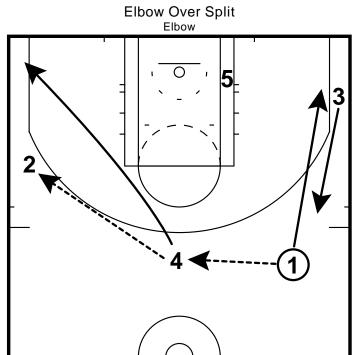
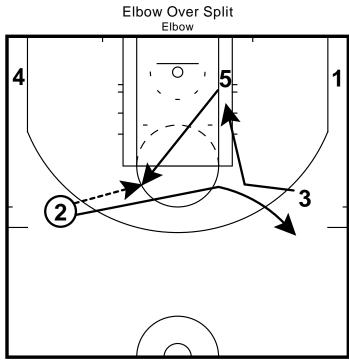


Clemson

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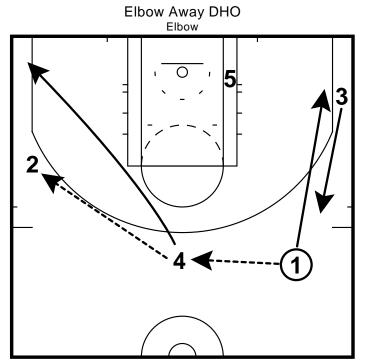


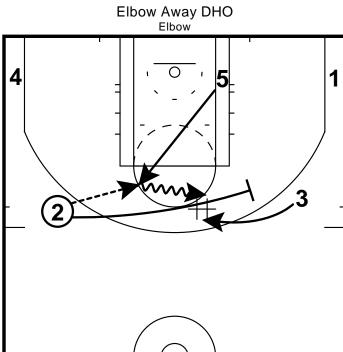


- 1 swings to 4, 4 swings to 2 4 cuts strong corner 1 and 3 interchange

- 2 hits 5 flashing to elbow 2 cuts over 5, 2 acts to set pin for 3 2 and 3 split, 5 reads defense

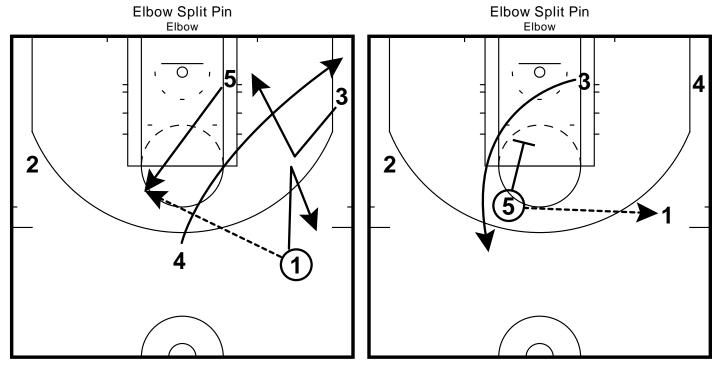
pg. 2





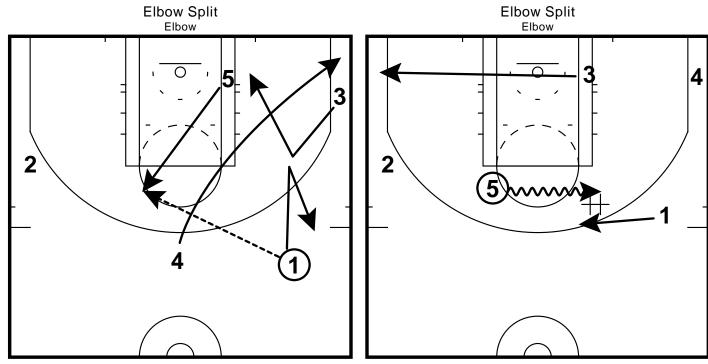
- 1 swings to 4, 4 swings to 2 4 cuts strong corner 1 and 3 interchange

- 2 hits 5 flashing to elbow 2 cuts over 5, 2 sets a pin for 3 5 follows to DHO with 3



- 4 cuts to corner 5 flashes to elbow, 1 hits 5 1 acts to set pin for 3
- 1 and 3 split

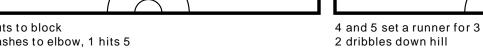
5 swings to 1 popping out on split 5 sets a pin down for 3



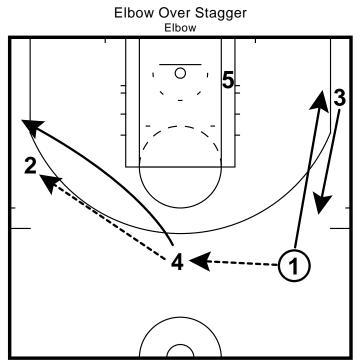
- 4 cuts to corner 5 flashes to elbow, 1 hits 5 1 acts to set pin for 3 1 and 3 split

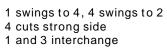
- 3 cuts all the way to corner 1 pops off split, 5 follows to BS or DHO



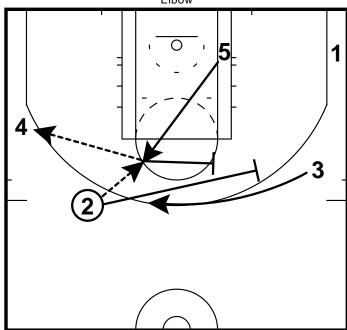


- 4 ducks in after screening
- 2 looks for post up or 3 on runner



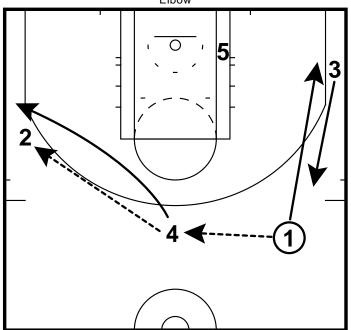


Elbow Over Stagger



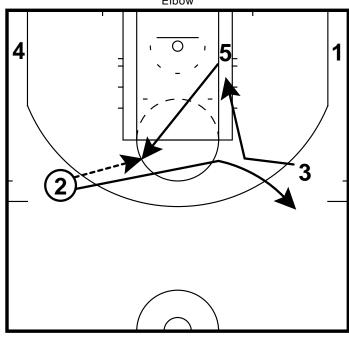
- 5 flashes to elbow, 2 hits 5 2 cuts over top 5, 5 swings to 4 2 and 5 set a stagger for 3

Elbow Over Stagger Flex Elbow



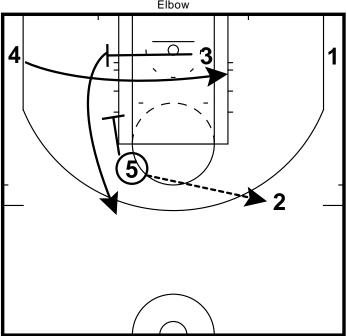
- 1 swings to 4, 4 swings to 2 4 cuts strong side 1 and 3 interchange

Elbow Over Stagger Flex Elbow

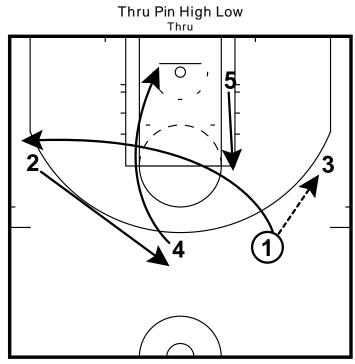


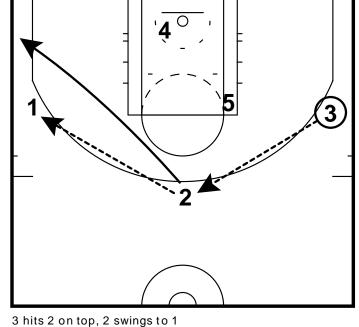
- 2 hits 5 flashing to elbow 2 cuts over 5, 2 acts to set pin for 3 2 and 3 split, 5 reads defense

Elbow Over Stagger Flex Elbow



- 5 swings to 2
- 3 sets a flex for 4
- 5 follows to pin down for 3

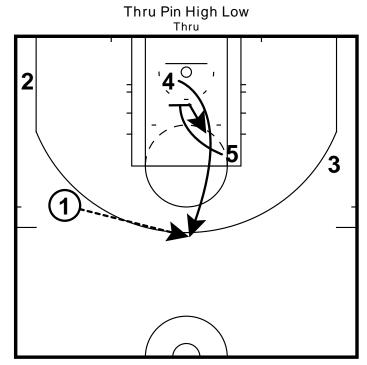




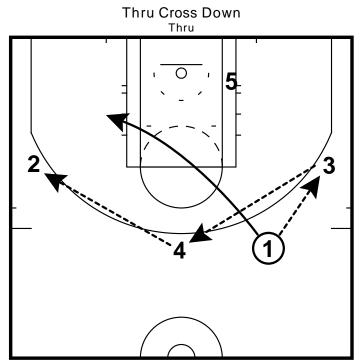
Thru Pin High Low Thru

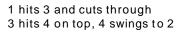
1 hits 3 and cuts opposite 4 dives to the rim, 5 flashes up 2 flashes to top

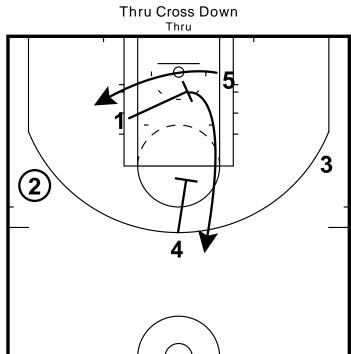
ves to the rim, 5 flashes up 2 cuts to corner



