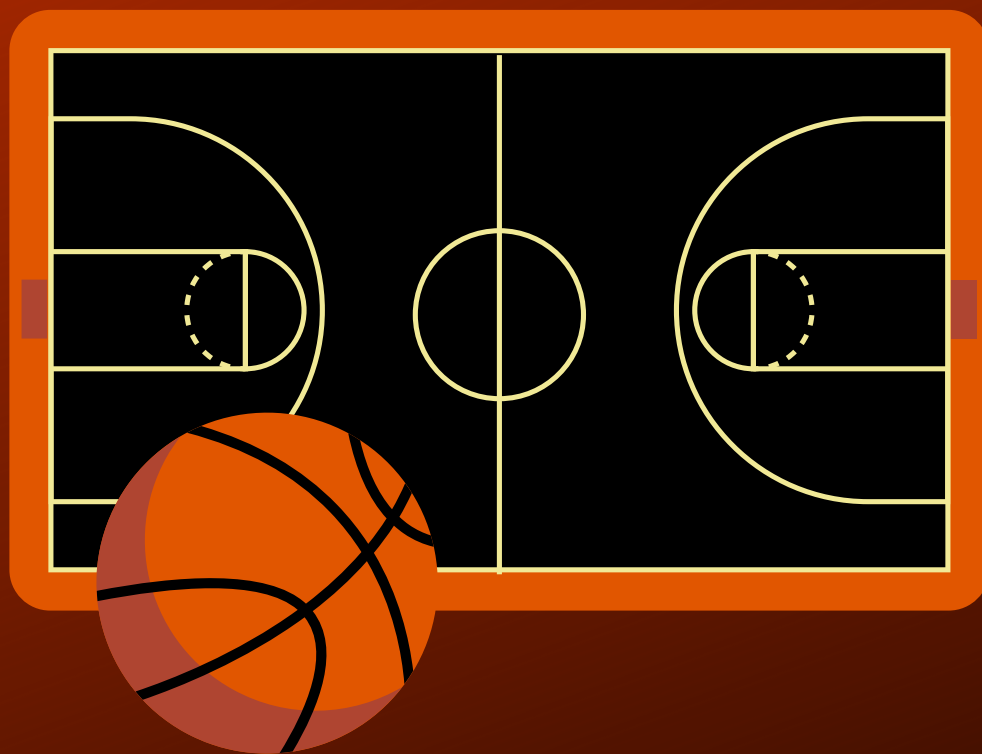


Mastering the Princeton Offense



My experience playing in the Princeton style offense for 4 years at the Divison 1 level (at the College of William and Mary) helped me score over 1600 points and shoot 40% from three while leading our team to one of the best season in school history.

I continued to study these offensive concepts as a professional in my four years playing overseas in Australia, Spain, Latvia, and the NBA G-League.

As a college basketball coach I've refined these concepts to build a lethal offensive system that will take your team's scoring to the next level.

Give your team the tools they need to be a offensive machine.



Keep Climbing,

Quinn





The Benefits of the Princeton Offense

Positionless Offense

Other than the 5 man, every single player in the Princeton Offense is interchangeable! This offense allows for great flexibility of interchangeable, skilled players. The Princeton style offense was originally designed to help skilled players use their skill to create scoring opportunities who were at a disadvantage athletically. You can easily take advantage of matchups while manipulating floor locations to get players into certain areas of the floor. This version of the Princeton offense emphasizes ball screens, spacing, and driving lanes to the rim.

Difficult to Guard and Scout

This offense is incredibly difficult to prepare for because of its unique patterns and screening actions. It is nearly impossible to simulate the speed of cutting and precise timing of movements. Most opposing scout teams have never run these actions before and the learning curve can be difficult in a few days time. Opposing teams will spend a lot of time in practice focusing on what you do instead of improving their team. It is a completely different type of preparation than most teams are used going through.

Great for Skilled Players

Players who can shoot, pass, and make skilled reads thrive in this offense. There are patterns of movement, screening, and cutting that make it easy to take advantage of a defender's mistakes. If you have an entire team of skilled players this offense is nearly impossible to guard since you can attack from many spots on the floor with different players. Everyone is constantly a threat on the floor because its difficult to guard skilled players in space who know they they are going to do before you do.

Elite Floor Spacing

With the 5 man lifted out of the paint the floor is opened up. There are four other players spaced on the perimeter, with wide open driving lanes to the rim, back cuts, and slash + kicks to shooters for three. Helpside defenders are constantly under pressure from 5 men rolling to the rim, drives to the rim, and perimeter players who can make threes at a high clip.



Terminology

5 Out - the ball is centered in the middle of the floor with the 5 man at the top of the key. He has the option to dribble at either wing (which triggers a backdoor cut and a flare from the 5 man)

Backcut - when a player on the perimeter cuts behind the head of the defender to the rim

BS - ball screen

Cluster Screen - when two perimeter players come together in a screening action before they “split”. One of them cuts away to the rim and the other pops back to the ball

DHO - dribble handoff

Elbow Splits - ball is entered to the post and the guard who entered the ball and the next closest guard on the perimeter screen for each other around the elbow

Flip - when the two players in the top spot exchange with the two players in the corners by dribbling to the wing and inverting the wings to the two top spots

HPR - high pick and roll

Laser Cut - a straight horizontal cut in front of the ball to open up a driving lane for the player with the ball

REEL - when the top man dribbles at the wing away from the 5 man. This triggers a backdoor cut, a postup, and a flare from the 5 man

ROD 1 - the ball is entered to the 5 man at the elbow, then the player who threw him the ball cuts to the strongside corner to cluster screen with the guard waiting in the corner

Rod 2 - the ball is entered to the 5 man at the elbow and the man who entered the ball screens around the opposite elbow area with the other guard on the wing

RIP Screen - when a guard sets a back screen for someone on the perimeter to go down into the post

SBS - sideline ball screen where 5 usually sets a wing ball screen for a perimeter player



SMASH - when two players go and screen + dribble handoff for another player at the same time (i.e. 2 screens for 3 in the corner with 5 dribbling behind the 2 as he hands it off to the 3)

Split Action - when the ball is thrown into the post, that player will go cluster screen at the elbow with the next closest perimeter player

STAB - a guard who is cutting through the paint to the rim and then stops to post up

Tight Curl - when the man receiving the screen curls around the screener in order to brush his man off and allow the screener to pop back to the ball

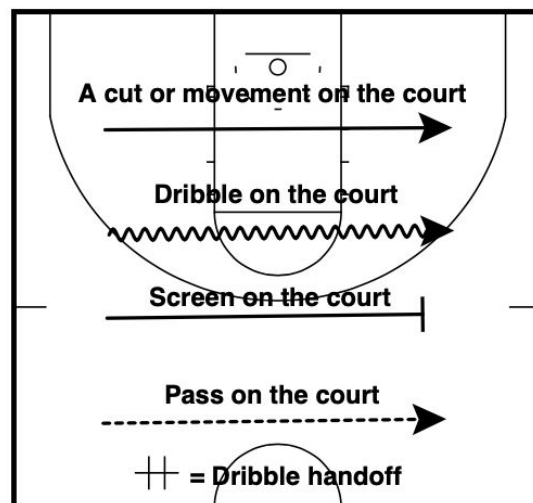
UCLA Screen - a back screen on the perimeter usually occurring at the elbow

Wave Through - the player in the other top spot without the ball cuts through the lane to the opposite corner and the 5 man runs right behind him to the elbow and receives the ball

WEDGE - this action is initiated when horizontal dribble across the court is made at the single player in the top spot that ends in a SMASH action for the man in the corner

WP - wide pin down screen usually from a 5 man for another perimeter player

Court Diagrams



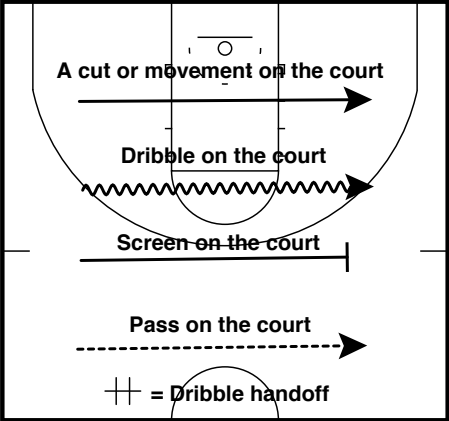
Princeton System

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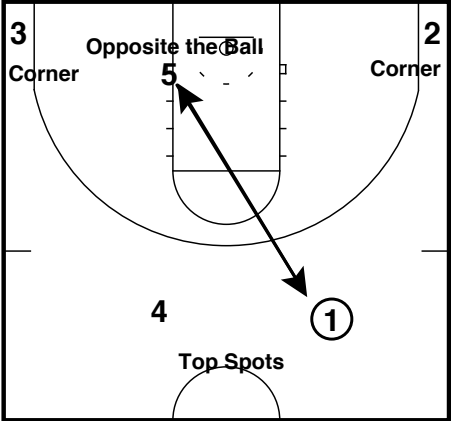
1.	Basic Positions	2
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Basic Positions

Basic Court Positions and Starts

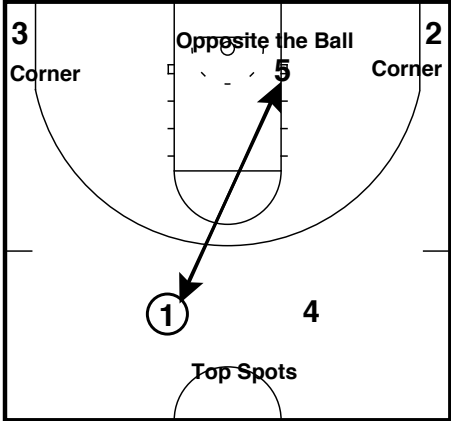


Basic Court Positions and Starts



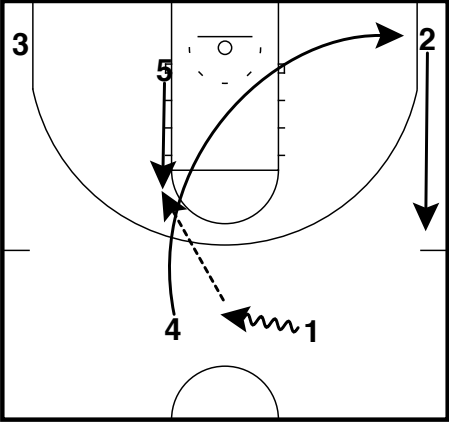
Here are the four basic positions for the start of the Princeton Offense

Basic Court Positions and Starts



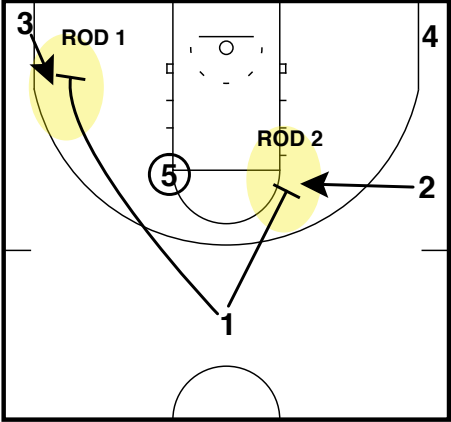
The Princeton can be run from either side of the floor and any of the four perimeter players can be in any of the four starting positions (2 top spots or 2 corner spots)

Basic Court Positions and Starts



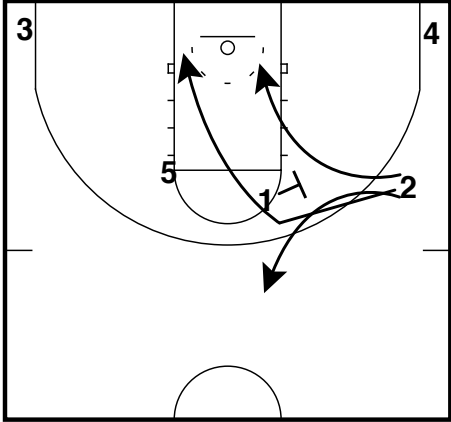
The most basic entry is for 4 to "wave through" and have 5 come right on his back to receive the catch at the elbow. 4 will go to the corner and 2 will fill up to the wing. This can happen on either side of the floor depending where 4 and 1 are.

Basic Court Positions and Starts



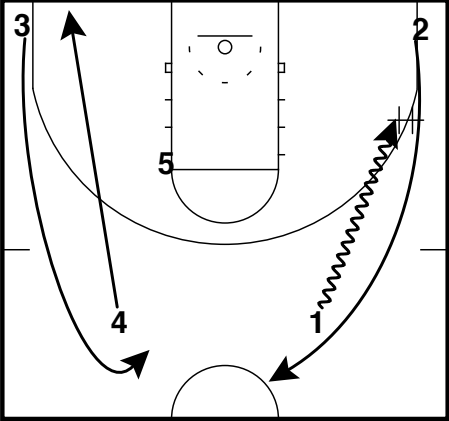
This is the standard alignment when 5 catches on the elbow. If one sets a cluster screen at the right elbow that is called ROD 2, if he goes to screen in the corner with 3 that is called ROD 1

Basic Court Positions and Starts



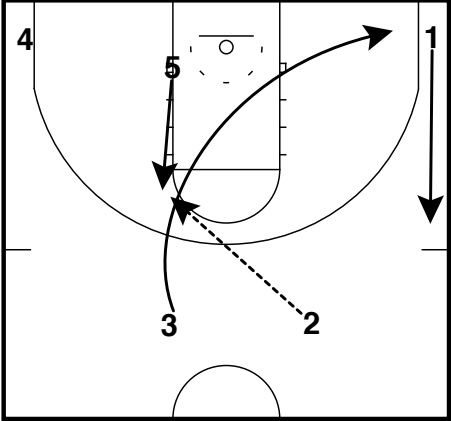
Any cluster screen has three basic options by the man receiving the screen (2 man in this diagram): back cut, tight curl, or pop back

Basic Court Positions and Starts



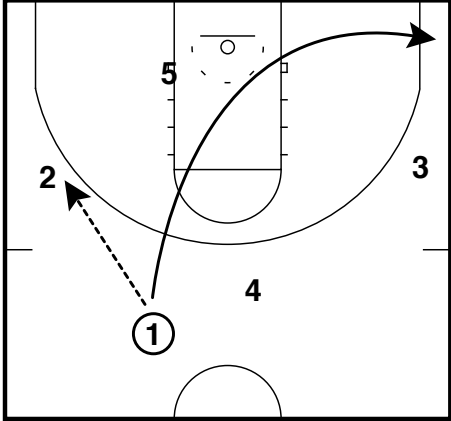
The beauty of the Princeton is that any of the perimeter players can be in any spot at any time. A common action ("flip") is for 1 to dribble to the wing and invert with 2 and 3 so they take the top spots.

Basic Court Positions and Starts



Standard start with different players in the SAME ALIGNMENT

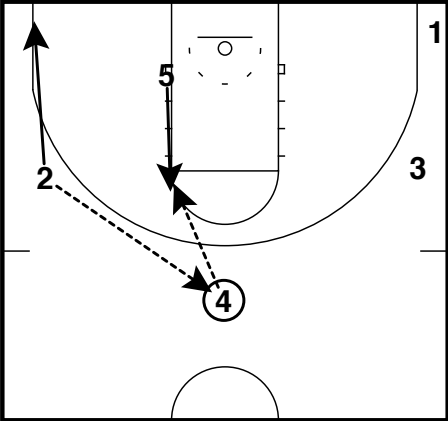
Basic Court Positions and Starts



ANOTHER COMMON START: Sometimes the guard will throw the ball ahead to the wing to initiate the offense. 2 will look into the post and as 1 cuts through to the opposite corner. The trailer (4) is now the only player in the top spot.

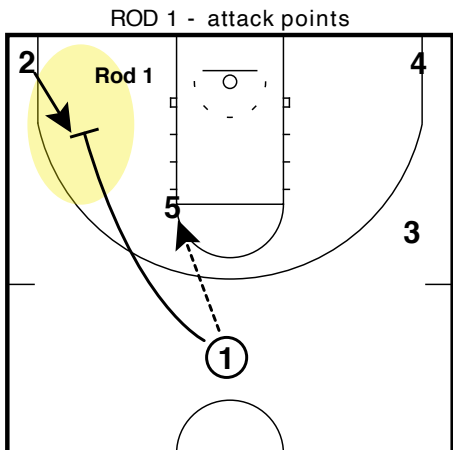
Basic Positions

Basic Court Positions and Starts

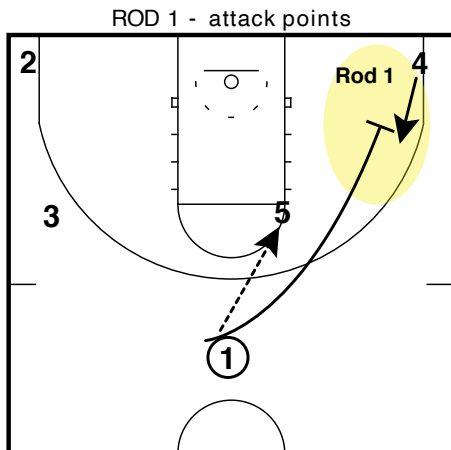


If 2 doesn't throw it into the post, he can throw it to 4 and 5 will flash to the elbow. 4 then will go into a ROD 1 or a ROD 2.

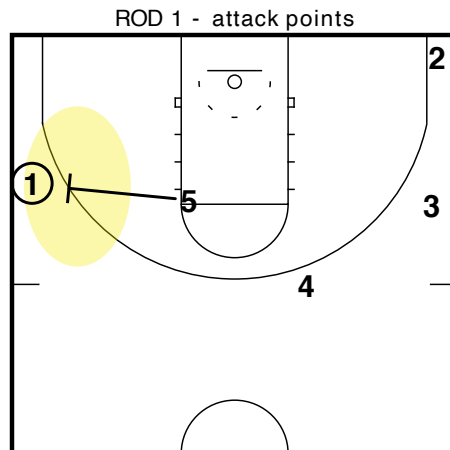
Rod Actions



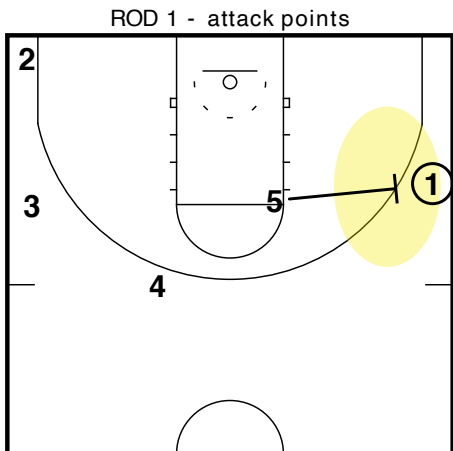
ROD 1 attack points are towards the corner on either side of the floor.



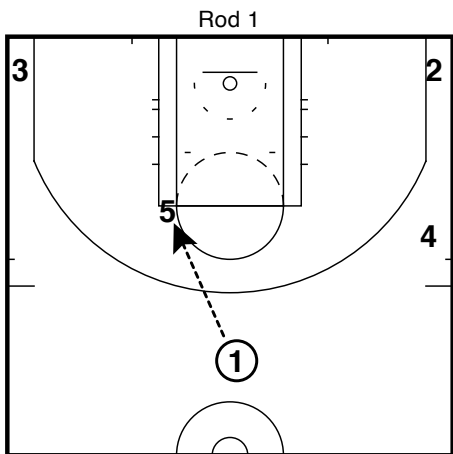
ROD 1 attack points are towards the corner on either side of the floor.



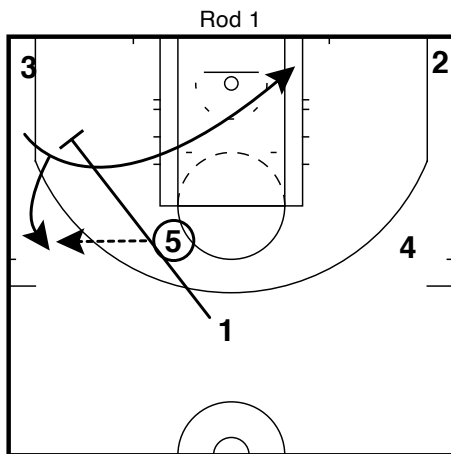
After one of the perimeter players cuts through, you will get an empty corner PNR with your 5 and one of your guards in ROD 1 actions



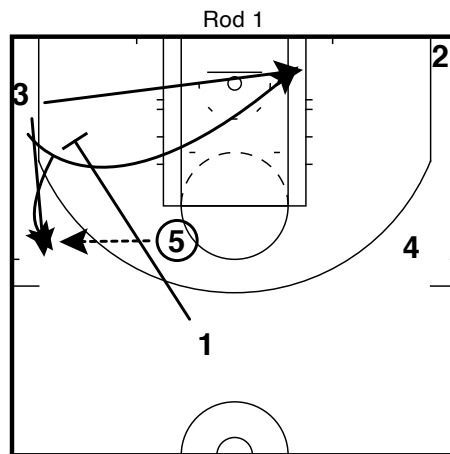
After one of the perimeter players cuts through, you will get an empty corner PNR with your 5 and one of your guards in ROD 1 actions



Standard alignment.

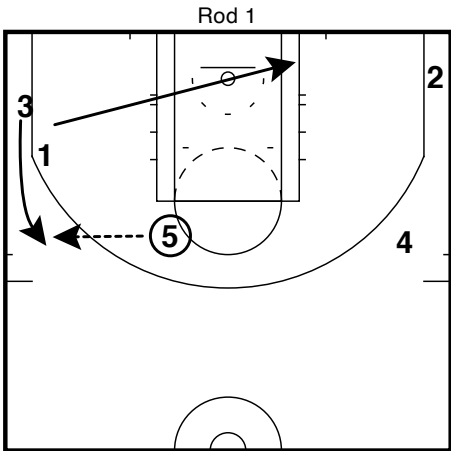


From the Standard alignment. If 1 is up top, he follows overtop to the strong side corner for a ROD 1 cluster screen. If 3 curls or back cuts 1 will pop and there will be a 5/1 ball screen.

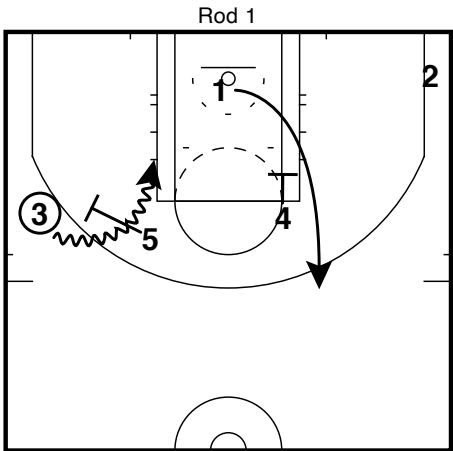


During the cluster screen, 3 can curl, backcut, or pop.

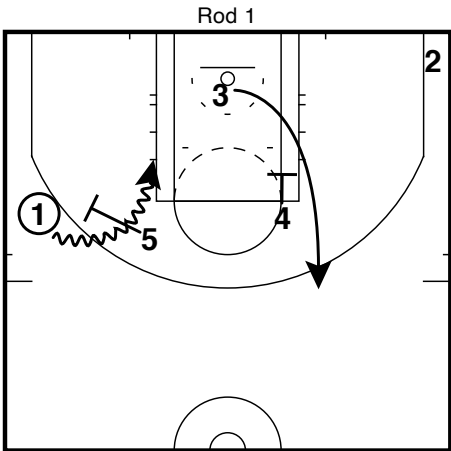
Rod Actions



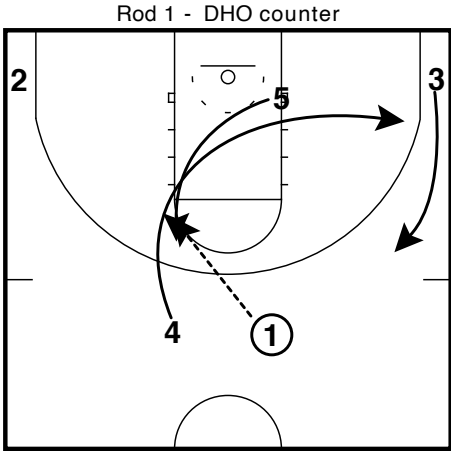
During the cluster screen, 1 also has the option to slip and 3 can pop.



