FILM ROOM 01

MICHIGAN BASKETBALL

TRADITION FUELS TOMORROW

GHOST ACTION → CREATE THE MISSED TAG

CREATE

SIMPLE ACTIONS
BIGGER ADVANTAGES

Michigan vs Nebraska | Clip ID: ADV-002

1 GHOST DHO



5 fakes the DHO to 4, then 4 swings the ball to 1.

2 5 SLIPS DOWN THE LANE



1 has the ball. 5 slips down the lane. The weakside lift occupies the tag defender.

3 PASS THROUGH THE DEFENSE



1 throws the pass down the lane through the defense to 5, who finishes at the rim.

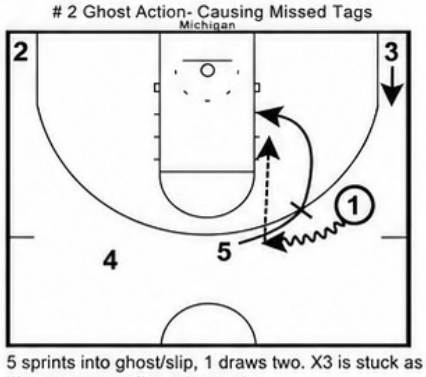
PLAY DIAGRAMS *(From FastDraw – pg. 101)*

Advantage Offense Final

 # 2 Ghost Action- Causing Missed Tags



5 fakes DHO to 4, swings to 1



5 sprints into ghost/slip, 1 draws two. X3 is stuck as 3 lifts, 1 drops it off to 5 for dunk

pg. 101

TEACHING POINTS

1. Use the ghost to occupy the tag defender.
2. The weakside lift takes the tag out of the play.
3. When the tag is late or missing, play behind the coverage.
4. 1 throws the pass down the lane / through the defense into the post.
5. This action creates a high-percentage paint touch and finish.

KEY TEACHING CUE

> ***"Occupy the tag. Slip behind it."***

WHY IT WORKS

The ghost action forces the defense to make a quick decision. The help defender is occupied by the weakside lift, so the tag is late or missing. The post slips behind the coverage, and 1 can throw the pass down the lane for a finish at the rim.

PRACTICE LAB IDEA

Ghost Slip Read Game

- Start in 5-out.
- Run the ghost action.
- Live defense: tag or stay home.
- Read the tag and make the pass.
- Finish at the rim.

EMPTY SIDE → FORCE THE BIG TO PLAY TWO

CREATE
SIMPLE ACTIONS
BIGGER ADVANTAGES

Nebraska vs Oregon | Clip ID: ADV-047

1 HITS 3



1 hits 3 on the wing with the empty side cleared. The defense is in help position.

2 5 STEPS UP SCREEN



5 steps up to screen. 3 drives as the defense fights over the screen.

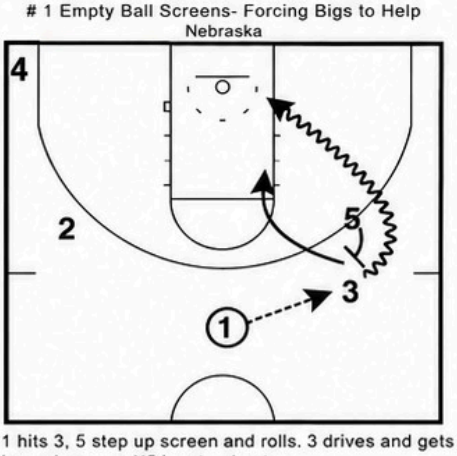
3 X5 PLAYS TWO → LAYUP



X5 has to play both the driver and the roller. 3 attacks the open lane and gets a layup.

PLAY DIAGRAMS *(From FastDraw – pg. 122)*

Advantage Offense Final
 # 1 Empty Ball Screens- Forcing Bigs to Help



1 hits 3, 5 step up screen and rolls. 3 drives and gets a layup because X5 has to play two

pg. 122

TEACHING POINTS

1. Use the empty side to force the big into space.
2. When the defense fights over, X5 must guard both the driver and the roller.
3. Read the big. If he plays two, attack the open lane.
4. The empty alignment removes help and opens the rim.
5. This creates a high-percentage paint touch and layup.

ADVANTAGE CREATED

Big Playing Two / Rim Protection Displaced

KEY TEACHING CUE

> ***"Make the big choose: ball or roller."***

WHY IT WORKS

The empty-side alignment creates space. 1 hits 3, 5 steps up to screen and rolls, and the defense fights over. X5 has to play both the ball and the roller, so 3 can attack the open lane for a layup.

PRACTICE LAB IDEA

Empty-Side Big-in-Space Reads

- Start in empty-side spacing.
- Hit the wing and flow into the step-up screen.
- Live defense: fight over and make X5 play two.
- Read the big and attack the open lane.
- Finish at the rim or hit the roller.

FILM ROOM 03

MICHIGAN BASKETBALL
TRADITION FUELS TOMORROW

DHO → MOVE THE HELP → OPEN THE RIM

CREATE
SIMPLE ACTIONS
BIGGER ADVANTAGES

Michigan vs Duke | Clip ID: ADV-068

1 2 HITS 5



2 hits 5 and chases into the action as the defense starts to shift.

2 5 DHO WITH 1



5 flows into the DHO with 1, creating a downhill drive and forcing help to react.

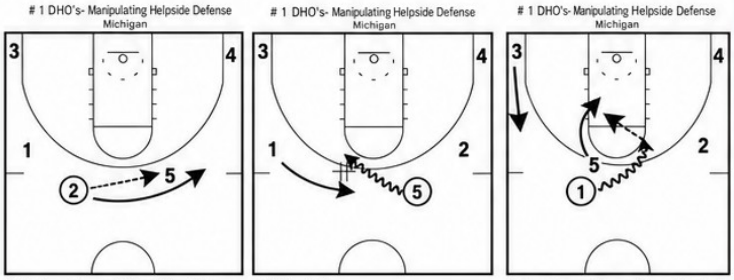
3 1 DRAWS TWO → DROP TO 5



The drive forces help up. Backside help is late, so 1 creates a deep paint touch and the rim opens.

PLAY DIAGRAMS *(From FastDraw – pg. 46)*

Advantage Offense Final
 # 1 DHO's- Manipulating Helpside Defense



2 hits 5 and chases for handoff but 5 keeps

5 DHO with 1

1 draws two and drops off two 5 for dunk.
3 lifts to prevent tag.

pg. 46

TEACHING POINTS

1. Use the DHO to get downhill and force the help defender to step up.
2. The drive manipulates the help and opens the rim behind it.
3. When the drive draws two, play behind the coverage.
4. The backside help is late because the action moves the defense first.
5. This creates a deep paint touch and a high-percentage finish.

ADVANTAGE CREATED

Drive Forces Help to Step Up / Backside Help Is Late

KEY TEACHING CUE

"Move the help. Open the rim."

WHY IT WORKS

The DHO creates momentum and gets the ballhandler downhill. As the drive forces the primary help defender to step up, the backside help is late arriving. That opens the rim for a deep paint touch and a clean finish behind the coverage.

PRACTICE LAB IDEA

DHO Help-Manipulation 3v3

- Start with the DHO alignment.
- Flow into the handoff and attack downhill.
- Live defense: make the help defender react.
- Read when help steps up and finish behind it.
- Emphasize deep paint touches and drop-off finishes.

ADVANTAGE VOLUME 1

FILM ROOM 04

MICHIGAN BASKETBALL

TRADITION FUELS TOMORROW

ZOOM → PUT THE DEFENDER BEHIND

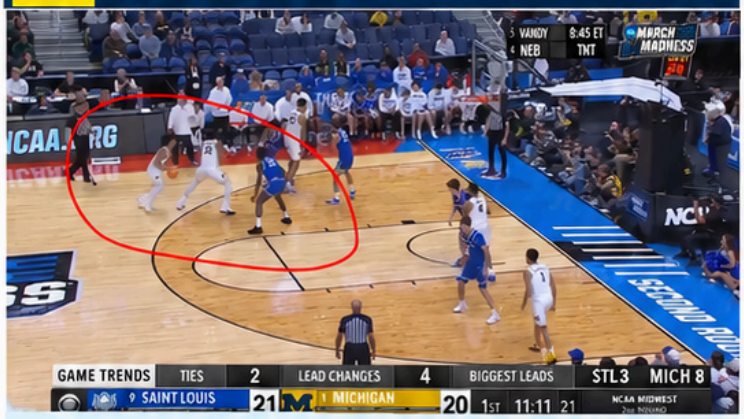
Michigan vs Saint Louis | Clip ID: ADV-024

CREATE

SIMPLE ACTIONS BIGGER ADVANTAGES

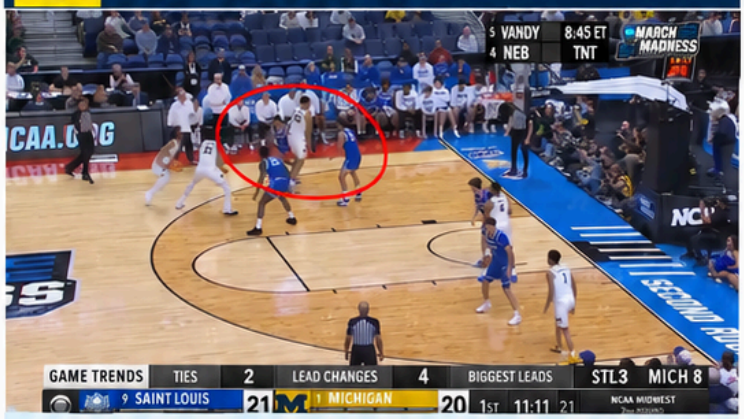
RESULT: OPEN 3

1 ZOOM SETUP



Michigan flows into Zoom action on the left side.

