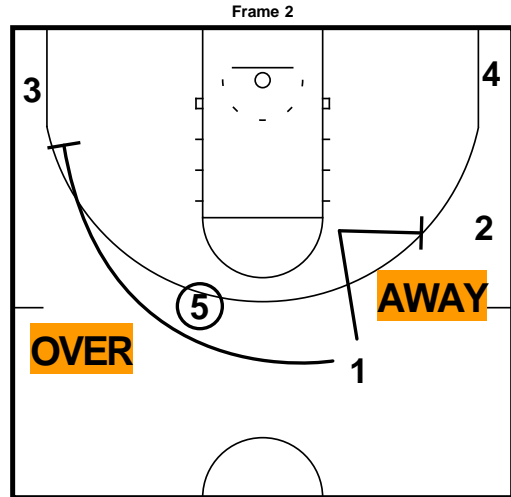
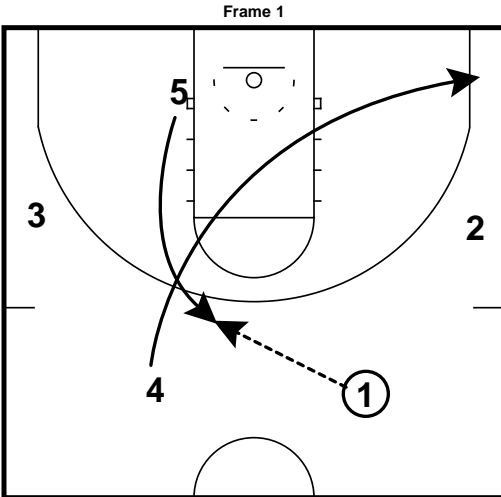


# Princeton Point (Default Spots/Initiation)

## Point Series Sets



### SPOTS

1 - point guard (your best playmaker; ball will be in his hands a lot and when play breaks down)

2/3 - guards who are at FT line extended on wings

4 - trail man (cuts through to corner to start set; big plus if he can shoot)

5 - post (starts either side - personally, I prefer opposite ball)

Play initiates with trailer cutting through to corner, 5 flashing high, and 1 passing to 5 (preferably a one-handed bounce pass)

This is where we TYPICALLY end up.

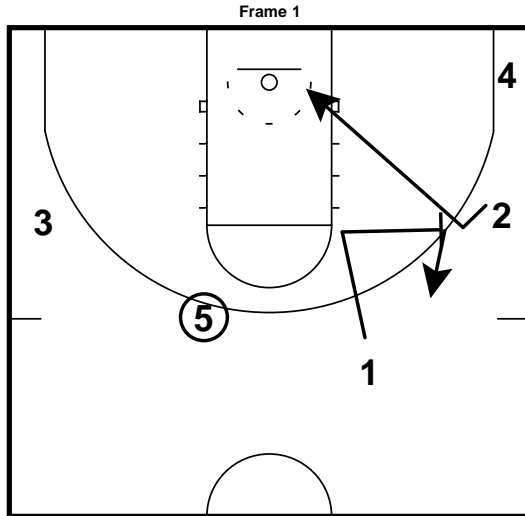
1 will either go AWAY (screen for 2) or OVER (cut over top of 5 and screen for 3).

Those are the basic actions. This playbook will cover a bunch of varieties to those options.

Some Princeton-type offenses will have 3 flatten out to corner. Some will have 5 catch it closer to the elbow. It's up to your personnel and philosophy.

# AWAY - Basic Action and Reads

## Point Series Sets

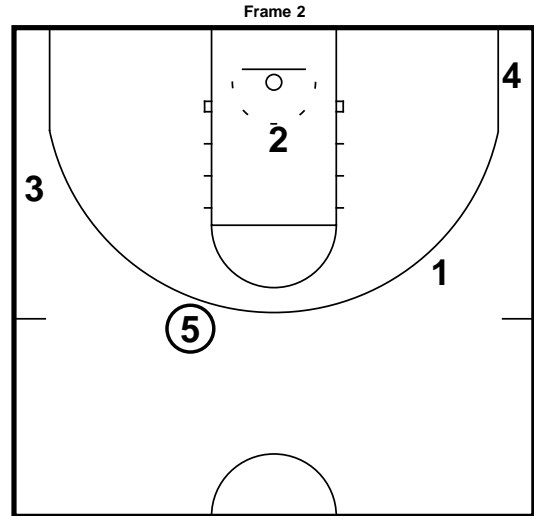


1 cuts IN (to the elbow) and OUT (to set the screen) for 2.

2 can reject the screen (go backdoor), tight curl the screen, curl for 3, or even fade/flare depending on what the defense does.

Most Princeton offense teams will teach that the player MUST reject the screen. Once they master that, they can make actual reads.

1 pops back to the ball.



This action alone makes the play difficult to defend.

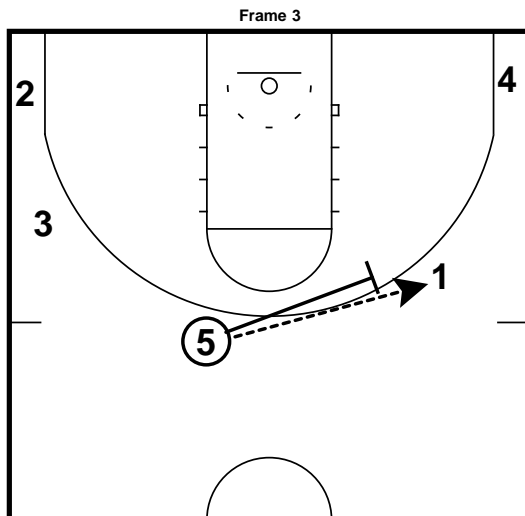
If x1 helps on the cut by 2, 1 will be open on the pop out.

If x2 helps on the pop out, 2 will be open.

If x4 overhelps on the action, 5 can skip over the top for an open 3.

If nobody helps at all, 2 can pivot, post, and seal/duck in for a quick post up.

These are the basic initial reads for 5.



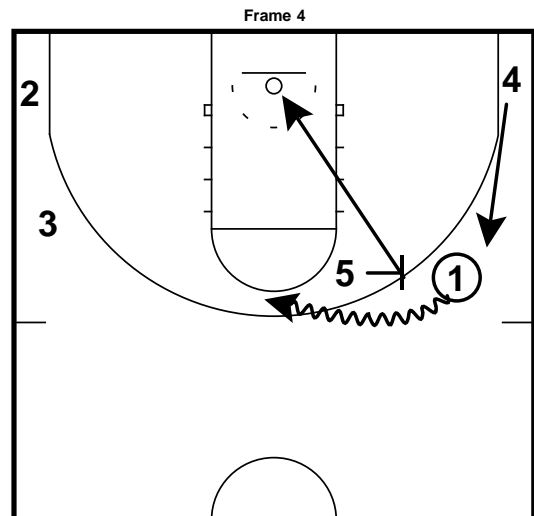
2 cuts all the way through.

Now we are into Phase 2 of AWAY action.

5 can either pass to 1 and follow

OR

5 can run a dribble handoff with 1



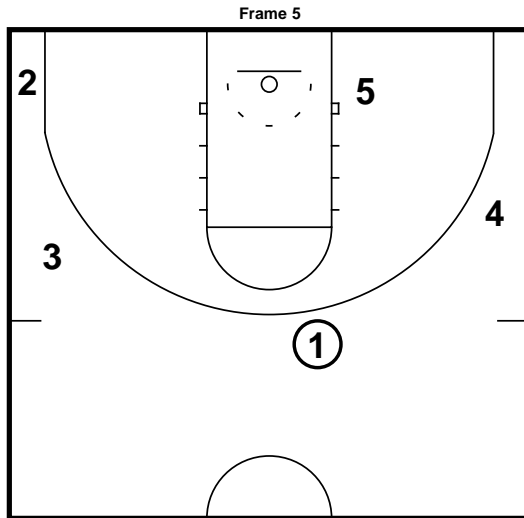
5 has options here as the screener. He can:

- roll
- pop
- slip

If he rolls, 4 replaces.