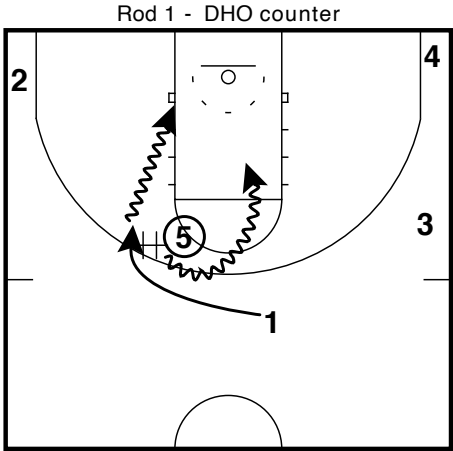
If 1 slips, 1 comes off 4 downscreen at the elbow and 5 sets a ball screen for 3 on the wing



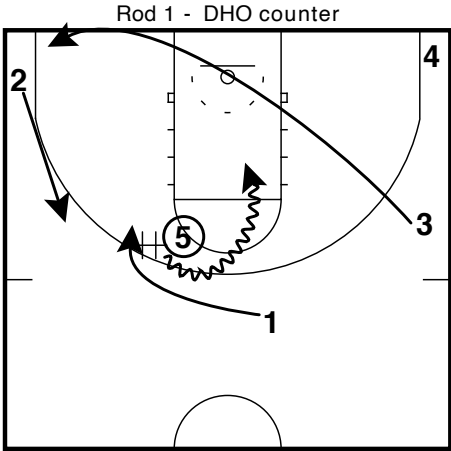
If 3 curls or back cuts, 3 comes off 4 downscreen at the elbow and 5 sets a ball screen for 1 on the wing



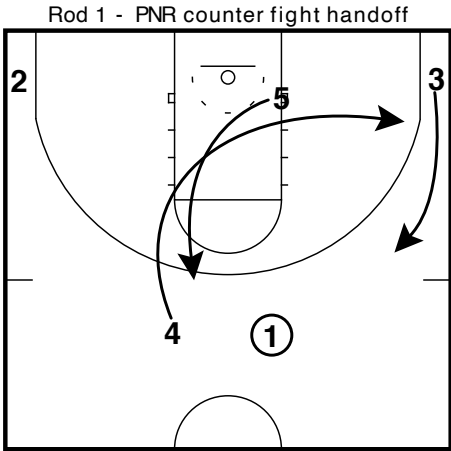
The play starts with a standard "wave" through by the four man and 1 hits the 5 man at the elbow



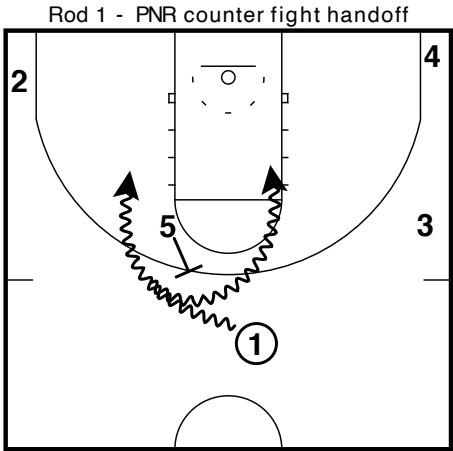
1 acts like he's going to a ROD 1 and instead gets a quick handoff from 5. This is a good counter for teams that are playing you tight or trying to jam the five man's catch at the elbow.



Sometimes the 3 will cut through opposite to clear the side for the drive if 1 gets the DHO counter going to the middle of the floor



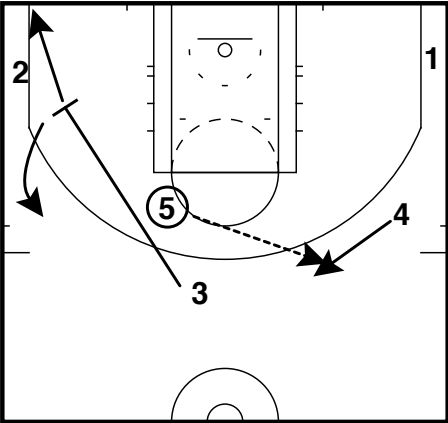
Standard start. 4 cuts through and 5 comes to the elbow



Instead of getting a DHO, 1 receives an immediate high ball screen from 5, sometimes he will turn the corner, sometimes he will come back to the middle. This is a great pressure release for teams trying to be physical and overplay passing lanes.

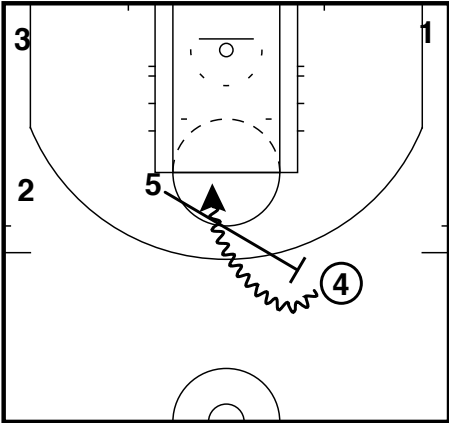
Rod Actions

Rod 1 - counter high PNR



3 follows overtop to strongside corner to set a ROD 1 action. 5 passes to the 4 and immediately sets a high ball screen

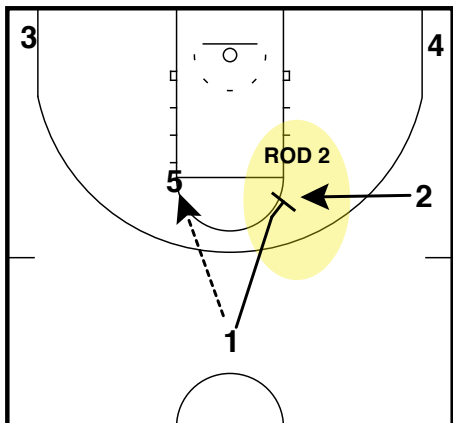
Rod 1 - counter high PNR



4 comes off 5 ball screen

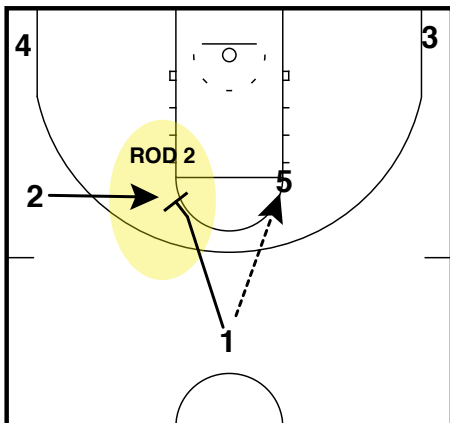
Rod Actions

ROD 2 - Attack Points



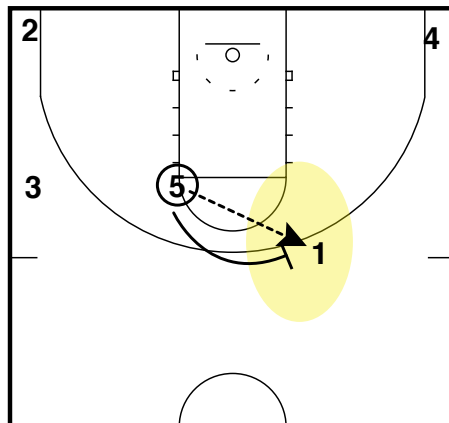
The attack point for ROD 2 is on either elbow

ROD 2 - Attack Points



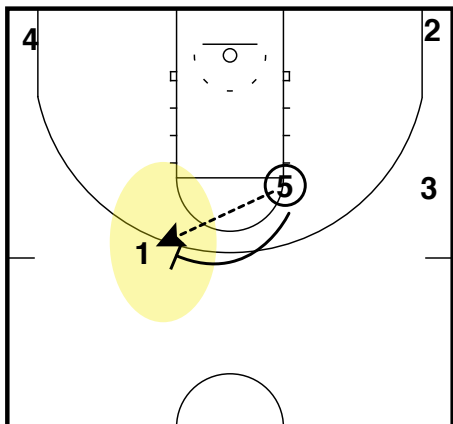
The attack point for ROD 2 is on either elbow

ROD 2 - Attack Points



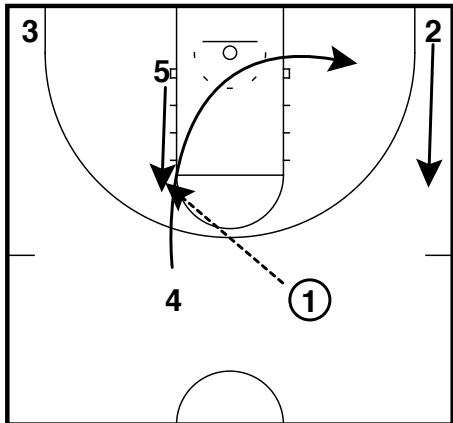
ROD 2 ends in a slotted BS with the 5 man and a guard

ROD 2 - Attack Points



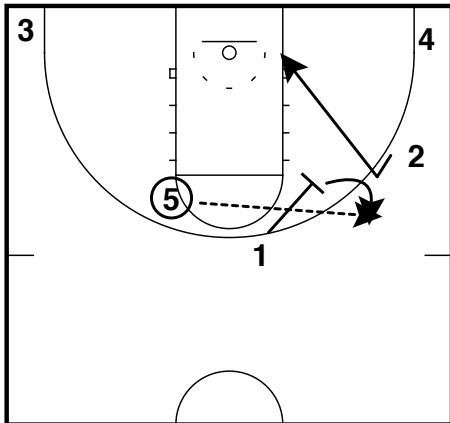
ROD 2 ends in a slotted BS with the 5 man and a guard

Rod 2



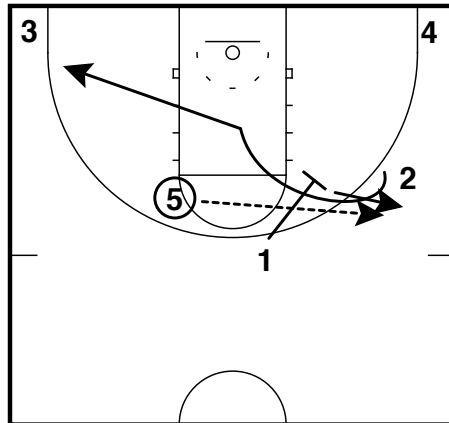
Standard start. 4 cuts through. 5 pops up. 1/5 pass

Rod 2



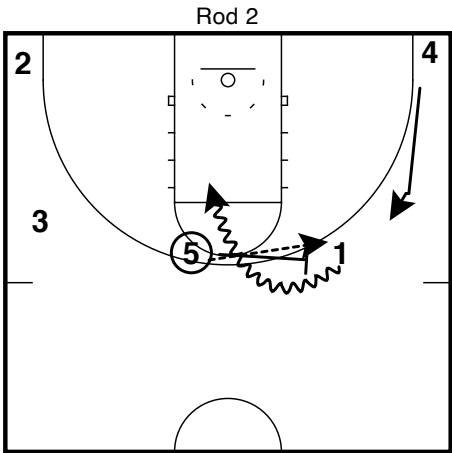
1 goes to set a cluster screen for 2 around the opposite elbow. Option 1: 1/2 screen. 2 cuts back door. 1 pops. 5/1 pass

Rod 2

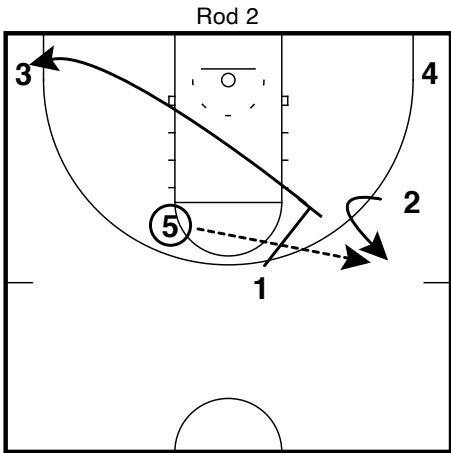


Option 2: 1/2 screen. 2 curls. 1 pops. 5/1 pass

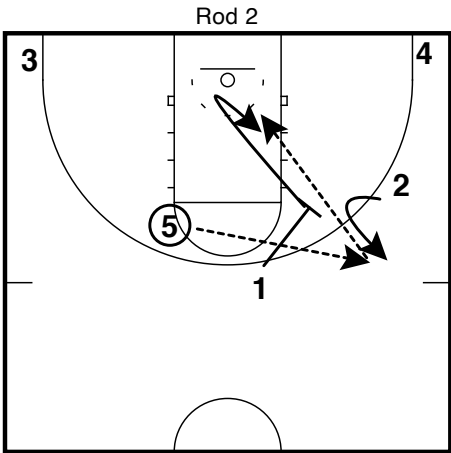
Rod Actions



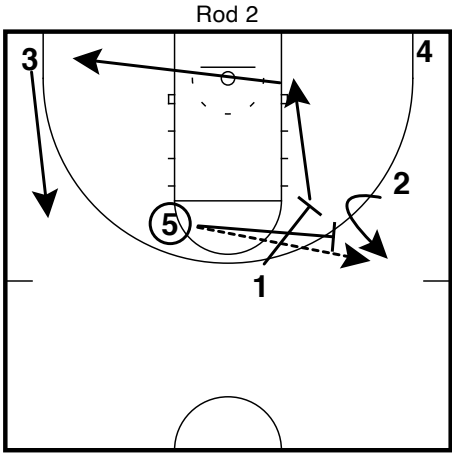
After 1 pops, 5 sets a ball screen for 1



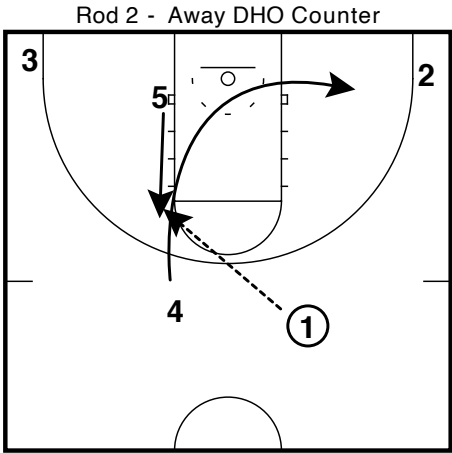
Option 3: 1/2 screen. 2 pops. 1 cuts. 5/2 pass



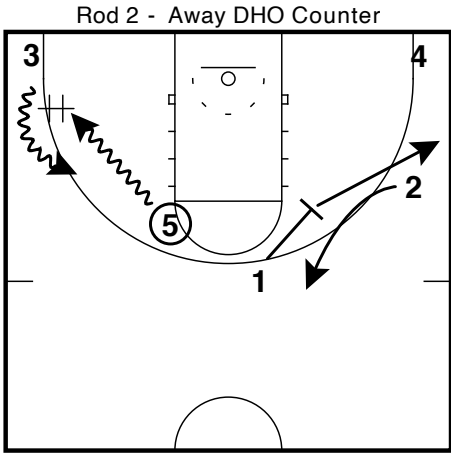
Option 4: 1/2 screen. 1 slips. 1 STAB's in the post. 5/2 pass, 2 feeds the post (great if you have a big PG who you want to post up)



Option 5: 1/2 screen. 1 slips. 1 STAB (posts up). 5/2 pass and BS



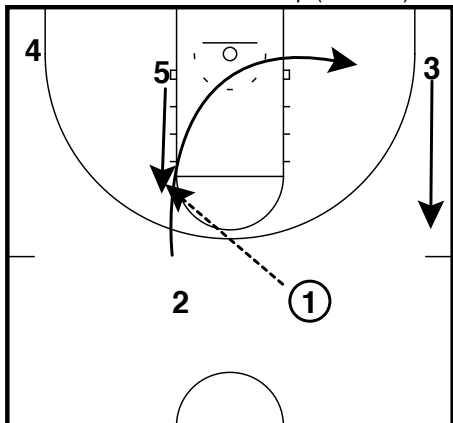
4 cuts thru. 5 pops up. 1/5 pass. 1 goes to set a ROD 2 screen



5 goes away from the ROD 2 actions and goes to play a DHO two man game with 3 in the corner

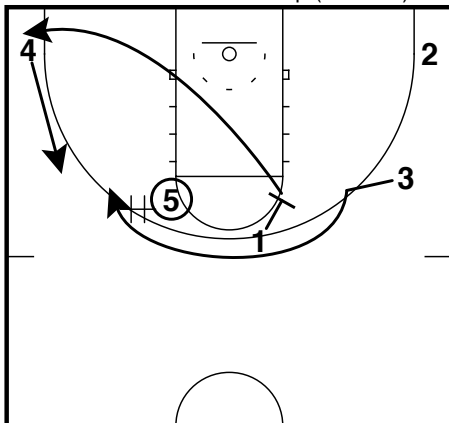
Rod Actions

Rod 2 - handoff overtop (counter)



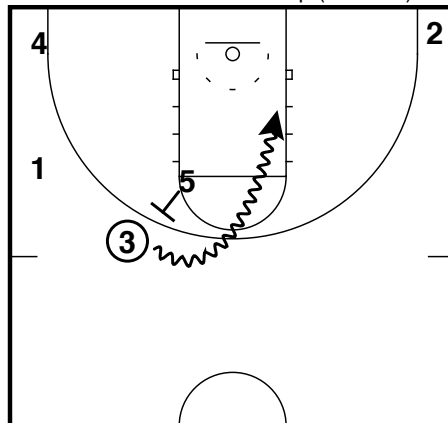
2 cuts thru. 5 pops up. 1/5 pass

Rod 2 - handoff overtop (counter)



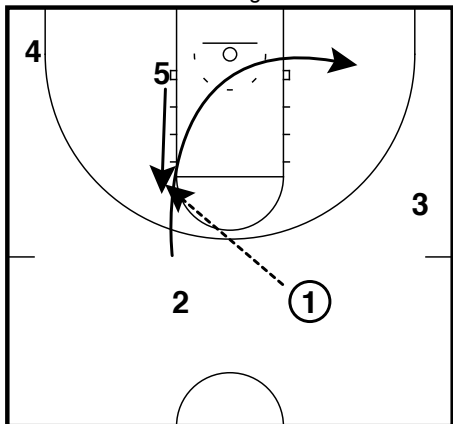
5 DHO with 3 coming over the top of the 1 man cluster screen. This is a counter to the typical "cluster" screening actions in a ROD 2.

Rod 2 - handoff overtop (counter)



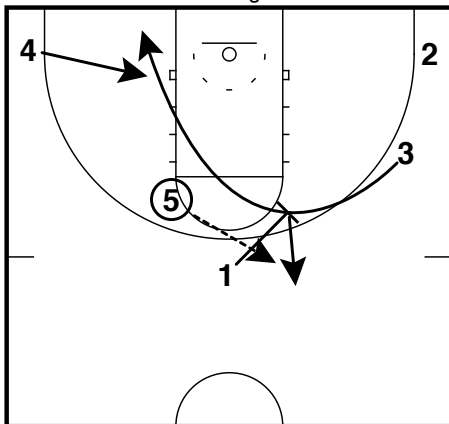
If 3 can't turn the corner, this goes into a HPR

Rod 2 - high low



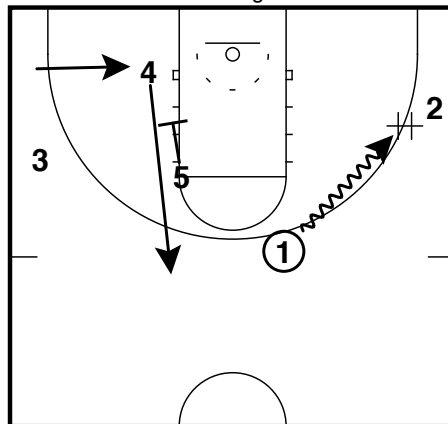
2 cuts thru. 5 pops up. 1/5 pass

Rod 2 - high low



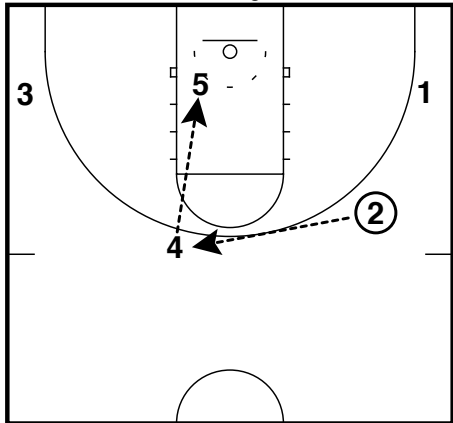
5 hits 1 on the pop as 3 makes a tight curl around 1

Rod 2 - high low



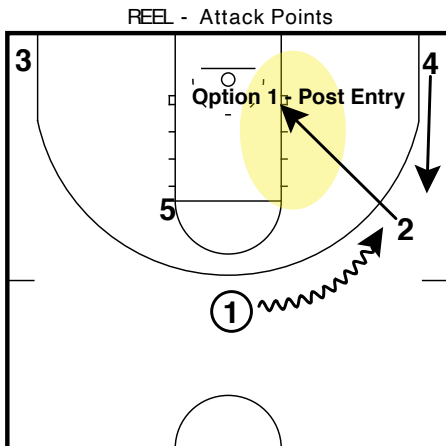
Instead of spacing to the wing like normal, 4 will walk to the block as 3 cuts through. Also, instead of setting a BS (ball screen) for 1 like normal, 5 will down screen for 4 and 1 will DHO with 2

Rod 2 - high low

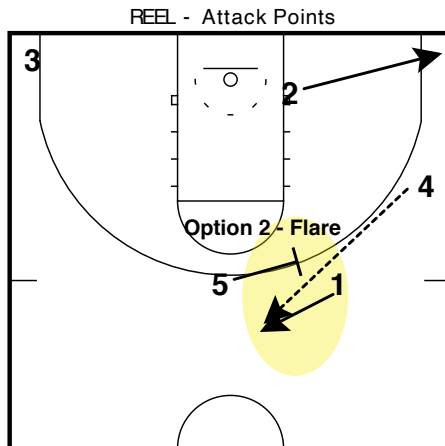


2 passes to 4 and looks high low

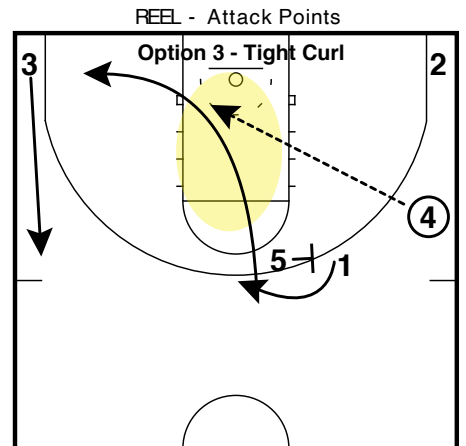
Reel Actions



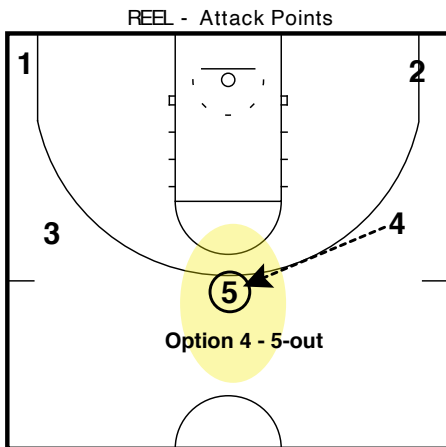
Dribble at the wing and 2 goes backdoor to STAB in the post. 4 fills up from the corner.



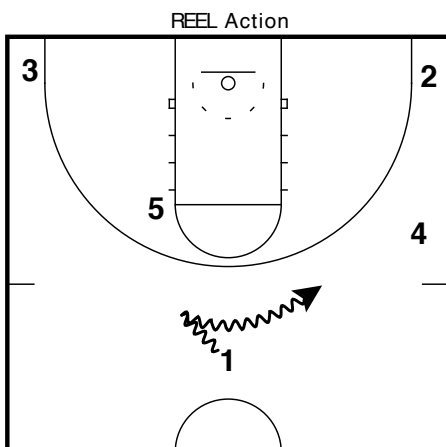
5 flares for the shooter.



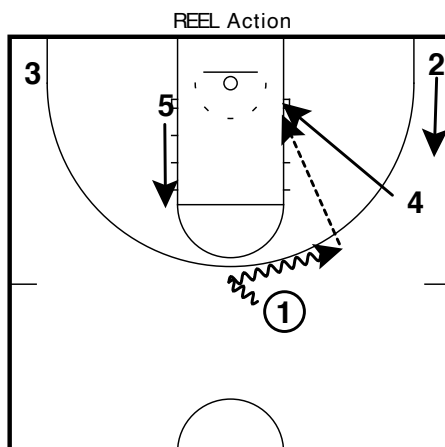
Tight curl from shooter



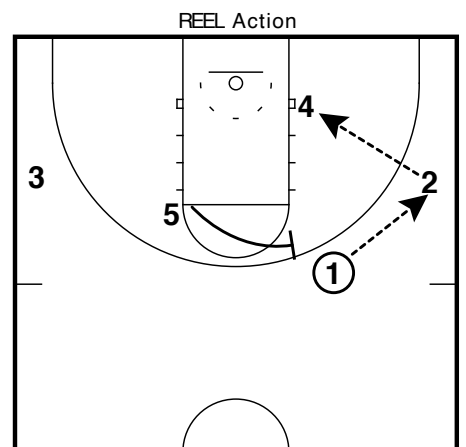
Ends in a 5-Out Alignment



Standard alignment, 1 has the ball up top after 2 waved through to the corner. Many times the REEL action is initiated by a spin dribble where 1 will start dribbling towards 5 and then spin and dribble at 4 on the wing

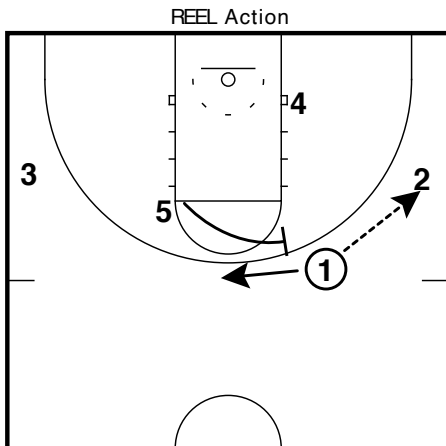


After 1 changes direction and 4 cuts back door the first option is to throw this pass to 4. 2 fills up from the corner.

