



SEASON ANALYSIS

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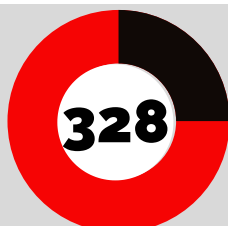
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Complete Offensive Playbook	23-53

CREATED BY DEMARCUS BERRY

OFFENSIVE SYSTEM

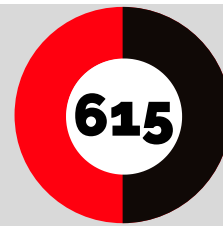
Offensively the Bayhawks ran Pistol (21) which is an uptempo system that aims to space the floor creating driving lanes for players to get lay-ups and drive & kick 3's. The team ranked 2nd in Assists and 2nd in Points per game for the entire G League. The system is based on playing with Pace & Space and getting a high rate of Layups, open 3's and Freethrows.



ISOLATIONS



WIN SHARES



PICK&ROLLS

INSIGHT EDGE

Beyond the Arc

The Erie Bayhawks was one of the best shooting teams in the G league last season. The Bayhawks ranked 21st in 3P% shooting 34% and ranked 6th in total 3PM sinking 617. Lastly, the Bayhawks attempted 37 attempts per game from beyond the arc.

% of FMG Assited

The Erie Bayhawks was an elite passing team last season. The team ranked 2nd in the G league with the Percent of Field Goals Made Assisted. This is a direct correlation to the Offensive system that has great spacing and ball movement. The Bayhawks played an uptempo style with great pace.

LEAGUE RANKING

STATISTIC	LEAGUE	ERIE
3 PA 3 pointers Made		6TH
3 PM 3 point Attempts		3RD
3 P% 3 point Percentage		21ST
PACE Team Pace		2ND
AST% % FGM Assisted		2ND

ORTG



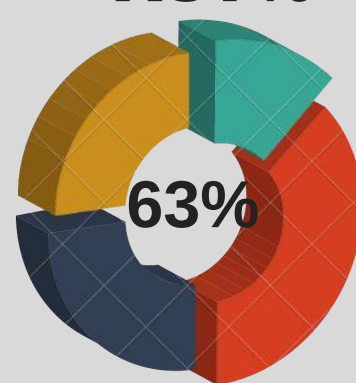
Statistic used to measure a teams offensive performance or a player's efficiency at producing points for the offense.

DRTG



Statistic used to measure an individual player's efficiency at preventing the other team from scoring points.








AST%



Assist percentage is an estimate of the % of teammate field goals a player assisted while he was on the floor.

OFFENSIVE LEADERBOARD

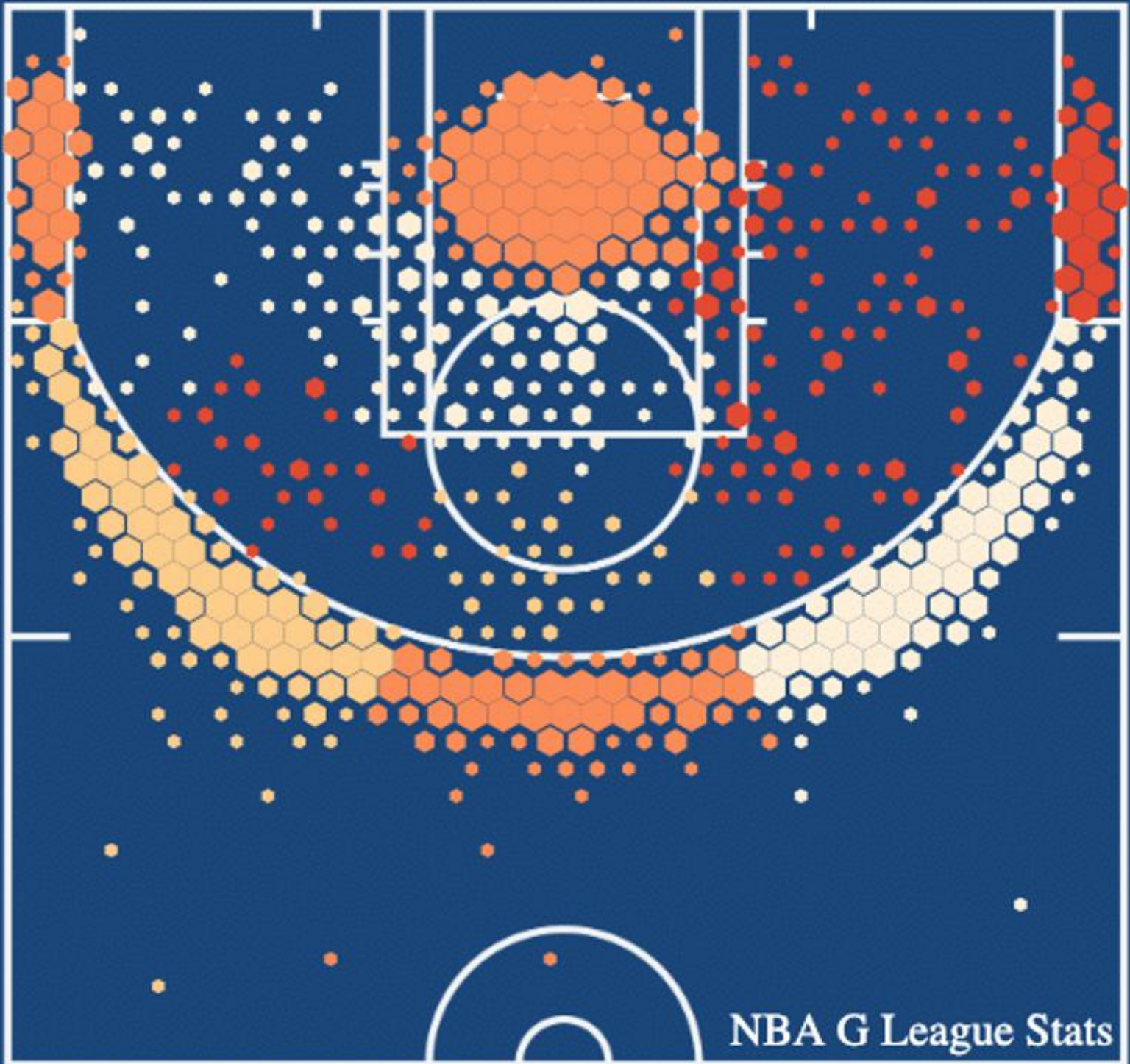
2018-2019 NBA G LEAGUE SEASON

PLAYER	P.I.E	P.P.S	ORTG
 TERRENCE JONES	18.3	1.45	110
 RJ HUNTER	12.9	1.35	109
 ISAAC HUMPHRIES	12.3	1.25	108
 JAYLEN MORRIS	11.6	1.37	103
 JOHN GILLON	10.2	1.51	107
 J. HOLLOWELL	10.1	1.20	106
 JORDAN SIBERT	9.5	1.23	111



OFFENSIVE DISTRIBUTION

FGA for the Erie BayHawks during the 2018-19 Regular Season



FG% vs League Avg.



Frequency



5%

EASTBREAK

10%

SECONDARY

75%

HALF-COURT

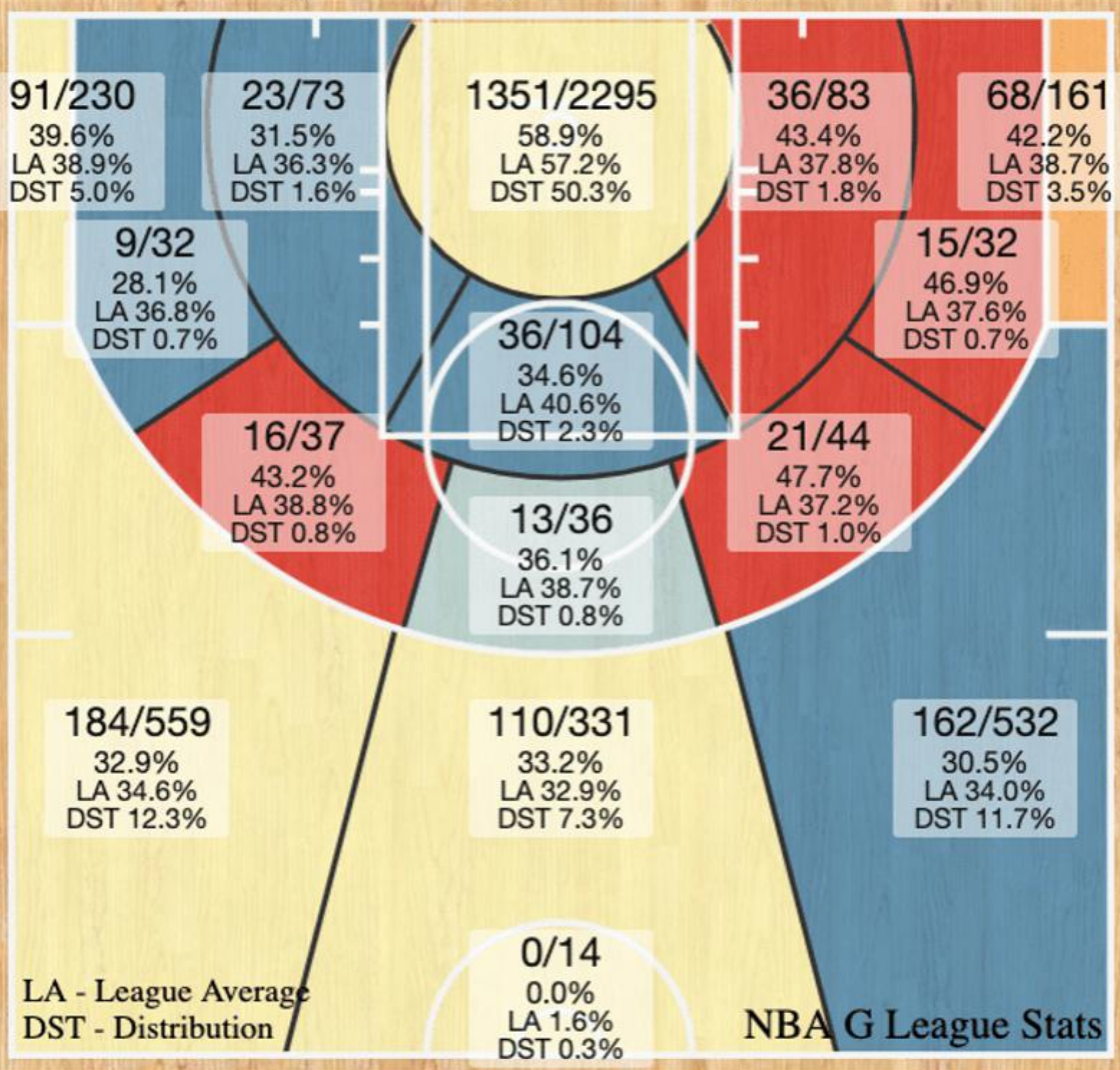
10%

SITUATIONAL



SEASON SHOT CHART

FGA for the Erie BayHawks during the 2018-19 Regular Season



FG% vs League Avg. -10 -5 0 +5 +10

2nd in entire G League in % of FGM Assisted at 63%

Ranked 2nd in ISOLATIONS scoring 0.92 P.P.P

Ranked last in G League using Pick & Rolls Per game



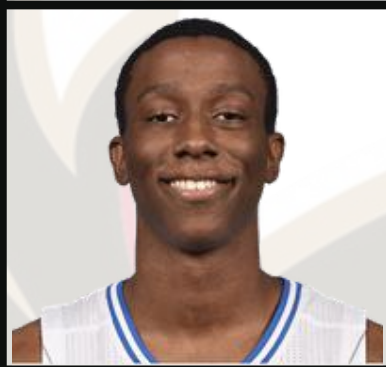
TOP 3PT SHOOTERS

JORDAN SIBERT

RJ HUNTER

J. HOLLOWELL

JOHN GILLON



143 3FGM

72 3FGM

60 3FGM

56 3FGM



Jordan Sibert ranked 42nd in the G League with 143 made 3's made this season



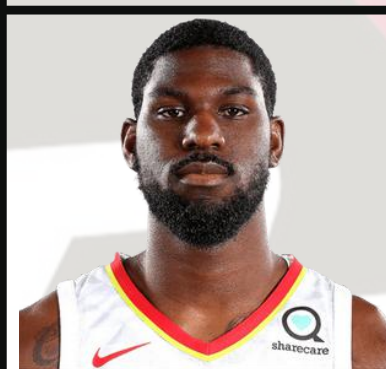
TOP SCORERS

ALEX POYTHRESS

TERRENCE JONES

CAT BARBER

RJ HUNTER



23.7 PPG

23.6 PPG

22.4 PPG

22.0 PPG



Alex Poythress ranked 7th in scoring at 23.7 P.P.G (18 games played)



Terrence Jones ranked 9th in scoring (26 games played, 15 games off the bench)



Cat Barber ranked 10th in scoring at 23.6 P.P.G (13 games with Erie)



RJ Hunter ranked 17th in scoring at 22.0 P.P.G (22 games with Erie)



TOP PLAYMAKERS

CAT BARBER

TERRENCE JONES

JALEN ADAMS

JOHN GILLON



AST% (33%)

AST% (30%)

AST% (27%)

AST% (26%)

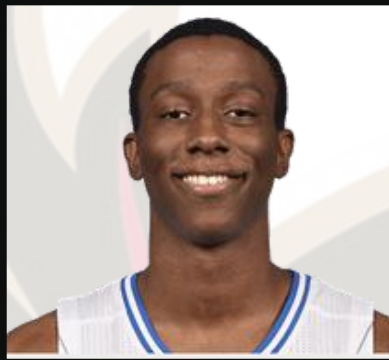





Cat Barber ranked 2nd in the G League averaging 8.5 A.P.G (13 games with Erie)





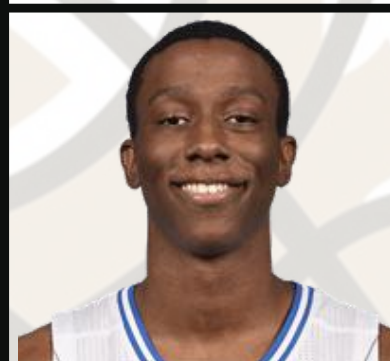

Terrance Jones was ranked the #1 Playmaking Foward/Center with 30.8% (AST% Rate)

BEST SPOT-UP SHOOTERS

JORDAN SIBERT	JOHN GILLON	TERRENCE JONES	ALEX POYHTRESS
			
1.12 (PPP)	1.13 (PPP)	1.08 (PPP)	1.08 (PPP)

 **POINTS PER POSSESSION (P.P.P)** Explains how efficiently a player uses his time with the ball to score.

TOP PNR SCORERS

CRAIG SWORD	JAYLEN MORRIS	JORDAN SIBERT	TERRENCE JONES
			
1.45 (PPP)	1.20 (PPP)	1.11 (PPP)	1.02 (PPP)





 Craig Sword had an Excellent rating on 22 possessions according to Synergy Sports

 Jalen Morris had an Excellent rating on 30 possessions according to Synergy Sports

 Jordan Sibert had an Excellent rating on 27 possessions according to Synergy Sports

 Terrence Jones had an Excellent rating on 45 possessions according to Synergy Sports

TOP ISOLATION SCORERS

JEREMY HOLLOWELL	CAT BARBER	JOHN GILLON	TERRENCE JONES
			
SCORE% (52%)	SCORE% (49%)	SCORE% (52%)	SCORE% (48%)

 **SCORE %:** Percentage of a player possessions where they score at least 1 point



ADVANCED METRICS



HIGHEST USAGE RATE

TERRANCE JONES	ALEX POYTHRESS	CAT BARBER	RJ HUNTER
USG% (30%)	USG% (28%)	USG% (26%)	USG% (25%)

USG%: Usage percentage is an estimate of the percentage of team plays used by a player while he was on the floor.



MOST EFFICIENT SCORERS

JALEN MORRIS	JOHN GILLON	TERRANCE JONES	CRAIG SWORD
TS% (62%)	TS% (61%)	TS% (60%)	TS% (59%)

TS%: True shooting percentage is a measure of shooting efficiency that takes into account FGM, 3PM, & Freethrows



NET RATING

JORDAN SIBERT	TERRENCE JONES	CJ ANDERSON	JEREMY HOLLOWELL
NETRTG 7.2	NETRTG 5.0	NETRTG 4.7	NETRTG 3.9

NET RATING: Measures a players impact on the team point differntial per 100 possessions.

PLAYCALL CHART

PLAYCALL

GO TO PLAYERS

ACTION

SHOT QUALITY

DOUBLE DRAG



PINDOWN



SWING PITCH



DHO TO PNR



HORNS INVERT



HIGH/LOW



HORNS ELBOW



CORNER ACTION



PISTOL EMPTY



SIDE PNR



PISTOL WEAVE



DHO TO PNR



DRAG STEP-UP



STEP-UP SCREEN



5 STRONG



DHO TO PINDOWN



42 DOWN



RAM TO PNR



25 HEADTAP



TURNOUT



HORNS SHAKE



1ST BIG SLIPS



HAWK



UCLA TO TURNOUT



SPREAD PNR



PNR WITH 5



LEGEND



Poor Shot



Average Shot



Good Shot



Uncontested Shot

SWING PITCH

Swing Pitch
Frame 1



Swing Pitch
Frame 2



Swing Pitch
Frame 3



Swing Pitch
Frame 4



FREQUENCY



POSSESSIONS



P.P.P



GO TO PLAYER

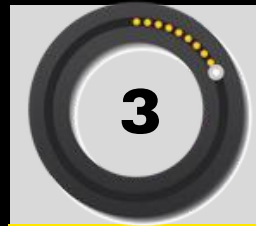
BEST LINEUPS



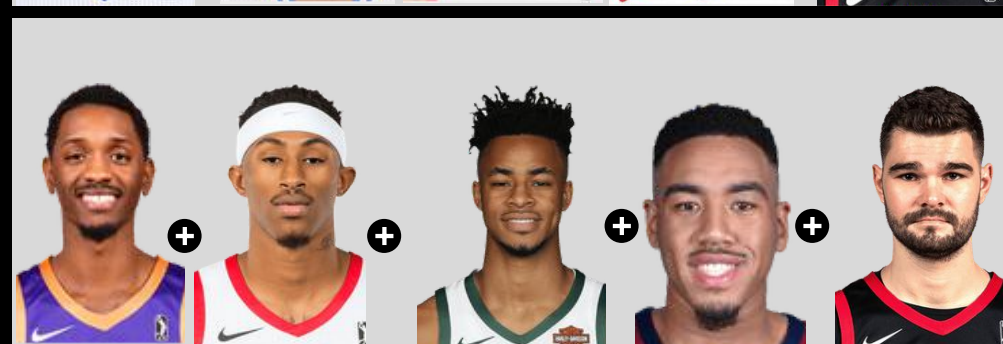
ADVANCED STATS



POST-UPS



P.TOUCHES

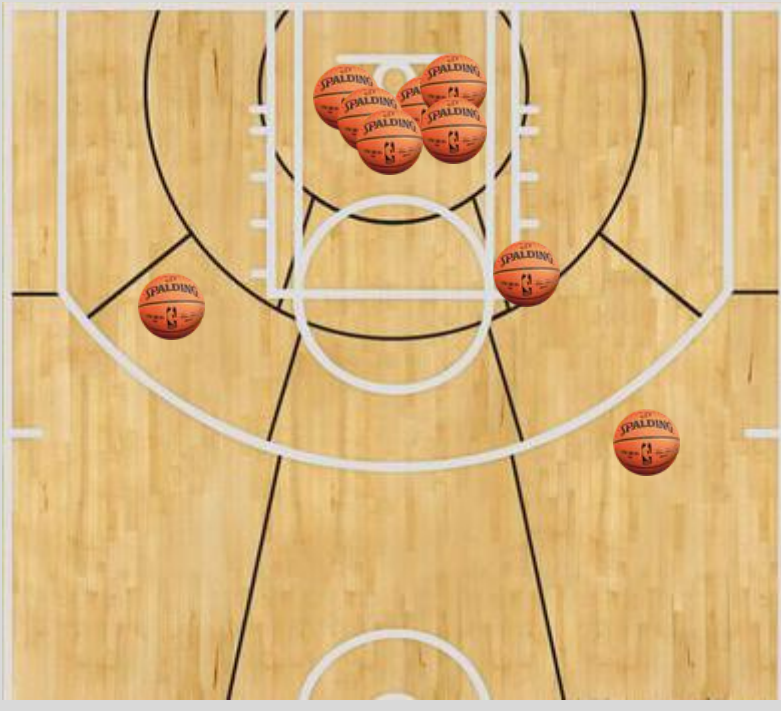
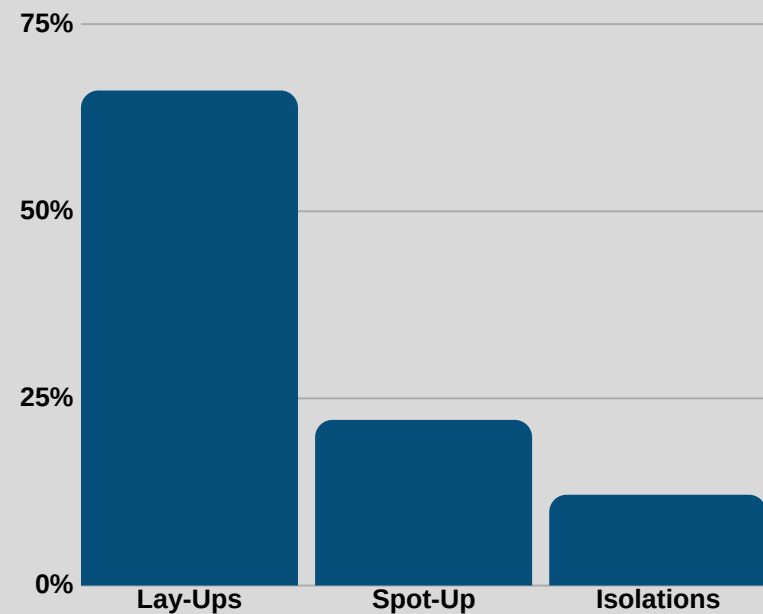


