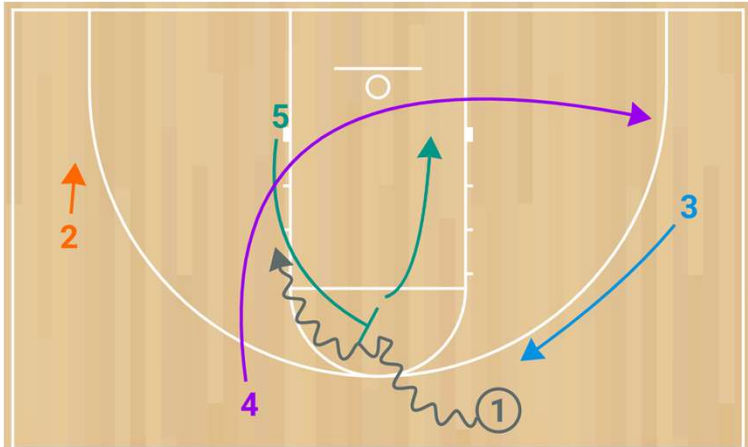


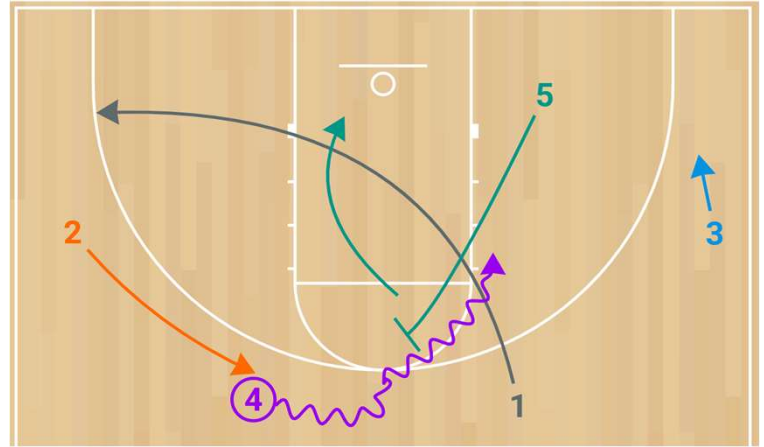
# Starting Offensive Possessions

## Option 1 (first progression)

### Slot to Slot Dribble with Dunker Screen "Stanford"

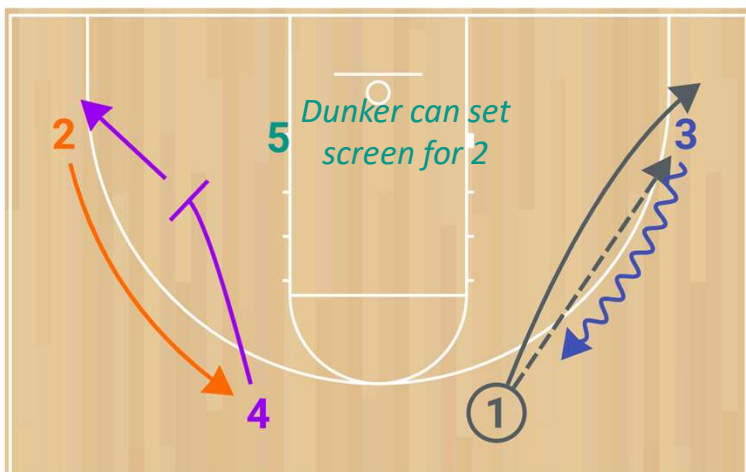


- (4) Thru Cuts to opposite corner
- (1) Starts dribble towards Slot and then uses screen from (5) to attack. If no lay up Kick and Cut to opposite corner (start AKS)
- (5) Sets an on-ball screen for (1) and rolls
- (2) Watches defender to create open passing lane
- (3) Fills at full speed trying to get all the way to opposite slot where (4) left

