

Baseline and Sideline Out of Bounds Playbook

Diagrams Compiled by:

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BLOBS Playbook

Table of Contents

1.	Man BLOBS	2
2.	Zone BLOBS	87
3.	SLOBS	115

Man BLOBS

Table of Contents

Random 1	6
Random 2	7
Random 3	8
Random 4	9
Random 5	10
Random 6	11
Baseline 1	12
Baseline 2	13
Baseline 3	14
Diamond 1	15
Stack 1 - Quick 3	16
Stack 2	17
Stack 3	18
Box 1	19
Box 2	20
Box 3	21
Box 5	22
Box 6	23

Man BLOBS - Contents (cont.)

Box 8	24
"Baseline Counter"	25
#2	26
#3	27
1	28
14	29
14 Low	30
25 Wings	31
3	32
3 Low	33
33 BLOB	34
33-2 BLOB	35
4	36
4 High	37
4 Low	38
4 Low Pop	39
4 Low Release	40
4 Low Spread	41
54 Rub (New)	42
54 Rub	43
54 Rub	44
Baseline	45

Man BLOBS - Contents (cont.)

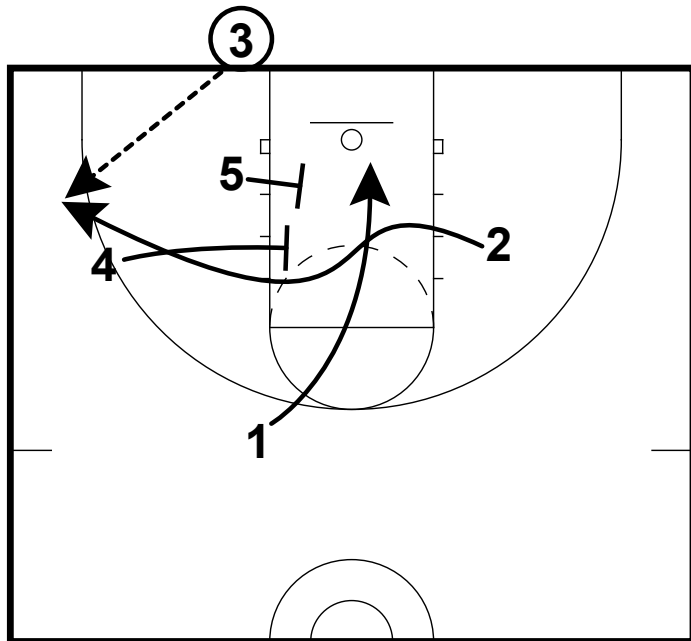
Baseline Double Zipper	46
Baseline Double Zipper	47
Box Drag Follow	48
Box Loop Handoff	49
Hubie Brown: 1 Second Left	50
Box Triple	51
Line 5	52
Michigan state	53
Money	54
Horns Wide	55
Hoya (New)	56
Baseline Low Delay	58
Corner	59
Box Loop Handoff	61
Cowboy	62
Baseline Low DHO	63
Box Double Loop	64
Step In Fist	65
Box Drag Follow	66
Baseline Low Double	67
Boston Celtics: Screen the Screener	68
Boston Celtics: Elbow	69

Man BLOBS - Contents (cont.)

T Series	70
BLOB 1	71
Z5	72
X BLOB	73
Z4	74
Triple	75
Boston Celtics: 4 Across	76
Boston Baseline Triple	77
Texas (Box)	78
BLOB 2	79
Hawaii/Senath	80
Quick	81
Duke	82
Marquette	83
Uconn	84
UVA	86

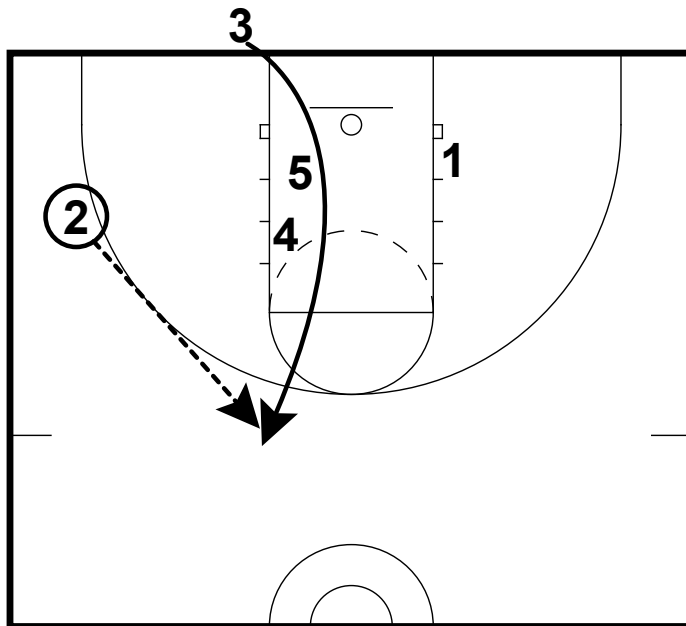
Man BLOBS

Random 1



BLOB

- 2 cuts off the double screen for the inbound.
- 1 goes right to the rim as 2 clears.

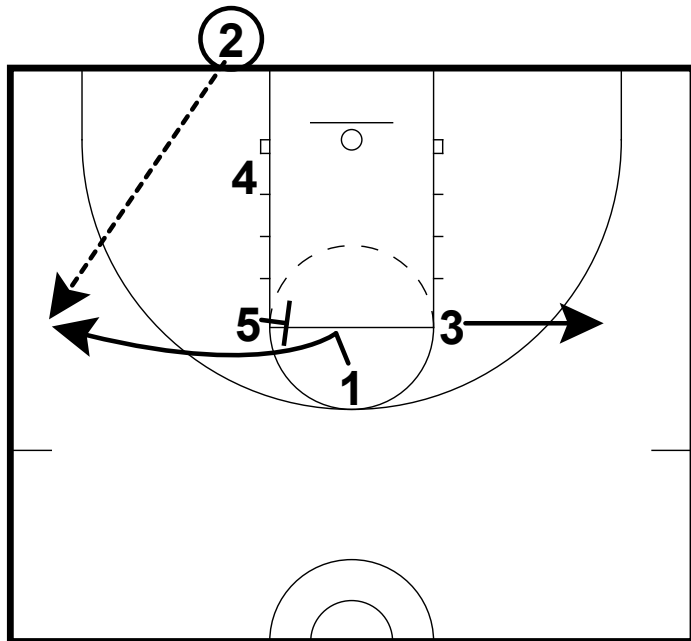


BLOB

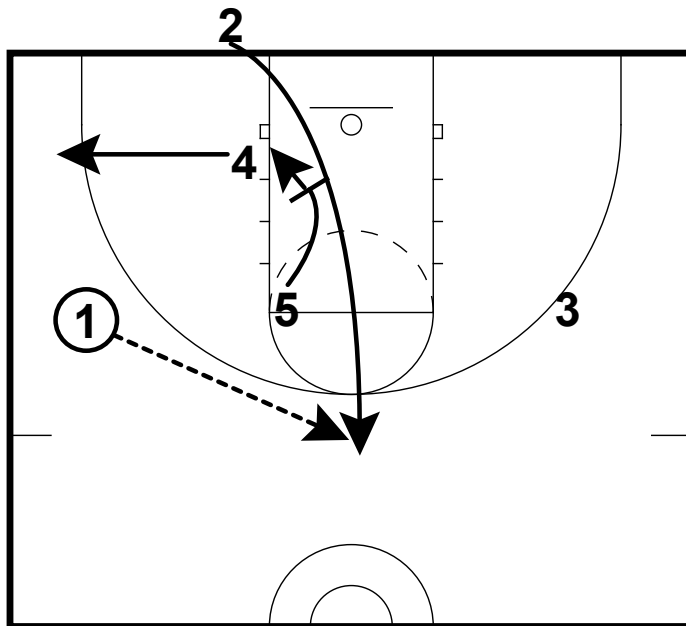
- If 2 can't catch and shoot, 4 and 5 turn and screen the inbounder 3 to cut high for the catch and shoot.
- 1 stays on the weakside.

Man BLOBS

Random 2



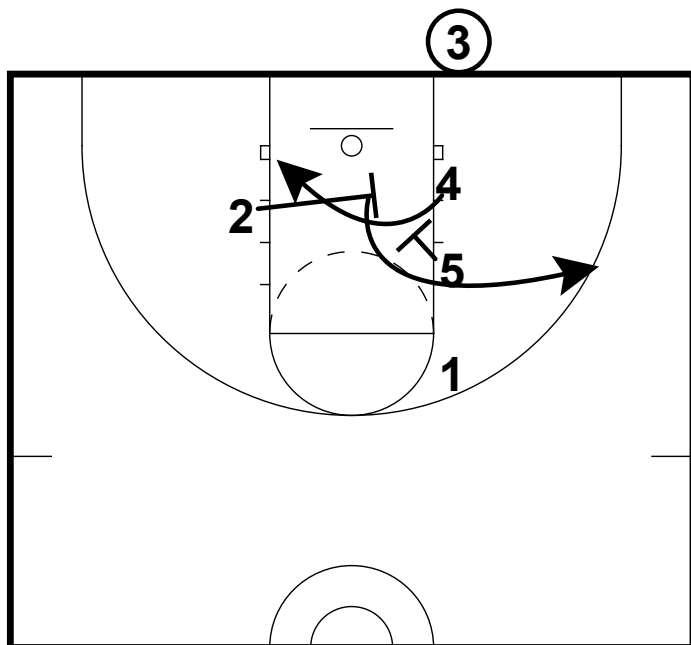
- BLOB
- 1 takes their defender towards the rim, then cuts off 5s screen for the wing inbound.
 - 3 clears.



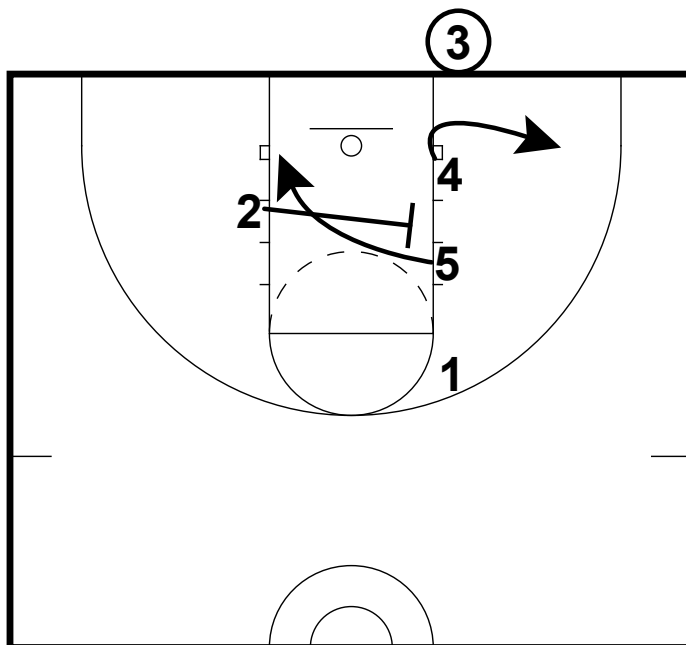
- BLOB
- 2 cuts off 5s screen looking for a mid-range jumpshot.
 - 4 clears to the corner giving space for 5 to post up after the screen on 2.

Man BLOBS

Random 3



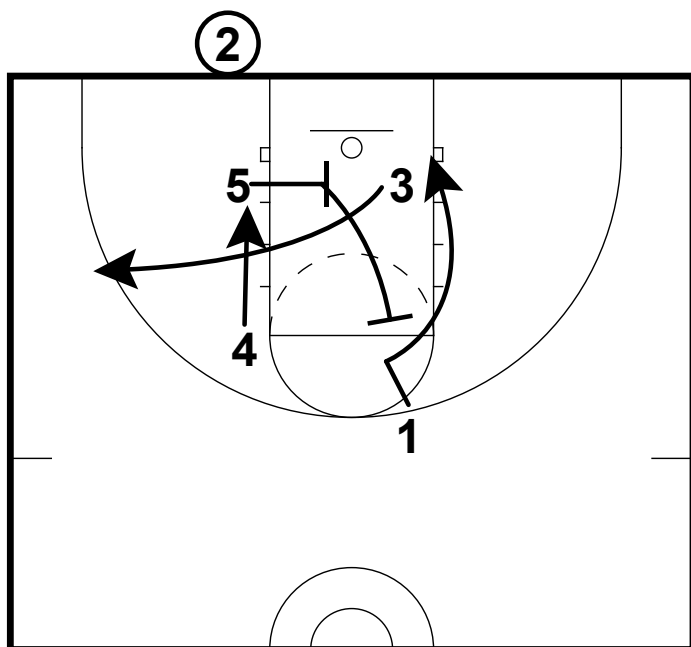
- BLOB
- 2 screens for 4, 4 looks for inbound, 5 quickly downscreens for jumpshot for 2.
 - If defenders switch, left with a guard defending a post on the ball-side block.



- BLOB
- 4 steps into the lane, if defender cheats, 4 simply pops to the corner instead.
 - If 4 doesn't shoot, 2 backscreens 5, who looks from the lob from 4.

Man BLOBS

Random 4

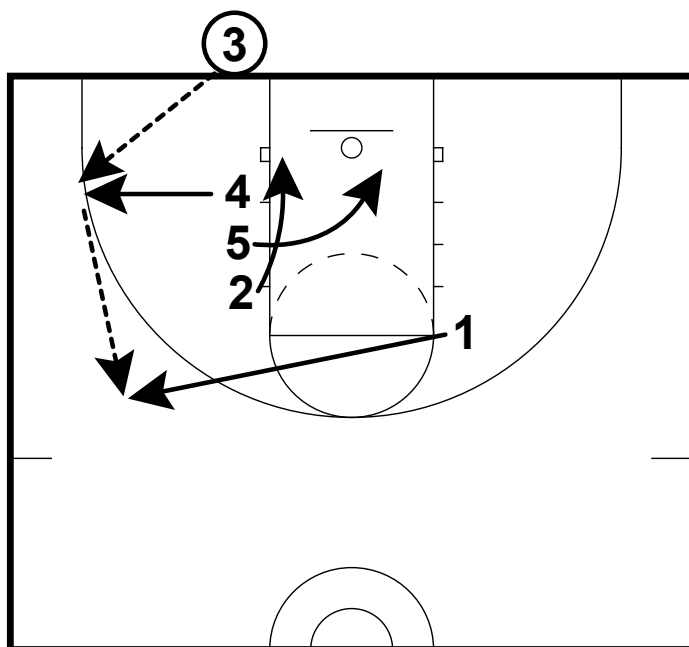


BLOB

- 5 screens for 3, who breaks to the wing for the inbound pass.
- 5 rolls off that to screen for 1.
- 4 breaks to the ball as 5 goes to set the 2nd screen.
- Options: Catch and Shoot 3, 1 cutting to the rim, 4 diving to the ball.

