



Princeton Offense Vol.

2



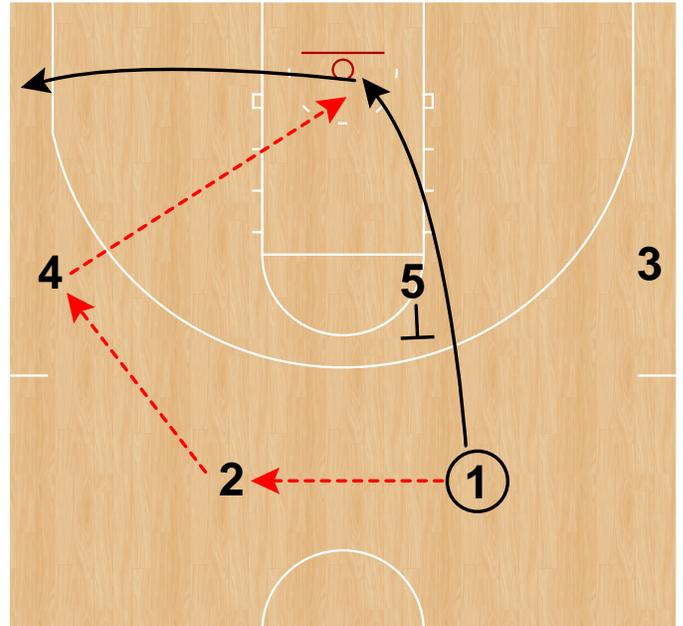
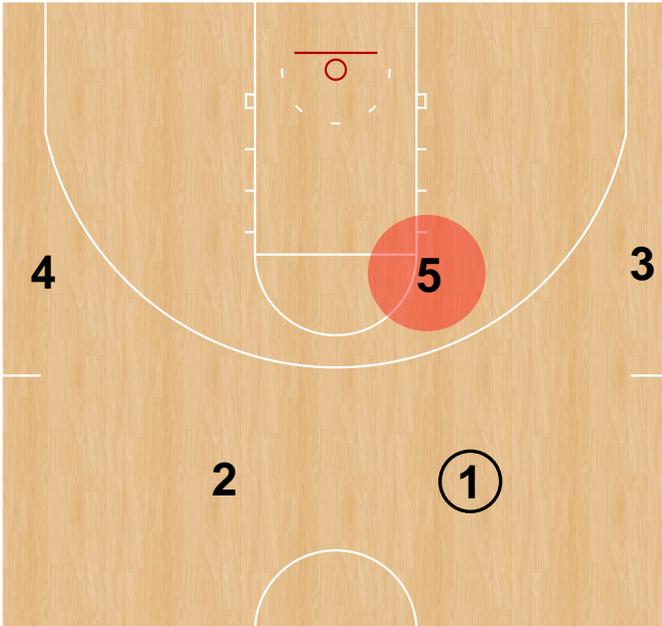
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Radius Athletics

Chin



First, a review of CHIN phase

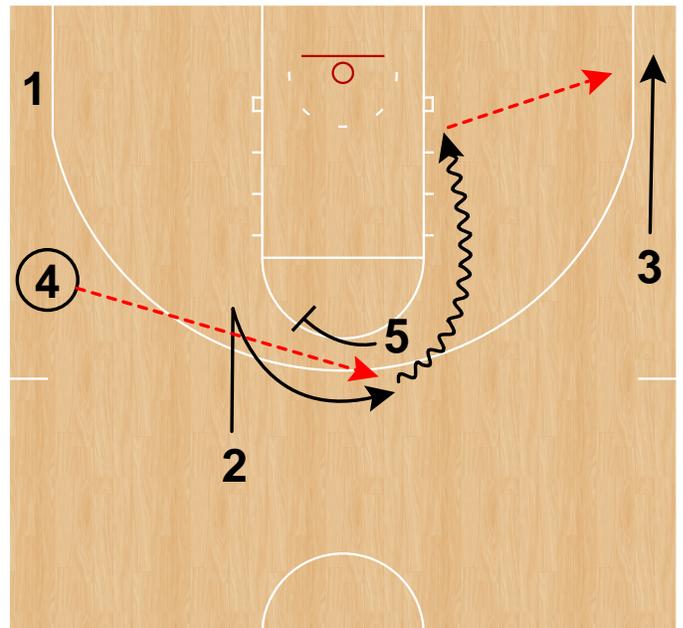
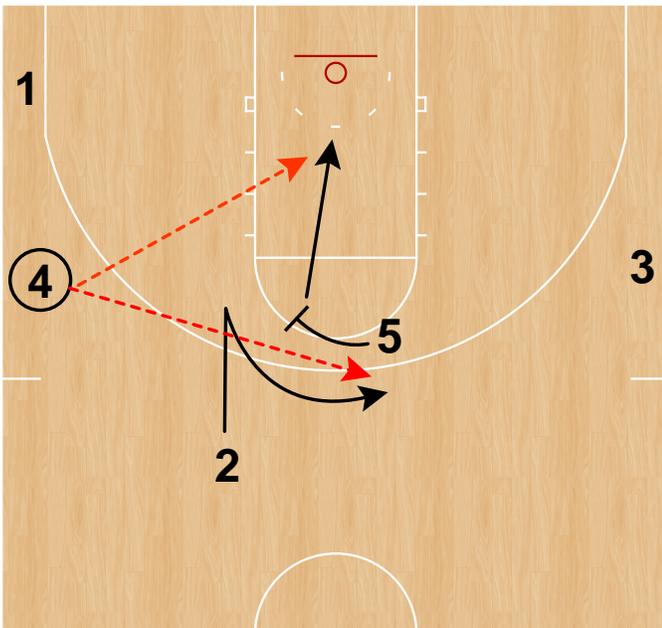
Post is at ballside elbow = CHIN

- Use this as a call on dead ball possessions
- Use as "bail out plan" - when offense is discombobulated simply get ball to a slot and call CHIN
- Use after OREBs

1 passes to 2

2 passes to 4

5 back screens for 1 (wait until second pass is complete). 1 cuts to far side of rim. If there is no pass continue to strong side corner.



After back screening, Player 5 sets drift screen for 2 (screening angle = TOC). Player 2 setup cut!

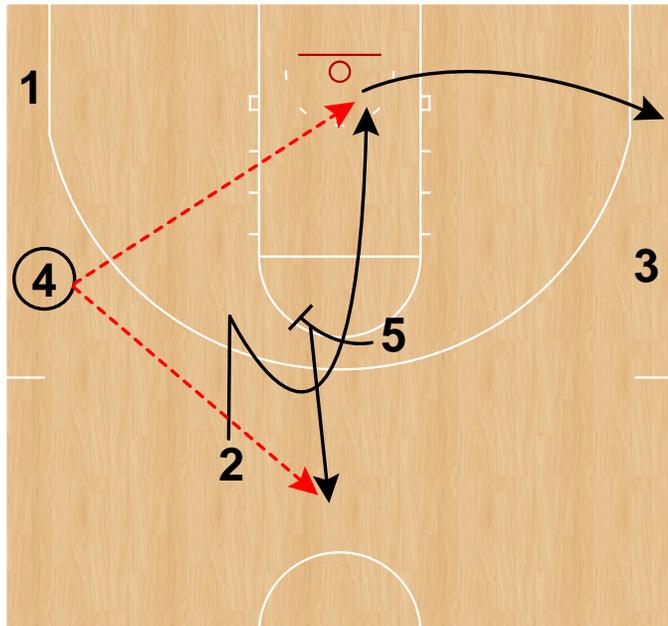
Player 5 may slip off the drift screen.
Player 2 may shoot when X2 goes under the drift screen.

DDK (Drift, Drive, Kick)

The DDK is a double gap drive off the drift screen. Player 2 catches off the drift screen and drives the double gap for a score or a kick to 3 in the corner. Player 3 times their relocation with the flight of pass to 2.

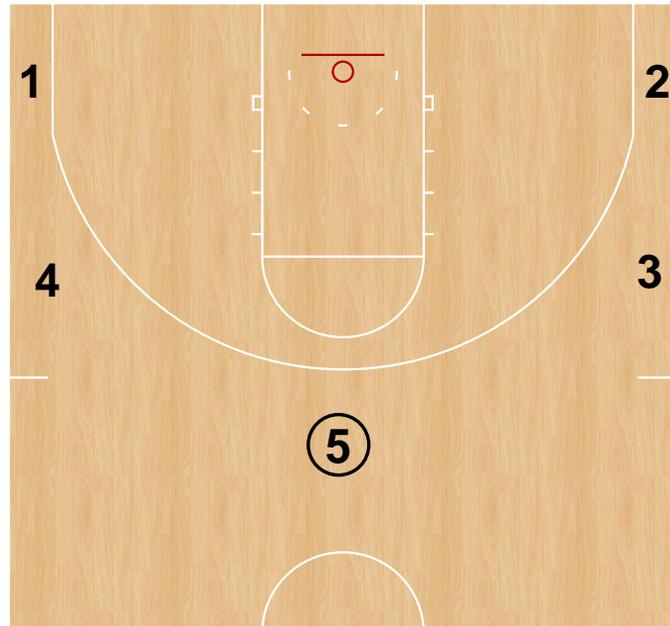
Radius Athletics

Chin

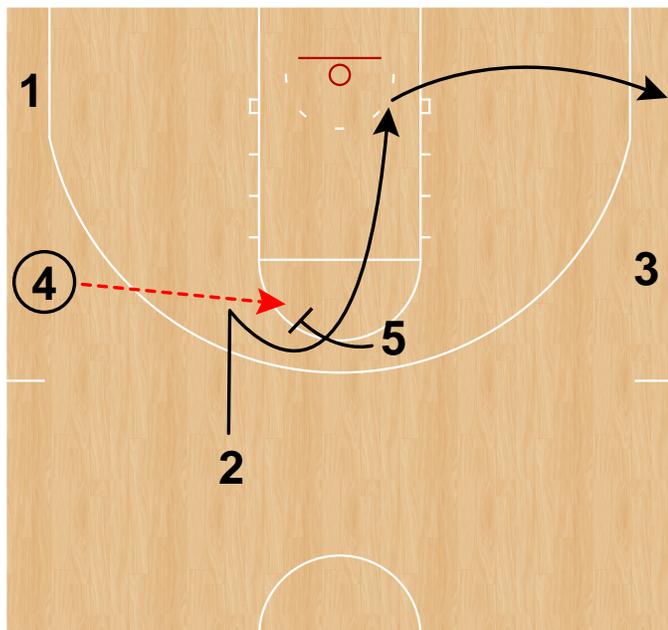


Curl the Drift

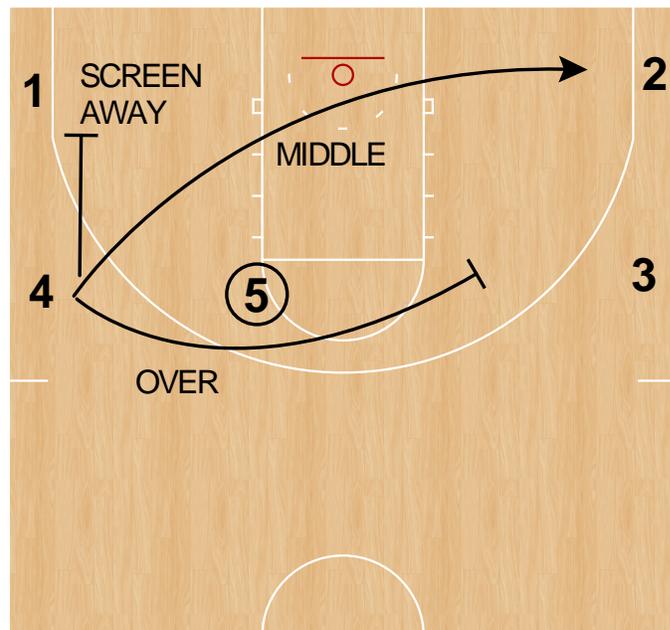
Player 2 may curl the drift when trailed. If they do not receive the pass, continue to far corner. After setting the drift screen there are options with links. Shown above Player 2 curls the drift and Player 5 pops.



