

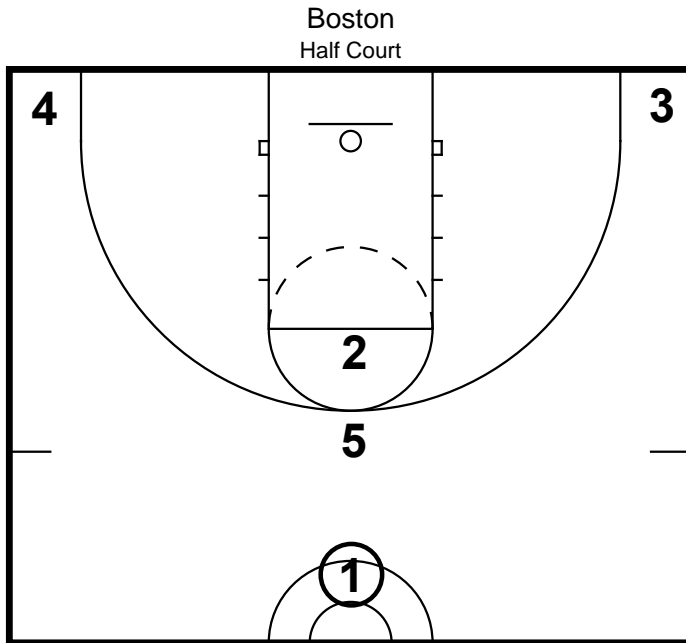
# Half Court Sets

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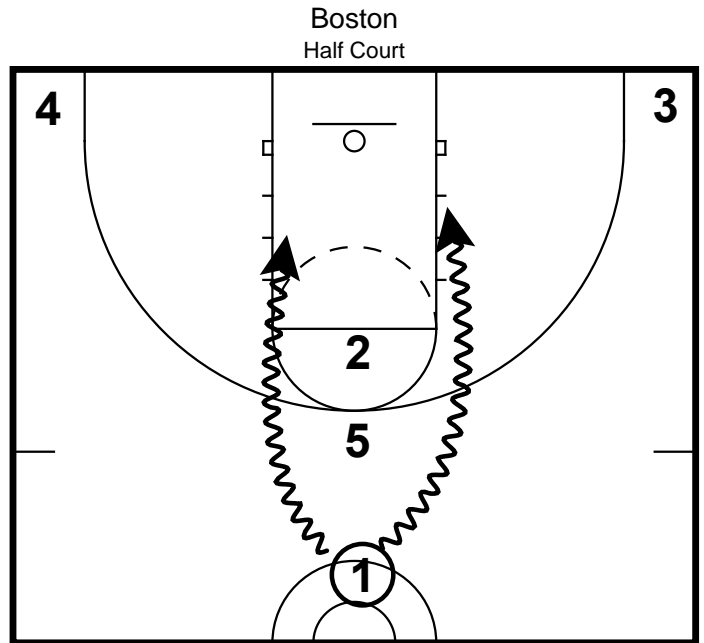
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# Half Court

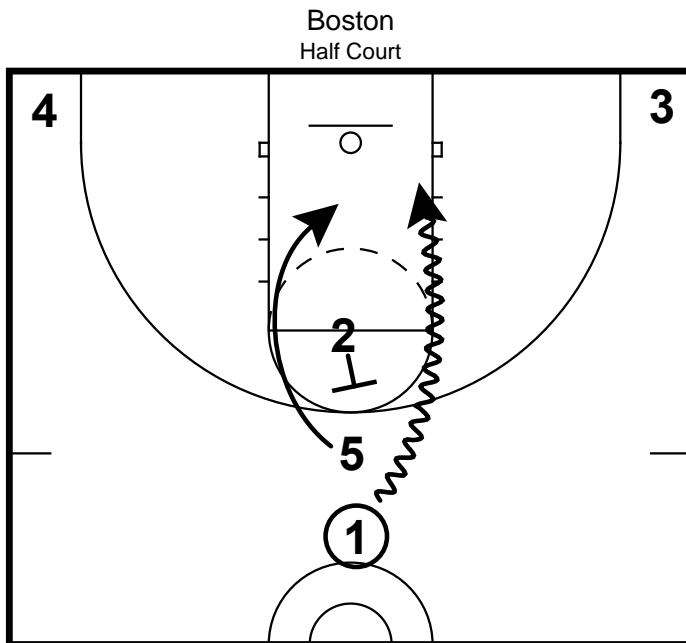
## Boston



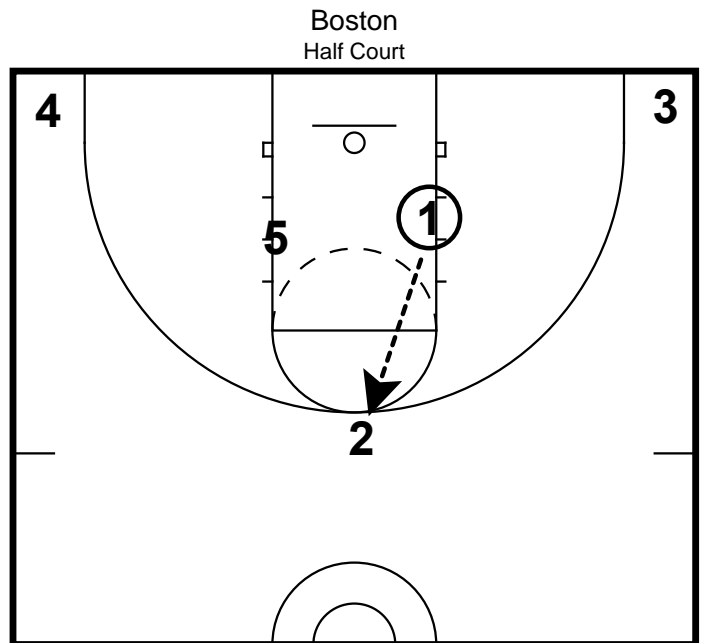
Two corners are filled. The 5 and the shooter will be facing each other. The guard will try and set up right behind the 5.



Option 1 - the ball handler can pick either side to get to the rim.



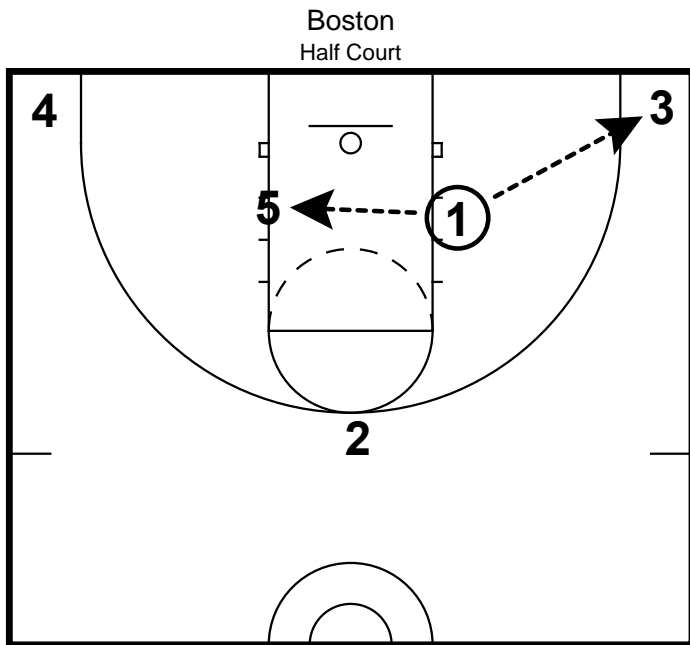
Which ever direction the guard goes, the big will go opposite side with a screen from the shooter.



Option 2 - The big will go to the basket and look for the throw back to the shooter.

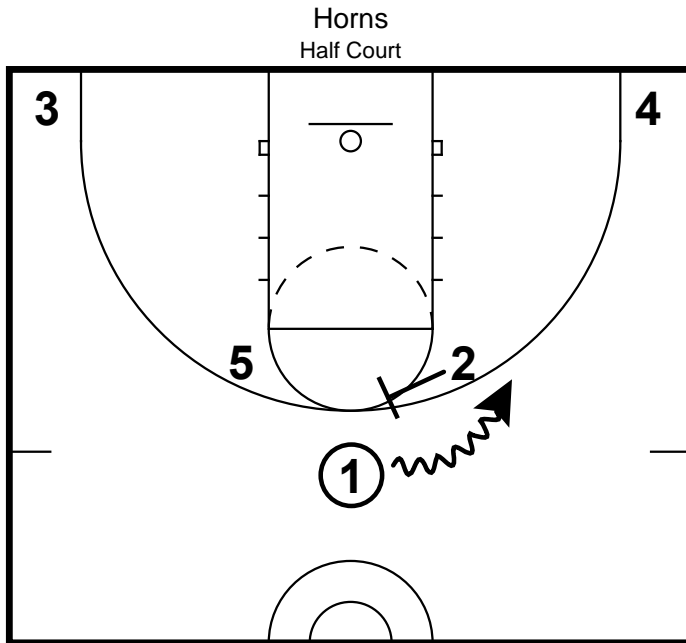
# Half Court

## Boston



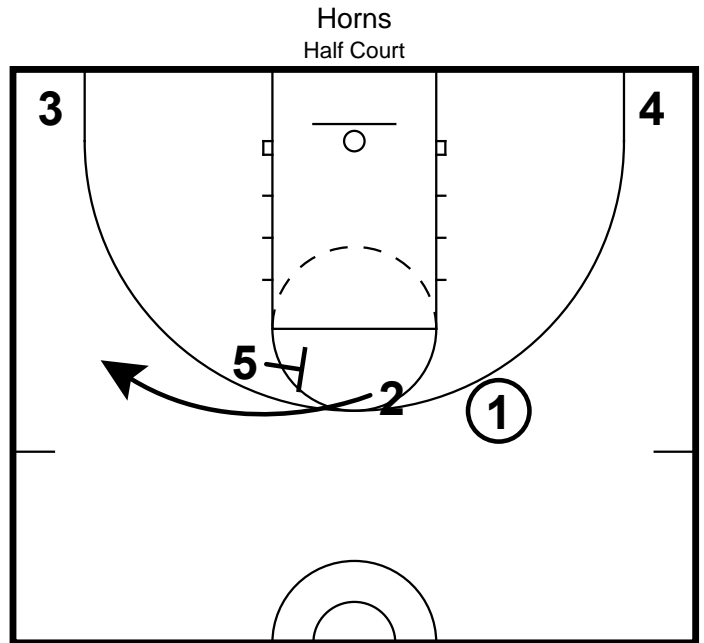
Option 3 - The guard can make a pass to the post if open or hit the corner if they over help.

