

Princeton Simplicity

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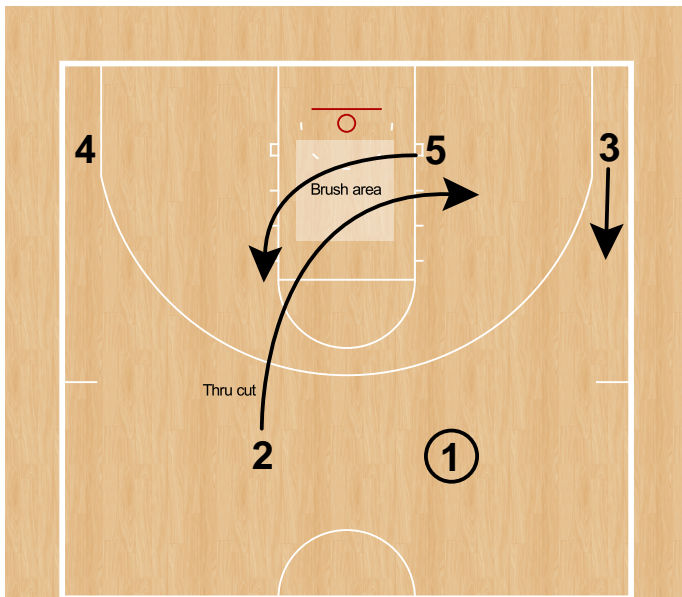
Phase 1: Point

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1.2	Point Same	6
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1.4	Hand-Off Point Same	10
1.5	Horns - Point	12
1.6	Northern Iowa - Point	13

Phase 1: Point

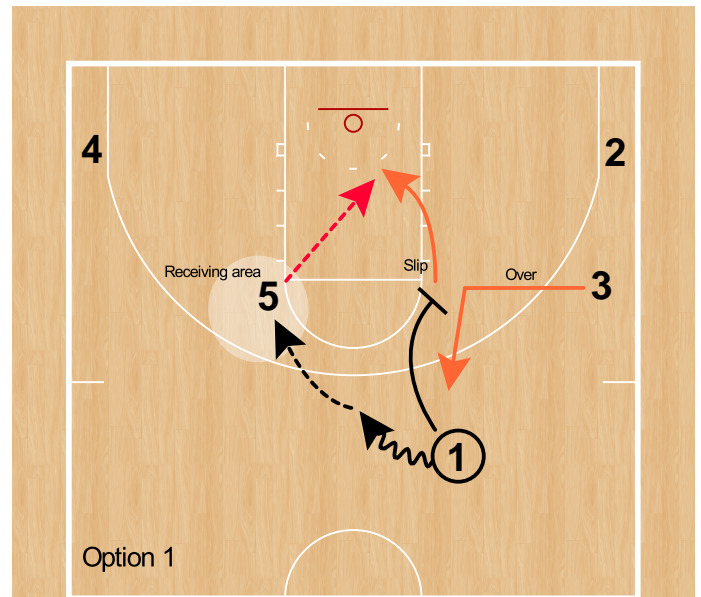
Point Elbow Rub



- 2 'rubs' thru inside elbow & out opposite corner
- 5 man 'rubs' outside to opposite elbow
- 3 lifts to wing – foul line extended

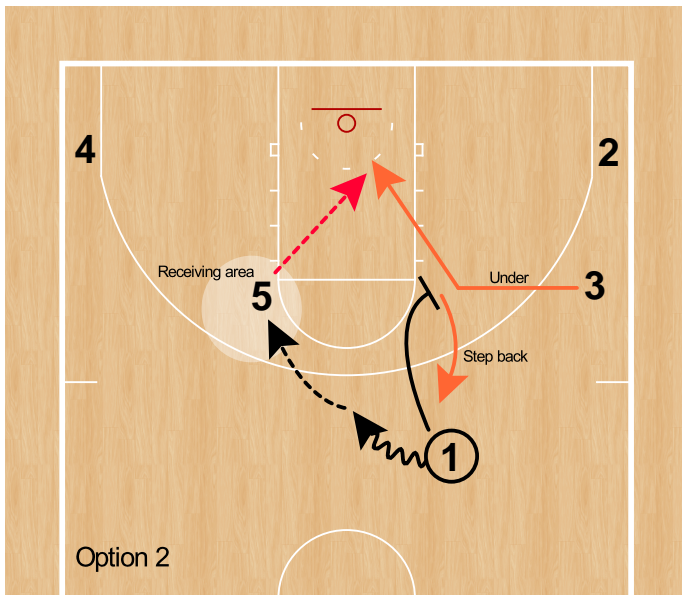
Teaching point: Timing on the brush screen will free up the 5 at the elbow

Point Elbow Rub



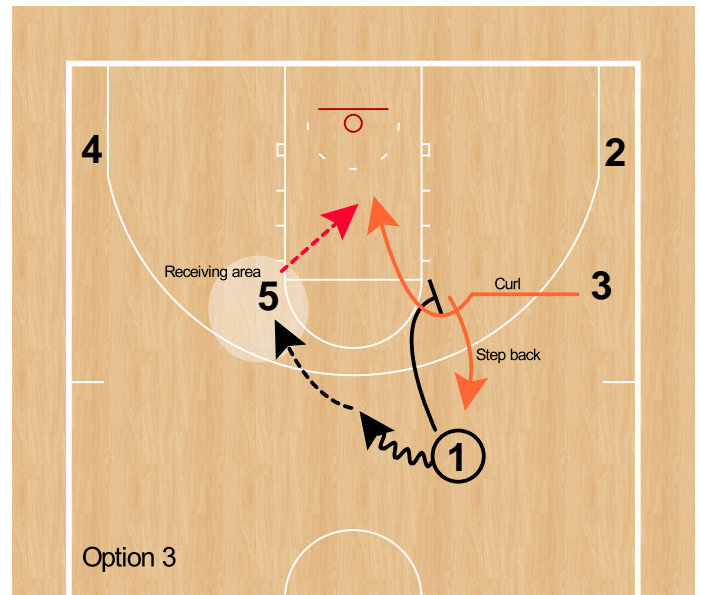
- 1 passes to 5
- 1 screens for 3 at elbow (meet same time)
- 1 slips screen for lay-up from 5
- 3 goes over

Point Elbow Rub



- 1 passes to 5
- 1 screens for 3 at elbow (meet same time)
- 3 under cuts the screen for lay-up from 5
- 1 steps back

Point Elbow Rub

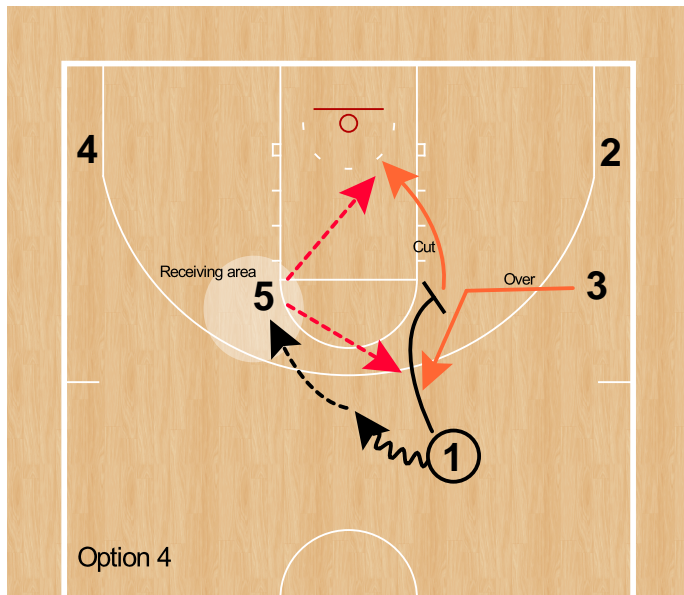


- 1 passes to 5
- 1 screens for 3 at elbow (meet same time)
- 3 curls the screen for lay-up from 5
- 1 steps back

Teaching point: Make sure to screen outside of the elbow for good spacing on the curl

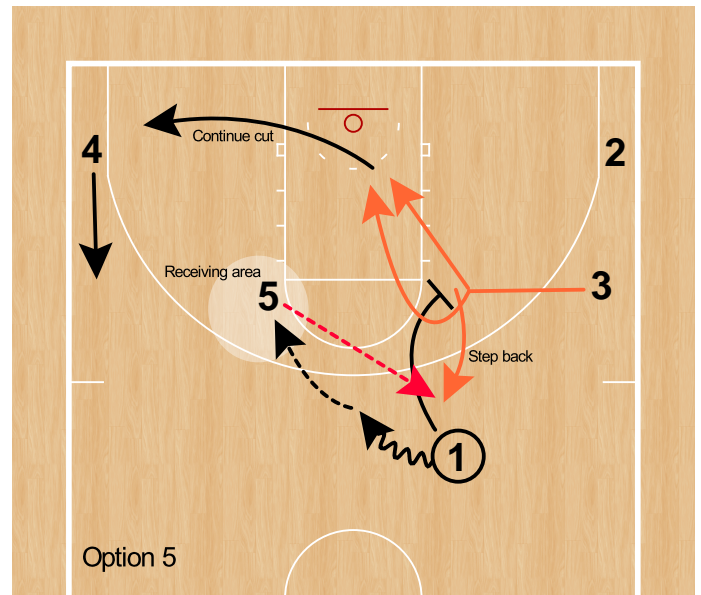
Phase 1: Point

Point Elbow
Rub



- 1 passes to 5
- 1 screens for 3 at elbow (meet same time)
- 3 goes over screen for shot from 5
- 1 cuts to basket for possible lay-up from 5

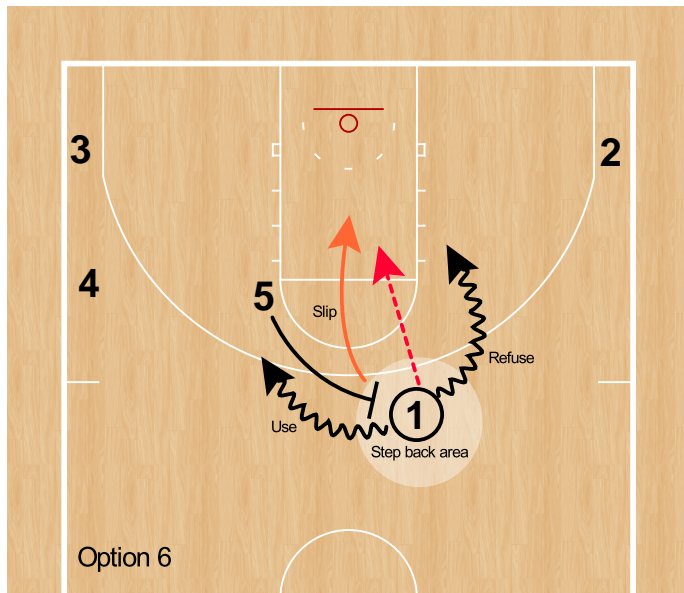
Point Elbow
Rub



- If 3 isn't open on the curl or under they will continue their cut to the opposite corner
- 4 lifts to wing
- 1 steps back for shot from 5

Teaching point: On the step back open up to the ball with inside foot for proper footwork and quicker release

Point Elbow
Rub

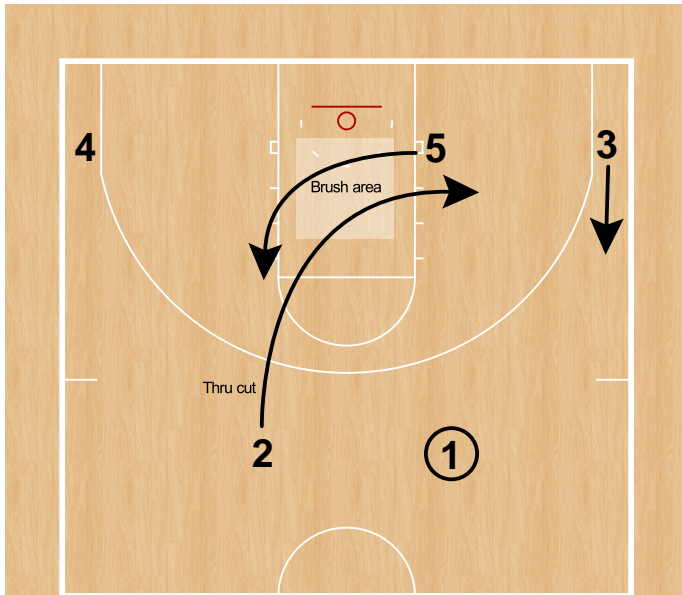


- If 1 isn't open on step back 5 will sprint into a ball screen
- Utilize all pick & roll options
- 5 can slip / 1 can use or refuse screen

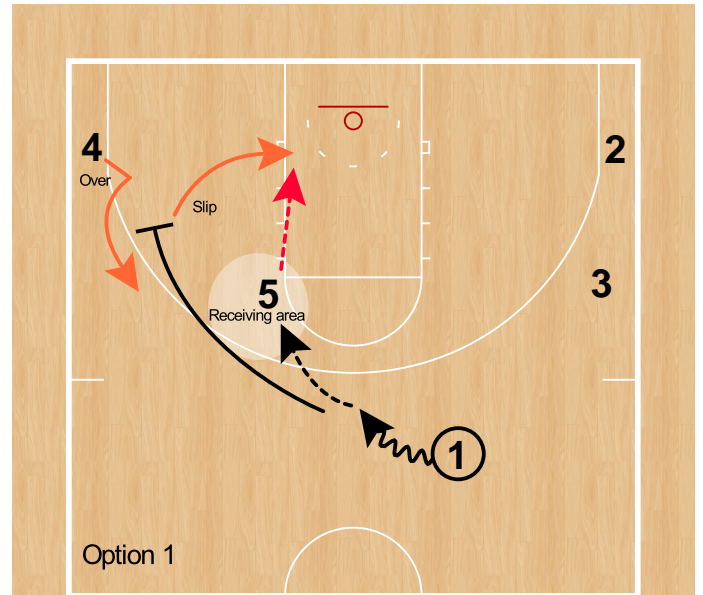
Teaching Point: Ball screen = DDM

Phase 1: Point

Point Same
Rub



Point Same
Rub

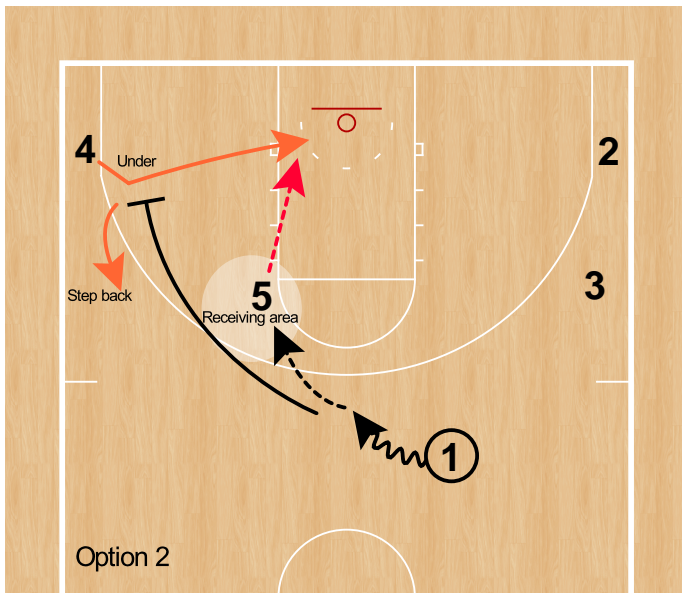


- 2 'rubs' thru inside elbow & out opposite corner
- 5 man 'rubs' outside to opposite elbow
- 3 lifts to wing – foul line extended

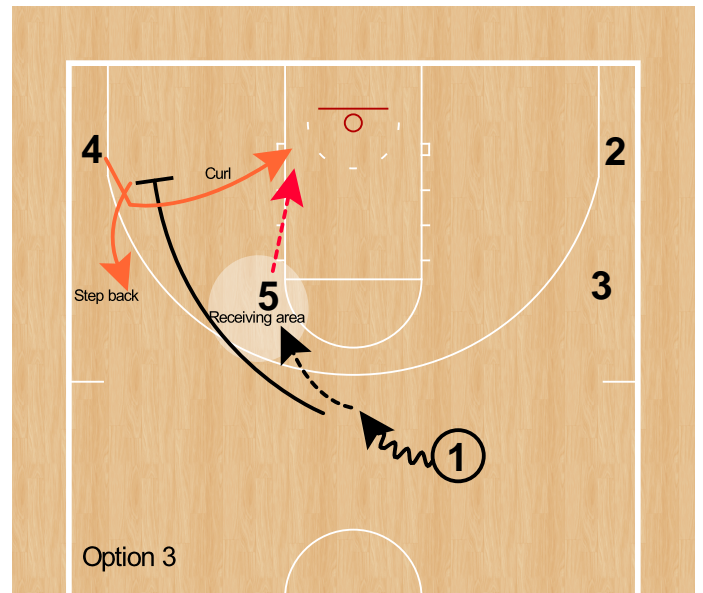
- 1 passes to 5
- 1 screens for 4 in corner (meet same time)
- 1 slips screen for lay-up from 5
- 4 goes over

Teaching point: Timing on the brush screen will free up the 5 at the elbow

Point Same
Rub



Point Same
Rub

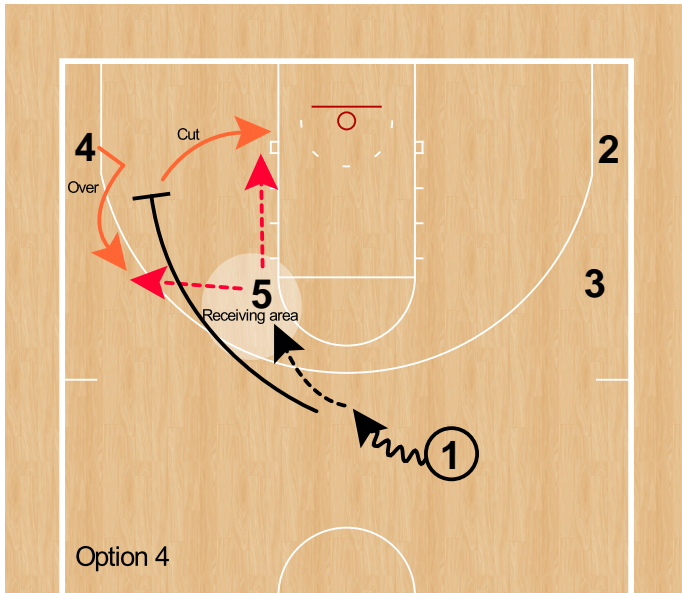


- 1 passes to 5
- 1 screens for 4 in corner (meet same time)
- 4 under cuts the screen for lay-up from 5
- 1 steps back

- 1 passes to 5
- 1 screens for 4 in corner (meet same time)
- 4 curls the screen for lay-up from 5
- 1 steps back

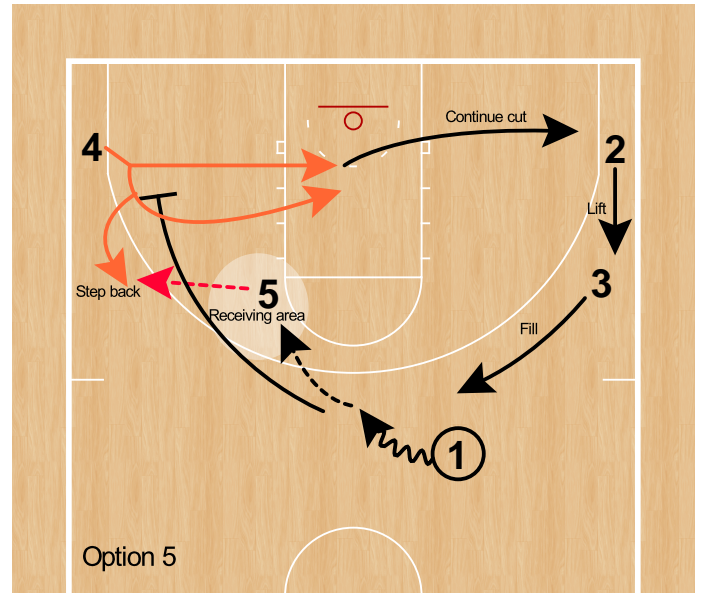
Phase 1: Point

Point Same
Rub



- 1 passes to 5
- 1 screens for 4 in corner (meet same time)
- 4 goes over screen for shot from 5
- 1 cuts to the basket for potential pass from 5

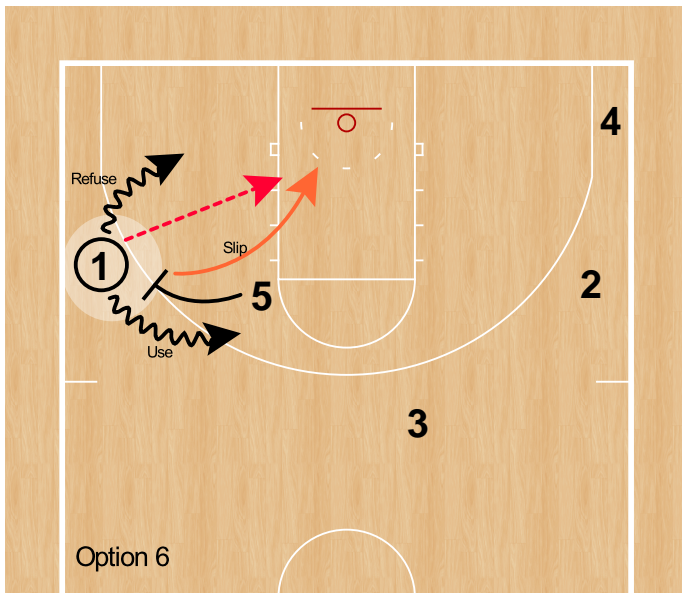
Point Same
Rub



- 1 passes to 5
- 1 screens for 4 in corner (meet same time)
- If 4 isn't open on the under or curl they will continue their cut to the opposite corner
- 2 lifts to wing & 3 fills to alley
- 1 steps back for shot from 5

Teaching point: Weak side should be alley, wing, corner for correct spacing

Point Same
Rub

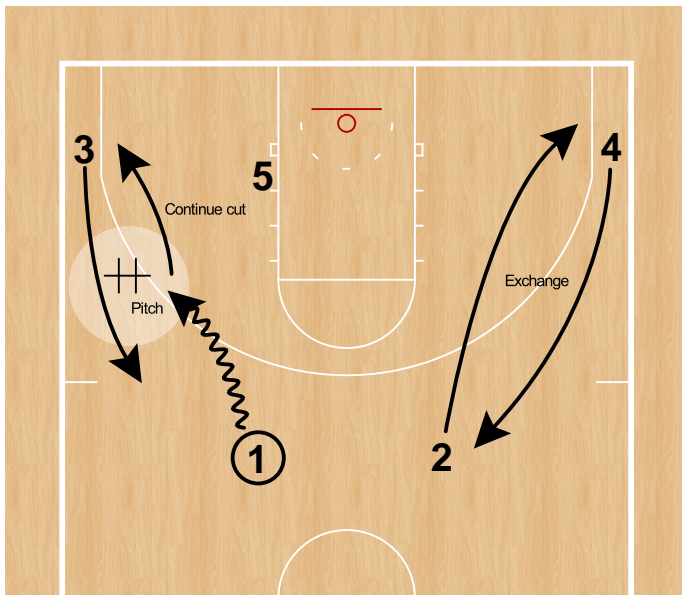


- If 1 can't shoot the step back 5 will ball screen
- Utilize all ball screen options
- 5 can slip / 1 can use or refuse the screen

Teaching point: Ball screen = DDM

Phase 1: Point

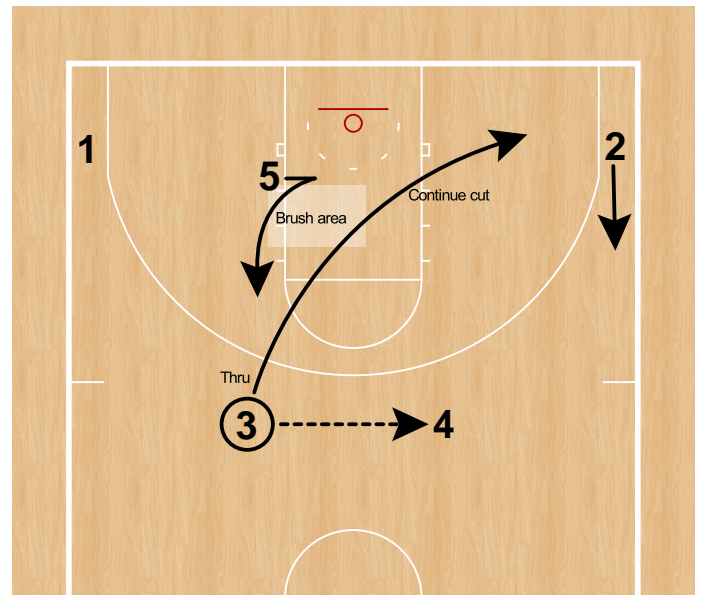
Hand-Off Point Elbow
Rub



- 1 will dribble towards 3
- 3 will lift to receive a pitch from 1
- 1 continues cut to corner
- 2 & 4 exchange on weak side

Teaching point: Instead of a "hand-off" from 1 to 3, make a short pitch for spacing & to avoid charge.