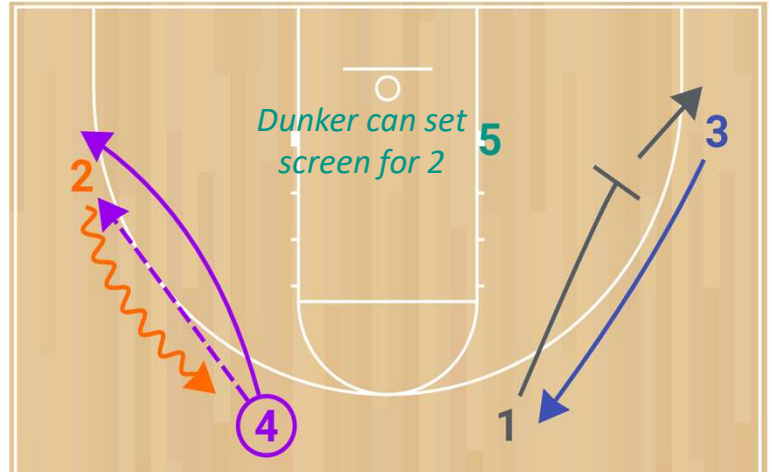


- (1) Thru Cuts to opposite corner
- (4) Starts dribble towards Slot and then uses screen from (5) to attack. If no lay up Kick and Cut to opposite corner (start AKS)
- (5) Sets an on-ball screen for (4) and rolls
- (3) Watches defender to create open passing lane
- (2) Fills at full speed trying to get all the way to opposite slot where (1) left

### Slot to Wing Pass with Inside Cut/Rub or DHO "Wisconsin"



- (1) Passes to (3) & then Inside Cut/Rub Screen [can also do dribble handoff depending on defense]
- (3) Looks to attack (start AKS)
- (4) & (2) exchange positions with (4) setting screen if defender near enough to (2)
- (5) Can set screen for (3) & roll back to low block



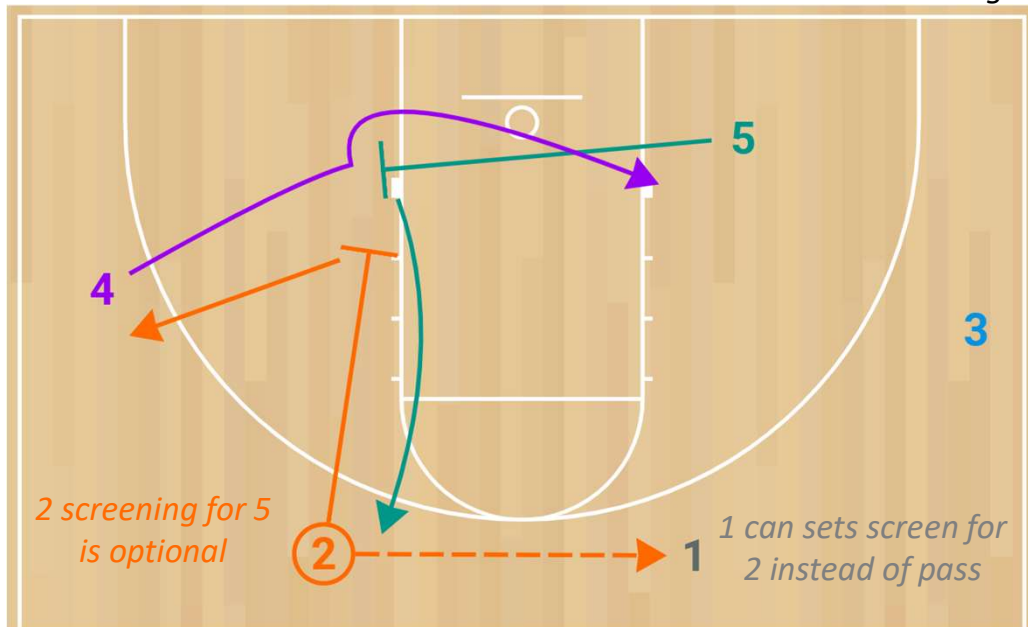
- (4) Passes to (2) & then Inside Cut/Rub Screen [can also do dribble handoff depending on defense]
- (2) Looks to attack (start AKS)
- (1) & (3) exchange positions with (1) setting screen if defender near enough to (3)
- (5) Can set screen for (2) & roll back to low block

