



ACTION #1

DROPPING TO DUNKER SPOT

SERIES: PENETRATION & POST OFFENSE | **DNA CATEGORY:** CREATE AN ADVANTAGE

THE ADVANTAGE DNA™

- 1 2 drives toward 5 on the block.
- 2 5 drops to the dunker spot.
- 3 The defense collapses to the drive.
- 4 1 circles behind the drive.
- 5 The dunker spot movement occupies the rim help.
- 6 Iowa creates a finishing window at the rim.

ADVANTAGE FRAME — 15:53 1ST HALF



DUNKER SPOT ADVANTAGE

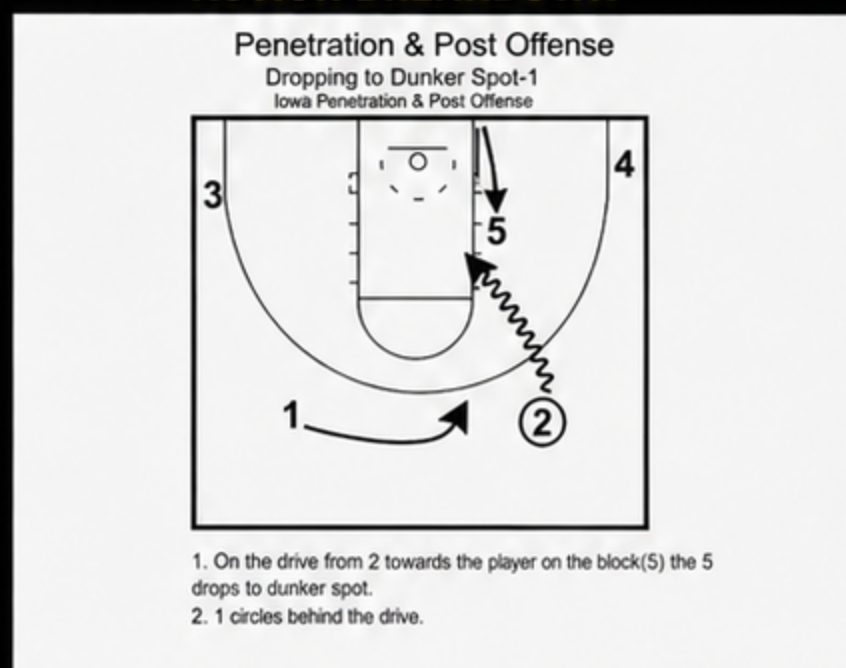
PAUSE HERE

As 2 drives toward the block, 5 drops to the dunker spot and occupies the low help.

That movement creates indecision at the rim and opens a finishing window.

The baseline and middle help are late because the defense is focused on the drive.

ACTION BREAKDOWN



On the drive from 2 toward the player on the block (5), the 5 drops to the dunker spot. 1 circles behind the drive.

COACHING INSIGHTS



WHY IT WORKS

The dunker-spot drop keeps the rim protector occupied and gives the driver a clean window.



DEFENSIVE REACTION

Nebraska loads to the drive and has to account for the low drop.



OFFENSIVE READ

Read the rim help. If the help commits high, finish or dump it off to 5.



COACHING POINT

Drive with force, make the help commit, and time the drop to the dunker spot.



STEAL THIS IDEA

When the block player drops to the dunker spot on penetration, it can freeze low help and create a direct path to the rim.

DNA TAKEAWAY

DROP TO THE DUNKER SPOT.
OCCUPY THE HELP.
OPEN THE RIM.

