



# 2-Guard Offense



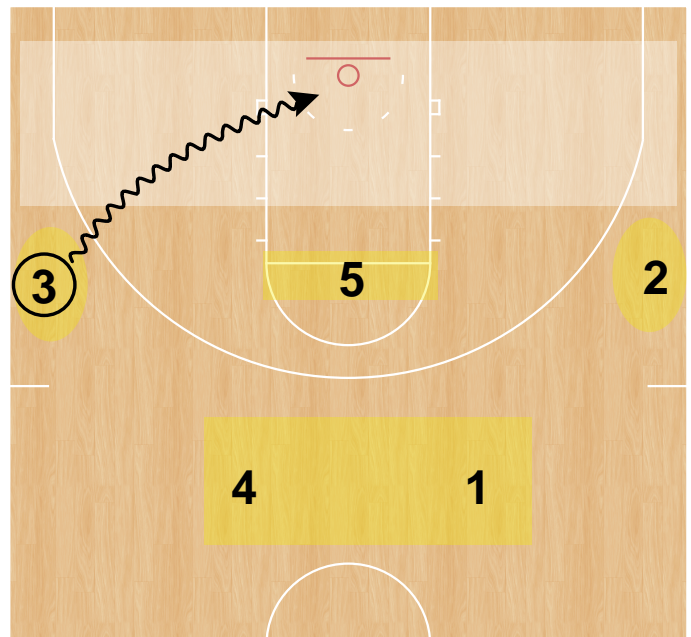
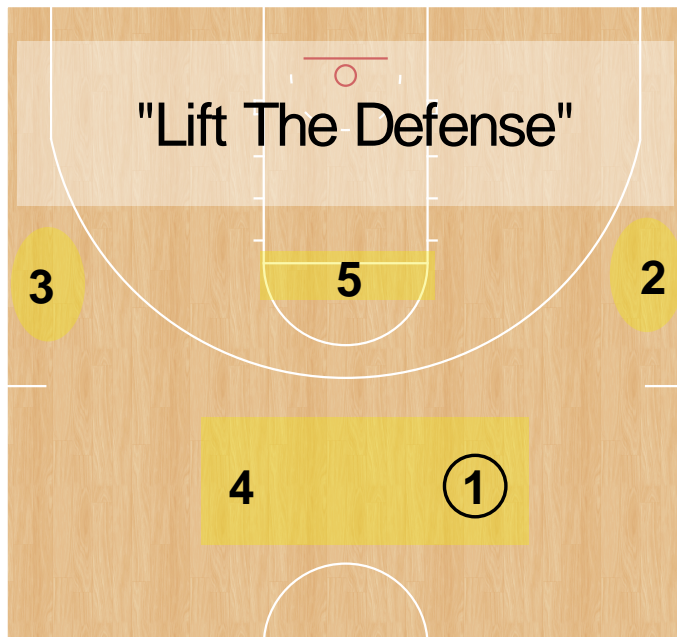
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# Introduction

# Radius Athletics

## 2-Guard Setup



Above is the setup for the 2-Guard Offense. The offense was popularized by NCAA Coach John Beilein (WVU and Michigan among others).

Lifting the Defense creates space around the rim. As a result, we can rip through and drive baseline on wing catches...

Fans of Princeton Offense will notice lots of similarities. This offensive system is Princeton-like, not only in its inclusion of CHIN, but in that the system is a collection of three sets that link together. This playbook represents a basic version of the offense.

The four perimeter spots can be interchangeable.

Players 2 and 3 are in the **Forward Spots**

Players 1 and 4 form the two-guard front in the **Guard Spots**

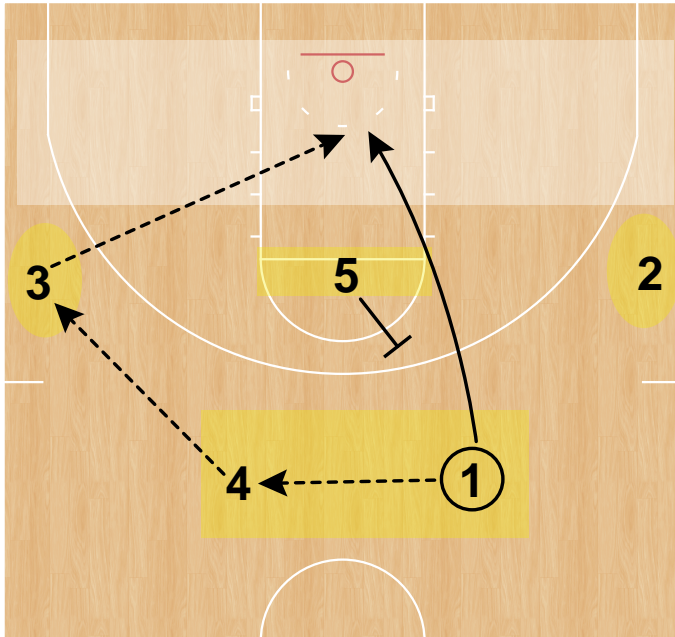
Player 5 is in the **High Post**

**Guard Spots** are high, well up off the three point line as diagrammed. "Pro Lane" width

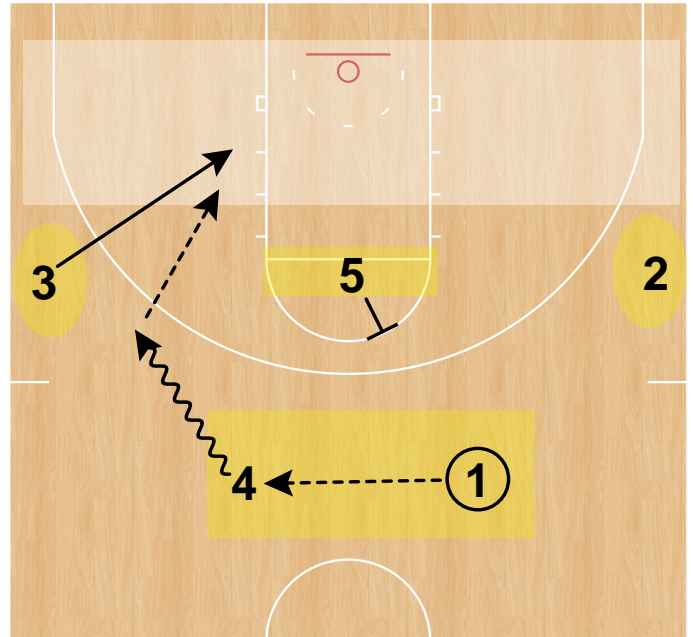
One of the most important aspects of the offense is having all five player above the FT line. This lifts the defense and opens space around the rim for cuts and drives.

# Radius Athletics

## 2-Guard Setup



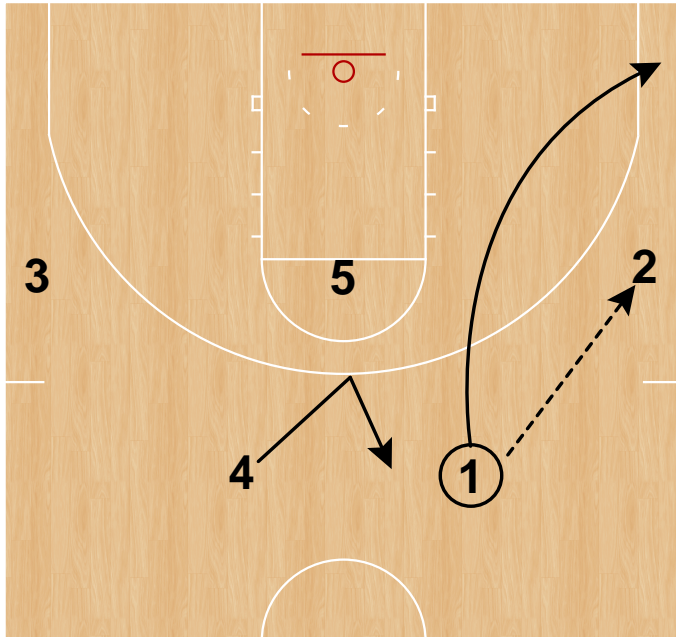
...and the area around the basket is open for cuts...



...and backdoors.

# Radius Athletics

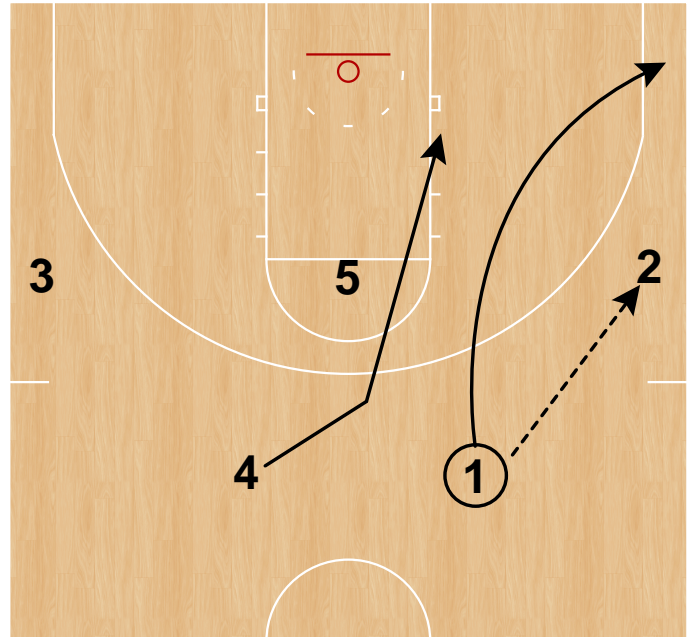
## Let the Ball Call the Play



### Motion Set

The goal is to use the combination of MOTION, SHUFFLE and CHIN to create an offense we can enter without a play call straight from transition.

When we pass to the wing, inside cut and our trailer (4 above) v-cuts to top we are in MOTION set.



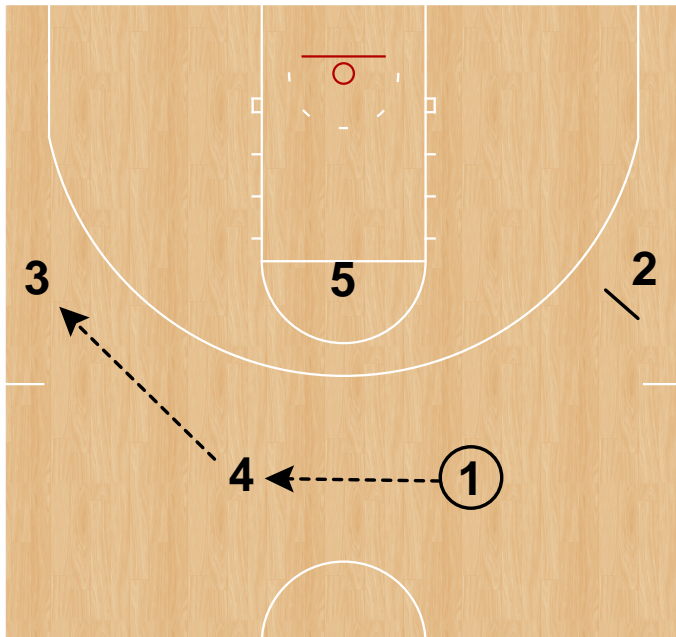
### Shuffle Set

When we pass to the wing, inside cut and our trailer (4 above) cuts to the block we are in SHUFFLE set. Player 4 sets up to v-cut to the top like the motion set, but perhaps they are denied so they cut backdoor to the block. This triggers the SHUFFLE Set.

In a way, our trailer determines whether we enter MOTION or SHUFFLE.

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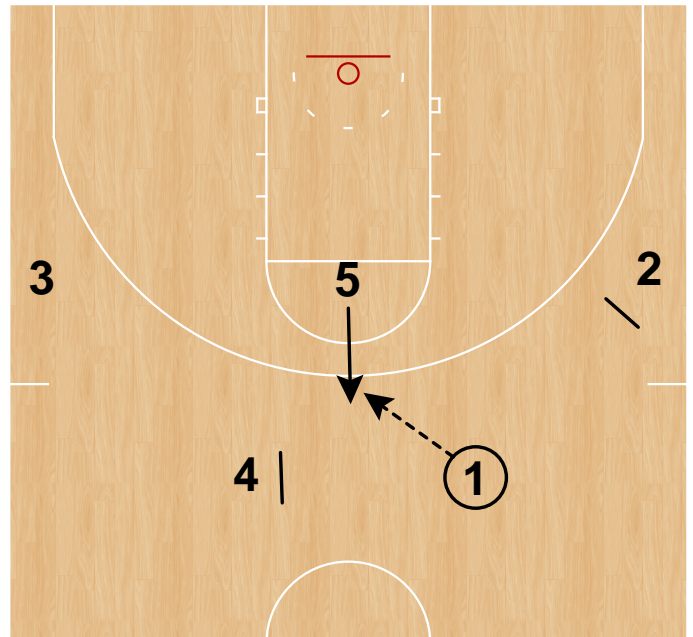
## Let the Ball Call the Play



### Chin Set - Pass Reversal Entry

A pass reversal like the one diagrammed above triggers CHIN.

Perhaps we cannot or do not pass to the wing. Our first pass is guard-to-guard as diagrammed above. This means we are in CHIN without having to "call" it.

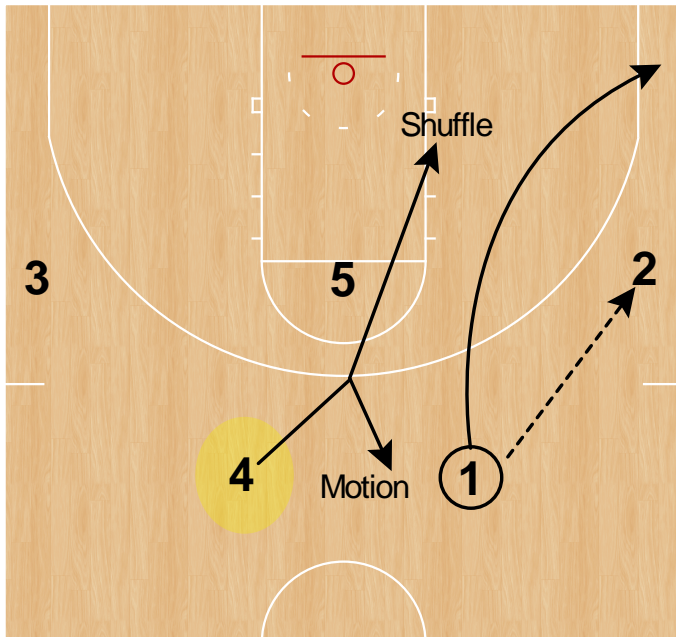


### Chin Set - Middle High Entry

5 pops off to receive the pass from 1, this triggers Chin with the middle high entry. Can be a pressure release when we cannot or do not pass to either wing or guard-to-guard.