# Half Court Horns

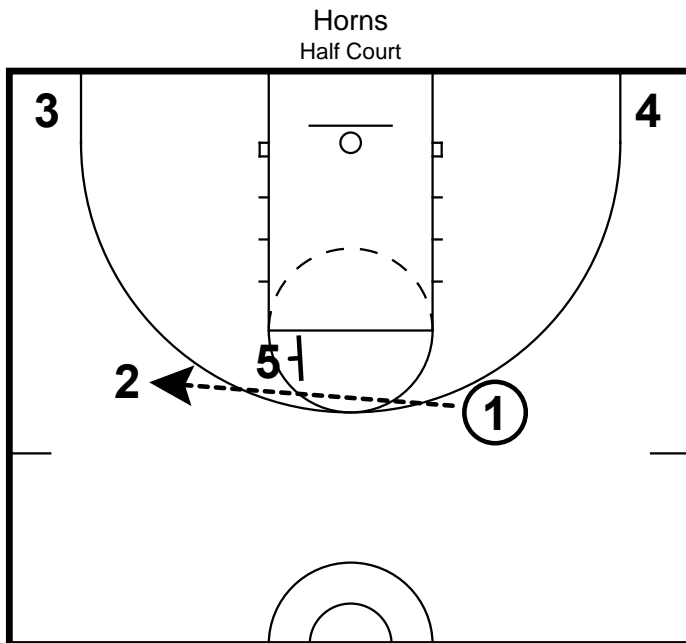


Horns - Shooter and Post will be across from each other. Corners will be filled.

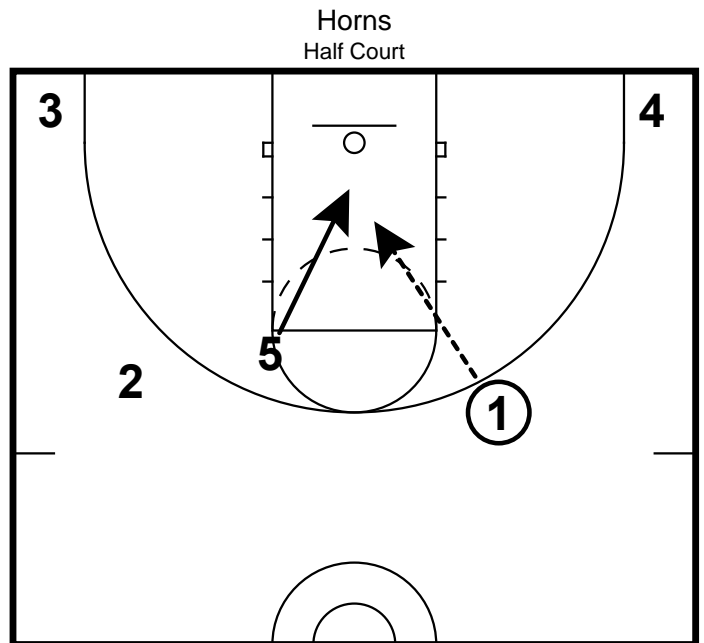
Guard comes off the shooter first.



Then the shooter comes off the post for a flare.



Option 1. We hit the shooter on the flare.

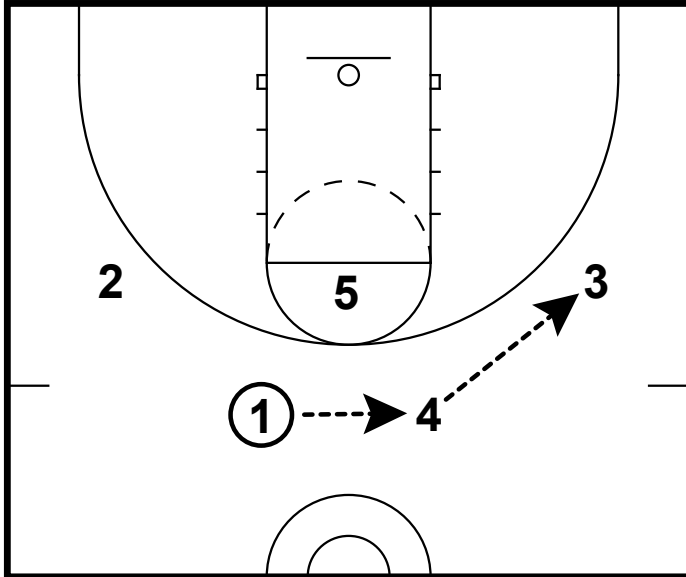


Option 2. If the defense switches the flare, we look for the slip.

# Half Court

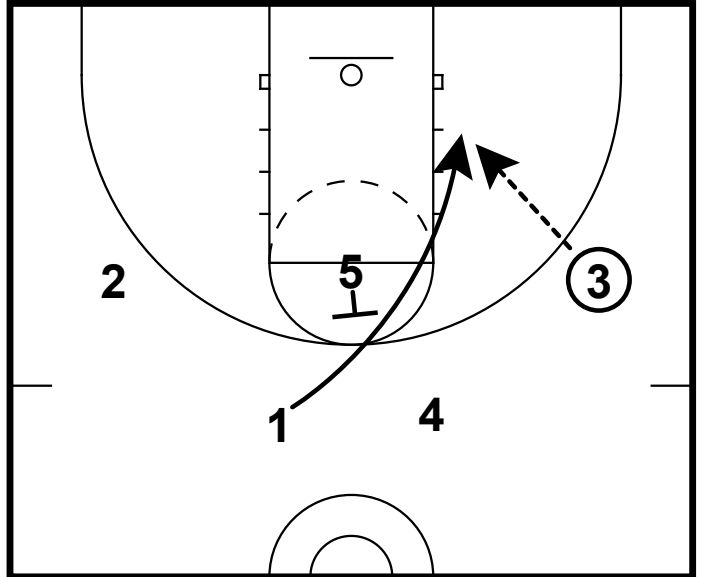
## Cut Series / Portland

Cut Series / Portland  
Half Court



Our Cut series will be quick hitters that will get us the ball in the post for warrior/ Lob/ Portland (Flare)

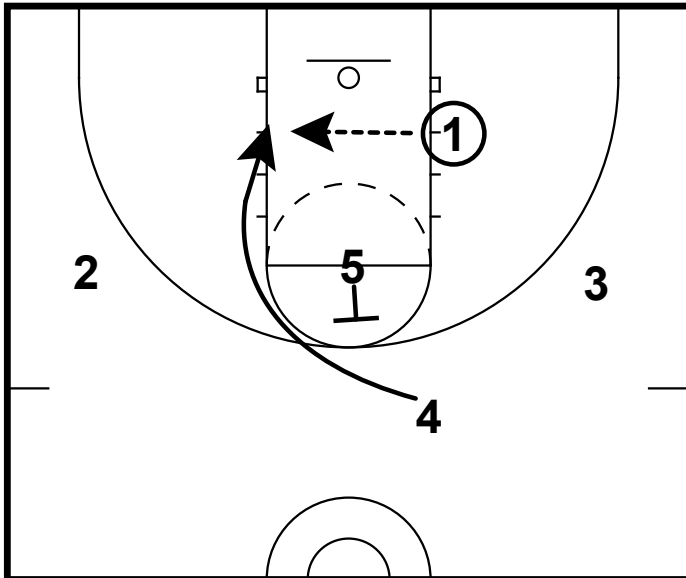
Cut Series / Portland  
Half Court



Option 1. The ball moves to the wing.  
The weak side player in the slot will cut towards the strong side.

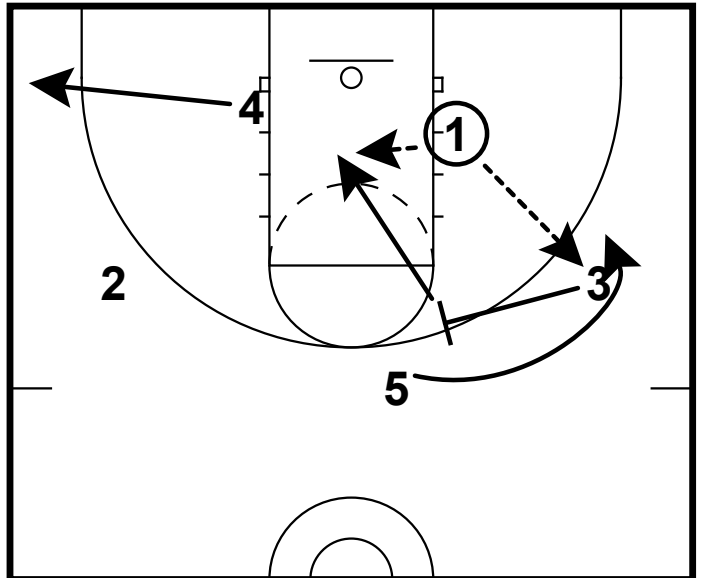
We hit the cutter striding for a layup.

Cut Series / Portland  
Half Court



Option 2 - If the first cutter catches and doesn't have a layup he will post up and wait for the second cutter.

