



Motion Strong



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Intro

Radius Athletics

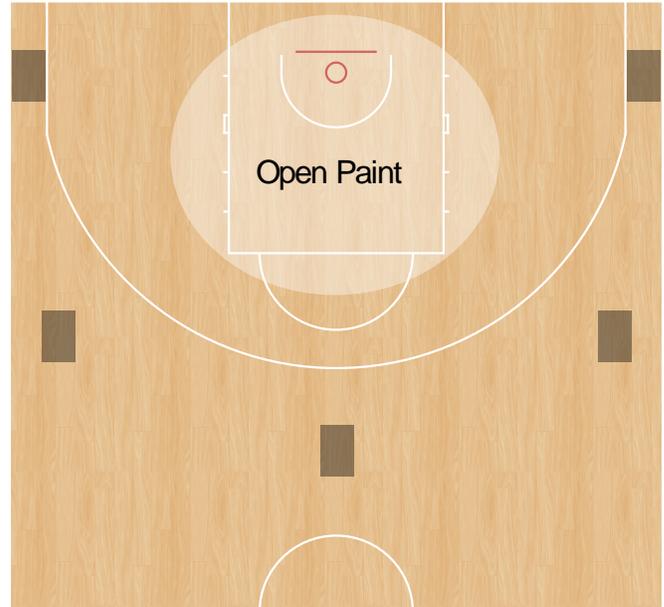
Intro

"Motion Strong" was popularized by the San Antonio Spurs, but from a Four-Out alignment.

Now Five-Out offenses have increased in popularity and "Motion Strong" is adapted here as such.

In "Motion Strong" nothing stops the ball! If the defense takes away one option that unlocks the next event in the sequence. Likewise, a decision by one player in the sequence unlocks the next action in the sequence. **The offense is meant to be run with no calls; just reactions.**

Two signature features of Five-Out "Motion Strong" are the Five-Out Spacing and the staggered screen.



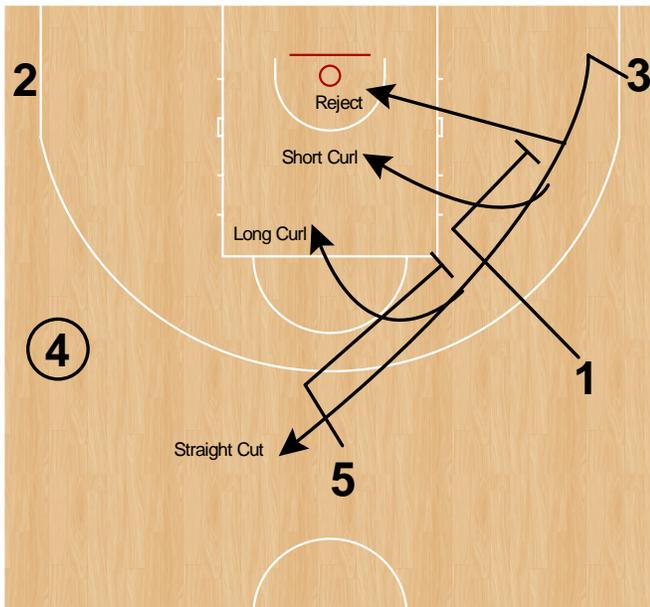
SPACING

Above is the five-out spacing of "Motion Strong"

Corners at rim depth

High Wings at TOC extended

Swing Spot filled even with front of rim, high enough so as not to be denied.



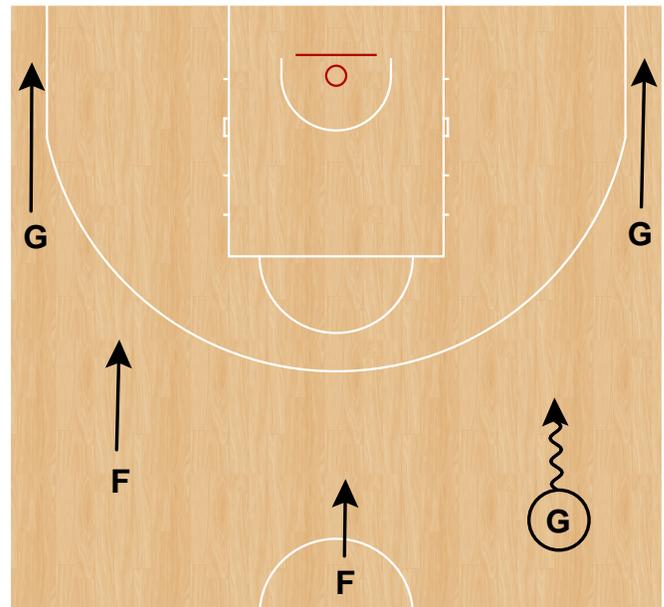
Staggered Screen - A signature feature of Motion Strong. In this playbook, we'll give the cutter four options when receiving the stagger

Reject - reject the screens and cut backdoor

Short Curl - Curl around the first of the staggered screens

Long Curl - Curl around the second of the staggered screens

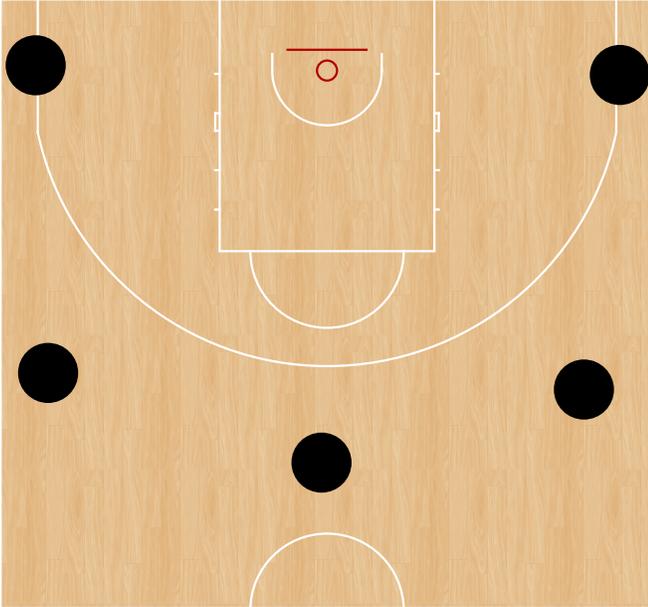
Straight Cut - Use both the screens and get the catch



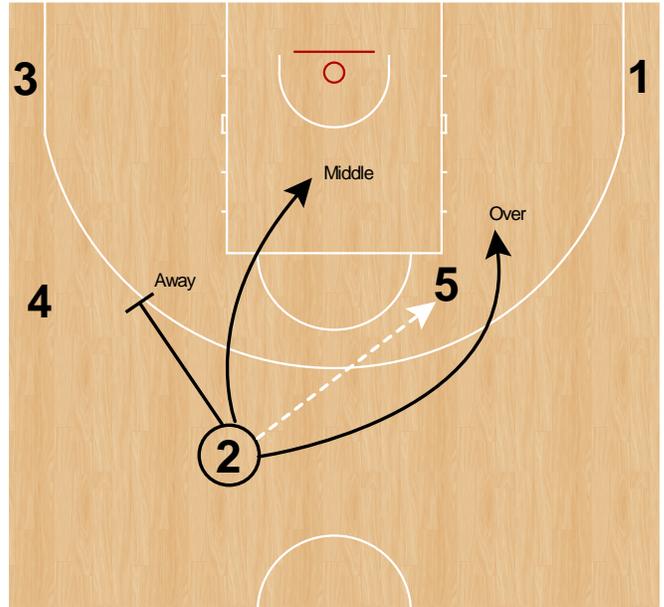
Transition - We want run Motion Strong seamlessly from the break, therefore we transition as diagrammed above. A team may approach this offense with two position categories (guards and forwards) and fill these lanes in transition.

Radius Athletics

Intro

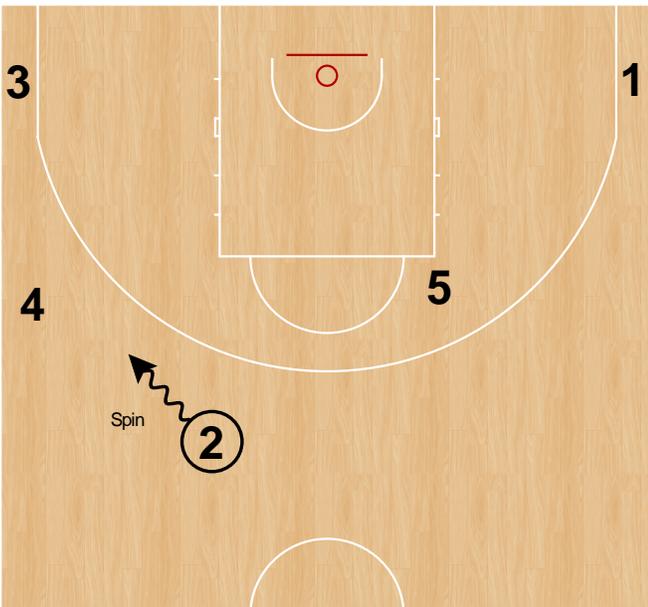


A team may run Motion Strong with defined position numbers where players go to exact spots based on their position. Or a team may go positionless and simply fill the five spots above and teach players all the options from every position.

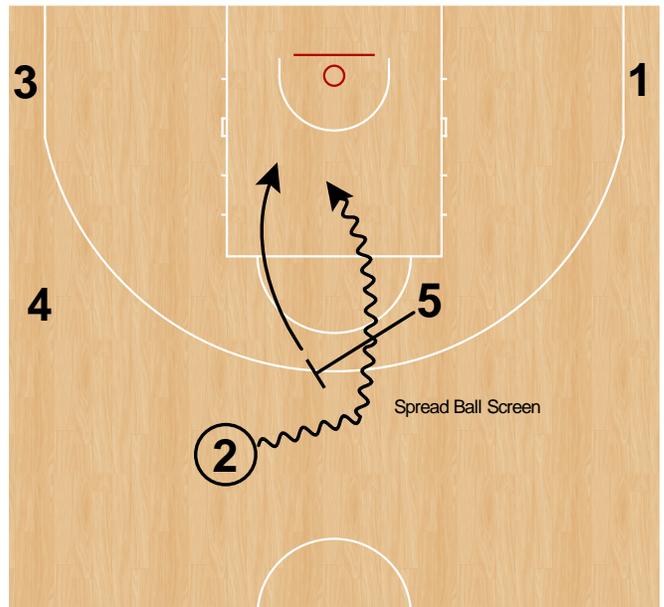


Point - Another feature of this playbook is the Point alignment. Many of the Motion Strong options in Early Offense connect to Point options.

Point options include: Entry to the Elbow and cutting **middle** or **over** or screening **away**. More details on each of these are found throughout the playbook.



Point options also include "**Spin**" - dribbling at the **double side**. More details on spin are found throughout the playbook.

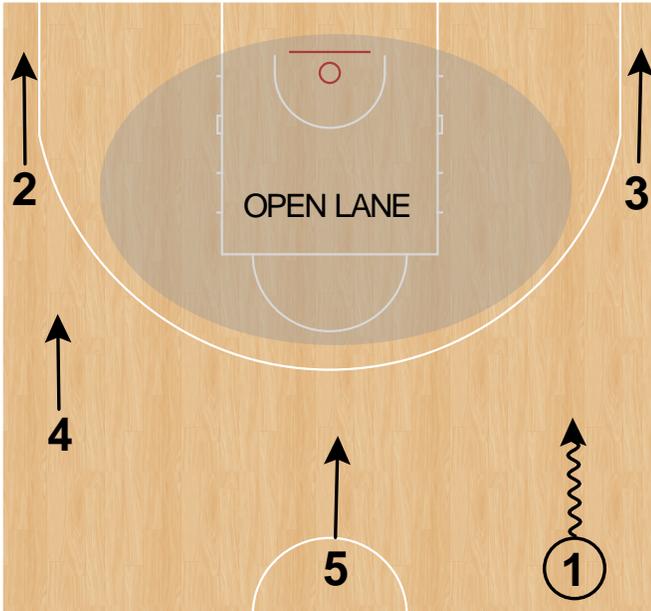


Point options include **Spread Ball Screen**. Spread Ball Screen is also a "late clock" feature for shot clock teams in the this playbook.

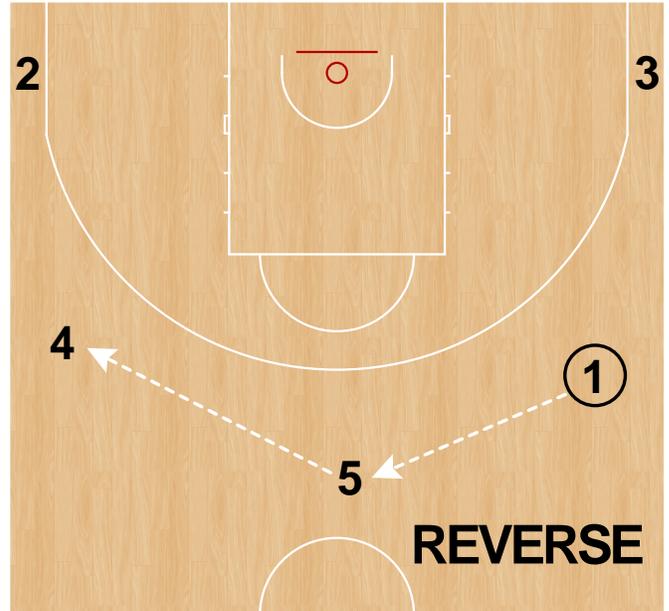
Reverse

Radius Athletics

Reverse

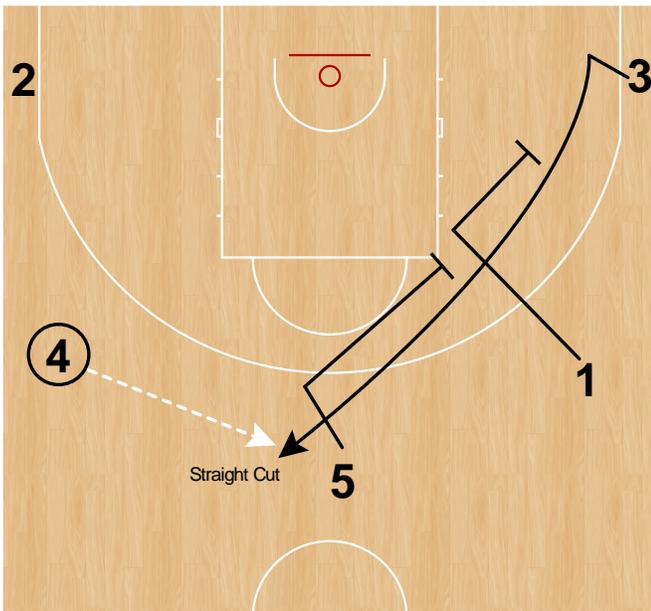


Five-out Five-Lane Transition keeping the lane open for drive.



Reverse - Ball reverses to the second side from 1 to 5 to 4.

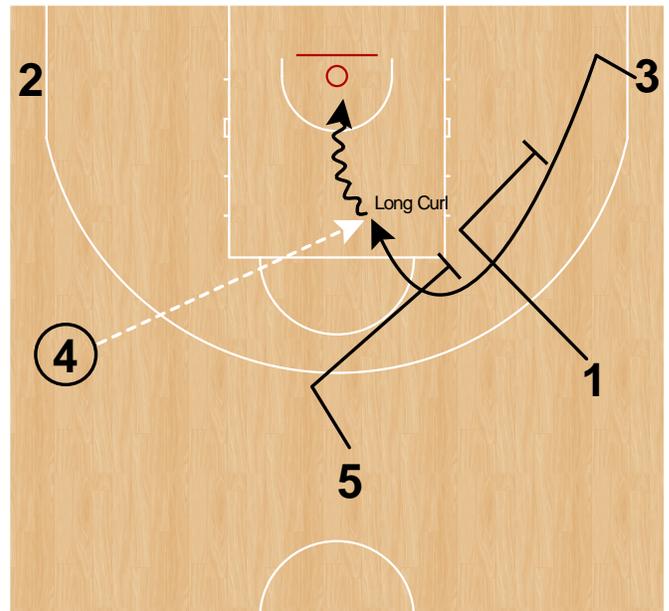
The player in the center lane must not be denied, initiate offense as has as needed to get ball reversed. You may even begin reversal in the backcourt if necessary!



After 1 passes he/she down screens
After 5 passes set the second of the staggered screens.

The screening angle for the diagonal down screen is butt to TOC. Cutter has four options: straight cut (shown), long curl, short curl, reject.

3 **straight cuts** off the stagger - look for catch-and shoot or immediate drive.

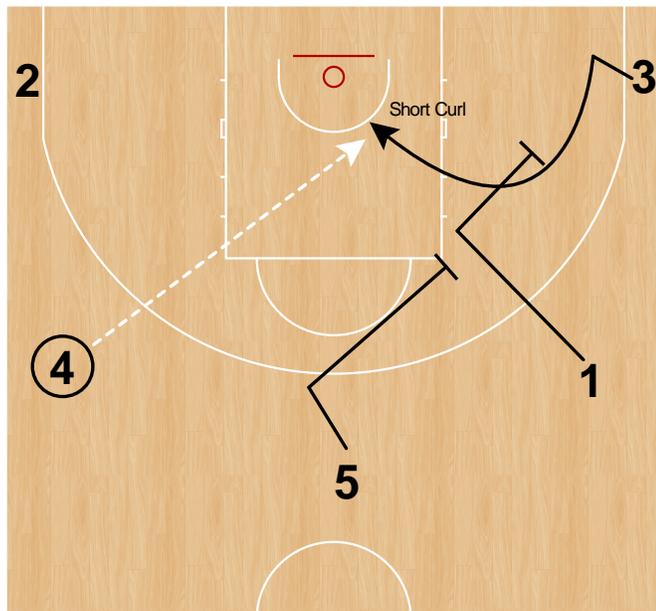


After 1 passes he/she down screens
After 5 passes set the second of the staggered screens
Cutter has four options.

3 **long curls** around the second screen for an immediate drive.

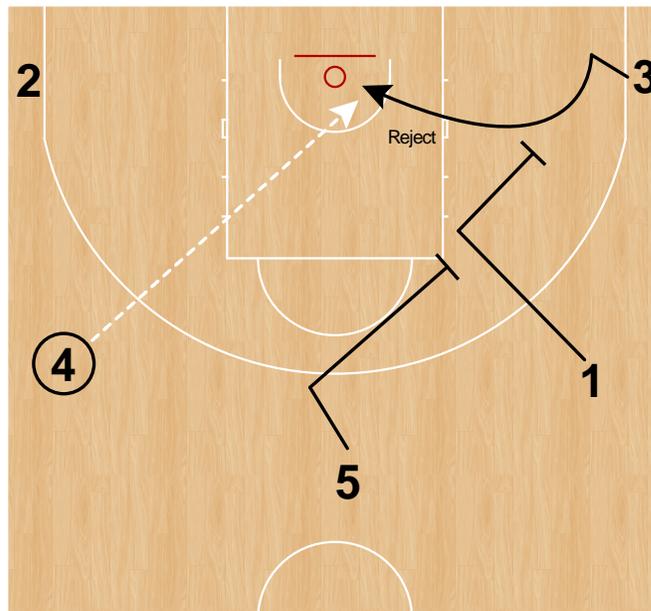
Radius Athletics

Reverse



After 1 passes he/she down screens
After 5 passes set the second of the staggered screens
Cutter has four options.

3 **short curls** around the first screen.



After 1 passes he/she down screens
After 5 passes set the second of the staggered screens. Cutter has four options.

3 **rejects** the screens for a layup

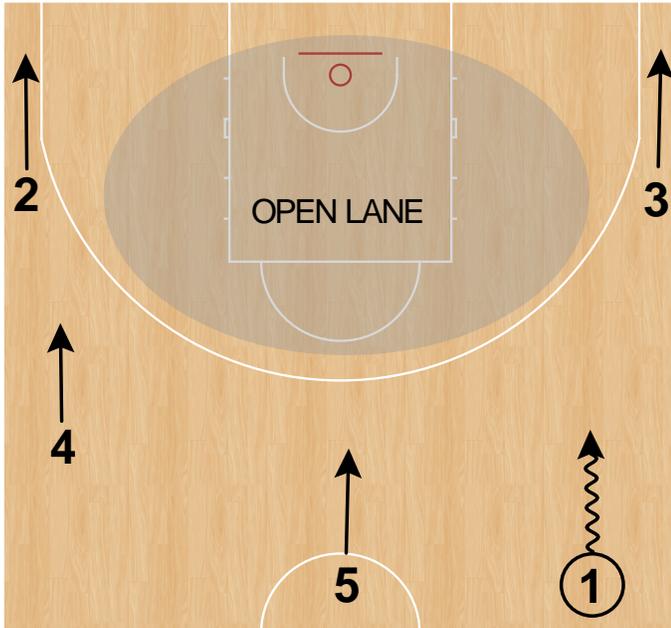
In the stagger action the passer looks to play to the cutter first, the screener at the elbow second. If neither are available get into Spread Ball Screen. Passer must pass from a live dribble, either off the catch or off the dribble.

Depending on the cut the cutter makes the passer may also be able to "spin it" if neither the cutter nor the screener is available.

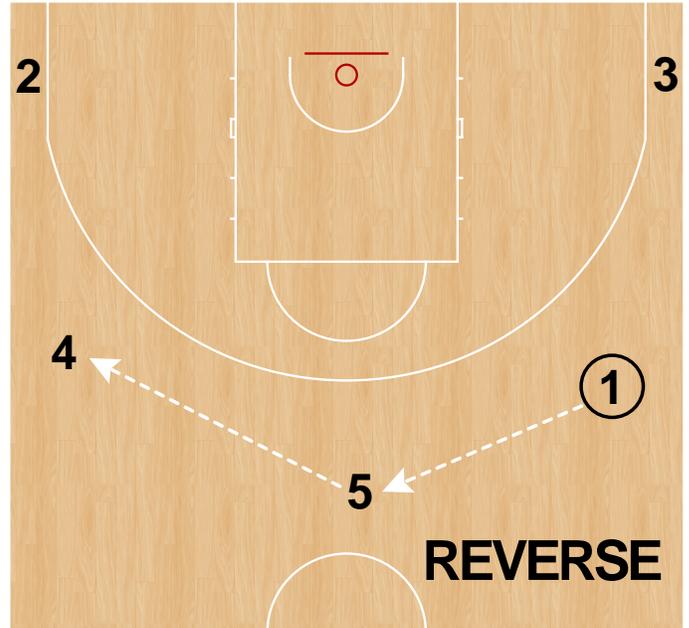
Reverse To Point

Radius Athletics

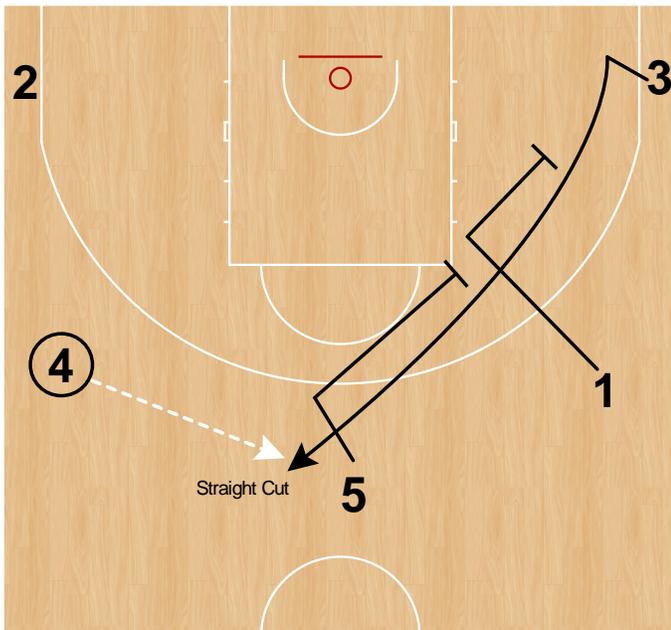
Reverse - Straight - Point Over



Five-out Five-Lane Transition keeping the lane open for drive.

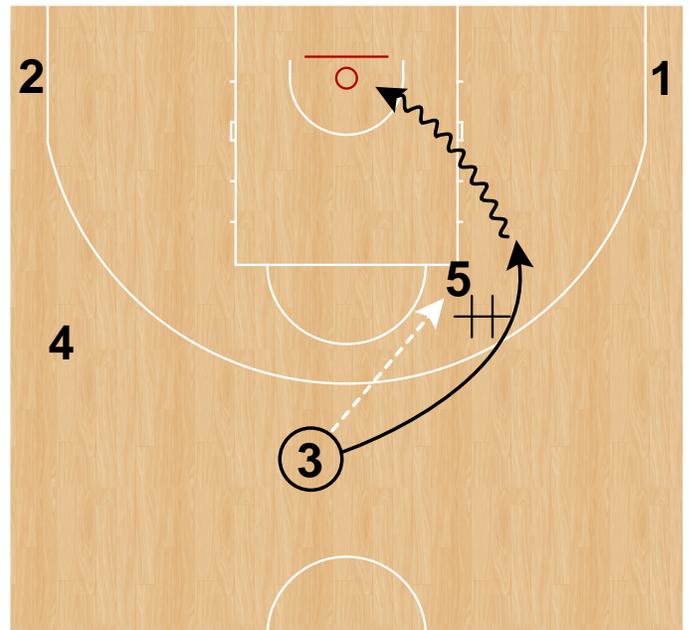


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

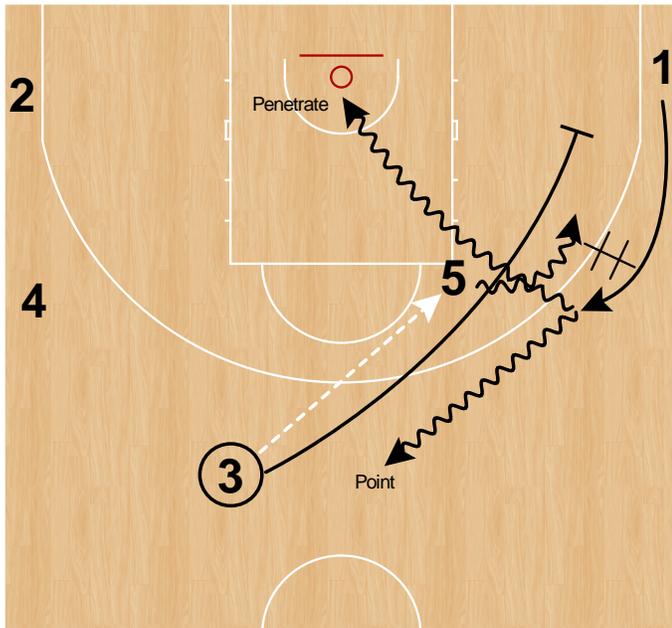
First option, play to the cutter. 3 **straight cuts**. Look for your catch-and-shoot or immediate drive.



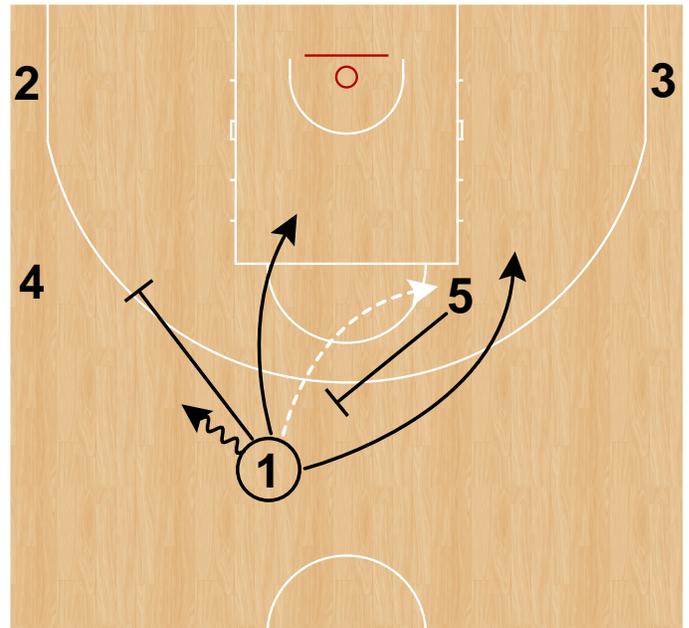
Play to the screener - 3 enters to 5 near elbow and cuts **over** for a handoff. **(Throw & Go)**. "Outrun your pass" take the ball and get to the rim.

Radius Athletics

Reverse - Straight - Point Over



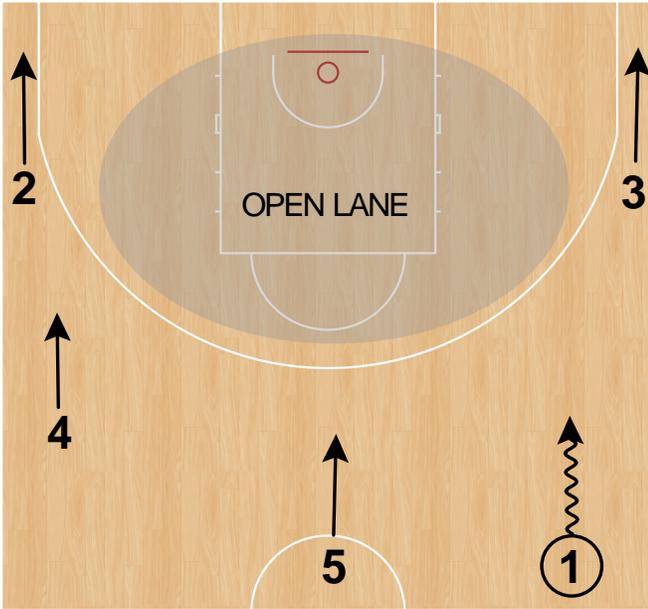
If 3 cuts over and no handoff is available, continue into down screen for 1. 5 DHOs with 1. 1 penetrates or gets to point.



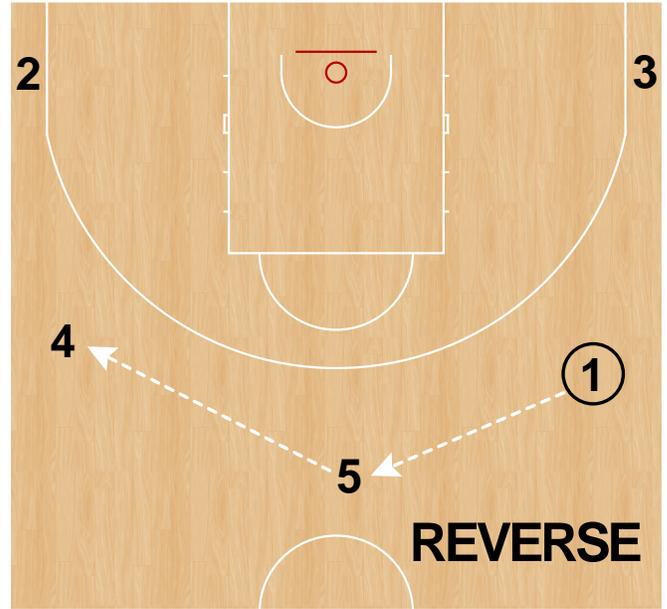
Point options available

Radius Athletics

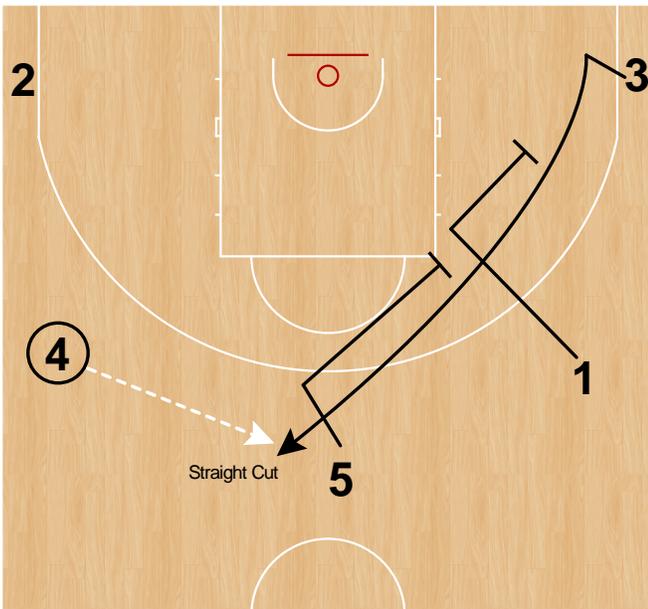
Reverse - Straight - Point Middle



Five-out Five-Lane Transition keeping the lane open for drive.

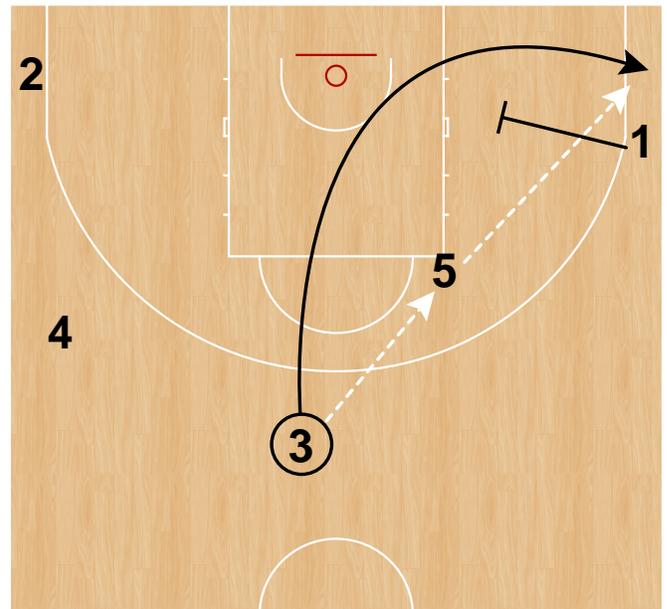


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

First option, play to the cutter. 3 **straight cuts**. Look for your catch-and-shoot or immediate drive.

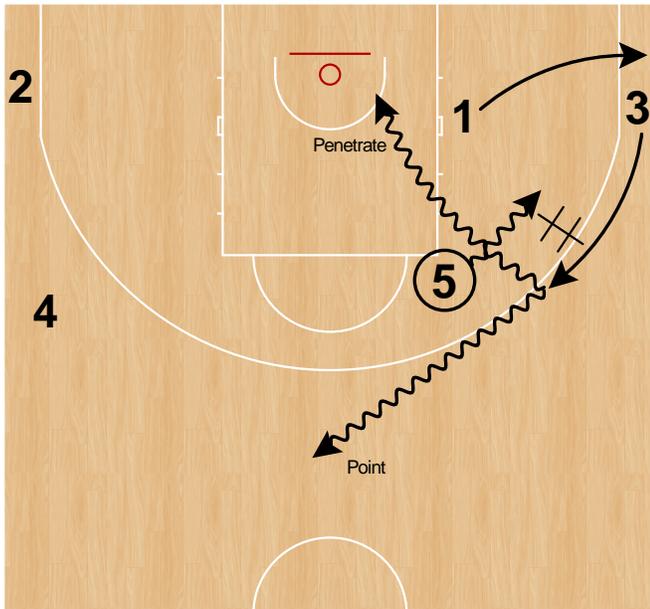


If we cannot play to the cutter, we play to the screener near the elbow. There is no exact spot we are seeking; we just want to get them the ball (possession > position).

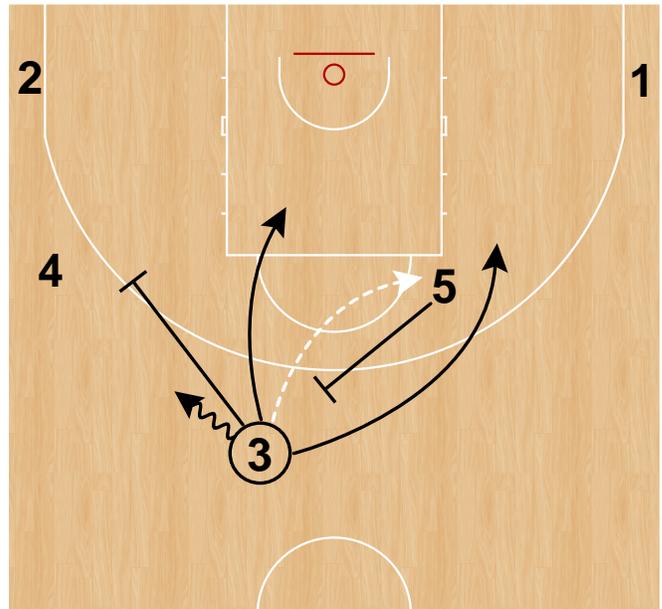
3 enters to 5 near elbow and cuts **middle**. 1 pins down for 3. 5 may pass to 3 coming off pindown if a catch-and-shoot is available.

Radius Athletics

Reverse - Straight - Point Middle



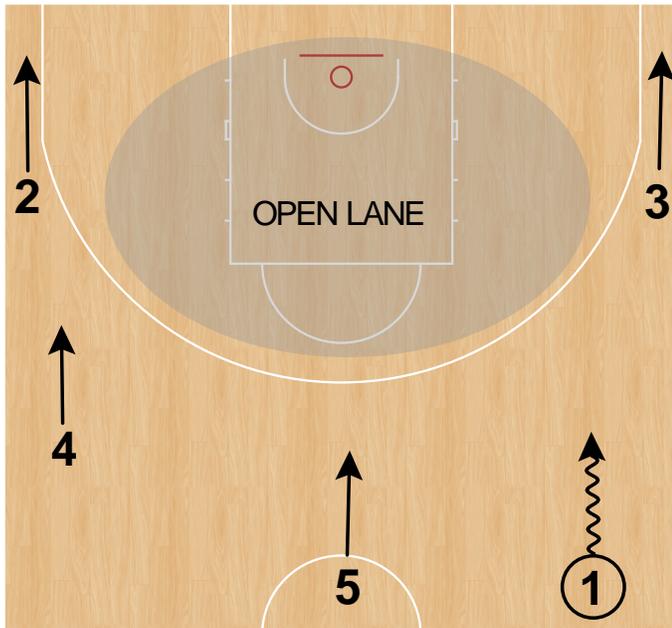
3 stays on the move taking the DHO from 5 looking to penetrate if the DHO creates an advantage. If not take to point.



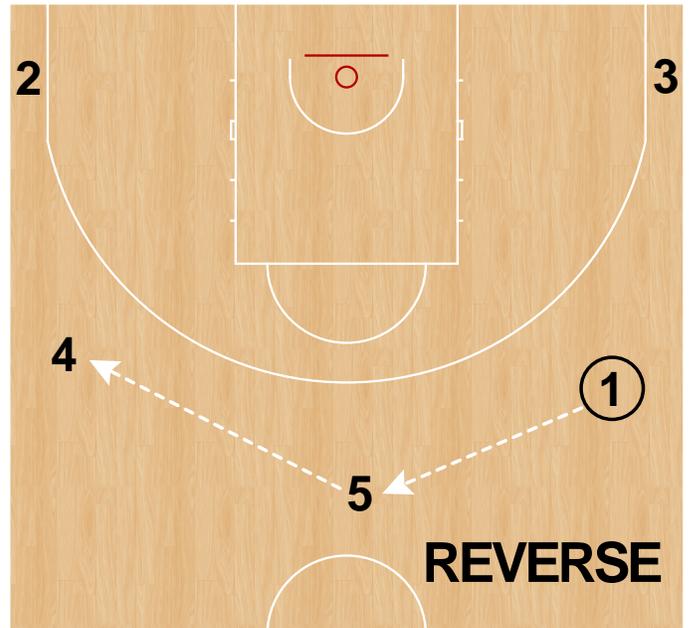
Point options available

Radius Athletics

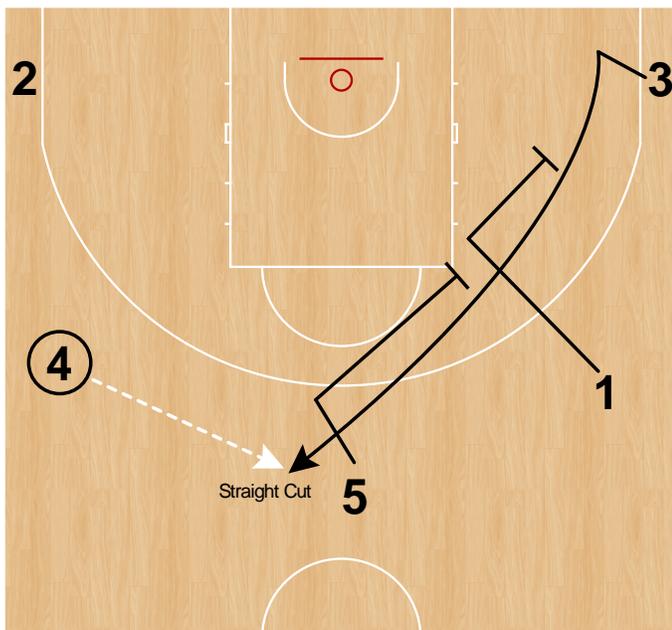
Reverse - Straight - Point Away



Five-out Five-Lane Transition keeping the lane open for drive.

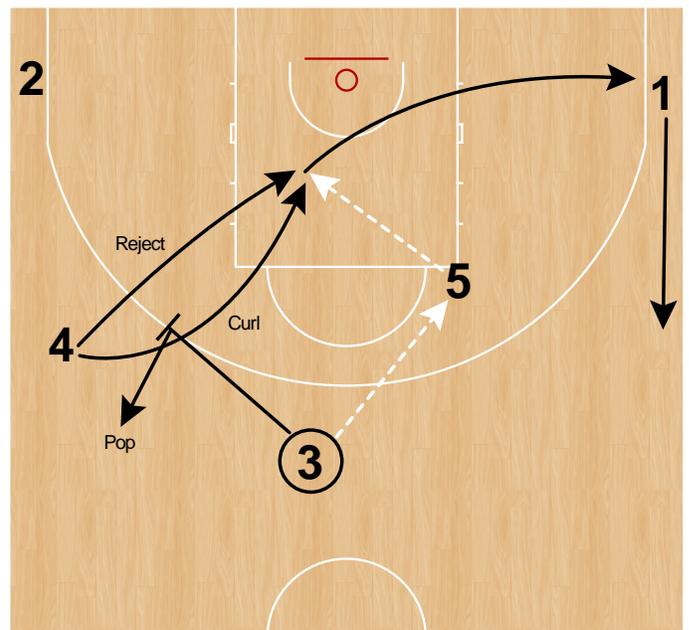


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

First option, play to the cutter. 3 **straight cuts**. Look for your catch-and-shoot or immediate drive.



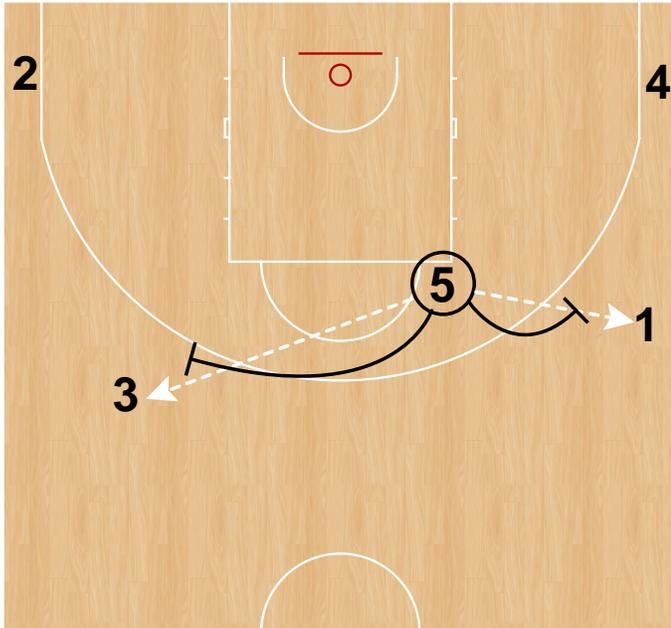
Second option - Play to the screener.

3 enters to 5 and screens **away** for 4. 3 pops after screening.

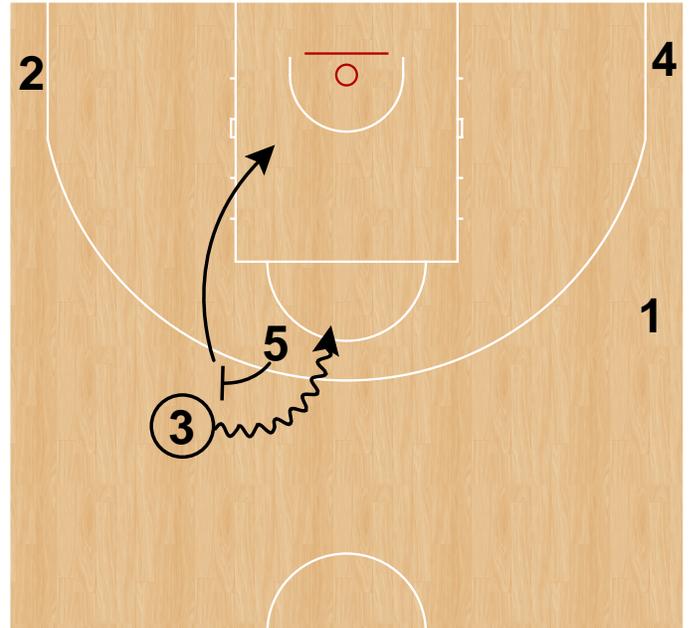
4 may curl or reject. 5 looks for 4 on the cut. If 4 does not receive the pass, continue cutting to far corner. 1 fills up.

Radius Athletics

Reverse - Straight - Point Away



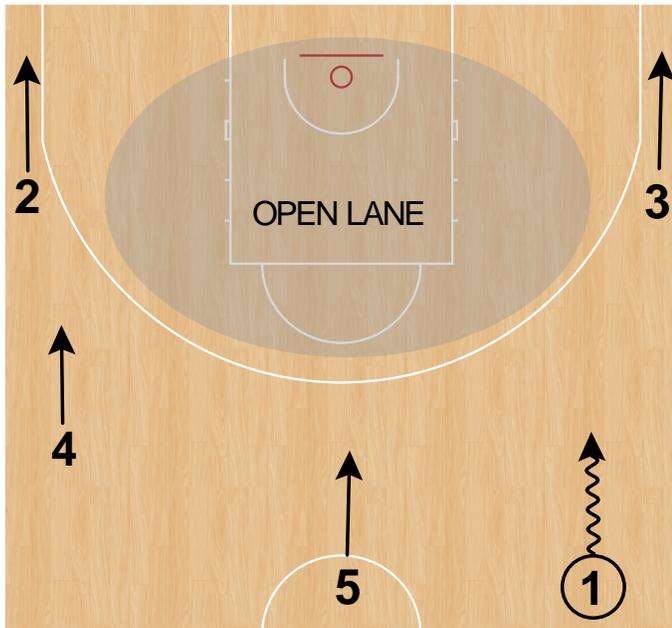
5 passes off the elbow to either 3 popping or 1 filling up. Follow your pass into a ball screen.



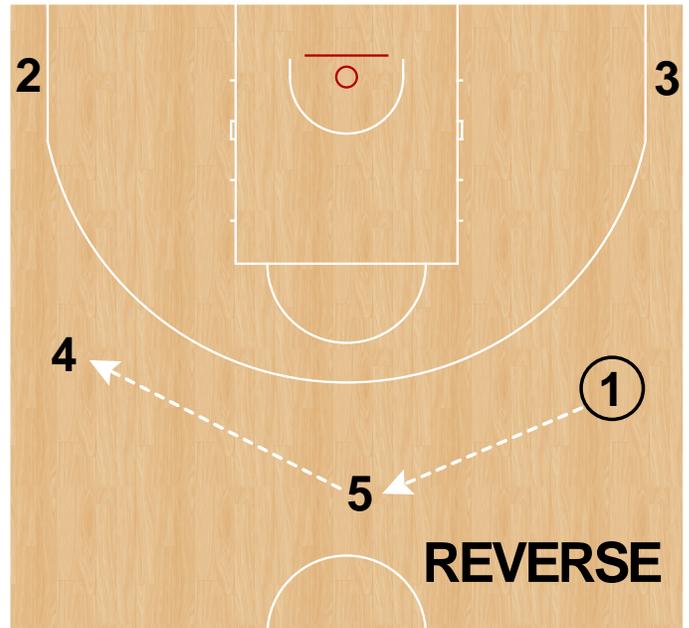
5 passes to 3 and follows into ball screen. Spread ball screen for 3.

Radius Athletics

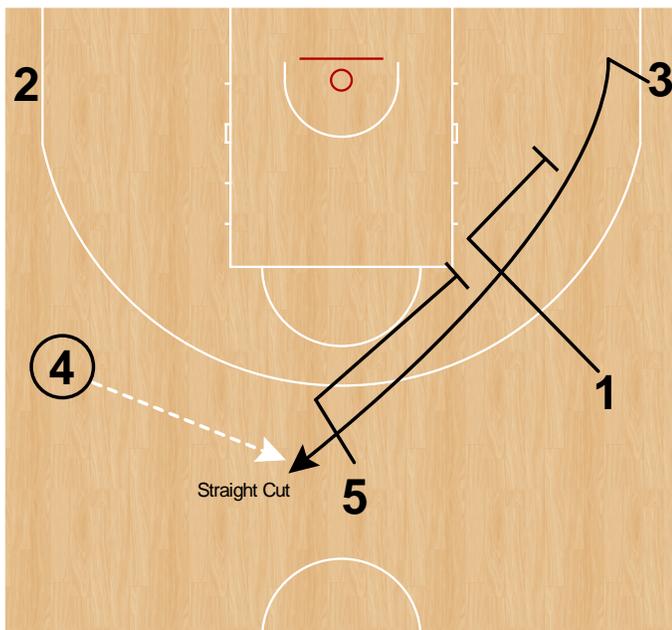
Reverse - Straight - Point Spin



Five-out Five-Lane Transition keeping the lane open for drive.

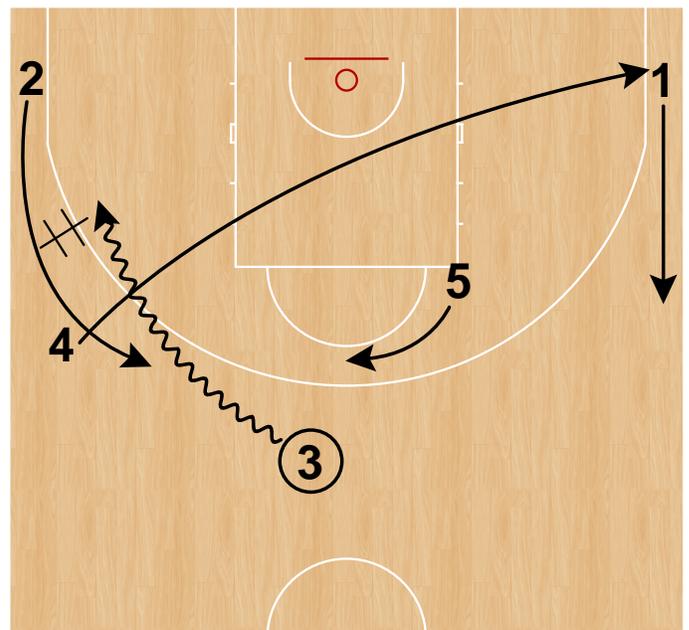


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

First option, play to the cutter. 3 **straight cuts**. Look for your catch-and-shoot or immediate drive.

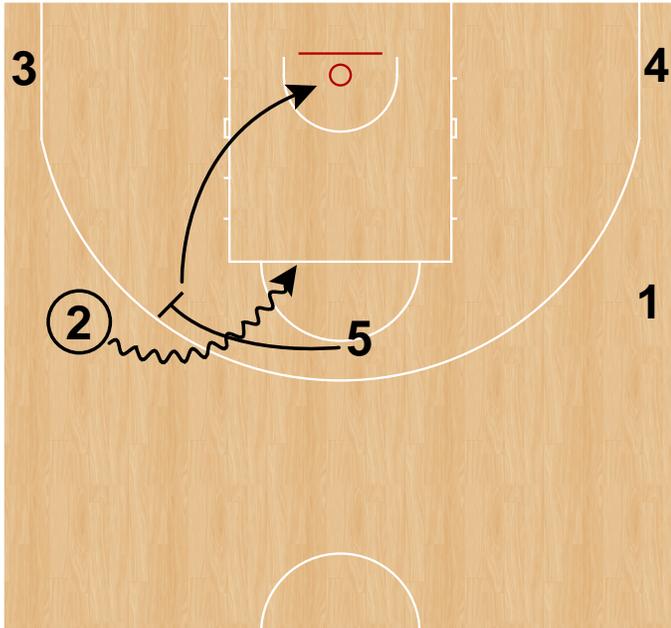


Spin by dribbling toward the double side. 3 dribbles at 4.

4 cuts backdoor, 2 blasts from the corner to take a DHO. 5 moves into position to ball screen for 2 coming out of the DHO.

Radius Athletics

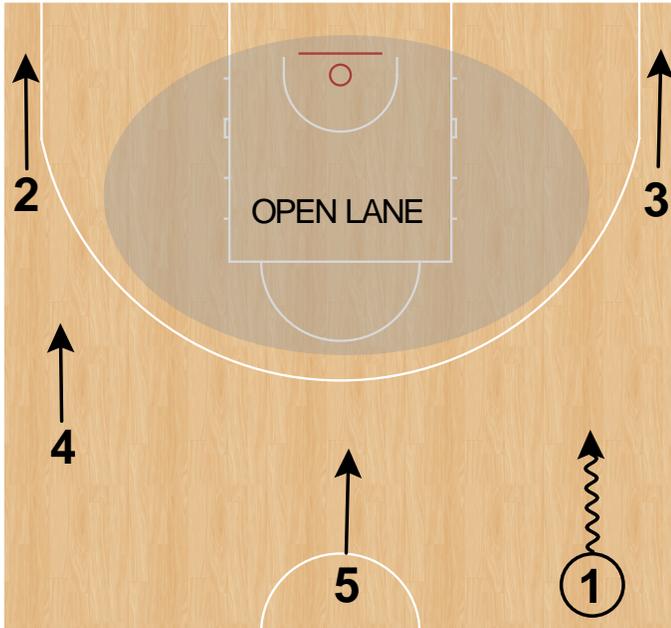
Reverse - Straight - Point Spin



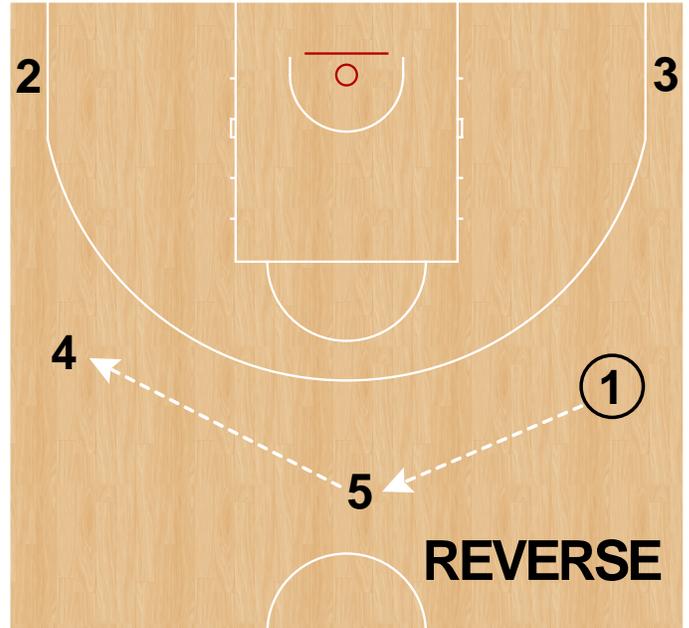
This **Spin** sequence flows into Spread Ball Screen.

Radius Athletics

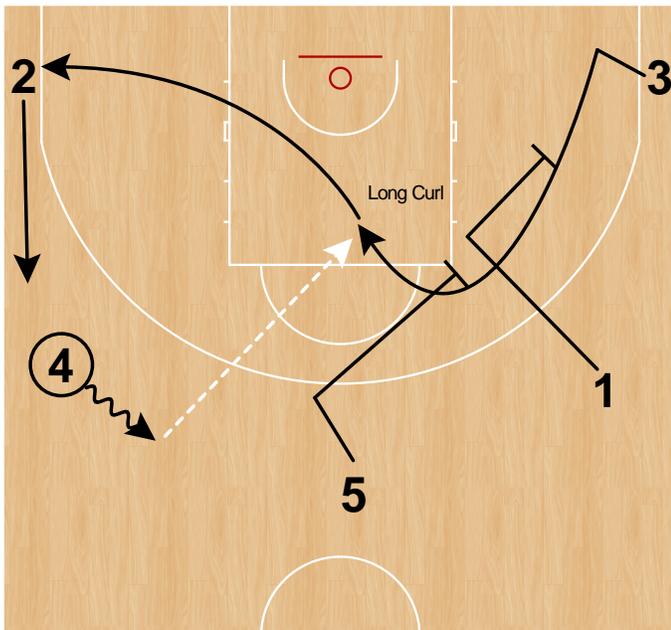
Reverse - Long Curl - Point Over



Five-out Five-Lane Transition keeping the lane open for drive.

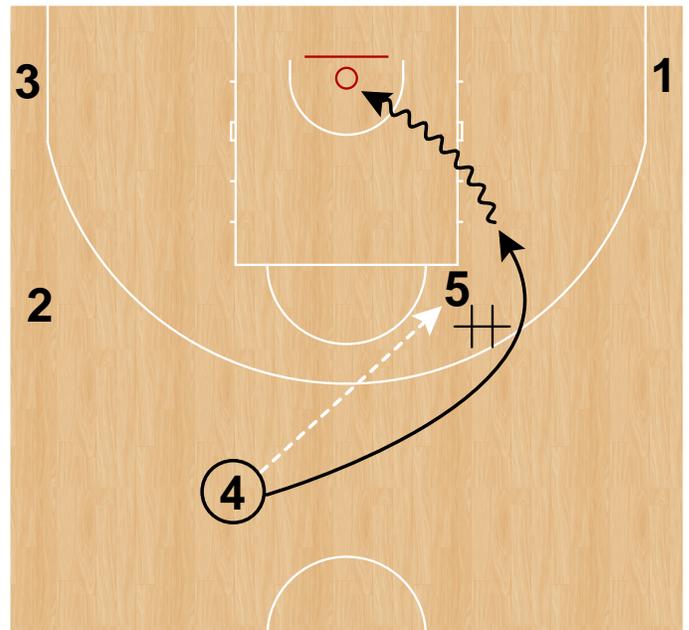


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

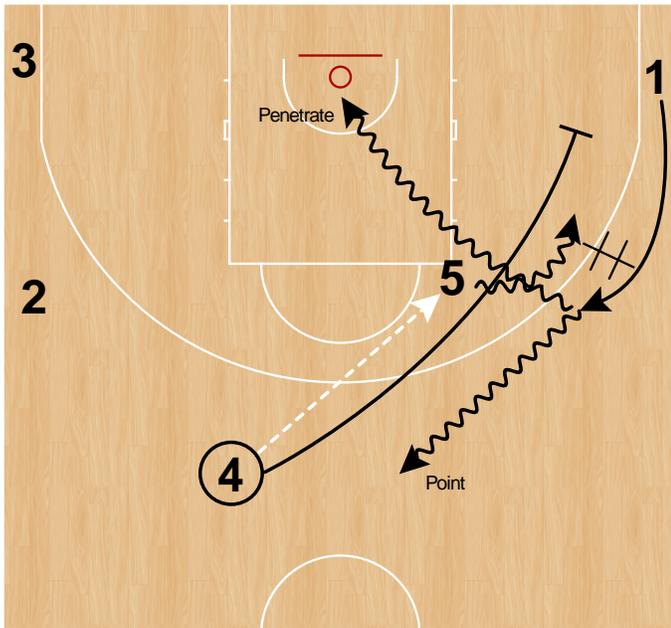
First option, play to the cutter. 3 **long curls**. If 3 does not receive pass while curling, continue cutting hard to far corner. 2 fills up.



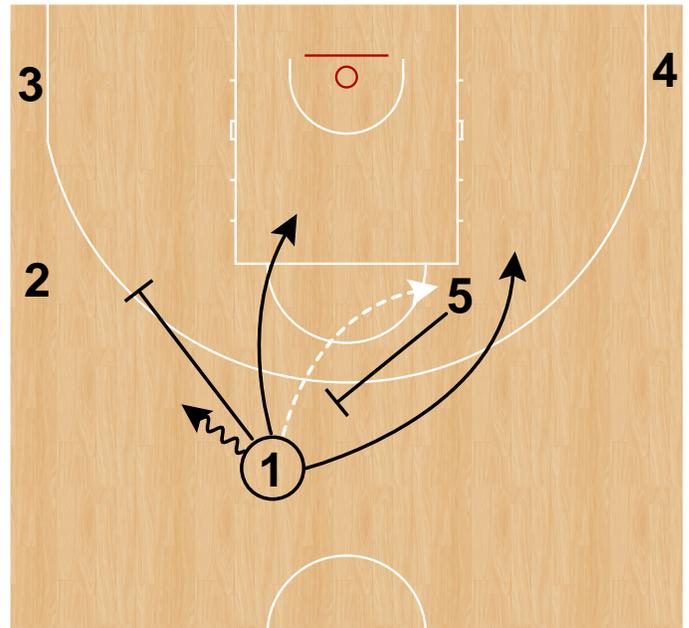
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Radius Athletics

Reverse - Long Curl - Point Over



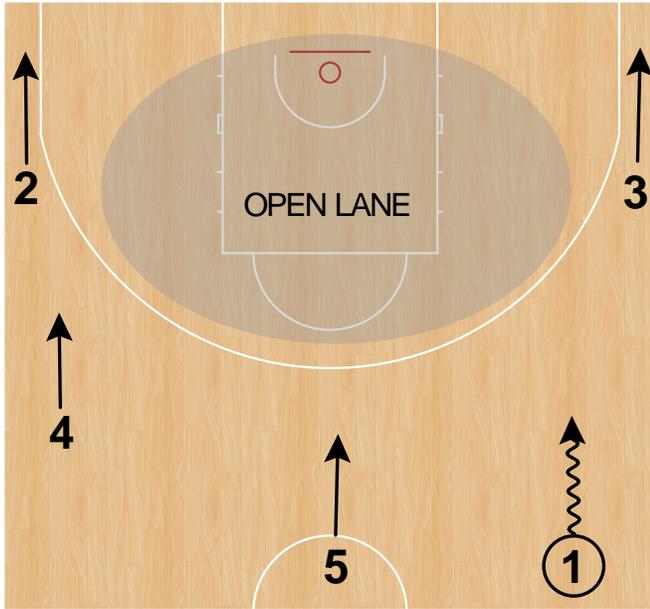
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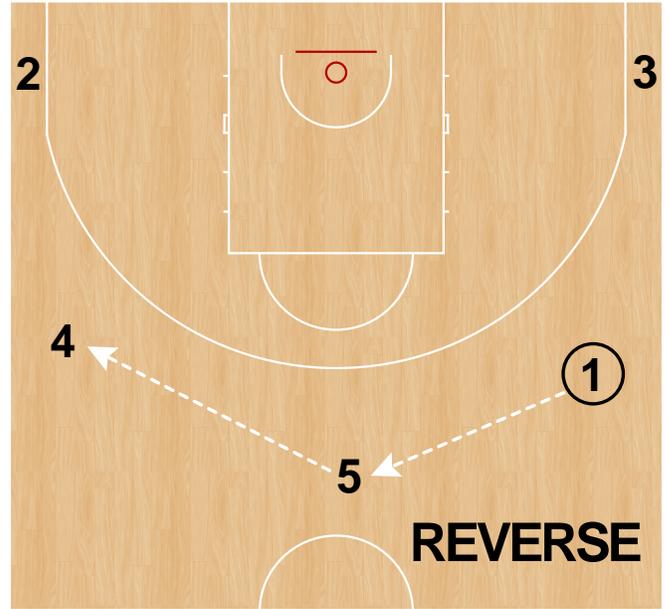
Point options available

Radius Athletics

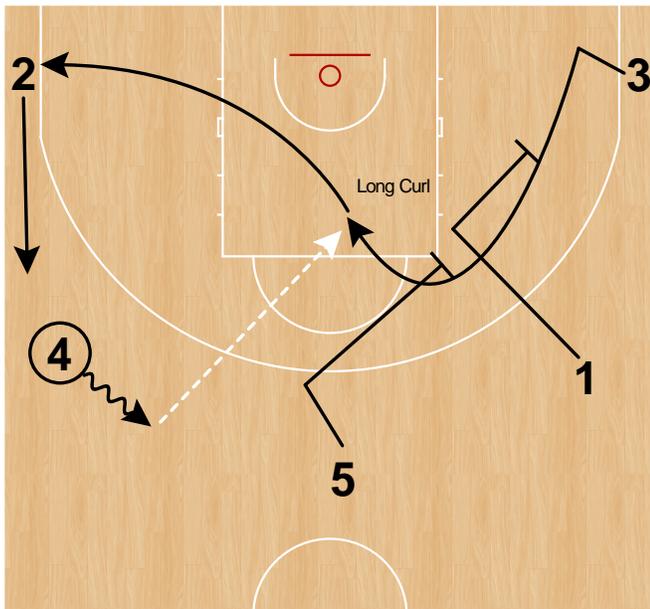
Reverse - Long Curl - Point Middle



Five-out Five-Lane Transition keeping the lane open for drive.

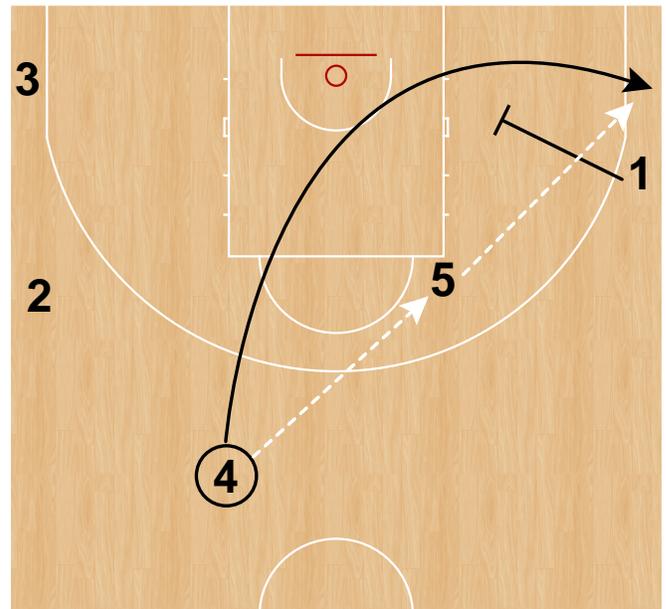


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

First option, play to the cutter. 3 **long curls**. If 3 does not receive pass while curling, continue cutting hard to far corner. 2 fills up.