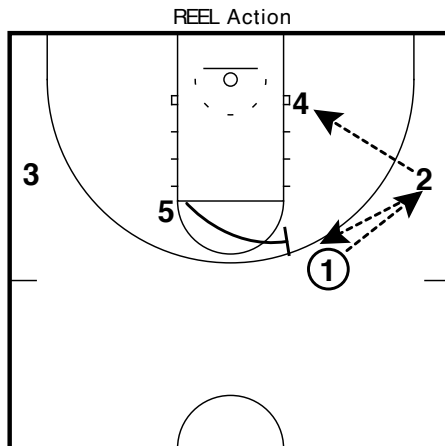


1/2 pass. 2's first look is to look at 4 in the post who is going to STAB his defender (i.e. postup). If that doesn't happen, 5 will set a flare screen for 1

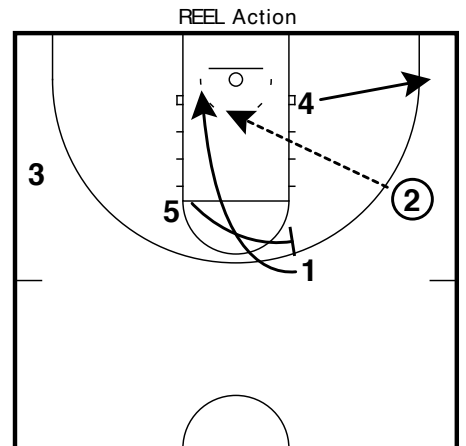
Reel Actions



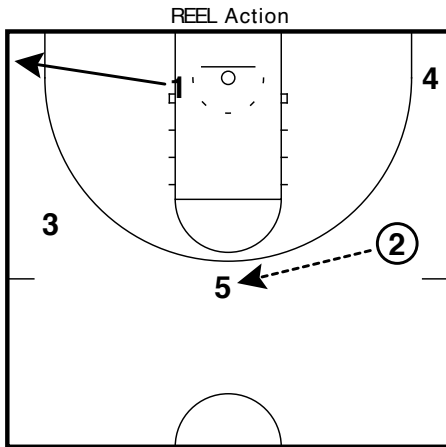
2 looks into the post then looks at 1 coming off the flare.



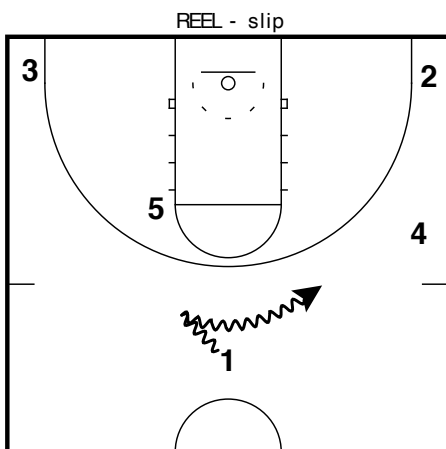
If 1 stops his flare cut short he can get the ball back from 2 and get an immediate ball screen from 5



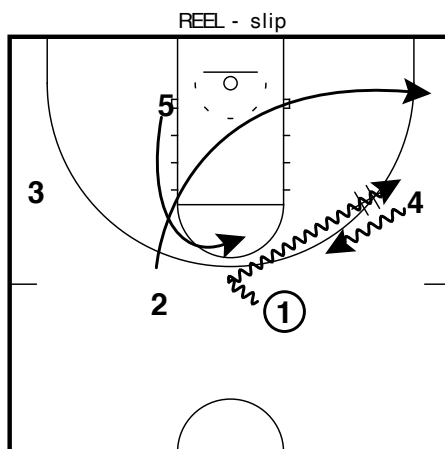
If 4 doesn't get the ball he cuts to the corner, 1 will come off the flare and if he doesn't get the ball he will tight curl around 5's screen. 2 can hit 1 on the tight curl



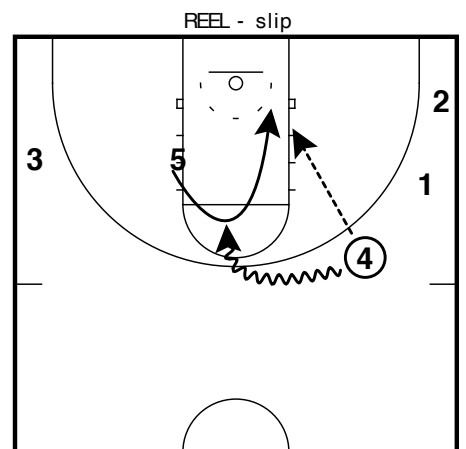
If 2 doesn't pass it to either the post or the flare, this action ends with a pass to the 5 man at the top of the key. This is called 5-out which we will talk about later.



Standard alignment, 1 has the ball up top after 2 waved through to the corner. Many times the REEL action is initiated by a spin dribble where 1 will start dribbling towards 5 and then spin and dribble at 4 on the wing

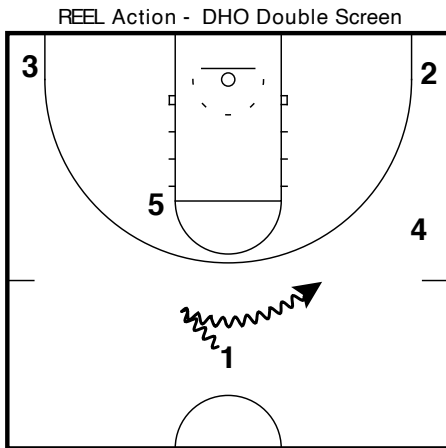


2 cuts thru. 1 changes direction and 4 gets a handoff

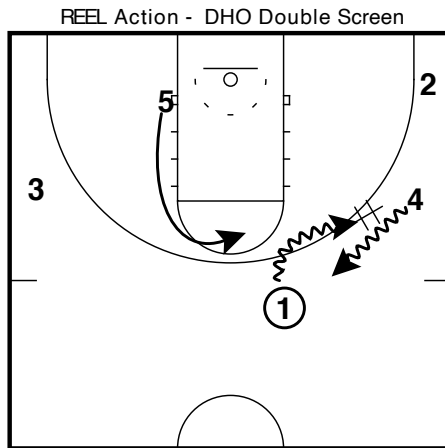


5 will slip this screen and 4 will look to hit him diving down the lane. If 5 isn't open on the slip, 4 will drive the double gap to the middle of the floor

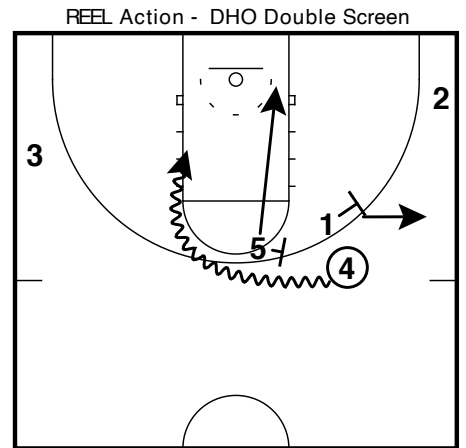
Reel Actions



Standard alignment, 1 has the ball up top after 2 waved through to the corner. Many times the REEL action is initiated by a spin dribble where 1 will start dribbling towards 5 and then spin and dribble at 4 on the wing



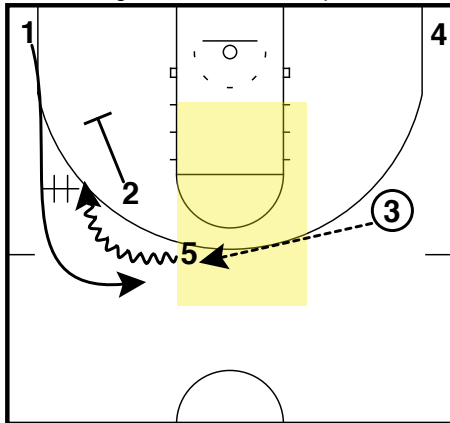
2 cuts thru. 1 changes direction (sometimes with a spin dribble) and 4 gets a handoff



5 and 1 will hold their screens and 4 will drive the double gap. 5 will roll to the rim and 1 will pop to the wing

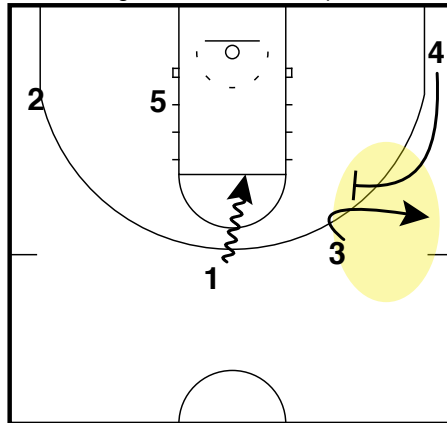
Wedge Action

Wedge Action - Attack points



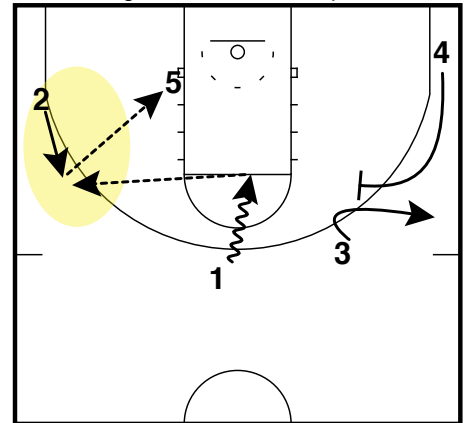
First attack point is the middle of the floor. In this action, the first option is for 1 to come off the handoff and turn the corner down the lane.

Wedge Action - Attack points



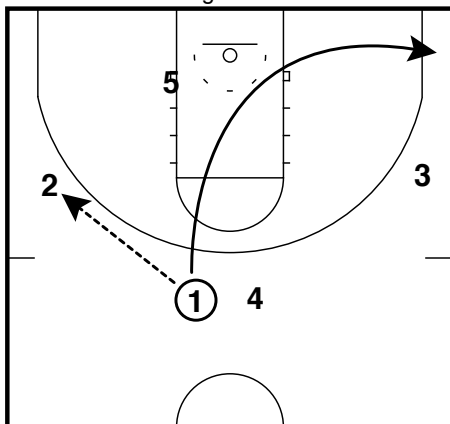
Second option is for 3 to get a flare screen as 1 turns the corner down the lane.

Wedge Action - Attack points



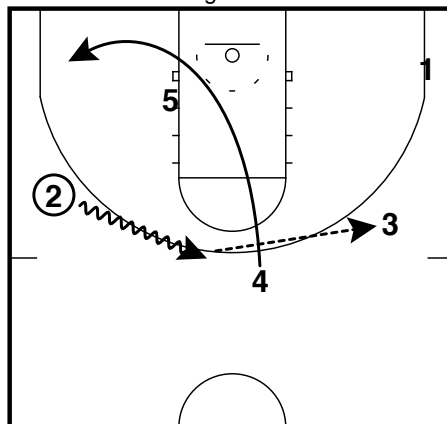
Third attack point is for 1 to throw back to 2 and into the post

Wedge Action



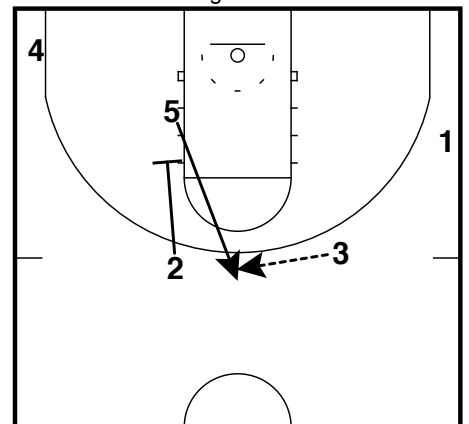
When the guard throws ahead and cuts through, 4 is now the only guard in the top spot.

Wedge Action



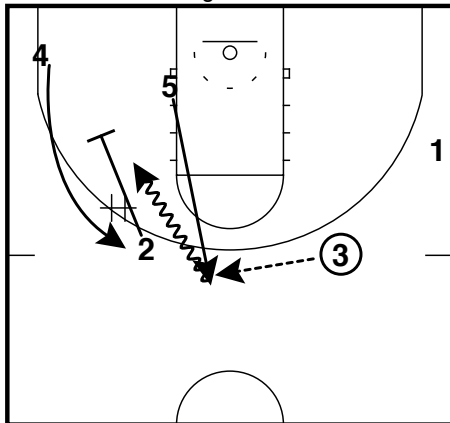
If 2 doesn't feed the post but decides to dribble at the 4 this initiates the "Wedge" action. 4 goes back door and 2 passes to 3 on the wing

Wedge Action



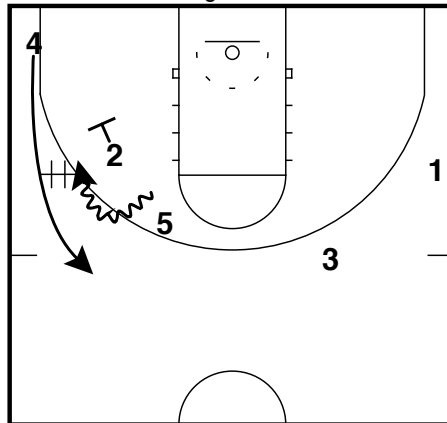
2 down screens for 5, 3 passes to 5

Wedge Action



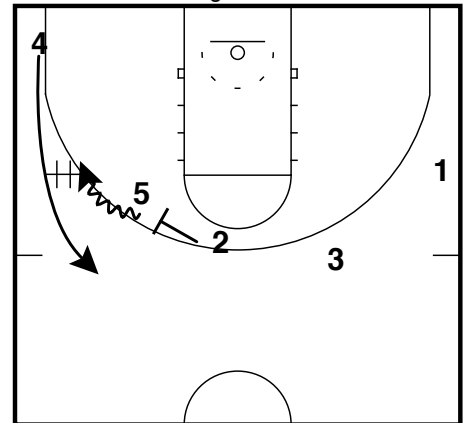
2 downscreens for 5 who cuts to the top and catches the ball from 3. Then 2 and 5 go and SMASH action for 4.

Wedge Action



Sometimes 2 is the first screener with 5 behind

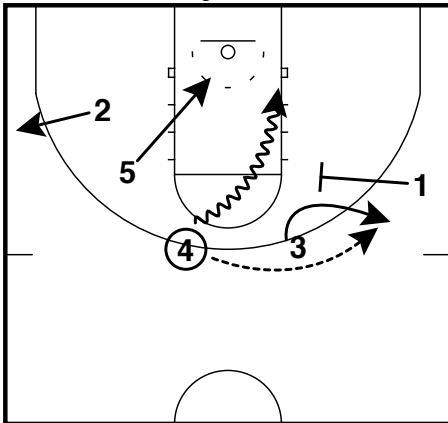
Wedge Action



Sometimes 2 is the second screener with 5 in front

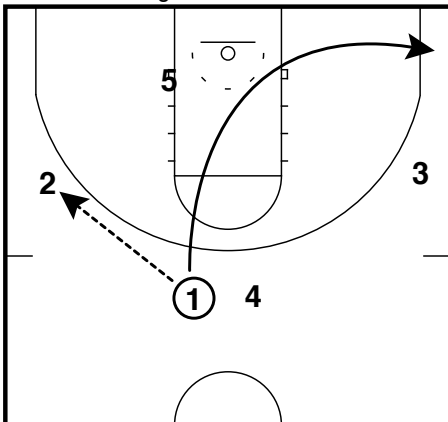
Wedge Action

Wedge Action



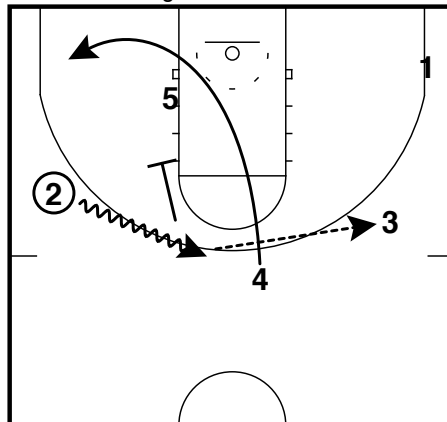
When 4 gets the DHO there is a backside flare with 3 and 1. 5 rolls and 2 pops.

Wedge Action - Clear



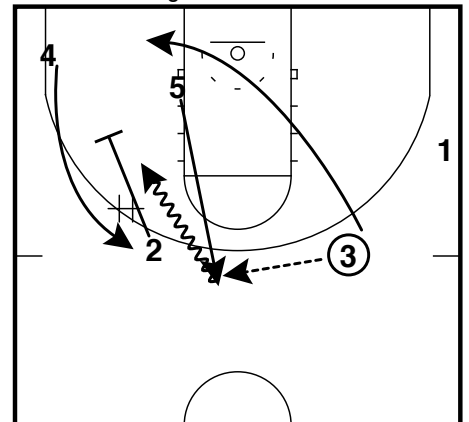
Starts as regular offense with a wing pass and cut through

Wedge Action - Clear



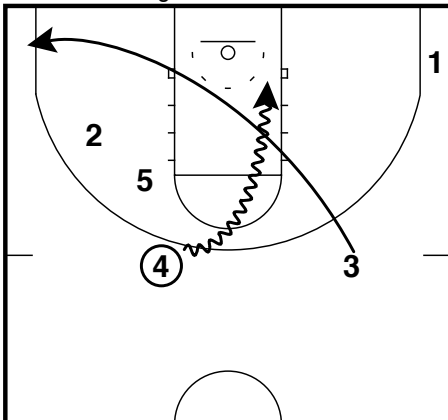
2 dribbles at 4 and hits 3 on the wing. 2 downscreens for 5.

Wedge Action - Clear



5 cuts to the top for the WEDGE action

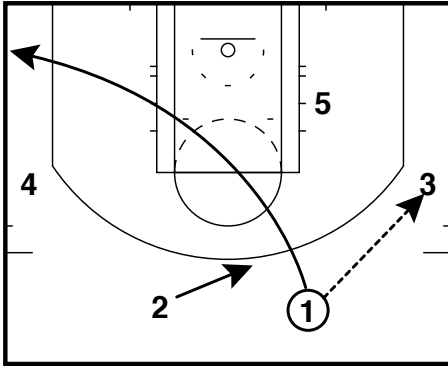
Wedge Action - Clear



Before 4 comes off the SMASH action, 3 cuts through opening up the side for 4 to drive

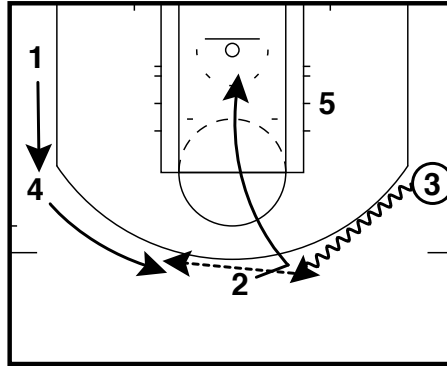
Wedge Action

Wedge Action - 2 man, 3 man



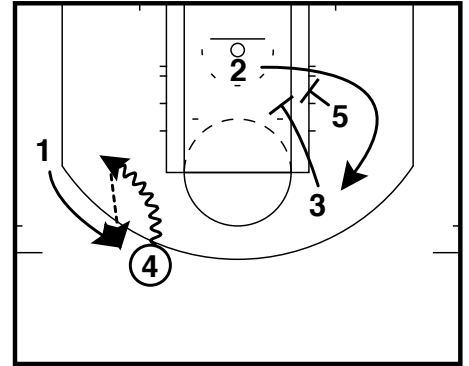
Standard start. 1 cuts through.

Wedge Action - 2 man, 3 man



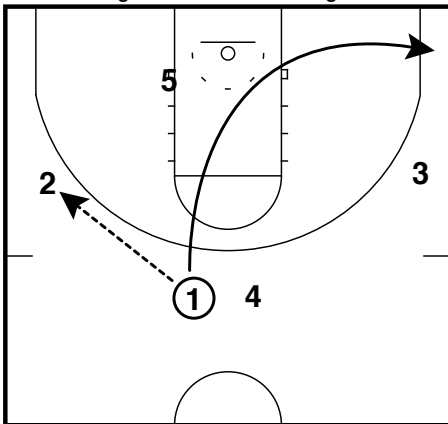
Horizontal dribble across the floor tells 2 to cut back door.

Wedge Action - 2 man, 3 man



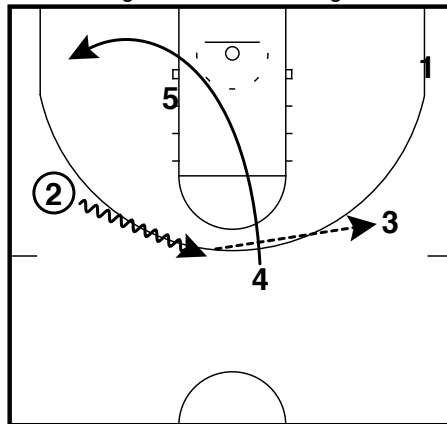
4 and 1 play a two-man game with a double screen on the other side

Wedge Action - 2 man game



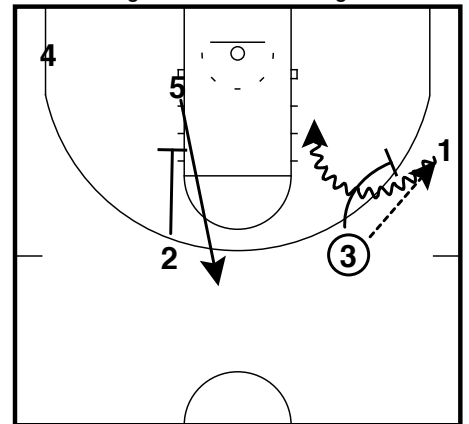
Starts with kick ahead to the wing and a cut through

Wedge Action - 2 man game



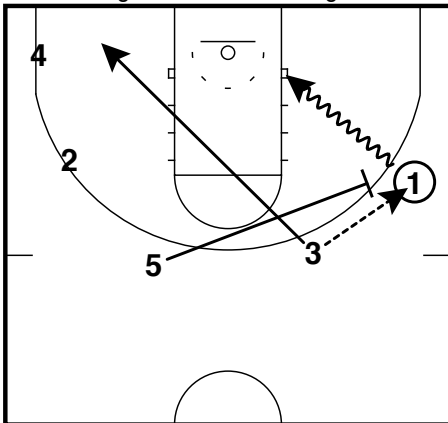
2 dribbles at 4 and passes to 3.

Wedge Action - 2 man game



2 screens down and 5 cuts to the top. Instead of swinging the ball to 5, 3 plays a two-man game with 1 on the wing

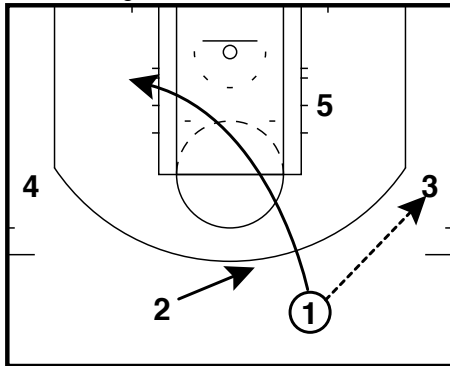
Wedge Action - 2 man game



Another option is for 3 to hit the wing and clear out. This lets 1 ISO on the wing or the 5 can come set a sideline ball screen

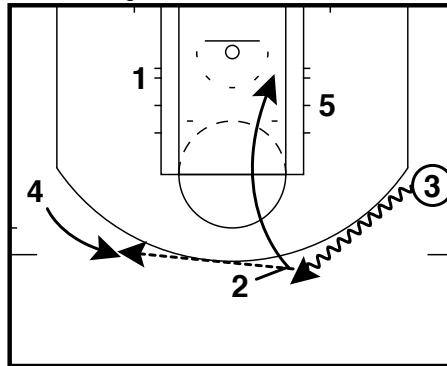
Wedge Action

Wedge Action - 2 man STAB



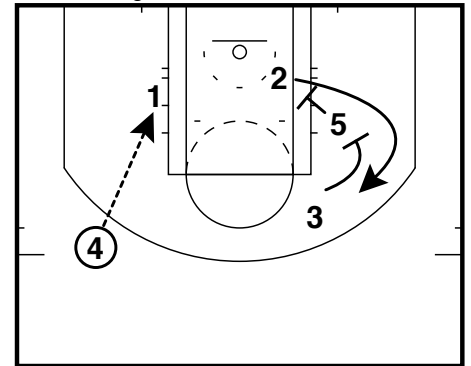
Standard start. Kick ahead and 1 cuts through.

Wedge Action - 2 man STAB



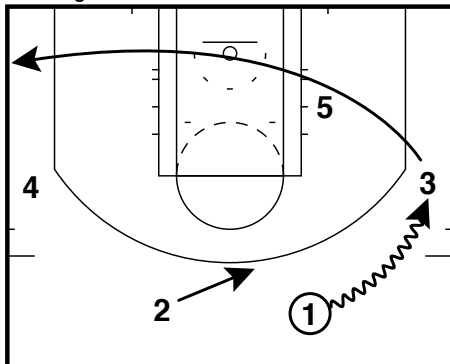
3 dribbles at the top and throws to 4 on the wing

Wedge Action - 2 man STAB



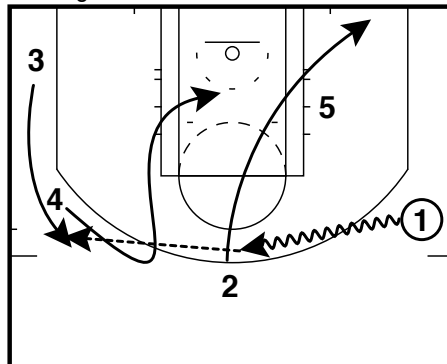
1 stops his cut and 4 looks in the post. 2 comes off a double screen on the backside

Wedge Action - cross screen counter



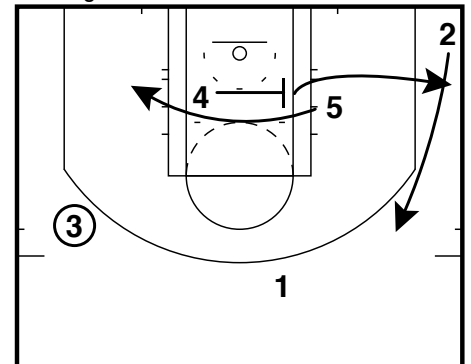
Different start, 1 dribbles 3 out of the wing.