OF PASSES



ASSISTS

OFFENSIVE DISTRIBUTION



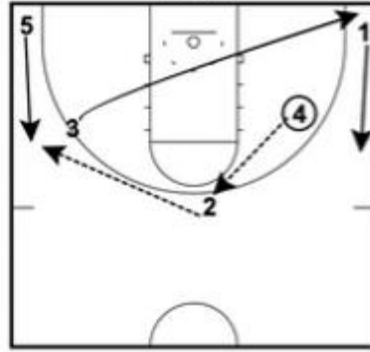
PISTOL WEAVE

Pistol Weave
Frame 1

Pistol Weave
Frame 2

Pistol Weave
Frame 3

Pistol Weave
Frame 4



FREQUENCY

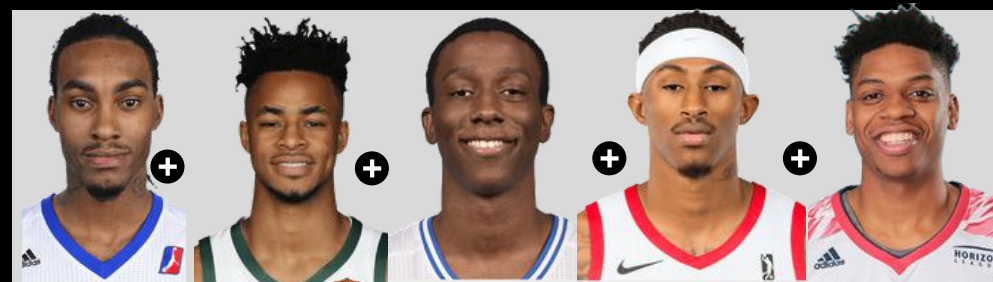
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P.P.P

GO TO PLAYER

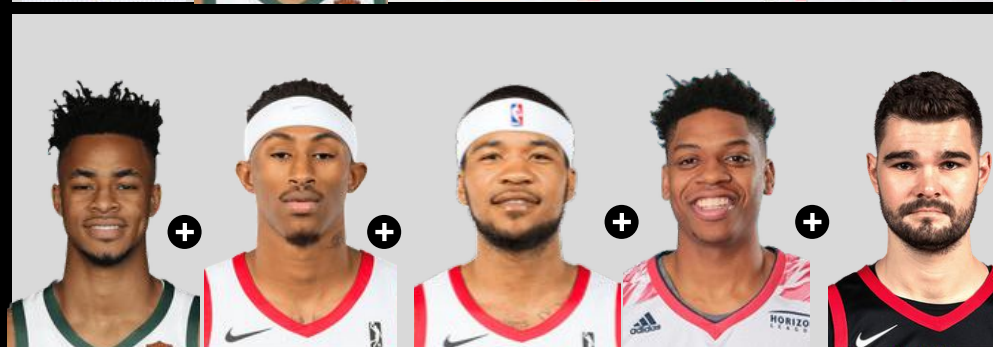
BEST LINEUPS

ADVANCED STATS



POST-UPS

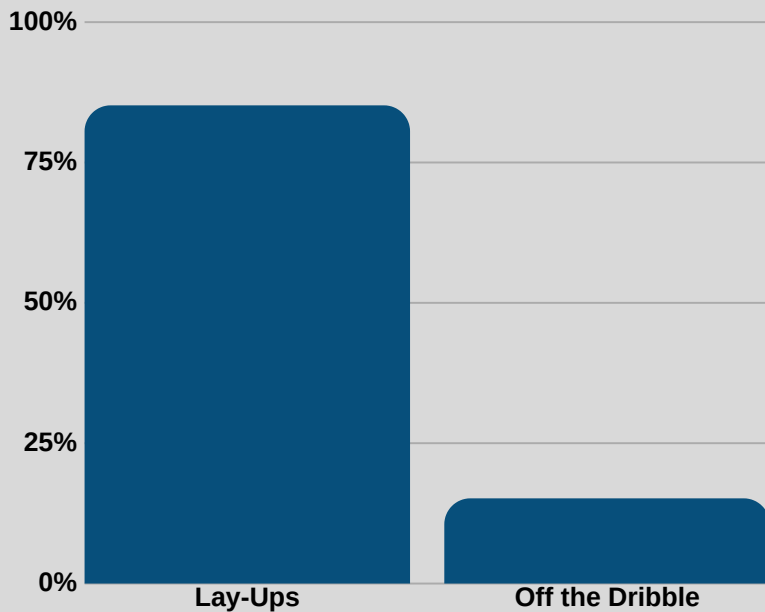
P.TOUCHES



OF PASSES

ASSISTS

OFFENSIVE DISTRIBUTION



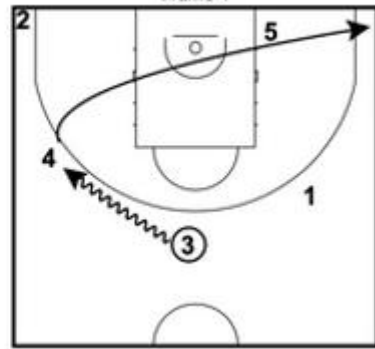
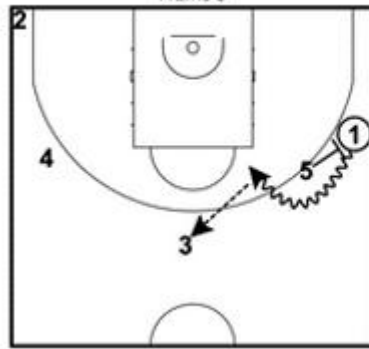
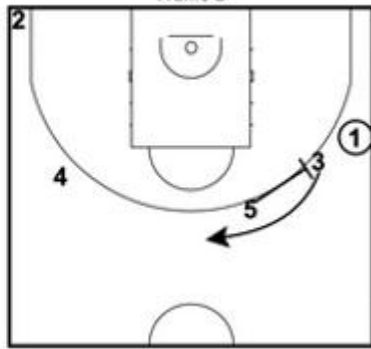
PISTOL EMPTY

Pistol Empty
Frame 1

Pistol Empty
Frame 2

Pistol Empty
Frame 3

Pistol Empty
Frame 4



FREQUENCY

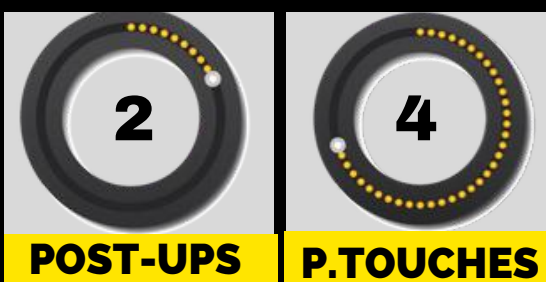
POSSESSIONS

P.P.P

GO TO PLAYER

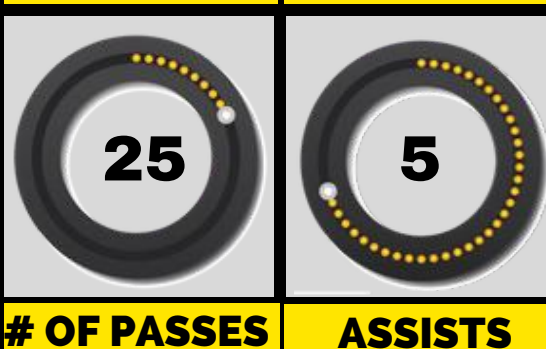
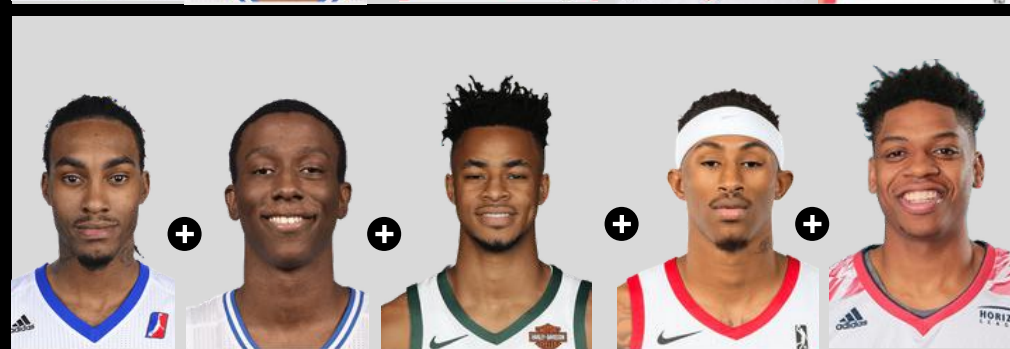
BEST LINEUPS

ADVANCED STATS



POST-UPS

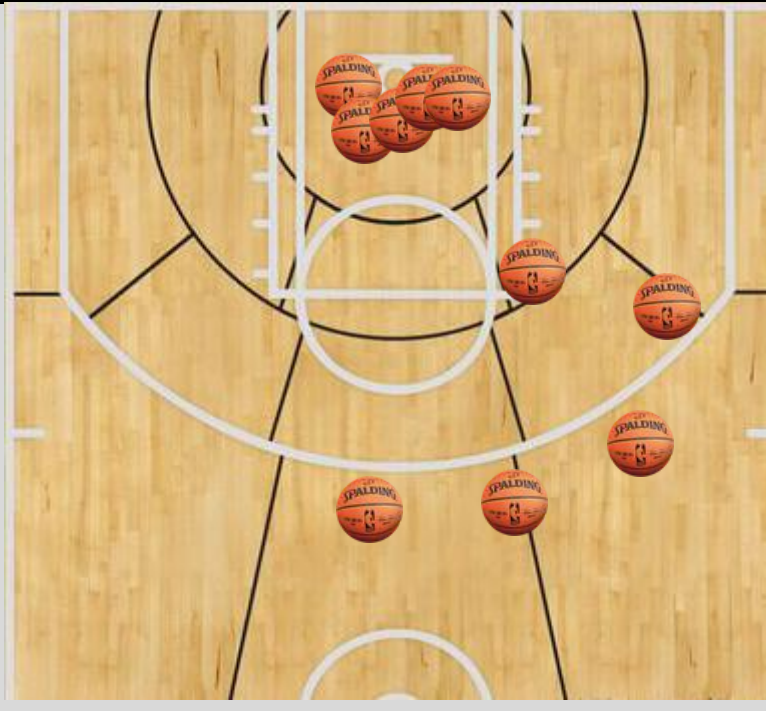
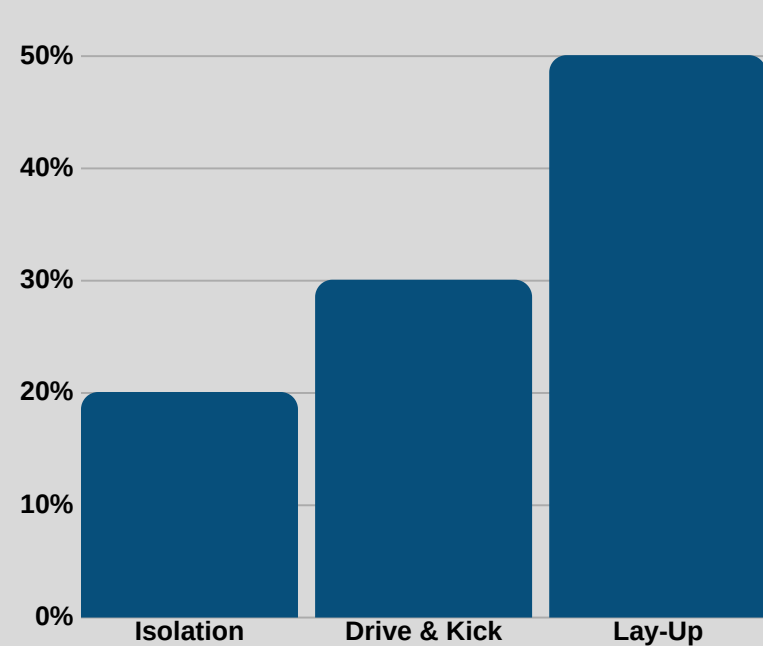
P.TOUCHES



OF PASSES

ASSISTS

OFFENSIVE DISTRIBUTION



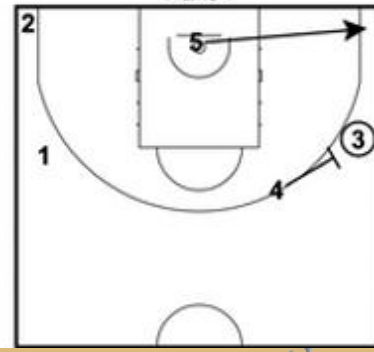
HORNS INVERT

Horns Invert
Frame 1

Horns Invert
Frame 2

Horns Invert
Frame 3

Horns Invert
Frame 4



FREQUENCY



POSSESSIONS

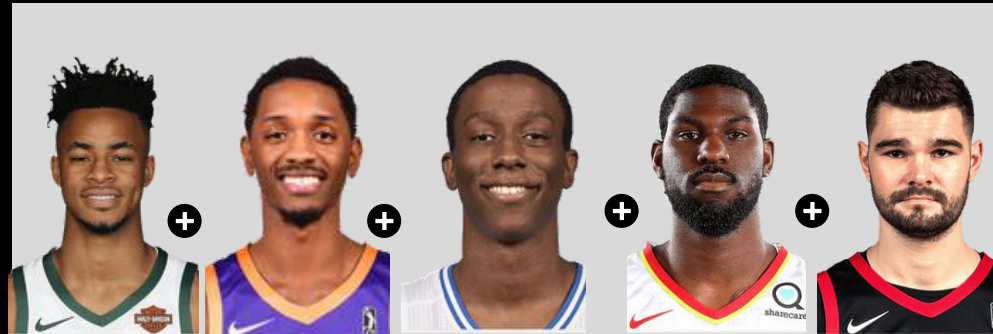
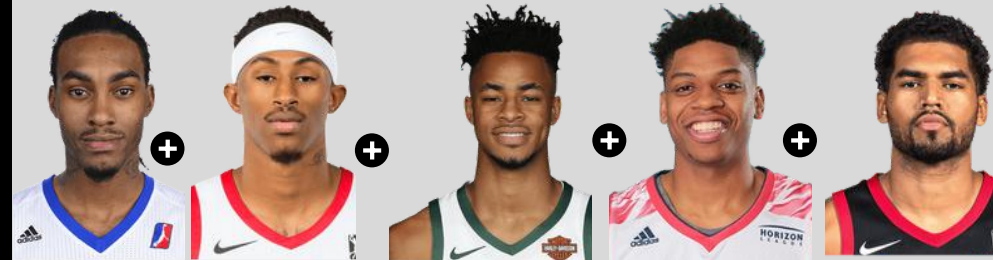


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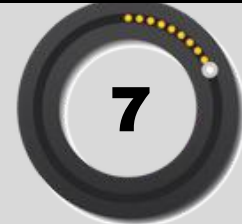


GO TO PLAYER

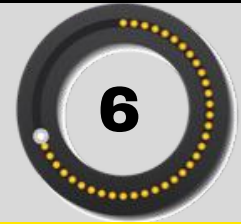
BEST LINEUPS



ADVANCED STATS



POST-UPS



P.TOUCHES

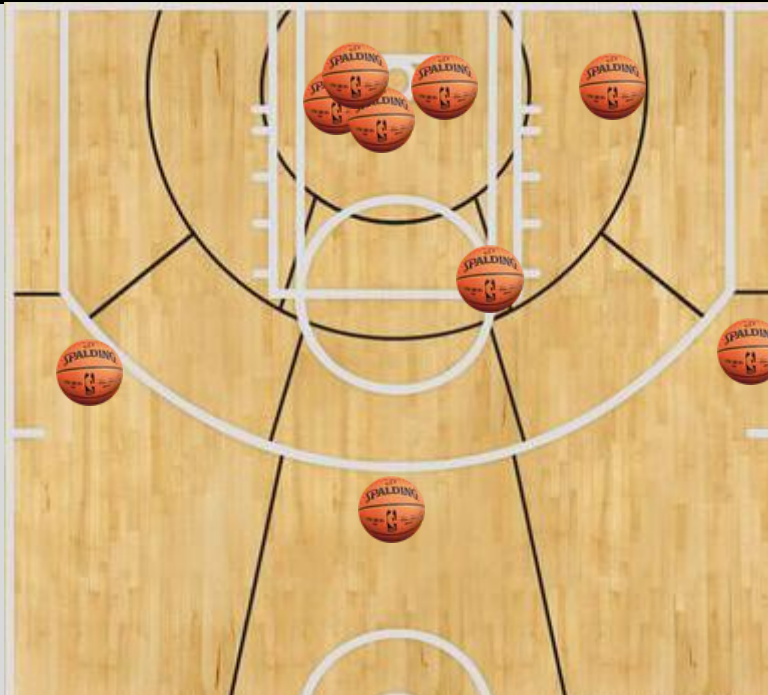
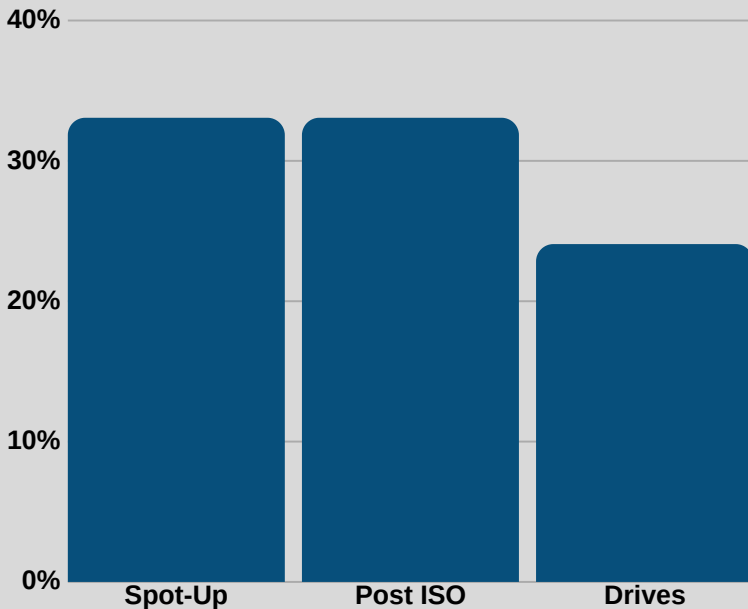