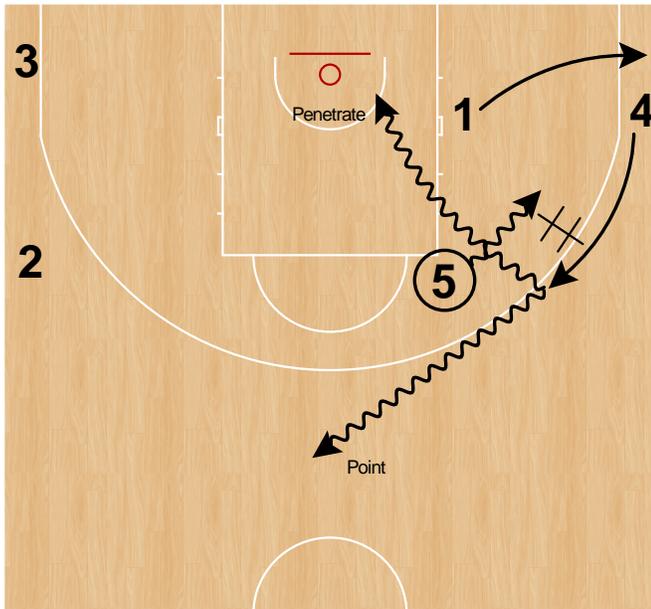


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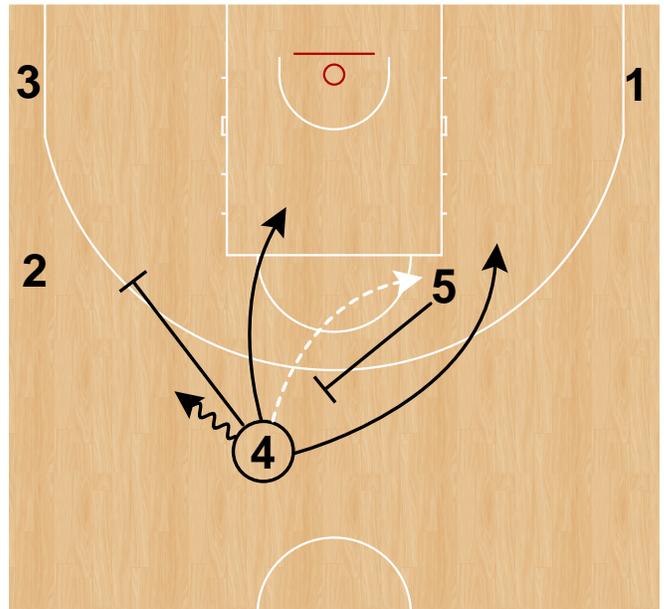
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Radius Athletics

Reverse - Long Curl - Point Middle



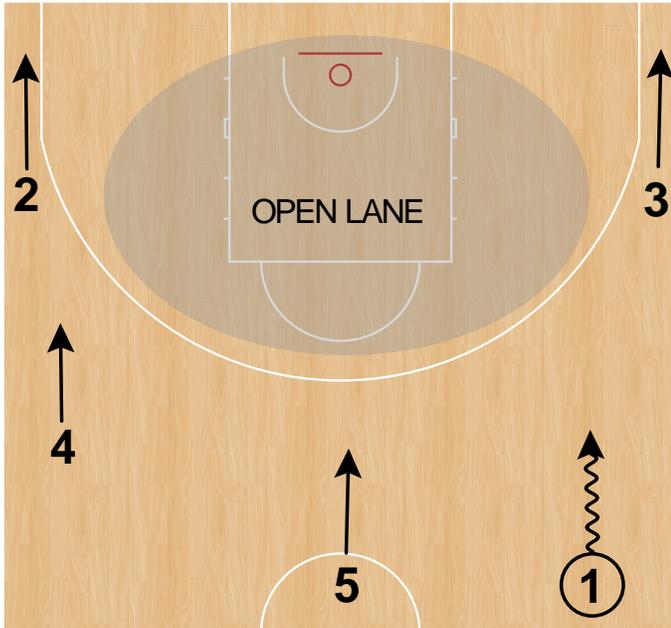
4 stays on the move taking the DHO from 5 looking to penetrate if the DHO creates an advantage. If not take to point.



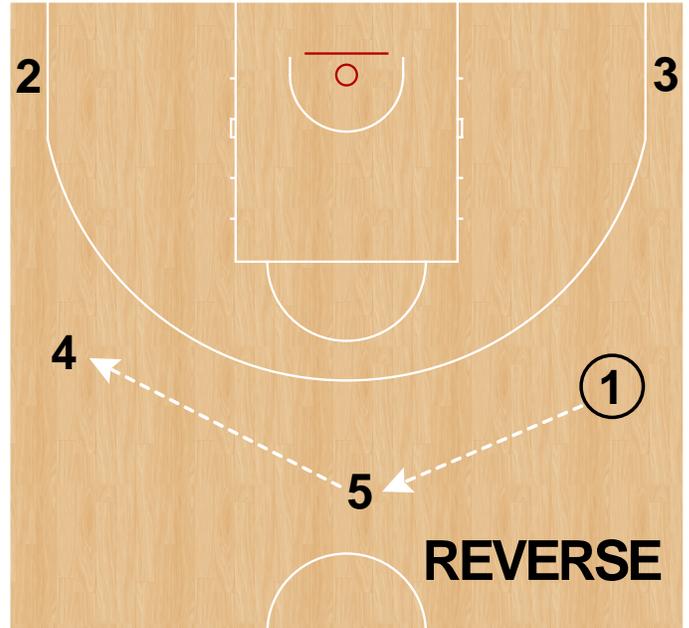
Point options available

Radius Athletics

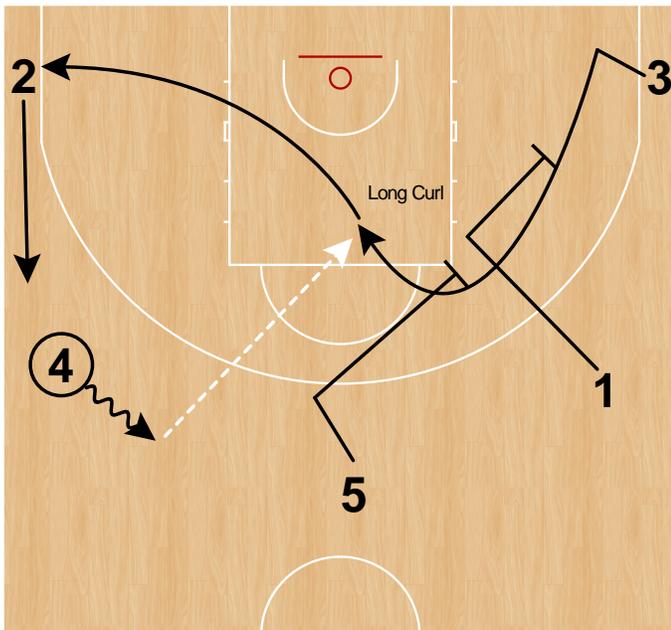
Reverse - Long Curl - Point Away



Five-out Five-Lane Transition keeping the lane open for drive.

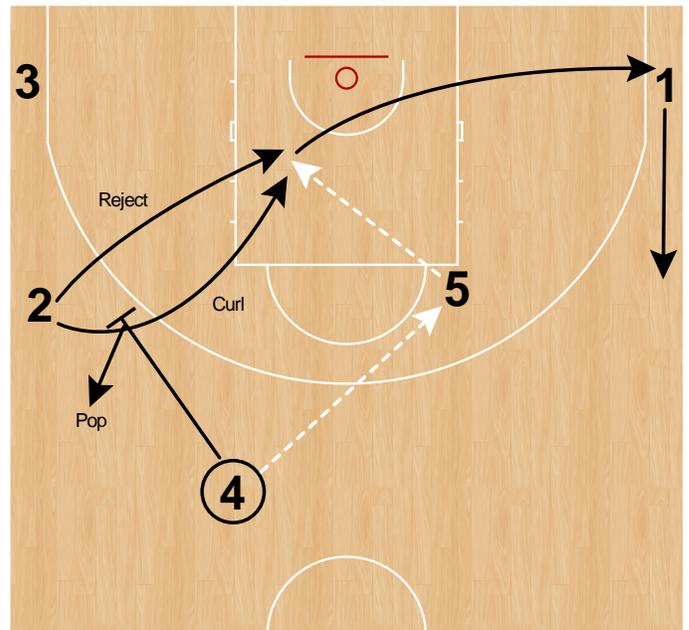


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

First option, play to the cutter. 3 **long curls**. If 3 does not receive pass while curling, continue cutting hard to far corner. 2 fills up.



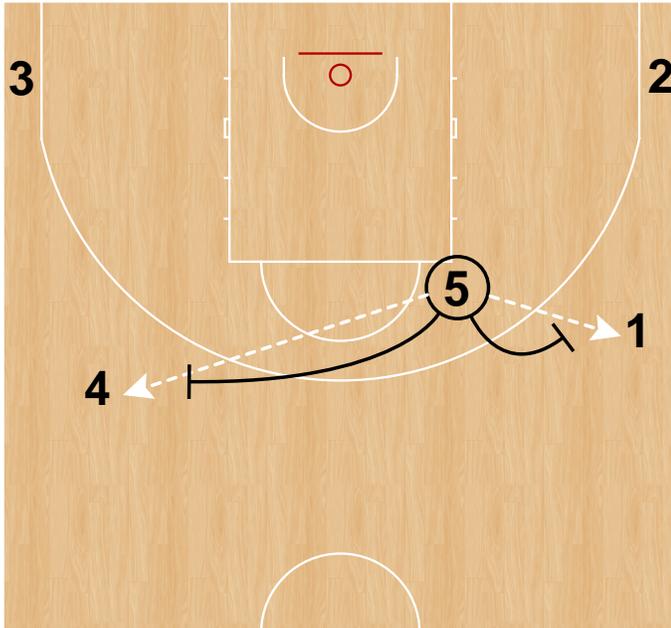
Second option - Play to the screener.

4 enters to 5 and screens away for 2. 4 pops after screening.

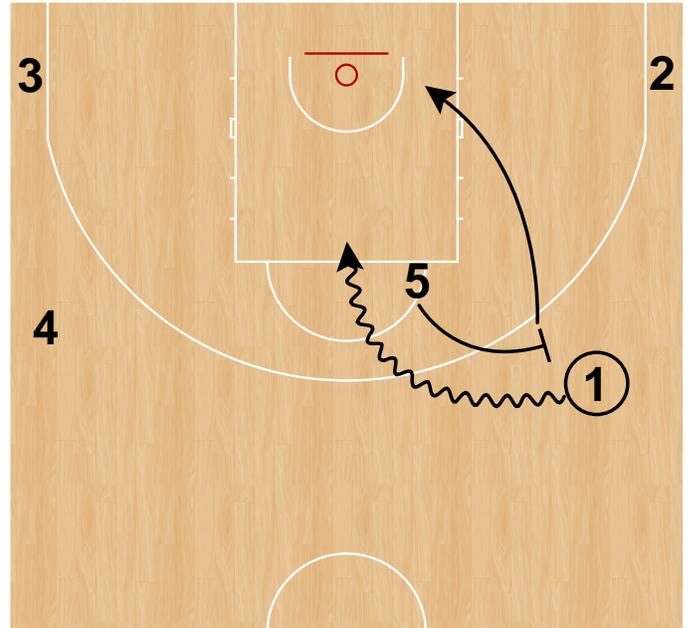
2 may curl or reject. 5 looks for 2 on the cut. If 2 does not receive the pass, continue cutting to far corner. 1 fills up.

Radius Athletics

Reverse - Long Curl - Point Away



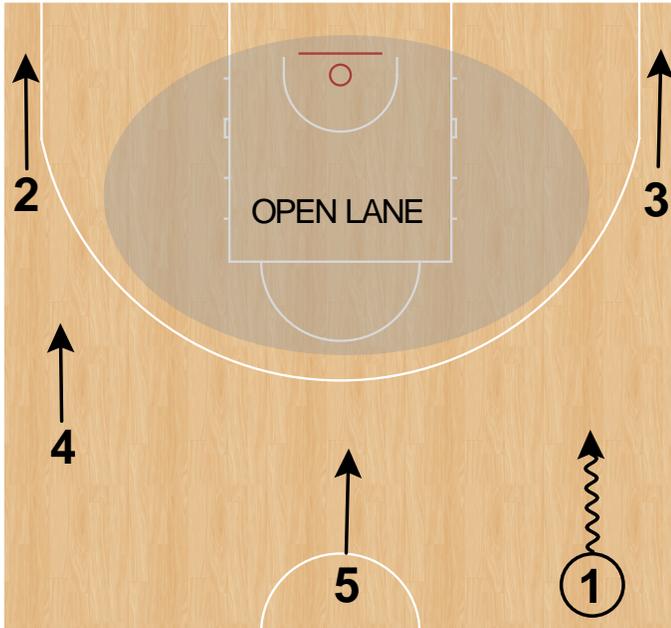
5 passes off the elbow to either 4 popping or 1 filling up. Follow your pass into a ball screen.



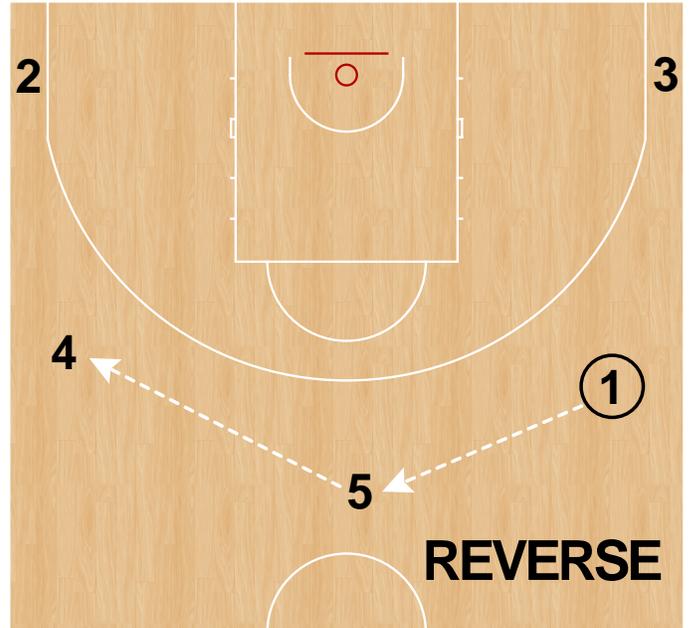
5 passes to 1 and follows into ball screen. Spread ball screen for 1.

Radius Athletics

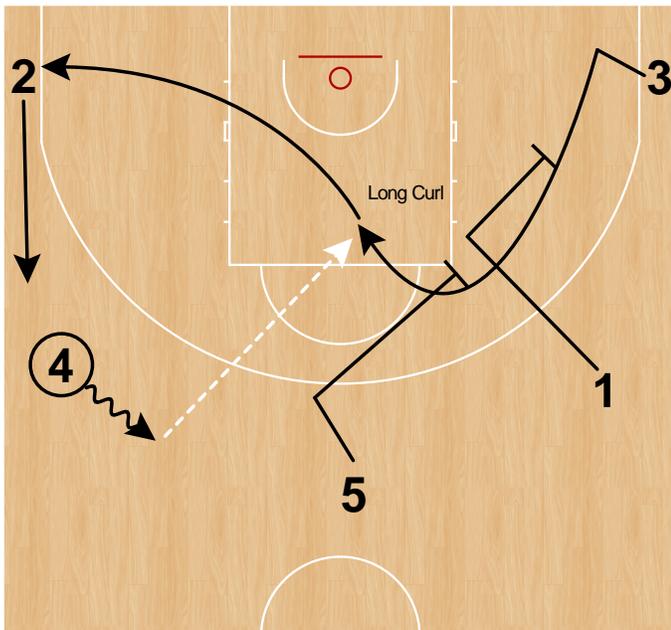
Reverse - Long Curl - Point Spin



Five-out Five-Lane Transition keeping the lane open for drive.

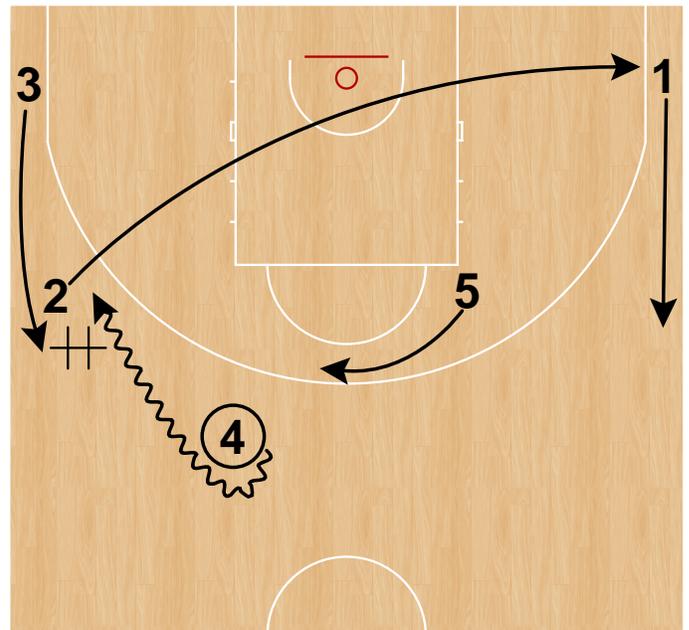


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

First option, play to the cutter. 3 **long curls**. If 3 does not receive pass while curling, continue cutting hard to far corner. 2 fills up.

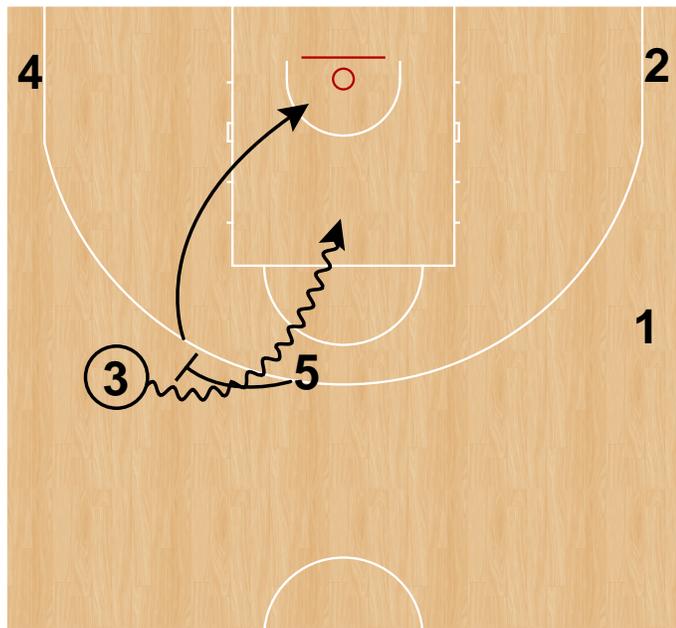


4 does not enter to the cutter nor the screener. **Spin** by dribbling toward the double side.

2 cuts backdoor, 3 blasts from the corner to take a DHO. 5 moves into position to ball screen for 3 coming out of the DHO.

Radius Athletics

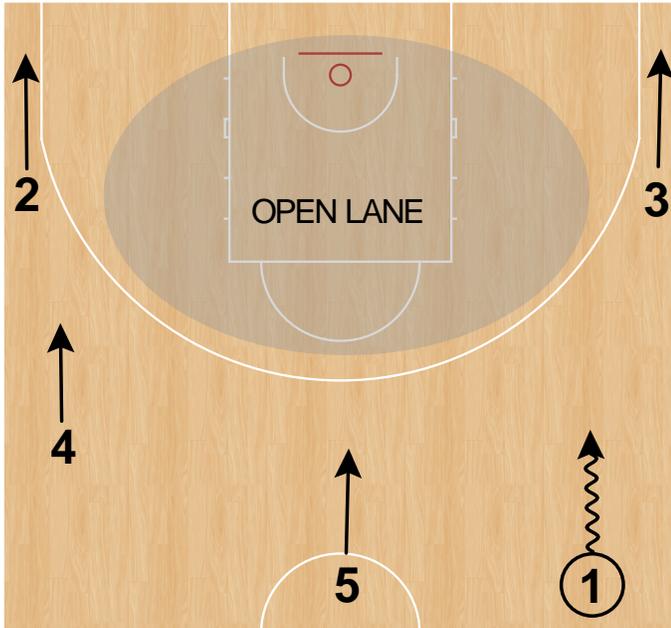
Reverse - Long Curl - Point Spin



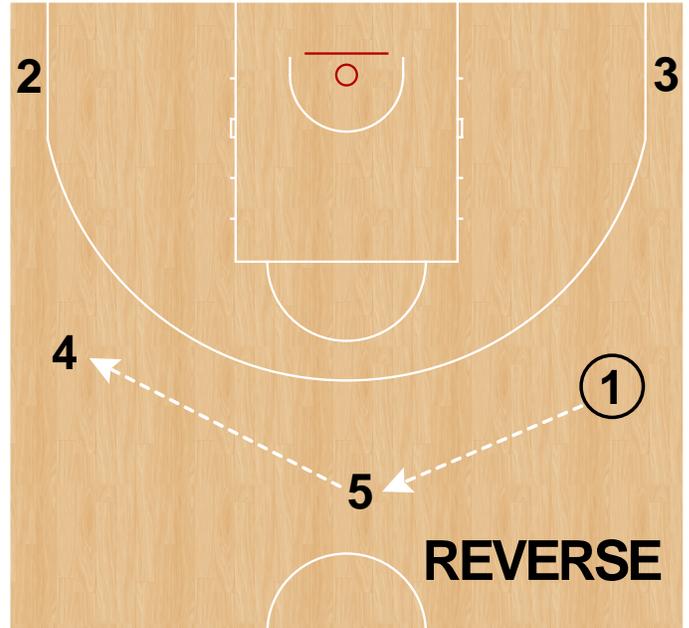
This Spin sequence flows into Spread Ball Screen.

Radius Athletics

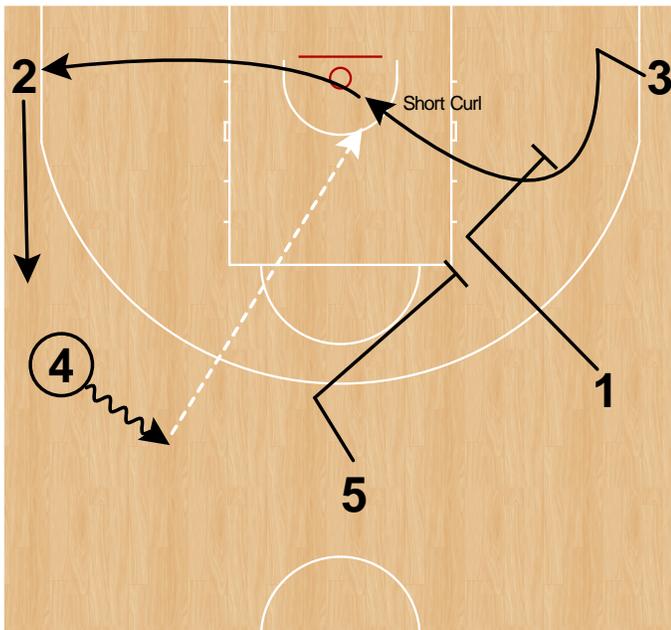
Reverse - Short Curl - Point Over



Five-out Five-Lane Transition keeping the lane open for drive.

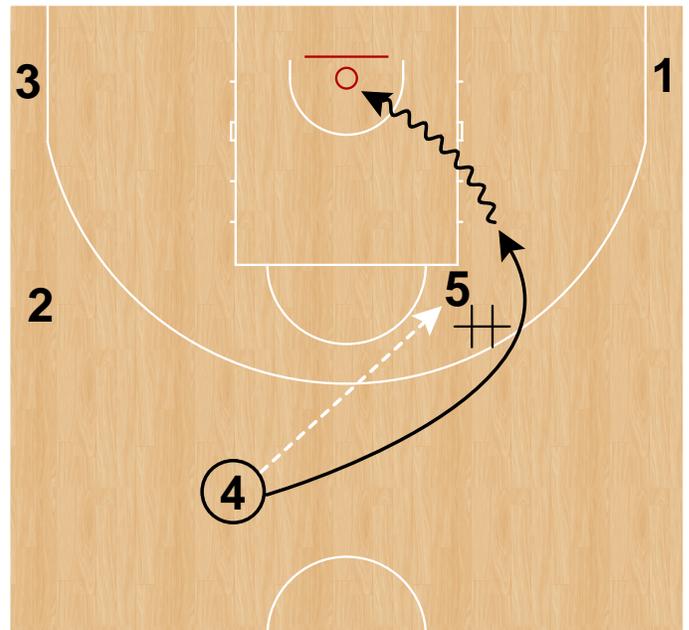


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

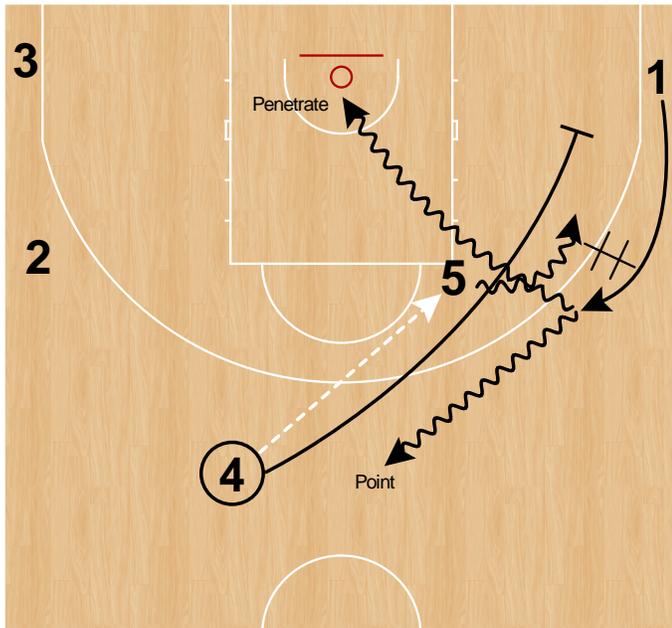
First option, play to the cutter. 3 **short curls**. If 3 does not receive pass while curling, continue cutting hard to far corner. 2 fills up.



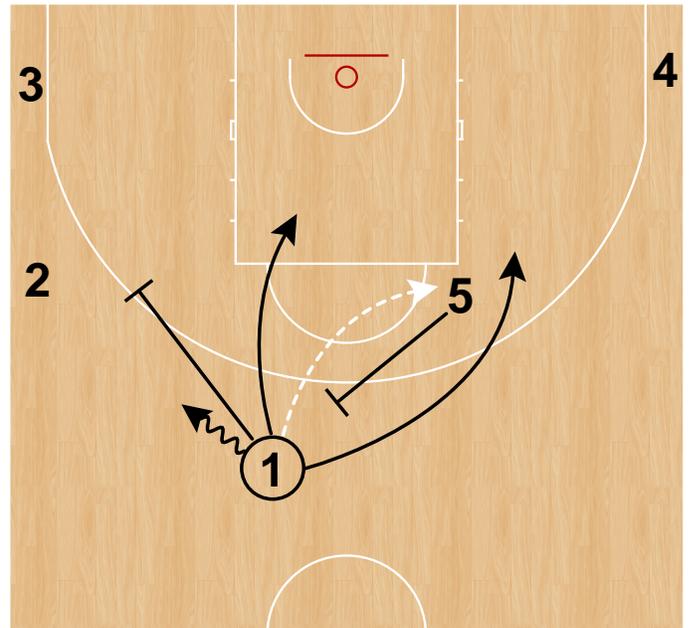
4 enters to 5 near elbow and cuts **over** for a handoff. **(Throw & Go)**. "Outrun your pass" take the ball and get to the rim.

Radius Athletics

Reverse - Short Curl - Point Over



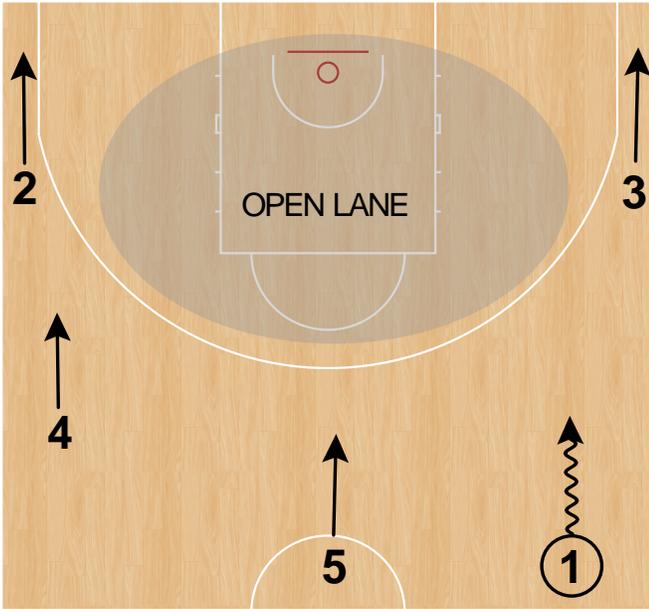
If 4 cuts over and no handoff is available, continue into down screen for 1. 5 DHOs with 1. 1 penetrates or gets to point.



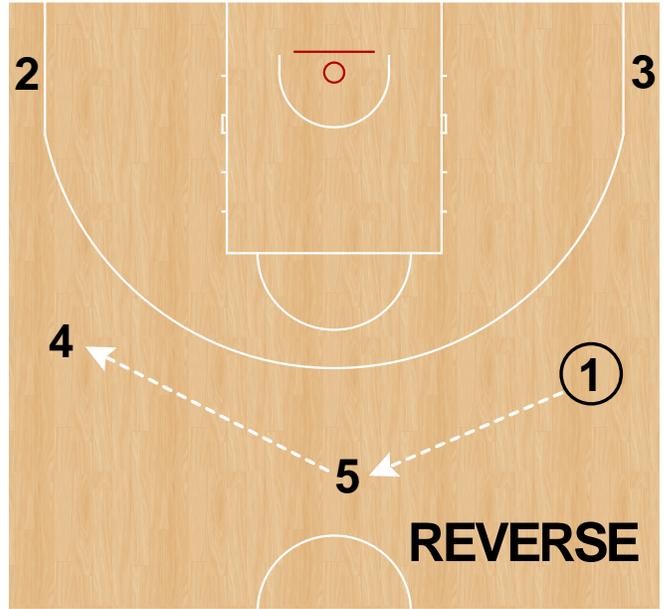
Point options available

Radius Athletics

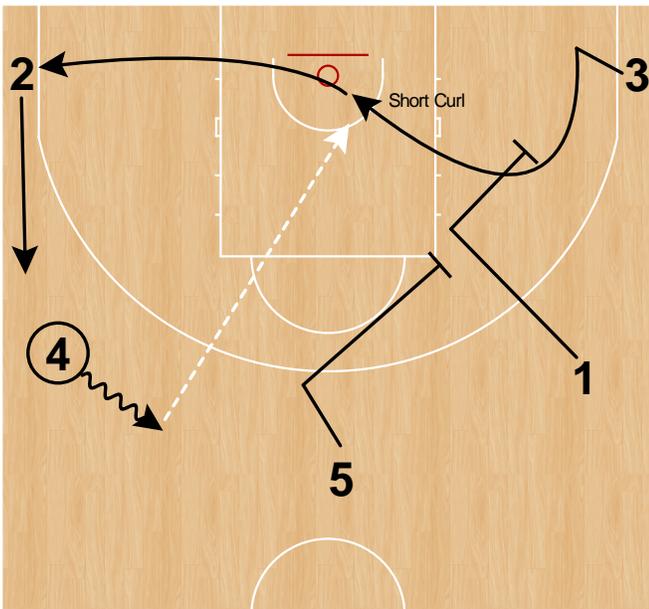
Reverse - Short Curl - Point Middle



Five-out Five-Lane Transition keeping the lane open for drive.

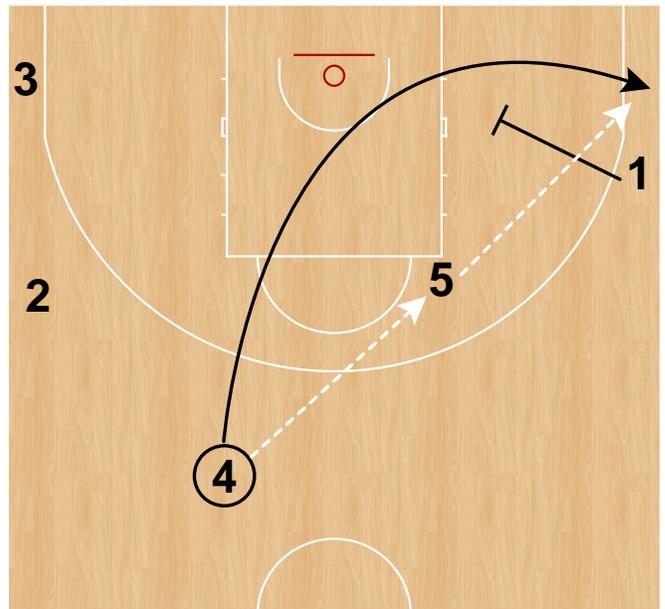


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

First option, play to the cutter. 3 **short curls**. If 3 does not receive pass while curling, continue cutting hard to far corner. 2 fills up.

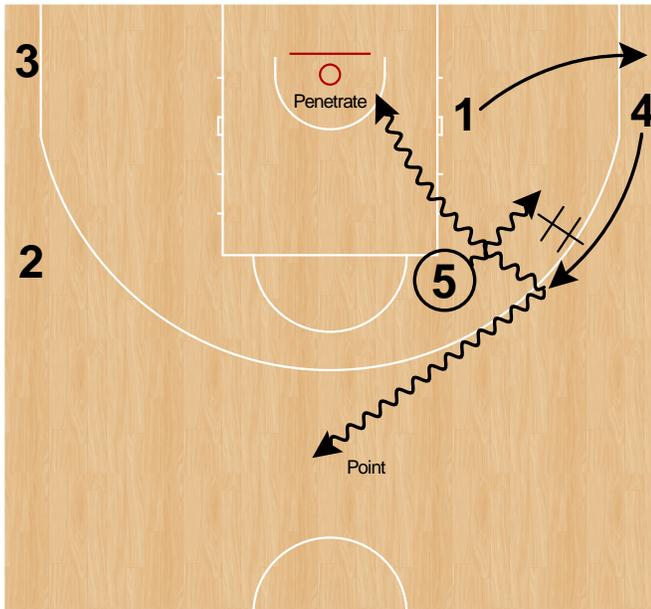


If we cannot play to the cutter, we play to the second screener near the elbow. There is no exact spot we are seeking; we just want to get them the ball (possession > position).

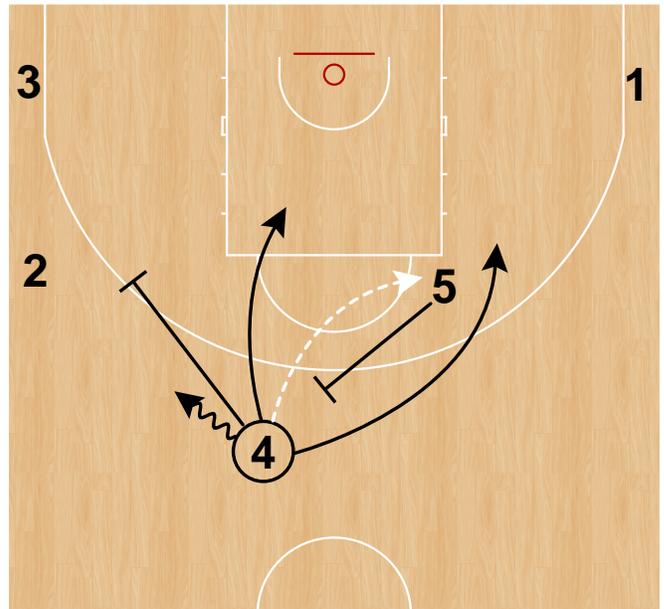
4 enters to 5 near elbow and cuts **middle**. 1 pins down for 4. 5 may pass to 4 coming off pindown if a catch-and-shoot is available.

Radius Athletics

Reverse - Short Curl - Point Middle



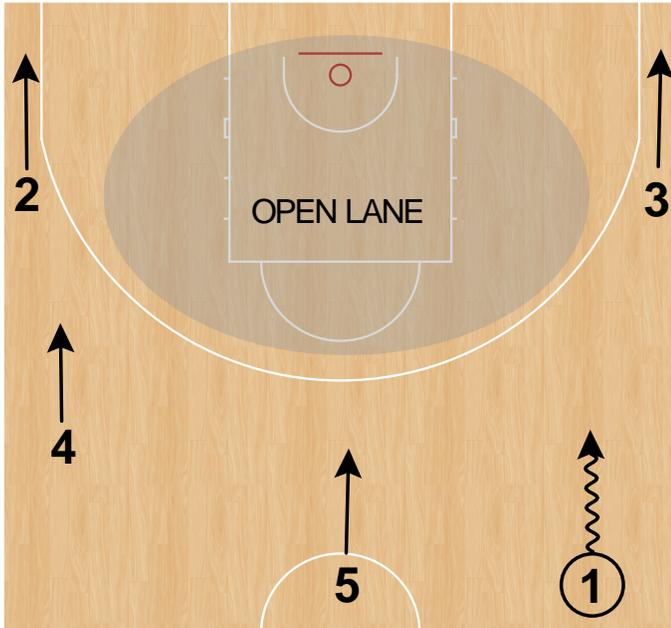
4 stays on the move taking the DHO from 5 looking to penetrate if the DHO creates an advantage. If not take to point.



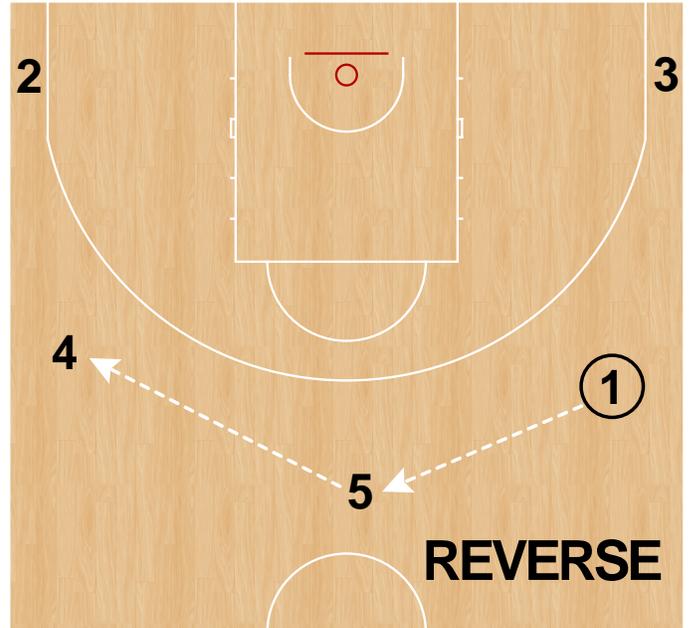
Point options available

Radius Athletics

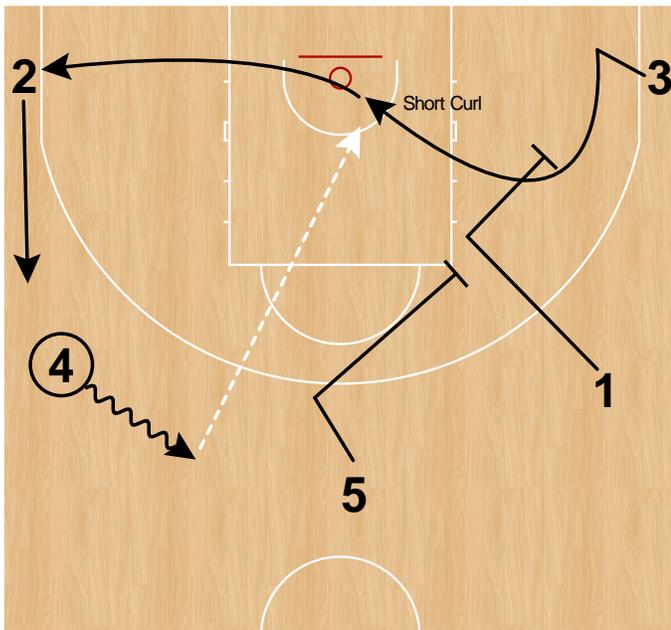
Reverse - Short Curl - Point Away



Five-out Five-Lane Transition keeping the lane open for drive.

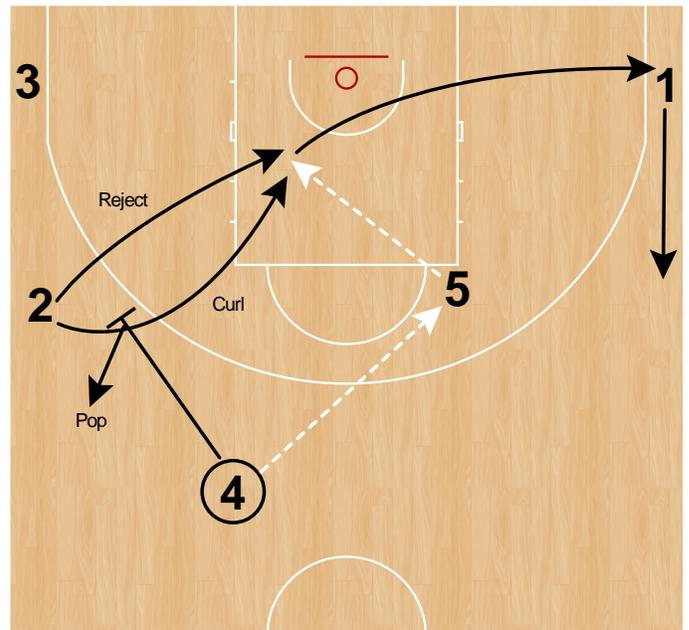


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

First option, play to the cutter. 3 **short curls**. If 3 does not receive pass while curling, continue cutting hard to far corner. 2 fills up.



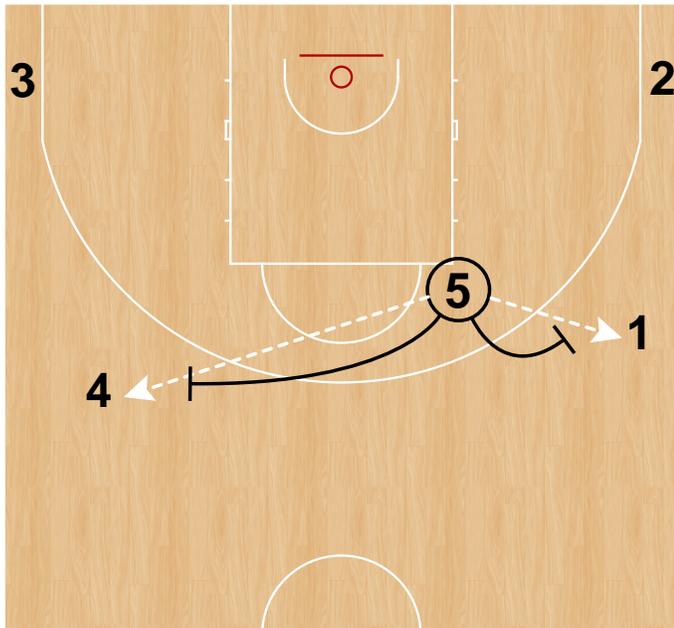
Second option - Play to the screener.

4 enters to 5 and screens **away** for 2. 4 pops after screening.

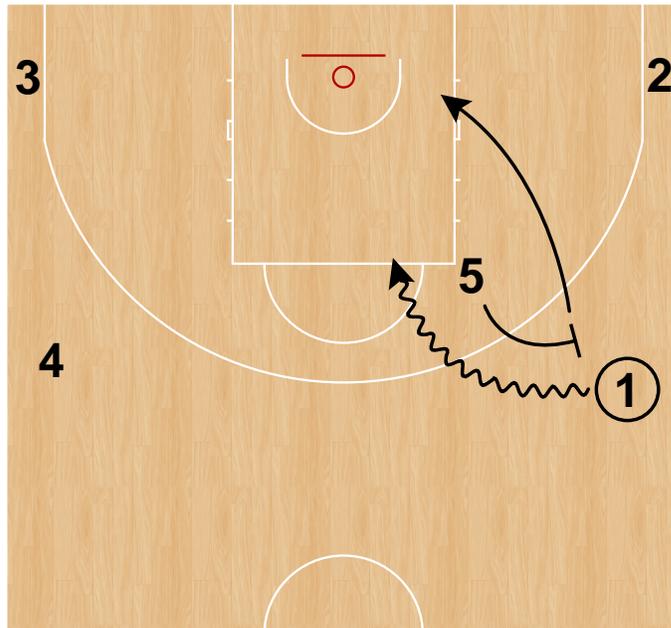
2 may curl or reject. 5 looks for 2 on the cut. If 2 does not receive the pass, continue cutting to far corner. 1 fills up.

Radius Athletics

Reverse - Short Curl - Point Away



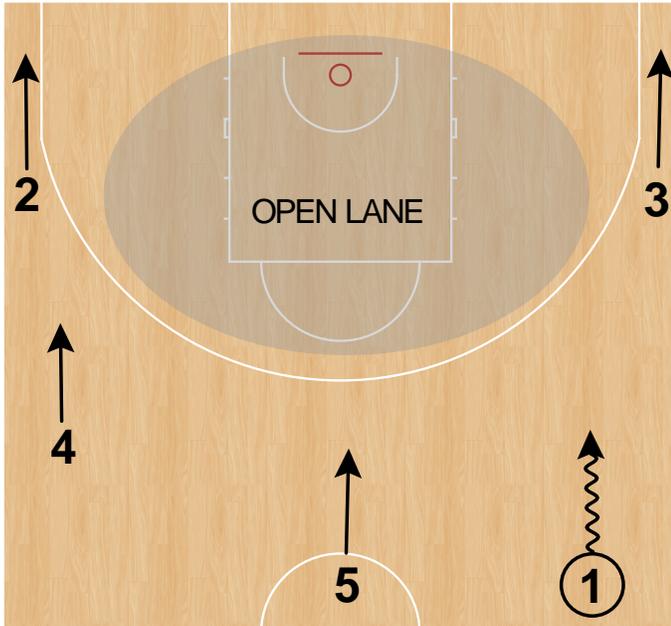
5 passes off the elbow to either 4 popping or 1 filling up. Follow your pass into a ball screen.



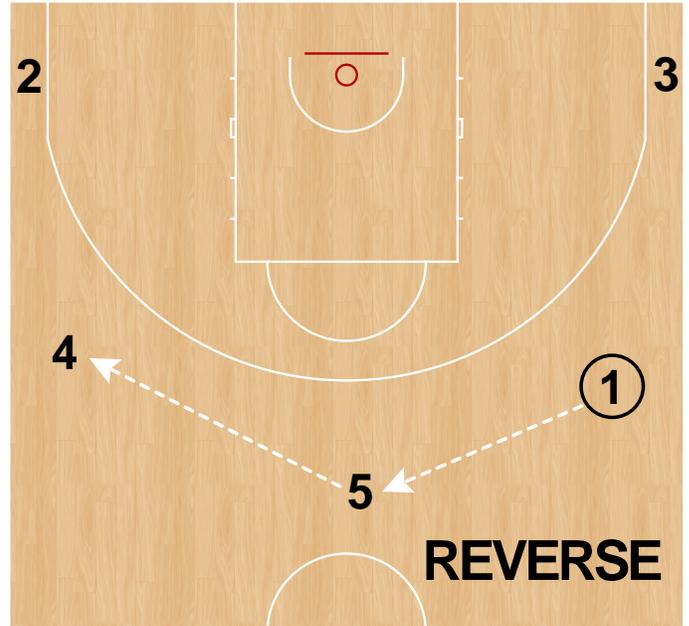
5 passes to 1 and follows into ball screen. Spread ball screen for 1.

Radius Athletics

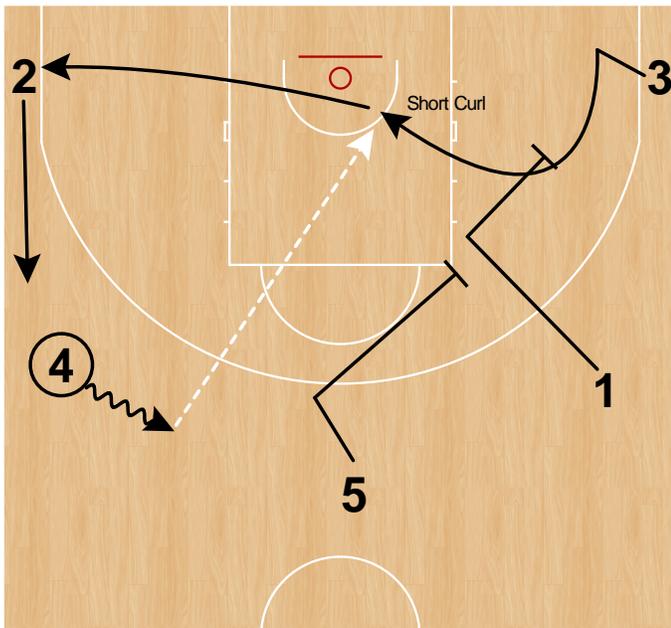
Reverse - Short Curl - Point Spin



Five-out Five-Lane Transition keeping the lane open for drive.

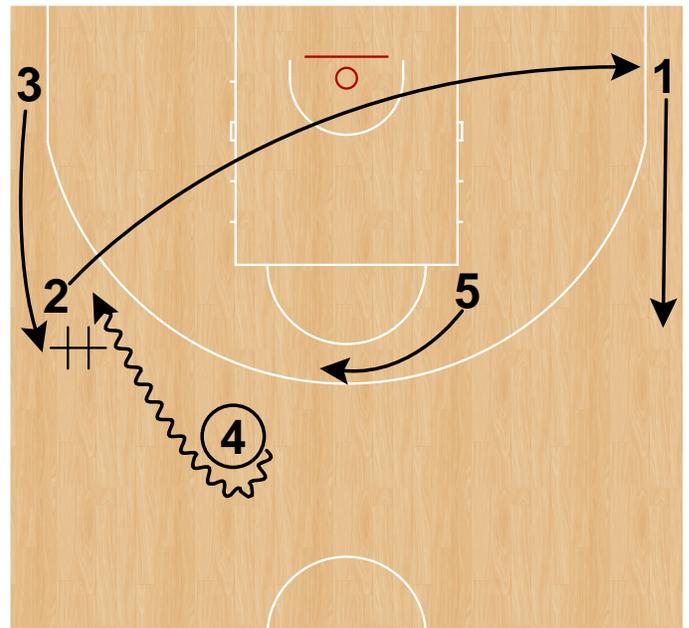


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

First option, play to the cutter. 3 **short curls**. If 3 does not receive pass while curling, continue cutting hard to far corner. 2 fills up.

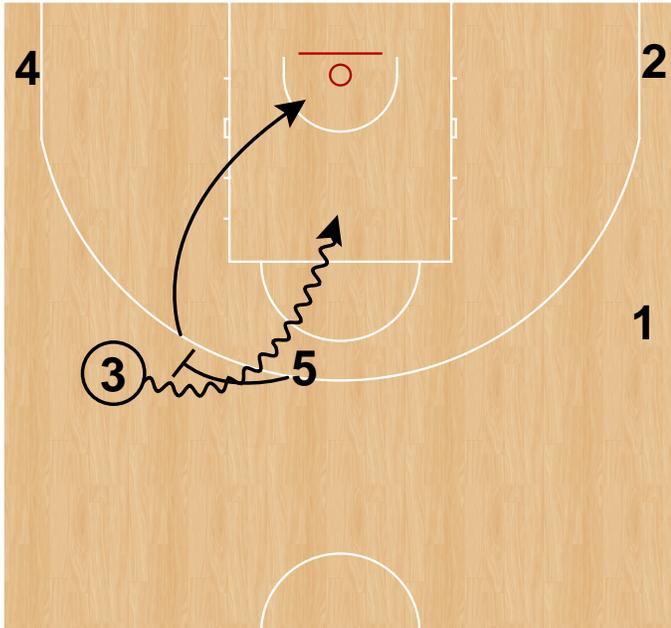


4 does not enter to the cutter nor the screener. **Spin** by dribbling toward the double side.

2 cuts backdoor, 3 blasts from the corner to take a DHO. 5 moves into position to ball screen for 3 coming out of the DHO.

Radius Athletics

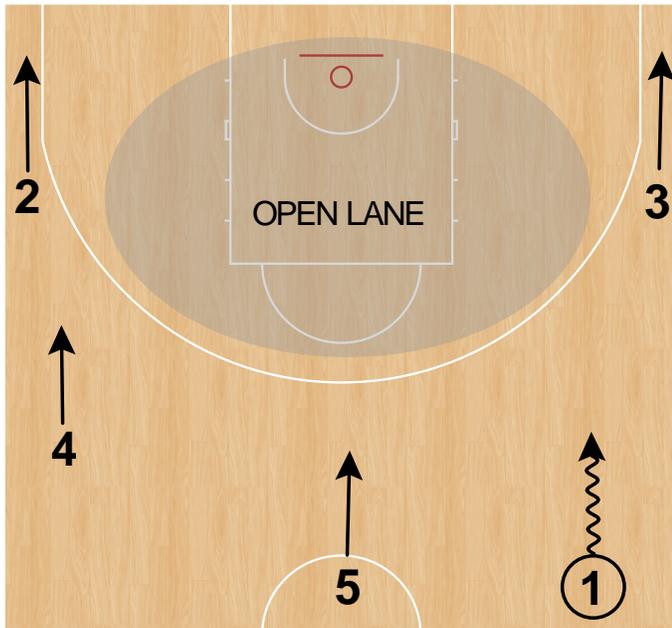
Reverse - Short Curl - Point Spin



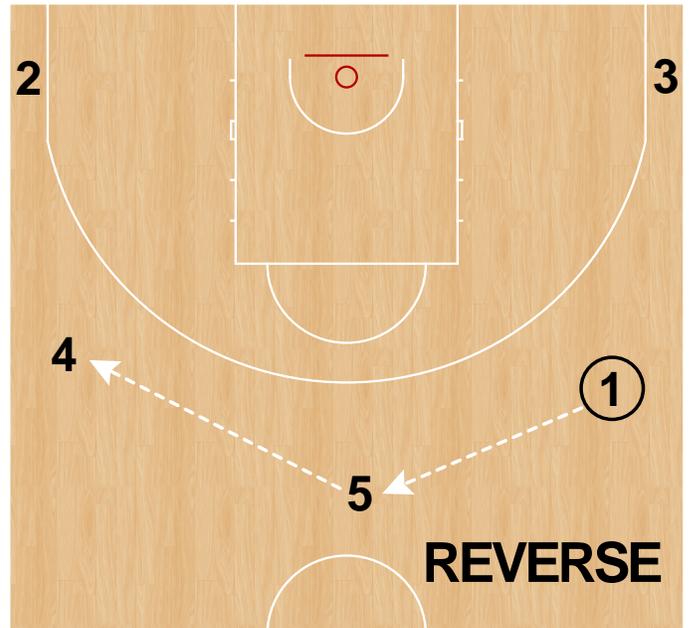
This Spin sequence flows into Spread Ball Screen.

Radius Athletics

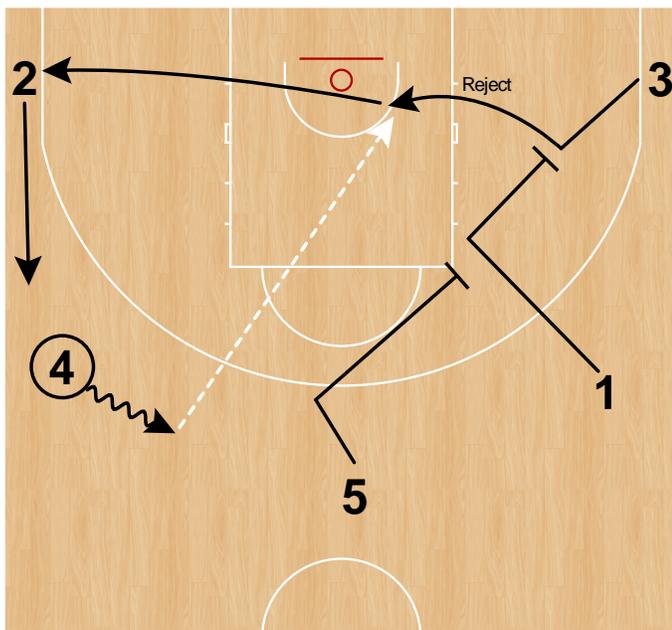
Reverse - Reject - Point Over



Five-out Five-Lane Transition keeping the lane open for drive.

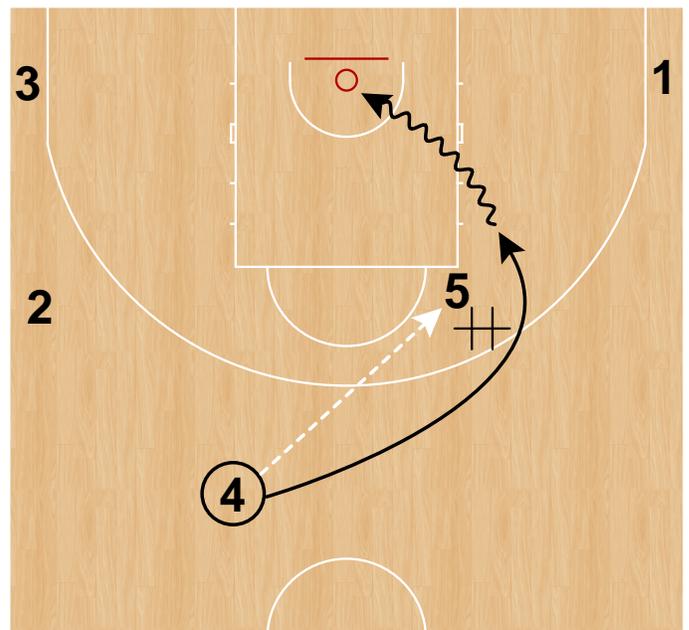


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

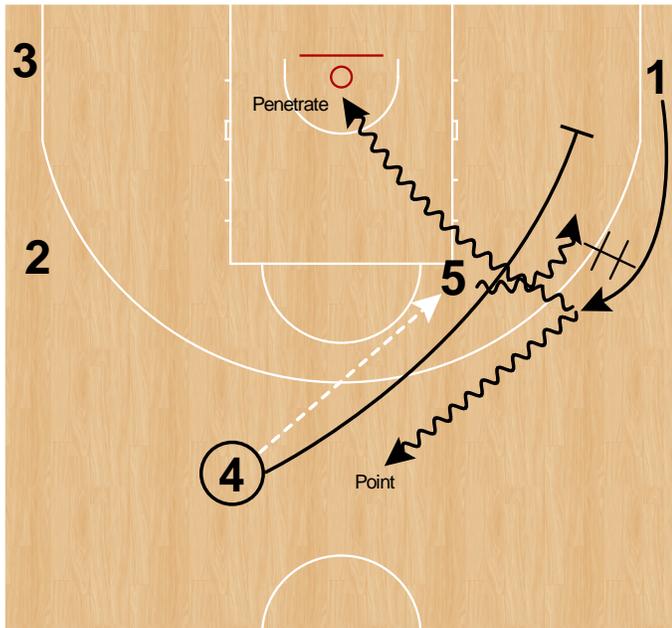
First option, play to the cutter. 3 **rejects**. If 3 does not receive pass while curling, continue cutting hard to far corner. 2 fills up.



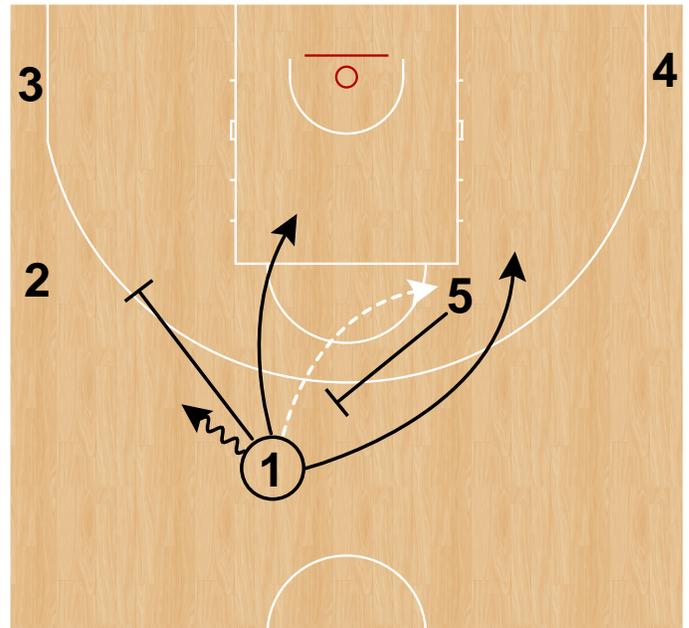
4 enters to 5 near elbow and cuts **over** for a handoff. **(Throw & Go)**. "Outrun your pass" take the ball and get to the rim.

Radius Athletics

Reverse - Reject - Point Over



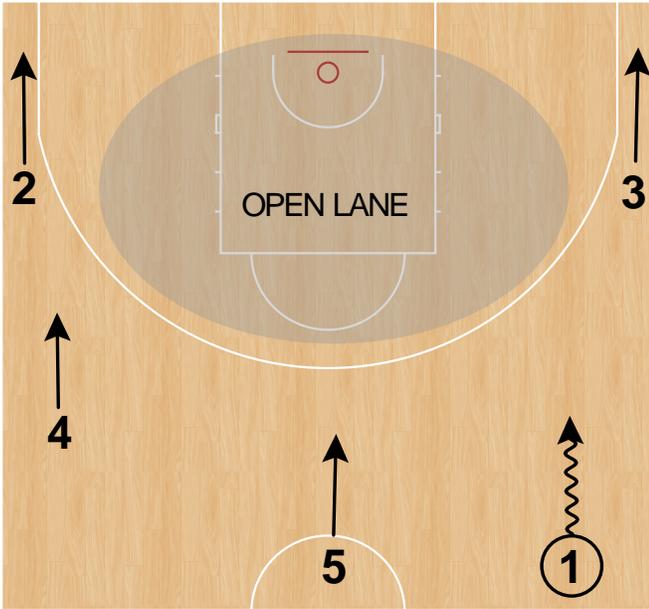
If 4 cuts over and no handoff is available, continue into down screen for 1. 5 DHOs with 1. 1 penetrates or gets to point.



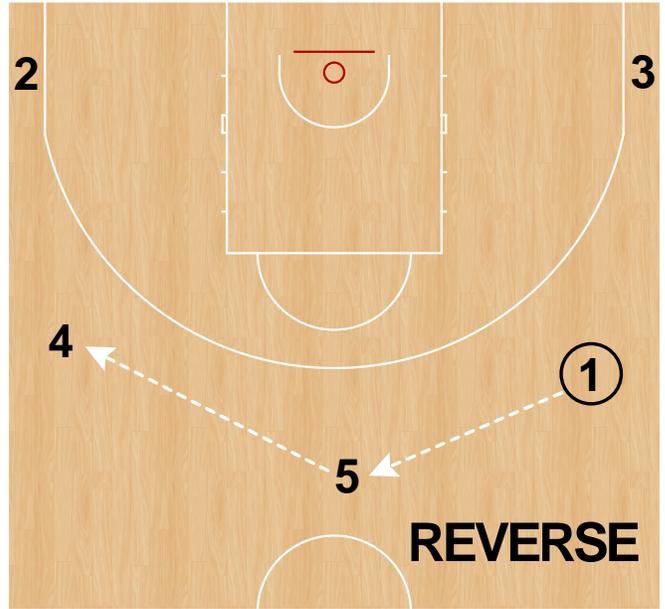
Point options available

Radius Athletics

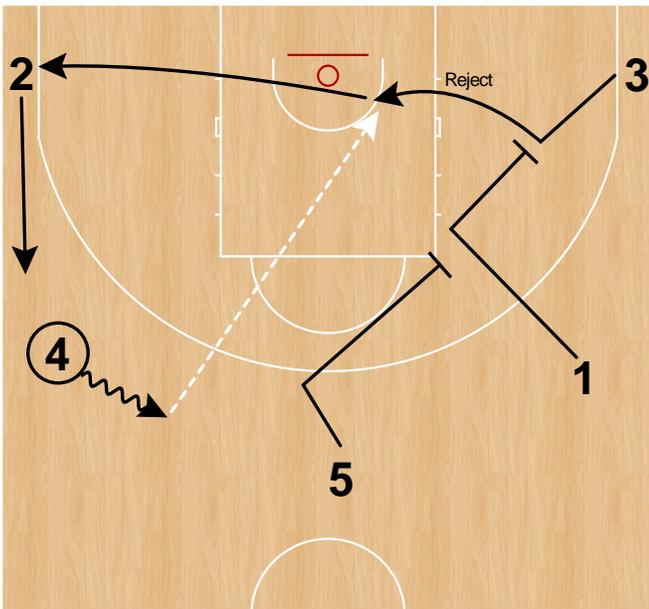
Reverse - Reject - Point Middle



Five-out Five-Lane Transition keeping the lane open for drive.

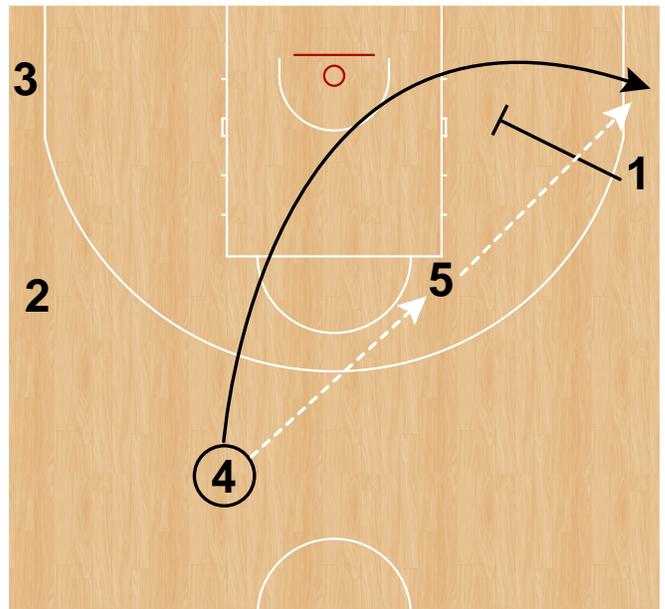


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

First option, play to the cutter. 3 **rejects**. If 3 does not receive pass while curling, continue cutting hard to far corner. 2 fills up.

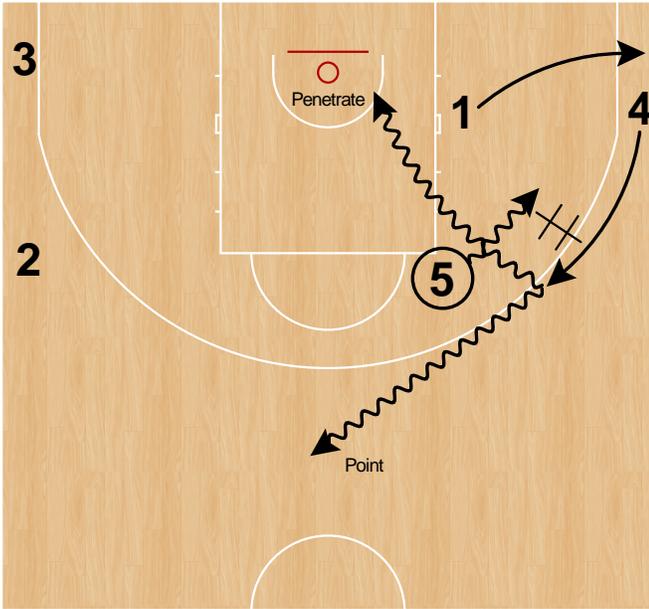


If we cannot play to the cutter, we play to the second screener near the elbow. There is no exact spot we are seeking; we just want to get them the ball (possession > position).

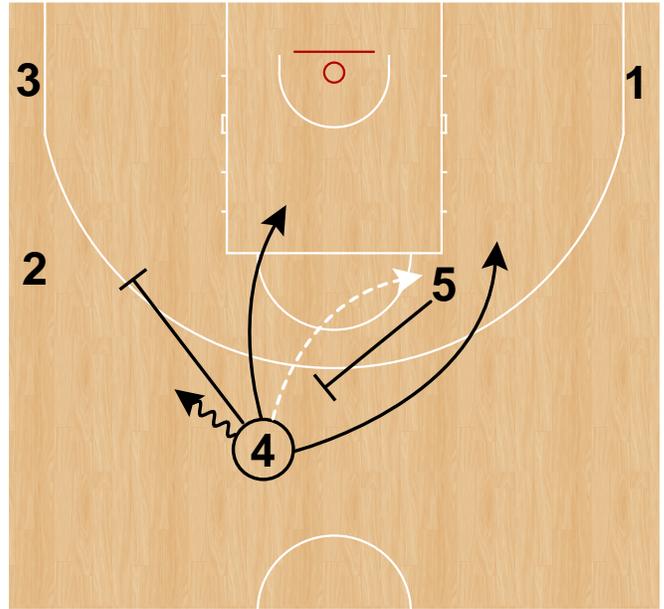
4 enters to 5 near elbow and cuts **middle**. 1 pins down for 4. 5 may pass to 4 coming off pindown if a catch-and-shoot is available.