# AWAY - Basic Action and Reads

## Point Series Sets



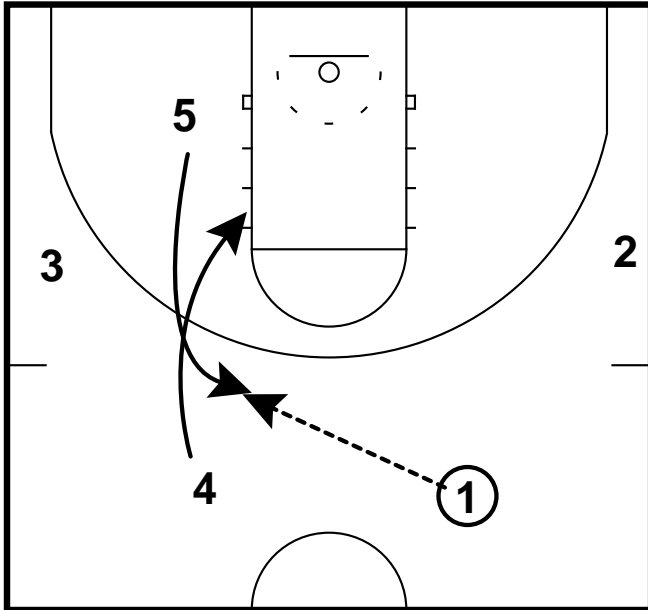
In my mind, we are now going to move straight into drive+kick, concept basketball.

However, what happens AFTER the play is up to you, the coach, to decide and coach your players for.

# AWAY - POST

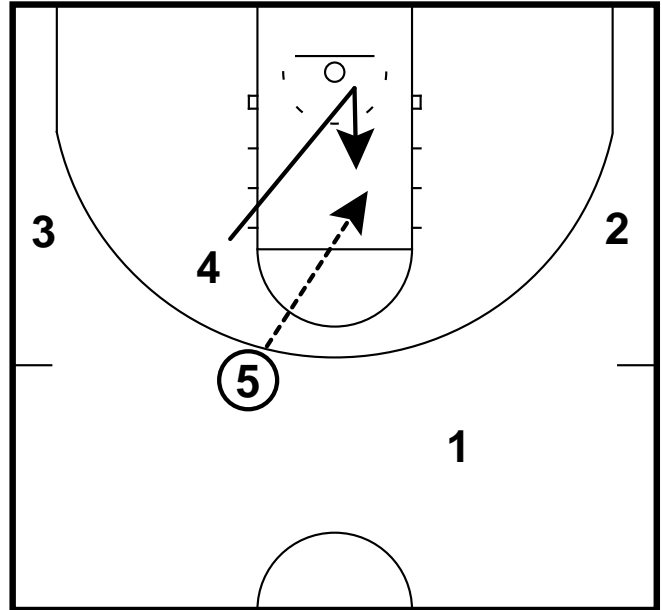
## Point Series Sets

Frame 1



The action starts the same.

Frame 2



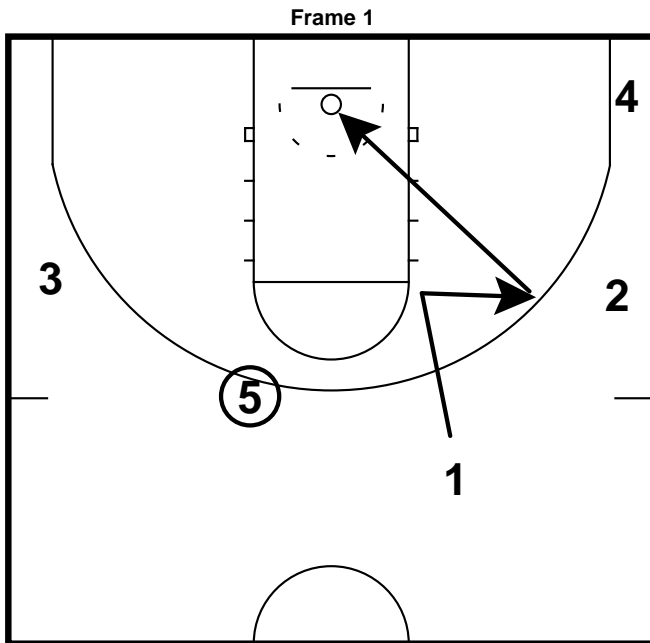
This time, instead of cutting straight through to the corner...4 pivots, ducks in, and seals his man for a quick post touch. He must **SELL** this.

There's not a lot of help down there at this point.

You'd be surprised about how many good post touches you can get from this simple call.

# AWAY - SLIP

## Point Series Sets



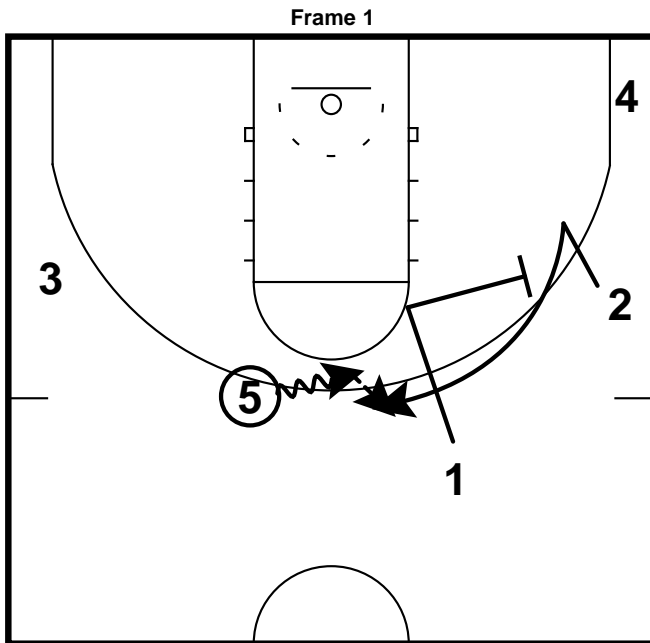
In SLIP, instead of screening away for 2, 1 will start the action but SLIP in the last instant. Again, he must SELL this.

Again, with the spacing there is little to no help.

If 1 doesn't get the initial slip, he can seal and post up.

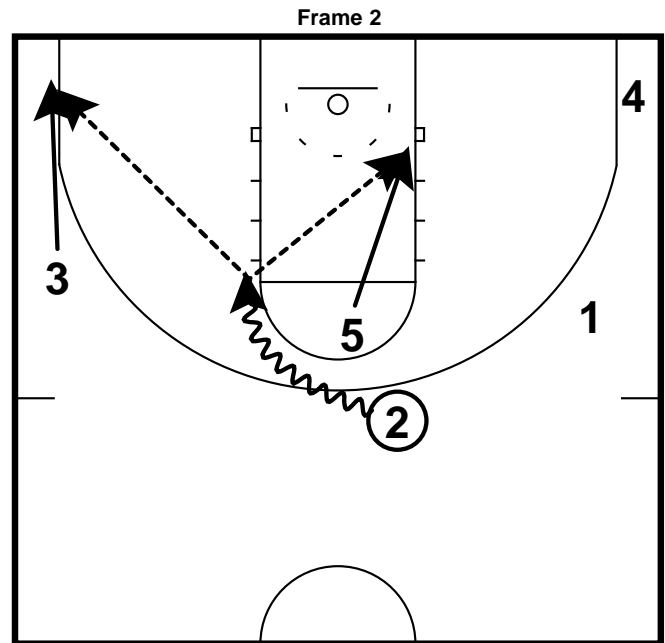
# AWAY - ZOOM

## Point Series Sets



ZOOM (a screen that leads to a dribble handoff) can be run directly out of Point as well.

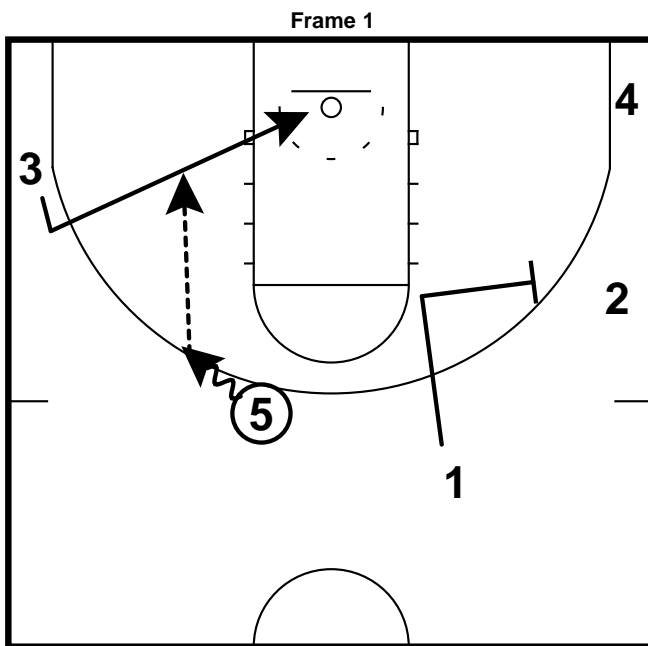
- 1 screens for 2.
- 2 comes off screen and goes to 5.
- 5 takes one or two dribbles to 2 and hands off.



