



Five-Out Princeton Hybrid



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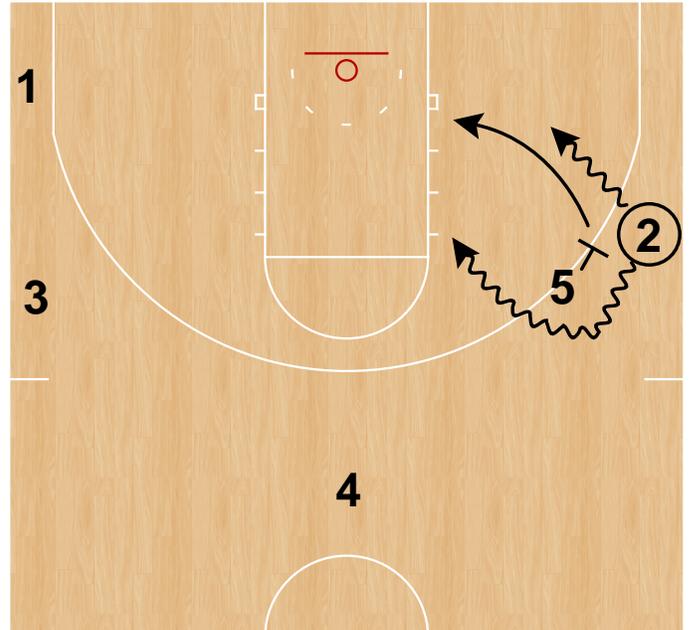
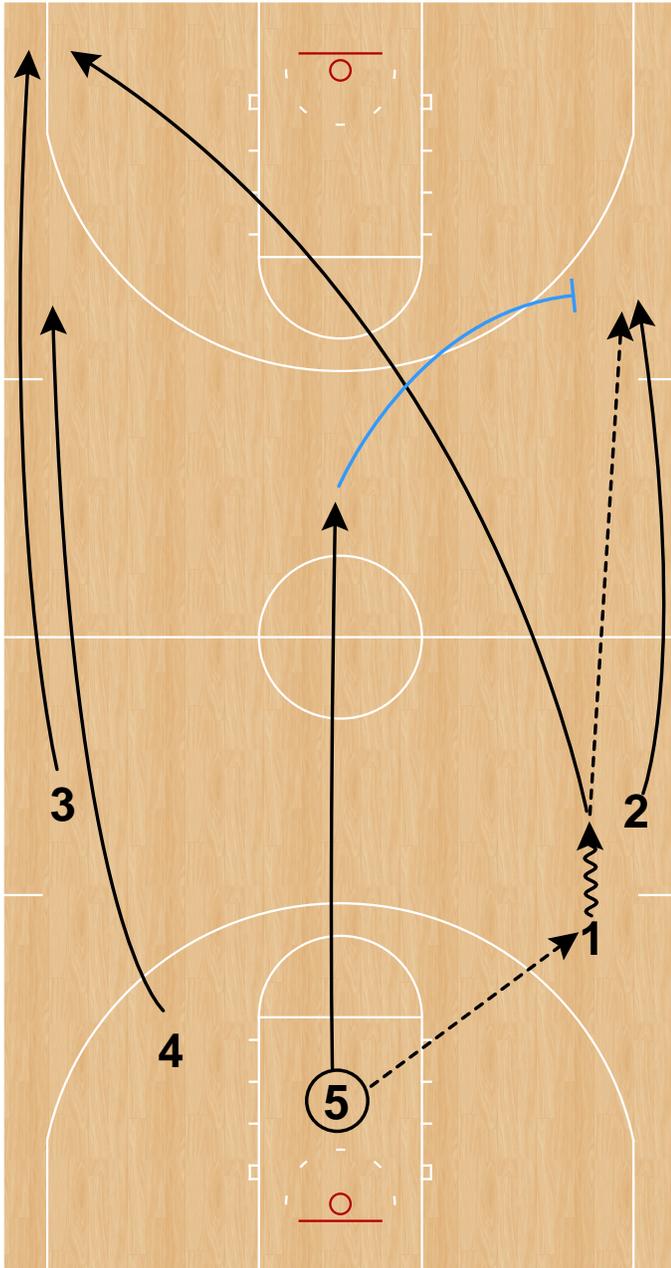
Pitch Ahead

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Radius Athletics

Hybrid: Pitch Ahead - Side Drag



Look to REJECT this screen! Ideally the SIDE DRAG yields penetration for Player 2

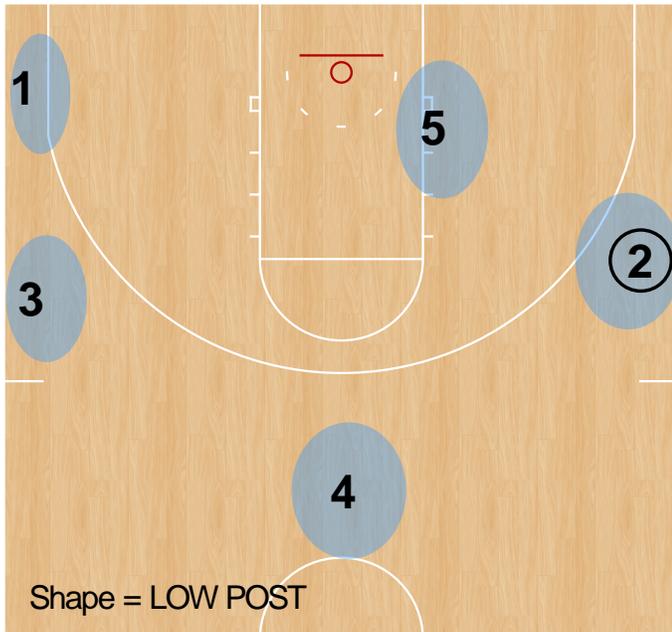
In Transition to Five-Out

1 pitches ahead and cuts THRU to far corner.

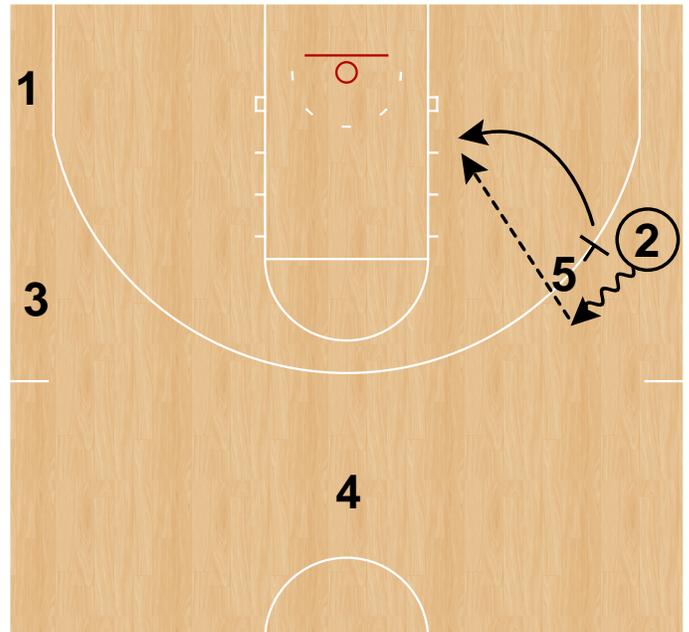
2 may attack an unprotected rim, but with no transition advantage present 5 moves into position for a SIDE DRAG

Radius Athletics

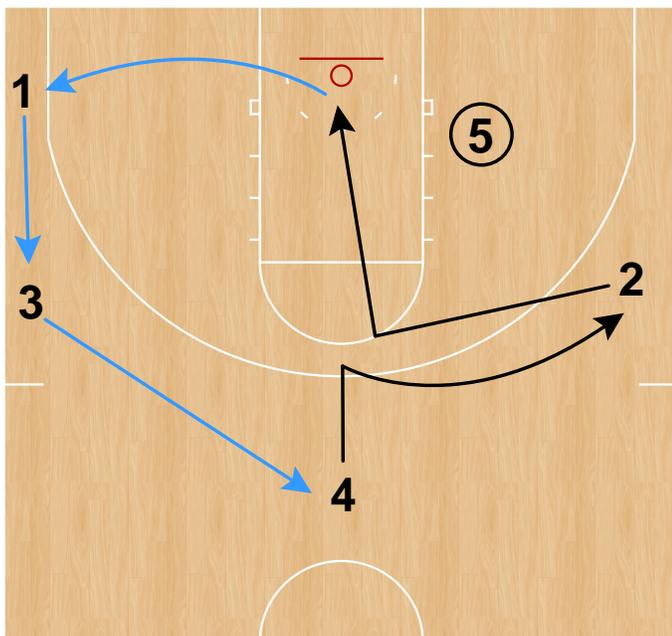
Hybrid: Pitch Ahead - Side Drag



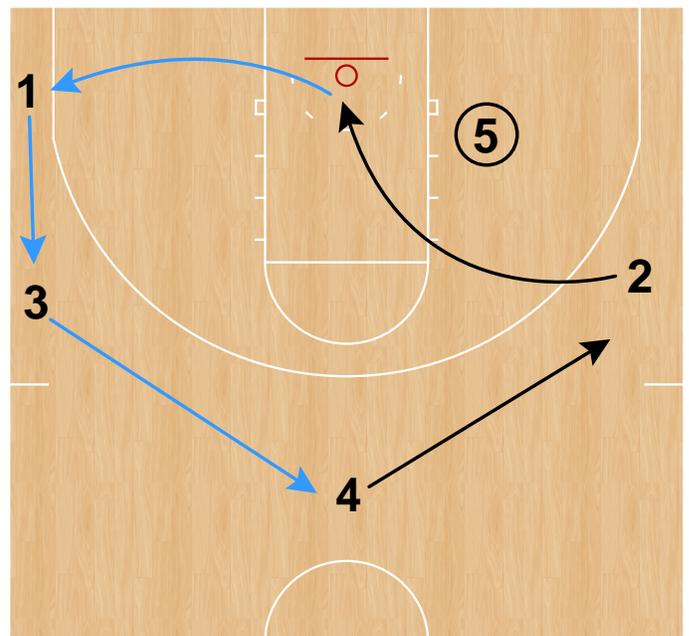
SIDE DRAG puts the offense in LOW POST shape



If 2 hits 5 we are in LOW POST



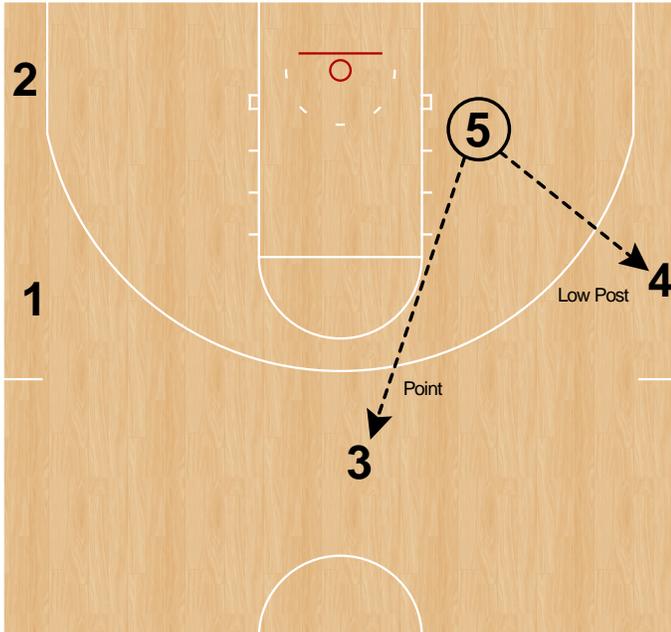
LOW POST ACTIONS - Post SPLIT



LOW POST ACTIONS - Laker Cut

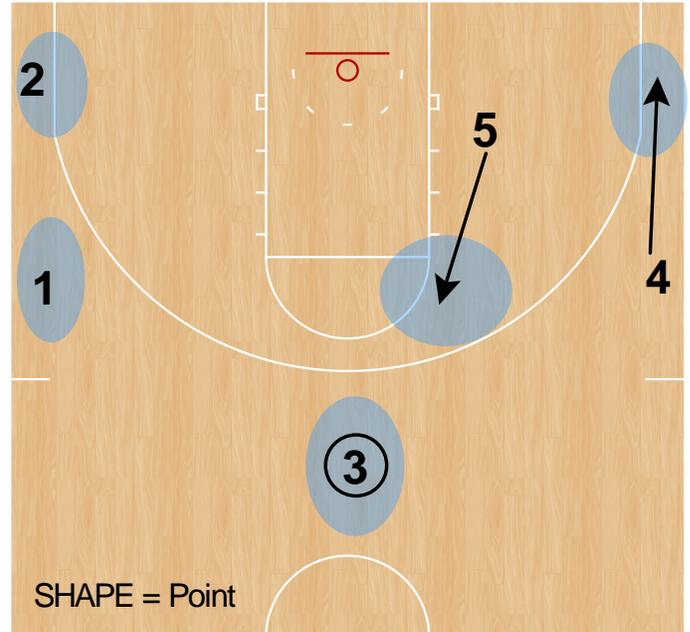
Radius Athletics

Hybrid: Pitch Ahead - Side Drag

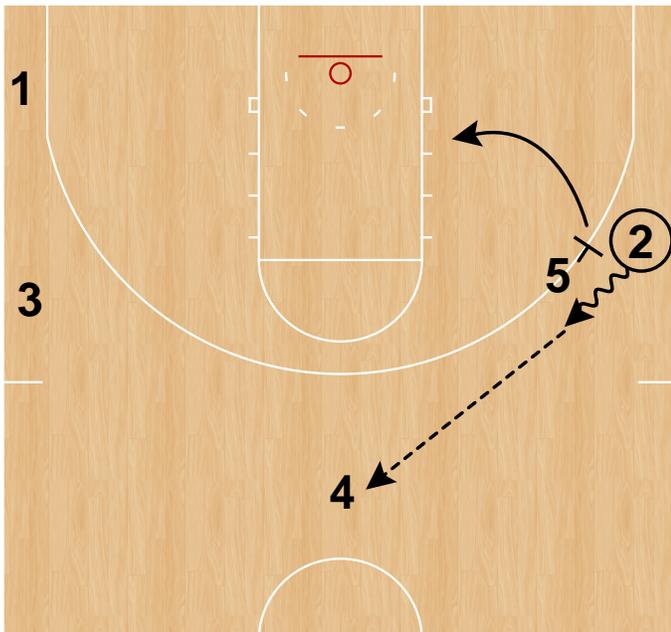


If 5 makes no post move to score and passes out to 4 we are back to LOW POST

If 5 passes out to 3 (SNAP pass) he/she flashes to elbow and that leads to POINT

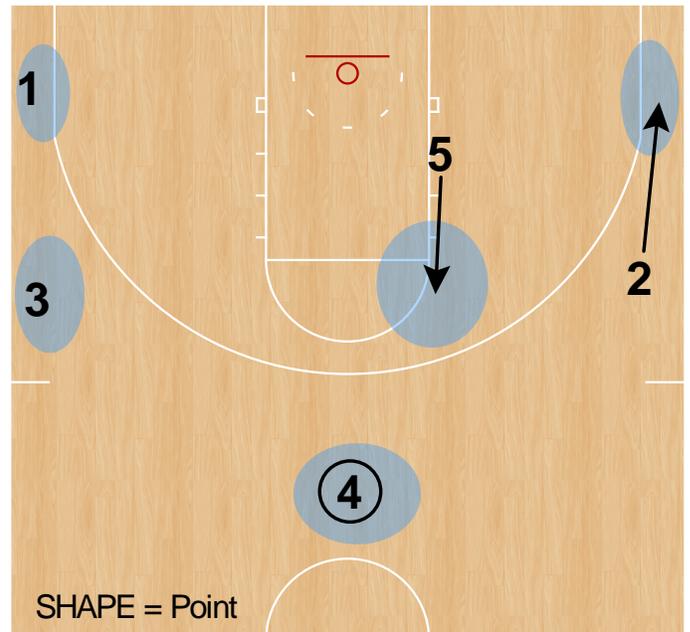


Shape shift to POINT after 5 snaps it out to 3



Let's go back to the original SIDE DRAG in Early Offense.

2 uses the screen, 5 rolls and 2 passes ahead to 4...

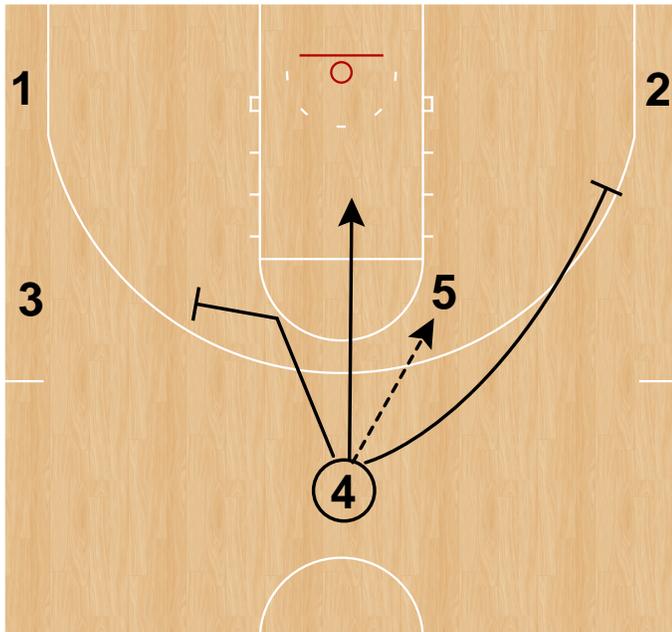


We can shape shift into POINT.

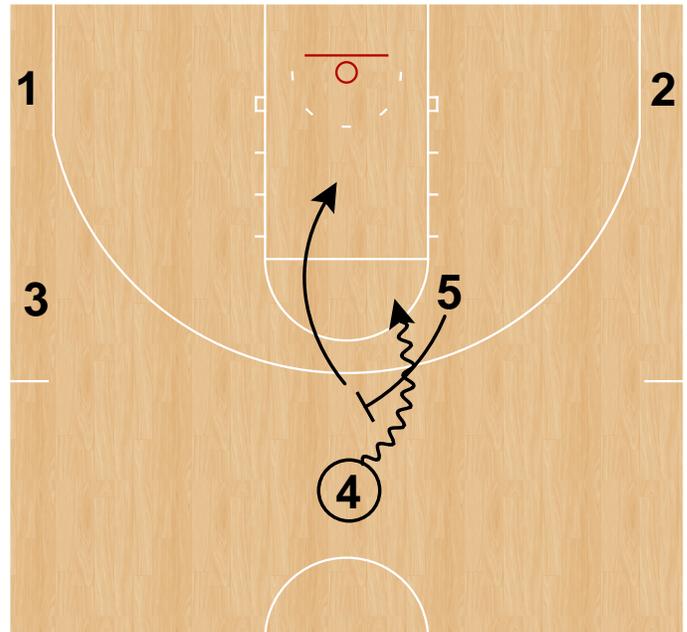
5 flashes to PINCH while 2 moves to the corner

Radius Athletics

Hybrid: Pitch Ahead - Side Drag



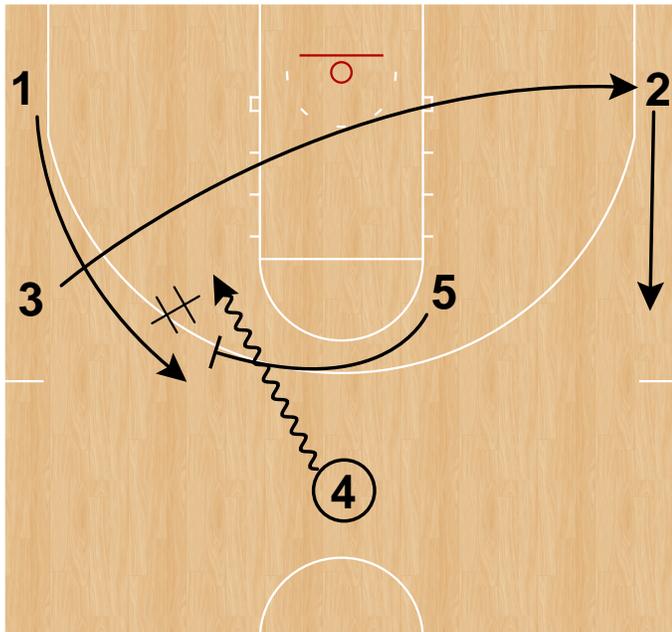
From our POINT shape, 4 may drop it into 5 in the Pinch and run OVER, MIDDLE or AWAY



From our POINT shape, If we don't enter to 5 in the PINCH, 5 may step off and set a ball screen for 4 (POINT TOP).

Radius Athletics

Hybrid: Pitch Ahead - Side Drag

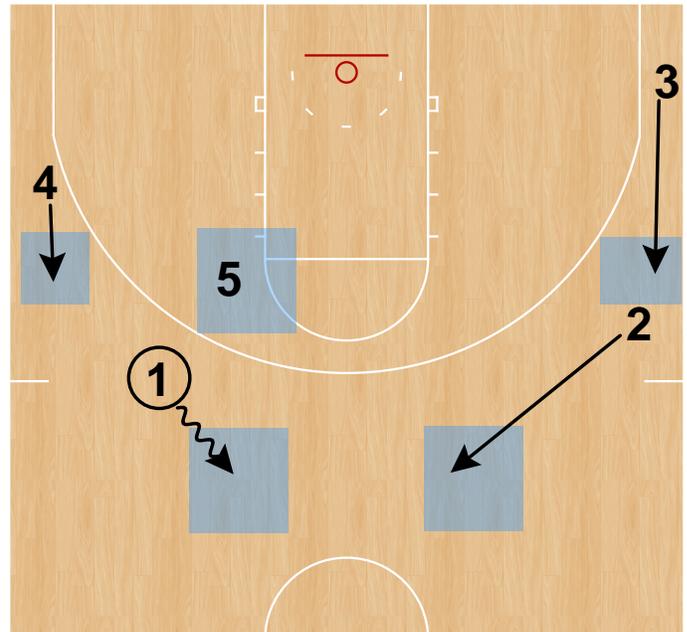


From our POINT shape, 4 may dribble-at 3 (SPIN) and we get into SPIN action.

3 cuts, look for backdoor pass.
 1 rises to take DHO from 4
 5 moves into position to ball screen.

Note: DHO + Ball screen = PISTOL

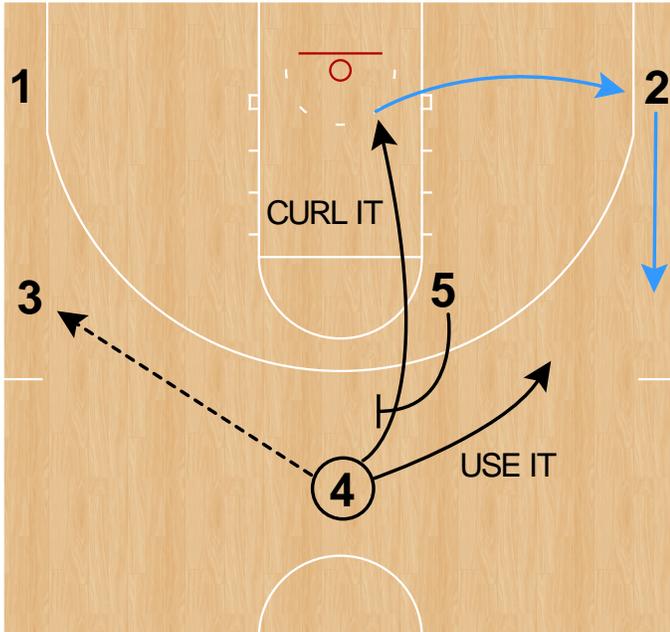
We'd love this PISTOL action to get us penetration, but if it doesn't...



...1 can dribble to a guard spot and we shape shift into CHIN

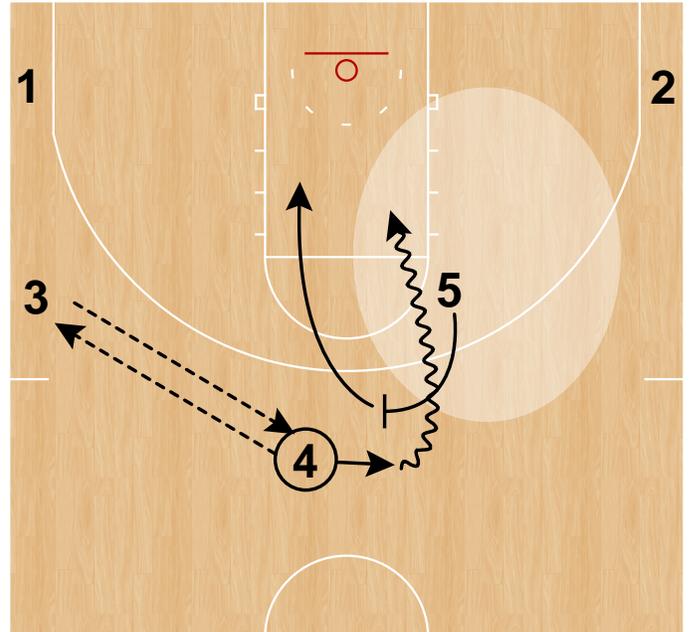
Radius Athletics

Hybrid: Pitch Ahead - Side Drag



From our POINT shape, 4 may pass to 3, this sets up a TOP FLARE from 5.
4 may use it or curl it.

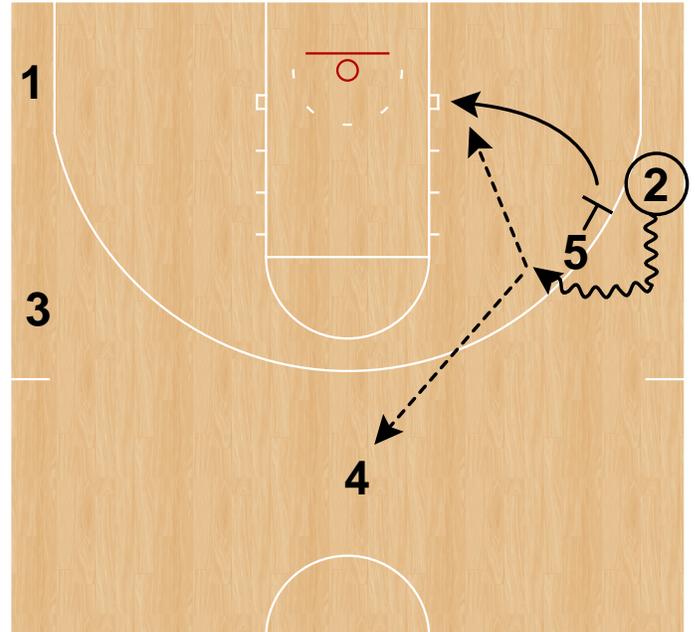
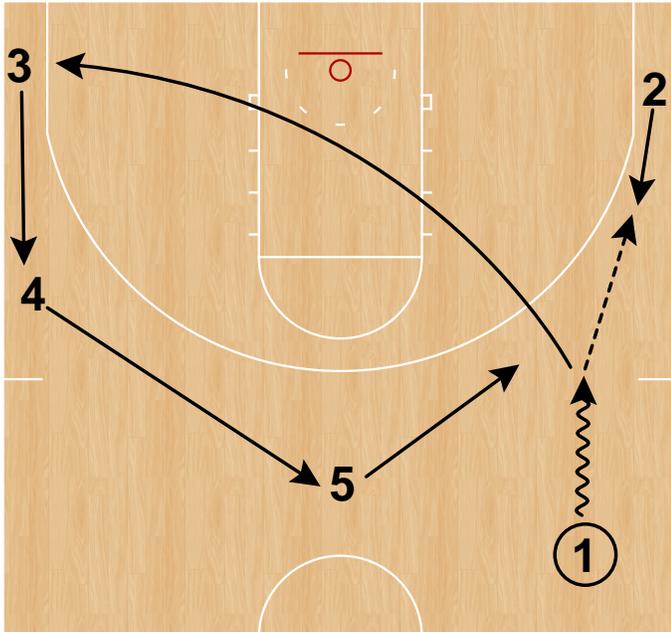
4 drifts while looking for return pass.
5 flare screens for 4. If no return pass:
4 may curl the flare or use it. 3 can either play to 4 or 5 (back to 5-out).