Wedge Action - cross screen counter



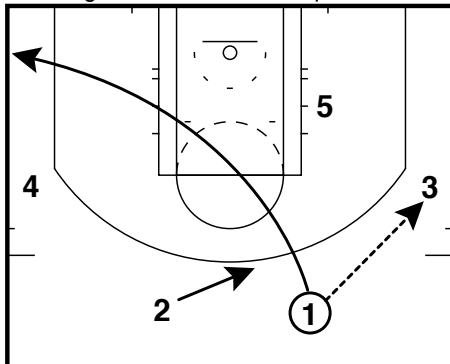
1 keeps his dribble a little longer as 2 cuts backdoor and then 4 cuts backdoor with 3 filling up from the corner

Wedge Action - cross screen counter



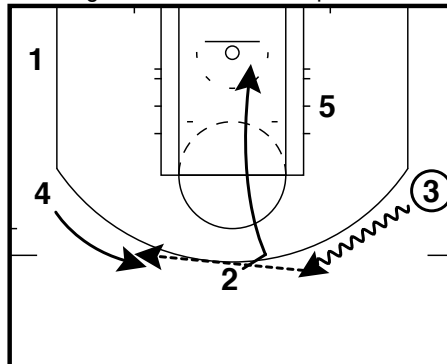
If neither backdoor cut is open, 4 sets a cross screen for 5 and 2 fills from the corner

Wedge Action - counter quick flare



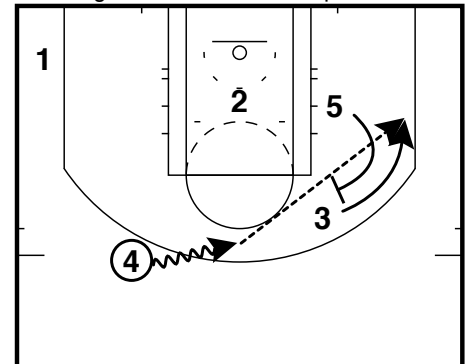
Standard start. Kick ahead and cut through

Wedge Action - counter quick flare



Horizontal dribble and 2 cuts backdoor.

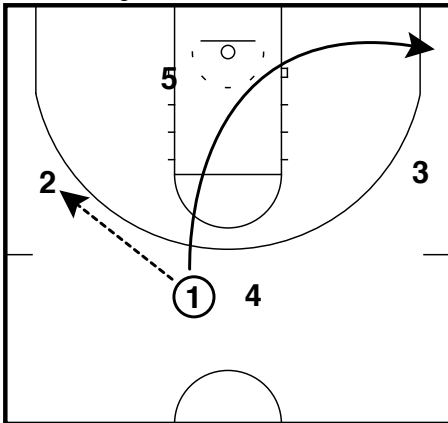
Wedge Action - counter quick flare



3 gets a quick flare from 5

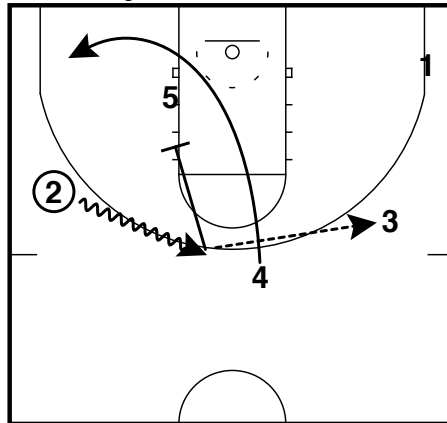
Wedge Action

Wedge Action - PNR counter



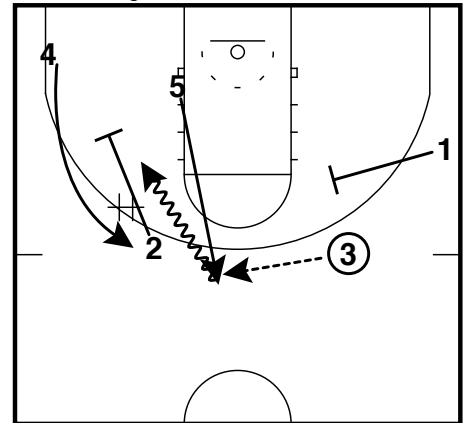
Starts as regular offense with a wing pass and cut through

Wedge Action - PNR counter



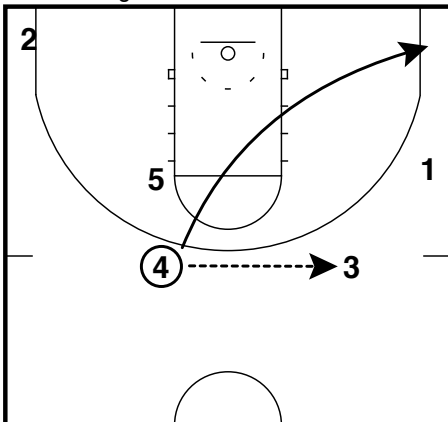
2 dribbles at 4 and passes to 3

Wedge Action - PNR counter



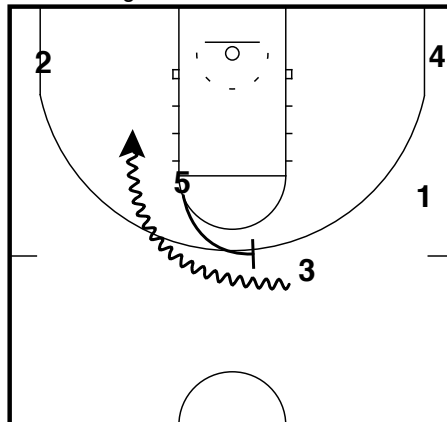
5 cuts to the top for the WEDGE action

Wedge Action - PNR counter



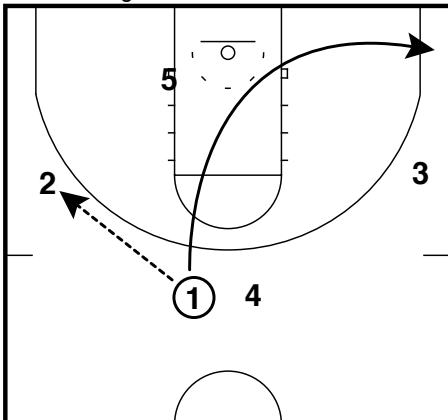
Instead of driving the gap, 4 hits the wing and cuts through

Wedge Action - PNR counter



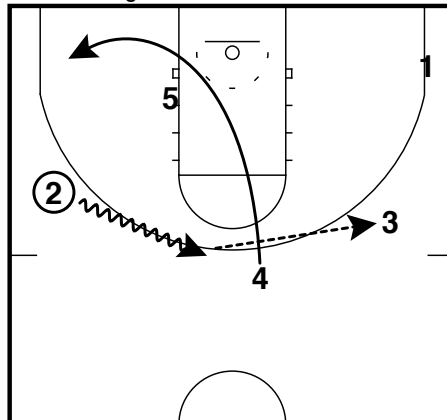
5 sets a quick HPR for 3

Wedge Action - SPR counter



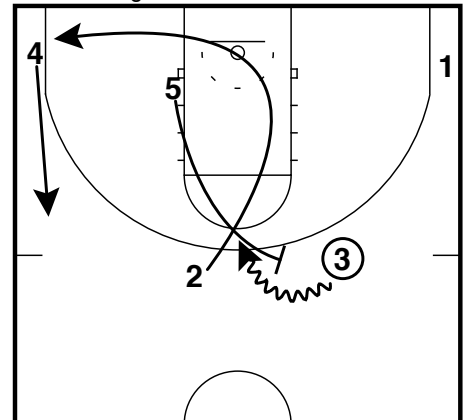
Starts as regular offense with a wing pass and cut through

Wedge Action - SPR counter



2 dribbles at 4 and passes to 3

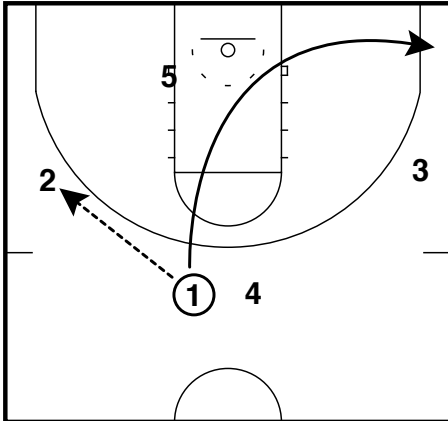
Wedge Action - SPR counter



2 cuts through and 5 comes out to set a HPR

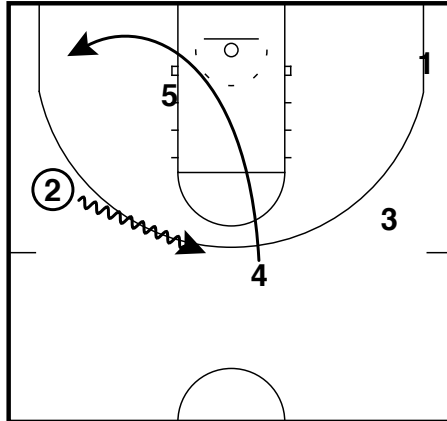
Wedge Action

Wedge Action - postup STS



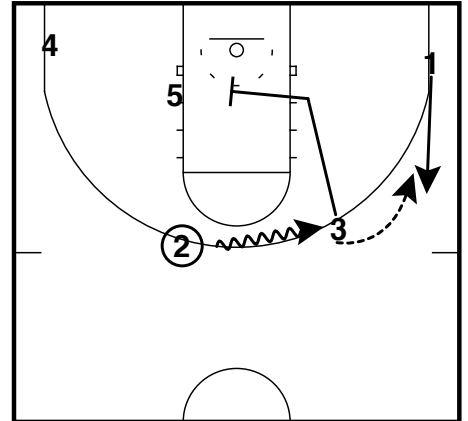
Starts as regular offense with a wing pass and cut through

Wedge Action - postup STS



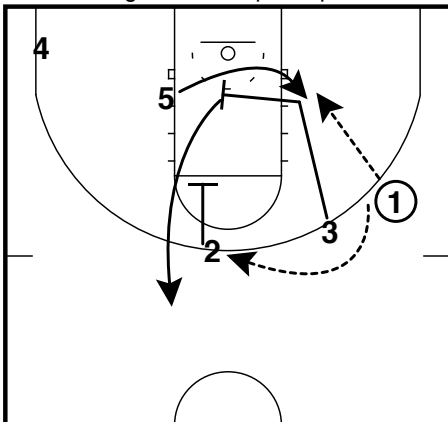
2 dribbles at 4 and 2 keeps his dribble alive

Wedge Action - postup STS



Instead of passing to 3, 2 keeps his dribble and 3 goes backdoor to set a cross screen for 5. 2 passes to 1 on the wing

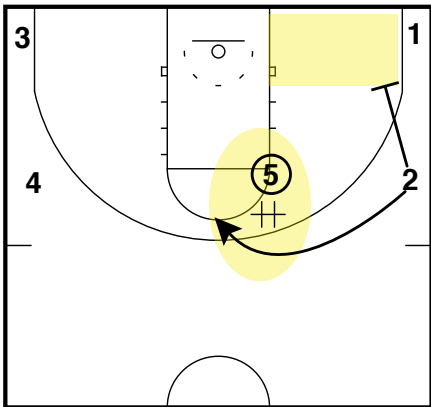
Wedge Action - postup STS



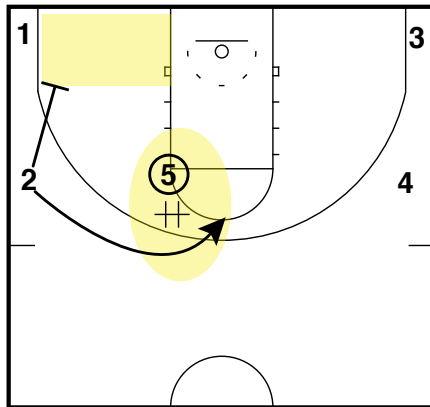
3 set a cross screen for 5 and 2 sets a down screen for 3. 1 can hit the post or the guard coming to the top

Chest Action

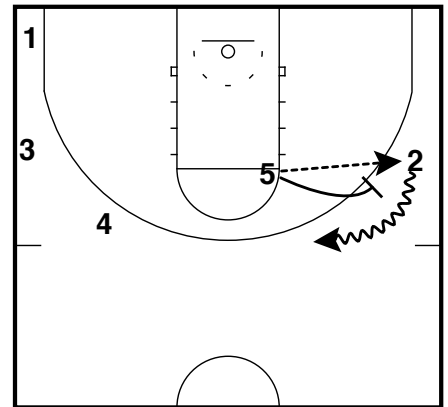
Chest Action - Attack Points



Chest Action - Attack Points



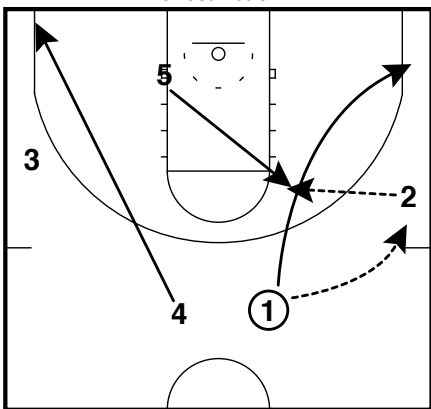
Chest Action - Attack Points



Chest action isolates 3 players on one side of the floor where attack points are either towards the baseline with two guards screening for each other in a cluster action, or with a guard and the 5 man at the elbow. This can occur on either side of the floor.

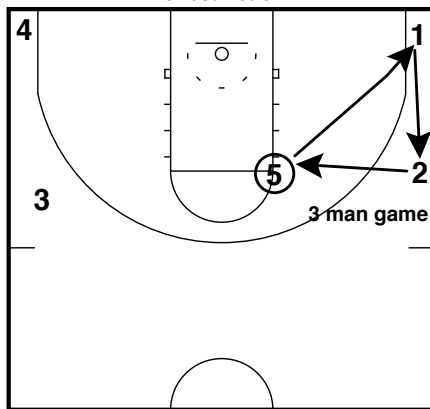
The play usually ends with an empty side PNR

Chest Action



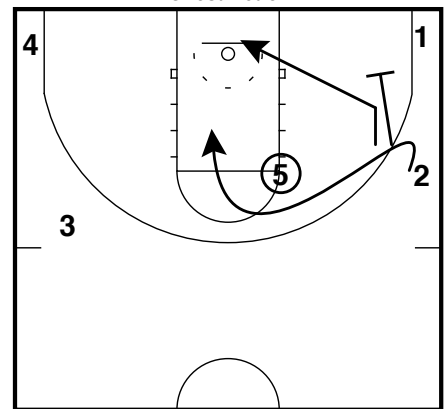
1 will kick ahead and instead of cutting through to the opposite corner he will cut strong side corner and 5 will come to the elbow. 4 and 3 will exchange on the backside

Chest Action



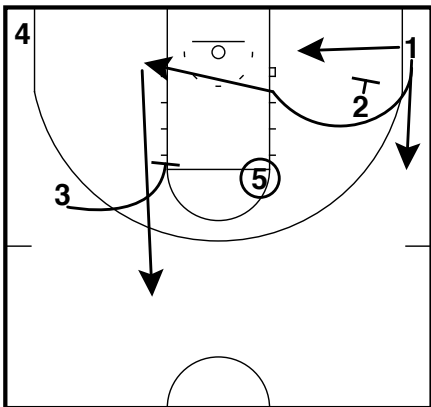
From this position there are a lot of options. The "Chest" action is designed to isolate three players on one side of the floor and let them play by making spontaneous reads with the 5 man lifted out of the low post.

Chest Action



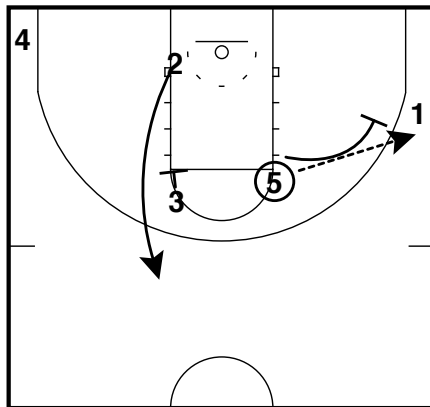
Let's start with options for the 2 man. He can come over the top for a handoff with 5 at the elbow. He can go down and set a cluster screen for 1. Or he can act like he's screening for 1 and slip to the rim.

Chest Action



When 2 screens, 1 can backcut, tight curl, or pop

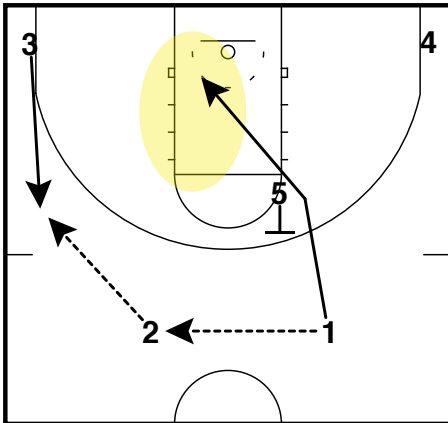
Chest Action



If 5 can hit a cutter coming out of the cluster action he will. If not he will hit the perimeter player who pops back to the ball. Whoever pops back (1 or 2), 5 will play a 2 man game with that player, the guard who cuts through (1 or 2) will cut through and come off a down screen at the elbow on the other side of the floor.

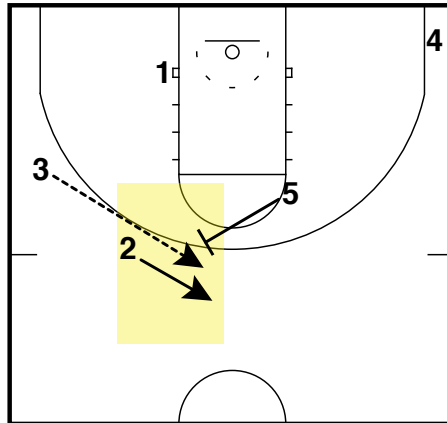
Chin Action

Chin Action - Attack Points



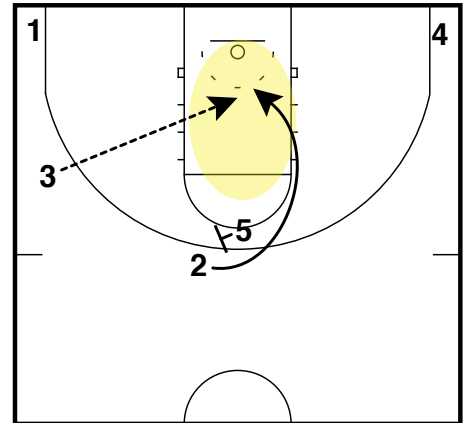
Option 1 hit the cutter off the UCLA screen

Chin Action - Attack Points



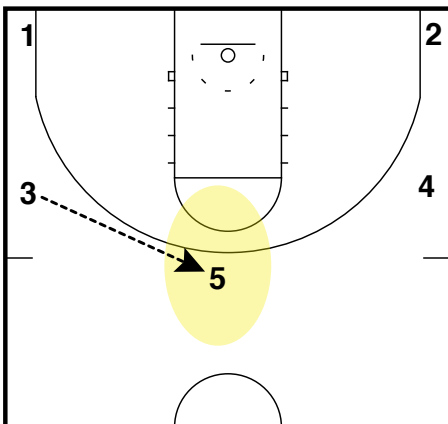
Option 2: Hit the second player off the flare screen

Chin Action - Attack Points



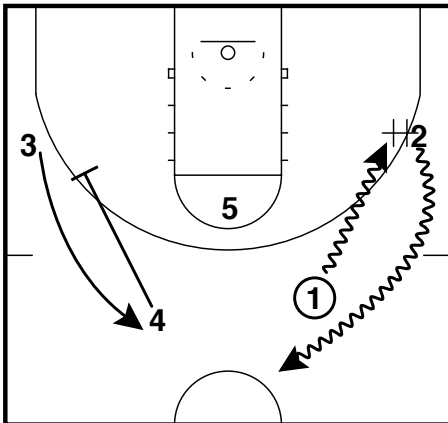
Option 3: Hit the guard off the tight curl

Chin Action - Attack Points



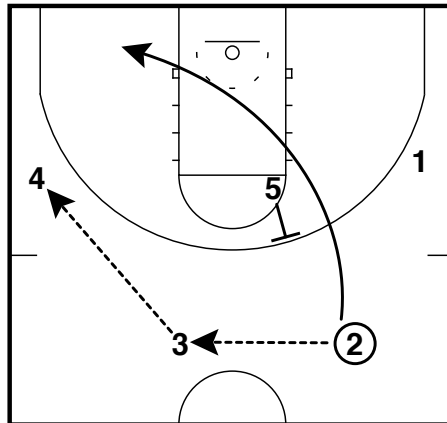
Option 4: Throw the ball to top of the key for 5-out

Chin Action



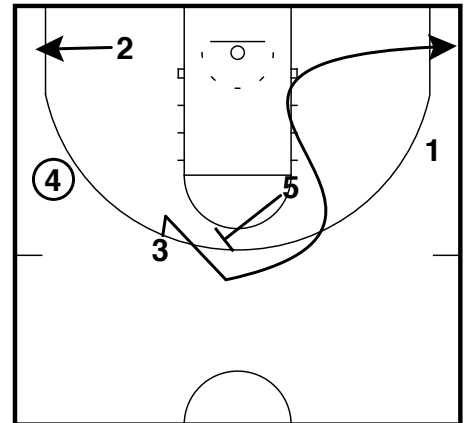
Chin action starts with a handoff to the wing. The two players on the other side of the floor exchange spots as well.

Chin Action



2 gets the DHO and swings to 3 who swings to 4. 2 comes off the UCLA screen. 4 looks to hit him in the post or over the top for an easy layup.

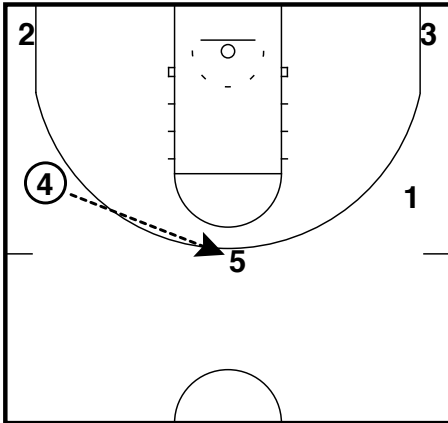
Chin Action



As 2 clears out of the lane 3 takes one step toward the rim and then gets a flare screen from 5. 4 looks to hit 3 on the flare or the tight curl to the rim.

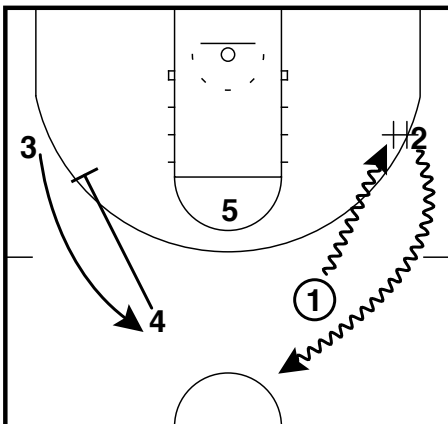
Chin Action

Chin Action



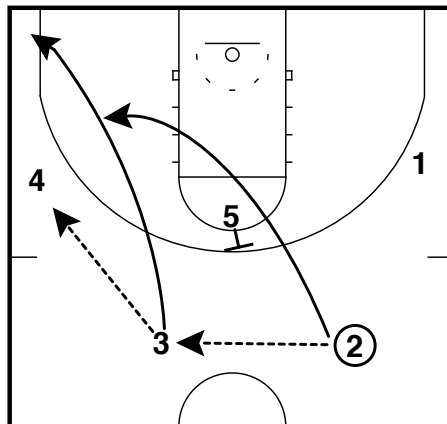
If none of those options are there, 4 hits 5 and the play ends in 5-out alignment.

Chin - backcut counter 1



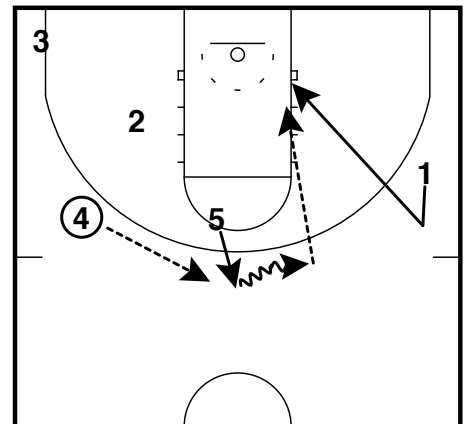
Action starts in normal chin with a handoff to the wing

Chin - backcut counter 1



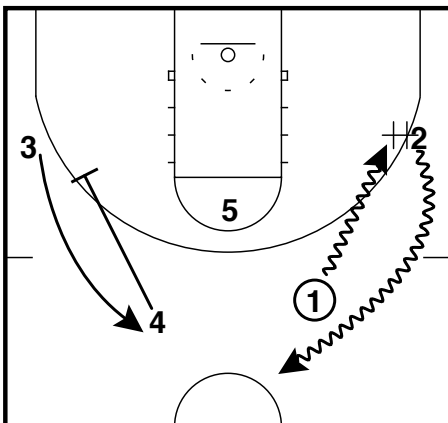
3 cuts strongside and 2 comes off a 5-man backscreen after the ball is swung to 4

Chin - backcut counter 1



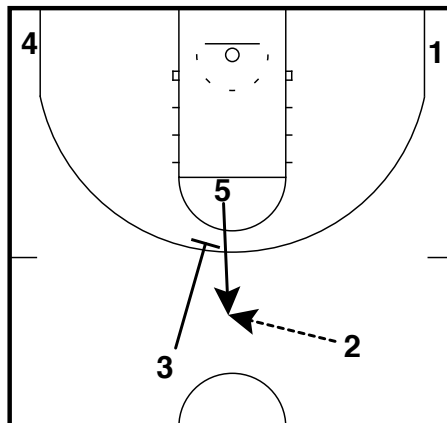
5 pops back and looks at a backdoor cut for 1

Chin - backdoor counter 2



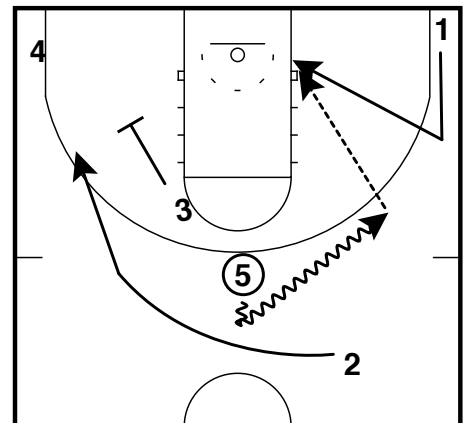
Chin action starts with a handoff to the wing. The two players on the other side of the floor exchange spots as well.