2 X1 FIGHTS OVER

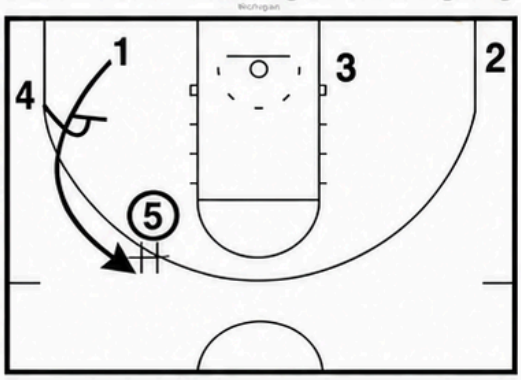


The defender chases over the screen and gets stuck behind the play.

PLAY DIAGRAMS *(From FastDraw – pg. 116)*

Advantage Offense Final

 # 1 Zoom Action- Attacking Defenses Fighting Over



Zoom action for 1, X1 chases over the screen and gets hit by 4. 1 gets an open 3 from 5's handoff

TEACHING POINTS

1. Use the pindown-to-DHO connection to put the defender behind the play before the catch.
2. Make the defender chase over the screen and into the handoff.
3. If X1 trails, 1 has clean space coming off the handoff.
4. The first advantage is the defender behind the play.
5. This creates a clean catch-and-shoot 3.

ADVANTAGE CREATED

Defender Behind / Guard Stuck Fighting Over

KEY TEACHING CUE

"Screen him into the handoff."

WHY IT WORKS

The Zoom action blends the pindown and the handoff so the defender has to chase through two connected actions. When X1 fights over and gets stuck behind the screen, 1 comes free off 5's handoff with clean shooting space.

PRACTICE LAB IDEA

Zoom Trail Read 2v2

- Start with the Zoom alignment.
- Flow from pindown into the handoff.
- Live defense: make X1 chase over.
- Read whether the defender is behind.
- Shoot the open 3.

SPAIN → OCCUPY THREE AND FIND THE POP

CREATE
SIMPLE ACTIONS BIGGER ADVANTAGES

Michigan vs Tennessee | Clip ID: ADV-113

1 SPAIN SETUP



Michigan flows into Spain action on the left side.

2 SPAIN SCREEN



The Spain screen occupies the backside and creates confusion.

3 DRAWS ALL 3 DEFENDERS



The drive and roll pull all 3 defenders into the action.

4 OPEN 3



4 pops free for an open 3 when the backside communication is late.

PLAY DIAGRAMS *(From FastDraw – pg. 38)*

Advantage Offense Final
1 Spain Action Advantages



Big steps up to set ball screen

4 Sets Spain screen on X5 and pops to three point line. 1 reads and hits pop

pg. 38

TEACHING POINTS

1. Use Spain action to create a three-way conflict.
2. The drive and roll occupy the middle defenders.
3. Poor backside communication leaves the pop uncovered.
4. Read the help — if all 3 defenders are occupied, hit 4.
5. This creates a clean catch-and-shoot 3.

ADVANTAGE CREATED

Poor Backside Communication / All 3 Defenders Occupied

KEY TEACHING CUE

> ***"Occupy three. Find the pop."***

WHY IT WORKS

Spain action forces the defense to communicate through the roll, backscreen, and pop. When the drive and roll pull all 3 defenders into the middle, the pop man becomes available for an open catch-and-shoot 3.

PRACTICE LAB IDEA

Spain Pop Read 3v3

- Start in Spain alignment.
- Drive off the ball screen.
- Roll the 5 and occupy the help.
- Read whether the backside covers the pop.
- Hit the open 4 for the shot.

FILM ROOM #6

TRANSITION – BIGS RIM RUNNING

Michigan – Transition: Bigs Rim Running

1 DRIVE & ROLL CREATES ADVANTAGE



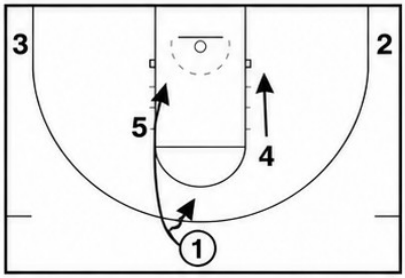
Michigan pushes in transition. The guard drives middle and draws the defense. The big (5) rim runs hard through the lane.

2 OPEN LAYUP



The defense is late in transition. The big beats the trailing defender and gets an open layup.

PLAY DIAGRAM *(Transition)*



3 and 2 sprint the floor with pace putting the defense at a disadvantage. X4 is trailing and 4 beats him down the floor. 1 drops it to 4 for dunk.

TEACHING POINTS

- Push the ball with pace and purpose.
- Bigs must sprint the floor and run the rim.
- Drive middle to draw the defense and create the advantage.
- Look up early and deliver the pass lead.
- The defense is late in transition — finish above the rim.
- This action creates an open layup for the rim runner.

KEY CUE

"Run the rim fill the lane."

When the guard attacks middle,
the big sprints for the rim.
Be early, be wide,
be ready to finish.

WHY IT WORKS

In transition the defense is backpedaling and often not in position. When the guard drives middle, the rim runner beats the trailing defender for a wide-open layup.

PRACTICE LAB IDEA

Transition 3v2 → 4v3

- Start with a live rebound.
- Focus on early outlets and rim running.
- Emphasize the drive and drop pass.
- Track makes (goal: 80%+).
- Add a trailing defender to simulate game.

RELATED ACTIONS

- Early Offense → Rim Run
- Secondary Break → Middle Drive
- Wide Lane Fill
- Outlet → Deep Seal
- Transition → Drag Screen

FILM ROOM #7

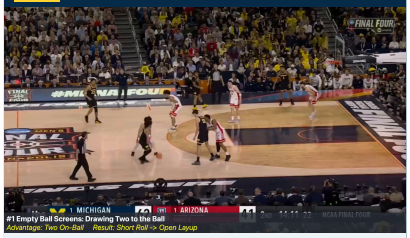
MICHIGAN BASKETBALL
TRADITION FUELS TOMORROW

TWO ON THE BALL → FIND THE SHORT ROLL

RECOGNIZE

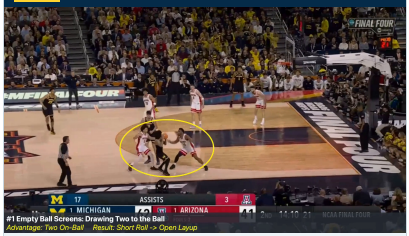
Michigan vs Arizona | ADV-034

1 EMPTY ALIGNMENT



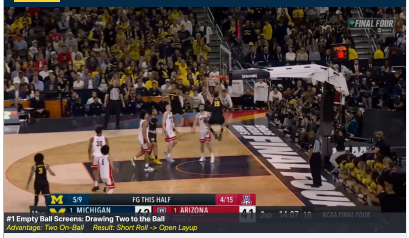
Michigan keeps the ball-side corner empty as 5 screens for 1.

2 TWO ON THE BALL



Two defenders commit to 1. The pass goes to 5 behind the pressure.

