

# Uptempo Princeton Offense

Presented by Radius Athletics



# Agenda

What you'll learn about tonight

- Introduction
- Princeton Offense Overview
- Tempo - Definition and considerations
- Transition into Princeton Offense
- Video Clips



**#PrincetonOffenseTips**



# About Princeton Offense

**Longtime Princeton University Coach Pete Carril is the godfather of the Princeton Offense**

The Princeton Offense is a combination of phases/series which link together. When run optimally, Princeton has "no beginning and no end."

The Princeton Offense can be broken down into a series of two and three-player actions. Other hallmarks: reading the defense, heavy usage of the dribble-at, passing, cutting (backdoor), screening and timing.



# Princeton Offense

## Pros & Cons

### PROS

- Multiple - can be 4-out & 5-out
- Always a counter
- Flow without being a "continuity"
- "Program" Offense

### CONS

- Time intensive
- Need skill and BBIQ (could be a pro!)
- Need a skilled big(s)

Let's list some more in the chat function...



# Princeton Offense

## TEMPO - Definition and Considerations

### Definitions

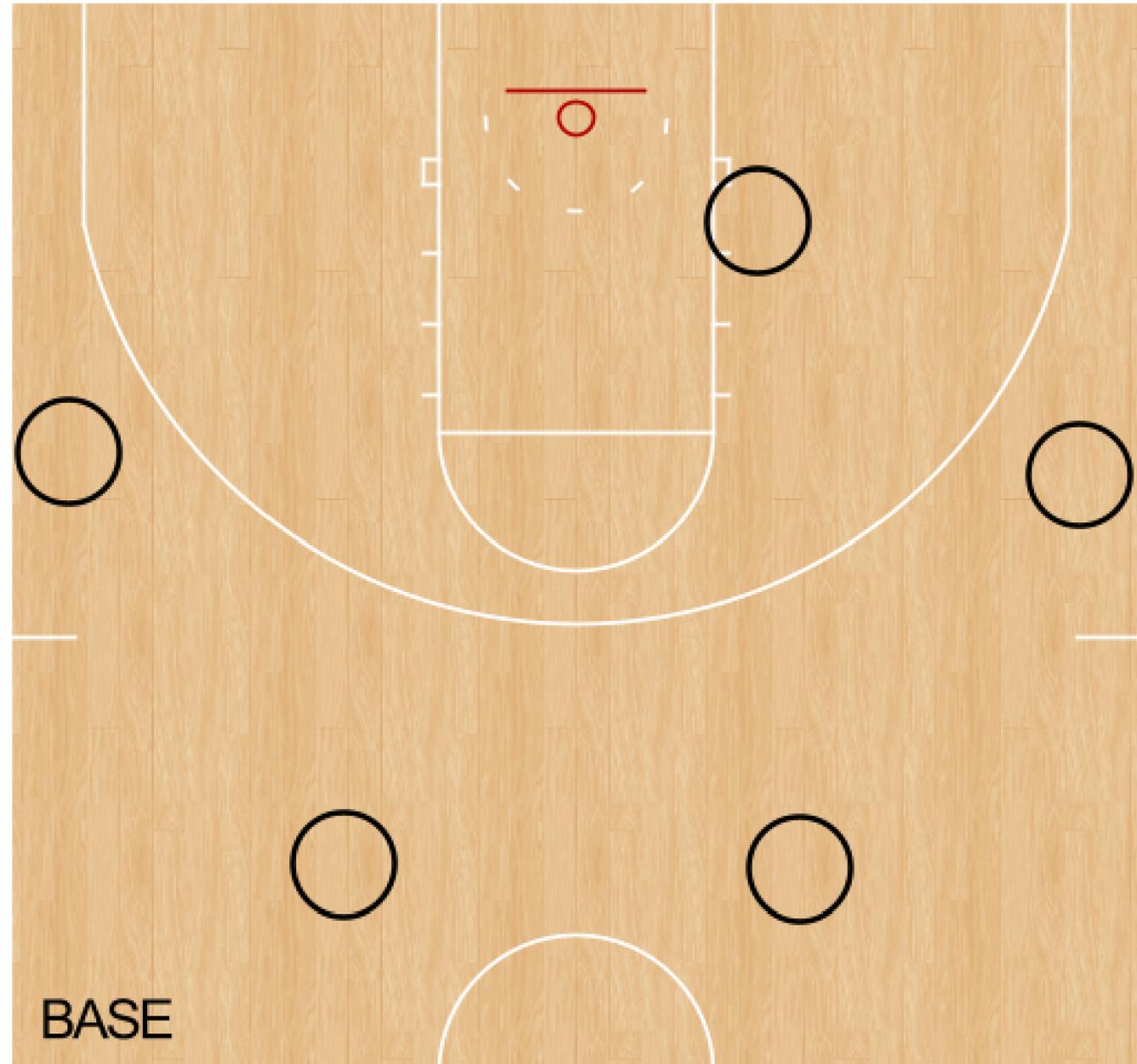
- AdjT - Possessions per 40 minutes (*kenpom.com*)
- Pace - Estimated possession per 48 minutes (*basketball-reference.com, nba.com*)

### Considerations

- Defense plays a major role in "tempo"
- Presence of a shot clock (and length of shot clock)
- There is no correlation really between high (or low) pace and W-L



# Princeton "Shapes" Base



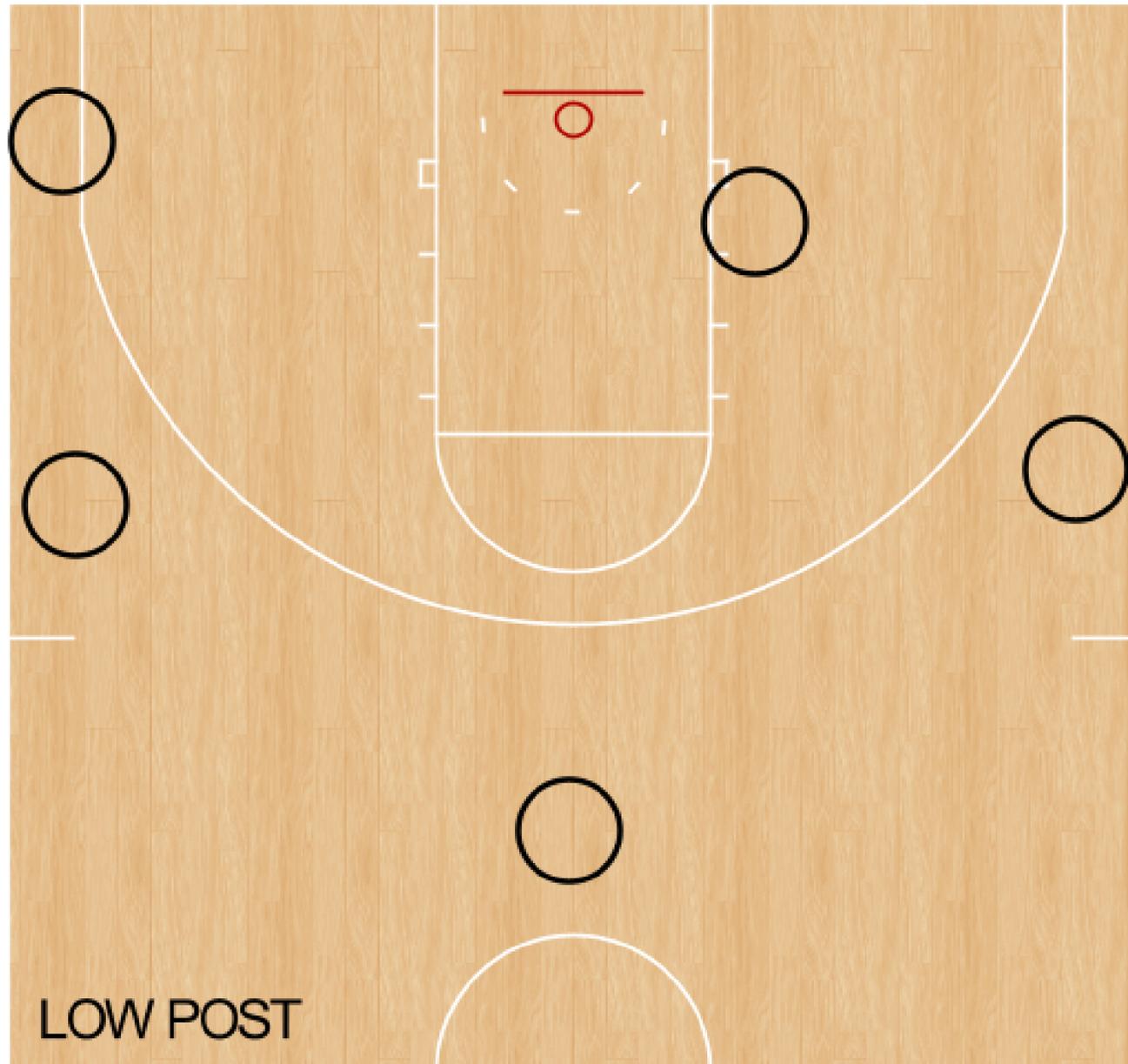
## Base Alignment

Guards - Two-Guard Front ("Two Above")

