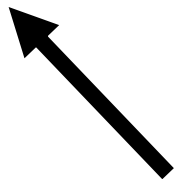

Princeton Offense Counters



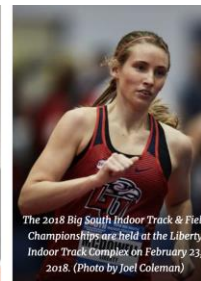
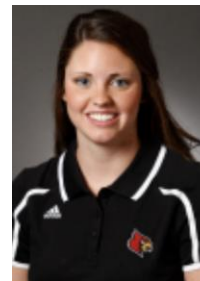
Quinn McDowell - Arete Hoops

Quinn McDowell

Family - 5 D1 Athletes



Look 16 years old



3 kids!!!





15+ ADDRESSES
IN 8 YEARS

- Ohio
- Colorado
- Virginia
- North Carolina
- Massachusetts
- Indiana
- Pennsylvania
- Perth, AU
- Palencia, Spain
- Riga, Latvia

The Princeton is.....

- Complicated?
- Hard to learn?
- For smart players?
- Unstoppable?
- Difficult to teach?
- Certain skills only apply?
- Easily defended?
- Hard to play against?

Type answers into the chat

My Experience with the Princeton



83-77 win over MD

1600 points + 40% from three at William and Mary (3 offers out of HS - below avg D1 athlete)

4 years as a pro (AUS, Spain, Latvia, NBA G-League)

D3, NAIA, + Division 1 assistant in Patriot League: Scout the Princeton - three teams in our league that run the system

Mastering the Princeton Playbook and Video course

Princeton is the great EQUALIZER

Recent Results

San Francisco 61 > UVA 60

Liberty > SC + Mississippi St (13+ margin victory)

Army 63 > La Salle 59

St. Francis 80 > Pitt 70



WM 80-72 loss in NIT
vs UNC

SPACING + SKILL + SHOOTING

A few teams that run the Princeton

- Williams College (D3)
- San Francisco
- Liberty
- Army
- Johns Hopkins (D3)
- Richmond
- Saint Francis (PA)



The Symphony

A series of **actions** and **alignments** (~~NOT PLAYS~~)

Different instruments = Make beautiful music

Combine different actions = Beautiful Basketball

Put skilled players in great position to use their abilities

How you combine instruments (skills+ actions) together is up to the conductor (coach)

Infinite possibility for creativity and quick hitters



Why You SHOULD Run the Princeton?

1. Positionless Basketball Gets Everyone Involved
2. Difficult to Guard and Scout
3. Great for Skilled Players
4. Elite Floor Spacing
5. The Ball Has Energy

EPITOMY of Modern Basketball



7 Basic Actions of the Princeton

ROD 1 (point series)

ROD 2

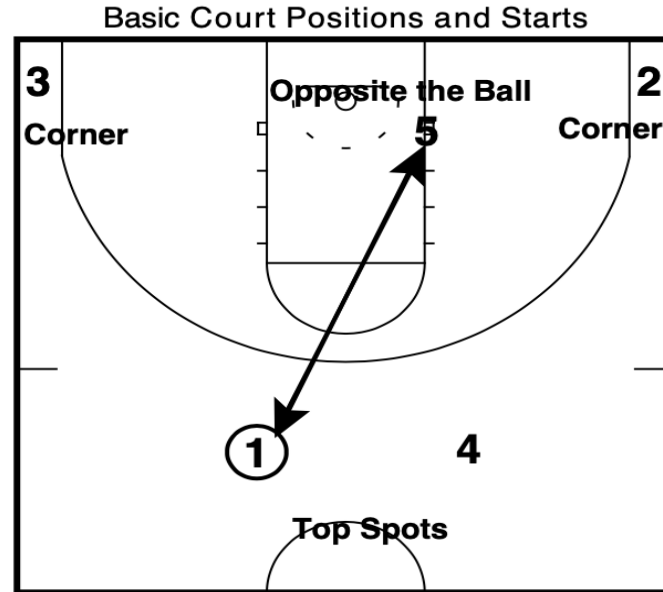
REEL (counter to ROD)