OF PASSES



ASSISTS

OFFENSIVE DISTRIBUTION



DEPTH CHART

PG

SG

SF

PF

C



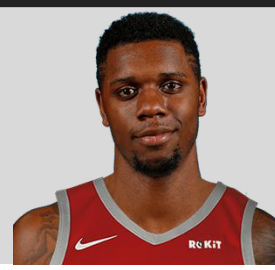
CAT BARBER
38 M.P.G



JALEN ADAM
32 M.P.G



RJ HUNTER
33 M.P.G



TERRENCE JONES
30 M.P.G



ISAAC HUMPHRIES
22 M.P.G



JOHN GILLON
30 M.P.G



JORDAN SIBERT
32 M.P.G



JALEN MORRIS
35 M.P.G



JEREMY HOLLOWELL
23 M.P.G



ALEX POYTHRESS
35 M.P.G



AJ MOSBY
20 M.P.G



CRAIG SWORD
24 M.P.G



CJ ANDERSON
13 M.P.G



SANJAY LUMPKIN
21 M.P.G



KAM CHATMAN
20 M.P.G



DANIEL HAMILTON
34 M.P.G



TYLER DORSEY
44 M.P.G



BILLY PRESTON
8 M.P.G



TOMMY WILLIAMS
8.9 M.P.G



OMARI SPELLMAN
33 M.P.G



10 DAY CONTRACTS: I. Humphries, J. Sibert, T. Jones



2 WAY CONVERSION: RJ Hunter by the Boston Celtics



CONTRACT CONVERSION: Jaylen Adams by the Atlanta Hawks

LINE-UP ANALYSIS

BEST OVERALL LINEUP



ALEX POYTHRESS

 THIS COMBINATION WAS PLAYED IN 4 GAMES FOR A TOTAL OF 50 MINS.

 THE TEAM HAD AN OFFENSIVE RATING OF 121.8

 THE TEAM HAD A DEFENSIVE RATING OF 101.8

 THE TEAM HAD NET RATING OF 20.0

JORDAN SIBERT

JOHN GILLON

JAYLEN ADAMS

ISAAC HUMPHRIES



2ND BEST OVERALL LINEUP



ISAAC HUMPHRIES

 THIS COMBINATION WAS PLAYED IN 5 GAMES FOR A TOTAL OF 47 MINS.

 THE TEAM HAD AN OFFENSIVE RATING OF 125.7

 THE TEAM HAD A DEFENSIVE RATING OF 84.5

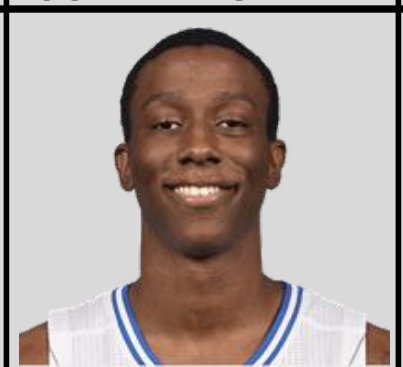
 THE TEAM HAD NET RATING OF 41.2

RJ HUNTER

JORDAN SIBERT

JOHN GILLON

SANJAY LUMPKIN



LINE-UP ANALYSIS

3RD BEST LINEUP



JOHN GILLON

 THIS COMBINATION WAS PLAYED IN 13 GAMES FOR A TOTAL OF 41 MINS.

 THE TEAM HAD AN OFFENSIVE RATING OF 113.6

 THE TEAM HAD A DEFENSVE RATING OF 101.1

 THE TEAM HAD NET RATING OF 12.5

JORDAN SIBERT	CRAIG SWORD	JEREMY HOLLOWELL	ISAAC HUMPHRIES
			

4TH BEST LINEUP



TERRANCE JONES

 THIS COMBINATION WAS PLAYED IN 5 GAMES FOR A TOTAL OF 41 MINS.

 THE TEAM HAD AN OFFENSIVE RATING OF 120.2

 THE TEAM HAD A DEFENSVE RATING OF 98.9

 THE TEAM HAD NET RATING OF 21.3

RJ HUNTER	JORDAN SIBERT	JOHN GILLON	SANJAY LUMPKIN
			



ERIE BAYHAWKS

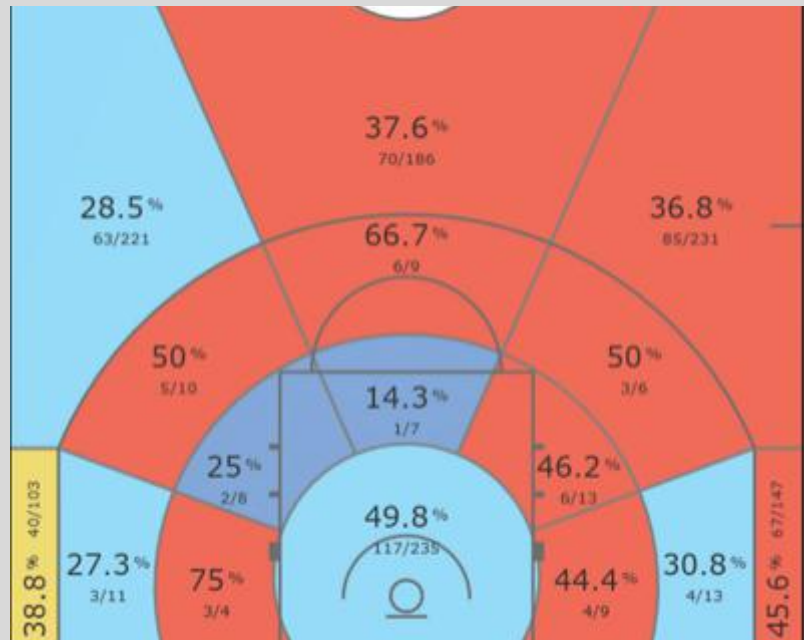
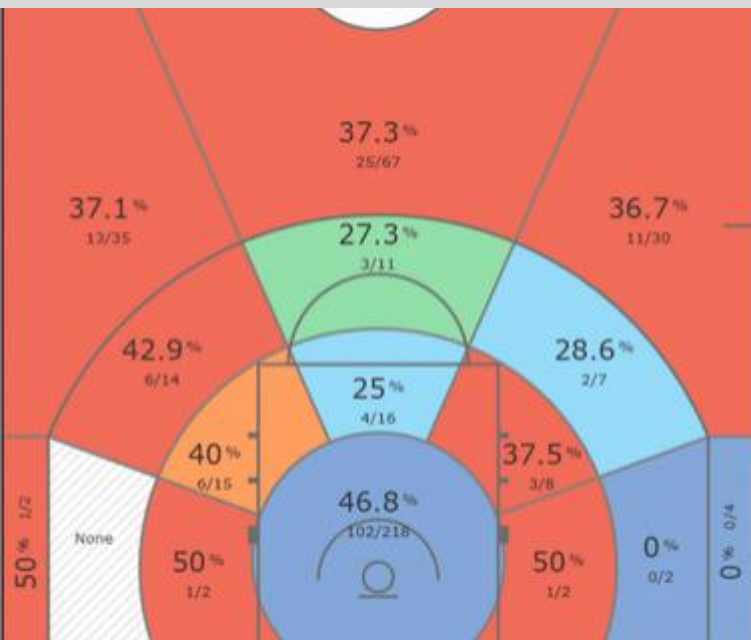
PLAY TYPE BREAKDOWN



PNR BALLHANDLER
433 SHOTS ATTEMPTED



CATCH & SHOOT
1213 SHOTS ATTEMPTED



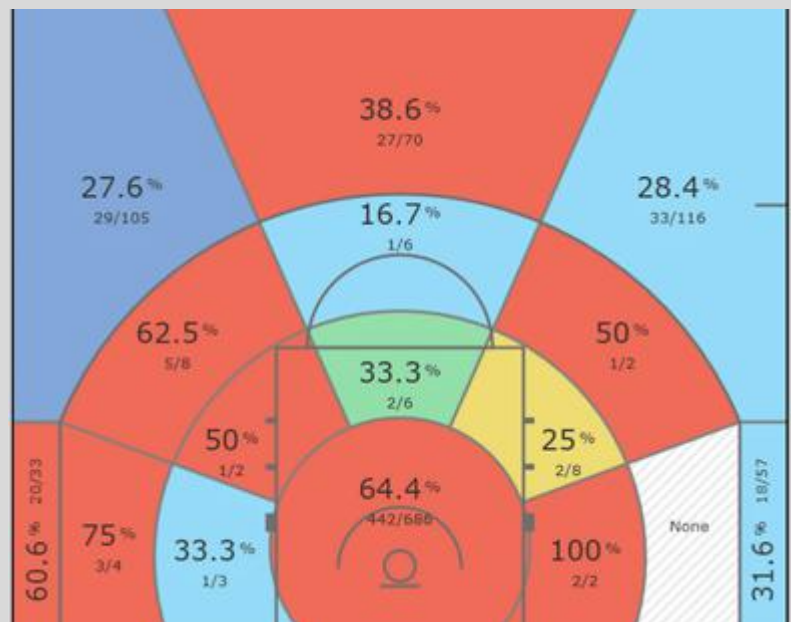
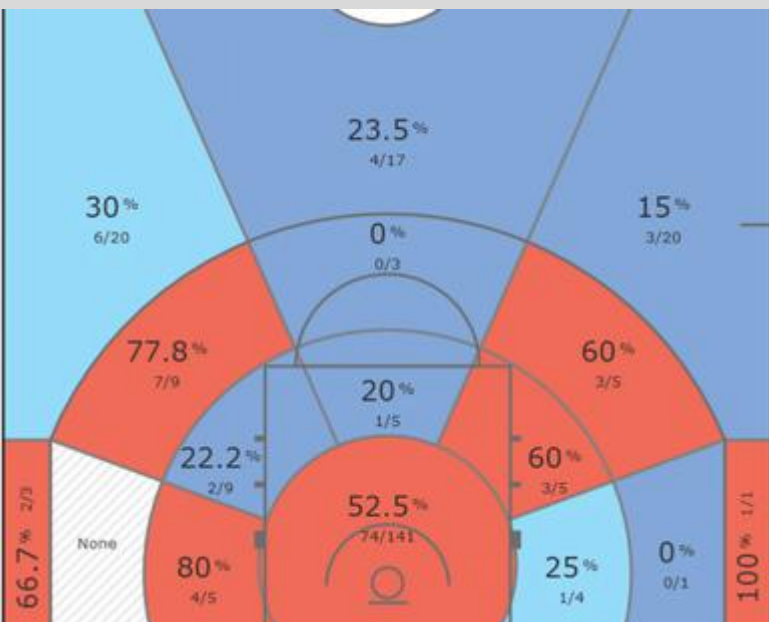
ISOLATIONS

248 SHOTS ATTEMPTED



TRANSITION

1108 SHOTS ATTEMPTED



Ranked 2nd in G League on ISOLATIONS scoring (0.92) P.P.P



Ranked top 5 in G League on POST-UPS scoring (0.97) P.P.P



VIDEO PLAYBOOK

2108-2019 NBA G LEAGUE SEASON

<https://youtu.be/v0ox9SLiesE>



CONTACT INFORMATION



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OFFENSIVE PLAYBOOK

2018-2019



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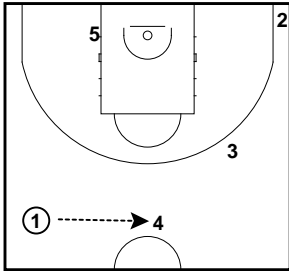
9.16	Swing Punch	28
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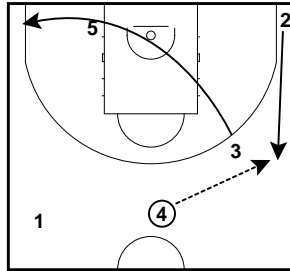
EARLY OFFENSE

Euro PNR Motion

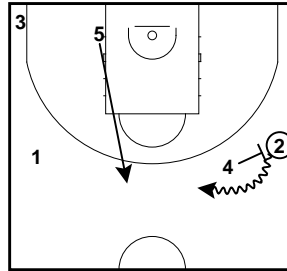
Euro PNR Motion
Frame 1



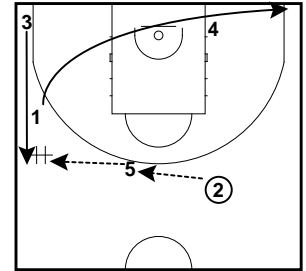
Euro PNR Motion
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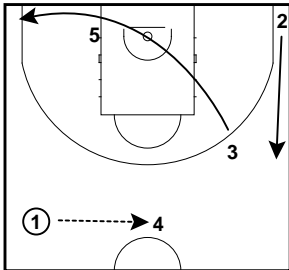
Euro PNR Motion
Frame 3



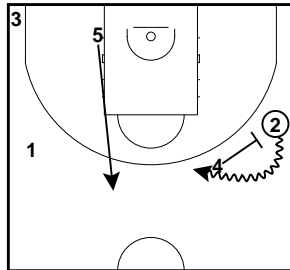
Euro PNR Motion
Frame 4



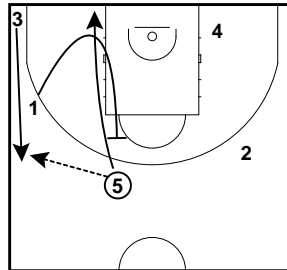
Euro PNR Strong
Frame 1



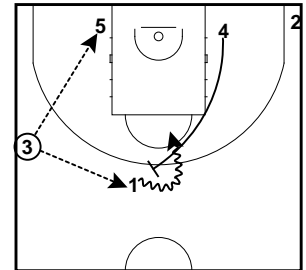
Euro PNR Strong
Frame 2



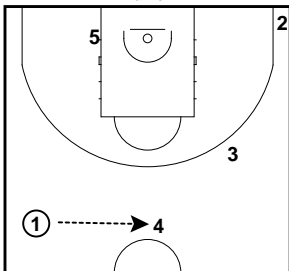
Euro PNR Strong
Frame 3



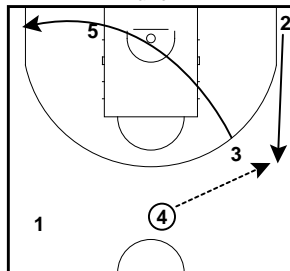
Euro PNR Strong
Frame 4



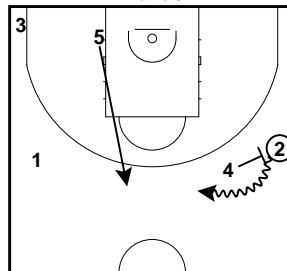
Euro PNR Pindown
Frame 1



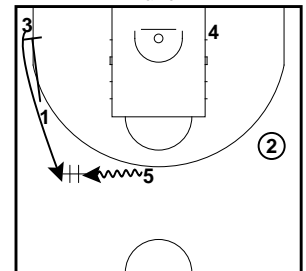
Euro PNR Pindown
Frame 2



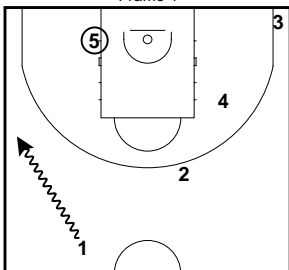
Euro PNR Pindown
Frame 3



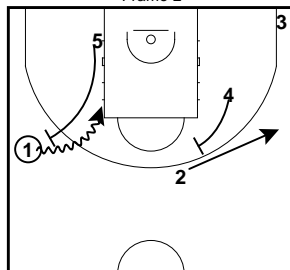
Euro PNR Pindown
Frame 4



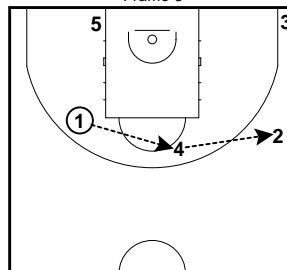
Side PNR Continuity
Frame 1



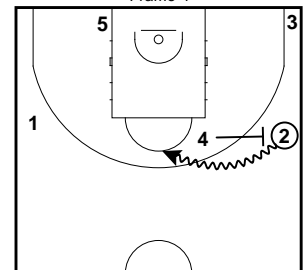
Side PNR Continuity
Frame 2



Side PNR Continuity
Frame 3



Side PNR Continuity
Frame 4



1 dribbles to wing. 5 sets a Side PNR and they play a 2 man game.

To create off ball movement 4 will set a Flare-Screen for 2. They get this open 3 a few times a game

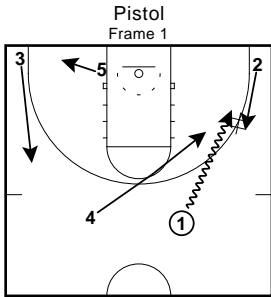
4 will look to attack 1 on 1 from the Mid-post area of reverse the ball to 2 and play a two man game with a Side PNR.

4 will look to attack 1 on 1 from the Mid-post area of reverse the ball to 2 and play a two man game with a Side PNR.

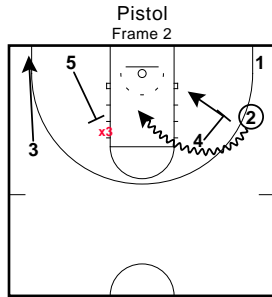


PISTOL SERIES

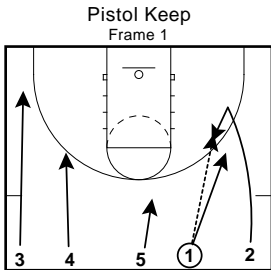
Pistol



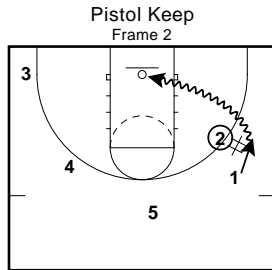
Out of transition 1 can up pass to 1 or DHO to 2 on the wing.
3 gets deep and comes back to the wing
4 trails in towards the strong wing
5 steps wide to short corner



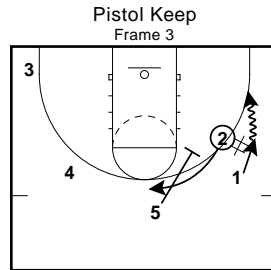
1 continues to the corner
4 sets and on ball screen as 2 attacks the paint.
5 sets a back screen for 3 who spots up in the corner



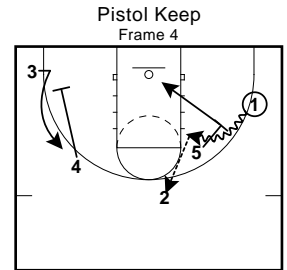
2 sprints the sideline and "button hooks" to FT line extended on the wing. 1 passes to 2 and chases the pass.