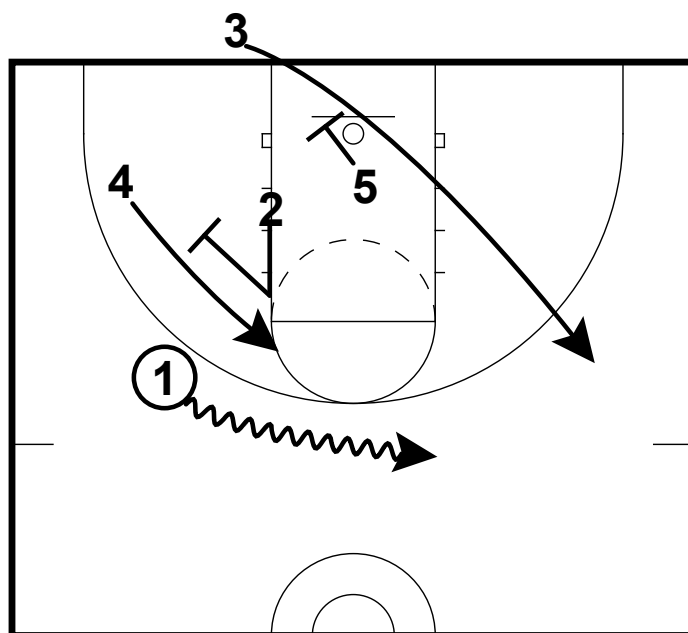
Man BLOBS

Random 5



BLOB

- 4 pops to the corner, 5 looks for the lob and 2 cuts into the gap created by 4 and 5.
- If nothing, 5 posts up and 2 moves back up the lane after inbound to 4.

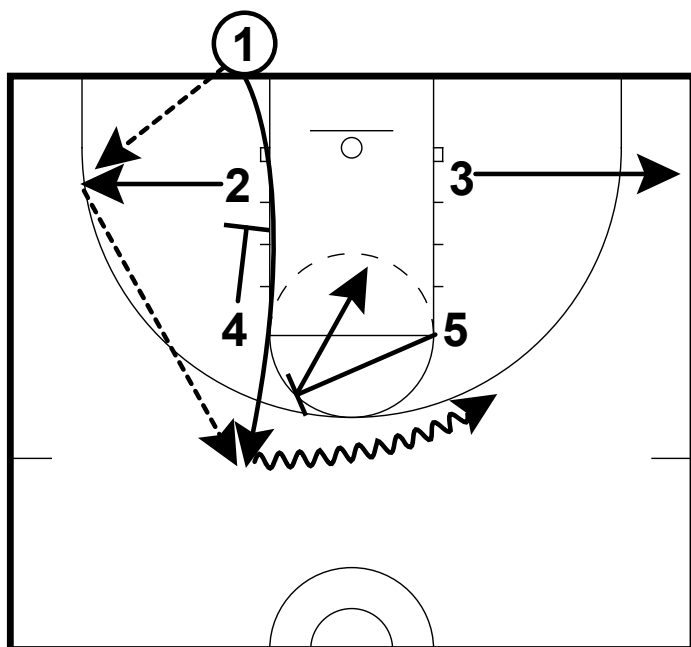


BLOB

- 1 dribbles, 2 screens for 4 to finish at the elbow.
- 5 screens for 3 to clear to the wing and then rolls to post up.

Man BLOBS

Random 6

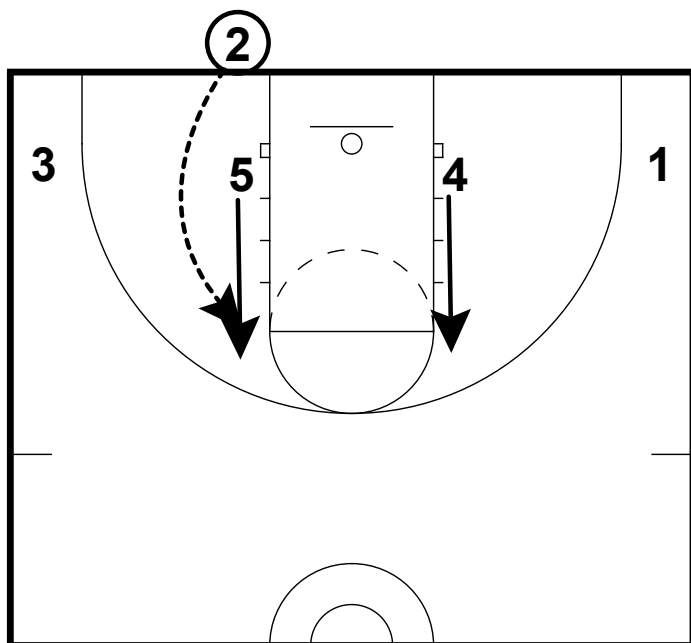


BLOB

- 2 pops for inbounds, 4 downscreens for 1 to receive reverse on the 3pt line.
- On the catch, 5 sets up the pick and roll for 1.
- 3 clears to the corner for kick out and reverse if 5 isn't open.
- Weakside 4 can then step out and backscreen for 2 on the wing. (not shown in diagram)

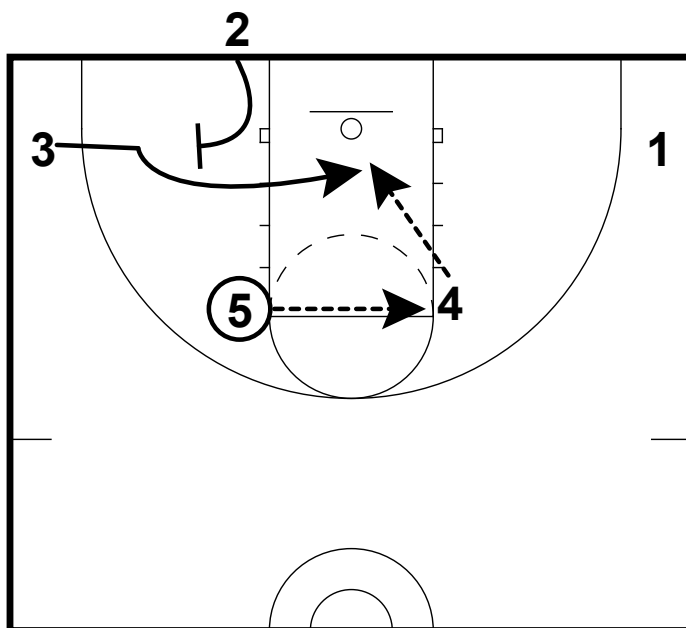
Man BLOBS

Baseline 1



BLOB

- 5 steps into the defender and releases high for the lob inbound.
- As the pass is made, 4 flashes to the opposite elbow.

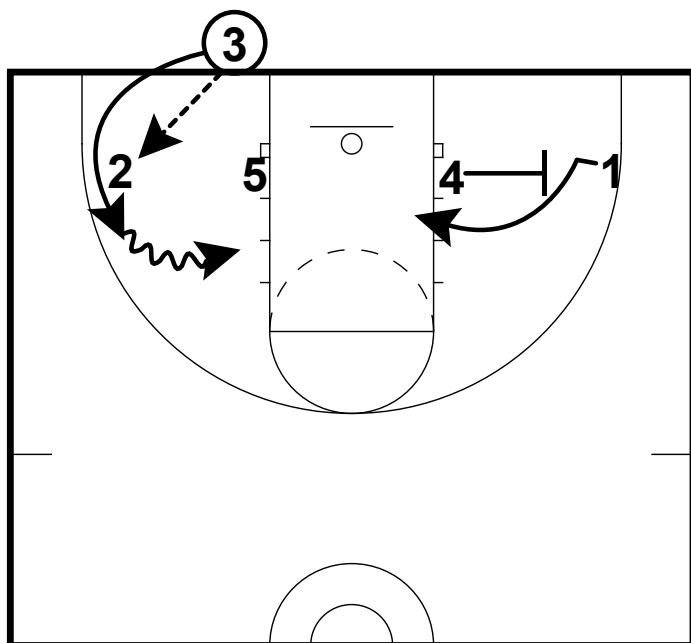


BLOB

- 5 reverses to 4.
- 2 backscreens for 3.
- 4 looks for 3 cutting to the rim or 2 pinching in.

Man BLOBS

Baseline 2

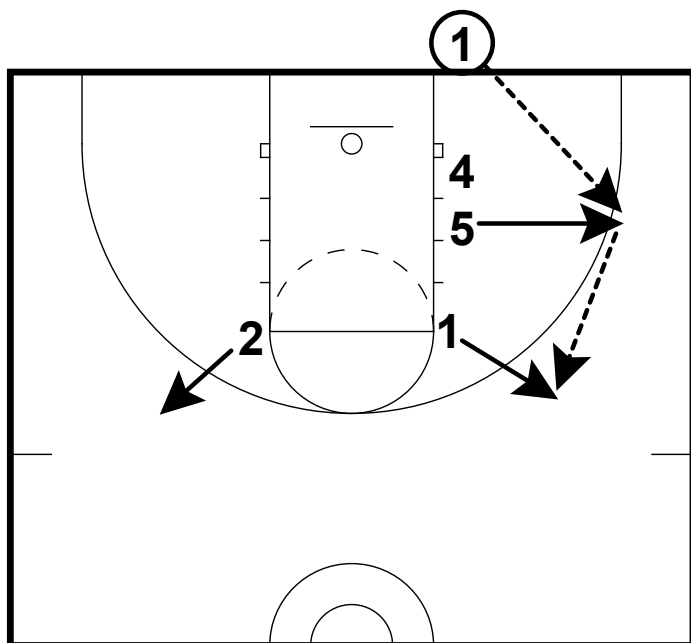


BLOB

- 3 passes to 2 and follows for the return hand-off.
- On the weakside 4 screens for 1, who fakes baseline and then flashes into the paint.

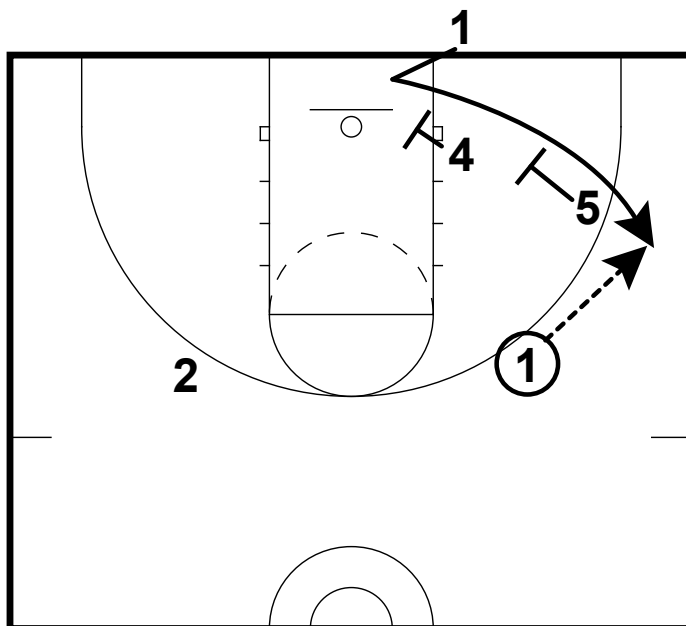
Man BLOBS

Baseline 3



BLOB

- 5 pops receives inbounds and reverses to 1 who has popped to the 3pt line.
- 2 clears.
- 3 steps to the rim

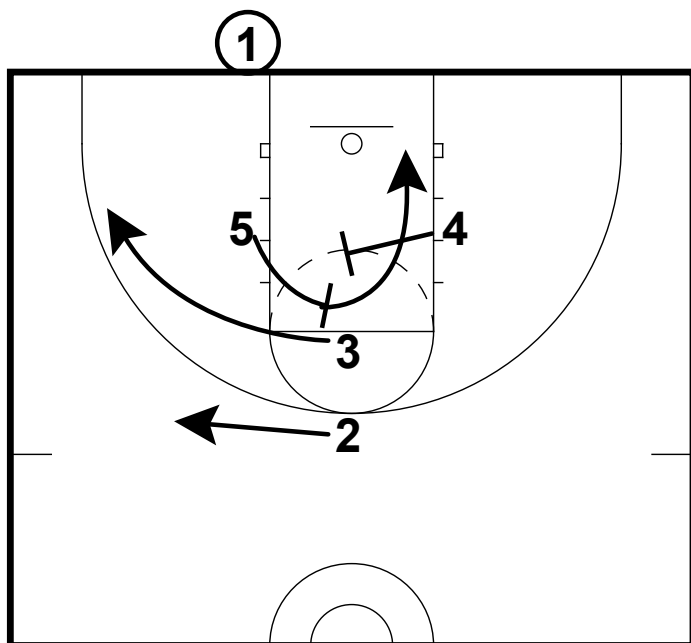


BLOB

- 3 after stepping to the rim, cuts off staggered screens from 4 and 5 for the corner 3pt.
- 1 can penetrate and kick out to 2 or look inside if the pass to 3 isn't on.
- 3 can also look for 5 on the post seal if the corner 3pt isn't on.