Radius Athletics

Reverse - Reject - Point Middle



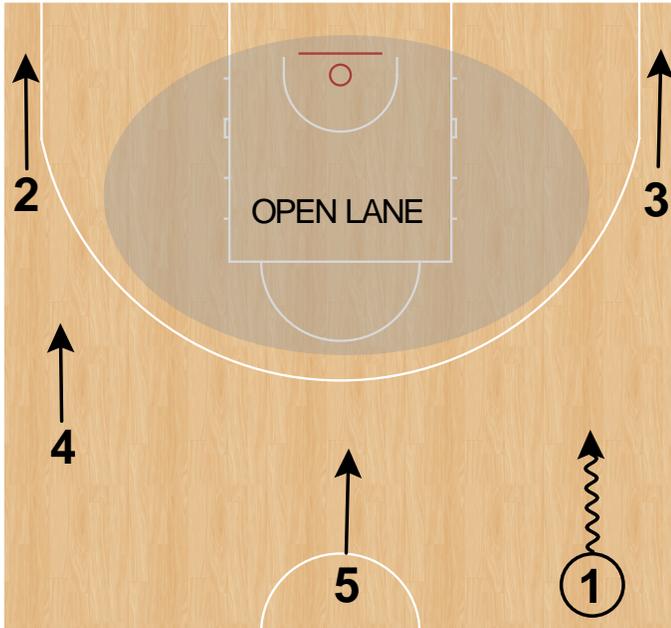
4 stays on the move taking the DHO from 5 looking to penetrate if the DHO creates an advantage. If not take to point.



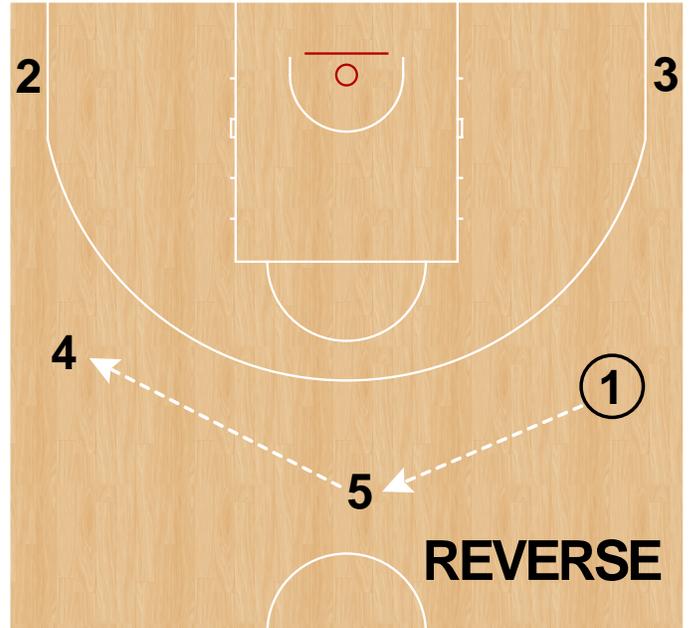
Point options available

Radius Athletics

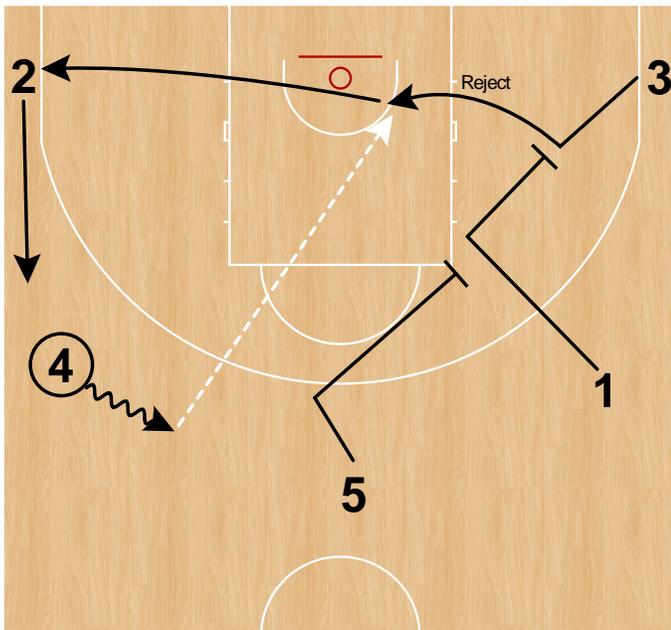
Reverse - Reject - Point Away



Five-out Five-Lane Transition keeping the lane open for drive.

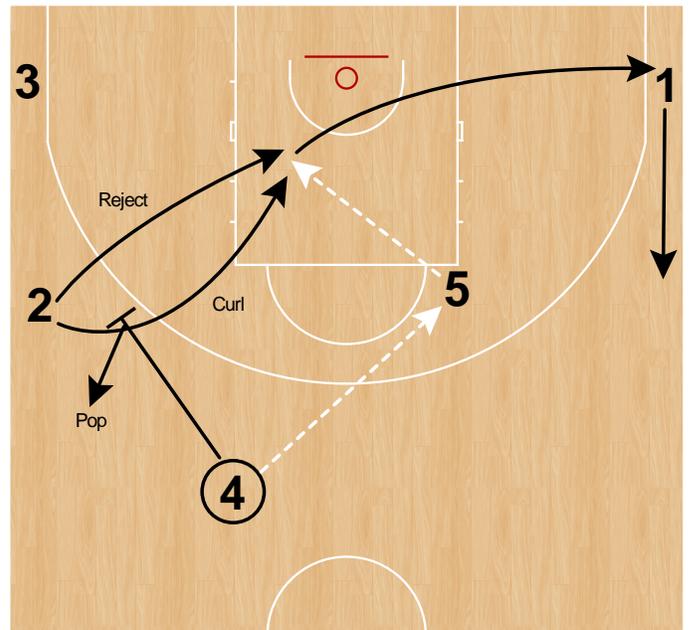


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

First option, play to the cutter. 3 **rejects**. If 3 does not receive pass while curling, continue cutting hard to far corner. 2 fills up.



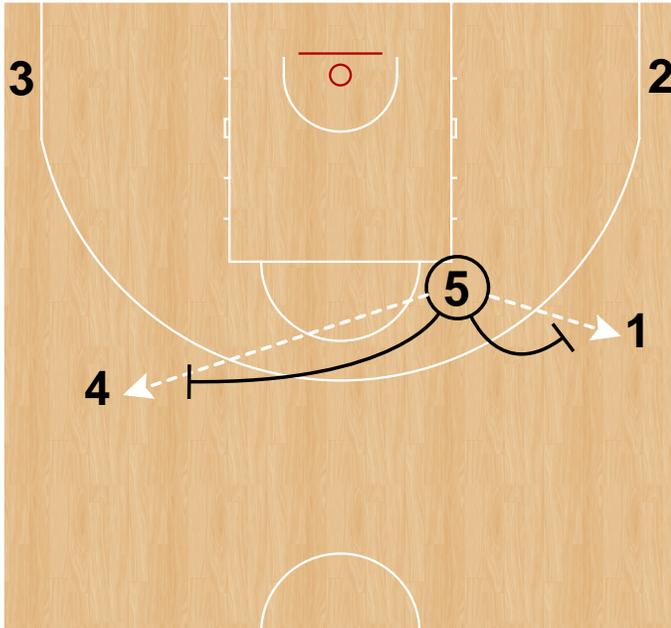
Second option - Play to the screener.

4 enters to 5 and screens away for 2. 4 pops after screening.

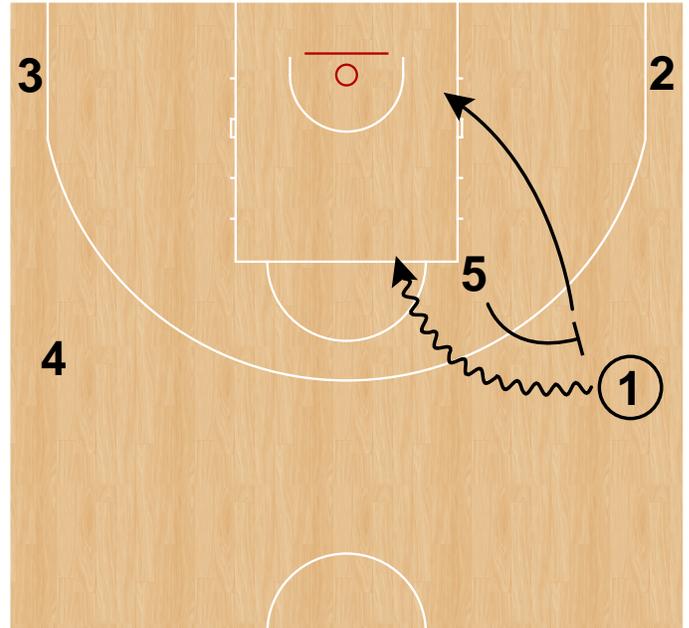
2 may curl or reject. 5 looks for 2 on the cut. If 2 does not receive the pass, continue cutting to far corner. 1 fills up.

Radius Athletics

Reverse - Reject - Point Away



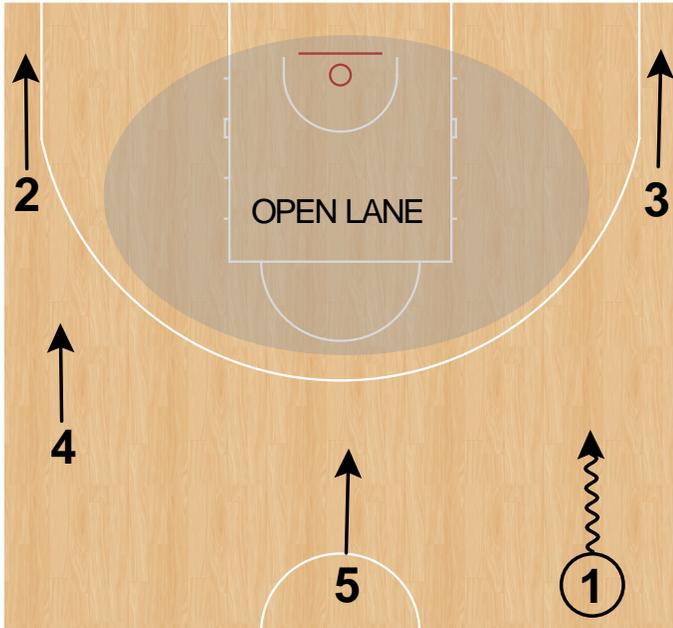
5 passes off the elbow to either 4 popping or 1 filling up. Follow your pass into a ball screen.



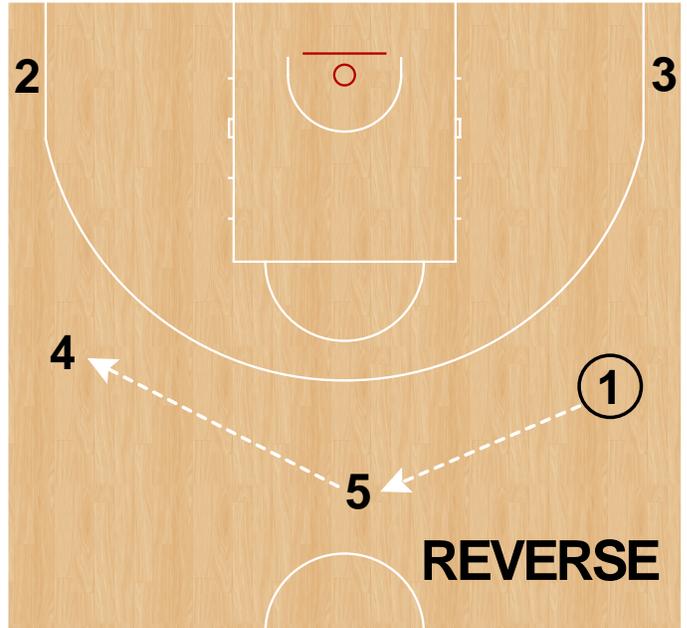
5 passes to 1 and follows into ball screen. Spread ball screen for 1.

Radius Athletics

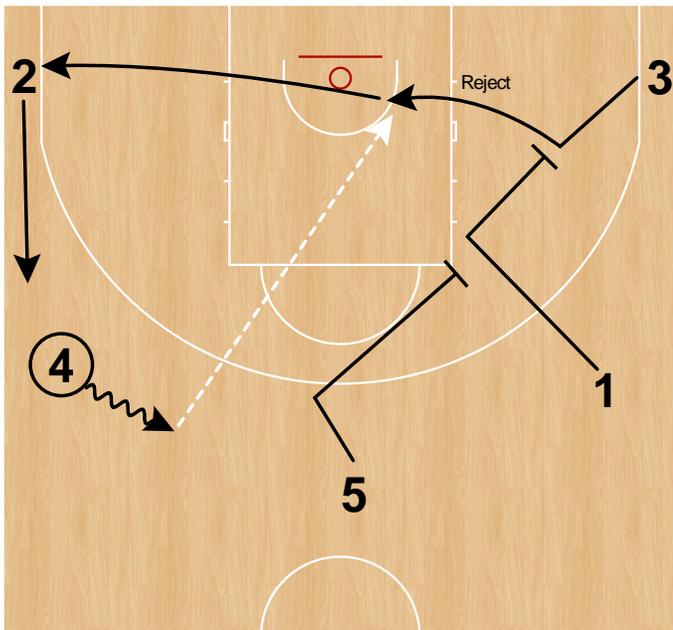
Reverse - Reject - Point Spin



Five-out Five-Lane Transition keeping the lane open for drive.

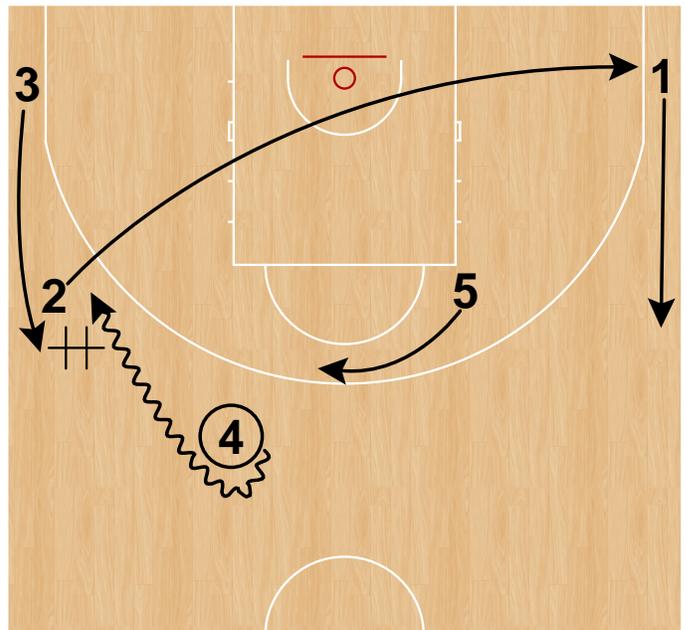


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

First option, play to the cutter. 3 **rejects**. If 3 does not receive pass while curling, continue cutting hard to far corner. 2 fills up.

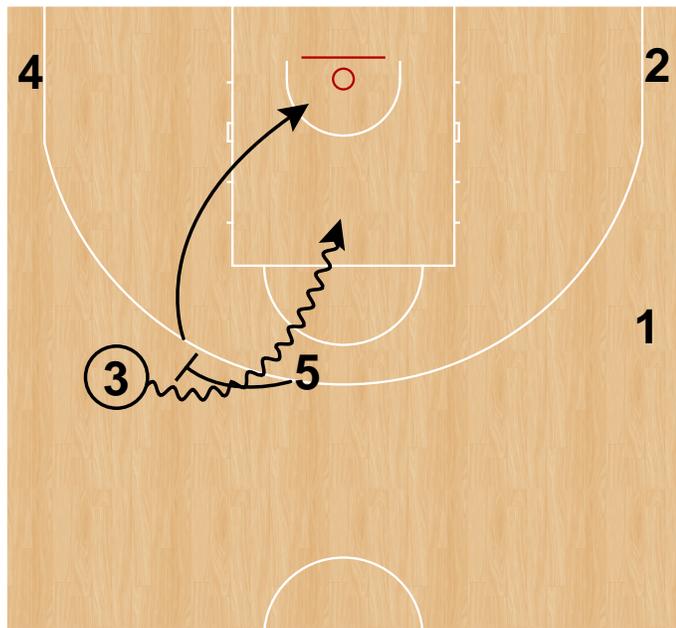


4 does not enter to the cutter nor the screener. **Spin** by dribbling toward the double side.

2 cuts backdoor, 3 blasts from the corner to take a DHO. 5 moves into position to ball screen for 3 coming out of the DHO.

Radius Athletics

Reverse - Reject - Point Spin

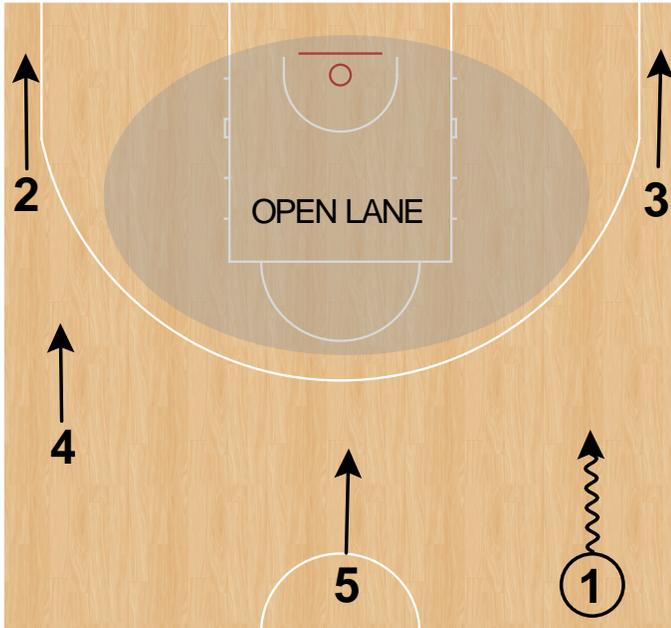


This Spin sequence flows into Spread Ball Screen.

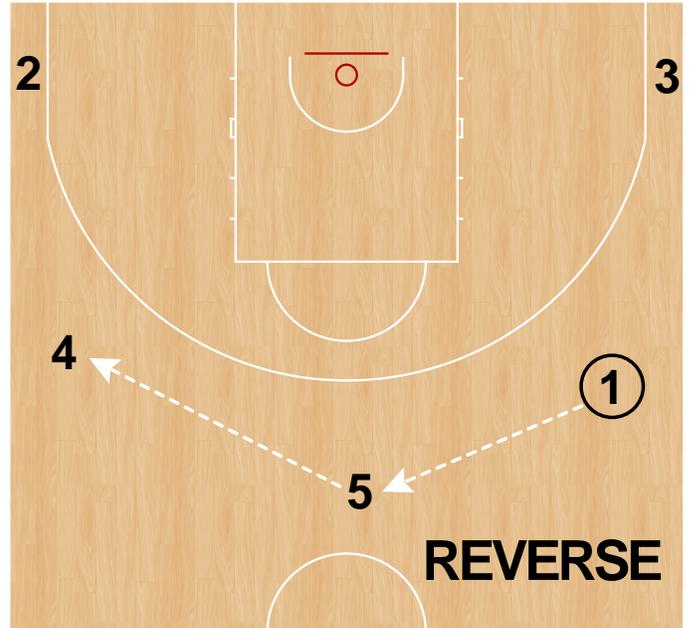
Reverse To Spread Ball Screen

Radius Athletics

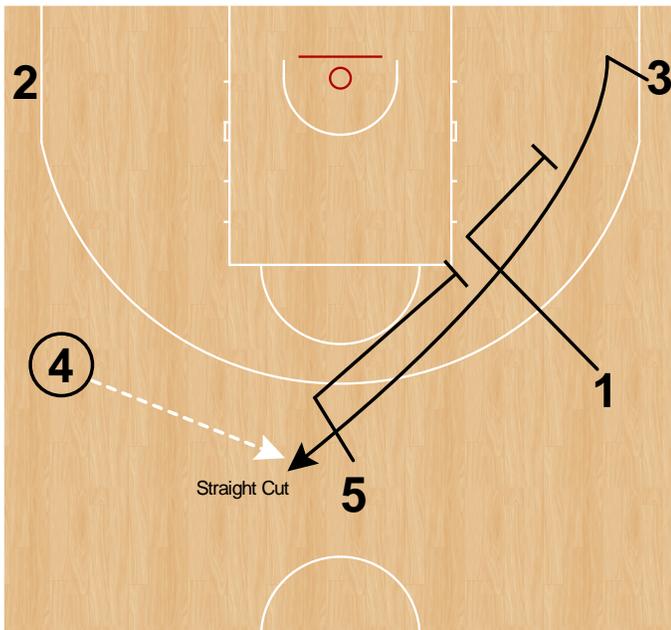
Reverse - Straight - Spread Ball Screen



Five-out Five-Lane Transition keeping the lane open for drive.

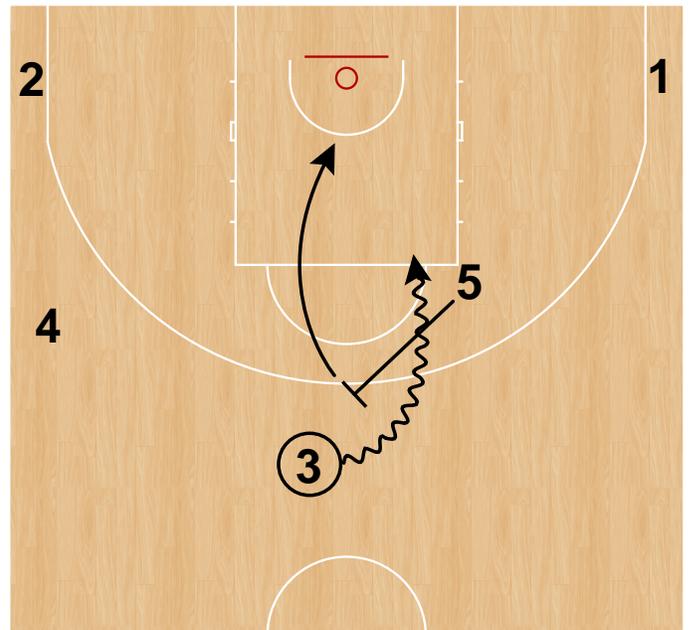


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

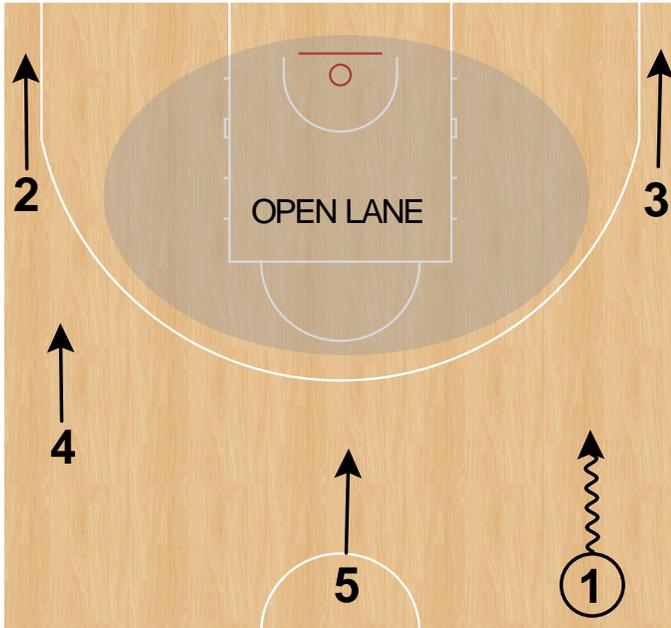
First option, play to the cutter. 3 **straight cuts**. Look for your catch-and-shoot or immediate drive.



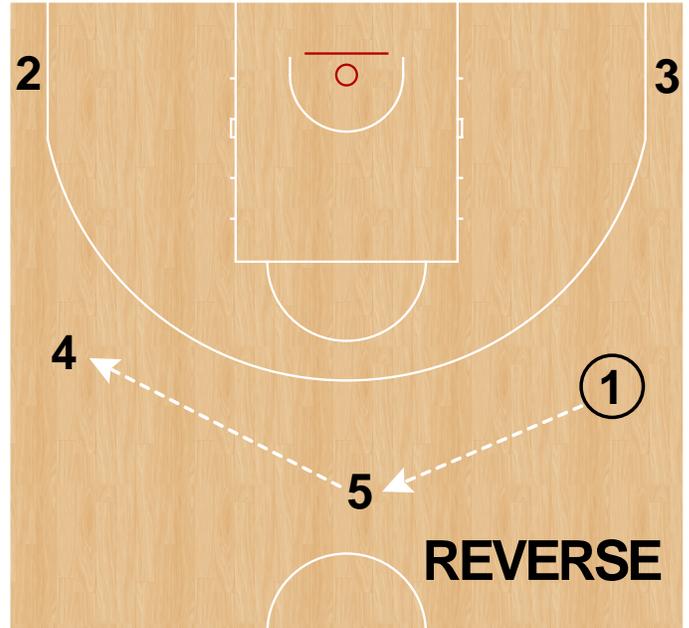
5 may ask for elbow catch or simply turn into spread ball screen for 3.

Radius Athletics

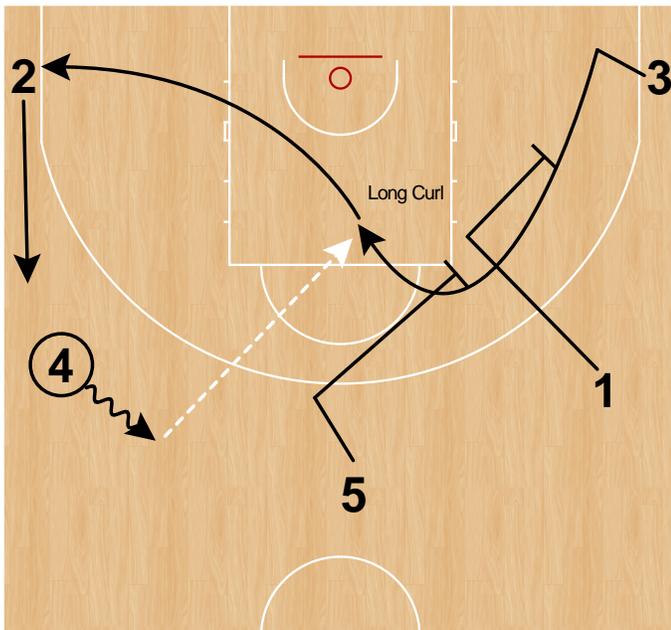
Reverse - Long Curl - Spread Ball Screen



Five-out Five-Lane Transition keeping the lane open for drive.

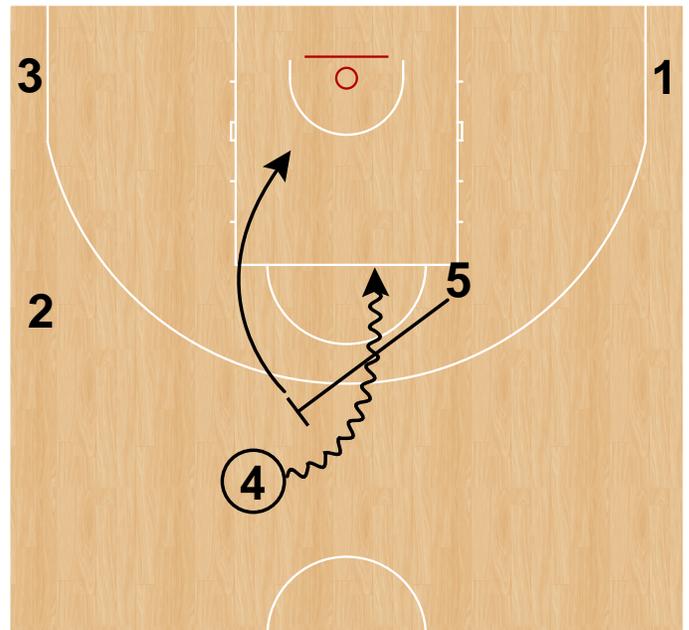


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

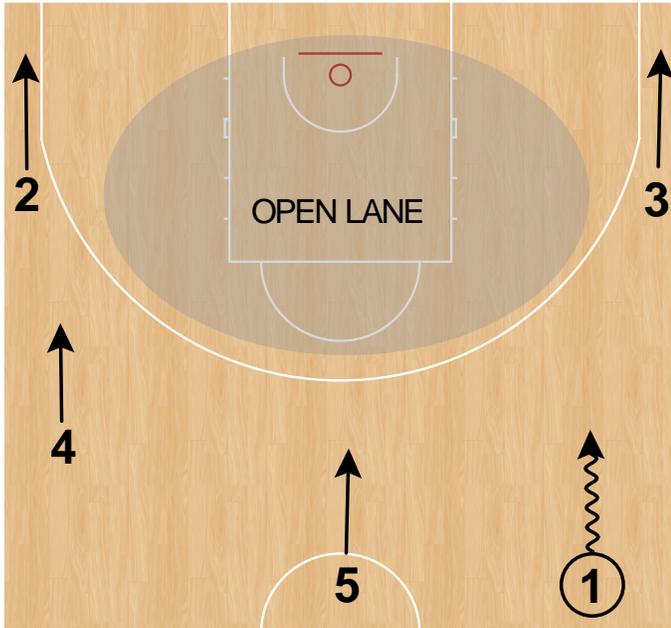
First option, play to the cutter. 3 **long curls**. If 3 does not receive pass while curling, continue cutting hard to far corner. 2 fills up.



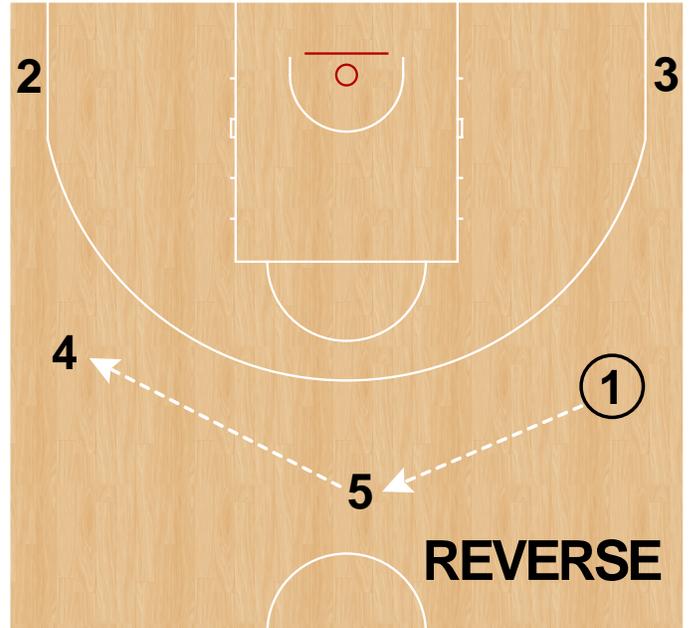
5 may ask for elbow catch or simply turn into spread ball screen for 4.

Radius Athletics

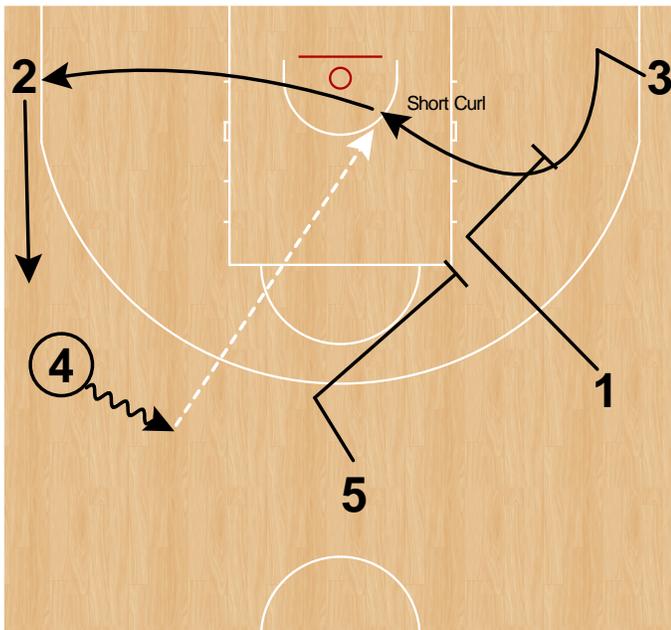
Reverse - Short Curl - Spread Ball Screen



Five-out Five-Lane Transition keeping the lane open for drive.

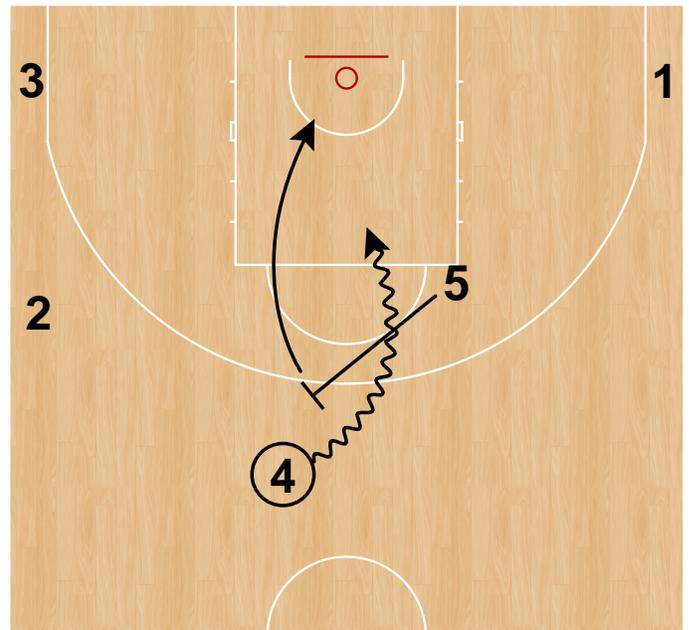


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

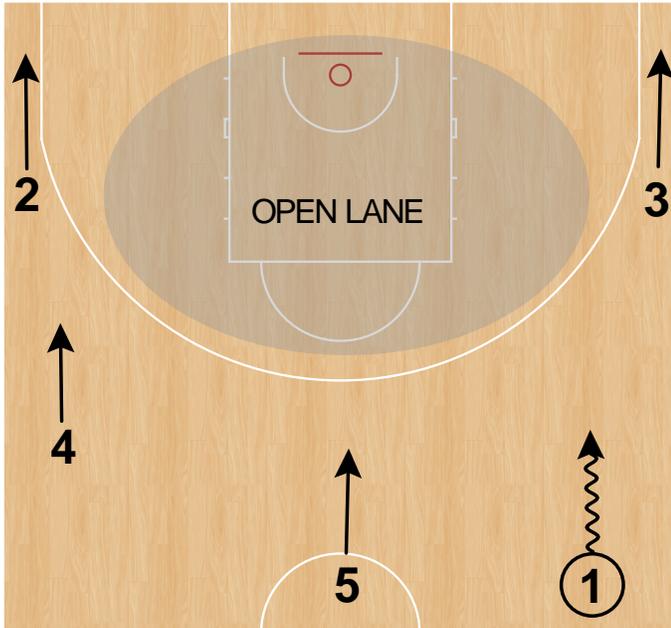
First option, play to the cutter. 3 **short curls**. If 3 does not receive pass while curling, continue cutting hard to far corner. 2 fills up.



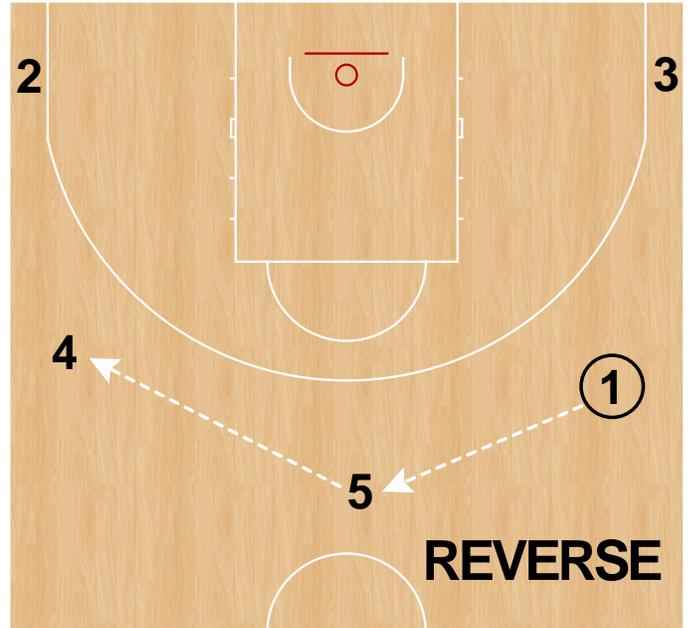
5 may ask for elbow catch or simply turn into spread ball screen for 4.

Radius Athletics

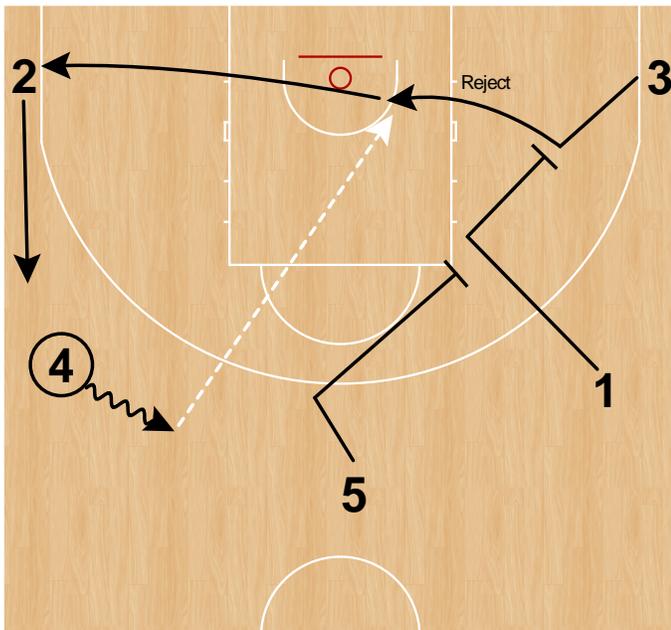
Reverse - Reject - Spread Ball Screen



Five-out Five-Lane Transition keeping the lane open for drive.

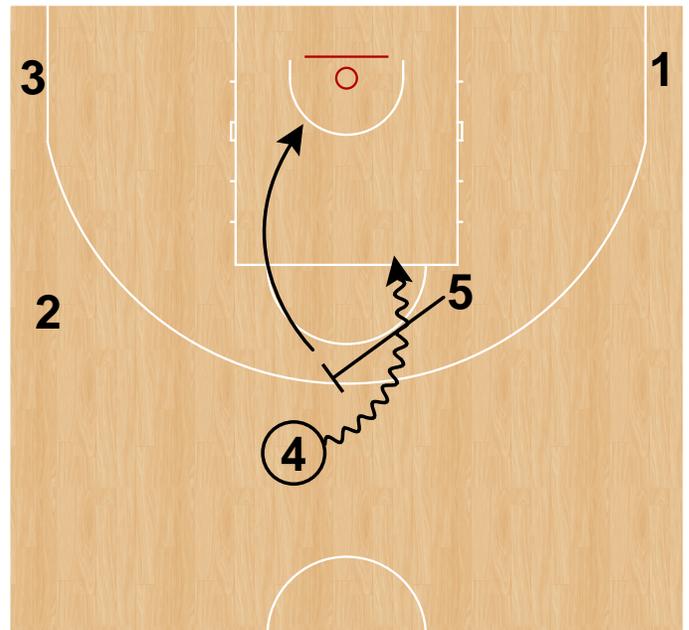


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 and 5 stagger down for 3.

First option, play to the cutter. 3 **rejects**. If 3 does not receive pass while curling, continue cutting hard to far corner. 2 fills up.

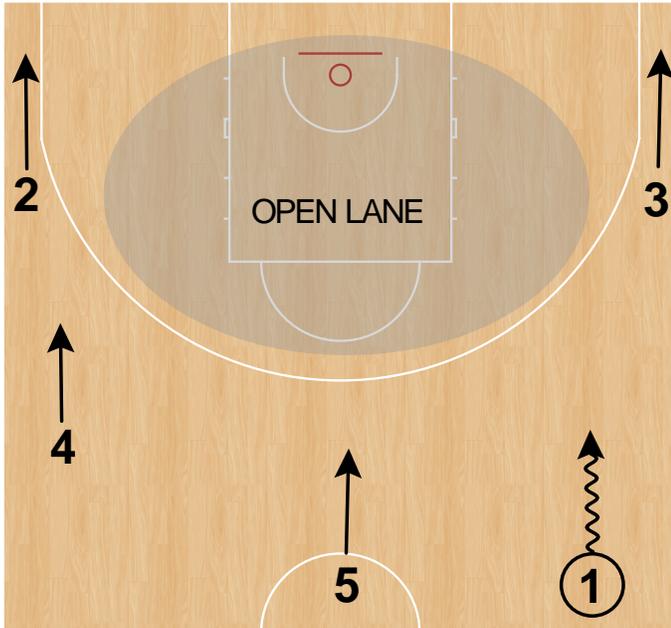


5 may ask for elbow catch or simply turn into spread ball screen for 4.

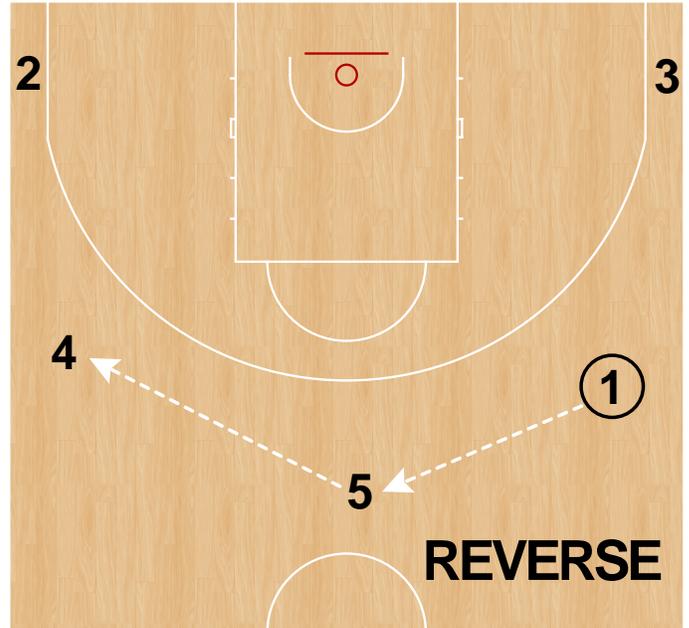
Reverse - Single

Radius Athletics

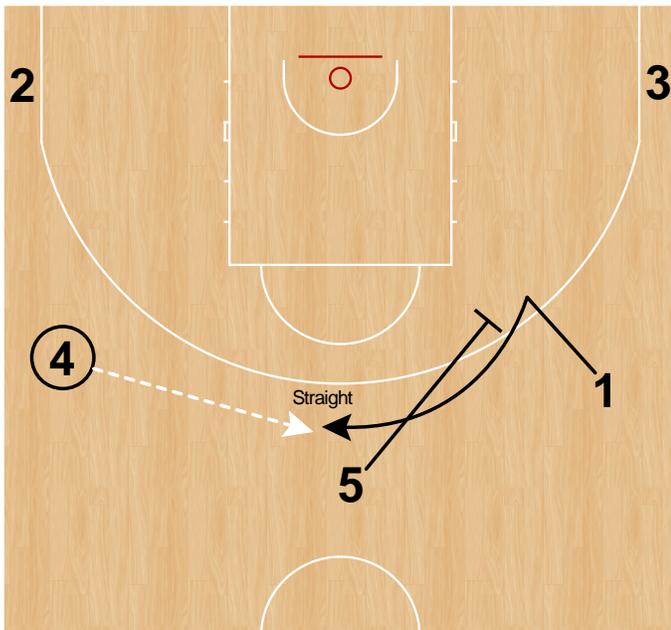
Reverse - Single - Straight - Point Over



Five-out Five-Lane Transition keeping the lane open for drive.

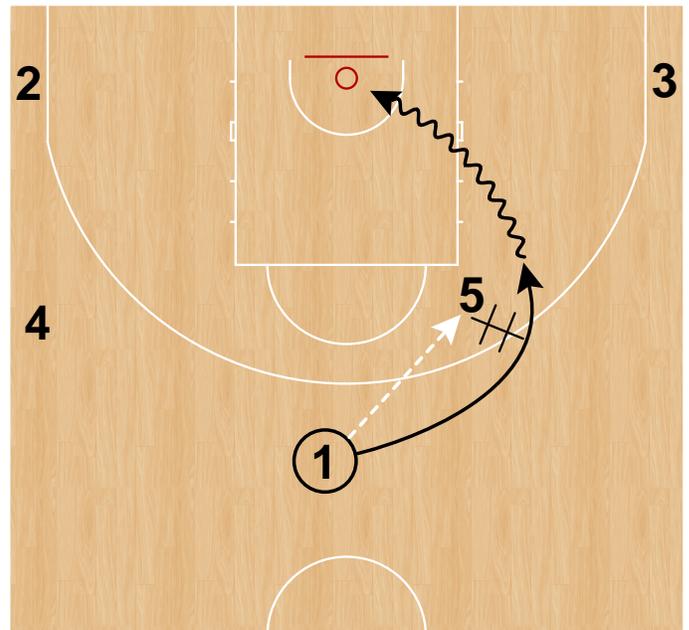


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 does not down screen.
5 screens away for 1

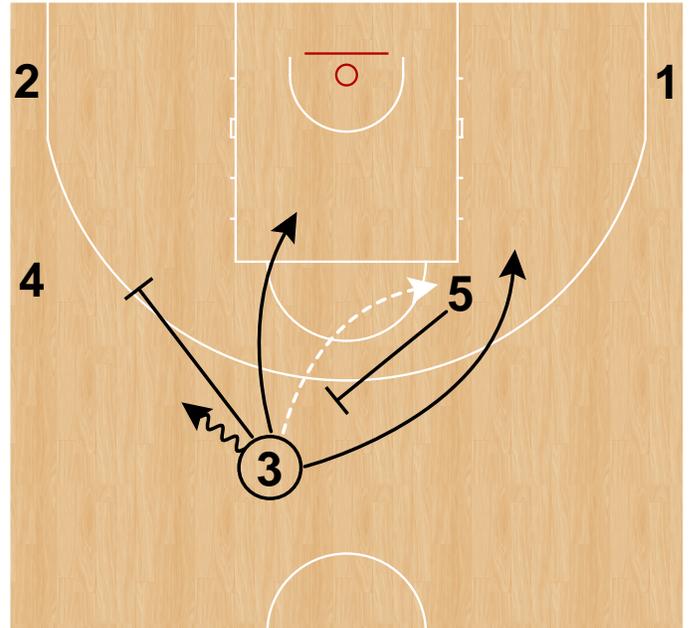
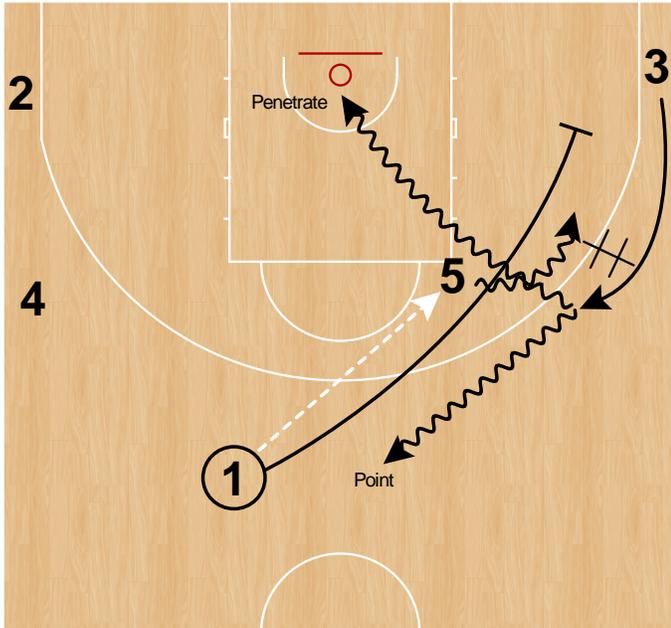
Play to the cutter - 1 straight cuts, 4 passes to 1.
1 may have catch-and-shoot or an immediate drive.



Play to the screener - 1 enters to 5 near elbow and cuts **over** for a handoff. **(Throw & Go)**. "Outrun your pass" take the ball and get to the rim.

Radius Athletics

Reverse - Single - Straight - Point Over

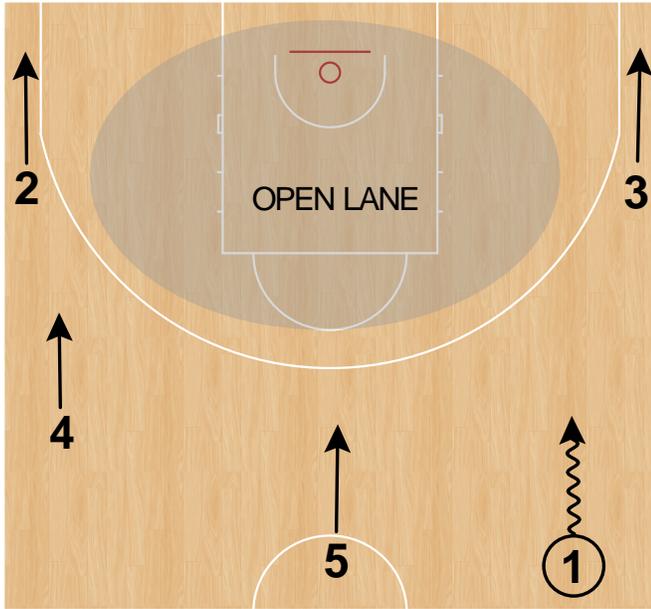


If 1 cuts over and no handoff is available, continue into down screen for 3. 5 DHOs with 3. 3 penetrates or gets to point.

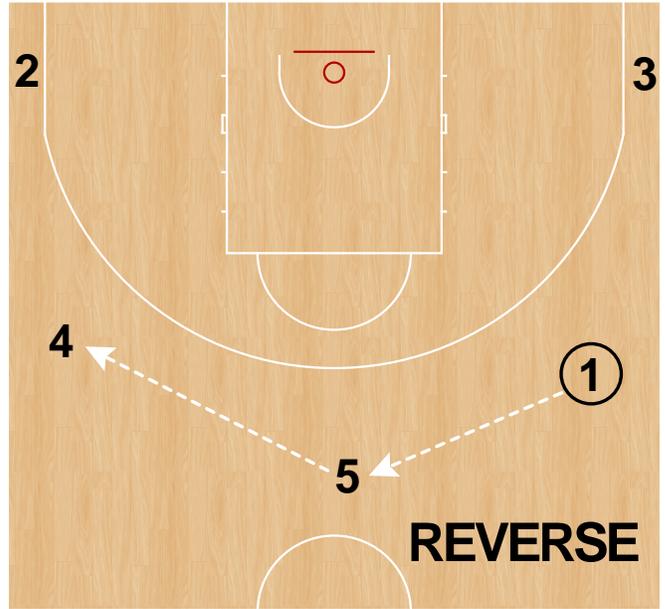
Point options available

Radius Athletics

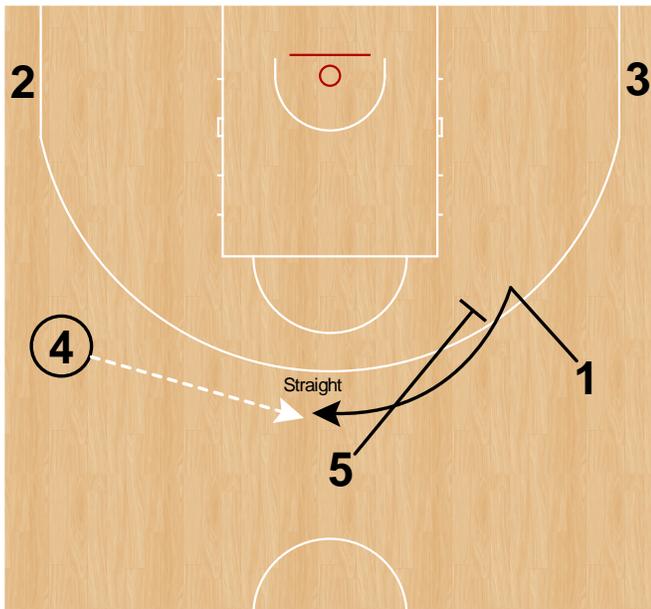
Reverse - Single - Straight - Point Middle



Five-out Five-Lane Transition keeping the lane open for drive.

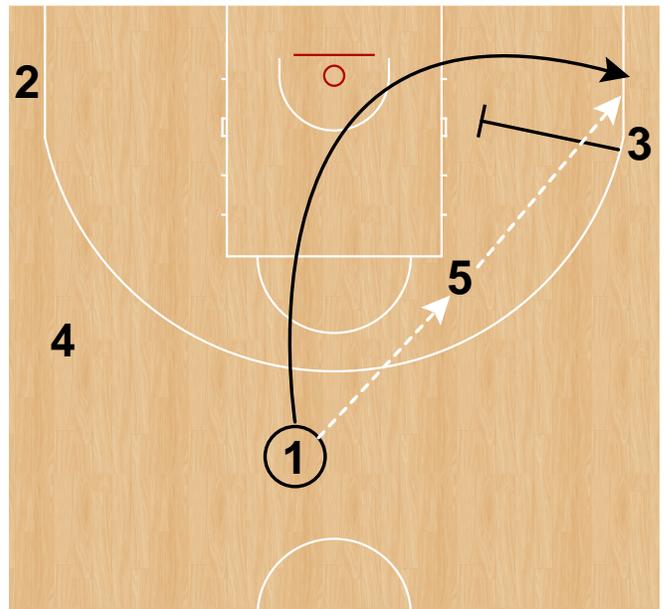


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 does not down screen.
5 screens away for 1

Play to the cutter - 1 **straight cuts**, 4 passes to 1.
1 may have catch-and-shoot or an immediate drive.

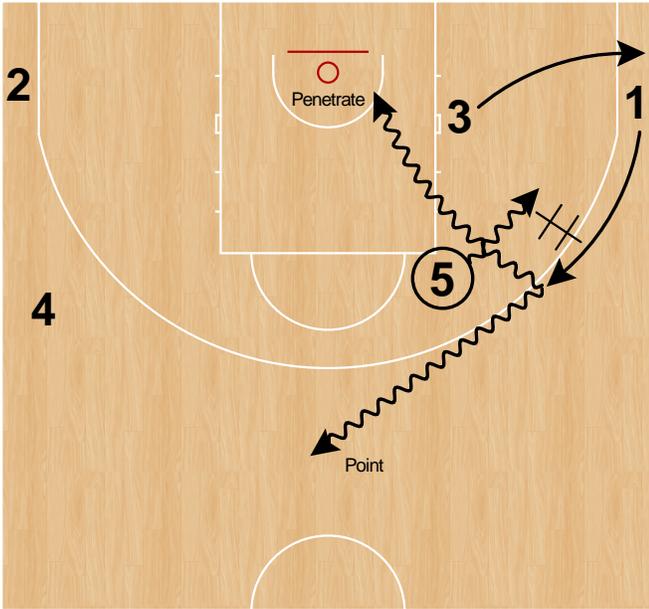


If we cannot play to the cutter, we play to the screener near the elbow. There is no exact spot we are seeking; we just want to get them the ball (possession > position).

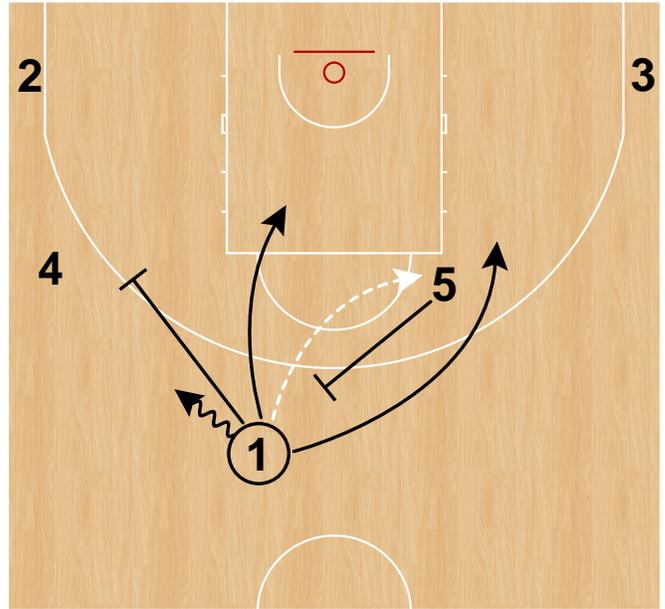
1 enters to 5 near elbow and cuts **middle**. 3 pins down for 1. 5 may pass to 1 coming off pindown if a catch-and-shoot is available.

Radius Athletics

Reverse - Single - Straight - Point Middle



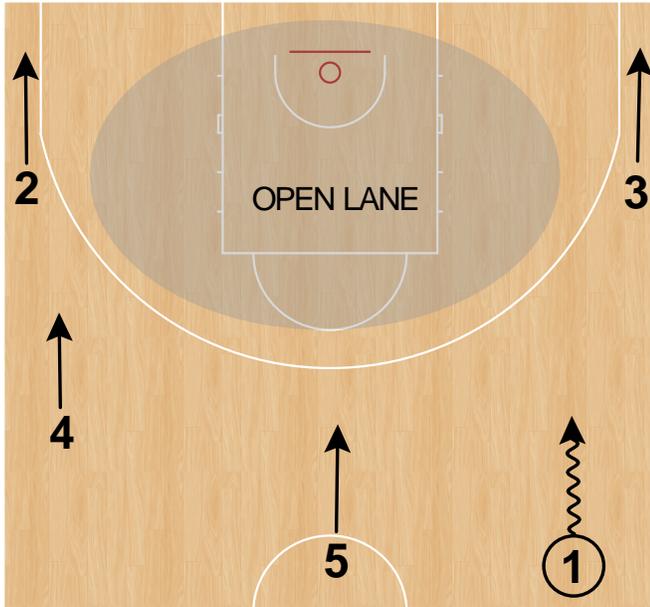
1 stays on the move taking the DHO from 5 looking to penetrate if the DHO creates an advantage. If not take to point.



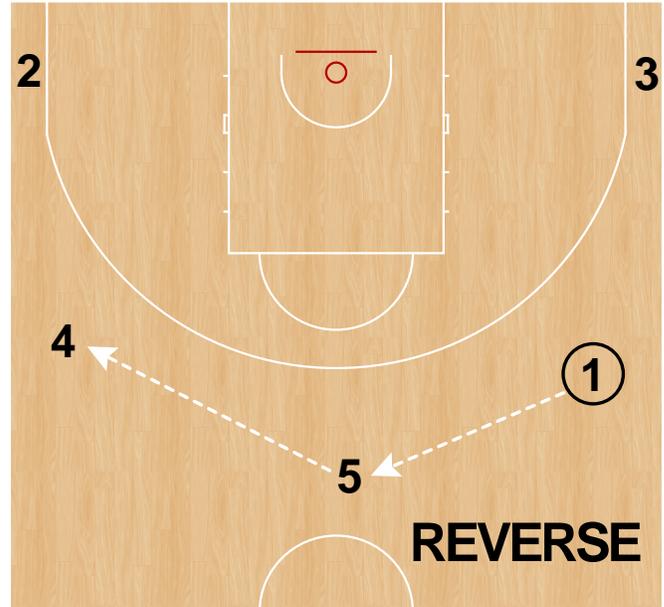
Point options available

Radius Athletics

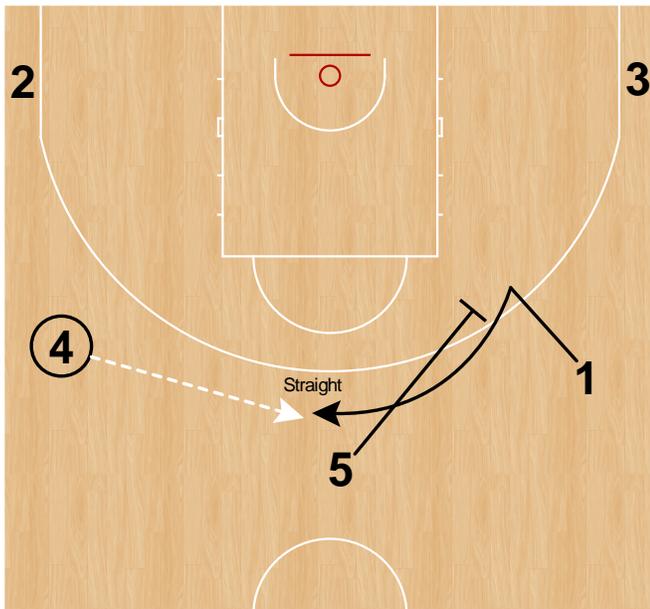
Reverse - Single - Straight - Point Away



Five-out Five-Lane Transition keeping the lane open for drive.

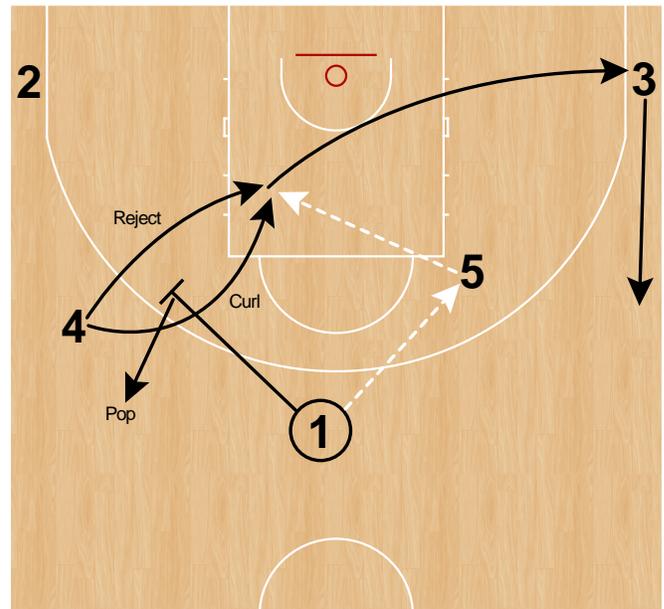


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 does not down screen.
5 screens away for 1

Play to the cutter - 1 straight cuts, 4 passes to 1.
1 may have catch-and-shoot or an immediate drive.



if 1 has no shot/drive, they may play to the screener (5) at the elbow.

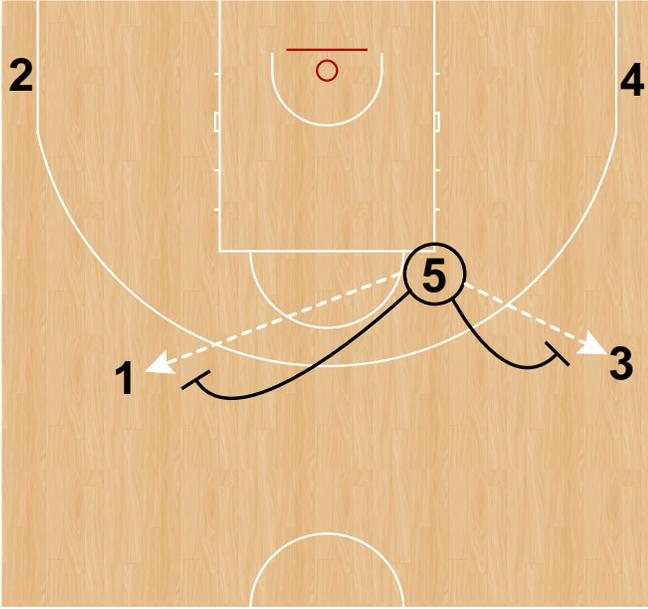
Second option - Play to the screener.

1 enters to 5 and screens away for 4. 1 pops after screening.

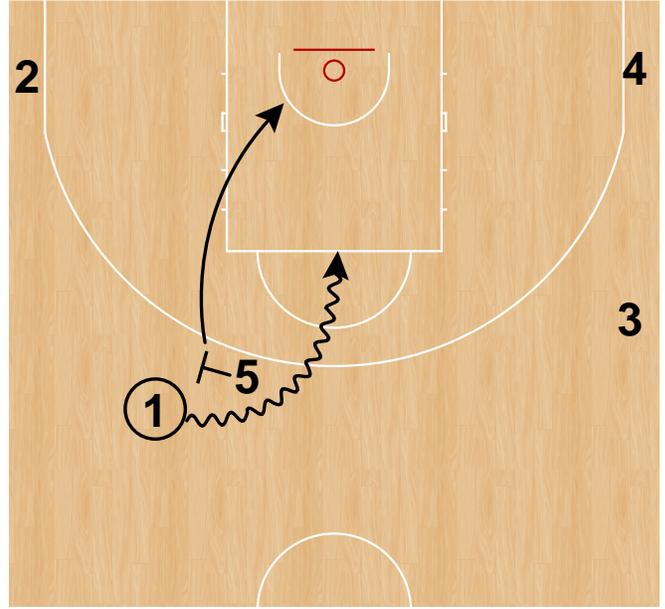
4 may curl or reject. 5 looks for 4 on the cut. If 4 does not receive the pass, continue cutting to far corner. 3 fills up.

Radius Athletics

Reverse - Single - Straight - Point Away



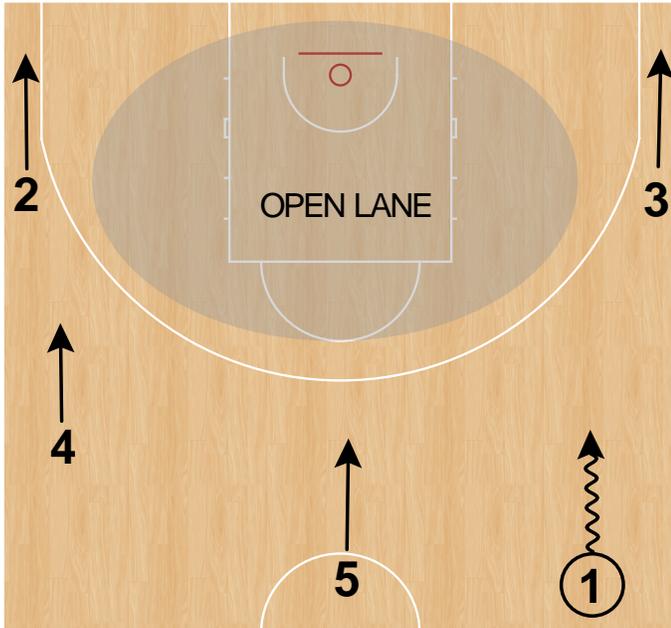
5 passes off the elbow to either 1 popping or 3 filling up. Follow your pass into a ball screen.



