

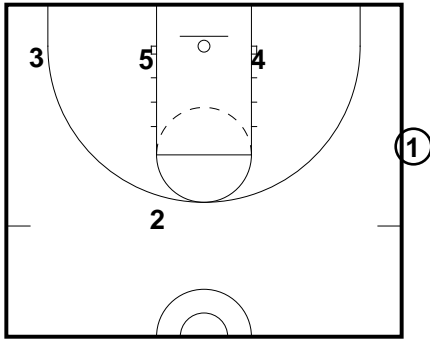
# ISO

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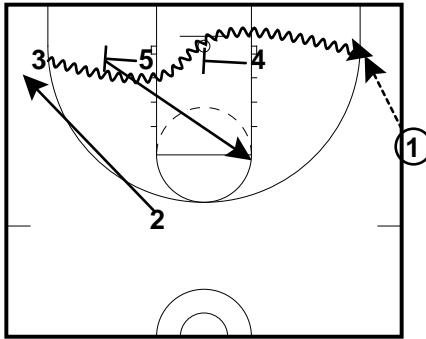
# ISO

## "ISO-UCLA" (1 of 3)



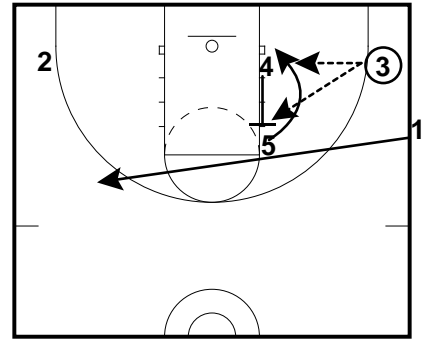
1 takes the ball out of bounds. 3 starts in opposite corner. 5 starts on opposite block. 4 starts on ball side block. 2 starts on opposite slot.

## "ISO-UCLA" (2 of 3)



3 goes over 5 screen & under 4 screen. 5 rolls back to ball side elbow. 2 clears to opposite corner. 1 passes to 3.

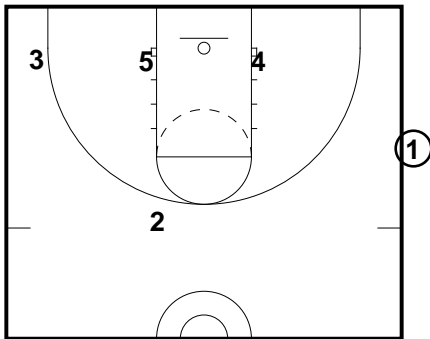
## "ISO-UCLA" (3 of 3)



4 sets screen at elbow for 5/UCLA ACTION. 3 passes to 4 or 5. 1 clears to opposite wing.

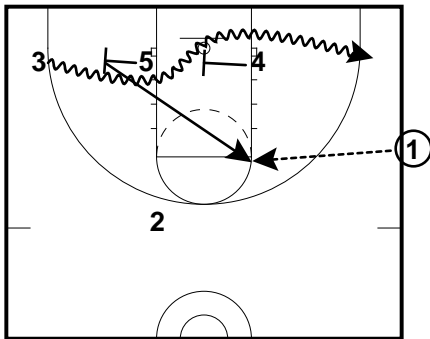
# ISO

"ISO-PIG" (1 of 4)



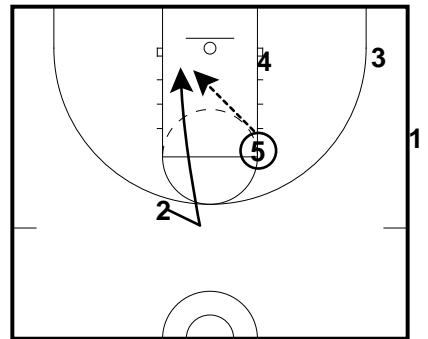
1 takes the ball out of bounds. 3 starts in opposite corner. 5 starts on opposite block. 4 starts on ball side block. 2 starts on opposite slot.

