

# Davidson Wildcats

## Motion Offense

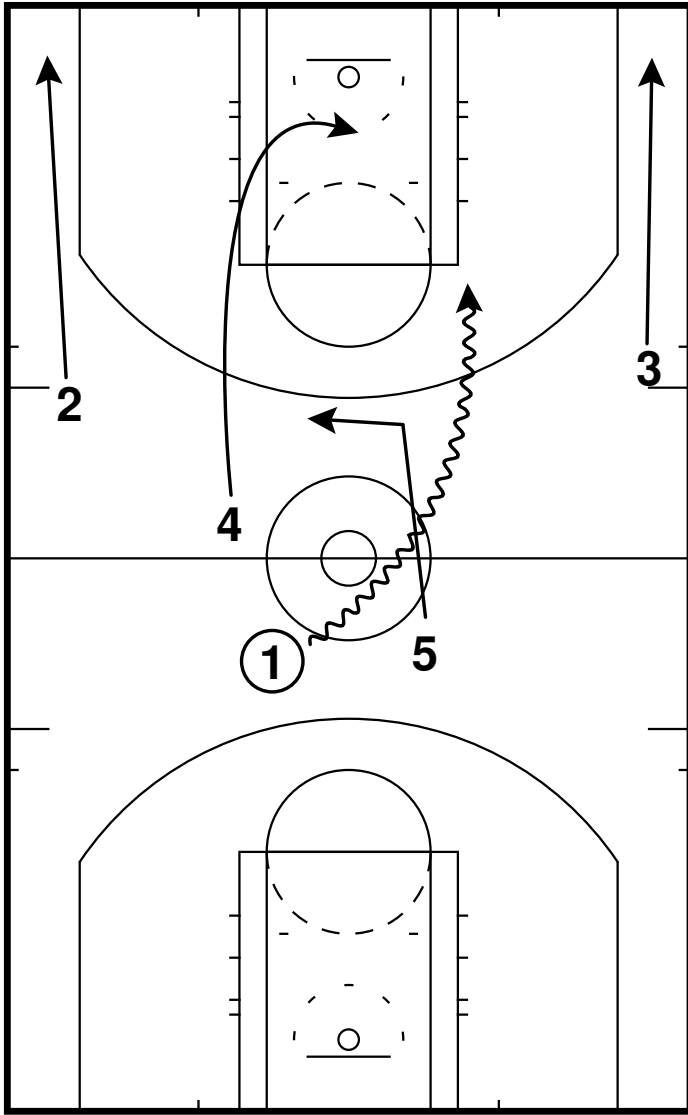
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# Early Offense