Chin - backdoor counter 2



Instead of swinging to 3, there is a downscreen by 3, and 2 hits 5 at the top of the key

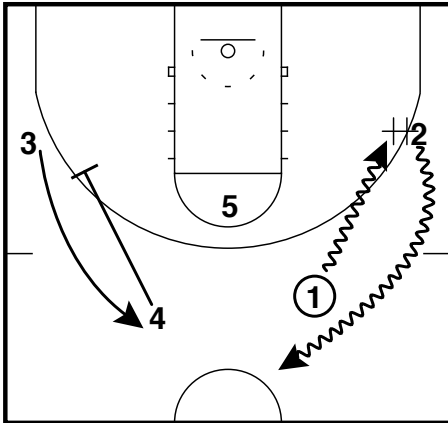
Chin - backdoor counter 2



2 comes over the top for a fake DHO from 5, 1 comes out of the corner and stutter steps into a backcut with the three other players on the other side of the floor. This is a great pressure release.

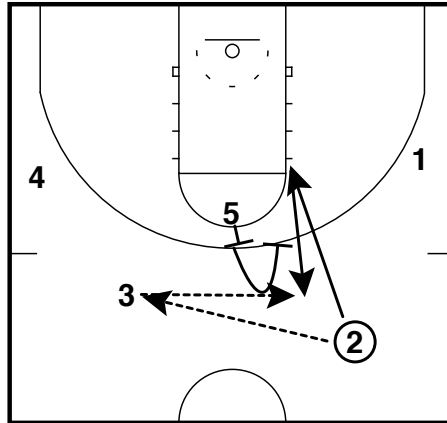
Chin Action

Chin - rescreen quick hitter



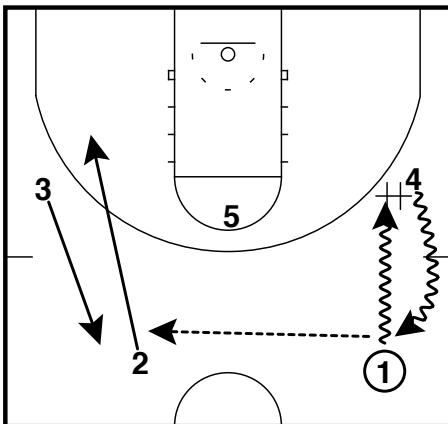
Chin action starts with a handoff to the wing. The two players on the other side of the floor exchange spots as well.

Chin - rescreen quick hitter



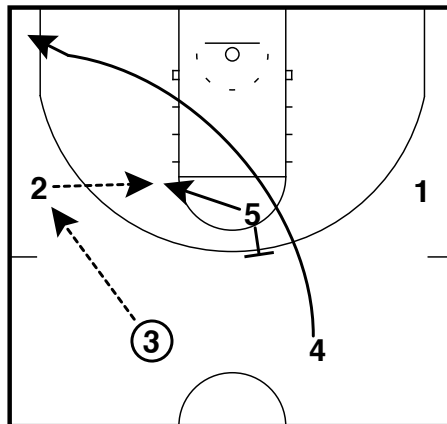
3 holds the ball and waits for 2 to come back off of 5's down screen after he receives the initial back screen.

Chin - Scissors 5 out



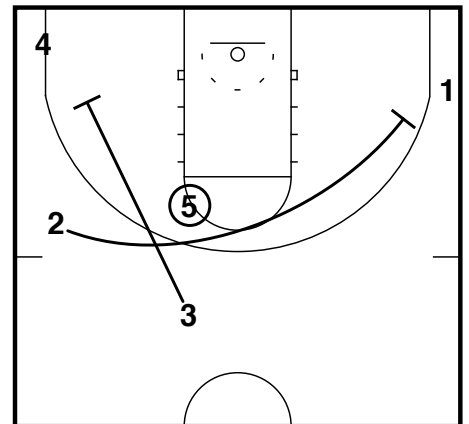
Flip, forwards out, normal start to Chin.

Chin - Scissors 5 out



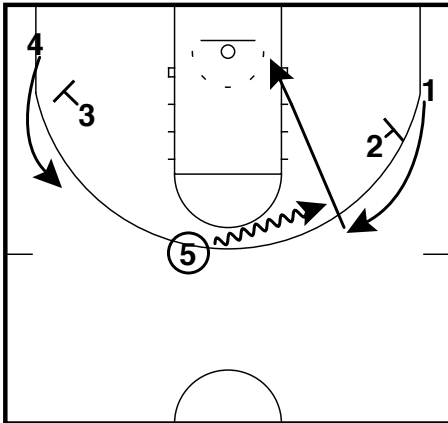
UCLA screen for the 4 man, then 2 throws it to 5 at the elbow after 5 sets the UCLA screen.

Chin - Scissors 5 out



3 makes a straight cut over the top instead of getting a flare like in a normal Chin action. 3 and 2 screen down for the corner players. If the quick handoff to 2 is open 5 will give him the ball.

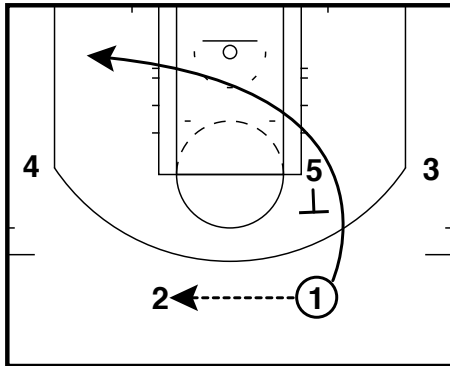
Chin - Scissors 5 out



5 now has the ball at the top of the key. He has the option to SMASH with 2/1 or send 1 backdoor and play on the open side PNR with 2 on the wing.

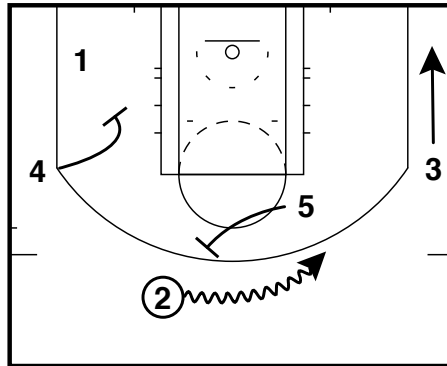
Chin Action

Chin - HPR



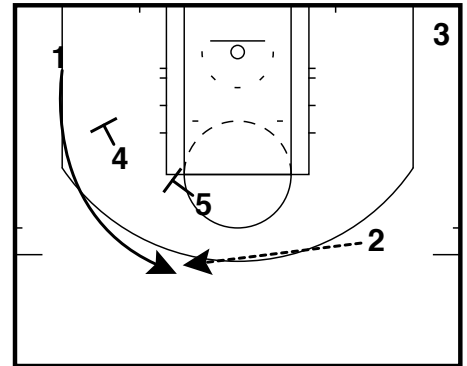
Regular chin action, 1 comes off the UCLA from 5

Chin - HPR



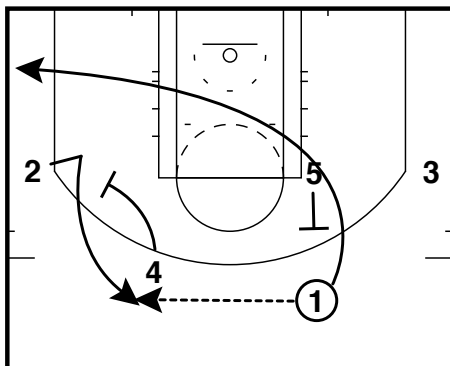
Instead of swinging to the wing, 2 gets a HPR from 5.

Chin - HPR



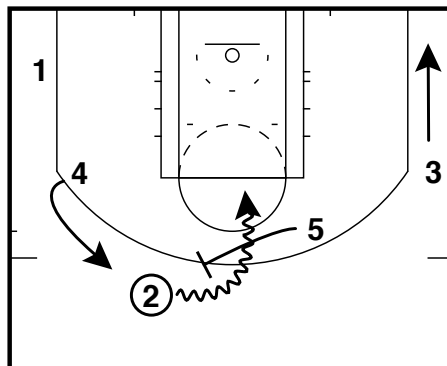
5 and 4 double away for 1

Chin - HPR from WP



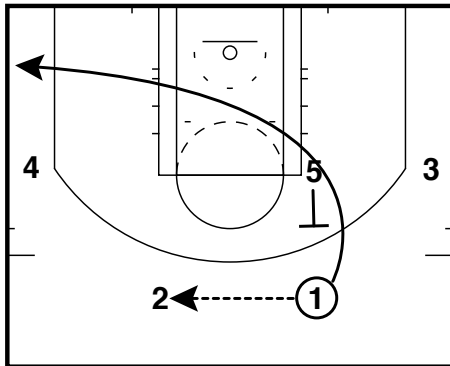
If the other top spot is occupied by a player you don't want to receive a HPR, they can set a screen away for the wing to come to the top. 1 comes off the UCLA after he swings it.

Chin - HPR from WP



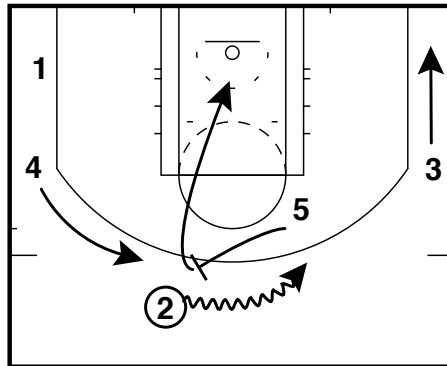
2 gets a HPR from 5 instead of coming off the flare

Chin - HPR twist



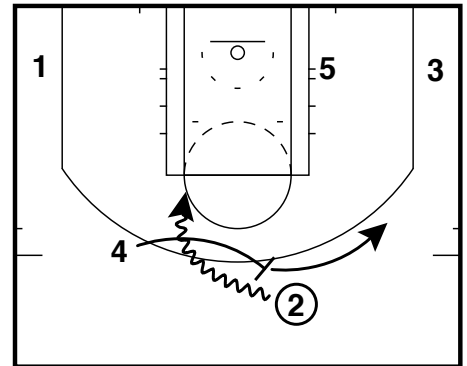
Play starts the same with a swing to 2 and 1 comes off 5's UCLA screen.

Chin - HPR twist



1 comes off 5's ball screen and 5 rolls to the rim.

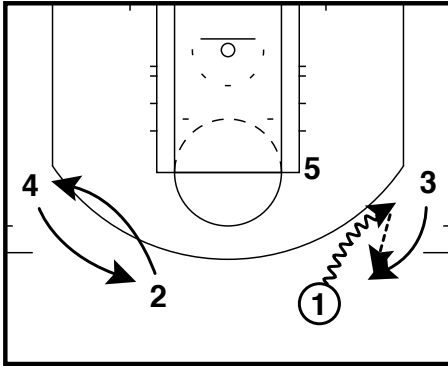
Chin - HPR twist



4 comes right behind and sets a second ball screen and then 4 pops to wing.

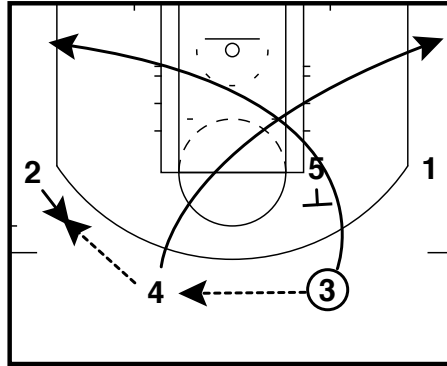
Chin Action

Chin - 5 out counter SBS



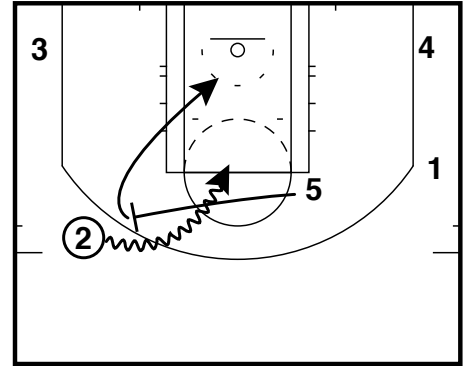
Start to the Chin action

Chin - 5 out counter SBS



3 comes off UCLA but 4 cuts straight to the opposite corner

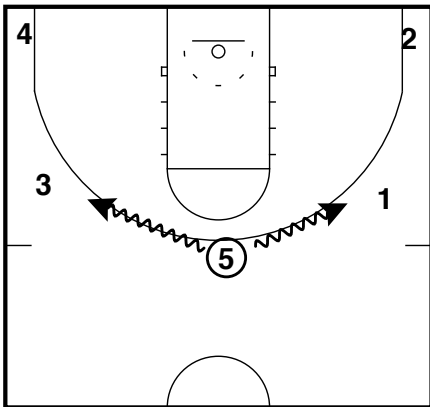
Chin - 5 out counter SBS



5 immediately goes into a SBS

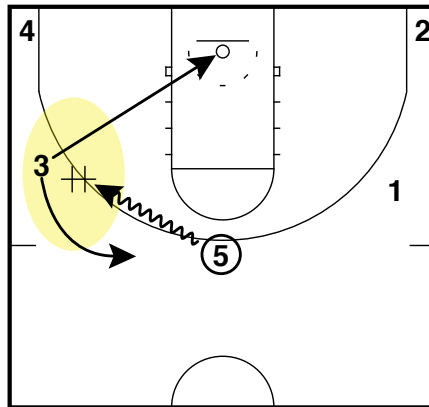
5 Out

5 Out - Attack Points



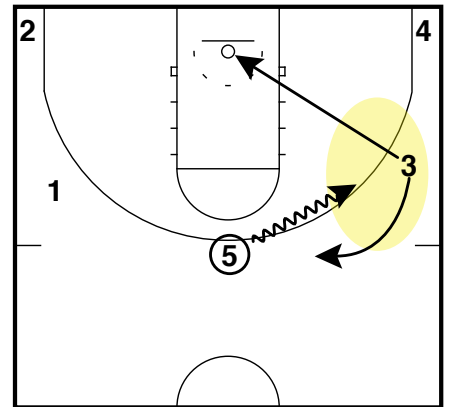
The ball always starts centered in the middle of the floor when 5 has the ball at the top of the key.

5 Out - Attack Points



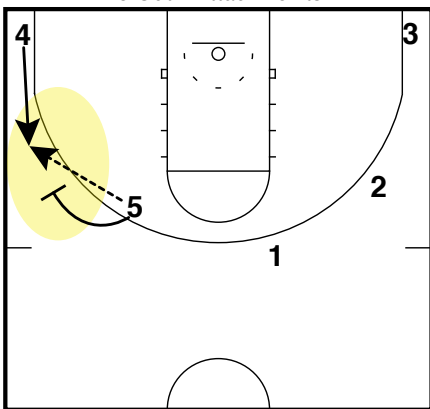
5 has the option to dribble at either wing for a back door cut or a DHO.

5 Out - Attack Points



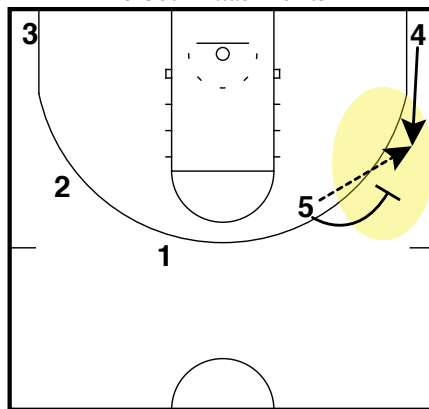
Dribble at either wing for backcut or DHO

5 Out - Attack Points



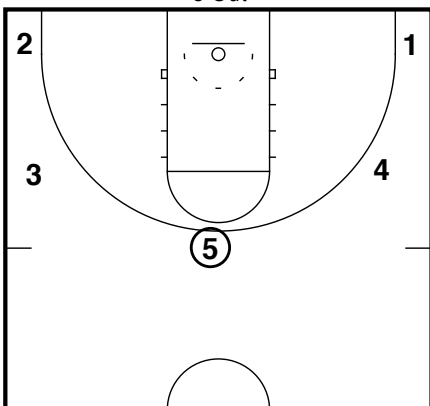
5 out can end in empty corner PNR

5 Out - Attack Points



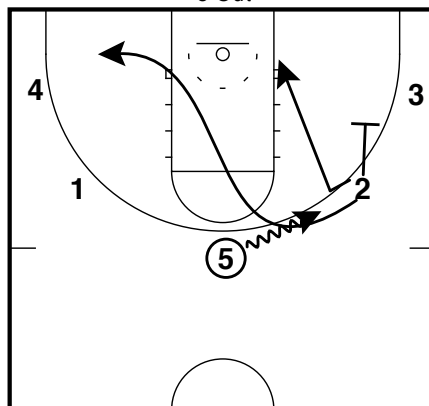
5 out can end in empty corner PNR

5 Out



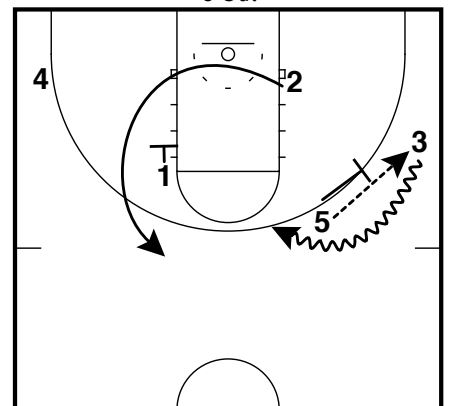
This is the 5 out alignment. 5 has the ball centered in the middle of the floor with players on both wings and corners

5 Out



The most common action out of the 5 out alignment is for 5 to dribble at one of the wings. The wing has the option to back cut or come over the top for a handoff (or a fake handoff). Some teams will automatically have 2 down screen for 3 when 5 has the ball centered in the middle of the floor.

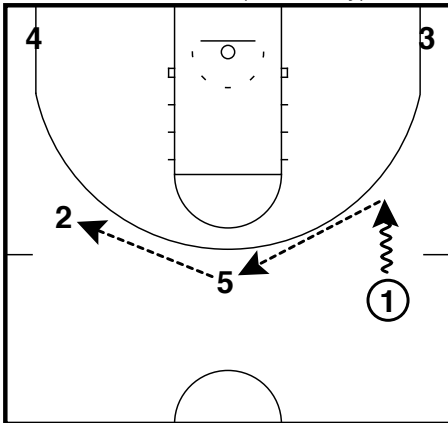
5 Out



If 2 doesn't get the ball, 3 will pop and 5 will pass and follow, or DHO with him

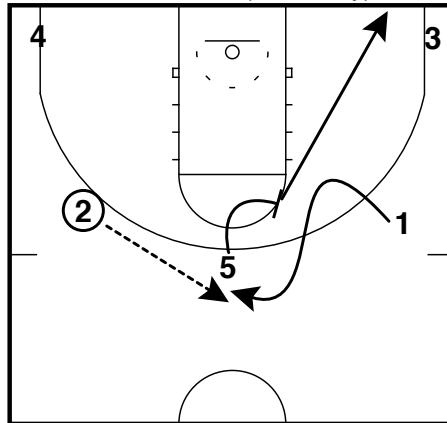
5 Out

5 out - Laser (secondary)



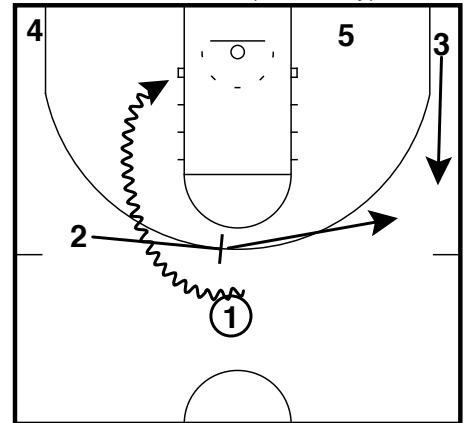
When 5 catches at the top instead of dribbling at the wing he passes and screens for 1 at the elbow opposite the ball

5 out - Laser (secondary)



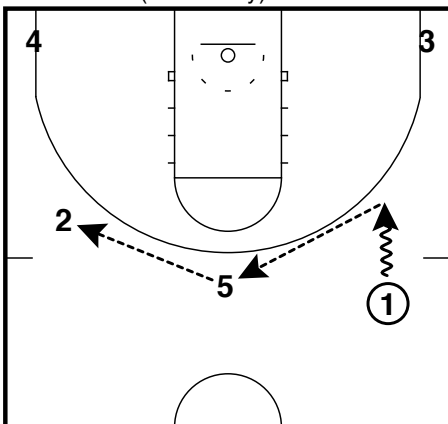
5 screens away for 1 at the elbow and then clears to the short corner

5 out - Laser (secondary)



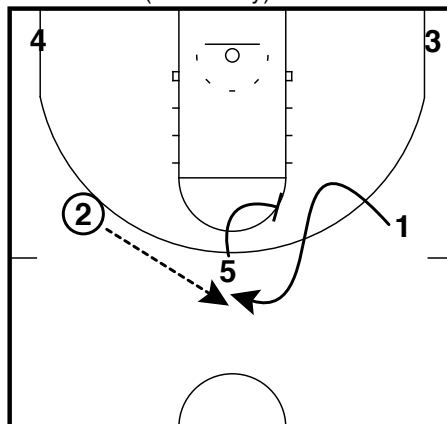
When 1 comes off the screen and catches at the top of the key, 2 runs a laser cut (horizontal across the floor) to brush his man so 1 has an open driving lane

5 out Laser (secondary) - flare variation



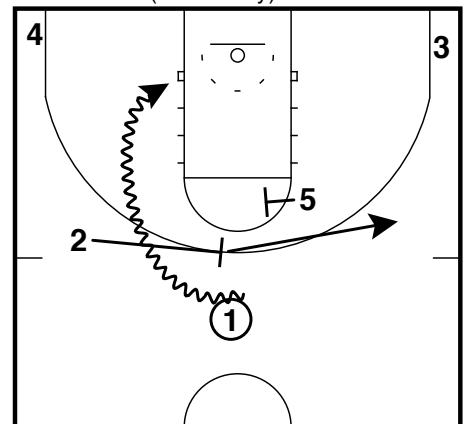
When 5 catches at the top instead of dribble at the wing he passes and screens for 1 at the elbow opposite the ball

5 out Laser (secondary) - flare variation



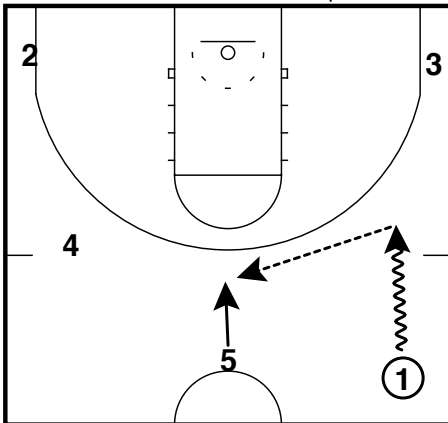
5 screens away and but stays at the elbow this time

5 out Laser (secondary) - flare variation



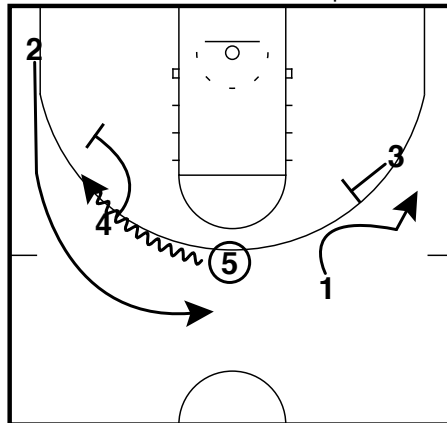
When 1 catches at the top of the key, 2 runs a laser cut (horizontal across the floor) to brush his man so 1 has an open driving lane. This time 5 sets a flare for him at the elbow.

5 out - Pick and Pop



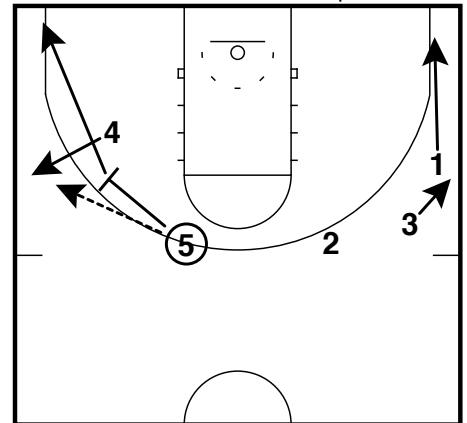
1 hits 5 in the middle of the floor

5 out - Pick and Pop



5 and 4 SMASH for 2 in the corner. If 5 gives 2 the ball he has the option to hit 1 on the flare from 3. If 5 fakes the DHO, he will hit 4 on the pop back

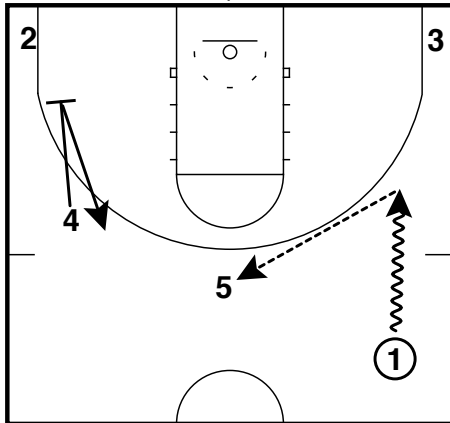
5 out - Pick and Pop



When 4 comes off 5's screen, there is a wide open pick and pop to the corner for a 5 man who can shoot the three.

