

Villanova Series "Motion"

Read & React Rules & Philosophy: **Spacing, Player Movement & Ball Movement**

Layer 1 = Pass, Cut, Fill

- If you pass, basket cut (except on slot-to-slot pass, then exchange w/ wing)
- If overplayed, then backdoor cut...defender over the "read line"
- **Player Skills:** (Basket Cuts (run to the rim); Filling (sprint to open spot); "Rip Through" (sweep n' go))

Layer 2 = Post Entry Passing

- Any pass into post (low or high), then basket cut or "split-action" (screen away)
- **Player Skills:** post passing & post scoring

Layer 3 = Dribble At & Dribble Hand-Offs (DHO)

- Dribble at someone on the perimeter to take their "spot" and make them cut "backdoor"
- If it is a slow dribble at or "failed" drive just inside 3pt line, then do DHO
- **Player Skills:** speed dribble & backdoor cuts

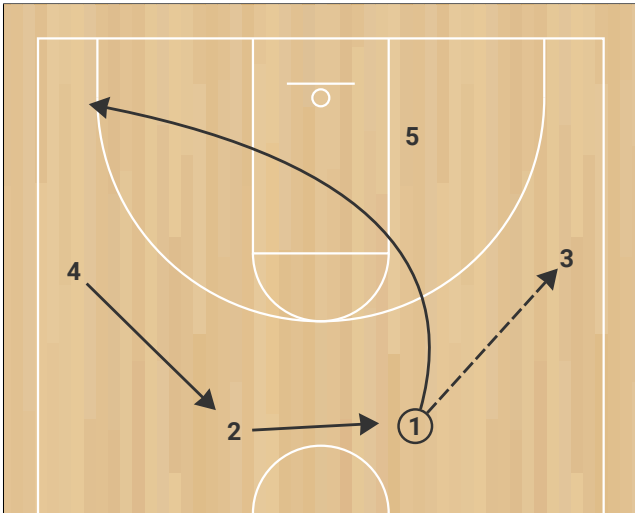
Layer 4 = Dribble Drive "circle movement"

- Players move on the drive to create space "drift" right or left depending on direction of the drive
- **Player Skills:** drive & kick passing (pass to where help came from); catch and shoot; finishing; kill the close-out

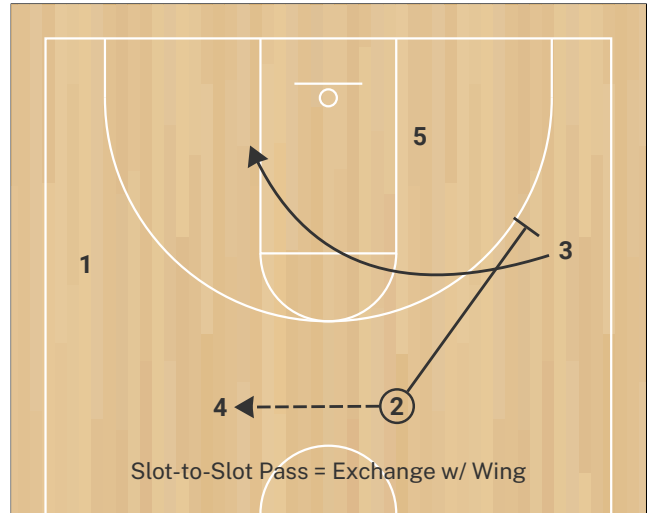
Play Calls:

1. Deuce = ball screen in slot
2. Ace = ball screen on wing
3. Dragon = ball screen slot-to-slot
4. Bingo = Dribble At + DHO
5. Exchange = Pin/Down Screens
6. Forwards Out = DHO + Weak-side exchange

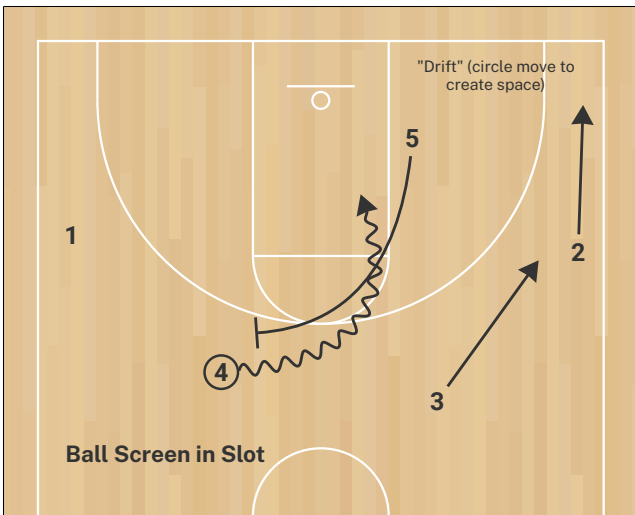
Wing Entry Pass (basket cut/fill opposite)