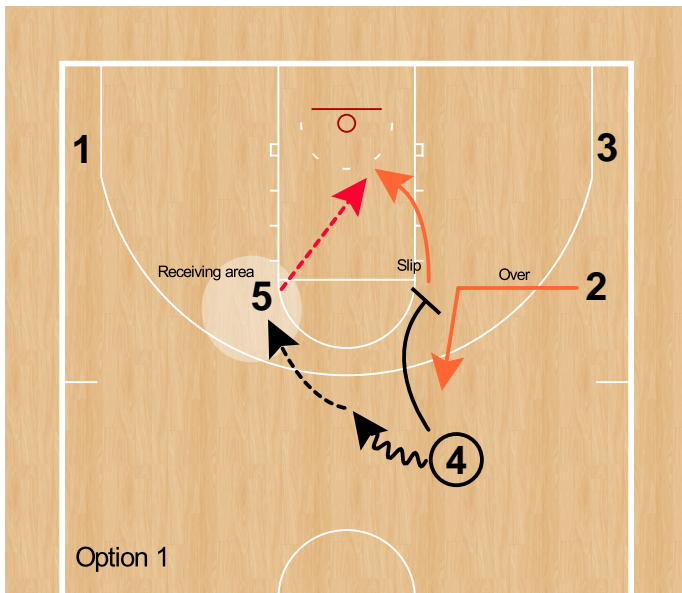
Hand-Off Point Elbow
Rub



- 3 passes to 4 and rubs thru to opposite corner
- 2 lifts to wing (foul line extended)
- 5 pops to elbow – opposite the ball

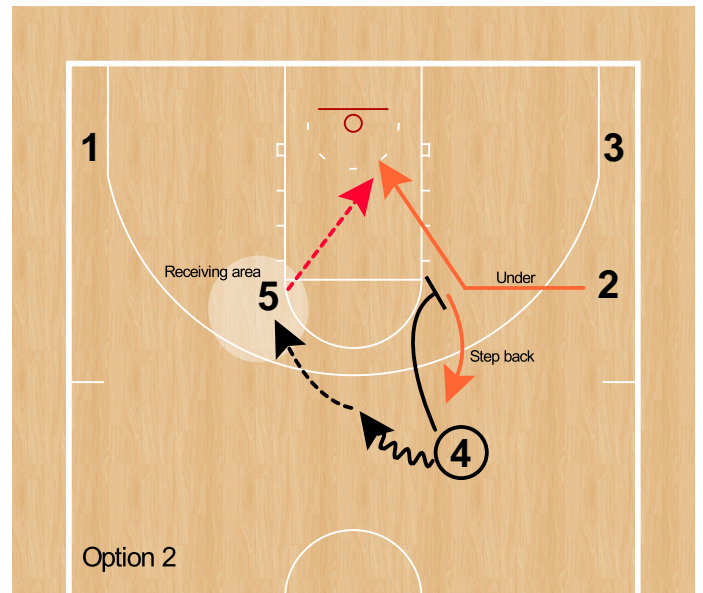
Teaching point: 3 can choose to keep the ball and rub 4 through to opposite corner. 1 will lift to wing and 5 will pop to opposite elbow

Hand-Off Point Elbow
Rub



Option 1

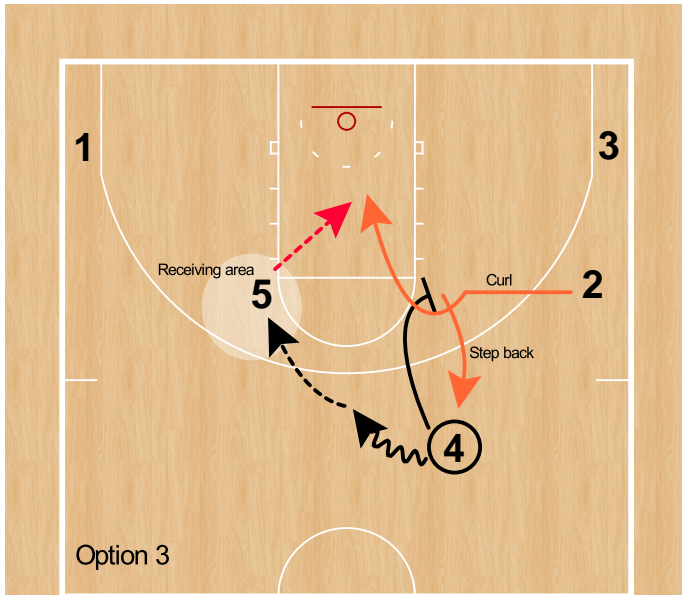
Hand-Off Point Elbow
Rub



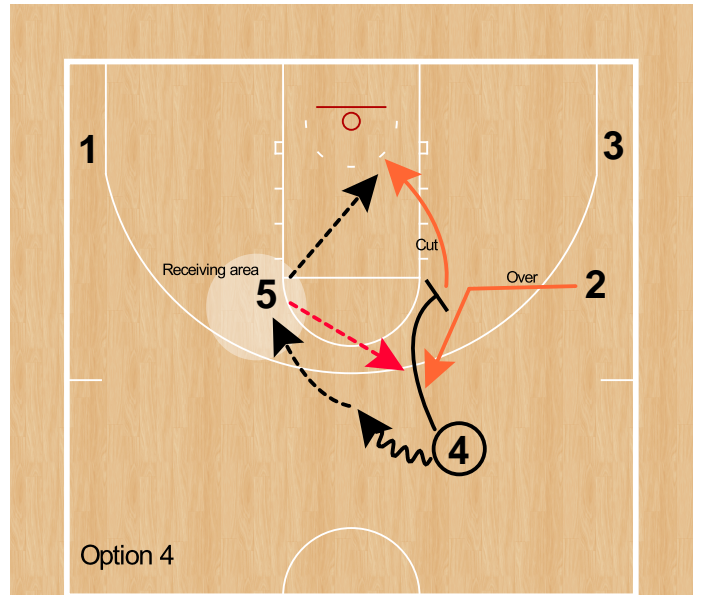
Option 2

Phase 1: Point

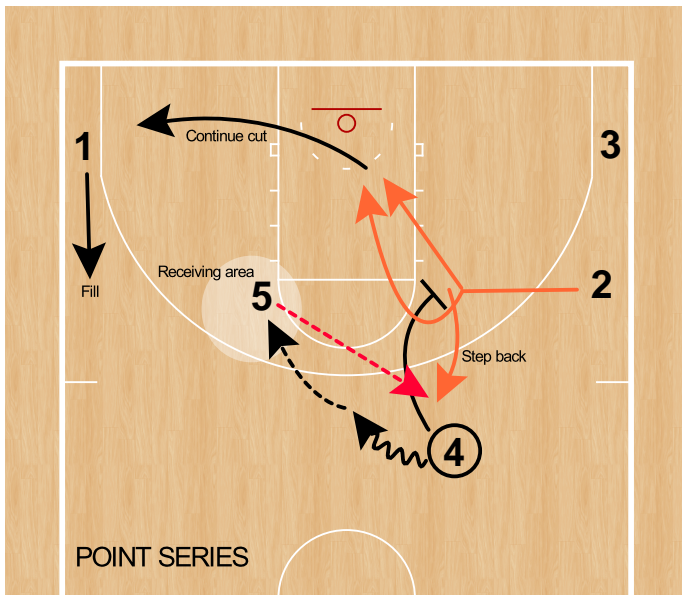
Hand-Off Point Elbow
Rub



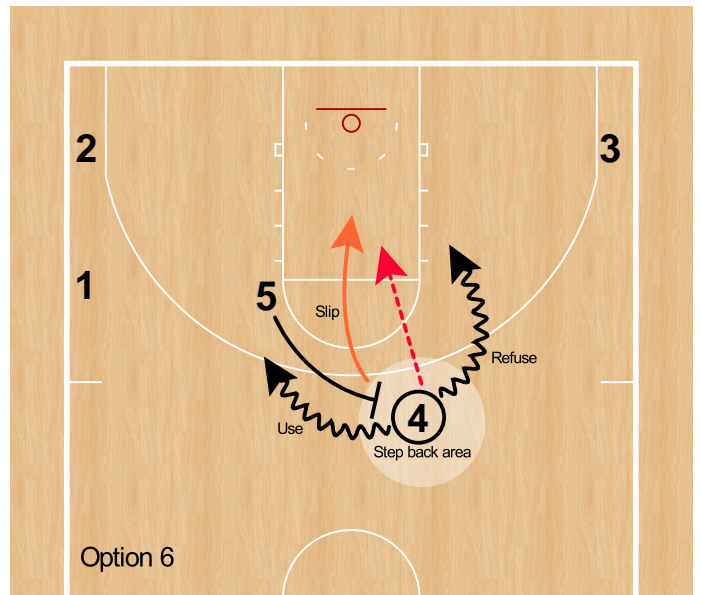
Hand-Off Point Elbow
Rub



Hand-Off Point Elbow
Rub

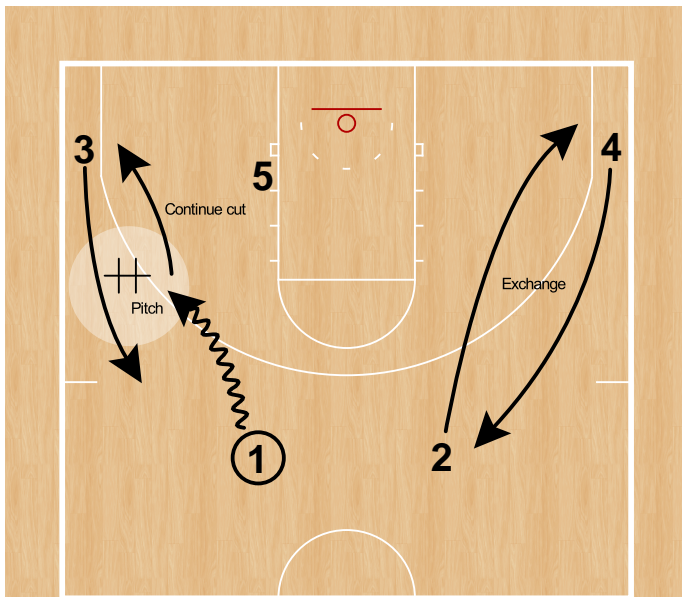


Hand-Off Point Elbow
Rub



Phase 1: Point

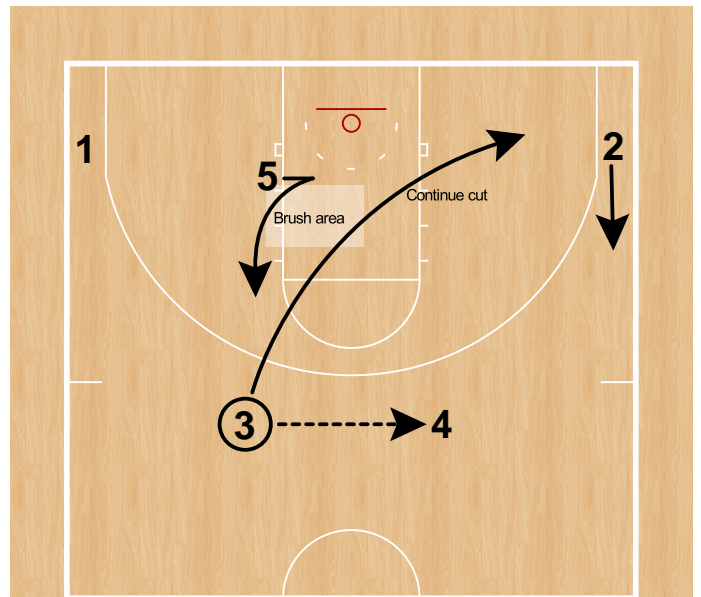
Hand-Off Point Same
Rub



- 1 will dribble towards 3
- 3 will lift to receive a pitch from 1
- 1 continues cut to corner
- 2 & 4 exchange on weak side

Teaching point: Instead of a "hand-off" from 1 to 3, make a short pitch for spacing & to avoid charge.

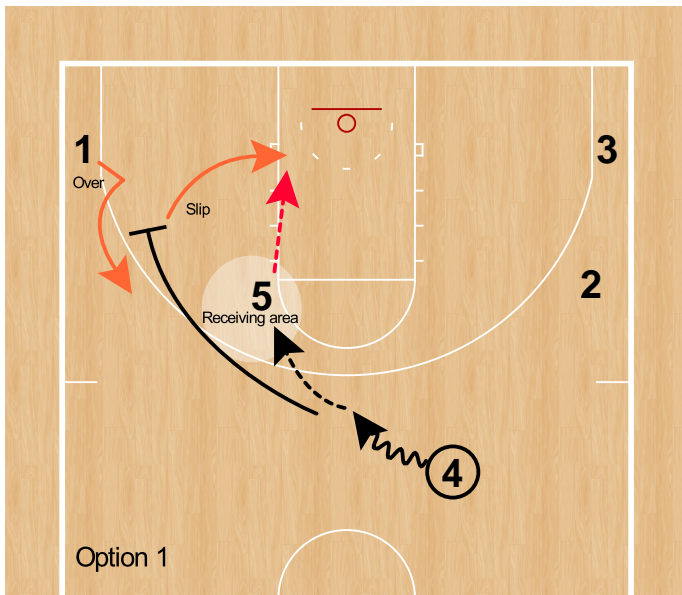
Hand-Off Point Same
Rub



- 3 passes to 4 and rubs thru to opposite corner
- 2 lifts to wing (foul line extended)
- 5 pops to elbow – opposite the ball

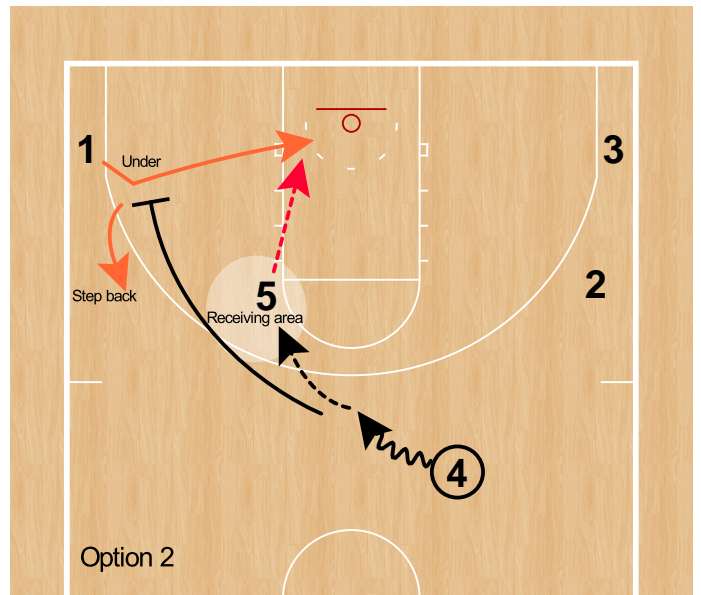
Teaching point: 3 can choose to keep the ball and rub 4 through to opposite corner. 1 will lift to wing and 5 will pop to opposite elbow