Cut Series / Portland  
Half Court

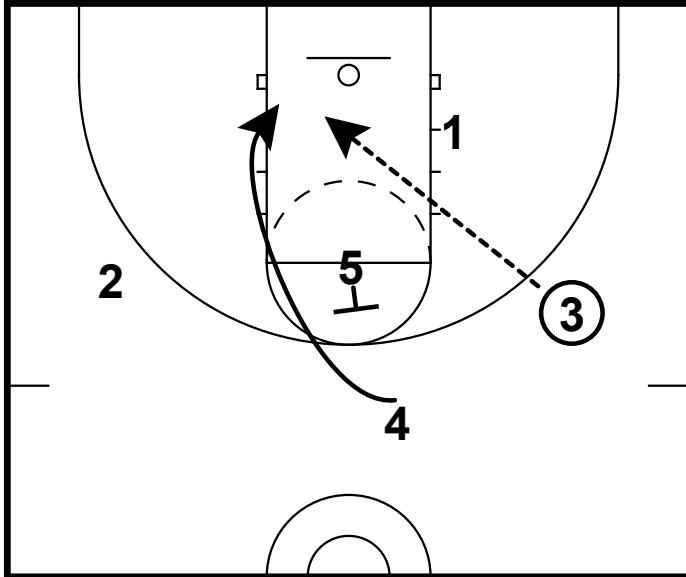


If the 2nd cutter isn't open, then we get into our warrior action or let our post player make a move.

# Half Court

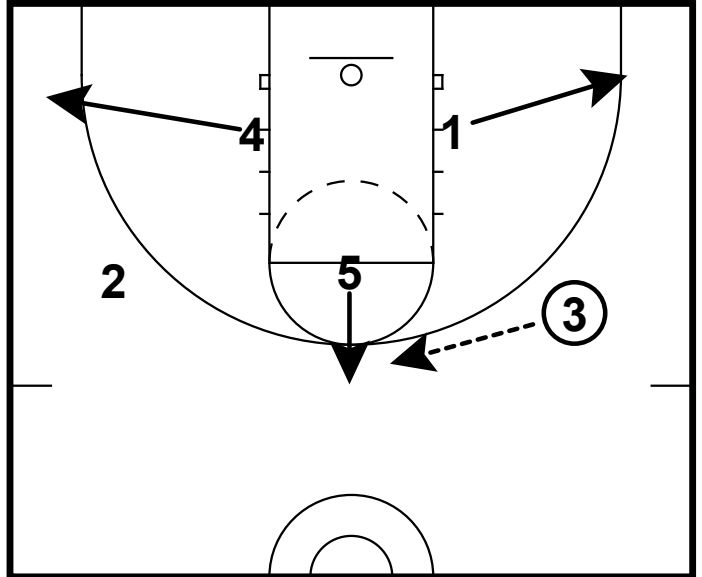
## Cut Series / Portland

Cut Series / Portland  
Half Court



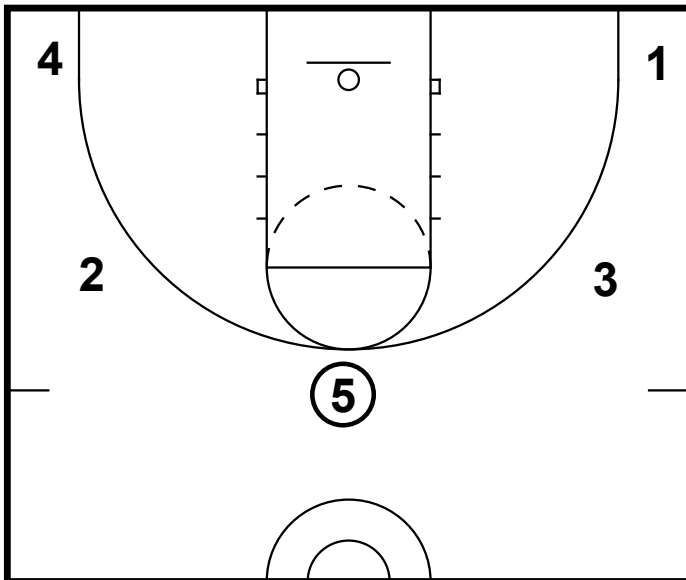
If the 1st Cutter isn't open we look for the lob from the second cutter.

Cut Series / Portland  
Half Court

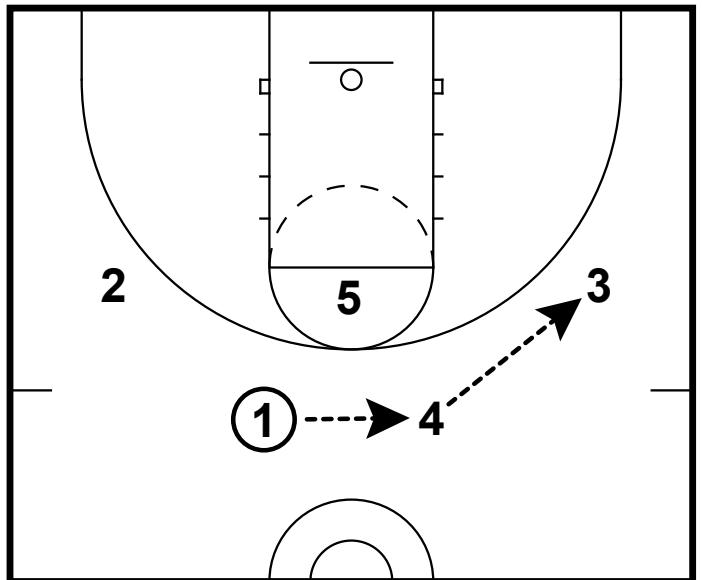


If the lob isn't open then we hit the screener popping up to the top (Centering the ball) and he could shoot if his player is helping on the lob or we get into our flow series.

Cut Series / Portland  
Half Court



Cut Series / Portland  
Half Court

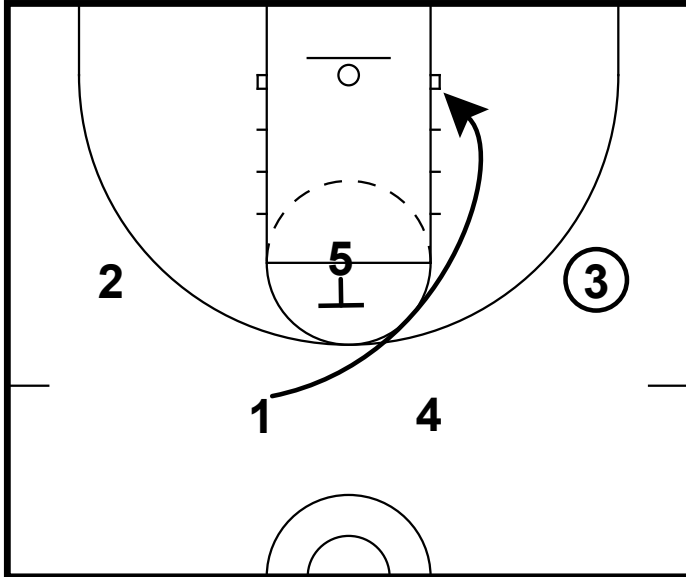


Our Cut Series - Portland (Flare)

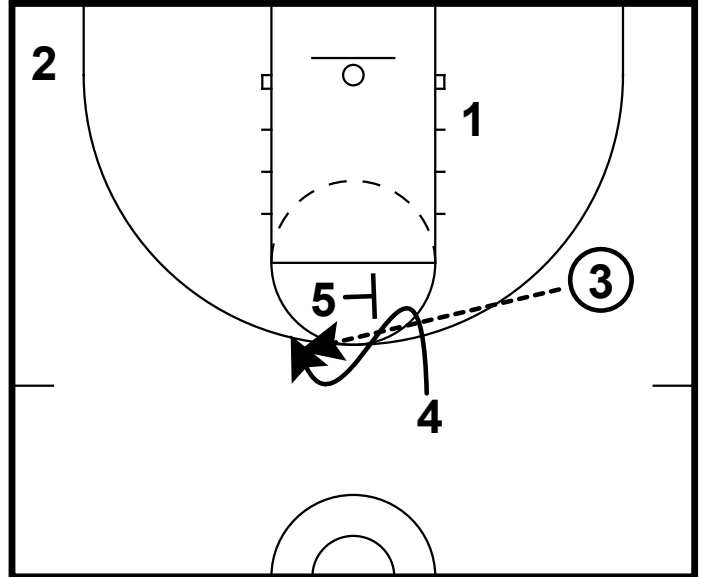
# Half Court

## Cut Series / Portland

Cut Series / Portland  
Half Court

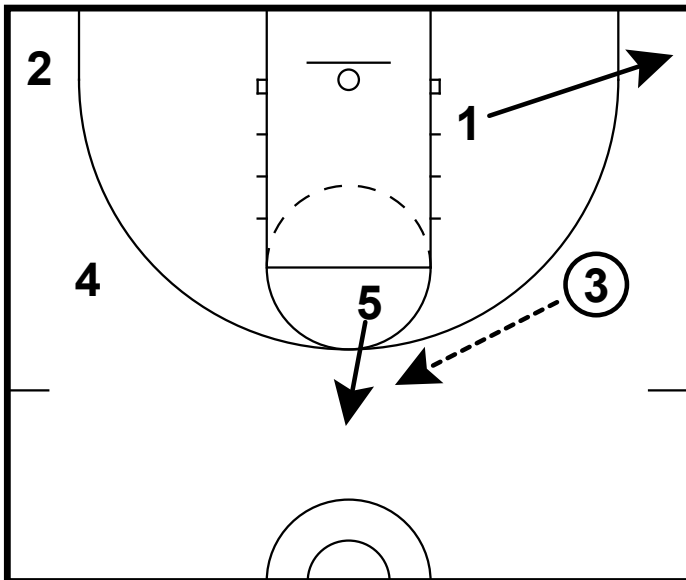


Cut Series / Portland  
Half Court



After our first cutter, instead of the lob, the player will walk his guy down to get a flare instead of a back screen.

