



# Princeton Offense



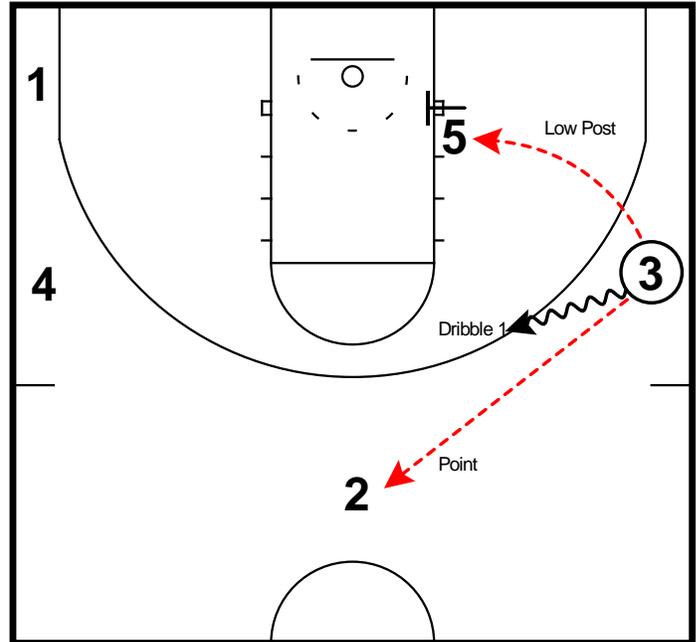
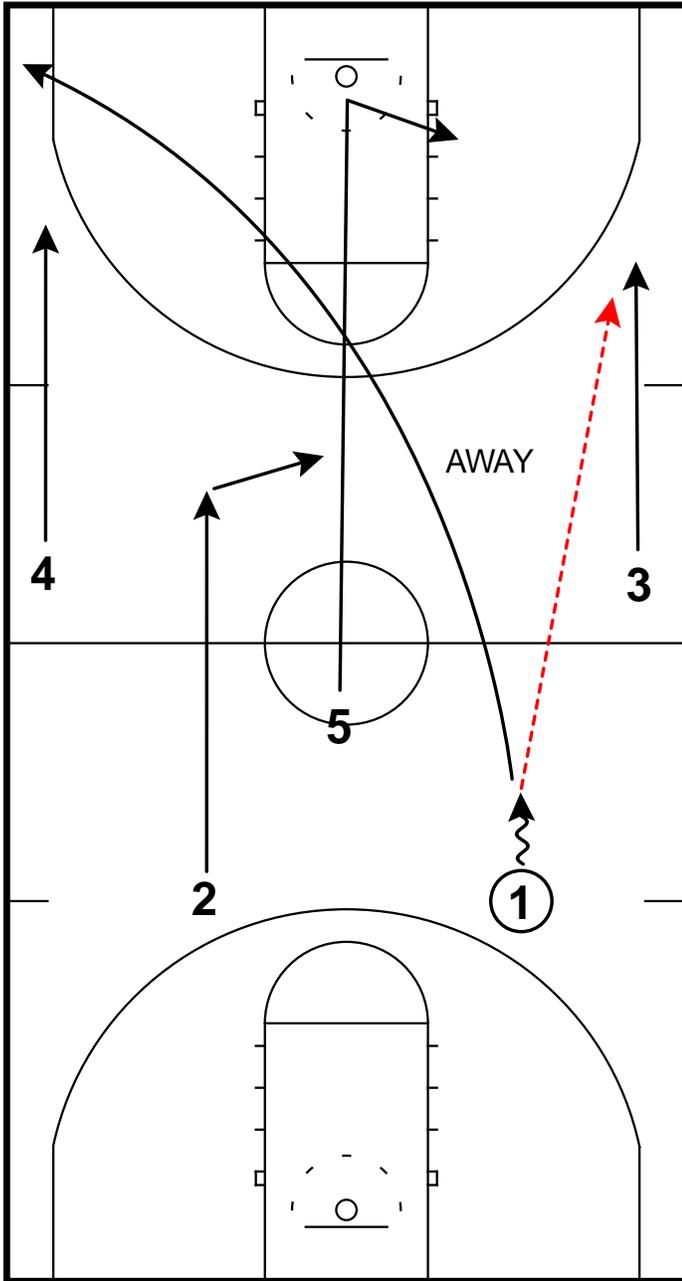
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# Transition Entries

# Radius Athletics

## AWAY



### Low Post Phase

When we pass ahead and cut AWAY the offense takes a one-guard front. We call this "one above" as one player (Player 2 in this diagram) is above the FTLE.

Player 3 may enter to the post = Low Post Phase

Player 3 may Dribble-At with 2 (Dribble 1)

Player 3 may pass to Player 2 = Point Phase

Above are the lanes to fill in transition. The four perimeter spots are interchangeable.

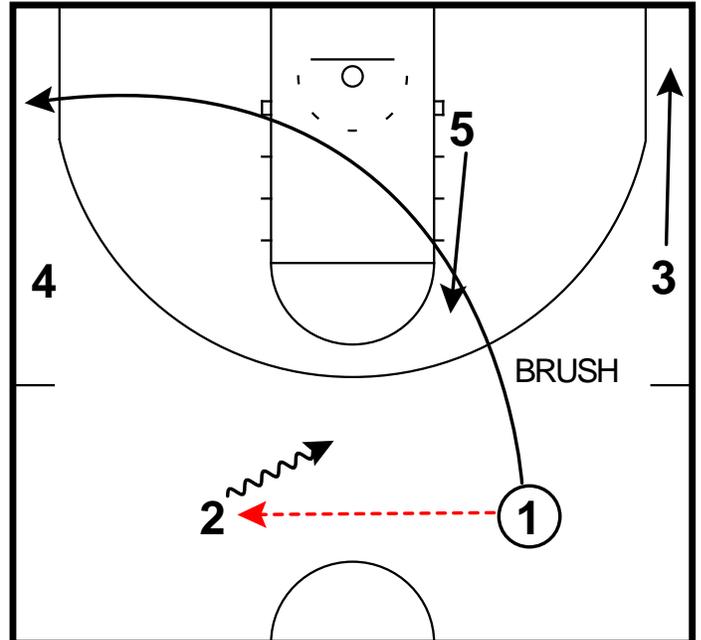
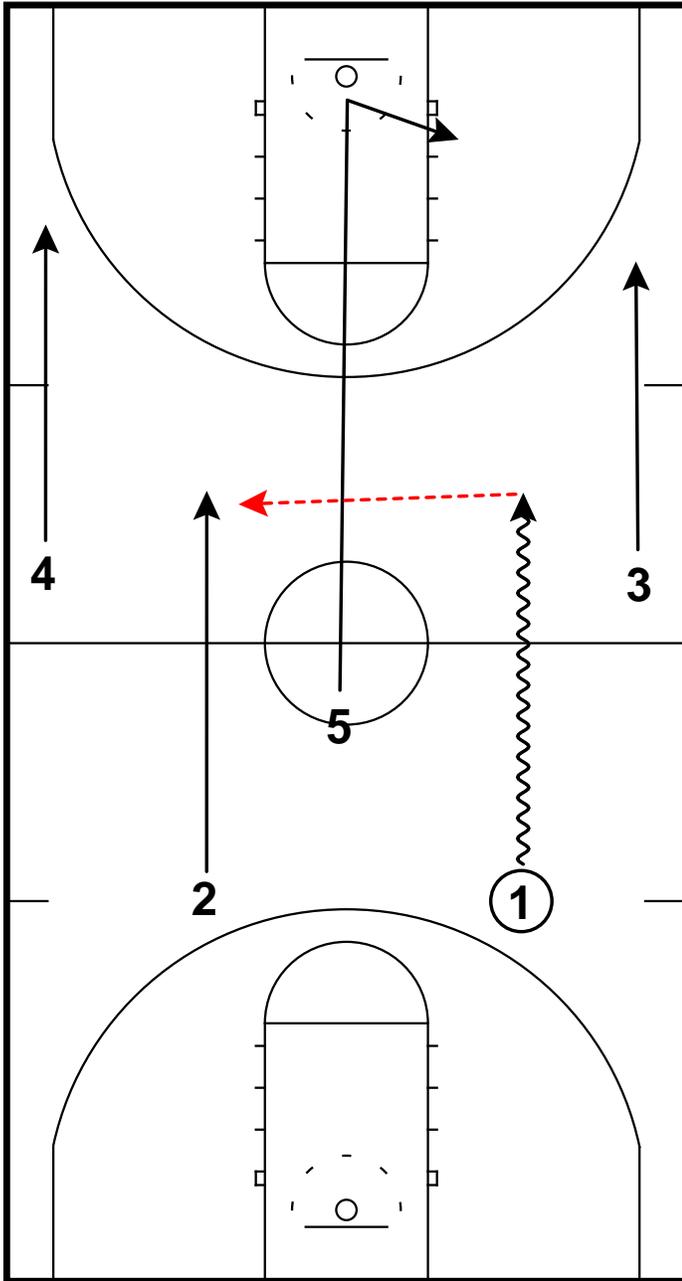
We want to enter the different phases of Princeton **without a call**.

In transition to offense Player 1 pitches ahead to the player up the rail (Player 3). Player 5 rim runs and gets to low block in T-Post Position.

After passing ahead, Player 1 cuts **AWAY** to the far corner. Player 2 gets to center of the court with head on rim. We want this player high, way off the 3pt line.

# Radius Athletics

## BRUSH



On guard-to-guard reversal pass 1 BRUSH cuts behind his man and in front of the post. The cut "runs interference" for Player 5 rising to the elbow.

2 gets to middle of the floor with the inside hand dribble.

**Guard-To-Guard Pass = Brush Cut into Point Phase**

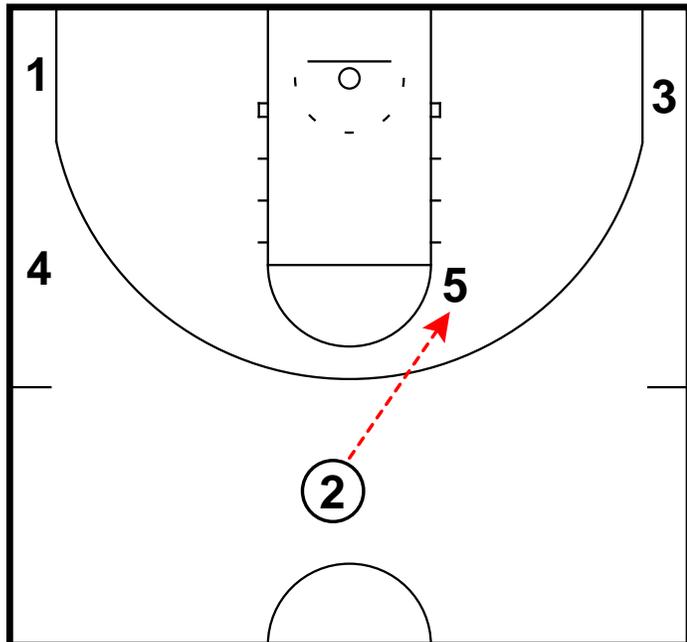
Above are the lanes to fill in transition. The four perimeter spots are interchangeable.

We want to enter the different phases of Princeton **without a call**.

Here there is no pitch ahead, the offense dribbles across the halfcourt line and passes guard-to-guard.

# Radius Athletics

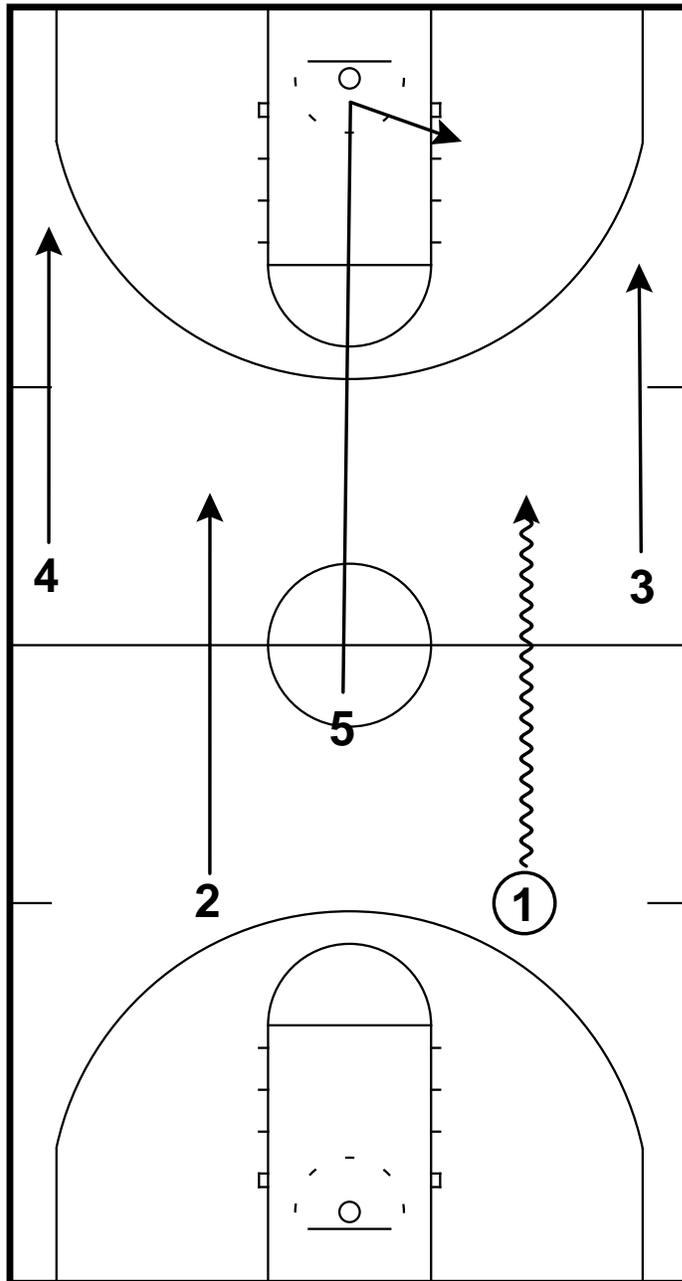
## BRUSH



### Point Phase

A guard to guard pass plus the brush cut and rise into the high post gets us to Point Phase.

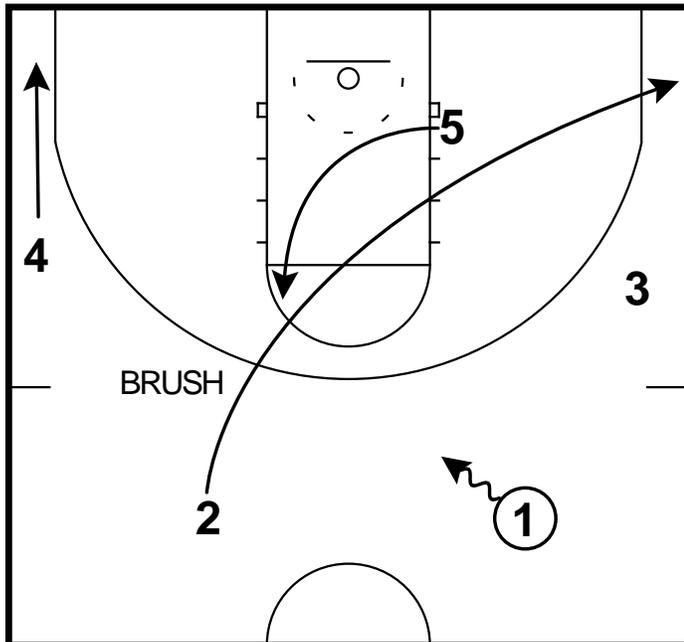
When entering the elbow we encourage a one-hand pass off the dribble into Player 5. Keep your dribble!!



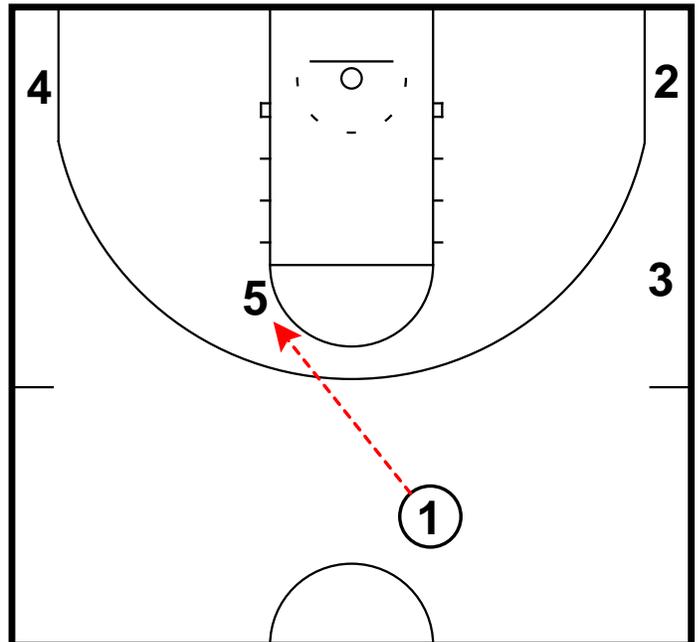
From transition we may also get a brush cut without a guard-to-guard pass

# Radius Athletics

## BRUSH



No guard-to-guard pass. 1 waves 2 through and/or dribble centers with inside hand dribble

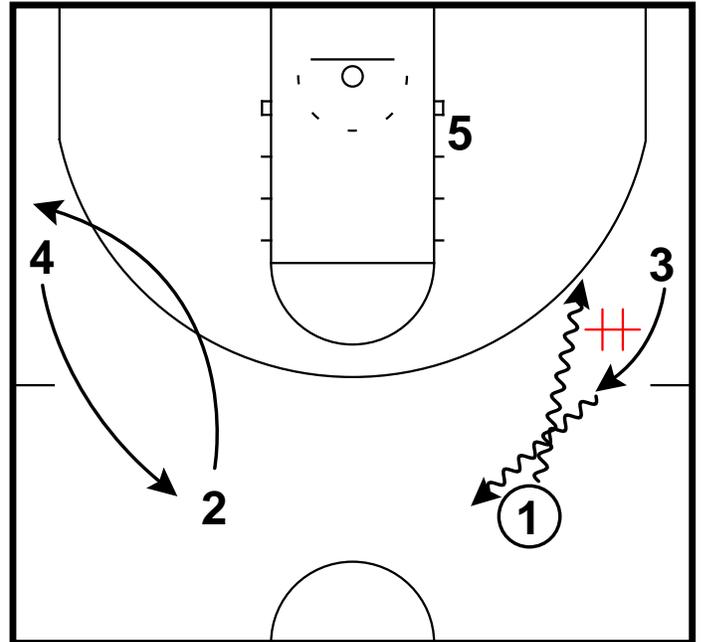
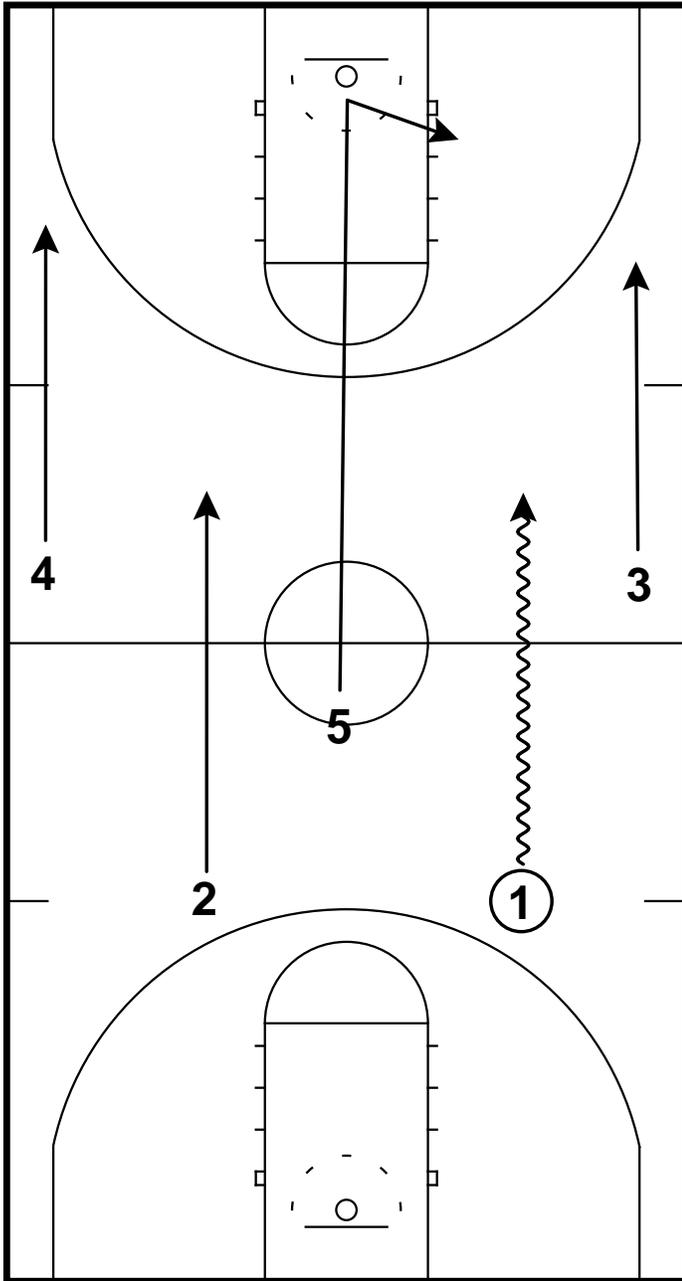


**Point Phase**  
the brush cut and rise into the high post gets us to Point Phase.

When entering the elbow we encourage a one-hand pass off the dribble into Player 5. Keep your dribble!!

# Radius Athletics

## FORWARDS OUT



### Forwards Out

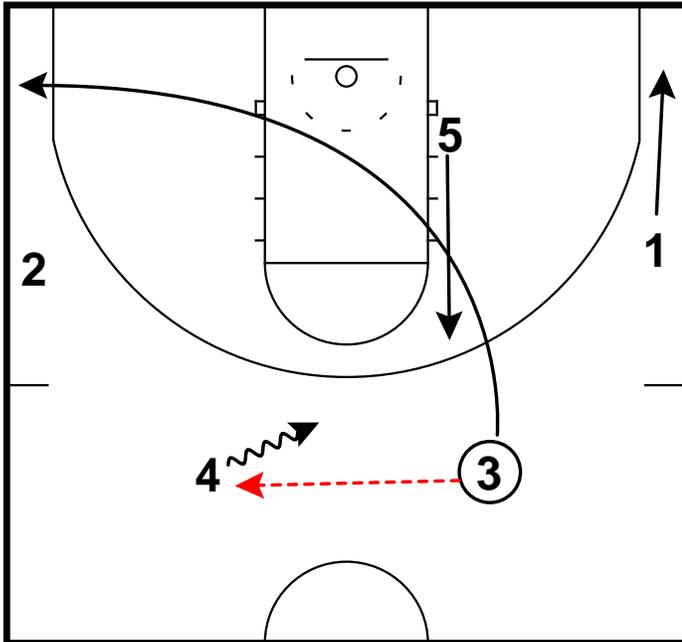
In the frame above there is a dribble handoff from Player 1 to Player 3. Meanwhile, Players 2 & 4 exchange.

Above are the lanes to fill in transition. The four perimeter spots are interchangeable.

We want to enter the different phases of Princeton **without a call**.

# Radius Athletics

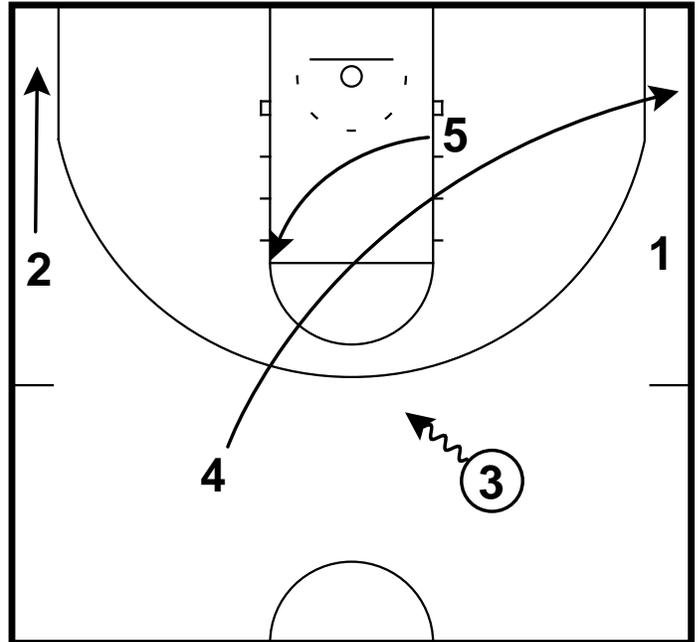
## FORWARDS OUT



### Point Phase

Coming out of the DHO, if Player 3 passes guard to guard they brush cut behind their man and in front of the post to run interference for Player 5 rising to the elbow. Player 4 dribbles centers with the inside hand.