Hand-Off Point Same
Rub



Option 1

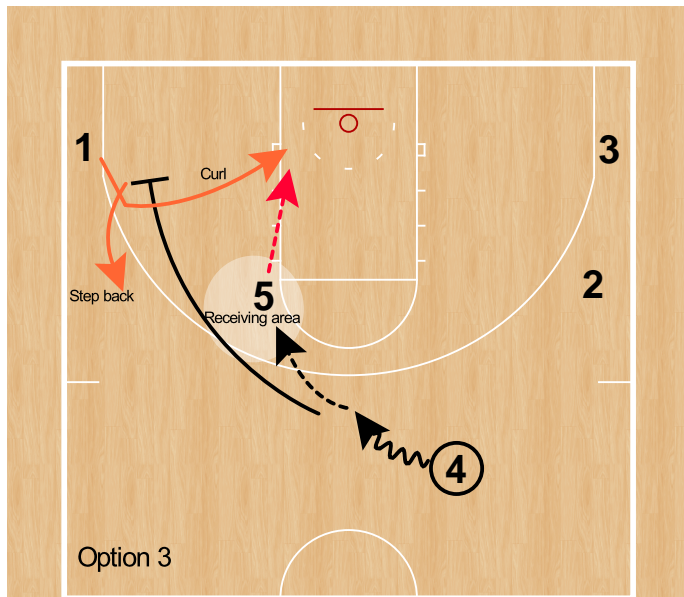
Hand-Off Point Same
Rub



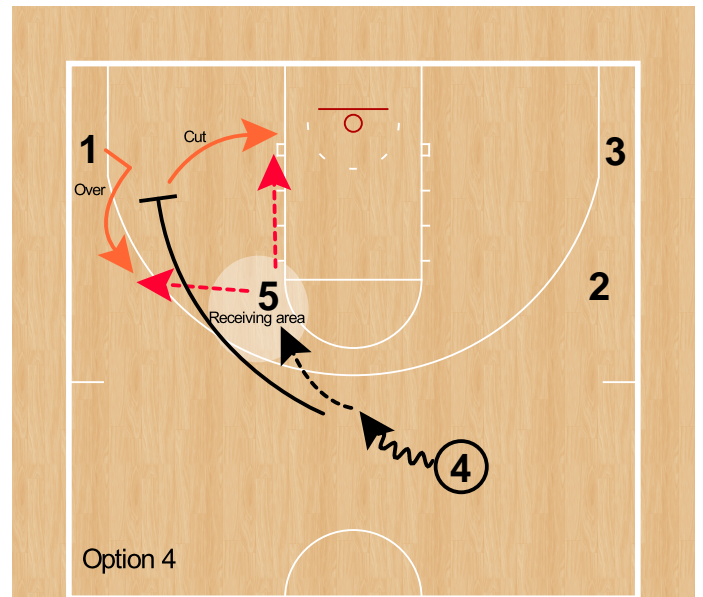
Option 2

Phase 1: Point

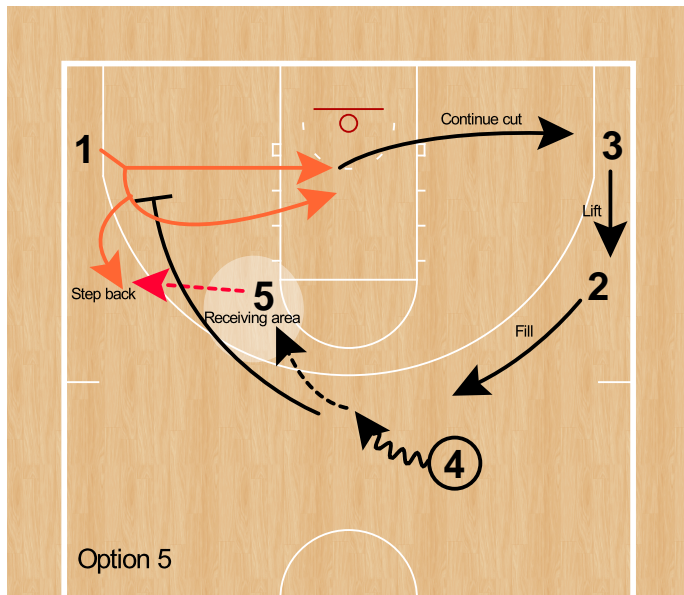
Hand-Off Point Same
Rub



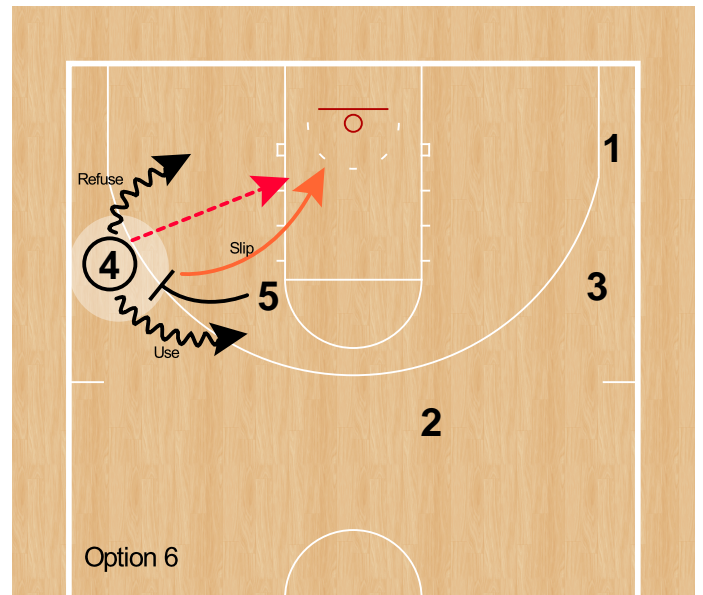
Hand-Off Point Same
Rub



Hand-Off Point Same
Rub

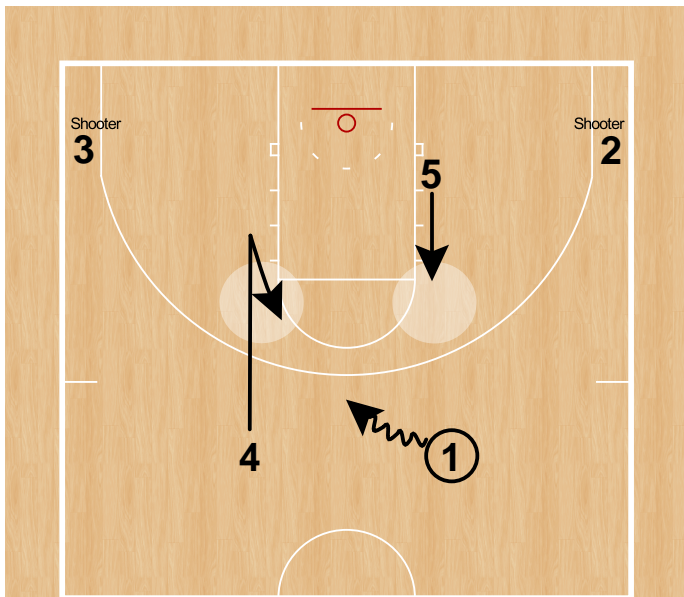


Hand-Off Point Same
Rub



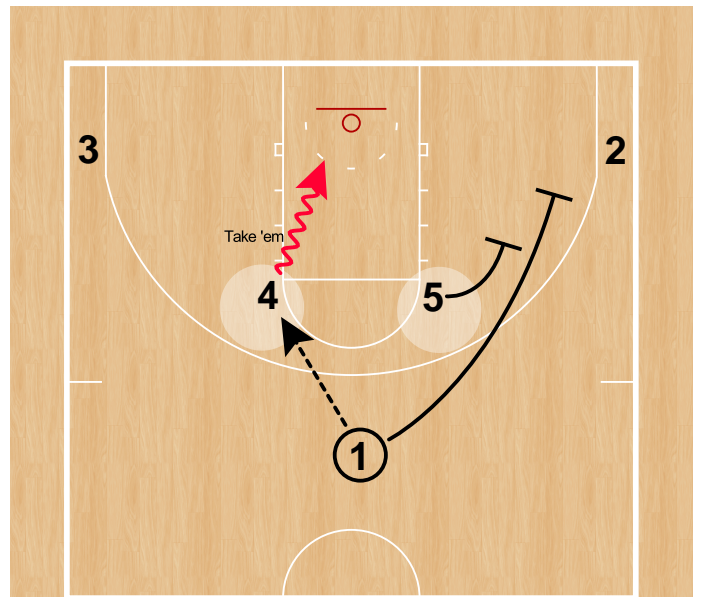
Phase 1: Point

Horns – Point
Point



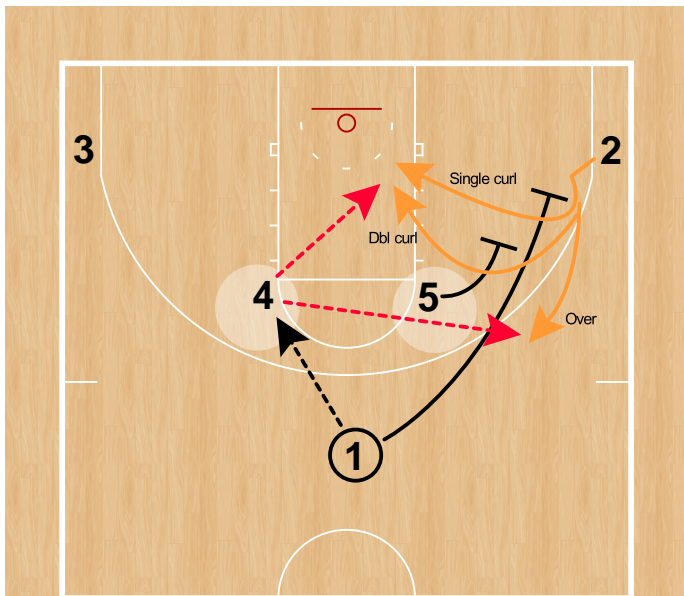
4 and 5 will start in a Horns formation
1 will dribble center court
1 can pass it to either high post

Horns – Point
Point



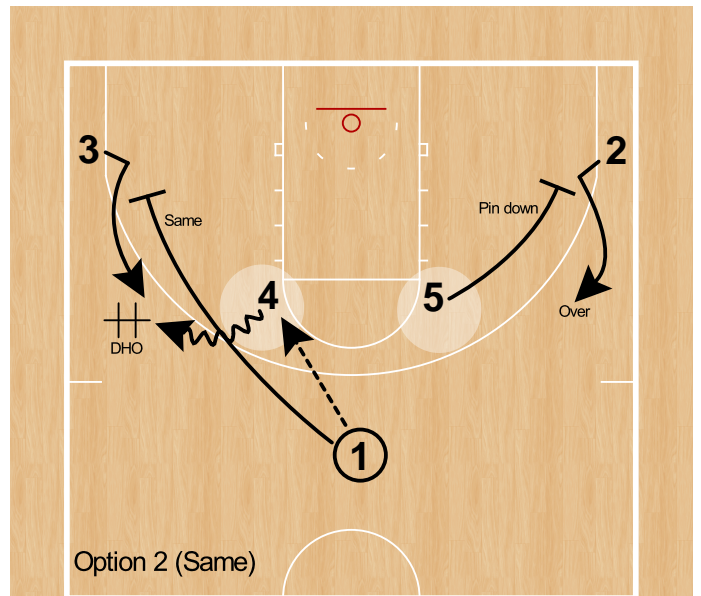
(If 1 passes to 4)
4 can take his player 1v1
1 and 5 set a staggered away screen for 2

Horns – Point
Point



(If 4 doesn't shoot)
2 can go under, curl or over the staggered screen

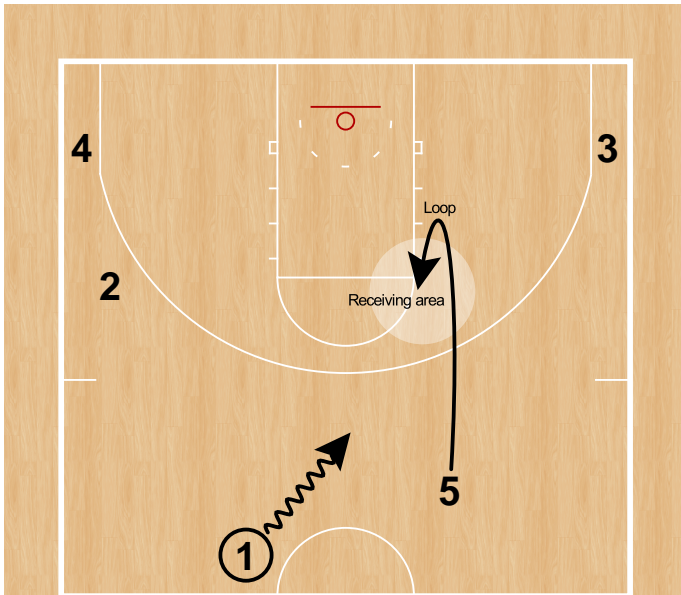
Horns – Point
Point



Option 2 (Same)
1 passes to 4 – goes same screen for 3
3 will go over screen for DHO from 4
5 sets pin down for 2
2 goes over the pin down screen

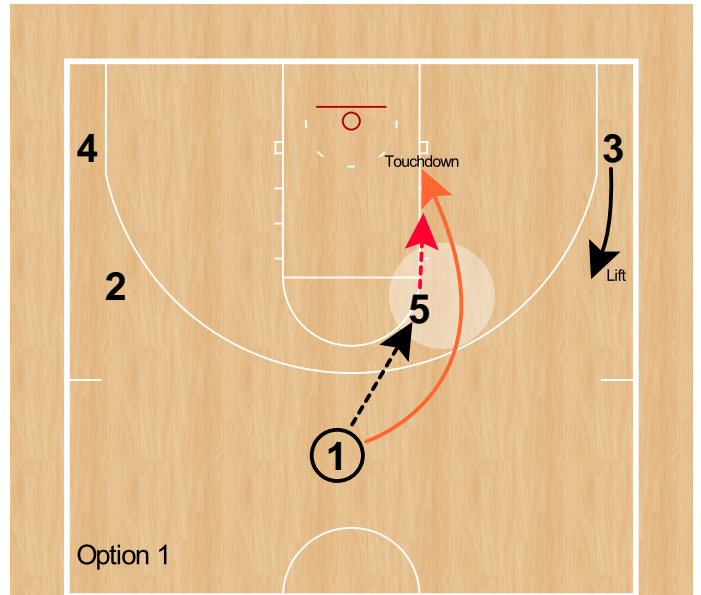
Phase 1: Point

Northern Iowa – Point
Point



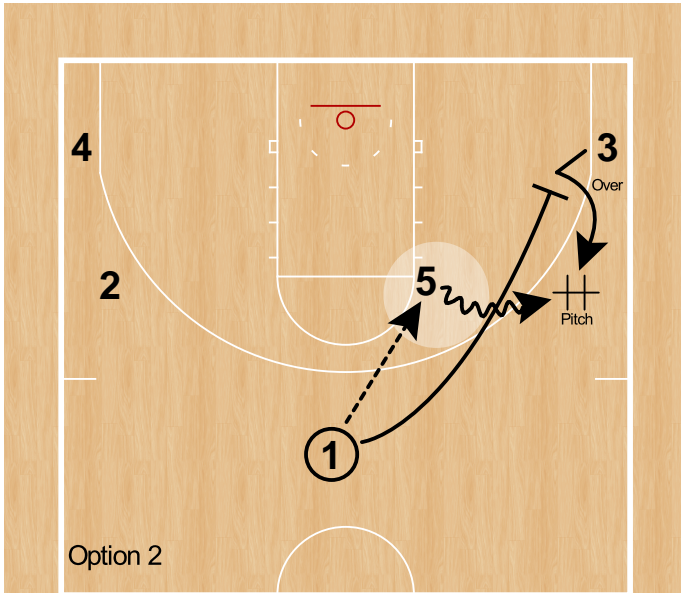
5 trails and loops at elbow
1 dribbles basket line

Northern Iowa – Point
Point



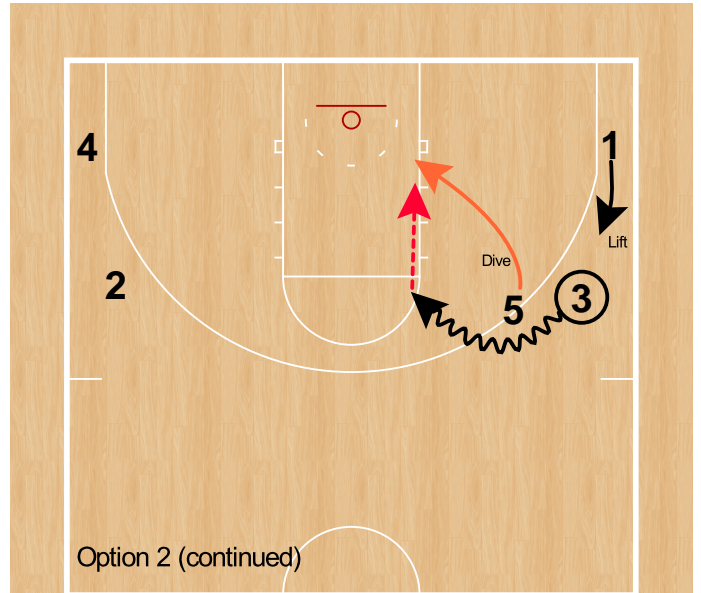
1 passes to 5
1 goes over the top of 5 for a touchdown lay-up

Northern Iowa – Point
Point



(If 1 doesn't go touchdown)
1 sets 'same' screen for 3
3 goes over screen for a DHO with 5

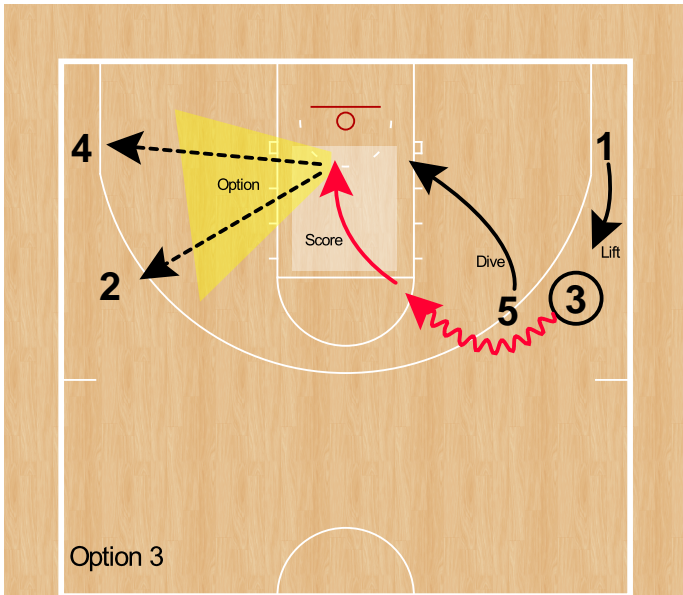
Northern Iowa – Point
Point



3 attacks middle
5 dive to the basket for lay-up from 3

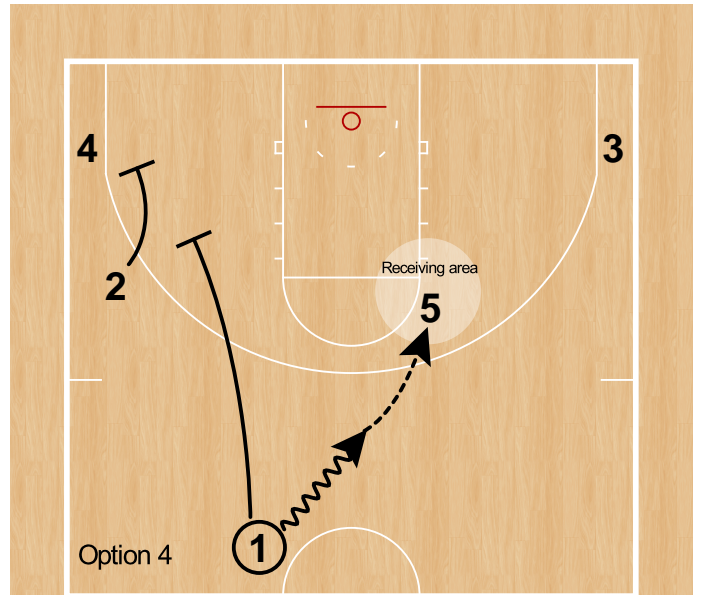
Phase 1: Point

Northern Iowa – Point
Point



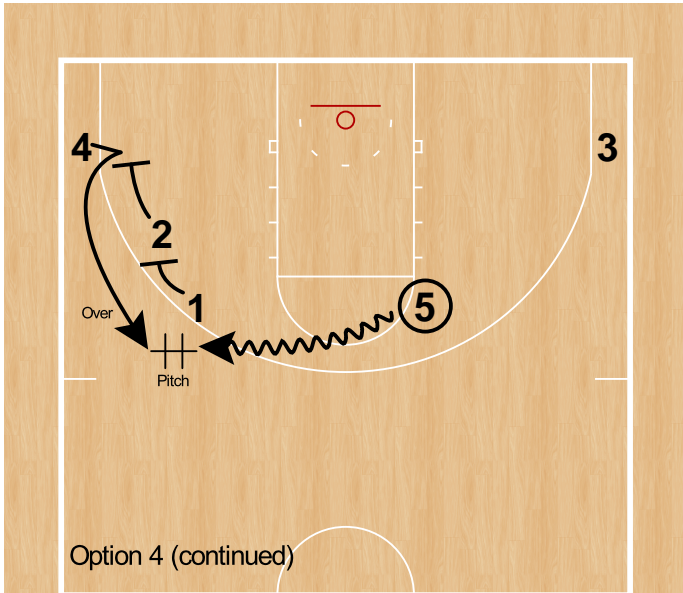
(If 3 doesn't pass to 5)
3 attacks middle looking to score
or spray out pass to 2 or 4

Northern Iowa – Point
Point



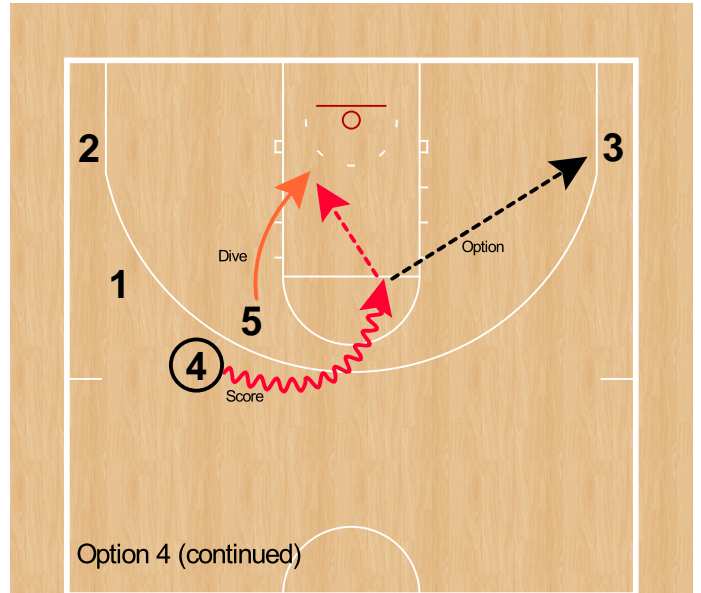
(1 can also screen opposite 5)
1 passes to 5
1 and 2 set staggered away screen for 4

Northern Iowa – Point
Point



4 goes over staggered screen
5 dribbles at 4 for a DHO

Northern Iowa – Point
Point



4 can attach the rim and score, drop off to 5, or spray out to 3

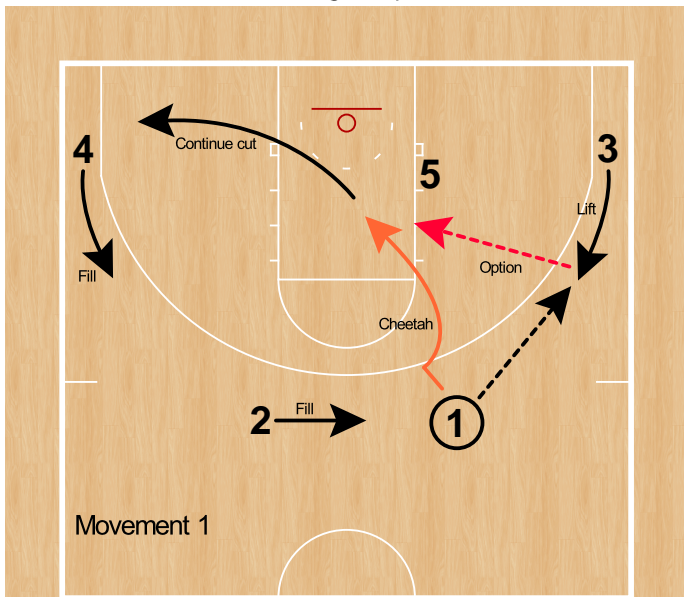
Phase 2: Wing Entry

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2.1	1 Dribble	16
2.2	1 Pass	18

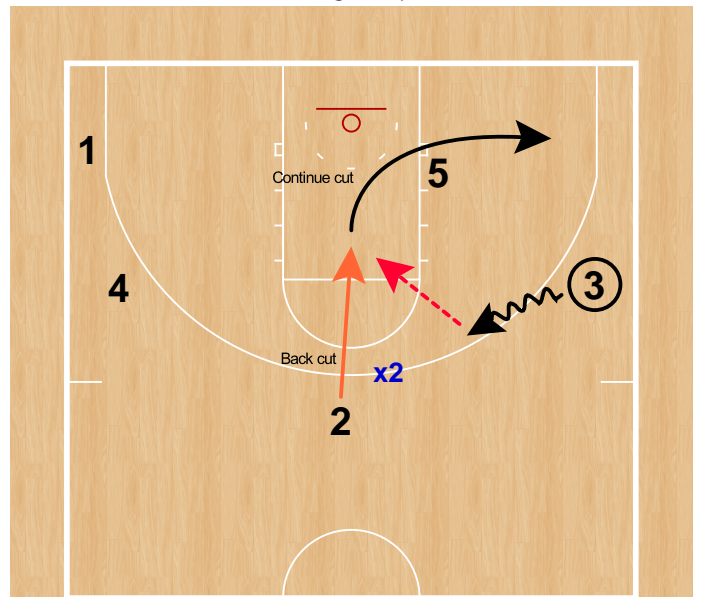
Phase 2: Wing Entry

1 Dribble
Wing Entry



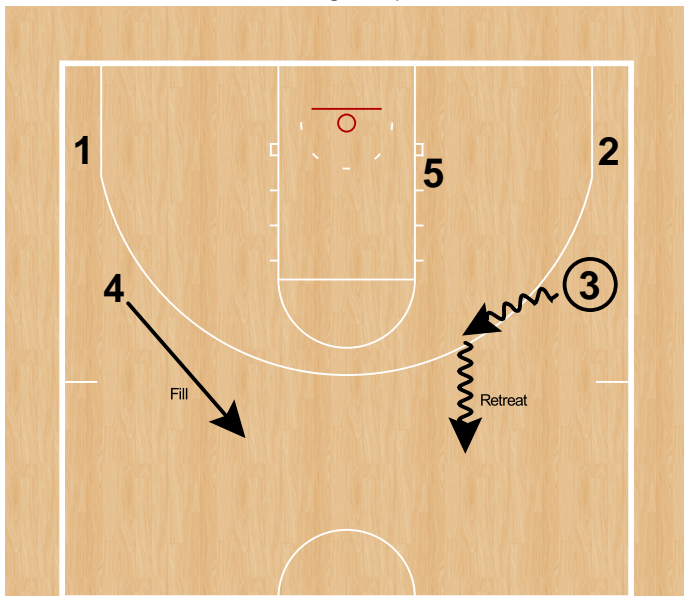
1 pass to 3 for a give & go – 3 will pass to 1
If 1 isn't open they will continue their cut to the opposite corner
4 will lift to wing
2 will fill (BASKET LINE EXTENDED)