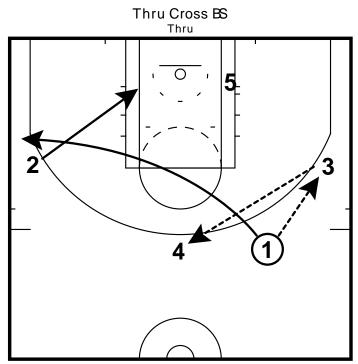
- 5 pins down for 4
- 1 hits 4 on top
- 4 looks for 5 posting up high low

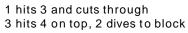


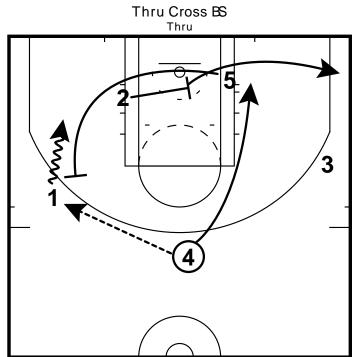




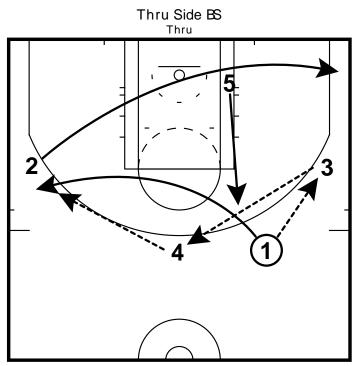
- 1 stops and sets a cross screen for 5
- 4 sets a pin down for 1
- 2 looks for 5 or 1

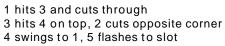


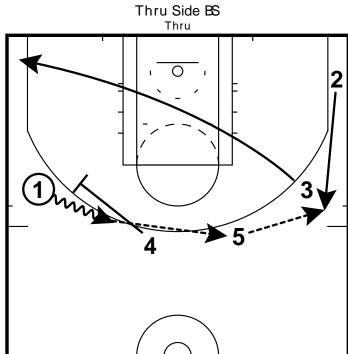




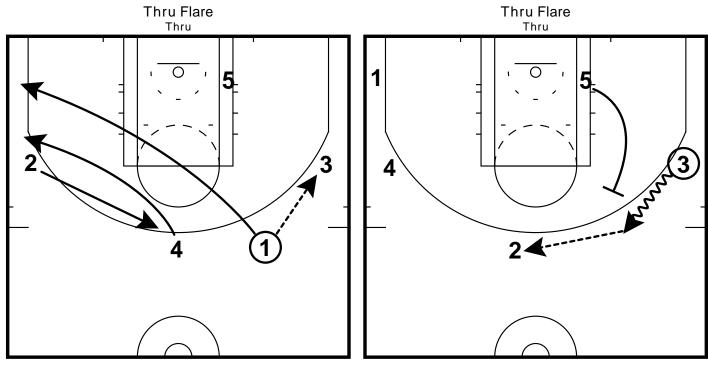
- 4 swings to 1 2 sets a cross screen for 5
- 4 dives to dunker spot, 2 goes corner 5 runs to set a BS for 1 and rolls



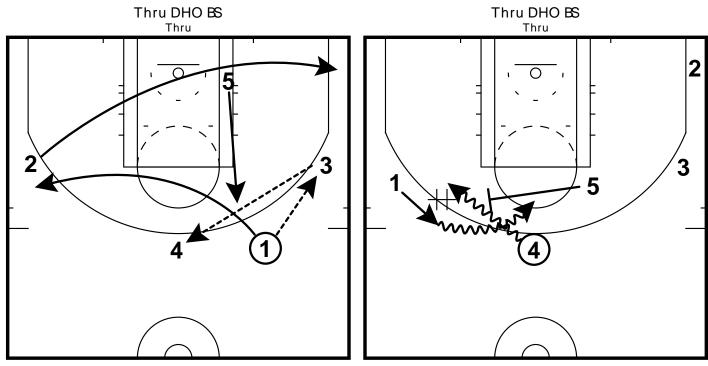




4 sets a BS for 1 and rolls 1 hits 5, 3 cuts through Then they go into BS continuity

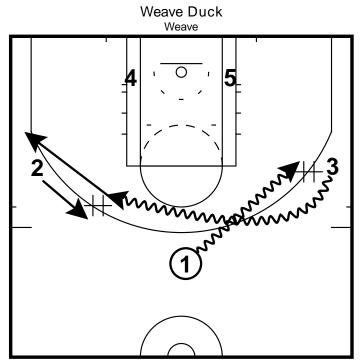


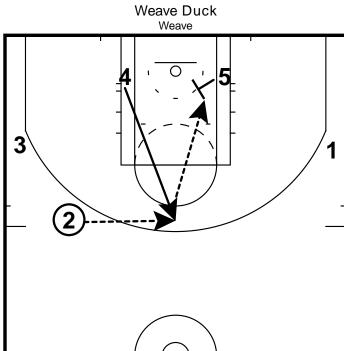
3 dribbles up and hits 2 on top 5 runs up to set a flare for 3



1 hits 3 and cuts through 3 hits 4 on top, 2 cuts opposite corner 5 flashes to slot

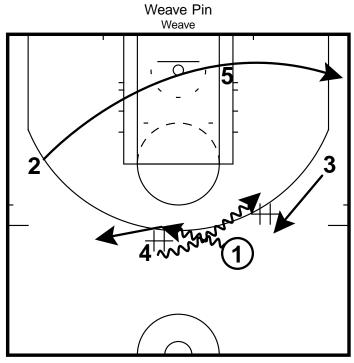
4 DHO's with 1 5 follows to set a BS for 1 and rolls

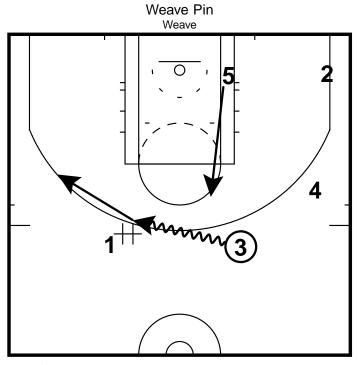




- 1 DHO's with 3
- 3 DHO's with 2 coming up

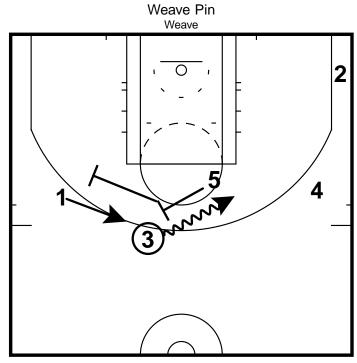
- 4 flashes to the top
- 2 hits 4, 5 ducks in
- 4 looks to hit 5



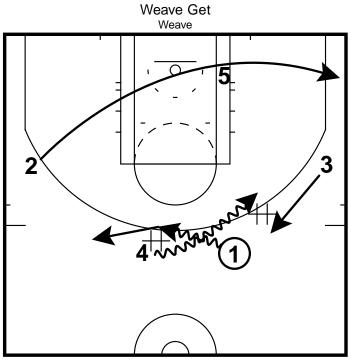


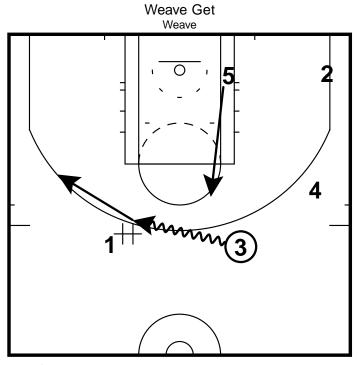
- 1 DHO's with 4 on top
- 4 DHO's with 3 coming up 2 cuts opposite corner

3 DHO's with 1 and spaces 5 runs near the top



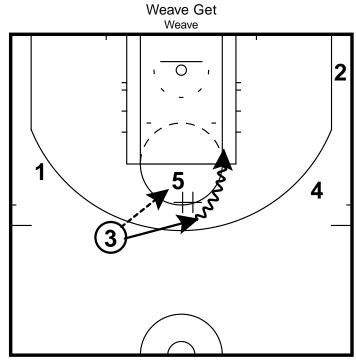
- 5 sets a BS for 3
- 5 runs to pin down for 1
- 3 attacks or throws back to 1



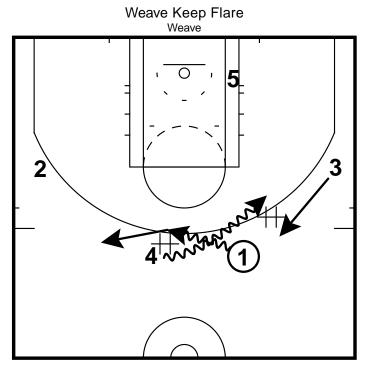


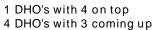
- 1 DHO's with 4 on top
- 4 DHO's with 3 coming up 2 cuts opposite corner

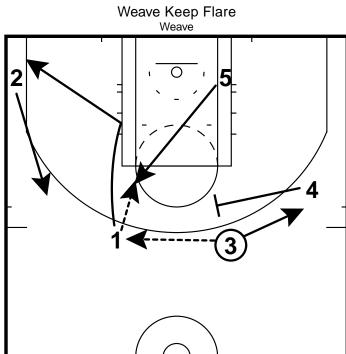
3 DHO's with 1 and spaces 5 runs near the top



