



# WNBA Semi-finals & Finals 2021 Playbook



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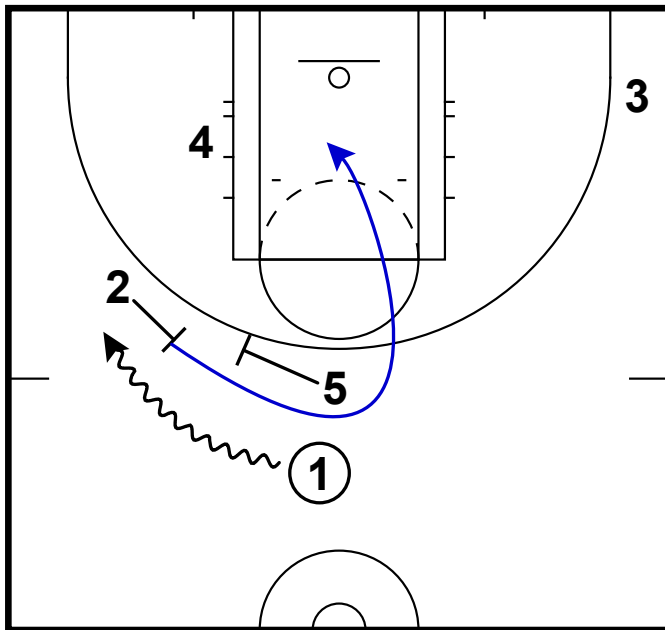
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# Chicago Sky - Pistol Flare Turnout