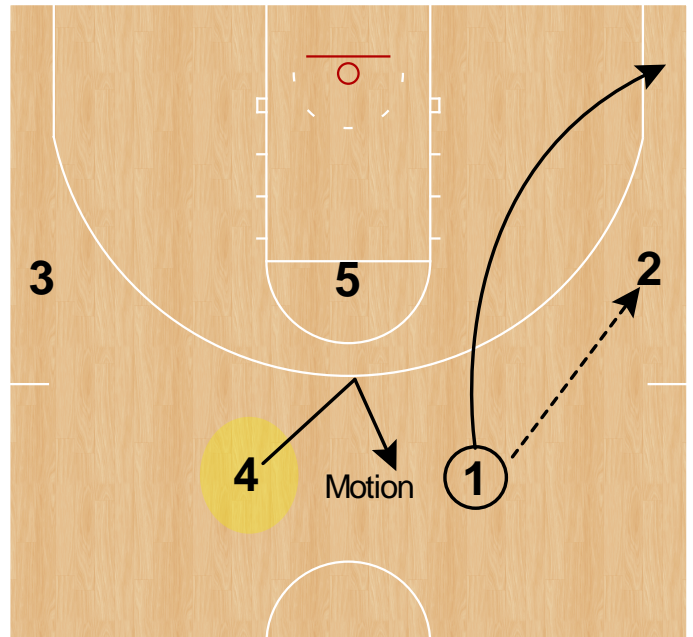
# Radius Athletics

## Motion or Shuffle?



How do we know whether we are running the Motion Set or the Shuffle Set?

We want to use both sets **without a call.**

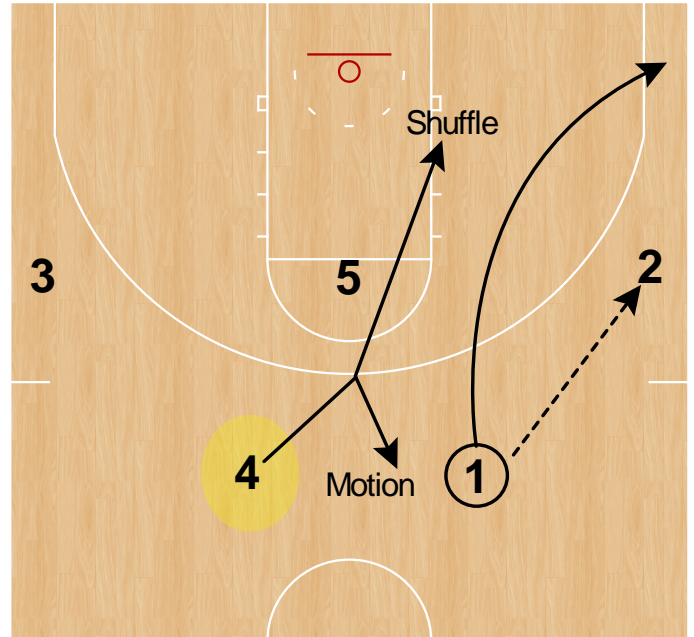
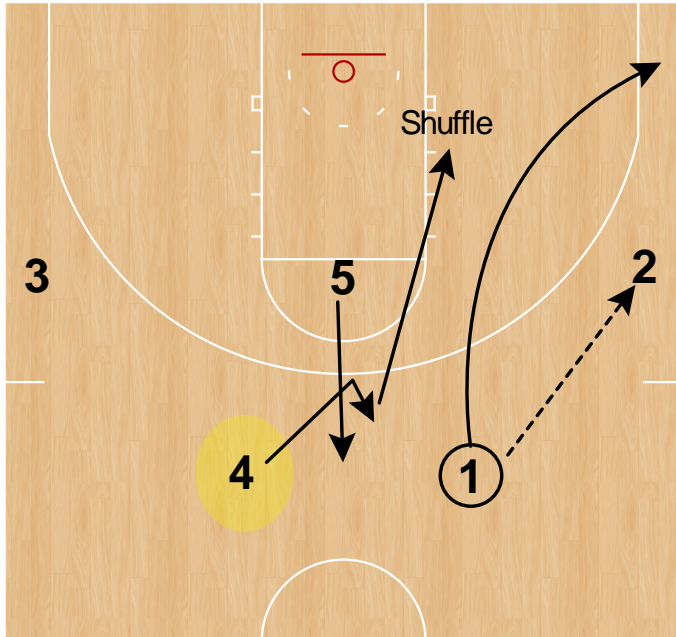


In "2-Guard" we read the player (4) highlighted. In essence, what they do "calls" the set we're in.

For example, when we hit the wing, 1 makes the inside cut to the ball side corner. 4 hits the top of the 3pt line and cuts out. **IF they cut out and are available for pass back from 2 we are in the Motion Set.**

# Radius Athletics

## Motion or Shuffle?



1 makes the inside cut to the ball side corner. 4 hits the top of the 3pt line and cuts out. **IF they begin to cut out and there is some denial or the opportunity to cut to the block we are in the Shuffle Set.**

When 4 cuts to block, 5 pops out.

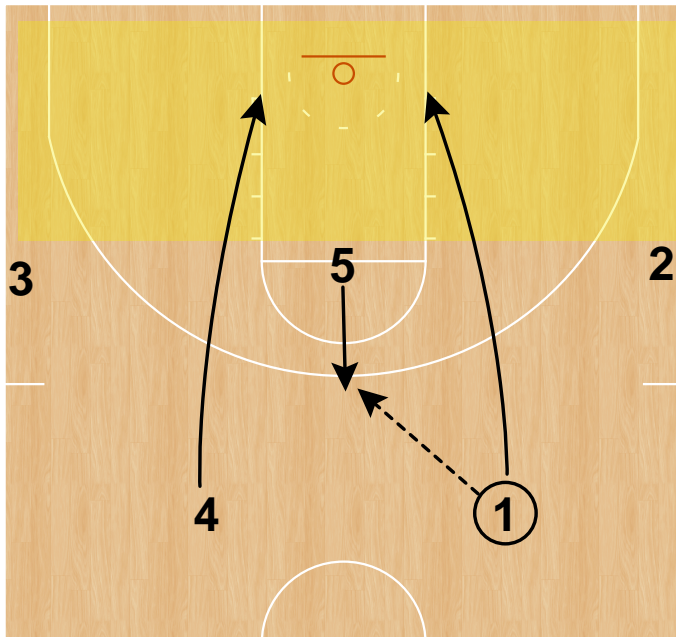
Q: How do we know whether we are running the Motion Set or the Shuffle Set?

A: We react to 4's cut. V-Cut to the top = Motion. Cut to block = Shuffle

# CHIN Set

# Radius Athletics

## CHIN - Four Entries

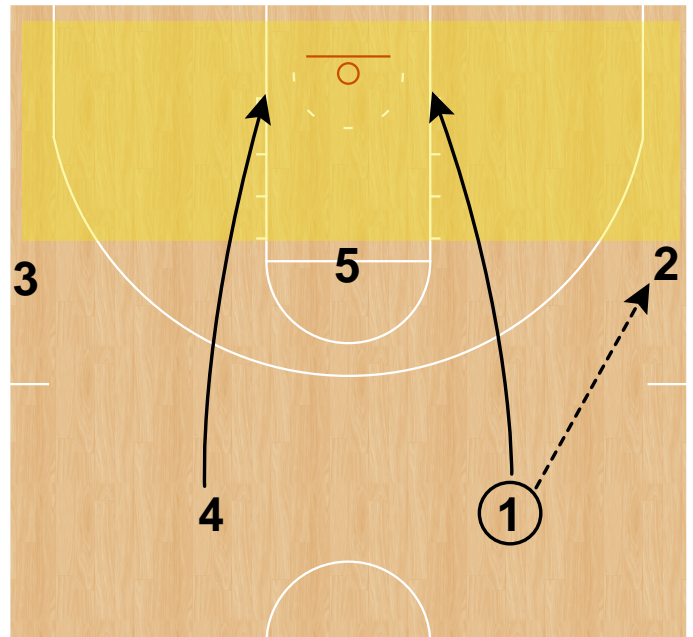


### High Middle

There are four ways we can enter Chin. They are a combination of triggers and calls. We will detail each of these entries in subsequent chapters.

It is my recommendation you begin teaching this offensive system with Chin! The other two sets connect back to Chin, therefore knowing Chin is prerequisite.

In the High Middle entry 5 pops out to Top of Circle beyond the 3pt line.



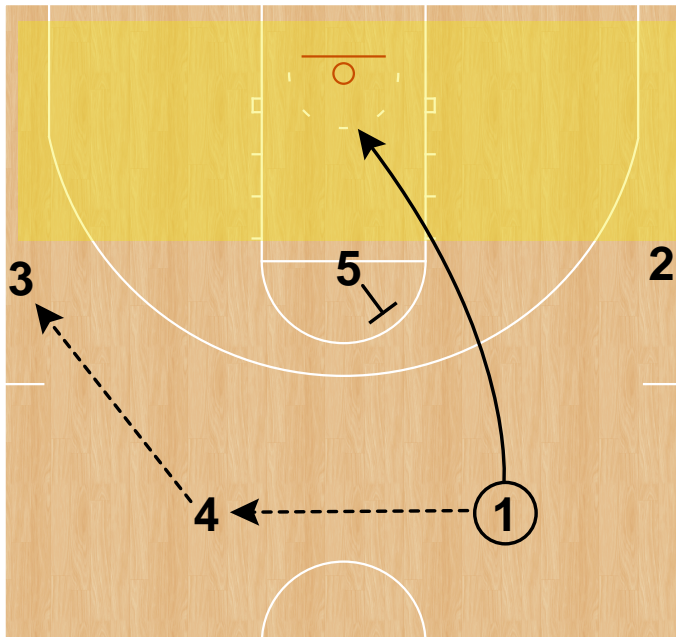
### Wing Entry

If we have a Chin call and pass to the wing

1 and 4 cut to blocks

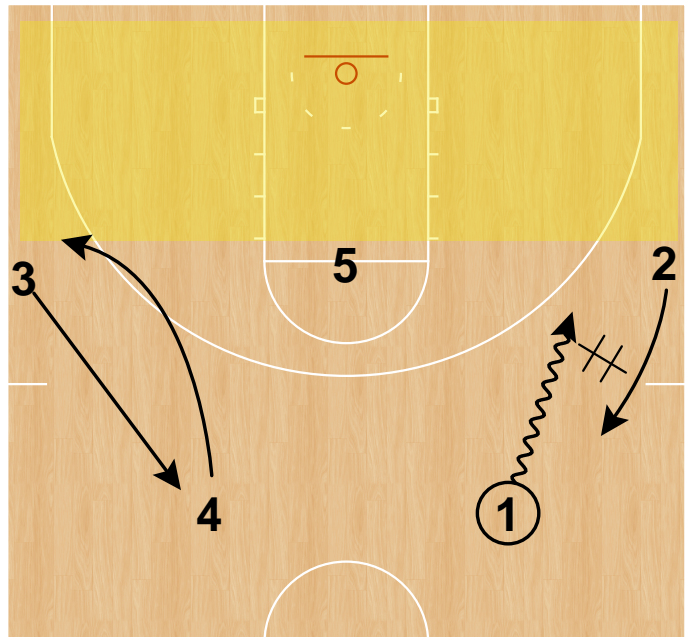
# Radius Athletics

## CHIN - Four Entries



### Pass Reversal

A guard-to-guard pass triggers Chin. On the guard-to-forward pass 1 makes Chin cut off the back screen from 5. Wait until we complete the guard-to-forward pass to begin Chin cut. We encourage forwards to rip through and drive baseline from the forward spot.

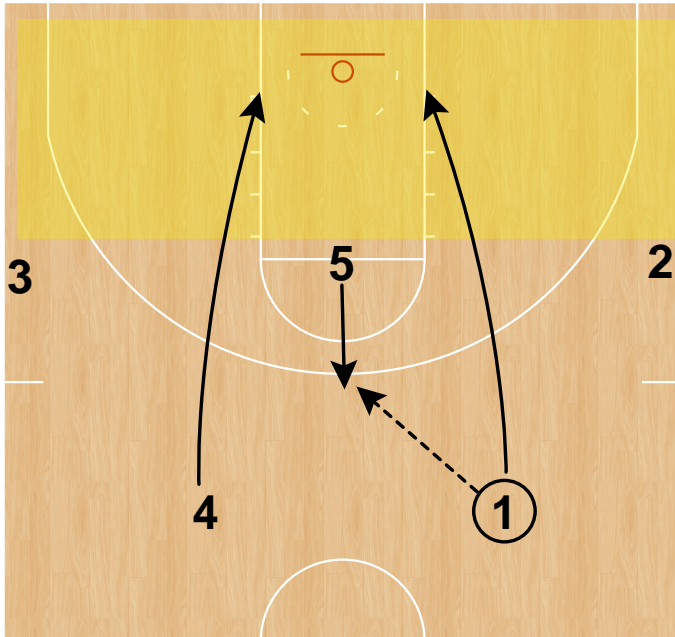


### Forwards Out (DHO Entry)

In this entry we begin with a Dribble Handoff from 1 to 2. Players 4 and 3 interchange.

# Radius Athletics

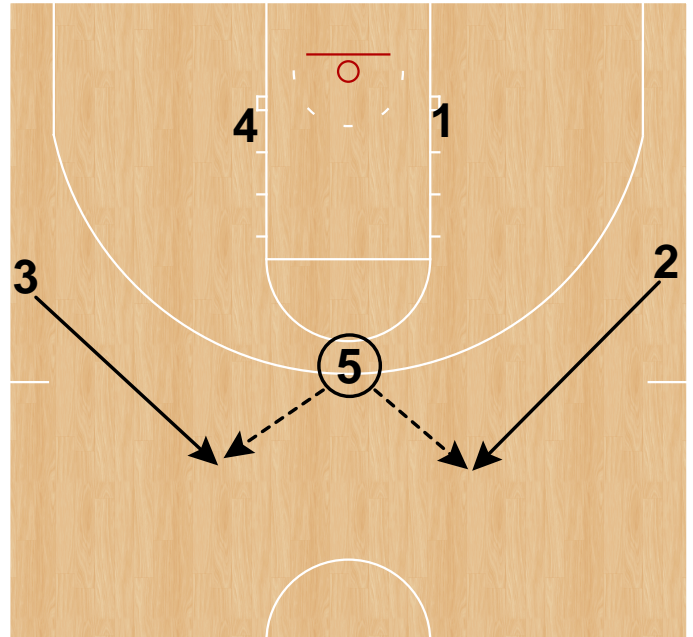
## CHIN - High Middle Entry



In the High Middle Entry, 5 pops out to TOC beyond the 3pt line high enough to get the catch.

1 passes to 5  
1 and 4 cut hard toward blocks, look for backdoor to either player here.