# Starting Offensive Possessions

## Option 1 (first progression)

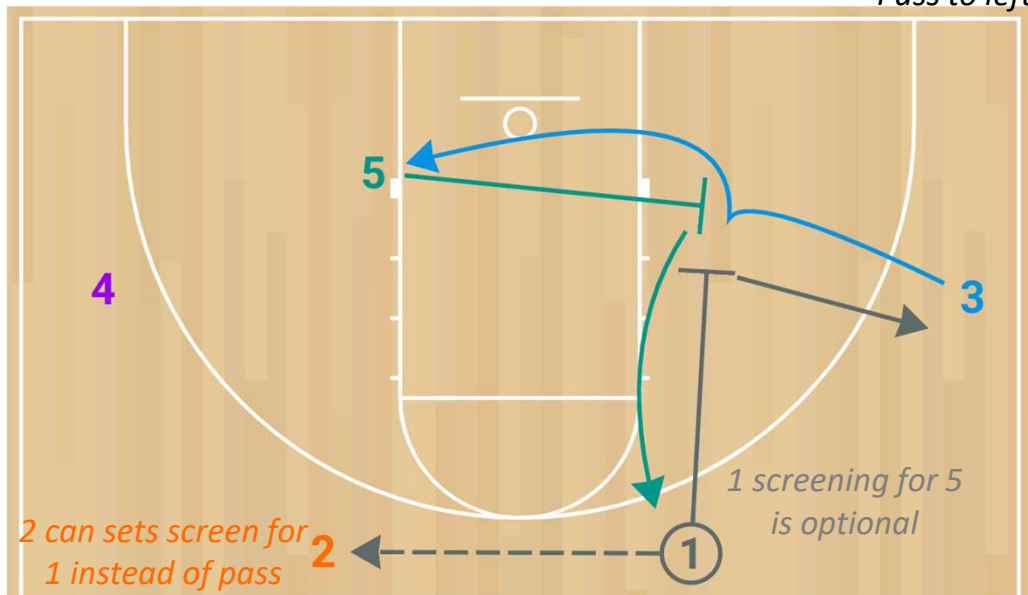
### Slot to Slot Pass with Flex Cut "Florida"

Pass to right



- (2) Passes to other slot (1), hesitates and then sets Down Screen for (5) (screen the screener) and then pops out to wing
- This pass triggers (4) to Flex Cut in direction of pass w/ (5) setting a Cross Screen opposite direction of pass
- (5) Then uses screen from (2) to come up to Slot
- (1) Is looking to feed (4) otherwise passes to (5) who starts AKS

Pass to left



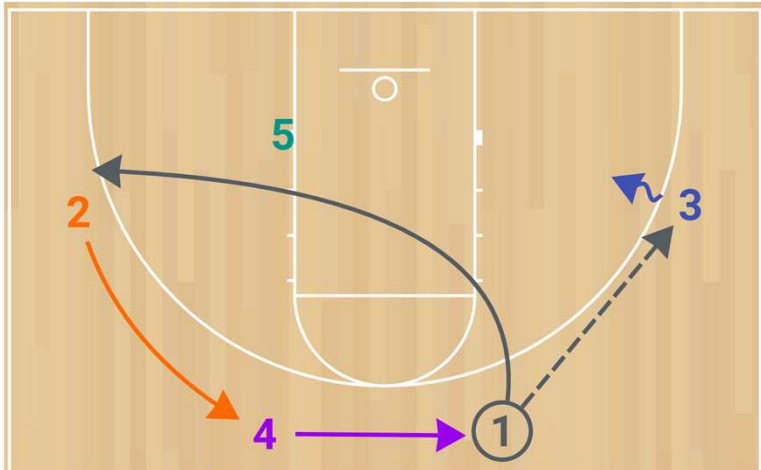
- (1) Passes to other slot (2), hesitates and then sets Down Screen for (5) (screen the screener) and then pops out to wing
- This pass triggers (3) to Flex Cut in direction of pass w/ (5) setting a Cross Screen opposite direction of pass
- (5) Then uses screen from (1) to come up to Slot
- (2) Is looking to feed (3) otherwise passes to (5) who starts AKS

