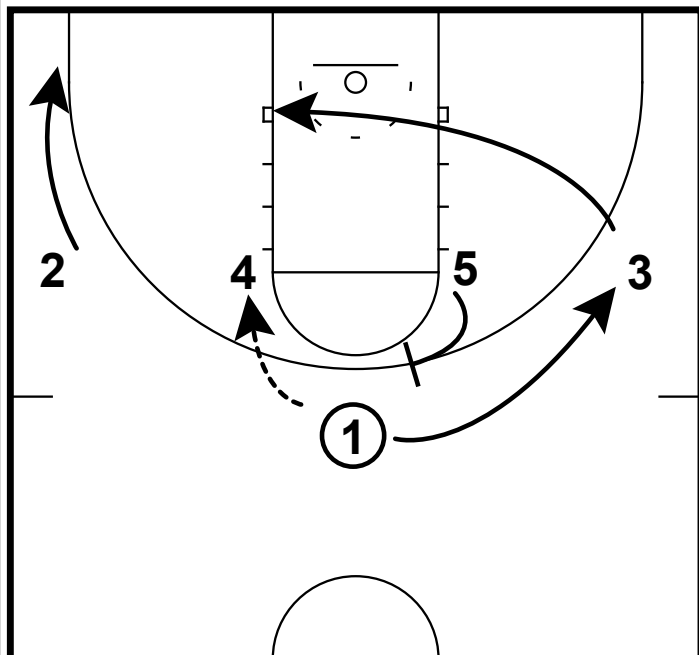
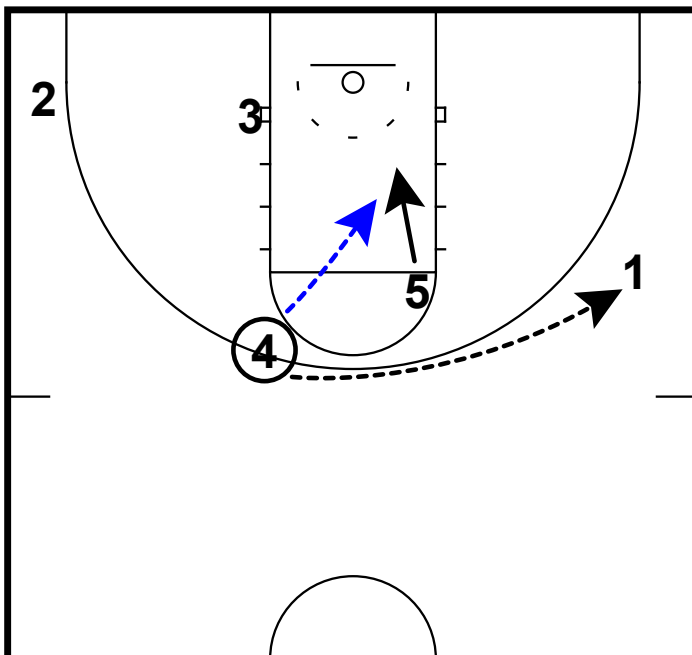


HALF COURT: 1-4 HIGH FLARE DOUBLE



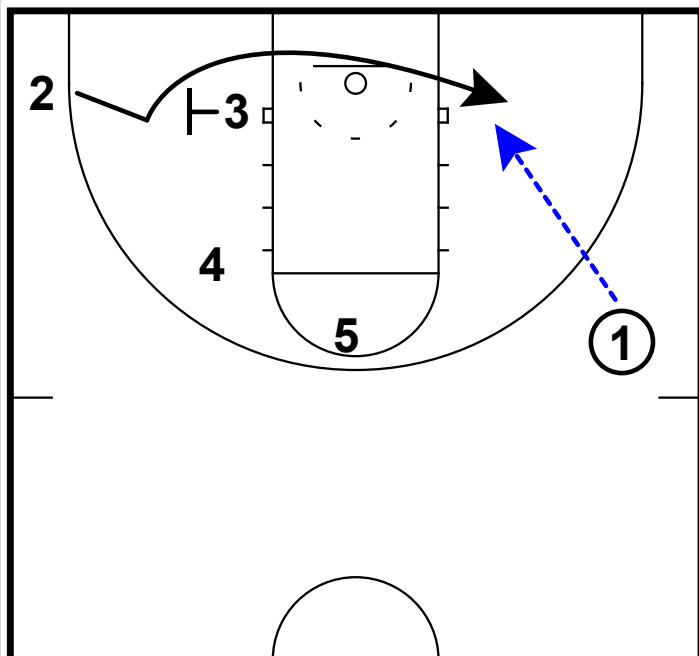
- 1) 1-4 High set with an entry to the post at the elbow.
- 2) Immediately, 2 can cut backdoor for a quick lay-up. If not 5 goes and sets a flare screen for the point guard at the top of the key.
- 3) 3 needs to clear out the opposite block to clear space for 1.

HALF COURT: 1-4 HIGH FLARE DOUBLE



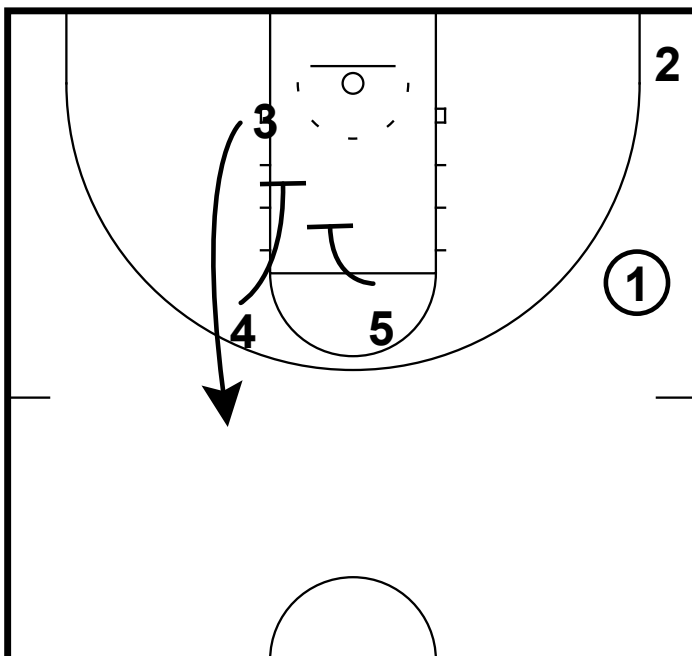
- 1) 4 will skip to 1 for a shot or a drive on the backside.
- 2) Another thing to look for is the 5 slipping hard to the rim if the defense switches or jumps the flare screen.

HALF COURT: 1-4 HIGH FLARE DOUBLE



- 1) A look here is to get a baseline "flex" screen, this is particularly effective if 3 is a good shooter.

HALF COURT: 1-4 HIGH FLARE DOUBLE



- 1) Now the 2 post players will go and set a double screen for 3 at the block.
- 2) **Coaching Point:** Look for 5 on the slip if the **x5** over extends on the screen