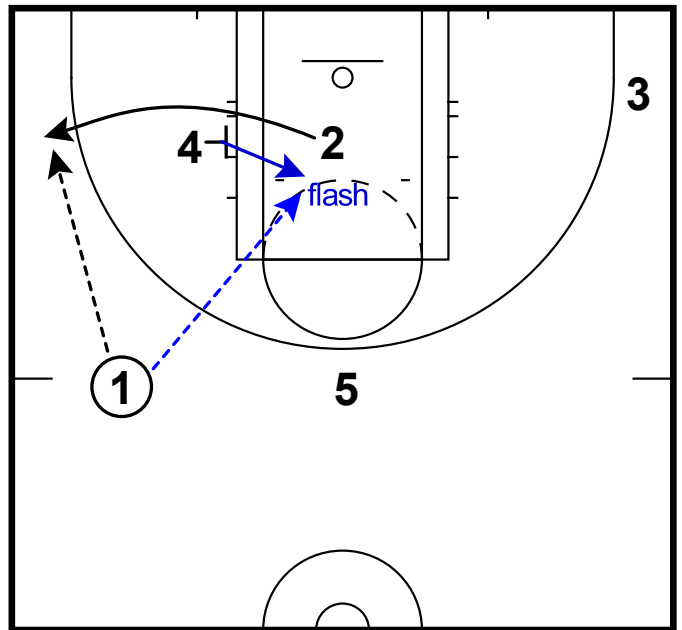
## Transition actions

Frame 1



guard ballscreen & flare screen

Frame 2

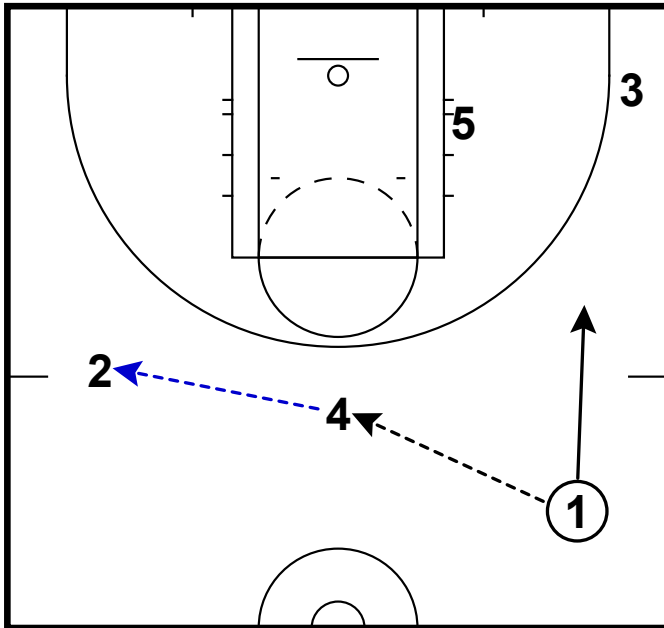


turnout screen, 4 flashes

# Chicago Sky - Swing PNP to Slot PNR

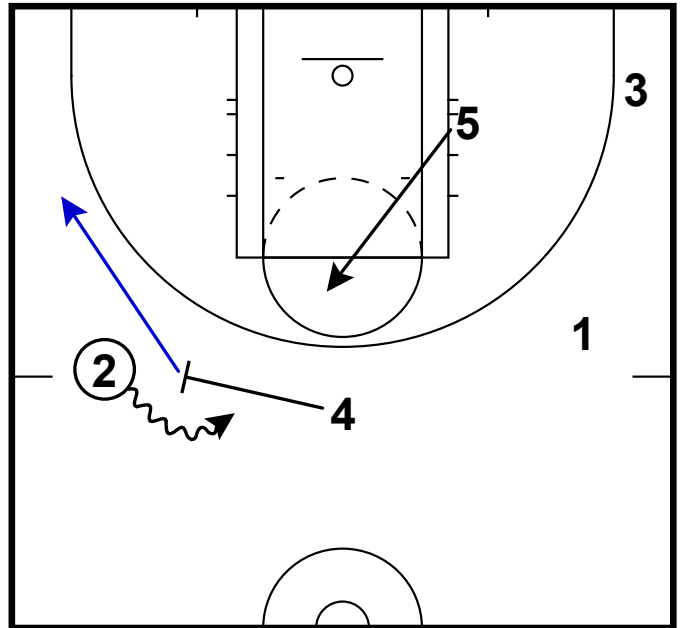
## Transition actions

Frame 1



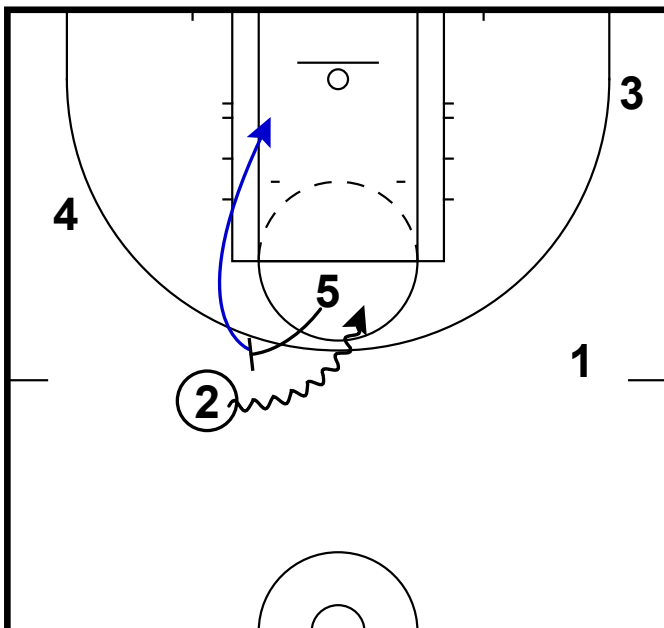
swing the ball

Frame 2



PNP, 5 sprints to top of the key

Frame 3

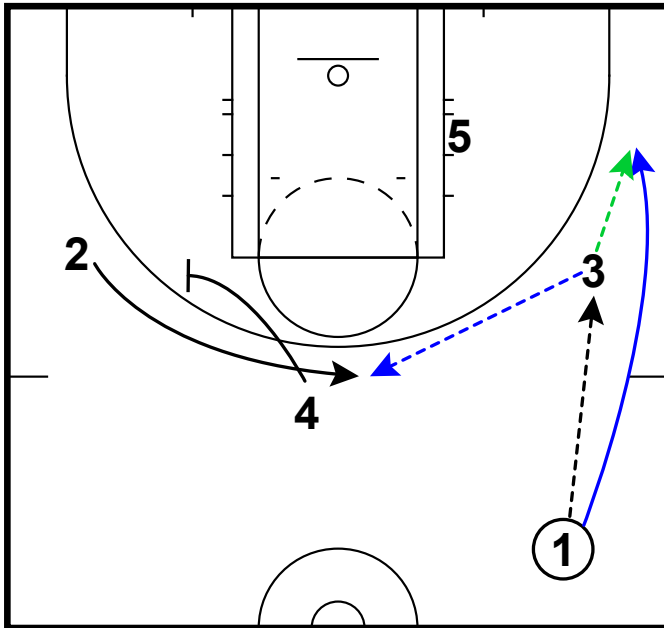


slot PNR

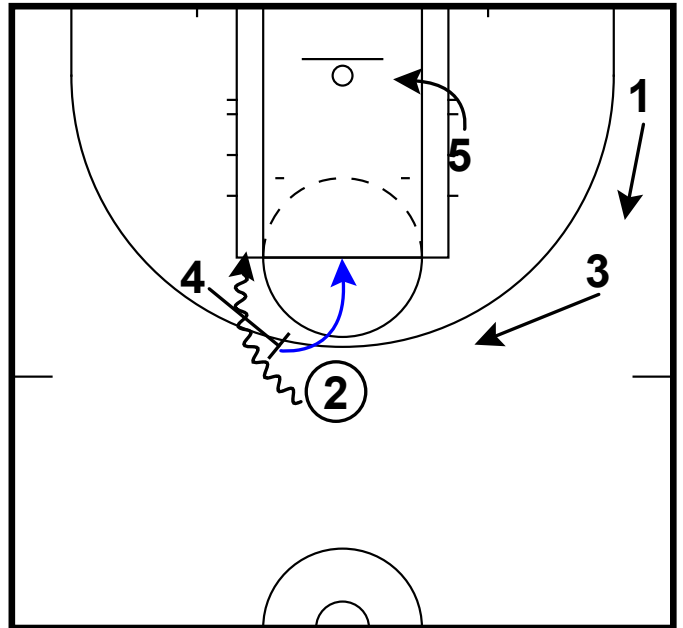
# Las Vegas Aces - Screen Away & PNR

## Transition actions

Frame 1



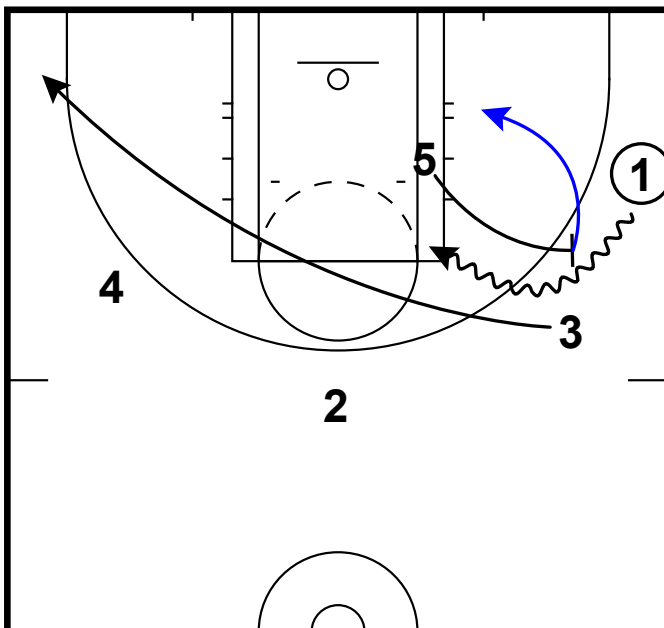
Frame 2



entry pass & screen away  
option to pass back to 1

top PNR, 1 & 3 fill behind

Frame 3

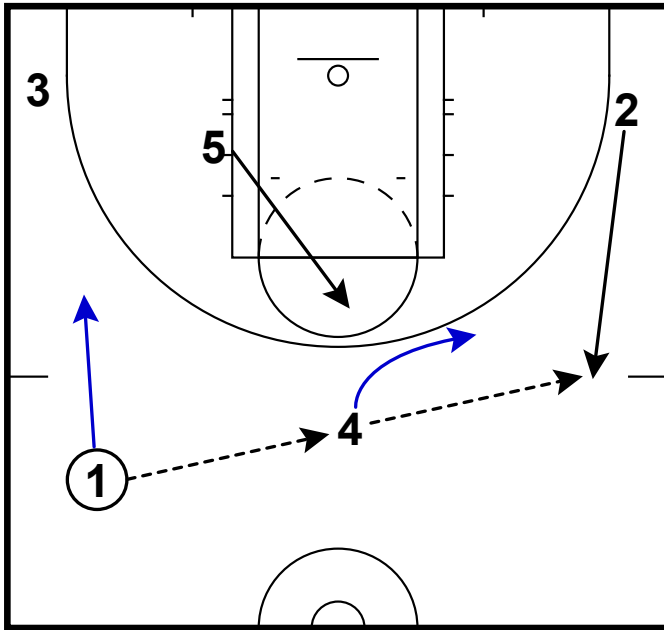


option 2: 3 clears out, 5 sets a  
side PNR

# Las Vegas Aces - Swing & Double Drag

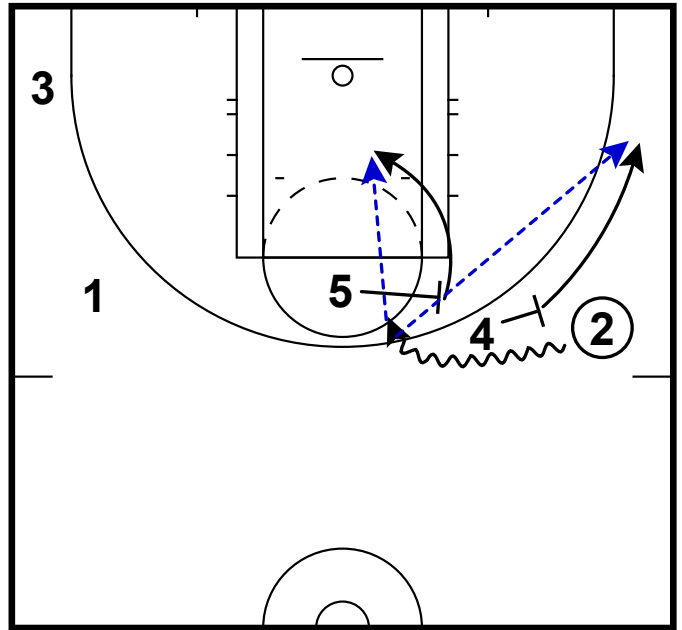
## Transition actions

Frame 1



swing the ball

Frame 2

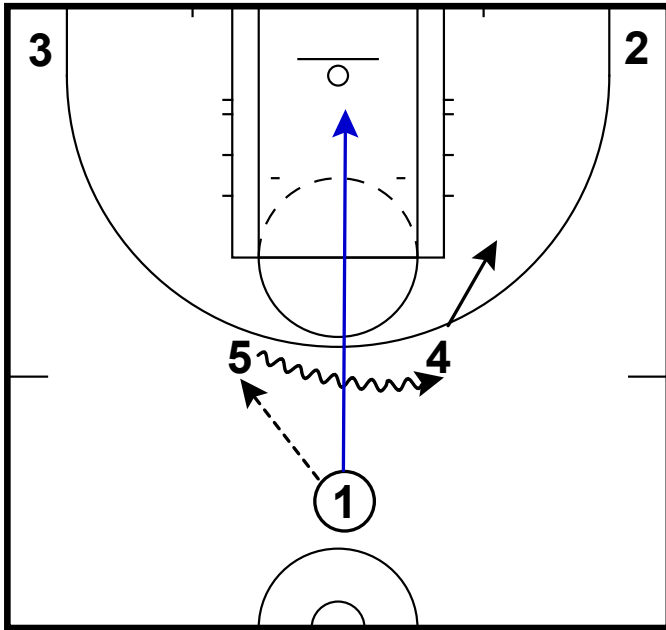


double drag, 4 pops & 5 dives

# Chicago Sky - Horns Chicago

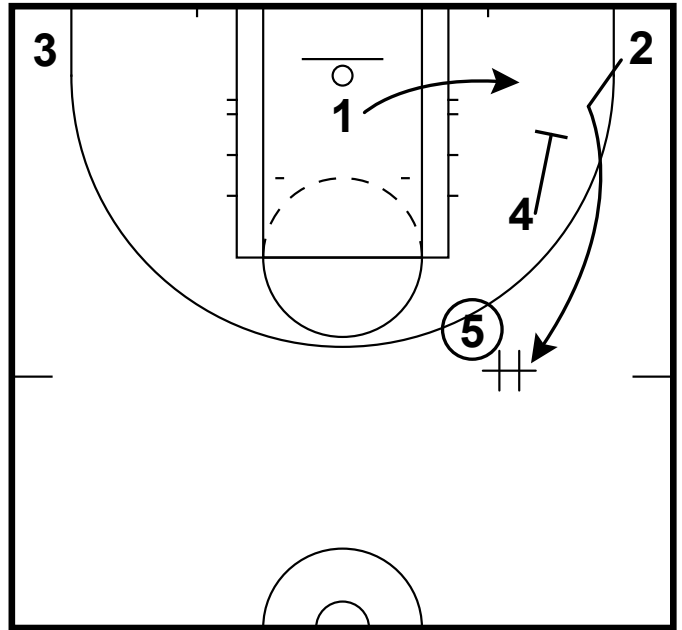
## Half Court sets

Frame 1



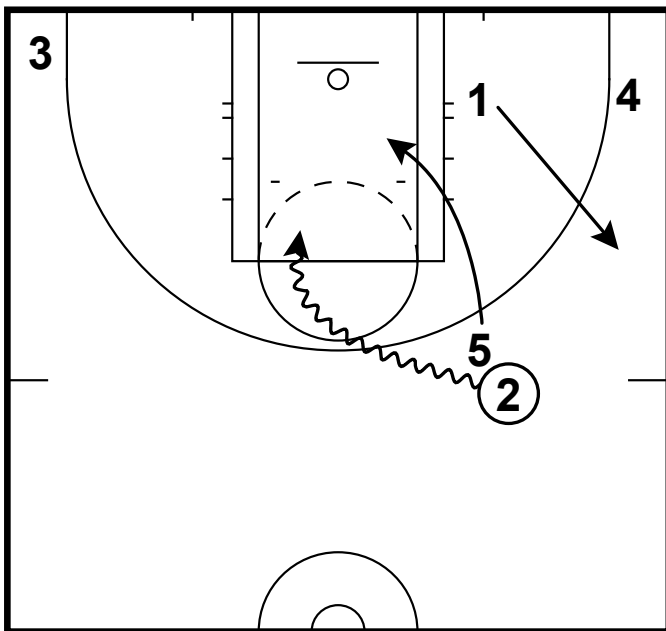
Horns entry & basket cut

Frame 2



down screen & DHO

Frame 3



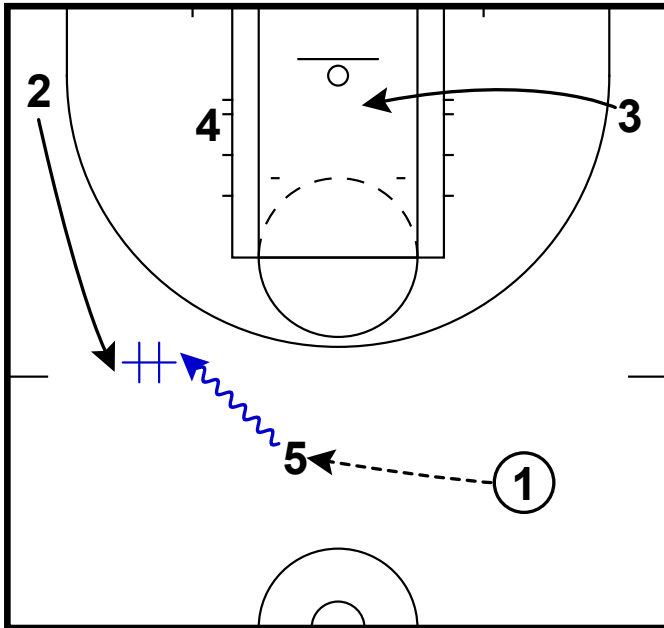
attack & dive, 1 fills behind



# Chicago Sky - DHO & Double Rip

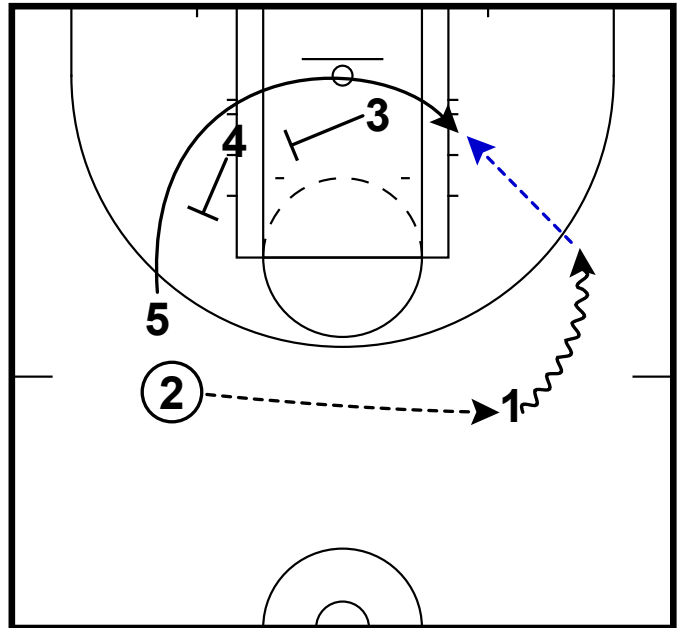
## Half Court sets

Frame 1



DHO swing, 3 cuts inside

Frame 2

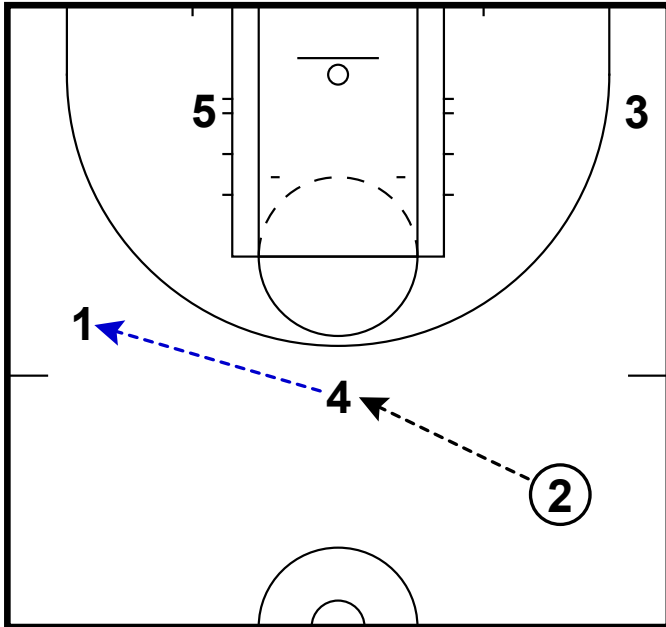


pass back to 1, double rip & low post feed

# Chicago Sky - Screen Away DHO to Double Action

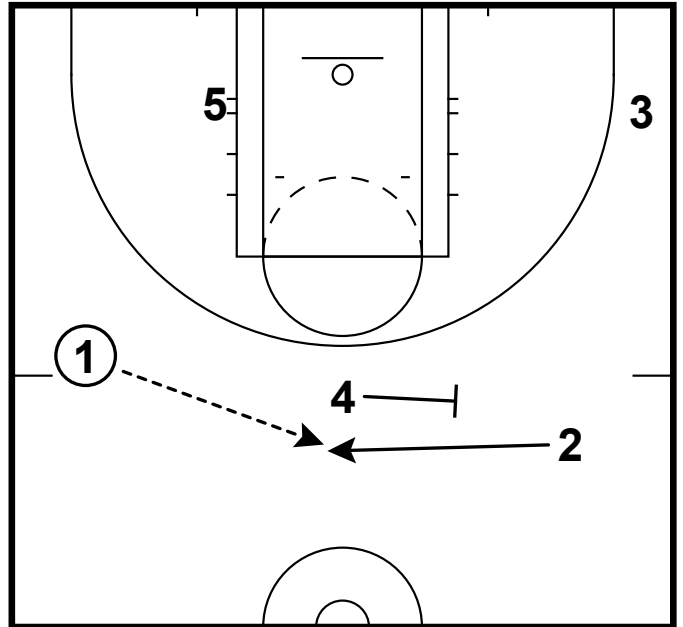
## Half Court sets

Frame 1



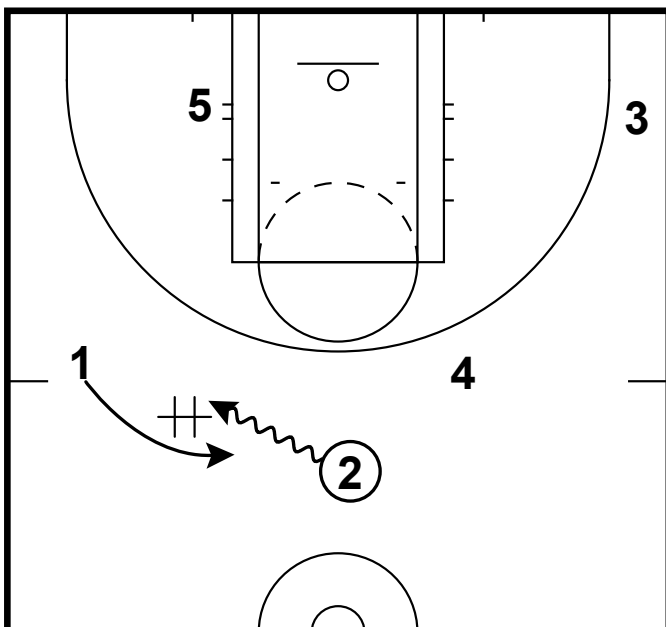
swing the ball

Frame 2



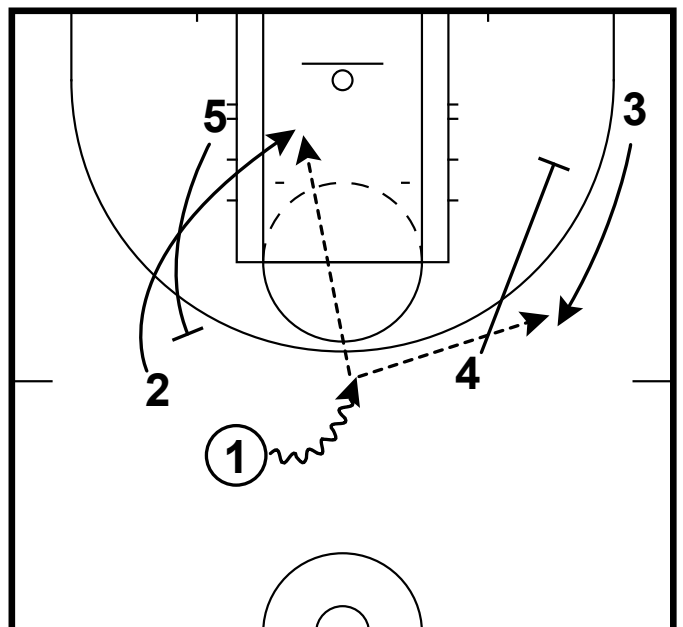
screen away

Frame 3



DHO

Frame 4

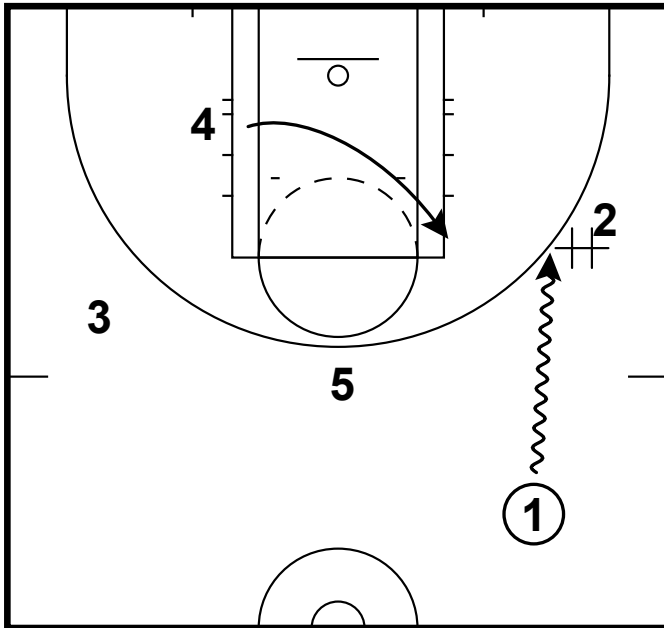


flare screen on on side, pin down on the other

# Chicago Sky - Shuffle Stagger PNR

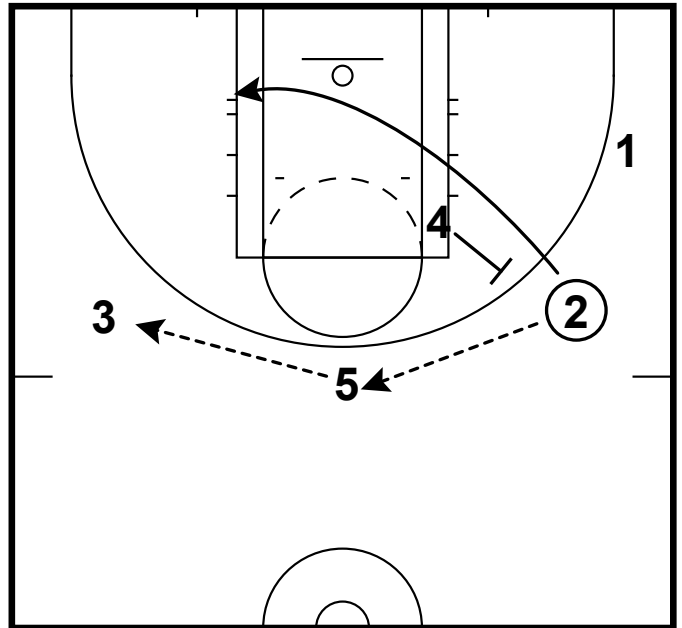
## Half Court sets

Frame 1



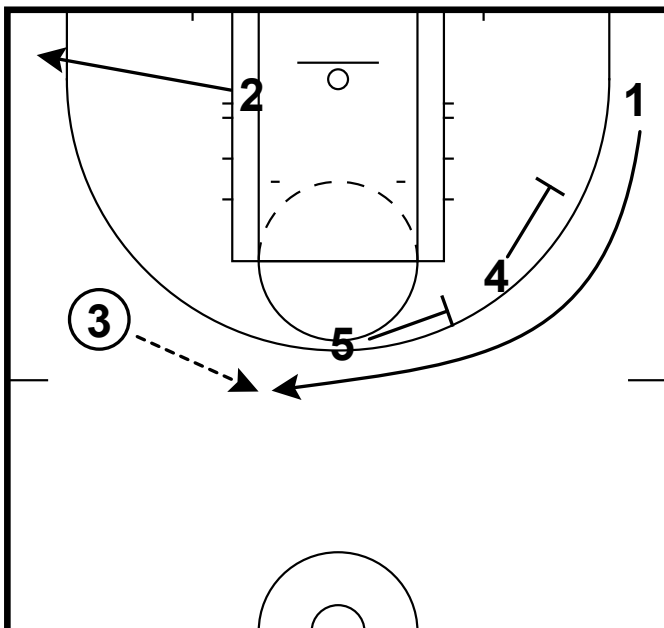
DHO entry, 4 cuts to elbow

Frame 2



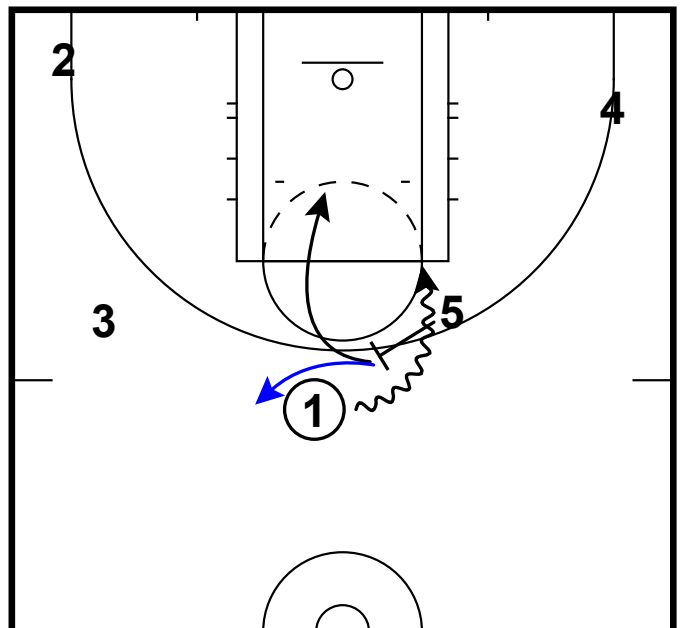
swing the ball & shuffle screen

Frame 3



stagger

Frame 4

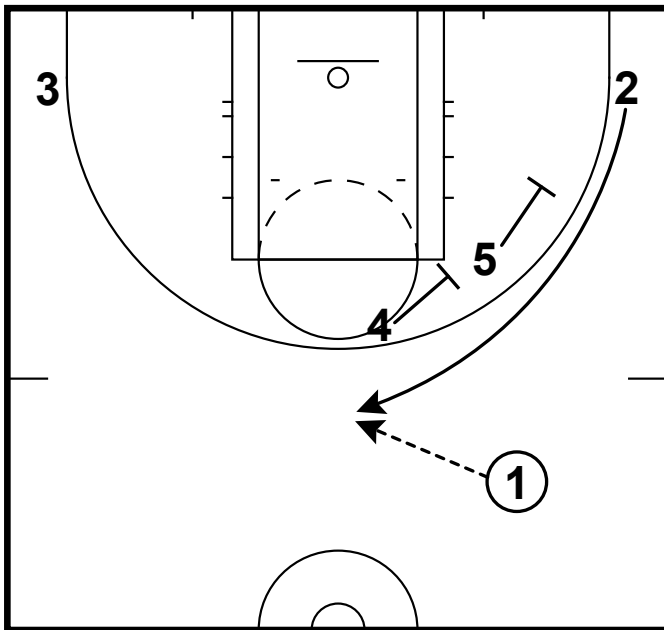


Top PNR

# Chicago Sky - Motion Strong & Slot PNR

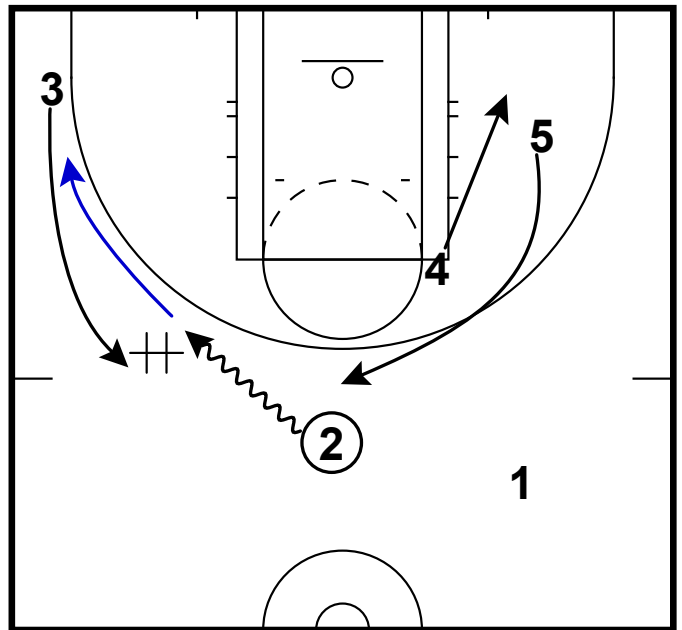
## Half Court sets

Frame 1



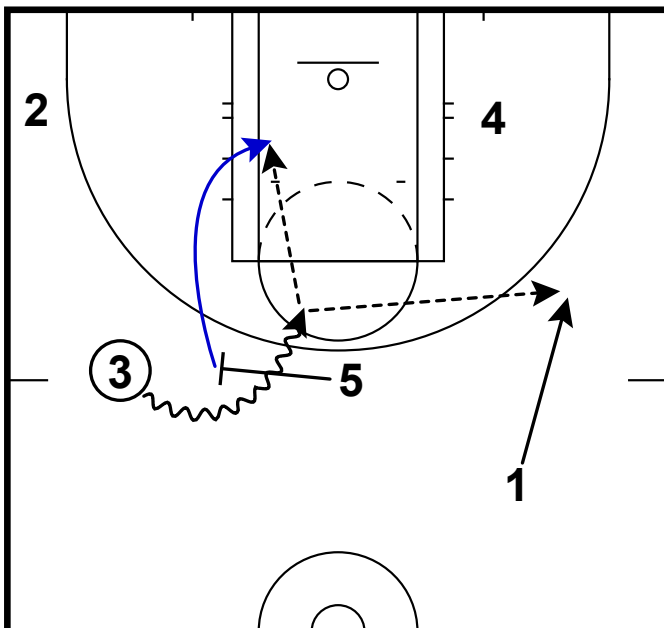
stagger entry

Frame 2



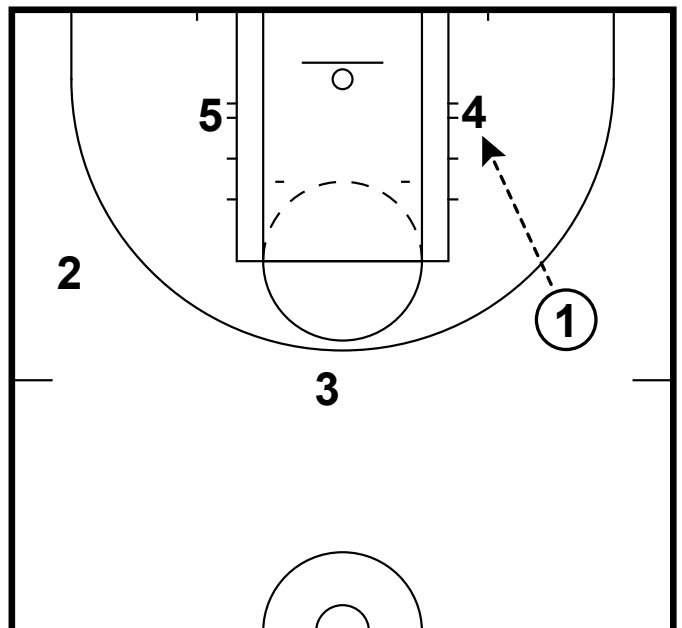
DHO & weak side exchange

Frame 3



slot PNR, 1 relocates to wing

Frame 4

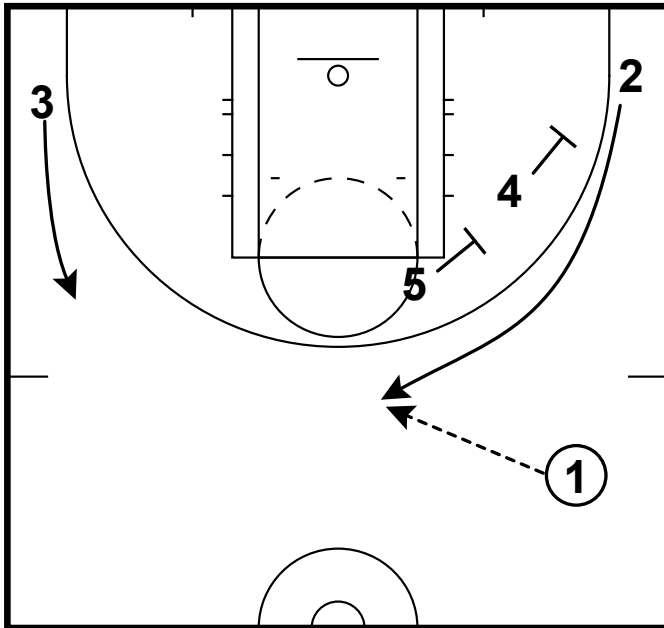


post-up option

# Chicago Sky - Motion Strong & Stagger PNR

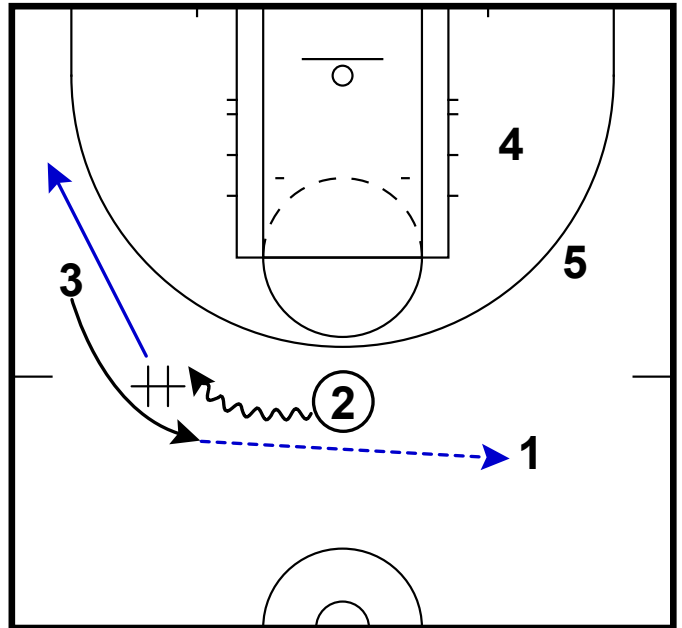
## Half Court sets

Frame 1



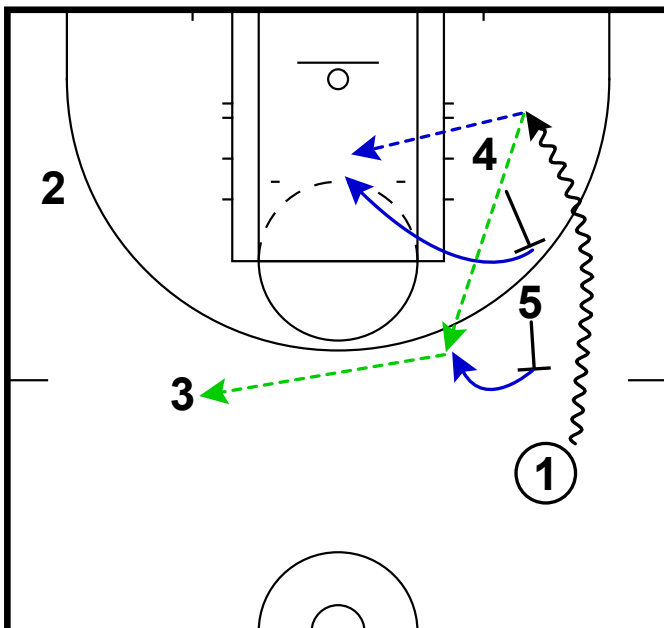
stagger entry

Frame 2



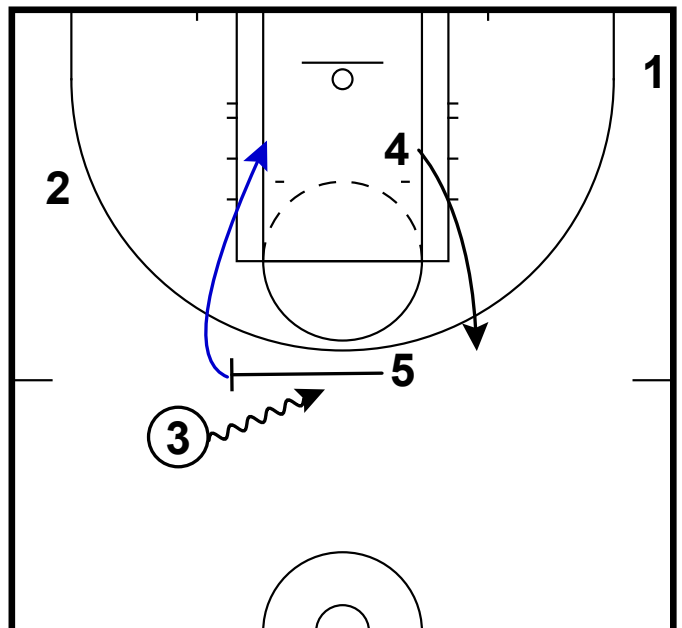
DHO & pass back to 1

Frame 3



stagger PNR, 5 pops & 4 dives.  
when ball is passed to 5, he swings the  
ball to 3