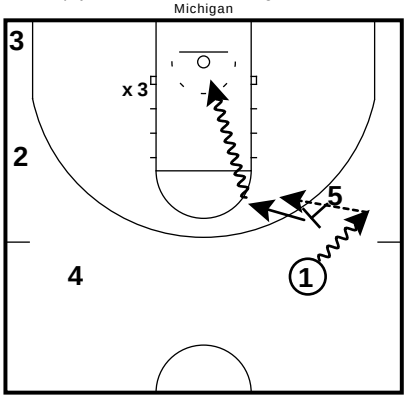
3 SHORT ROLL → RIM FINISH



5 catches the short roll and attacks the lane for a dunk.

PLAY DIAGRAM *FastDraw - pg. 73*

1 Empty Ball Screens- Drawing Two to the Ball
Michigan



5 screens 1 with empty alignment, 1 hits 5 on short roll who drives for a dunk. X3 out of position

TEACHING POINTS

1. Keep the ball-side corner empty. Space 2, 3 and 4 on the weak side.
2. Have 5 screen for 1. Recognize when both defenders stay with the ball.
3. Deliver the pass to 5 on the short roll, behind the two defenders.
4. Catch facing the rim and attack before the weak-side helper can recover.
5. Finish at the rim while X3 is out of position.

ADVANTAGE CREATED

Two on the ball → Short roll → Rim finish

KEY TEACHING CUE

"Read two. Find the short roll.

WHY IT WORKS

The empty corner removes a nearby helper. When two defenders stay with 1, 5 can catch behind the pressure. The weak-side helper is late, leaving a clear route to the rim.

PRACTICE LAB IDEA

3v3 Empty-Side Read

- Start 3v3 in empty alignment.
- Read two on the ball; hit the short roll.
- Add live coverage and weak-side help.

ADVANTAGE VOLUME 1

FILM ROOM 08

UCONN BASKETBALL

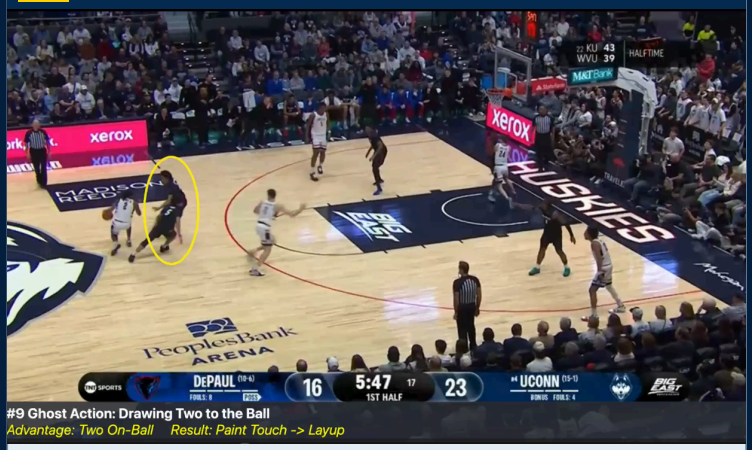
TWO ON THE BALL → PLAY BEHIND THE PRESSURE

UConn vs DePaul | Clip ID: ADV-015 | Source play #9

RECOGNIZE

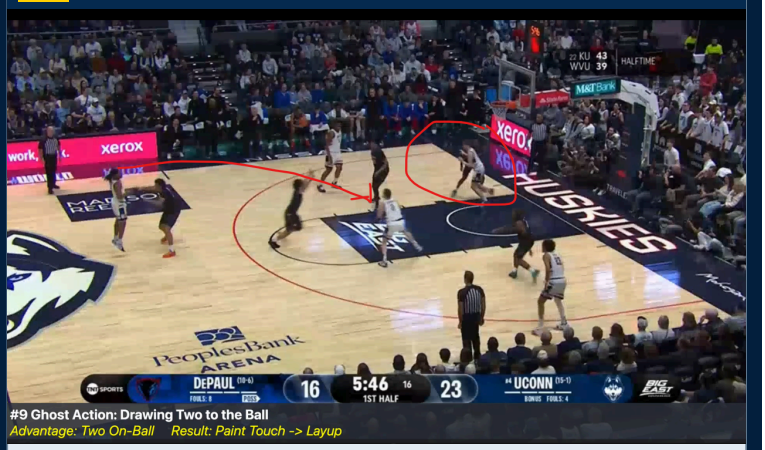
PAINT TOUCH → LAYUP

1 DRAW TWO TO THE BALL



Two defenders commit to the ball.
4 slips into the space behind them.

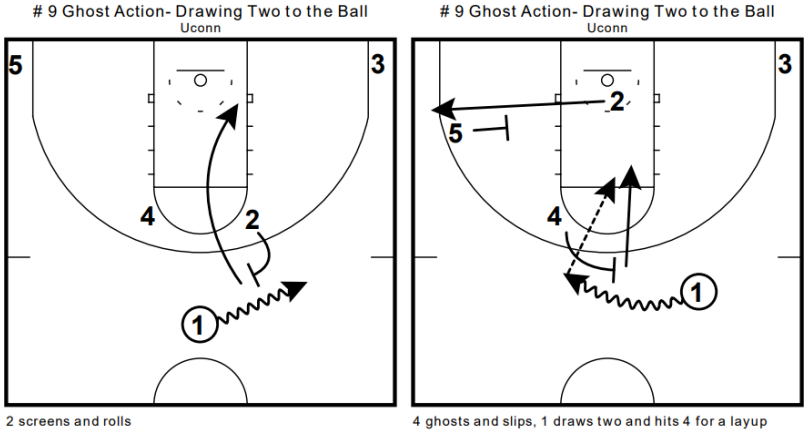
2 PLAY BEHIND THE PRESSURE



1 finds 4 on the slip as a weak-side screen delays the help.

PLAY DIAGRAM *(FastDraw - pg. 90)*

 # 9 Ghost Action- Drawing Two to the Ball



TEACHING POINTS

1. Use 2 to set the initial screen for 1.
2. 2 rolls after the screen.
3. 4 ghosts (shows and slips) to the basket.
4. 1 draws two defenders with the drive.
5. Hit 4 for the layup.
6. Keep weak-side spacing. Screen to delay the help.
7. Be decisive - attack the help.
8. Catch and finish strong.

Two on Ball | Paint Touch → Layup

KEY TEACHING CUE

> *"See two. Find one behind them."*

WHY IT WORKS

The ghost action forces the defense to help early. When 1 comes off 2's screen and turns the corner, two defenders are drawn to the ball. 4's slip to the rim creates a layup opportunity before the defense can recover.

PRACTICE LAB IDEA

Ghost Two-on-Ball Read Game

- Start with 1, 2, and 4 on one side.
- Work on timing the ghost and slip.
- Defense must play live (no switches).
- Emphasize reading the help.
- Track makes (goal: 70%+).
- Add a second defender to make it game-like.

RELATED ACTIONS Empty Ball Screens | Spain Action | Zoom Action | Horns Action | Wide Pin Down | Dribble Hand Off (DHO) | Ghost Action Variations | Inside-Out Playmaking

FILM ROOM #9

DHO's – CREATING MISMATCHES

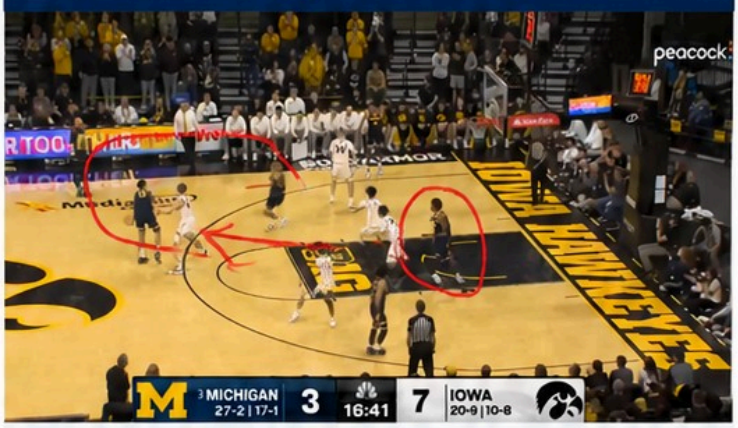
Michigan – DHO's

1 FORCED MISMATCH ON ROLLER



Michigan uses a DHO to force a mismatch on the roller (5). The defense switches and a guard is now on the big.

2 ATTACK THE MISMATCH



3 hits 5 after the handoff. The smaller defender is on 5 and Michigan attacks the mismatch for an open layup.

