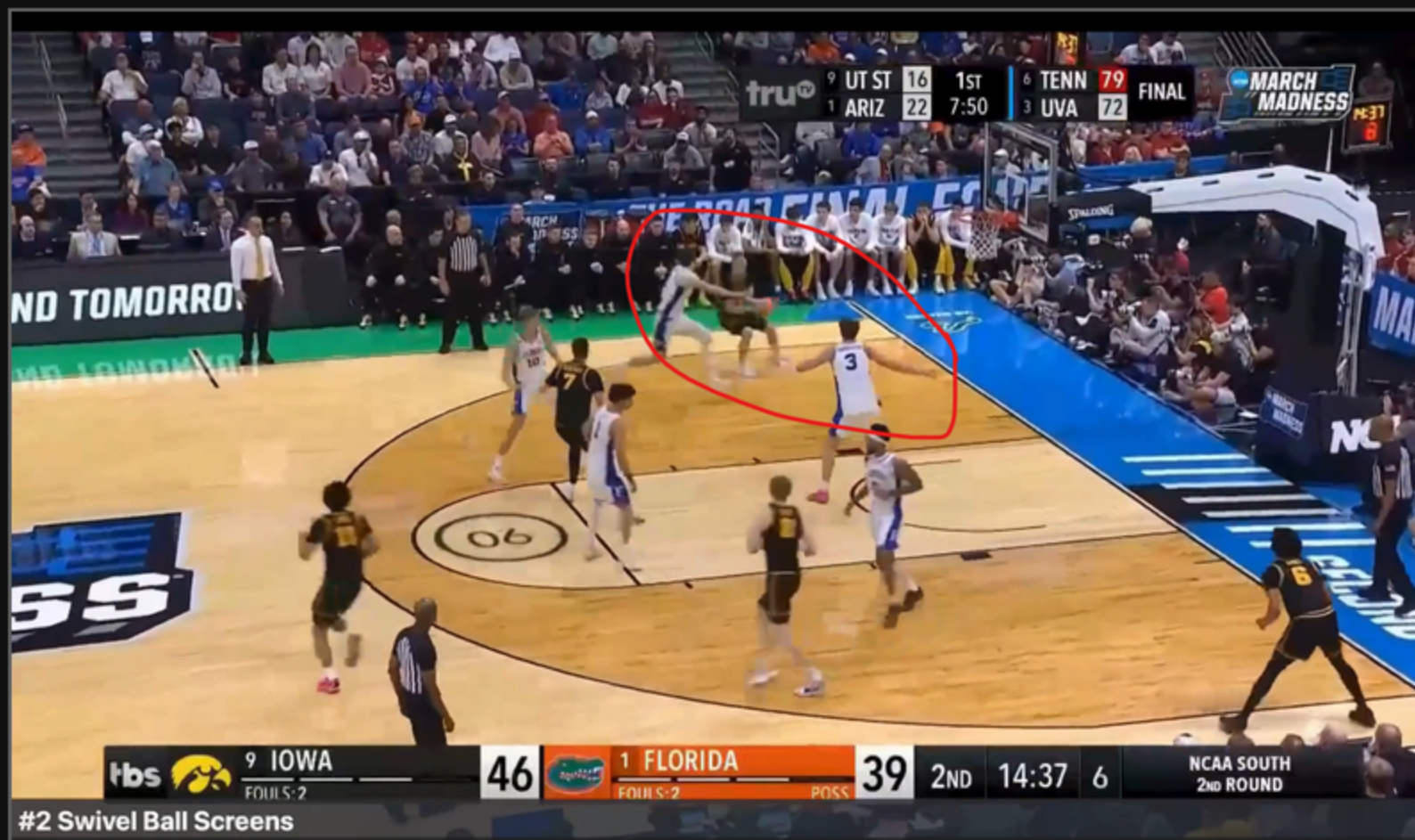


ADVANTAGE DNA™

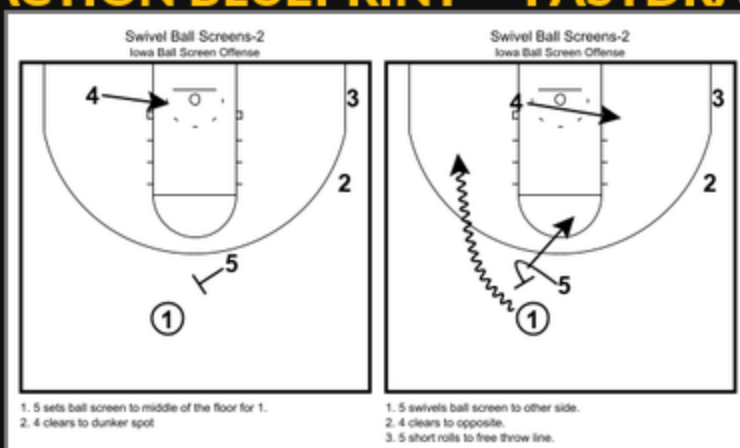
- 1 5 sets the high ball screen in the middle of the floor.
- 2 4 clears down to the dunker spot and opens the lane.
- 3 5 swivels the screen and sends 1 back to the other side.
- 4 4 clears opposite so the second side stays open.
- 5 The defense has to turn and recover again.
- 6 1 attacks before the coverage can reset.
- 7 5 short rolls to the free-throw line as a release.
- 8 The downhill drive creates the layup.

ADVANTAGE FRAME — 14:37



PAUSE HERE The swivel has already changed the side of the attack. Florida is turning and recovering while Iowa is accelerating into the lane. Because 4 cleared the lane and 5 can short roll behind the play, the defense has to protect both the rim and the middle release.

ACTION BLUEPRINT — FASTDRAW



1. CLEAR

4 clears to the dunker spot so the ball screen starts with the middle open.

2. SWIVEL

5 flips the screen to the other side and makes the on-ball defender redirect.

3. PUNISH

Attack the second side immediately. 4 clears opposite and 5 short rolls as the release.

WHAT HAPPENS

5 screens in the middle, then swivels to the opposite side. The weakside movement clears the paint and gives 1 room to attack.

ADVANTAGE CREATED

The defense must guard the same ball screen twice from two different angles. The second turn creates the downhill window.

DEFENSIVE REACTION

Florida redirects after the flip and the back line has to step toward the drive. That movement opens space behind the first line.

OFFENSIVE READ

Once 5 flips it, go. Do not let the defense square back up. Attack the new angle and read the rim first, then the short roll.

WHY IT WORKS

The swivel changes the direction of the coverage without changing the spacing. Iowa creates a second advantage before the defense can reset.

COACHING POINT / DNA TAKEAWAY

CLEAR THE LANE → FLIP THE SCREEN → FORCE A SECOND TURN → ATTACK

RESULT: LAYUP