- 5 rolls.
- 3 flattens to corner to create space.
- 1 drives and tries to make a play.

# AWAY - BACK

## Point Series Sets



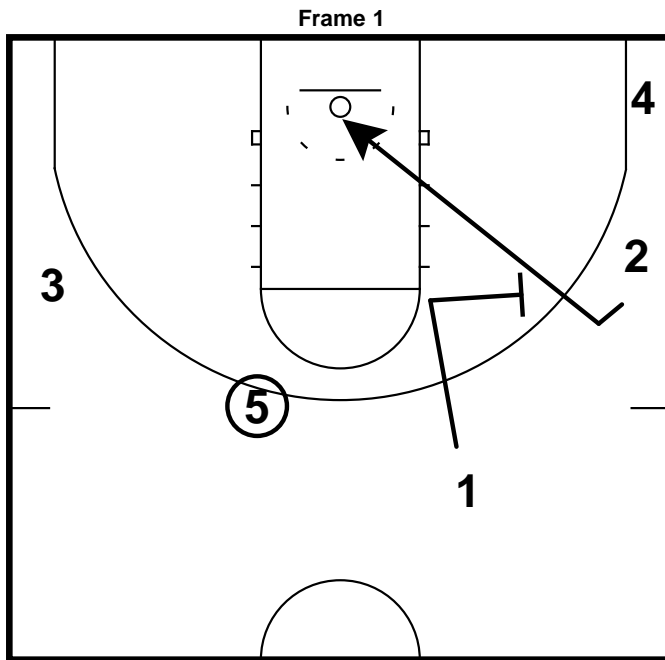
While 1 is running the typical screen away action with 2...

5 pivots and dribbles at 3 for the backdoor.

If you run this, you might want 3 to creep deeper in the corner when the play is developing.

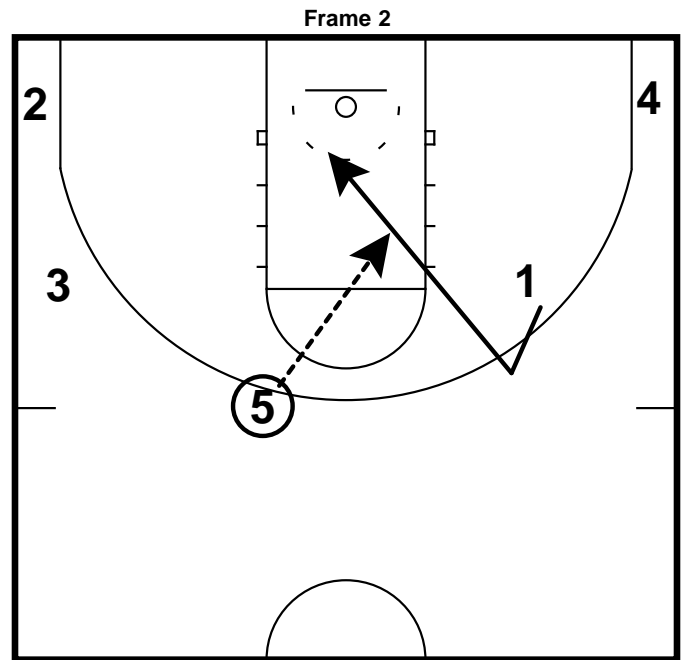
# AWAY - DOUBLE BACKDOOR

## Point Series Sets



This is more of a read that your players can make - but they won't do it unless you teach it.

1 and 2 run their basic AWAY action.  
2 isn't there and cuts through to corner.



The defense defends the action well and when 1 comes to pop out after setting the screen, he's denied.

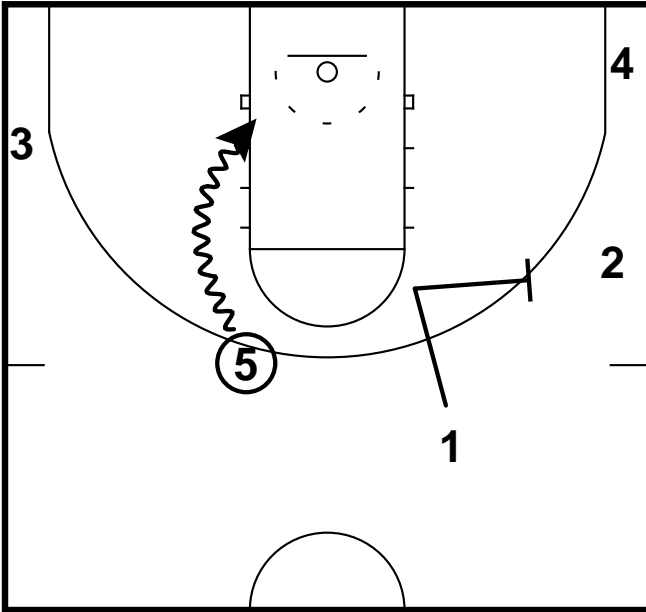
No problem, now 1 goes backdoor for a layup.



# AWAY - KEEP

## Point Series Sets

Frame 1



3 can flatten to the corner on this play (but not necessary).

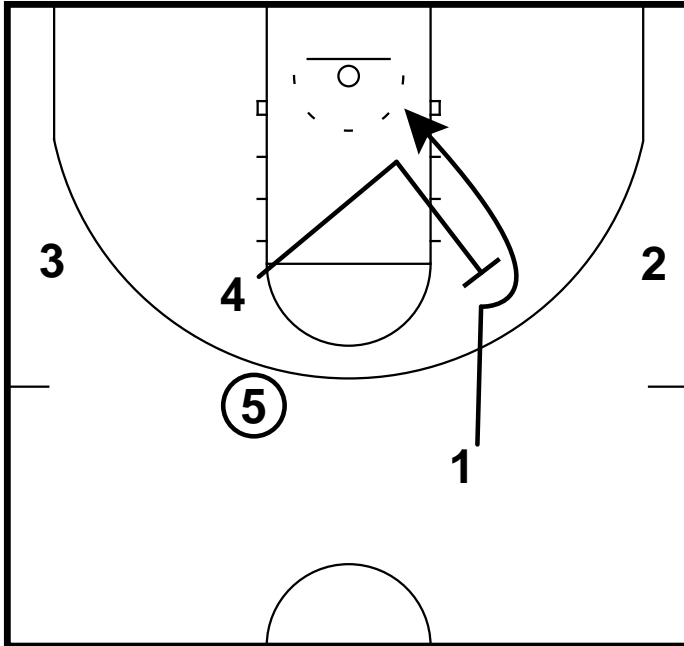
While 1 and 2 are running AWAY action, 5 pivots and attacks opposite for an isolation type play.

He can also just play 2 man game with 3 - if 5 can score, he scores...if x3 helps, he kicks out.

# AWAY - UP

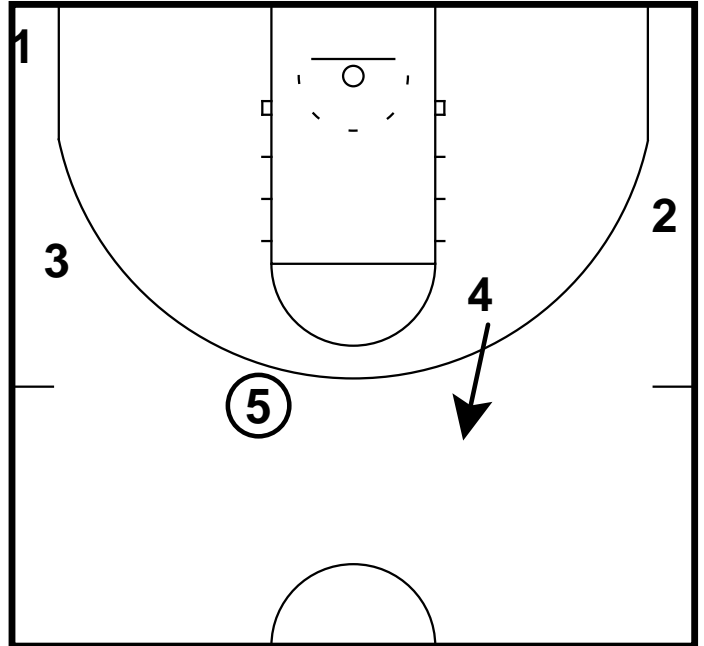
## Point Series Sets

Frame 1



Instead of cutting all the way through to the corner, 4 turns and screens UP for 1.