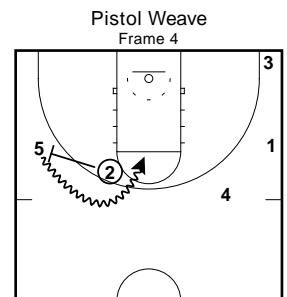
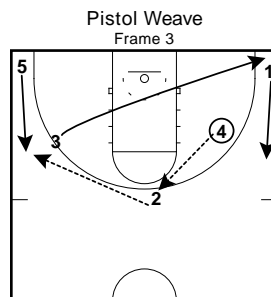
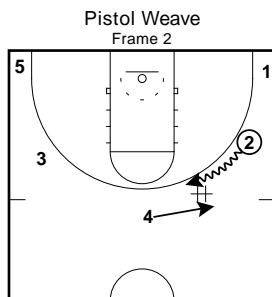
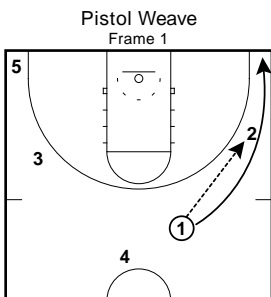
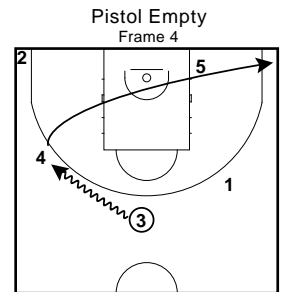
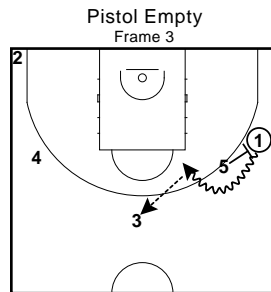
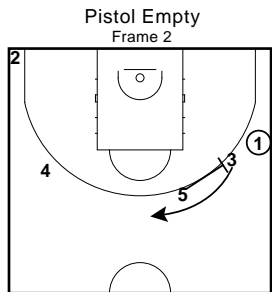
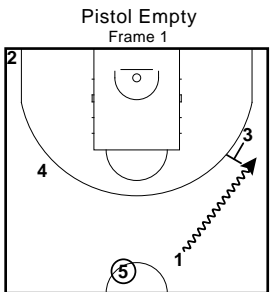
Option 1 - 1 gets the handoff and attacks the rim.



Option 2 - 1 gets the handoff and pulls the defense down. 5 sets a flare screen for 2.



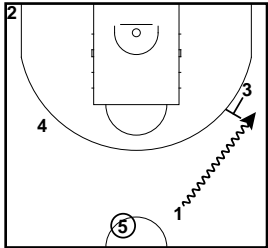
5 screens for 1 and rolls to the rim. 1 attacks and can kick to 2. When 2 catches, 4 pins down for 3.



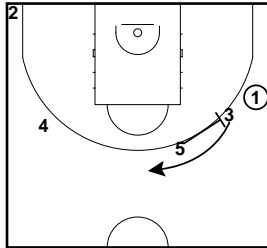
PISTOL SERIES

Pistol Re-Screen

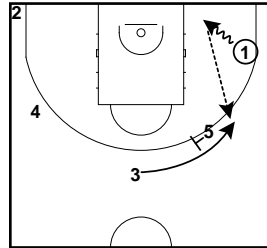
Pistol Re-Screen
Frame 1



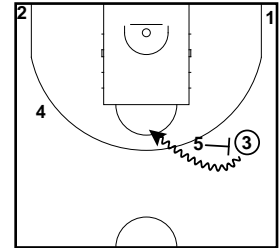
Pistol Re-Screen
Frame 2



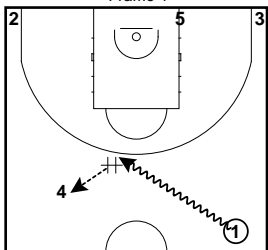
Pistol Re-Screen
Frame 3



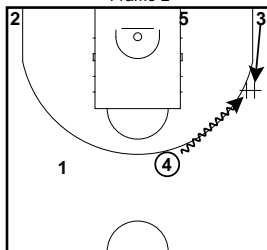
Pistol Re-Screen
Frame 4



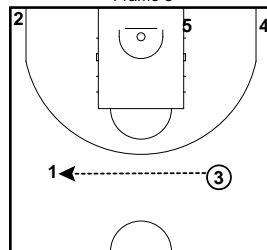
Pistol Spread
Frame 1



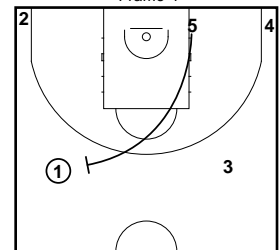
Pistol Spread
Frame 2



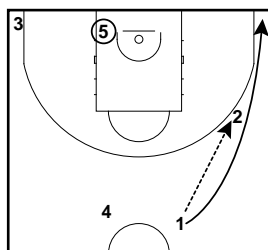
Pistol Spread
Frame 3



Pistol Spread
Frame 4

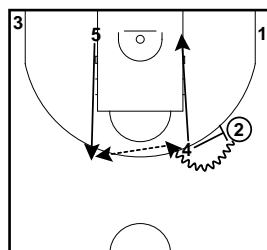


Pistol Rip
Frame 1



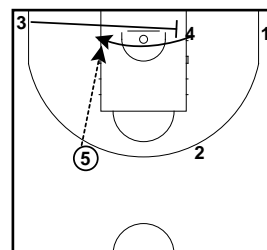
1 passes to 2 and sprints behind to fill strong side corner

Pistol Rip
Frame 2



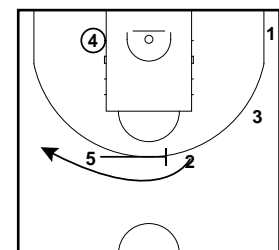
The Side PNR is false motion and they are not trying to score out of this action. 4 sets a PNR on 2 and dives to block. 2 reverses the ball the 5

Pistol Rip
Frame 3



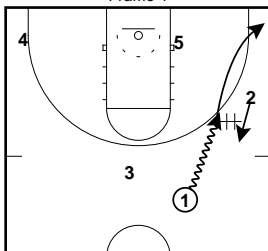
On the pass to 5 the 3 man will sprint ...

Pistol Rip
Frame 4



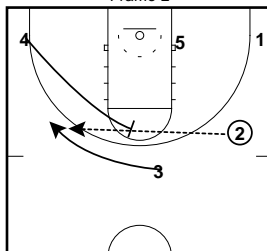
Once the ball is in the post, #12 Rueter will look to score or playmake to find a shooter for his team. When 5 passes he has the option to cut and screen away for 2

Pistol Punch
Frame 1



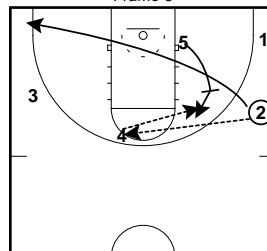
This starts with 21 action, the point guard dribbling into a handoff with the 2 guard.

Pistol Punch
Frame 2



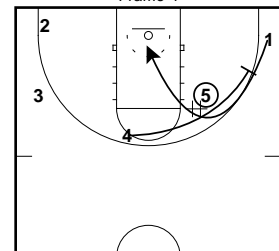
The rebounder/trailer/inbounder sells setting a drag screen but flares to the weak side off a big man's screen. This pass is the first option.

Pistol Punch
Frame 3



That screener then catches, looks to pass back to 2 running off a rip screen from the post player and then immediately feeds that high post screener.

Pistol Punch
Frame 4



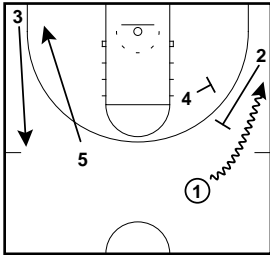
4 and 1 mix it up, with 4 setting a screen for 1 who comes around looking for the high post handoff.



PISTOL SERIES

Pistol Twist

Pistol Twist
Frame 1

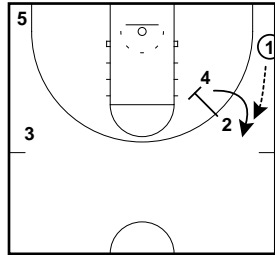


4 down screens for 2

2 sets a pistol screen for 1

5 & 3 exchange

Pistol Twist
Frame 2



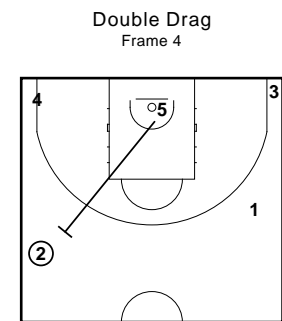
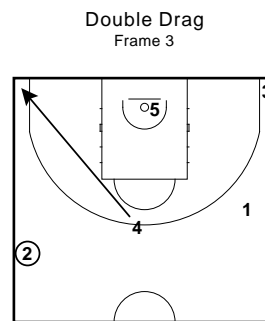
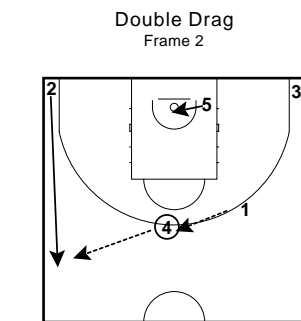
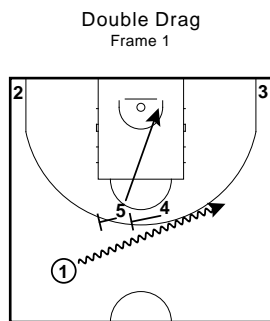
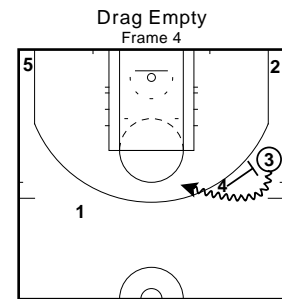
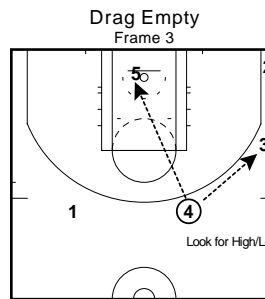
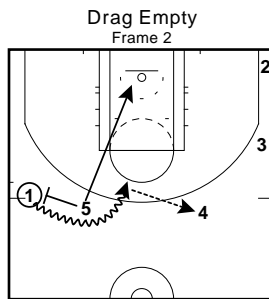
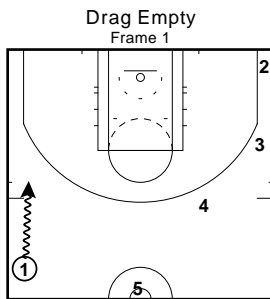
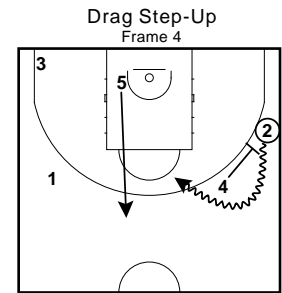
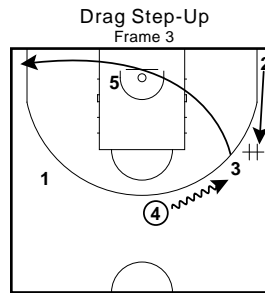
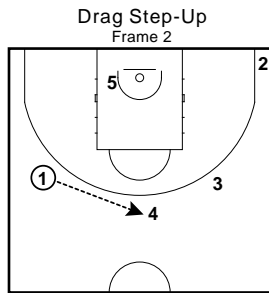
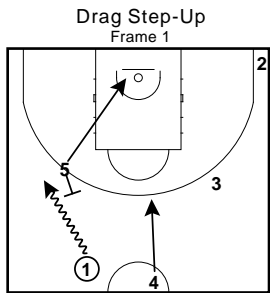
2 flares for 4

1 hits 4 for a shot



DRAG SERIES

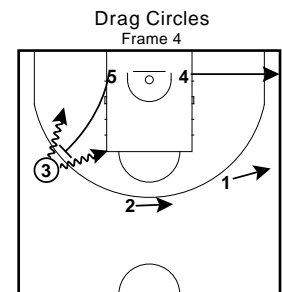
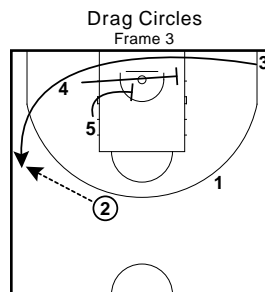
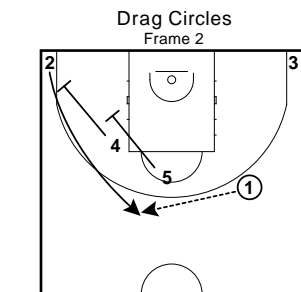
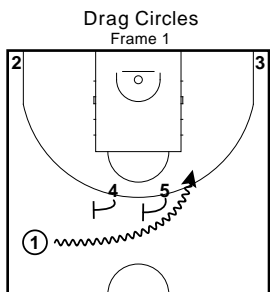
Drag Step-Up



1 Dribbles off Double High Screen from 4 and 5. The 1st Big rim runs to the basket. 2nd big pops to create High/Low Situation

2 sprints up high to receive the ball. 4 passes to 2 and Cuts to Strong side corner creating Spread PNR

The angle of the Screen is key. 5 wants to set a late angle screen on the defender. 2 is looking to playmake and create



1 Dribbles off double ball-screen of 4 and 5.

4 and 5 set a staggered screen for 2 and 1 passes to 2

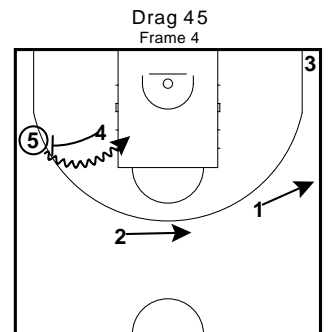
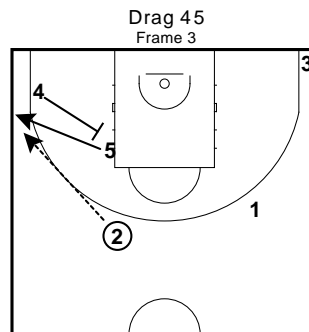
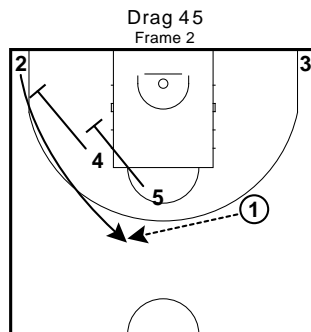
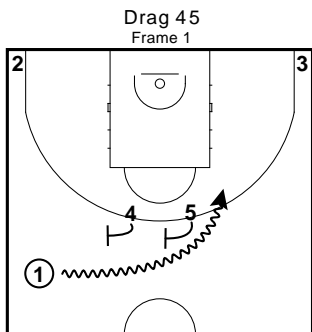
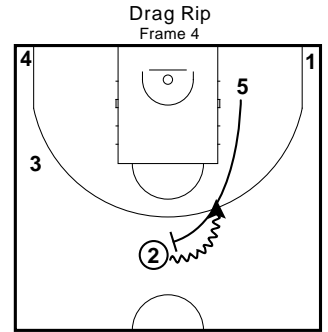
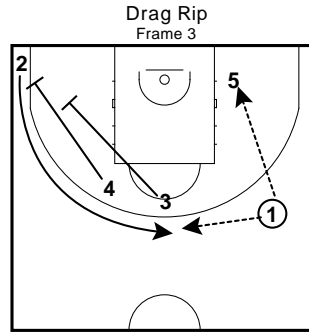
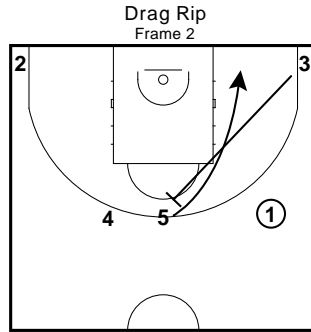
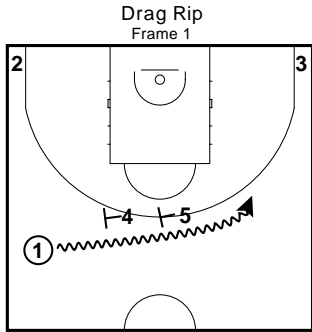
1 passes to 2. 4 and 5 set another set of staggered screens on the baseline for 3.

If 3 is not open for shot the 5 man can either post or sprint into a Side PNR and we will flow into our Spread PNR Offense.