Forwards - FTLE

Center -Block area

# Princeton "Shapes" Low Post



## Low Post Alignment

Wings

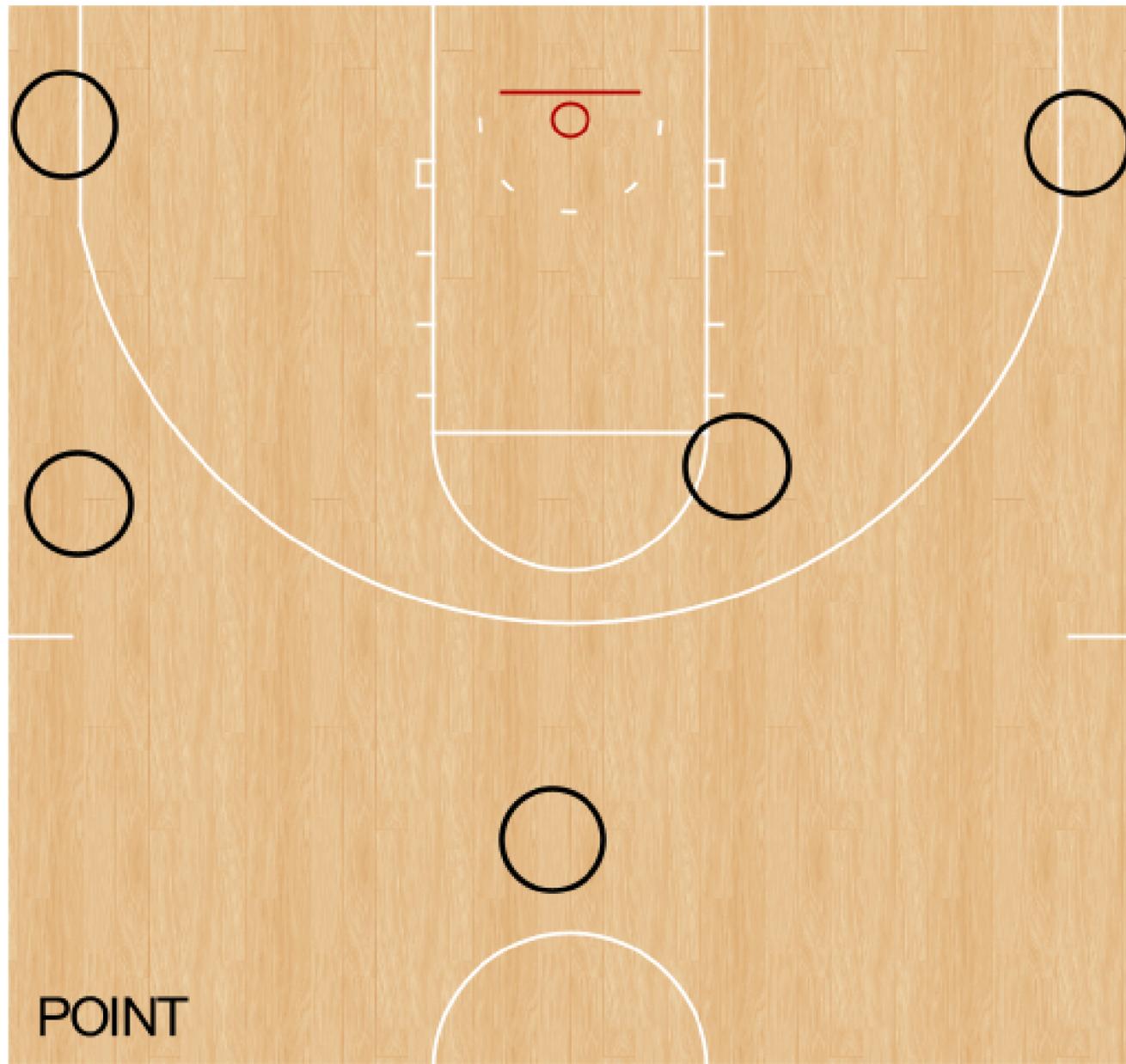
Corner at Rim Depth

Center at block

Point Box - halfway between TOC and HC line

"One Above"

# Princeton "Shapes" Point



## Point Alignment

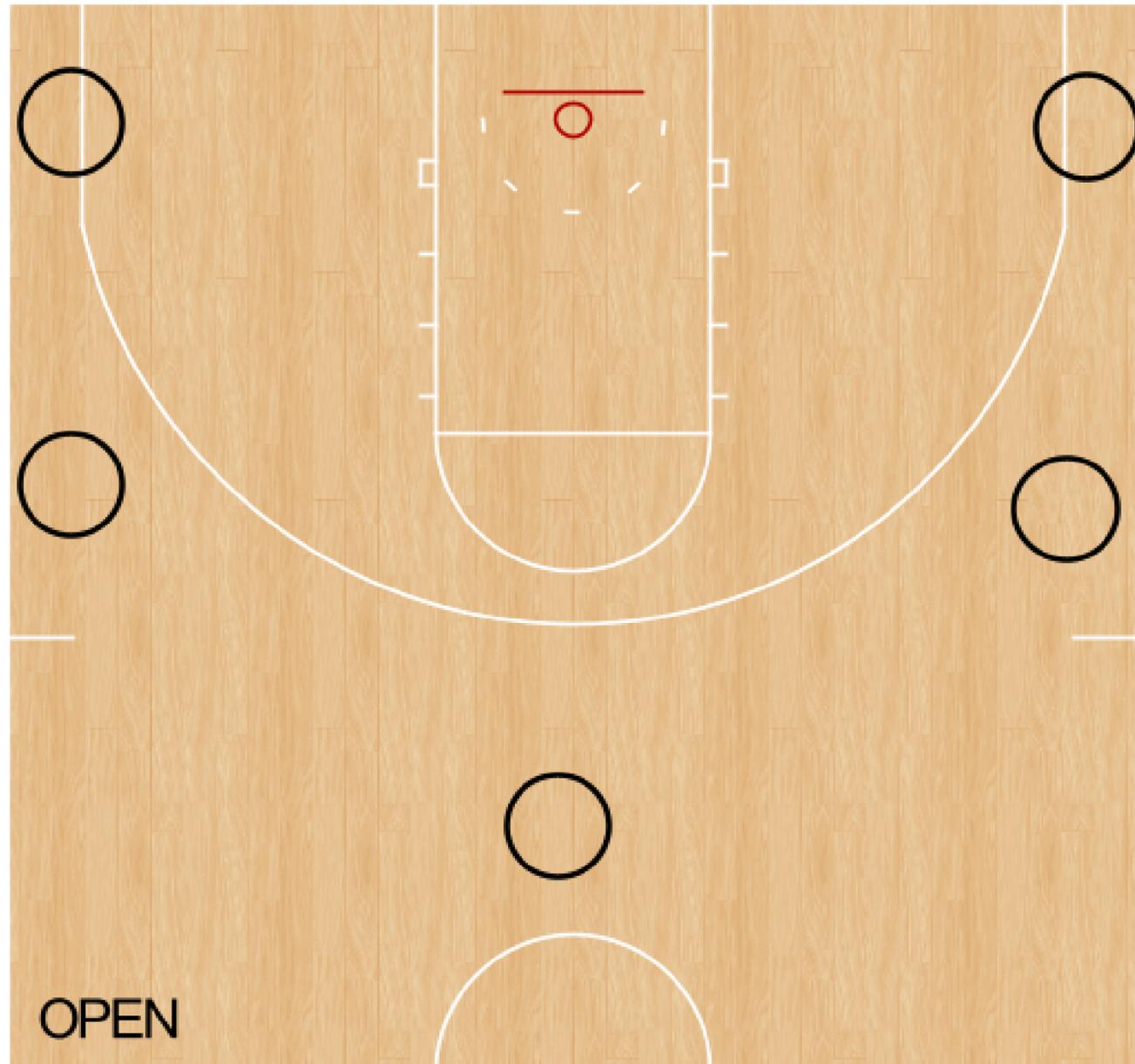
Wing

Corners at Rim Depth

Point Box ("One Above")