Frame 2



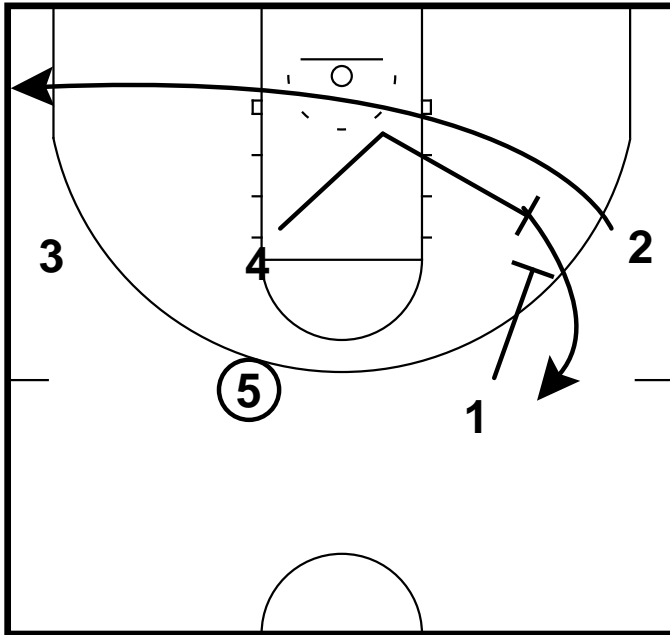
This basically flips 1 and 4.

Now, 4 is popping back to the ball.

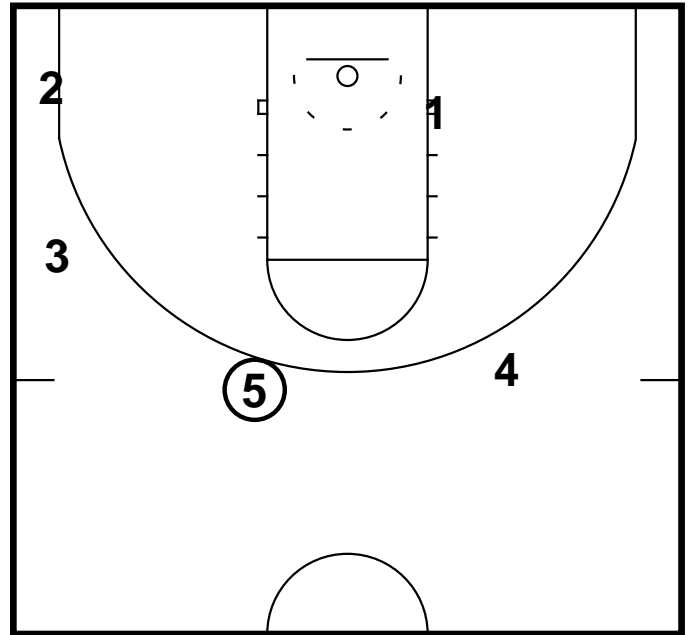
# AWAY - UP STS

## Point Series Sets

Frame 1



Frame 2



Instead of cutting through to the corner, 4 sets a screen for 2.

This is mainly a decoy, but if it's open, 5 should throw it to 2.

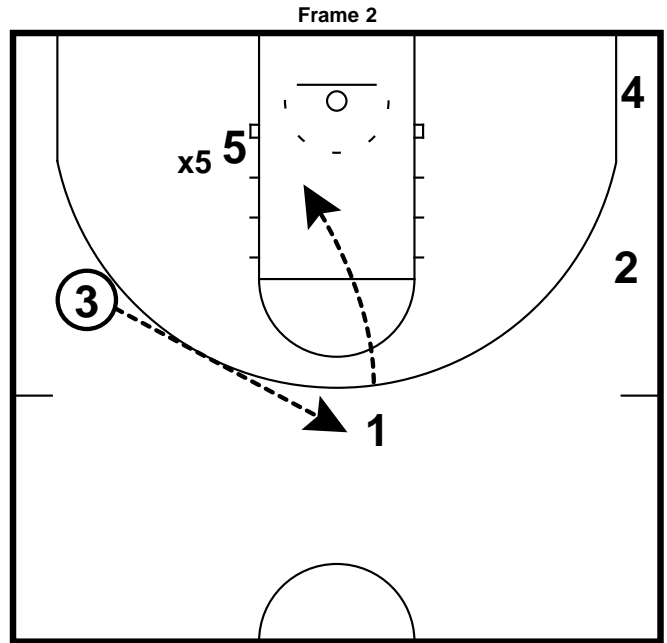
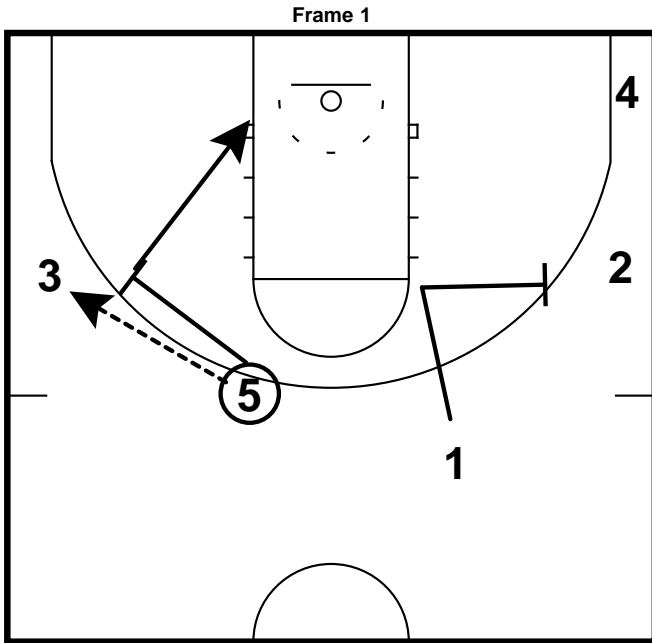
After the screen, 1 screens the screener (STS) - which was 4

5 looks for 4 coming off the screen or 1 slipping/rolling to the rim.

You can also space 1 out to the corner.

# AWAY - EMPTY BS

## Point Series Sets



As usual, 4 has cut through and 5 has flashed high

1 can either go screen for 2 on this...or just keep his spot.

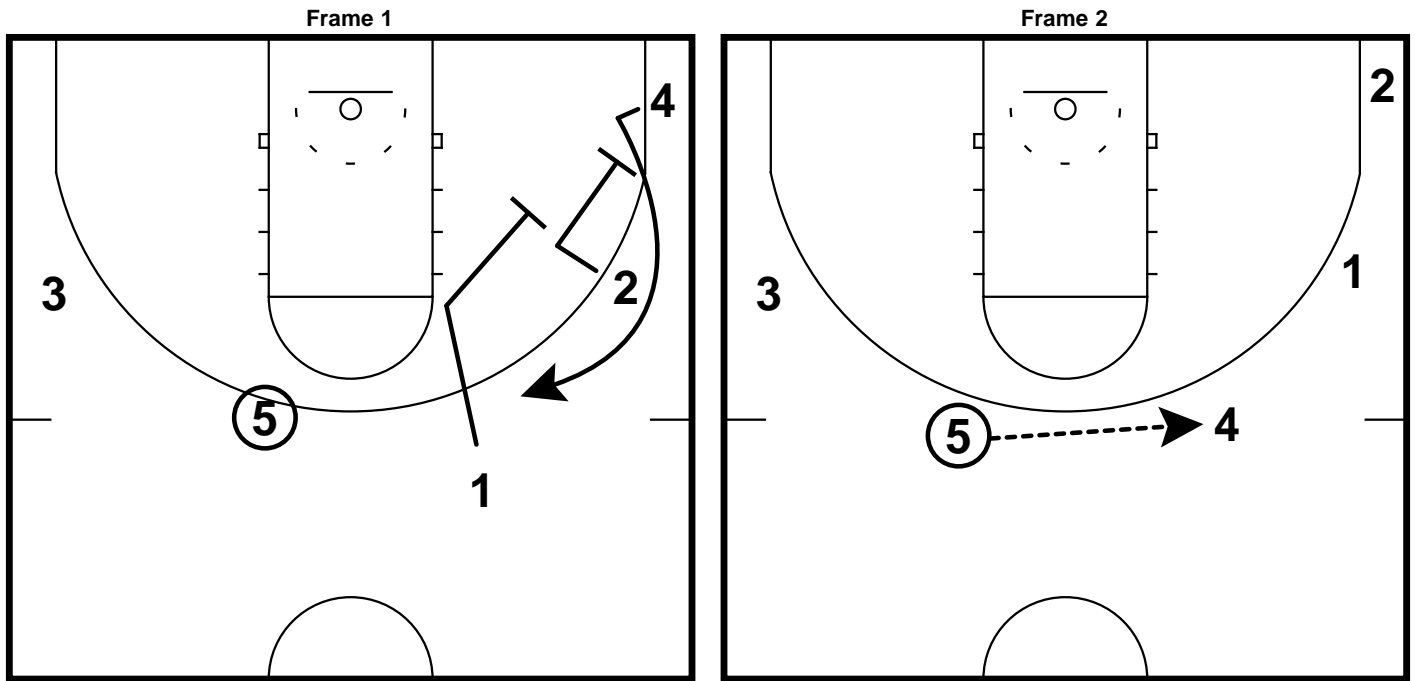
5 and 3 run an empty ball screen on the opposite side of the floor - 5 can roll or pop.