Frame 4

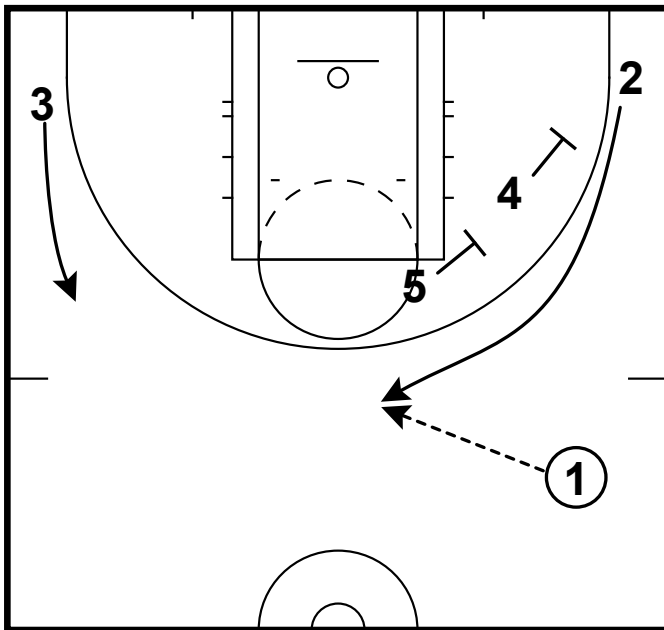


slot PNR exchange

# Chicago Sky - Motion Strong & Step-up PNP

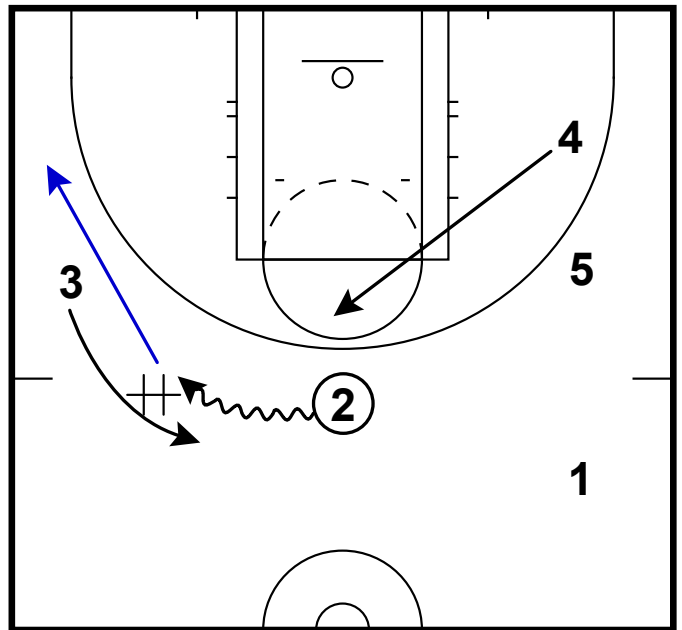
## Half Court sets

Frame 1



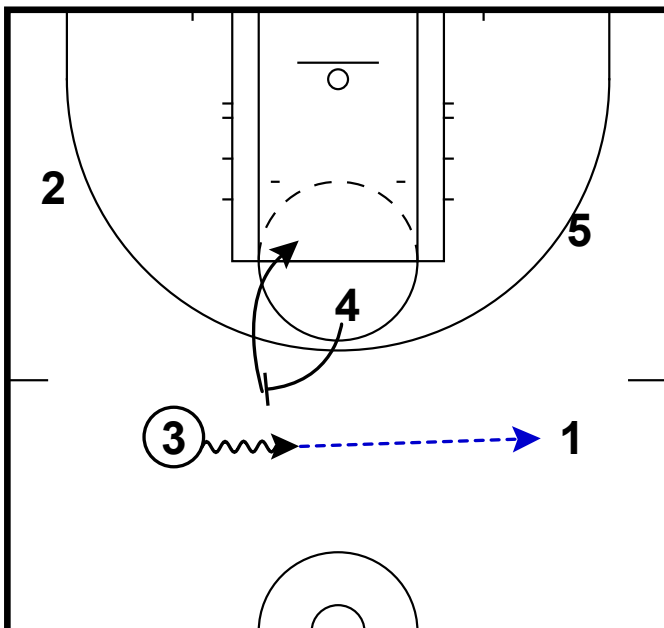
stagger entry

Frame 2



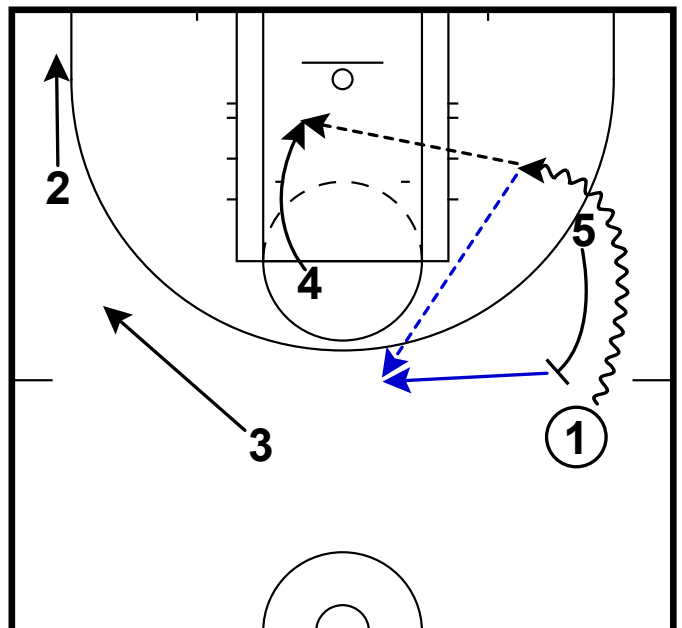
DHO & 4 sprints to the top of key

Frame 3



slip & short roll, pass ahead to 1

Frame 4

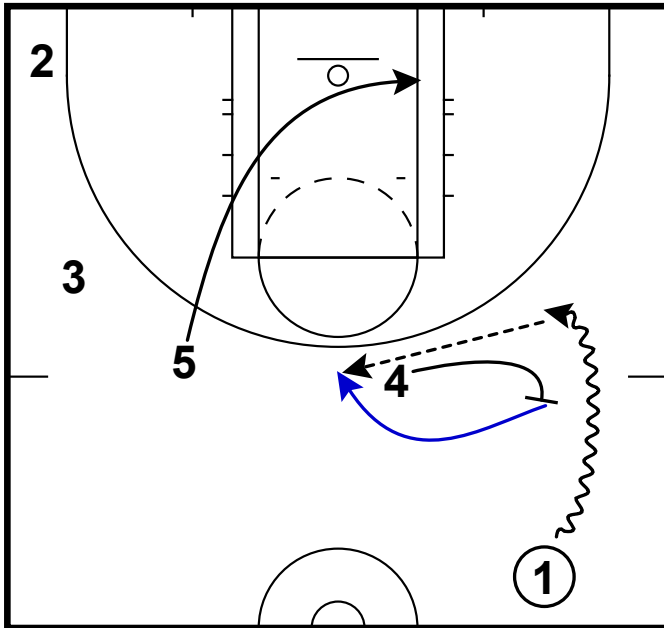


step-up PNP, 4 flashes inside

# Chicago Sky - Step-up Chicago

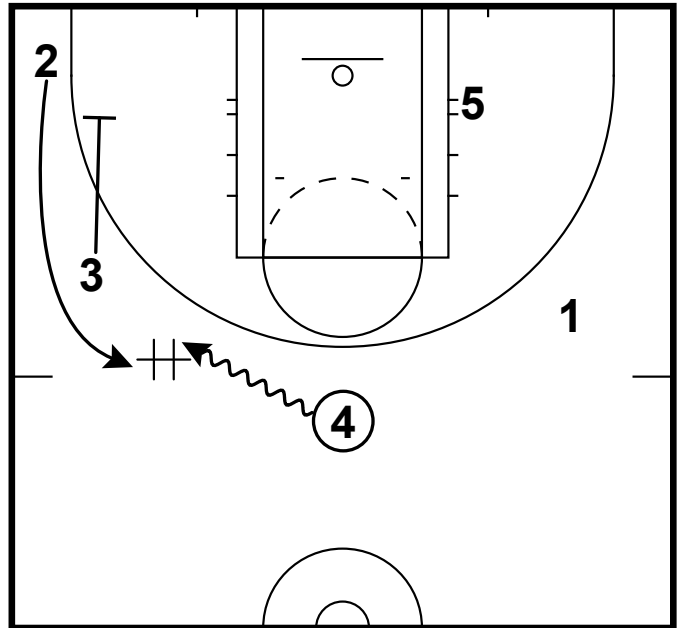
## Half Court sets

Frame 1



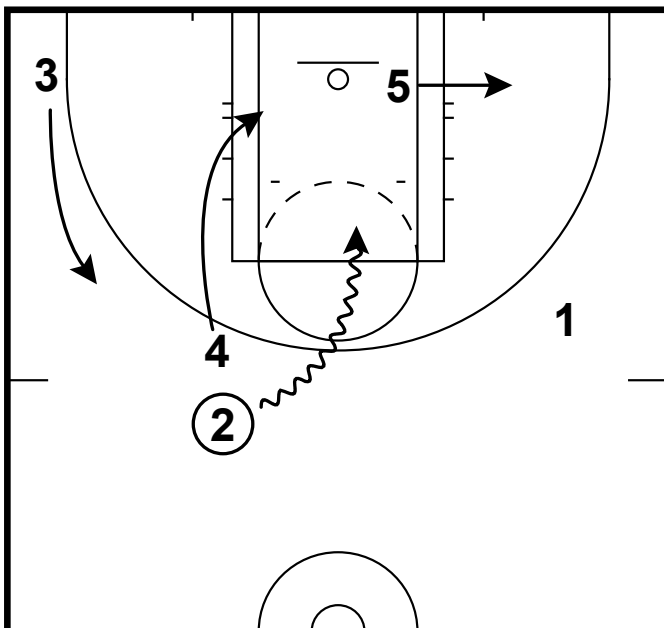
step-up PNP, 5 makes a slice cut

Frame 2



down screen & DHO

Frame 3

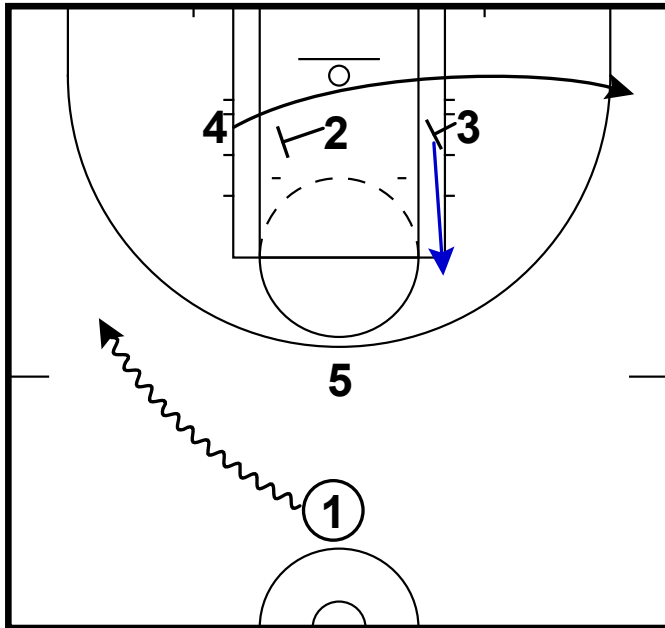


attack & dive, 3 fills behind

# Connecticut Sun - Back Screen Pop

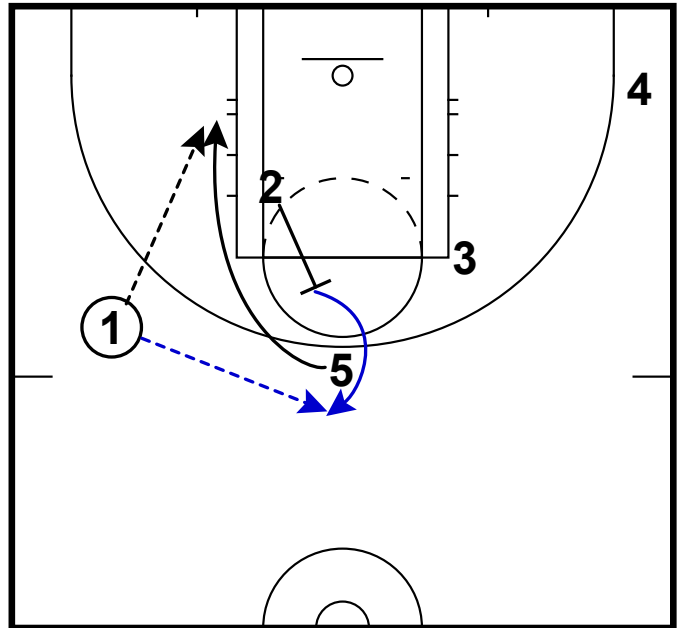
## Half Court sets

Frame 1



decoy stagger

Frame 2



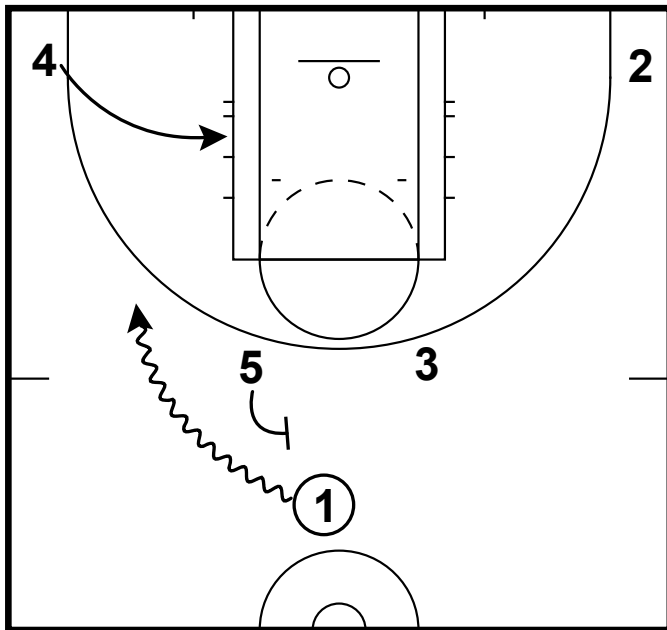
back screen & pop out



# Connecticut Sun - Horns Duck in

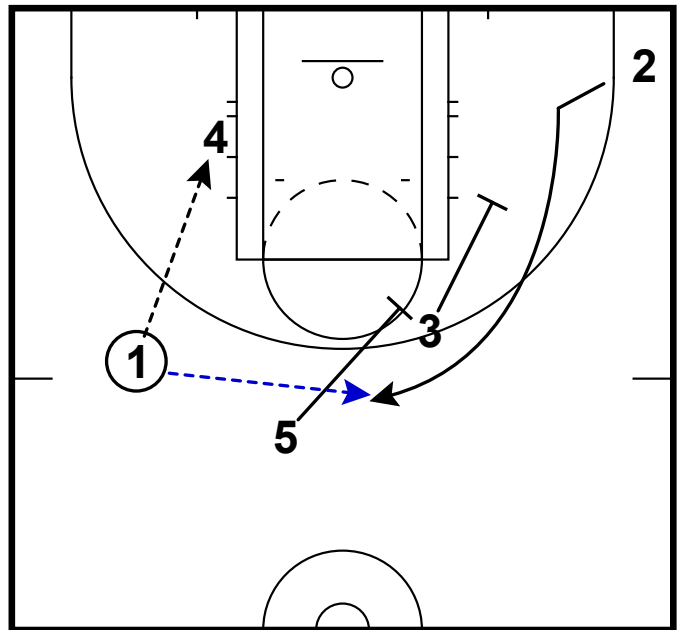
## Half Court sets

Frame 1



fake pick, 4 ducks in to post-up

Frame 2

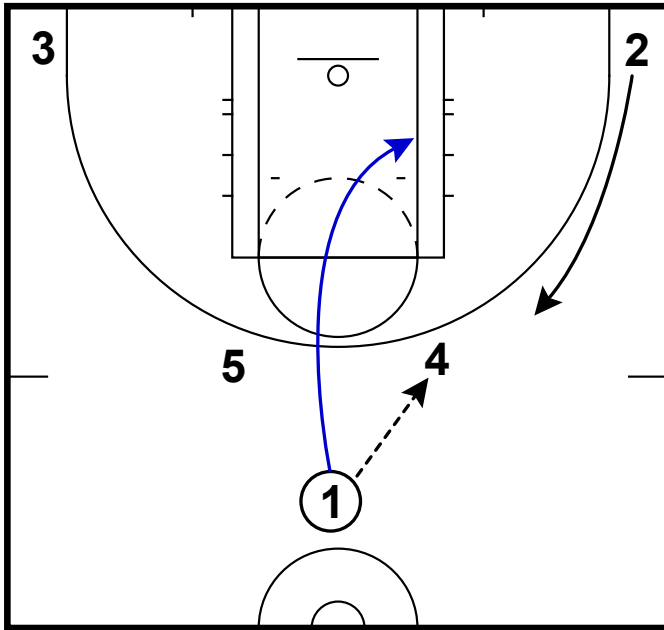


low post feed / stagger away

# Connecticut Sun - Horns Double Rip

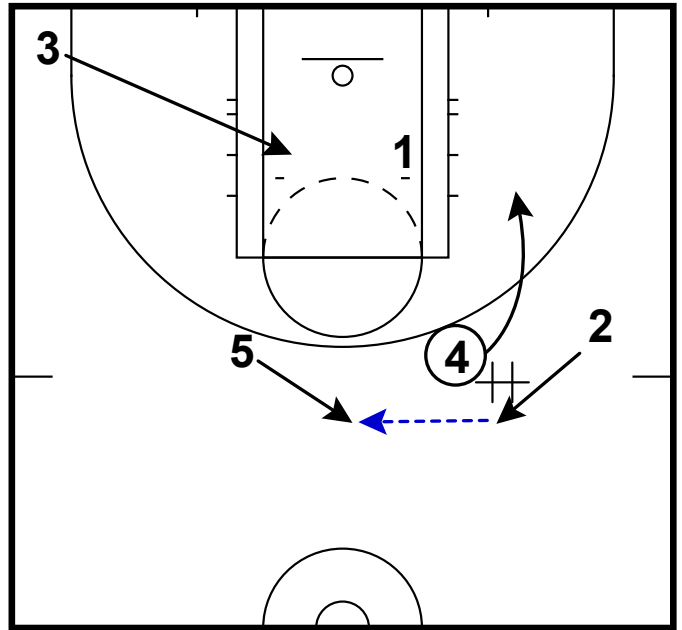
## Half Court sets

Frame 1



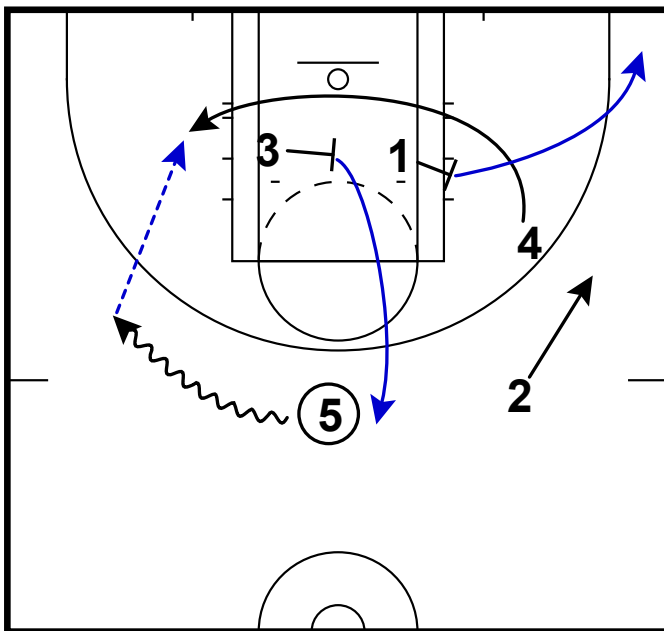
Horns entry & basket cut,  
2 replaces

Frame 2



hand-off & pass to 5 at the top,  
3 cuts inside

Frame 3

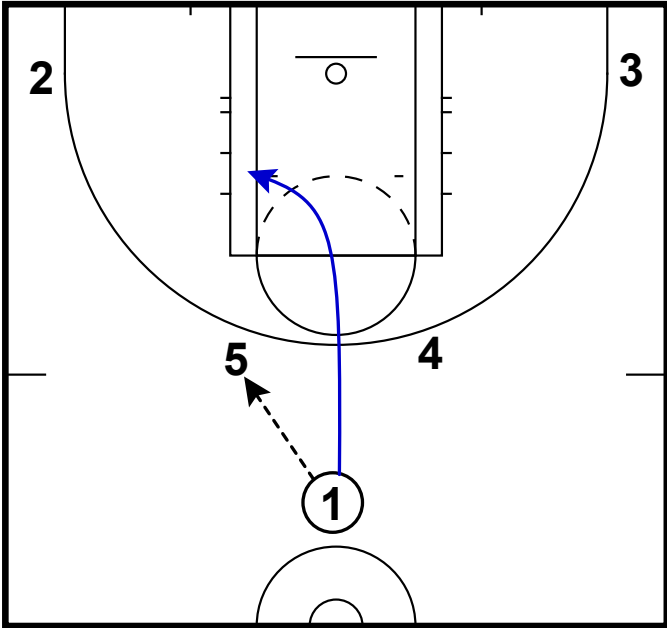


double rip & post-up

# Connecticut Sun - Horns Rip

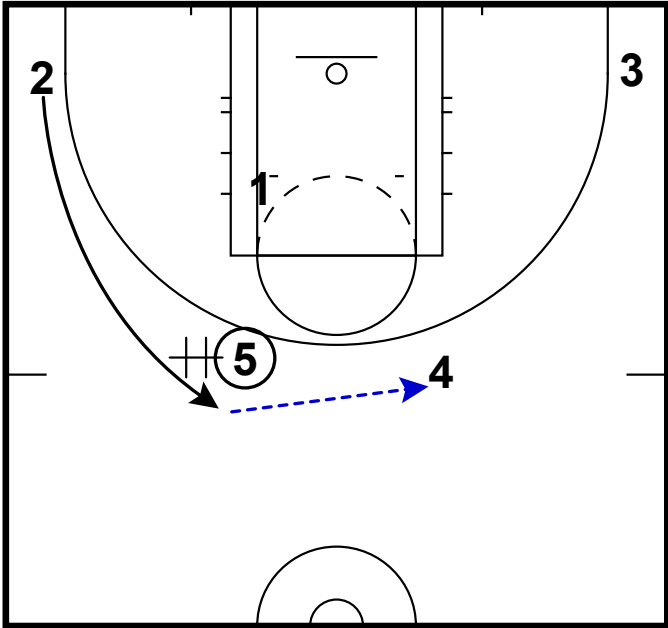
## Half Court sets

Frame 1



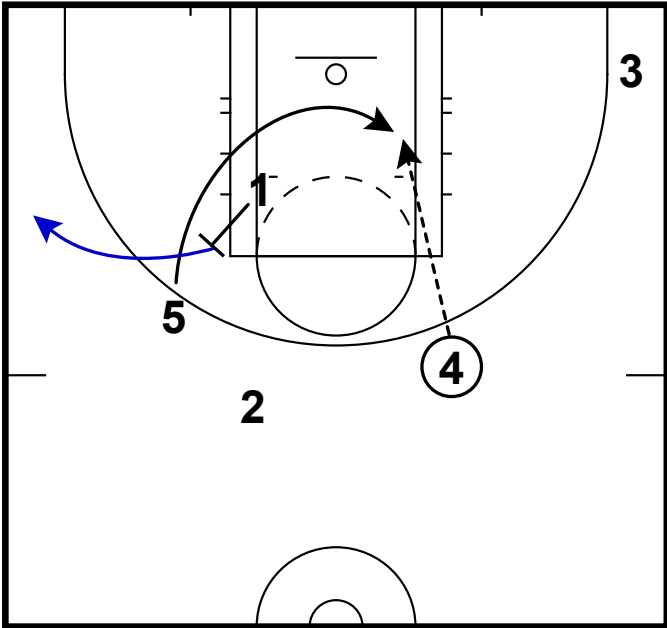