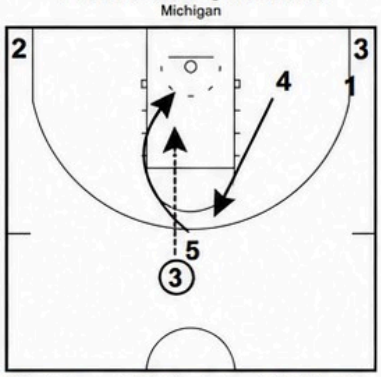
PLAY DIAGRAM (From PDF)

 # 1 DHO's- Creating Mismatches
Michigan



3 sprints for handoff from 5

 # 1 DHO's- Creating Mismatches
Michigan



X3 switches on to X5 after the handoff, 3 hits 5 for a layup. 4 lifts

TEACHING POINTS

1. Use 3 to sprint off 5's handoff.
2. Look for the defense to switch.
3. Target the mismatch on the roller (5).
4. Make a quick, on-time pass.
5. Attack immediately.
6. Finish at the rim.
7. Keep 4 lifted for spacing.
8. Read the defense — be decisive.

KEY CUE

"Handoff, force the switch, attack the big."

Use the DHO to create a mismatch and get the ball to the big in space for an easy layup.

ADVANTAGE CREATED
Forced Mismatch on Roller
Result: Open Layup

WHY IT WORKS

The DHO forces the defense to make a decision. When they switch, a smaller guard is on the roller (5), creating a clear size and athleticism advantage. The roller can catch in space and finish before the defense can recover.

PRACTICE LAB IDEA

DHO Mismatch Drill

- Start with 1, 3, 4, 5 on one side.
- Run the DHO and have the defense switch.
- 3 hits 5 on the roll.
- 5 finishes at the rim.
- Emphasize timing and spacing (4 lifts).
- Track makes (goal: 75%+).
- Add live defense to simulate game.

RELATED ACTIONS

- Empty Ball Screens
- Spain Action
- Zoom Action
- Horns Action
- Wide Pin Down
- Dribble Hand Off (DHO)
- Ghost Action
- Inside-Out Playmaking

NEBRASKA BASKETBALL

ADVANTAGE VOLUME 1

— ZOOM → DRAWING TWO TO THE BALL —

Nebraska vs USC | Clip ID: ADV-029

PLAYS
PEOPLE
PRINCIPLES
RESULTS

1 ZOOM SETUP



Nebraska flows into Zoom action on the right side.

2 DRAWS TWO



The action creates miscommunication and two defenders stay with the ball.

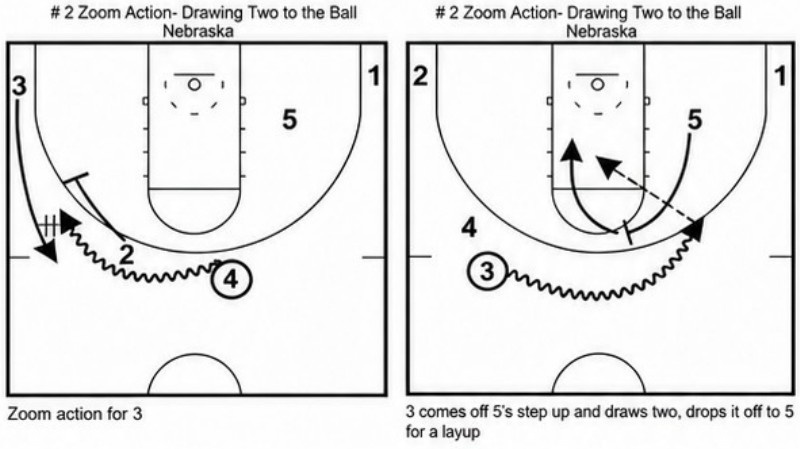
3 ROLLER FINISH



The guard hits the rolling big for an open layup + foul.

PLAY DIAGRAM

2 Zoom Action- Drawing Two to the Ball



Zoom action for 3

3 comes off 5's step up and draws two, drops it off to 5 for a layup

TEACHING POINTS

1. Use the Zoom handoff to force defensive communication.
2. If two defenders stay with the ball, the roller is open.
3. Deliver the pass quickly before backside help rotates.
4. Sprint the roller directly to the rim.
5. Finish through contact.

ADVANTAGE CREATED

Miscommunication on Roller / Two On-Ball

KEY TEACHING CUE

"Read two. Hit the roller."

WHY IT WORKS

Zoom compresses the defense on one side of the floor. When the handoff and step-up create confusion, two defenders stay with the ball and the roller gets a clean path to the rim.

PRACTICE LAB IDEA

Zoom Two-on-Ball 3v3 — live handoff with a rolling screener. Offense scores by reading two and hitting the roller.

NEBRASKA BASKETBALL

TEACH THE ADVANTAGE. BUILD A BETTER OFFENSE.

SPAIN → LATE BACKSIDE TAG

Michigan vs Purdue | Clip ID: ADV-114 | RECOGNIZE

1 SPAIN ACTION



Michigan flows into Spain action.

2 BACKSCREEN / LATE TAG



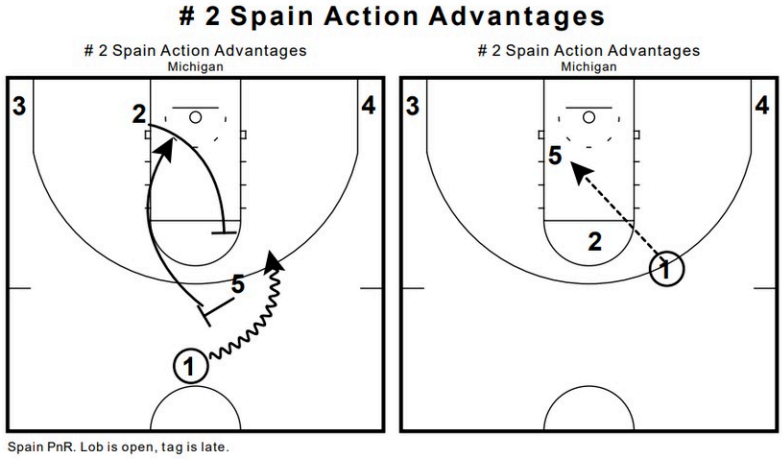
The Spain backscreen occupies help and the backside tag is late.

3 OPEN LOB



The late tag opens the lob window at the rim.

PLAY DIAGRAM — LOCKED FASTDRAW ASSET



Spain PnR. Lob is open, tag is late.

TEACHING POINTS

1. Spain forces the defense to guard the ball, the roller, and the backscreen.
2. The backscreen delays the backside tag defender.
3. When the tag is late, the roller has a clean lob window.
4. The passer must recognize the late tag and throw the lob on time.
5. Finish before the backside defense can recover.

ADVANTAGE CREATED

Late Backside Tag / Open Lob

KEY TEACHING CUE

“If the tag is late, throw the lob.”

WHY IT WORKS

Spain layers a backscreen into the pick-and-roll. The action occupies the help long enough for the roller to get behind the coverage. If the backside tag arrives late, the passer has a clean lob read.

PRACTICE LAB IDEA

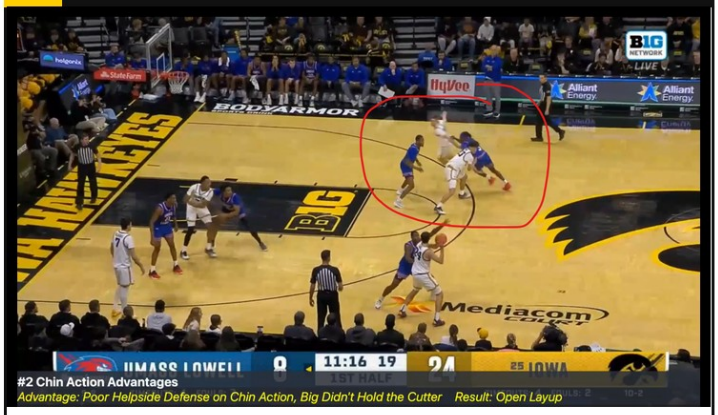
Spain Lob Read 3v3

- Run live Spain action.
- Train the passer to read the tag.
- Reward the lob when the help is late.
- Finish before recovery.