WEDGE

CHIN

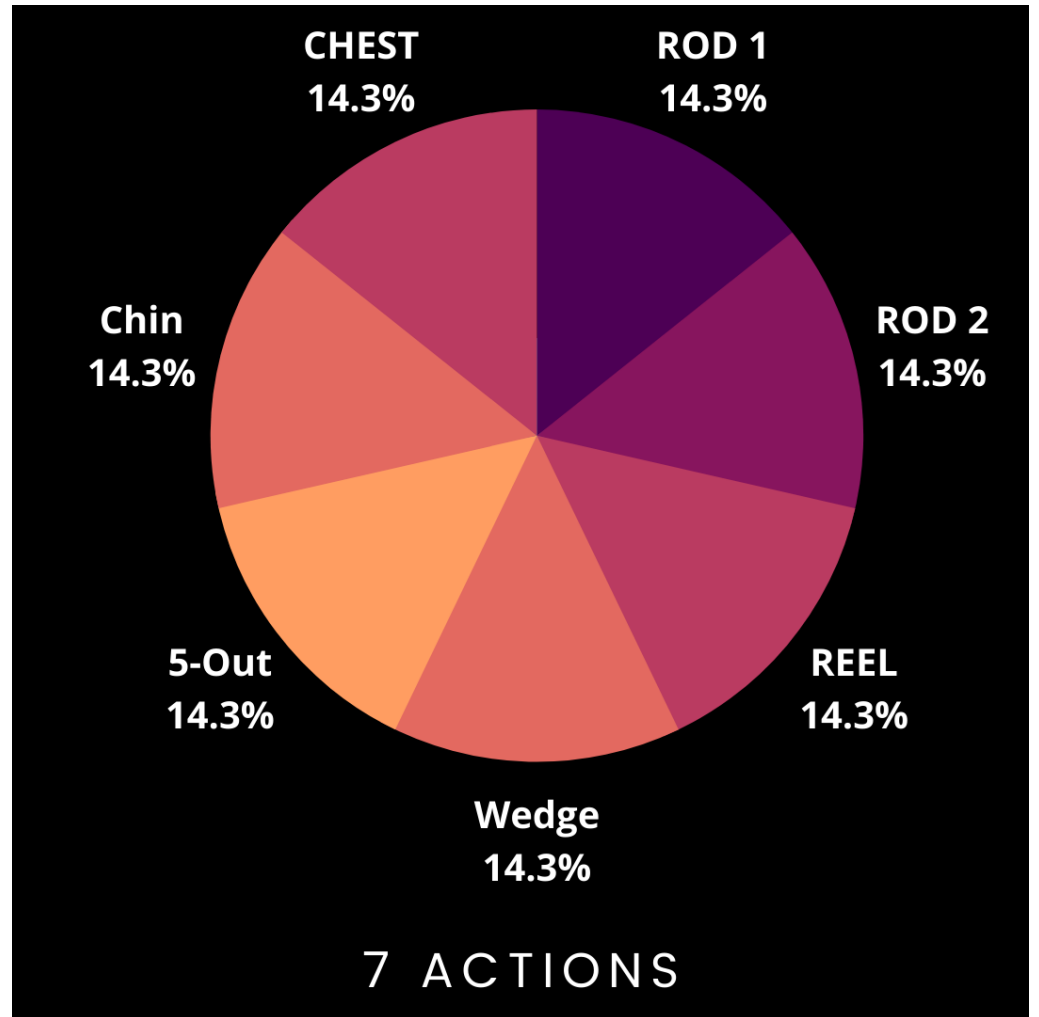
CHEST

5-OUT



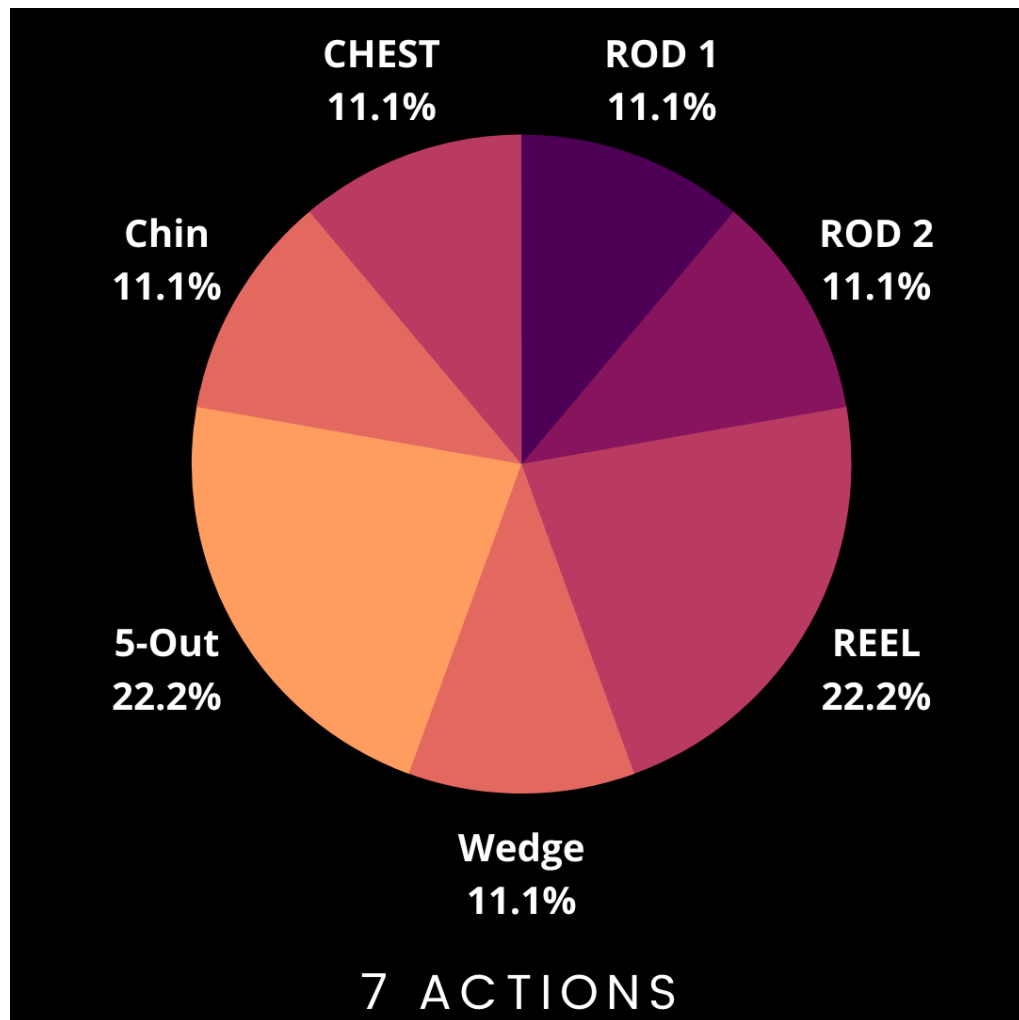
The Princeton can be run from either side of the floor and any of the four perimeter players can be in any of the four starting positions (2 top spots or 2 corner spots)

Standard breakdown of the 7 Princeton Actions



Example:

BIG Guards who can post and a 5-man who is skilled ball-handler on the perimeter



REEL action

(Point counter, "Spin counter")