From our POINT shape, If 4 passes to 3 and drifts and receives quick return pass. Rip it through and attack the space on the other side of the ball screen.

Radius Athletics

Hybrid: Pitch Ahead - Side Drag



NOTE: Even in instances where we don't pitch ahead and 1 dribbles over halfcourt line and passes to wing

5 moves into SIDE DRAG linking us to LOW POST or POINT

From 5-Out 1 passes down to 2 and cuts THRU to far corner

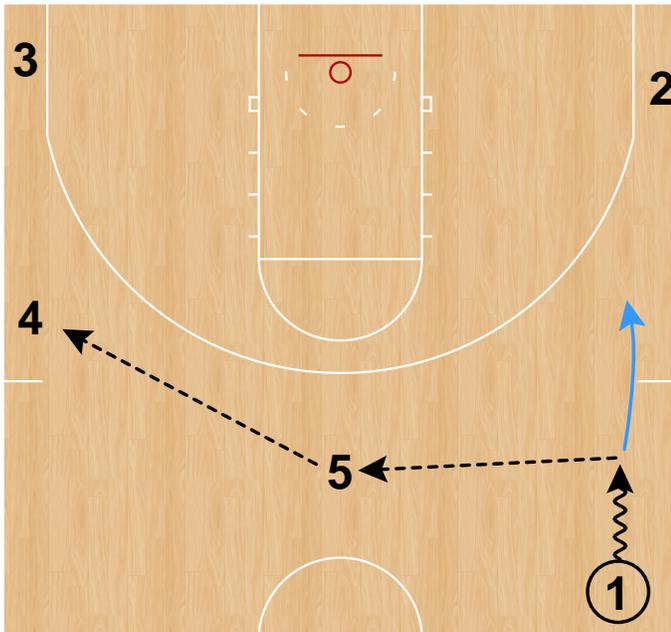
Sway

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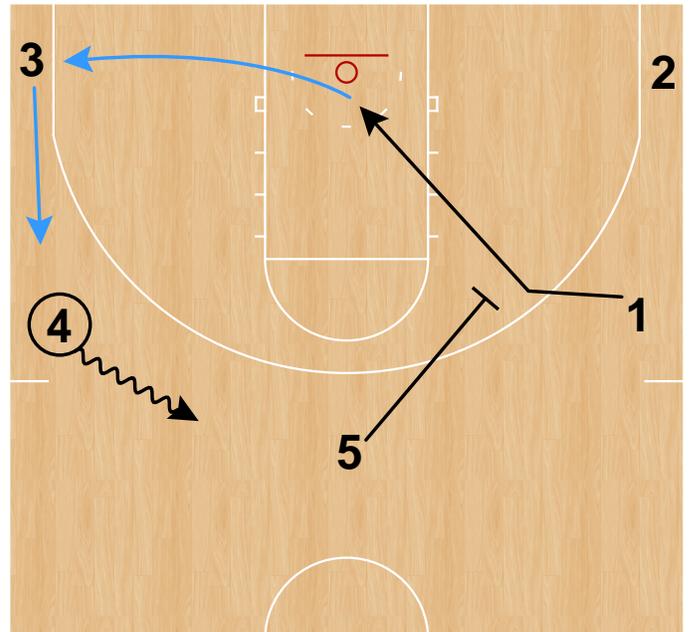
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Radius Athletics

Hybrid: Sway - Single Away



SWAY (SWing to aWAY) - pass it side-top side



Reject

After reversal, 5 screens away. 4 takes ball to action.

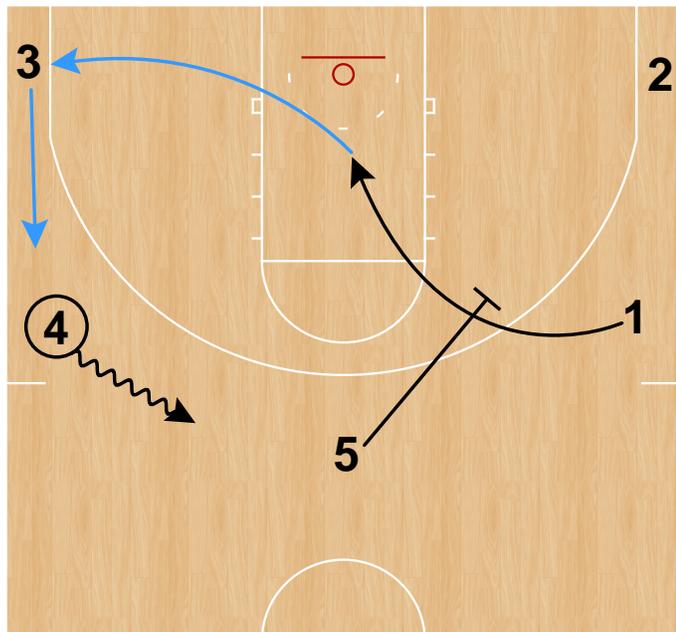
Cutting Options: Preference is to reject this screen most of the time. Look of the ball on the reject cut. If you do not receive it, continue to far corner.

After screening, 5 look for the ball in the pinch area.

Passer may play to the cutter or the screener.

Radius Athletics

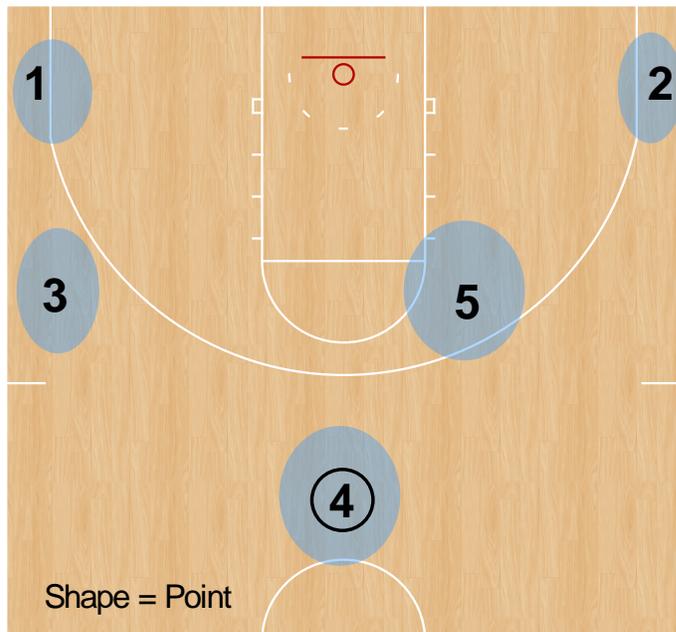
Hybrid: Sway - Single Away



Cutting Options: **Curl**
 Look of the ball on the curl cut. If you do not receive it, continue to far corner.

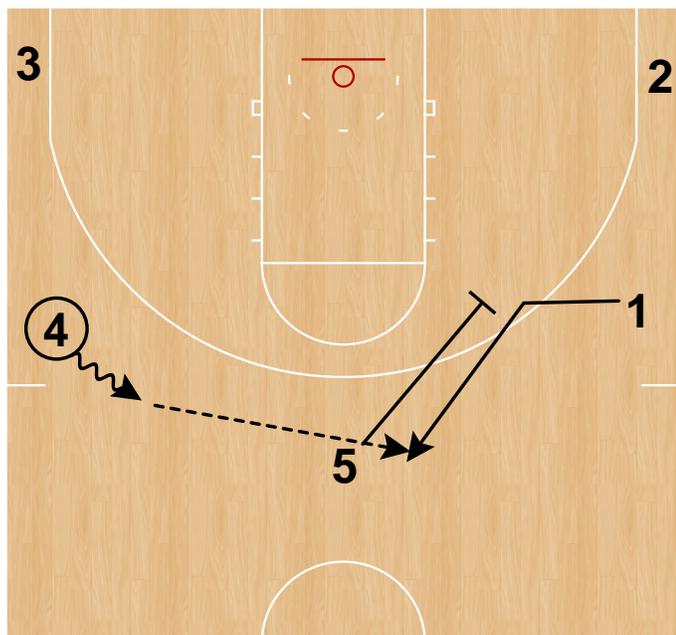
After screening, 5 look for the ball in the pinch area.

Passer may play to the cutter or the screener.



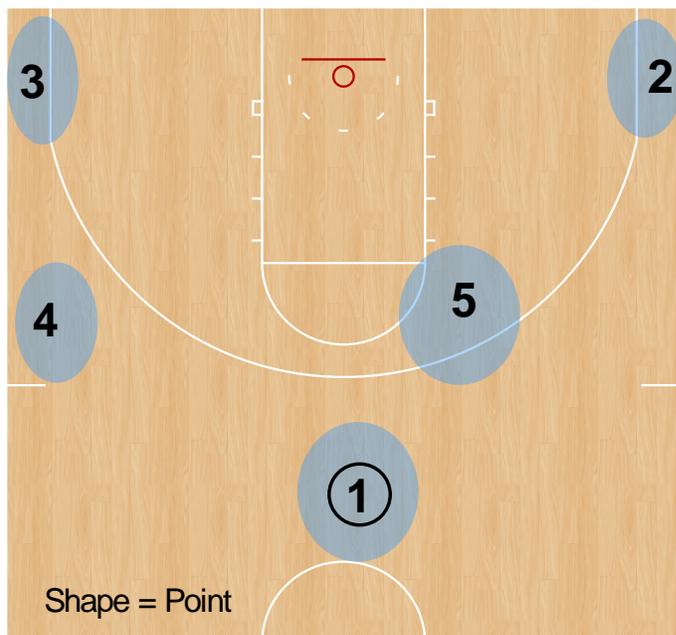
Both the REJECT and the CURL take us to Point.

4 would then trigger point options.



Cutting option: **Accept**

5 screens away and 1 accepts the screen

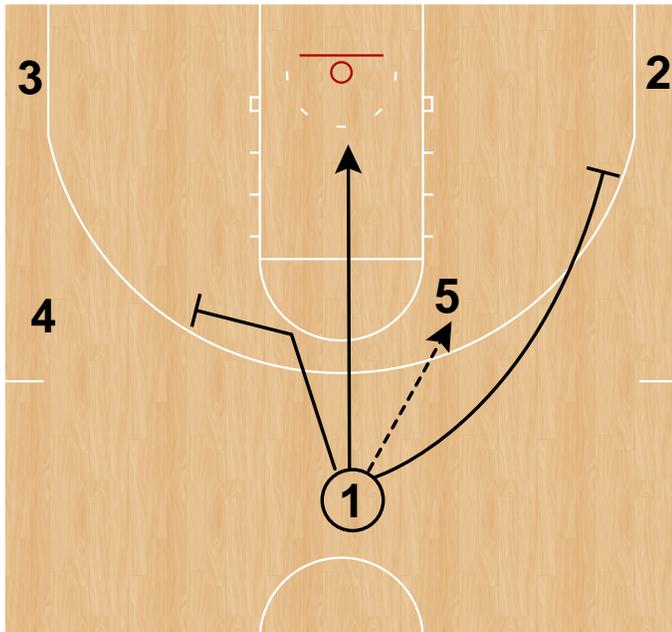


Accepting the screen also takes us to POINT

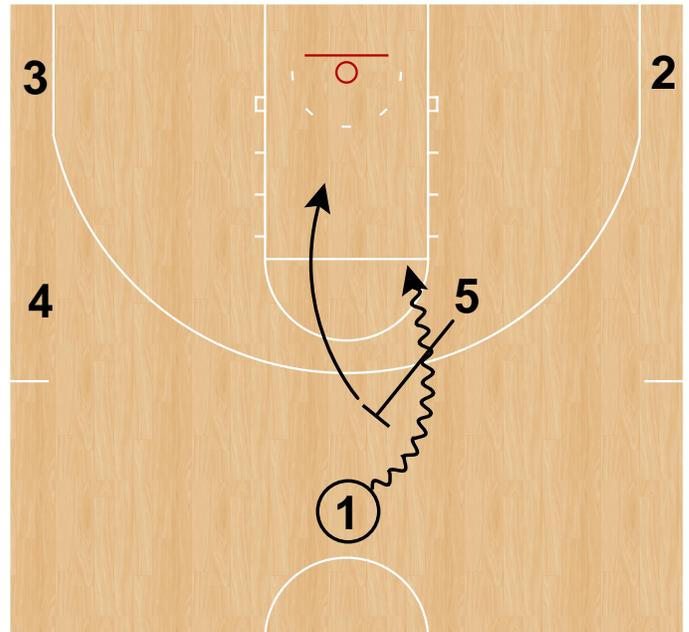
1 would then trigger point options.

Radius Athletics

Hybrid: Sway - Single Away



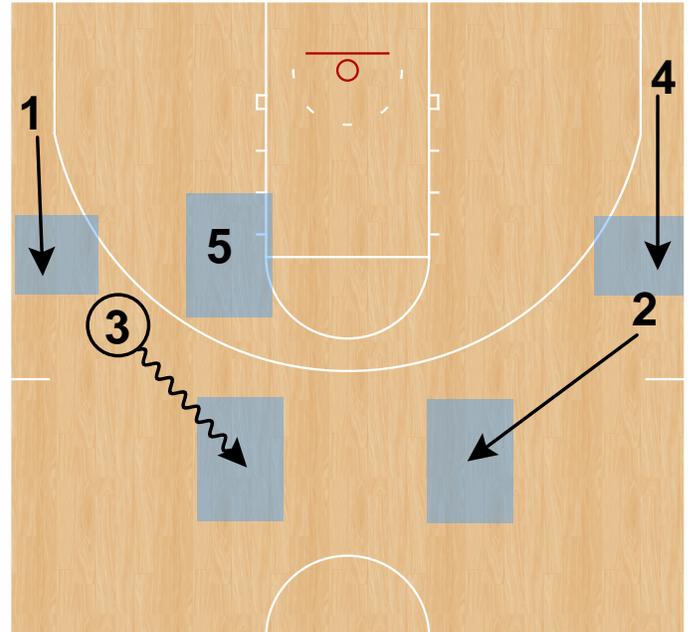
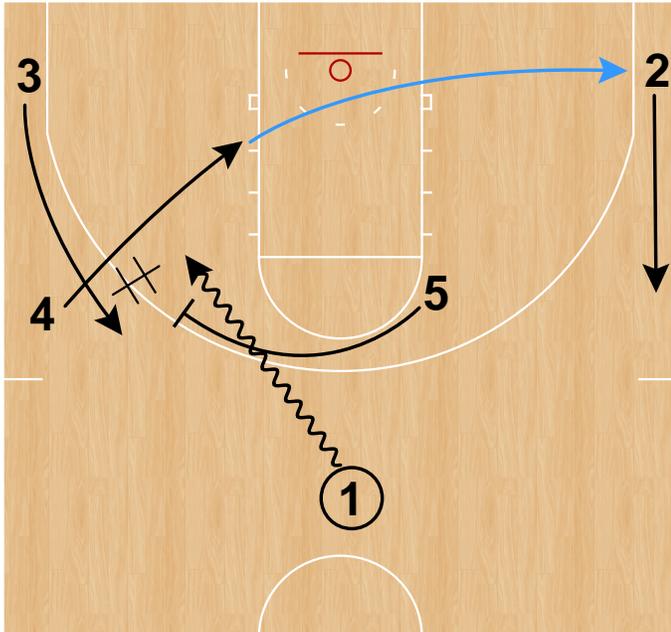
From our Point Shape, 1 may drop it into the pinch and run OVER, MIDDLE or AWAY



5 may step off the PINCH and ball screen for 1. This often is a rescreen if the defender goes under the away screen. My preference is for us to look for 5 in the Pinch before they step off to ball screen, however.

Radius Athletics

Hybrid: Sway - Single Away



From our Point Shape, 1 may dribble-at 4 (SPIN) and we get into spin action.

...3 can take it to a guard spot and we shape shift into CHIN

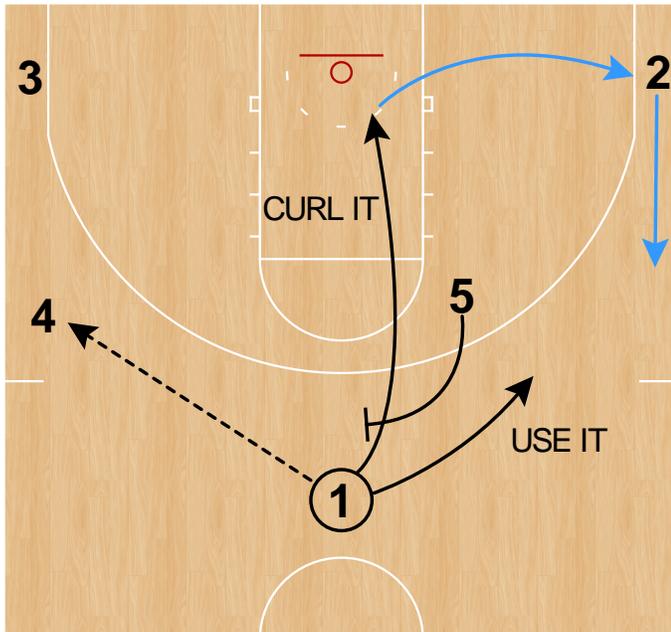
- 4 cuts, look for backdoor pass.
- 3 rises to take DHO from 1
- 5 moves into position to ball screen.

Note: DHO + ball screen = PISTOL

We'd love the pistol action to yield penetration, but if it doesn't....

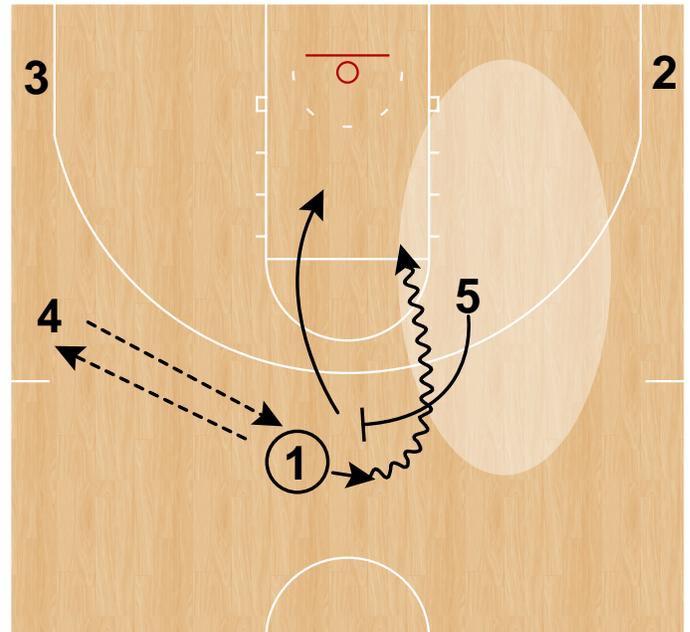
Radius Athletics

Hybrid: Sway - Single Away



From our POINT shape, 1 may pass to 4, this sets up a TOP FLARE

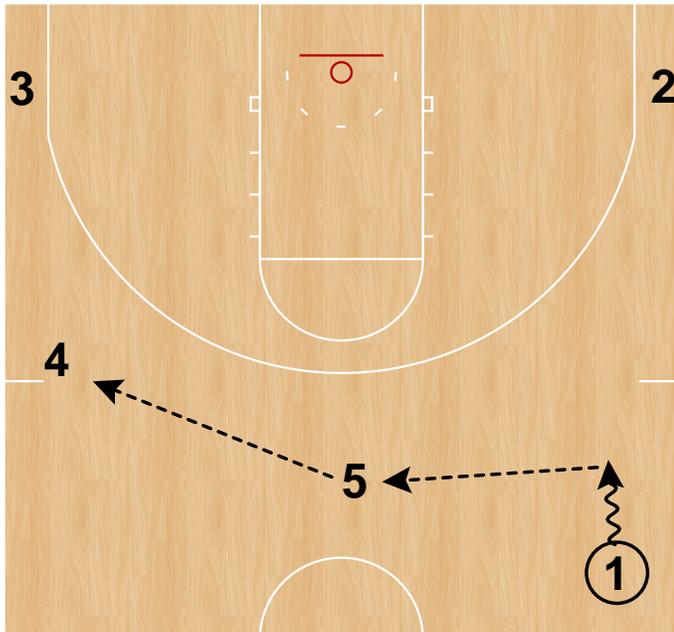
1 drifts while looking for return pass.
 5 flare screens for 1. If no return pass:
 1 may curl the flare or use it. 4 can either play to 1 or 5 (back to 5-out).



If 1 passes to 4 and drifts and receives return pass. Rip it through and attack the space on the other side of the ball screen.

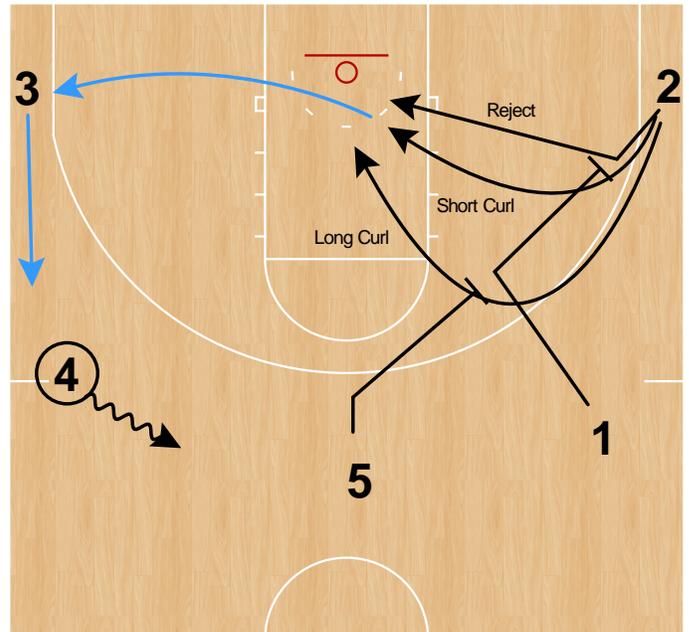
Radius Athletics

Hybrid: Sway - Double Away



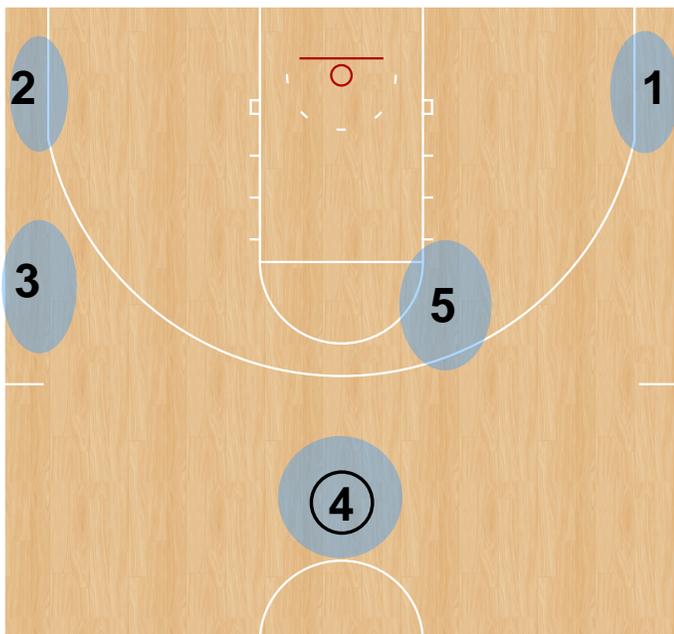
SWAY (SWing to away) - 1 to 5 to 4

1 and 5 screen away (stagger)

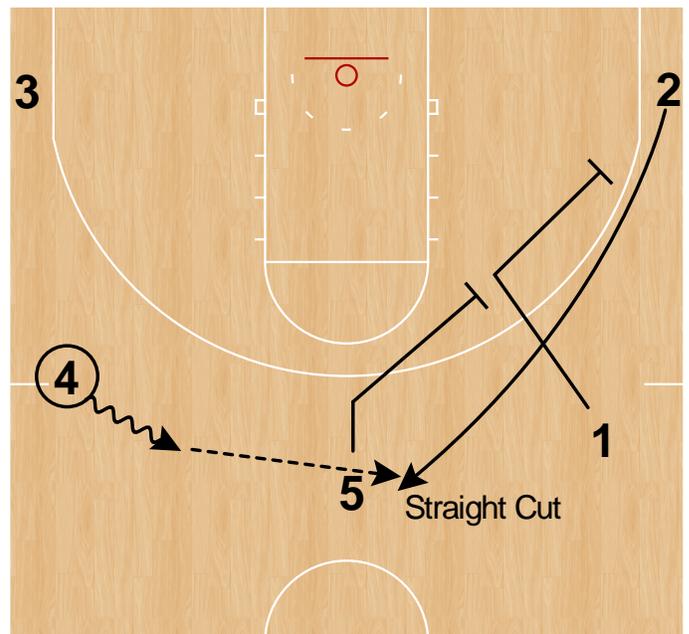


Inside Cuts - 2 can reject, short curl or long curl

4 looks for 2 while taking ball to the action. 4 may play to cutter or the second screener (5). Playing to the screener (5) would put us in POINT.



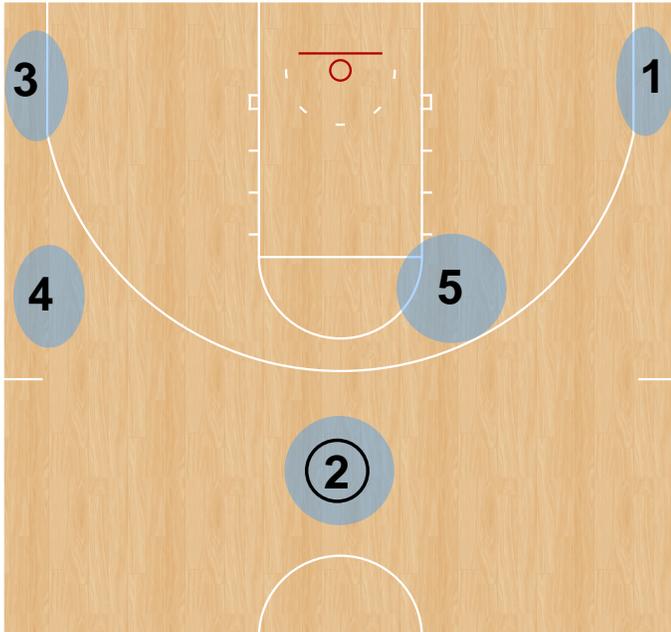
These three cuts lead to POINT with players in these positions after they finish their cuts and find space.



