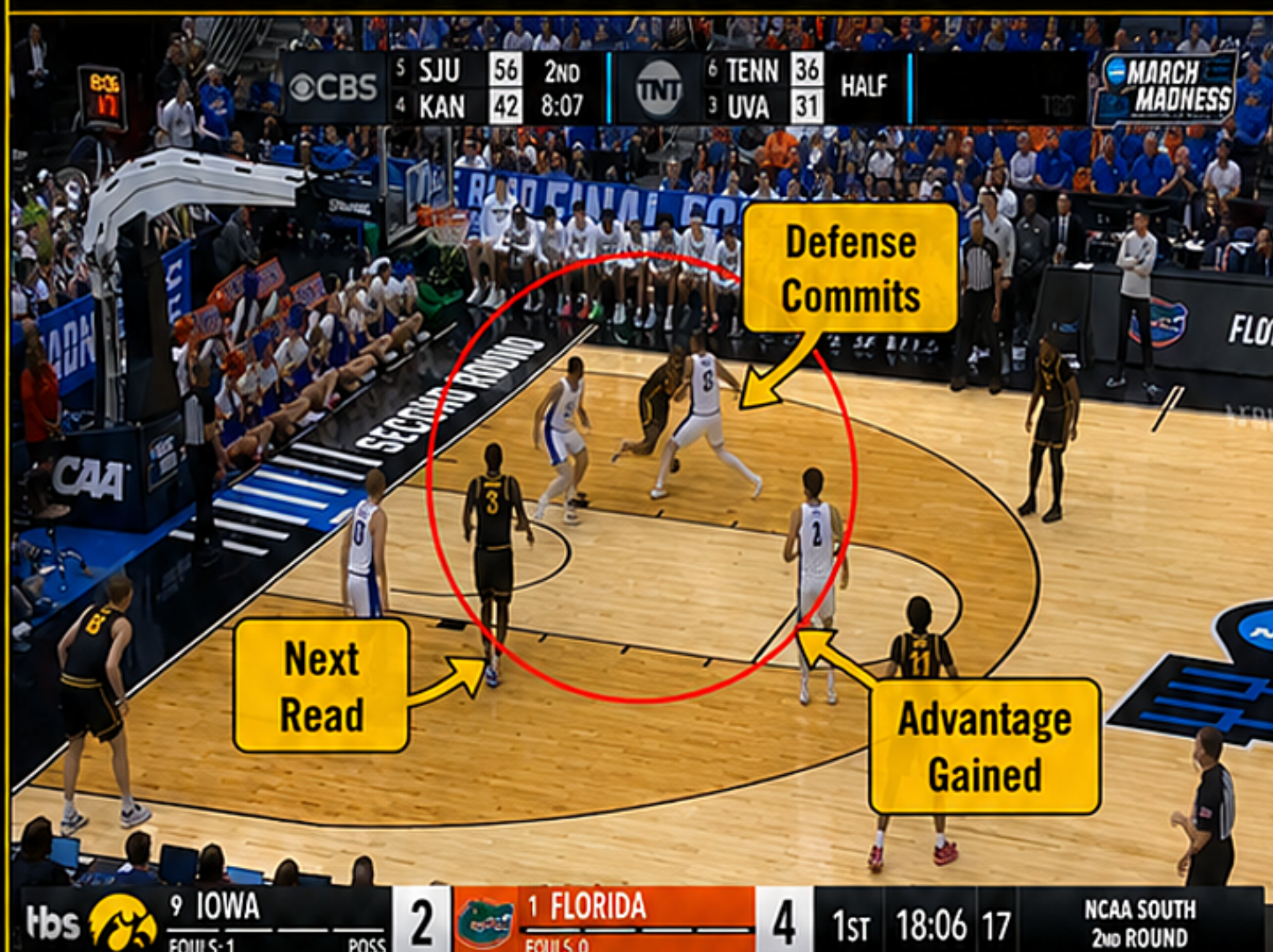




THE ADVANTAGE DNA™

- 1 passes to 2 on the wing.
- 5 shows a fake ball screen.
- 2 throws it back to 1.
- 5 rolls to the weak-side block.
- 1 enters it to 4.
- 1 chases the pass and gets it back.
- Iowa attacks off the throwback before the defense can recover.

ADVANTAGE FRAME — 18:06 1ST HALF



PAUSE HERE

Florida loads up to stop the initial action, pulling extra defenders toward the ball and shrinking the paint. Iowa uses the throwback and chase to catch the defense leaning and creates an attack window before Florida can recover and rebalance.

ACTION BREAKDOWN

1. TRIGGER

Chase Action 3
Plays & Actions



1 passes to 2 on the wing while 5 fakes the ball screen to start the action.

2. THROWBACK

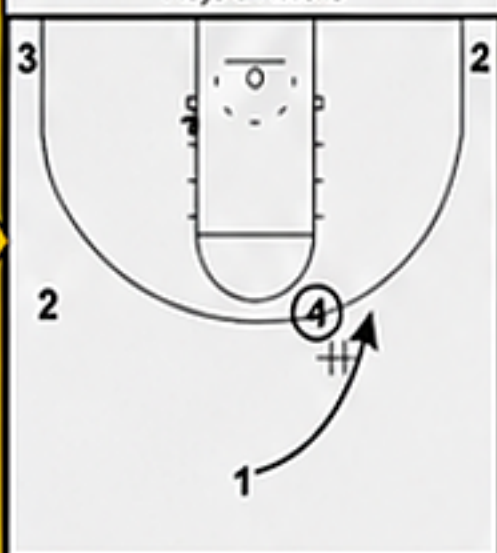
Chase Action 3
Plays & Actions



5 rolls weak side and 2 throws the ball back to 1.

3. CHASE RETURN

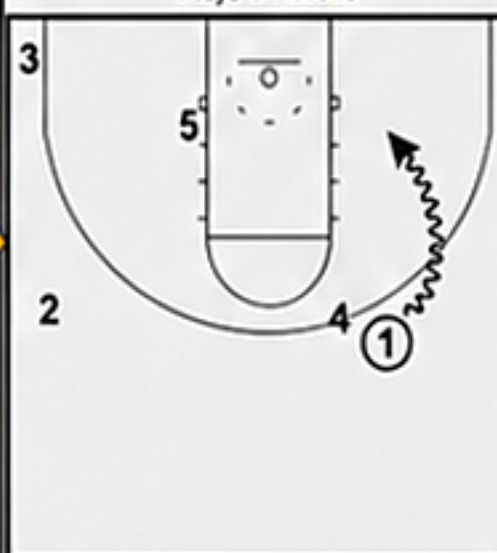
Chase Action 3
Plays & Actions



1 enters to 4, then chases the pass and receives it back.

4. ATTACK THE ADVANTAGE

Chase Action 3
Plays & Actions



1 attacks immediately off the throwback before the defense can recover.

COACHING INSIGHTS



WHY IT WORKS:

The fake screen and throwback shift the defense twice and create an attack window.



DEFENSIVE REACTION:

Florida loads help toward the ball and shrinks the lane around the chase action.



OFFENSIVE READ:

Recognize the loaded defense, hit the throwback on time, and attack before the floor resets.



COACHING POINT:

Keep the timing tight, stay on balance, and make the next simple read immediately.



STEAL THIS IDEA:

Use a fake screen and throwback chase action to force the defense to overreact, then attack the advantage before they can recover.



DNA TAKEAWAY:

The first action moves the defense. The throwback creates the advantage.