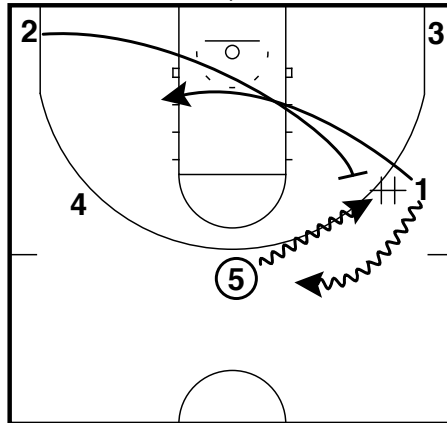
5 Out

5 Out - Rip Variation



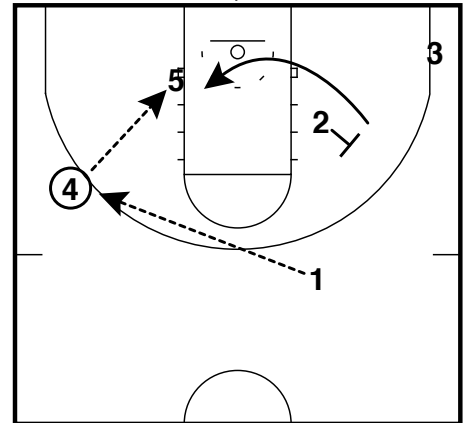
4 takes two steps toward 2 in the corner and comes back to the wing, 5 throws a pass fake to 4 on the wing.

5 Out - Rip Variation



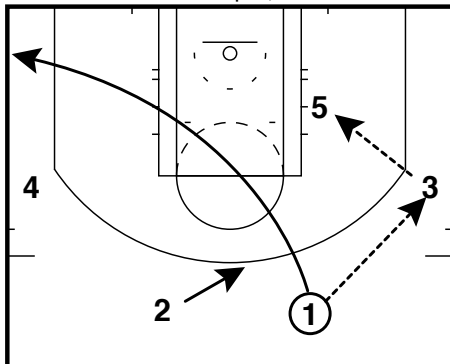
5 dribbles at the opposite wing and DHO's with 1. As that happens, 2 sprints from the corner to set a rip screen for 5 who just handed it to 1.

5 Out - Rip Variation



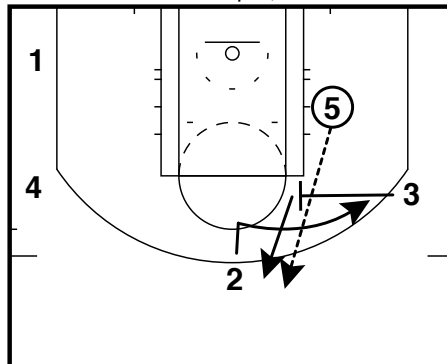
1 swings to 4 who throws it to 5 in the post

Action - Split, 5 out



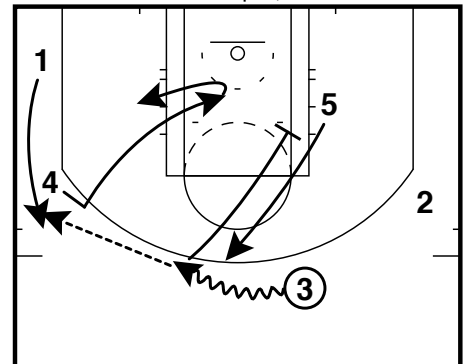
Kick ahead to the wing and post entry, 1 cuts through

Action - Split, 5 out



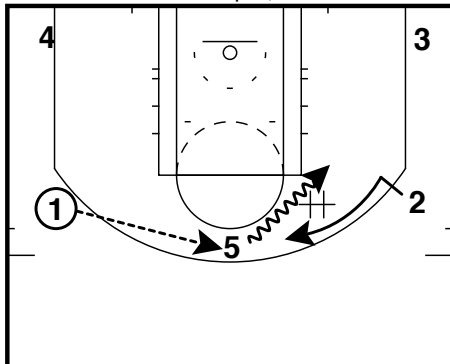
Split action at the elbow between 3 and 2

Action - Split, 5 out



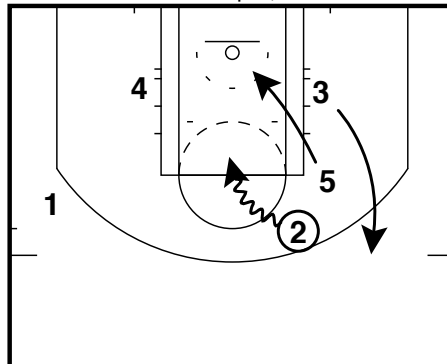
5 kicks out to 3 who dribbles in a REEL action to the other side of the floor. 4 cuts backdoor and STABs. Instead of receiving the flare, 3 down screens for 5 who comes and catches at the top of the key in a 5-out alignment

Action - Split, 5 out



5 dribbles at 2 for the DHO

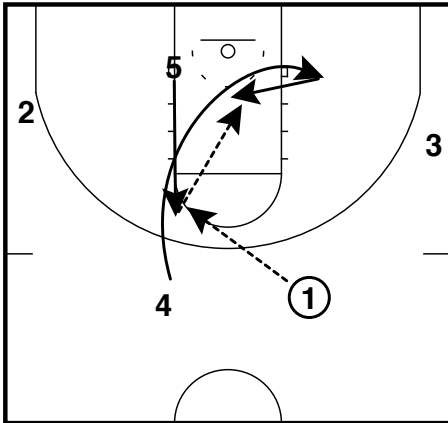
Action - Split, 5 out



2 turns the corner with 5 rolling to the rim and 3 filling behind.

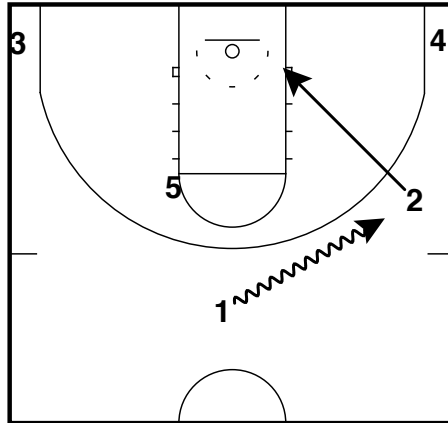
Princeton Quick Hitters

Action - STAB



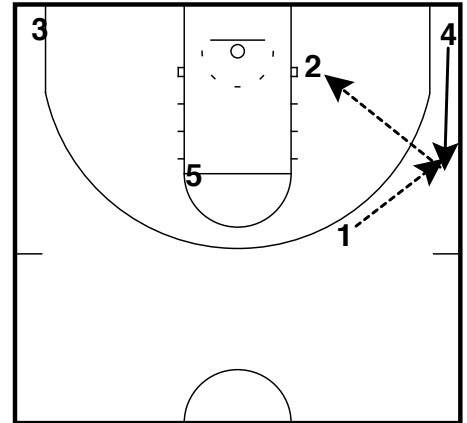
The top man will stop his through cut and turns around to post up. 1 hits 5 and 5 throws it to 4 posting up.

Action - STAB



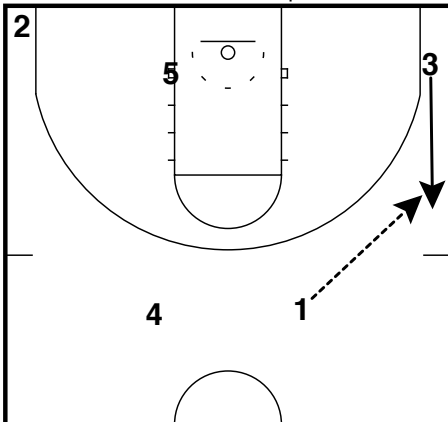
The other situation where you can STAB is on a REEL action. In this diagram, 2 stops his cut at the block and posts up.

Action - STAB



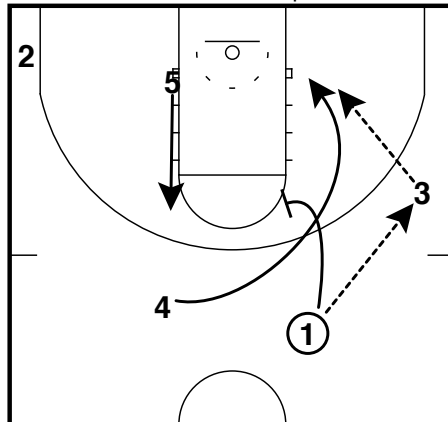
4 fills from the corner and 1 throws it to 4 who throws it into 2

Action - 4 rip



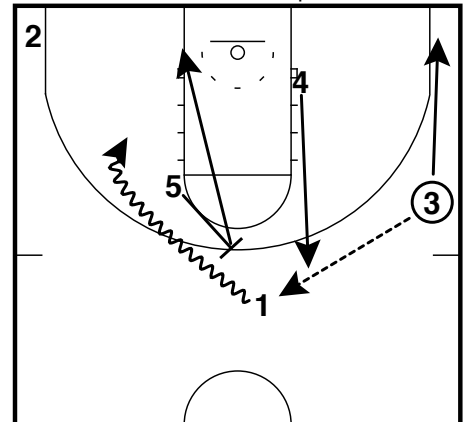
Instead of waving 4 through to start the offense, 1 hits 3 on the wing and sets a rip screen for 4 to go into the post

Action - 4 rip



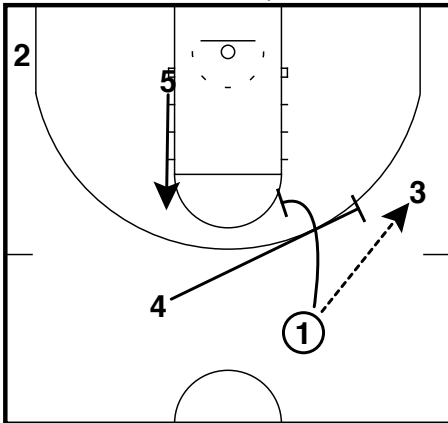
3 throws it into the post to the 4 if he's open.

Action - 4 rip



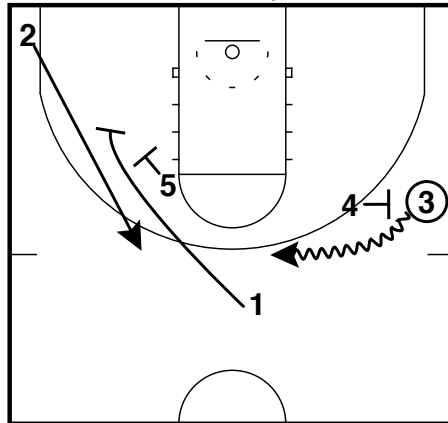
The back end to this play is for 3 to hit 1 (after he sets the rip screen for 4) at the top and then 5 sets an immediate HPR for 1. As 1 comes off the screen, 4 will fill behind as 5 rolls to the rim.

Action - 4 rip SBS



1 hits the wing and sets a rip for 4

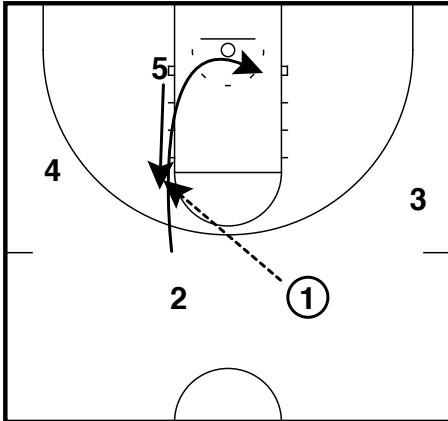
Action - 4 rip SBS



Instead of going to the post, 4 goes to screen for 3 and they play a two-man game on the wing. While this is happening, 1 and 5 are staggering away for 2.

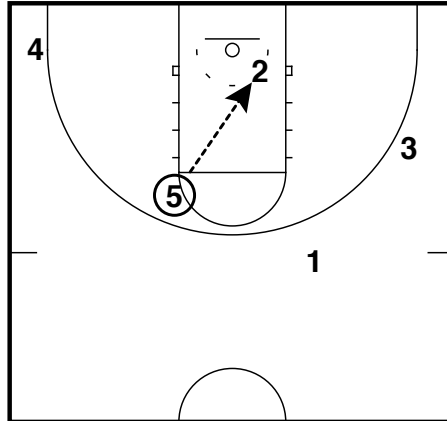
Princeton Quick Hitters

Action - Middle Spain



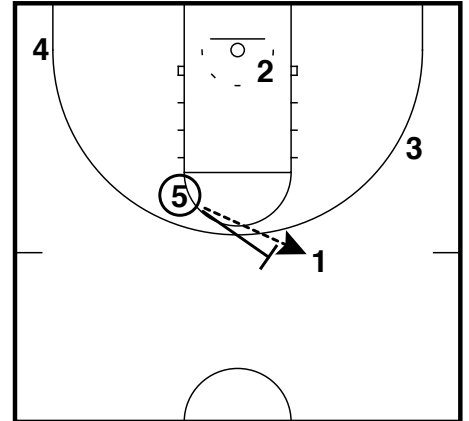
2 cuts through and STABs to post up. 5 flashes to the elbow. 1/5 pass

Action - Middle Spain



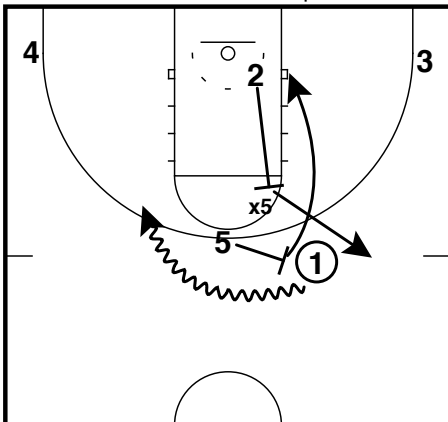
Option 1: 5 looks for 2 on the postup

Action - Middle Spain



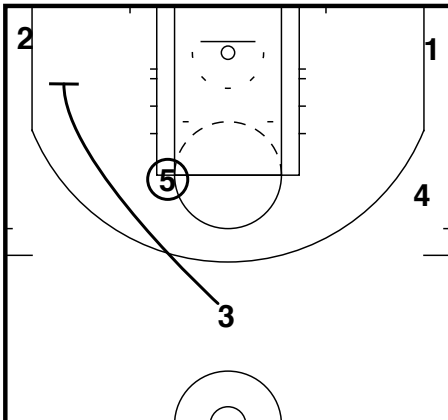
Option 2: 5 passes back to 1 and sets a ball screen

Action - Middle Spain



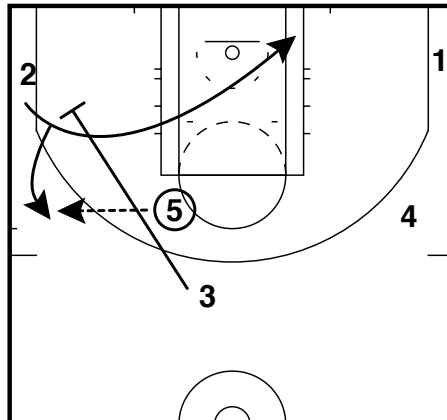
1 comes off the screen and 2 screens X5 defender and then pops

Action - double cross



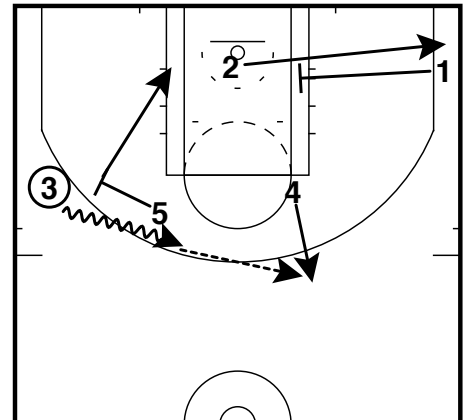
Standard alignment, 3 goes to set a ROD 1 screen

Action - double cross



Rod 1, 2 tight curls, 3 pops back and 5/3 BS

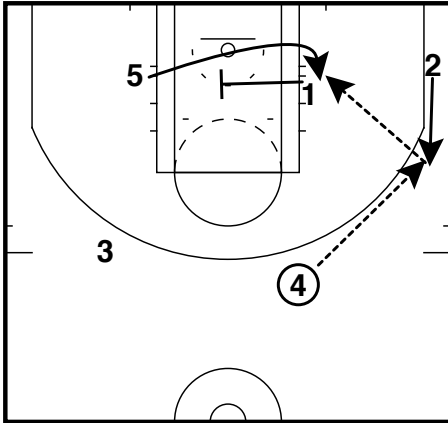
Action - double cross



1 sets a screen for 2 to pop out while the BS happens between 5/3

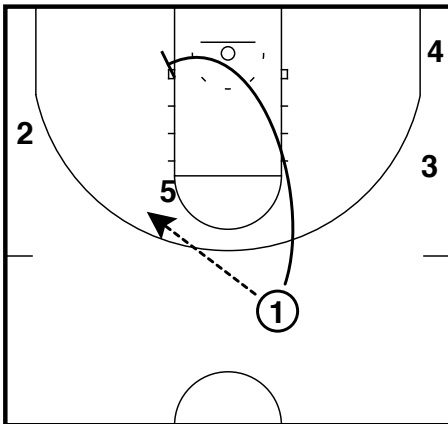
Princeton Quick Hitters

Action - double cross



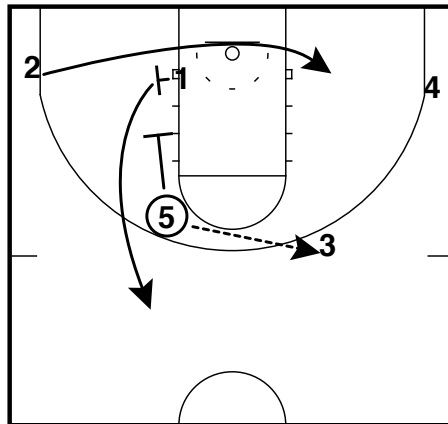
1 sets a cross screen for 5. 4 hits the 2 man who has a better angle for a post entry.

Action - Flex



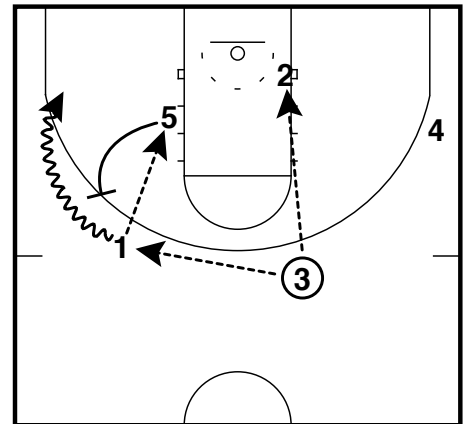
Standard alignment, but instead of going to a ROD 2, 1 dives down the lane and sets a flex screen for 2 coming across the lane

Action - Flex



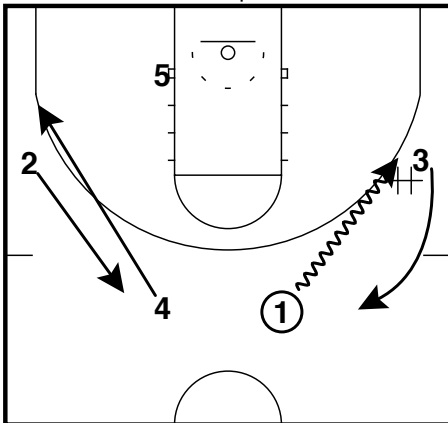
5 throws it to 3. 2 is first look, 1 comes off looking the down screen looking to score

Action - Flex



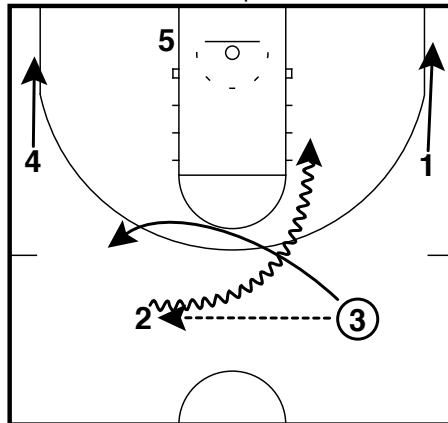
1 can shoot, throw it into the post, or receive a step-up ball screen from 5

Action - Flip to laser



Flip action to the wing.

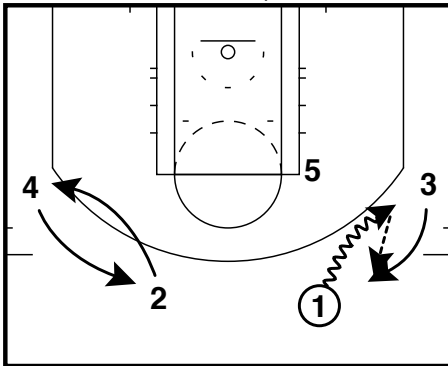
Action - Flip to laser



Pass from 3/2 and laser cut by 3 for 2 drive right over his back down the open lane

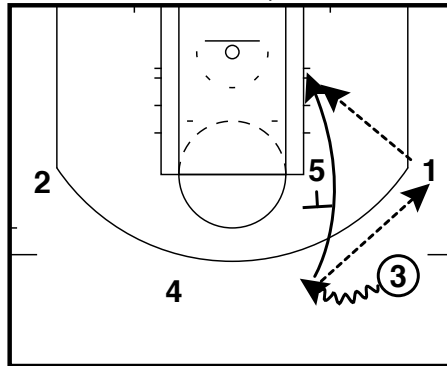
Princeton Quick Hitters

Action - Flip RIP



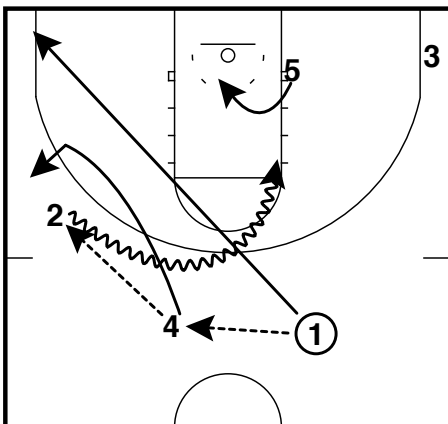
Flip to the wing

Action - Flip RIP



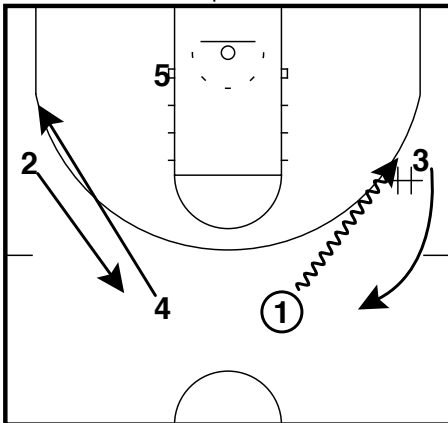
3 passes back to the same side and gets a rip screen from 5 into the post. 1 throws the ball into 3.

Action - Double Laser



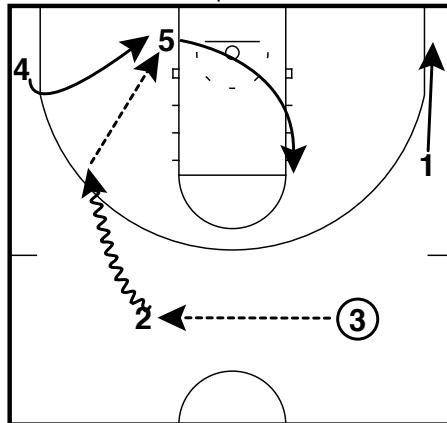
1 passes to 4 who passes to 2 on the wing. 1 cuts to the corner and 4 cuts to the wing. As 2 drives down the lane 5 ducks in hard.

Action - flip to backdoor



Flip to the wing

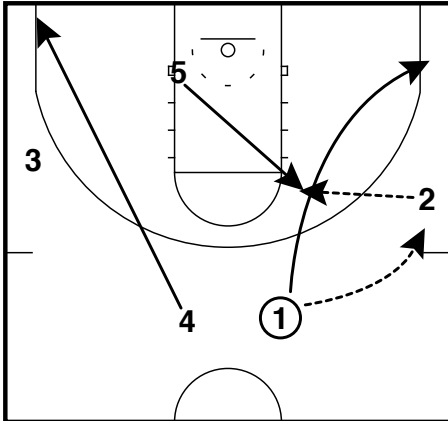
Action - flip to backdoor



3 holds his laser cut and 4 goes back door. 5 comes to the elbow to clear the lane. 4 takes one step towards the ball and cuts backdoor.