This links to Open Phase



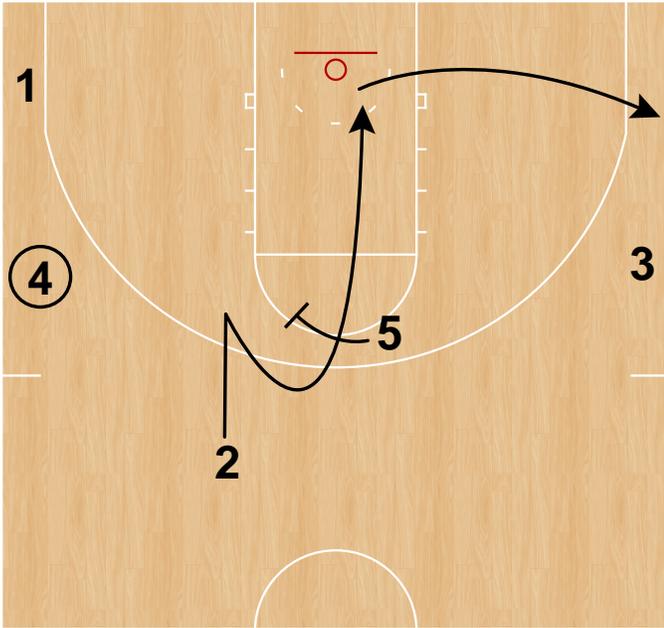
Curl the drift & Hits 5 at elbow after he/she screens.



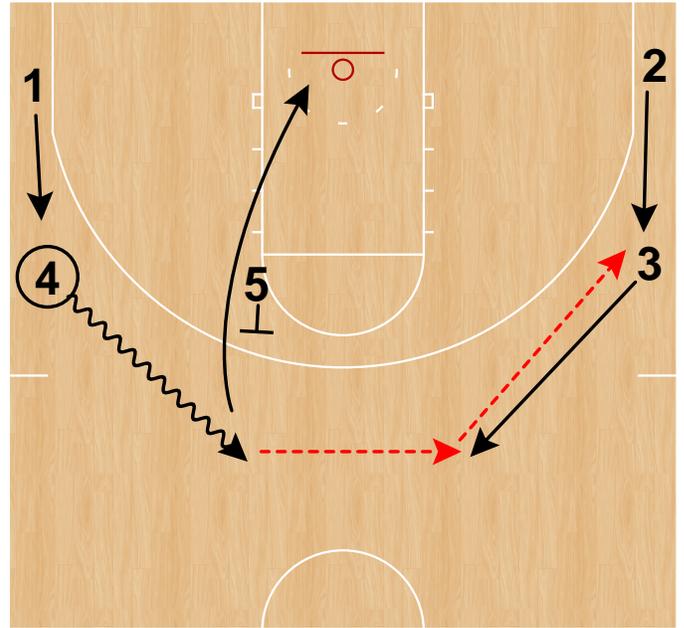
This links to Corner Phase

Radius Athletics

Chin



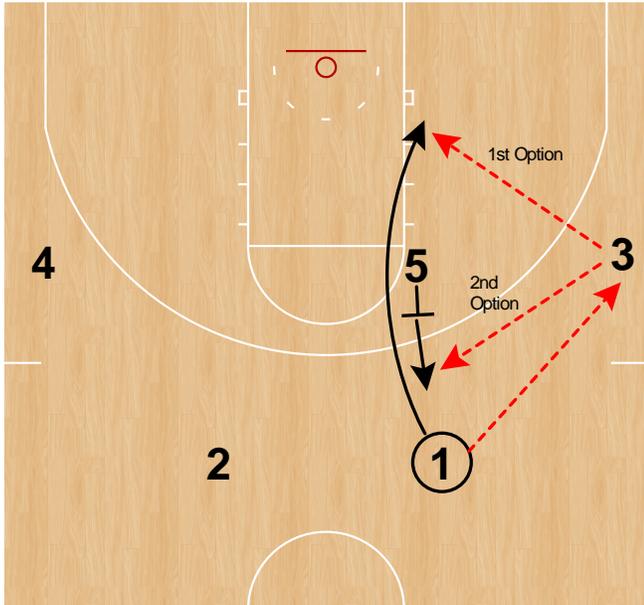
Curl the Drift



Dribble Up to reset CHIN

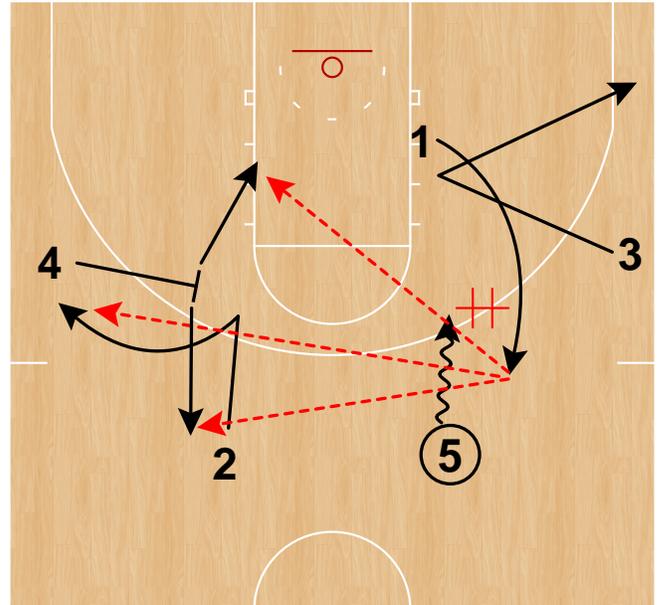
Radius Athletics

Chin Strong

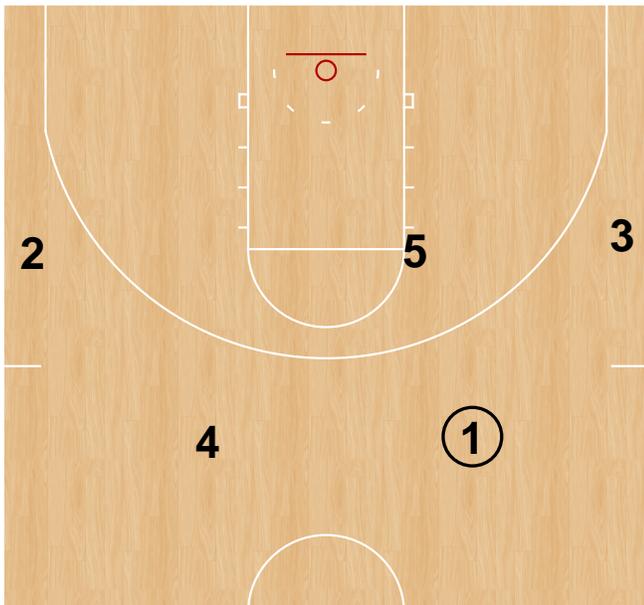


From a regular CHIN call we can also get Chin Strong when/if 1 passes to wing instead of the other guard

From CHIN setup 1 passes to 3 at the strong side wing
 1 cuts off backscreen from 5, 1st scoring option, stay near block if you don't get the pass
 5 pops after setting the back screen, 2nd option



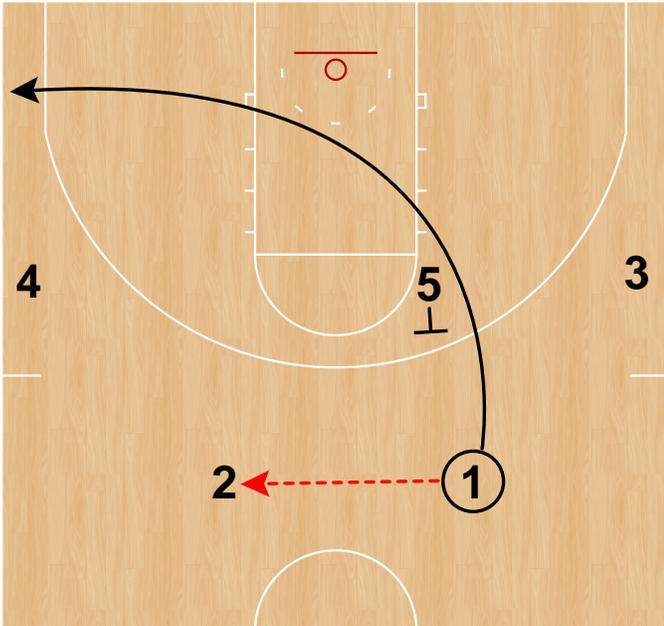
3 passes to 5 on the pop
 3 cuts toward the block (not a screen)
 1 circles under 3 and takes DHO from 5
 4 flare screens for 2 - timing of this is critical! Time the screen with 1 taking the handoff and coming up top.
 4 may slip or pop after the flare screen



Resets to chin

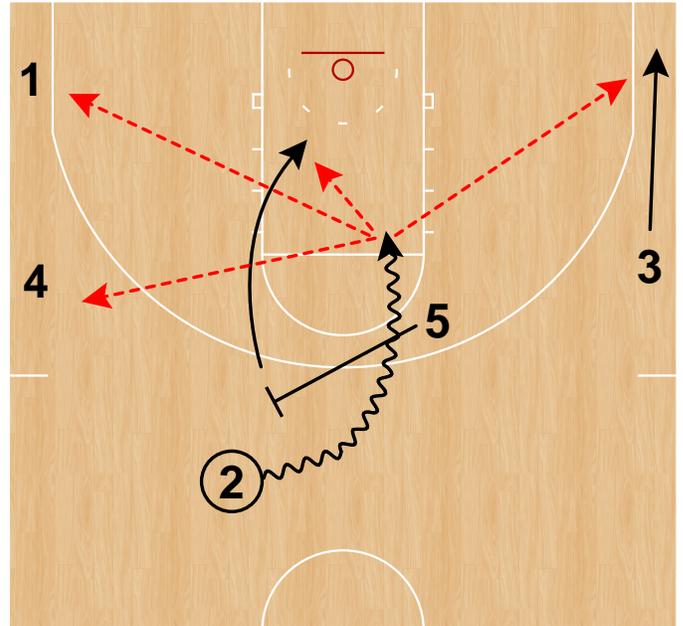
Radius Athletics

Chin Thumb

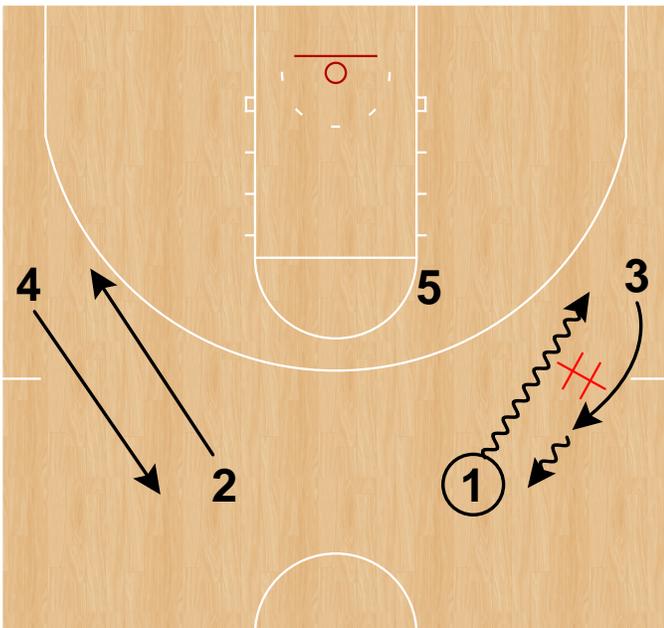


Can get Chin Thumb from a regular chin call when/if we make the guard-to-guard pass but not the guard to wing pass that typically follows.