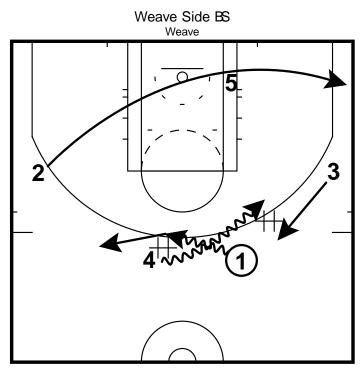
- 3 hits 5 on top
- 5 flips it back to 3 to go down hill

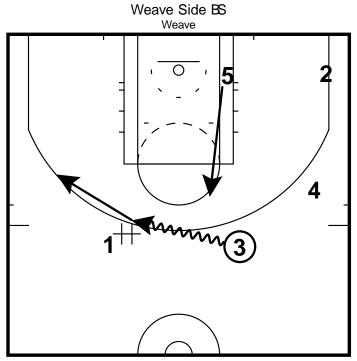






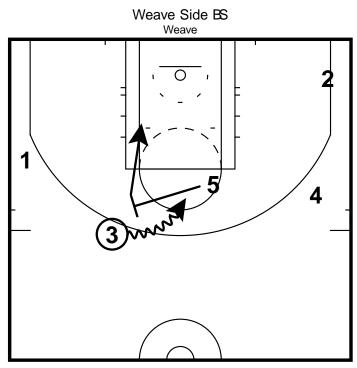
- 3 swings to 1, 5 flashes to elbow 5 fakes handoff to 1, 2 fills up 4 flares for 3



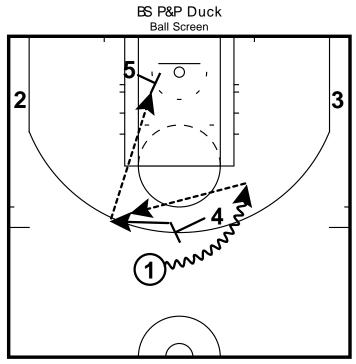


- 1 DHO's with 4 on top
- 4 DHO's with 3 coming up 2 cuts opposite corner

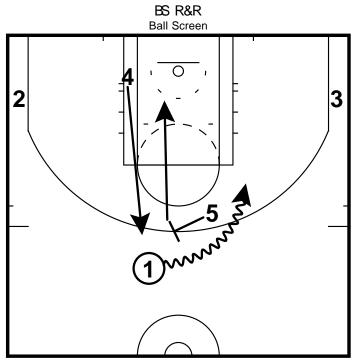
3 DHO's with 1 and spaces 5 runs near the top



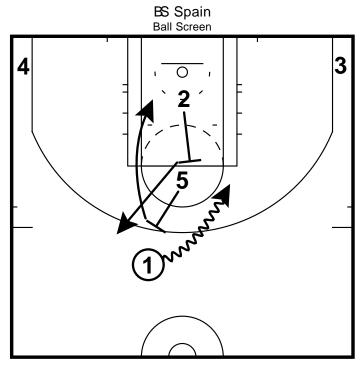
5 runs to set a BS for 3 and rolls



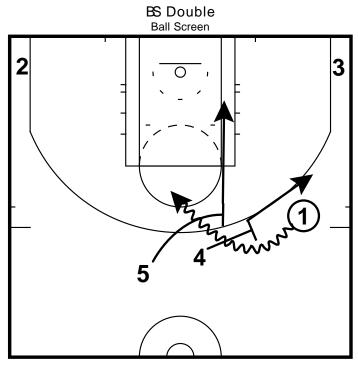
4 sets a BS for 1 to P&P If no drive, 1 throws back to 4 5 ducks in, 4 looks inside if no shot (5 and 4 will flip positions on floor)



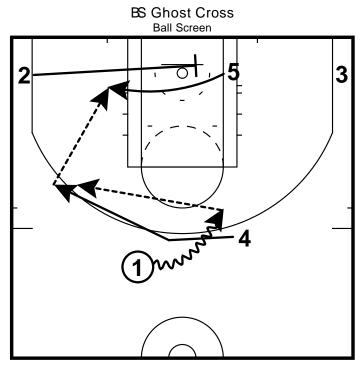
5 sets a BS for 1 and rolls 4 replaces from behind (5 and 4 can flip positions on floor)



5 sets a BS for 1 and rolls 2 sets a back screen on X5 and pops

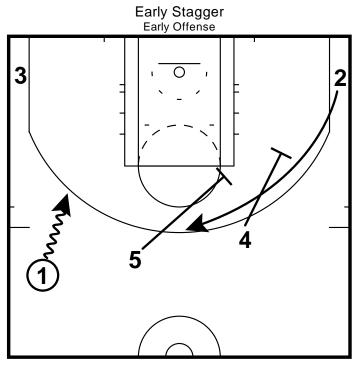


4 and 5 set a Double BS for 1 5 rolls and 4 pops



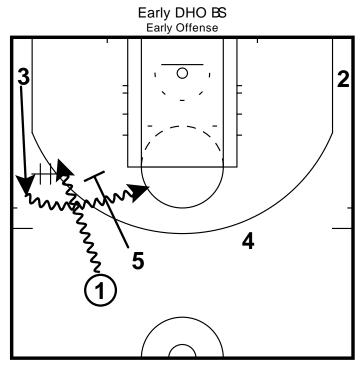
- 4 runs and ghost screens for 1 1 throws it back to 4
- 2 sets a cross screen for 5
- 4 looks to hit 5 on block

Early

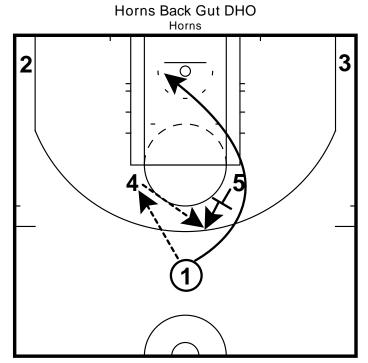


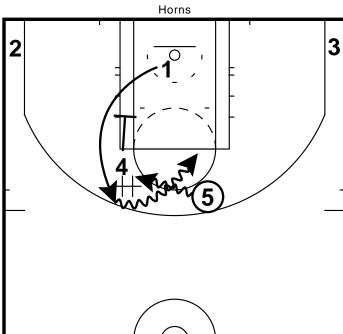
- 1 dribbles in transition 5 and 4 set a stagger for 2 1 looks to hit 2 coming off screen

Early



1 dribbles in transition to DHO with 3 5 follows to set a BS for 3 and rolls

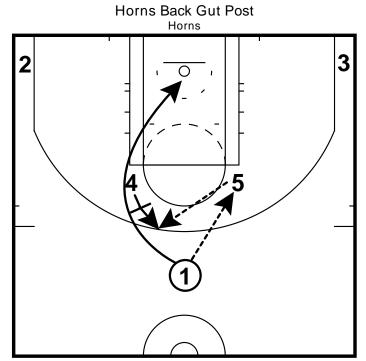


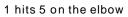


Horns Back Gut DHO

- 1 hits 4 on the elbow 5 back screens for 1
- 5 pops after screen, 4 hits 5

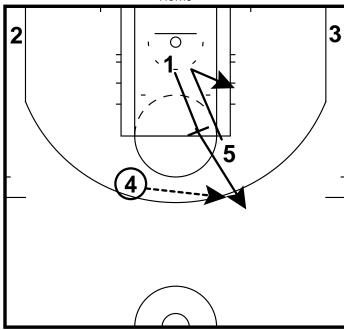
4 sets a pin down for 1 5 follows to DHO with 1 and rolls





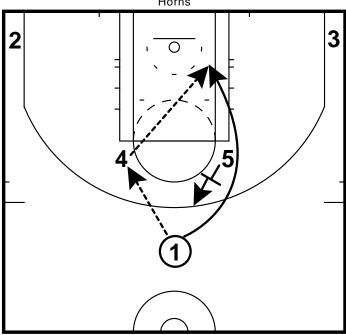
- 4 back screens for 1
- 4 pops after screen, 5 hits 4

Horns Back Gut Post Horns

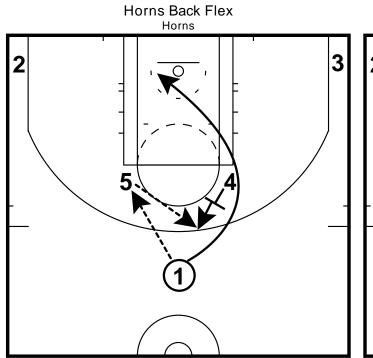


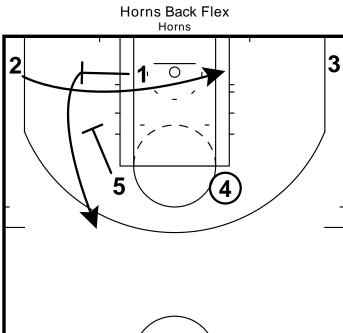
- 1 back screens for 5 and pops
- 4 hits 1, 5 posts up 1 looks for shot or 5 down low