CHIN → NO HOLD → THROW THE CUT

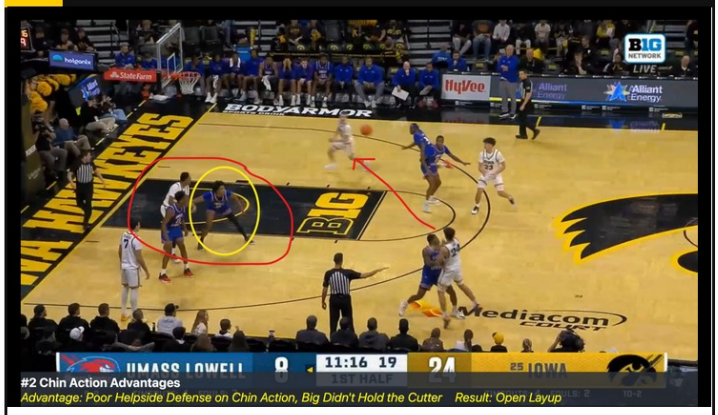
Iowa vs UMass Lowell | Clip ID: ADV-109 | RECOGNIZE

1 BACKSCREEN OPENS THE CUTTER



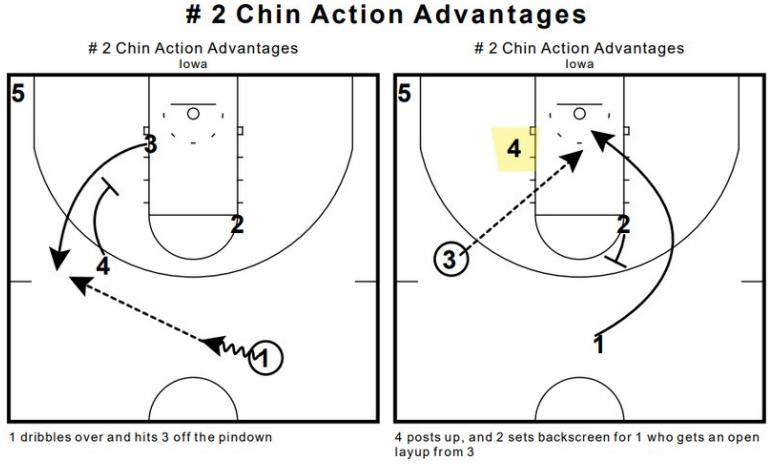
2 sets the backscreen for 1. The cutter gets separation toward the rim.

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.

BASKETBALL DNA

ADVANTAGE VOLUME 1 / FILM ROOM 13

ATTACK

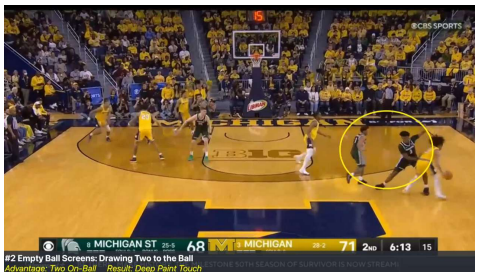
TWO ON THE BALL > SHORT ROLL > ATTACK

MICHIGAN | EMPTY BALL SCREEN | ADV-035

Teaching cue: Catch behind two and go.

FILM SEQUENCE - ORIGINAL GAME CLIP

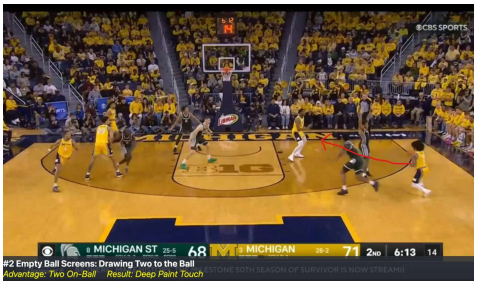
PICTURE 1



Empty-side screen

5 screens for 1.

PICTURE 2



Two on ball

1 finds the short roll.

PICTURE 3

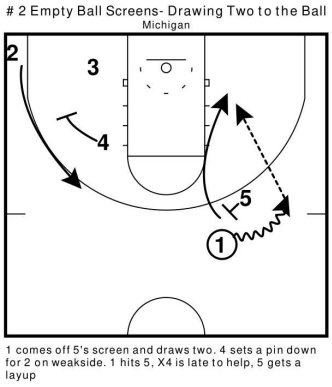


Deep paint touch

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?

FILM ROOM #14

#3 ATTACKING CLOSEOUTS - MIDDLE DRIVES

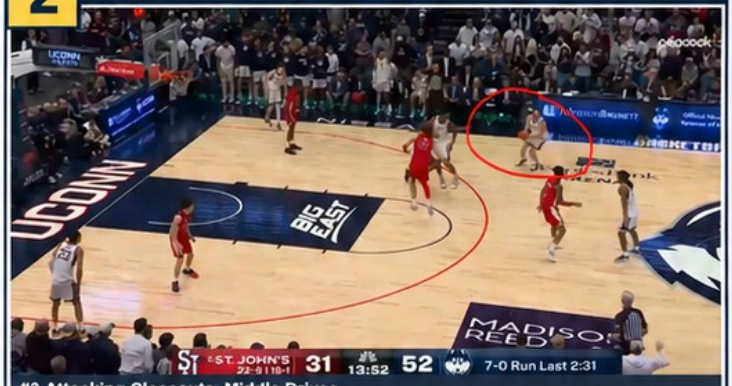
UConn

1 PICTURE 1



#3 Attacking Closeouts: Middle Drives
Advantage: Defender Left Feet on Closeout *Result: Middle Drive -> Layup*

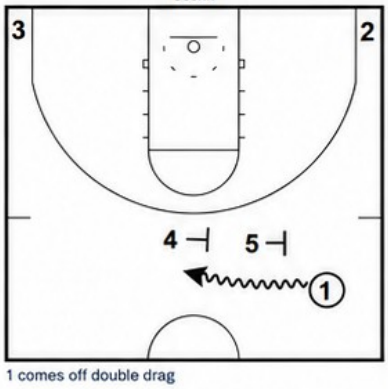
2 PICTURE 2



#3 Attacking Closeouts: Middle Drives
Advantage: Defender Left Feet on Closeout *Result: Middle Drive -> Layup*

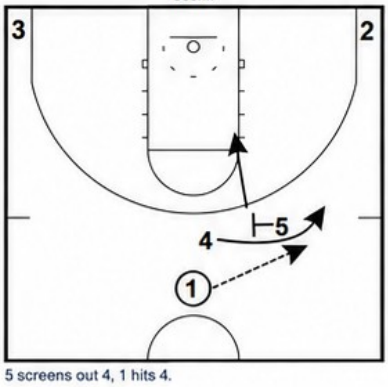
PLAY DIAGRAMS

 # 3 Attacking Closeouts- Middle Drives
Uconn



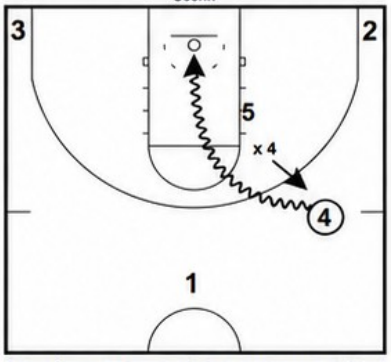
1 comes off double drag

 # 3 Attacking Closeouts- Middle Drives
Uconn



5 screens out 4, 1 hits 4.

 # 3 Attacking Closeouts- Middle Drives
Uconn



4 shot fakes, X4 leaves his feet on closeout. 4 drives middle for layup.

TEACHING POINTS

1. 1 comes off the double drag.
2. 5 screens out 4.
3. 1 hits 4.
4. 4 shot fakes as the defender leaves feet on the closeout.
5. 4 drives middle for a layup.

ADVANTAGE CREATED

Defender Left Feet on Closeout

RESULT

Middle Drive -> Layup

WHY IT WORKS

The closeout is overaggressive, causing the defender to leave their feet. This opens the middle lane, allowing the offense to attack downhill for a finish at the rim.

PRACTICE LAB IDEA

Shot Fake -> Middle Drive Finish

Rep the shot fake and middle drive against closeouts.

ZOOM → DEFENDER GOES UNDER → STOP-BEHIND 3

Michigan vs Indiana | Clip ID: ADV-026 | ATTACK

1 DEFENDER GOES UNDER



The defender goes under the Zoom action and gets stuck behind the play.

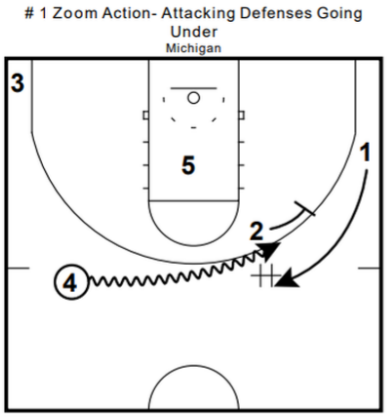
2 OPEN 3



The shooter has clean space and takes the open three immediately.

PLAY DIAGRAM — LOCKED FASTDRAW ASSET

1 Zoom Action- Attacking Defenses Going Under



X1 goes under the zoom action, 1 gets open three.

