



Five-Out Package



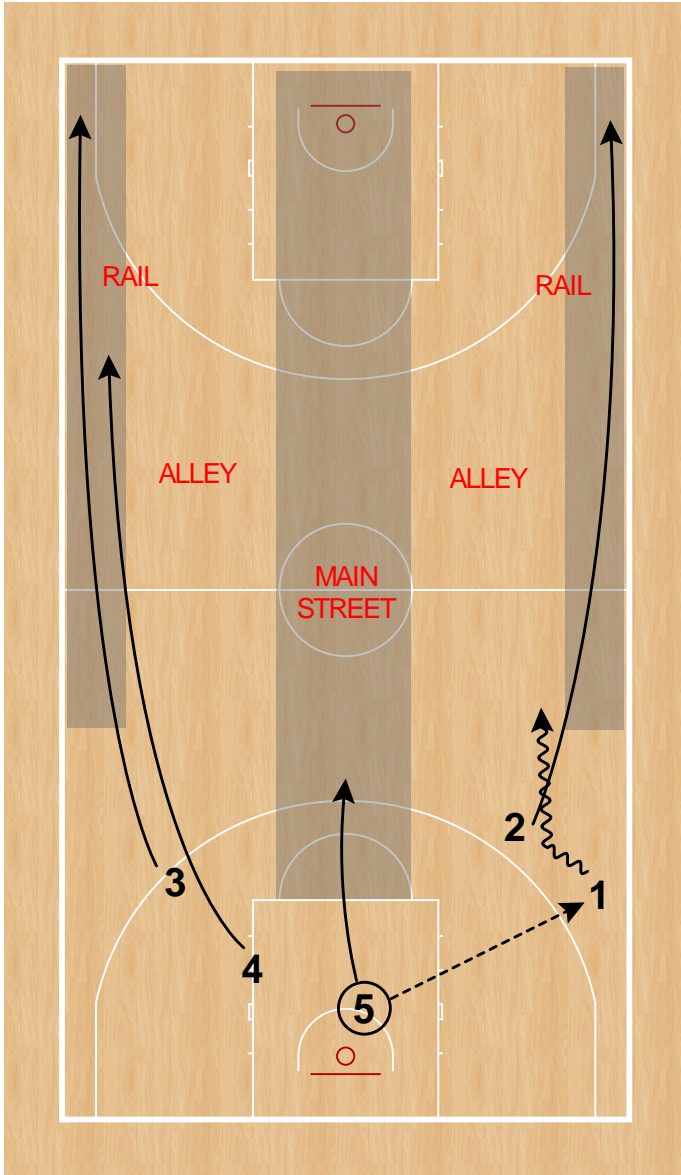
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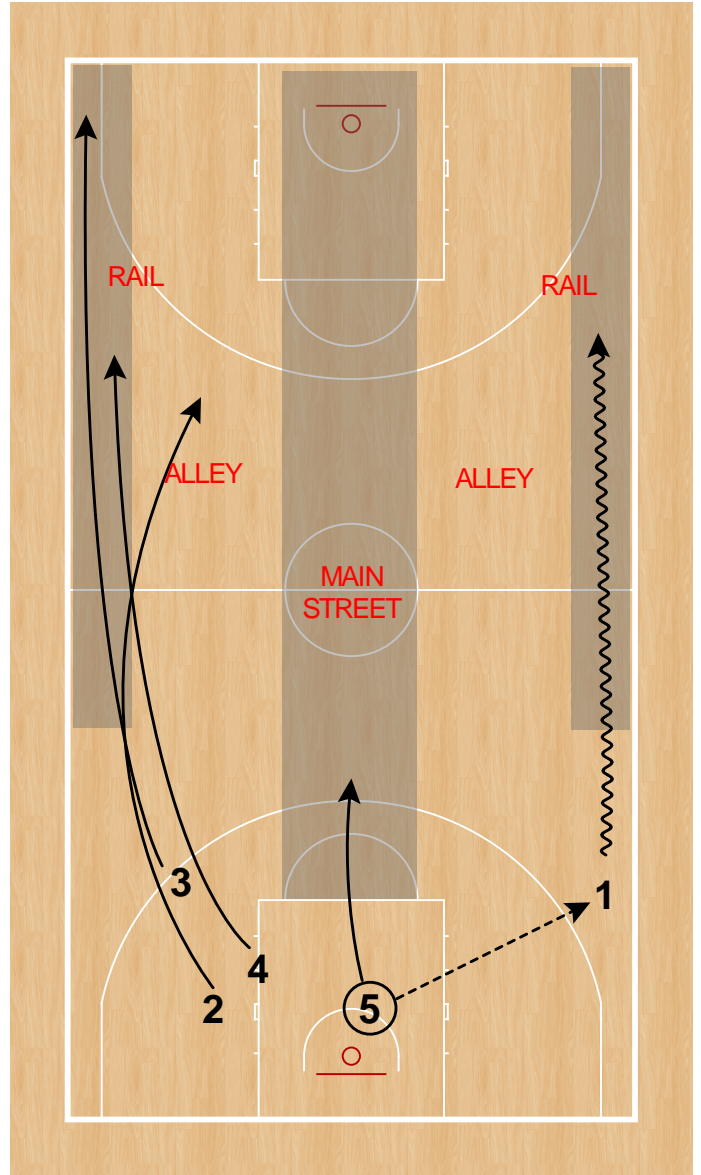
Transition

Radius Athletics

Primary Break

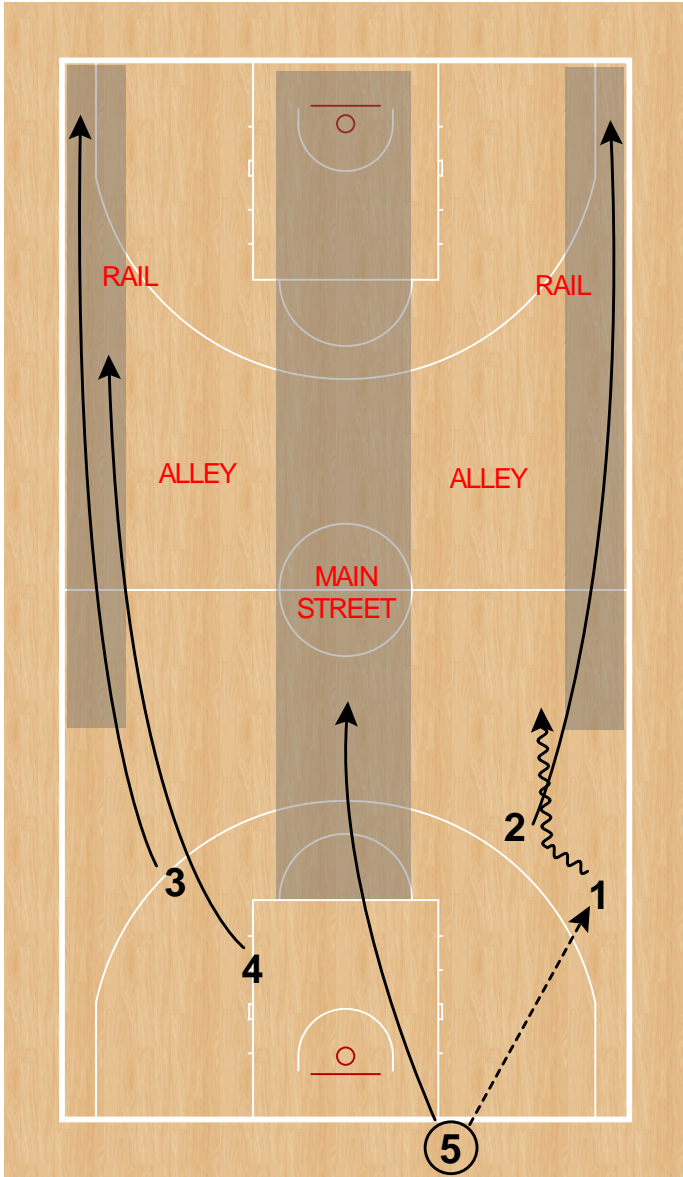


From DREB - Player 5 rebounds, all players find a sideline

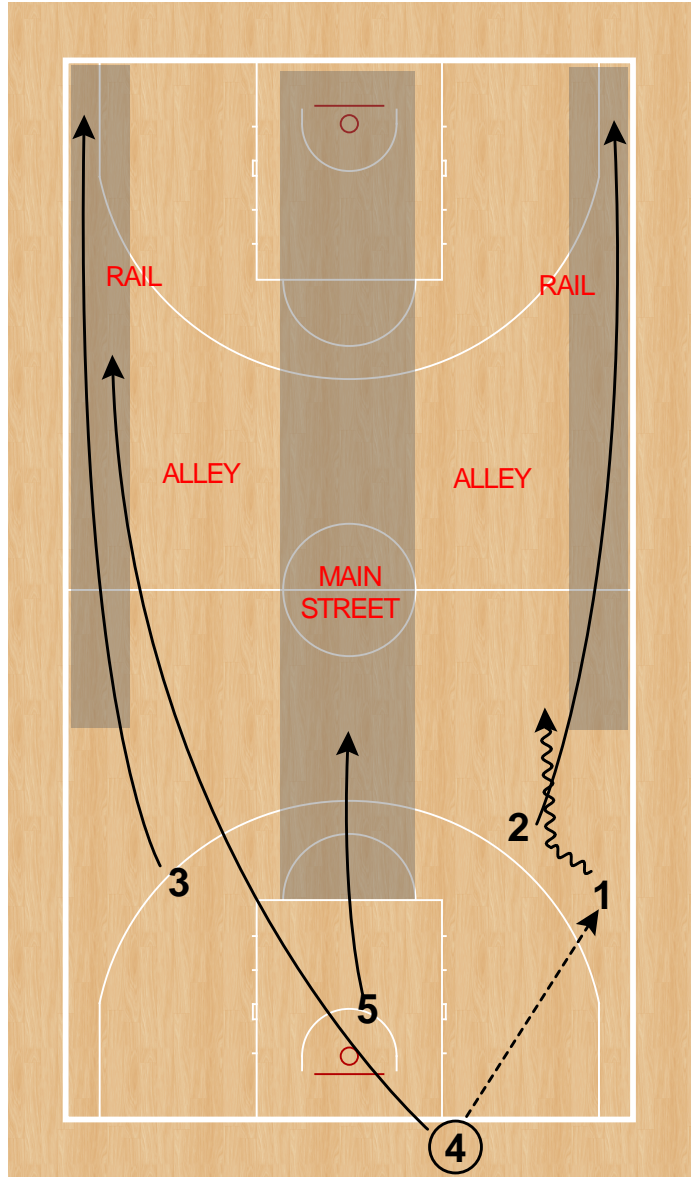


It's ok if we "find a sideline" and that gets us out of floor balance. We can dribble up the RAIL toward the empty corner and get right into a side DRAG and enter EURO (EURO detailed later).

Radius Athletics Primary Break



FGM - your trailer inbounds, or...

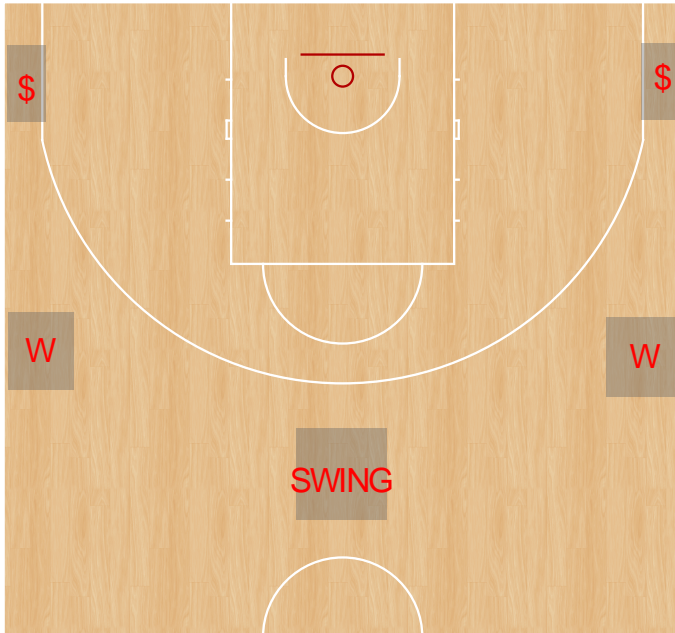


...Player 4 inbounds, then finds a sideline, Player 5 runs in MAIN STREET

Alignment

Radius Athletics

5-Out Court Markings

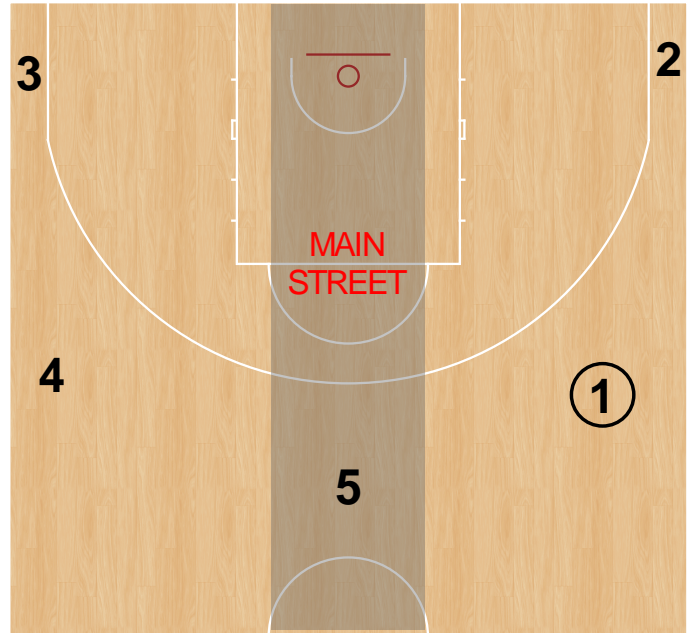


Alignment

Corners at Rim Depth - "Money Spots"

Wings - roughly even with TOC, **wider and higher if we're going to err**

Swing - halfway between top of circle and halfcourt line



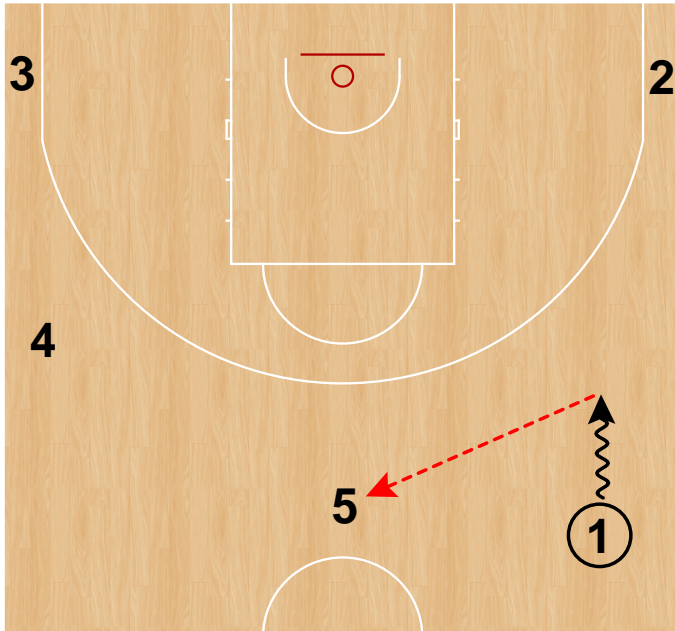
Generally, we want to be "positionless" but we prefer a big in the middle lane.

