



Radius Athletics

"Principles" Offense

A positionless principle-based attack



SHAPE



Create and maintain shape

CUTTING



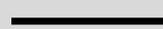
Pass and Cut
Dribble-At Cut
"Playmaker" Entry and Cut
Denial = Cut

DRIVING



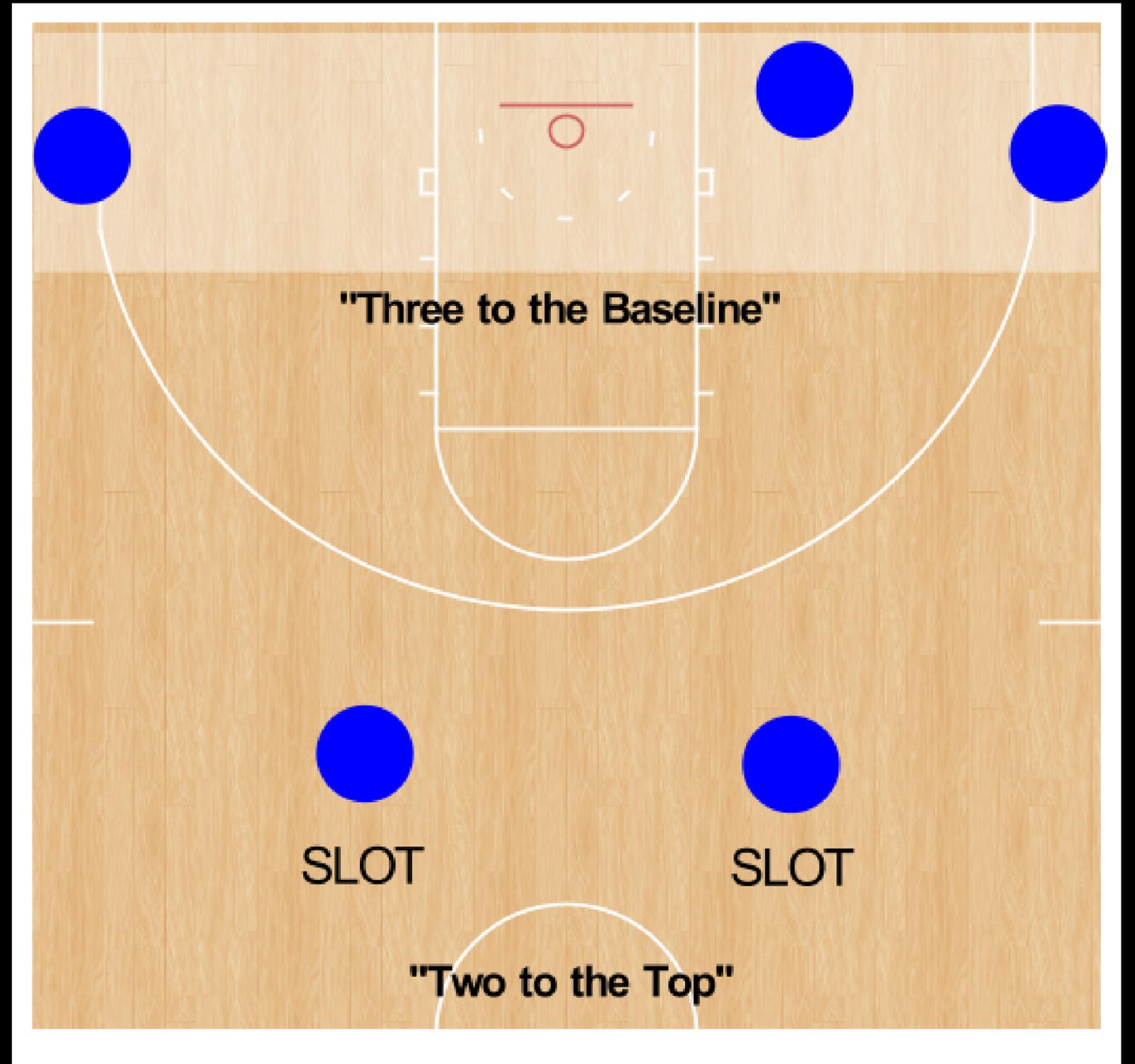
Limit Back-to-Back drives
Drive in the direction opposite the pass