"ISO-PIG" (2 of 4)



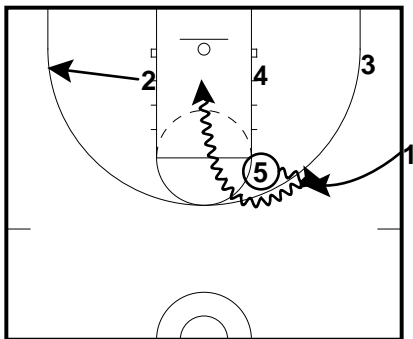
3 goes over 5 screen & under 4 screen. 5 rolls back to ball side elbow. 1 passes to 5.

"ISO-PIG" (3 of 4)



2 raises up & goes back door. 5 passes to 3/BLIND PIG ACTION

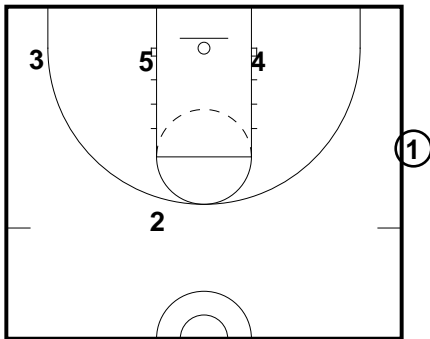
"ISO-PIG" (4 of 4)



If 2 is not open, clear to opposite corner. 5 dribble hands off to 1.

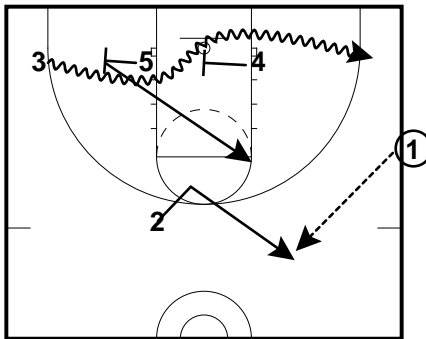
# ISO

### "ISO-FLAT" (1 of 4)



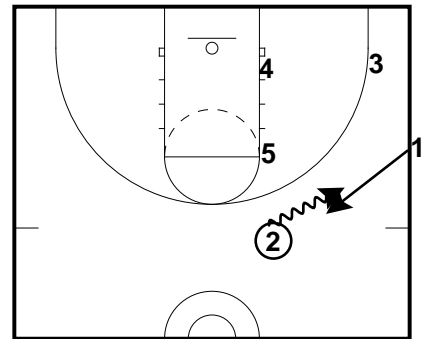
1 takes the ball out of bounds. 3 starts in opposite corner. 5 starts on opposite block. 4 starts on ball side block. 2 starts on opposite slot.

### "ISO-FLAT" (2 of 4)



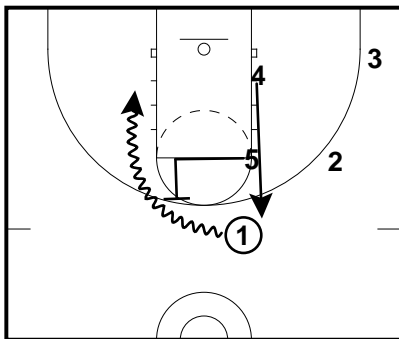
3 goes over 5 screen & under 4 screen. 5 rolls back to ball side elbow. 2 cuts to the ball. 1 passes to 2.

### "ISO-FLAT" (3 of 4)



2 dribble hands off to 1.

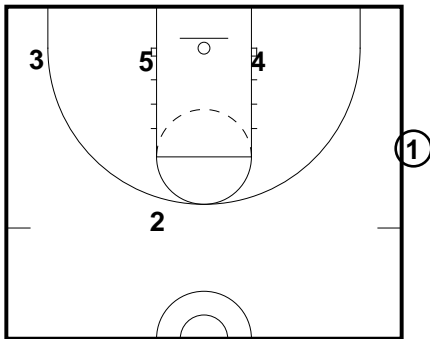
### "ISO-FLAT" (4 of 4)



5 sets flat screen for 1/FLAT ACTION. 4 Lifts to slot.