1 Dribble
Wing Entry



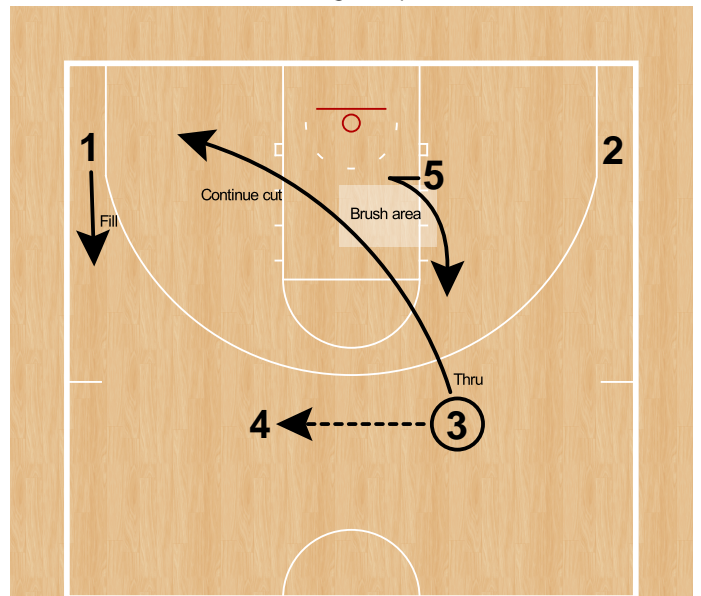
3 will dribble at the but of x2
2 will back cut for a lay-up from 3
if 2 isn't open they will continue their cut to ball side corner

1 Dribble
Wing Entry



3 will retreat dribble to alley (spacing)
4 fills opposite alley

1 Dribble
Wing Entry

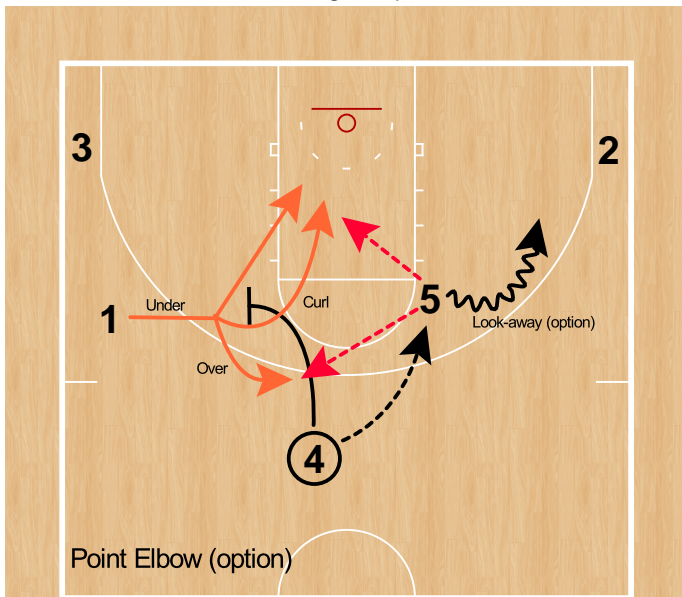


3 passes to 4
3 rubs thru to opposite corner
1 fills to wing
5 pops to elbow

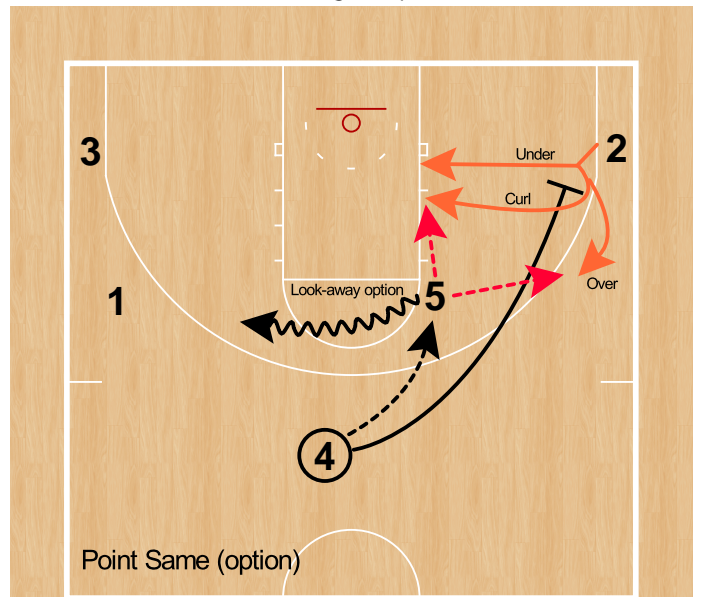
Teaching point: This flows into point elbow or point same

Phase 2: Wing Entry

1 Dribble
Wing Entry

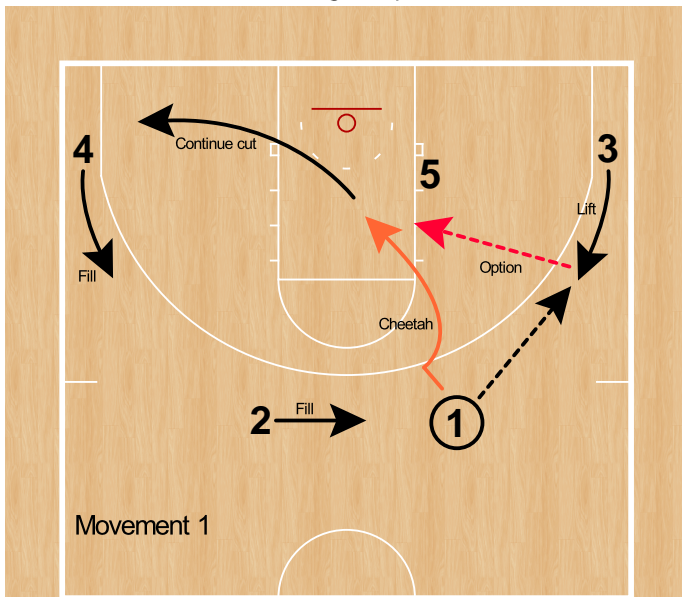


1 Dribble
Wing Entry



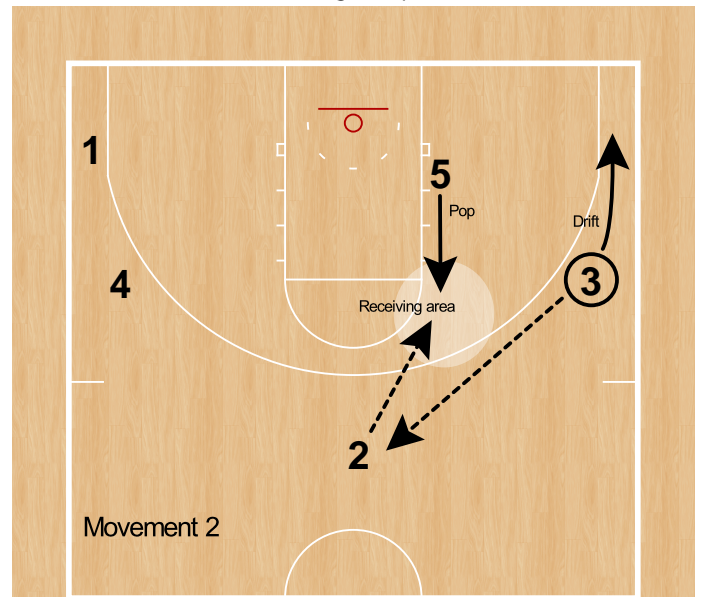
Phase 2: Wing Entry

1 Pass
Wing Entry



1 pass to 3 for a give & go – 3 will pass to 1
If 1 isn't open they will continue their cut to the opposite corner
4 will lift to wing
2 will fill (BASKET LINE EXTENDED)

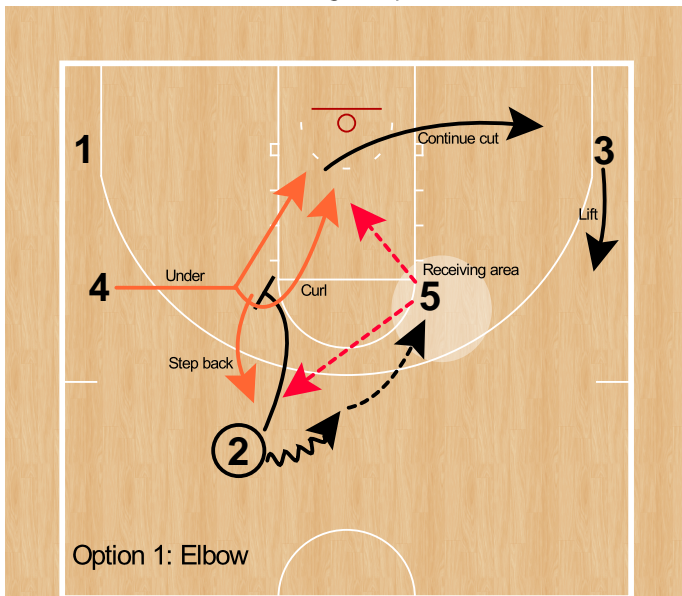
1 Pass
Wing Entry



3 will pass to 2
Then drift back to the corner for spacing
5 will pop to ball side elbow

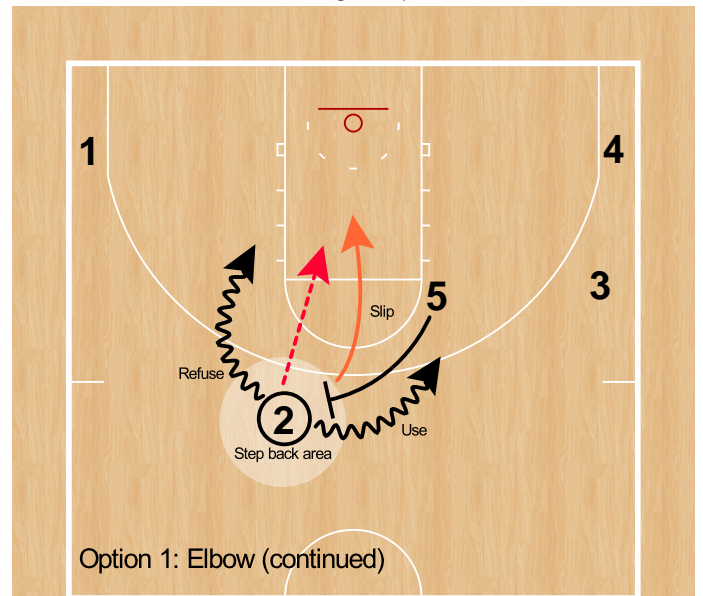
Teaching point: This will trigger Point Elbow or Same

1 Pass
Wing Entry



1 pass into option: Elbow
(Refer to Phase 1: Rub Elbow for description)

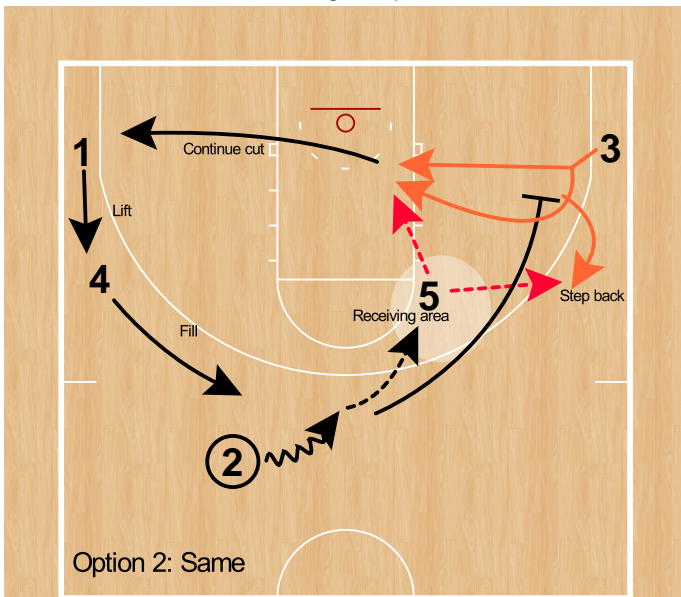
1 Pass
Wing Entry



1 pass into option: Elbow
(Refer to Phase 1: Rub Elbow for description)

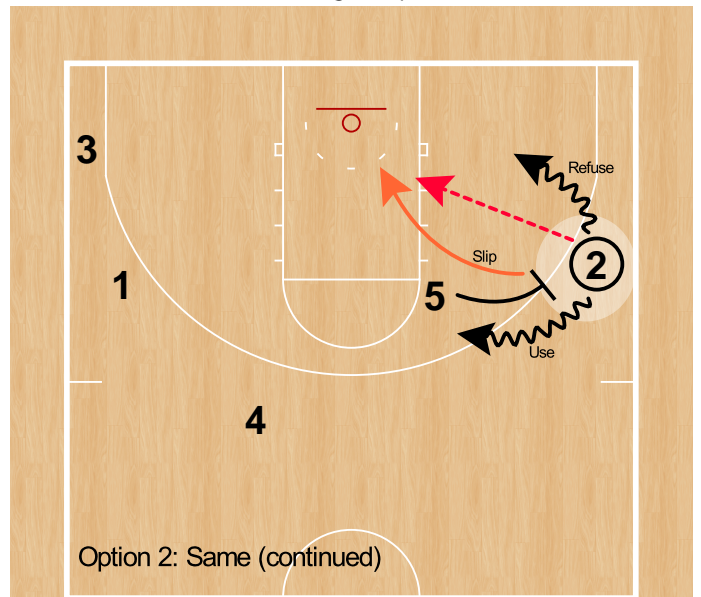
Phase 2: Wing Entry

1 Pass
Wing Entry



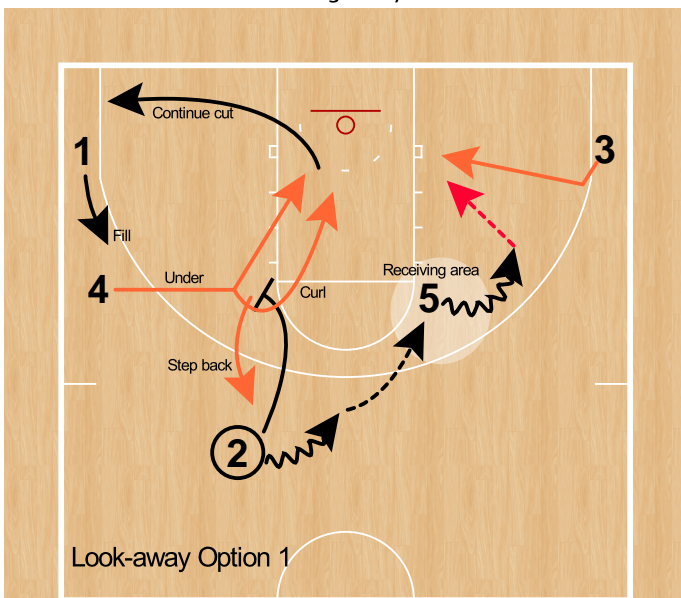
1 pass into option: Same
(Refer to Phase 1: Rub Same for description)

1 Pass
Wing Entry



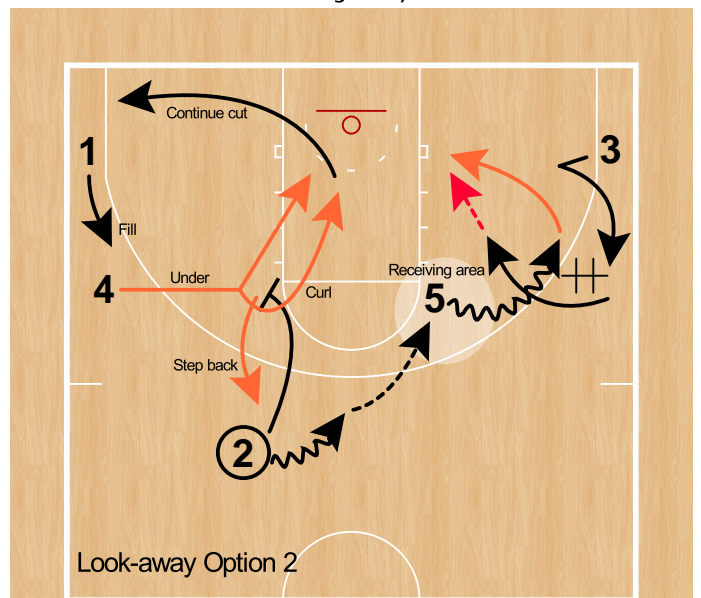
1 pass into option: Same
(Refer to Phase 1: Rub Same for description)

1 Pass
Wing Entry



5 will look-away from elbow and dribble at 3 for a Bingo
(back cut)

1 Pass
Wing Entry



5 will look-away from elbow and dribble at 3 for a DHO &
dive for a lay-up

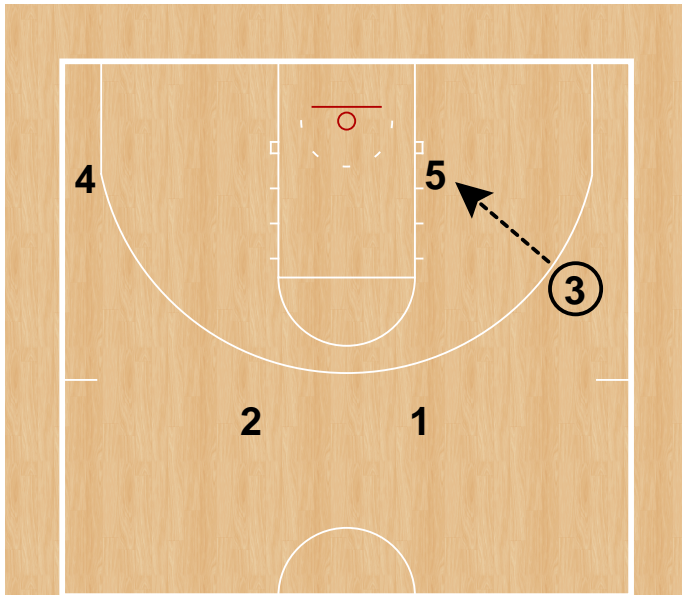
Phase 3: Low Post Entry

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3.1	Split Action	21
3.2	Pass Pop	22

Phase 3: Low Post Entry

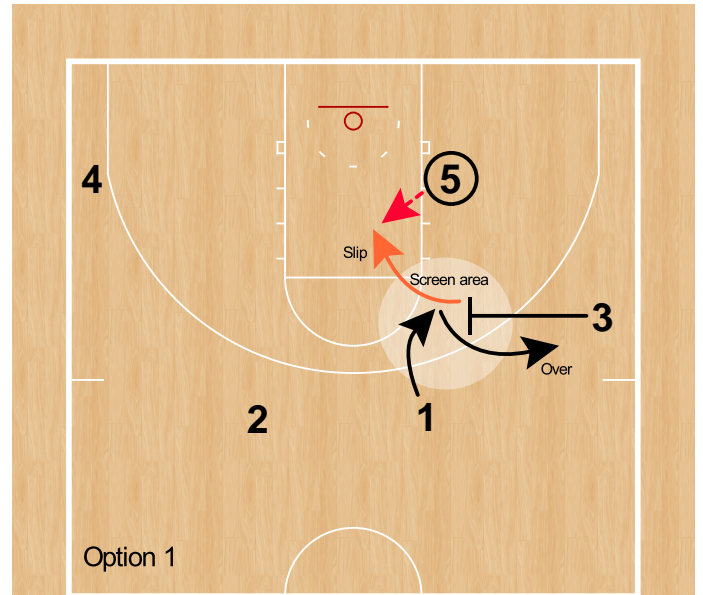
Split Action
Low Post Entry



3 passes to 5

Teaching point: Pass to low post often to create an inside – outside balance within the offense

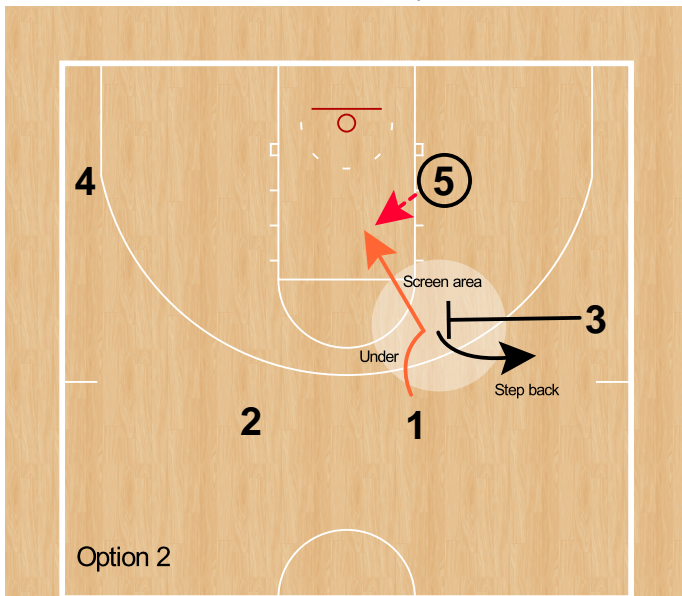
Split Action
Low Post Entry



3 screens for 1 at elbow
3 slips for a lay-up from 5
1 goes over screen

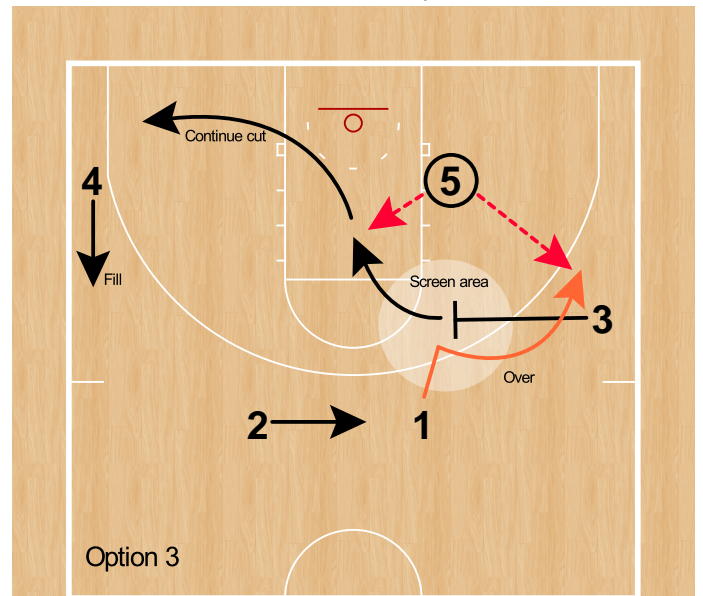
Teaching point: The player that makes the post entry from wing is always the screener in split action