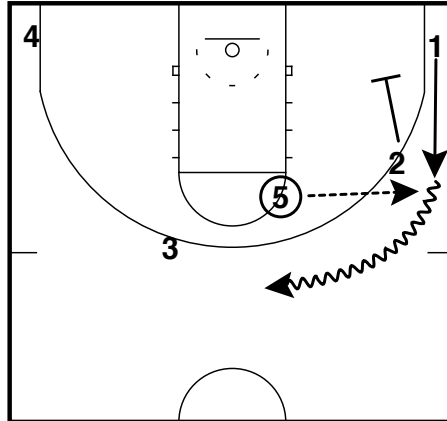
Princeton Quick Hitters

Action - iverson, 4 man flare



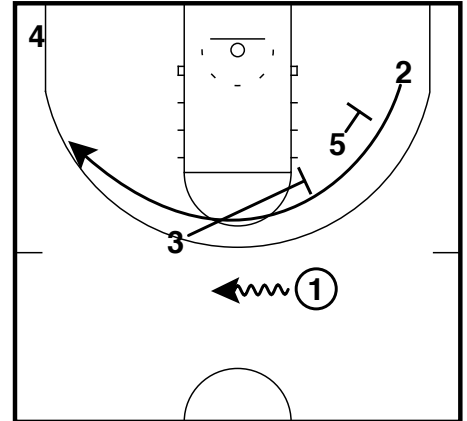
Starts with a chest action. 5 with the elbow catch after a strong side corner cut

Action - iverson, 4 man flare



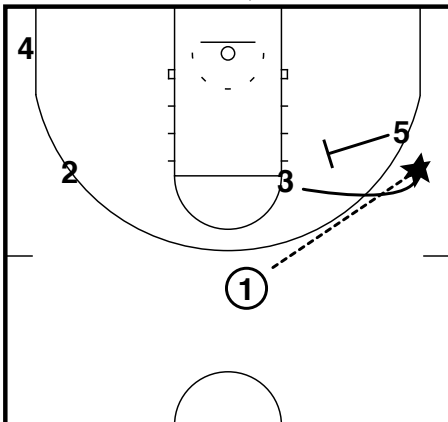
5 hits 1 who dribbles up to the top of the key

Action - iverson, 4 man flare



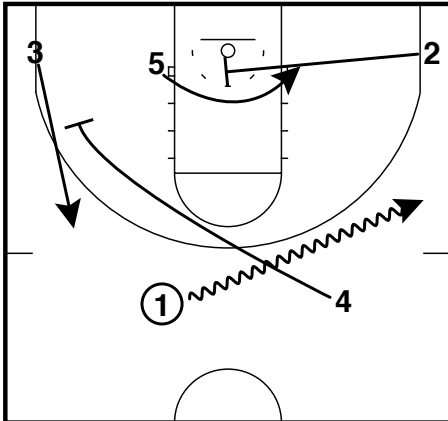
3 and 5 stagger for 2 in the corner. 2 curls around the stagger.

Action - iverson, 4 man flare



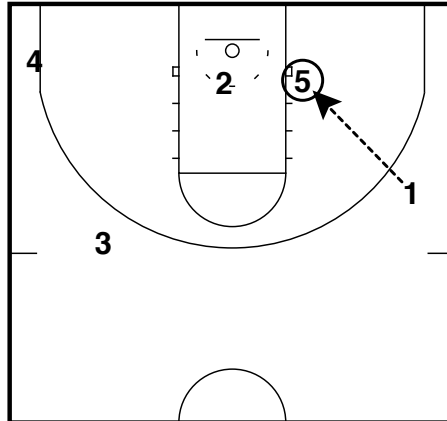
5 flares for 3 after 2 curls around the stagger. 1 passes to 3

Action - STS post entry pin backside



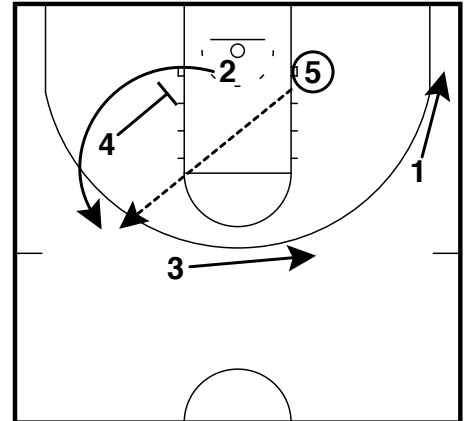
Start in the standard alignment. 1 dribbles at 4 and he screens away, 2 cross screen for 5

Action - STS post entry pin backside



1 feeds the post

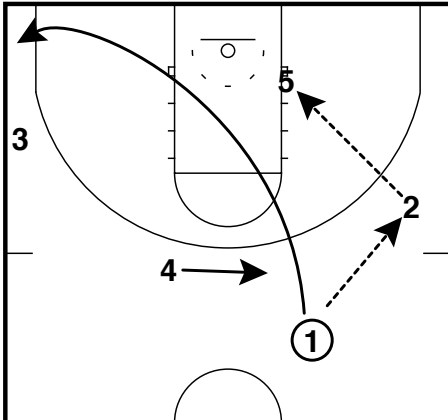
Action - STS post entry pin backside



4 pins for 2 coming out for a shot on the other side of the court.

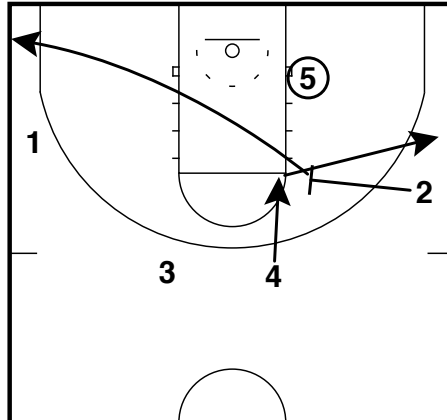
Princeton Quick Hitters

Action - Post ISO, Split Action



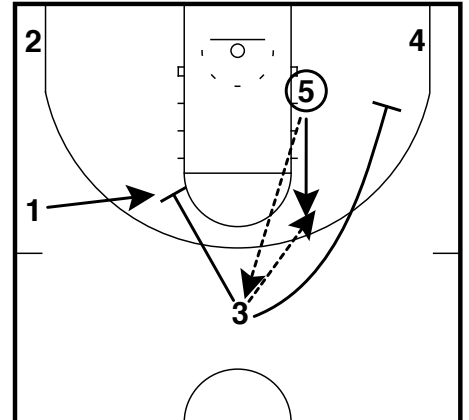
Kick ahead with an early post entry

Action - Post ISO, Split Action



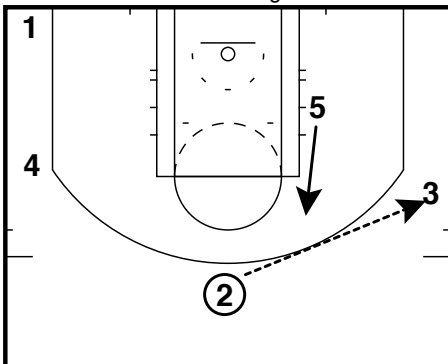
5 reads the split action between 4 and 2

Action - Post ISO, Split Action



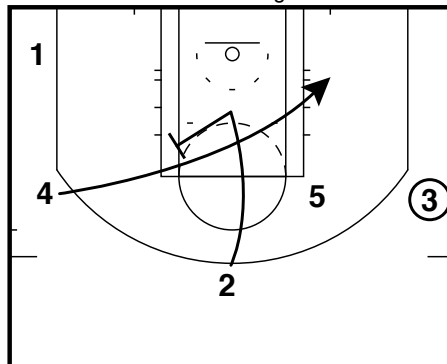
If 5 doesn't have anything he can pass out to the player at the top of the key who can get back into the standard alignment and then pick whatever action he wants to initiate (i.e. ROD 2, ROD 1, REEL)

Action - Basic Diagonal HPR



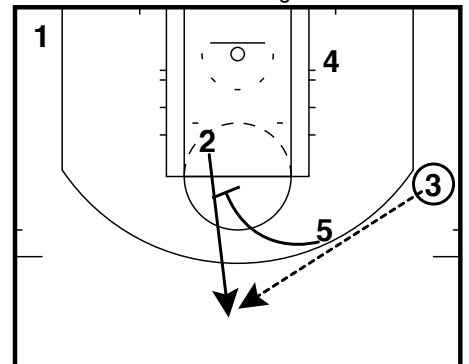
Standard alignment, instead of hitting 5, 2 hits 3 on the wing

Action - Basic Diagonal HPR



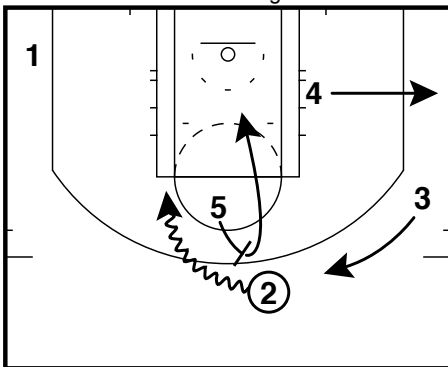
2 sets a back screen for 4 on the wing

Action - Basic Diagonal HPR



5 down screens for 2, and 3 hits 2 coming back to the top

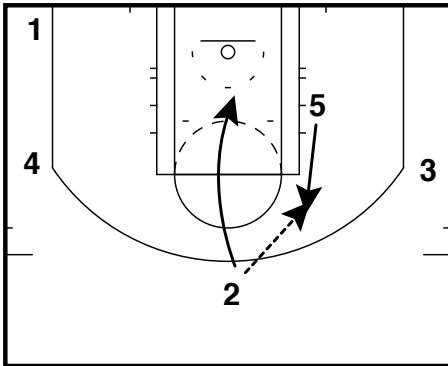
Action - Basic Diagonal HPR



5 sets a HPR for 2

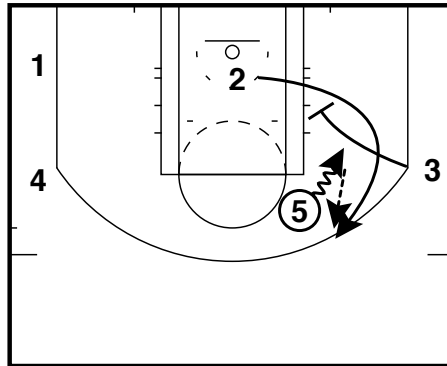
Princeton Quick Hitters

Action - middle cut, SMASH



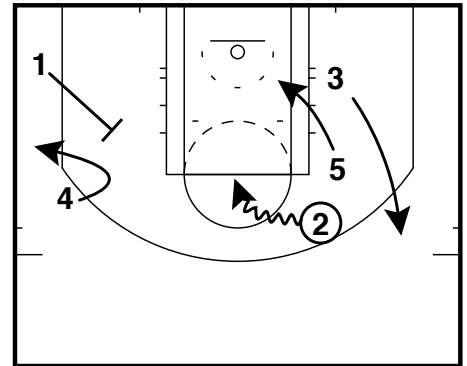
Standard alignment, 2 cuts straight down the lane

Action - middle cut, SMASH



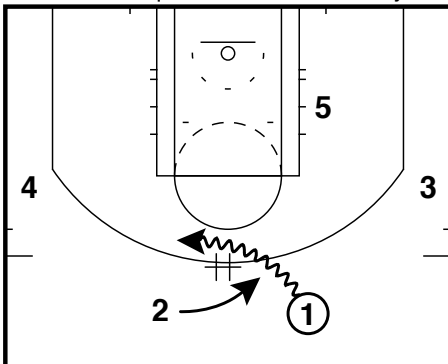
3 and 5 SMASH for 2 coming back to the top of the key

Action - middle cut, SMASH



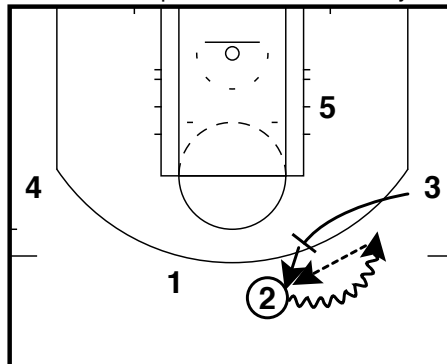
5 rolls, 3 pops, 1 flares for 4 on the backside

Action - quick flare / DHO away



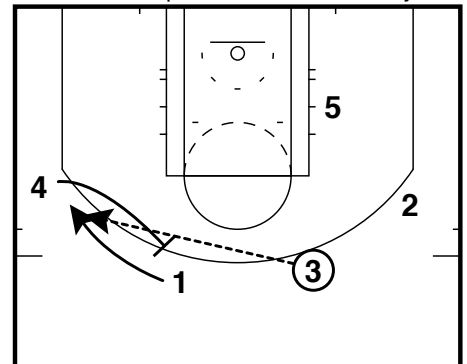
1 dribbles underneath 2 and pitches back

Action - quick flare / DHO away



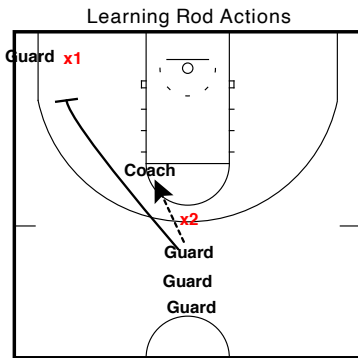
2 dribbles to the wing and 3 cuts underneath/sets a rub screen. 2 passes back to 3

Action - quick flare / DHO away



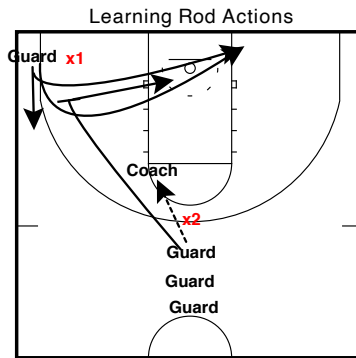
4 sets a quick flare for 1

Breakdown Drills



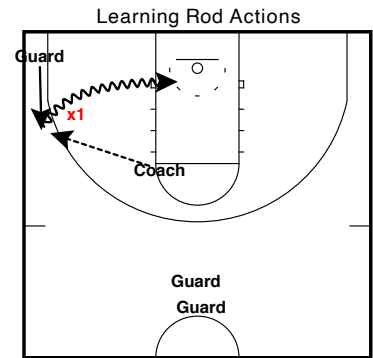
Learning ROD 1 actions in a 2 v 2 format starts with guards up top and guards in the corner.

A coach (or 5 man stands at the elbow). The offense is only allowed to play on one side of the floor since its 2 v 2.

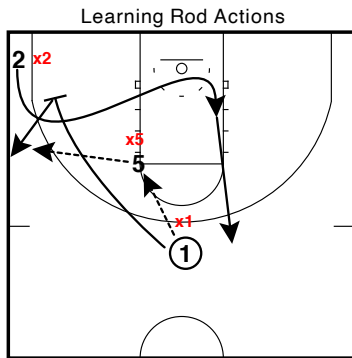


The options for the guards are:

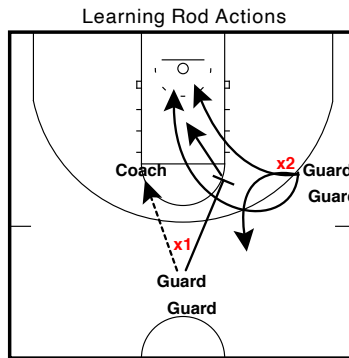
- Tight curl
- Back cut
- Top slip
- Pop



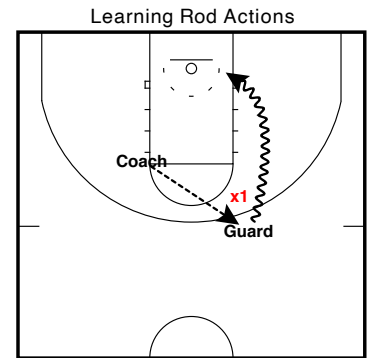
The goal is to get a layup, but if that doesn't happen, once the coach hits a guard popping back to the perimeter, the players can play 1 v 1 (minimum 3 dribbles) to finish the possession.



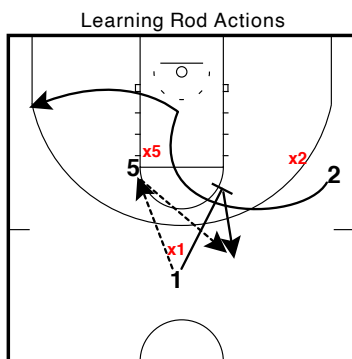
The drill can easily be turned into 3 v 3 (staying on one side of the half-court).



In ROD 2 actions the pattern is the same. ...



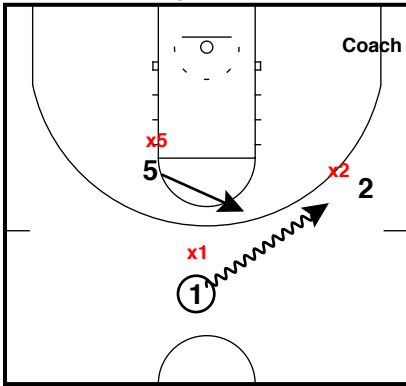
The goal is to get a layup. Once the coach throws the ball to the guard on the perimeter, they will play 1 v 1 to finish the possession (minimum 3 dribbles).



The drill can easily be turned into 3 v 3

Breakdown Drills

Learning REEL Actions

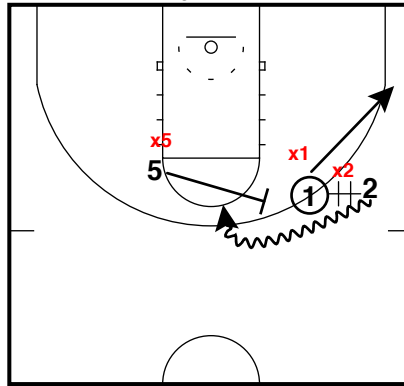


Learning REEL actions is best done 3 v 3 with a coach in the corner to be a passer.

The top guard starts dribbling at the guard on the wing who has the option to cut back door or get a DHO.

The 5 man follows the play.

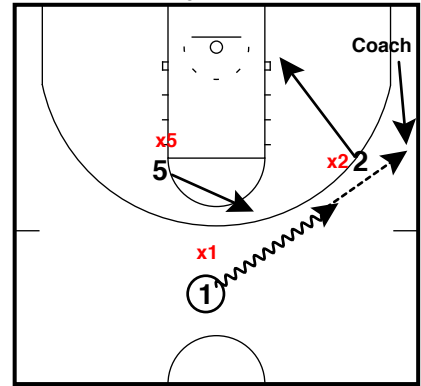
Learning REEL Actions



If 1 hands off to 2, 5 follows and sets a ball screen or slips to the rim.

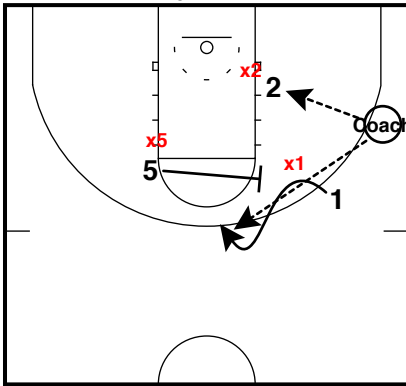
The rest of the drill is played out 3 v 3.

Learning REEL Actions



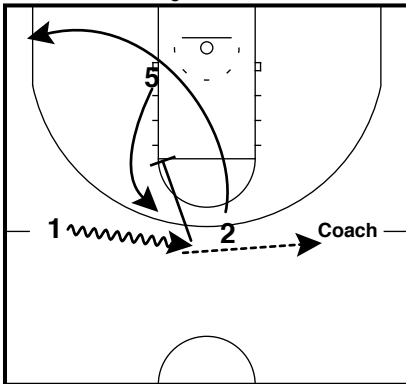
If 2 cuts backdoor then 1 throws the ball to the coach and slips from a flare screen from 5

Learning REEL Actions



The coach should either throw the ball into the post or look at the 1 coming off the flare. The drill finishes 3 v 3.

Learning WEDGE action



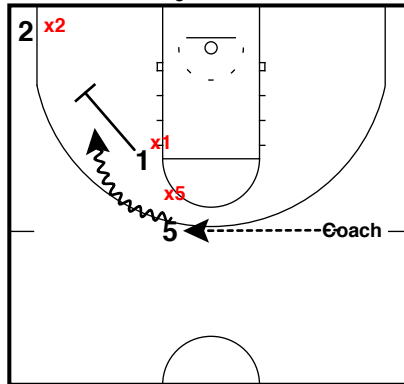
The best way to practice the WEDGE action is 3 v 3 with a coach.

1 dribbles at 2 up top and throw it to a coach on the wing.

1 sets a down screen for 5.

All Contents Proprietary

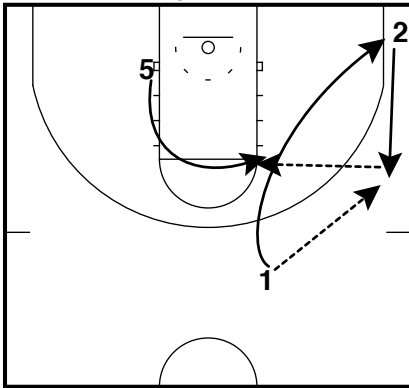
Learning WEDGE action



When 5 catches the ball up top the play finishes 3 v 3 with the wedge action.

Breakdown Drills

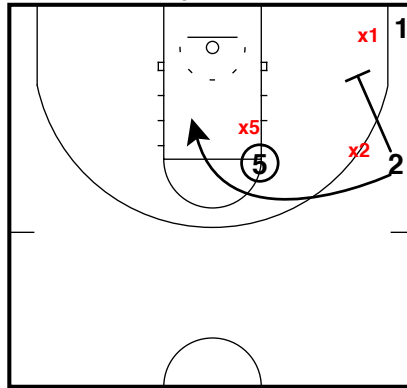
Learning Chest Action



The best way to learn Chest action is to play 3 v 3.

1 throws it to 2 and cuts to the corner. 2 throws it to 5 at the elbow

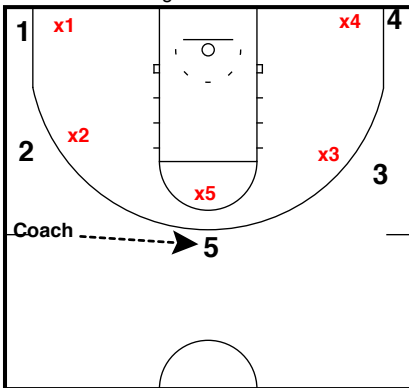
Learning Chest Action



From here the drill finishes 3 v 3.

2 can go down and screen for 1 (options: tight curl, back cut, pop, slip), or 2 can come get a handoff directly from 5 at the elbow.

Learning Chin and 5-out

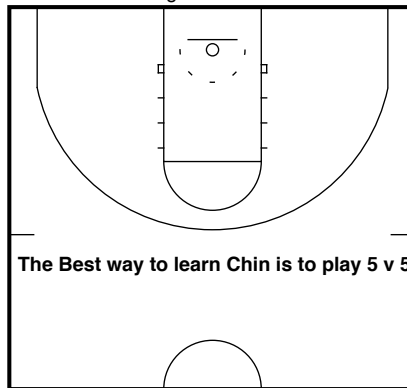


The best way to learn 5 out is to play 5 v 5.

The coach can throw the ball to 5 at the top of the key to start the possession.

You can put a time limit on the possession to encourage quick decision making.

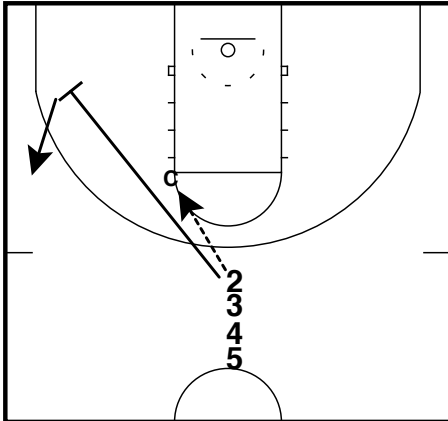
Learning Chin and 5-out



When practicing Chin action it can be helpful to put guys in different spots to give them different reads within the offense.

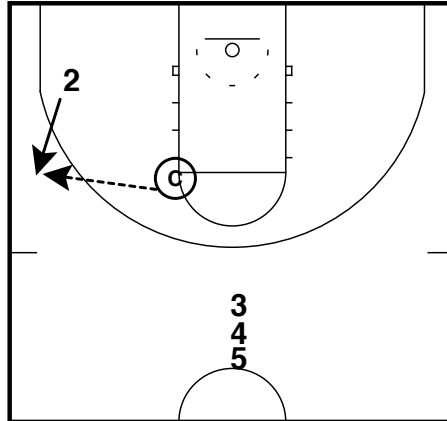
Shooting Drills

Shooting Drills - ROD 1



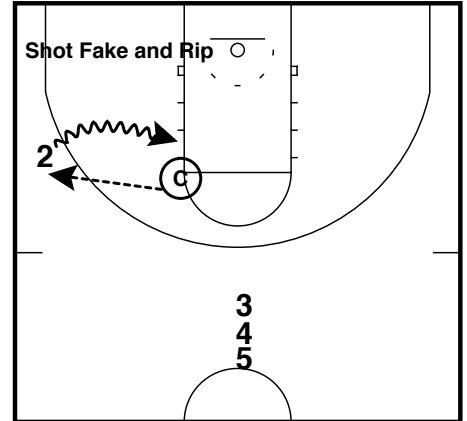
ROD 1 shooting (this can be done on both sides of the floor). One line up top and a coach/passer at the elbow.

Shooting Drills - ROD 1



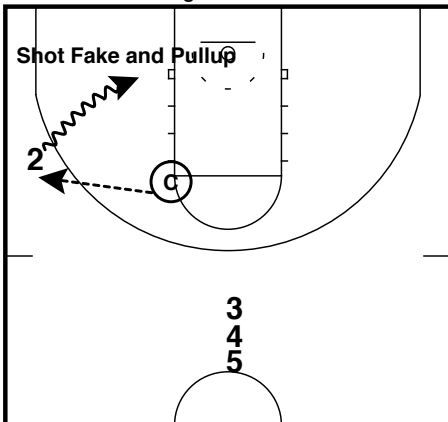
ROD 1 shooting. 2 should plant their feet like their setting a ROD 1 screen and pop back for a catch and shoot three.

