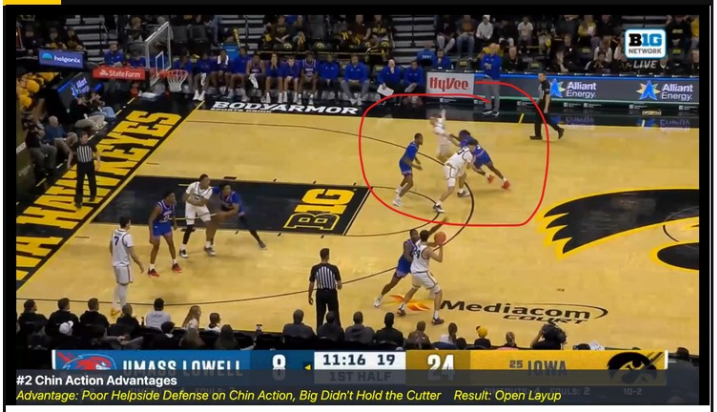
CHIN → NO HOLD → THROW THE CUT

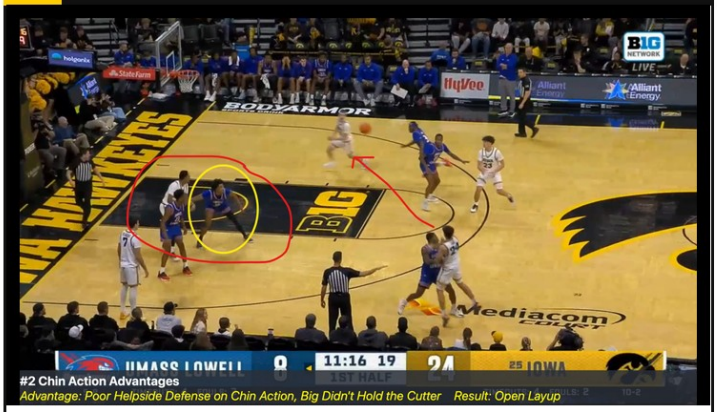
Iowa vs UMass Lowell | Clip ID: ADV-109 | RECOGNIZE

1 BACKSCREEN OPENS THE CUTTER



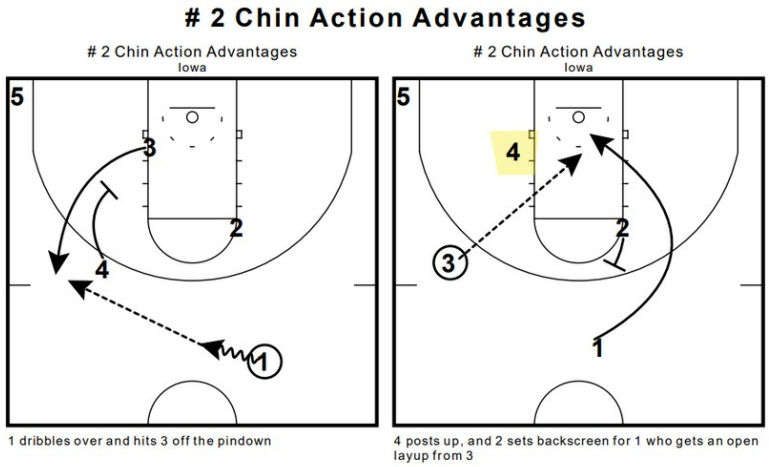
2 sets the backscreen for 1. The cutter gets separation toward the rim.

2 NO HOLD → THROW THE CUT



The help does not hold the cutter. 3 delivers the pass for the open layup.

PLAY DIAGRAM — LOCKED FASTDRAW ASSET



TEACHING POINTS

1. Flow into Chin and create the backscreen for the cutter.
2. Read the help defender responsible for holding or bumping the cutter.
3. If there is no hold, deliver the pass immediately.
4. Do not wait for the defense to recover behind the cut.
5. The result is a clean layup at the rim.

ADVANTAGE CREATED

No Hold / No Bump on Cutter

KEY TEACHING CUE

“No bump = deliver it now.”

WHY IT WORKS

Chin puts the defense in a help-and-communication decision. The backscreen frees the cutter, and if the big or help defender does not hold the cut, the passing window is open immediately.

PRACTICE LAB IDEA

Chin Back-Cut Read Game

- Start in Chin alignment.
- Run the backscreen action.
- Defense chooses: hold or stay home.
- If there is no bump, throw the cut.
- Finish at the rim.