Split Action
Low Post Entry



3 screens for 1 at elbow
1 under cuts for a lay-up from 5
3 steps back

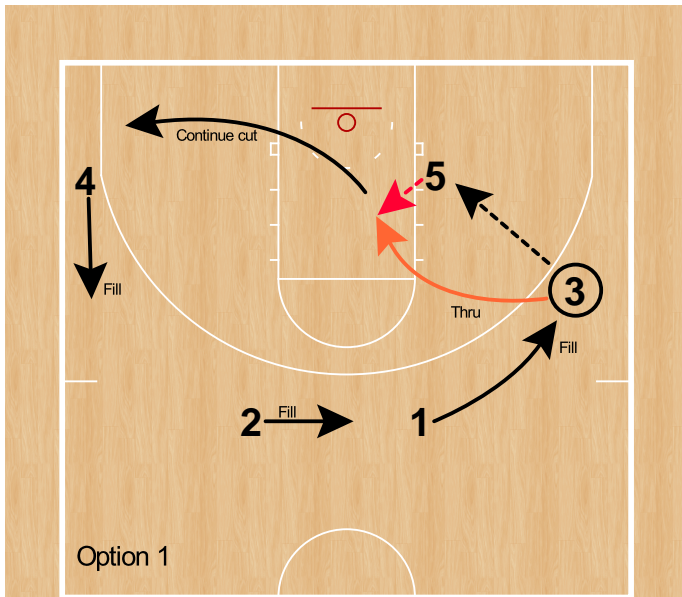
Split Action
Low Post Entry



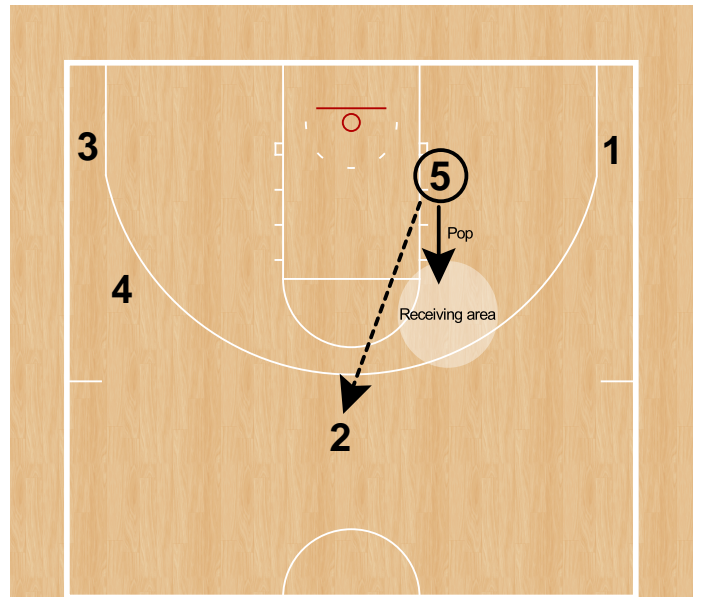
3 screens at elbow for 1
1 goes over the screen for shot from 5
(5 will also look at the on the cut thru)
3 will continue cut to the opposite corner
4 fills to wing
2 fill to basket line

Phase 3: Low Post Entry

Pass Pop
Low Post Entry



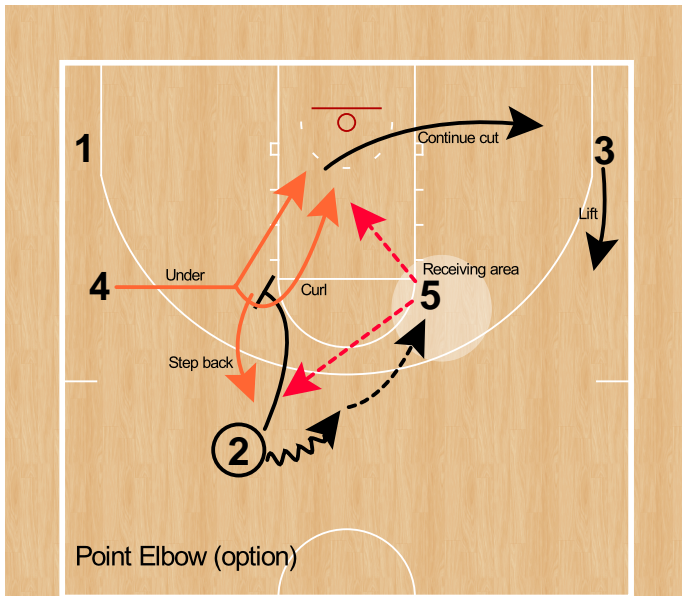
Pass Pop
Low Post Entry



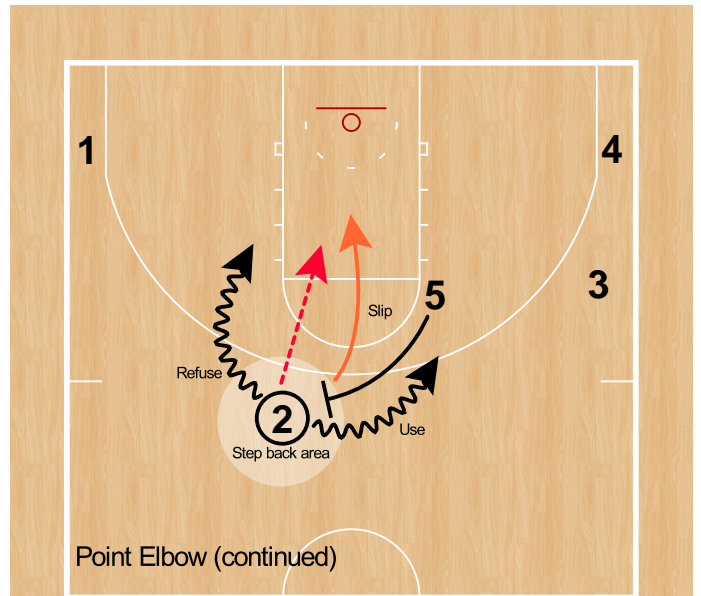
3 pass to 5 & thru cut down the middle to get a lay-up from 5
If 3 doesn't get the pass they will continue their cut out to the opposite corner
4 fill to wing
2 fill to basket line
1 fill to ball side corner

5 will pass out to 2 then immediately pop to same side elbow

Pass Pop
Low Post Entry



Pass Pop
Low Post Entry



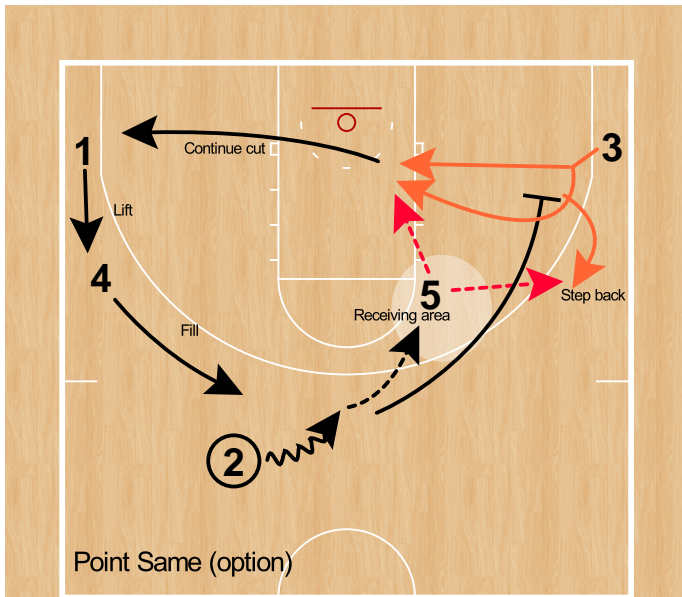
Point Elbow

2 man game options

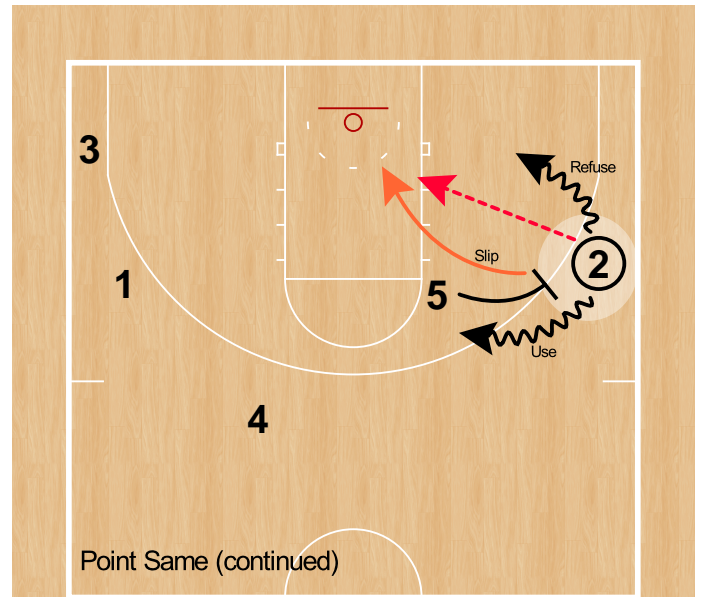
Teaching point: Ball screen = DDM

Phase 3: Low Post Entry

Pass Pop
Low Post Entry



Pass Pop
Low Post Entry



Point Same

2 man game

Teaching point: Ball screen = DDM

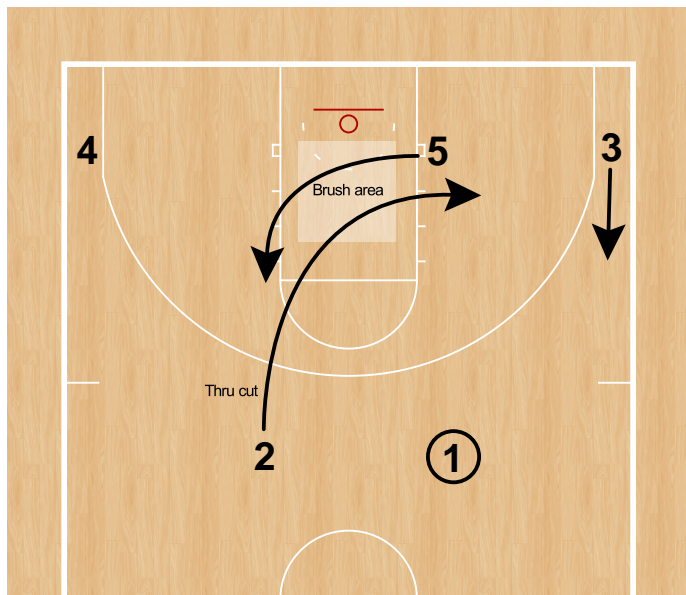
Phase 4: Return (Point Denied)

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4.2	Return – 5 Out	26

Phase 4: Return (Point Denied)

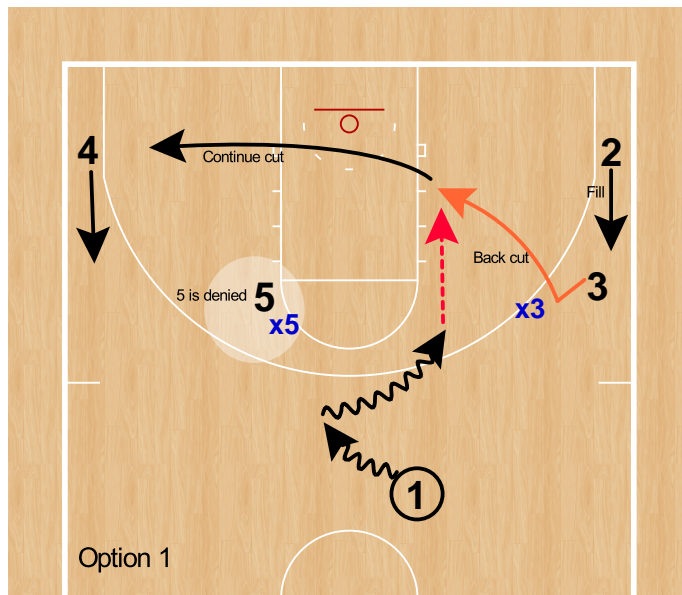
Return – DDM
Return



- 2 'rubs' thru inside elbow & out opposite corner
- 5 man 'rubs' outside to opposite elbow
- 3 lifts to wing – foul line extended

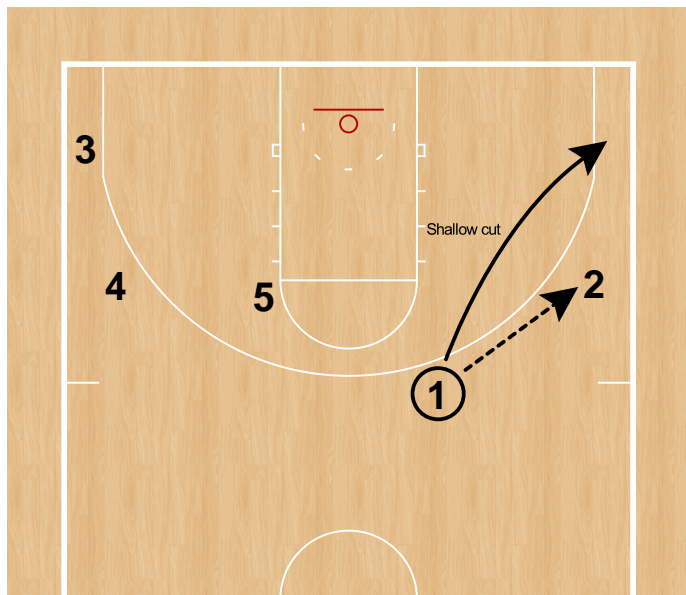
Teaching point: Timing on the brush screen will free up the 5 at the elbow

Return – DDM
Return



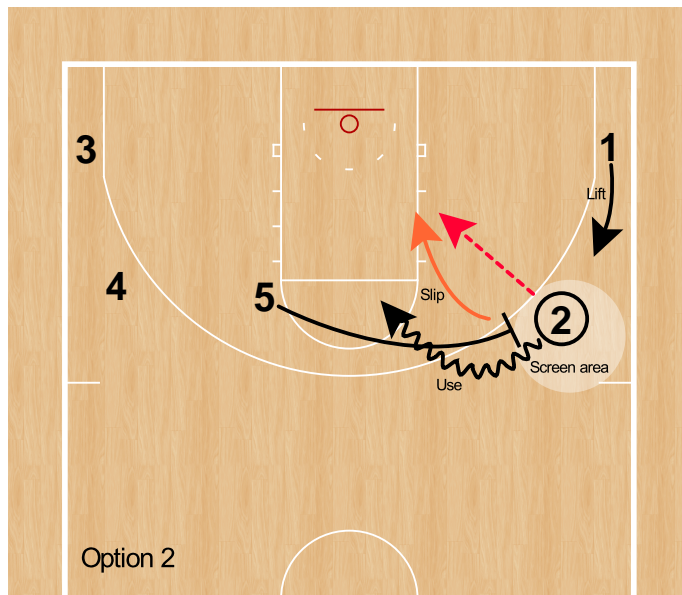
- 5 is denied
- 1 dribbles at 3
- 3 will **automatic** back cut for a lay-up from 1
- If 3 doesn't get pass from 1 – 3 continues cut to opposite corner
- 4 fills wing
- 2 fills wing

Return – DDM
Return



- 1 pass to 2
- 1 shallow cuts to ball side corner

Return – DDM
Return

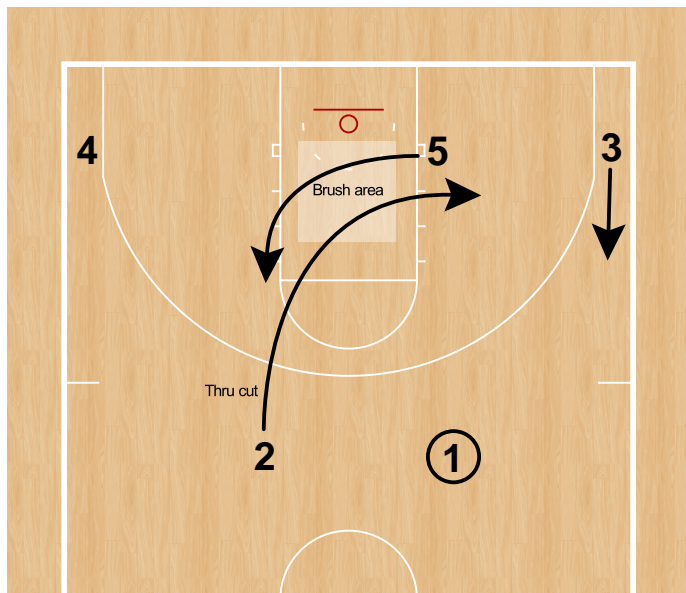


- 5 will ball screen for 2
- Ball screen option: Slip 5 / use
- 1 lift for 2's throwback on ball screen

Teaching point: 2 can only use the screen for best spacing

Phase 4: Return (Point Denied)

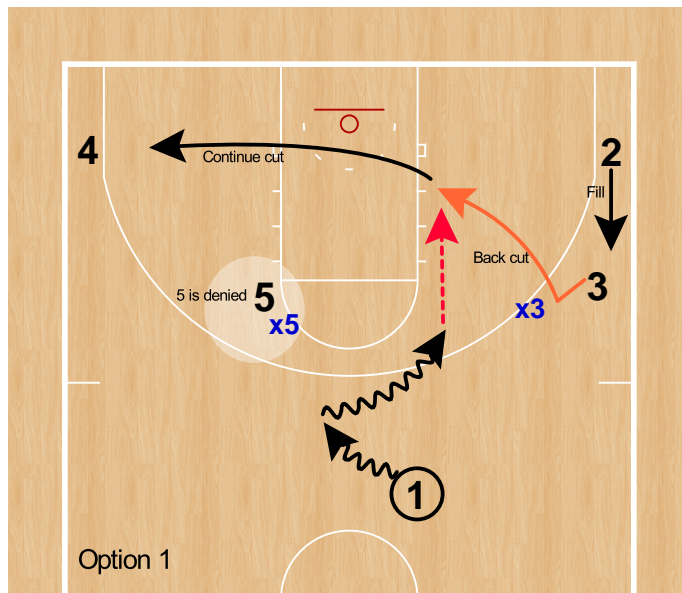
Return – 5 Out
Return



2 'rubs' thru inside elbow & out opposite corner
5 man 'rubs' outside to opposite elbow
3 lifts to wing – foul line extended

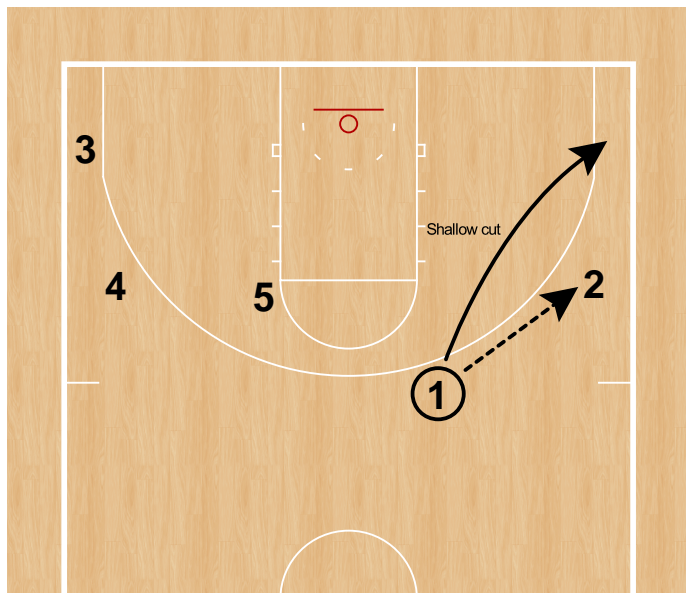
Teaching point: Timing on the brush screen will free up the 5 at the elbow

Return – 5 Out
Return



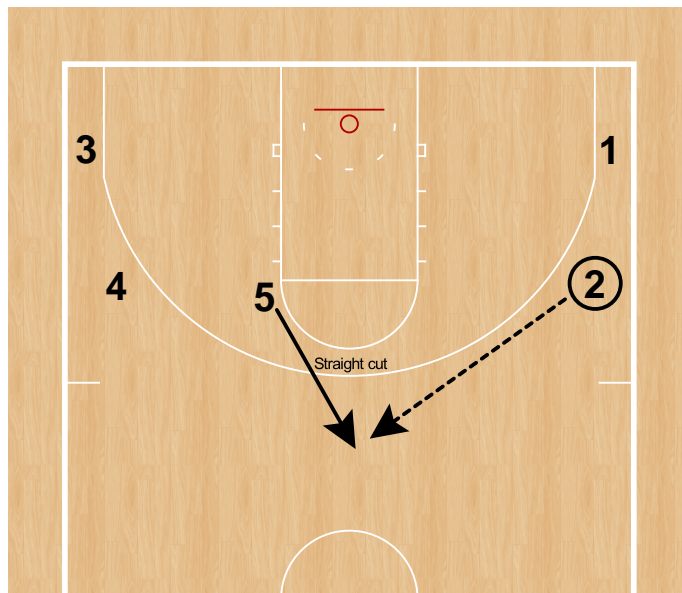
5 is denied
1 dribbles at 3
3 will **automatic** back cut for a lay-up from 1
If 3 doesn't get pass from 1 – 3 continues cut to opposite corner
4 fills wing
2 fills wing