Center at elbow(ish) area

# Princeton "Shapes" Open



## Open Alignment

Wings

Corners at Rim Depth

Point Box

"Five Out" aka 1-2-2 or P22

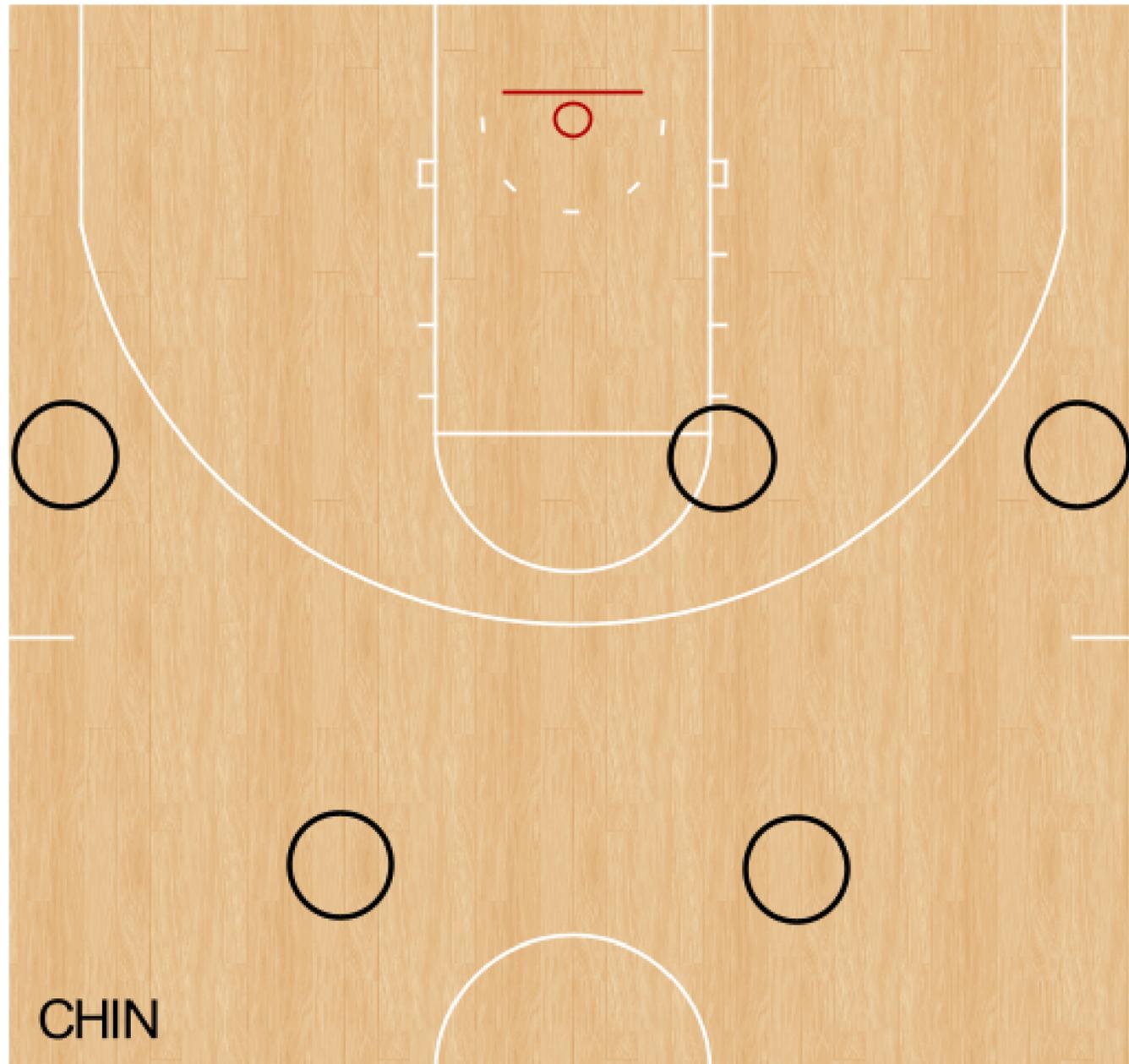
# Princeton "Shapes" Chin

## Chin Alignment

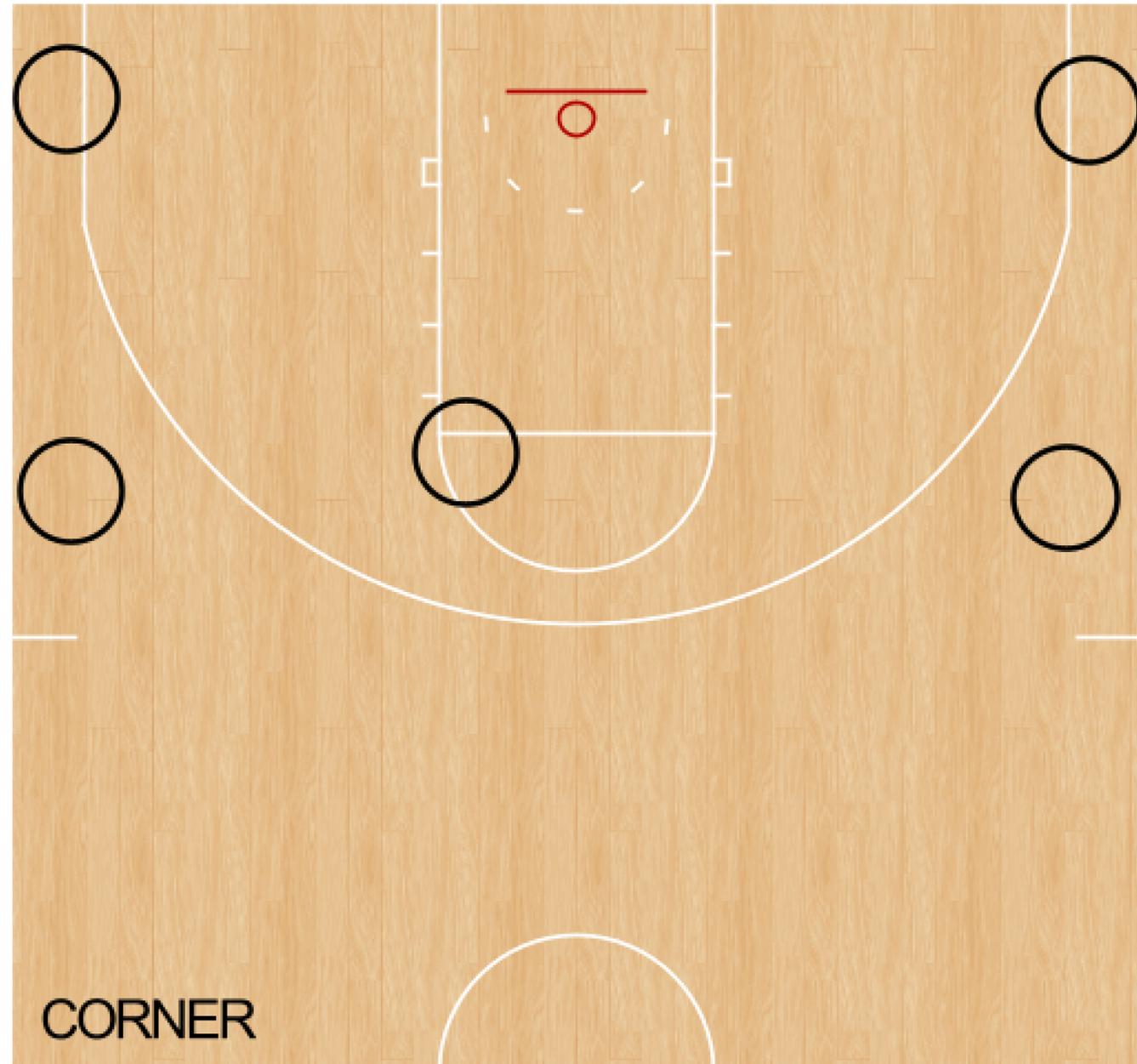
Wings

Two-Guard front ("Two Above")