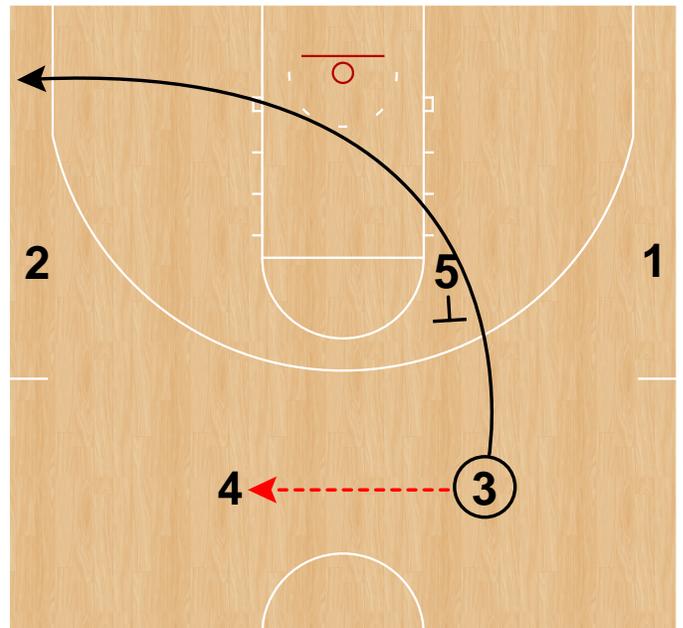
Chin Setup with 1 making guard-to-guard pass to 2
5 back screens for 1



2 fakes a pass to 4
5 continues into ball screen for 2
3 must slide to corner at rim depth



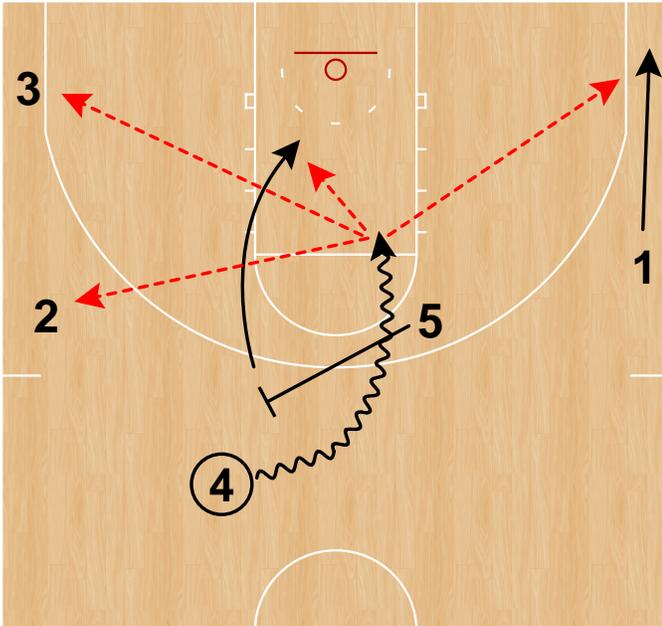
Forwards Out into Chin Thumb



3 passes guard-to-guard to 4
5 back screens for 3

Radius Athletics

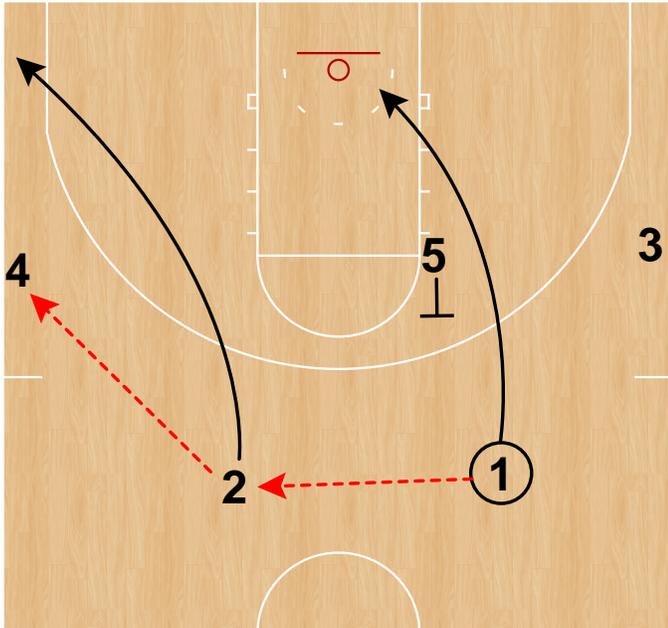
Chin Thumb



- 4 fakes a pass to 2
- 5 continues into ball screen for 4
- 1 must slide to corner at rim depth

Radius Athletics

Chin

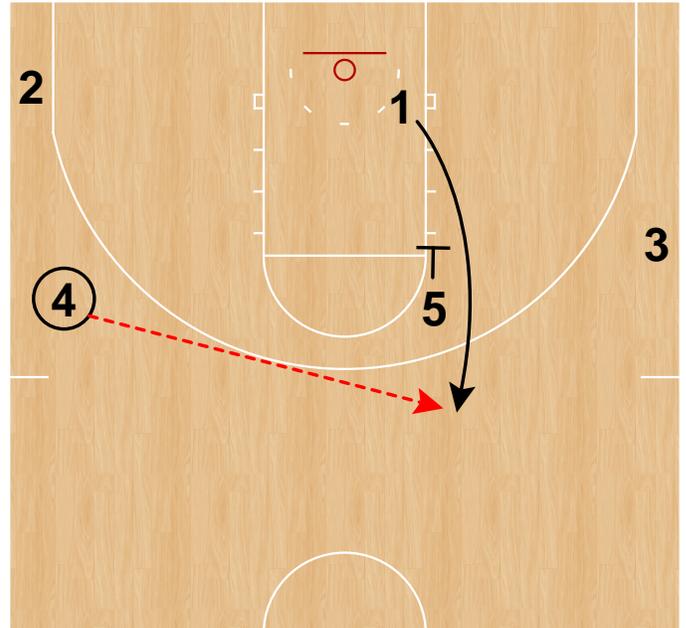


Chin # is a call - Call "CHIN" plus any number

CHIN setup

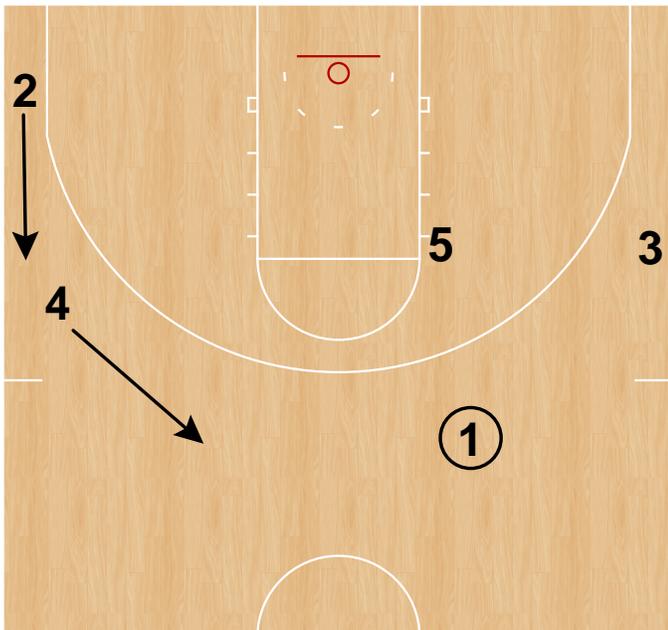
1 passes to 2, cuts off back screen from 5 and "hides out" near the basket

2 reverses to 4, 2 must make the inside cut to the corner after passing

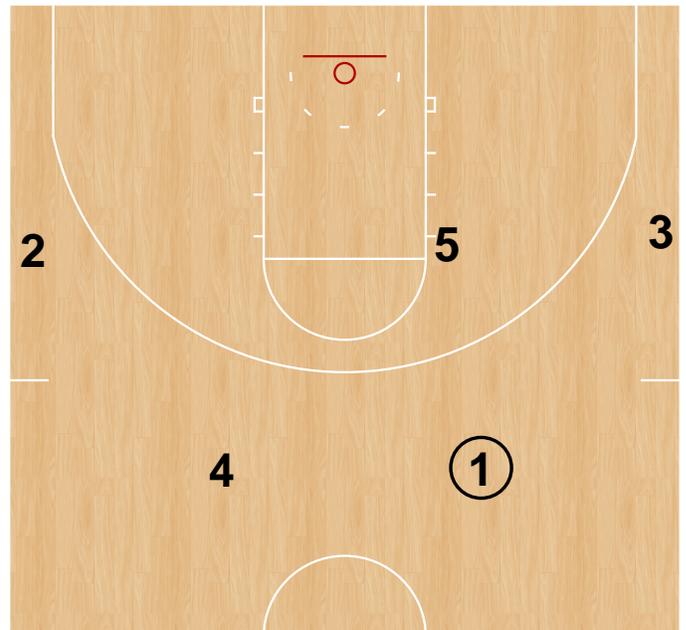


5 turns and rescreens for 1

4 passes to 1 for shot attempt or...