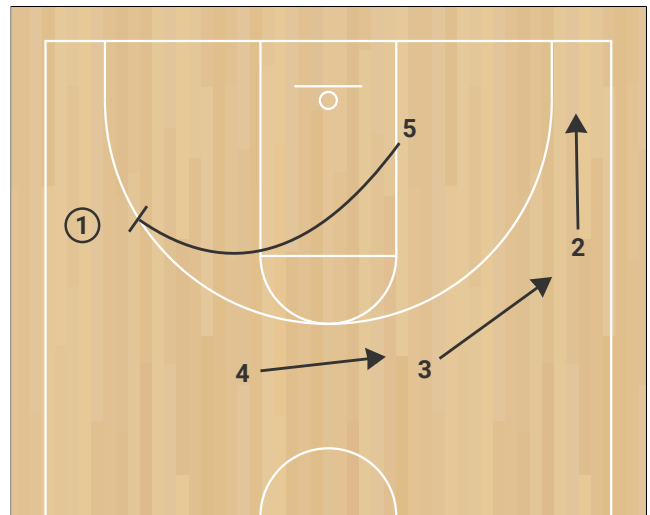
Curl Cut from Wing



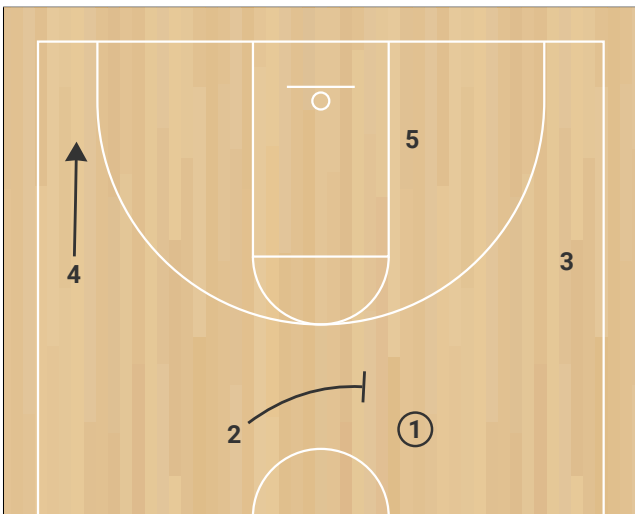
"Deuce"



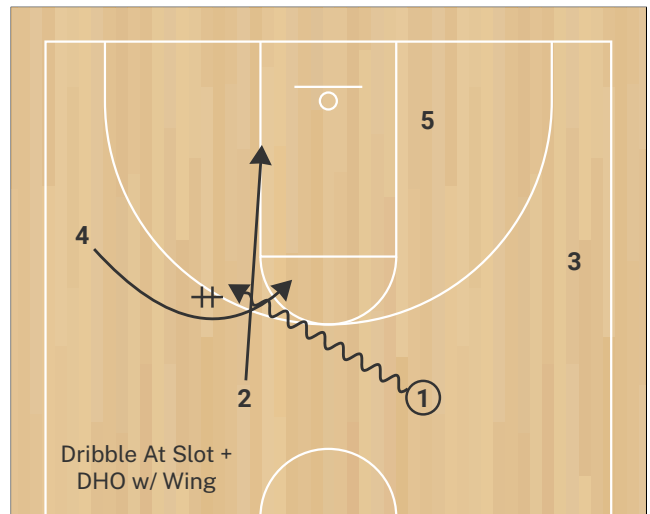
"Ace"



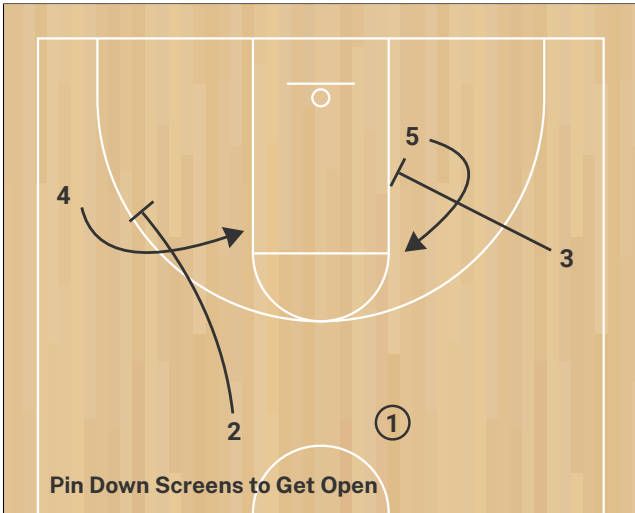
"Dragon"



"Bingo"



"Exchange"



"Forwards Out"