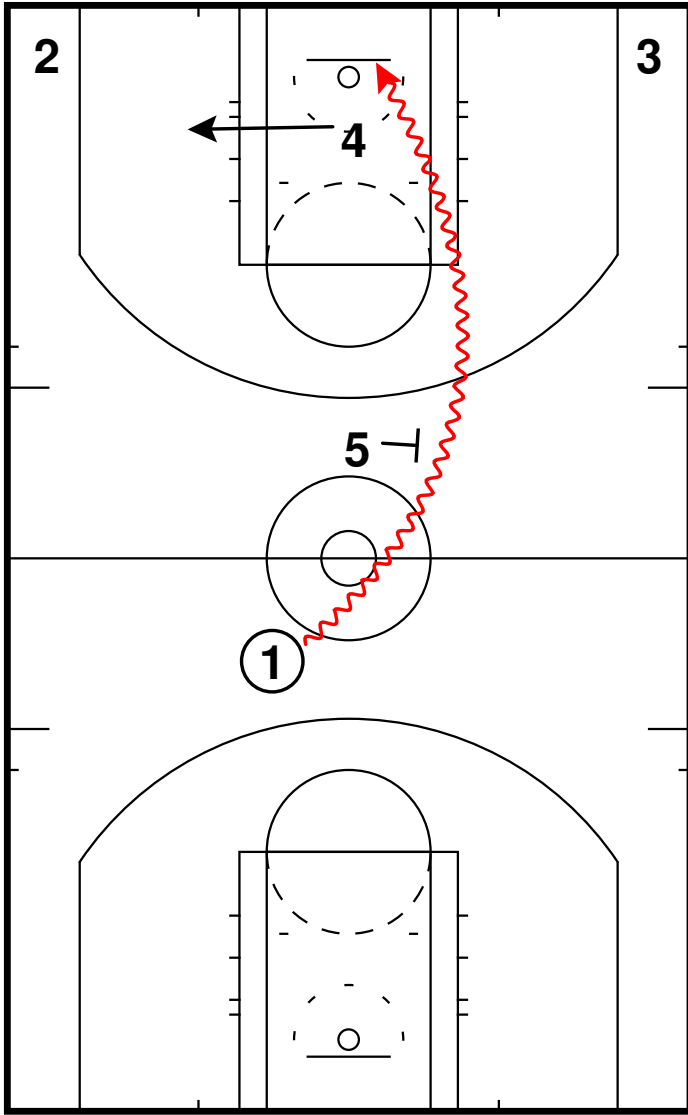
# Davidson Early Offense

Transition Attack



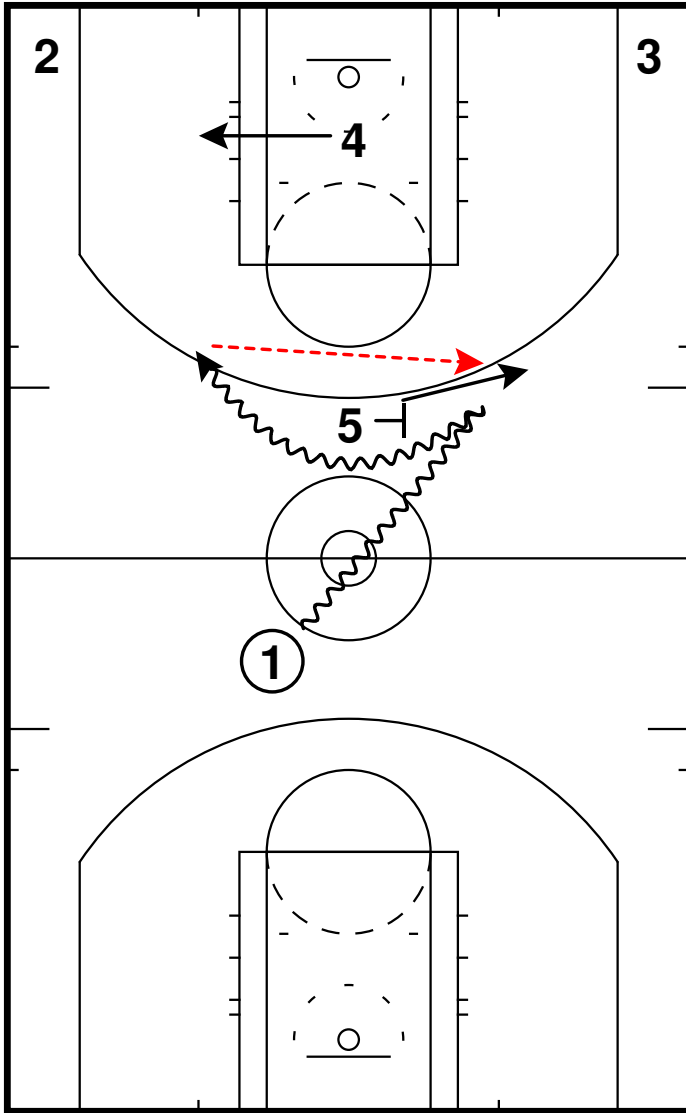
# Davidson Early Offense

Early Go



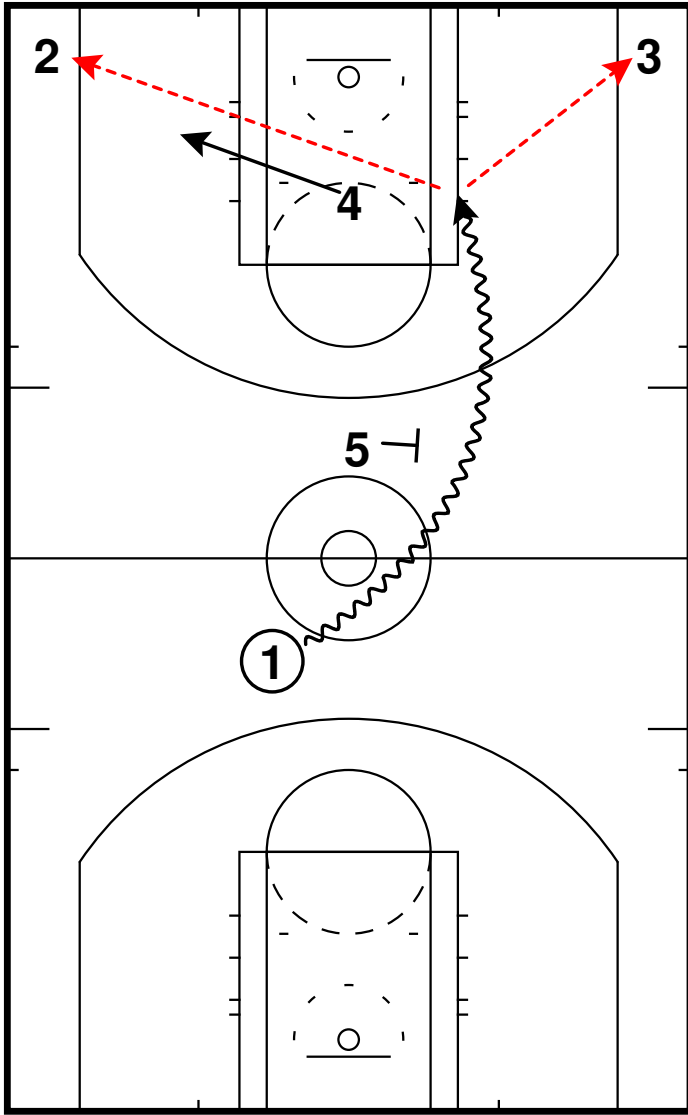
# Davidson Early Offense

Early Drag

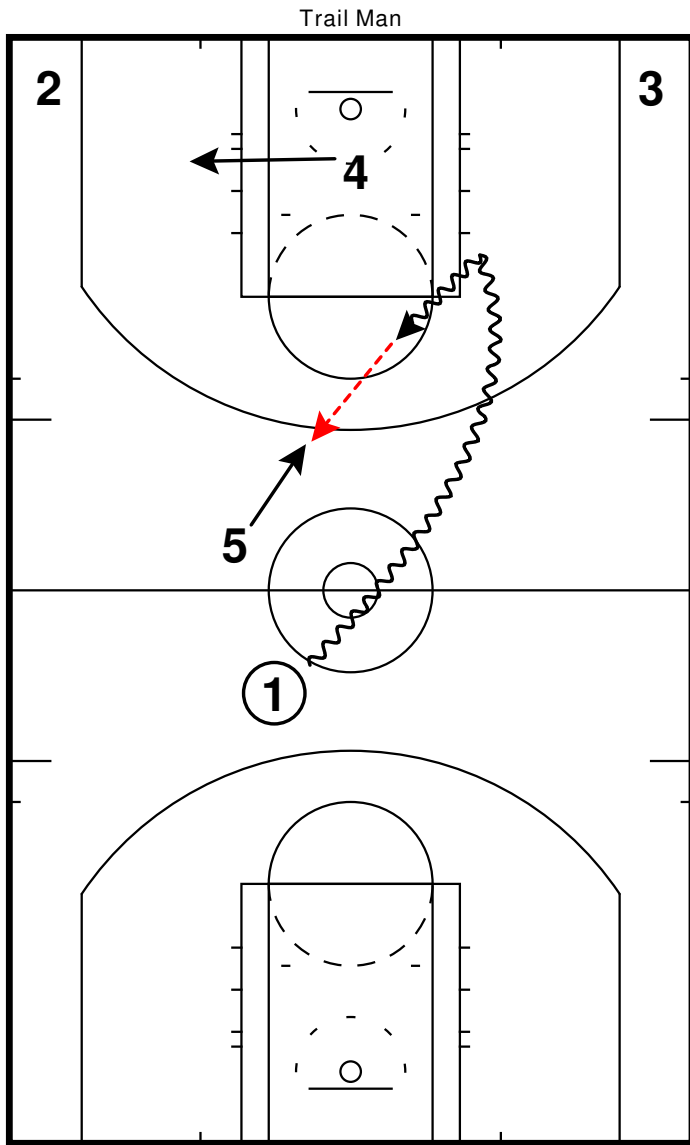


# Davidson Early Offense

Early Kick

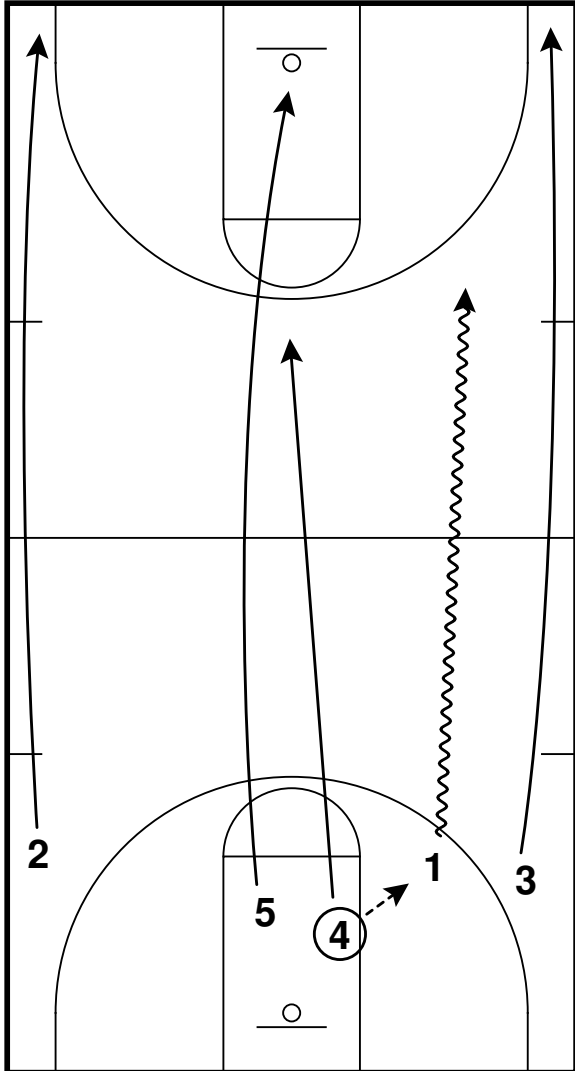


# Davidson Early Offense



# Davidson Early Offense

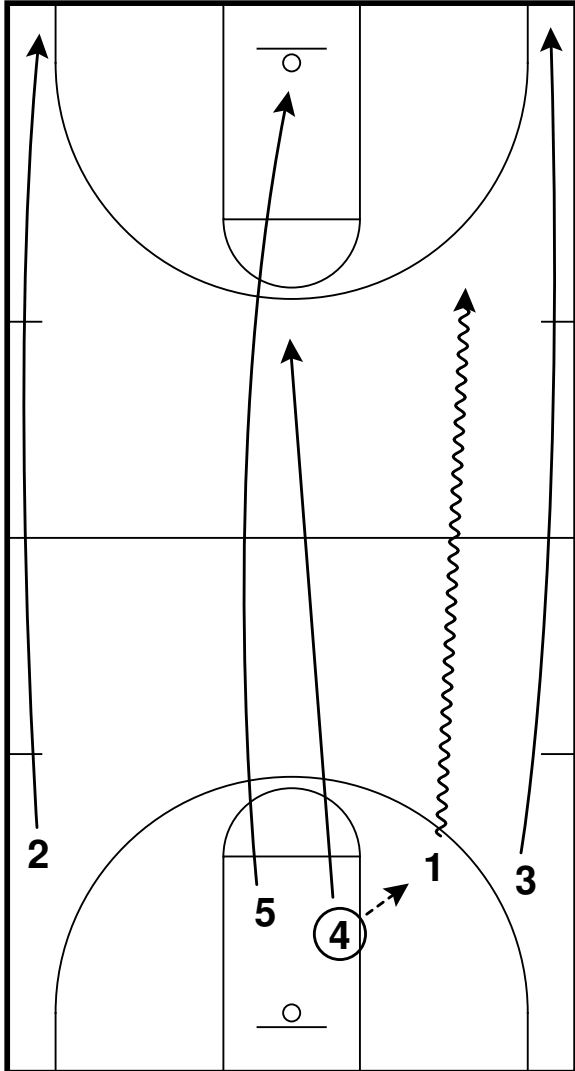
Break



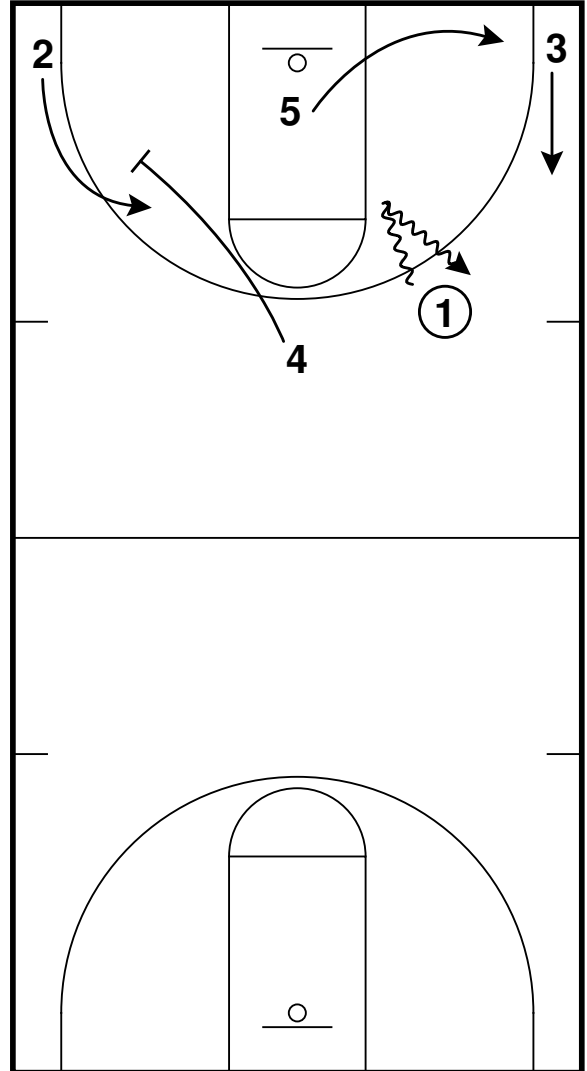


# Davidson Early Offense

Break - Away

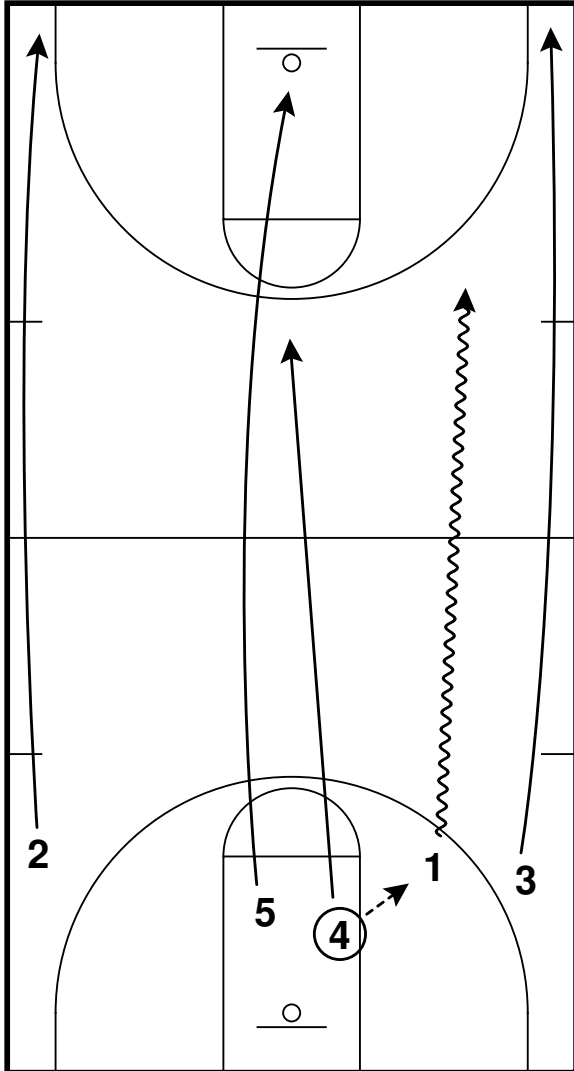


Break - Away

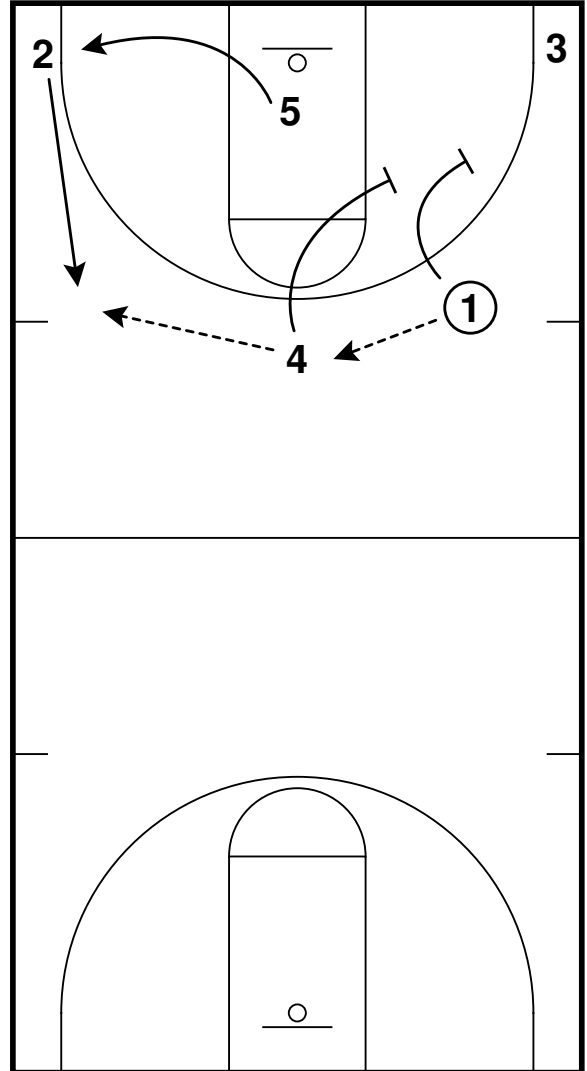


# Davidson Early Offense

Break - Reversal Into Offense



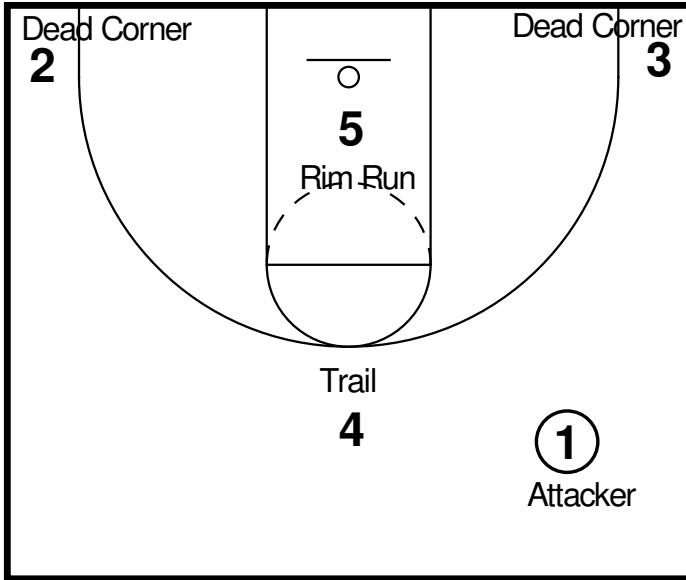
Break - Reversal Into Offense



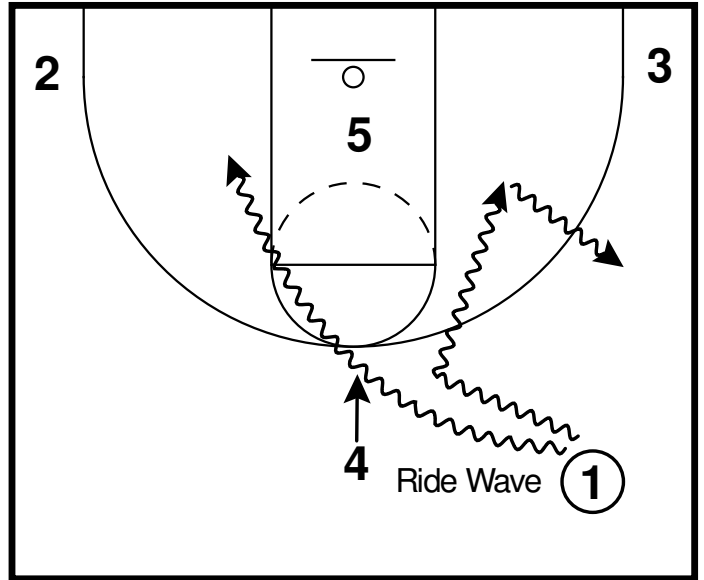
# Motion Offense

# Davidson Motion Offense

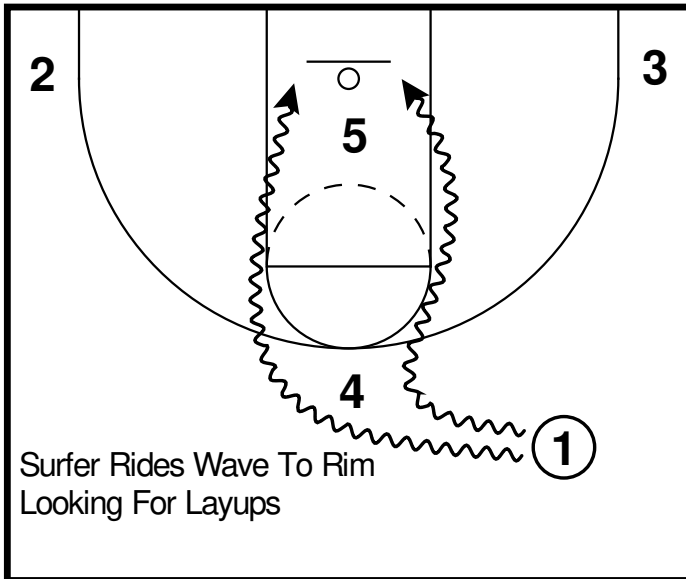
Motion - Basic



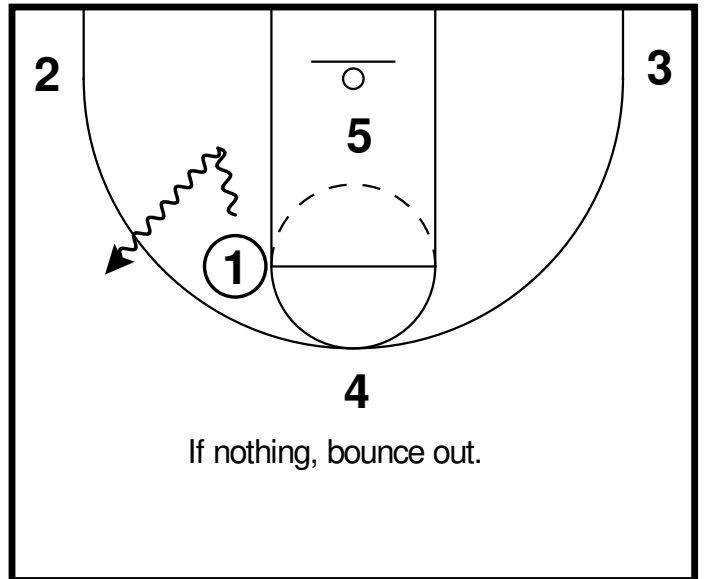
Motion - Basic



Motion - Basic

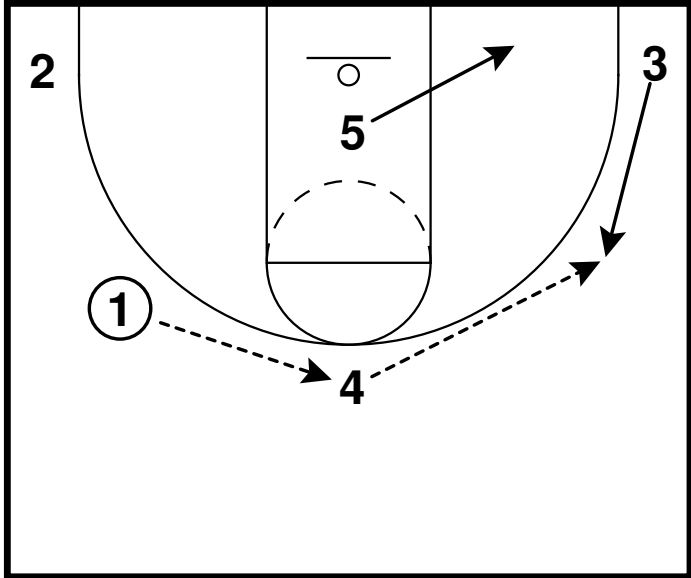


Motion - Basic

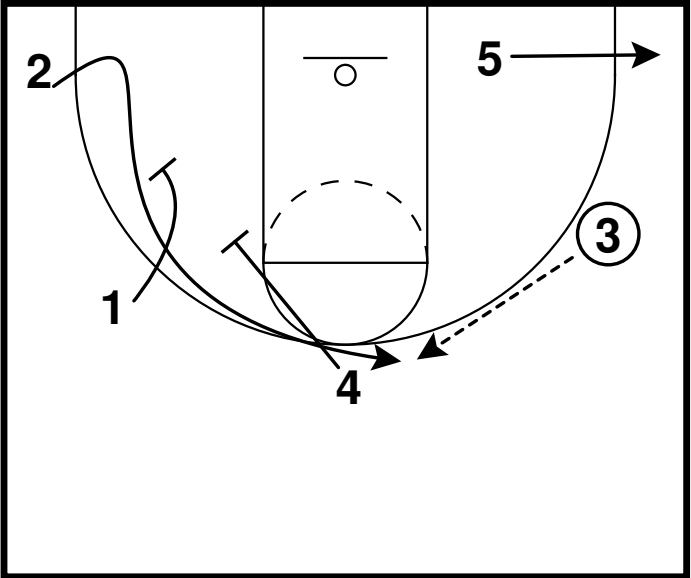


# Davidson Motion Offense

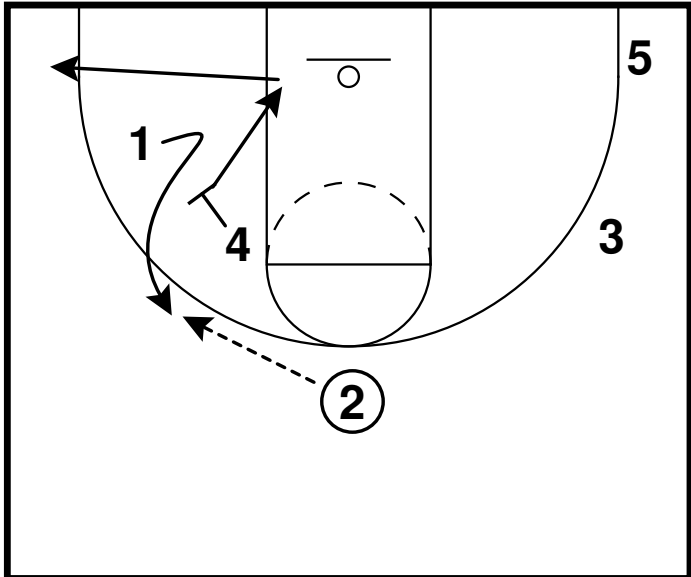
Motion - Basic



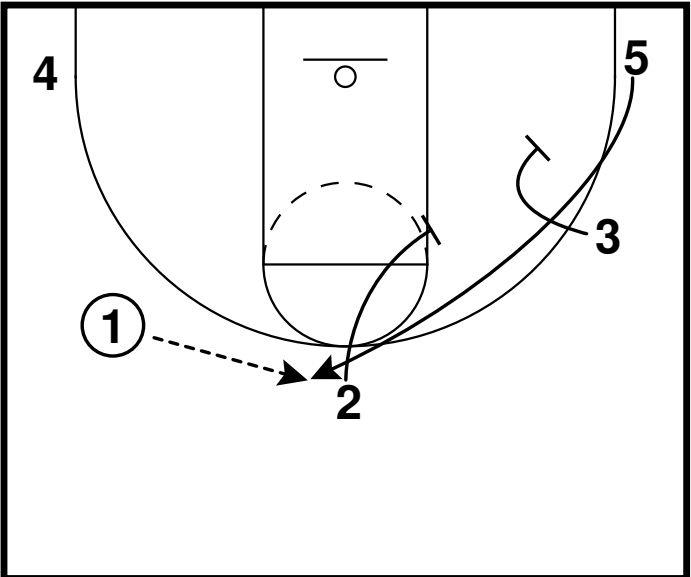
Motion - Basic



Motion - Basic

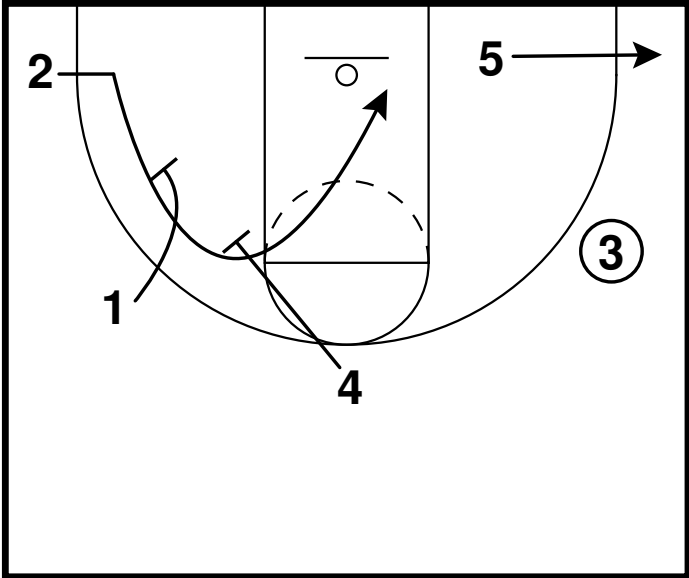


Motion - Basic

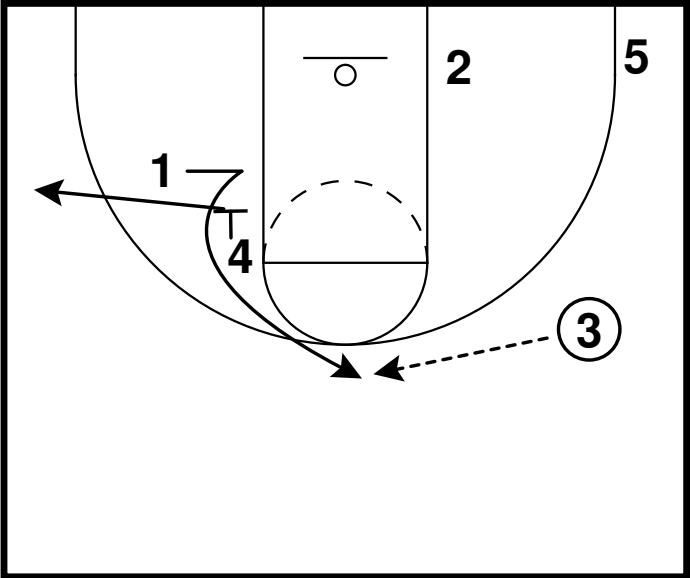


# Davidson Motion Offense

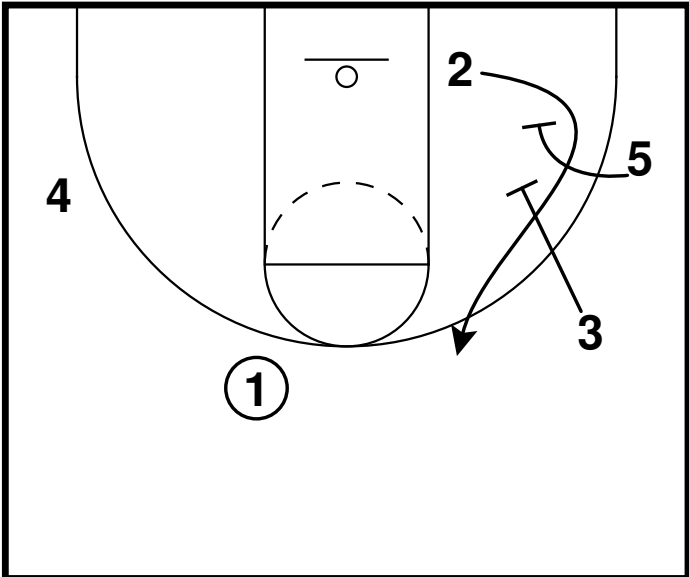
Strong - Curl



Strong - Curl

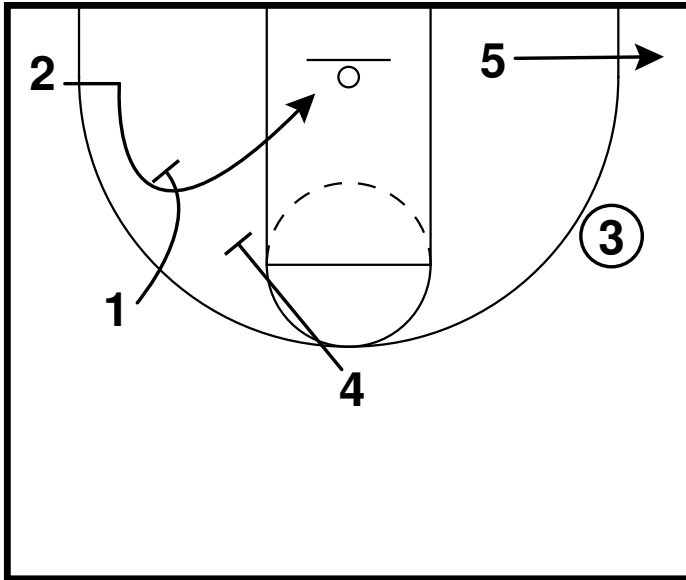


Strong - Curl

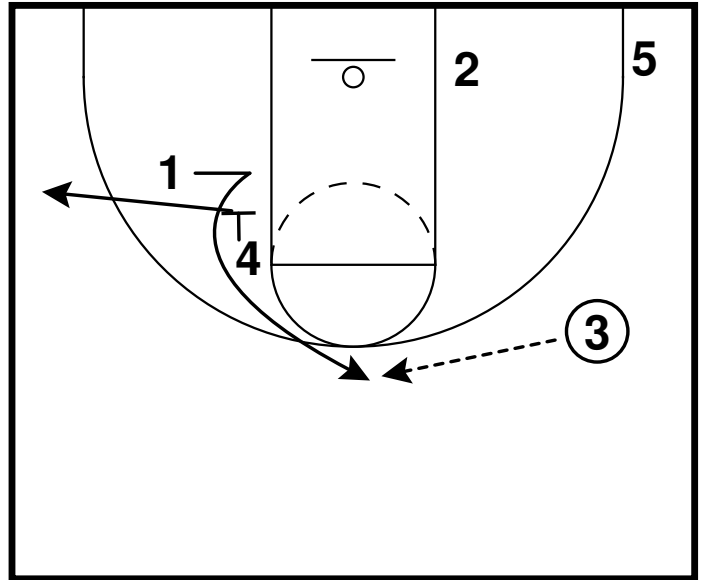


# Davidson Motion Offense

Strong - First Curl

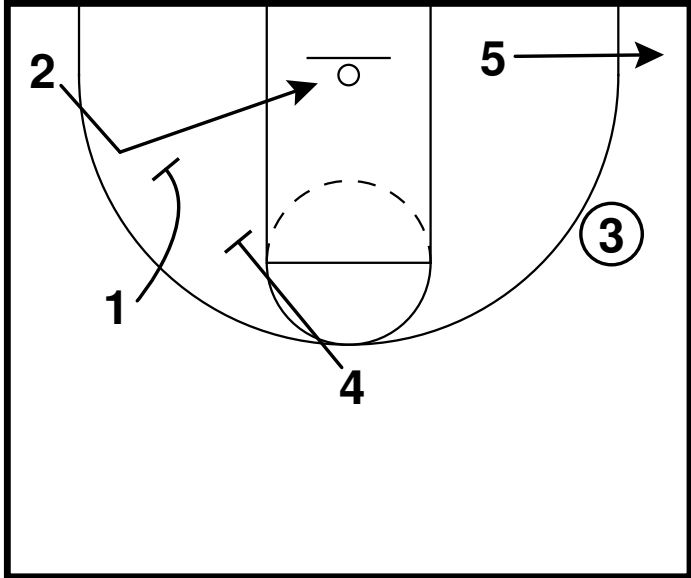


Strong - First Curl

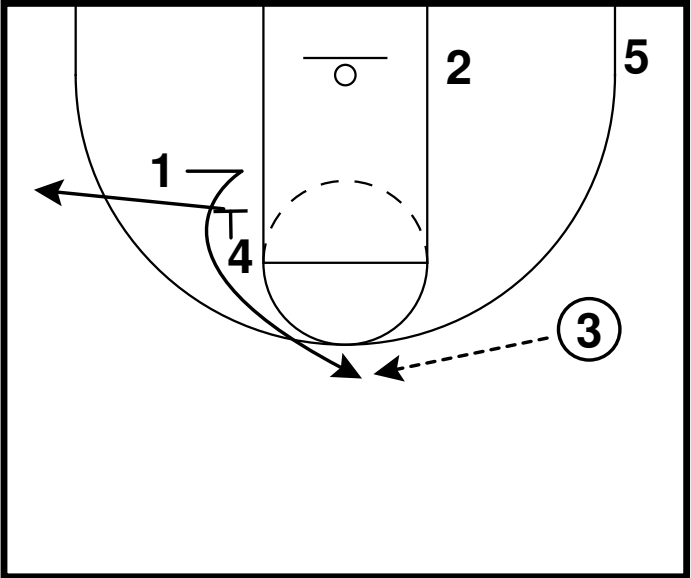


# Davidson Motion Offense

Strong - Reject



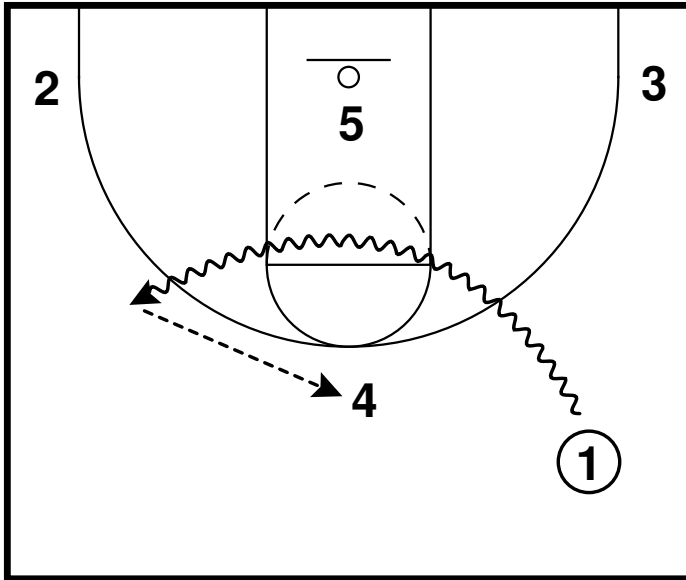
Strong - Reject