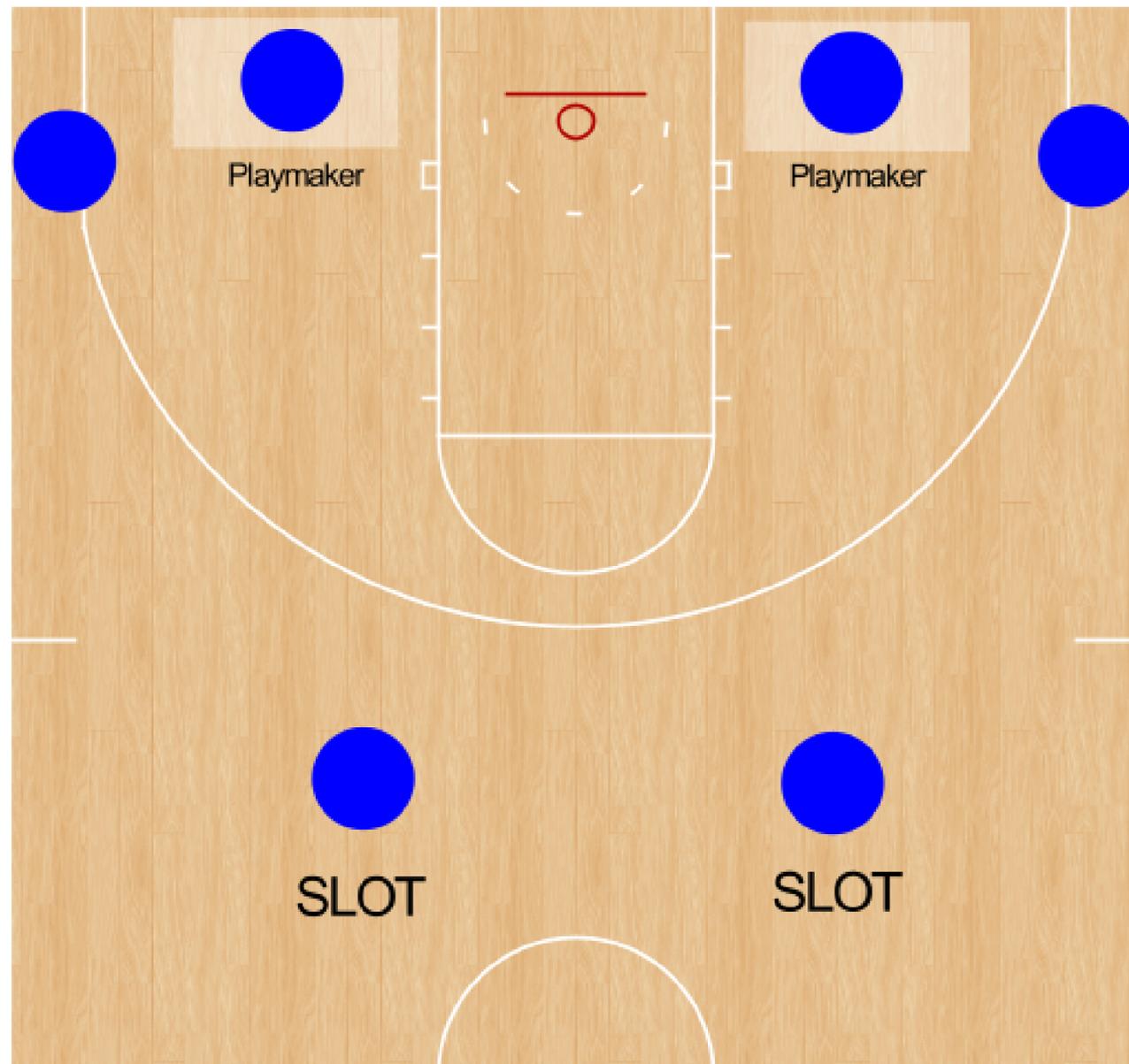
RELOCATION



No standing on drives
Move in the direction of the drive:
Drive Right = Move Right
Drive Left = Move Left