Center at ballside elbow



# Princeton "Shapes" Corner



## Corner Alignment

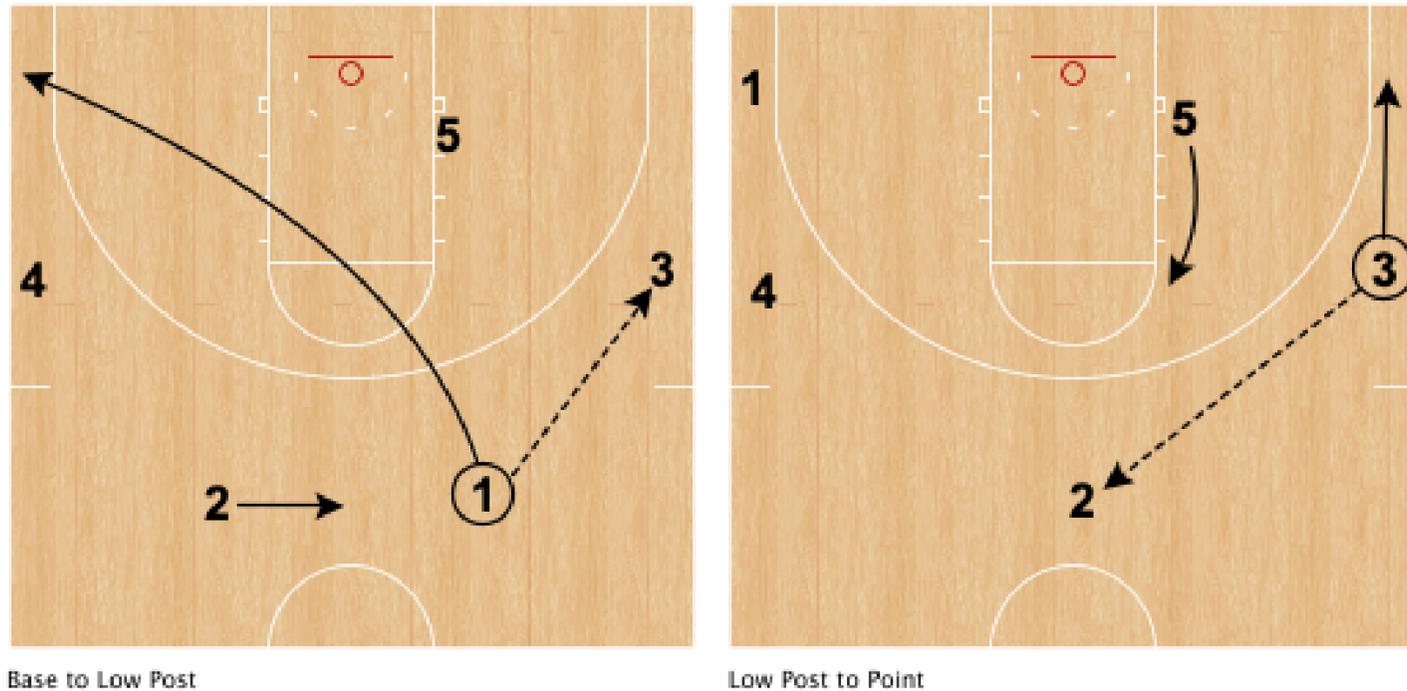
Wings

Corners at Rim Depth

Center at ballside elbow

# Princeton Offense Links (One Example)

## Radius Athletics Link Example



Connecting one phase to another:  
Base to Low Post to Point

G to F pass = Low

Wing to Point Pass = Point



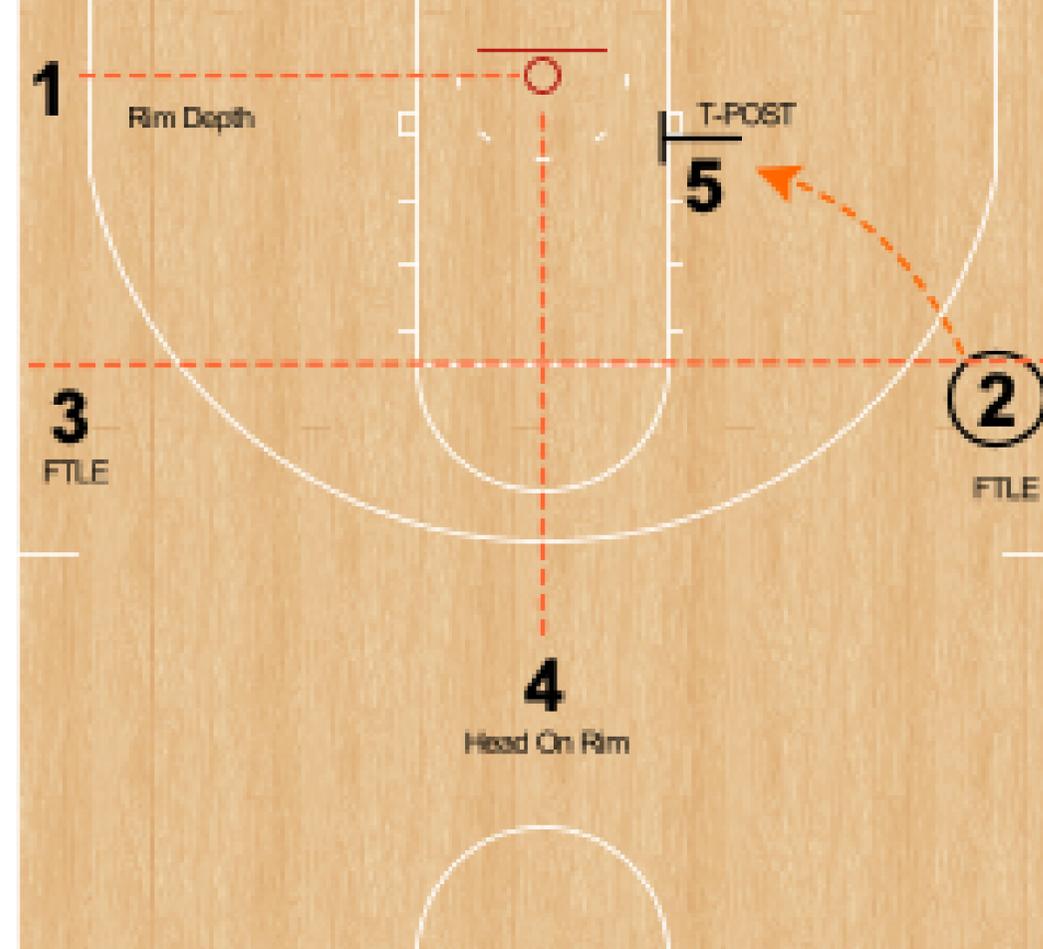
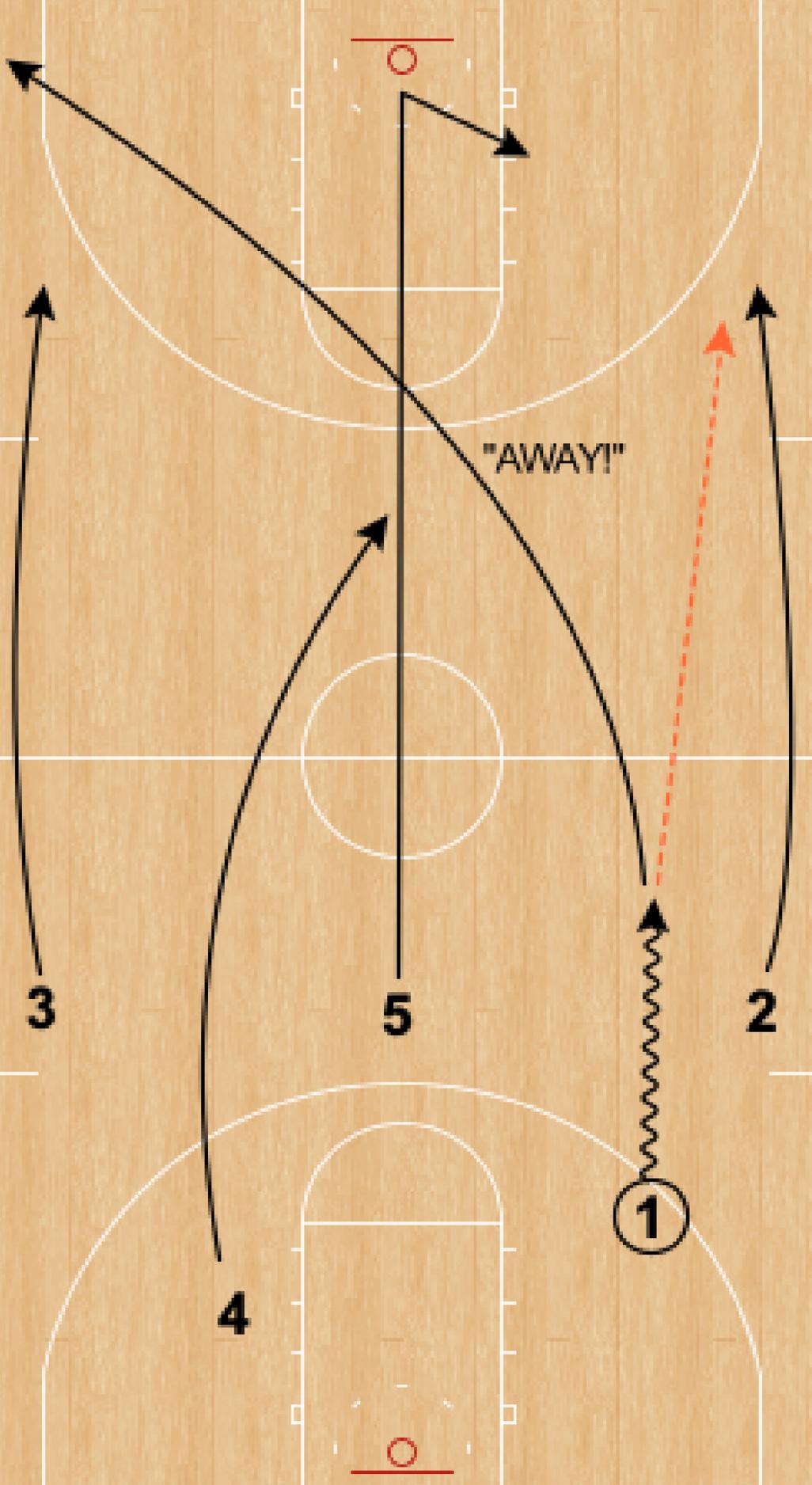