**Note: This can be a good "pressure release" when you cannot make the guard-to-guard pass.**

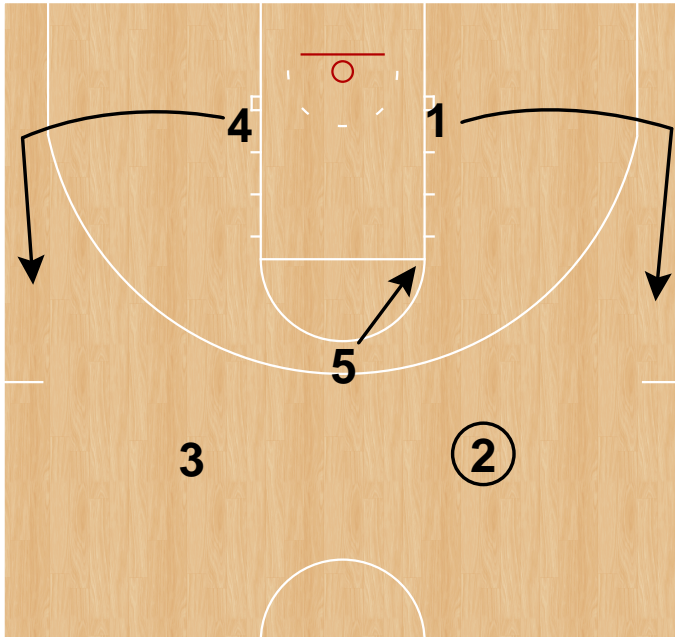


2 and 3 fill to the guard spots

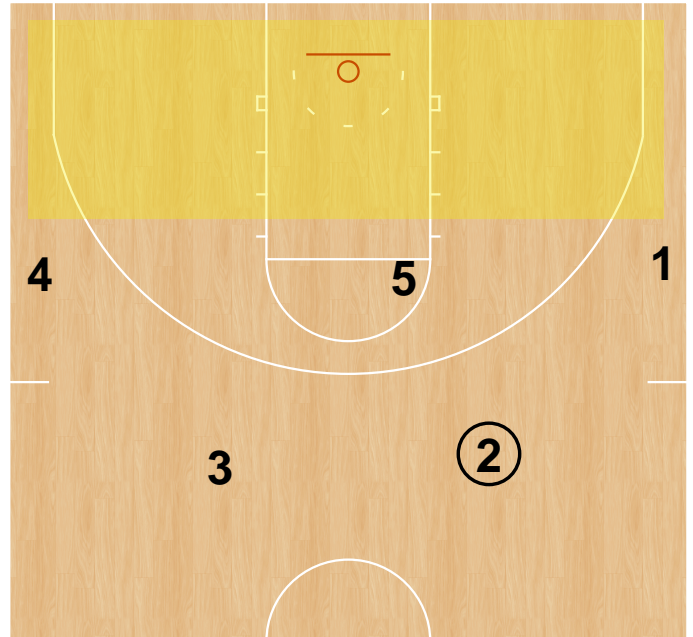
5 may pass to either of them

# Radius Athletics

## CHIN - High Middle Entry



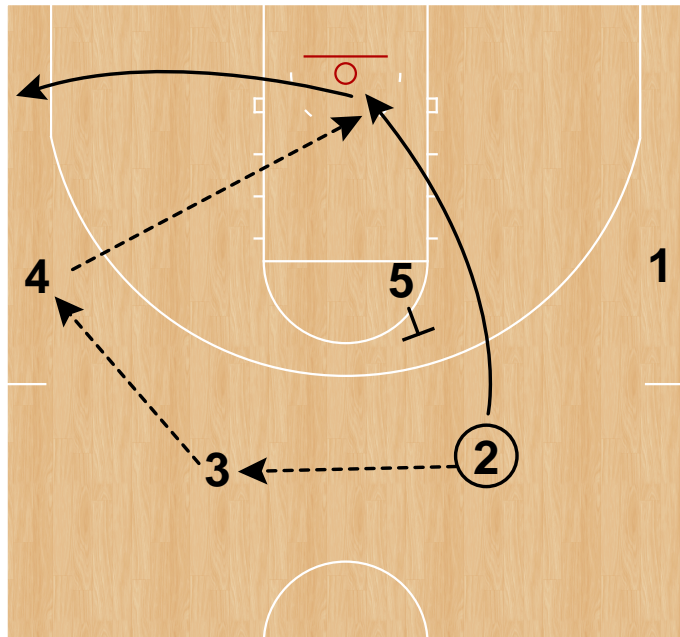
Let's assume 5 passes to 2  
1 and 4 cut to Forward Spots  
5 gets back into the high post area



The offense is now setup to run Chin

# Radius Athletics

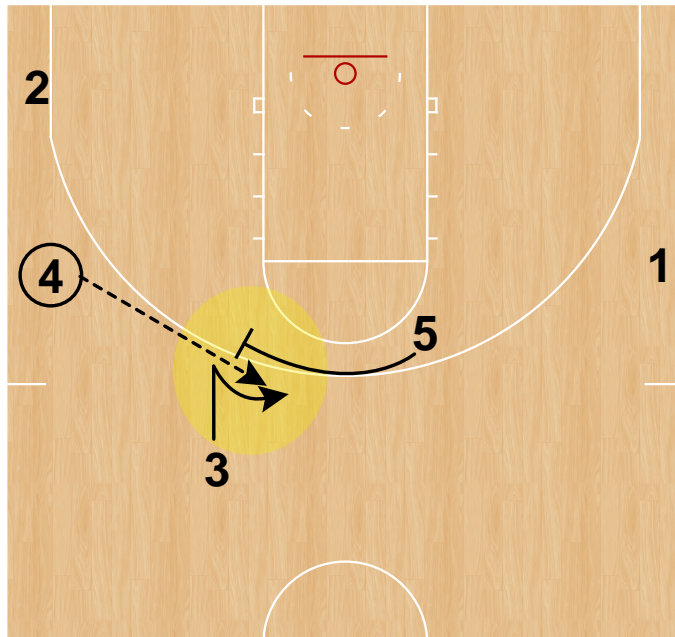
## CHIN - High Middle Entry



2 passes to 3

3 reverses to 4 triggering the Chin cut, 5 back screens for 2

4 looks for 2 on the Chin cut, if 2 doesn't receive pass, they continue out to the corner



### Drift Screen

5 follows the 3pt line and sets the highlighted screen for 3. 3 walks in to set up the screen.

**Note: This screen is called several different things across the Princeton Offense family. Some terms you may hear are: drift screen, flare screen, top flare, bump cut among others. I call it drift screen.**

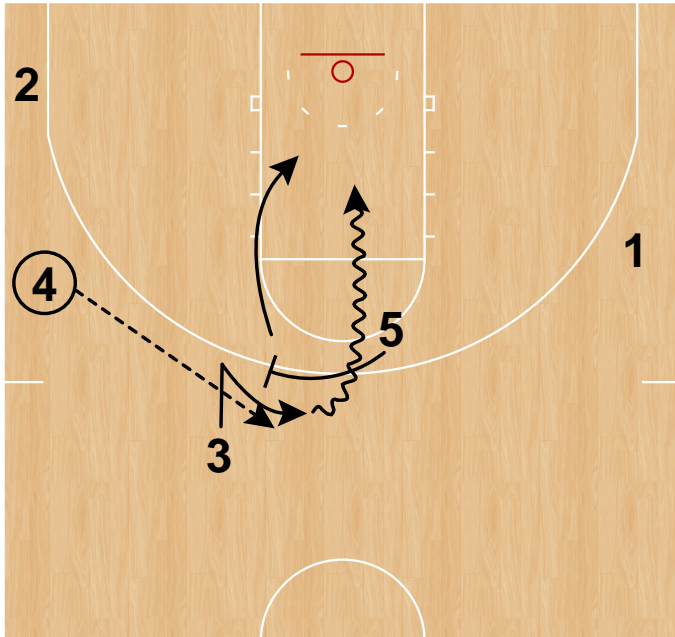
Footwork on the screen, set it up by stepping in, then shuffle, shuffle away from the ball.

### Drift Screen Return Pass

4 makes return pass to 3. We can shoot if the defender goes under the drift screen

# Radius Athletics

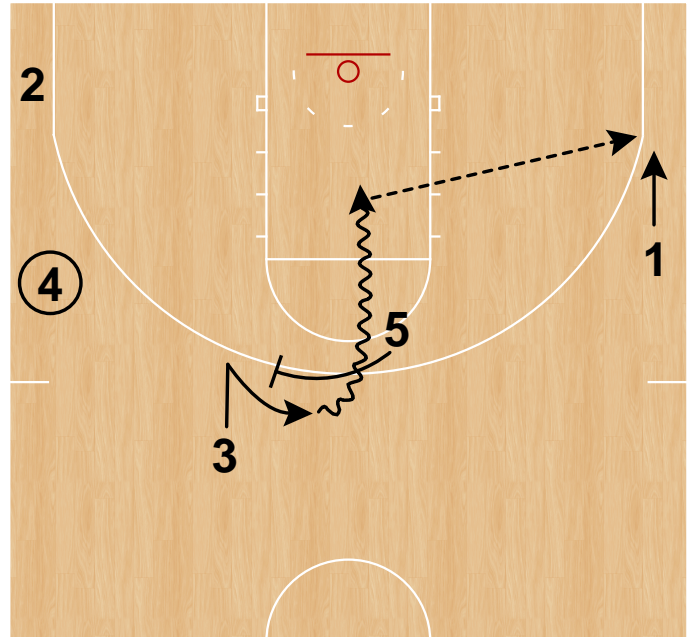
## CHIN - High Middle Entry



### Drift Screen & Roll

4 makes return pass to 3 and we use the drift screen like a screen & roll

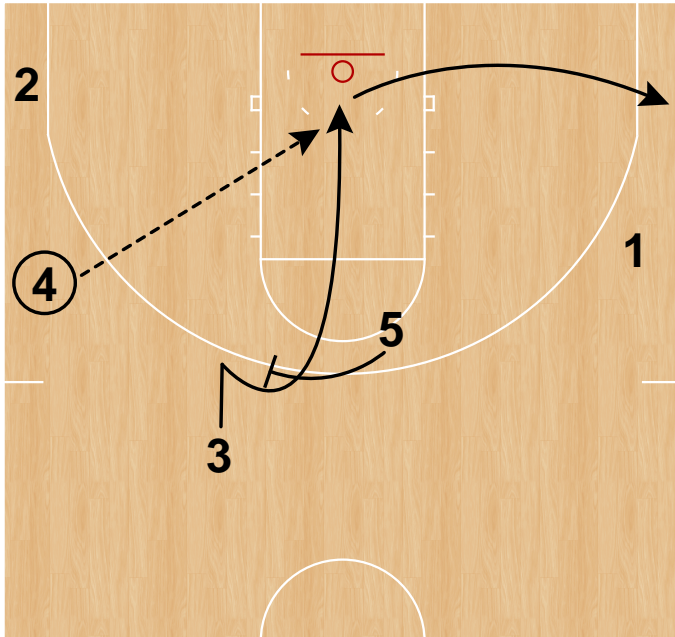
3 may drive, or hit the roller...



...or kick out to 1 who fades alongside the driver

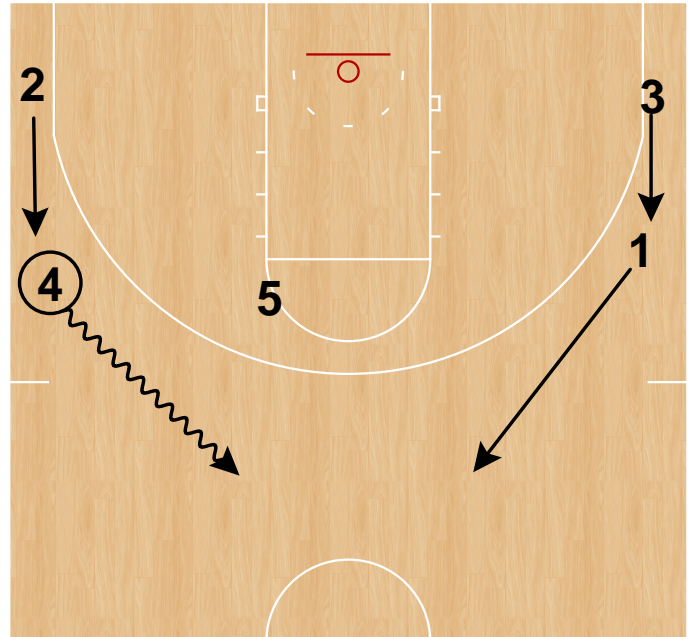
# Radius Athletics

## CHIN - High Middle Entry



### Curling the Drift

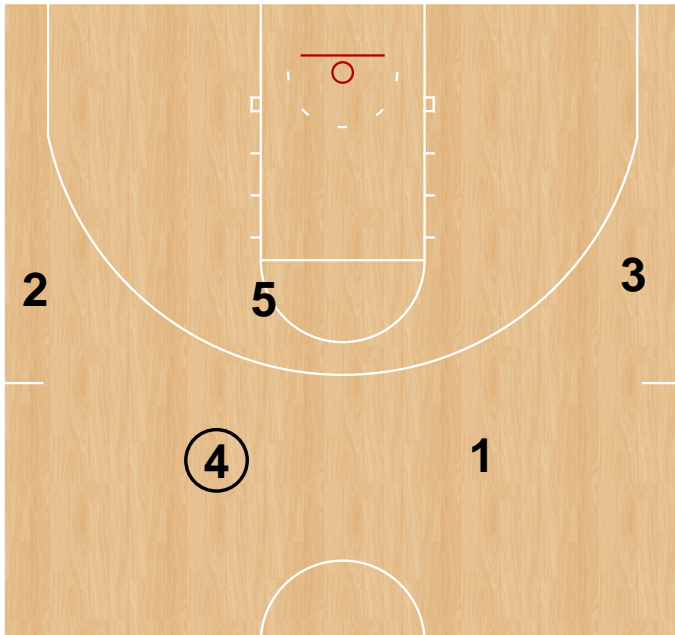
IF by the second shuffle we have not made the return pass to 3, 3 curls the drift to the rim. We may find 3 open on the curl. If not, continue to far corner.



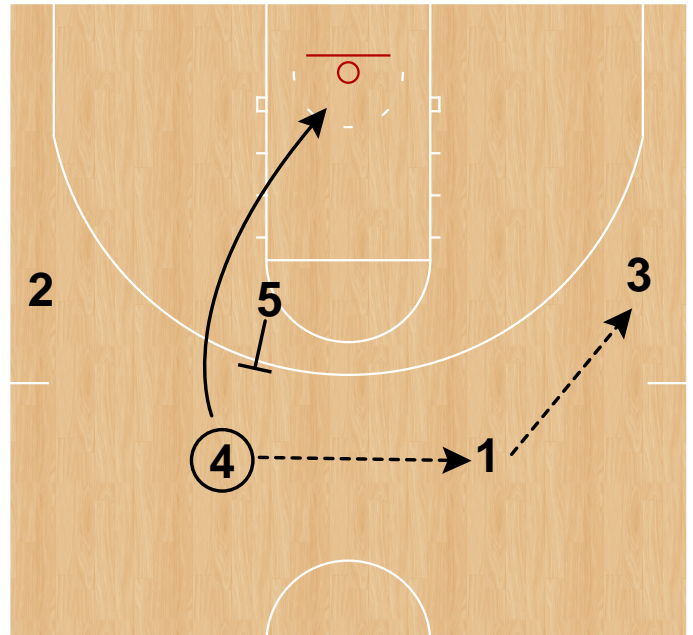
### "Chin Again"

With no pass to 3 curling the drift available, we can reset Chin. 4 dribbles up to the guard spot, 1 fills other guard spot. We want 4 and 1 to arrive at guard spots (high!) at the same time.