# Starting Offensive Possessions

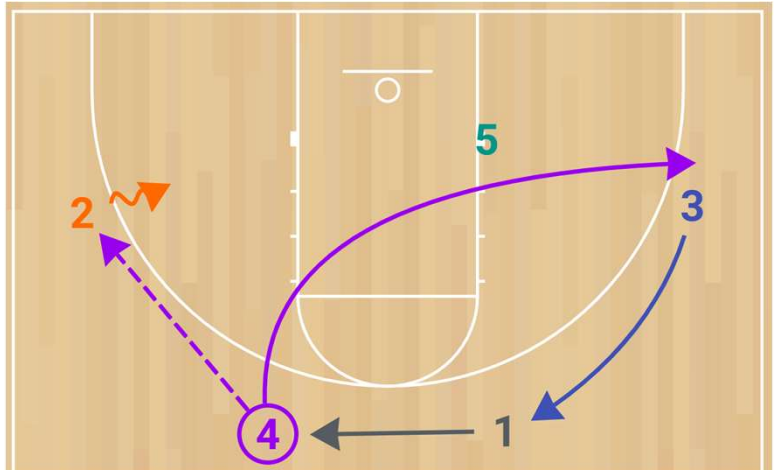
## Option 2 (second progression)

Villanova progression is effectively passing and then cutting away with other players filling. Dunker can add a on-ball or off-ball screen

### Slot to Wing Pass with Thru Cut “Villanova W”

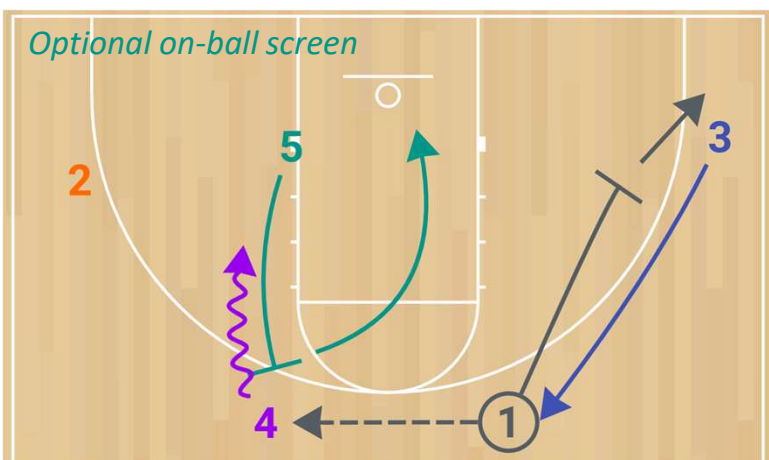


- (1) Passes to (3) & then Thru cut
- (4) & (2) fill
- (3) Looks to attack to start AKS
- (5) Can sometimes flash to ball side for post up
- (5) can also set off-ball screen for (1) Cutting

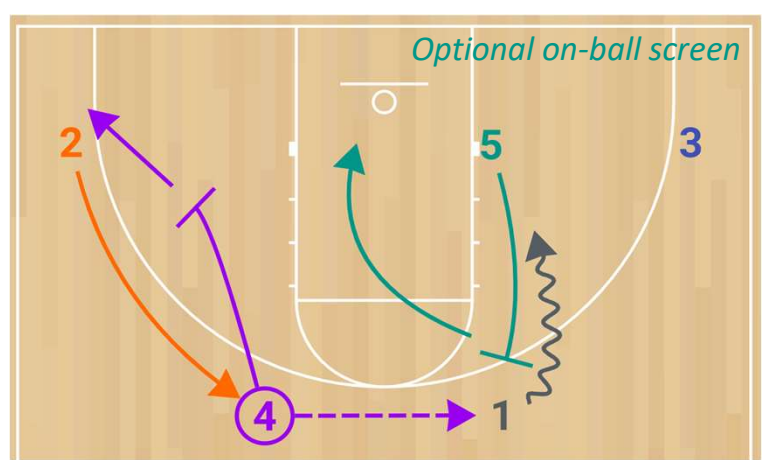


- (4) Passes to (2) & then Thru cut
- (1) & (3) fill
- (2) Looks to attack to start AKS
- (5) Can sometimes flash to ball side for post up
- (5) can also set off-ball screen for (4) Cutting

### Slot to Slot Pass with Inside Cut “Villanova S”



- (1) Passes to (4) & then exchanges with (3) setting screen if defender near enough to (3)
- (5) Sets on-ball screen for (4) and rolls to block
- (4) Uses screen to attack & if (2) defender helps (2) will be open for three (starting AKS)
- Note: Can also run without screen with (4) looking for pass to (3) to start AKS