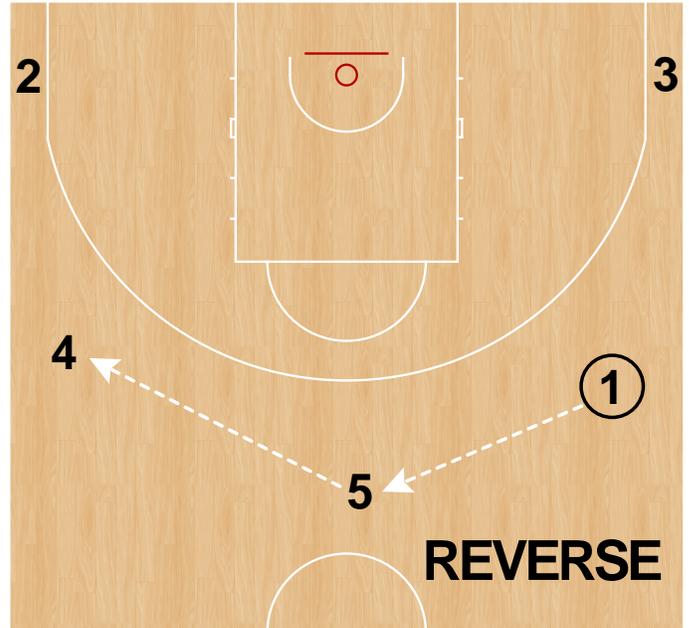
5 passes to 1 and follows into ball screen. Spread ball screen for 1.

Radius Athletics

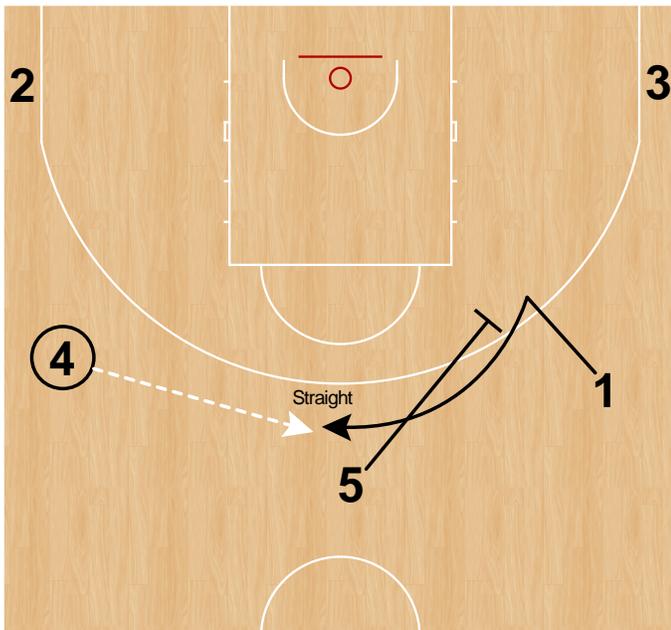
Reverse - Single - Straight - Point Spin



Five-out Five-Lane Transition keeping the lane open for drive.

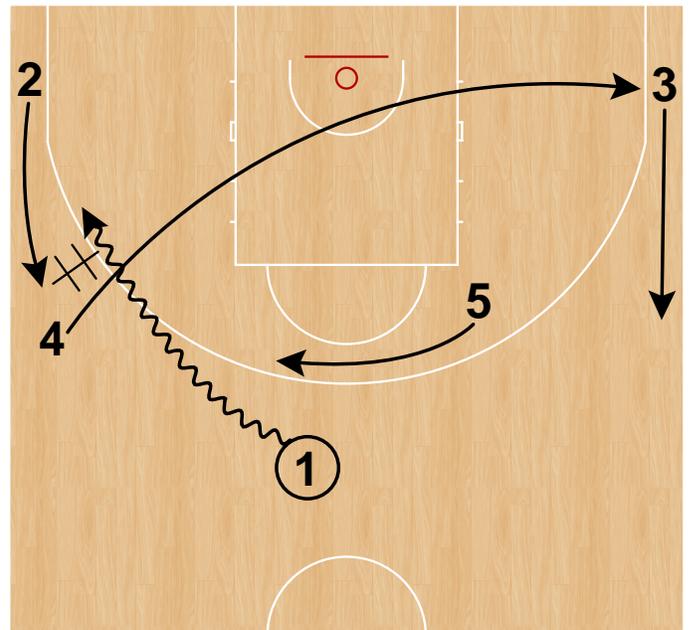


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 does not down screen.
5 screens away for 1

Play to the cutter - 1 straight cuts, 4 passes to 1.
1 may have catch-and-shoot or an immediate drive.

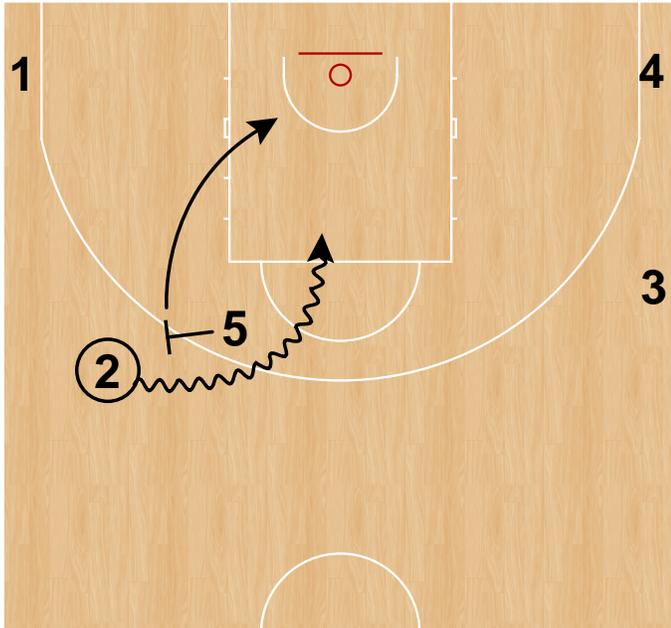


1 does not enter to the cutter nor the screener. **Spin** by dribbling toward the double side.

4 cuts backdoor, 2 blasts from the corner to take a DHO. 5 moves into position to ball screen for 2 coming out of the DHO.

Radius Athletics

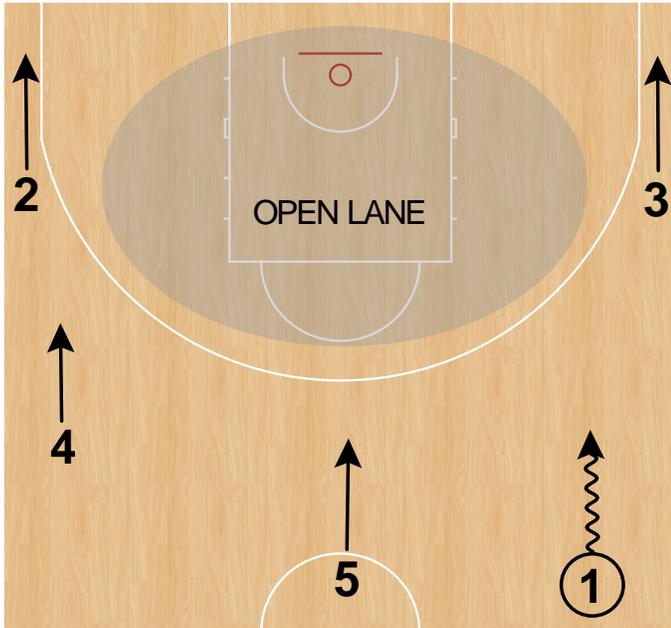
Reverse - Single - Straight - Point Spin



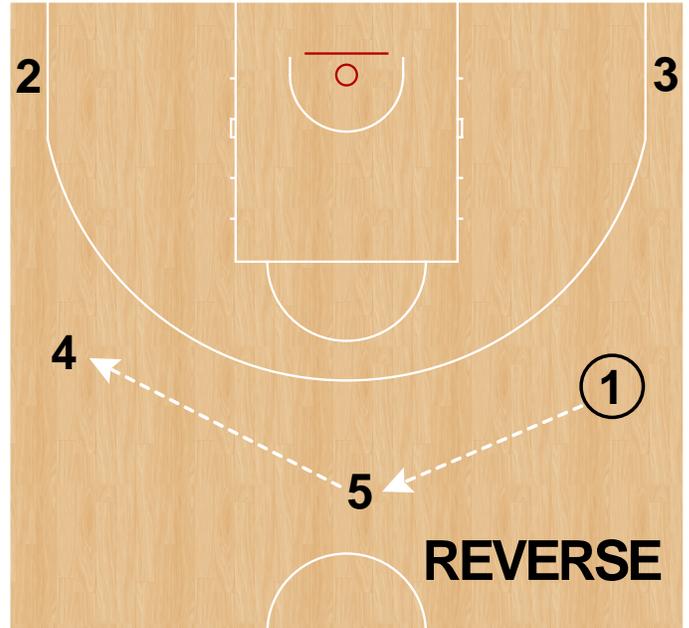
This Spin sequence flows into Spread Ball Screen.

Radius Athletics

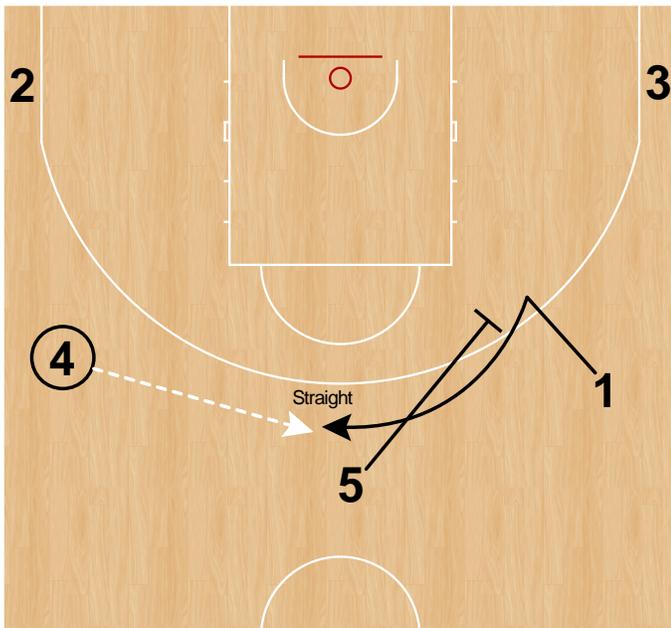
Reverse - Single - Straight - Spread Ball Screen



Five-out Five-Lane Transition keeping the lane open for drive.

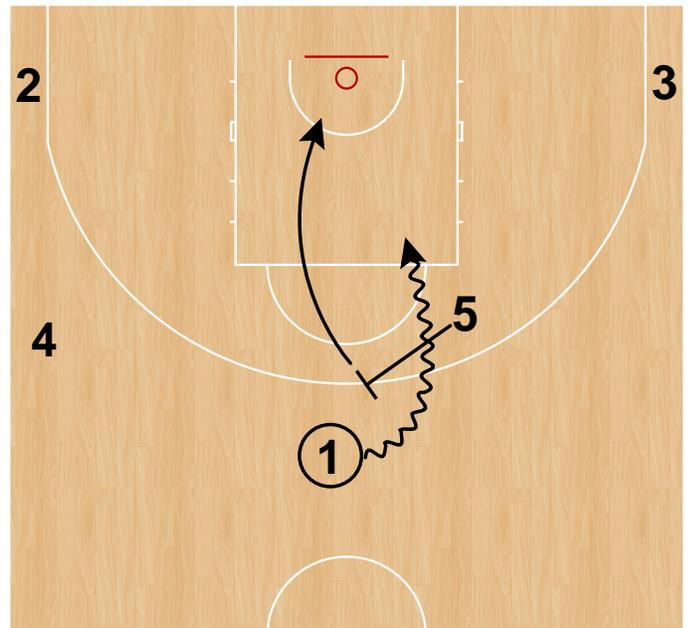


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 does not down screen.
5 screens away for 1

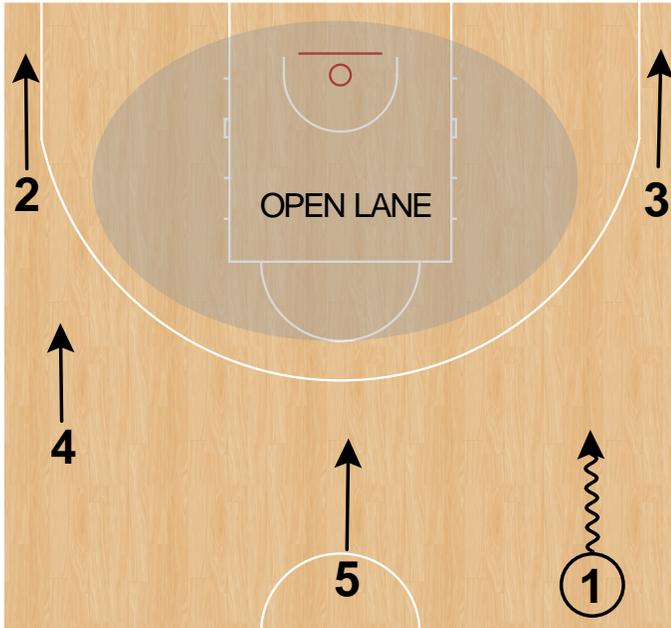
Play to the cutter - 1 straight cuts, 4 passes to 1.
1 may have catch-and-shoot or an immediate drive.



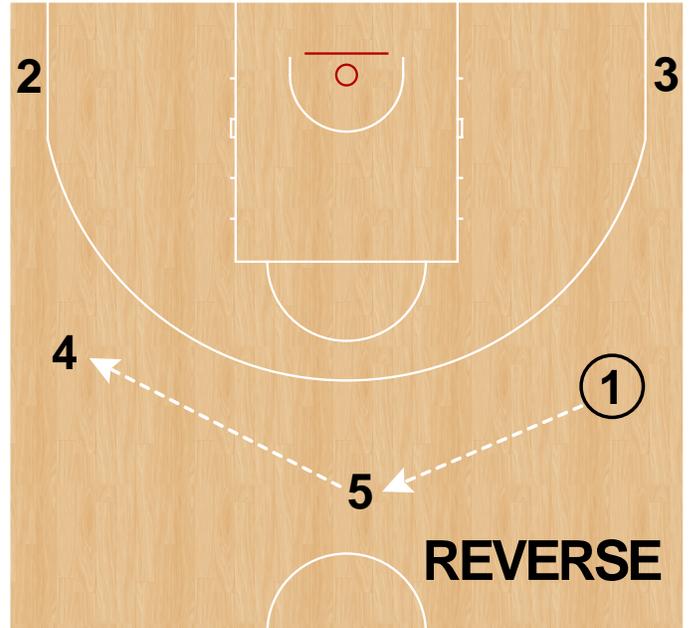
5 may ask for elbow catch or simply turn into spread ball screen for 1.

Radius Athletics

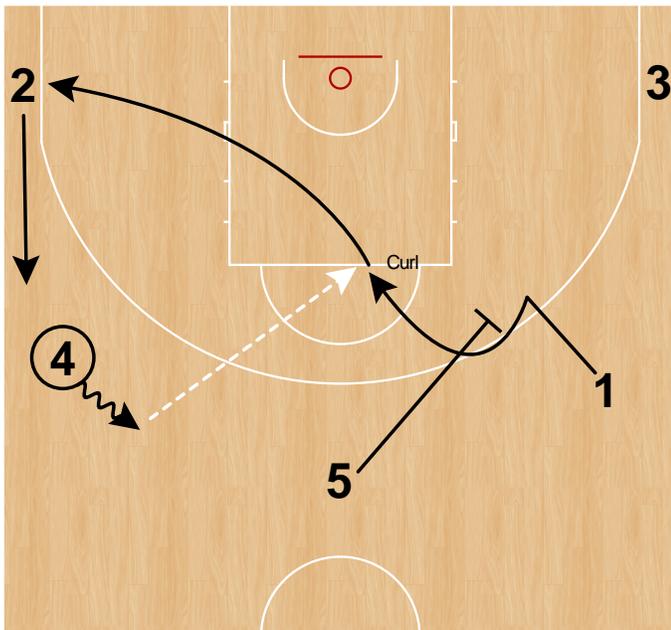
Reverse - Single - Curl - Point Over



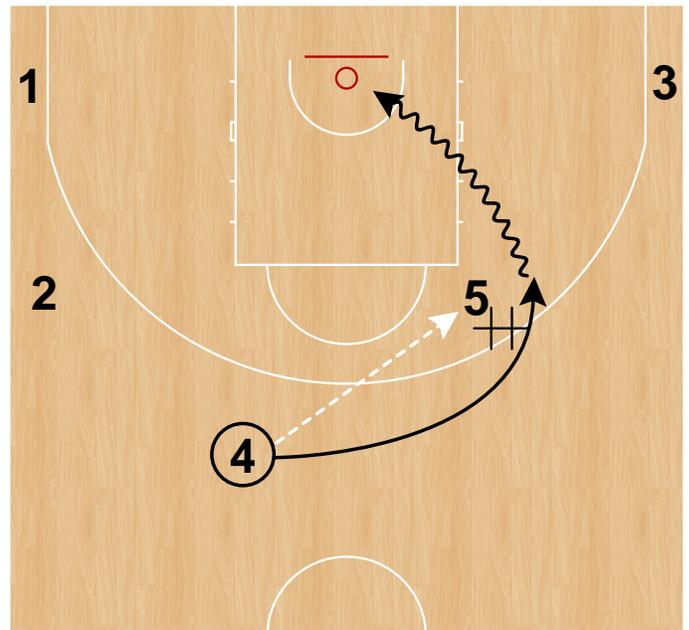
Five-out Five-Lane Transition keeping the lane open for drive.



Reverse - Ball reverses to the second side from 1 to 5 to 4



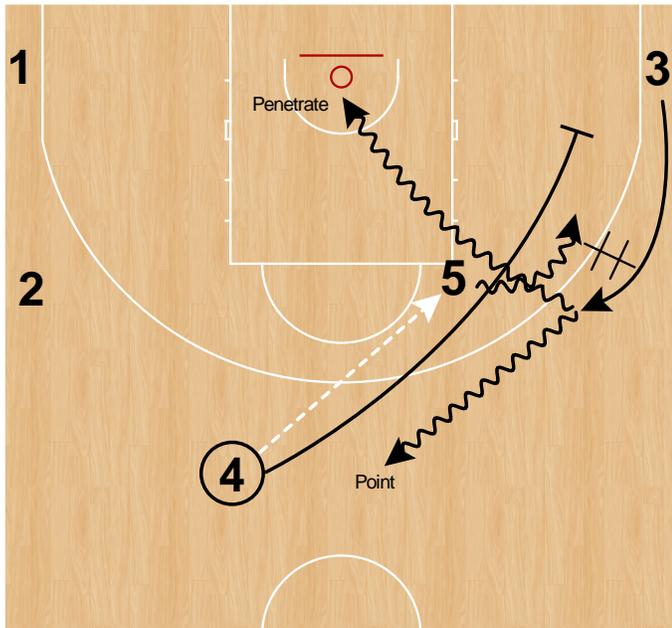
1 does not down screen.
5 screens away for 1
Play to the cutter - 1 curls, if 1 does not receive pass on the curl cut continue to cut hard to far corner.
2 fills up.



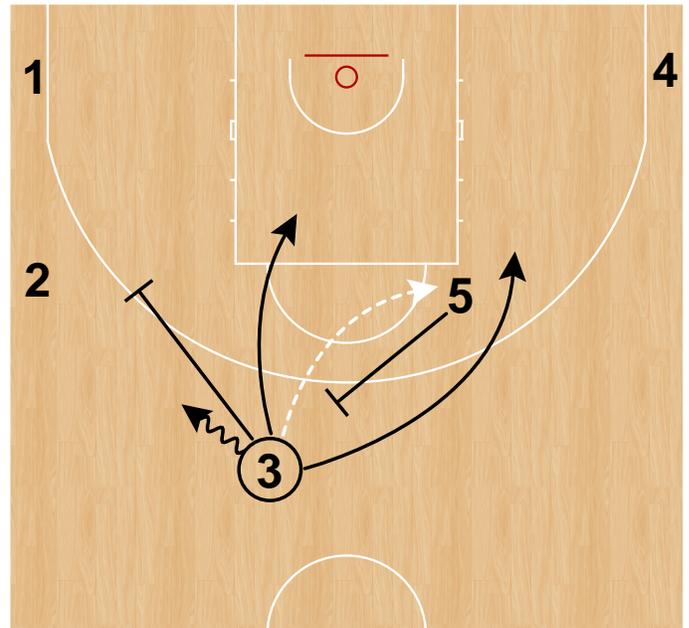
Play to the screener - 4 enters to 5 near elbow and cuts **over** for a handoff. **(Throw & Go)**. "Outrun your pass" take the ball and get to the rim.

Radius Athletics

Reverse - Single - Curl - Point Over



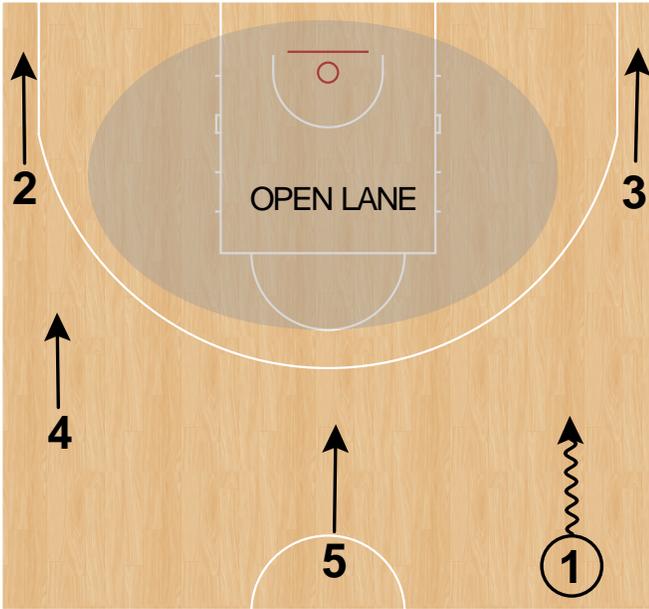
If 4 cuts over and no handoff is available, continue into down screen for 3. 5 DHOs with 3. 3 penetrates or gets to point.



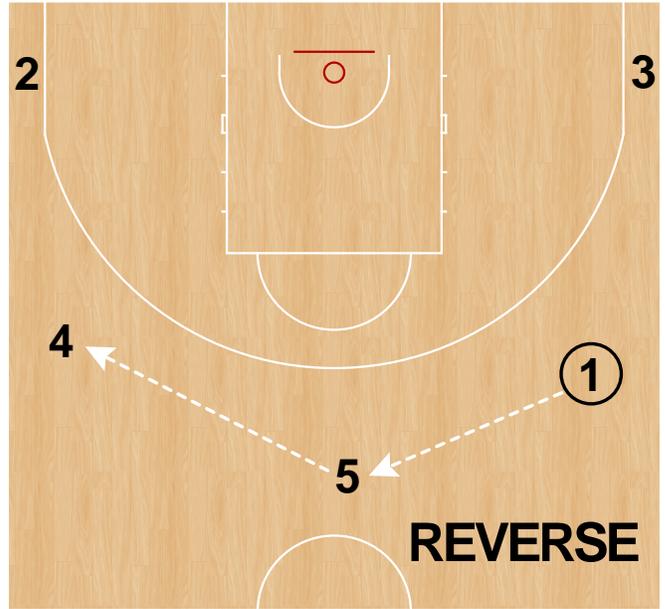
Point options available

Radius Athletics

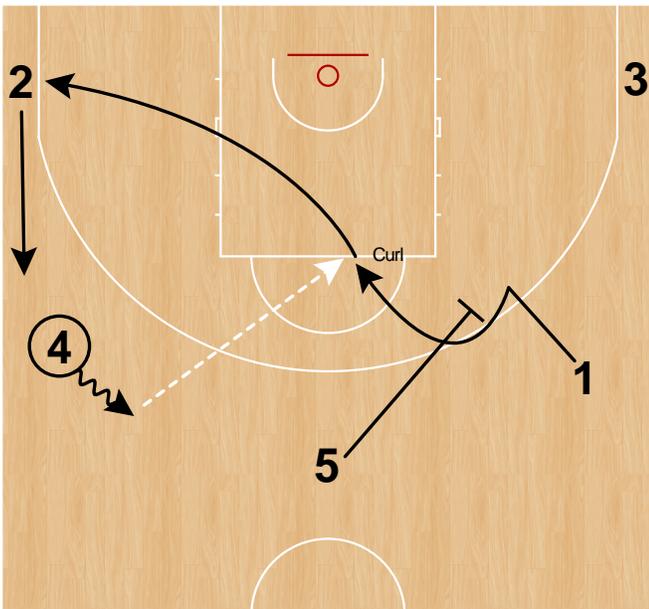
Reverse - Single - Curl - Point Middle



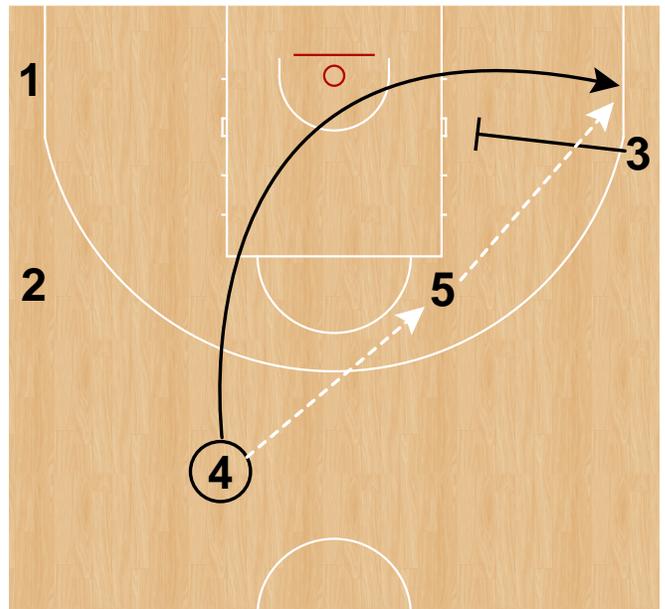
Five-out Five-Lane Transition keeping the lane open for drive.



Reverse - Ball reverses to the second side from 1 to 5 to 4



1 does not down screen.
5 screens away for 1
Play to the cutter - 1 curls, if 1 does not receive pass on the curl cut continue to cut hard to far corner.
2 fills up.

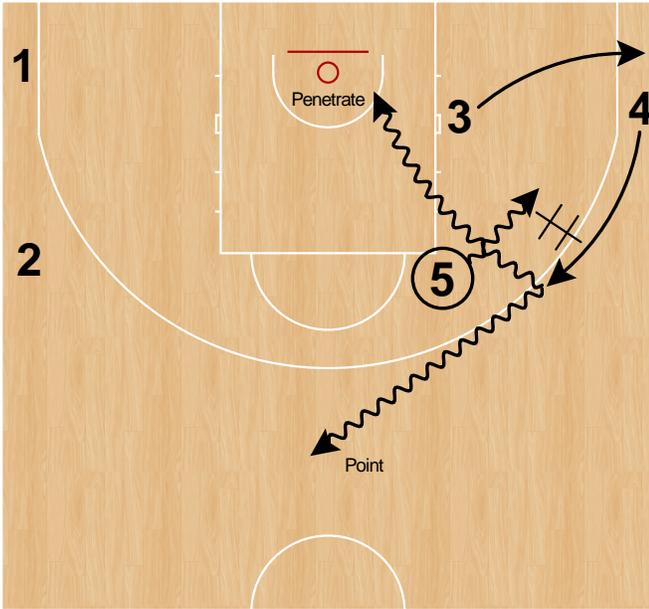


If we cannot play to the cutter, we play to the screener near the elbow. There is no exact spot we are seeking; we just want to get them the ball (possession > position).

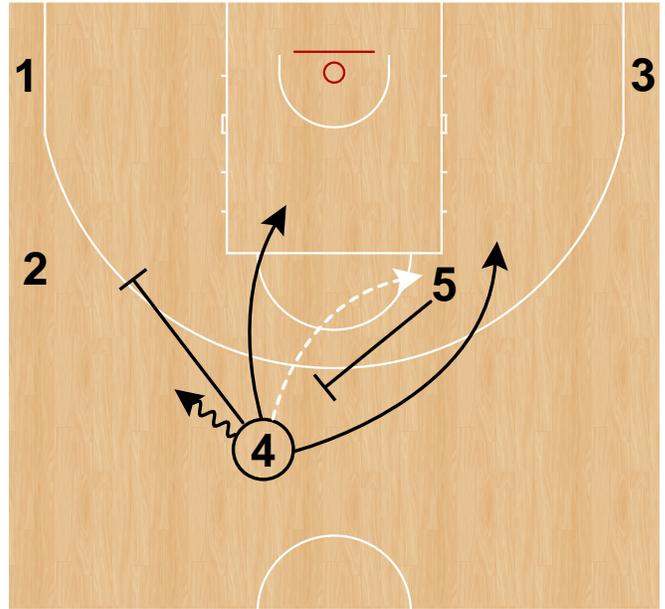
4 enters to 5 near elbow and cuts **middle**. 3 pins down for 4. 5 may pass to 4 coming off pindown if a catch-and-shoot is available.

Radius Athletics

Reverse - Single - Curl - Point Middle



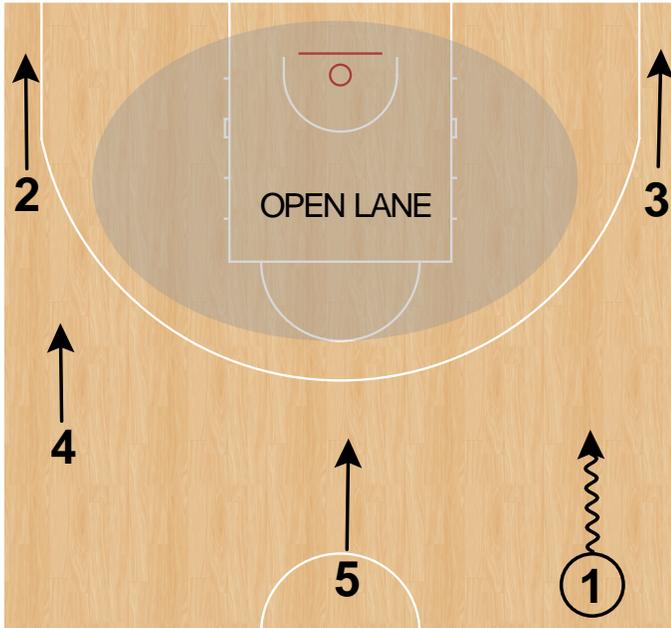
4 stays on the move taking the DHO from 5 looking to penetrate if the DHO creates an advantage. If not take to point.



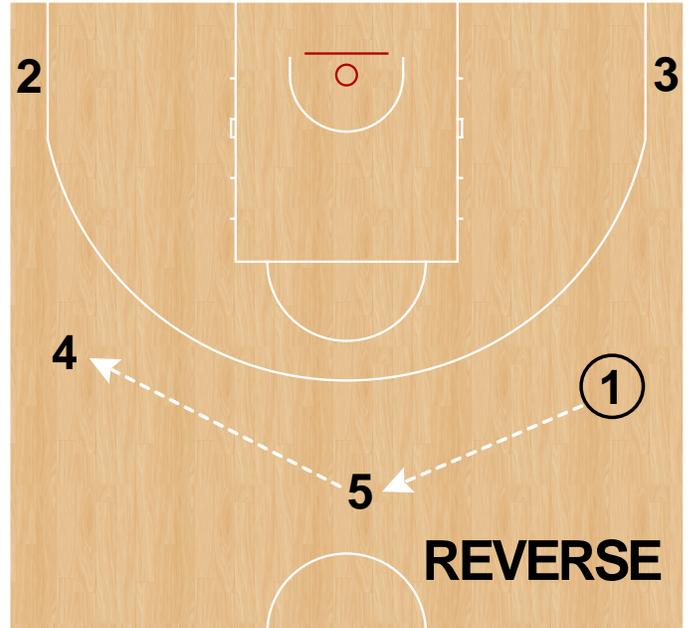
Point options available

Radius Athletics

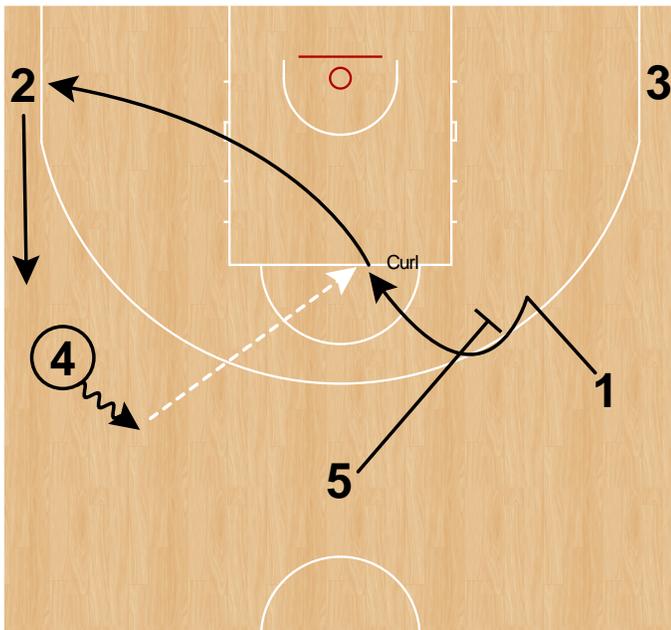
Reverse - Single - Curl - Point Away



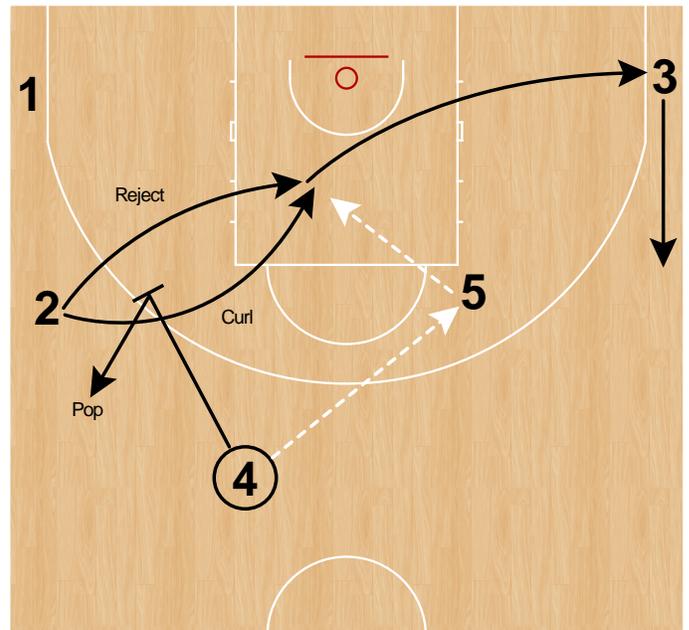
Five-out Five-Lane Transition keeping the lane open for drive.



Reverse - Ball reverses to the second side from 1 to 5 to 4



1 does not down screen.
5 screens away for 1
Play to the cutter - 1 curls, if 1 does not receive pass on the curl cut continue to cut hard to far corner.
2 fills up.

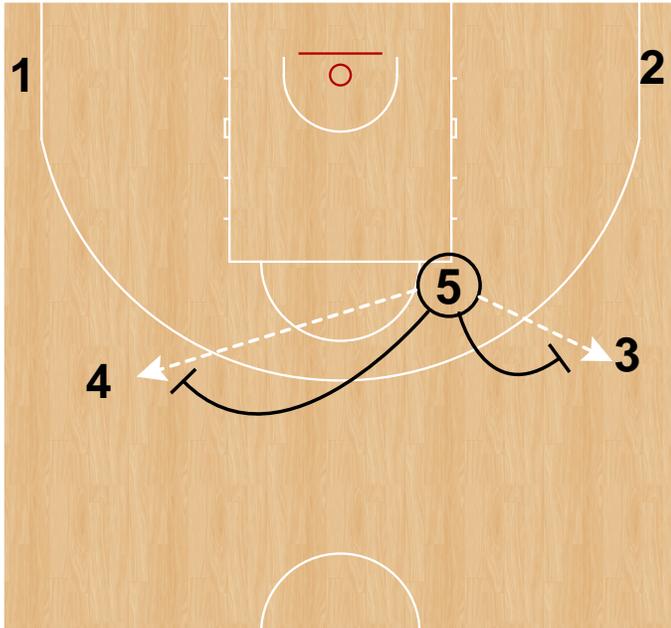


Second option - Play to the screener.

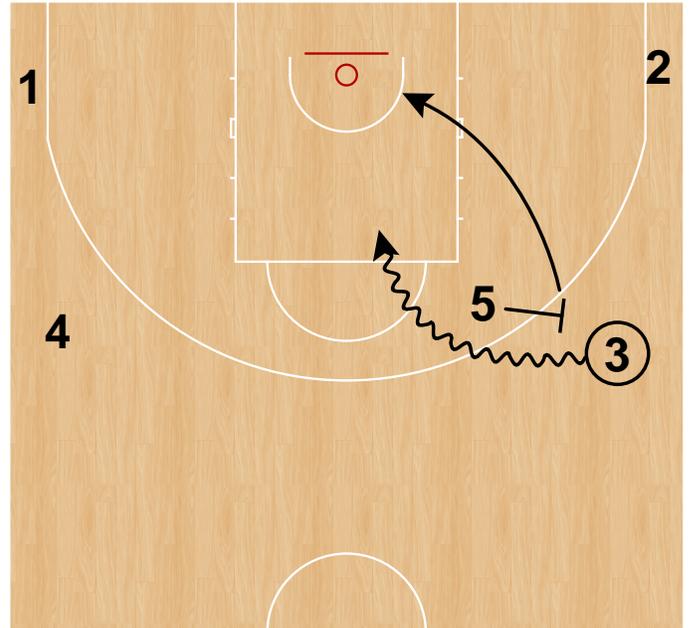
4 enters to 5 and screens away for 2. 4 pops after screening.
2 may curl or reject. 5 looks for 2 on the cut. If 2 does not receive the pass, continue cutting to far corner. 3 fills up.

Radius Athletics

Reverse - Single - Curl - Point Away



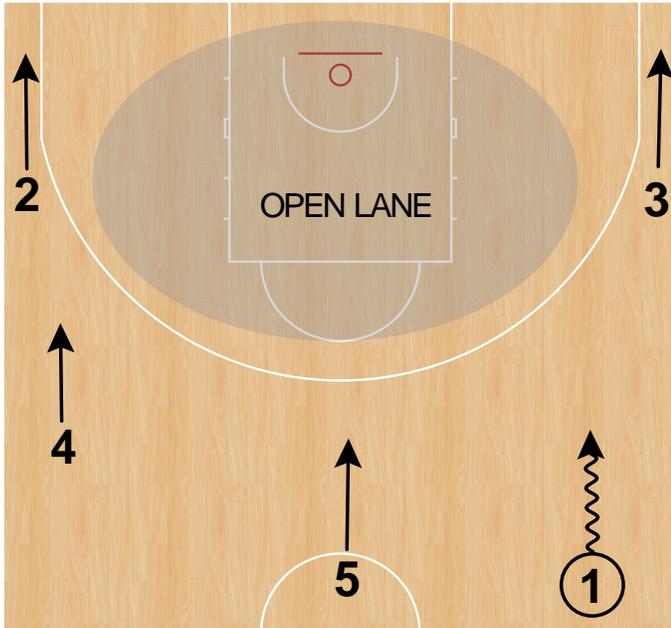
5 passes off the elbow to either 4 popping or 3 filling up. Follow your pass into a ball screen.



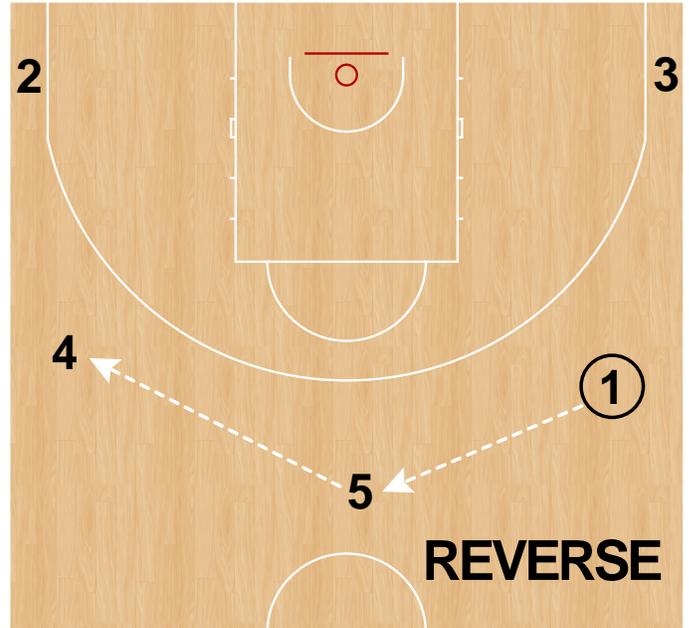
5 passes to 3 and follows into ball screen. Spread ball screen for 3.

Radius Athletics

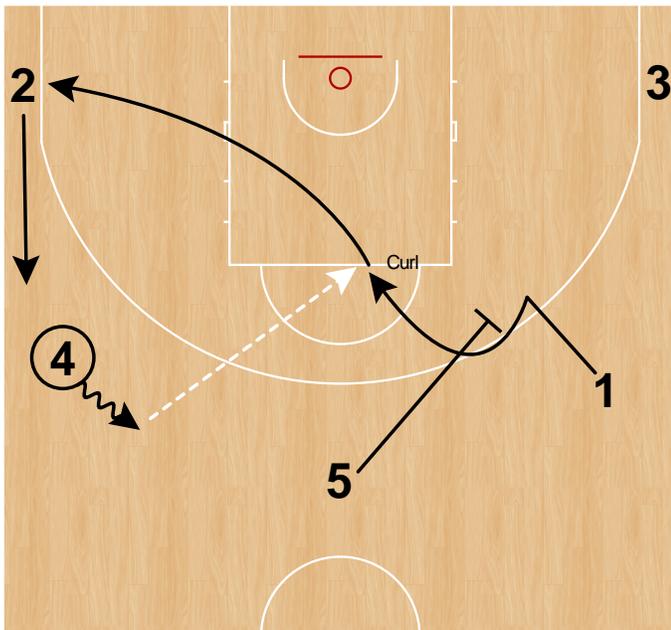
Reverse - Single - Curl - Point Spin



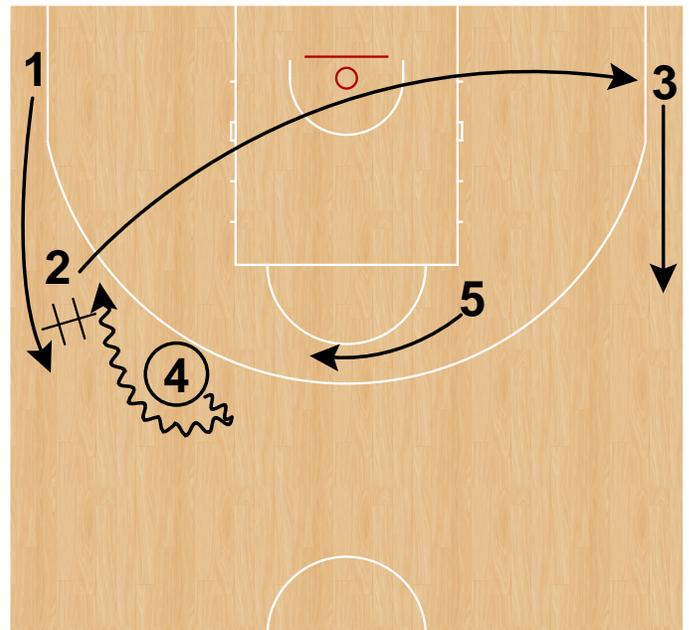
Five-out Five-Lane Transition keeping the lane open for drive.



Reverse - Ball reverses to the second side from 1 to 5 to 4



1 does not down screen.
5 screens away for 1
Play to the cutter - 1 curls, if 1 does not receive pass on the curl cut continue to cut hard to far corner.
2 fills up.

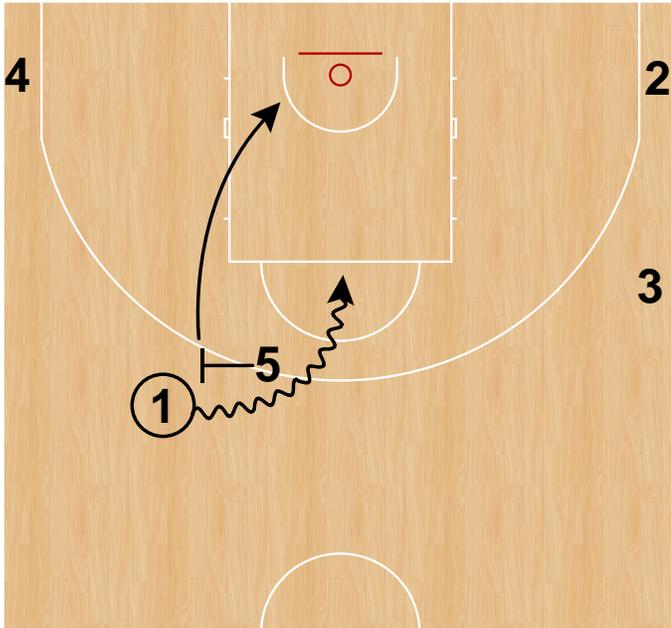


4 does not enter to the cutter nor the screener. **Spin** by dribbling toward the double side.

2 cuts backdoor, 1 blasts from the corner to take a DHO. 5 moves into position to ball screen for 1 coming out of the DHO.

Radius Athletics

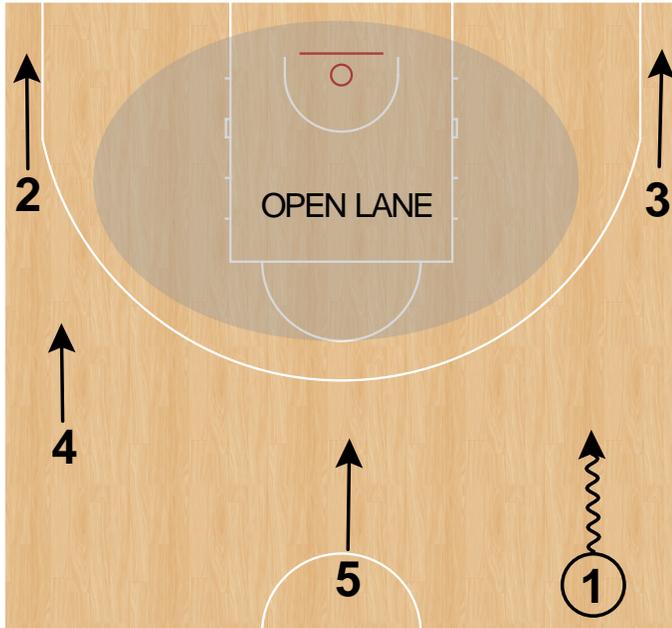
Reverse - Single - Curl - Point Spin



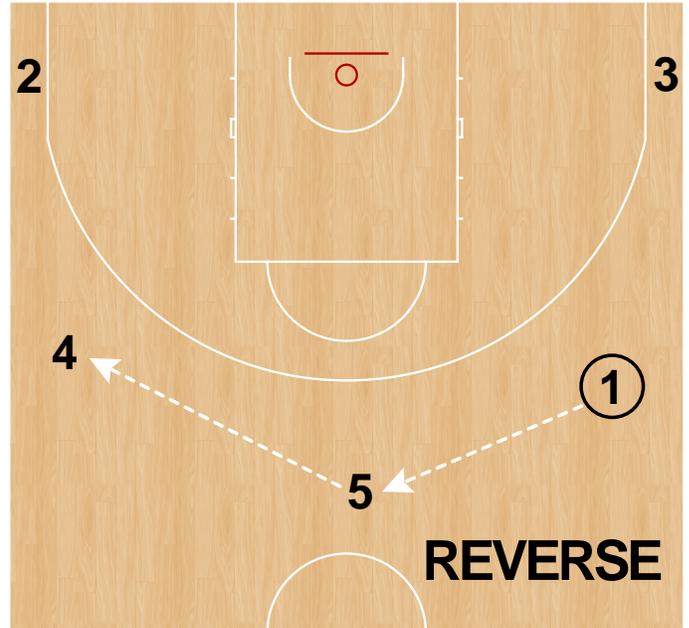
This **Spin** sequence flows into Spread Ball Screen.

Radius Athletics

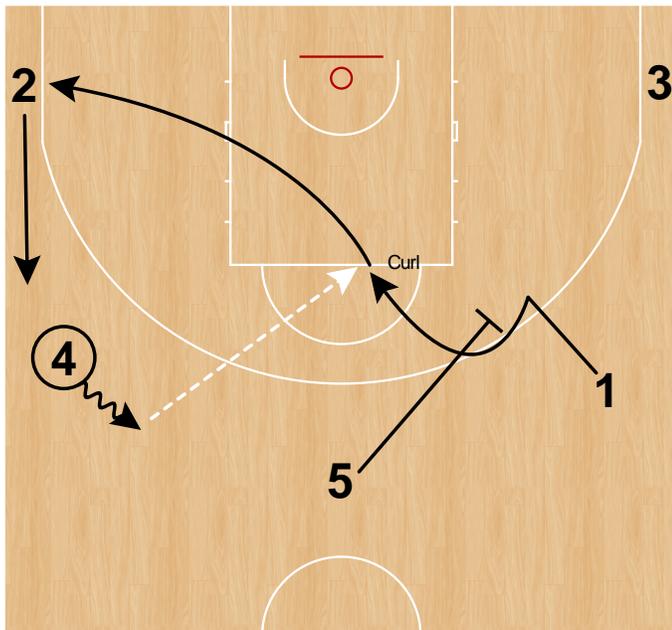
Reverse - Single - Curl - Spread Ball Screen



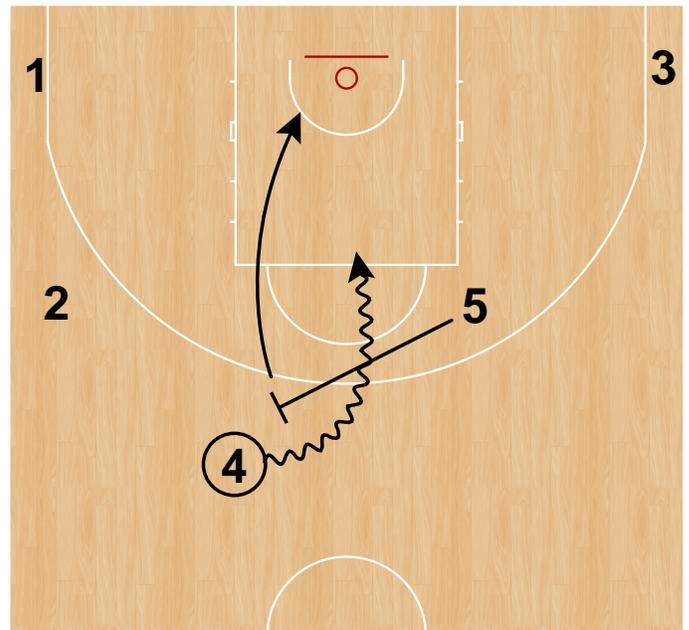
Five-out Five-Lane Transition keeping the lane open for drive.



Reverse - Ball reverses to the second side from 1 to 5 to 4



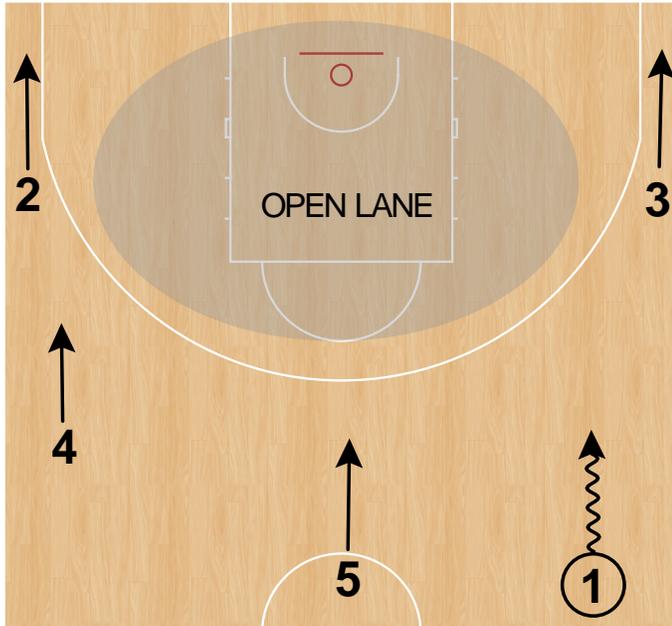
1 does not down screen.
5 screens away for 1
Play to the cutter - 1 curls, if 1 does not receive pass on the curl cut continue to cut hard to far corner.
2 fills up.



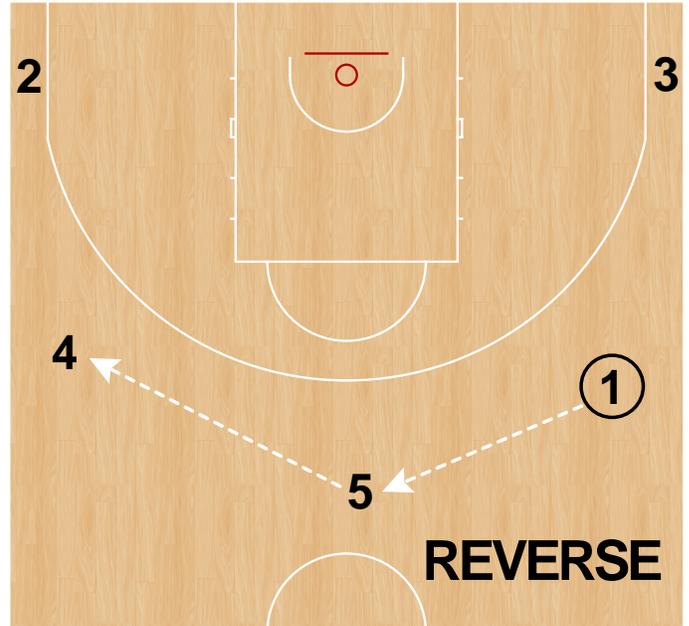
5 may ask for elbow catch or simply turn into spread ball screen for 4.

Radius Athletics

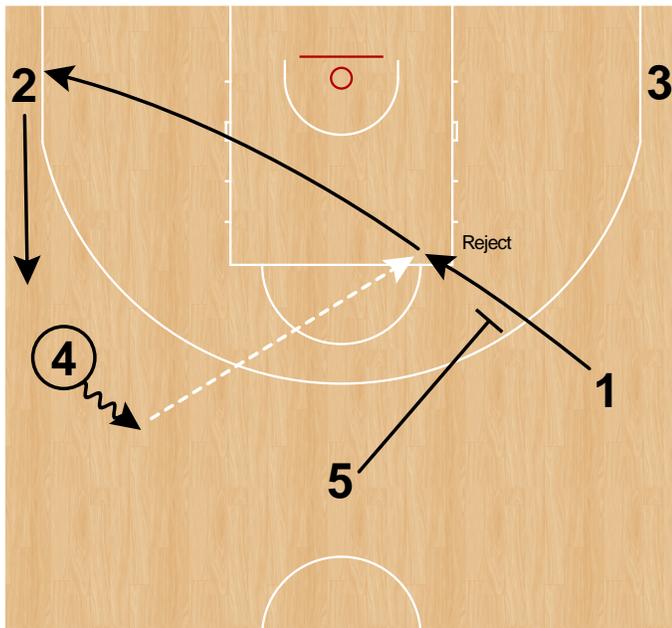
Reverse - Single - Reject - Point Over



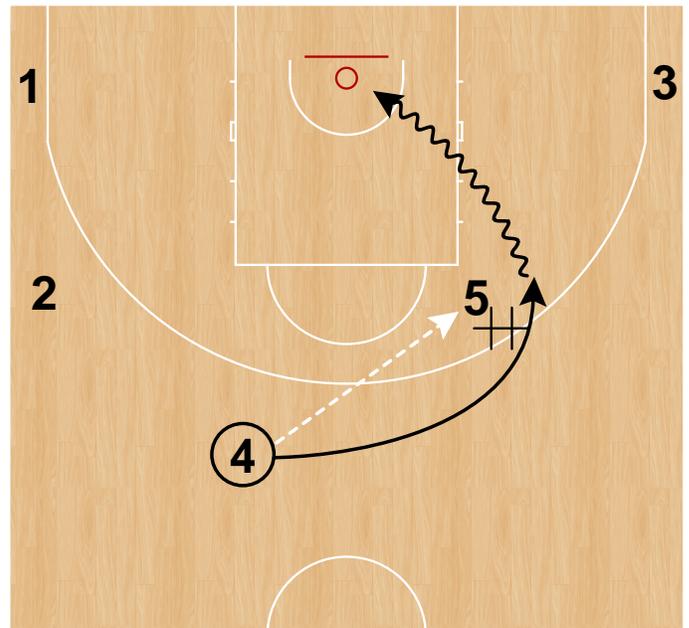
Five-out Five-Lane Transition keeping the lane open for drive.



Reverse - Ball reverses to the second side from 1 to 5 to 4



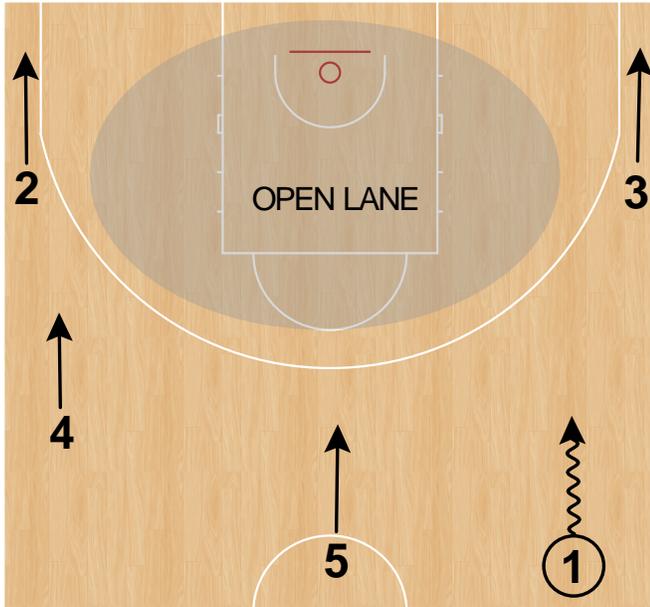
1 does not down screen.
5 screens away for 1
Play to the cutter - 1 **rejects**, if 1 does not receive pass on the curl cut continue to cut hard to far corner.
2 fills up.



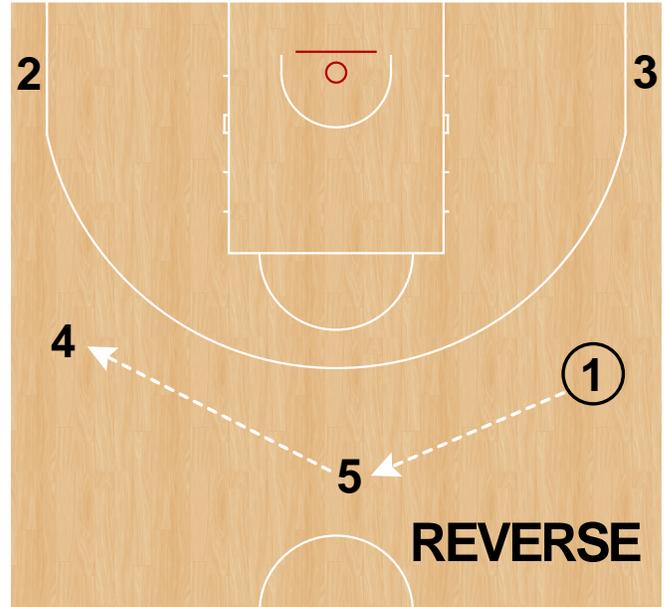
Play to the screener - 4 enters to 5 near elbow and cuts **over** for a handoff. **(Throw & Go)**. "Outrun your pass" take the ball and get to the rim.

Radius Athletics

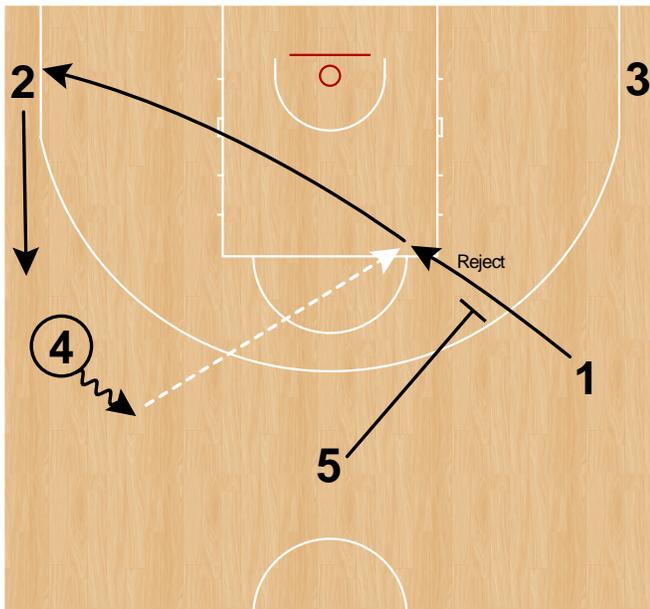
Reverse - Single - Reject - Point Middle



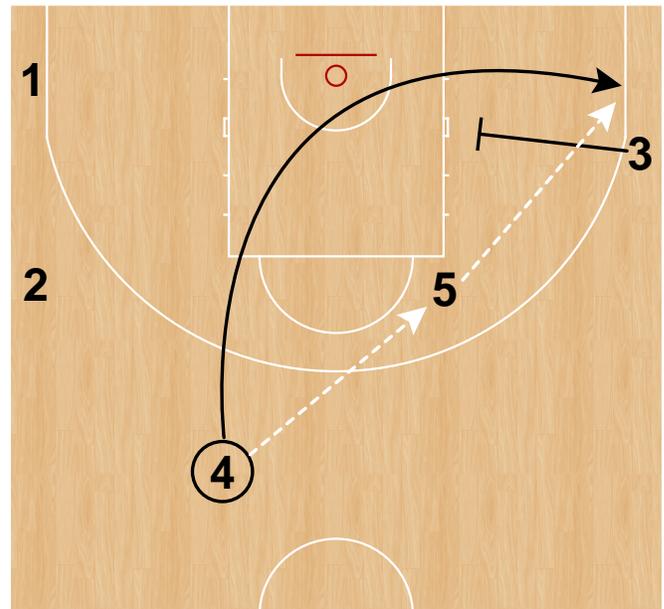
Five-out Five-Lane Transition keeping the lane open for drive.



Reverse - Ball reverses to the second side from 1 to 5 to 4



1 does not down screen.
5 screens away for 1
Play to the cutter - 1 **rejects**, if 1 does not receive pass on the curl cut continue to cut hard to far corner.
2 fills up.

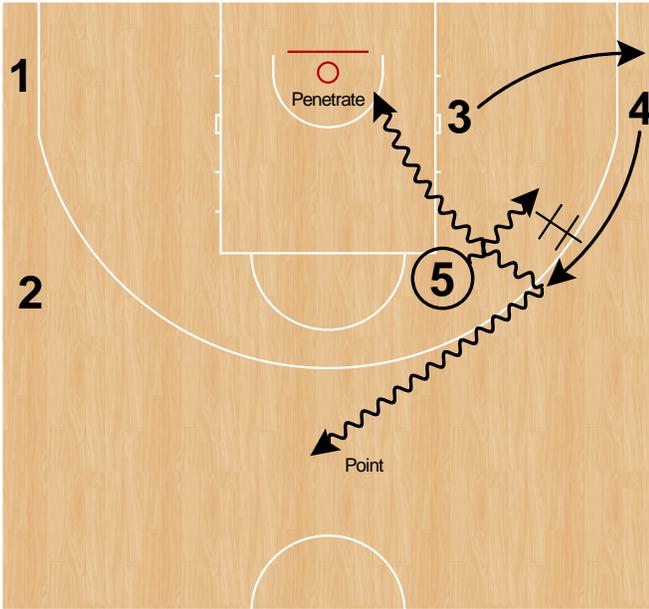


If we cannot play to the cutter, we play to the screener near the elbow. There is no exact spot we are seeking; we just want to get them the ball (possession > position).

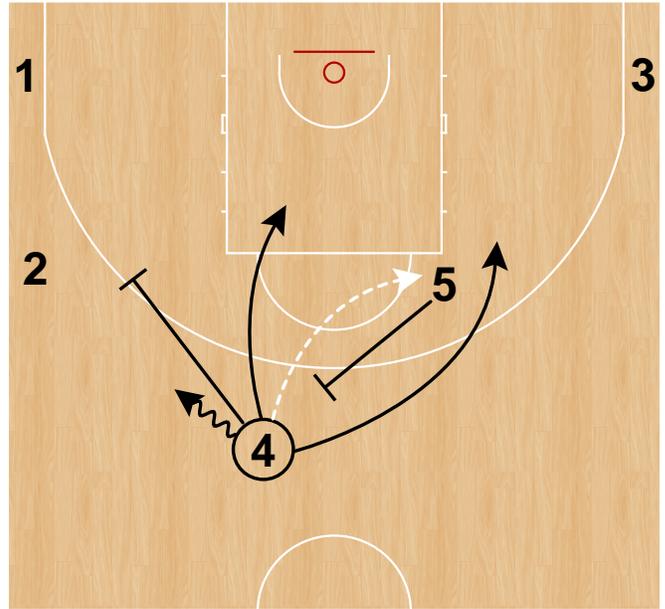
4 enters to 5 near elbow and cuts **middle**. 3 pins down for 4. 5 may pass to 4 coming off pindown if a catch-and-shoot is available.

Radius Athletics

Reverse - Single - Reject - Point Middle



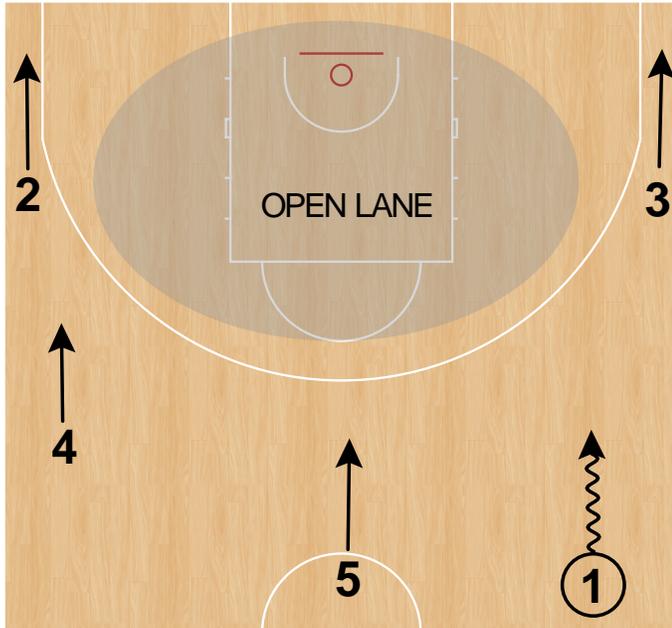
4 stays on the move taking the DHO from 5 looking to penetrate if the DHO creates an advantage. If not take to point.