Horns Back Screen Horns



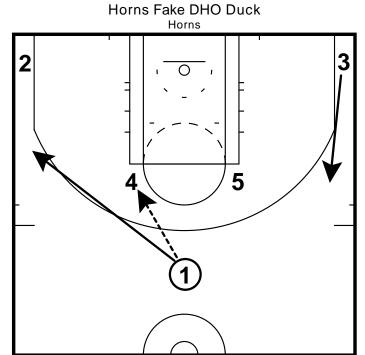
- 1 hits 4 on the elbow
- 5 back screens for 1
- 4 looks to hit 1 on dive

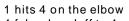




- 1 hits 5 on the elbow
- 4 back screens for 1
- 4 pops after screen, 5 hits 4

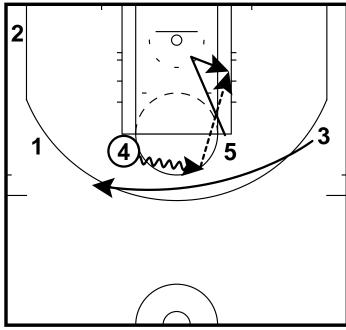
- 1 sets a flex for 2
- 5 follows to pin down for 1 4 looks for 2 or 1



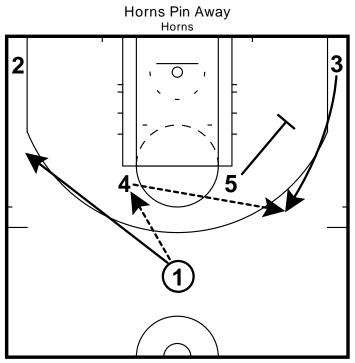


- 4 fakes handoff to 1
- 3 makes his way up to the wing

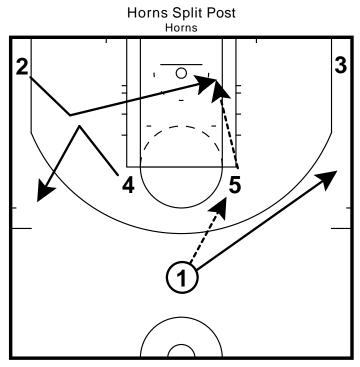
Horns Fake DHO Duck Horns



- 4 DHO's towards 3 cutting
- 4 fakes DHO with 3
- 5 makes his way down to block to duck in
- 4 hits 5 on block

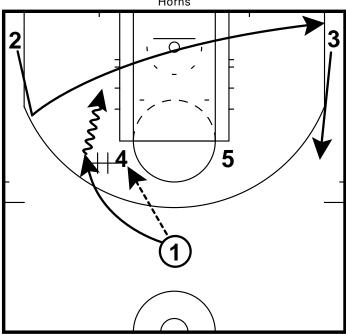


- 1 hits 4 on the elbow 5 sets a wind pin for 3 4 looks to hit 3

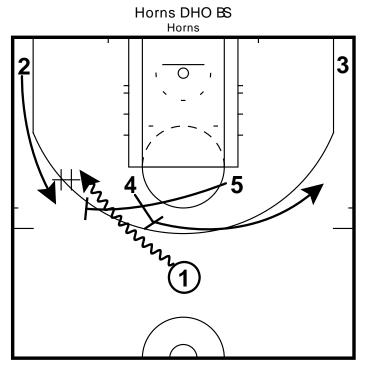


- 1 hits 5 on elbow and spaces 4 and 2 split away 2 looks to post up, 5 hits 2

Horns Flip Back Clear Horns

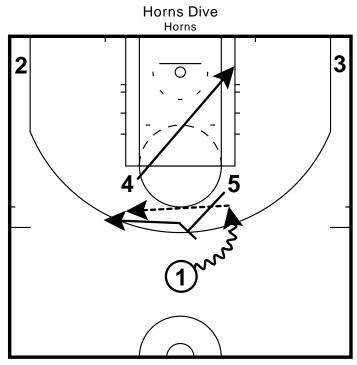


- 1 hits 4 on the elbow
- 2 runs up to back door, 3 fills up 4 flips it back to 1 coming to ball 1 attacks down hill

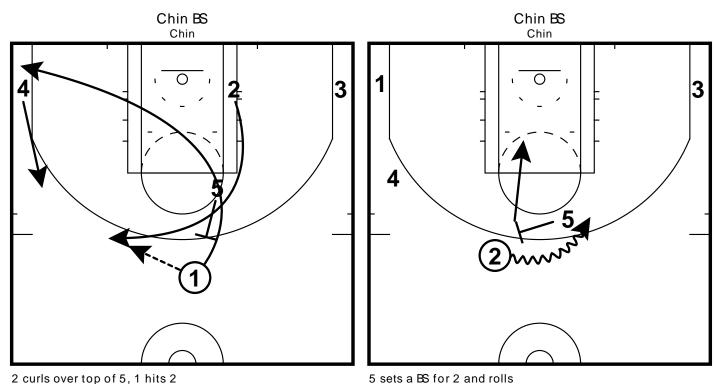


- 4 sets a BS for 1 and clears out 1 DHO's with 2 coming up 5 follows to set a BS for 2 and rolls

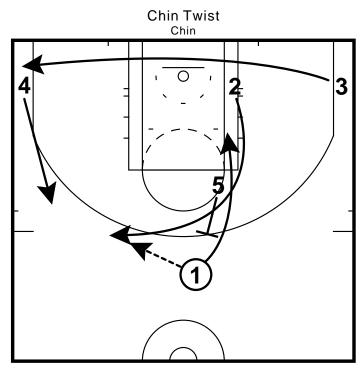
Horns

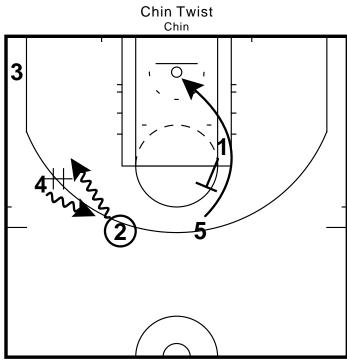


- 5 sets a BS for 1 and pops 4 dives opposite block 1 looks to throw back to 5



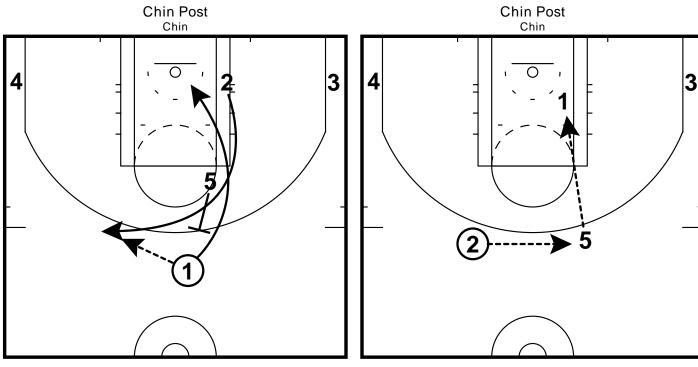
2 curls over top of 5, 1 hits 2 5 sets a back screen for 1 to corner 4 lifts up



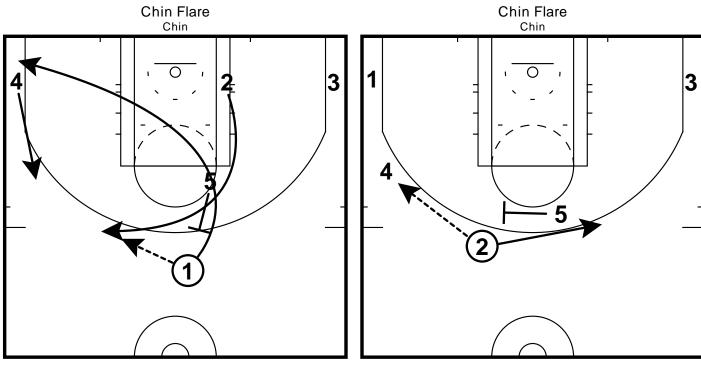


2 curls over top of 5, 1 hits 2 5 sets a back screen for 1 4 lifts up, 3 cuts opposite corner

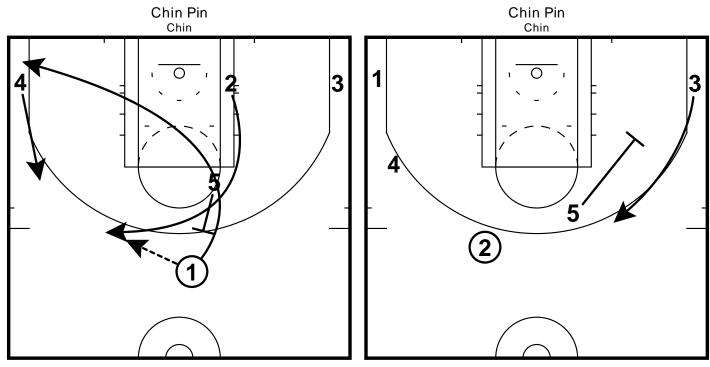
2 DHO's with 4 4 dribbles up, 1 back screens for 5 4 looks for lob or 1 popping