**Guard-To-Guard Pass = Brush Cut into Point Phase**

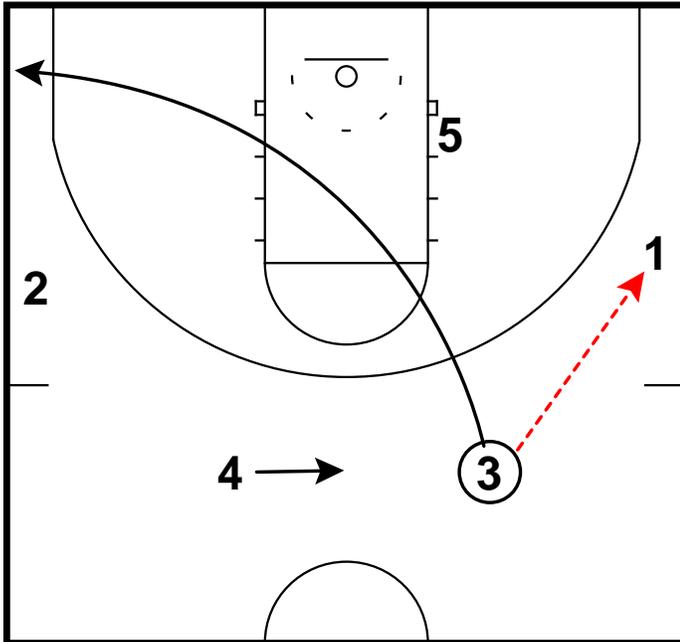


### Point Phase

No guard-to-guard pass. 3 waves 4 through or dribble centers

# Radius Athletics

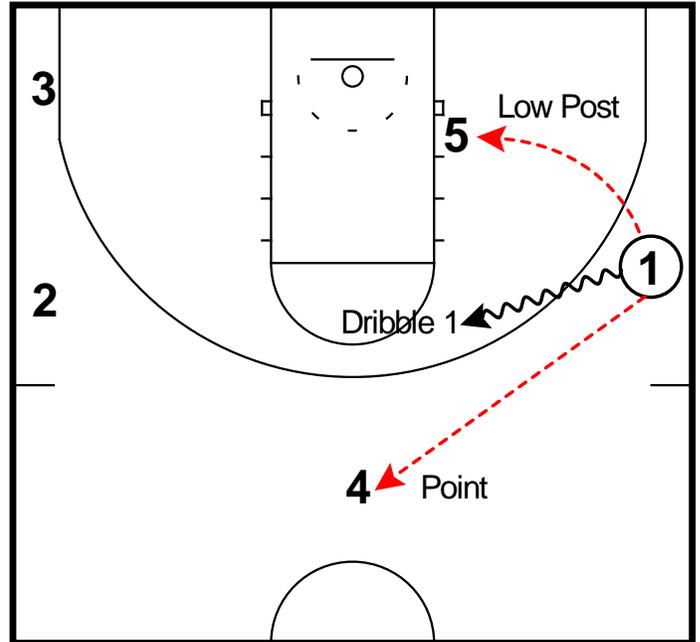
## FORWARDS OUT



### Throwback = Low Post Phase

Player 3 may come out of the handoff and throw back to Player 1. After the pass Player 3 cuts away to far corner. Player 4 centers up beyond the four point line.

### Guard to Forward Pass = Low Post Phase

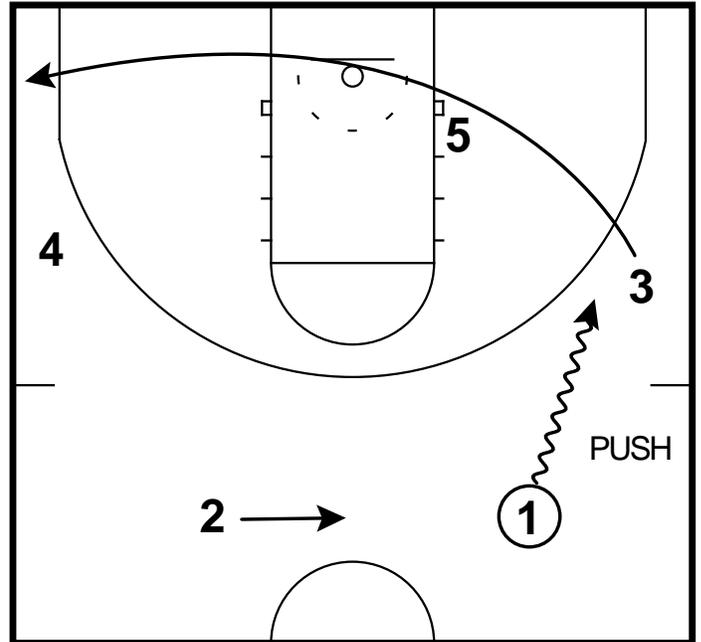
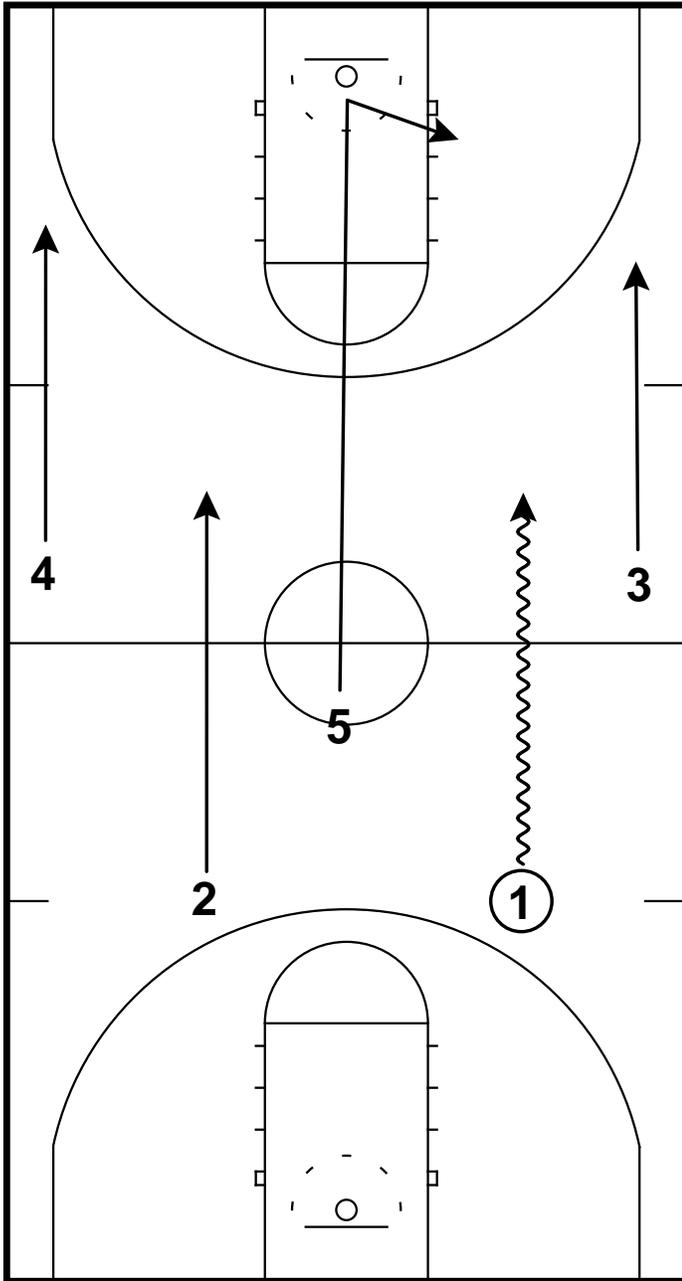


### Low Post Phase

Player 1 may enter to the post = Low Post Phase  
 Player 1 may Dribble-At with 4 (Dribble 1)  
 Player 1 may pass to Player 4 = Point Phase

# Radius Athletics

## PUSH



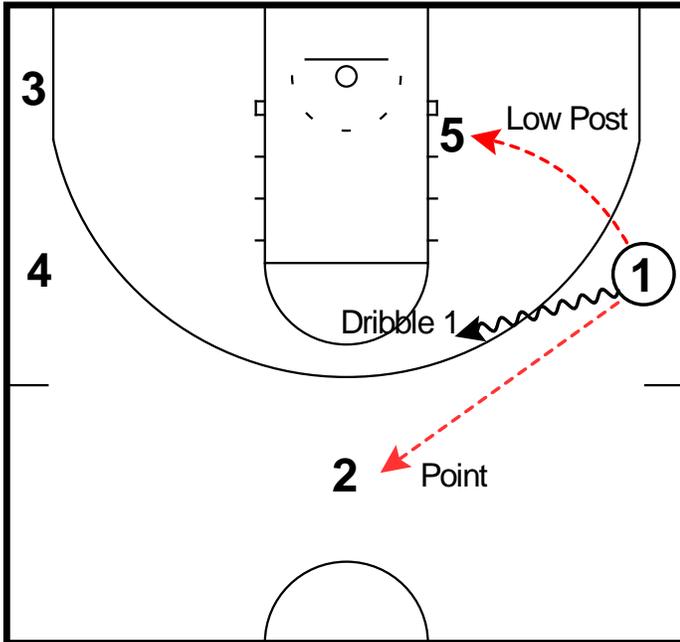
In the Frame above, Player 1 dribble pushes Player 3 to far side.  
Player 2 centers up

Above are the lanes to fill in transition. The four perimeter spots are interchangeable.

We want to enter the different phases of Princeton **without a call.**

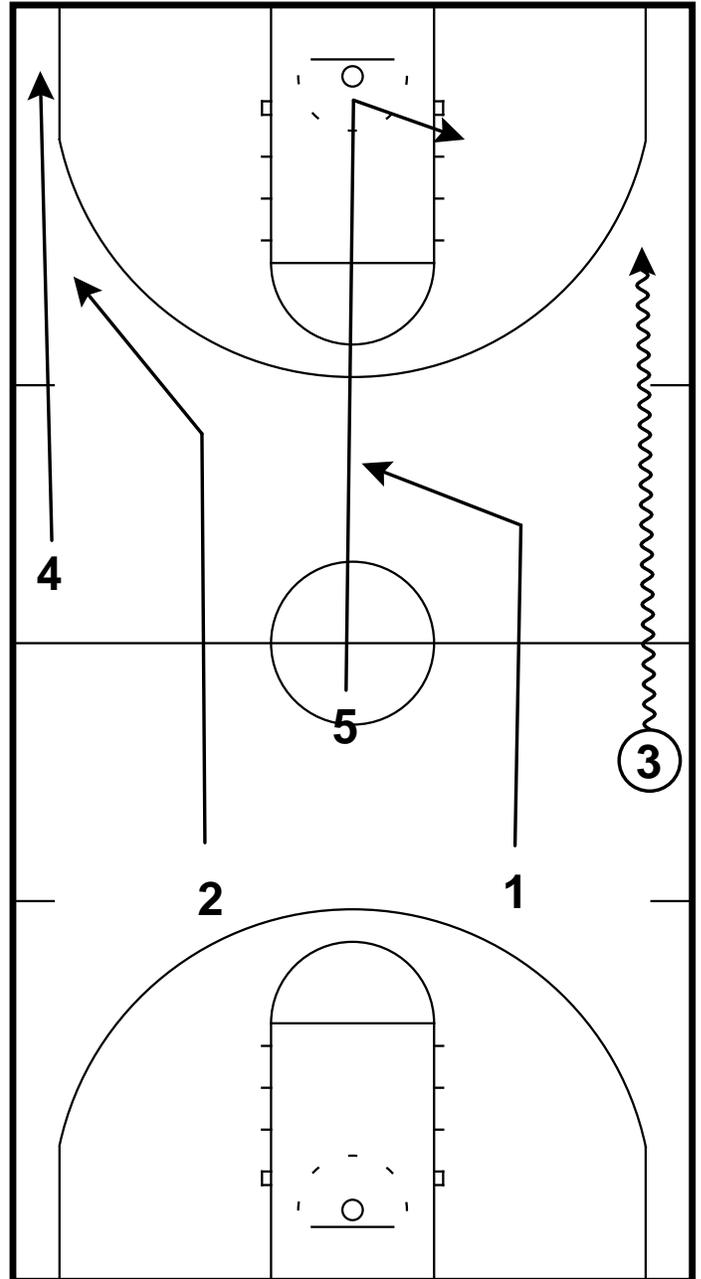
# Radius Athletics

## PUSH



This puts the offense in **Low Post Phase**

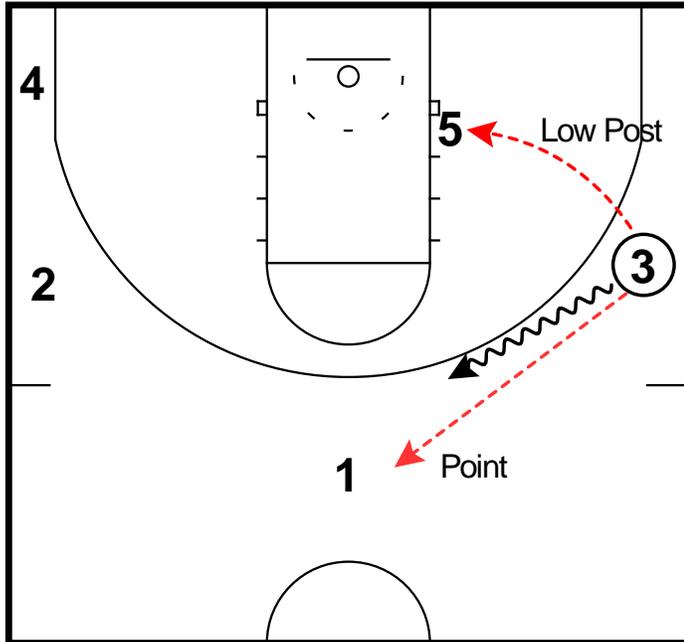
- Player 1 may enter to the post = Low Post Phase
- Player 1 may Dribble-At with 2 (Dribble 1)
- Player 1 may pass to Player 2 = Point Phase



There may be times where the player advancing the ball via the dribble has no player in front of them, that's ok! Dribble to the forward spot as Player 3 does above. Player 5 rim runs. Players 1, 2 and 4 adjust spacing.

# Radius Athletics

## PUSH



This places the offense in **Low Post Phase**.

Player 3 may enter to the post = Low Post Phase

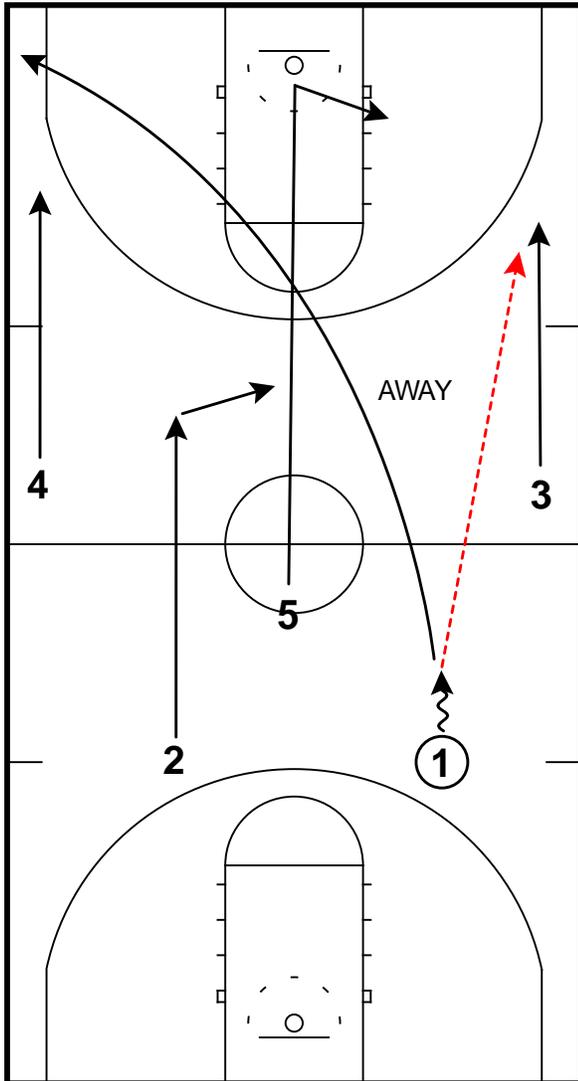
Player 3 may Dribble-At with 1 (Dribble 1)

Player 3 may pass to Player 1 = Point Phase

Low Post Phase

# Radius Athletics

## Low Post - Entry



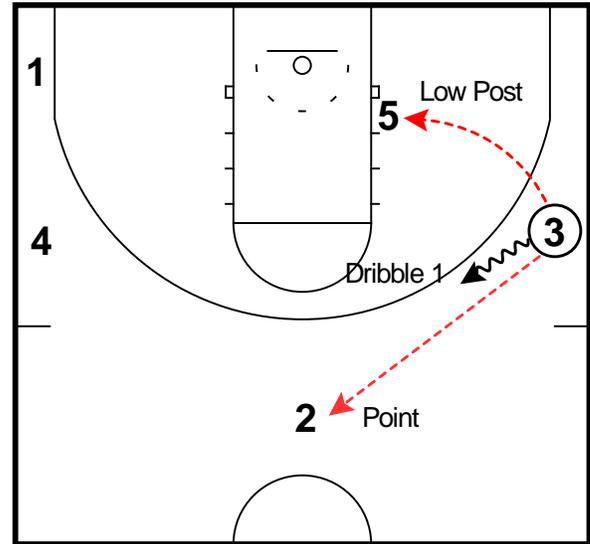
Above are the lanes to fill in transition. The four perimeter spots are interchangeable.

We want to enter the different phases of Princeton **without a call**.

In transition to offense Player 1 pitches ahead to the player up the rail (Player 3). Player 5 rim runs and gets to low block in T-Post Position.

After passing ahead, Player 1 cuts **AWAY** to the far corner. Player 2 gets to center of the court with head on rim. We want this player high, way off the 3pt line. This sets up the offense to enter **LOW POST PHASE**.

**Guard to Forward Pass from even front (two above) = Low Post**



### Low Post Phase

When we pass ahead and cut **AWAY** the offense takes a one-guard front. We call this "one above" as one player (Player 2 in this diagram) is above the FTLE.

Player 3 may enter to the post = Low Post Phase

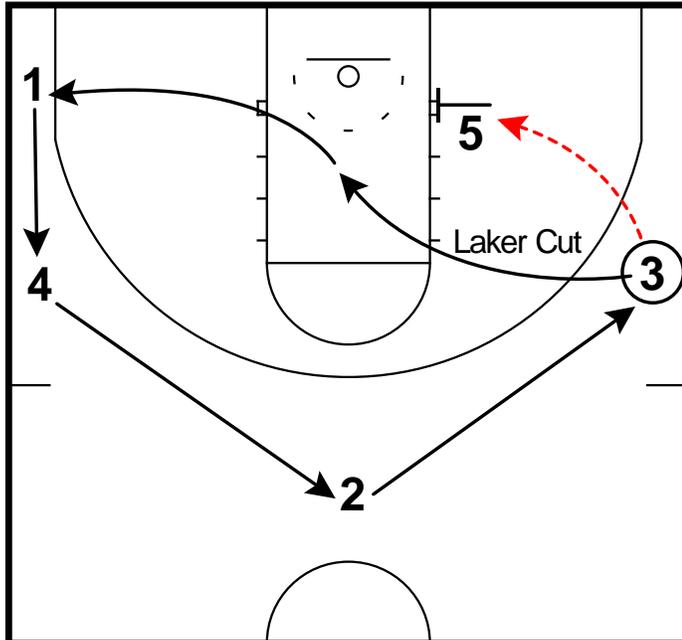
Player 3 may Dribble-At with 2 (Dribble 1)

Player 3 may pass to Player 2 = Point Phase

In the next frames you will see options for when the wing enters the ball to the post.

# Radius Athletics

## Low Post - Entry

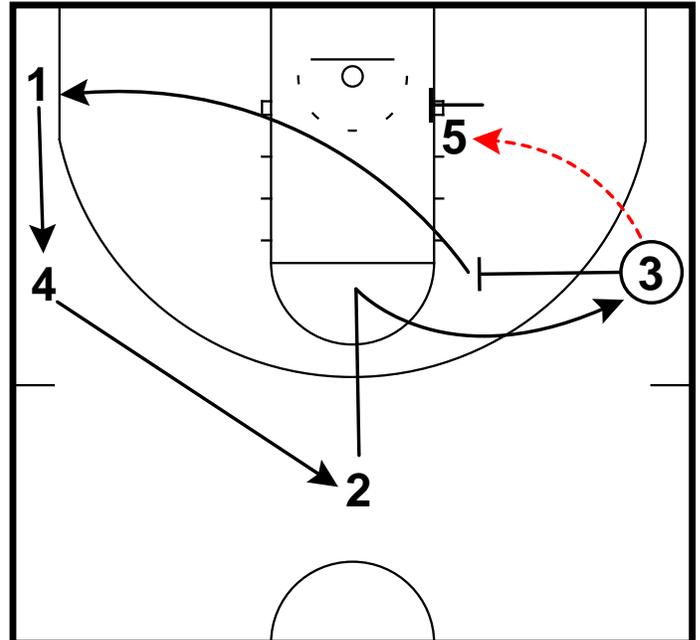


### Laker Cut

First, we want the post (Player 5 above) to use the T-Post technique rather than a traditional post up. Use strong arm to hold off defender and post perpendicular to the defender. Player 5 is facing the halfcourt line. Reach out and ask for ball with long arm.

Player 3 Laker Cuts after entering the post. Look for return pass, if it does not come continue to fill to far corner.

Other players fill spots as shown



### Spilt Screen

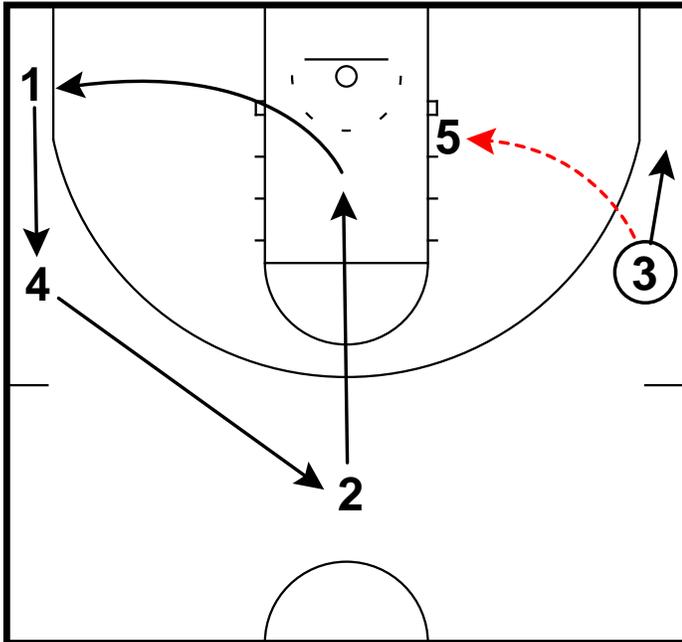
Player 3 may Split Screen after entering the post.

"Screen the Elbow" - In the diagram above, Player 3 enters post then screens near the elbow. Player 2 has set up the cut and accepts the screen. After screening, Player 3 slips off and continues to far corner.

Other players fill spots as shown.

# Radius Athletics

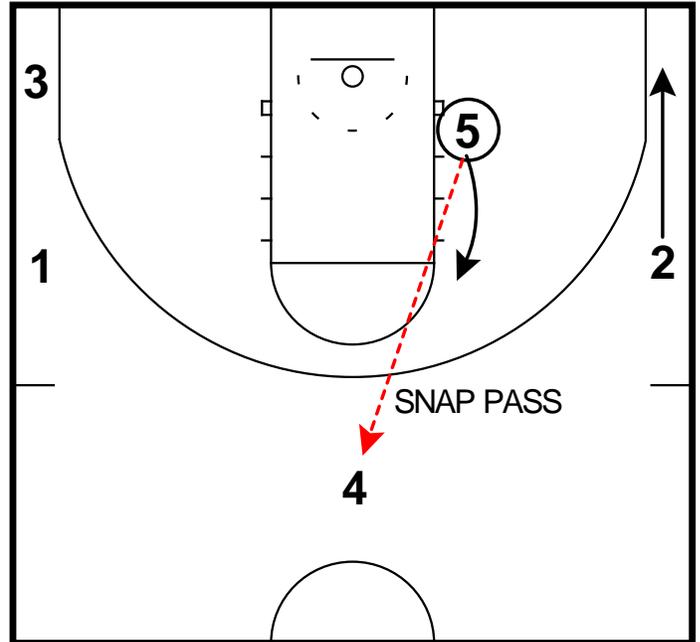
## Low Post - Entry



### No Cut

Player 3 may enter the post and make no cut at all or slightly relocate.