DRAG SERIES

Drag Rip

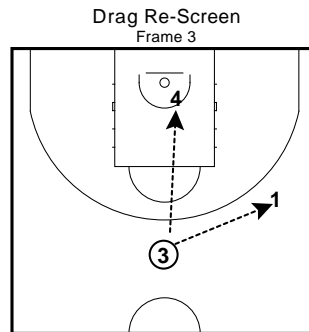
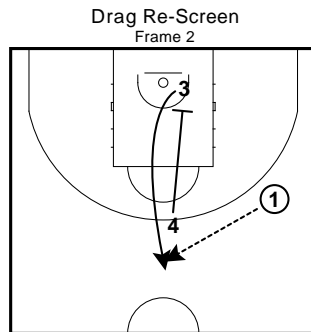
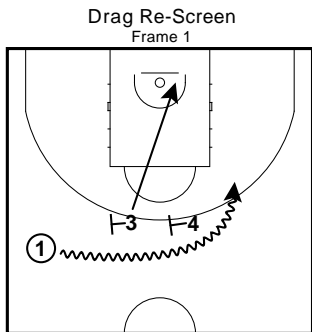


1 Dribbles off double ball-screen of 4 and 5.

4 and 5 set a staggered screen for 2 and 1 passes to 2

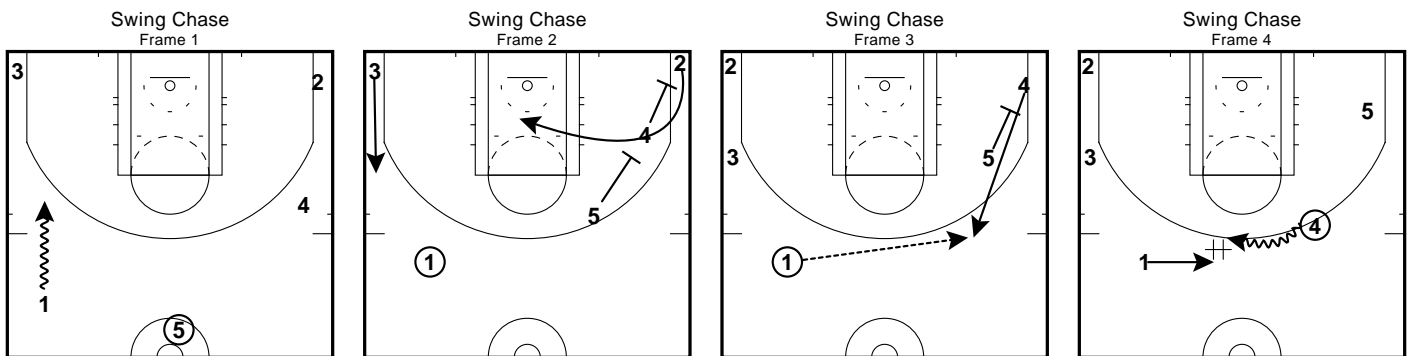
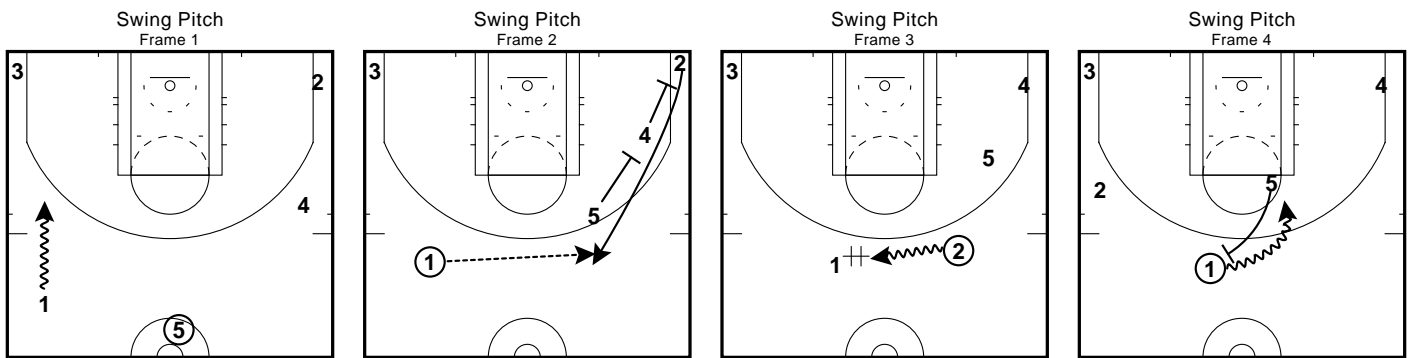
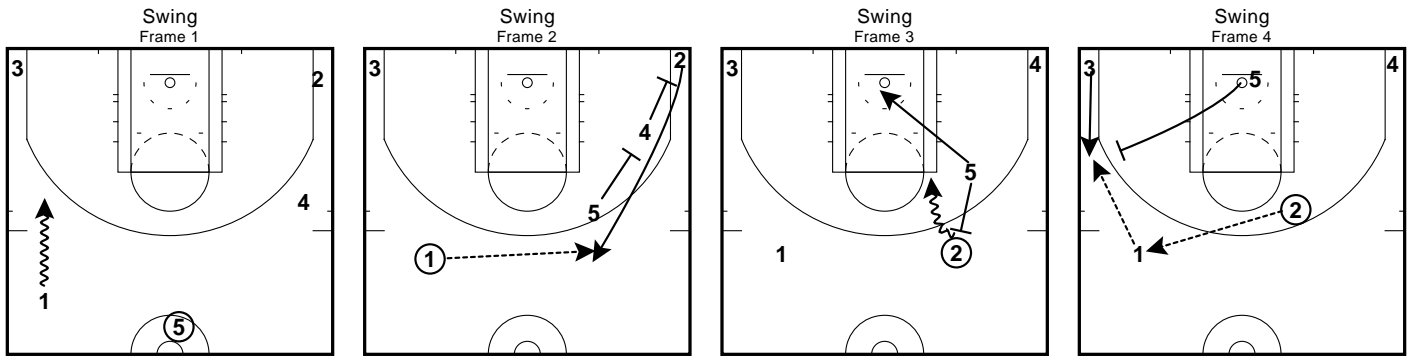
4 then sets a Flare-Screen 5.

4 and 5 play a 2 man game with a Side PNR or Pass and Chase action. The other players space wide outside of 3.



SWING SERIES

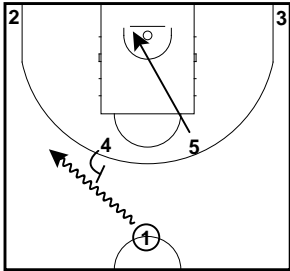
Swing



HORNS SERIES

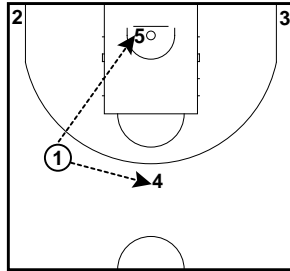
Horns Invert

Horns Invert
Frame 1



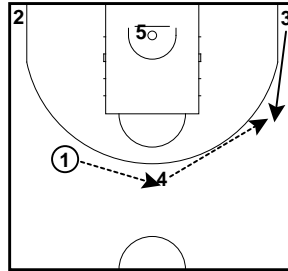
1 can use the high screen from 4 or 5. The screener pops and the opposite big dives to the basket to create high/low action.

Horns Invert
Frame 2



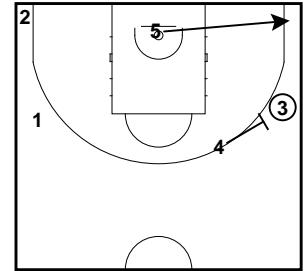
1 looks to pass to 5 who is isolated in the post. If not open reverses to 4 who looks for High/Low Action

Horns Invert
Frame 3



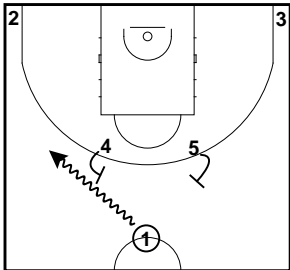
If 5 is not open 1 reverses the ball to 4 who looks to pass to 5 in High/Low Action.

Horns Invert
Frame 4



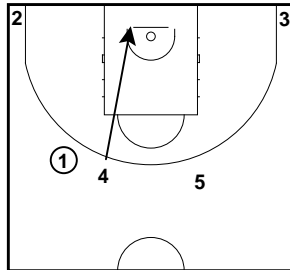
4 reverses the ball to 3 and flows into a Spread PNR

Horns Double High
Frame 1



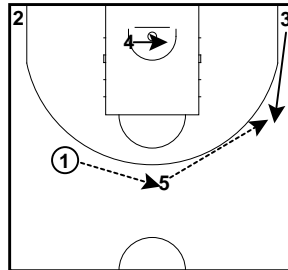
1 can use the high screen from 4 or 5. The screener rolls to the basket. The other Big pops to 3 to create high/low action.

Horns Double High
Frame 2



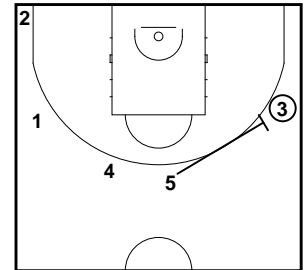
1 looks to pass to 4 who is isolated in the post.

Horns Double High
Frame 3



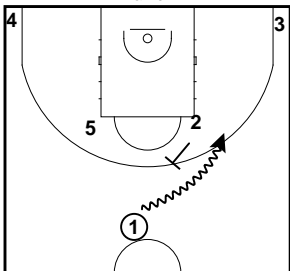
If 4 is not open 1 reverses the ball to 5 who looks to pass to 4 in High/Low Action.

Horns Double High
Frame 4



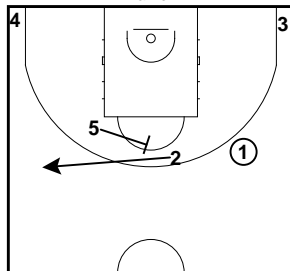
5 reverses the ball to 3. 3 Looks for shot or looks to pass to 4 in the low post.

Horns Flare
Frame 1

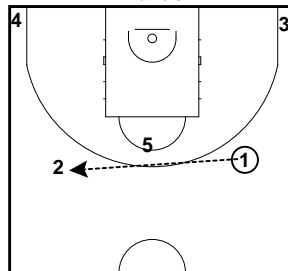


1 dribbles off 5

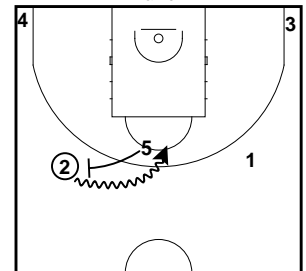
Horns Flare
Frame 2



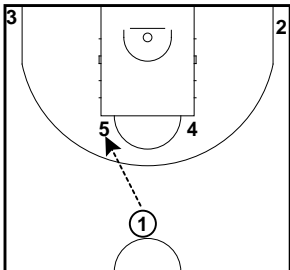
Horns Flare
Frame 3



Horns Flare
Frame 4

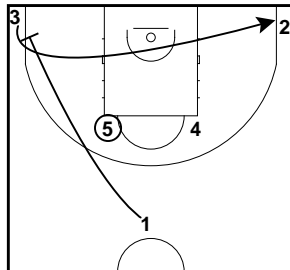


Horns Strong (Play Call: 1)
Frame 1



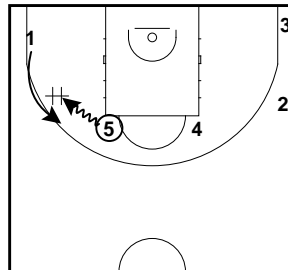
1 Passes to 5

Horns Strong (Play Call: 1)
Frame 2



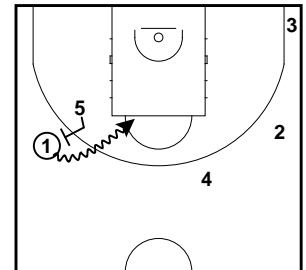
1 sets a Pindown Screen to 3 who has the option to use or reject the screen. Whichever player cuts to the basket clears out to the opposite corner.

Horns Strong (Play Call: 1)
Frame 3



5 and 1 will now play a 2 man game. 5 will execute a DHO with 1.

Horns Strong (Play Call: 1)
Frame 4

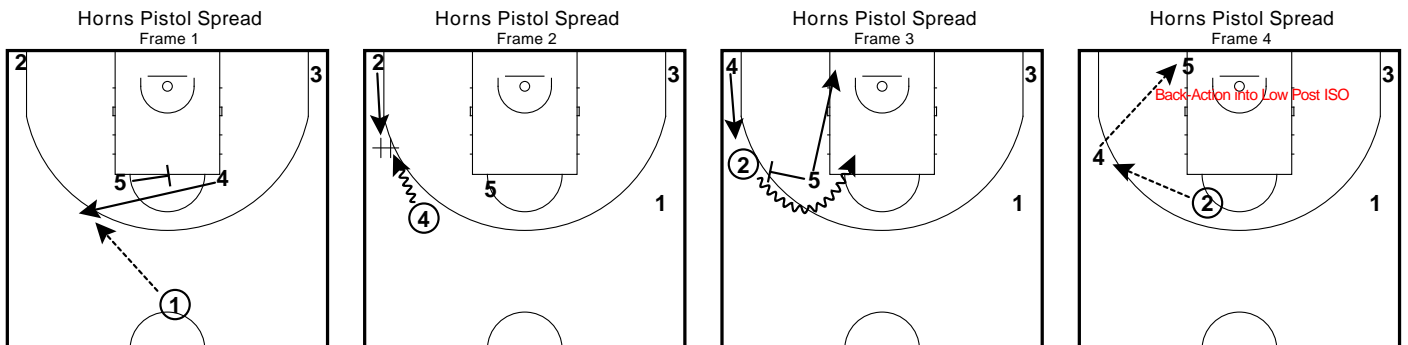
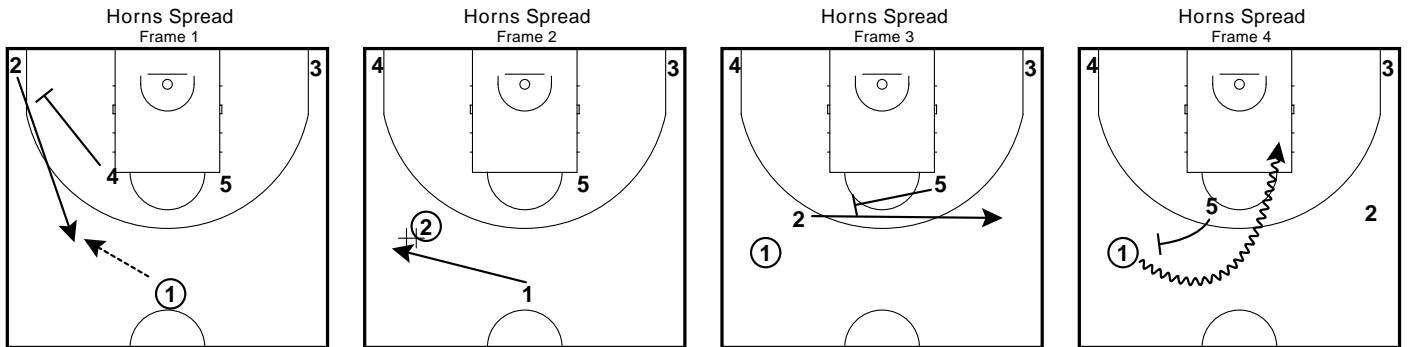
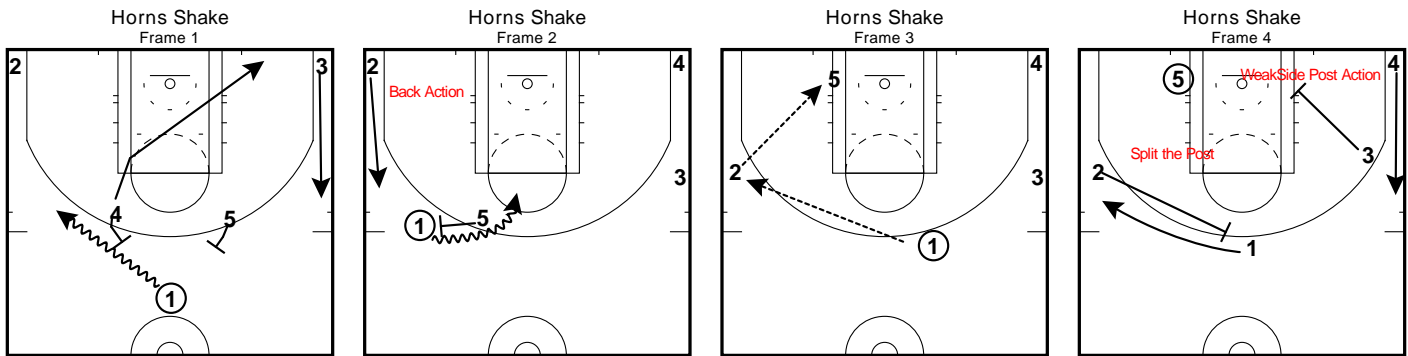
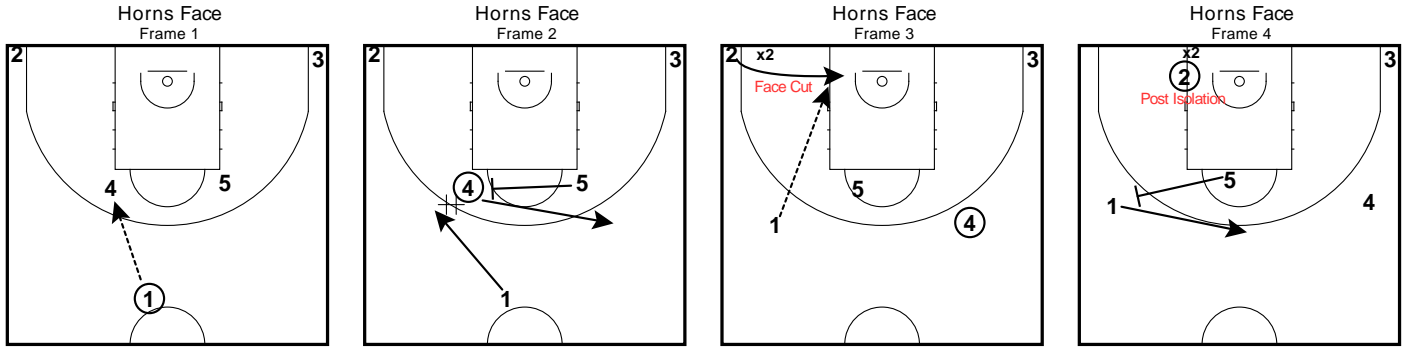


The team is now in Spread PNR and the Ball-handler will look to create off the PNR or pass the ball to 5 for the Post Isolation.



HORNS SERIES

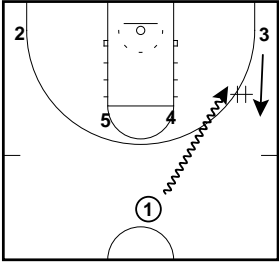
Horns Face



HORNS SERIES

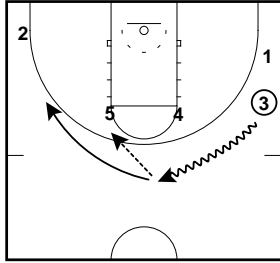
Horns Swing Pistol

Horns Swing Pistol
Frame 1



1 dribble hand offs with 3.

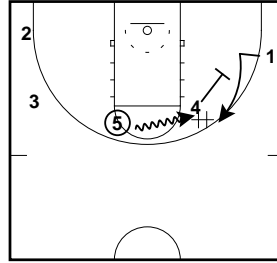
Horns Swing Pistol
Frame 2



3 dribbles toward the top of key and passes to 5.

3 cuts to the ball side wing.

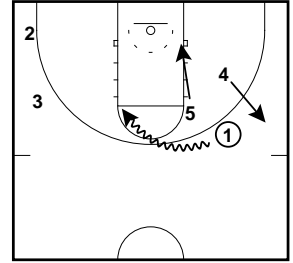
Horns Swing Pistol
Frame 3



4 down screens for 1.

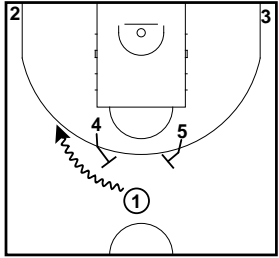
5 dribble hand offs with 1.

Horns Swing Pistol
Frame 4



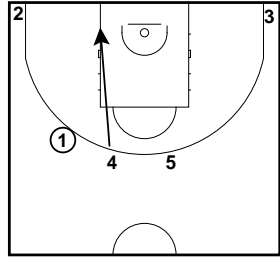
4 pops and 5 rolls.

Horns Pindown
Frame 1



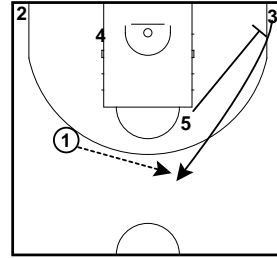
1 Dribbles off a Double High PNR.