1 stops on cut to post up 2 hits 5 popping after screen 5 hits 1



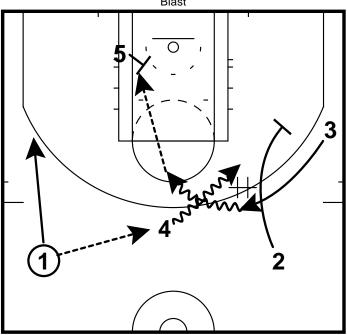
2 swings to 4 5 flares for 2



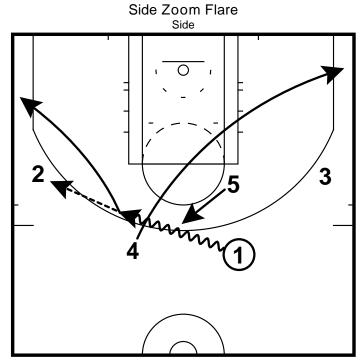
2 curls over top of 5, 1 hits 2 5 sets a back screen for 1 to corner 4 lifts up

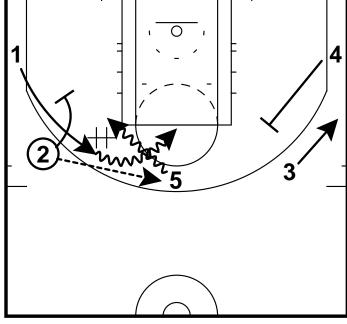
Blast

Blast Zoom Duck Blast



- 1 dribbles in transition and hits 4 1 spaces, 2 pins down with 3 4 follows to DHO with 3 5 ducks in, 3 looks to hit 5

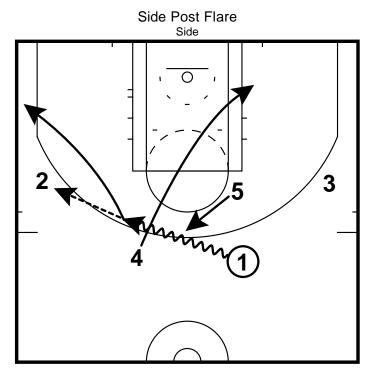


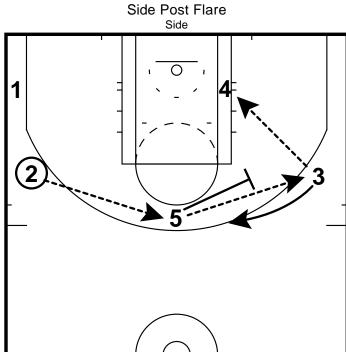


Side Zoom Flare Side

- 4 cuts opposite corner 1 dribbles across and hits 2
- 1 cuts strong side
- 5 flashes to the top

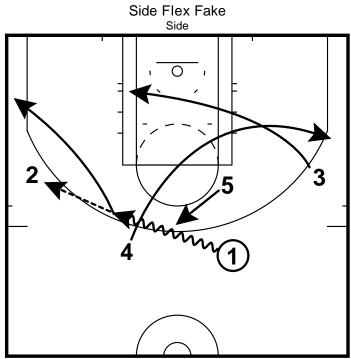
- 2 hits 5 on top, 2 pins down for 1 5 follows to DHO with 1
- 4 sets a flare for 3 when 1 goes down hill





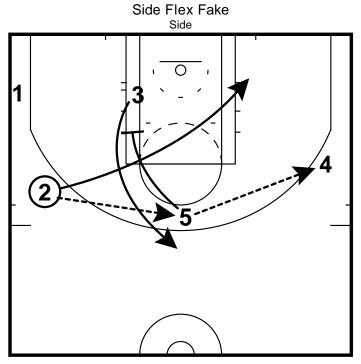
- 4 cuts opposite block 1 dribbles across and hits 2
- 1 cuts strong side
- 5 flashes to the top

2 hits 5 on top, 5 swings to 3 3 hits 4 on block posting up 5 sets a flare for 3



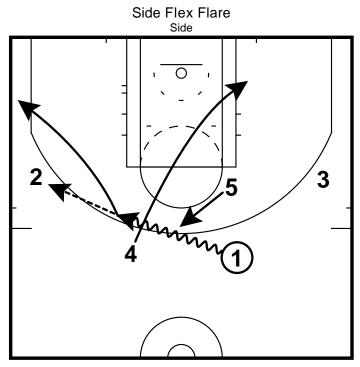


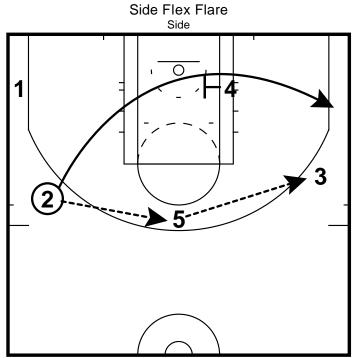
- 4 cuts opposite wing 1 dribbles across and hits 2
- 1 cuts strong side, 5 flashes to the top
- 3 cuts to opposite block



- 2 hits 5 on top, 5 swings to 4 5 sets a pin down for 3

- 2 cuts right off the butt of 5 4 looks for 2 on block or 3 off pin

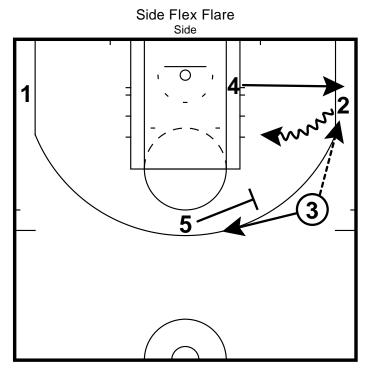




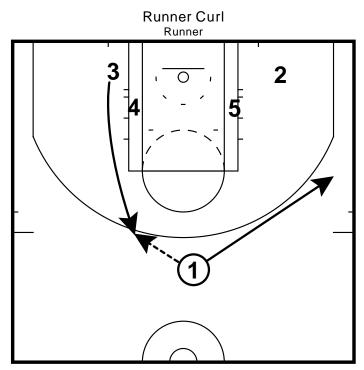
- 4 cuts opposite block 1 dribbles across and hits 2
- 1 cuts strong side
- 5 flashes to the top

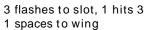
2 hits 5 on top

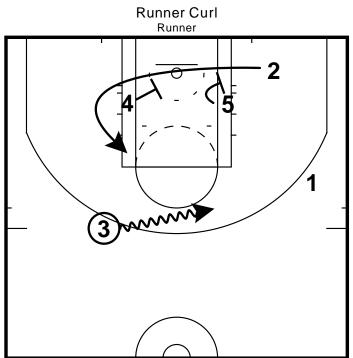
- 2 cuts opposite corner off 4 screen 5 swings to 3



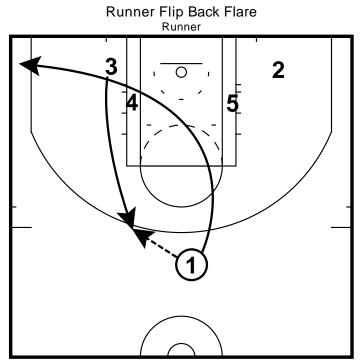
- 3 hits 2 running off screen 2 goes down hill, 4 fills from behind
- 5 sets a flare for 3



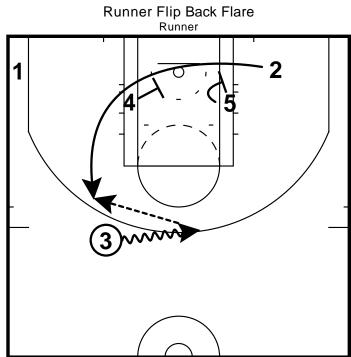




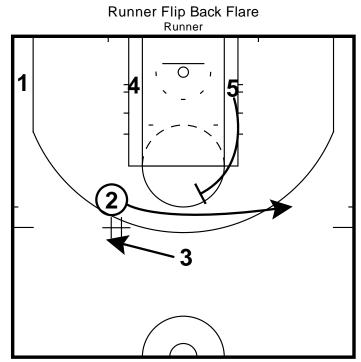
- 3 dribbles middle
- 5 and 4 set a runner for 2
- 4 would look to post 3 would look at post or 2 curling



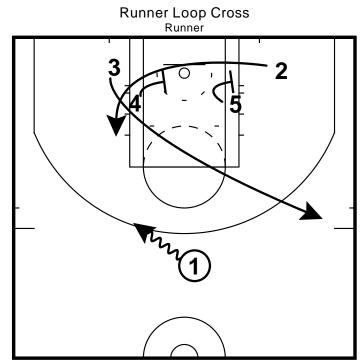
3 flashes to slot, 1 hits 3 1 cuts to corner

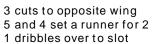


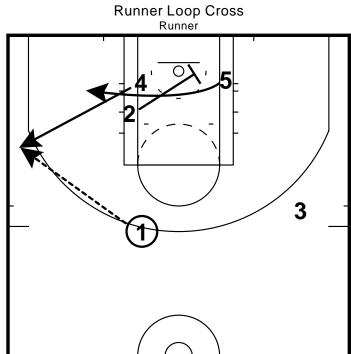
3 dribbles middle 5 and 4 set a runner for 2 3 hits 2 in slot



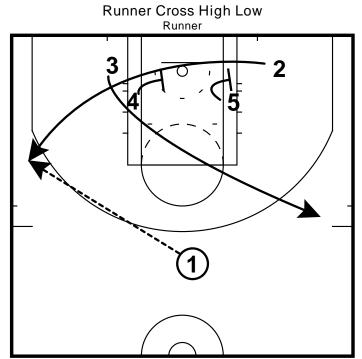
2 flips it back to 3 5 follows to flare for 2