Shape - Three players on the baseline, two players on top





SHAPE

- SLOTS
- DEEP CORNERS
- "PLAYMAKER" SPOTS
- FILL FIVE OF THESE SPOTS, MAINTAIN SHAPE THROUGHOUT THE POSSESSION

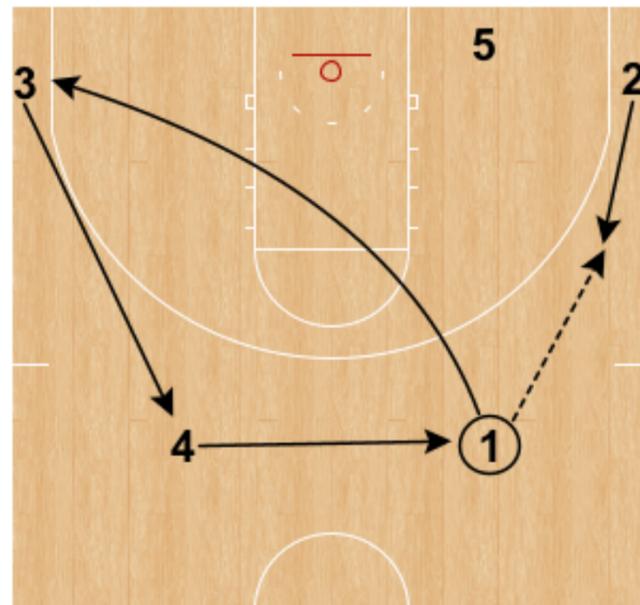
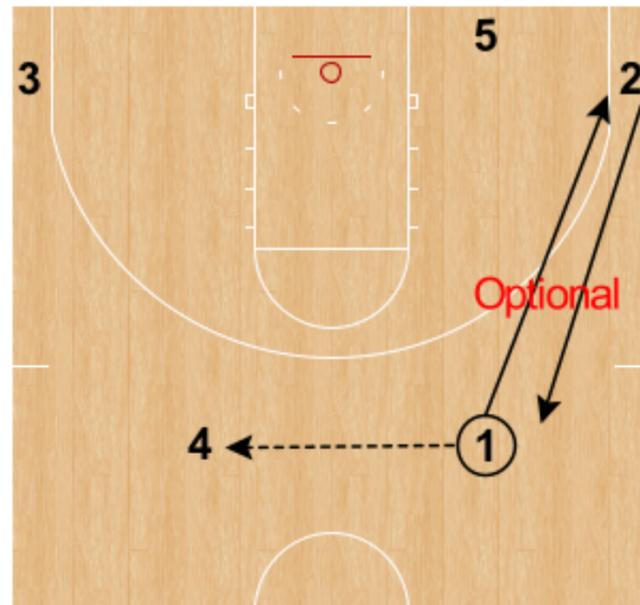
CUTTING

