BASKETBALL DNA

ADVANTAGE VOLUME 1 / FILM ROOM 13

ATTACK

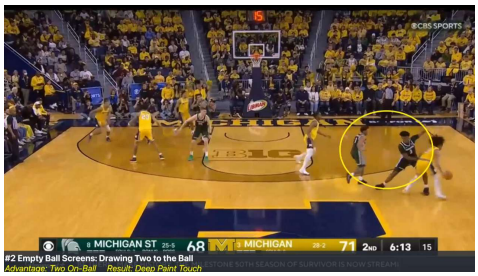
TWO ON THE BALL > SHORT ROLL > ATTACK

MICHIGAN | EMPTY BALL SCREEN | ADV-035

Teaching cue: Catch behind two and go.

FILM SEQUENCE - ORIGINAL GAME CLIP

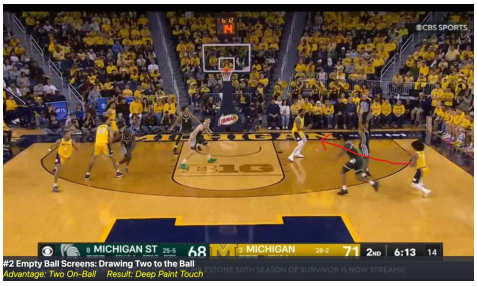
PICTURE 1



Empty-side screen

5 screens for 1.

PICTURE 2



Two on ball

1 finds the short roll.

PICTURE 3

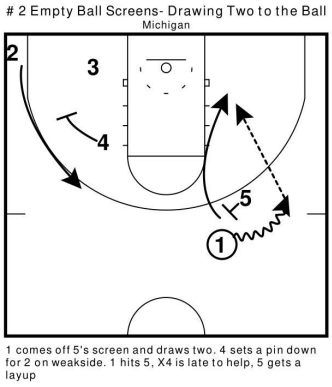


Deep paint touch

5 finishes at the rim.

ORIGINAL FASTDRAW - PAGE 74

 # 2 Empty Ball Screens- Drawing Two to the Ball



1 comes off 5's screen and draws two. 4 sets a pin down for 2 on weakside. 1 hits 5, X4 is late to help, 5 gets a layup

THE ADVANTAGE - COACHING READ

CREATE	5 sets an empty-side ball screen for 1 while 4 pins down for 2 on the weak side.
RECOGNIZE	1 draws two defenders. X4 is late rotating toward the short roll.
ATTACK	1 hits 5 behind the pressure. 5 drives into the deep paint for a layup.
CONTINUE	If the paint is taken away, find the next open player before help recovers.

FILM ROOM QUESTION

How does the weak-side pin-down delay X4, and why must 5 attack immediately?