"Main Street belongs to a big"

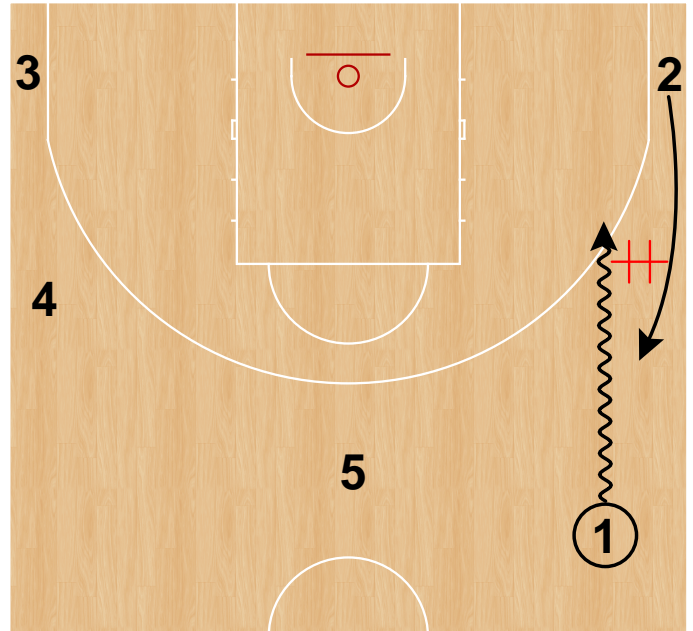
Openings

Radius Athletics

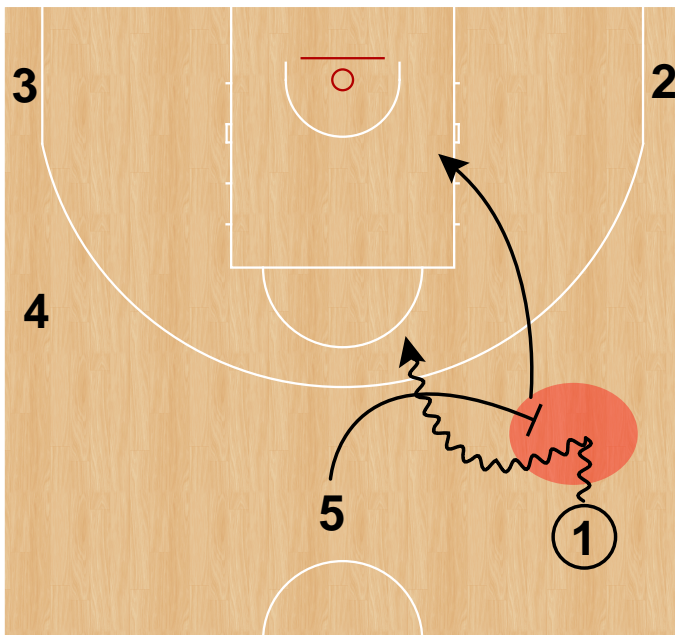
Openings



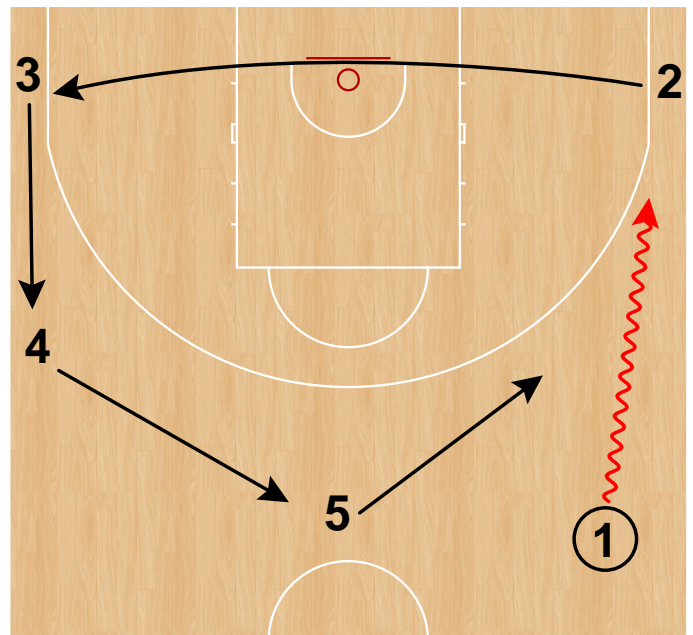
SWING - Passing to trail on the swing spot. See potential options for SWING opening in the later SWING chapter



FLIP - A dribble handoff (DHO) with the player below you



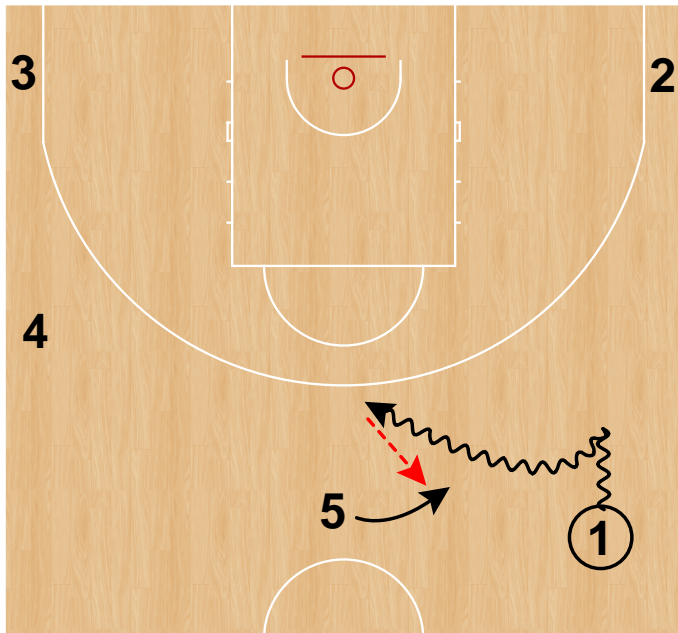
DRAG - A drag ball screen in transition. See how we get from DRAG to EURO in later DRAG chapter



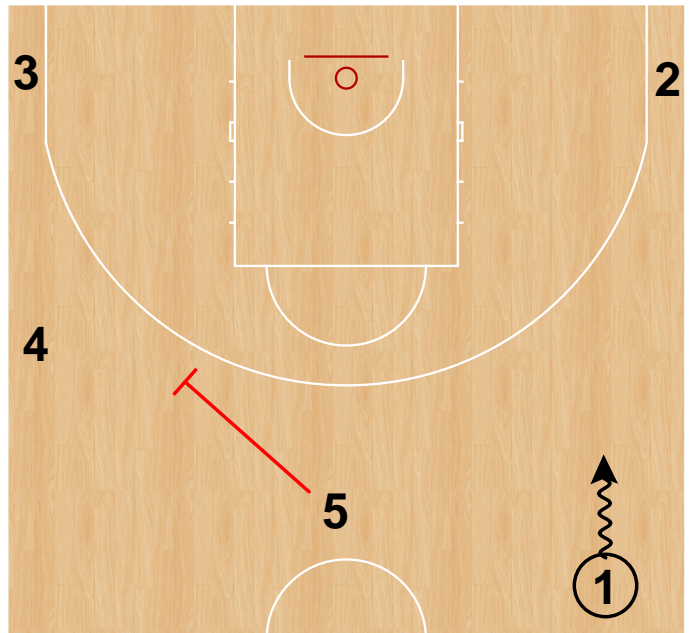
PUSH - A dribble push

Radius Athletics

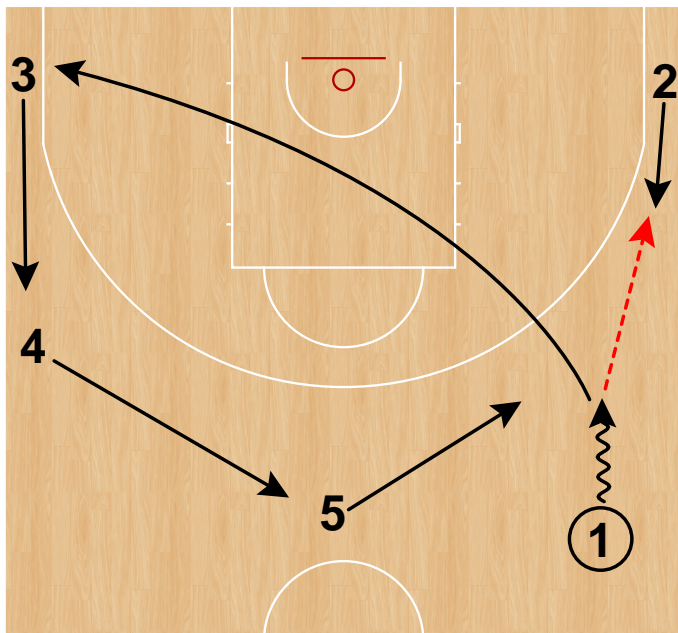
Openings



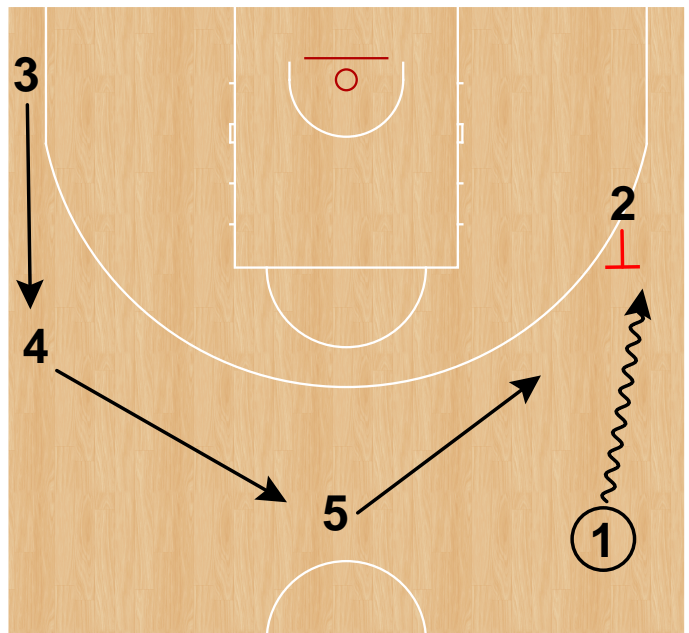
TOSS - Player dribbles under the trail, trail overlaps and we toss to them. aka "pitchback" or "rugby toss"



AWAY - The trail screens away. Basic AWAY option detailed in later AWAY Chapter



THRU - We pass ahead and cut through to far corner

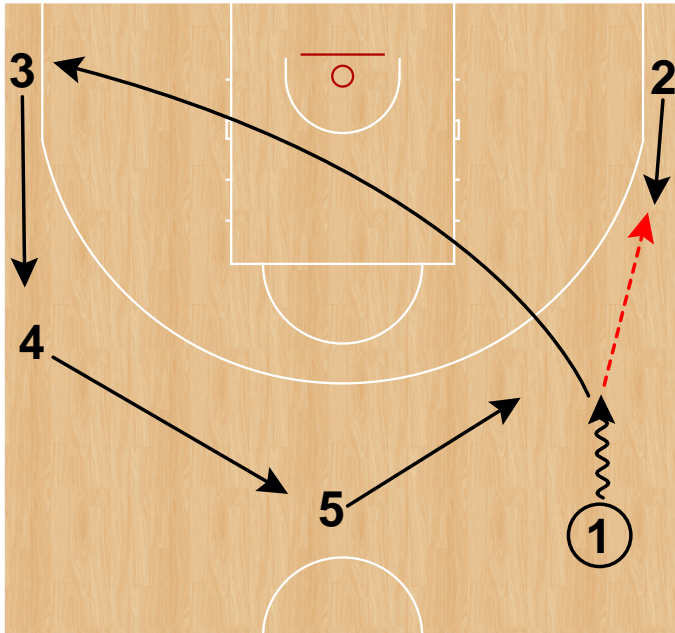


STEP - a step-up ball screen

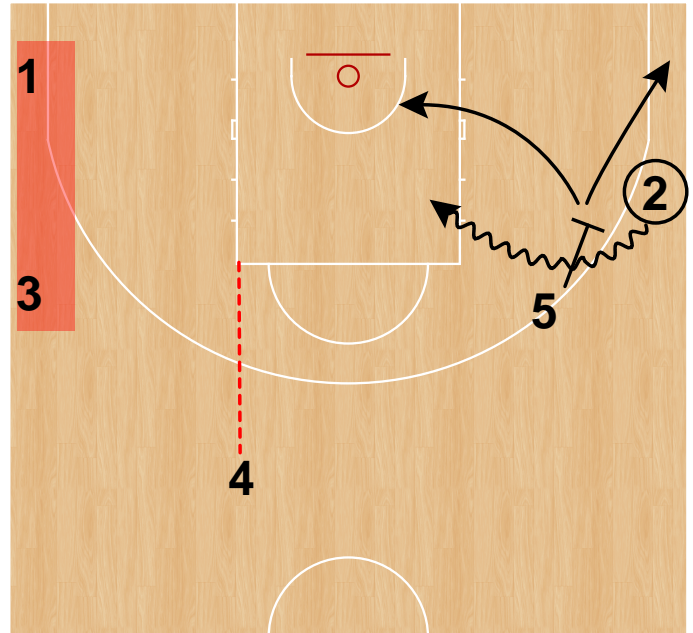
Combinations

Radius Athletics

THRU + DRAG



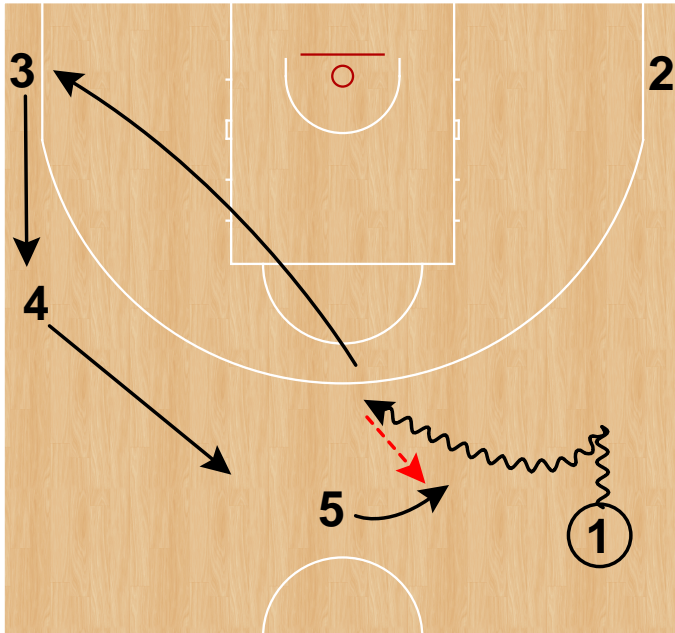
This is a popular option as we want to HIT AHEAD often. 1 passes to 2 then cuts THRU to far corner



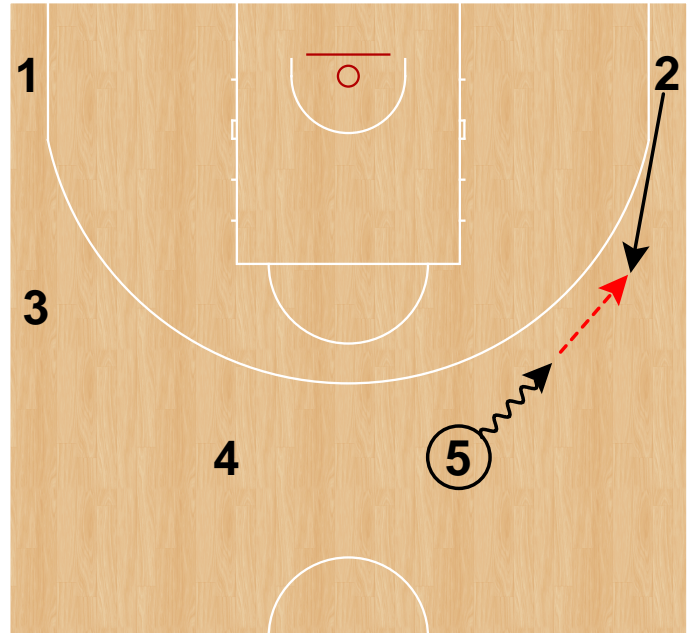
5 hunts a DRAG screen on the side with Player 2. This sets up the offense to enter EURO (detailed in later chapters) if the side drag does not yield a shot/drive.

Radius Athletics

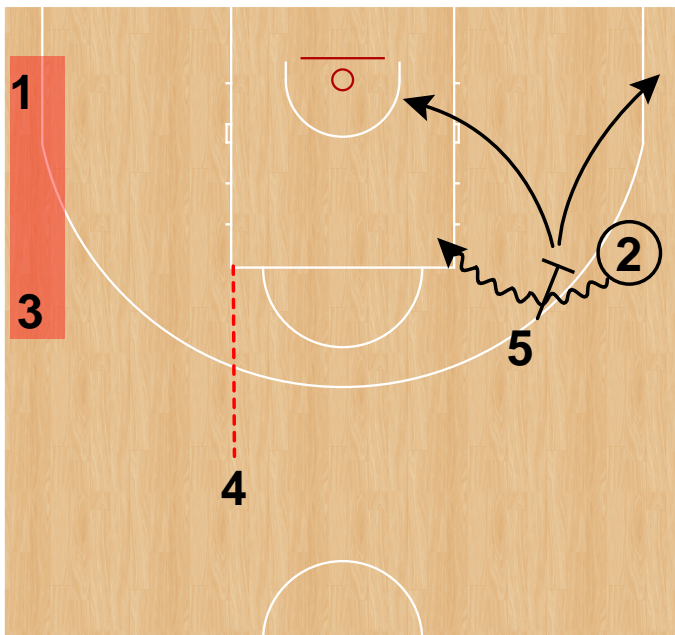
TOSS + DRAG



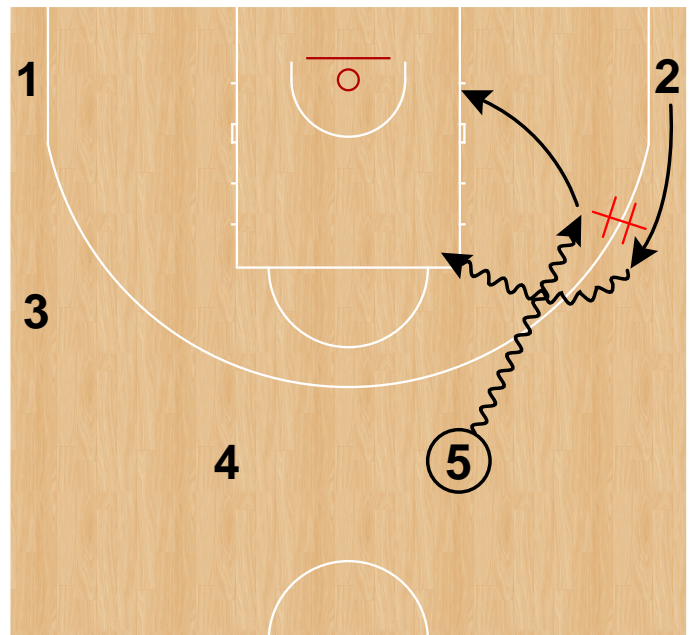
Player 1 dribbles under as Player 5 overlaps, Player 1 tosses to Player 5 then Player 1 gets to far corner



Player 5 hits ahead to Player 2...