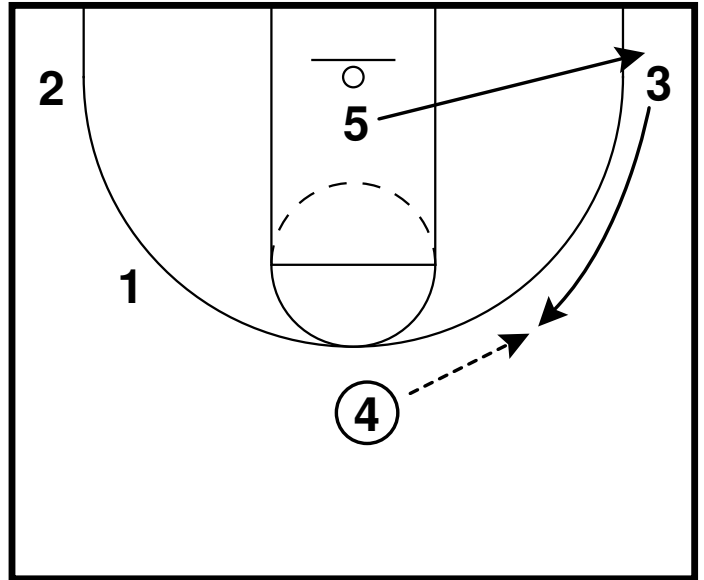


# Davidson Motion Offense

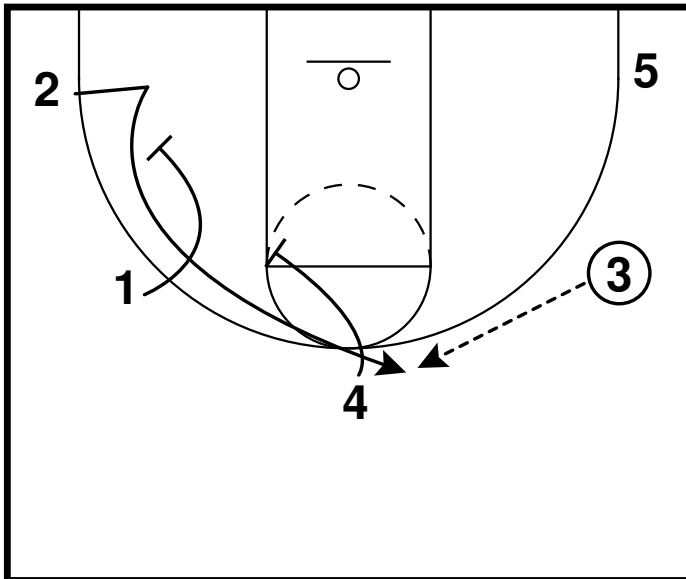
Trail Man - Reversal - Strong



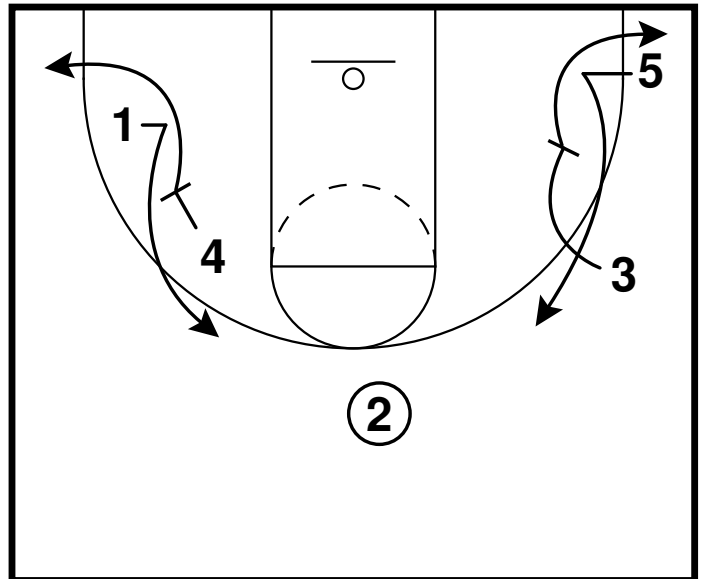
Trail Man - Reversal - Strong



Trail Man - Reversal - Strong

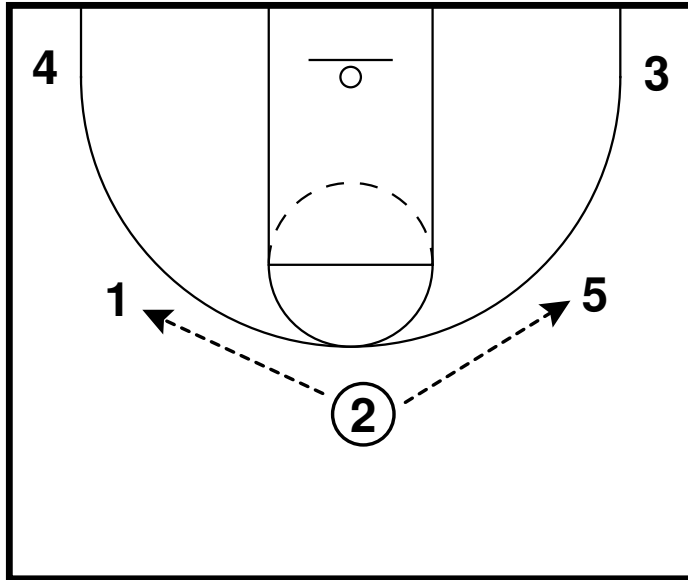


Trail Man - Reversal - Strong

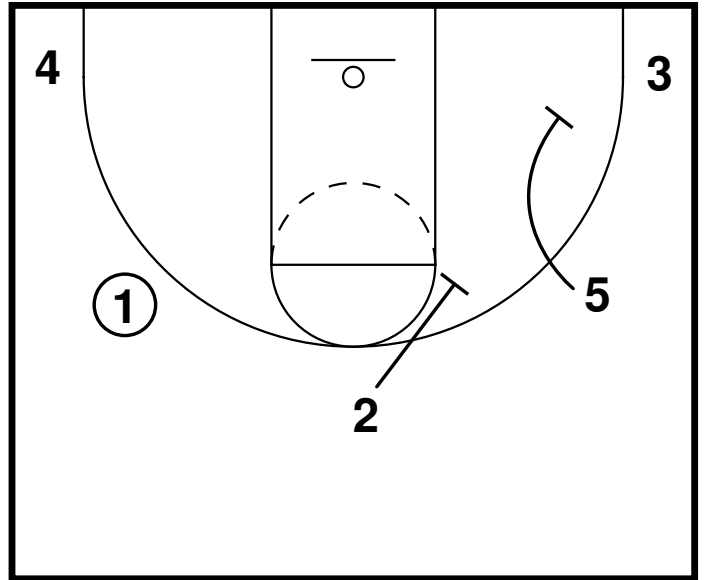


# Davidson Motion Offense

Trail Man - Reversal - Strong

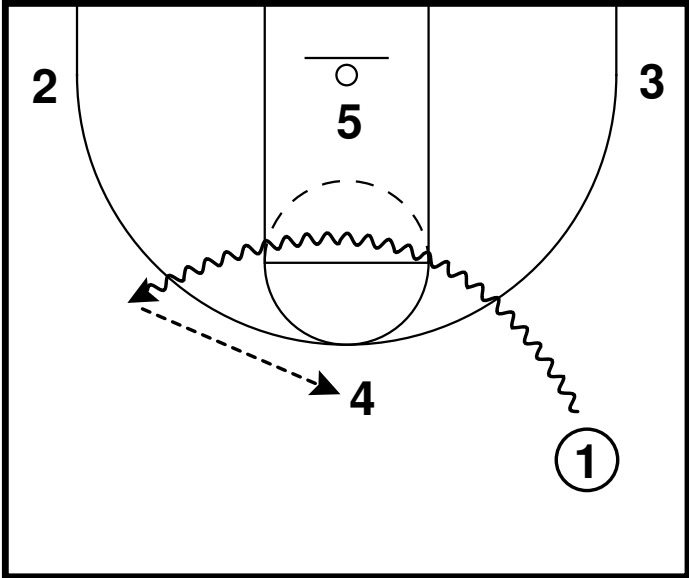


Trail Man - Reversal - Strong

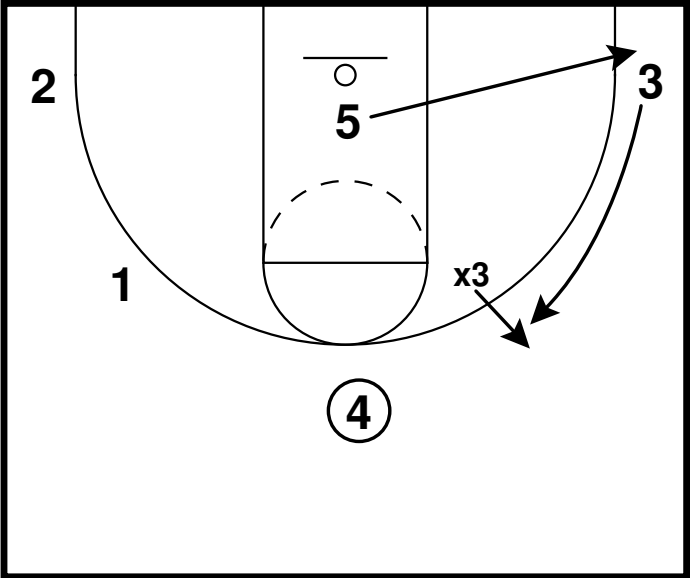


# Davidson Motion Offense

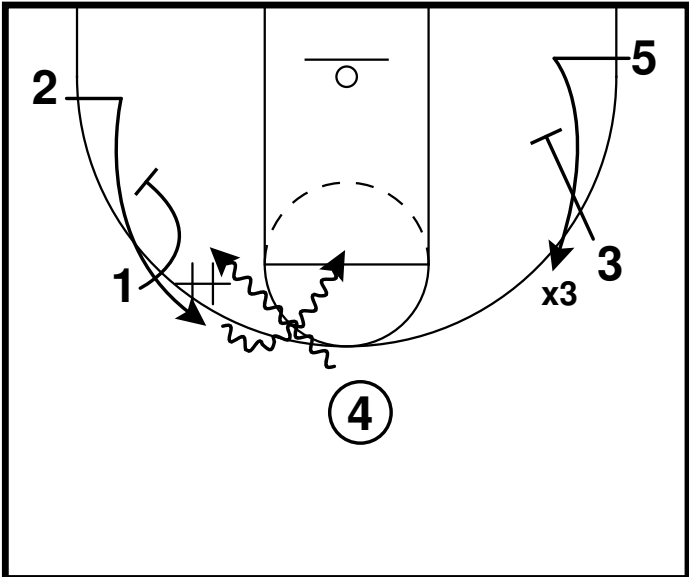
Trail Man - Reversal Covered



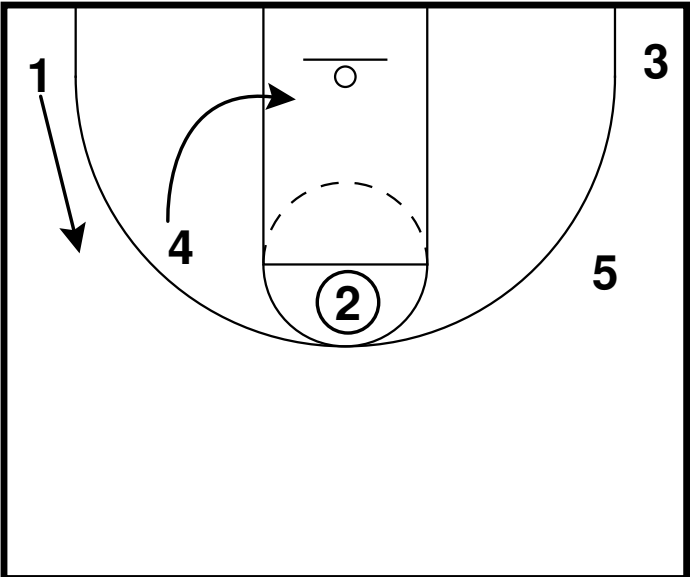
Trail Man - Reversal Covered



Trail Man - Reversal Covered

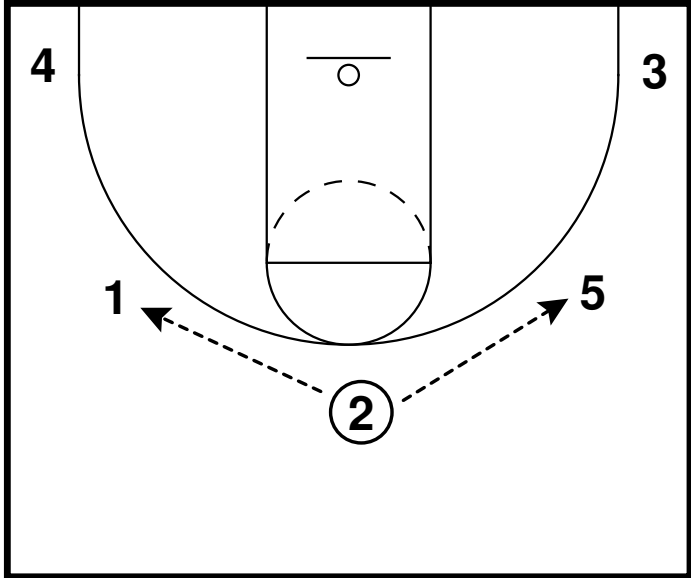


Trail Man - Reversal Covered

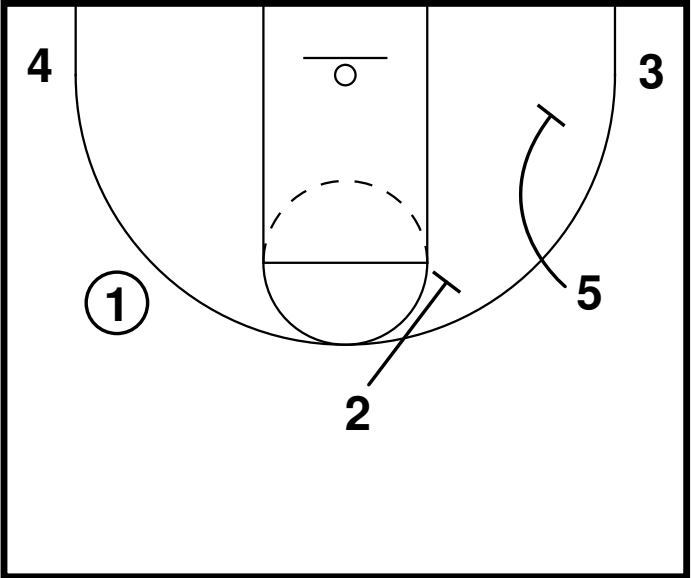


# Davidson Motion Offense

Trail Man - Reversal Covered

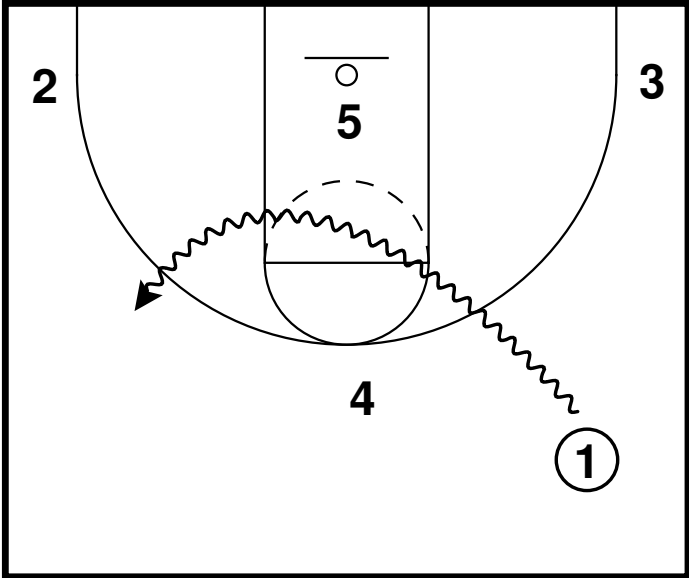


Trail Man - Reversal Covered

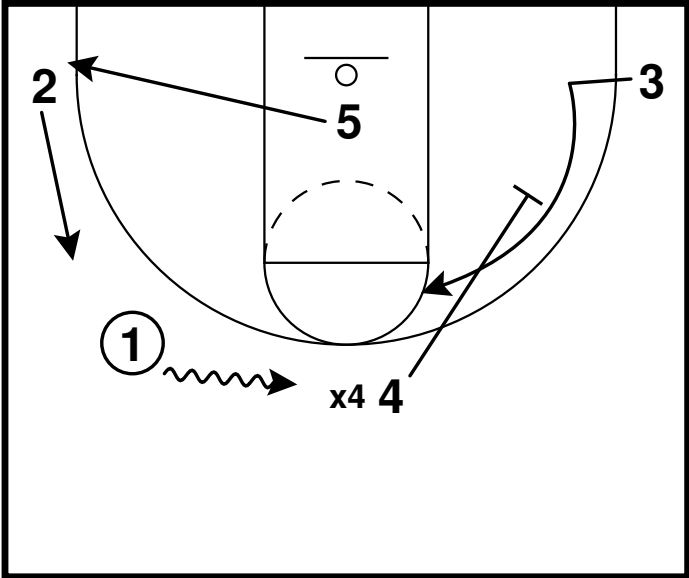


# Davidson Motion Offense

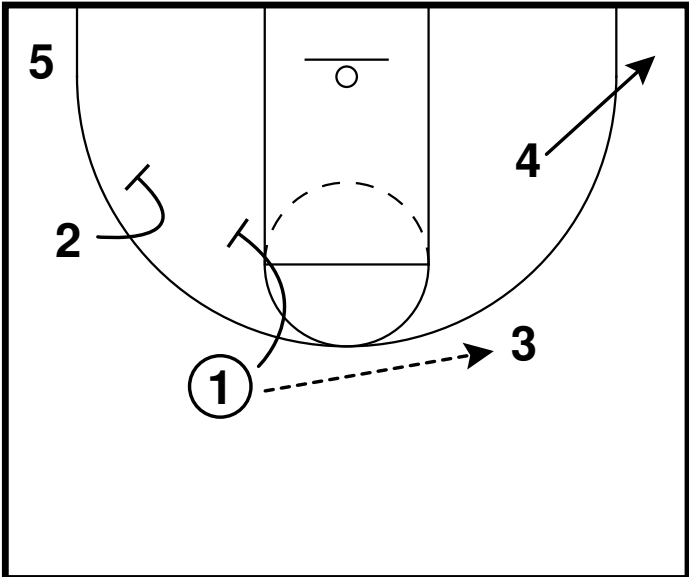
Trail Man - Denied - Point



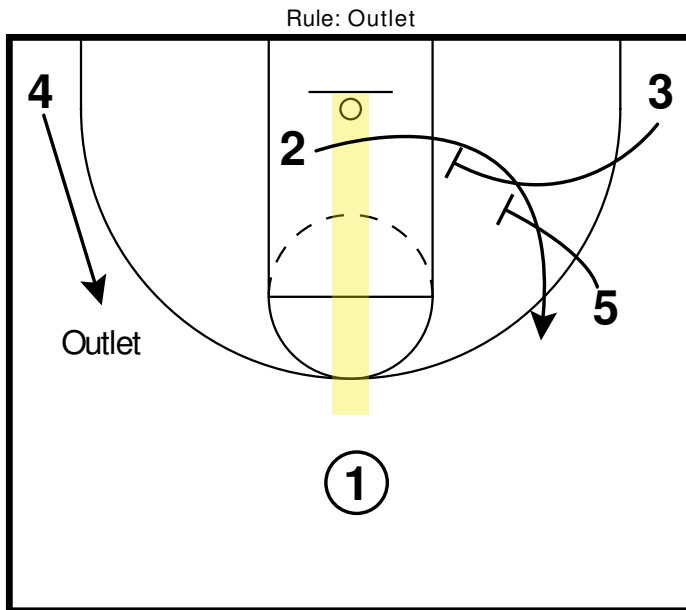
Trail Man - Denied - Point



Trail Man - Denied - Point



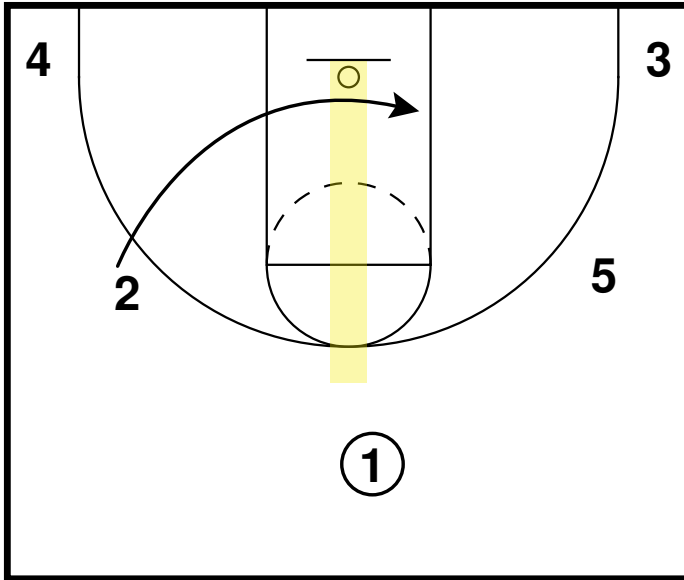
# Davidson Motion Offense



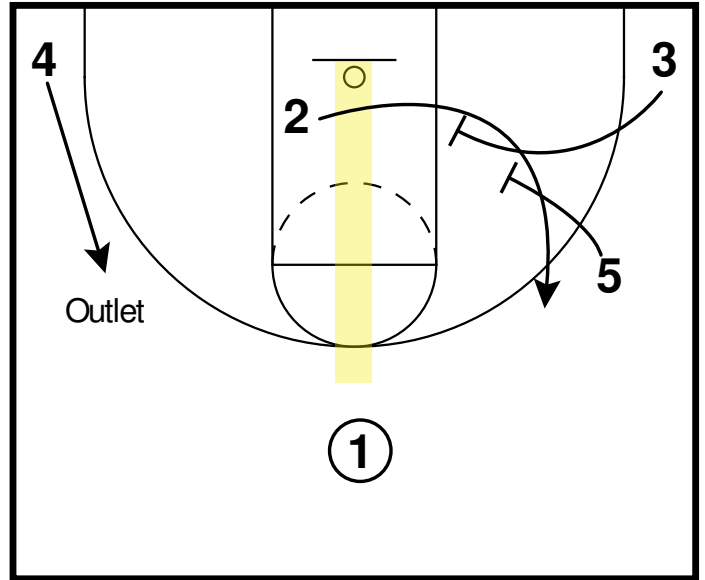
Must have an outlet pass (4) in order to give player with the ball a passing option if the main action is covered. Get 1 pass away.

# Davidson Motion Offense

Rule: Middle Cross

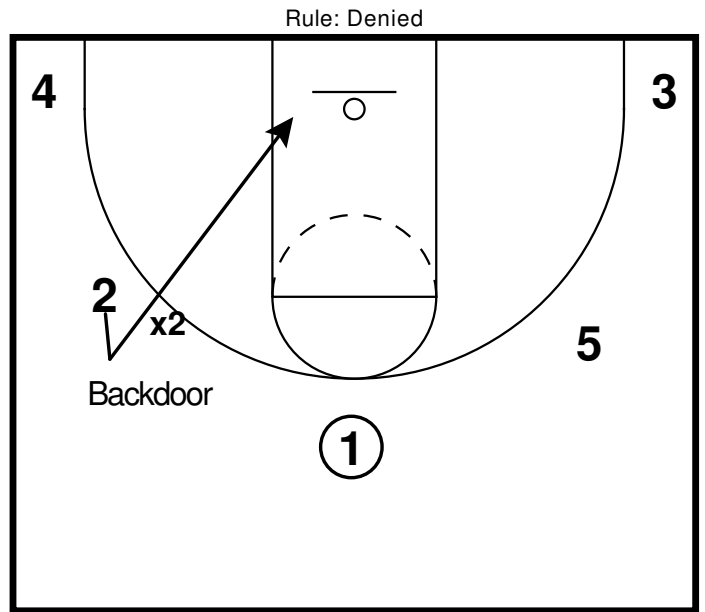
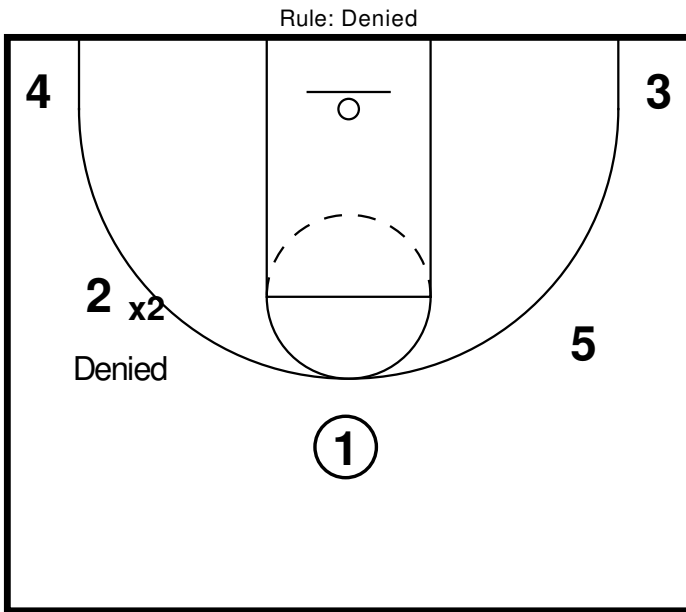


Rule: Middle Cross

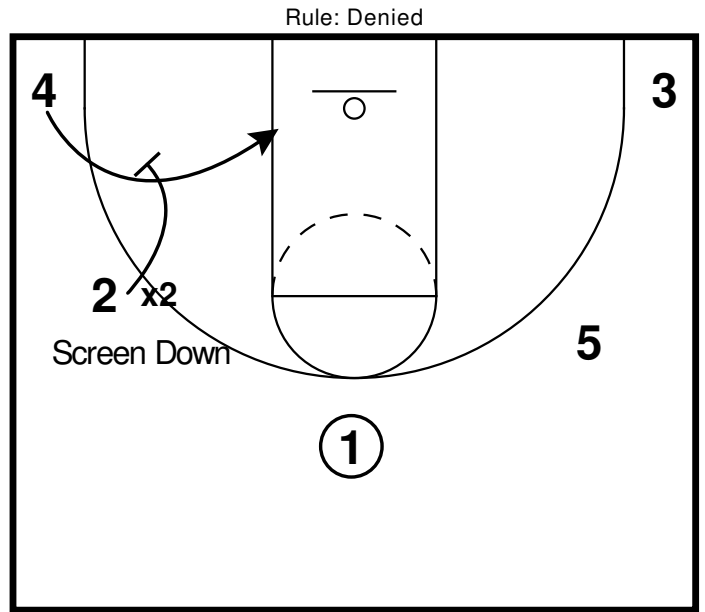
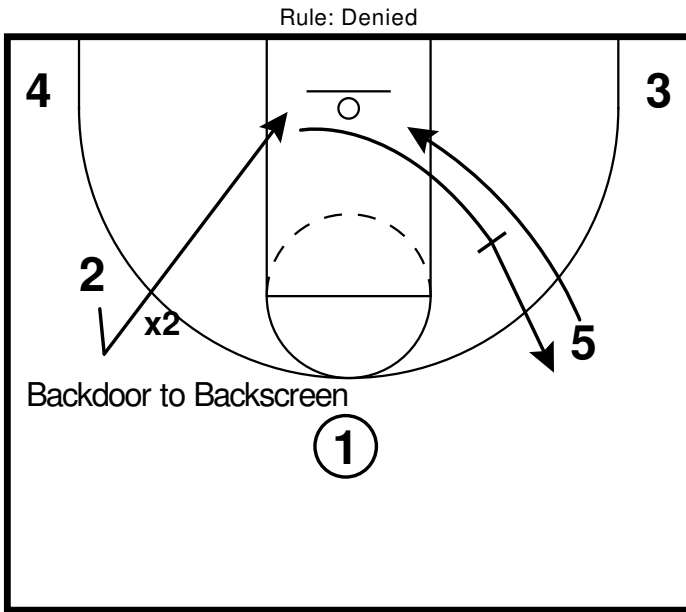


Anytime a player crosses the middle on a cut, screen curl - automatic screens on the other side, to allow for continuous movement.

