

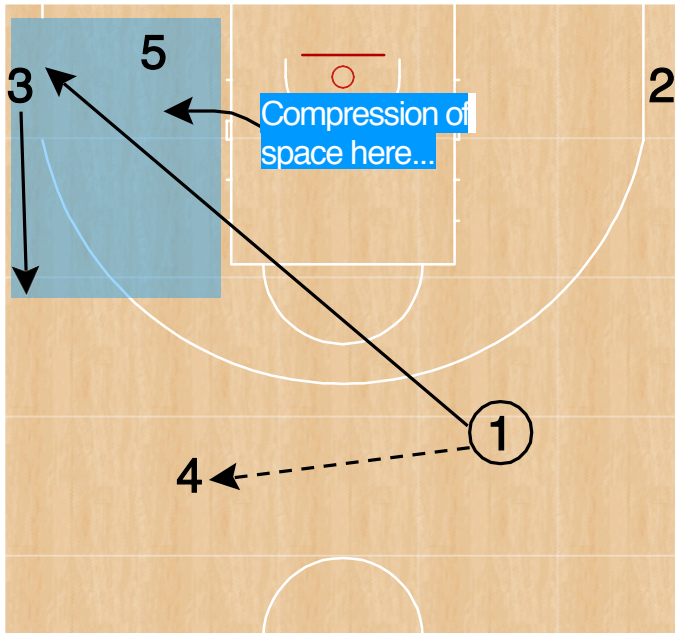


## Creating Double Gaps

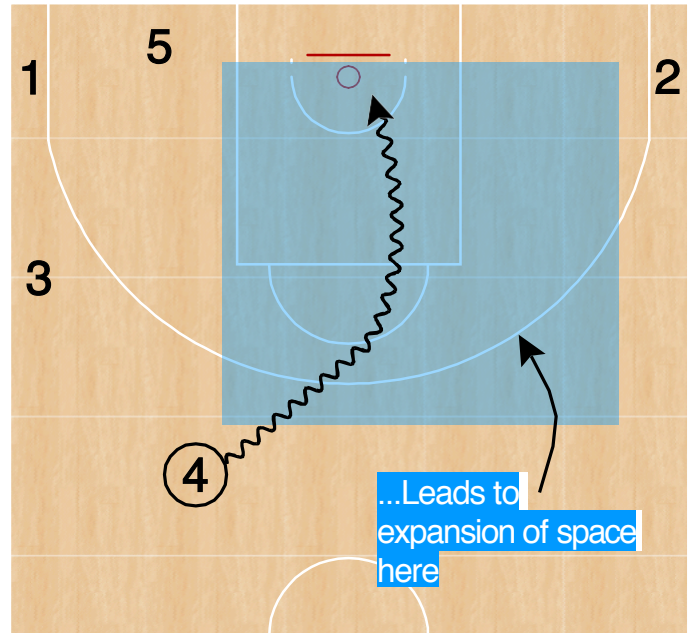
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# Law of Space

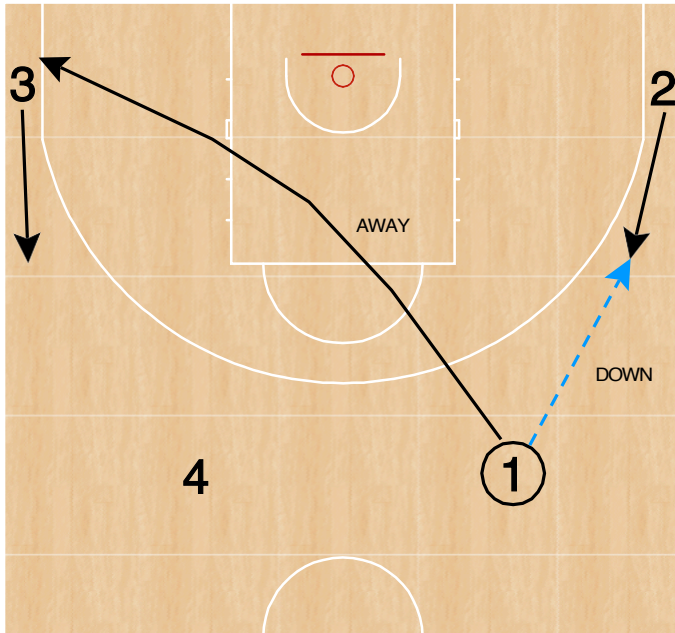


Compression of players (space) in the lower left side of the court



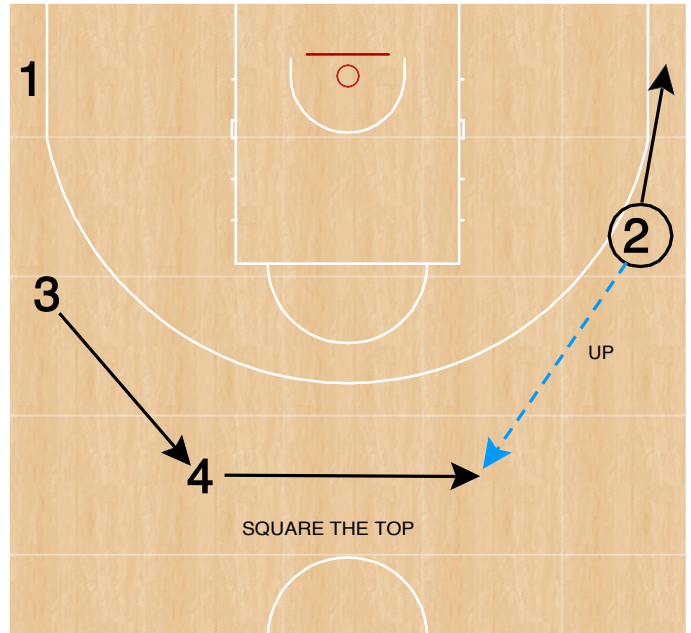
Double Gap to the right hand of Player 4. 2 holding the corner

# Perimeter Ball and Player Circulation



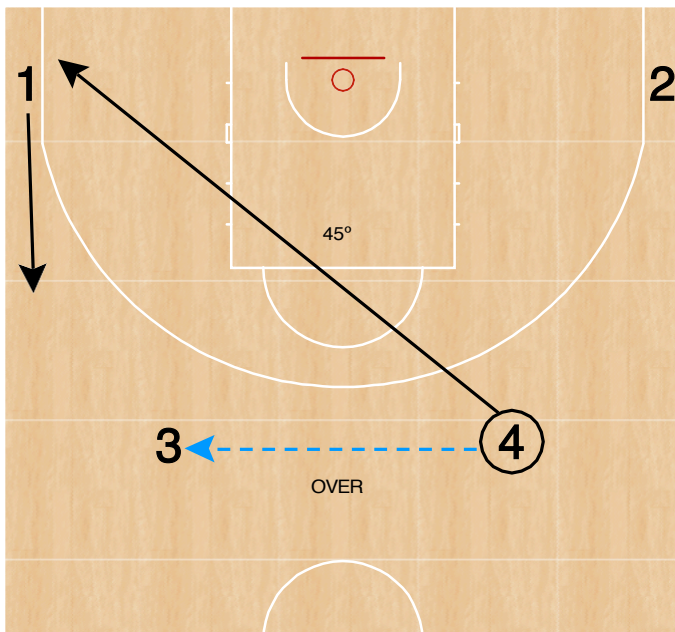
## PASS DOWN CUT AWAY

On slot to wing pass, the passer cuts away to far corner



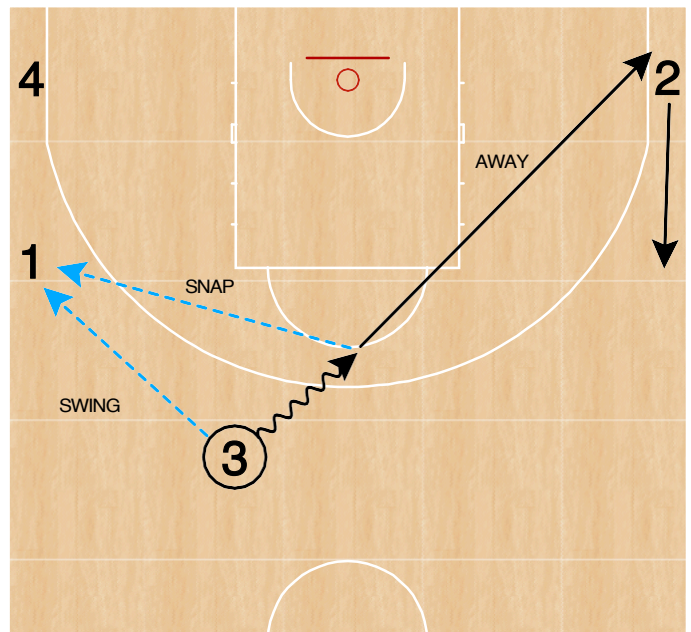
## SQUARE THE TOP

Players then square the top fill in the slots - get off the three point line! Pass up and fix our spacing to deep corner at rim depth



## PASS OVER = 4 5° Cut

On the pass from slot to slot the passer cuts on a straight line to the far corner. This opens a gap for Player 3 above to drive into



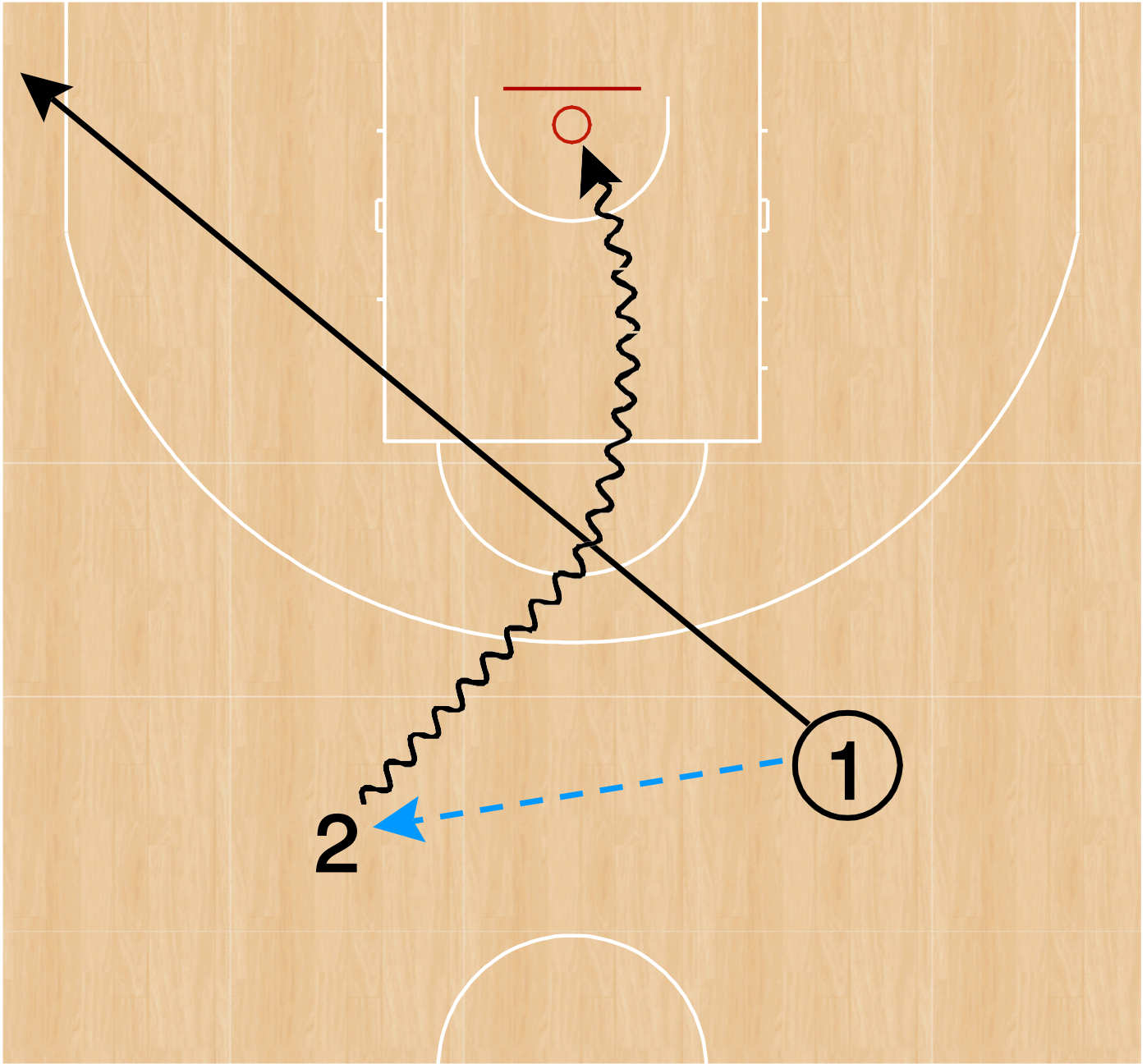
## SWING & SNAP

Slot may swing immediately, if so pass down cut away rule applies.

Slot may drive to midline then snap, if so pass down cut away rule applies.



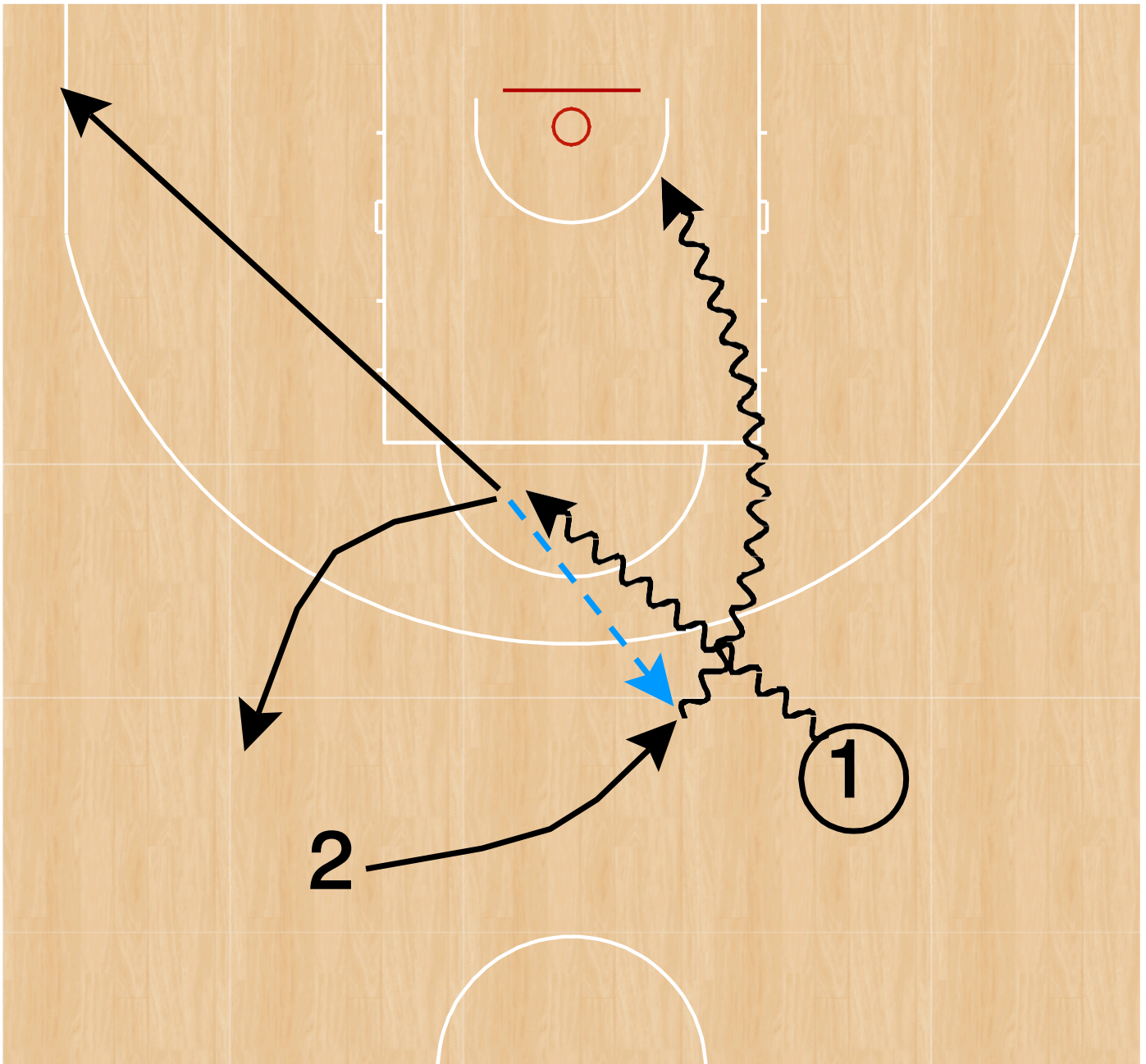
## 45° Cut



Pass across the top to Player 2, 1 makes a straight, direct 45° cut to the far corner. This cut opens gap space to right hand of Player 2. (aka "blur" cut, "fingers")