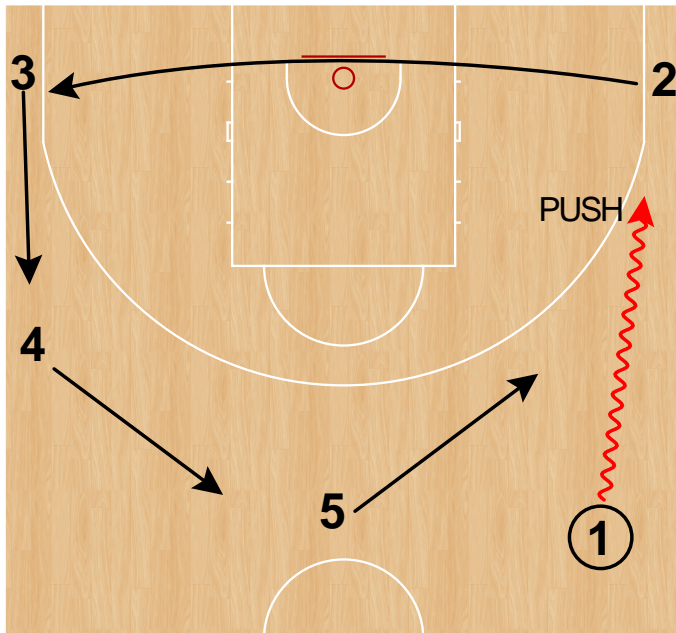
...then hunts a DRAG with Player 2. This connects us to EURO detailed in later chapters



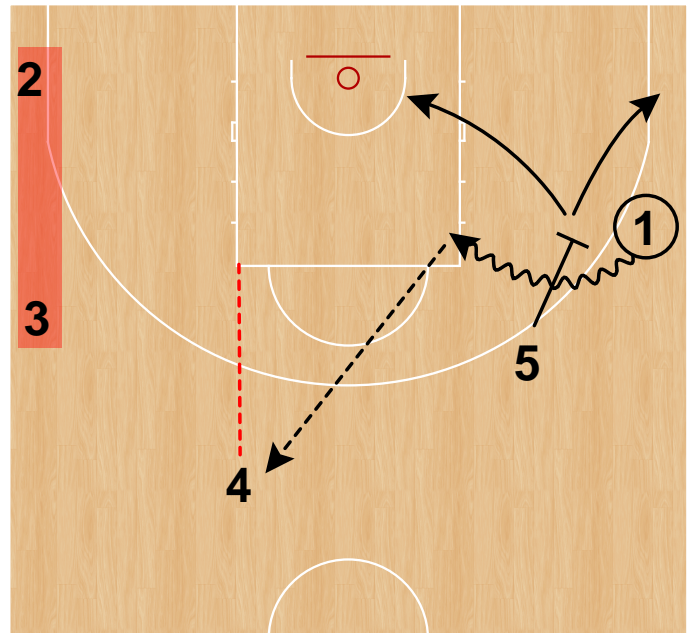
Player 5 may also FLIP with Player 2, triggering EURO just the same.

Radius Athletics

PUSH + DRAG



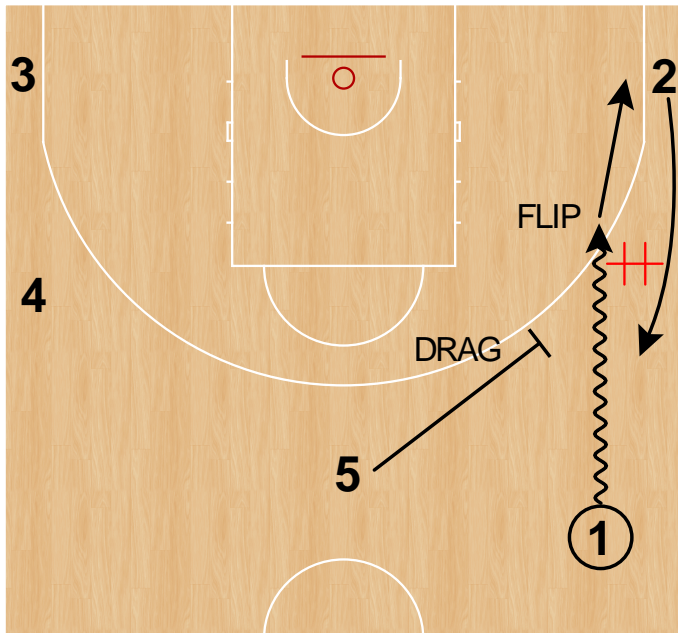
Player 1 dribble pushes Player 2 out to the far corner.



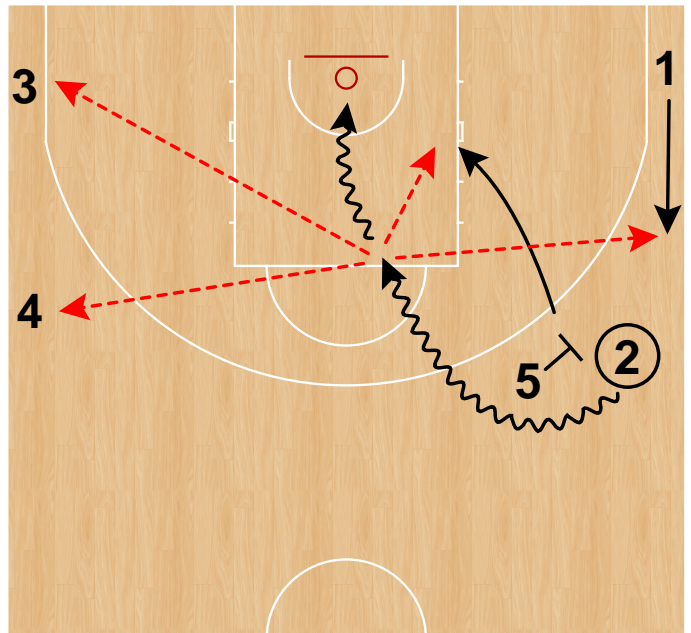
Player 5 hunts a DRAG with Player 1. Key Point! Player 1 may drive the empty side, but if they don't, make sure they keep their dribble for side drag with 5. This connects to EURO detailed in subsequent chapters.

Radius Athletics

FLIP + DRAG



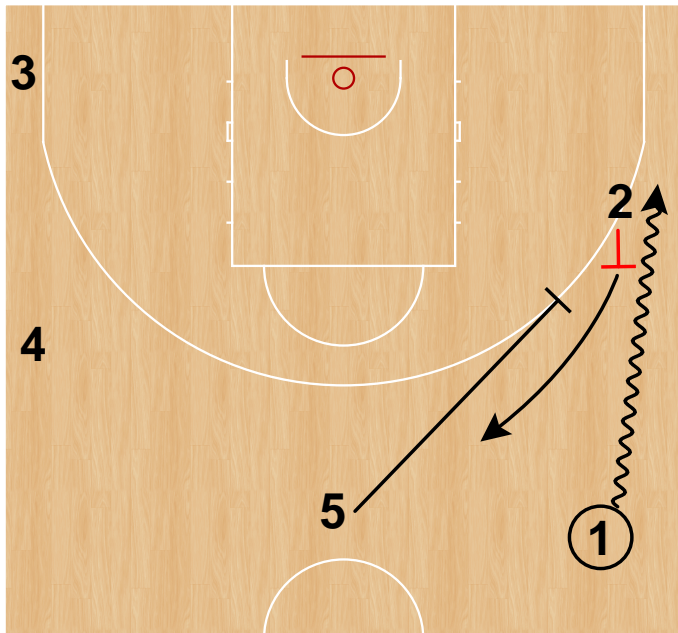
Opening with a FLIP to the player below Player 1. 1 flips to 2. Player 5 hunts an opportunity to DRAG for the handoff recipient.



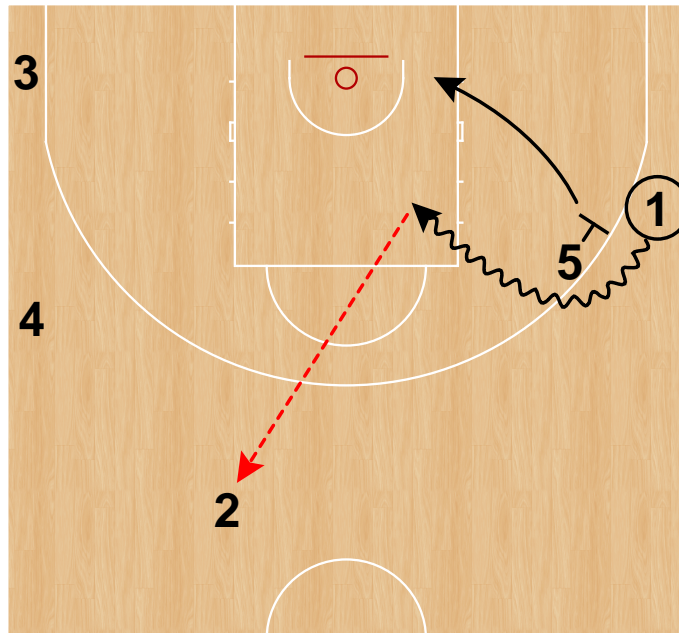
5 drags for Player 2. Check out the DRAG chapter for connection to EURO from this spread ball screen spacing

Radius Athletics

STEP + DRAG



In the STEP opening, Player 2 sets a step-up ball screen for 1. Player 1 may turn the corner to score. Player 5 flare screens for Player 2



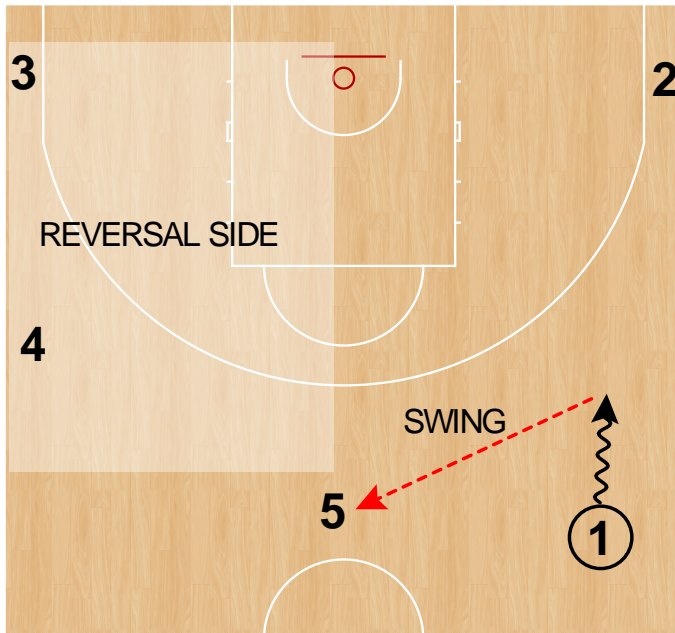
Player 1, if they don't turn the corner, keeps their dribble.

Player 5 hunts a side drag with player 2. This connects to EURO detailed in later chapters

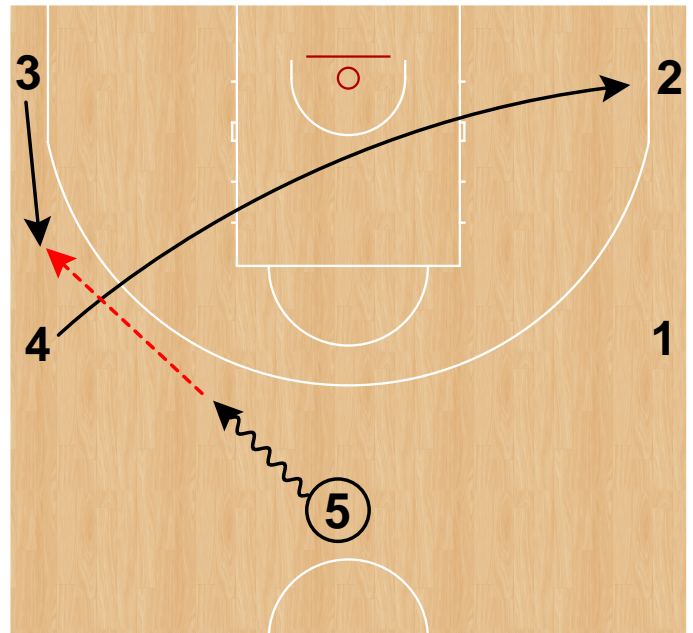
SWING Chapter

Radius Athletics

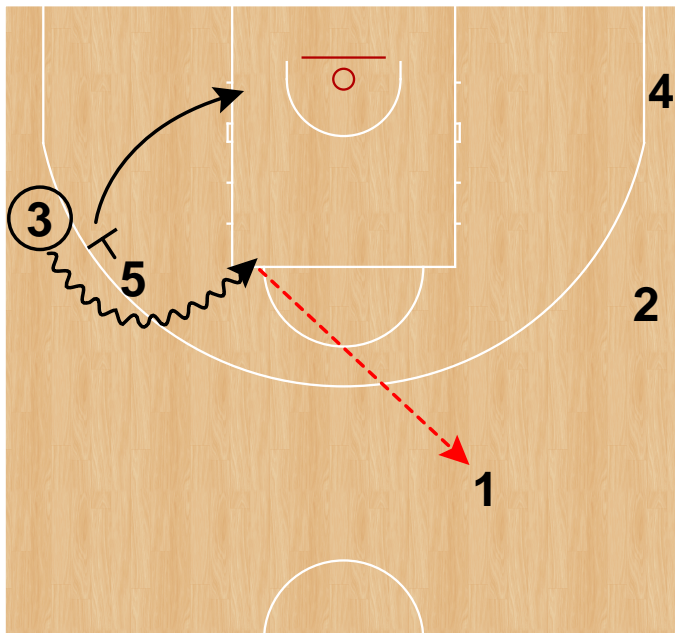
Swing - Reversal Side



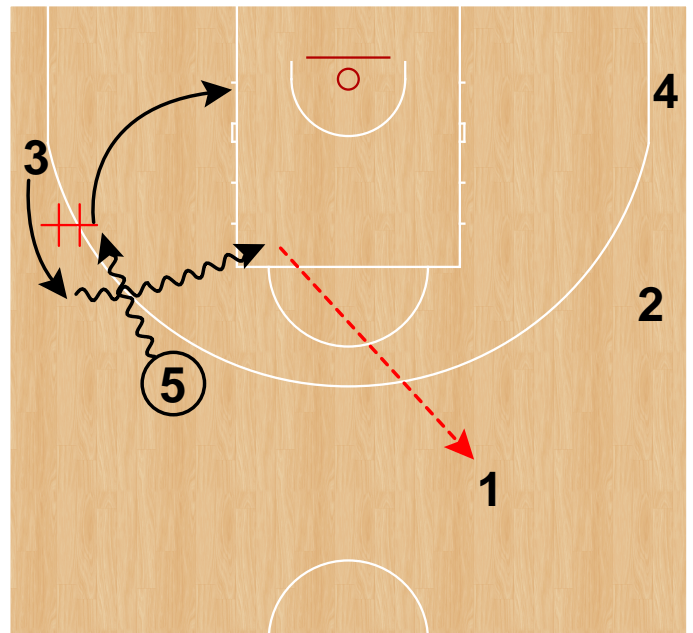
In the SWING opening, my preference is to take it to the second side. We call this the reversal side. There are several Reversal Side Options (RSOs) detailed later in this playbook. Begin with basic options. When we SWING and go to the reversal side, we are connecting directly with EURO, also detailed later in this playbook.



As soon as Player 5 turns toward the second side, the player in the wing area (Player 4 above) cuts out of that spot by cutting THRU to the far corner. Player 5 may hit ahead to Player 3...



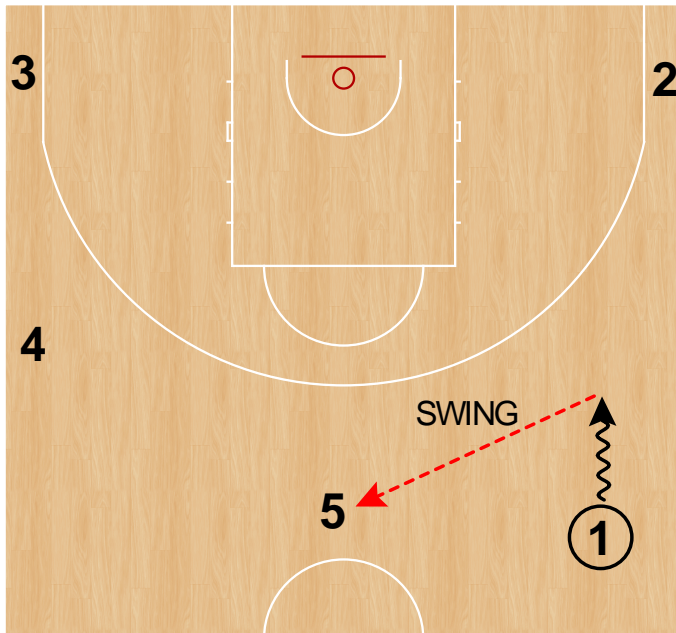
...then follow into a side DRAG, or...



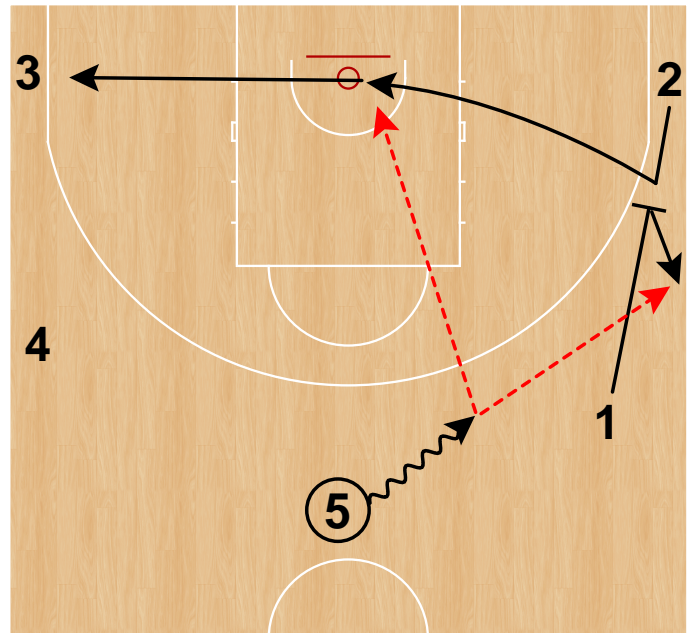
...Player 5 keeps dribbling into a FLIP with Player 3. Either of these options connects us to EURO detailed later in this playbook

Radius Athletics

Swing - Meet Up - Reject



The SWING Opening

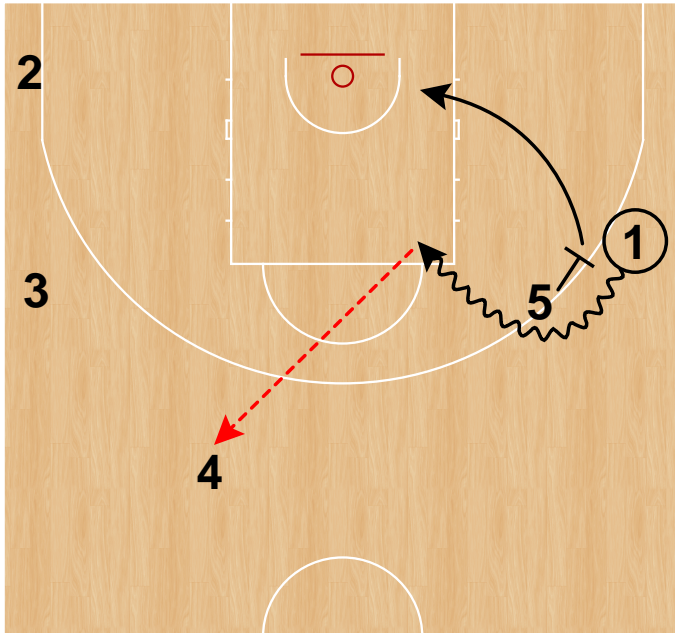


You may prefer that Player 5 play back towards the First Side. A possible option there is for the passer, Player 1, to get into a Meet Up with Player 2. In a meet up two players run towards one another, this is not a screen, but sort of looks like one. The two offensive players run toward one another.