Return – 5 Out
Return



1 pass to 2
1 shallow cuts to ball side corner

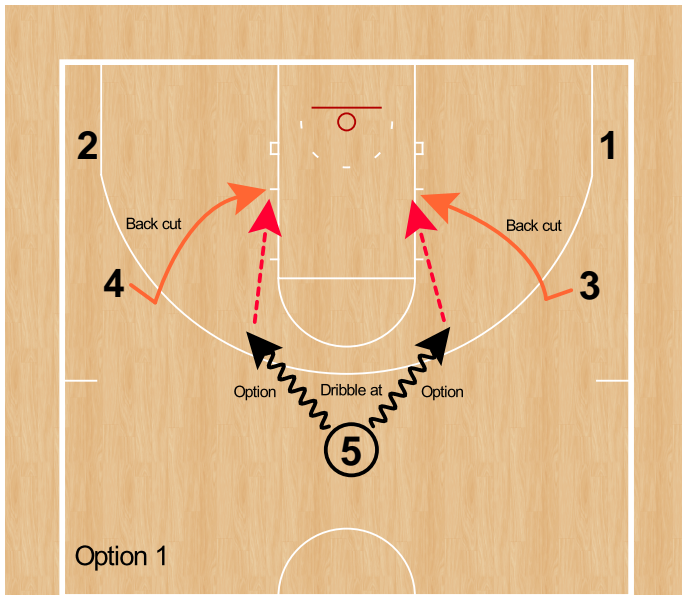
Return – 5 Out
Return



5 pops to basket line
2 passes to 5 at the top

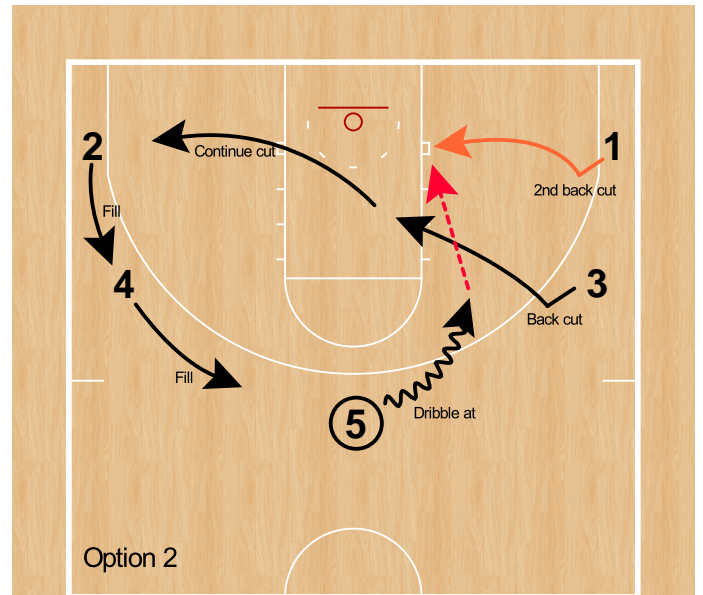
Phase 4: Return (Point Denied)

Return – 5 Out
Return



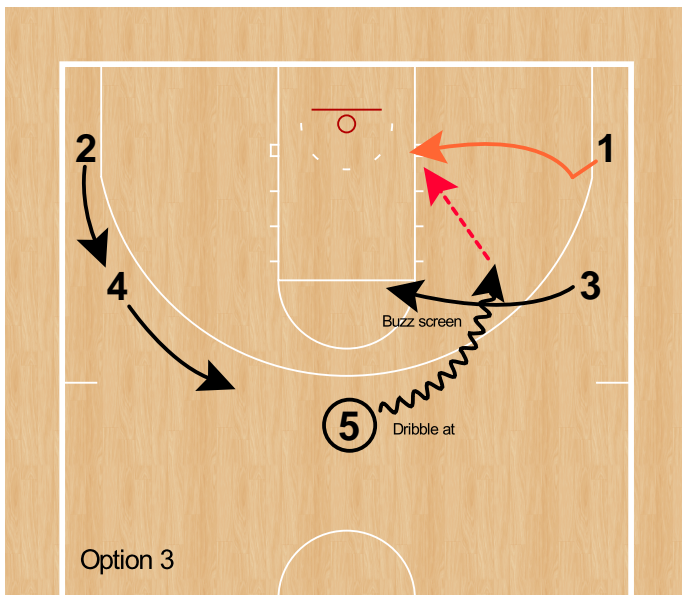
5 has the option to dribble at 4 or 3
3 or 4 will back cut for a lay-up from 5

Return – 5 Out
Return



If 3 back cuts & doesn't get pass from 5, 3 will continue their cut to the opposite corner
5 will dribble at 1 & one will back cut for a lay-up

Return – 5 Out
Return



3 will buzz cut in front of 5 & 5 will dribble at 1 for a back cut lay-up

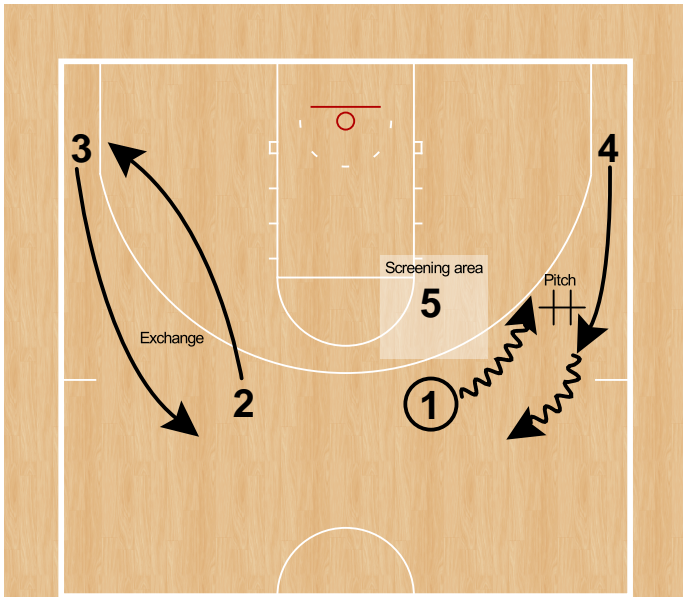
Phase 5: Chin

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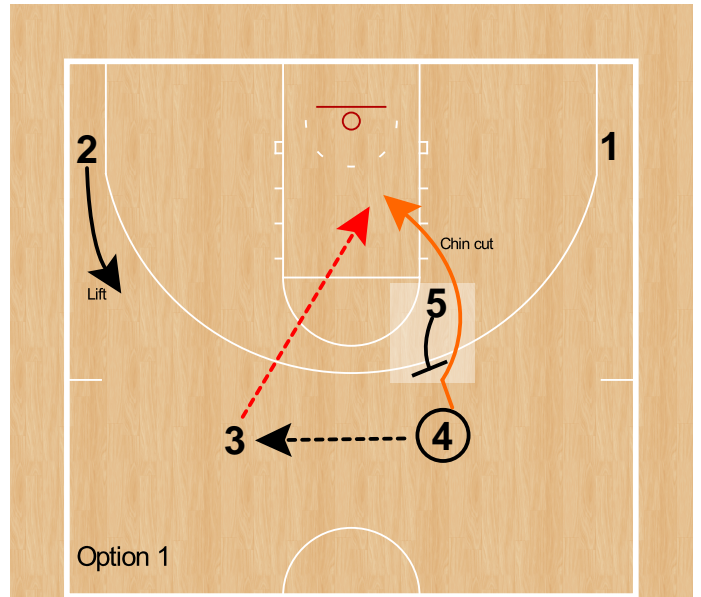
Phase 5: Chin

Chin
Chin



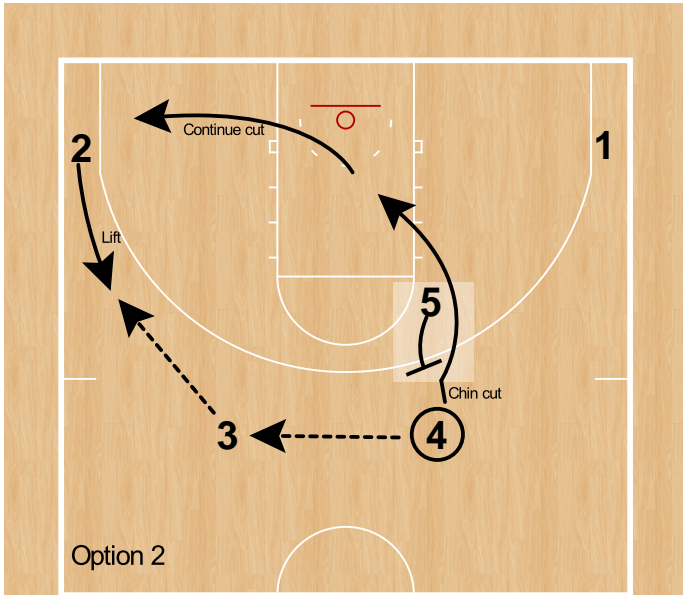
1 will DHO (pitch) with 4
2 and 3 exchange on weak side

Chin
Chin



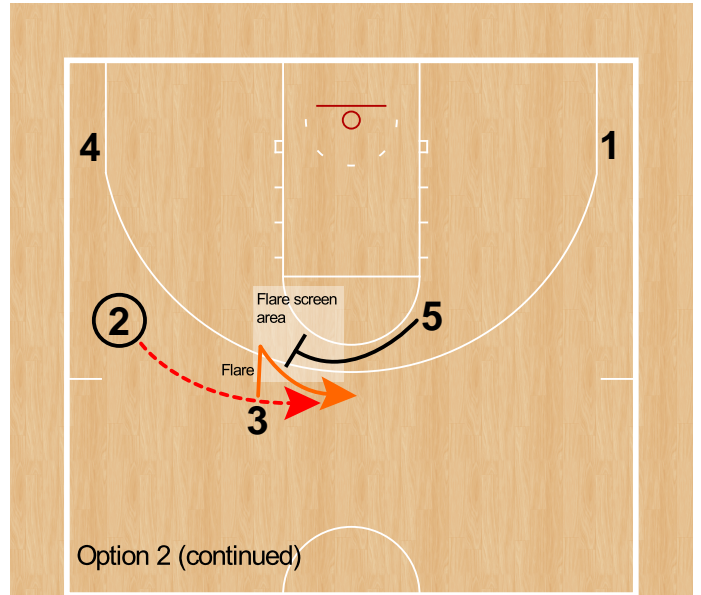
4 passes to 3
5 sets back screen for 4
4 chin cuts to the rim

Chin
Chin



(If 4 doesn't get pass)
4 continues cut to the corner
2 lifts to wing
3 reverses to 2

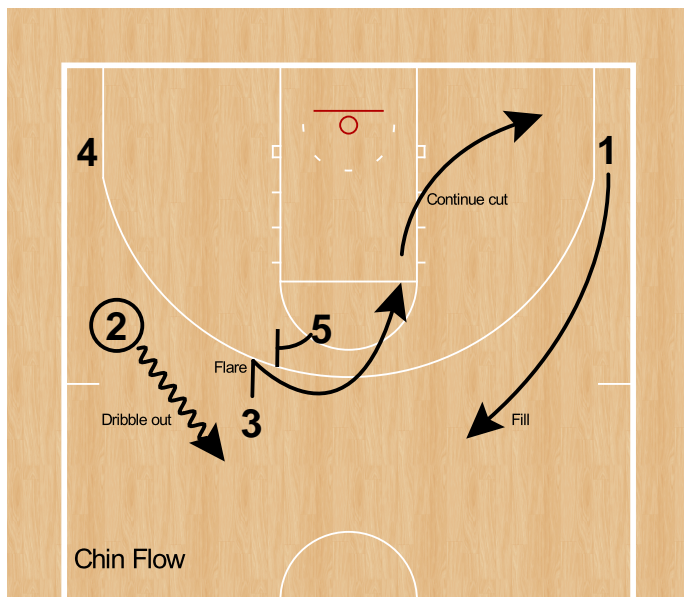
Chin
Chin



3 comes off a flare screen from 5

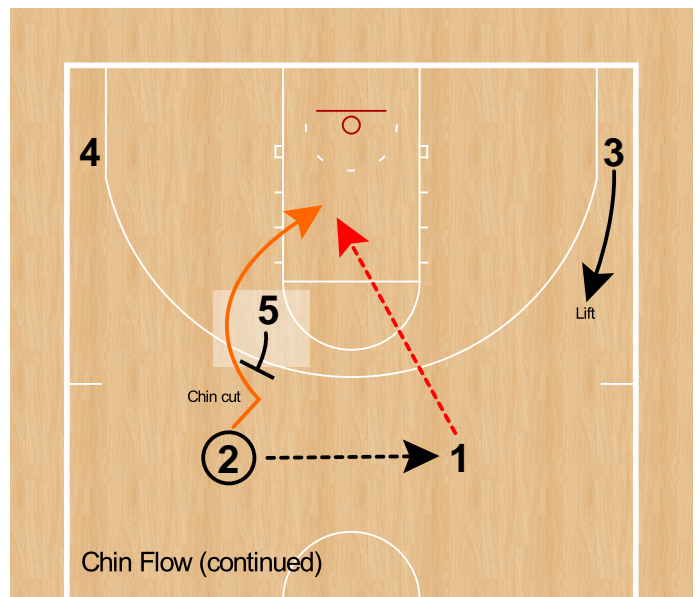
Phase 5: Chin

Chin
Chin



- (If flare screen isn't open)
- 3 continues cut out to opposite corner
- 2 dribbles up to alley
- 1 fills opposite alley

Chin
Chin

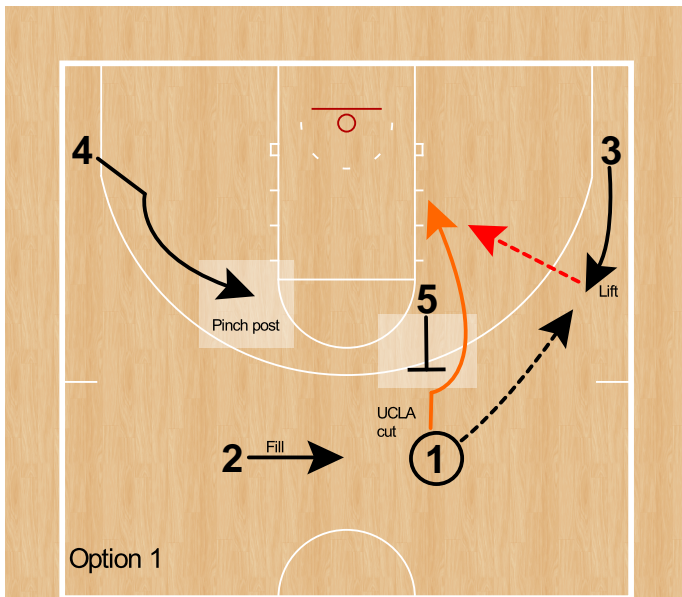


- 2 passes to 1
- 5 sets back screen for 2

Teaching point: This actions allows for Chin "flow" continuity.

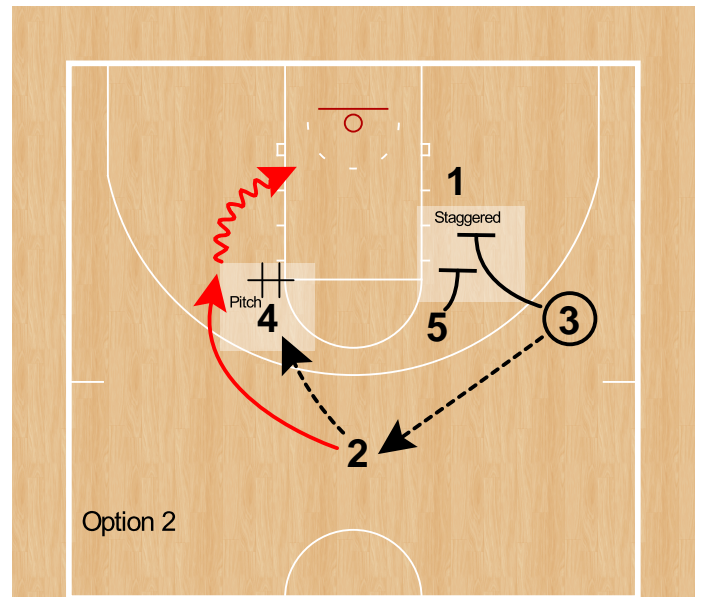
Phase 5: Chin

Chin Strong
Chin



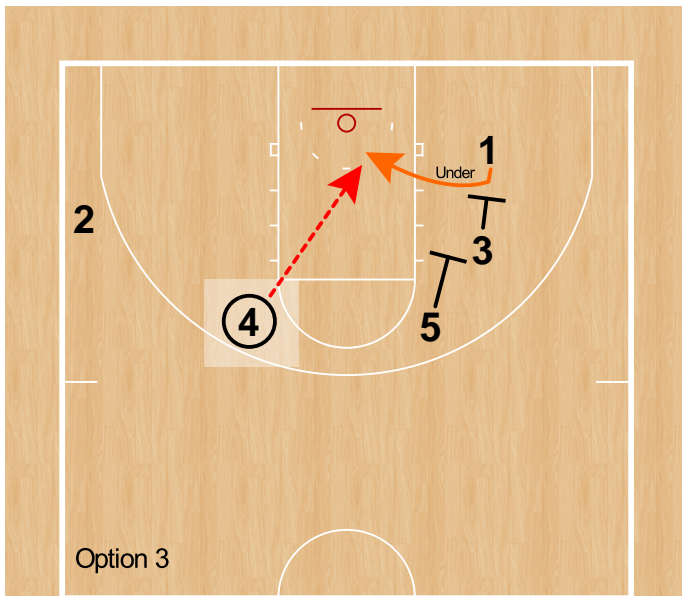
- 3 lifts to wing
- 1 passes to 3
- 5 sets back screen for 1
- 1 comes off a UCLA cut

Chin Strong
Chin



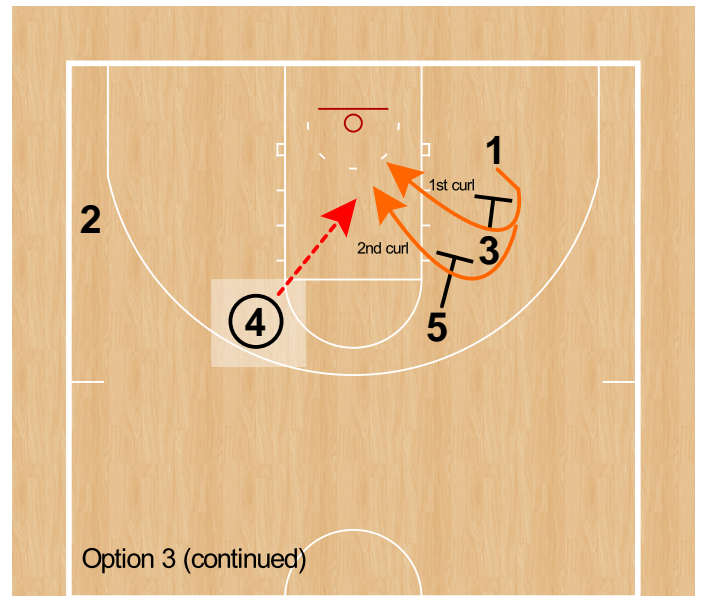
- (If 1 doesn't get the pass)
- 3 will pass to 2
- 2 will swing to 4 at the pinch post area
- 2 will go downhill for a pitch

Chin Strong
Chin



- (If 4 doesn't pass to 2)
- 3 and 5 sets a staggered down screen for 1
- 1 goes under the screen

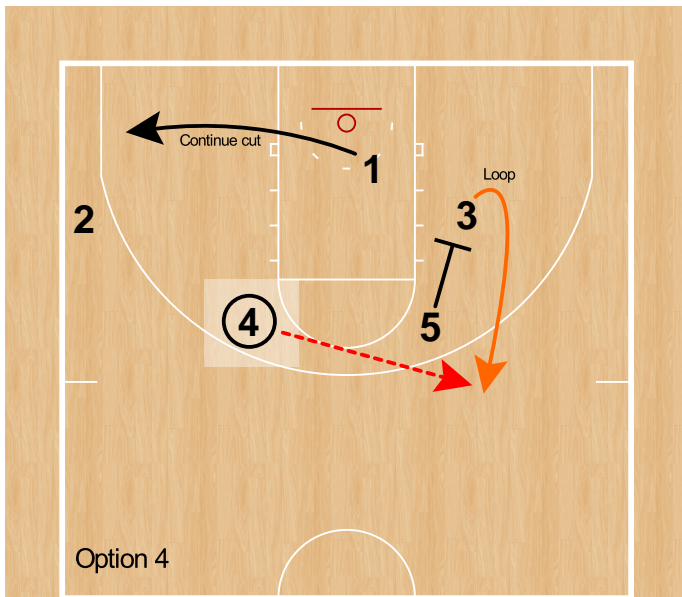
Chin Strong
Chin



- 1 can curl the screens

Phase 5: Chin

Chin Strong
Chin



(if 1 doesn't get the pass from 4)
5 will set down screen for 3
3 will look to the top for a 3pt shot

