



Radius Athletics

Four-Out One-In Motion Offense “41”

Spacing

Slots - 2'-3' wider than the lane line extended off the NBA three

Wings - At or slightly above the motion line

Post - The real estate below the motion line belongs to the post

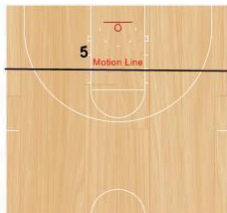
Radius Athletics Four Out Spacing



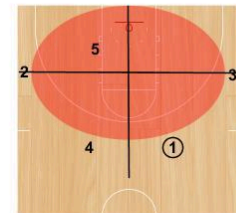
High Elbows
- High spacing 1 & 4 (the screening line up just outside the lane line extended) (High elbows)
- NBA 3-point line spacing
- "Squeezing the top" - bring the high elbows
- In what transition offense: the top is squeezed with screens (1 & 4)
- Always square the top



Wing Spacing
- Wings set up at or above the motion line - allows for a "two-way go"
- In transition they bounce off the baseline to the motion line
- NBA 3-point line spacing
- Clip before the motion line to
- set up a cut "walk the post"
- back out on "mop up"
- set a "wing cross"



Post Spacing
- Post starts below the motion line belongs to the post
- Don't "ball chase" (one foot per possession... maybe)
- Set per screen and back screen
- Learn what side of the floor your post is based on and leave them there!
- Step into your post up, time the post up with ball, split and go aggressive fronts



Nobody "loses the 3-point line"
- TOO High
- TOO Wide
- TOO Spread Apart
- Create a vertical & horizontal stretch of the defense!

Screening Rules

1. Screeners screen for cutters
2. Cutters can screen for one another
3. Only a cutter can screen for a post

- 1's, 4's & 5's are screeners
- 2's & 3's are cutters

Types Of Screens & Screening Angles

1. Diagonal Down Screen
2. Flare Screen
3. Pin Screen
4. Back Screen
5. Cross Screen

- Down Screen - back to the top of the circle (ball)
- Flare Screen - back to the near corner
- Pin Screen - back to the near sideline
- Back Screen - back to the rim
- Cross Screen back to sideline (ball)

Basic Cuts Off Screens

Inside Cuts

1. Curl Cut - When defender trails
2. Back Cut - When defender goes “too high, too soon”

Outside Cuts

1. Out Cut - When defender goes “ball side of the screen/shoots the gap”
2. Straight Cut - When defender is taken out by the screen

Fill Cuts

1. Blast Cut
2. V-Cut

Exchanges

1. DHO
 2. Shallow Cut
 3. Loop
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Vital Offensive Concepts

- Always SQUARE THE TOP
 - “Change” the ball
 - One count = shot, Two count = drive it/feed it, Three count = action
 - Take the ball to the action via the dribble or the pass
 - Time all screener/cutter action with the ball
 - Ball on top > Ball on wing
 - All screener/cutter action is an opportunity for BOTH the cutter AND the screener to score. Must get a cut and a second cut!
 - Take lanes = always take the lane the defense gives you. Never fight the defense
 - Read opposite = make the cut the defender “tells” you to make
 - NATO = Not Attached To Outcome.... The proper read is what we value more than anything. Missing a shot off the correct cut/read > than making a shot off the incorrect cut/read
 - Space and balance out of screener/cutter action
 - Middle drives > Baseline drives
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Screeners

- Screeners screen for cutters
- Square The Top with proper fill cuts
- Communicate your intention to screen verbally and nonverbally
- Follow "yardstick rule" when diagonal down screening
- Screener second cuts opposite the cutter. Slip and “Bust the Arc”
- Time screens with arrival of the ball in the "hot zone"
- Flare screen on airtime
- Recognize misalignment and imbalance and get it fixed
- Reverse the ball - Change It!
- Basket cut to set up the down screen

- Screen first and THEN look for shot.
 - Separate from the screen
 - Rescreen
 - Count Method on the catch!
 - Achieve the correct screening angle
 - Options after you pass: basket cut, replace yourself or screen
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Cutters

- Must be able to make all four cuts to score
- Fill to the wings at or above the motion line
- Receive screens from screeners
- Call your cut
- Man-watch, not ball-watch
- Cutters can screen for one another
- Play at different speeds, "Have an act"
- Walk the arc to set up your cut, get "on plane"
- Run noseholes to noseholes with the screener
- Set up, wait, cut hard and late
- Get "into" your man before beginning the cut
- Square the top with blast cut or v-cut
- Commit to crispness
- Count Method on the catch!
- Use dribble fills to square the top (aka, take the ball to the action)
- At times, screen for the post
- Use dribble only to attack or improve passing angle
- "Read Opposite"
- Get the ball off the side of the floor quickly

- NATO - Read the screen and make the play, do what defense tells you to do
 - Fill appropriately on rip series
 - At times, baseline cross
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Posts

- RUN the Lifeline as hard as you can in every single transition offense opportunity
- “Hit & Spin” or “Chop Down & Seal” if you do not catch on the dead run in transition
- RULE ONE - Always Face the Ball (18”-24” off the lane line)
- RULE TWO - Hunt “Sweet Catches”
- RULE THREE - Follow the ball to the second side, but after that you get one ball flash per possession.
- RULE FOUR - Set up every flash and flash to a seal not a spot
- Get involved in the screening game with back screens & pin screens
- “Collect Trash”
- Look to seal your helping defender in the paint for sweet catches! Get more of your man.

For more on the step-by-step process of implementing this offense, check out RAMP. Drill progressions, sample practice plans, one-on-one and group teaching clinics (100% online!) and all drills and resources. [Contact me](#) for more details!