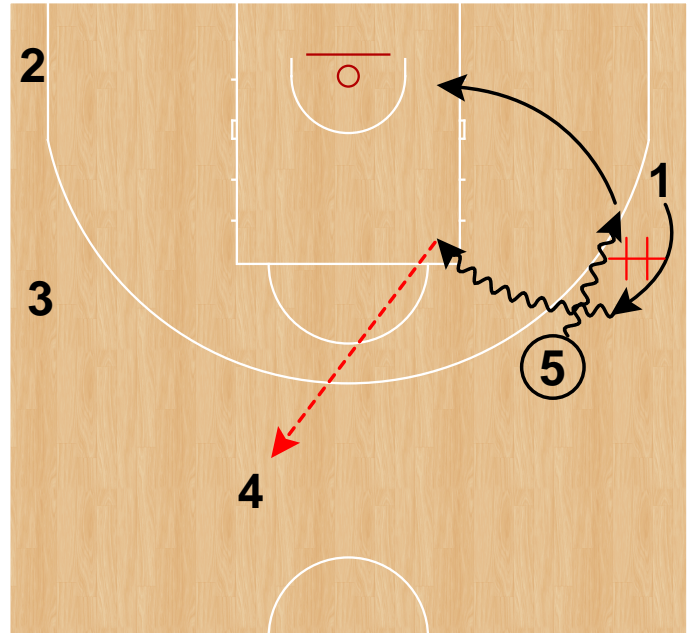
Player 2 may ACCEPT or REJECT (shown) the meet up. In a reject, if we don't hit the player for a backdoor layup, they continue to far corner. Player 1 "pulls back" toward the ball. Player 5 hits ahead...

Radius Athletics

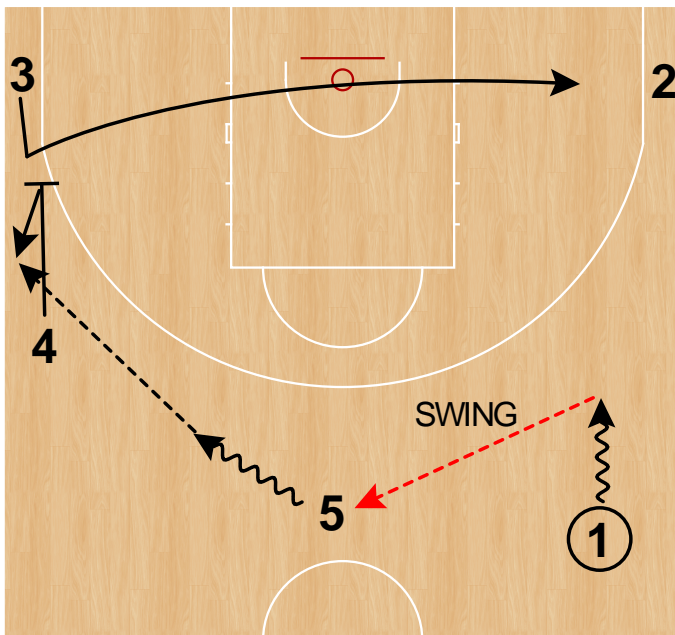
Swing - Meet Up - Reject



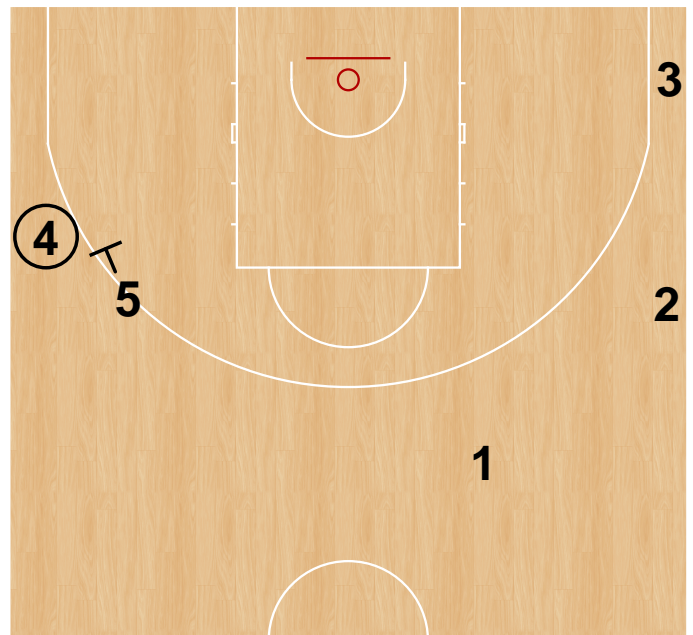
...and follows into a side DRAG for 1. This connects with EURO detailed later in this playbook.



Player 5 may also get into a FLIP with Player 1. Still connects to EURO, detailed later.



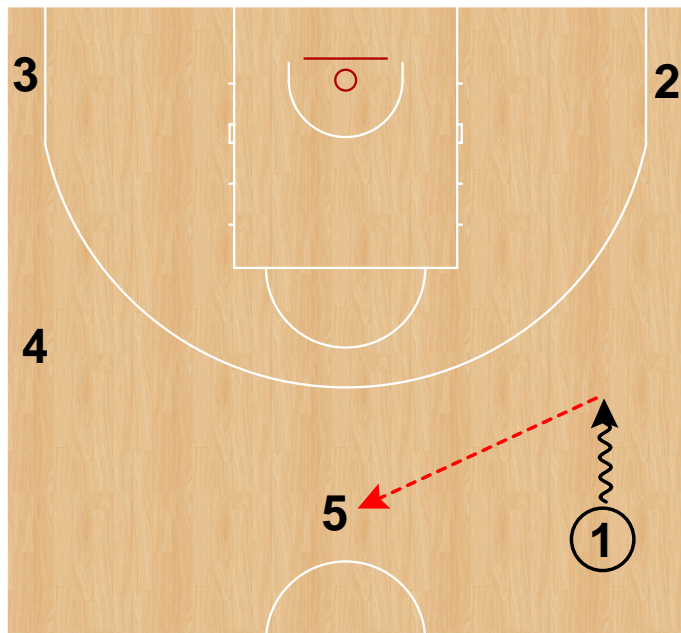
The SWING Opening - We can also run a MEET UP as a Reversal Side Option



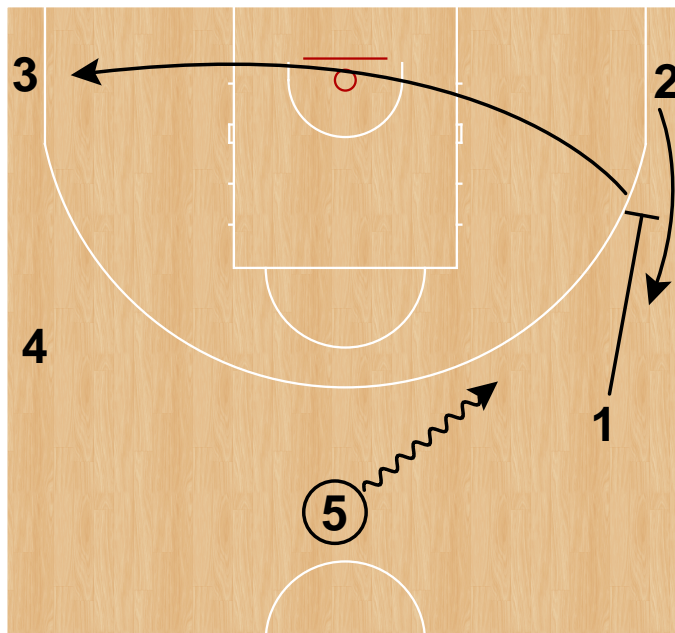
Enter into EURO on the second side

Radius Athletics

Swing - Meet Up - Accept

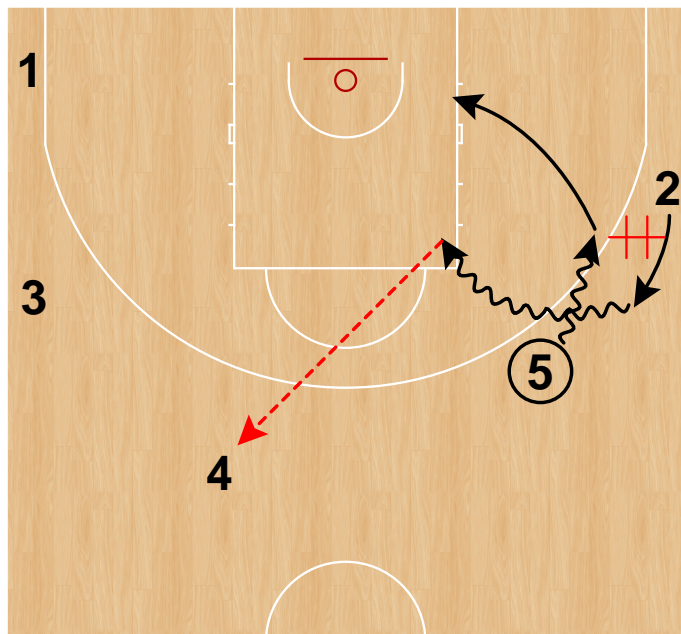


The SWING Opening

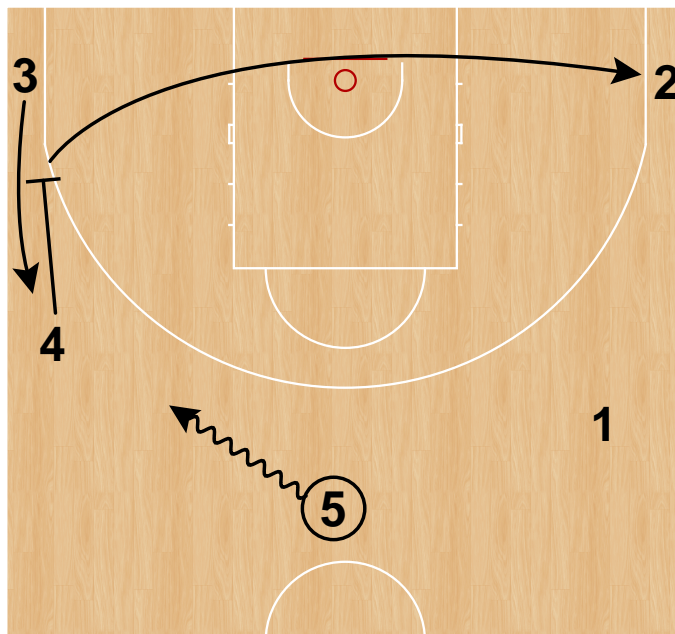


You may prefer that Player 5 play back towards the First Side. A possible option there is for the passer, Player 1, to get into a MEET UP with Player 2. In a meet up two players run towards one another, this is not a screen, but sort of looks like one. The two offensive players run toward one another.

Player 2 may ACCEPT (shown) or REJECT the meet up. If Player 2 accepts, we follow the meetup with and Flip. Player 1 cuts to far corner



This connects EURO, detailed later in the playbook

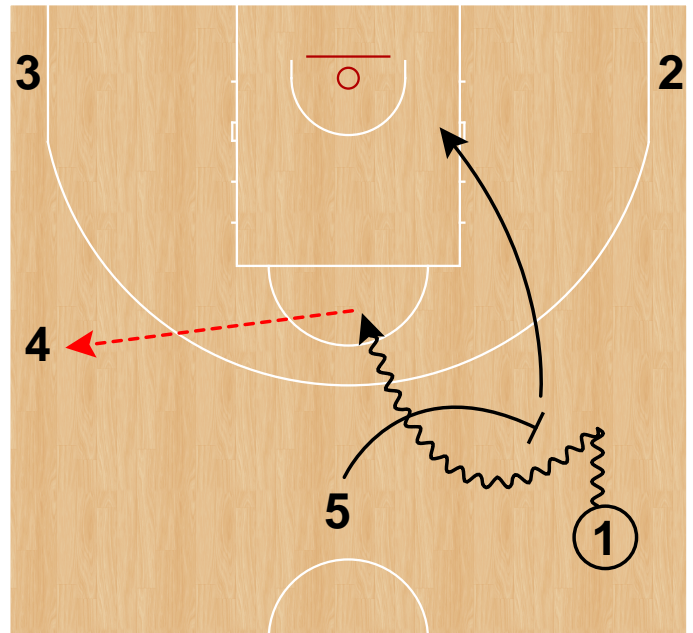
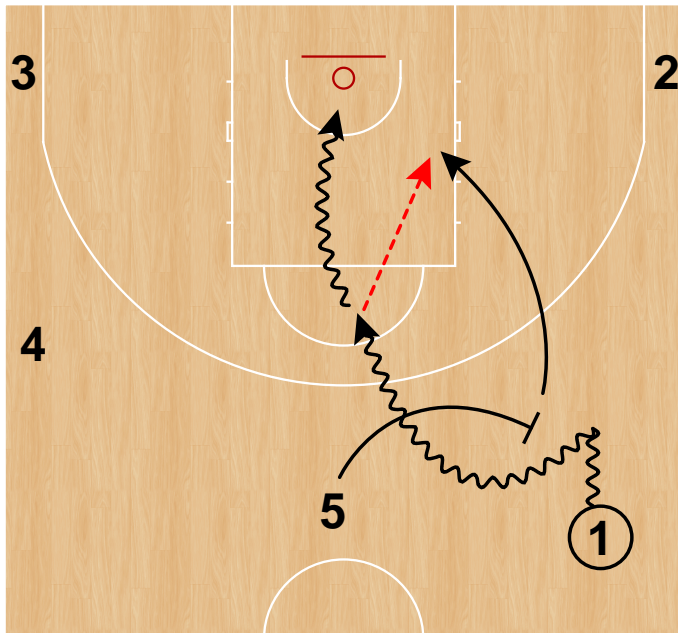


Same action is also possible as a Reversal Side Option (more RSOs detailed later in this playbook)

DRAG Chapter

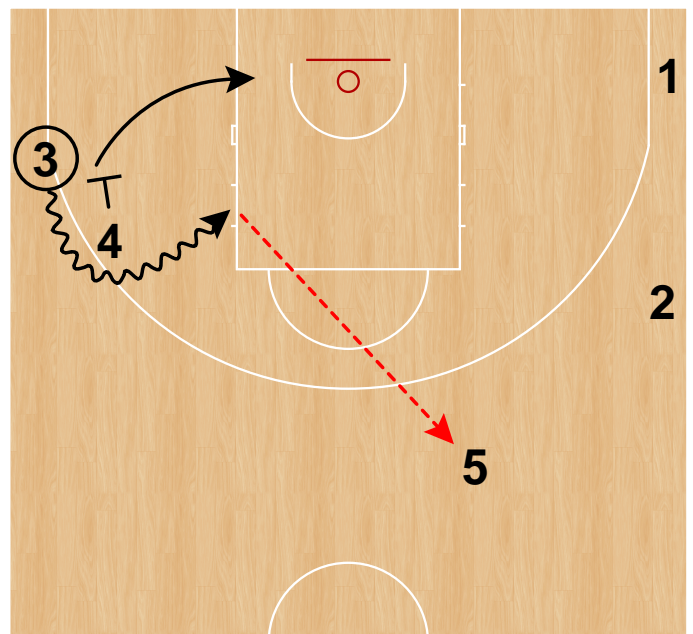
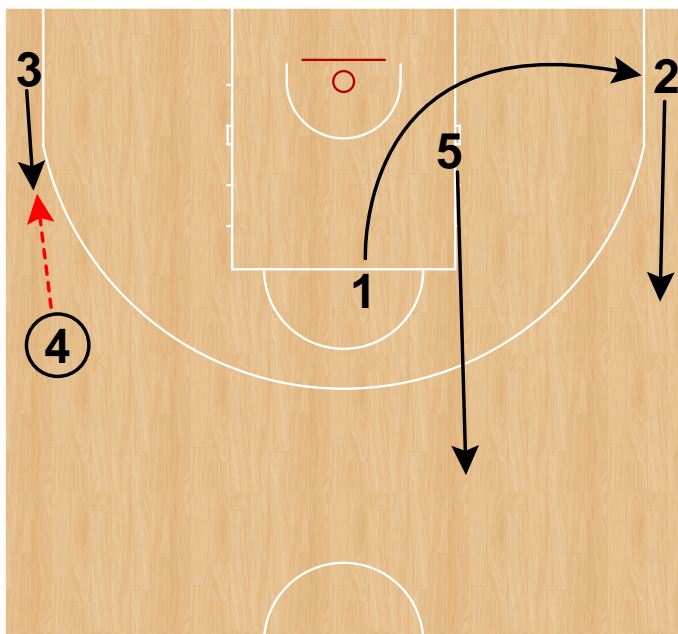
Radius Athletics

DRAG to EURO



The DRAG Opening - A common opening is the DRAG ball screen. The ball handler or roller may score, of course. The next frames detail the connection to EURO if that doesn't happen and we make a pass out of the ball screen to one of the three players not in the action.