Horns entry & cut inside

Frame 2



hand-off & pass to 4

Frame 3

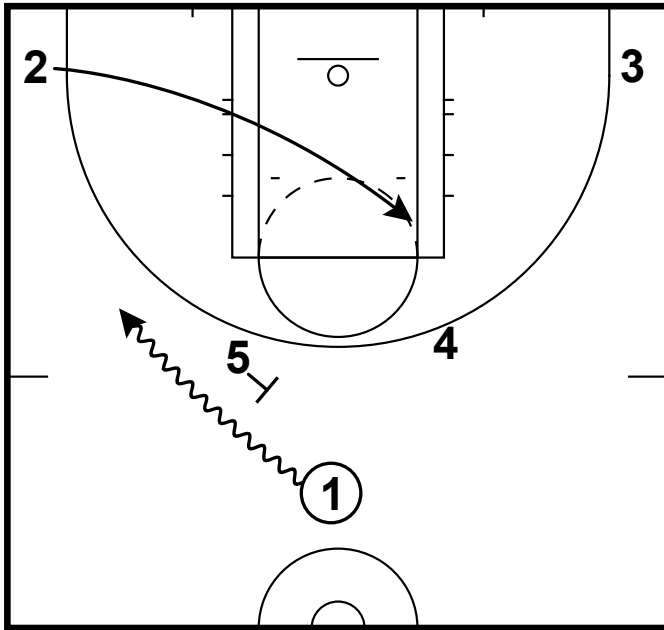


back screen

# Connecticut Sun - Horns STS & Top PNR

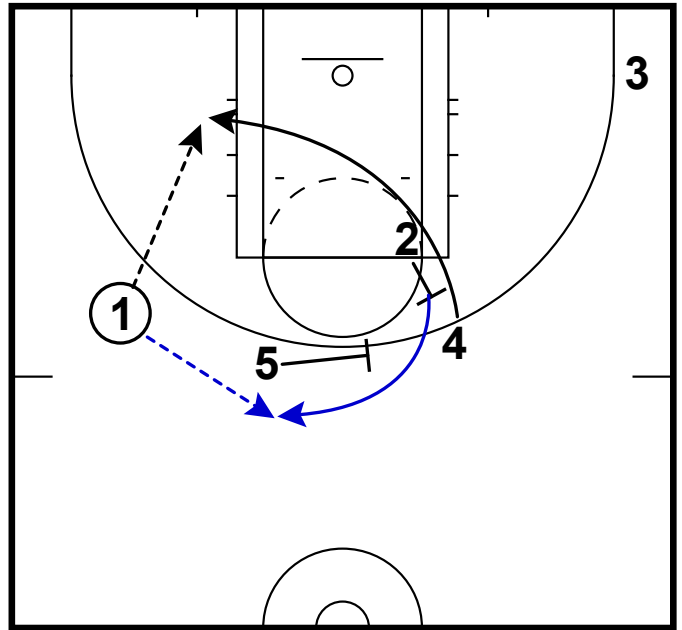
## Half Court sets

Frame 1



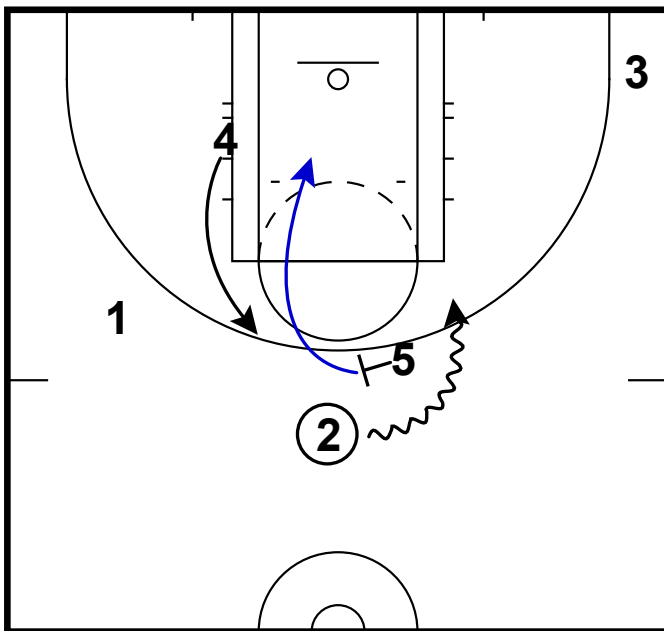
fake pick & 2 sprints to opposite elbow

Frame 2



back screen & STS

Frame 3

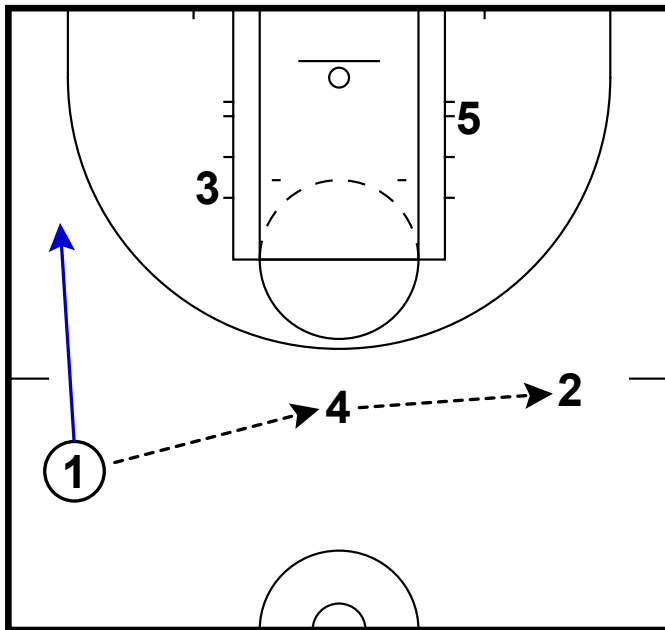


PNR exchange

# Connecticut Sun - Invert STS

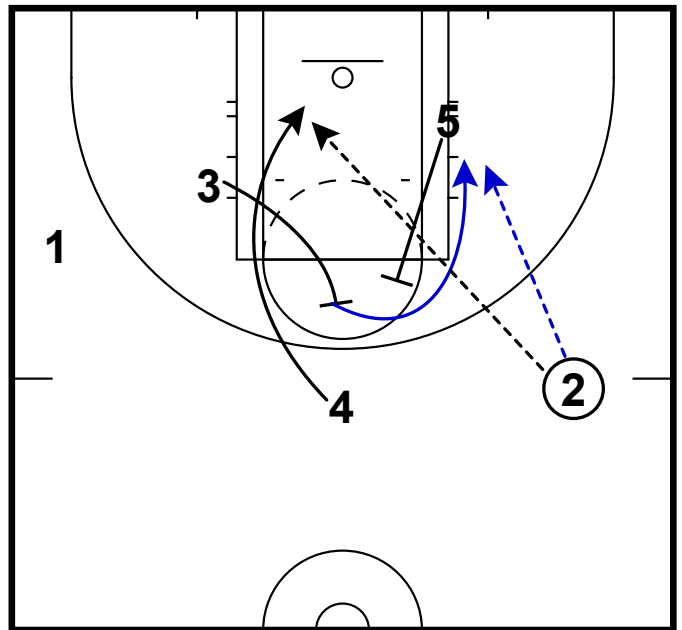
## Half Court sets

Frame 1



swing the ball

Frame 2

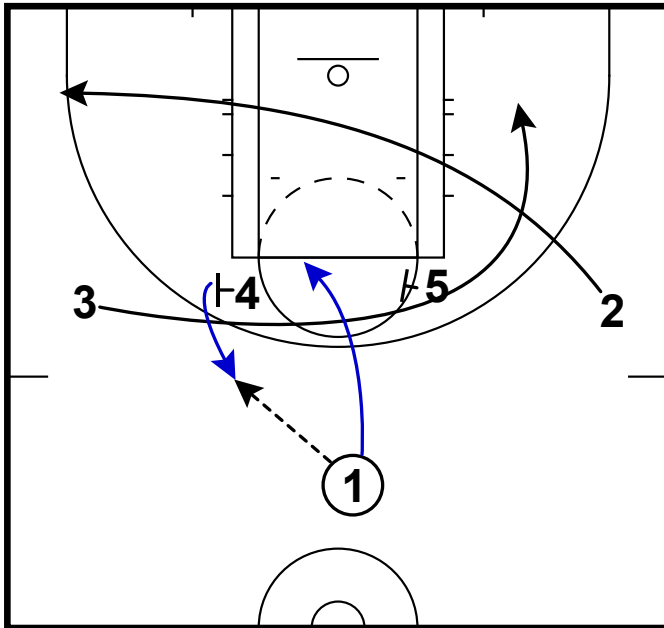


back screen (lob option) & invert STS  
(post-up option)

# Connecticut Sun - Iverson Pin Down to Step-up

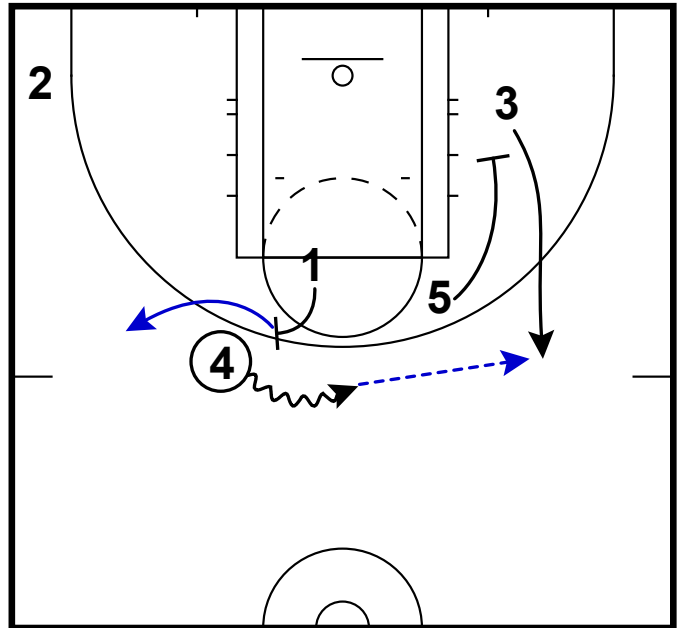
## Half Court sets

Frame 1



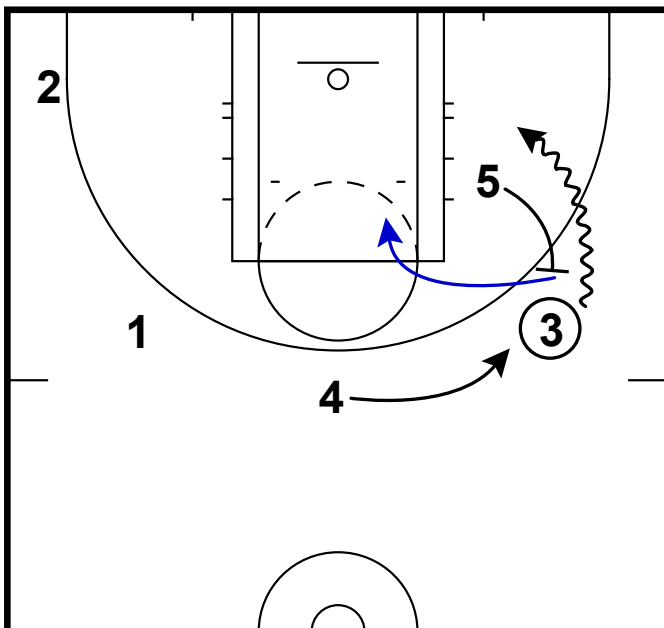
clear out & Iverson screens,  
entry pass to 4

Frame 2



invert ballscreen & pin down

Frame 3

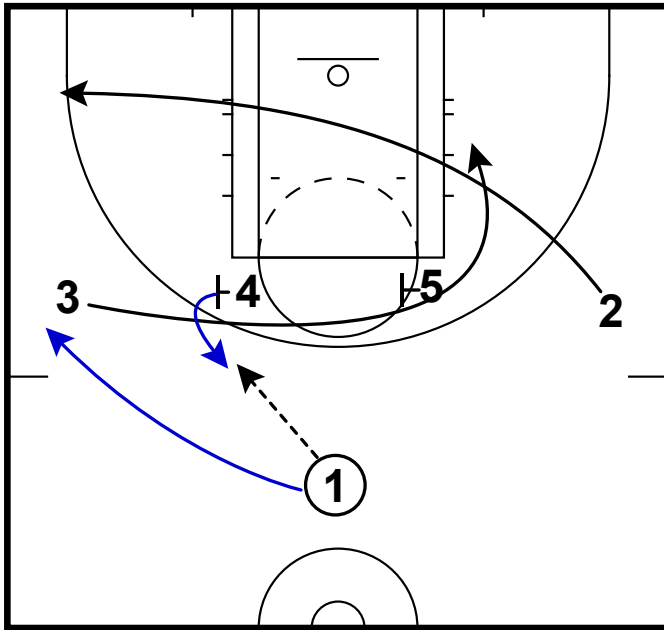


step-up PNR,  
4 fills behind

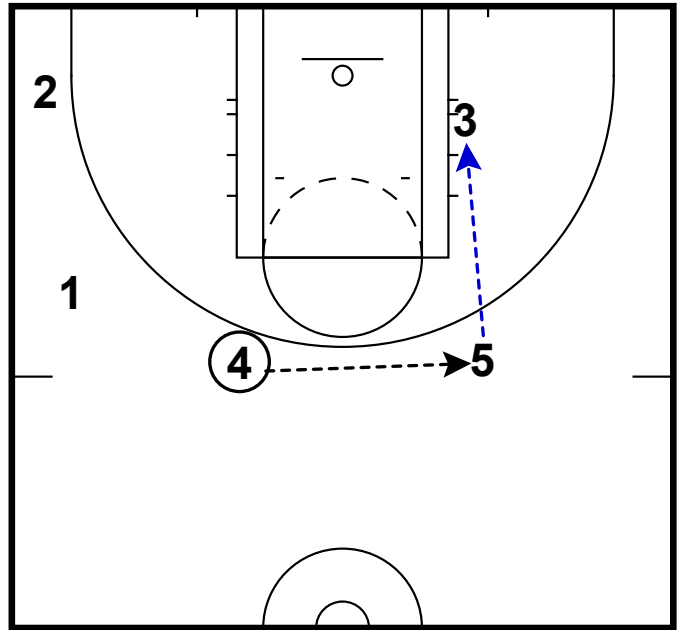
# Connecticut Sun - Iverson Post-up SF

## Half Court sets

Frame 1



Frame 2



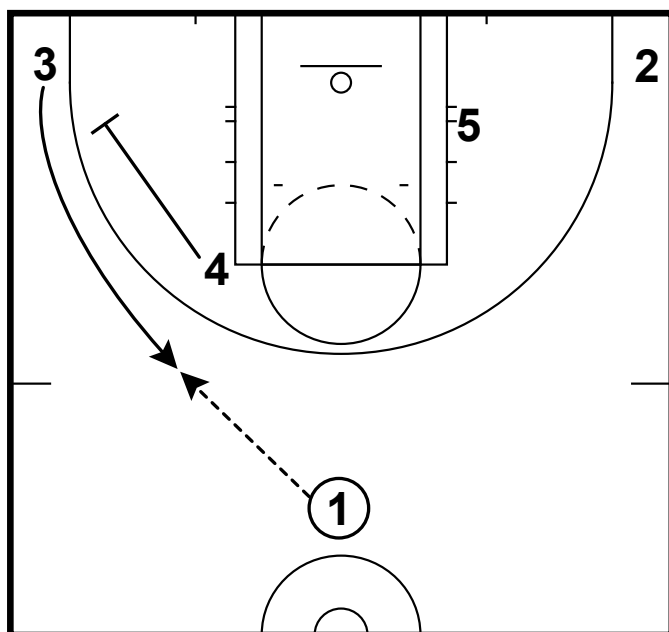
clear out & Iverson screens,  
entry pass to 4

post-up

# Connecticut Sun - Pin Down & Ram Ballscreen

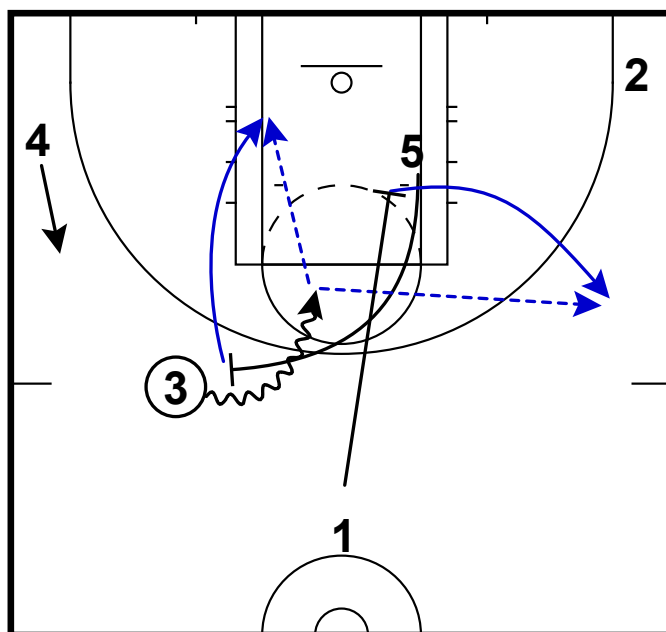
## Half Court sets

Frame 1



wide pin down & entry pass

Frame 2



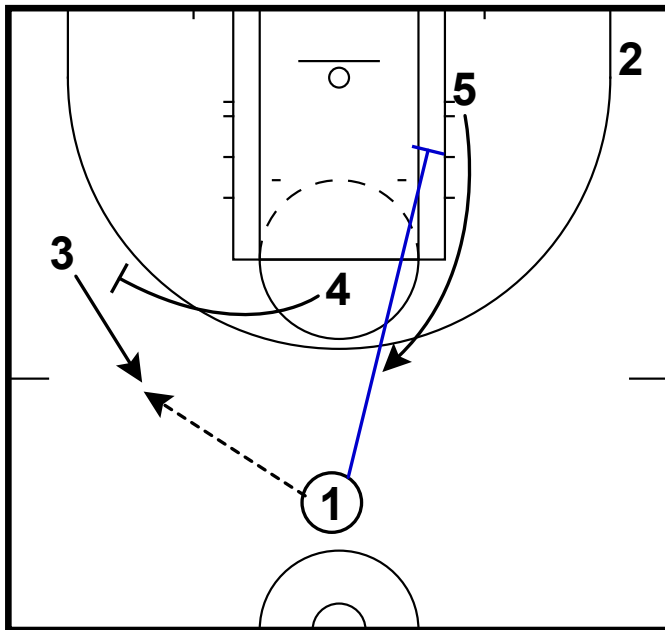
ram screen & slot PNR



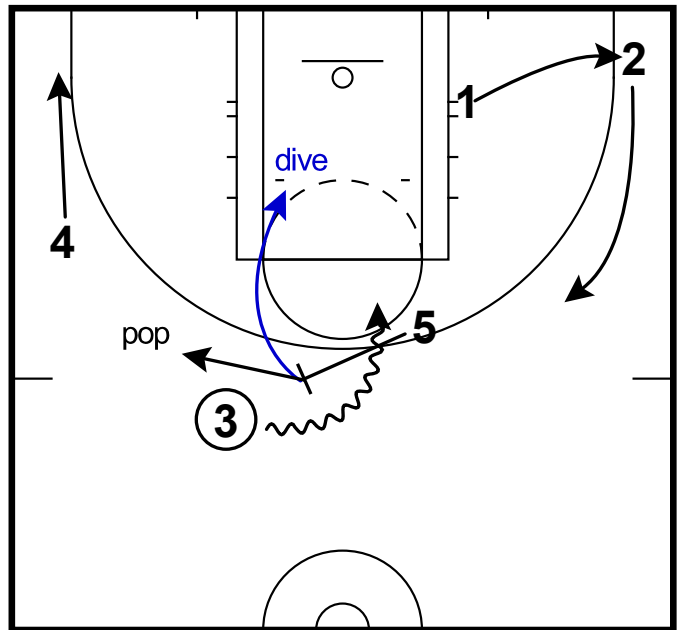
# Connecticut Sun - Ram Ballscreen

## Half Court sets

Frame 1



Frame 2



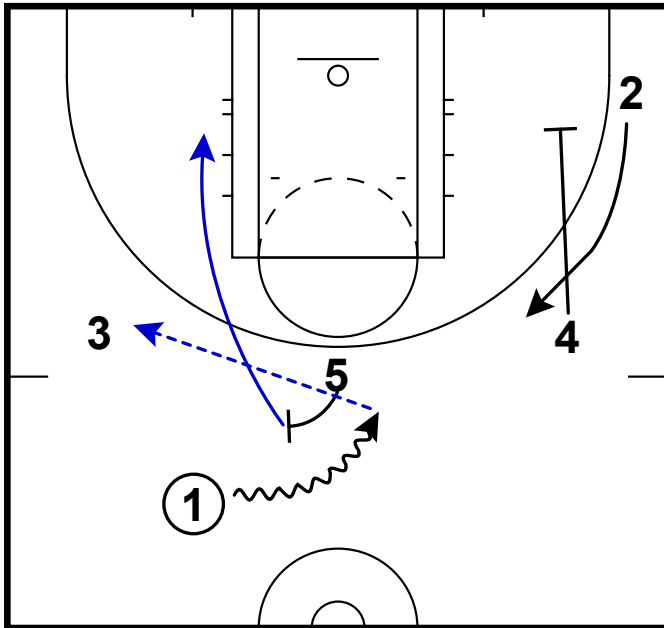
4 sets a screen for 3 to get the entry pass,  
1 then sets a ram screen for 5