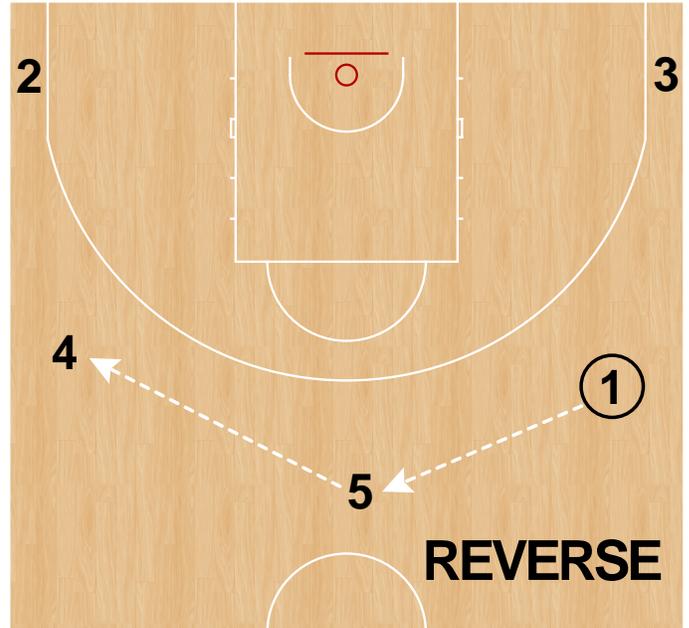
Point options available

Radius Athletics

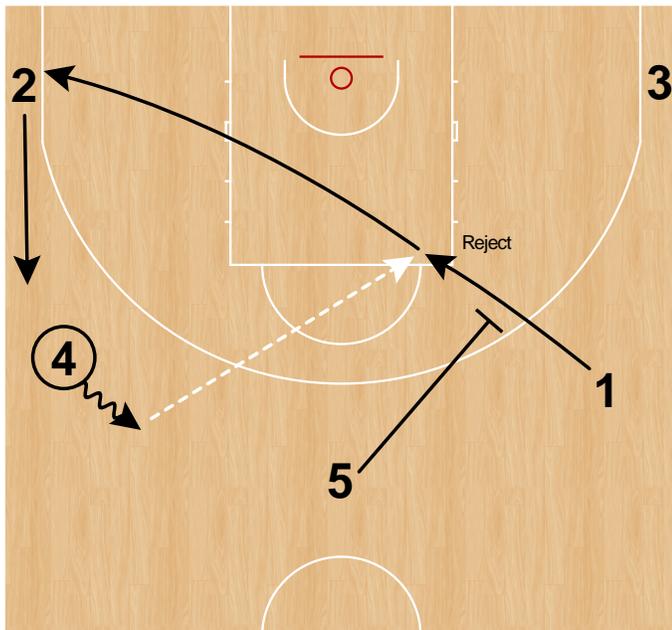
Reverse - Single - Reject - Point Away



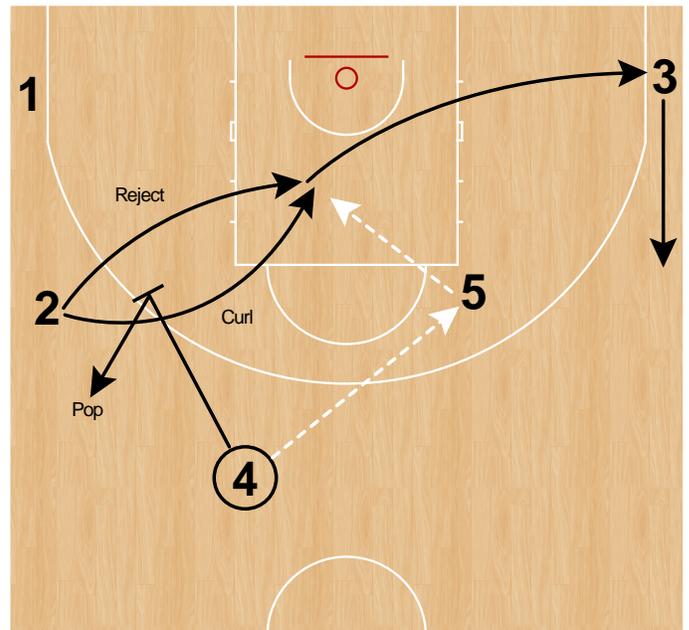
Five-out Five-Lane Transition keeping the lane open for drive.



Reverse - Ball reverses to the second side from 1 to 5 to 4



1 does not down screen.
5 screens away for 1
Play to the cutter - 1 **rejects**, if 1 does not receive pass on the curl cut continue to cut hard to far corner.
2 fills up.

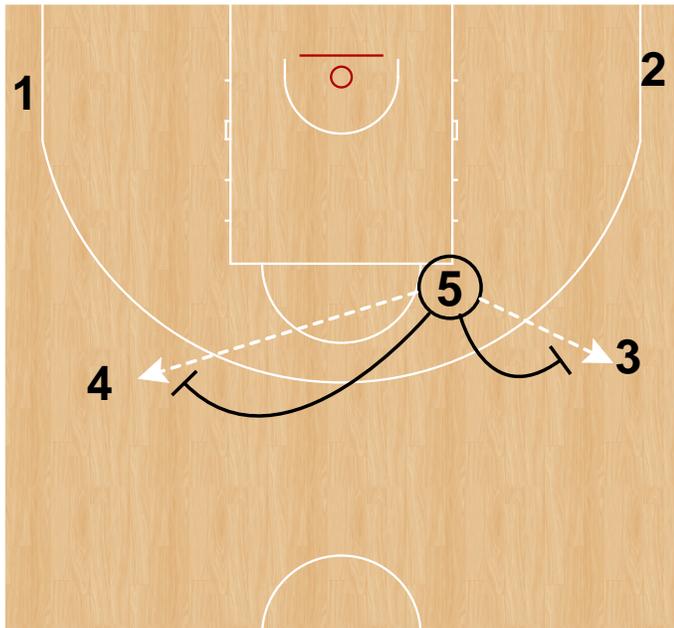


Second option - Play to the screener.

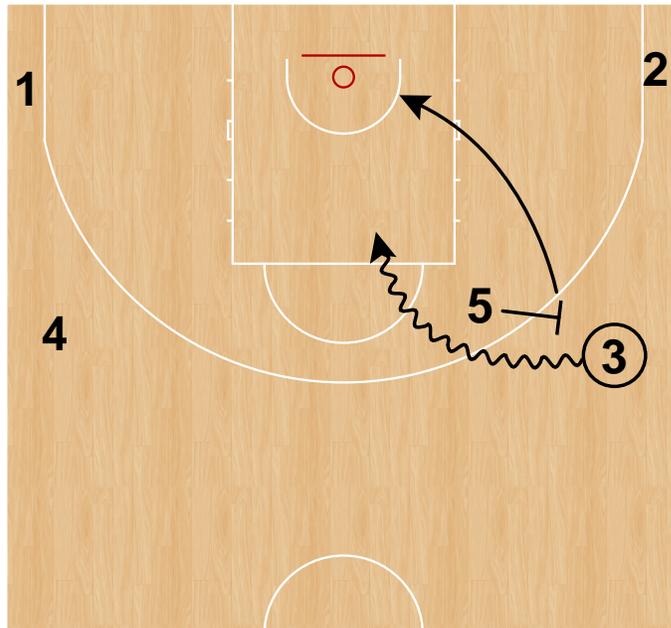
4 enters to 5 and screens **away** for 2. 4 pops after screening.
2 may curl or reject. 5 looks for 2 on the cut. If 2 does not receive the pass, continue cutting to far corner. 3 fills up.

Radius Athletics

Reverse - Single - Reject - Point Away



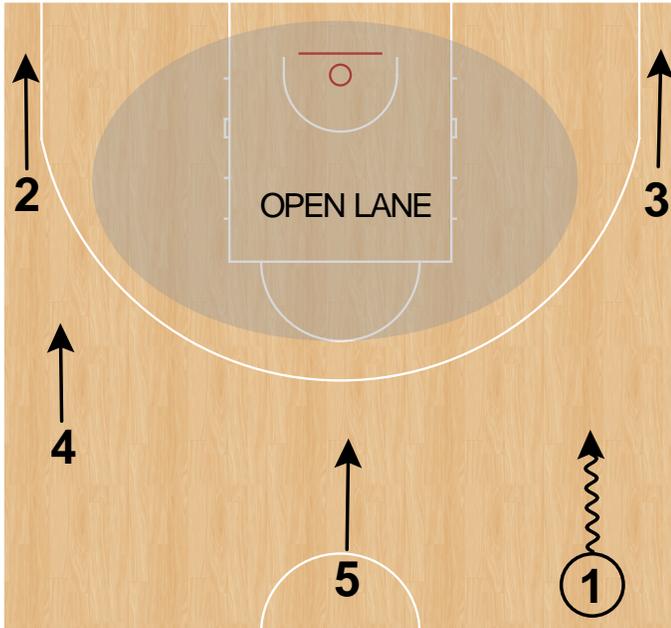
5 passes off the elbow to either 4 popping or 3 filling up. Follow your pass into a ball screen.



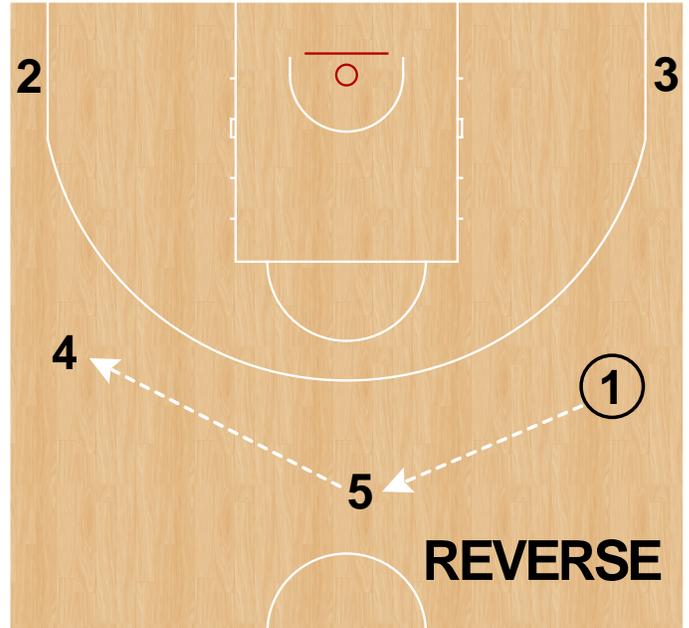
5 passes to 3 and follows into ball screen. Spread ball screen for 3.

Radius Athletics

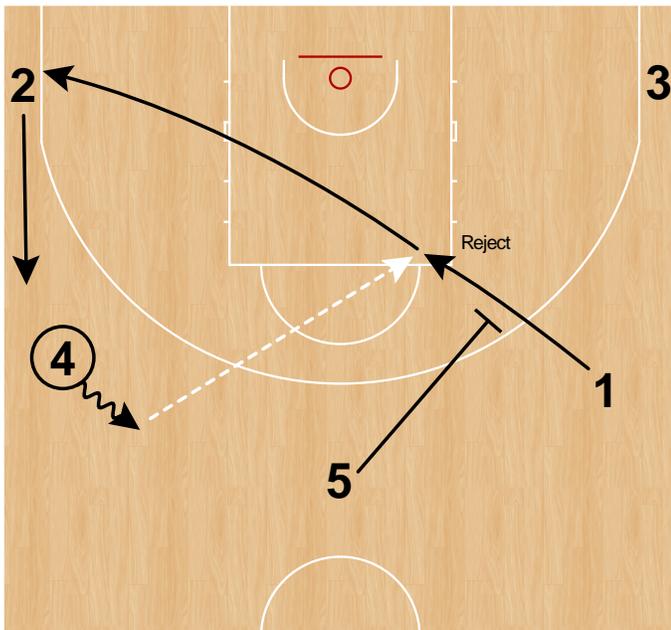
Reverse - Single - Reject - Point Spin



Five-out Five-Lane Transition keeping the lane open for drive.

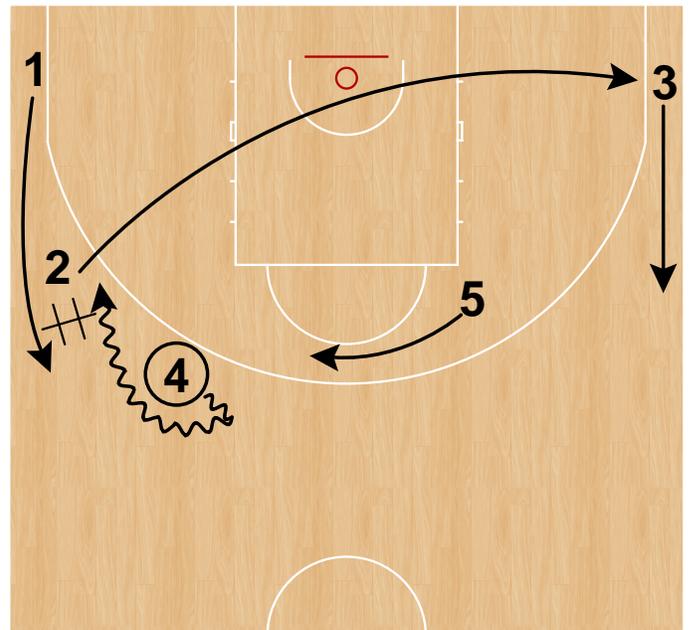


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 does not down screen.
5 screens away for 1

Play to the cutter - 1 **rejects**, if 1 does not receive pass on the curl cut continue to cut hard to far corner.
2 fills up.

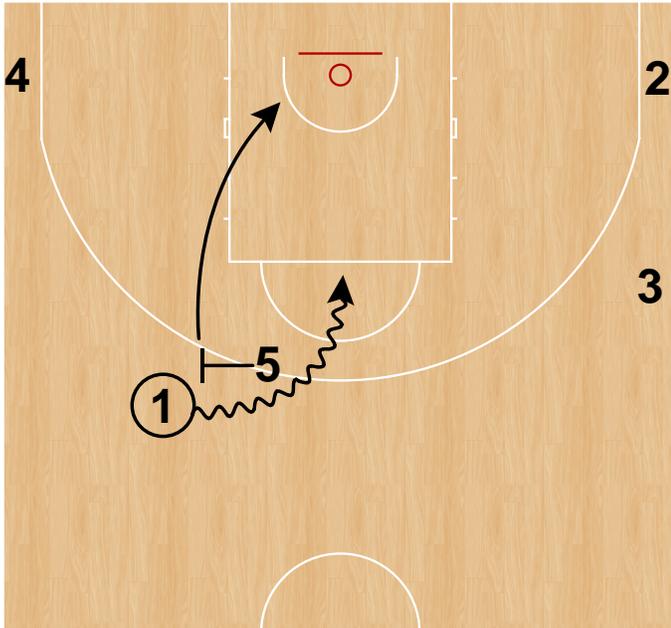


4 does not enter to the cutter nor the screener. **Spin** by dribbling toward the double side.

2 cuts backdoor, 1 blasts from the corner to take a DHO. 5 moves into position to ball screen for 1 coming out of the DHO.

Radius Athletics

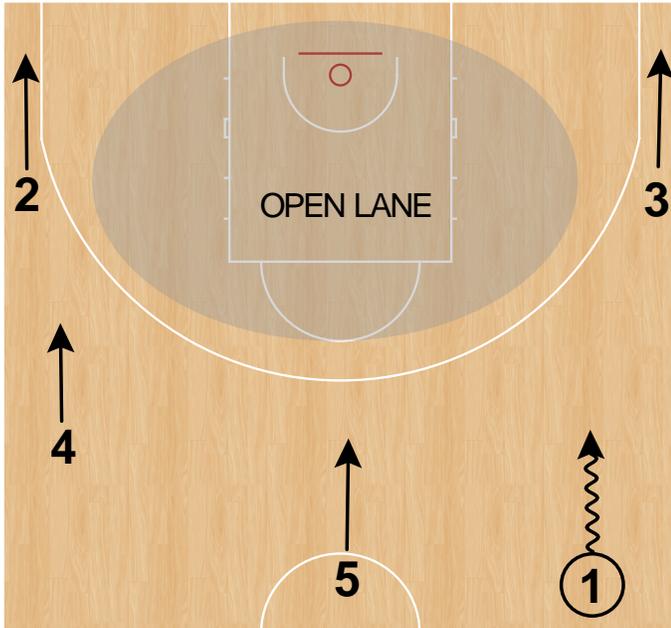
Reverse - Single - Reject - Point Spin



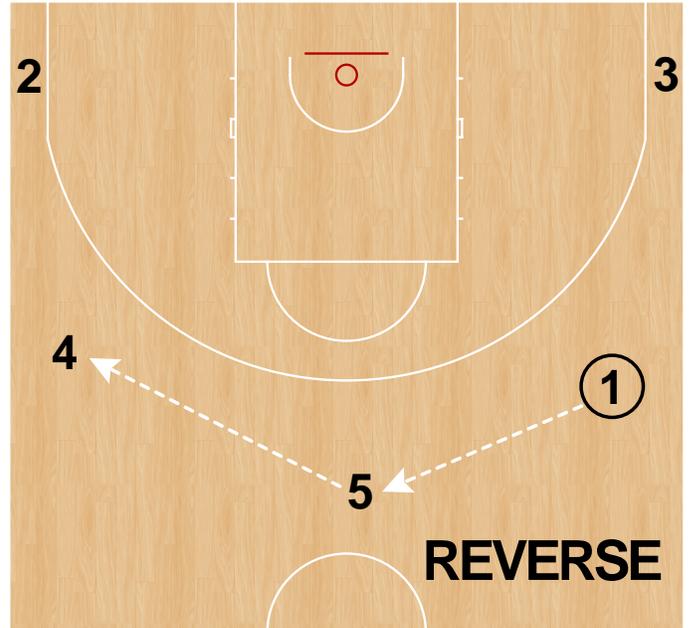
This **Spin** sequence flows into Spread Ball Screen.

Radius Athletics

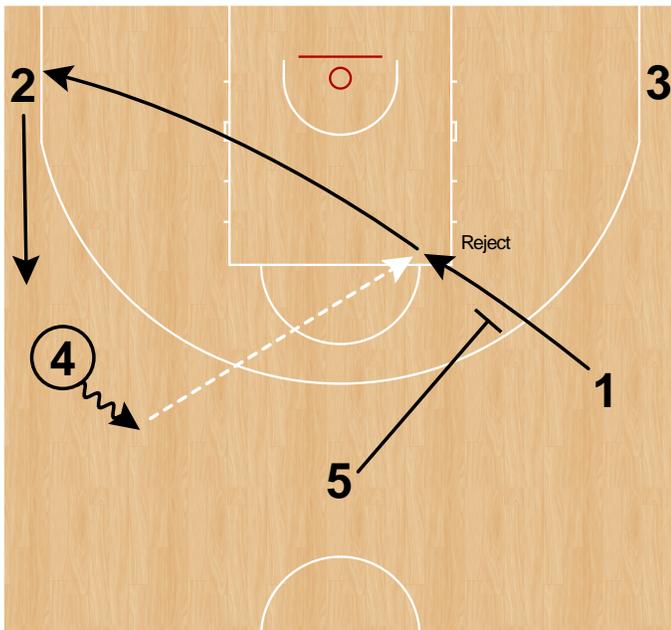
Reverse - Single - Reject - Spread Ball Screen



Five-out Five-Lane Transition keeping the lane open for drive.

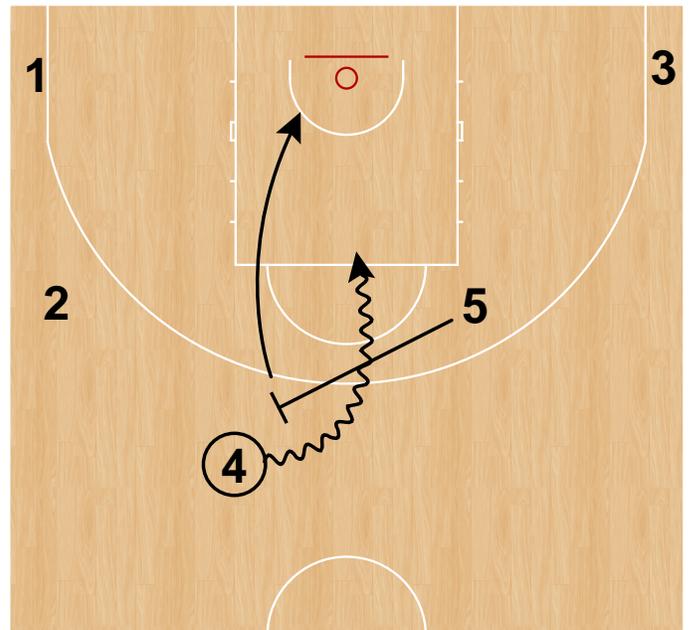


Reverse - Ball reverses to the second side from 1 to 5 to 4



1 does not down screen.
5 screens away for 1

Play to the cutter - 1 **rejects**, if 1 does not receive pass on the curl cut continue to cut hard to far corner.
2 fills up.

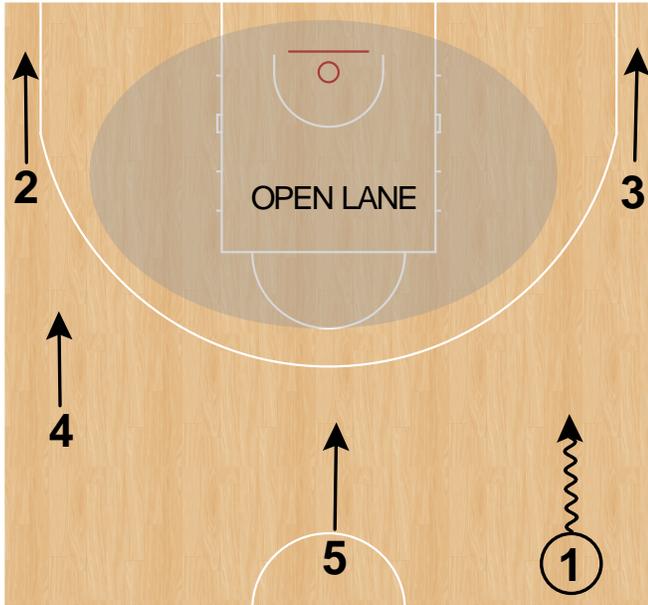


5 may ask for elbow catch or simply turn into spread ball screen for 4.

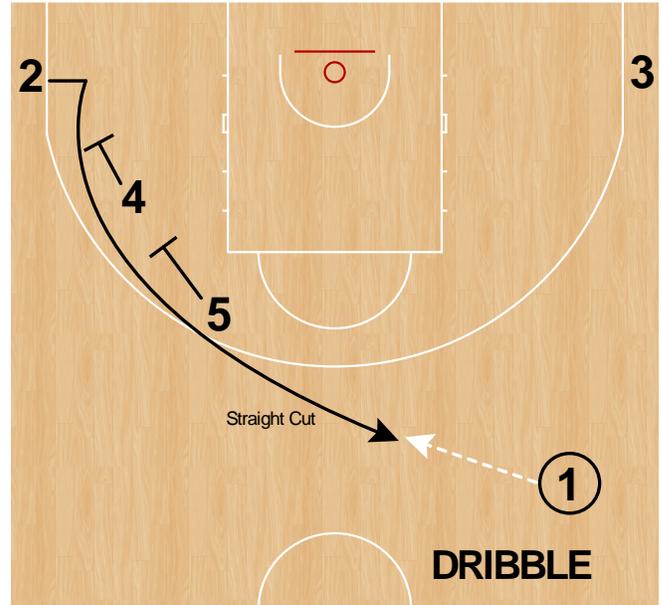
Dribble

Radius Athletics

Dribble



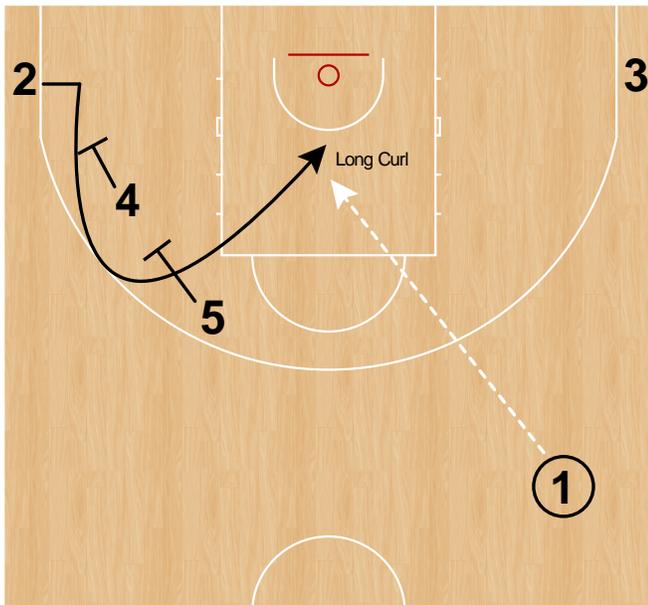
Five-out Five-Lane Transition keeping the lane open for drive.



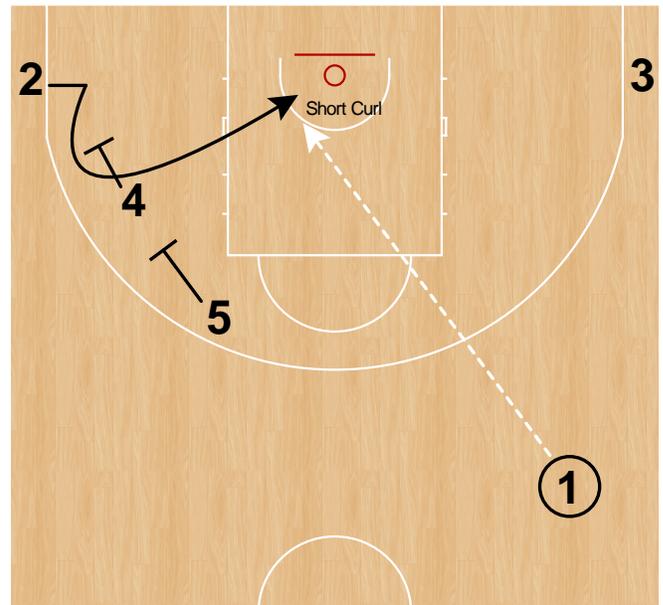
Dribble Option - Instead of getting into the stagger from ball reversal, 4 & 5 go straight into the staggered screen.

The cutter has the same four cutting options: straight cut, long curl, short curl or reject.

Above Player 2 straight cuts to receive the catch. Look for catch-and-shoot or catch-and-go right into the drive.



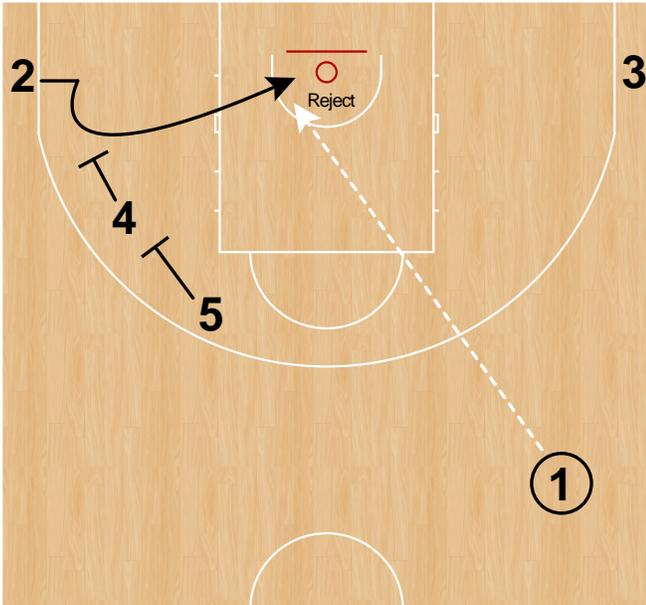
Dribble option, Long Curl - The cutter curls the second screen.



Dribble option, Short Curl - The cutter curls the first screen.

Radius Athletics

Dribble



Dribble option, reject - The cutter rejects the screens.

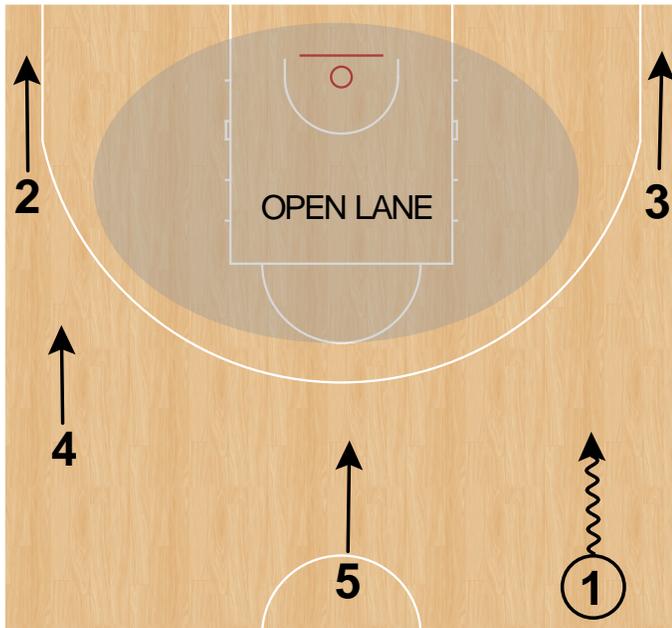
In the stagger action the passer looks to play to the cutter first, the screener at the elbow second. If neither are available get into Spread Ball Screen. Passer must be able to pass from a live dribble, either off the catch or off the dribble.

Depending on the cut the cutter makes the passer may also be able to "spin it" if neither the cutter nor the screener is available.

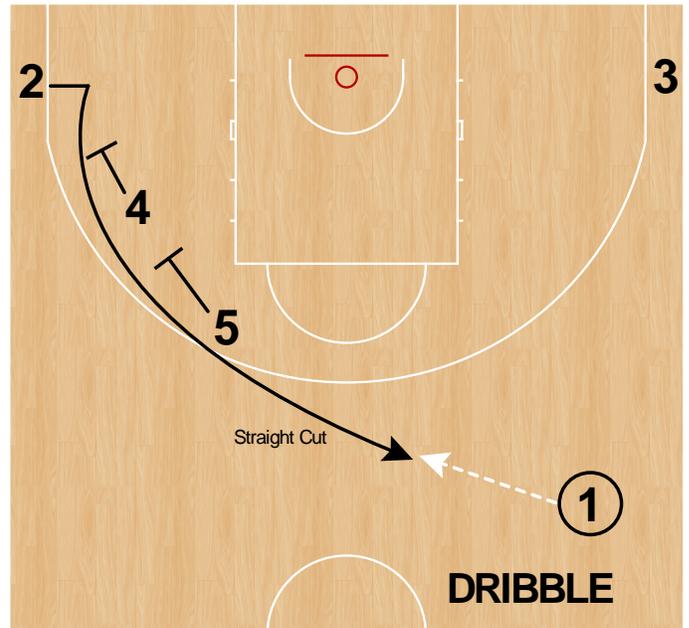
Dribble To Point

Radius Athletics

Dribble - Straight - Point Over

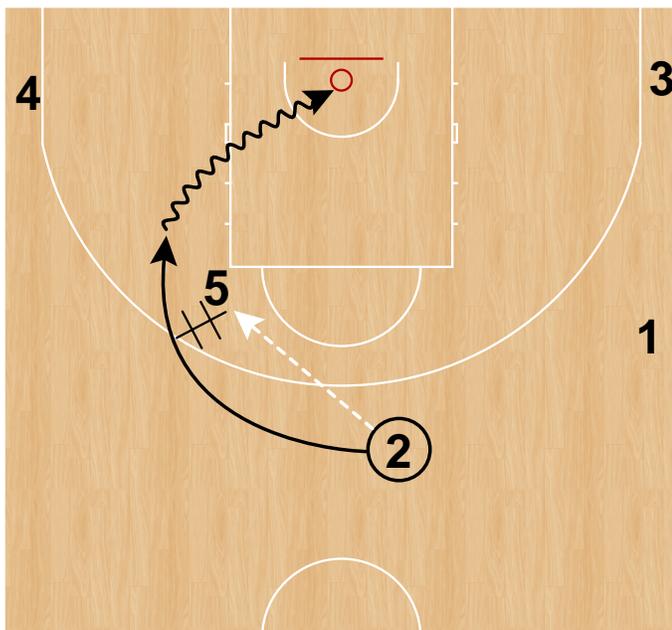


Five-out Five-Lane Transition keeping the lane open for drive.

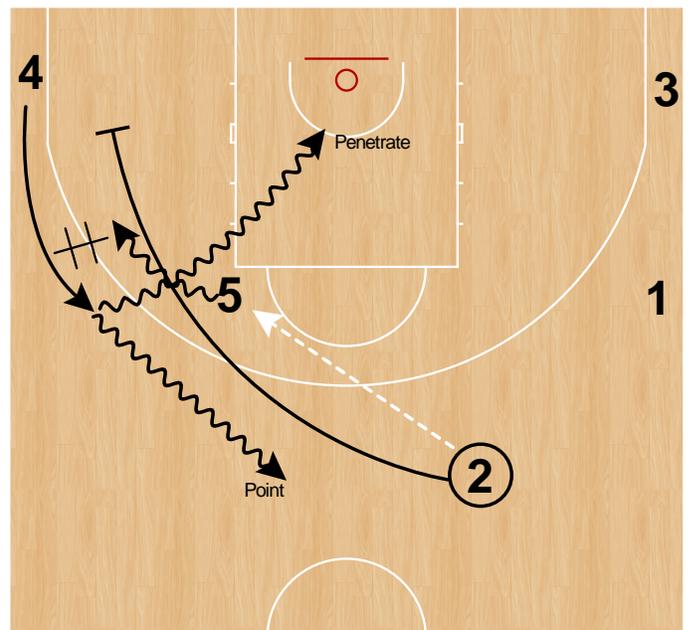


Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Look for the cutter coming off the **straight cut**. Look for catch-and-shoot or catch-and-go from the straight cut.



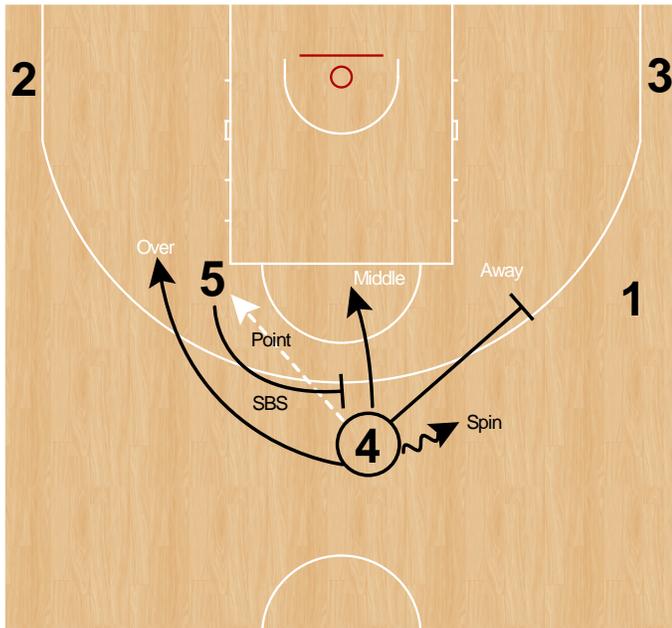
2 enters to 5 near elbow and cuts **over** for a handoff. **(Throw & Go)**. "Outrun your pass" take the ball and get to the rim.



If 2 cuts over and no handoff is available, continue into down screen for 4.
5 DHOs with 4.
4 penetrates or gets to point.

Radius Athletics

Dribble - Straight - Point Over



4 dribbled to point.

All point options available.

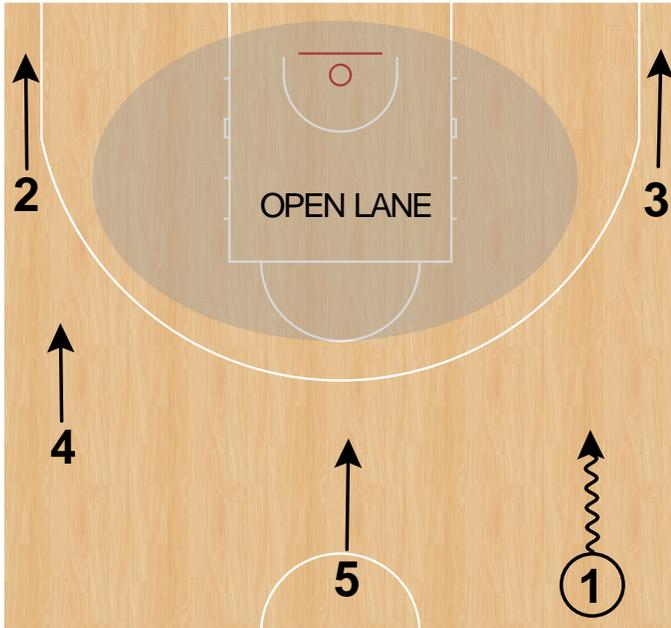
Enter elbow and cut over, middle or away.

Spin it.

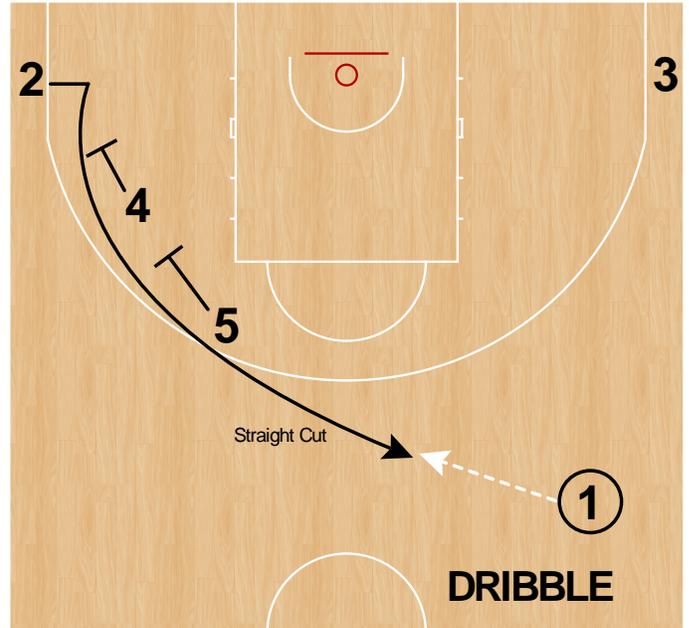
Or 5 step off and ball screen.

Radius Athletics

Dribble - Straight - Point Middle

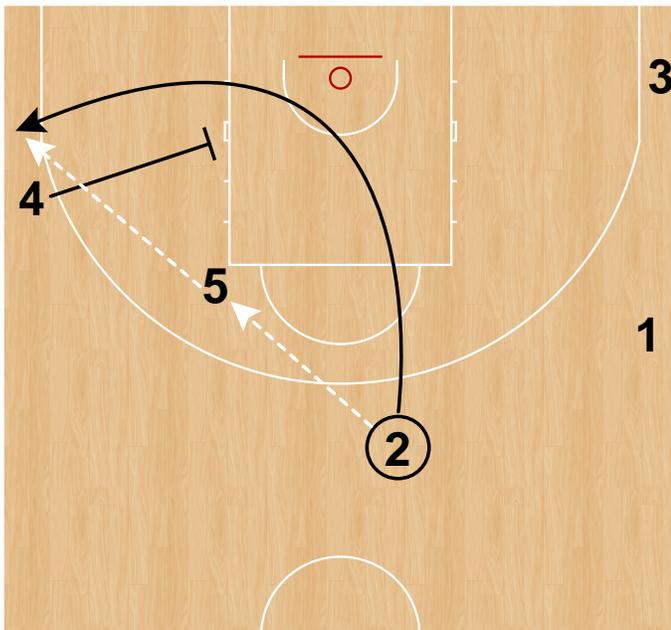


Five-out Five-Lane Transition keeping the lane open for drive.



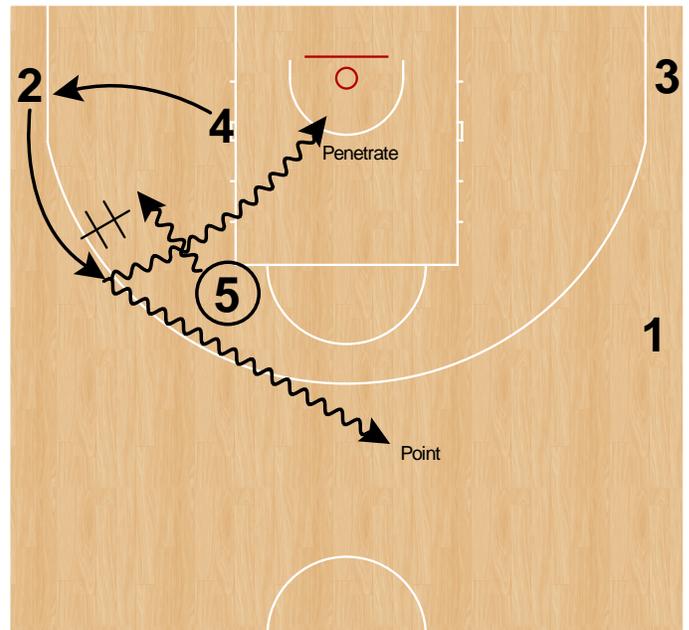
Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Look for the cutter coming off the straight cut. Look for catch-and-shoot or catch-and-go from the straight cut.



With no immediate advantage for 2 on the straight cut, 2 enters to 5 at elbow area and cuts **middle** and out off a pindown from 4.

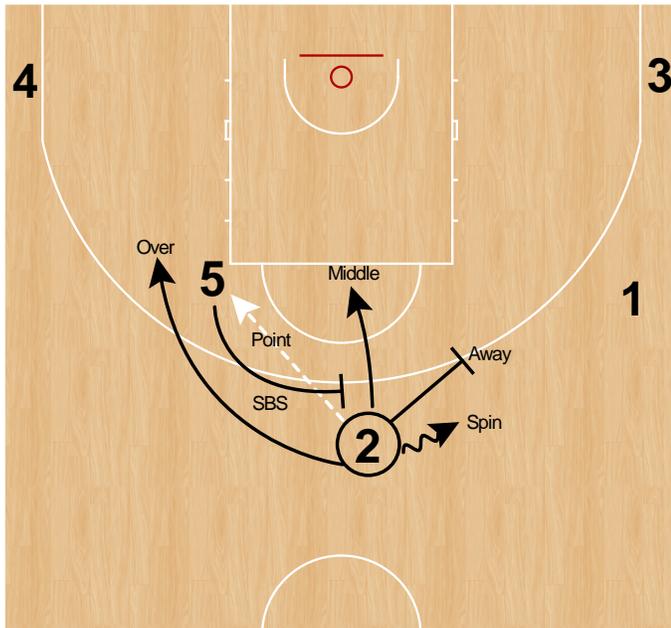
5 passes to 1 if an open shot is available.



With no shot available for 2 he/she continues cutting into a DHO from 5 looking to penetrate or flow back into Point.

Radius Athletics

Dribble - Straight - Point Middle



2 dribbled to point.

All point options available.

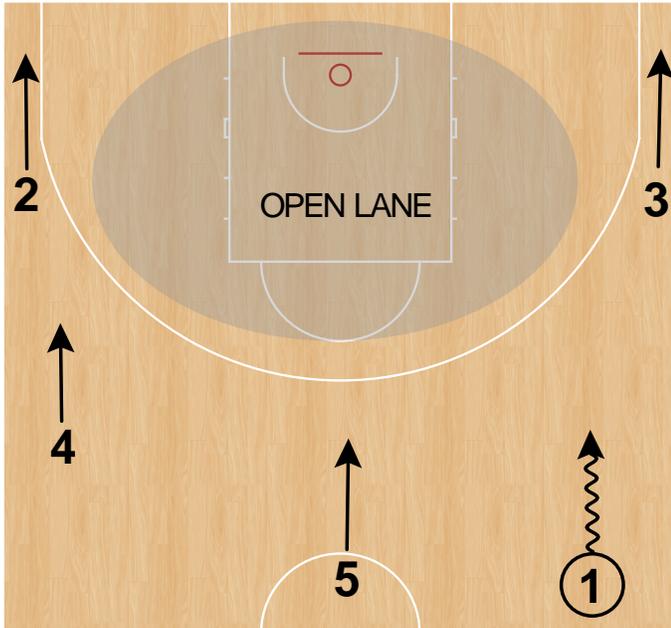
Enter elbow and cut over, middle or away.

Spin it.

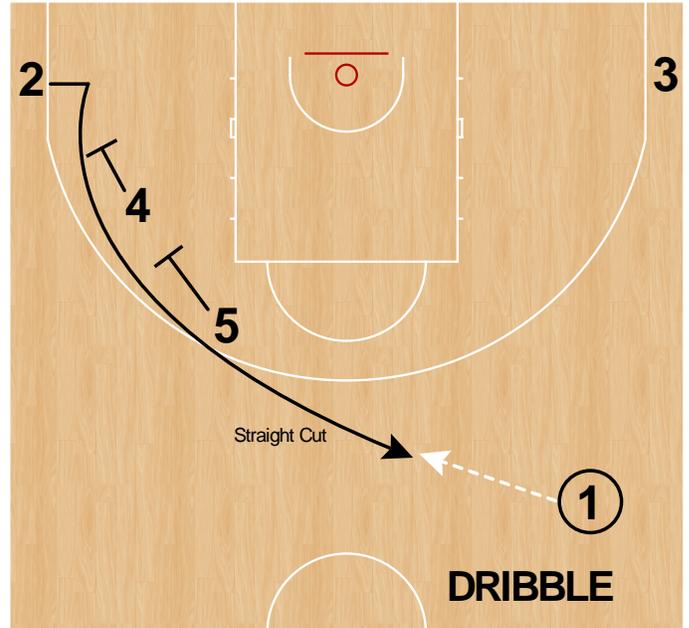
Or 5 step off and ball screen.

Radius Athletics

Dribble - Straight- Point Away

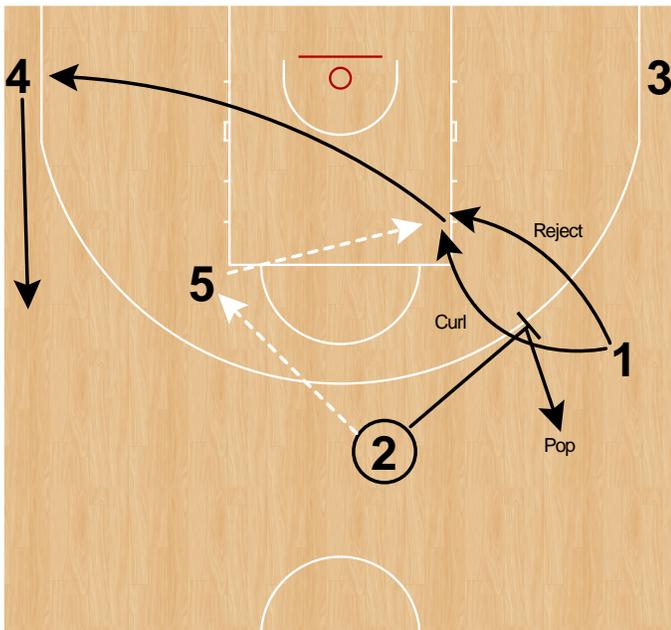


Five-out Five-Lane Transition keeping the lane open for drive.



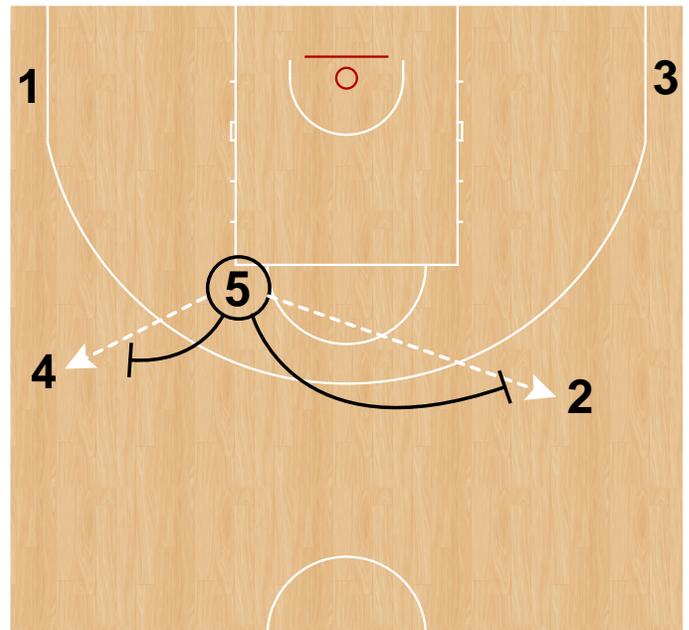
Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Look for the cutter coming off the straight cut. Look for catch-and-shoot or catch-and-go from the straight cut.



With no immediate shot/drive on the catch, 2 may play to the screener.

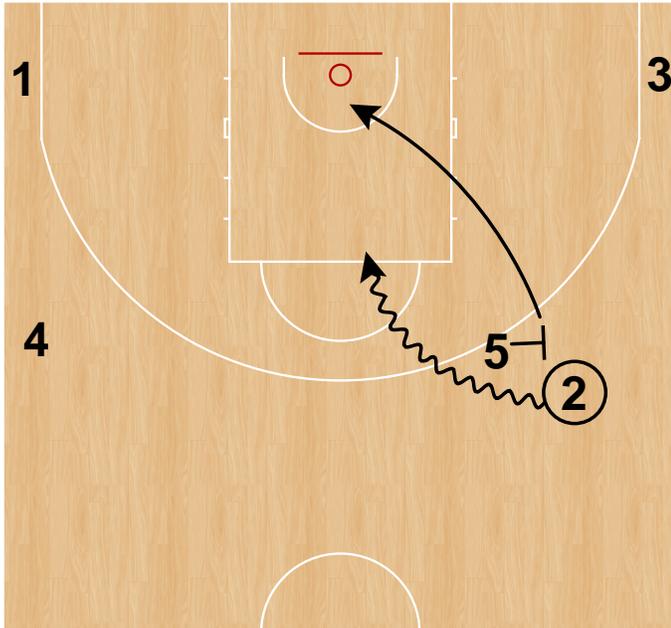
2 passes to 5 and screens **away** for 1. 1 may curl, reject. If 1 does not receive pass from 5 continue to far corner. 4 fills up. After screening 2 pops.



5 passes off the elbow to either 2 on the pop or 4 filling up then follows into a ball screen.

Radius Athletics

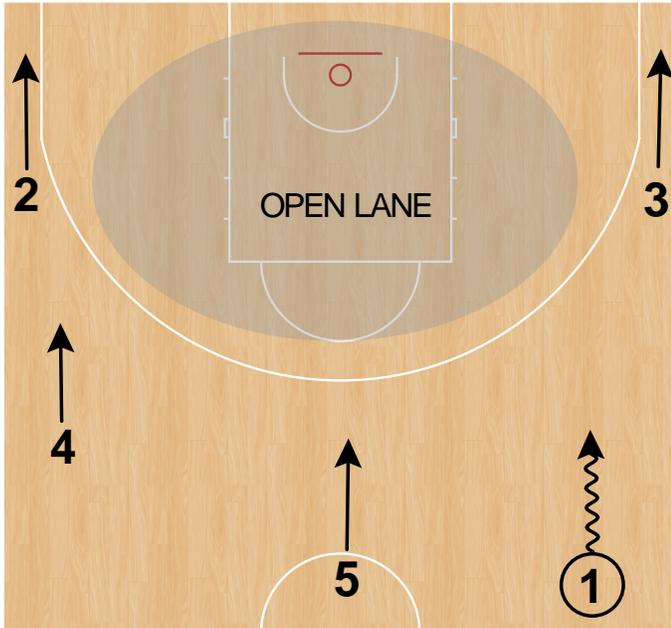
Dribble - Straight - Point Away



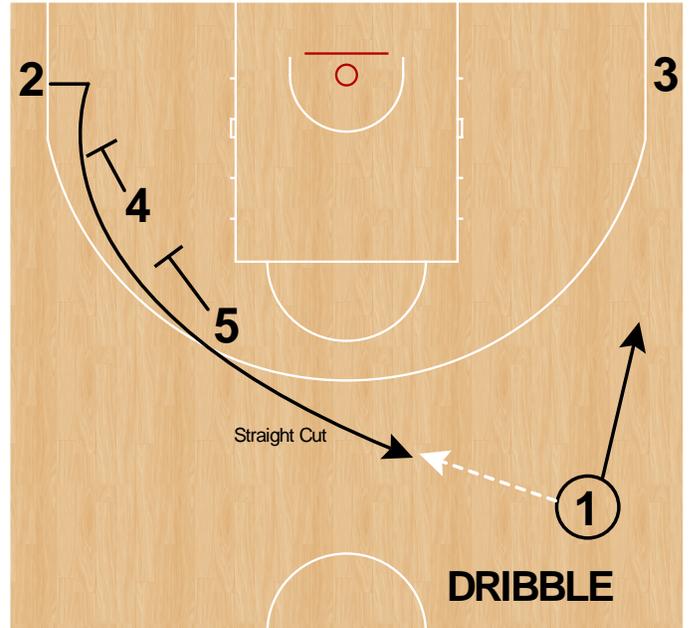
5 has passed to 2 and followed into spread ball screen.

Radius Athletics

Dribble - Straight - Point Spin

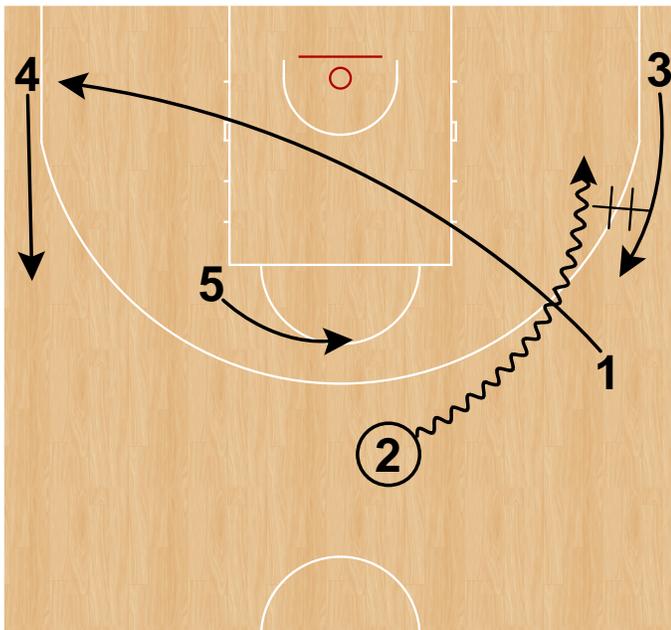


Five-out Five-Lane Transition keeping the lane open for drive.



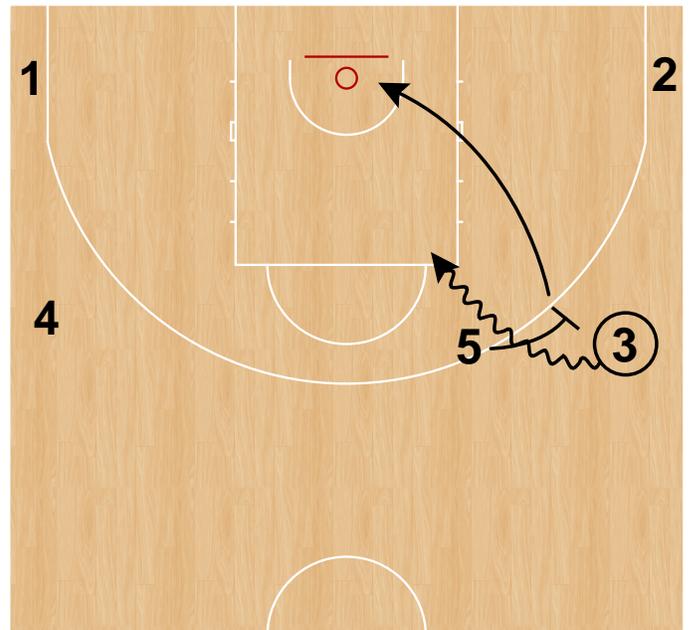
Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Look for the cutter coming off the **straight cut**. Look for catch-and-shoot or catch-and-go from the straight cut.



2 has no catch-and-shoot or immediate drive and **Spins it** by dribbling toward the double side.

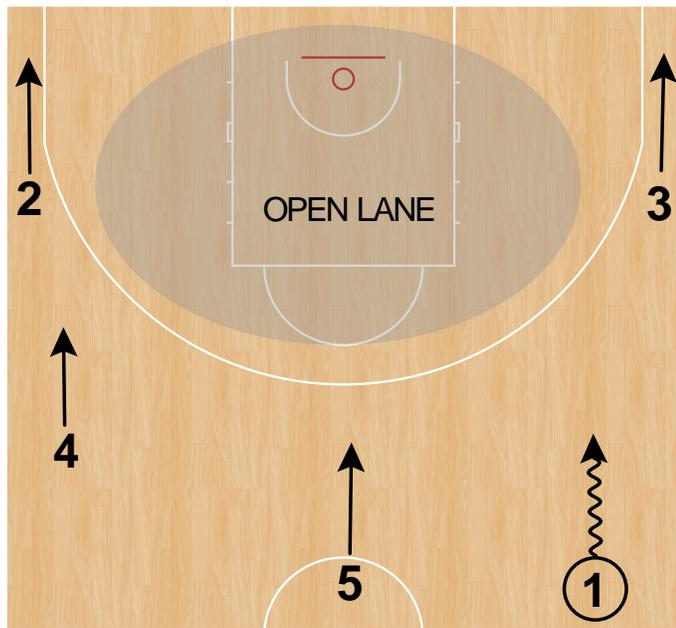
1 cuts backdoor, 3 blasts from the corner to take a DHO. 5 moves into position to ball screen for 3 coming out of the DHO.



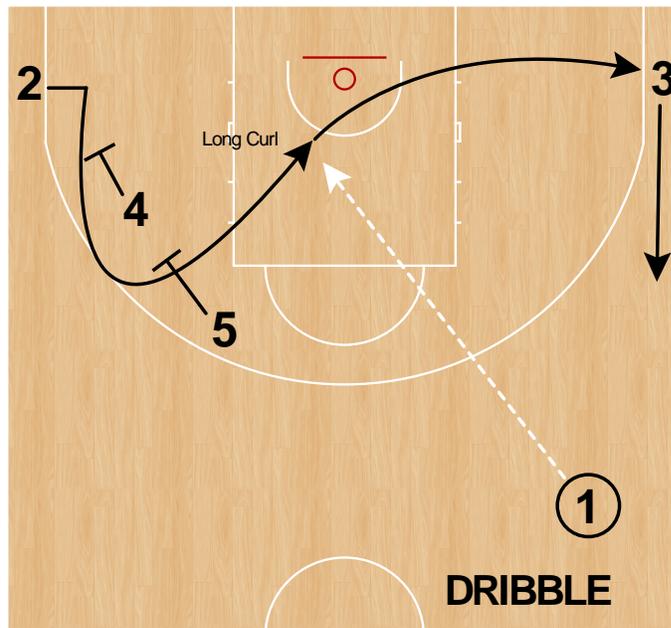
This **Spin** sequence flows into Spread Ball Screen.

Radius Athletics

Dribble - Long Curl - Point Over

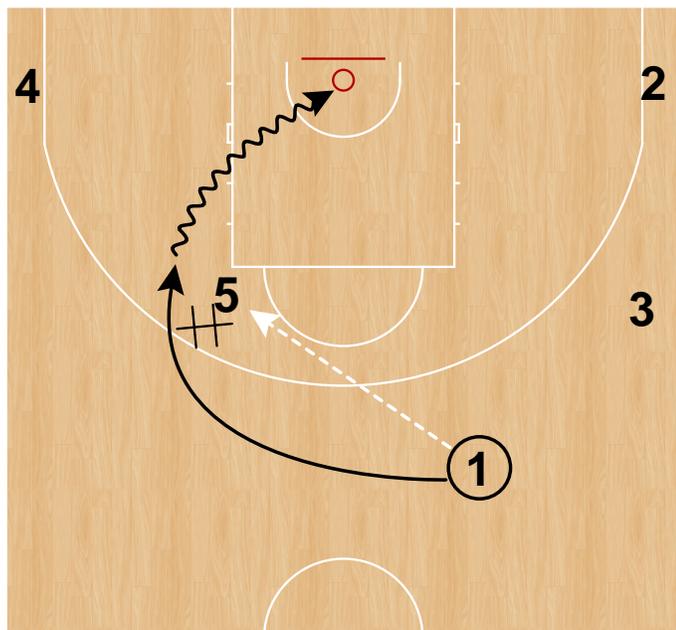


Five-out Five-Lane Transition keeping the lane open for drive.

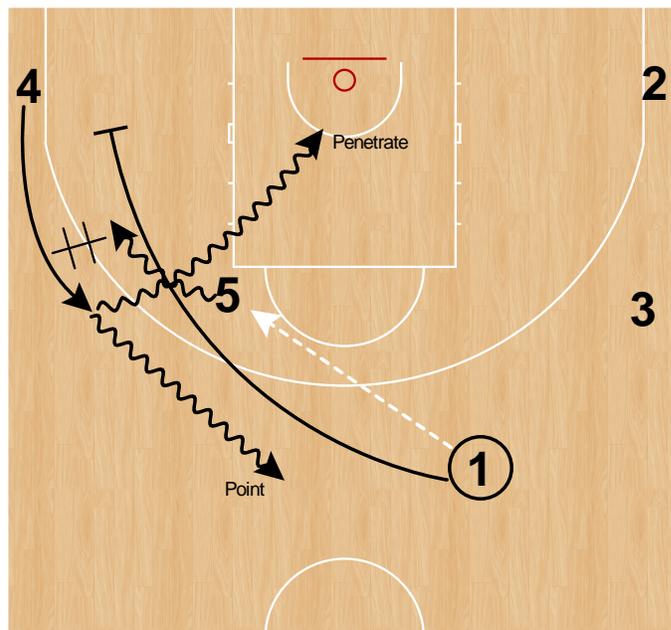


Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Look for the cutter coming off the **long curl**. If cutter does not receive the pass continue cutting hard to the far corner.



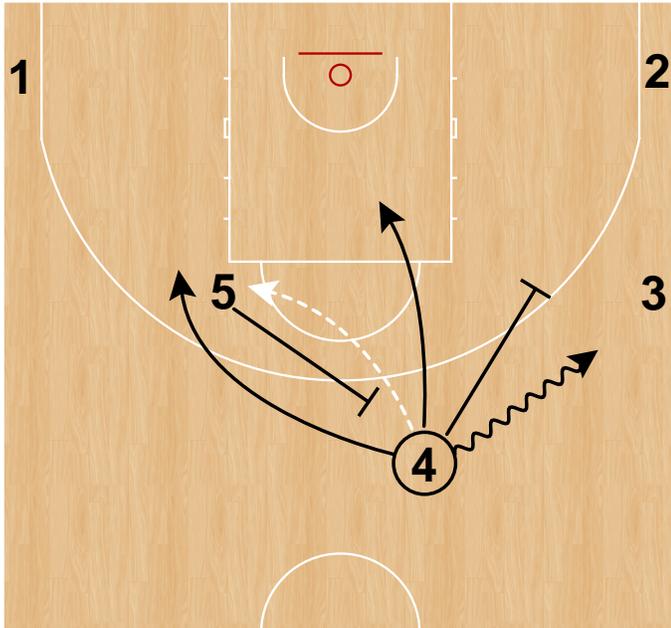
1 enters to 5 near elbow and cuts **over** for a handoff. **(Throw & Go)**. "Outrun your pass" take the ball and get to the rim.



If 1 cuts over and no handoff is available, continue into down screen for 4. 5 DHOs with 4. 4 penetrates or gets to point.

Radius Athletics

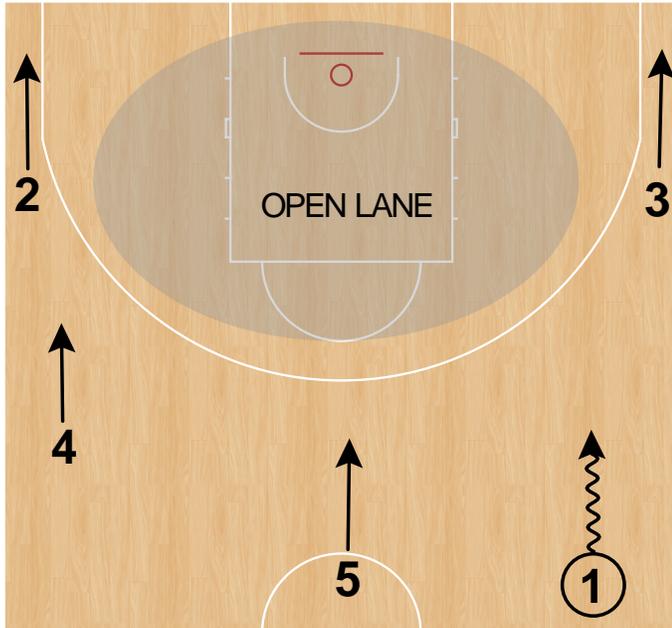
Dribble - Long Curl - Point Over



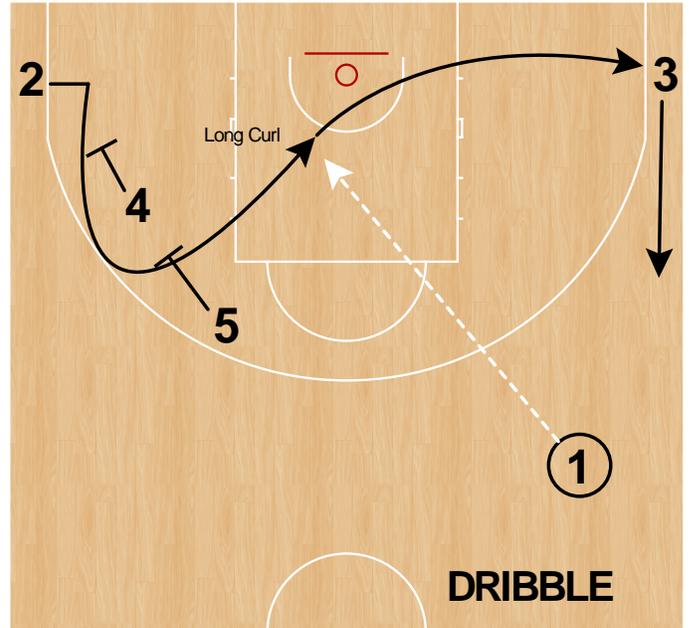
Point options available

Radius Athletics

Dribble - Long Curl - Point Middle

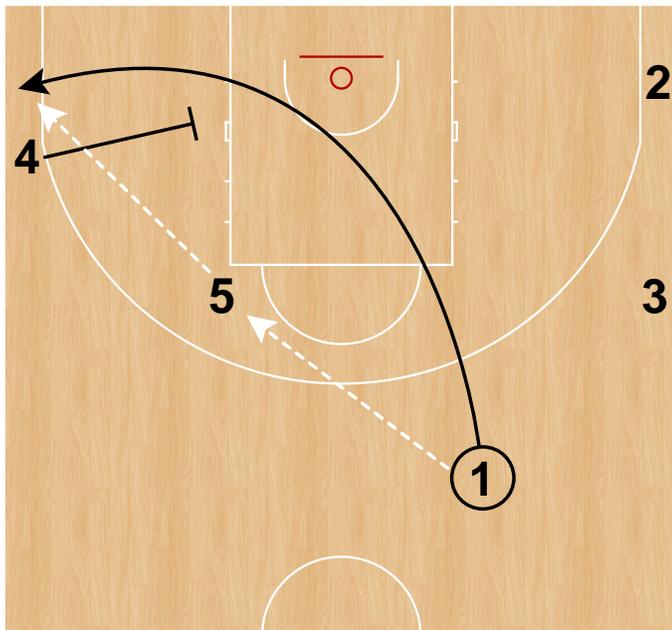


Five-out Five-Lane Transition keeping the lane open for drive.



