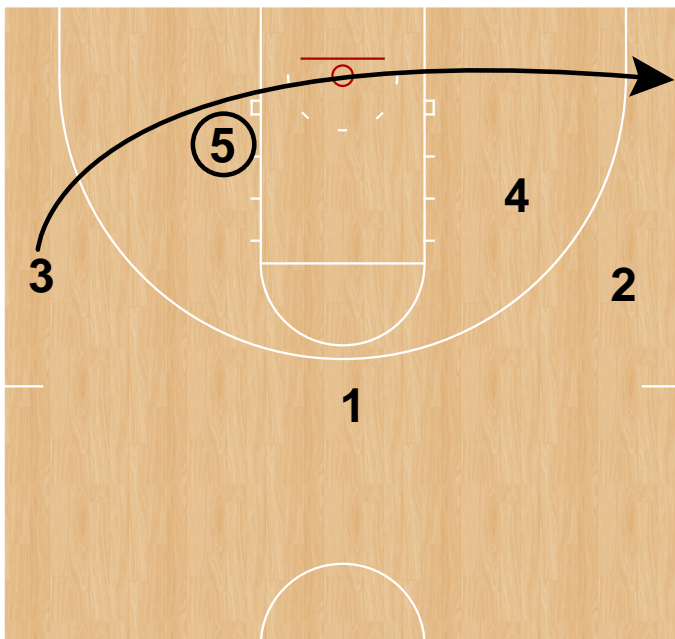


- #1 passes to #3 then UCLA cuts off #4's back screen

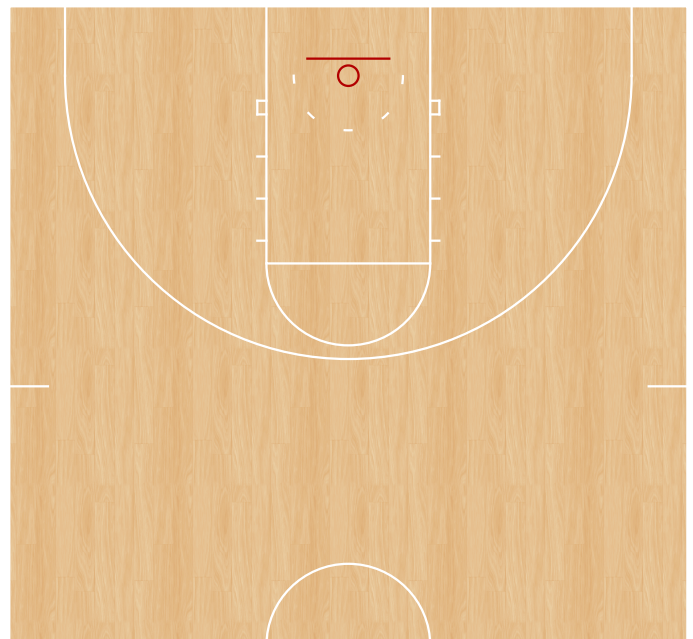
- We immediately go into "T" Action as #1 sets a RIP screen for #5 and then comes off #4's down screen

- #3 can pass to #5 or #1

Frame 3

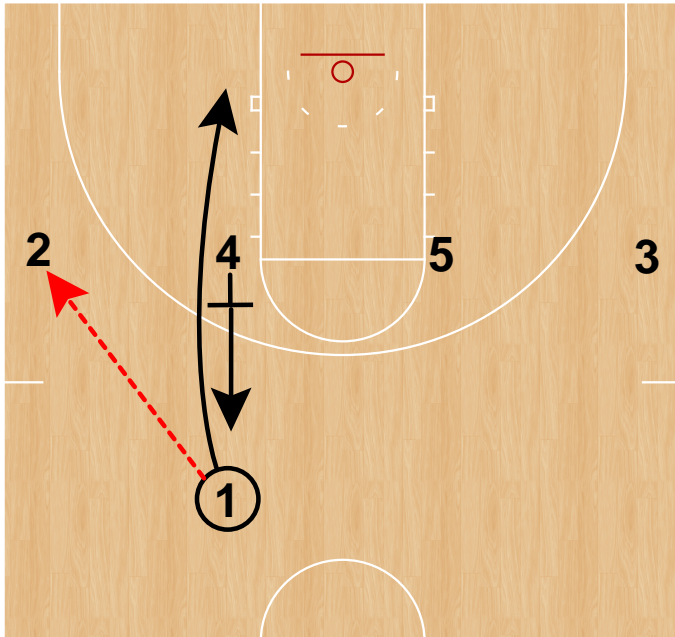


- On the post entry #3 makes a low Laker cut



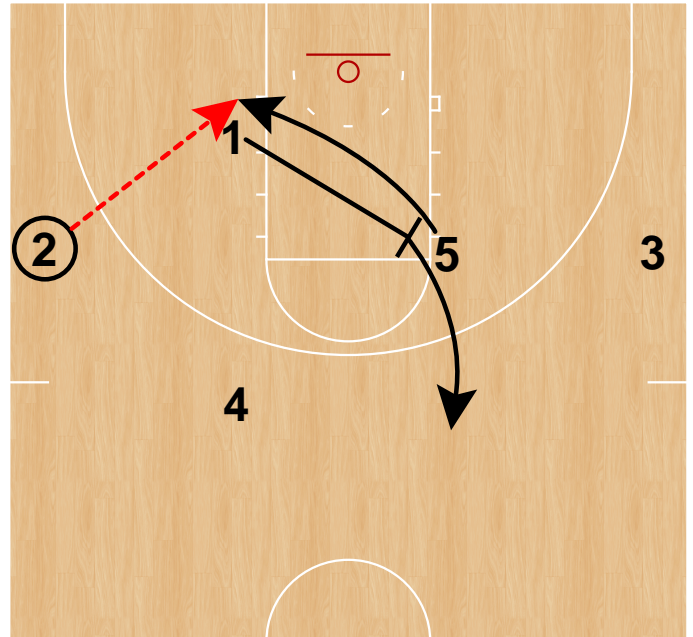
UCLA - RIP Cross Punch

Frame 1



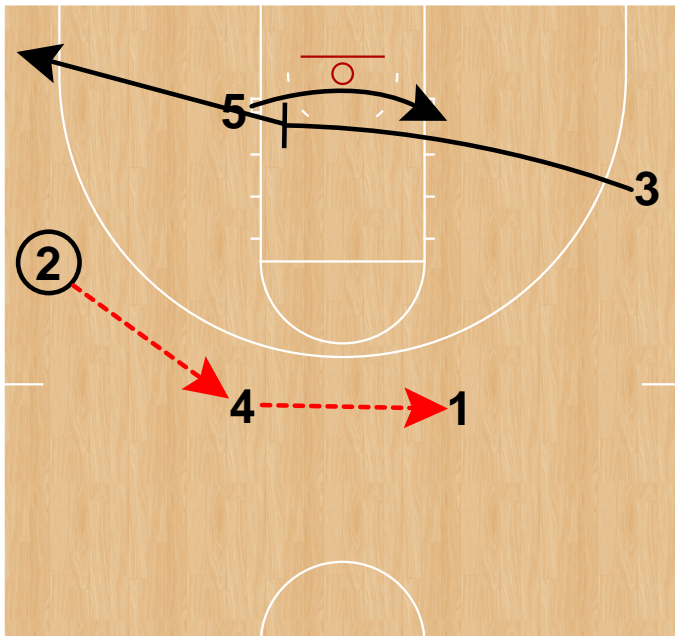
- #1 hits #2 and UCLA cuts off #4's back screen

Frame 2



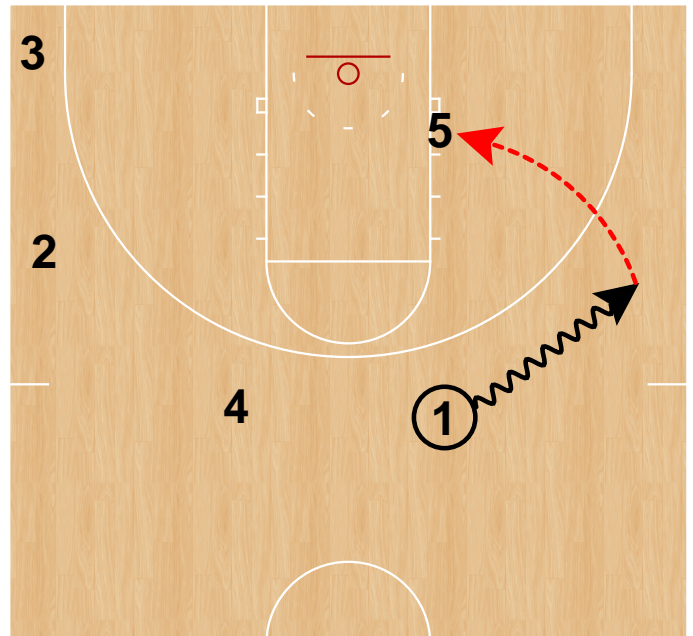
- #2 looks for #5 on the RIP cut by #5 coming off #1's back screen

Frame 3



- If #2 can not hit #5 then we swing the ball to #4 to #1
- #3 sprints into a cross screen for #5

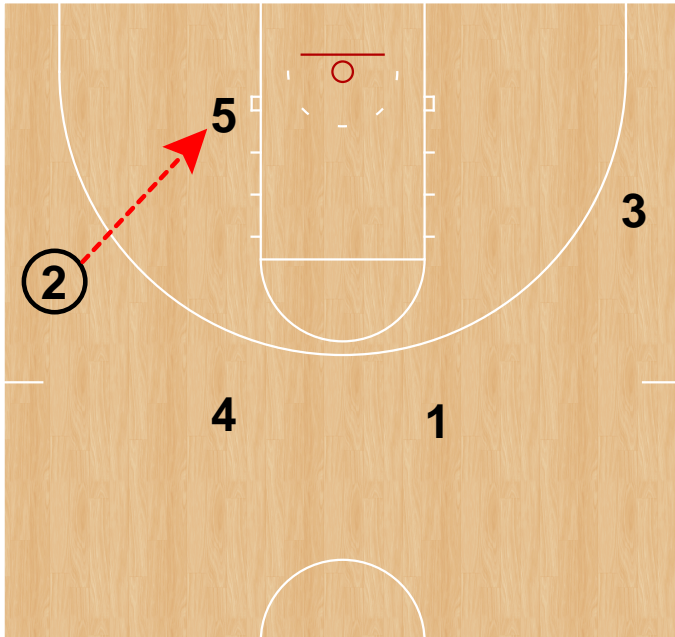
Frame 4



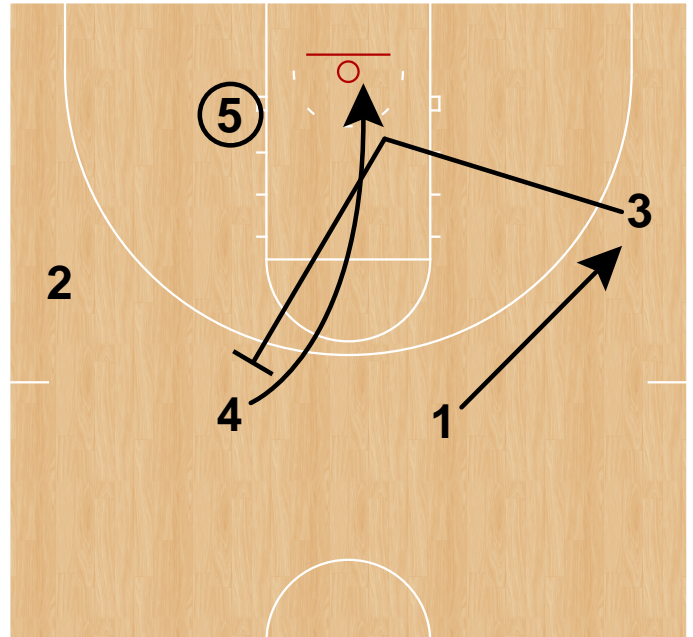
- Dribble entry to feed #5 in the post

UCLA - RIP Cross Punch

Frame 5



Frame 6



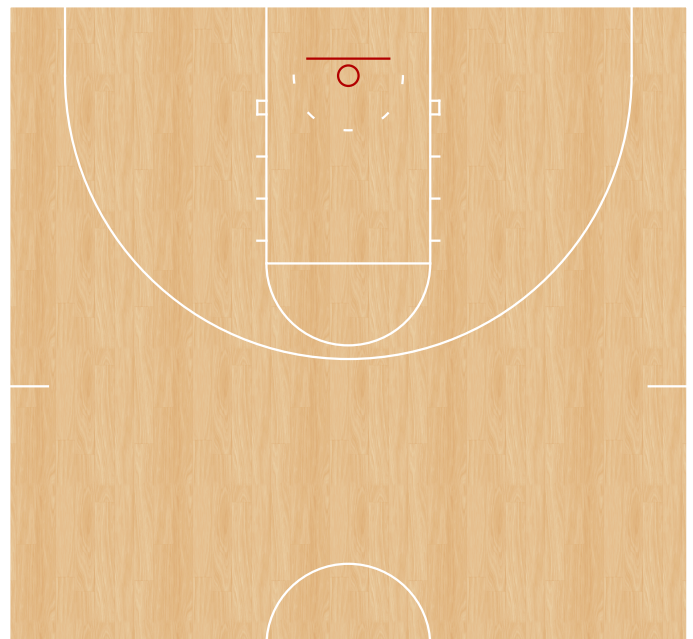
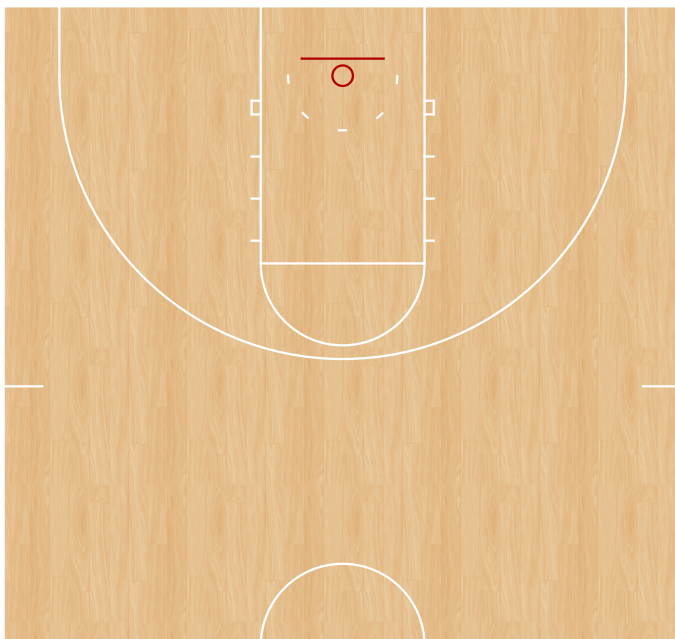
- If #2 feeds the post to #5

- #3 dive cuts and then back screens for #4 to cut off

- #1 spaces for diagonal pass

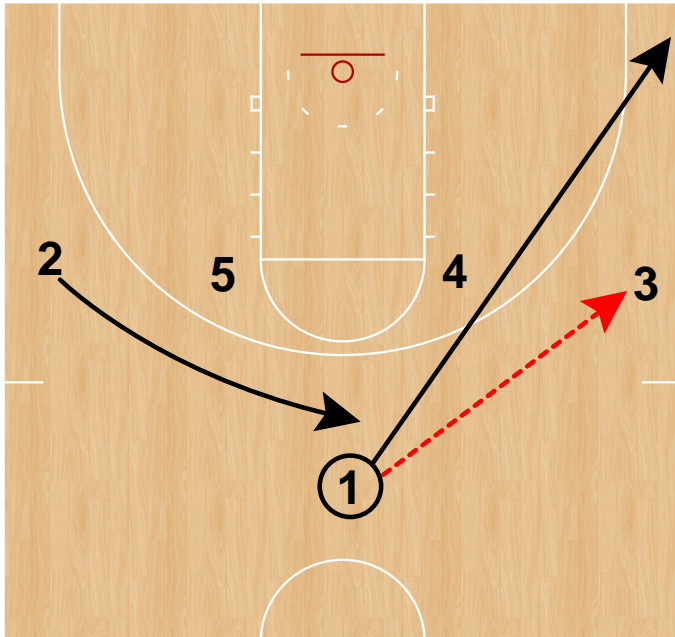
OR

- We can go into Split Action

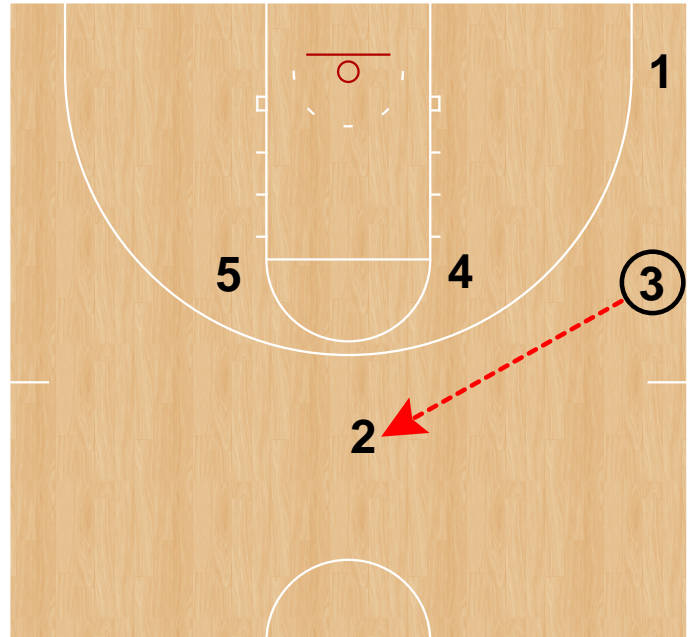


UCLA - Strong Fist Duck

Frame 1



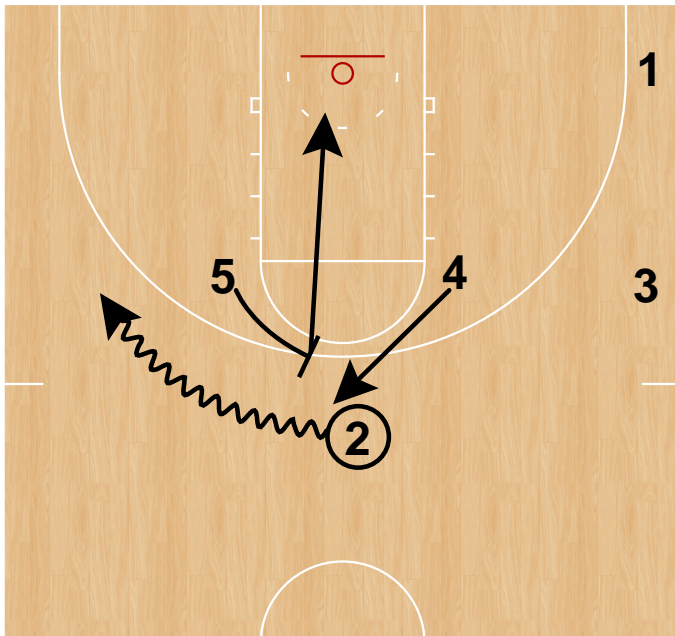
Frame 2



- #1 passes to #3 and cuts to the strong side corner
- #2 fills to the top

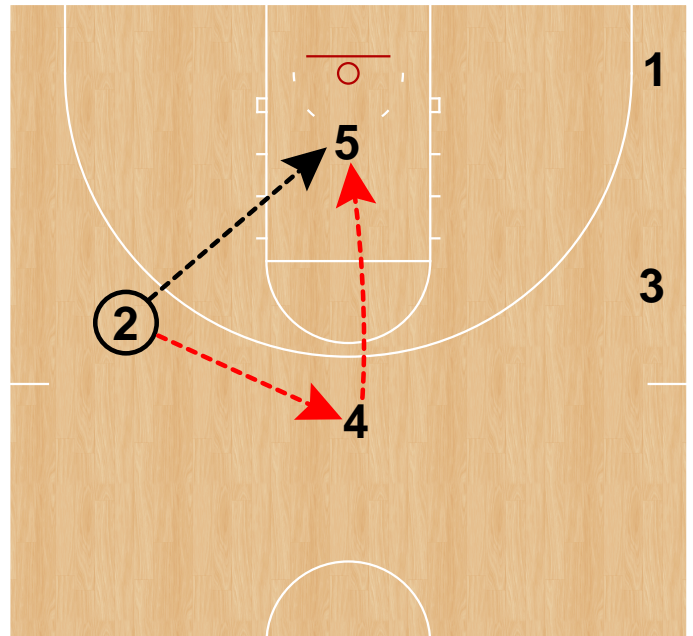
- #3 passes to #2

Frame 3



- #5 immediately comes to set a ball screen for #2 and then rolls to the rim
- #4 fills to the top

Frame 4

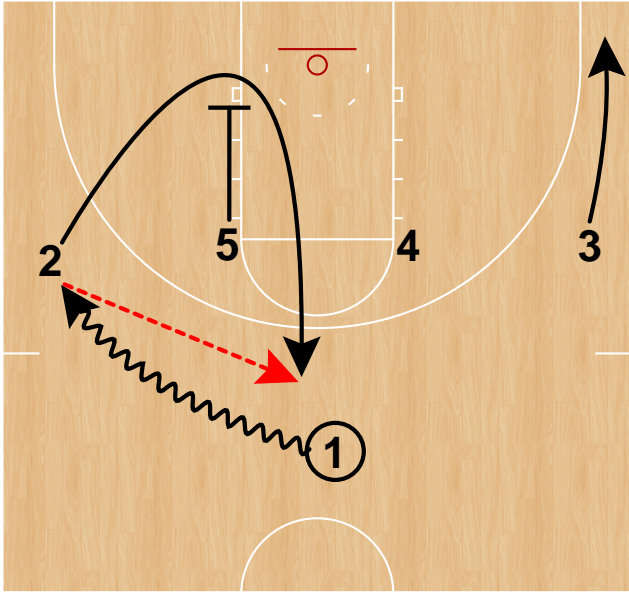


- Pass to #4 who will immediately look to feed #5 with the High/Low pass

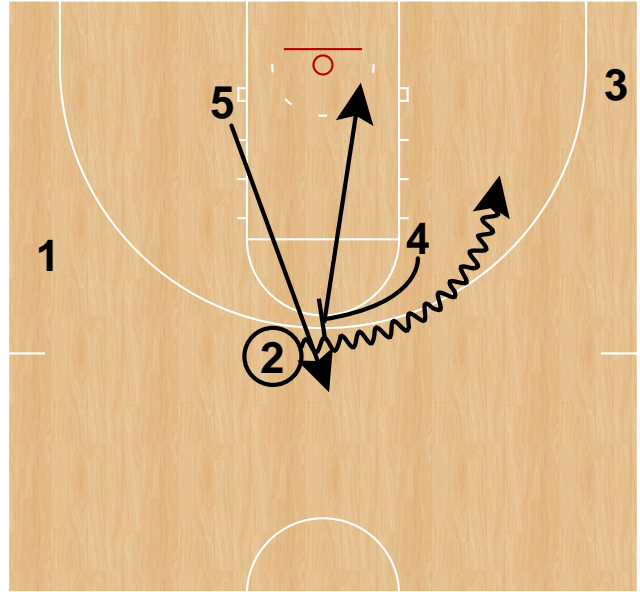
Dribble Entries

DCU - (UCLA) (Into PRIDE or Kansas)

Frame 1



Frame 2



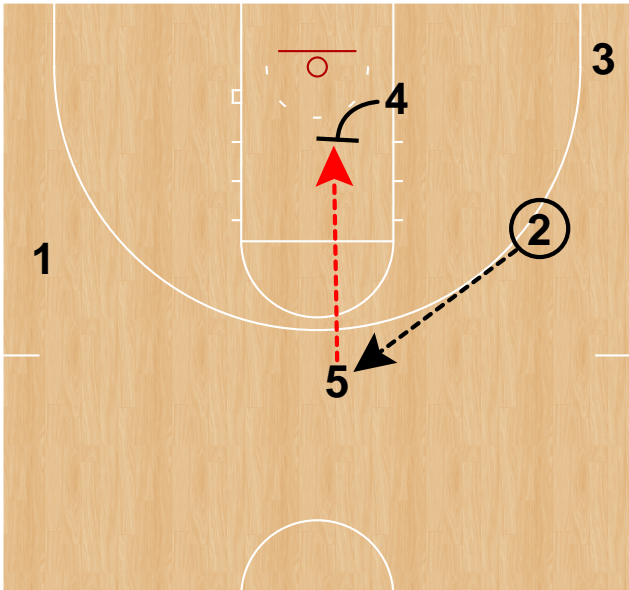
PRESSURE RELEASE PLAY

D = Dribble Entry
C = Circle
U = Utah PNR

- If No High Post pass is there and the wings are overplayed #1 will dribble entry and #2 will clear out
- #2 clears out and circles around #5's down screen

- #4 while the ball is in the air goes and sets a PNR for #2
- #5 replaces behind #4's roll in Pride action

Frame 3

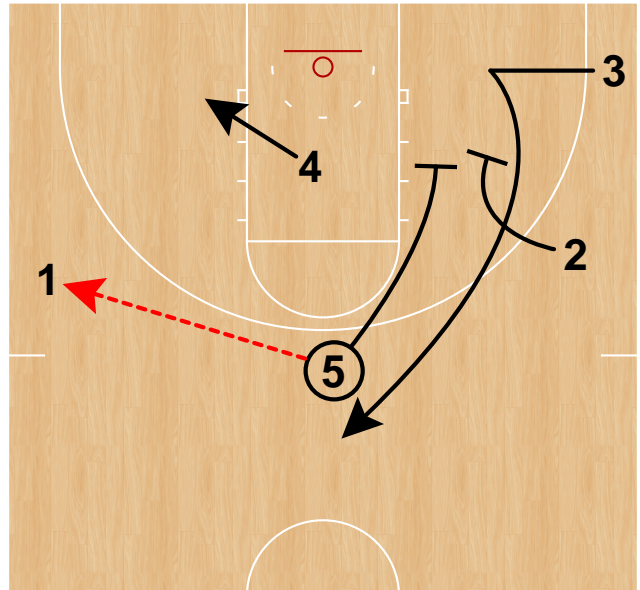


- If nothing is there on PNR from #2

2 OPTIONS

- **Option #1 - High Low Look**
- **Option #2 - Ball Reversal**

Frame 4

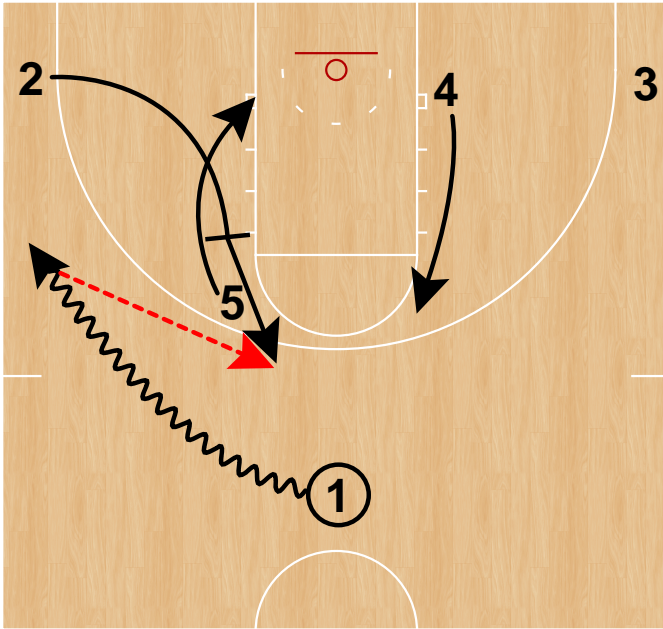


Option #3

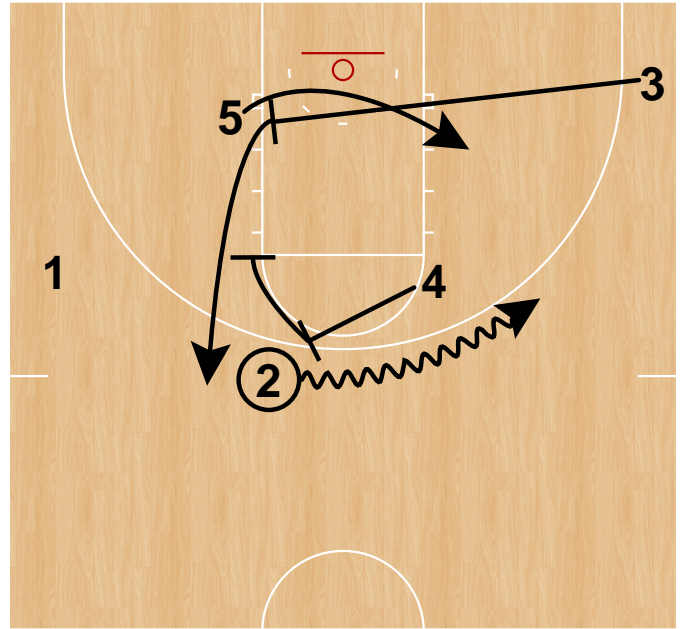
- Double Stagger away

DCU - Cross "T" Punch (Horns)

Frame 1



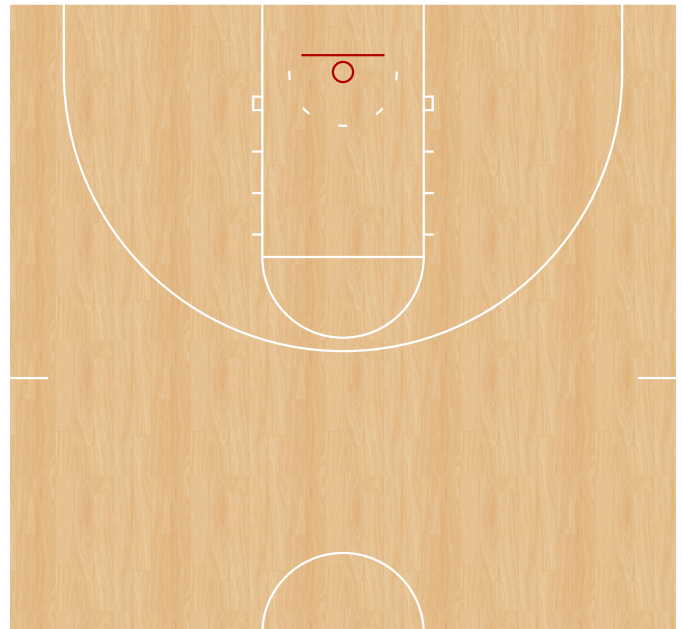
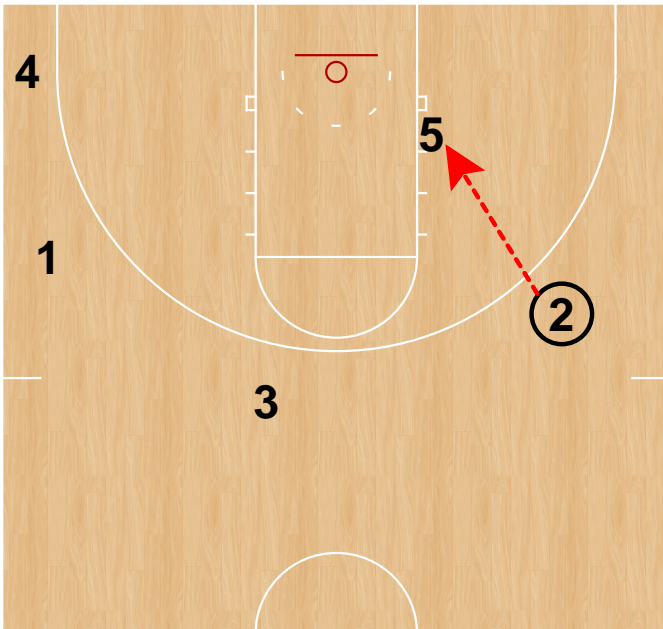
Frame 2



- #1 dribbles to the wing as #2 sets a back screen for #5
- #1 then passes to #2 who pops if we can not hit #5 on the cut
- #4 pops up to the elbow

- #4 then sets a immediate ball screen for #2 (DCU Action) as #3 sets a cross screen for #5
- #4 then sets a 2nd screen for #3 and #2 can pass to #3 or #5

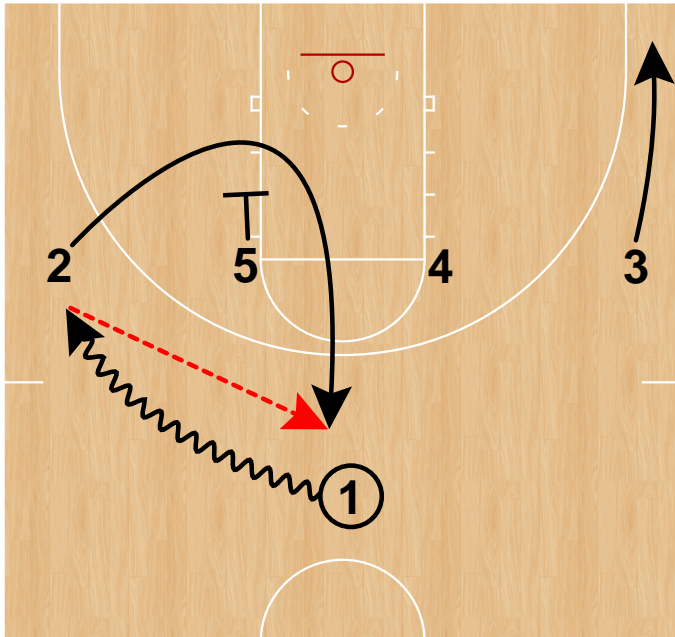
Frame 3



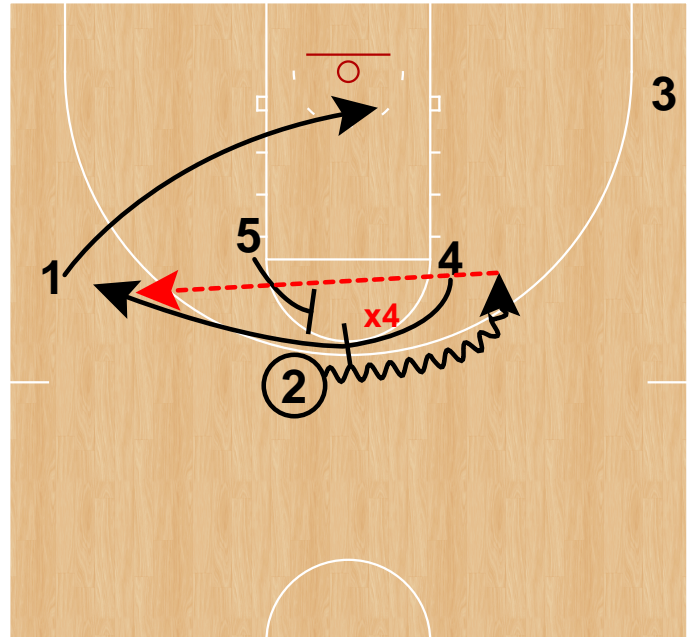
- #2 feeds #5 in the post

DCU - POP

Frame 1



Frame 2



PRESSURE RELEASE PLAY

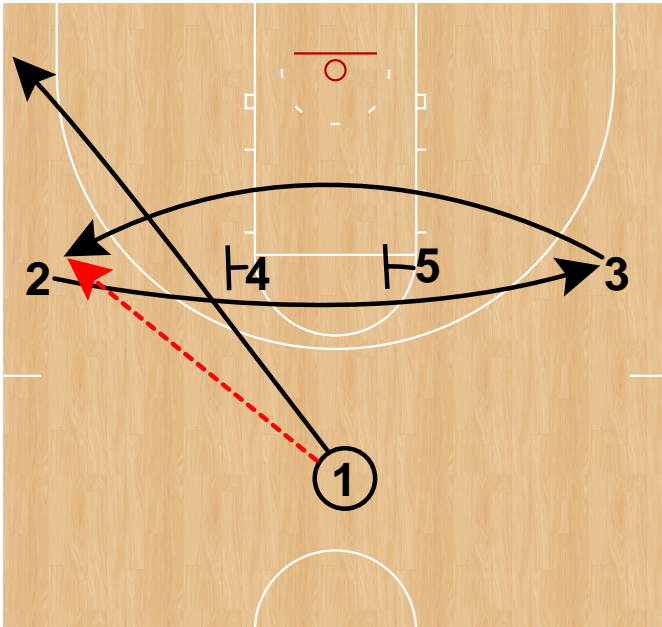
D = Dribble Entry
 C = Circle
 U = Utah PNR

- If No High Post pass is there and the wings are overplayed #1 will dribble entry and #2 will clear out
- #2 clears out and circles around #5's down screen

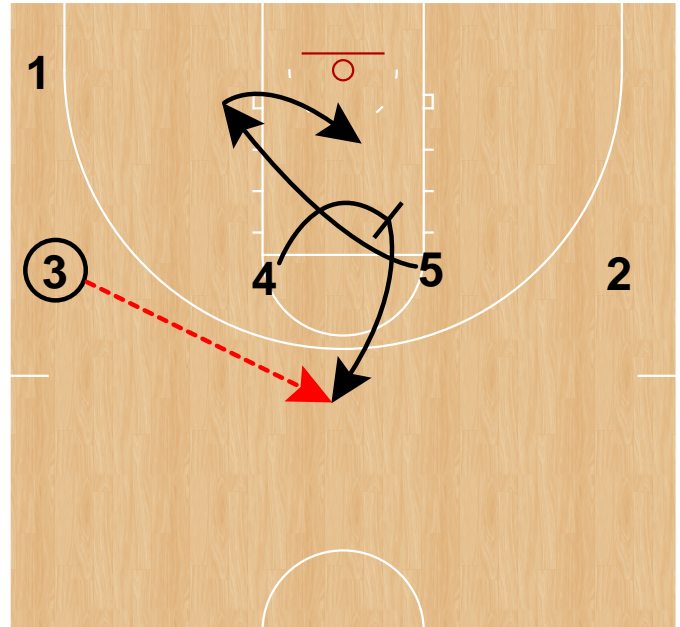
- #4 while the ball is in the air goes and sets a PNR for #2
- #5 sets a back screen for #4 to Pop like in Wisconsin Horns and #1 clears out

UCLA - Cross

Frame 1



Frame 2

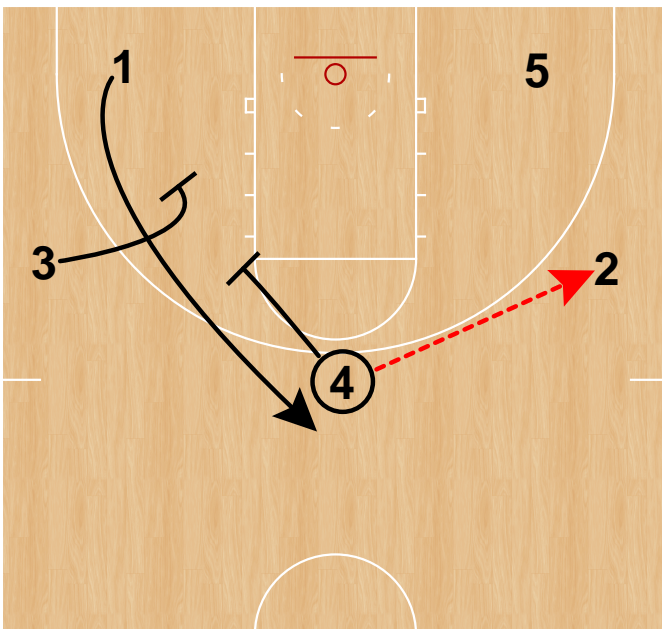


- #2 AI cuts off #5 & #4's screens while #3 goes under.

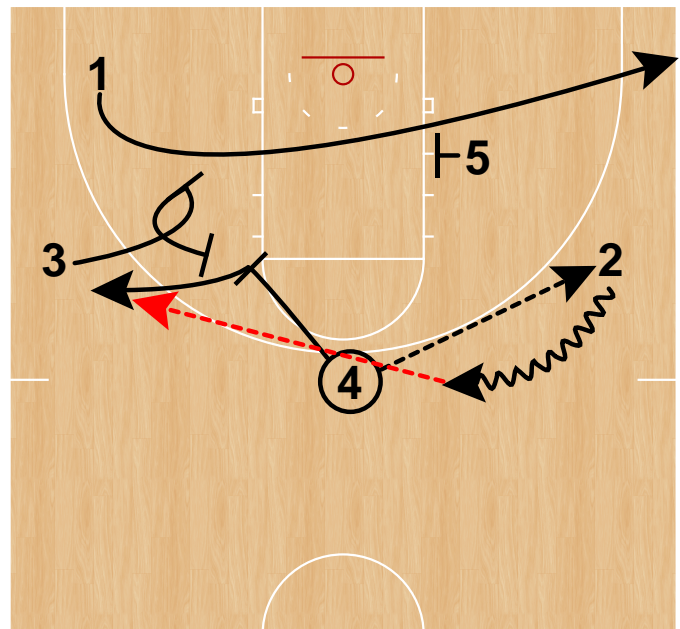
Good against pressure

- Look for #4 after he sets the cross screen for #5 who will then look for the High/Low look to #5

Frame 3



Frame 4



- If #4 cant hit the High/Low then he will reverse the ball to #2 and then set a double stagger away for #1...

- Or we go into the Hackman look

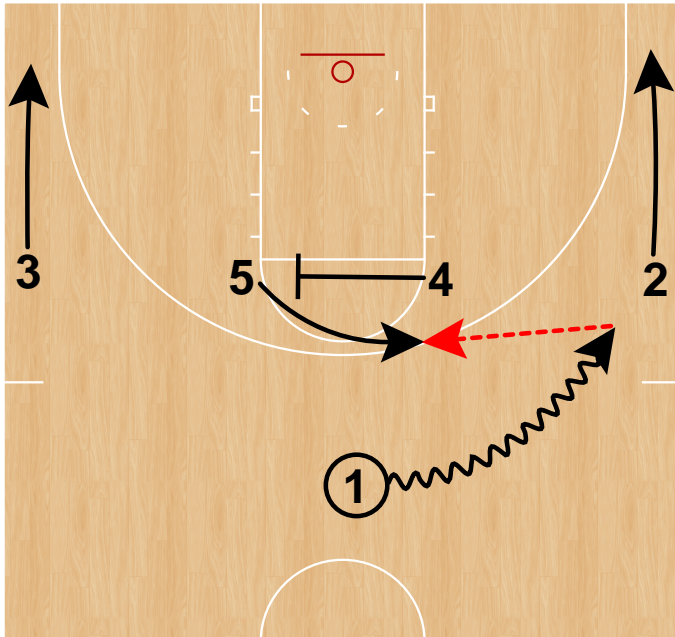
- #1 rejects the double stagger

- #4 then pops off #3's back screen

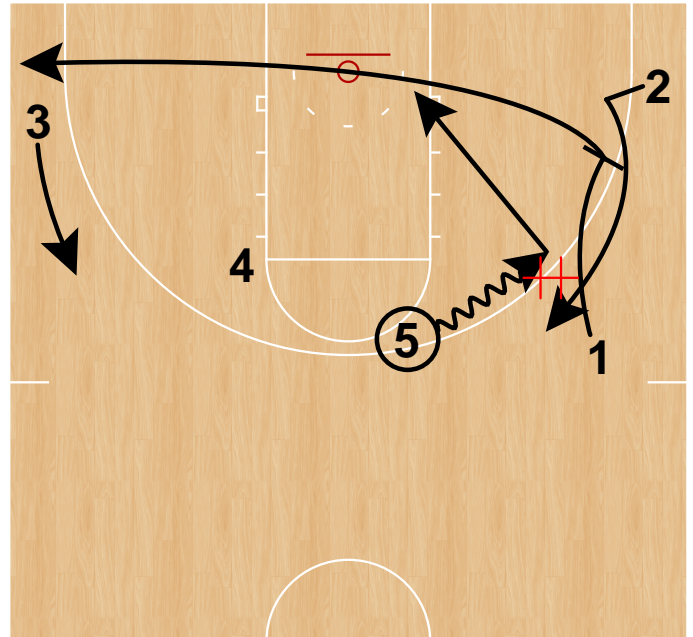
- Possible option to hit #3 on the slip

UCLA - Cross Chicago Ghost***

Frame 1



Frame 2

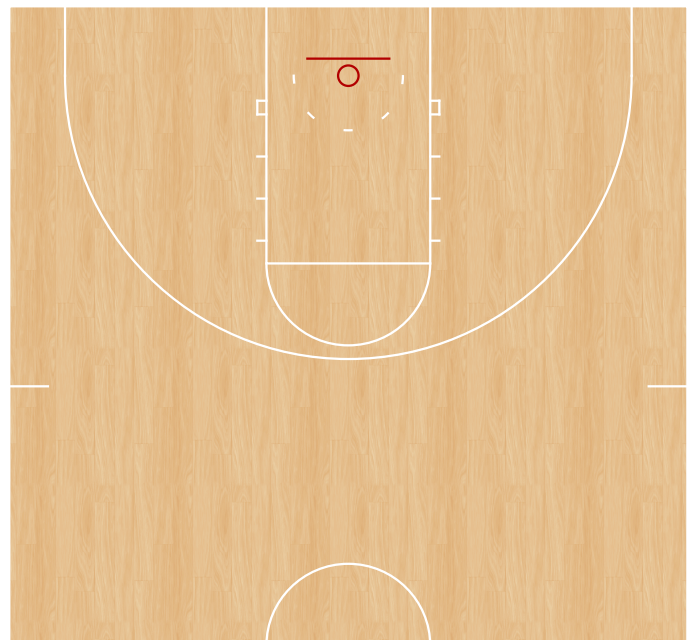
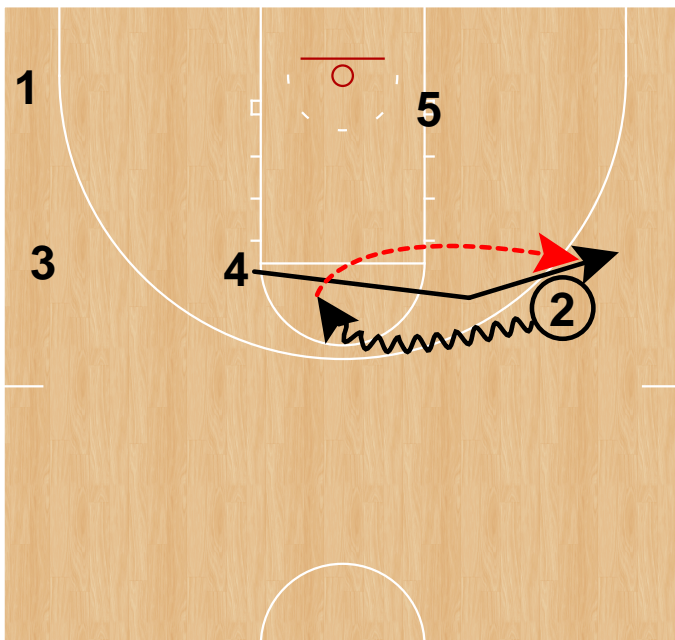


- #1 dribble entries to the wing as #2 drifts to the corner
- #4 cross screens for #5 and #5 receives the pass from #1

- We now go into Chicago Action as #1 sets a down screen for #2 who comes off looking for a DHO from #5 who rolls hard to the rim

- #1 cuts to the opposite corner

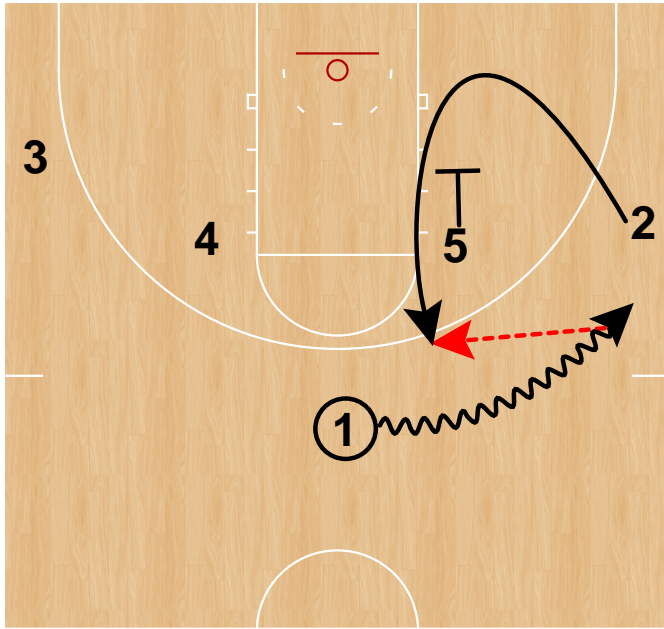
Frame 3



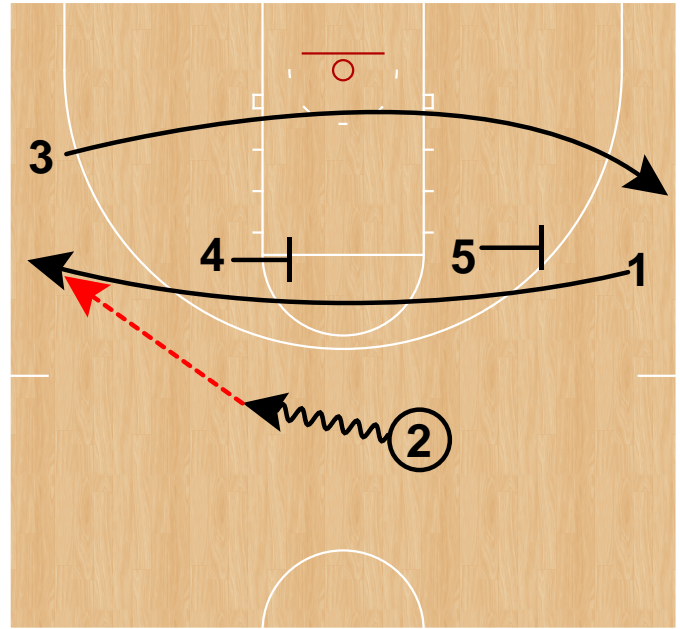
- #4 sprints into a immediate Ghost screen (Slip) with #2

UCLA - DC AI GO

Frame 1



Frame 2

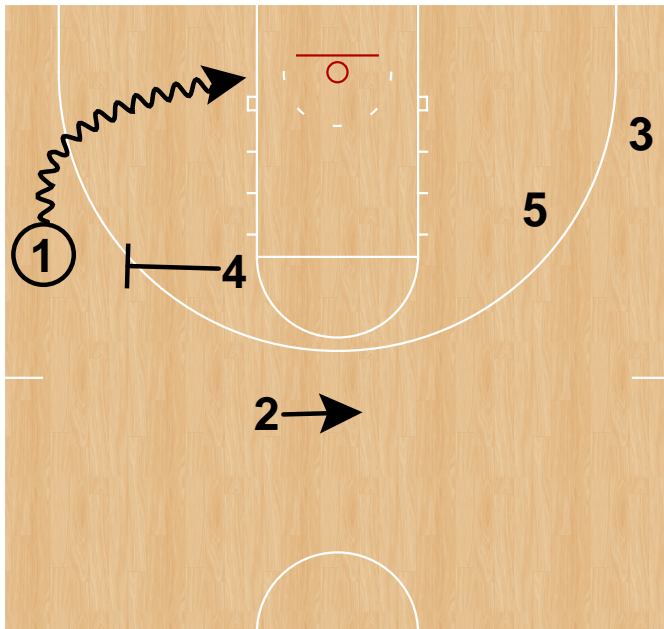


Dribble Circle (DC) Action to start

- #1 dribble entry to the wing as #2 comes off the zipper screen from #5
- #1 passes to #2

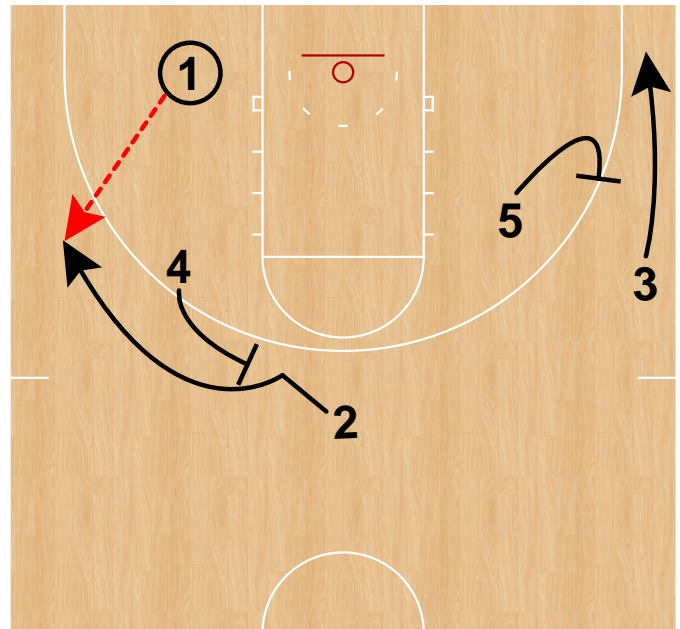
- #1 then comes off the AI cut and screens from #5 & #4 as #3 clears to the opposite wing
- #2 passes to #1

