

**VILLANOVA BASKETBALL 2001 - 02**  
**MOTION OFFENSE**

**KEY TEACHING POINTS**

1. **"POST UP" & "BALL SCREEN" ARE PRIMARY LOOKS**
  - A. 3, 2, 1 GET BALL SCREENS.
  - B. 4 & 5 GET POST UPS.
  
2. **"CATCH TO SHOOT REVERSE BALL"**
  - A. CATCH TO SHOOT = EYES ON RIM = SEE ALL CUTTERS & POST
  - B. EXTRA PASS
  
3. **SHOT SELECTION = "U.S. SHOTS"**
  - A. "U.S." - STANDS FOR "UNCONTESTED SHOT"
  - B. "U.S." - ALSO STANDS FOR "ULTIMATE SACRIFICE"
  - C. "U.S." - ALSO STANDS FOR "UNLIMITED SELFLESSNESS"
  
4. **"BE SOLID"**
  - A. FAKE A PASS TO MAKE A PASS
  - B. IF RECEIVER IS DENIED, DRIBBLE AT HIM (PERIMETER ONLY)
  - C. CATCH TO SHOOT
  - D. MAKE EASY PASSES
  
5. **"TAKE LANES"**
  - A. SCREENER AND CUTTERS - READ DEFENSE, DON'T FIGHT DEFENSE
  
6. **"COMMUNICATION"**
  - A. SCREENER CALL CUTTERS "NAME"
  - B. PERIMETER CALL "REVERSE"
  - C. PRACTICE: SCREENER CALL TYPE OF SCREEN,  
CUTTER CALL TYPE OF CUT
  
7. **"READ OPPOSITE"**
  - A. SCREENER READ CUTTER
  - B. 4 & 5 CUT OPPOSITE ON BALL SCREEN
  - C. CUTTER READ DEFENSE

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TEACHING SCREENER (DOWN SCREENS)

POINTS OF EMPHASIS: IN SETTING SCREENS (SCREENER)

1. BASKET CUT IS KEY IN MOTION - BREAK OFF CUT, BACK IS TO BALL, SET YOUR SCREEN.
2. "HEAD HUNT, WAIST, SOLID BASE"
3. SCREENER IS ALWAYS 2ND CUTTER: SCREENER REAPS OPPOSITE. AFTER CUTTER READS AND CUTS.
4. CALL CUTTERS NAME
5. TAKE LANES: DON'T FIGHT DEFENSE.

POINTS OF EMPHASIS: IN RECEIVING SCREENS (CUTTER)

1. V - CUT DOWN 3- POINT LINE STAY OUT OF PAINT / START ABOVE MOTION LINE.
2. DON'T WATCH BALL BALL WILL COME TO ACTION- WATCH DEFENDER.
3. EYEBALLS TO EYEBALLS
4. READ & CUT
5. "V AND WAIT, EYEBALLS, SHOULDERS, HARD AND LATE"

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## SCREENING / CUTTING

### TERMS FOR CUTTER

1. "EYEBALL TO EYEBALL" = CUTTER WATCHES SCREENER'S EYEBALLS 2
2. "V" = V-CUT - DOWN THE ARC 2 STEPS -  
OPPOSITE DIRECTION OF SCREEN  
CHANGE SPEEDS-  
GO AWAY SLOW - TO THE BALL HARD
3. "SHOULDERS" = SHOULDER TO SHOULDER OFF SCREEN.
4. "HARD" = A. RUN STRAIGHT AT SCREENER  
B. COME OFF SCREEN LATE AND QUICKLY.
5. "CURL" - CUT = DEFENSE GETS ON CUTTER'S HIP -  
TRAILS SCREEN.
6. "STRAIGHT" - CUT = DEFENSE PLAYS STRAIGHT, TRY'S TO FIGHT  
THROUGH SCREEN.
7. "OUT" - CUT = DEFENSE GOES "BALL SIDE" OF SCREEN.  
CHANGE ANGLE OF SCREEN, CUTTER GO  
SQUARE TO SCREENER'S SHOULDERS.
8. "BACK CUT" = IF YOU CAN'T SEE SCREENER'S EYEBALLS -  
DEFENSE GETS IN YOUR FACE.
9. "READ & CUT" = READ DEFENSE - MAKE YOUR CUT AS LATE  
AS POSSIBLE.
10. "WAIT" = DON'T COME OFF SCREEN TOO EARLY.  
V - CUT AND TIME YOUR CUT UNTIL BALL  
SEES YOUR ACTION.  
LAST POSSIBLE MOMENT SHOW CUT.
11. "ANGLES AND MOMENTUM" = COME TO BALL OFF SCREEN / GO AT  
DEFENDER TO FREE YOURSELF.
12. "V AND WAIT, EYEBALLS, SHOULDERS, HARD AND LATE"  
= SEQUENCE OF RECEIVING  
SCREEN FOR CUTTER.