Player 2 then basket cuts.  
Other players fill spots as shown.

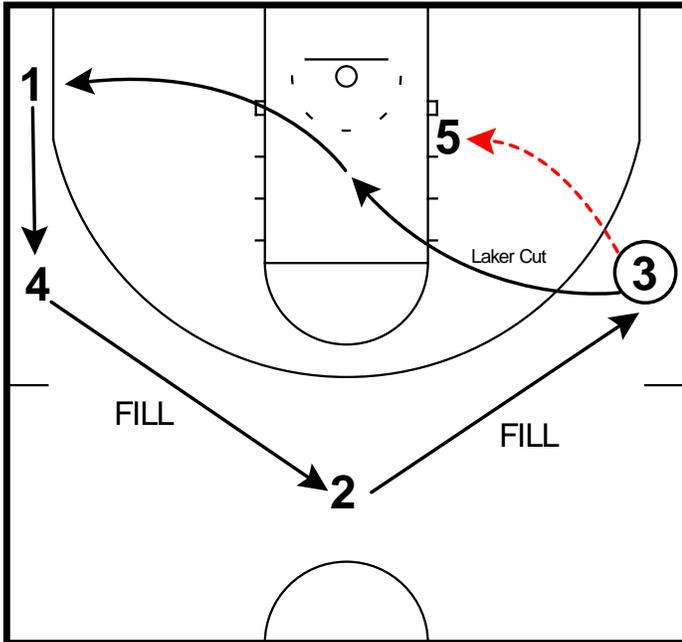


### Link: pass out to Point Phase

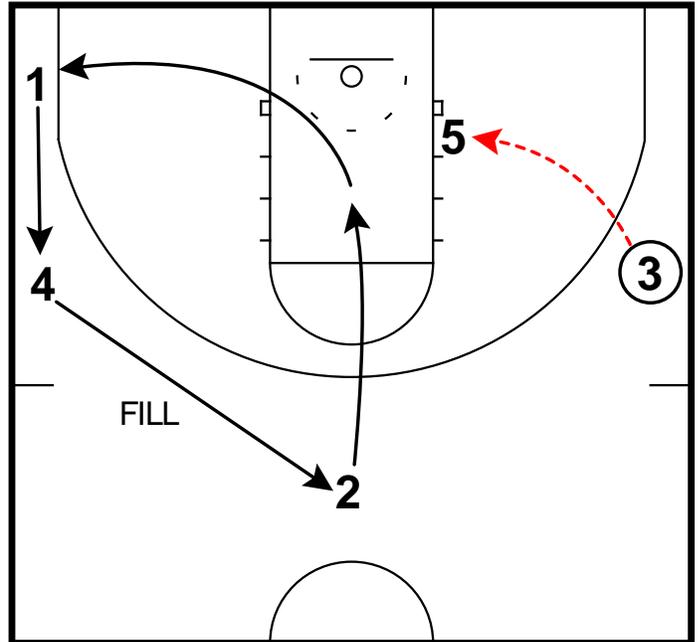
If Player 5 does not score 1v1 and passes out to TOC (Snap Pass), the offense links to Point Phase. Player 5 cuts to elbow after pass.

# Radius Athletics

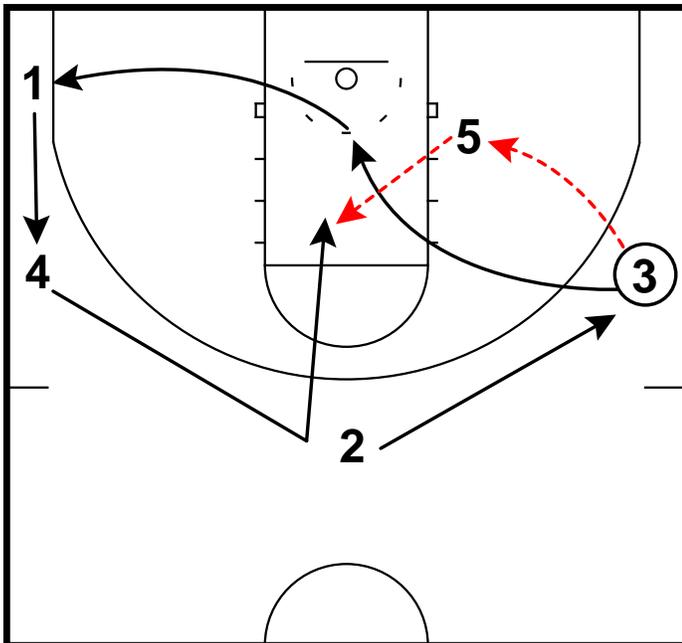
## Low Post - Laker Cut



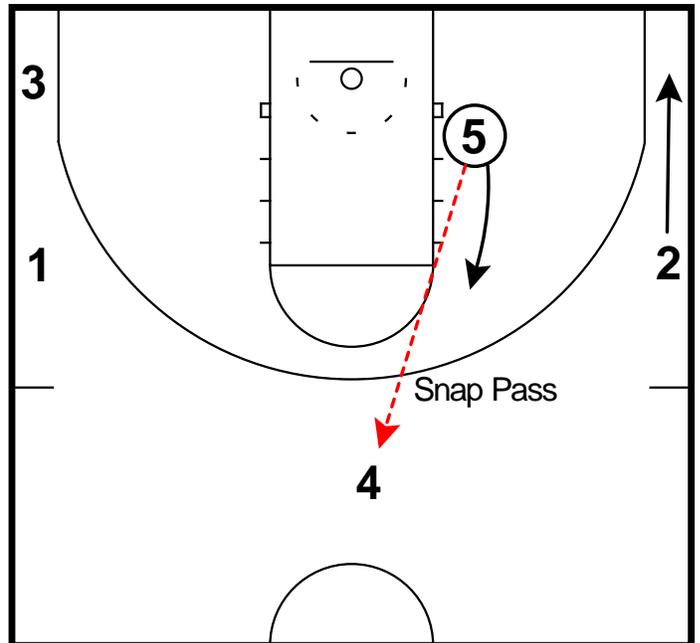
**Low Post Phase**  
3 enters to 5 and laker cuts over the top, look for give and go! Exit to far corner



**Low Post Phase**  
3 enters to 5 and makes no cut. 2 basket cuts looking for backdoor then exits to far corner.



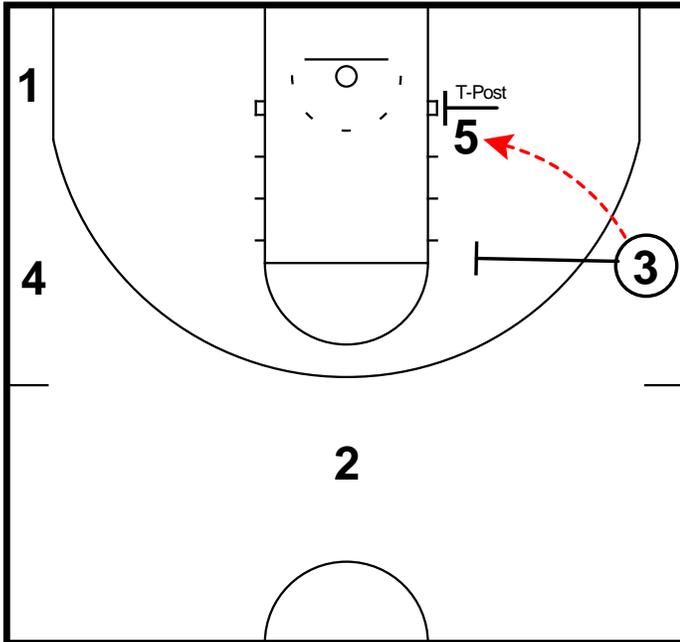
When making Fill Cuts look for opportunities to back cut your man. Oftentimes defensive players lose sight of their man when the ball goes into the post. While filling there may be an opportunity to cut behind your defender's head for an easy layup.



**Link: pass out to Point Phase**  
If Player 5 does not score 1v1 and passes out to TOC (Snap Pass), the offense links to Point Phase. Player 5 cuts to elbow after pass.

# Radius Athletics

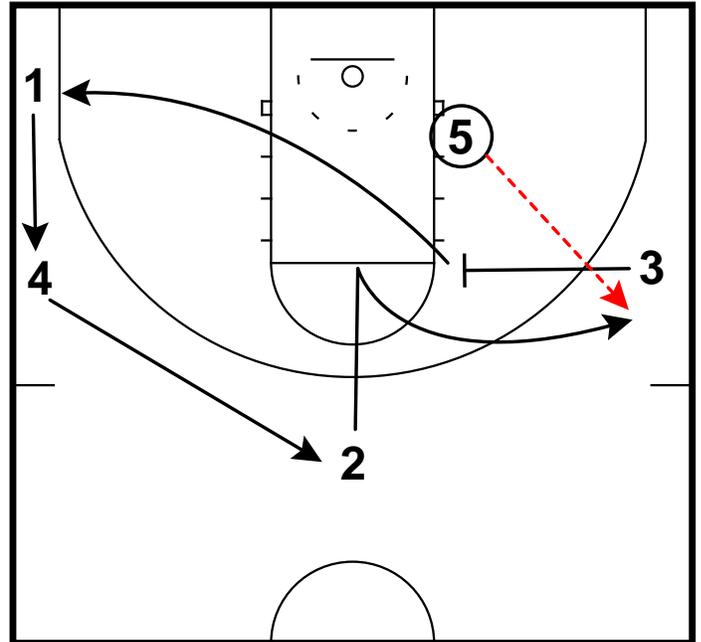
## Low Post - Split Screen



### Split Screen

When entering the post as Player 3 does above, the feeder may Split Screen. This is a screen set for the player at the top. The location of the screen is at or near the elbow. ("Screen The Elbow")

In the next three frames are the spilt screen options



### Accept the Screen

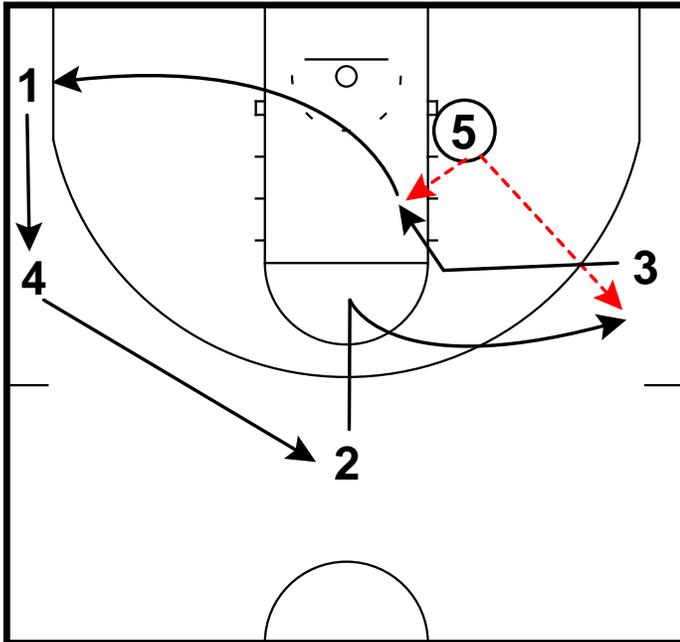
The Cutter may accept the screen.

After enter the post, Player 3 screens at the elbow for Player 2 who has setup their cut.

Player 2 accepts the screen, Player 3 slips after screening and fills to far corner. Player 2 looks to shoot, reenter the post or pass to point.

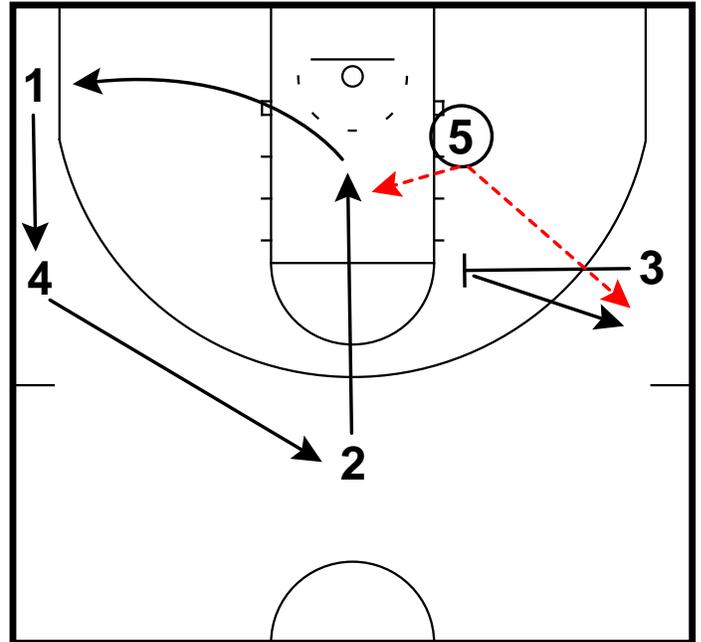
# Radius Athletics

## Low Post - Split Screen



### Screener Slips

After entering the post, Player 3 slips the screen. Player 2 replaces Player 3

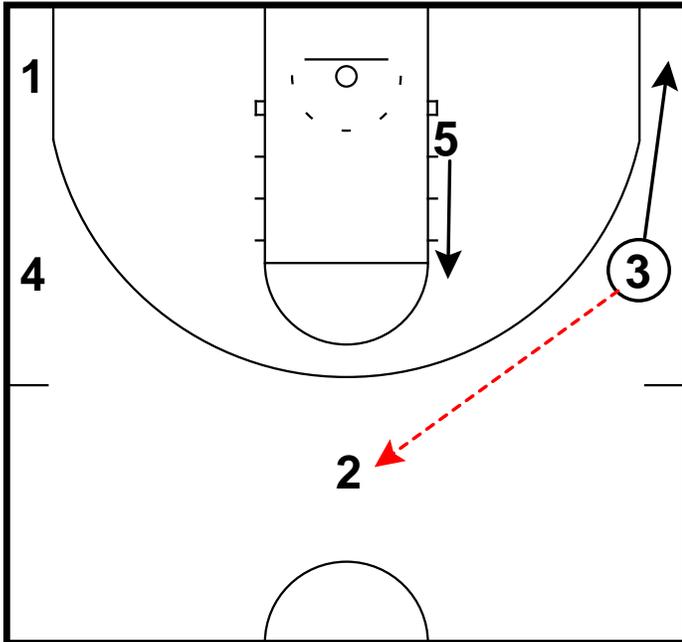


### Reject the Screen

After entering the post, Player 3 goes to screen at the elbow, Player 2 rejects the screen, Player 3 pops back

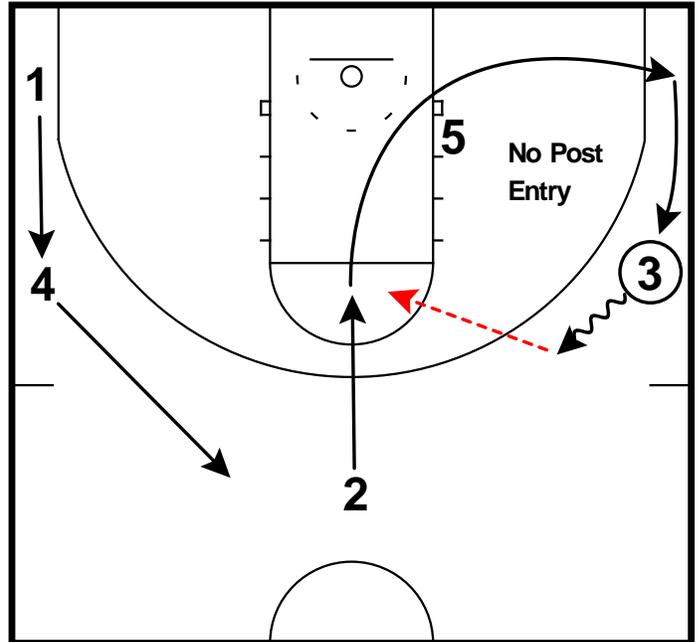
# Radius Athletics

## Low Post - Dribble 1



### Low Post Phase

In times where the wing (Player 3 above) does not enter the post, they can pass to the player at TOC as shown above. This links to Point Phase. 5 would flash to elbow, 3 drop to corner.



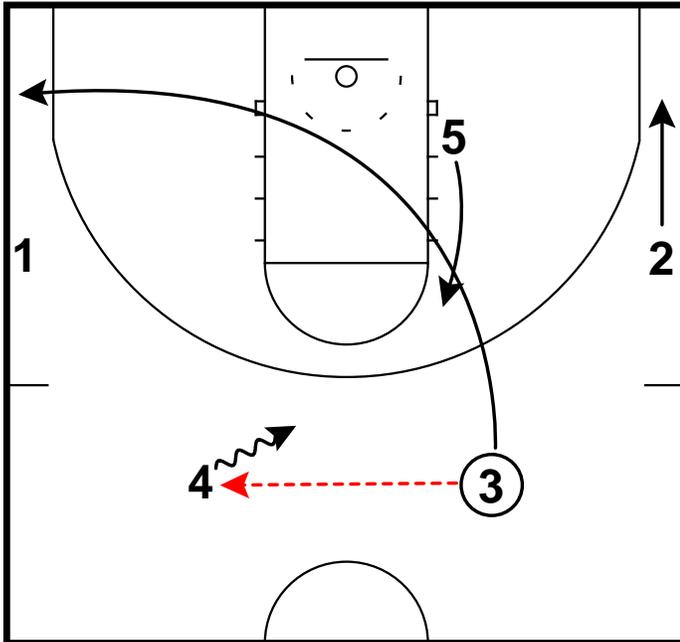
### Low Post Phase - Dribble 1

Player 3 may also get into a dribble-at with Player 2. 2 cuts backdoor for a possible layup. If the cutter does not receive the pass continue under the post and out.

Players 1 and 4 fill as shown

# Radius Athletics

## Low Post - Dribble 1



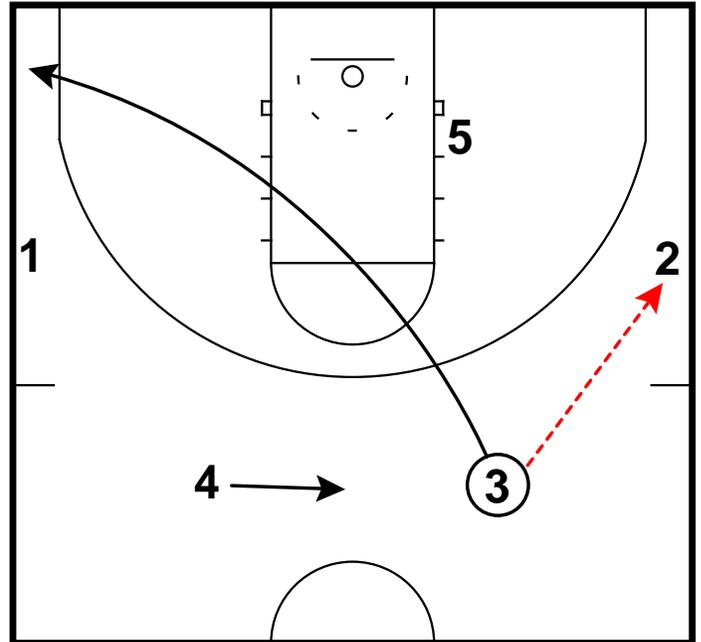
**LINK: to POINT Phase**

From Dribble 1 if Player 3 passes guard-to-guard to Player 4 we flow into Point Phase.

3 brush cuts behind his man and in front of the post as the post is rising to the elbow.

4 dribble centers with inside hand

**Guard-To-Guard Pass = Point Phase**



If 3 threw back to 2, they'd cut away. Offense remains in Low Post

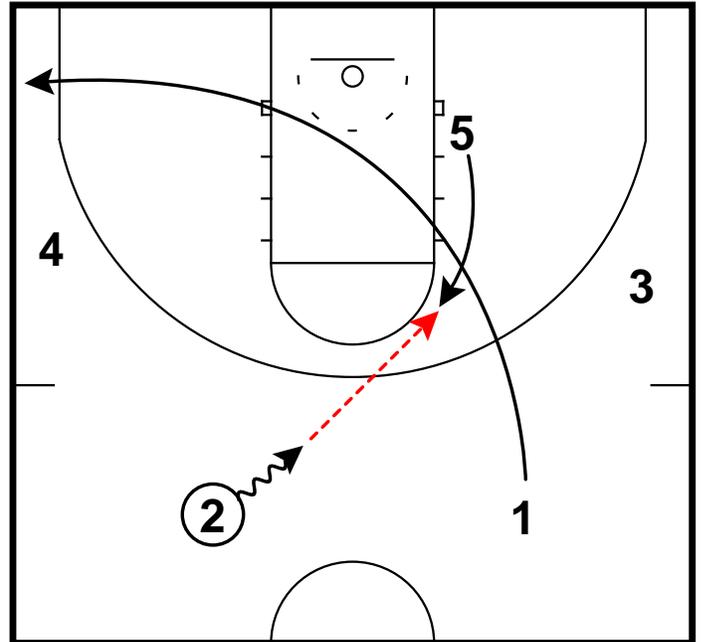
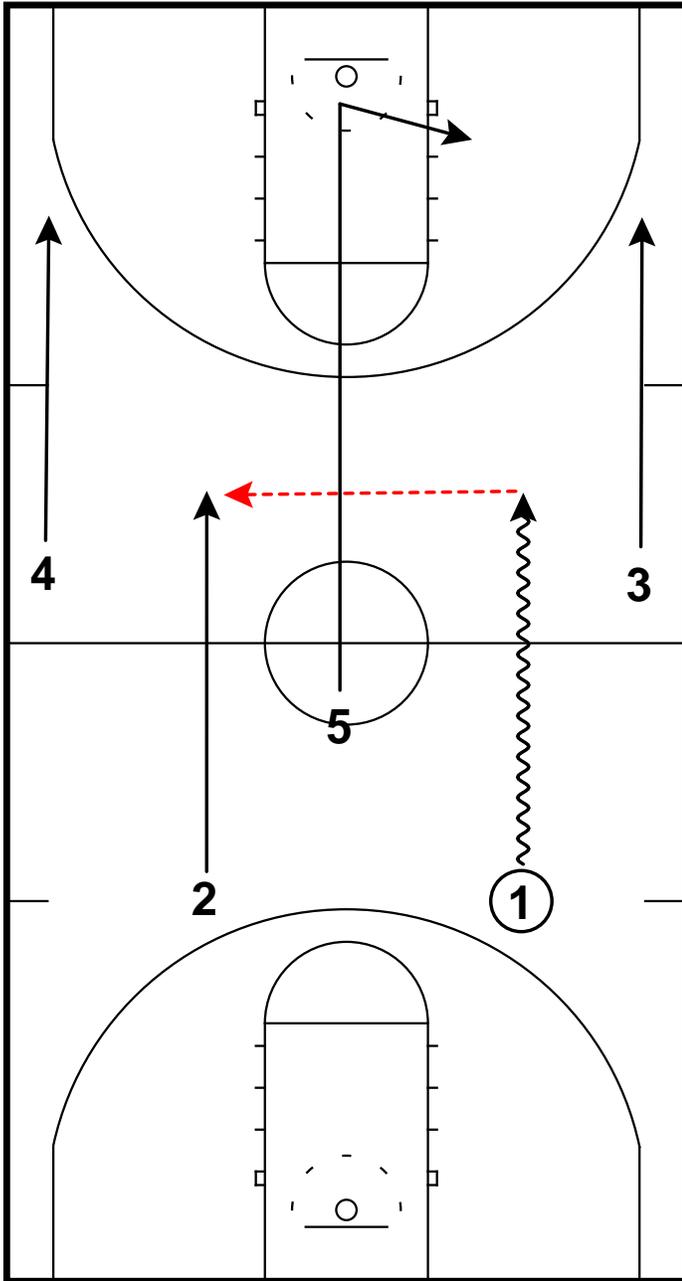
**Guard-To-Forward Pass = Low Post Phase**



# Point Phase

# Radius Athletics

## Point - Entry



On guard-to-guard reversal pass 1 BRUSH cuts behind his man and in front of the post. The cut "runs interference" for Player 5 rising to the elbow.

2 gets to middle of the floor with the inside hand dribble. When entering the elbow we encourage a one-hand pass off the dribble into Player 5. Keep your dribble!!

**Guard-To-Guard Pass = Brush Cut into Point Phase**

Above are the lanes to fill in transition. The four perimeter spots are interchangeable.