Frame 3



- #4 turns to set a ball screen for #1, #1 rejects 4's ball screen & attacks baseline

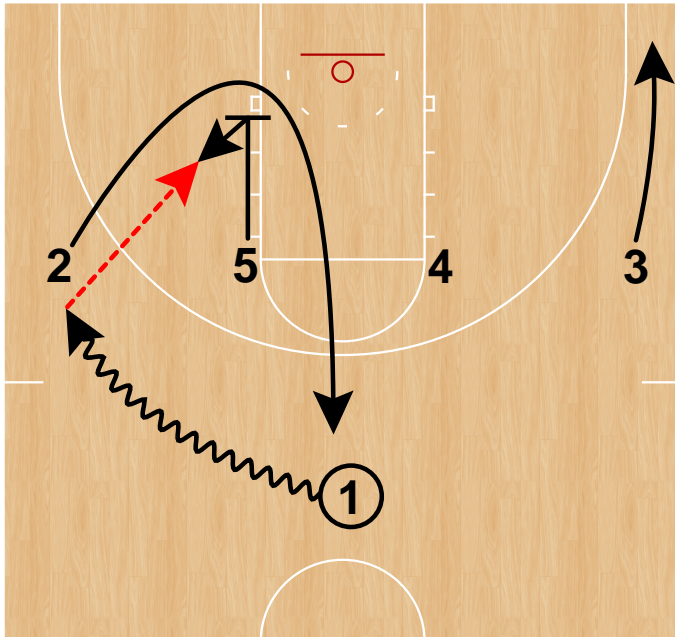
Frame 4



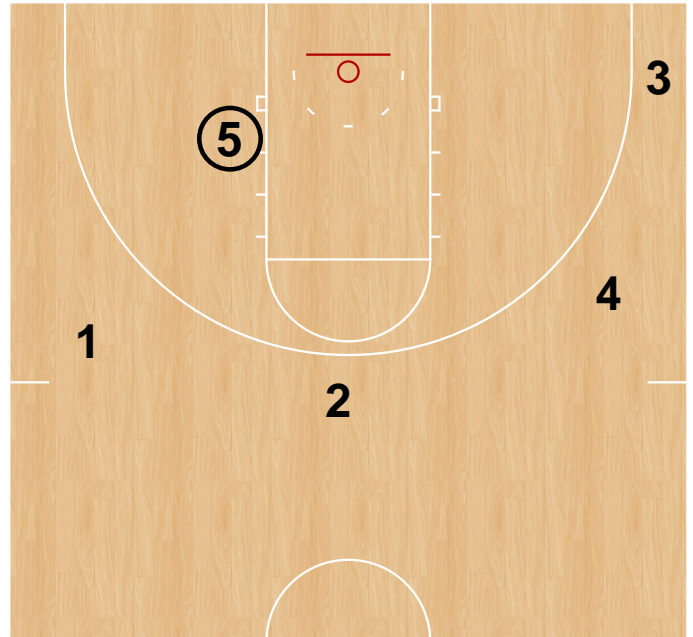
- We are in hammer and throwback action as #4 sets a back screen for #2
- #5 sets hammer screen for #3
- #1 can attack to score, pass to #2 on the throwback Ricky Action, or #3 on the hammer action

UCLA - DC Punch

Frame 1



Frame 2



PRESSURE RELEASE PLAY

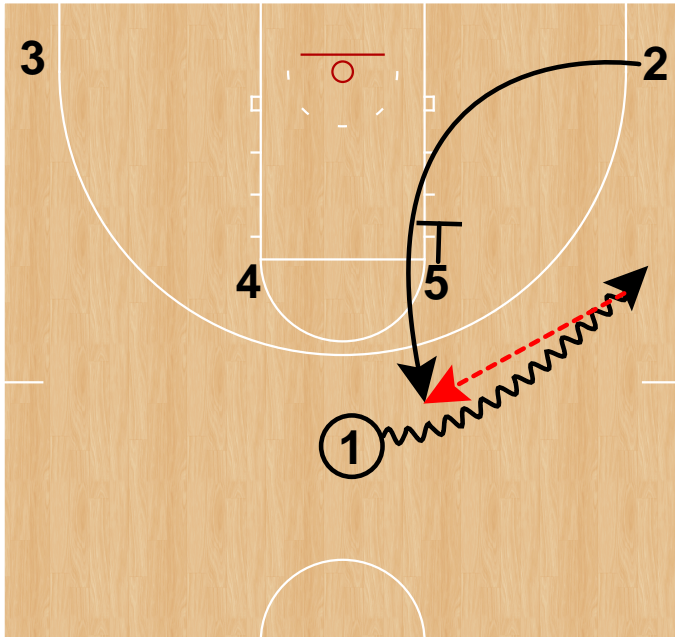
D = Dribble Entry
C = Circle

- #1 dribble entry
- #2 clears out and circles around #5's down screen
- #5 immediately posts up

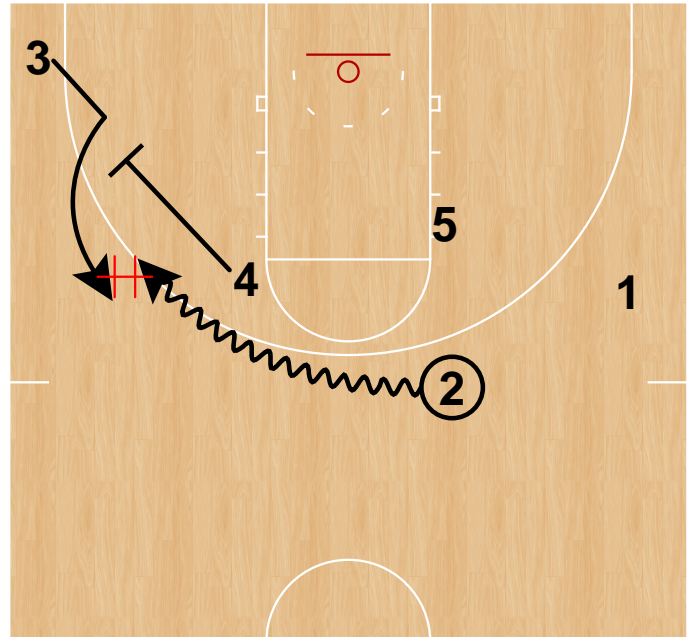
- On the post entry pass we need to relocate by either going into split action, Laker Cut, or Double stagger away

DC – Chicago Fist

Frame 1



Frame 2

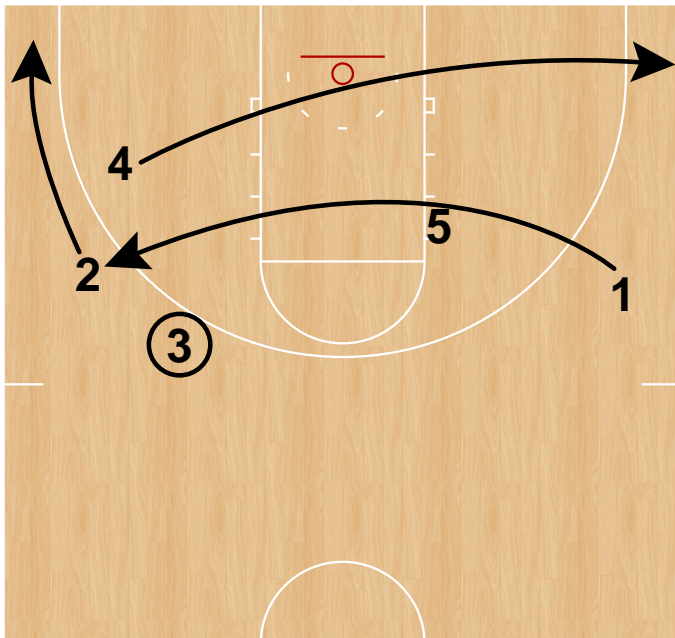


- #1 dribble entry to the wing as #2 zipper cuts up off #5's down screen and receives the pass from #1 (DC Action)

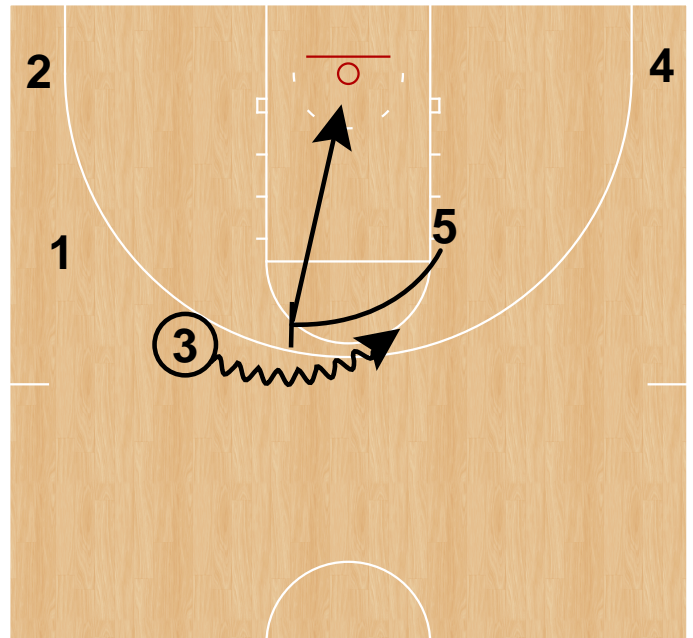
- As that is happening & on the catch #4 sets a pin down screen for #3

- #2 DHO's with #3 coming off the down screen by #4

Frame 3



Frame 4

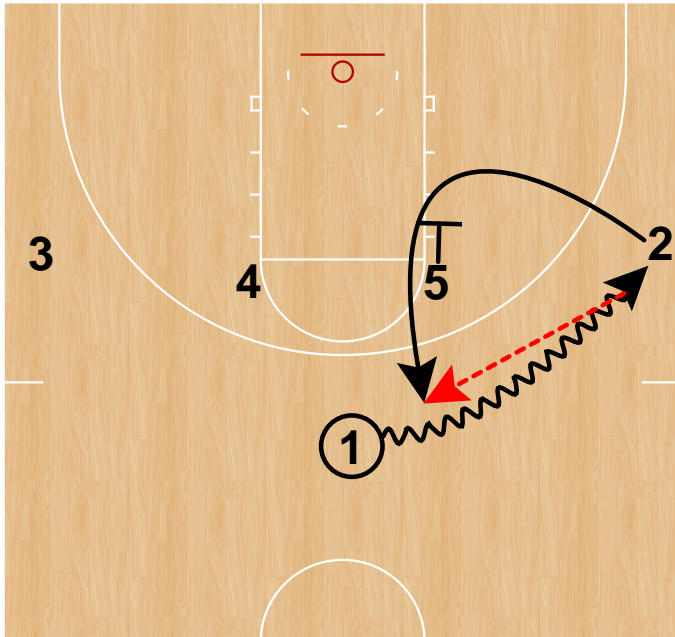


- #4 cuts opposite as #1 cuts underneath to both cause confusion within the defense

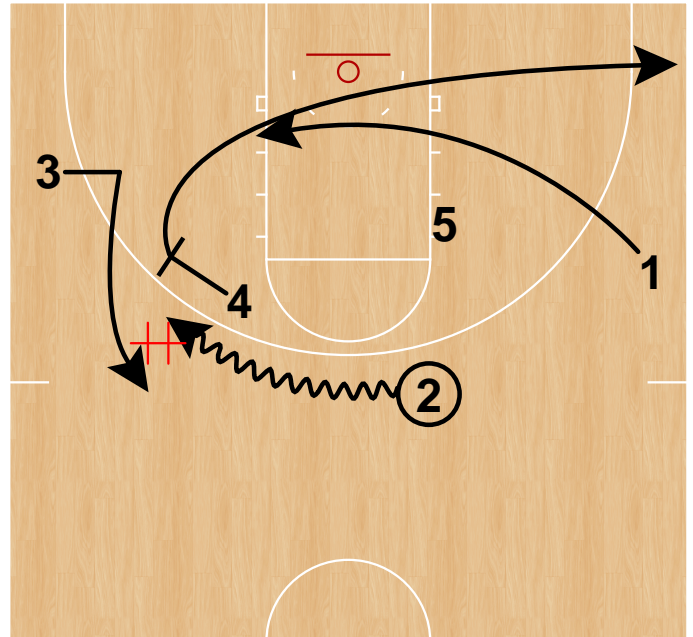
- #3 then comes off the PNR from #5

DC – Chicago Pride

Frame 1



Frame 2



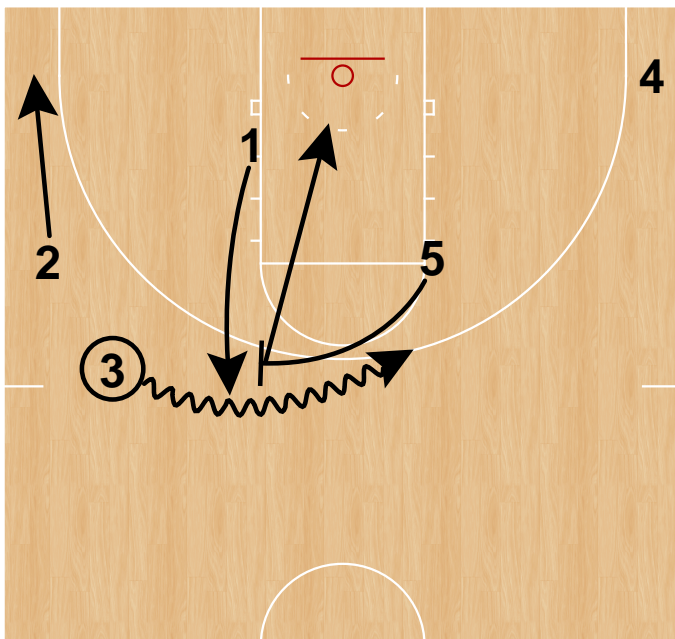
- #1 dribble entry to the wing as #2 zipper cuts up off #5's down screen and receives the pass from #1 (DC Action)

- As that is happening & on the catch #4 sets a pin down screen for #3

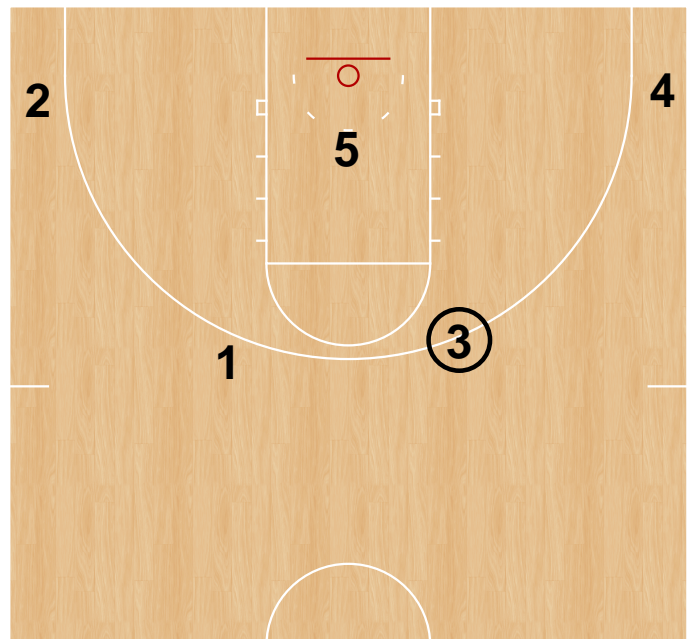
- #2 DHO's with #3 coming off the down screen by #4

- #4 cuts opposite as #1 cuts underneath to the block as both cuts are to cause confusion within the defense

Frame 3



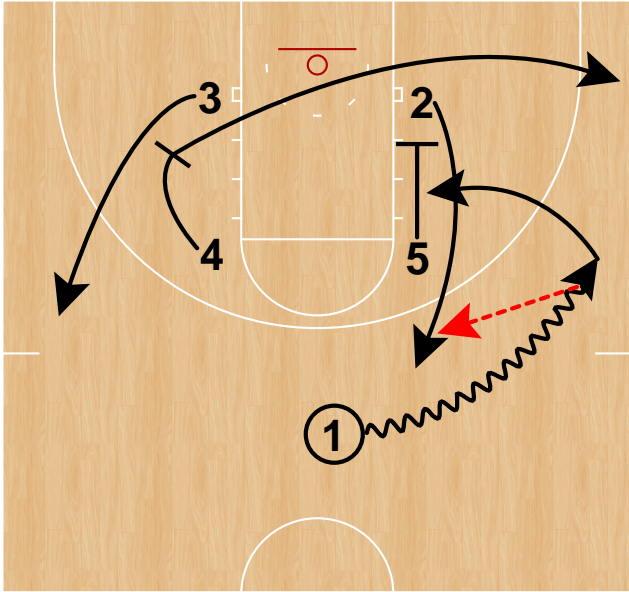
Frame 4



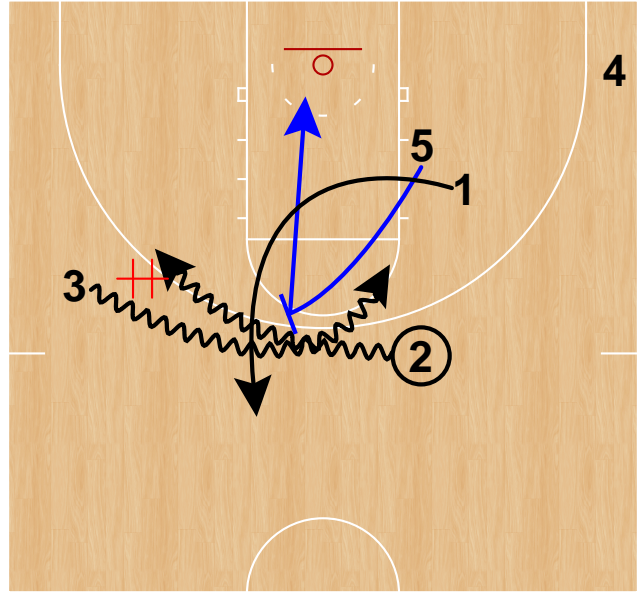
- #3 then comes off the PNR from #5 and we are now in Pride Action (Roll & Replace Action) as #5 rolls & #1 replaces

DC - Dribble Pride*

Frame 1



Frame 2

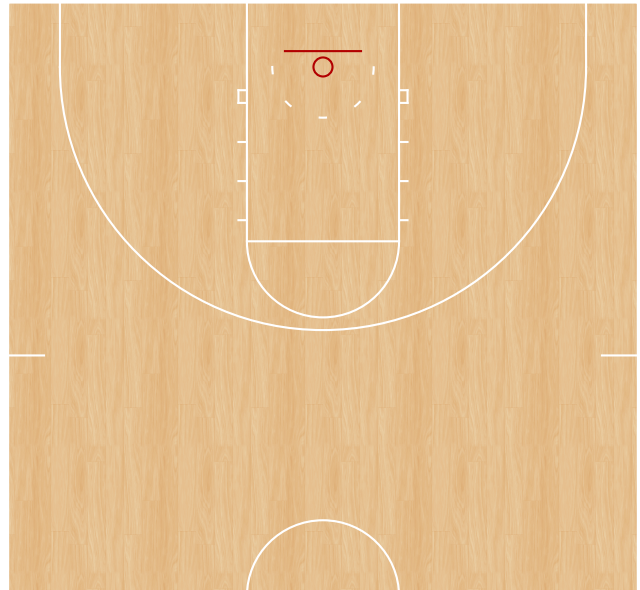
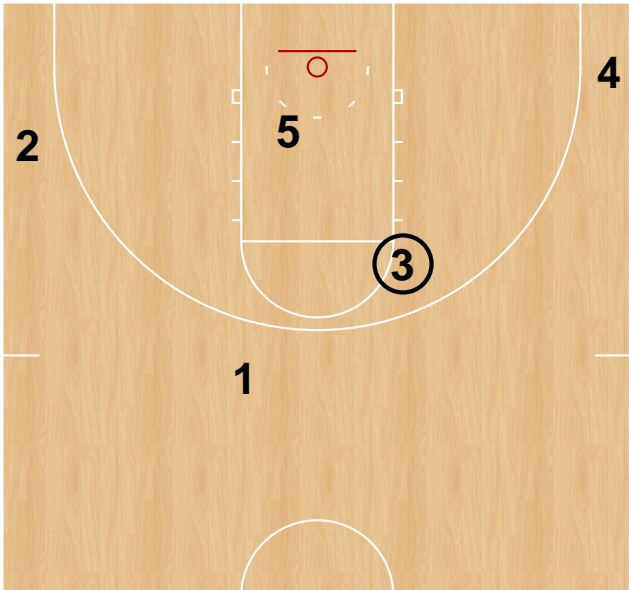


Box Setup

- #1 dribble entry to the wing
- #2 and #3 both come off down screens from #4 & #5
- #2 on zipper action receives the pass from #1 and
- On the pass #1 makes to #2, #1 & #4 immediately cut to their spots to set up the next actions

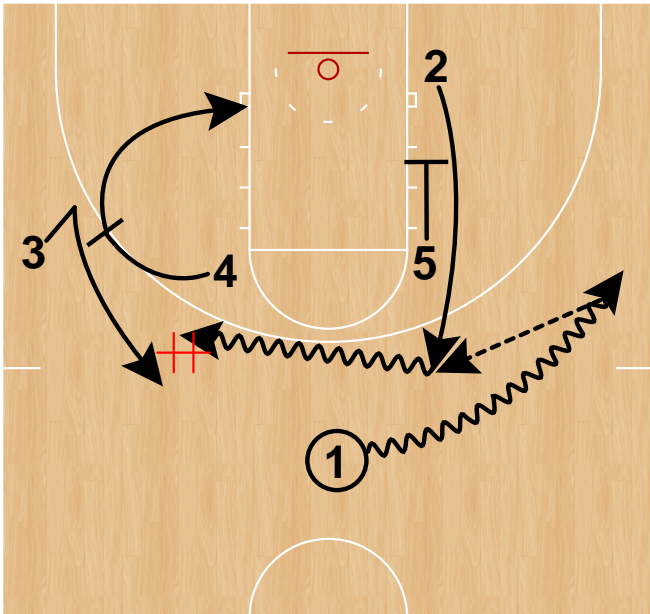
- #2 immediately turns and we go into dribble as #2 DHO's with #2
- #5 steps up to set a immediate PNR for #3 as he/she receives the DHO & #1 curls as the replacer in High/Low Action if #3 kicks back to #1

Frame 3

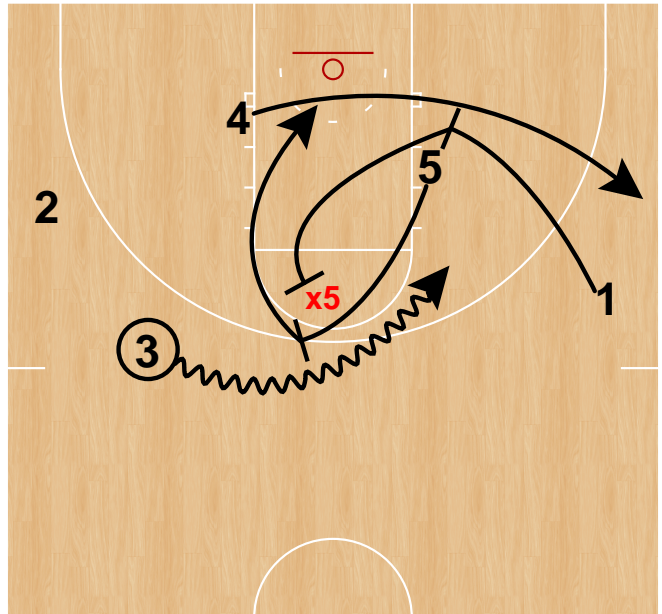


DC - Dribble Spain

Frame 1



Frame 2



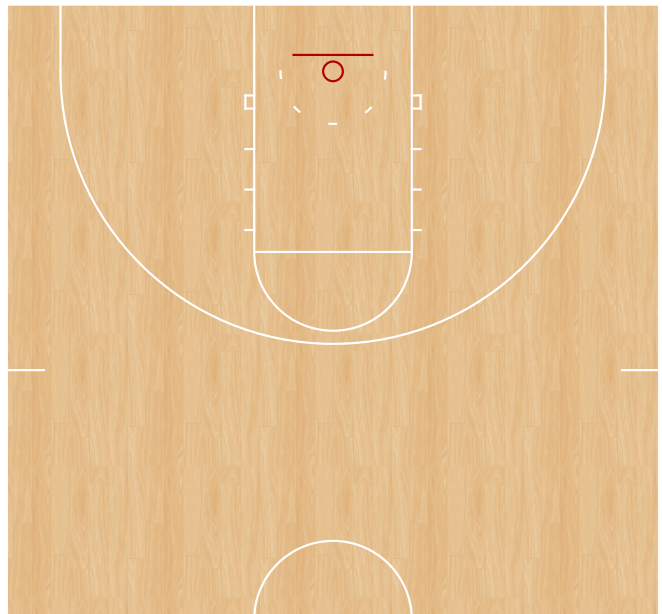
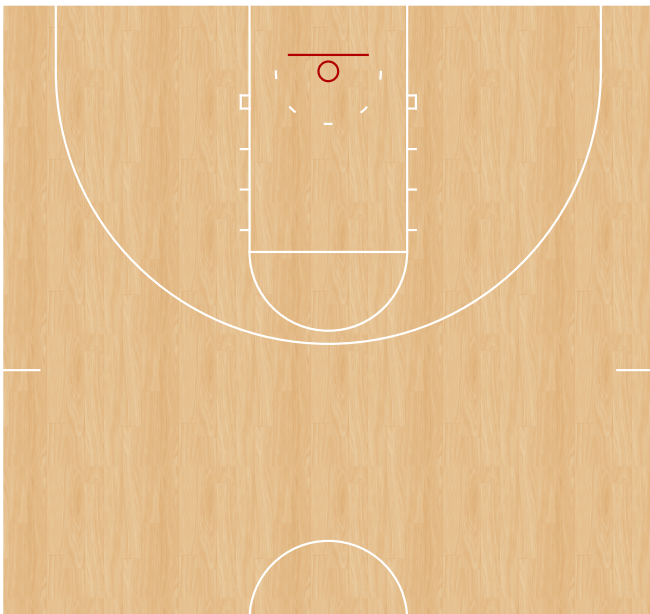
DCU Action / Zipper Action into Spain Action

- #1 dribble entries to the wing as #2 comes off the Zipper Action and down screen from #5
- #1 passes to #2 and #2 immediately DHO's with #3

- #1 sets a cross screen for #4 and then sets a back screen for #5 (Spain Action) as #5 is setting a ball screen and roll for #3

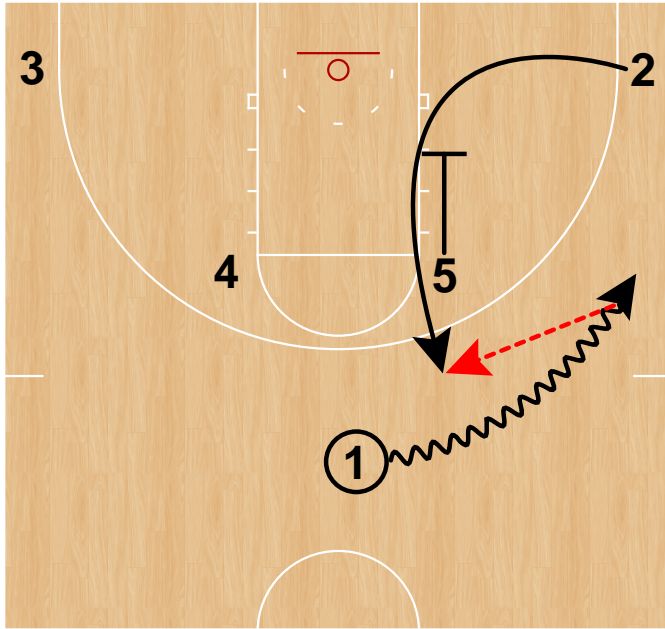
#3 Has Four Options

- Drive to score
- Throw lob to #5
- Hit #4 on the drive & kick
- Make throwback pass to #2

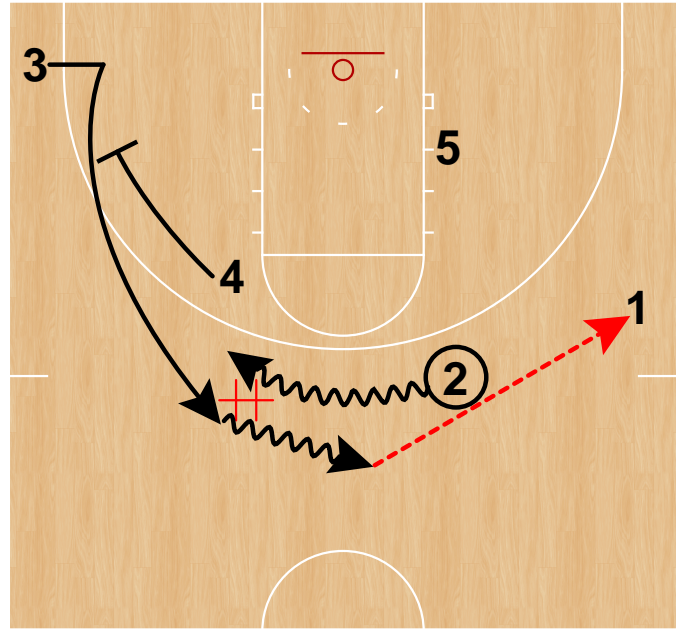


DC - Pin 23 GO** (ATO)

Frame 1



Frame 2

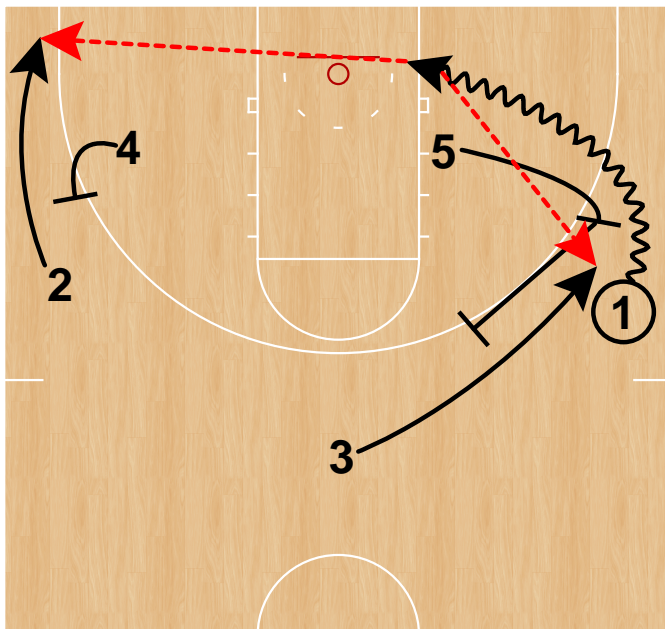


Horns Setup

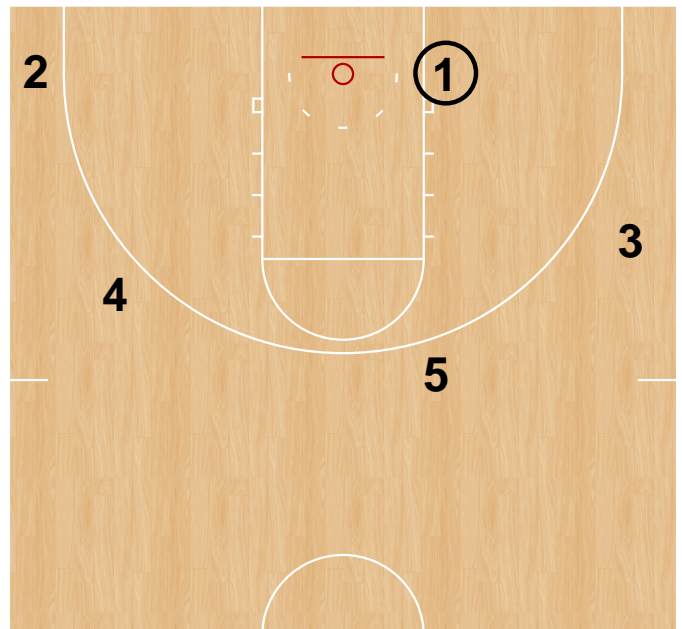
- #1 dribble entry to the wing
- #2 on zipper action receives the pass from #1 and

- #3 receives a pin down screen from #4 and immediately gets a DHO from #2
- #3 then quickly swings to #1

Frame 3



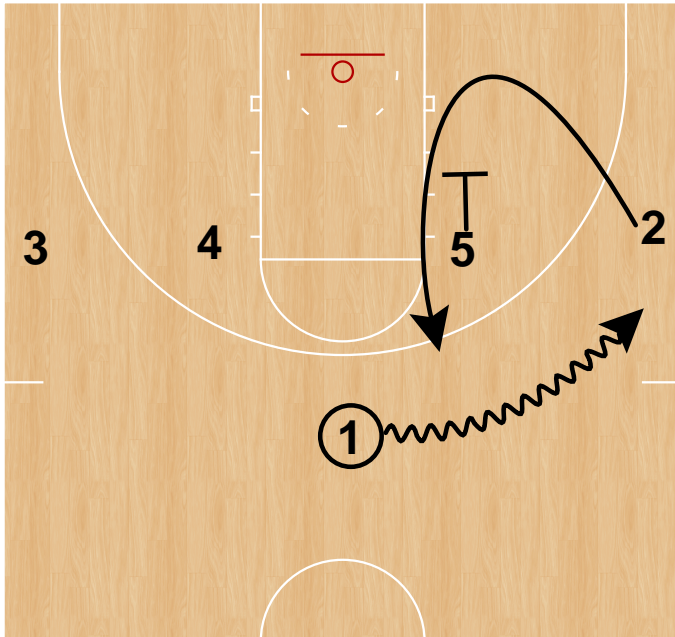
Frame 4



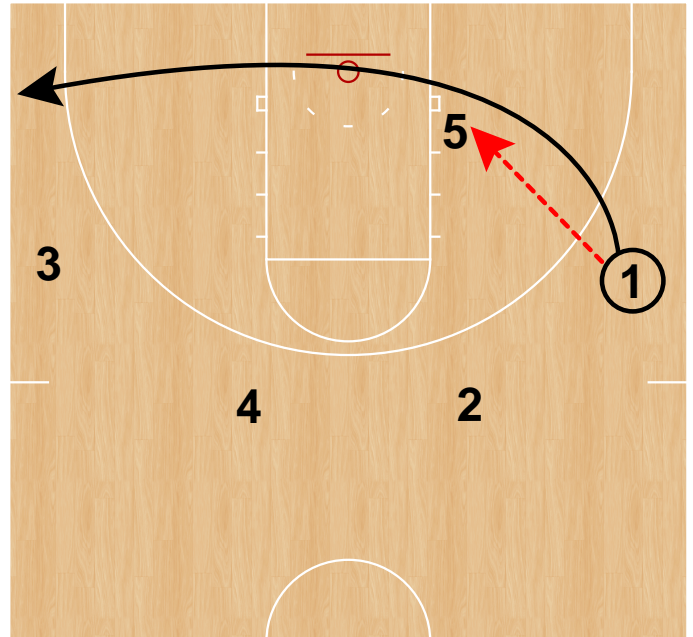
- We now flow into GO & Hammer Action
- #5 steps up to set a GO screen PNR for #1 and a 2nd screen for #3 for a possible throwback pass
- #4 sets a back screen flare/hammer for #2

DC - Punch

Frame 1



Frame 2



Dribble Circle (DC) Action to start

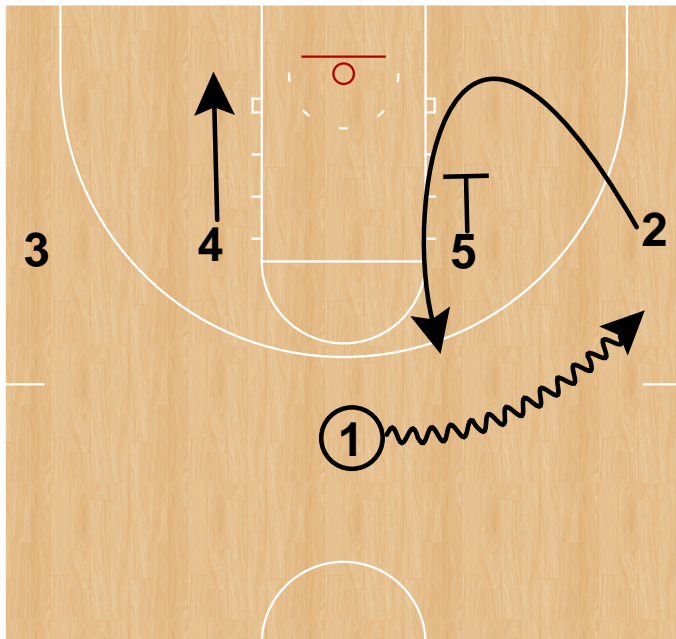
- #1 dribble entry to the wing as #2 comes off the zipper screen from #5

- #1 feeds #5 in the post

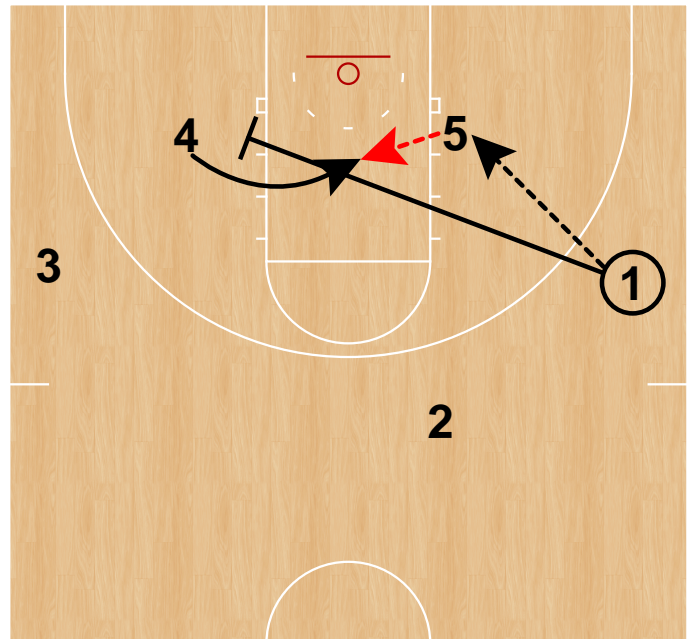
- #1 Low Laker Cuts to the weak side corner

DC - Punch Laker Pin

Frame 1



Frame 2



Dribble Circle (DC) Action to start

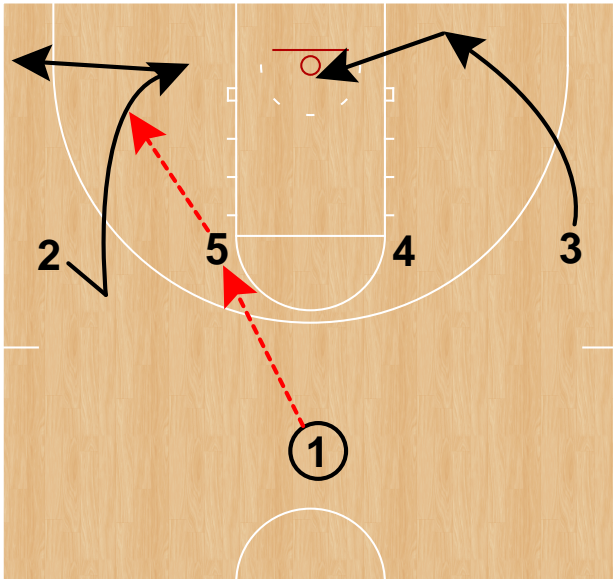
- #1 dribble entry to the wing as #2 comes off the zipper screen from #5

- #1 sprints to set a cross screen for #4 who flashes and curls looking for the pass from #5 in the post

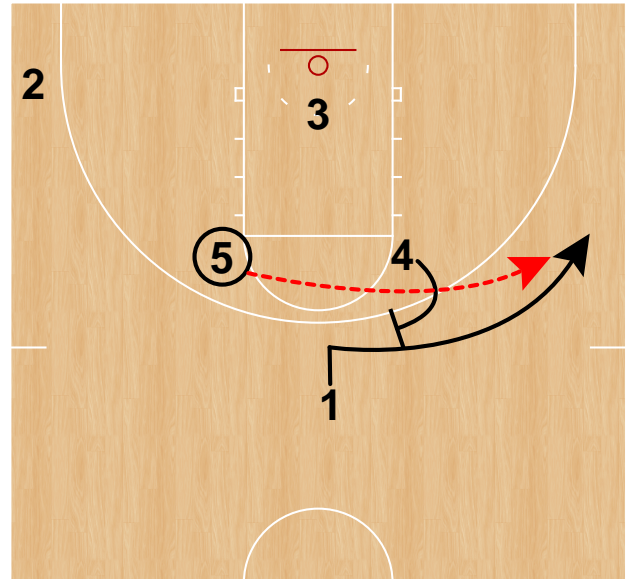
Elbow Entry Plays

UCLA - Open

Frame 1



Frame 2



BACKDOOR PRESSURE RELEASE PLAY

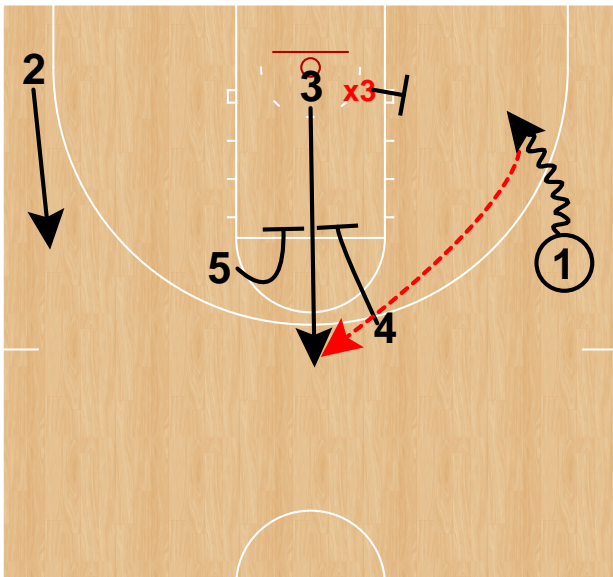
Teaching Point

- Make sure #2 & #3 are above Free Throw line
- #5 Drop Steps & Looks for the Backdoor first - IF NOT there then #5 takes one dribble and makes a OVERHEAD pass for a fade screen
- #5 & #4 Flash High Post when the PG yells "OPEN"
- #2 & #3 cut backdoor

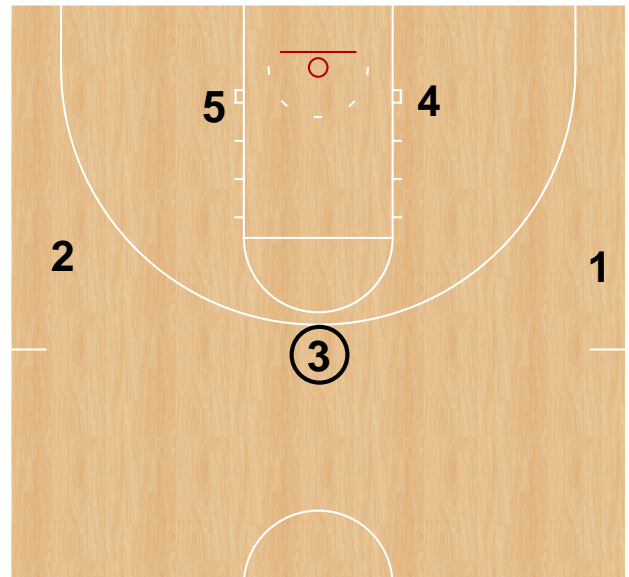
Teaching Point

- IF THE BACKDOOR IS NOT there then #5 takes 1 dribble and OVERHEAD pass for the fade screen to #1
- If the backdoor option is not available #5 hits #1 on a flare screen from #4

Frame 3



Frame 4



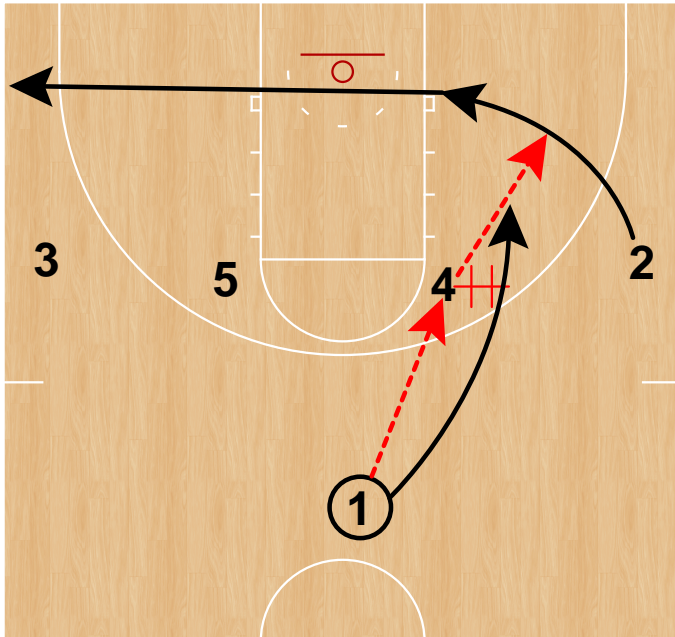
- After the Flare pass #4 & #5 set a double elevator screen (Husky) for #2 for a 3 point shot at the top of the key
- #1 (PG) attacks to draw #3's defender to open up #3 for the 3 ball

- INTO KANSAS CONTINUITY

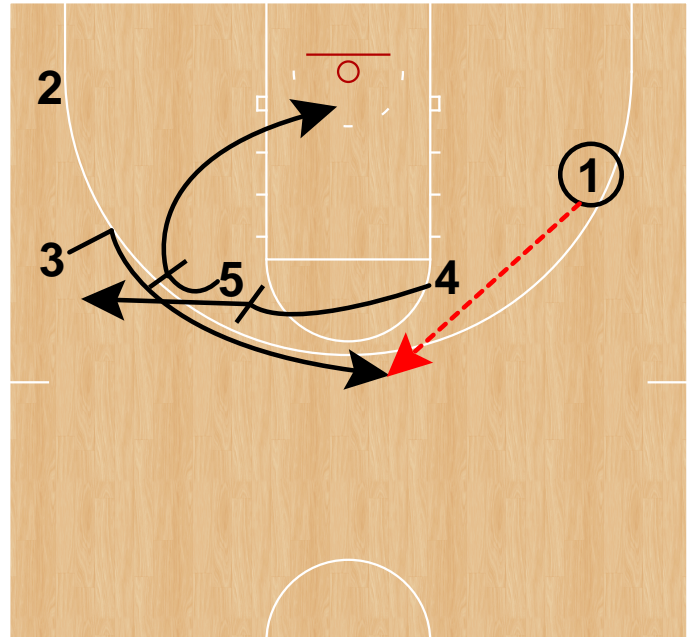
Now Call - WEAK / STRONG / OPEN / DCU

UCLA - Pinch

Frame 1



Frame 2

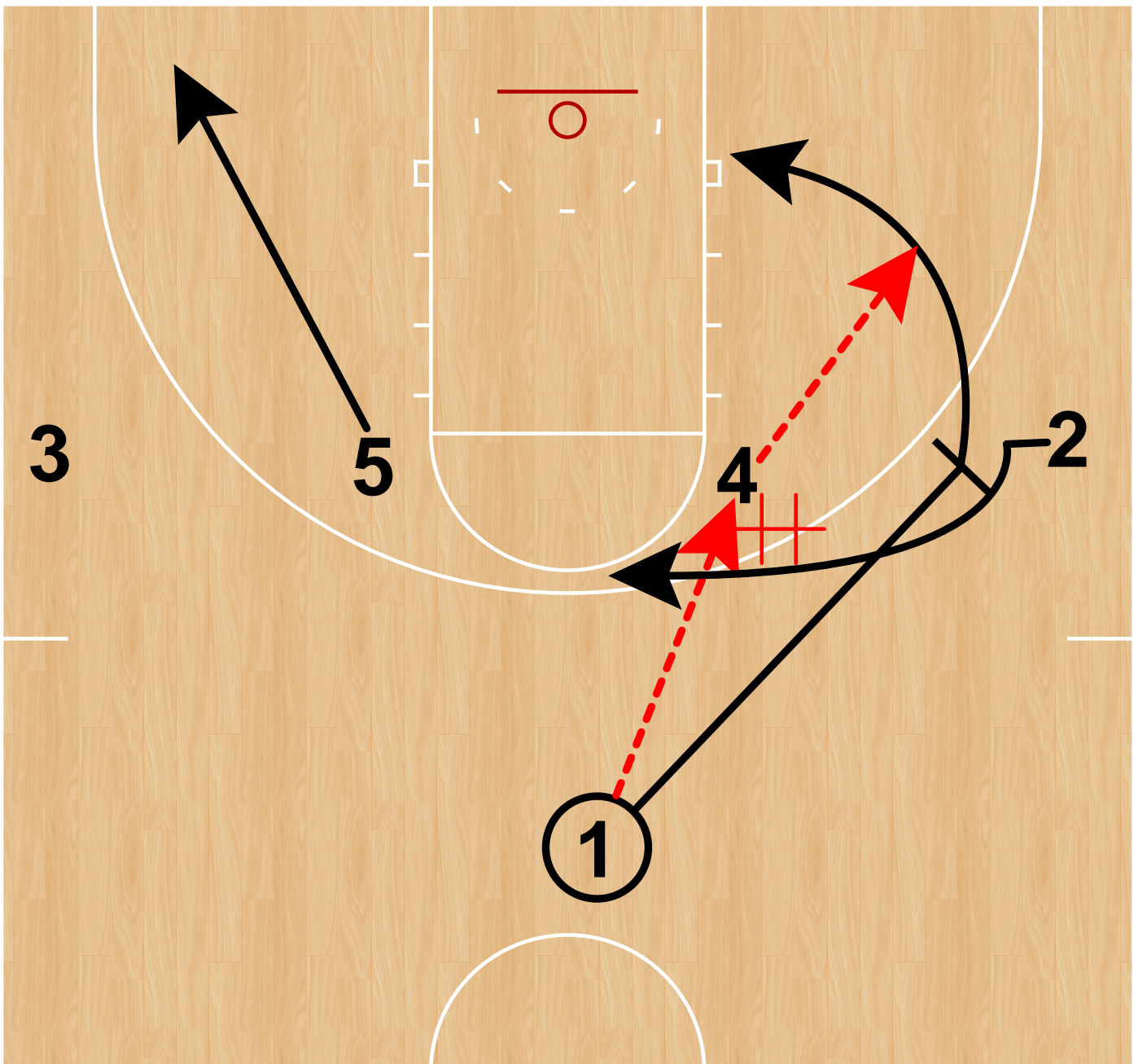


- #1 passes the ball to #4 at the elbow to initiate the offense.
- #2 then cuts backdoor looking for the pass from #4, but if he/she does not receive it he/she continues to go through to the opposite corner.
- #1 goes into Pinch Action and looks for the DHO from #4

- If #1 does not have a path for a lay-in then he will retreat dribble and then looks for #3 coming off a double screen from #5 & #4.
- #1 is also looking for a slip potentially from #5

UCLA – Pinch 2

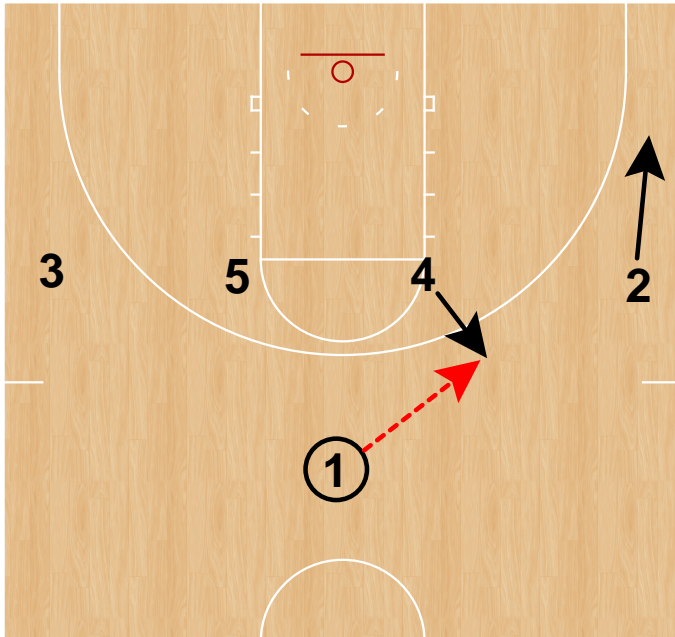
Frame 1



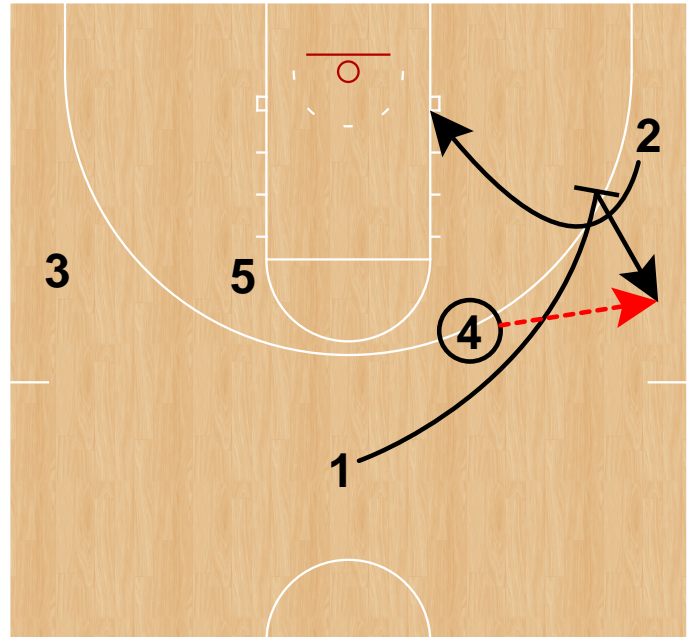
- #1 passes the ball to #4 at the elbow to initiate the offense.
- #1 goes and sets a screen for #2 then cuts backdoor (pick & slip action)
- If #1 does not get the pass from #4 then #4 can dribble handoff to #2 who looks for a shot.
- #5 clears out to the short corner

UCLA - Pinch Warrior Husky

Frame 1



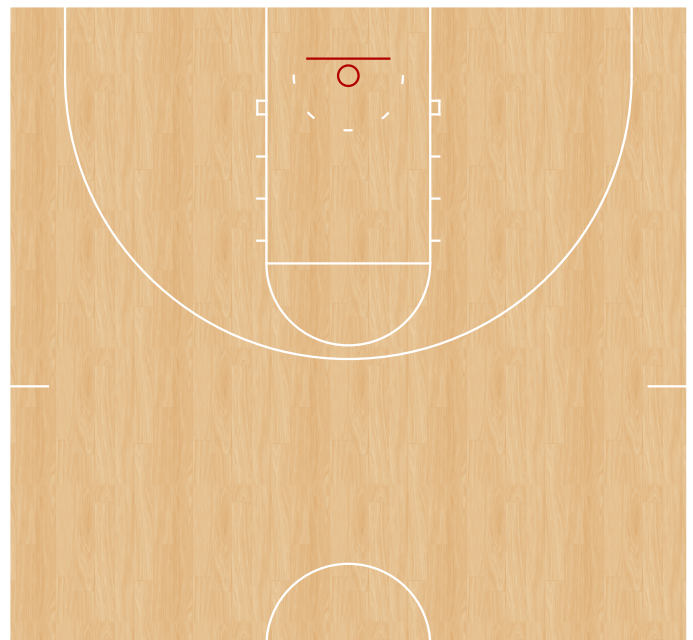
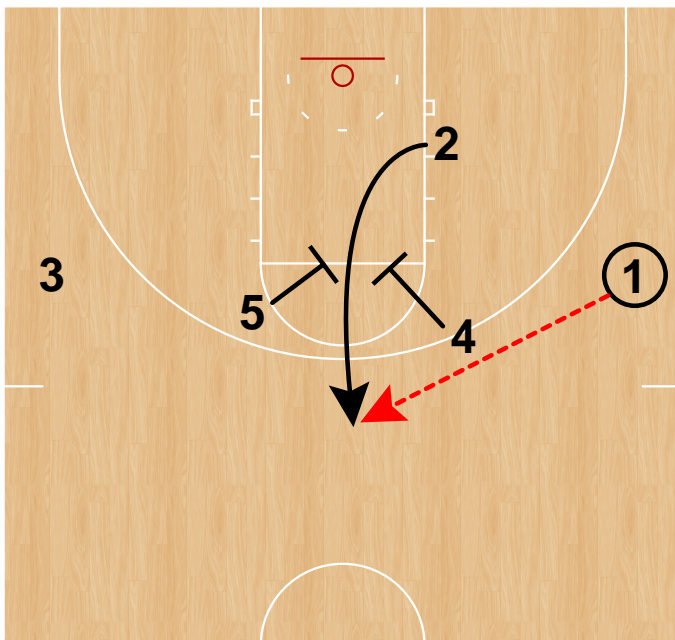
Frame 2



- #4 pops and receives the pass from #1 to initiate offense
- #2 spaces towards the corner.