TEACHING POINTS

1. Use the Zoom action to force the defender through the screen-and-handoff connection.
2. Recognize immediately when the defender goes under.
3. Under coverage gives the receiver clean shooting space.
4. Do not overdrive the advantage — stop behind the action and shoot.
5. Punish the coverage before the defender can recover.

ADVANTAGE CREATED
Under Coverage / Shooting Space

KEY TEACHING CUE

“Under = space. Stop and shoot.”

WHY IT WORKS

Going under concedes space. The Zoom action creates enough separation that the receiver can stop behind the handoff and shoot before the defender recovers.

PRACTICE LAB IDEA

Zoom Under-Coverage Reads

- Start in the Zoom alignment.
- Defense alternates over/under.
- If the defender goes under, stop behind.
- Catch ready to shoot.
- Punish the space immediately.

EMPTY BALL SCREEN → LATE SWITCH → CATCH & ATTACK

Iowa vs UMass Lowell | Clip ID: ADV-053 | ATTACK

1 EMPTY-SIDE BALL SCREEN



Iowa initiates the empty-side ball screen. The defense begins the switch.

2 LATE SWITCH ON THE ROLL



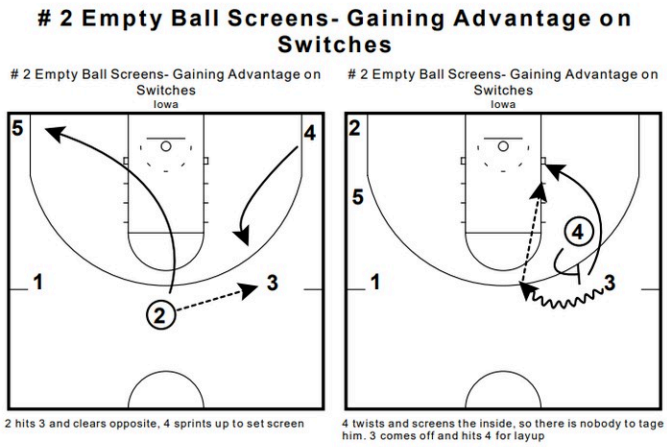
The switch is late and the roller gains inside position before the defense can match.

3 PASS TO THE ROLLER



The guard delivers the ball to the roller, who attacks the open paint for the layup.

PLAY DIAGRAM — LOCKED FASTDRAW ASSET



TEACHING POINTS

1. Empty the side and force the defense into a difficult switch decision.
2. Recognize the switch before it is fully completed.
3. The roller must sprint into the open space created by the late exchange.
4. Deliver the pass before the defense can match back up.
5. Attack the paint immediately and finish before help recovers.

ADVANTAGE CREATED

Late Switch / Roller Advantage
Result: Paint Touch → Layup

KEY TEACHING CUE

“Don't let the switch settle. Hit the roller now.”

WHY IT WORKS

The empty-side alignment removes extra help and puts the switch under pressure. When the exchange is late, the roller has a window inside. The pass must arrive before the defense can complete the matchup.

PRACTICE LAB IDEA

Empty-Side Switch Reads

- Start with empty-side spacing.
- Defense switches the ball screen.
- Roller sprints through the exchange.
- Guard reads late vs clean switch.
- Hit the roller before recovery.

DHO → CAUSE THE LATE CLOSEOUT

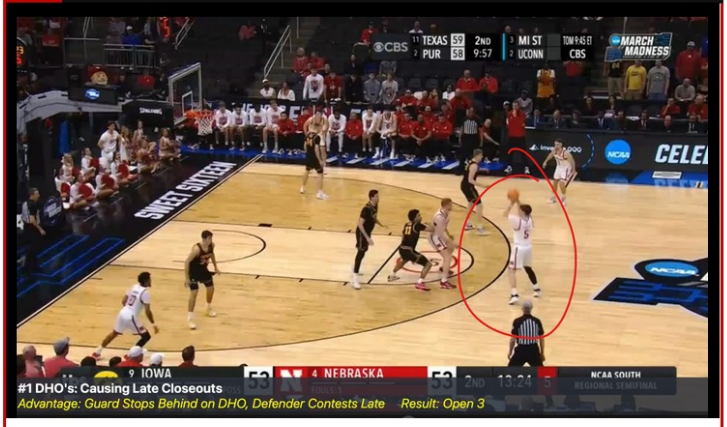
Nebraska vs Iowa | Clip ID: ADV-058 | ATTACK

1 DHO CREATES THE LATE CLOSEOUT



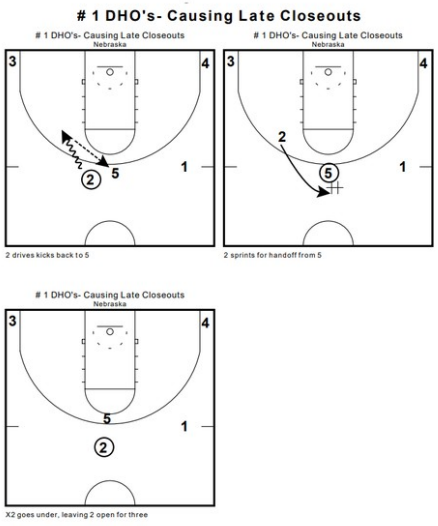
The action creates separation. The defender is late closing to the shooter.

2 STOP BEHIND → OPEN 3



The guard stops behind the DHO and shoots before the defender can recover.

PLAY DIAGRAM — LOCKED FASTDRAW ASSET



TEACHING POINTS

1. Drive and kick back to 5 to shift the defense.
2. Sprint into the handoff and make the defender chase the action.
3. Recognize the defender going under or arriving late.
4. Stop behind the handoff instead of driving into the recovered defense.
5. Shoot the open three before the closeout can arrive.

ADVANTAGE CREATED

Late Closeout / Shooting Space
Result: Open 3

KEY TEACHING CUE

“Late closeout = shoot it.”

WHY IT WORKS

The DHO forces the on-ball defender to navigate traffic and recover late. When the defender is behind or goes under, the receiver has clean shooting space before the closeout can contest.

PRACTICE LAB IDEA

DHO Late-Closeout Reads

- Drive and kick to the big.
- Sprint into the handoff.
- Defense goes over/under/late.
- Stop behind when space is available.
- Shoot immediately.

GHOST → TWO ON BALL → CATCH & ATTACK

Michigan vs Ohio State | Clip ID: ADV-018 | ATTACK

1 TWO ON BALL / POST SLIPS



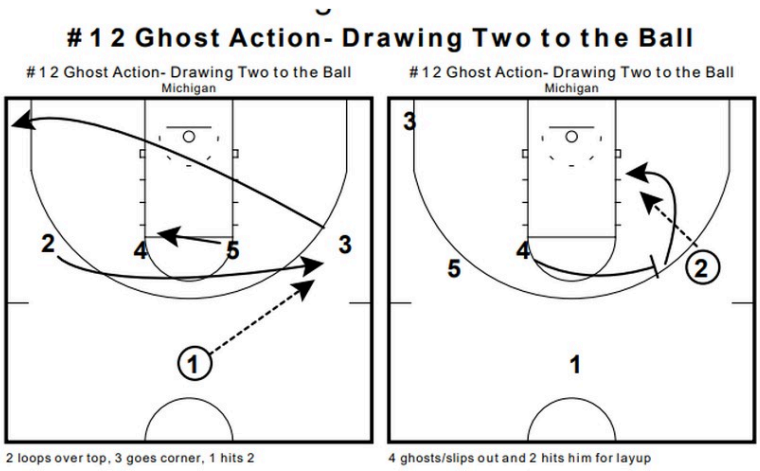
Two defenders are committed to the ball while the post slips behind the pressure toward the basket.

2 DEEP PAINT TOUCH → LAYUP



The ball gets behind the two-on-ball. The helpside defender is in poor position, creating a deep paint touch and layup.

PLAY DIAGRAM — LOCKED FASTDRAW ASSET



TEACHING POINTS

1. Recognize two defenders committed to the ball.
2. The ghost/slip puts the post behind the pressure.
3. Catch behind the two defenders and attack immediately.
4. Do not allow the helpside defense time to recover.
5. Turn the advantage into a deep paint touch and finish.

ADVANTAGE CREATED

Two On-Ball / Paint Open

Result: Deep Paint Touch → Layup

KEY TEACHING CUE

“Catch behind two. Go now.”

WHY IT WORKS

The ghost action draws two defenders toward the ball. Once the pass gets behind that pressure, the receiver has a brief window before the helpside defense can rotate. Attacking immediately turns the advantage into a paint touch.