Horns Pindown
Frame 2



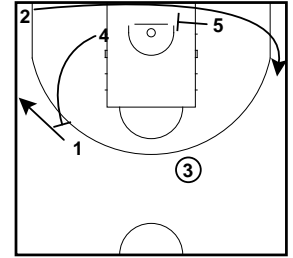
The Screener rolls hard to the basket

Horns Pindown
Frame 3



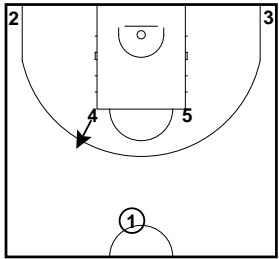
5 sets a Wide-Pindown for 3

Horns Pindown
Frame 4

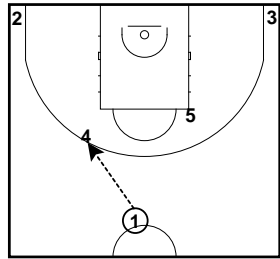


3 can curl for the shoot. If 3 receives the ball the team flows into Motion. 5 sets a Floppy Screen for 2. 4 Sets a Flare-Screen for 1. 4 can Re-Screen for 1

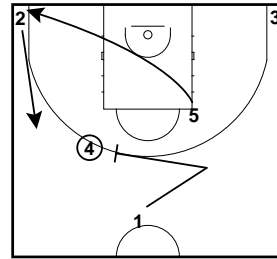
Horns 21 Clear
Frame 1



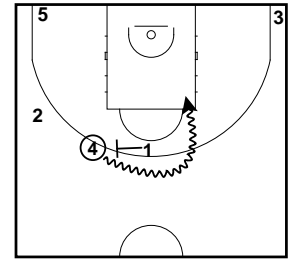
Horns 21 Clear
Frame 2



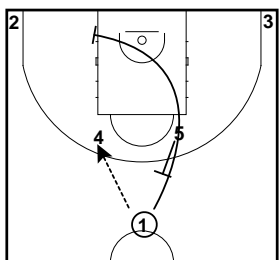
Horns 21 Clear
Frame 3



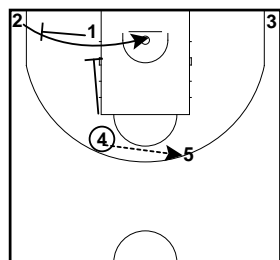
Horns 21 Clear
Frame 4



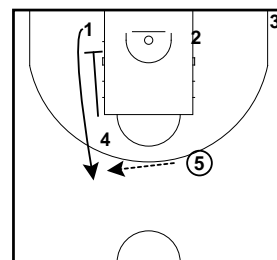
Horns Flex
Frame 1



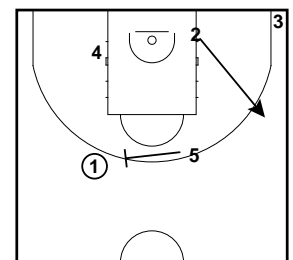
Horns Flex
Frame 2



Horns Flex
Frame 3

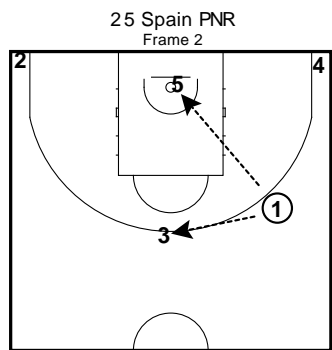
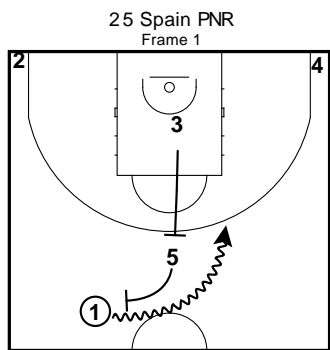
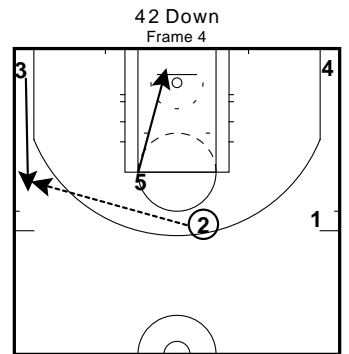
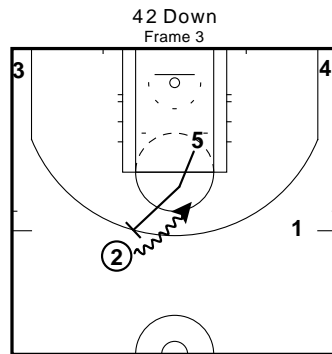
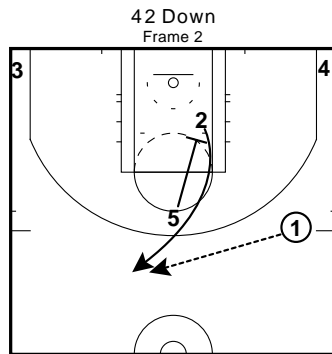
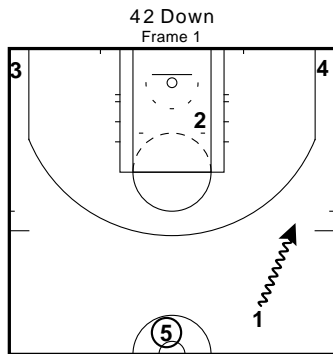


Horns Flex
Frame 4



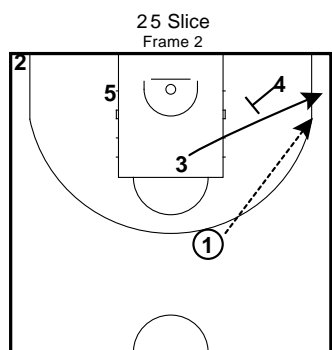
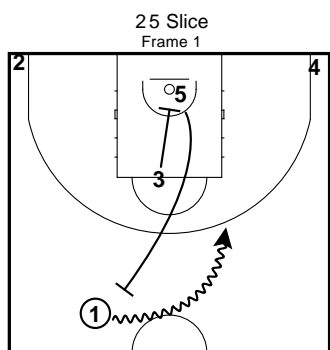
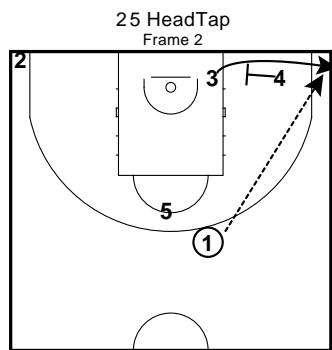
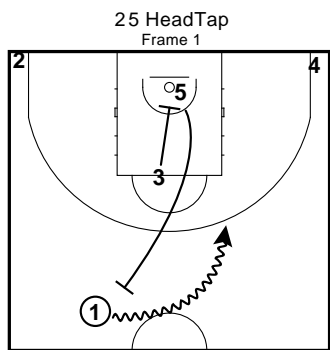
PICK & ROLL PLAYS

42 Down



This play is Screen the Screener action. ...

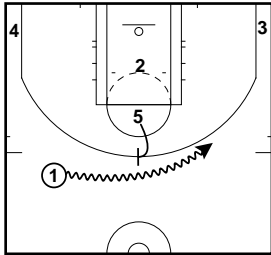
1 will look to attack or has the option to pass to 5 or 3.



PICK & ROLL PLAYS

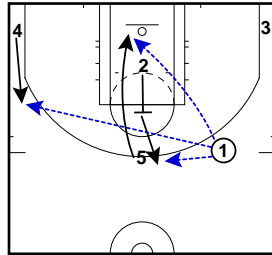
25 Special

25 Special
Frame 1



- 5 sets a step up ball screen for 1
- 1 stretches the ball screen, towards the wing

25 Special
Frame 2

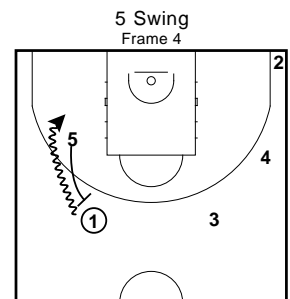
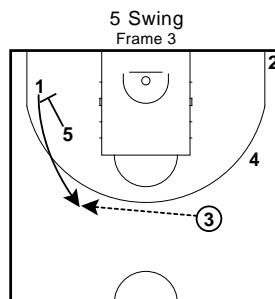
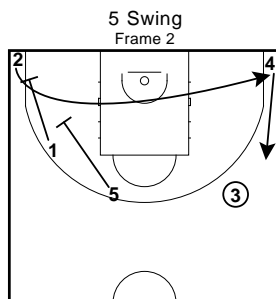
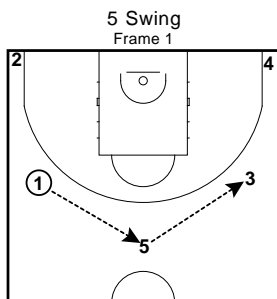
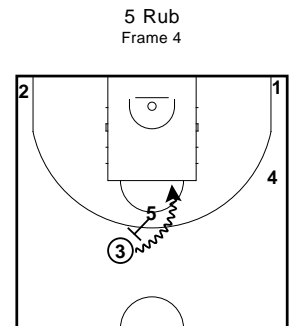
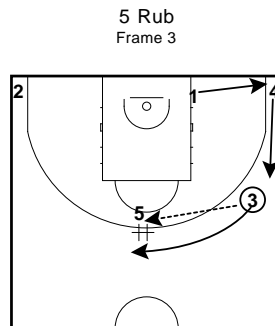
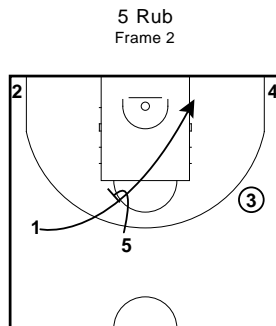
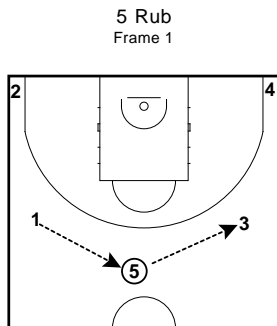
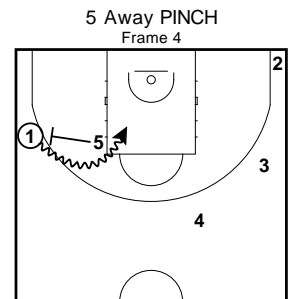
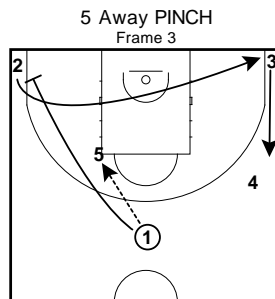
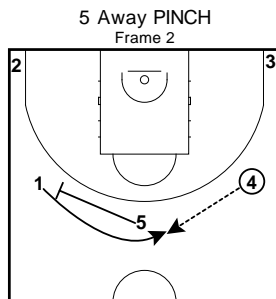
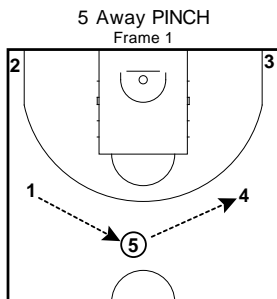
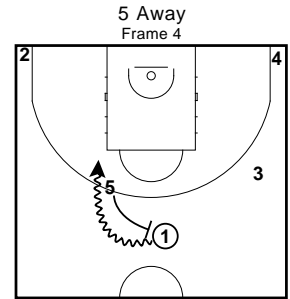
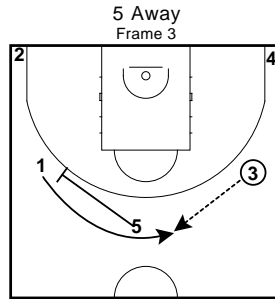
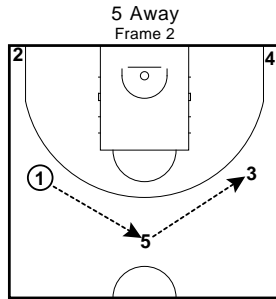
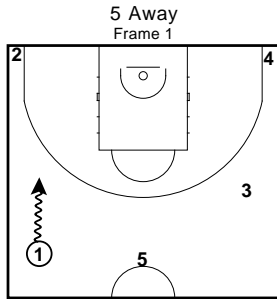


- 2 sets a back screen for 5
- 4 rises from the opposite corner
- 2 out cuts, after the screen



5 OUT SERIES

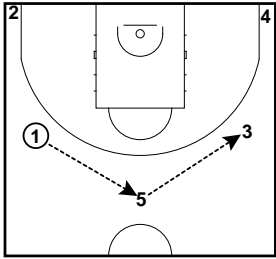
5 Away



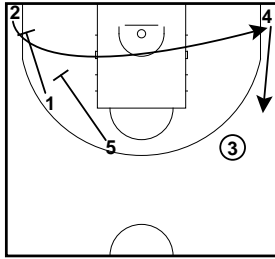
5 OUT SERIES

5 Swing Pitch

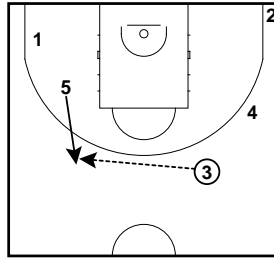
5 Swing Pitch
Frame 1



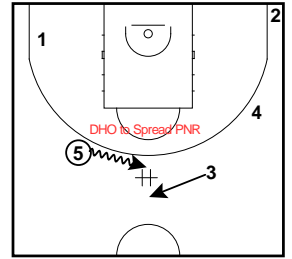
5 Swing Pitch
Frame 2



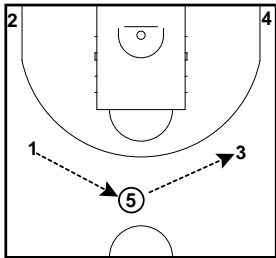
5 Swing Pitch
Frame 3



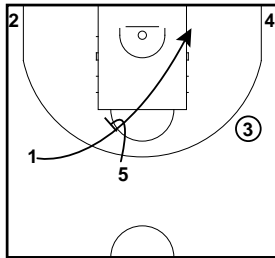
5 Swing Pitch
Frame 4



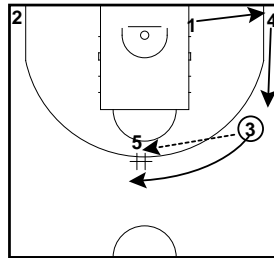
5 Rub Pistol
Frame 1



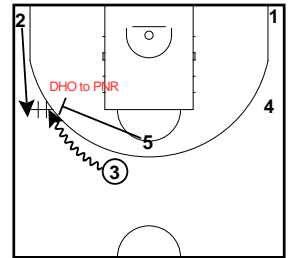
5 Rub Pistol
Frame 2



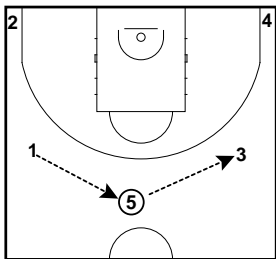
5 Rub Pistol
Frame 3



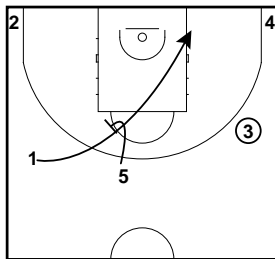
5 Rub Pistol
Frame 4



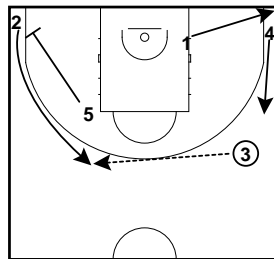
5 Pindown
Frame 1



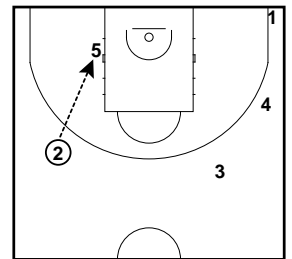
5 Pindown
Frame 2



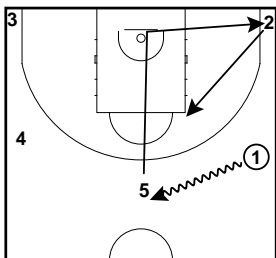
5 Pindown
Frame 3



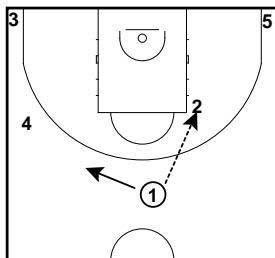
5 Pindown
Frame 4



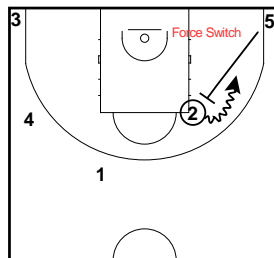
5 Pinch Rub
Frame 1



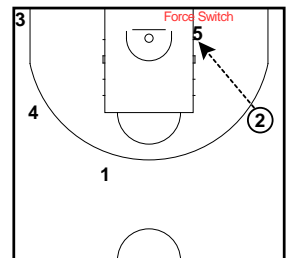
5 Pinch Rub
Frame 2



5 Pinch Rub
Frame 3

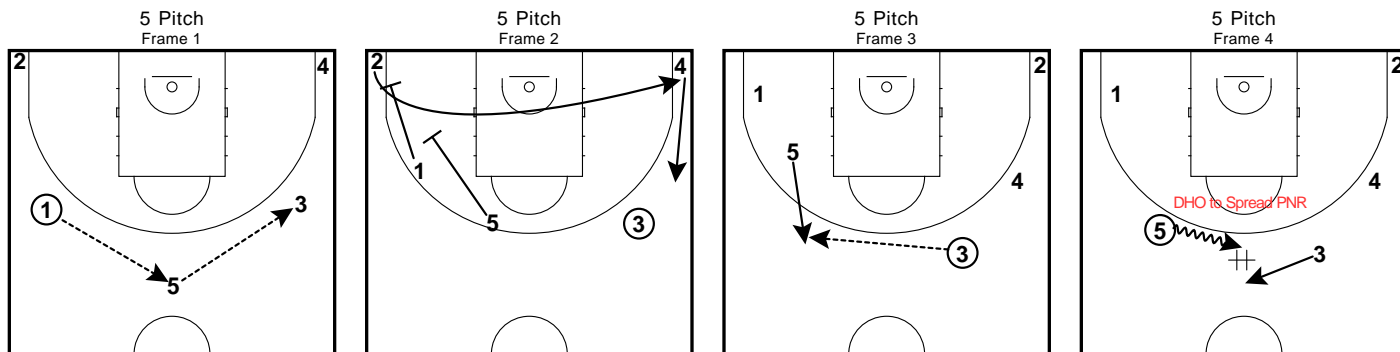


5 Pinch Rub
Frame 4



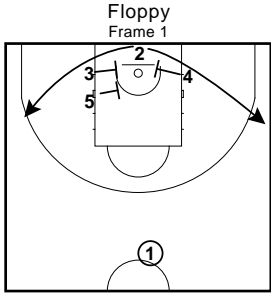
5 OUT SERIES

5 Pitch

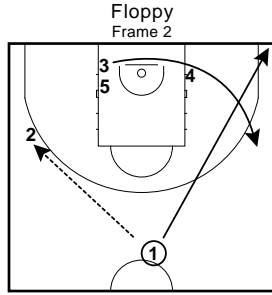


CATCH & SHOOT PLAYS

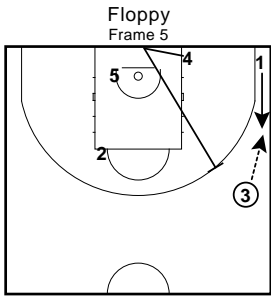
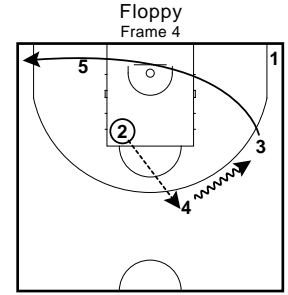
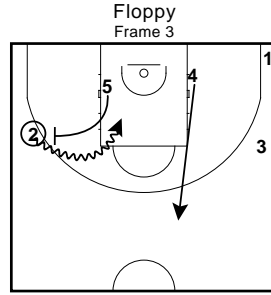
Floppy



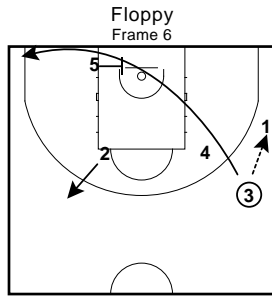
Floppy Frame 1
2 has the option to come off a single or double turnout screen.