2 and 3 rise to Forward Spots at or above FTLE



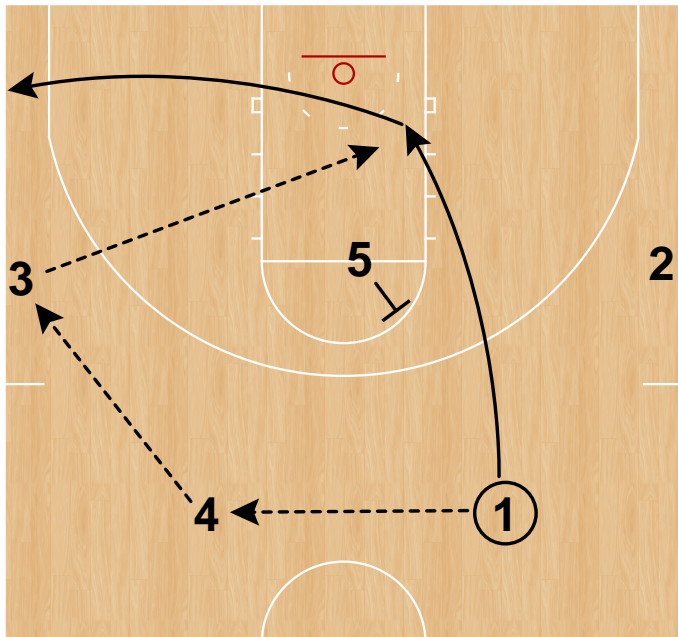
"Chin Again" - we are now set to run Chin Again



CHIN

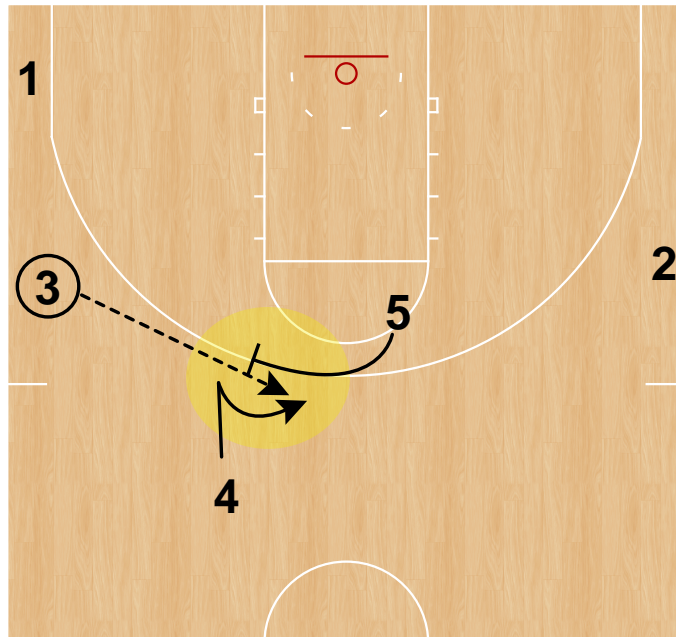
# Radius Athletics

## CHIN - Pass Reversal Entry



### CHIN - Pass Reversal

1 makes the guard-to-guard pass to 4  
4 passes to 3. This pass triggers the Chin Cut. 1 cuts off 5's back screen.



### Drift Screen

5 follows the 3pt line and sets the highlighted screen for 4.  
4 walks in to set up the screen.

**Note:** This screen is called several different things across the Princeton Offense family. Some terms you may hear are: drift screen, flare screen, top flare, bump cut among others. I call it drift screen.

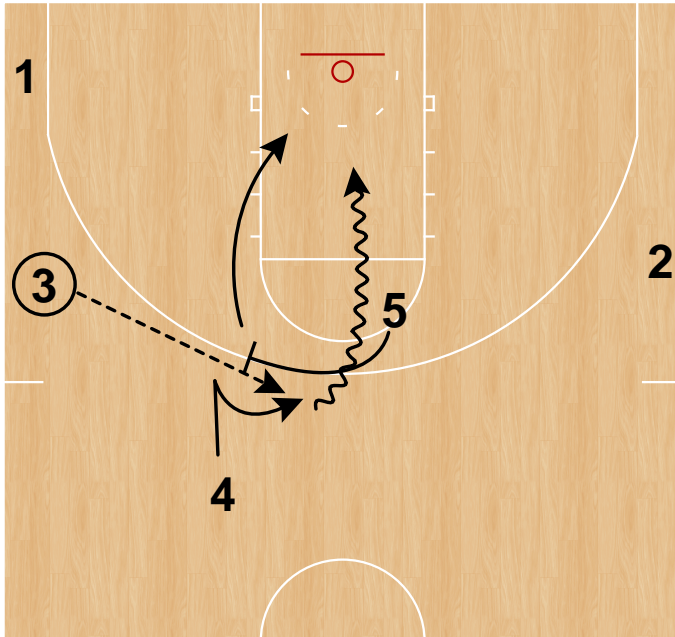
Footwork on the screen, set it up by stepping in, then shuffle, shuffle away from the ball.

### Drift Screen Return Pass

3 makes return pass to 4. We can shoot if the defender goes under the drift screen

# Radius Athletics

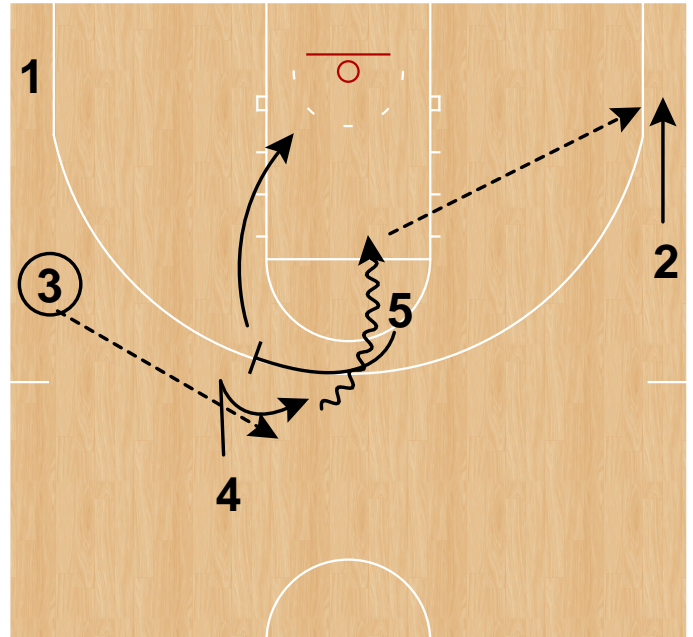
## CHIN - Pass Reversal Entry



### Drift Screen & Roll

3 makes return pass to 4 and we use the drift screen like a screen & roll

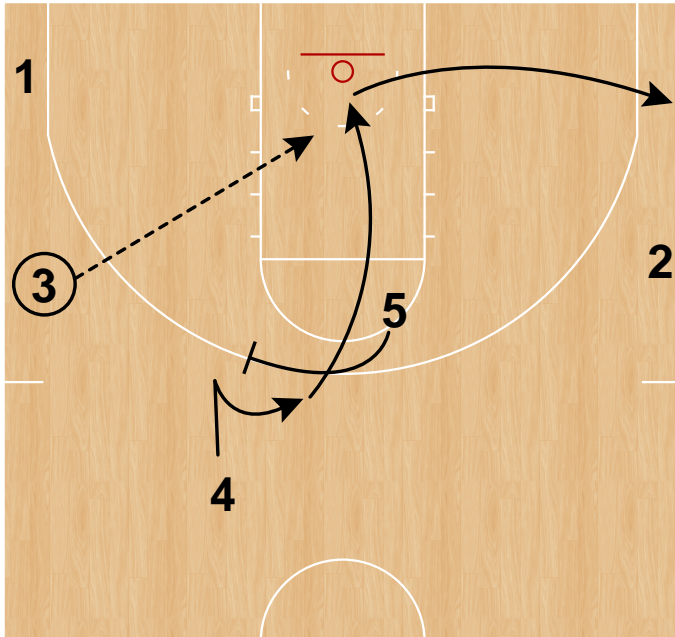
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...or kick out to 2 who fades alongside the driver

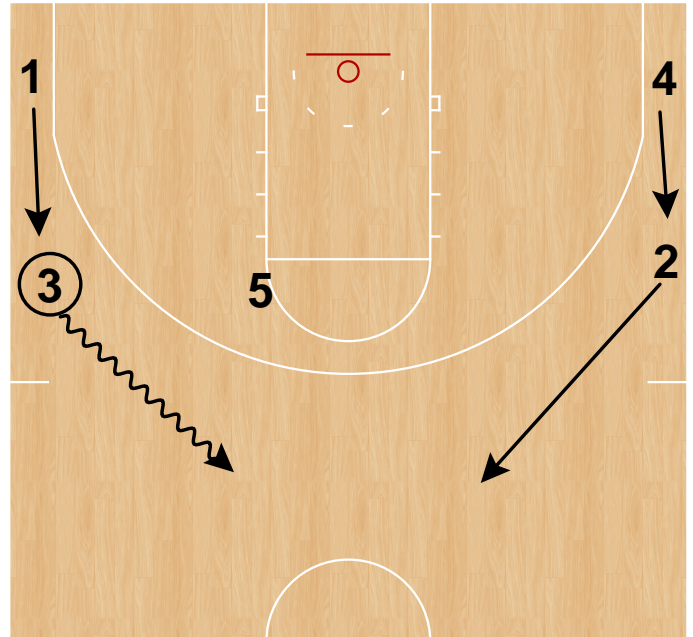
# Radius Athletics

## CHIN - Pass Reversal Entry



### Curling the Drift

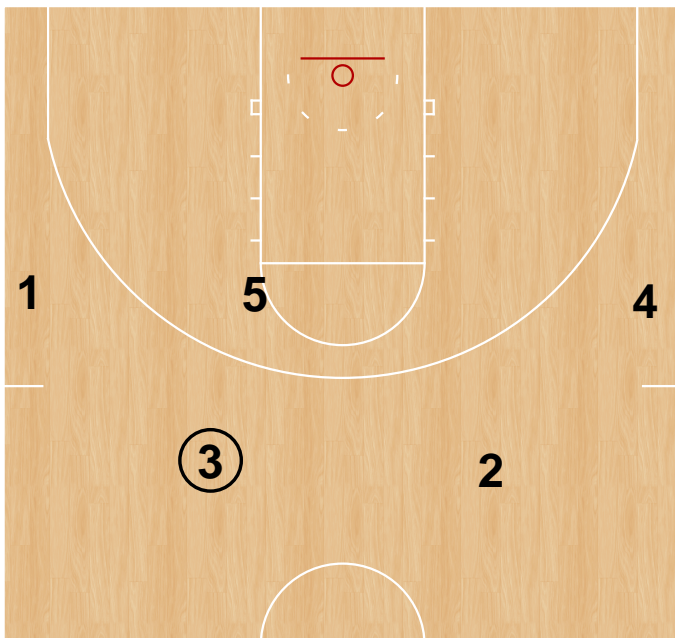
If by the second shuffle we have not made the return pass to 4, 4 curls the drift to the rim. We may find 4 open on the curl. If not, continue to far corner.



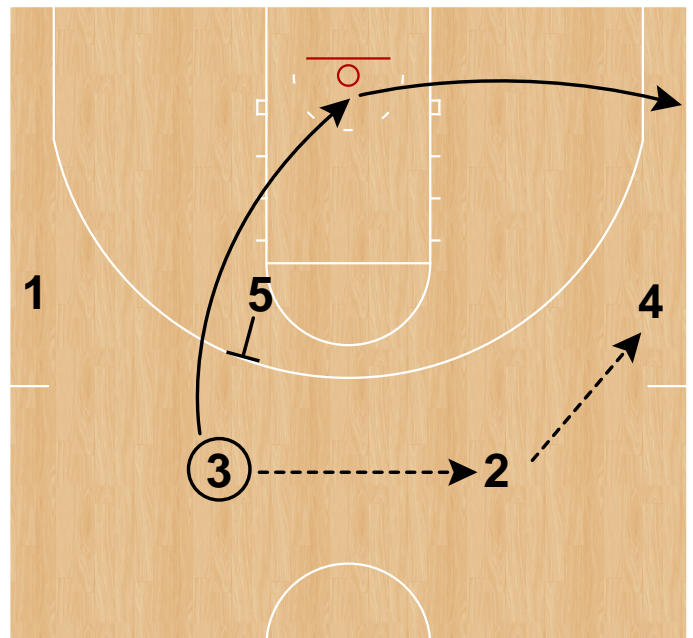
### "Chin Again"

With no pass to 4 curling the drift available, we can reset Chin. 3 dribbles up to the guard spot, 2 fills other guard spot. We want 3 and 2 to arrive at guard spots (high!) at the same time.

1 and 4 rise to Forward Spots at or above FTLE



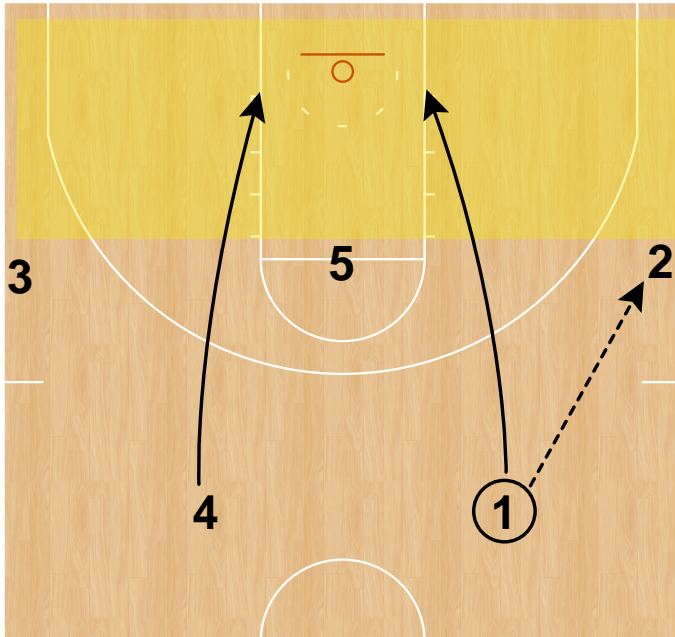
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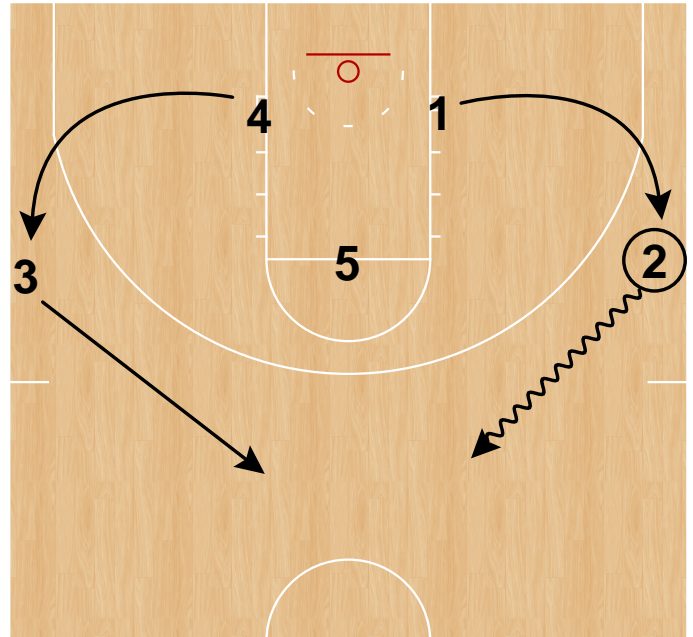
CHIN

