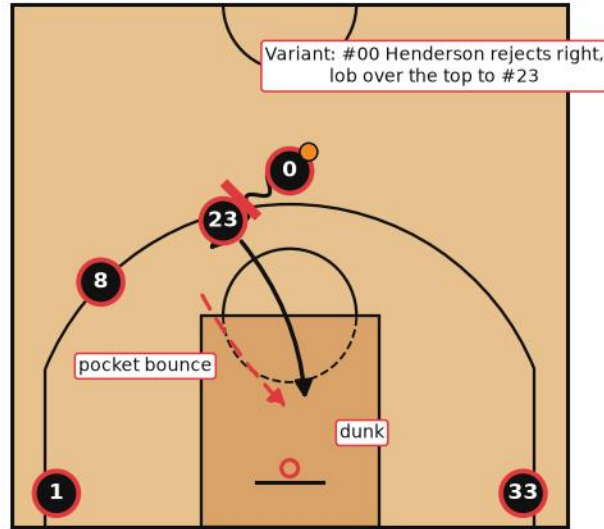


BLAZERS PRESEASON PLAYBOOK

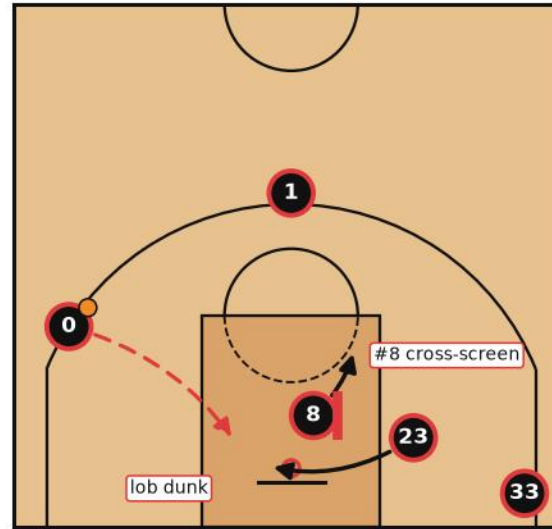
1. HIGH PICK-AND-ROLL TO CLINGAN



Ex: at Kings, Oct 13 (1:53); variant #00 Henderson lob, Kings (4:14)

Why: Empty paint + corner shooters force a choice: tag the roll or stay home; Clingan's size finishes over helpers.

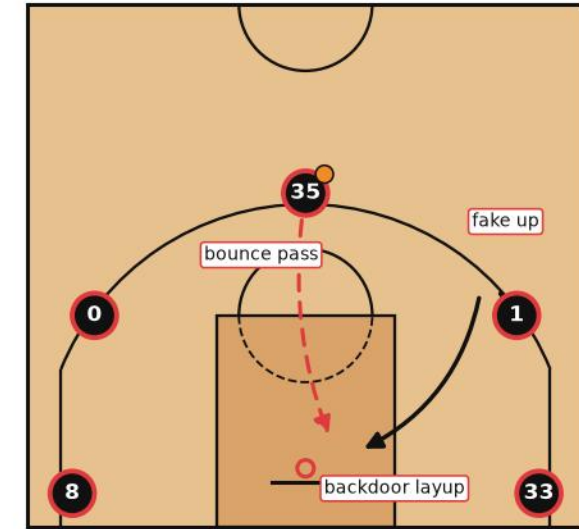
2. CROSS-SCREEN LOB



Ex: at Warriors, Oct 16 (1:29)

Why: Defender fighting over the cross-screen loses the high side; Clingan seals and catches above the rim.