5 sets ballscreen,  
he can dive or pop out

# Connecticut Sun - Top PNR to Post-up

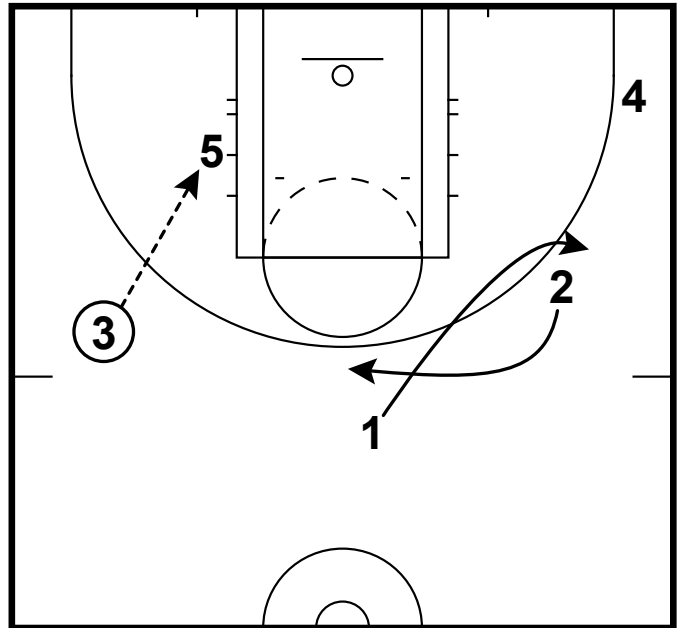
## Half Court sets

Frame 1



Top PNR & down screen on weak side

Frame 2

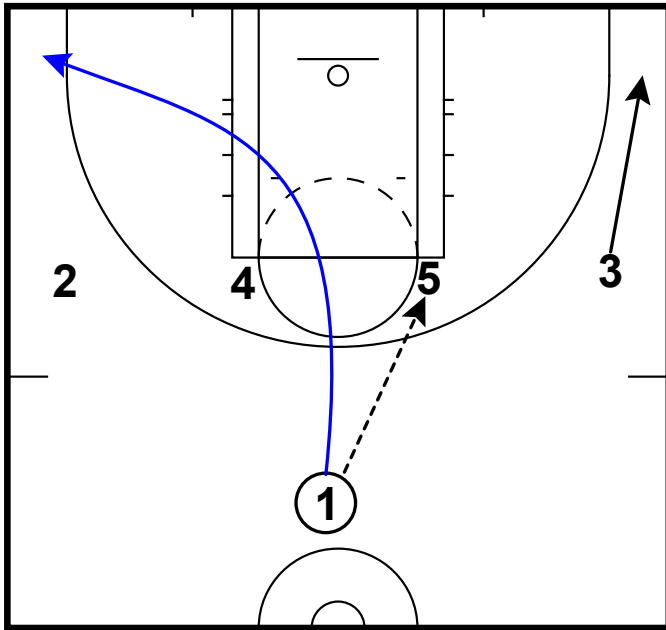


low post feed, 1 & 2 exchange positions

# Las Vegas Aces - 1-4 High DHO

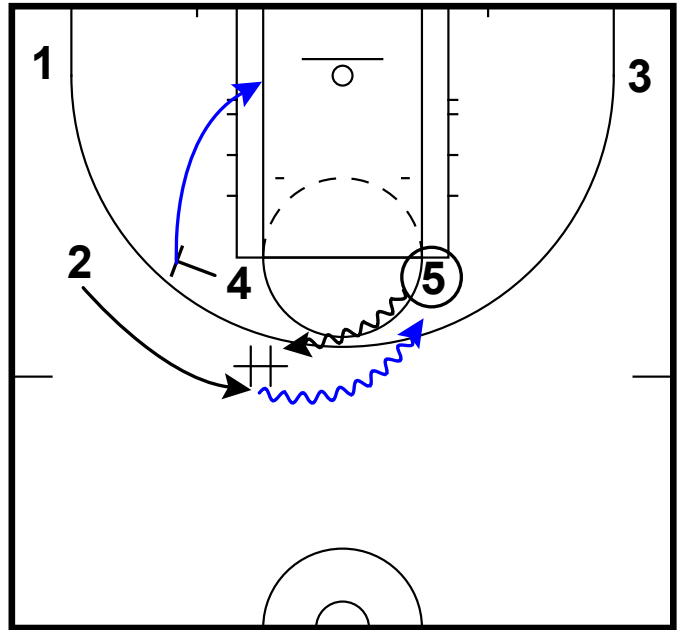
## Half Court sets

Frame 1



elbow entry & clear out

Frame 2

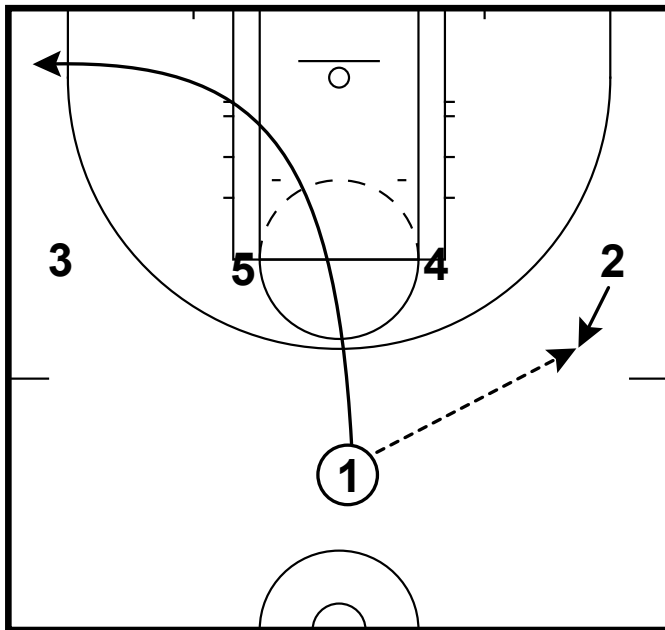


4 sets a screen for 2, DHO & attack

# Las Vegas Aces - 1-4 High Quick Stagger

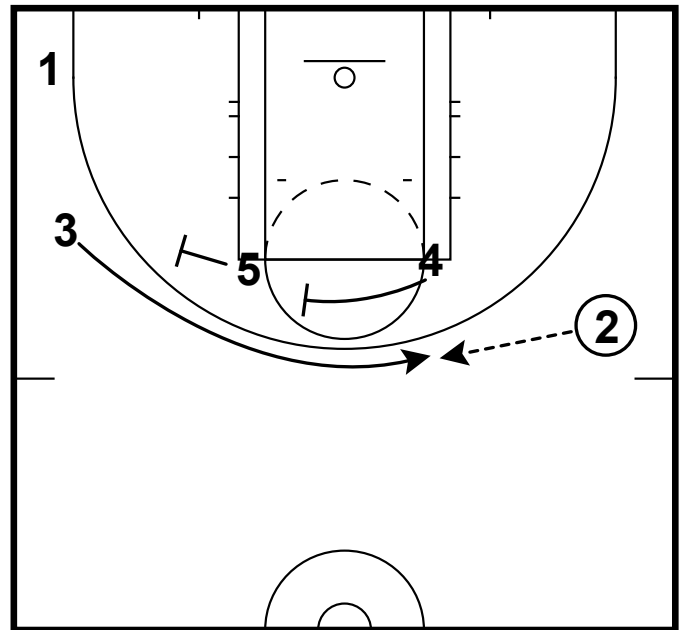
## Half Court sets

Frame 1



2 gets open for the wing entry

Frame 2

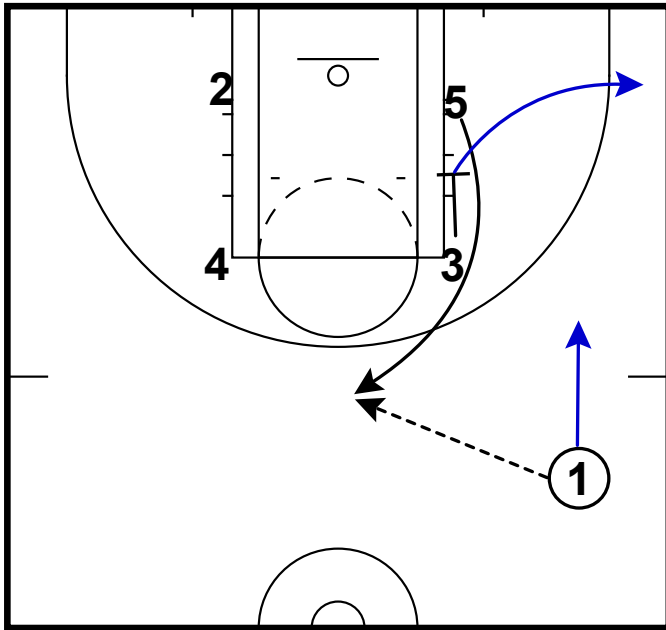


stagger (3p shot/attack the rim)

# Las Vegas Aces - Box Spain PNR

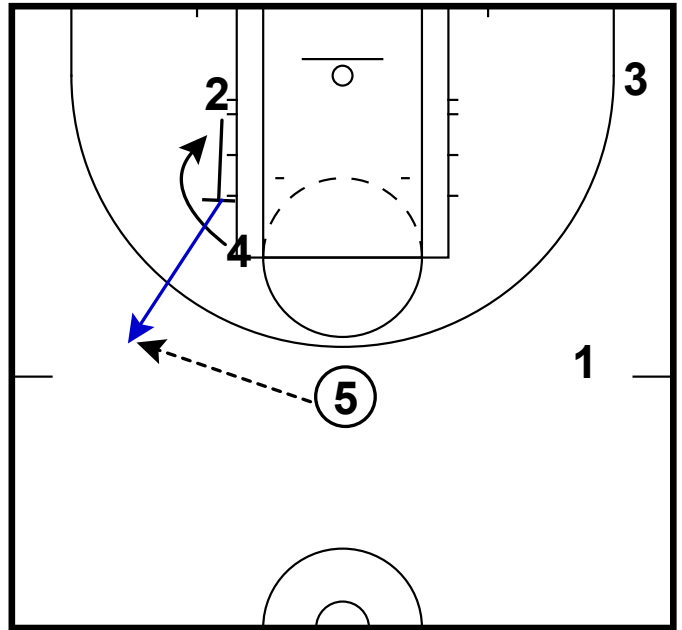
## Half Court sets

Frame 1



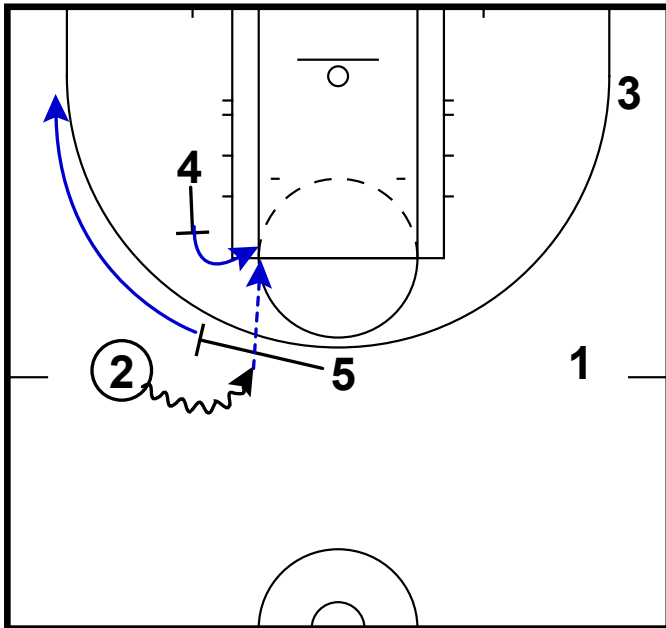
zipper entry

Frame 2



back screen & swing the ball

Frame 3

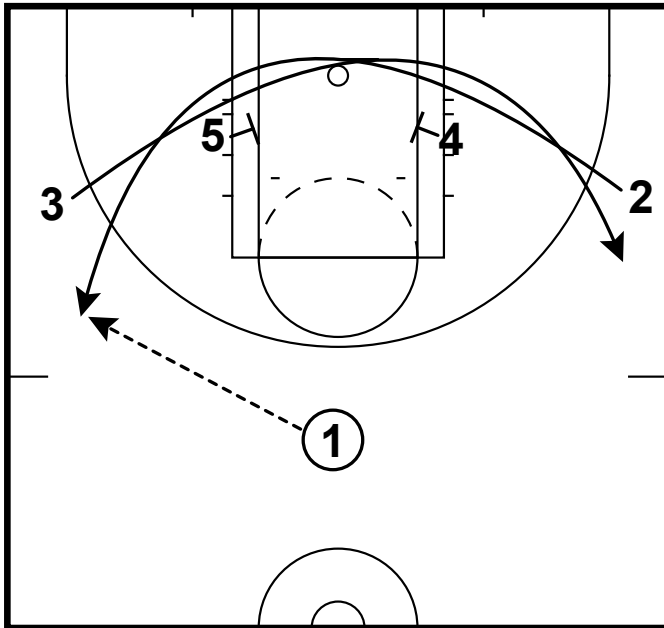


slot Spain PNR (stretch 5)