## "Uptempo" Princeton

- Mastering the Transition to Offense Moment
- Hoping not to run Princeton at all!
- Pitch Ahead & 0:04 Rules
- Running On Misses and Makes
- Live ball C.O.P. vs. Dead Ball C.O.P.
- Entering offense with no calls
- We're talking about running into Princeton, nothing more!
- "Seamless"
- Ball Speed and Player Speed



[#TransitionOffenseTips](#)



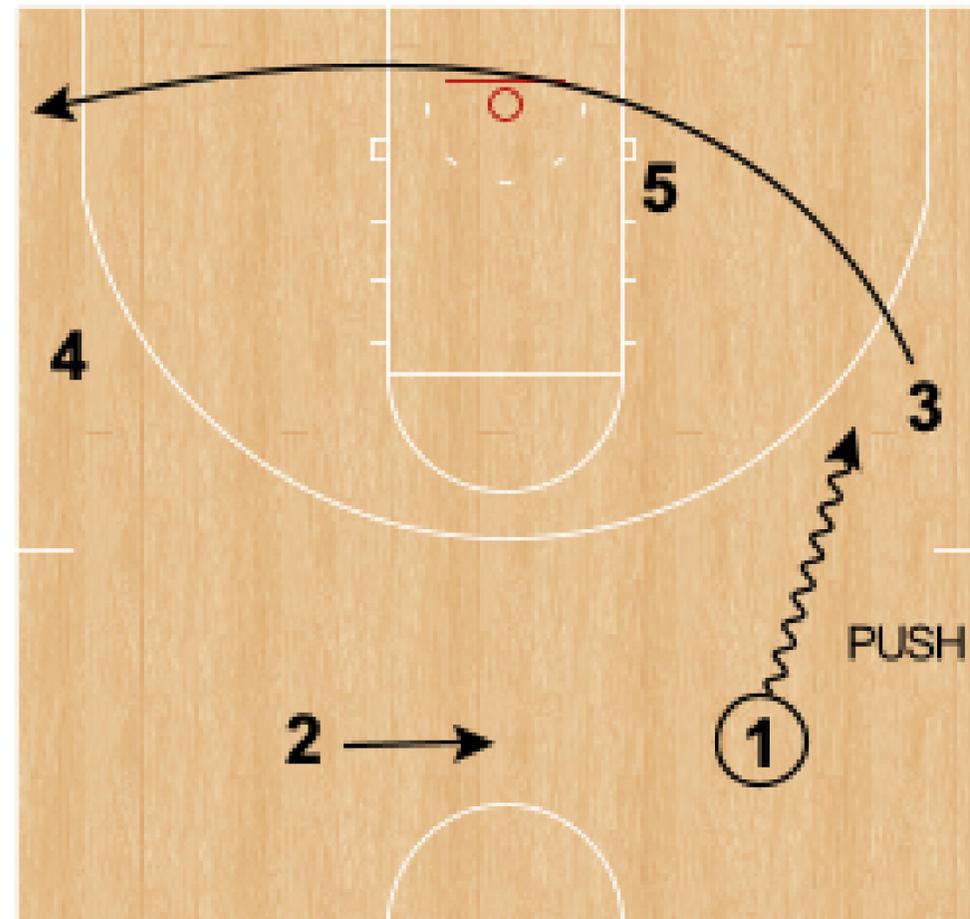
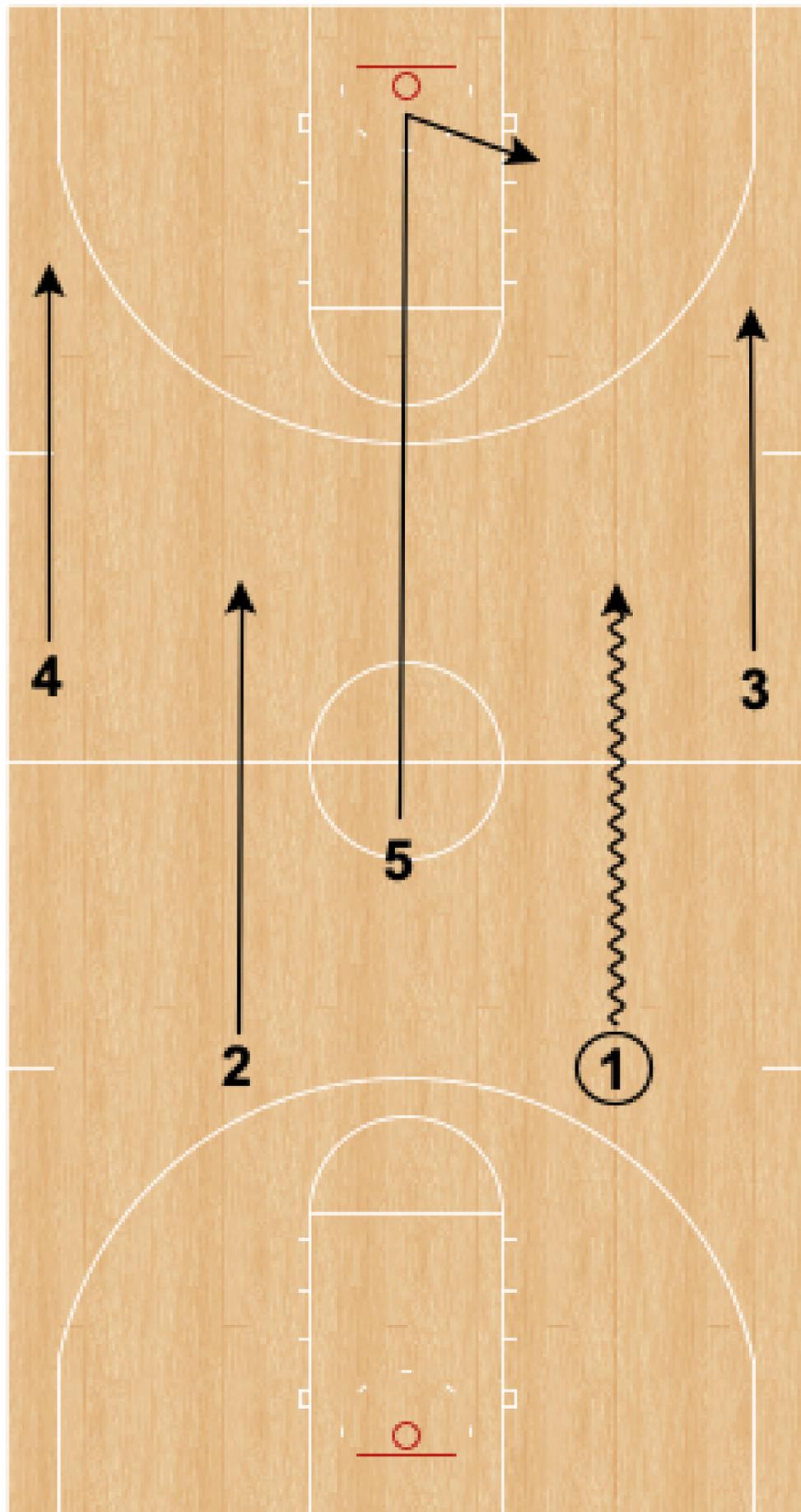
# Princeton Transition Entries

What happens "first" triggers the phase we enter.

## Pitch Ahead = Low Post

- Player 1 passes ahead and cuts *AWAY*
- Offense arrives in Low Post "shape"
- Want the ball airborne over the HC line
- Rim Line (shown) or Lane Line for Player 5