- #1 cuts off of #4 in pinch action and screens for #2.
- #2 curls the screen.
- #4 then passes to #1.

Frame 3

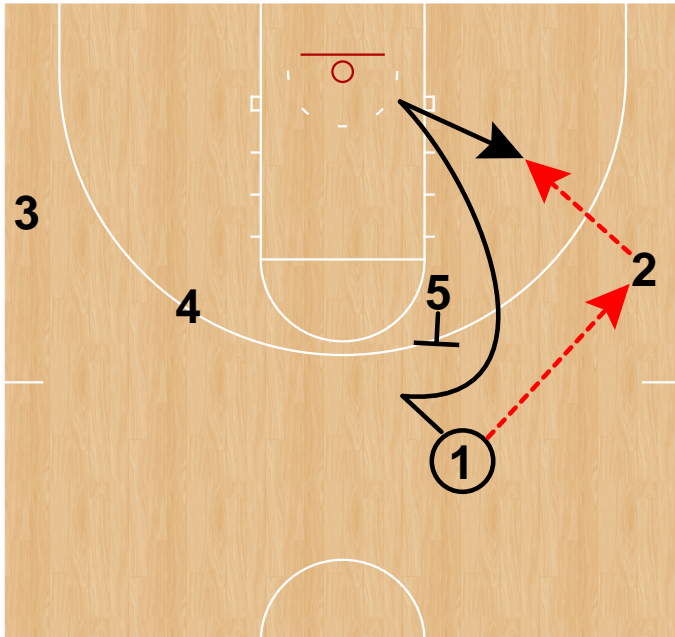


- #4 and #5 come together to set a elevator (Husky) screen for #2.

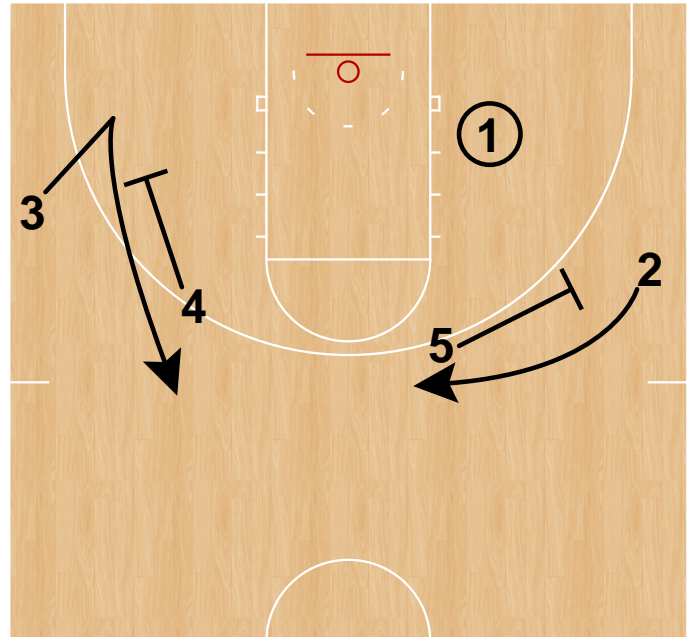
Mismatches

UCLA - Mouse

Frame 1



Frame 2



If we have a height mismatch with a player we might run UCLA mouse to get him a touch in the post

- #1 passes to #2 on the wing and then UCLA cuts off the elbow screen from #5.

- #1 button hooks and ducks in hard for the post-up.

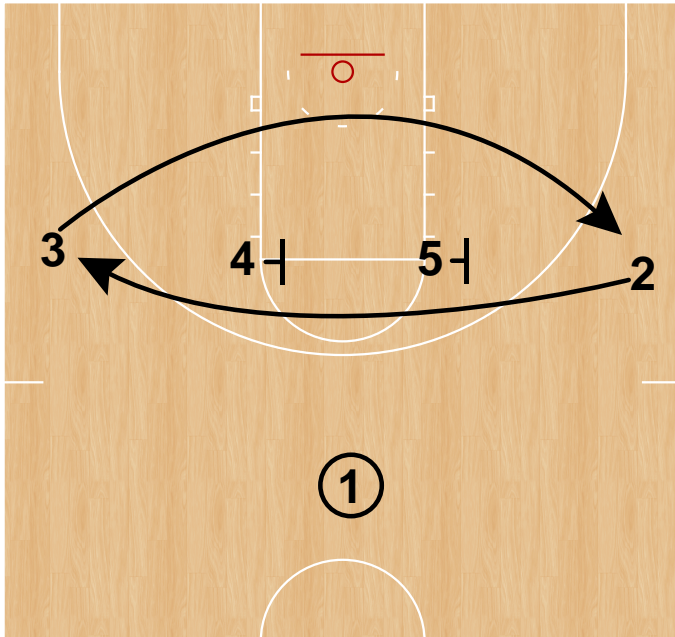
- On the post pass to #1, #4 sets a down screen for #3 on the weak side to occupy the help defenders, while #5 is setting a flare screen for #2

- #2 & #5 can also go into split action

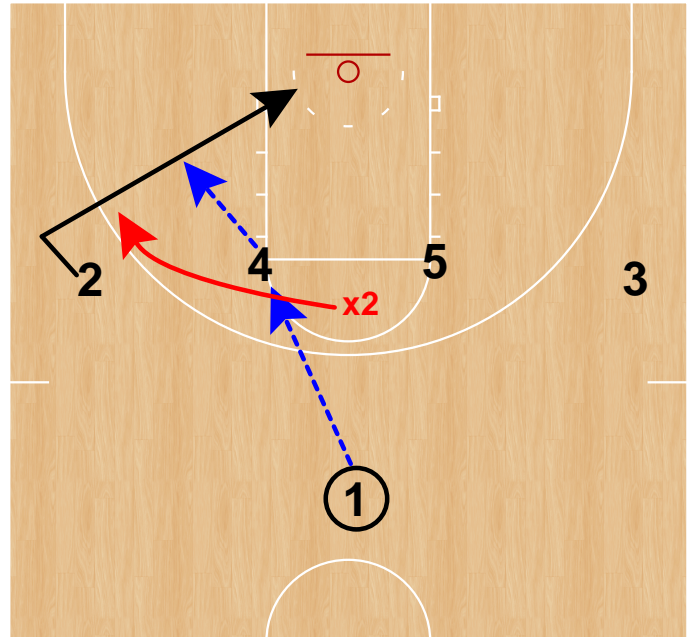
Over / Under Action

Over/Under

Frame 1



Frame 2

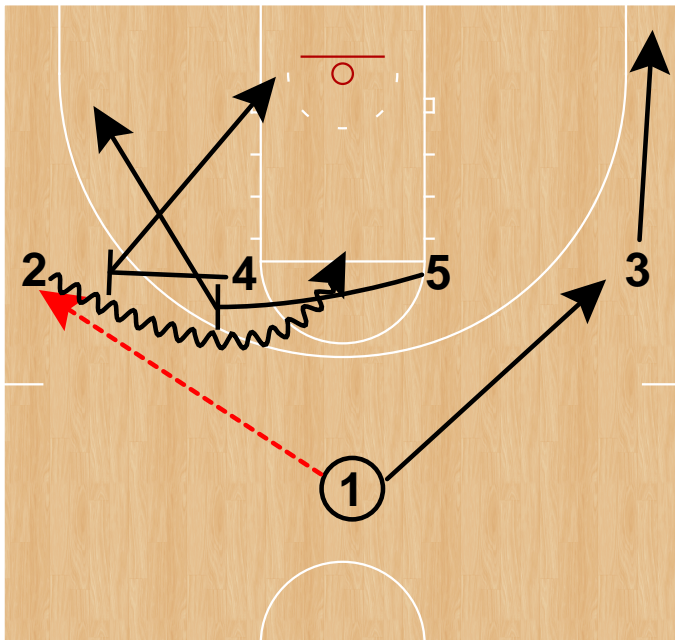


Over/Under Action

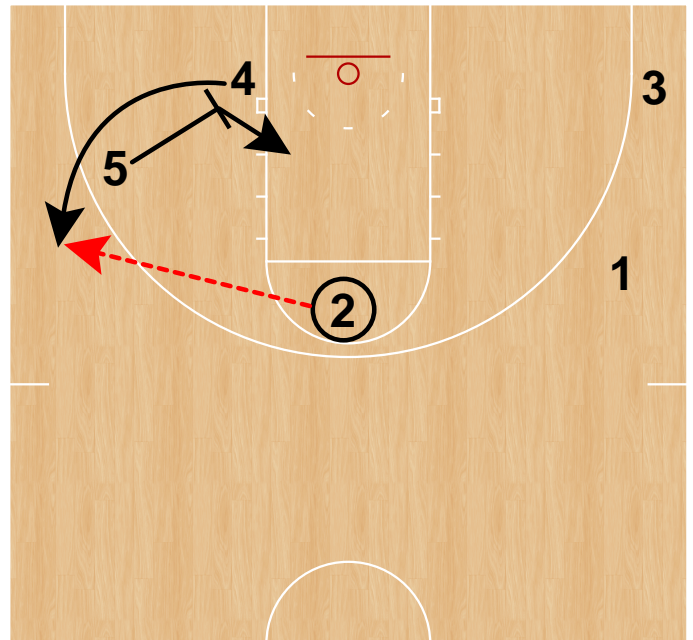
Option #1 - Backdoor look if defender go's over screens

Option #1 - Backdoor look if the defender goes over on top of the screens by #2's AI cut

Frame 3



Frame 4



Option #2

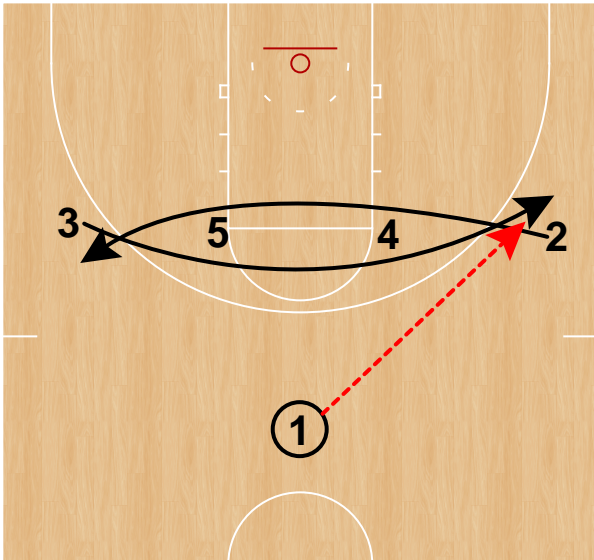
- Into Utah 4 action as #2 can look for #4 on the throwback pass

- #1 hit's number #2 or #3

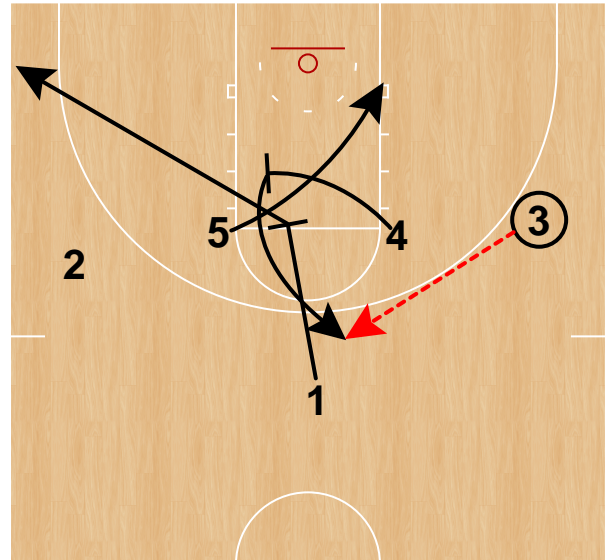
- #2 or #3 get a double (Duke) screen from #4 & #5

Over/Under - "T" (Kansas Entry)

Frame 1



Frame 2

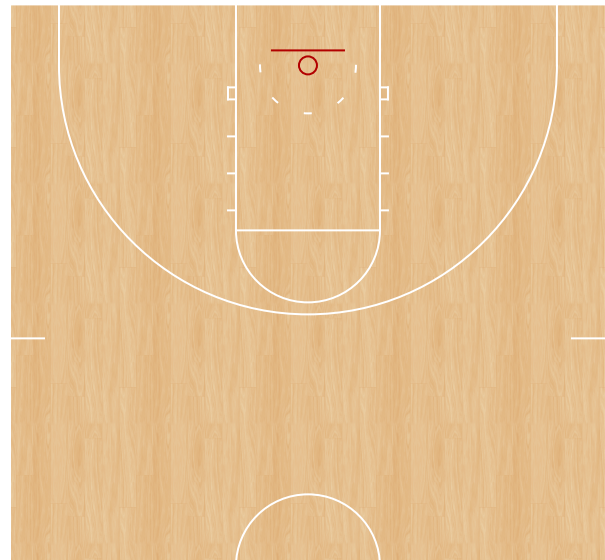
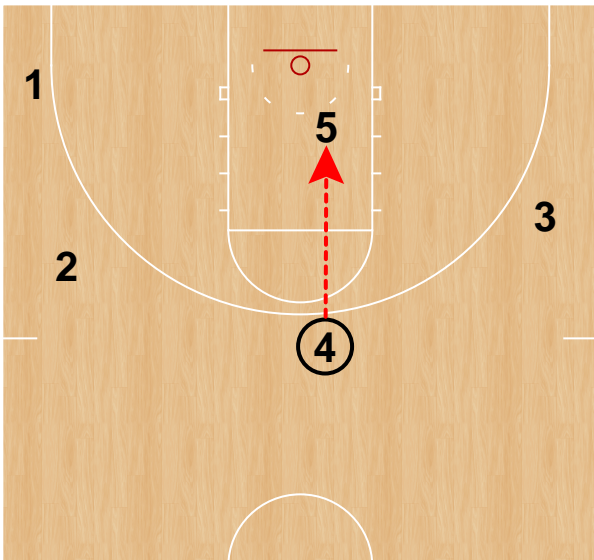


Over/Under Action

- Either wing runs an AI cut over and under the #4 & #5 players high at the elbows.
- The point guard can pass to the AI cutter or the guard who has ran under and replaced.

- On the catch, #1 sets an immediate STS screen for #4 and then fills the opposite corner, while the ball side big screens for the opposite big to slice/RIP to the ball side block.
- The screener (#4) then fills the top (T series action) for a 3 point shot option.

Frame 3



#4 has 3 looks

- 1 - Shot
- 2 - Dump to the High/Low look
- 3 - Reverse to #2

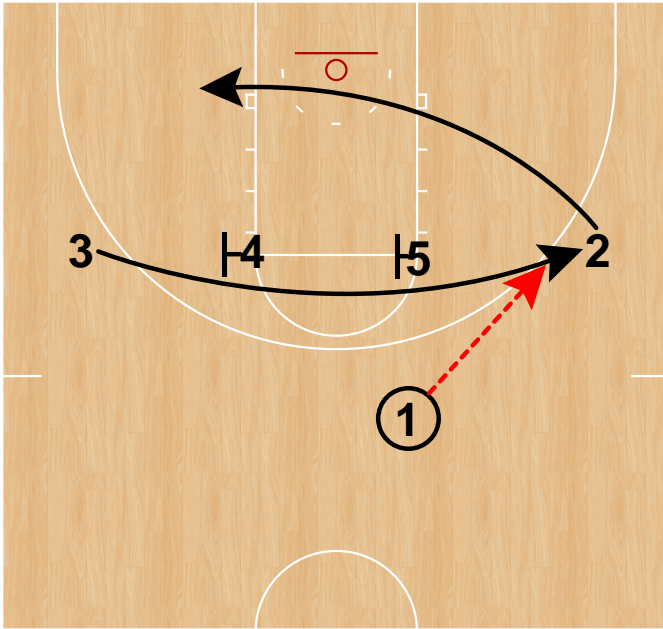
If the ball is reversed to #2 you can get into...

- 1 - One
- 2 - Pride/Drag

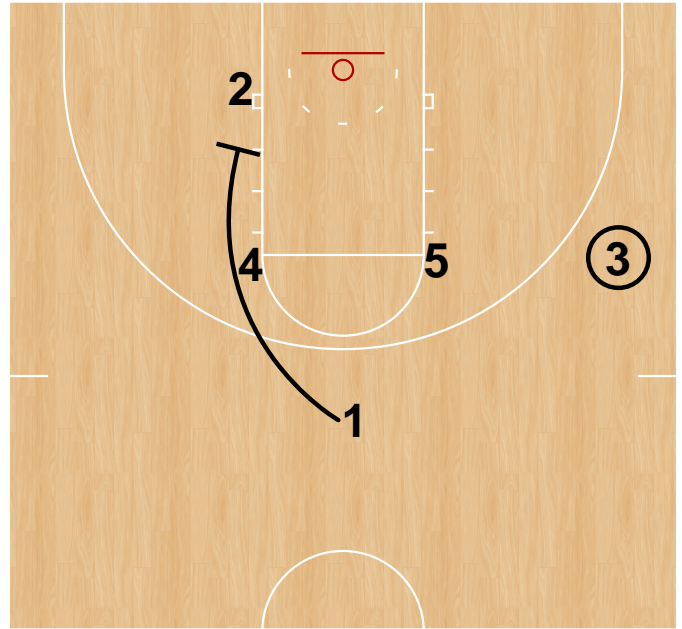
If the ball goes back to #3 you can flow into Kansas Weak

Over/Under - GO Triple Husky

Frame 1



Frame 2

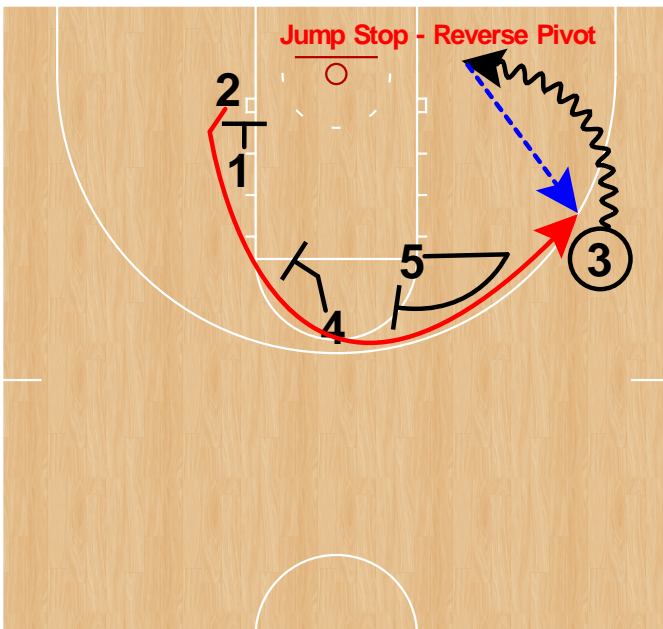


Over/Under Action

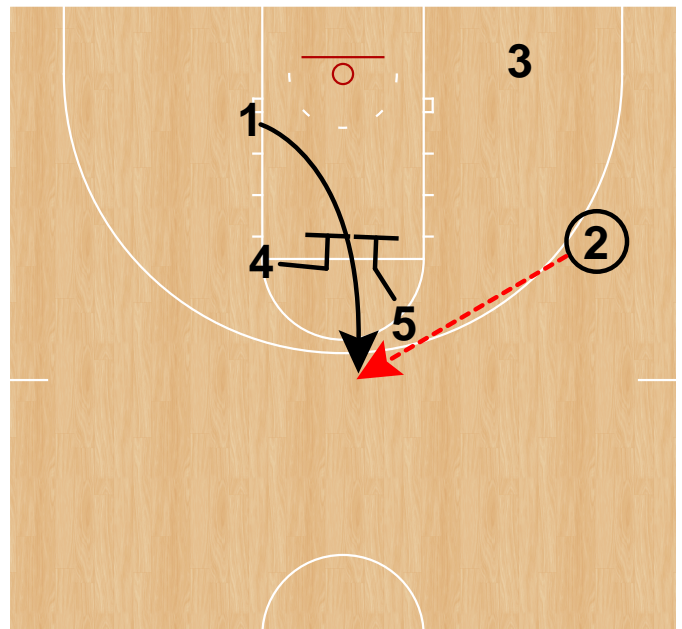
- #3 AI cuts off #4 and #5 and receives the pass from #1

- #1 hits #3 and then sprints to set a screen for #2 which sets up the triple screen for #2

Frame 3



Frame 4



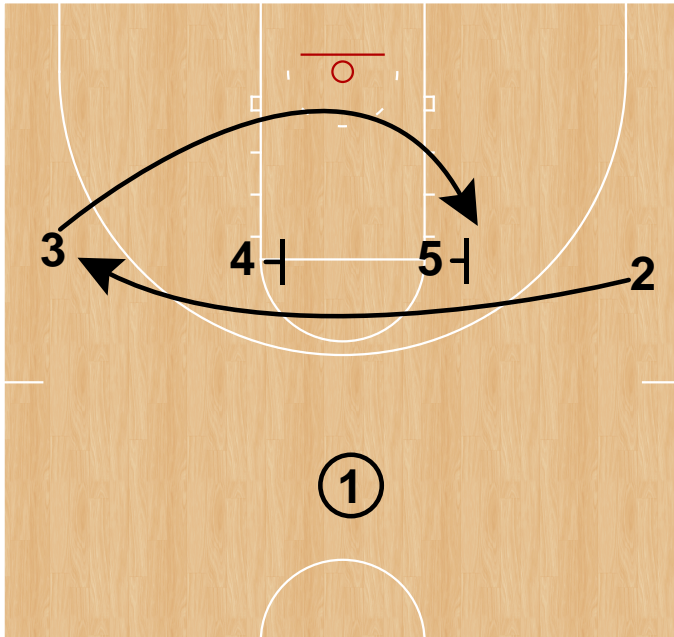
- #2 then comes off a triple stagger from #1, #4, & #5
- #3 dribbles hard towards the block/short corner.

- If #2 doesn't have a shot, #4 & #5 set an elevator (Husky) screen for #1

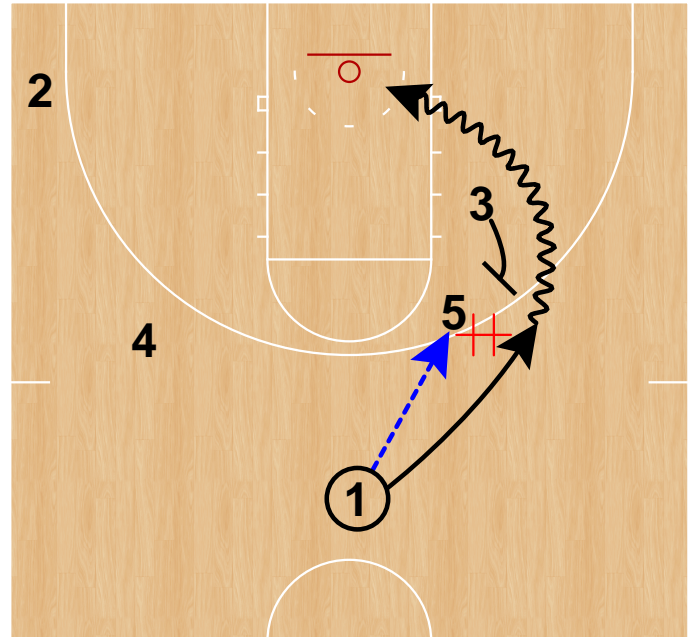
- #3 jump stops and reverse pivots to deliver a pass to #2 at the same spot #3 just came from on the throwback pass

Over/Under - Pinch GO

Frame 1



Frame 2



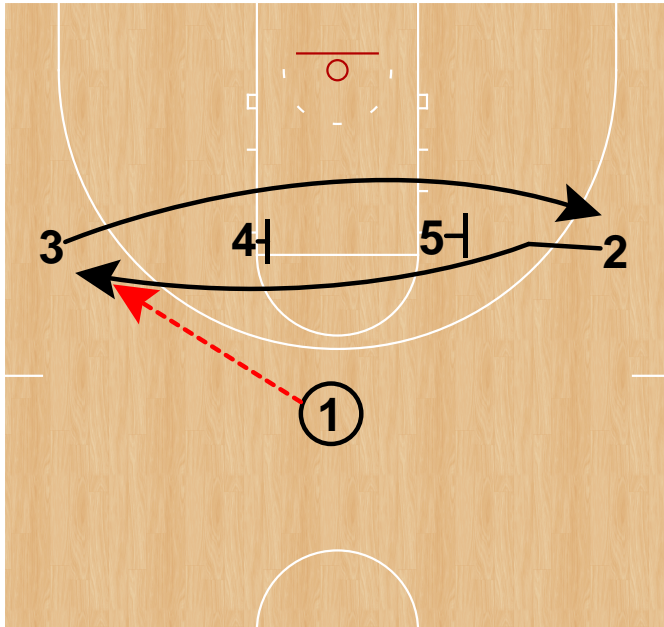
Over/Under Action

- In Over/Under Action we use #2 as a decoy as he/she is making the AI cut off #5 & #4's screens
- #3 goes under and gets ready to set a step up ball screen for #1

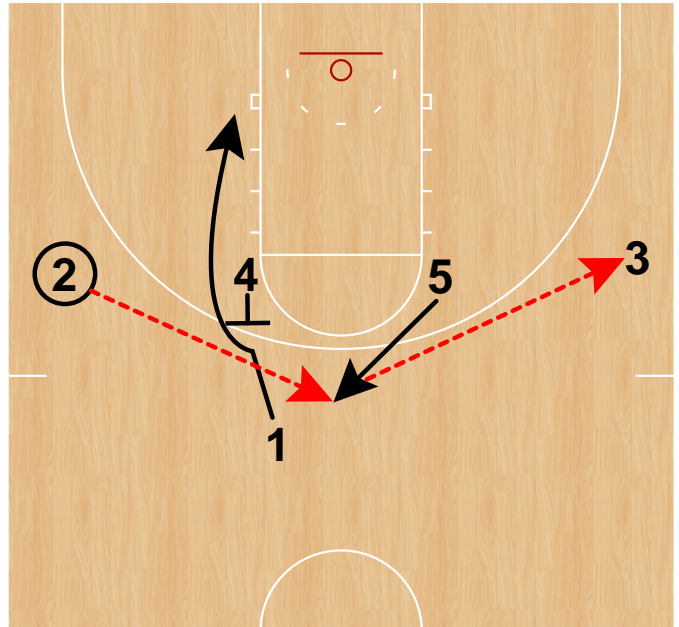
- We go into Pinch Action as #1 passes to #5 who flashes after #2 clears him/her
- #1 receives a DHO back from #5 and gets a step up ball screen (GO Action) from #3

Over/Under - Swing "T" DBL

Frame 1



Frame 2

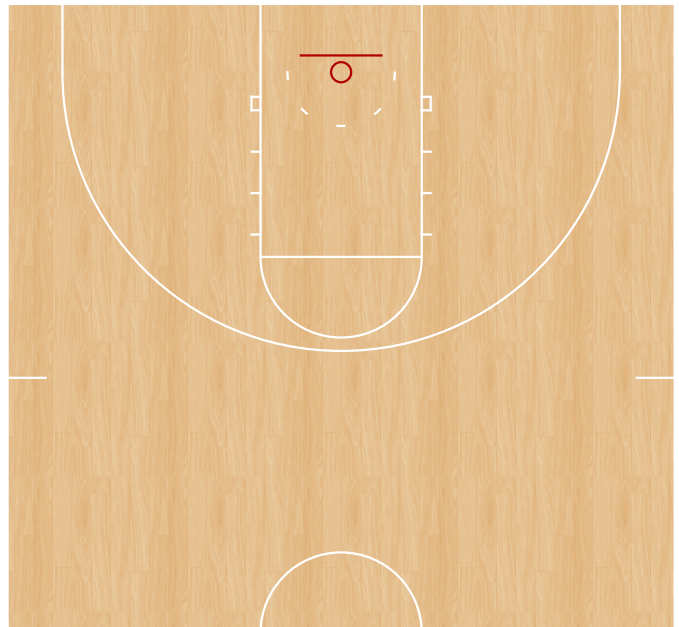
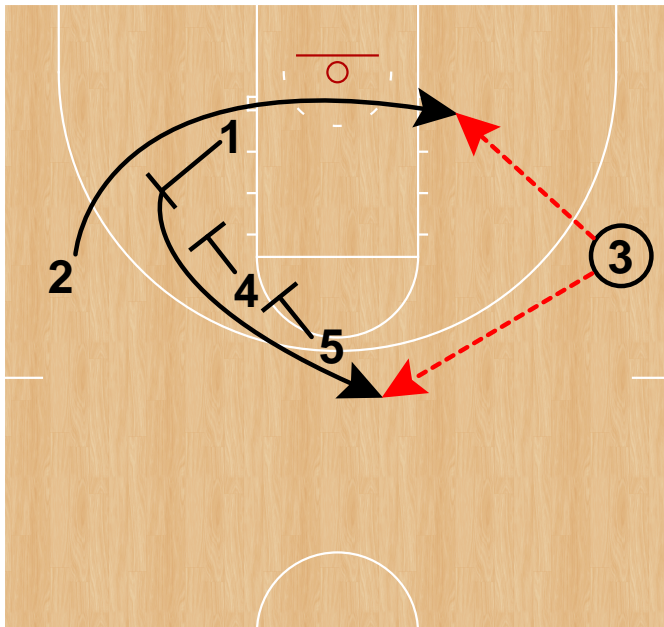


Over Under Action

- #3 cuts under the #4 and #5 to the opposite wing
- #4 and #5 screen for #2 coming off the AI cut
- #1 passes to #2

- #1 UCLA cuts off #4's back screen
- We swing the ball from #2, to #5, to #3

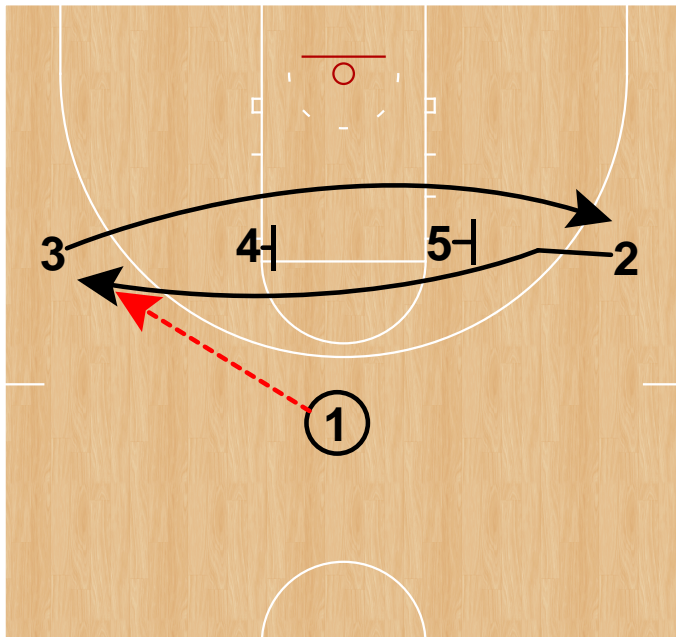
Frame 3



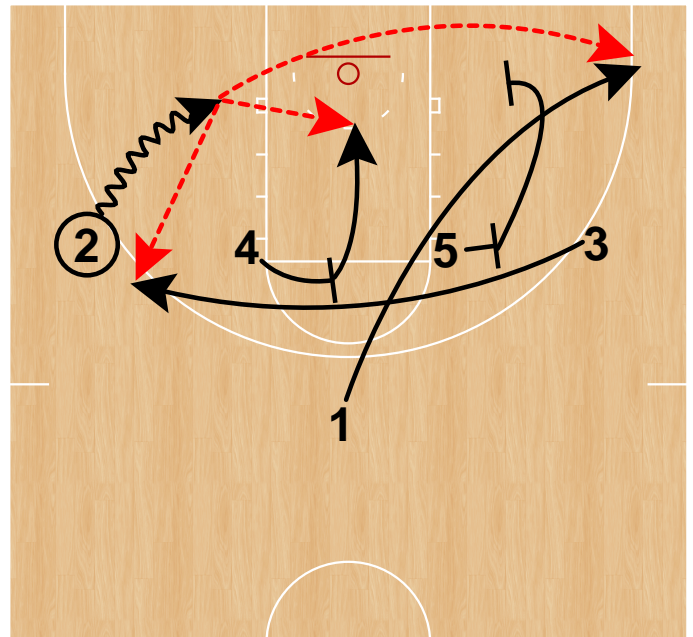
- We go into "T" Action as #1 sets a RIP screen for #2 and then comes off the double staggered screen from #4 & #5
- #3 can pass to #2 or #1

Over/Under - Throwback Hammer

Frame 1



Frame 2

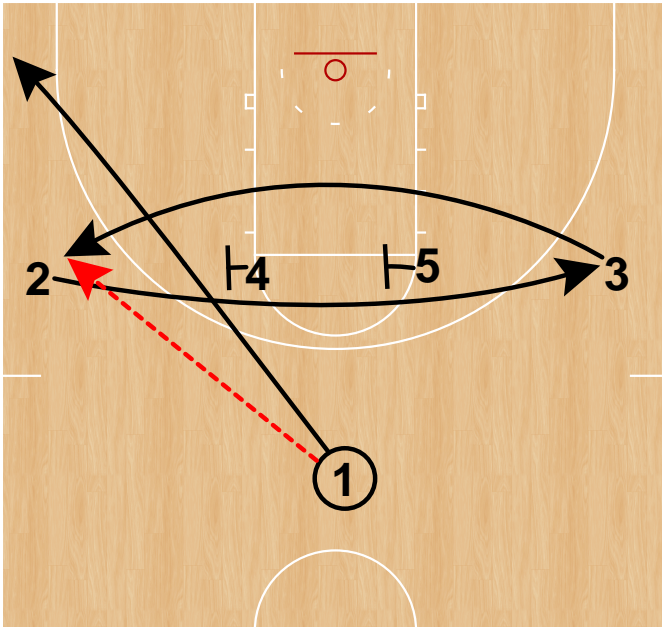


Over Under Action

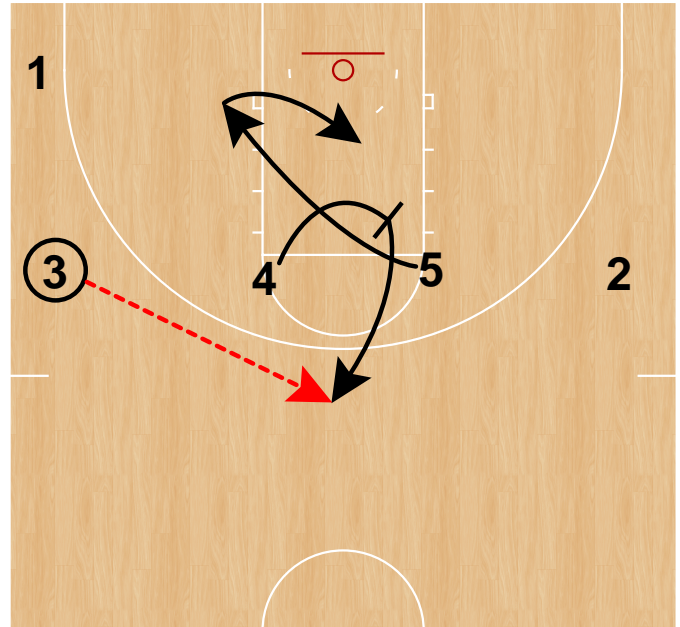
- #3 cuts under the #4 and #5 to the opposite wing
- #4 and #5 screen for #2 coming off the AI cut
- #1 passes to #2
- #1 cuts to the opposite corner after the pass
- #2 has an automatic baseline drive off the catch
- #5 and #4 set a double staggered screen for #3
- #3 cuts behind the drive for a throwback pass
- #5 sets the hammer screen for #1

UCLA - Cross

Frame 1



Frame 2

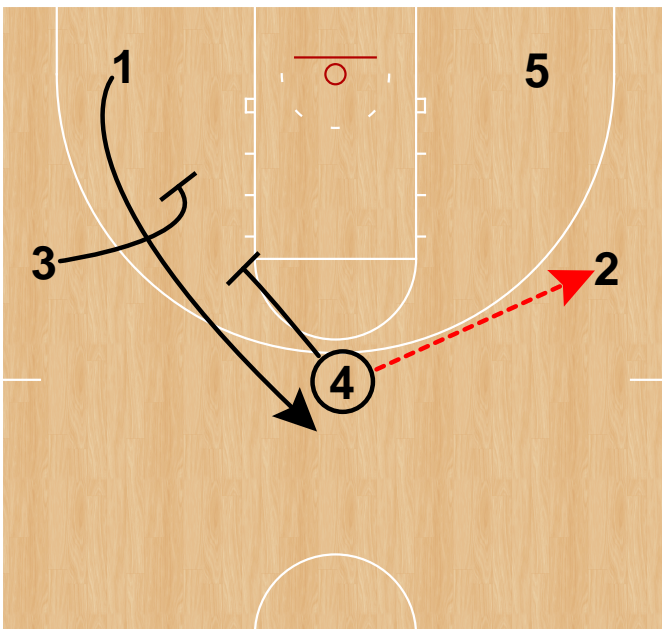


- #2 AI cuts off #5 & #4's screens while #3 goes under.

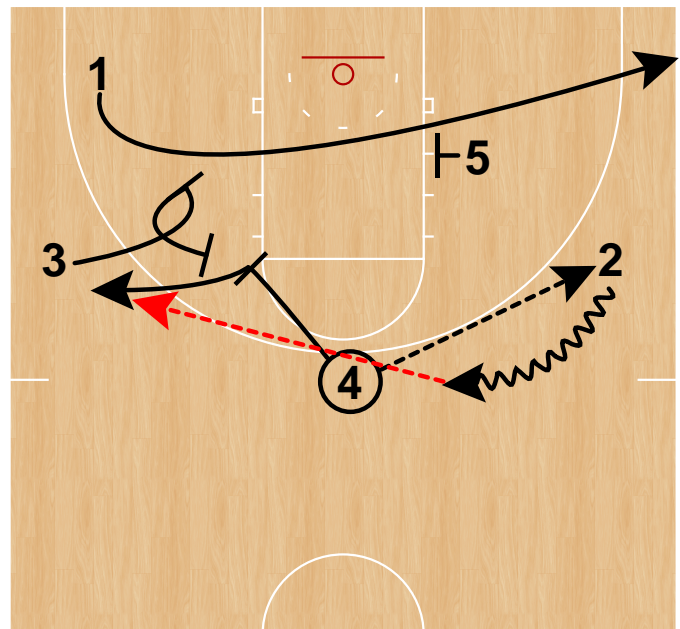
- Look for #4 after he sets the cross screen for #5 who will then look for the High/Low look to #5

Good against pressure

Frame 3



Frame 4



- If #4 cant hit the High/Low then he will reverse the ball to #2 and then set a double stagger away for #1...

- Or we go into the Hackman look

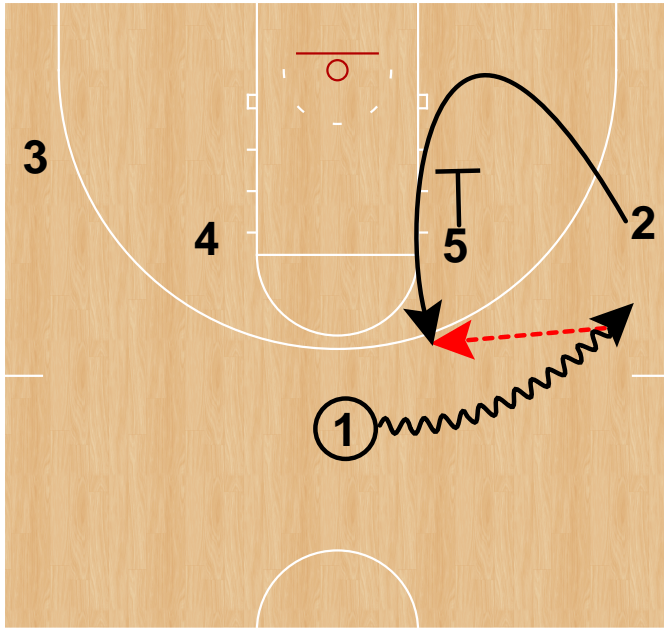
- #1 rejects the double stagger

- #4 then pops off #3's back screen

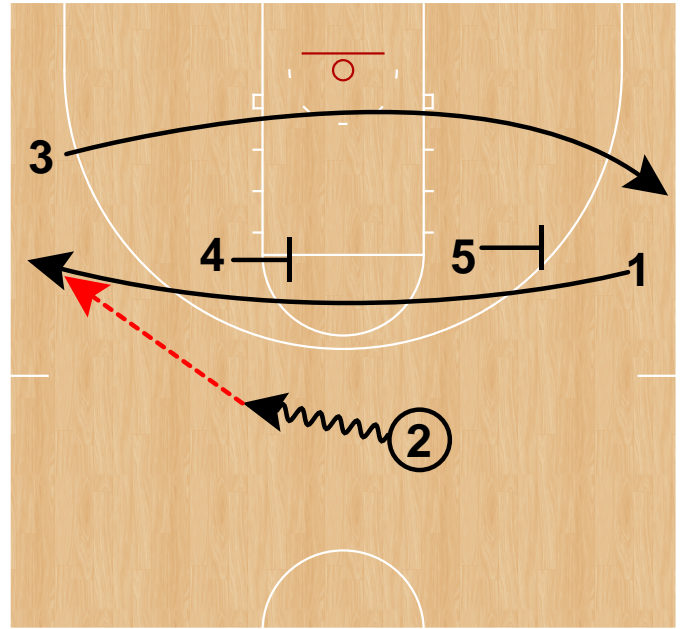
- Possible option to hit #3 on the slip

UCLA - DC AI GO

Frame 1



Frame 2

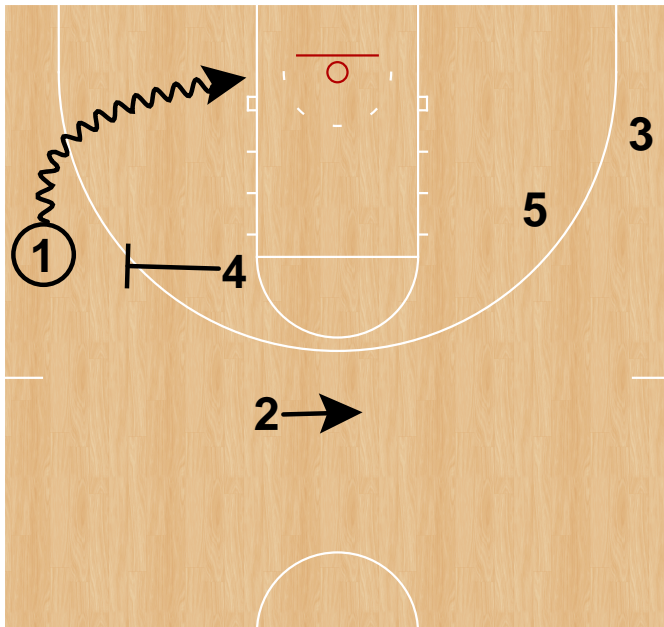


Dribble Circle (DC) Action to start

- #1 dribble entry to the wing as #2 comes off the zipper screen from #5
- #1 passes to #2

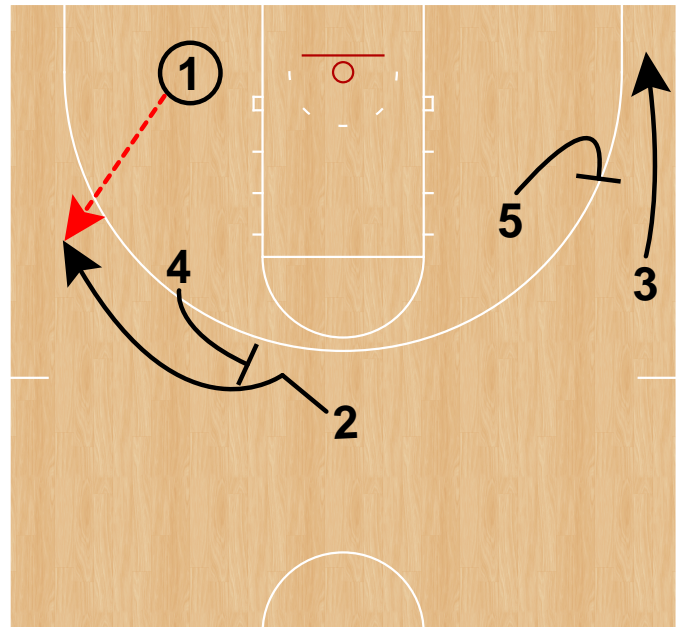
- #1 then comes off the AI cut and screens from #5 & #4 as #3 clears to the opposite wing
- #2 passes to #1

Frame 3



- #4 turns to set a ball screen for #1, #1 rejects 4's ball screen & attacks baseline

Frame 4

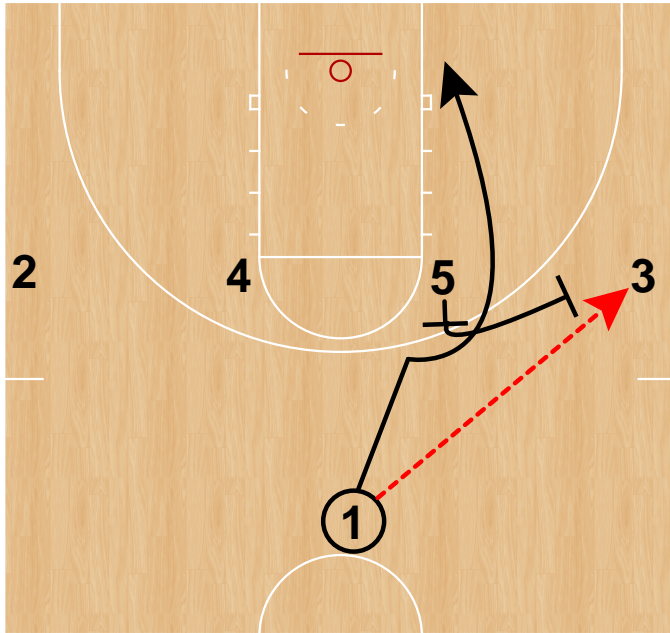


- We are in hammer and throwback action as #4 sets a back screen for #2
- #5 sets hammer screen for #3
- #1 can attack to score, pass to #2 on the throwback Ricky Action, or #3 on the hammer action

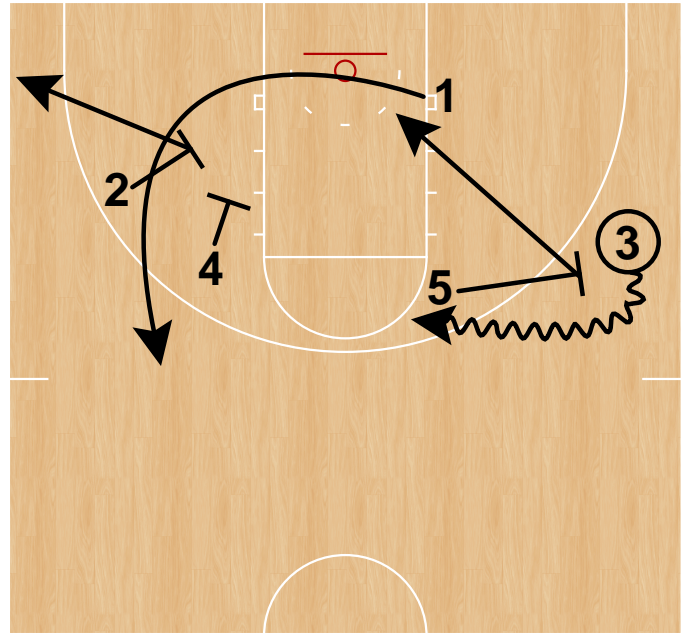
PNR Plays

UCLA 3

Frame 1



Frame 2



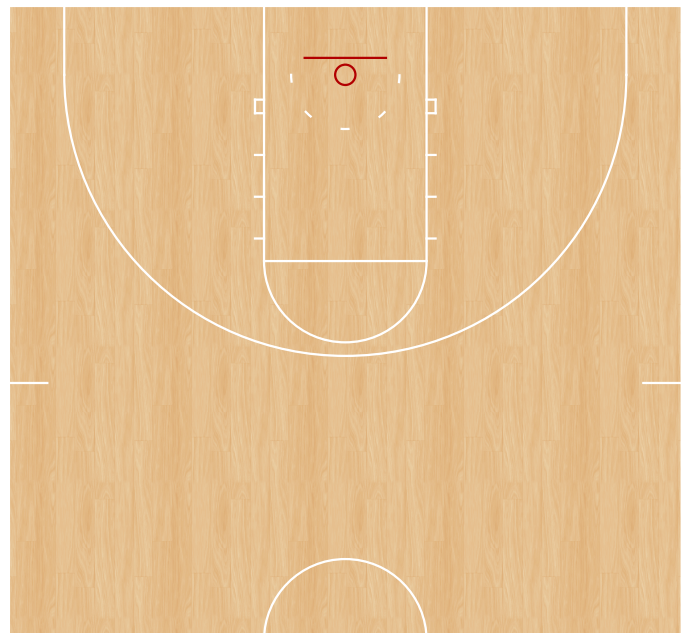
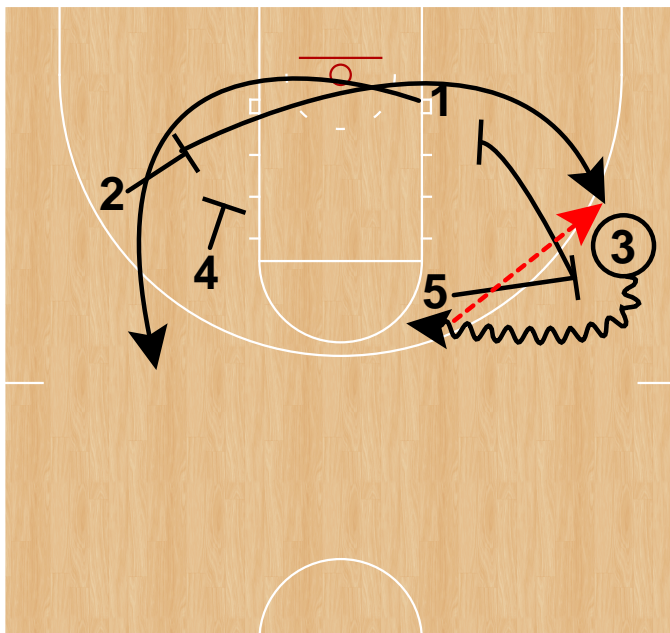
#1 passes to the wing and then makes a UCLA cut off the back screen from #5.

