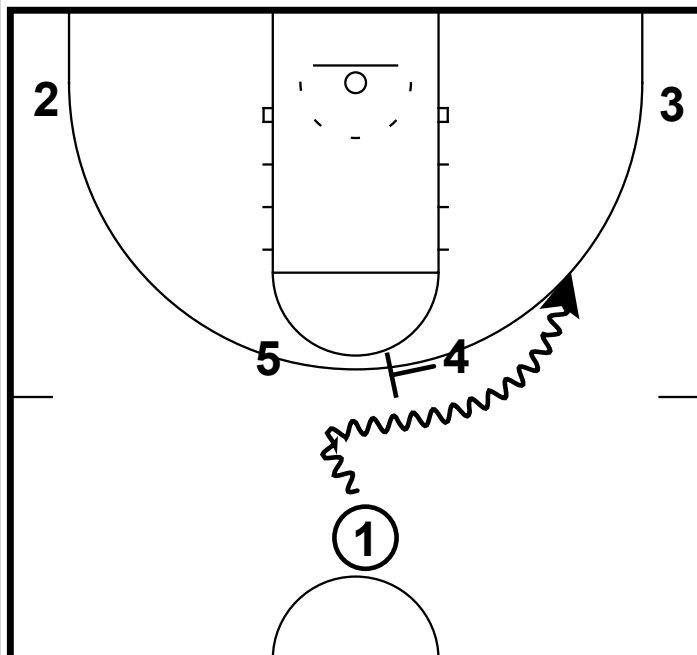
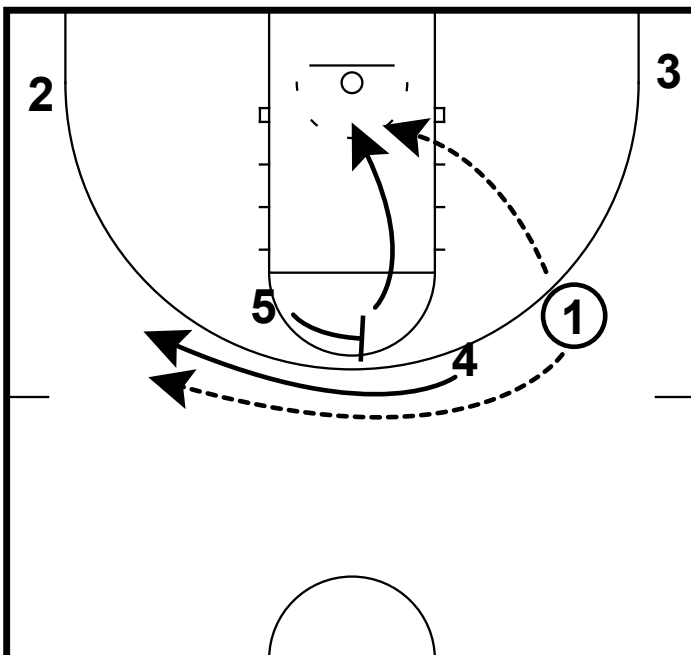


HORNS: FLARE SCREEN



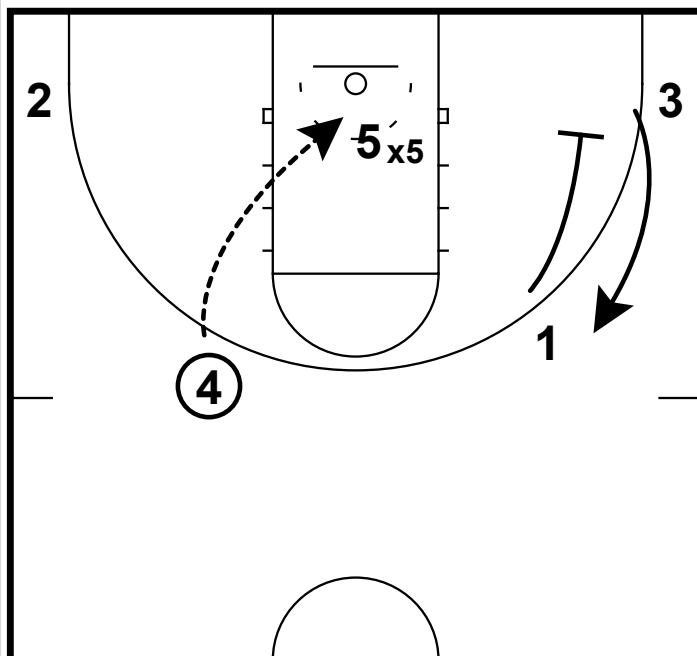
- 1) With both post players near the top of the key, this is what many coaches call the "Horns" set.
- 2) In this set, the point guard rubs off one of the posts in a ball screen action.
- 3) **Coaching Point:** This particular action is especially effective if you have a 4 player who can shoot and put in on the floor well.

HORNS: FLARE SCREEN



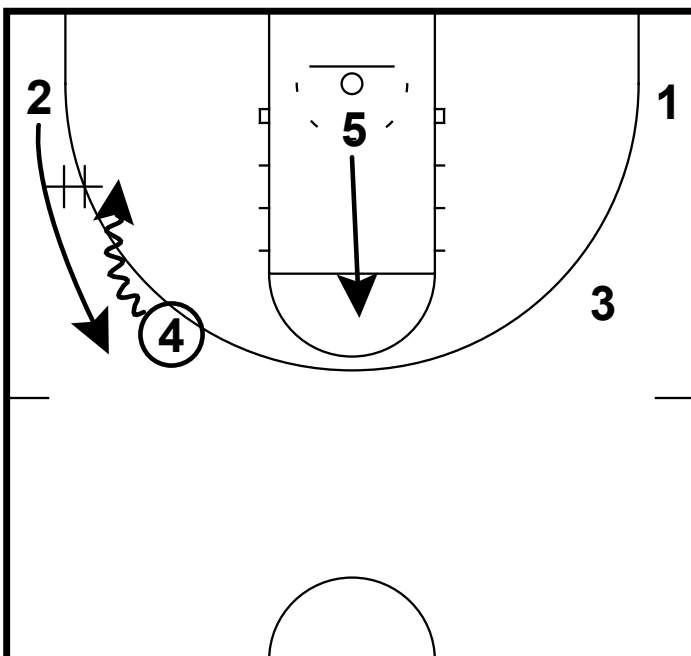
- 1) As soon as the ball screen action occurs, 5 will come set a flare screen for 4 at the top of the key.
- 2) Here the point guard has a few options. The first option is to hit 4 on the flare screen for a quick jumper.
- 3) However, if the defense begins to cheat the screen 5 could slip hard to the bucket for an easy score.

HORNS: FLARE SCREEN



- 1) With 4 with the ball on the wing, this a great opportunity for your play maker to make a play.
- 2) If the defense has defender 4 well, it could be that 5 is open at the mouth of the bucket. If x5 has jumped hard to the ball on the screen, the "SEAL OUT" could be open for the hi-lo pass.
- 3) 1 needs to set a screen hard for 3 away from the ball to keep the defense honest, or to free a good shooter away from the action.

HORNS: FLARE SCREEN



- 1) If the defense has defended these actions well, you should move into your motion offense or your half-court continuity.
- 2) Here is one action we would like here on the side. 4 can dribble at the 2 in the corner. A dribble hand-off is possible which frees 4 to turn the corner in certain situations.
- 3) Bring 5 high to the free throw line on this action, this will allow a possible handoff into ball screen action.