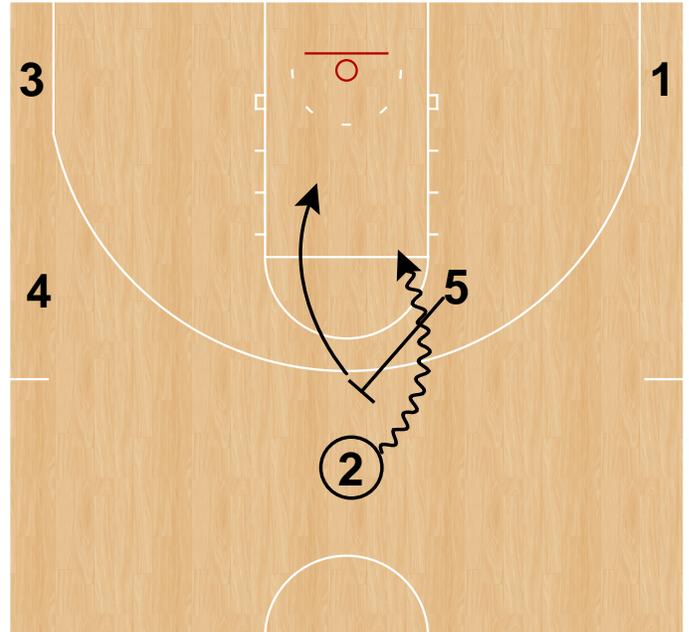
2 may also straight cut off the stagger

Radius Athletics

Hybrid: Sway - Double Away



When 2 gets the catch off the straight cut, the shape is POINT

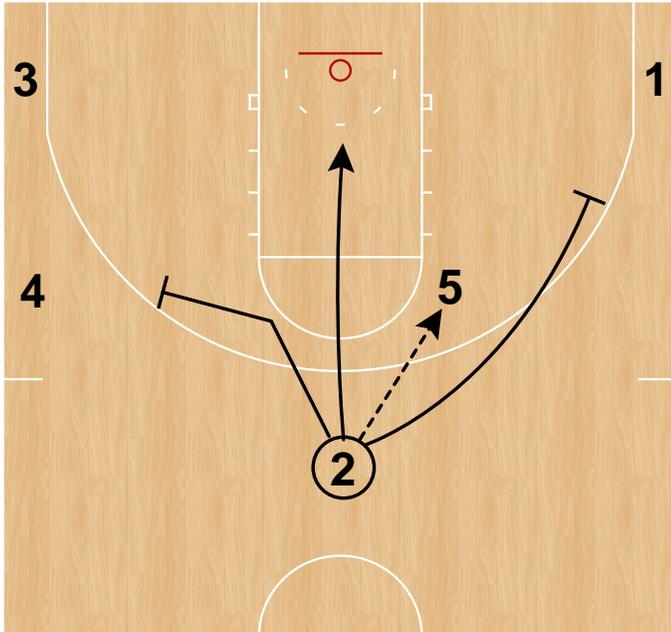


From our Point Shape, 5 may ball screen it. My preference is for them to ask for it in the pinch before stepping out to ball screen however.

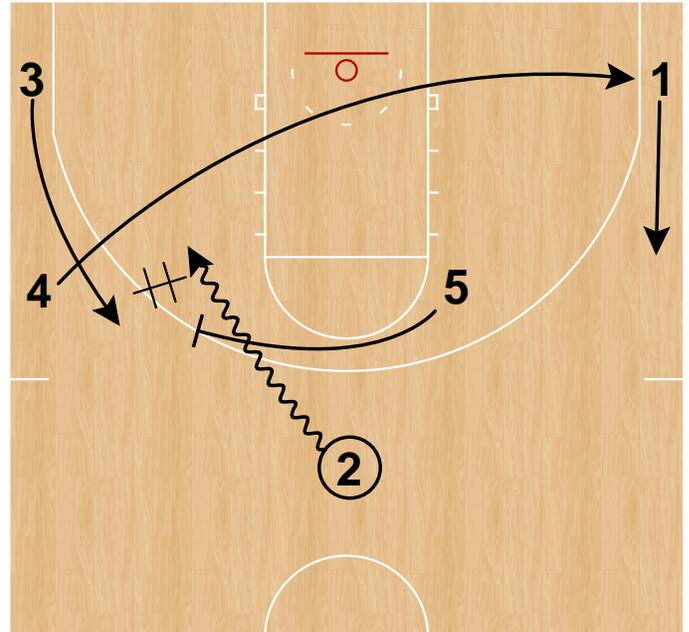
This is often a rescreen if the cutter's defender goes under the stagger.

Radius Athletics

Hybrid: Sway - Double Away



From our Point Shape, 2 is the trigger at this point. They can drop it into 5 in the PINCH and cut over, middle or away.



From our Point Shape, 2 may dribble-at 4 (SPIN) and we get into spin action.

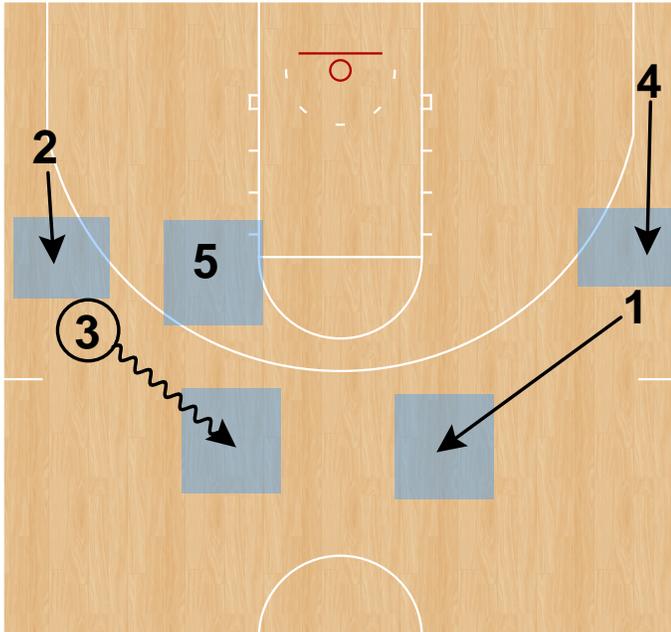
4 cuts, look for backdoor pass.
3 rises to take DHO from 2
5 moves into position to ball screen.

Note: DHO + Ball Screen = Pistol

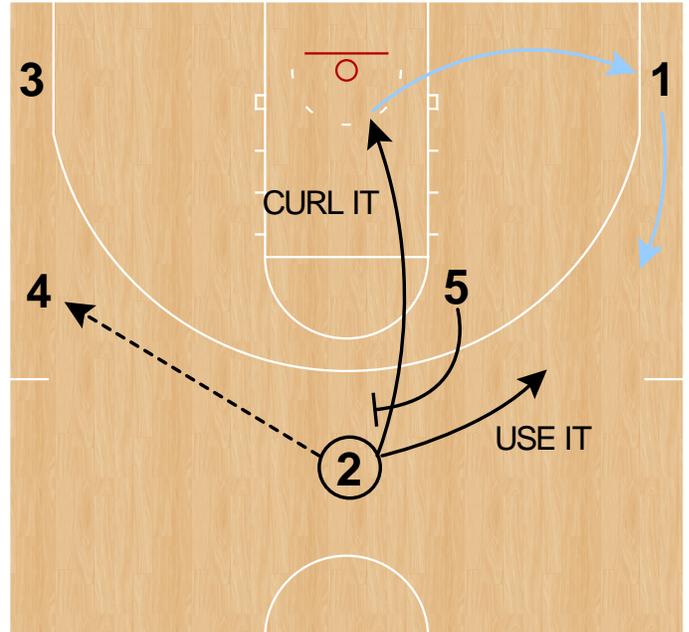
We'd love the Pistol to lead to penetration, but if it doesn't...

Radius Athletics

Hybrid: Sway - Double Away

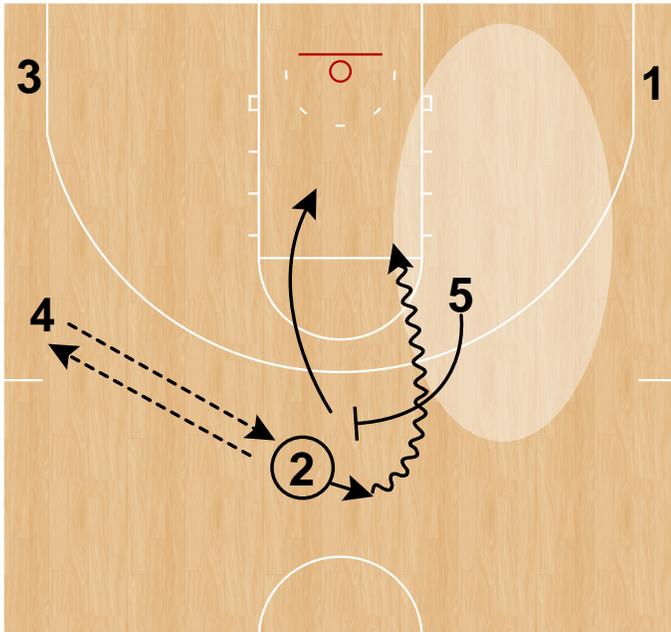


...3 can take the ball to a guard spot and we shape shift into CHIN



From our Point Shape, 2 may pass to 4, this sets up a TOP FLARE

2 drifts while looking for return pass.
 5 flare screens for 2. If no return pass:
 2 may curl the flare or use it. 4 can either play to 2 or 5 (back to 5-out).



If 2 passes to 4 and drifts and receives quick return pass.
 Rip it through and attack the space on the other side of the ball screen.

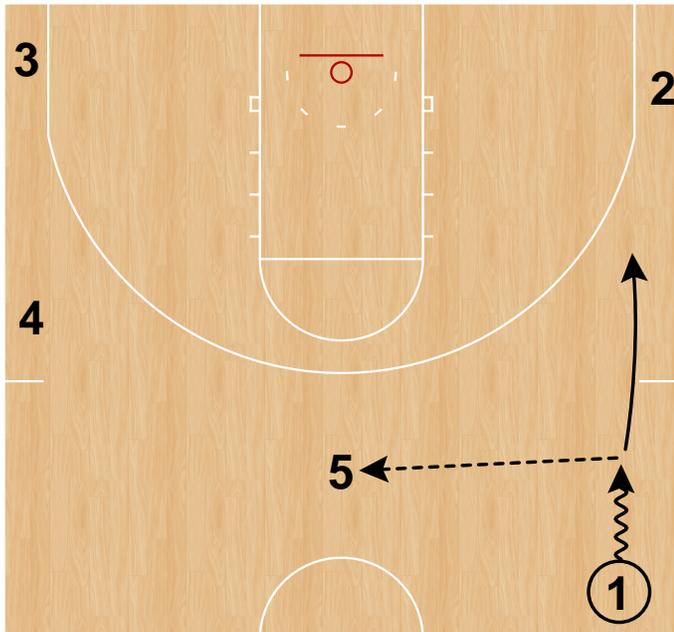
Delay

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Radius Athletics

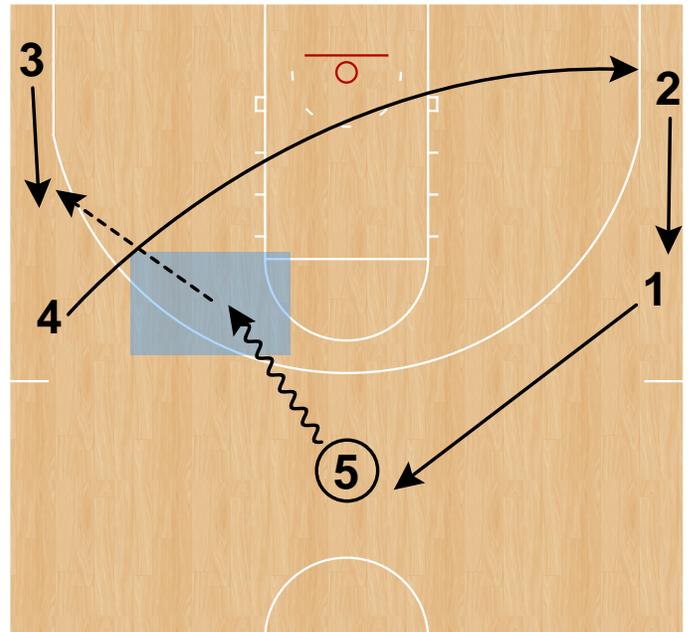
Hybrid: Delay - Dribble-At



DELAY - DRIBBLE-AT
1 centers to 5

READ 5's EYES! - He/she make take it back to the same side ("SAME") or the second side.

In this playbook, we'll diagram everything to the second side.



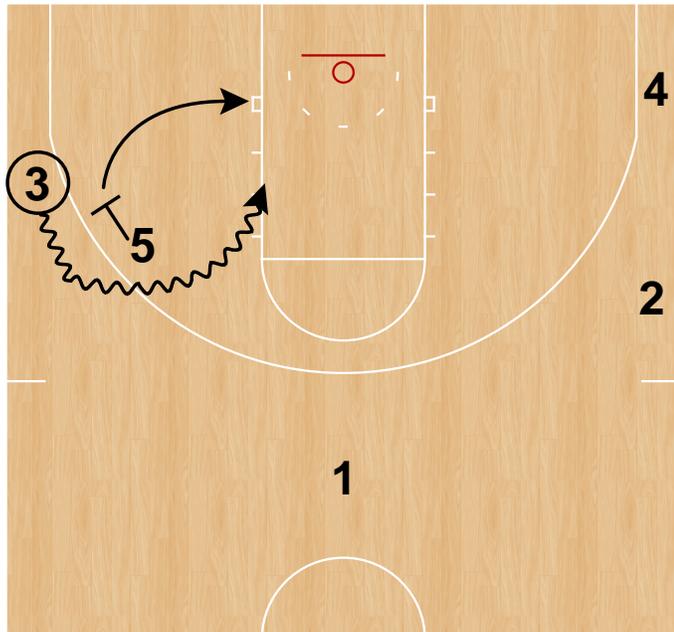
5 dribbles at the second side - "Punch the Gap"

4 cuts after one dribble in their direction, 5 may hit them on backdoor cut. If not, they may hit ahead to 3.

5 may also keep dribbling at 3 and it becomes a DHO. On all DHOs we try to "get a piece" of the recipient's defender then and roll.

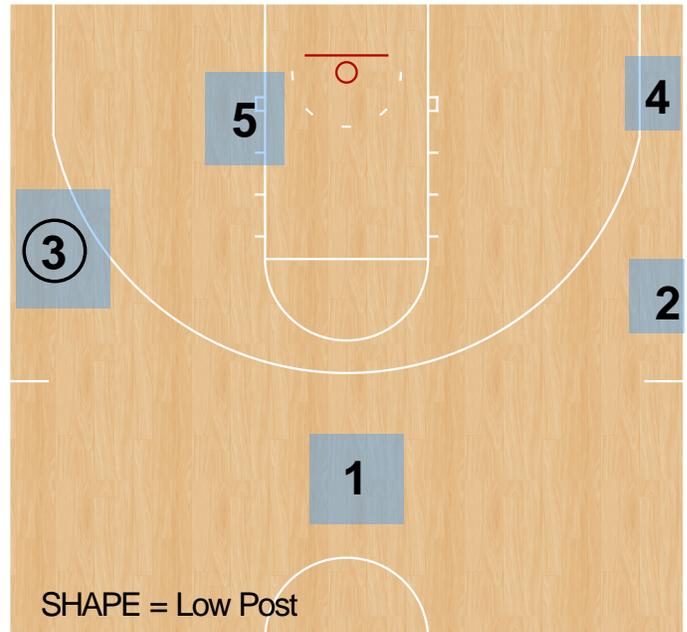
Radius Athletics

Hybrid: Delay - Dribble-At

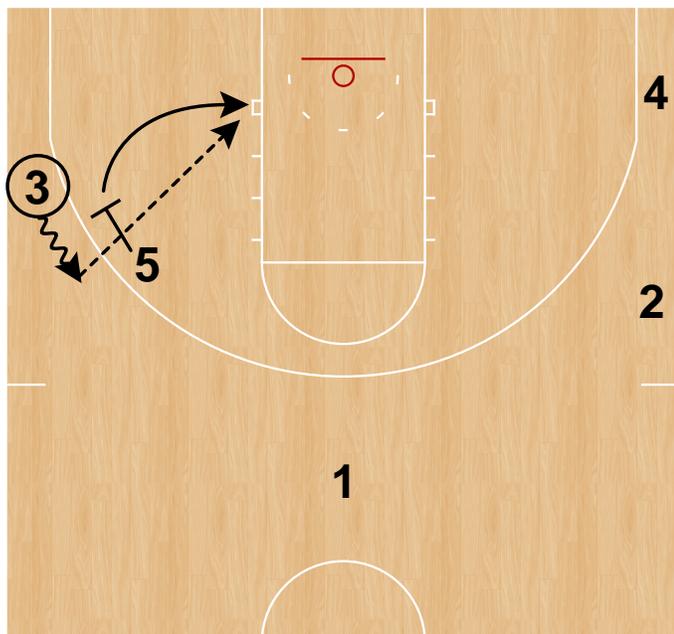


5 hits 3 then follows into ball screen and roll.

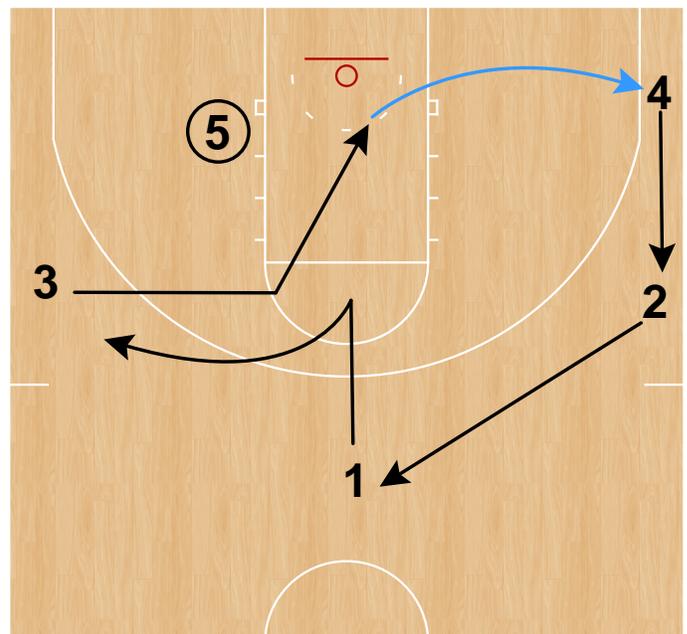
NOTE: we like to REJECT this ball screen every chance we get.



At this moment the shape = LOW POST



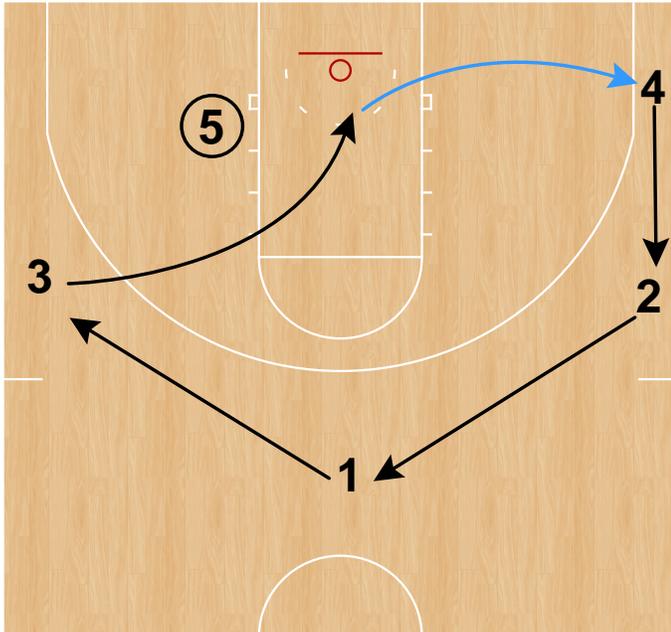
If 3 passes to 5 we are in LOW POST



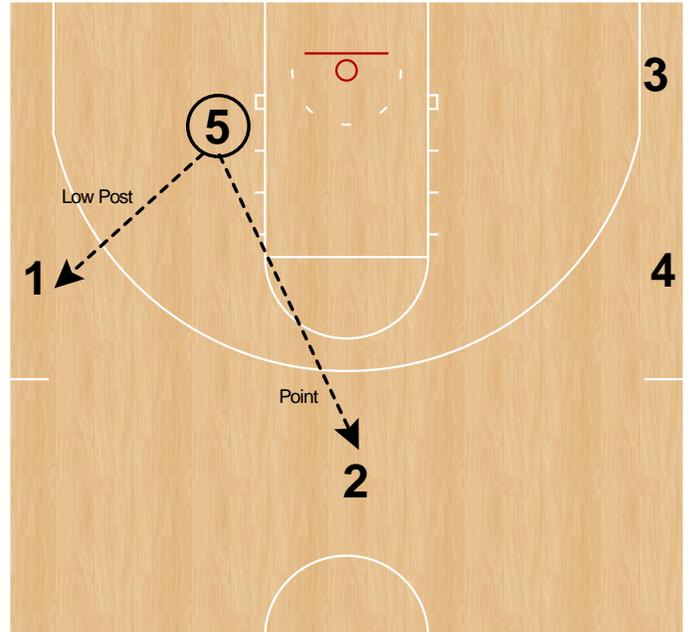
LOW POST ACTIONS - Post Split

Radius Athletics

Hybrid: Delay - Dribble-At

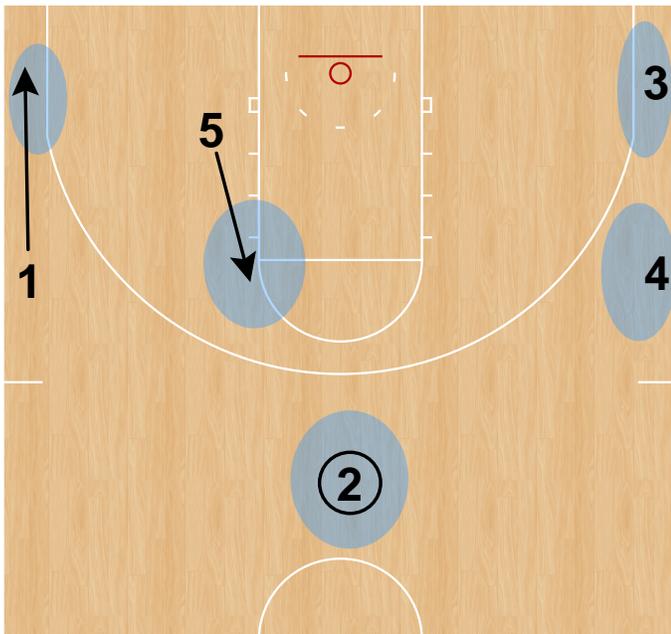


LOW POST ACTIONS - Laker Cut & Fill

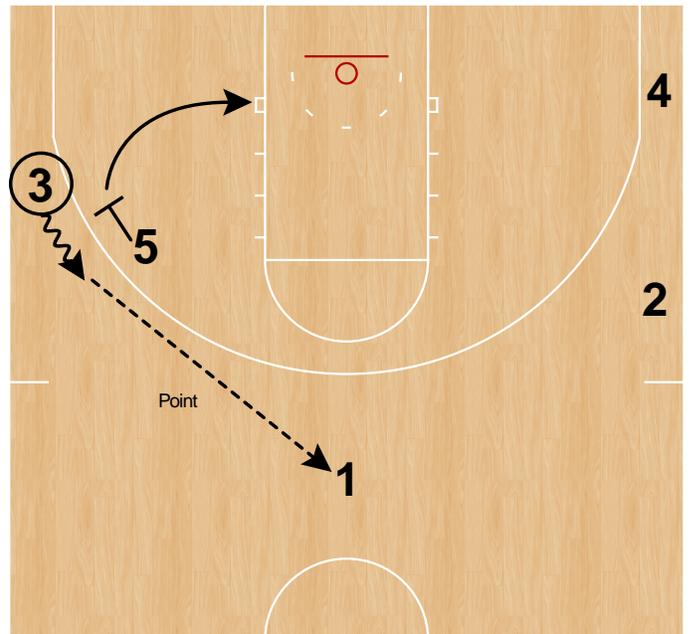


If 5 makes no post move to score and passes out to 1 we remain in LOW POST

If 5 passes out to 2 (SNAP pass) he/she flashes to elbow and that leads to POINT



Shape shifting to POINT after SNAP out to 2

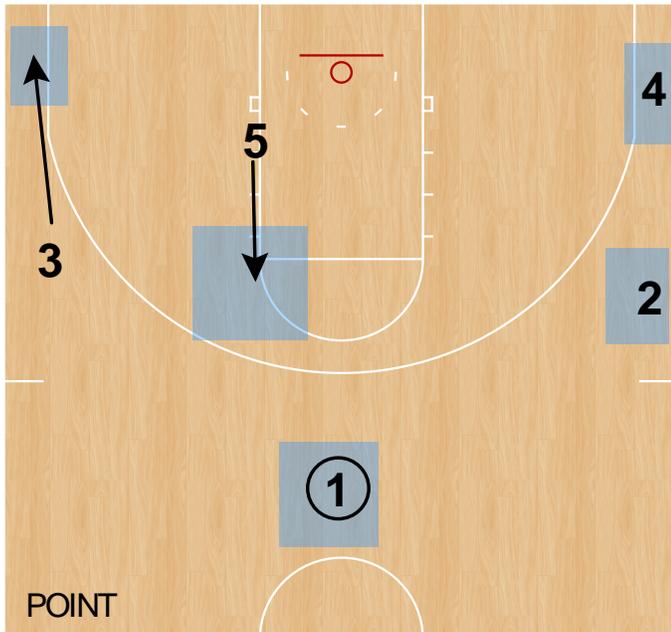


Let's go back to the side ball screen after the dribble-at from 5-out...

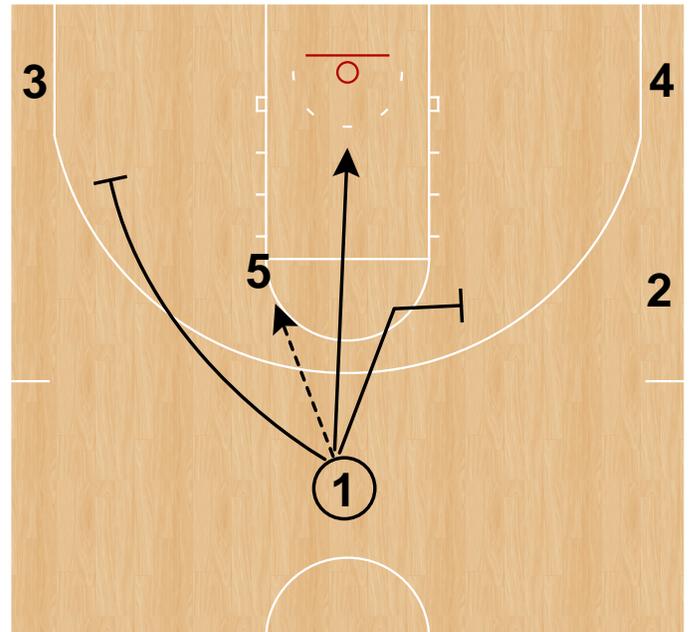
3 uses the screen, 5 rolls and 3 passes ahead to 1...

Radius Athletics

Hybrid: Delay - Dribble-At



Shape shift to POINT
...5 flashes to pinch, 3 gets to the corner and...

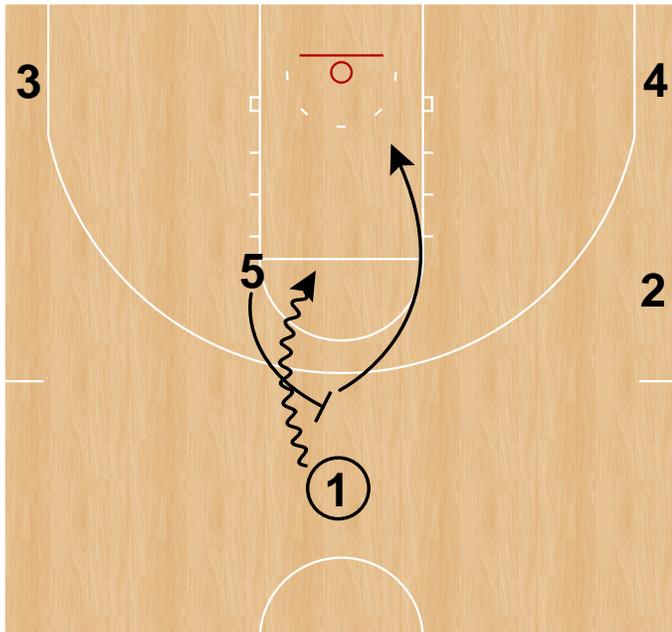


From our POINT shape, 1 can then drop it into 5 in the pinch and run OVER, MIDDLE or AWAY.