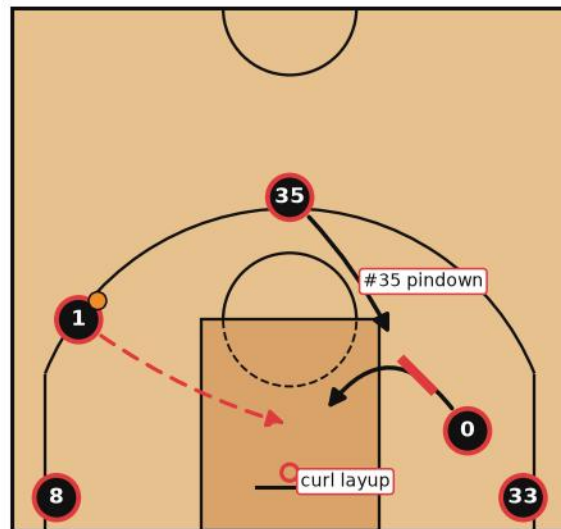
3. DELAY BACKDOOR



Ex: vs Warriors, Oct 7 (8:05)

Why: Overplaying wings get backdoored, and Williams is an elite passing big.

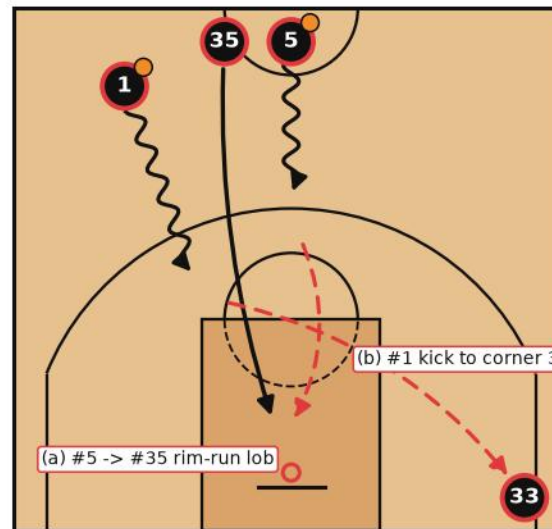
4. DELAY PINDOWN CURL



Ex: vs Warriors, Oct 7 (8:24)

Why: A trailing defender on the pindown leaves Lillard a downhill curl into an empty lane.

5. TRANSITION: RIM RUN & CORNER KICK



Ex: (a) vs Warriors Oct 7 (7:46, 11:06); (b) vs Warriors (1:40), at Kings (5:52)

Why: Rim runner beats retreating bigs; a collapsing defense leaves the corner, the shortest three, open.

LEGEND

Black line + arrow = cut / movement
Red dashed arrow = pass
Zigzag = dribble
Red bar = screen
Orange dot = ball