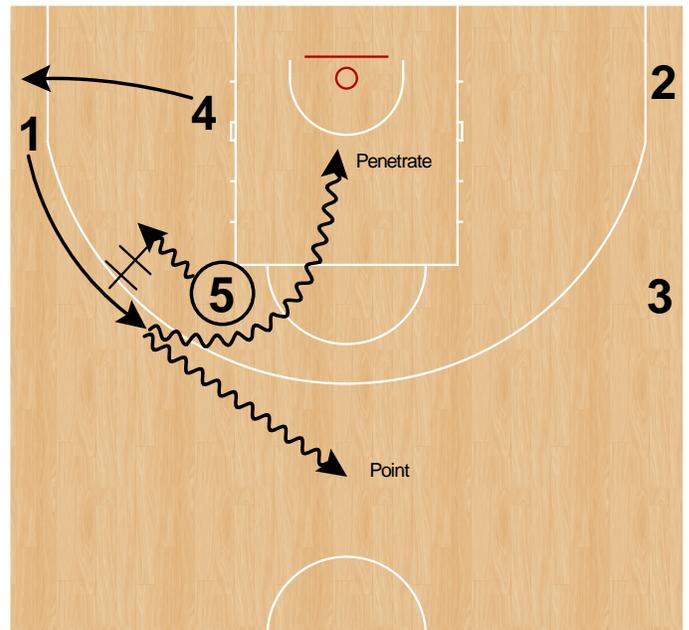
Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Look for the cutter coming off the **long curl**. If cutter does not receive the pass continue cutting hard to the far corner.



If we cannot play to the cutter, we play to the second screener near the elbow. There is no exact spot we are seeking; we just want to get them the ball (possession > position).

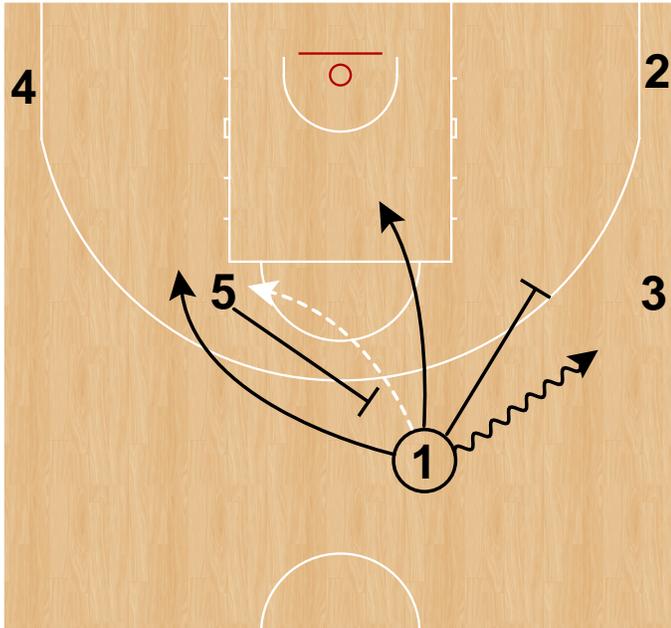
1 enters to 5 near elbow. 4 pins down for 1. 5 may pass to 1 coming off pindown if a catch-and-shoot is available.



1 stays on the move taking the DHO from 5 looking to penetrate if the DHO creates an advantage. If not, take to point.

Radius Athletics

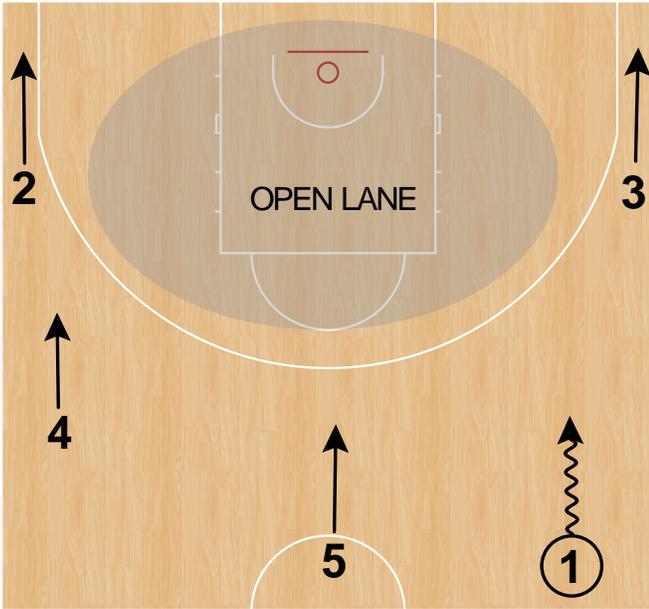
Dribble - Long Curl - Point Middle



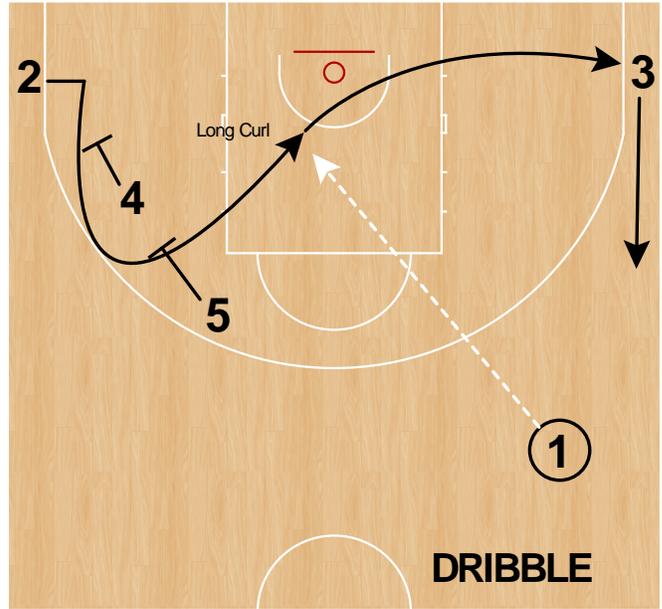
Point options available

Radius Athletics

Dribble - Long Curl - Point Away

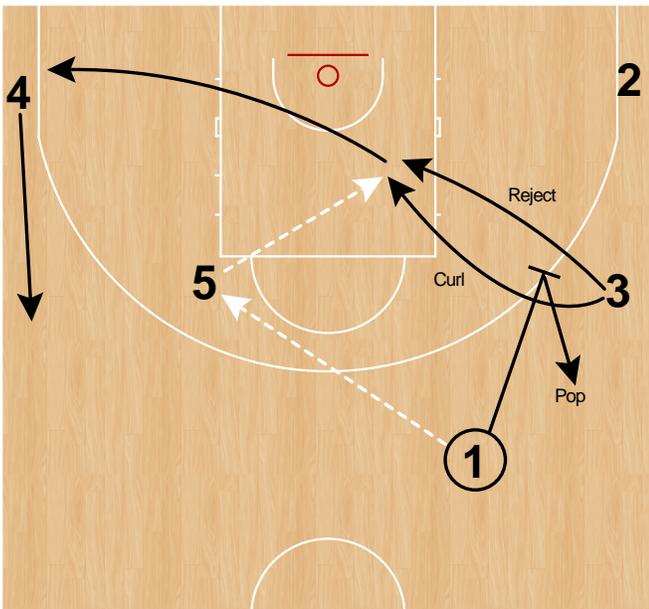


Five-out Five-Lane Transition keeping the lane open for drive.



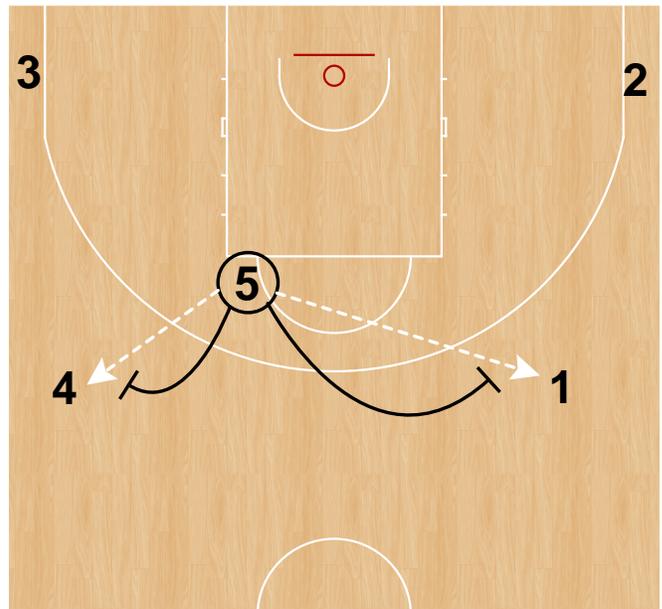
Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Look for the cutter coming off the **long curl**. If cutter does not receive the pass continue cutting hard to the far corner.



If we cannot play to the cutter, we play to the second screener near the elbow. There is no exact spot we are seeking; we just want to get them the ball (possession > position).

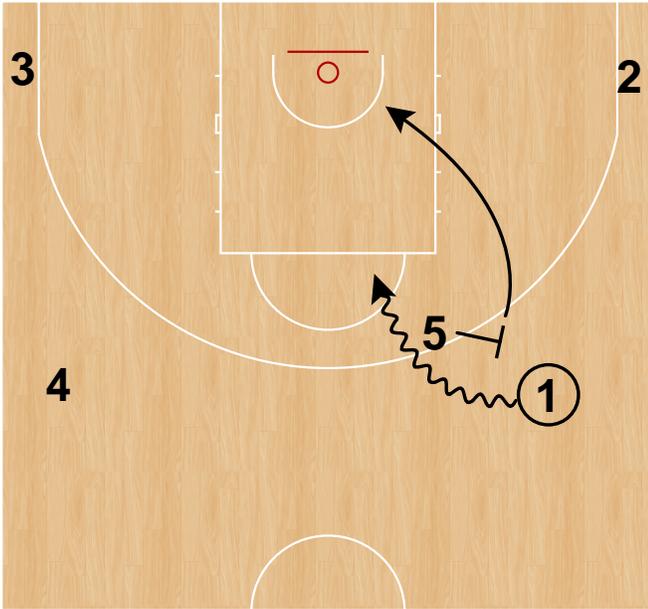
1 passes to 5 and screens **away** for 3. 3 may curl or reject. If 3 does not receive pass from 5 continue to far corner. 4 fills up. After screening 1 pops.



5 throw off the elbow to either 1 popping or 4 filling up and follow into a ball screen.

Radius Athletics

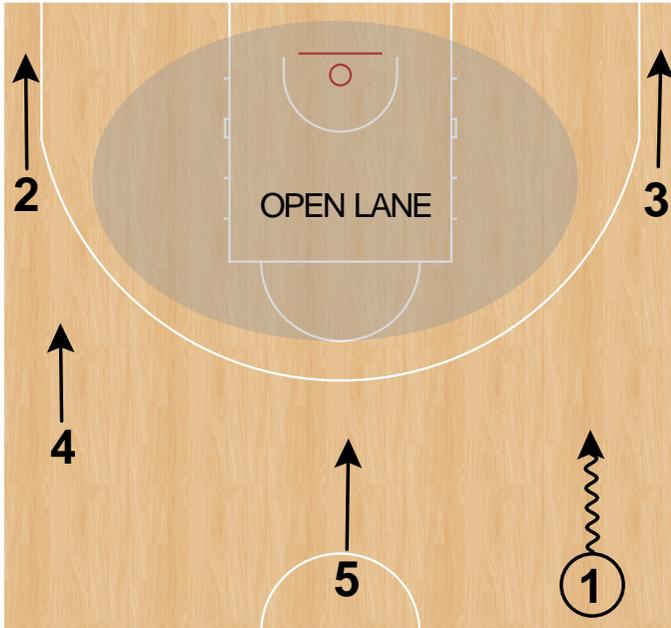
Dribble - Long Curl - Point Away



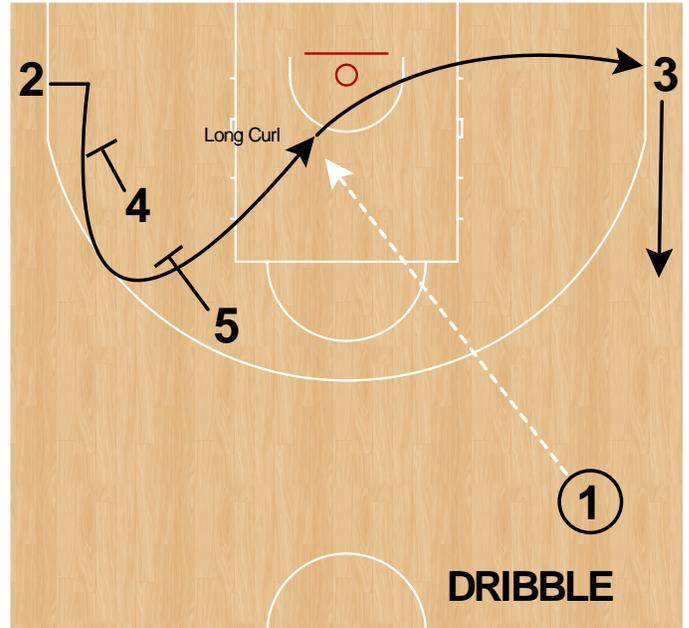
Above 5 has throw to 1 and followed into spread ball screen.

Radius Athletics

Dribble - Long Curl - Point Spin

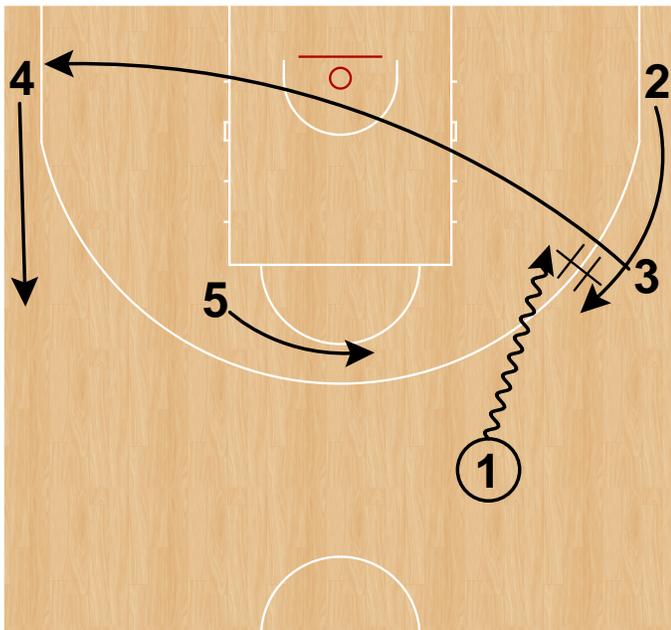


Five-out Five-Lane Transition keeping the lane open for drive.



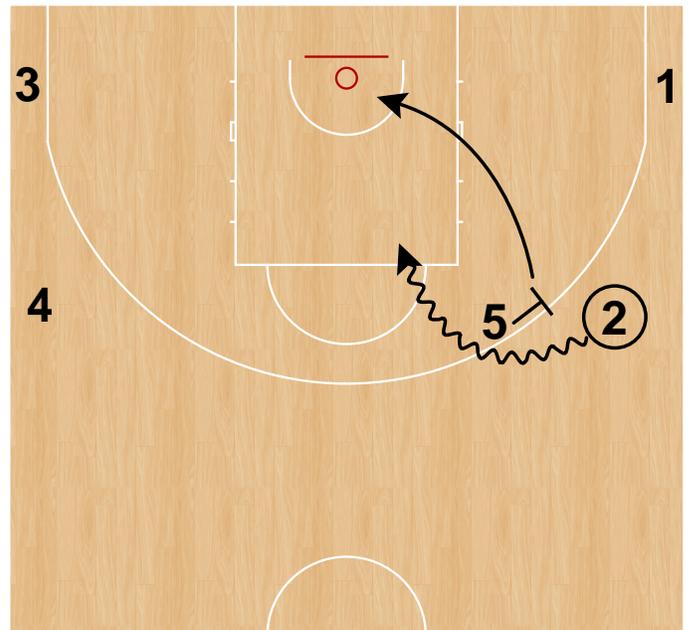
Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Look for the cutter coming off the **long curl**. If cutter does not receive the pass continue cutting hard to the far corner.



1 does not enter to the cutter nor the screener. **Spin** by dribbling toward the double side.

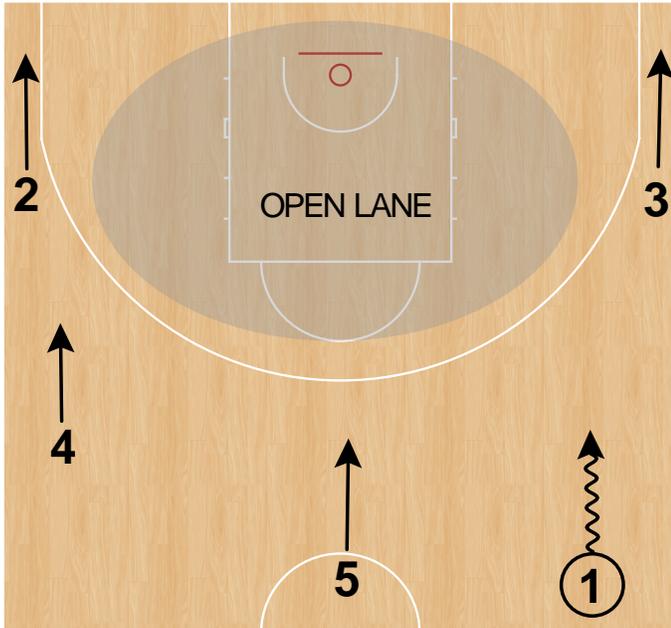
3 cuts backdoor, 2 blasts from the corner to take a DHO. 5 moves into position to ball screen for 2 coming out of the DHO.



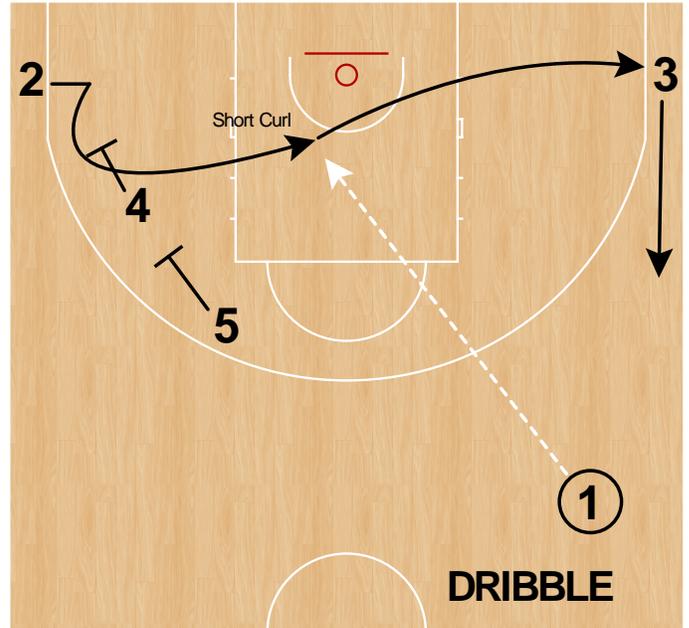
This Spin sequence flows into Spread Ball Screen.

Radius Athletics

Dribble - Short Curl - Point Over

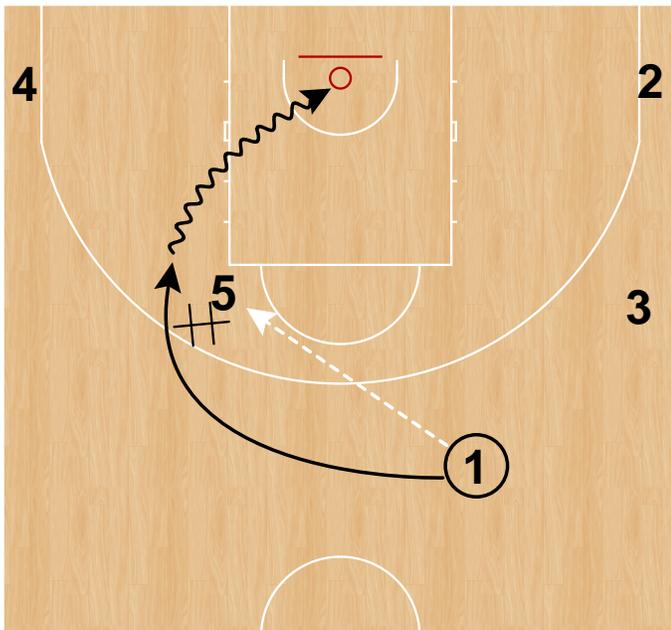


Five-out Five-Lane Transition keeping the lane open for drive.

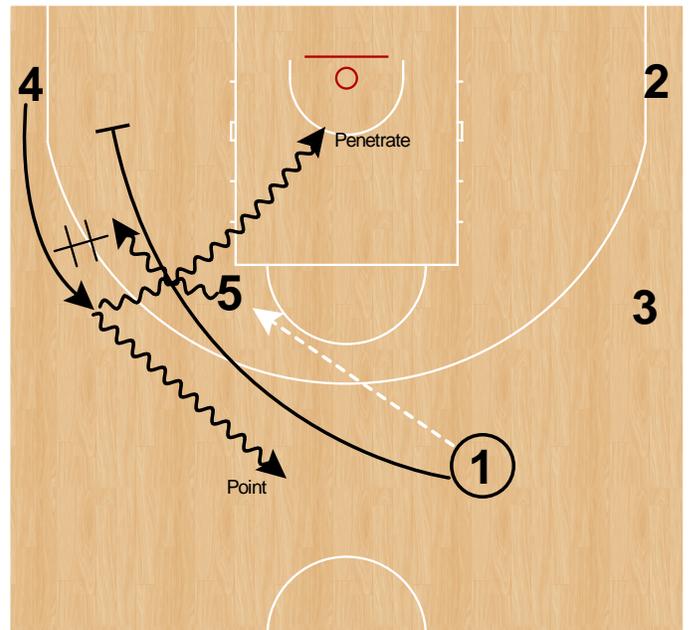


Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Look for the cutter **short curling** the first of the screens. If cutter does not receive the pass continue cutting hard to the far corner.



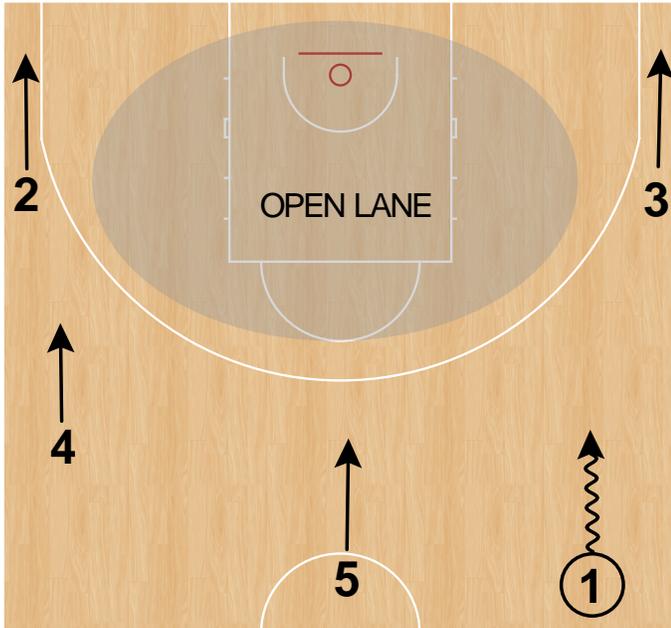
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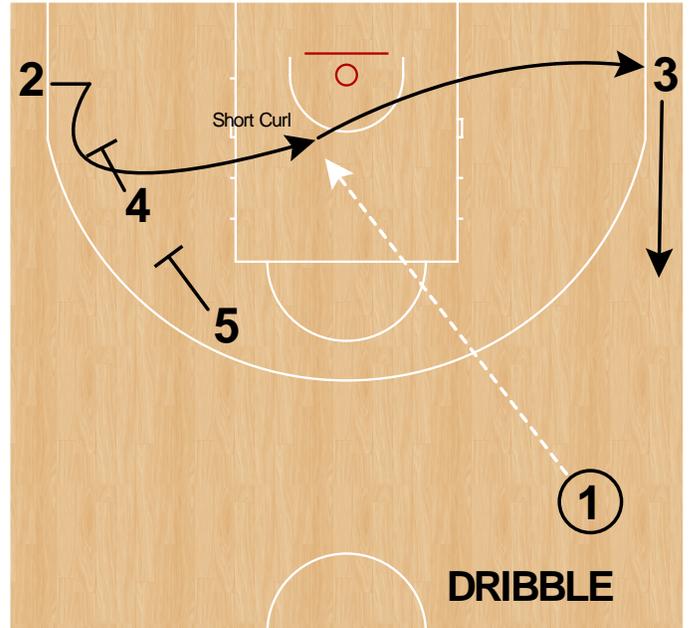
If 1 cuts over and no handoff is available, continue into down screen for 4. 5 DHOs with 4. 4 penetrates or gets to point.

Radius Athletics

Dribble - Short Curl - Point Middle

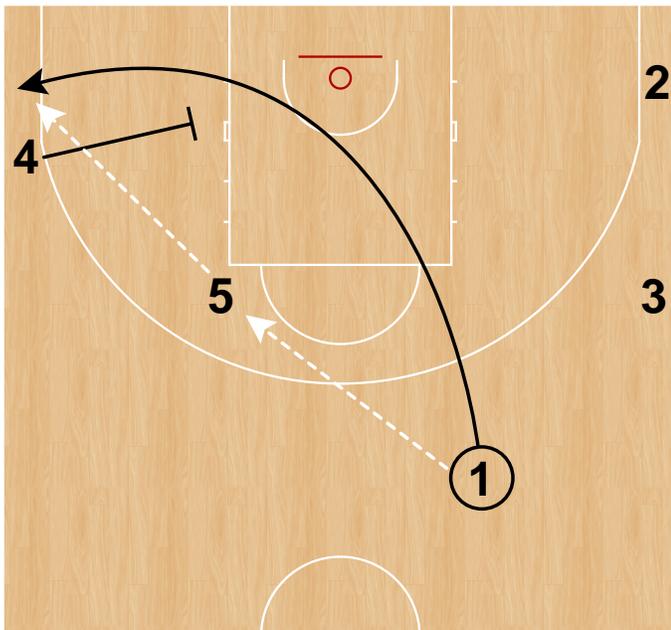


Five-out Five-Lane Transition keeping the lane open for drive.



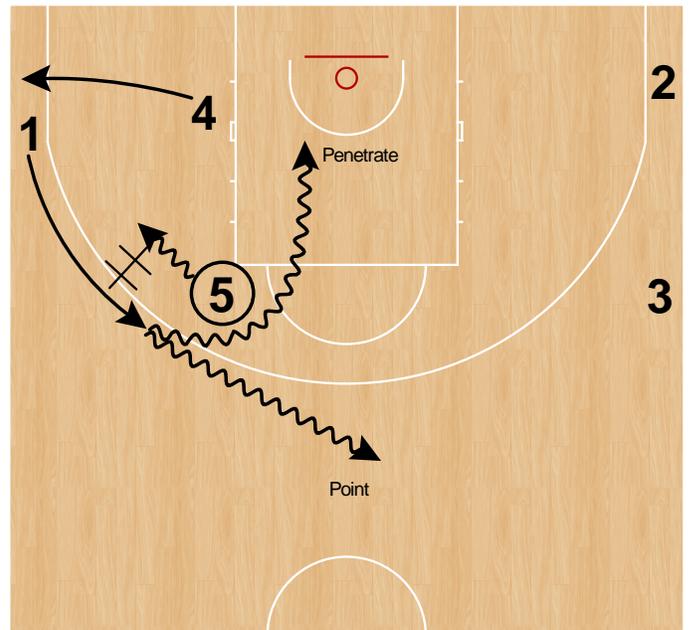
Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Look for the cutter **short curling** the first of the screens. If cutter does not receive the pass continue cutting hard to the far corner.



If we cannot play to the cutter, we play to the second screener near the elbow. There is no exact spot we are seeking; we just want to get them the ball (possession > position).

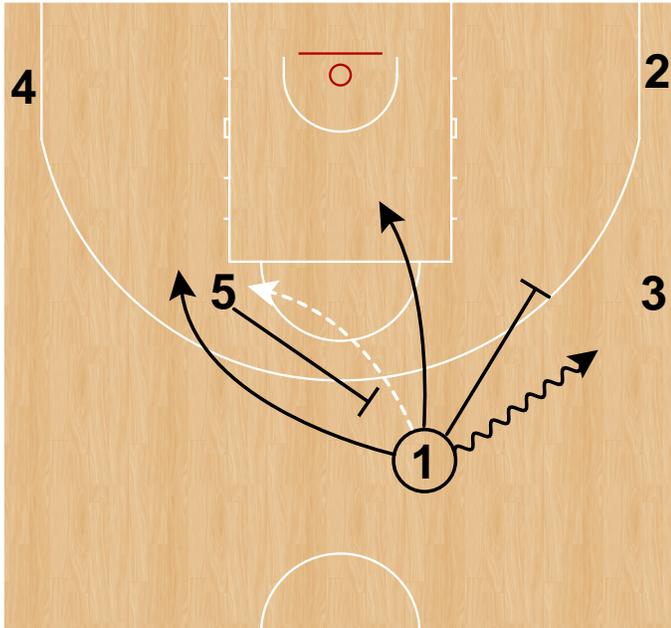
1 enters to 5 near elbow. 4 pins down for 1. 5 may pass to 1 coming off pindown if a catch-and-shoot is available.



1 stays on the move taking the DHO from 5 looking to penetrate if the DHO creates an advantage. If not, take to point.

Radius Athletics

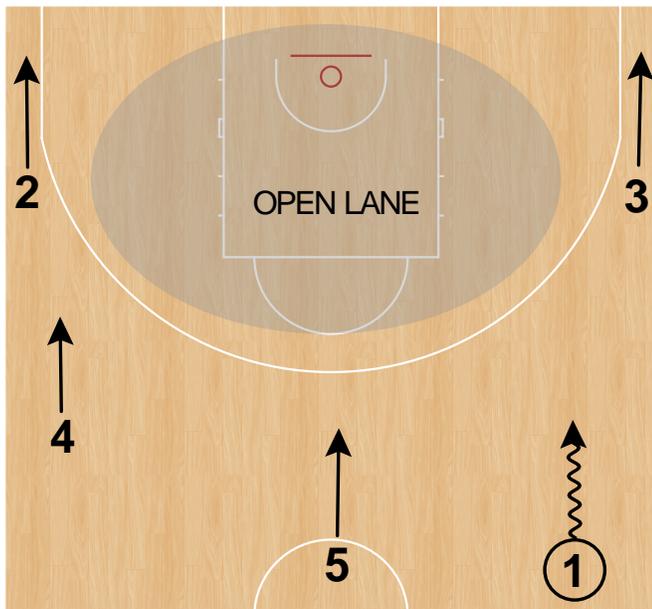
Dribble - Short Curl - Point Middle



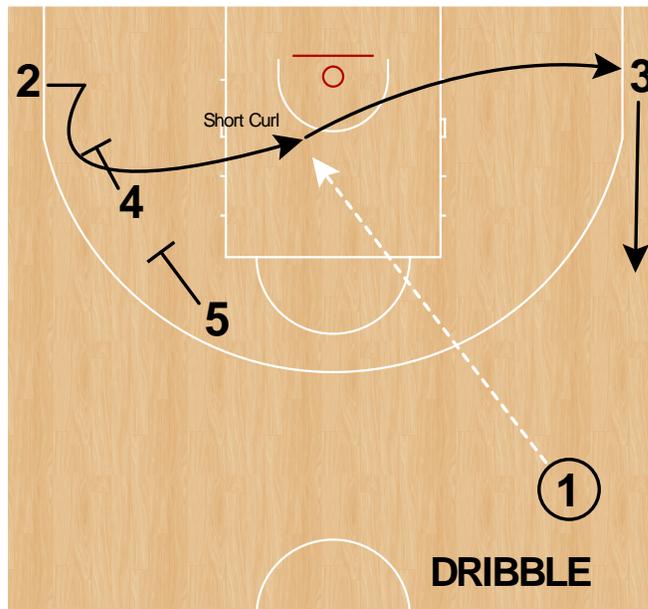
Point options available

Radius Athletics

Dribble - Short Curl - Point Away

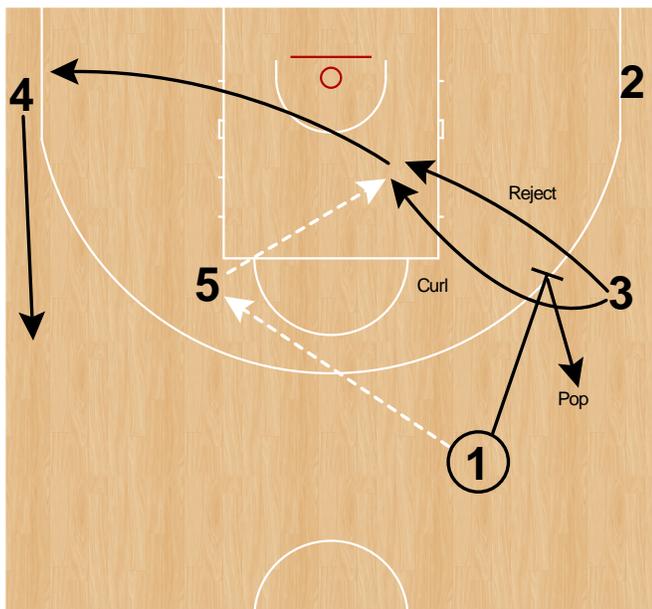


Five-out Five-Lane Transition keeping the lane open for drive.



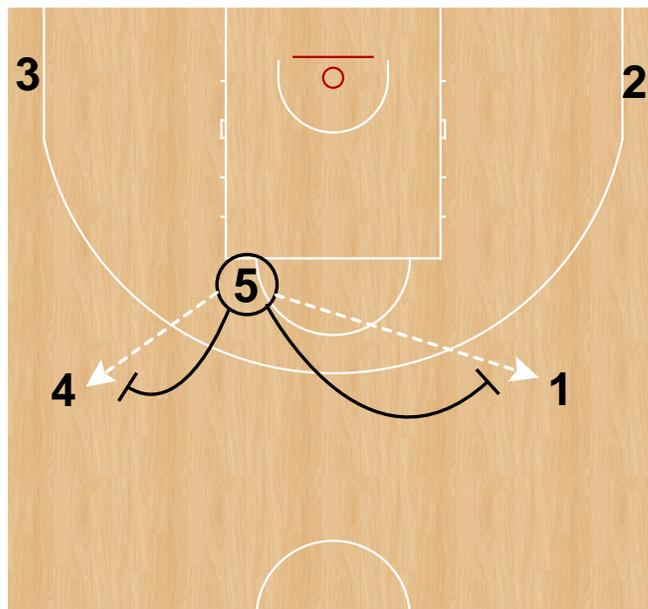
Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Look for the cutter **short curling** the first of the screens. If cutter does not receive the pass continue cutting hard to the far corner.



If we cannot play to the cutter, we play to the second screener near the elbow. There is no exact spot we are seeking; we just want to get them the ball (possession > position).

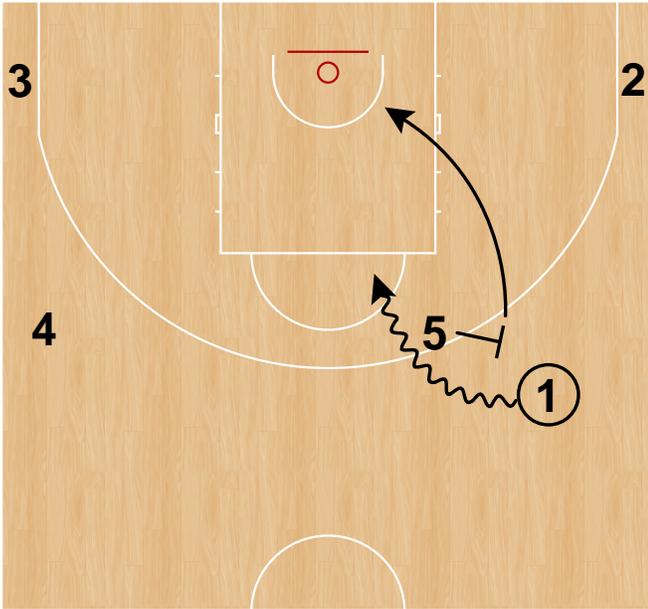
1 passes to 5 and screens **away** for 3. 3 may curl, reject, if 3 does not receive pass from 5 continue to far corner. 4 fills up. After screening 1 pops.



5 passes off the elbow to either 1 on the pop or 4 filling up then follows into a ball screen.

Radius Athletics

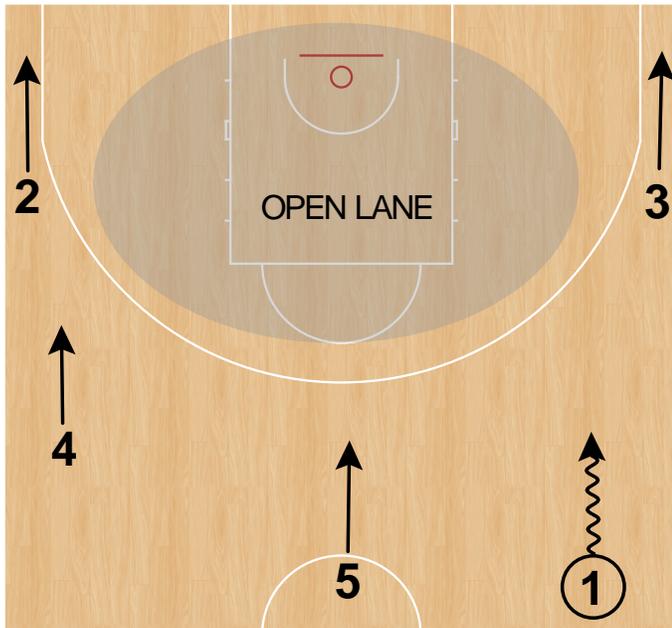
Dribble - Short Curl - Point Away



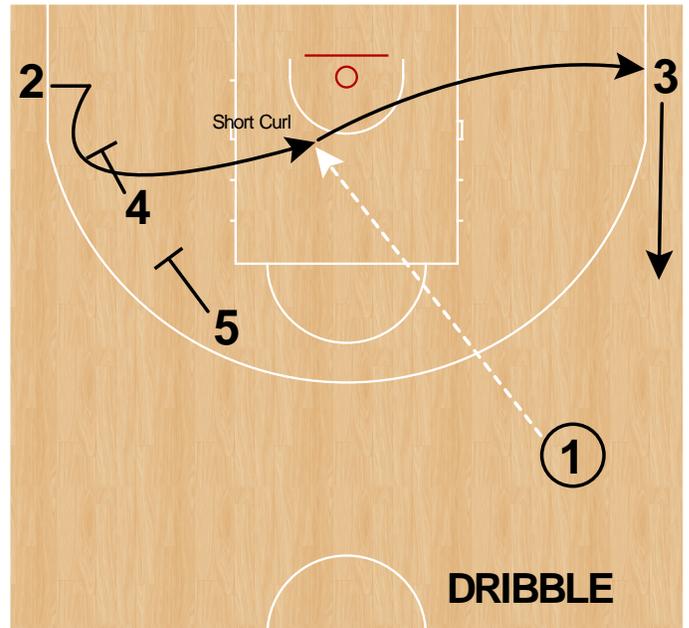
5 has passed to 1 and followed into spread ball screen.

Radius Athletics

Dribble - Short Curl - Point Spin

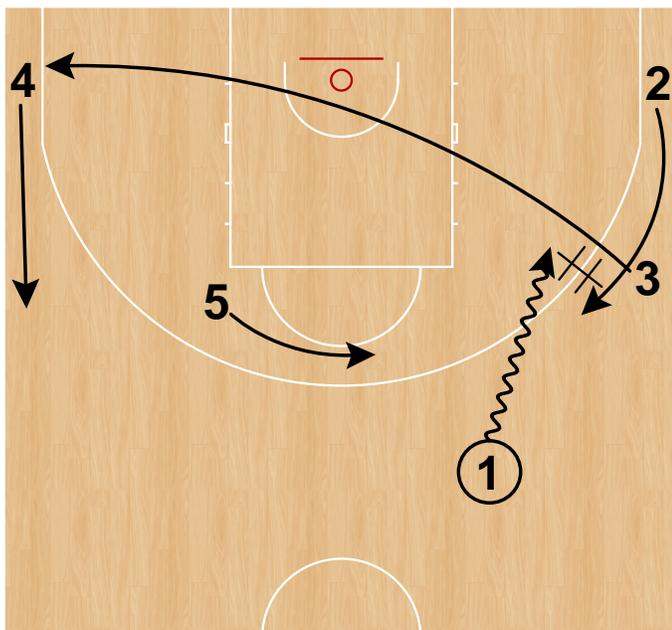


Five-out Five-Lane Transition keeping the lane open for drive.



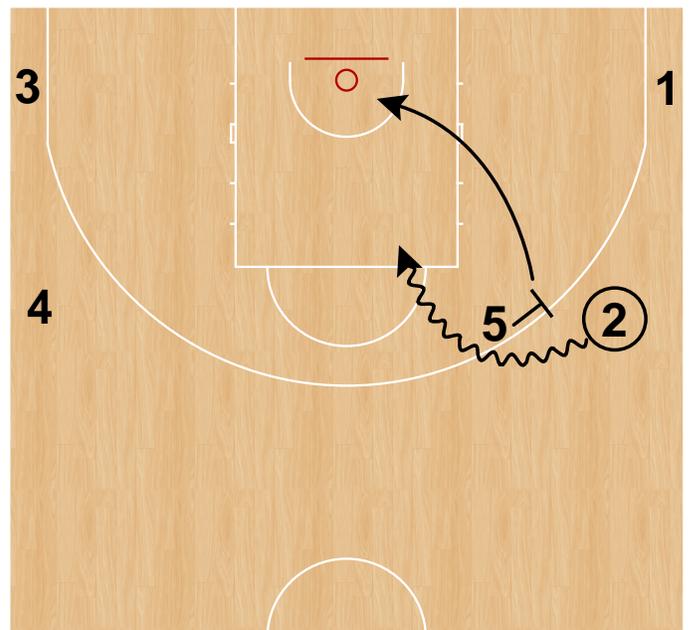
Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Look for the cutter **short curling** the first of the screens. If cutter does not receive the pass continue cutting hard to the far corner.



1 does not enter to the cutter nor the screener. **Spin** by dribbling toward the double side.

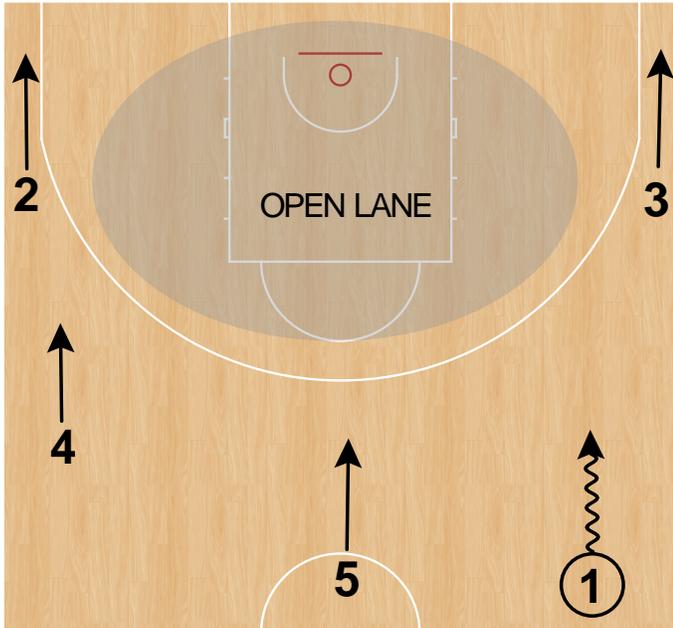
3 cuts backdoor, 2 blasts from the corner to take a DHO. 5 moves into position to ball screen for 2 coming out of the DHO.



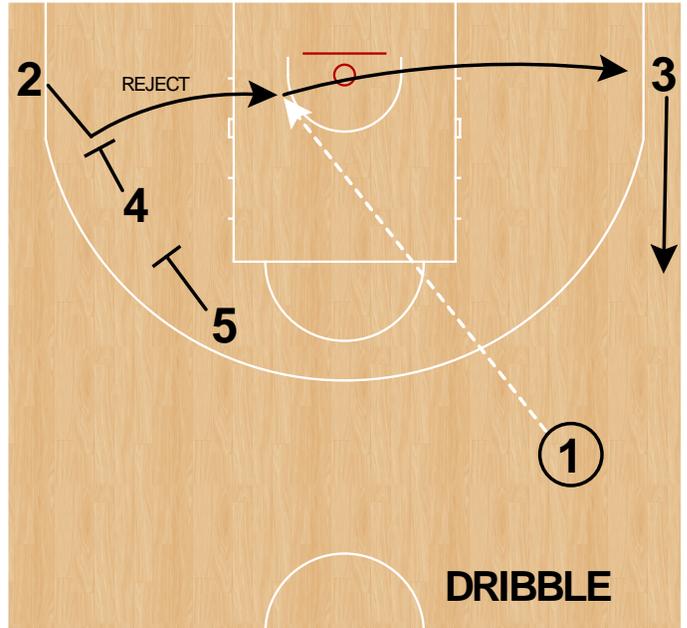
This **Spin** sequence flows into Spread Ball Screen.

Radius Athletics

Dribble - Reject - Point Over

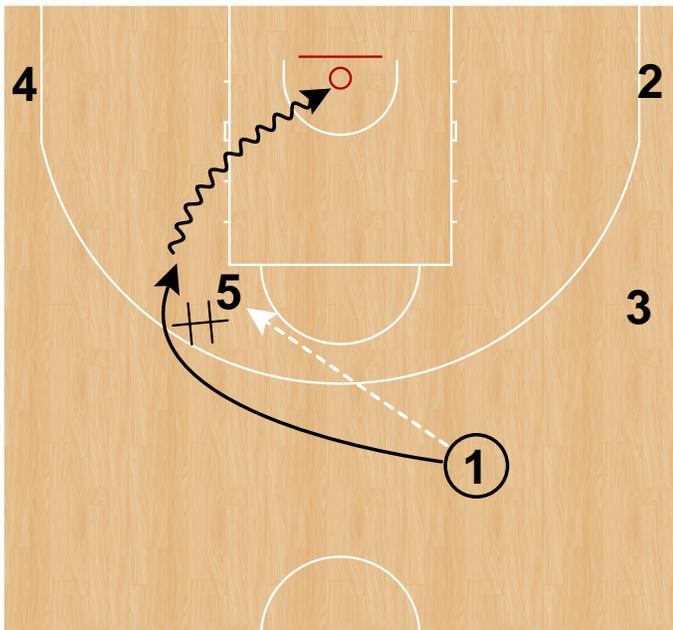


Five-out Five-Lane Transition keeping the lane open for drive.

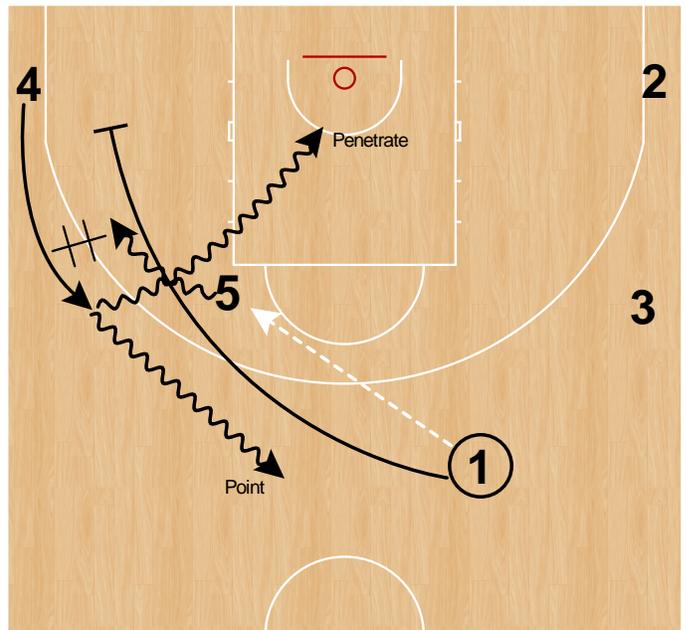


Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Look for the cutter **rejecting** the screens. If cutter does not receive the pass continue cutting hard to the far corner.



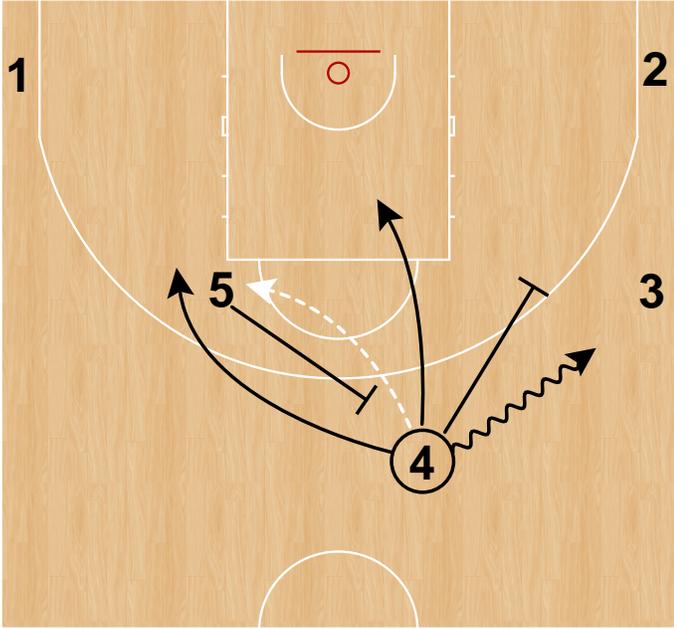
1 enters to 5 near elbow and cuts **over** for a handoff. **(Throw & Go)**. "Outrun your pass" take the ball and get to the rim.



If 1 cuts over and no handoff is available, continue into down screen for 4. 5 DHOs with 4. 4 penetrates or gets to point.

Radius Athletics

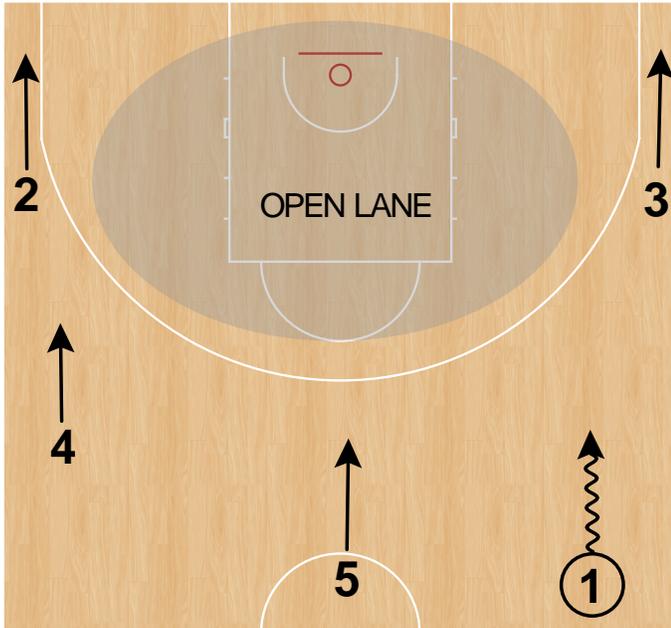
Dribble - Reject - Point Over



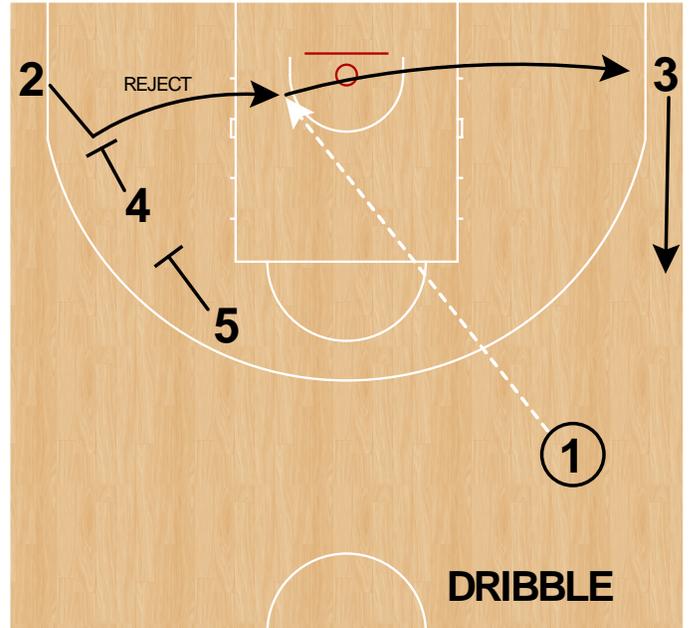
Point options available

Radius Athletics

Dribble - Reject - Point Middle

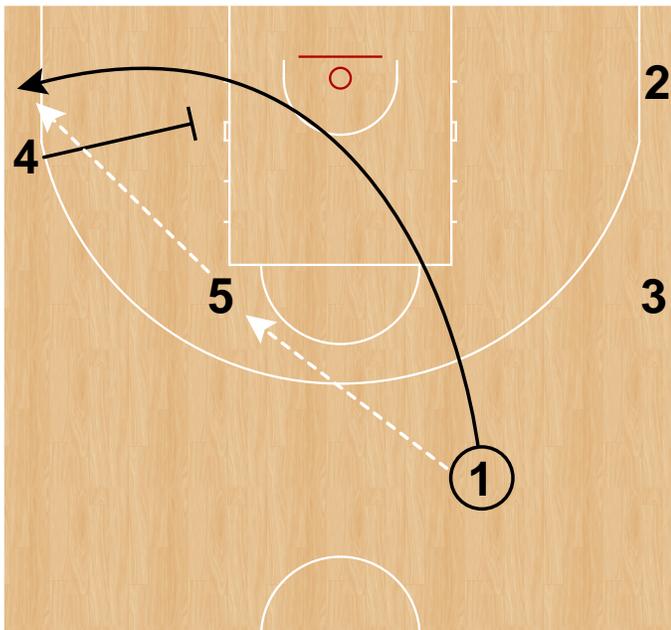


Five-out Five-Lane Transition keeping the lane open for drive.



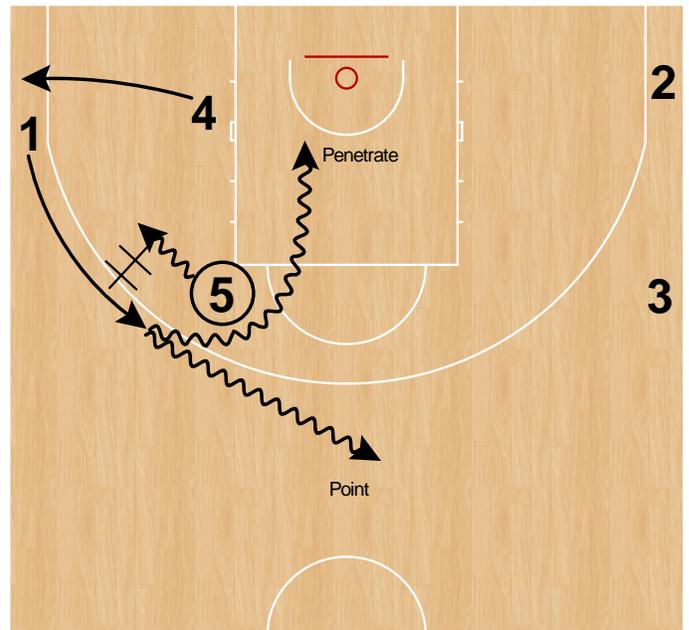
Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Look for the cutter **rejecting** the screens. If cutter does not receive the pass continue cutting hard to the far corner.



If we cannot play to the cutter, we play to the second screener near the elbow. There is no exact spot we are seeking; we just want to get them the ball (possession > position).

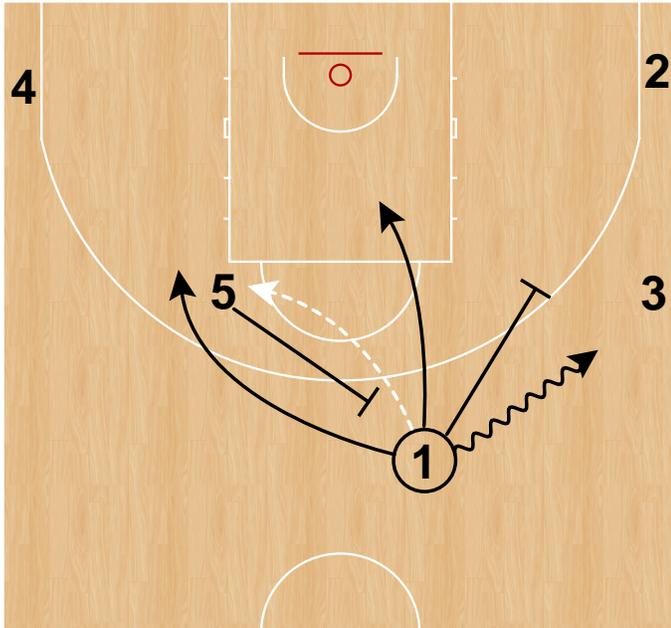
1 enters to 5 near elbow. 4 pins down for 1. 5 may pass to 1 coming off pindown if a catch-and-shoot is available.



1 stays on the move taking the DHO from 5 looking to penetrate if the DHO creates an advantage. If not take to point.

Radius Athletics

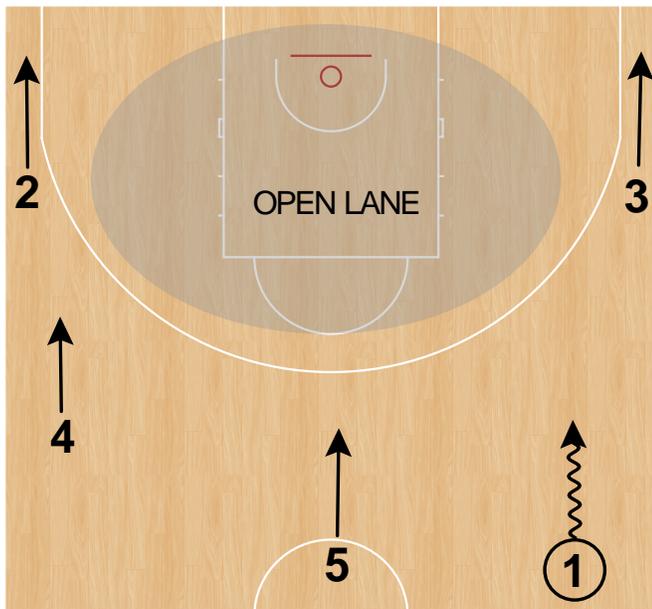
Dribble - Reject - Point Middle



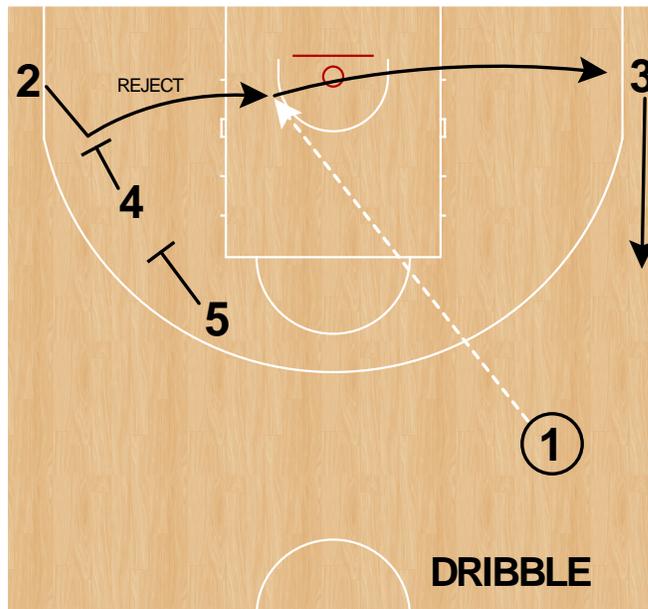
Point options available

Radius Athletics

Dribble - Reject - Point Away

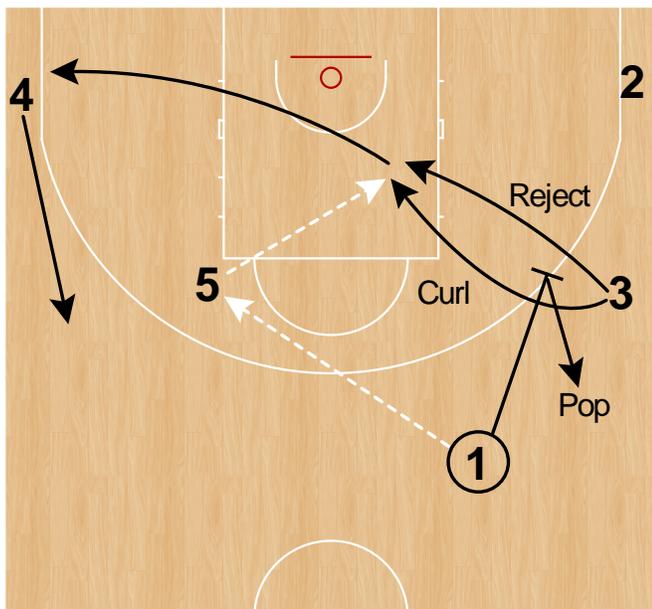


Five-out Five-Lane Transition keeping the lane open for drive.



Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

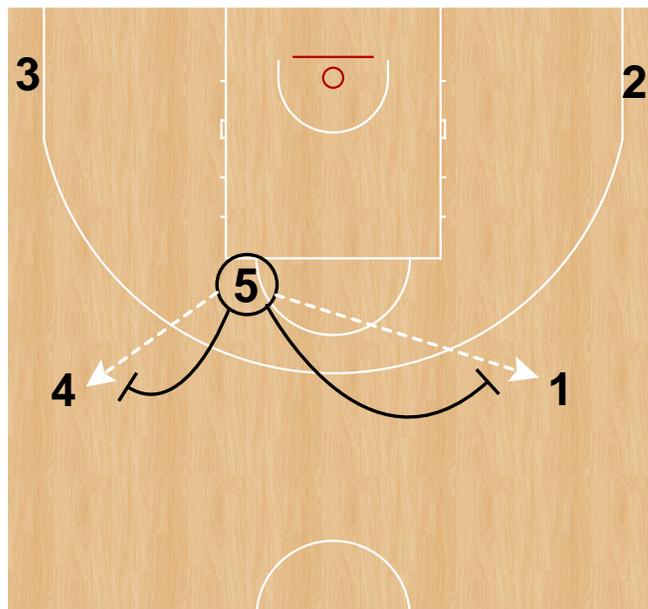
Look for the cutter **rejecting** the screens. If cutter does not receive the pass continue cutting hard to the far corner.



1 plays to the screener (5) near the elbow then screens **away** for 3.

3 may curl or reject, 1 pops after screening.

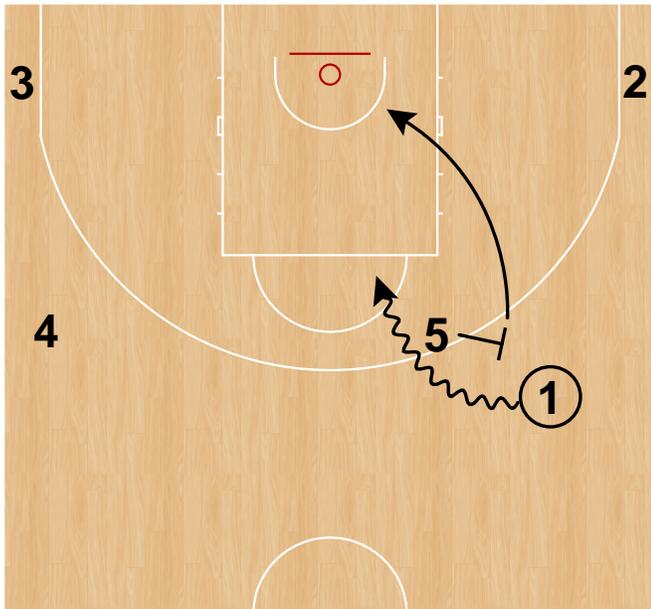
3 continues cut to far corner if they do not receive the pass. 4 fills up.



5 passes off the elbow to either 1 on the pop or 4 filling up the follows into a ball screen.

Radius Athletics

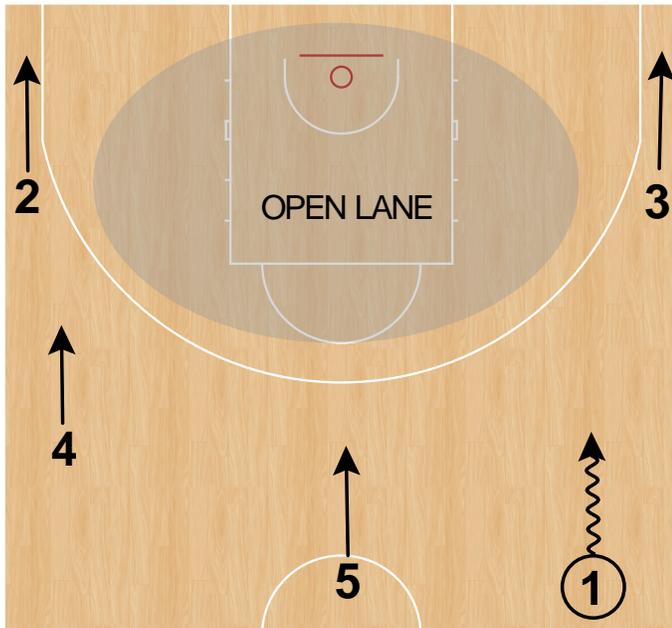
Dribble - Reject - Point Away



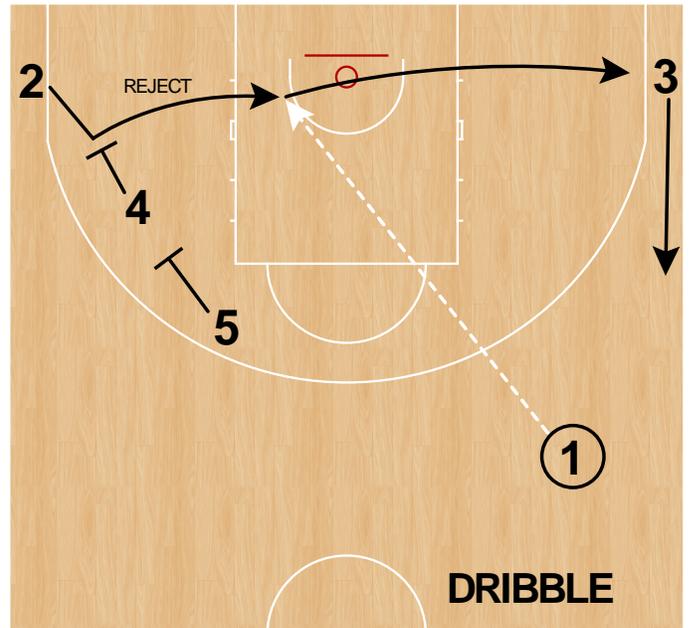
5 has passed to 1 and followed into spread ball screen.

Radius Athletics

Dribble - Reject - Point Spin

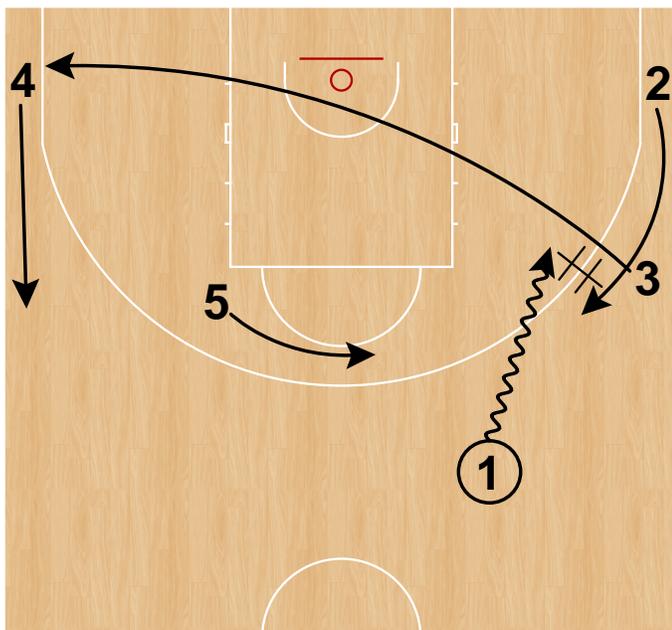


Five-out Five-Lane Transition keeping the lane open for drive.