# Davidson Motion Offense



Denied 1 pass away, cut backdoor/screen down/after cutting through then backscreen.

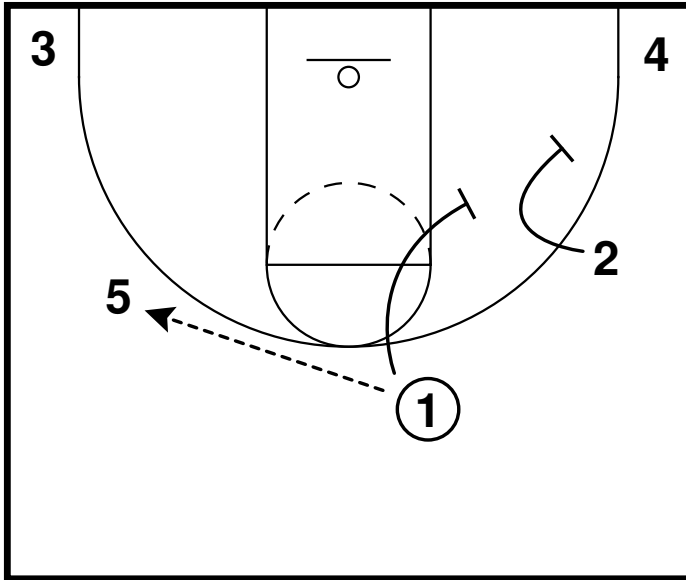


Probably Curl Behind, since no help.



# Davidson Motion Offense

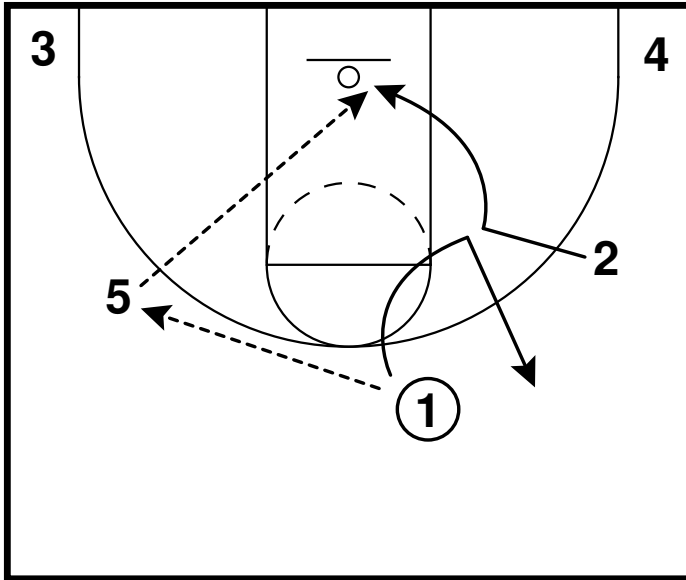
Action: Strong



Anytime the ball is reversed, automatic look to strong (stagger) for player in dead corner.

# Davidson Motion Offense

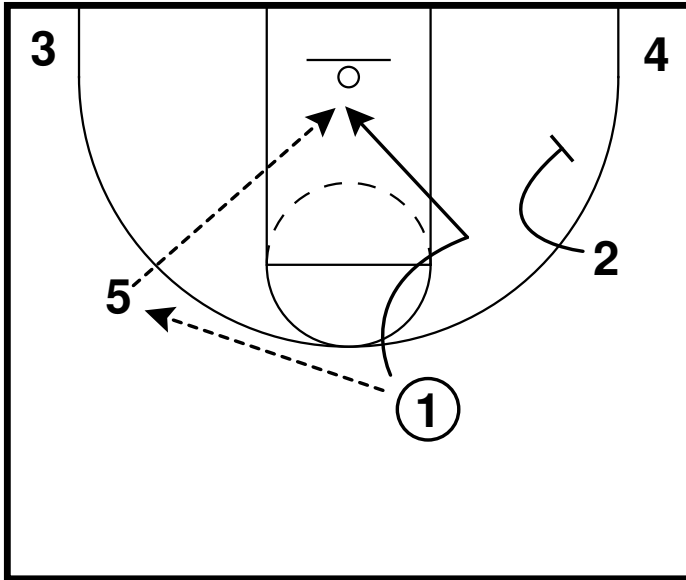
Action: Split Cuts



Anytime the ball is reversed, automatic look to strong (stagger) for player in dead corner.

# Davidson Motion Offense

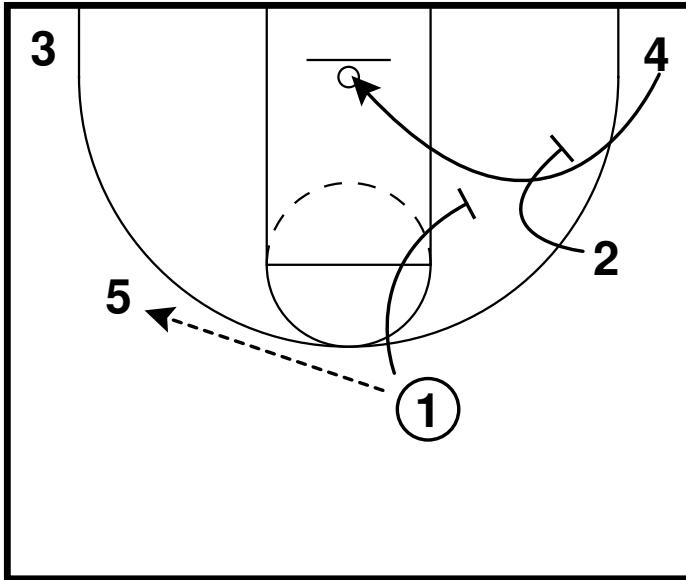
Action: Slip



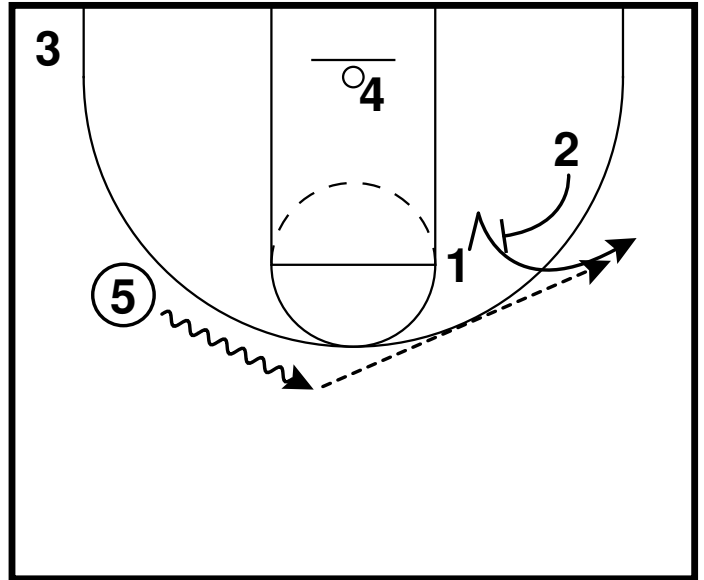
Anytime the ball is reversed, automatic look to strong (stagger) for player in dead corner.

# Davidson Motion Offense

Action: Flare

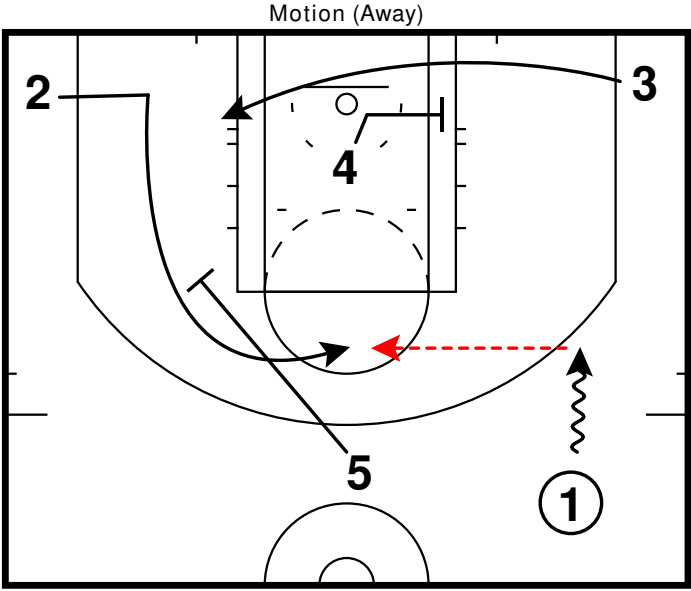


Action: Flare



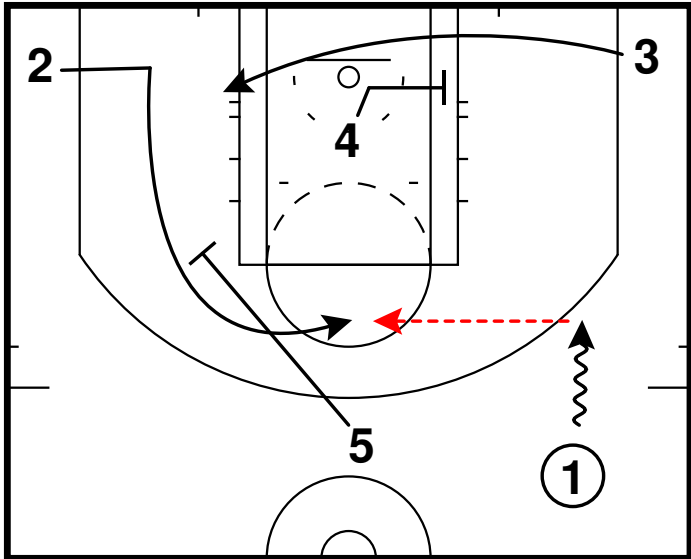
Anytime the ball is reversed, automatic look to strong (stagger) for player in dead corner.

# Davidson Motion Offense

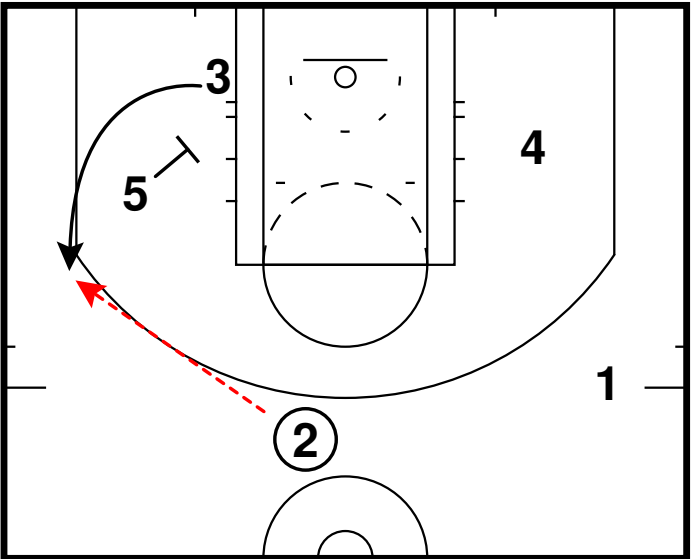


# Davidson Motion Offense

Motion (Away Again)

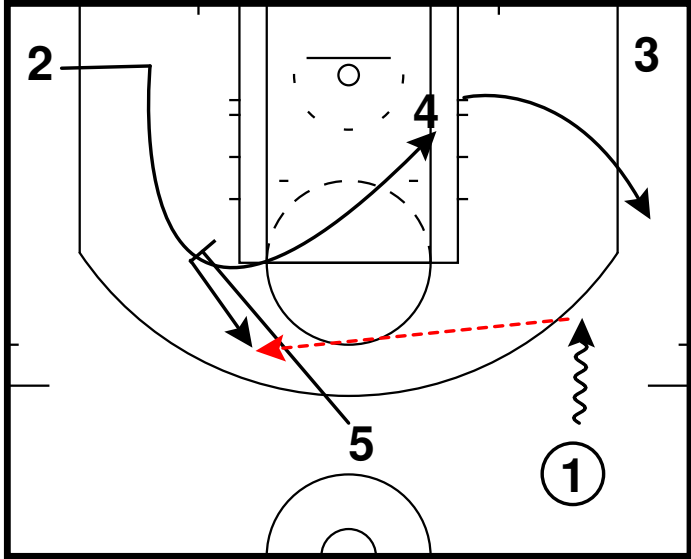


Motion (Away Again)

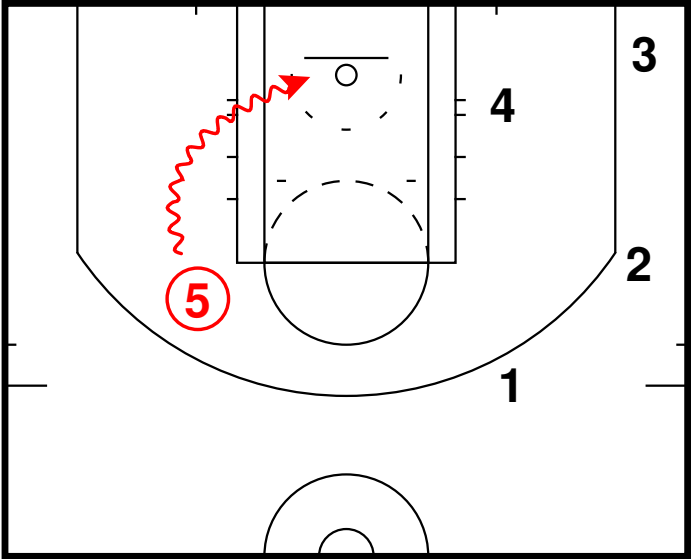


# Davidson Motion Offense

Motion (Away Hook ISO)

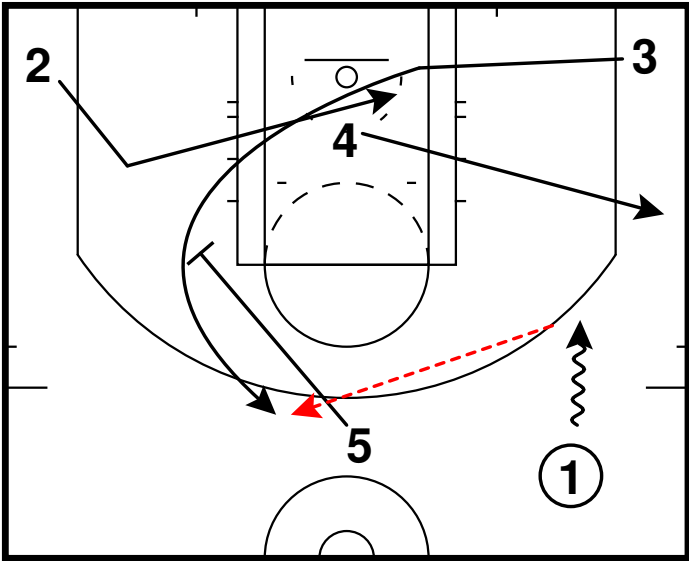


Motion (Away Hook ISO)



# Davidson Motion Offense

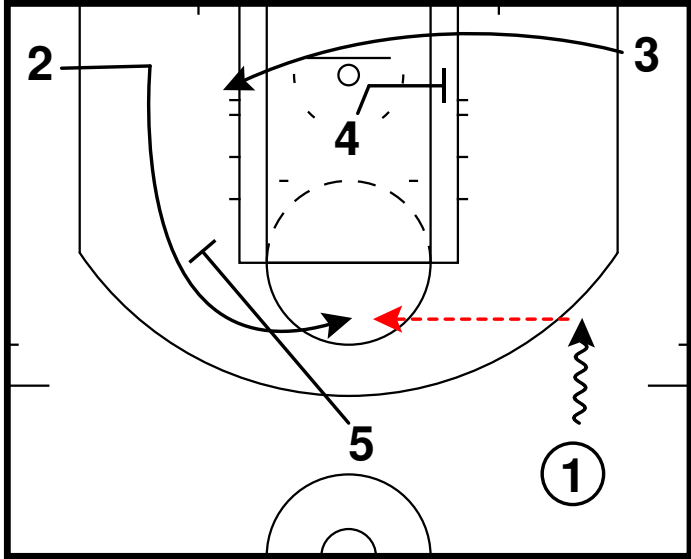
Motion (Away Reject)



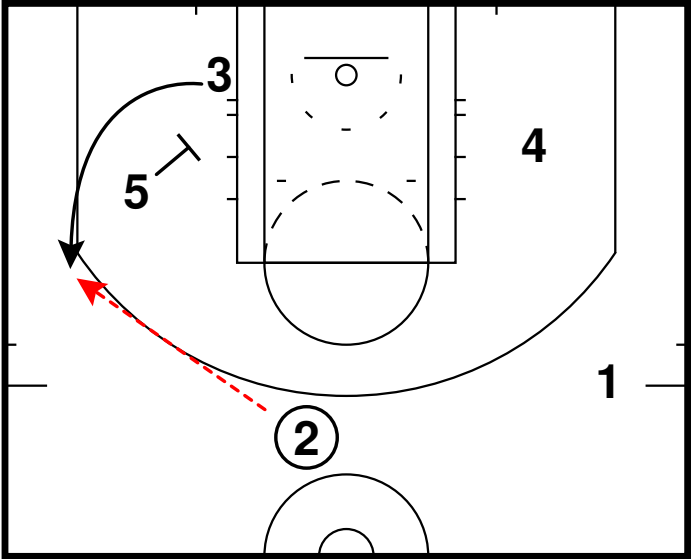


# Davidson Motion Offense

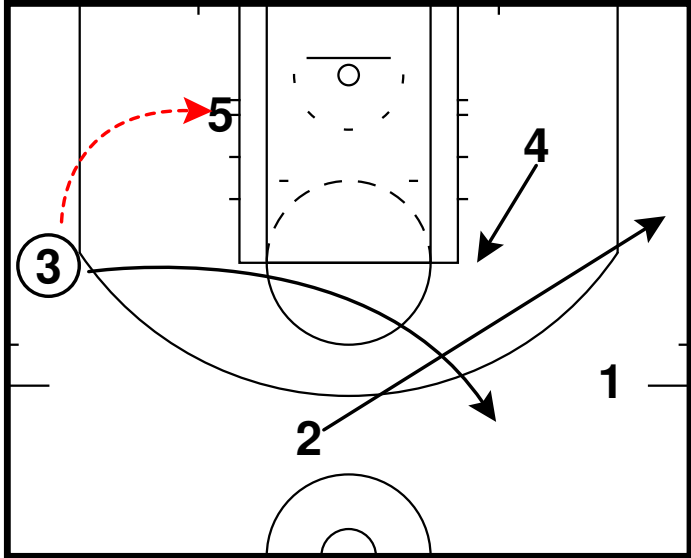
Motion (Away Seal)



Motion (Away Seal)

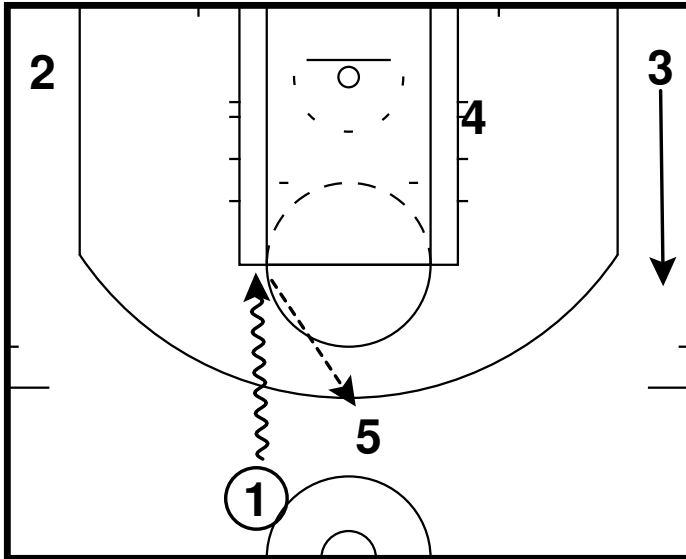


Motion (Away Seal)

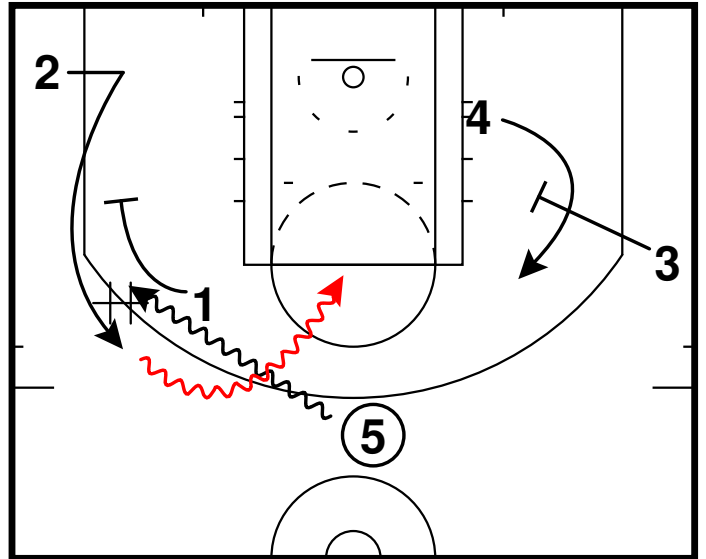


# Davidson Motion Offense

Motion (Chicago)

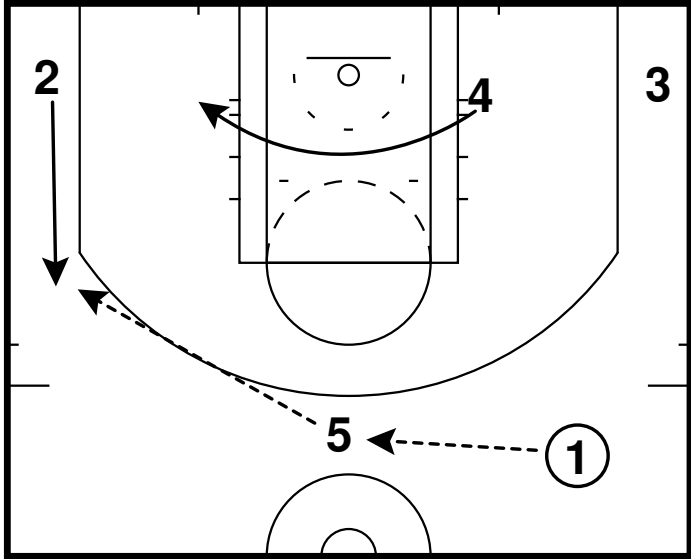


Motion (Chicago)