Variant: #00 Henderson rejects right, lob over the top to #23

pocket bounce

dunk

1

8

23

0

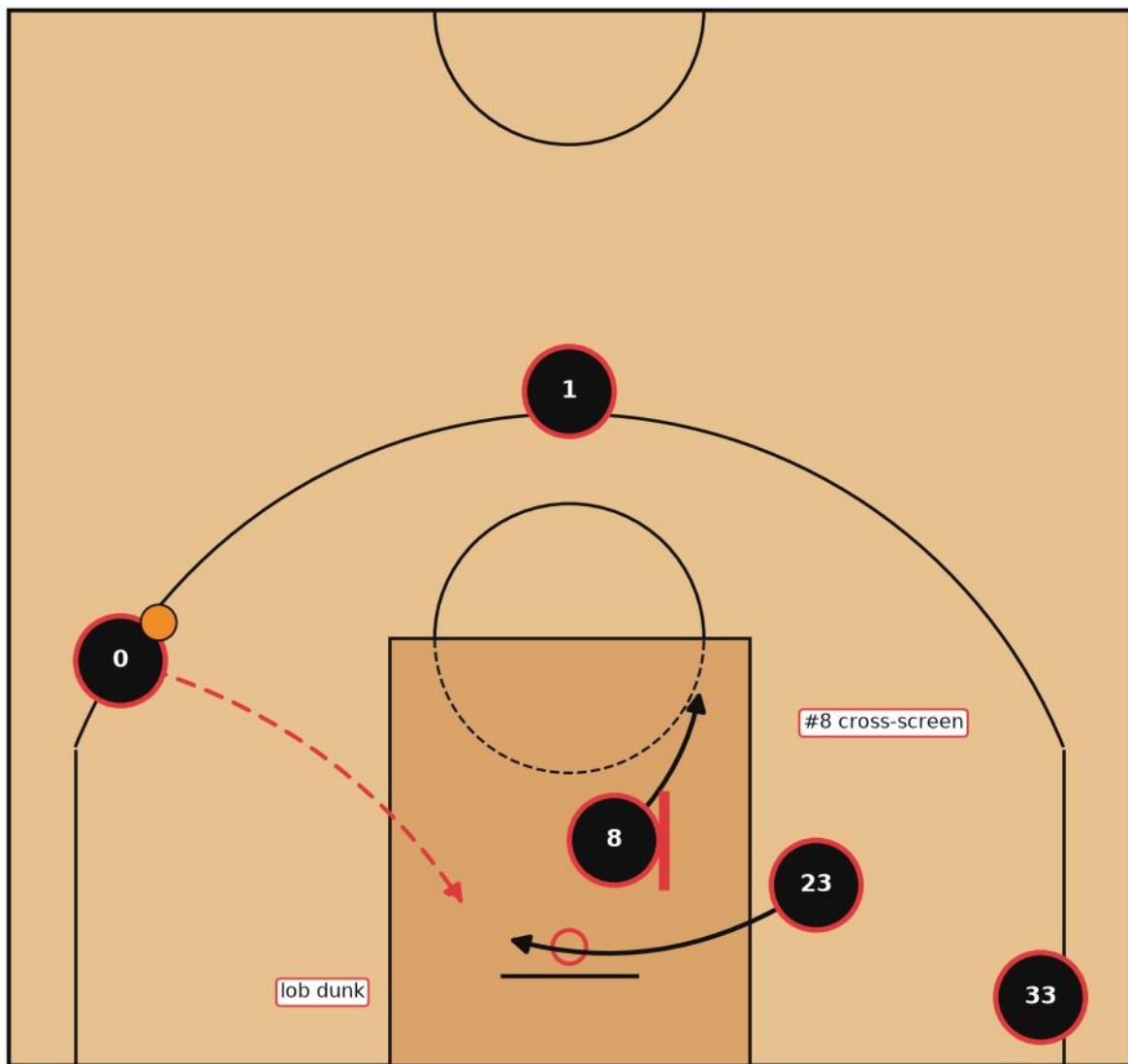
33

The diagram illustrates a basketball play on a court. Player #00 Henderson is at the top, having rejected a shot and lobbed the ball over the top to Player #23. Player #23 is positioned near the key, and the ball is shown in mid-air. A red dashed line indicates a 'pocket bounce' near the basket. Player #23 is then shown performing a 'dunk'. Other players are marked with numbers in circles: #1, #8, #33, and #0. A red line with an arrow points from #00 Henderson to #23, indicating the lob pass.

Example: at Kings, Oct 13 (1:53); variant #00 Henderson lob, Kings (4:14)