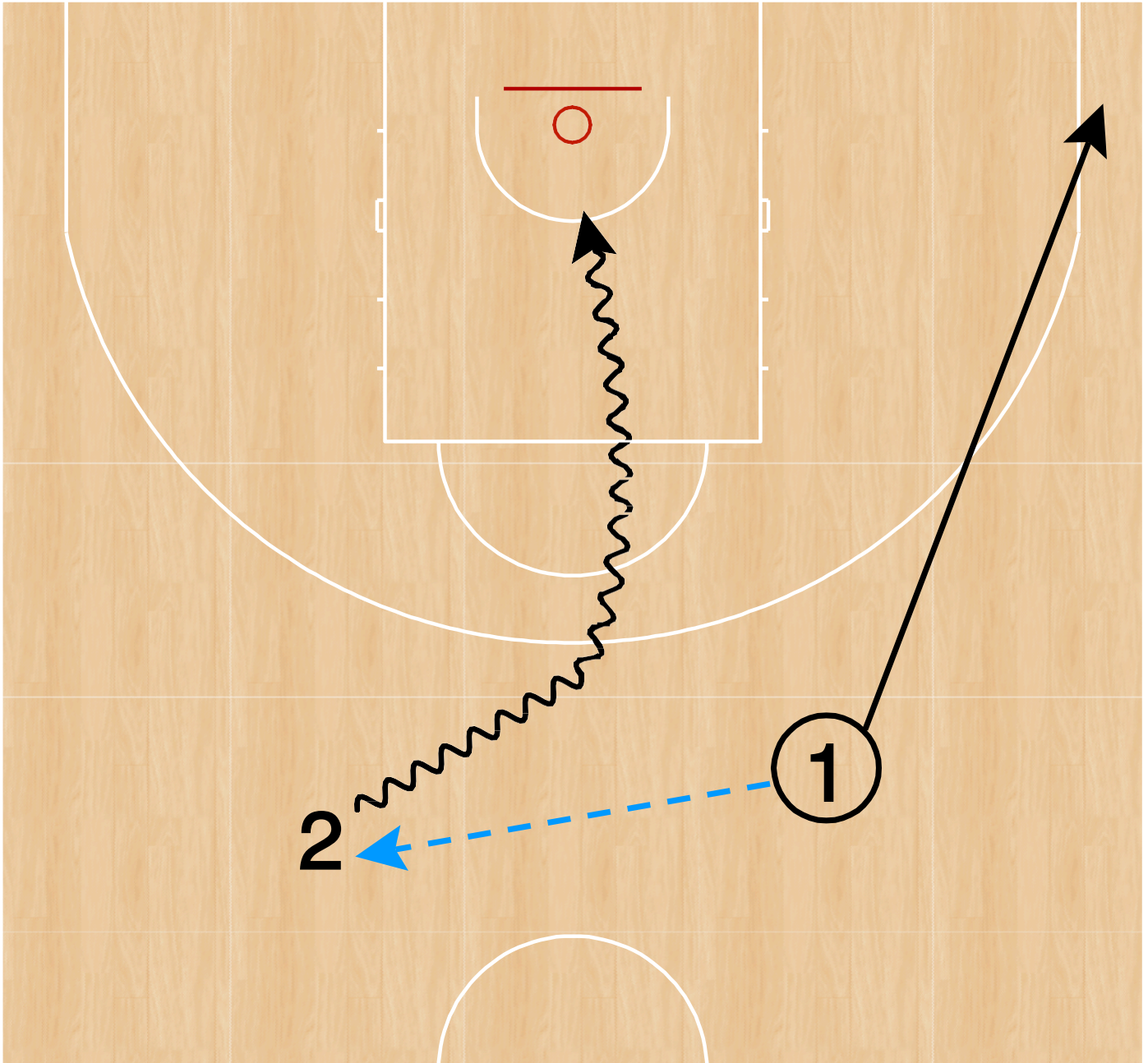


# Euro



Player 1 makes middle drive and pitches to Player 2 who makes a "euro" cut behind the drive. Gaps space for Player 2 to drive into. Player 1 may empty high or to the deep corner.

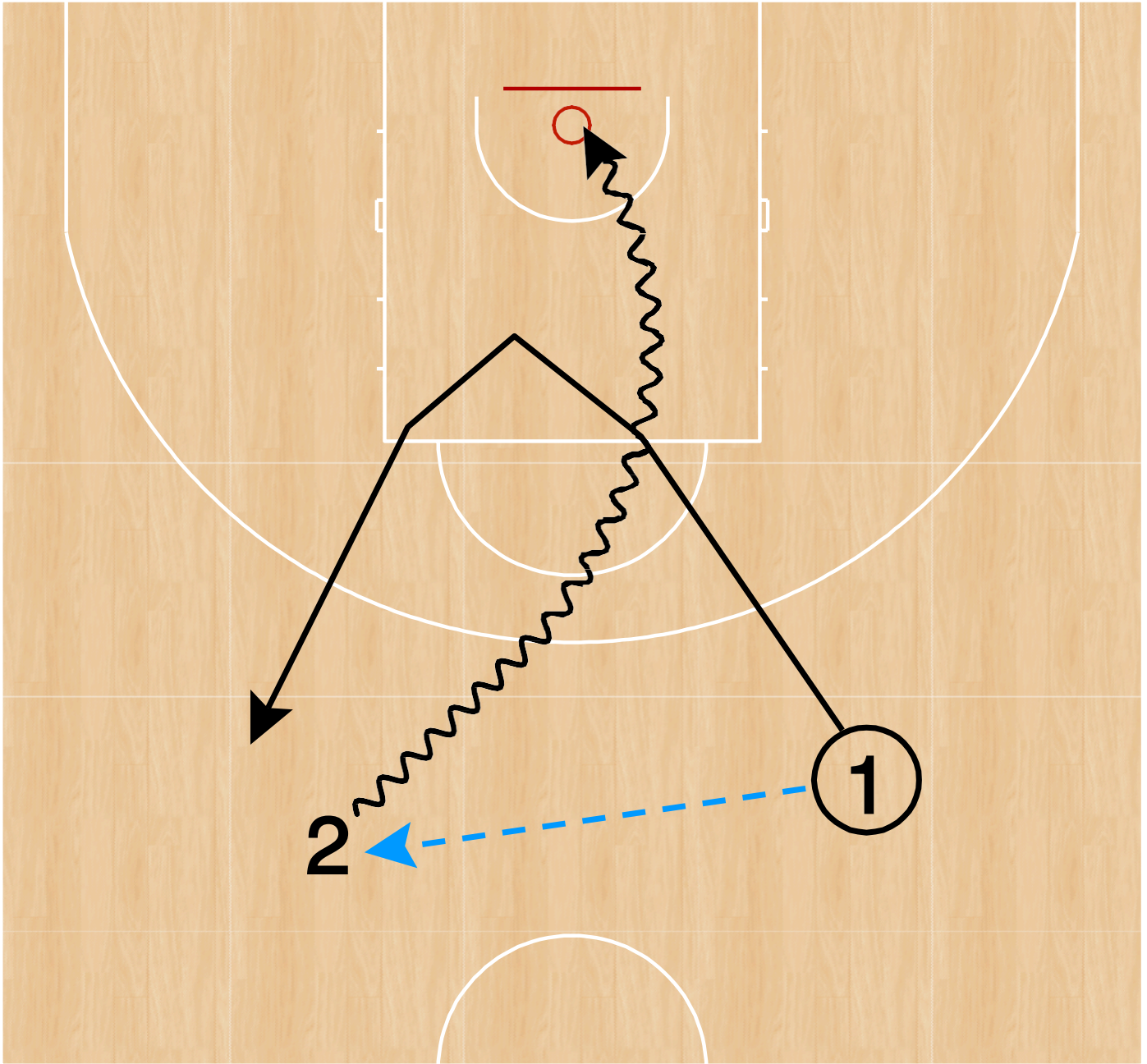
# Fan



Player 1 passes to Player 2 and sprints to corner. This opens gap to Player 2's right hand. Player 2 attack the space for a score of play to Player 1 in the corner if corner help shows chest.



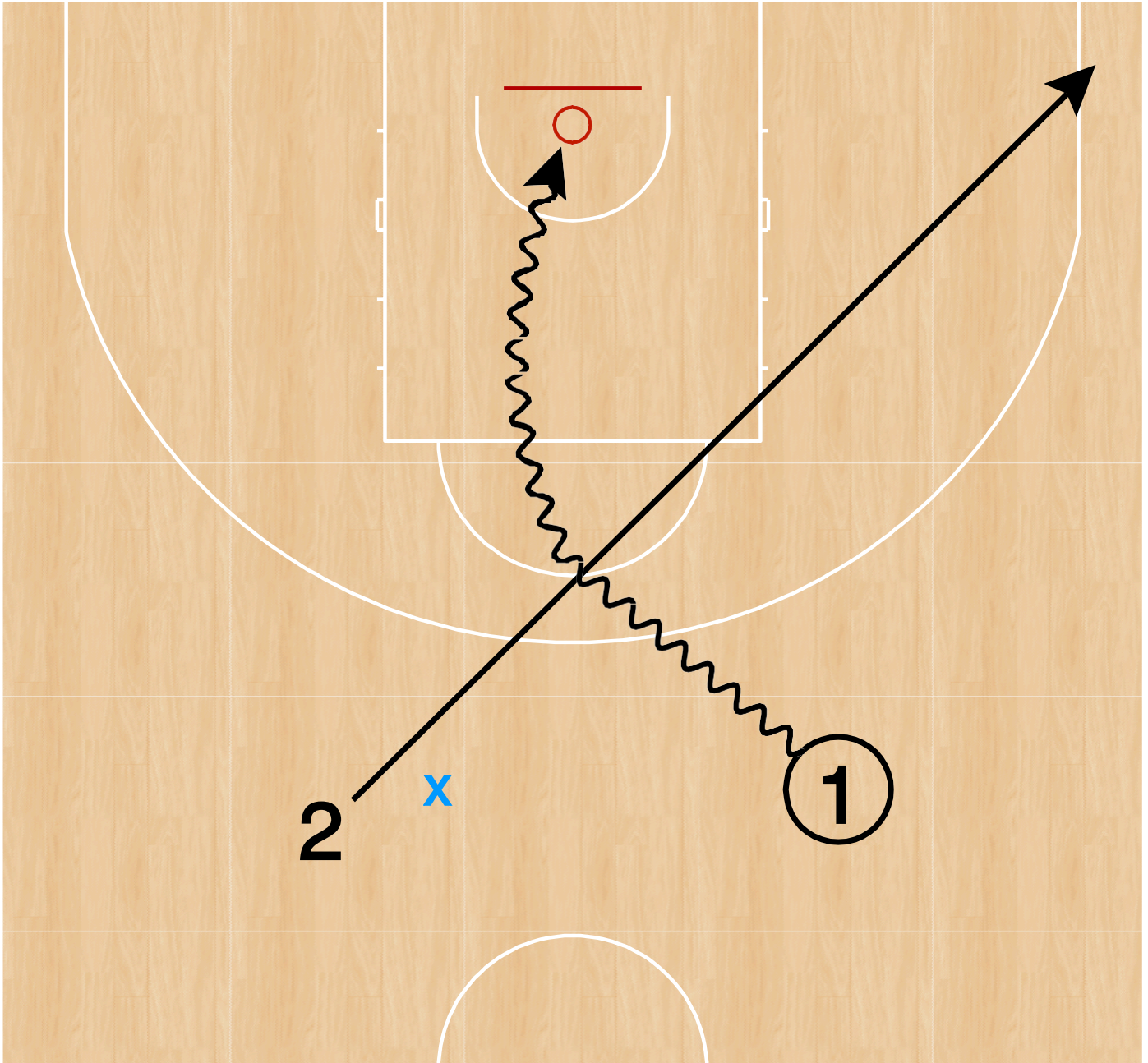
# Through



Player 1 passes across the top to Player 2 and makes this through cut. Player 2 has space to drive

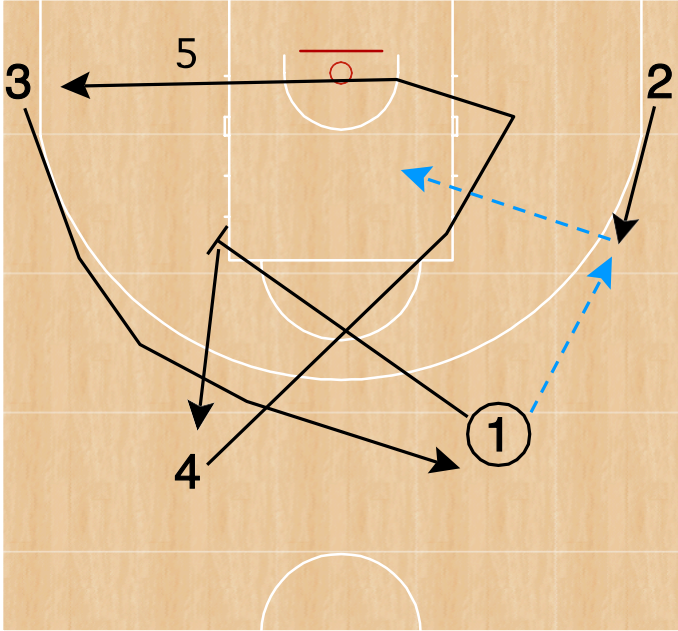


# Wave



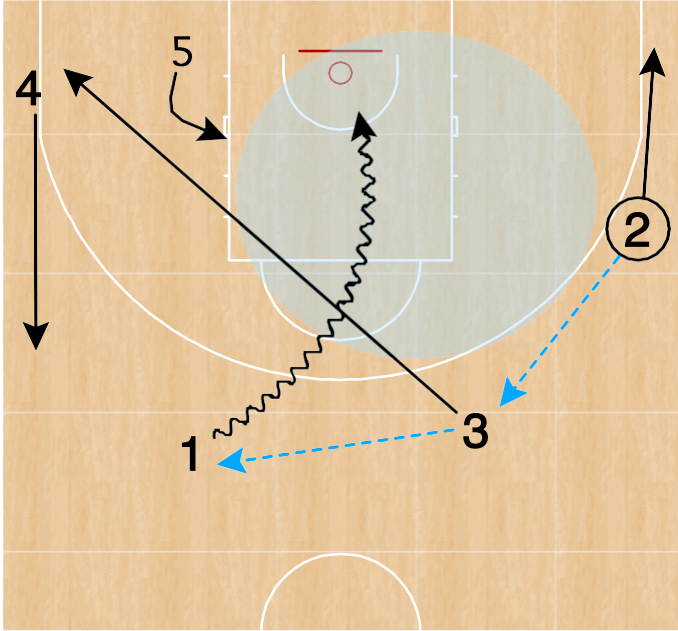
X2 is denying pass to Player 2. Player 2 waves through creating space as Player 1 drives behind the cut.

# Away Slice



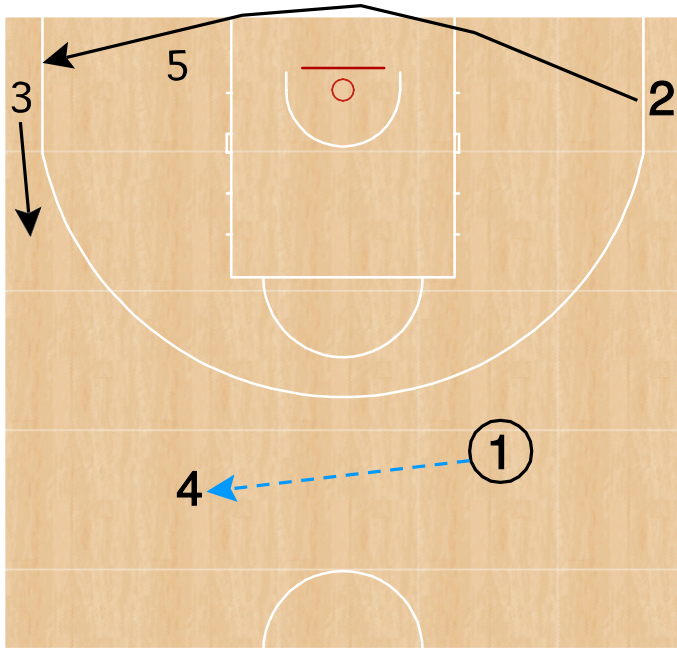
1 passes to 2 at wing then screens away for 3. 3 cuts past midline to receive catch

4 makes a slice cut behind 1. 2 may enter to 4. 1 pops back high.

