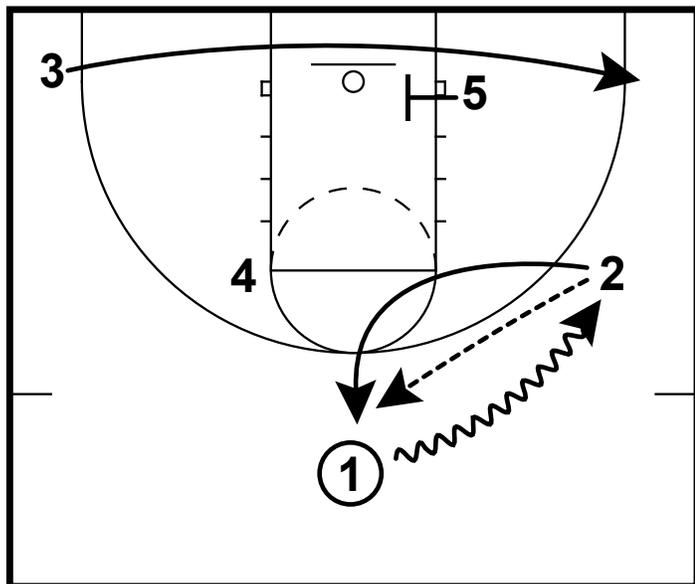
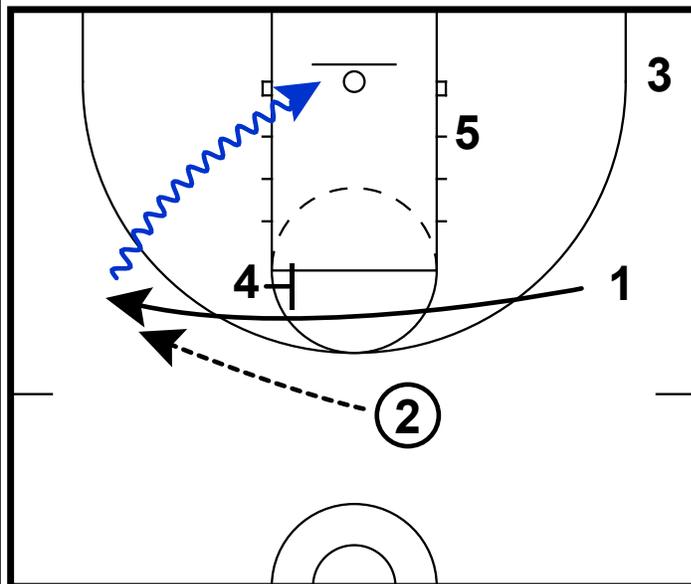


HALF COURT - FLARE/BALL SCREEN



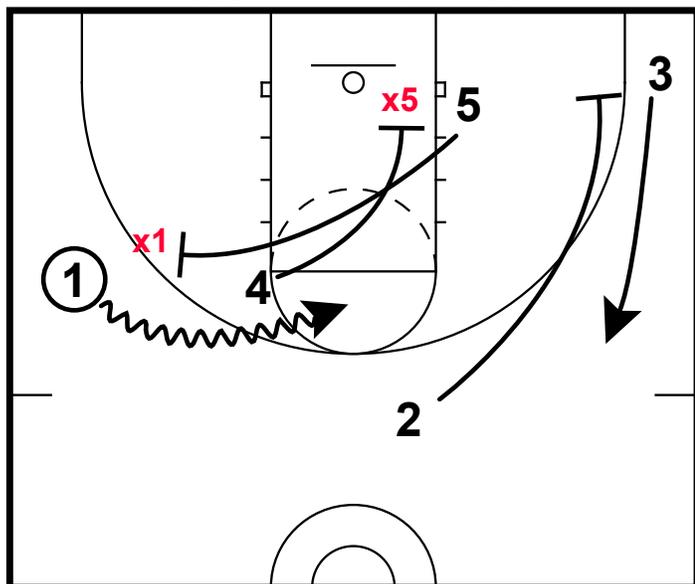
- 1) The idea with this set is to create an overload situation with a dribble loop.
- 2) The opposite wing player will run the baseline creating a triangle on the ball side.

HALF COURT - FLARE/BALL SCREEN



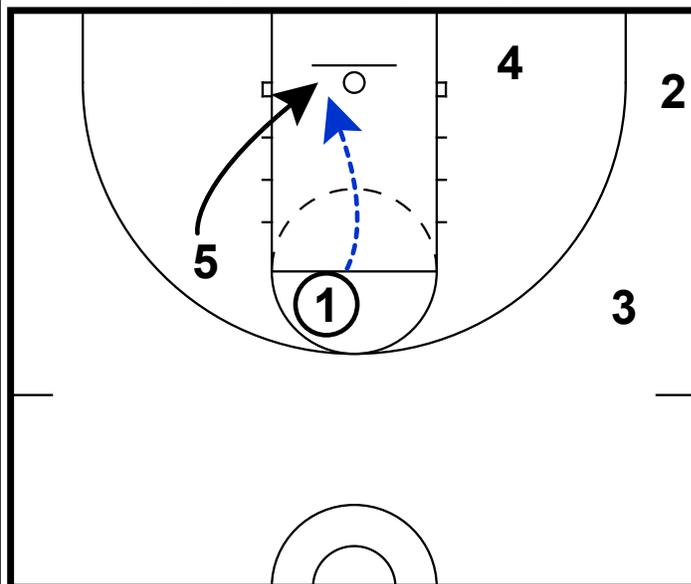
- 1) Once the ball is swung to the top of the key, the PG will run off of a flare screen by the 4 player at the elbow.
- 2) The guard at the top of the key will deliver the ball on time. This could actually allow for the PG to get down hill and score on the drive, especially with the helpside now cleared out.

HALF COURT - FLARE/BALL SCREEN



- 1) If x1 works hard to take the baseline drive away, this sets up a great opportunity for a wing ball screen.
- 2) What makes this play work is that 4 will screen for 5, which will prevent the post defender from hedging hard on this ball screen.
- 3) On the opposite side, 2 will screen for 3 to occupy the help defense.

HALF COURT - FLARE/BALL SCREEN



- 1) This is a perfect time for a pick and roll situation, because there is no help defense to take away the roll.
- 2) If you have a post player that can pick and pop - this could work as well here too.