Legend: solid = cut red dashed = pass zigzag = dribble red bar = screen

CROSS-SCREEN LOB



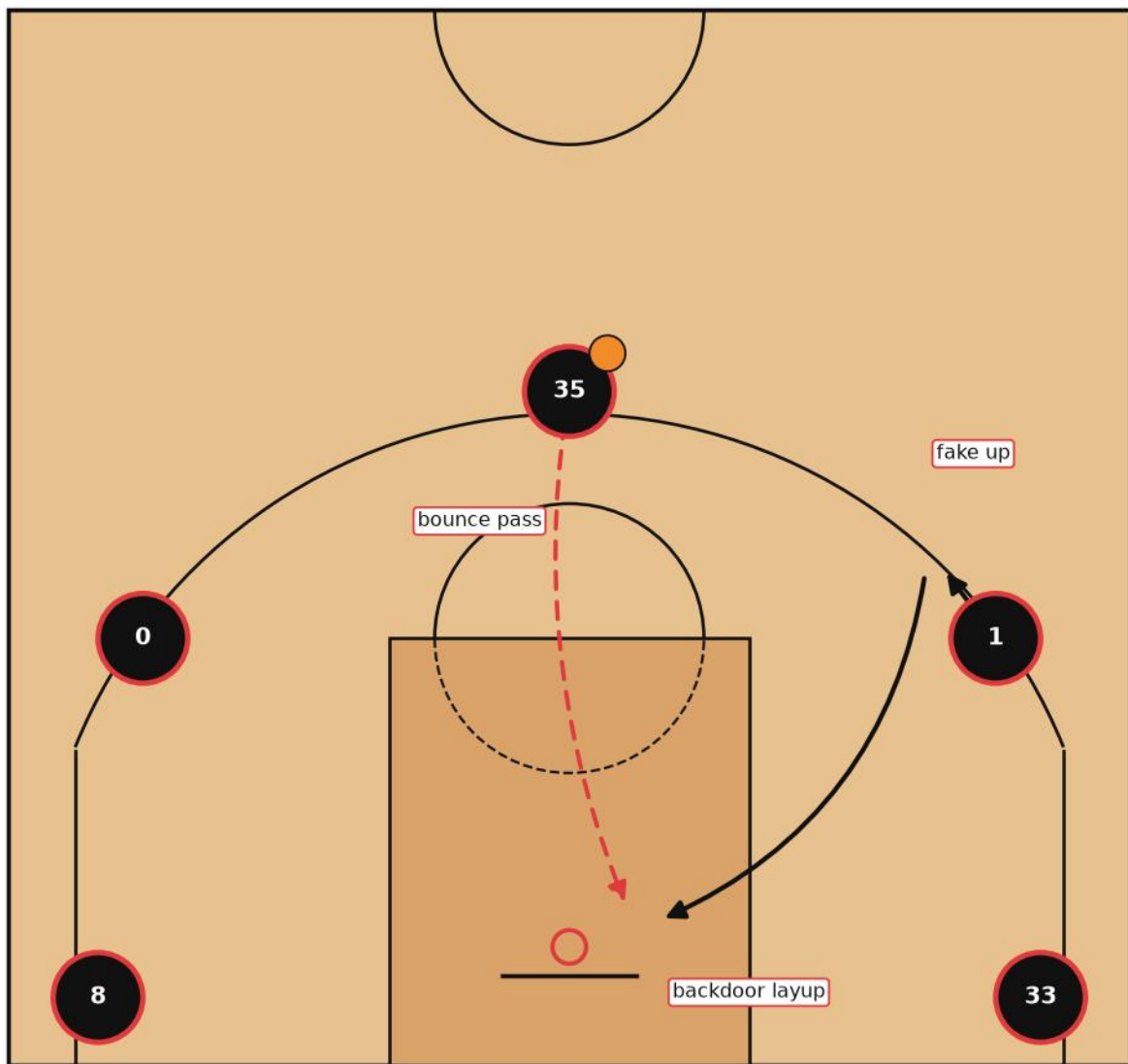
Players: #0 Lillard (ball, L wing), #8 Avdija (screener), #23 Clingan

Example: at Warriors, Oct 16 (1:29)

Why it works: Defender fighting over the cross-screen loses the high side;
Clingan seals and catches above the rim.