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## SCREENING / CUTTING

### TERMS FOR SCREENER

1. **"HEAD HUNT"** = SCREEN THE CUTTERS MAN:  
-IF YOU'RE IN DEFENDER'S VISION,  
MAKE CONTACT.  
-IF YOU'RE NOT IN DEFENDER'S VISION,  
GIVE 1 STEP.
2. **"WAIST"** = SCREEN DEFENDERS WAIST WITH  
YOUR WAIST.
3. **"SOLID BASE"** = HANDS IN FRONT OF GROIN -  
FEET SHOULDER WIDTH APART  
HOLD THE SCREEN.
4. **"SOLID & DROP"** = HOLD SCREEN AND TAKE CHARGE WHEN  
DEFENDER RUNS THROUGH SCREEN.
5. **"SECOND CUTTER"** = SCREENER READS CUTTERS CUT -  
FLASHES OPPOSITE DIRECTION.
6. **"READ - OPPOSITE"** = SCREENER READS CUTTERS CUT -  
FLASHES OPPOSITE DIRECTION.
7. **"POP"** = READ OF CUTTER - STEP BACK AFTER  
SCREEN FOR SHOT OR  
TO CONTINUE OFFENSE. (SCREEN & POP)
8. **"FLASH"** = LOCATING BALL AND STEPPING TO IT AFTER  
CUTTER CLEARS SCREEN -  
SHOW HANDS . ("SCREEN & FLASH")
9. **"SLIP"** = FAKE SCREEN AND FLASH TO BALL VS.  
SWITCHING DEFENSE. ("SCREEN & SLIP")  
CUTTER BECOMES 2ND CUTTER.
10. **"POST"** = ON A PIN SCREEN - ATTACK CLOSEST  
DEFENDER IN PAINT AND SEAL.  
ON CROSS SCREEN - SEND CUTTER TO  
CORNER AND SEAL DEFENSE IN PAINT.  
("PIN & POST")
11. **"PIN"** = A. DOWN SCREEN ON CUTTER IN POST  
AREA TO GET HIM OUT ON PERIMETER.  
- B. POST SCREEN DOWN ON OPPOSITE  
- BLOCK FOR POST

SCREENING / CUTTING (CONTINUED)

TERMS FOR SCREENER (CONTINUED)

12. "DOUBLE" = 2 CONSECUTIVE SCREENS  
(SMALL MAN 1ST- BIG 2ND) STAGGERED  
A. SMALLER GOES OUT OPPOSITE.  
B. BIGGER READS CUTTER.
13. "BUMP" = FAKE SCREEN AND REPLACE YOURSELF.
14. "BALL SCREEN" = PICK & ROLL, ONLY 5 MAN CAN SET ON  
CERTAIN PERIMETER PLAYERS.
15. "BACK SCREEN" = SCREENER'S BACK IS TO BASKET AND  
SCREENER IS INSIDE CUTTER.  
CUTTER V - CUT TO BALL  
TO USE BACK SCREEN.
16. "CROSS SCREEN" = LOW POST BALL SIDE INITIATES SCREEN FOR  
WEAK SIDE LOW POST ACROSS THE LANE.  
(WE ONLY CROSS SCREEN POST TO POST)
17. "DOWN SCREEN" = SCREENER'S BACK TO BALL -  
INITIATES SCREEN ON WING WHEN  
SCREENER IS ABOVE CUTTER.  
(DON'T GO DOWN TO BLOCK)
18. "FLAIR SCREEN" = A. SCREENER IS BELOW CUTTER.  
B. SCREENER'S BACK IS TO CORNER  
OF BASELINE.  
C. CUTTER BASKET CUT, THEN FADE.  
D. TAKE BALL OFF DRIBBLE TO FLAIR.
19. "HEAD HUNT, WAIST, SOLID BASE" = SEQUENCE OF SETTING SCREEN  
FOR SCREENER.