# Radius Athletics

## CHIN - Wing Entry



**Wing Entry to Chin**  
1 passes to 2  
2 and 4 both cut to blocks

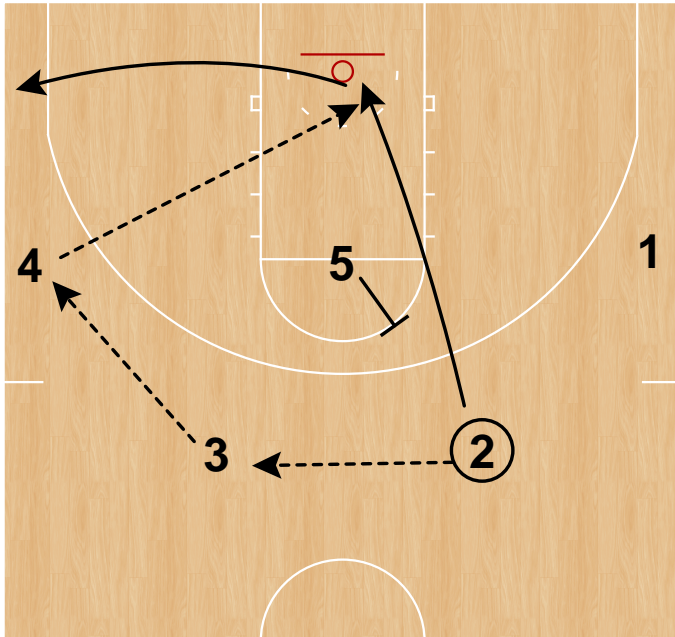


2 dribbles up to the Guard Spot  
3 fills the Guard Spot, we want 2 and 3 to arrive at the guard spots at the same time

1 and 4 fill forward spots lifting the defense and getting all five players above FTLE

# Radius Athletics

## CHIN - Wing Entry

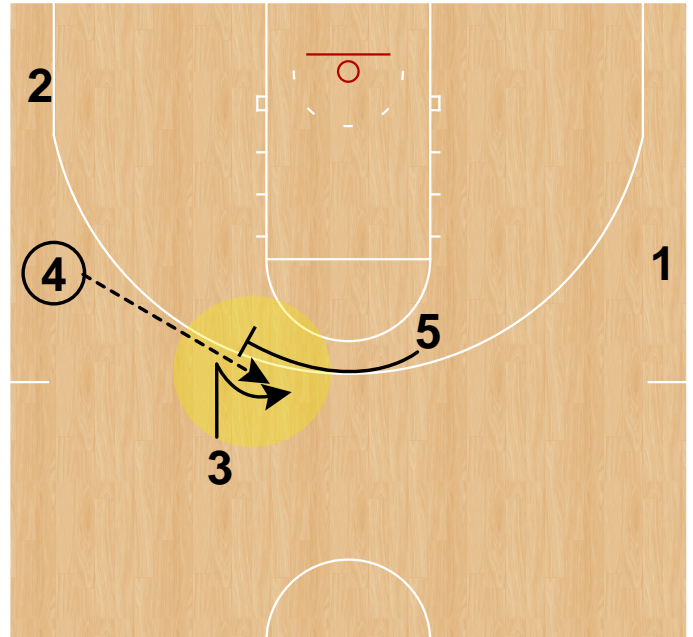


### CHIN

2 passes to 3

3 reverses to 4 triggering the Chin cut, 5 back screens for 2

4 looks for 2 on the Chin cut, if 2 doesn't receive pass, they continue out to the corner



### Drift Screen

5 follows the 3pt line and sets the highlighted screen for 3. 3 walks in to set up the screen.

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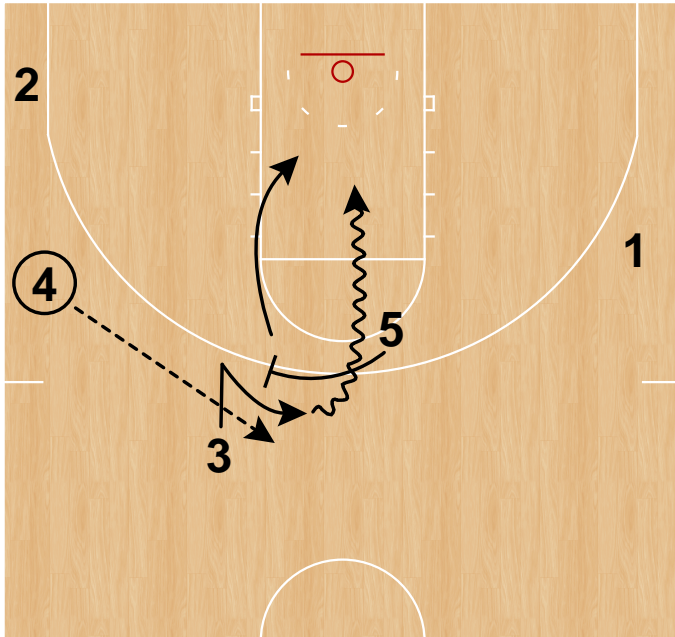
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### Drift Screen Return Pass

4 makes return pass to 3. We can shoot if the defender goes under the drift screen

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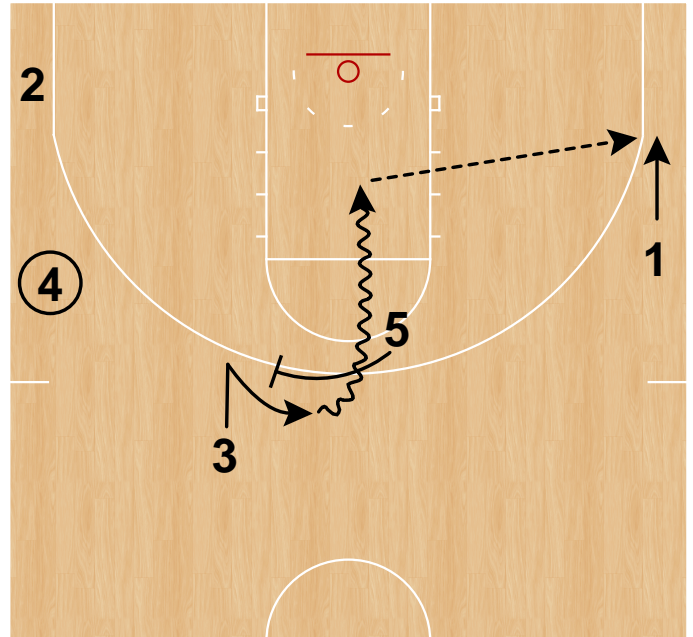
## CHIN - Wing Entry



### Drift Screen & Roll

4 makes return pass to 3 and we use the drift screen like a screen & roll

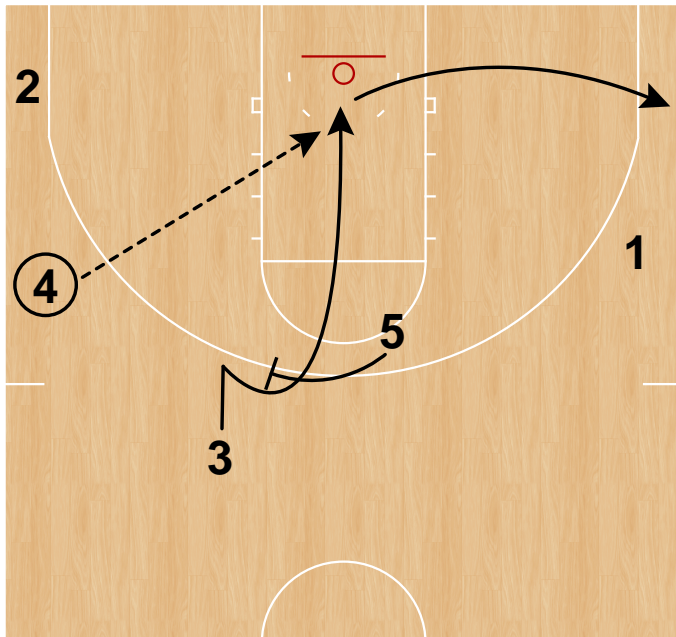
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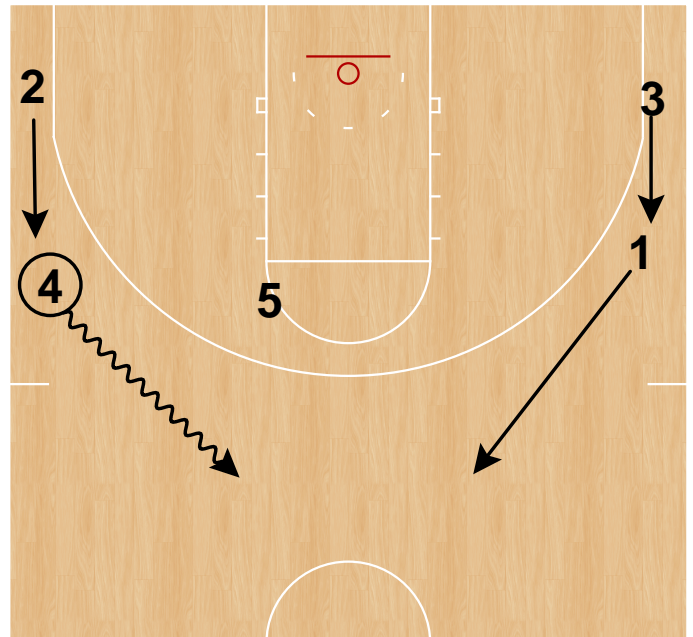
# Radius Athletics

## CHIN - Wing Entry



### Curling the Drift

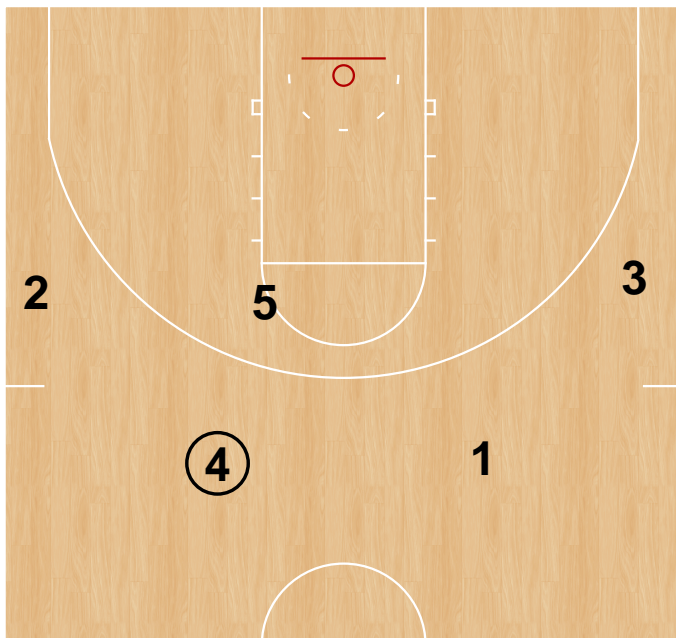
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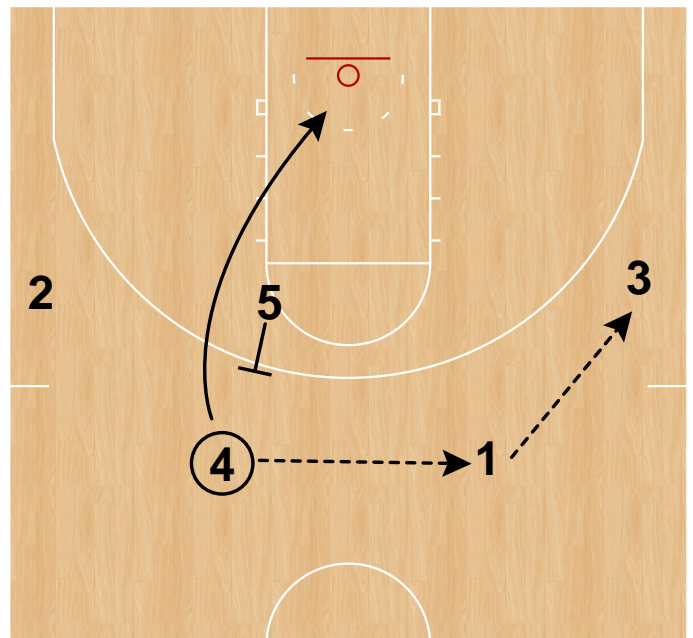
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2 and 3 rise to Forward Spots at or above FTLE



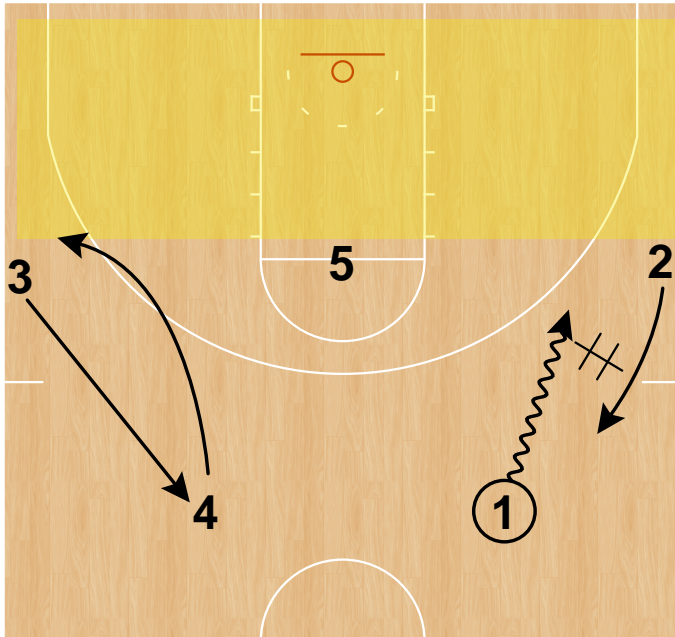
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CHIN

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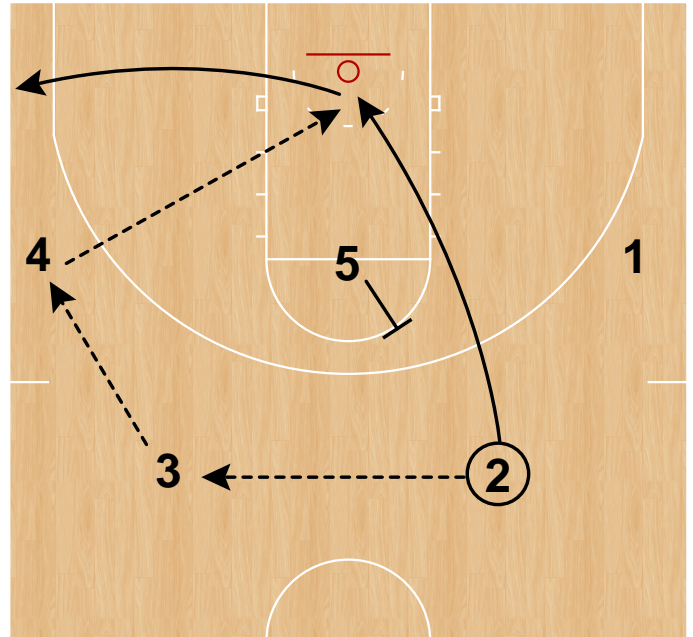
## CHIN - Forwards Out (DHO) Entry



**Forwards Out (DHO Entry)**

We can enter Chin with a dribble handoff. When we have a dribble handoff on one side, we exchange on the other.