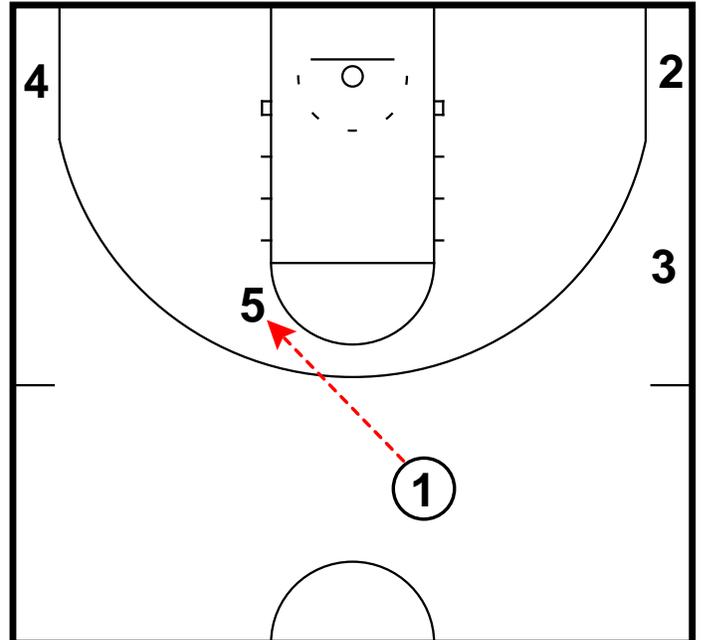
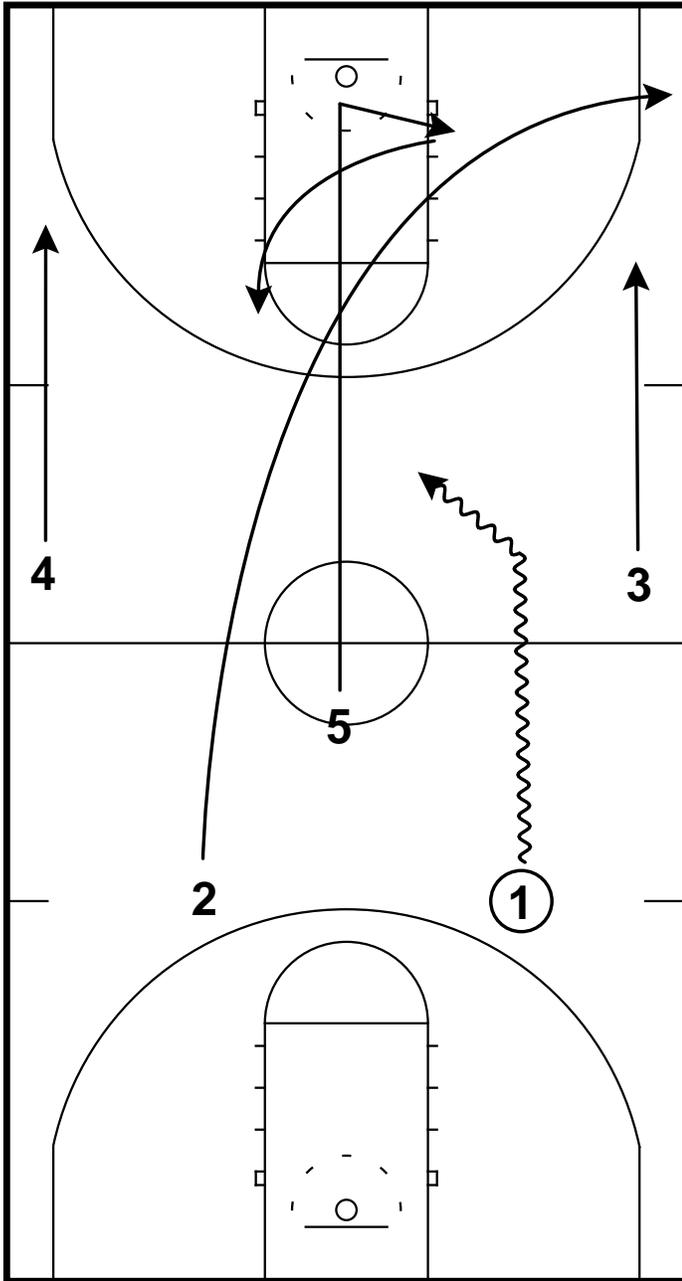
We want to enter the different phases of Princeton **without a call**.

Here there is no pitch ahead, the offense dribbles across the halfcourt line and passes guard-to-guard.

**Guard-To-Guard Pass = Point Phase**

# Radius Athletics

## Point - Entry



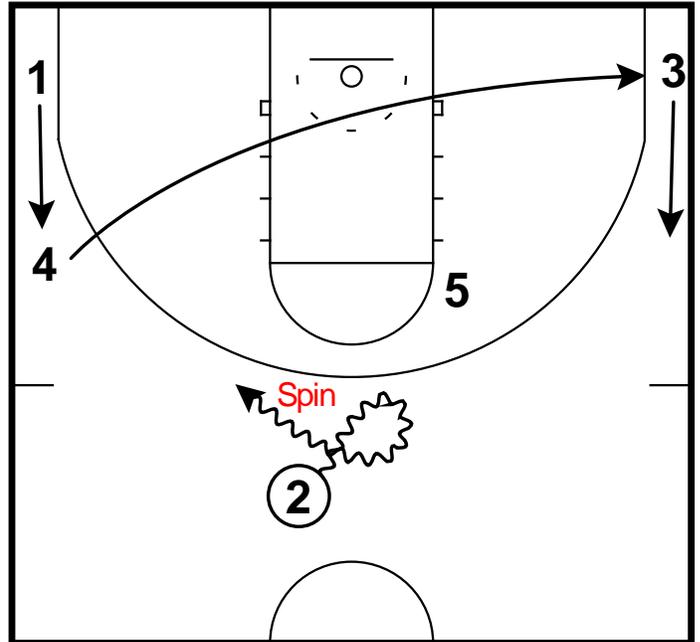
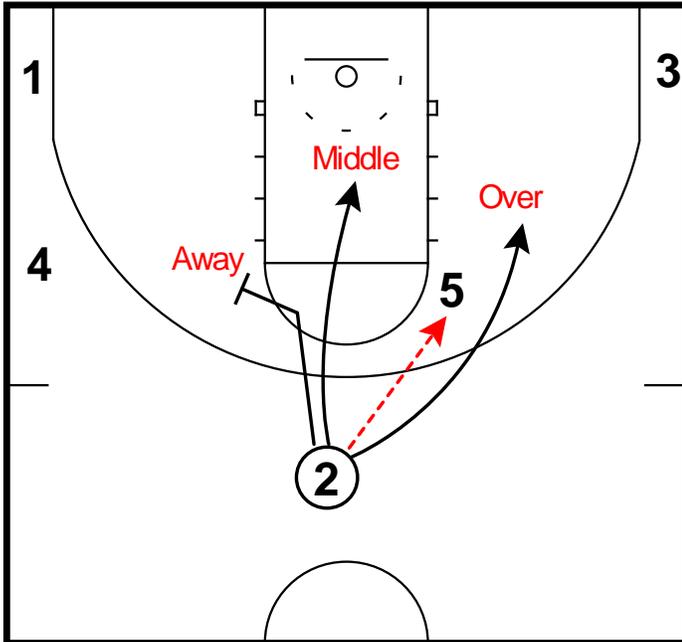
When entering the elbow we encourage a one-hand pass off the dribble into Player 5. Keep your dribble!!

From transition we may also get a brush cut without a guard-to-guard pass.

No guard-to-guard pass. 1 waves 2 through and/or dribble centers with inside hand dribble

# Radius Athletics

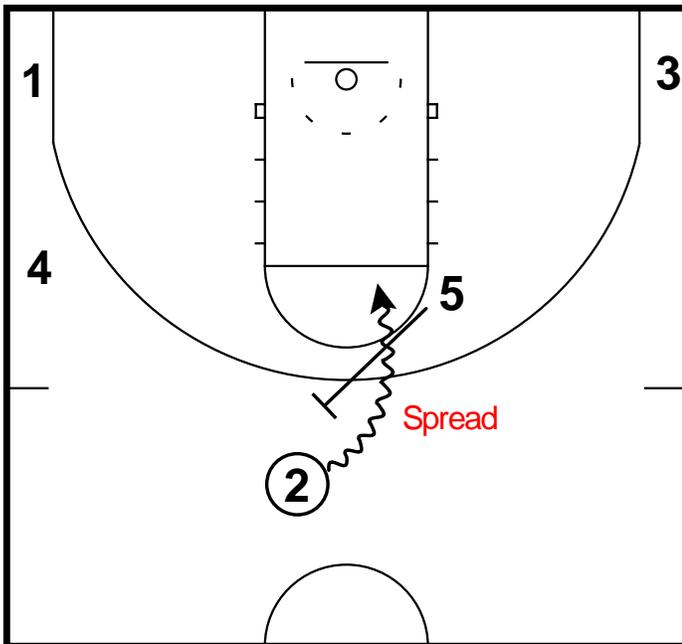
## Point - Entry



Above are the options upon enter to 5 at the elbow. Each of these will be detailed in this chapter. The passer may:

- 1) Cut over
- 2) Cut Middle
- 3) Screen Away

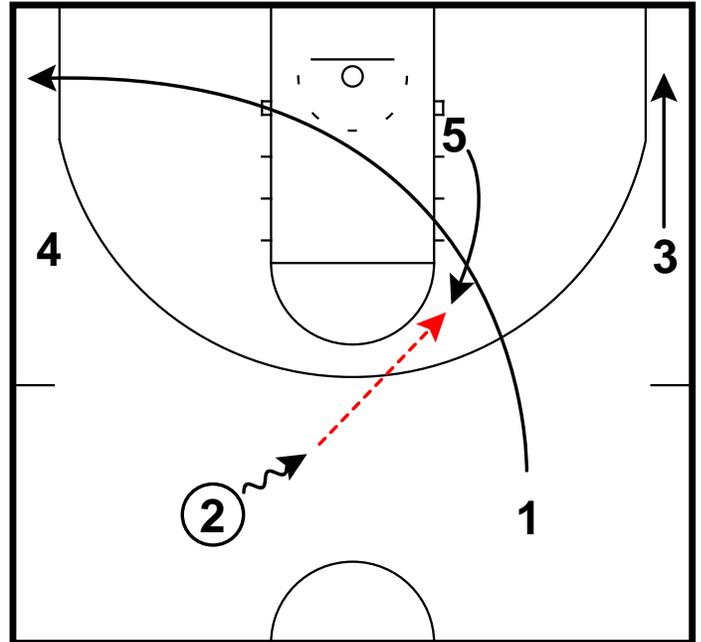
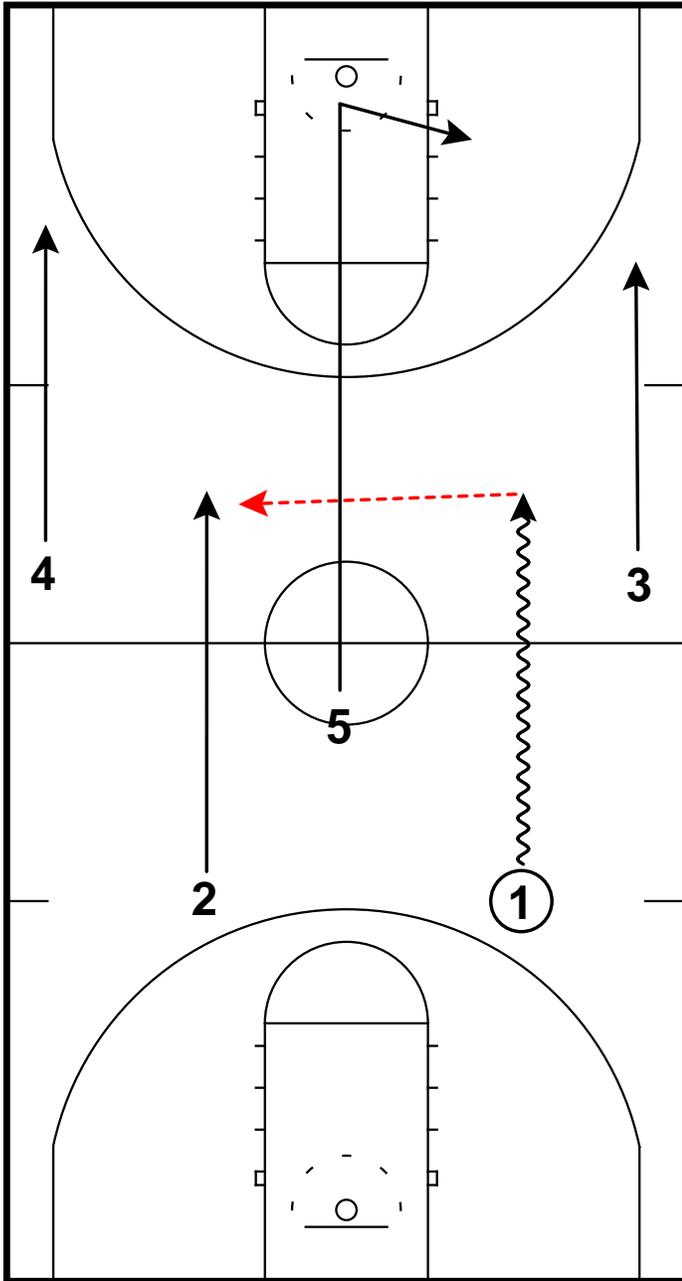
At times when the elbow entry is not available 2 may reverse pivot (SPIN) toward Player 4. Keep your dribble!



Player 5 may also sprint into SPREAD Ball Screen

# Radius Athletics

## Point - Over



On guard-to-guard reversal pass 1 BRUSH cuts behind his man and in front of the post. The cut "runs interference" for Player 5 rising to the elbow.

2 gets to middle of the floor with the inside hand dribble. When entering the elbow we encourage a one-hand pass off the dribble into Player 5. Keep your dribble!!

**Guard-To-Guard Pass = Brush Cut into Point Phase**

Above are the lanes to fill in transition. The four perimeter spots are interchangeable.

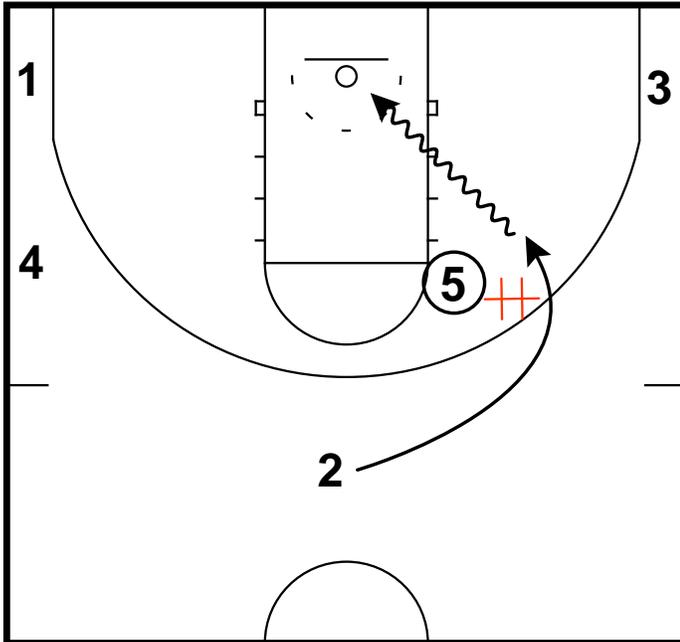
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**Guard-To-Guard Pass = Point Phase**

# Radius Athletics

## Point - Over

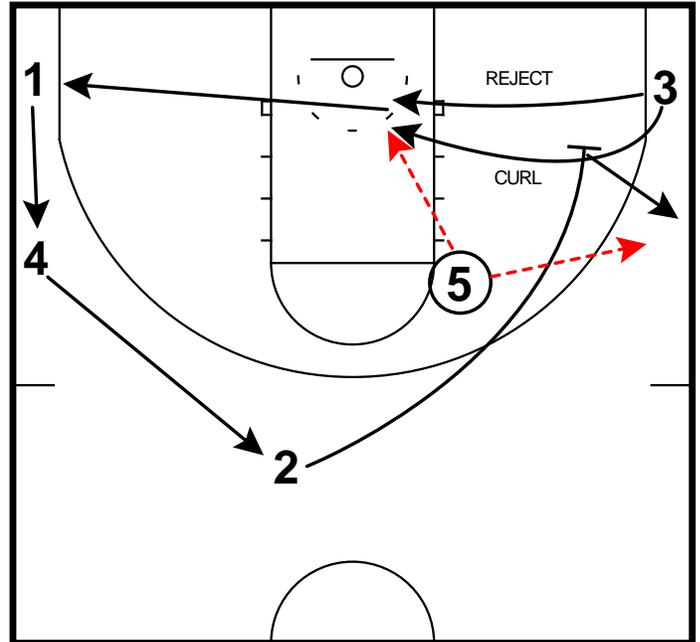


### Throw & Go

Player 2 cuts OVER Player 5

Upon entry to the elbow area, if Player 2 can cross his/her defender's face and outrun their pass for a "throw & go" handoff that is the first option.

Note: Player 2, if trailed, may also continue cut to the rim and 5 dumps it over the top. "Curl & Dump"



If 2 does not take a handoff, they screen for the player in the corner (Player 3 in this diagram). Player 3 may curl, reject or accept the screen.

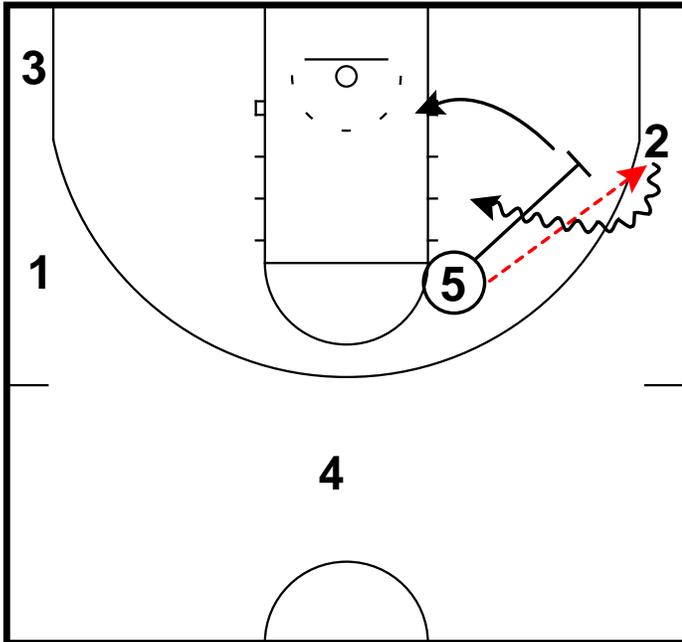
Note: when rejecting or curling a screen and cutting into the paint look for opportunity to post up.

If Player 3 does not receive the ball, cut to far corner. And other players fill as shown.

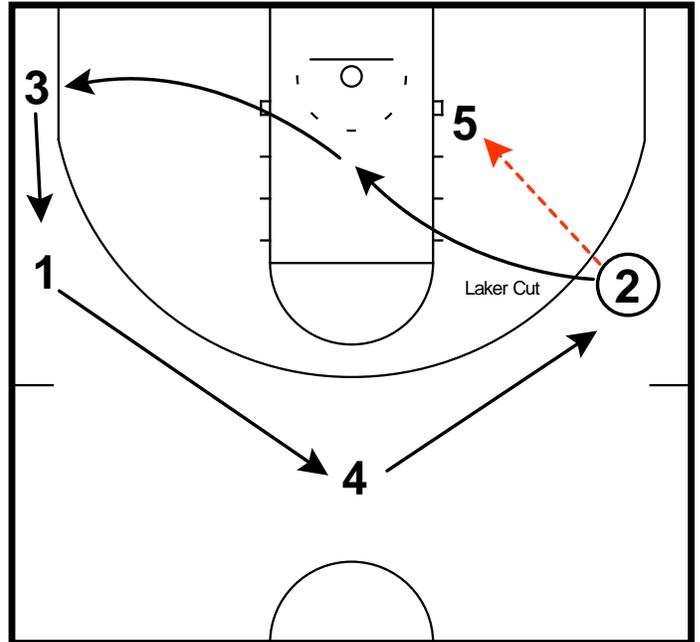
When the cutter makes an inside cut (curl, reject) the screener makes a second cut by popping out as Player 2 does in this diagram.

# Radius Athletics

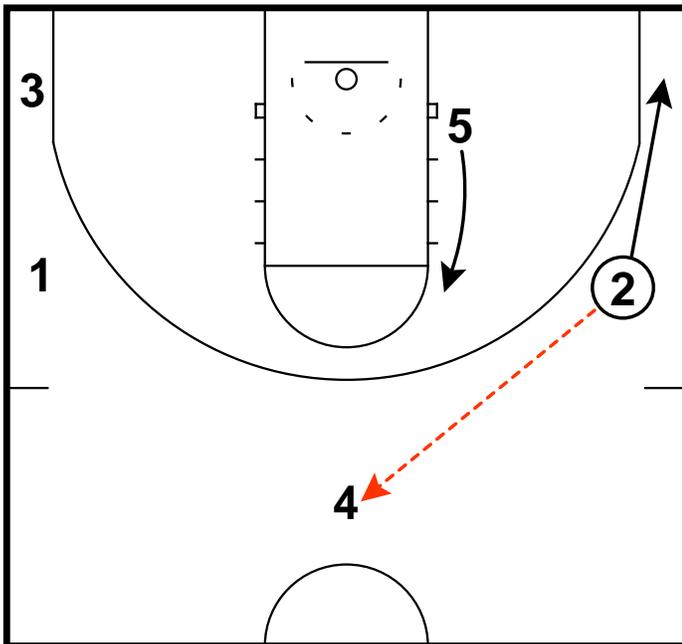
## Point - Over



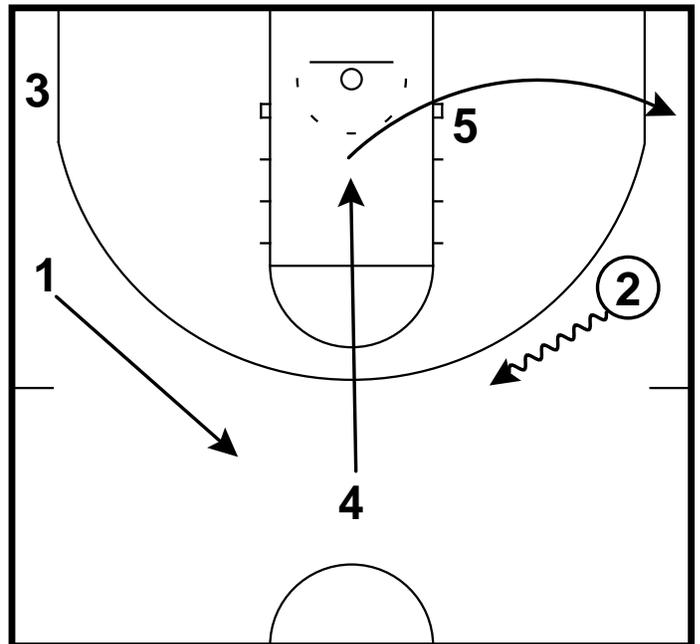
Player 5 may pass and follow ball screen with Player 2 (shown) or dribble-at with Player 2



Link: Low Post Phase if we throw to 5 on the roll



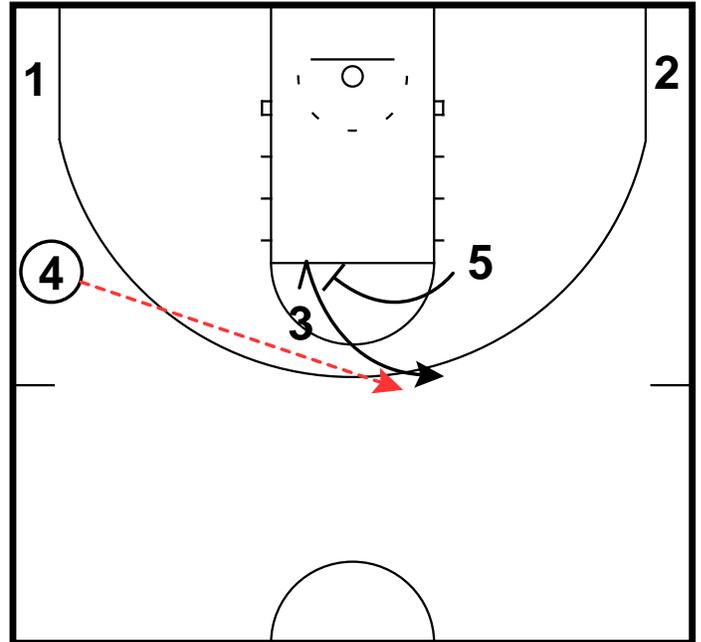
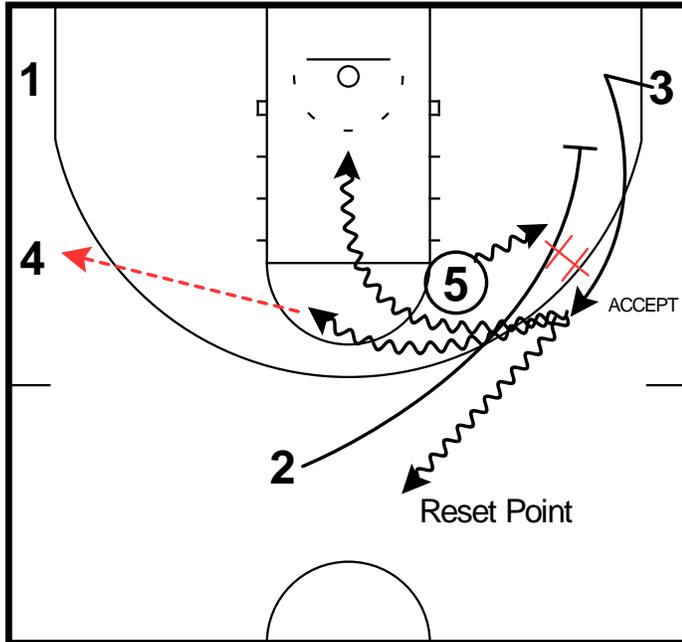
Link: Point Phase if we throw center of the court



2 may also dribble at 4 (Dribble 1)

# Radius Athletics

## Point - Over



Backing up to when Player 2 enters the elbow, cuts OVER and screens for Player 3 in the corner, Player 3 may **accept** the screen. The down Screen is followed by a DHO from Player 5.