TEACHING POINTS IN VILLANOVA MOTION 2001-02

1. "KEEP DRIBBLE ALIVE"

- A. TO DRIVE
- B. TO MAKE EASY PASSING ANGLES
- C. TO DRIBBLE AT TEAMMATE TO RELIEVE PRESSURE

2. "BASKET CUT IS KEY TO MOTION":

- A. TO SCORE
- B. TO SET UP SCREENING ANGLE.
- C. TO SET UP CUTTING ANGLE (FLAIR SCREEN)
- D. TO RELIEVE PRESSURE
- E. TO EMPTY AREA
- \* PERIMETER: PASS 1ST STEP IS ALWAYS TO BASKET CUT

3. "VILLANOVA MOTION" = (2001-02, THE ORDER OF PREFERENCE CAN CHANGE)

- A. POST GAME
- B. BALL SCREEN GAME
- C. CUTTING GAME

4. "VILLANOVA MOTION GOALS"

- A. GET MORE LAY UPS, FREE THROWS THAN OUR OPPONENTS
- B. GET UNCONTESTED SHOTS CUTTING & SECOND CUTTING

5. "SHOT DISCIPLINE" (WE WANT 4's, 3's)

- 4 = LAY UP
- 3 = WIDE OPEN SHOT
- 2 = O.K. SHOT (CONTEST SHOT BY GREAT SHOOTER, ETC.)
- 1 = POOR SHOT
- 0 = T.O.

6. "SCREENER CUTTER CONCEPT"

- A. 1 - IS ALWAYS CUTTER
- 2 - IS ALWAYS CUTTER
- 3 - IS SCREENER (EXCEPT FROM 4 & 5)
- 4 - IS CUTTER IN POST / SCREENER ON PERIMETER
- 5 - IS CUTTER IN POST / SCREENER ON PERIMETER
- B. 1. POSTS ONLY CUT OPPOSITE EACH OTHER IN HIGH - LOW
- 2. CUTTERS CAN SCREEN FOR CUTTERS ON PERIMETERS
- C. SIMPLE AND EASY: YOU SCREEN ALL THE TIME OR YOU CUT ALL THE TIME

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7. **“COMMUNICATION”**

- A. SCREENER ALWAYS CALL CUTTERS NAME
- B. IN PRACTICE DRILLS: SCREENER CALL OUT NAME & TYPE OF SCREEN
- C. IN PRACTICE DRILLS: CUTTER CALL OUT CUT

8. **“SOLID”**: TERM THAT REINFORCES CONCEPTS OF FUNDAMENTAL CONSISTENCY. IMPORTANT IN ALL DRILLS, IMPORTANT ONE WORD COMMAND.

**\*PLAYERS MUST UNDERSTAND COMPLETENESS OF THIS TERM\***

- A. “MAKE EASY (SHORT) PASSES”
- B. CATCH INSIDE FOOT IN SET POSITION - 1 - 2 STEP
- C. “FAKE A PASS TO MAKE A PASS”
- D. POST: PIVOT ON TOP FOOT
- E. “CENTER THE BALL”
- F. “REVERSE THE BALL”
- G. “KEEP DRIBBLE ALIVE”
- H. “CATCH TO SHOOT” (YOU ARE THE MOST OPEN YOU WILL EVER BE WHEN YOU FIRST CATCH)

9. **“ECONOMY OF MOTION”**:

- A. DON'T WEAR YOURSELF OUT FREEING YOURSELF ON WING BASKET CUT
- B. “V” - SET MAN UP SLOW - COME OFF SCREEN HARD AND LATE
- C. TAKE LANES TO SCREEN AND FLASH, DON'T FIGHT DEFENSE

10. **“GAME OF ANGLES AND MOMENTUM”**

- A. COME OFF SCREENS: STEPPING TO THE BALL OR TO THE BASKET, GOOD MOMENTUM
- B. EYEBALLS TO EYEBALLS: RUN STRAIGHT AT SCREEN
- C. TO FREE YOURSELF: ANGLE IS STRAIGHT AT DEFENDER / NOT AT BASKET
- D. SETTING SCREENS: ANGLES ARE KEY

11. **“LANES”**: AS CUTTER / SCREENER / POST FLASH (“TAKE YOUR LANE”)

- A. DON'T FIGHT THE DEFENSE TO SCREEN OR CUT
- B. PASS - STEP TO BASKET CUT: TAKE LANE TO SCREEN OR CONTINUE TO CUT OR RECEIVE SCREEN

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12. "SCREENER IS ALWAYS - 2ND CUTTER:

- A. EVERY TIME WE EXECUTE A SCREEN - THERE ARE 2 CUTS
- B. BETTER THE CUTTER - MORE OPEN THE 2ND CUTTER
- C. CUTTER READS DEFENSE - SCREENER READS OPPOSITE DIRECT OF CUTTER
- D. 2ND CUTTER CUTS - SCREEN & FLASH, SCREEN & POST, SCREEN & POP, SCREEN & SLIP, SCREEN & BUMP