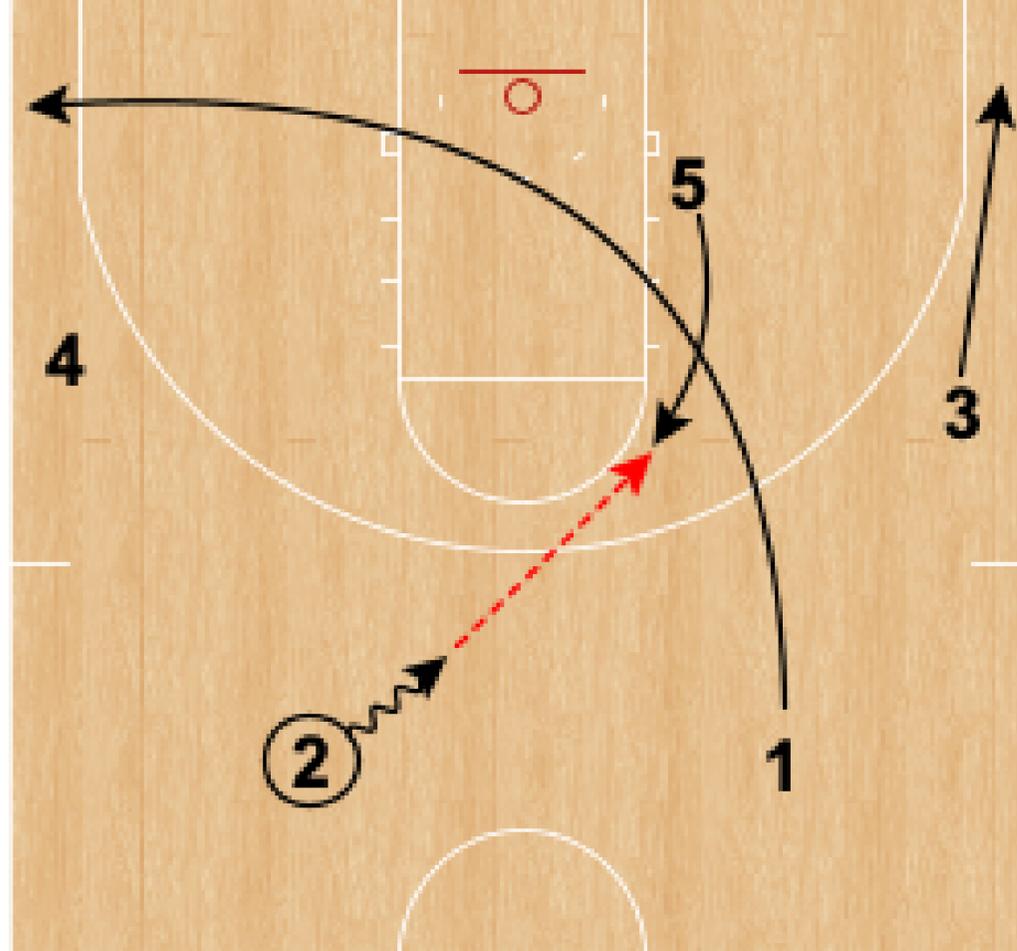
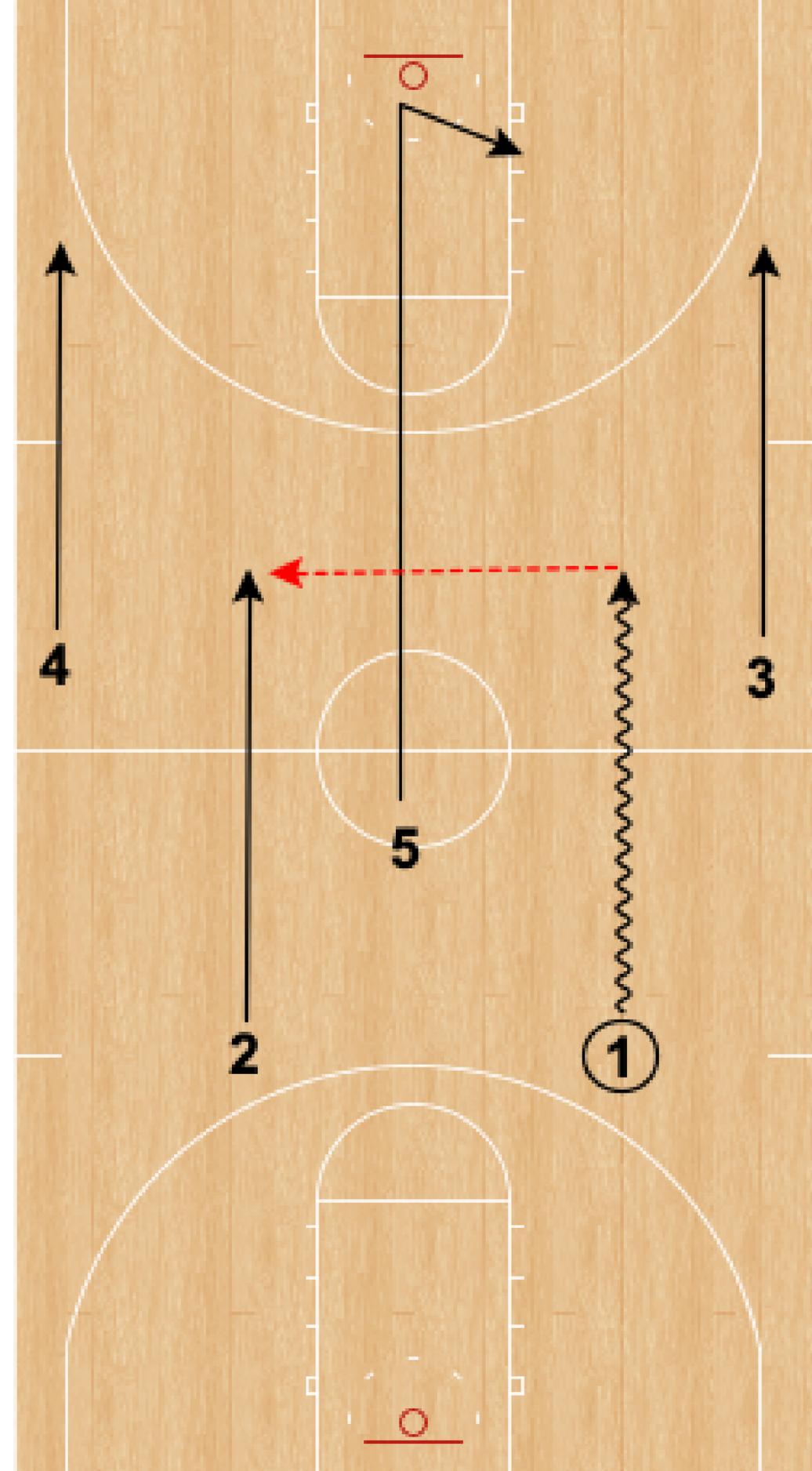
# Princeton Transition Entries

What happens "first" triggers the phase we enter.

## Dribble PUSH = Low Post

- Player 1 dribble pushes forward to other side
- Offense arrives in Low Post "shape"
- Can be used when offense is imbalanced too
- Rim Line (shown) or Lane Line for Player 5





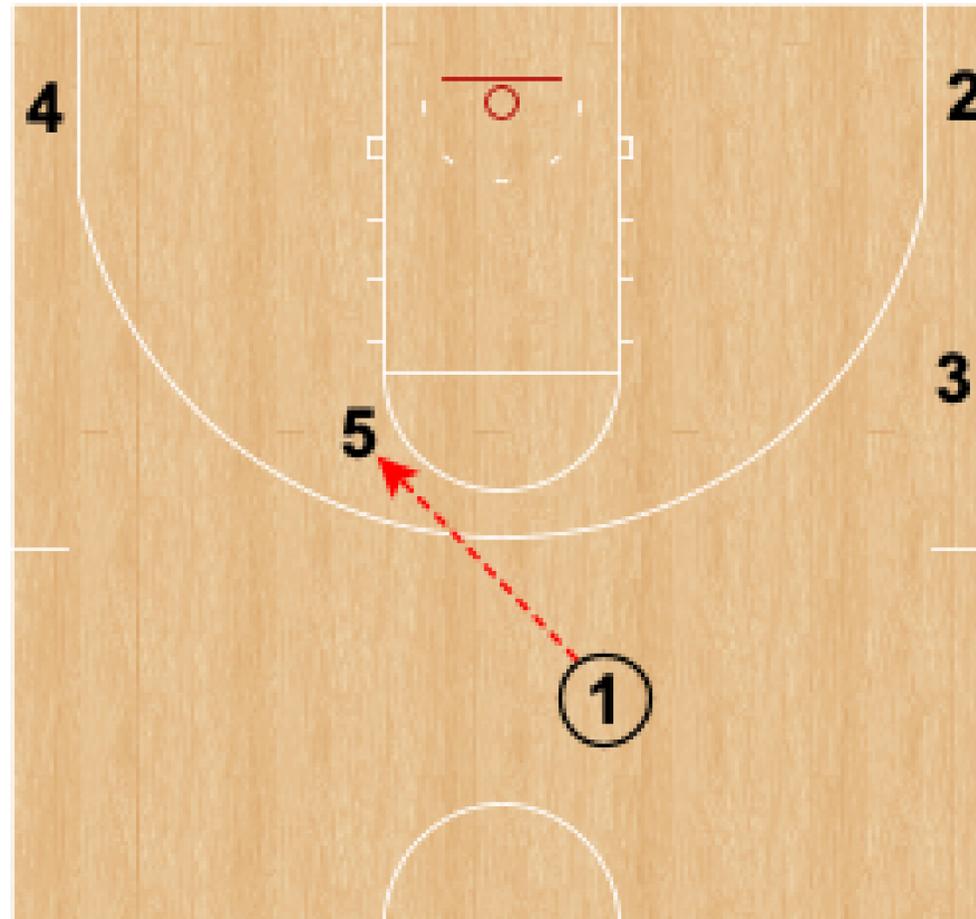
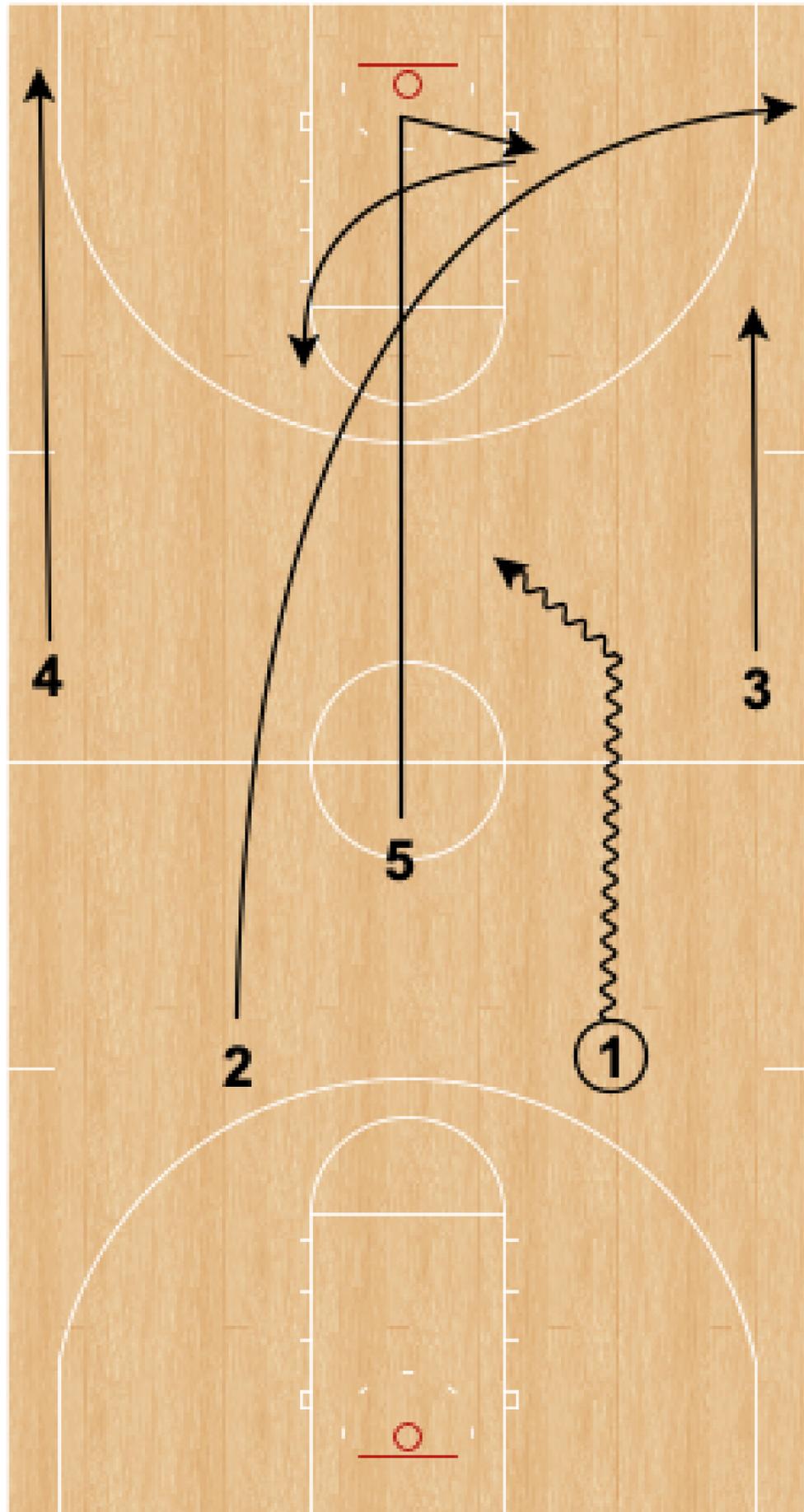
# Princeton Transition Entries