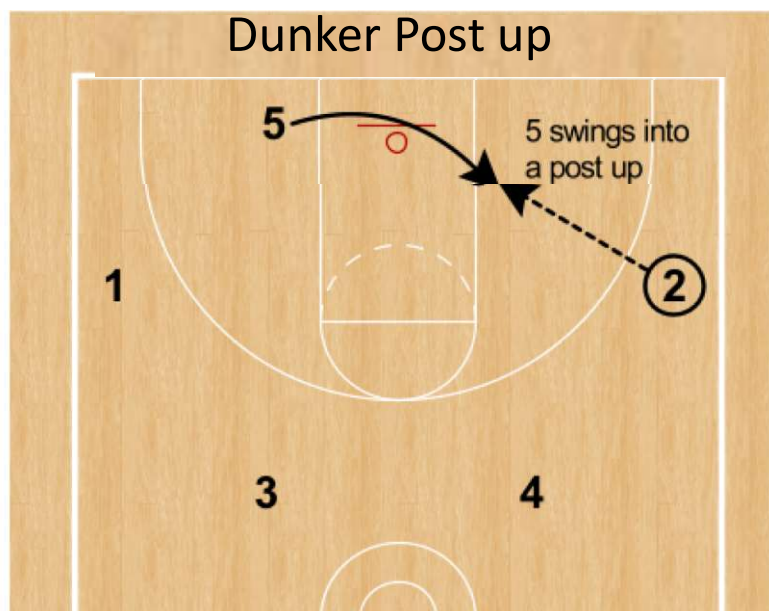


- (4) Passes to (1) & then exchanges with (2) setting screen if defender near enough to (2)
- (5) Sets on-ball screen for (1) and rolls to block
- (1) Uses screen to attack & if (3) defender helps (3) will be open for three (starting AKS)
- Note: Can also run without screen with (1) looking for pass to (2) to start AKS