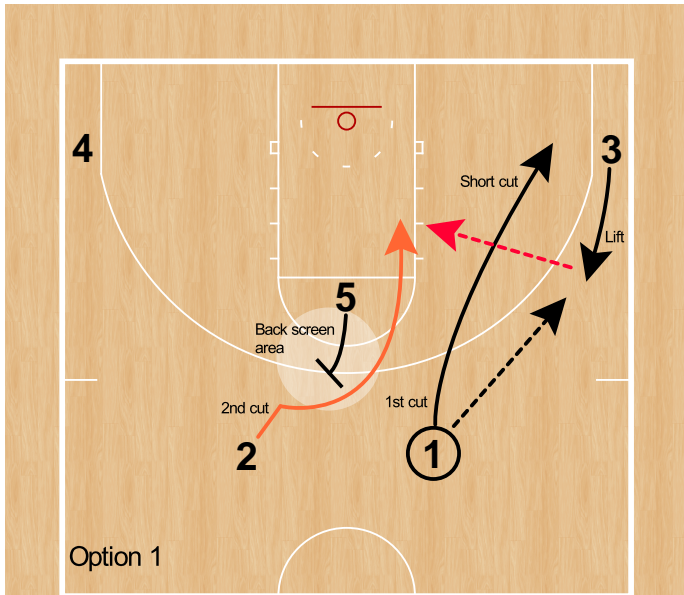
Bonus Phase: Michigan

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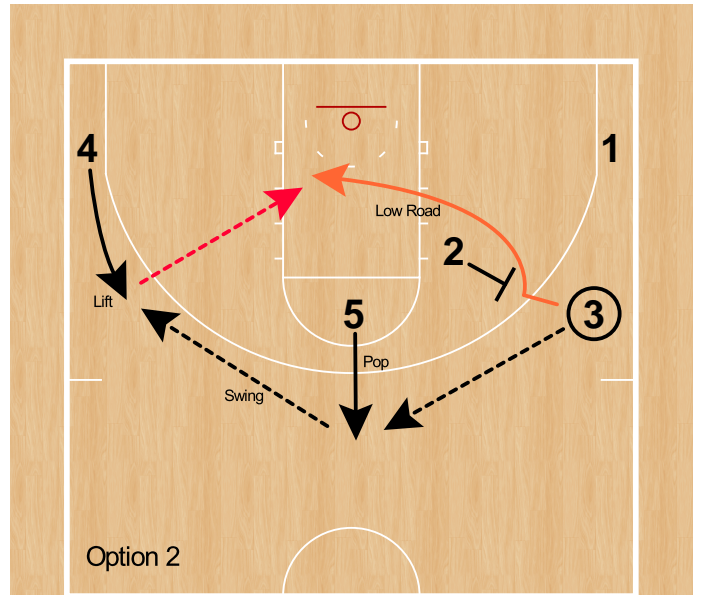
Bonus Phase: Michigan

2 Guard
Michigan



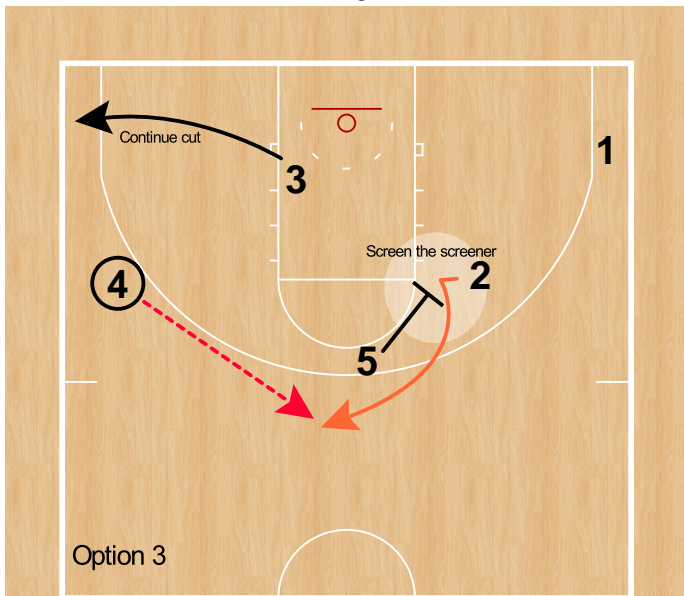
Option 1
3 lifts from corner
1 passes to 3 – then short cuts to corner
5 sets back screen for 2

2 Guard
Michigan



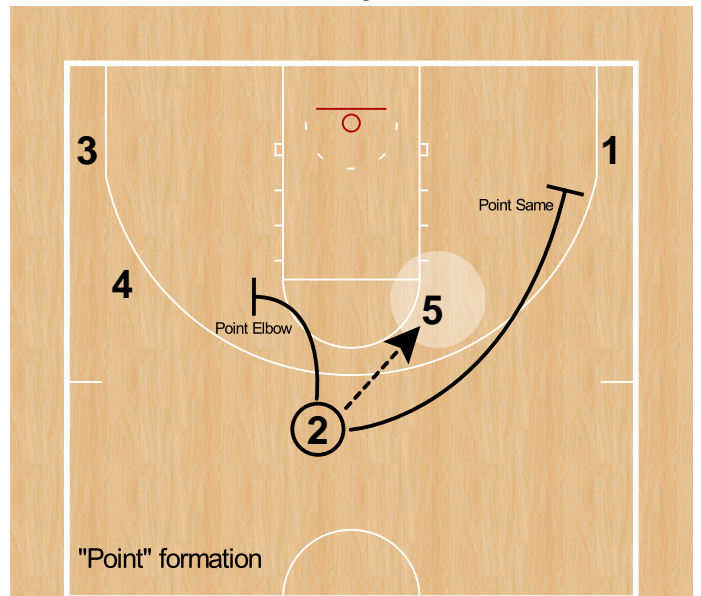
Option 2
(If 2 doesn't get pass from 3)
5 pops to get pass from 3 then swings to 4
2 sets back screen on 3 (low road)

2 Guard
Michigan



Option 3
(If 3 doesn't get pass from 4)
5 will set down screen for 2 (screen the screener)

2 Guard
Michigan

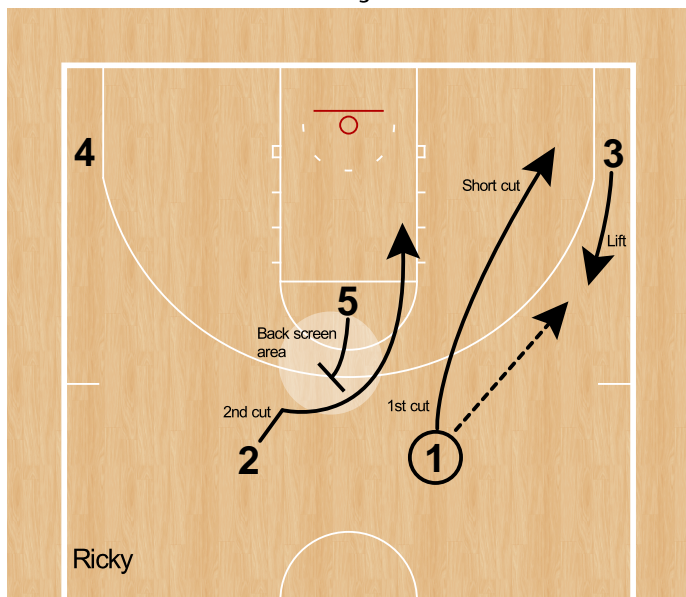


"Point" formation
(If 2 doesn't shoot)
5 will turn at the elbow
2 will pass to 5

Teaching point: Point formation. 2 has options. Point elbow or point same

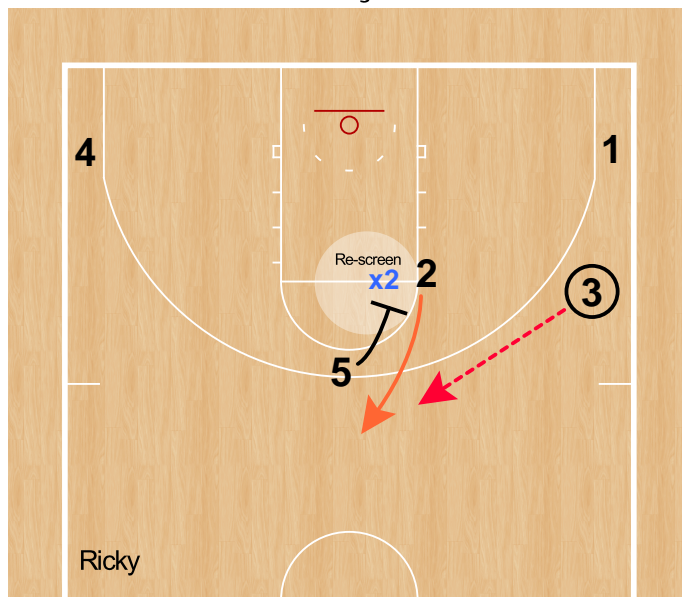
Bonus Phase: Michigan

Wrinkle - Ricky
Michigan



- 3 lifts from corner
- 1 passes to 3 - then short cuts to corner
- 5 sets back screen for 2

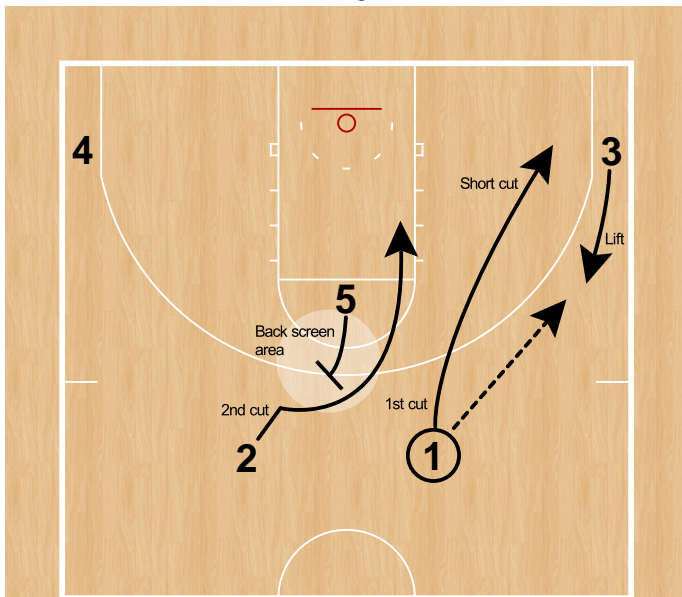
Wrinkle - Ricky
Michigan



- 5 immediately turns back and sets a re-screen for 2

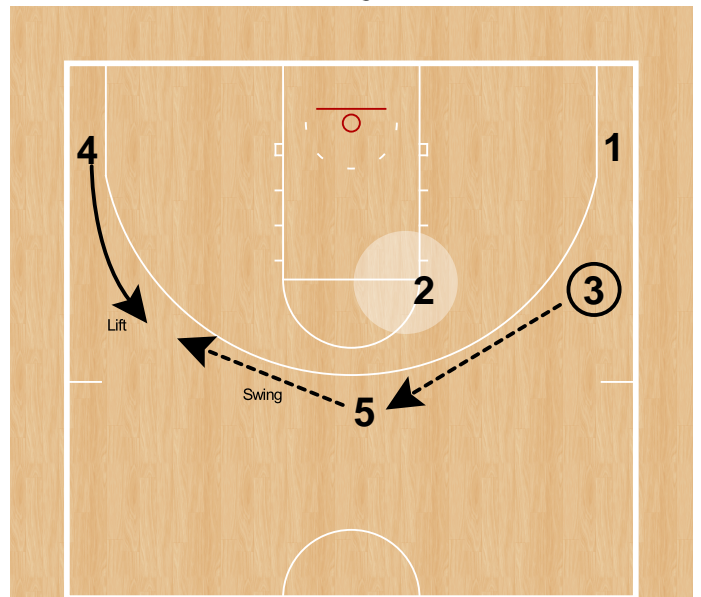
Bonus Phase: Michigan

Wrinkle – High Road
Michigan



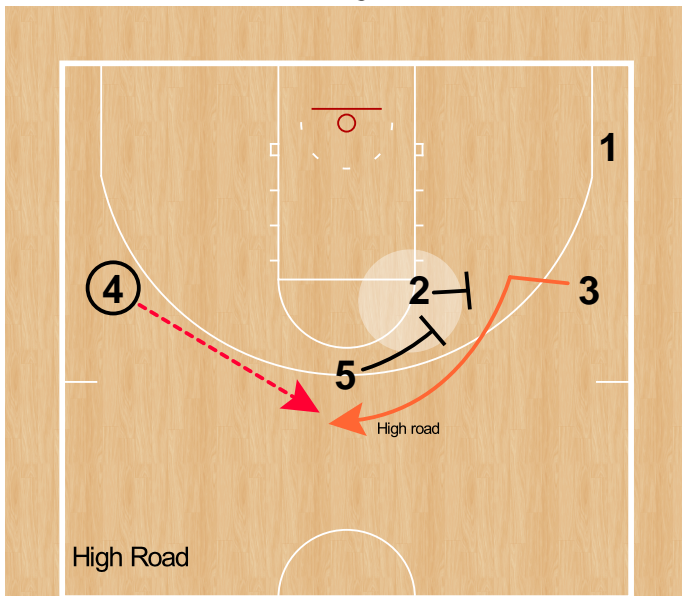
3 lifts from corner
1 passes to 3 – then short cuts to corner
5 sets back screen for 2

Wrinkle – High Road
Michigan



5 pops to get pass from 3 then swings to 4

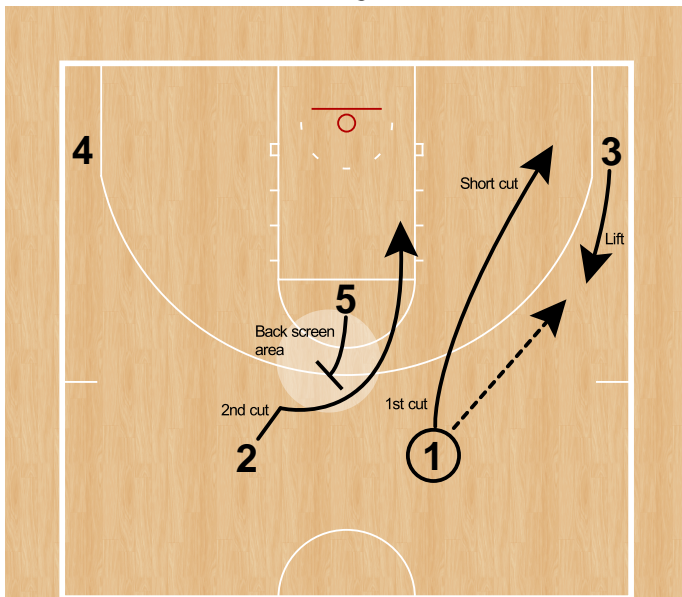
Wrinkle – High Road
Michigan



3 fakes low road – comes off staggered screen from 2 and 5 (high road)

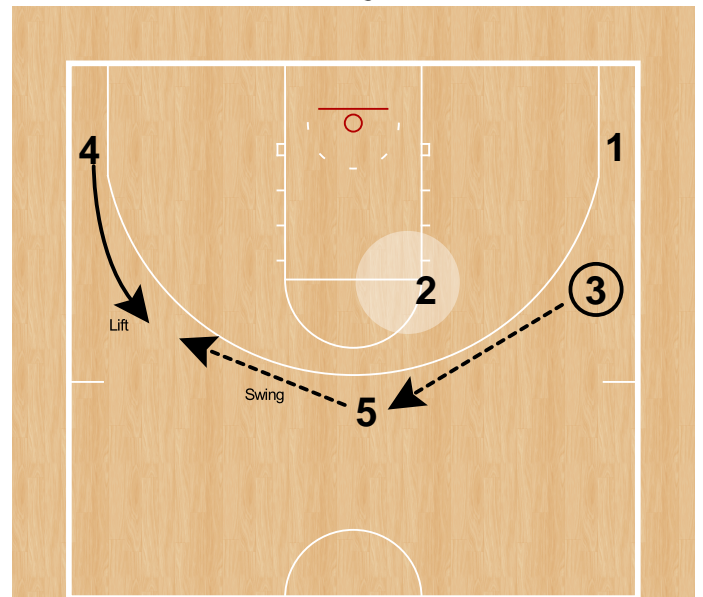
Bonus Phase: Michigan

Wrinkle – Staggered
Michigan



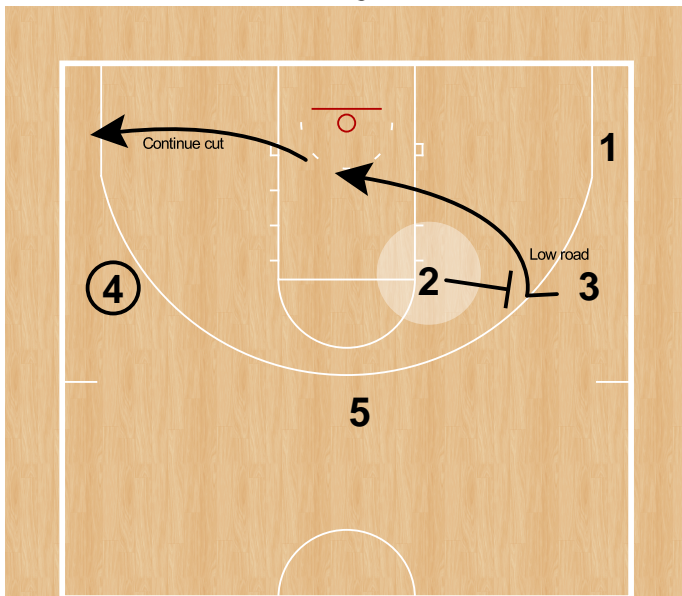
3 lifts from corner
1 passes to 3 – then short cuts to corner
5 sets back screen for 2

Wrinkle – Staggered
Michigan



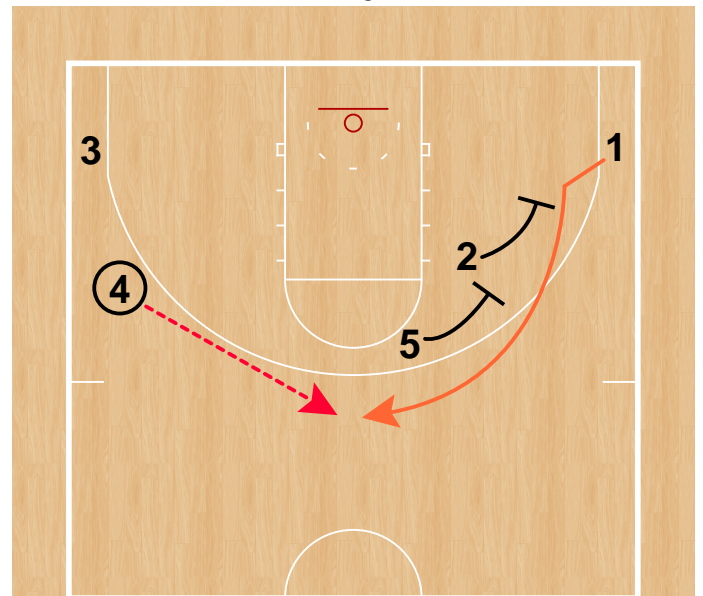
5 pops to get pass from 3 then swings to 4

Wrinkle – Staggered
Michigan



2 sets back screen for 3 to go low road

Wrinkle – Staggered
Michigan



2 and 5 set staggered away screen for 1

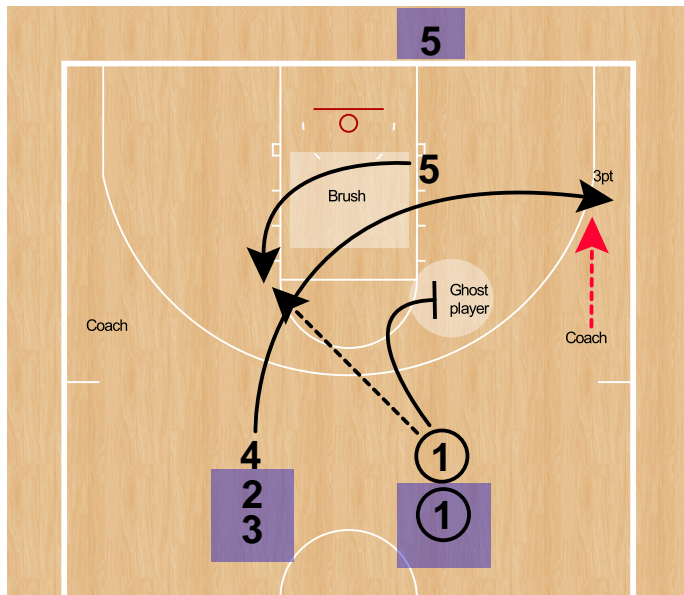
Breakdown Drills

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Breakdown Drills

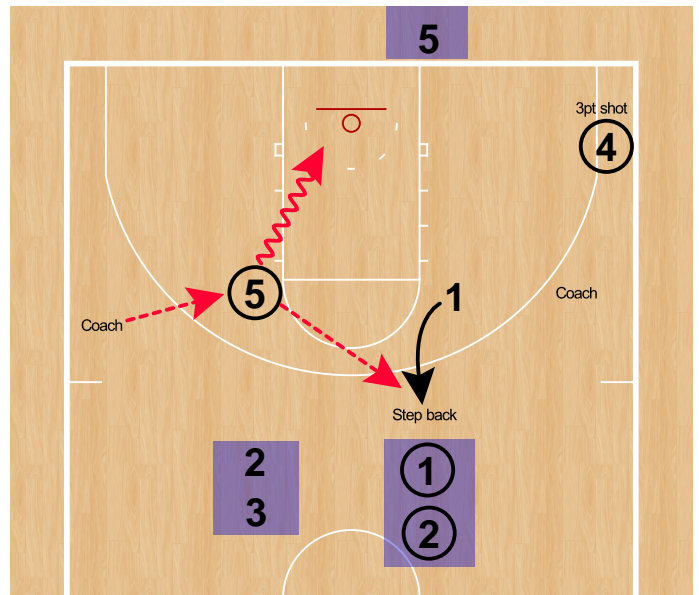
Rub Drill
3 Man



- 4 will Rub thru to the opposite corner
- 5 will rub opposite elbow
- 4 will get pass from Coach for 3pt
- 1 will pass to 5 at elbow

Teaching point: Rub guard inside elbow – Rub 5 outside elbow.

