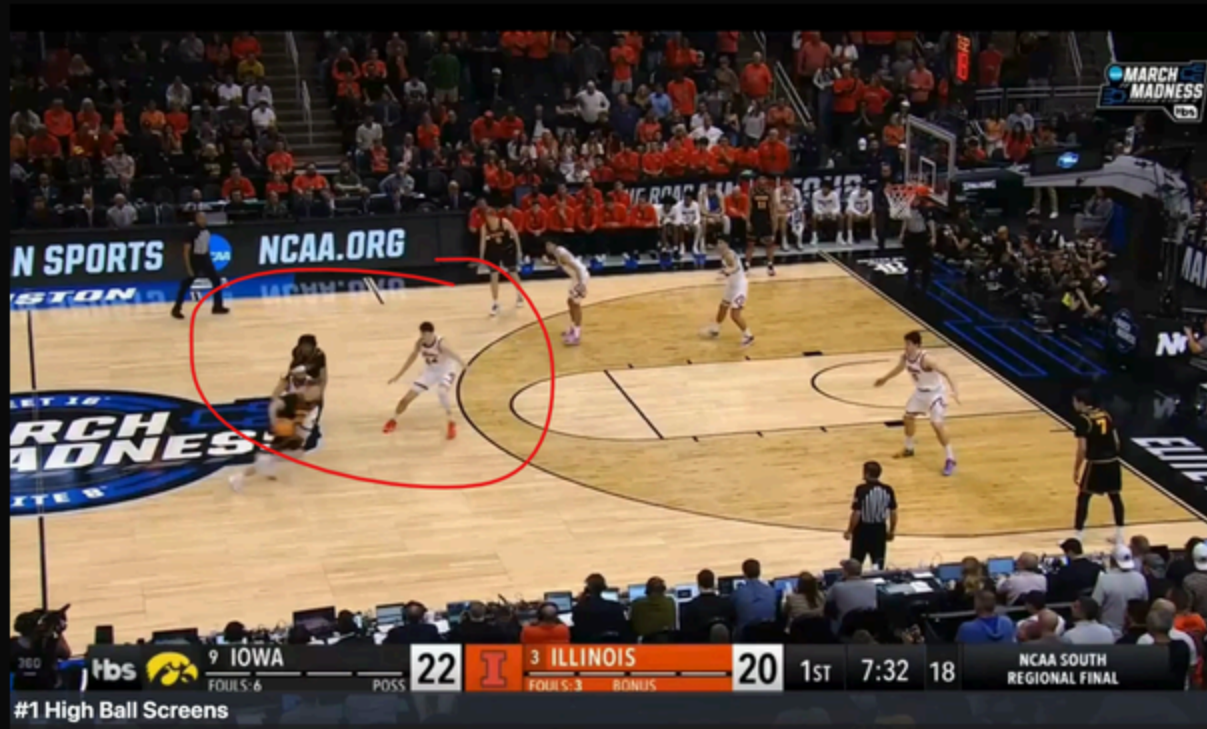


ADVANTAGE DNA™

- 1 5 initiates a high ball screen
- 2 5 flips the screening angle
- 3 1 attacks against the new angle
- 4 On-ball defender must change direction
- 5 5 pops to the 3-point line
- 6 The coverage is stretched away from the rim
- 7 1 gets downhill for the finish

ADVANTAGE FRAME — 7:32 1ST HALF



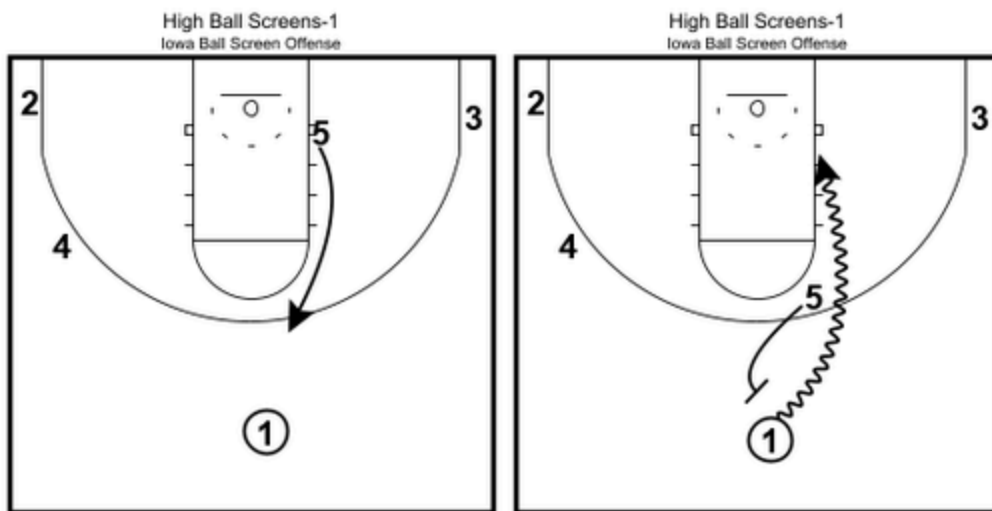
The flip changes the defender's path before the ballhandler attacks. Illinois has to re-angle the coverage while Iowa keeps the floor spaced.

PAUSE HERE

Watch the screener. He does not stay locked into the first angle. He flips the ball screen, forcing the on-ball defender to change direction and making the big adjust at the same time. That half-second is the advantage.

FASTDRAW BREAKDOWN — EXACT USER DIAGRAM

Iowa Ball Screen Offense



1. 5 initiates high ball screen for 1.

1. 5 flips ball screen.
2. 1 attacks against the ball screen.
3. 5 pops to 3 point line.

STARTING ALIGNMENT

Iowa is spaced with the 5 above the arc and the floor opened for a high ball screen.

WHAT HAPPENS

5 initiates the screen, then flips the angle. 1 attacks the new side while 5 pops to the 3-point line.

ADVANTAGE CREATED

The flip makes the on-ball defender reverse course and forces the screener's defender to re-position in space.

DEFENSIVE REACTION

Illinois must change the coverage on the fly instead of sitting on one predictable screening angle.

OFFENSIVE READ

Attack the new angle immediately. If the big stays with the drive, the pop is available; if help is late, finish.

WHY IT WORKS

The screen angle changes faster than the defense can reset. The pop also keeps the lane from getting crowded.

MAIN COACHING POINT

Don't let the defense get comfortable with one angle. Flip the screen, change the defender's path, then attack.

DNA TAKEAWAY FLIP THE ANGLE. MAKE THE DEFENSE RE-ROUTE.

A high ball screen becomes harder to guard when the screener changes the angle before contact. Make the defense move twice, then attack before it can reset.