Cut Series / Portland  
Half Court

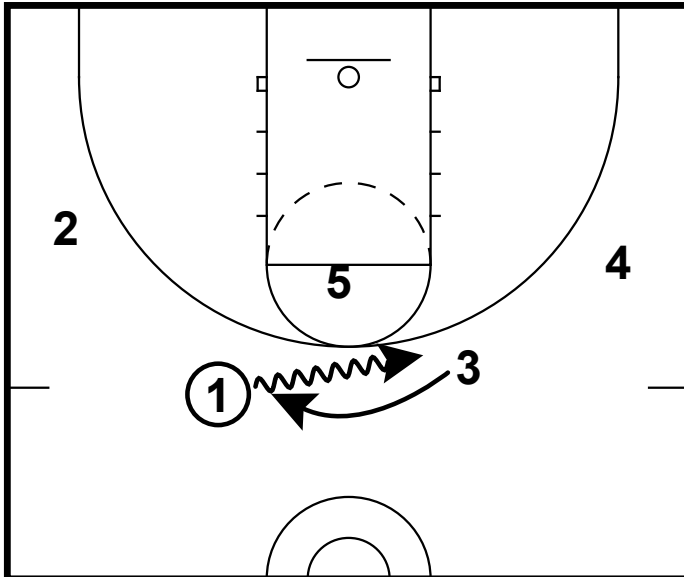


If the flare isn't there we pop to the (center) - Flow into our next action.

# Half Court

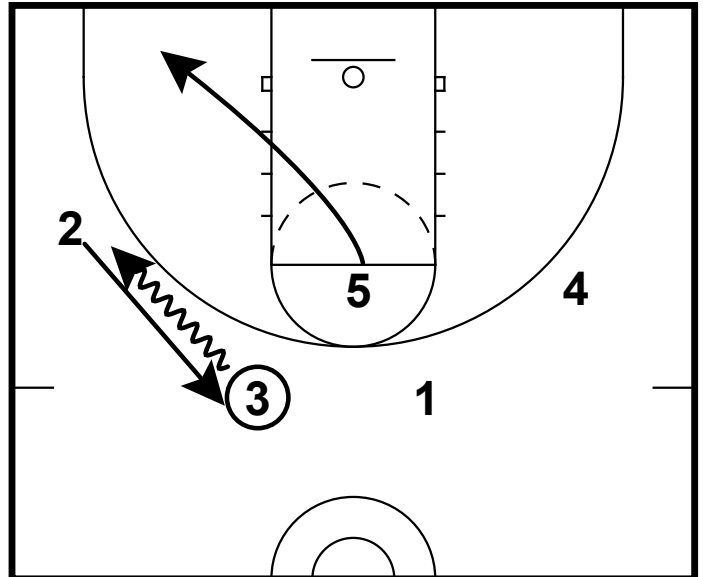
## Cut Series / Twist

Cut Series / Twist  
Half Court



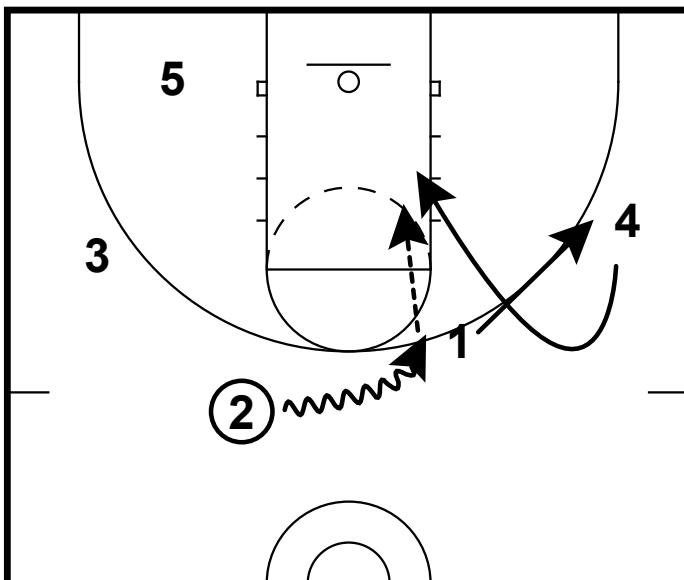
Cut Series - Twist.  
We are looking for quick back door.  
Action begins with a dribble hand off

Cut Series / Twist  
Half Court



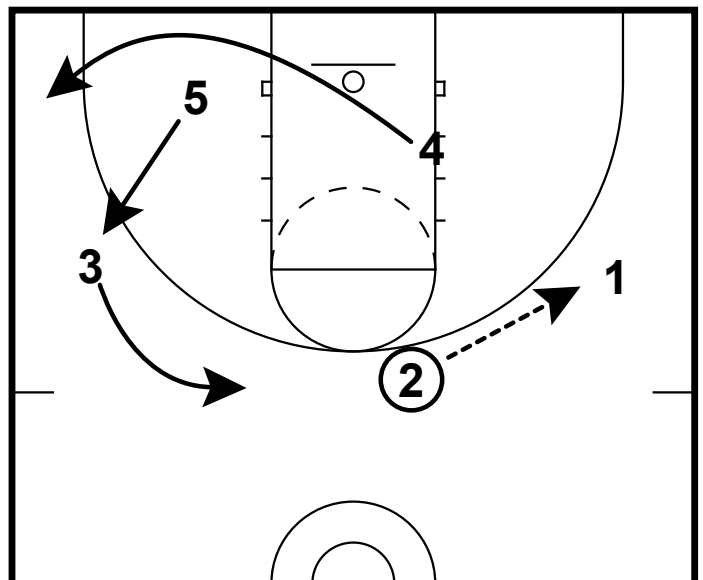
Then it is a dribble hand off on the opposite side. The post moves over to side of the wing DHO.

Cut Series / Twist  
Half Court



The timing in the set is the most important.  
The initial guard will run towards the wing and the wing player will circle around the guard. Selling the backdoor.

Cut Series / Twist  
Half Court



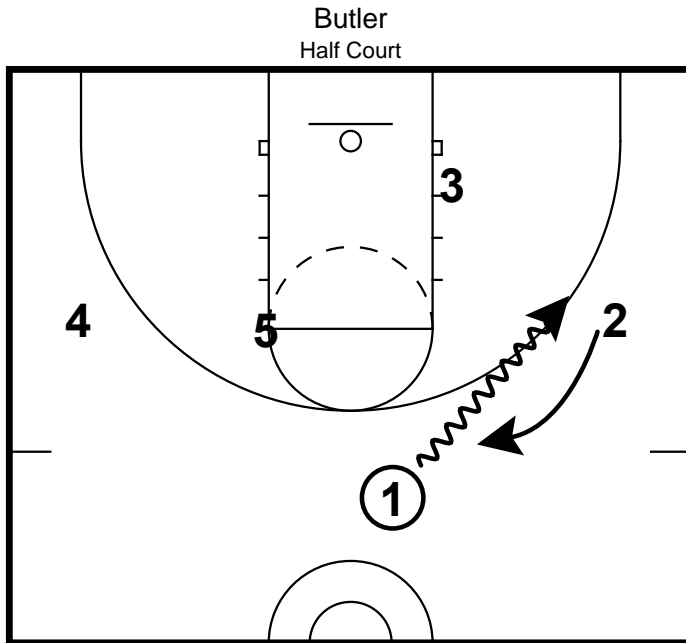
If the quick back door doesn't work. The guard will pop up and get into a two man game.

The other players will create space.