What happens "first" triggers the phase we enter.

## Guard-to-Guard = Point

- Player 1 passes guard-to-guard then makes BRUSH cut
- Offense arrives in Base "shape" then Point
- Can make guard-to-guard pass higher
- Rim Line (shown) or Lane Line for Player 5





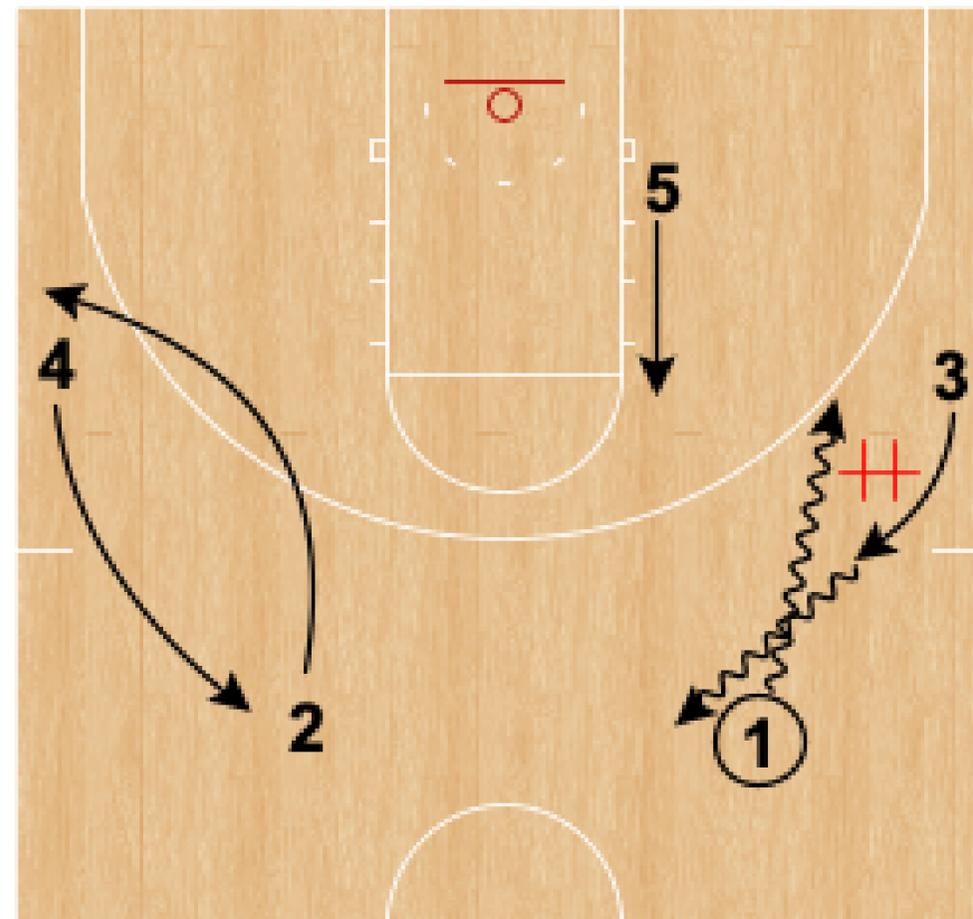
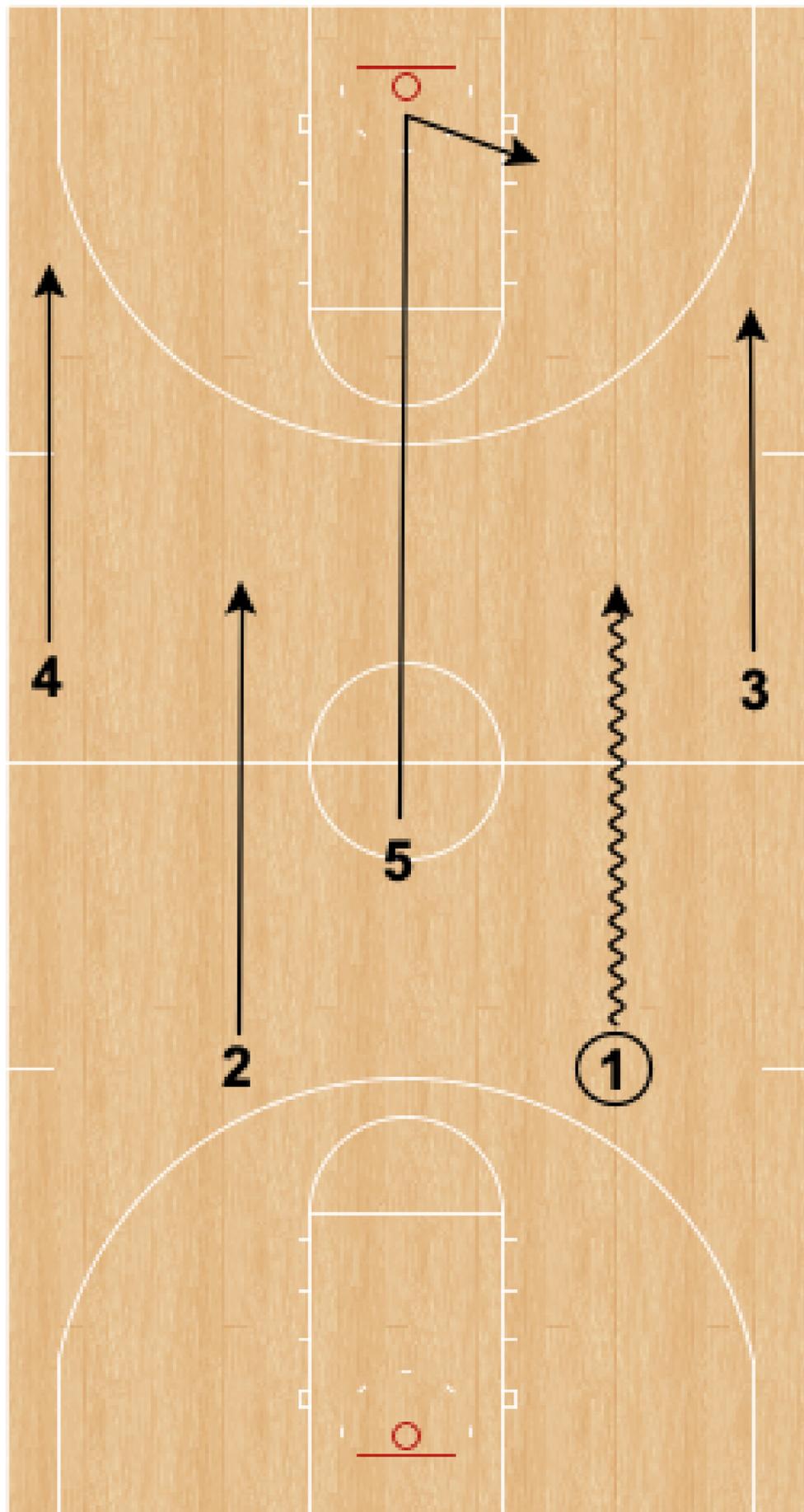
# Princeton Transition Entries

