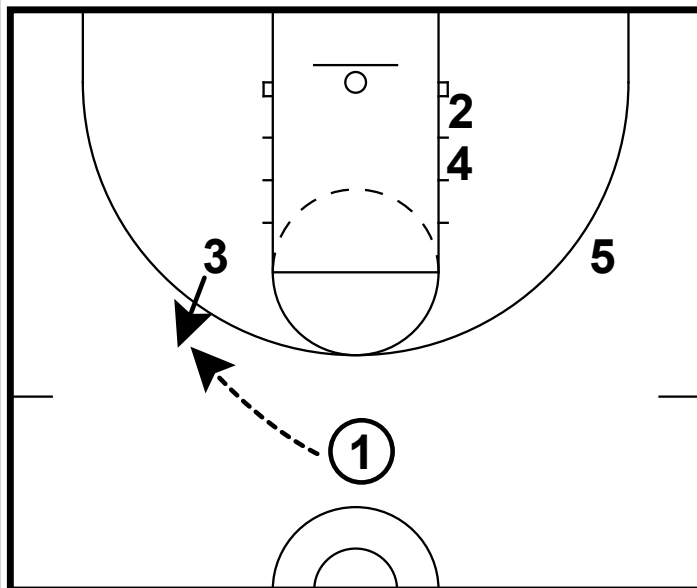
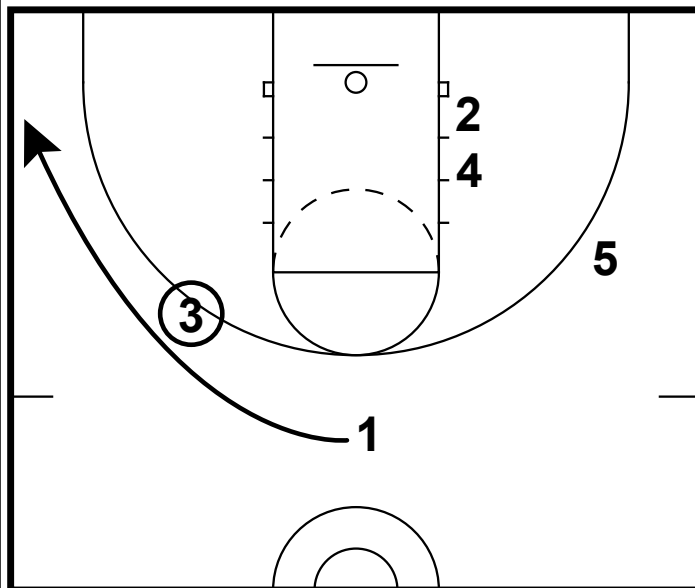


HALF-COURT: HALO BALL SCREEN



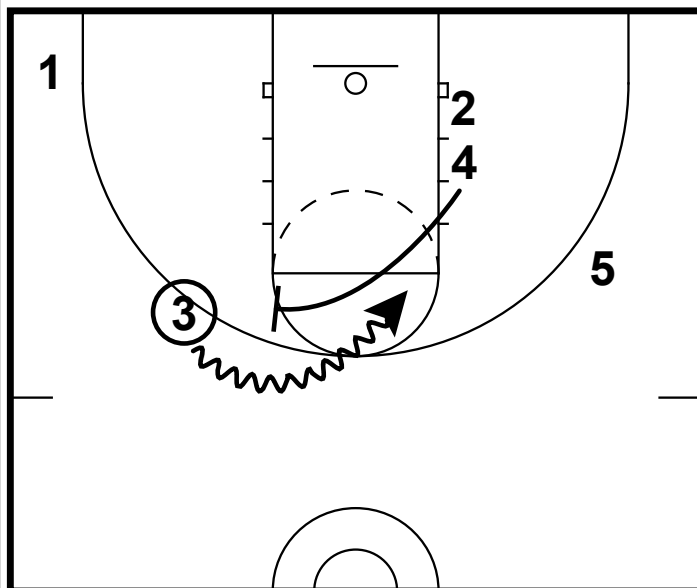
- 1) This set starts in overload situation with both post players on one side.
- 2) This starts with the opposite wing breaking to the perimeter to catch right along the arc.

HALF-COURT: HALO BALL SCREEN



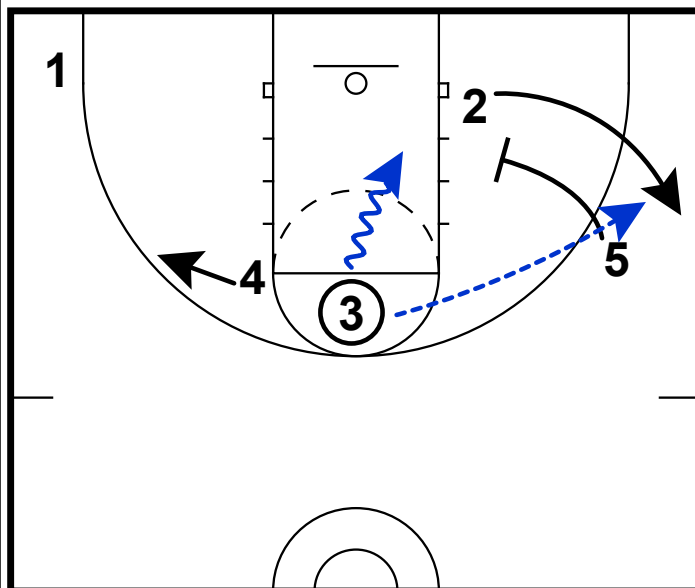
- 1) 3 has the ball on the arc and 1 cuts behind 3 looking for a possible handoff.
- 2) More than likely the defense will be able to defend this action with a switch of by going under.

HALF-COURT: HALO BALL SCREEN



- 1) Now with 3 on the wing, 4 will sprint to the wing to the wing to set a ball screen.
- 2) This is effective because it is a mix direction action. It should prevent **x3** from jumping out on top of the screen.

HALF-COURT: HALO BALL SCREEN



- 1) Now you have 3 with the ball in the middle of the floor with several options.
- 2) If the defense has not defended the screen well 3 will have an opportunity to drive to the bucket.
- 3) However, on the weakside 5 will set a pin down screen for 2 for your best shooter. Also don't forget about 4 picking & popping away from the drive.