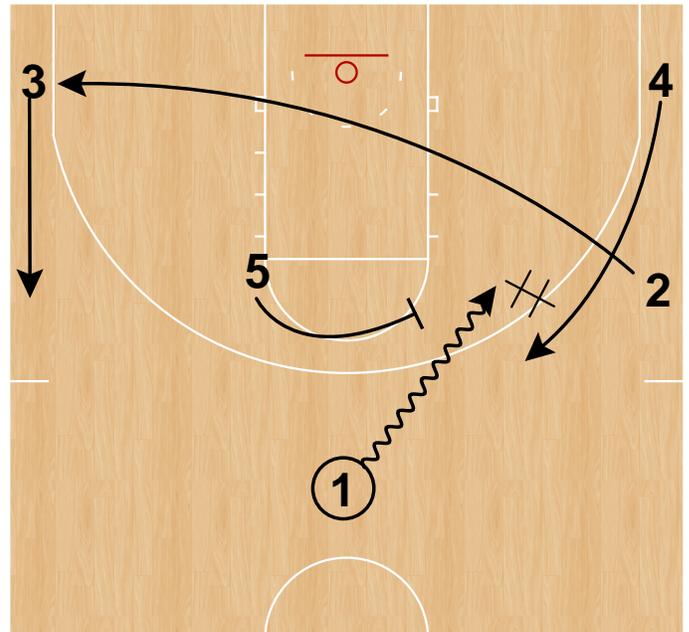
Note: whether we run over, middle or away can be based on reading the defense or you can just "do" it. But it's best to not fight the defense.

Radius Athletics

Hybrid: Delay - Dribble-At



From our POINT shape, 5 could also ball screen off the elbow for 1 (POINT TOP).



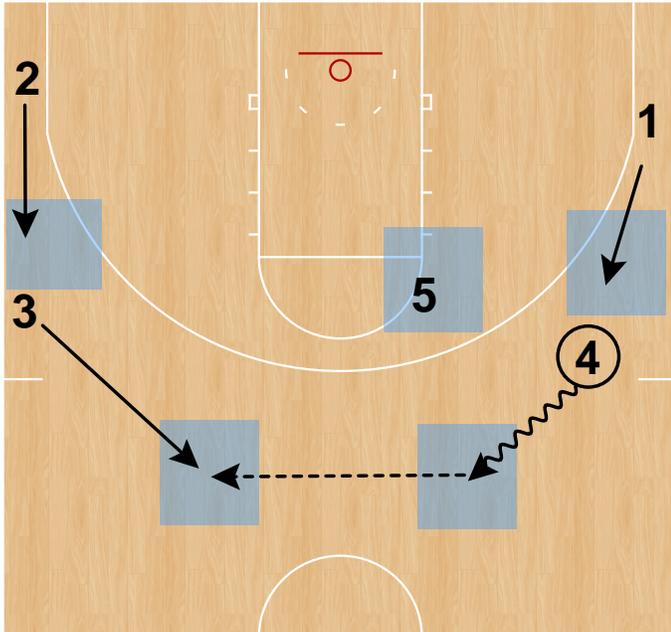
From the Point shape, 1 could get into SPIN action where 2 cuts, 4 rises to take handoff and 5 ball screens for 4 coming out of DHO. 1 should "punch the gap" with the dribble rather than dribbling wide.

Note: DHO + Ball Screen = PISTOL

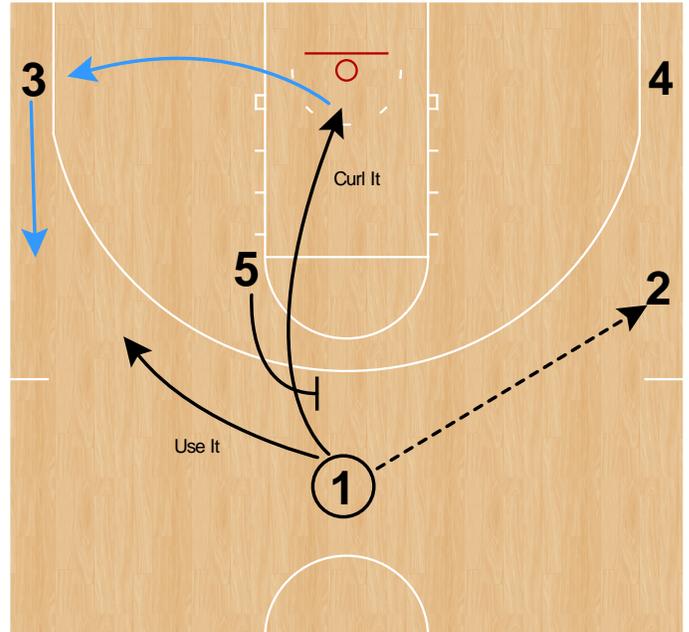
We'd like this PISTOL action to lead to penetration, but if it doesn't...

Radius Athletics

Hybrid: Delay - Dribble-At

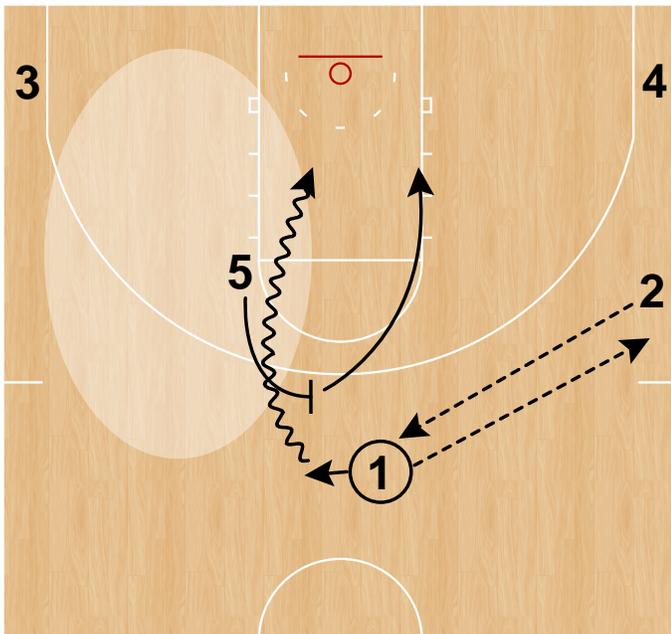


...4 dribbles to guard spot and we can shape shift into CHIN



From Point Shape, If 1 passes to 2, we're setup for a TOP FLARE.

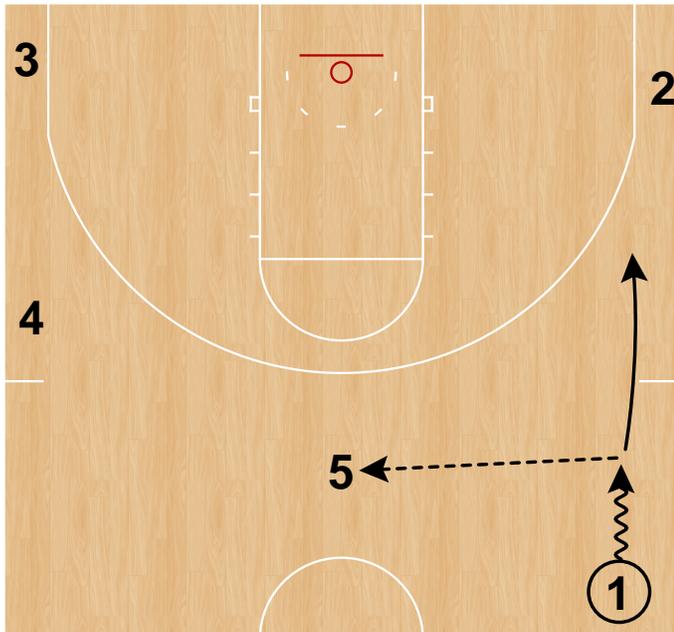
1 drifts while looking for return pass.
 5 flare screens for 1. If no return pass:
 1 may curl the flare or use it. If 1 curls the flare and does not get the ball, exit to far corner.
 2 can either play to 1 or 5 (back to 5-out if we play to 5).



2 makes quick return pass to 1.
 1 rips opposite attacking space on other side of the screen.
 The top flare behaves like a ball screen in this instance.

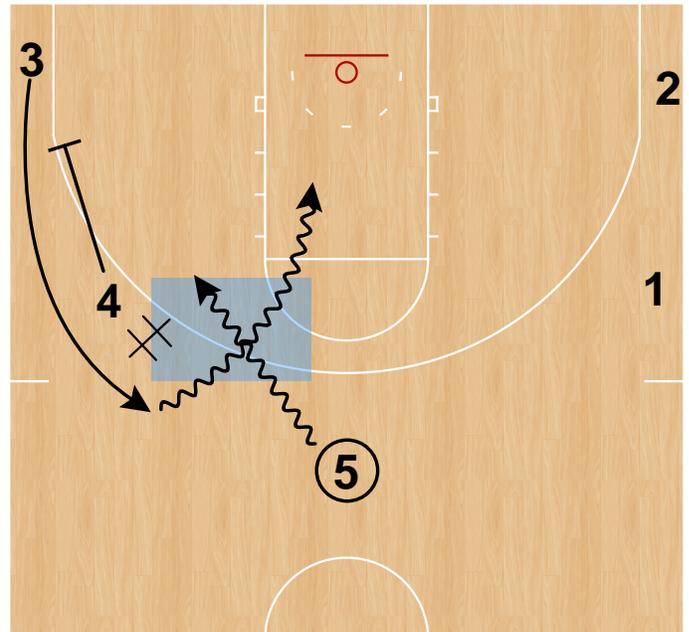
Radius Athletics

Hybrid: Delay - Zoom



DELAY - ZOOM
1 centers to 5

READ 5's EYES! - He/she make take it back to the same side ("SAME") or the second side. In this playbook, we'll diagram everything to the second side.

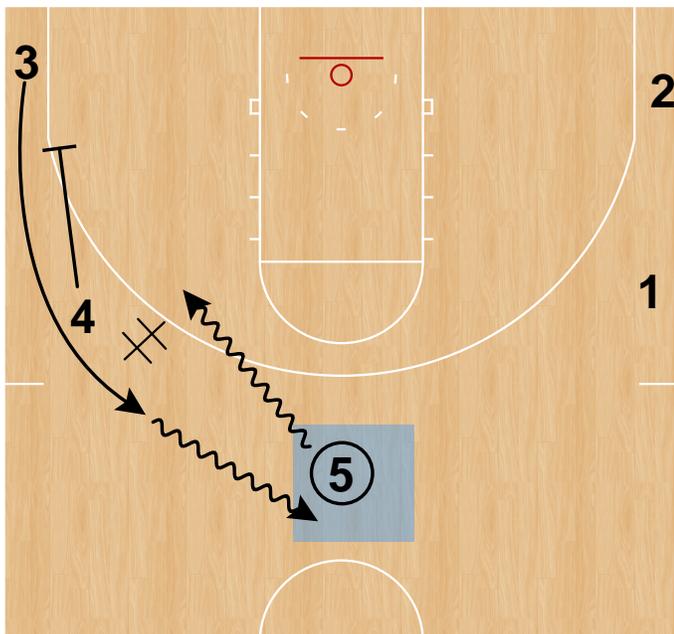


5 Dribbles-At the second side "Punch the Gap"

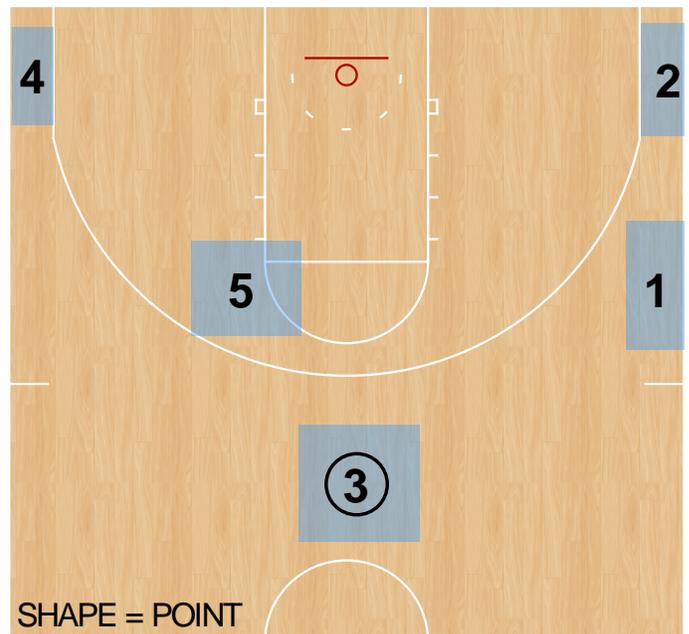
4 sets screen for 3 who comes out of Down Screen into DHO with 5.

NOTE: Down Screen + DHO = ZOOM

We'd love for this action to create penetration. But if it doesn't...



...KEEP DRIBBLE and take it to POINT BOX
5 is already at/near the PINCH

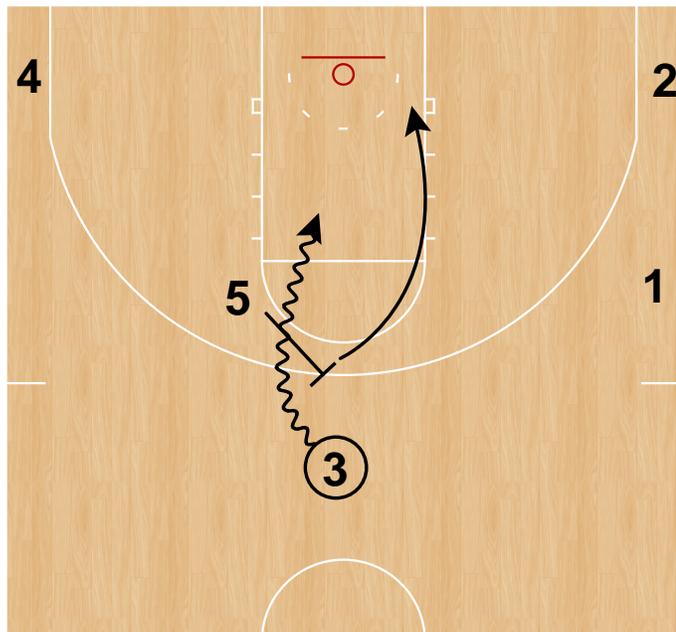


SHAPE = POINT

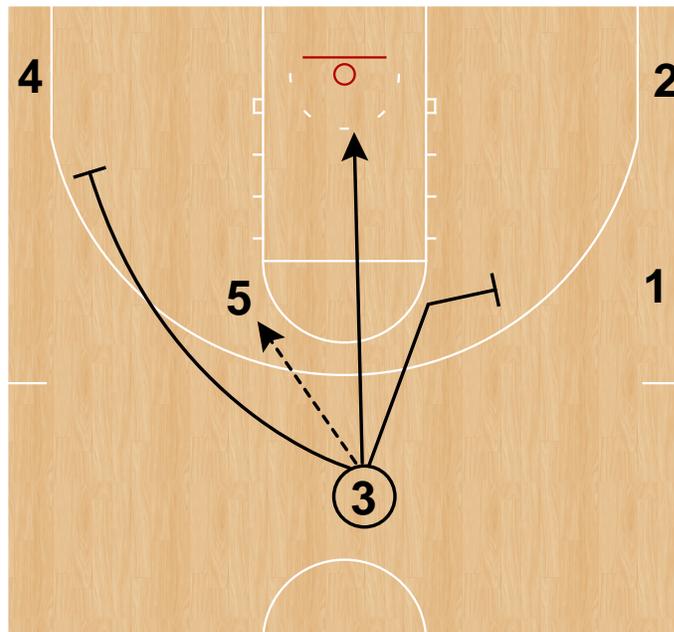
Now setup to link to POINT

Radius Athletics

Hybrid: Delay - Zoom



5 can step off and ball screen (POINT TOP) if needed.

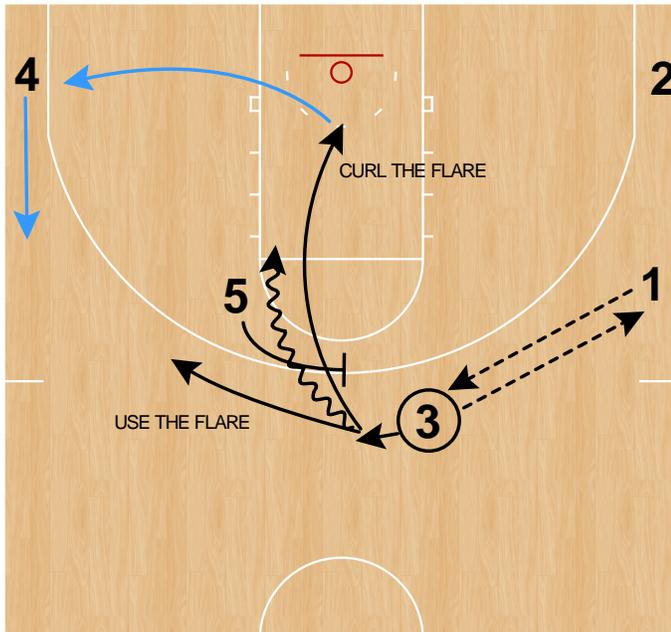


Or 3 can drop it back into the PINCH

Point Options: Drop it in to the 5 in the pinch and run OVER, MIDDLE or AWAY.

Radius Athletics

Hybrid: Delay - Zoom

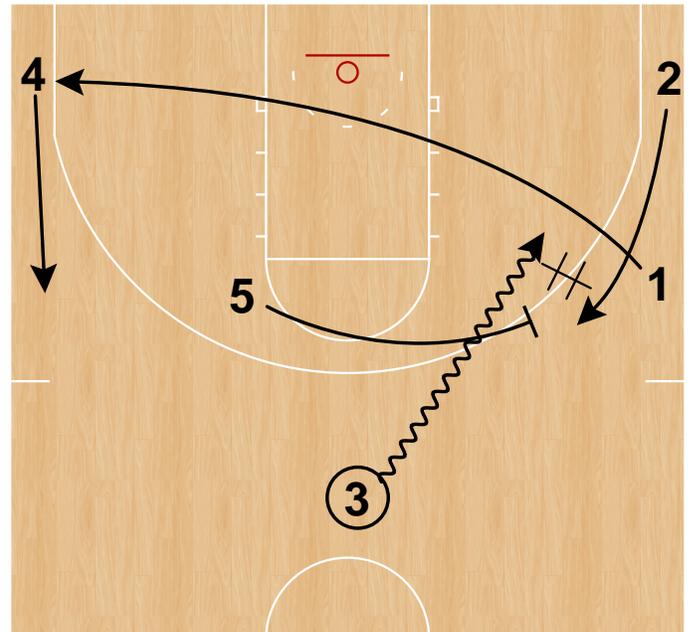


If 3 comes out of the zoom and passes ahead to 1, we are setup for top flare.

In TOP FLARE we want 3 to drift off the screen, if there is a quick return pass, it behaves like a ball screen.

If 3 curls the flare, 5 pops. If we don't pass to 3 curling to rim they exit opposite. we can play to 5 and be back in 5-out.

Same if 3 uses the flare, pass to them for shot, or pass to 5 popping and we're back in 5-out.



If 3 comes out of the ZOOM and continues dribbling at 1.

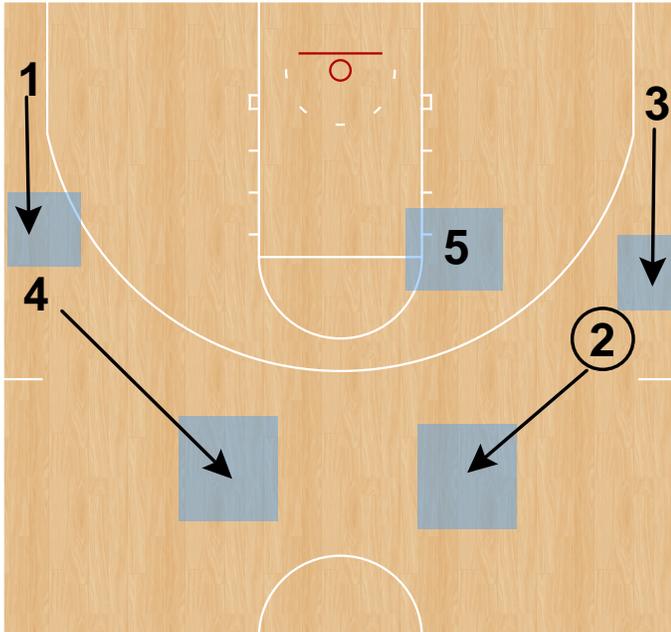
SPIN ACTION: 1 cuts, 2 rises, 3 DHOs with 2 and 5 is ball screening for 2 coming out of the DHO

Note: DHO + Ball Screen = PISTOL

We'd love for the PISTOL action to create penetration, but if it doesn't...

Radius Athletics

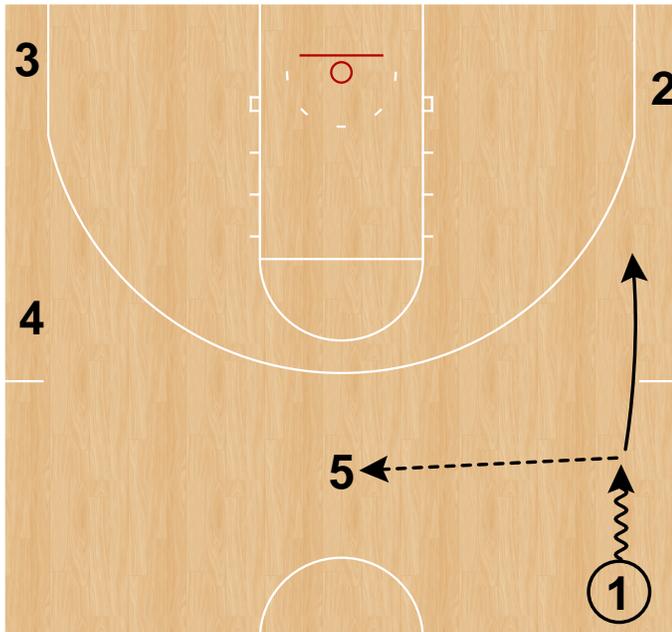
Hybrid: Delay - Zoom



...2 takes it to guard spot and we can shape shift into CHIN

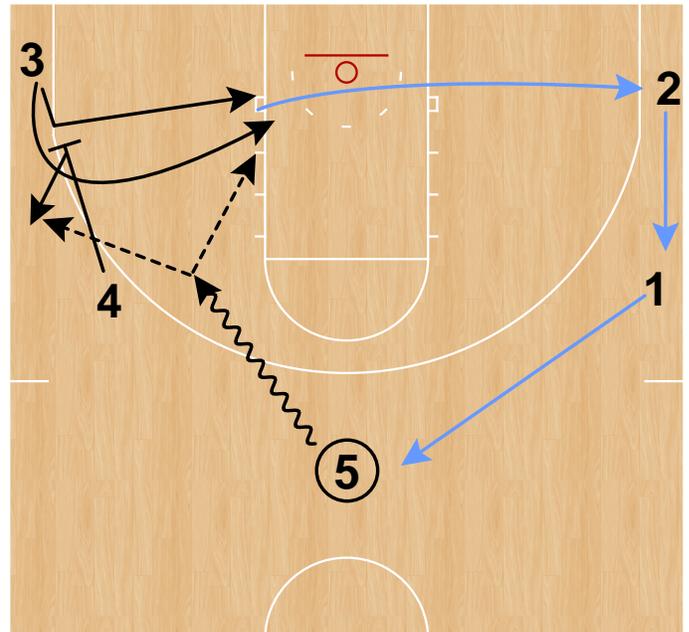
Radius Athletics

Hybrid: Delay - Meetup Split in Corner



DELAY - ZOOM
1 centers to 5

READ 5's EYES! - He/she make take it back to the same side ("SAME") or the second side. In this playbook, we'll diagram everything to the second side.



5 Dribbles-At the second side "Punch the Gap"

4 and 3 meetup in the corner 3 rejects or curls the screen.

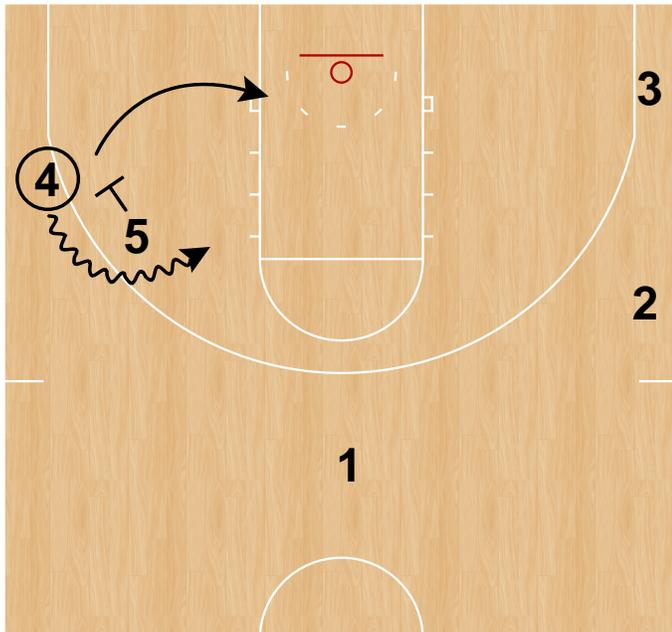
4 pops back if 3 makes either of these cuts.

NOTE: If 3 accepts the screen, see ZOOM from previous option in this chapter.

5 makes pass to 3 or 4. If 3 does not receive pass, exit to far corner, others fill.

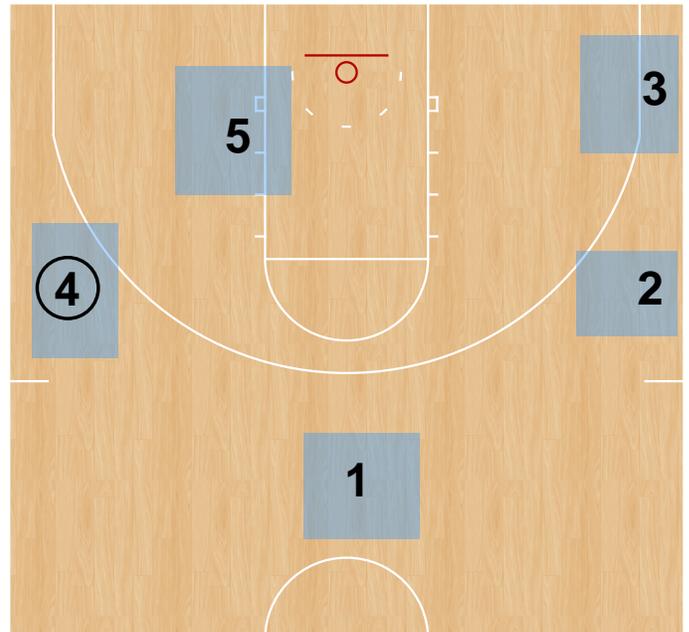
Radius Athletics

Hybrid: Delay - Meetup Split in Corner

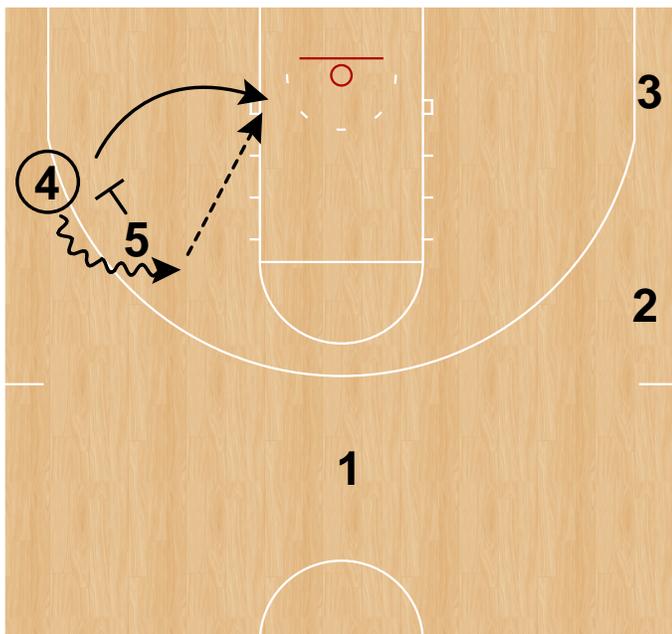


If 5 passes to 4 on the pop back, follow into a ball screen as shown.