Man BLOBS

Diamond 1

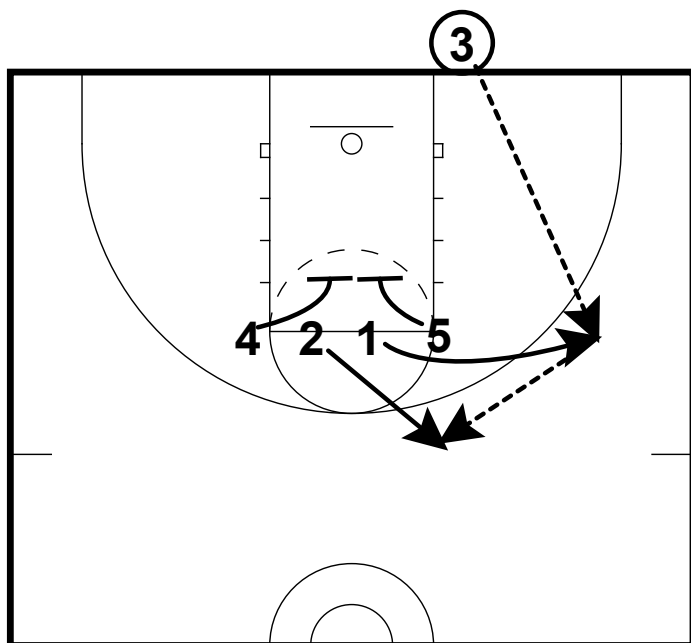


BLOB

- 5 screens for 3 at the free throw line.
- 4 backscreens for 5.
- 2 clears as safety.
- 1 looks for 5 or 4 and then 3.

Man BLOBS

Stack 1 - Quick 3

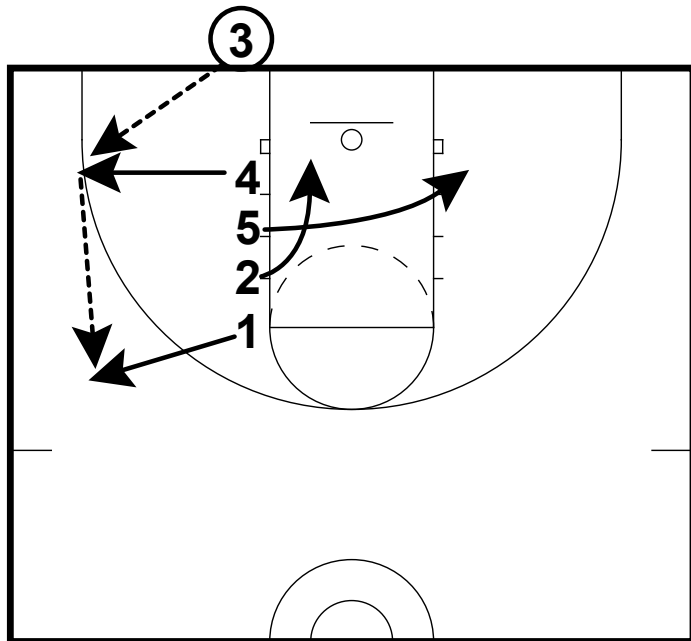


BLOB

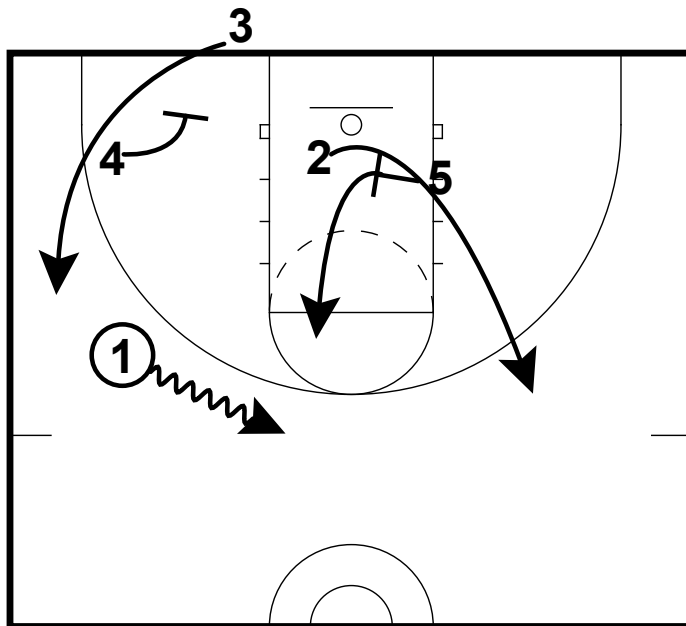
- 1 curls for the inbound.
- 4 and 5 close the gap.
- 2 steps back for the 3pt.

Man BLOBS

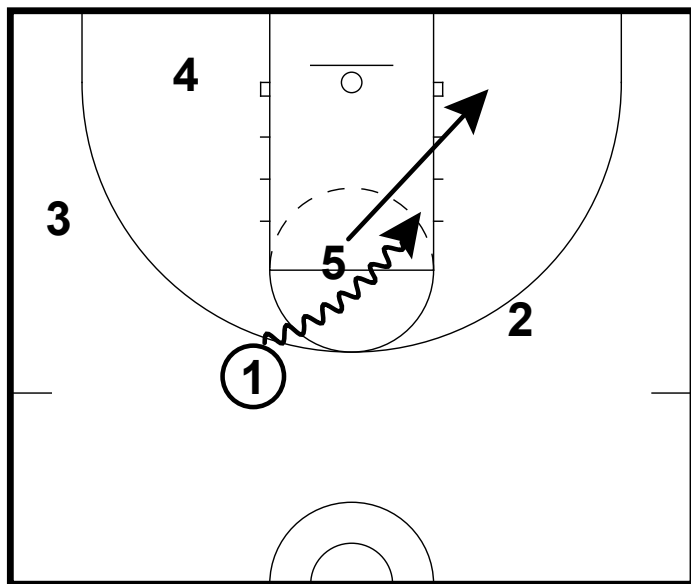
Stack 2



BLOB
 - 4 pops, 5 clears, 2 cuts.
 - 4 reverses to 1.



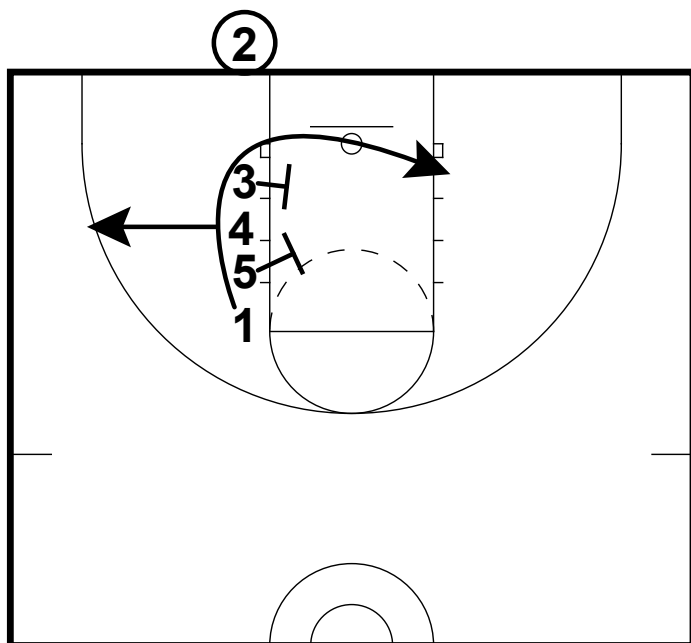
BLOB
 - 4 screens for 3, 5 for 2.
 - 3 or 2 on the shot, 5 high post.



BLOB
 - If 5 doesn't receive the ball at the high post, drops back down.
 - 1 penetrates off the clear out.

Man BLOBS

Stack 3

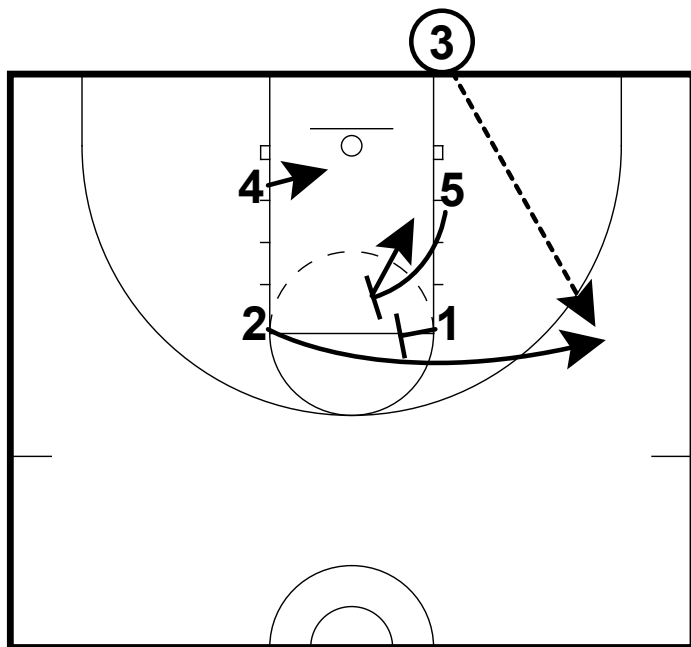


BLOB

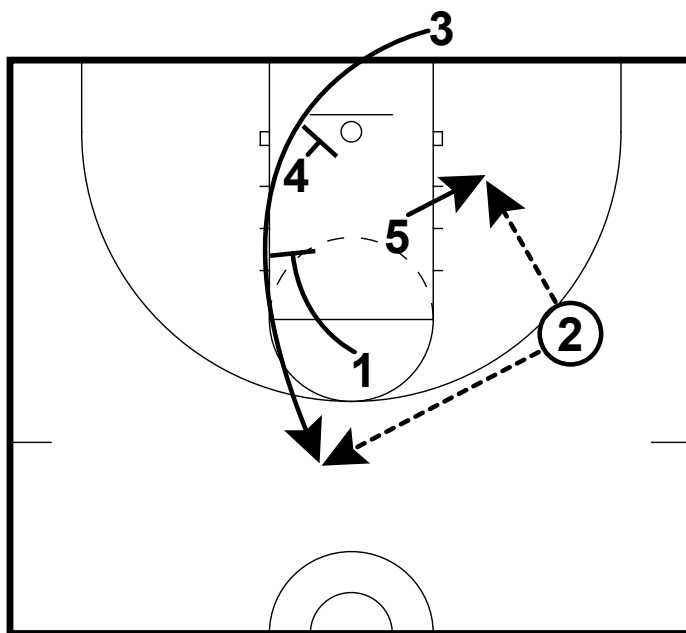
- 1 curls and clears.
- 4 pops just as 1 clears.
- 3 and 5 set the double screen.

Man BLOBS

Box 1



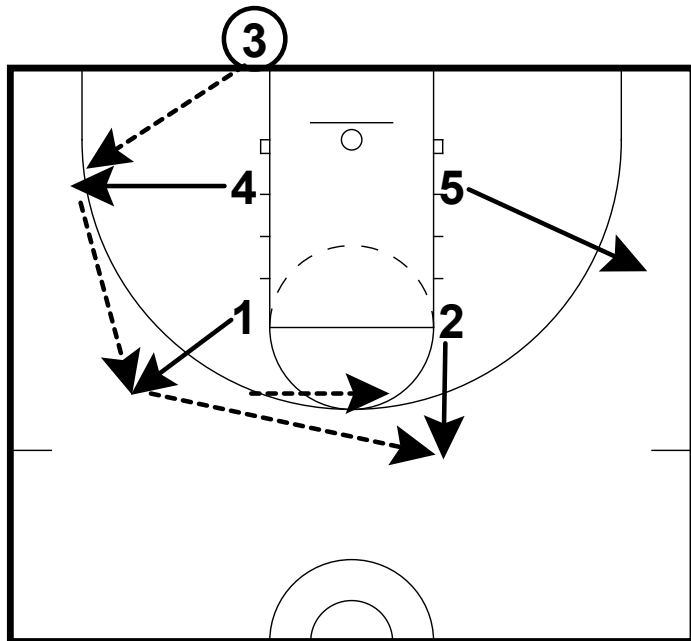
- BLOB
- 1 and 5 stagger screen for 2
 - 5 rolls looking for the lob from 3
 - 4 ducks into the lane



- BLOB
- 5 posts up
 - 4 and 1 stagger screen for 3

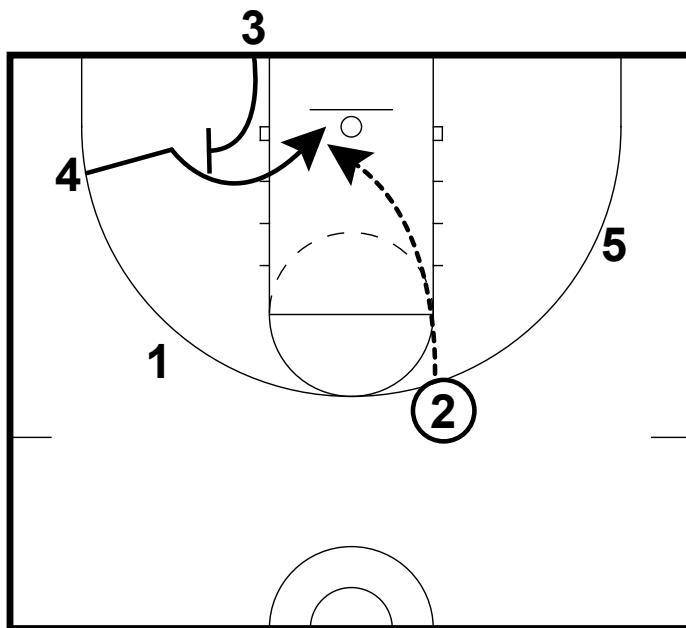
Man BLOBS

Box 2



BLOB

- 4 steps out to receive the inbounds from 3
- 1 pops out to receive pass from 4 and then passes to 2
- 5 clears