**Pass &
Cut**

**Playmaker
Entry & Cut**

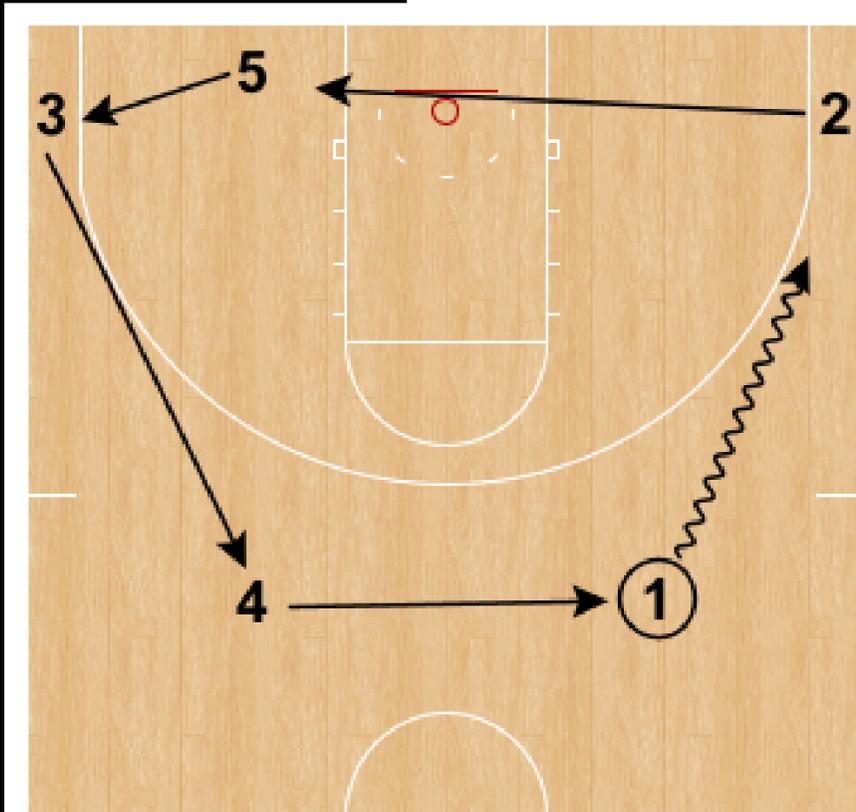
**Dribble-At &
Cut**

Denial = Cut



PASS & CUT

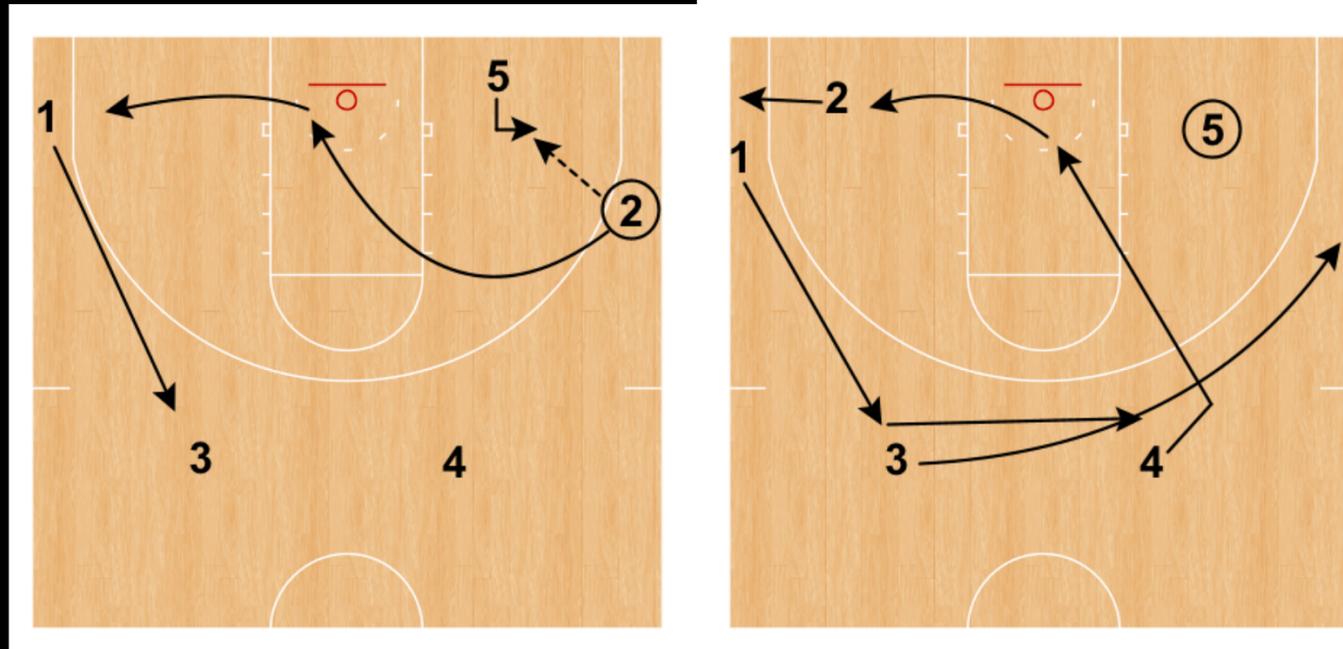
- SLOT to SLOT Pass = Interchange
- SLOT to WING Pass = Cut Away
- Leave a Spot Fill a spot
- Watch the player in front of you