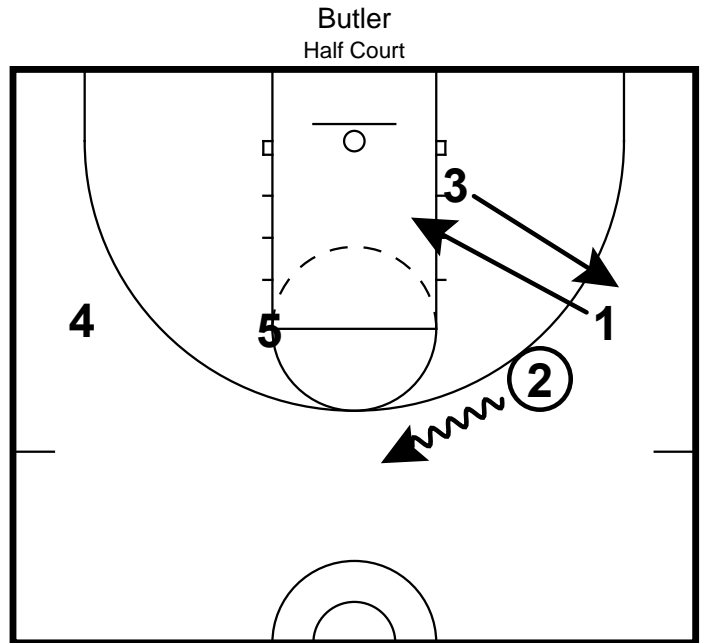
# Half Court

## Butler

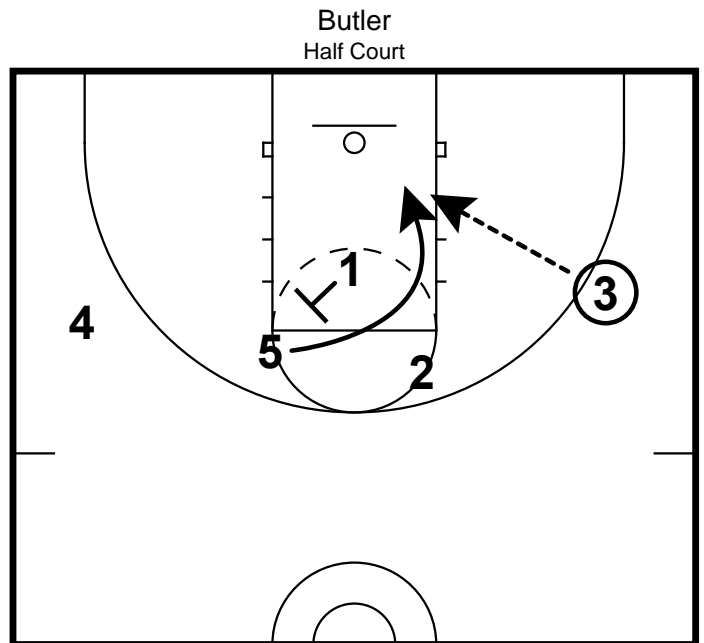
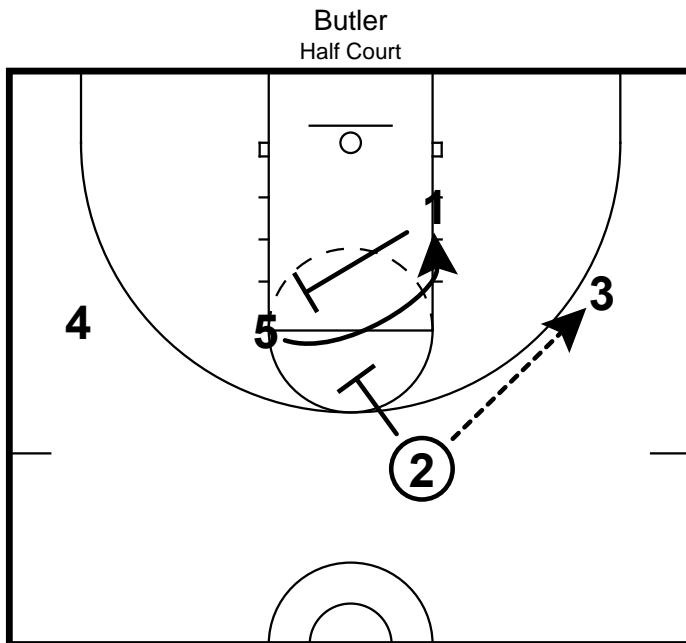


Butler- Looking for a slice screen or a post entry pass.

Action Begins with a DHO



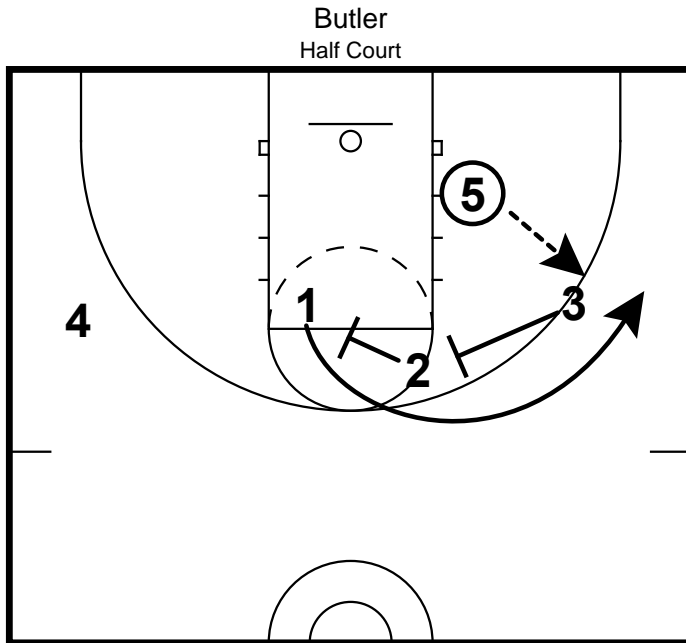
From the DHO - The ball handler takes two hard dribbles as the post and guard interchange.



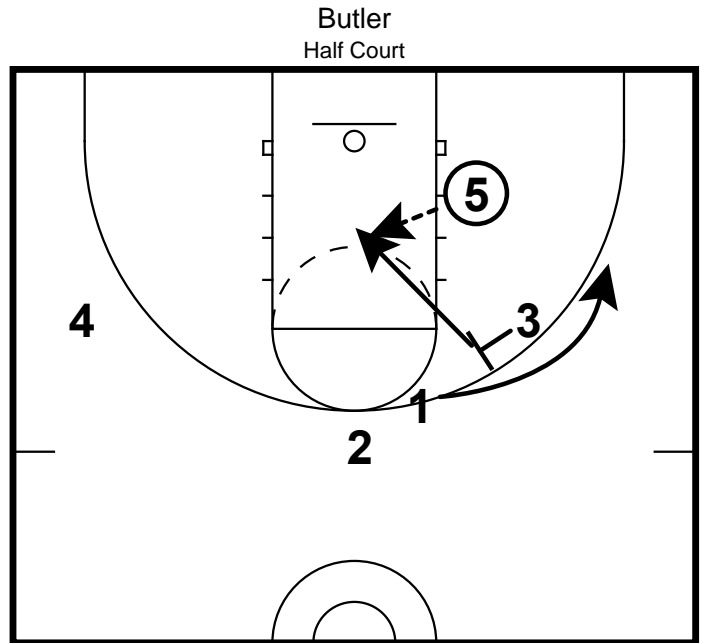
Option 1 - We look for the post coming off the slice screen

# Half Court

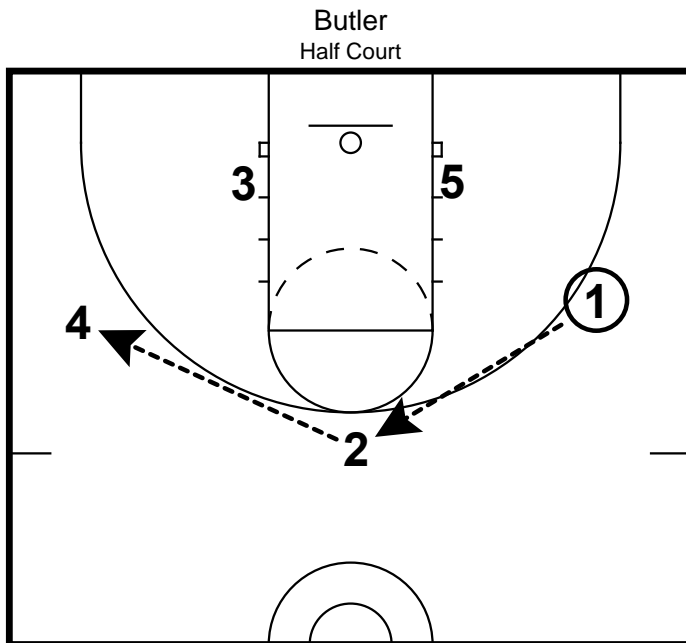
## Butler



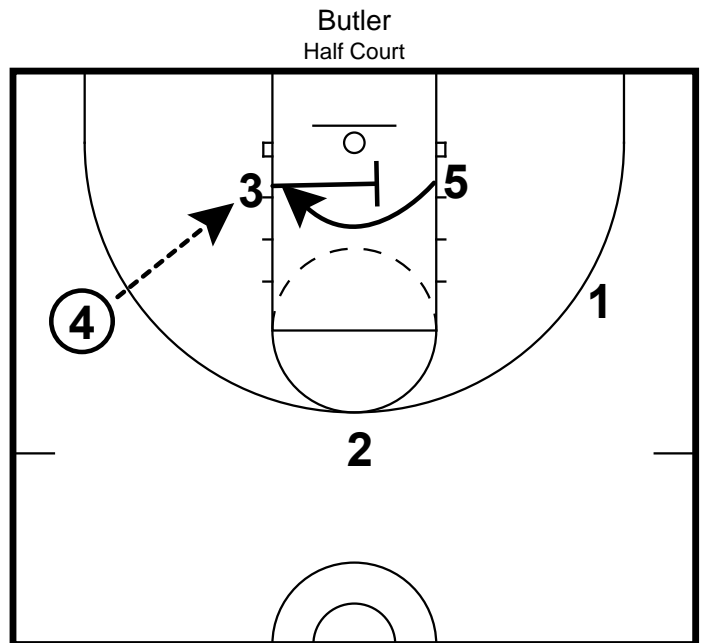
Option 2 - Post doesn't get a layup. He seals and we feed the post. Both players now set a screen for the screener. Looking for the shooter.



Option 2 - the second screener will dive to the opposite post



Option 3 - If the shooter gets the ball and doesn't have a shot. We swing the ball and look for a back screen for the post.

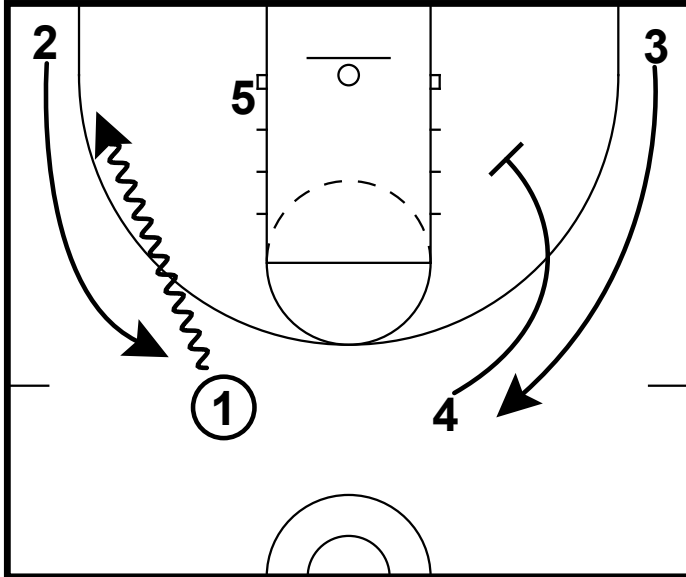


We are timing the back screen for a layup.