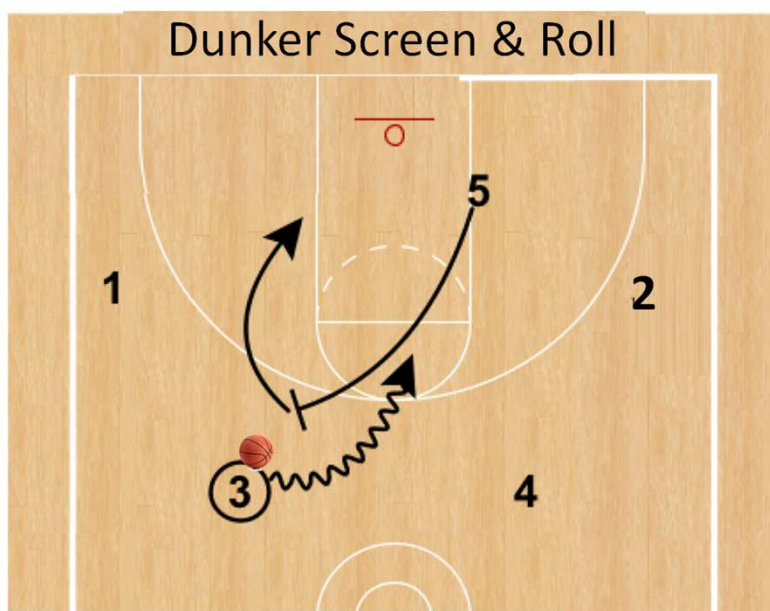
# Variations: Dunker

## Dunker Post up



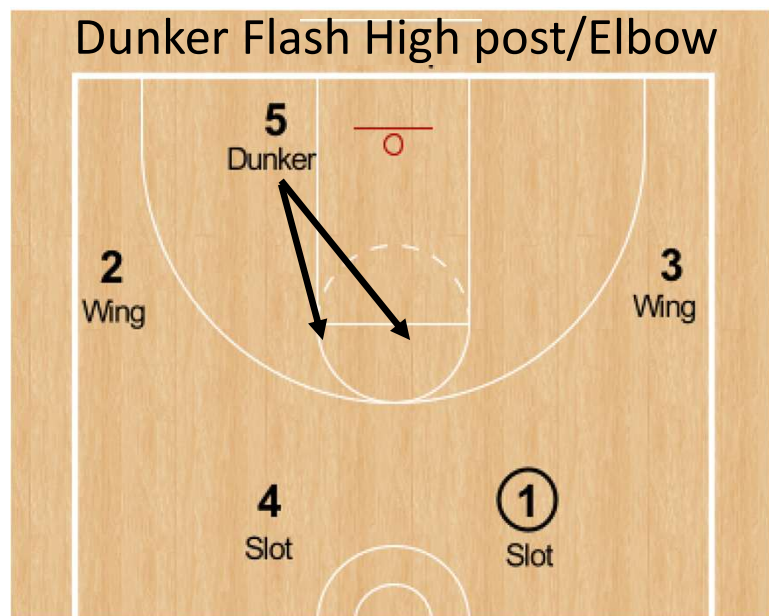
*Entry pass to post should only come from Wing/Corner*