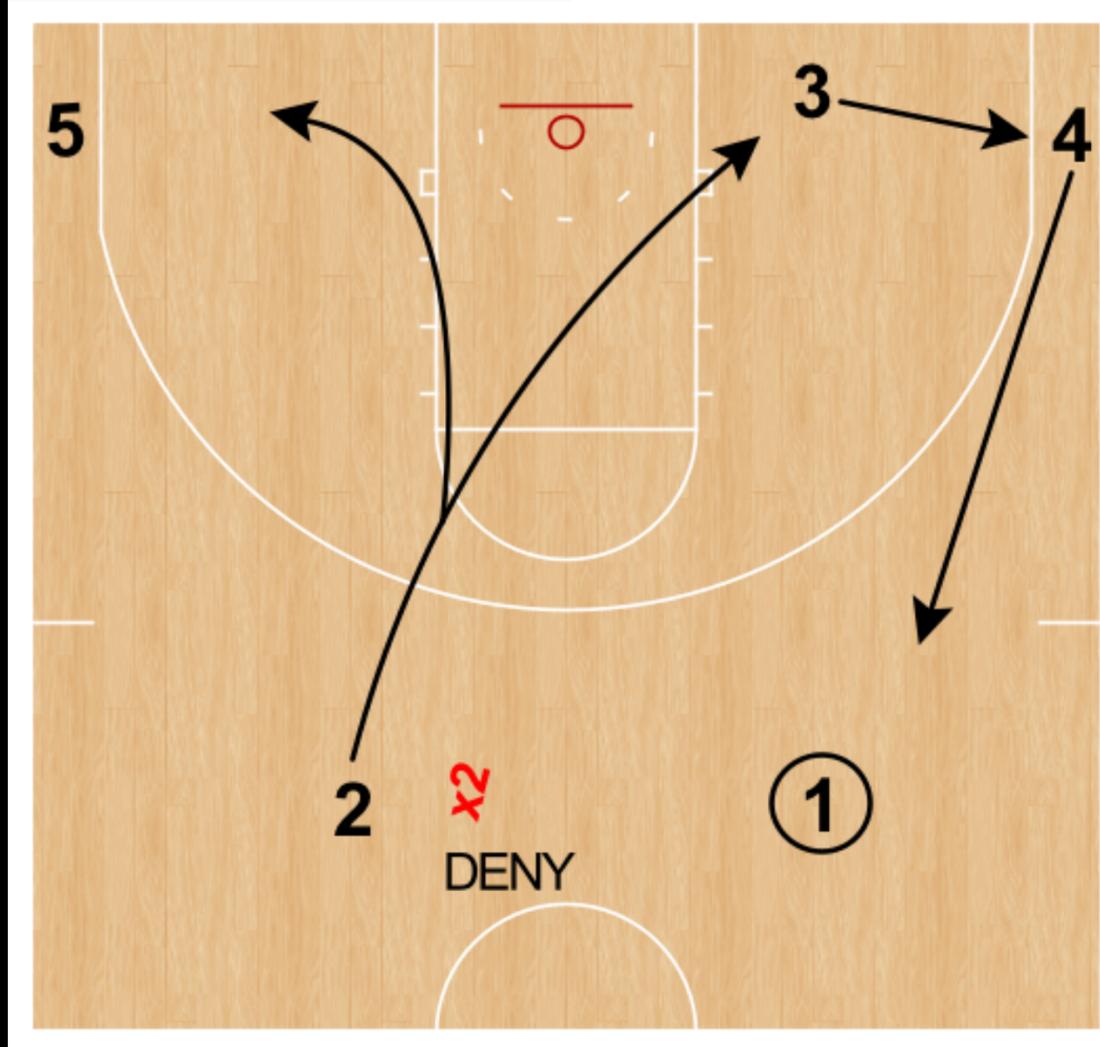
DRIBBLE-AT & CUT

- Dribble-At =Cut
- There are NO dribble handoffs in this offense

PLAYMAKER ENTRY & CUT



- The Playmaker Spot is a "transient" spot, any player can and will enter that spot
- Entry into "Playmaker" Spot leads to two cuts
- First Cutter = Laker Cut
- Fill Cutter (Player 4 at left) is second cutter, dives to the rim