# Las Vegas Aces - Cross & Pin Down

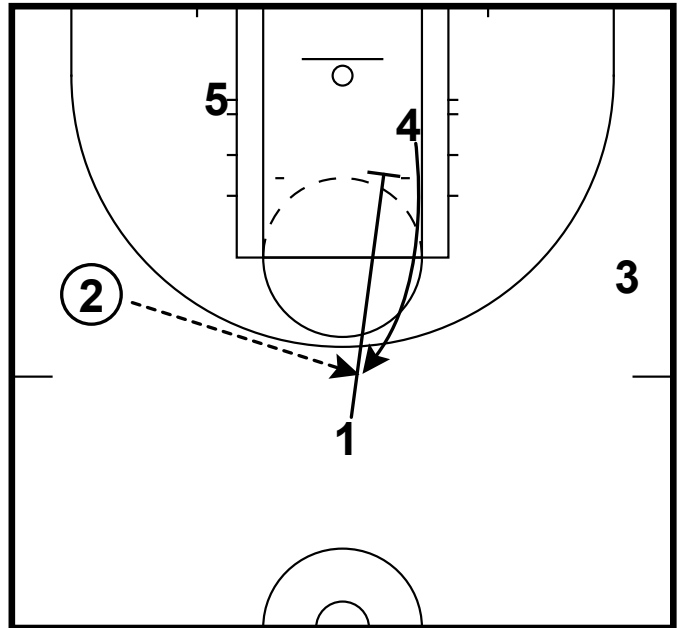
## Half Court sets

Frame 1



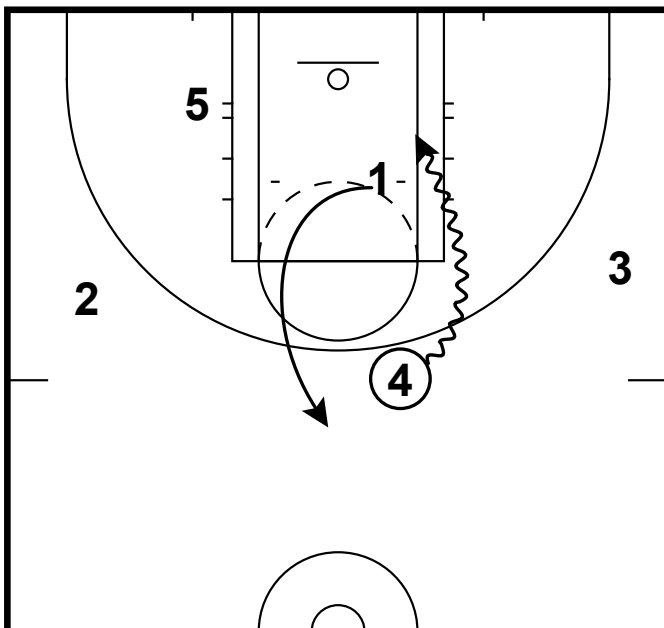
cross cut, bigs set screens, wing entry

Frame 2



1 sets a pin down screen

Frame 3

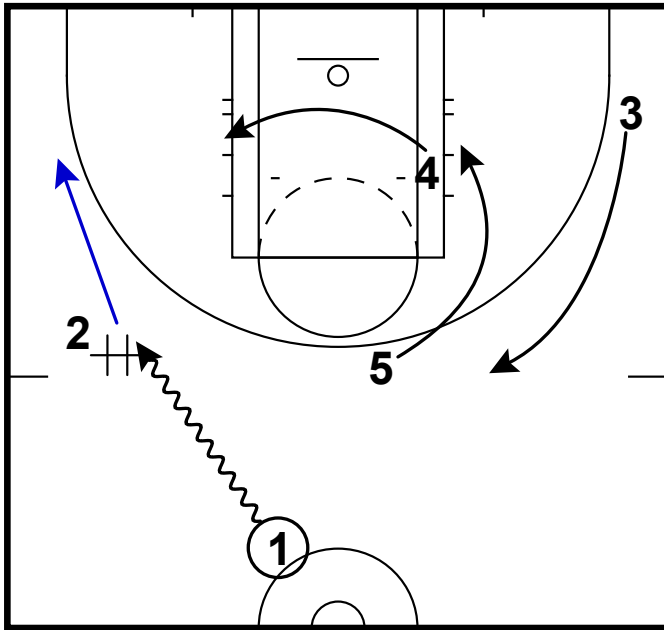


if 4 attacks, 1 makes a circle movement to get on his back

# Las Vegas Aces - DHO Flare

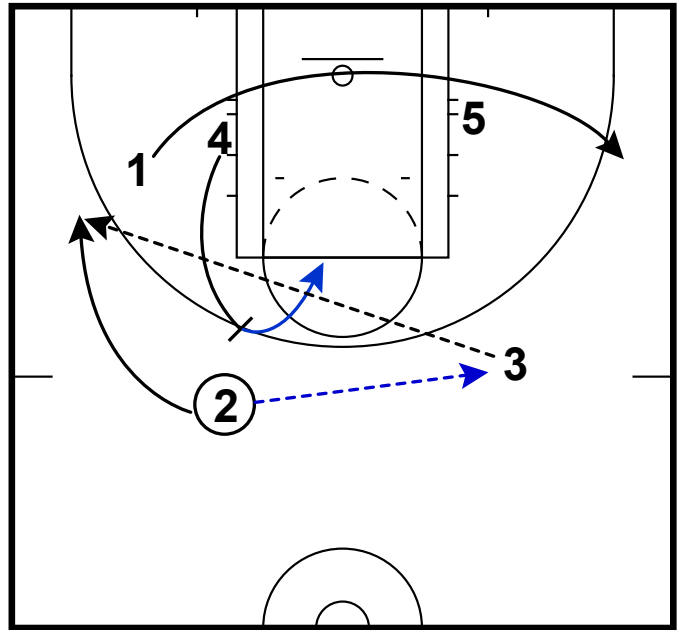
## Half Court sets

Frame 1



DHO entry, other players relocate

Frame 2

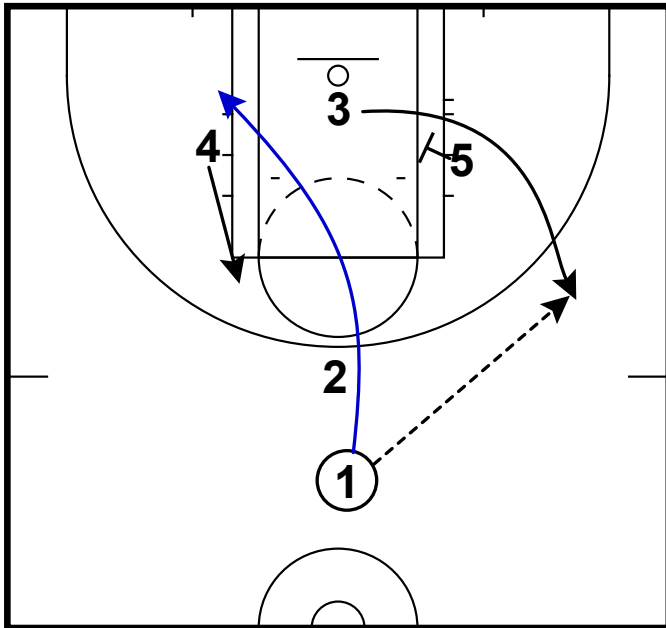


1 clears out, 4 sets a flare screen & flashes to the ball

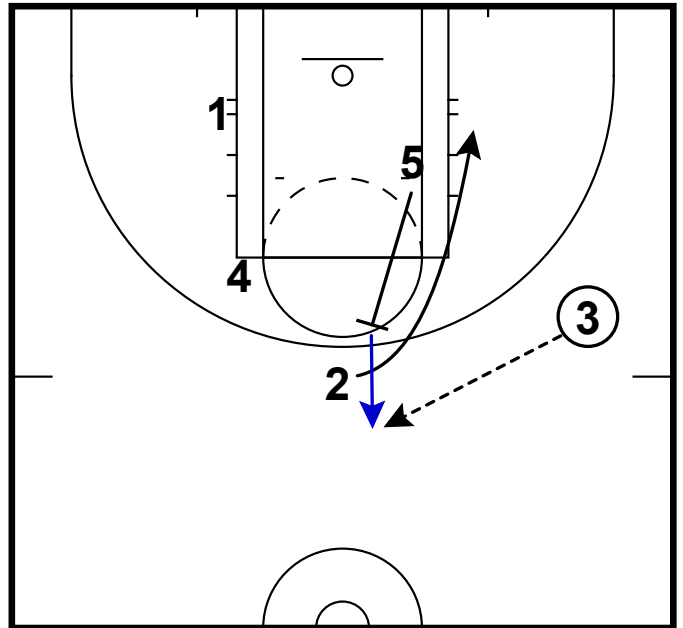
# Las Vegas Aces - Elbow Curl/Post-up

## Half Court sets

Frame 1

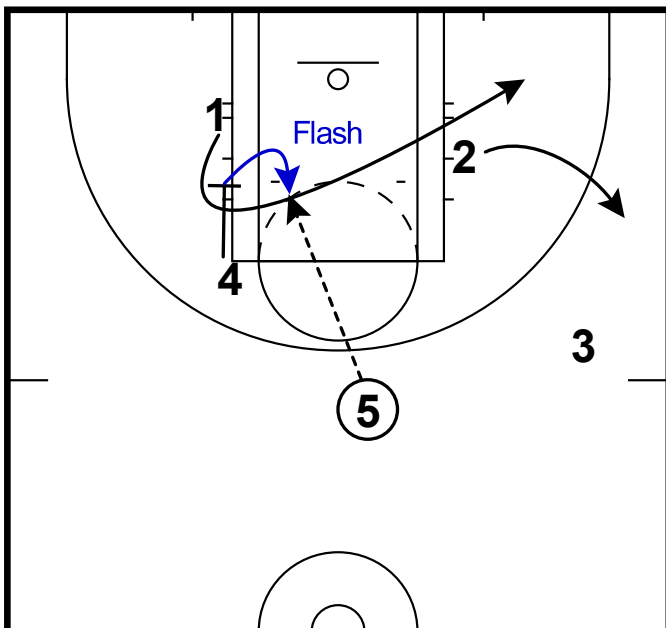


Frame 2

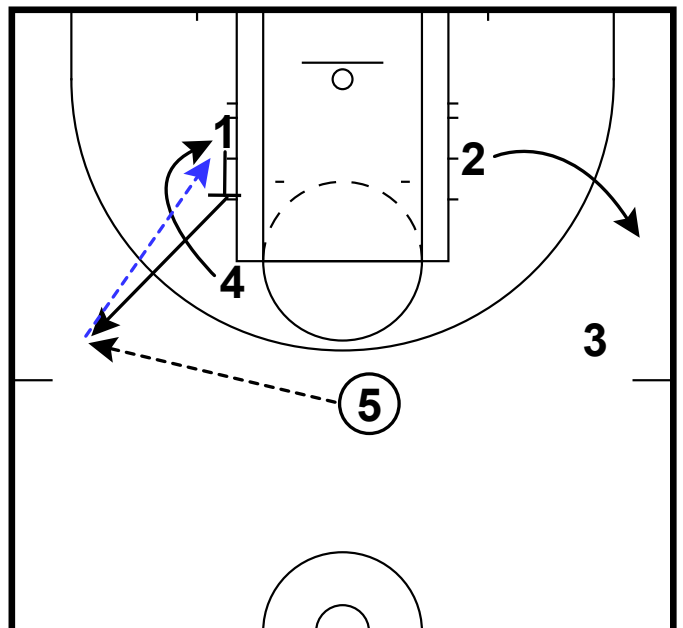


back screen & pop

Frame 3



Frame 4



option 1: curl around & screener flash to the ball

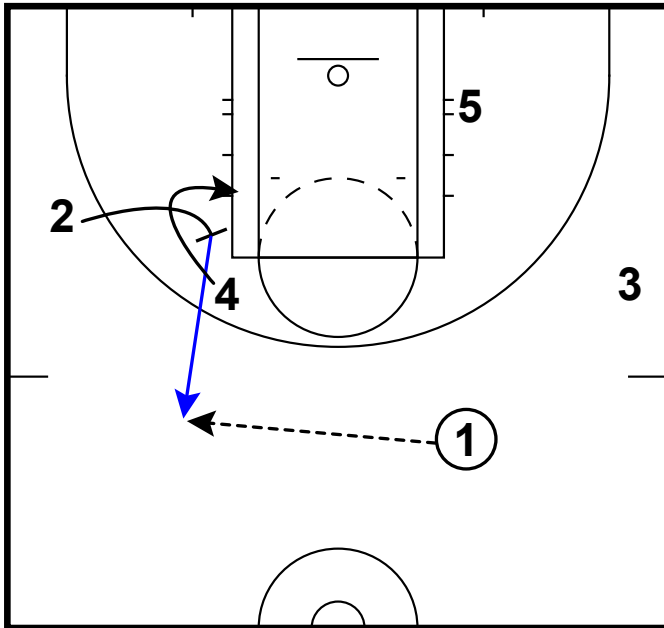
option 2: back screen & low post feed



# Las Vegas Aces - Elbow Pick & Pop

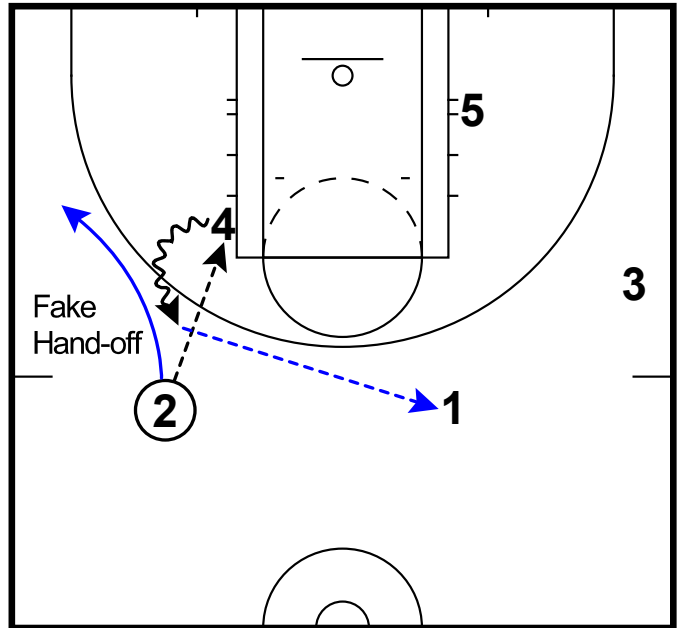
## Half Court sets

Frame 1



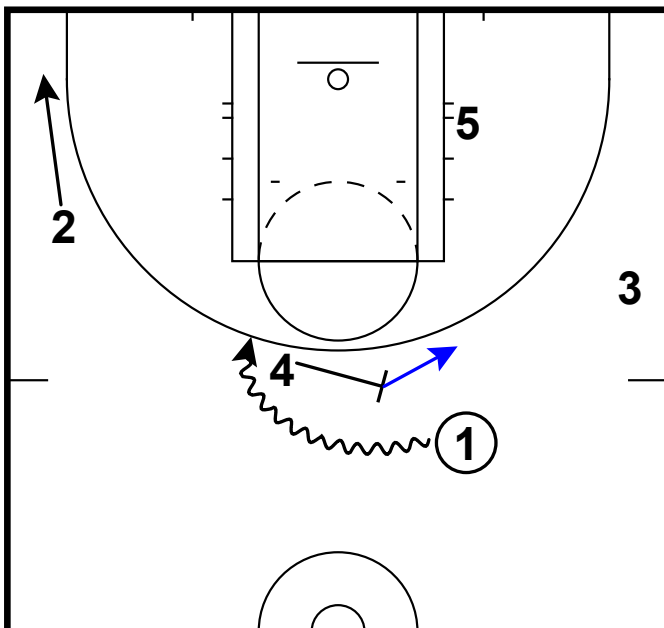
back screen & entry pass

Frame 2



elbow feed & fake hand-off back, pass to 1

Frame 3

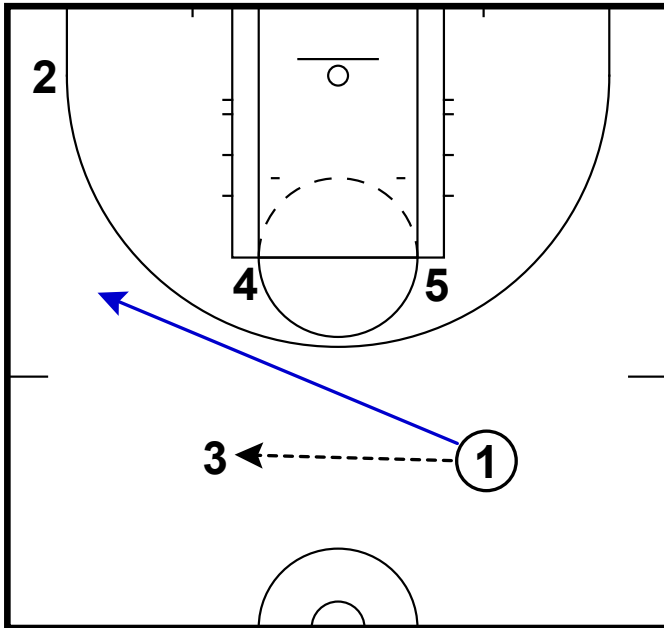


pick & pop out

# Las Vegas Aces - Elbow Pin Down

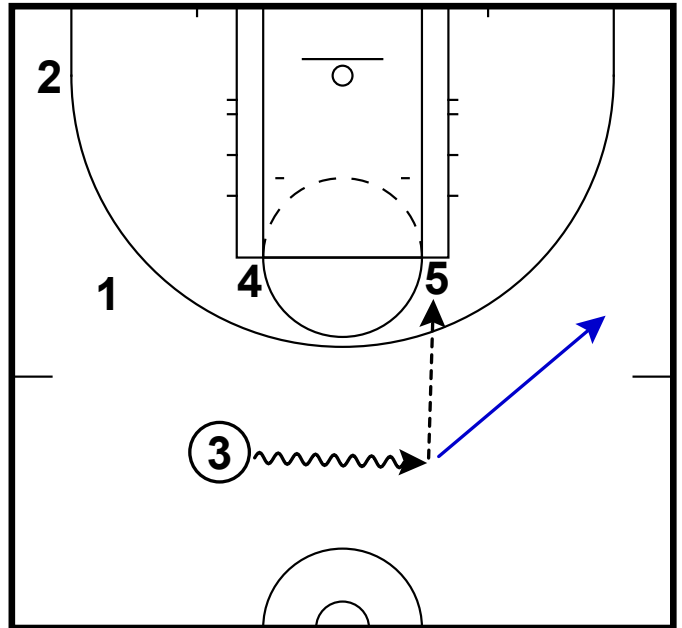
## Half Court sets

Frame 1



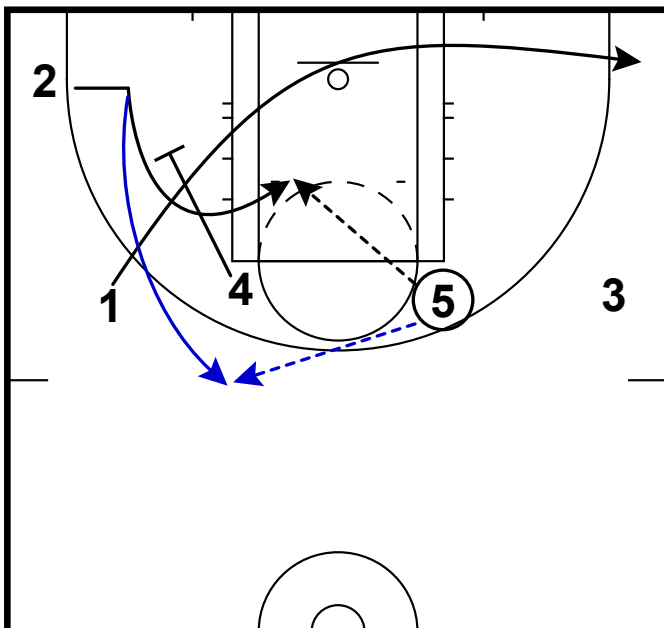
entry pass & relocate to wing

Frame 2



elbow pass & relocate to wing

Frame 3

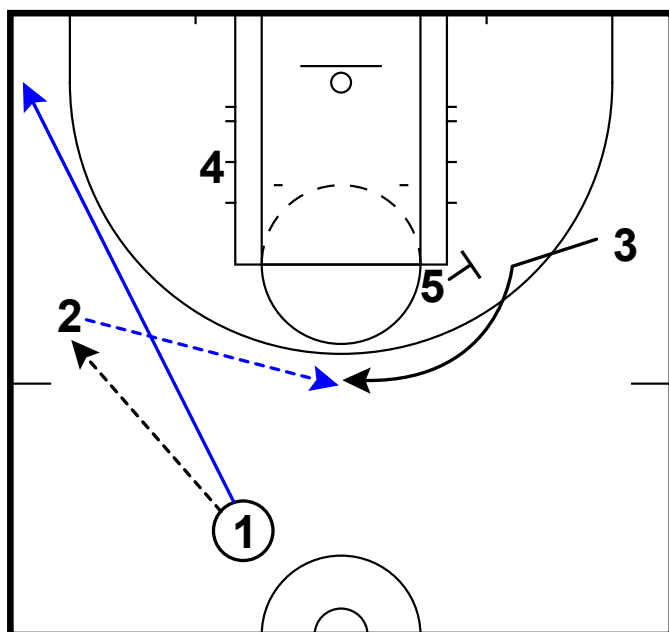


1 back cuts, 4 sets a pin down for 2.  
he can curl or straight exit

# Las Vegas Aces - Elbow Pitch & Side PNR

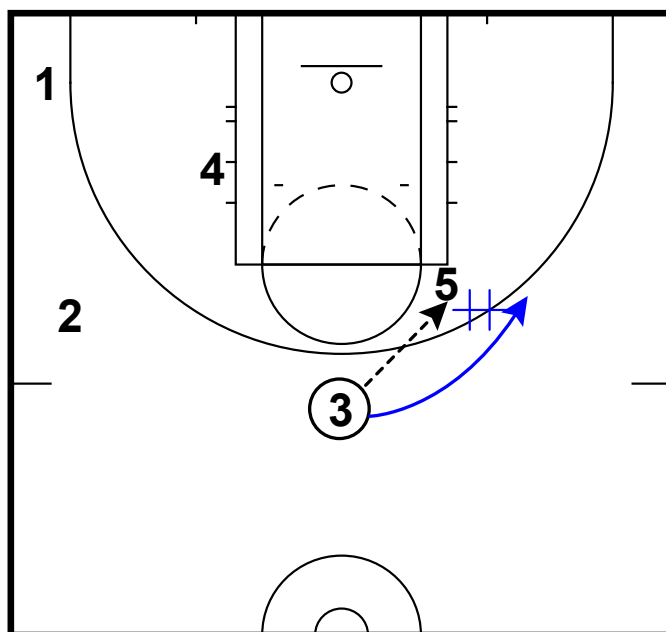
## Half Court sets

Frame 1



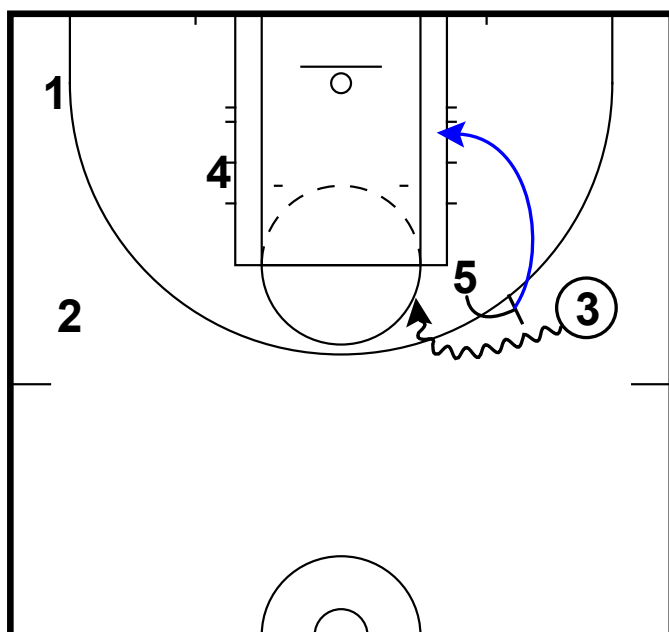
wing entry & clear out,  
screen away for 3

Frame 2



elbow pitch back

Frame 3

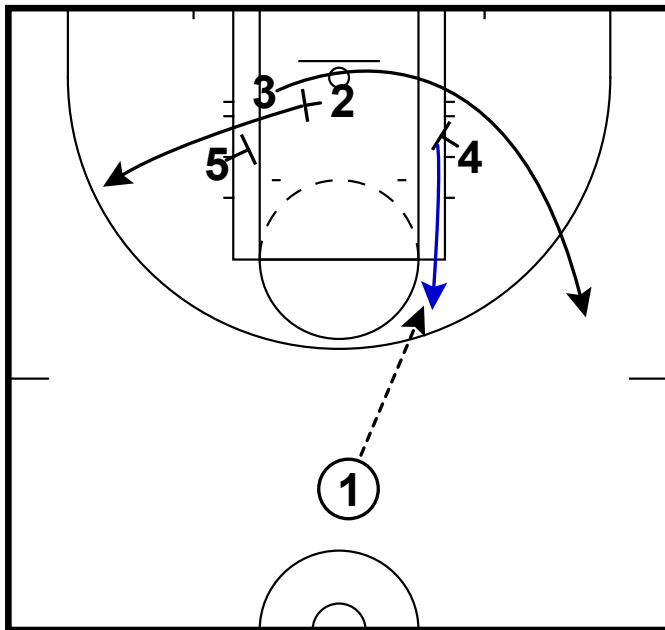


side PNR

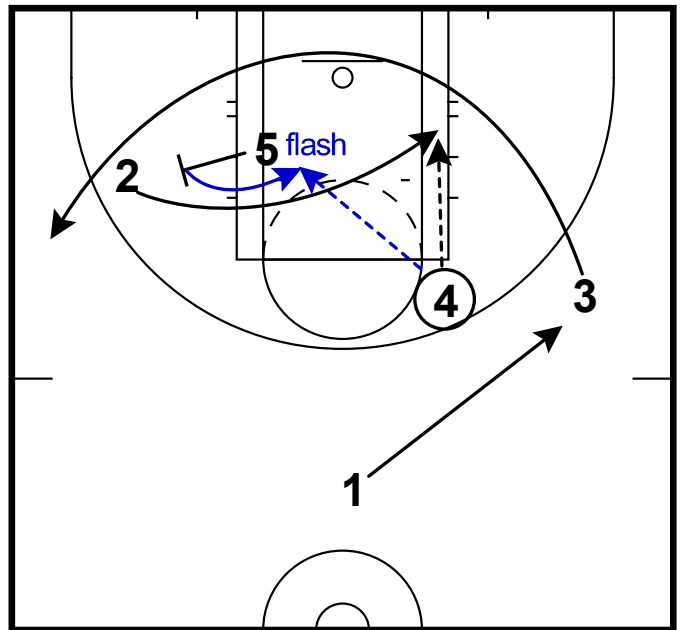
# Las Vegas Aces - Floppy Elbow Action

## Half Court sets

Frame 1



Frame 2

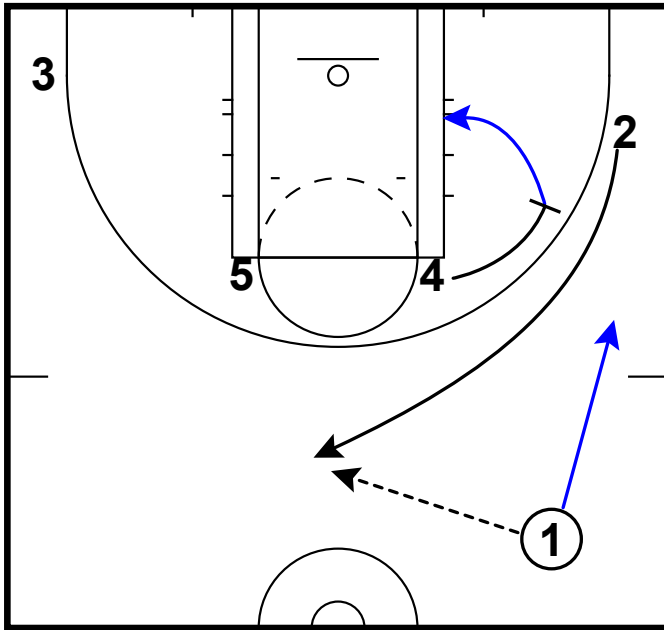


3 clears out to opposite wing,  
5 sets a screen for 2 & flashes

# Las Vegas Aces - Undercut Step-up

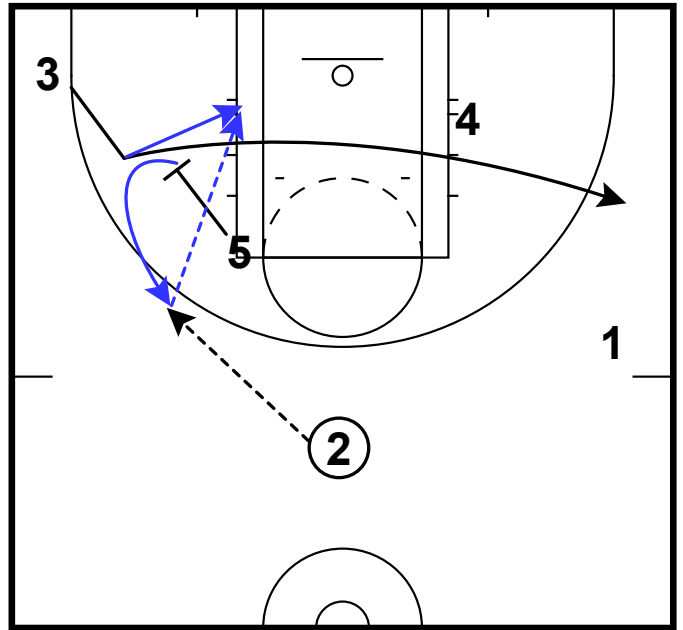
## Half Court sets

Frame 1



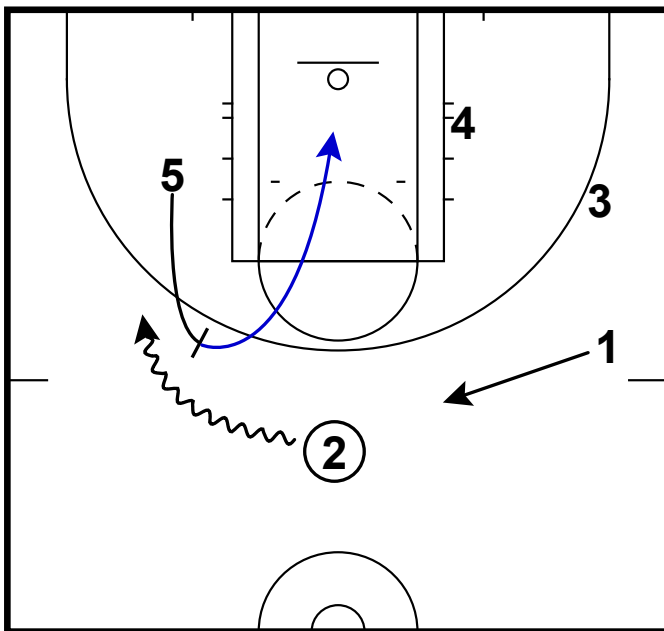
4 sets a screen for 2 to get the entry pass