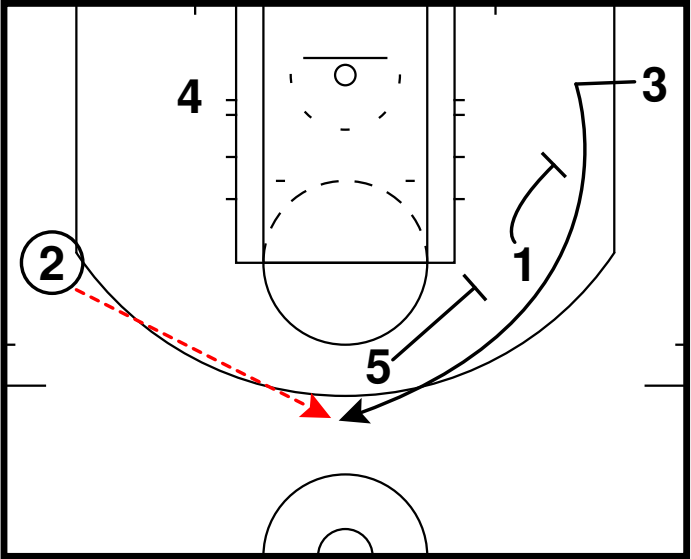


# Davidson Motion Offense

Motion (Strong)

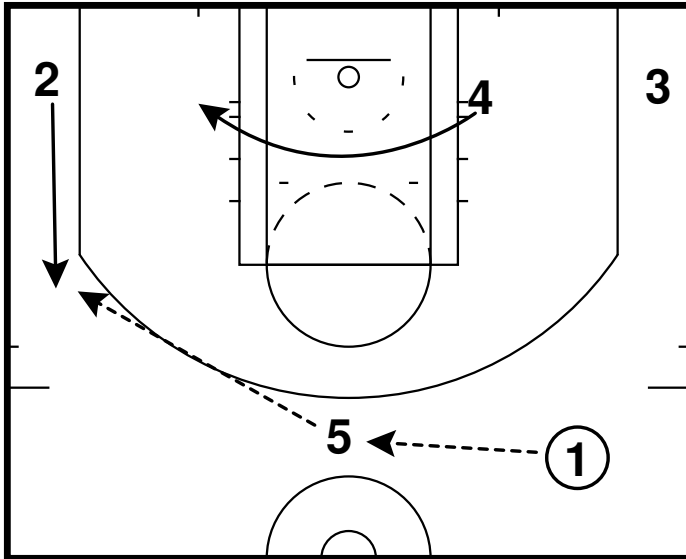


Motion (Strong)

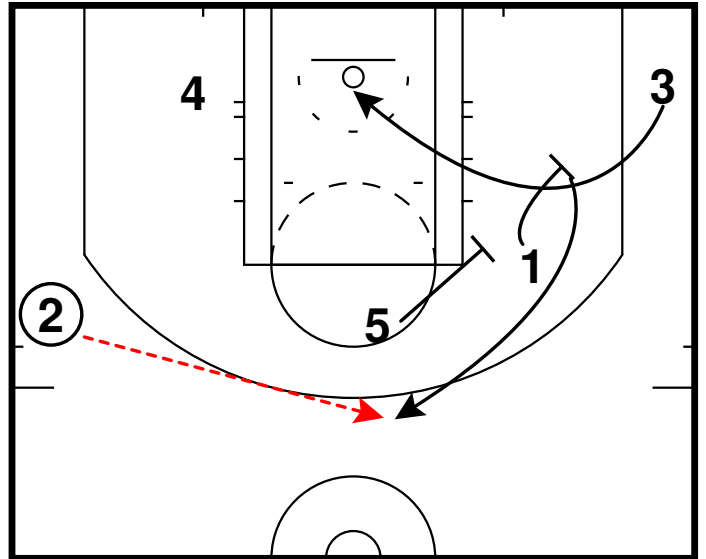


# Davidson Motion Offense

Motion (Strong/Curl)



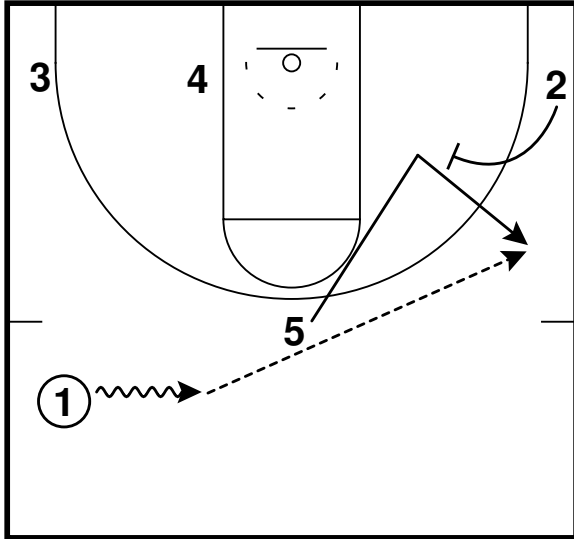
Motion (Strong/Curl)



# Half Court Sets

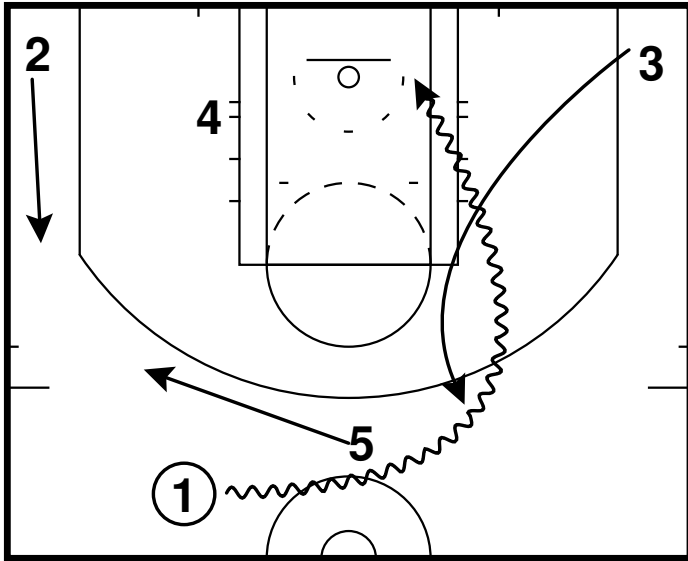
# Davidson Half Court Sets

Wide Pin - Fan

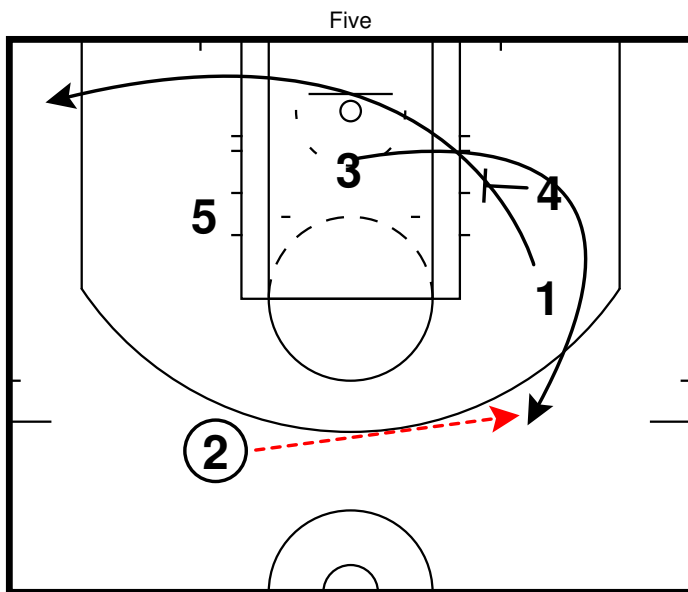
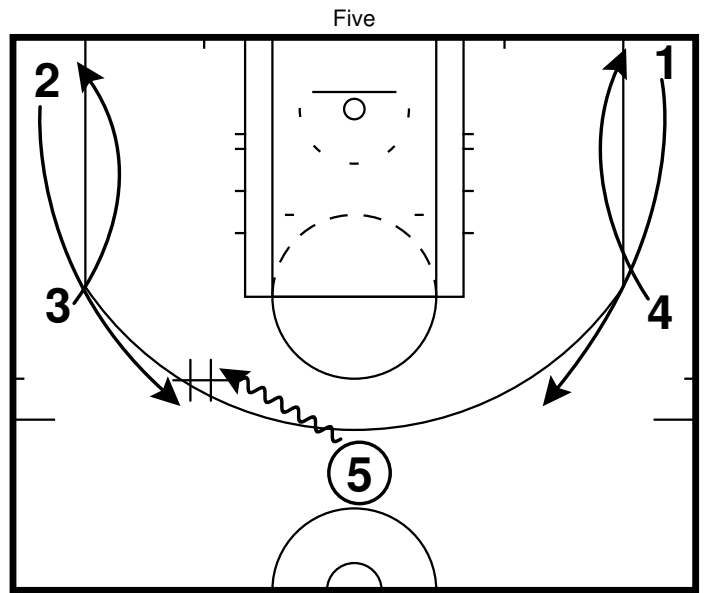
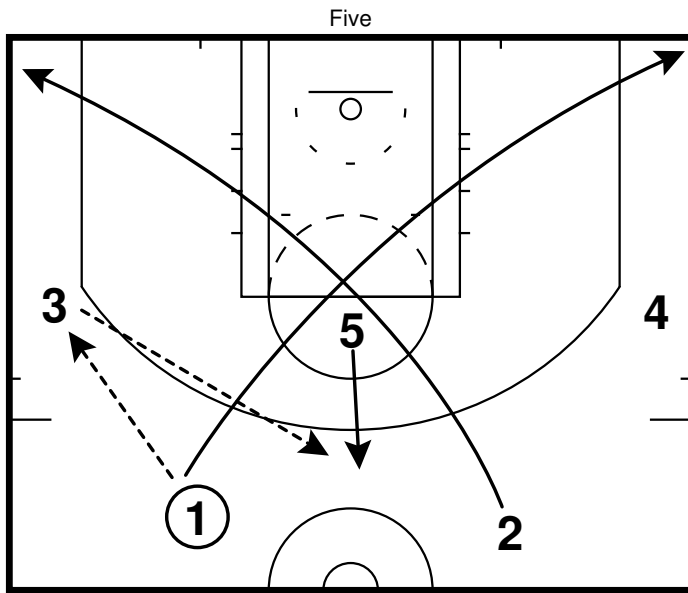


# Davidson Half Court Sets

Blur (PG ISO)



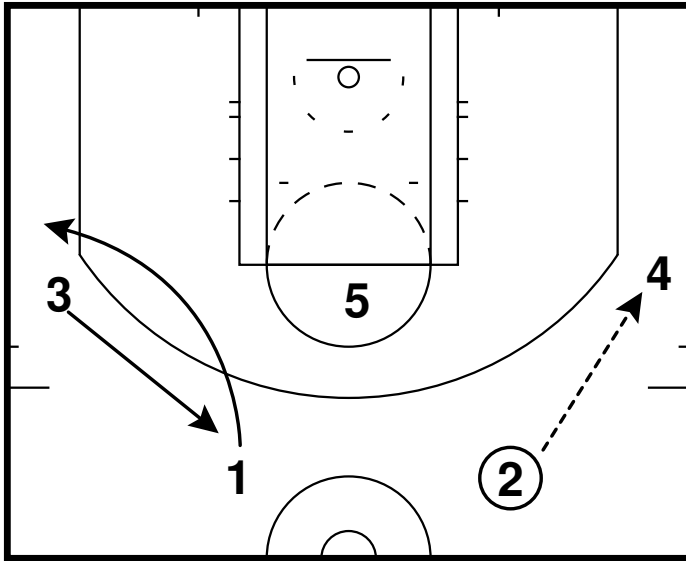
# Davidson Half Court Sets



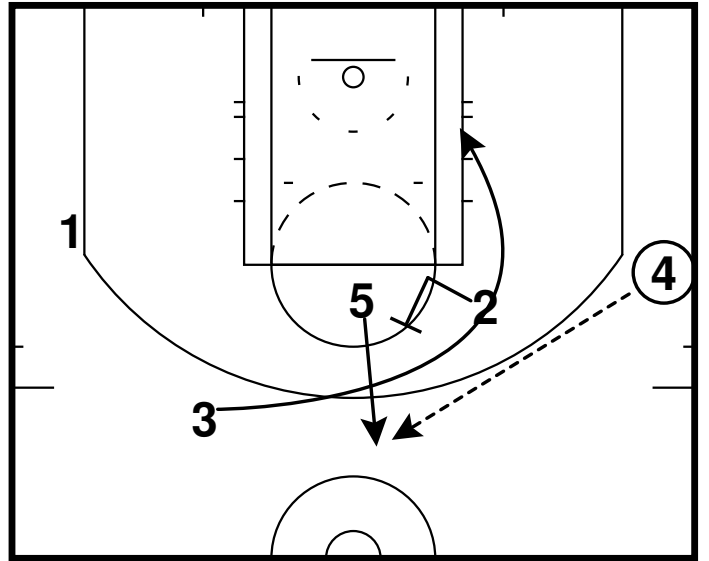


# Davidson Half Court Sets

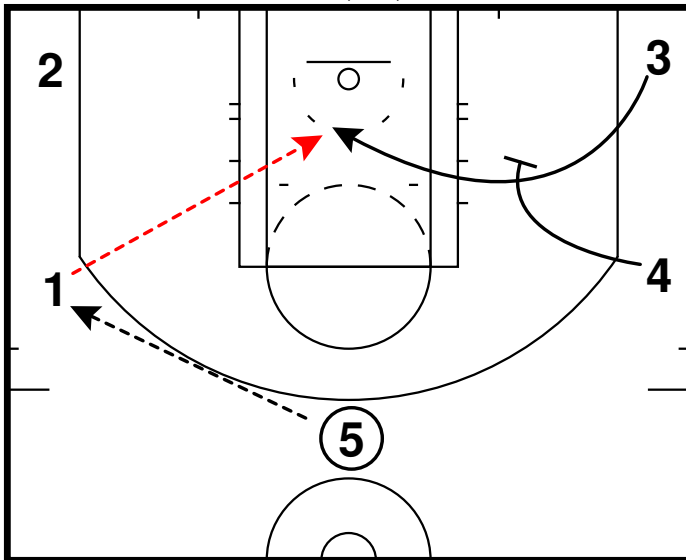
Five (Curl)



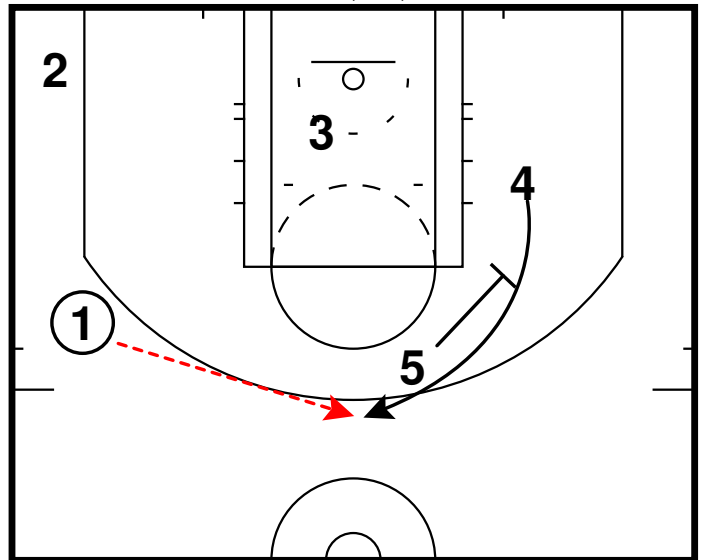
Five (Curl)



Five (Curl)

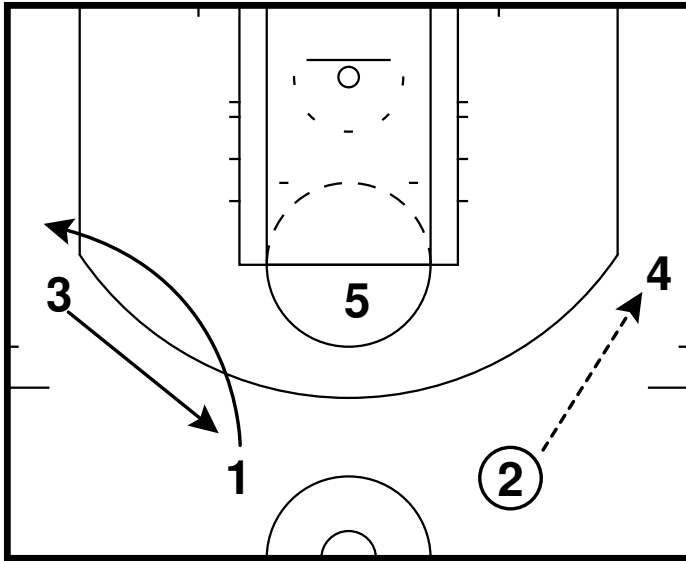


Five (Curl)

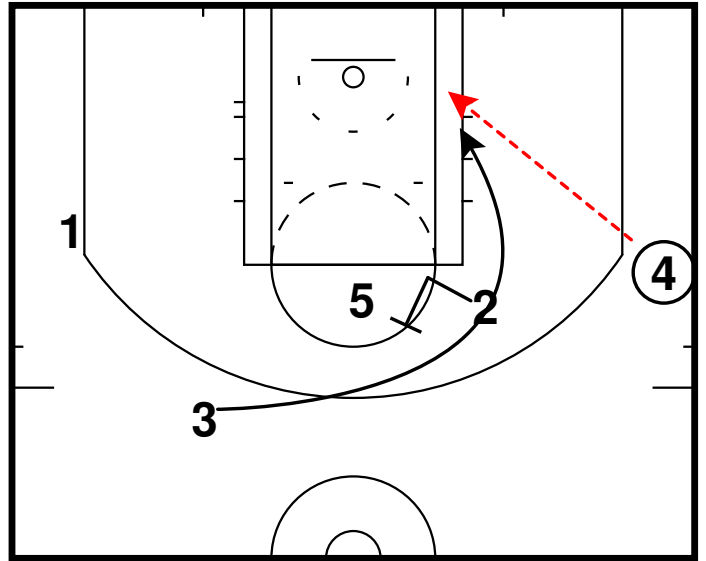


# Davidson Half Court Sets

Five (Up)

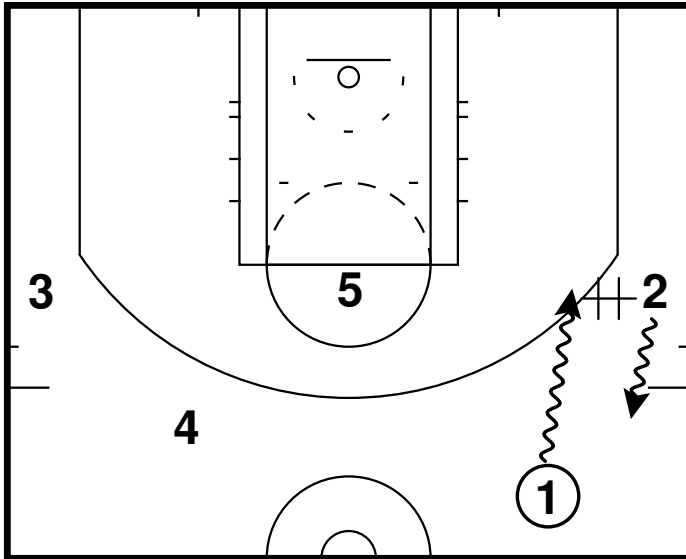


Five (Up)

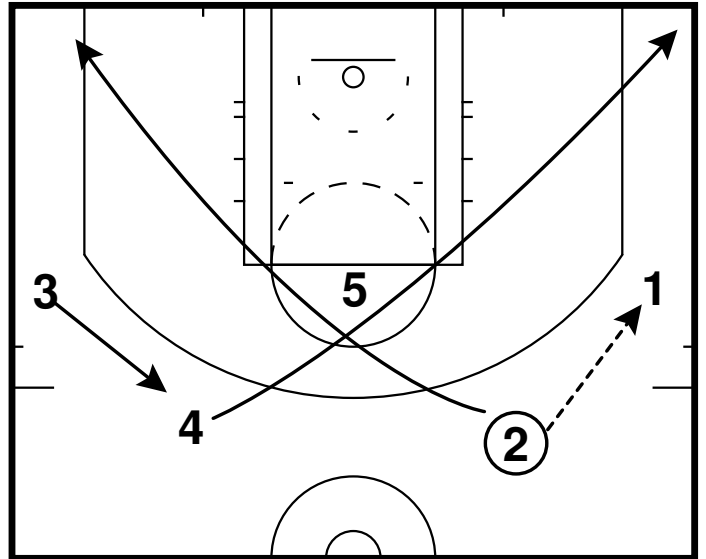


# Davidson Half Court Sets

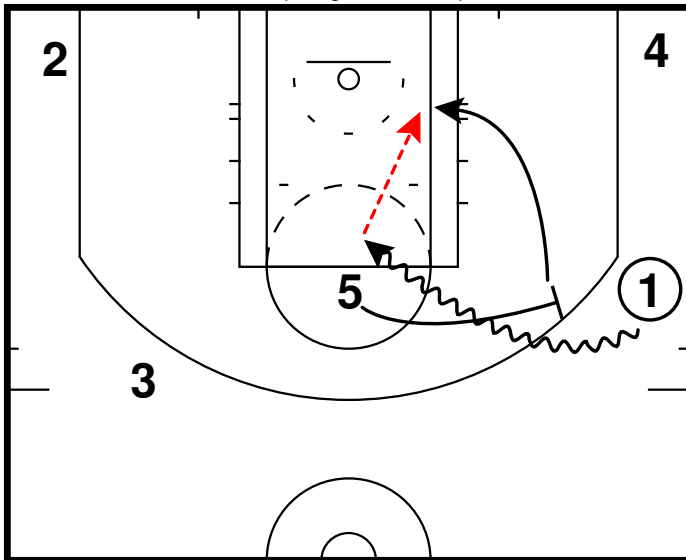
Five (Wing Ballscreen)



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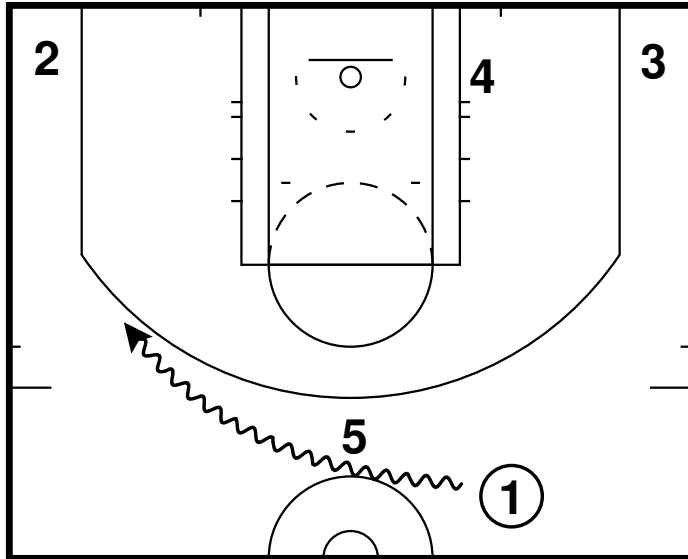


Five (Wing Ballscreen)