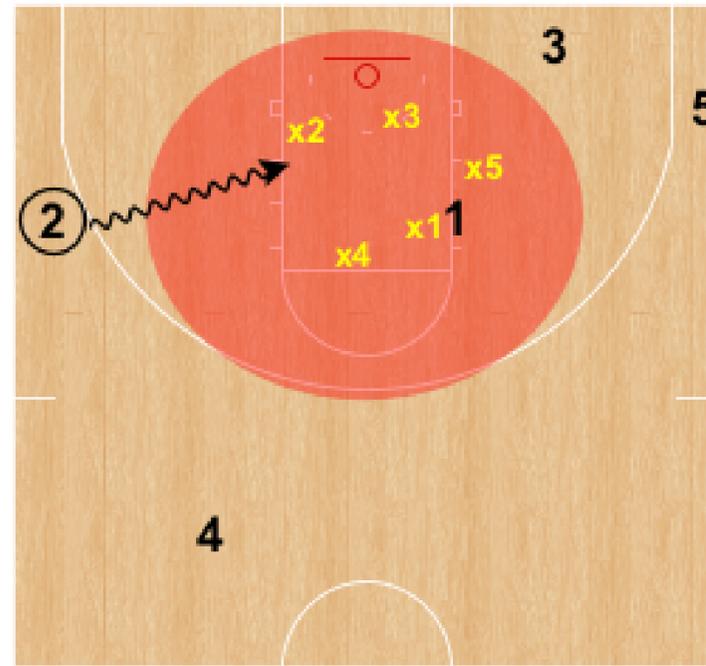
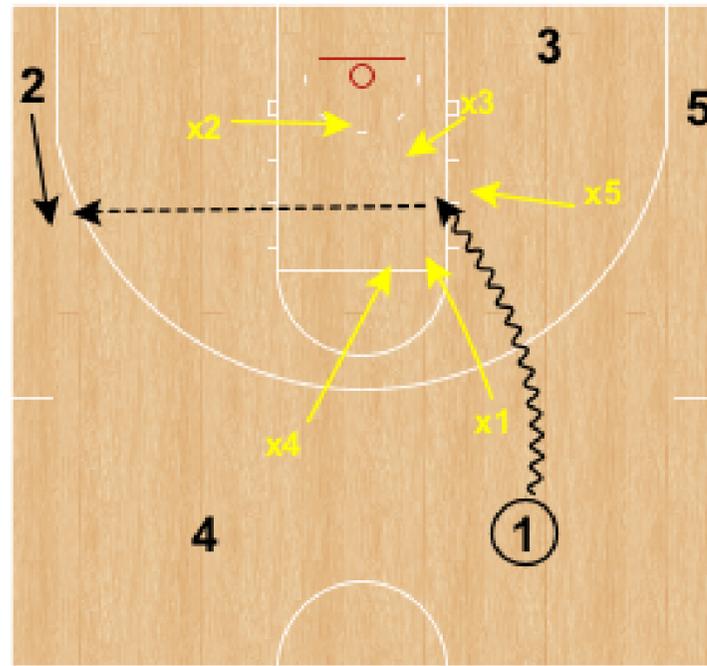


DENIAL & CUT

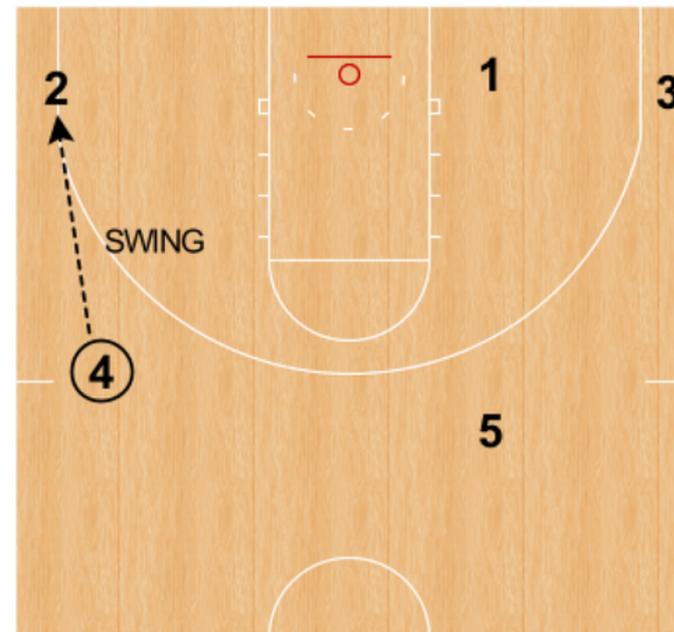
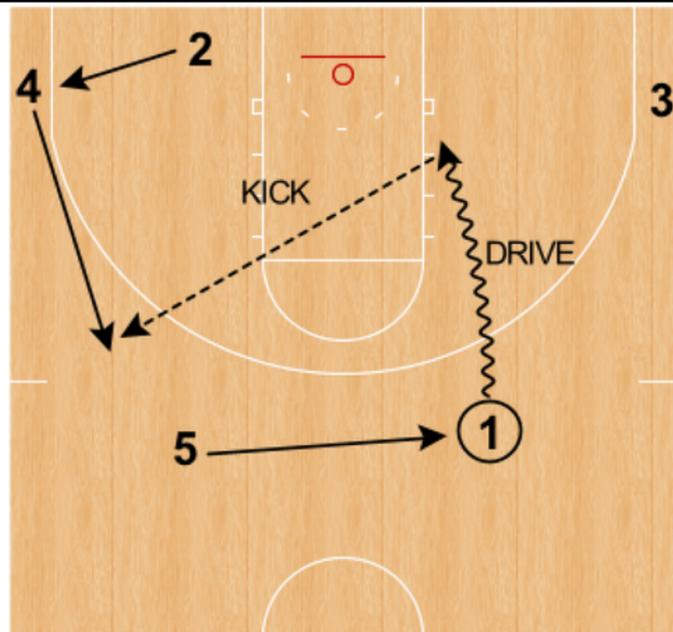
- When denied and player with ball looks to pass to you, cut.
- Bump someone out or fill an empty spot