5 DRAGS for 1, 1 passes out to Player 4 at the wing area spot



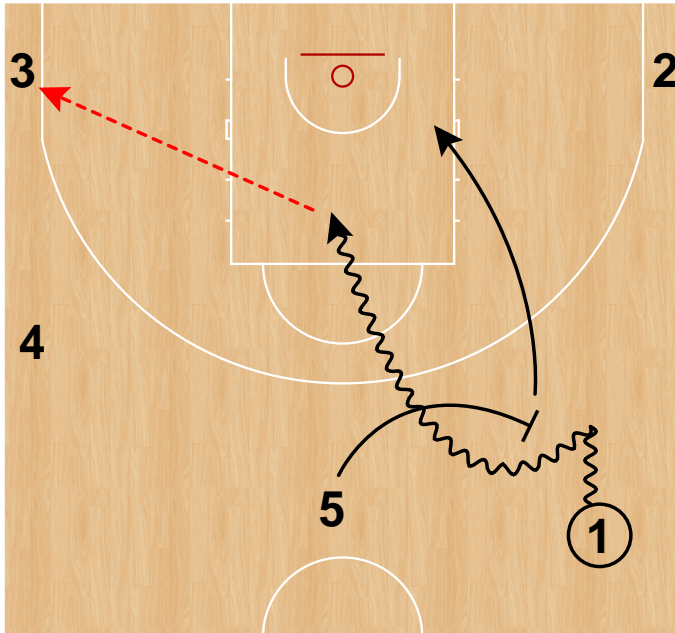
If 4 does not catch and shoot, pass down (shown) or FLIP to Player 3.

4 follows into wing DRAG for 3. This connects with EURO detailed in later chapters.

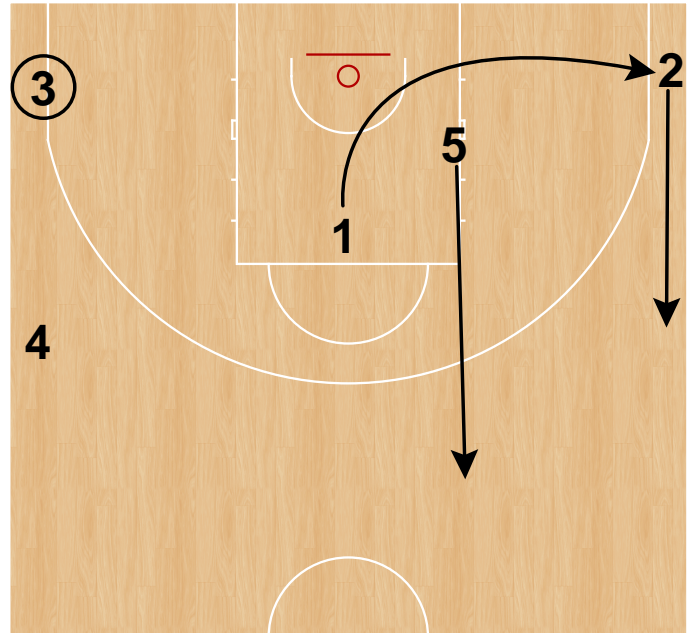
Meanwhile, get to wing ball screen spacing

Radius Athletics

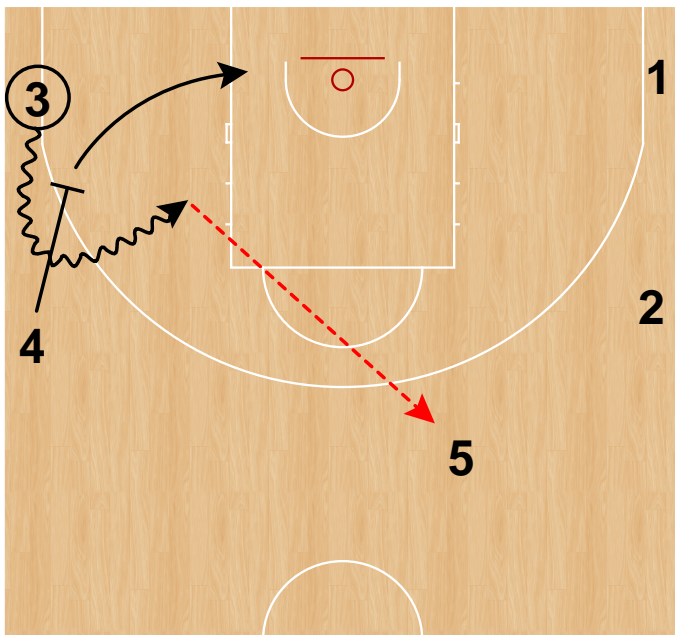
DRAG to EURO



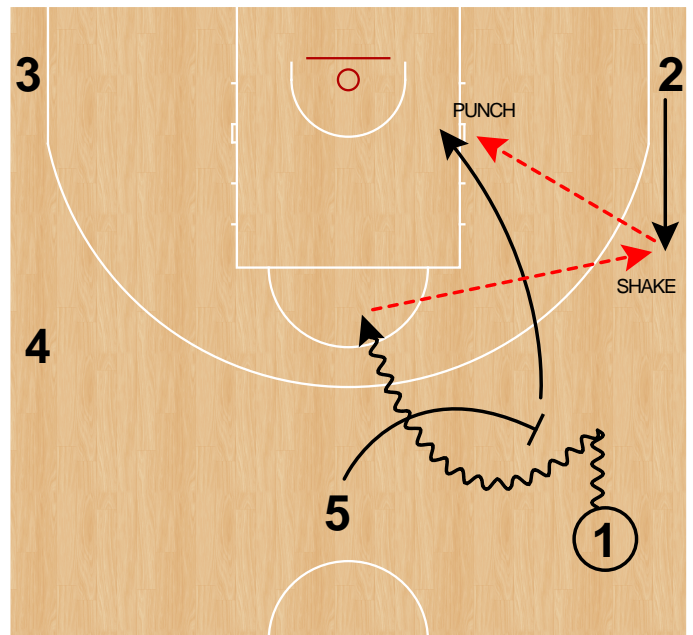
DRAG Opening - If the kickout goes to the corner player (Player 3 above)...



Get to wing ball screen spacing



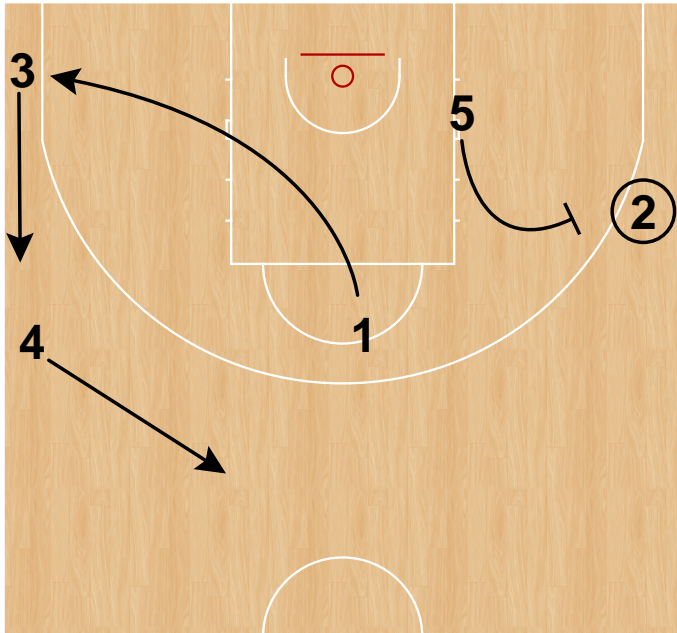
WING (4) drags for CORNER (3), this connects to EURO detailed in later chapters



DRAG Opening - If we pass out to the player behind the action (SHAKE), Player 2 above may have catch and shoot opportunity from the SHAKE or be able to PUNCH into 5.

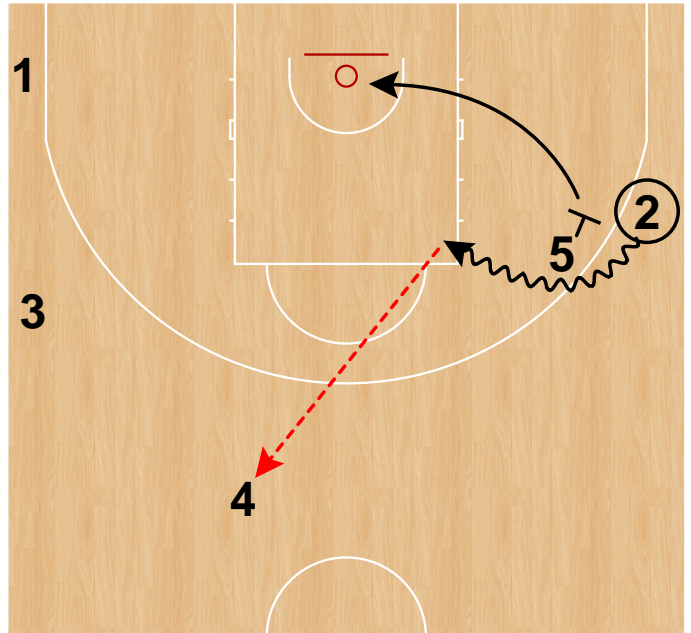
Radius Athletics

DRAG to EURO



With no SHAKE or PUNCH available, 5 steps off and DRAGS for 2

Meanwhile, we build wing ball screen spacing

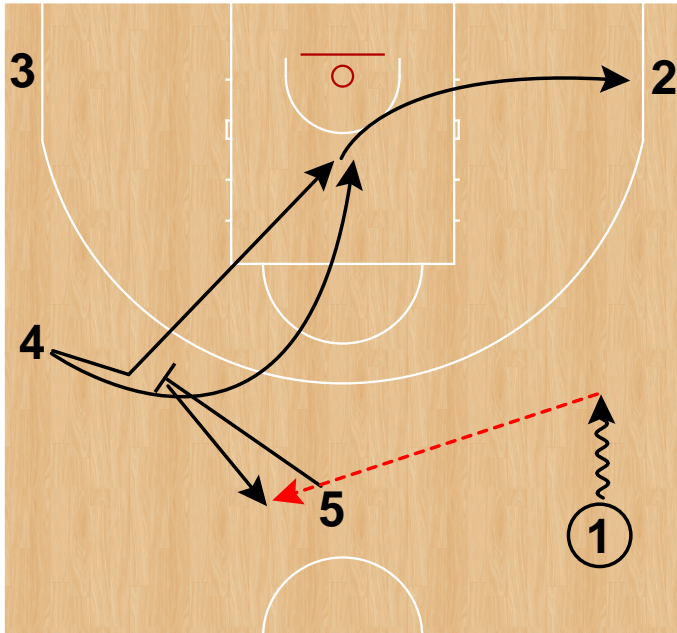


This connects to EURO detailed in later chapters

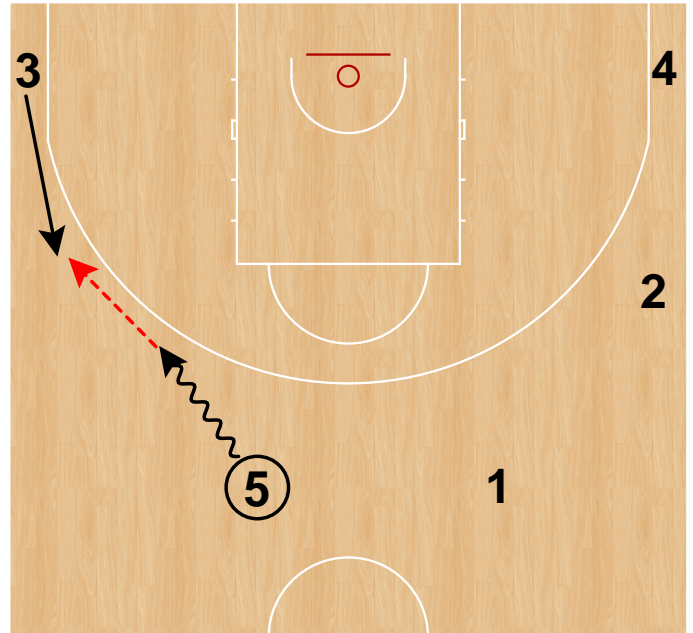
AWAY Chapter

Radius Athletics

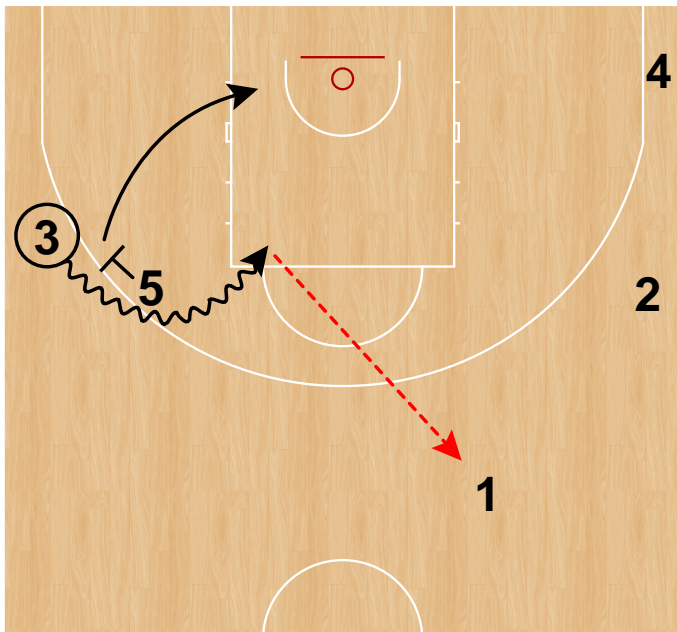
AWAY



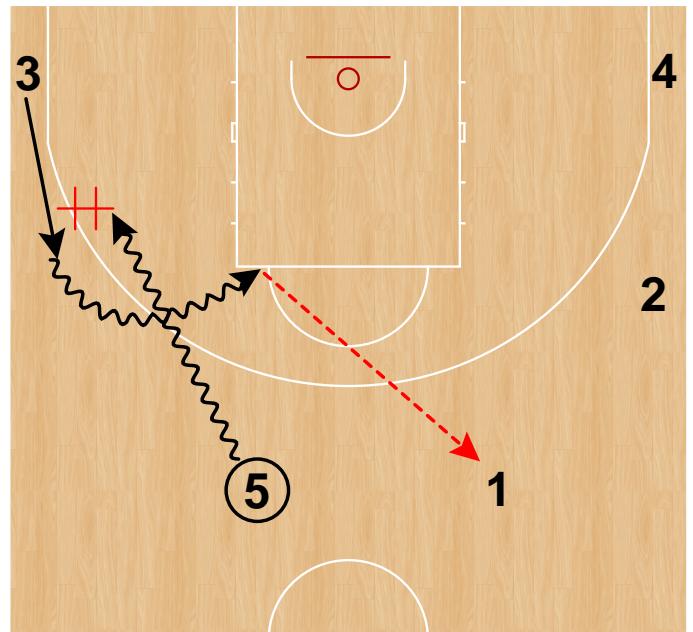
Your trailer (5) may screen AWAY for the wing spot. More like a MEET UP detailed earlier. Forced curl or Forced Reject is my preference. The screener pulls back toward the ball. Player 1 may hit either cutter or screener (shown).



5 plays toward the reversal side to Player 3 blast cutting out of the corner. Hit ahead to 3...



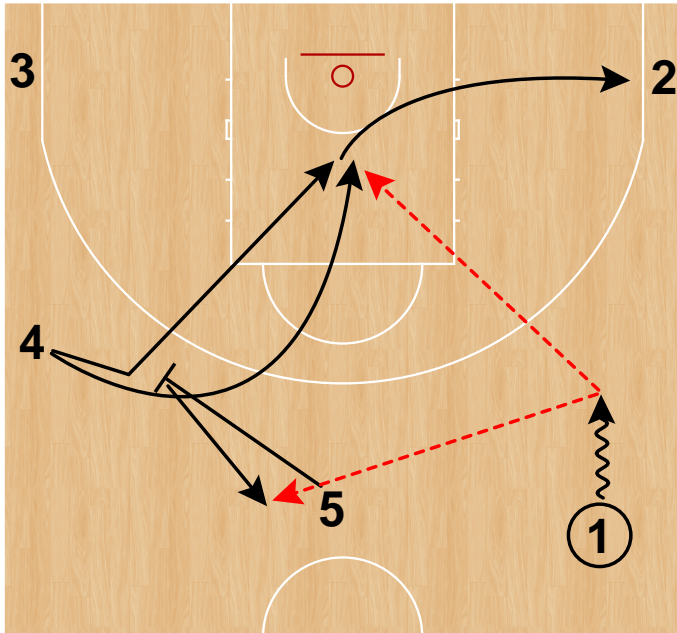
...follow into a side DRAG triggering EURO



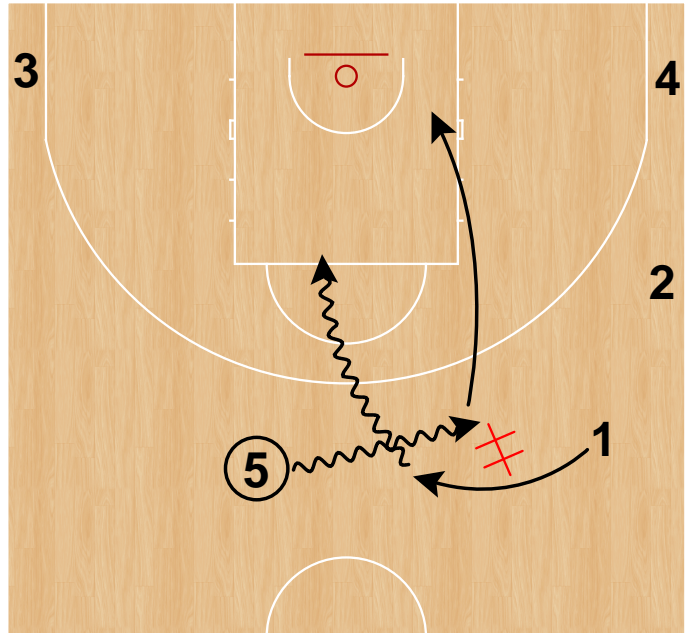
also, 5 may FLIP to 3 triggering EURO just the same

Radius Athletics

AWAY



Your trailer (5) may screen AWAY for the wing spot. More like a MEET UP detailed earlier. Forced curl or Forced Reject is my preference. The screener pulls back toward the ball. Player 1 may hit either cutter or screener (shown).