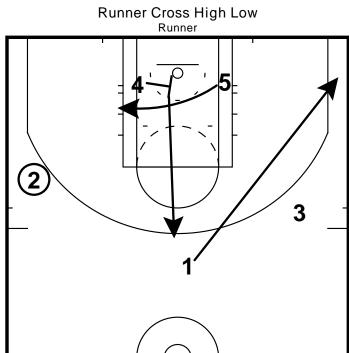




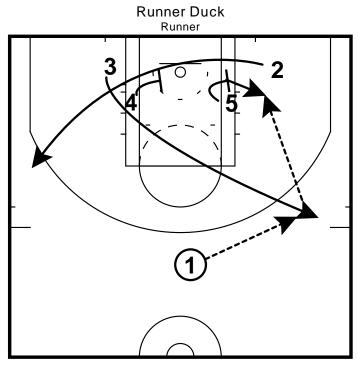
- 2 curls off 4's screen
- 2 sets a cross screen for 5
- 4 pops off 2 curl to wing, 1 hits 4 4 looks at 5 coming off cross screen



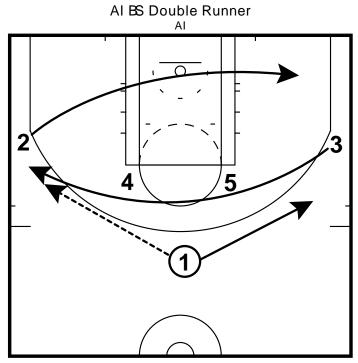
3 cuts to opposite wing 5 and 4 set a runner for 2 1 hits 2 on the wing



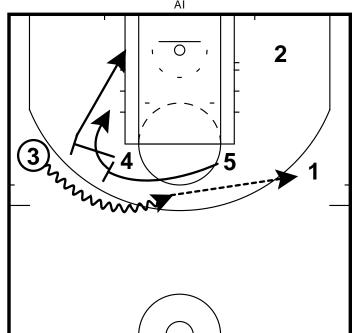
- 1 cuts opposite corner
- 4 sets a cross screen for 5
- 2 looks for 5 or hits 4 on top for high low



3 cuts to opposite wing, 1 hits 3 5 and 4 set a runner for 2 5 ducks in, 3 hits 5

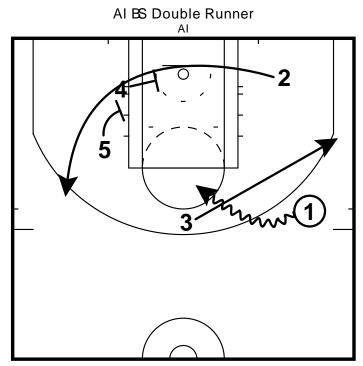


2 cuts underneath opposite 3 cuts over top of 5 and 4 1 hits 3 and spaces to wing

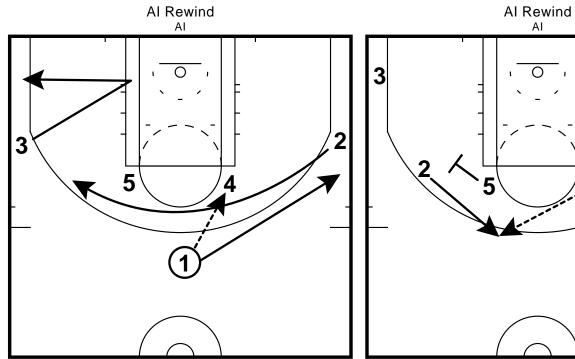


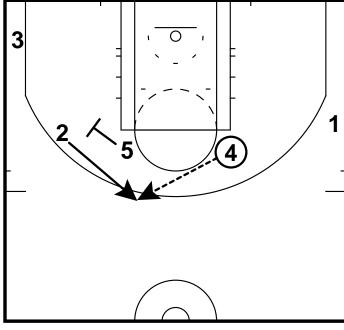
Al BS Double Runner

4 and 5 set a Double BS for 3 and roll 3 attacks middle and kicks to 1



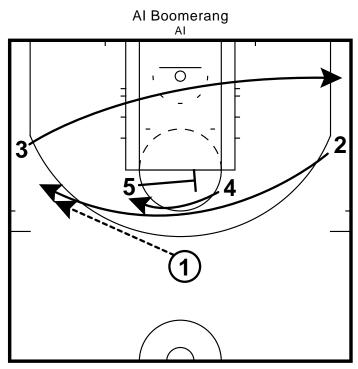
- 4 and 5 set a double for 2 to run off
- 3 cuts in front of 1
- 1 attacks middle looking for 2

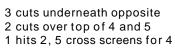


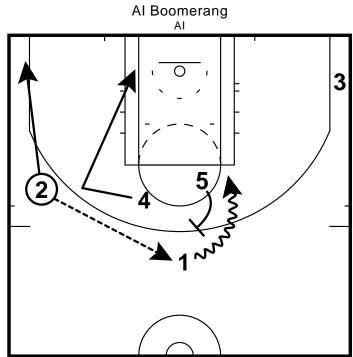


3 cuts underneath and pops back out 2 cuts over top of 4 and 5 1 hits 4 and spaces to wing

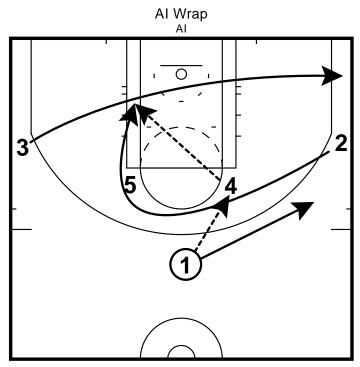
5 turns to set a pin for 2 coming back 4 looks to hit 2 or 5 slipping



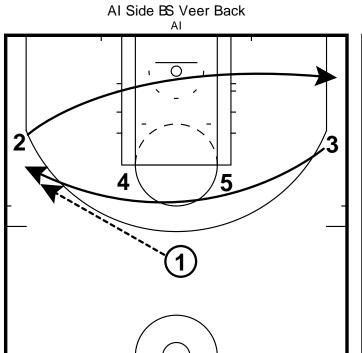


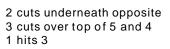


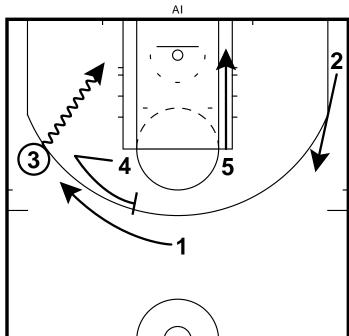
4 runs to Slip BS on 2 2 hits 1 back on top and spaces corner 5 sets a BS for 1 and pops



- 3 cuts underneath opposite 2 cuts over top of 4 and 5 1 hits 4 and spaces 2 wraps around 5, 4 hits 2

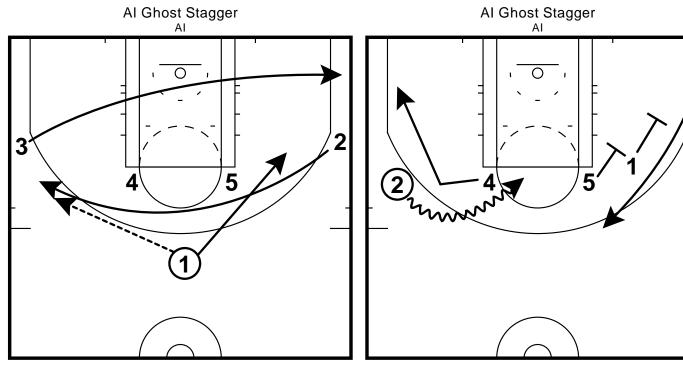






Al Side BS Veer Back

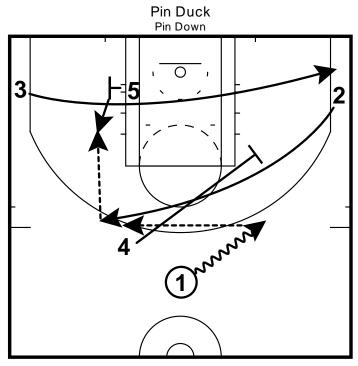
- 3 attacks down hill
- 5 dives to dunker spot, 2 fills 4 veers back to screen for 1



3 cuts underneath opposite 2 cuts over top of 4 and 5 1 hits 2 and spaces

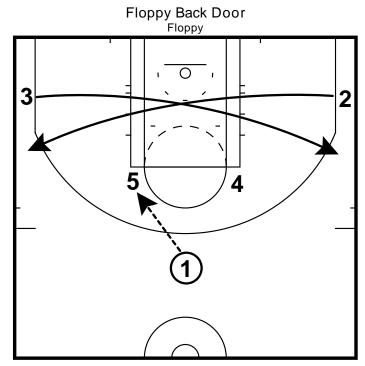
4 runs to ghost for 2 1 and 5 set a stagger for 3

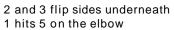
Pin

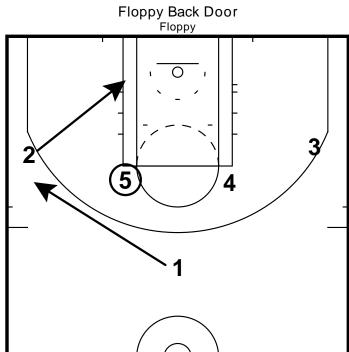


- 4 runs across to set a pin for 2
- 1 dribbles over to slot
- 5 sets a flex for 3, 1 hits 2 2 looks to hit 5 ducking in after screen