A good option out of this is if 5 tries to post up on his roll...and the defense covers it...3 can swing to 1 for high-low action.

High-Low Option if x5 takes away the pass from 3

# AWAY - DOUBLE

## Point Series Sets

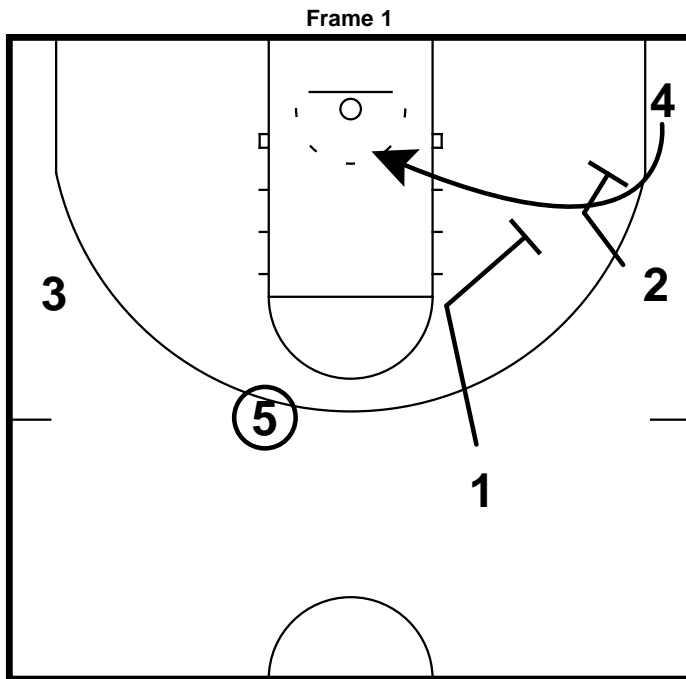


After passing to 5, 1 and 2 BOTH screen away for 4. 4 comes off the screen and makes a read (tight curl or curl/pop).

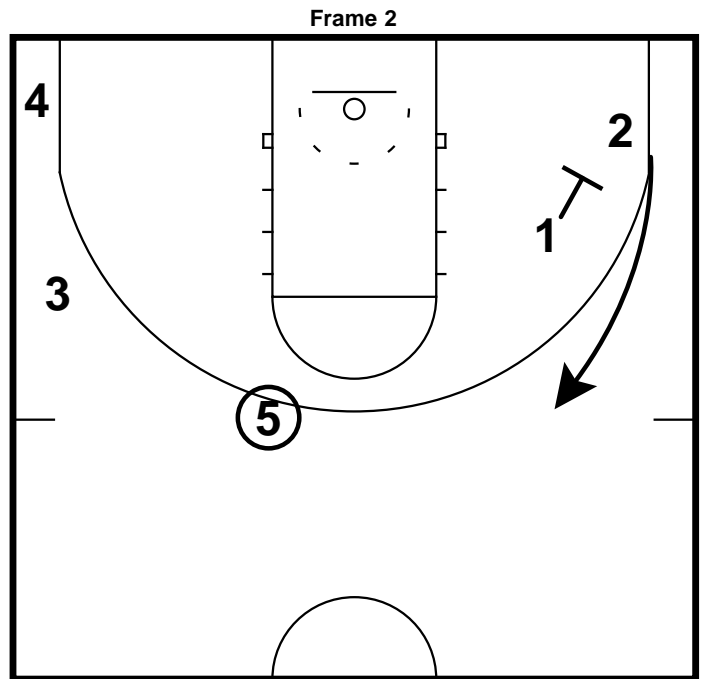
What you do from this point is up to you - some teams will slip 1 or 2, some will just have them go to the corner and wing, some will have 5 run a handoff with 4 if 4 is not open initially.

# AWAY - DOUBLE SPLIT

## Point Series Sets



1 and 2 both screen away for 4.  
4 cuts between both screens (splits) towards the rim.  
If he's not open, he continues to cut to corner.

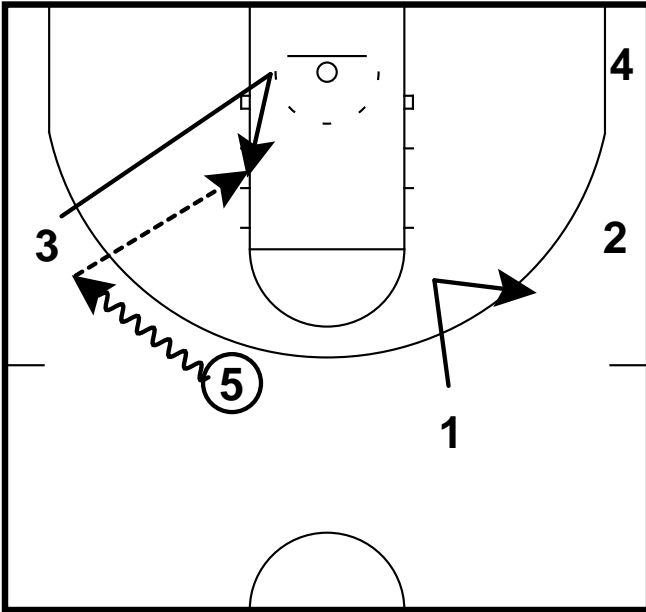


After setting the first screen, 1 sets another screen for 2.  
This is a great opportunity for 1 to slip as well.

# AWAY - DRIBBLE POST

## Point Series Sets

Frame 1



The play is run as usual (4 cuts through, 5 flashes high).

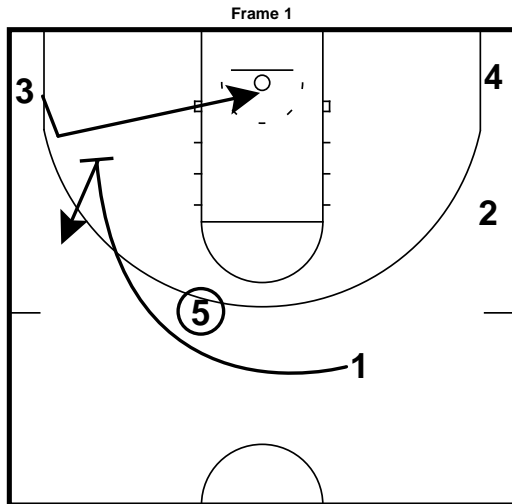
1 passes to 5 and goes AWAY.

This time, though, 5 turns/spins/dribbles at 3.

3 goes backdoor and if it's not there, he turns and seals in the post.

# OVER - Basic Action and Reads

## Point Series Sets



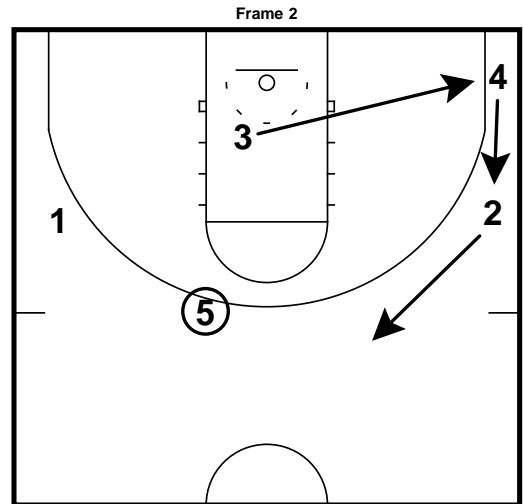
1 cuts OVER 5 towards 3.