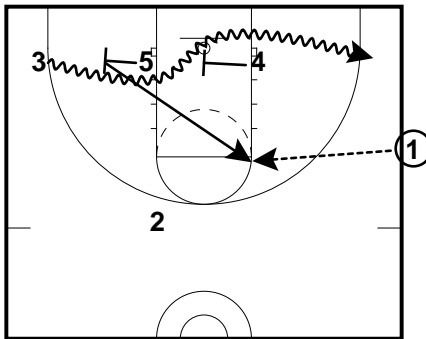
# ISO

### "ISO-FADE" (1 of 5)



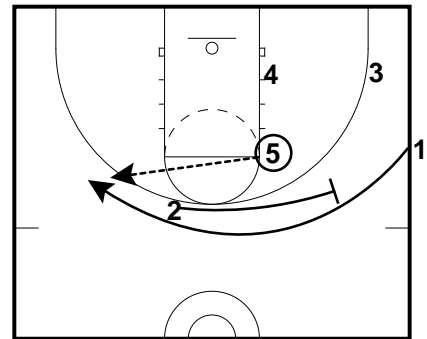
1 takes the ball out of bounds. 3 starts in opposite corner. 5 starts on opposite block. 4 starts on ball side block. 2 starts on opposite slot.

### "ISO-FADE" (2 of 5)



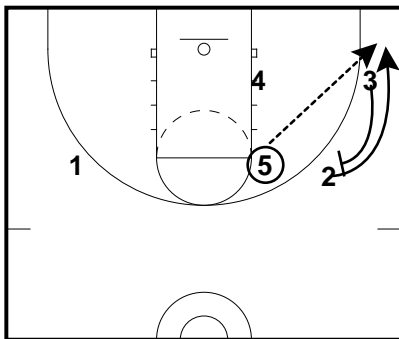
3 goes over 5 screen & under 4 screen. 5 rolls back to ball side elbow. 1 passes to 5.

### "ISO-FADE" (3 of 5)



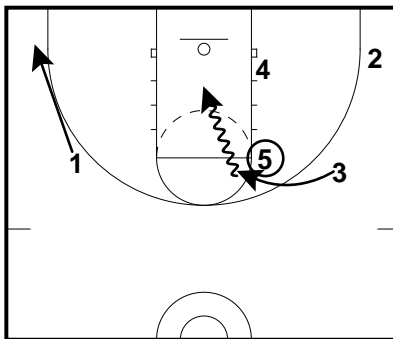
2 sets fade screen for 1/FADE ACTION.

### "ISO-FADE" (4 of 5)



3 sets fade screen for 2/FADE ACTION

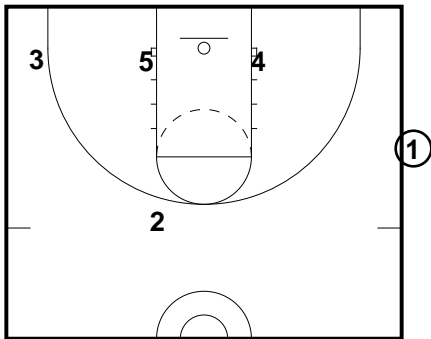
### "ISO-FADE" (5 of 5)



5 hands off to 3.

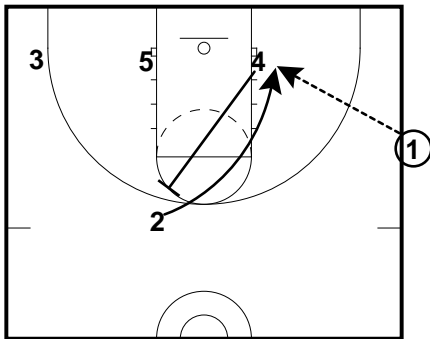
# ISO

"ISO-HIGH" (1 of 6)



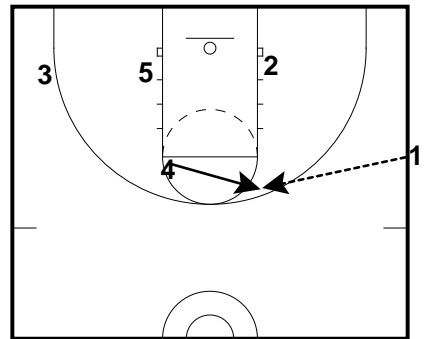
1 takes the ball out of bounds. 3 starts in opposite corner. 5 starts on opposite block. 4 starts on ball side block. 2 starts on opposite slot.