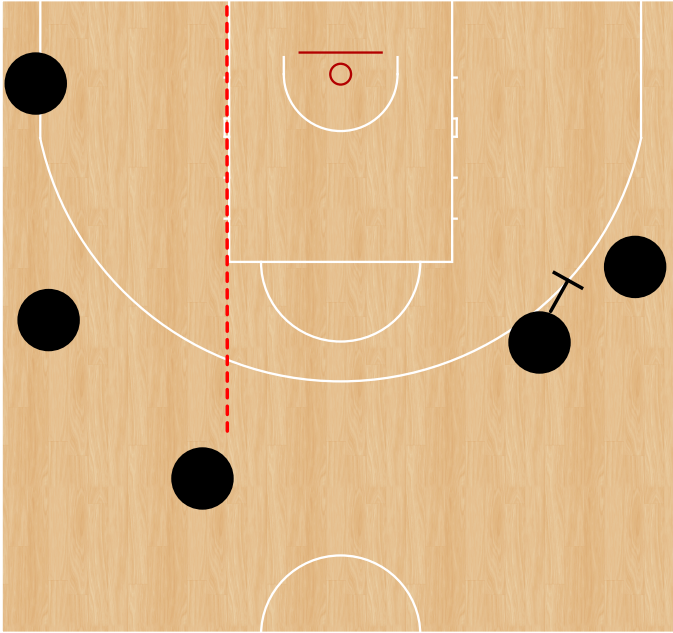


Same side option: 1 may CHASE their pass to 5 who FLIPS to 1.

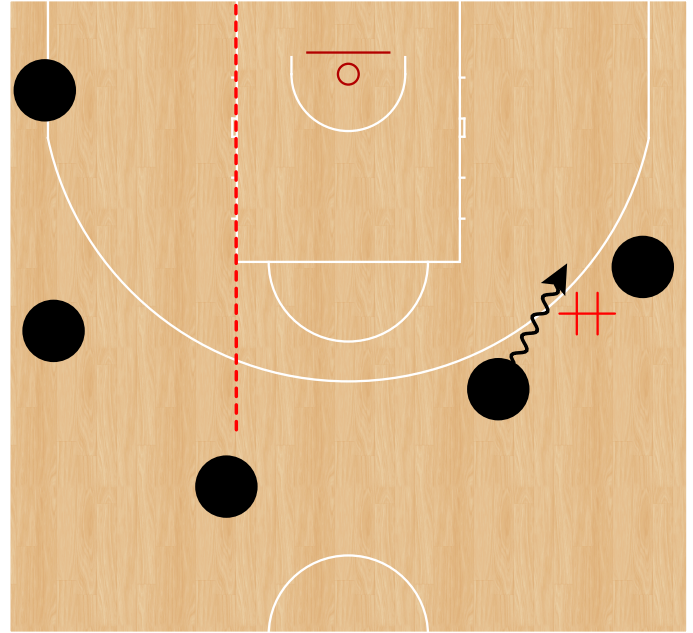
EURO Flow (Dribble Handoffs)

Radius Athletics

EURO - Handoff



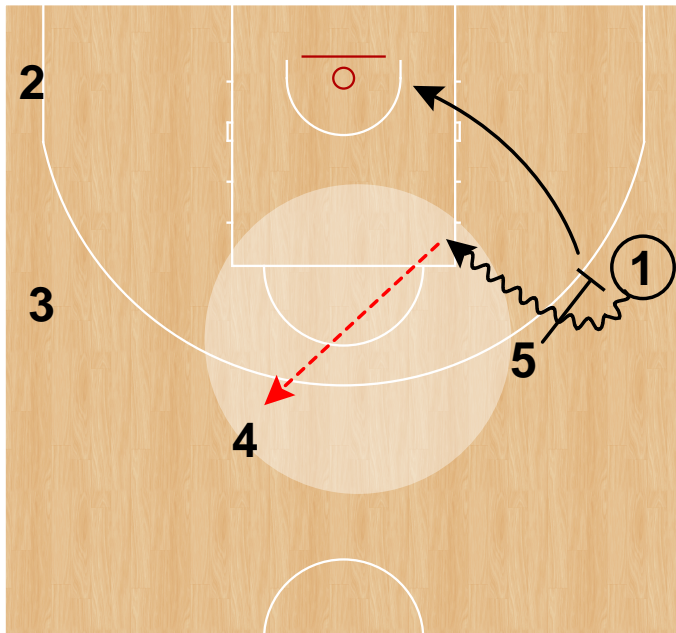
Many of the openings and combinations have these endpoints:
Wing Ball Screen...



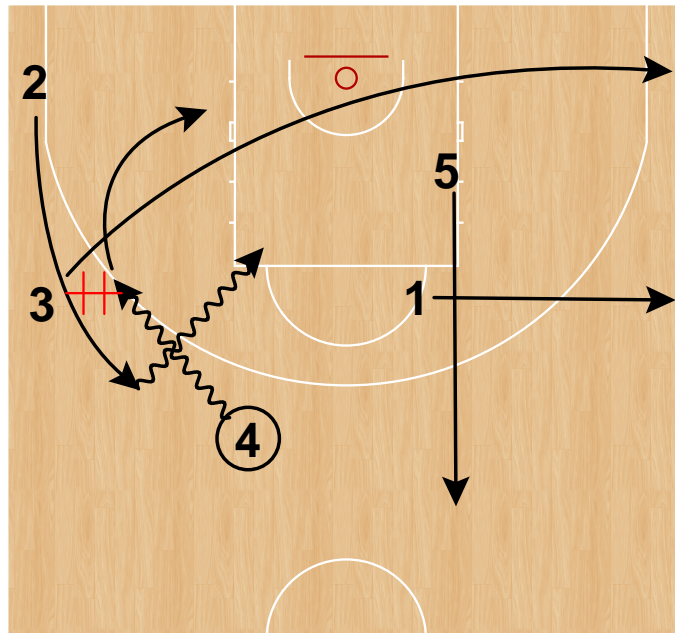
...or DHO to Wing.
Therefore they can connect with EURO

Radius Athletics

EURO - Handoff



The trigger for EURO is the pass to the reversal player (player 4 as diagrammed above). 1 uses the ball screen and ends up hitting 4. 4 may shoot, look HI-LO to 5 or trigger the action to the next side by looking then dribbling at that side.

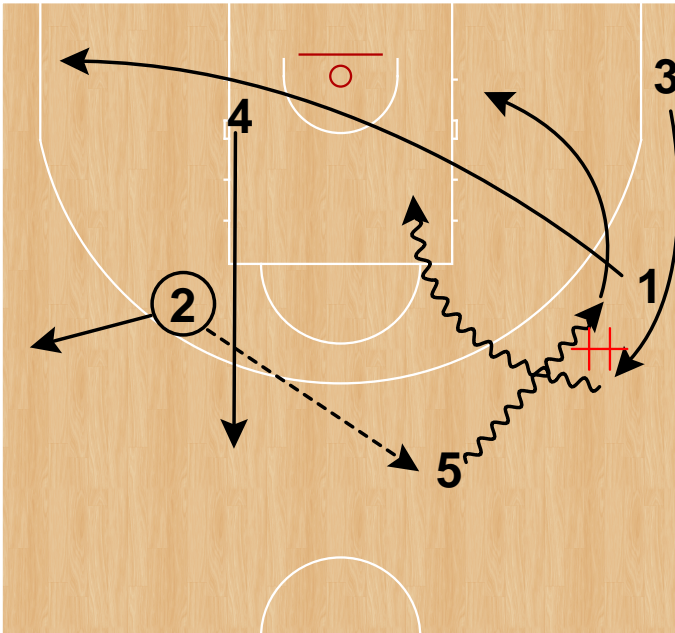


1 and 5 fill out and up. The trademark of EURO is the THRU cut followed by either a FLIP (DHO) or hit ahead and DRAG (wing ball screen). EURO can be run with all FLIPs (shown here) or all DRAGs or a mixture of both. As team advance, add in different RSOs detailed later.

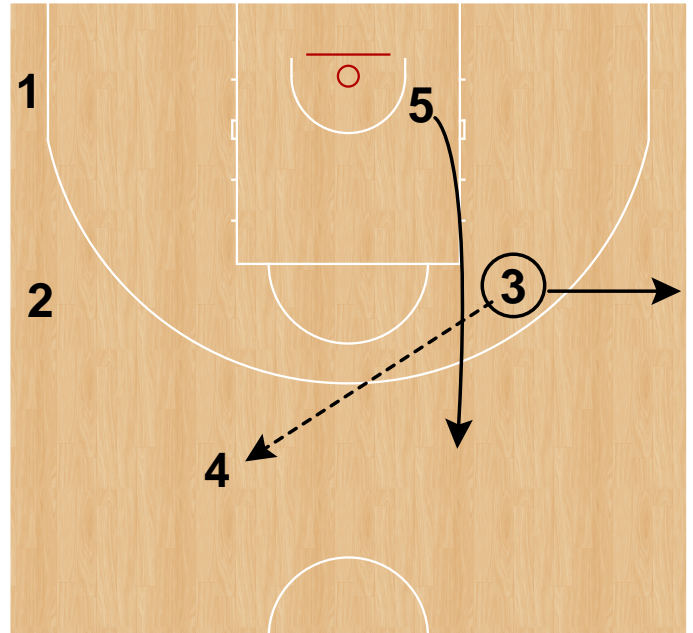
4 looks for shot, hi-lo to 5 then to the double side and dribbles at 3
3 cuts THRU to far corner
2 rises into FLIP with 4, treat the FLIP like a ball screen and roll. Try to get a piece of the defender
2 either turns corner to penetrate, hits roller or looks to reverse with pass

Radius Athletics

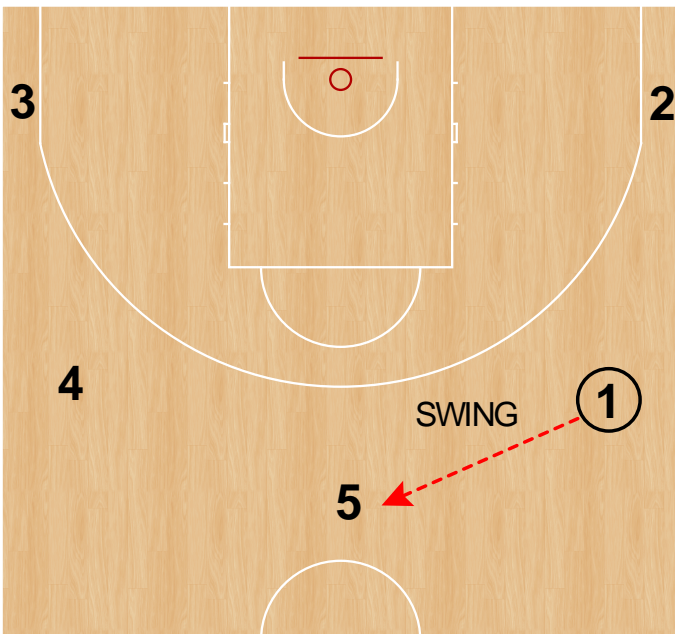
EURO - Handoff



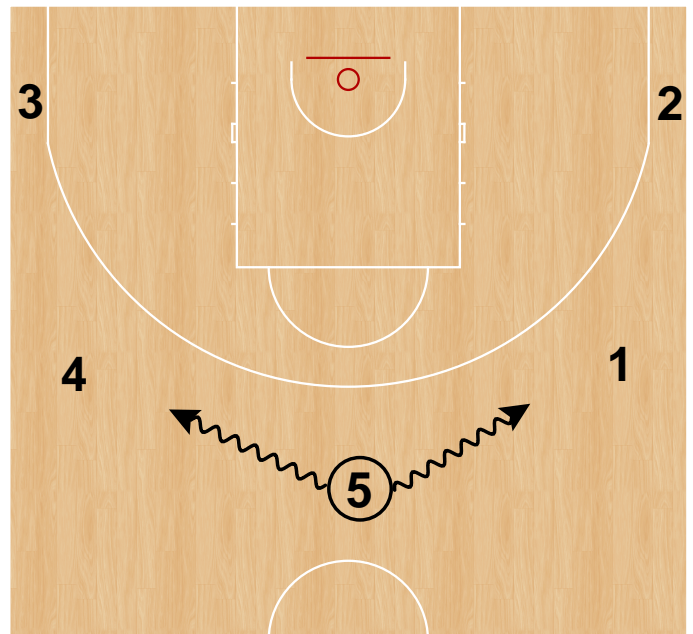
2 reverses to 5, 5 looks shot, hi-lo to 4 then to next side
 5 looks to double side
 1 cuts THRU to far corner, 4 fills up the sideline
 3 rises into FLIP with 5
 3 looks to penetrate, hit roller or reverse



The action continues with 4 looking for shot, hi-lo then to the next side. 1 and 5 space out and up



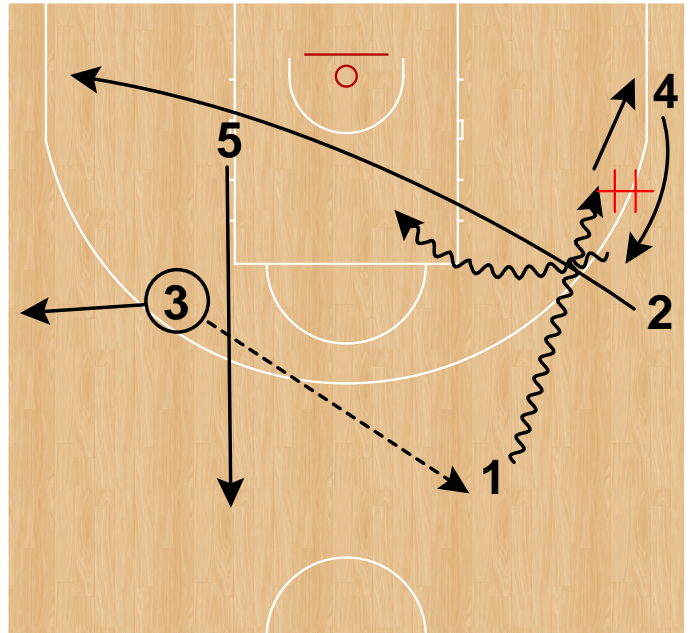
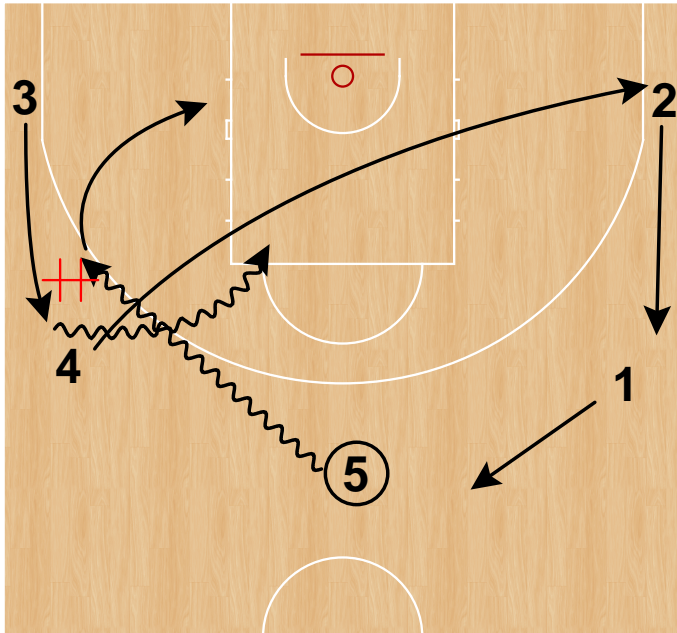
EURO
 Offense may also simply enter EURO off the SWING opening.
 1 passes to 5



5 may dribble either way

Radius Athletics

EURO - Handoff

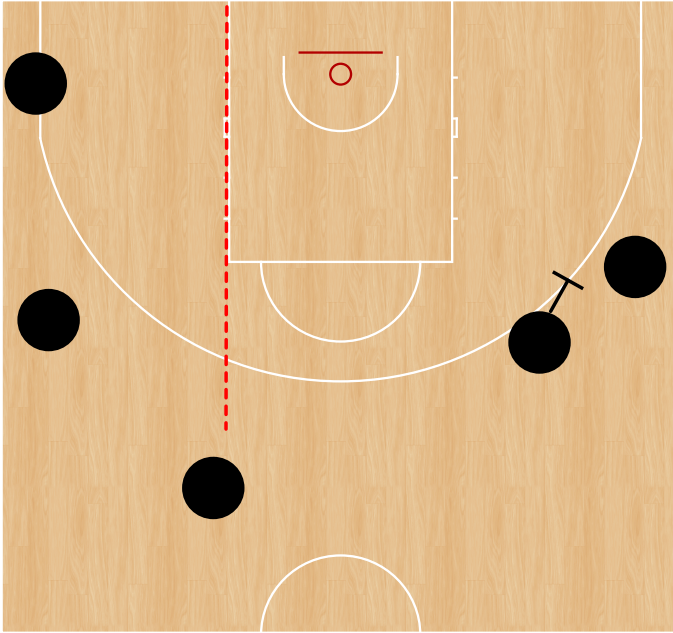


Whichever side 5 dribbles toward would initiate EURO.
(Editor's note: I prefer the reversal side as shown)
Above 5 dribbles at 4 and EURO begins with 4 cutting THRU
and 5 FLIPS with 3