Anytime you are running OVER action, 3 is either starting in the corner or cutting to the corner as the play is developing.

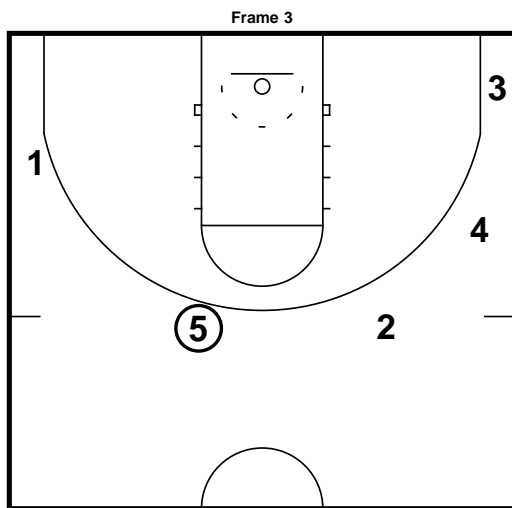
3 has the same options as 2 did in AWAY (reject/backdoor, tight curl, curl/pop, etc.) depending on what the defense does.

Most Princeton offense teams will teach that the player MUST reject the screen. Once they master that, they can make actual reads.

1 pops back to the ball.



This is a great chance for 3 to get a quick post up. If that's not there, he cuts through...pushing 4 and 2 up as well.

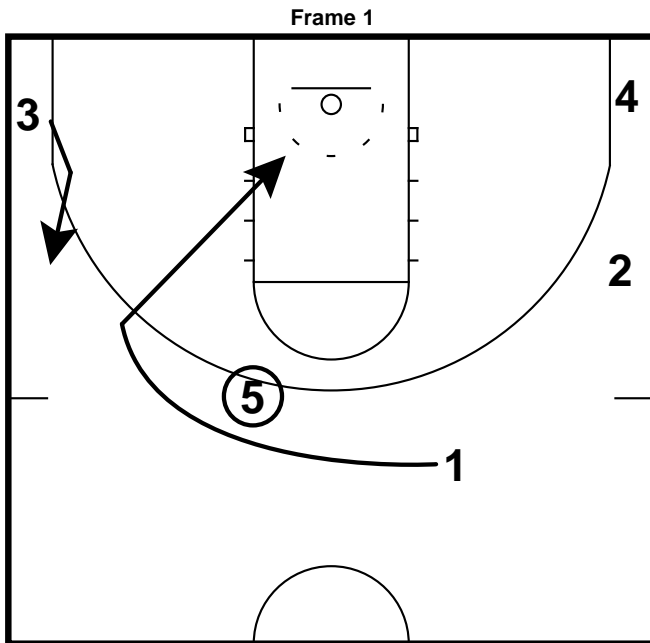


This is where we end up.

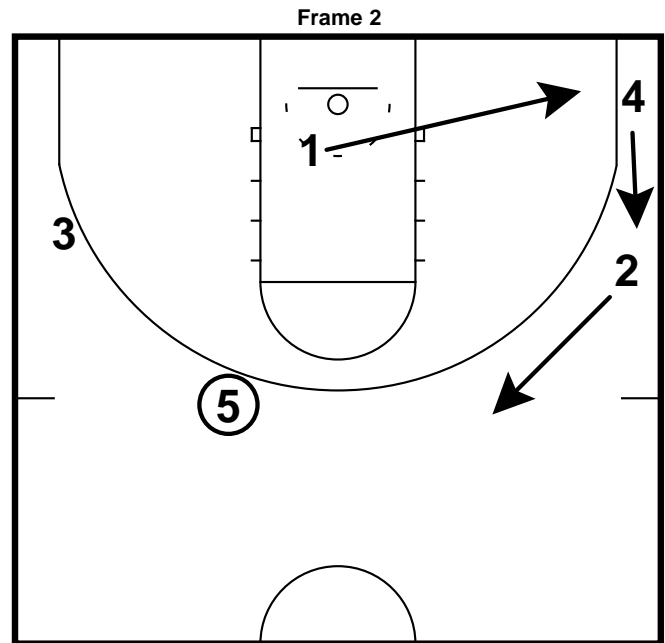


# OVER - SLIP

## Point Series Sets



1 cuts OVER 5, but instead of screening for 3, he slips to the rim for a layup or post touch.

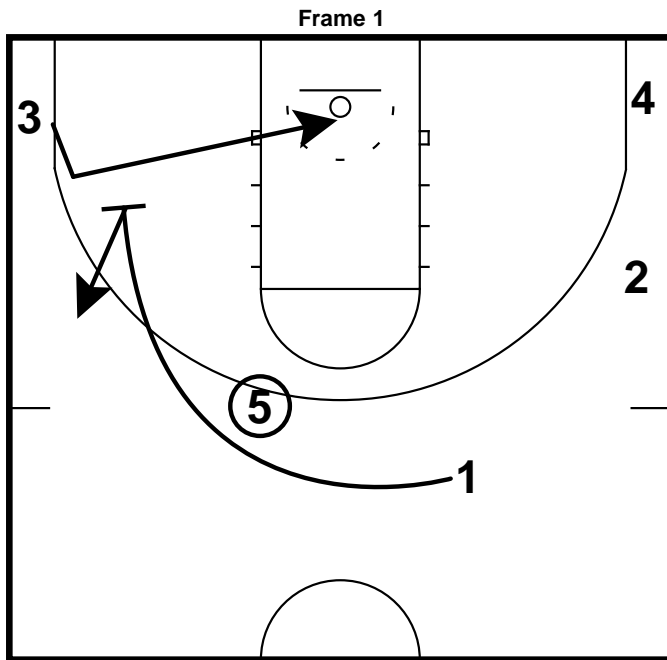


Everyone circle moves and now you have options:

- 5/3 ball screen or handoff?
- pass and follow to 2 for ball screen?
- dribble handoff to 2?
- off ball screening action with 1/4/2?

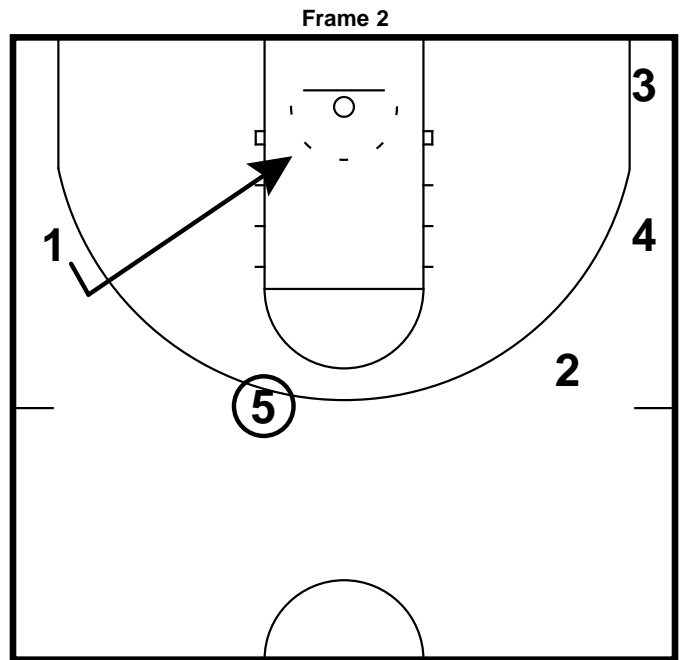
# OVER - DOUBLE BACKDOOR

## Point Series Sets



Initial action has been run (4 cuts to corner, 5 cuts up, 1 passes to 5)

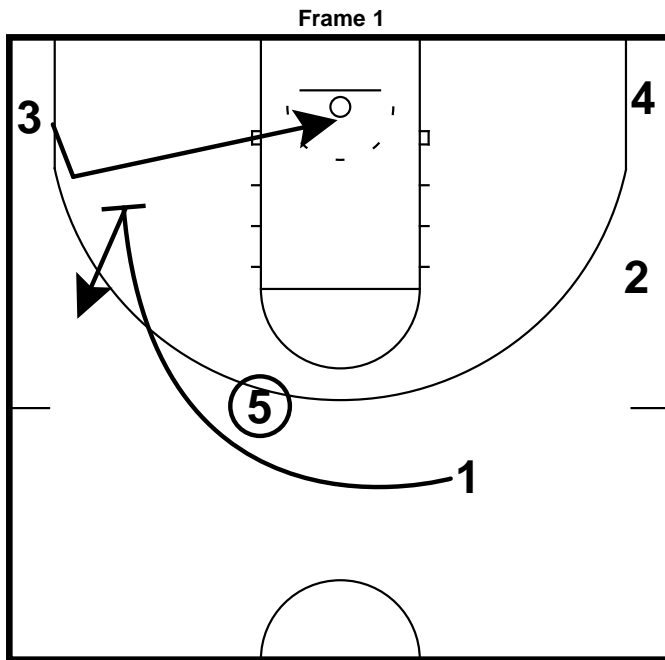
1 cuts over 5.  
3 rejects/backdoors the screen.