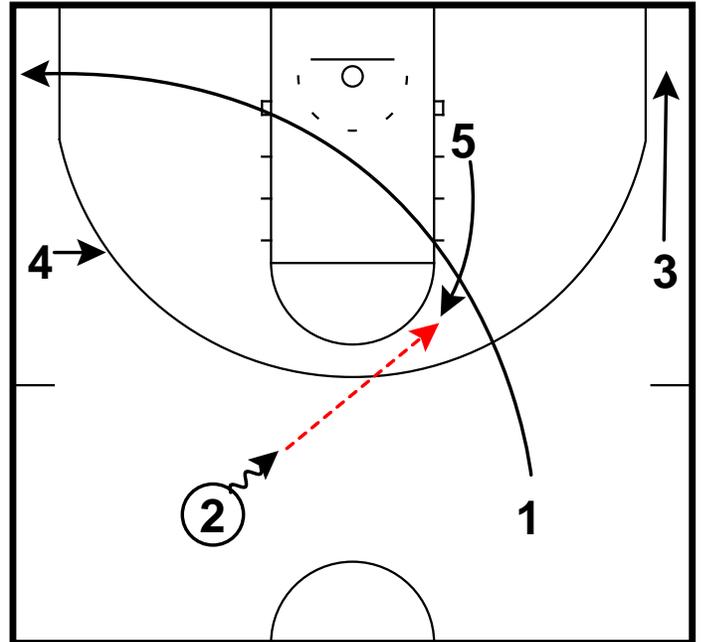
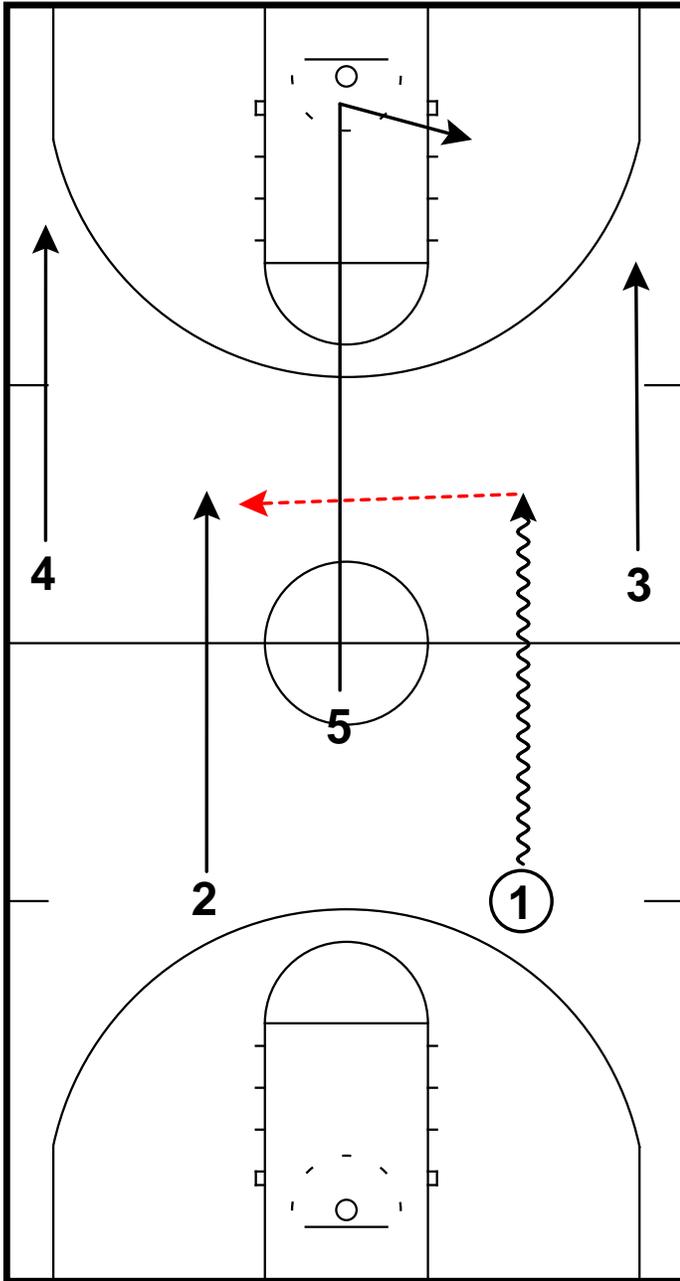
...that would link to CHIN DRIFT

If an advantage is gained, Player 3 of course drives to score or kick. If no advantage is gained, Player 3 may dribble up to reset Point Phase.

Let's assume Player 3 drove but did not get to the rim and kicked to Player 4 at wing spot...

# Radius Athletics

## Point - Middle



On guard-to-guard reversal pass 1 BRUSH cuts behind his man and in front of the post. The cut "runs interference" for Player 5 rising to the elbow.

2 gets to middle of the floor with the inside hand dribble. When entering the elbow we encourage a one-hand pass off the dribble into Player 5. Keep your dribble!!

**Guard-To-Guard Pass = Brush Cut into Point Phase**

Above are the lanes to fill in transition. The four perimeter spots are interchangeable.

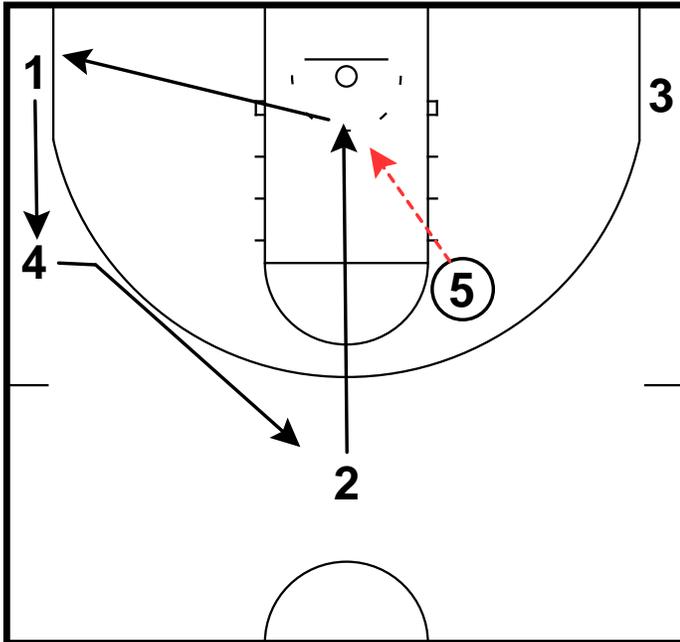
We want to enter the different phases of Princeton **without a call**.

Here there is no pitch ahead, the offense dribbles across the halfcourt line and passes guard-to-guard.

**Guard-To-Guard Pass = Point Phase**

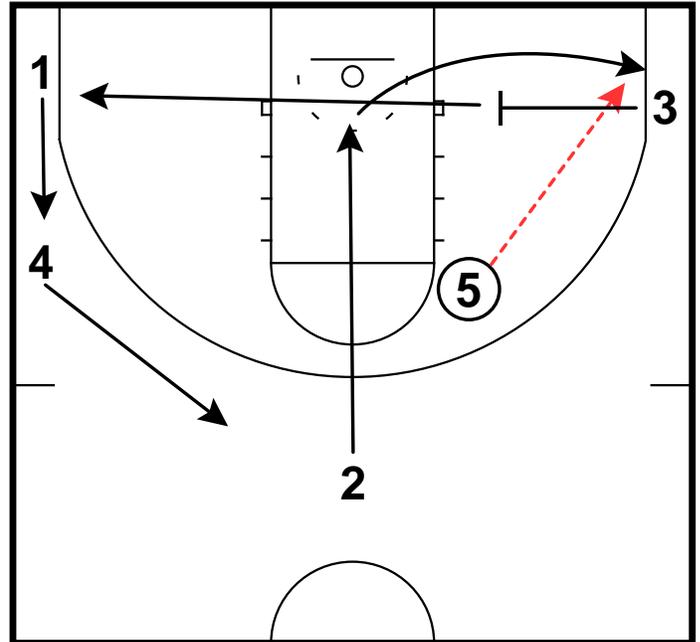
# Radius Athletics

## Point - Middle



Player 2 cuts **Middle**

Player 5 may hit Player 2 on basket cut, if not Player 2 continues to opposite corner and the other players fill as shown.



**"TAXI" option**

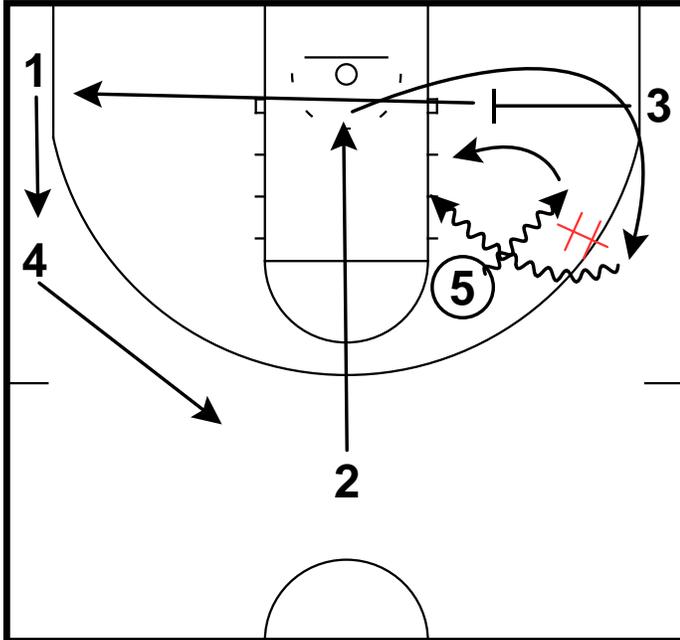
Player 2 cuts **Middle** but exits to the strong side

Player 5 may hit Player 2 on basket cut, if not Player 2 exits off a pin screen from Player 3. If the screen is effective Player 5 may hit Player 2 coming open for a shot. If Player 2 catches but does not shoot, 5 follows into ball screen.

After screening, Player 3 cuts to far corner and other players fill as shown.

# Radius Athletics

## Point - Middle

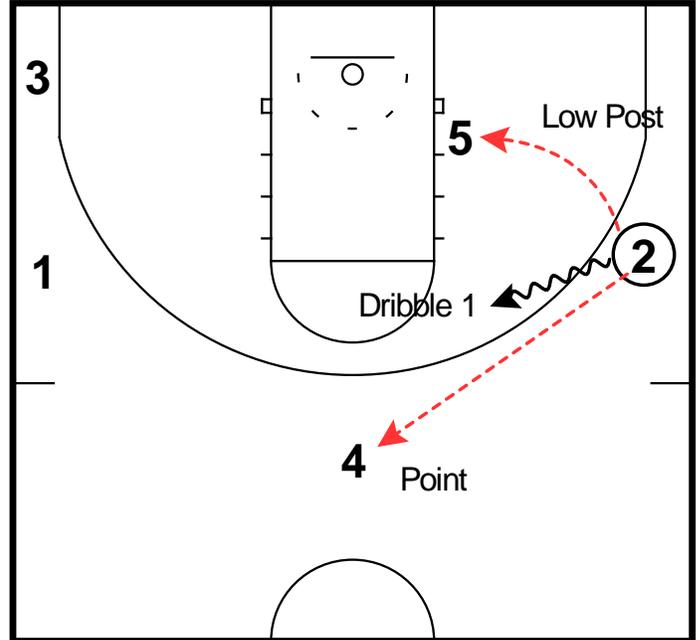


### "TAXI" option

Player 2 cuts **Middle** but exits to the strong side

Player 5 may hit Player 2 on basket cut, if not Player 2 exits off a pin screen from Player 3. If the screen is effective Player 5 may hit Player 2 coming open for a shot. After screening, Player 3 cuts to far corner and other players fill as shown.

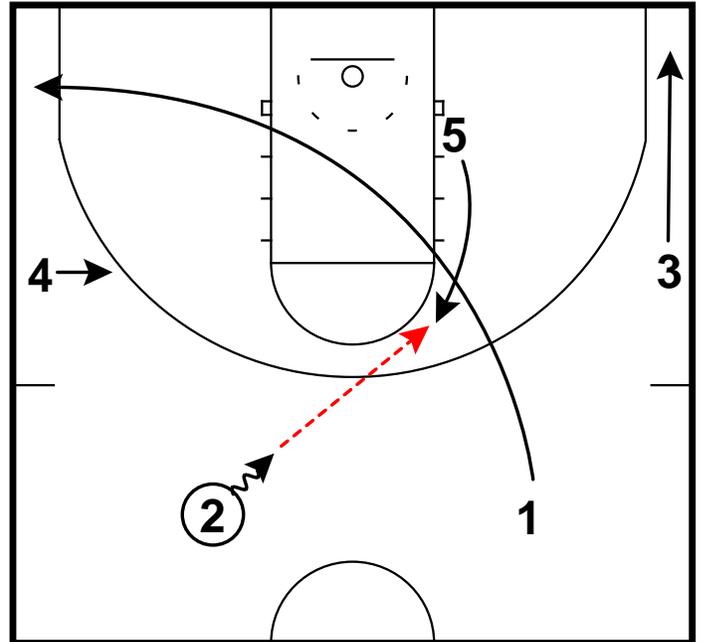
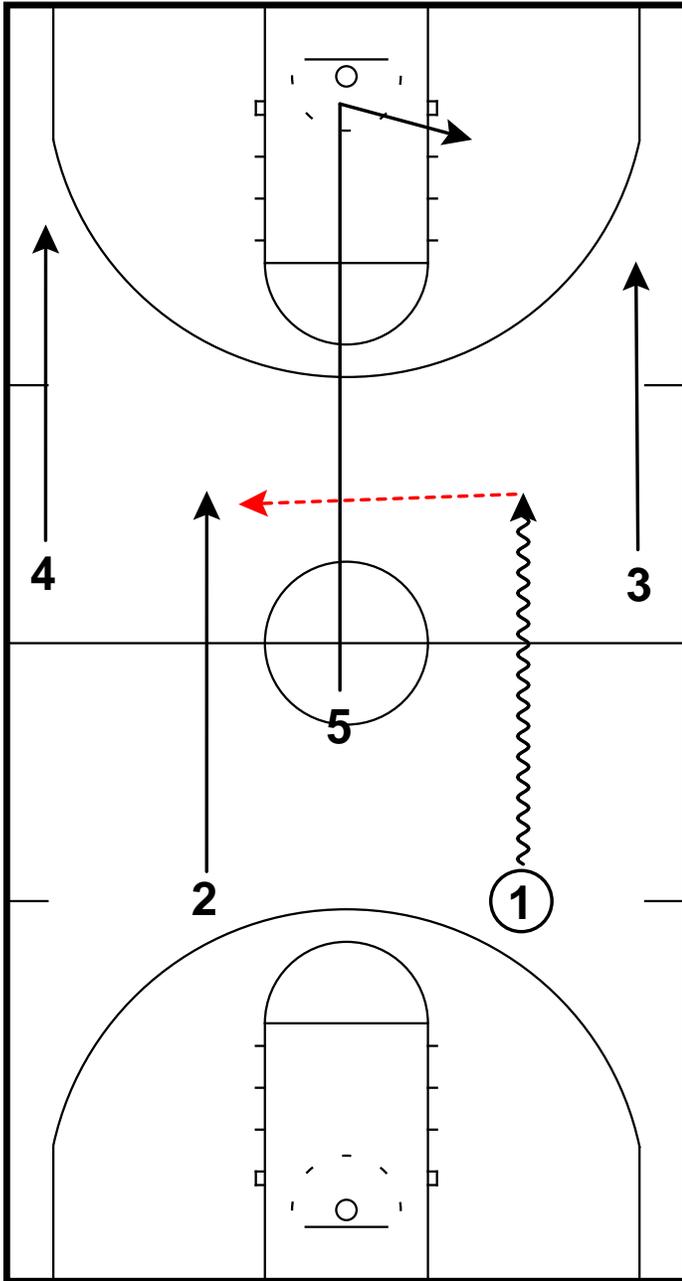
With no shot available, Player 5 "taxi" the ball to Player 2 with a dribble handoff.



Links to Point or Low Post

# Radius Athletics

## Point - Screen Away



On guard-to-guard reversal pass 1 BRUSH cuts behind his man and in front of the post. The cut "runs interference" for Player 5 rising to the elbow.

2 gets to middle of the floor with the inside hand dribble. When entering the elbow we encourage a one-hand pass off the dribble into Player 5. Keep your dribble!!

Player 4 steps toward 3pt line in anticipation of the screen. Player 3 slides to deep corner

**Guard-To-Guard Pass = Brush Cut into Point Phase**

Above are the lanes to fill in transition. The four perimeter spots are interchangeable.

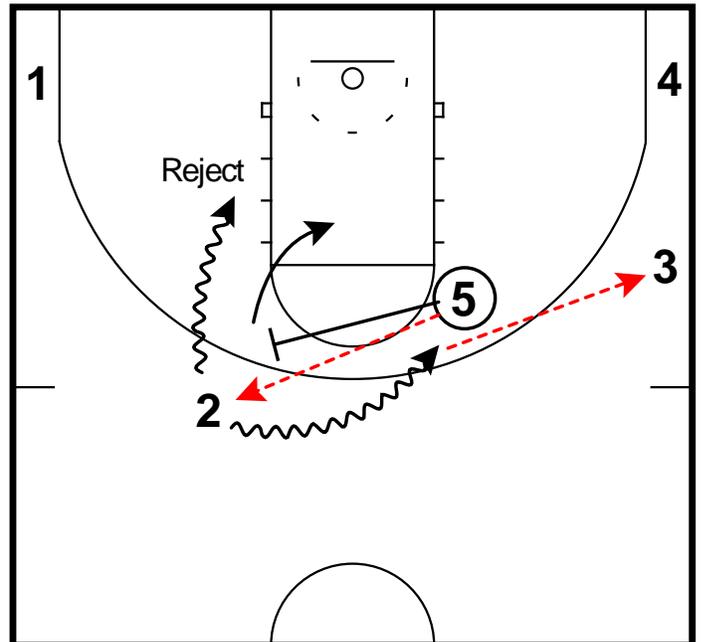
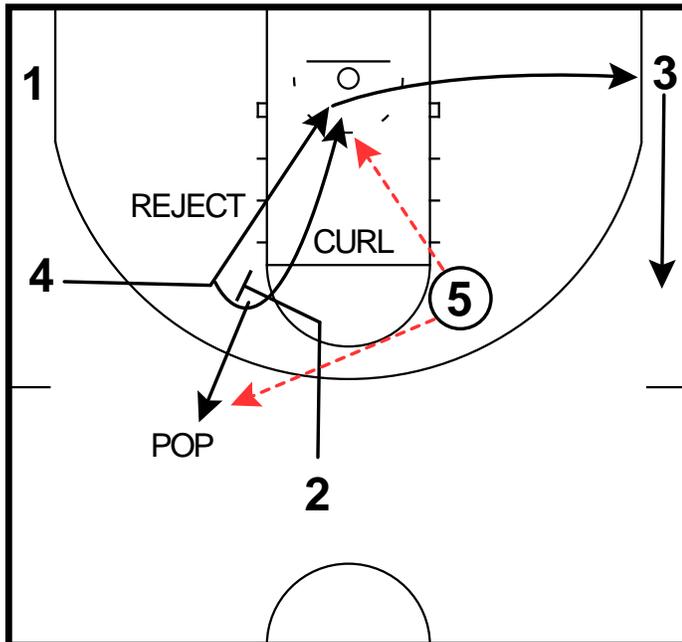
We want to enter the different phases of Princeton **without a call**.

Here there is no pitch ahead, the offense dribbles across the halfcourt line and passes guard-to-guard.

**Guard-To-Guard Pass = Point Phase**

# Radius Athletics

## Point - Screen Away



After entering to 5, Player 2 screens away. This screen is set near the elbow and the goal is to have this screen set near the same spot every time we run Point Screen Away.

Player 3 may reject or curl the screen. If Player 3 does not receive pass from 5, continue to far corner.

Note: Look for post up opportunities in the paint when rejecting/curling

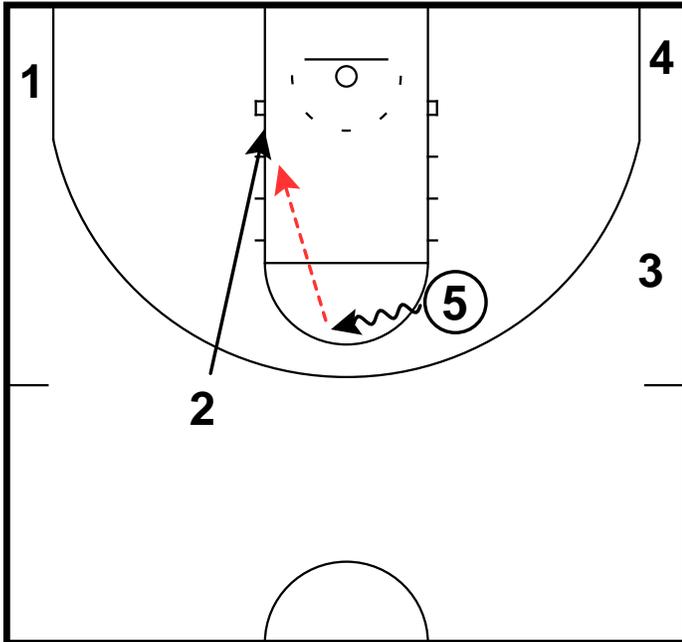
The screener (Player 2 above) pops with a hard second cut beyond the arc. This may generate 3pt opportunities for the screener.