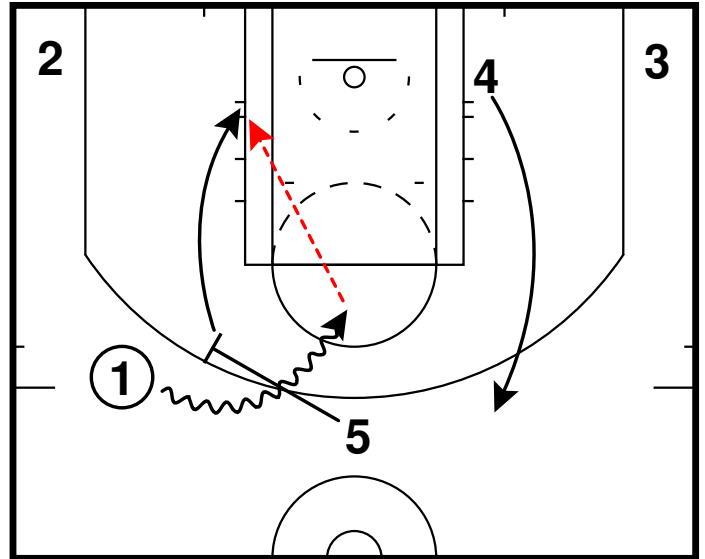


# Davidson Half Court Sets

High Ballscreen

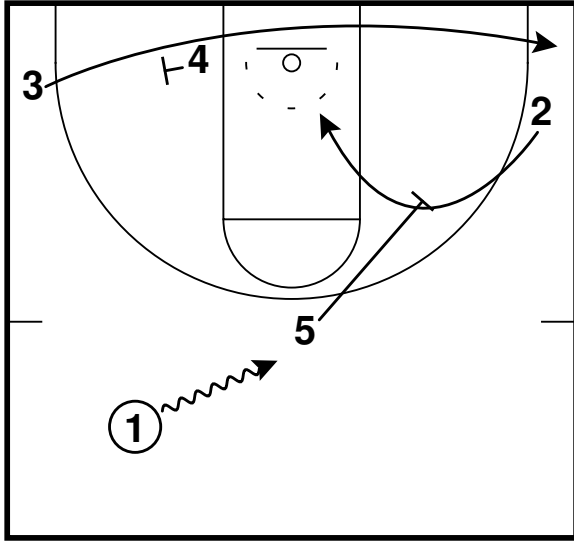


High Ballscreen

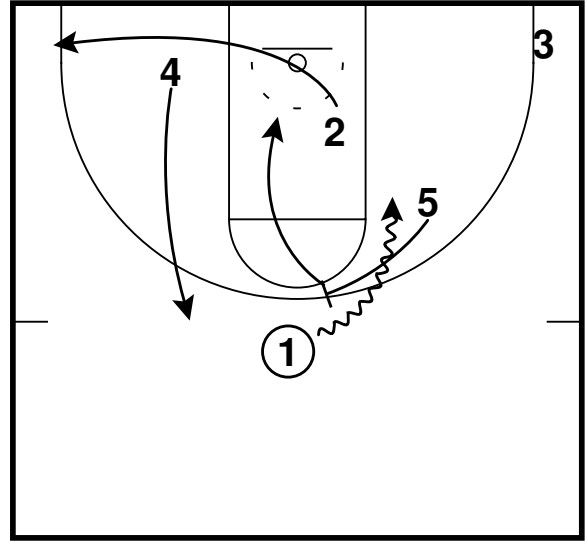


# Davidson Half Court Sets

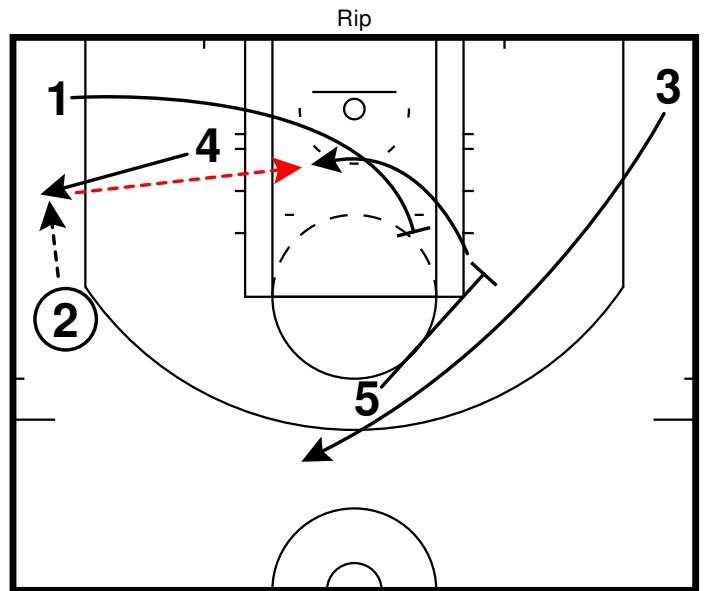
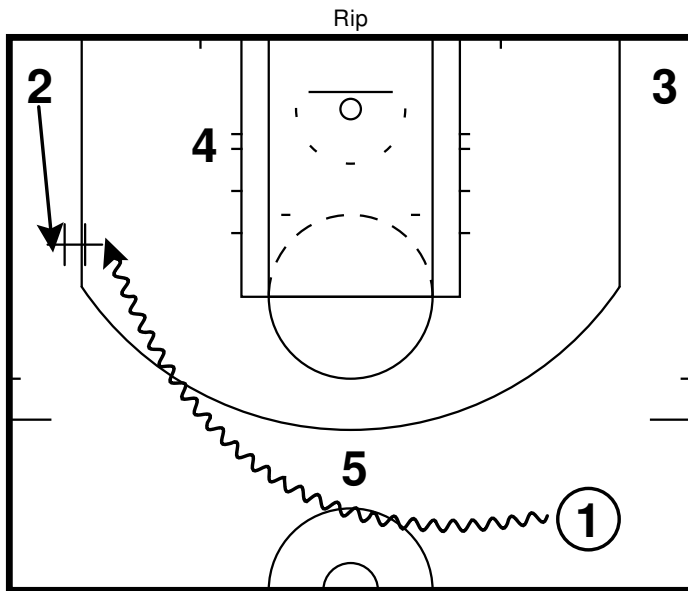
Hook - Step - Replace