1st option in the play is to look for the #1 on the cut
2nd option on a mismatch look to post the #1

In UCLA 3 this time #5 sets a immediate ball screen for #3 after #1 clears him.

- #3 comes off the PNR or Pick & Pop from #5 and looks for #1 coming off a double stagger.
- #4 looks for the slip and #2 pops to the corner for an extra pass

Frame 3

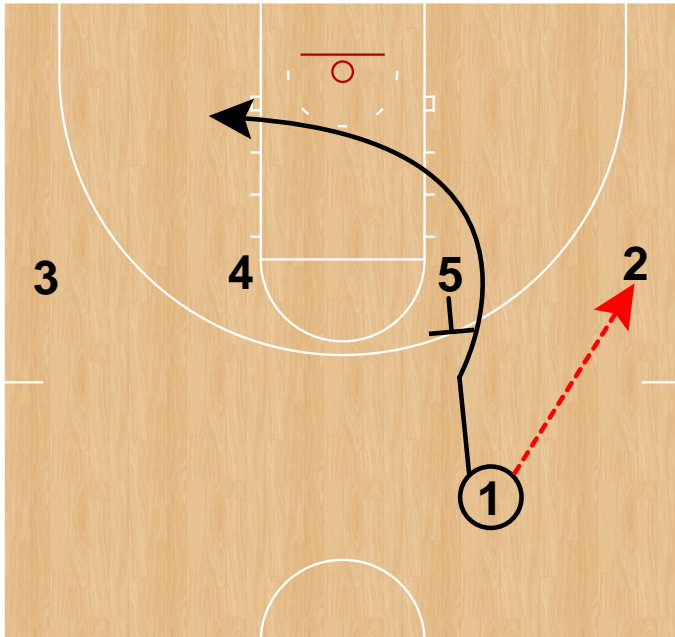


Option B

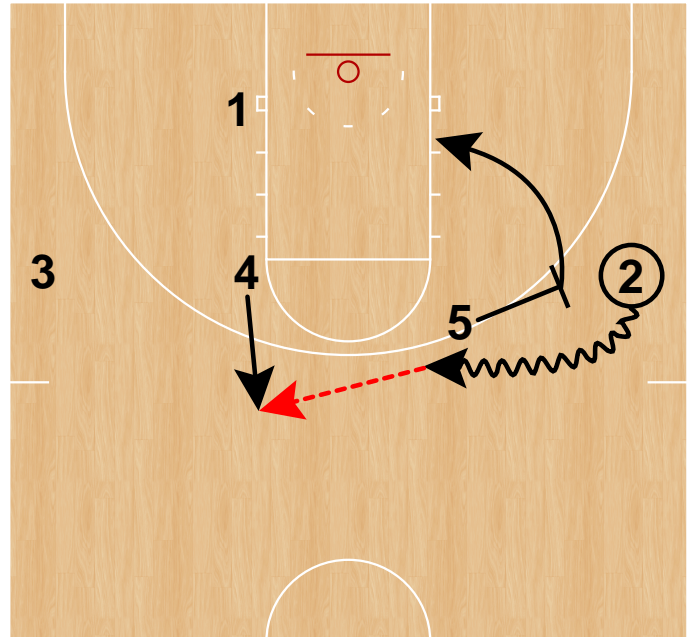
- We can go into 4 Action as #5 sets a ball screen followed by a 2nd screen for #2 who sprints off #5's screen after #1 clears him/her and looks for the throwback pass from #3

UCLA 3 - Chicago Fist***

Frame 1



Frame 2

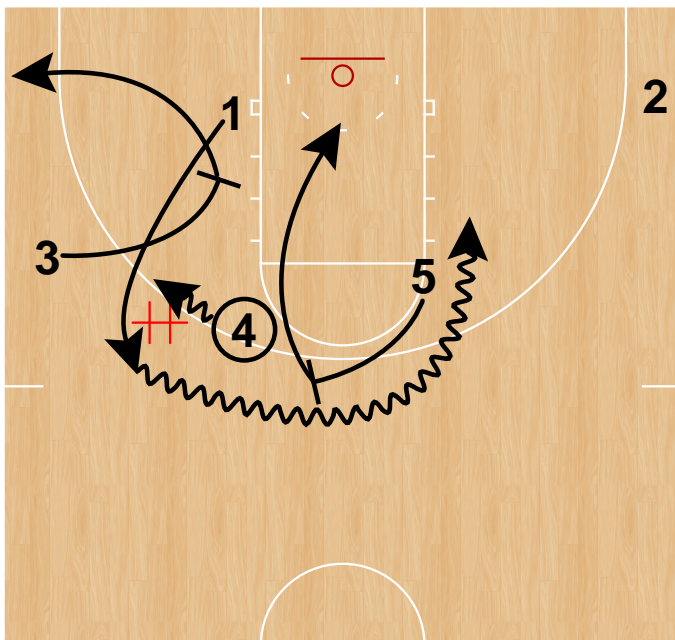


- In our UCLA Action to starts the play as #1 passes to #2 and UCLA cuts off #5's back screen. Our 1st look is to #1 if he/she is open

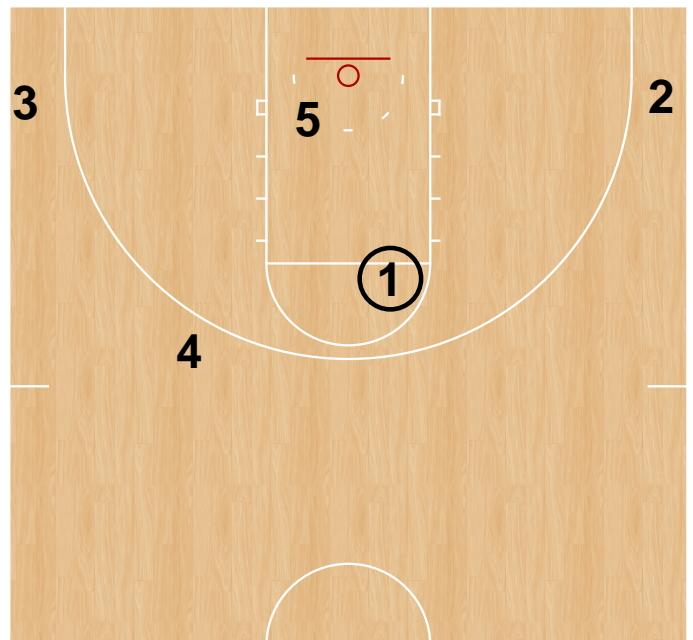
- After #1 clears #5, #5 sprints immediately into a ball screen for #2

- #2 passes to #4

Frame 3



Frame 4

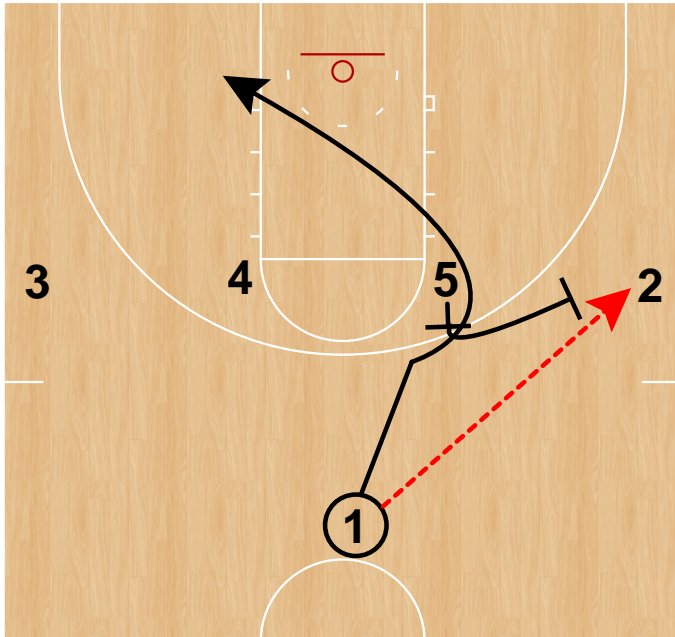


- We now go into Chicago Action as #3 sets a down screen for #1 who sprints off and receives a DHO from #4 and then immediately gets a PNR from #5

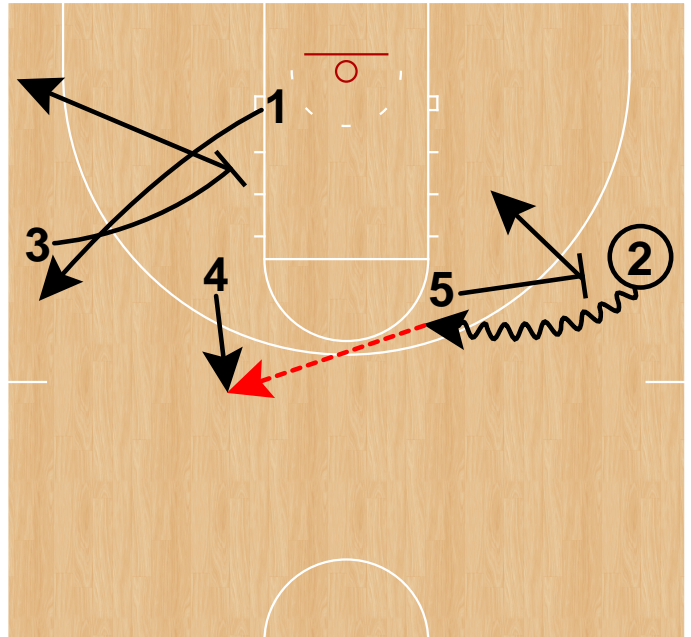
- #4 pops after the DHO for a possible throwback pass and High/Low look to #5

UCLA 3 - 4 1 Fist

Frame 1



Frame 2



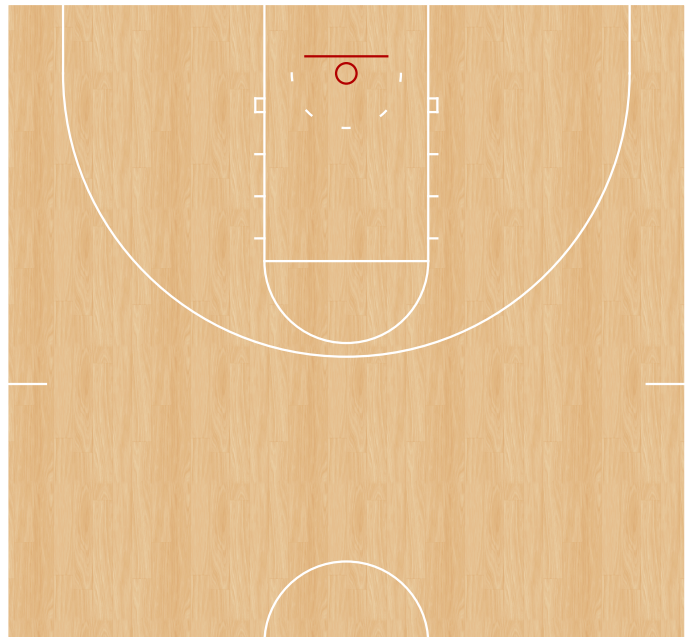
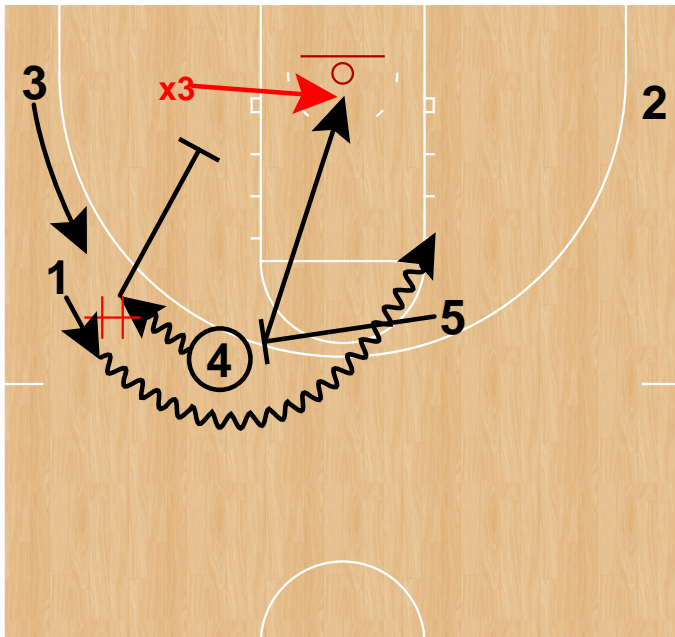
- #1 passes to the wing and then makes a UCLA cut off the back screen from #5.

1st option in the play is to look for the #1 on the cut
2nd option on a mismatch look to post the #1

- In UCLA 3 #5 sets a immediate ball screen for #2 after #1 clears him/her. You would want to make this call if you see X5 helping on the #1 UCLA cut so he/she can't help on the hedge

- #2 comes off the PNR or Pick & Pop from #5 and looks for #4 immediately
- #1 then comes off #3's down screen

Frame 3

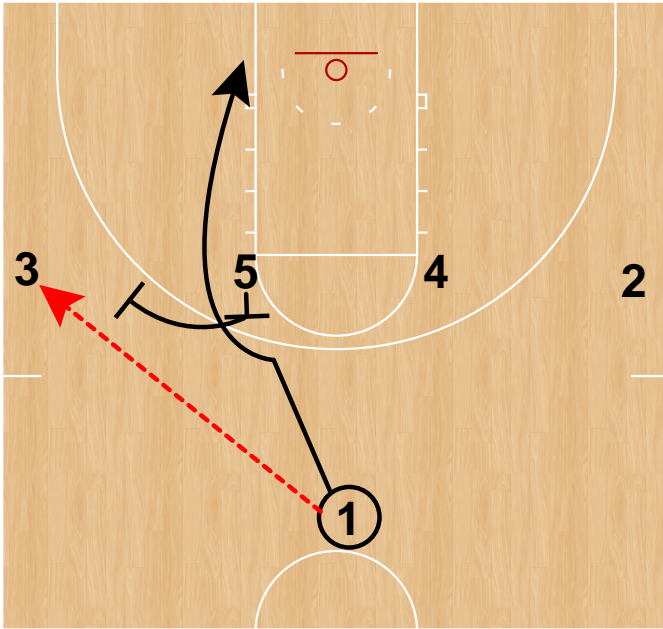


- #1 immediately comes to get the DHO from #4 and #5 follows with a PNR for #1

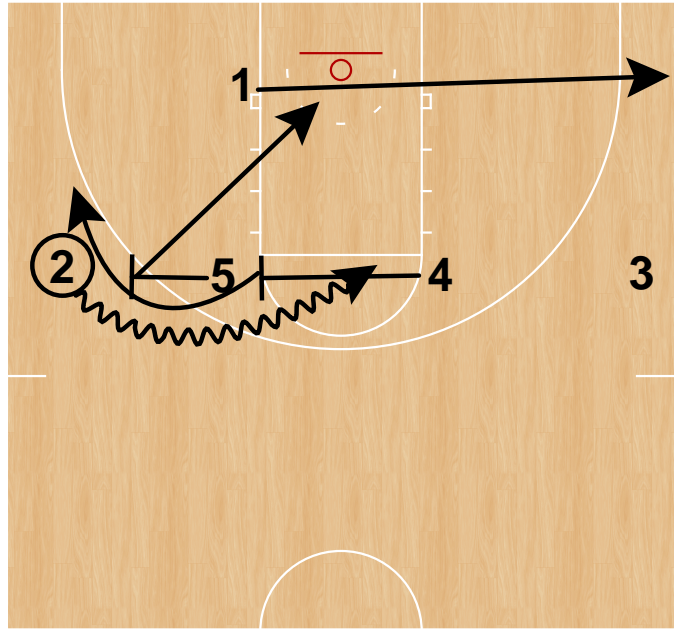
- #4 sets a pin down on X3 who is the tag man on the roll and #3 lifts for a possible throwback pass from #1

UCLA 3 - Duke

Frame 1



Frame 2

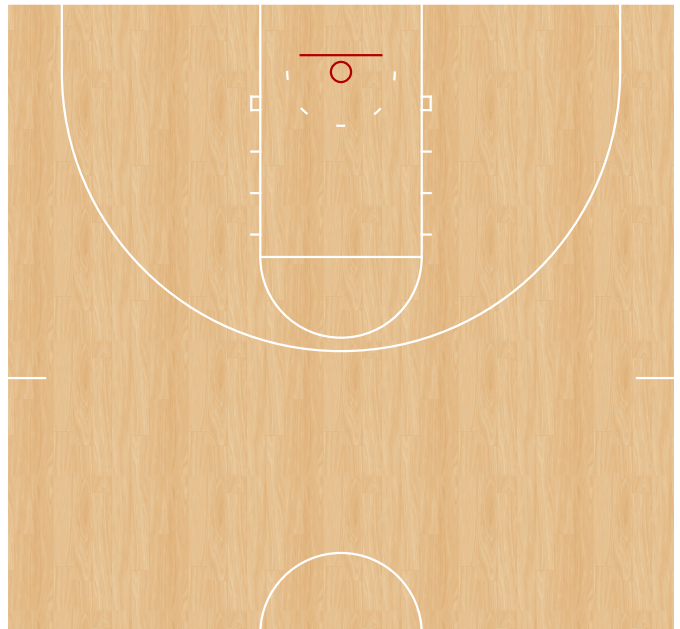
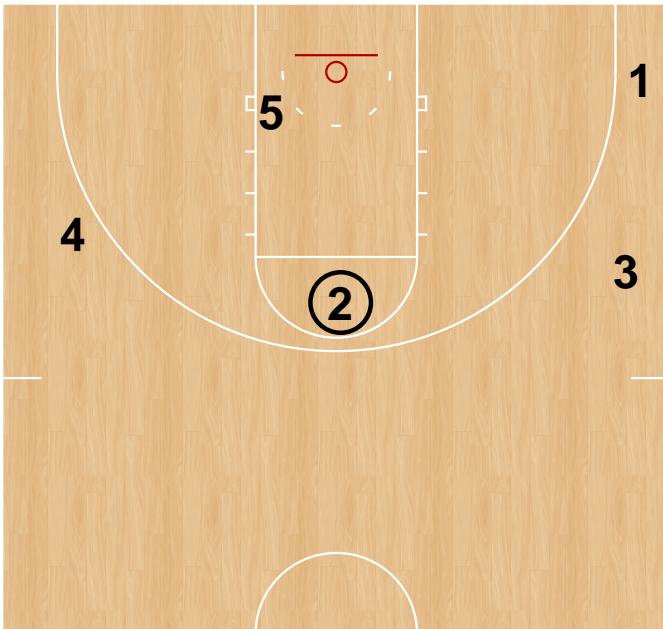


- #1 passes to the wing and then makes a UCLA cut off the back screen from #5.

- #5 & #4 immediately sprint to set a double drag (Duke) screen for #2

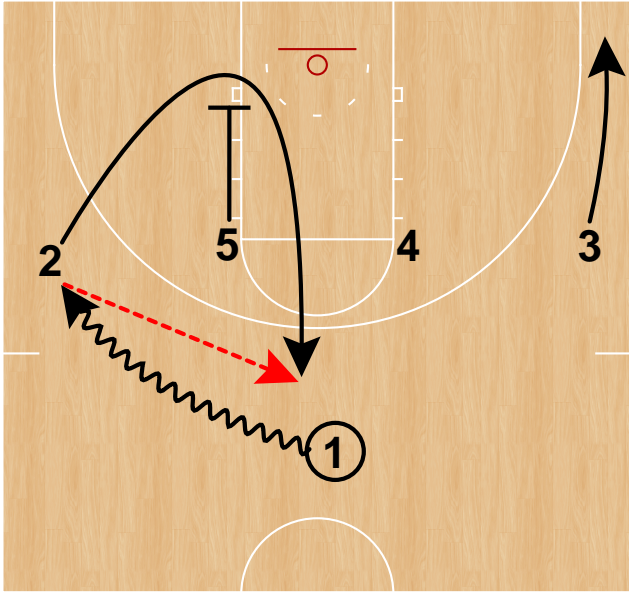
- 1st option in the play is to look for the #1 on the cut
- 2nd option is on a mismatch look to hit the post to #1

Frame 3

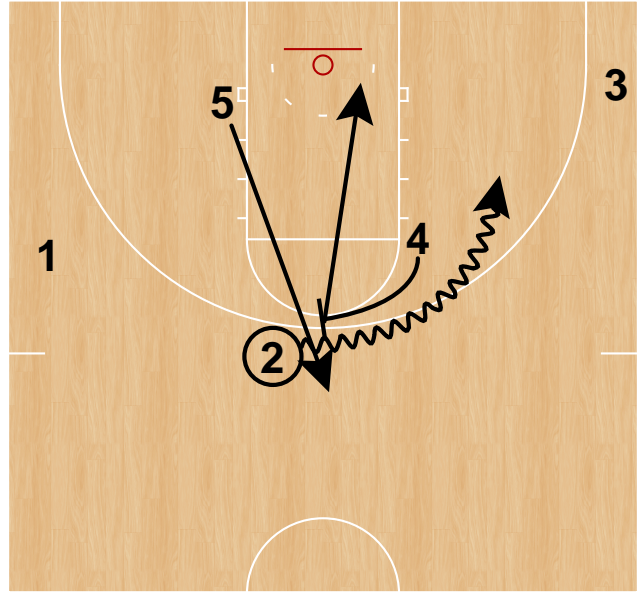


DCU - (UCLA) (Into PRIDE or Kansas)

Frame 1



Frame 2



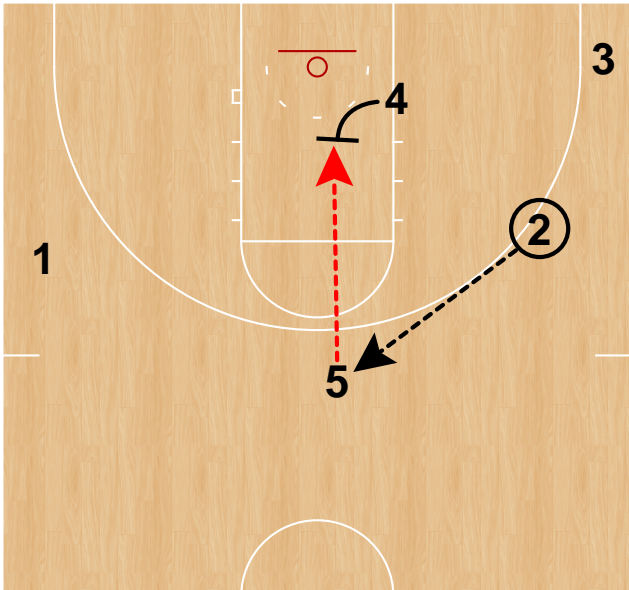
PRESSURE RELEASE PLAY

D = Dribble Entry
C = Circle
U = Utah PNR

- If No High Post pass is there and the wings are overplayed #1 will dribble entry and #2 will clear out
- #2 clears out and circles around #5's down screen

- #4 while the ball is in the air goes and sets a PNR for #2
- #5 replaces behind #4's roll in Pride action

Frame 3

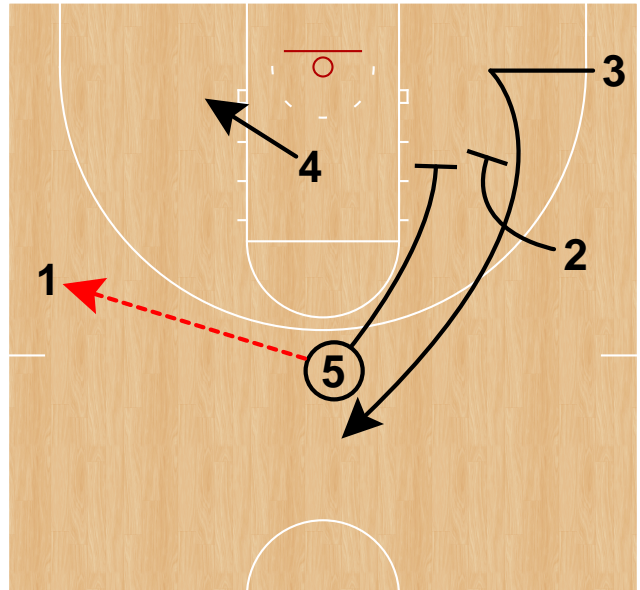


- If nothing is there on PNR from #2

2 OPTIONS

- Option #1 - High Low Look
- Option #2 - Ball Reversal

Frame 4

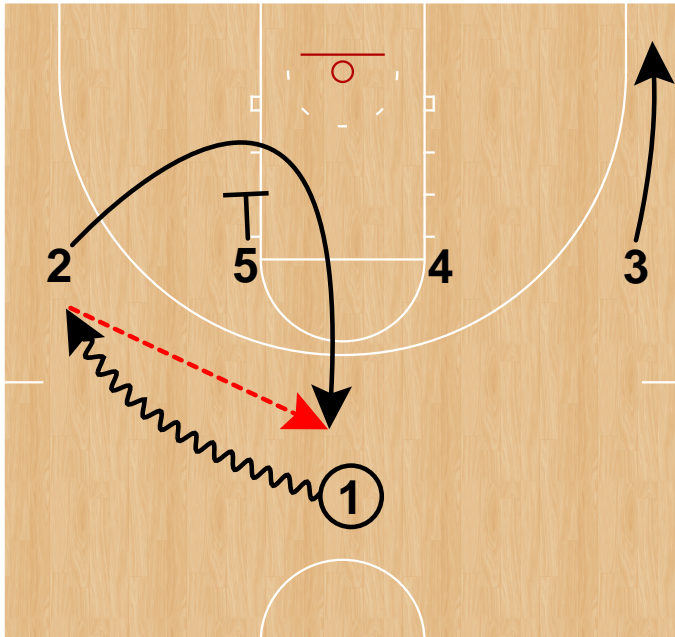


Option #3

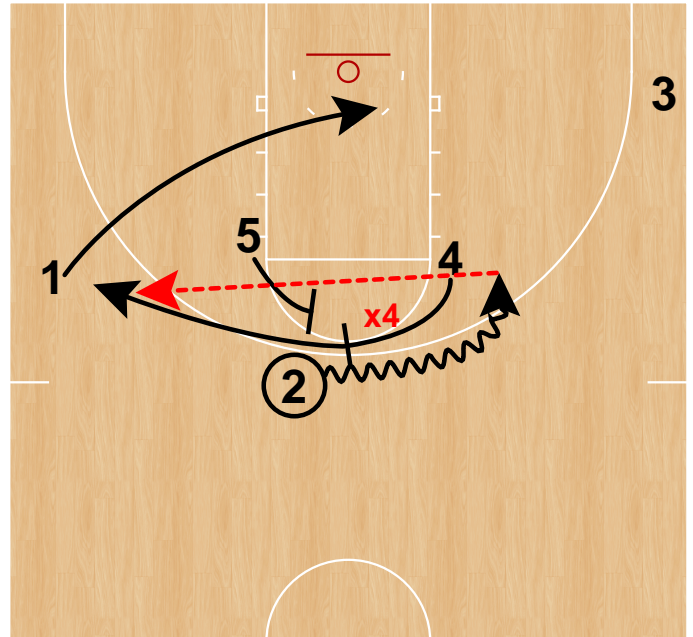
- Double Stagger away

DCU - POP

Frame 1



Frame 2



PRESSURE RELEASE PLAY

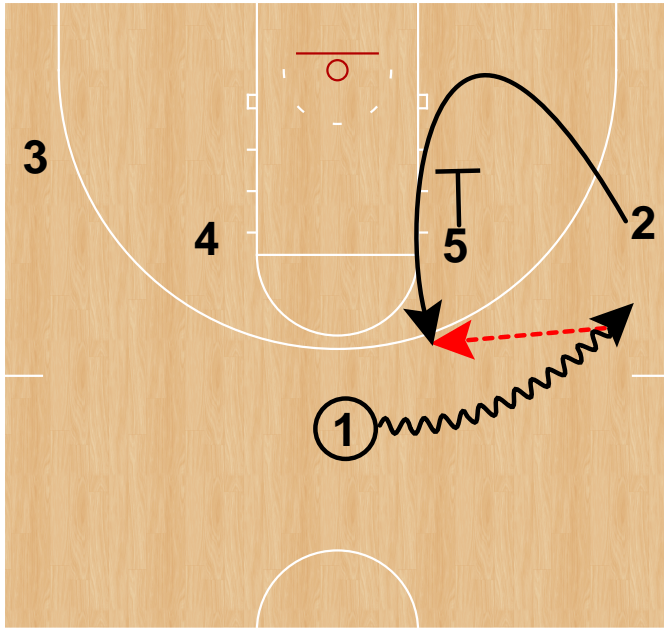
D = Dribble Entry
 C = Circle
 U = Utah PNR

- If No High Post pass is there and the wings are overplayed #1 will dribble entry and #2 will clear out
- #2 clears out and circles around #5's down screen

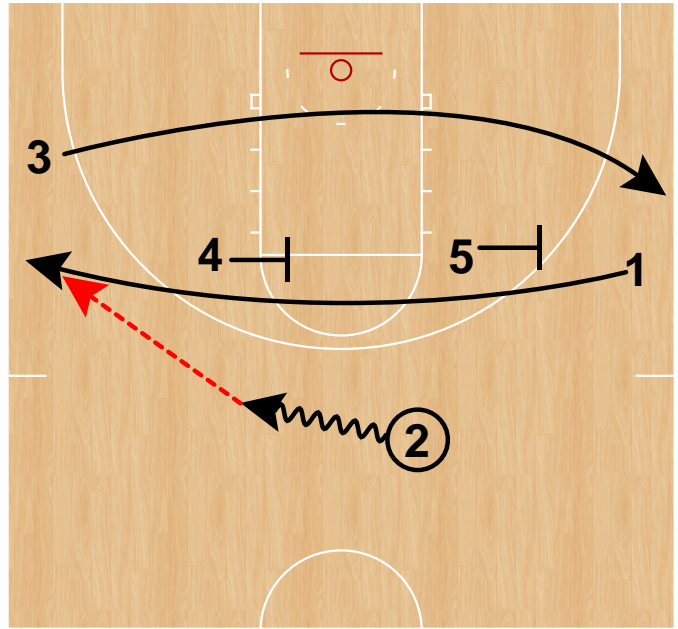
- #4 while the ball is in the air goes and sets a PNR for #2
- #5 sets a back screen for #4 to Pop like in Wisconsin Horns and #1 clears out

UCLA - DC AI GO

Frame 1



Frame 2

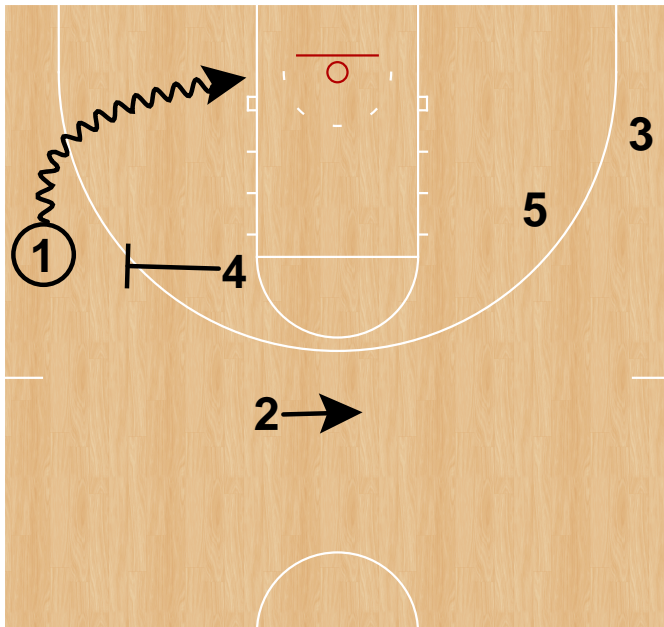


Dribble Circle (DC) Action to start

- #1 dribble entry to the wing as #2 comes off the zipper screen from #5
- #1 passes to #2

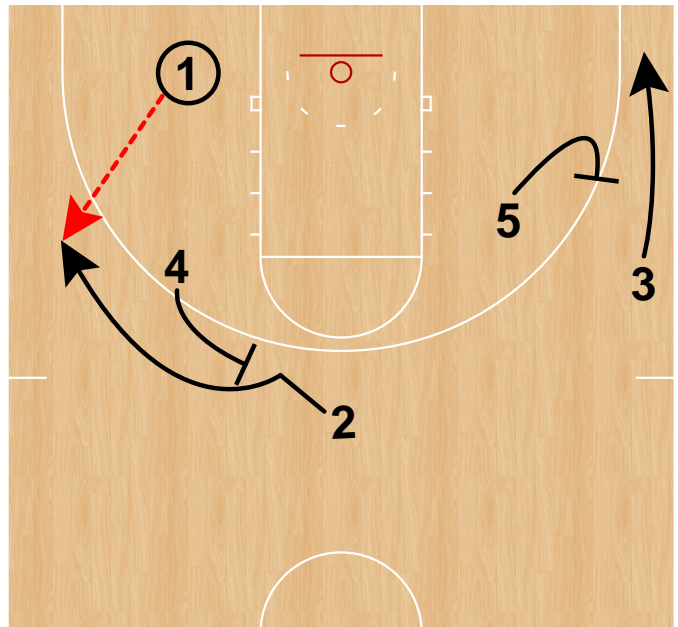
- #1 then comes off the AI cut and screens from #5 & #4 as #3 clears to the opposite wing
- #2 passes to #1

Frame 3



- #4 turns to set a ball screen for #1, #1 rejects 4's ball screen & attacks baseline

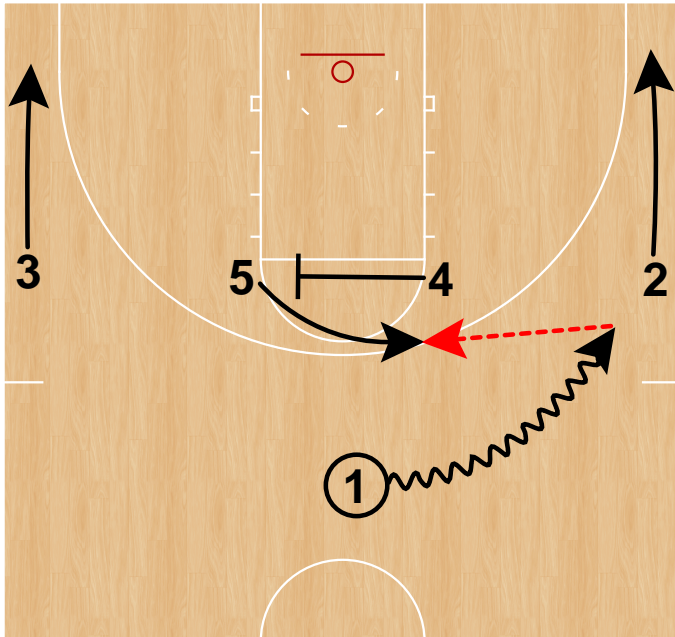
Frame 4



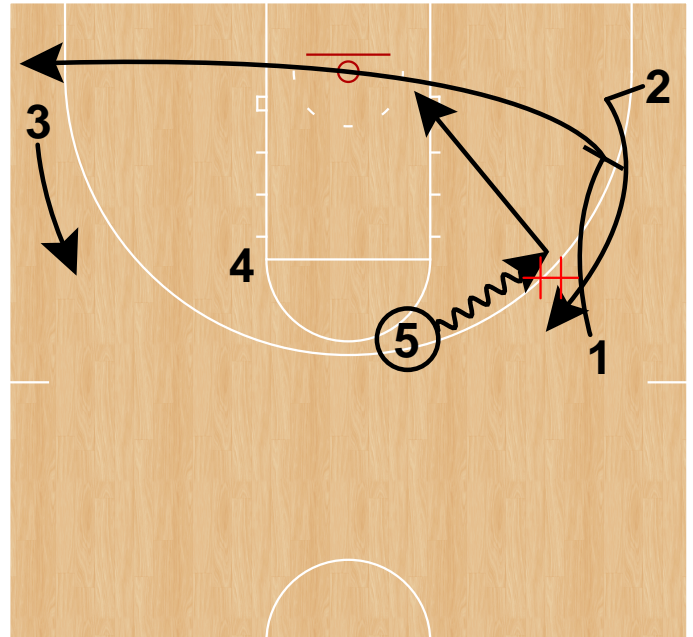
- We are in hammer and throwback action as #4 sets a back screen for #2
- #5 sets hammer screen for #3
- #1 can attack to score, pass to #2 on the throwback Ricky Action, or #3 on the hammer action

UCLA - Cross Chicago Ghost***

Frame 1



Frame 2

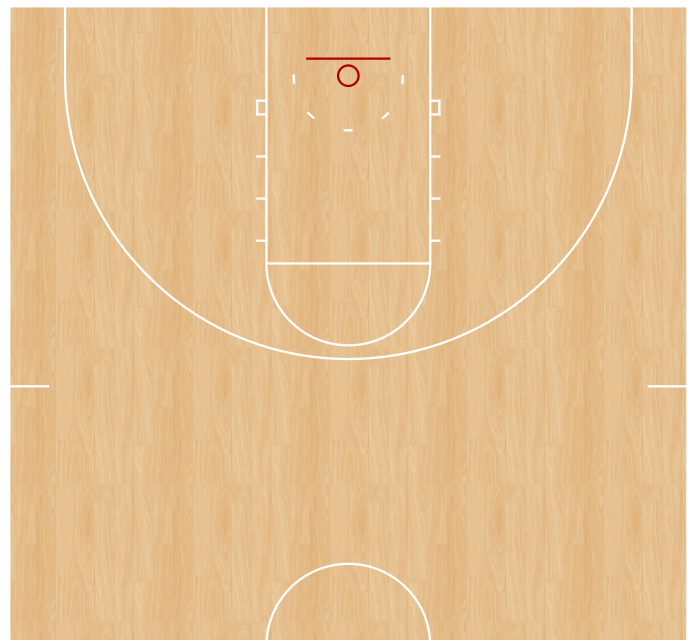
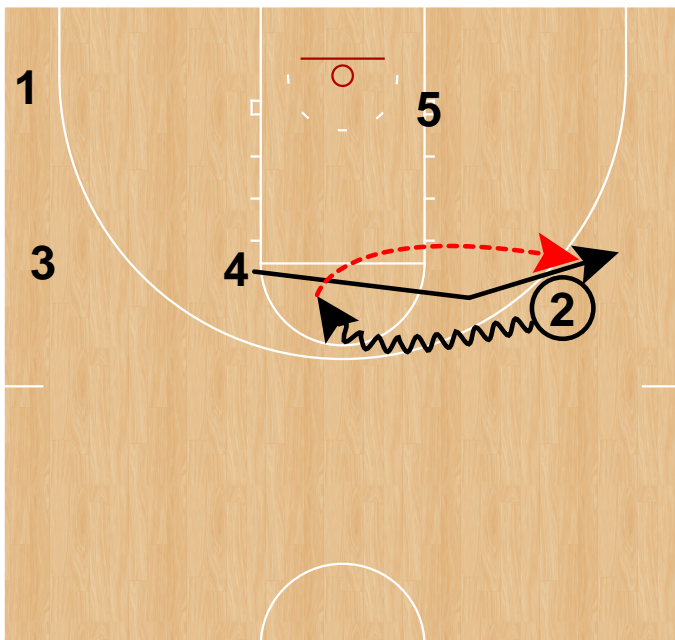


- #1 dribble entries to the wing as #2 drifts to the corner
- #4 cross screens for #5 and #5 receives the pass from #1

- We now go into Chicago Action as #1 sets a down screen for #2 who comes off looking for a DHO from #5 who rolls hard to the rim

- #1 cuts to the opposite corner

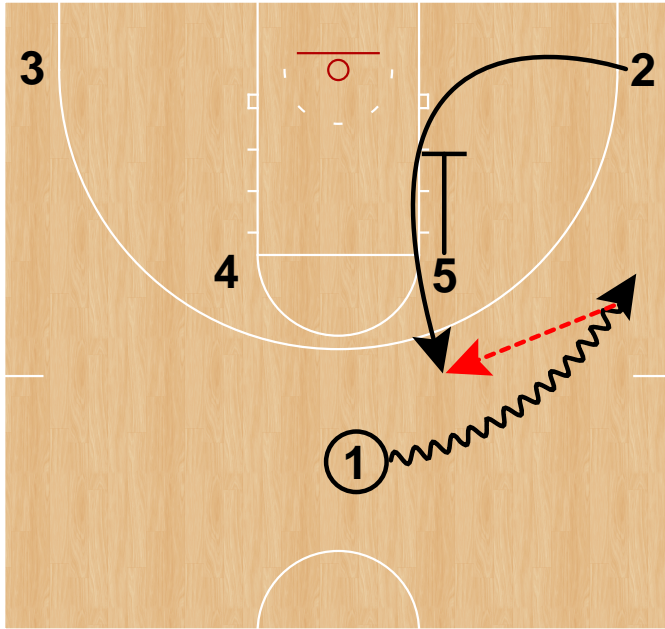
Frame 3



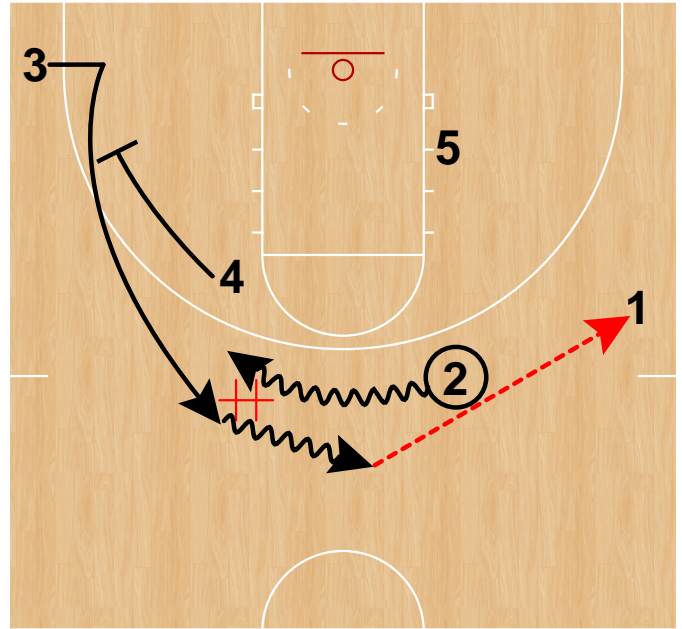
- #4 sprints into a immediate Ghost screen (Slip) with #2

DC - Pin 23 GO** (ATO)

Frame 1



Frame 2

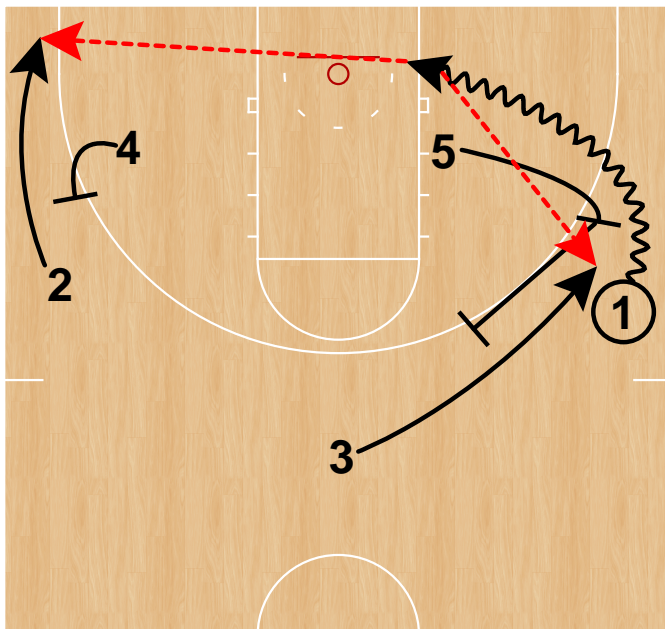


Horns Setup

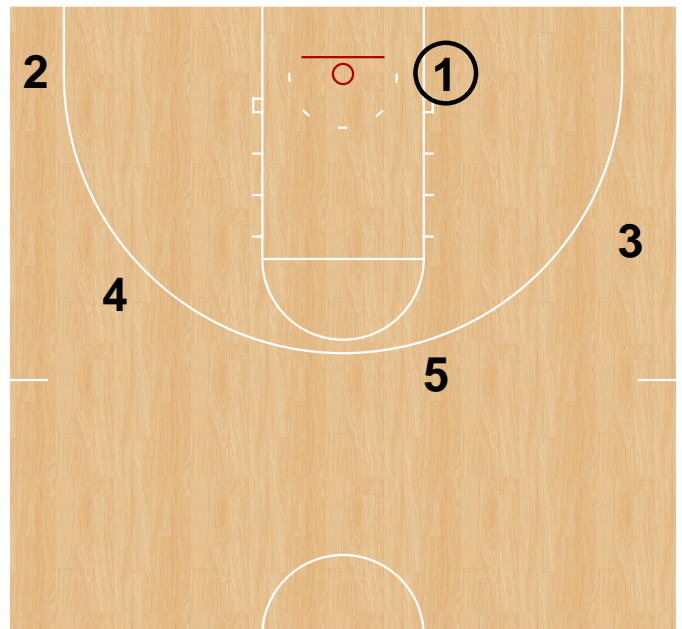
- #1 dribble entry to the wing
- #2 on zipper action receives the pass from #1 and

- #3 receives a pin down screen from #4 and immediately gets a DHO from #2
- #3 then quickly swings to #1

Frame 3



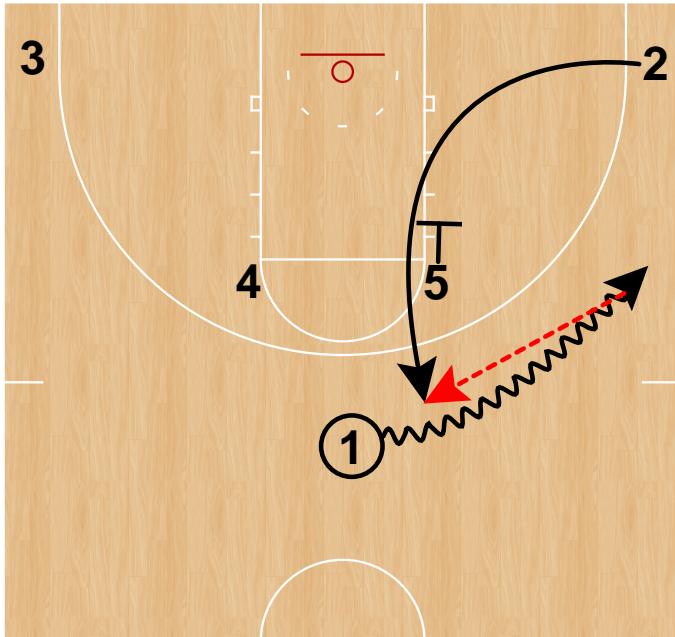
Frame 4



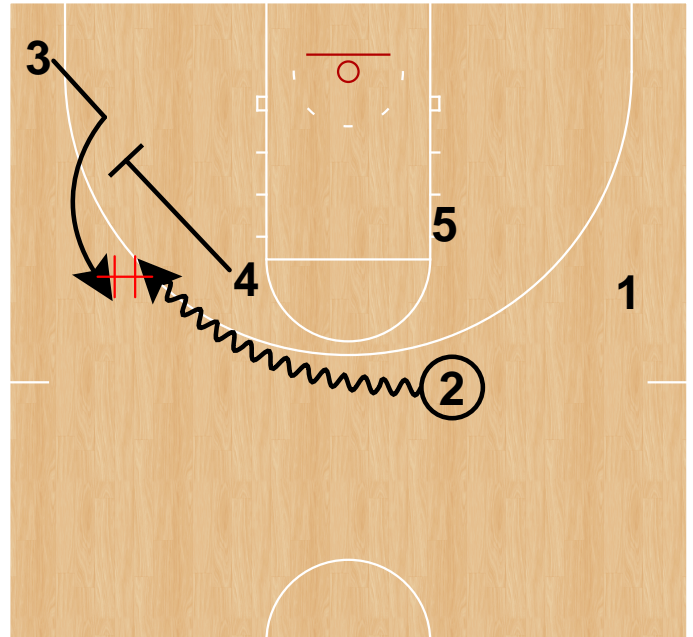
- We now flow into GO & Hammer Action
- #5 steps up to set a GO screen PNR for #1 and a 2nd screen for #3 for a possible throwback pass
- #4 sets a back screen flare/hammer for #2

DC – Chicago Fist

Frame 1



Frame 2

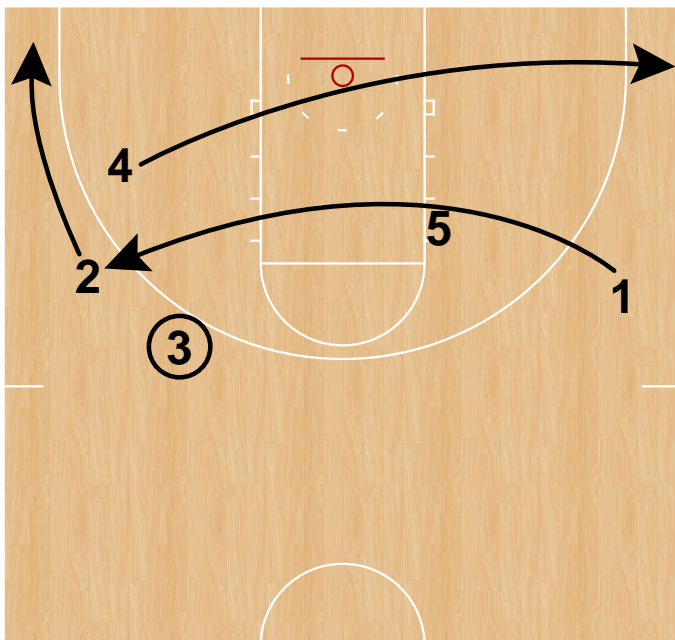


– #1 dribble entry to the wing as #2 zipper cuts up off #5's down screen and receives the pass from #1 (DC Action)

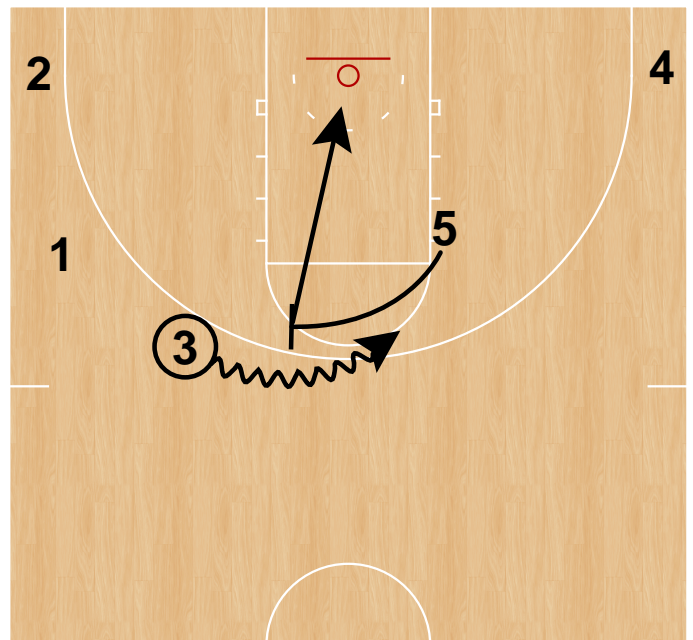
– As that is happening & on the catch #4 sets a pin down screen for #3