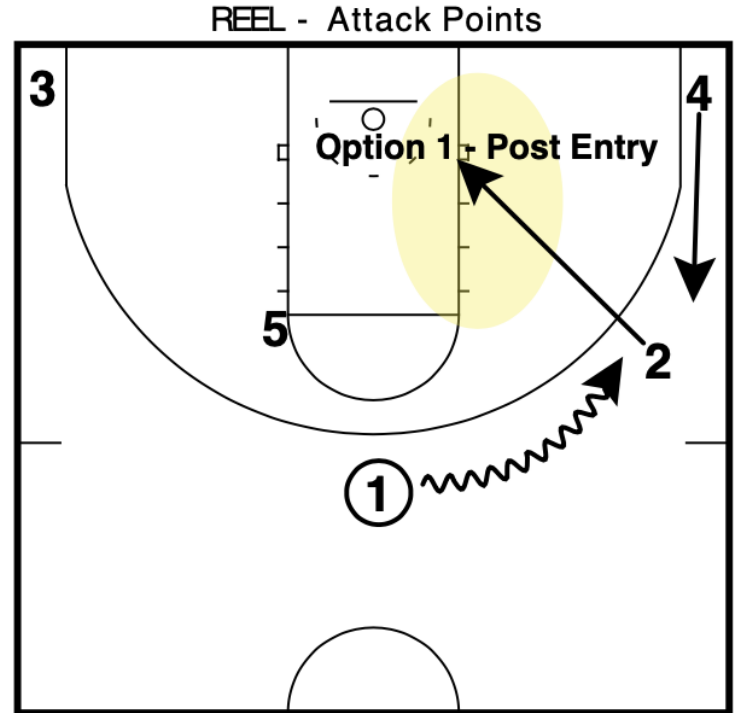
Dribble away from the 5 man

Dribble at the wing defender

Can be initiated with a spin

5 primary options:

- Backcut
- Post-up
- DHO/PNR
- Slip
- Flare

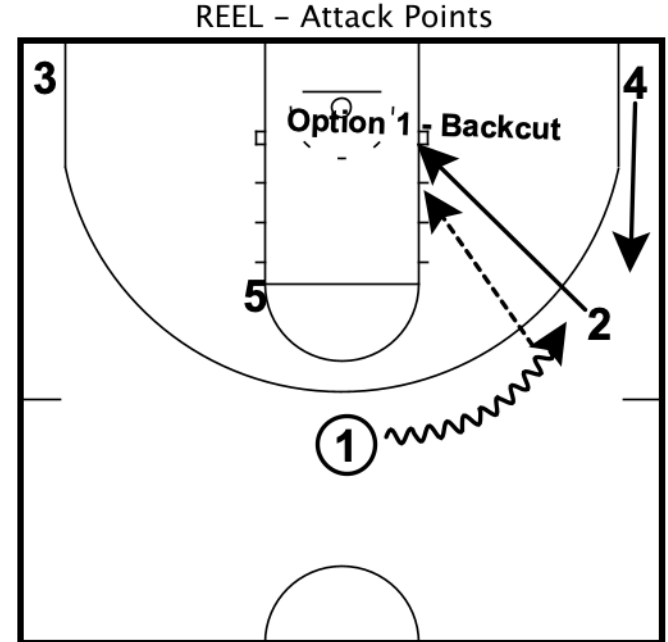


Dribble at the wing and 2 goes backdoor to STAB in the post. 4 fills up from the corner.

REEL - Backcut

Important Points

- Can be initiated with a spin
- Great counter for overplay of the 5 man
- Teach the 1-step setup
- Drive as deep towards the wing defender
- Throw it at the guys ankle



Dribble at the wing and 2 goes backdoor.

