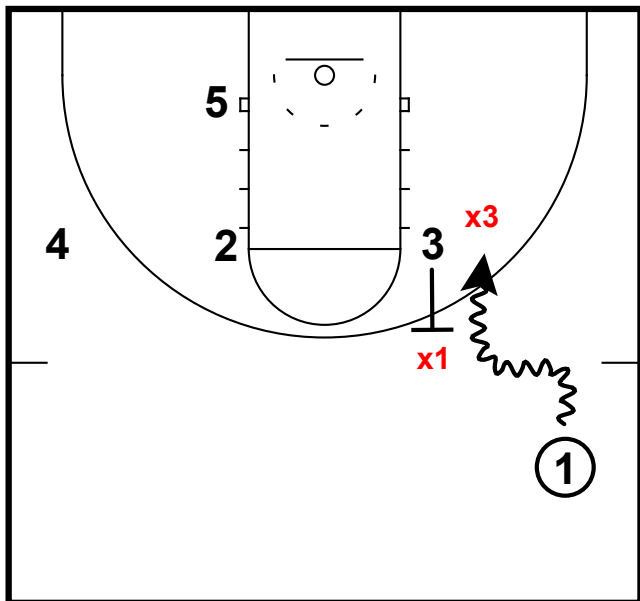
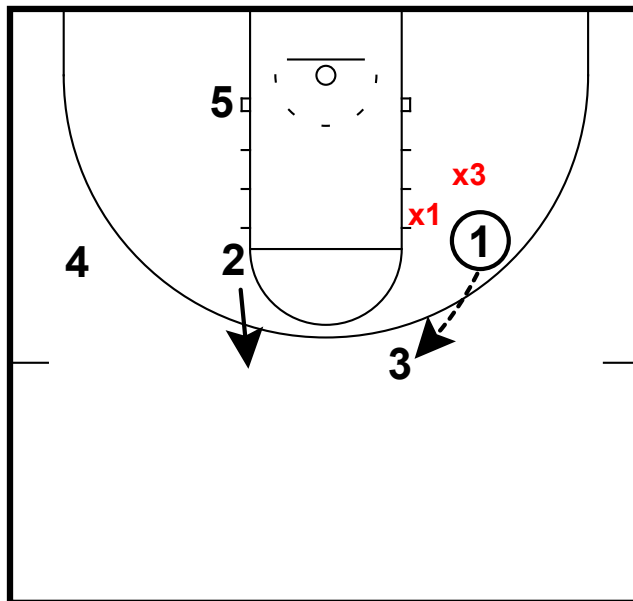


HALF COURT - DOWN/FLARE



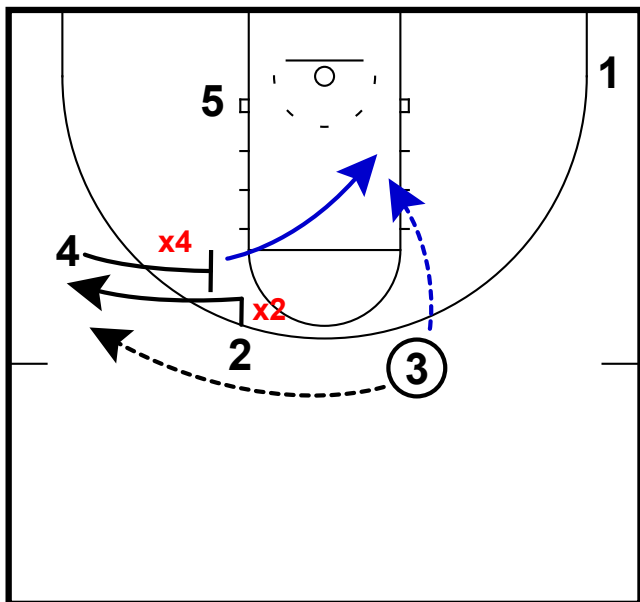
- 1) This set starts with an overload on the weakside.
- 2) You want to isolate your PG & your wing. Create a "flat screen" action by showing the high screen & baiting **x1** into jumping high.
- 3) Once that happens, 3 will set the "downing" ball screen. This could create an easy drive to the bucket - more than likely **x3** will help on the drive.

HALF COURT - DOWN/FLARE



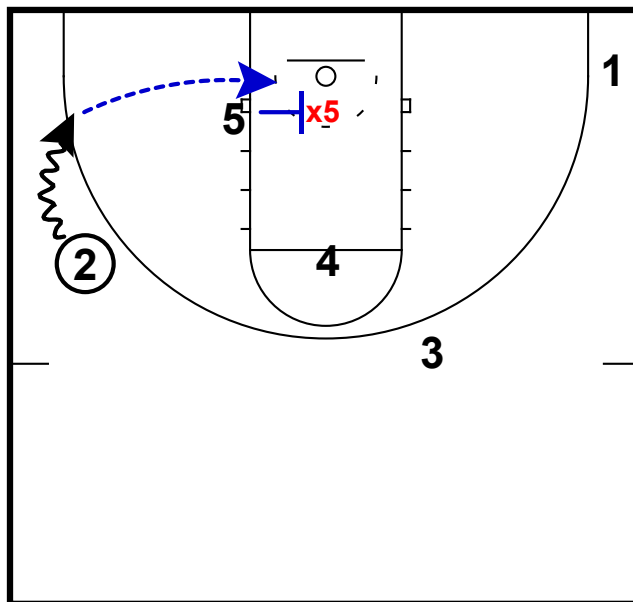
- 1) Once the help comes, 3 will pop to the perimeter as will 2.
- 2) 2 should be your best shooter.

HALF COURT - DOWN/FLARE



- 1) 4 will come to flare screen. This should create a couple of options.
- 2) First 2 could get open for a jumper on the wing.
- 3) Or if **x4** & **x2** over help on the flare screen, it could create the perfect opportunity for 4 to slip to the lane.

HALF COURT - DOWN/FLARE



- 1) The last option here is for 5 to seal his/her defender in the lane for a post feed.
- 2) Taking a quick dribble to the baseline side will be key to create the nice passing angle into the post.