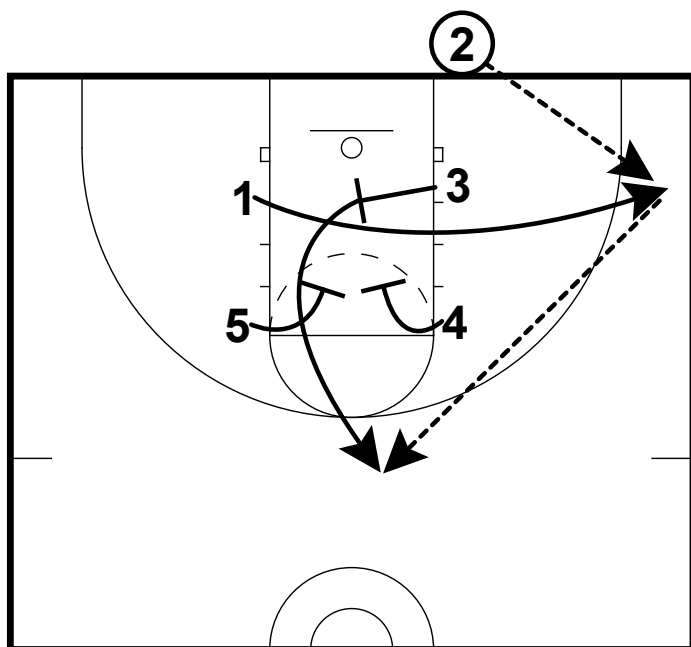


BLOB

- 3 steps in and back screens for 4 for a lob

Man BLOBS

Box 3

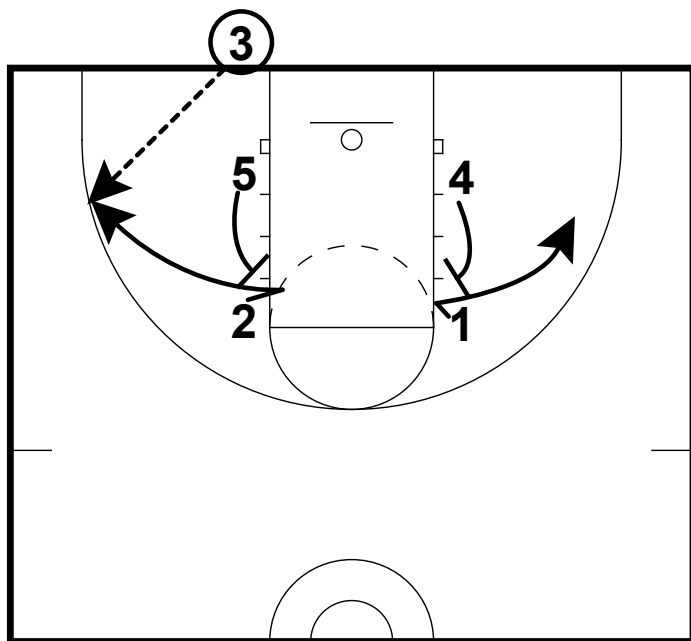


BLOB

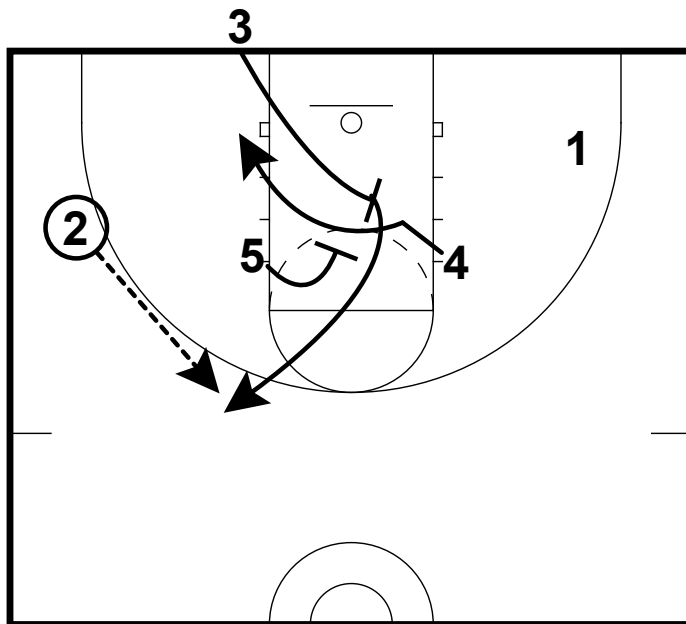
- 3 screens for 1 to catch the inbounds pass from 2
- 5 and 4 set a double screen for 3 to curl to the top of the key
- Big closest to the ball posts up

Man BLOBS

Box 5



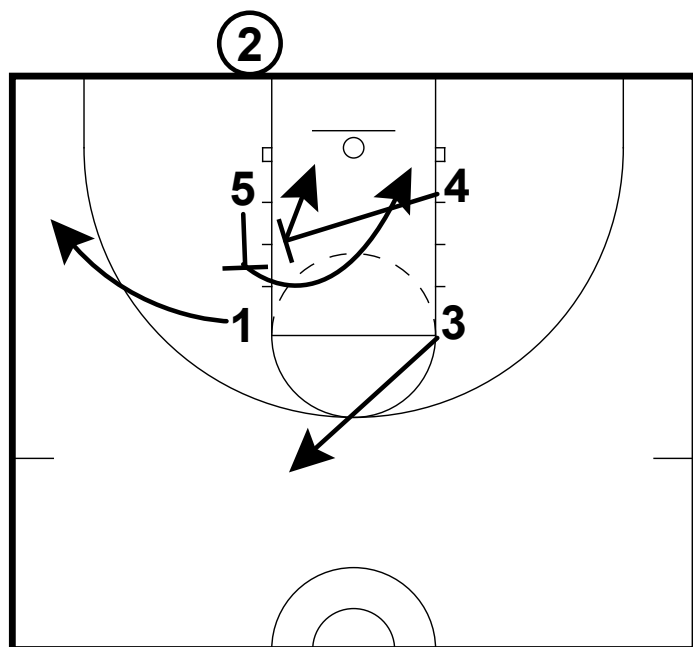
- BLOB
- 5 screens for 2
 - 4 backscreens for 1
 - 3 passes to 2



- BLOB
- 3 screens for 4, who looks to post up.
 - 5 then turns and screens for 3 for the jump shot

Man BLOBS

Box 6

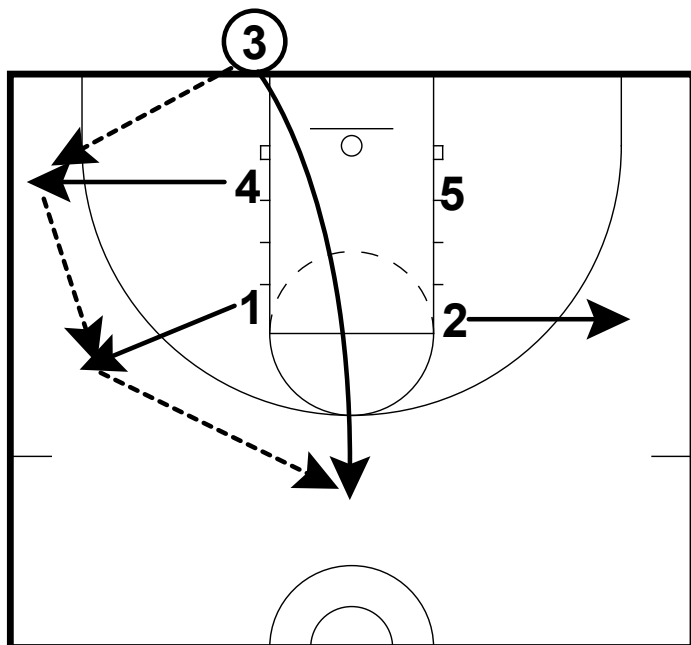


BLOB

- 5 screens 1.
- 4 backscreens for 5 then seals.
- 3 options: 5 off the curl, 4 on the seal and 1 on the corner jumpshot.

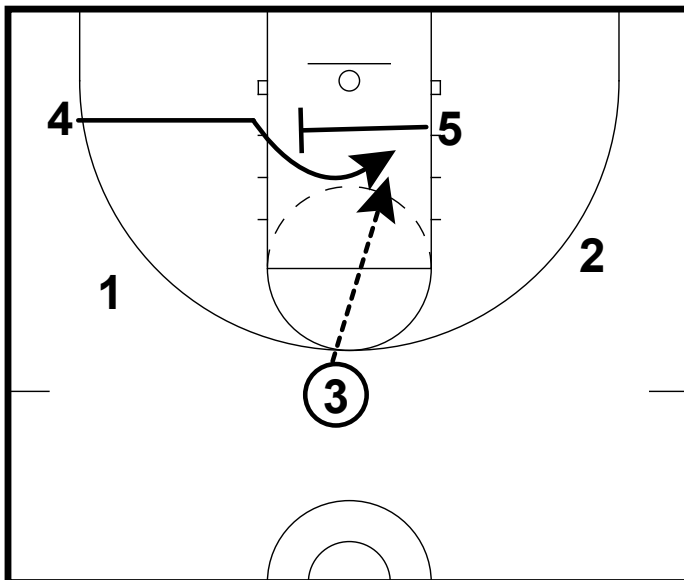
Man BLOBS

Box 8



BLOB

- 4 pops, as does 1, 3 cuts to the top of the 3pt arc and receives ball reversal.
- 2 clears.

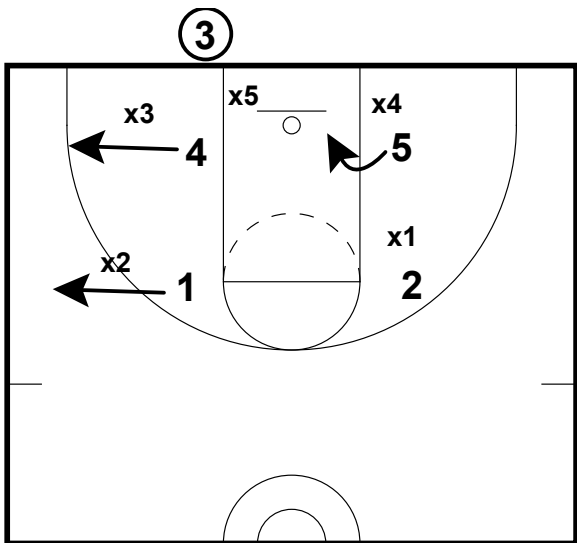


BLOB

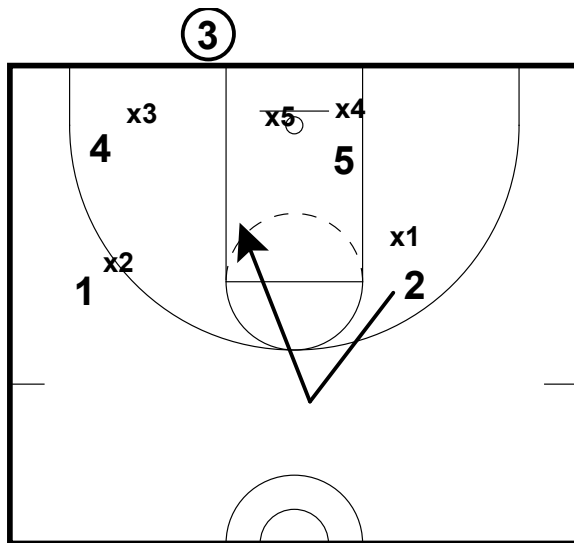
- 5 screens for 4.
- 3 looks for 4 coming off the screen or 5 on the seal.

Man BLOBS

"Baseline Counter"



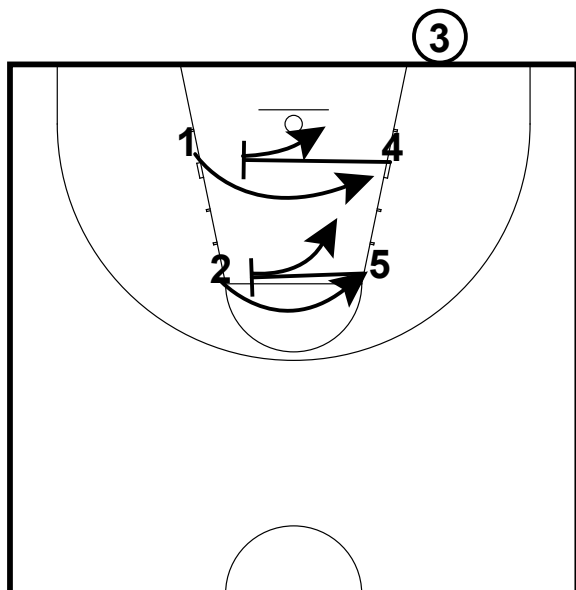
BLOB
4 and 1 pop out
5 flashes - Must get 2 to guard him



BLOB
2 sells the safety - Then flashes to ball

Man BLOBS

#2

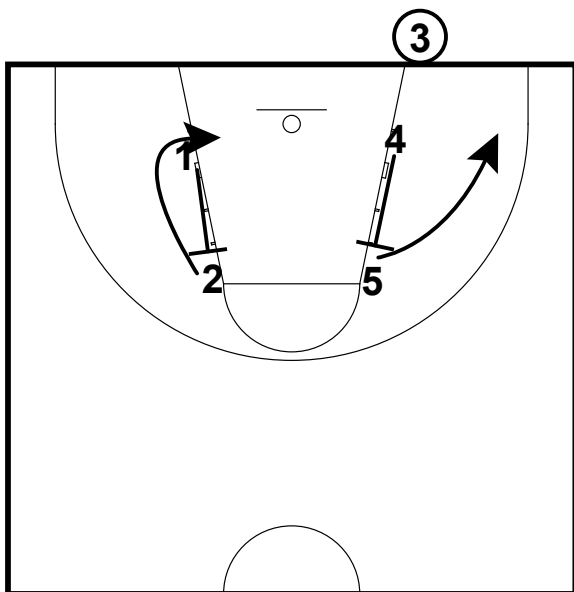


BLOB

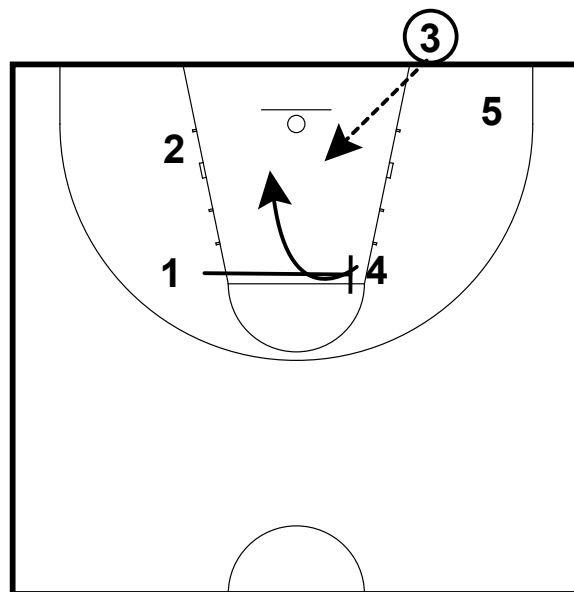
On the slap of the ball 4 and 5 screen away for 1 & 2. 4 & 5 will seal and roll.