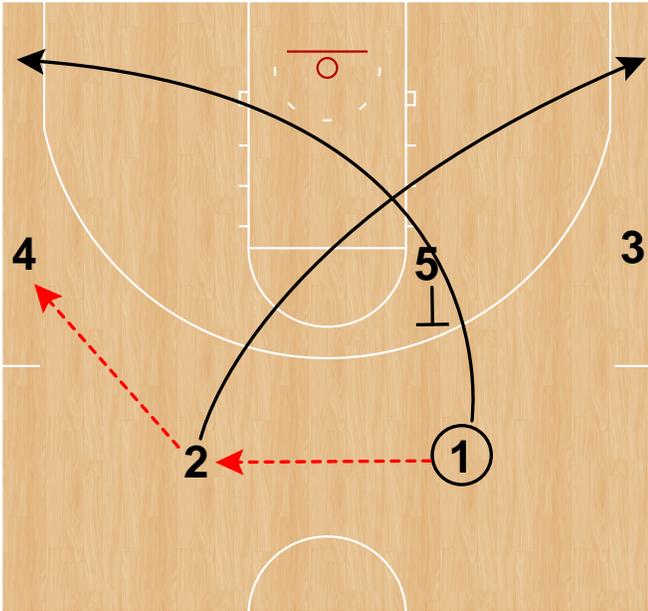
...the offense can reset to CHIN



Reset to Chin

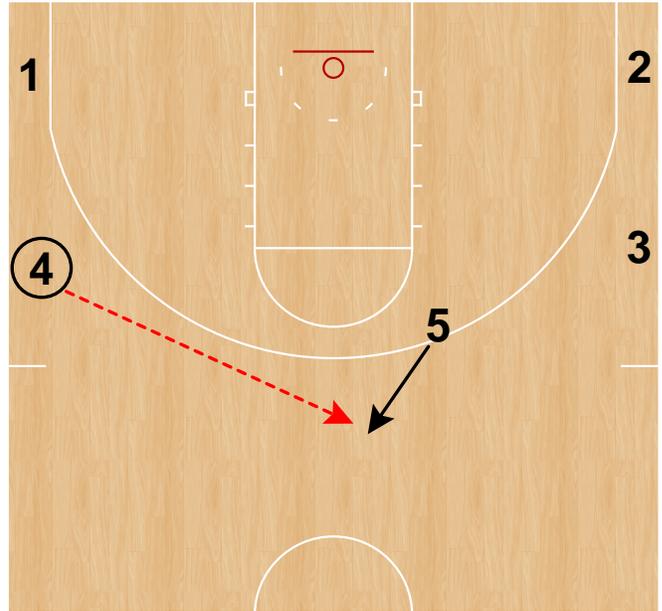
Radius Athletics

Chin Pistol

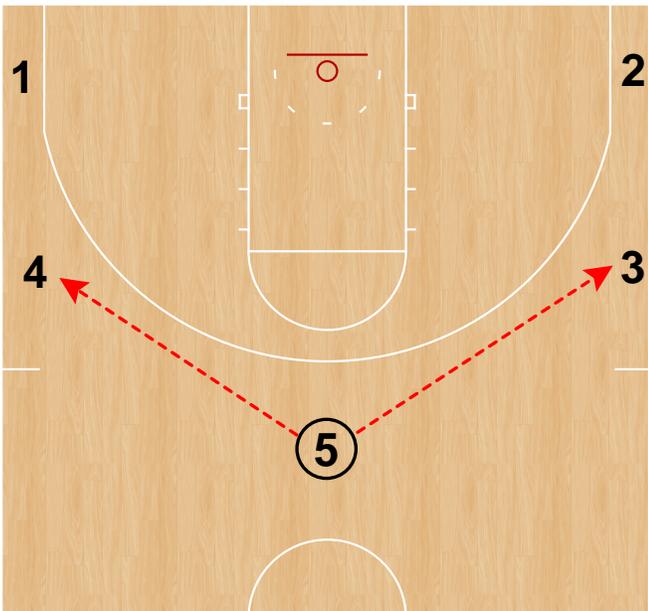


Chin Pistol is a call

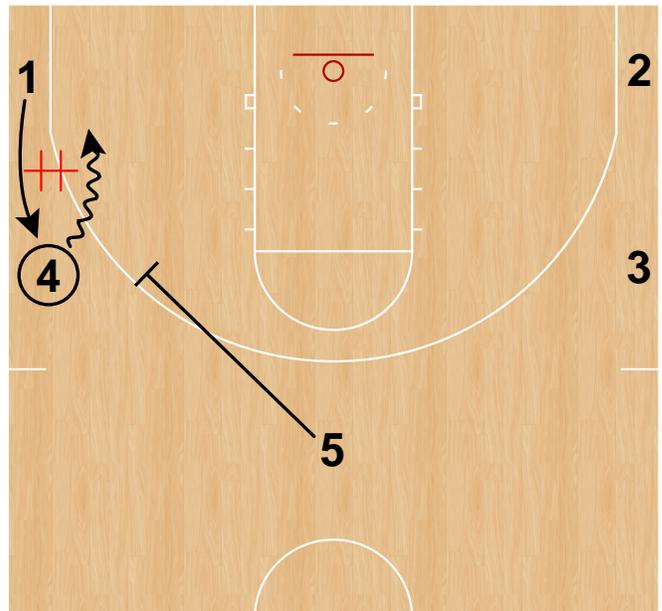
Chin Setup
1 passes to 2 then cuts off back screen from 5
2 passes to 4 then cuts away to far corner



5 separates from screen to TOC to receive the centering pass from 4



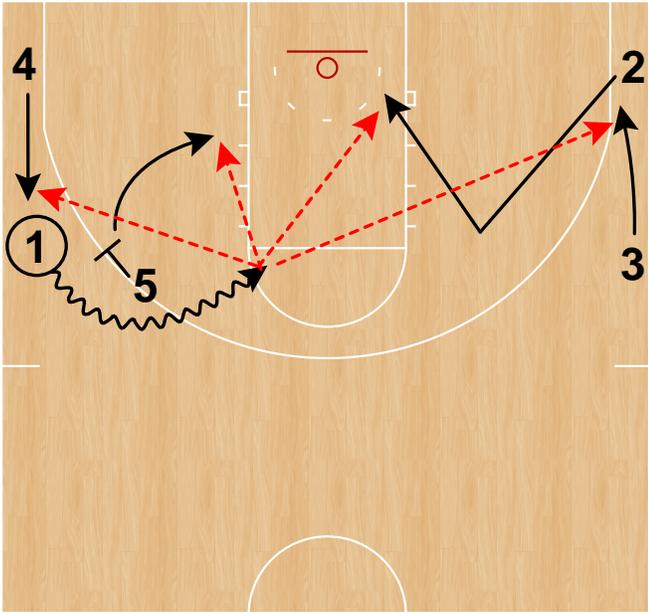
5 may then pass to either wing



Here we assume 5 has passed to 4
4 DHOs with 1 as 5 moves into position to ball screen for 1
DHO + Ball screen = "Pistol"

Radius Athletics

Chin Pistol



5 ball screens for 1 after he/she exits the handoff
5 rolls

Weakside Hammer

2 hammer screens for 3 as 1 accepts the ball screen

Options include:

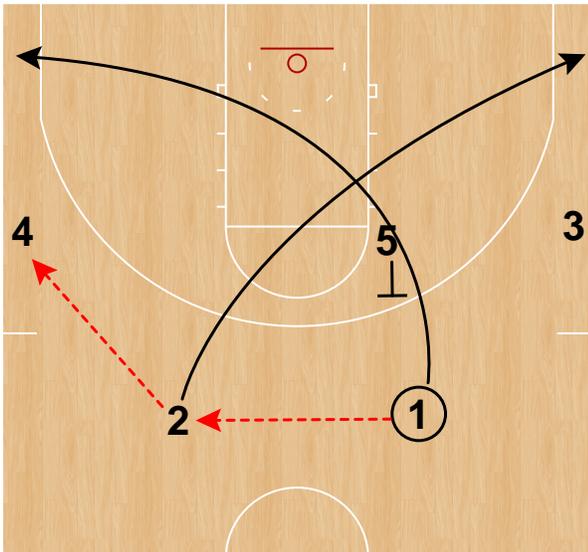
3 cutting to corner or 2 on slip

5 rolling

4 lifting

Radius Athletics

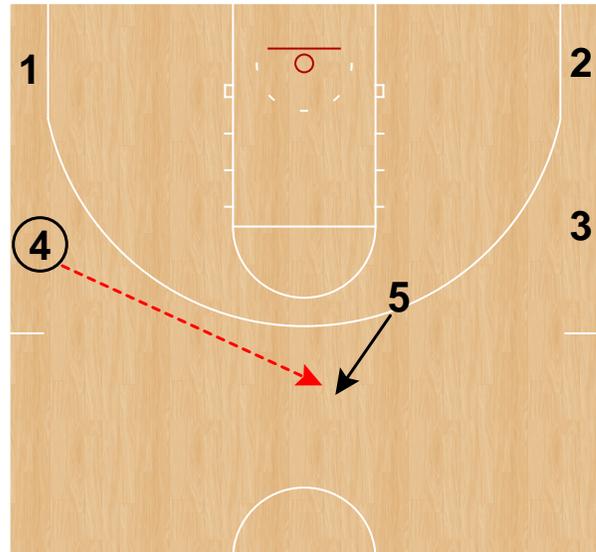
Chin Chicago



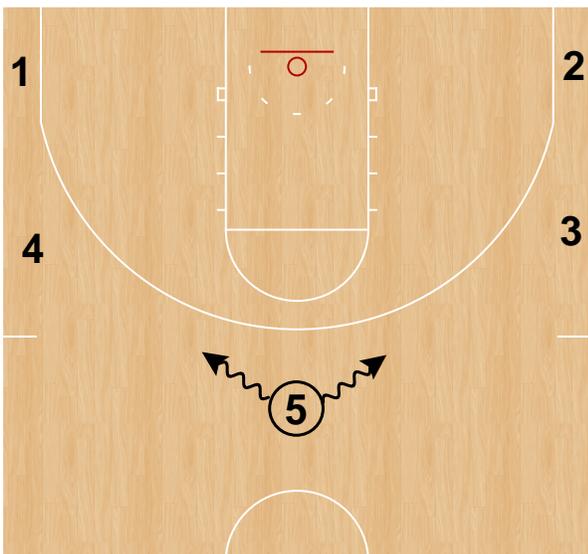
Chin Chicago is a call

Chin Setup

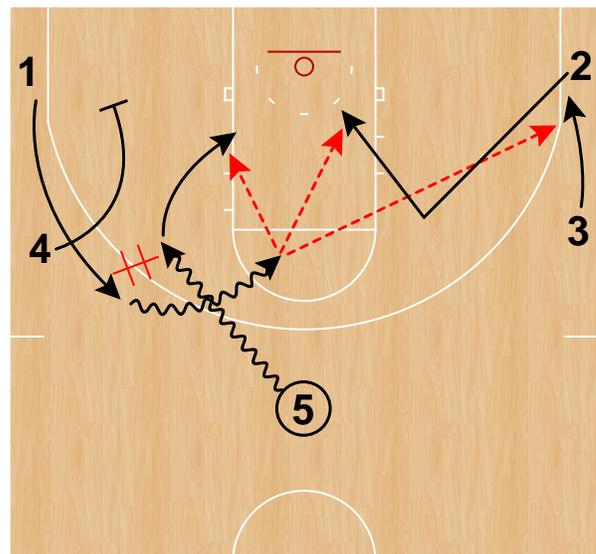
1 passes to 2 then cuts off back screen from 5
2 passes to 4 then cuts away to far corner