When coming back to the ball, 1 goes backdoor next if denied.

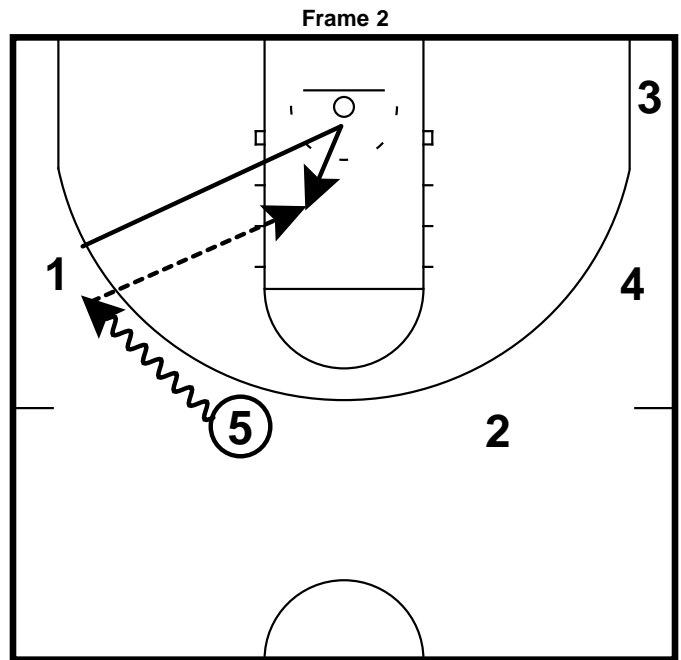
# OVER - DRIBBLE POST

## Point Series Sets



Initial action has been run (4 cuts to corner, 5 cuts up, 1 passes to 5)

1 cuts over 5.  
3 rejects the screen and cuts all the way through.



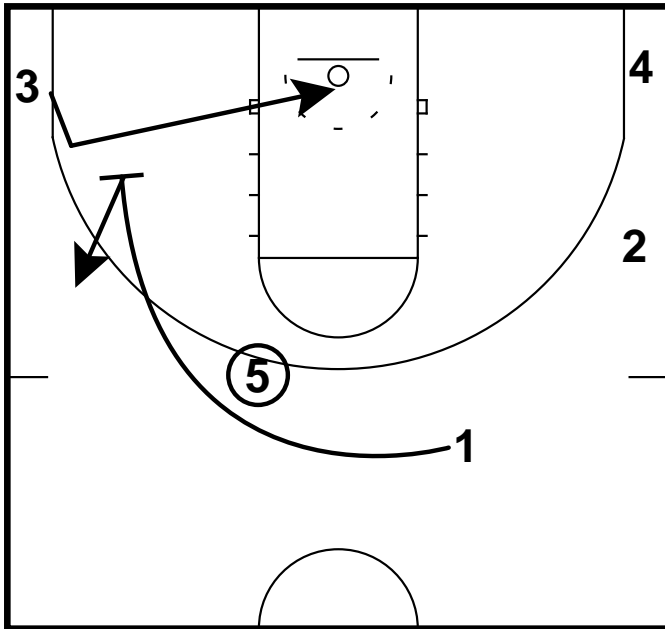
5 dribbles at 1.  
1 goes backdoor (if you have this, throw it)

Instead of cutting through, 1 turns and seals his man in hopes of getting a deep post touch.

# OVER - KEEP

## Point Series Sets

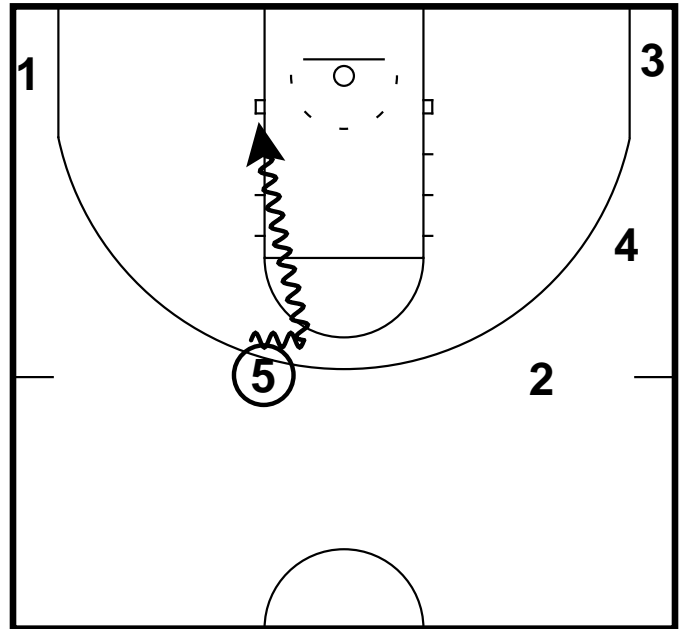
Frame 1



Initial action has been run (4 cuts to corner, 5 cuts up, 1 passes to 5)

1 cuts over 5.  
3 rejects ball screen and cuts all the way through.

Frame 2



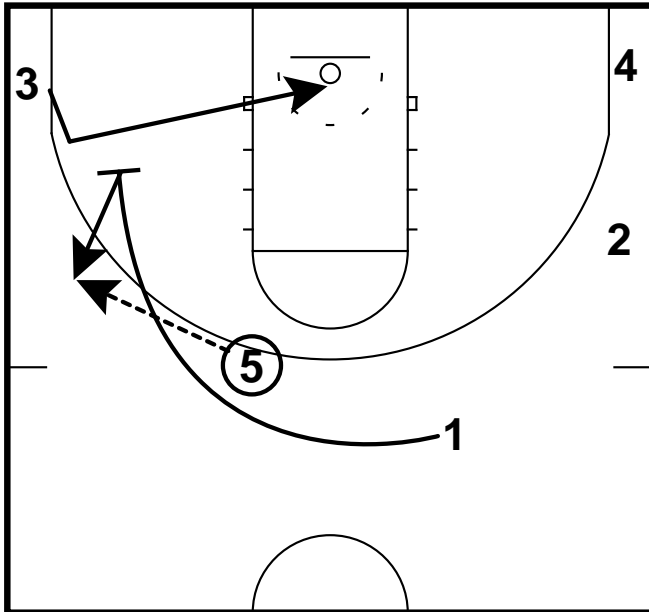
Instead of reversing to 1, 5 keeps the ball and goes iso against his matchup.

If he can score, he does. If not, he kicks out to where the help comes from.

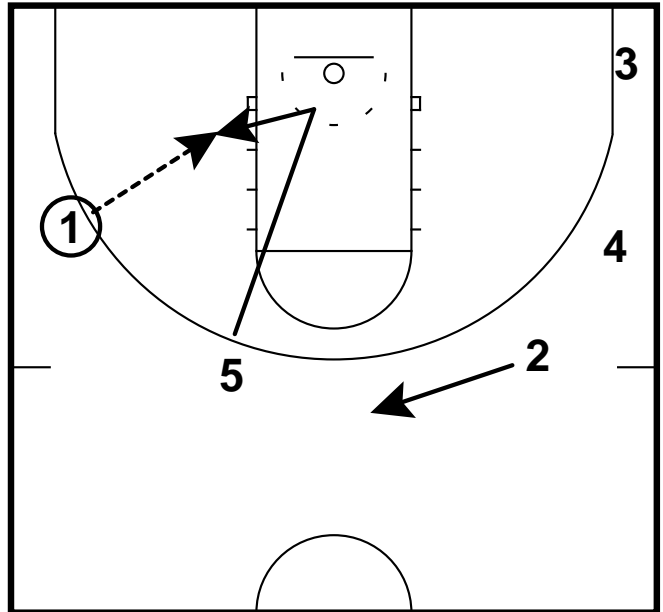
# OVER - POST

## Point Series Sets

Frame 1



Frame 2



Initial action has been run (4 cuts to corner, 5 cuts up, 1 passes to 5)

- 1 cuts over 5.
- 3 rejects screen and cuts through.
- 5 throws it back to 1.

