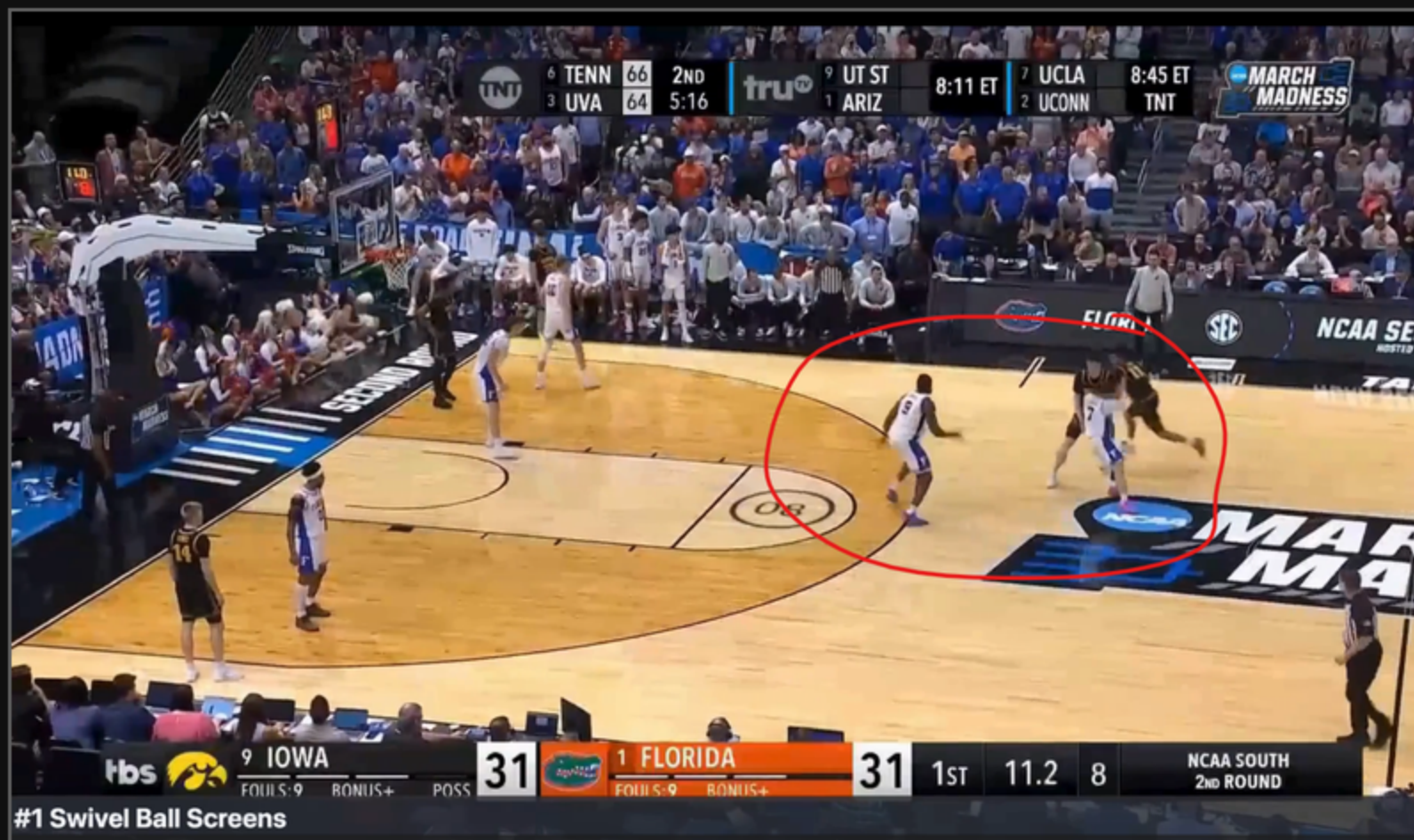


ADVANTAGE DNA™

- 1 4 follows into the ball-screen action.
- 2 4 makes contact with the screen defender.
- 3 4 swivels and flips the screen to the opposite side.
- 4 The defender has to change direction a second time.
- 5 The ballhandler turns the new angle and gets downhill.
- 6 Florida collapses late and Iowa finishes at the rim.

ADVANTAGE FRAME — 11.2



PAUSE HERE The key is the swivel. The screener touches the ball-screen defender, then flips the angle to the opposite side. That second change of direction keeps the defense from getting square and opens the downhill lane.

ACTION BLUEPRINT — FASTDRAW



1. TOUCH

Make contact with the ball-screen defender so he cannot sit comfortably in the first coverage.

2. FLIP

Swivel the screen to the opposite side and force the on-ball defender to redirect.

3. ATTACK

Use the new angle immediately. The defense is changing direction while the ballhandler is accelerating.

WHAT HAPPENS

4 follows the ball screen, gets a touch on the screening defender, then swivels and flips the screen to the other side.

ADVANTAGE CREATED

The second screening angle forces the same defenders to solve the action twice. The ballhandler gets a cleaner downhill path.

DEFENSIVE REACTION

Florida tries to contain the first side, then has to redirect as the screen flips. Help is late because the coverage changes on the move.

OFFENSIVE READ

Do not pause after the flip. As soon as the defender redirects, turn the corner and attack the open hip before the big can recover.

WHY IT WORKS

The screen is not stationary. Iowa changes the angle after contact, making a simple ball screen harder to guard without adding extra players or spacing.

COACHING POINT / DNA TAKEAWAY

TOUCH THE DEFENDER → FLIP THE ANGLE → MAKE THEM TURN TWICE → ATTACK

RESULT: LAYUP