When 5 passes to 2 and 2 has no shot/drive, follow into a ball screen. Often, Player 2 should reject the ball screen, but here Player 2 accepts the screen, 5 rolls and 2 kicks to 3

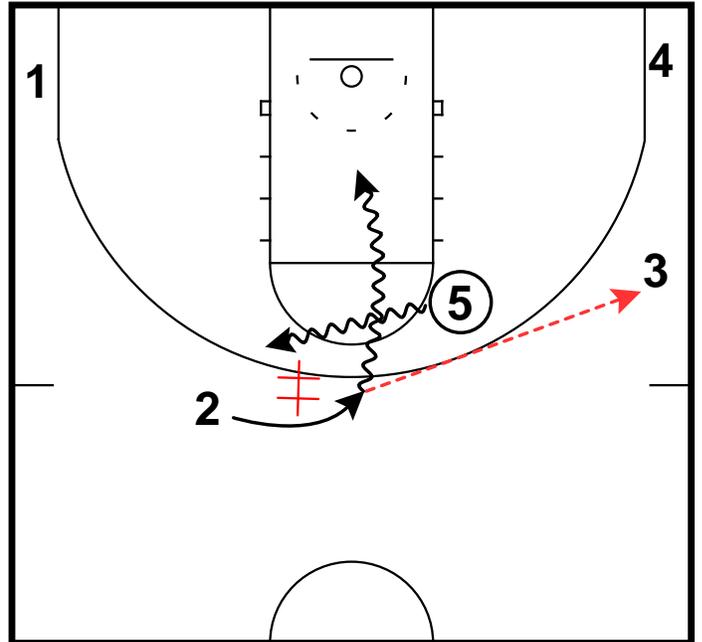


# Radius Athletics

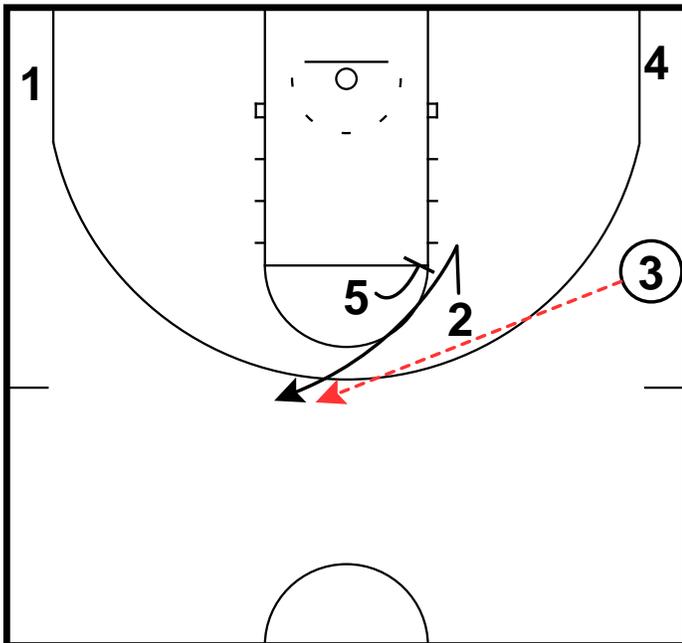
## Point - Screen Away



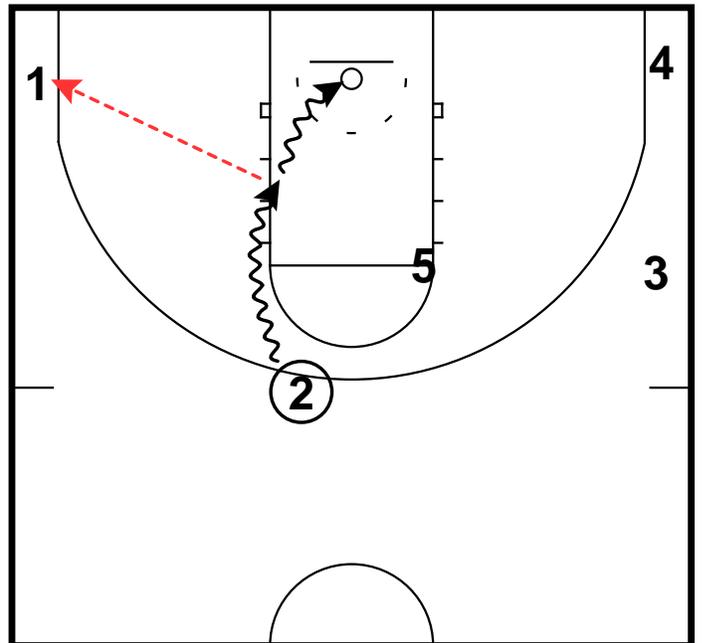
**Dribble-At**  
If player 5 cannot pass to the cutter nor the screener he/she will dribble at Player 2 for a possible backdoor opportunity if overplayed.



**Dribble-At**  
Here, Player 2 comes over the top of the dribble-at with 5. The handoff may create an advantage for penetration. Above, Player 2 comes over the top and kicks to 3.



[Link to CHIN DRIFT...](#)

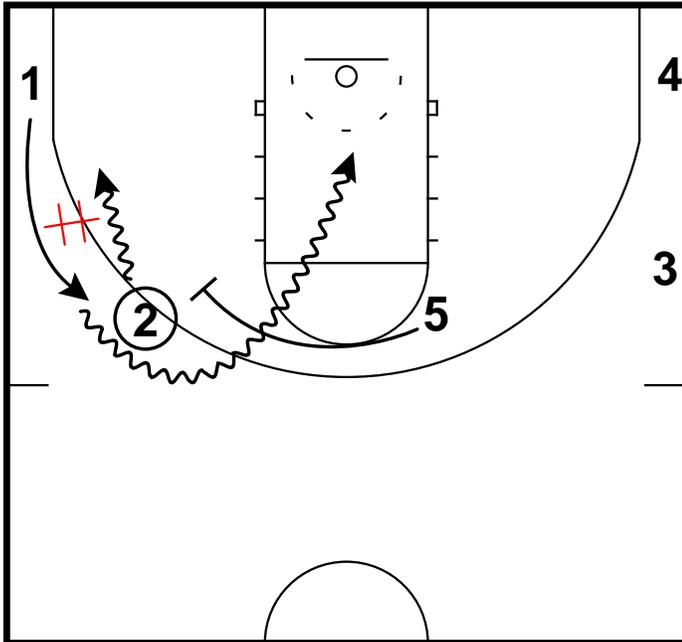


...and possible DDK (drift, drive, kick)

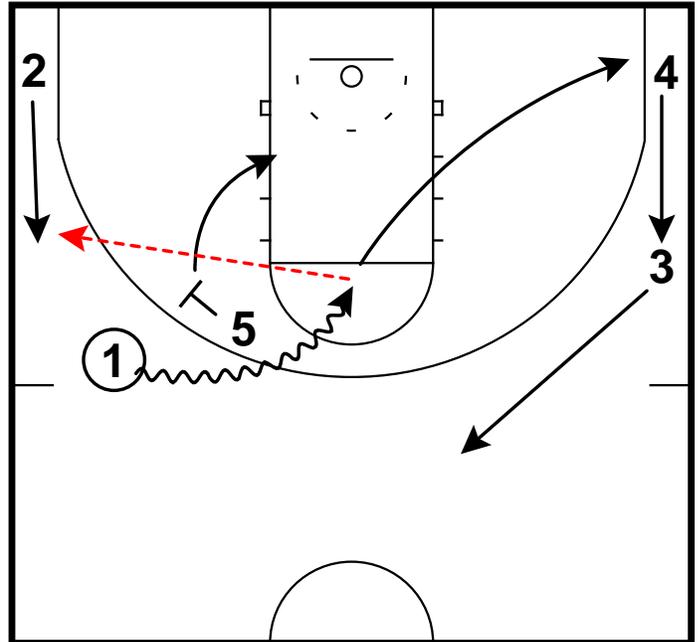


# Radius Athletics

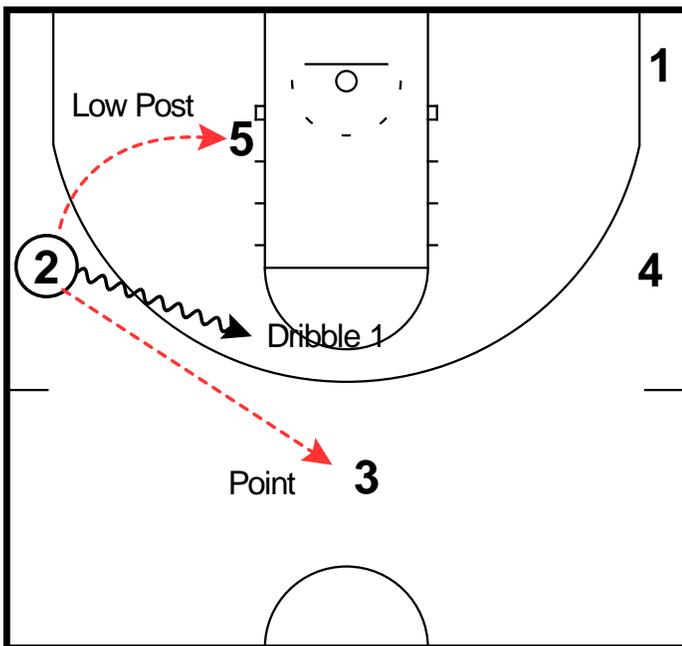
## Point - Spin



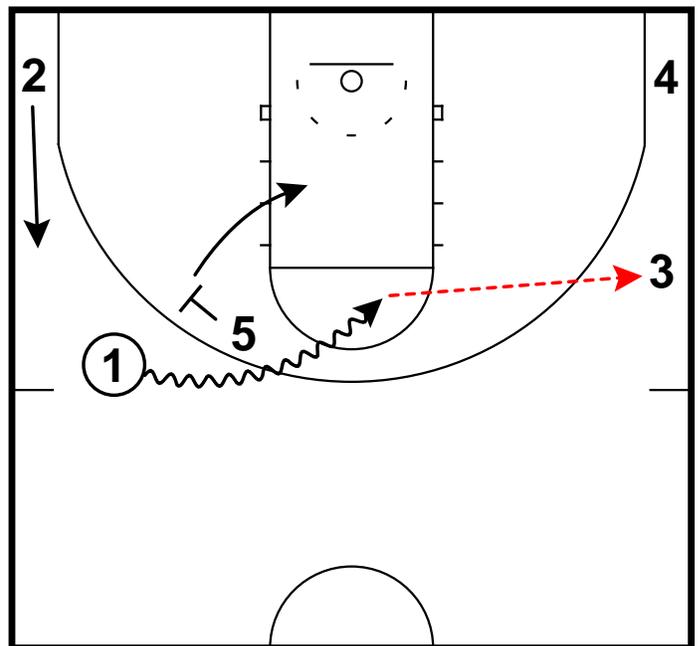
If no backdoor pass, 2 keeps their dribble and continues into handoff with 1 as 5 moves into position to ball screen



IF we throw to back action...



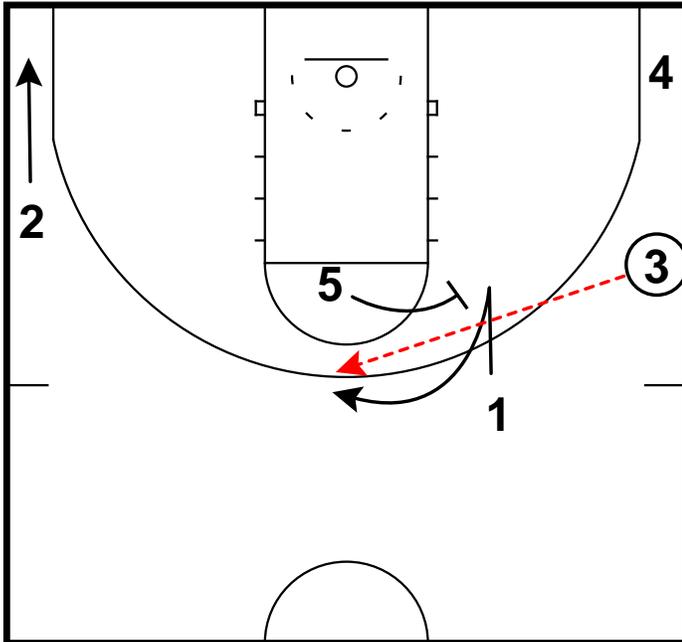
...then LINK to Low Post



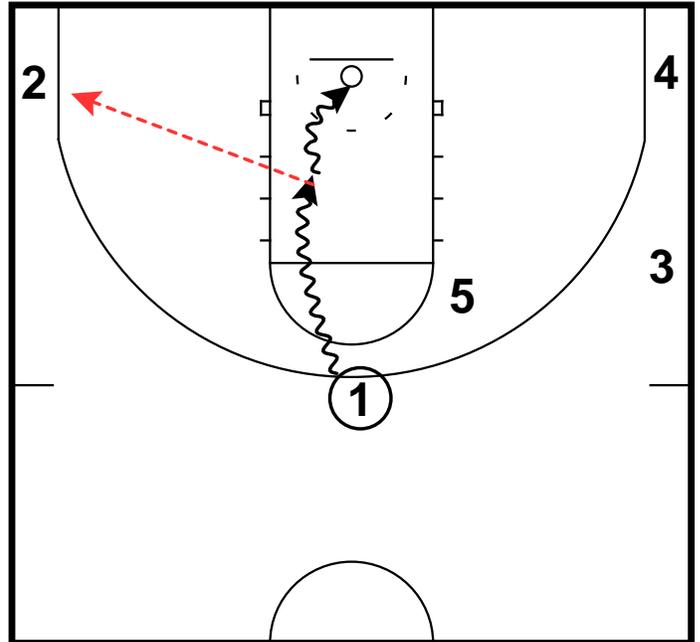
If we throw ahead...

# Radius Athletics

## Point - Spin



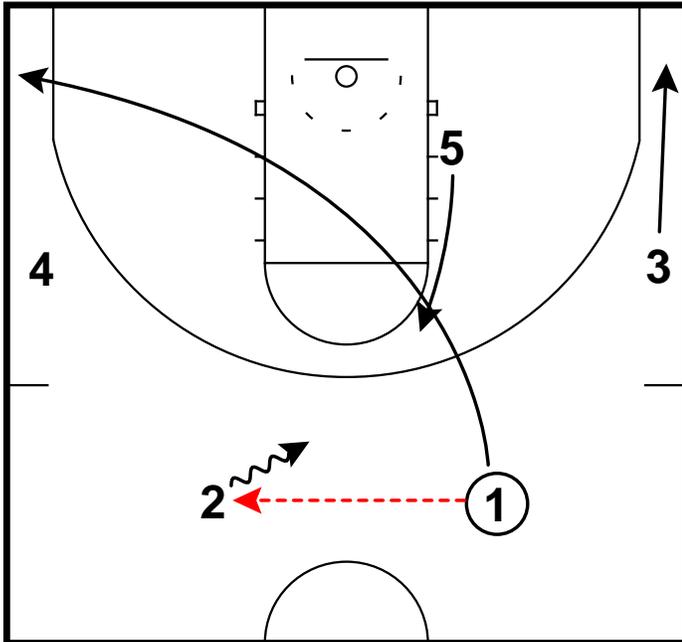
... then Link to Chin Drift...



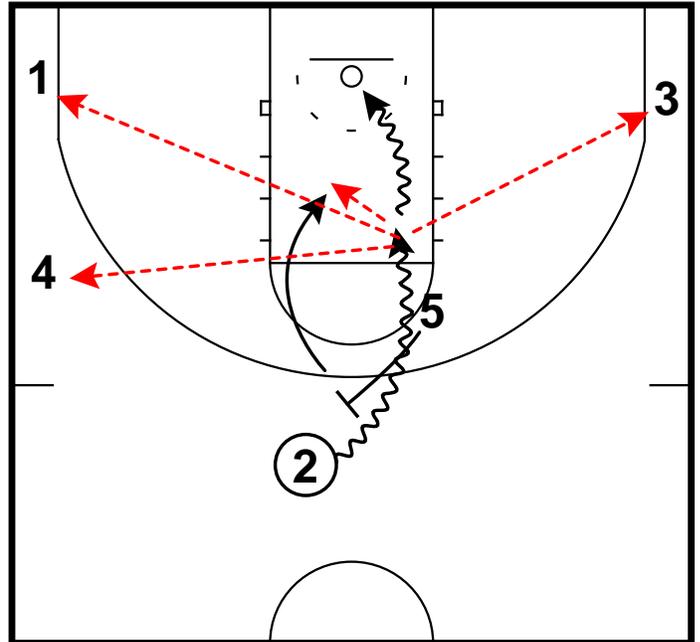
...for a possible DDK (drift, drive, kick)

# Radius Athletics

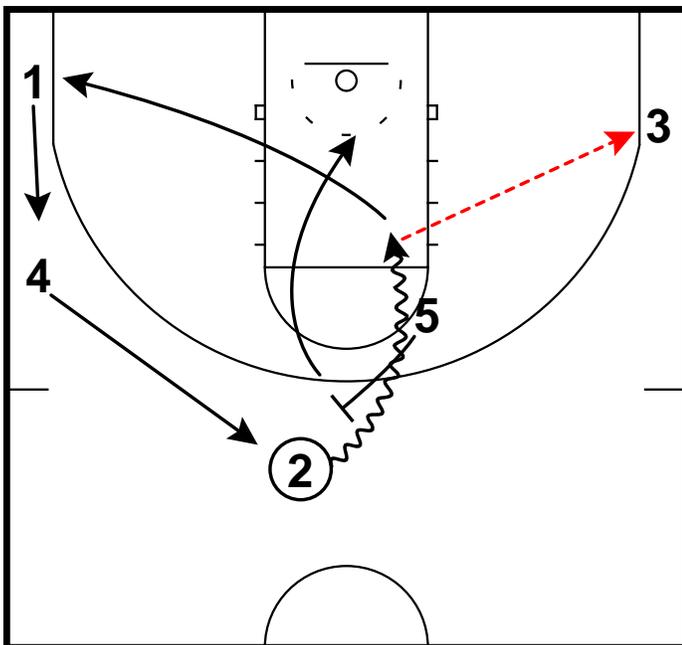
## Point - Spread



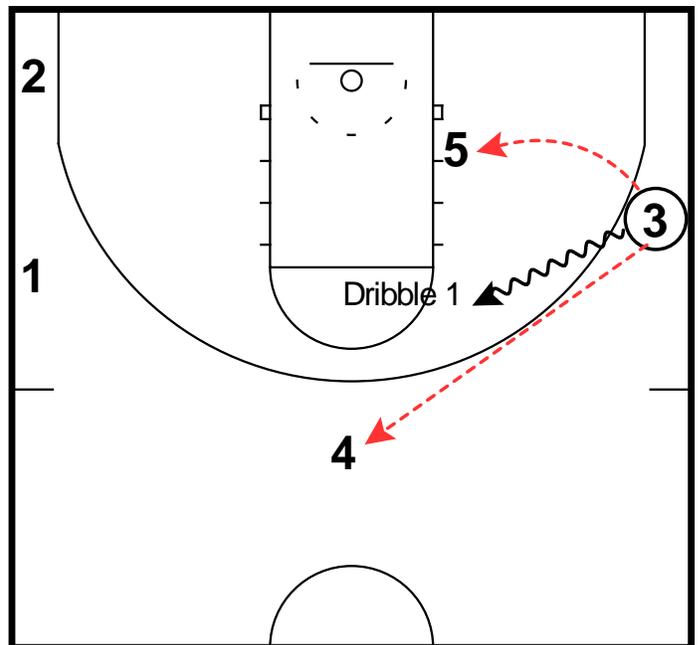
1 makes guard to guard pass, brush cuts and 5 rises to the elbow. 2 dribble centers with inside hand. Keep your dribble!



No elbow entry and 5 continues into SPREAD ball screen for 2. 2 may hit roller, drive to score or kick for three



Here 2 kicks to 3 then exits away from their pass to far corner



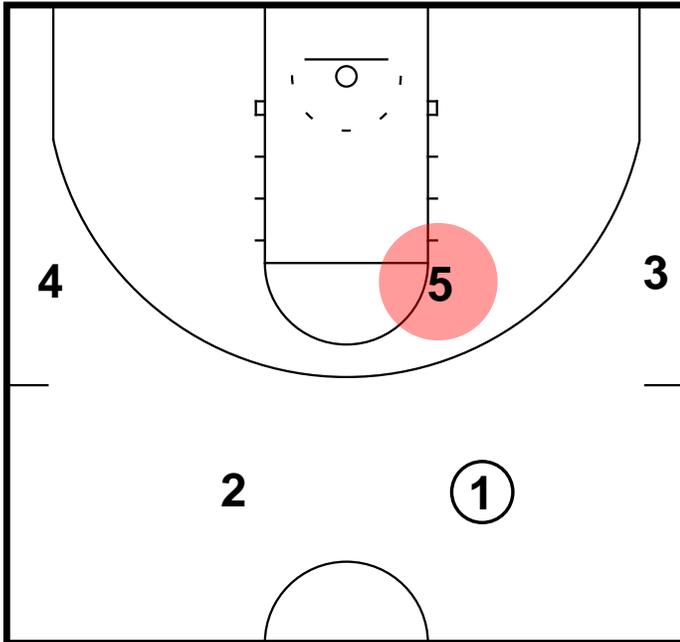
Link to: [Low Post Phase](#) or [Point Phase](#)

Other players fill as shown

# Chin Phase

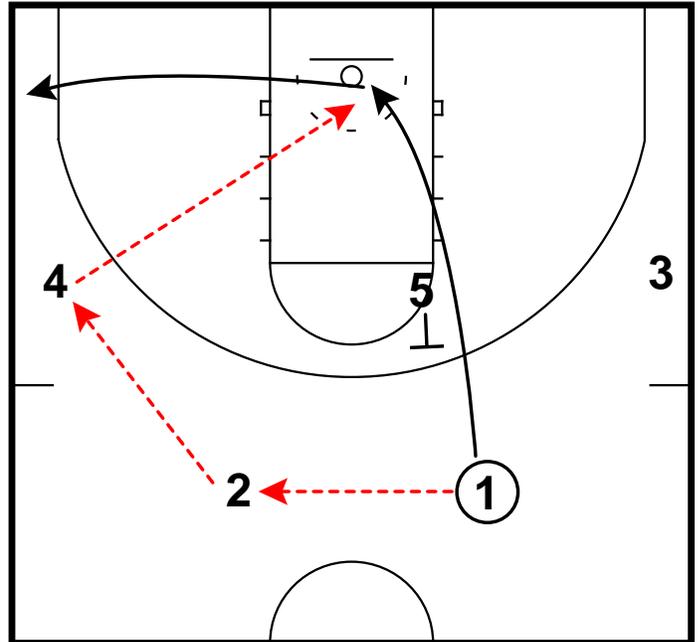
# Radius Athletics

## Chin

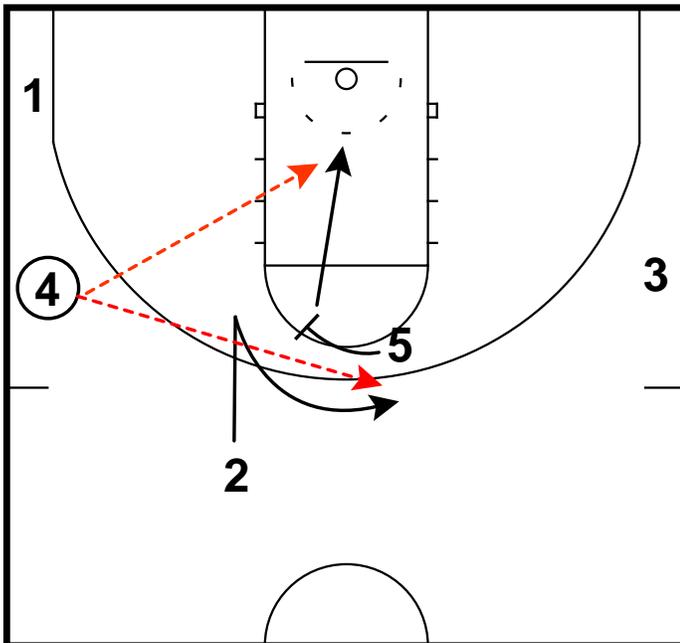


Post is at ballside elbow = CHIN

- 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

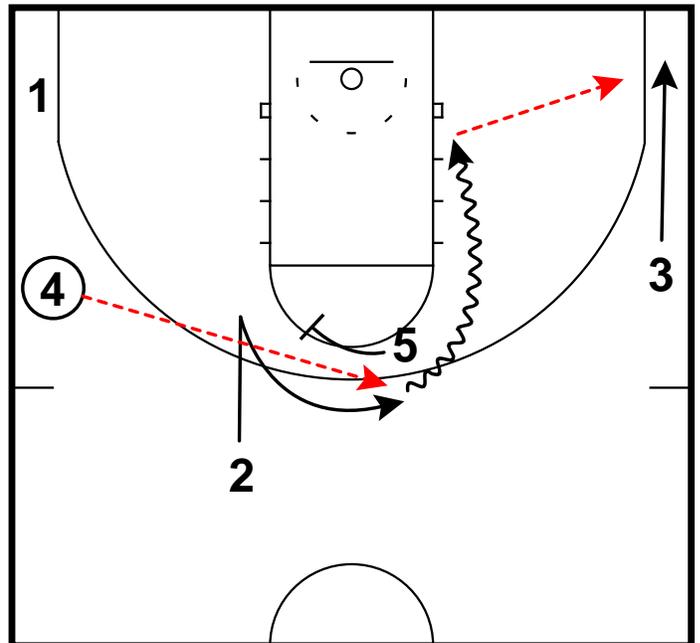


- 1 passes to 2
- 2 passes to 4
- 5 back screens for 1 (wait until second pass is complete). 1 cuts to far side of rim. If there is no pass continue to strong side corner.



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.

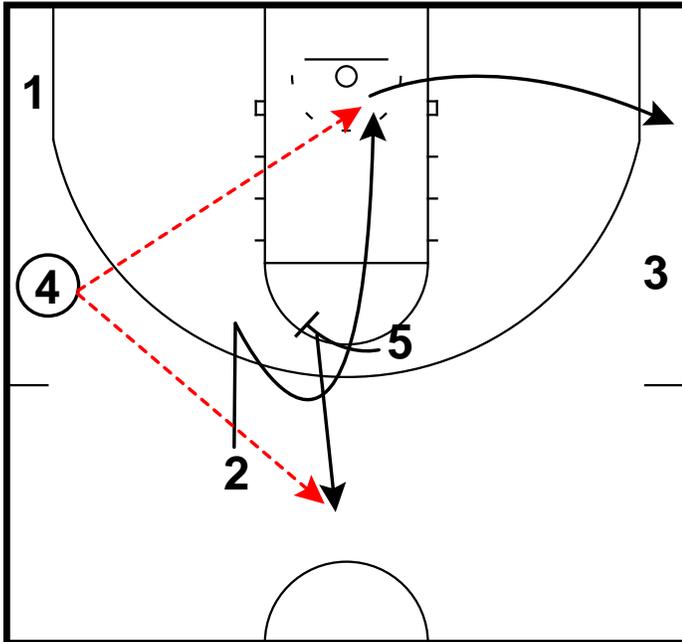


DDK (Drift, Drive, Kick)

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.