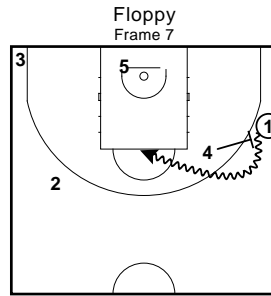
Floppy Frame 2
3 reads the play and sprints off the opposite screen of 2.



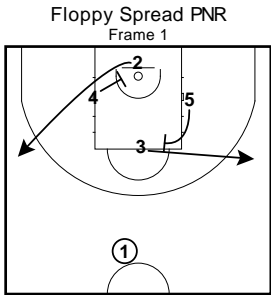
Floppy Frame 5
3 immediately looks for 4 on the duck in. ...



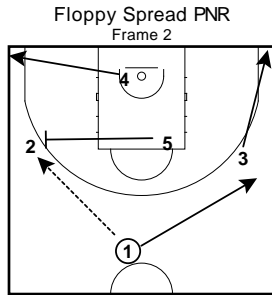
Floppy Frame 6
3 sprints off the screen looking for the lay-up. On some occasions we will post the guard. If 3 doesn't get the ball he finishes his cut to the opposite corner coming off a turnout screen from 5.



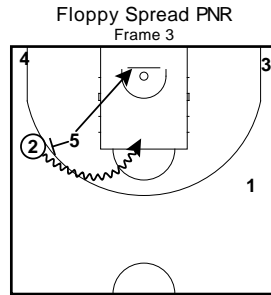
Floppy Frame 7
1 and 4 play a two man. The basic pattern continues



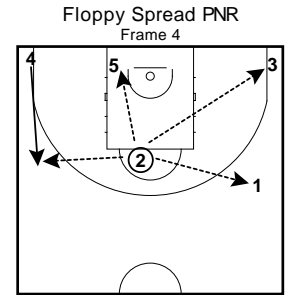
Floppy Spread PNR Frame 1
2 sprints off a Turnout-screen from 4. At the same time 3 sprints off a Flare-Screen from 5.



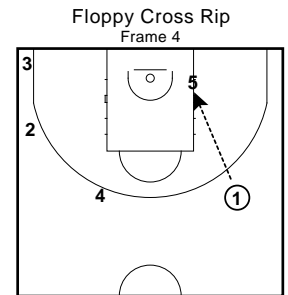
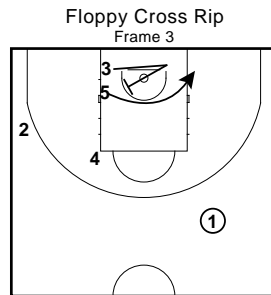
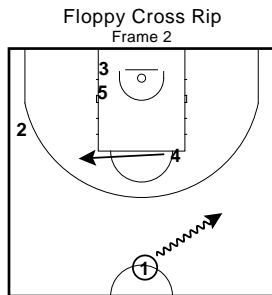
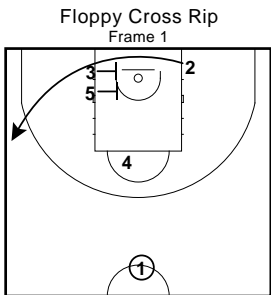
Floppy Spread PNR Frame 2
The play flows into Spread PNR. 1 passes to 2. 3 and 4 space to the corners and 1 spaces weakside behind 3.



Floppy Spread PNR Frame 3
5 Sprints and sets a Ball-Screen for 2. The team is now in Spread Pick and Roll with all 4 players spaced behind 3.



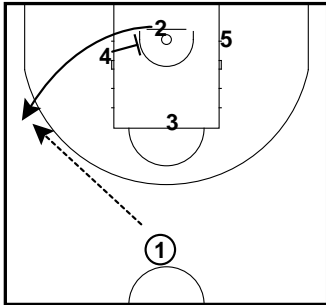
Floppy Spread PNR Frame 4
2 has the option to pass to 5 on the roll. Pass to 4 lifting up behind the PNR or hit 3 or 4.



CATCH & SHOOT PLAYS

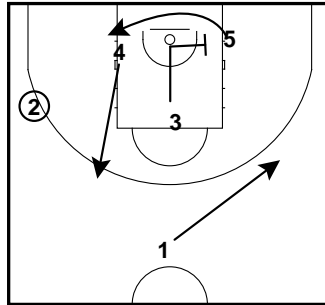
Floppy Cross Rip

Floppy Cross Rip
Frame 1



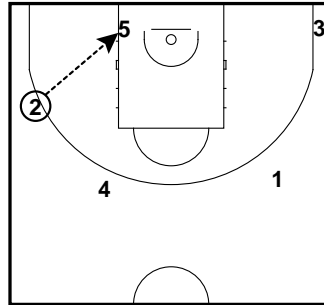
2 sprints off Turnout-Screen from 4. 1 Passes to 2 and spaces to opposite wing.

Floppy Cross Rip
Frame 2



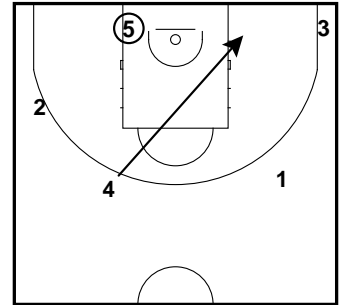
3 sets a Cross Rip Screen for 5. At the same time 4 lifts behind 3

Floppy Cross Rip
Frame 3



The play is a Low Post Isolation for 5. 2 Passes to 5 in the Low post.

Floppy Cross Rip
Frame 4

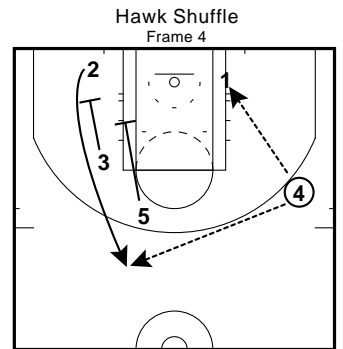
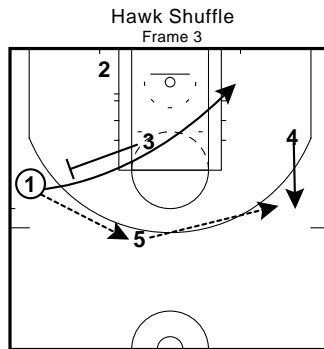
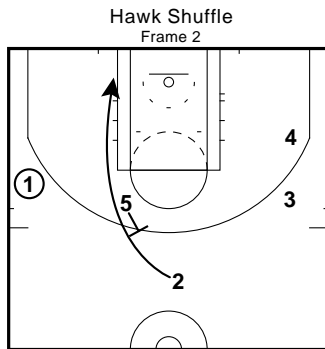
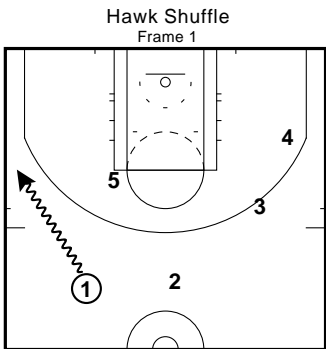
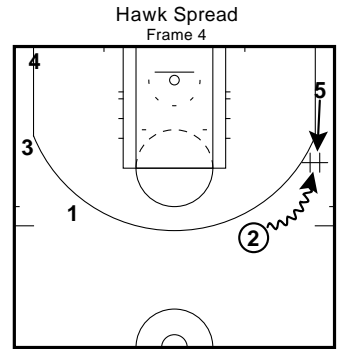
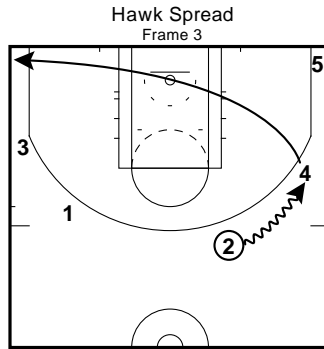
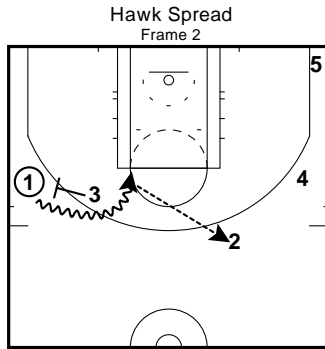
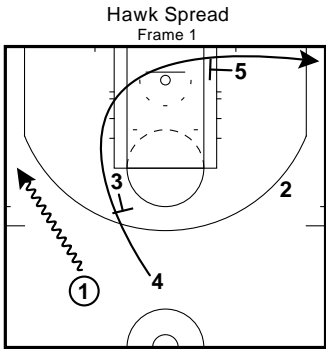
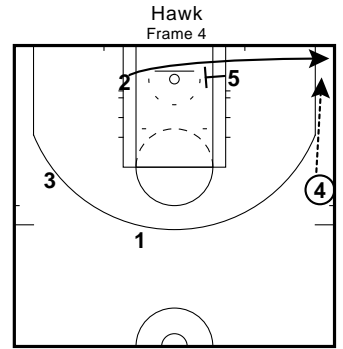
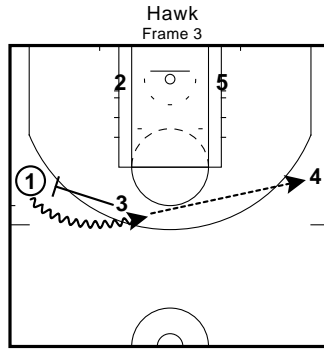
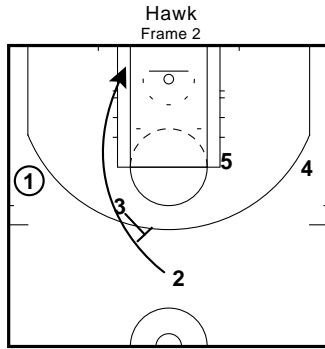
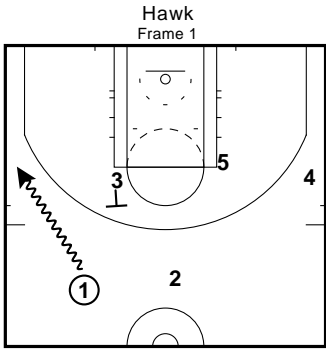


4 Sprints to opposite block for spacing and floor balance.



CATCH & SHOOT PLAYS

Hawk

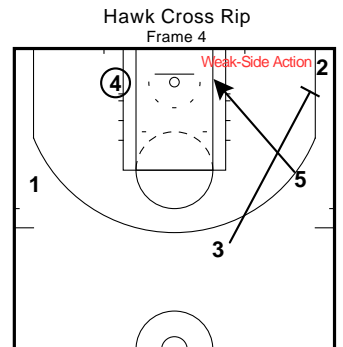
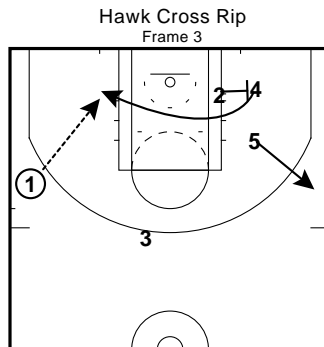
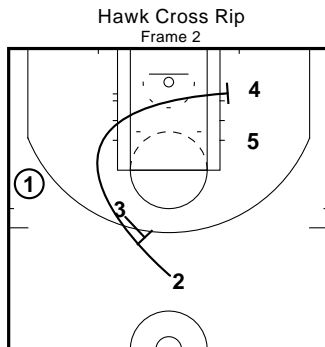
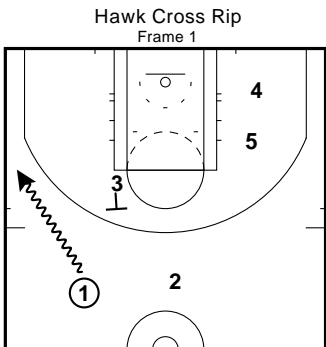


1 Dribbles to wing

5 sets a UCLA screen on 2. 5 pops to receive the ball from 1.

5 reverses the ball to 4. 1 will Shuffle cut off the Screen from 1.

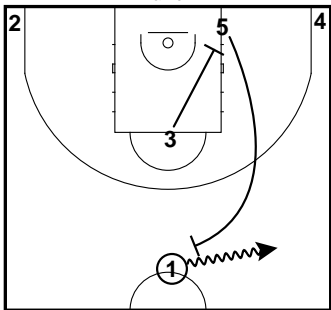
3 and 5 will set a Double Staggered Screen for 2



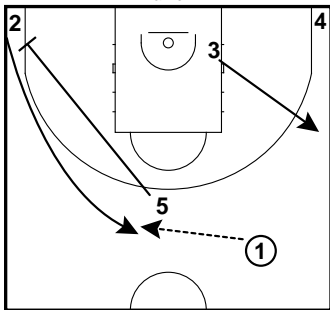
CATCH & SHOOT PLAYS

Veer Pindown

Veer Pindown
Frame 1



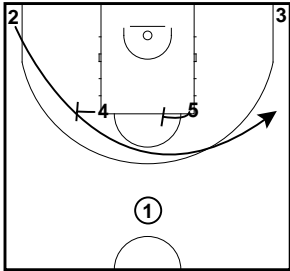
Veer Pindown
Frame 2



COUNTERS TO SETS

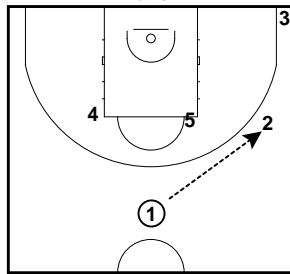
Horns Iverson Cross Rip

Horns Iverson Cross Rip
Frame 1



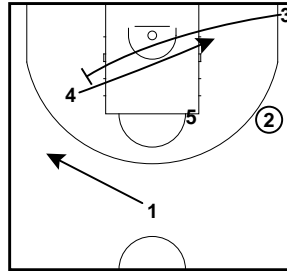
2 Iverson cuts off screens from 4 and 5

Horns Iverson Cross Rip
Frame 2



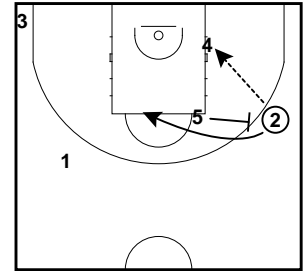
1 passes to 2 and spaces lane line extended deep outside the 3pt line

Horns Iverson Cross Rip
Frame 3



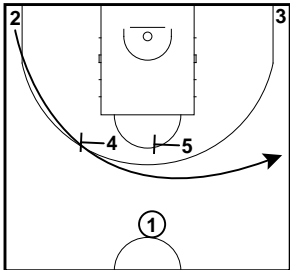
1 Passes to 2 and spaces weakside. On the flight on the pass 3 sprints to set and Cross Screen for 4.

Horns Iverson Cross Rip
Frame 4

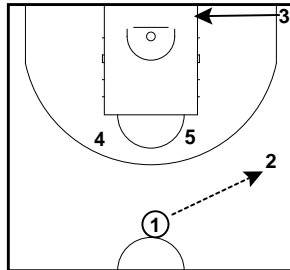


2 looks to pass to 4 for the 1 on 1 isolation. If 2 doesn't pass to 4 then 5 sets a Side PNR and the two Bigs Roll and Replace.

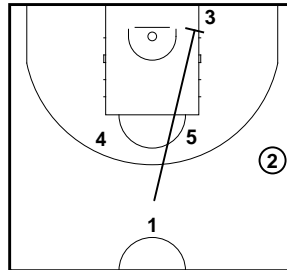
Horns Iverson Elevator
Frame 1



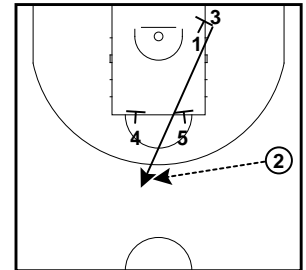
Horns Iverson Elevator
Frame 2



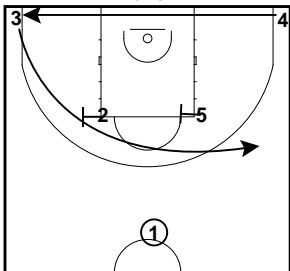
Horns Iverson Elevator
Frame 3



Horns Iverson Elevator
Frame 4

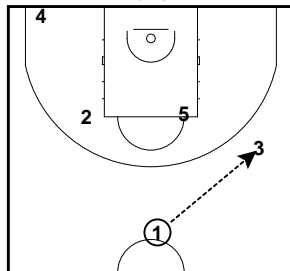


Horns Iverson Hammer
Frame 1



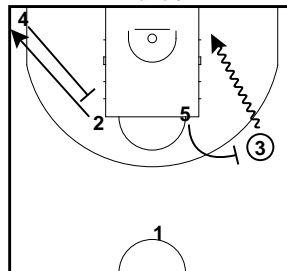
3 sprints off the Iverson cut to receive the ball. At the same time 4 empties out to the opposite corner

Horns Iverson Hammer
Frame 2



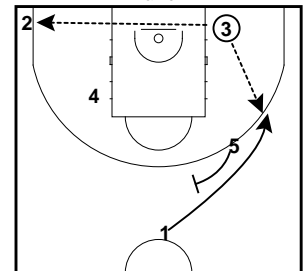
1 Passes to 3

Horns Iverson Hammer
Frame 3



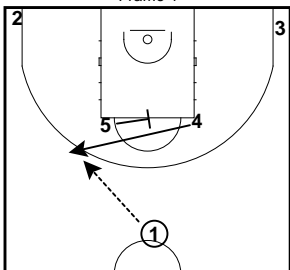
The play is misdirection and 5 steps up ...

Horns Iverson Hammer
Frame 4

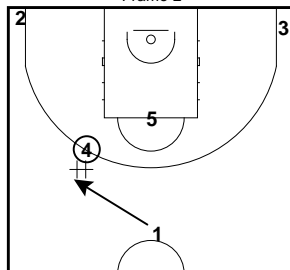


The first option is to hit 2 for the corner 3. 5 will also screen for 1.

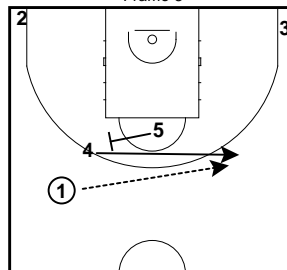
Horns Iverson Pistol
Frame 1



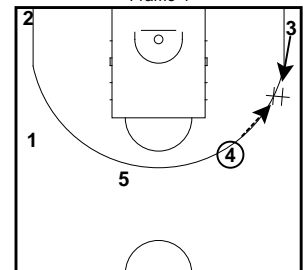
Horns Iverson Pistol
Frame 2



Horns Iverson Pistol
Frame 3



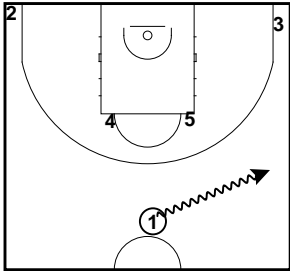
Horns Iverson Pistol
Frame 4



COUNTERS TO SETS

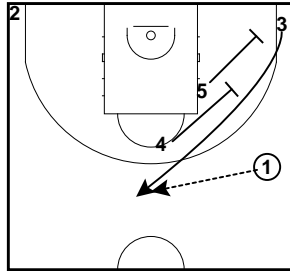
Horns Iverson Rip

Horns Iverson Rip
Frame 1



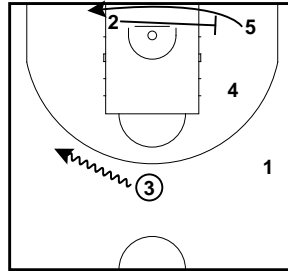
1 Dribbles to free-throw line extended to initiate play

Horns Iverson Rip
Frame 2



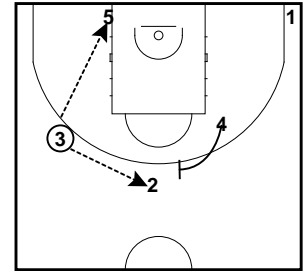
5 and 4 execute a double staggered screen for 3.
3 Sprints off the screen to receive the ball at the top of the key

Horns Iverson Rip
Frame 3



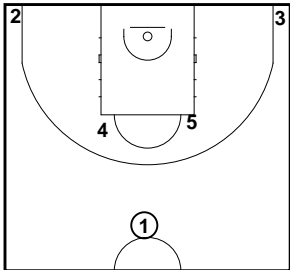
3 dribbles to wing to create a better passing angle. 2 sets a cross screen for 5 who looks for deep post position.