Rub Drill
3 Man

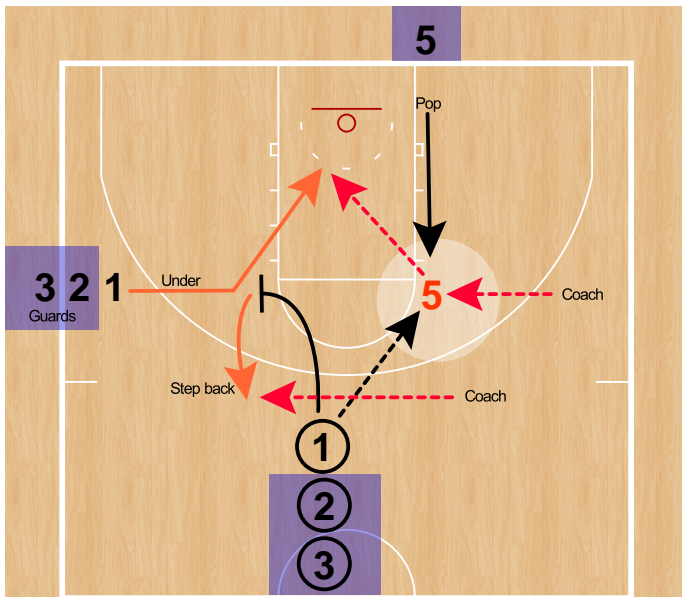


- 5 will pass to 1 on the step back
- Coach will pass to 5 for drive or elbow jump shot

Teaching point: 1 must open up toward the ball with inside foot

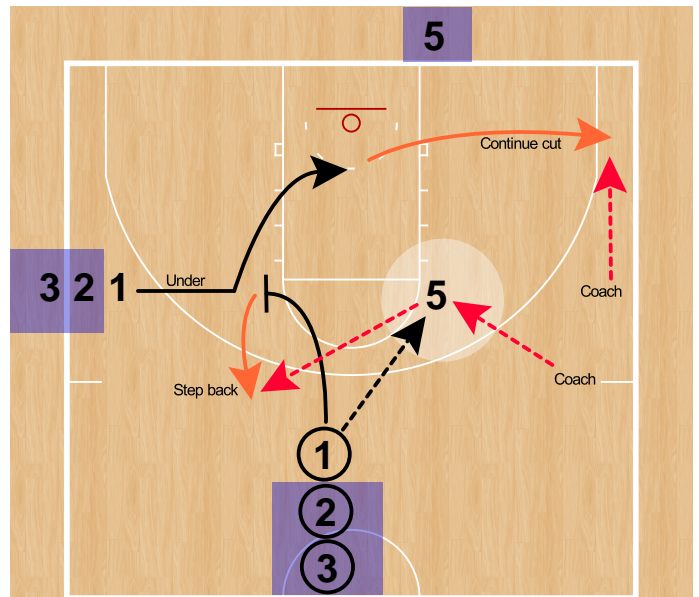
Breakdown Drills

Point Elbow Drill
3 Man



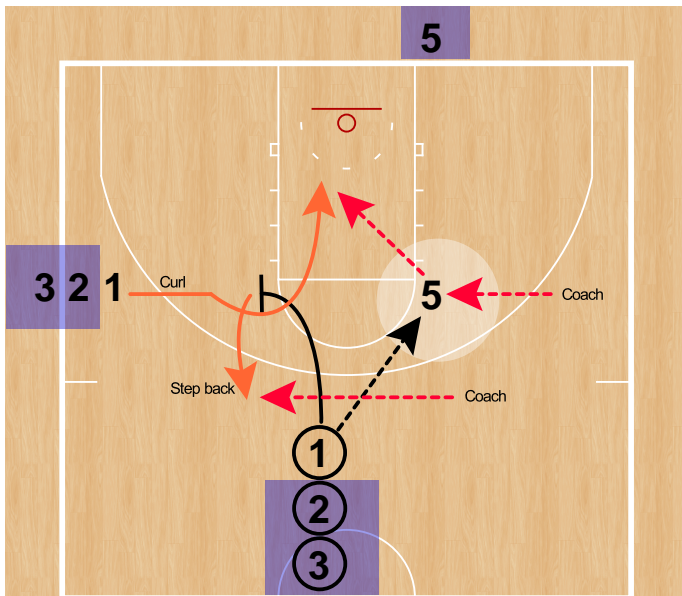
Top passes to 5 – sprints elbow to screen wing
Wing meets at elbow – under cuts – gets pass from 5
Top player steps back – gets pass from coach for 3pt
5 man gets pass from coach – elbow shot

Point Elbow Drill
3 Man



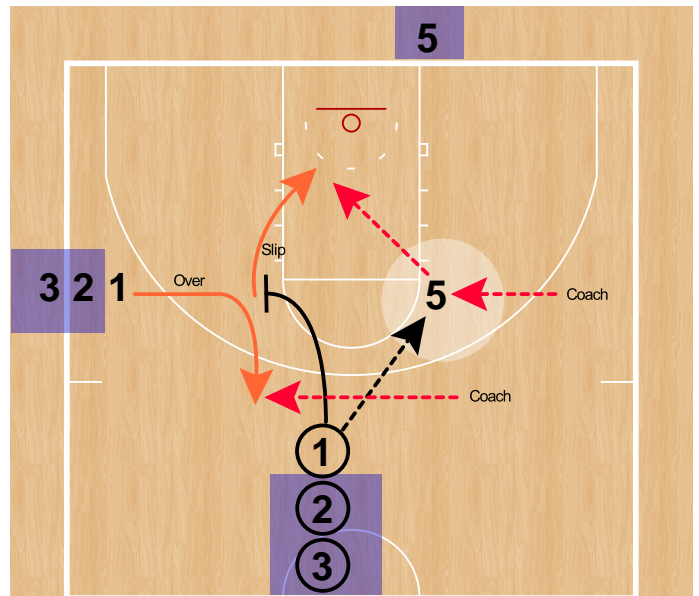
Top passes to 5 – sprints elbow to screen wing
Wing meets at elbow – under cuts out to corner
Cutter gets pass from coach for 3pt
Top player steps back – gets pass from coach for 3pt
5 man gets pass from coach – elbow shot

Point Elbow Drill
3 Man



Top passes to 5 – sprints elbow to screen wing
Wing meets at elbow – curl cuts – gets pass from 5
Top player steps back – gets pass from coach for 3pt
5 man gets pass from coach – elbow shot

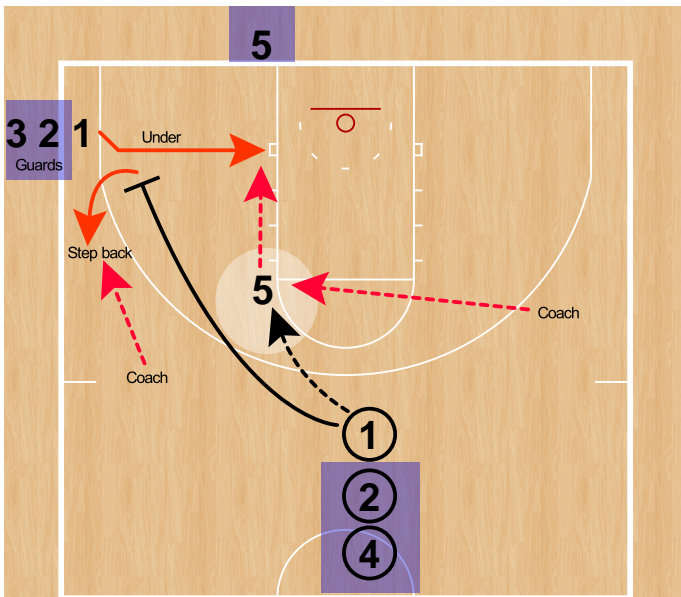
Point Elbow Drill
3 Man



Top passes to 5 – sprints elbow to screen wing
Wing meets at elbow – over cuts – coach passes 3pt
Top player slips – gets pass from 5 for lay-up
5 man gets pass from coach – elbow shot

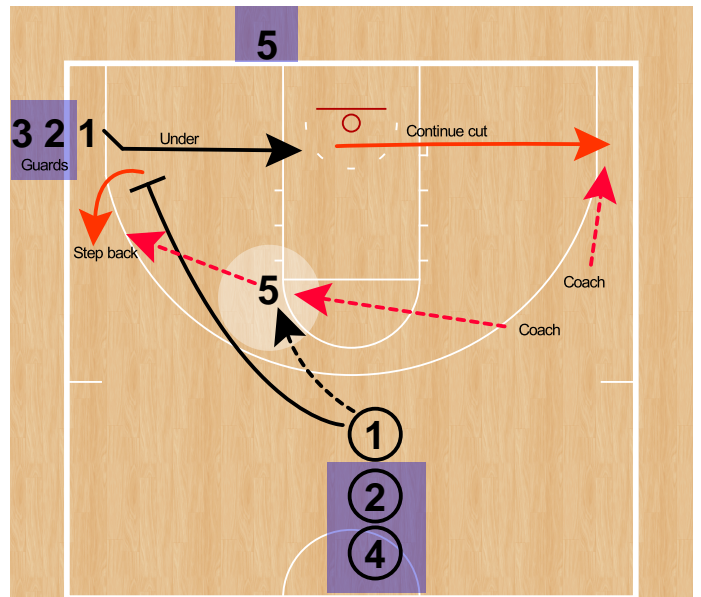
Breakdown Drills

Point Same Drill
3 Man



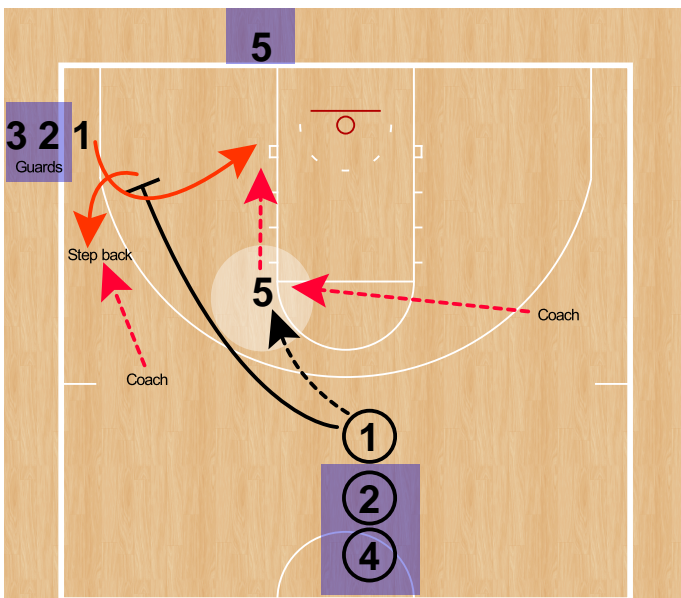
Top passes to 5 – sprints to corner screen
 Corner meets – under cuts – gets pass from 5
 Screener steps back – gets pass from coach for 3pt
 5 man gets pass from coach – elbow shot

Point Same Drill
3 Man



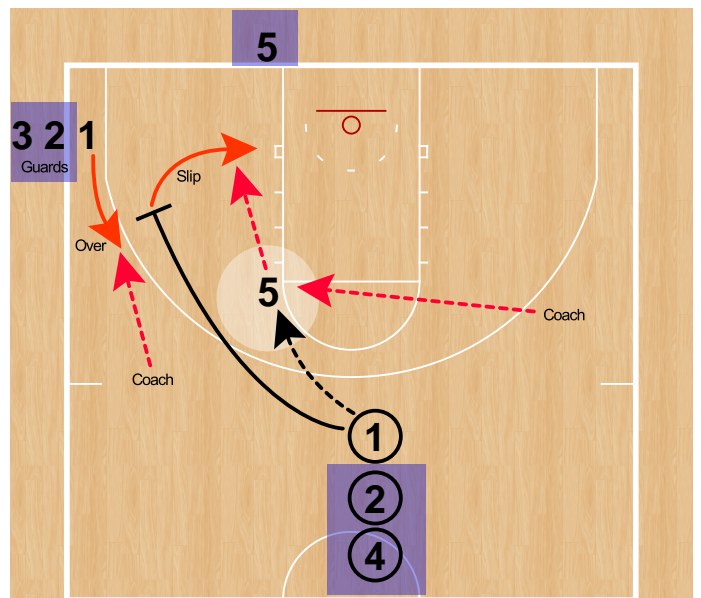
Top passes to 5 – sprints to corner screen
 Corner meets – under cuts – continues opp. corner gets
 pass from coach for 3pt
 Screener steps back – gets pass from 5 for 3pt
 5 man gets pass from coach – elbow shot

Point Same Drill
3 Man



Top passes to 5 – sprints to corner screen
 Corner meets – curl cuts – gets pass from 5
 Screener steps back – gets pass from coach for 3pt
 5 man gets pass from coach – elbow shot

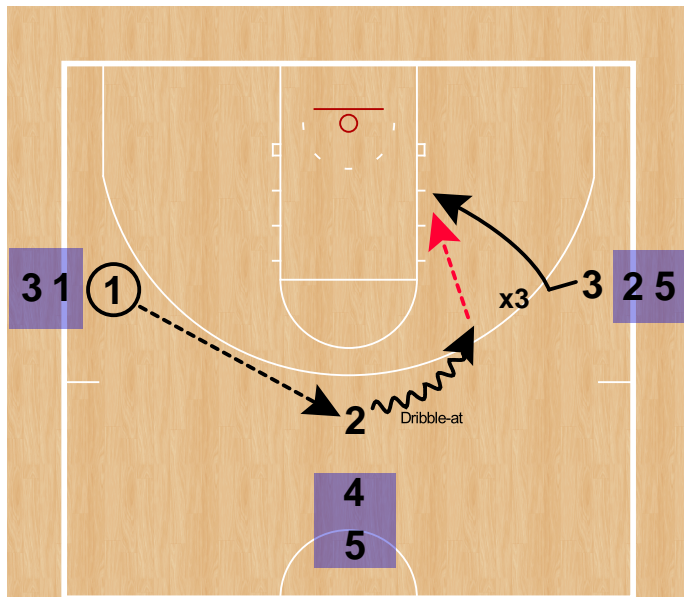
Point Same Drill
3 Man



Top passes to 5 – sprints to corner screen
 Corner meets – screener slips – gets pass from 5
 Corner goes over – gets pass from coach for 3pt
 5 man gets pass from coach – elbow shot

Breakdown Drills

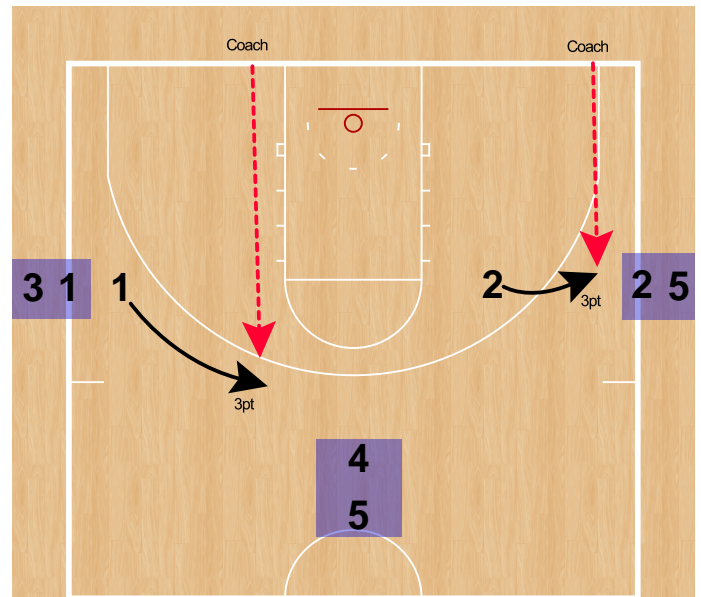
Dribble-at Drill
3 Man



- 1 will pass to 2
- 2 will rip thru & dribble at x3
- 3 will bingo (back cut) for lay-up

Teaching point: Dribble-at the butt of the defender. Back cut is at a 10-2 stance toward the ball and must go from 0-60mph

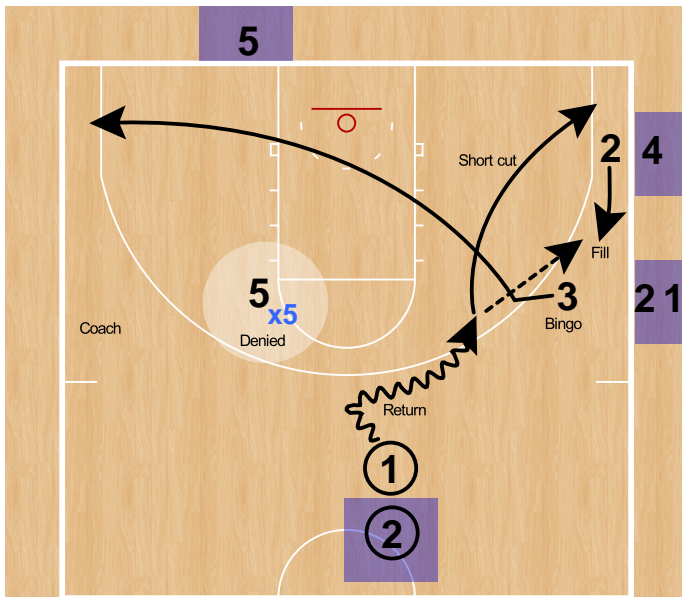
Dribble-at Drill
3 Man



- 1 goes to alley for shot from coach
- 2 goes to wing for shot from coach

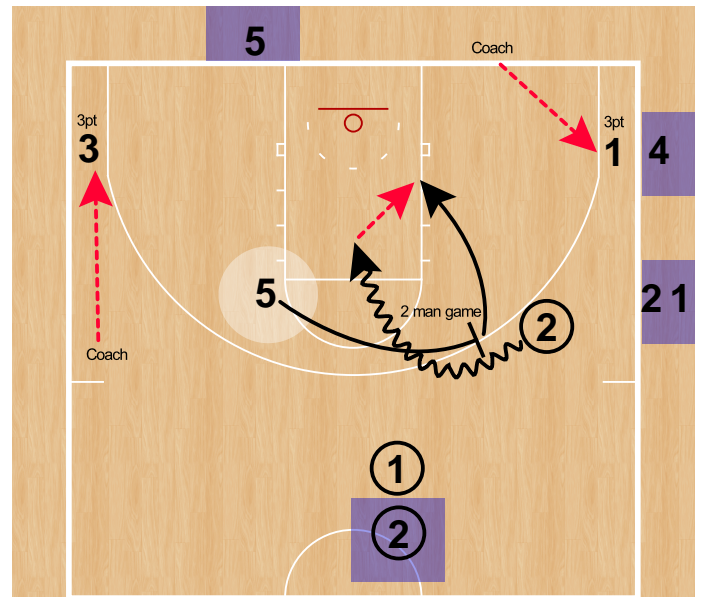
Breakdown Drills

Return Drill
4 man



Top player will cross over and dribble at wing
Wing will automatic back cut to corner
Corner player will fill to wing to get pass
Top player will short cut to the corner

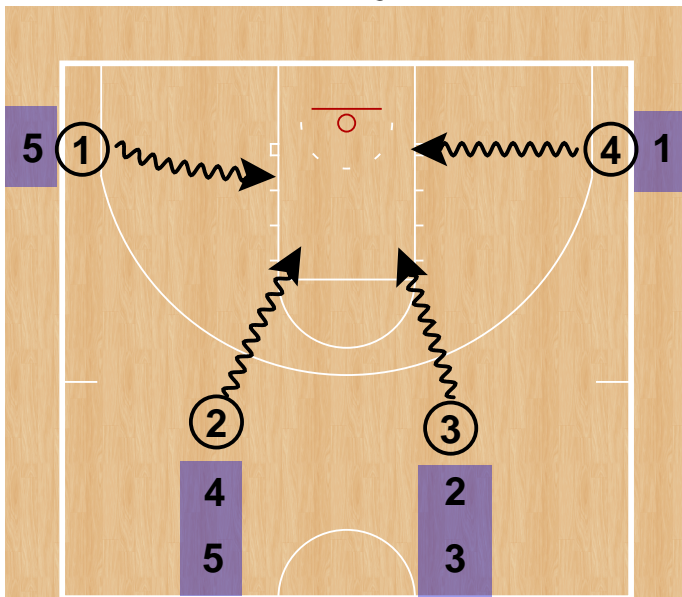
Return Drill
4 man



1 gets 3pt shot from coach
3 gets 3pt shot from coach
5 & 2 play 2man game

Breakdown Drills

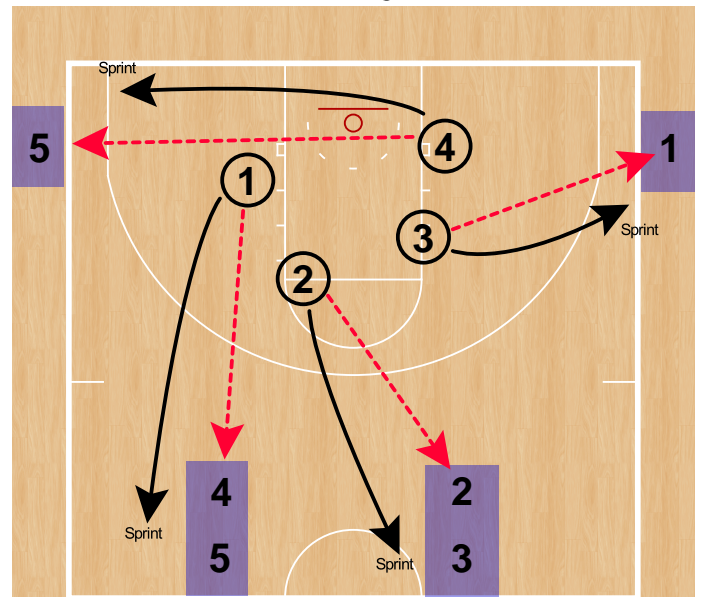
4 Corner Passing
Passing



Each player will shot fake - rip - and drive middle with their right hand

Teaching point: 2 dribble max - get as deep in the paint as you can.

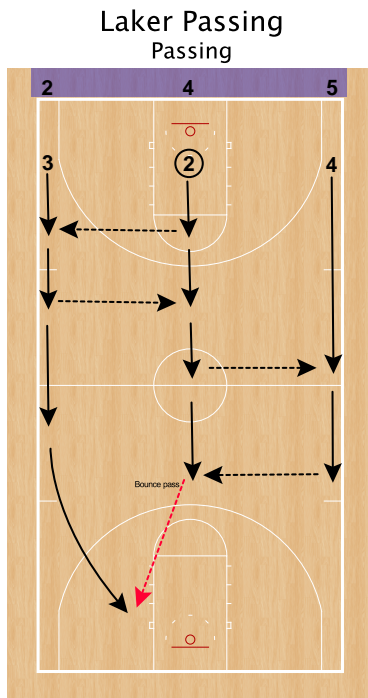
4 Corner Passing
Passing



Each player will pass to their right - then sprint to the back of the line that they passed to

Teaching point: Sharp & crisp passes. ALL players must communicate the entire drill

Breakdown Drills



All 3 players are sprinting down the floor simultaneously. Once they receive the pass they must pass it back to where it came from. Finish with a bounce pass lay-up.

Teaching point: Sprint – no dribbles