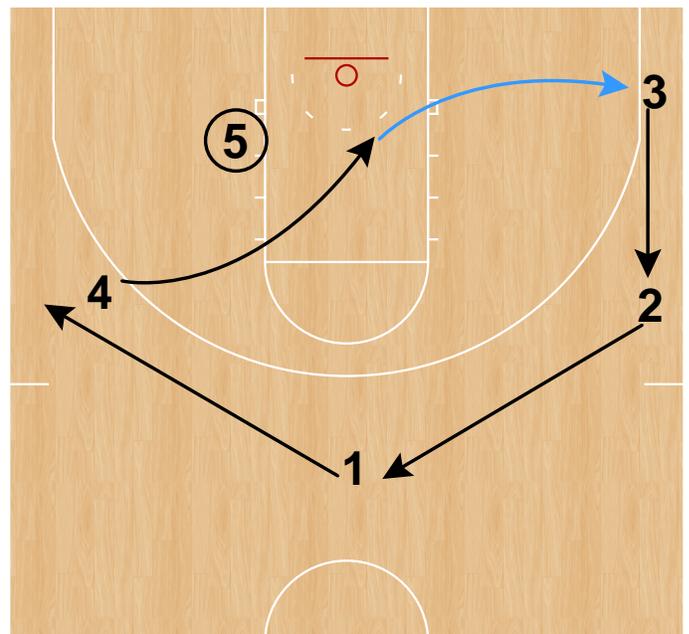
5 could continue dribbling at 4 and turn this into a DHO as well.



LOW POST - With 5 rolling, this takes us to LOW POST shape



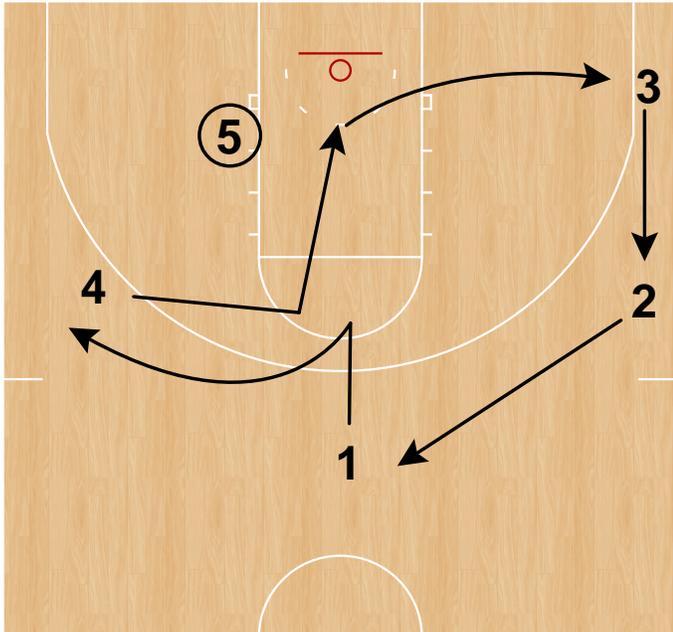
If 4 hits 5 on the roll, we are in LOW POST



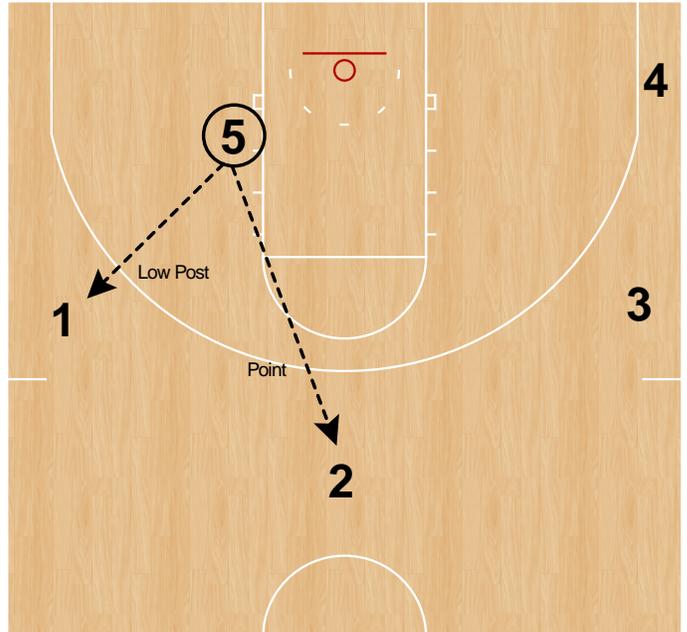
LOW POST ACTIONS - LAKER CUT and fill

Radius Athletics

Hybrid: Delay - Meetup Split in Corner

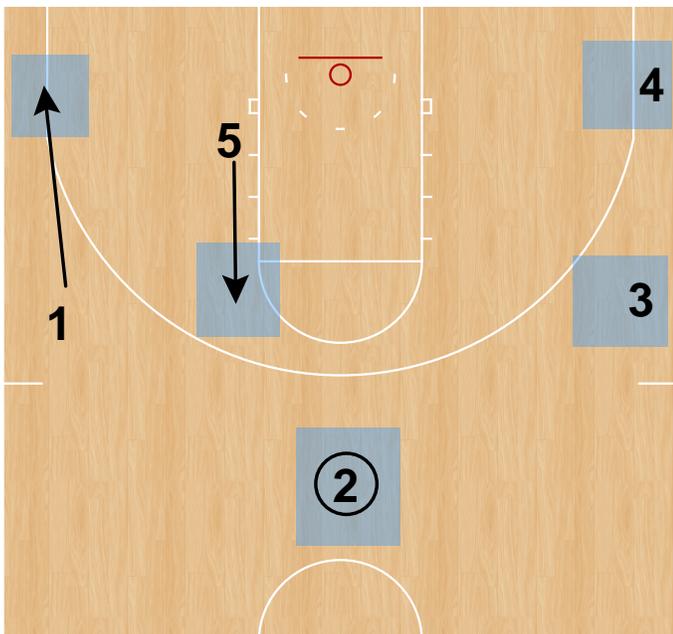


LOW POST ACTIONS - Post Split

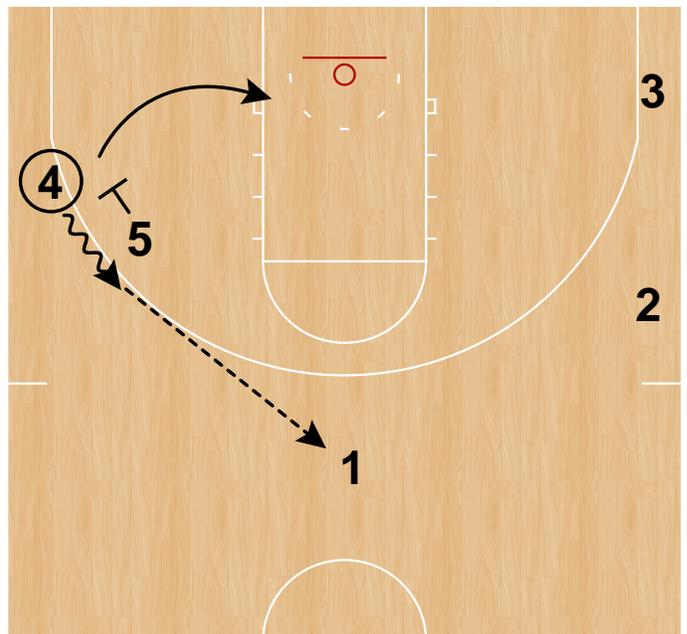


If 5 passes out to 1, we remain in LOW POST

If 5 passes out to 2 (SNAP pass), we are then in POINT.



Shape shifting to POINT after 5 snaps out to 2

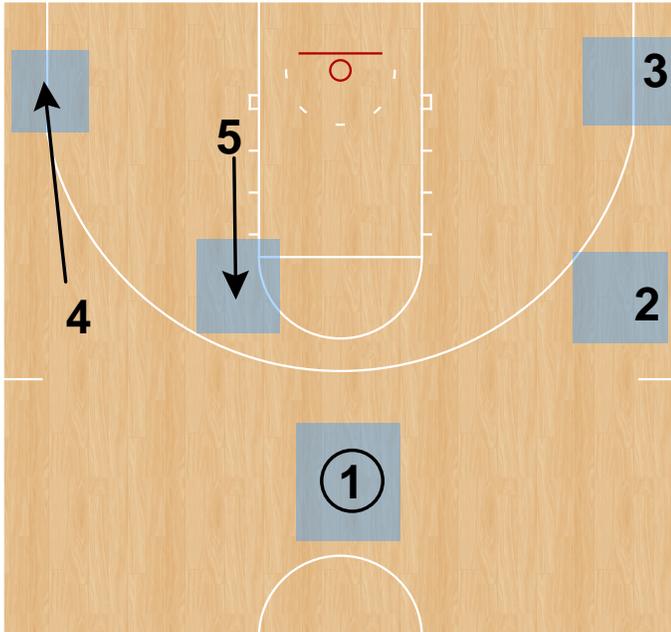


Let's go back to the side ball screen for 4 who was the pop back man after the split in the corner. 5 passed to them and followed into a ball screen.

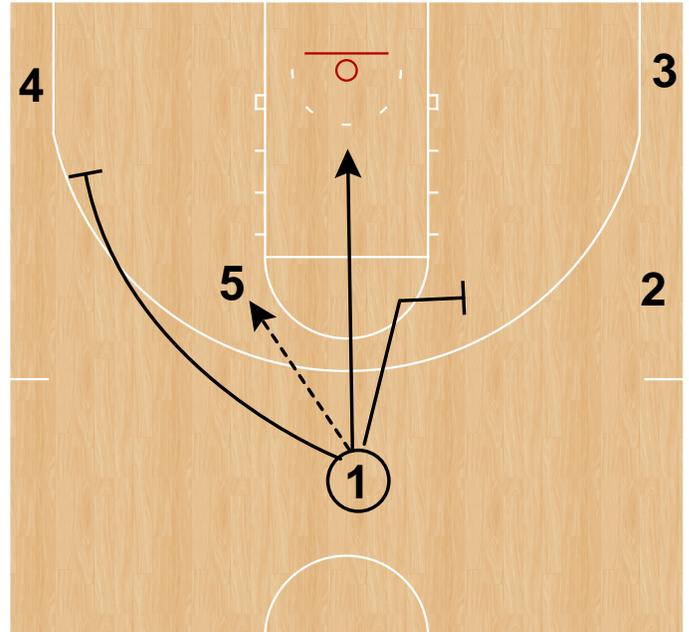
4 passes ahead to 1. This links to POINT

Radius Athletics

Hybrid: Delay - Meetup Split in Corner



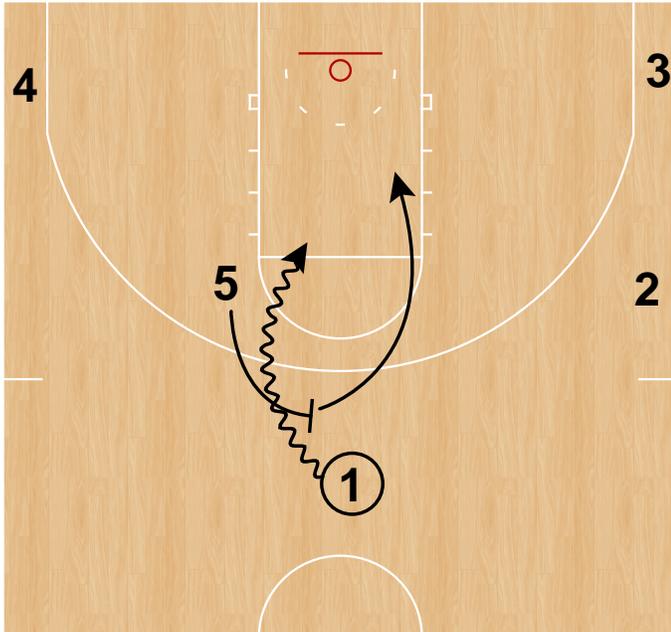
Shape shifting to POINT



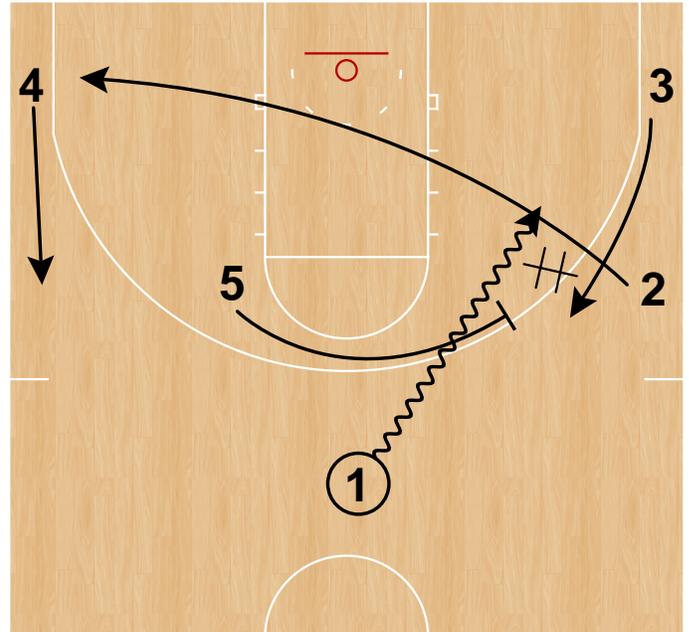
From our POINT shape, 1 may drop it into 5 in the PINCH and run OVER, MIDDLE or AWAY

Radius Athletics

Hybrid: Delay - Meetup Split in Corner



From our POINT shape 5 may step off and ball screen (POINT TOP).



SPIN

From our POINT shape, 1 may dribble at 2 sending them on backdoor.

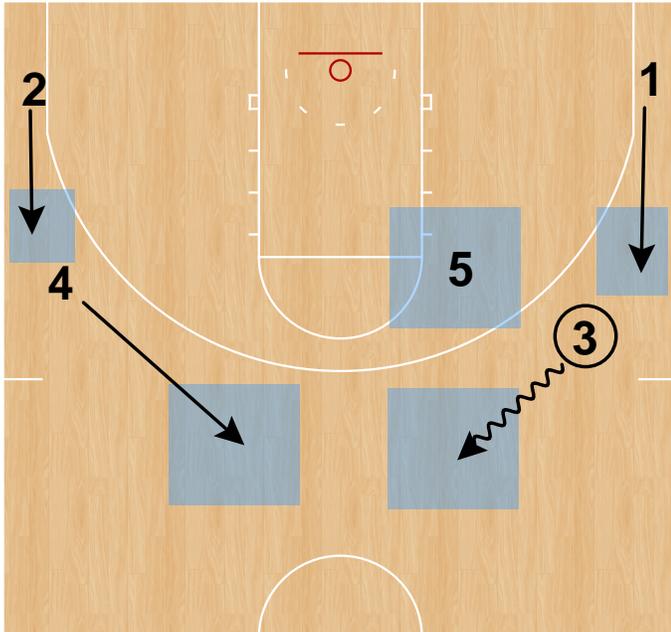
3 rises from the corner to take a DHO from 1. 5 follows and ball screens for 3 coming out of handoff.

NOTE: DHO + Ball Screen = PISTOL

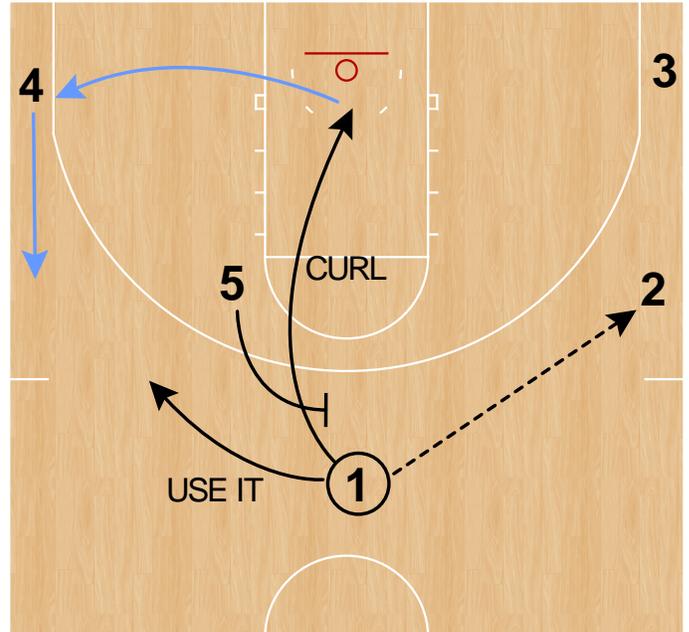
We'd love SPIN into PISTOL to yield penetration, but if it doesn't...

Radius Athletics

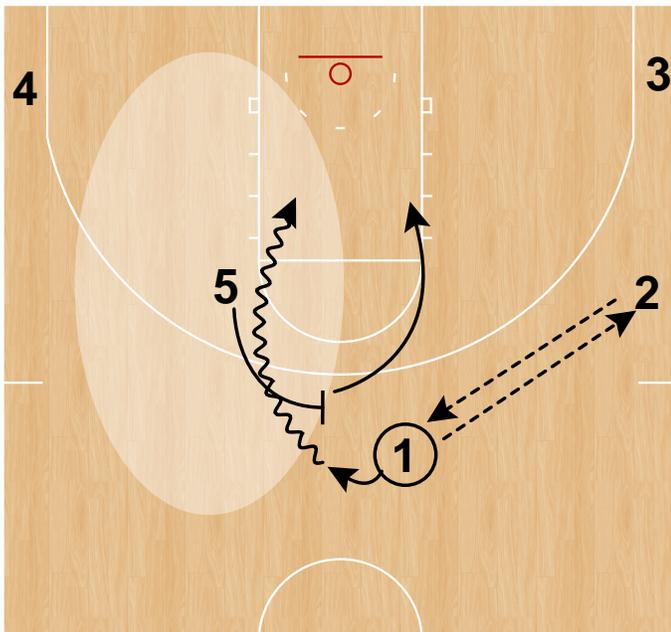
Hybrid: Delay - Meetup Split in Corner



3 can dribble to a guard spot and we can shape shift into CHIN



From our POINT shape, 1 may also pass to 2. This sets up a TOP FLARE. 5 sets flare screen for 1. 1 drifts and may curl it or use it. 2 may hit 1 or play to 5 after they set flare screen. Playing to 5 would lead us back to 5-out.



2 may give a quick return pass to 1 while drifting. 1 then rips it through and attacks space on other side of the ball screen. 4 hold that corner!

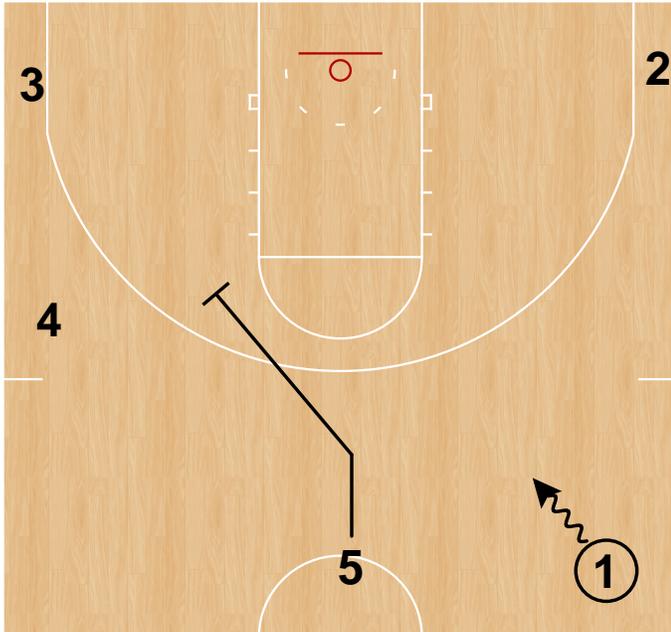
Dribble

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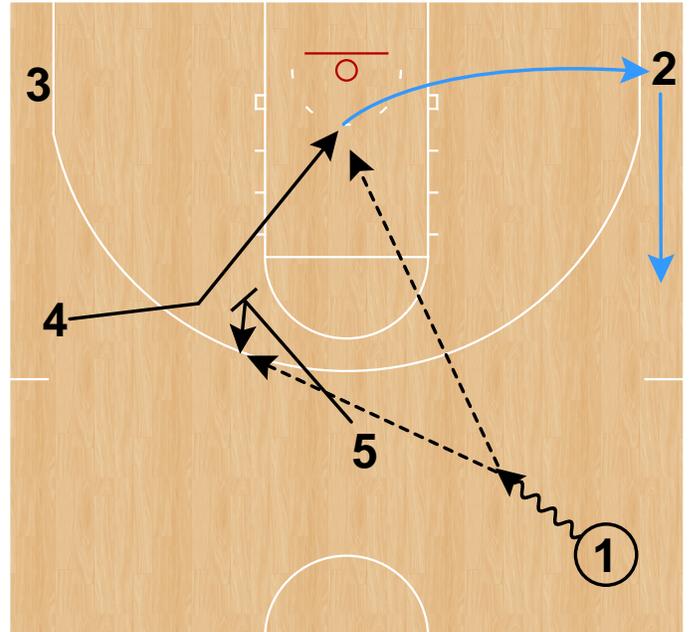
4.1	Hybrid: Dribble - Single Away	38
4.2	Hybrid: Dribble - Double Away	42

Radius Athletics

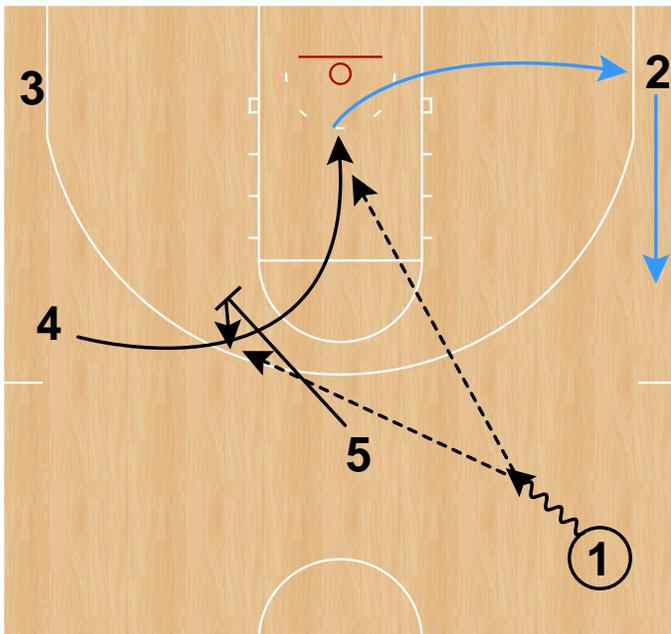
Hybrid: Dribble - Single Away



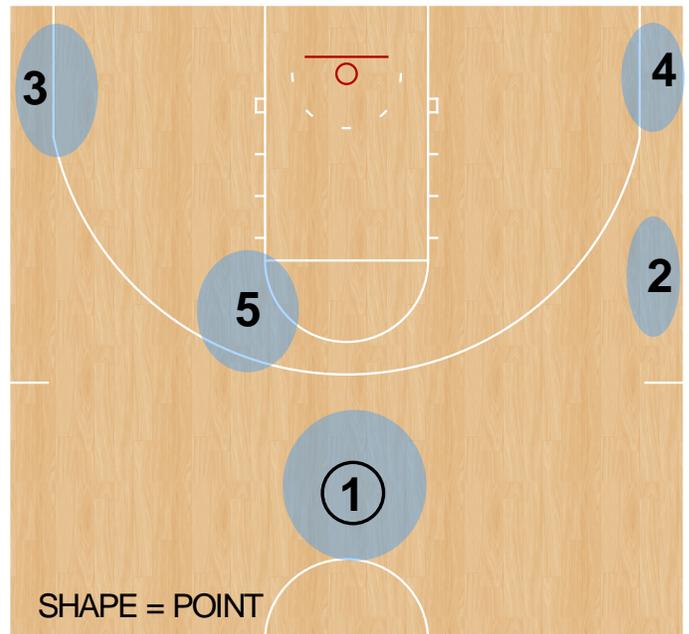
In DRIBBLE there is no ball reversal before the single away. 5 simply screens away from the ball.



REJECT - We want to reject most of the time. 5 screens away for 4, 4 rejects, 5 pops asking for ball in the Pinch area. 1 may play to the cutter or the screener. Playing to the screener (5) would put the offense into POINT.



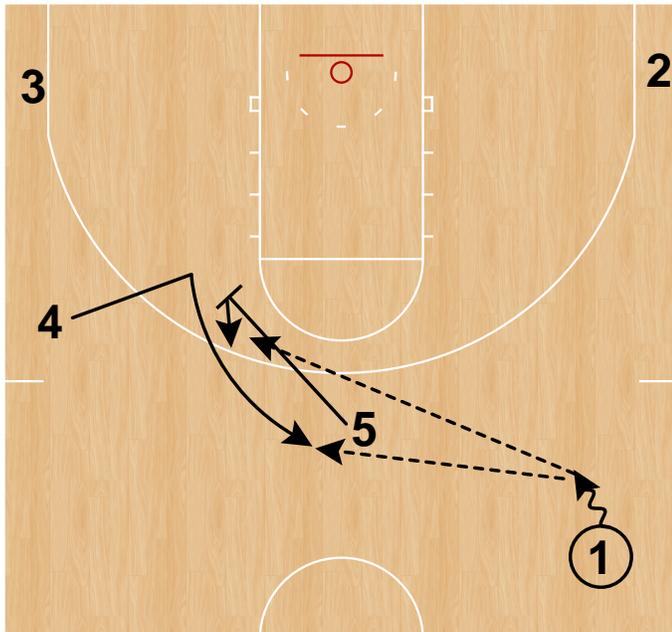
CURL - 5 screens away for 4, 4 curls, 5 pops asking for ball in the Pinch area. 1 may play to the cutter or the screener. Playing to the screener (5) would put the offense into POINT.