Man BLOBS

#3



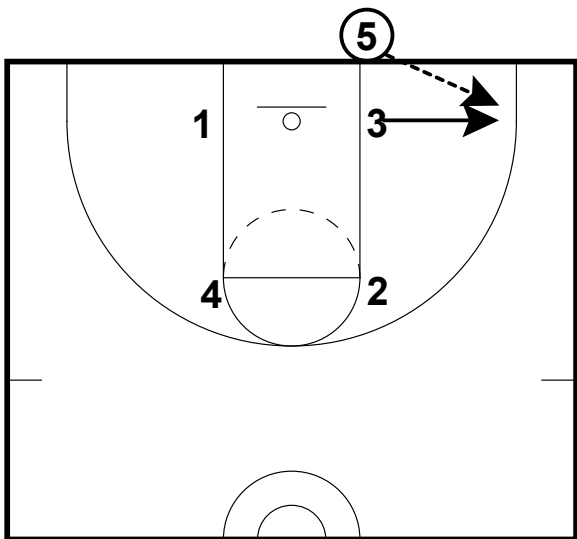
BLOB
 Used vs Man only. On the slap of the ball 1 and 4 set upscreens. 2 cuts to the low block and 5 heads to the short corner.



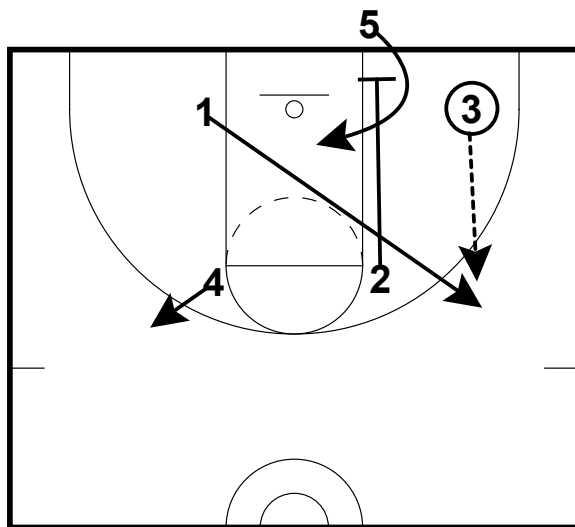
BLOB
 1 will now screen across for 4 who will dive to the basket for the pass from 3. 1 will roll to the basket after the screen. 3 must be patient and allow this play to develop.

Man BLOBS

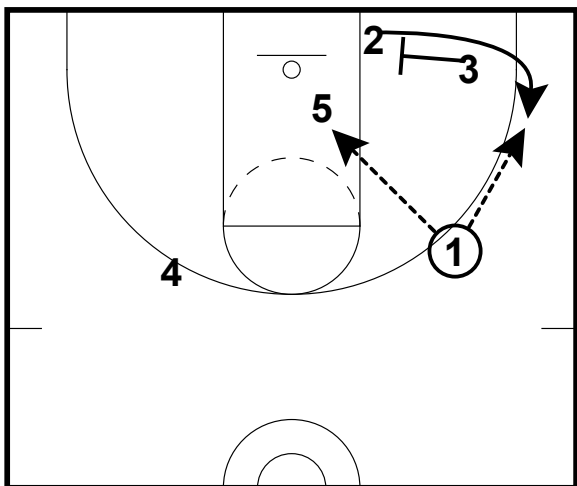
1



BLOB



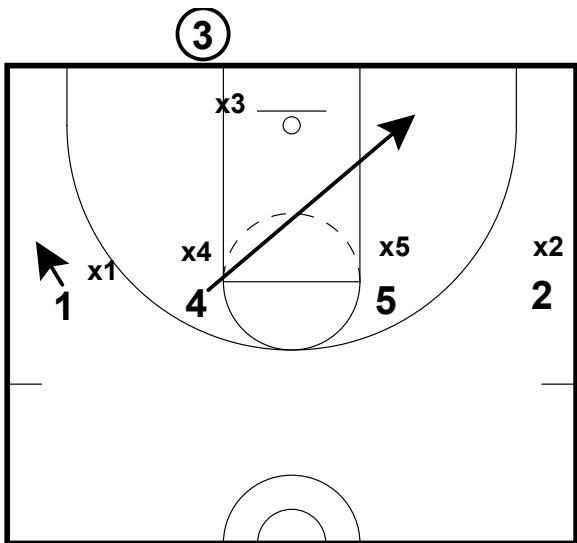
BLOB



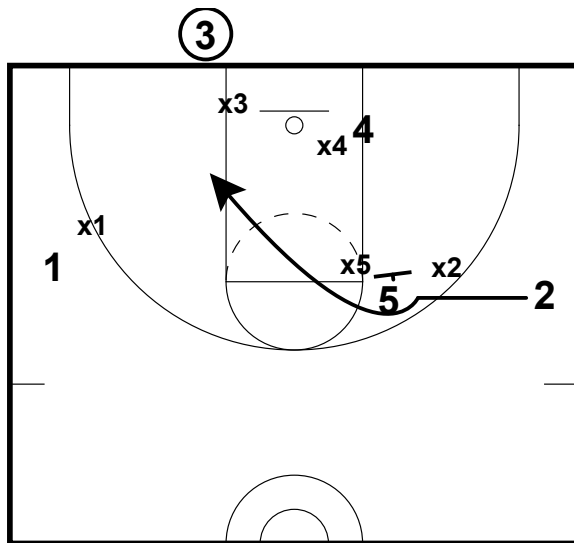
BLOB

Man BLOBS

14



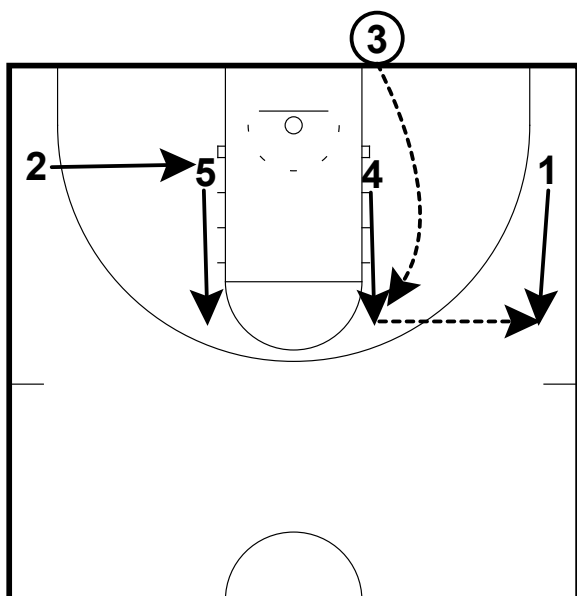
BLOB
 4 Cuts hard to opposite block
 1 walks toward corner



BLOB
 5 takes 2 steps down lane
 2 cuts across and AROUND 5
 5 sets a 'get in the way' screen

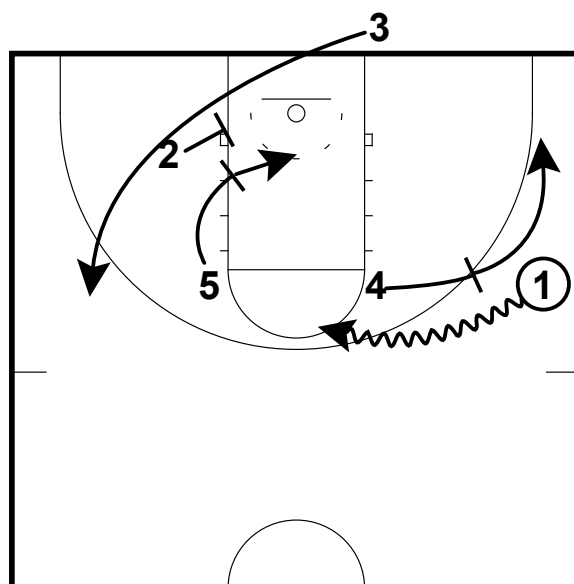
Man BLOBS

14 Low



BLOB

- 4 and 5 release to the elbow
- Ball is passes to 4 or can be passed directly to 1 at the wing
- 2 cuts to the block

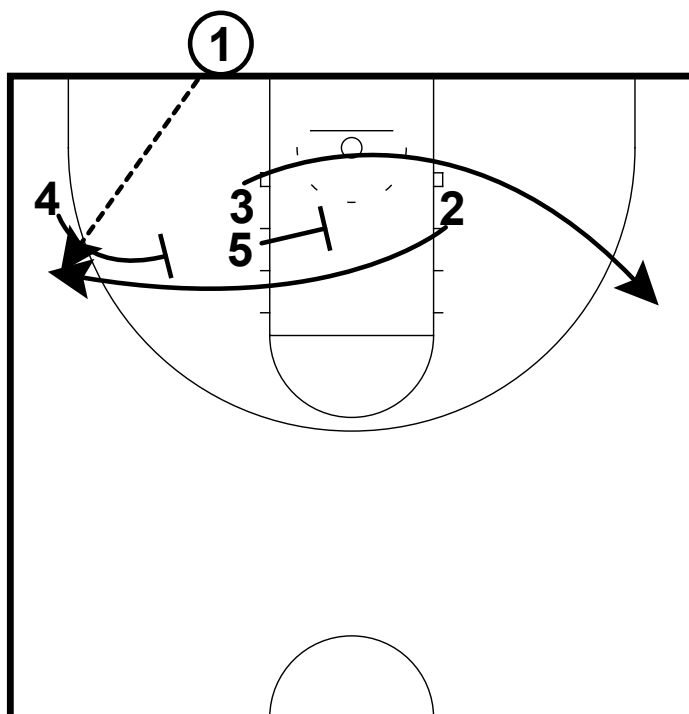


BLOB

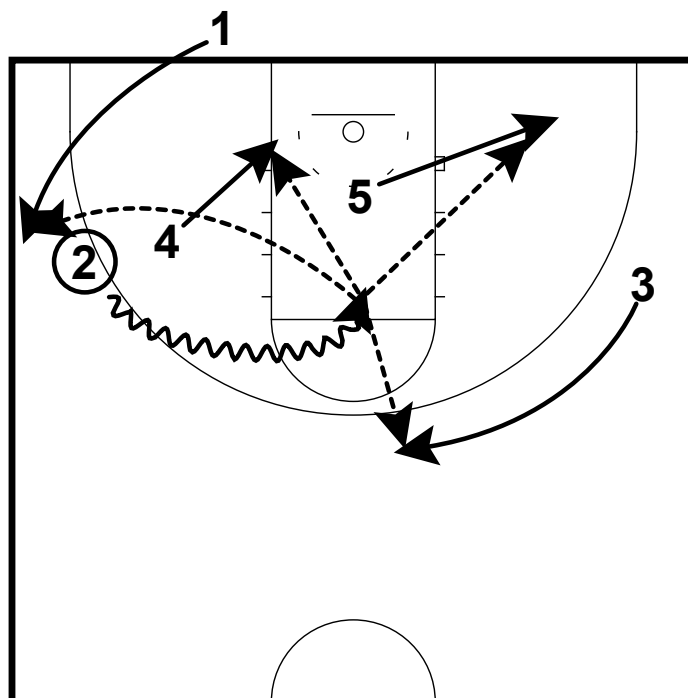
- 4 ball screens for 1 and then pops
- 5 and 2 set a double screen for 3
- 5 slips

Man BLOBS

25 Wings



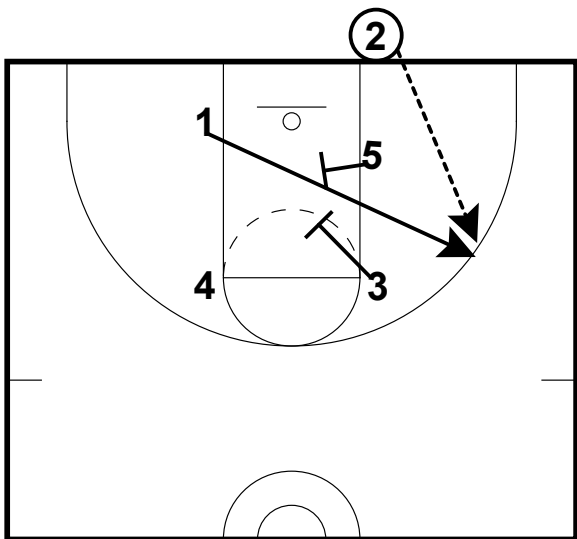
BLOB
3 cuts to opposite wing as 4 and 5 set a stagger screen for 2. 1 inbounds to 2.



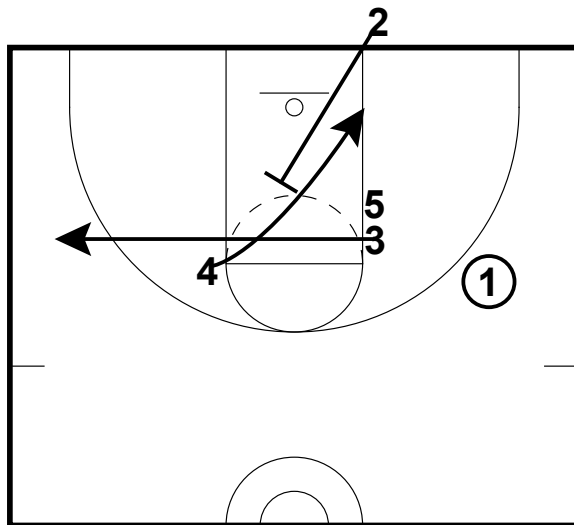
BLOB
2 drives over the top as 4 dives to ballside block, 5 spaces to short corner, 1 enters play to ballside wing and 3 circles behind to safety.