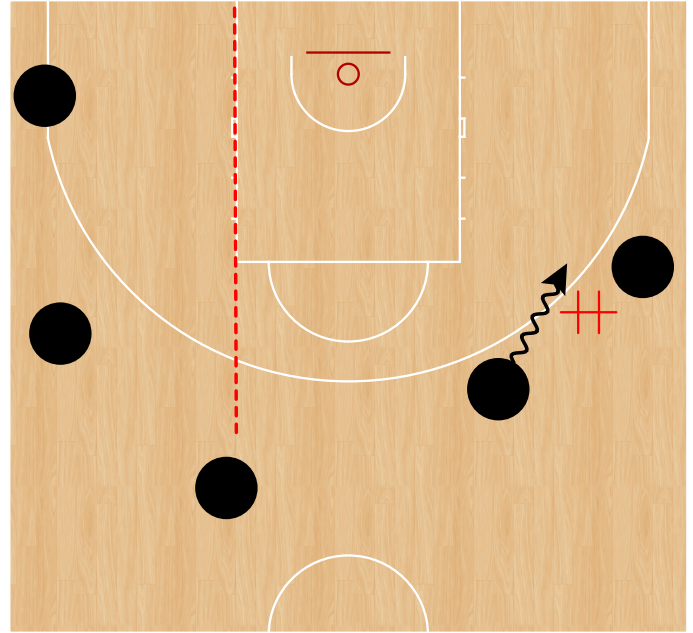
EURO Flow (Ball Screen)

Radius Athletics

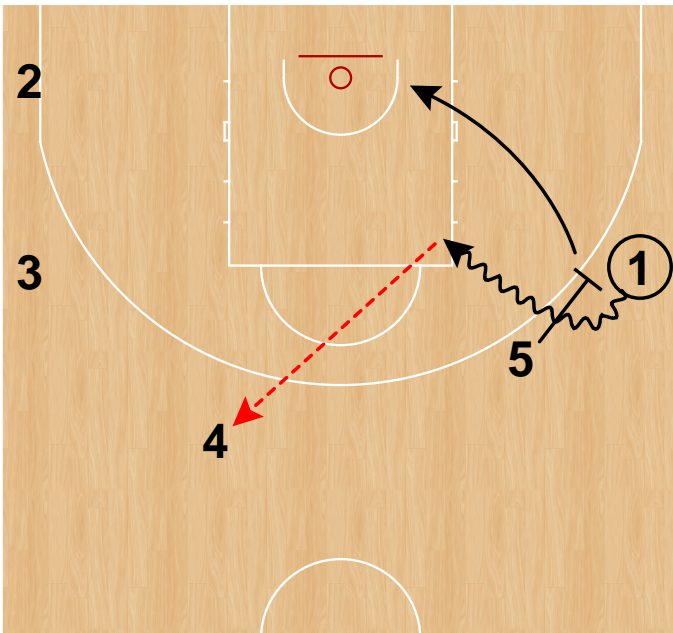
EURO - Ball Screen



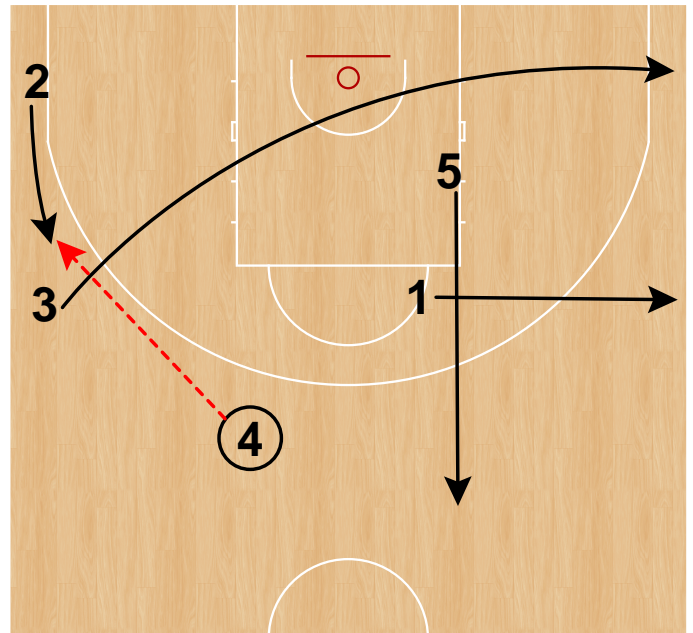
Many of the combinations have these endpoints:
Wing Ball Screen



or **DHO to Wing**.
Therefore they can connect with EURO



The trigger for EURO is the pass to the reversal player (player 4 as diagrammed above).
1 uses the ball screen and ends up hitting 4. 4 looks for shot, for HI-LO with 5 then reversal to next side.

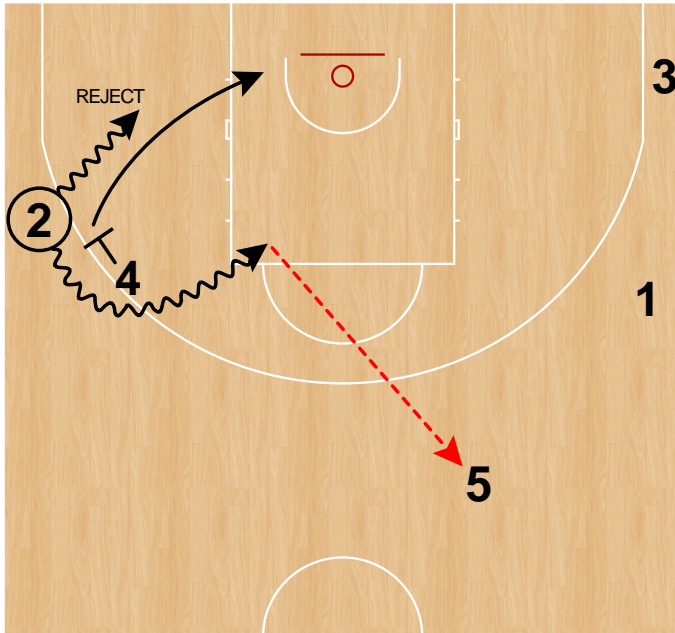


1 and 5 fill out and up. The trademark of EURO is the THRU cut followed by either a FLIP (DHO) or hit ahead and DRAG (wing ball screen). EURO can be run with all FLIPs or all DRAGs (shown here) or a mixture of both. As team advances, add in different RSOs detailed later.

4 looks to the next side
3 cuts THRU to far corner
2 rises, 4 hits ahead to 2

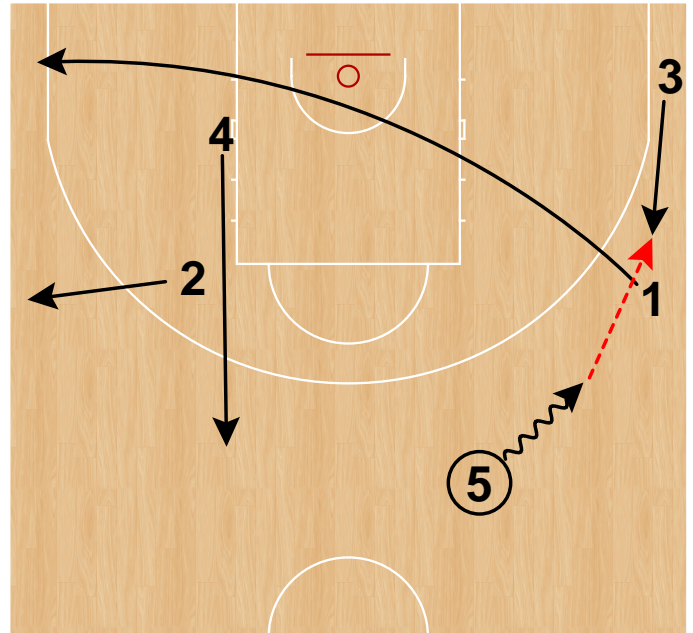
Radius Athletics

EURO - Ball Screen

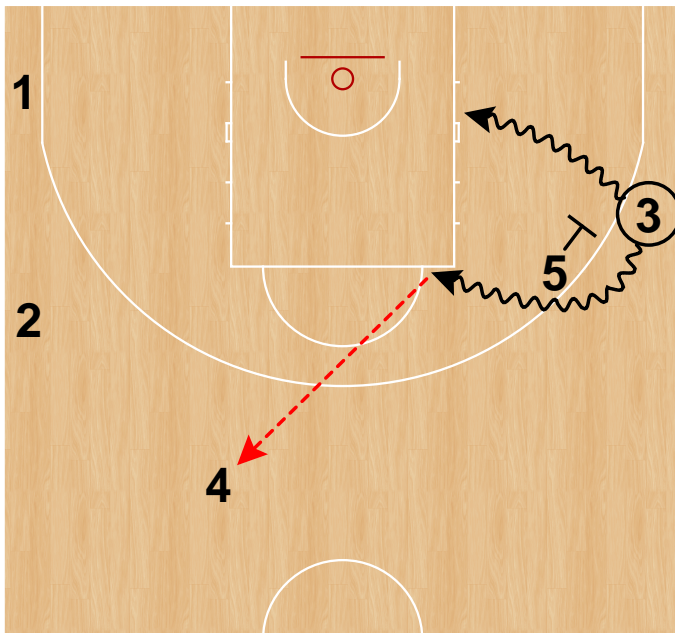


4 sprints into a DRAG for 2.
 REJECT the screen as often as you accept it!
 Here 2 accepts the ball screen looking to score, hit roller or kick for three.

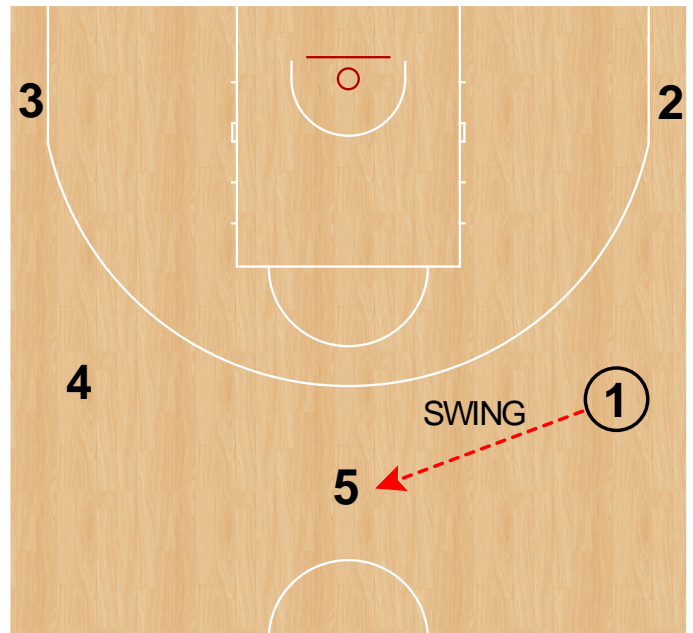
When we hit the reversal forward (5), they look shot, hi-lo to 4, or to the next side.



4 and 2 space out and up. 5 looks to next side. 1 cuts THRU. 3 rises. 5 hits ahead to 3



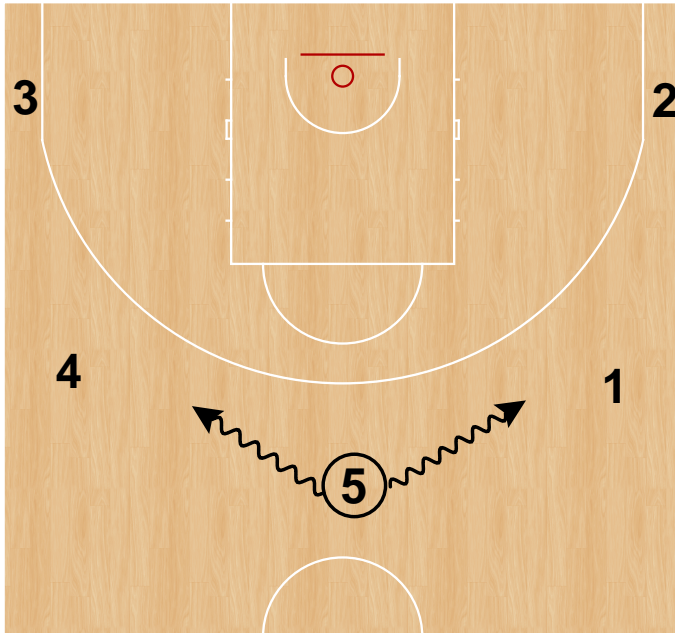
5 sprints into drag for 3. 3 may accept or reject. The pattern continues.



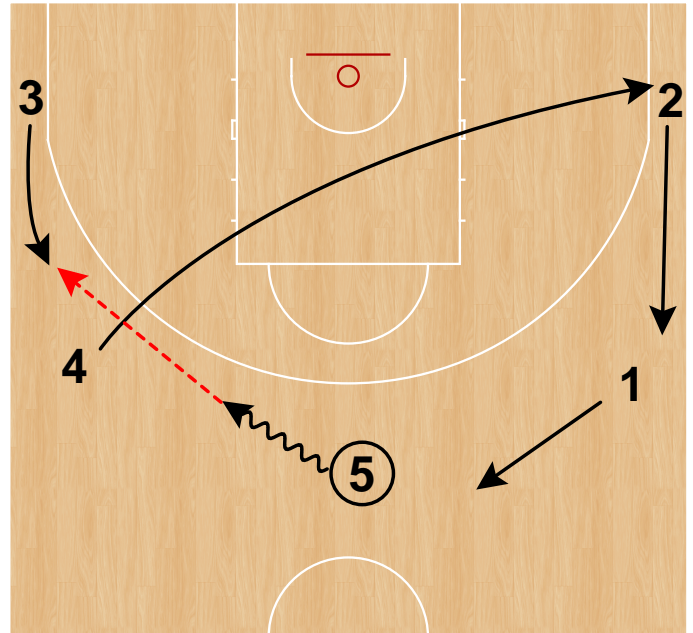
EURO from SWING
 Offense may also simply enter EURO off the SWING opening. 1 passes to 5

Radius Athletics

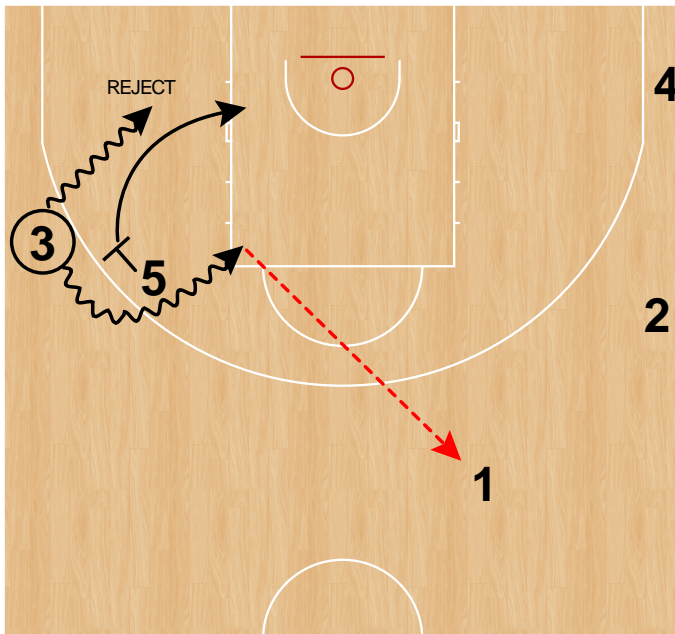
EURO - Ball Screen



5 may dribble either way

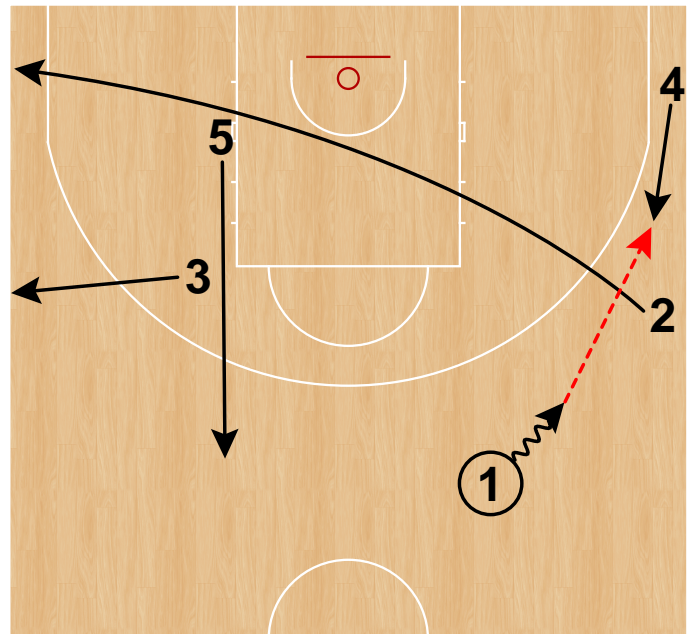


Whichever side 5 dribbles toward would initiate EURO.
Editor's note: I prefer the reversal side.
Above 5 dribbles at 4, 4 cuts THRU and flow game begins



5 sprints into a DRAG for 3.
REJECT the screen as often as you accept it!
Here 3 accepts the ball screen looking to score, hit roller or kick for three.

When we hit the reversal forward (1), they look shot, hi-lo to 5, or to the next side.