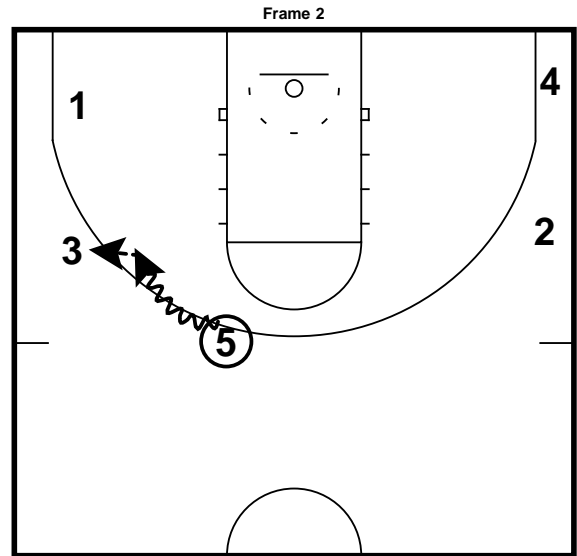
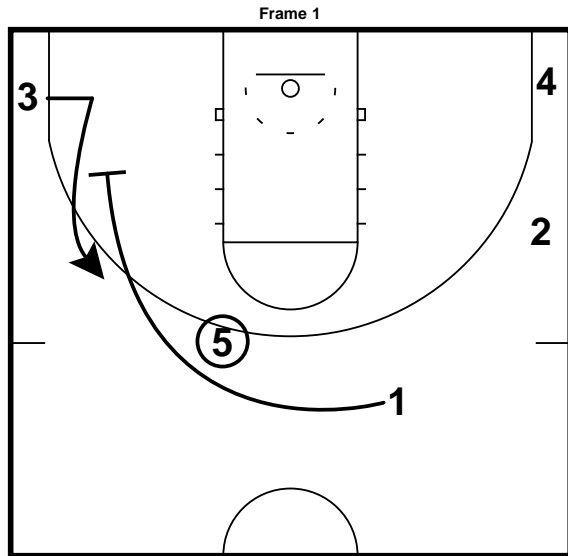
Instead of screening for 1, 5 just cuts right to the rim, sits down, and looks to get a pass from 1 in the post.

2 spaces up a little bit once 5 leaves.

If x3, x4, or x2 help - 5 kicks it out.

# OVER - ZOOM

## Point Series Sets



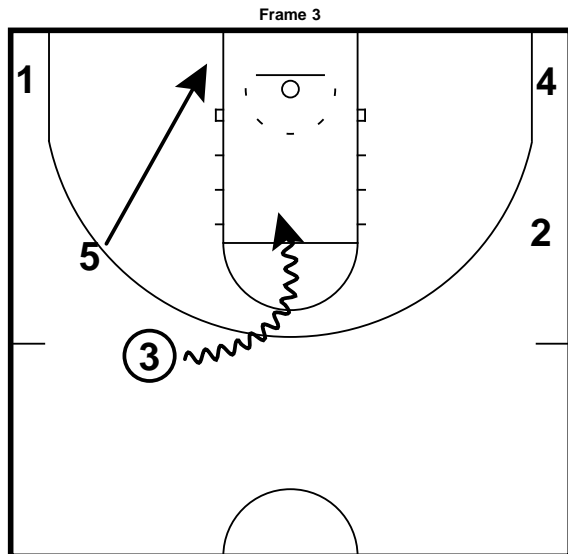
1 cuts OVER 5 towards 3.

Anytime you are running OVER action, 3 is either starting in the corner or cutting to the corner as the play is developing.

3 has the same options as 2 did in AWAY (reject/backdoor, tight curl, curl/pop, etc.) depending on what the defense does.

Most Princeton offense teams will teach that the player MUST reject the screen. Once they master that, they can make actual reads.

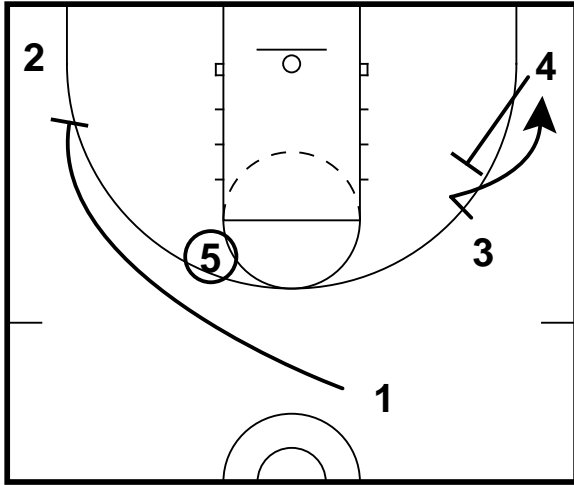
1 pops back to the ball.



# OVER - FLARE SLIP

## Princeton

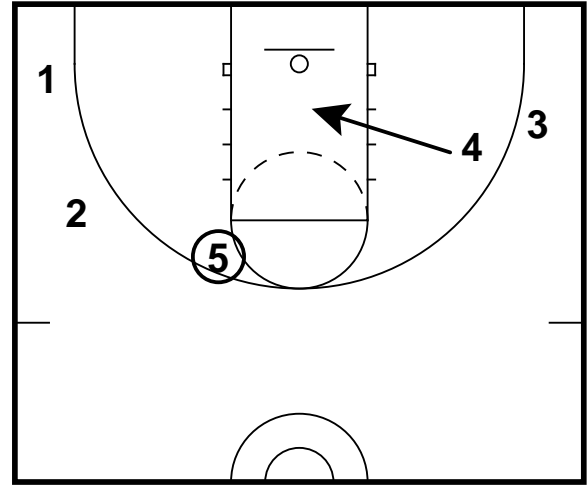
Frame 1



After initial action, 1 cuts like he is screening down for 2.

While this is happening, 4 is setting a flare screen for 3.

Frame 2



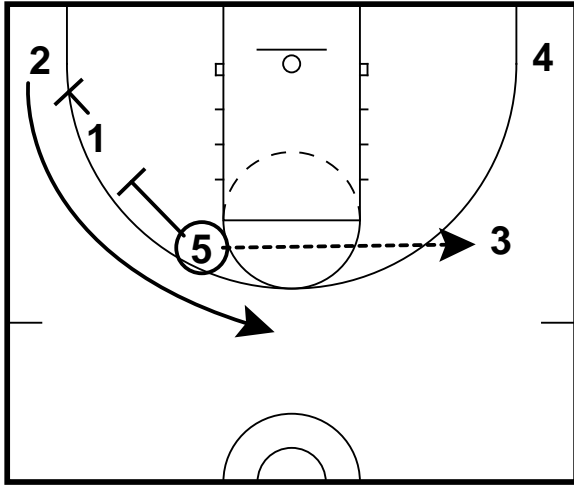
5 is looking for the slip by 4.

If it's not there, we are just into OVER.

# OVER - STAGGER

## Princeton

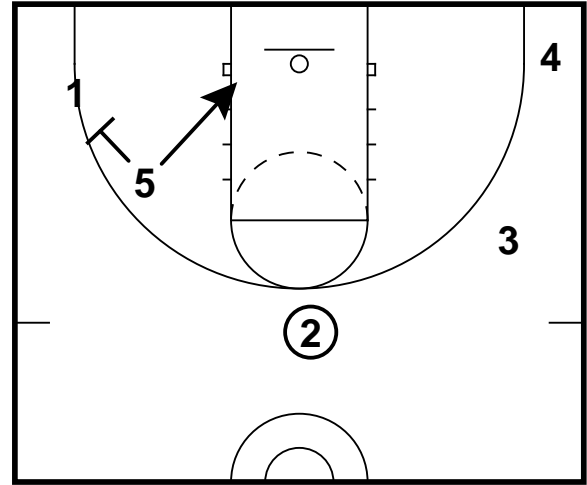
Frame 1



After OVER action, 5 swings to 3 (instead of 1 and 2 running their two man screening game)

1 and 5 set stagger for 2.

Frame 2



5 can now roll to rim OR set a second screen for 1.