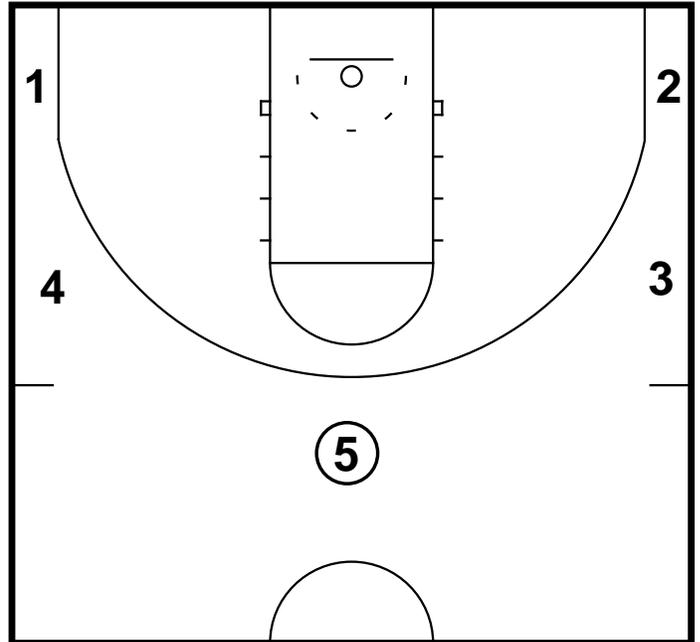
# Radius Athletics

## Chin

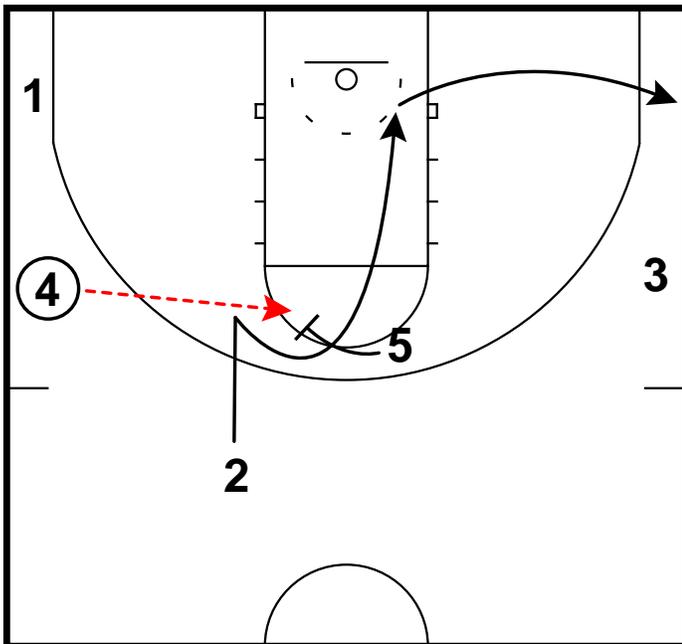


### Curl the Drift

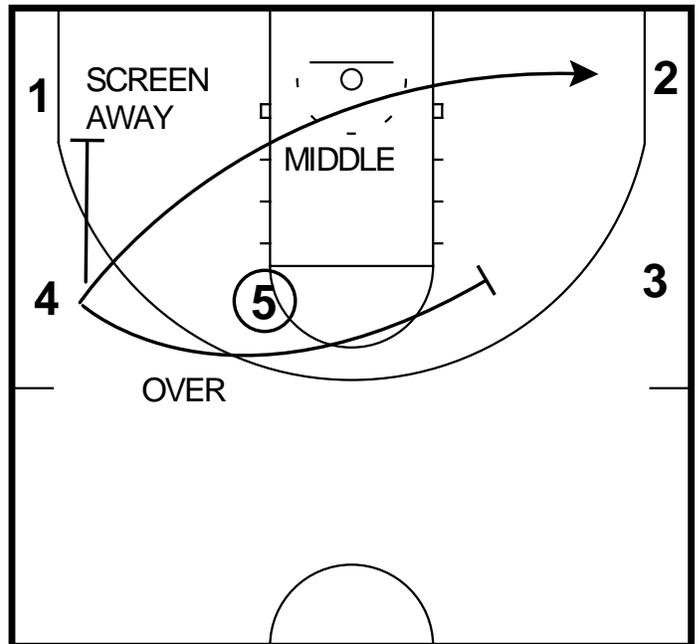
Player 2 may curl the drift when trailed. If they do not receive the pass, continue to far corner. After setting the drift screen there are options with links. Shown above Player 2 curls the drift and Player 5 pops.



This links to Open Phase



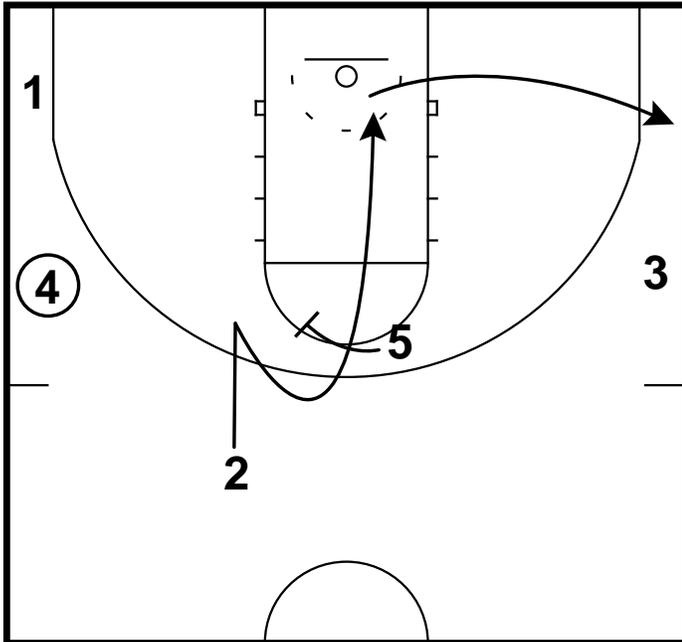
Curl the drift & Hits 5 at elbow after he/she screens.



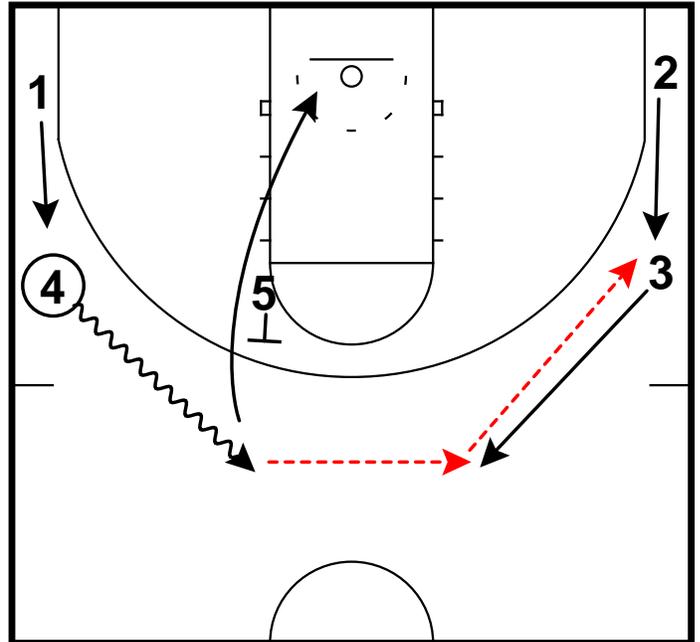
This links to Corner Phase

# Radius Athletics

## Chin



Curl the Drift

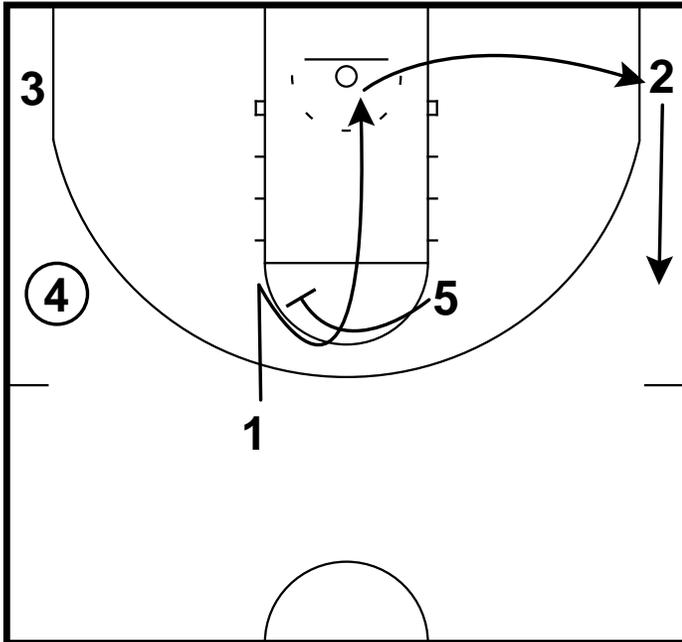


Dribble Up to reset CHIN

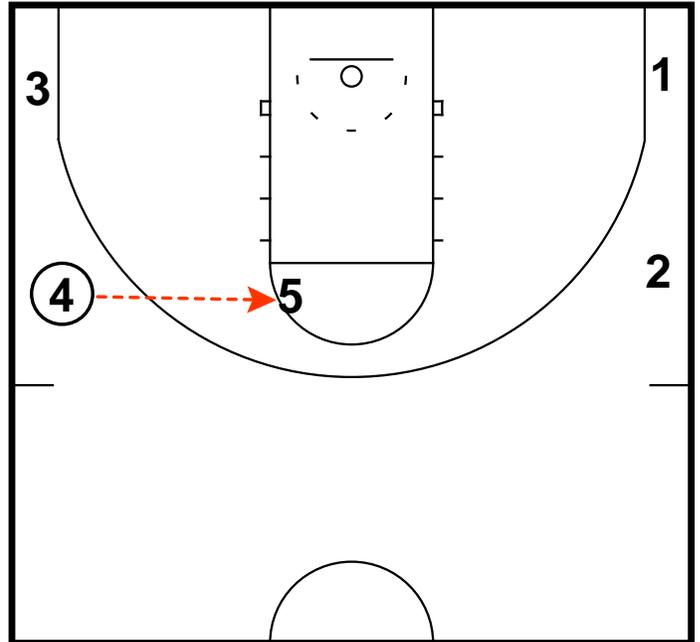
# Corner Phase

# Radius Athletics

## Corner - Over



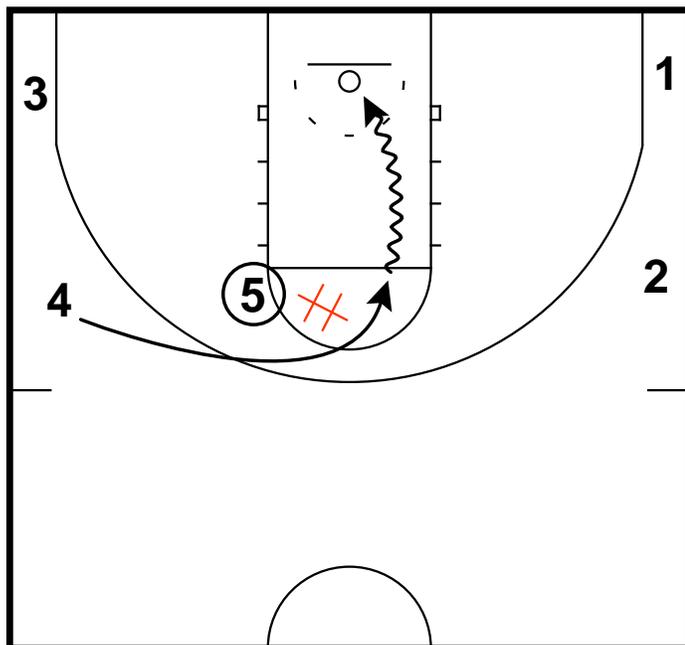
The offense enters Corner Phase when the cutter curls the drift in CHIN Drift...



...and Player 4 passes to Player 5 in the high post elbow

# Radius Athletics

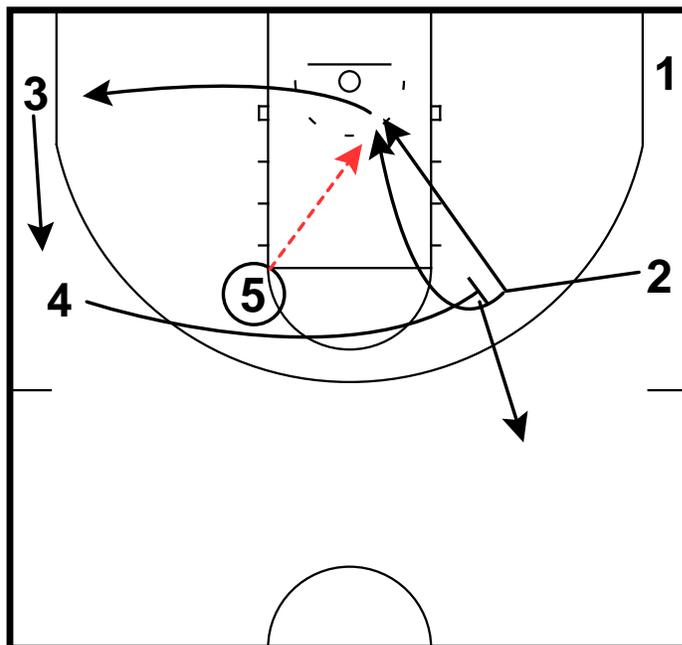
## Corner - Over



### Throw & Go

After passing to 5, Player 4 sprints over to outrun their pass and take a throw and go handoff.

Note: If trailed, Player 4 may curl around Player 5 and Player 5 dump it over the top (curl & dump)



If player 4 does not take a handoff, continue into the screen at/near the elbow for Player 2. Here it becomes like Point Screen Away.

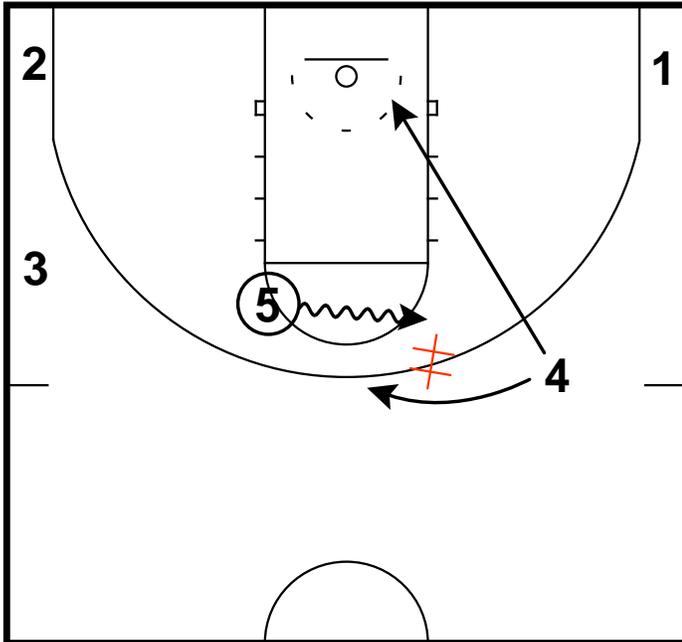
Player 2 may reject or curl ( look for opportunity to post when cutting into the paint).

Player 4 pops after screening - a hard second cut here may present a 3pt opportunity.

If player 2 does not receive the pass, continue to far corner.

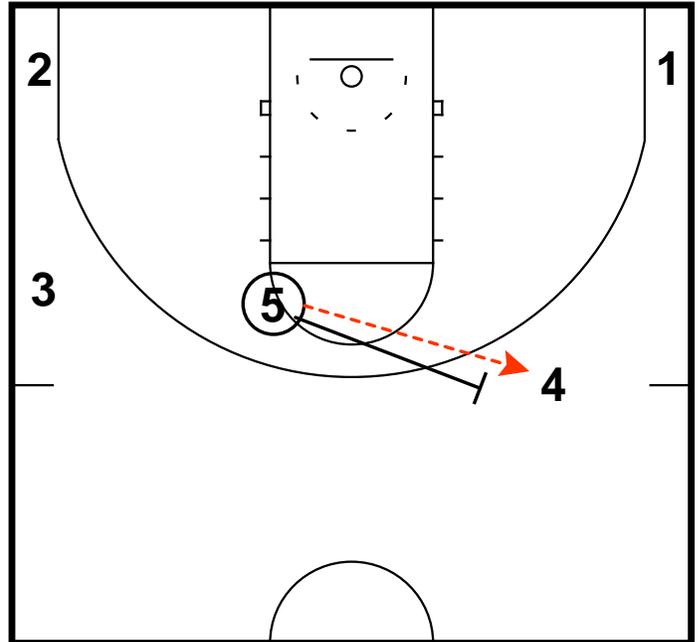
# Radius Athletics

## Corner - Over

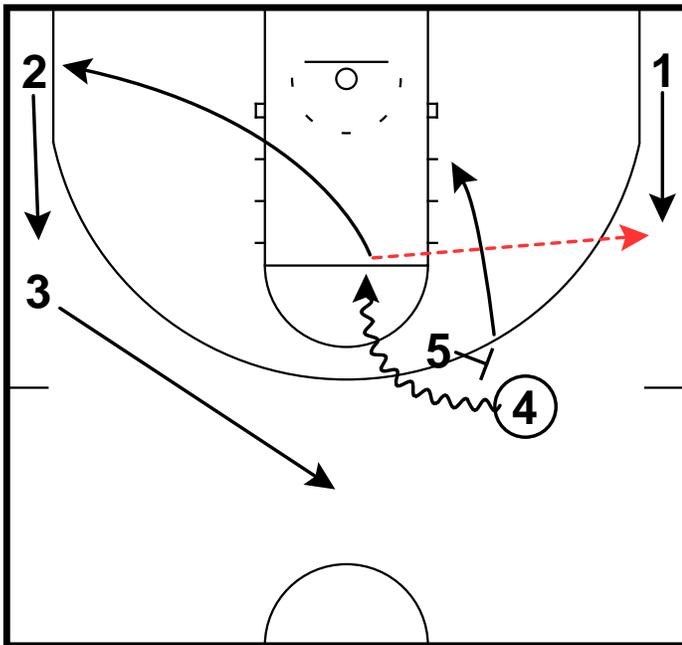


**Dribble-At**  
If Player 5 cannot pass to Player 4 nor Player 2, dribble-at with Player 4.

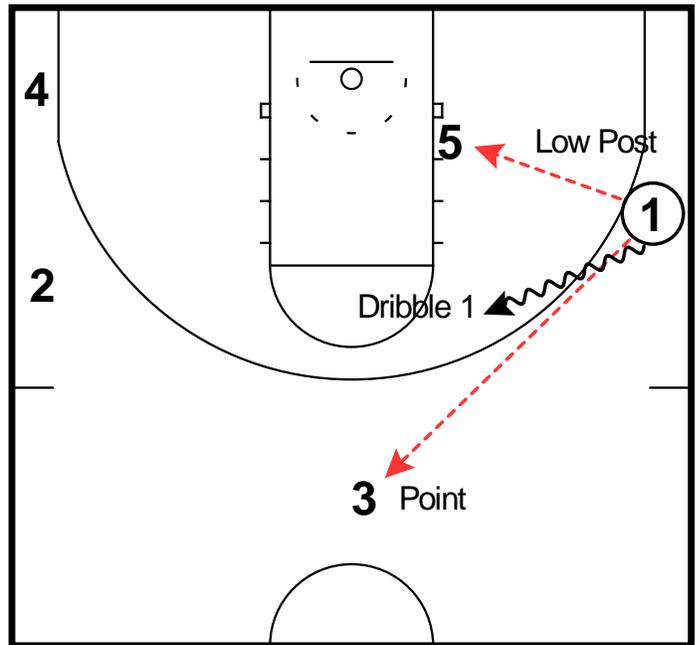
Player 4 back cuts when overplayed and comes over the top for a handoff when the defense goes under.



If Player 5 can pass to Player 4 on the pop, follow into the ball screen.



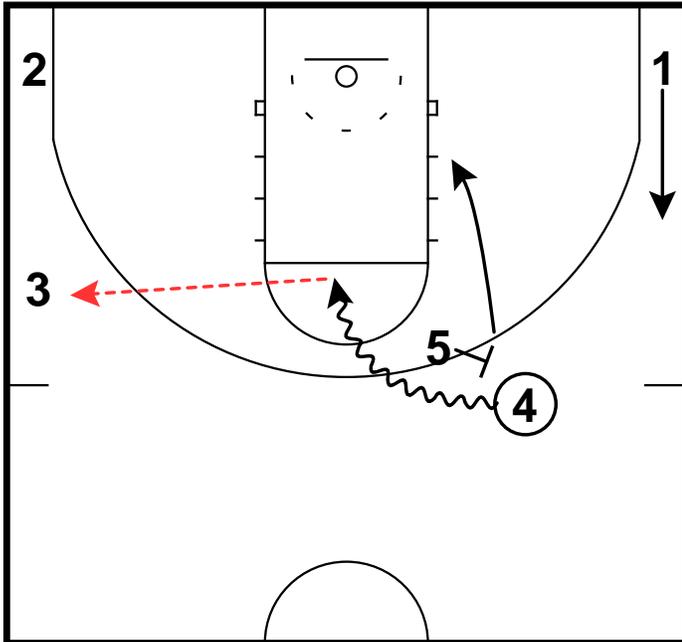
IF we throw to back action...



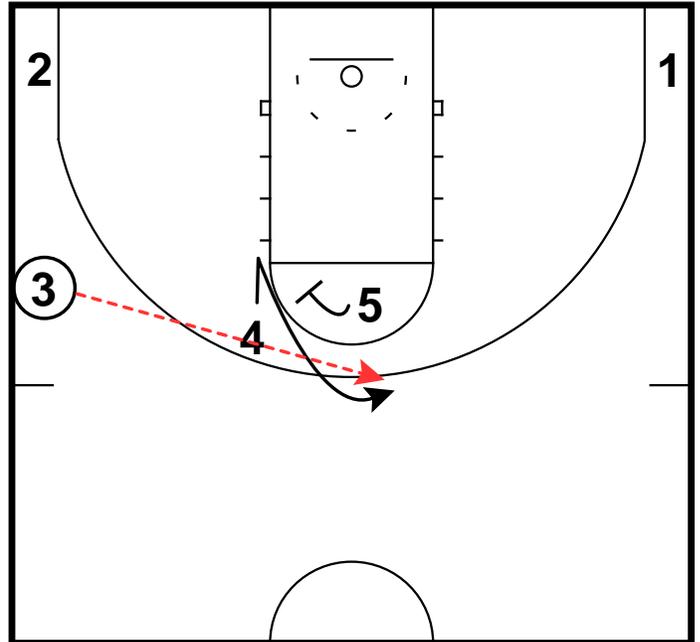
Link: Low Post

# Radius Athletics

## Corner - Over



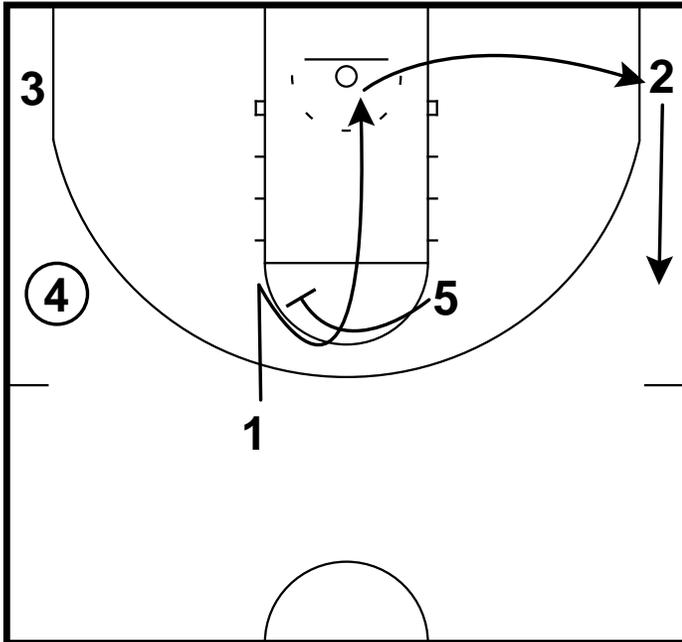
If we throw ahead...



