## HALF-COURT: QUICK ISO

1) This is a set that I drew up at the end of a game for our play-making 4 player - Simon Shafack his sophomore. He had a step on his defender at this position, so it was a good way to iso him off of some diversionary action.

2) It is important that the PG dribbles to the lane line opposite of who you want to iso. The ball side wing needs to drop to the corner, which actually sets up a secondary option off of this set.

HALF-COURT: QUICK ISO
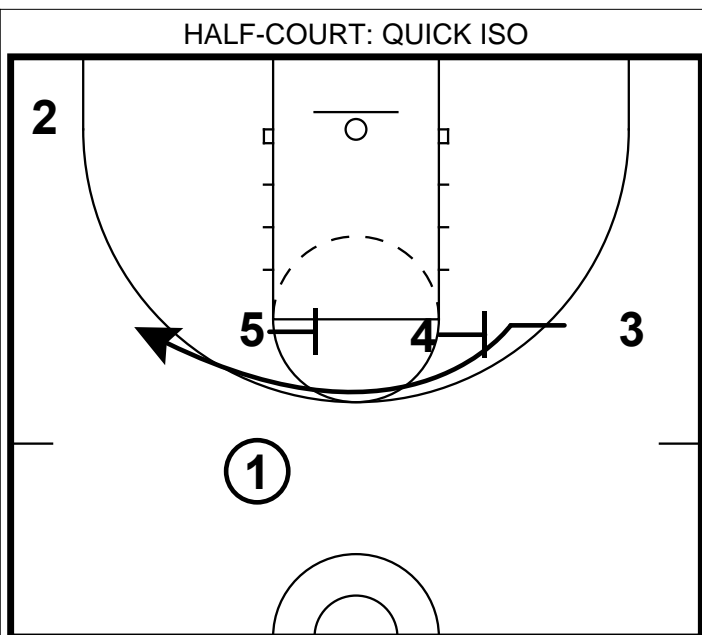
1) This action starts with 4 & 5 setting an elbow quick screen for the opposite wing. If you run a set like this for your wing, this will work even better because the defenders will slide to stop penetration here.

2) However, this is a diversion to iso the 4 on the other side.

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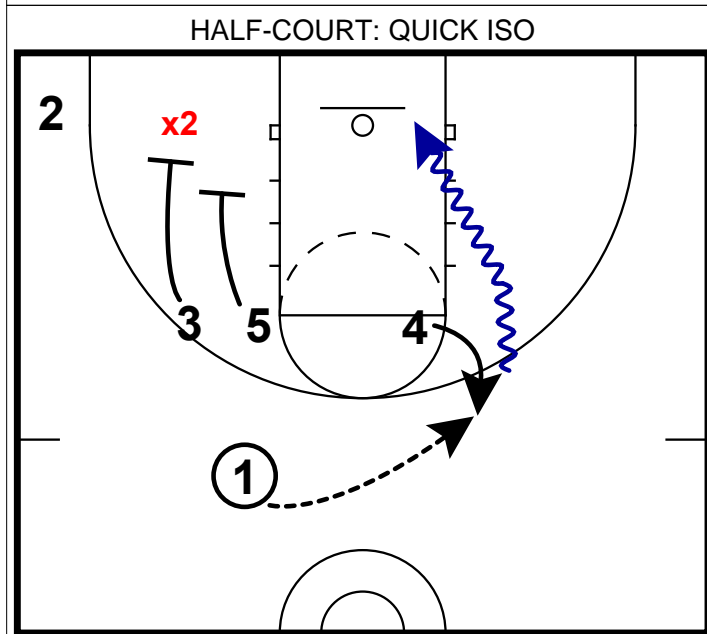
1) As soon as 3 rubs off of that screen - you want 4 to step out to receive the pass. It is important to tell your player not to step too far out. It is easier to attack the rim from 19 feet than it is from 24'.

2) On the other side, have 3 & 5 set a double screen for your shooter.

3) In this game, Shafack attacked the rim & got to the free throw line.

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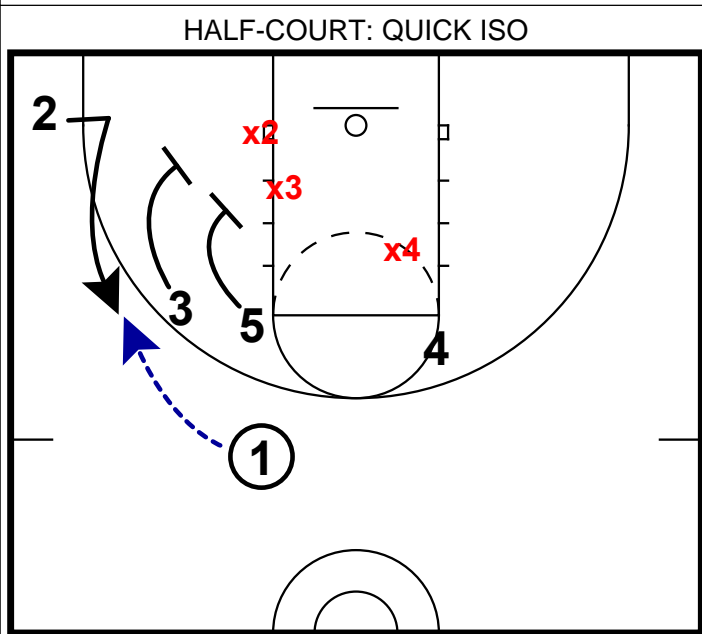
1) Here in this frame you see an option that you can run if your opponent knows this iso set is coming & begins to sag into the lane.

2) Set a double screen for your best shooter & pin the defense in the lane.