"ISO-HIGH" (2 of 6)



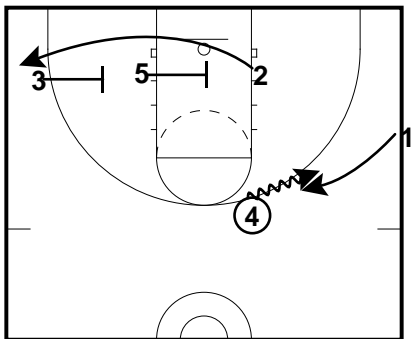
4 sets rip screen for 2. If 2 is open for a layup, 1 passes to 2.

"ISO-HIGH" (3 of 6)



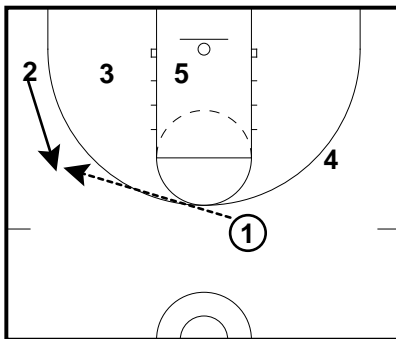
If 2 is not open, 4 comes back to ball side slot. 1 passes to 4.

"ISO-HIGH" (4 of 6)



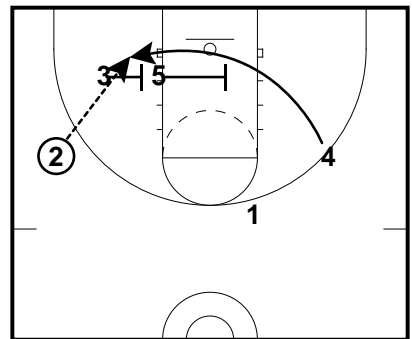
4 dribble hands off to 1. 5 & 3 set cross screen for 2.

"ISO-HIGH" (5 of 6)



1 passes to 2.

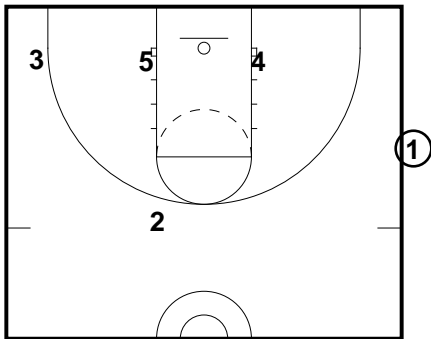
"ISO-HIGH" (6 of 6)



3 & 5 set double cross screen for 4. 2 passes to 4/HIGH ACTION

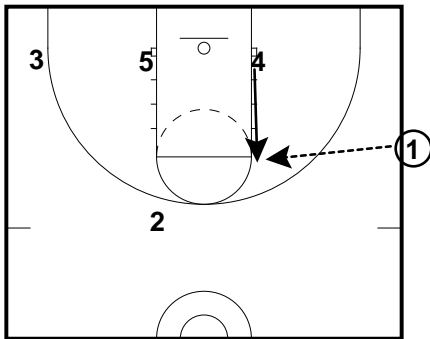
# ISO

"ISO-SWEEP" (1 of 6)



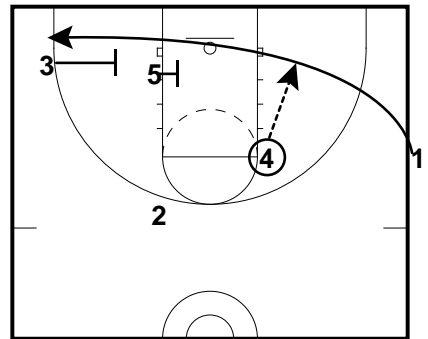
1 takes the ball out of bounds. 3 starts in opposite corner. 5 starts on opposite block. 4 starts on ball side block. 2 starts on opposite slot.

"ISO-SWEEP" (2 of 6)



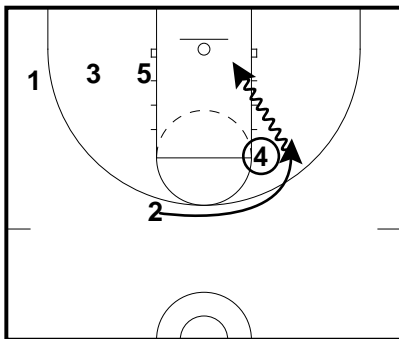
4 cuts to ball side elbow. 1 passes to 4.