- 1 DHOs with 2.
- 4 and 3 exchange



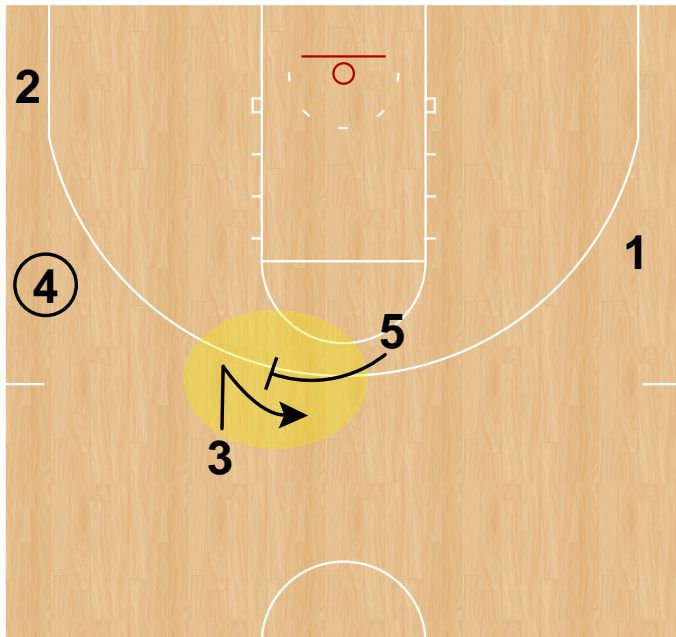
2 comes out of the DHO and passes to 3

3 reverses to 4 triggering the Chin cut, 5 back screens for 2

4 looks for 2 on the Chin cut, if 2 doesn't receive pass, they continue out to the corner

# Radius Athletics

## CHIN - Forwards Out (DHO) Entry

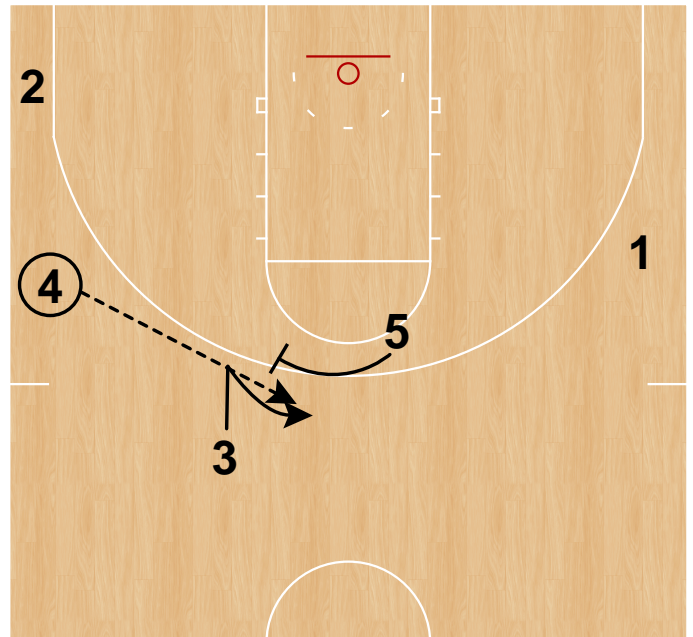


### Drift Screen

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Footwork on the screen, set it up by stepping in, then shuffle, shuffle away from the ball.

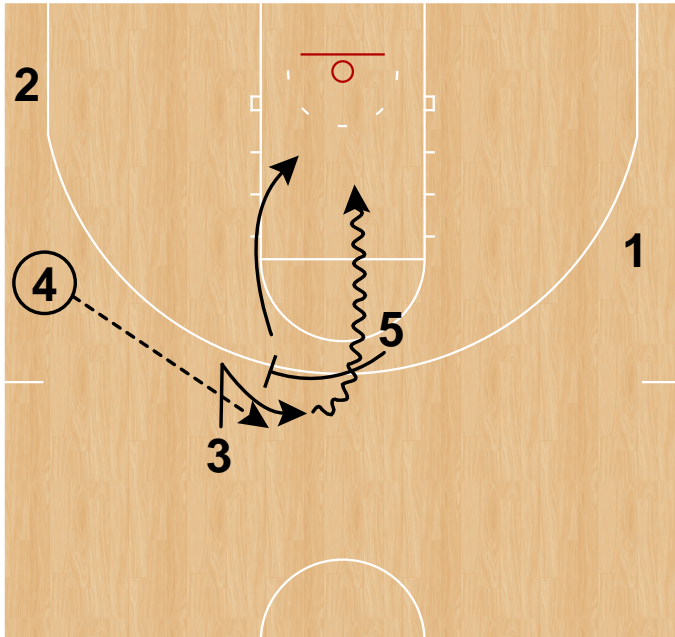


### Drift Screen Return Pass

4 makes return pass to 3. We can shoot if the defender goes under the drift screen

# Radius Athletics

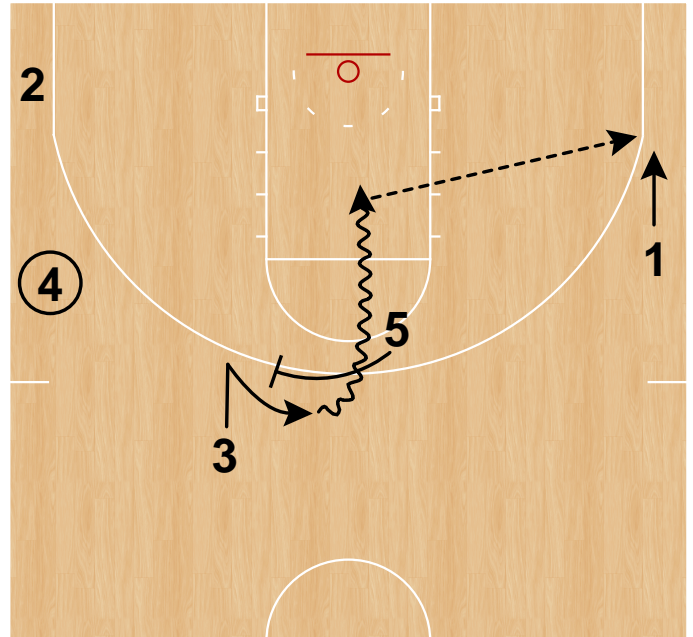
## CHIN - Forwards Out (DHO) Entry



### Drift Screen & Roll

4 makes return pass to 3 and we use the drift screen like a screen & roll

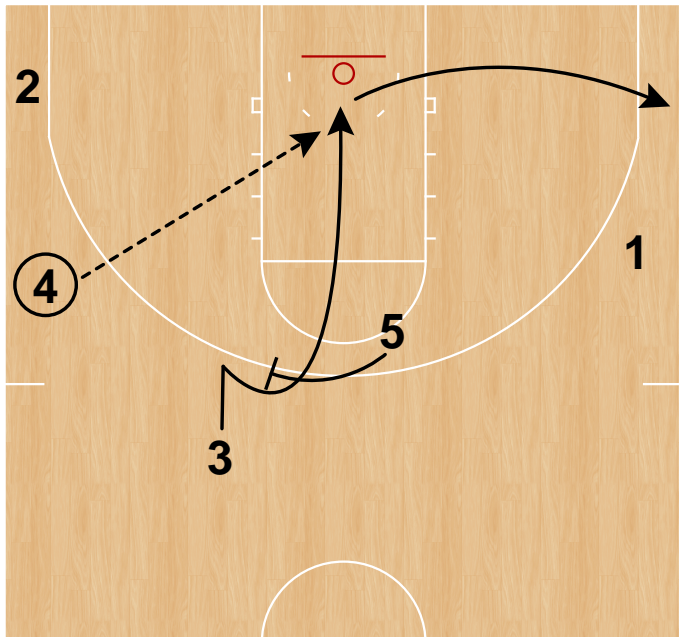
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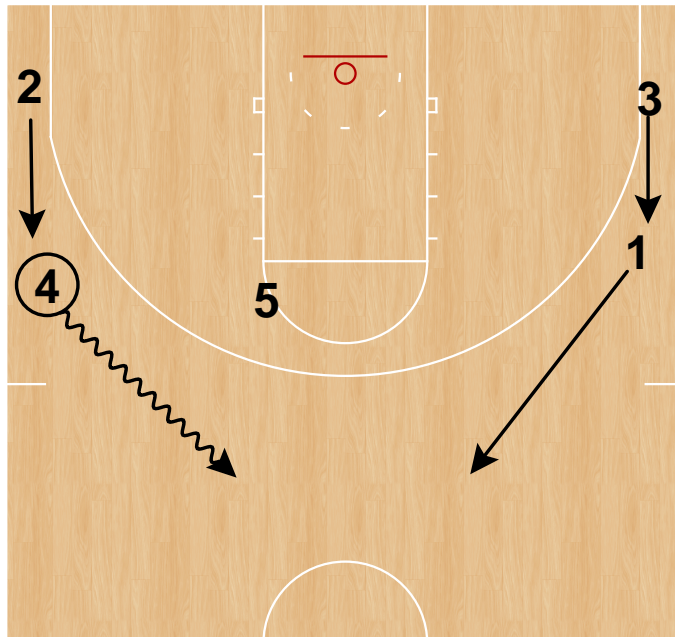
# Radius Athletics

## CHIN - Forwards Out (DHO) Entry



### Curling the Drift

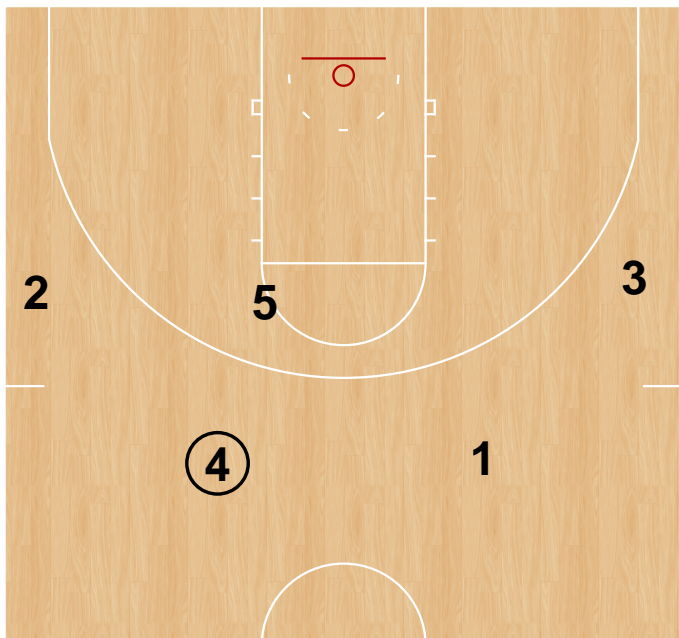
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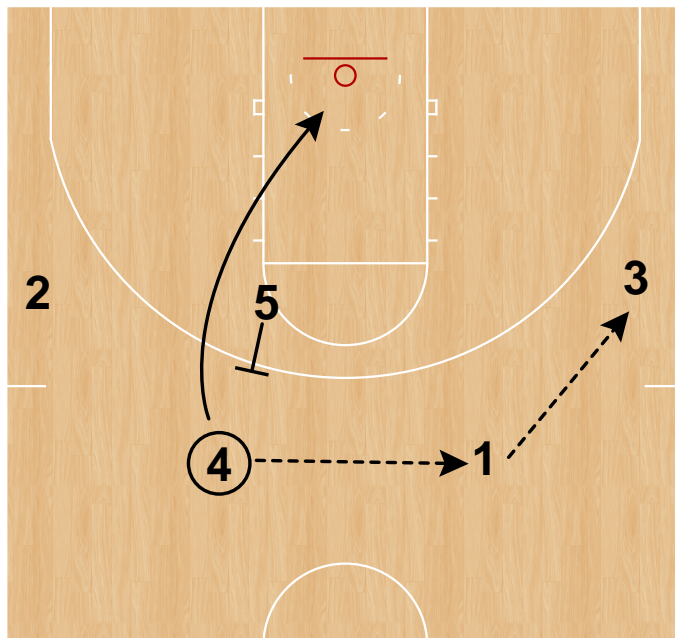
### "Chin Again"

With no pass to 3 curling the drift available, we can reset Chin. 4 dribbles up to the guard spot, 1 fills other guard spot. We want 4 and 1 to arrive at guard spots (high!) at the same time.

2 and 3 rise to Forward Spots at or above FTLE



"Chin Again" - we are now set to run Chin Again

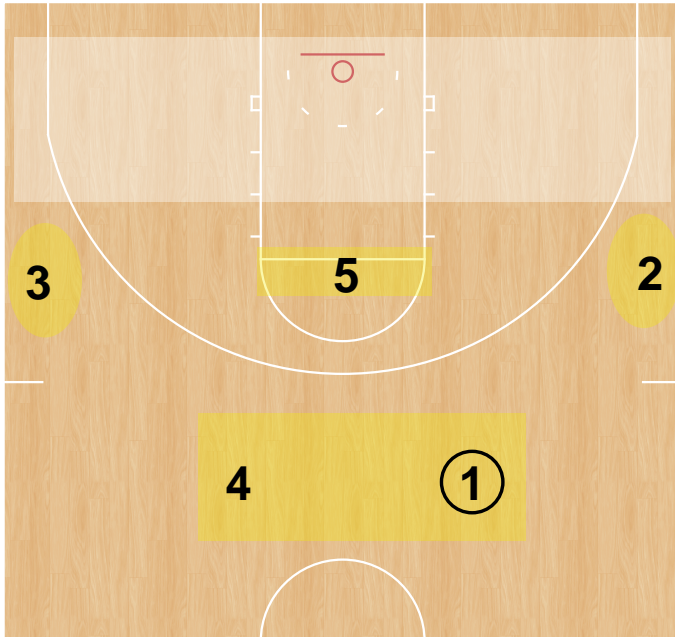


CHIN

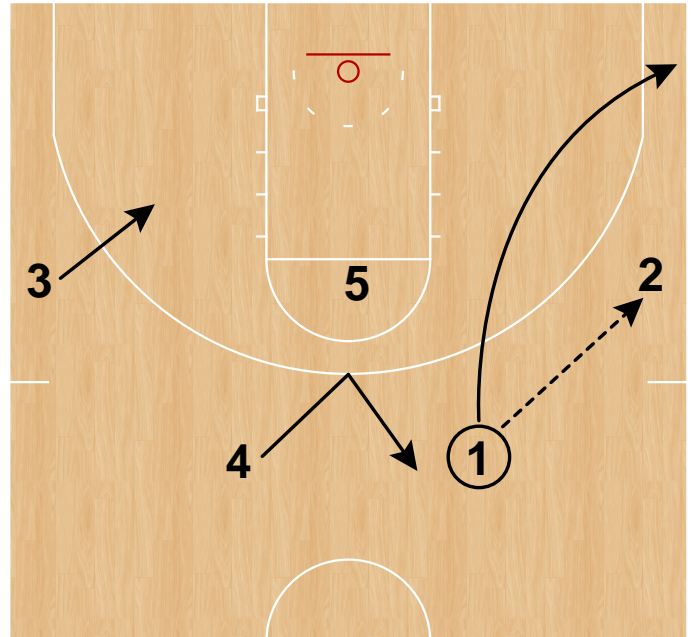
# MOTION Set

# Radius Athletics

## MOTION



From the 2-guard setup



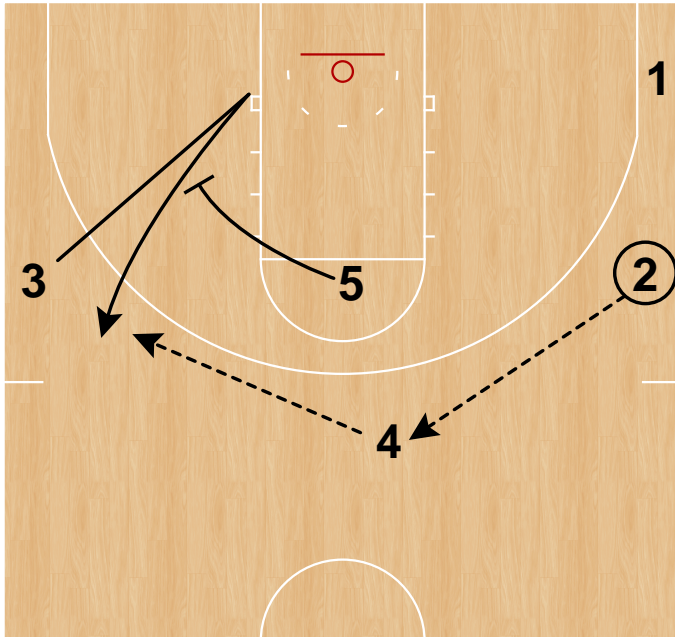
1 passes to 2 and makes an inside cut to the ball side corner.