Frame 2



3 makes an undercut & 5 pops for the pass, looking for 3 cutting to the tim

Frame 3

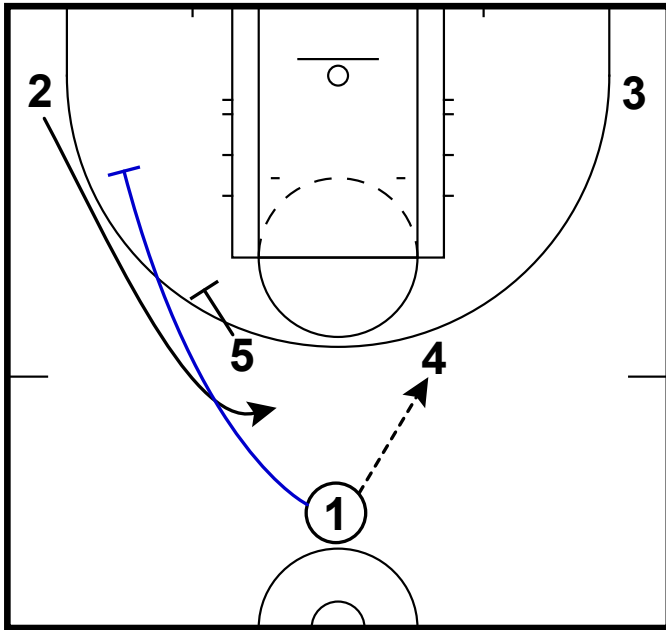


step-up PNR

# Las Vegas Aces - Stagger Twice

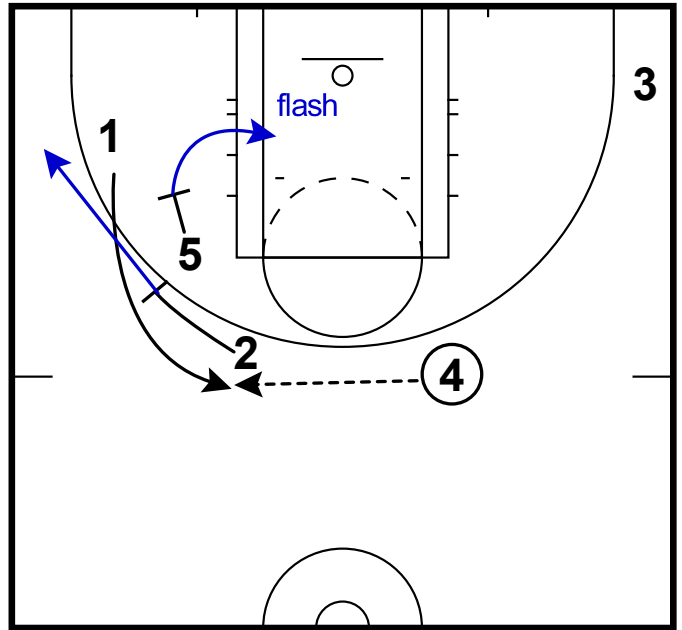
## Half Court sets

Frame 1



Horns entry & stagger

Frame 2

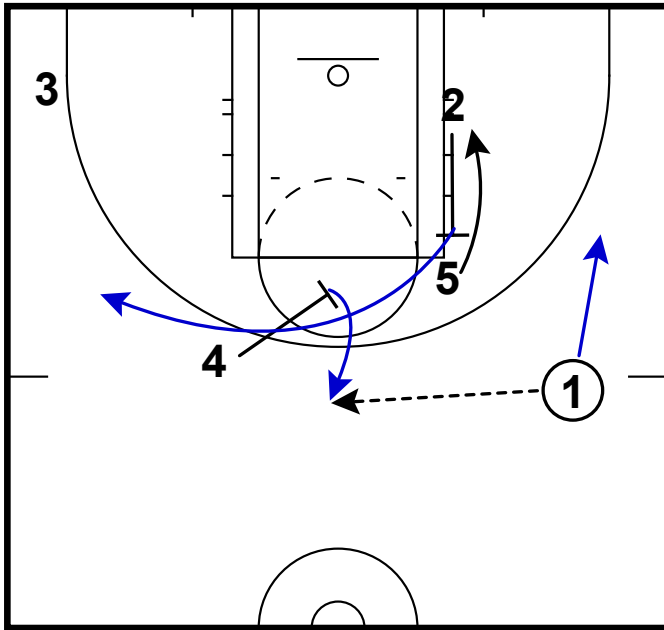


second stagger

# Phoenix Mercury - Back Screen DHO Seal

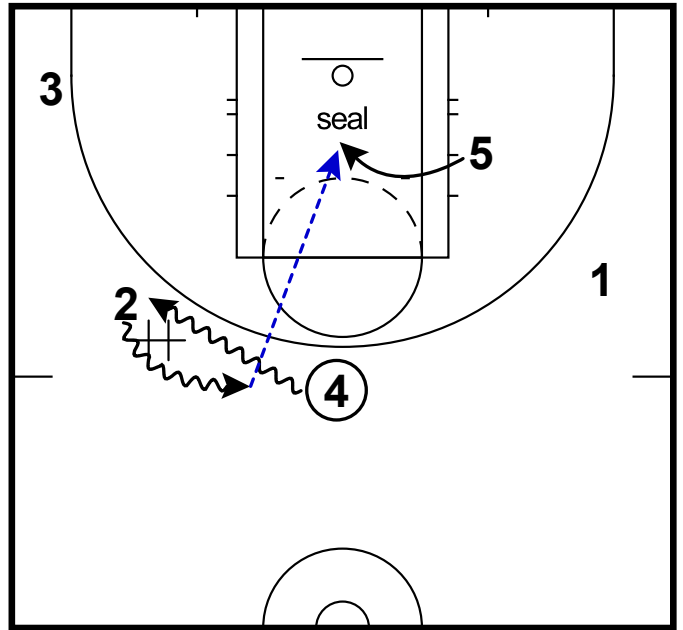
## Half Court sets

Frame 1



back screen & STS

Frame 2

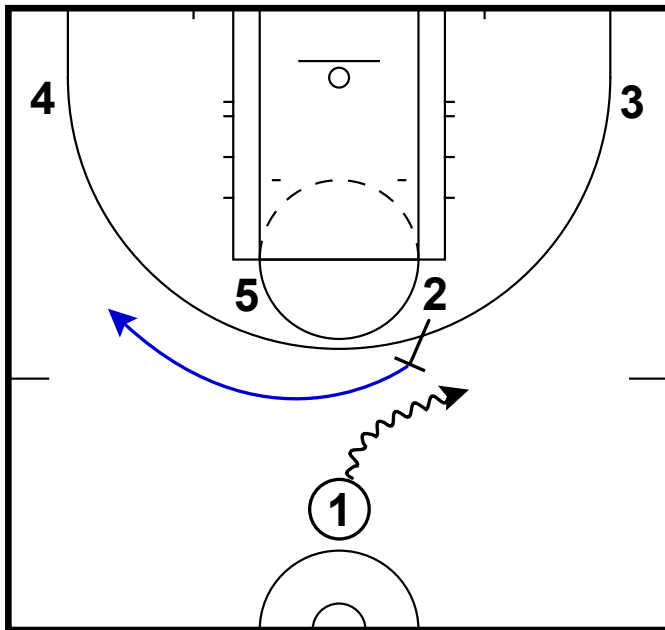


DHO & seal

# Phoenix Mercury - Horns PNR Flare

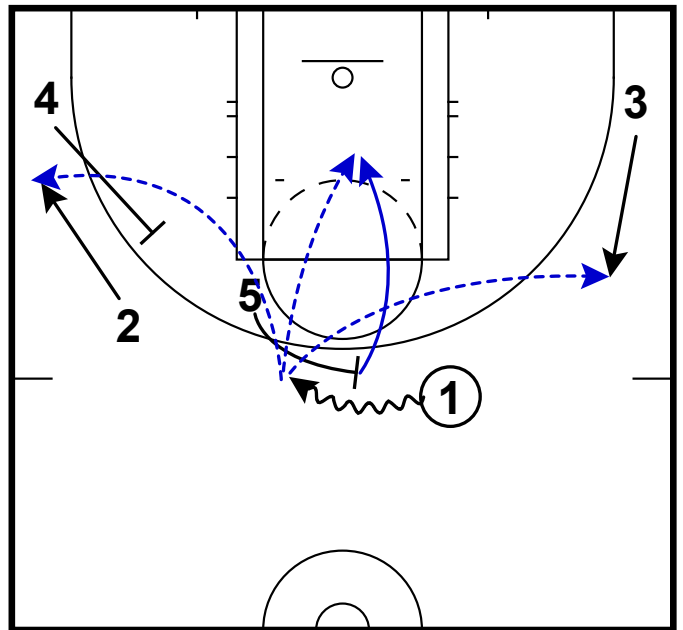
## Half Court sets

Frame 1



guard ballscreen & pop

Frame 2



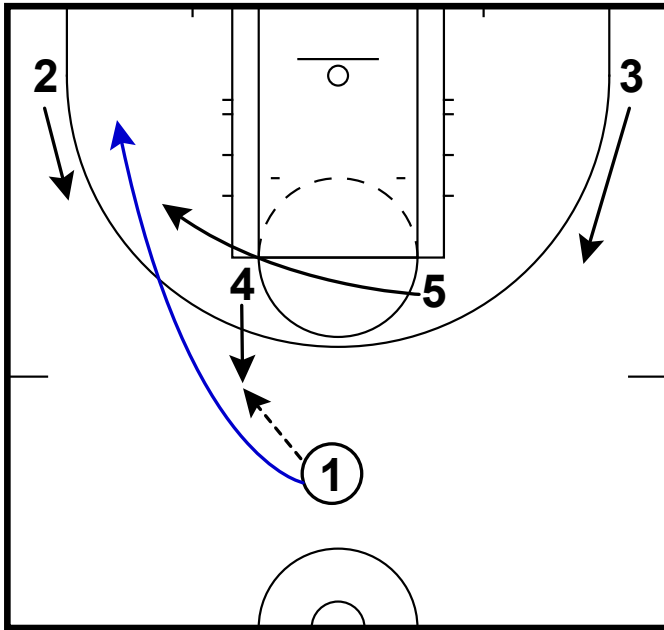
PNR & flare screen, 3 fills behind



# Phoenix Mercury - Horns Pin Down Twice

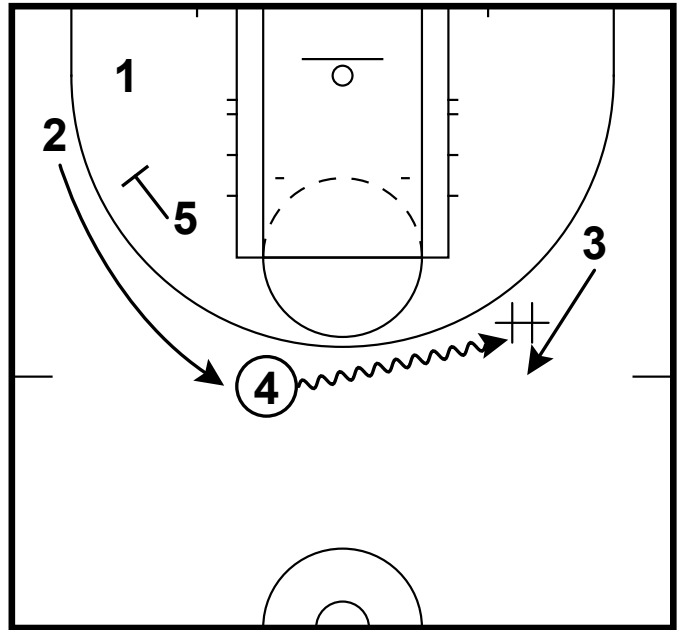
## Half Court sets

Frame 1



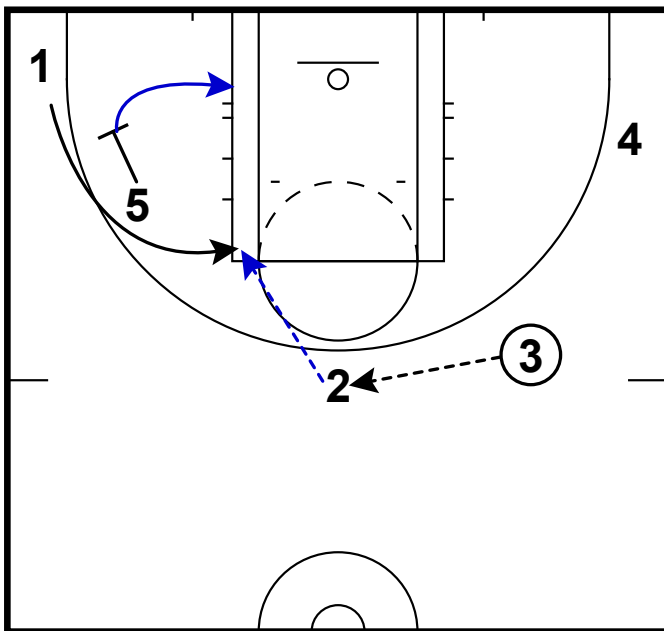
Horns entry & fake hand-off

Frame 2



DHO & pin down

Frame 3

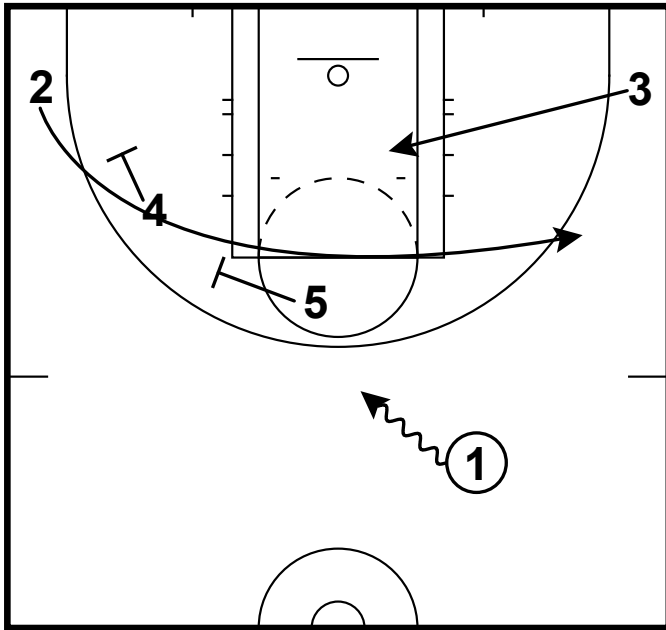


pin down & curl

# Phoenix Mercury - Motion Strong Rip

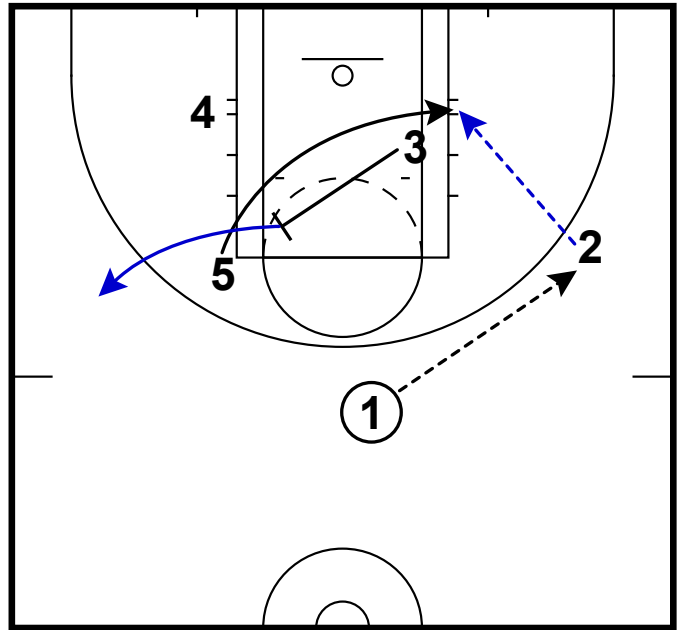
## Half Court sets

Frame 1



split stagger, 3 cuts inside

Frame 2

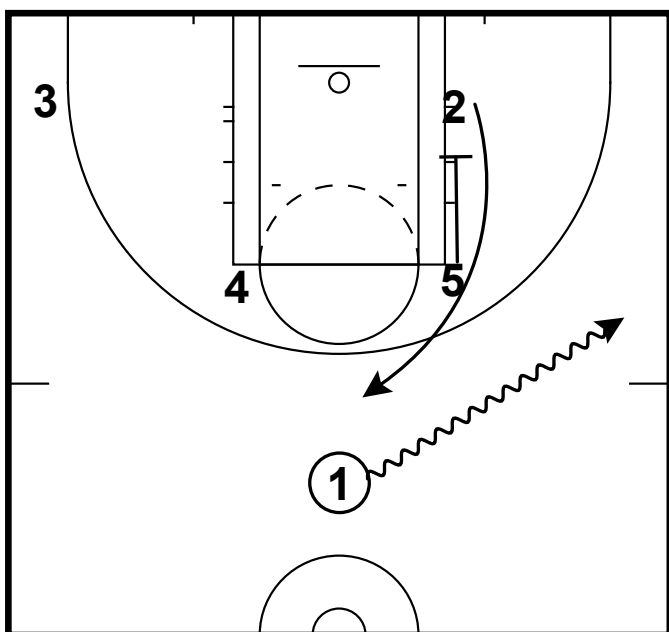


back screen & low post feed

# Phoenix Mercury - Zipper Punch Flare

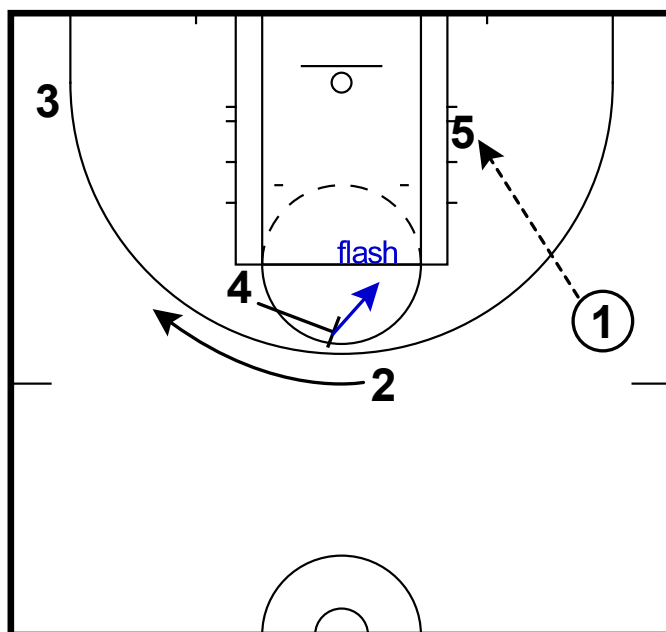
## Half Court sets

Frame 1



zipper

Frame 2

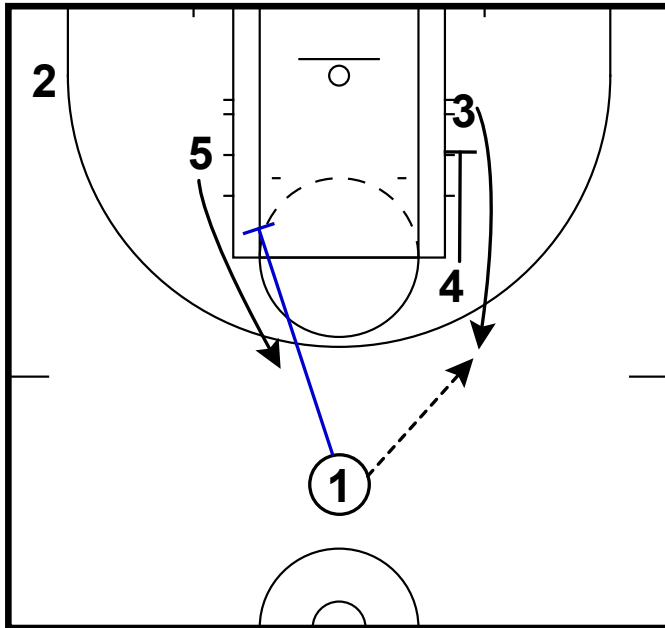


low post feed & flare screen

# Phoenix Mercury - Zipper Ram PNR

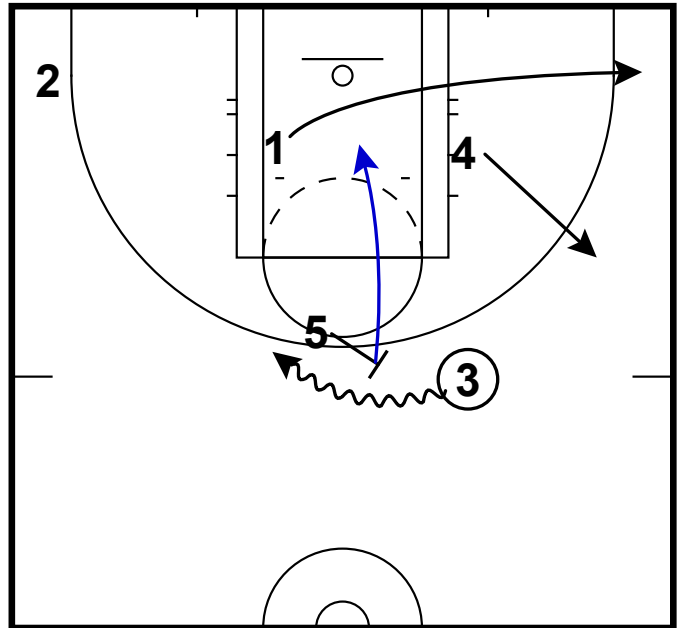
## Half Court sets

Frame 1



zipper entry & ram screen

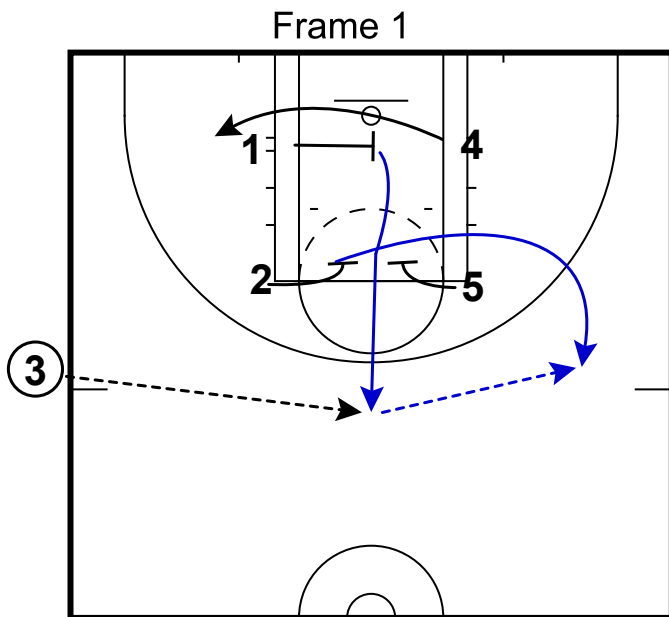
Frame 2



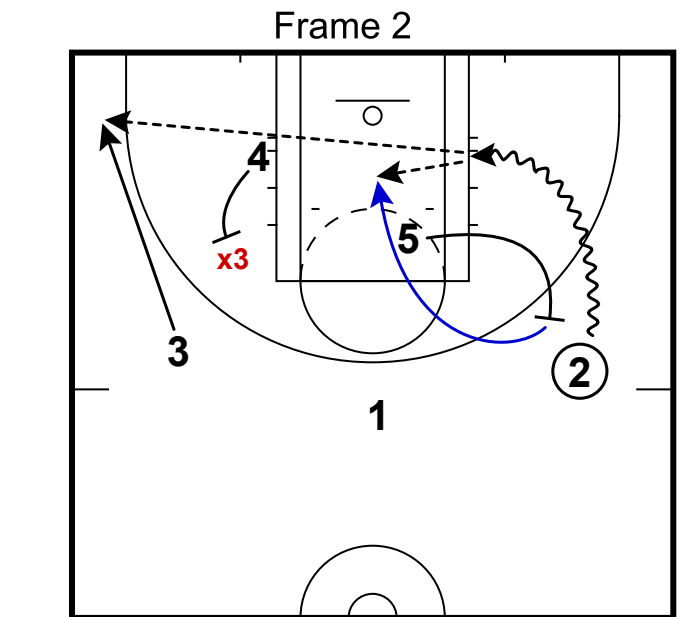
PNR

# Chicago Sky - Box Elevator Step-up Hammer SLOB

## SLOB/BLOB



cross screen & elevator screen

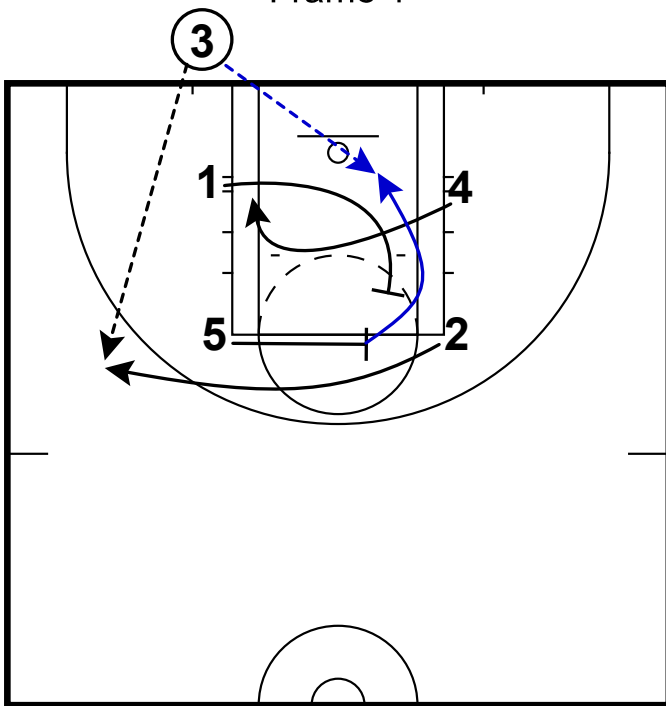


step-up PNR & hammer action

# Chicago Sky - Invert STS BLOB

## SLOB/BLOB

Frame 1

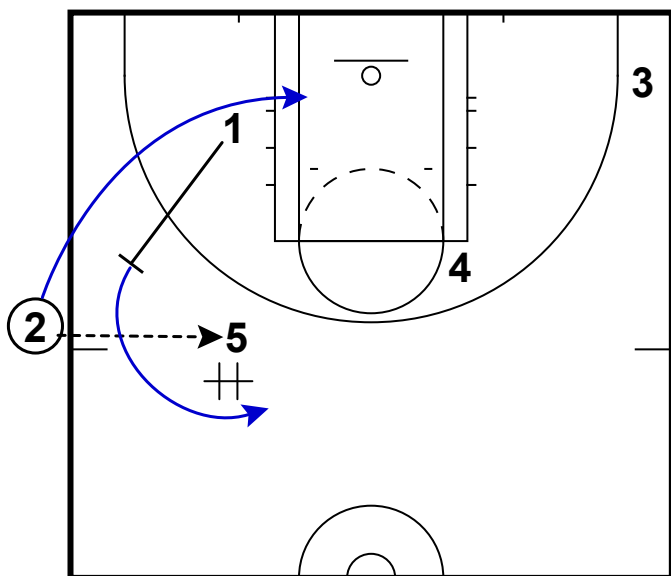


4 cuts first, 5 sets a screen for 2 and then 1 sets a back screen for 5

# Chicago Sky - PNP Surprise SLOB

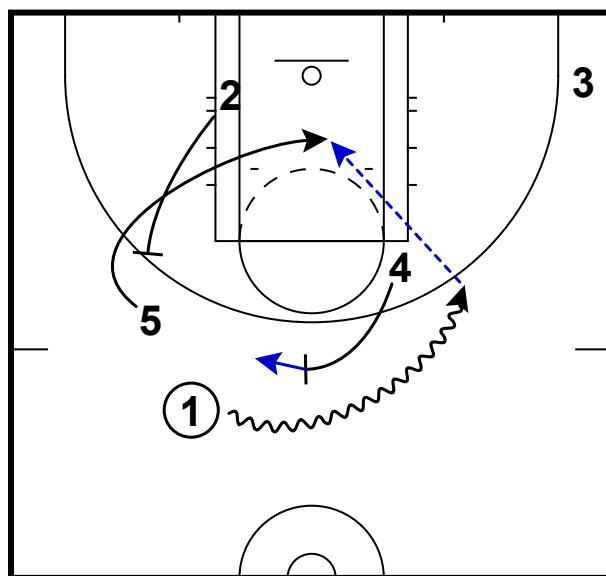
## SLOB/BLOB

Frame 1



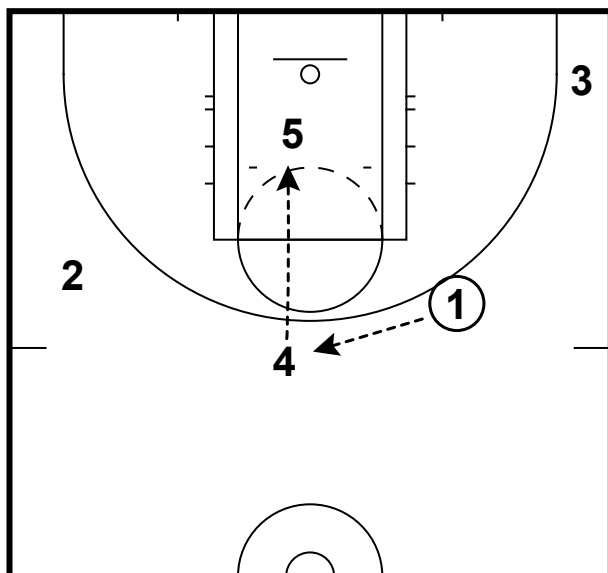
entry pass to 5, back screen & hand-off to 1