13. "REVERSE" THE BALL:

- A. MAKE D - GO FROM HELP SIDE TO BALL SIDE
- B. MAKE POST D - CHANGE POSITION - (SET UP IS DIRECT)

14. "CENTER THE BALL": BEST SPOT ON FLOOR

- A. BEST SPOT TO FEED POST
- B. BEST SPOT TO DRIVE BALL
- C. BEST SPOT TO MAKE EASY PASS
- D. BEST SPOT TO FEED CUTTER

15. "IF SOMEONE DRIBBLES AT YOU - BASKET CUT"

16. "POST PLAY" - "LANES ARE KEY"

- A. 5 & 4 CUTTER - MUST MOVE AND TAKE LANE (FLASH HIGH OR LOW IN LANE)
- B. IF HIGH TAKE LANE TO BASKET CUT OR SCREEN

17. "7 THINGS YOU CAN DO AFTER YOU PASS"

- A. SCREEN AWAY
- B. SCREEN BALL (ONLY 4 & 5)
- C. GO BEHIND AND GET BALL
- D. BASKET CUT
- E. BUMP A CUT OR SCREEN (REPLACE YOURSELF)
- F. STAND
- G. RECEIVE A SCREEN

\*REGARDING ABOVE: VILLANOVA MOTION - THINGS YOU CAN DO AFTER YOU PASS:

- 1. BASKET CUT
- 2. SCREEN AWAY
- 3. RECEIVE SCREEN
- 4. SCREEN BALL (ONLY 4 & 5)



18. "COUNTERS TO SWITCHING DEFENSE"

- A. SLIP SCREENS
- B. BACK CUTS - SCREENER FLASH HIGH
- C. BUMPS
- \* HIT SCREENER

19. "TYPES OF SCREENS":

POST TO POST

ON PERIMETER PLAYERS

- |  |                                       |
|--|---------------------------------------|
| A. DOWN SCREEN - (BACK TO BALL)              | A. DOWN - (BACK TO BALL)              |
| B. FLAIR SCREEN - (BACK TO WEAK SIDE CORNER) | B. FLAIR - (BACK TO WEAK SIDE CORNER) |
| C. BACK SCREEN (BACK TO BALL SIDE)           | C. BACK - (BACK TO BASKET)            |
|  | D. BALL - (ONLY 4 & 5 MAN)            |
|  | E. PIN - (BACK TO WING)               |

20. "RULES FOR SCREENER"

- A. IF I'M ABOVE CUTTER - DOWN SCREEN ON HIM
- B. IF I'M BELOW CUTTER - FLAIR SCREEN HIM
- C. IF I'M INSIDE CUTTER - BACK SCREEN HIM
- \* WE DON'T BACK SCREEN
- D. IF PERIMETER PAINT - PIN SCREEN HIM

21. "VILLANOVA MOTION": 4 OUT, 1 IN (4 & 5 POST AND PERIMETER)

22. "GOOD MOTION"

- A. PLAYERS MOVE
- B. BALL MOVES
- C. SET SCREENS

23. "MOTION MIGHT STINK UNTIL END OF JANUARY"

\*DON'T BLAME OFFENSE FOR NOT WINNING-- LOOK AT QUALITY OF SHOTS\*

24. "4 AND 5 MEN ARE PARTNERS"

- A. HIGH - LOW
- B. RIP

25. SETTING SCREENS - "HOLD LEFT WRIST"

26. CUTTER / SCREENER

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27. POST PLAYERS = ATTACK FRONT OF RIM  
PENETRATORS
28. \*GREAT CUTTERS GET TEAMMATES OPEN\*  
\*GREAT SCREENER GET CUTTERS OPEN\*
29. CUTTER:
- A. DON'T WATCH BALL - WATCH DEFENDER  
EX: JERRY RICE NEVER LOOKS BACK WHILE RUNNING PATTERN.  
HE KNOWS BALL WILL BE DELIVERED.
30. SLOW BALL DOWN:      TIMING
- A. TAKE A GOOD LOOK AT POST
  - B. SPEED BALL UP - NO LOOK AT POST
31. RESCREEN:
- A. IF MISS ON 1ST SCREEN - GET HIM ON RESCREEN
  - B. RESCREEN IS SECOND CUT - FOR SCREENER
32. WEAK SIDE TRIANGLE ON PENETRATION
- A. BALL DRIVEN FROM WING - SPACE OUT
  - B. 2 PERIMETER - 1 POST ON WEAK SIDE

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