# Half Court

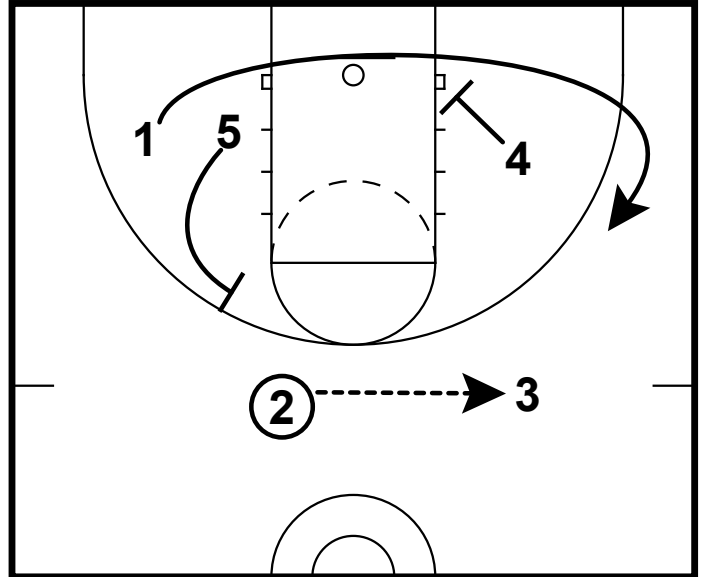
## Flip/Spin

Flip/Spin  
Half Court



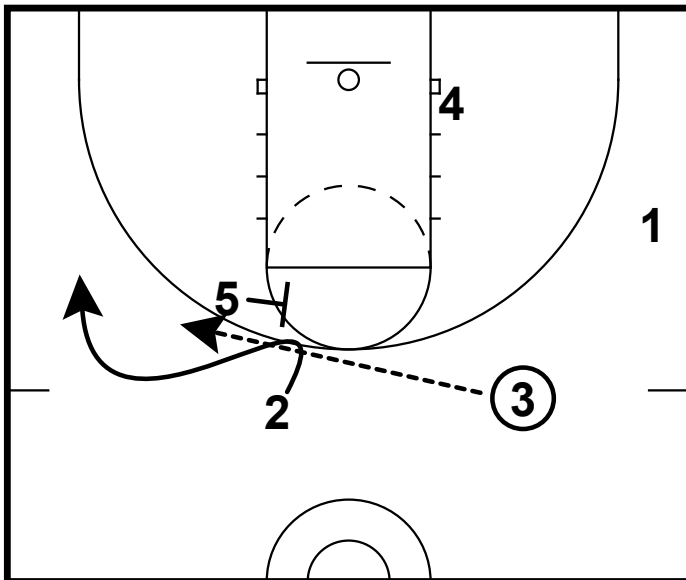
Flip/Spin will be an action to get us a flare 3. It starts with a DHO and an interchange on the opposite side. The big always lines up with the ball handler.

Flip/Spin  
Half Court



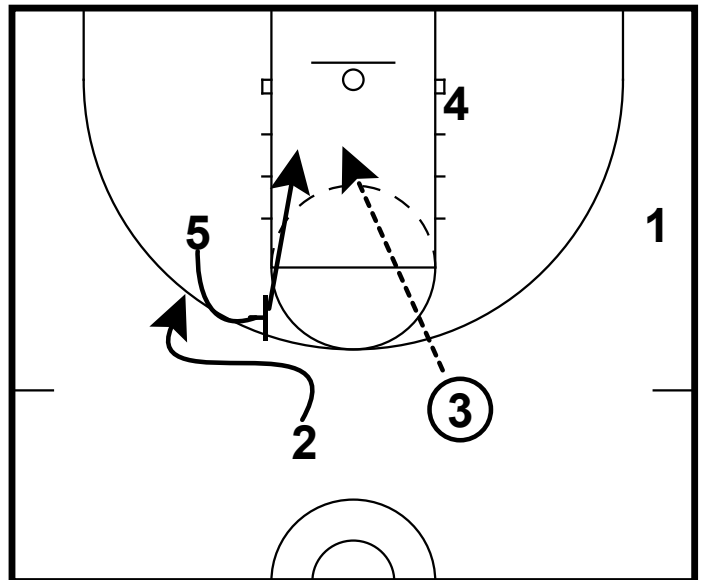
The guard will swing the ball as the other guard loops to the other side. The big will come up to set a flare screen.

Flip/Spin  
Half Court



Option 1. Shooter will walk his guy down and come off the flare.

Flip/Spin  
Half Court

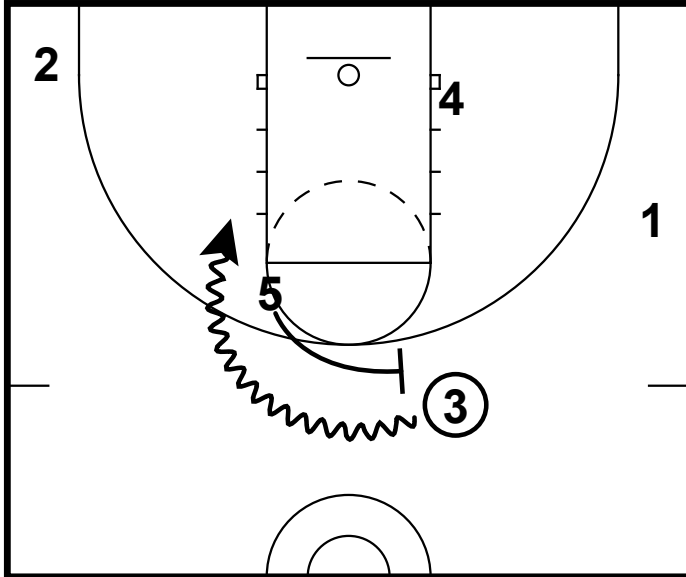


Option 1 (Switching) - If a team is switching we can look for a slip option from player setting the flare.

# Half Court

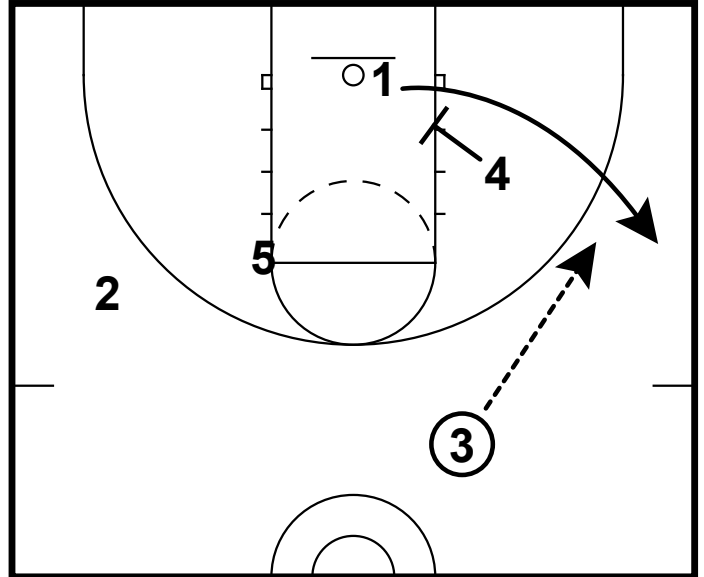
## Flip/Spin

Flip/Spin  
Half Court



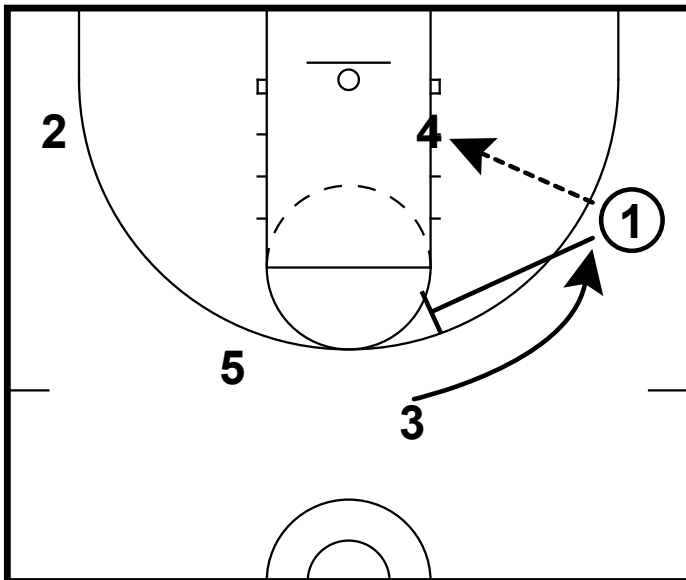
Option 2 - If the flare isn't open we will get right into **Fist**. (High ball screen).

Flip/Spin  
Half Court



Option 3- If the flare isn't an option. The guard coming from the DHO will be our next option for a shot.

Flip/Spin  
Half Court

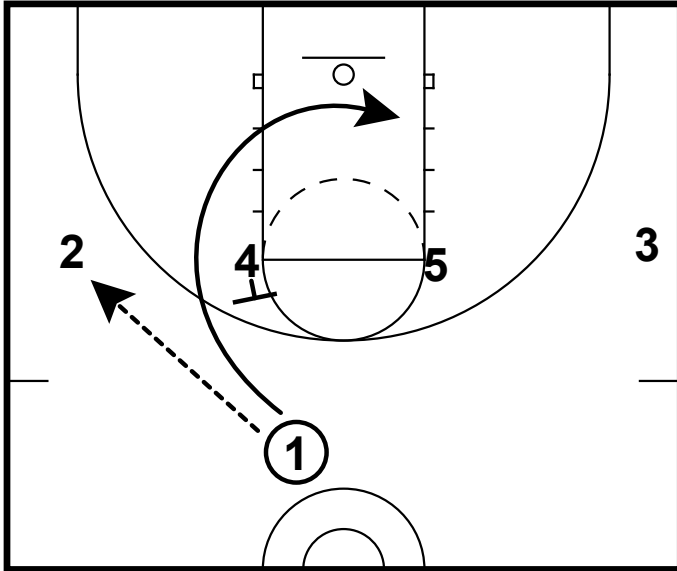


Option 4 - If the player doesn't have a shot. We look for a post entry and get into our warrior action.