5 separates from screen to TOC to receive the centering pass from 4



5 may then dribble at either wing



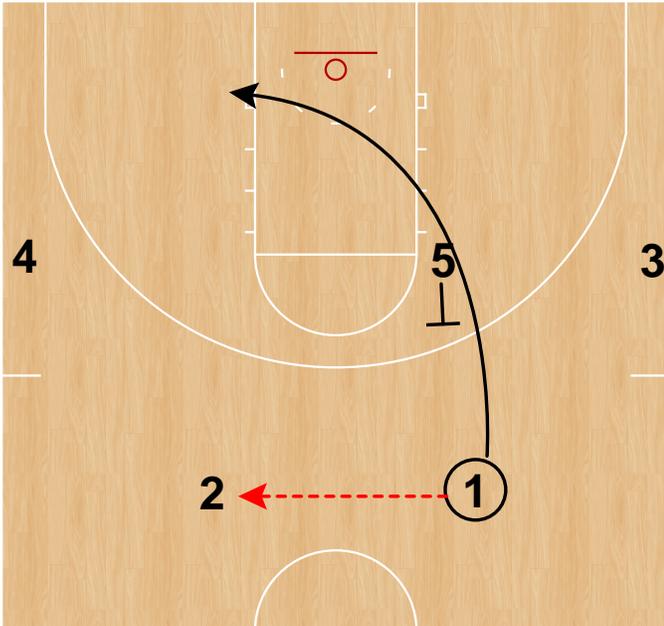
Here we assume 5 dribbles at 4
4 down screens for 1
1 comes off the down screen and takes the DHO from 5
Down Screen + DHO = "Chicago"

Weakside Hammer

As 1 accepts the DHO from 5, 2 hammer screens for 3
Options include:
3 for 3PA
2 on Slip
5 on Roll
4 on lift

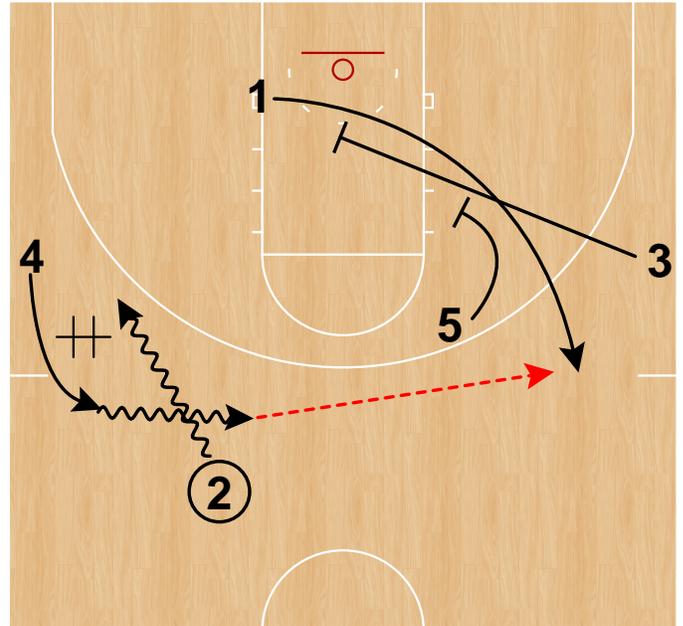
Radius Athletics

Chin Doubles

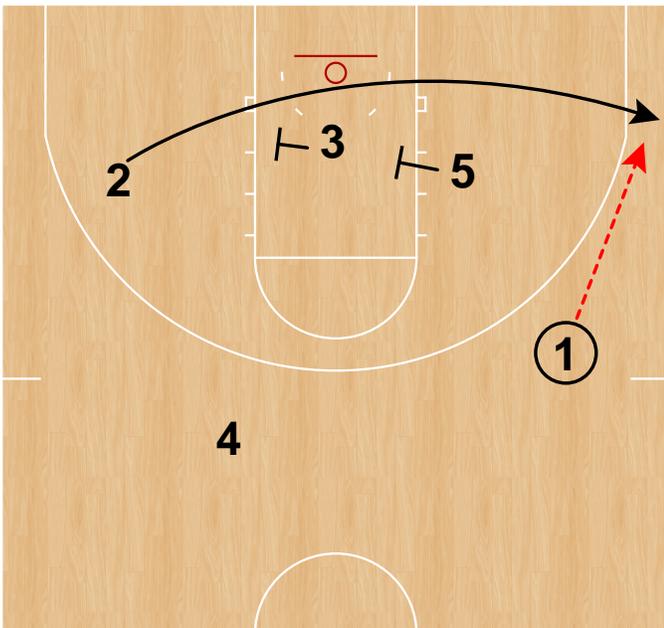


Chin Doubles is a call. It features a pair of double staggered screens.

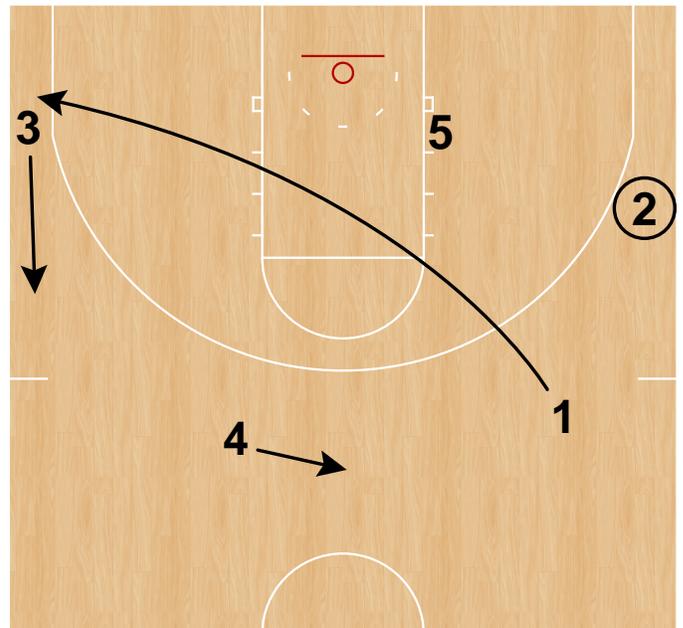
Chin Setup
1 passes to 2 and cuts off the back screen from 5 to the far block



2 DHOs with 4
1 cuts off the first stagger from 3 and 5



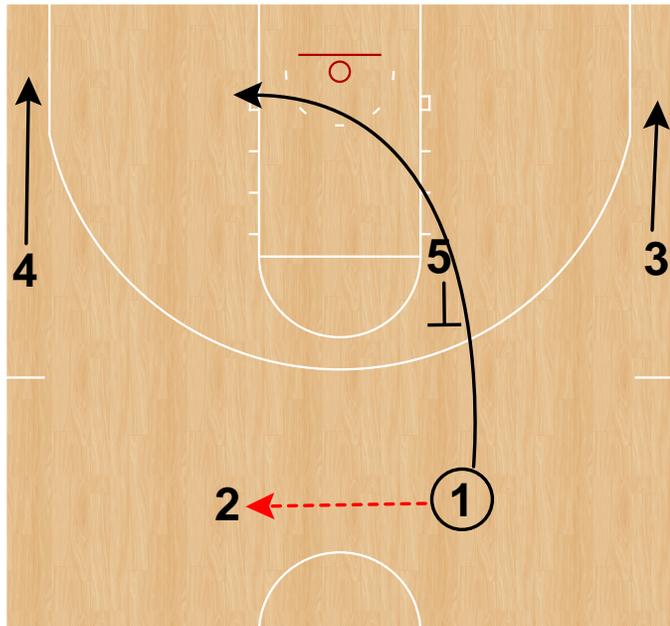
2 cuts off the baseline stagger from 3 and 5



Chin Doubles connects to Low Post

Radius Athletics

Chin Crack

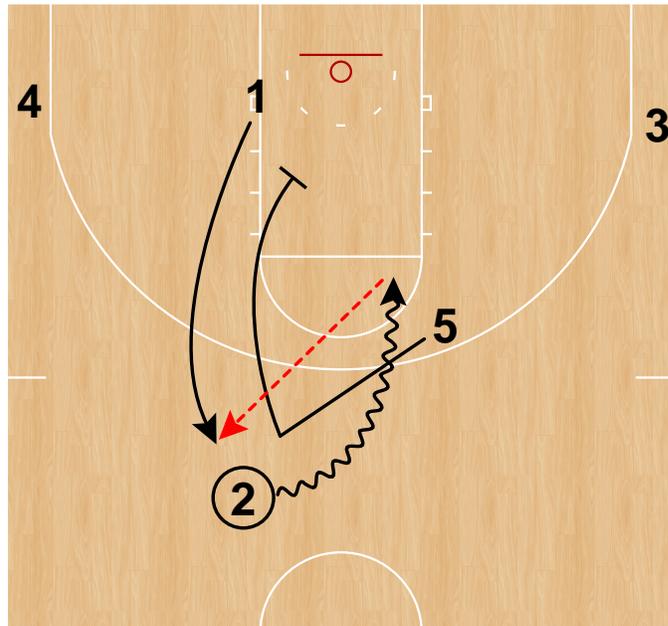


Chin Crack is a call

Chin setup

1 passes to 2 and cuts off the back screen from 5 to the far block

4 adjusts to corner

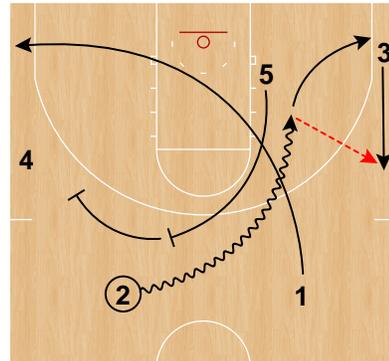
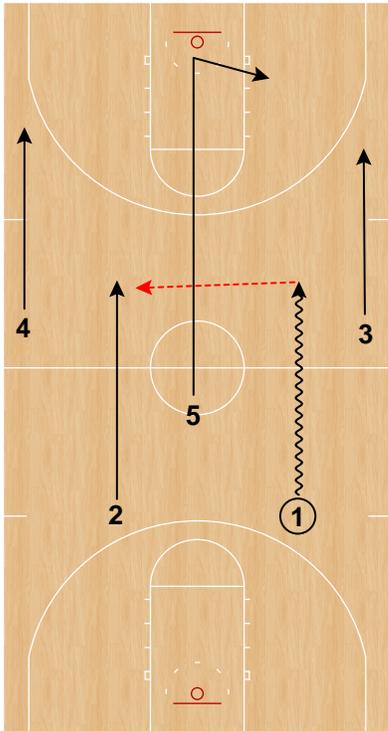


5 sprints into Ghost Screen for 2 then into a screen for 1

2 throws the crackback pass to 1

Radius Athletics

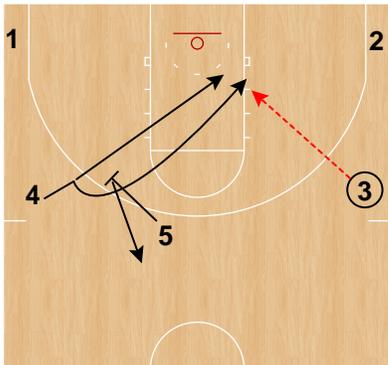
Point- Tap



1 cuts through, behind his man and in front of the post (brush cut)
 5 sprints into GHOST ball screen for 2 then screens away for 4
 Meanwhile 2 either drives to score or kicks up with 3