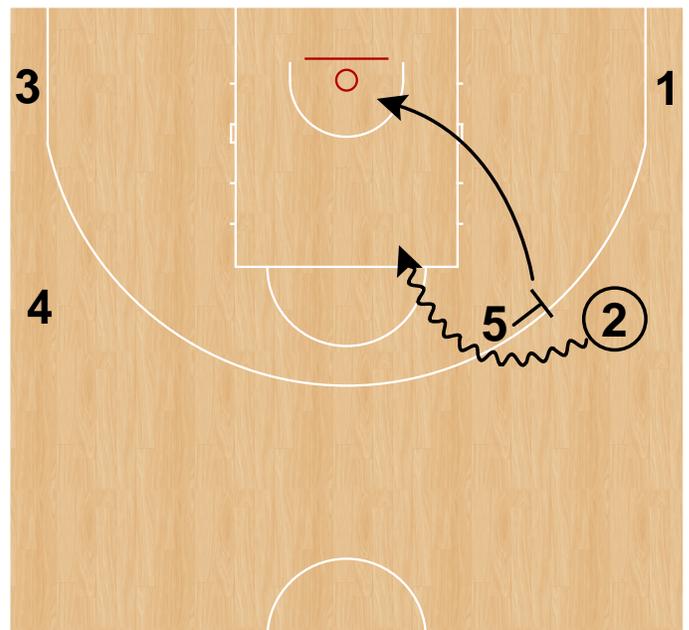
Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Look for the cutter **rejecting** the screens. If cutter does not receive the pass continue cutting hard to the far corner.



1 does not enter to the cutter nor the screener. **Spin** by dribbling toward the double side.

3 cuts backdoor, 2 blasts from the corner to take a DHO. 5 moves into position to ball screen for 2 coming out of the DHO.

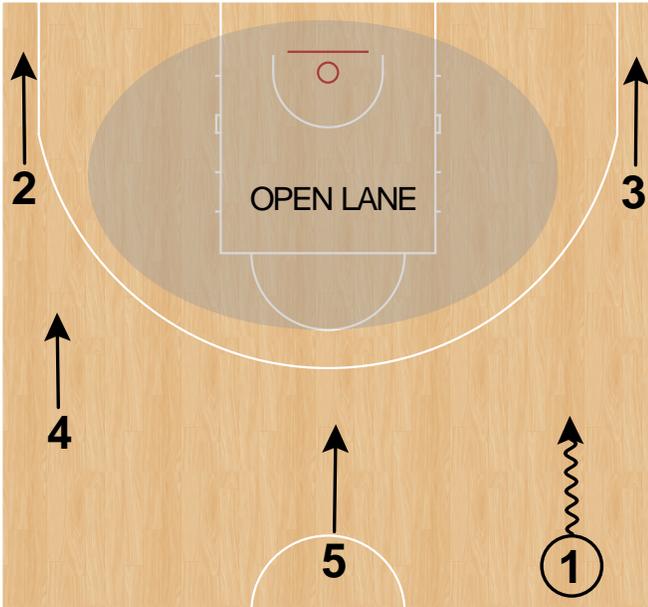


This Spin sequence flows into Spread Ball Screen.

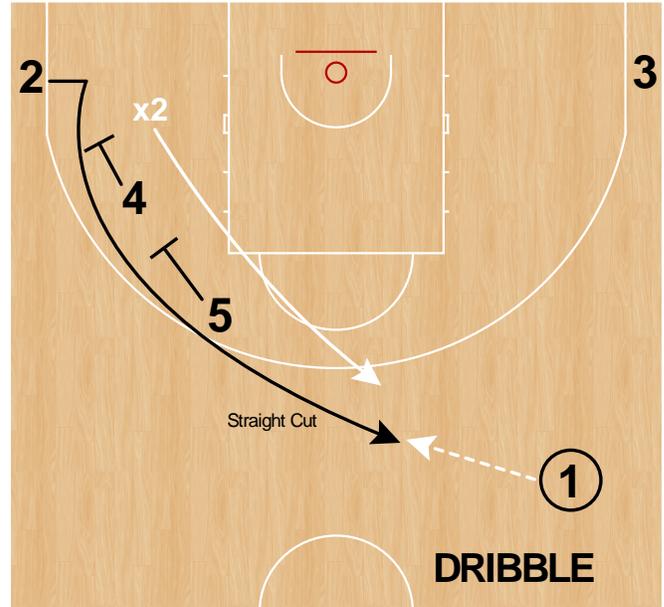
Dribble To Spread Ball Screen

Radius Athletics

Dribble - Straight - Spread Ball Screen



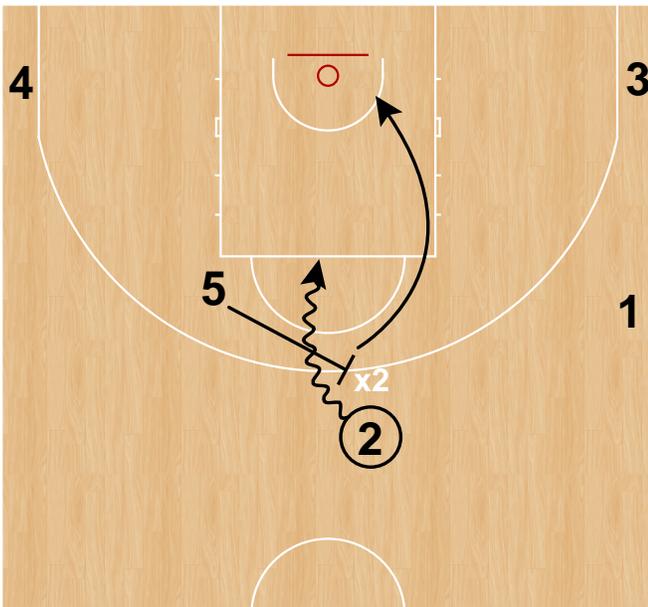
Five-out Five-Lane Transition keeping the lane open for drive.



Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Look for the cutter coming off the **straight cut**. Look for catch-and-shoot or catch-and-go from the straight cut.

X2 goes under both screens and is there on the catch.

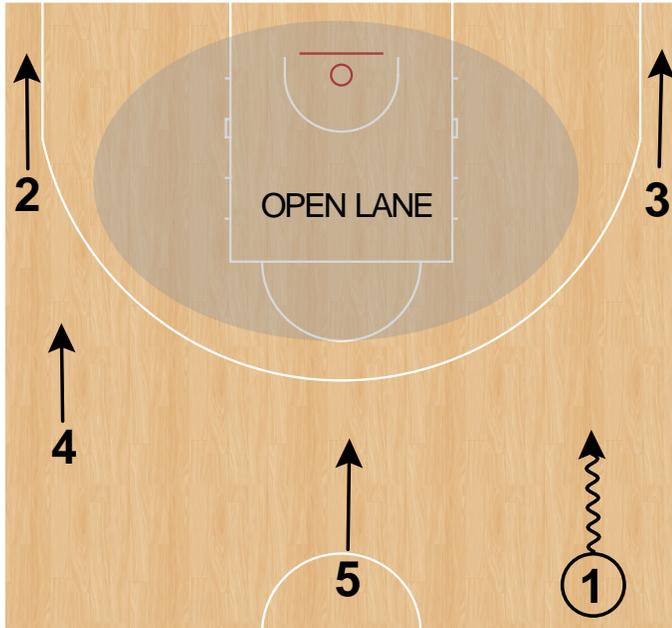


5 may ask for elbow catch or simply turn into rescreen by setting ball screen for 2.

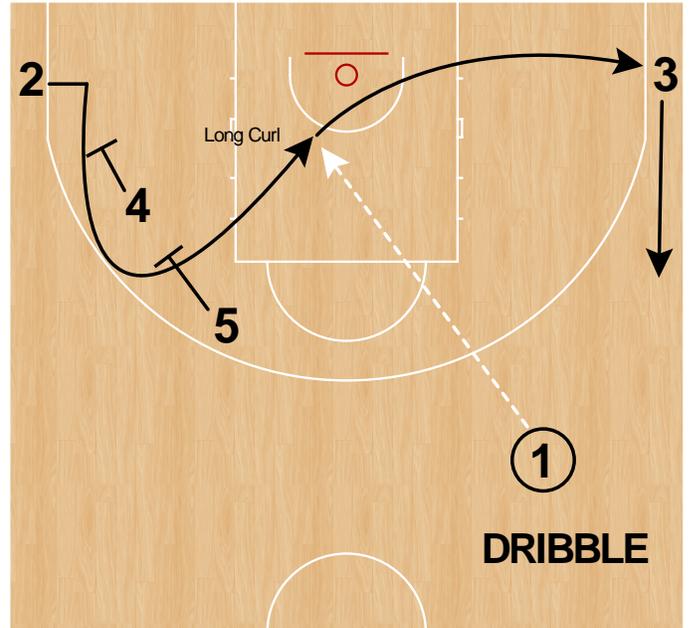
Spread ball screen for 2.

Radius Athletics

Dribble - Long Curl - Spread Ball Screen

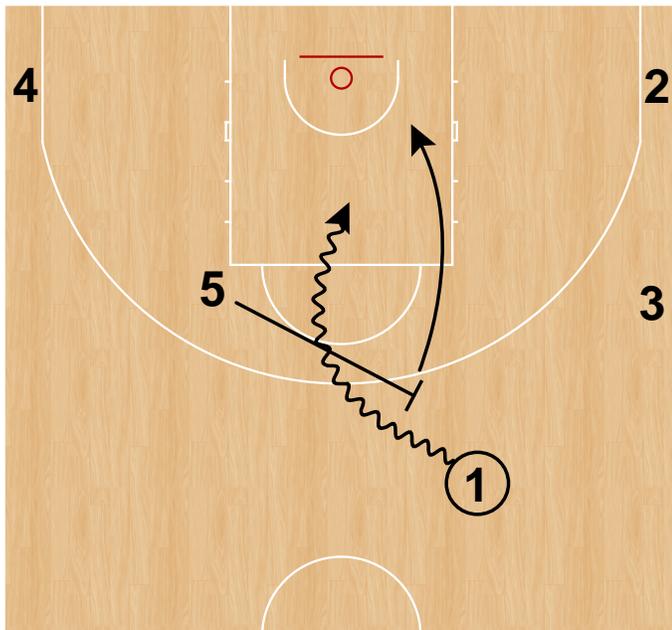


Five-out Five-Lane Transition keeping the lane open for drive.



Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

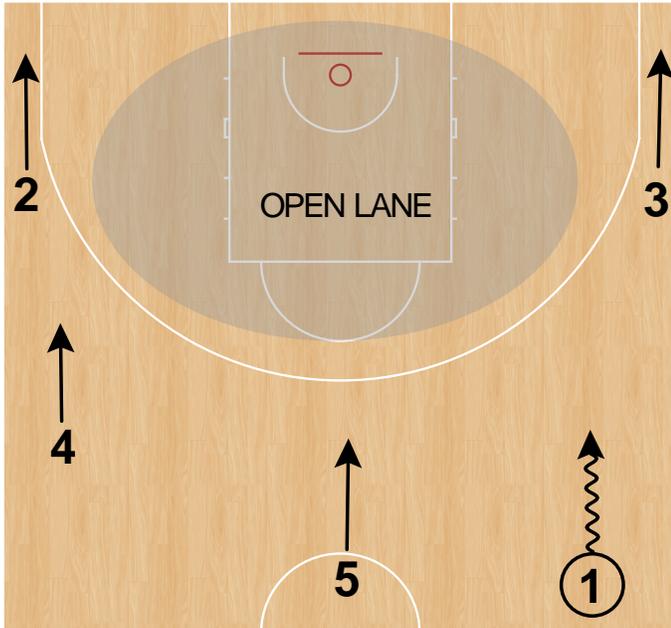
Look for the cutter coming off the **long curl**. If cutter does not receive the pass continue cutting hard to the far corner.



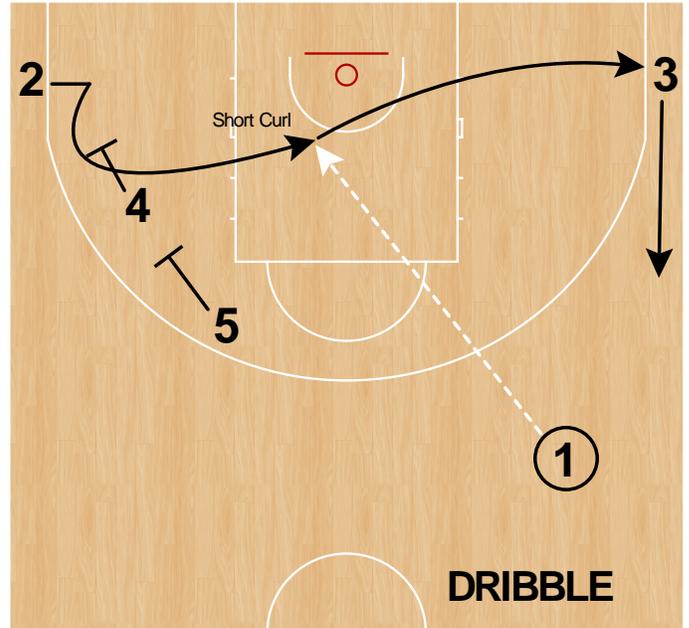
5 may ask for elbow catch or simply turn into spread ball screen for 1.

Radius Athletics

Dribble - Short Curl - Spread Ball Screen

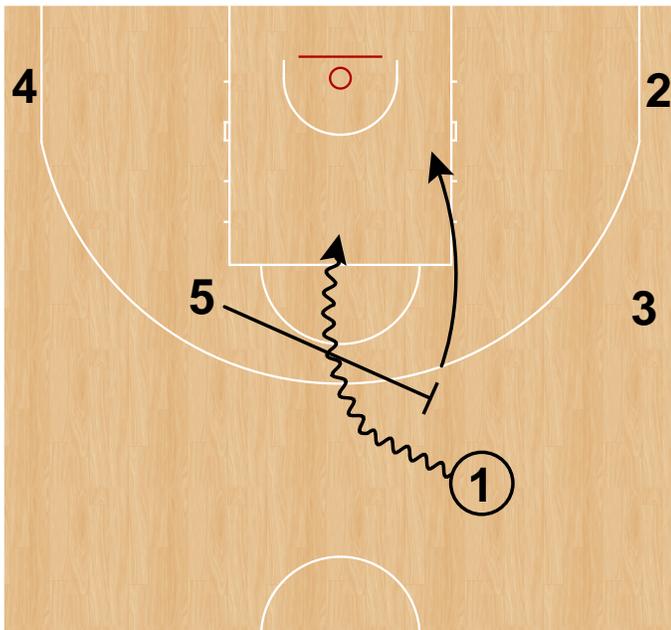


Five-out Five-Lane Transition keeping the lane open for drive.



Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

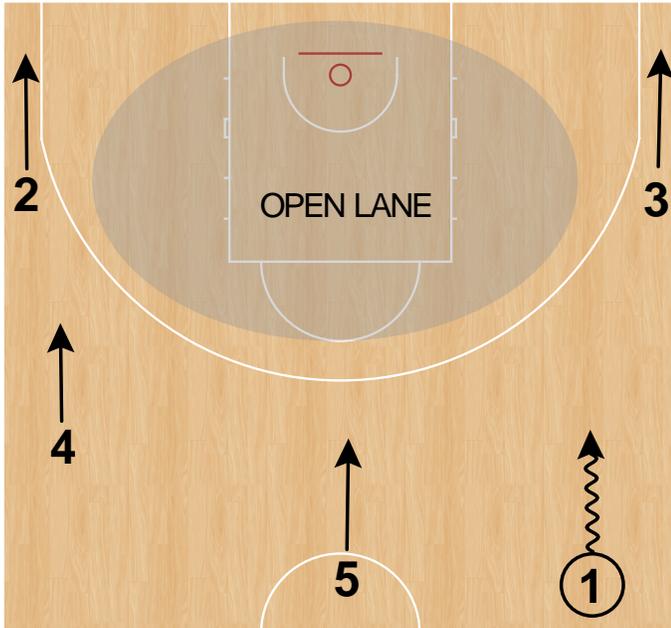
Look for the cutter **short curling** the first of the screens. If cutter does not receive the pass continue cutting hard to the far corner.



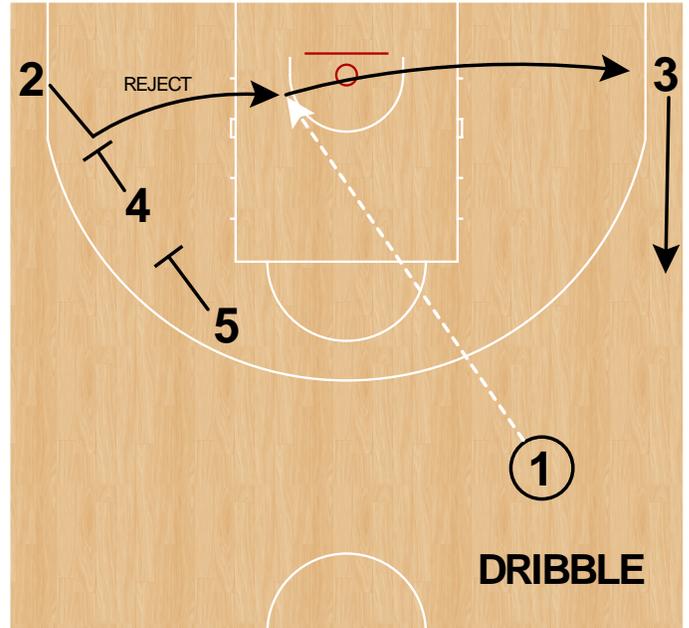
5 may ask for elbow catch or simply turn into spread ball screen for 1.

Radius Athletics

Dribble - Reject - Spread Ball Screen

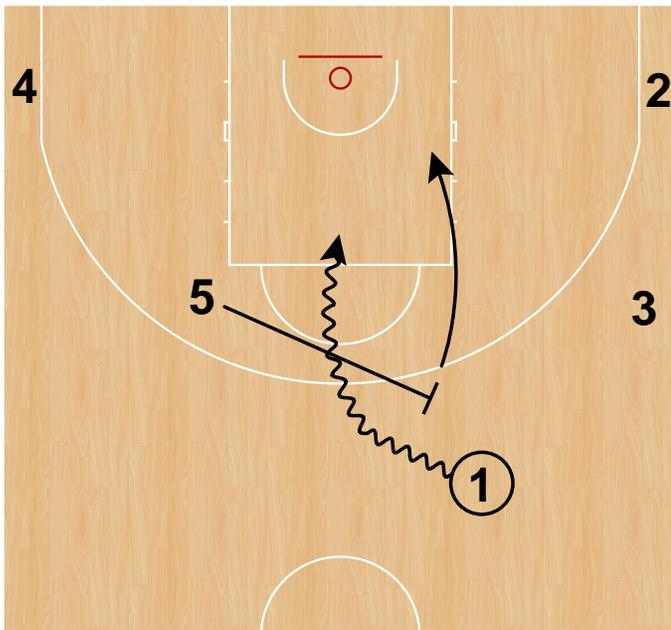


Five-out Five-Lane Transition keeping the lane open for drive.



Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Look for the cutter **rejecting** the screens. If cutter does not receive the pass continue cutting hard to the far corner.

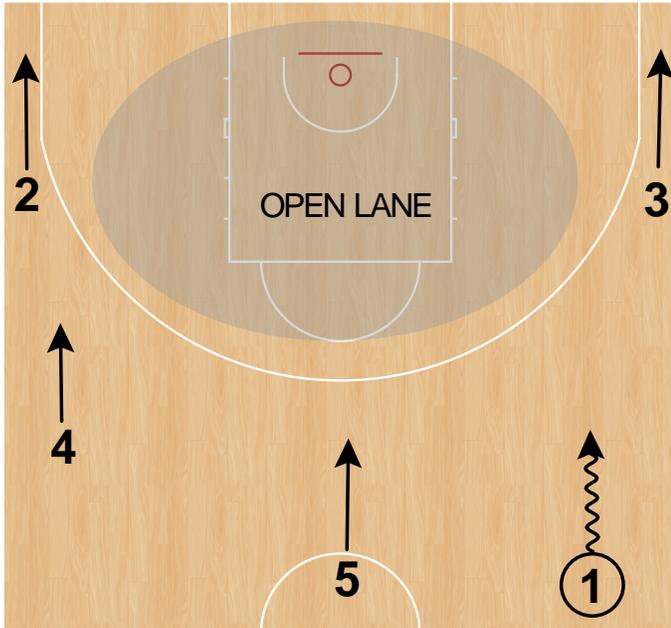


5 may ask for elbow catch or simply turn into spread ball screen for 1.

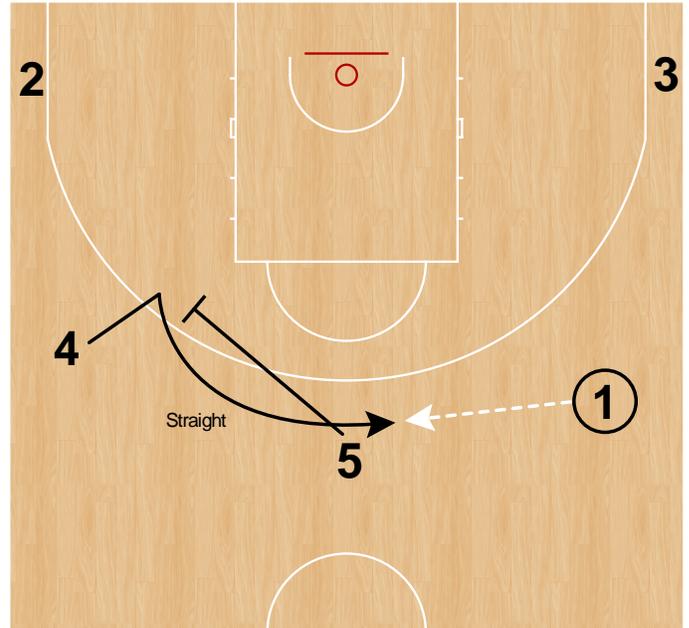
Dribble - Single

Radius Athletics

Dribble - Single - Straight - Point Over

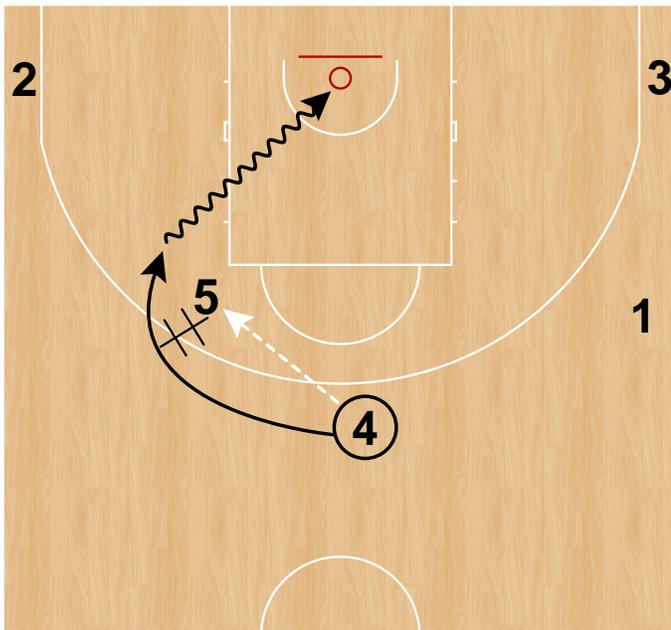


Five-out Five-Lane Transition keeping the lane open for drive.

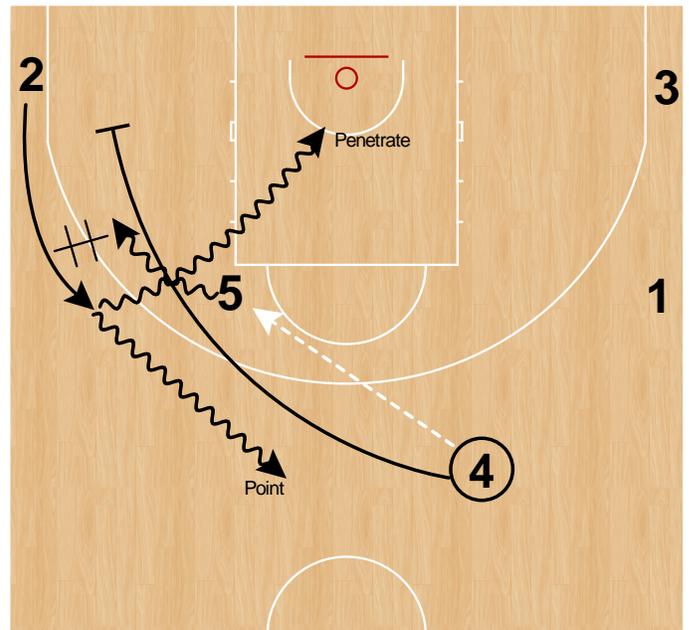


Single screen from dribble option. 5 screens away for 4.

Look for the cutter **straight cutting** the screen.



4 enters to 5 near elbow and cuts **over** for a handoff. **(Throw & Go)**. "Outrun your pass" take the ball and get to the rim.



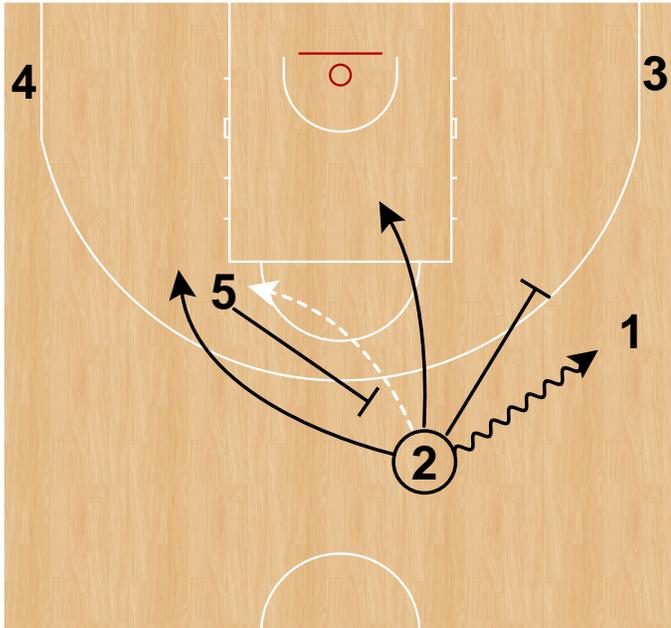
If 4 cuts over and no handoff is available, continue into down screen for 2.

5 DHOs with 2.

2 penetrates or gets to point.

Radius Athletics

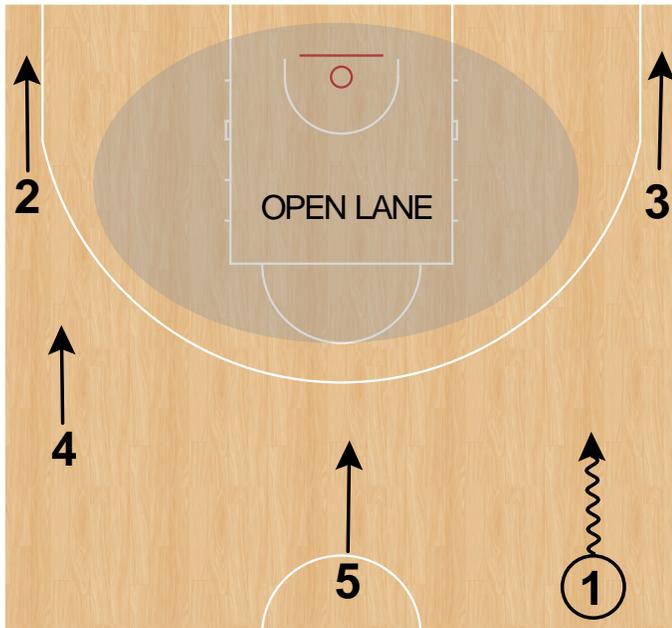
Dribble - Single - Straight - Point Over



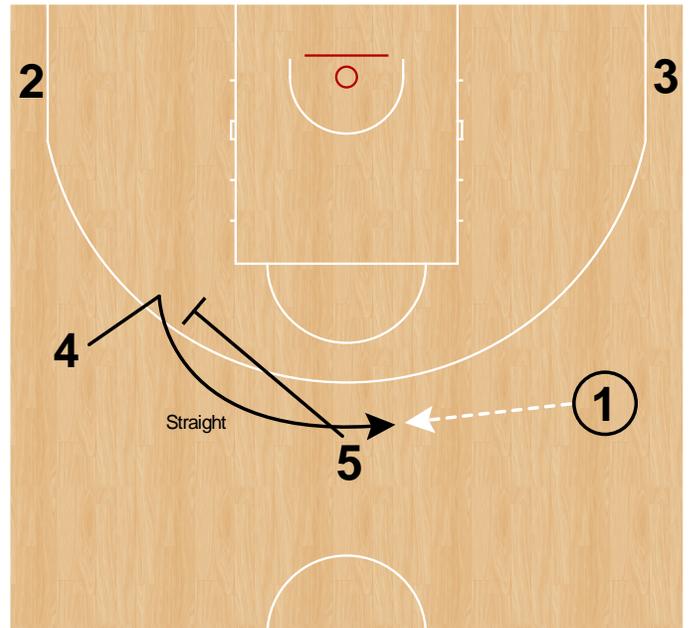
Point options available

Radius Athletics

Dribble - Single - Straight - Point Middle

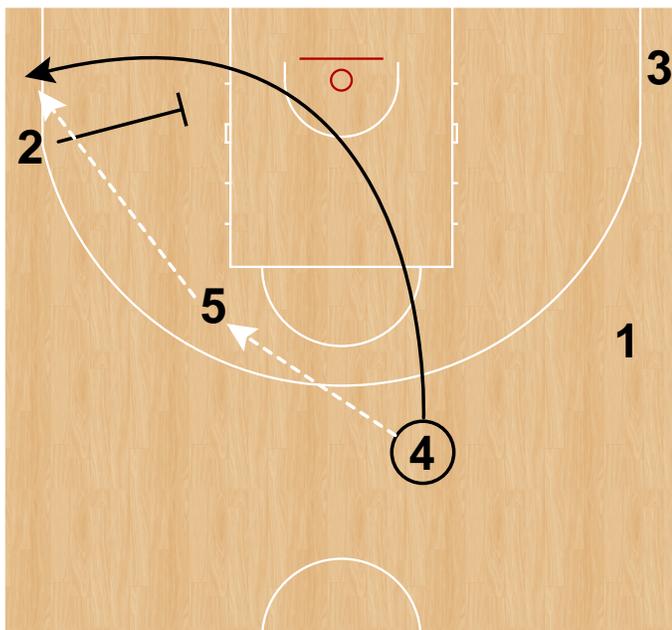


Five-out Five-Lane Transition keeping the lane open for drive.



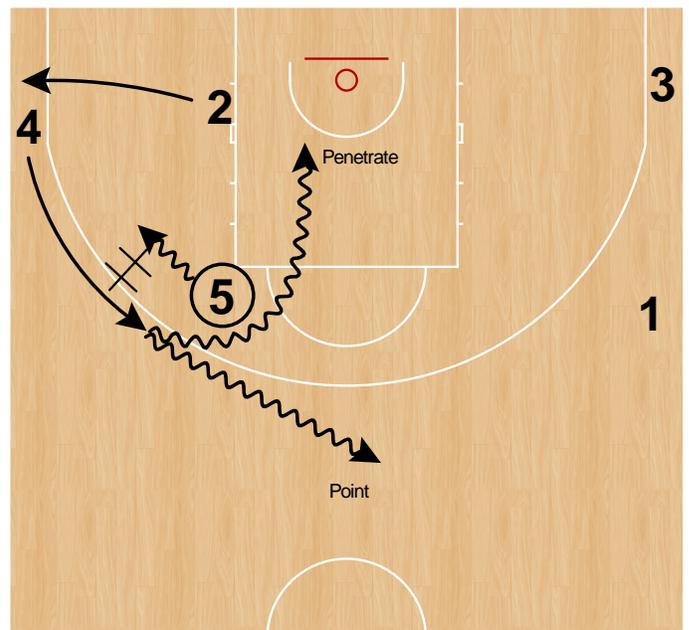
Single screen from dribble option. 5 screens away for 4.

Look for the cutter **straight cutting** the screen.



If 4 has no advantage for shot/drive on the catch, they may play to the screener.

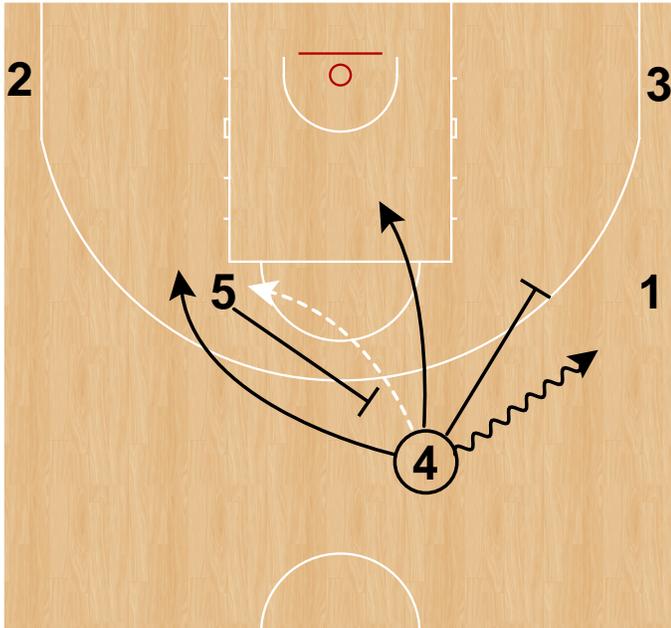
4 enters to 5 near elbow and cuts **middle**. 2 pins down for 4. 5 may pass to 4 coming off pindown if a catch-and-shoot is available.



4 stays on the move taking the DHO from 5 looking to penetrate if the DHO creates an advantage. If not take to point.

Radius Athletics

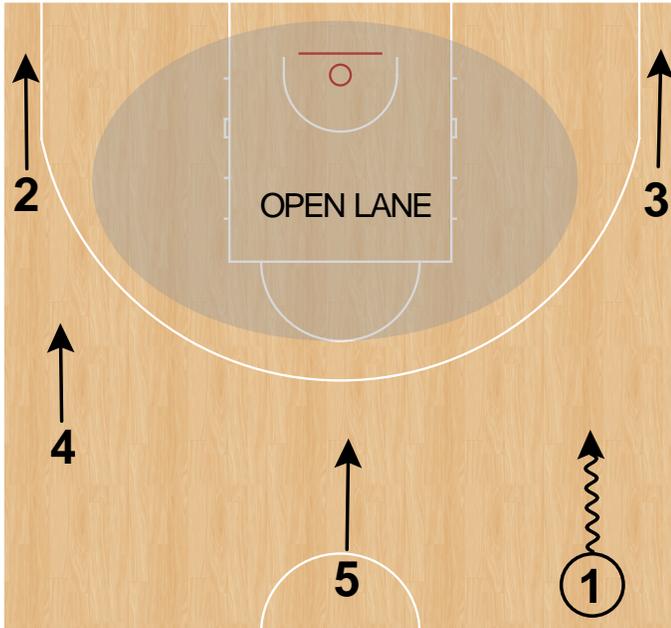
Dribble - Single - Straight - Point Middle



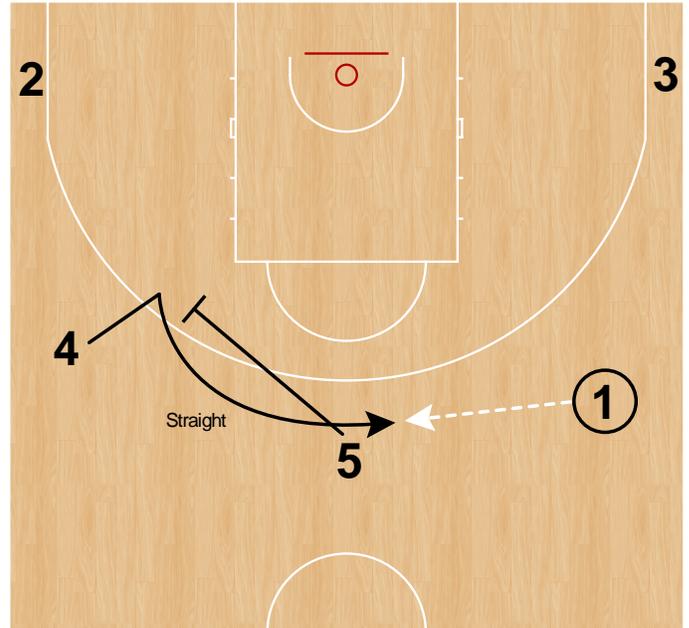
Point options available

Radius Athletics

Dribble - Single - Straight - Point Away

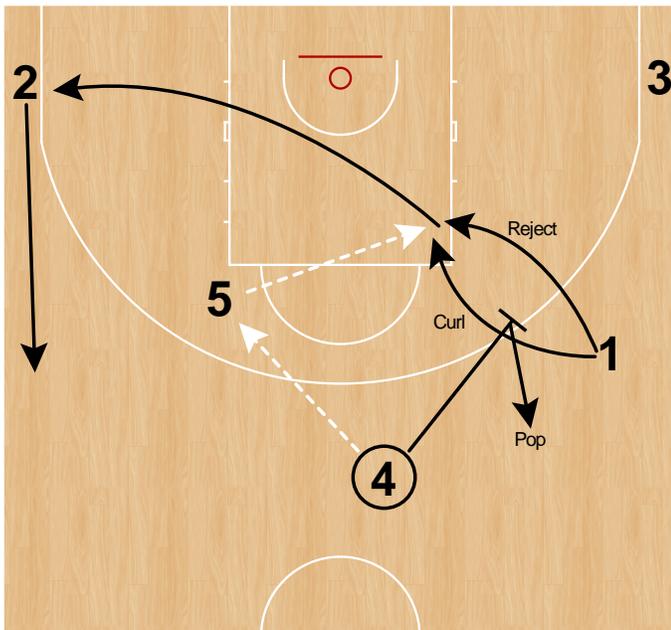


Five-out Five-Lane Transition keeping the lane open for drive.



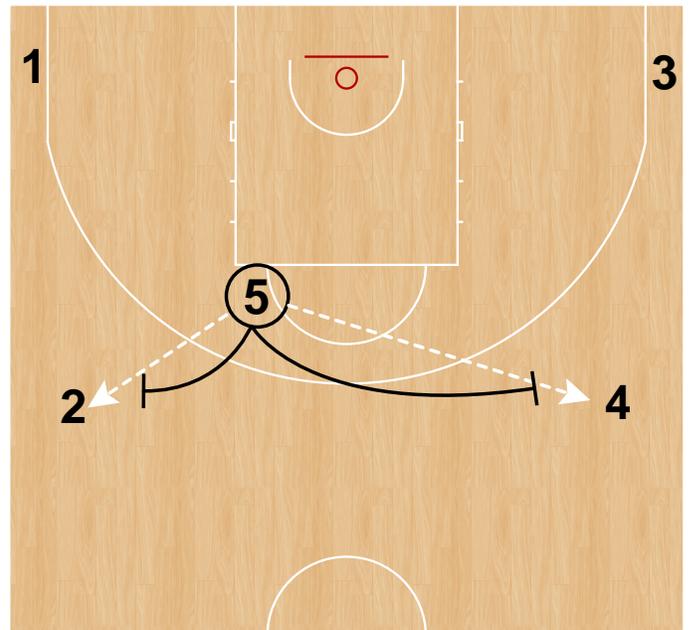
Single screen from dribble option. 5 screens away for 4.

Look for the cutter **straight cutting** the screen.



If 4 has no advantage for shot/drive on the catch, they may play to the screener.

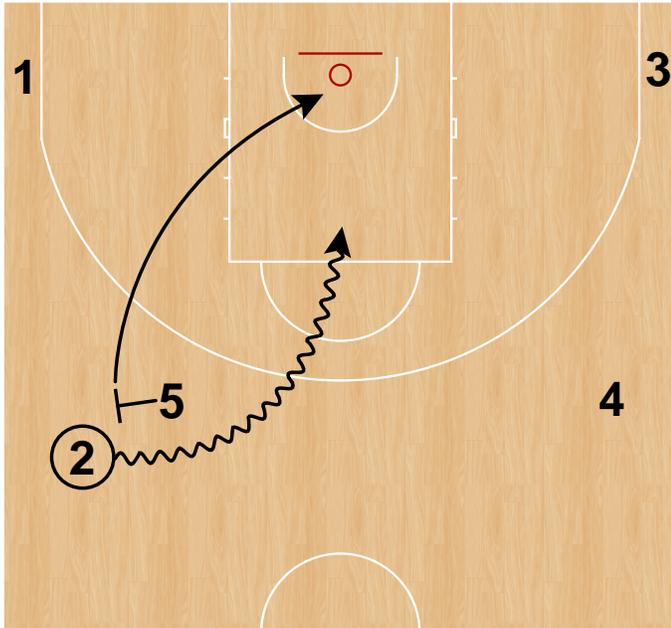
4 passes to 5 and screens **away** for 1. 1 may curl, reject. If 1 does not receive pass from 5 continue to far corner. 2 fills up. After screening 4 pops.



5 passes off the elbow to either 4 on the pop or 2 filling up then follows into a ball screen.

Radius Athletics

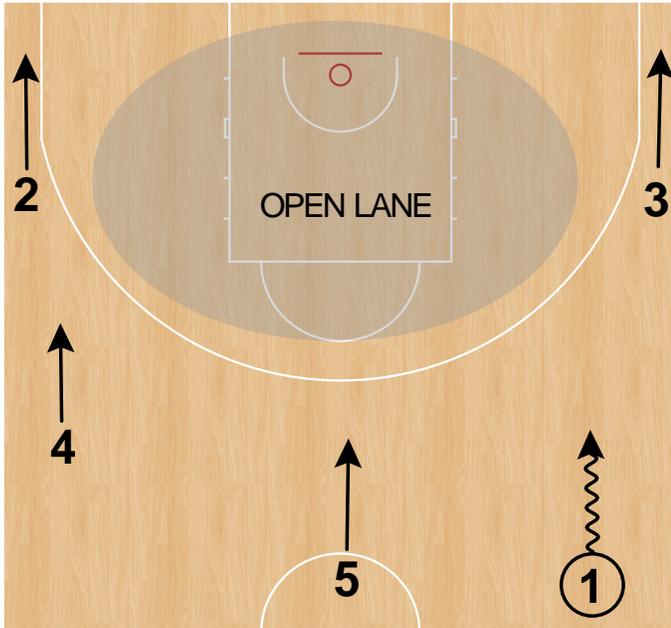
Dribble - Single - Straight - Point Away



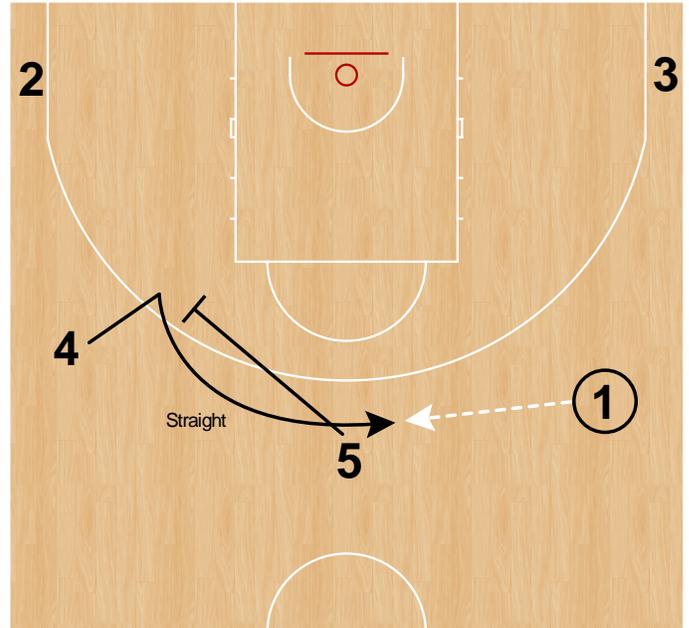
5 has passed to 2 and followed into spread ball screen.

Radius Athletics

Dribble - Single - Straight - Point Spin

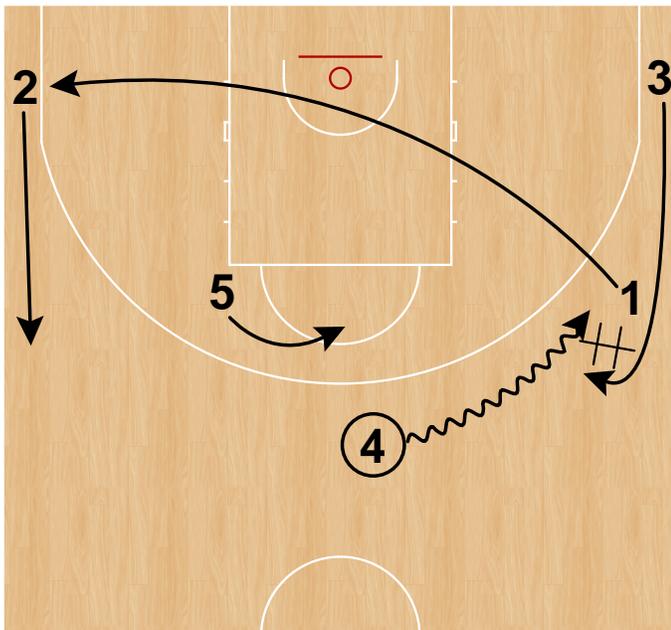


Five-out Five-Lane Transition keeping the lane open for drive.



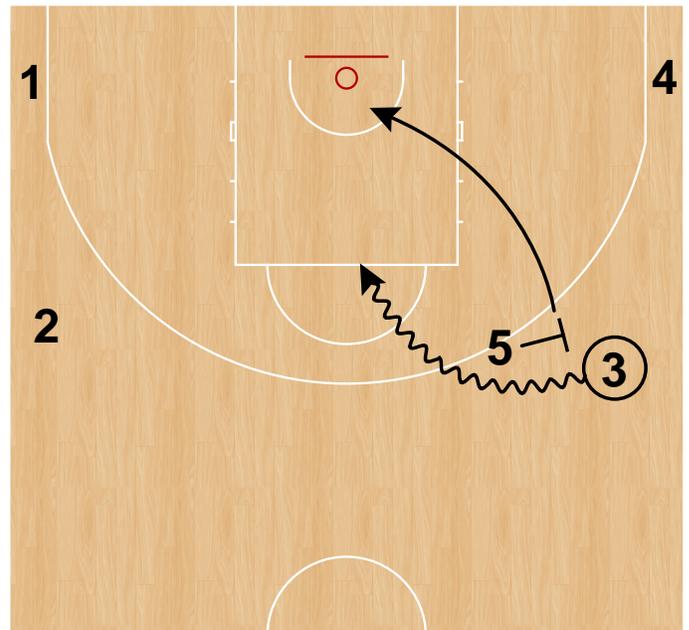
Single screen from dribble option. 5 screens away for 4.

Look for the cutter **straight cutting** the screen.



Spin by dribbling toward the double side.

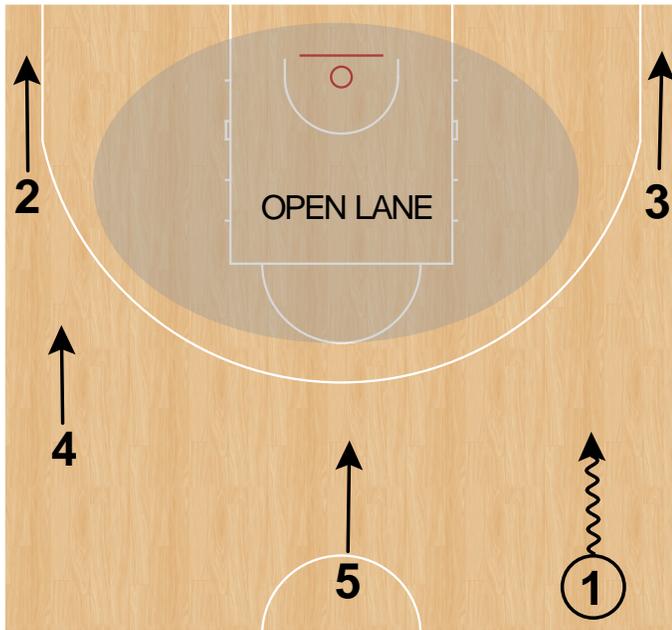
1 cuts backdoor, 3 blasts from the corner to take a DHO. 5 moves into position to ball screen for 3 coming out of the DHO.



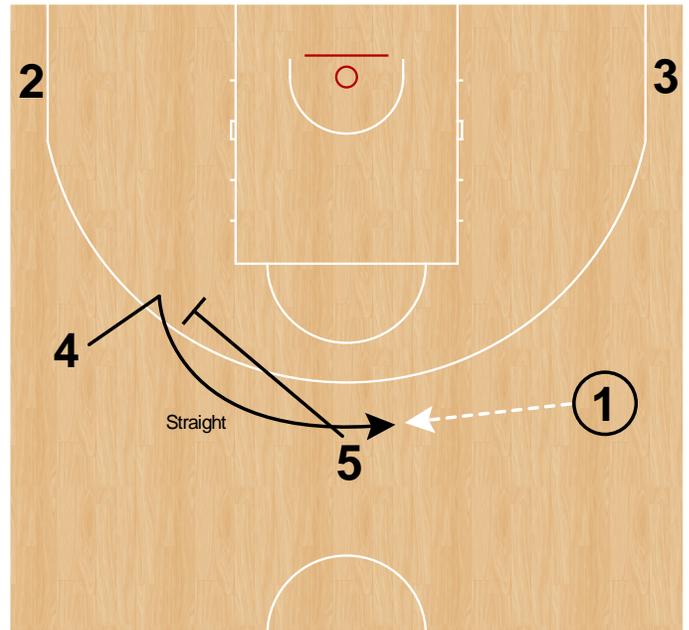
This **Spin** sequence flows into Spread Ball Screen.

Radius Athletics

Dribble - Single - Straight - Spread Ball Screen

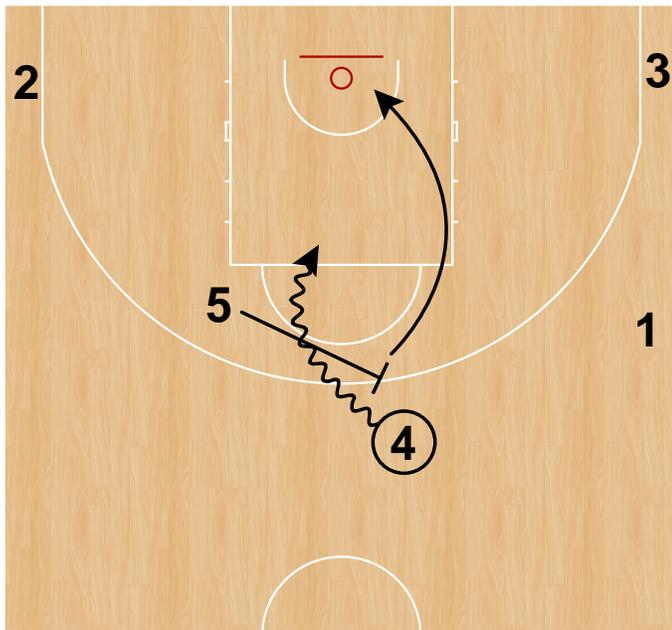


Five-out Five-Lane Transition keeping the lane open for drive.



Single screen from dribble option. 5 screens away for 4.

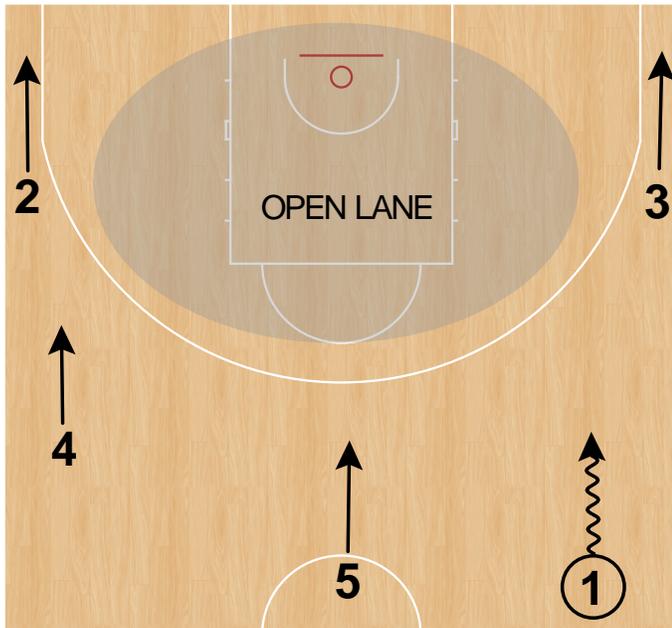
Look for the cutter **straight cutting** the screen.



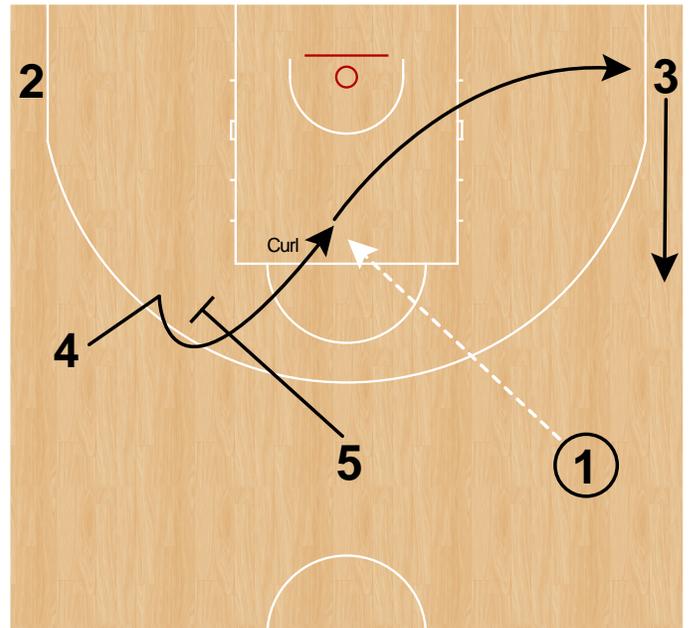
5 may ask for elbow catch or simply turn into spread ball screen for 4.

Radius Athletics

Dribble - Single - Curl - Point Over

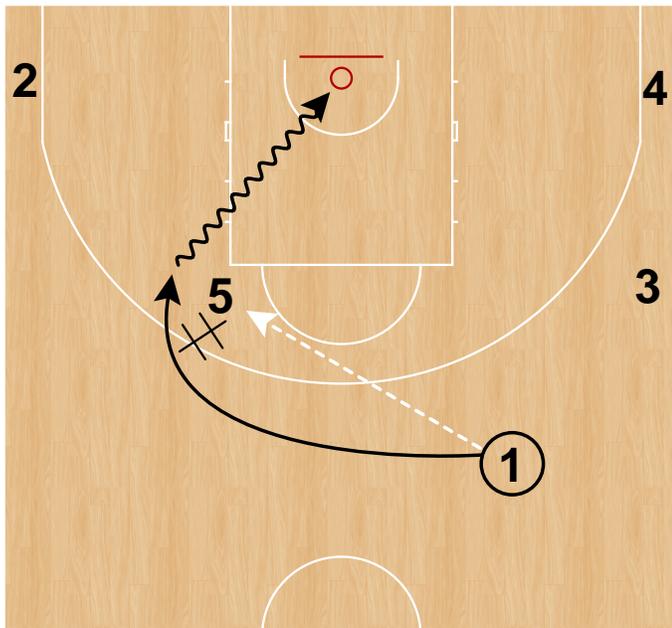


Five-out Five-Lane Transition keeping the lane open for drive.

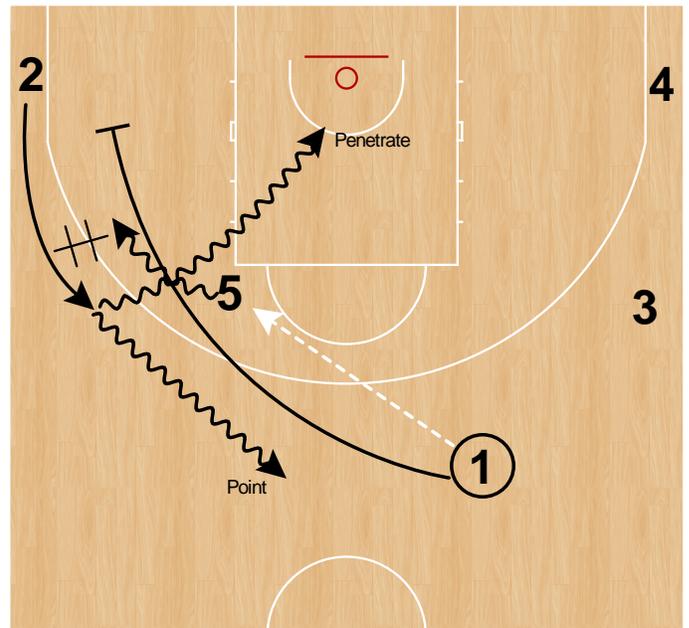


Single screen from dribble option. 5 screens away for 4.

Look for the cutter **curling** the screen. If cutter does not receive the pass continue cutting hard to the far corner.



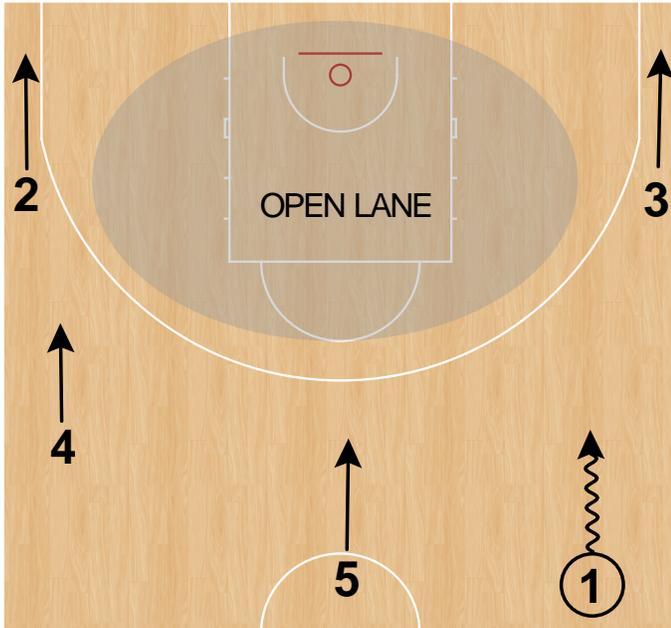
Play to the screener - 1 enters to 5 near elbow and cuts **over** for a handoff. **(Throw & Go)**. "Outrun your pass" take the ball and get to the rim.



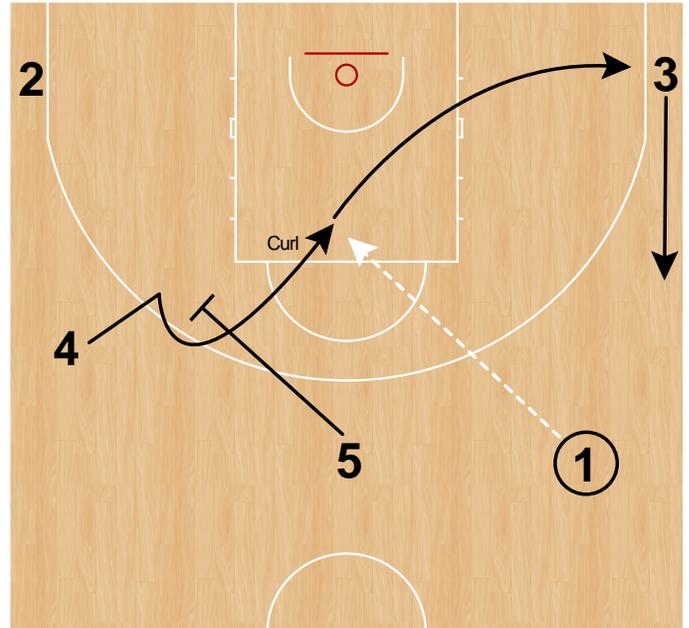
If 1 cuts over and no handoff is available, continue into down screen for 2.
5 DHOs with 2.
2 penetrates or gets to point.

Radius Athletics

Dribble - Single - Curl - Point Middle

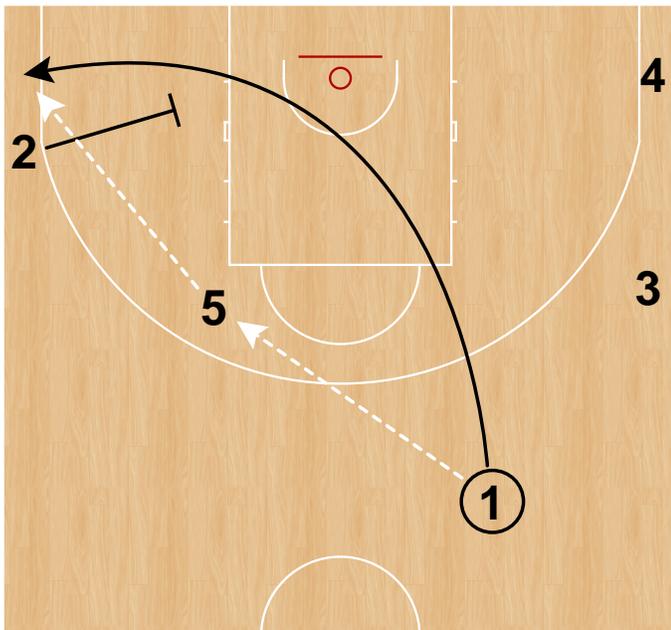


Five-out Five-Lane Transition keeping the lane open for drive.



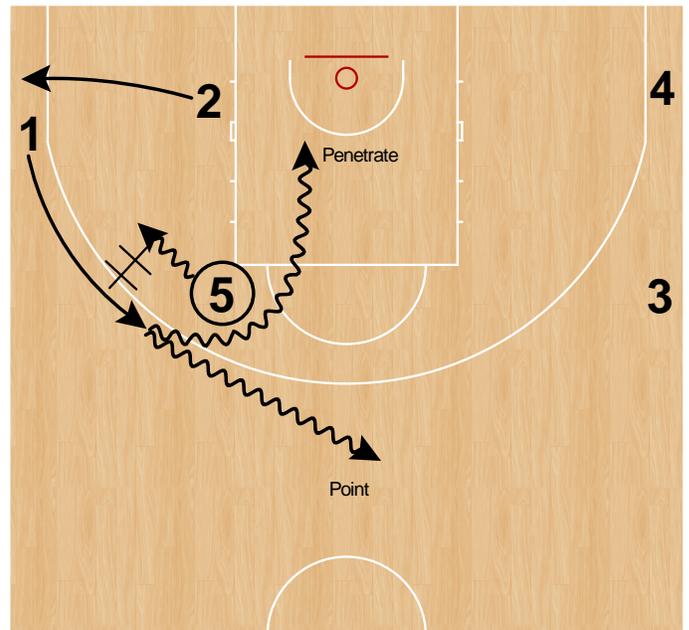
Single screen from dribble option. 5 screens away for 4.

Look for the cutter **curling** the screen. If cutter does not receive the pass continue cutting hard to the far corner.



If we cannot play to the cutter, we play to the screener near the elbow. There is no exact spot we are seeking; we just want to get them the ball (possession > position).

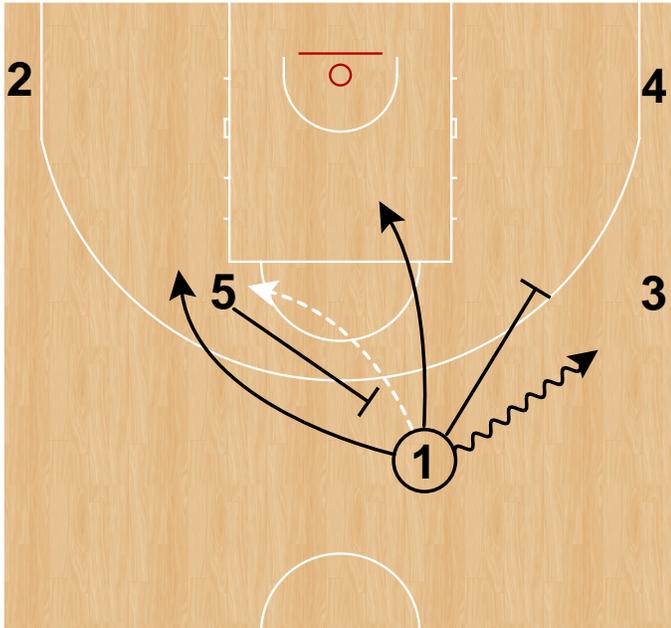
1 enters to 5 near elbow. 2 pins down for 1. 5 may pass to 1 coming off pindown if a catch-and-shoot is available.



1 stays on the move taking the DHO from 5 looking to penetrate if the DHO creates an advantage. If not take to point.

Radius Athletics

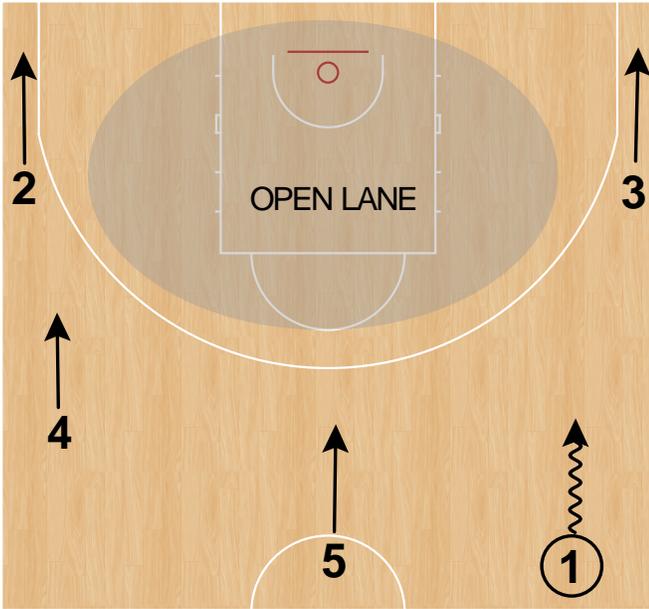
Dribble - Single - Curl - Point Middle



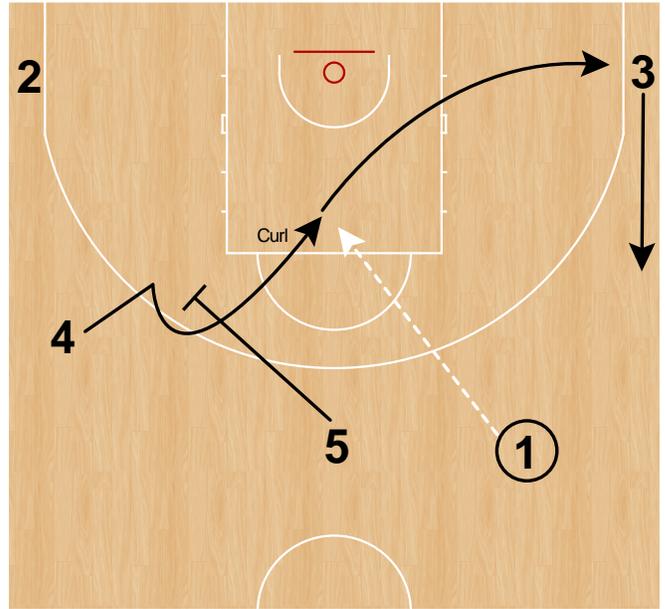
Point options available

Radius Athletics

Dribble - Single - Curl - Point Away

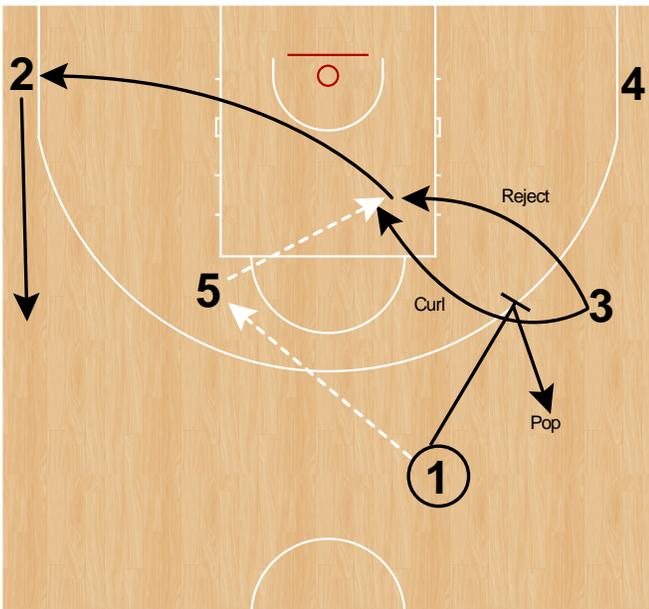


Five-out Five-Lane Transition keeping the lane open for drive.