DRIVING



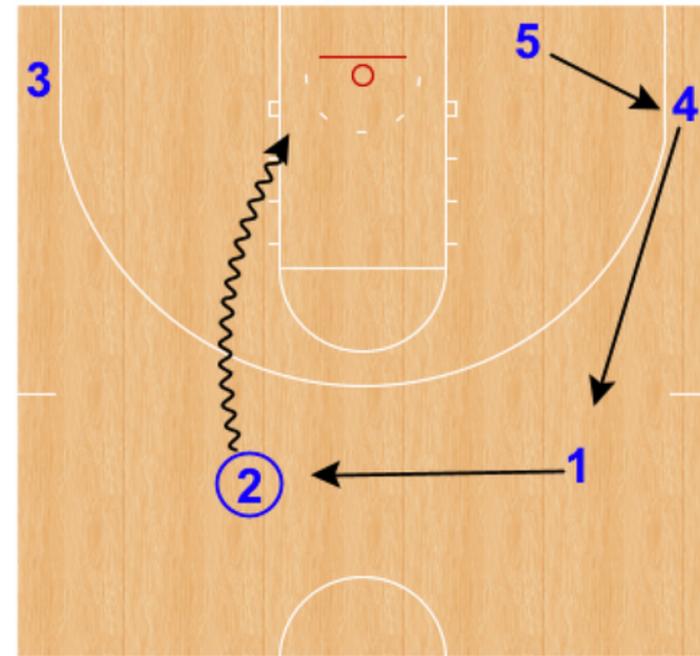
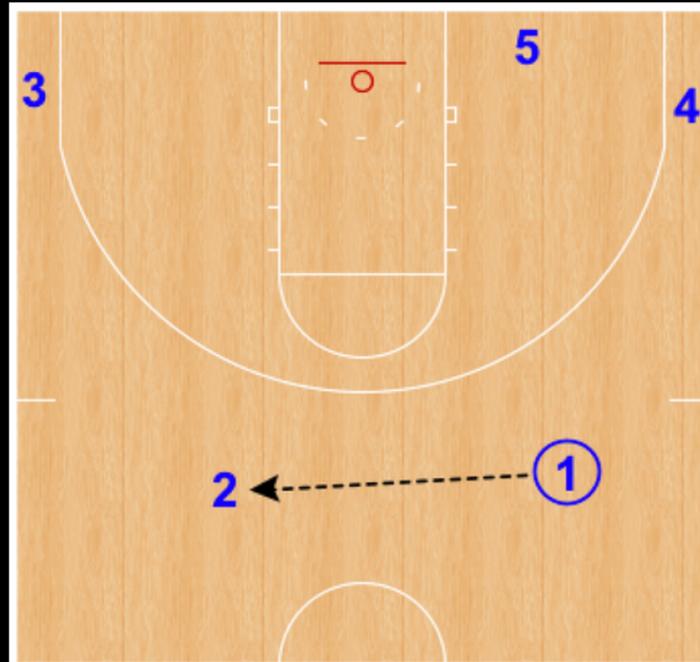
**NO
CONSECUTIVE
DRIVES**



- First penetration collapses the defense
- The second penetration would drive right into a crowded paint
- Prefer "Drive-Kick-Swing"