Hook - Step - Replace

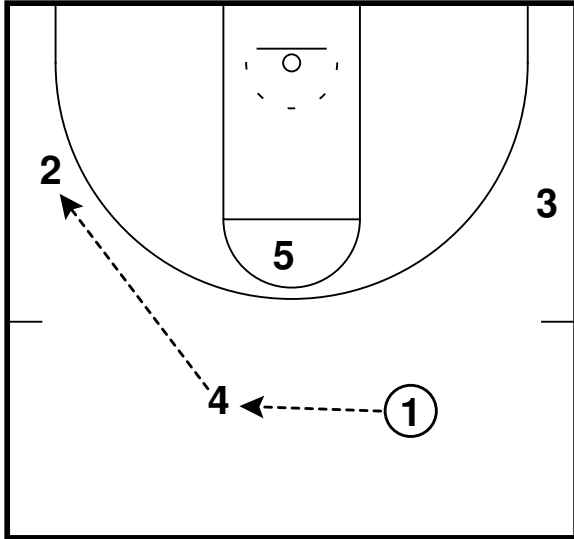


# Davidson Half Court Sets

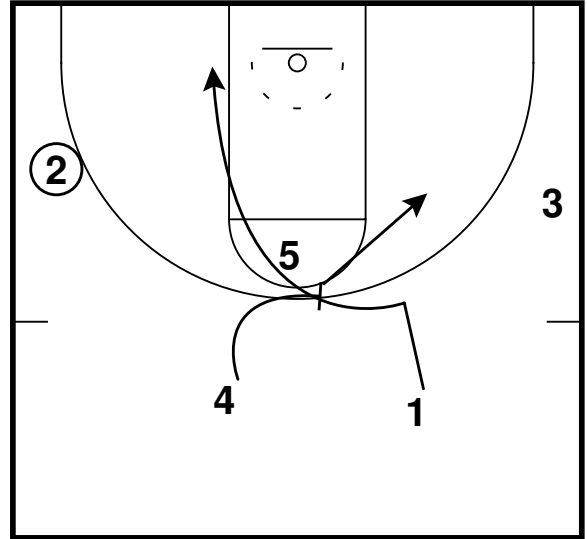


# Davidson Half Court Sets

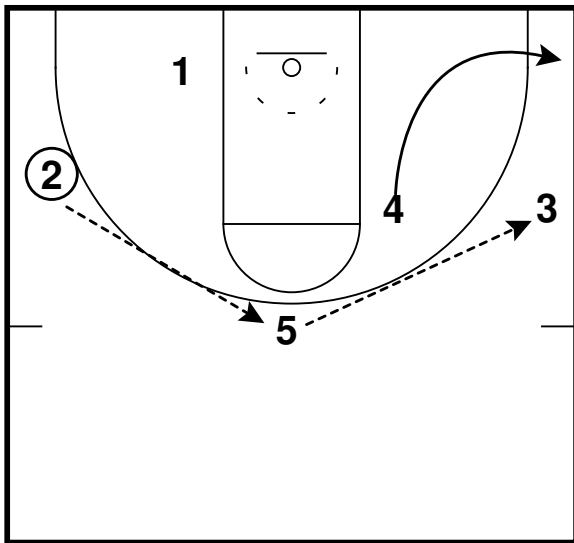
Thumbs



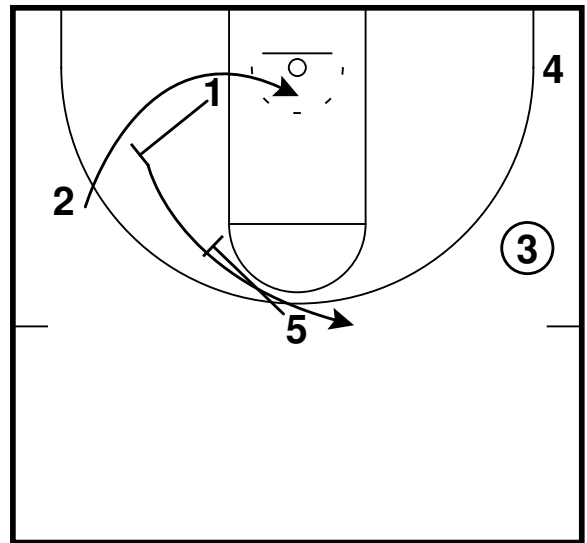
Thumbs



Thumbs

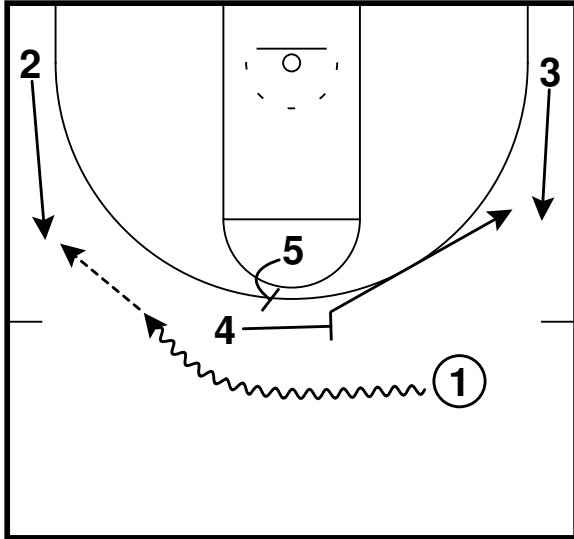


Thumbs

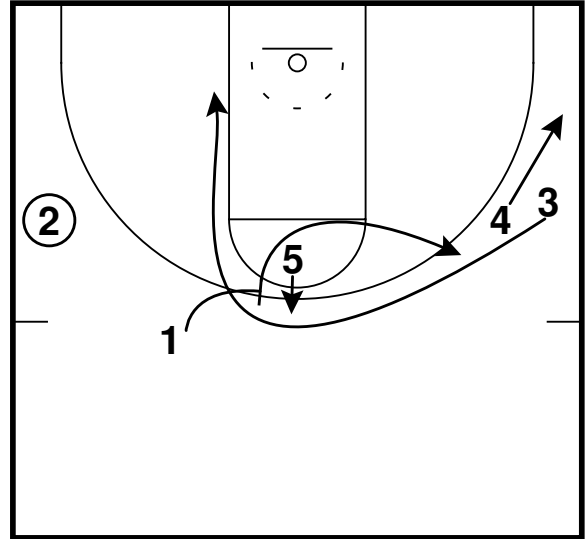


# Davidson Half Court Sets

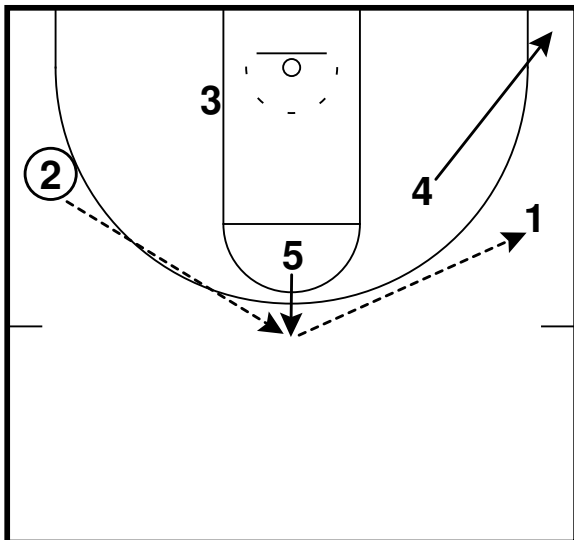
Thumbs - 2 High



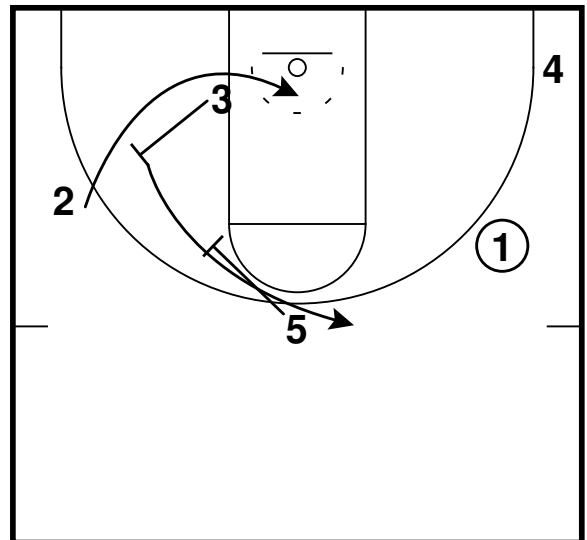
Thumbs - 2 High



Thumbs - 2 High



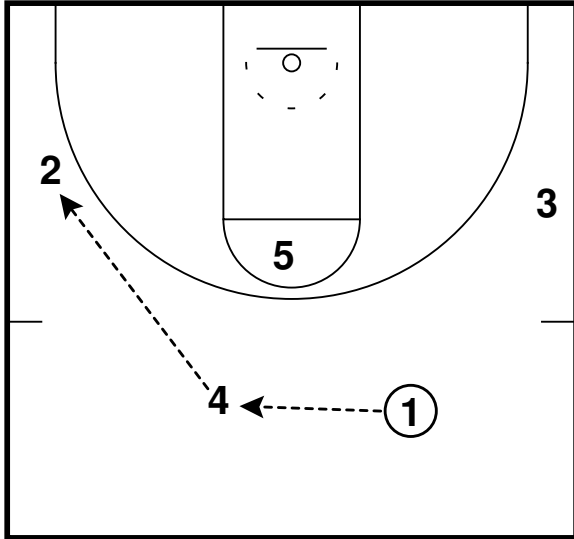
Thumbs - 2 High



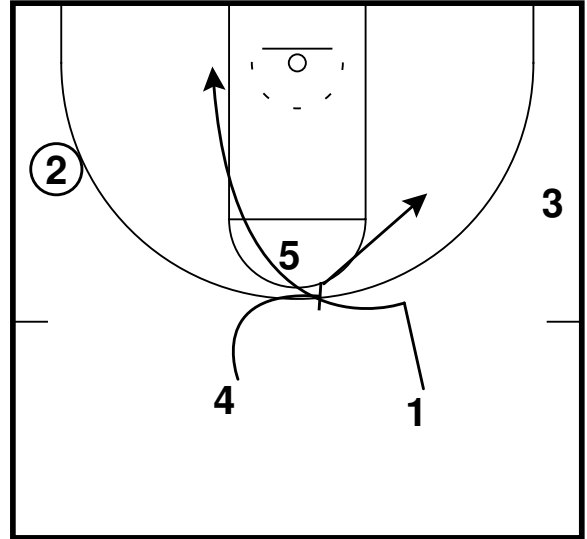


# Davidson Half Court Sets

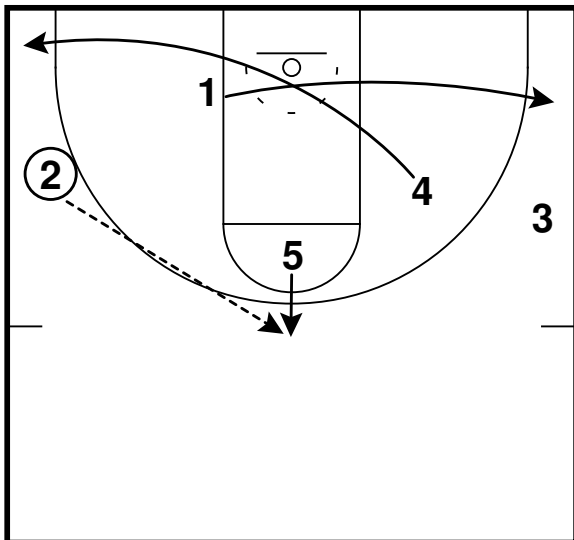
Thumbs - Backdoor



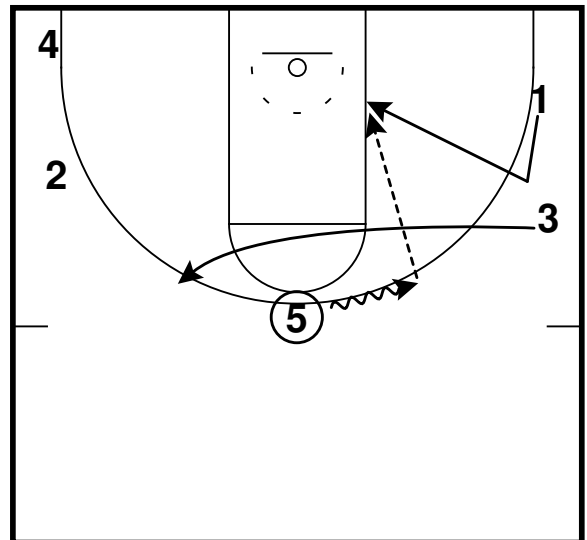
Thumbs - Backdoor



Thumbs - Backdoor

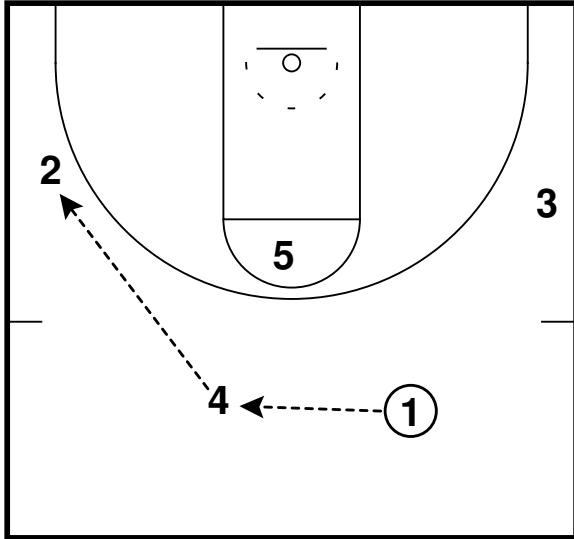


Thumbs - Backdoor

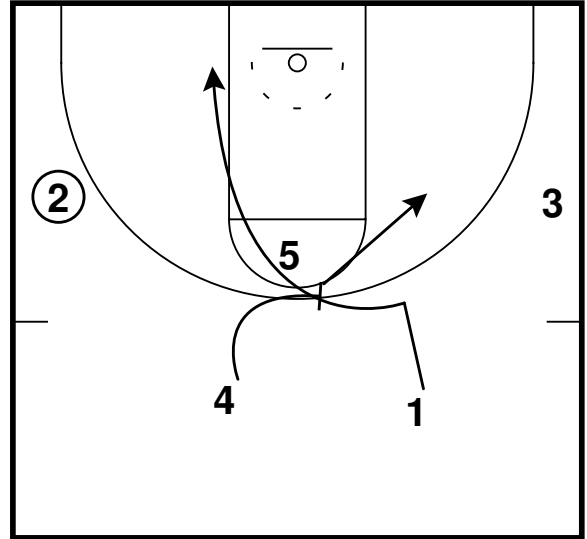


# Davidson Half Court Sets

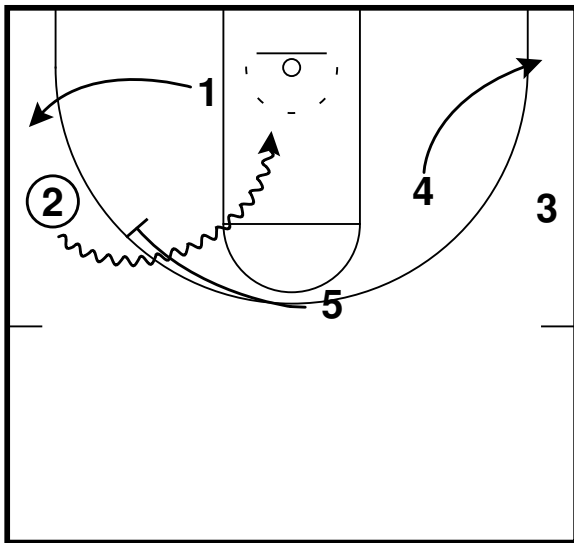
Thumbs - Fist



Thumbs - Fist

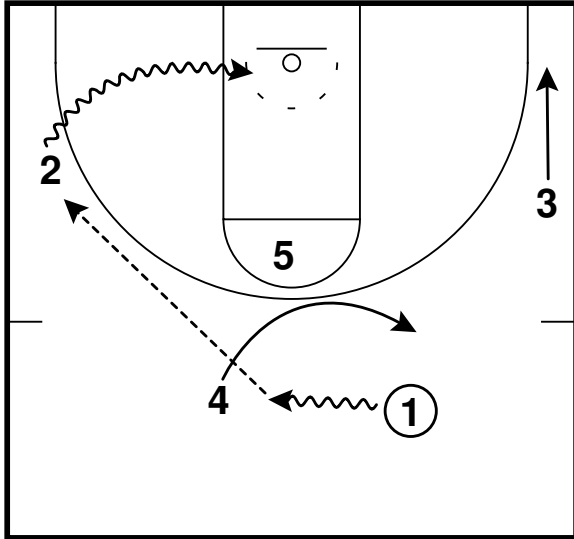


Thumbs - Fist



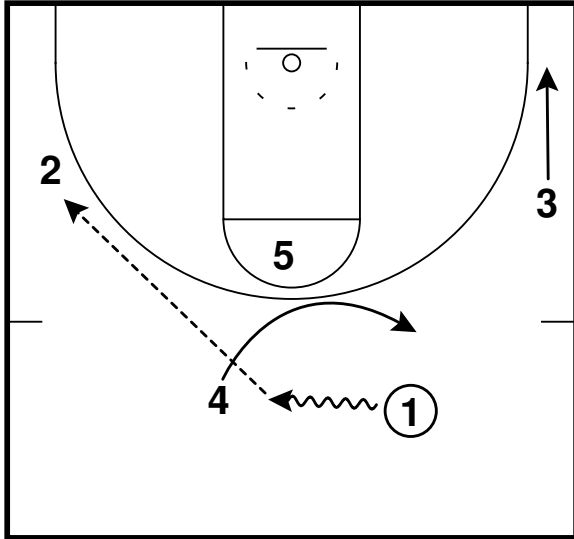
# Davidson Half Court Sets

Thumbs - ISO

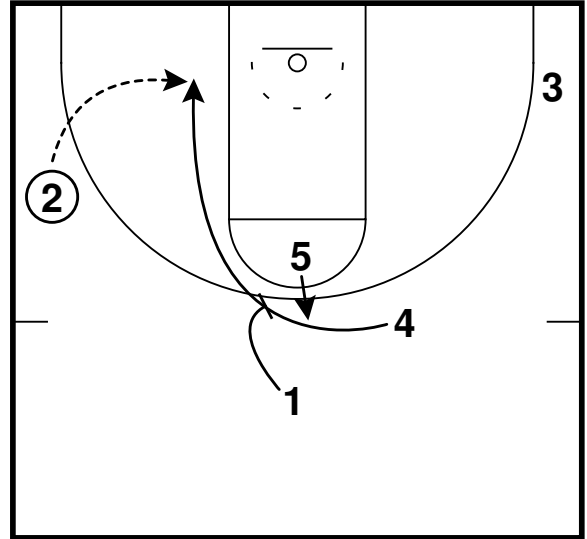


# Davidson Half Court Sets

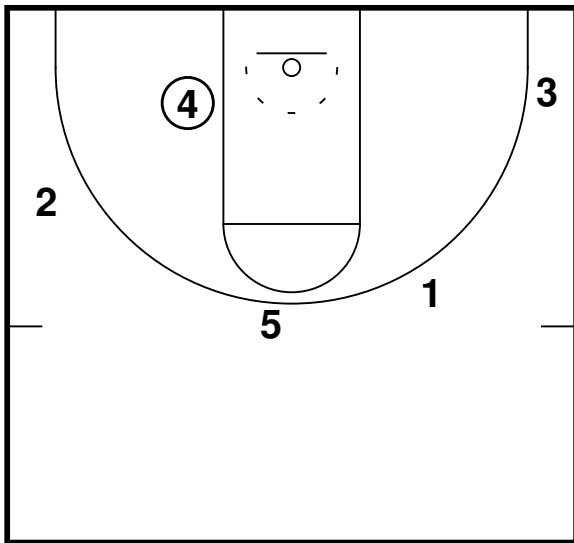
Thumbs - Punch



Thumbs - Punch

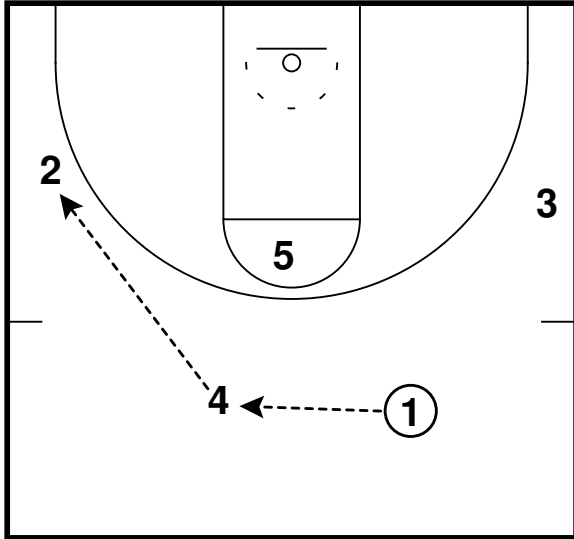


Thumbs - Punch

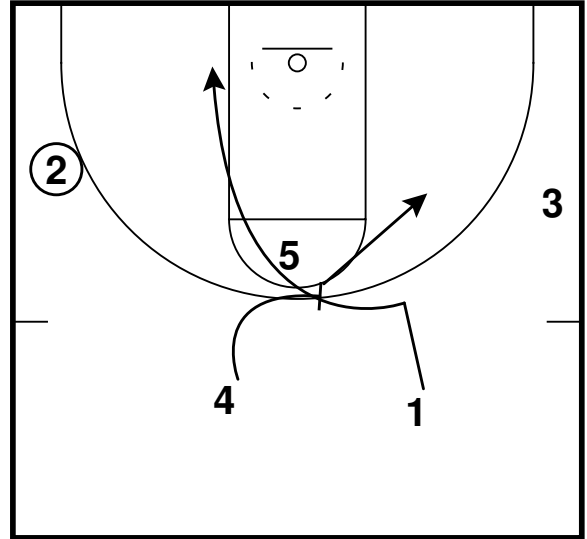


# Davidson Half Court Sets

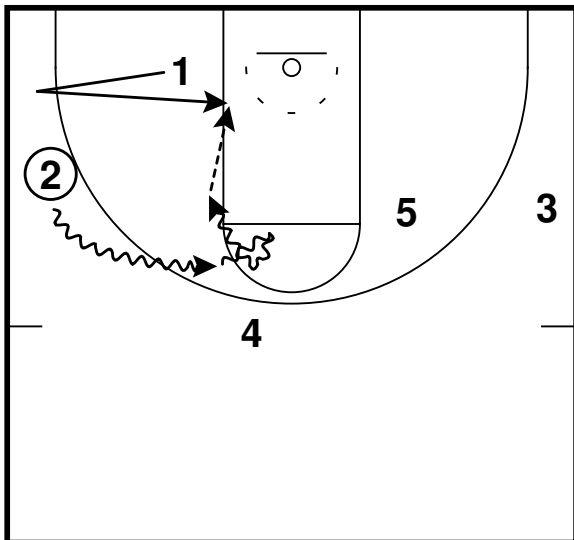
Thumbs - Spin Backdoor



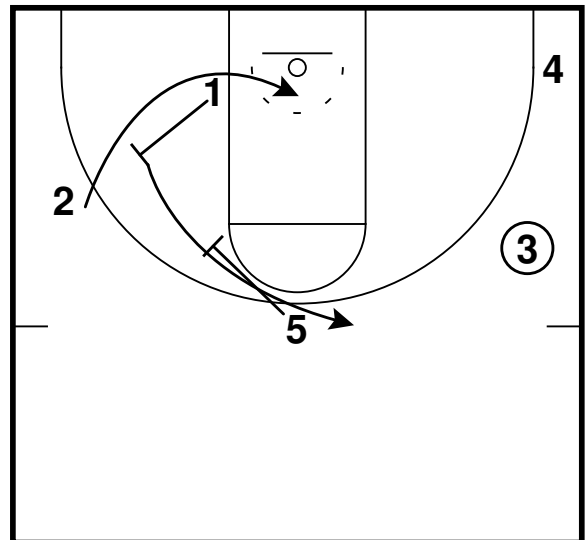
Thumbs - Spin Backdoor



Thumbs - Spin Backdoor

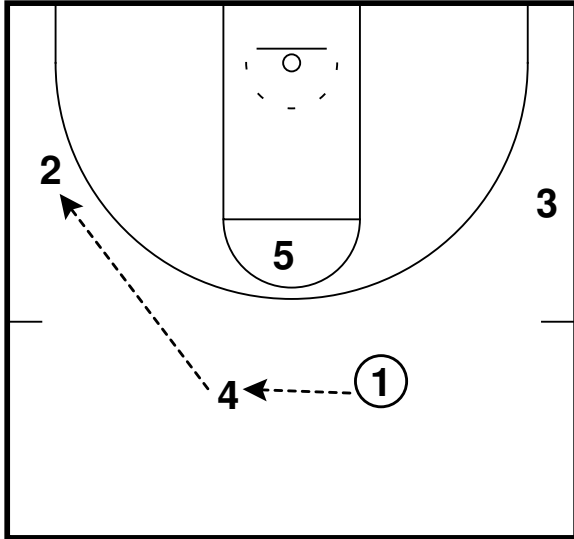


Thumbs - Spin Backdoor

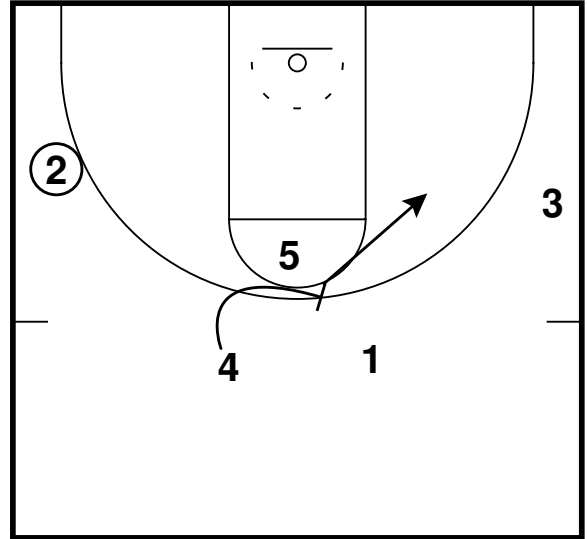


# Davidson Half Court Sets

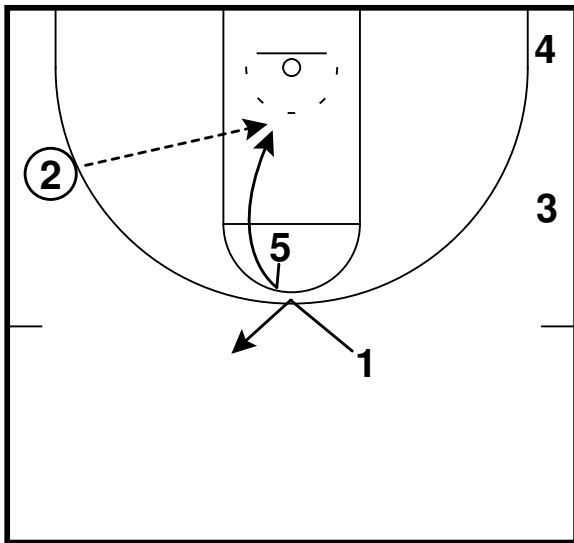
Thumbs - Split



Thumbs - Split

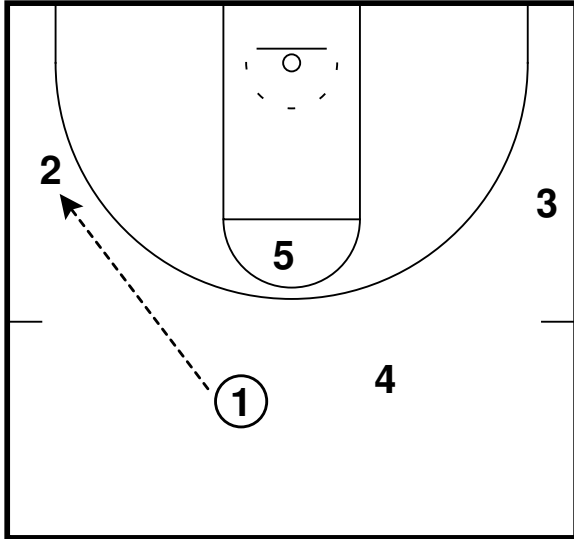


Thumbs - Split

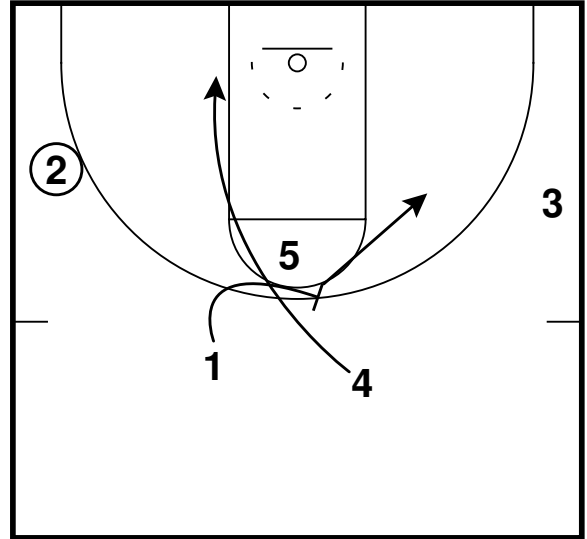


# Davidson Half Court Sets

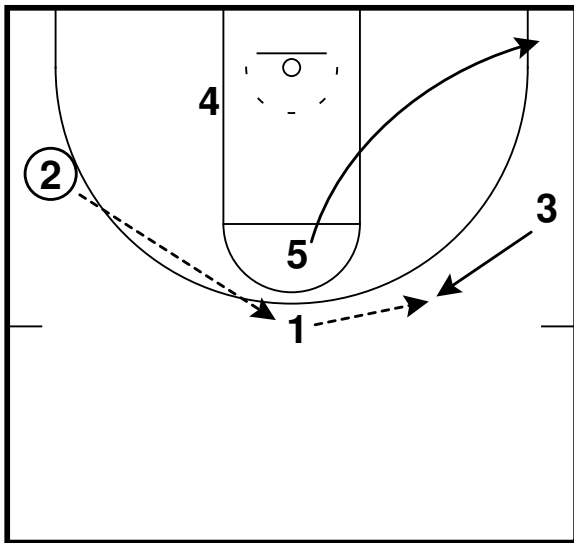
Thumbs - Thunder



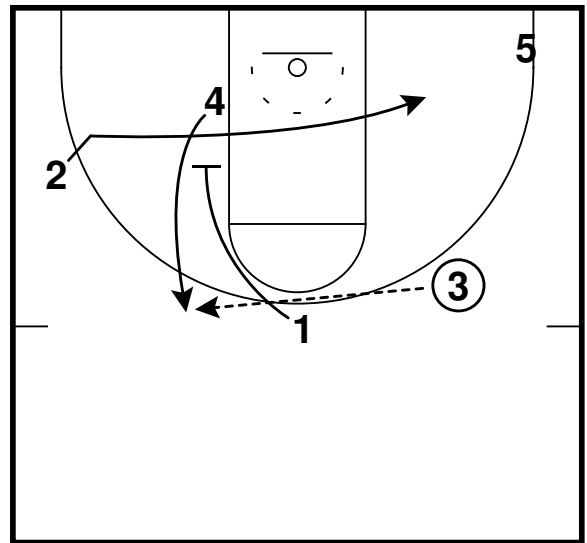
Thumbs - Thunder



Thumbs - Thunder

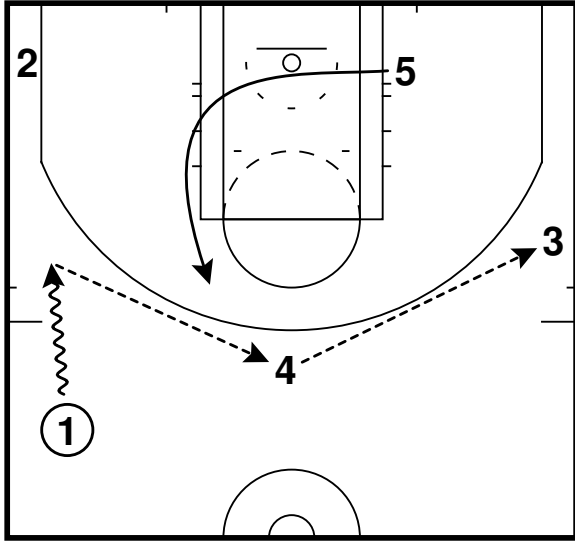


Thumbs - Thunder

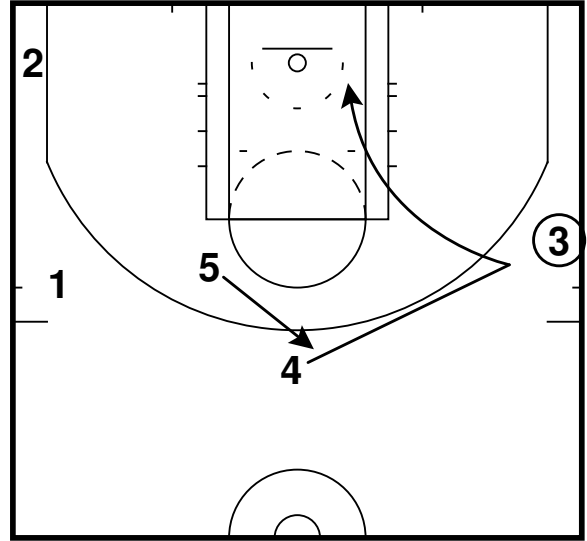


# Davidson Half Court Sets

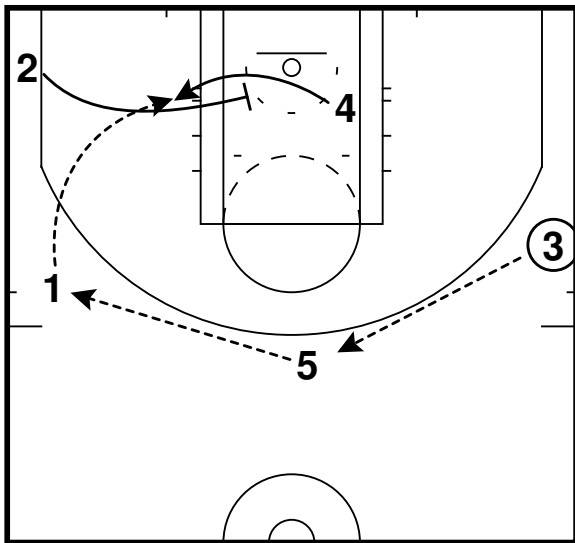
Slip - STS



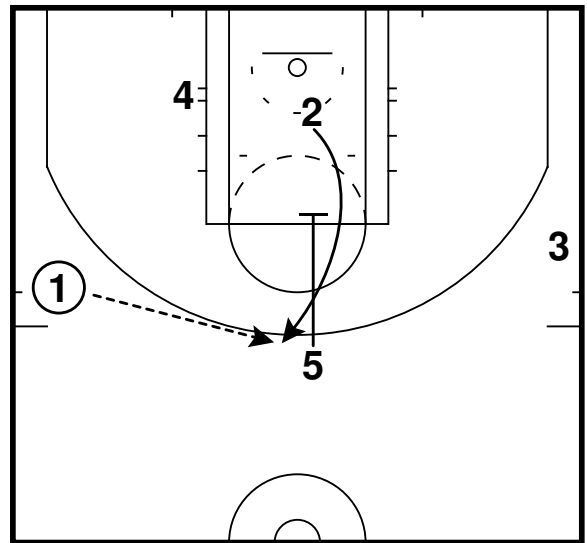
Slip - STS



Slip - STS



Slip - STS

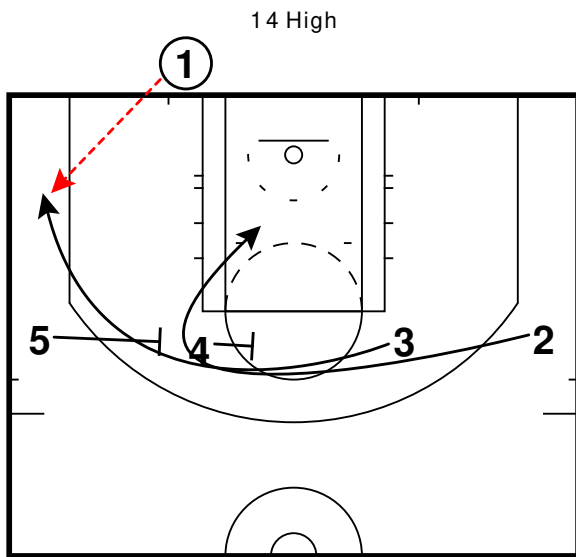




Baseline out of Bounds

# Davidson

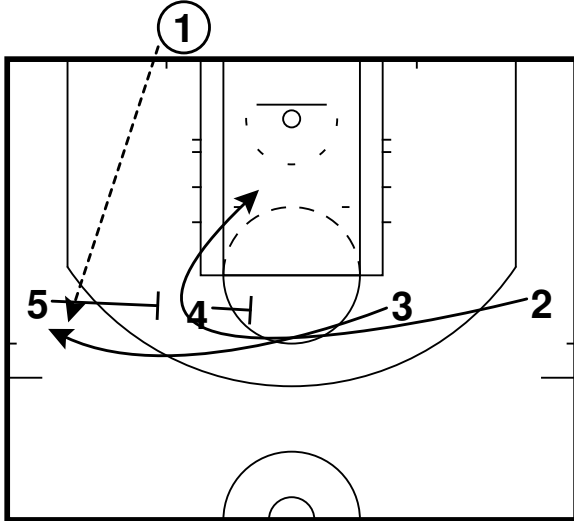
## Baseline out of Bounds



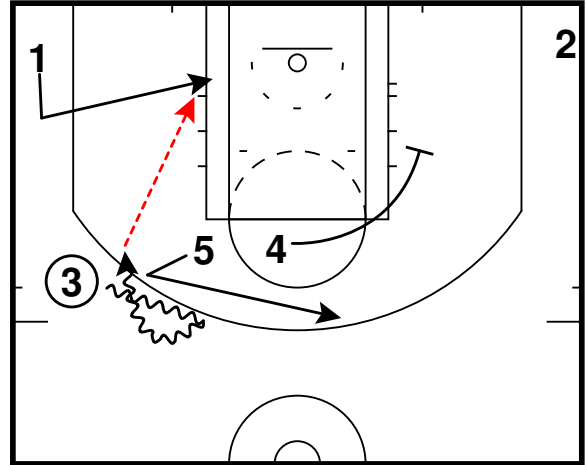
# Davidson

## Baseline out of Bounds

14 High (Backdoor)

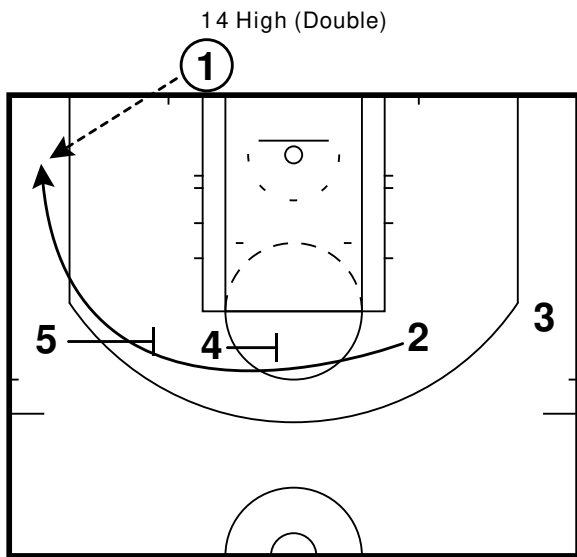


14 High (Backdoor)



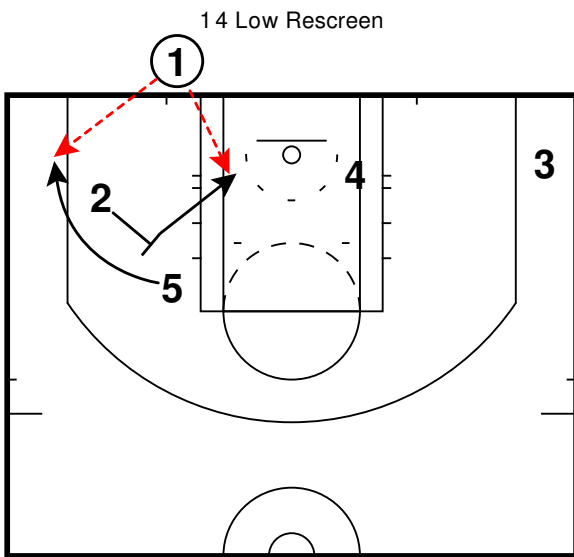
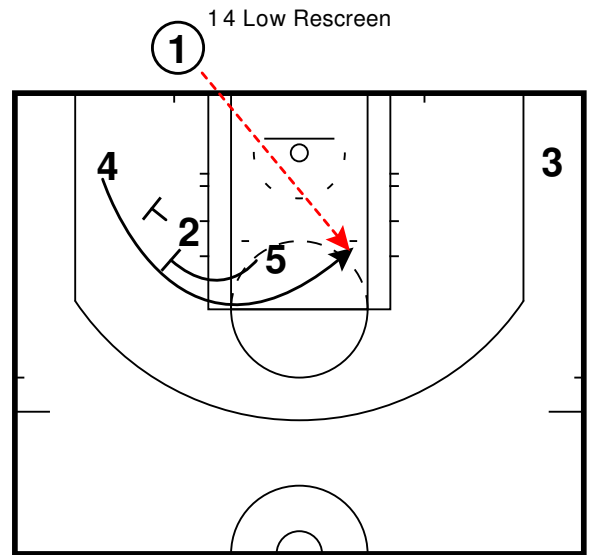
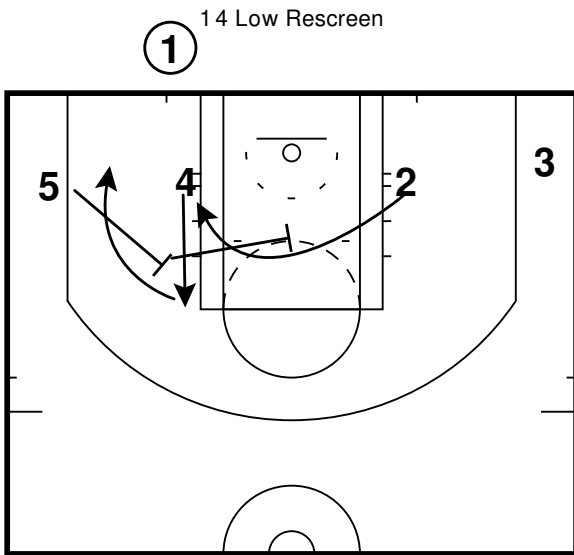
# Davidson