Legend: solid = cut red dashed = pass zigzag = dribble red bar = screen

DELAY BACKDOOR

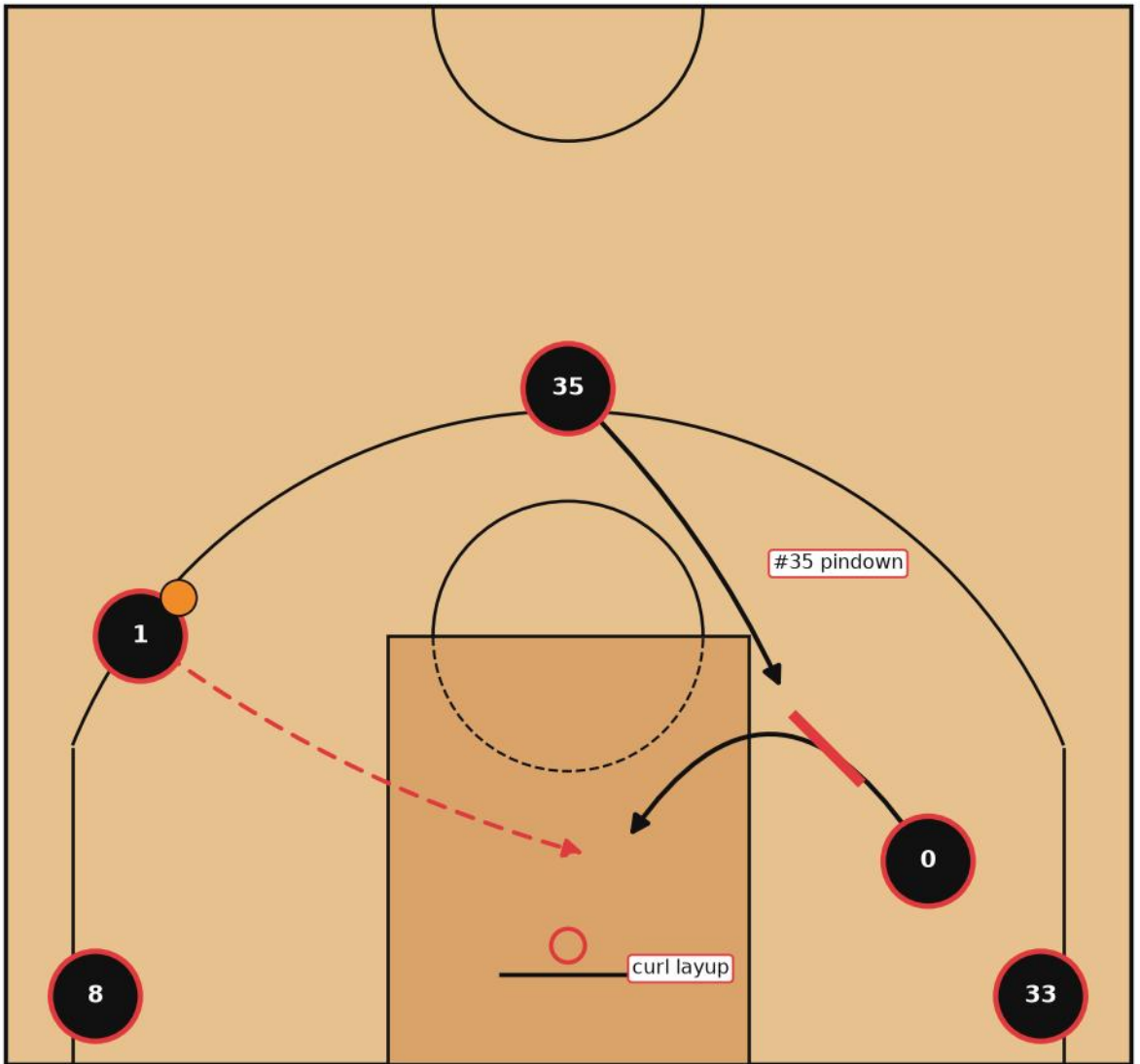


Players: #35 R. Williams III (top), #1 Morant (R wing), 5-out

Example: vs Warriors, Oct 7 (8:05)

Why it works: Overplaying wings get backdoored, and Williams is an elite passing big.