## Dunker Screen & Roll



*Can screen on ball for slot or wing*

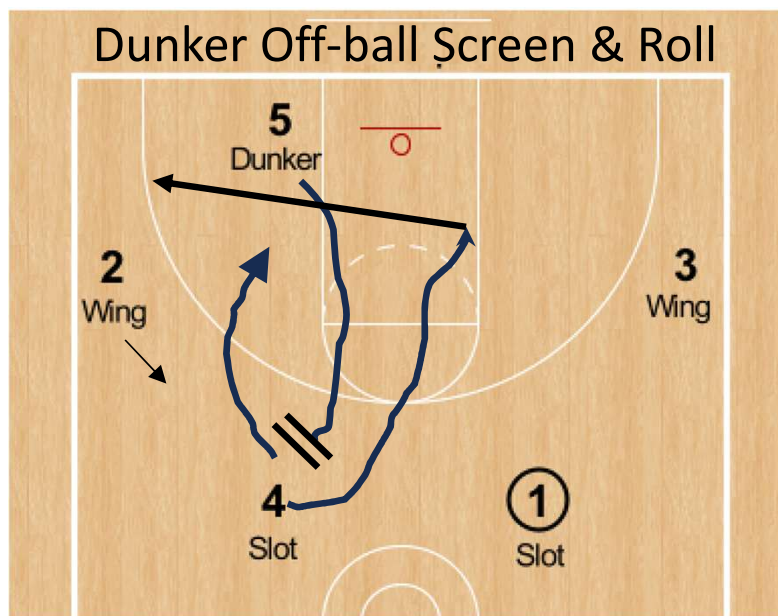
## Dunker Flash High post/Elbow



*From high post / elbow can:*

- Face up
- Off-ball screen
- On-ball screen

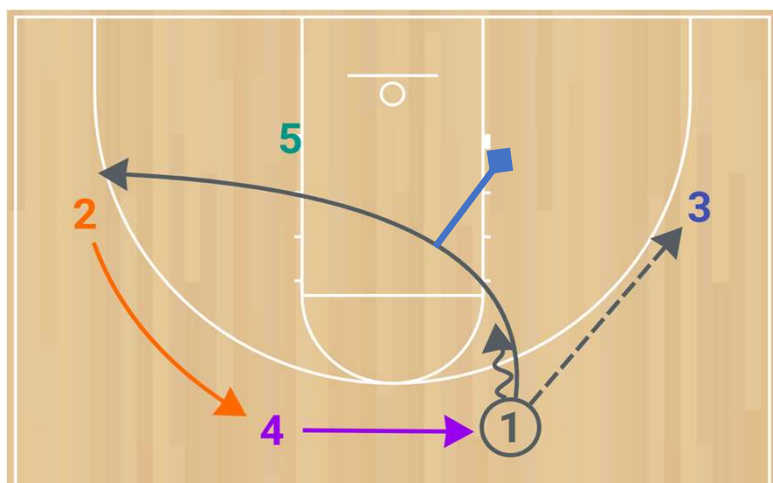
## Dunker Off-ball Screen & Roll



*Same action as on-ball screen*

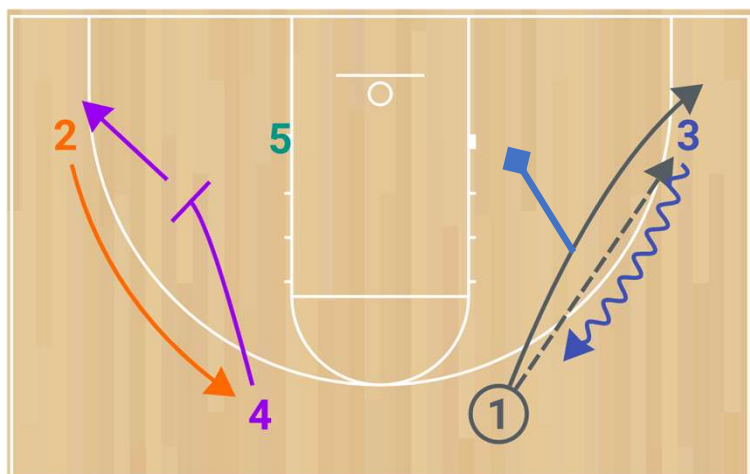
## Variations: Post ups / Hook & Look (action during Cuts)

### Post up on Thru Cut



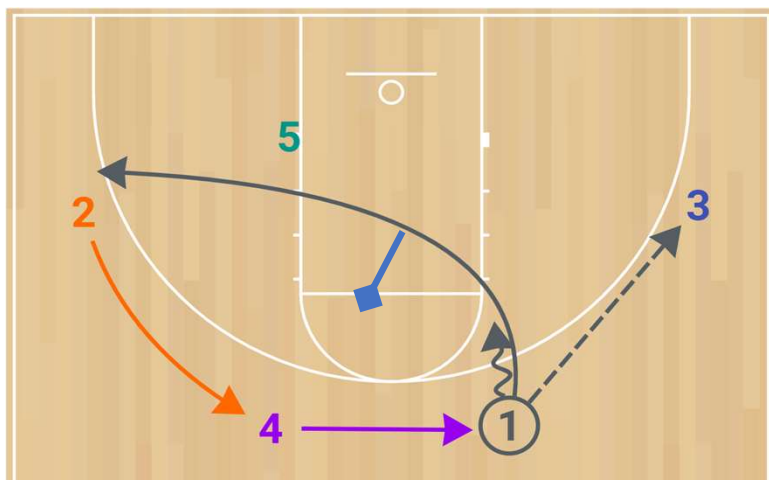
(1) Passes to (3) (could be off an attack), post ups on low post for ~2 seconds and then continues on Thru cut  
(4) & (2) Fill towards pass

### Post up on Inside Cut



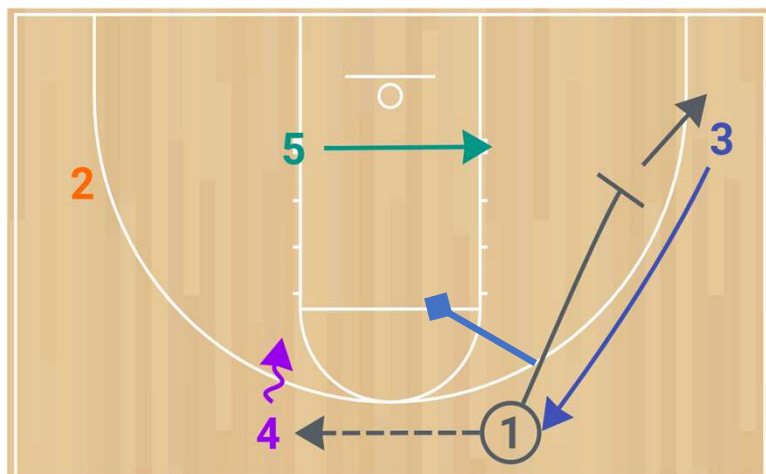
(1) Passes to (3), post ups on low post for ~2 seconds and then continues on Inside Cut to Corner

### Hook & Look Thru Cut



(1) Passes to (3) (could be off an attack), takes high post for 2-3 seconds and then continues on Thru cut  
(4) & (2) Fill towards pass

### Hook & Look on Inside Cut



(1) Passes to (3), takes high post for 2-3 seconds and then continues on Inside cut

**Overload:** Combine Dunker Postup w/ Hook&Look (motion overload vs [2-3 Zone O](#))

- Dunker plays short corner so always moving ball side
- Slot after pass take high post for 2-3 seconds than continue cut/exchange