## Baseline out of Bounds



# Davidson

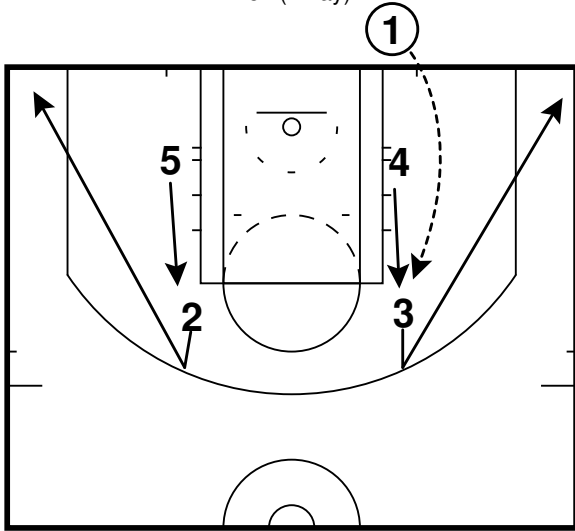
## Baseline out of Bounds



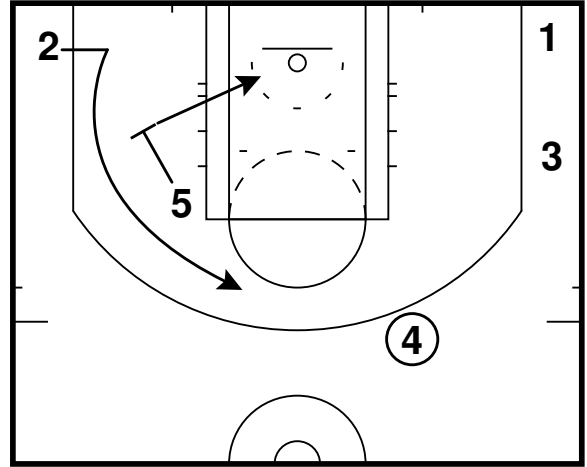
# Davidson

## Baseline out of Bounds

Box (Away)

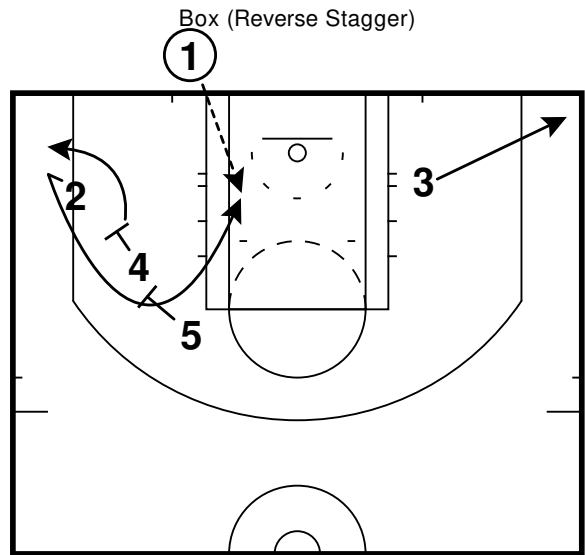
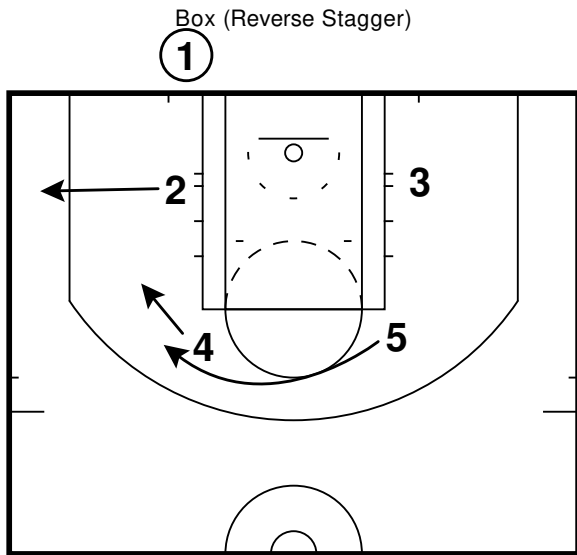


Box (Away)



# Davidson

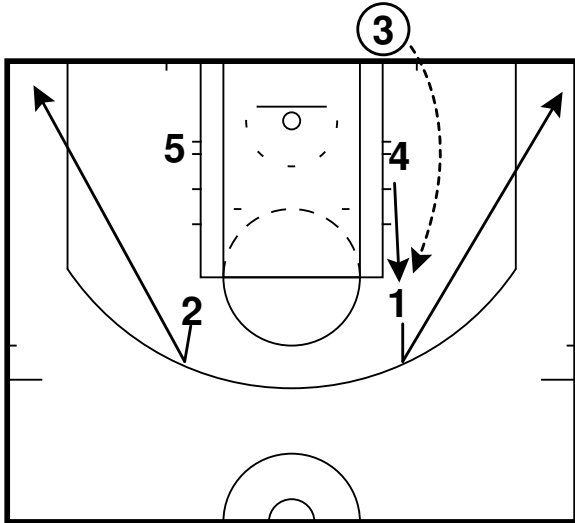
## Baseline out of Bounds



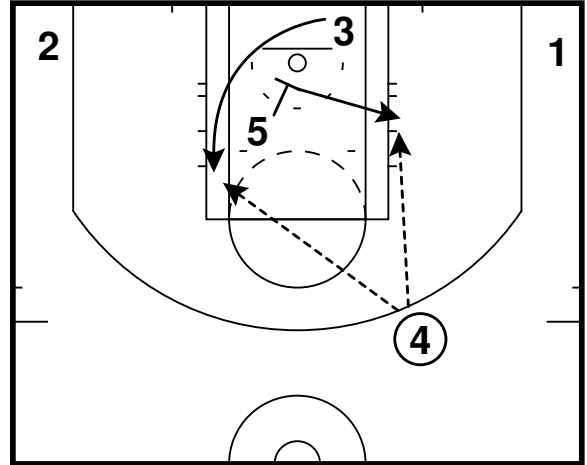
# Davidson

## Baseline out of Bounds

Box (Thunder)



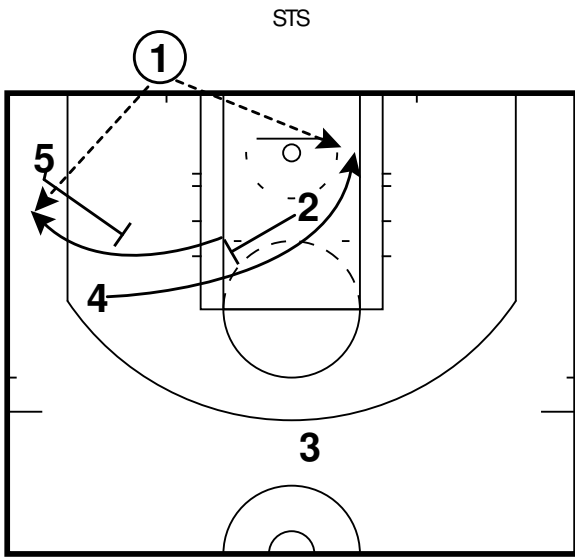
Box (Thunder)





# Davidson

## Baseline out of Bounds



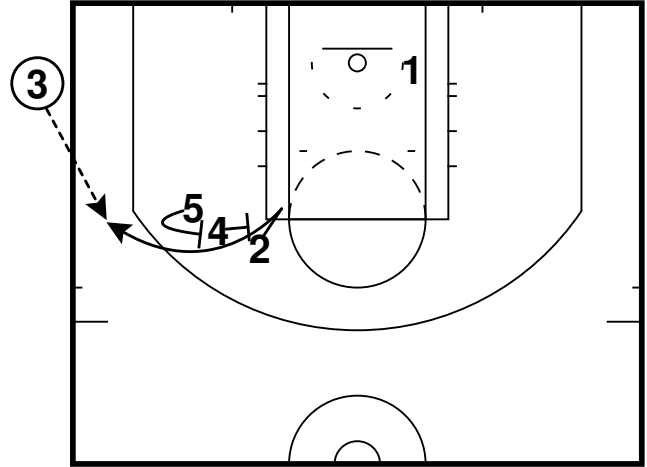
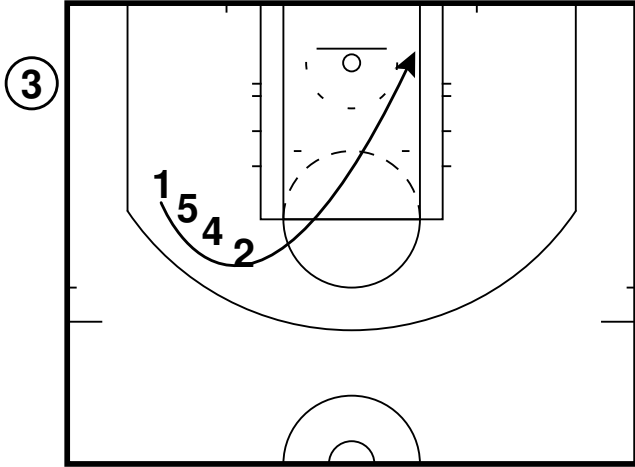
# Sideline out of Bounds

# Davidson

## Sideline out of Bounds

COB Peel

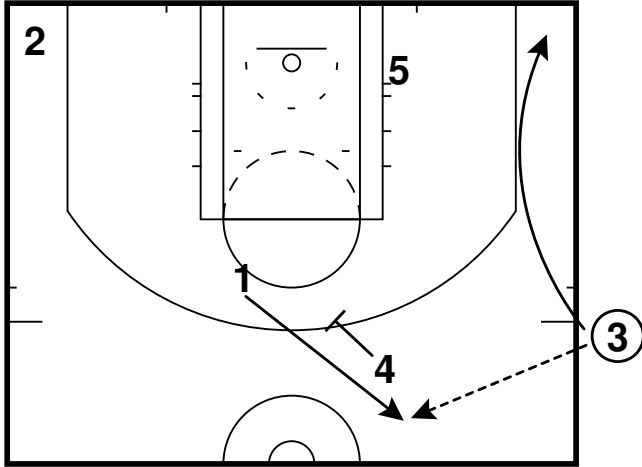
COB Peel



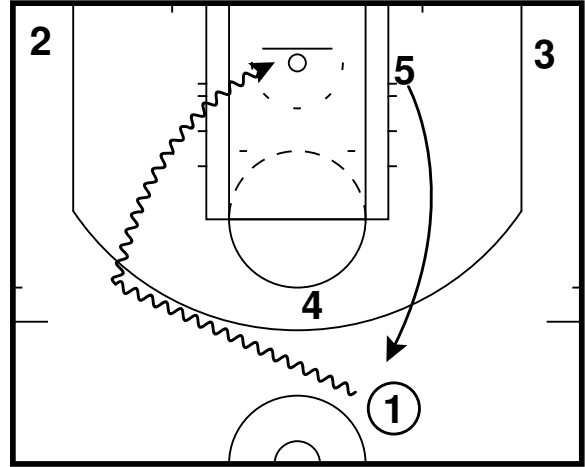
# Davidson

## Sideline out of Bounds

Go



Go

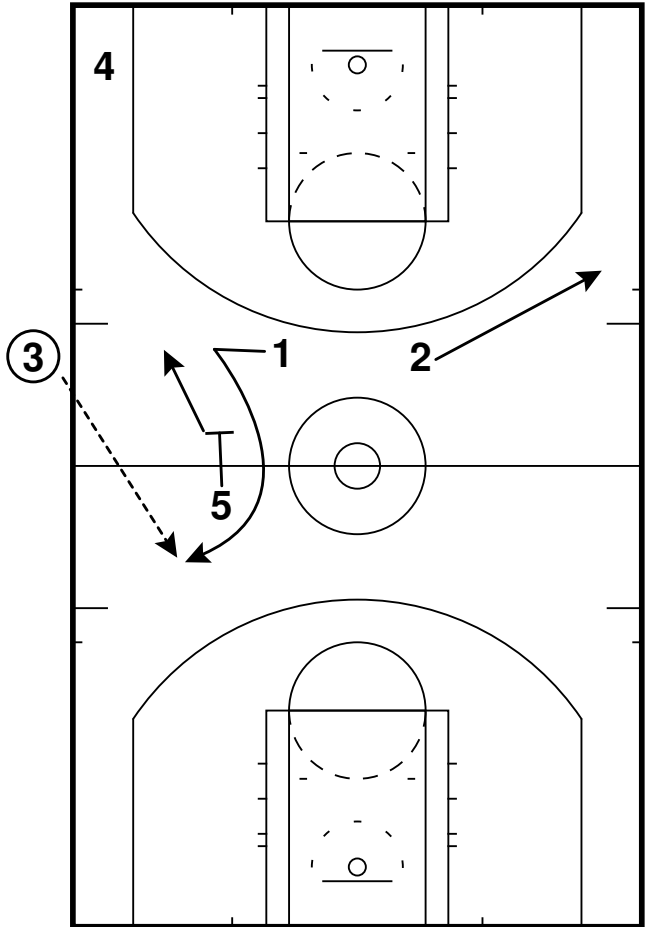
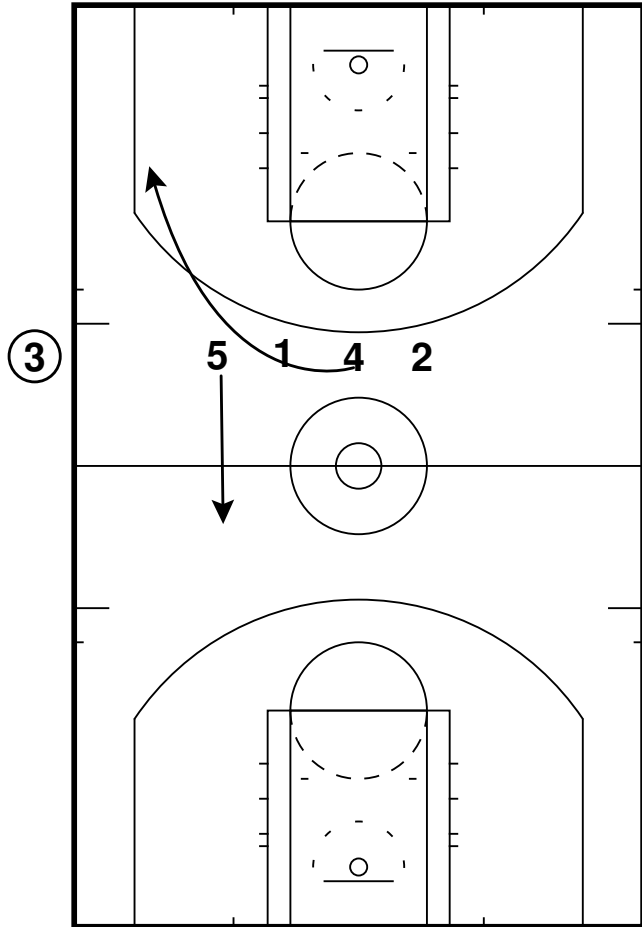


# Davidson

## Sideline out of Bounds

Line

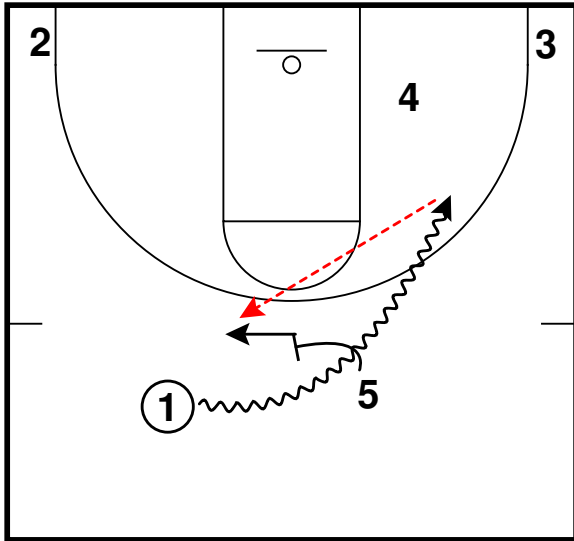
Line



# Specials

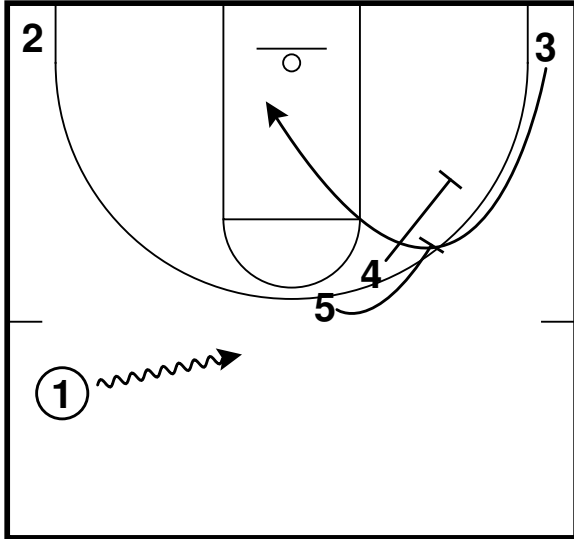
# Davidson Specials

5 Pop (End of Half)

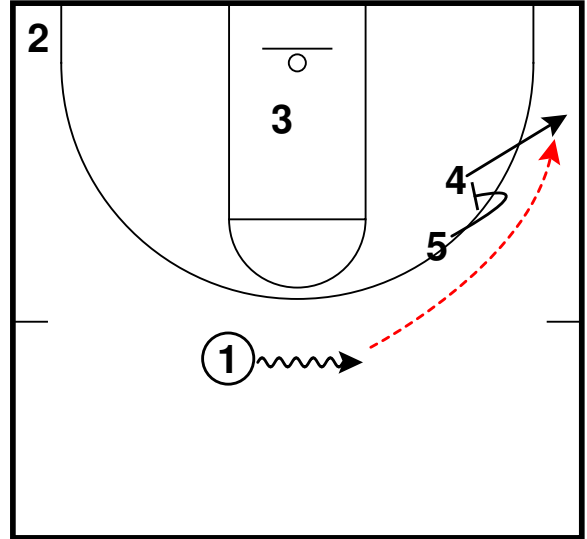


# Davidson Specials

Double Minnesota (End of Game)



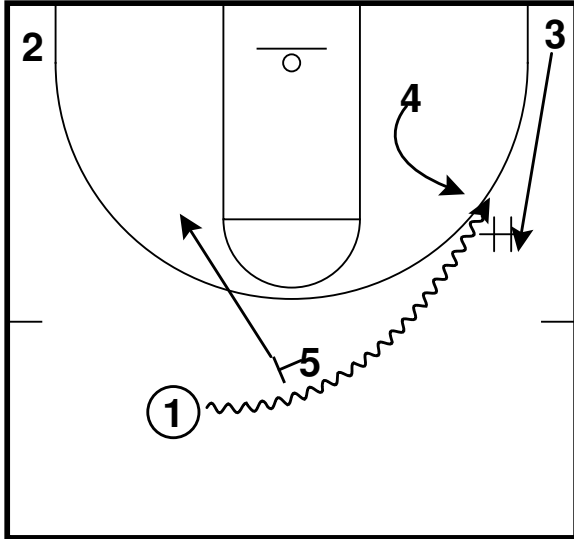
Double Minnesota (End of Game)



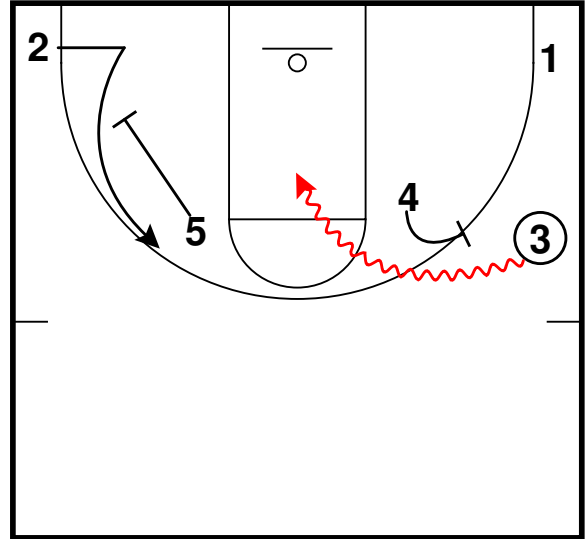


# Davidson Specials

Hand Off (End of Half)

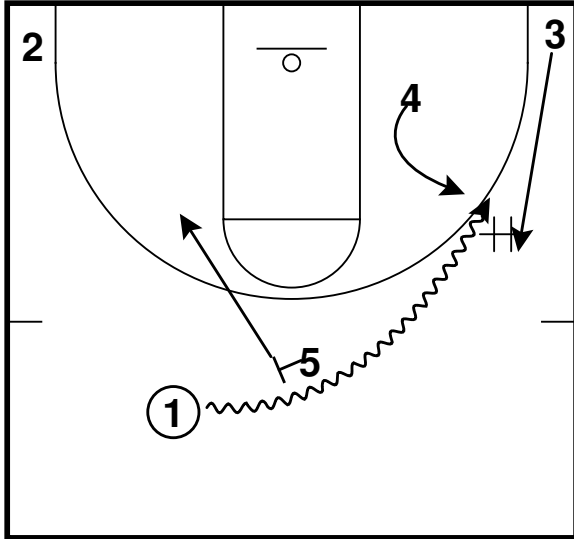


Hand Off (End of Half)



# Davidson Specials

Hand Off Slip (End of Game)



Hand Off Slip (End of Game)