PRACTICE LAB IDEA

Ghost Two-on-Ball Read Game

- Create two defenders on the ball.
- Slip behind the pressure.
- Catch and attack immediately.
- Add a live helpside defender.
- Finish before the recovery.

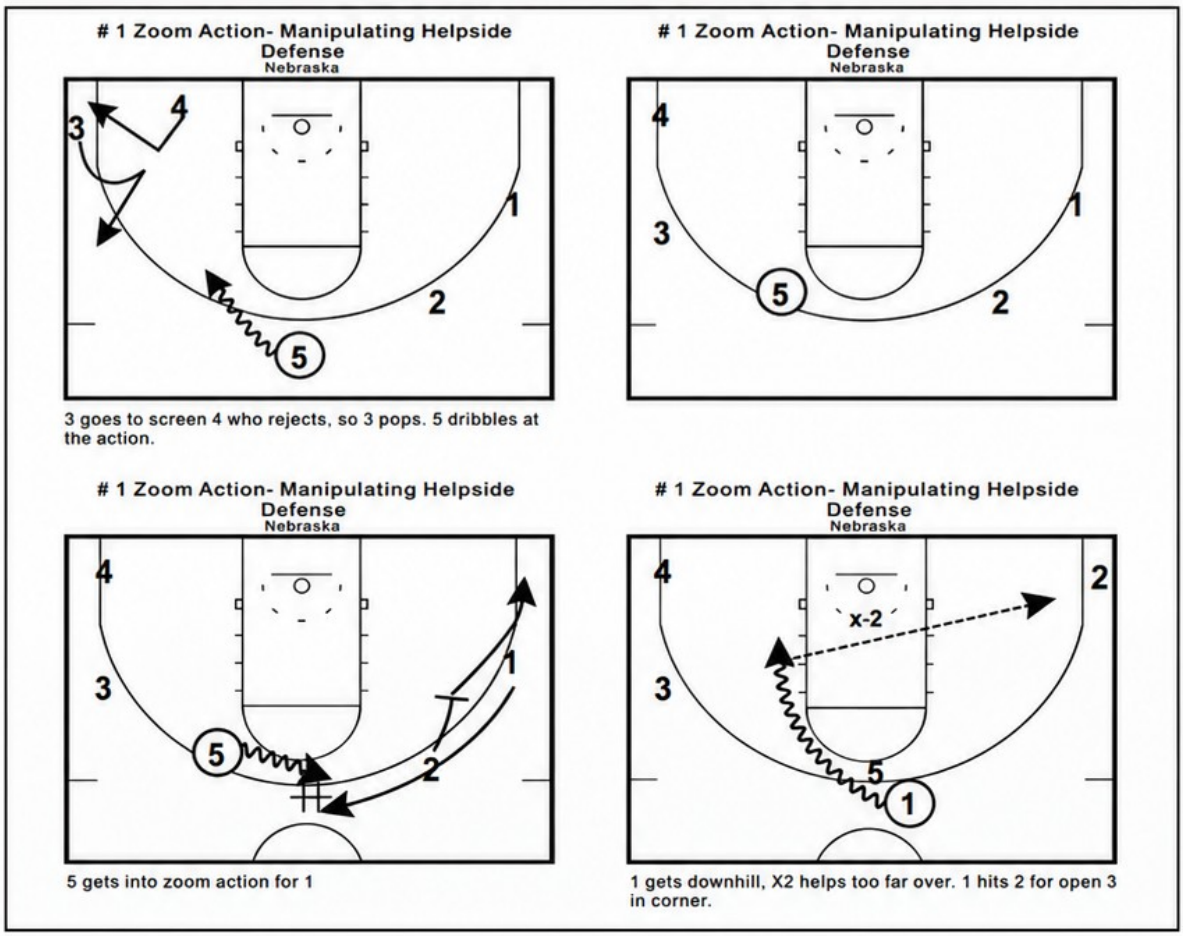
1 Zoom Action- Manipulating Helpside Defense

NEBRASKA

HUSKERS BASKETBALL

TOUGH TOGETHER

DIAGRAM – # 1 ZOOM ACTION



Advantage: Paint Touch & Forced Help Over | **Result:** Kick Out –> Open 3

SLOT 1



#1 Zoom Action: Manipulating Helpside Defense

Advantage: Paint Touch & Forced Help Over *Result: Kick Out -> Open 3*

SLOT 2



#1 Zoom Action: Manipulating Helpside Defense

Advantage: Paint Touch & Forced Help Over *Result: Kick Out -> Open 3*

FILM ROOM 20

NEBRASKA
BASKETBALL

CLOSEOUT → BASELINE DRIVE → ATTACK AGAIN

Nebraska vs Minnesota | Clip ID: ADV-072 | CONTINUE

1 DRIVE DRAWS TWO



The first drive attacks the gap and draws two defenders, forcing the defense to collapse.

2 LONG CLOSEOUT → BASELINE



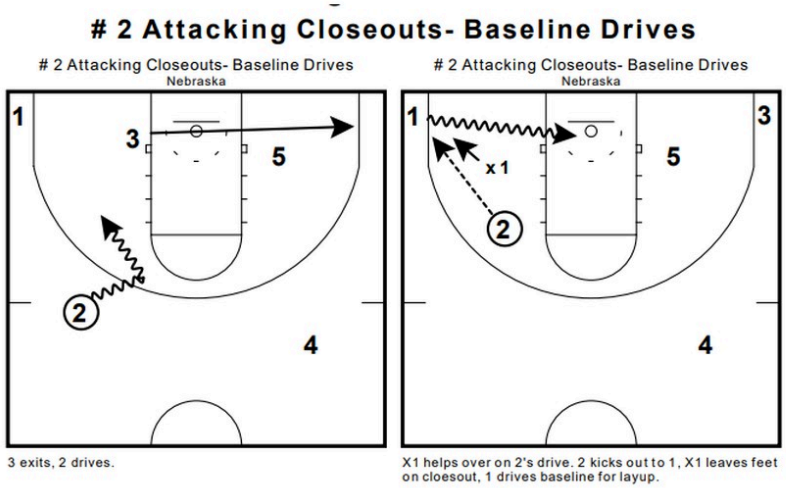
The kick-out creates a long closeout. The shot fake gets the defender up, and the guard attacks baseline.

3 BASELINE DRIVE → LAYUP



The guard gets downhill along the baseline and finishes the advantage with an open layup.

PLAY DIAGRAM — LOCKED FASTDRAW ASSET



TEACHING POINTS

1. Attack the first gap hard enough to draw help.
2. Kick the ball out and force a long recovery closeout.
3. Read the defender's feet and balance on the closeout.
4. Use the shot fake to get the defender out of position.
5. Attack baseline immediately before the defense can reload.

ADVANTAGE CREATED

Long Closeout / Defender Off Balance
Result: Baseline Drive → Open Layup

KEY TEACHING CUE

"Drive. Kick.
Attack the next closeout."

WHY IT WORKS

The first paint touch shifts the defense. The kick-out forces a long closeout, and the shot fake makes the defender leave his feet. Instead of resetting, Nebraska attacks the next advantage immediately.

PRACTICE LAB IDEA

Drive-Kick-Closeout Game

- Start with a live gap drive.
- Force help, then kick out.
- Closeout defender must recover live.
- Read middle vs baseline.
- Continue the advantage to the rim.

FILM ROOM 21

FLORIDA
BASKETBALL

SECOND SIDE → DHO → PAINT TOUCH → LOB

Florida vs Alabama | Clip ID: ADV-087 | CONTINUE

1 BIG DRIBBLES INTO DHO



The big brings the ball into the second-side DHO for the guard.

2 SCREEN → GUARD GETS DOWNH



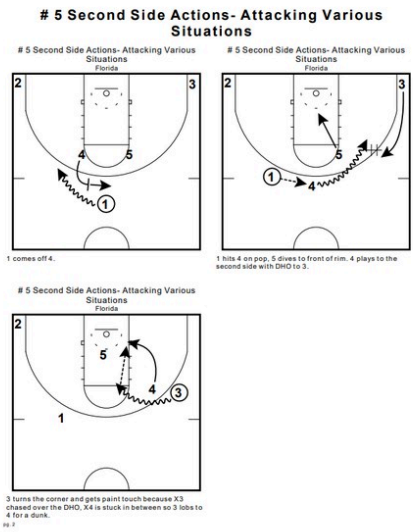
The big screens the defender as the guard turns the corner and gets downhill.

3 LOB TO THE BIG



The downhill drive pulls the defense in, and the guard lobs the ball to the big at the rim.