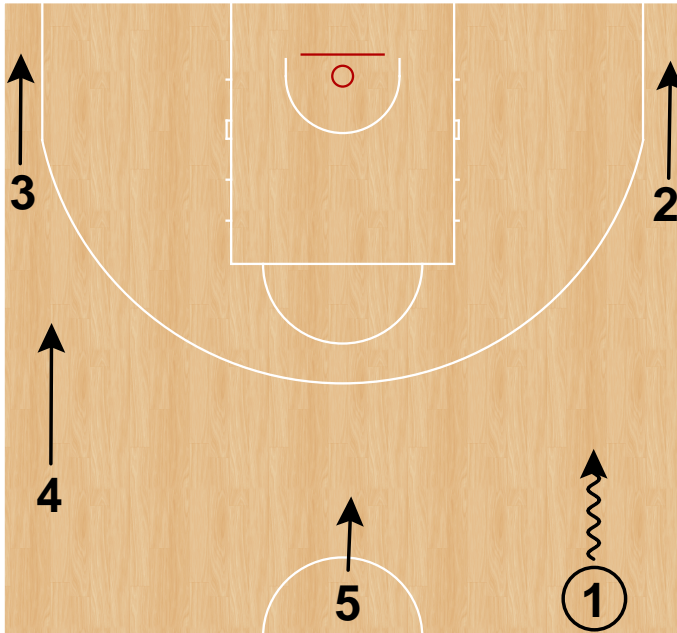


3 and 5 space out and up, pattern continues

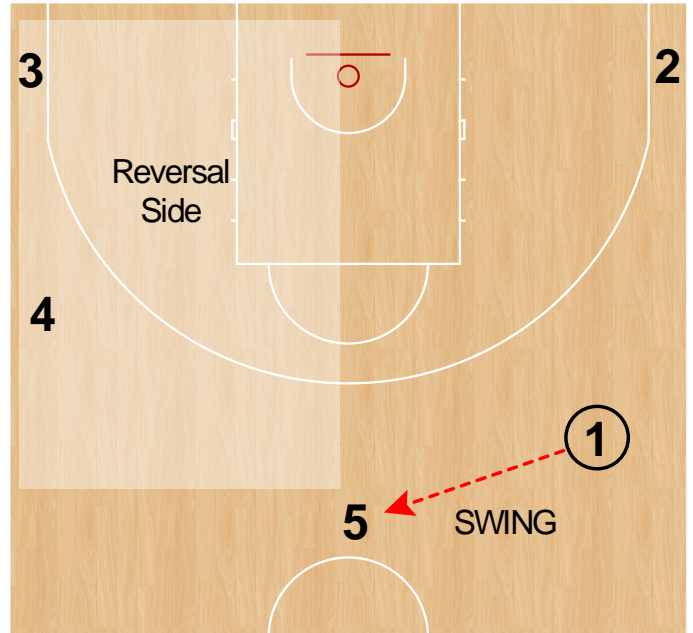
Reversal Side Options

Radius Athletics

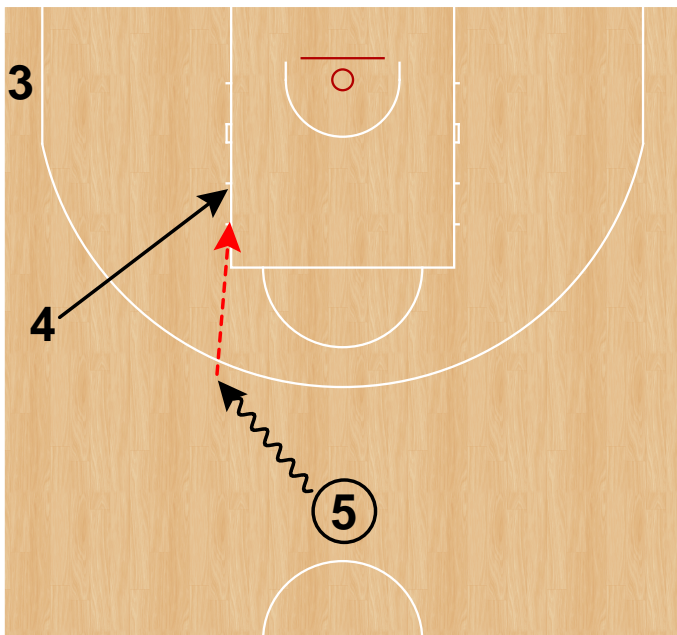
Reversal Side Options



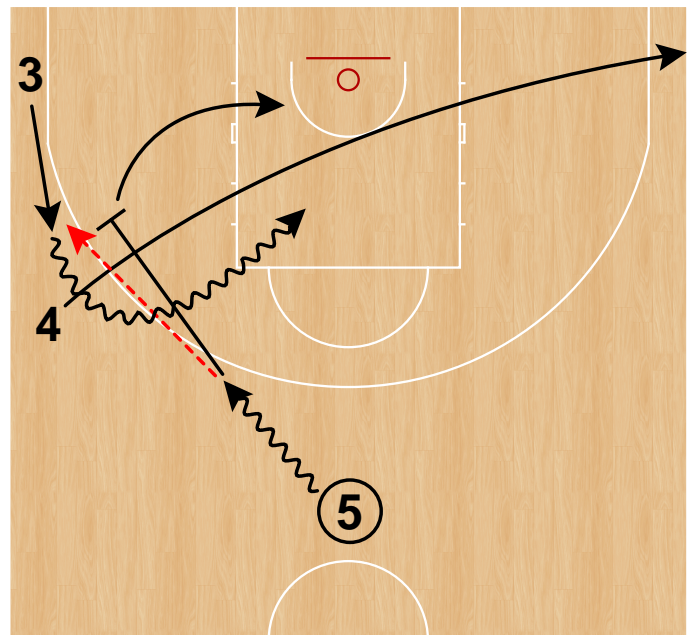
Five Out in transition



Centering Pass (SWING) with Player 5 then looking to the Reversal Side. What follows are Reversal Side Options (RSOs) for when player 5 looks to the reversal side. It is important that the two players on the reversal side hold the sideline and wait for 5 in this diagram to make a move toward that side before executing an RSO. Begin with basic RSOs! They lead to EURO. RSOs can stem from the Swing entry as show or from when we hit a reversal forward from the wing ball screen or handoff.



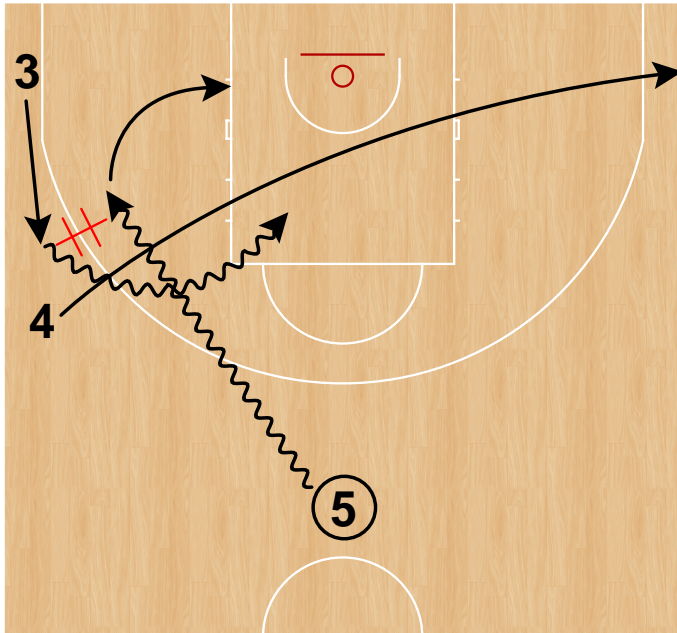
Dribble At Backdoor



DRAG
A basic RSO, Player 4 cuts THRU. Hit ahead and follow into a DRAG for recipient

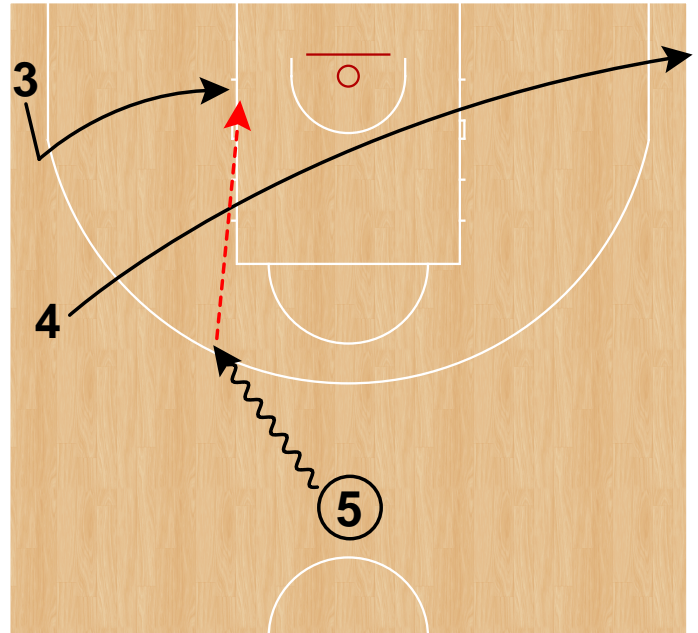
Radius Athletics

Reversal Side Options



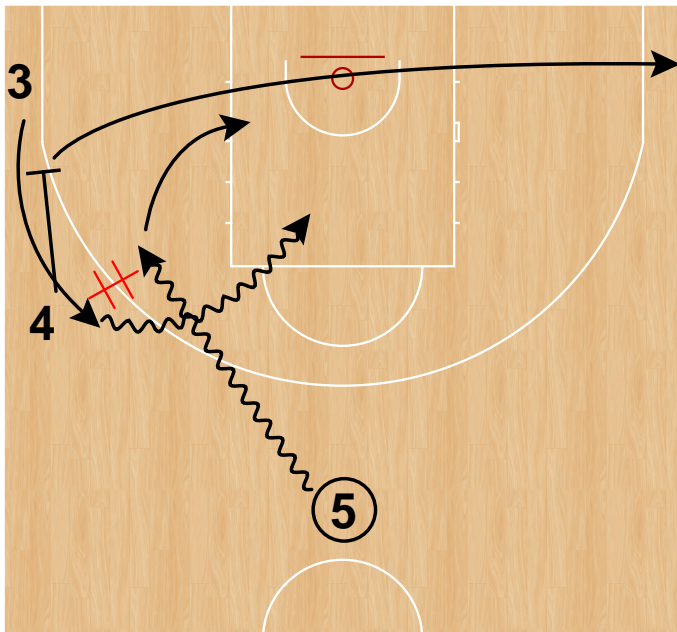
Flip

A basic RSO, Player 4 cuts THRU. Get into a FLIP with the player rising from the corner.



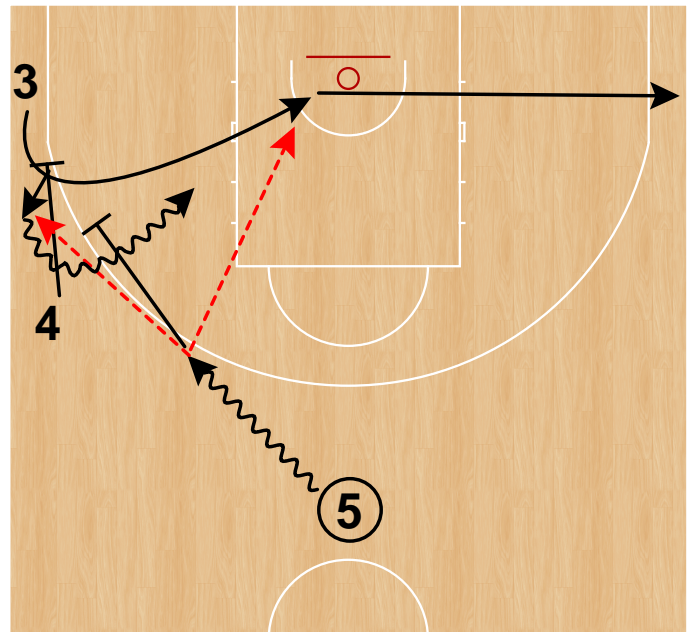
Dribble At Double Backdoor

4 cuts THRU, 3 rises from corner but is overplayed



Meet Up - Accept

When 5 looks to the reversal side, 4 in the wing spot may get into a MEET UP with the player below them. Here, 3 accepts, 5 dribbles into a FLIP with 3. After the meet up the "screener" cuts to far corner.

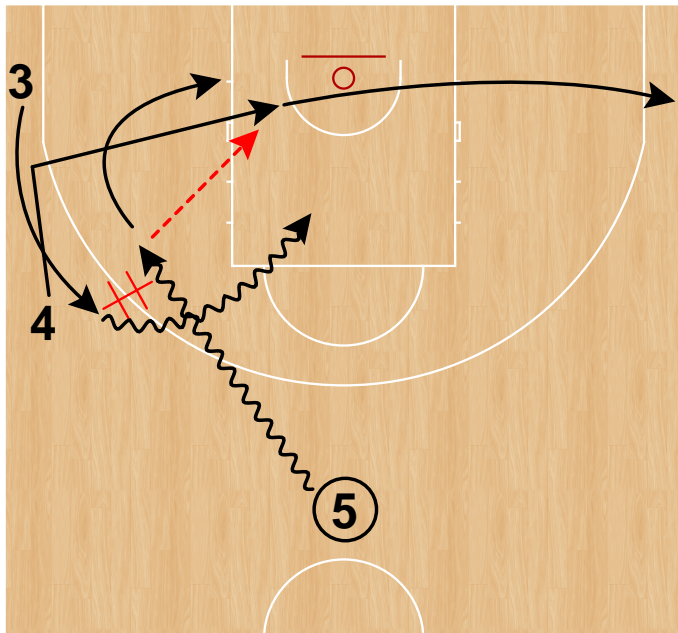


Meet Up - Curl

Dribble At, Meet up, Curl/Pull Back, Pass Follow DRAG if you hit the pull back

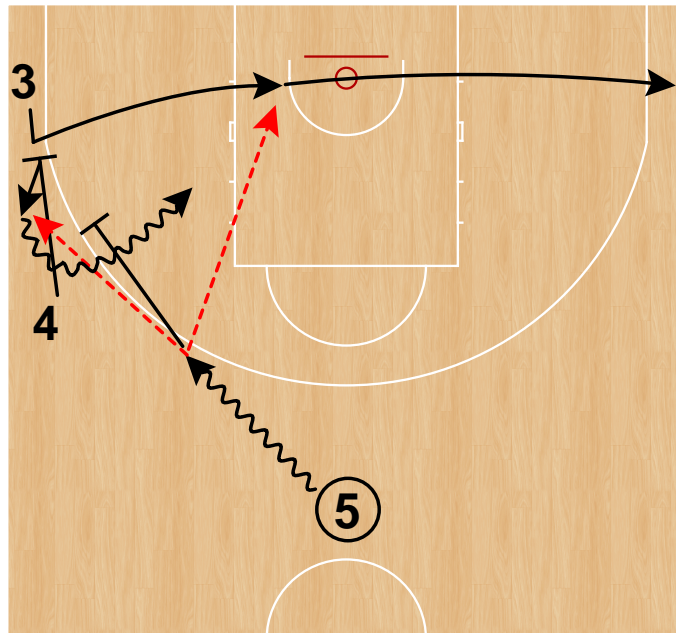
Radius Athletics

Reversal Side Options



Meet up - Slip

Dribble At, Meet up. Slip, Flip to 3 if you don't hit slip man

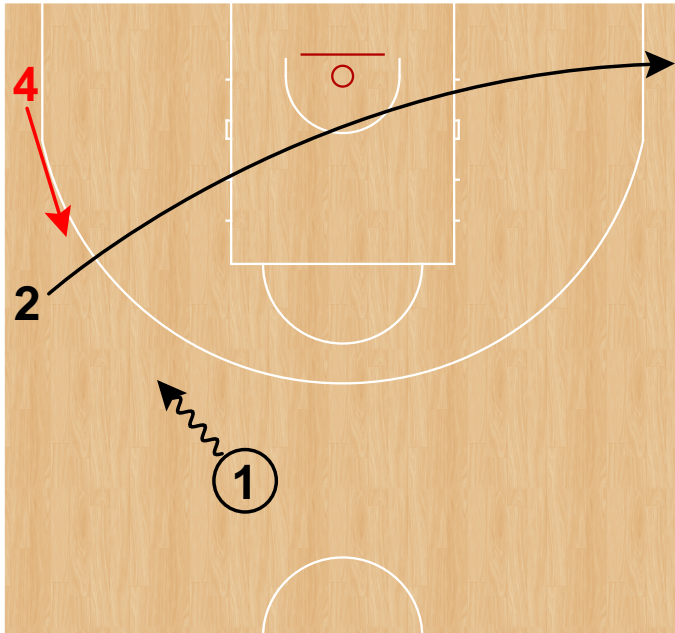


Meet Up - Reject

Editor's note: Preference is to reject most meet ups.
Dribble At, Meet up, Reject/Pull Back, Pass Follow DRAG if you hit the pull back

Radius Athletics

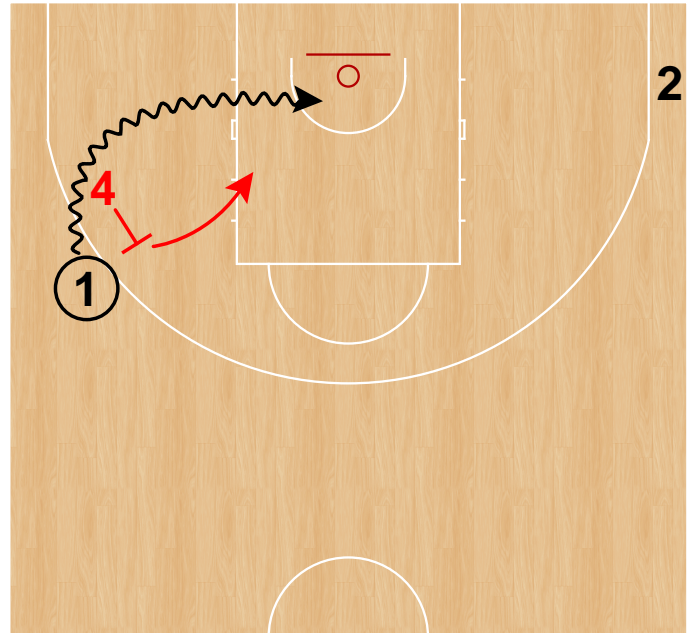
Reversal Side Options



STEP

There may be times during the flow of the Offense that our personnel gets such that we have a player with the ball we'd prefer to receive a ball screen with the ball. Here 1 has the ball, 3 cuts THRU when 1 looks to the reversal side.

Instead of hitting ahead to 4 and ball screening for them, Player 1...



STEP - Cont.

...keeps their dribble. Player 4, in red and more of a screener-type, sets a step up ball screen for 1