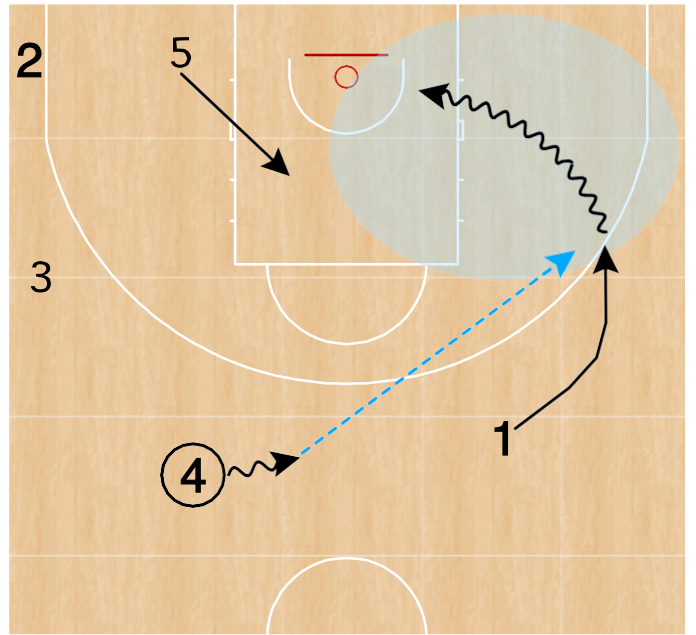


2 passes to 3 then improves spacing to the corner. 3 swings to 1 then makes 4 5° /Blur Cut. 1 has space for a gap attack.

# Boomerang



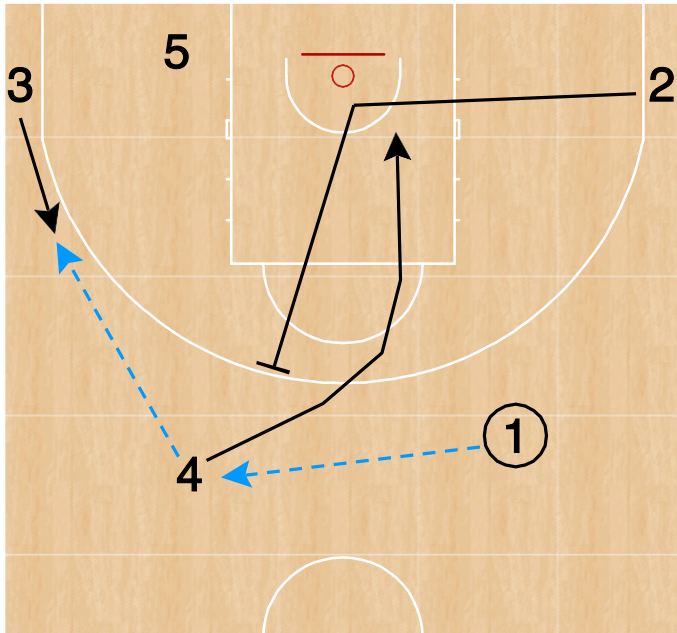
1 swings to 4  
2 clears



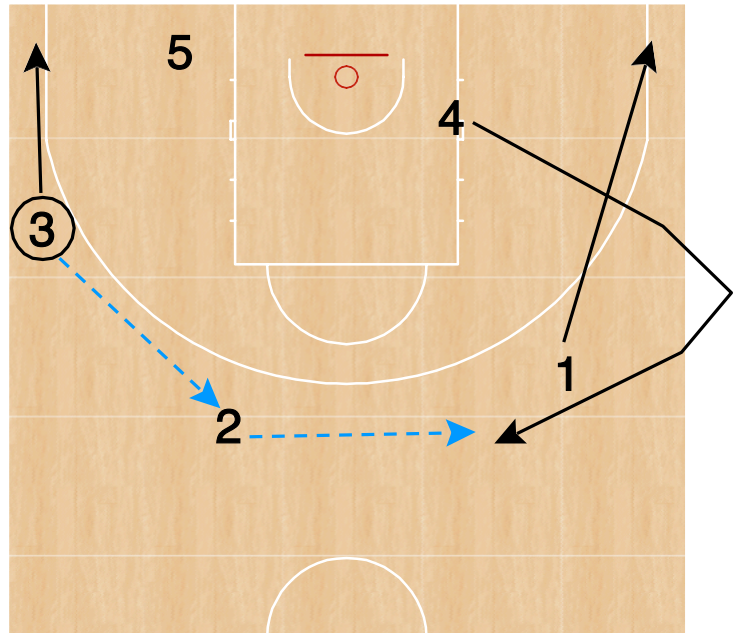
1 sprints away and 4 boomerangs the ball back to 1 for an  
attack of the cleared out side. 5 t-up



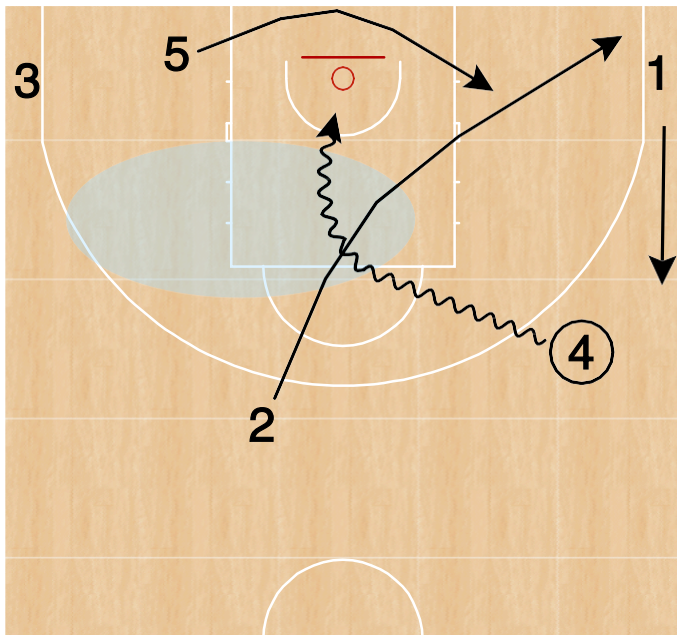
# Carolina Blur



Full reversal from 1 to 4 to 3  
2 back screens for 4. Look for lob to 4

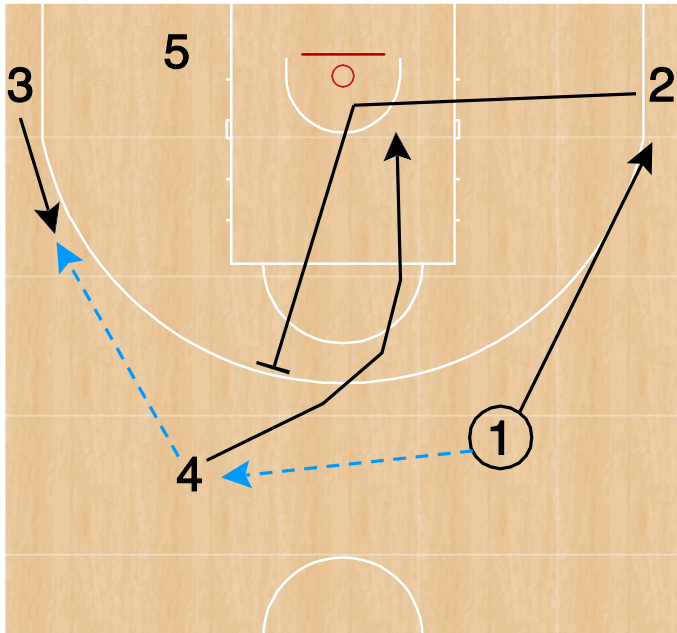


3 passes to 2 then improves spacing to deep corner. On 3's pass up to 2, 1 exchanges with 4. 2 swings to 4 then...

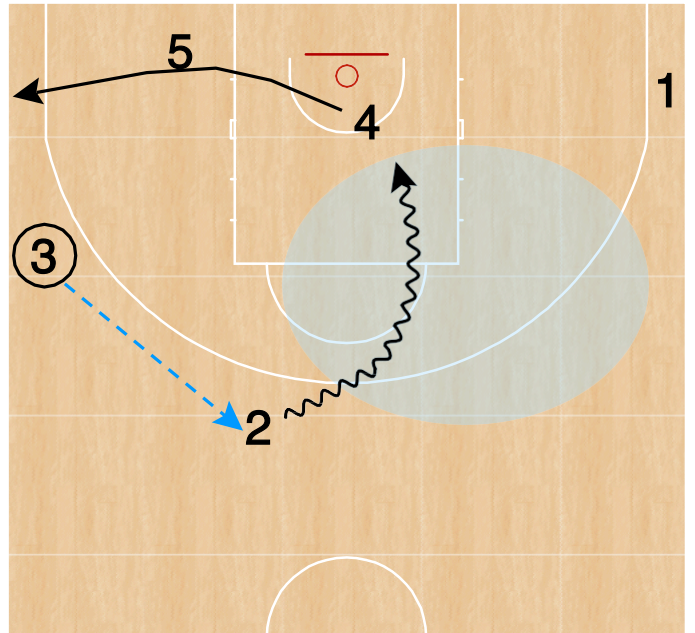


...2 immediately cuts 4 5° /Blur to make the double gap for 4 to attack. 5 reolocates to cleanup

# Carolina Fan

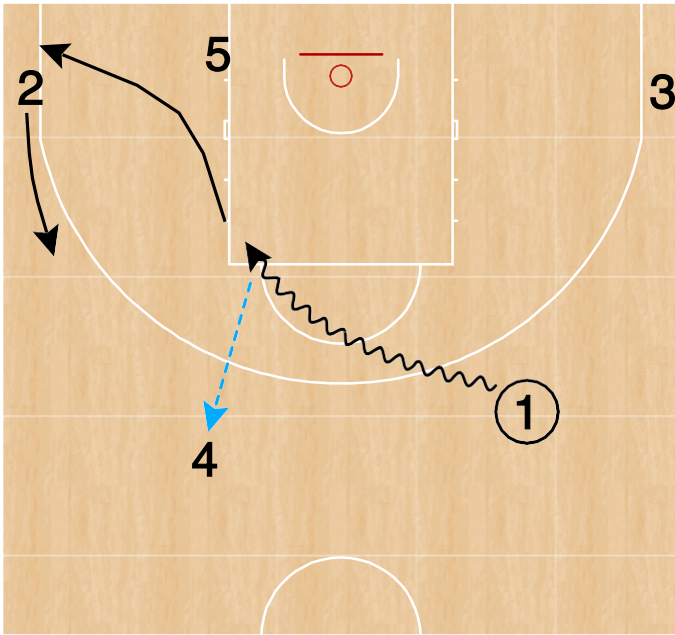


Full reversal from 1 to 4 to 3  
2 back screens for 4. 1 fans to corner after passing.  
Look for lob to 4

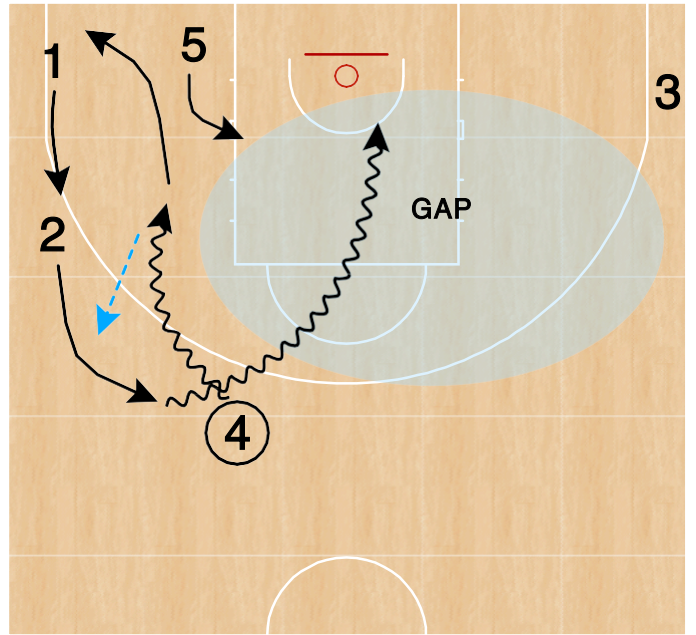


If 4 does not receive lob continue to ballside corner. 2 separates from the back screen and rips through to attack the gap

# Dayton



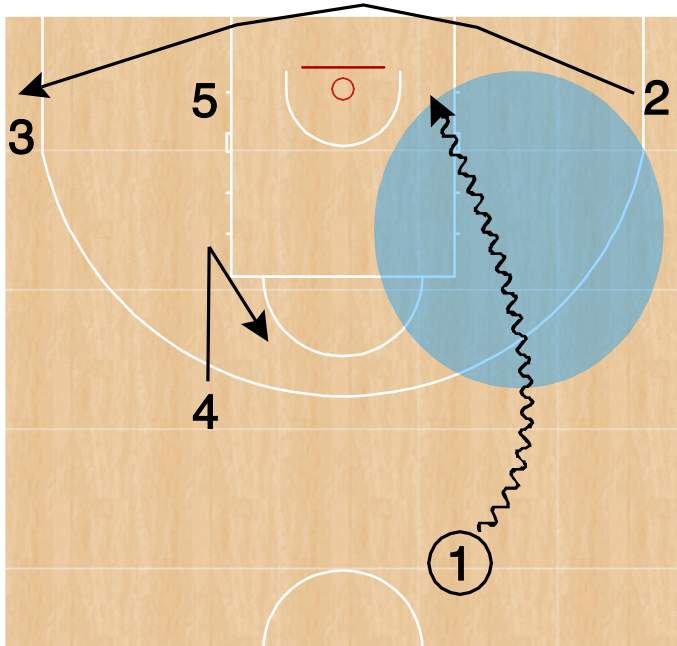
1 Dribble Pitches to 4 then cuts to corner as 2 lifts



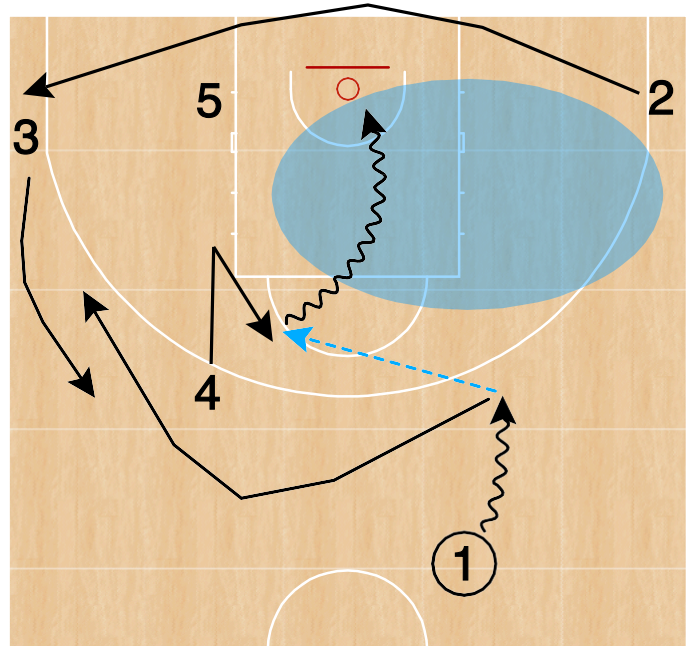
4 dribble pitches to 2 clearing double gap space



## Elbow Clear



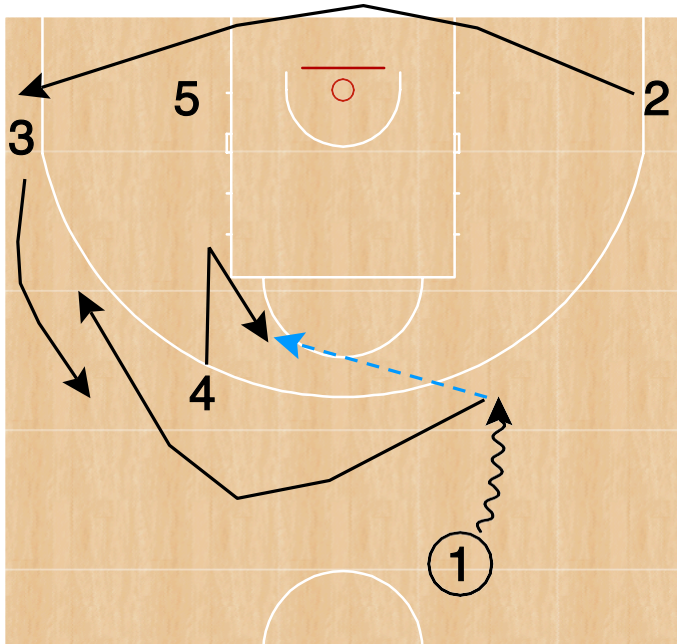
2 clears out as 4 "buttonhooks" to get open around the elbow. 1 has option to drive to basket on clearout (shown) or pass to 4