Floppy

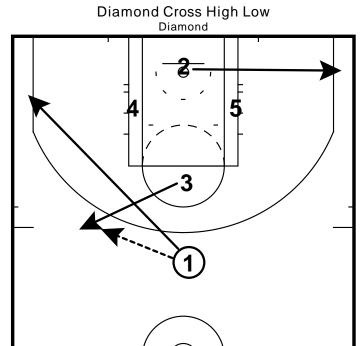


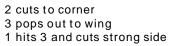


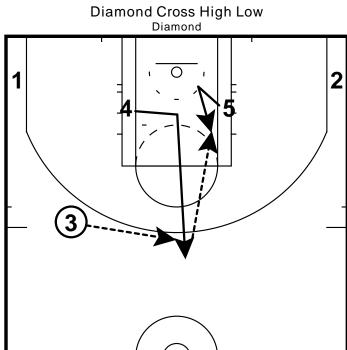


- 2 back doors right away 5 looks to hit 2
- 1 is flashing over top if its not open

Diamond

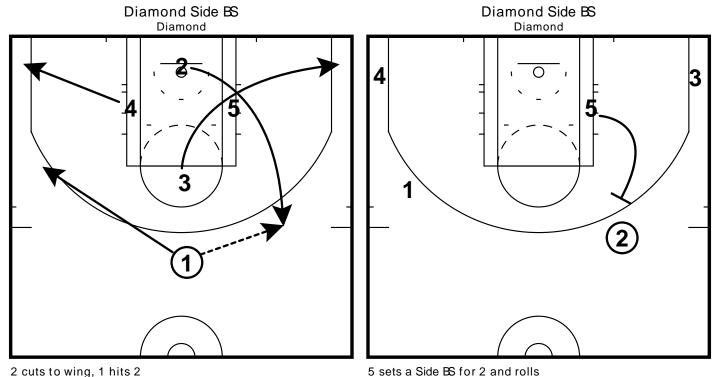




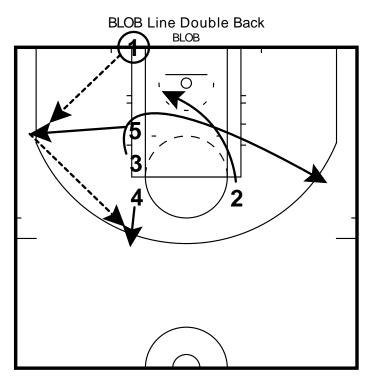


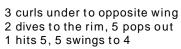
- 4 fakes cross screen and pops top
- 3 hits 4 on top
- 5 ducks in, 4 looks to 5 high low

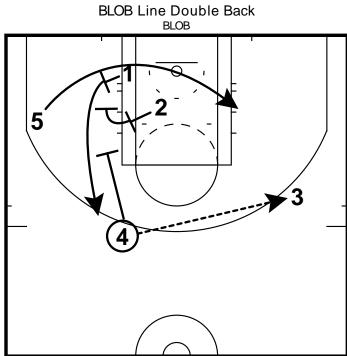
Diamond



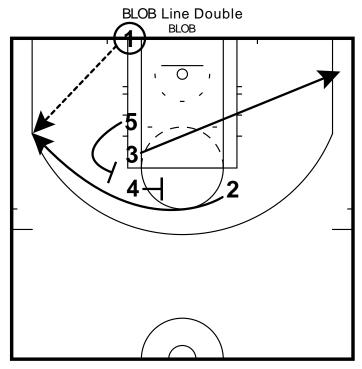
2 cuts to wing, 1 hits 2 3 cuts to corner, 4 spaces corner 1 spaces to wing



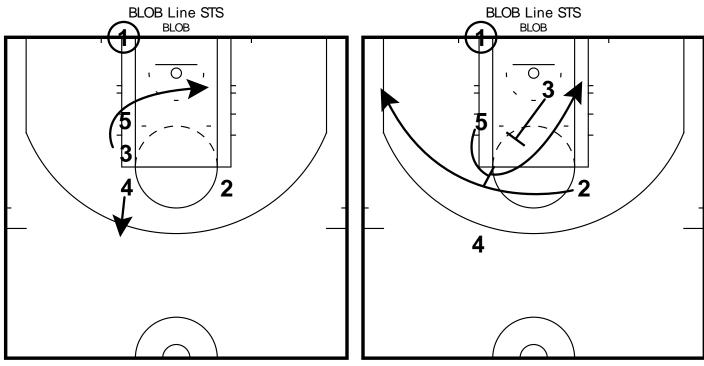




- 1 and 2 set a back screen for 5
- 4 swings to 3 2 and 4 set a double for 1

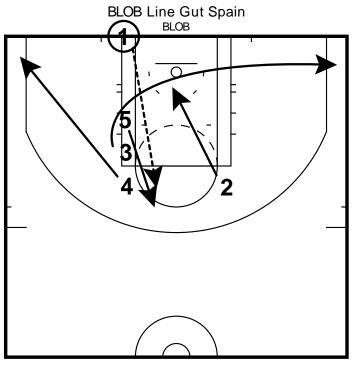


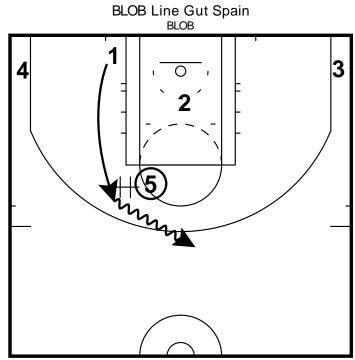
- 3 dives to the corner
- 4 and 5 set a double for 2



4 pops back

- 5 screens for 2
- 3 back screens for 5 and slips

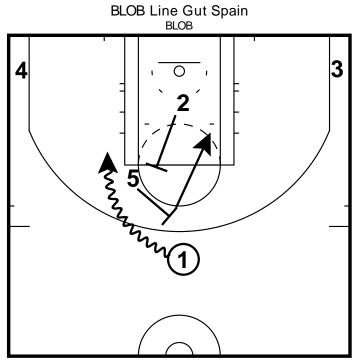




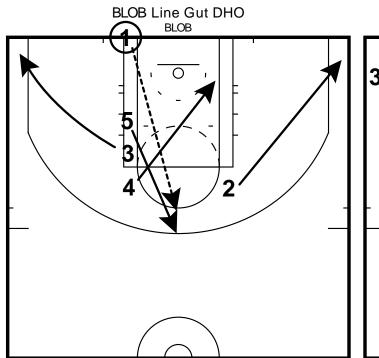
- 4 dives to corner
- 3 loops around 5 to opposite corner
- 2 dives to rim
- 1 throws over top to 5 popping

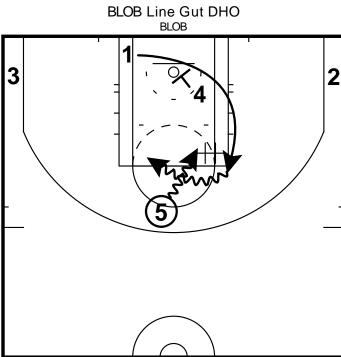
1 comes up for handoff from 5





- 5 sets a BS for 1 and rolls
- 2 sets a back screen on X5 and pops

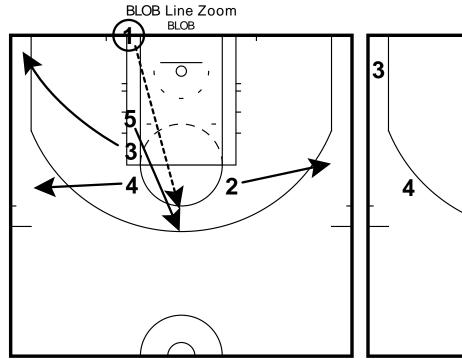


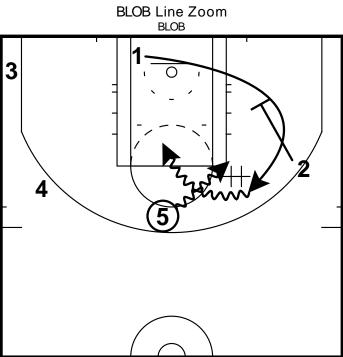


- 3 dives to strong corner 2 dives weak corner
- 4 dives to the block
- 1 throws over top to 5 popping out

4 down screens for 1

5 follows to DHO with 1 and rolls

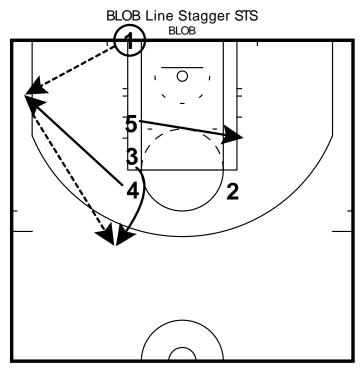


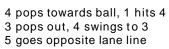


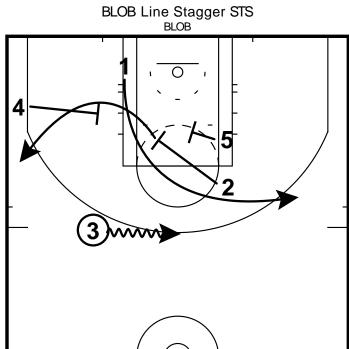
- 3 dives to strong corner 2 flashes out to wing 4 goes to strong wing 1 throws over top to 5 popping