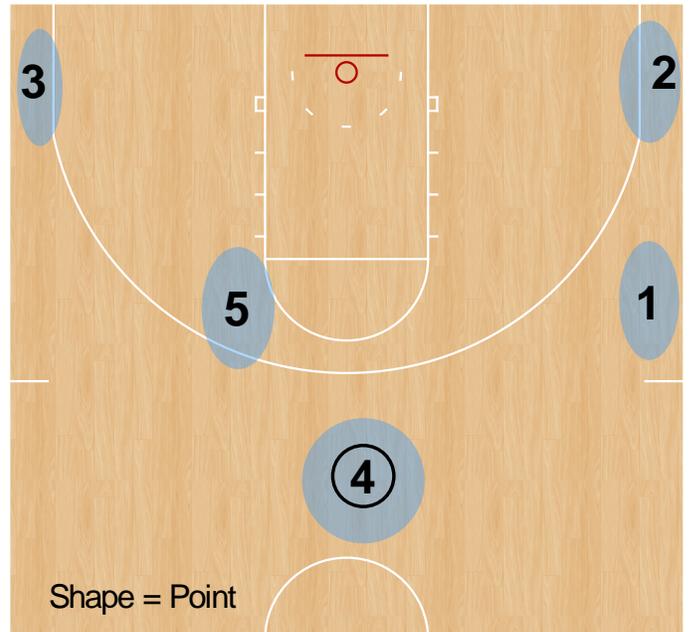
Both CURL and REJECT take us to POINT with this positioning.

Radius Athletics

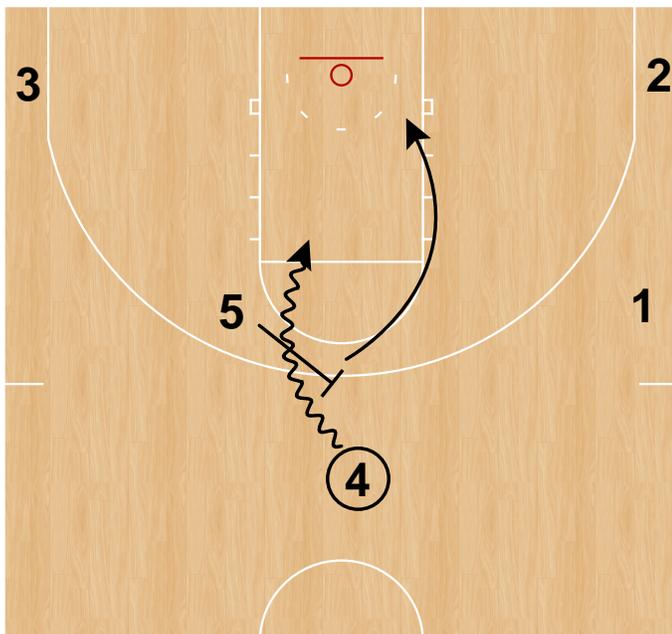
Hybrid: Dribble - Single Away



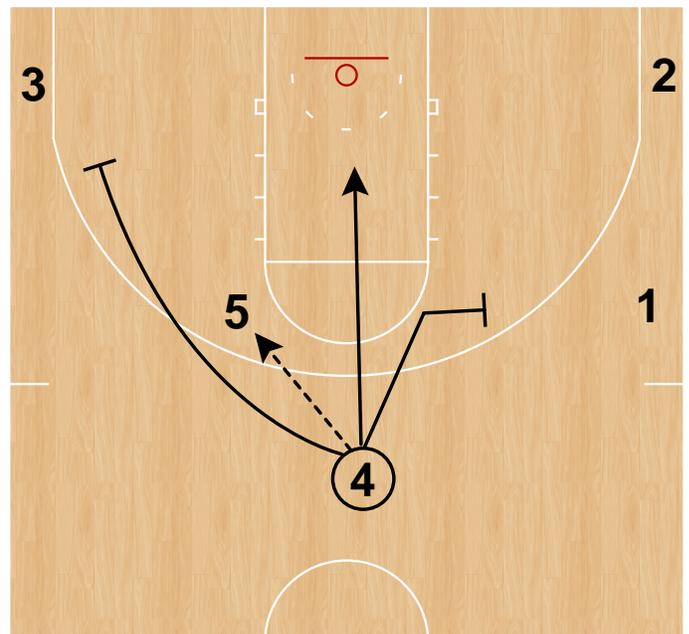
4 may also Accept with a STRAIGHT cut



Gets us to POINT with this positioning. Once in POINT the player with the ball is the trigger.



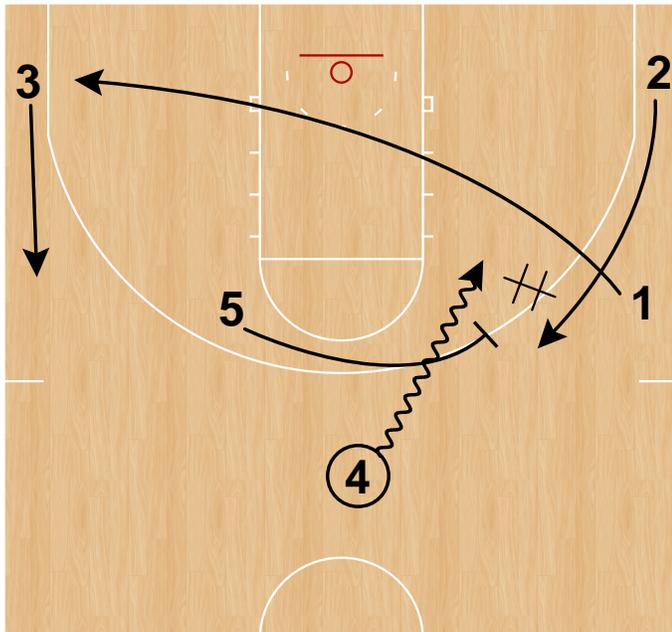
FROM POINT SHAPE 5 may rescreen it by stepping off the PINCH into a ball screen. (POINT TOP)



FROM POINT SHAPE 4 may enter into 5 in the PINCH and run OVER, MIDDLE or AWAY

Radius Athletics

Hybrid: Dribble - Single Away

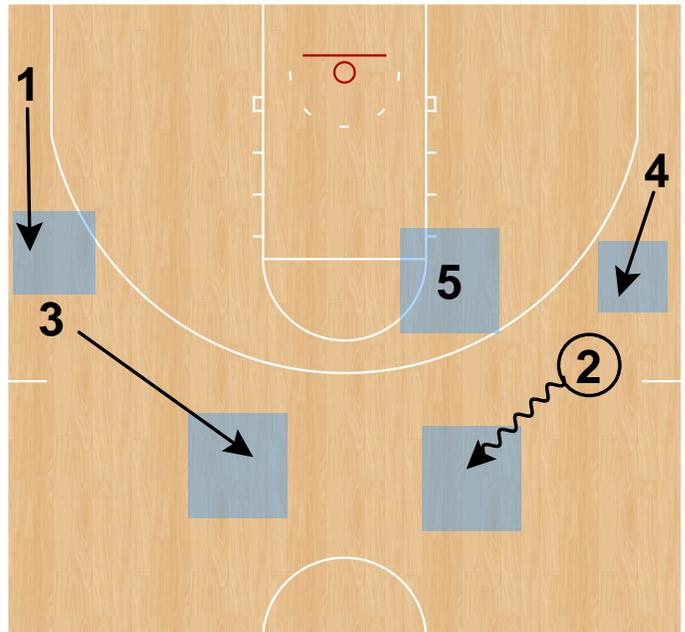


FROM POINT SHAPE 4 may dribble-at 1 (SPIN) and we get into spin action.

- 1 cuts, look for backdoor pass.
- 2 rises to take DHO from 1
- 5 moves into position to ball screen.

NOTE: DHO + Ball Screen = PISTOL

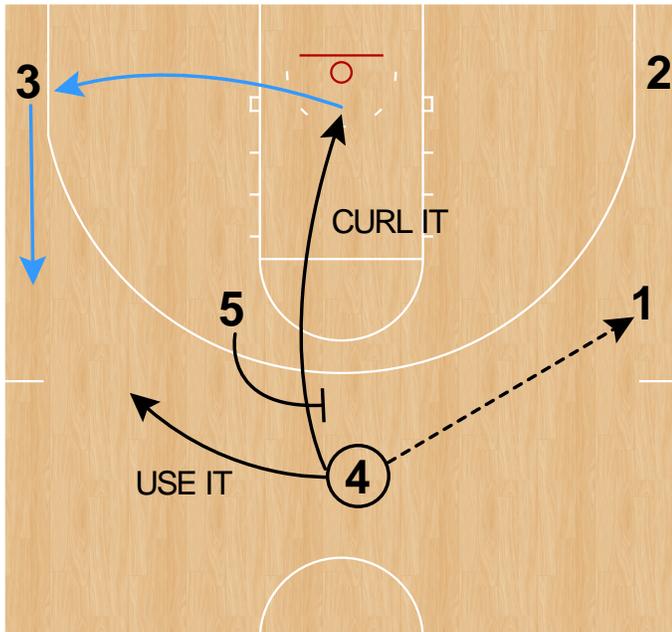
We'd love PISTOL to lead to penetration, but if it doesn't...



...2 dribbles up to a guard spot and we shape shift into CHIN

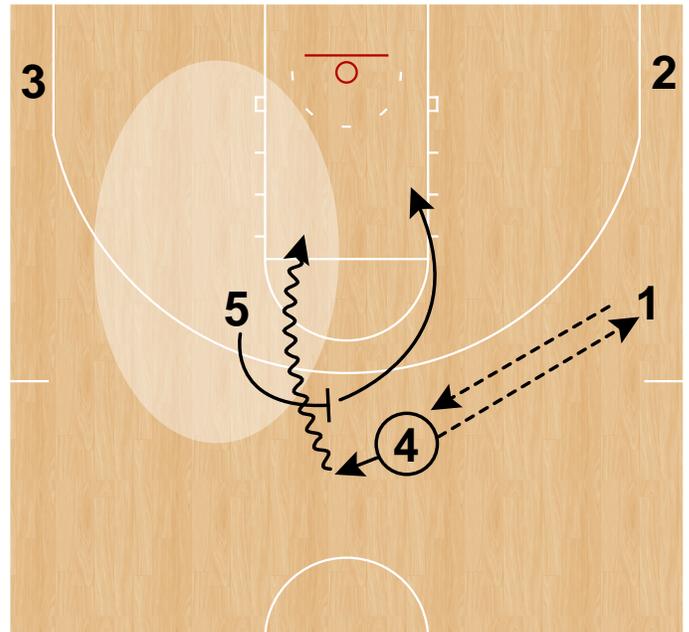
Radius Athletics

Hybrid: Dribble - Single Away



FROM POINT SHAPE 4 may pass to 1 and we are set up for a TOP FLARE

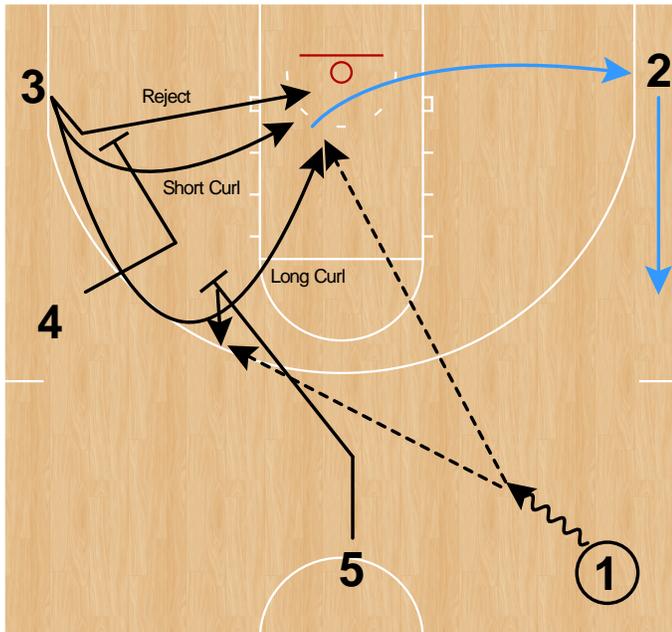
4 drifts while looking for return pass.
 5 flare screens for 4. If no return pass:
 4 may curl the flare or use it. 1 can either play to 4 or 5
 (back to 5-out).



If 4 passes to 1 and drifts and receives a quick return pass. Rip it through and attack the space on the other side of the ball screen.

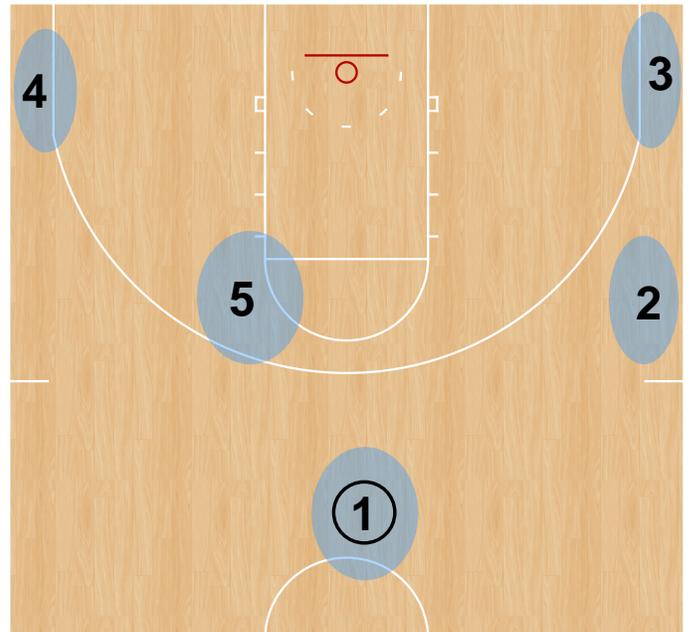
Radius Athletics

Hybrid: Dribble - Double Away

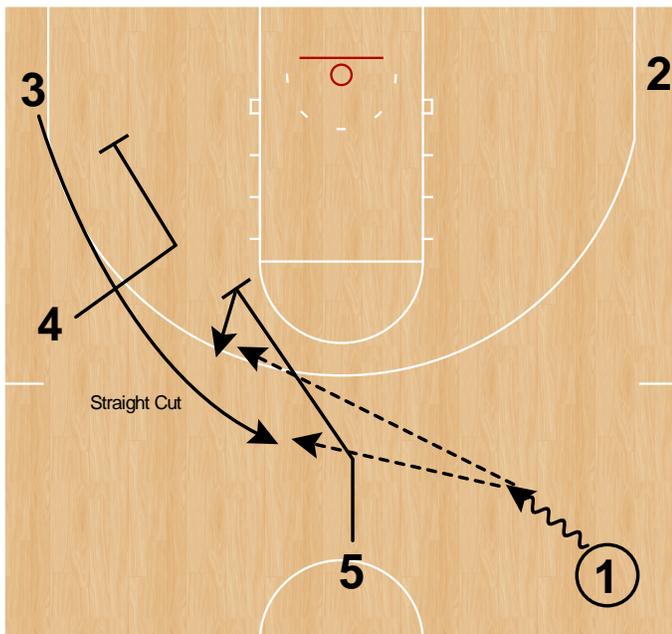


In DRIBBLE there is no ball reversal before the double away. 5 and 4 simply screen away from the ball.

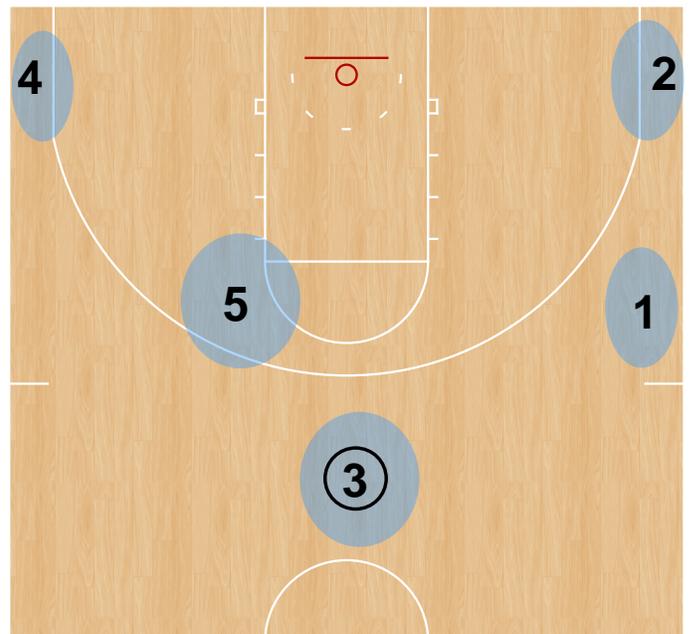
1 may look for 3 on any of these cuts or play to the second screener (5). Playing to the second screener puts the offense in POINT



Any of these three cuts would take us to POINT in this positioning. From there 1 is the trigger for any POINT series option.



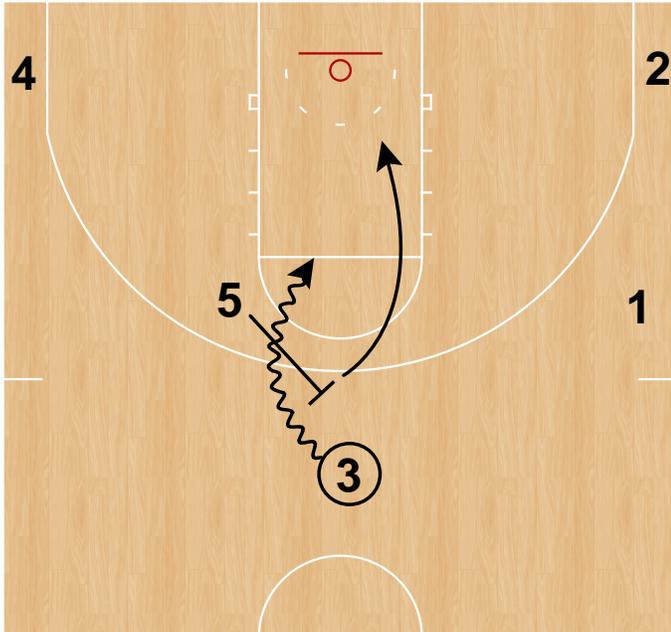
3 may also straight cut the staggered screens. 1 may play to cutter or the second screener.



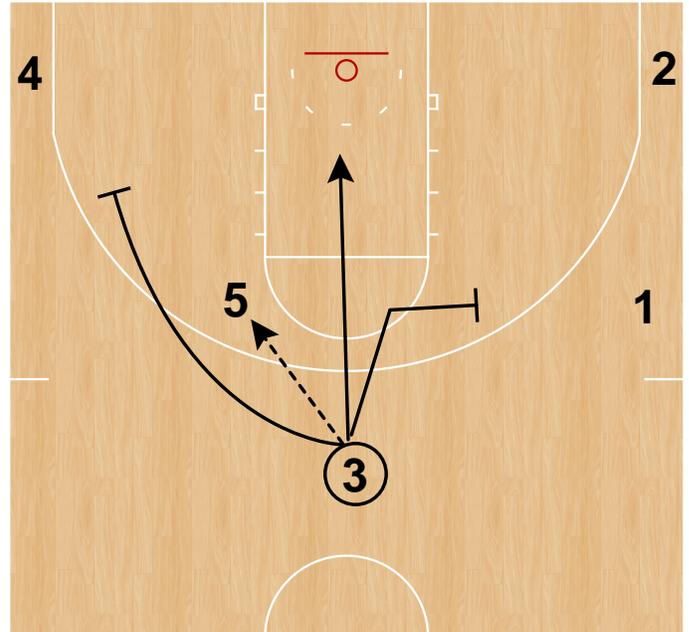
This cut would take us to POINT in this positioning.

Radius Athletics

Hybrid: Dribble - Double Away



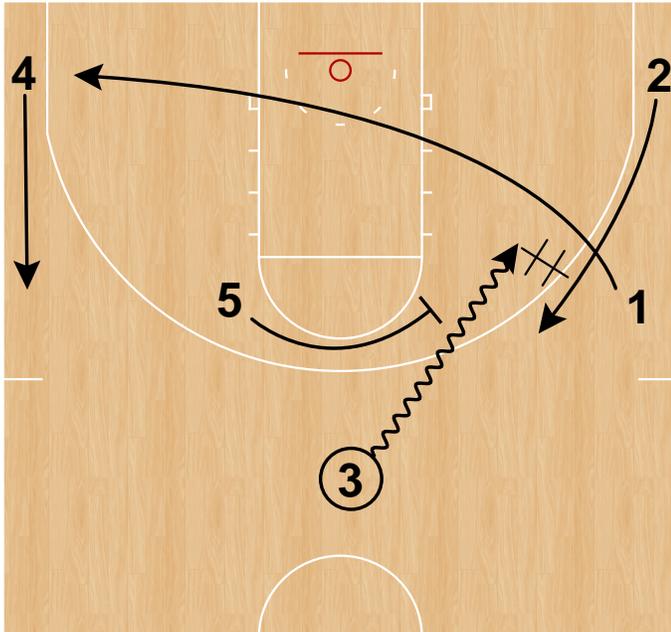
5 may rescreen it by stepping off the PINCH into a ball screen (POINT TOP).



From Point shape, 3 may enter into 5 in the PINCH and run OVER, MIDDLE or AWAY

Radius Athletics

Hybrid: Dribble - Double Away

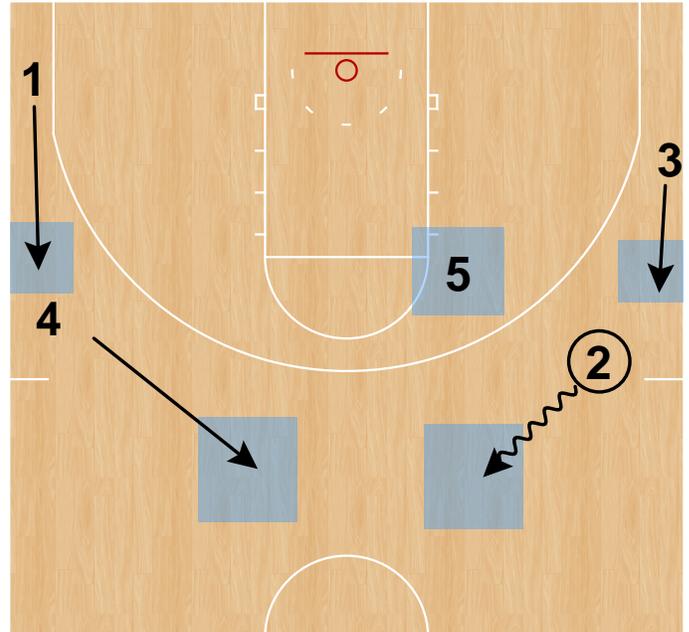


From Point shape, 3 may dribble-at 1 (SPIN) and we get into spin action.

- 1 cuts, look for backdoor pass.
- 2 rises to take DHO from 1
- 5 moves into position to ball screen.

Note: DHO + Ball Screen = PISTOL

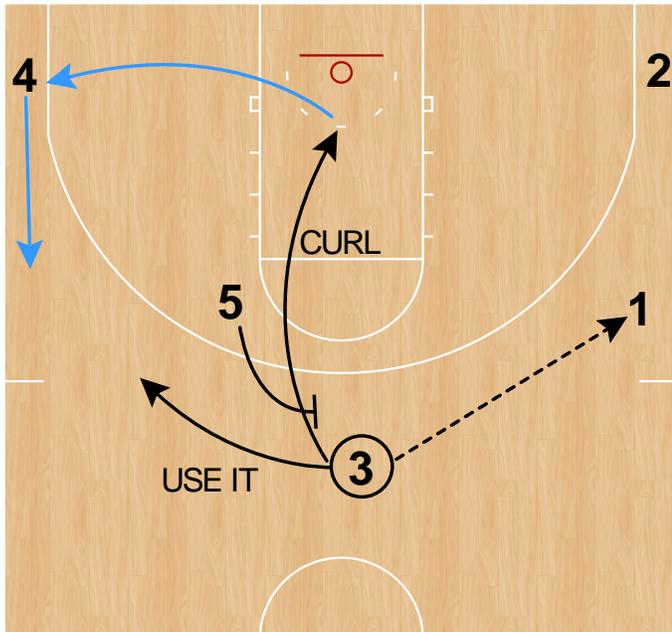
We'd love the PISTOL action to create penetration, but if it doesn't...



...2 can dribble to a guard spot and we shape shift into CHIN

Radius Athletics

Hybrid: Dribble - Double Away

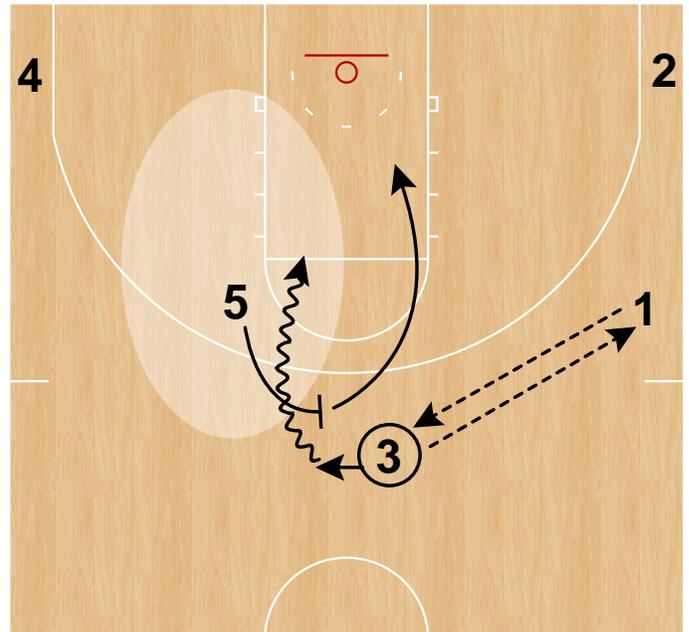


3 may pass to 1. This sets up a TOP FLARE

3 drifts while looking for return pass.

5 flare screens for 3. If no return pass:

3 may curl the flare or use it. 1 can either play to 3 or 5 (back to 5-out).



If 3 passes to 1 for a quick return pass, rip it through and attack the space on the other side of the ball screen.