### Attack the Cleared Out Side

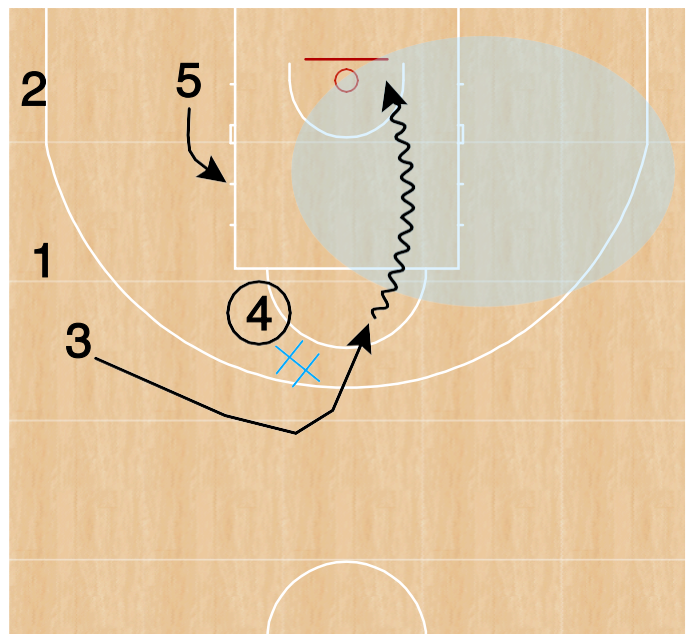
If 1 hits 4, he/she then exchanges with 3. 4

may now attack the cleared out side



If 1 hits 4, he/she then exchanges with 3. If 4

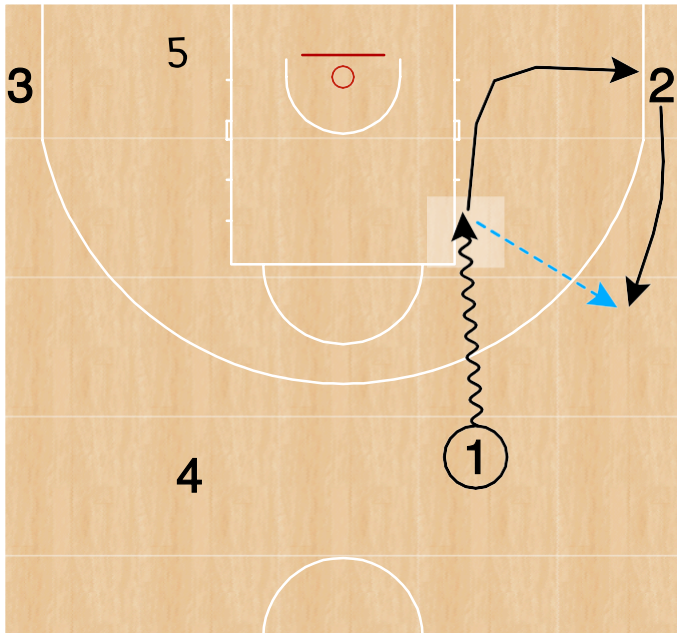
does not attack the cleared out side....