– #2 DHO's with #3 coming off the down screen by #4

Frame 3



Frame 4

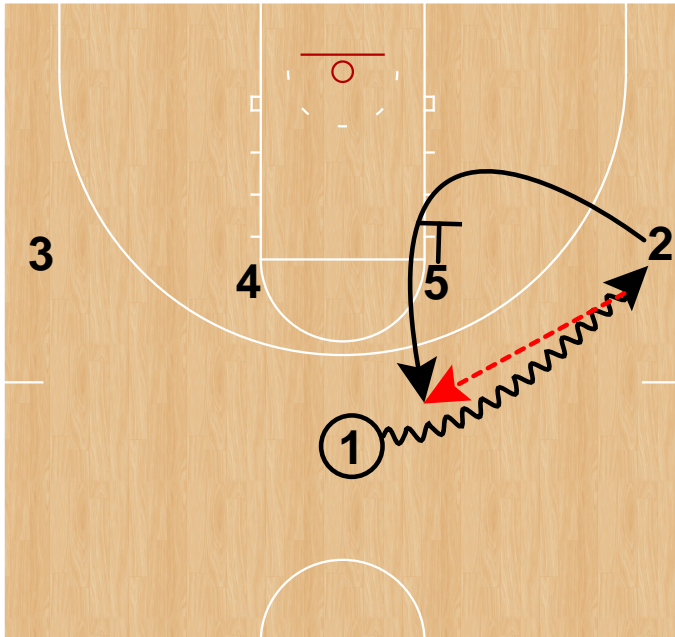


– #4 cuts opposite as #1 cuts underneath to both cause confusion within the defense

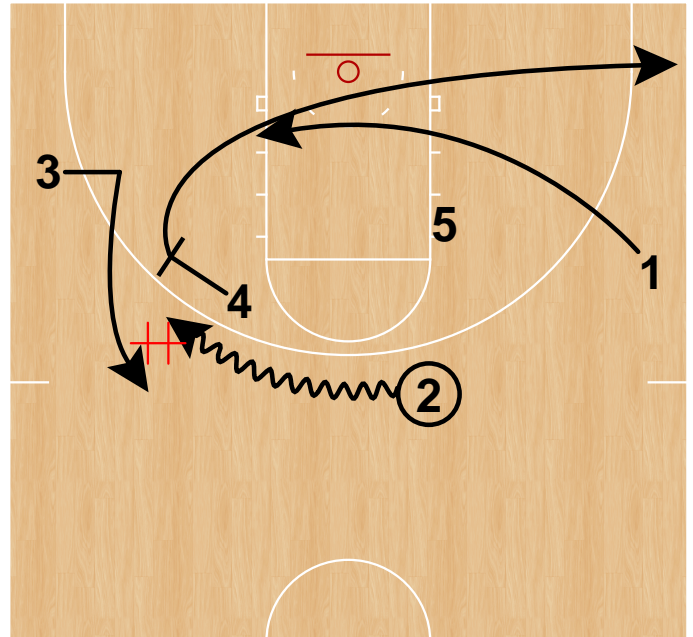
– #3 then comes off the PNR from #5

DC – Chicago Pride

Frame 1



Frame 2



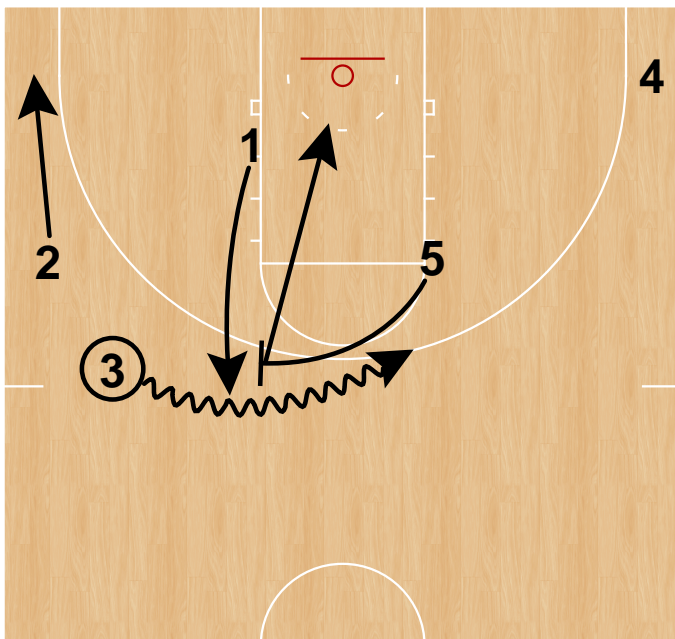
- #1 dribble entry to the wing as #2 zipper cuts up off #5's down screen and receives the pass from #1 (DC Action)

- As that is happening & on the catch #4 sets a pin down screen for #3

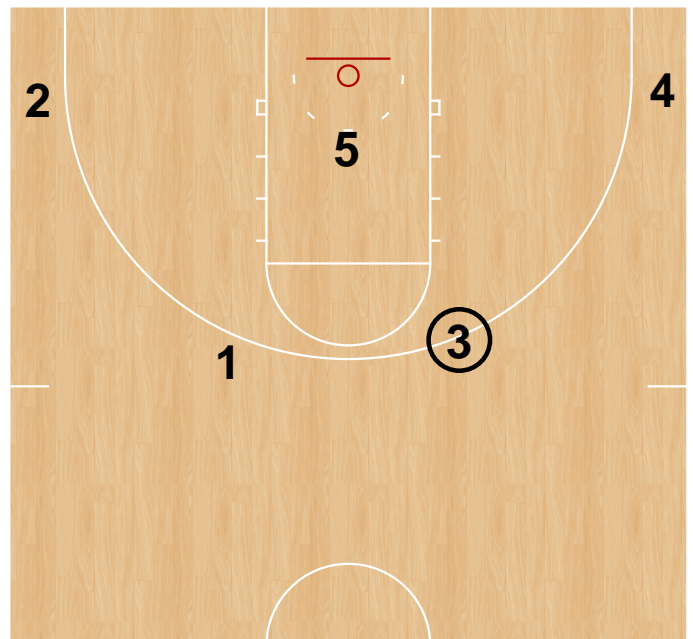
- #2 DHO's with #3 coming off the down screen by #4

- #4 cuts opposite as #1 cuts underneath to the block as both cuts are to cause confusion within the defense

Frame 3



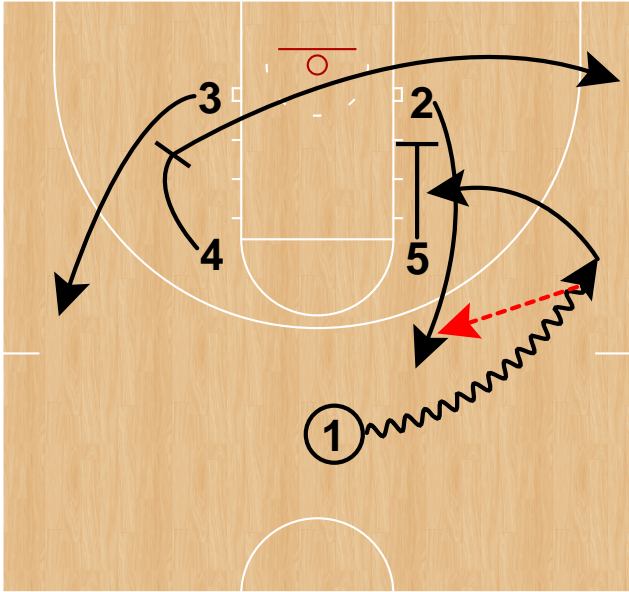
Frame 4



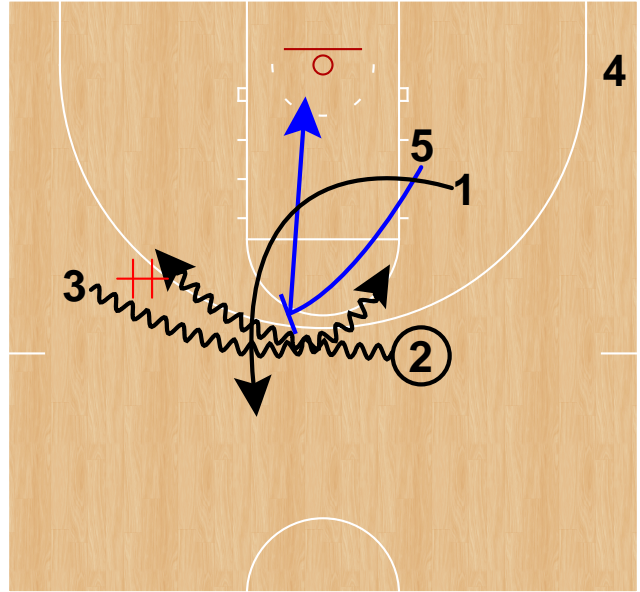
- #3 then comes off the PNR from #5 and we are now in Pride Action (Roll & Replace Action) as #5 rolls & #1 replaces

DC - Dribble Pride*

Frame 1



Frame 2

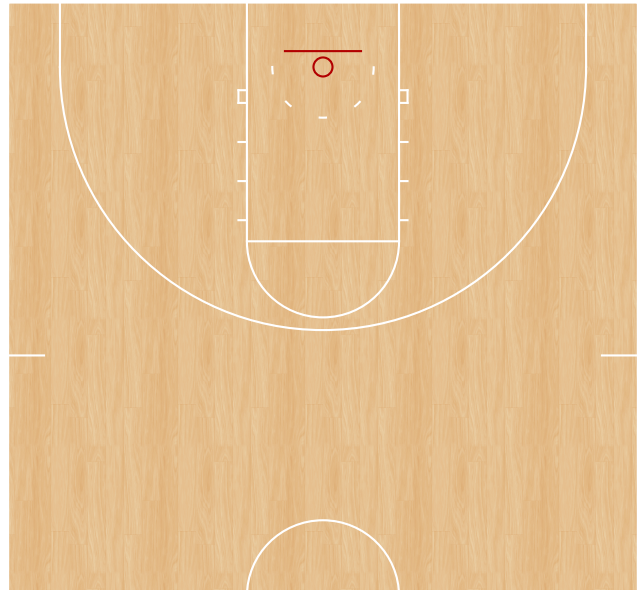
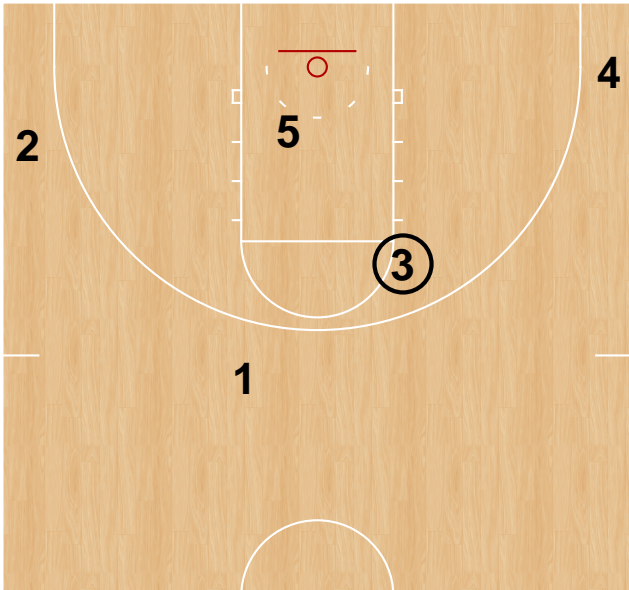


Box Setup

- #1 dribble entry to the wing
- #2 and #3 both come off down screens from #4 & #5
- #2 on zipper action receives the pass from #1 and
- On the pass #1 makes to #2, #1 & #4 immediately cut to their spots to set up the next actions

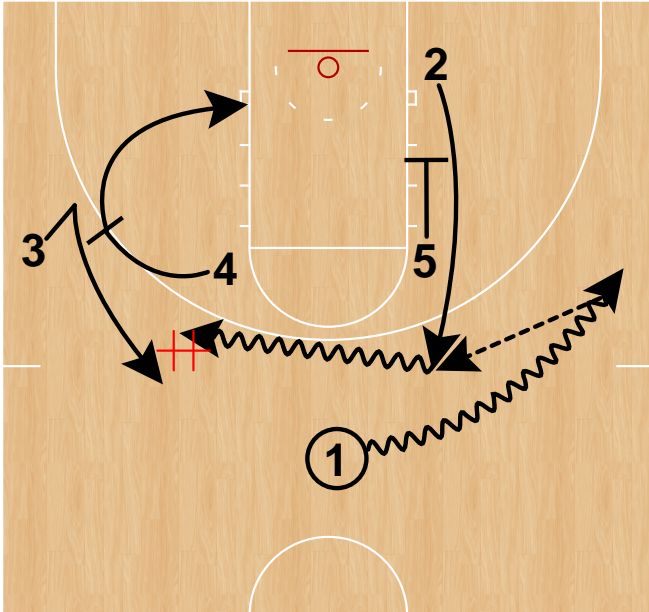
- #2 immediately turns and we go into dribble as #2 DHO's with #2
- #5 steps up to set a immediate PNR for #3 as he/she receives the DHO & #1 curls as the replacer in High/Low Action if #3 kicks back to #1

Frame 3

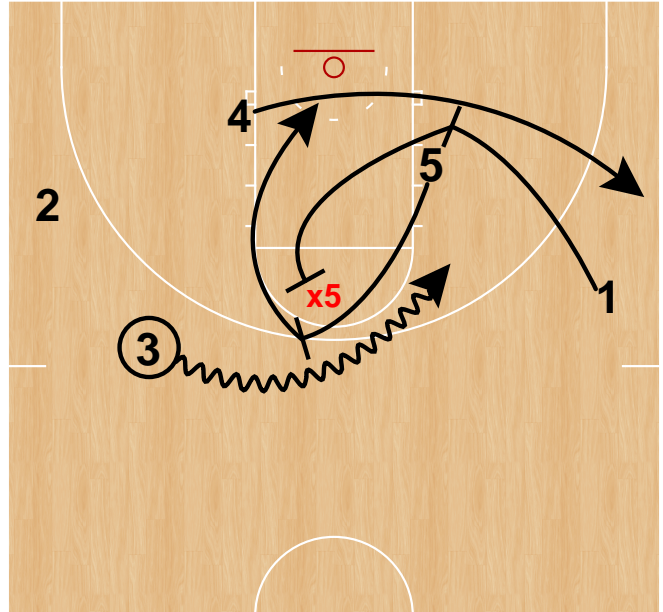


DC - Dribble Spain

Frame 1



Frame 2



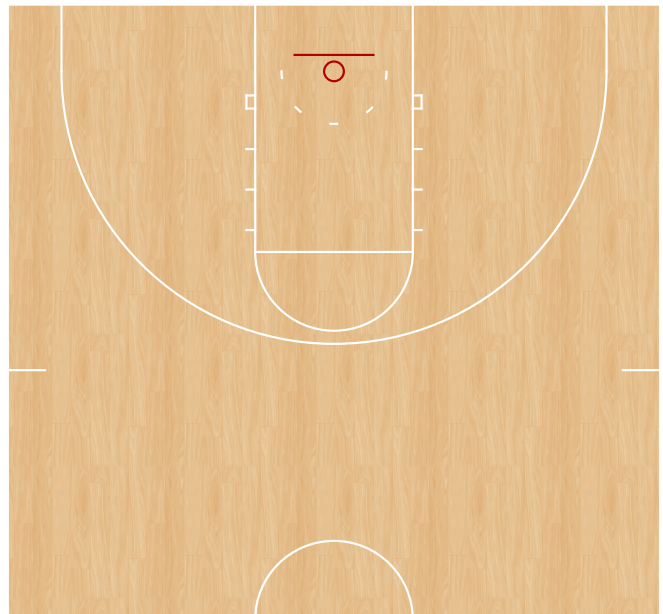
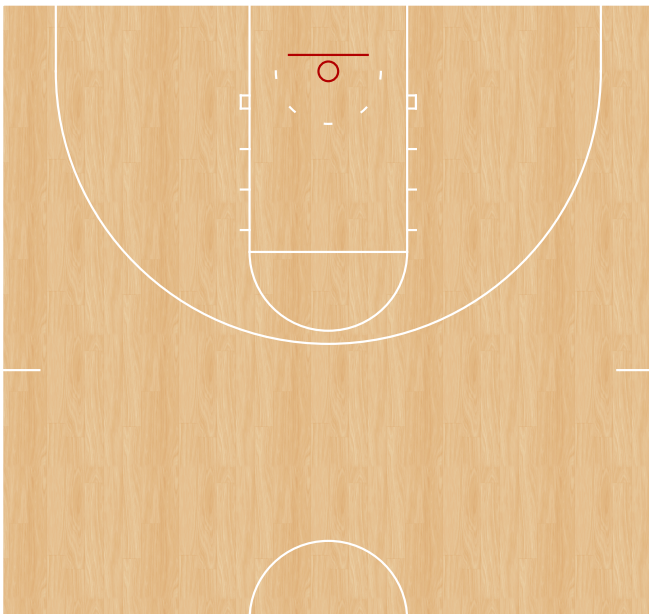
DCU Action / Zipper Action into Spain Action

- #1 dribble entries to the wing as #2 comes off the Zipper Action and down screen from #5
- #1 passes to #2 and #2 immediately DHO's with #3

- #1 sets a cross screen for #4 and then sets a back screen for #5 (Spain Action) as #5 is setting a ball screen and roll for #3

#3 Has Four Options

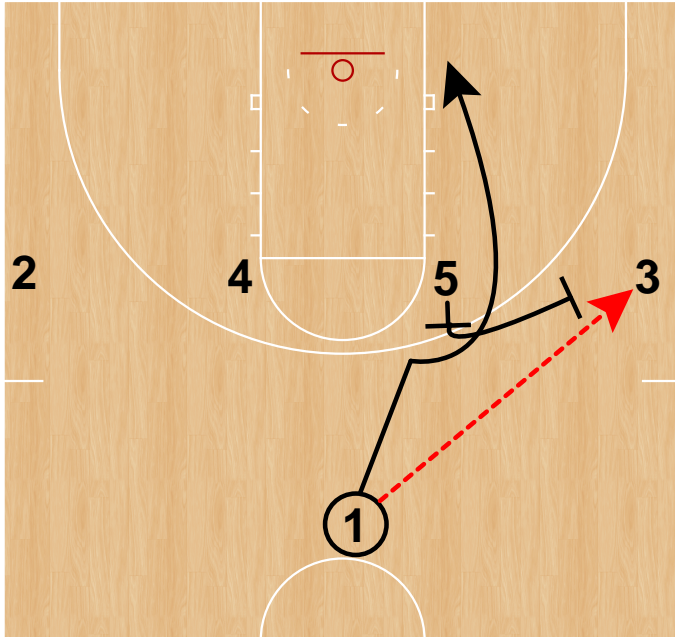
- Drive to score
- Throw lob to #5
- Hit #4 on the drive & kick
- Make throwback pass to #2



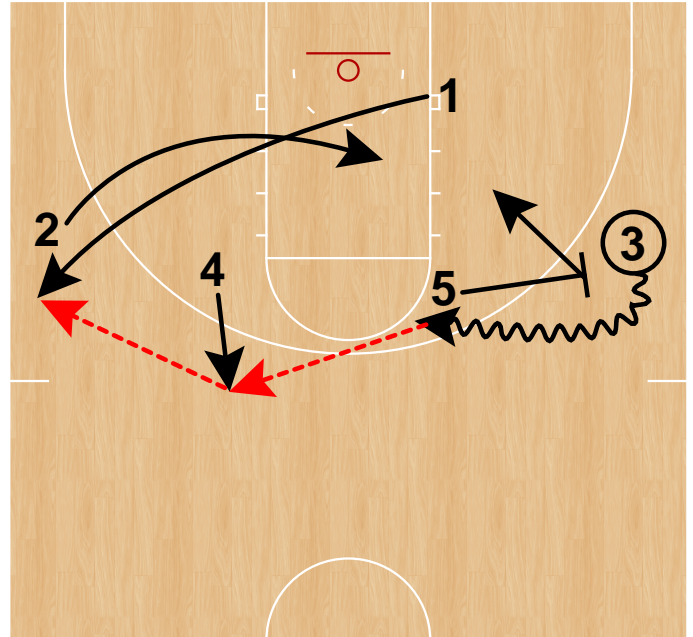
Low Post Plays

UCLA 3 - "T"

Frame 1



Frame 2



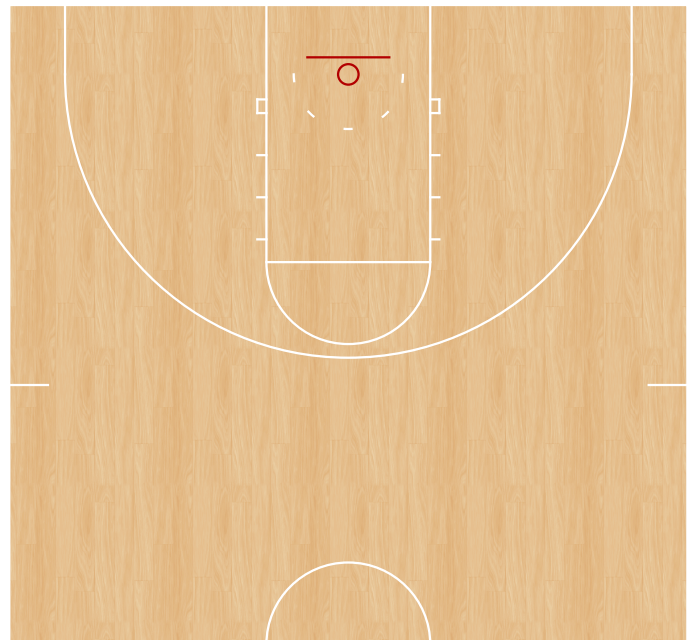
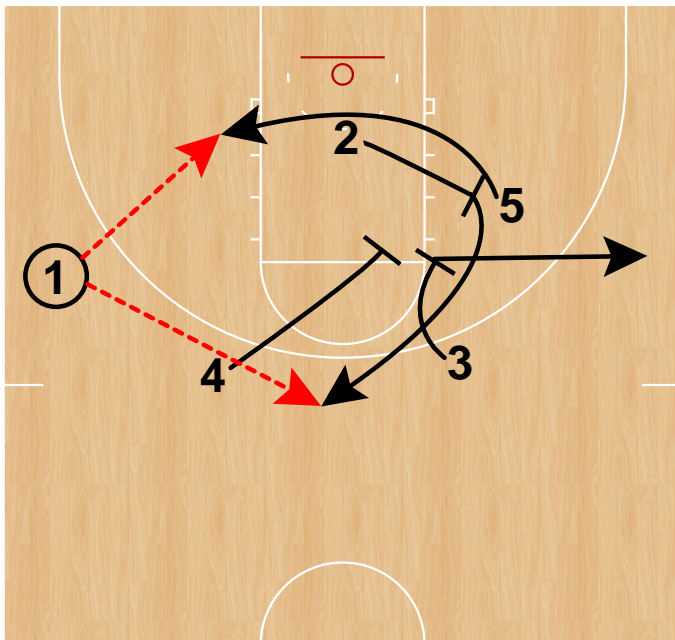
- #1 passes to the wing and then makes a UCLA cut off the back screen from #5.

1st option in the play is to look for the #1 on the cut
2nd option on a mismatch look to post the #1

- In UCLA 3 "T" this time #5 sets a immediate ball screen for #3 after #1 clears him/her. You would want to make this call if you see X5 helping on the #1 UCLA cut so he/she can't help on the hedge

- #3 comes off the PNR or Pick & Pop from #5 and looks for #4 immediately

Frame 3

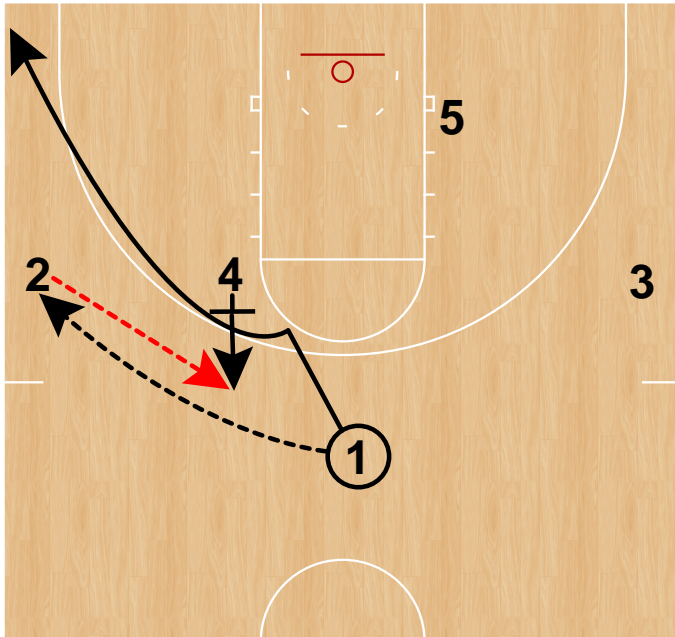


- We go into "T" Series Action as #2 sets a cross RIP shuffle cut screen for #5 who goes to the post.

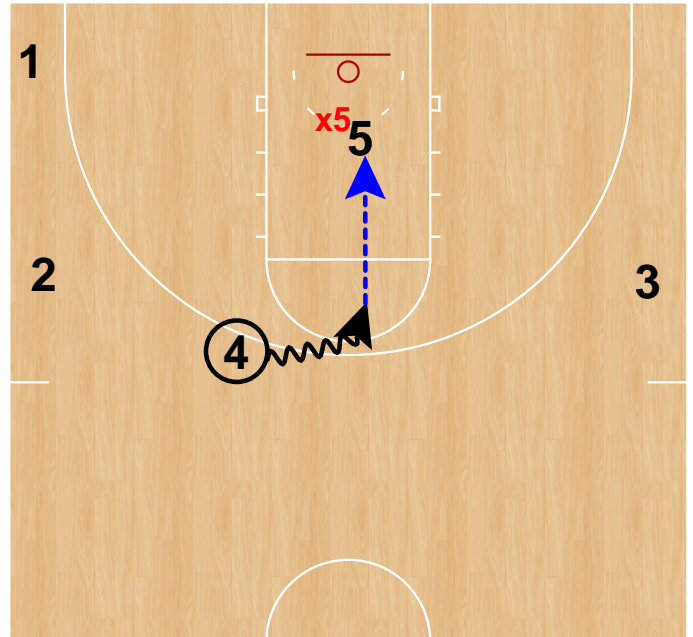
- #2 then comes off a double screen from #4 & #3

UCLA - Duck

Frame 1



Frame 2



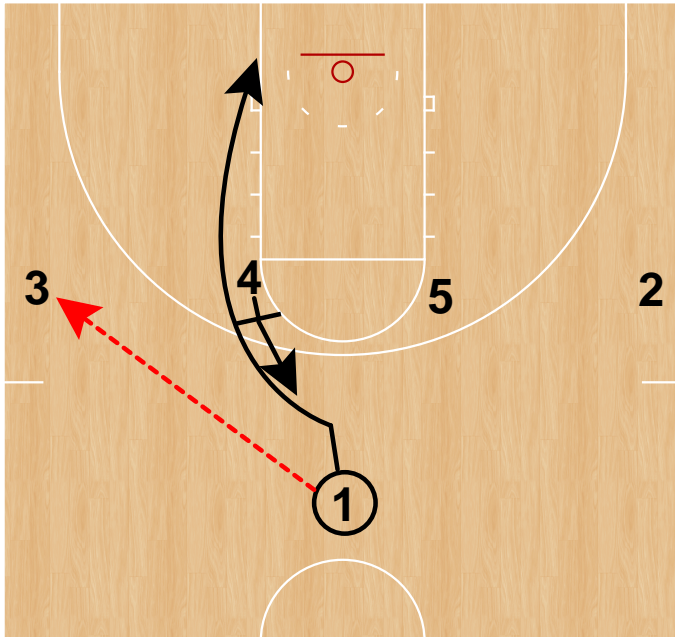
Basic UCLA Action

- #1 hits the wing and UCLA cuts to the corner
- #4 pops and receives the pass from #2

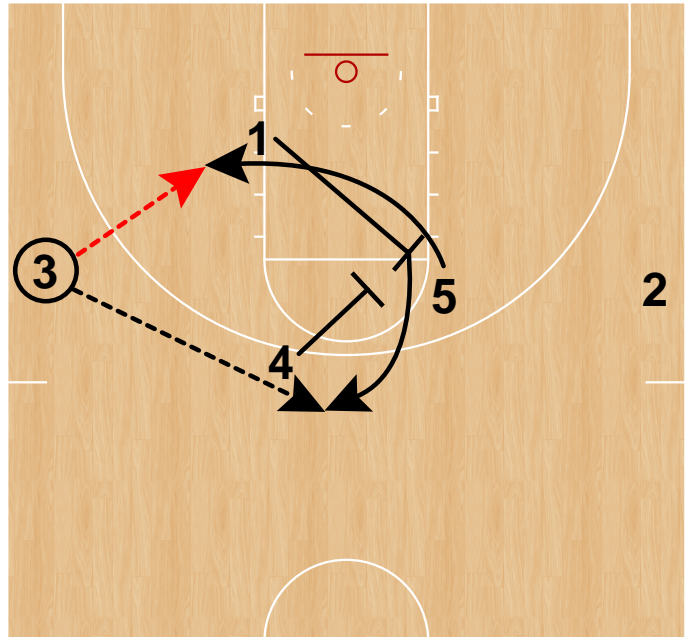
- #4 flashes then dribbles and hits #5 who just ducked in Hard and we look for the High/Low entry pass

UCLA - RIP "T"

Frame 1



Frame 2

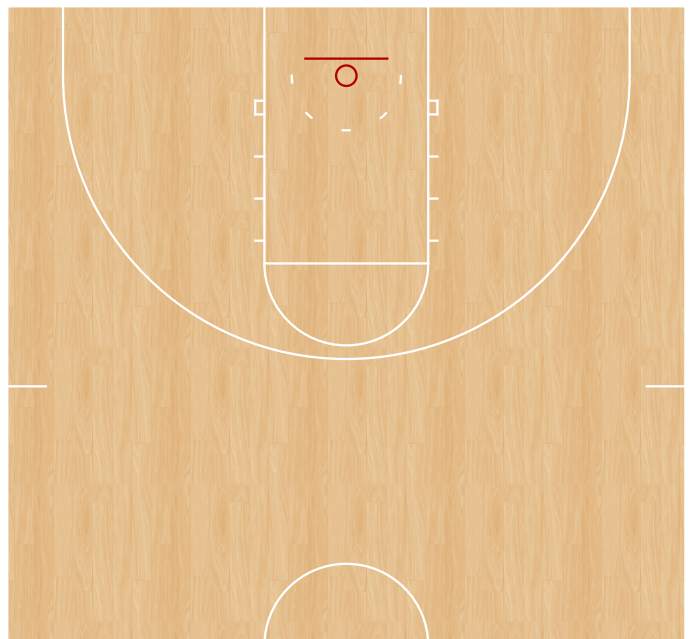
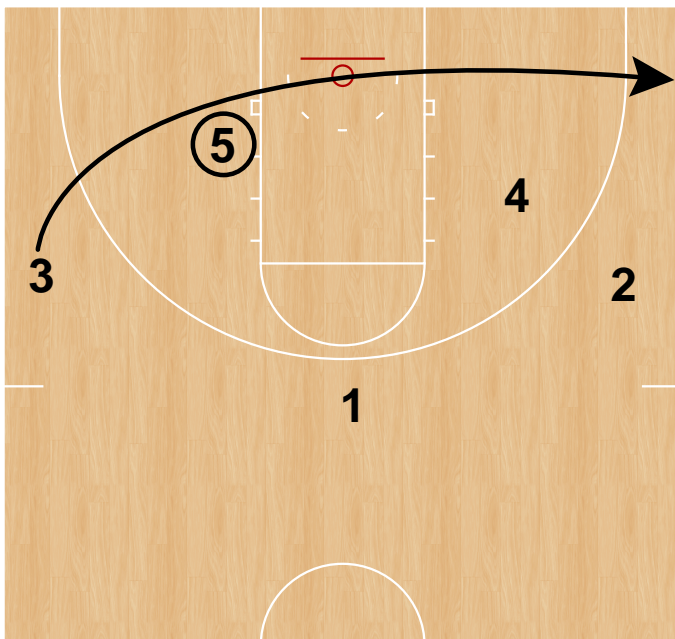


- #1 passes to #3 then UCLA cuts off #4's back screen

- We immediately go into "T" Action as #1 sets a RIP screen for #5 and then comes off #4's down screen

- #3 can pass to #5 or #1

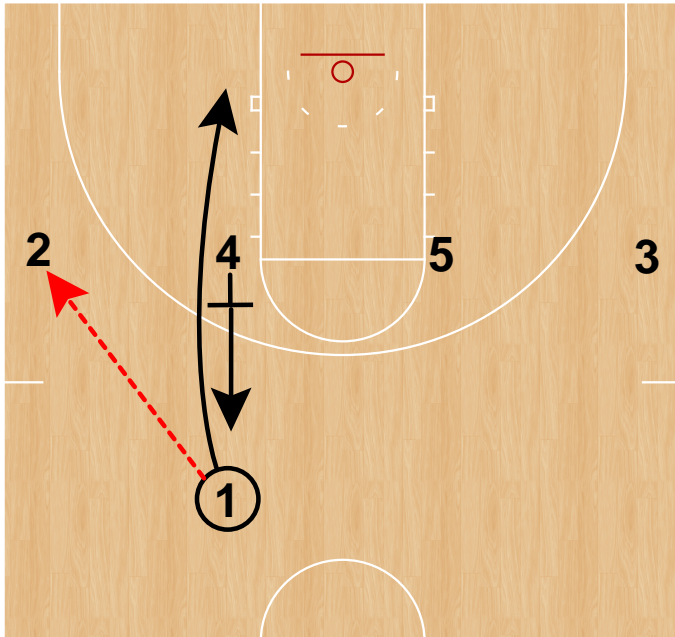
Frame 3



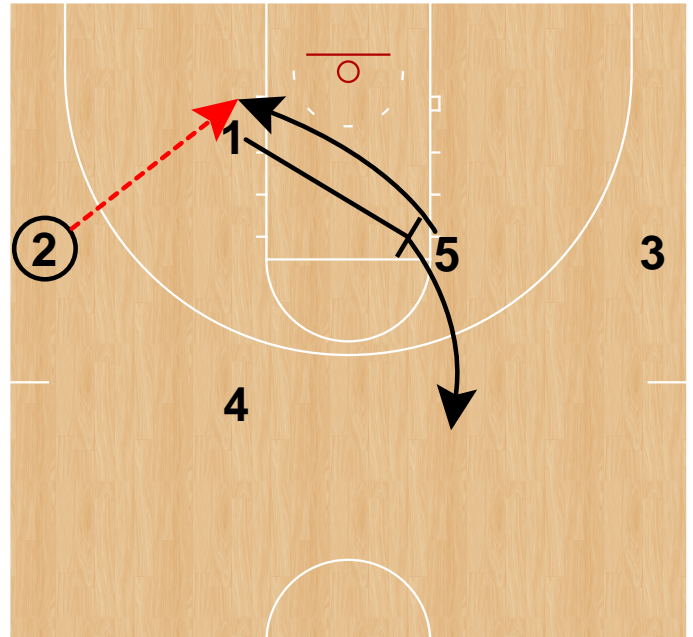
- On the post entry #3 makes a low Laker cut

UCLA - RIP Cross Punch

Frame 1



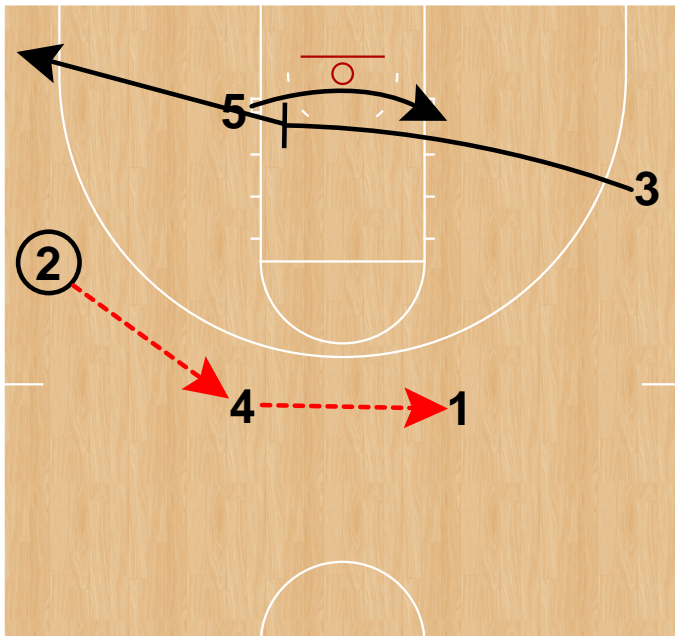
Frame 2



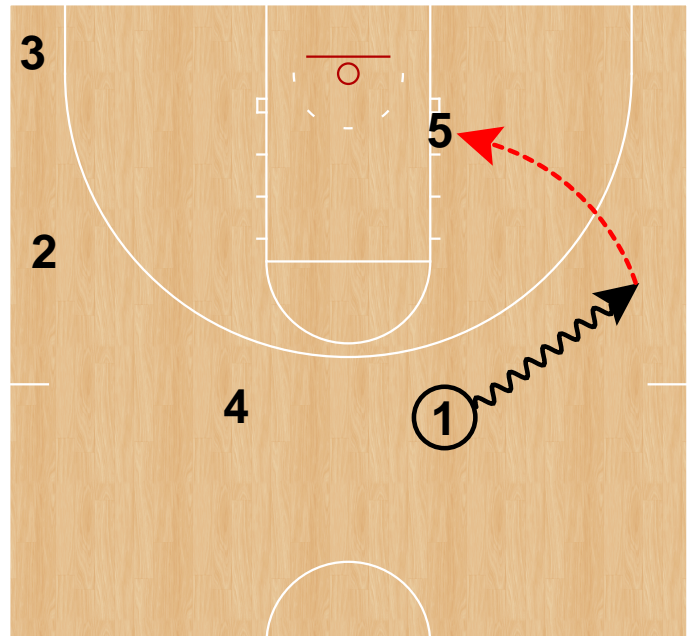
- #1 hits #2 and UCLA cuts off #4's back screen

- #2 looks for #5 on the RIP cut by #5 coming off #1's back screen

Frame 3



Frame 4



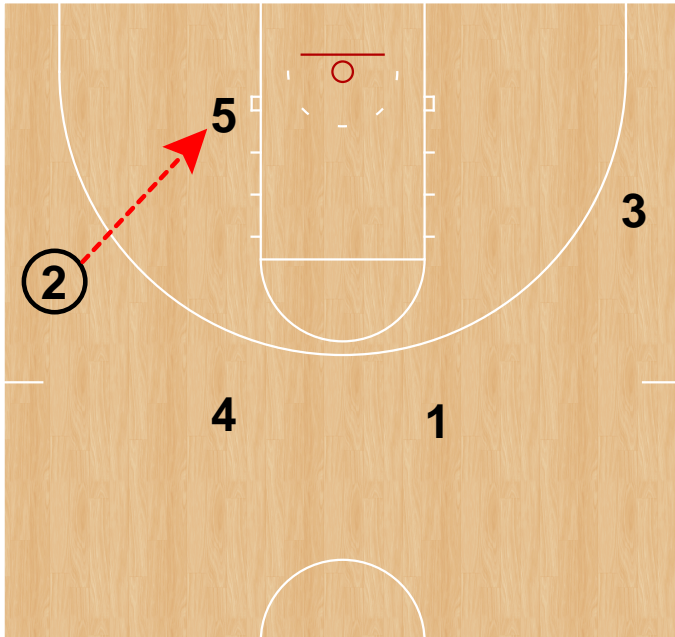
- If #2 can not hit #5 then we swing the ball to #4 to #1

- Dribble entry to feed #5 in the post

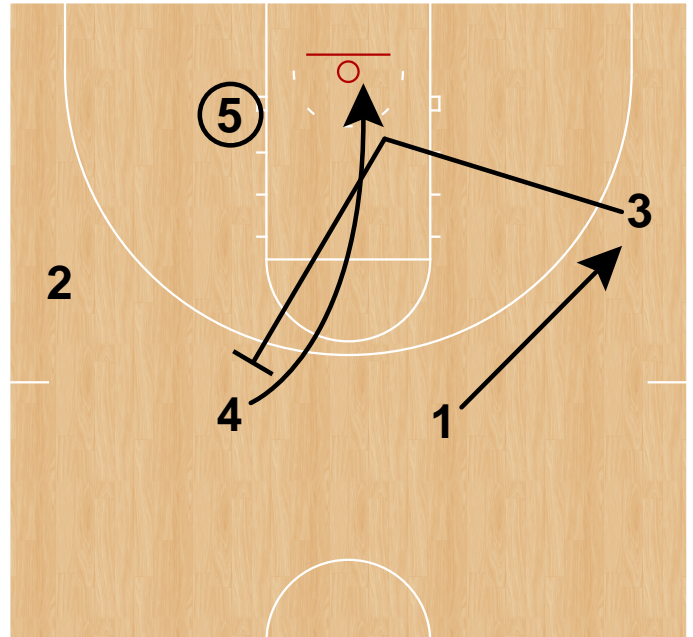
- #3 sprints into a cross screen for #5

UCLA - RIP Cross Punch

Frame 5



Frame 6



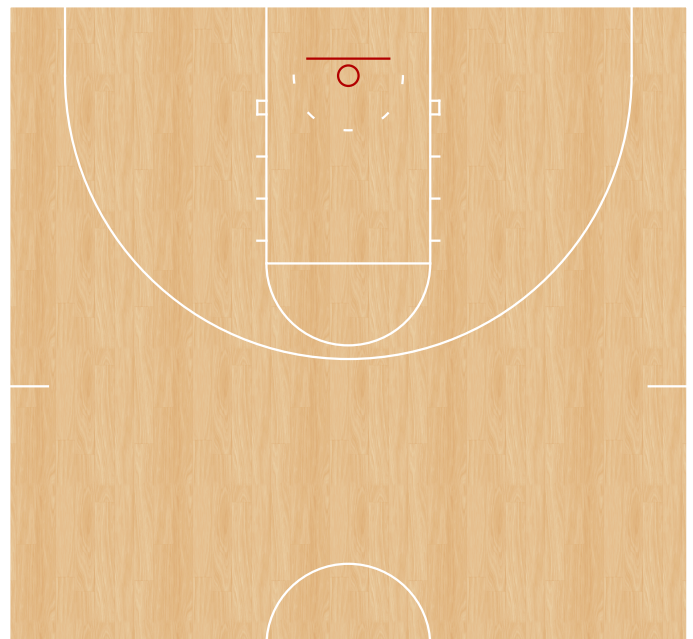
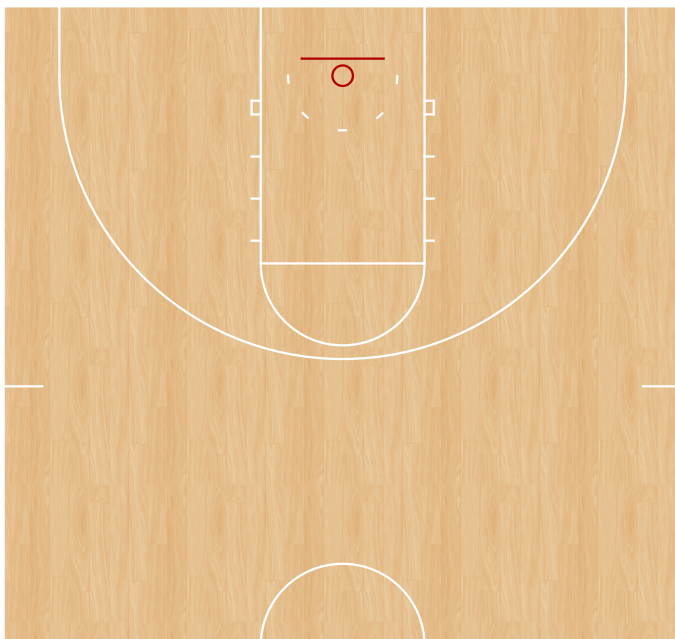
- If #2 feeds the post to #5

- #3 dive cuts and then back screens for #4 to cut off

- #1 spaces for diagonal pass

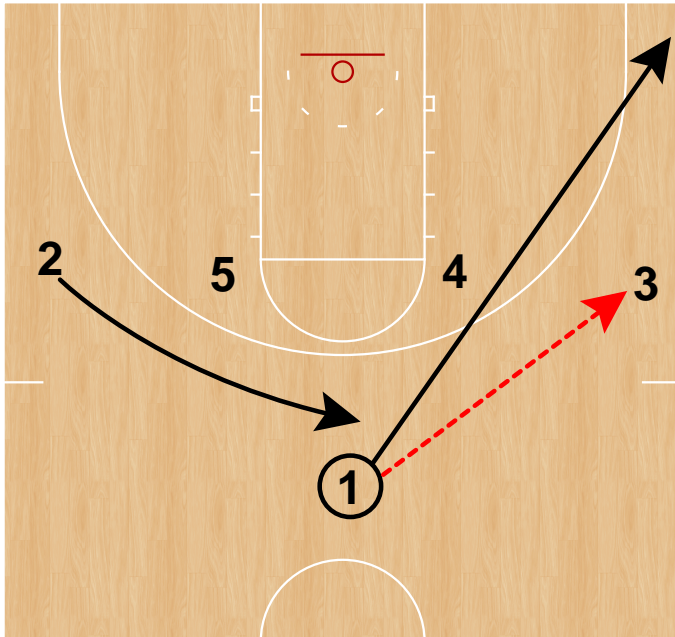
OR

- We can go into Split Action

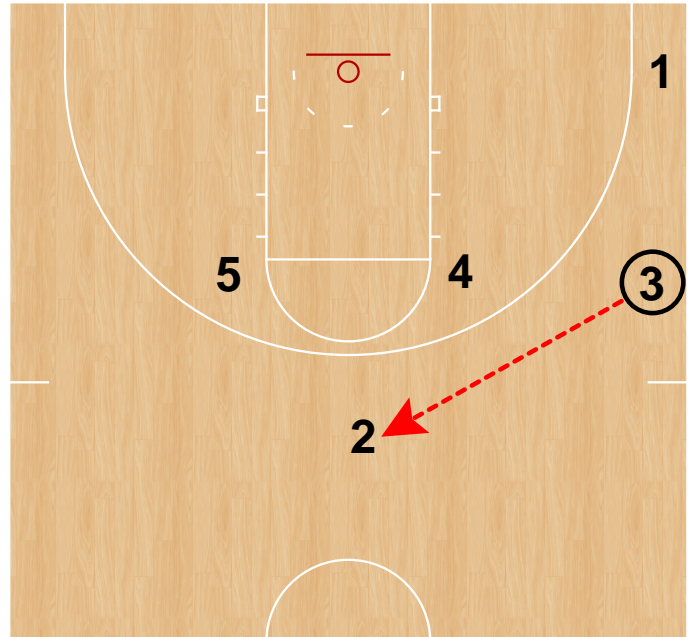


UCLA - Strong Fist Duck

Frame 1



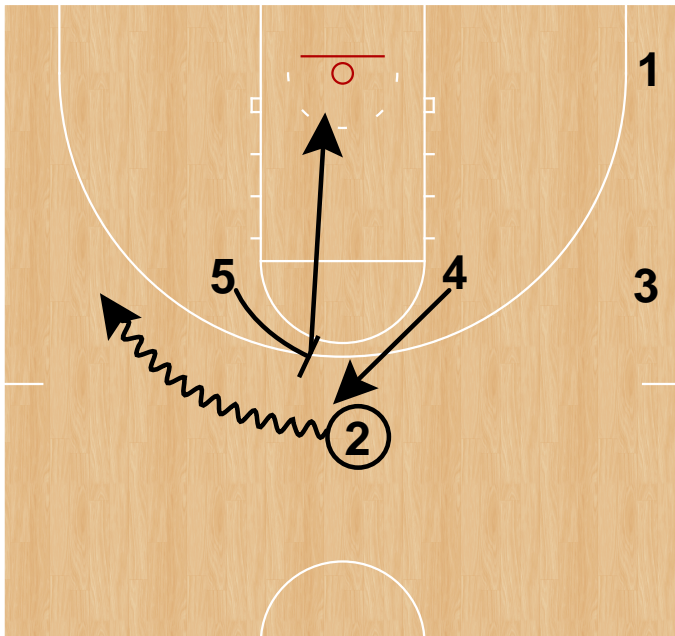
Frame 2



- #1 passes to #3 and cuts to the strong side corner
- #2 fills to the top

- #3 passes to #2

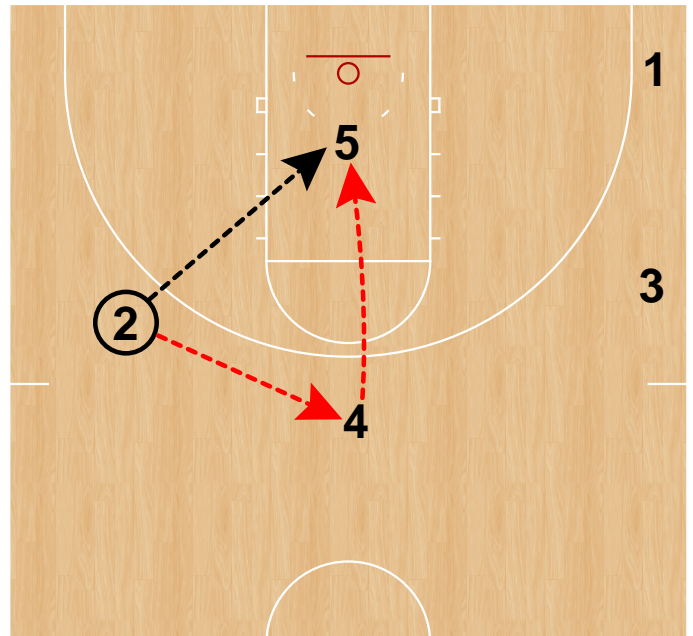
Frame 3



- #5 immediately comes to set a ball screen for #2 and then rolls to the rim

- #4 fills to the top

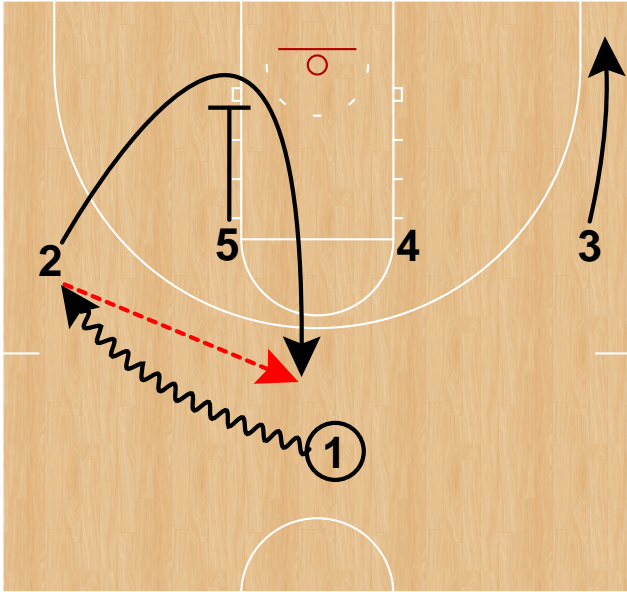
Frame 4



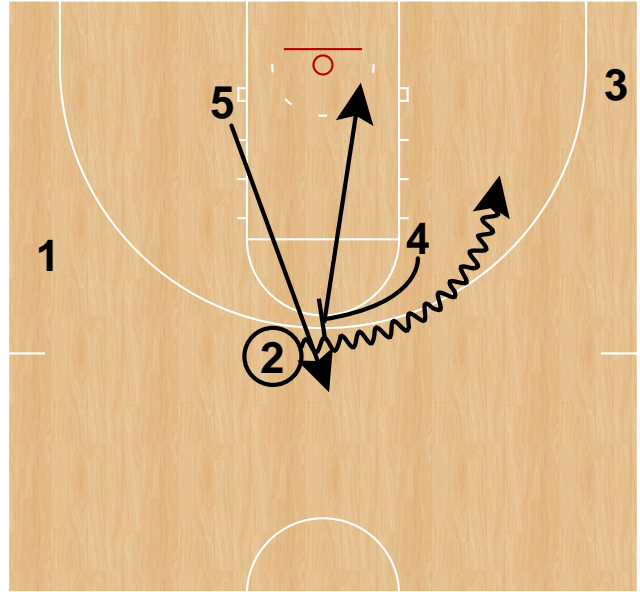
- Pass to #4 who will immediately look to feed #5 with the High/Low pass

DCU - (UCLA) (Into PRIDE or Kansas)