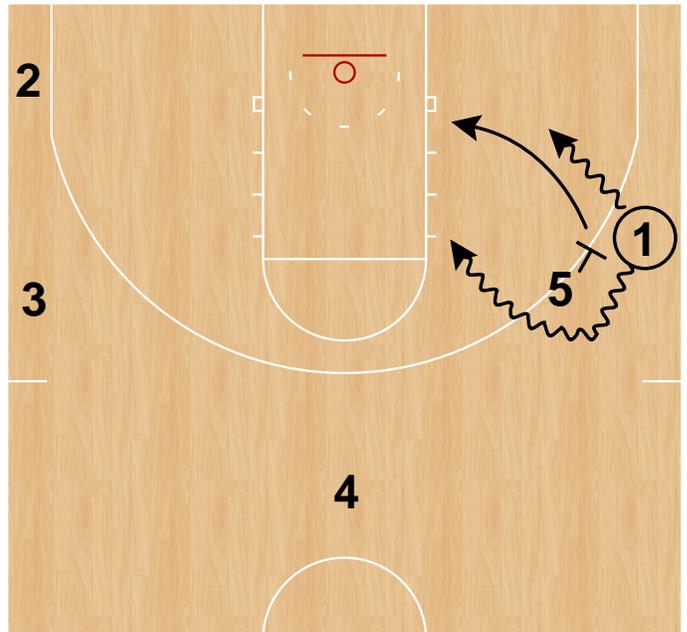
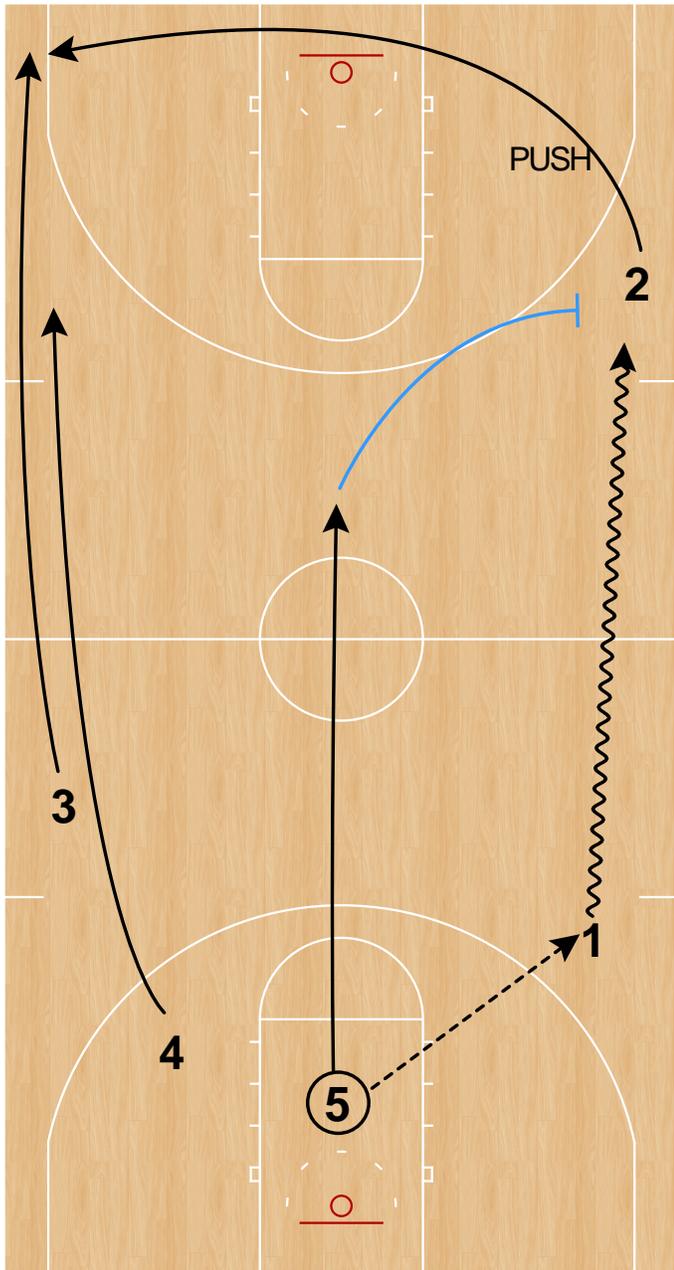
Push

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Radius Athletics

Hybrid: Push - Side Drag



Look to reject this screen! Ideally the SIDE DRAG yields penetration for Player 1

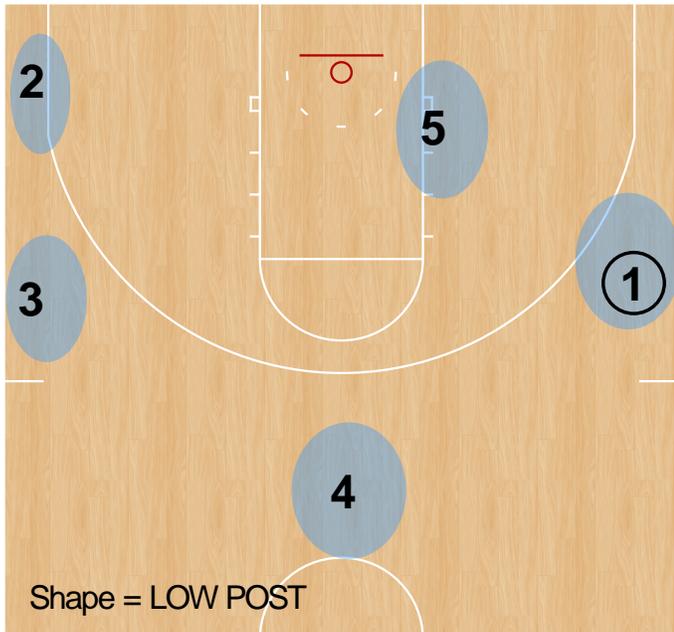
In Transition to Five-Out

1 dribble pushes 2 through to the other side
1 may attack the empty corner or receive side drag near the wing.

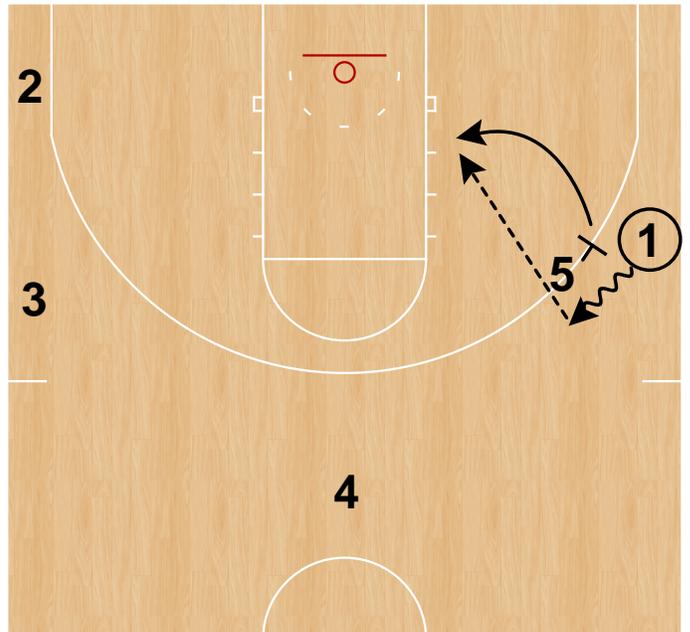
5 moves into position for side drag.

Radius Athletics

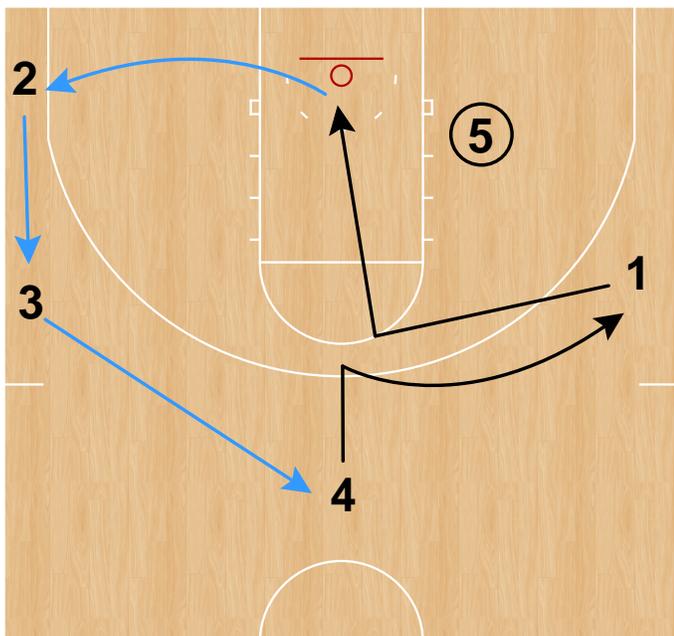
Hybrid: Push - Side Drag



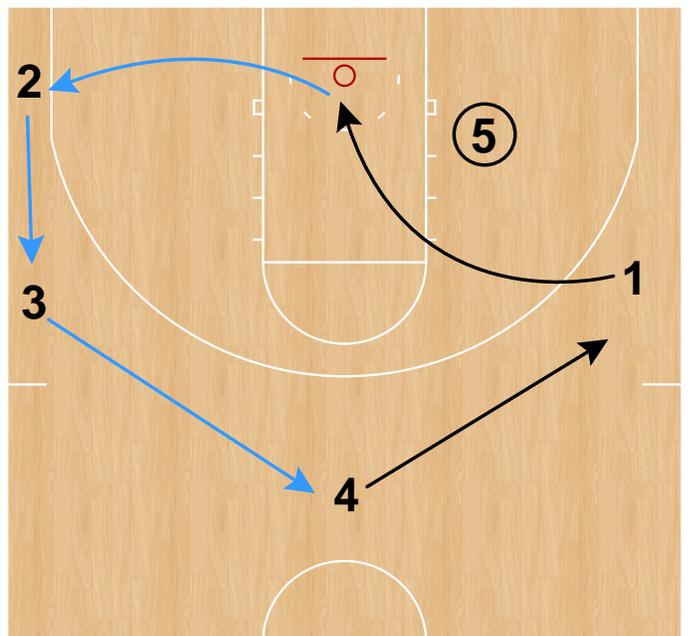
SIDE DRAG puts the offense in LOW POST shape



If 1 hits 5 we are in LOW POST



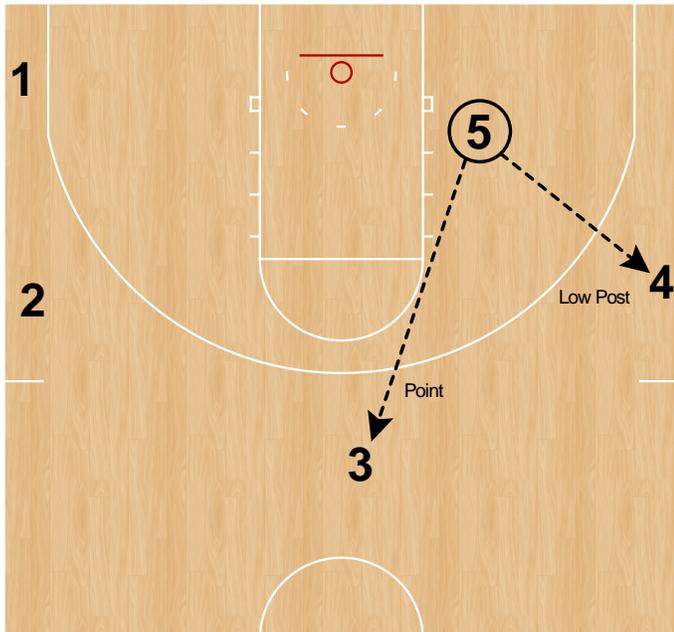
LOW POST ACTIONS - Post SPLIT



LOW POST ACTIONS - Laker Cut

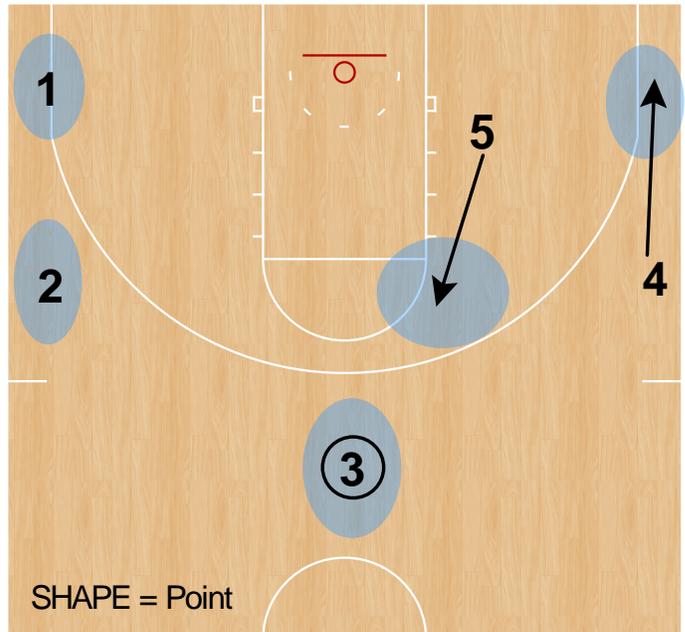
Radius Athletics

Hybrid: Push - Side Drag

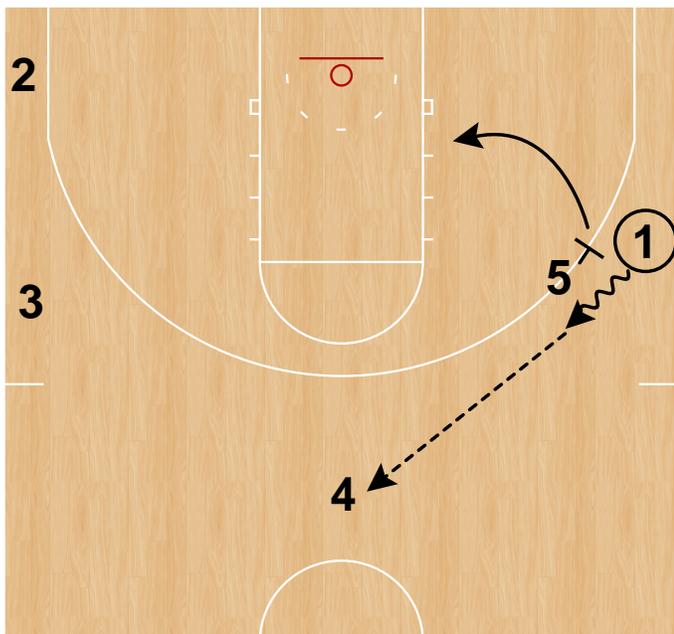


If 5 makes no post move to score and passes out to 4 we are back to LOW POST

If 5 passes out to 3 (SNAP pass) he/she flashes to elbow and that leads to POINT

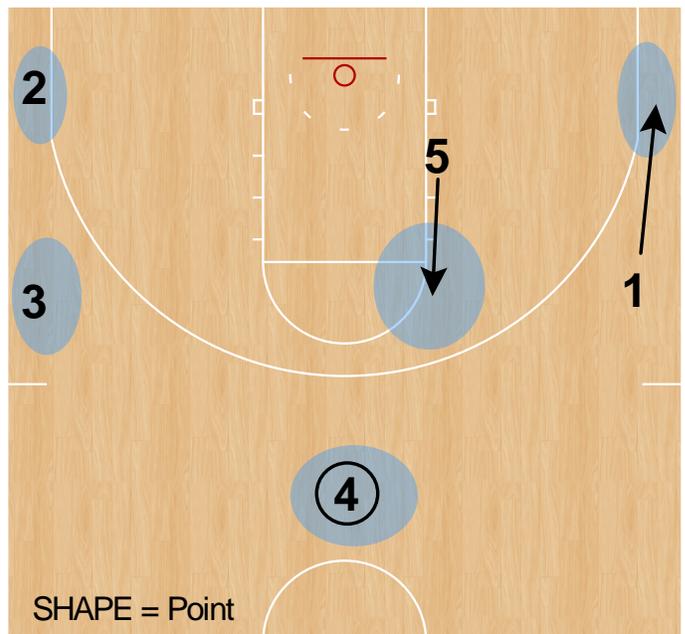


Shape shift to Point Series after 5 SNAPS to 3



Let's go back to the original SIDE DRAG after the dribble PUSH in Early Offense.

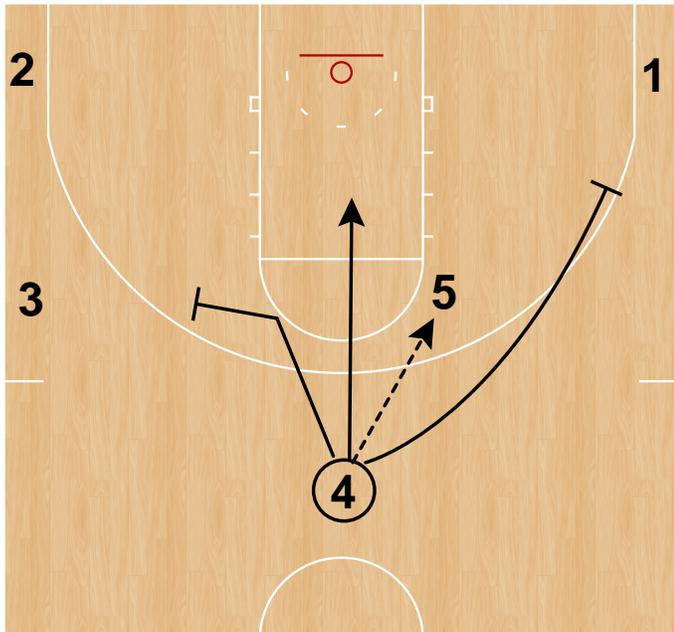
1 uses the screen, 5 rolls and 1 passes ahead to 4...



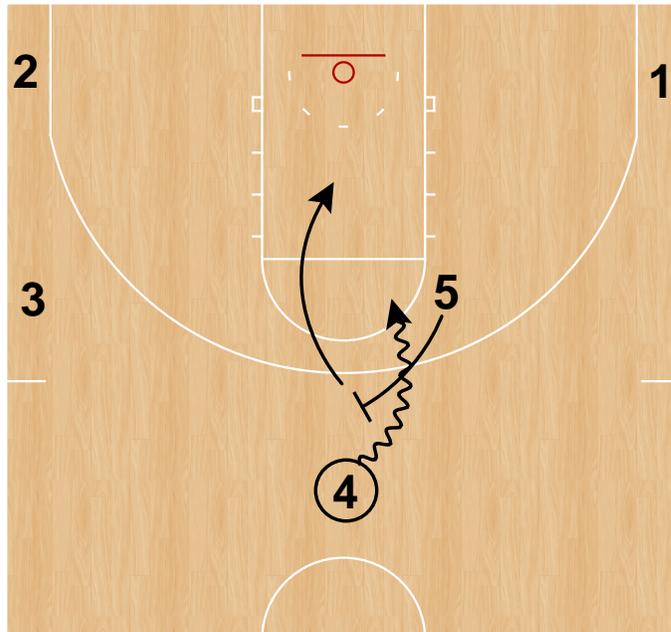
We can shape shift into point. 5 flashes to PINCH while 1 moves to the corner

Radius Athletics

Hybrid: Push - Side Drag



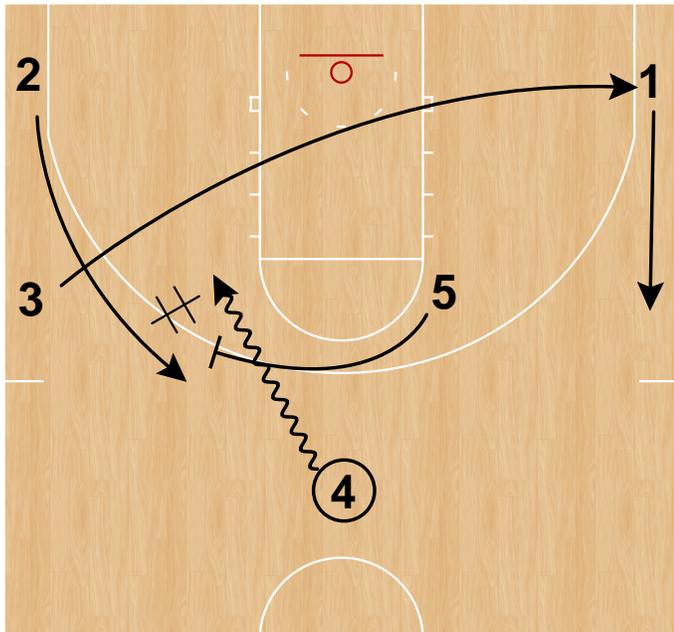
From our Point Shape, 4 may drop it into 5 in the Pinch and run OVER, MIDDLE or AWAY



From our Point Shape, If we don't enter to 5 in the PINCH, 5 may step off and set a ball screen for 4

Radius Athletics

Hybrid: Push - Side Drag

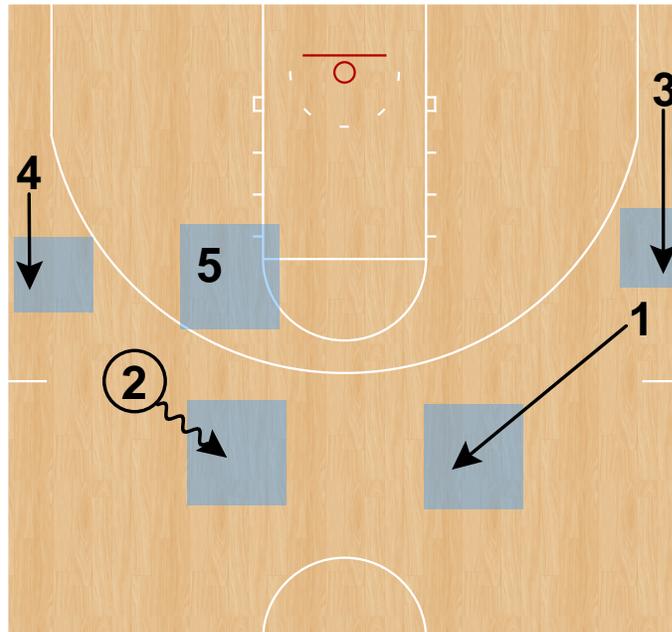


From our Point Shape, 4 may dribble-at 3 (SPIN) and we get into spin action.

3 cuts, look for backdoor pass.
 2 rises to take DHO from 4
 5 moves into position to ball screen.

Note: DHO + Ball Screen = PISTOL

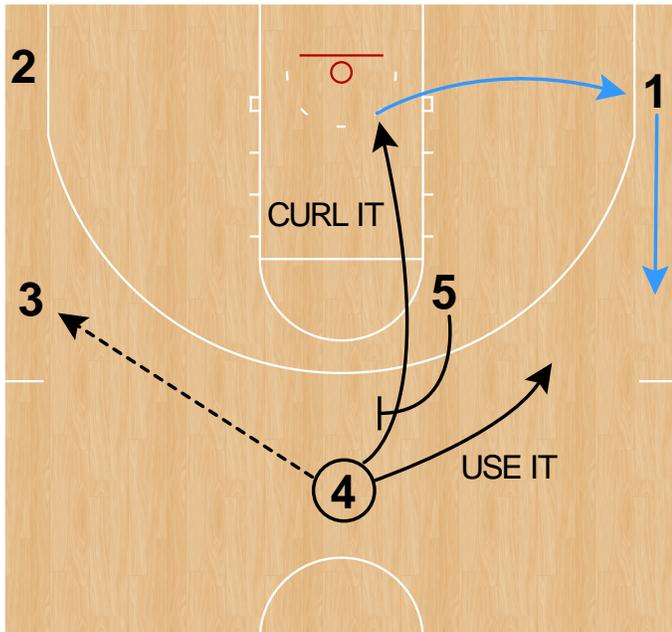
We'd love the PISTOL action to get penetration, but if it doesn't...



...2 can dribble to a guard spot and we shape shift to CHIN

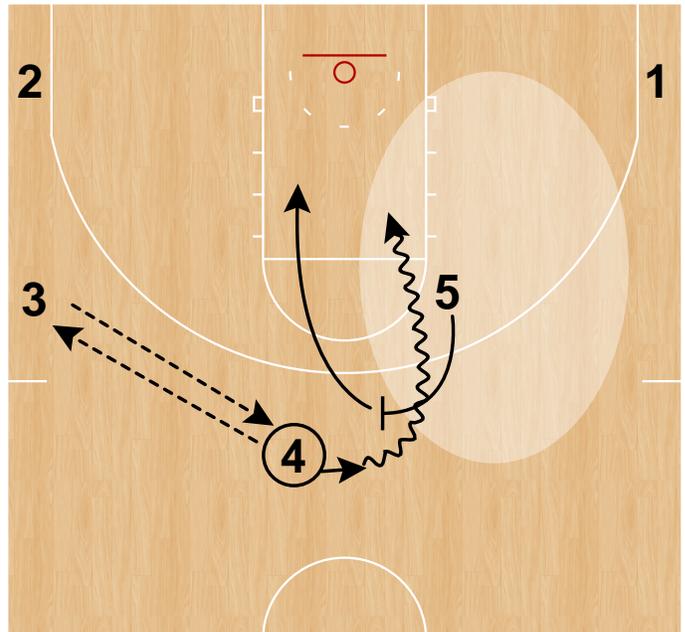
Radius Athletics

Hybrid: Push - Side Drag



From our Point Shape, 4 may pass to 3, this sets up a TOP FLARE from 5.
4 may use it or curl it.

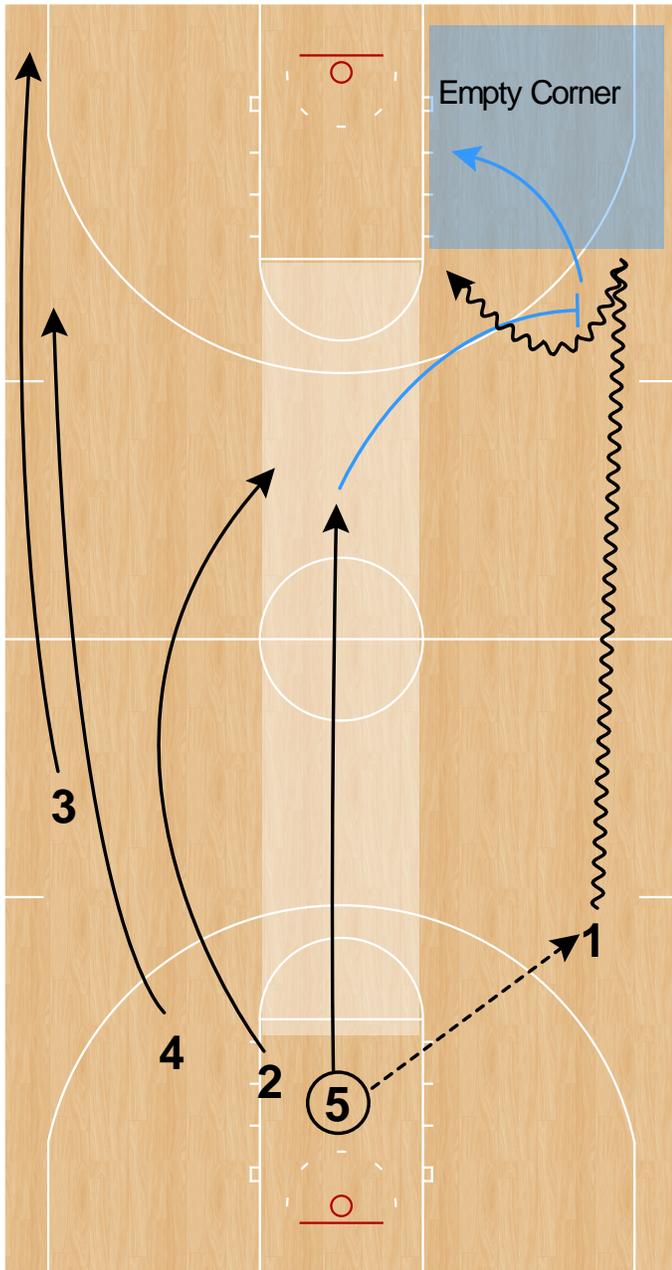
4 drifts while looking for return pass.
5 flare screens for 4. If no return pass:
4 may curl the flare or use it. 3 can either play to 4 or 5 (back to 5-out).



If 4 passes to 3 and drifts and receives quick return pass.
Rip it through and attack the space on the other side of the ball screen.

Radius Athletics

Hybrid: Push - Side Drag



In Transition to Five-Out

Note: There may be times when in transition the floor is unbalanced. Here the ball handler (1) looks ahead and no one is there. They can pitch ahead diagonally or attack the empty corner. With no advantage, they settle near FTLE + / - and 5 side drags for them.

One Rule we stick to: Main Street (area in white) belongs to the post (5). If you aren't him/her stay out of it.