Man BLOBS

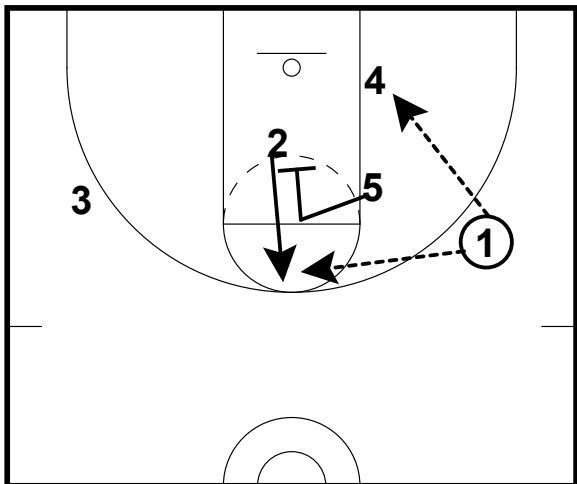
3



BLOB



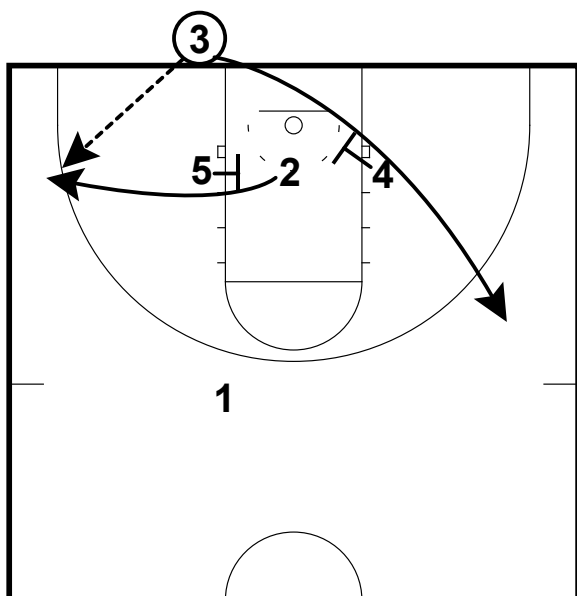
BLOB



BLOB

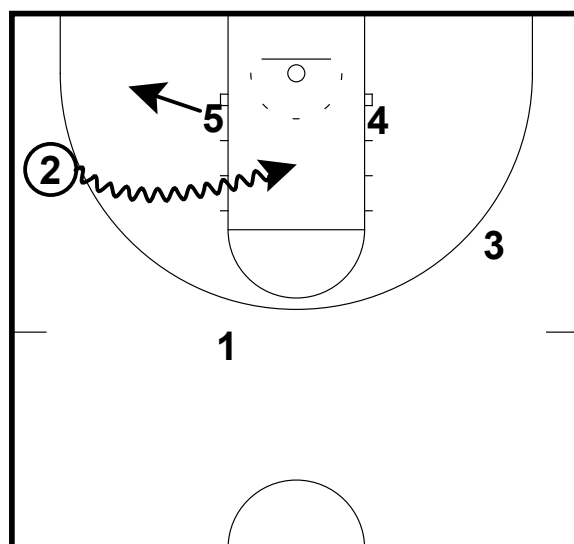
Man BLOBS

3 Low



BLOB

- 5 screens for 2 to cut to the wing/corner
- 3 cuts opposite of his pass off of a screen from 4

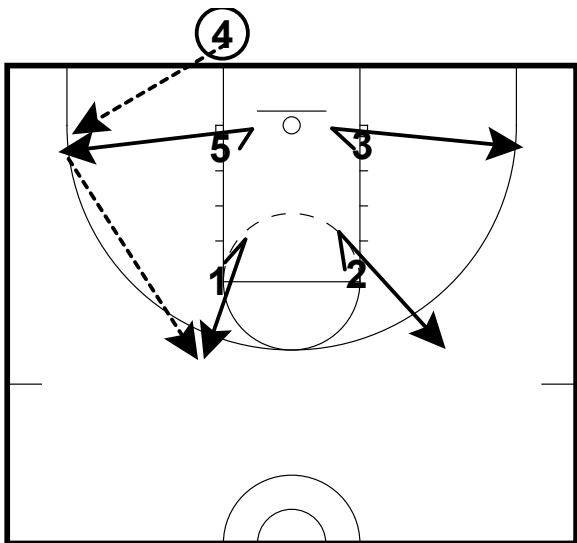


BLOB

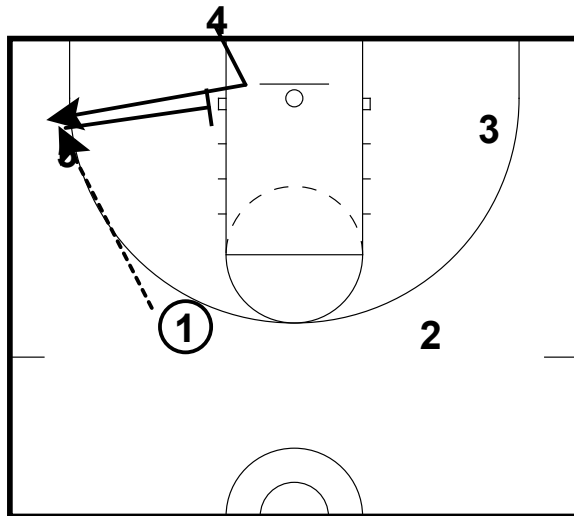
- 2 has multiple options from here
- * Middle drive or jumper
- * Reverse the ball to 1 and then to 2 coming off of 4's screen for a jumper
- * Post feed to 5

Man BLOBS

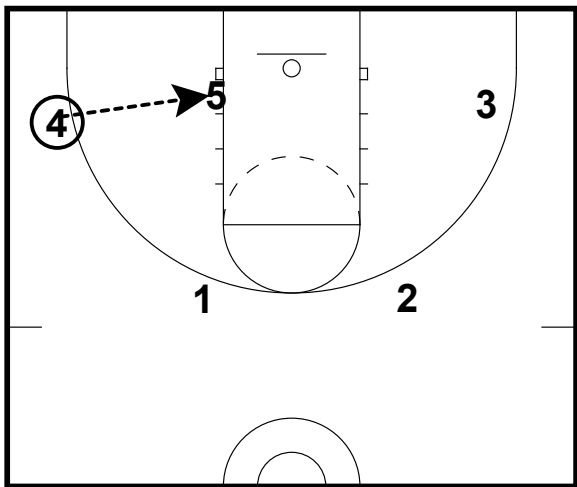
33 BLOB



BLOB
Same cuts as blob 3
4 passes to 5
5 passes to 1 on V cut



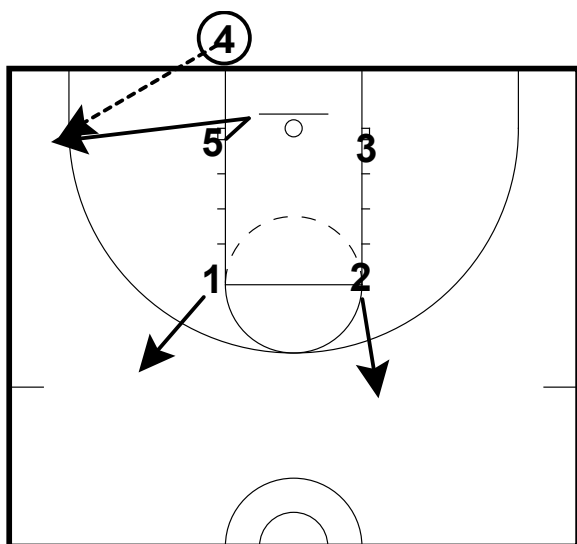
BLOB
5 backscreens for 4
4 pops out for shot



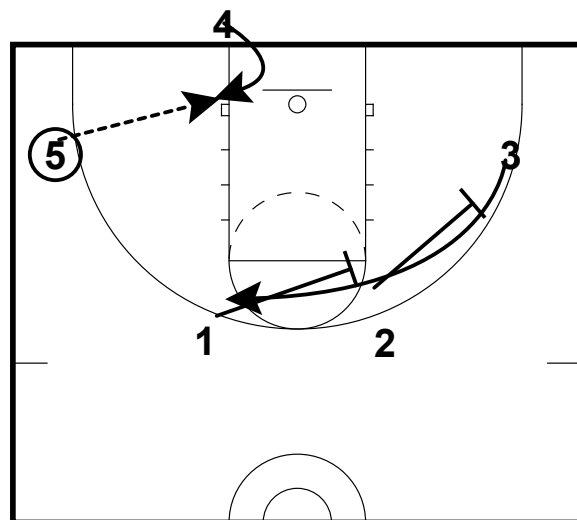
BLOB
if no shot 4 looks for 5 on the post up

Man BLOBS

33-2 BLOB



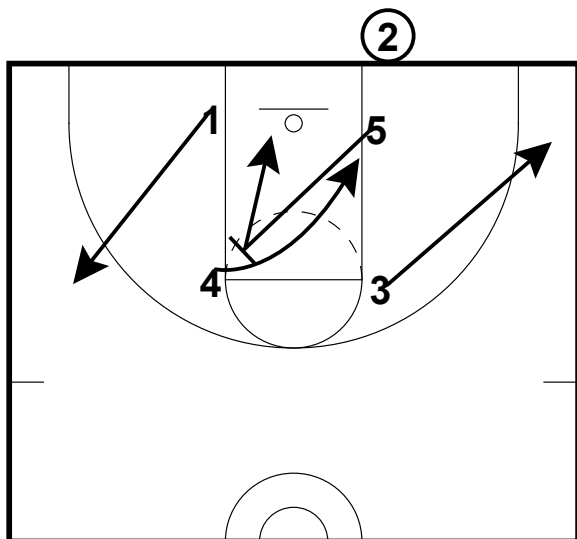
BLOB
Same action as 3 and 33
4 passes to 5



BLOB
4 steps to middle of lane and looks to seal for post up
1 and 2 set a staggered screen for 3

Man BLOBS

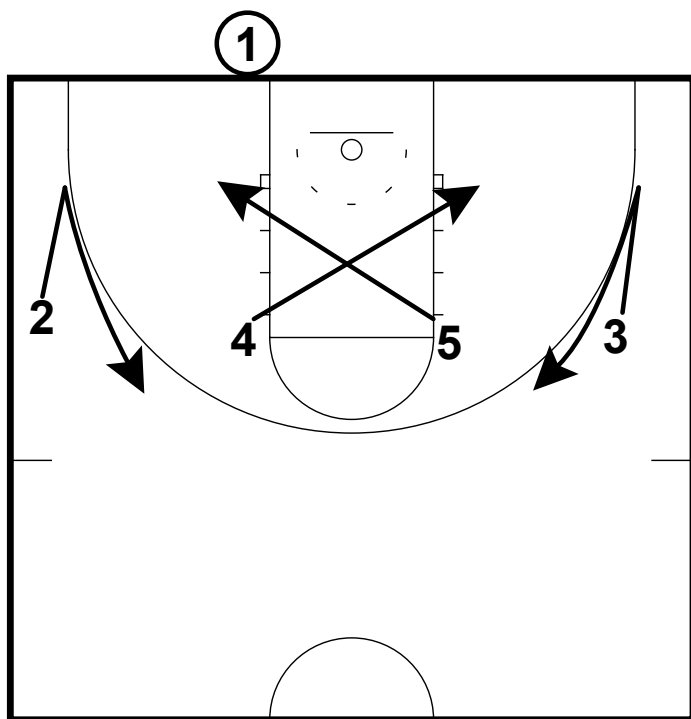
4



BLOB

Man BLOBS

4 High

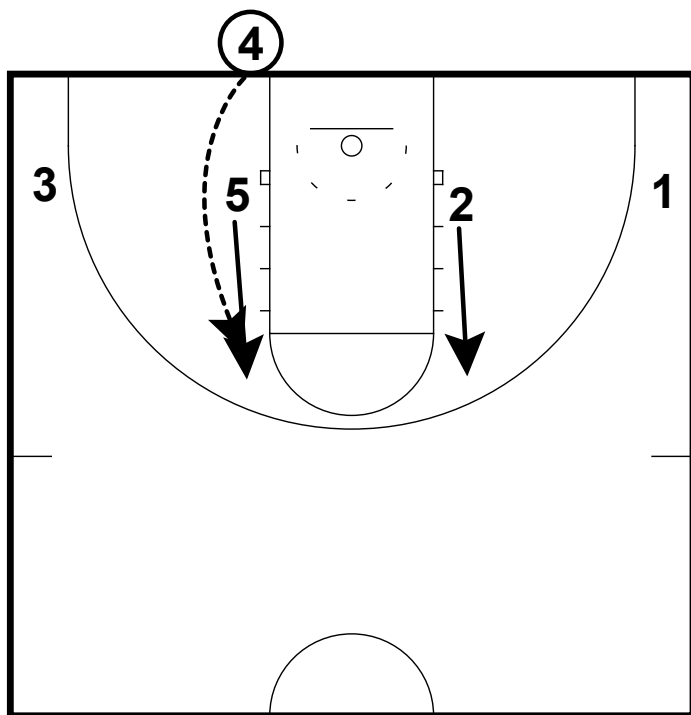


BLOB

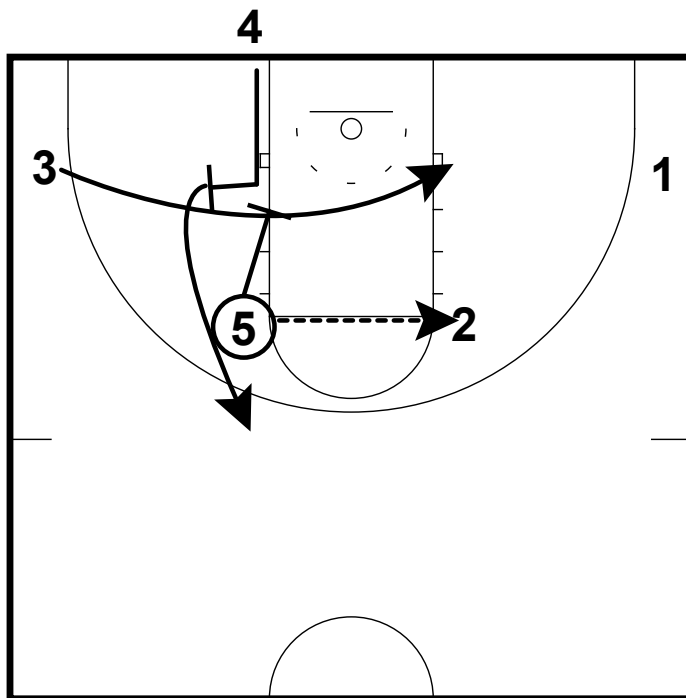
- 5 and 4 X with 5 going first because she is going ball side
- 2 and 3 replace themselves