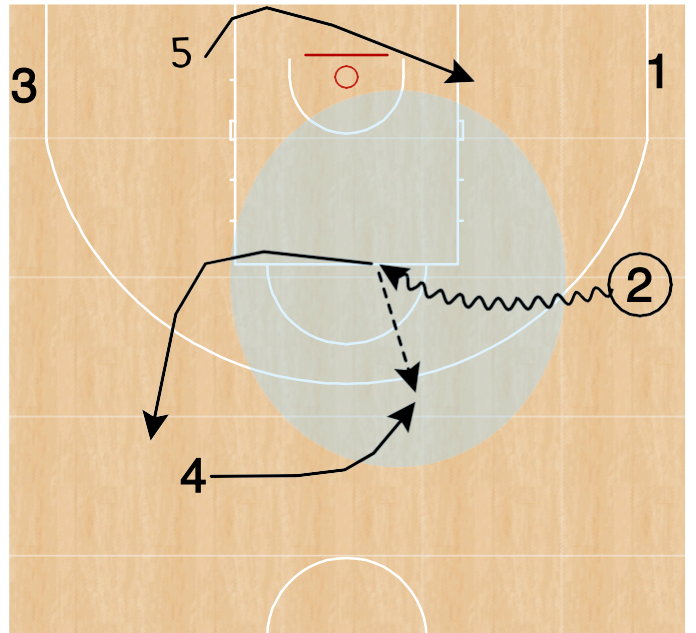
### Guard Attacks the Cleared Out Side

4 hands off to 3 cutting over the top and attacking the cleared out side

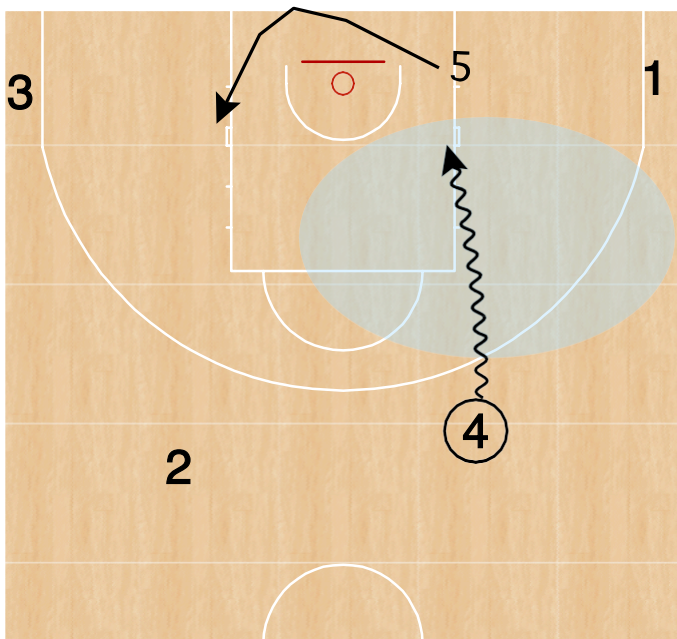
# Euro Series



1 attacks drop hits 2 on the kick up then fills to corner

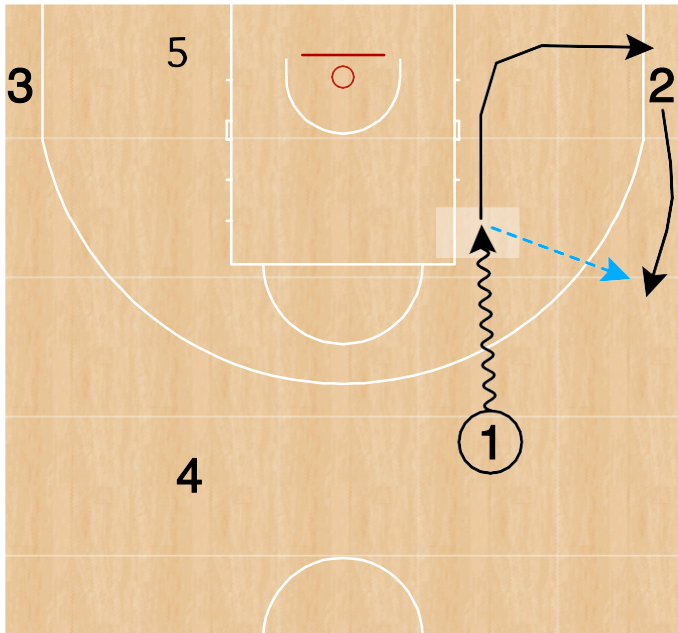


2 euros with 4

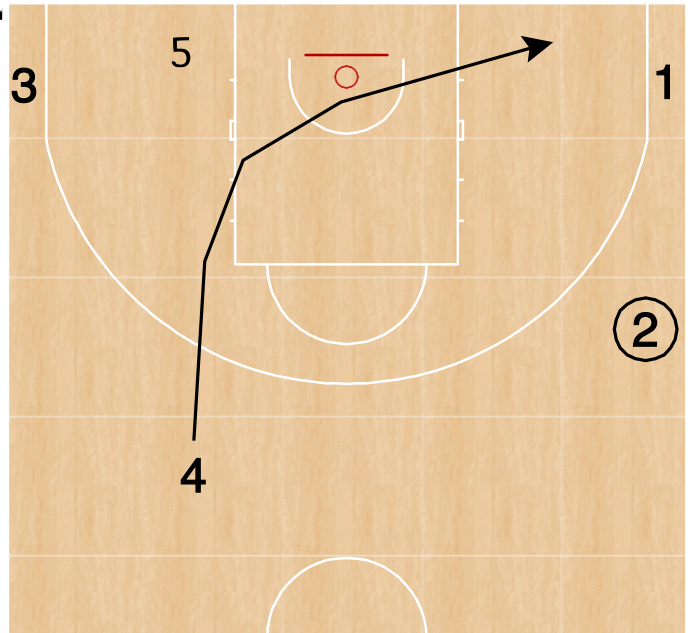


4 has gap to attack with 1 holding the corner 5 relocates

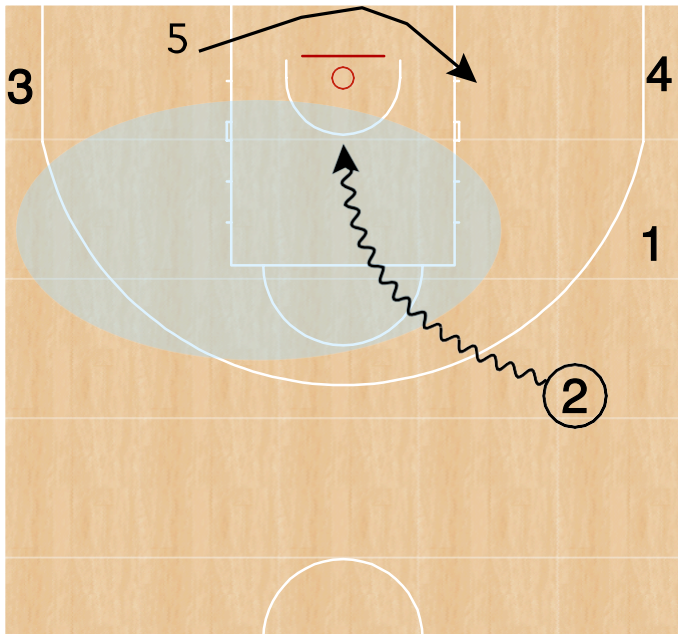
# Euro Series - Dive



1 attacks drop hits 2 on the kick up then fills to corner



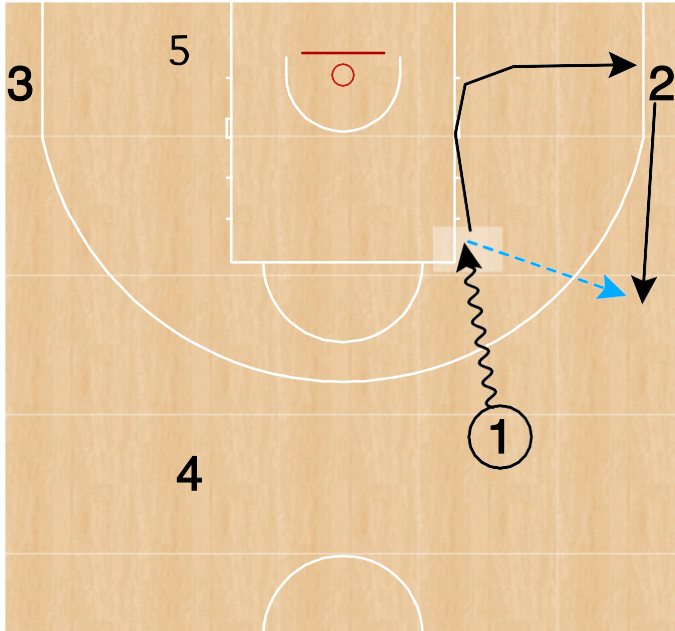
4 dives ahead of the kick up



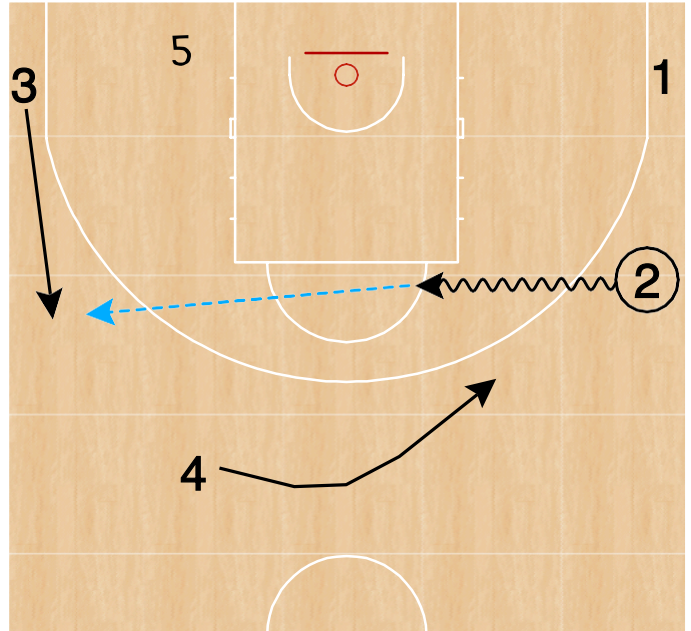
2 attacks gap space  
5 relocates



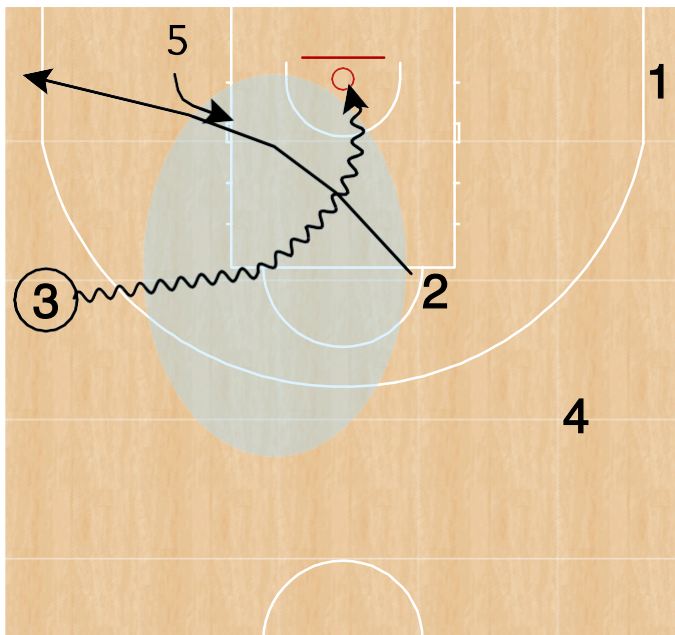
# Euro Series - Sweep



1 attacks drop hits 2 on the kick up then fills to corner



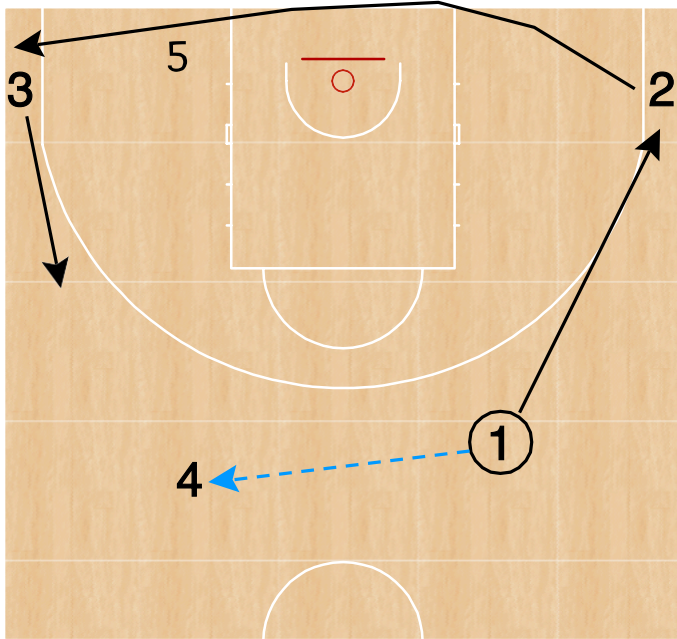
2 attacks then skips to 3  
4 euros



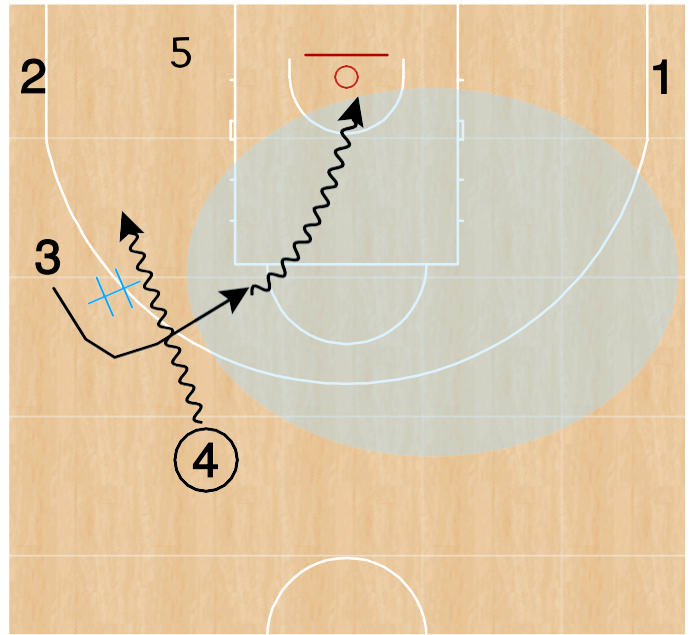
2 cuts to corner  
3 attacks the gap



# Fan Flip

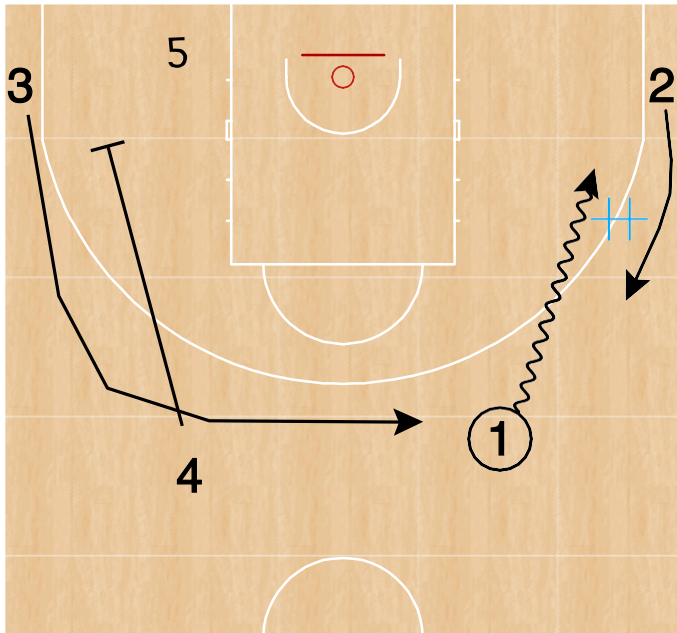


1 swings to 4 then fans to corner, 2 fans along baseline, 3 rises

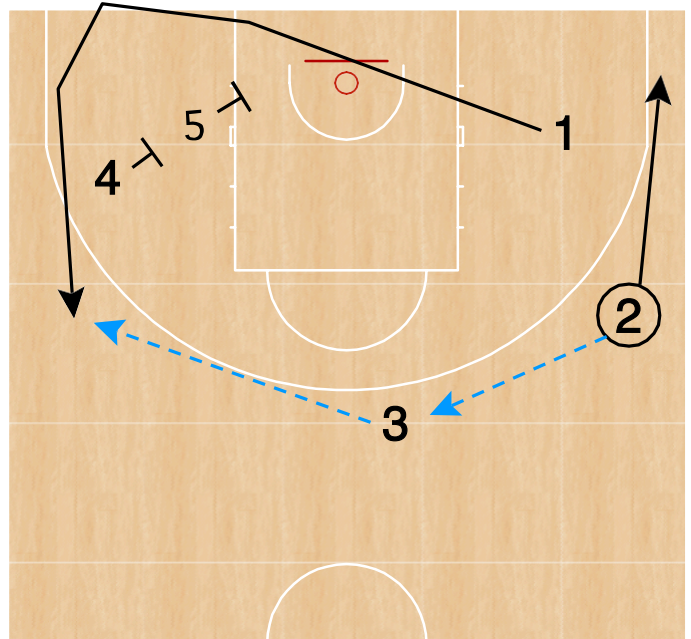


4 hands off to 3 with gap space to attack coming out of the handoff

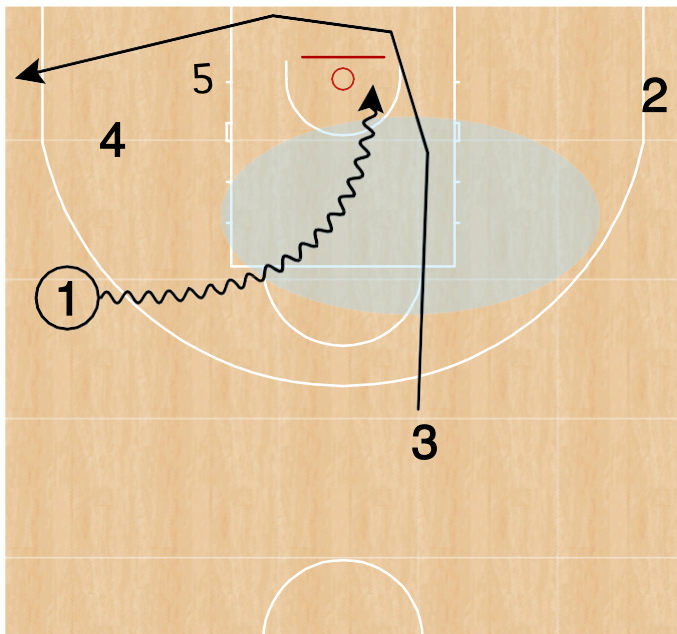
# Fist



1 DHOs with 2 as 4 down screens for 3. 3 cuts to far side of midline

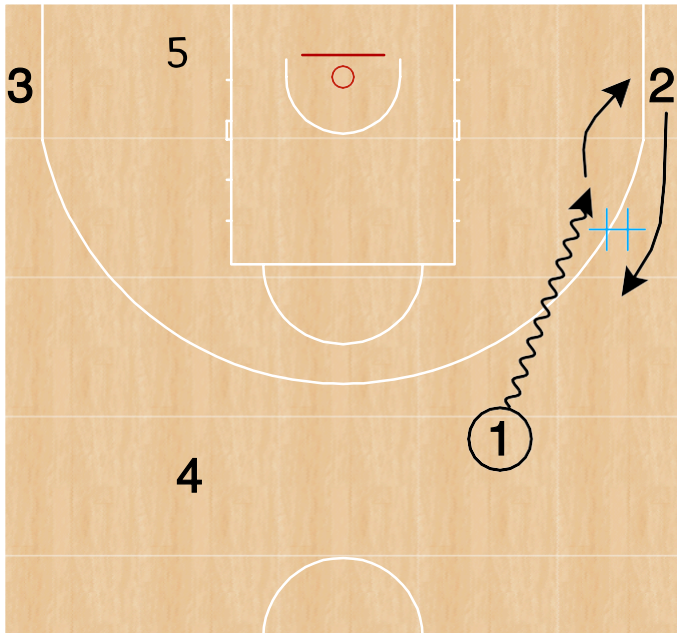


1 exits DHO into a stagger from 5 and 4  
2 hits 3 coming off screen then improves spacing to deep corner. 3 swings to 1...

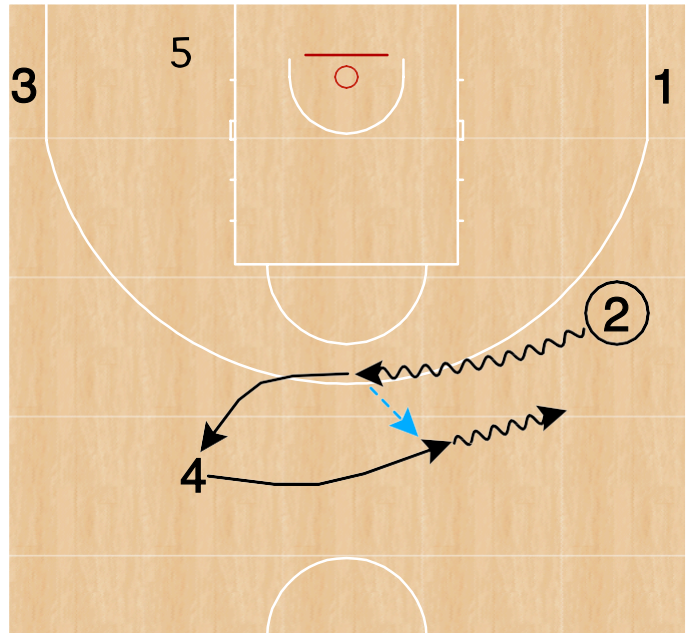


...then 3 basket cuts out to corner to create gap space for 1's attack

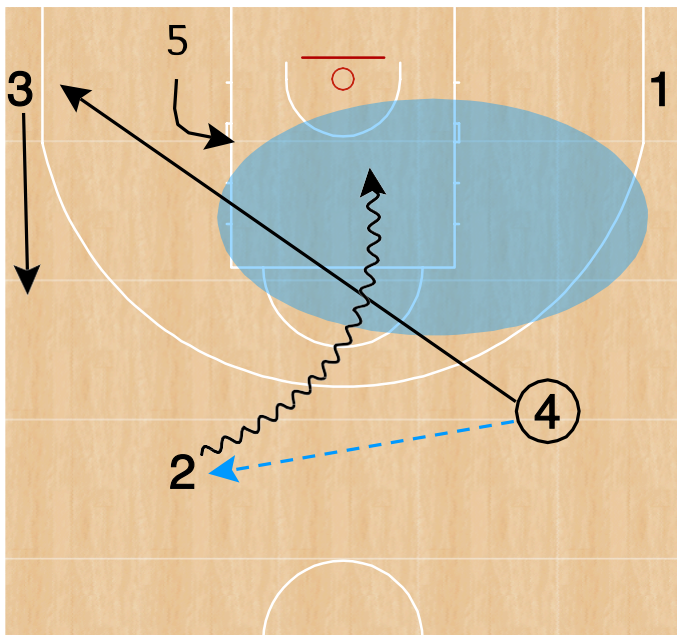
# Flip Mix Blur



1 flips to 2 then gets to corner depth



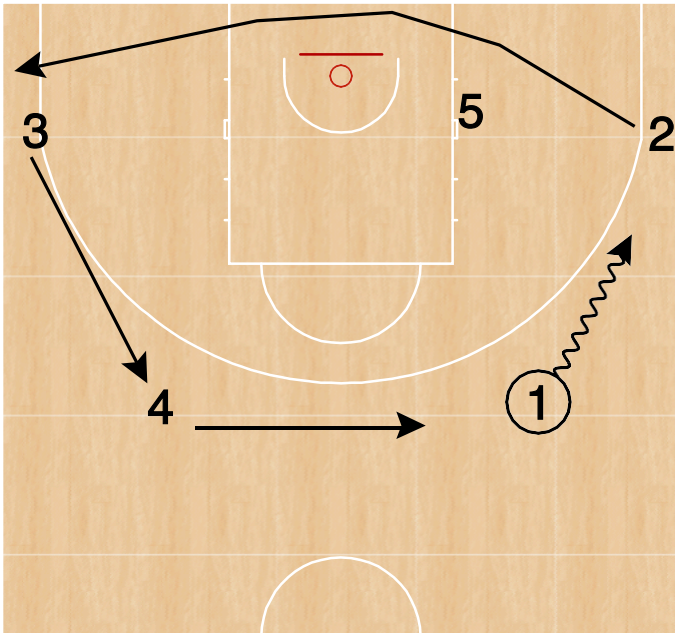
2 pitches to 4  
4 stretches with one or two more dribbles



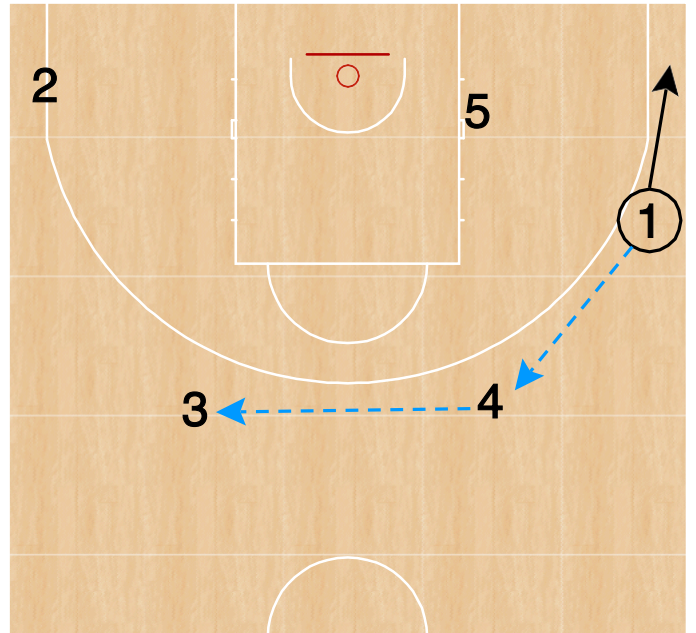
4 throws back (Mix) to 2 then cuts 4 5° to far corner 2  
attacks the gap space



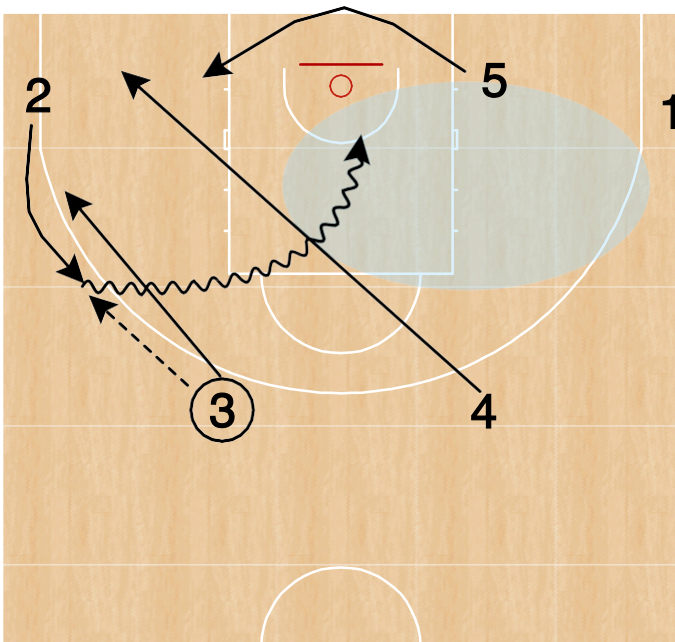
# Hokie



1 dribble pushes 2 to opposite corner 4  
& 3 square the top

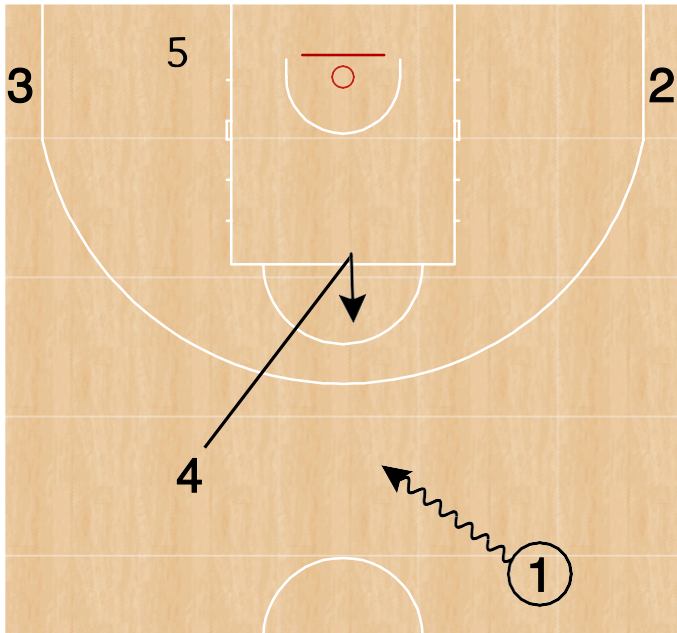


1 reverses to 4 who swings to 3  
1 spaces to corner after pass



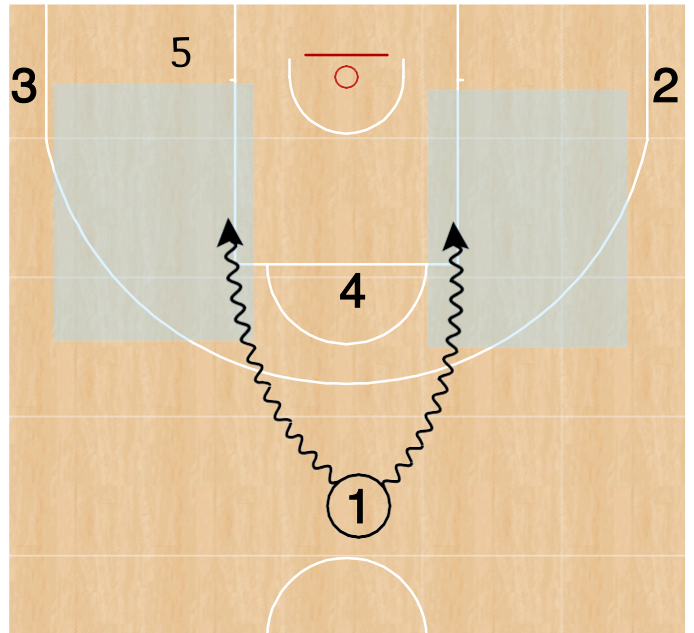
2 blast cuts into the catch from 3  
4 and 3 cut after passing  
2 drives the triple gap off the cuts (blur)

