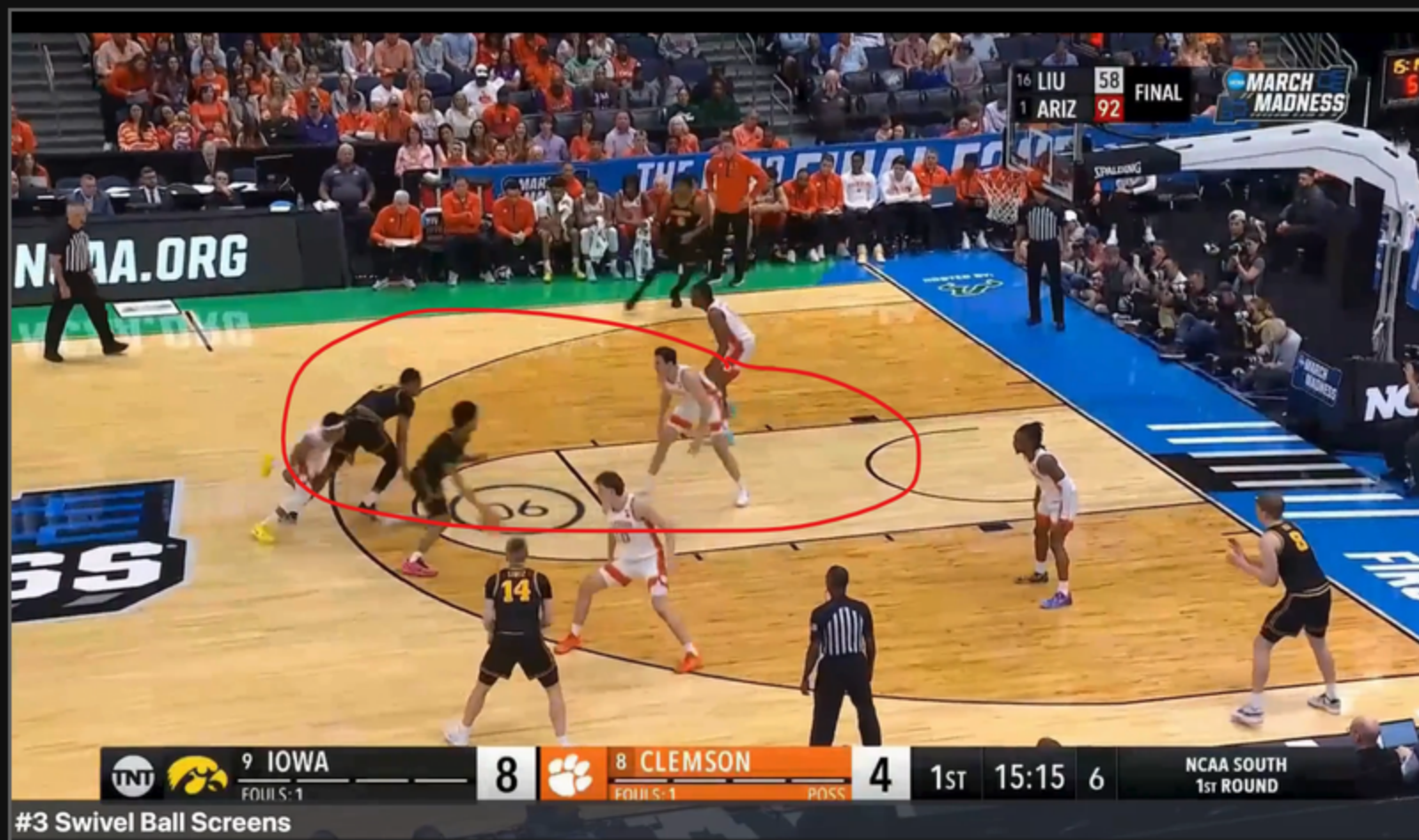


ADVANTAGE DNA™

- 1 reverses the ball to 2 at the top.
- 5 arrives to set the first high ball screen.
- 3 starts clearing toward the corner.
- 2 uses the first screen and forces Clemson to shift.
- 5 swivels the screen back to the other side.
- The on-ball defender has to redirect a second time.
- 2 turns the corner before the defense can reset.
- 3 lifts behind the drive as 2 finishes at the rim.

ADVANTAGE FRAME — 15:15



PAUSE HERE The advantage is the second turn. Clemson has already reacted to the first ball screen. When 5 swivels the screen back, the defender must change direction again while the big is still recovering. That hesitation gives 2 the downhill lane.

ACTION BLUEPRINT — FASTDRAW



1. SHIFT

Reverse to 2 and let 5 meet the ball with the first high screen.

2. SWIVEL

5 flips the angle back to the opposite side while 3 clears away.

3. ATTACK

2 attacks the second angle immediately. 3 lifts behind the drive as the safety valve.

WHAT HAPPENS

5 screens for 2 at the top, then swivels the screen to the opposite side. 3 clears to the corner and later lifts behind the drive.

ADVANTAGE CREATED

The same defender has to negotiate two different screen angles in one possession. The second redirect creates the driving seam.

DEFENSIVE REACTION

Clemson shifts toward the first screen, then has to turn its hips and recover again when 5 flips the angle.

OFFENSIVE READ

Attack the second turn immediately. If the lane is there, get downhill. If help commits, 3 is lifting behind the play.

WHY IT WORKS

The swivel makes a simple ball screen feel like two actions. The defense has to solve the same problem twice before it can get organized.

COACHING POINT / DNA TAKEAWAY

MAKE THE DEFENDER TURN TWICE. ATTACK THE SECOND ANGLE.

RESULT: LAYUP