Man BLOBS

4 Low



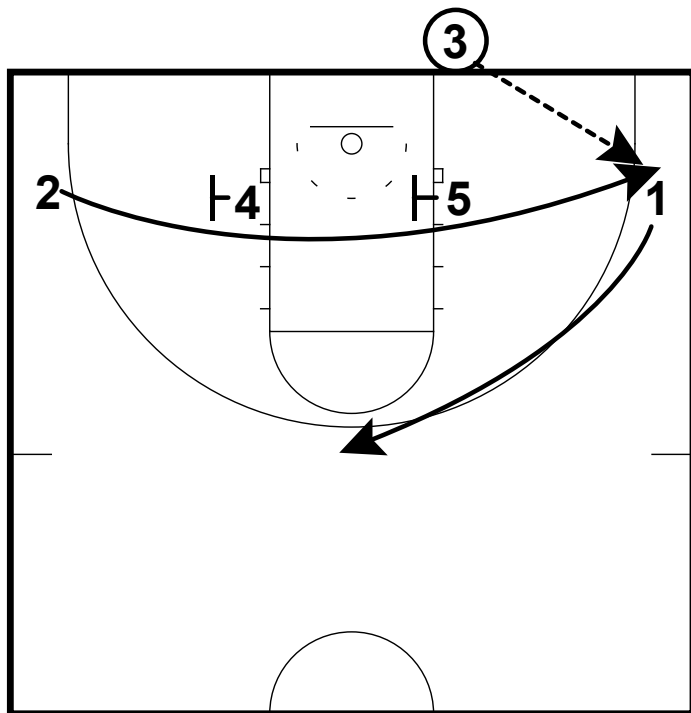
- BLOB
- 5 and 2 pop back
 - 5 gets the pass



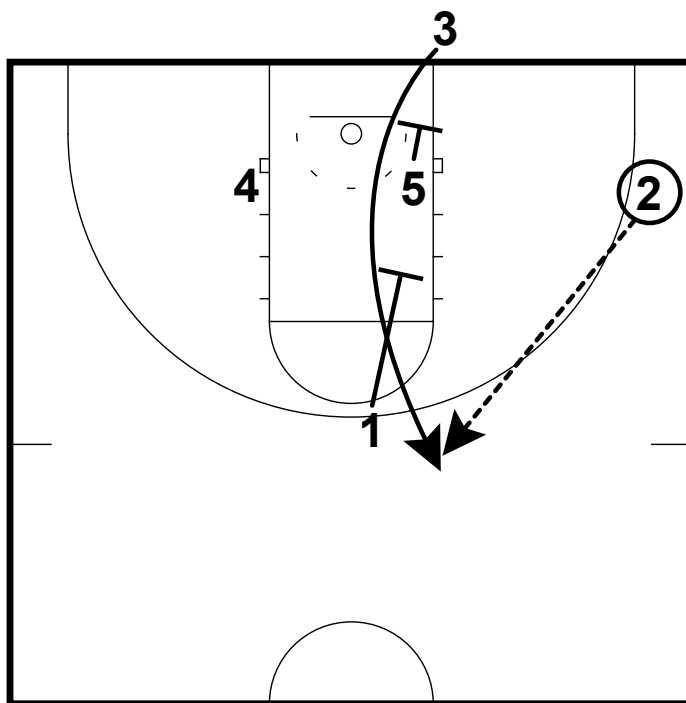
- BLOB
- 5 passes to 2
 - 4 steps in and sets a flex screen for 3
 - 5 down screens for 4

Man BLOBS

4 Low Pop



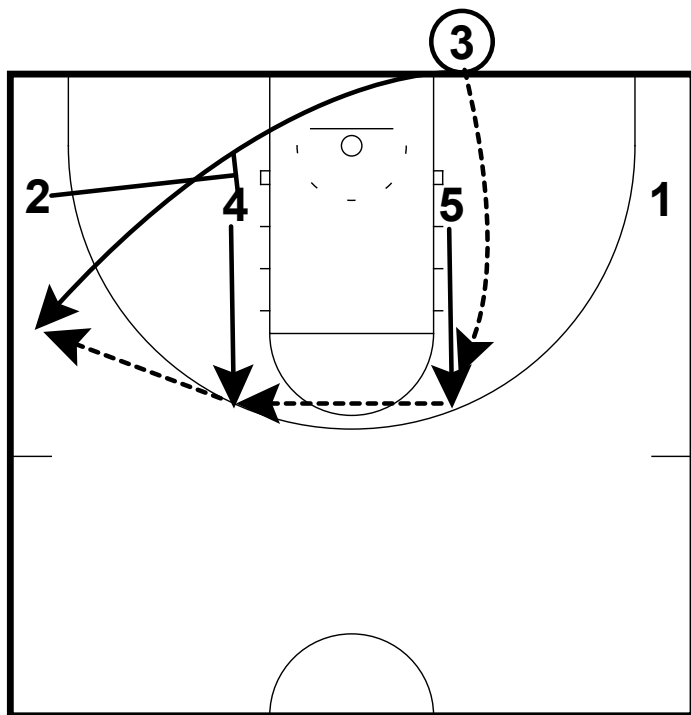
BLOB
- 2 cuts across a double staggered screen from 4 and 5
- 1 clears out



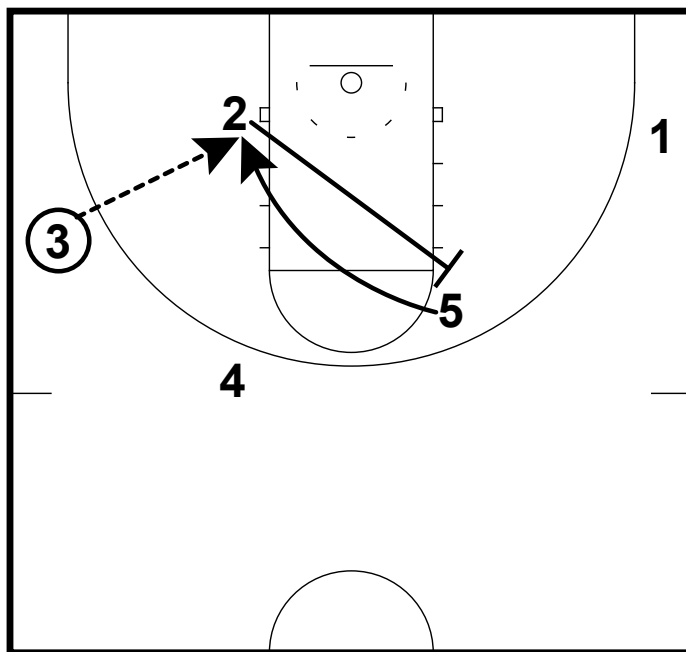
BLOB
- If 2 does not have a shot, 5 and 1 set a staggered down screen for 3 to pop to the key

Man BLOBS

4 Low Release



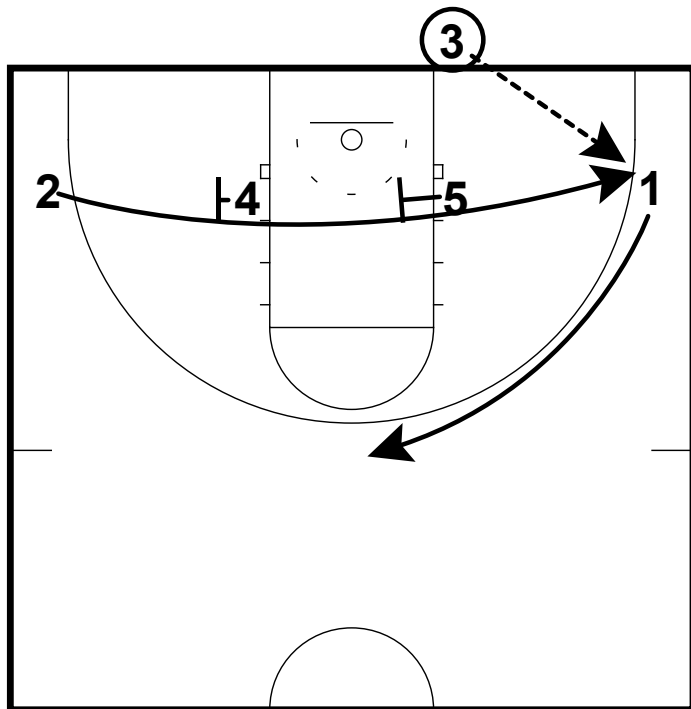
BLOB



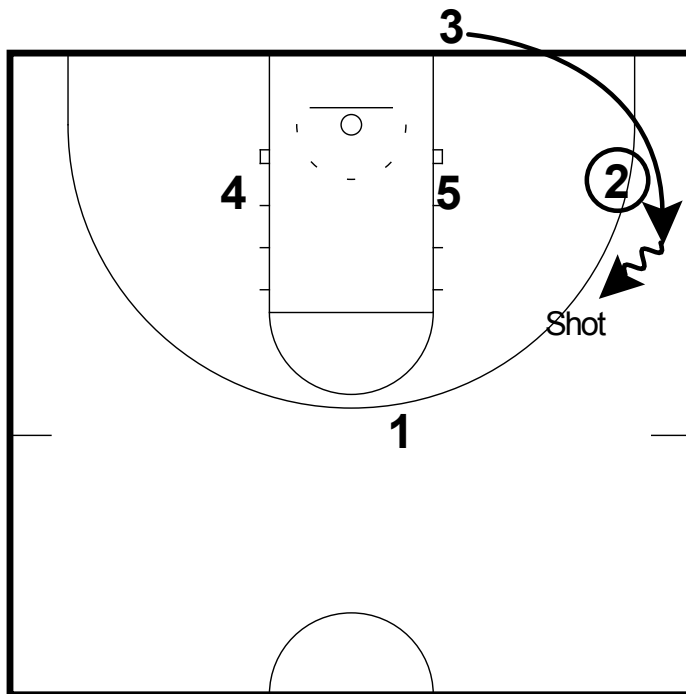
BLOB

Man BLOBS

4 Low Spread



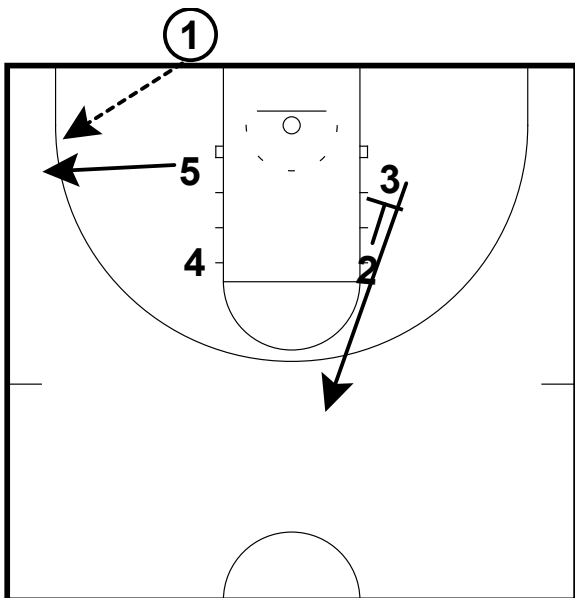
BLOB
- 2 comes across a double staggered screen from 4 and 5
- 1 releases to the key to space out



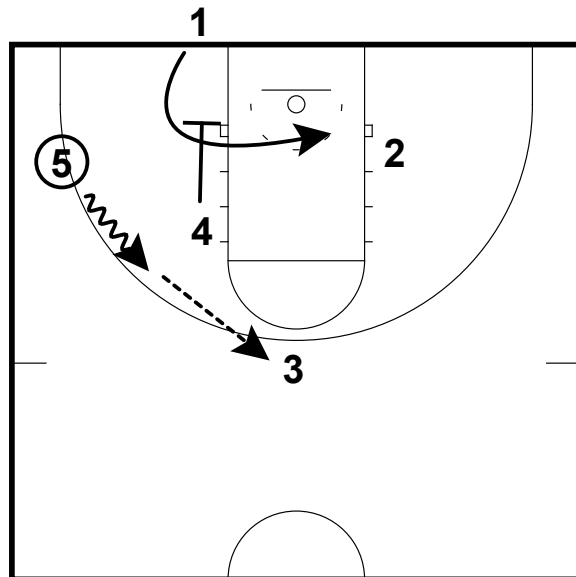
BLOB
- If 2 does not have a shot, 3 quickly cuts behind 2 for a hand-off and 3 point shot

Man BLOBS

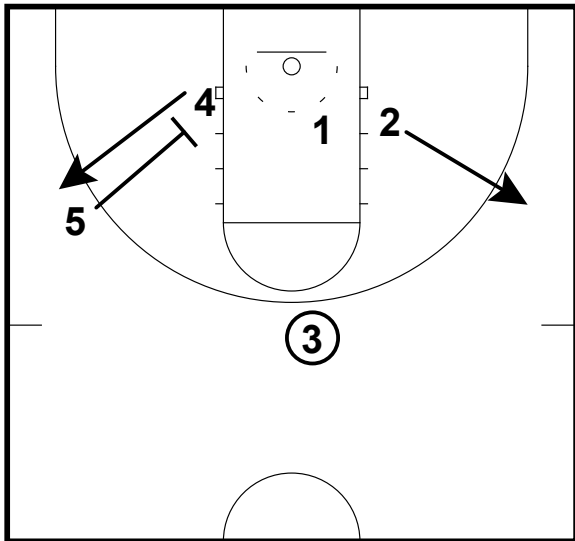
54 Rub (New)



BLOB
 5 pops to the wing and catches pass from 1
 2 downscreens for the 3



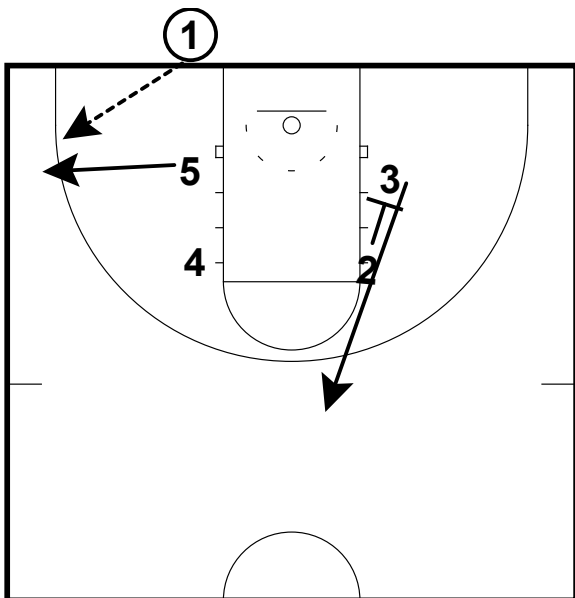
BLOB
 5 dribbles at the 3 to shorten the pass
 4 screens down for the 1
 1 is trying to rub the defender off the 4 man