# Hook Escape

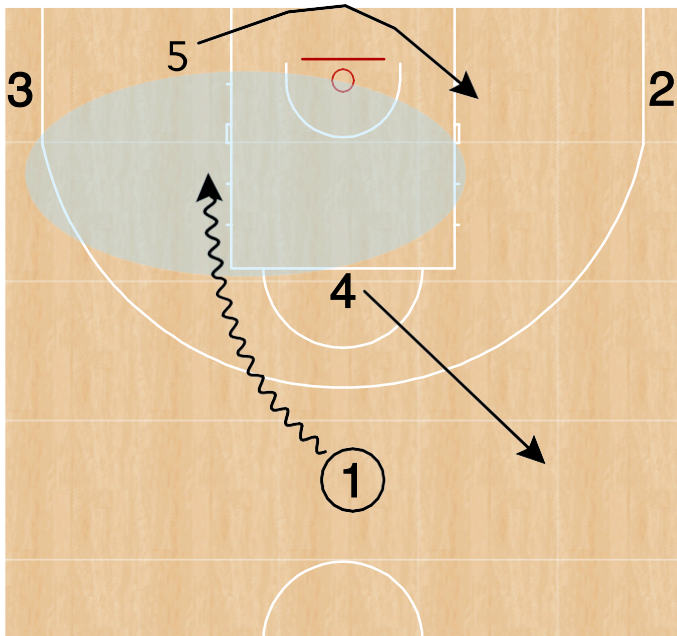


1 gets to middle of the court to create single guard front 4

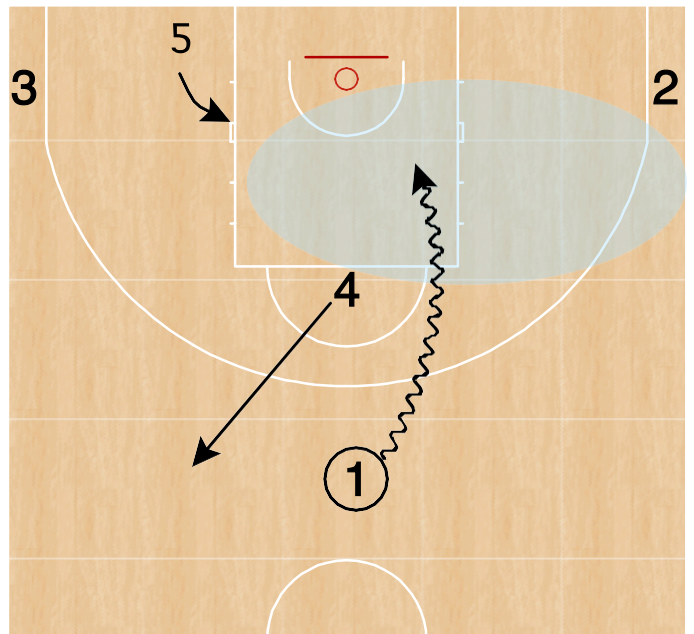
"hooks" at nail



1 may drive either direction

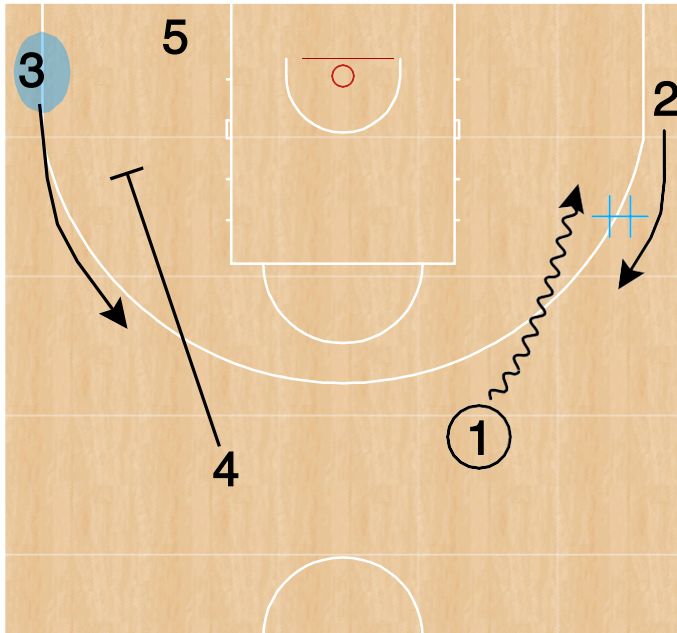


Above, 1 drives left so 4 "escapes" opposite 5 relocates

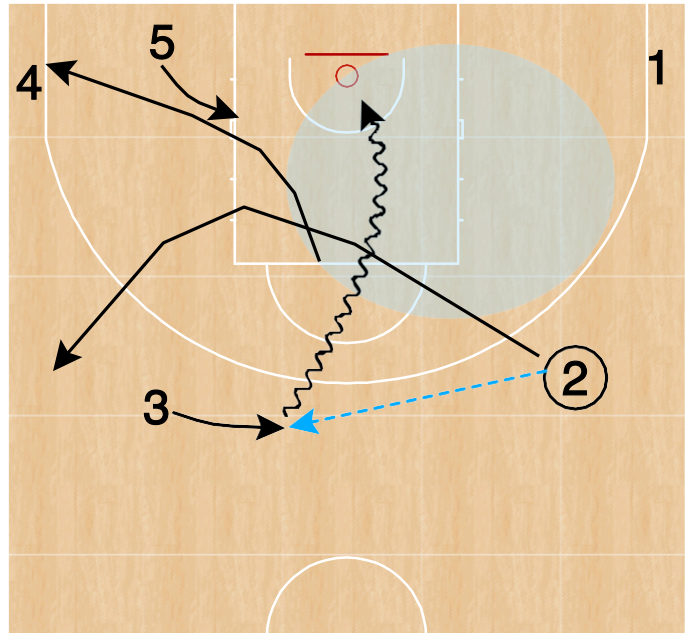


Above, 1 drives right so 4 "escapes" opposite 5 relocates to clean up

# Jayhawk



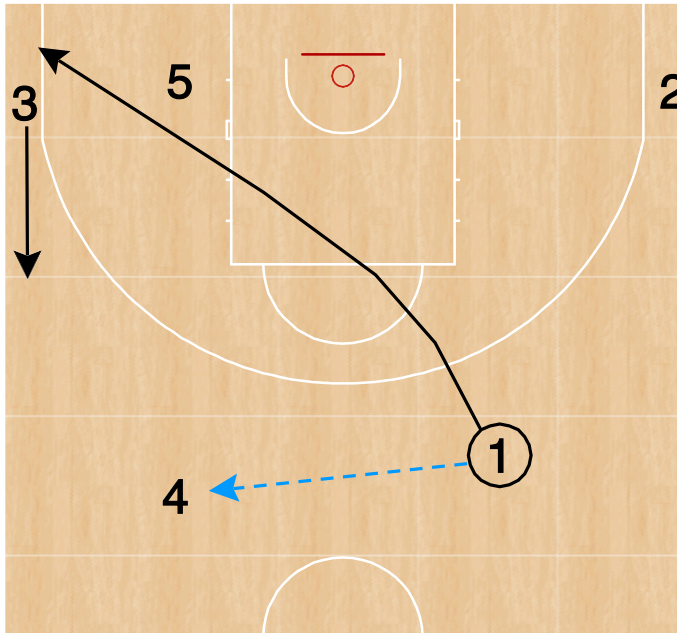
1 DHOs with 2 as 4 down screens for 3



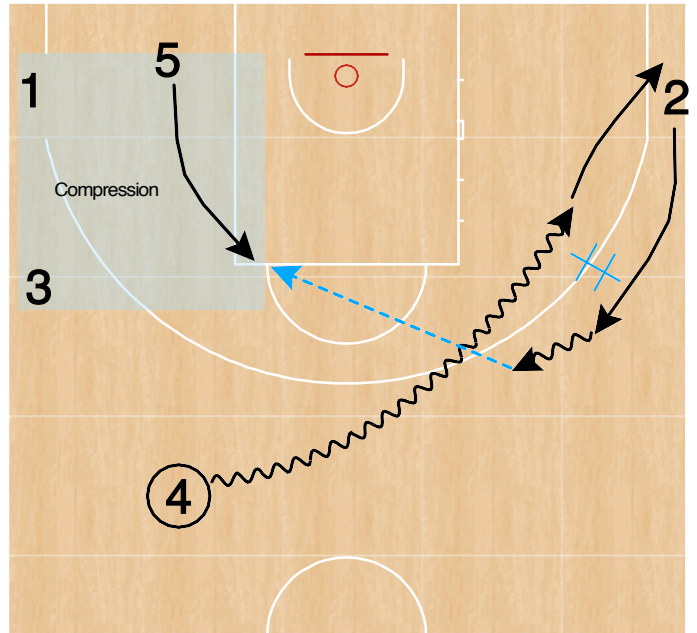
2 swings to 4 then cuts through or to corner. 3 attacks behind 2's cut into the gap space with 1 holding the corner



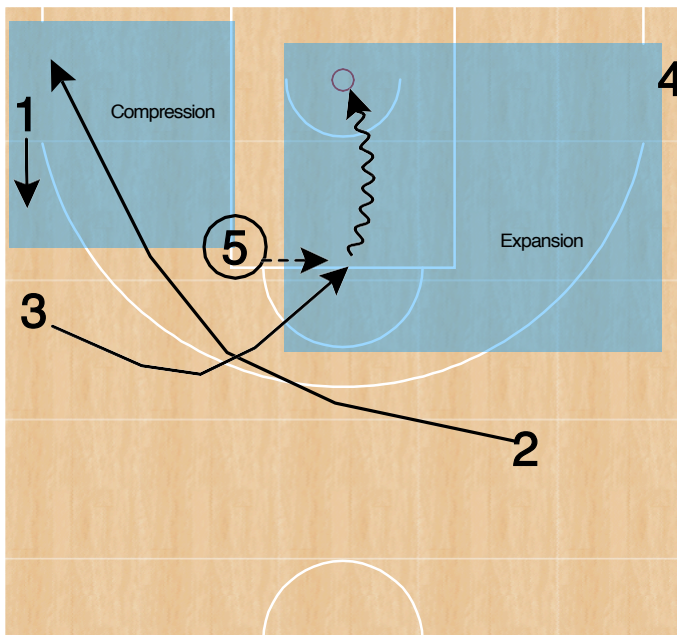
# Laker



1 swings to 4 the blur cuts to corner. 3 lifts

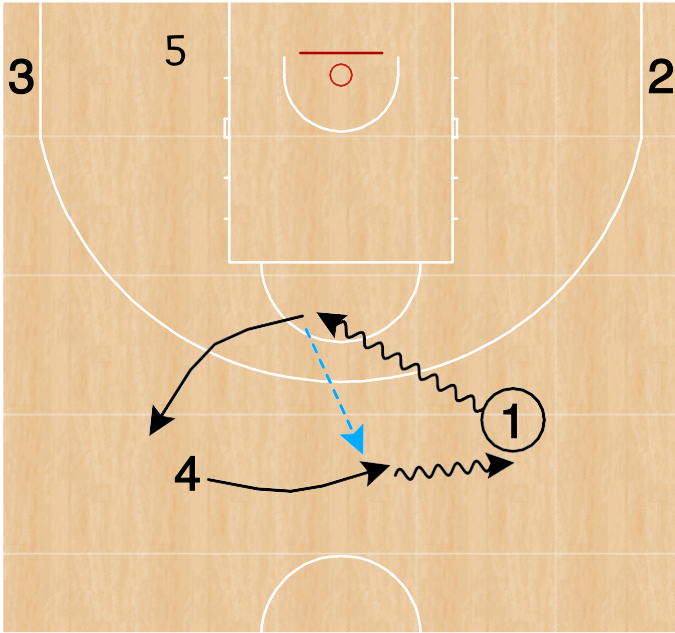


4 DHOs with 2 as 5 rises to elbow. 2 enters to 5 at elbow

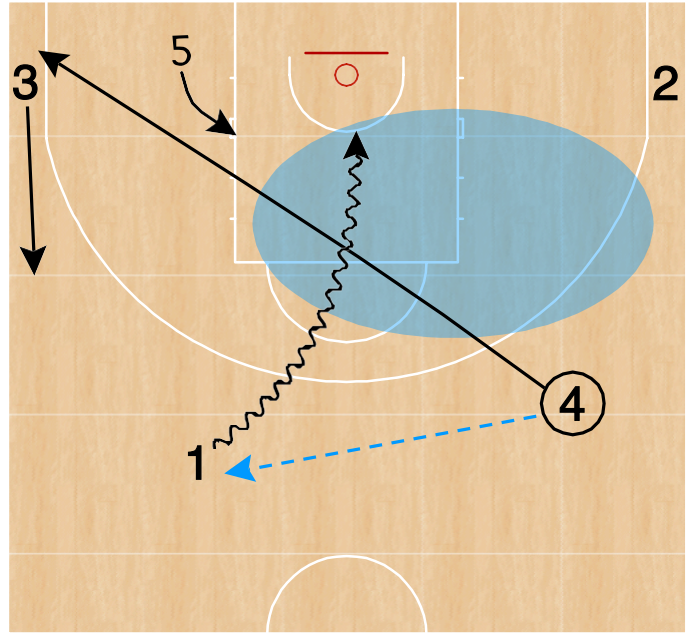


After entering to 5, 2 cuts over 5 and 3 cuts behind 2 to take handoff from 5 and attack into the gap space with 4 holding the corner

# Pitch Mix Blur

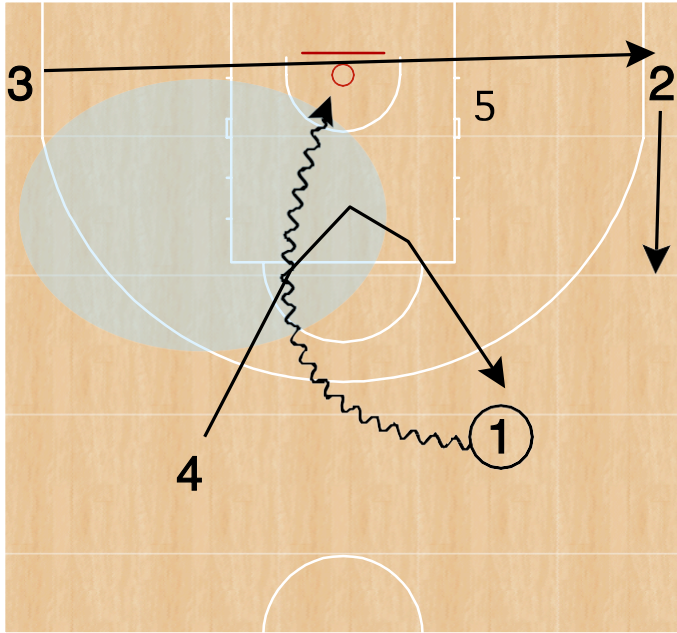


1 pitches to 4 then replaces  
4 stretches with one or two more dribbles then throws back (MIX) to 1

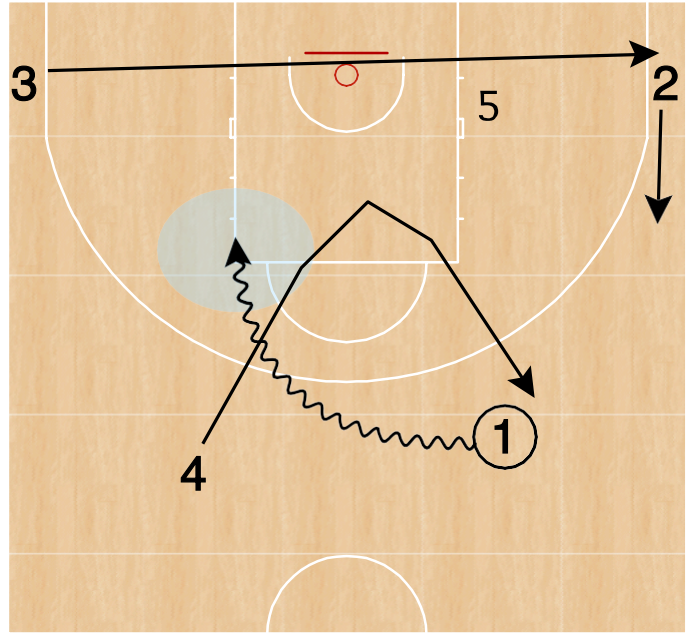


4 makes 4 5° Cut/blur to far corner 1  
attacks gap  
3 bumps up

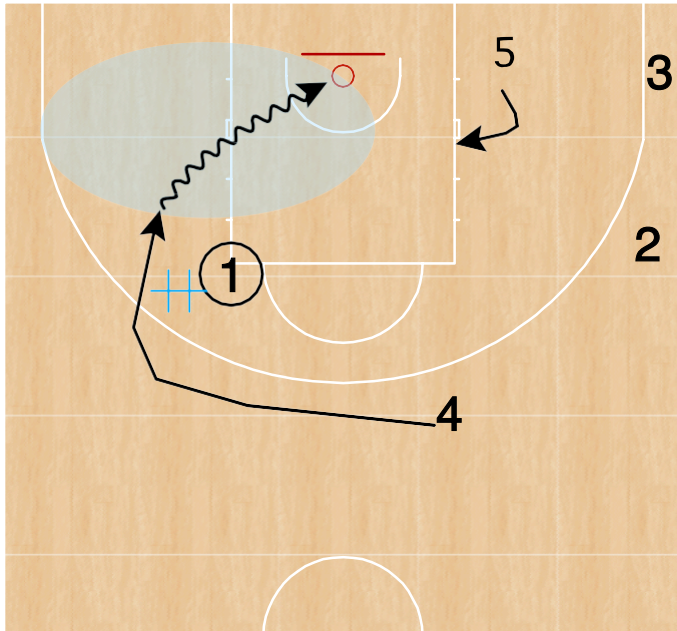
# Through Clear



4 makes the "through cut" as 1 drives off their butt. 3 clears out the side  
1 attacks to score