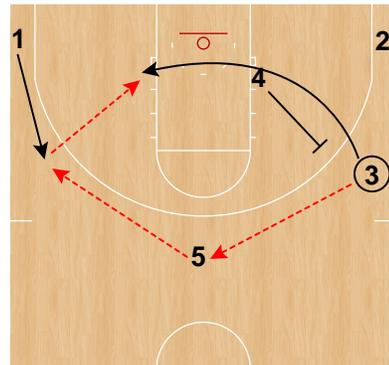
Point TAP is a call

Make a guard-to-guard pass in transition



4 either rejects or curls the screen from 5 and posts up, look for entry from 3

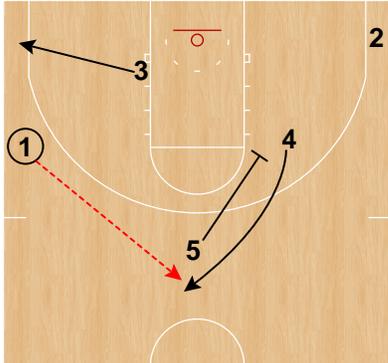
5 pops back



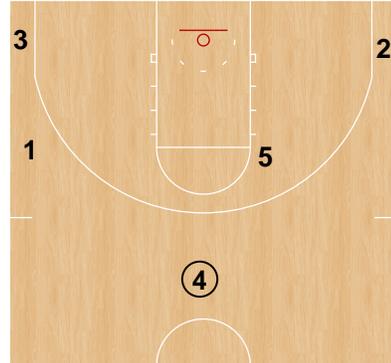
if no entry to 4 and we hit 5 on pop back, reverse to 1 blasting to FTLE
 4 sets back screen for 3 and 3 shuffle cuts into the post

Radius Athletics

Point- Tap



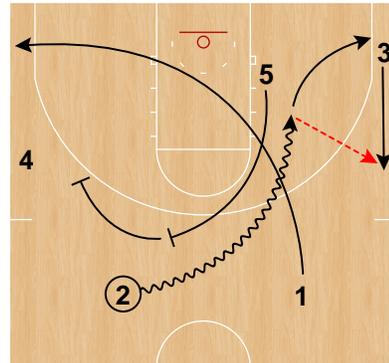
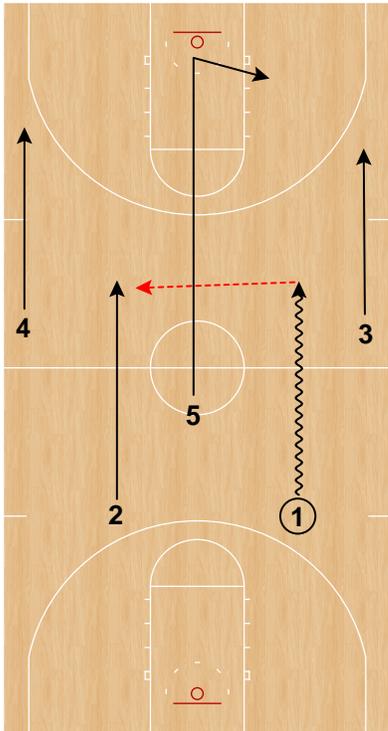
5 screens down for 4 (STS)
1 hits 4 off the down screen
3 pops to corner if we pass to 4



Return to Point

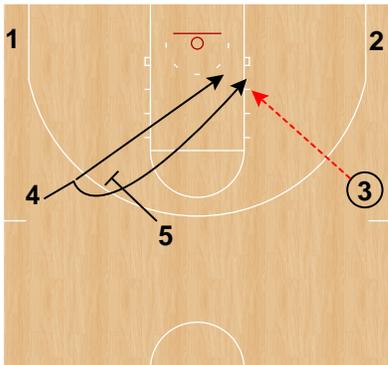
Radius Athletics

Point- Tap - Turnout

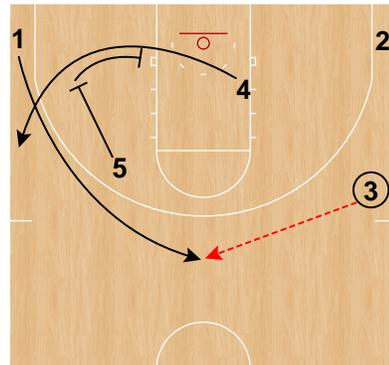


1 cuts through, behind his man and in front of the post (brush cut)
 5 sprints into GHOST ball screen for 2 then screens away for 4
 Meanwhile 2 either drives to score or kicks up with 3 (could get into drive drill with 3 as well).

Point TAP Turnout is a call
 Make a guard-to-guard pass in transition



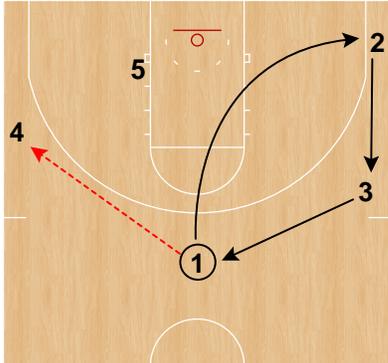
4 either rejects or curls the screen from 5 and posts up, look for entry from 3



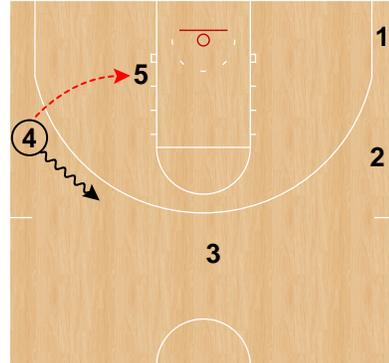
5 sets two more screens
 • Down Screen for 1
 • Pin Screen for 4 who turns out when 3 centers the ball by passing to 1

Radius Athletics

Point- Tap - Turnout



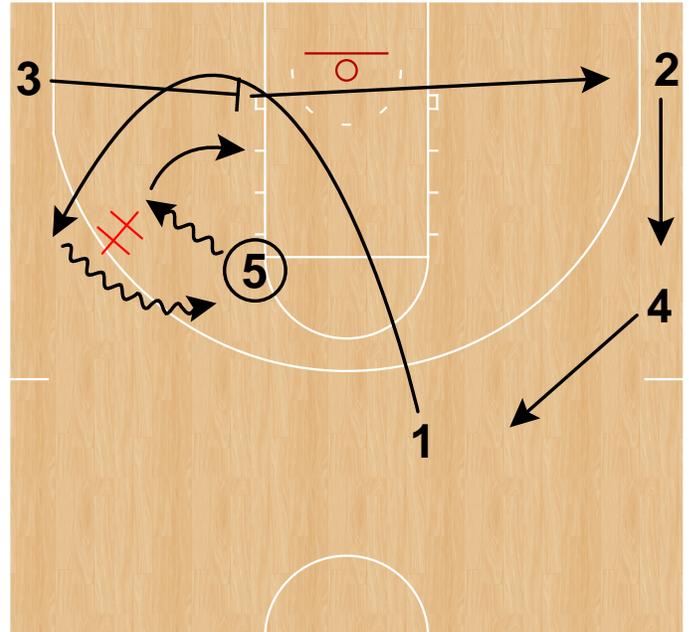
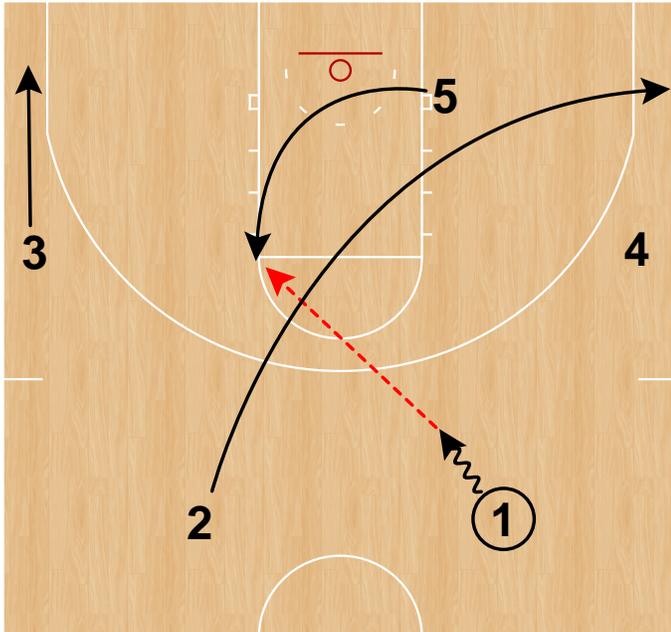
1 reverses to 4 then cuts away



Now in Low Post

Radius Athletics

Point Exit

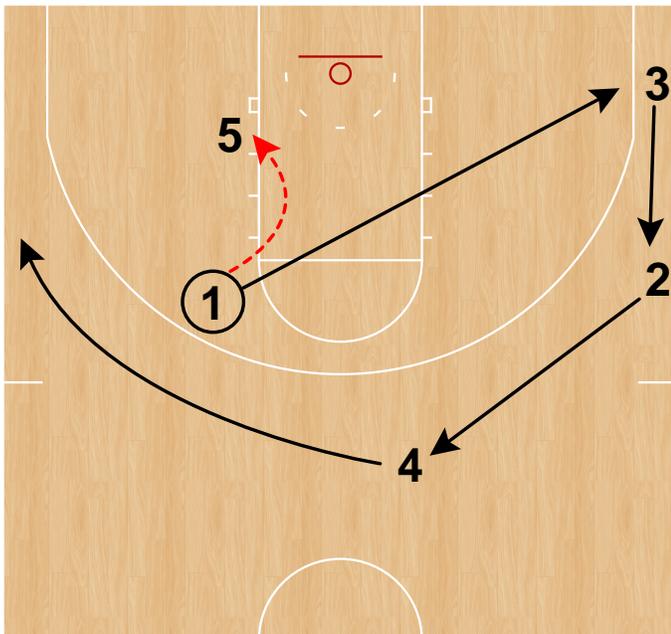


Point Exit is a call and a variation of Point Middle

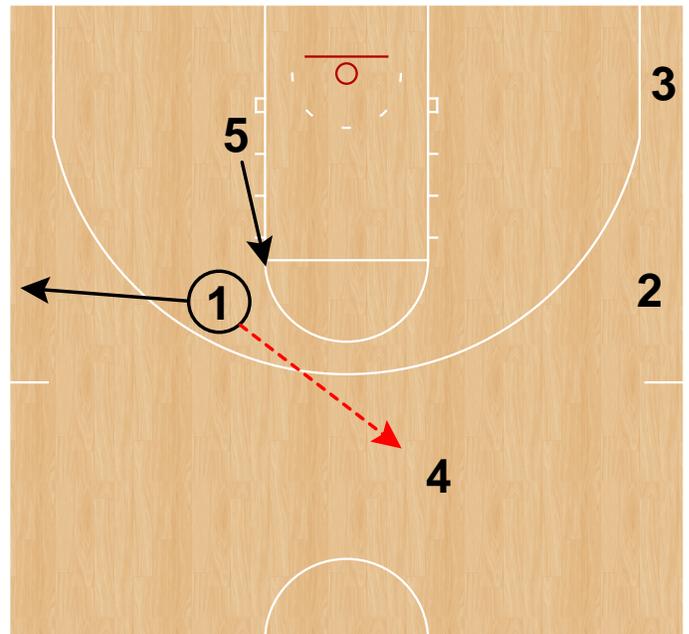
2 brush cuts to far corner
5 rises to elbow area
1 enters to 5...