Frame 1



Frame 2



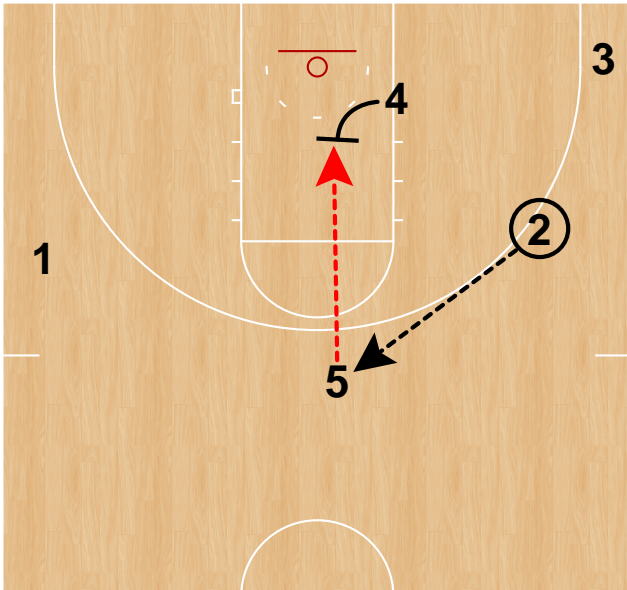
PRESSURE RELEASE PLAY

D = Dribble Entry
C = Circle
U = Utah PNR

- If No High Post pass is there and the wings are overplayed #1 will dribble entry and #2 will clear out
- #2 clears out and circles around #5's down screen

- #4 while the ball is in the air goes and sets a PNR for #2
- #5 replaces behind #4's roll in Pride action

Frame 3

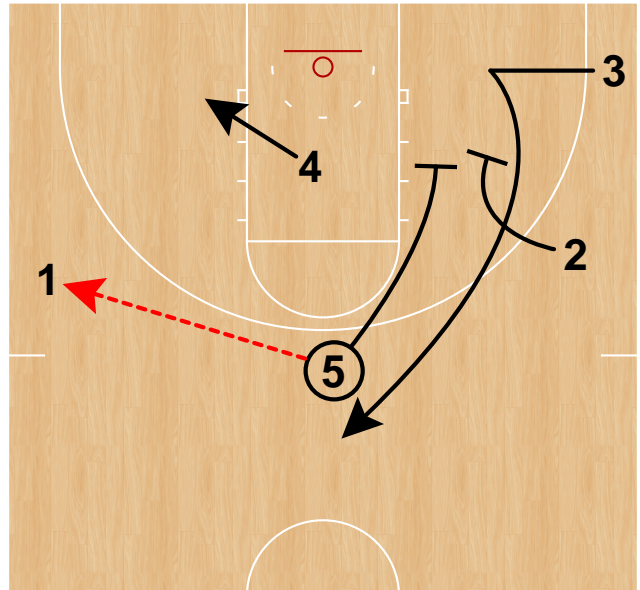


- If nothing is there on PNR from #2

2 OPTIONS

- Option #1 - High Low Look
- Option #2 - Ball Reversal

Frame 4

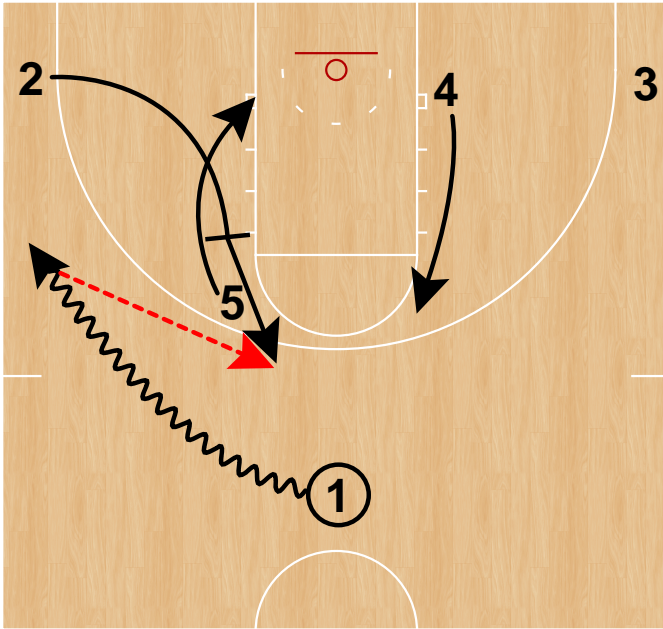


Option #3

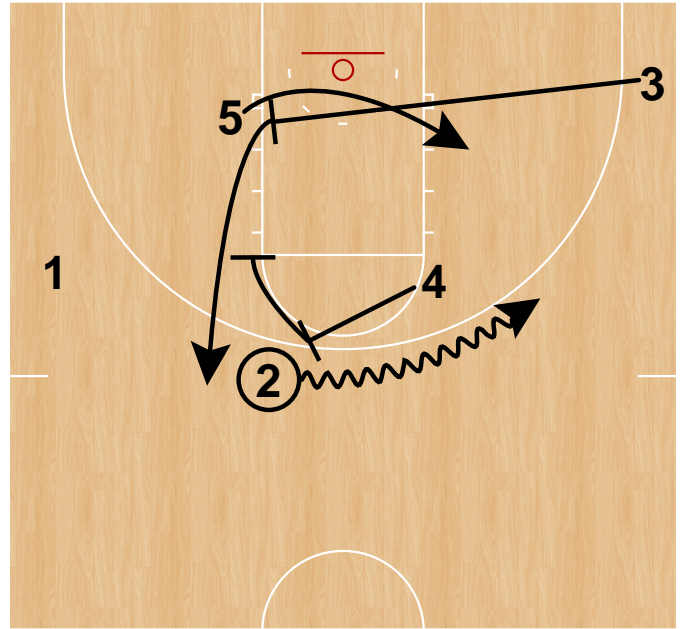
- Double Stagger away

DCU - Cross "T" Punch (Horns)

Frame 1



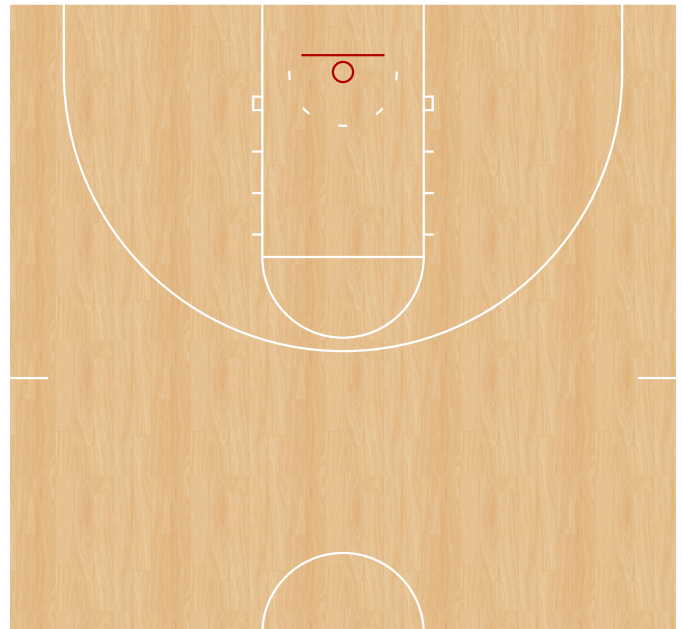
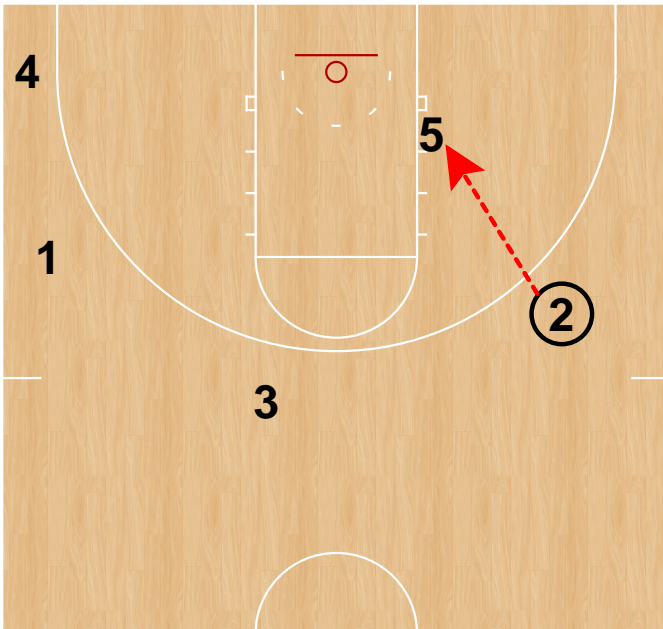
Frame 2



- #1 dribbles to the wing as #2 sets a back screen for #5
- #1 then passes to #2 who pops if we can not hit #5 on the cut
- #4 pops up to the elbow

- #4 then sets a immediate ball screen for #2 (DCU Action) as #3 sets a cross screen for #5
- #4 then sets a 2nd screen for #3 and #2 can pass to #3 or #5

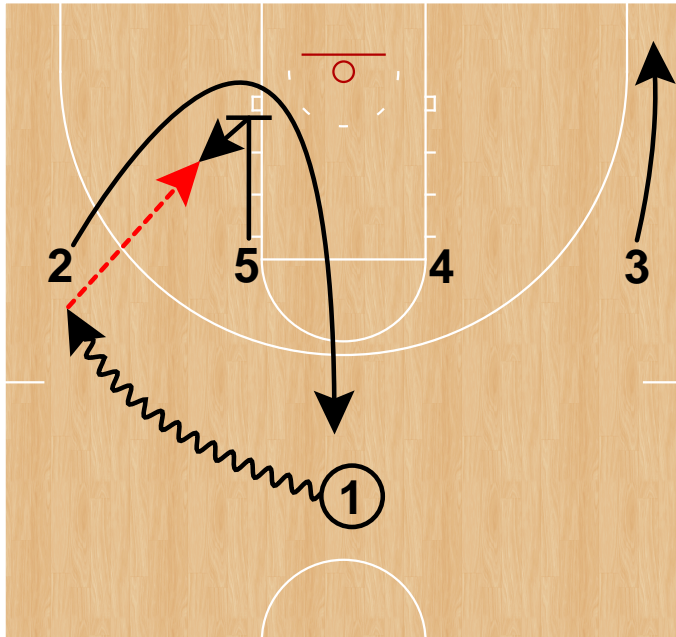
Frame 3



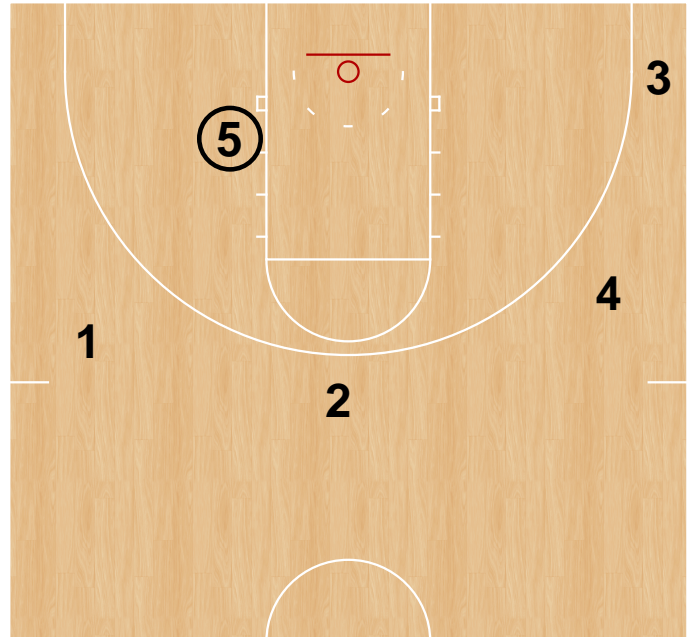
- #2 feeds #5 in the post

UCLA - DC Punch

Frame 1



Frame 2



PRESSURE RELEASE PLAY

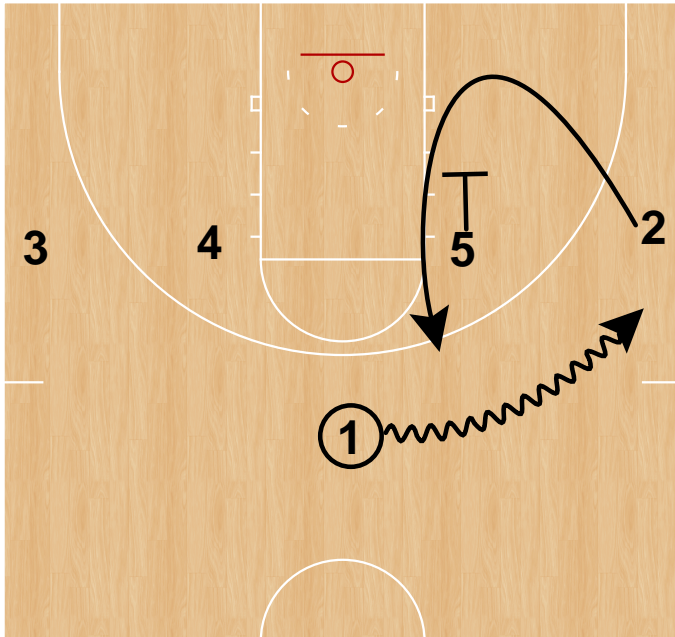
D = Dribble Entry
C = Circle

- #1 dribble entry
- #2 clears out and circles around #5's down screen
- #5 immediately posts up

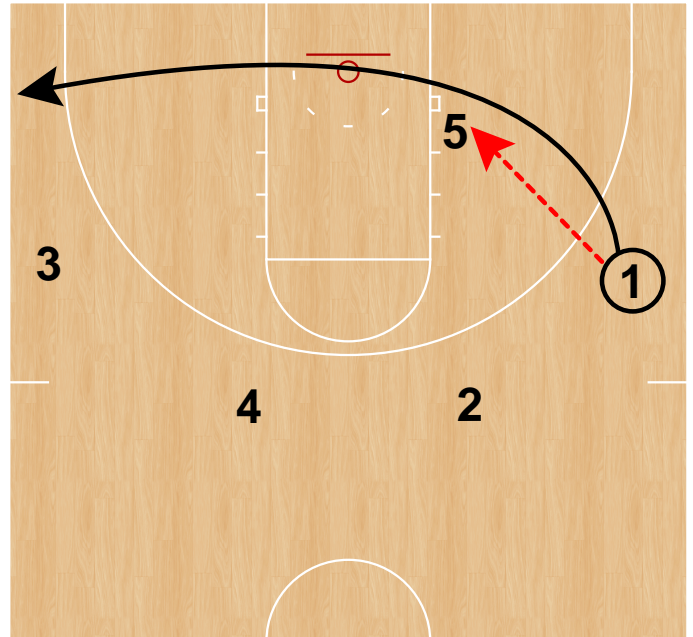
- On the post entry pass we need to relocate by either going into split action, Laker Cut, or Double stagger away

DC - Punch

Frame 1



Frame 2



Dribble Circle (DC) Action to start

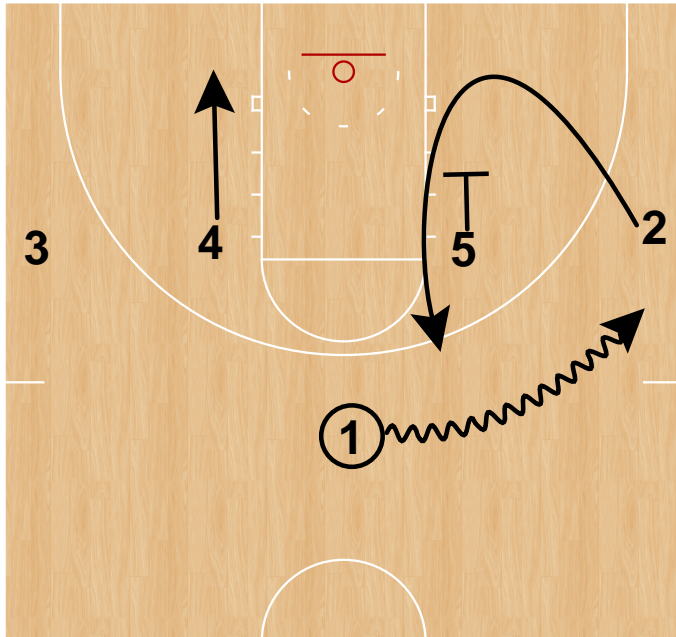
- #1 dribble entry to the wing as #2 comes off the zipper screen from #5

- #1 feeds #5 in the post

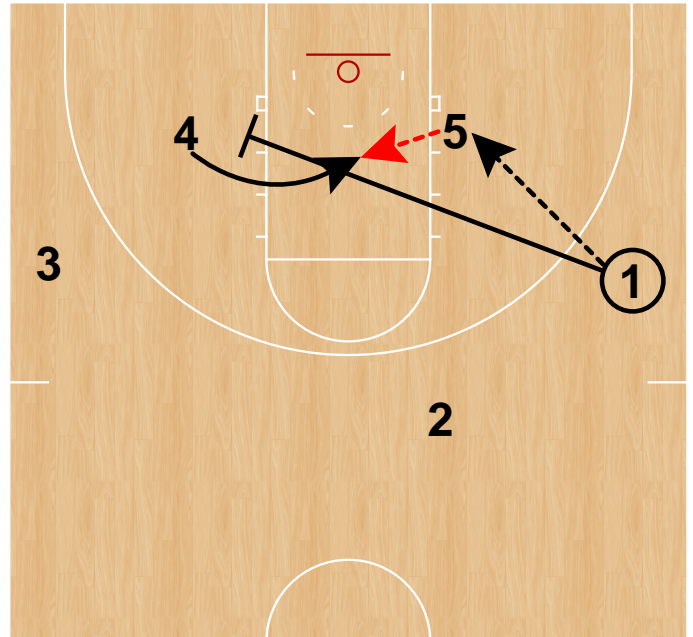
- #1 Low Laker Cuts to the weak side corner

DC - Punch Laker Pin

Frame 1



Frame 2



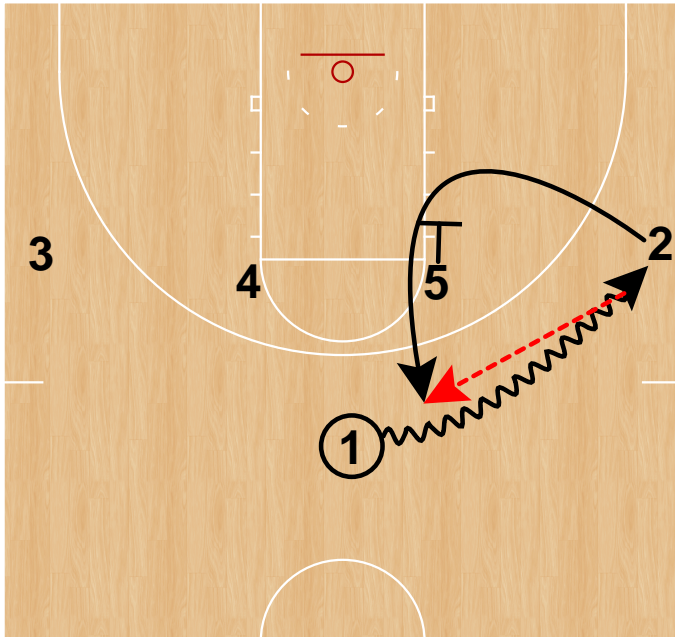
Dribble Circle (DC) Action to start

- #1 dribble entry to the wing as #2 comes off the zipper screen from #5

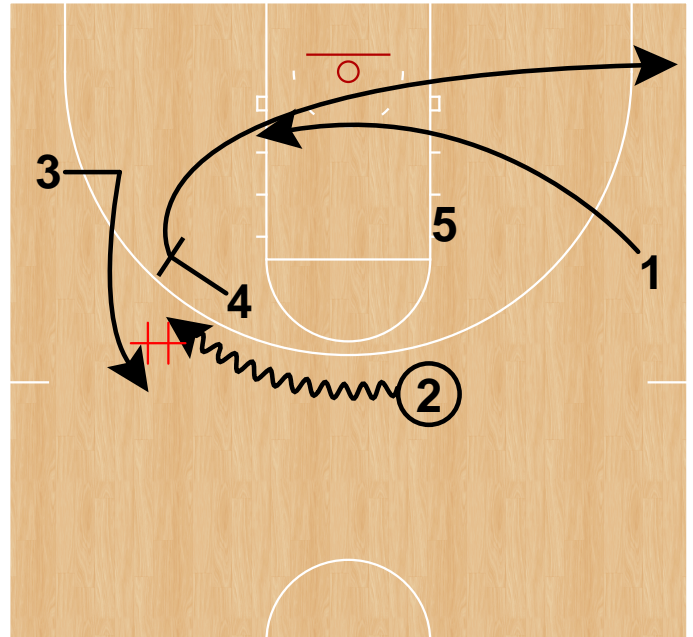
- #1 sprints to set a cross screen for #4 who flashes and curls looking for the pass from #5 in the post

DC – Chicago Pride

Frame 1



Frame 2



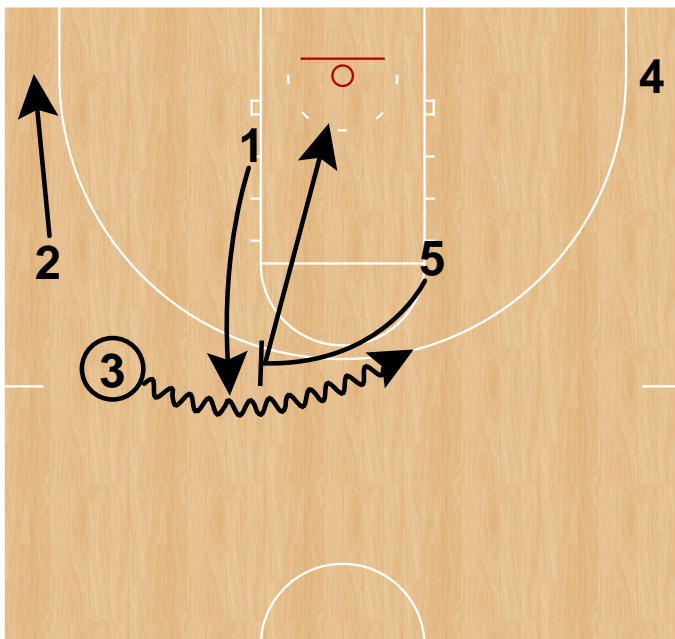
- #1 dribble entry to the wing as #2 zipper cuts up off #5's down screen and receives the pass from #1 (DC Action)

- As that is happening & on the catch #4 sets a pin down screen for #3

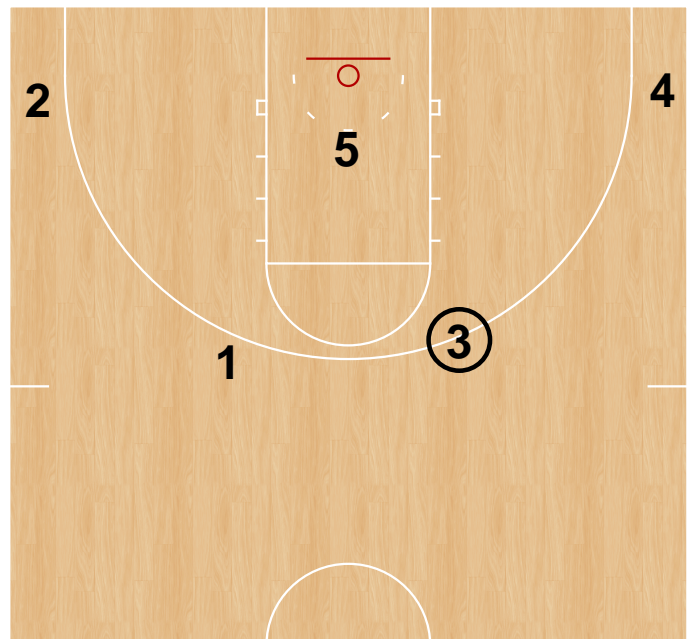
- #2 DHO's with #3 coming off the down screen by #4

- #4 cuts opposite as #1 cuts underneath to the block as both cuts are to cause confusion within the defense

Frame 3



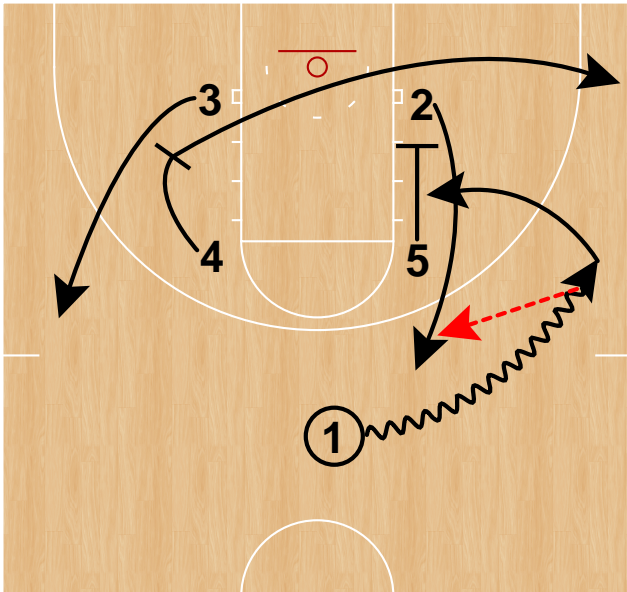
Frame 4



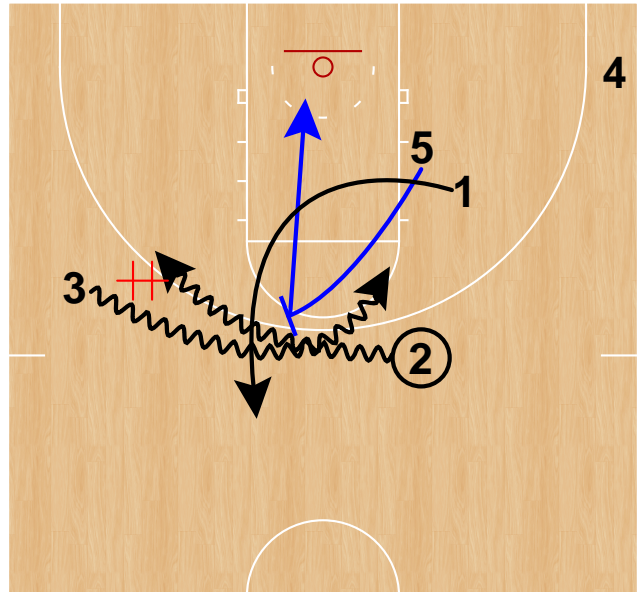
- #3 then comes off the PNR from #5 and we are now in Pride Action (Roll & Replace Action) as #5 rolls & #1 replaces

DC - Dribble Pride*

Frame 1



Frame 2

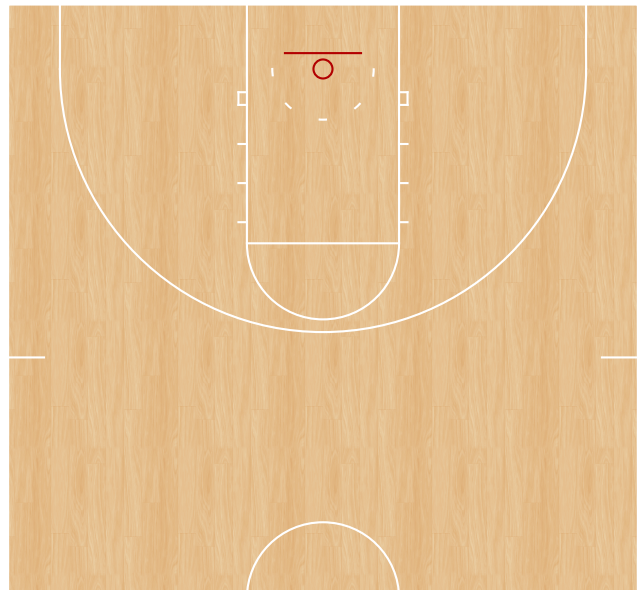
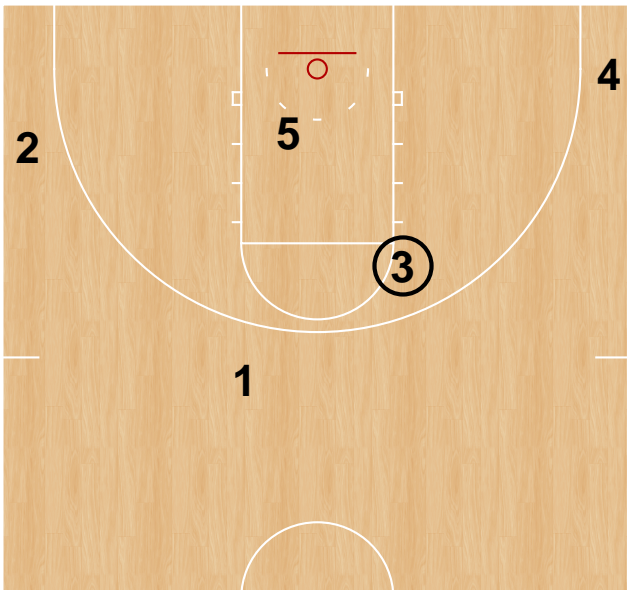


Box Setup

- #1 dribble entry to the wing
- #2 and #3 both come off down screens from #4 & #5
- #2 on zipper action receives the pass from #1 and
- On the pass #1 makes to #2, #1 & #4 immediately cut to their spots to set up the next actions

- #2 immediately turns and we go into dribble as #2 DHO's with #2
- #5 steps up to set a immediate PNR for #3 as he/she receives the DHO & #1 curls as the replacer in High/Low Action if #3 kicks back to #1

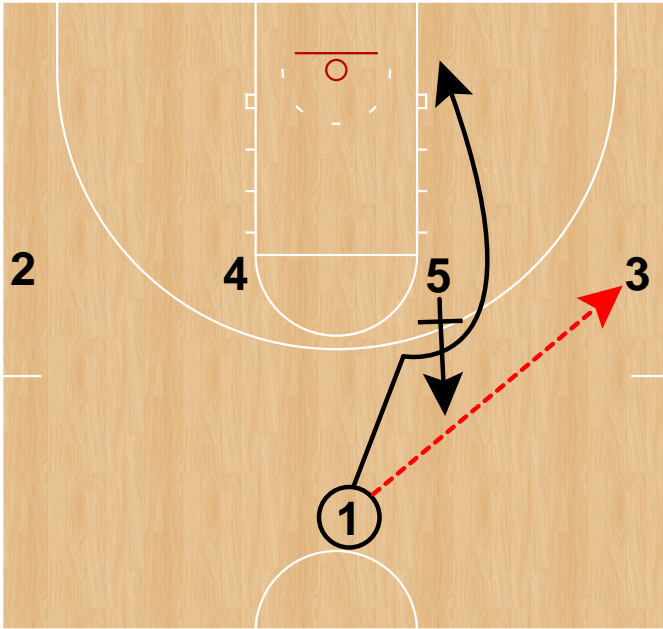
Frame 3



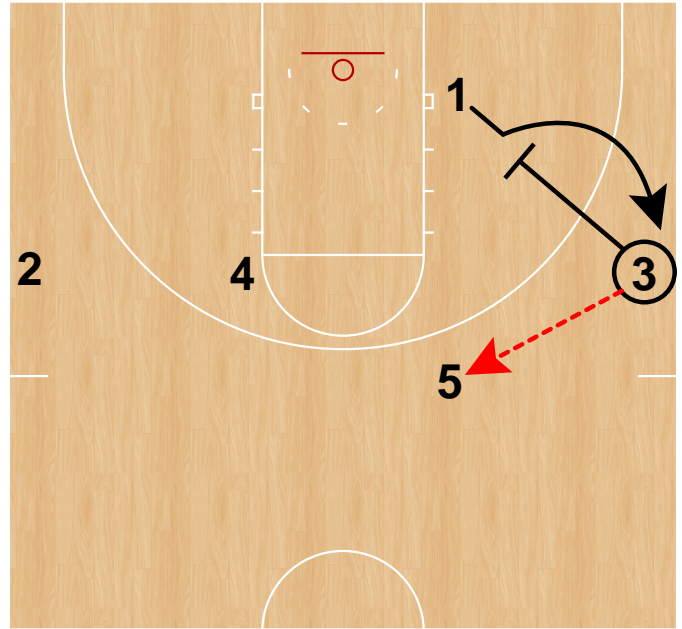
Shooter Plays

UCLA

Frame 1



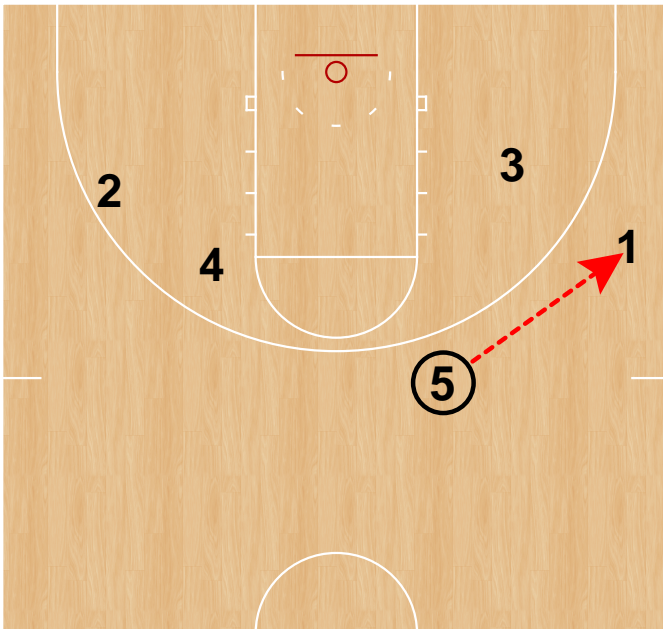
Frame 2



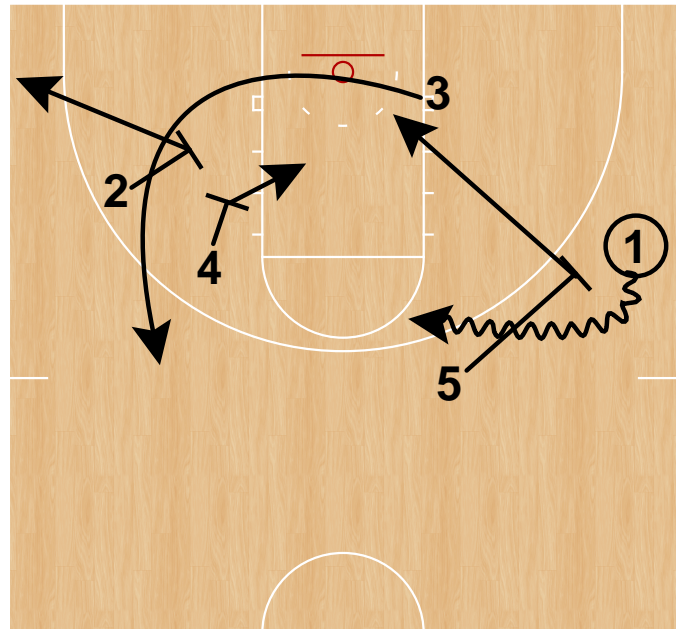
- #1 passes to the wing and then makes a UCLA cut off the back screen from #5.
- 1st option in the play is to look for the #1 on the cut
- 2nd option on a mismatch look to post the #1
- 3rd option hit #5 popping after #1 clears him

- After #5 sets the back pick he will pop out to receive the pass from #3.
- #3 then goes & sets a down screen for the #1. #1 might be open for a jumper on a return pass from #5.
- If #1 is not open after #3's down pick then #3 will go off a double screen on the weak side and receive a pass from #5 for the jumper.

Frame 3



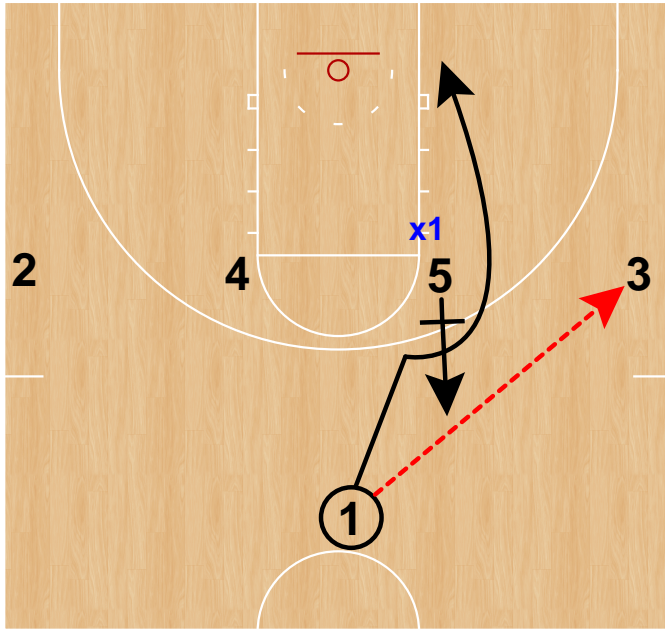
Frame 4



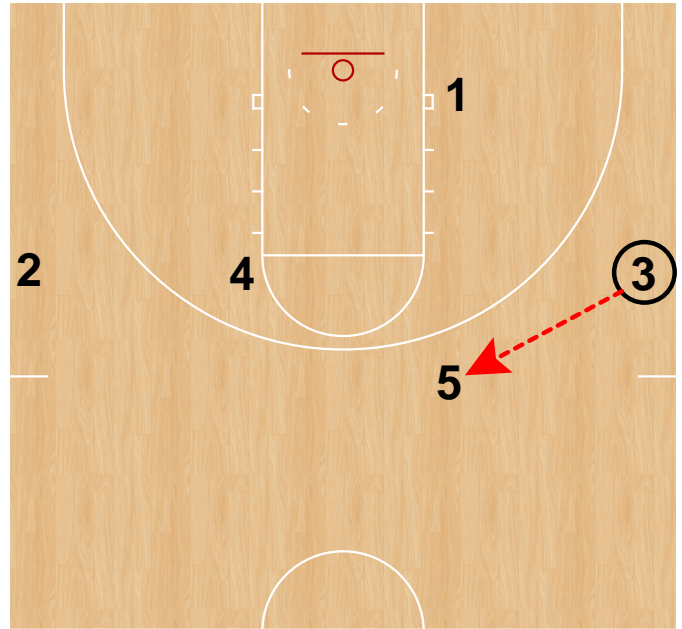
- If #5 passes to #1 then he/she will then set a Pick in Pop to the short corner.
- #1 will drive off the PNP action
- While this is happening #3 is coming off a double stagger screen.
- #2 will pop to the corner for an extra pass option and #4 will look for a slip option

UCLA 2

Frame 1



Frame 2

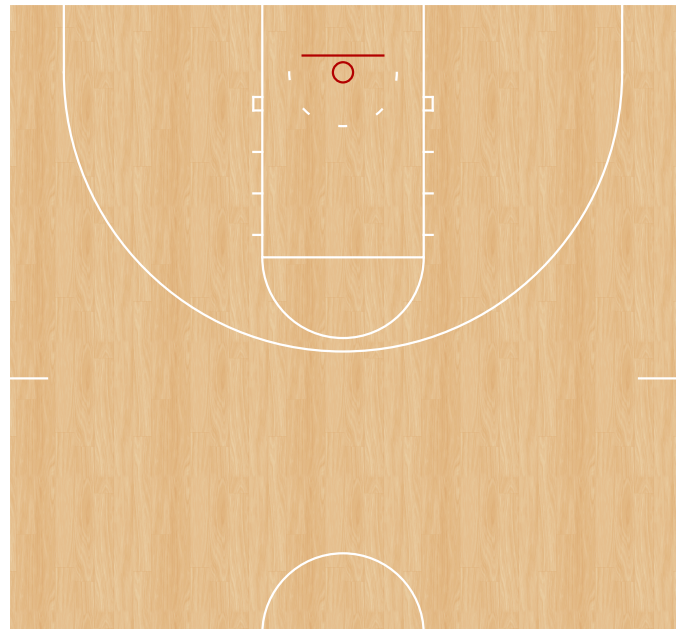
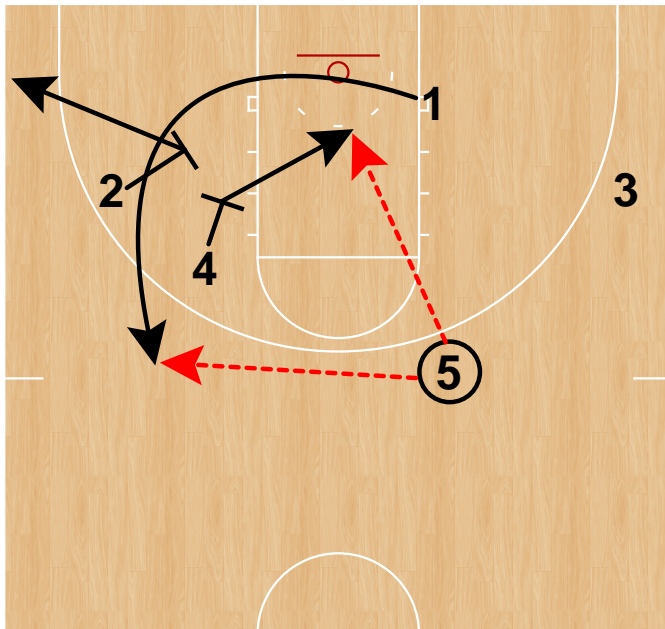


- #1 passes to the wing and then makes a UCLA cut off the back screen from #5.

- #3 hits #5 who pos after #1 clears him on the UCLA cut

- 1st option in the play is to look for the #1 on the cut
- 2nd option on a mismatch look to post the #1
- 3rd option hit #5 popping after #1 clears him

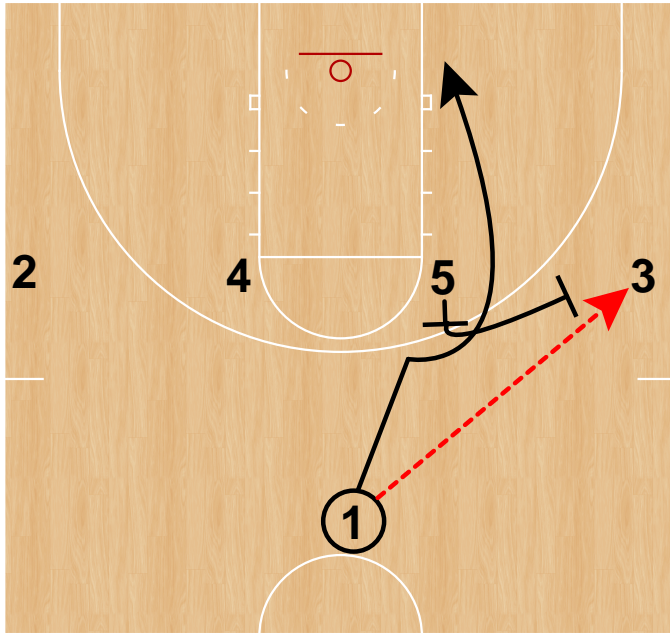
Frame 3



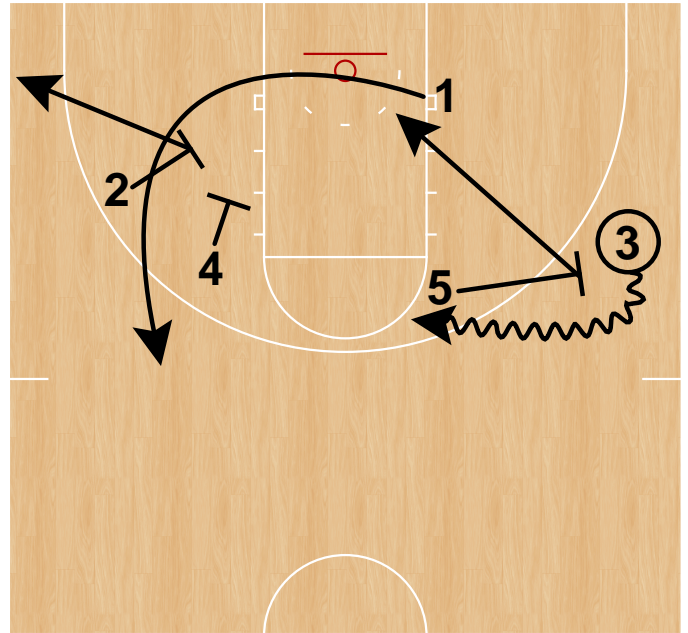
- #3 passes to #5 who popped after the back pick.
- #1 comes off a double screen for a 3.
- If number 4's man cheats he will slip and get the high low look from #4.
- #2 will pop to the corner for an extra pass

UCLA 3

Frame 1



Frame 2



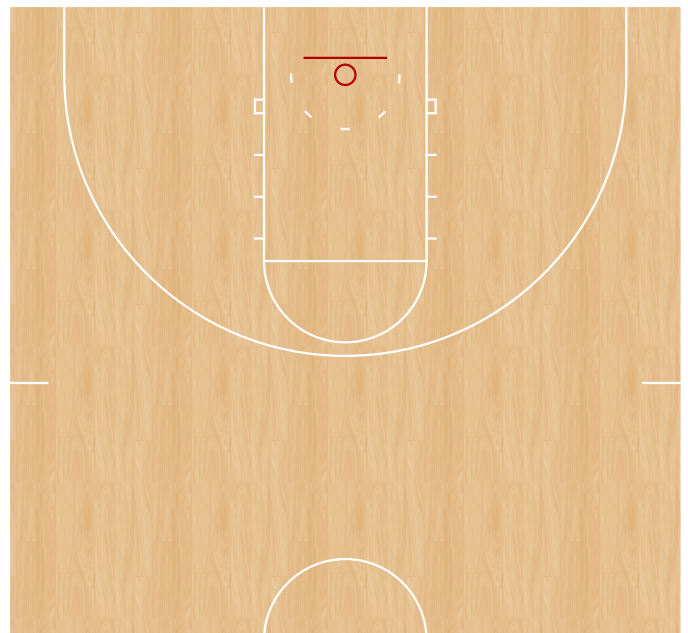
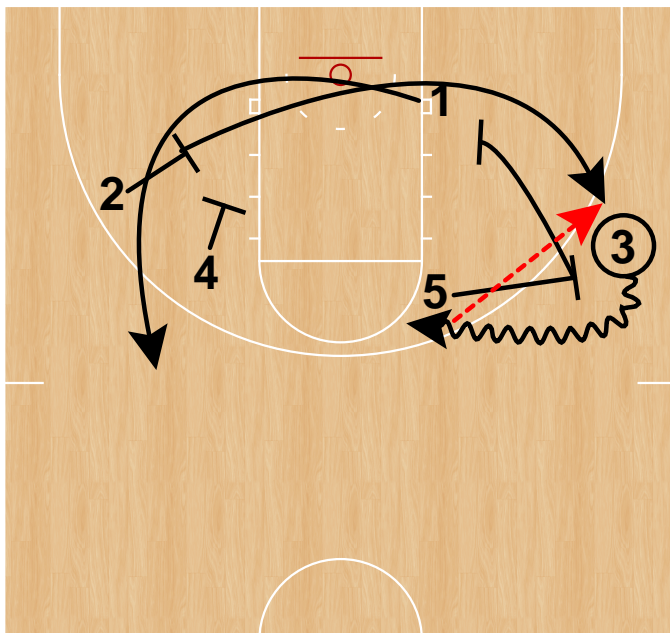
#1 passes to the wing and then makes a UCLA cut off the back screen from #5.

1st option in the play is to look for the #1 on the cut
2nd option on a mismatch look to post the #1

In UCLA 3 this time #5 sets a immediate ball screen for #3 after #1 clears him.