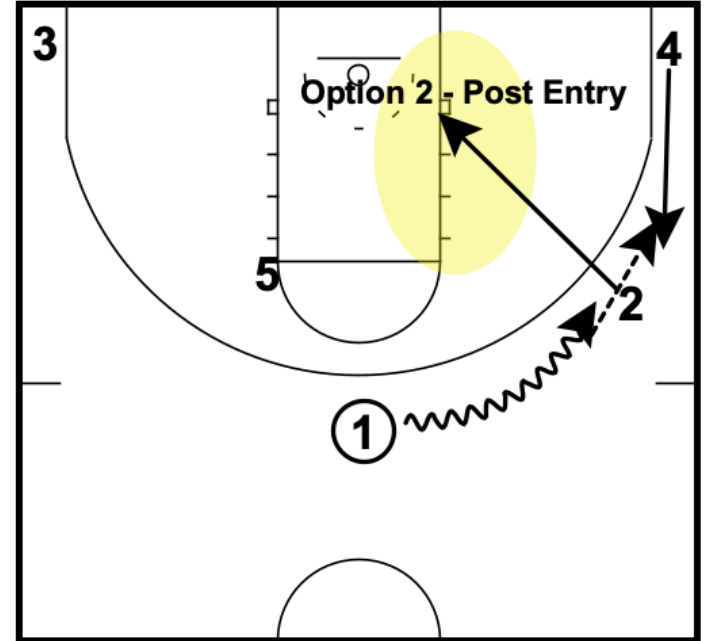
REEL - Postup (STAB)

Important Points

- 1 step set-up: look for backcut first
- Don't stop your cut early
- Leg whip and show your "H" (give a target)
- Great for BIG guards



REEL - Attack Points

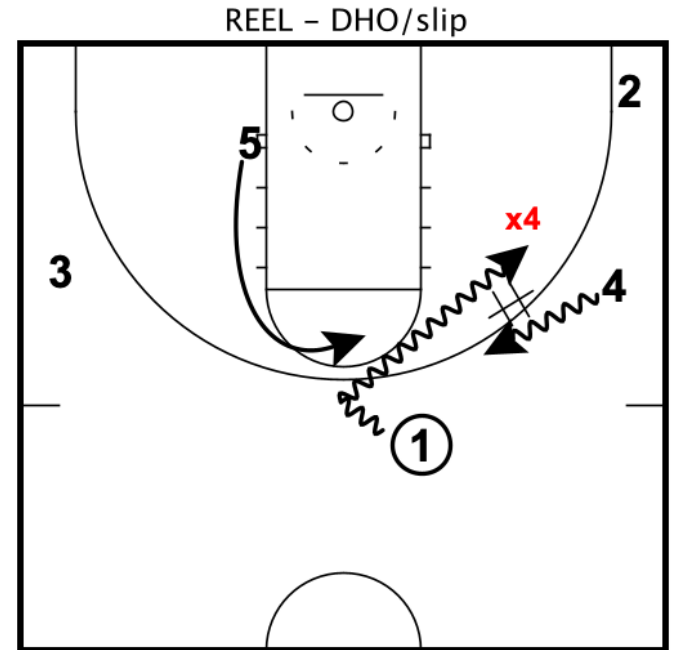


Dribble at the wing and 2 goes backdoor to STAB in the post. 4 fills up from the corner.

REEL - DHO/PNR

Important Points

- 1 step set-up
- Backcut keeps them honest
- Drive at the wing defender (put them in jail)
- Sit behind handoff for shot or...
- Play off double screen

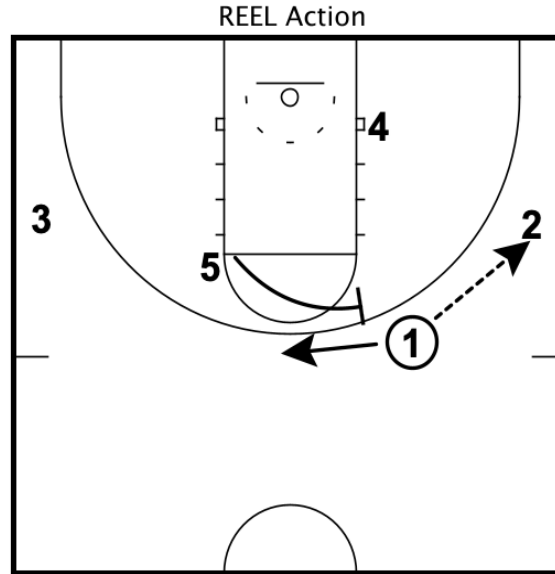


2 cuts thru. 1 changes direction (and dribbles at the defender) and 4 gets a handoff.