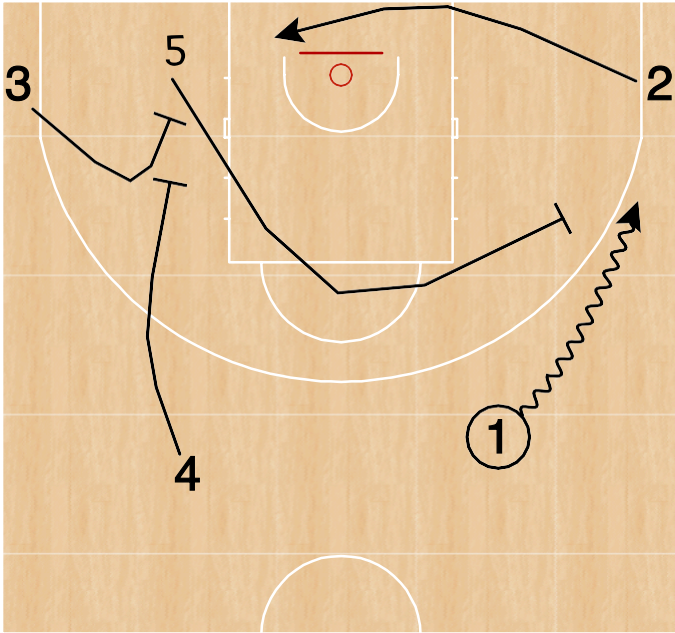
At times 1 may not be able to get to rim and jumpstops in the elbow area...



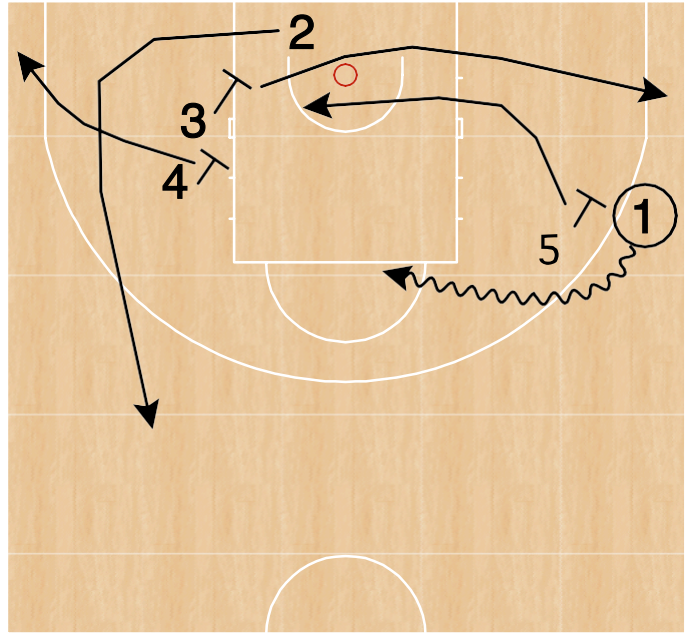
4 cuts over 1 and takes handoff downhill into an attack of the cleared out side



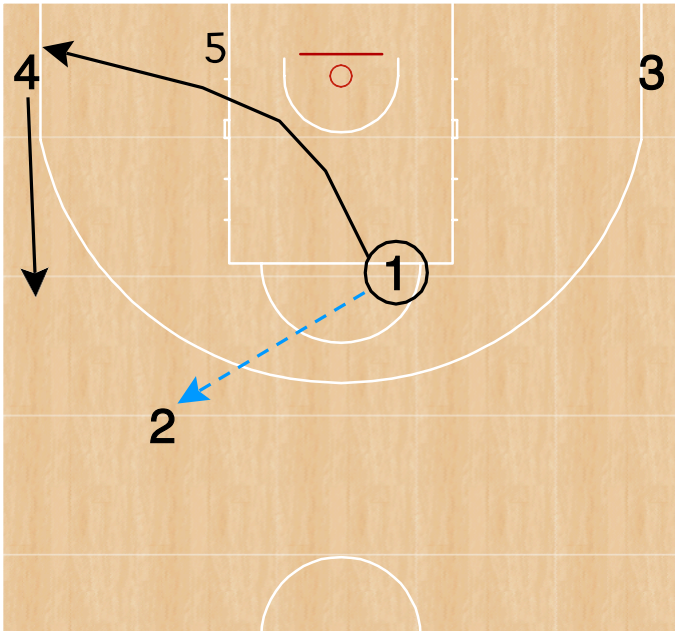
# Tilt



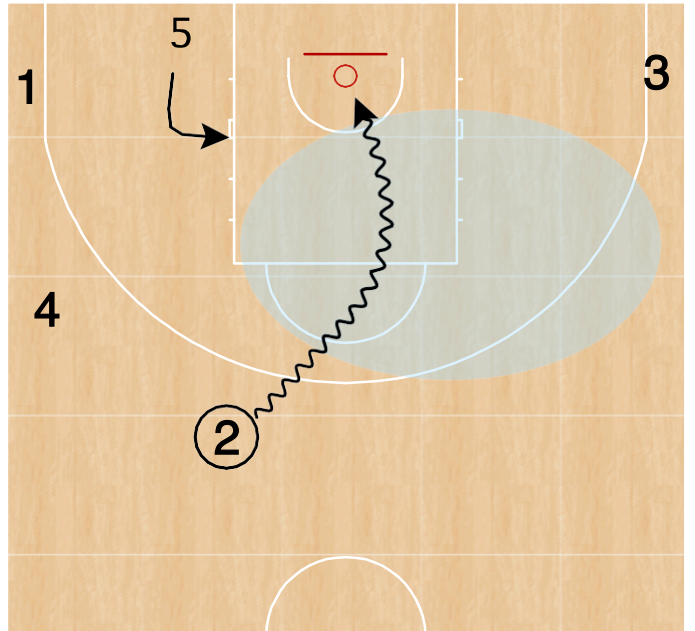
1 dribble pushes at 2  
3 and 4 form a staggered screen 5  
runs out for ball screen on 1



2 exits off staggered screen  
1 uses the ball screen from 5, 5 rolls to far block

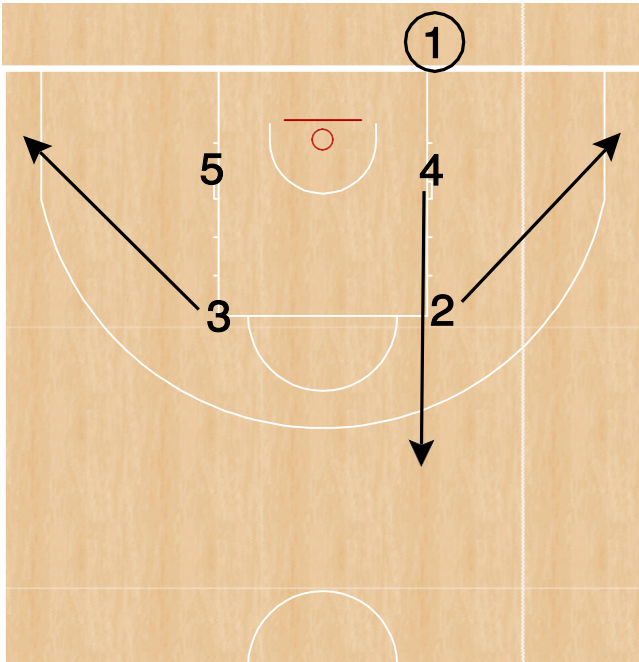


1 passes to 2 and exits to corner

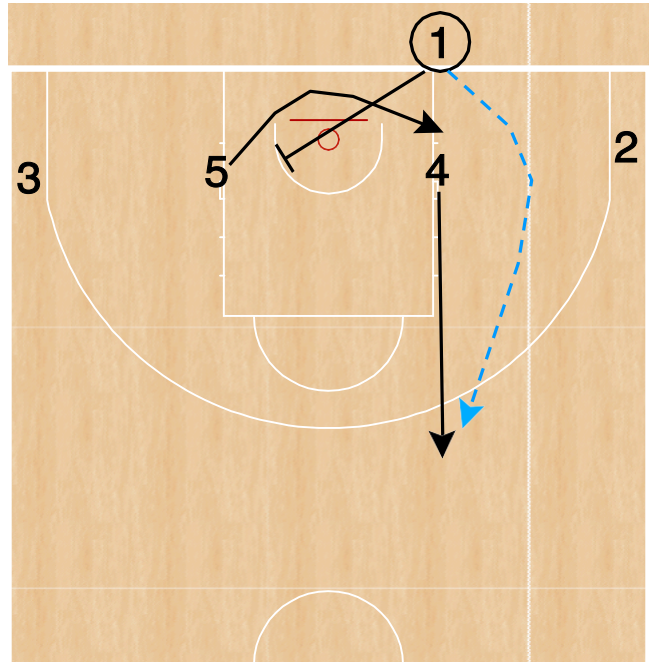


2 has gap space to attack

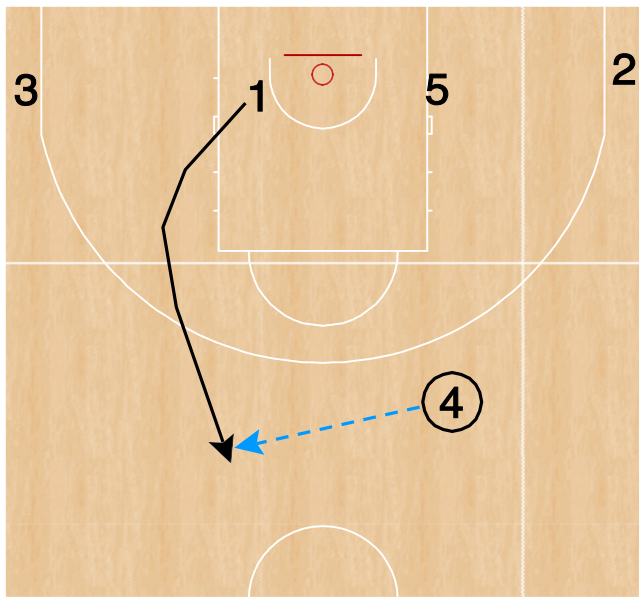
# Rose Flow (odd)



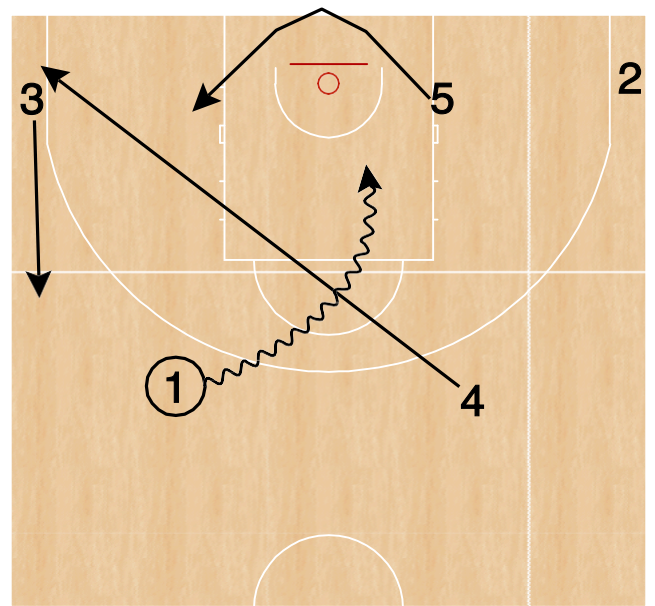
Can start in Box or Flat (see Frame 2). With the Box start, 2 & 3 flash to corners. ballside big (4 as diagrammed) rises.



1 inbounds to 4 then cross screens for 5 5 is first option



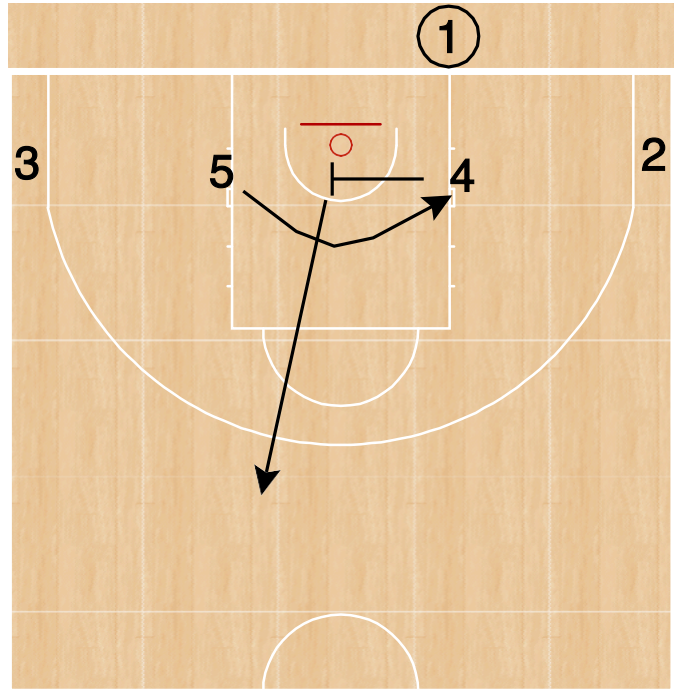
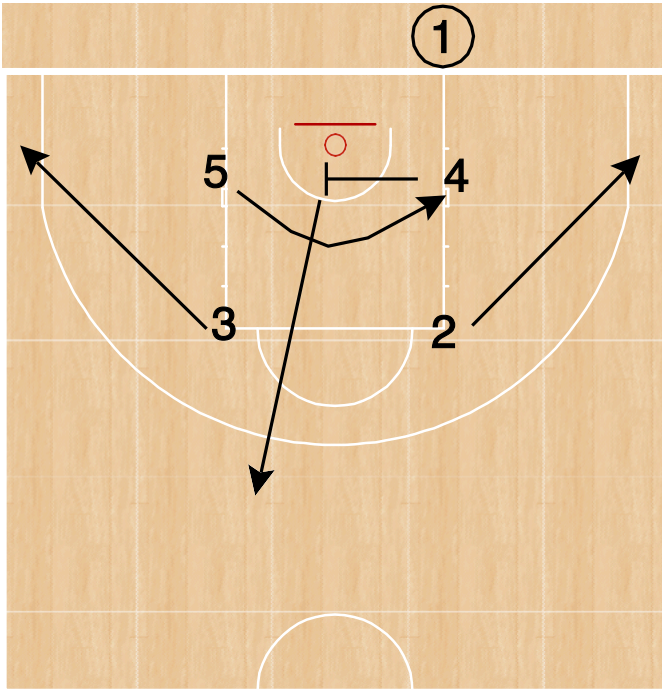
after screening, 1 cuts to slot, 4 reverses to 1



rose flow with 4 5° Cut/Blur

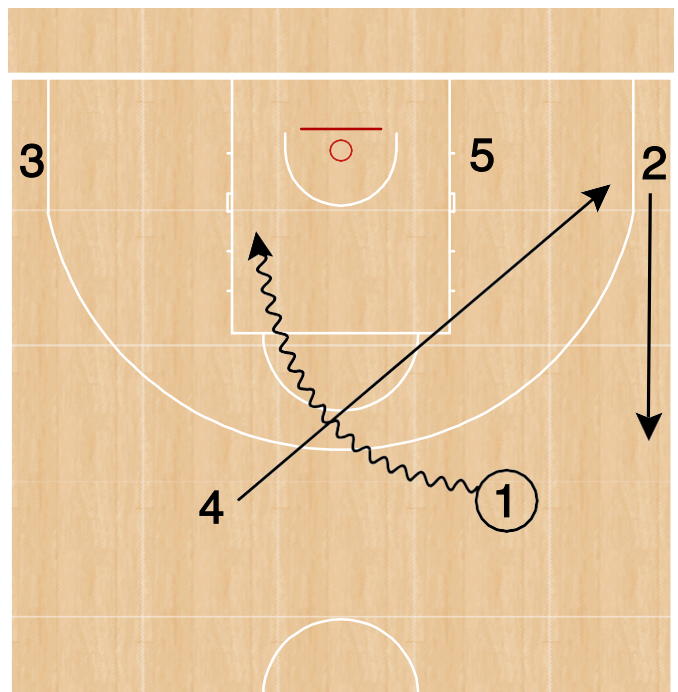
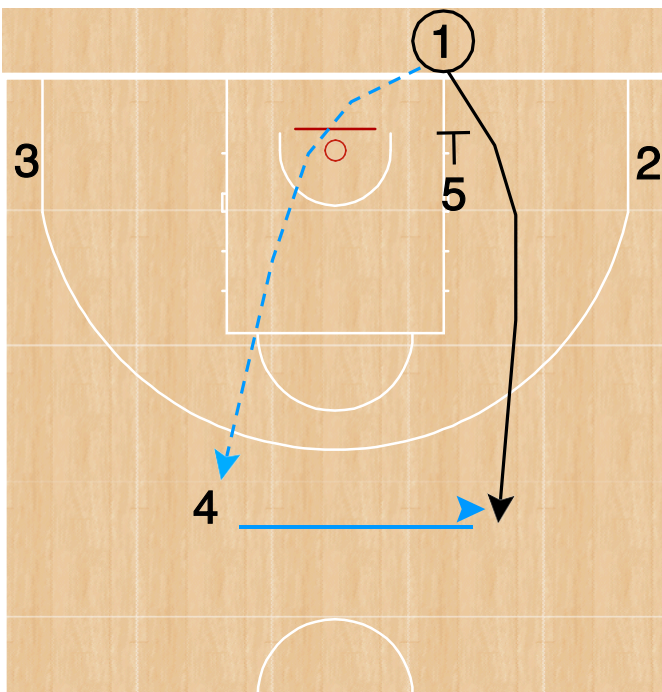