...then 1 cuts middle

3 pin screens for 1 then exits to far corner
5 DHOs with 1 who is exiting off the pin screen, 1 looks for penetration
5 rolls



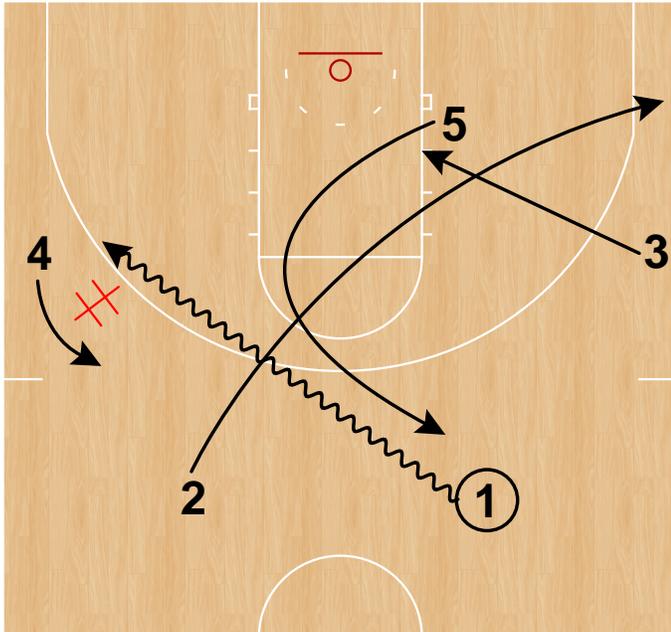
Options:
Hit roll man = low post phase



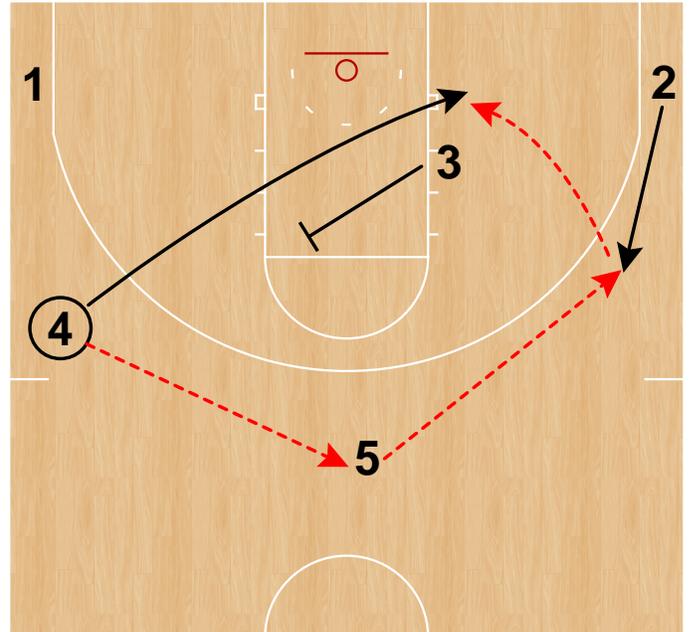
Options:
Pass to top leads to Point Phase

Radius Athletics

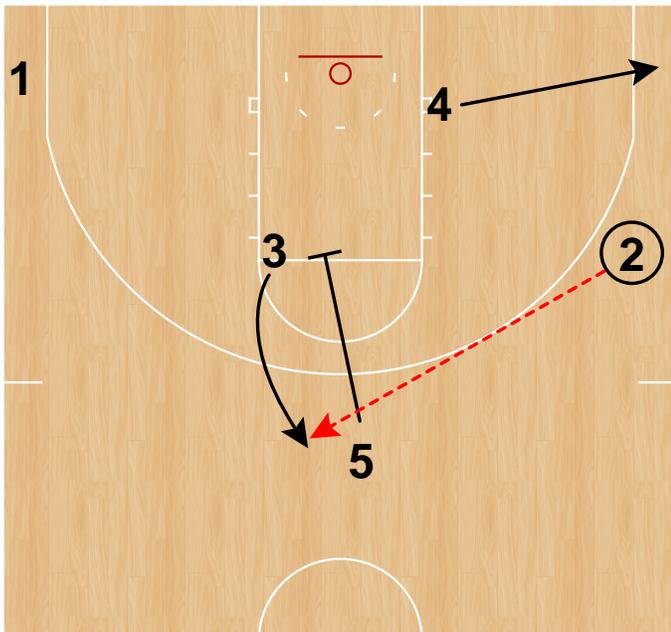
Point Circle



Point Circle is a call.
 2 brush cuts to far corner as 5 rises into ghost screen and pop for 1 as 1 is delivering handoff to 4
 3 moves toward block

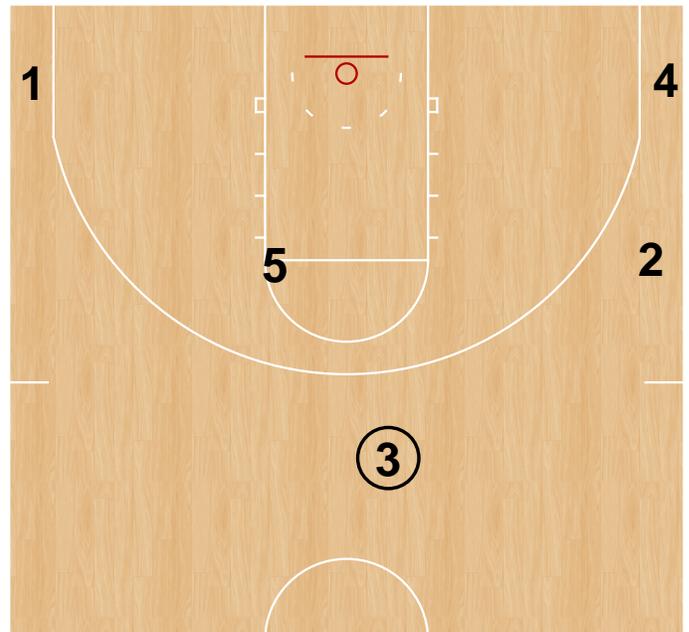


4 passes to 5
 3 back screens for 4 as 5 reverses to 2
 2 may enter to 4



4 exits to corner if they don't get entry pass

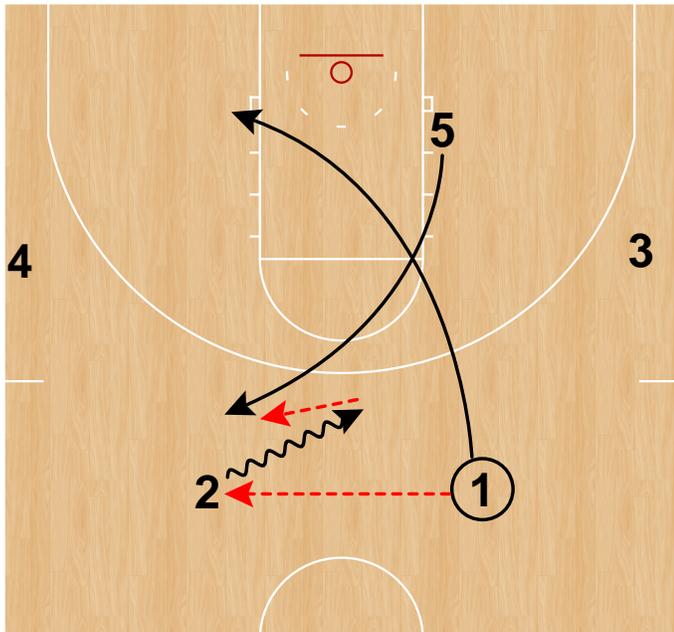
Screen the screener (STS)
 5 screens for 3
 2 passes to 3



Resets to Point

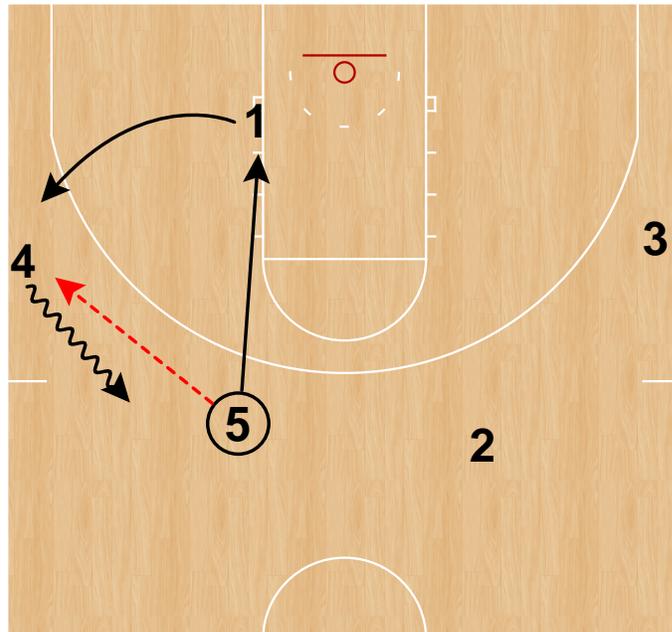
Radius Athletics

Point Rub

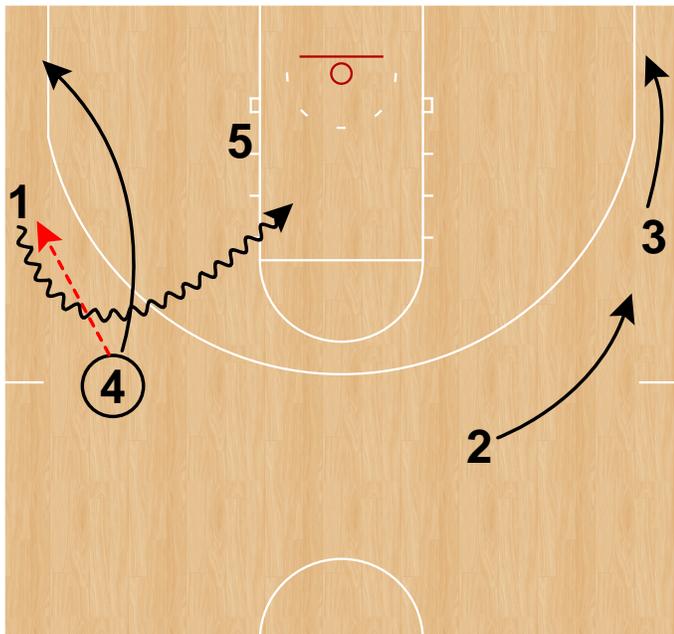


Point RUB is a call

Starts with guard to guard pass from 1 to 2
1 brush cuts and 5 rises into ghost screen and pop
2 throws back to 5



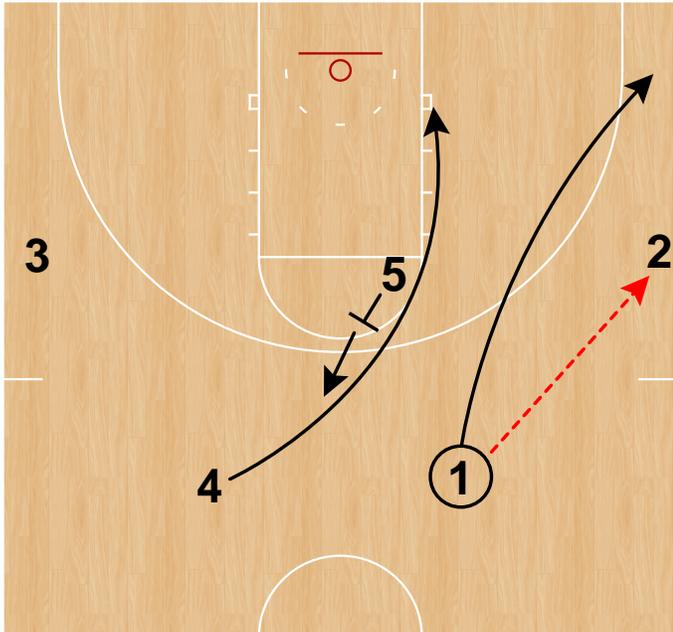
5 reverses to 4 and cuts to block
4 dribbles up...