- #3 comes off the PNR or Pick & Pop from #5 and looks for #1 coming off a double stagger.
- #4 looks for the slip and #2 pops to the corner for an extra pass

Frame 3

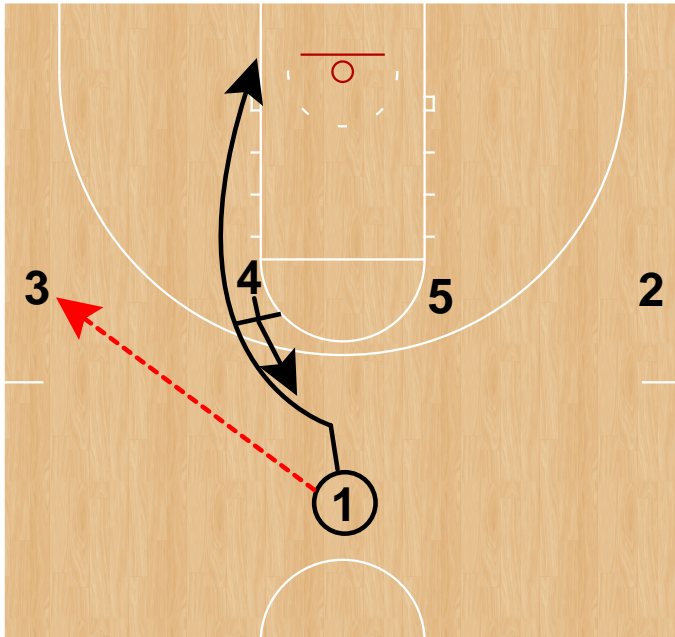


Option B

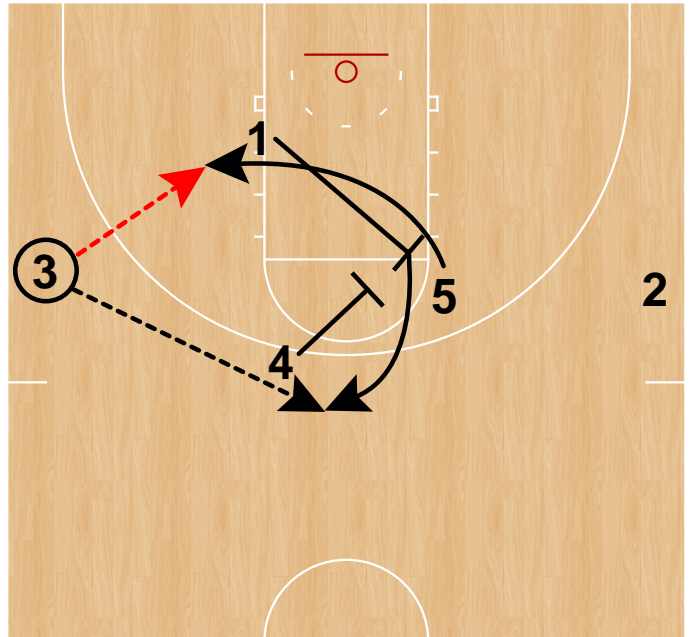
- We can go into 4 Action as #5 sets a ball screen followed by a 2nd screen for #2 who sprints off #5's screen after #1 clears him/her and looks for the throwback pass from #3

UCLA - RIP "T"

Frame 1



Frame 2

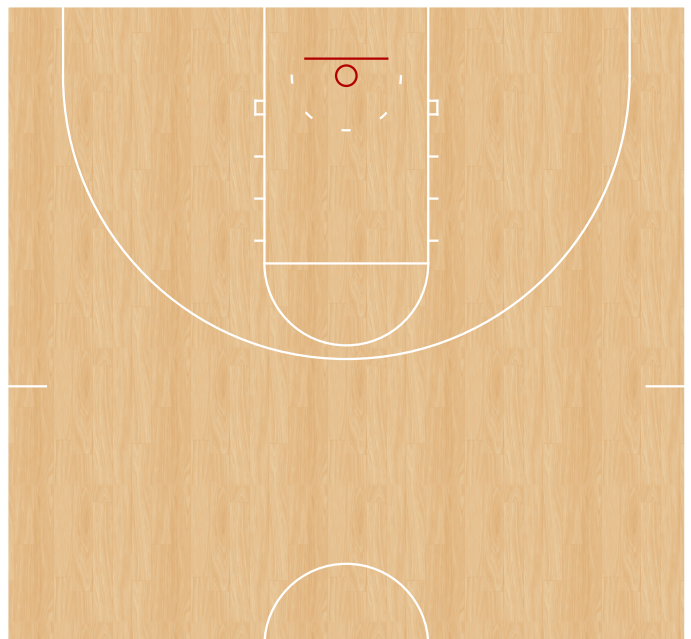
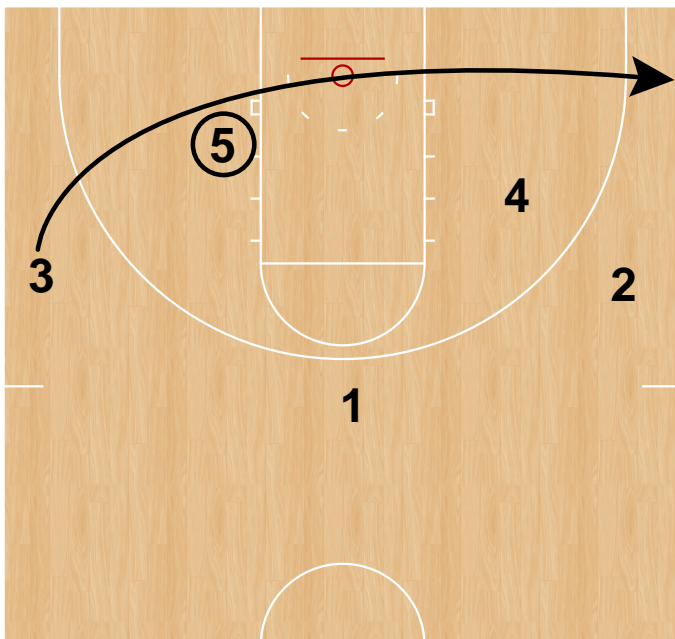


- #1 passes to #3 then UCLA cuts off #4's back screen

- We immediately go into "T" Action as #1 sets a RIP screen for #5 and then comes off #4's down screen

- #3 can pass to #5 or #1

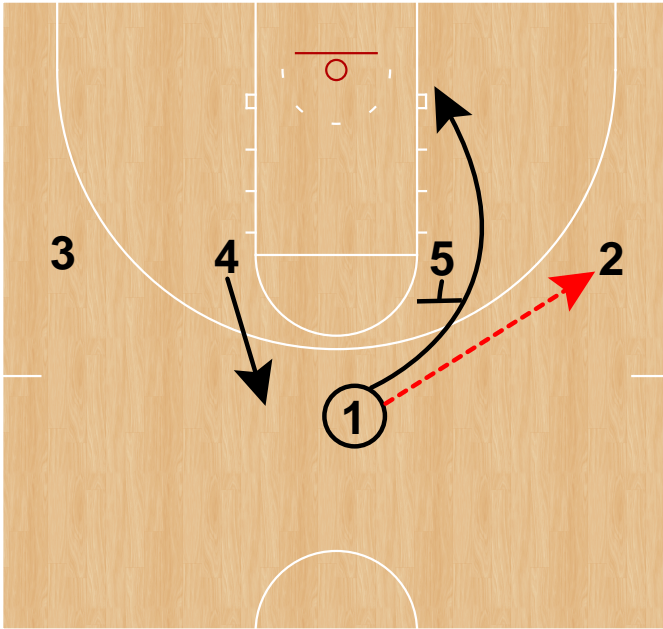
Frame 3



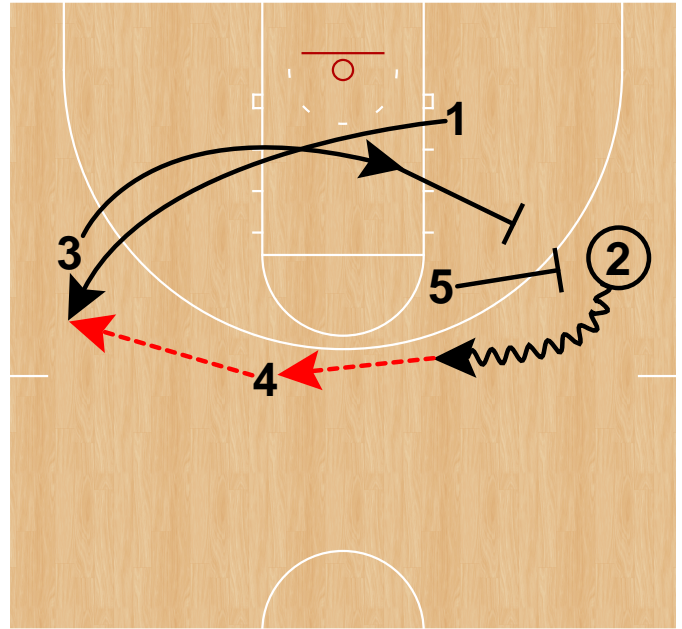
- On the post entry #3 makes a low Laker cut

UCLA - 3 2 RIP Husky

Frame 1



Frame 2

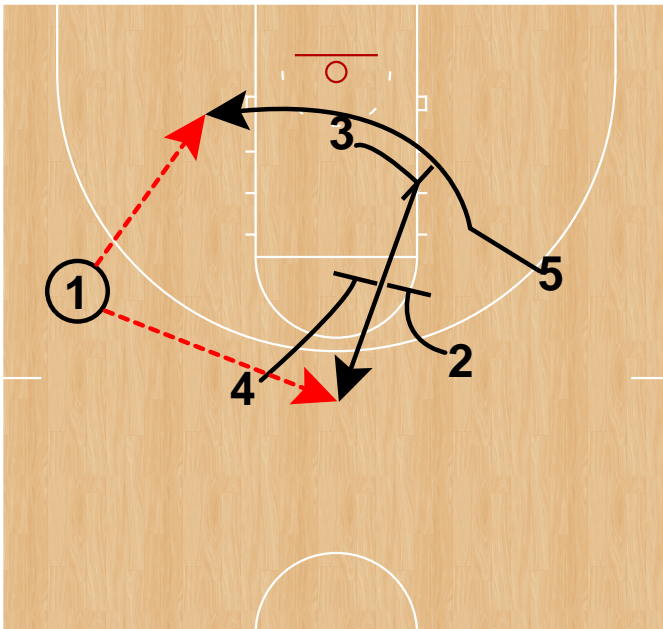


- #1 hits #2 then UCLA cuts

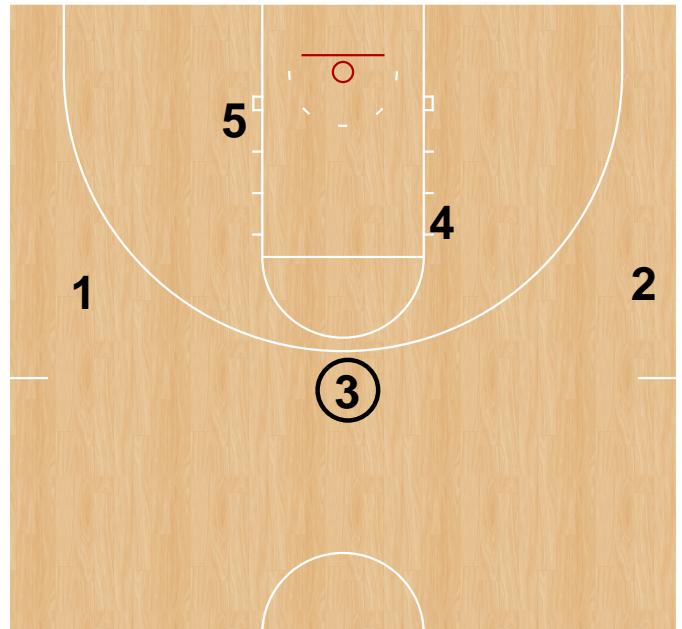
- #5 sets an on ball screen for #2

- #2 reverses the ball to #1

Frame 3



Frame 4



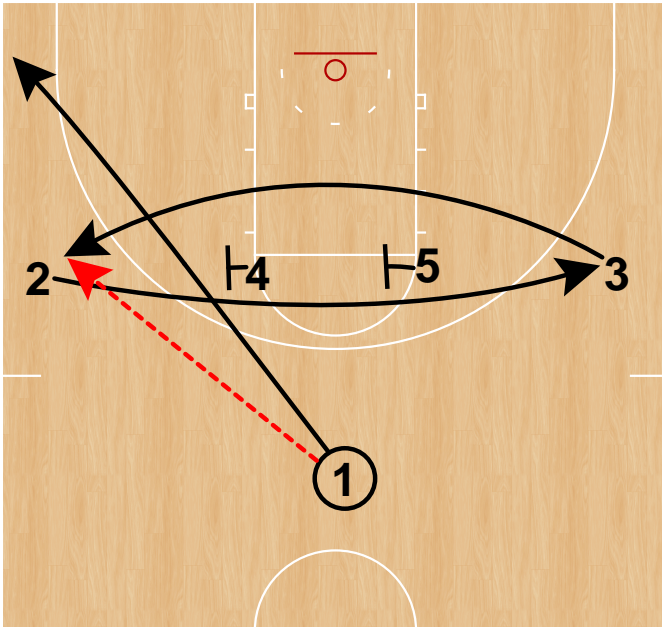
- #3 goes into T-Series Action

- #3 sets a RIP screen and then comes through the elevator (Husky) screens by #4 & #2

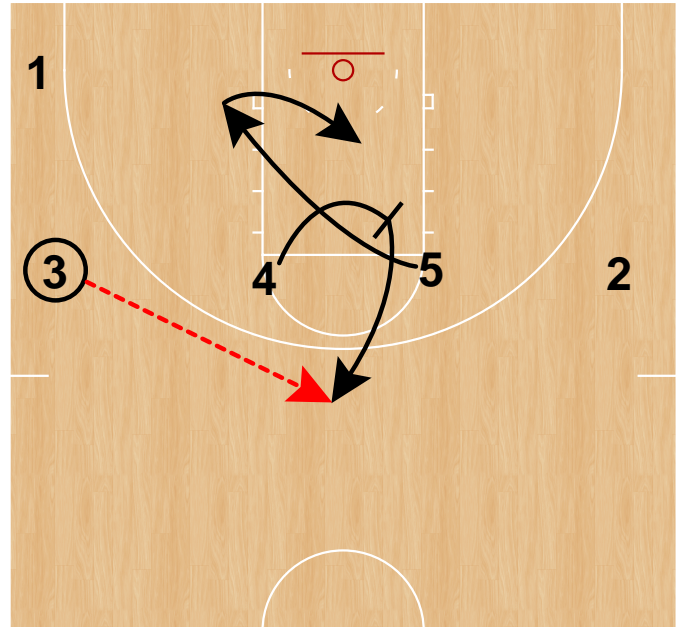
- #1 can also hit #5 on the block

UCLA - Cross

Frame 1



Frame 2

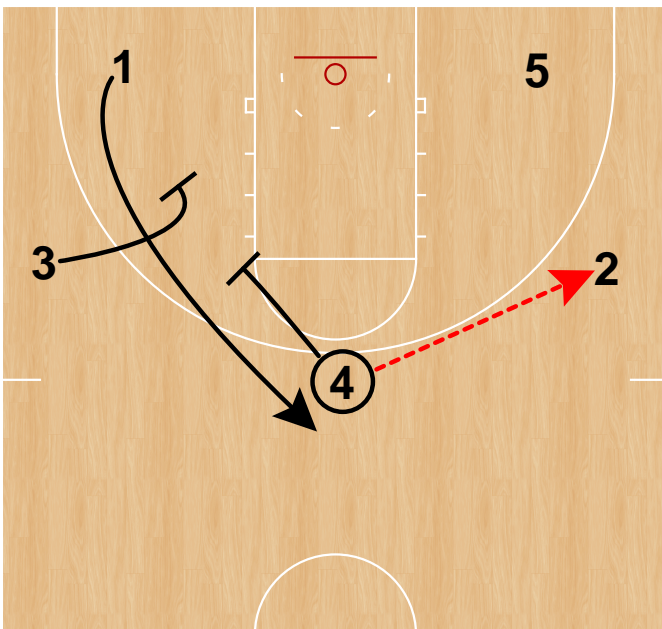


- #2 AI cuts off #5 & #4's screens while #3 goes under.

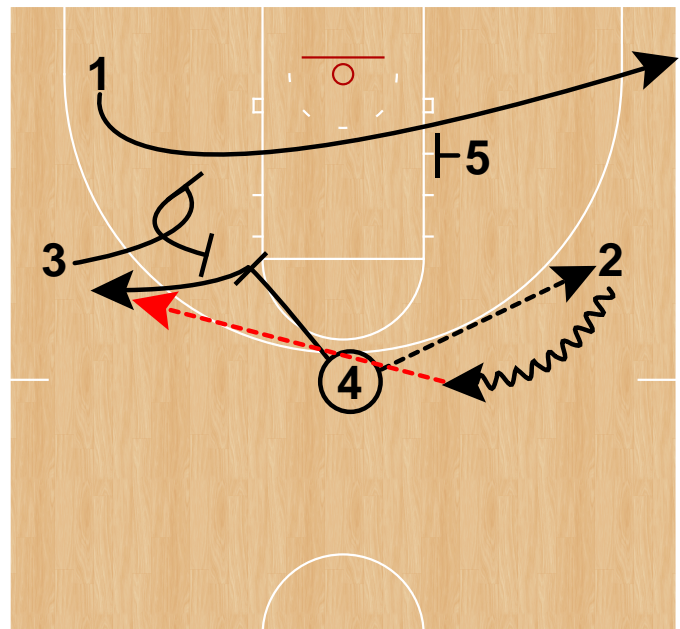
Good against pressure

- Look for #4 after he sets the cross screen for #5 who will then look for the High/Low look to #5

Frame 3



Frame 4



- If #4 cant hit the High/Low then he will reverse the ball to #2 and then set a double stagger away for #1...

- Or we go into the Hackman look

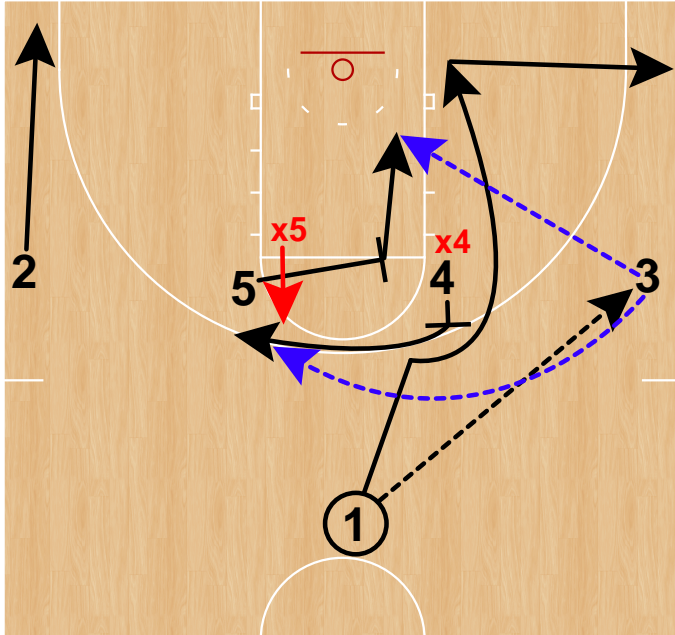
- #1 rejects the double stagger

- #4 then pops off #3's back screen

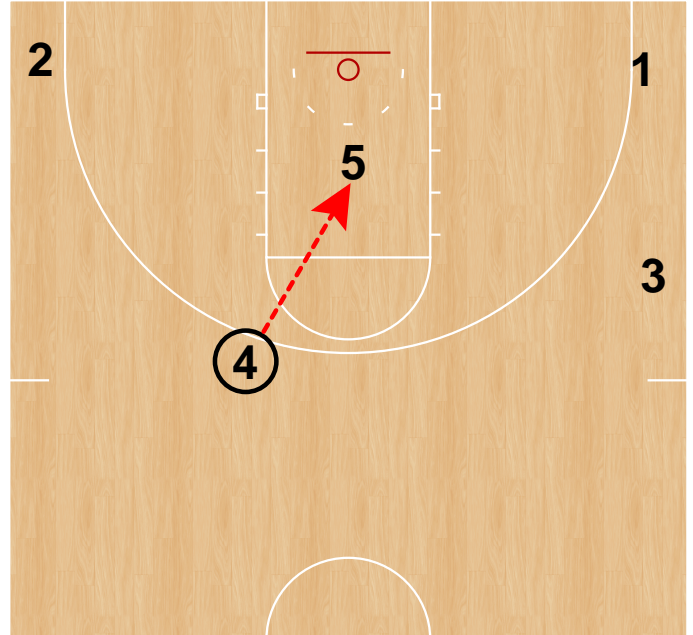
- Possible option to hit #3 on the slip

UCLA - POP (Wisconsin Horns)

Frame 1



Frame 2



- UCLA pop is exactly like Wisconsin Horns play but out of the UCLA high 1-4 set up

- The play is initiated by a pass to #3 on the wing and followed by a UCLA cut from #1

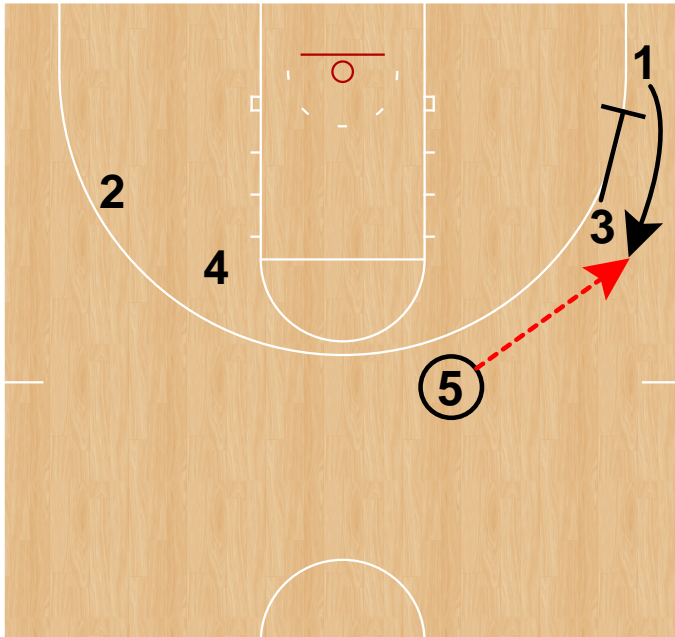
- Once #1 clears #4, #4 will pop off the back screen from #5

- If X5 helps on #4 then #5 will slip and look for the pass from #3

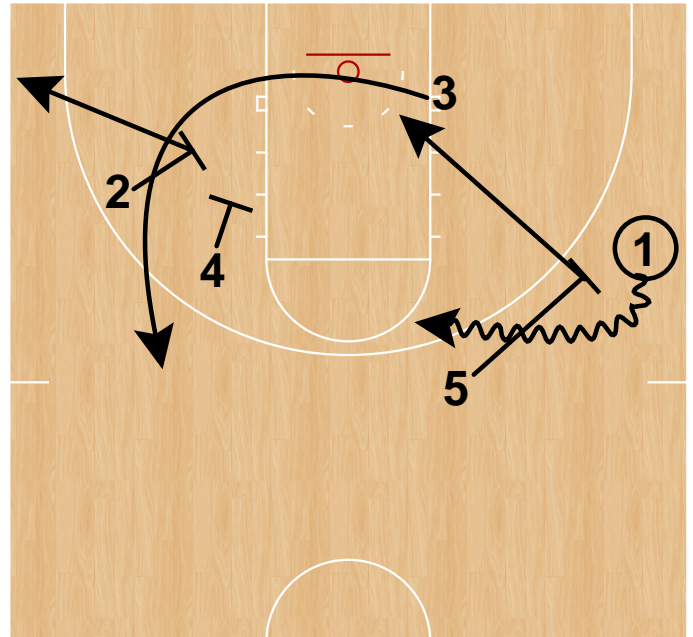
- If #4 has no shot we look for the High/Low

UCLA - POP (Wisconsin Horns)

Frame 3



Frame 4

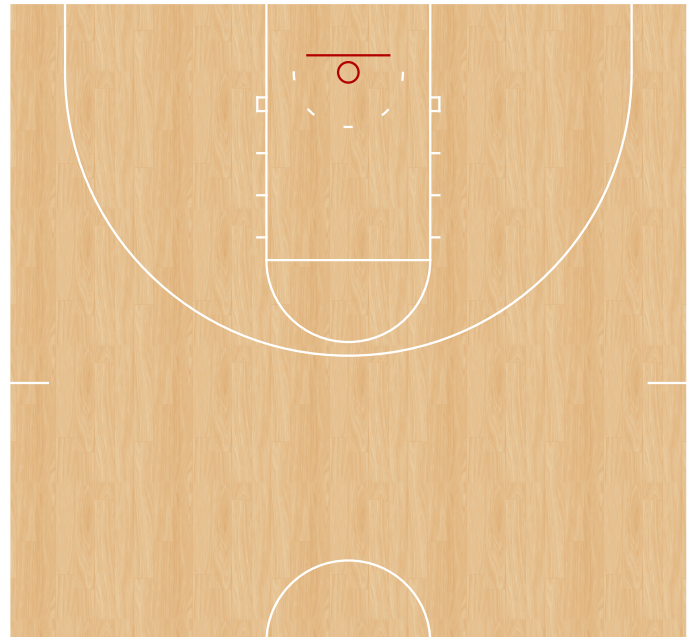
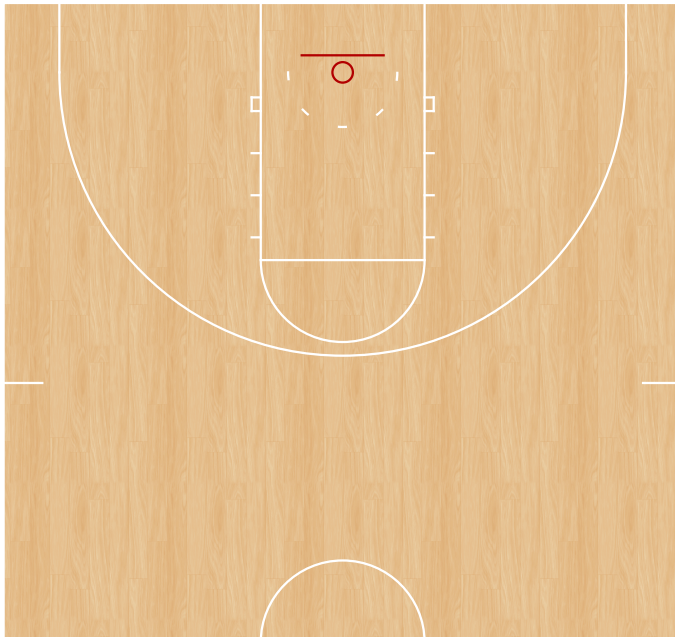


- If we can't hit #4 then #5 pops out and receives the pass from #3

- #3 then down screens for #1

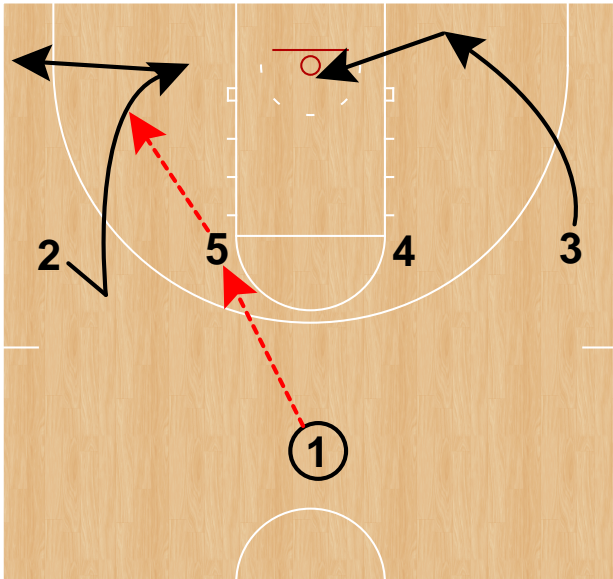
- We are now in our regular UCLA Action as #5 sprints into a PNR with #1

- And #3 comes off a double staggered screen from #2 & #4

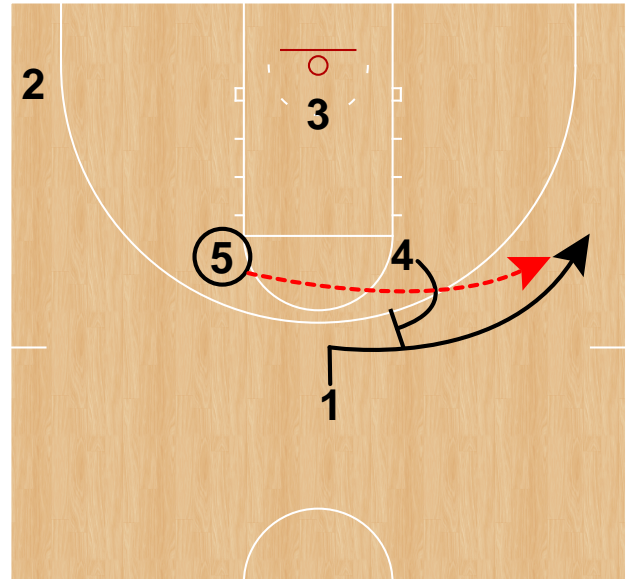


UCLA - Open

Frame 1



Frame 2



BACKDOOR PRESSURE RELEASE PLAY

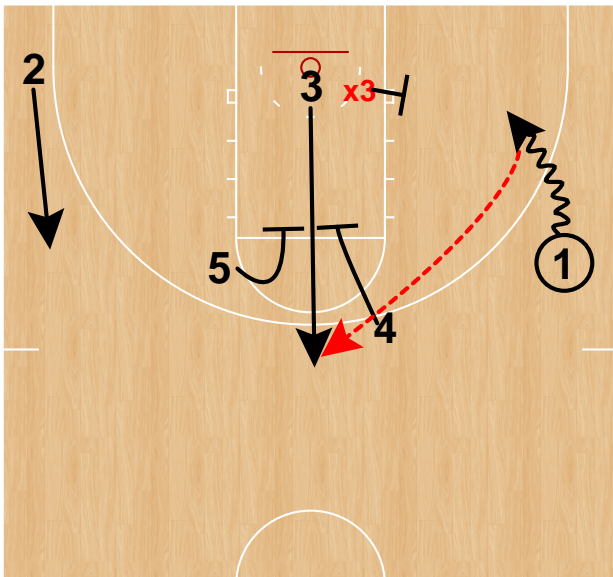
Teaching Point

- Make sure #2 & #3 are above Free Throw line
- #5 Drop Steps & Looks for the Backdoor first - IF NOT there then #5 takes one dribble and makes a OVERHEAD pass for a fade screen
- #5 & #4 Flash High Post when the PG yells "OPEN"
- #2 & #3 cut backdoor

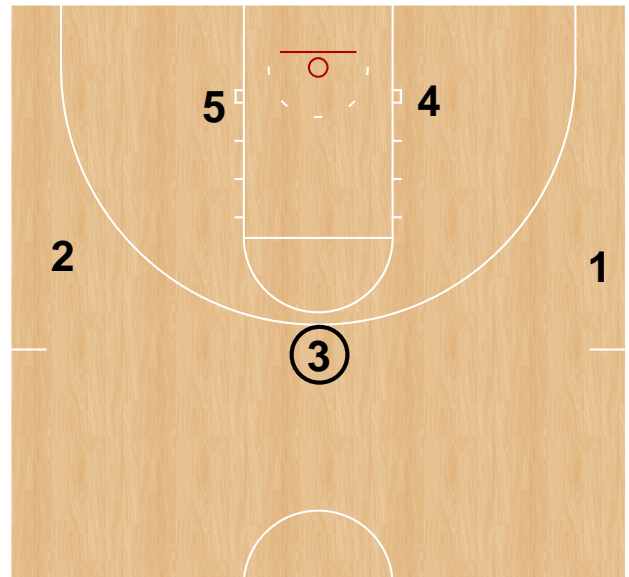
Teaching Point

- IF THE BACKDOOR IS NOT there then #5 takes 1 dribble and OVERHEAD pass for the fade screen to #1
- If the backdoor option is not available #5 hits #1 on a flare screen from #4

Frame 3



Frame 4



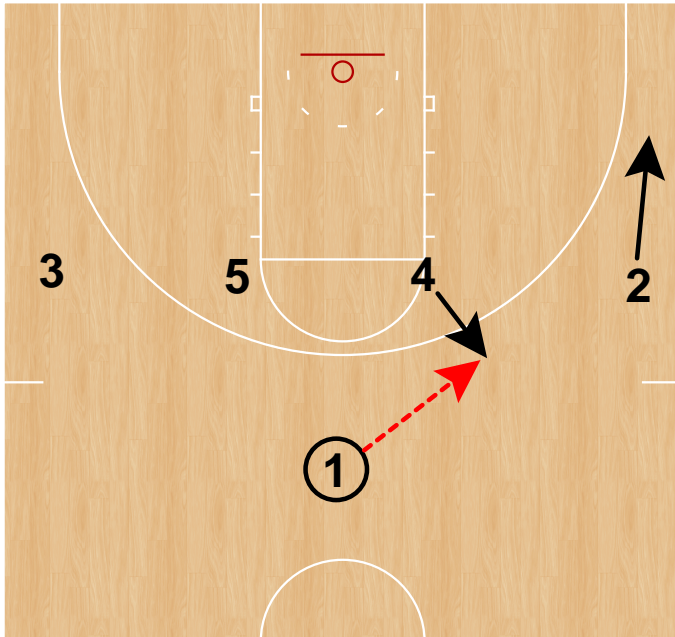
- After the Flare pass #4 & #5 set a double elevator screen (Husky) for #2 for a 3 point shot at the top of the key
- #1 (PG) attacks to draw #3's defender to open up #3 for the 3 ball

- INTO KANSAS CONTINUITY

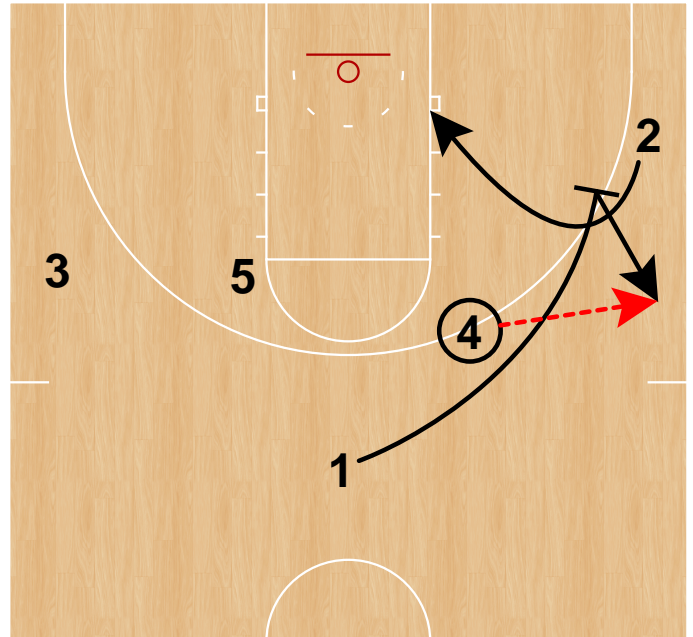
Now Call - WEAK / STRONG / OPEN / DCU

UCLA - Pinch Warrior Husky

Frame 1



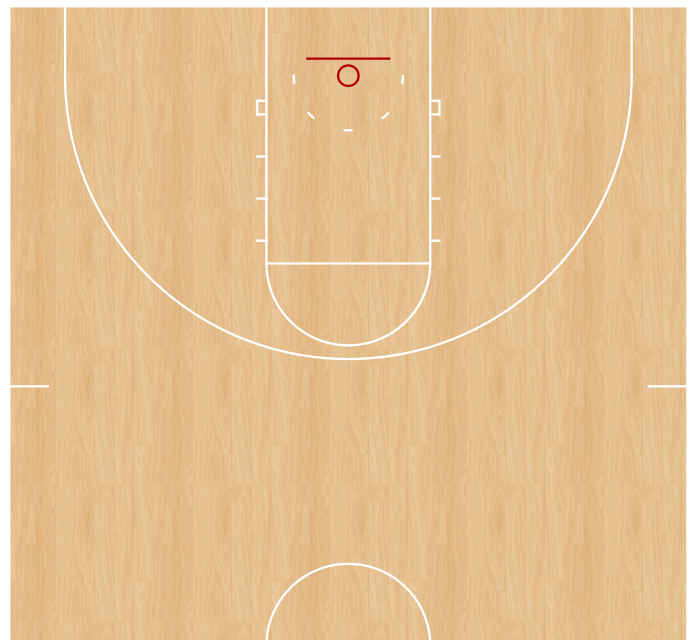
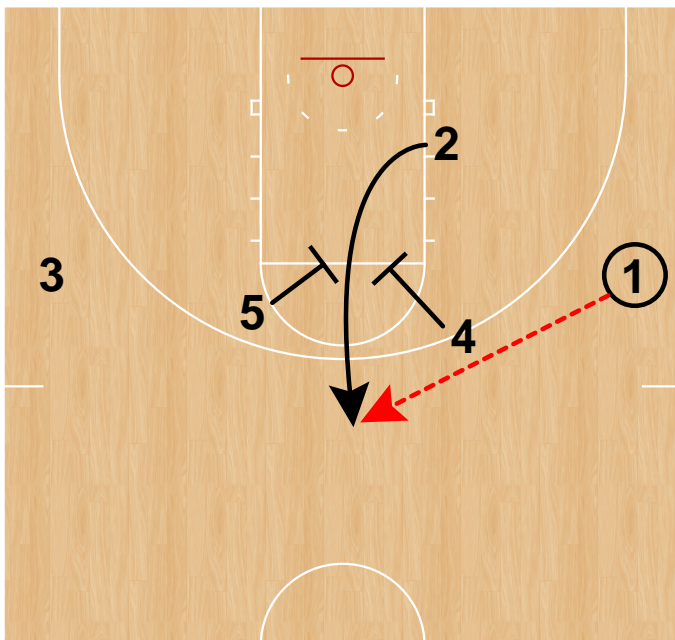
Frame 2



- #4 pops and receives the pass from #1 to initiate offense
- #2 spaces towards the corner.

- #1 cuts off of #4 in pinch action and screens for #2.
- #2 curls the screen.
- #4 then passes to #1.

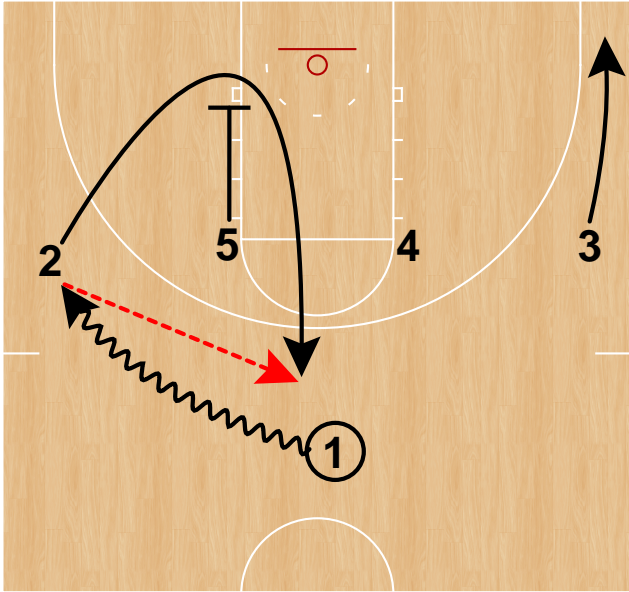
Frame 3



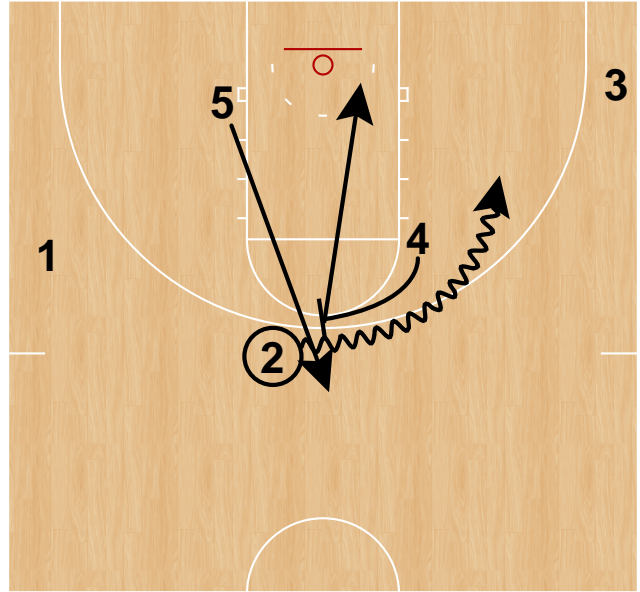
- #4 and #5 come together to set a elevator (Husky) screen for #2.

DCU - (UCLA) (Into PRIDE or Kansas)

Frame 1



Frame 2



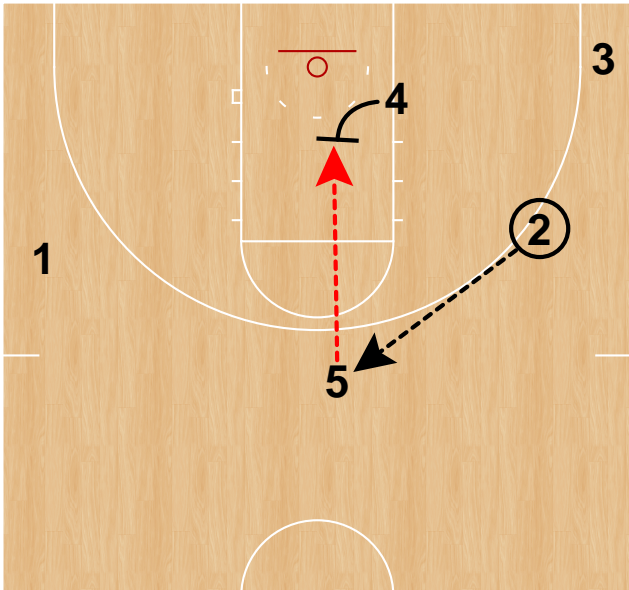
PRESSURE RELEASE PLAY

D = Dribble Entry
C = Circle
U = Utah PNR

- If No High Post pass is there and the wings are overplayed #1 will dribble entry and #2 will clear out
- #2 clears out and circles around #5's down screen

- #4 while the ball is in the air goes and sets a PNR for #2
- #5 replaces behind #4's roll in Pride action

Frame 3

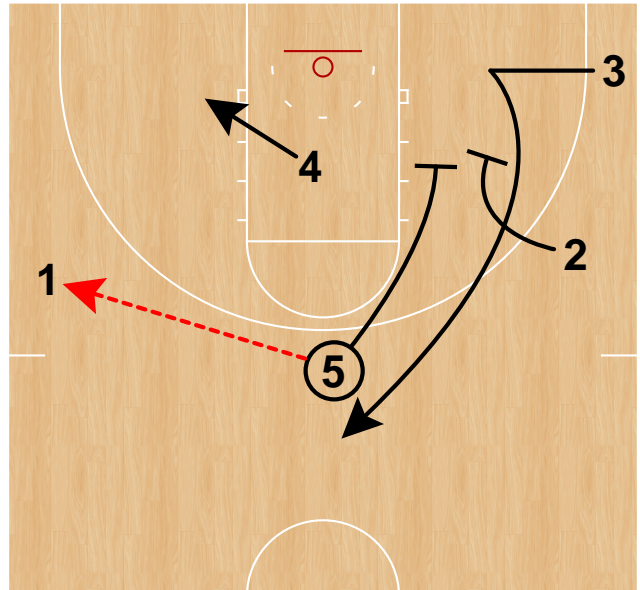


- If nothing is there on PNR from #2

2 OPTIONS

- Option #1 - High Low Look
- Option #2 - Ball Reversal

Frame 4

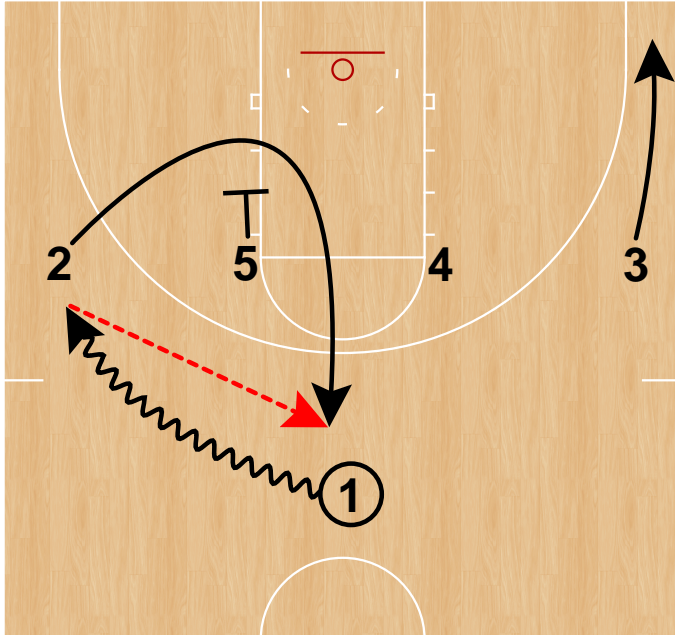


Option #3

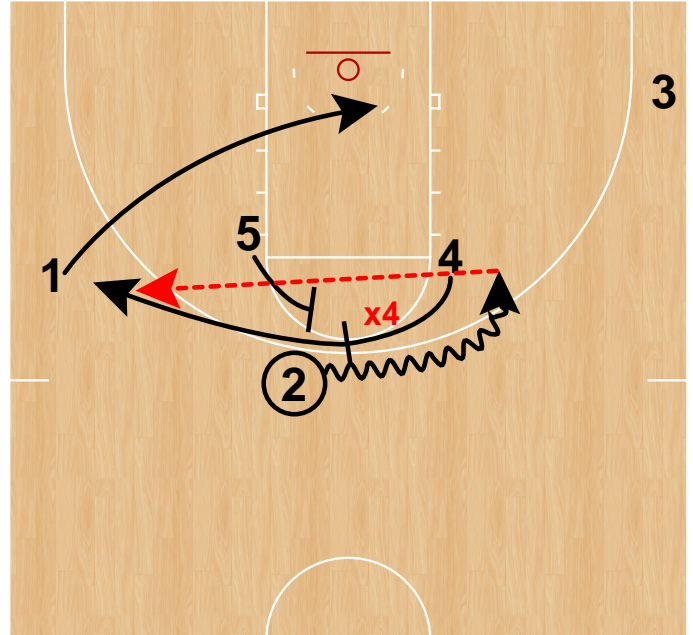
- Double Stagger away

DCU - POP

Frame 1



Frame 2



PRESSURE RELEASE PLAY

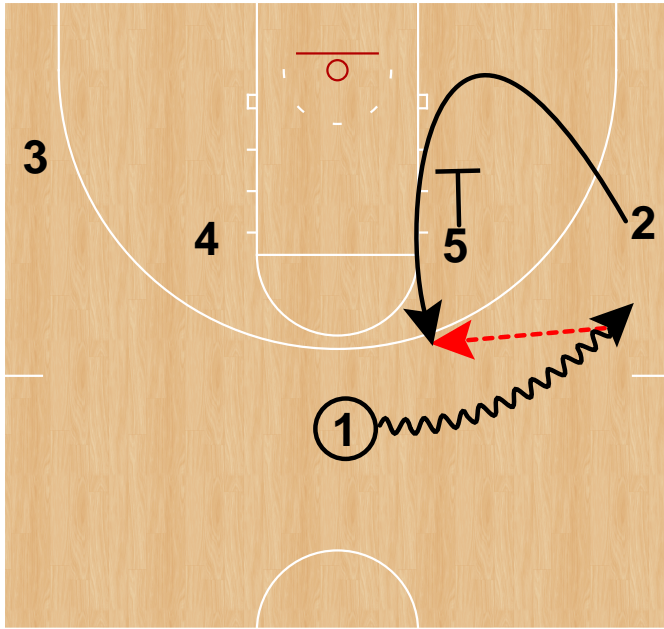
D = Dribble Entry
 C = Circle
 U = Utah PNR

- If No High Post pass is there and the wings are overplayed #1 will dribble entry and #2 will clear out
- #2 clears out and circles around #5's down screen

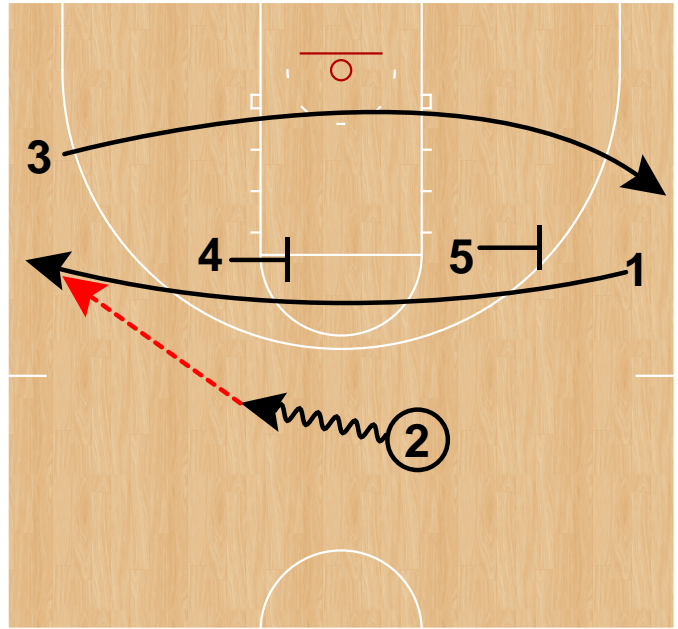
- #4 while the ball is in the air goes and sets a PNR for #2
- #5 sets a back screen for #4 to Pop like in Wisconsin Horns and #1 clears out

UCLA - DC AI GO

Frame 1



Frame 2

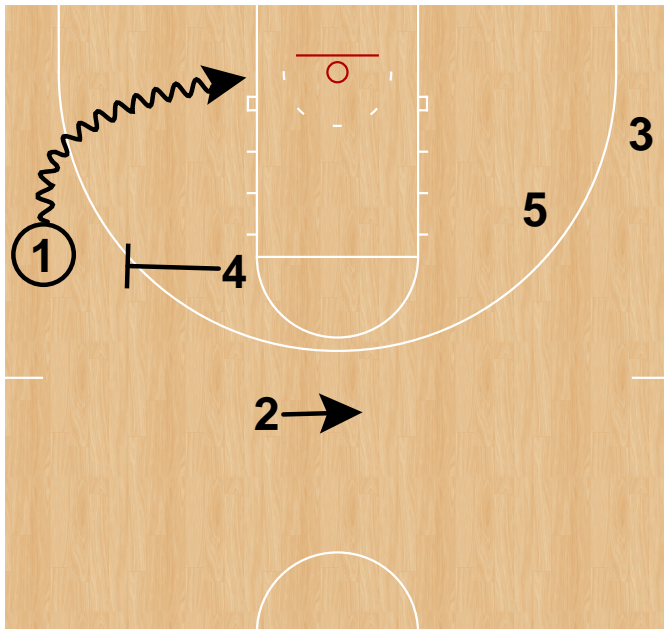


Dribble Circle (DC) Action to start

- #1 dribble entry to the wing as #2 comes off the zipper screen from #5
- #1 passes to #2

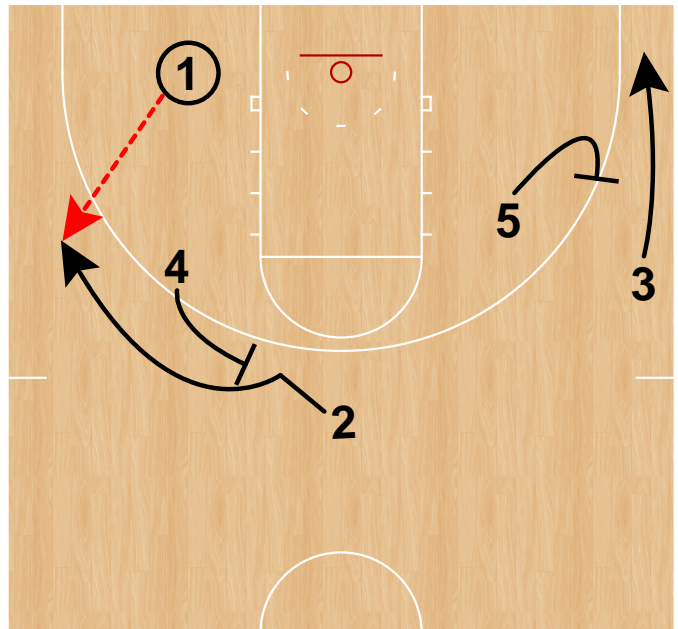
- #1 then comes off the AI cut and screens from #5 & #4 as #3 clears to the opposite wing
- #2 passes to #1

Frame 3



- #4 turns to set a ball screen for #1, #1 rejects 4's ball screen & attacks baseline

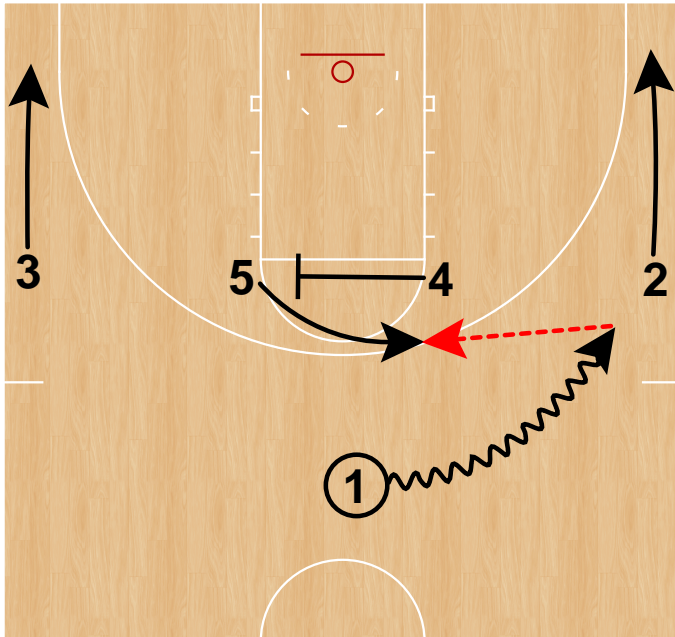
Frame 4



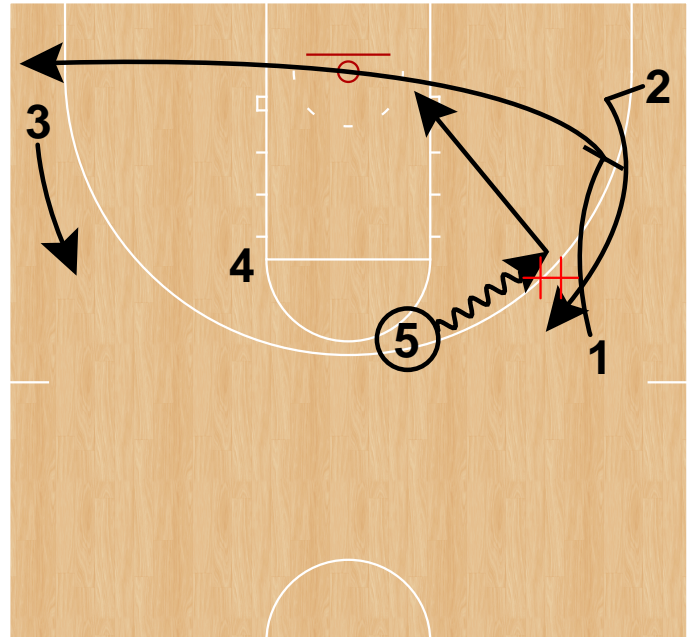
- We are in hammer and throwback action as #4 sets a back screen for #2
- #5 sets hammer screen for #3
- #1 can attack to score, pass to #2 on the throwback Ricky Action, or #3 on the hammer action

UCLA - Cross Chicago Ghost***

Frame 1



Frame 2

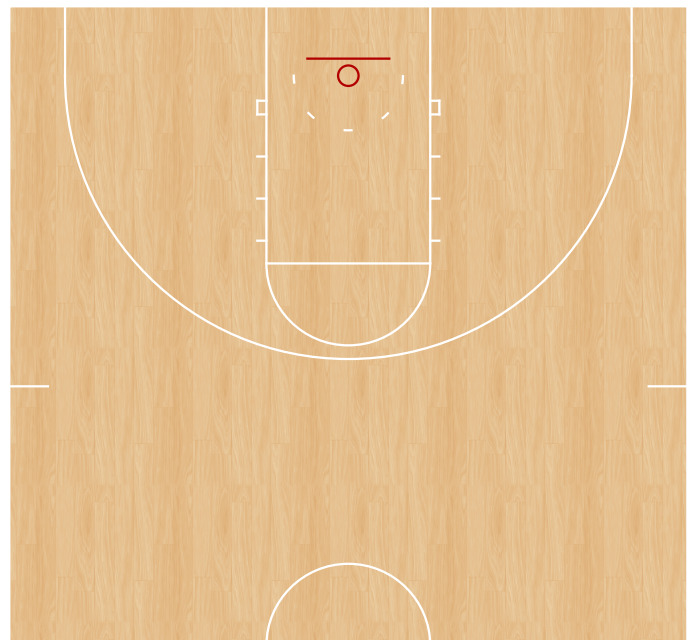
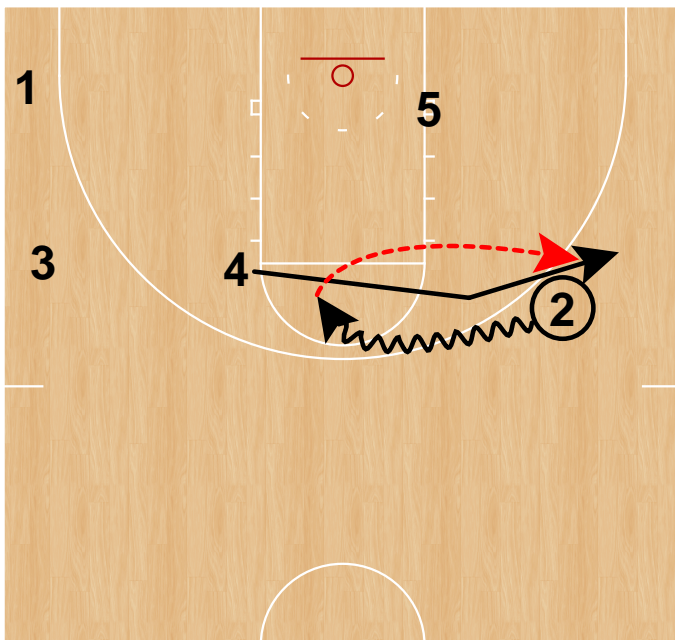