# Half Court

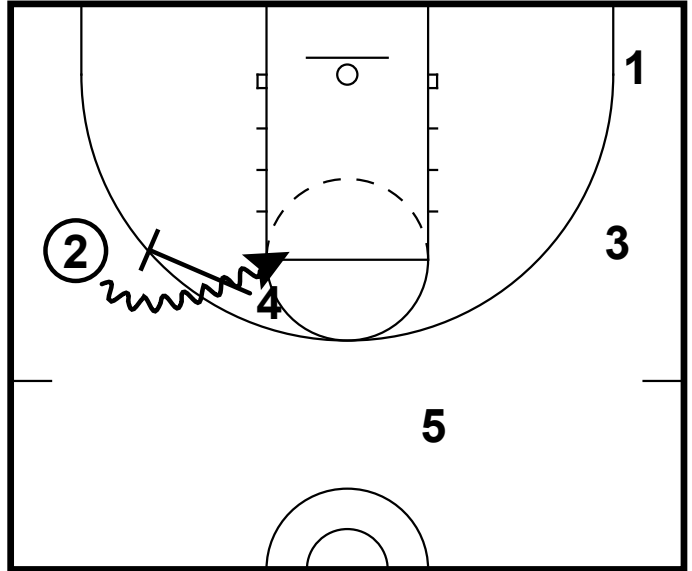
## Bulldog

Bulldog  
Half Court



Bulldog - Starts with a pass to either wing and a UCLA cut to the basket. The UCLA cut is our first option

Bulldog  
Half Court

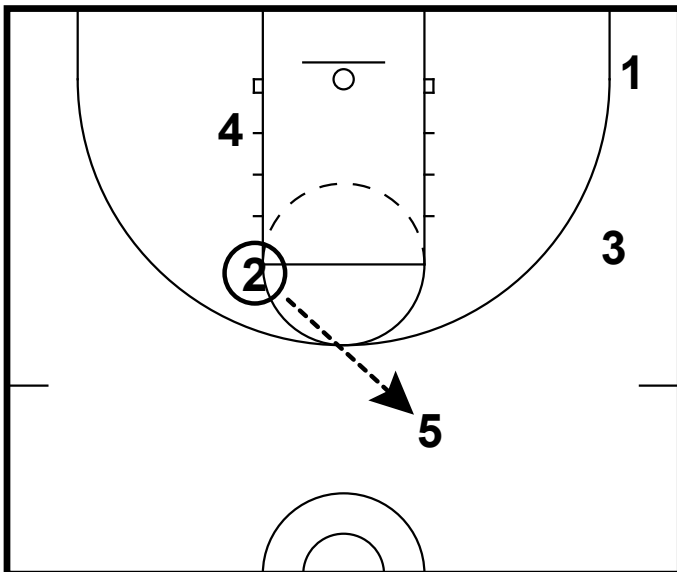


We always come off the screen trying to get to the nail. EXCEPT we never go on the first one. We will hit the safety pass on the first pick.

The screener will have 4 different options

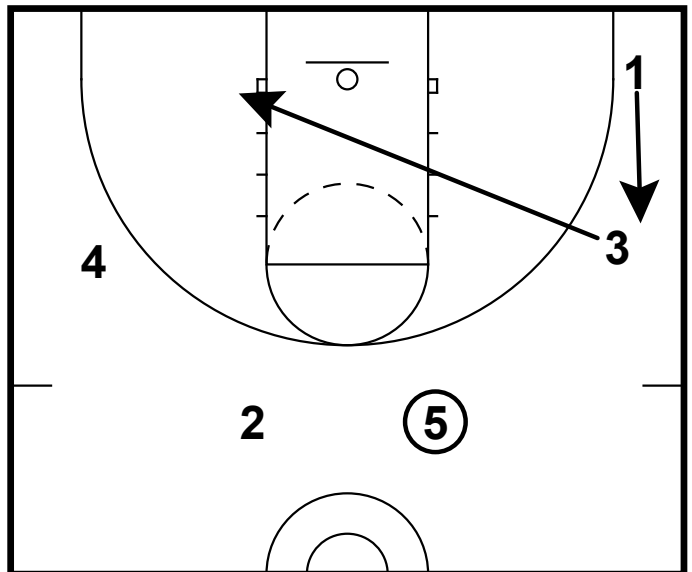
- Utah - Pick and Roll
- Phoenix - Pick and Pop
- Seattle - Slip
- Slide - Ghost

Bulldog  
Half Court



Once the safety catches, the top guard will cut back door and the corner will lift.

Bulldog  
Half Court

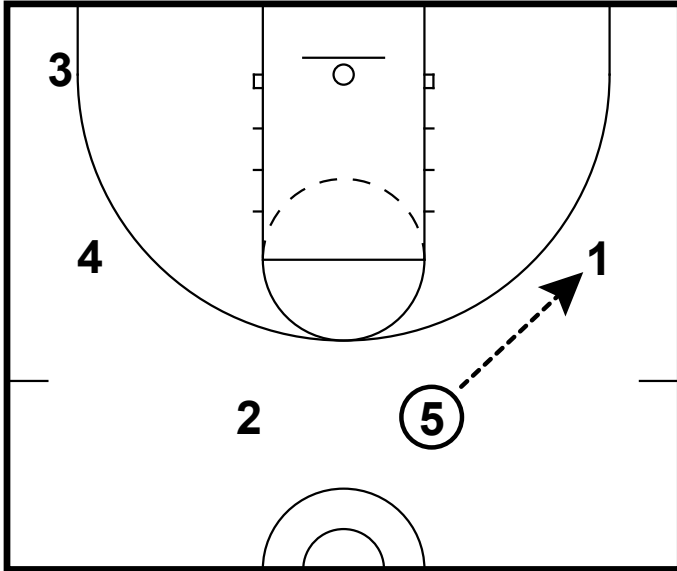


The cutter is an option and should not leave until the top player has the ball.

# Half Court

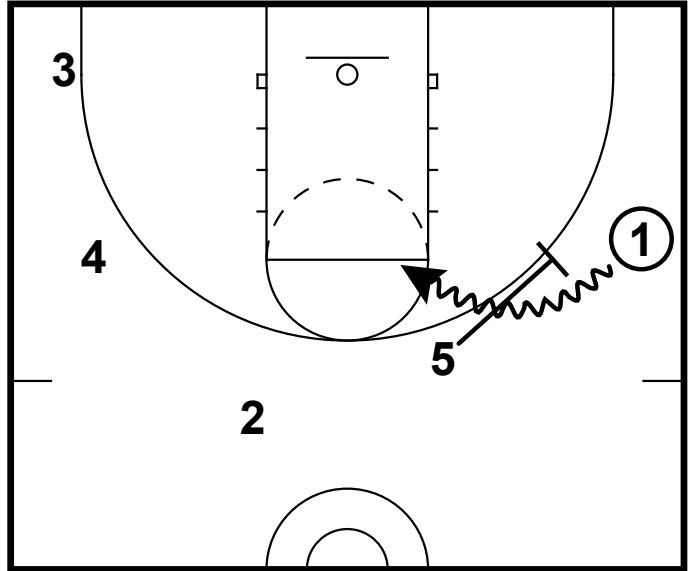
## Bulldog

Bulldog  
Half Court



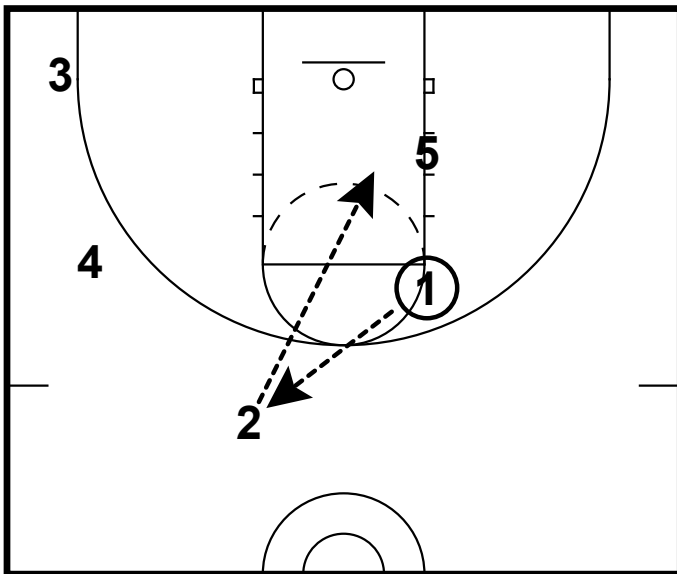
Once we pass the ball to the wing, it is a two man game. The wing catching the ball should always try and be free throw line extended.

Bulldog  
Half Court



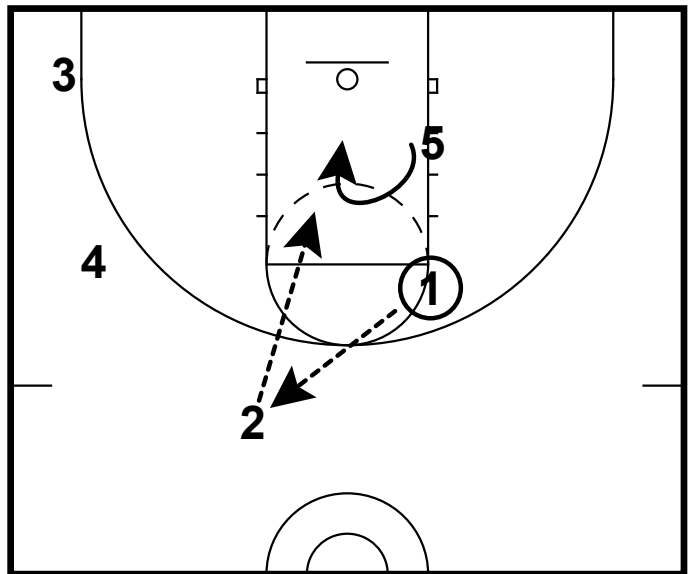
Two man game and we look to score with our options always knowing the safety pass is there. Once the pass goes back to the top. We repeat the action on the opposite side.

Bulldog  
Half Court



Option in our motion is to hit, post to post, if the defender hedges too far and can't get back on time.