"ISO-SWEEP" (3 of 6)



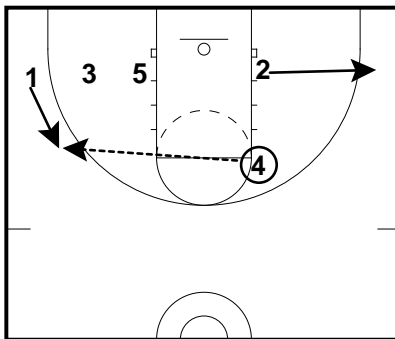
1 back cuts to opposite corner. 5 & 3 set double cross screen for 1.

"ISO-SWEEP" (4 of 6)



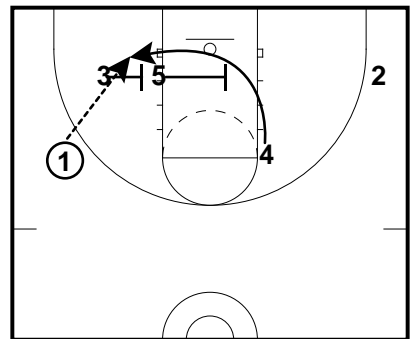
4 hands off to 2/SWEEP ACTION

"ISO-SWEEP" (5 of 6)



If 2 is not open. 4 passes to 1.

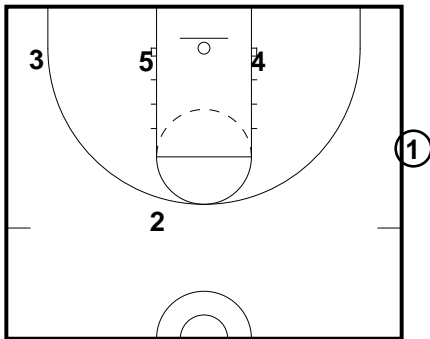
"ISO-SWEEP" (6 of 6)



3 & 5 set double cross screen for 4. 1 passes to 4 (Similar to HIGH ACTION).

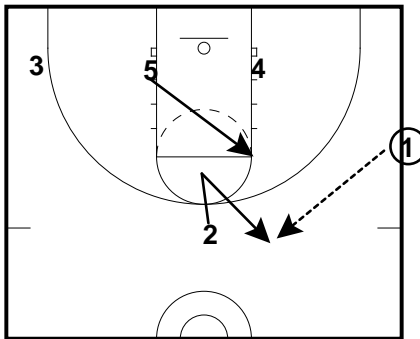
# ISO

"ISO-COLLAR" (1 of 4)



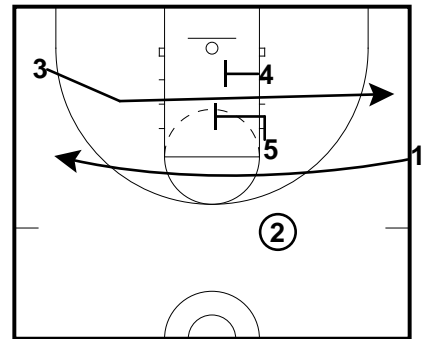
1 takes the ball out of bounds. 3 starts in opposite corner. 5 starts on opposite block. 4 starts on ball side block. 2 starts on opposite slot.

"ISO-COLLAR" (2 of 4)



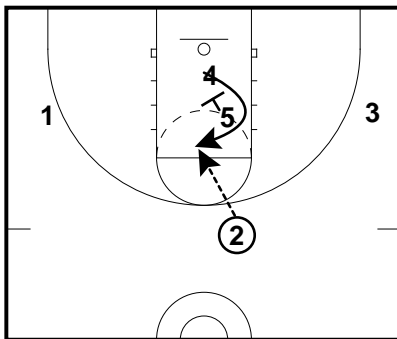
5 cuts to ball side elbow. 2 cuts to the ball. 1 passes to 2.

"ISO-COLLAR" (3 of 4)



1 cuts over to opposite wing. 5 & 4 set double for 3.

"ISO-COLLAR" (4 of 4)



5 sets rub screen for 4. 1 passes to 4/COLLAR ACTION.