- #1 dribble entries to the wing as #2 drifts to the corner
- #4 cross screens for #5 and #5 receives the pass from #1

- We now go into Chicago Action as #1 sets a down screen for #2 who comes off looking for a DHO from #5 who rolls hard to the rim

- #1 cuts to the opposite corner

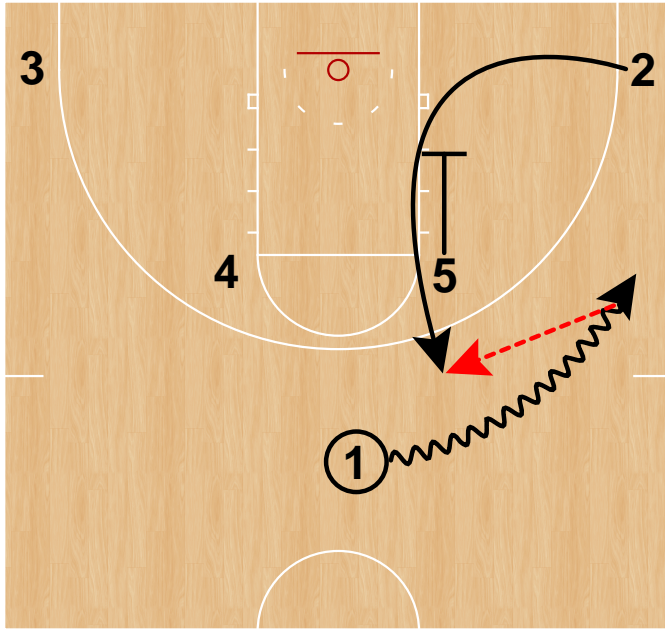
Frame 3



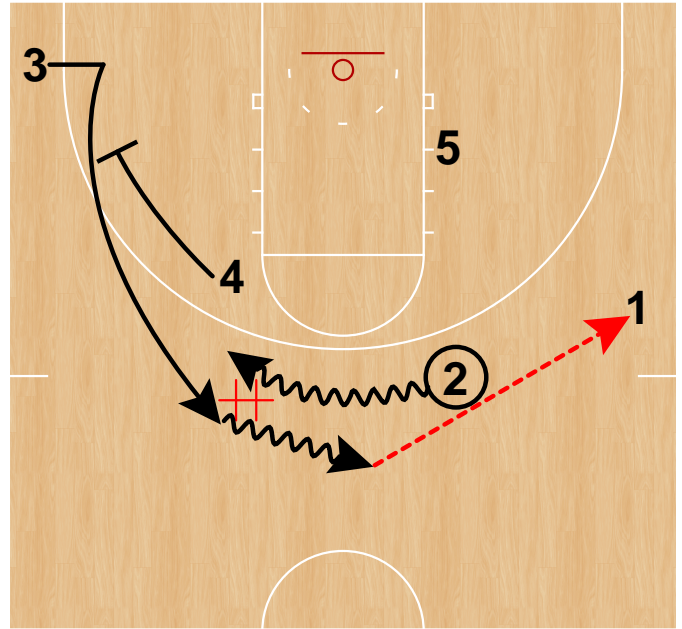
- #4 sprints into a immediate Ghost screen (Slip) with #2

DC - Pin 23 GO** (ATO)

Frame 1



Frame 2

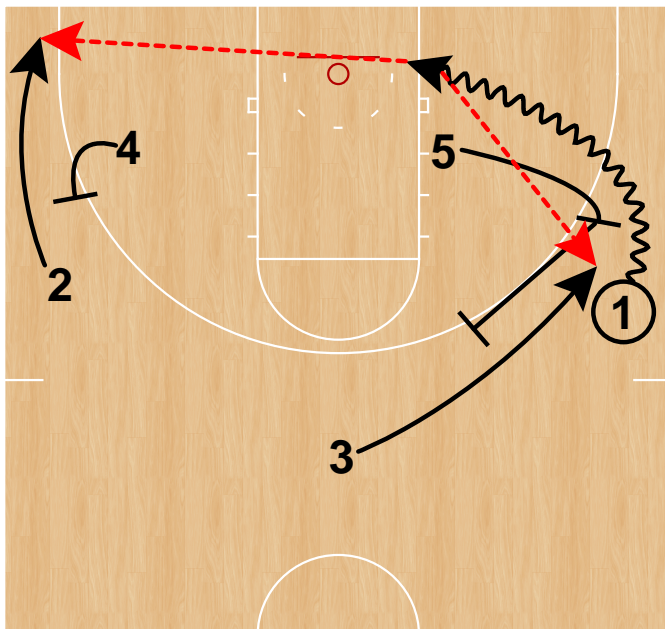


Horns Setup

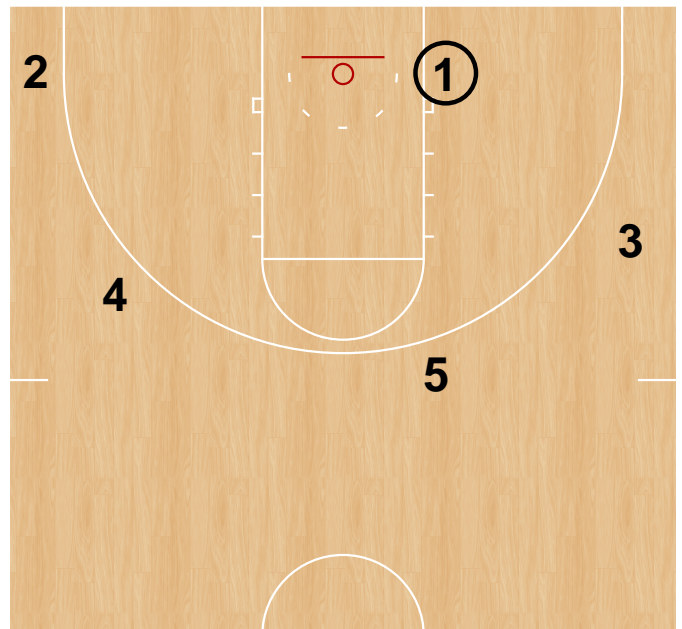
- #1 dribble entry to the wing
- #2 on zipper action receives the pass from #1 and

- #3 receives a pin down screen from #4 and immediately gets a DHO from #2
- #3 then quickly swings to #1

Frame 3



Frame 4

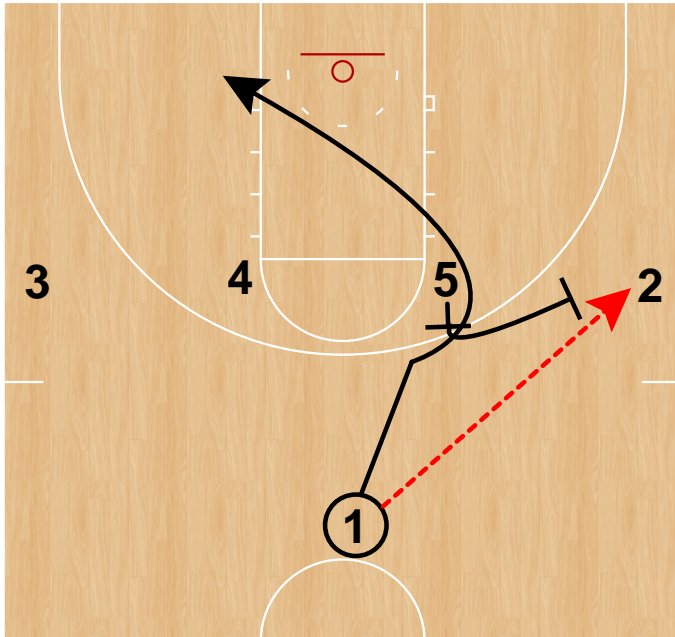


- We now flow into GO & Hammer Action
- #5 steps up to set a GO screen PNR for #1 and a 2nd screen for #3 for a possible throwback pass
- #4 sets a back screen flare/hammer for #2

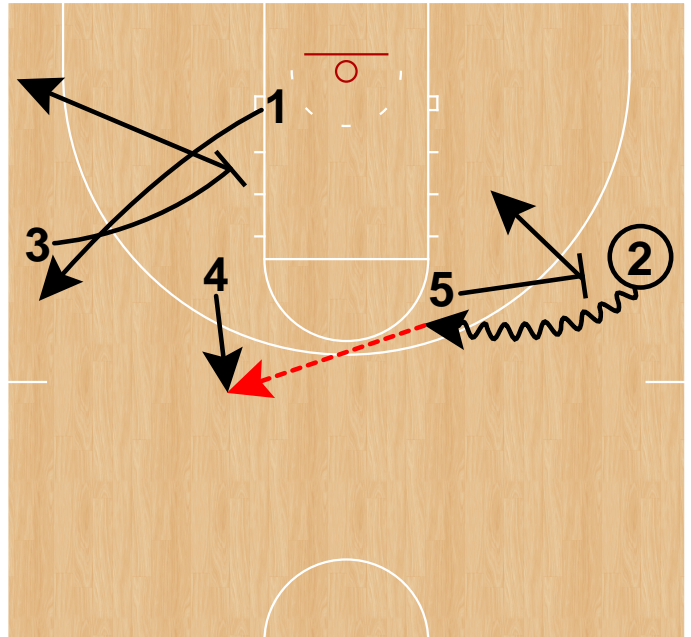
DHO-Chicago Plays

UCLA 3 - 4 1 Fist

Frame 1



Frame 2



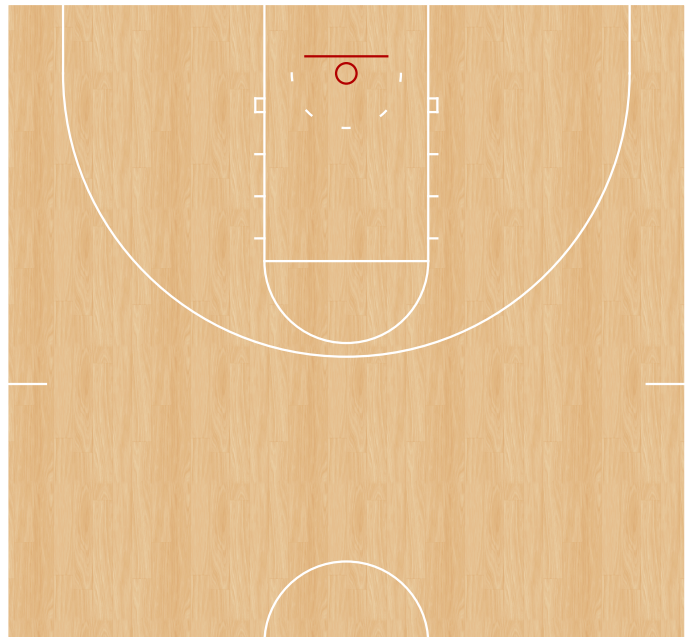
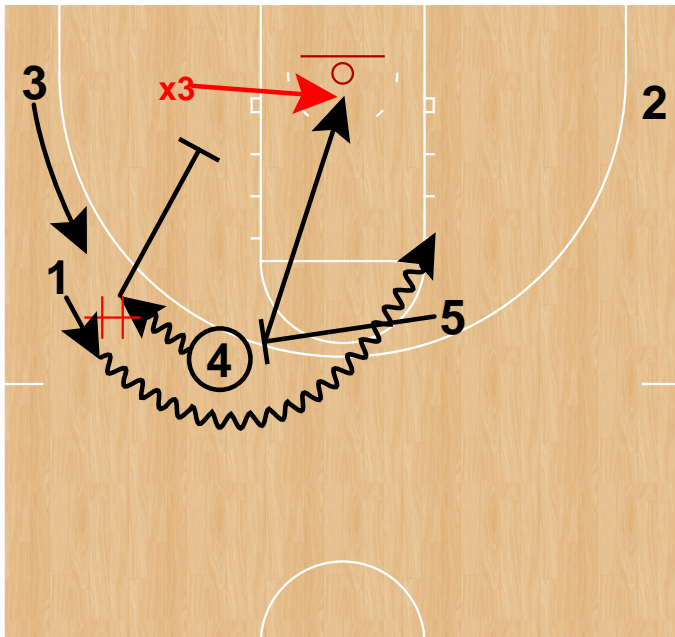
- #1 passes to the wing and then makes a UCLA cut off the back screen from #5.

1st option in the play is to look for the #1 on the cut
2nd option on a mismatch look to post the #1

- In UCLA 3 #5 sets a immediate ball screen for #2 after #1 clears him/her. You would want to make this call if you see X5 helping on the #1 UCLA cut so he/she can't help on the hedge

- #2 comes off the PNR or Pick & Pop from #5 and looks for #4 immediately
- #1 then comes off #3's down screen

Frame 3

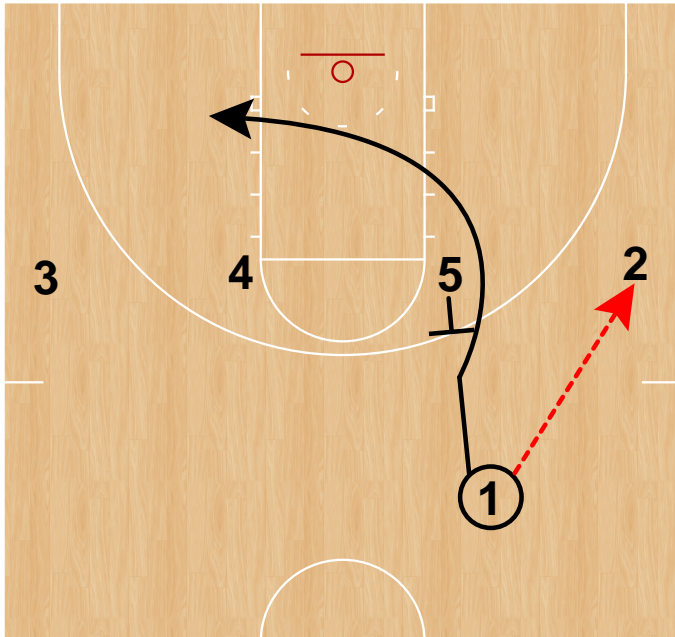


- #1 immediately comes to get the DHO from #4 and #5 follows with a PNR for #1

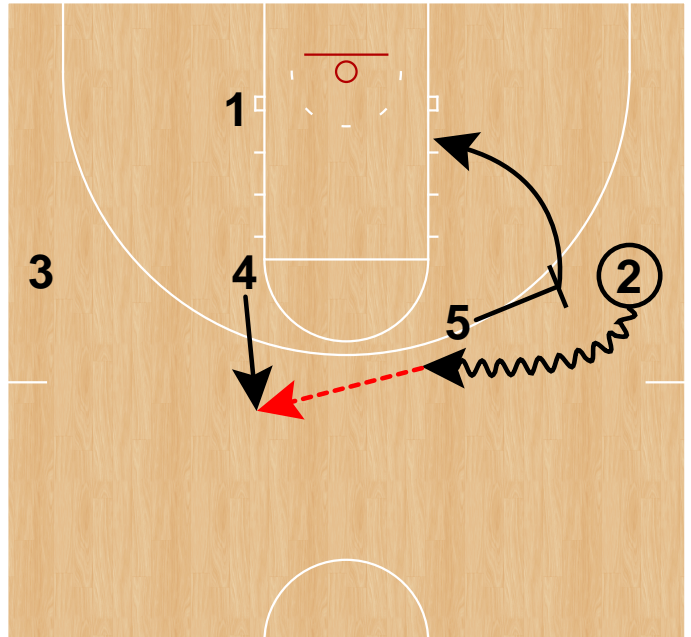
- #4 sets a pin down on X3 who is the tag man on the roll and #3 lifts for a possible throwback pass from #1

UCLA 3 - Chicago Fist***

Frame 1



Frame 2

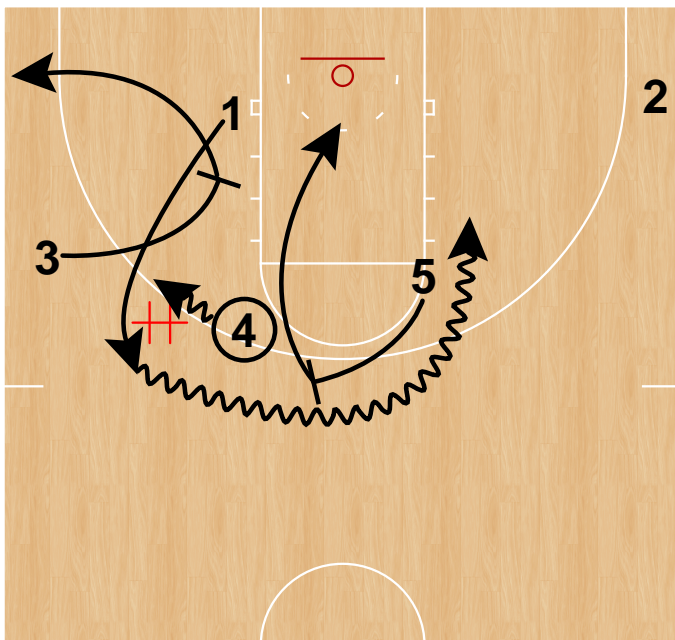


- In our UCLA Action to starts the play as #1 passes to #2 and UCLA cuts off #5's back screen. Our 1st look is to #1 if he/she is open

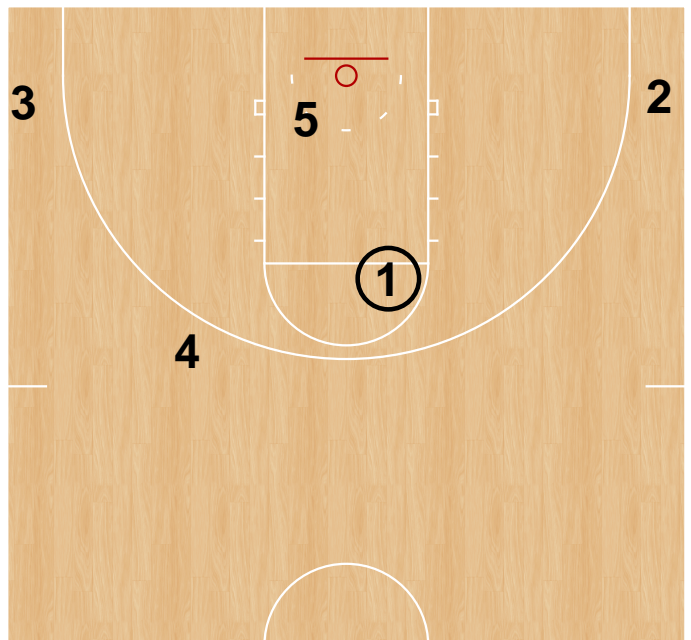
- After #1 clears #5, #5 sprints immediately into a ball screen for #2

- #2 passes to #4

Frame 3



Frame 4

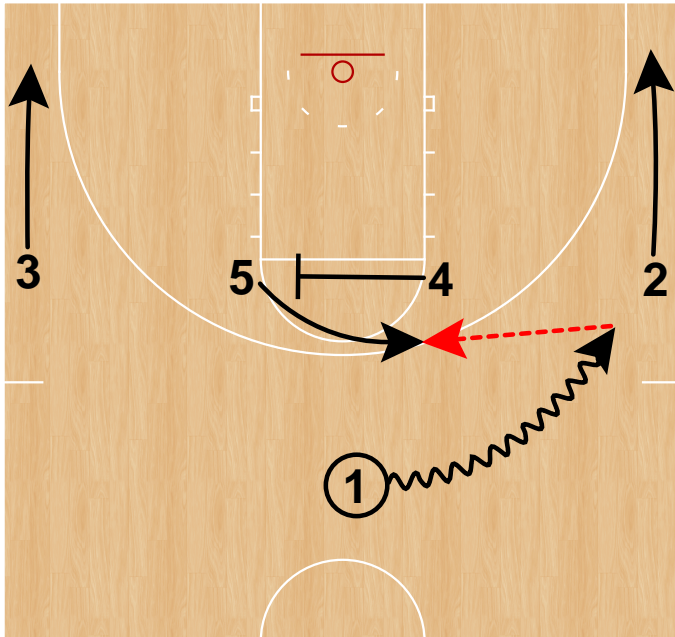


- We now go into Chicago Action as #3 sets a down screen for #1 who sprints off and receives a DHO from #4 and then immediately gets a PNR from #5

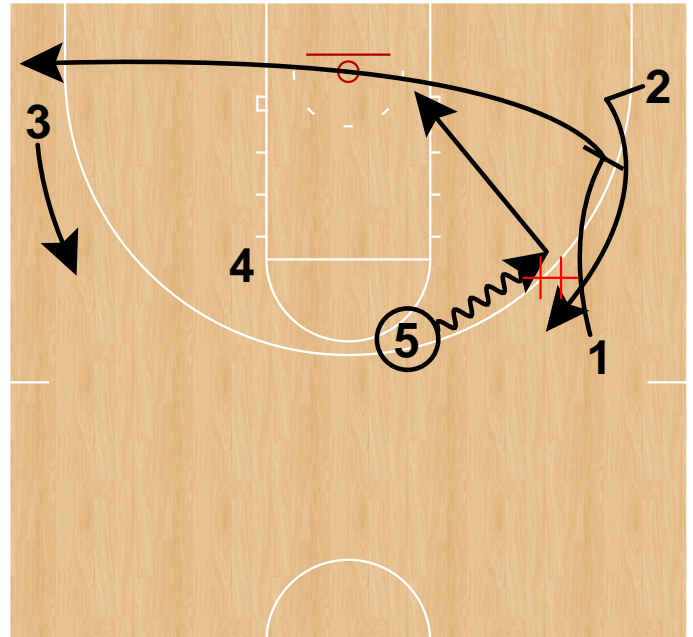
- #4 pops after the DHO for a possible throwback pass and High/Low look to #5

UCLA - Cross Chicago Ghost***

Frame 1



Frame 2

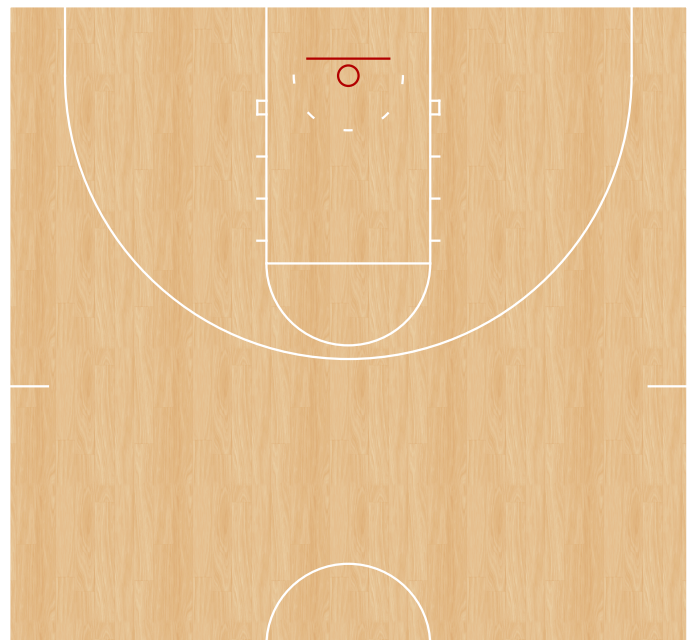
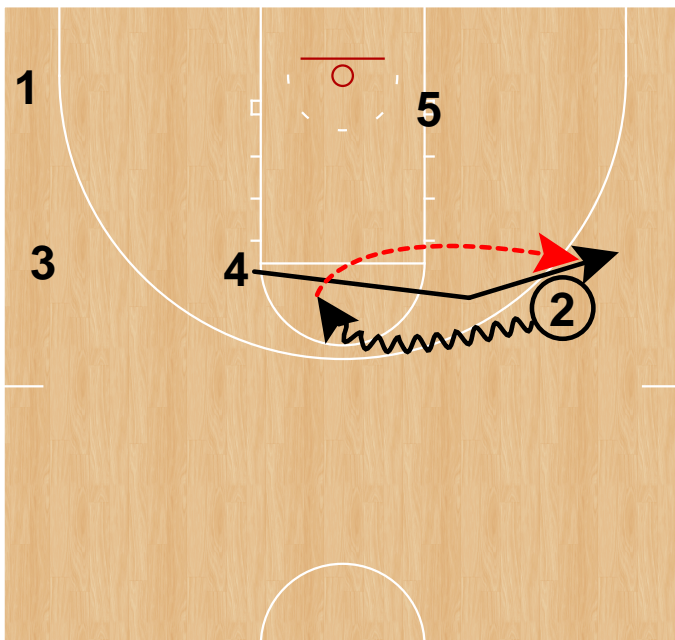


- #1 dribble entries to the wing as #2 drifts to the corner
- #4 cross screens for #5 and #5 receives the pass from #1

- We now go into Chicago Action as #1 sets a down screen for #2 who comes off looking for a DHO from #5 who rolls hard to the rim

- #1 cuts to the opposite corner

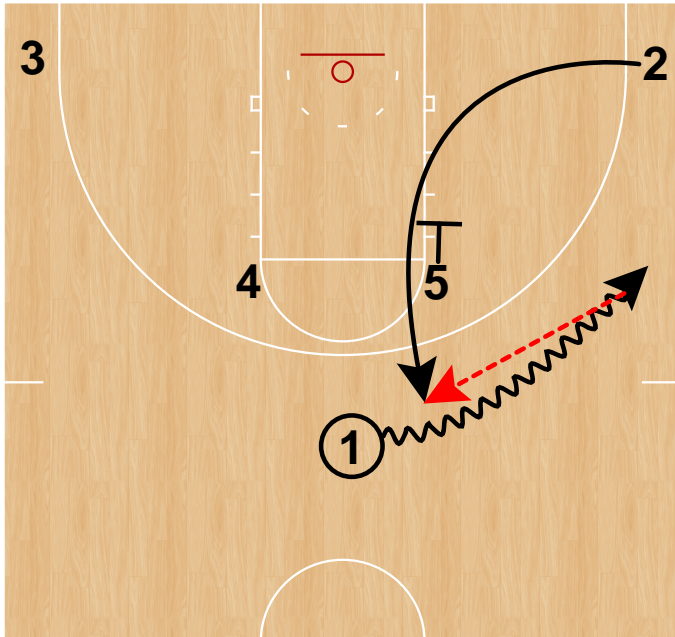
Frame 3



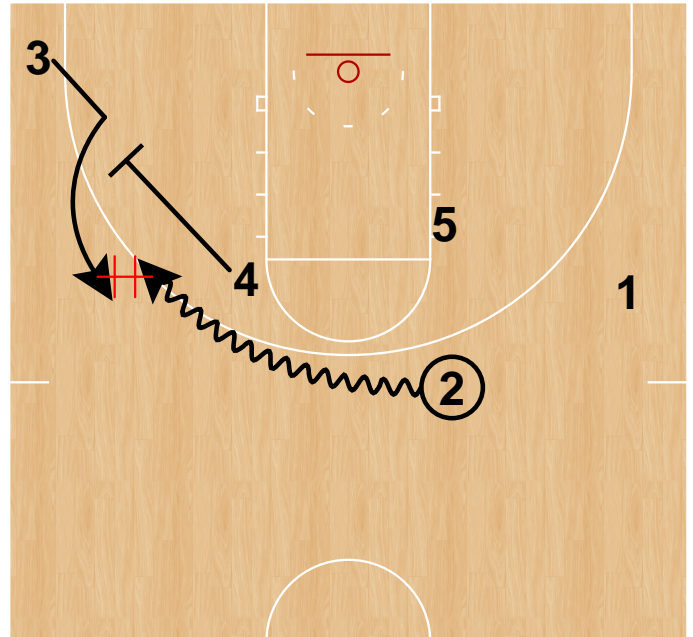
- #4 sprints into a immediate Ghost screen (Slip) with #2

DC – Chicago Fist

Frame 1



Frame 2

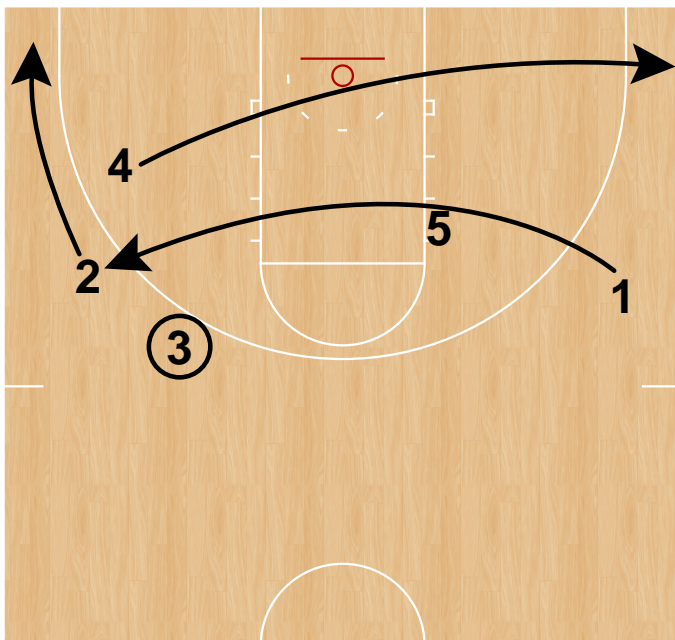


– #1 dribble entry to the wing as #2 zipper cuts up off #5's down screen and receives the pass from #1 (DC Action)

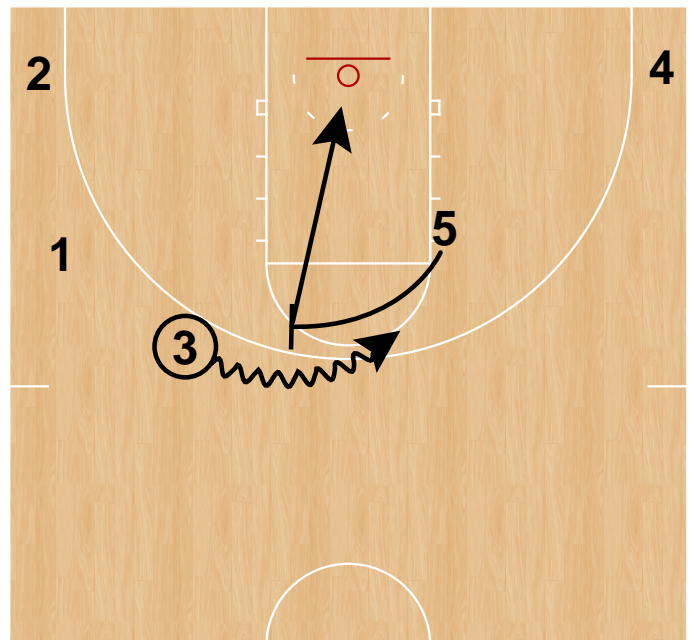
– As that is happening & on the catch #4 sets a pin down screen for #3

– #2 DHO's with #3 coming off the down screen by #4

Frame 3



Frame 4

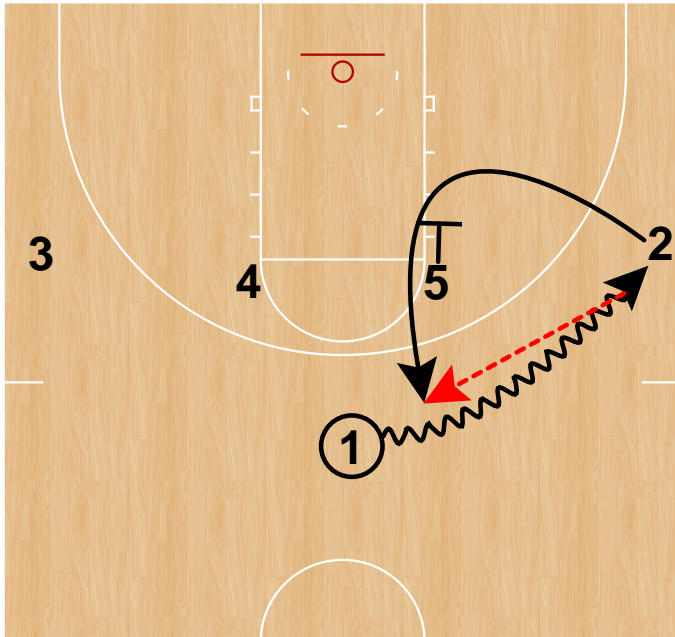


– #4 cuts opposite as #1 cuts underneath to both cause confusion within the defense

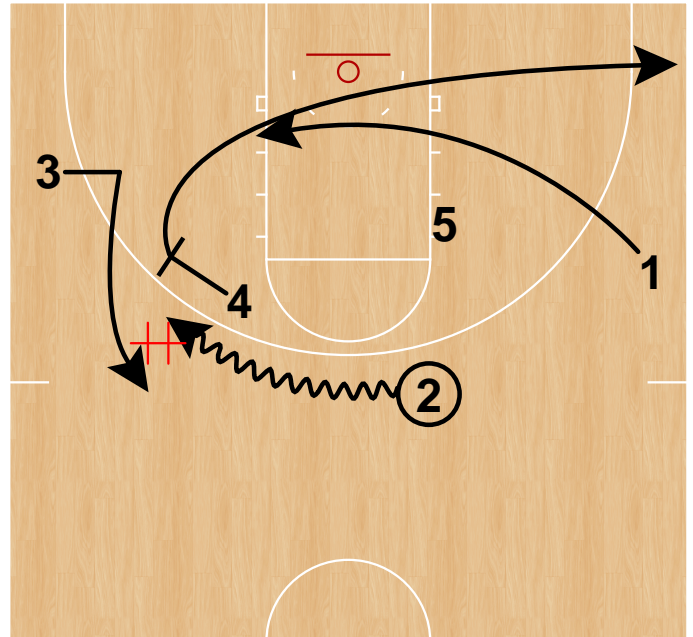
– #3 then comes off the PNR from #5

DC – Chicago Pride

Frame 1



Frame 2



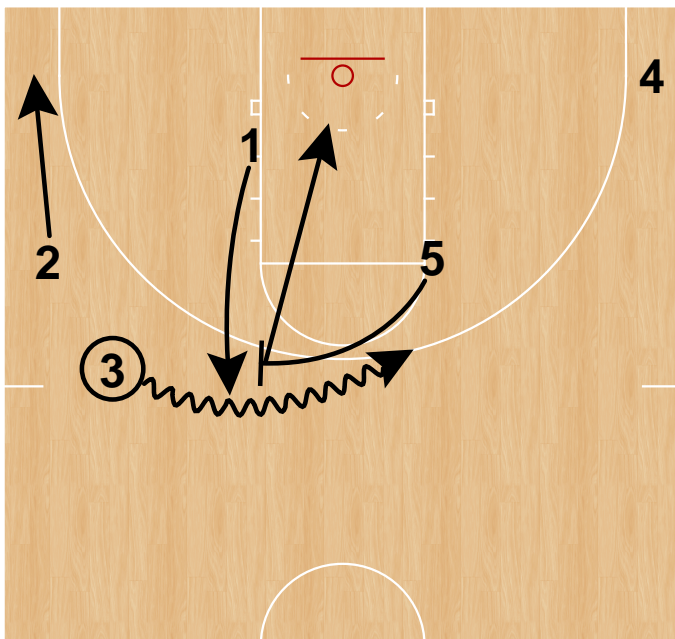
- #1 dribble entry to the wing as #2 zipper cuts up off #5's down screen and receives the pass from #1 (DC Action)

- As that is happening & on the catch #4 sets a pin down screen for #3

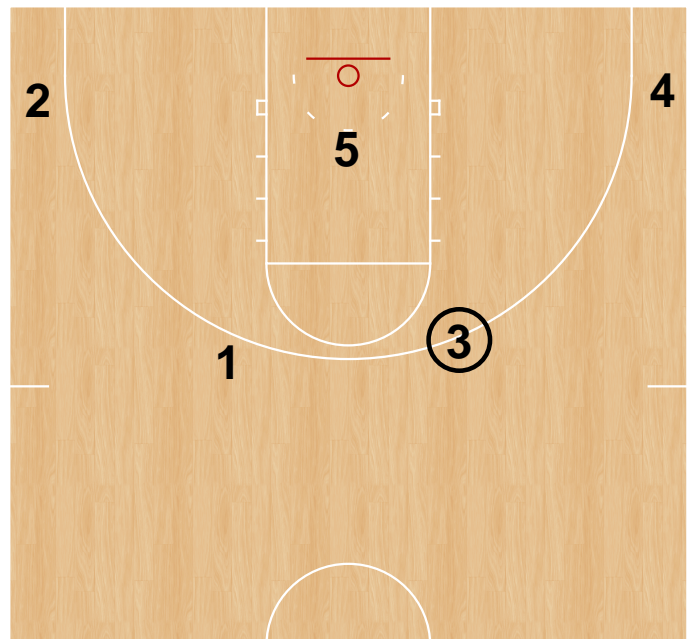
- #2 DHO's with #3 coming off the down screen by #4

- #4 cuts opposite as #1 cuts underneath to the block as both cuts are to cause confusion within the defense

Frame 3



Frame 4

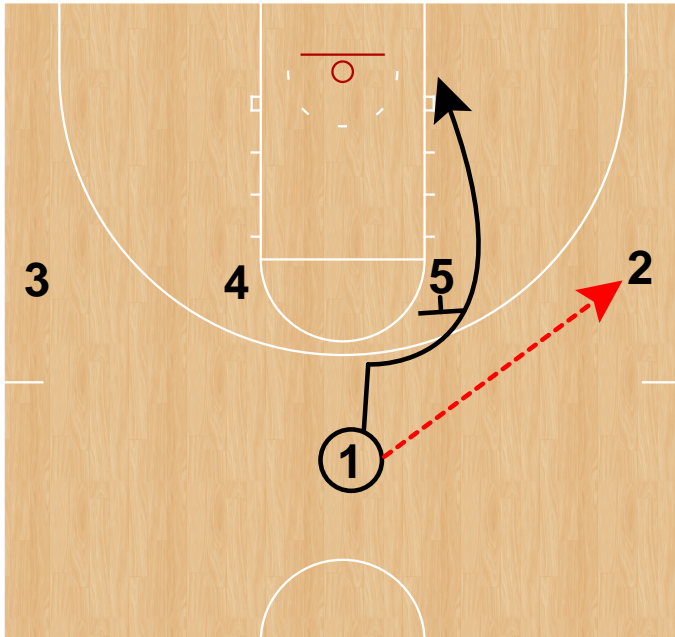


- #3 then comes off the PNR from #5 and we are now in Pride Action (Roll & Replace Action) as #5 rolls & #1 replaces

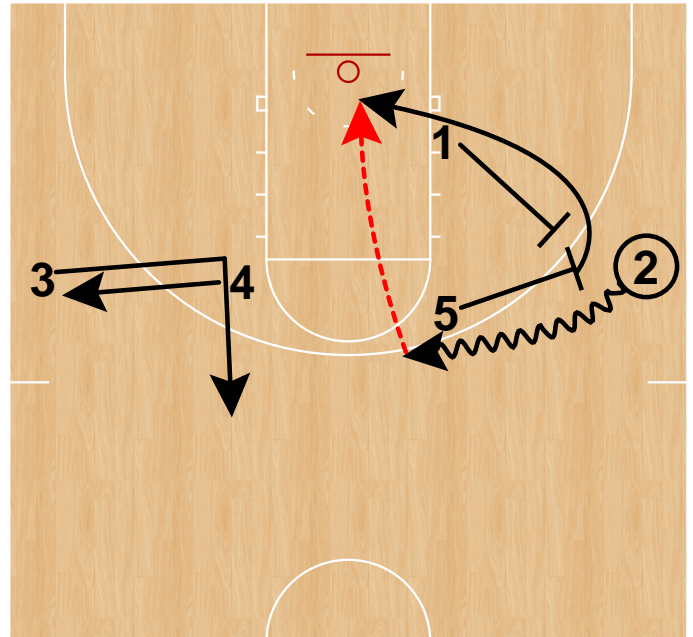
Backdoor Plays

UCLA 3 - UP

Frame 1



Frame 2



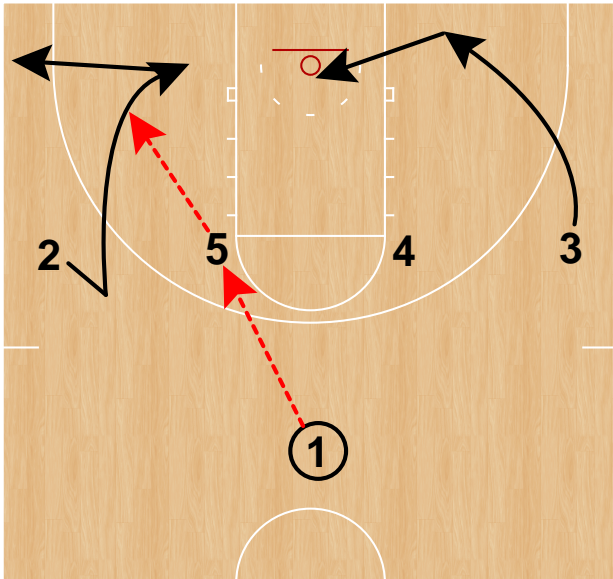
- UCLA 3 action with #5 setting the UCLA back screen then going into a immediate ball screen for #2

- As #5 sets the ball screen for #2

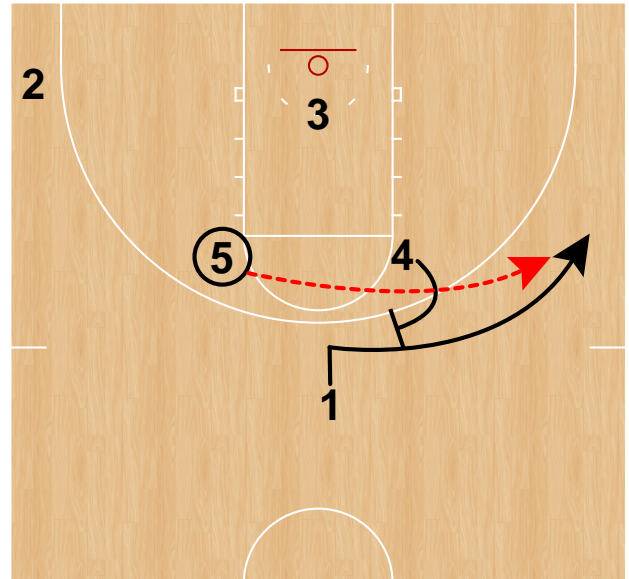
- #1 sets a back screen for the lob option for #5

UCLA - Open

Frame 1



Frame 2



BACKDOOR PRESSURE RELEASE PLAY

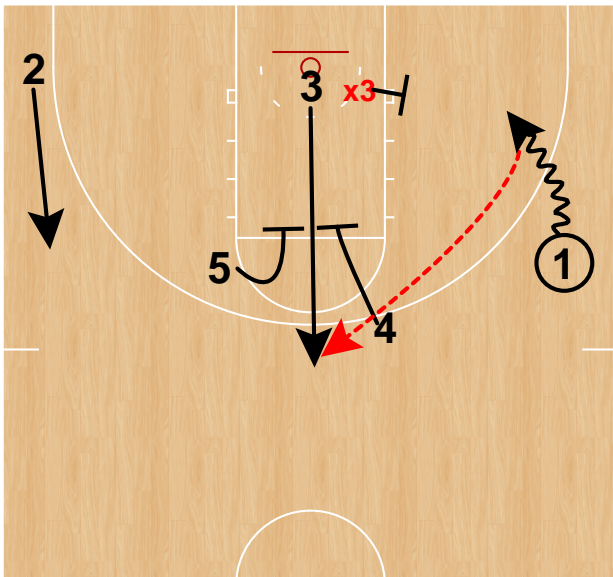
Teaching Point

- Make sure #2 & #3 are above Free Throw line
- #5 Drop Steps & Looks for the Backdoor first - IF NOT there then #5 takes one dribble and makes a OVERHEAD pass for a fade screen
- #5 & #4 Flash High Post when the PG yells "OPEN"
- #2 & #3 cut backdoor

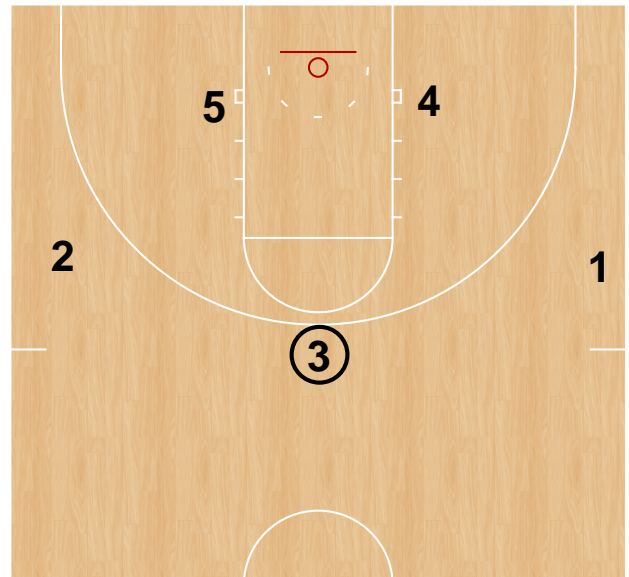
Teaching Point

- IF THE BACKDOOR IS NOT there then #5 takes 1 dribble and OVERHEAD pass for the fade screen to #1
- If the backdoor option is not available #5 hits #1 on a flare screen from #4

Frame 3



Frame 4



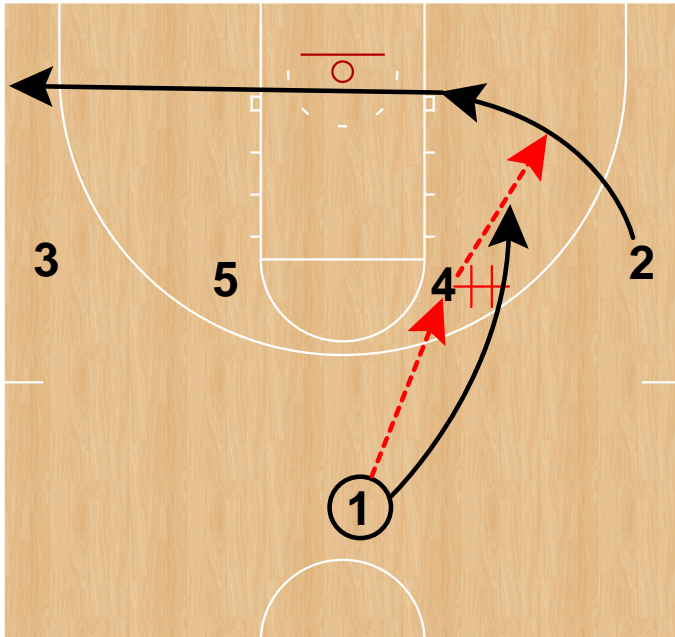
- After the Flare pass #4 & #5 set a double elevator screen (Husky) for #2 for a 3 point shot at the top of the key
- #1 (PG) attacks to draw #3's defender to open up #3 for the 3 ball

- INTO KANSAS CONTINUITY

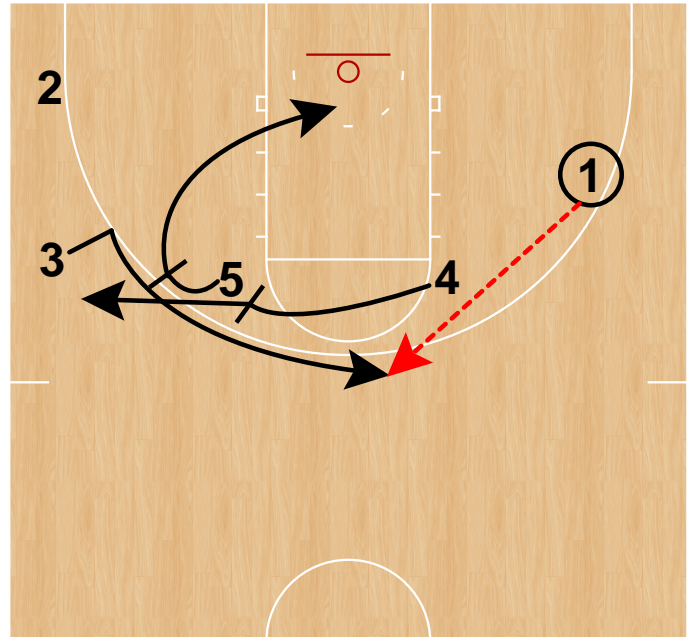
Now Call - WEAK / STRONG / OPEN / DCU

UCLA - Pinch

Frame 1



Frame 2

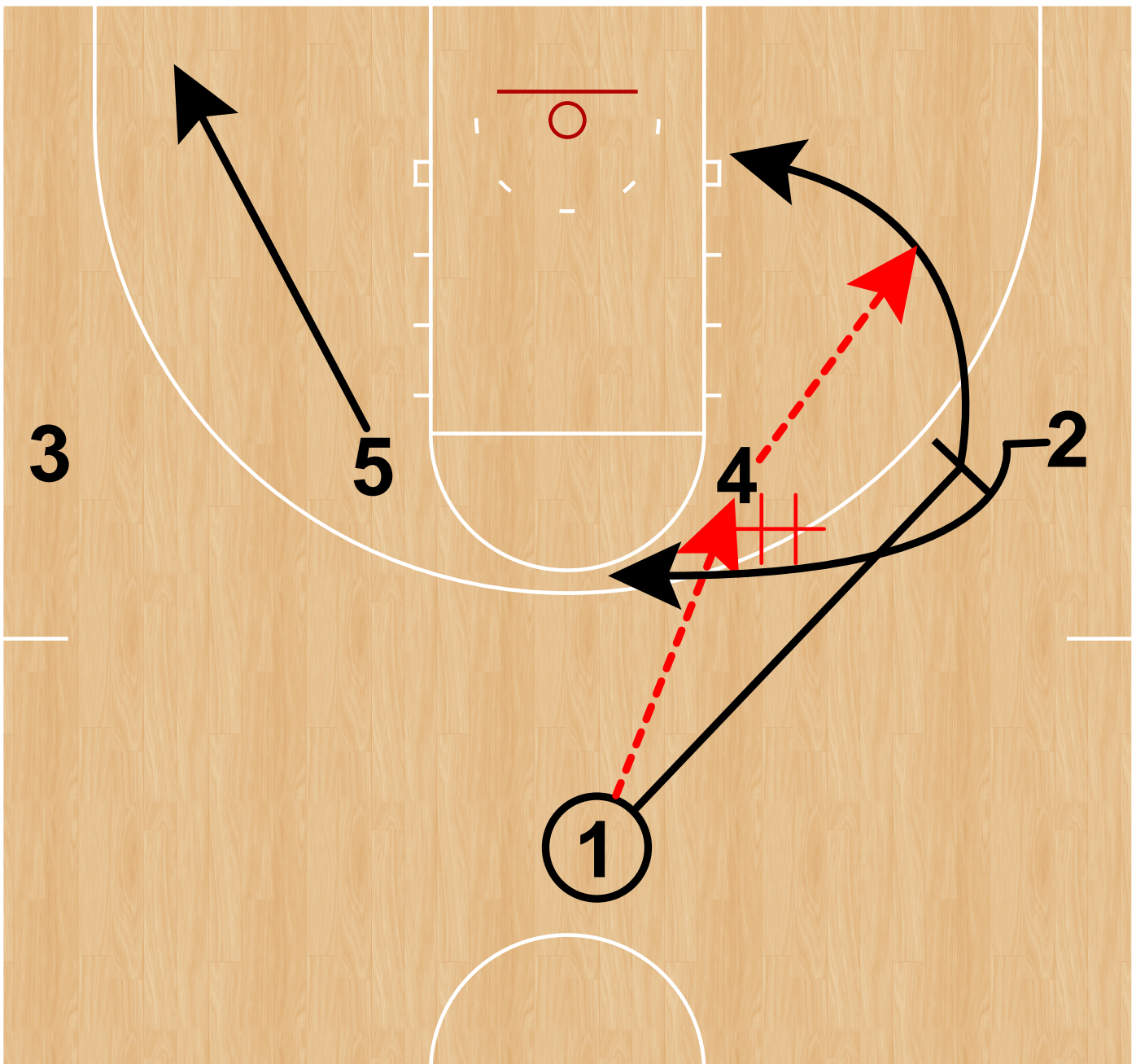


- #1 passes the ball to #4 at the elbow to initiate the offense.
- #2 then cuts backdoor looking for the pass from #4, but if he/she does not receive it he/she continues to go through to the opposite corner.
- #1 goes into Pinch Action and looks for the DHO from #4

- If #1 does not have a path for a lay-in then he will retreat dribble and then looks for #3 coming off a double screen from #5 & #4.
- #1 is also looking for a slip potentially from #5

UCLA – Pinch 2

Frame 1



- #1 passes the ball to #4 at the elbow to initiate the offense.
- #1 goes and sets a screen for #2 then cuts backdoor (pick & slip action)
- If #1 does not get the pass from #4 then #4 can dribble handoff to #2 who looks for a shot.
- #5 clears out to the short corner