

KICK 3'S 2

SERIES: CUTTING & 3PT OFFENSE | DNA CATEGORY: CREATE AN ADVANTAGE

IOWA

HAWKEYES

THE ADVANTAGE DNA™

- 1 4 drives baseline to force the shell to collapse.
- 2 2 cuts behind the drive into the space help vacates.
- 3 3 lifts to stay visible behind the penetration.
- 4 4 relocates back to the corner after the first drive.
- 5 The ball reverses back through 3 to 1 at the top.
- 6 1 attacks the paint against a defense still in rotation.
- 7 2 cuts off the help while 3 lifts behind the second drive.
- 8 1 kicks to 4 in the corner for the open three.

ADVANTAGE FRAME — 13:40 1ST HALF



THE FIRST DRIVE COLLAPSES THE SHELL. THE NEXT ATTACK PUNISHES THE ROTATION.

ACTION BREAKDOWN

1. BASELINE DRIVE



4 drives baseline. 2 cuts behind the drive and 3 lifts so Iowa keeps two passing windows alive as the defense collapses.

2. REVERSE + RESET



4 relocates to the corner, 3 reverses the ball to 1 at the top, and 2 lifts back to balance the floor.

3. SECOND PAINT TOUCH



1 attacks the paint again. 2 cuts off the help, 3 lifts behind the drive, and 1 kicks to 4 in the corner for the open three.

PAUSE HERE

Nebraska is packed into the paint because Iowa has already forced the defense to collapse. The value is in keeping the possession alive: cut behind the help, lift behind penetration, relocate, and reverse it. When 1 attacks the second time, the defense is still recovering — creating the kick-out three in the corner.

COACHING INSIGHTS

WHY IT WORKS

The first paint touch bends the defense. Iowa keeps cutting, lifting, and reversing until the second drive attacks a shell that has not fully recovered.

DEFENSIVE REACTION

Nebraska collapses into the lane to stop the baseline drive, then has to expand back out as Iowa reverses the ball and relocates.

OFFENSIVE READ

If the first kick does not produce the shot, keep the ball moving. Reverse it, attack the next gap, and find the defender who is late on the second rotation.

COACHING POINT

Do not let the possession die after the first drive. Cut behind help, lift behind penetration, relocate, and attack again before the defense resets.

STEAL THIS IDEA

The first paint touch does not have to create the shot. Use it to distort the shell, then keep cutting and reversing the ball. The second paint touch often produces the cleaner kick-out because the defense is already in recovery mode.

DNA TAKEAWAY

TOUCH THE PAINT.
KEEP THE DEFENSE MOVING.
ATTACK THE SECOND ROTATION.