Bulldog  
Half Court

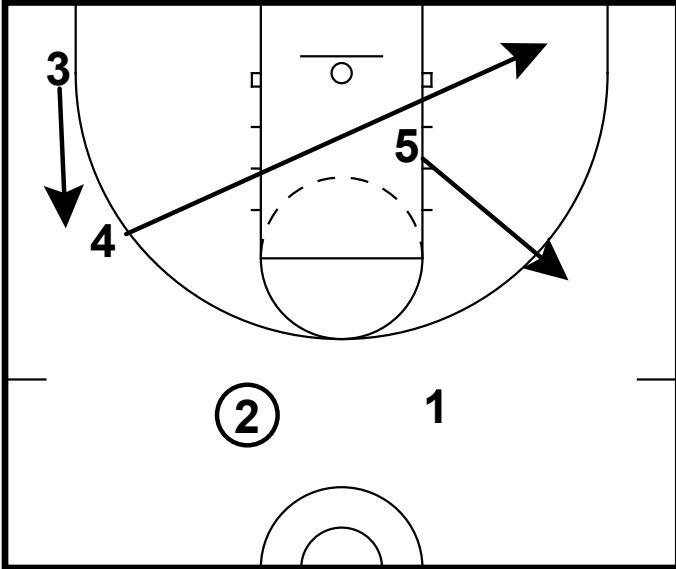


The player rolling also has the option to duck in and seal if we have an advantage on a switch.

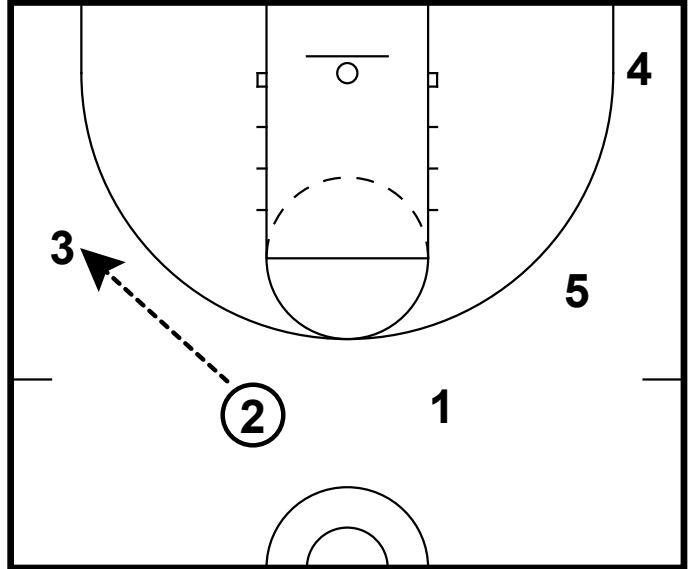
# Half Court

## Bulldog

Bulldog  
Half Court

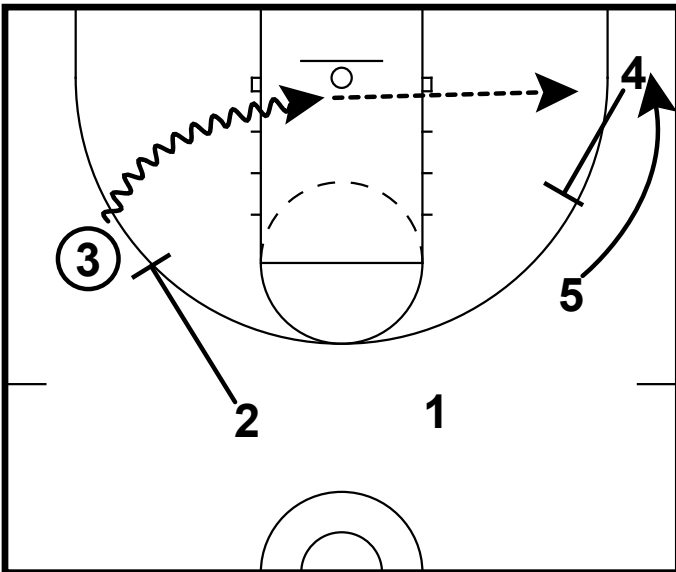


Bulldog  
Half Court



If the seal doesn't work we continue our motion and our player will sprint to the wing to balance out the court.

Bulldog  
Half Court

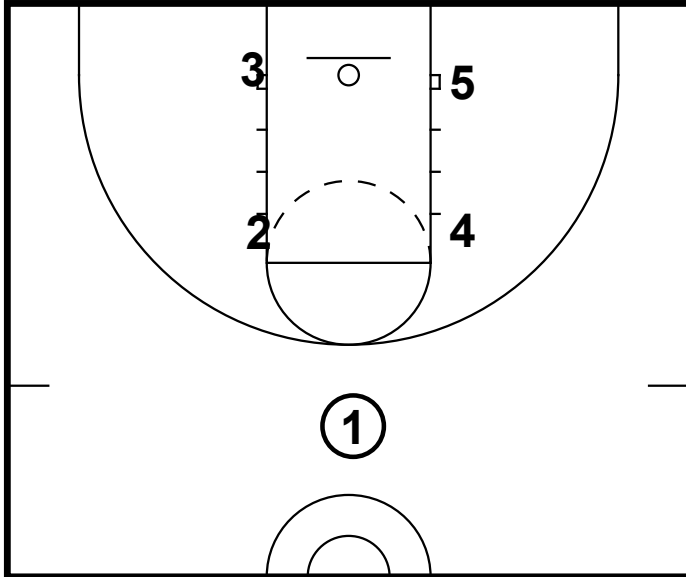


Just like our 21 series, on a baseline drive we have an option for Hammer Action.

# Half Court

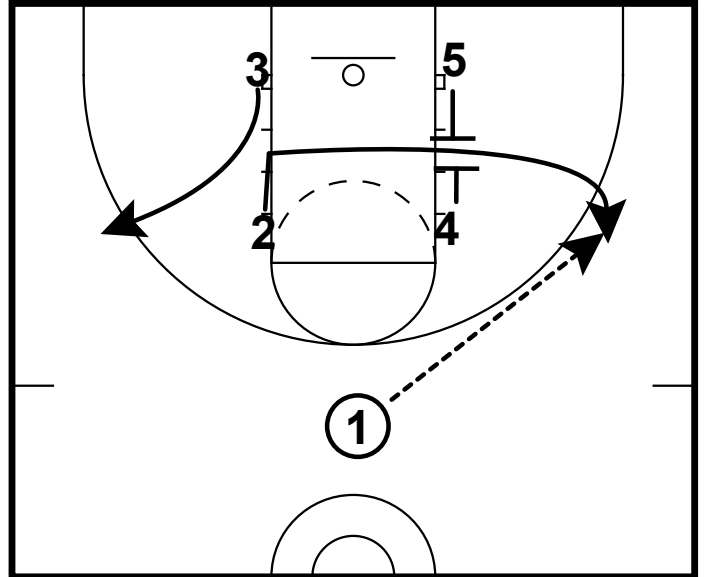
## Virginia

Virginia  
Half Court



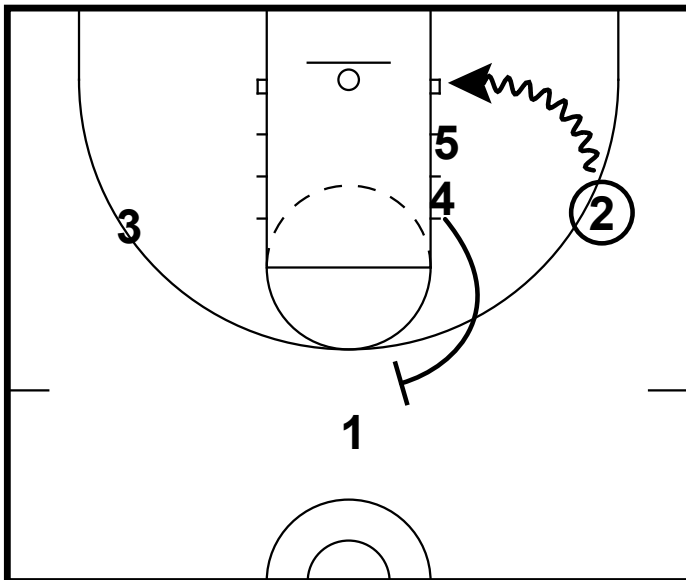
Virginia - Starts in a box set up, with two shooters on one side.

Virginia  
Half Court



The players will run towards each other like they will be setting a screen and the top player will sprint through an elevator screen.

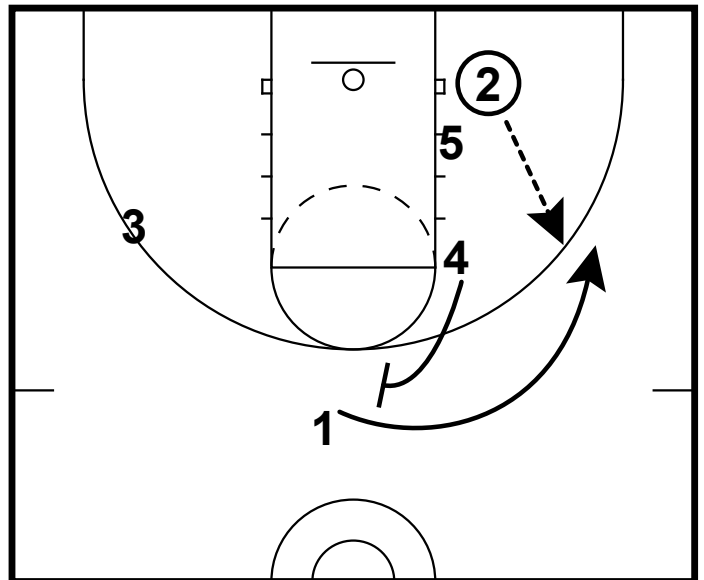
Virginia  
Half Court



If he is wide open on the shot, we can take it but we are looking for the throw back.

As the player catches at the wing, he will drive baseline, and the top screener will set our guard a screen to go back towards the ball.

Virginia  
Half Court



We are looking for the guard coming back for a shot on the move.