Shooting Drills - ROD 1



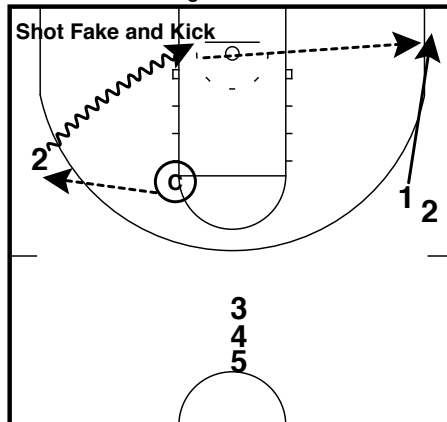
ROD 1 shooting. Shot fake and rip away from the screen.

Shooting Drills - ROD 1



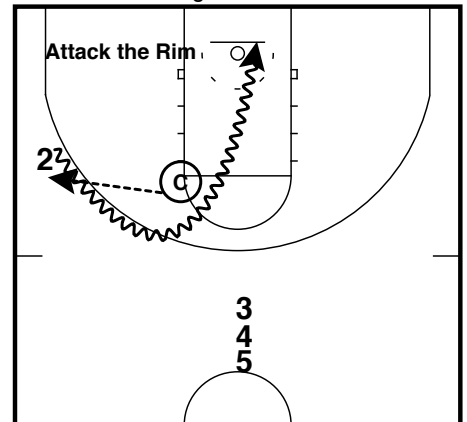
ROD 1 shooting. Shot fake and rip to a pullup jumper away from the screen.

Shooting Drills - ROD 1



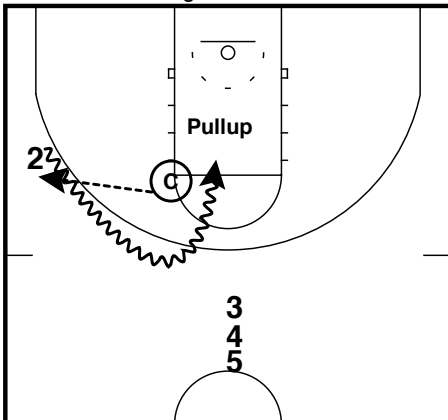
ROD 1 shooting. Rip away from the screen, drive baseline and hit the guard filling in the corner. Passer should follow his pass and get in line to be the next shooter.

Shooting Drills - ROD 1



ROD 1 shooting. Pop back and take the ball screen attacking the rim.

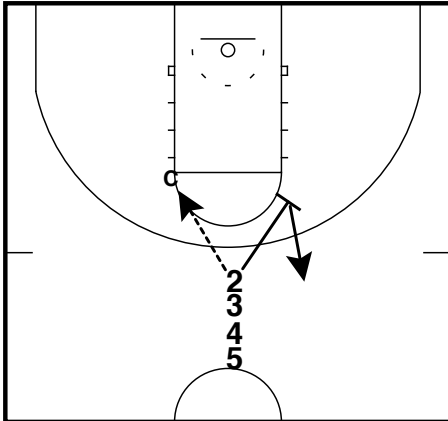
Shooting Drills - ROD 1



ROD 1 shooting. Take the screen and shoot a pullup jumper.

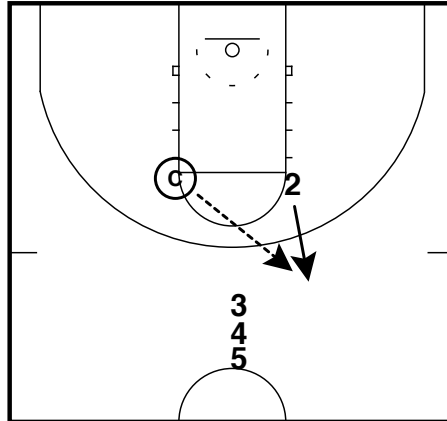
Shooting Drills

Shooting Drills - ROD 2



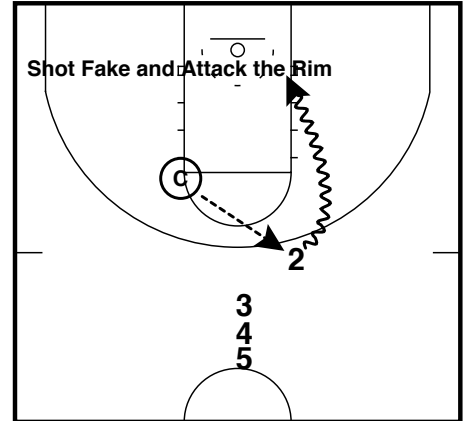
ROD 2 shooting (can be done from both sides of the floor). One line up top and a coach/passer at the elbow.

Shooting Drills - ROD 2



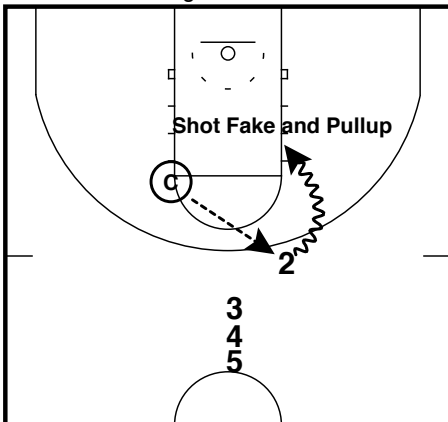
ROD 2 shooting. Set a ROD 2 cluster screen and pop back for a catch and shoot three.

Shooting Drills - ROD 2



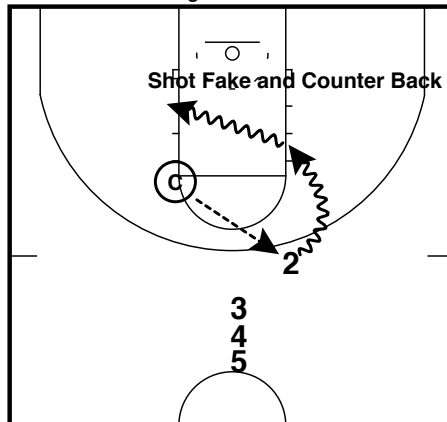
ROD 2 shooting progression (away from screen). Pop back and rip down the lane to attack the rim.

Shooting Drills - ROD 2



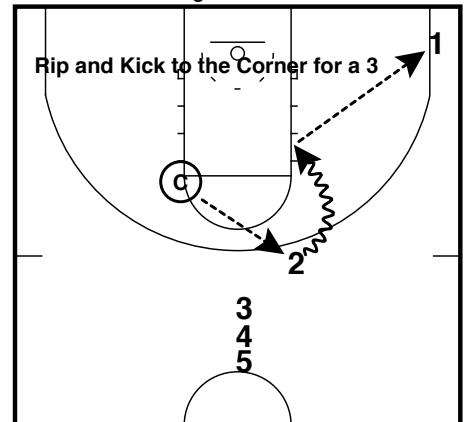
ROD 2 shooting progression. Rip away from screen and shoot a pullup jumper.

Shooting Drills - ROD 2



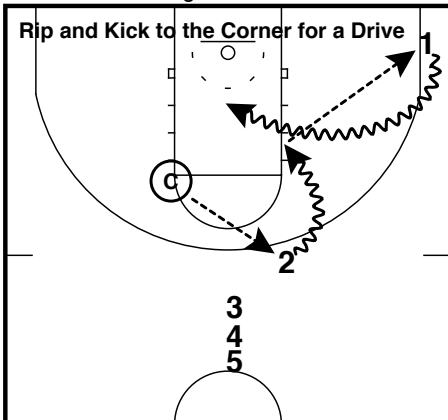
ROD 2 shooting progression. Rip way from screen and come back across the lane with some kind of counter move (between the legs, spin, pro hop, etc).

Shooting Drills - ROD 2



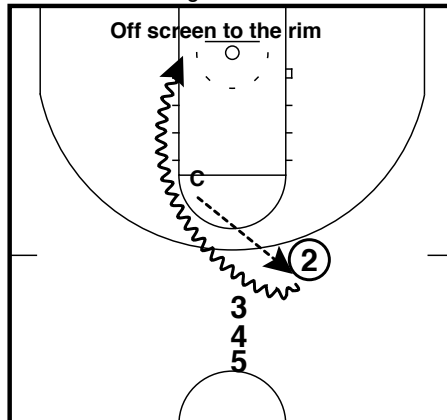
ROD 2 - Buddy Ball Progression rip away from screen and kick to the man in the corner.

Shooting Drills - ROD 2



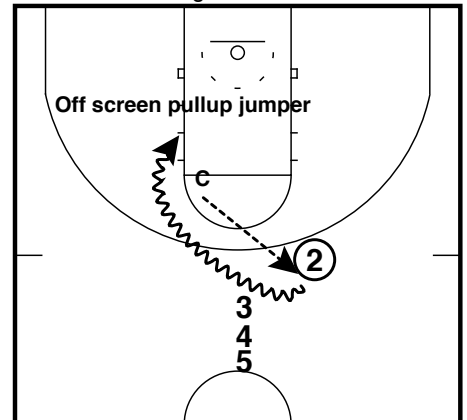
ROD 2 - Buddy Ball Progression. Kick to the man in the corner who drives the closeout to the middle of the floor.

Shooting Drills - ROD 2



ROD 2 shooting. Take the ball screen, attack the rim.

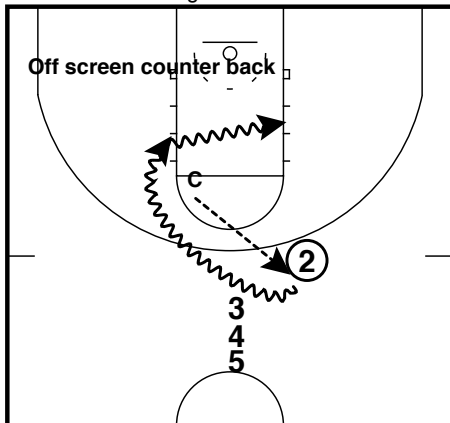
Shooting Drills - ROD 2



ROD 2 shooting. Take the screen, shoot a pullup jumper.

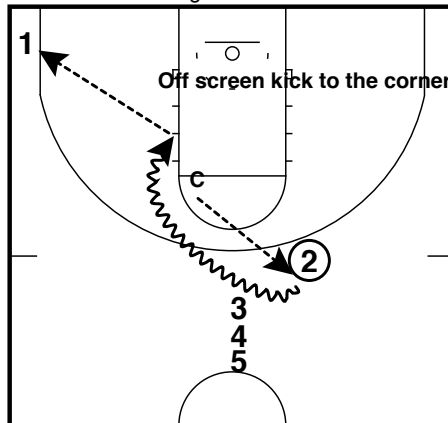
Shooting Drills

Shooting Drills - ROD 2



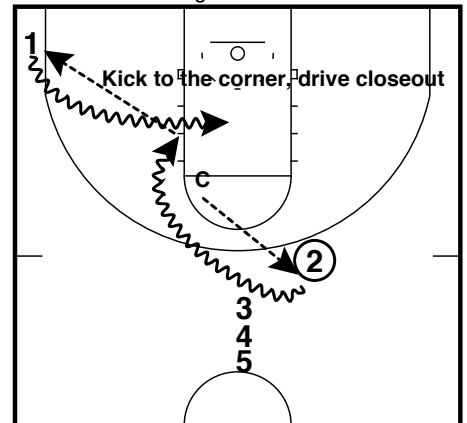
ROD 2 shooting. Take the ball screen take a pullup jumper.

Shooting Drills - ROD 2



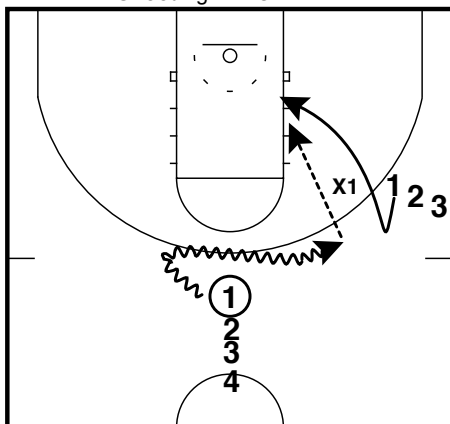
ROD 2 shooting. Take the screen, drive and kick to the corner.

Shooting Drills - ROD 2



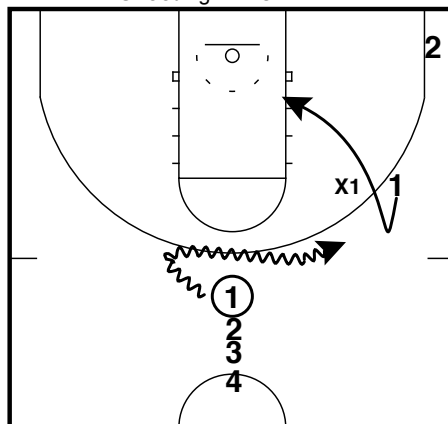
ROD 2 shooting. Take the screen kick to the corner who drives the closeout.

Shooting Drills - REEL



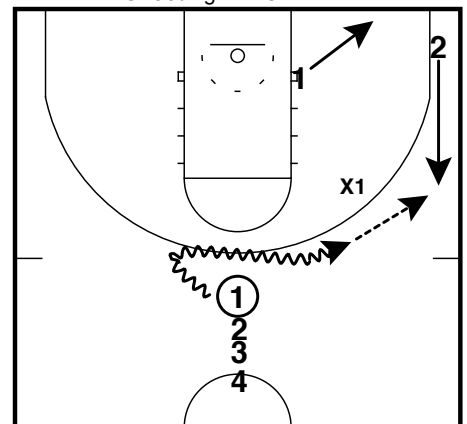
One line at the top of the key and one line on the wing. Dribble at the wing who cuts backdoor (1 step setup, throw it at the defenders ankles). Coach can be a defender on the wing (this can be done on both sides of the floor).

Shooting Drills - REEL



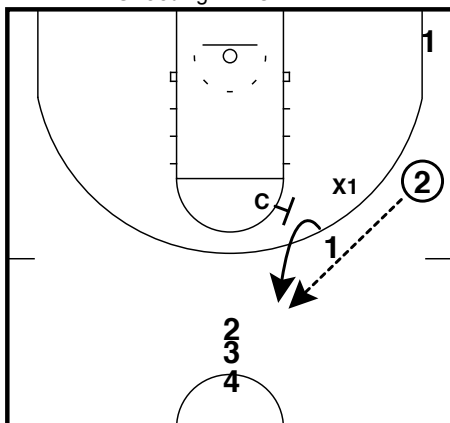
Second progression is to dribble at the wing who cuts backdoor, then hit the corner man filling up for a catch and shoot 3pt shot.

Shooting Drills - REEL



Dribble at backdoor, hit the corner man filling up for a catch and shoot 3pt shot.

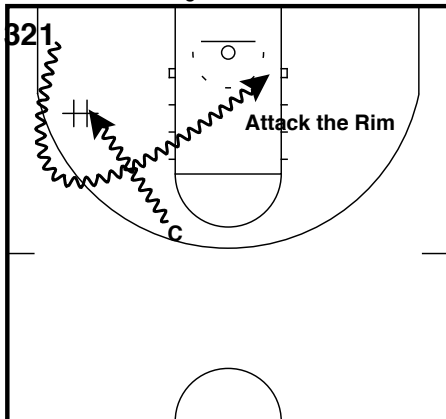
Shooting Drills - REEL



Third option is to shoot the three off the flare screen. 2 passes to 1 at the top of the key coming off the flare from 5. A coach can set a screen to make it more realistic.

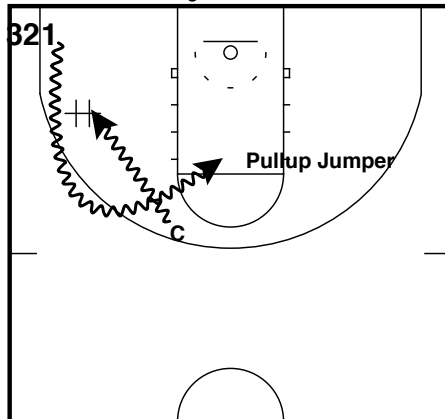
Shooting Drills

Shooting Drills - WEDGE



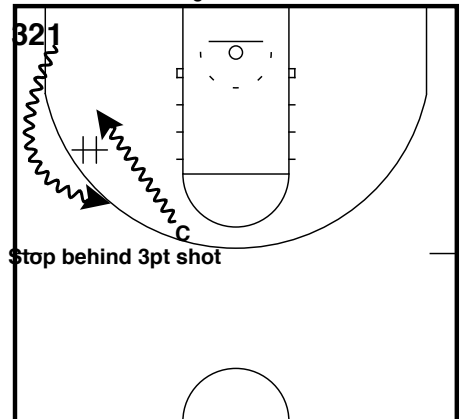
Coach starts at the top and dribbles (like he would be the 5 man in this action) at the man in the corner. This progression can be done on either side of the floor. Option 1 is to turn the corner and attack the rim.

Shooting Drills - WEDGE



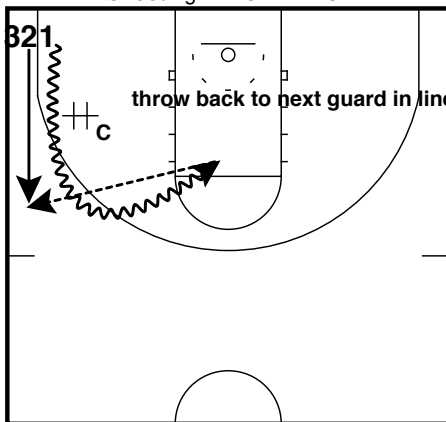
Option 2 is to turn the corner and shoot a pullup.

Shooting Drills - WEDGE



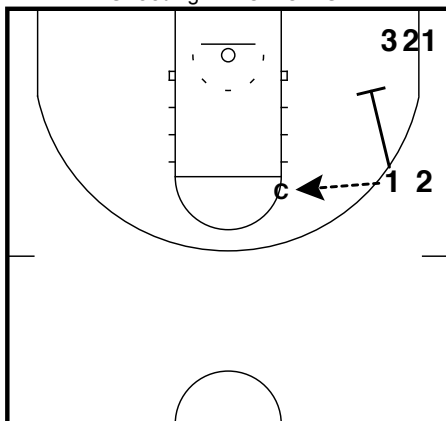
Option 3 is to stop behind and shoot the three.

Shooting Drills - WEDGE



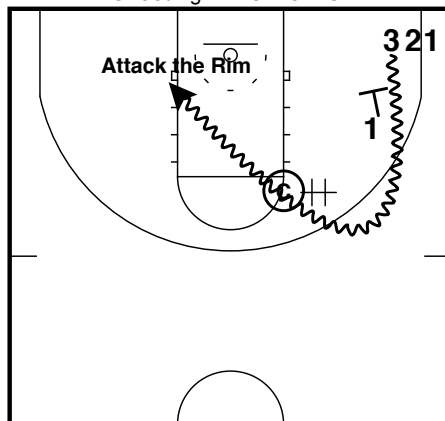
Option 5 is to turn the corner and throw back to the guard lifting up from the corner.

Shooting Drills - CHEST



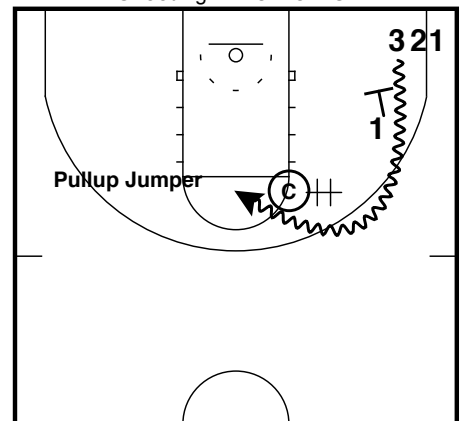
With a coach at the elbow you can have two lines of perimeter players, one on the wing and one in the corner. The action starts with a downscreen from the line on the wing for the line in the corner. This can be done on either side of the floor.

Shooting Drills - CHEST



First option is for corner man to come over top and get the handoff and attack the rim

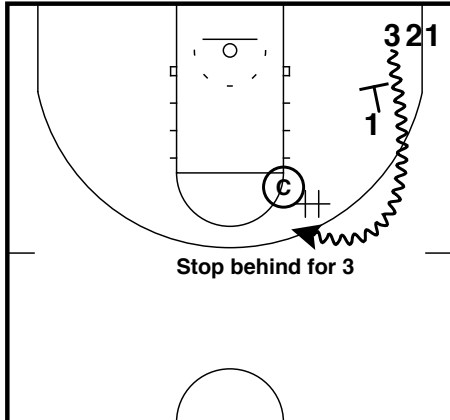
Shooting Drills - CHEST



Second option is for corner man to come over top and get the handoff and pullup for a jumper

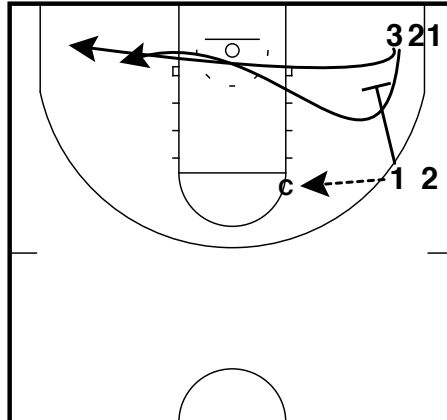
Shooting Drills

Shooting Drills - CHEST



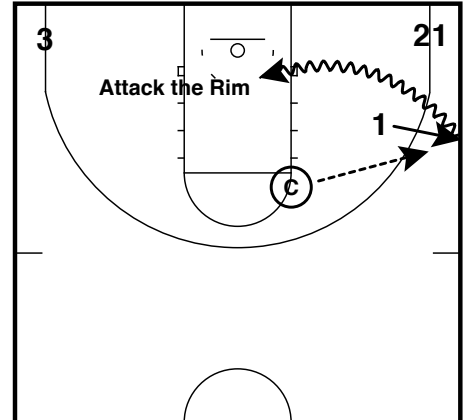
Third option is for corner man to come over top and get the handoff and stop behind the handoff man for a 3pt shot.

Shooting Drills - CHEST



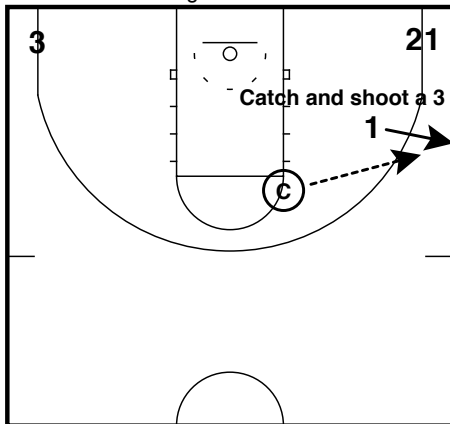
Now we can go into the pop back progression similar to how you would drill a ROD 1 action. The corner man will curl or backcut hard leaving the screener to pop back and go through their scoring progression of reads.

Shooting Drills - CHEST



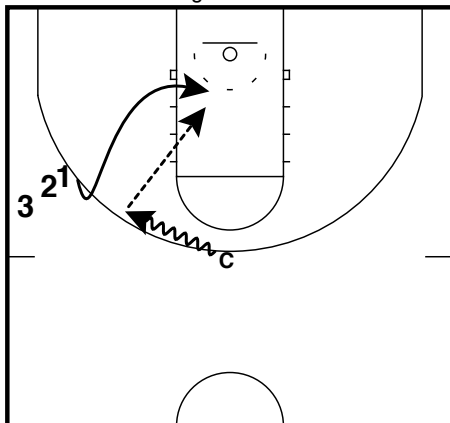
On the pop back the first option is to attack the rim.

Shooting Drills - CHEST



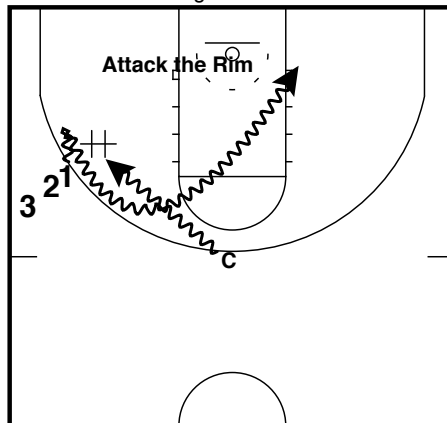
On the pop back the second option is to shoot a three.

Shooting Drills - 5 Out



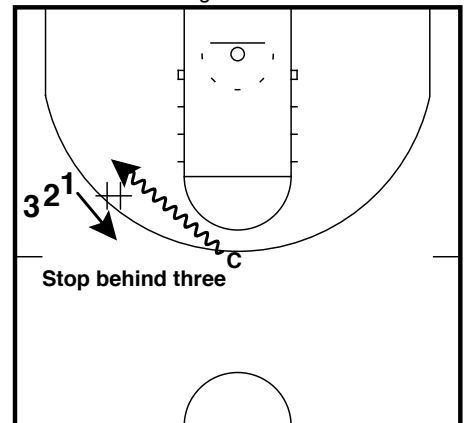
A coach starts at the top of the key with the ball how the 5-man would in a 5-out alignment. The guards line up on the wing for their progression of reads. First read is a hard backdoor cut. This can be done on both sides of the floor.

Shooting Drills - 5 Out



Second read is to come over the top and attack the rim after a DHO from the coach.

Shooting Drills - 5 Out



Third read is to stop behind for a three point shot.