...then 4 mixes with 1 (Mix = misdirection pass)
4 inside cuts to create rub for 1
1 attacks the gaps space as 2 and 3 create space with circle movement

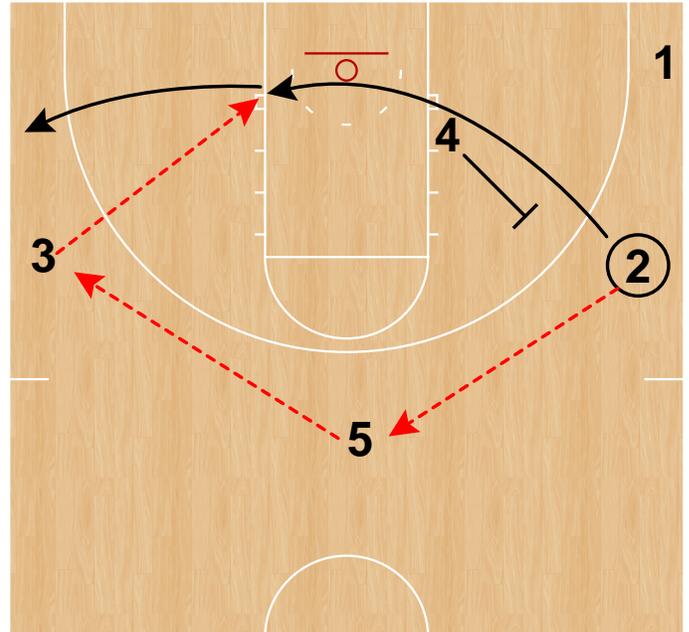
Radius Athletics

Shuffle - STS



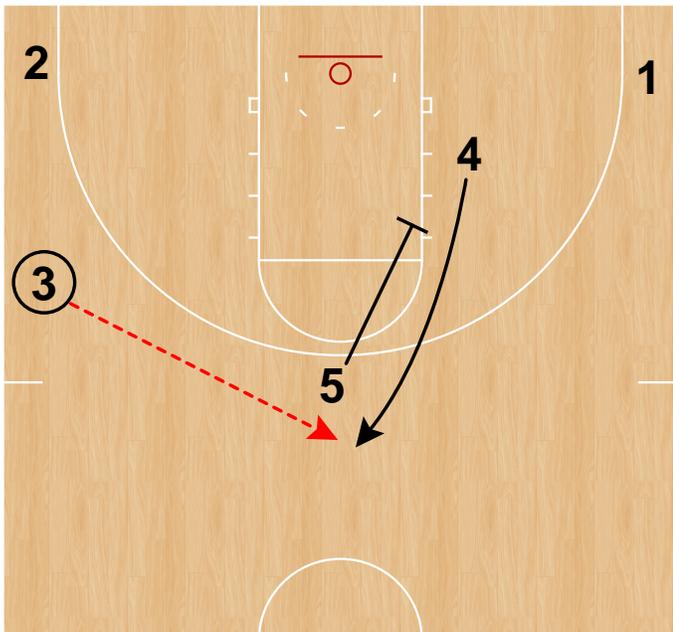
SHUFFLE is a call

1 passes to wing and inside cuts to corner
 5 back screens for 4 who cuts to block
 5 pops after back screening



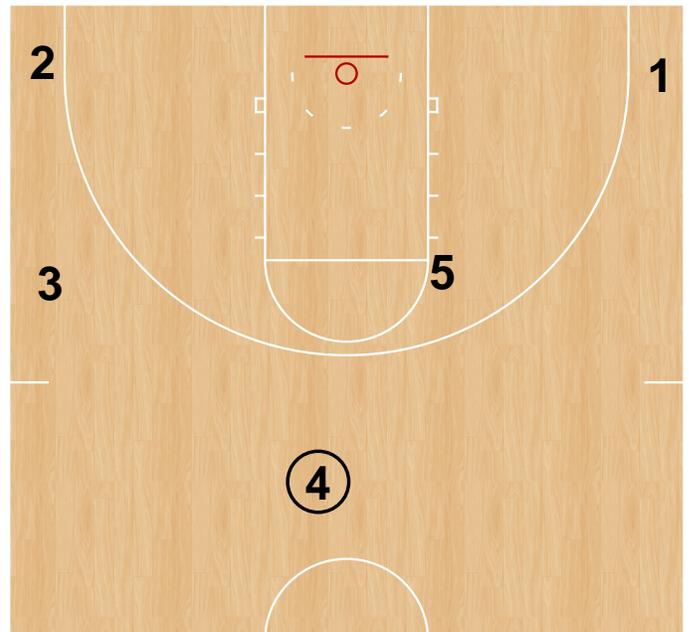
2 to 5 to 3 ball reversal

4 back screen for 2
 3 may enter to 2, if 2 does not receive pass continue to corner



STS

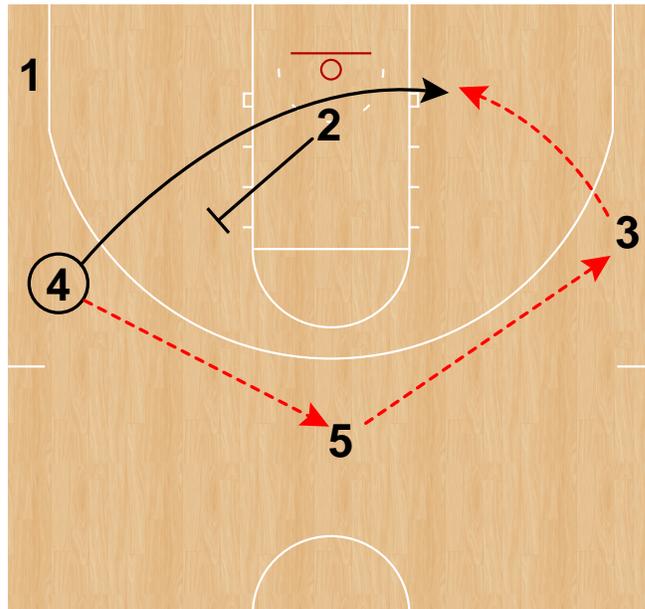
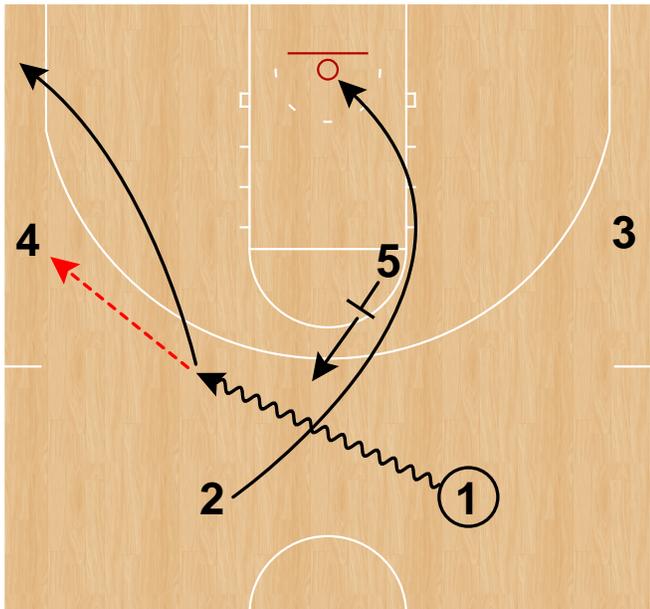
5 screens for 4
 3 passes to 4 for potential 3PA



Flow into Point Phase

Radius Athletics

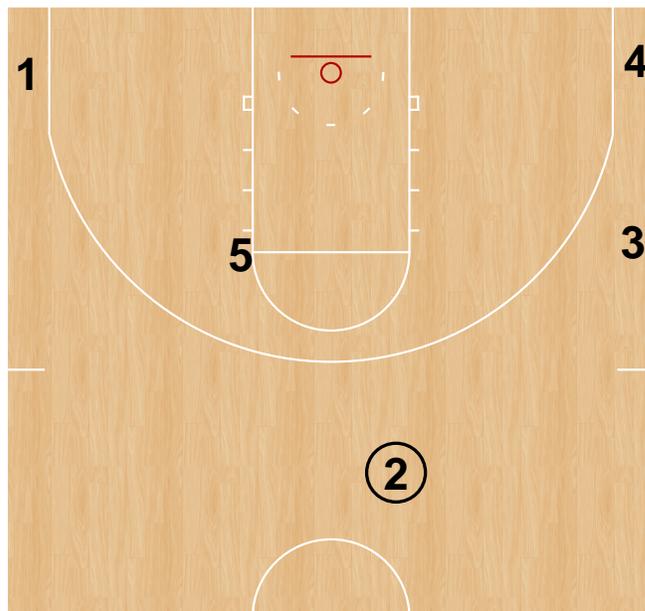
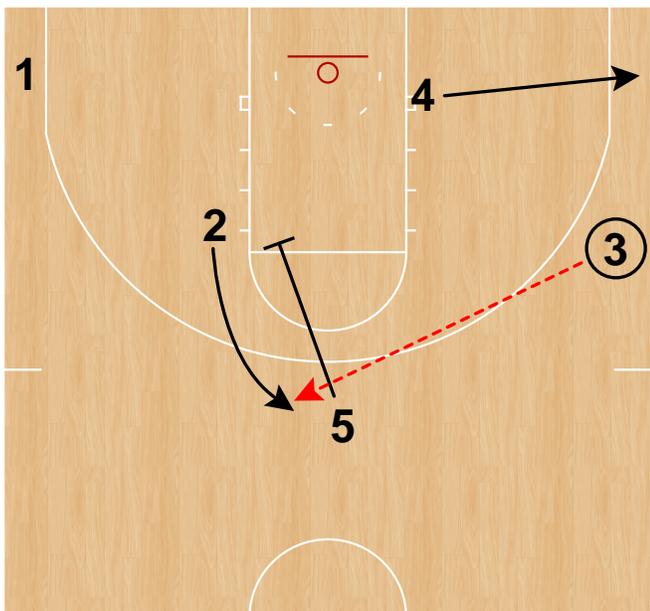
Shuffle - Wave Entry (STS)



Shuffle is a call. Use the wave entry when you cannot make the guard to guard pass in shuffle.

4 to 5 to 3 ball reversal
2 back screens for 4
3 may enter to 4

1 waves 2 away
2 cuts off back screen from 5
1 passes ahead with 4 then makes inside cut to corner
5 pops



4 exits to corner if they don't receive pass

Flow into Point Phase

STS
5 down screens for 2 for potential 3PA