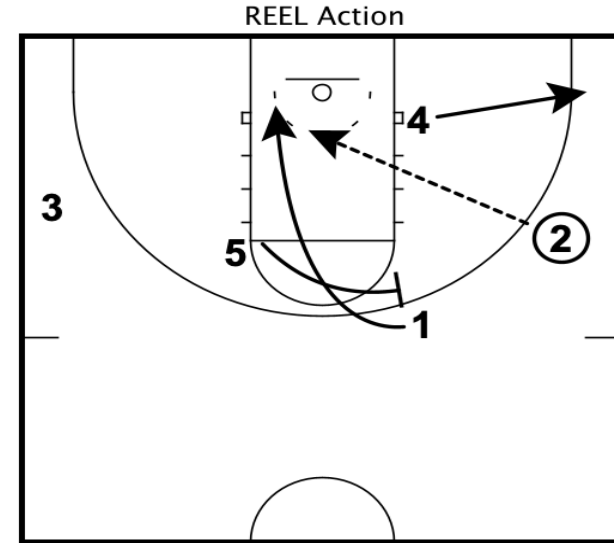
REEL - FLARE

Important Points

- Stop behind flare
- Tight curl if denied
- Great time to rip + play
- Get to 5-out



2 looks into the post then looks at 1 coming off the flare.



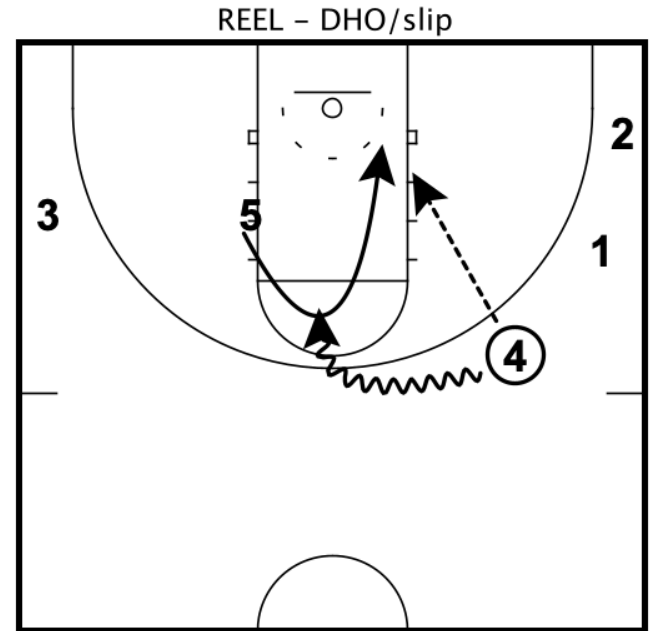
If 4 doesn't get the ball he cuts to the corner, 1 will come off the flare and if he doesn't get the ball he will tight curl around 5's screen. 2 can hit 1 on the tight curl



REEL - Slip

Important Points

- Great counter combined with DHO + Flare
- Slip against teams that show on PNR
- ATO option



5 will slip this screen and 4 will look to hit him diving down the lane. If 5 isn't open on the slip, 4 will drive the double gap to the middle of the floor



Princeton Counters (Big Picture)

Concepts

- Big is lifted out of the paint - (no rim protection)
- Shooters all over the floor - (defense is pulled out of helpside)
- Always a “next” action in the Princeton - (never stuck)
- Offense knows the pattern: timing and pace of cuts - (defense doesn't)
- Pattern looks the same - (great for creative counters)