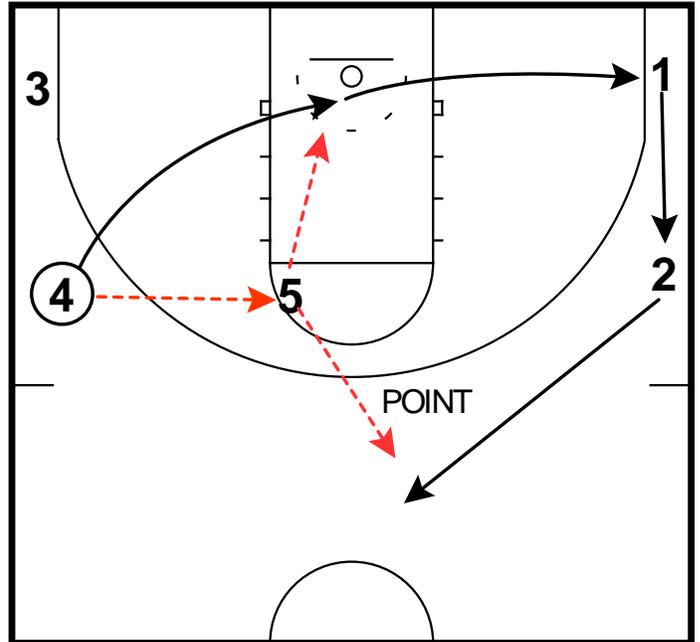
Link: Chin Drift

# Radius Athletics

## Corner - Middle

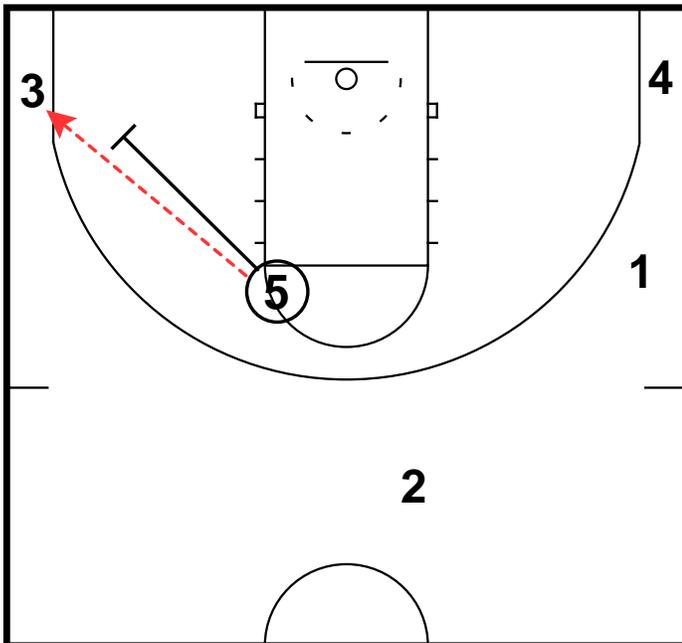


The offense enters corner phase when the cutter curls the drift in CHIN Drift...

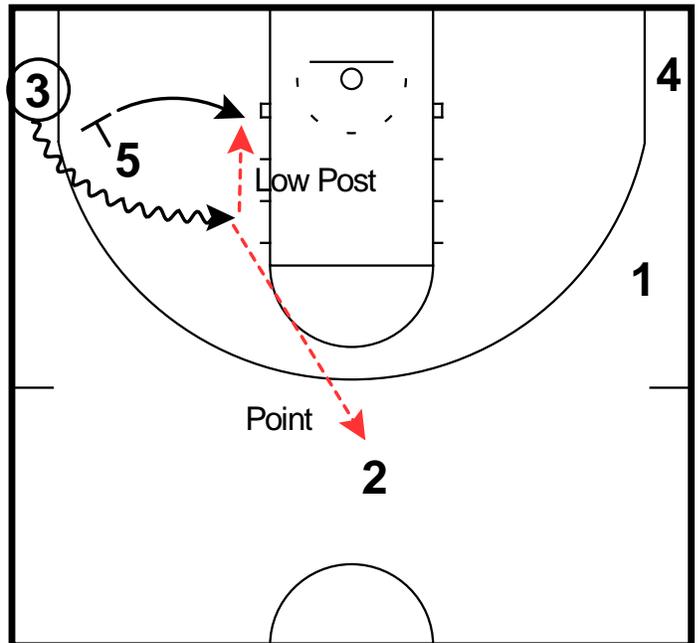


...and Player 4 passes to Player 5 in the high post elbow then cuts middle.

Look for the return pass, if it does not come continue to far corner. Other players fill as shown. IF the ball is pass to TOC the link is to Point Phase.



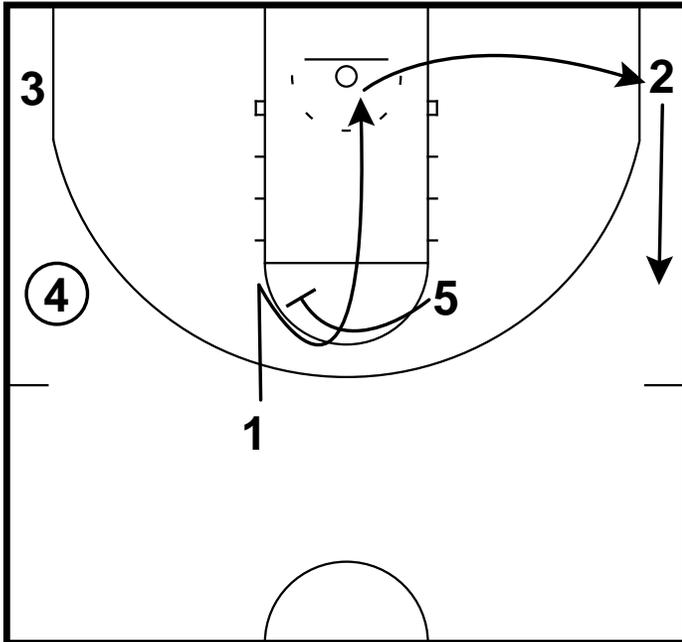
5 may DHO with Player 3 in the corner or pass and follow ball screen (shown).



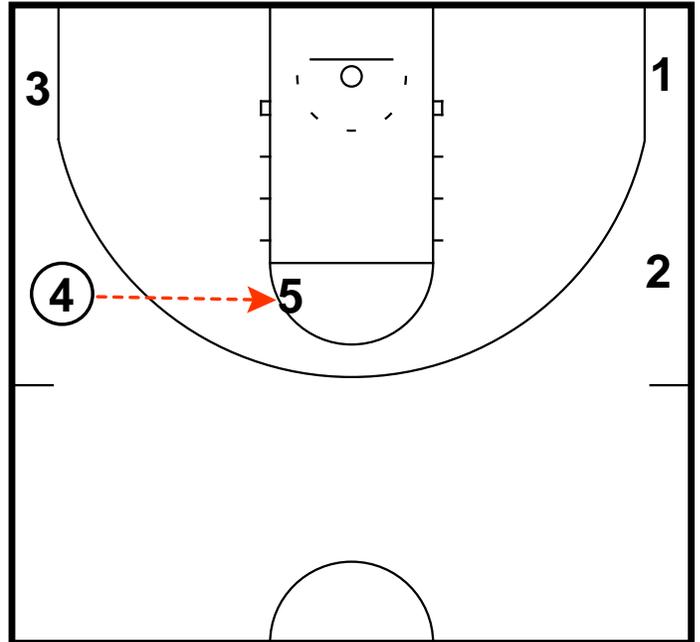
Links to Point or Low Post

# Radius Athletics

## Corner - Screen Away



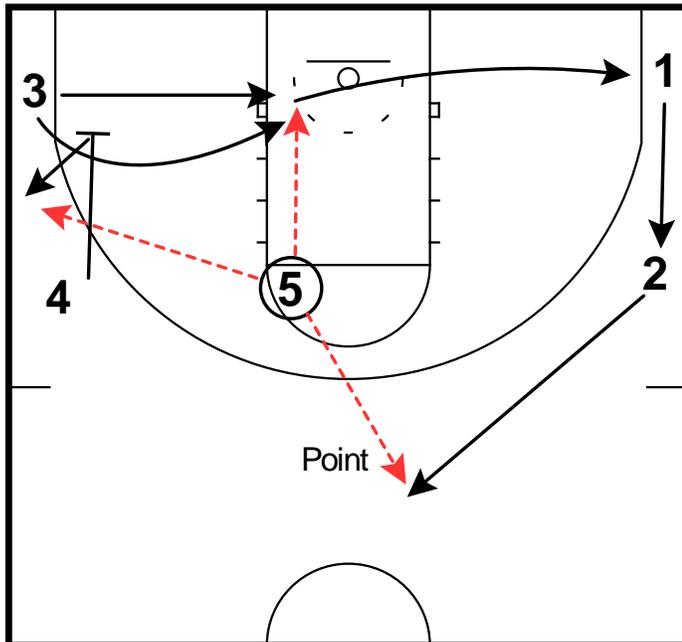
The offense enters corner phase when the cutter curls the drift in CHIN Drift...



...and Player 4 passes to Player 5 in the high post elbow

# Radius Athletics

## Corner - Screen Away

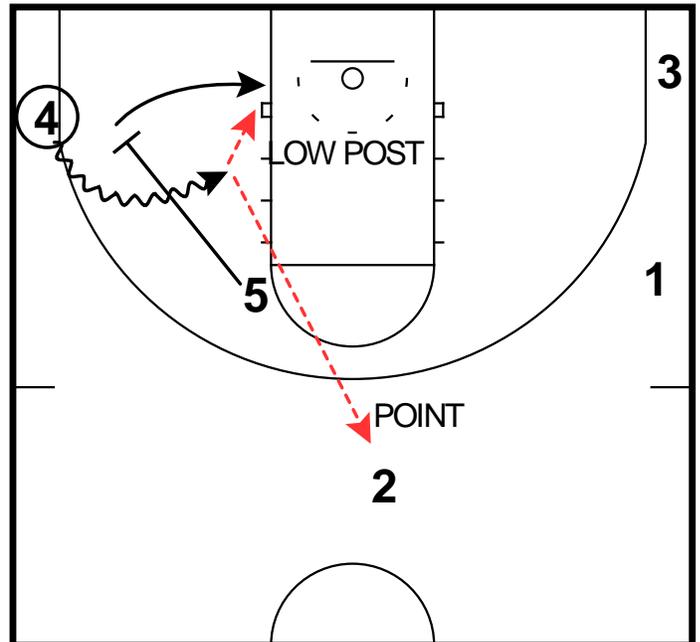


After entering to 5, Player 4 screens away for Player 3 in the corner.

Player 3 may curl, reject the screen. The screener pops with a hard second cut outside the arc for potential 3pt shot.

If Player 3 does not receive the pass, continue cut to far corner.

If 5 passes out to TOC link to Point Phase

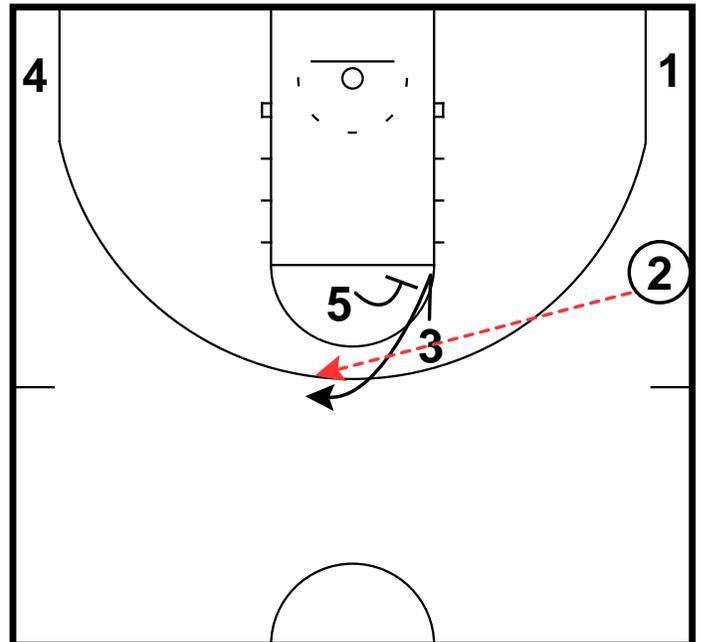
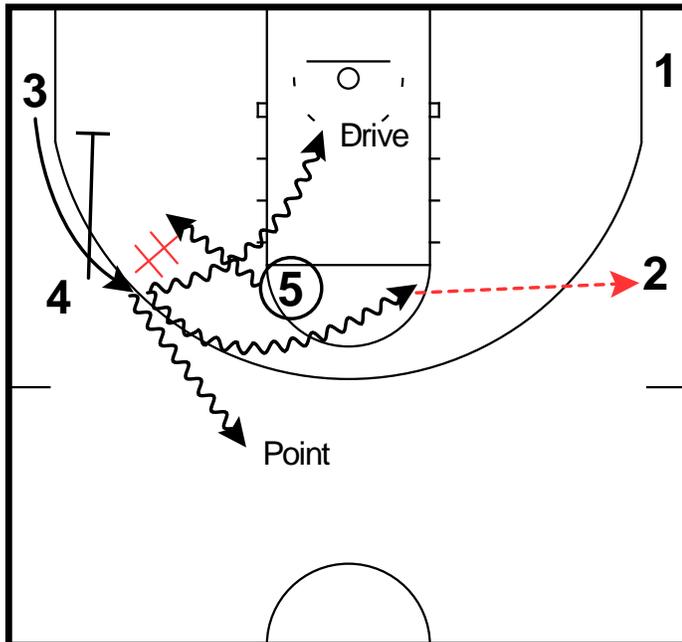


When 5 passes to 4 who popped, follow into a ball screen. (5 may also DHO with 4)

Links to Low Post and Point Phases if PnR doesn't lead to score.

# Radius Athletics

## Corner - Screen Away



### Accepting the Screen

Backing up, Player 4 has entered to 5 and Screens Away and instead of curling/rejecting, Player 3 accepts the screen.

Player 5 DHO with Player 3. Player 3 may shoot behind the handoff, drive or if no advantage is present dribble up to link to Point Phase.

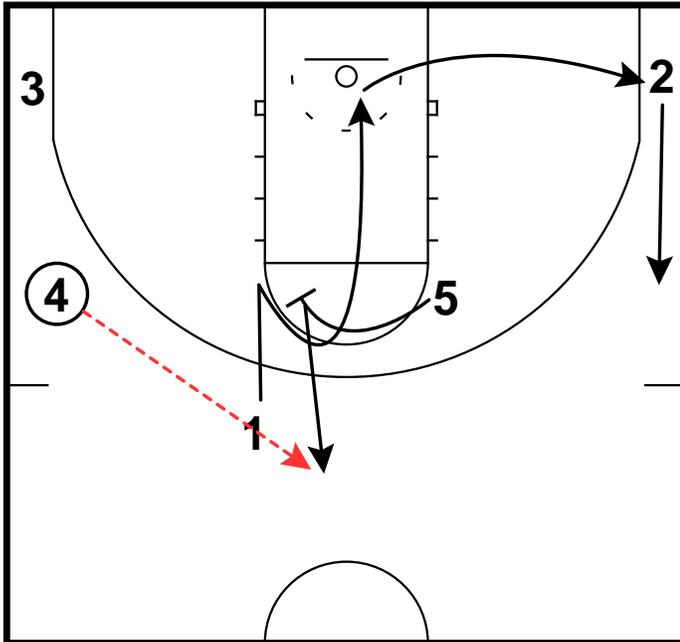
If Player 3 throws ahead as shown...

...Link to Chin Drift

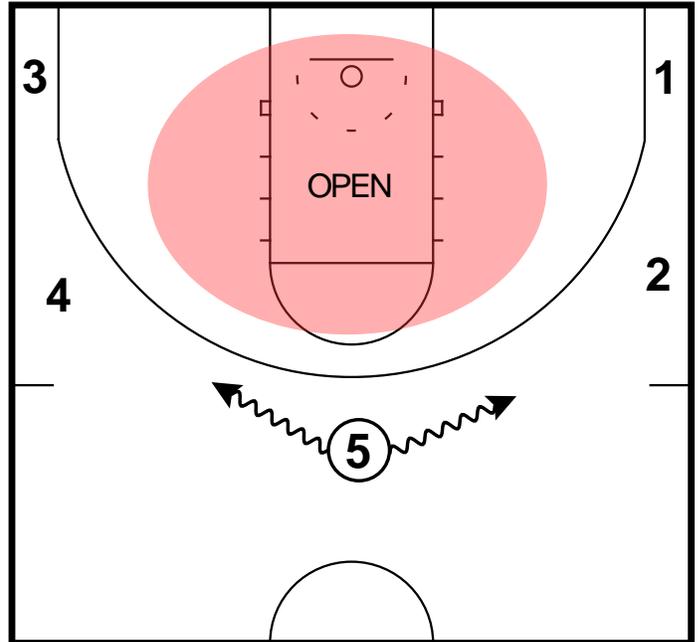
Open Phase

# Radius Athletics

## Open

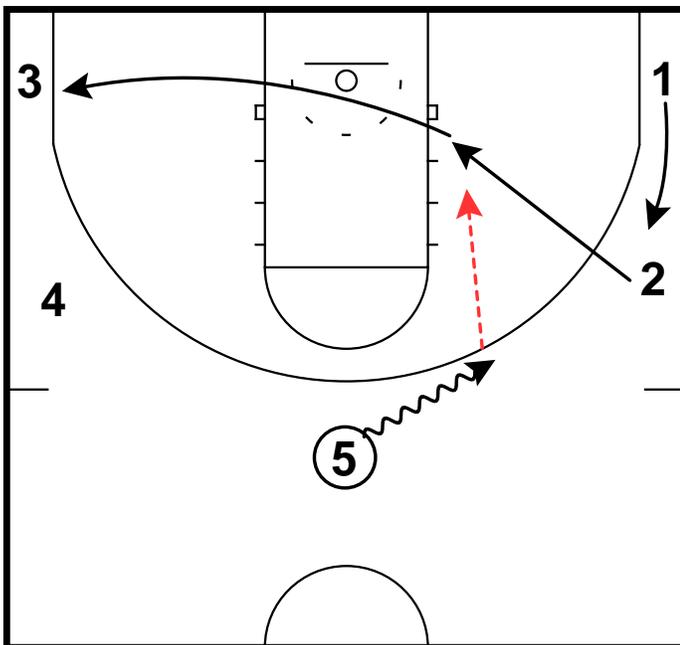


The offense enters OPEN phase when the cutter curls the drift in CHIN Drift and the screener (Player 5) pops...



With the center at TOC the lane is OPEN.

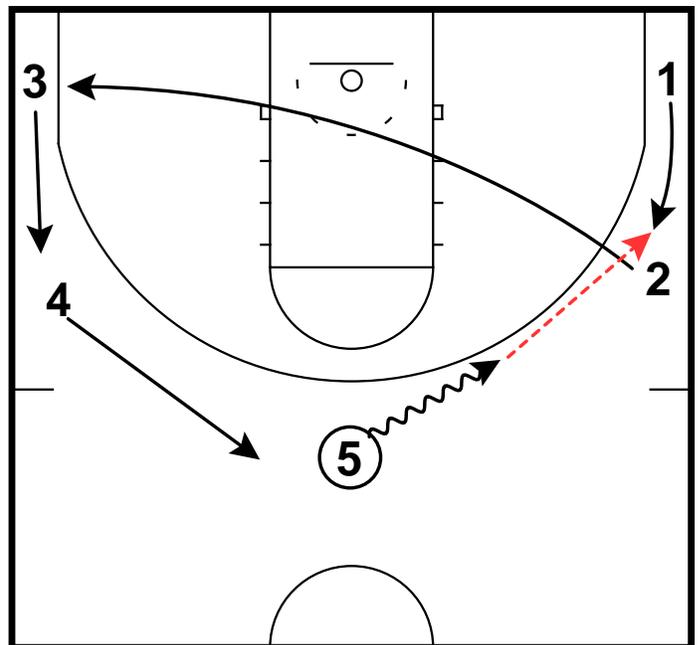
Player 5 may dribble-at with either wing



In this example, Player 5 dribbles at Player 2

Player 2 back cuts for potential Back Door and if they don't receive the pass continues to far corner

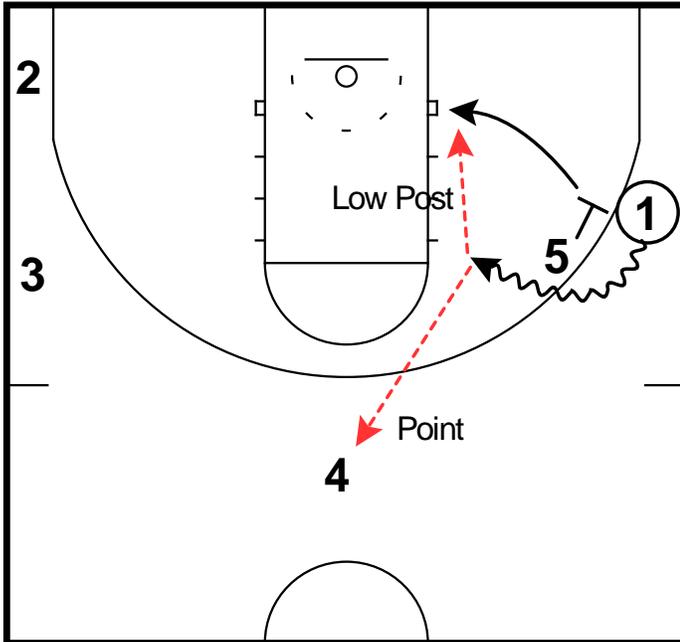
Player 1 begins to lift



5 throws ahead to 1

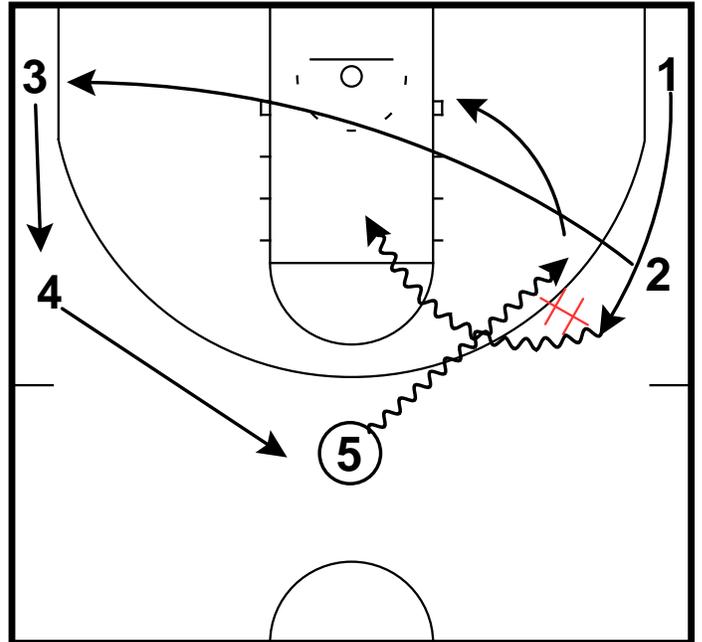
# Radius Athletics

## Open

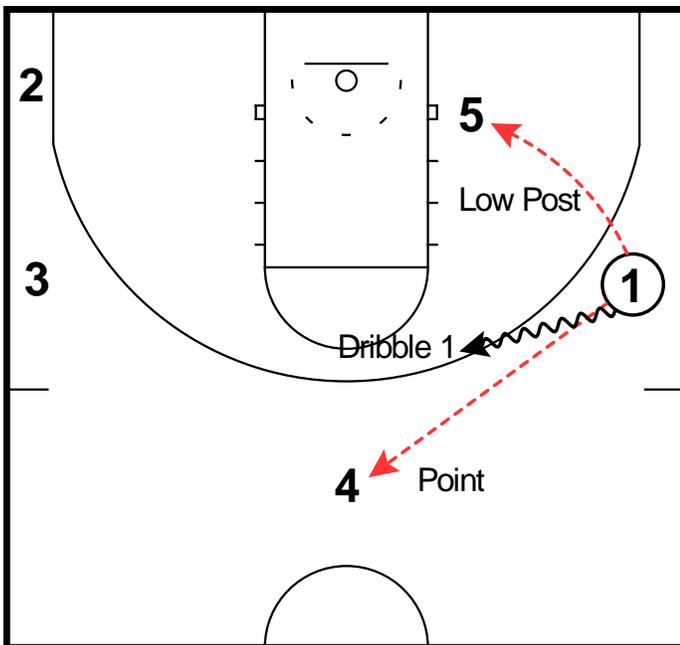


Player 5 follows their pass into ball screen for 1

Links to Low Post or Point



Player 5 may also DHO with Player 1 after Player 2 back cuts



also links to Low Post or Point