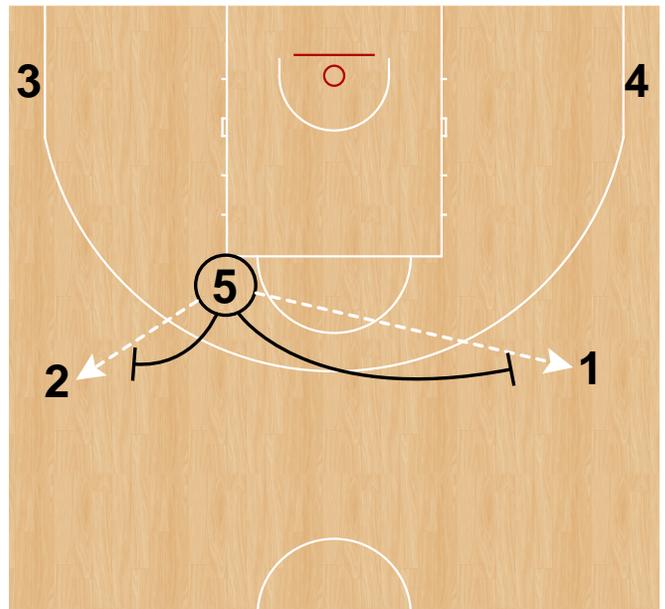
Single screen from dribble option. 5 screens away for 4.

Look for the cutter **curling** the screen. If cutter does not receive the pass continue cutting hard to the far corner.



If we cannot play to the cutter, we play to the screener near the elbow. There is no exact spot we are seeking; we just want to get them the ball (possession > position).

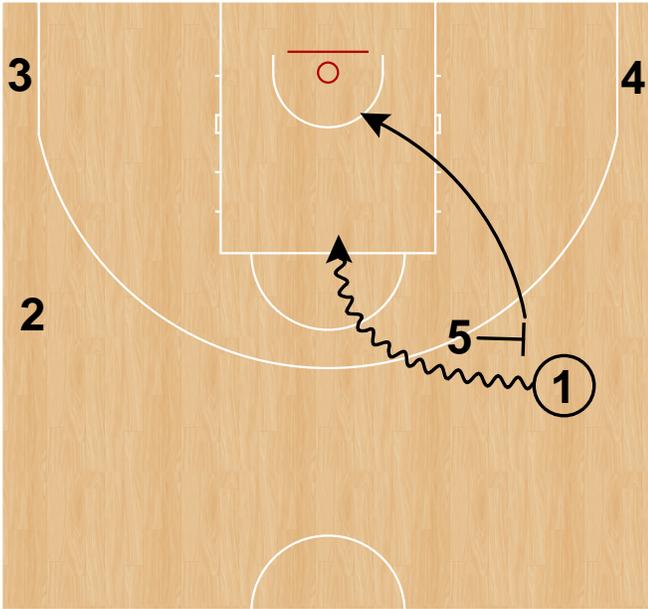
1 passes to 5 and screens **away** for 3. 3 may curl, reject, if 3 does not receive pass from 5 continue to far corner. 2 fills up. After screening 1 pops.



5 passes off the elbow to either 1 on the pop or 2 filling up then follows into a ball screen.

Radius Athletics

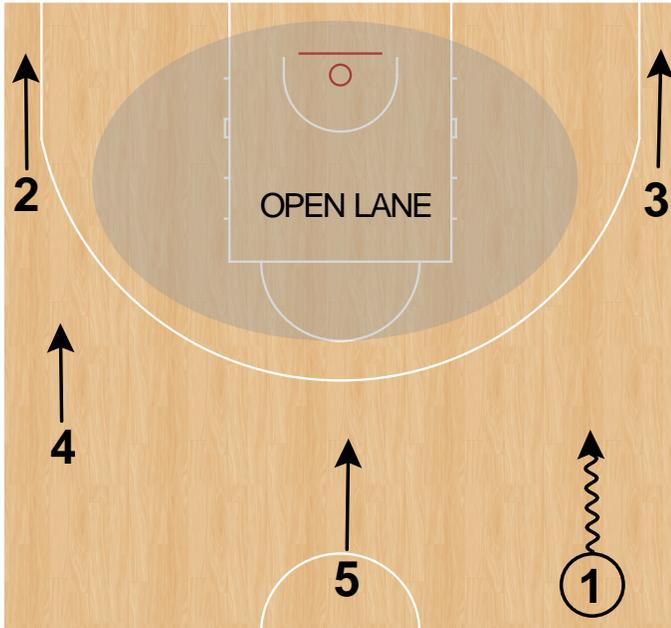
Dribble - Single - Curl - Point Away



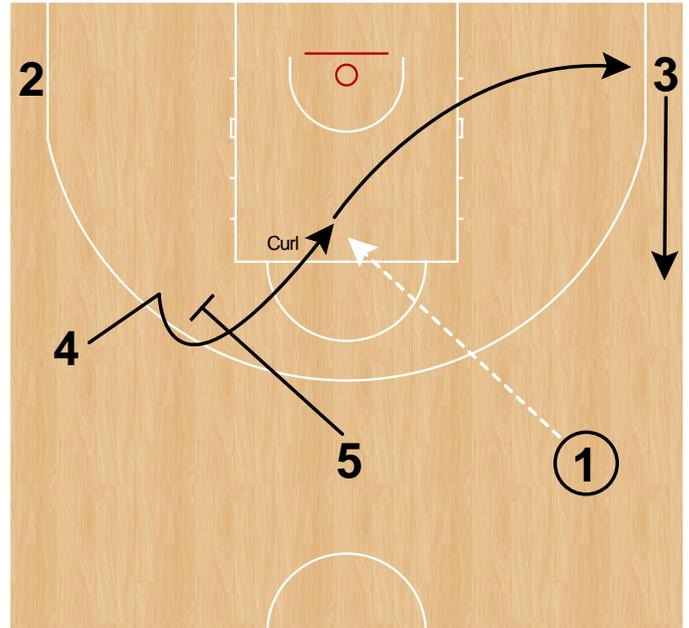
5 has passed to 1 and followed into spread ball screen.

Radius Athletics

Dribble - Single - Curl - Point Spin

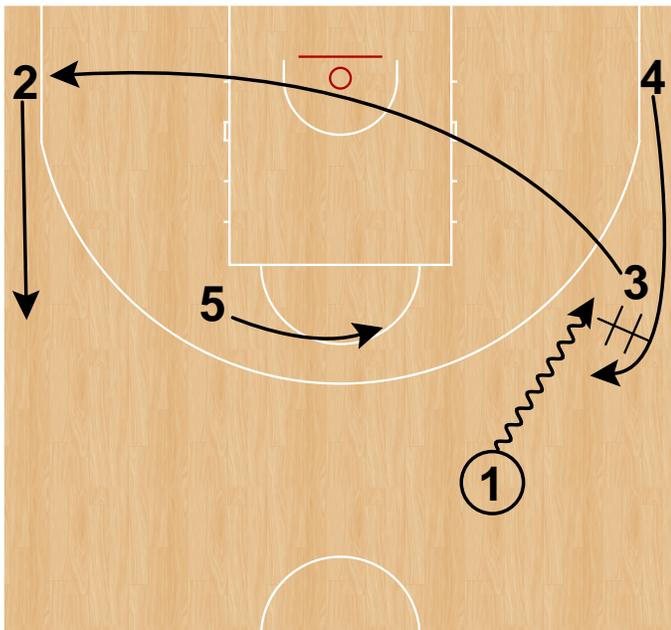


Five-out Five-Lane Transition keeping the lane open for drive.



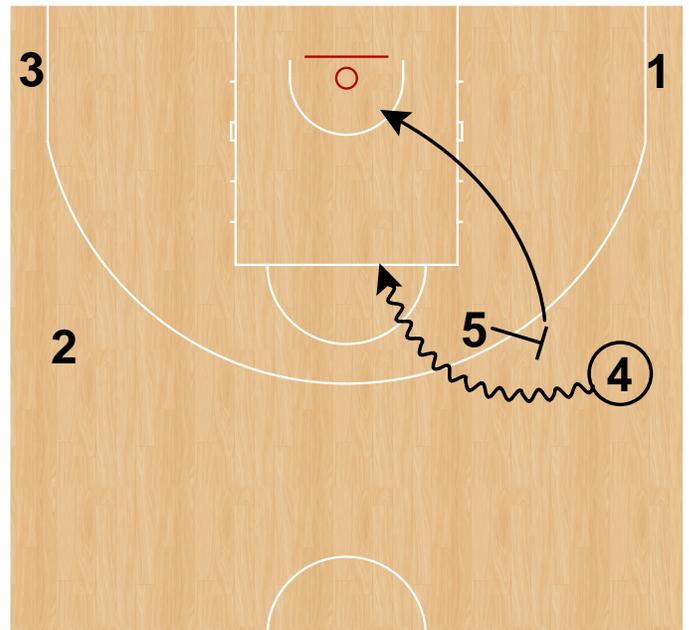
Single screen from dribble option. 5 screens away for 4.

Look for the cutter **curling** the screen. If cutter does not receive the pass continue cutting hard to the far corner.



1 does not enter to the cutter nor the screener. **Spin** by dribbling toward the double side.

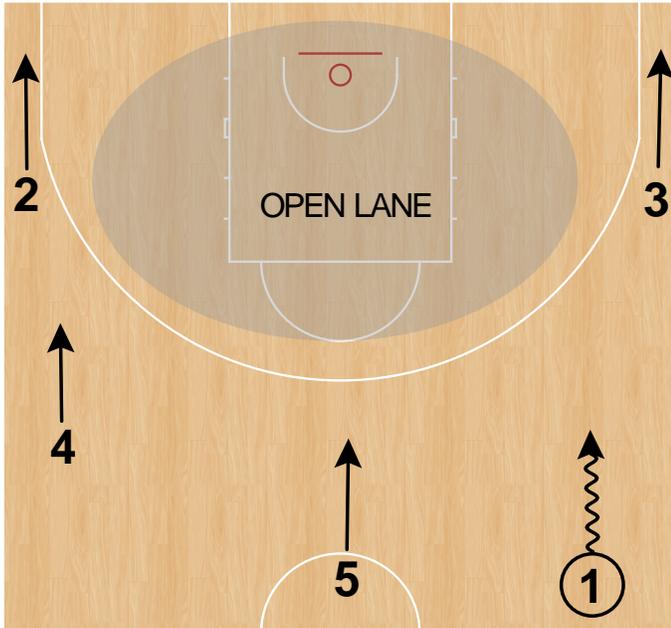
3 cuts backdoor, 4 blasts from the corner to take a DHO. 5 moves into position to ball screen for 4 coming out of the DHO.



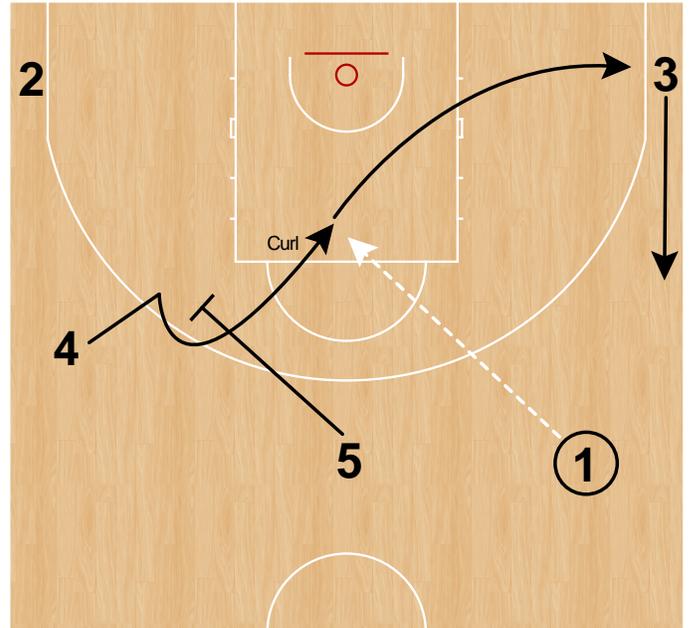
This **Spin** sequence flows into Spread Ball Screen.

Radius Athletics

Dribble - Single - Curl - Spread Ball Screen

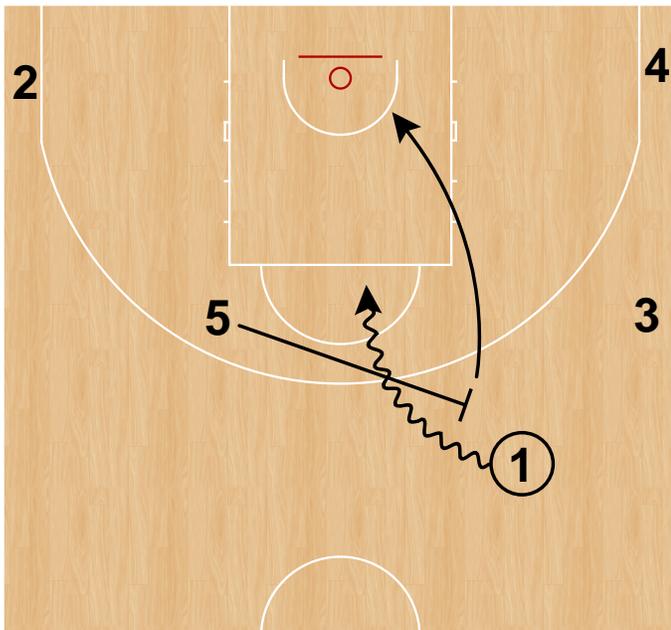


Five-out Five-Lane Transition keeping the lane open for drive.



Single screen from dribble option. 5 screens away for 4.

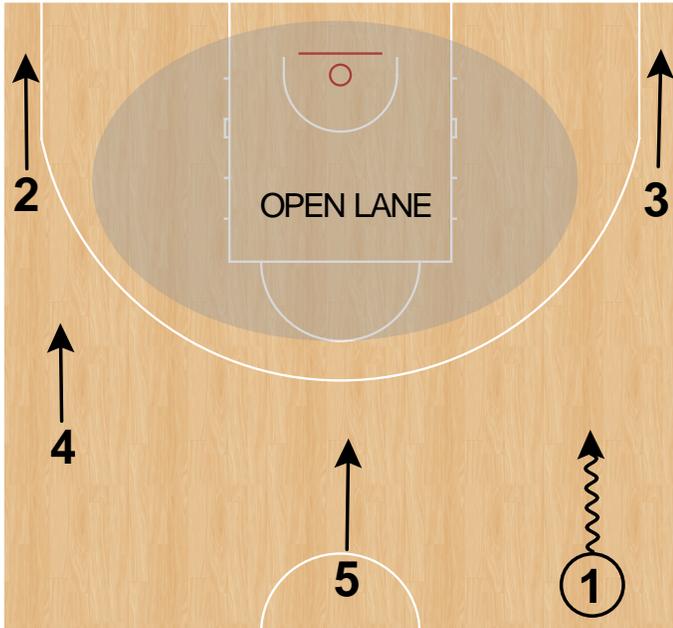
Look for the cutter **curling** the screen. If cutter does not receive the pass continue cutting hard to the far corner.



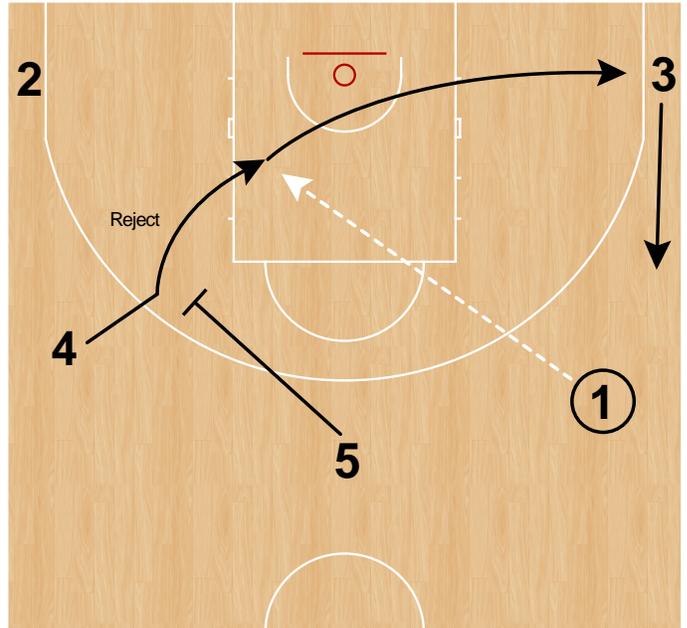
5 may ask for elbow catch or simply turn into spread ball screen for 1.

Radius Athletics

Dribble - Single - Reject - Point Over

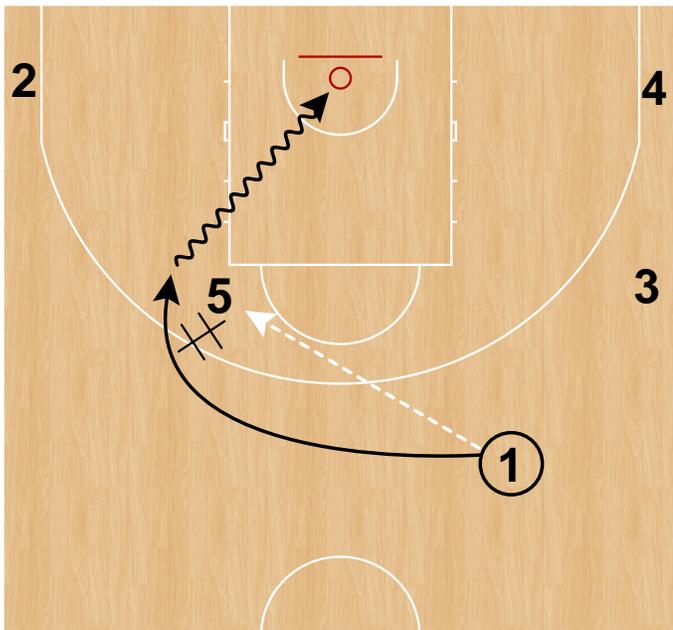


Five-out Five-Lane Transition keeping the lane open for drive.

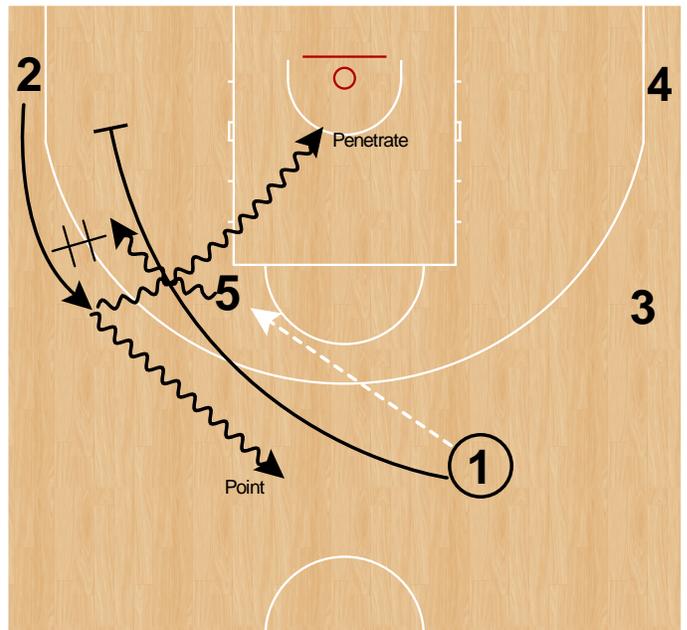


Single screen from dribble option. 5 screens away for 4.

Look for the cutter **rejecting** the screen. If cutter does not receive the pass continue cutting hard to the far corner.



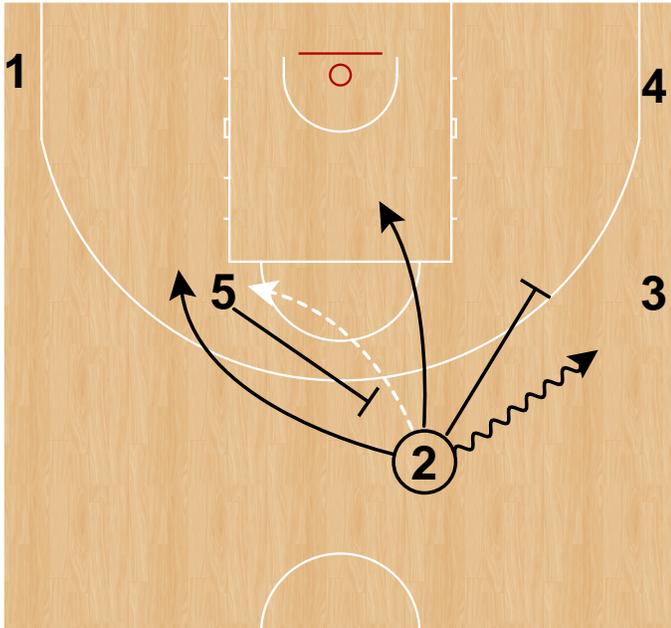
1 enters to 5 near elbow and cuts **over** for a handoff. **(Throw & Go)**. "Outrun your pass" take the ball and get to the rim.



If 1 cuts over and no handoff is available, continue into down screen for 2.
5 DHOs with 2.
2 penetrates or gets to point.

Radius Athletics

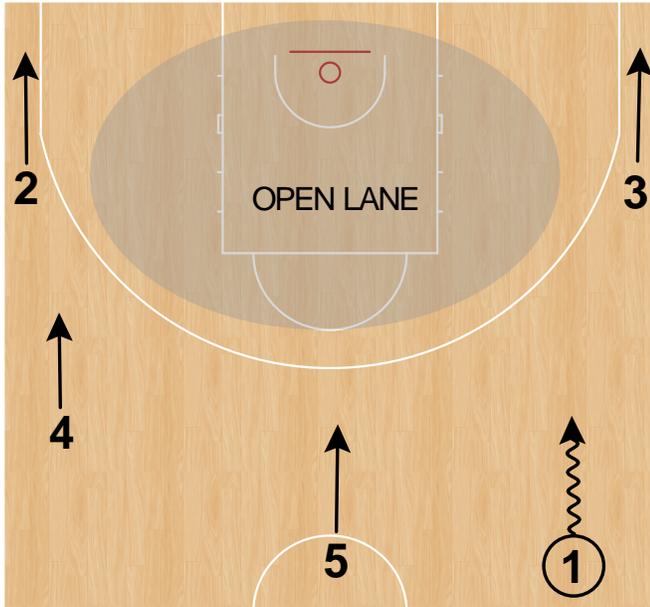
Dribble - Single - Reject - Point Over



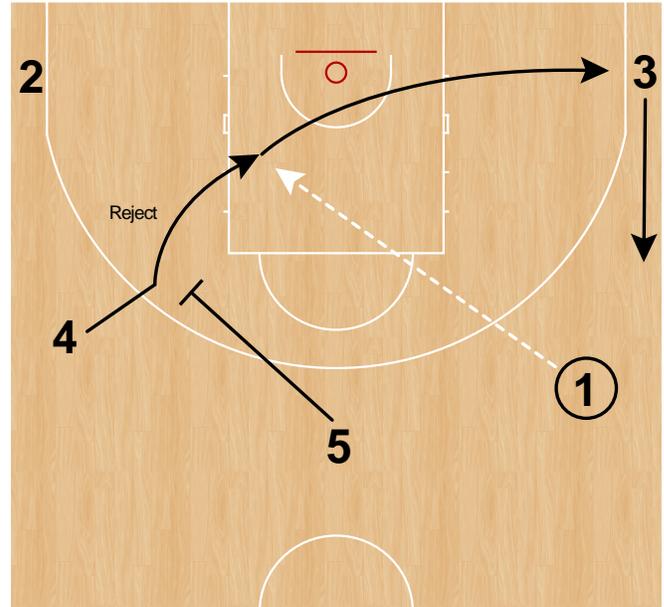
Point options available

Radius Athletics

Dribble - Single - Reject - Point Middle

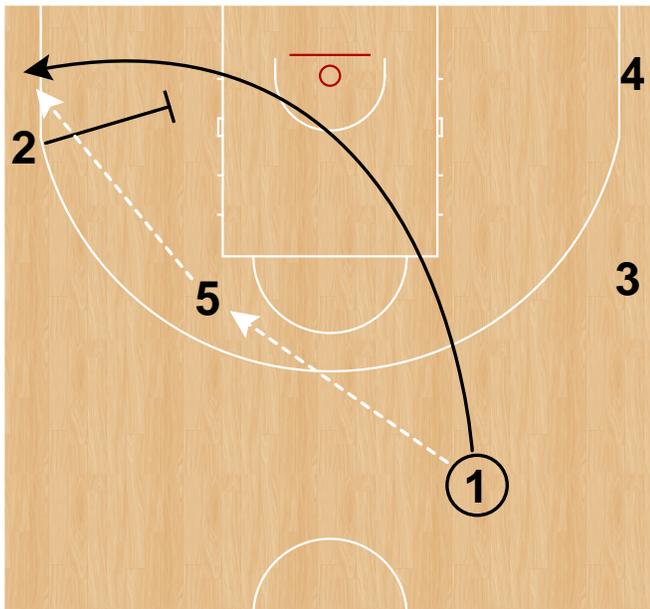


Five-out Five-Lane Transition keeping the lane open for drive.



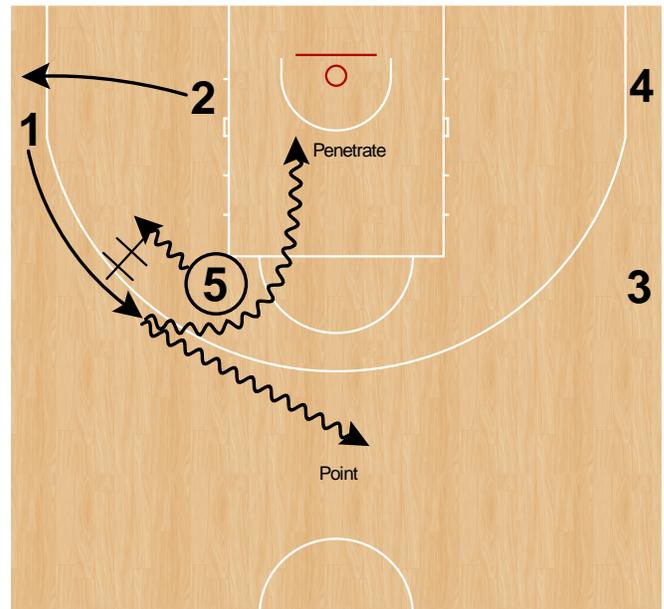
Single screen from dribble option. 5 screens away for 4.

Look for the cutter **rejecting** the screen. If cutter does not receive the pass continue cutting hard to the far corner.



If we cannot play to the cutter, we play to the second screener near the elbow. There is no exact spot we are seeking; we just want to get them the ball (possession > position).

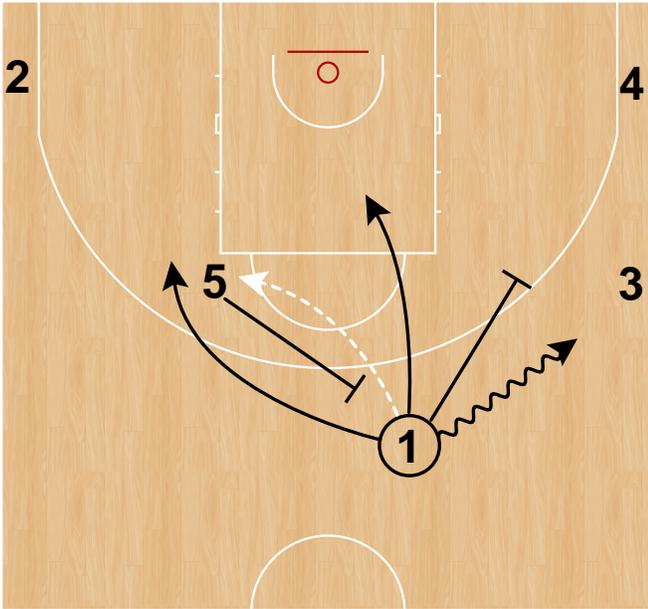
1 enters to 5 near elbow and cuts **middle**. 2 pins down for 1. 5 may pass to 1 coming off pindown if a catch-and-shoot is available.



1 stays on the move taking the DHO from 5 looking to penetrate if the DHO creates an advantage. If not take to point.

Radius Athletics

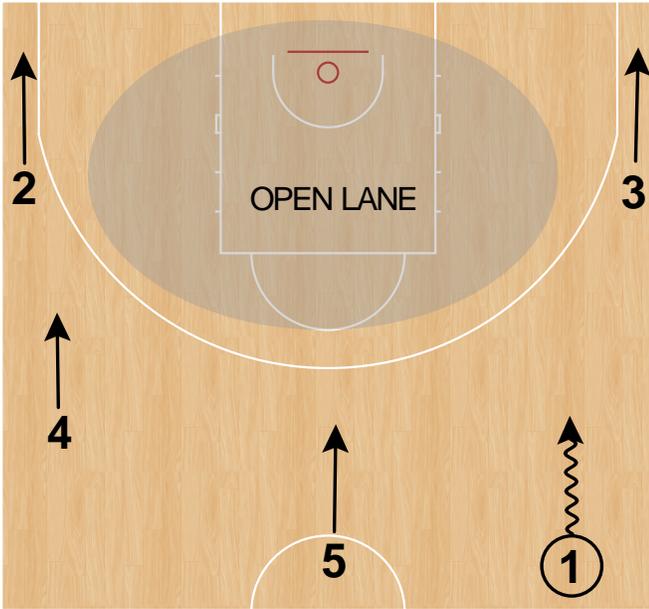
Dribble - Single - Reject - Point Middle



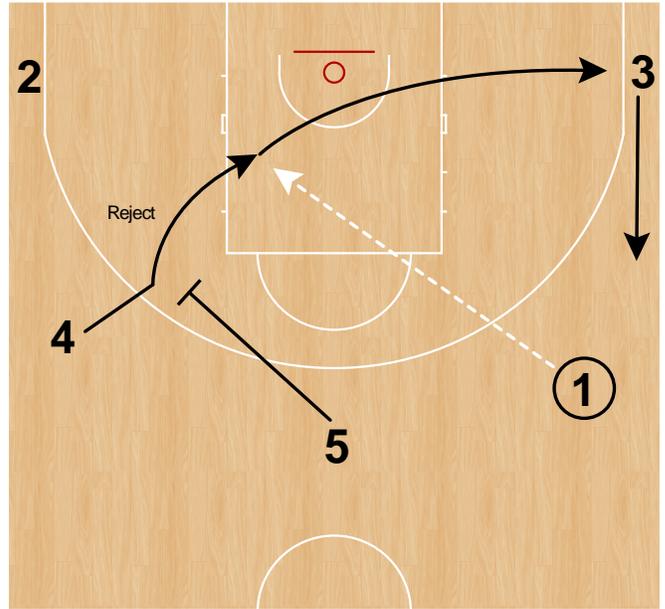
Point options available

Radius Athletics

Dribble - Single - Reject - Point Away

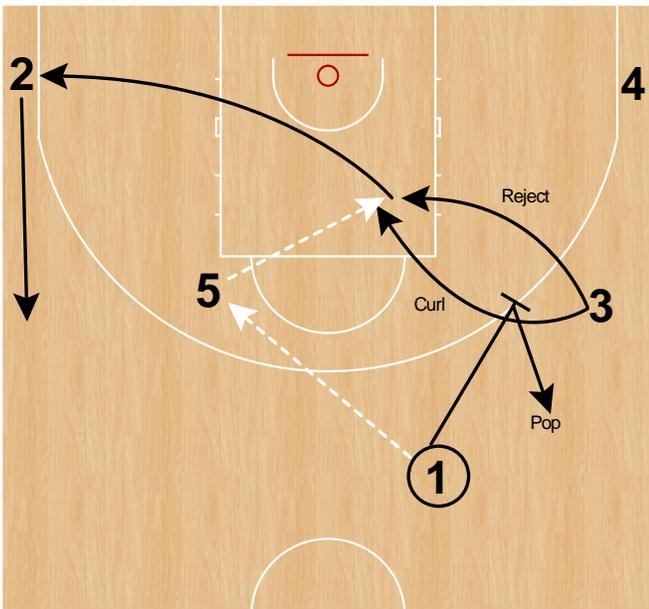


Five-out Five-Lane Transition keeping the lane open for drive.



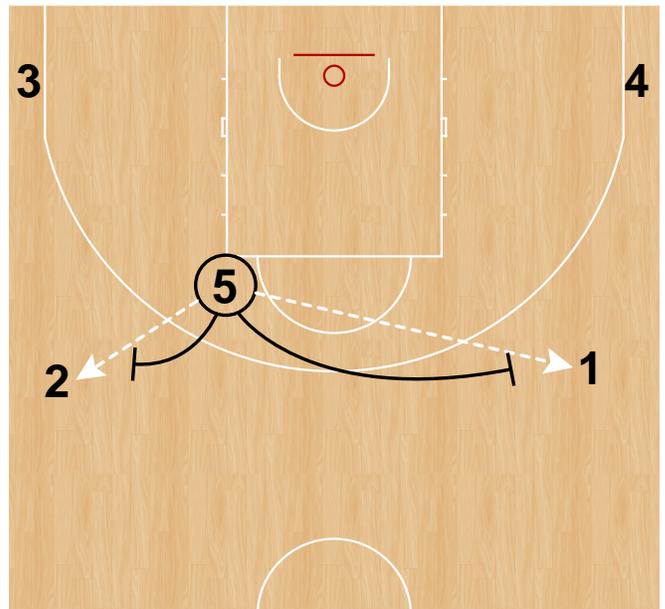
Single screen from dribble option. 5 screens away for 4.

Look for the cutter **rejecting** the screen. If cutter does not receive the pass continue cutting hard to the far corner.



If we cannot play to the cutter, we play to the screener near the elbow. There is no exact spot we are seeking; we just want to get them the ball (possession > position).

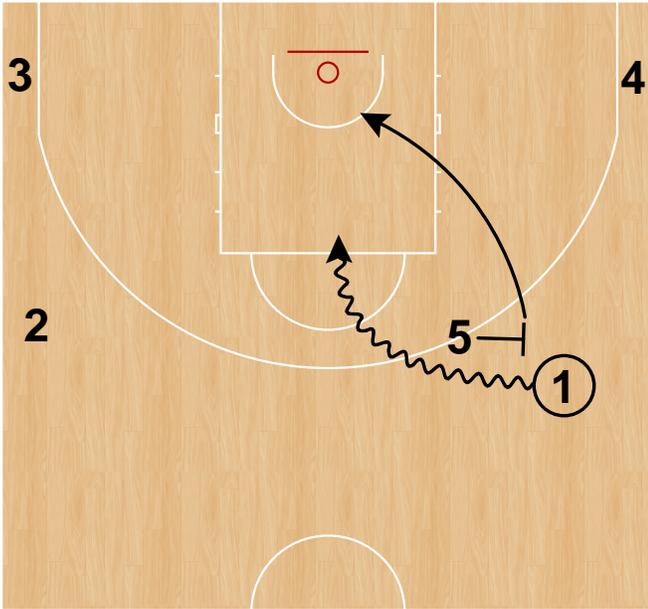
1 passes to 5 and screens **away** for 3. 3 may curl, reject. If 3 does not receive pass from 5 continue to far corner. 2 fills up. After screening, 1 pops.



5 passes off the elbow to either 1 on the pop or 2 filling up then follows into a ball screen.

Radius Athletics

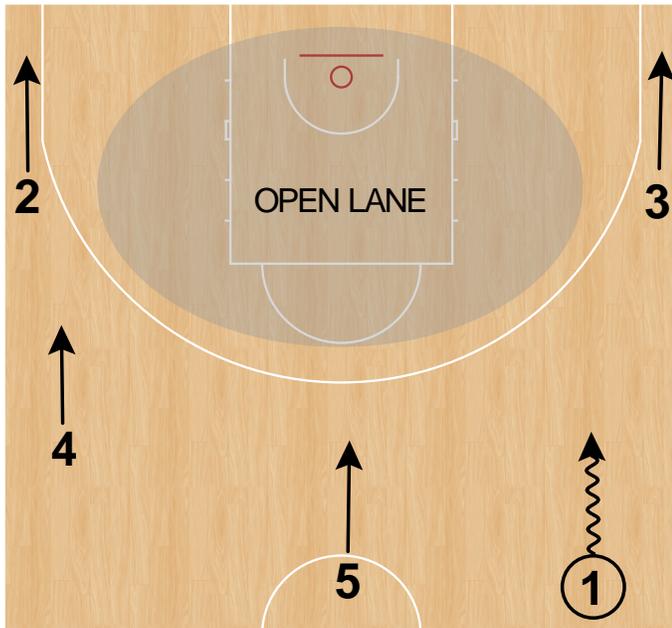
Dribble - Single - Reject - Point Away



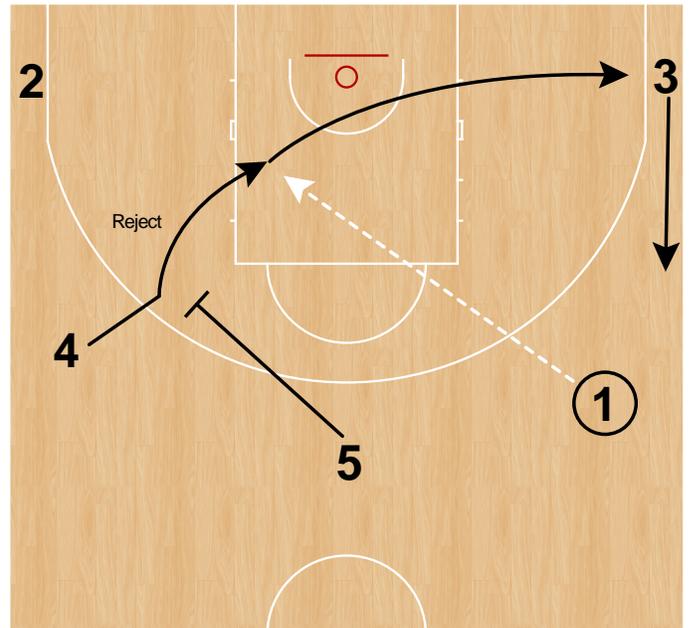
5 has passed to 1 and followed into spread ball screen.

Radius Athletics

Dribble - Single - Reject - Point Spin

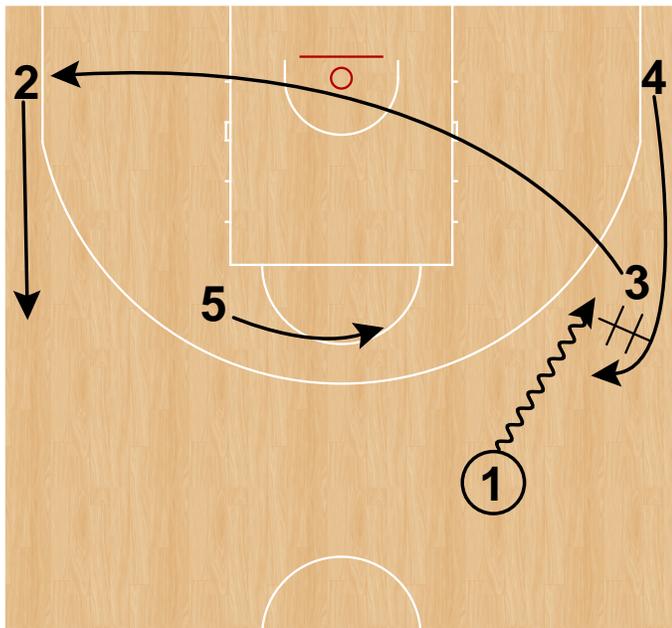


Five-out Five-Lane Transition keeping the lane open for drive.



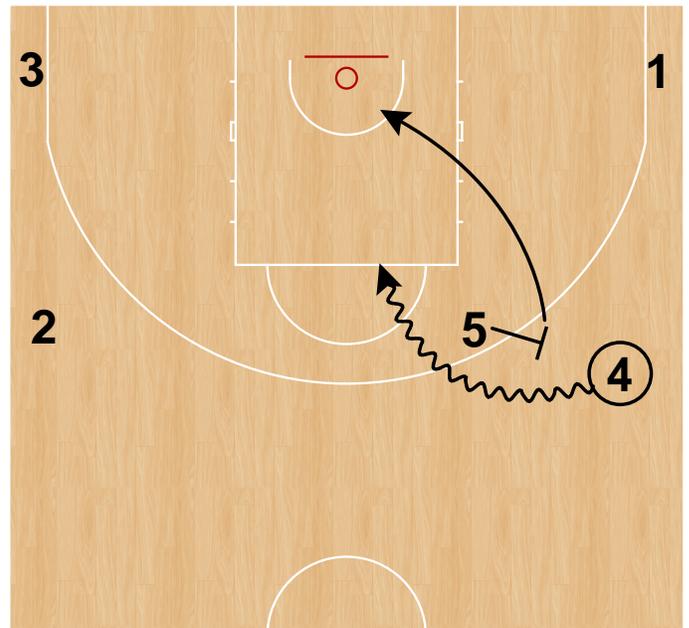
Single screen from dribble option. 5 screens away for 4.

Look for the cutter **rejecting** the screen. If cutter does not receive the pass continue cutting hard to the far corner.



1 does not enter to the cutter nor the screener. **Spin** by dribbling toward the double side.

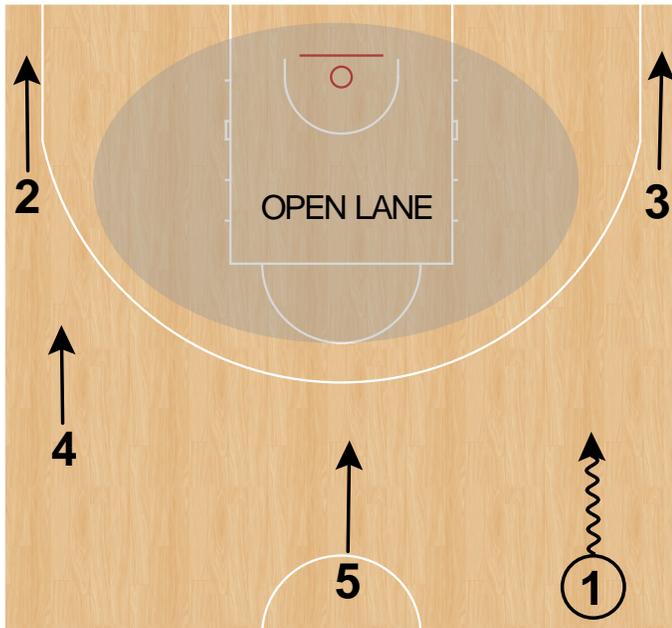
3 cuts backdoor, 4 blasts from the corner to take a DHO. 5 moves into position to ball screen for 4 coming out of the DHO.



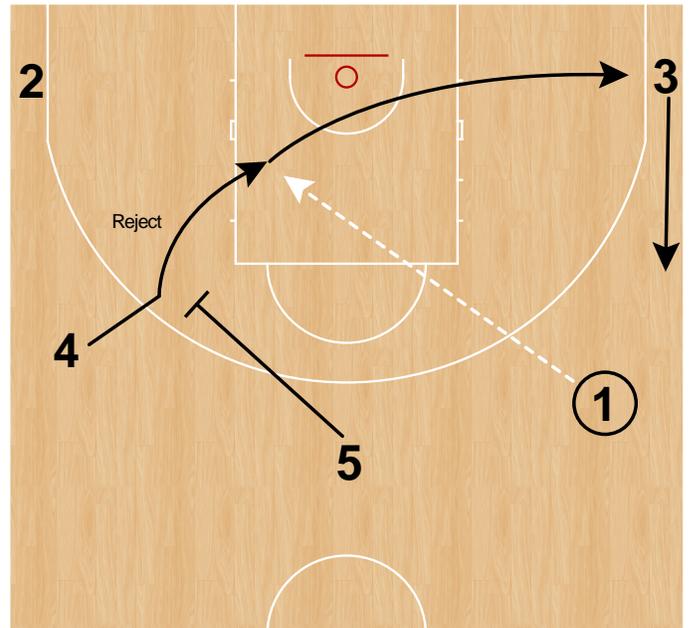
This **Spin** sequence flows into Spread Ball Screen.

Radius Athletics

Dribble - Single - Reject - Spread Ball Screen

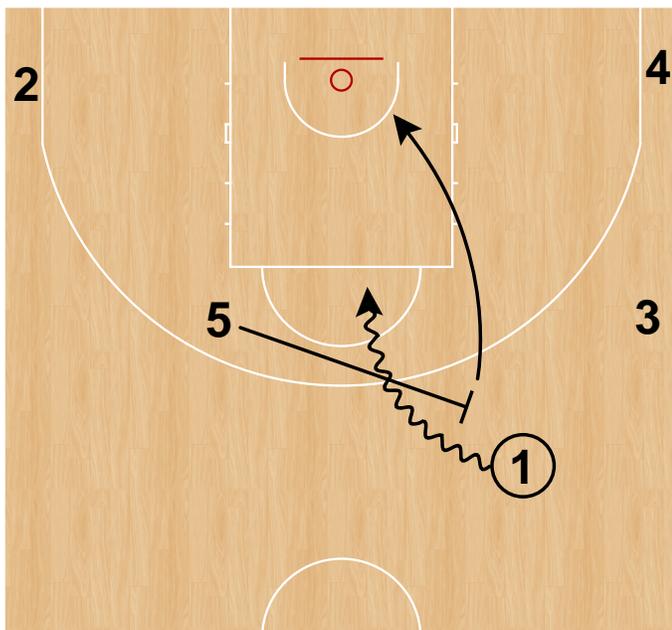


Five-out Five-Lane Transition keeping the lane open for drive.



Single screen from dribble option. 5 screens away for 4.

Look for the cutter **rejecting** the screen. If cutter does not receive the pass continue cutting hard to the far corner.

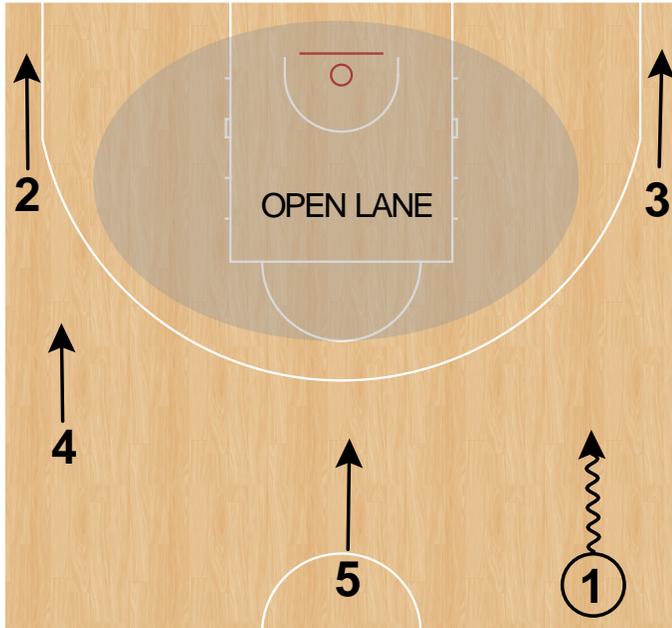


5 may ask for elbow catch or simply turn into spread ball screen for 1.

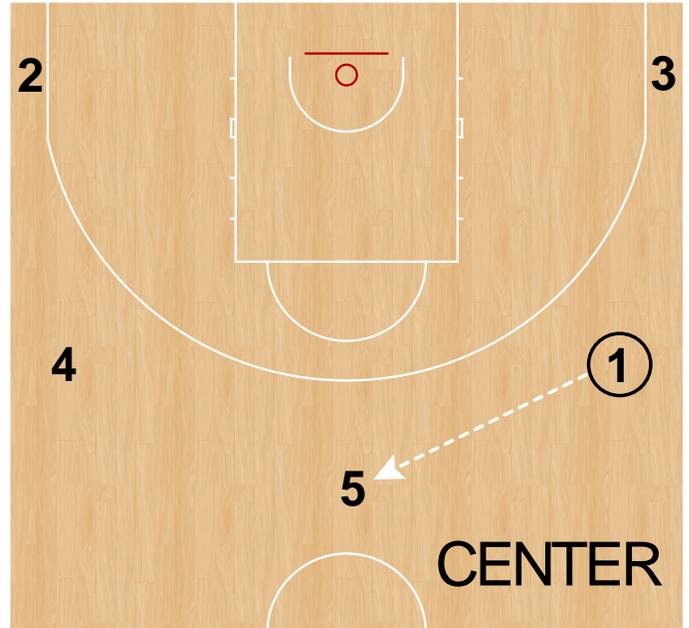
Center

Radius Athletics

Center - Chicago

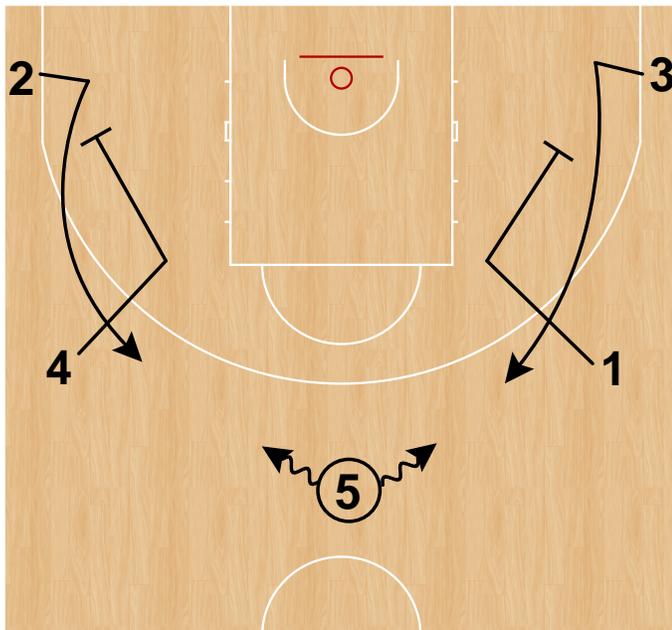


Five-out Five-Lane Transition keeping the lane open for drive.

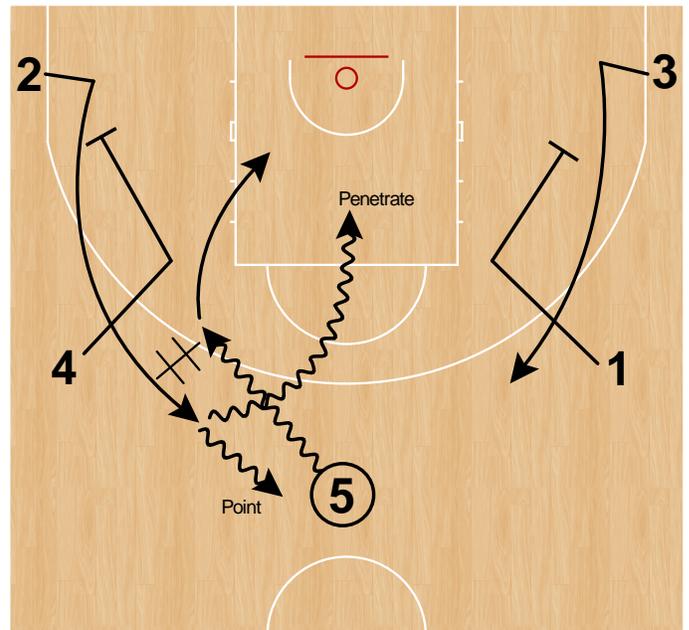


1 reverses to 5, but the ball does not fully reverse to the second side. It stays in the **center**.

4 may be denied.



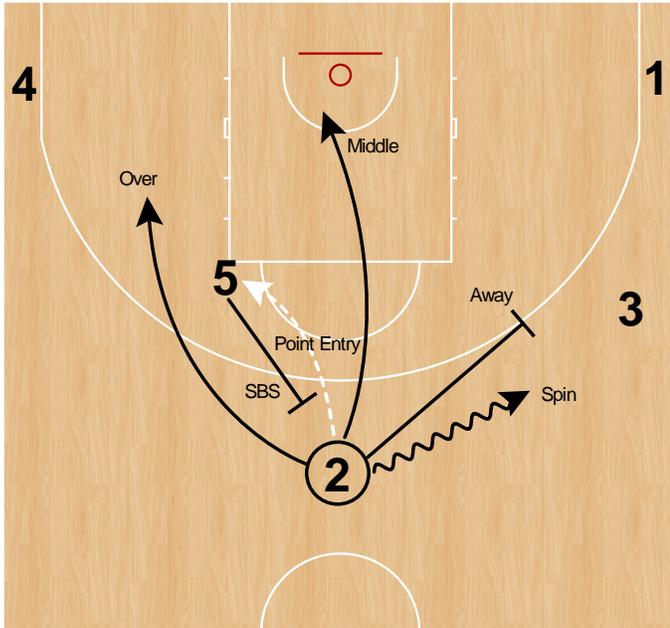
1 would down screen for 3 by rule after centering pass to 5. If 4 is denied, down screen. Now we have **dual action** with the ball **centered** between two down screens. 5 may deliver the ball via DHO to either cutter.



Above, 5 decides to DHO to 2 coming off 4's down screen. 2 looks to penetrate. 5 DHOs rolls.

Chicago = down screen into a DHO

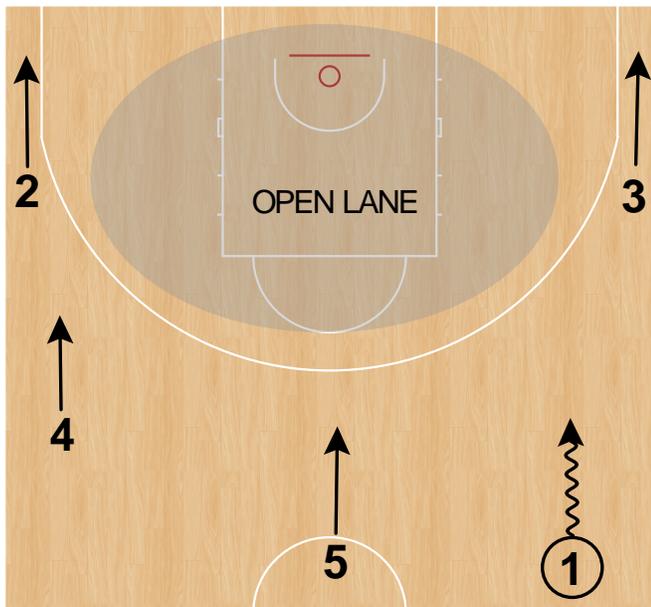
Radius Athletics Center - Chicago



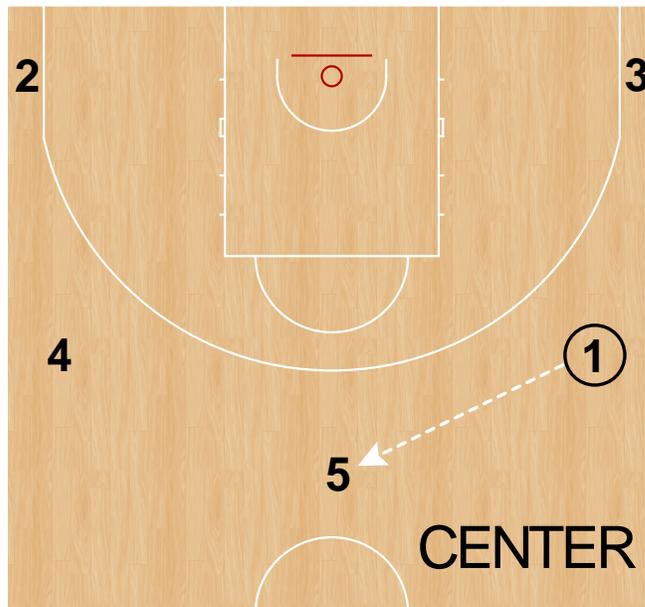
If 2 cannot penetrate coming out of the DHO, point can be reset or 5 can ball screen.

Radius Athletics

Center - Pass & Follow

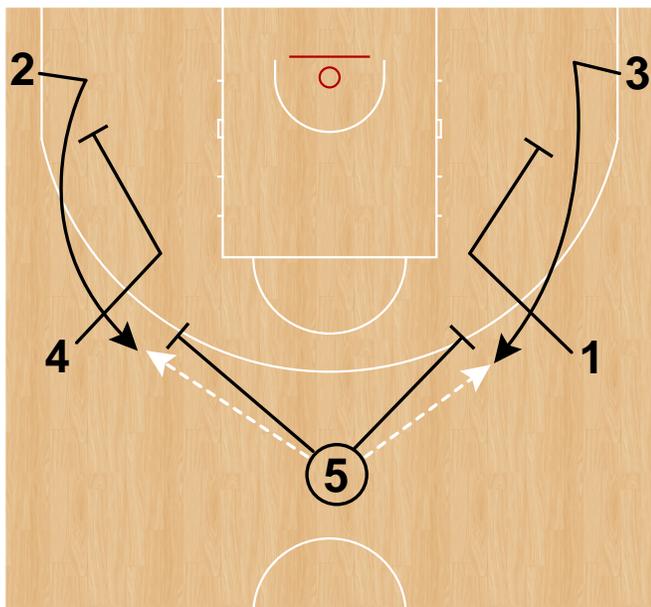


Five-out Five-Lane Transition keeping the lane open for drive.



1 reverses to 5, but the ball does not fully reverse to the second side. It stays in the **center**.

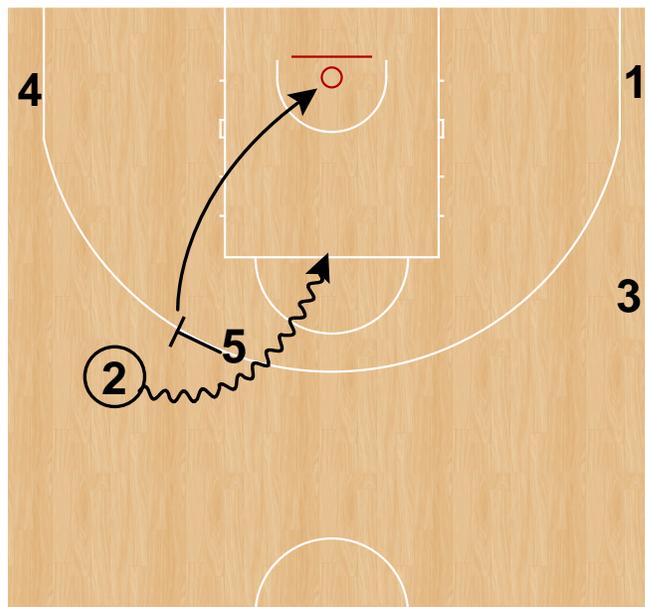
4 may be denied.



1 would down screen for 3 by rule after centering pass to 5. If 4 is denied, down screen.

Now we have **dual action** with the ball **centered** between two down screens.

5 may pass to either cutter coming off either down screen. 5 follows their pass into a ball screen.

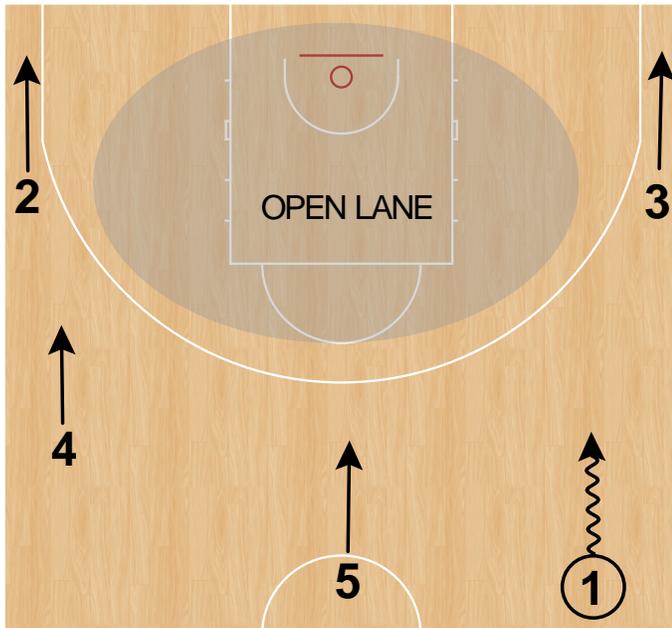


Here 5 has passed to 2 and followed into a ball screen for 2. This is spread ball screen alignment.

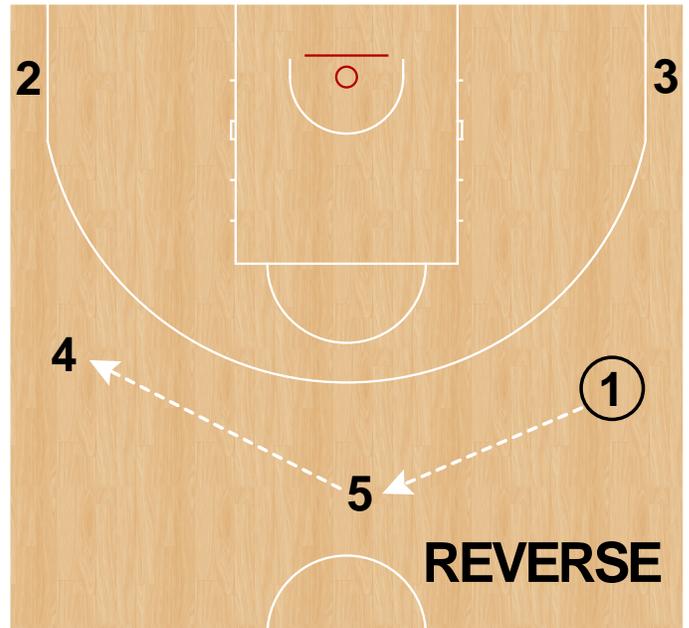
ISO Drive

Radius Athletics

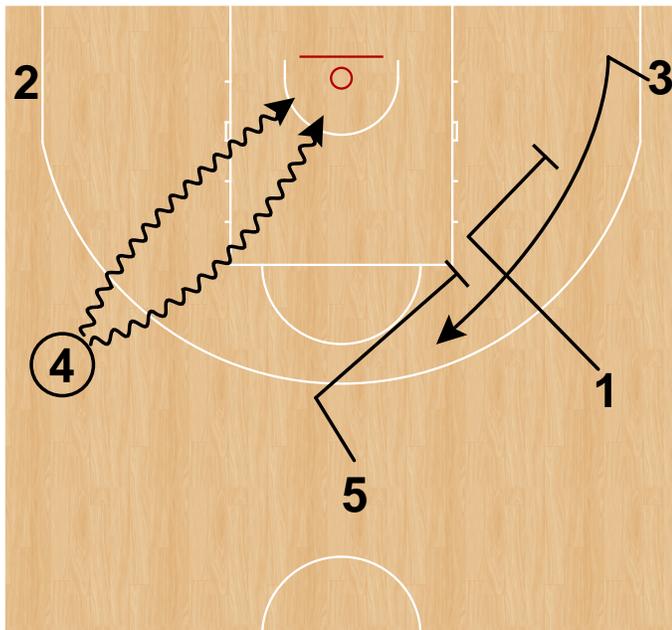
Reverse - ISO Drive



Five-out Five-Lane Transition keeping the lane open for drive.



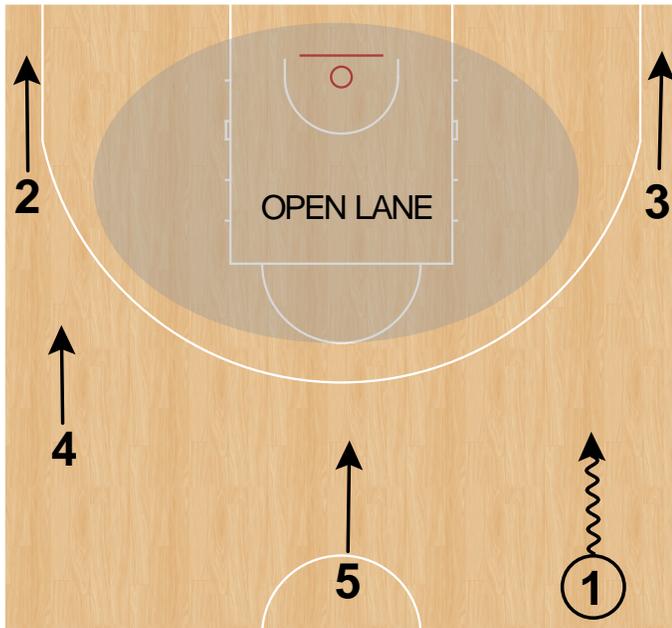
Reverse - Ball reverses to the second side from 1 to 5 to 4



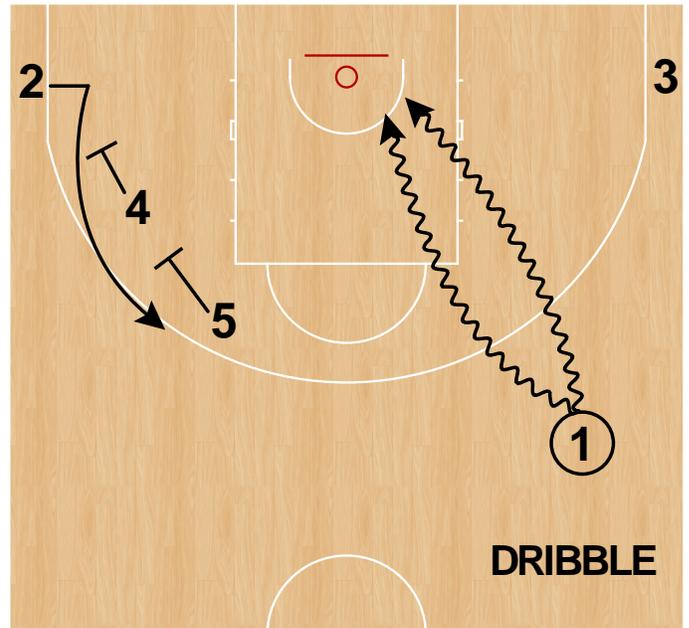
Here with three defenders occupied by the staggered screening action is a prime opportunity for Player 4 to attack.

Radius Athletics

Dribble - Iso Drive



Five-out Five-Lane Transition keeping the lane open for drive.



Instead of getting into the stagger from ball reversal 4 & 5 go straight into the staggered screen.

Here with three defenders occupied by the staggered screening action is a prime opportunity for Player 1 to attack.