4 v-cuts hitting the top of the 3pt line and popping out

3 begins setting up their screen by heading toward the block

# Radius Athletics

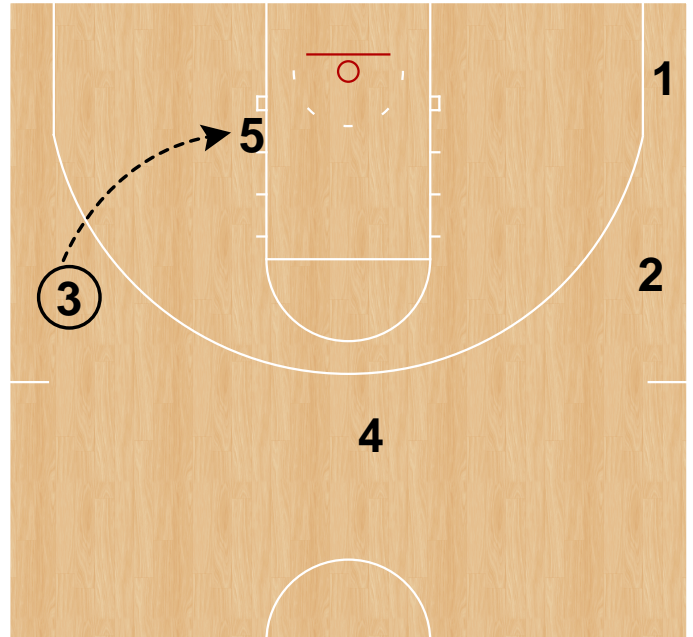
## MOTION



2 passes to 4

4 reverses to 3 coming off 5' screen - we want 3 to touch block and cut out off the screen, 5 turns off the nail to screen for 3, 5's screening angle is "butt to ball"

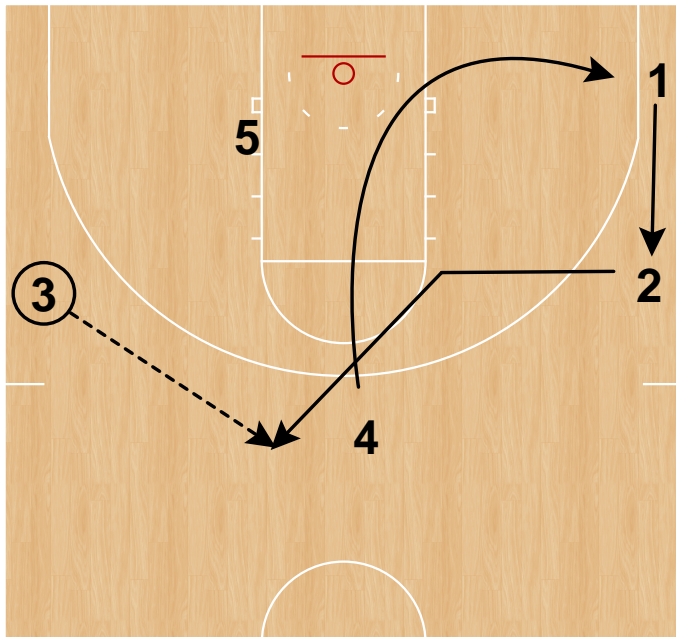
This is a shot opportunity for 3. 3 can curl when trailed or back door cut if his/her defender cheats the screen. They can fade it to the corner if their defender goes ballside of the screen. 5 may also slip this screen.



3 may also look to feed 5 in the post.  
5 screens then seals looking for post entry

# Radius Athletics

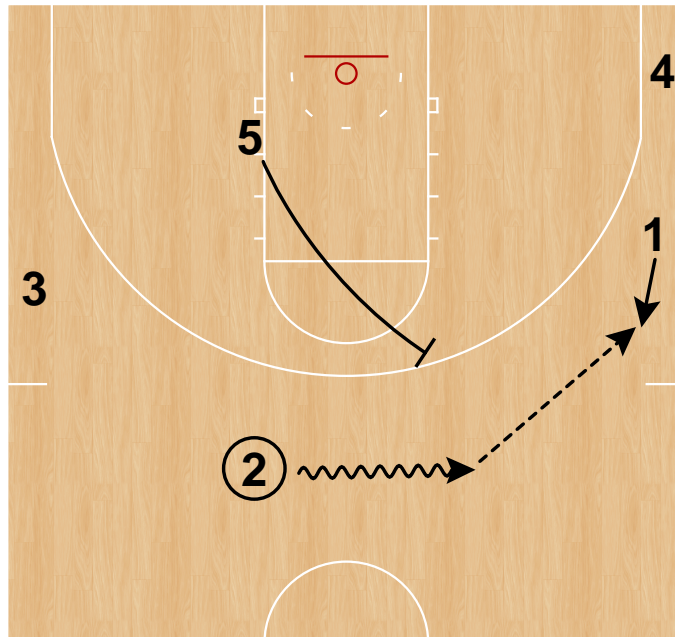
## MOTION



After passing to 3 coming off the screen, 4 basket cuts the fills out to far corner.

2 L-cuts - 2 should hit the elbow then cut out high and wide to the far guard spot. HIGH!

3 passes to 2

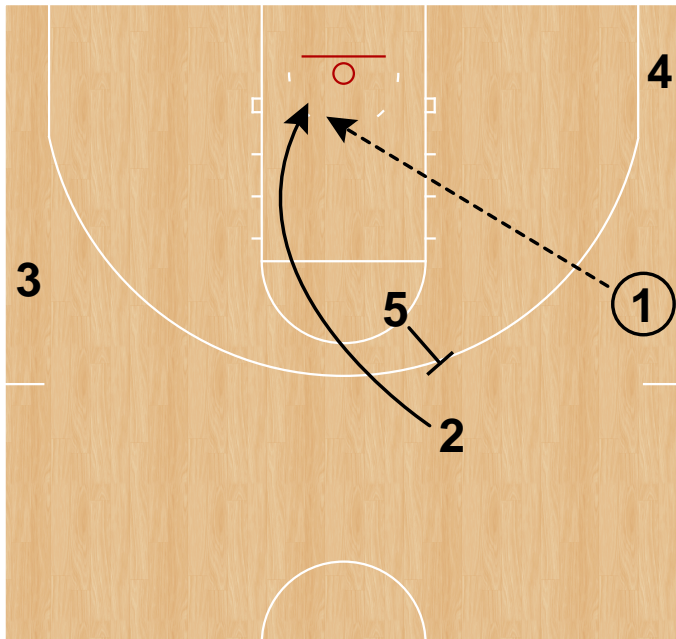


After receiving the pass (again, high up in the guard spot), we want 2 to dribble straight across the court toward the other guard spot

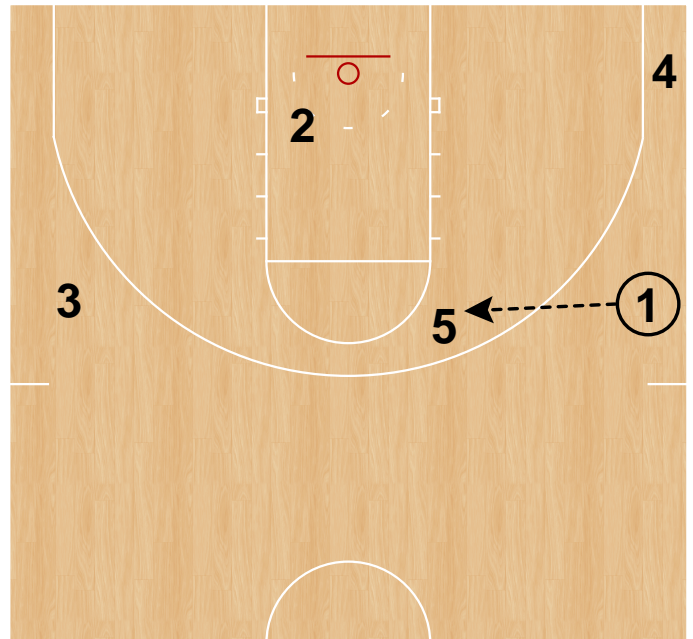
2 passes to 1  
5 is moving in position to back screen for 2

# Radius Athletics

## MOTION



1 looks for 2 off 5's backscreen

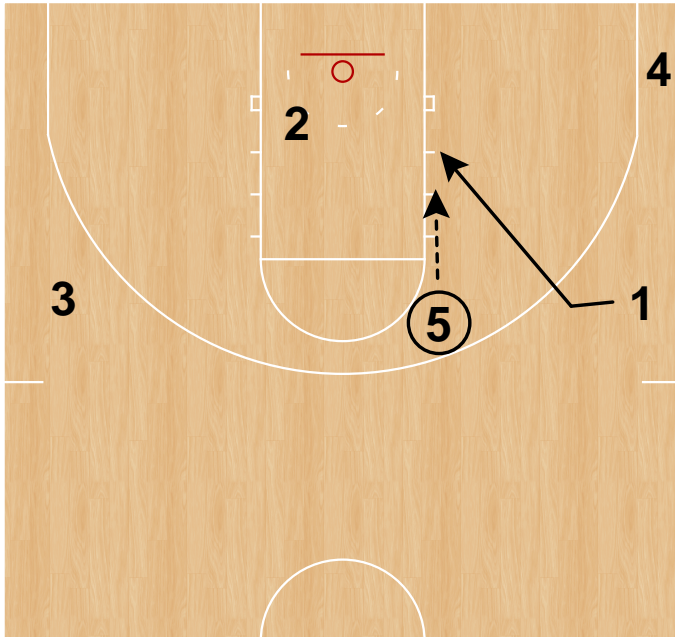


If 2 is not open, 1 may pass to 5

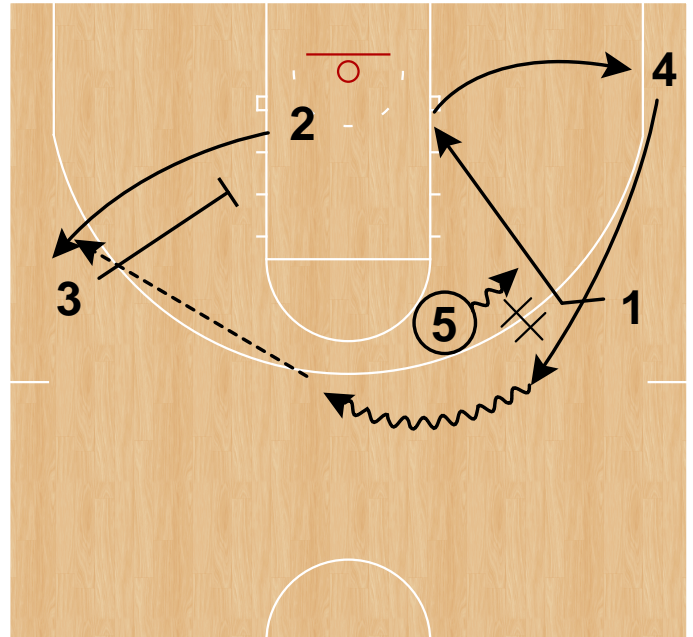
**Note:** We can link out to CHIN here if no pass to 5 is available. 1 dribble up to guard spot, 3 fill the other guard spot. 4 and 2 fill forward spots

# Radius Athletics

## MOTION



1 then takes two steps towards 5 then cuts to the basket, back door layup opportunity



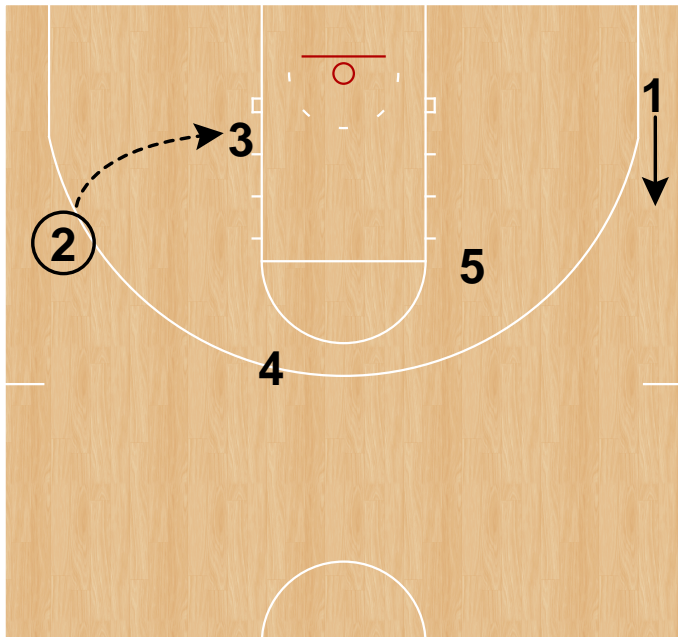
As 1 is back cutting, 4 rises from the corner right off 1's butt. 5 DHOs with 4

1 empties to same side corner  
3 sets pin exit screen for 2

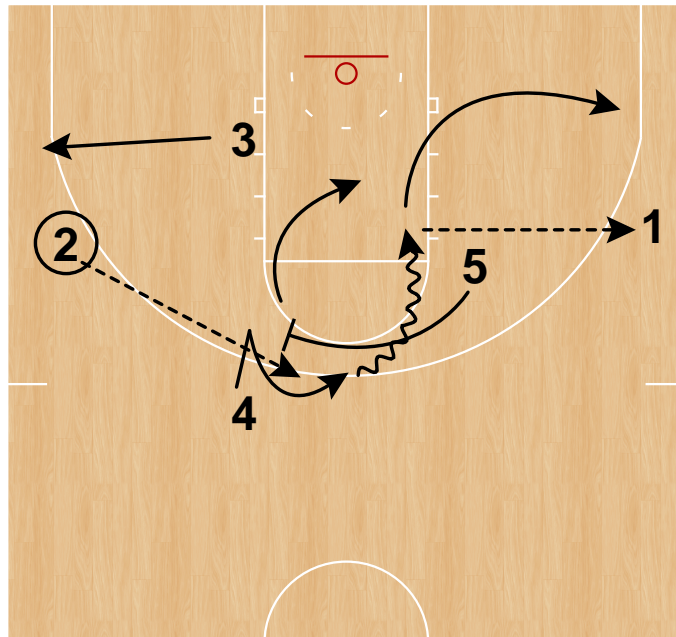
4 looks to penetrate or hit 2 coming off the screen