2 pins down for 1

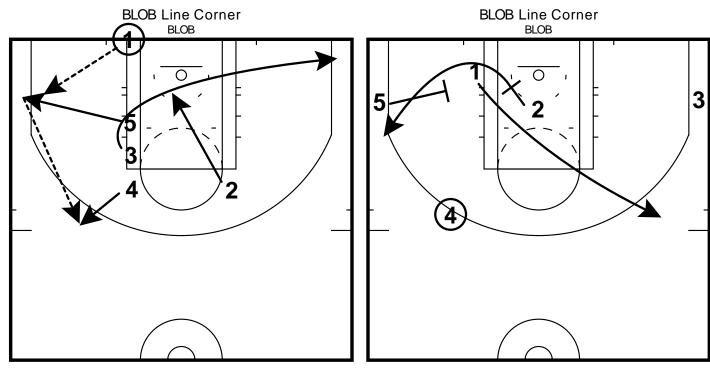
5 follows to DHO with 1 and rolls





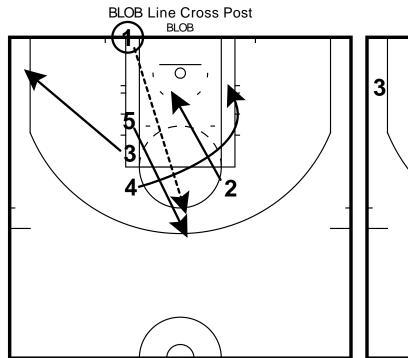


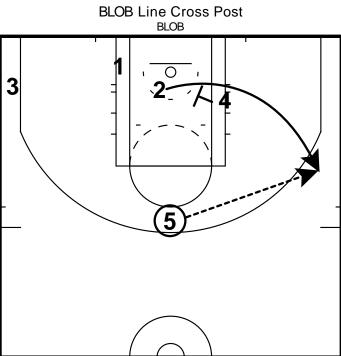
- 2 and 5 set a stagger for 1 3 dribbles middle
- 4 pins in for 2
- 3 makes read on open shooter



3 loops around 5 to corner 5 pops out towards ball 1 hits 5, 2 dives to rim 4 pops out, 5 hits 4

2 screens for 1 5 pins in for 2 to corner

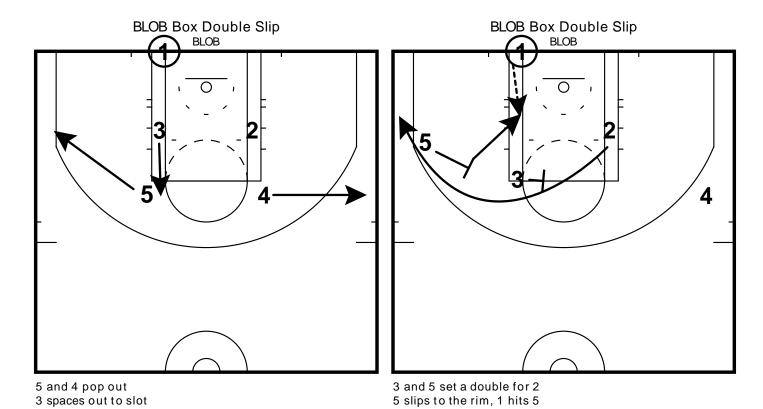


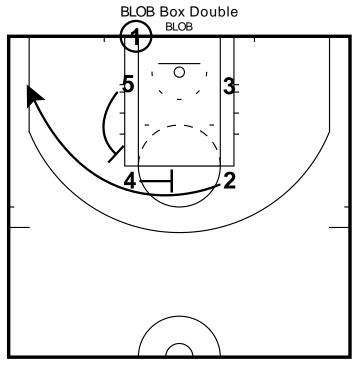


- 3 dives strong corner 1 hits 5 popping out 2 dives to the rim 4 goes opposite block

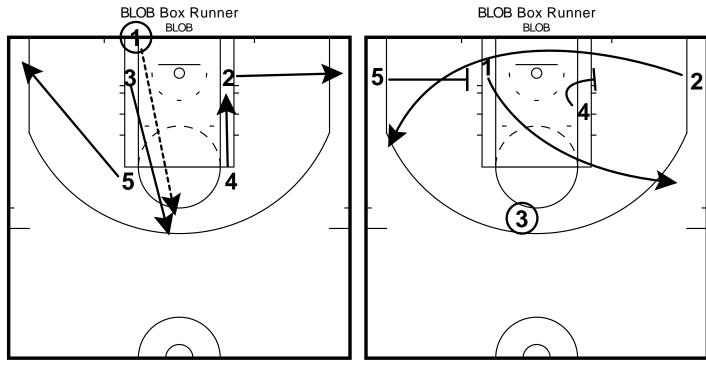
4 screens in for 2

5 looks to hit 2 or 4 posting



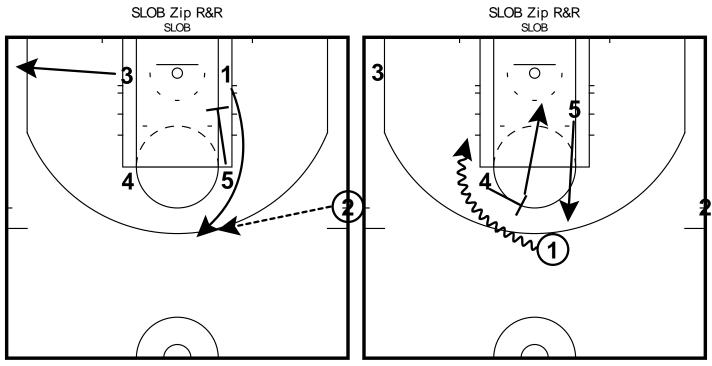


4 and 5 set a double for 2

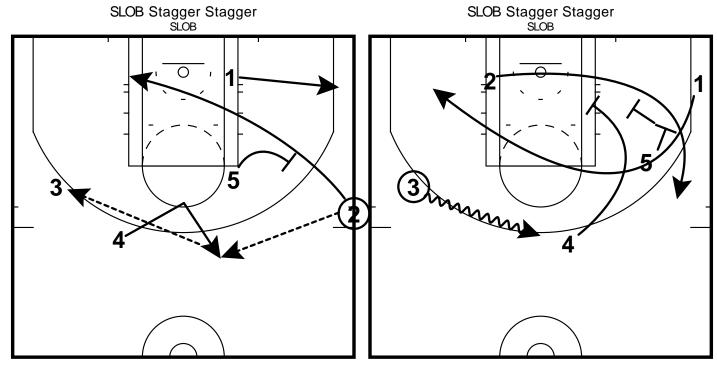


- 5 dives to corner, 2 goes corner
- 4 dives to block
- 1 hits 3 popping out

- 1 cuts through the middle 4 and 5 set a baseline runner for 2

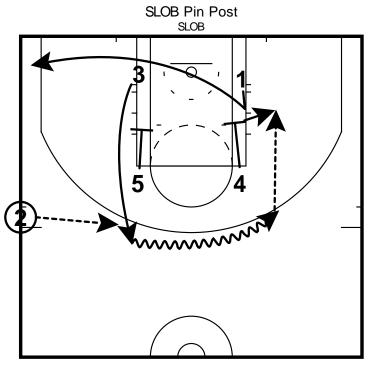


4 sets a BS for 1 and rolls 5 replaces from behind

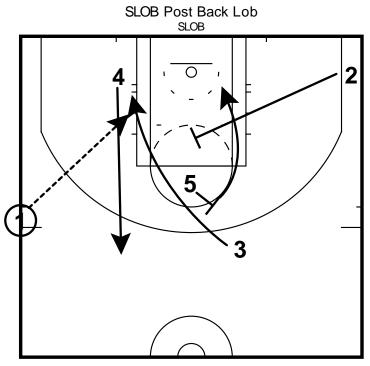


- 4 gets open to top, 2 hits 4 1 goes corner, 4 swings to 3 5 sets a shuffle for 2

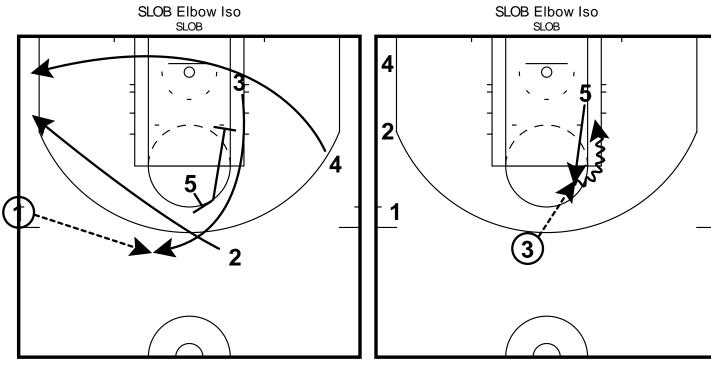
- 5 sets the stagger for 1 4 acts to set stagger and goes down 4 and 5 set a stagger for 2 3 dribbles to top looking for 2



- 5 sets a pin down for 3, 2 hits 3 4 pins down for 1, 1 rejects 3 dribbles over and hits 4 ducking in



- 4 flashed up the slot 5 sets a back screen for 3, 1 hits 3 2 then sets a back screen for 5 3 looks for 5 or goes 1 on 1



5 flashes to the elbow 3 hits 5 for an iso