What happens "first" triggers the phase we enter.

## Wave = Point

- Player 1 WAVES other guard through for BRUSH
- Offense arrives in Base "shape" then Point
- Can initiate the WAVE higher
- Rim Line (shown) or Lane Line for Player 5





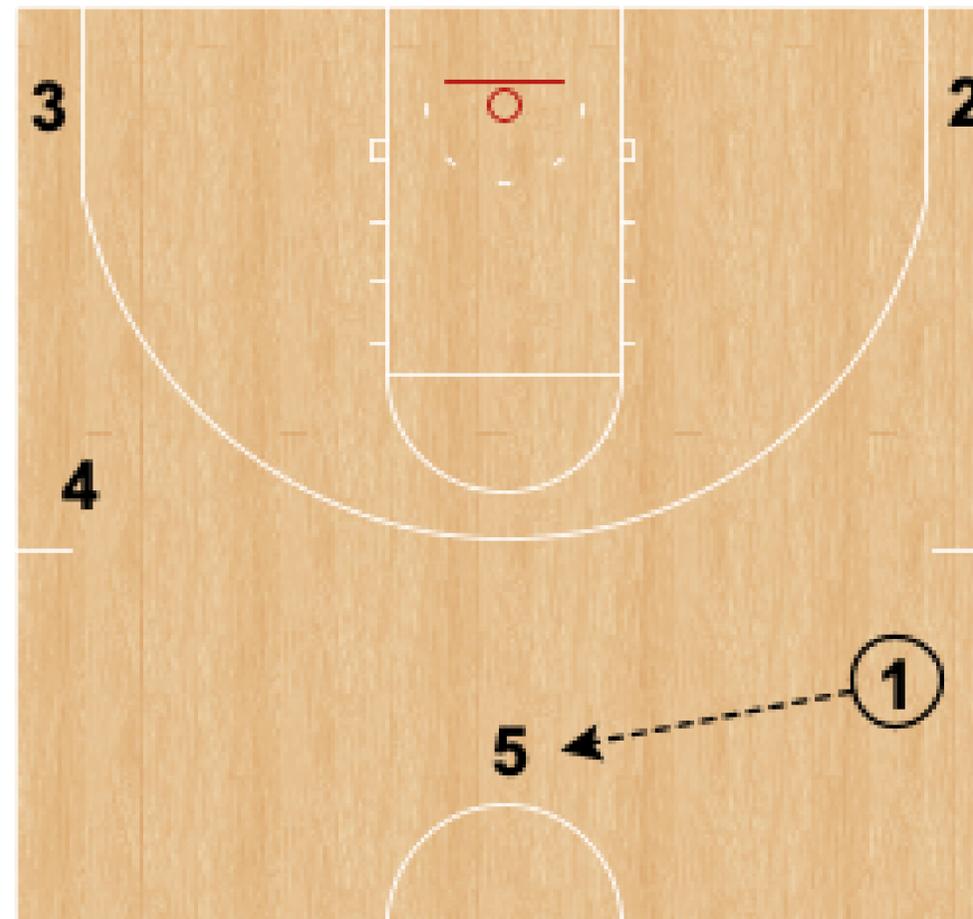
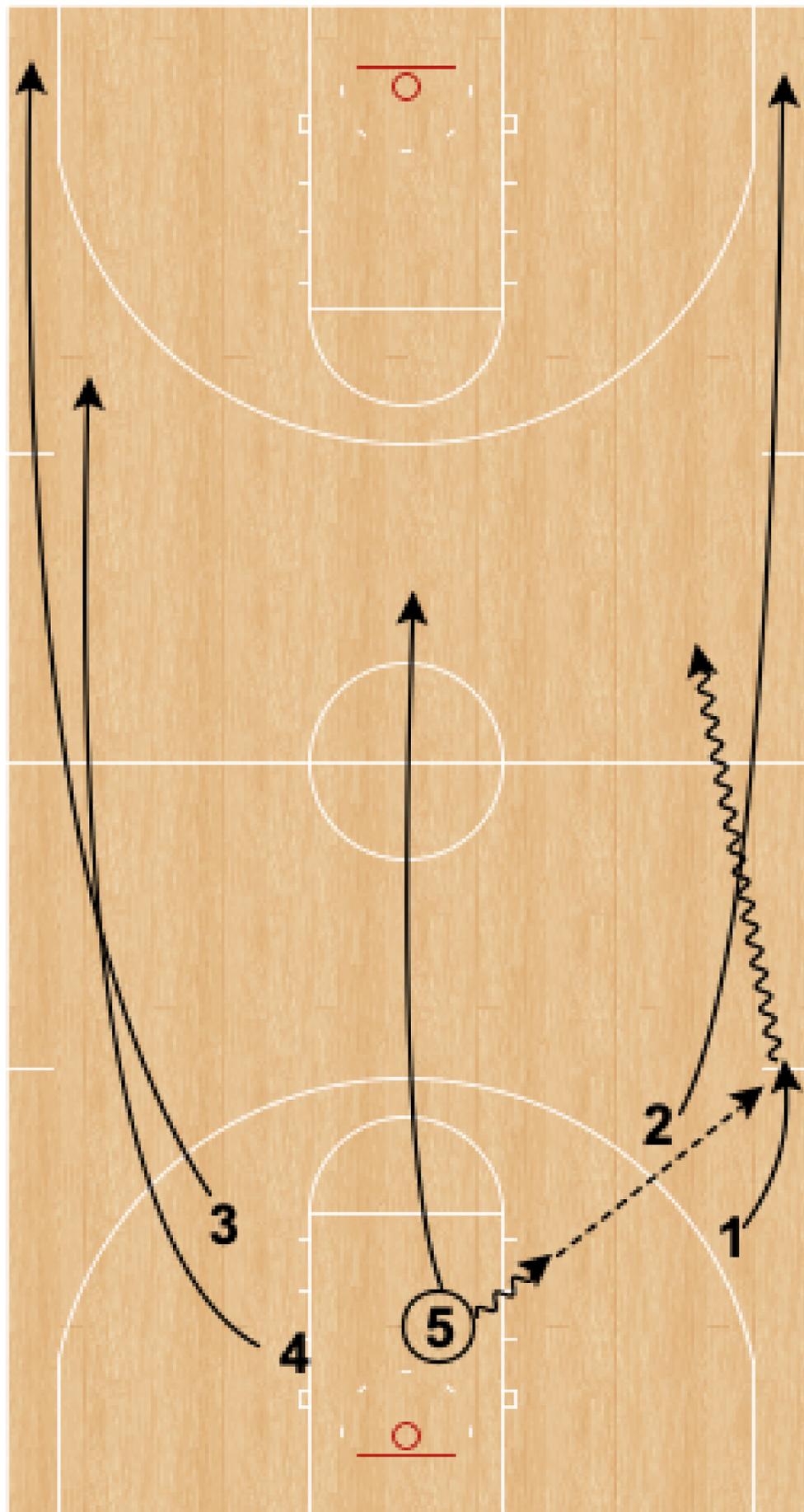
# Princeton Transition Entries

What happens "first" triggers the phase we enter.

## Forwards Out = Chin

- Player 1 DHOs with Forward
- Offense arrives in Base "shape" then Chin
- Can also link Forwards Out to other options
- Rim Line (shown) or Lane Line for Player 5





# Princeton Transition Entries

What happens "first" triggers the phase we enter.

## Trail = Open

- Typically see this when the Center gets DREB
- Offense arrives in Open Shape
- Player 5 trails the play in center lane
- They may outlet or lead the break





**Video Clips**



# Thank you for attending!

Got any questions?

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