# Radius Athletics

## MOTION



On the catch, 2 looks for shot or immediate entry into 3 in the post



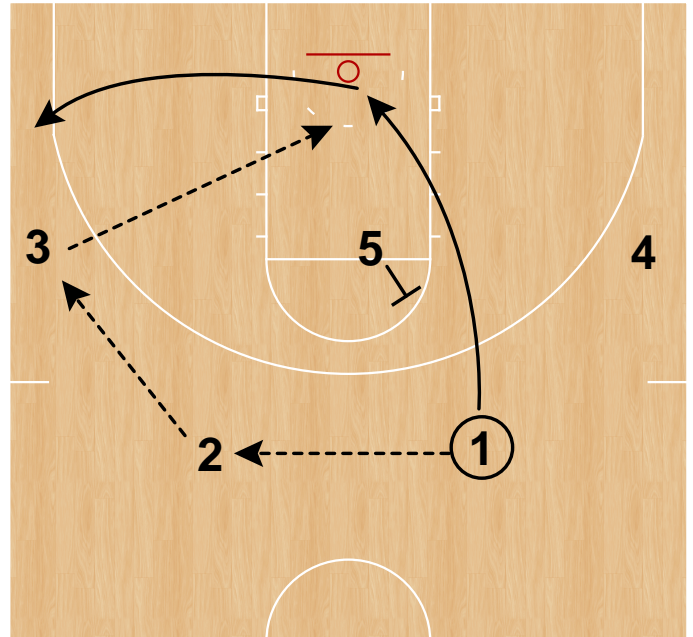
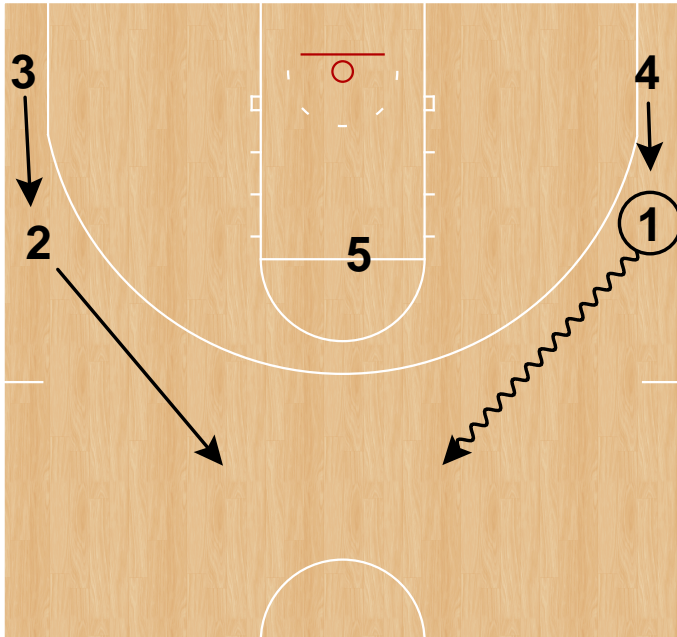
5 sets the Drift Screen for 4

**Note: the offense could link out to Chin if 4 curls the drift**

4 can shoot if they get return pass and defense goes under. They could play the screen and roll with 5. They could drive and kick with 1 as shown. See Chin Drift options for more details.

# Radius Athletics

## MOTION



### Link to Chin

The Motion Set links to chin here. We've kicked out to 1 who dribbles up to guard spot if they have no catch and shoot available.

2 fills the other guard spot, we want 1 and 2 to arrive at the guard spots at the same time.

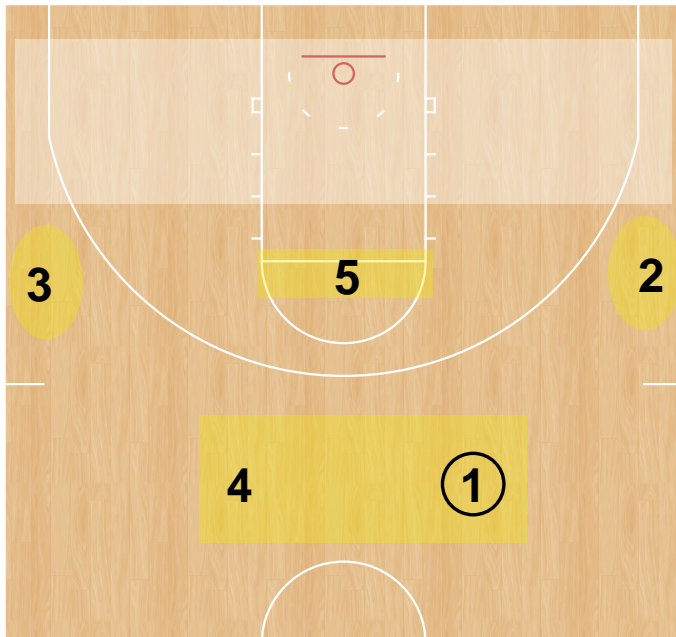
3 and 4 lift to FTLE at the forward spots. We are now able to run Chin.

### CHIN

# SHUFFLE Set

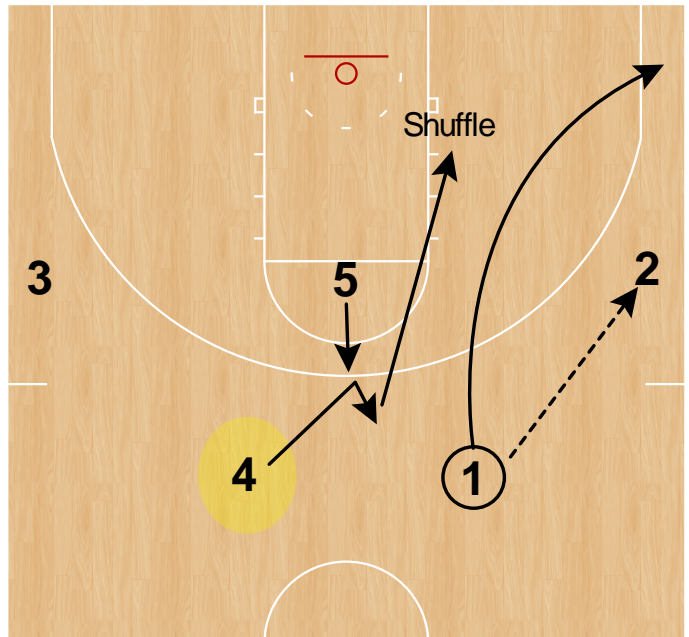
# Radius Athletics

## SHUFFLE



From the 2-guard setup

Shuffle is the simplest and quickest of the three sets.

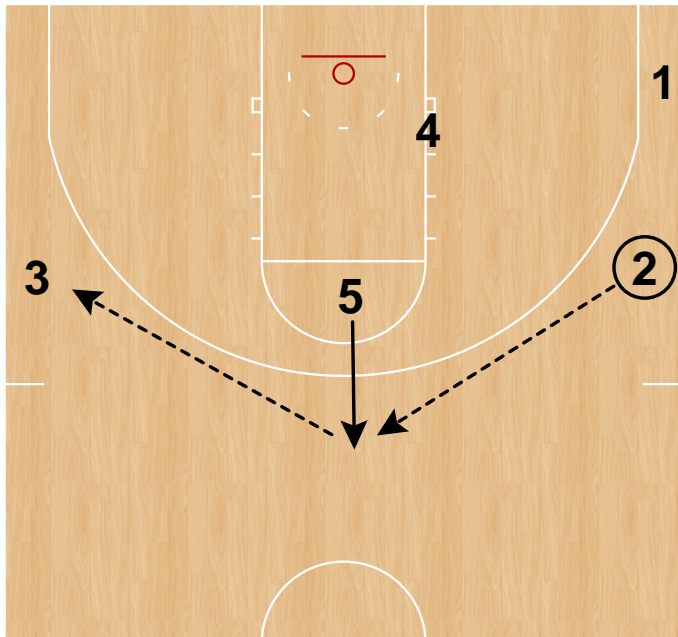


1 makes the inside cut to the ball side corner. 4 hits the top of the 3pt line and cuts out. **IF they begin to cut out and there is some denial or the opportunity to cut to the block we are in the Shuffle Set.**

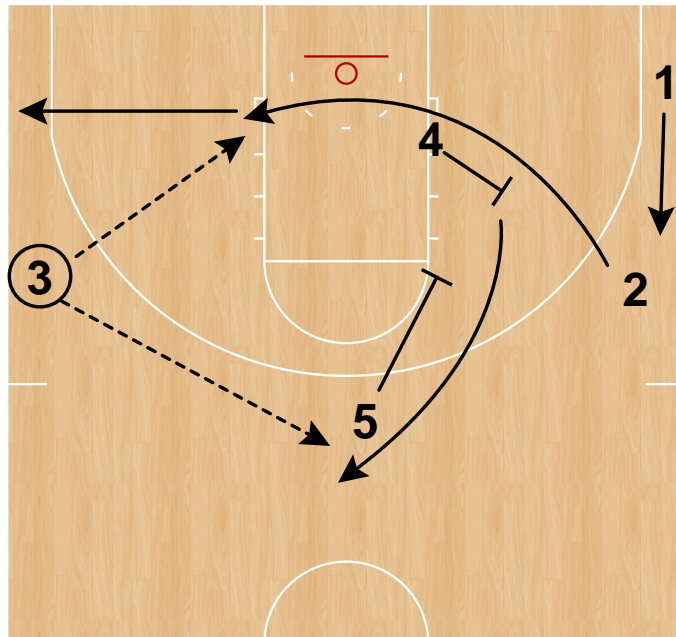
When 4 cuts to block, 5 pops out.

# Radius Athletics

## SHUFFLE



2 passes to 5 popping out  
5 reverses to 3

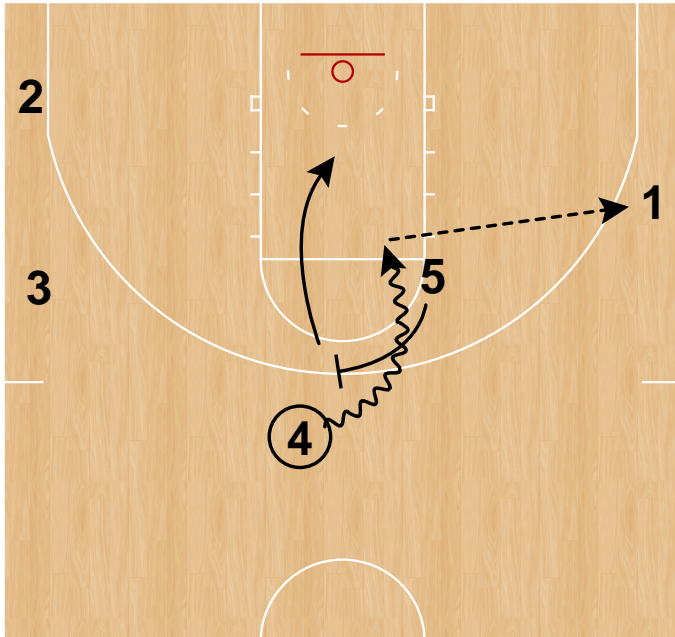


4 takes two steps out from the block to set a back screen for 2. 3 looks for 2 coming off the back screen. If 2 does not get the ball, pop to corner.

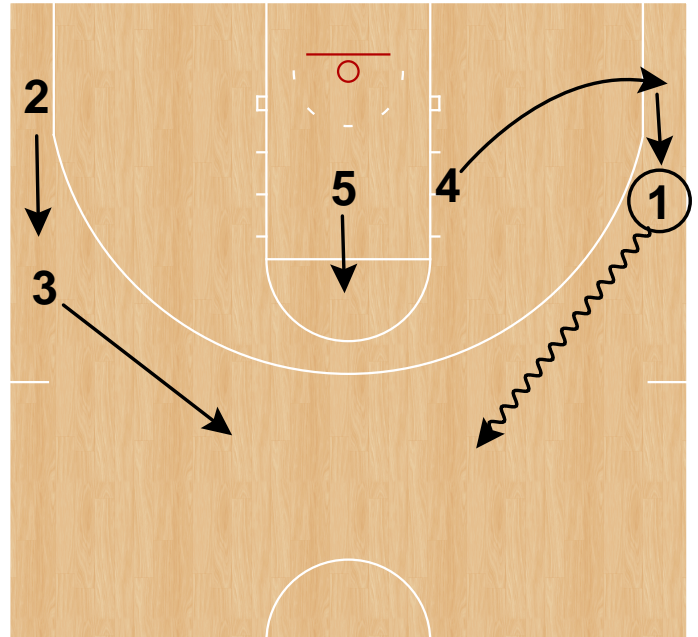
5 screens for the screener (4). We are looking for 4 coming off the screen for a 3PA

# Radius Athletics

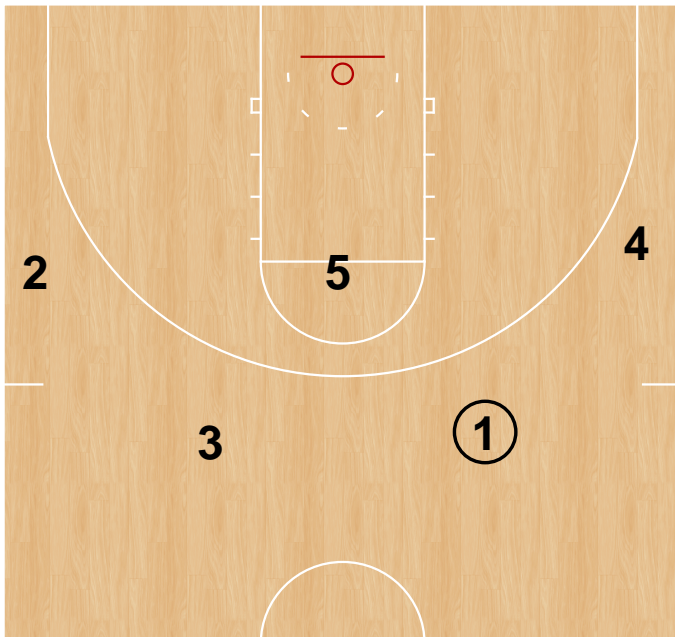
## SHUFFLE



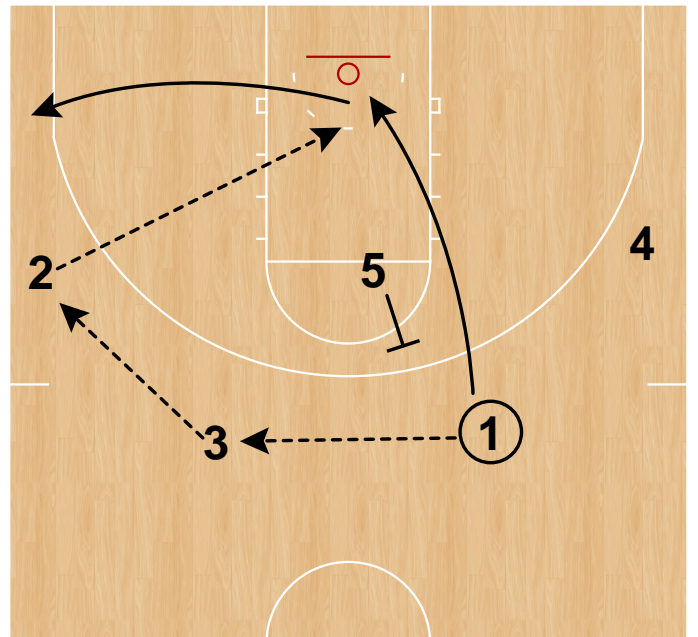
If 4 gets the catch, but no shot 5 turns and rescreens for 4.  
4 can drive, play to the roller or drive and kick with 1



If 4 kicks to 1, clear to the corner as shown  
The Shuffle Set also links out to Chin.  
If 1 has no shot here, they dribble up to guard spot. 3 fills the other guard spot. 4 and 1 rise to forward spots at FTLE.



We are now set to run CHIN



CHIN