PLAY DIAGRAM — LOCKED FASTDRAW ASSET



TEACHING POINTS

1. Do not let the first action die — flow directly into the second side.
2. Use the DHO to put the guard downhill before the defense can reload.
3. The big's screen keeps the on-ball defender behind the play.
4. Attack the paint and force the last line of defense to commit.
5. When the big is available behind the help, throw the lob.

ADVANTAGE CREATED

Second-Side Advantage / Paint Touch
Result: Paint Touch → Lob

KEY TEACHING CUE

“Don't reset.
Attack the second side.”

WHY IT WORKS

The first side moves the defense. Florida immediately flows into a second-side DHO before the defense can get organized. The guard gets downhill, forces the help to collapse, and the big becomes available behind the rotation.

PRACTICE LAB IDEA

Second-Side Advantage Game

- Start with a first-side action.
- Flow immediately into the DHO.
- Guard turns the corner downhill.
- Big rolls behind the help.
- Finish with the lob or paint touch.

FILM ROOM 22

NEBRASKA
BASKETBALL

TRANSITION → HARD PUSH → TRAILER 3

Nebraska vs West Georgia | Clip ID: ADV-093 | CONTINUE

1 PG ATTACKS / DRAWS THREE



The point guard pushes hard, attacks the paint, and draws three defenders.

2 TRAILER BIG DOWNSCREEN



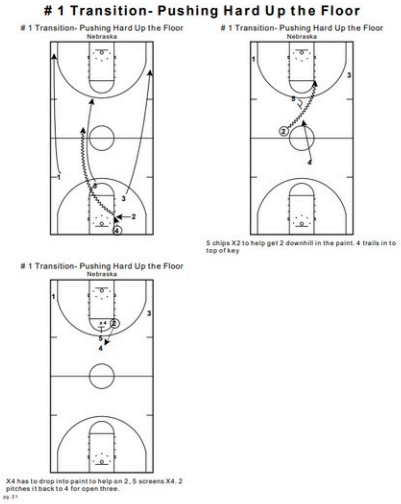
The trailing big sets a strong downscreen, creating space for the trailer behind the play.

3 OPEN TRANSITION 3



The ball pitches back to the open trailer for the transition three.

PLAY DIAGRAM — LOCKED FASTDRAW ASSET



TEACHING POINTS

1. Push the ball with pace before the defense can get organized.
2. Attack the paint hard enough to pull multiple defenders toward the ball.
3. The trailing big must sprint into the play and screen the helper.
4. Keep the trailer behind the ball and ready for the pitch-back.
5. Continue the advantage with the extra pass to the open three.

ADVANTAGE CREATED

Hard Push / Defense Collapses

Result: Pitch Back → Open Transition 3

KEY TEACHING CUE

“Push hard.
Collapse. Pitch back.”

WHY IT WORKS

The hard push forces the defense to retreat and protect the paint. When the ball gets downhill, multiple defenders collapse. The trailing big's screen delays the recovery, leaving the trailer open behind the action.

PRACTICE LAB IDEA

Transition Pitch-Back Game

- Push off a rebound or outlet.
- Guard attacks the paint hard.
- Trailer big sprints into the screen.
- Pitch back to the open guard.
- Finish with the transition three.

GHOST → DRAW TWO → MOVE IT TO THE OPEN MAN

Iowa vs USC | Clip ID: ADV-017 | CONTINUE

1 DRAWING TWO DEFENDERS



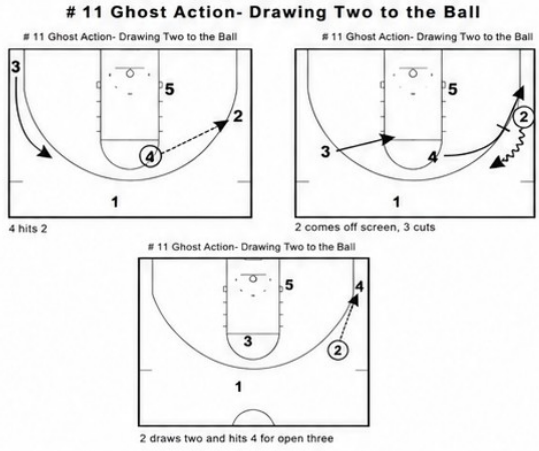
The ballhandler attacks the ghost action and pulls two defenders to the ball.

2 PASS OUT → OPEN 3



The ball moves out of the double team to the open guard for the three.

PLAY DIAGRAM — FAST DRAW DIAGRAM



TEACHING POINTS

1. Use the ghost action to force two defenders toward the ball.
2. Recognize immediately when the defense commits two.
3. Do not hold the ball against the double team.
4. Move the advantage to the open perimeter player.
5. Keep the defense in rotation and take the open three.

ADVANTAGE CREATED
Two On-Ball / Defense in Rotation
Result: Open 3

KEY TEACHING CUE

“Two on the ball? Move it now.”

WHY IT WORKS

The ghost action pulls two defenders toward the ball. Once the defense commits, the advantage has moved away from the pressure. A quick pass keeps the defense scrambling and creates the open perimeter shot.

PRACTICE LAB IDEA

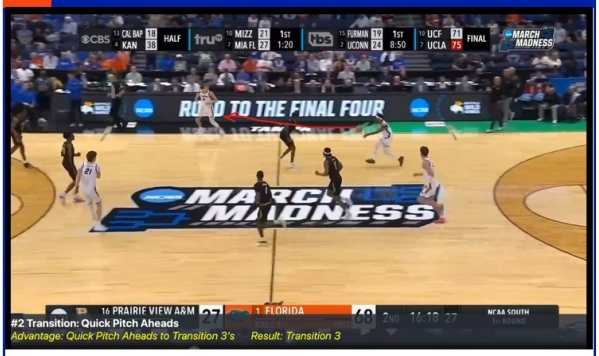
Ghost Two-on-Ball Rotation Game

- Run the ghost action live.
- Defense sends two to the ball.
- Ballhandler must pass immediately.
- Receiver attacks or shoots.
- Keep the defense in rotation.

TRANSITION → QUICK PITCH AHEAD → OPEN 3

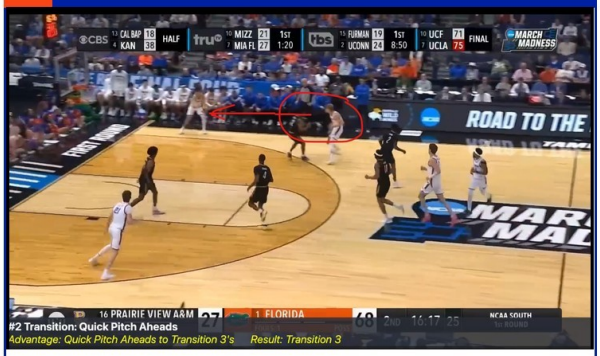
Florida vs Prairie View A&M | Clip ID: ADV-096 | CONTINUE

1 POINT GUARD PITCHES AHEAD



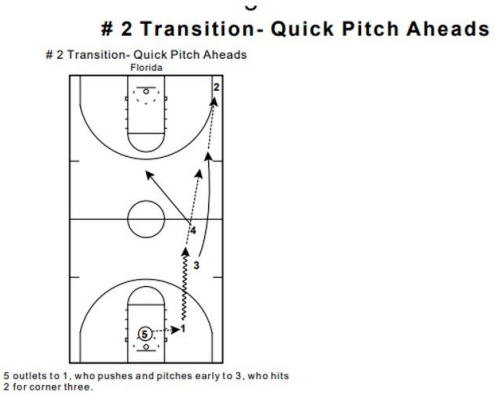
The point guard pushes the ball in transition and pitches it ahead before the defense can get set.

2 GUARD PITCHES IT AHEAD



The advance pass keeps the defense moving and creates the open transition three.

FAST DRAW DIAGRAM



TEACHING POINTS

1. Advance the ball early instead of overdribbling in transition.
2. Use the pitch-ahead to force the defense to turn and scramble.
3. Keep the next receiver running wide and ready to attack.
4. Make the next pass before the defense can match up.
5. Finish the possession with the open transition three.

ADVANTAGE CREATED

Quick Pitch Ahead / Defense Scrambling
Result: Transition 3

KEY TEACHING CUE

“Advance it early. Keep them turning.”

WHY IT WORKS

The quick pitch-ahead makes the defense defend the full width and length of the floor. Every early pass forces another turn and recovery. Florida keeps the advantage moving until the defense gives up the open transition three.

PRACTICE LAB IDEA

Pitch-Ahead Transition Game

- Outlet and push immediately.
- Pitch ahead before crossing half court.
- Receiver stays wide.
- Add one more pass if the defense rotates.
- Finish with the open three.