Legend: solid = cut red dashed = pass zigzag = dribble red bar = screen



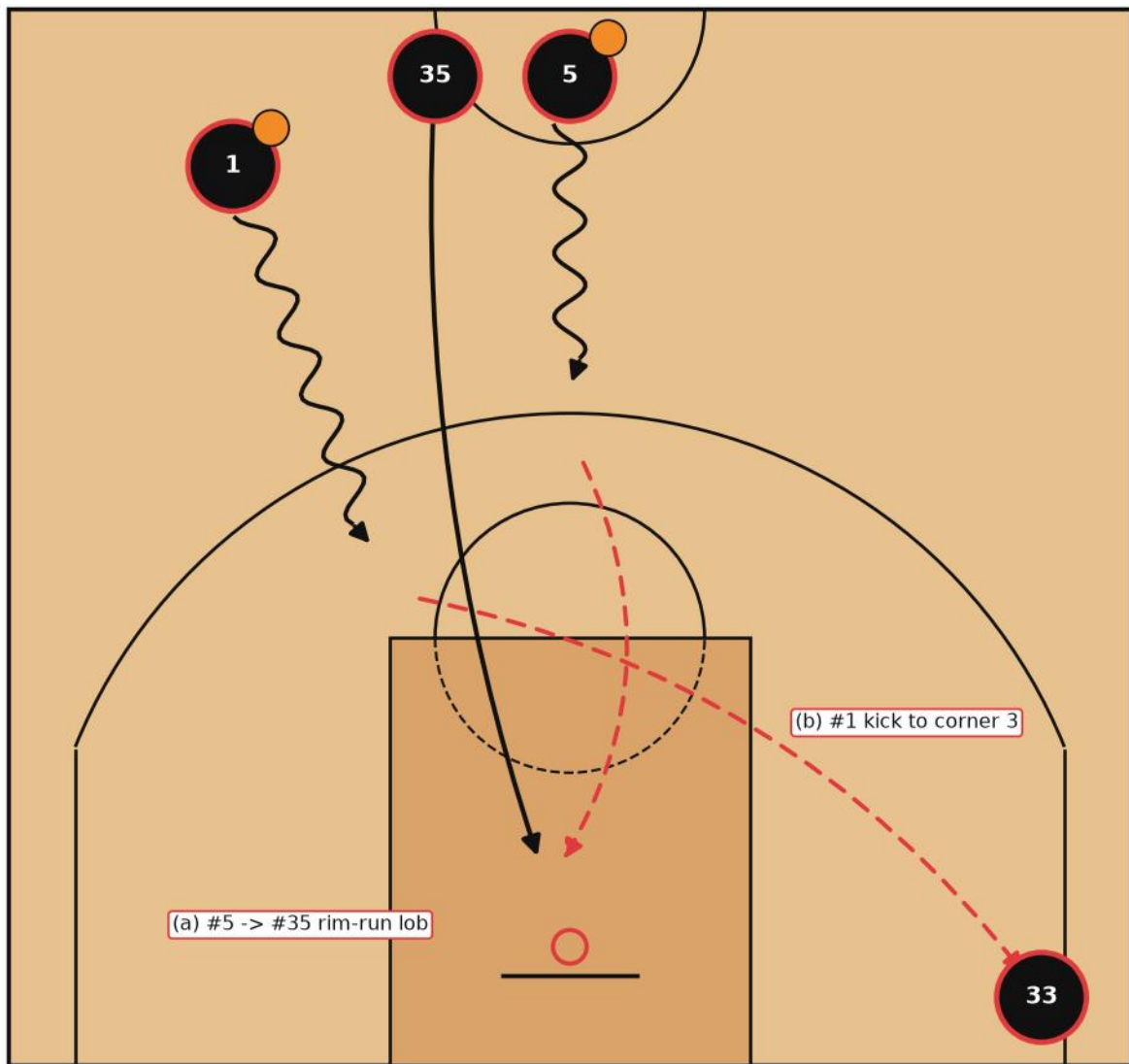
Players: #35 Williams (screener), #1 Morant (ball, L wing), #0 Lillard

Example: vs Warriors, Oct 7 (8:24)

Why it works: A trailing defender on the pindown leaves Lillard a downhill curl into an empty lane.

Legend: solid = cut red dashed = pass zigzag = dribble red bar = screen

TRANSITION: RIM RUN & CORNER KICK



Players: (a) #5 Holiday, #35 Williams (b) #1 Morant, #33 Camara

Example: (a) vs Warriors Oct 7 (7:46, 11:06); (b) vs Warriors (1:40), at Kings (5:52)

Why it works: Rim runner beats retreating bigs; a collapsing defense leaves the corner, the shortest three, open.

Legend: solid = cut red dashed = pass zigzag = dribble red bar = screen