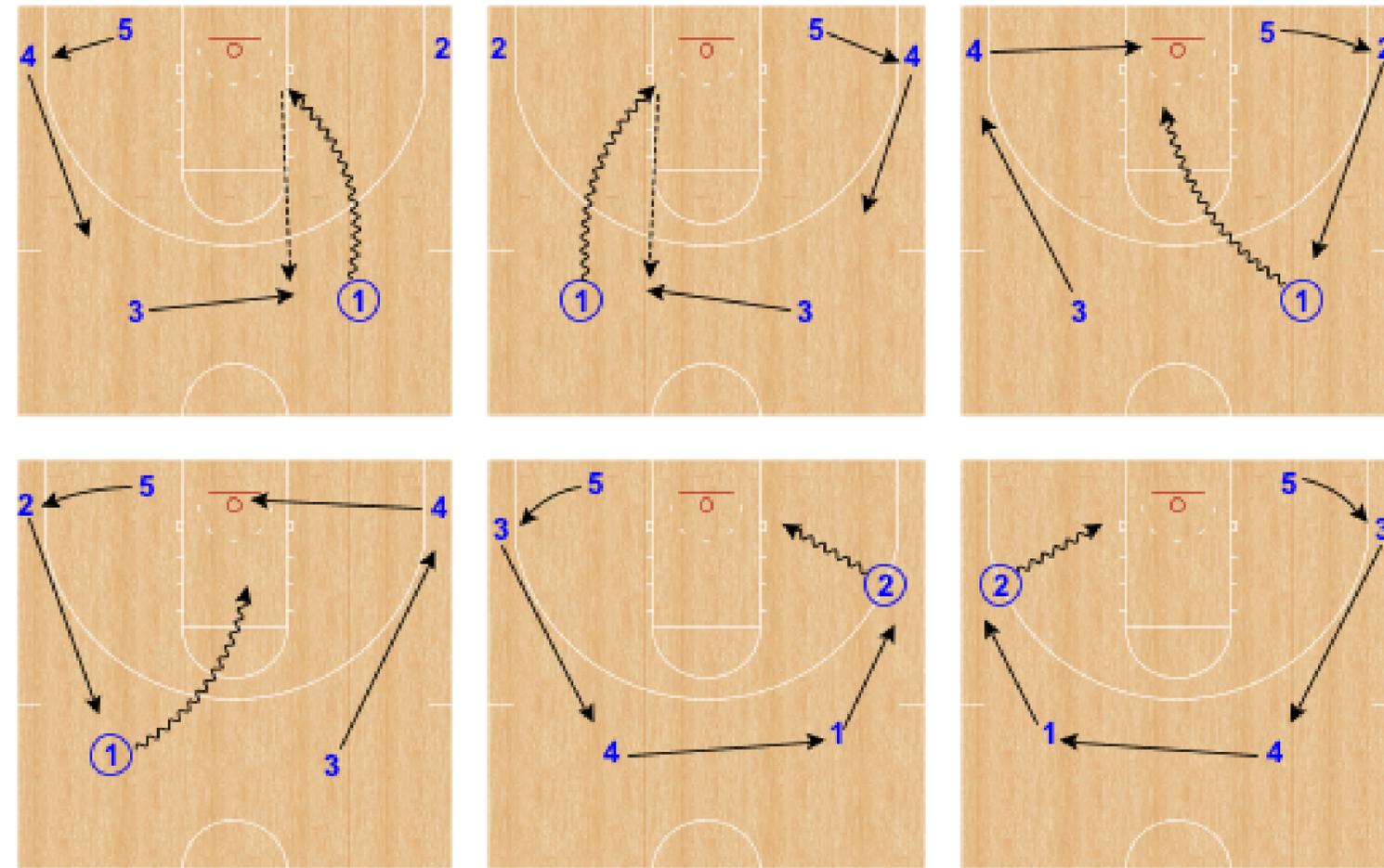
DRIVING

DRIVE OPPOSITE THE PASS



- The preference is to "rip through" and drive in the direction opposite the pass
- If this rule is not followed, we can still play on, however
- Attack the greatest area of space
- Triggers the "Drive-Kick-Swing" game

Relocation



CIRCLE MOVEMENT

- Very little standing on drives
- Drive Right = Move Right
- Drive Left = Move Left
- Triggers the "Drive-Kick-Swing" game

**QUESTIONS?
COMMENTS?
LET US KNOW!**

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