Frame 2



PNP & back screen for 5

Frame 3

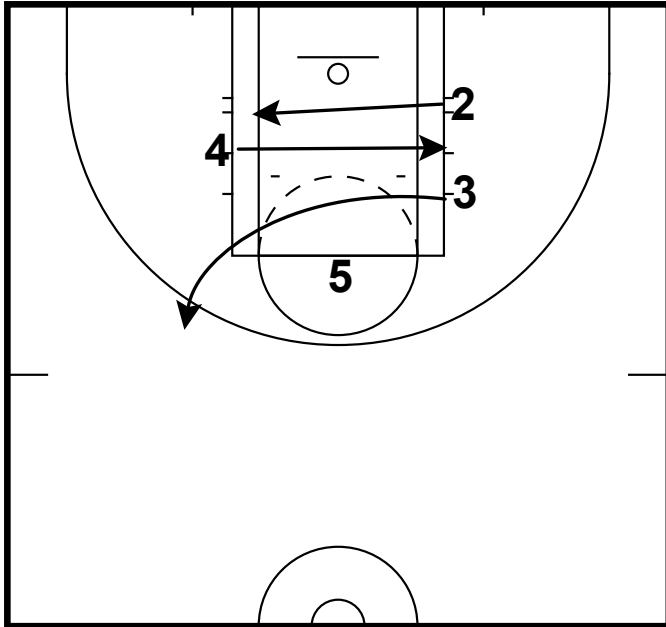


# Chicago Sky - STS BLOB

## SLOB/BLOB

Frame 1

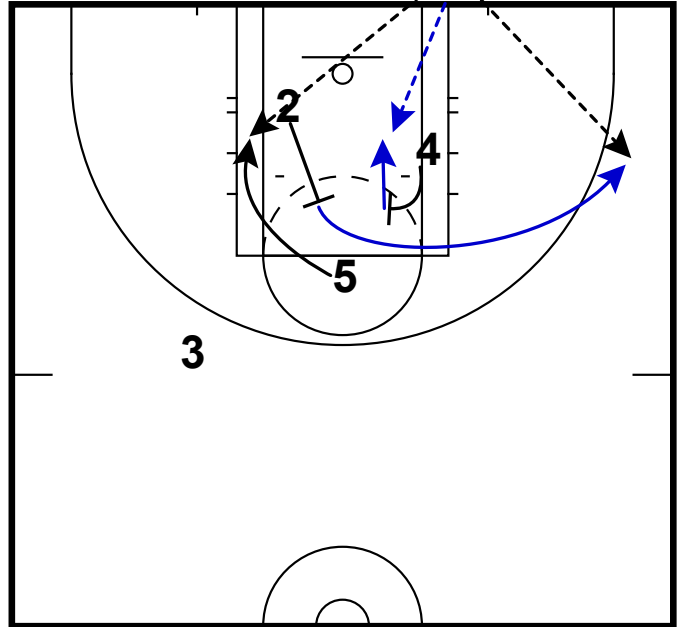
①



2,3 & 4 sprint to opposite side

Frame 2

①



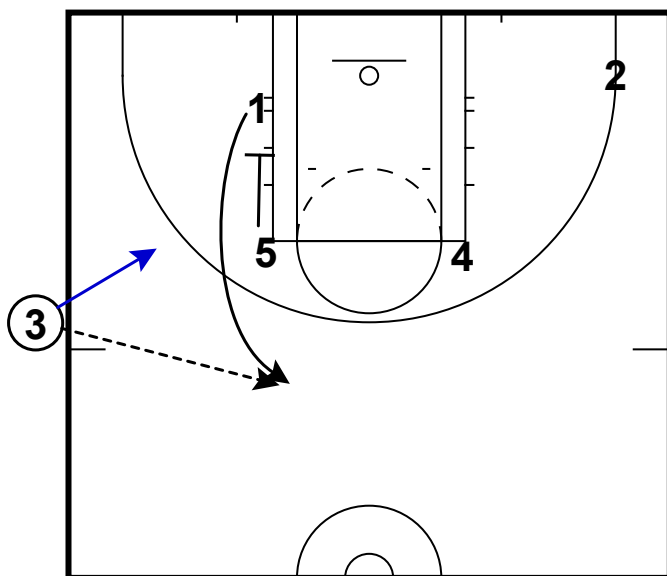
back screen & STS, 4 flashes



# Chicago Sky - Zipper Flare ISO SLOB

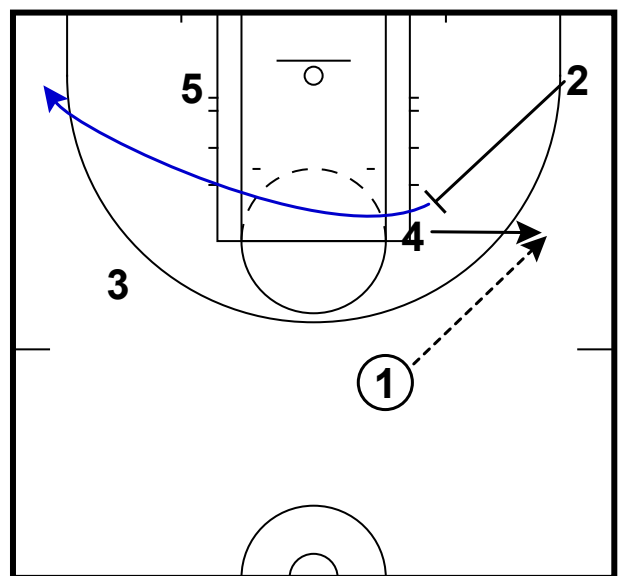
## SLOB/BLOB

Frame 1



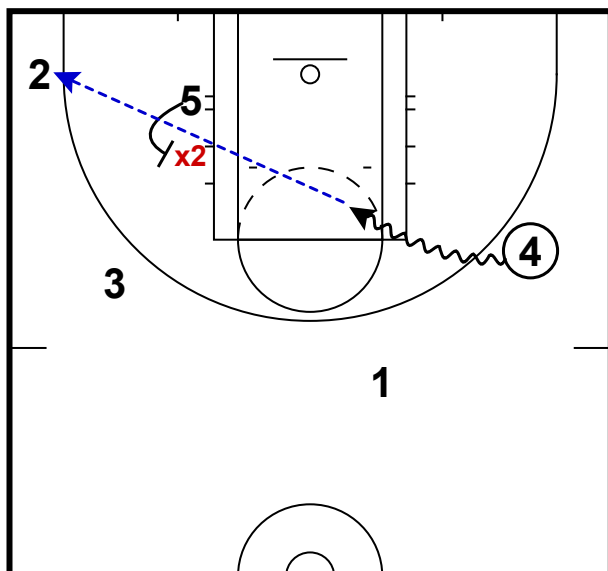
zipper entry

Frame 2



flare screen & clear out

Frame 3

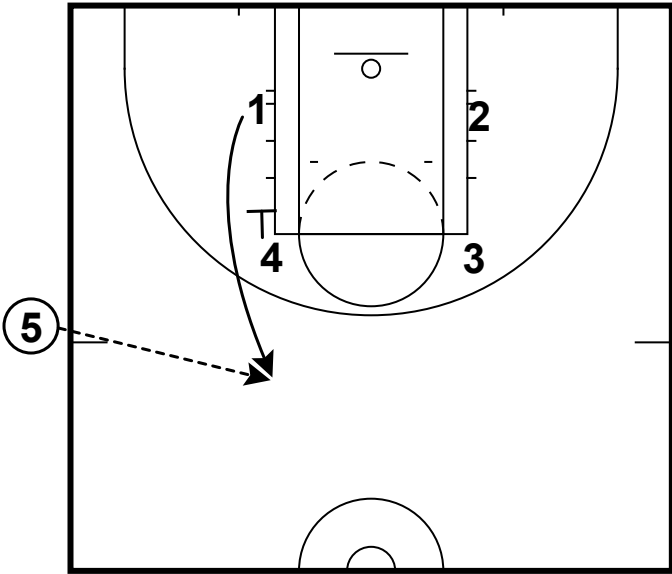


ISO, if X2 packs-in, 5 sets a lock screen

# Connecticut Sun - Box Iverson STS SLOB

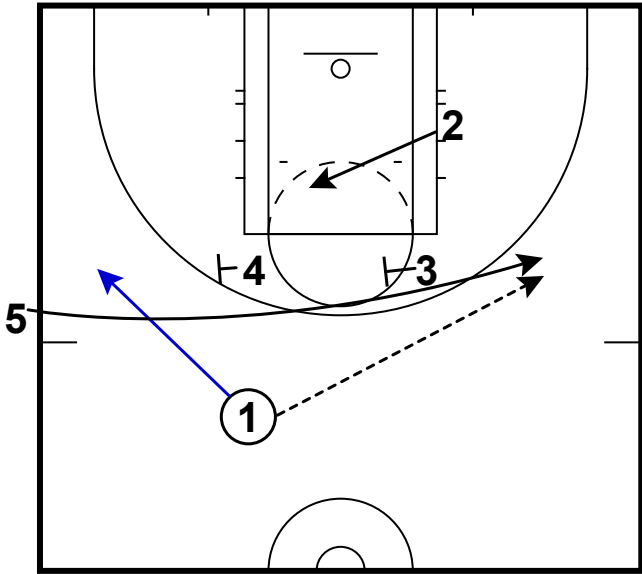
## SLOB/BLOB

Frame 1



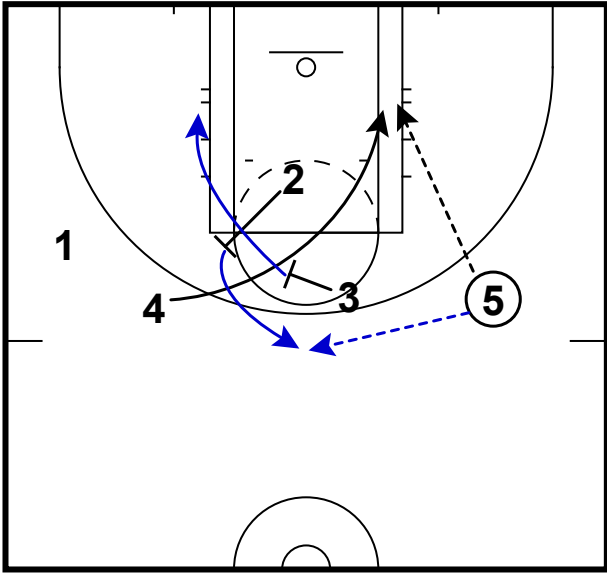
1 exits for the entry pass

Frame 2



Iverson screens, 2 sneaks inside

Frame 3

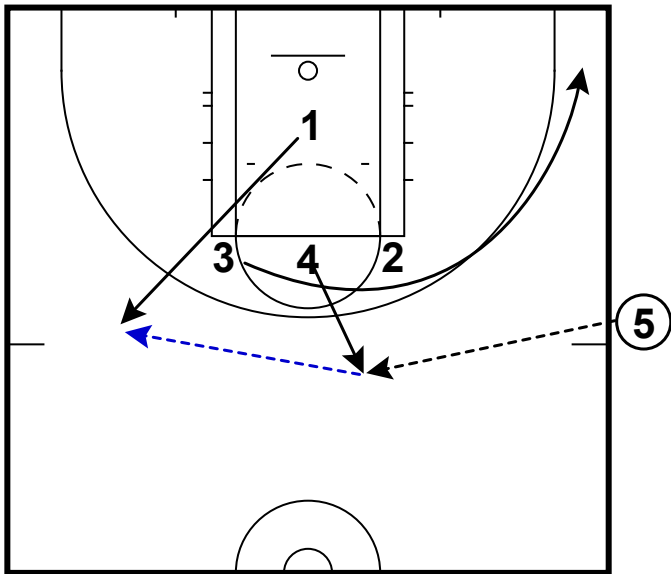


back screen & STS

# Connecticut Sun - Shuffle Stagger Punch SLOB

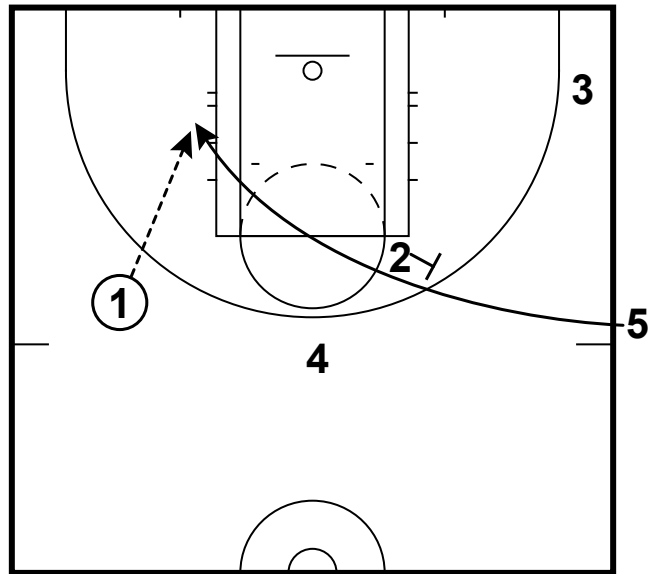
## SLOB/BLOB

Frame 1



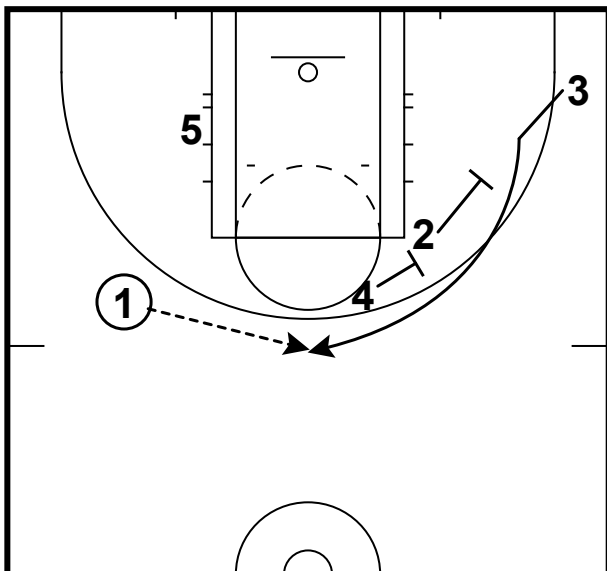
3 clears out & 4 gets entry pass at the top, he then swings the ball to 1

Frame 2



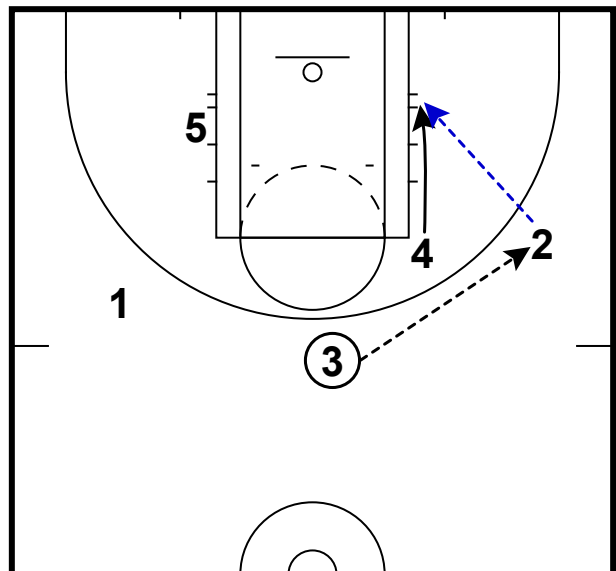
shuffle screen, possible post-up option

Frame 3



stagger

Frame 4

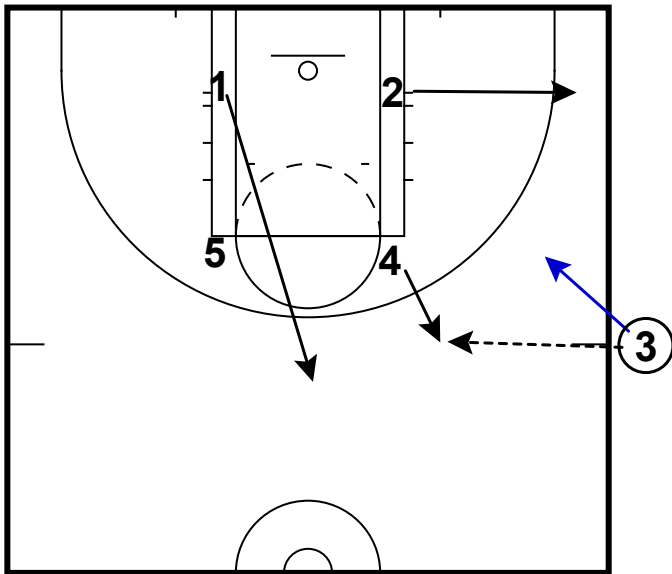


post-up

# Las Vegas Aces - Box Flare SLOB

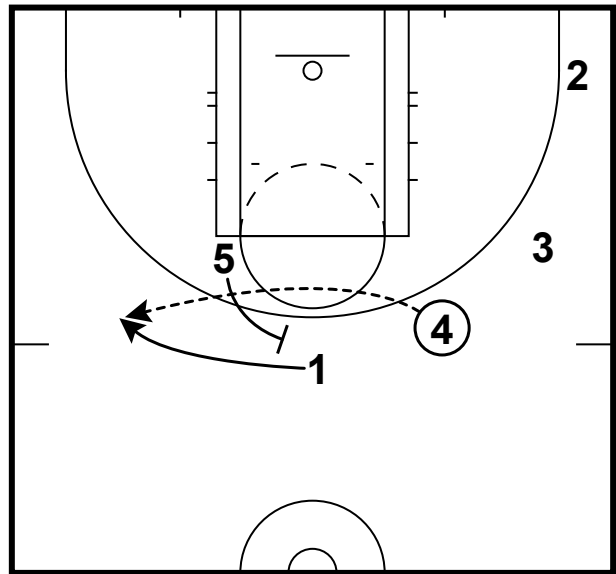
## SLOB/BLOB

Frame 1



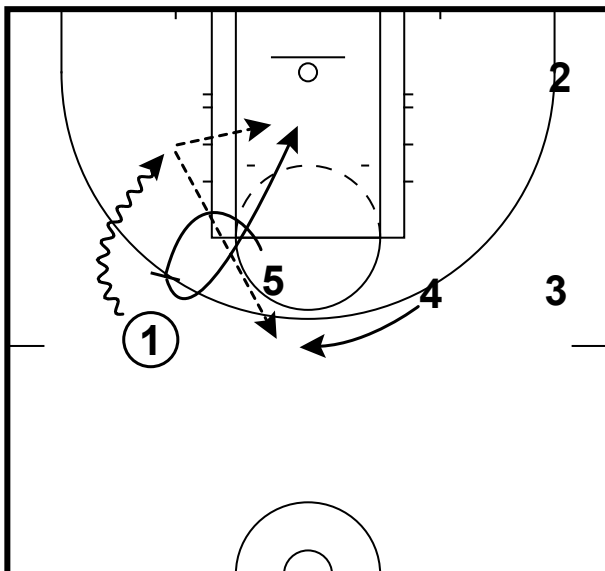
4 gets open for the entry pass,  
1 sprints to the top

Frame 2



flare screen

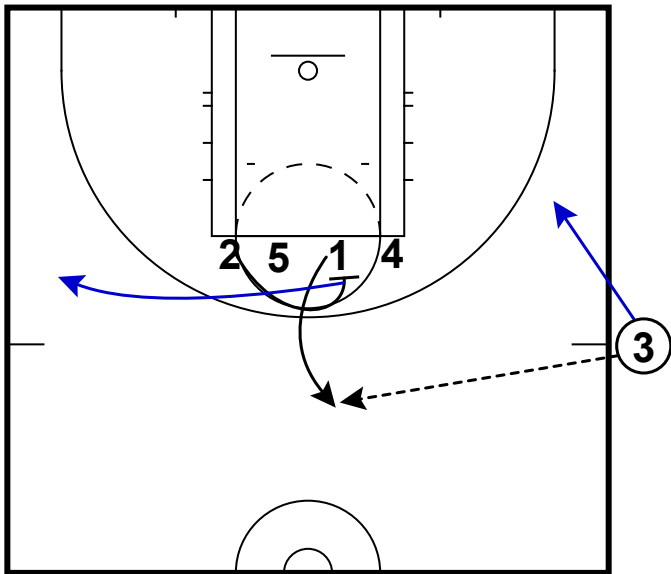
Frame 3



# Las Vegas Aces - FT Line SLOB

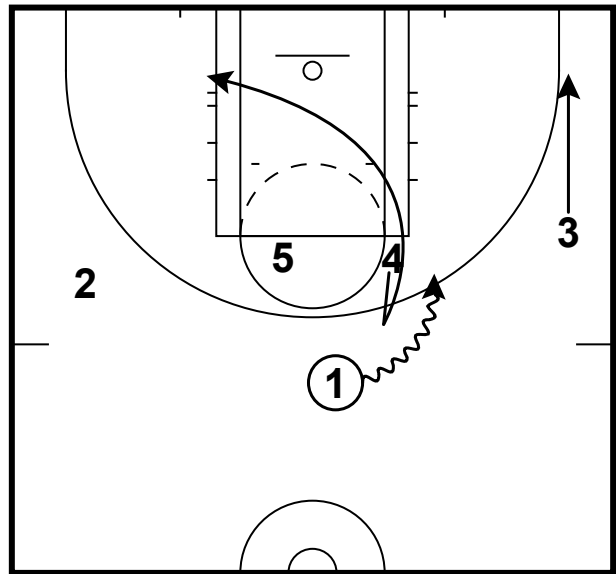
## SLOB/BLOB

Frame 1



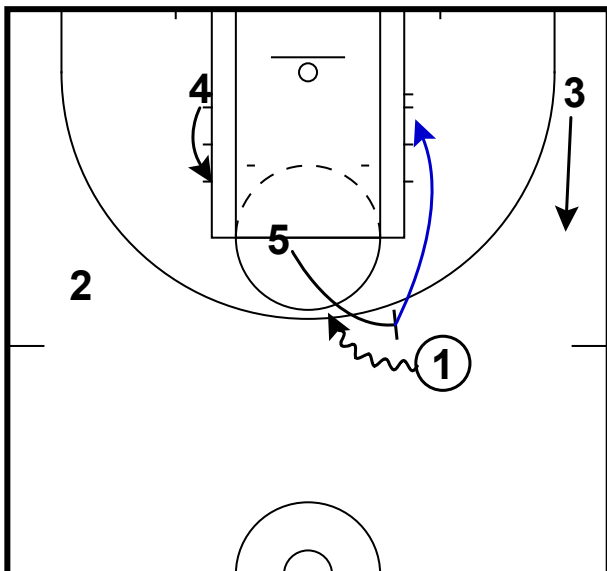
2 sets a screen for 1 to get the entry pass & then clears out

Frame 2



slip the pick, possible attack for 1

Frame 3



slot PNR, 3 fills behind