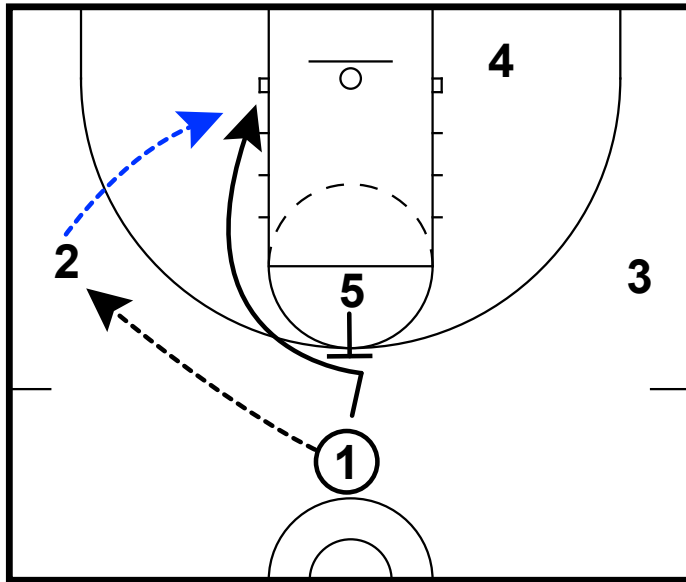
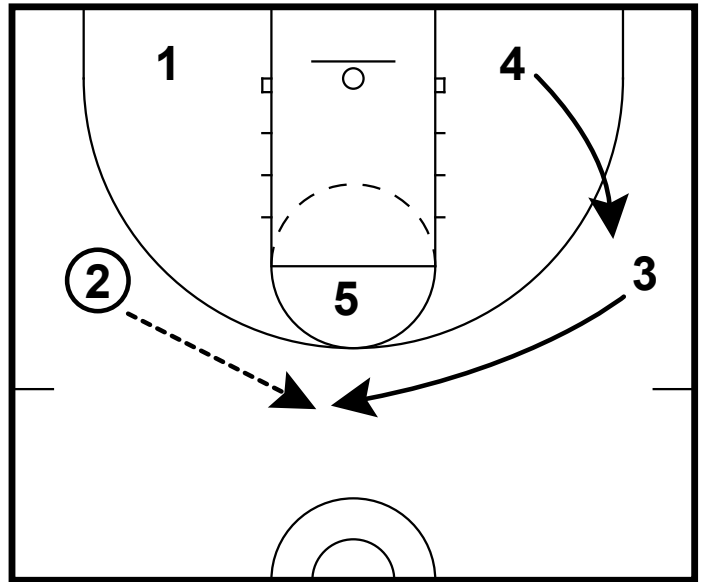


HALF COURT: WHEEL  
Half-Court Sets



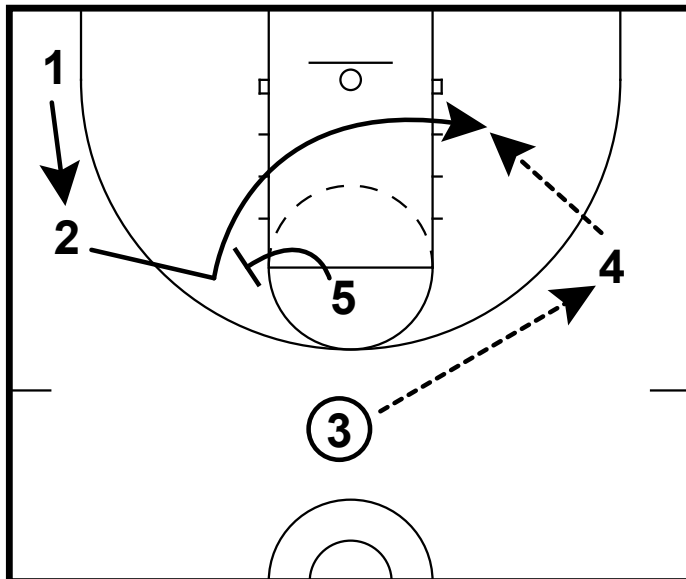
This high post offense is designed to keep the four players on the perimeter in constant movement. Any perimeter pass to the wing, the player at the top of the key should look to get a back screen immediately from the high post. This also opens up an post up opportunity for the PG on the block.