Horns Iverson Rip
Frame 4

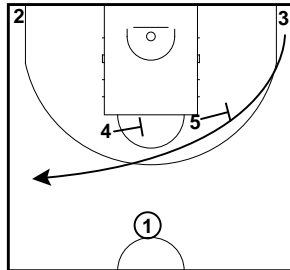


2 pops to top of key to space the floor. If the ball is reversed 2 and 4 play a two man game with a Mid PNR.

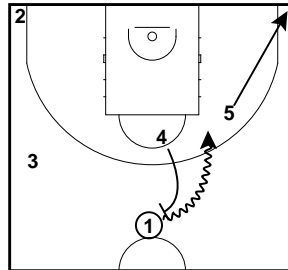
Horns Iverson Spread
Frame 1



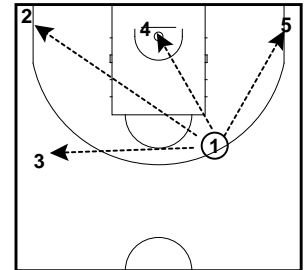
Horns Iverson Spread
Frame 2



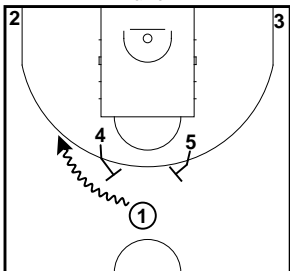
Horns Iverson Spread
Frame 3



Horns Iverson Spread
Frame 4

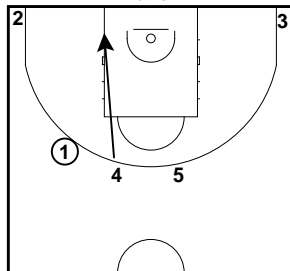


Horns Pindown
Frame 1



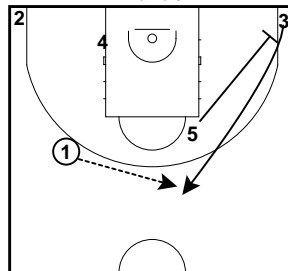
1 Dribbles off a Double High PNR.

Horns Pindown
Frame 2



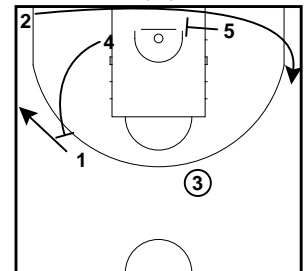
The Screener rolls hard to the basket

Horns Pindown
Frame 3



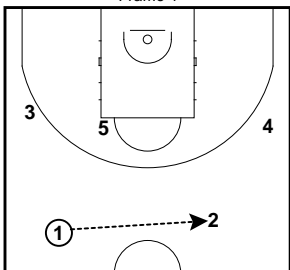
5 sets a Wide-Pindown for 3

Horns Pindown
Frame 4

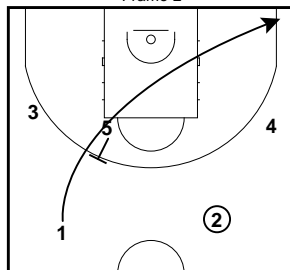


3 can curl for the shoot. If 3 receives the ball the team flows into Motion. 5 sets a Floppy Screen for 2. 4 Sets a Flare-Screen for 1. 4 can Re-Screen for 1

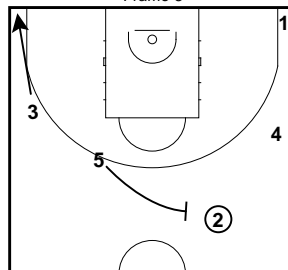
Horns Shuffle PNR
Frame 1



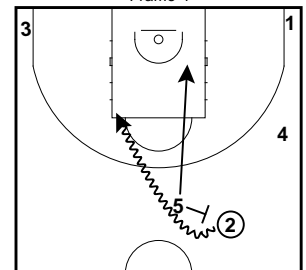
Horns Shuffle PNR
Frame 2



Horns Shuffle PNR
Frame 3

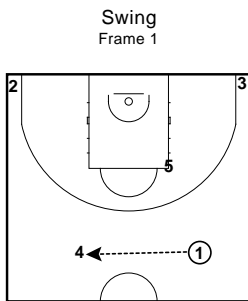
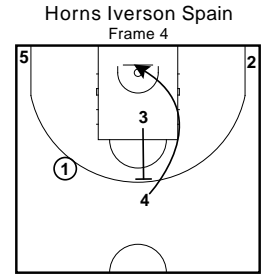
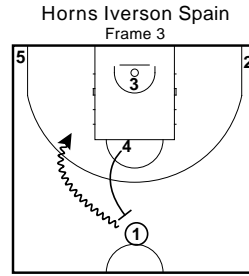
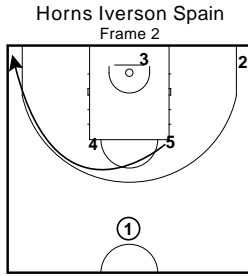
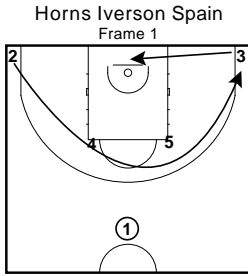


Horns Shuffle PNR
Frame 4

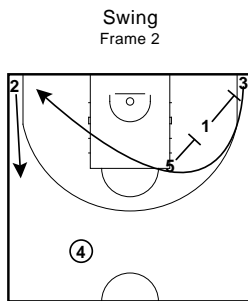


COUNTERS TO SETS

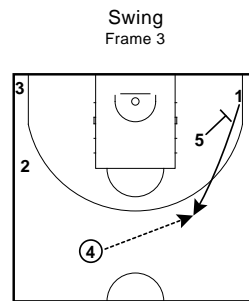
Horns Iverson Spain



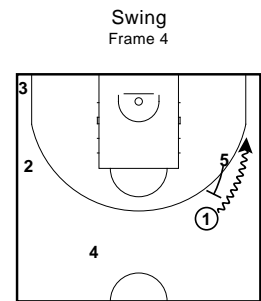
1 Passes to 4



1 and 5 set a Doubled Staggered Screen for 3.
3 has the option to use or reject either screen but he has to cut a put pressure on the rim

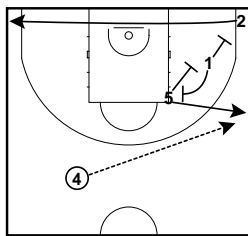


5 sets a Wide Pin-down Screen on 1. 4 passes to 1 and 1 and 5 flow into a 2 man game. They can play Pick & Roll or Pitch & Chase.



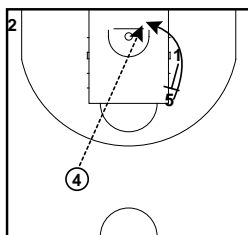
We are now in Spread PNR. 1 will attack ...

Swing Twist Frame 1



This is a counter in our Swing Action. After 2 uses the screen or rejects the screen 1 will set a Flare-Screen on 5 for the open 3.

Swing Punch Frame 1

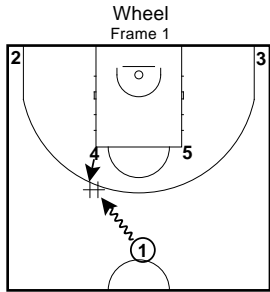


This is a counter in our Swing Action. After 2 uses the screen or rejects the screen 1 will set a Back-Screen on 5 for the lob. If the Lob is not open 1 pops and 5 ducks in for the Low post Isolation

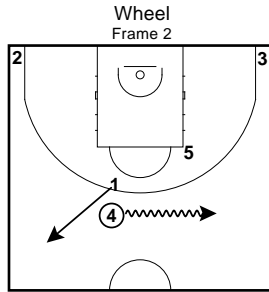


INTERESTING SETS

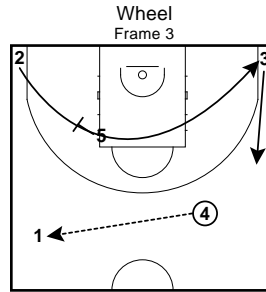
Wheel



1 executes a Dribble Handoff with 4.

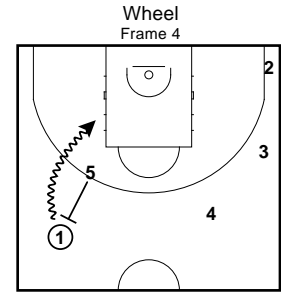


4 Dribbles over to the slot to create space. 1 sprints to about the hash mark to create space to attack downhill.

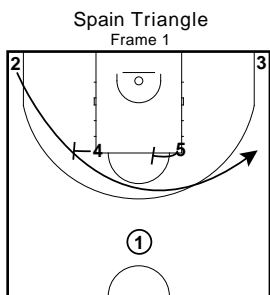
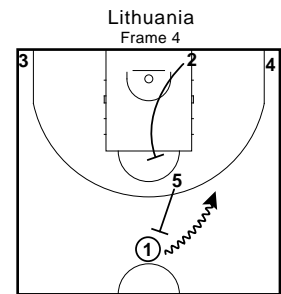
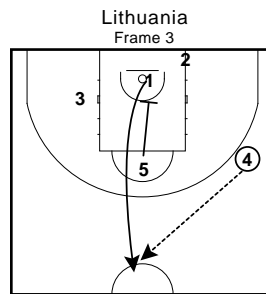
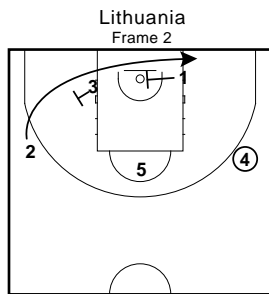
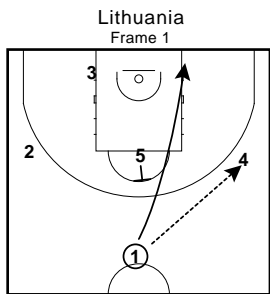


5 sets a PinDown for 2. If 2 does not receive he empties out to the corner.

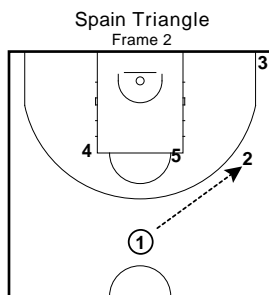
4 skips the ball to 1 who looks to attack downhill from a step-up screen from 5.



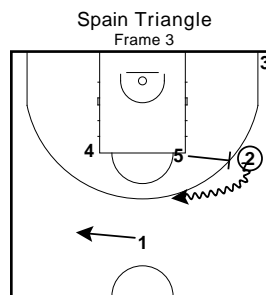
1 sprints into the PNR and looks to attack downhill.



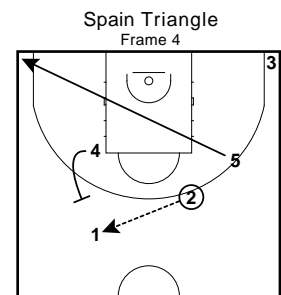
2 Iverson cuts off screens from 4 and 5



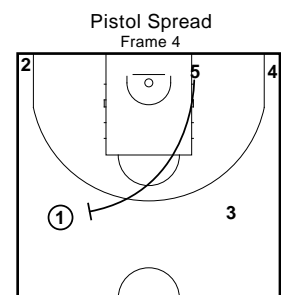
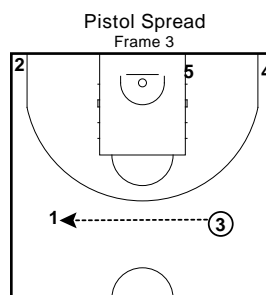
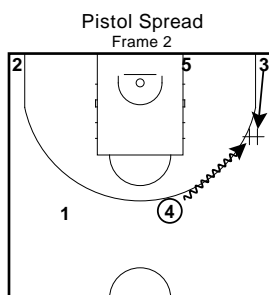
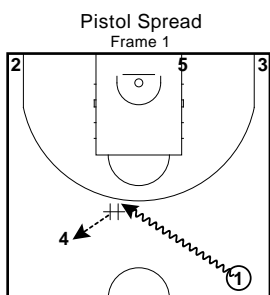
1 passes to 2 and spaces lane line extended deep outside the 3pt line



5 sets a side ball-screen for 2. 2 Attacks the screen with 2 dribbles and passes to 1



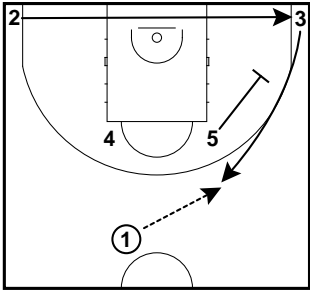
5 rolls hard to the basket looking for the ...



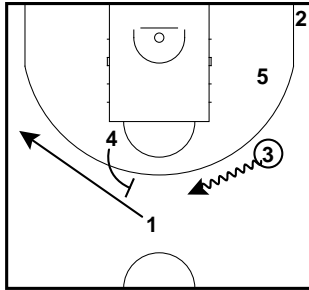
INTERESTING SETS

Horns Pindown Flare

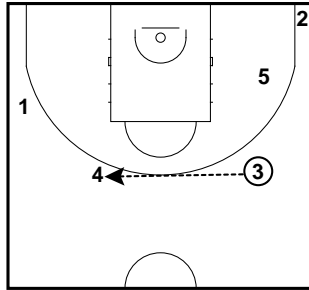
Horns Pindown Flare
Frame 1



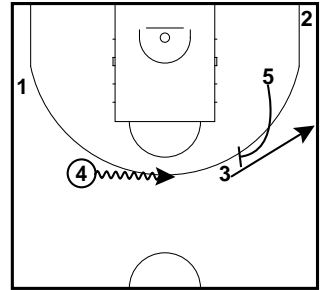
Horns Pindown Flare
Frame 2



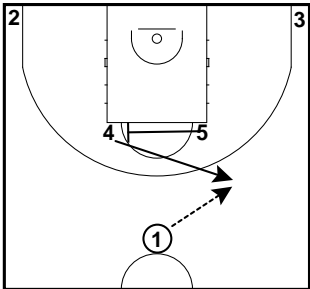
Horns Pindown Flare
Frame 3



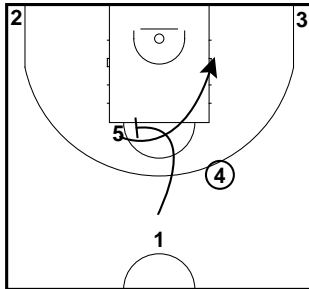
Horns Pindown Flare
Frame 4



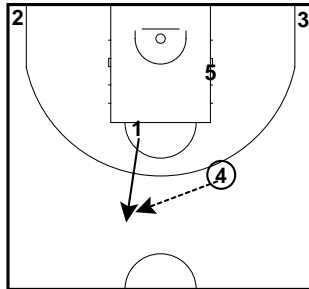
Elevator Misdirection
Frame 1



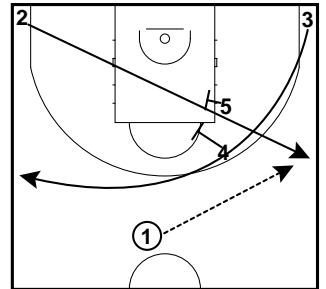
Elevator Misdirection
Frame 2



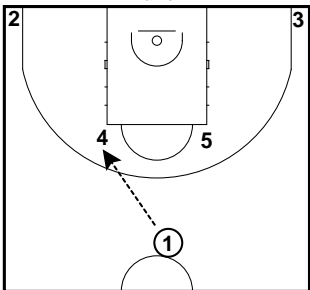
Elevator Misdirection
Frame 3



Elevator Misdirection
Frame 4

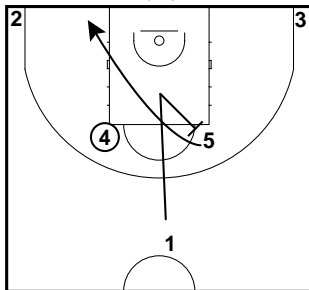


Power Elevator
Frame 1



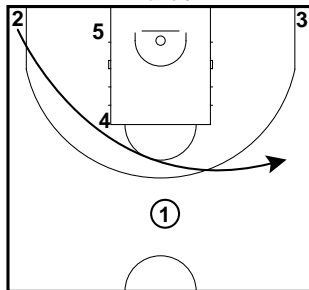
1 passes to 4

Power Elevator
Frame 2



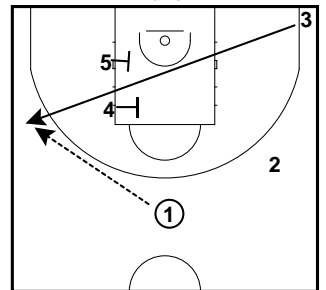
1 sets a Rub-Screen on 5. 5 curls the Screen hard to the basket looking for a lay-up

Power Elevator
Frame 3



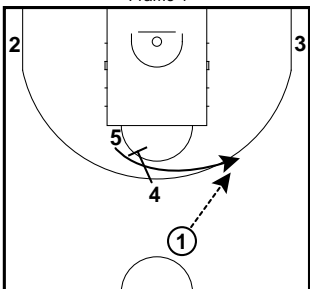
4 passes to 1 who Pops back to the ball. The play is now using misdirection to get a shot for 3.

Power Elevator
Frame 4



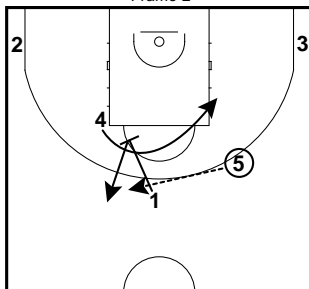
2 Iverson cuts over the top of 4. This is ...

Horns 2 Gate
Frame 1



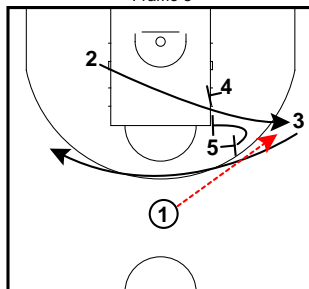
1 passes to 5.

Horns 2 Gate
Frame 2



1 screens down for 4. 4 curls. 1 pops out for a catch from 5.

Horns 2 Gate
Frame 3



3 Iverson cut to the left wing. 4 & 5 set an elevator screen for 2. 2 cuts through the doors looking for shot.