# Rose Flow (even)



Can start in Box or Flat (see Frame 2). With the Box start, 2 & 3 flash to corners. 4 cross screens for 5. entry to 5 is first option. After screening, 4 reverse pivots on top foot and releases for the entry

Play may also start from 4-low. 4 cross screens for 5. entry to 5 is first option. After screening, 4 reverse pivots on top foot and releases for the entry



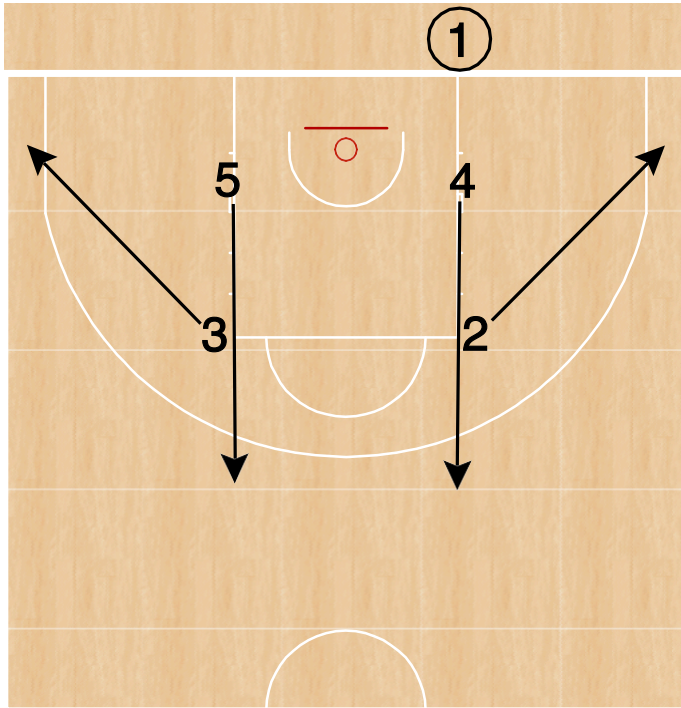
1 inbounds to 4 if 5 is not available  
1 enters off zipper from 5  
4 reverses to 1

rose flow with 4 5° Cut/Blur



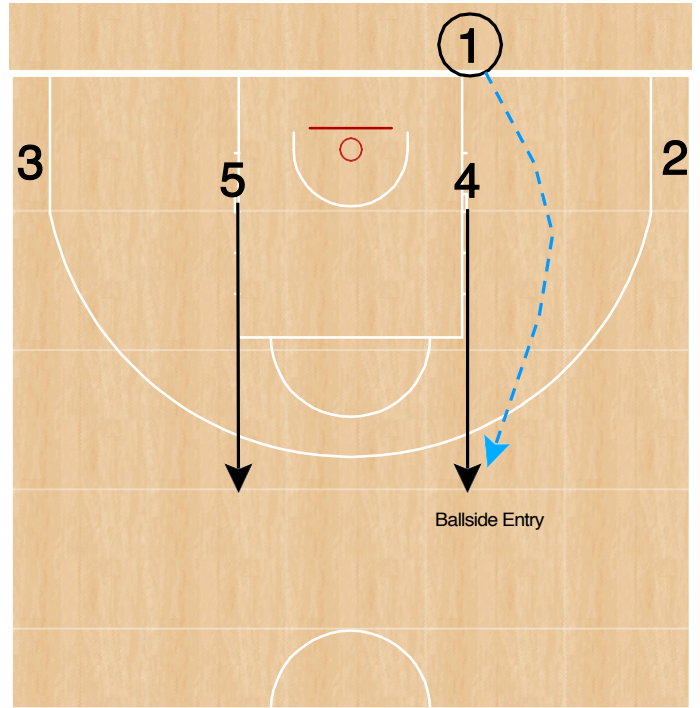
# Radius Athletics

## Rose Flow

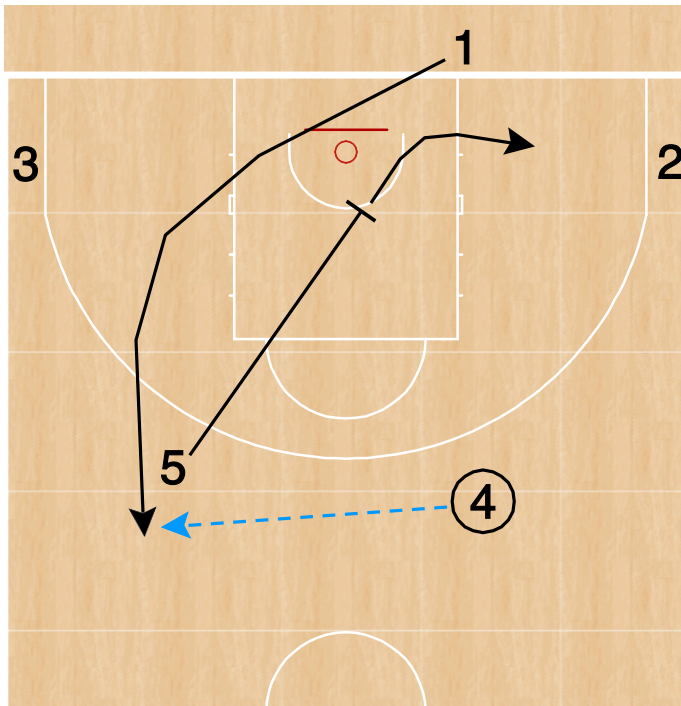


Can start in Box or Flat (see Frame 2).

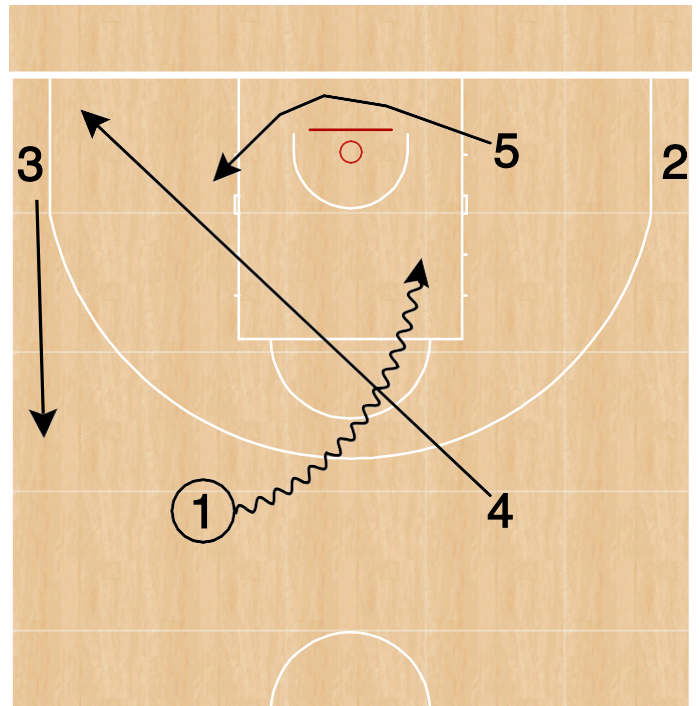
With the Box start, 2 & 3 flash to corners. 4 & 5 rise.



Ballside entry  
1 inbounds to 4



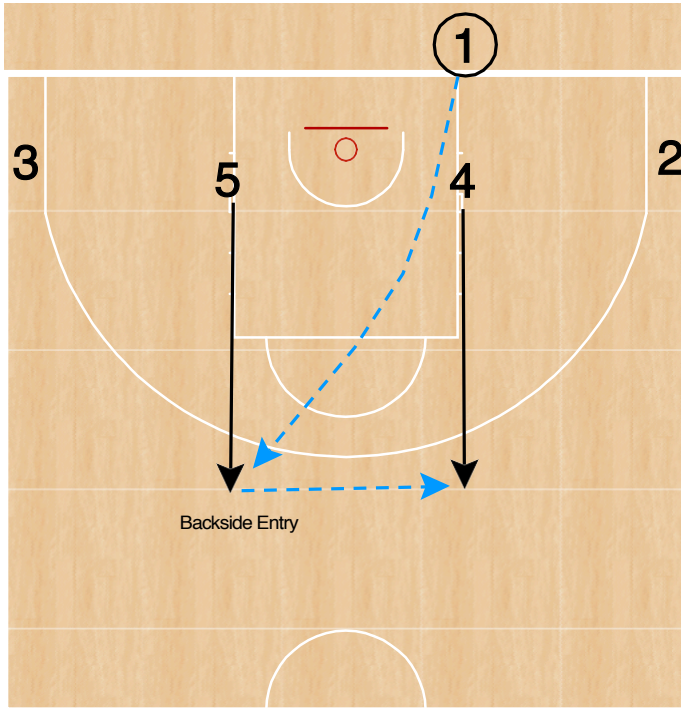
5 downscreens for 1 coming inbounds  
4 reverses to 1



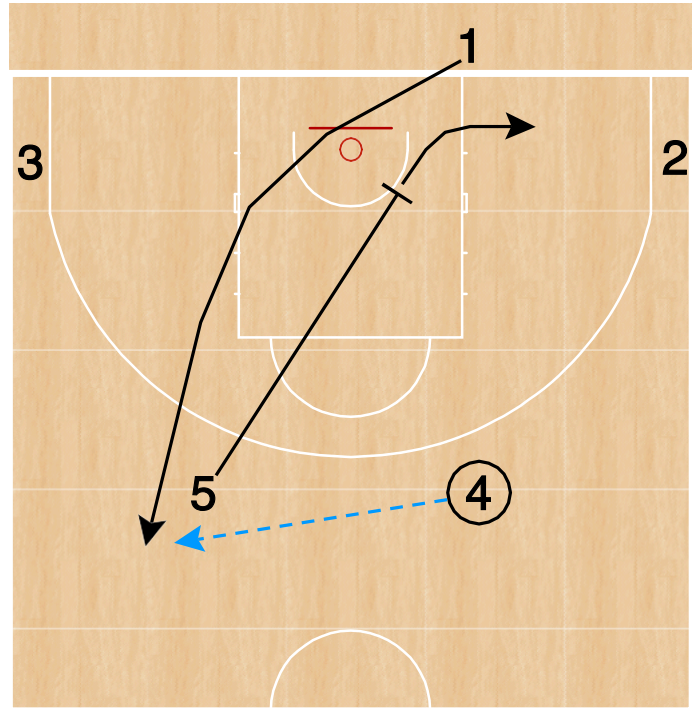
4 cuts to flow into Rose

# Radius Athletics

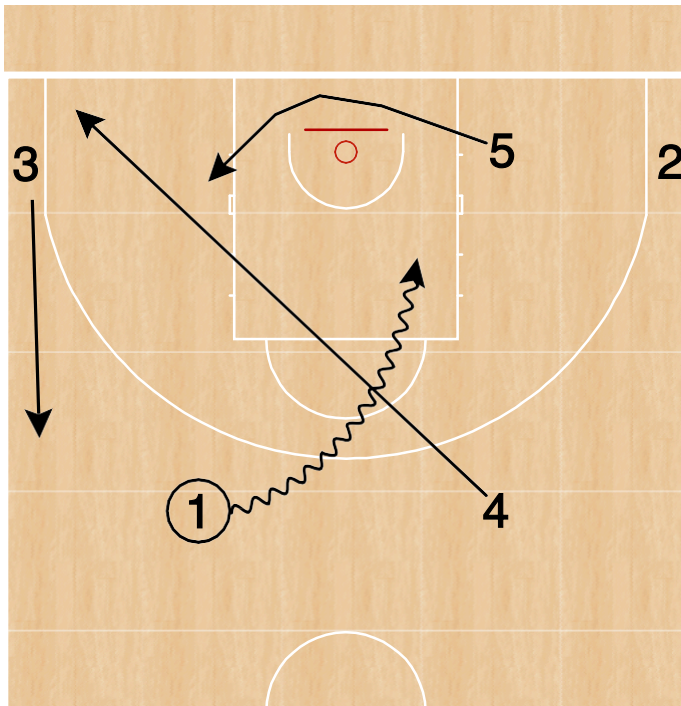
## Rose Flow



Backside entry  
1 enters to 5, 5 swings to 4



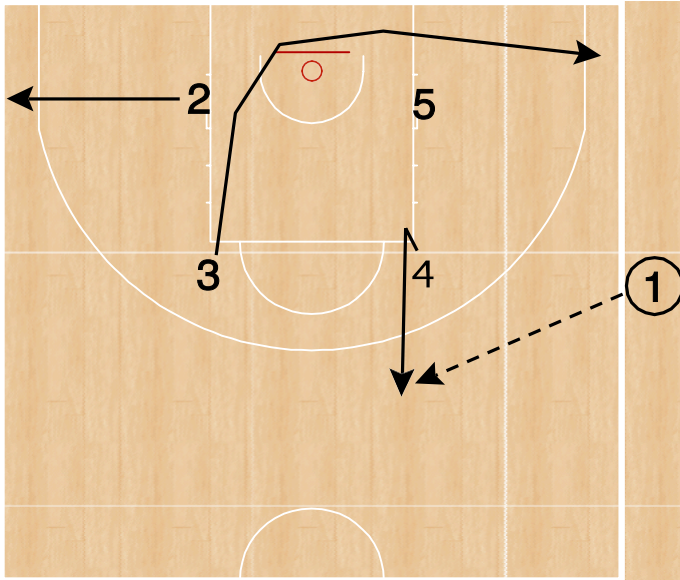
5 downscreens for 1 coming inbounds  
4 reverses to 1



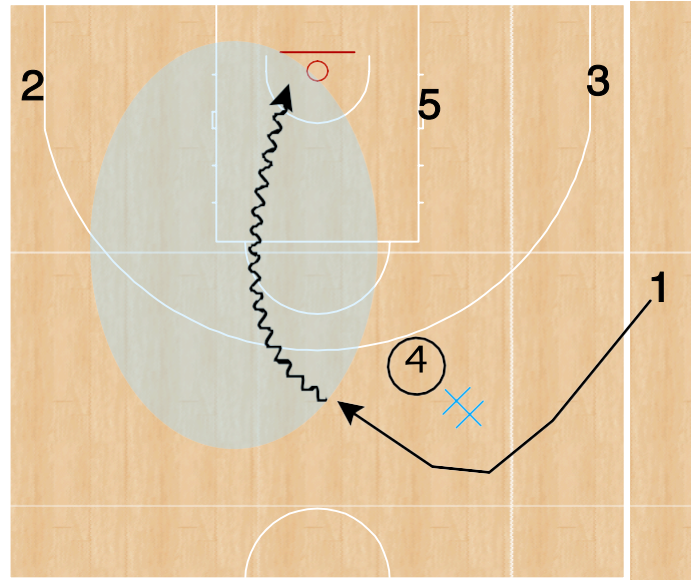
4 cuts to flow into Rose

# Radius Athletics

## BOX Triple Gap



Box Set where 2 is best shooter, 1 is best driver



1 takes handoff from 4 and attacks the gap space