HALF COURT: WHEEL  
Half-Court Sets



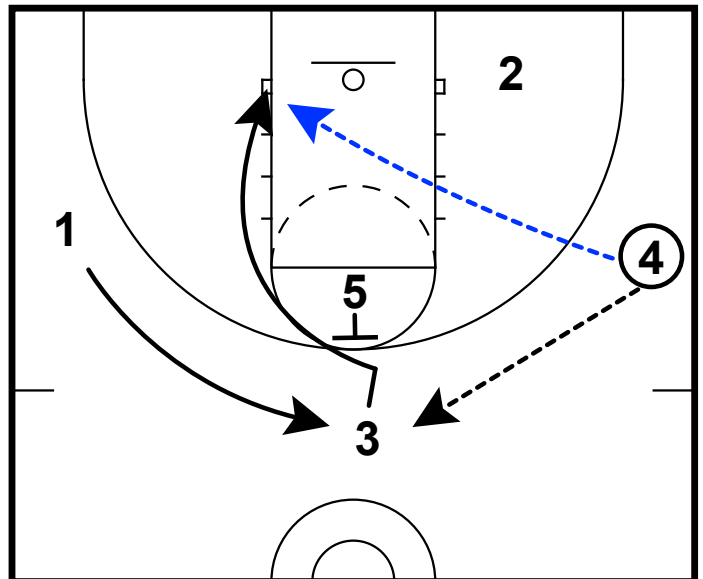
This frame you can see what happens away from the ball. The other players move to fill the spots. The idea is to keep one player along the baseline, 1 player in the high post and 3 around the perimeter.

HALF COURT: WHEEL  
Half-Court Sets



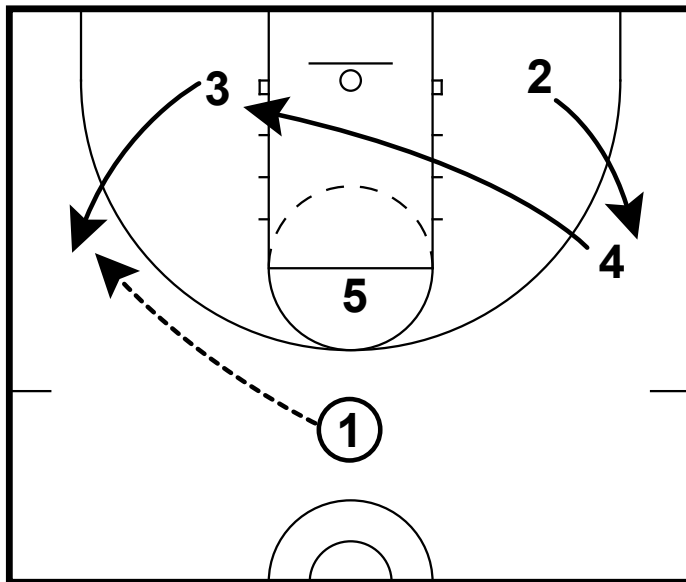
Now you see that wing will look to cut after reversing the ball to the top of the key. If the high post can set a rub screen around the FT line area, this could set up a quick post feed on the other side.

HALF COURT: WHEEL  
Half-Court Sets



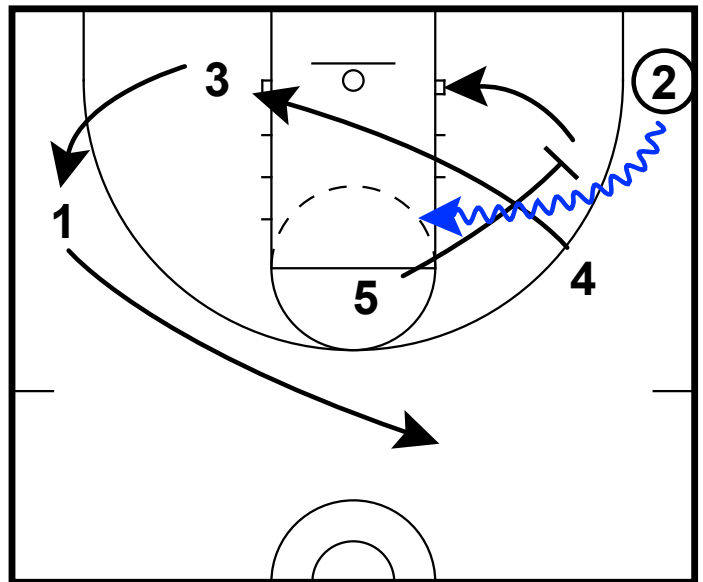
The basic principle in this offense is to pass and cut off of the high post. Here the 3 passed to the wing and then receives a back screen from 5. What determines which side 3 goes to is where 2 is. Since 2 is on the strong side, 3 cuts to the weakside and with 1 clearing to the top of the key - it is a great chance for a alley-oop pass.

HALF COURT: WHEEL  
Half-Court Sets



This frame again shows the basic movement around the perimeter after a reversal pass.

HALF COURT: WHEEL  
Half-Court Sets



Here is an option when the ball goes to the corner. If you are looking for a ball screen option - this clears everyone to the opposite side. This works best right after the 5 sets a back screen to make sure that his/her defender helps for a moment.