Drag Ball Screen

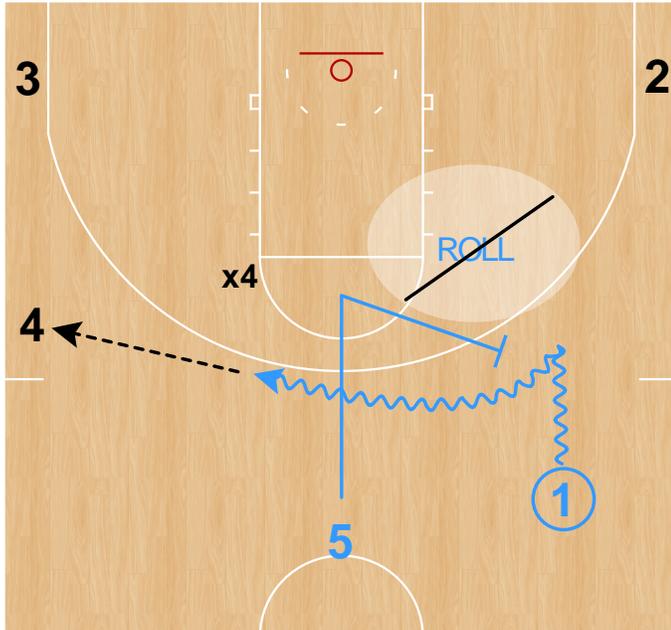
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6.1 Hybrid: Drag - Blue

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Radius Athletics

Hybrid: Drag - Blue

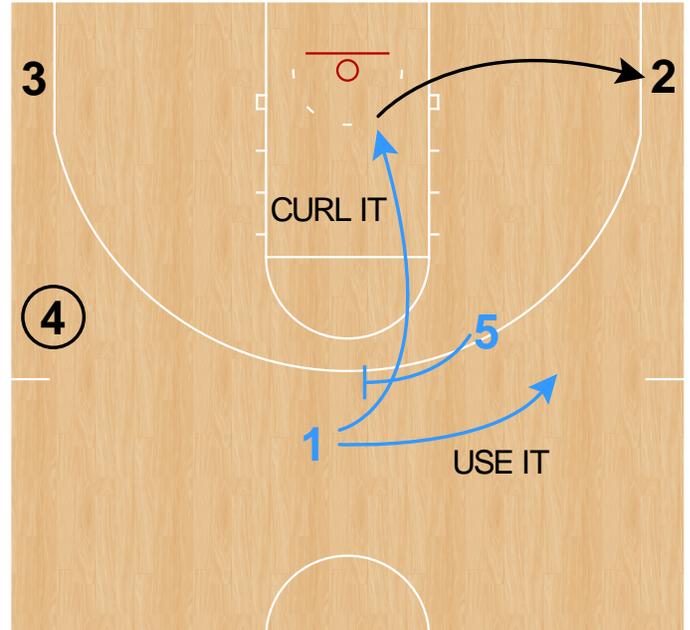


Transition Drag Screen by Player 5 for Player 1

A "Blue Screen" is "**fake**" ball screen; there is no real intention of using the ball screen itself.

Player 1 is passing out of the ball screen. **Player 5 does not roll nor pop...**

("BLUE" is code for "Bullsh*t")

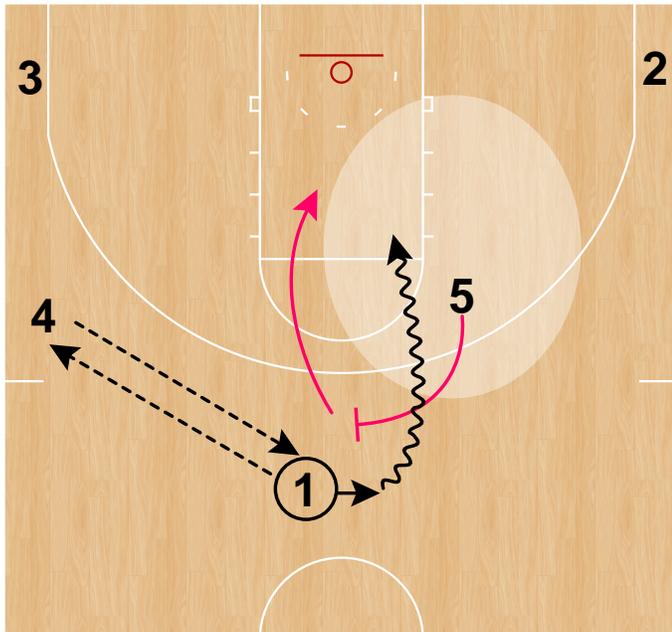


...Instead, Player 5 follows behind Player 1 as they dribble and immediately sets flare screen (TOP FLARE) when Player 1 passes out to 4.

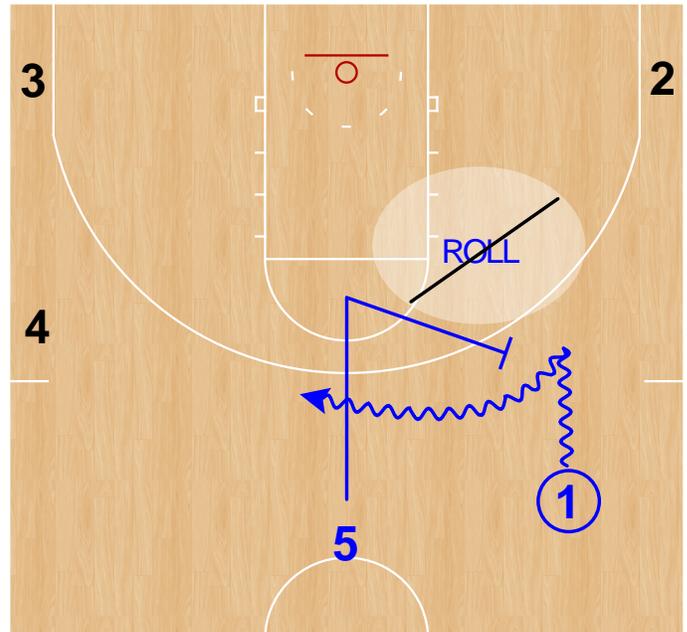
After passing, Player 1 receives TOP FLARE from 5. They may curl it or use it. 4 may pass to 1 or 5. Passing to 5 puts us back to 5-Out.

Radius Athletics

Hybrid: Drag - Blue



When 1 passes 4 and drifts and receives quick return pass. Rip it through and attack the space on the other side of the ball screen.



Transition Drag Screen by Player 5 for Player 1

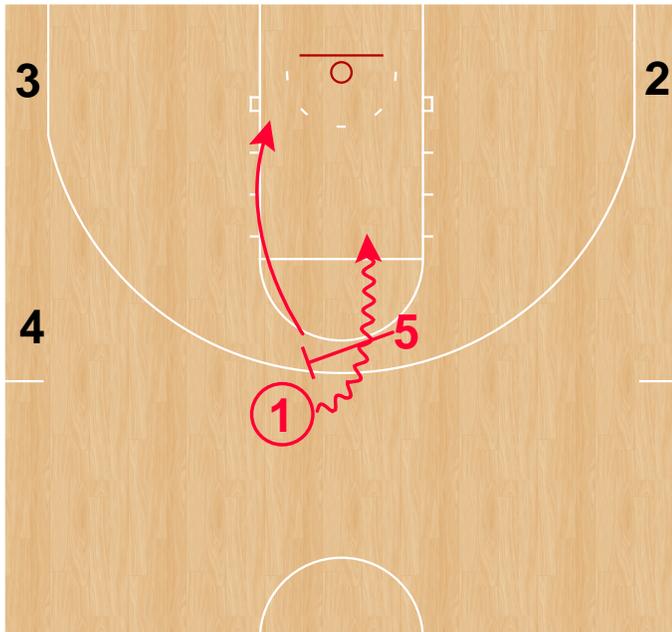
A "Blue Screen" is "fake" ball screen; there is no real intention of using the ball screen itself.

Player 1 is passing out of the ball screen. **Player 5 does not roll nor pop...**

("BLUE" is code for "Bullsh*t")

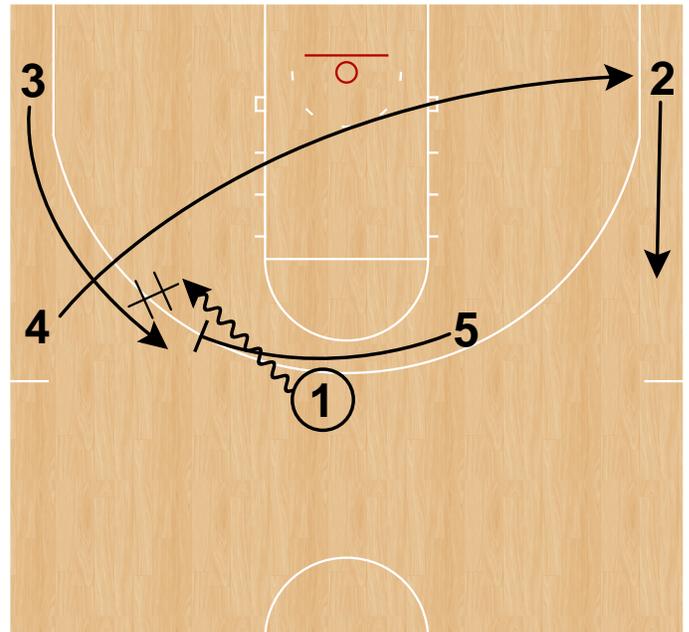
Radius Athletics

Hybrid: Drag - Blue



We can TWIST and rescreen if X1 goes under the DRAG ball screen. The second screen is a RED screen, we are actually intent on using this screen.

(RED is code for "Real")



If 1 does not pass ahead to 4 but instead keeps dribbling at 4 we treat this like SPIN

4 cuts (look for backdoor)

3 rises

1 DHOs with 3

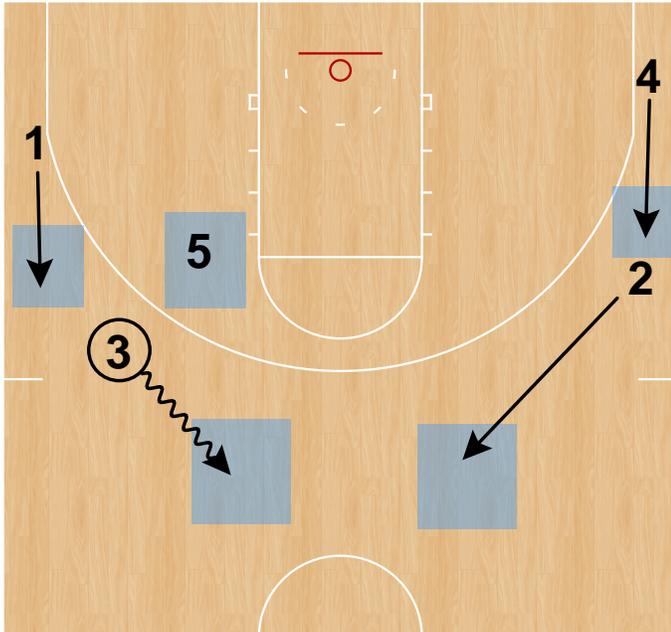
5 ball screens for 3 coming out of the DHO

Note: DHO + Ball Screen = PISTOL

We'd love the PISTOL action to create penetration, but if it doesn't...

Radius Athletics

Hybrid: Drag - Blue



...3 can dribble to a guard spot and we shape shift into CHIN

Forwards Out

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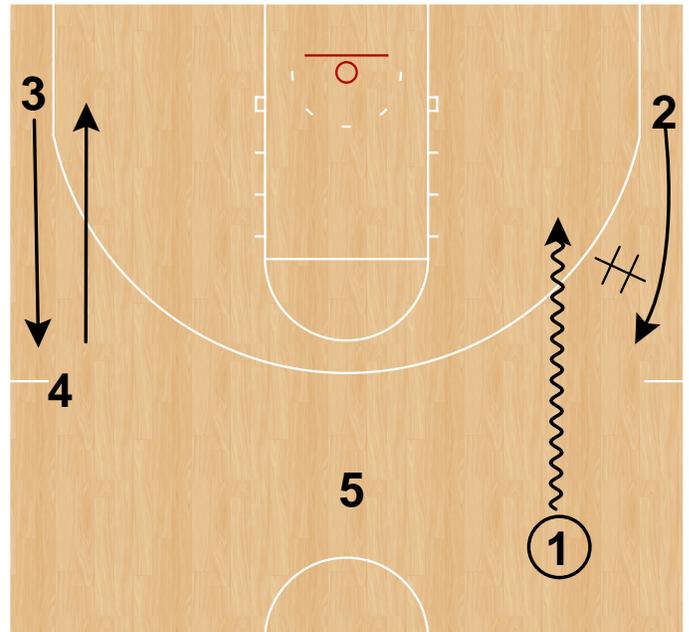
7.1 Hybrid: Forwards Out

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Radius Athletics

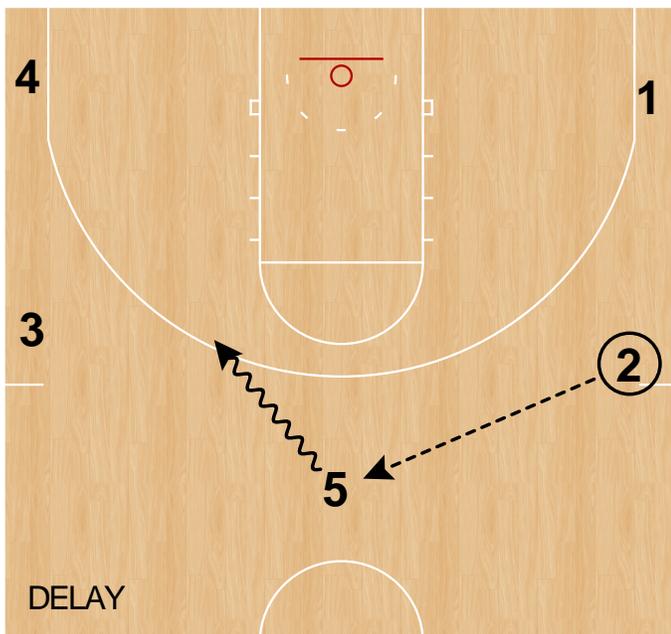
Hybrid: Forwards Out

NOTE: In this the final chapter we'll detail FORWARDS OUT. We will not however show all the Princeton actions that follow but instead refer you back to previous chapters.



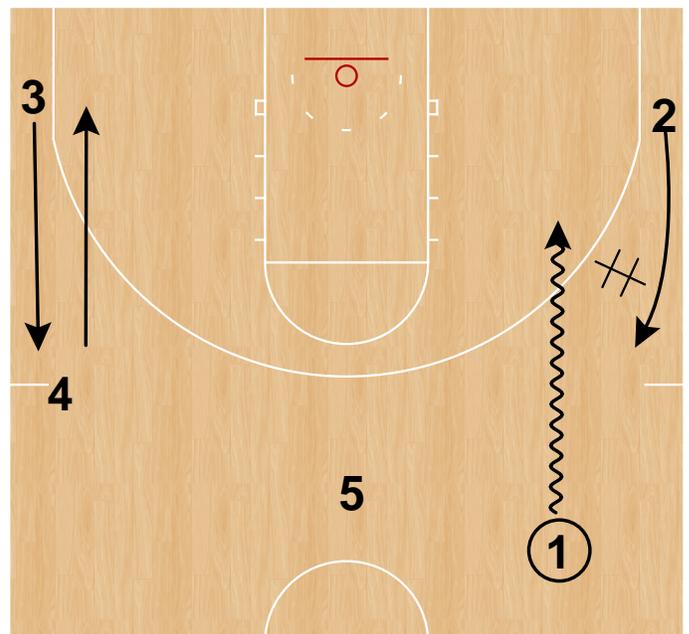
Forwards Out

1 DHOs with 2
4 and 3 exchange while 1 and 2 are executing the handoff
5 stays in swing spot



To DELAY whereupon 5 is the trigger for DRIBBLE-AT or ZOOM
2 comes out of handoff and passes to 5

Refer back to DELAY chapter at this point for ensuing options

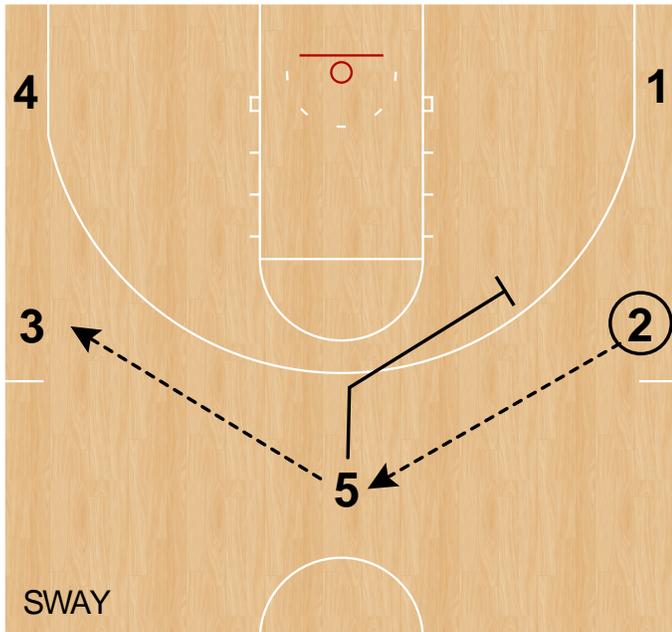


Forwards Out

1 DHOs with 2
4 and 3 exchange
5 stays in swing spot

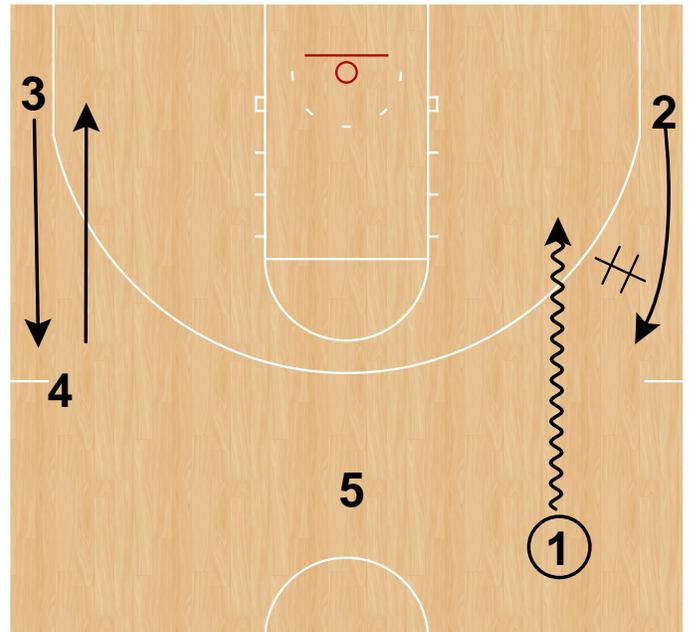
Radius Athletics

Hybrid: Forwards Out



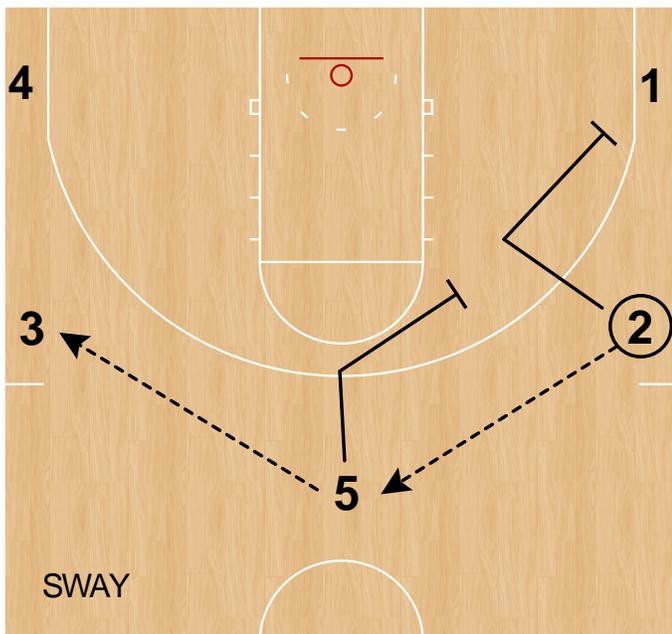
To SWAY. 2 comes out of handoff passes to 5. 5 reverses to 3 then screens AWAY.

Refer back to SWAY chapter (single away) for ensuing options.



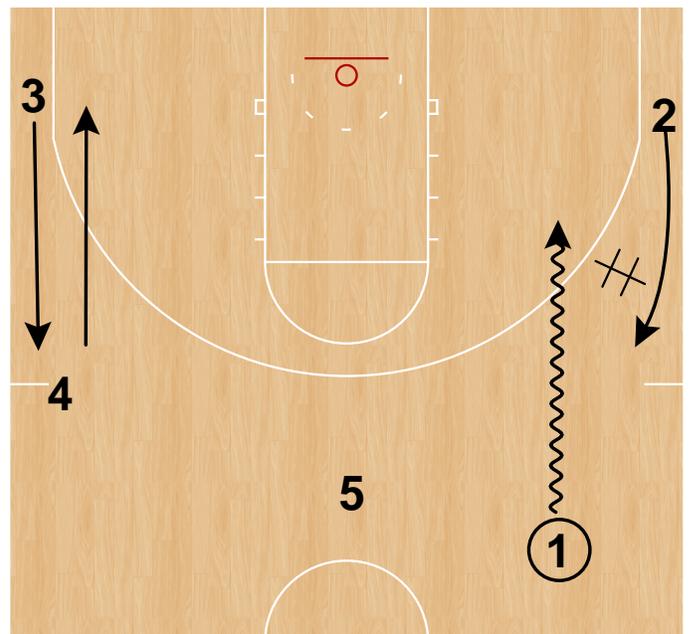
Forwards Out

1 DHOs with 2
4 and 3 exchange
5 stays in swing spot



TO SWAY - DOUBLE AWAY. 2 comes out of handoff passes to 5 then screens down for 1. 5 reverses to 3 then screens AWAY forming a double stagger.

Refer back to SWAY chapter (Double away) for ensuing options.

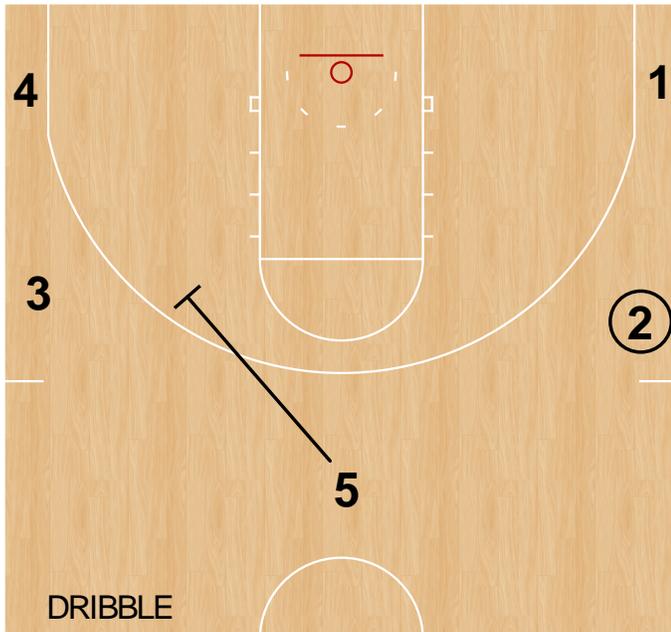


Forwards Out

1 DHOs with 2
4 and 3 exchange
5 stays in swing spot

Radius Athletics

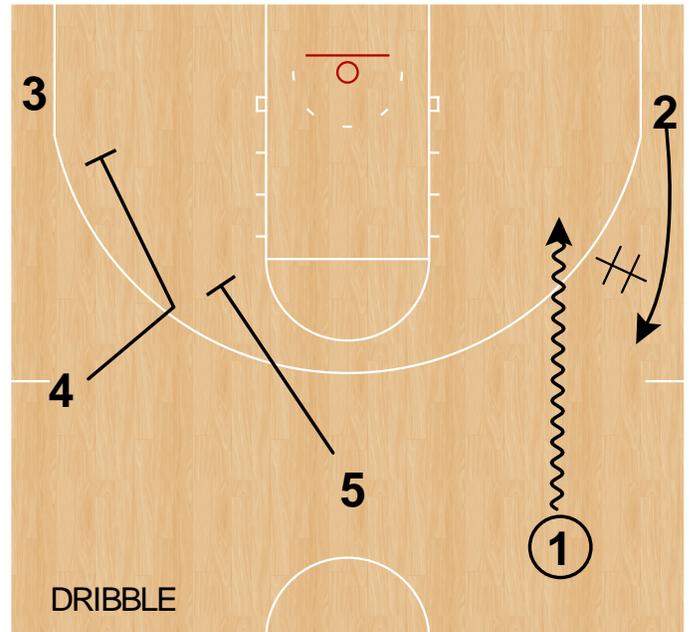
Hybrid: Forwards Out



To DRIBBLE entry. In DRIBBLE entry there is no ball reversal, 5 just screens way.

2 comes out of handoff 5 screens away for 3

Refer back to DRIBBLE chapter (single away) for ensuing options.



Forwards Out

1 DHOs with 2

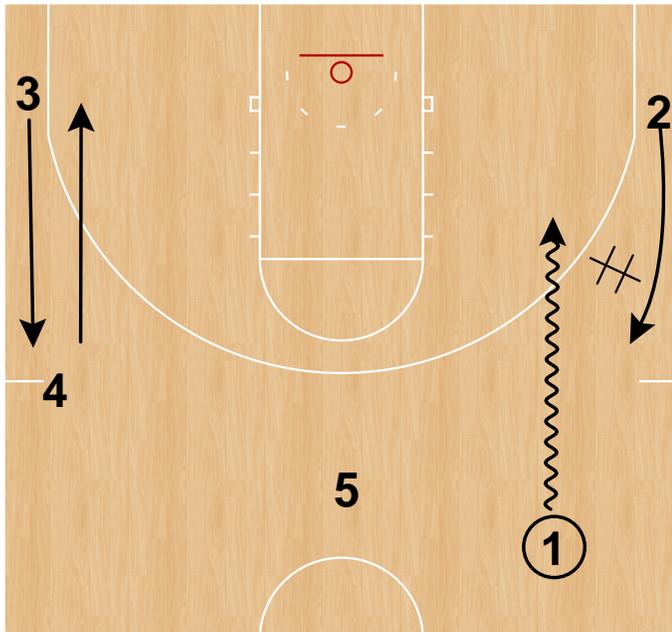
4 could screen for 3

5 sets the AWAY screen and we've essentially executed DRIBBLE DOUBLE AWAY from FORWARDS OUT

Refer back to DRIBBLE chapter (single away) for ensuing options.

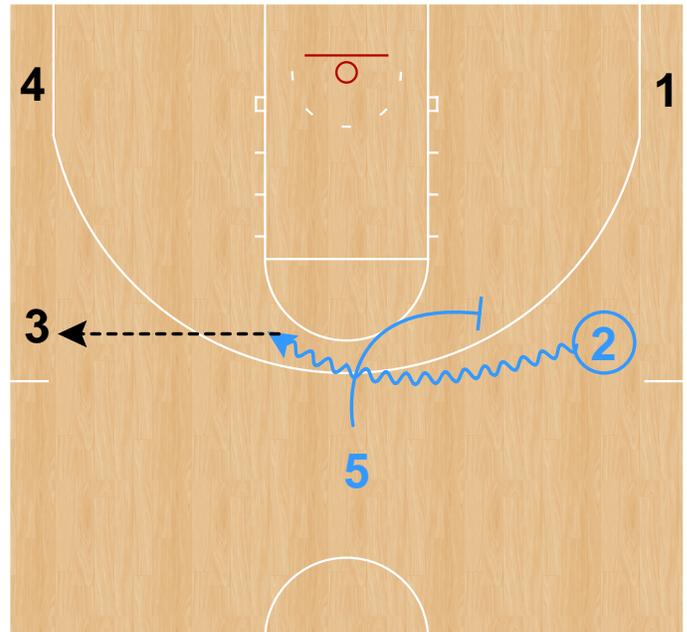
Radius Athletics

Hybrid: Forwards Out



Forwards Out

1 DHOs with 2
4 and 3 exchange while 1 and 2 are executing the handoff
5 stays in swing spot



TO DRAG **BLUE CONCEPT**

A "Blue Screen" is "**fake**" ball screen; there is no real intention of using the ball screen itself.

Player 1 is passing out of the ball screen. **Player 5 does not roll nor pop...**

Refer back to DRAG chapter for next actions

Questions?
email:
randy@radiusathletics.com

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