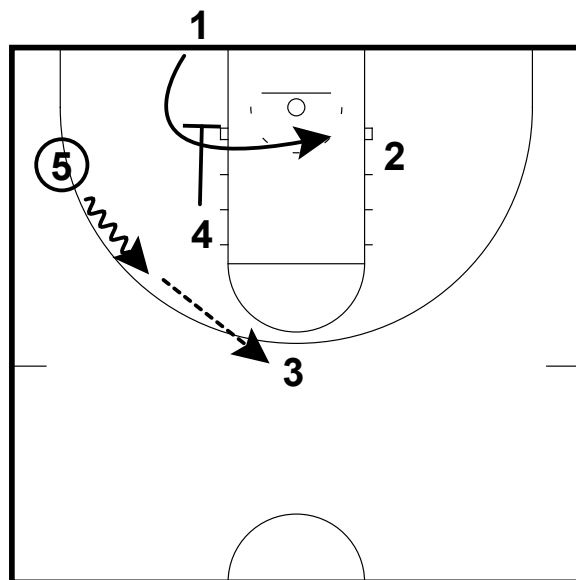
BLOB
 5 screens down for the 4
 2 will pop to the wing so 3 can reverse it if 4 is not open

Man BLOBS

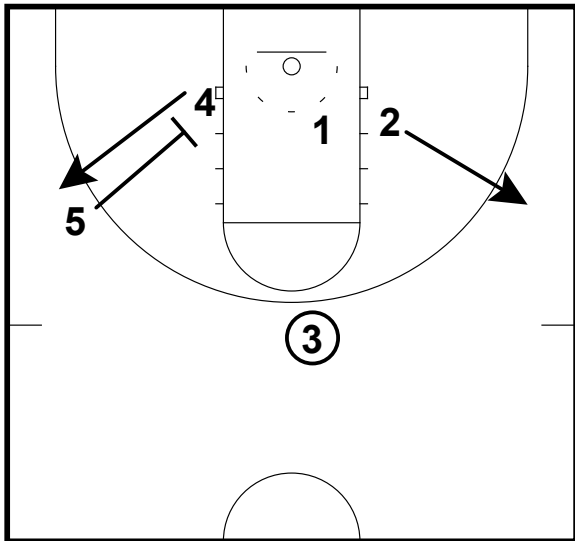
54 Rub



BLOB
 5 pops to the wing and catches pass from 1
 2 downscreens for the 3



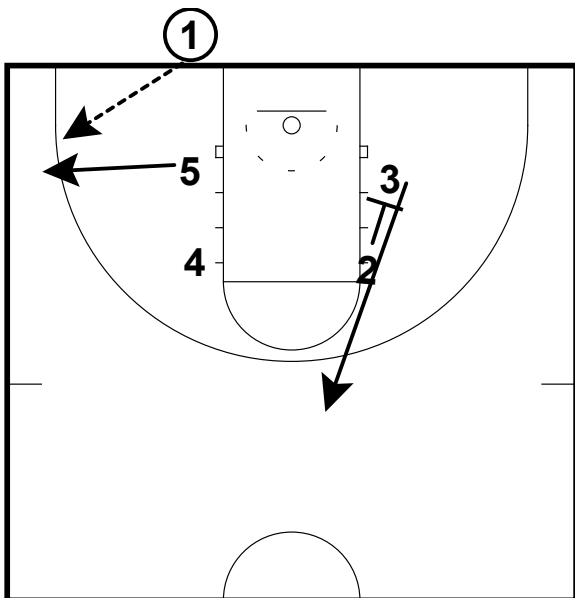
BLOB
 5 dribbles at the 3 to shorten the pass
 4 screens down for the 1
 1 is trying to rub the defender off the 4 man



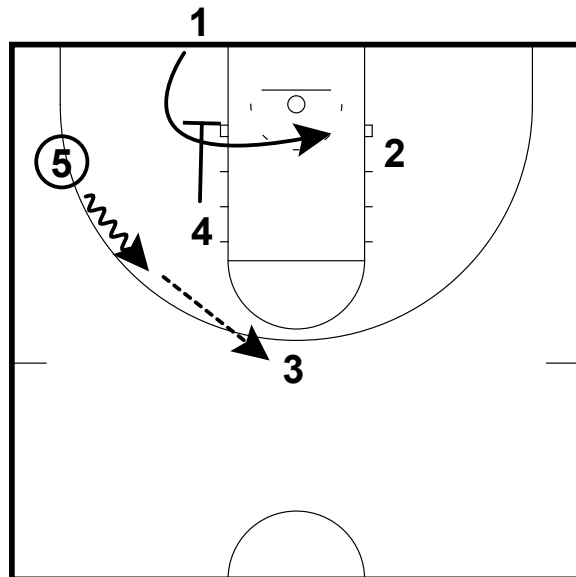
BLOB
 5 screens down for the 4
 2 will pop to the wing so 3 can reverse it if 4 is not open

Man BLOBS

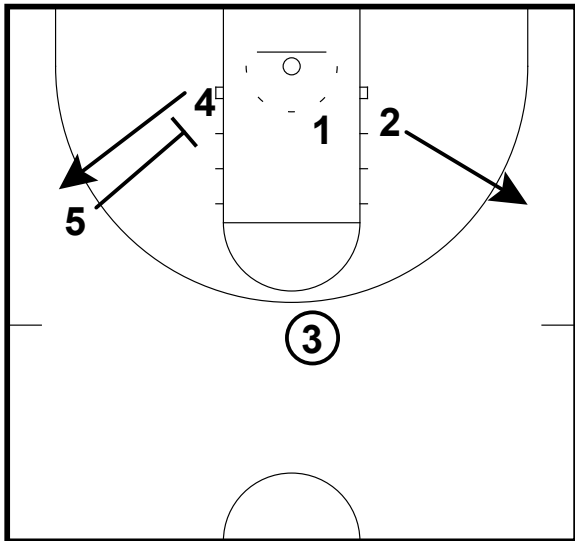
54 Rub



BLOB
 5 pops to the wing and catches pass from 1
 2 downscreens for the 3



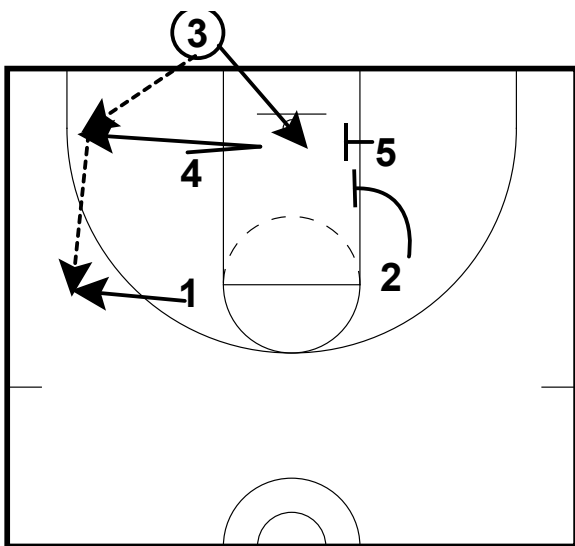
BLOB
 5 dribbles at the 3 to shorten the pass
 4 screens down for the 1
 1 is trying to rub the defender off the 4 man



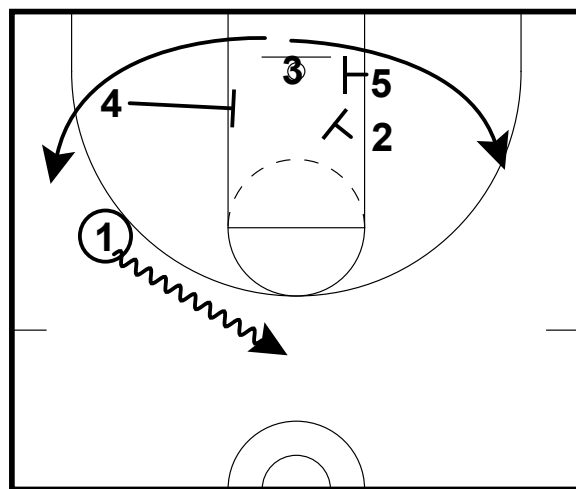
BLOB
 5 screens down for the 4
 2 will pop to the wing so 3 can reverse it if 4 is not open

Man BLOBS

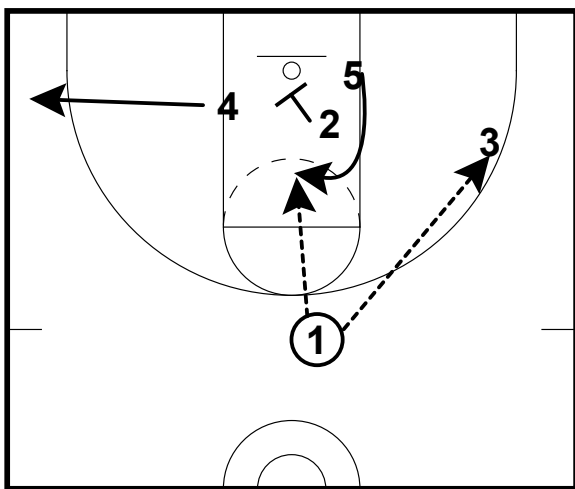
Baseline



BLOB
 4 clears to corner
 3 passes to 4 & steps inside
 1 flashes out for reversal
 2 drops for double with 5



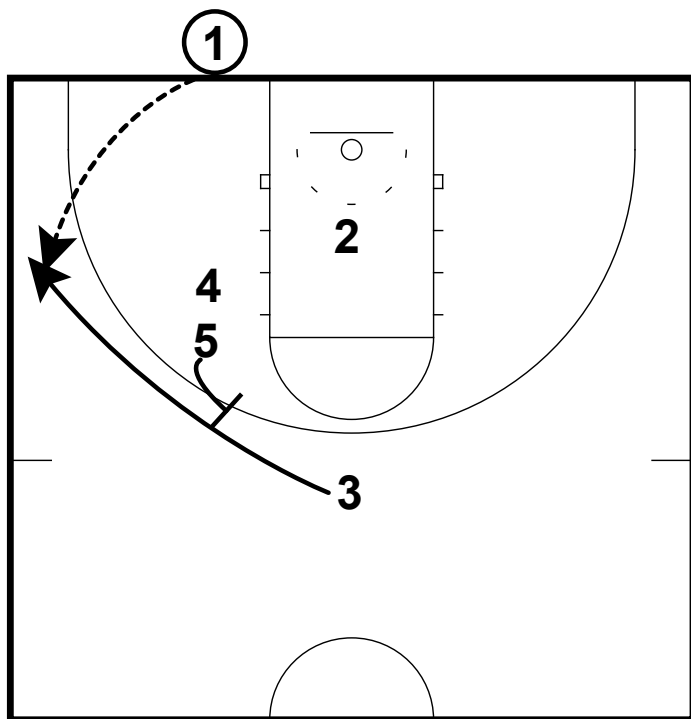
BLOB
 1 dribbles to middle of floor
 3 goes off single(4) or double(2/5)



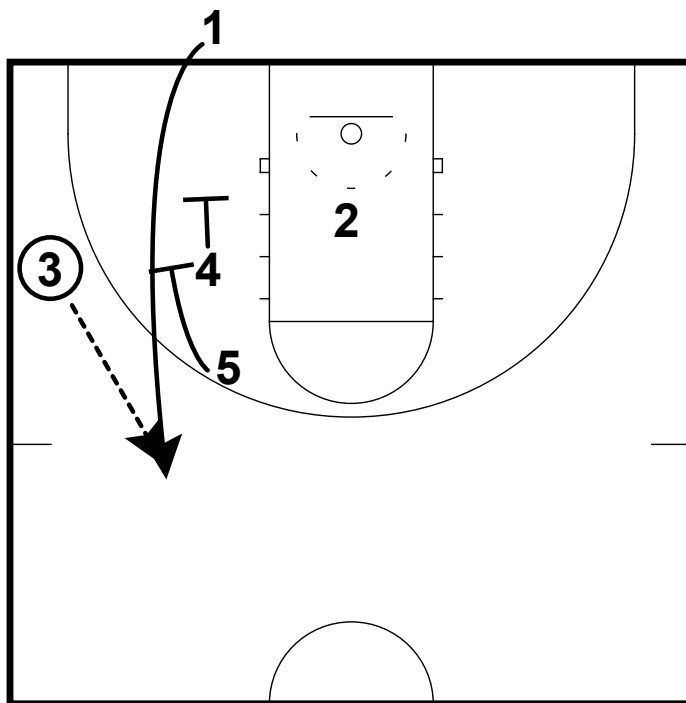
BLOB
 IF 3 goes off double:
 2 sets a screen for 5
 5 rolls over the top

Man BLOBS

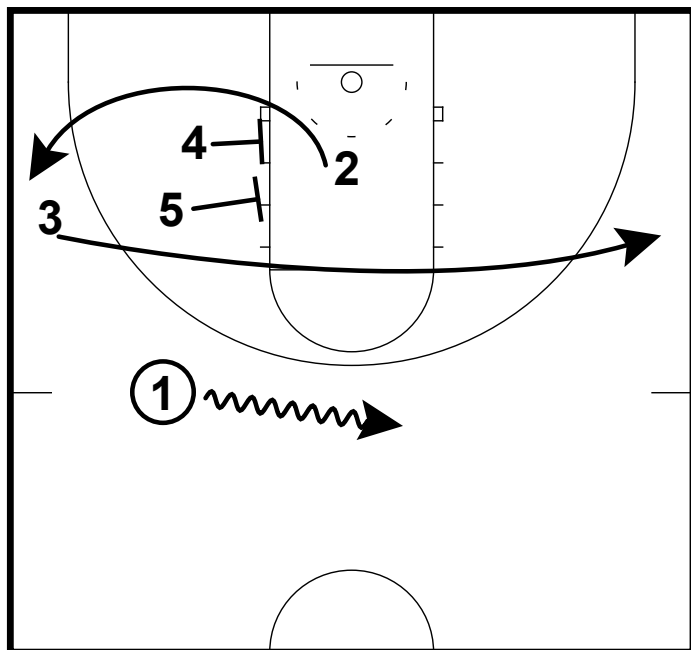
Baseline Double Zipper



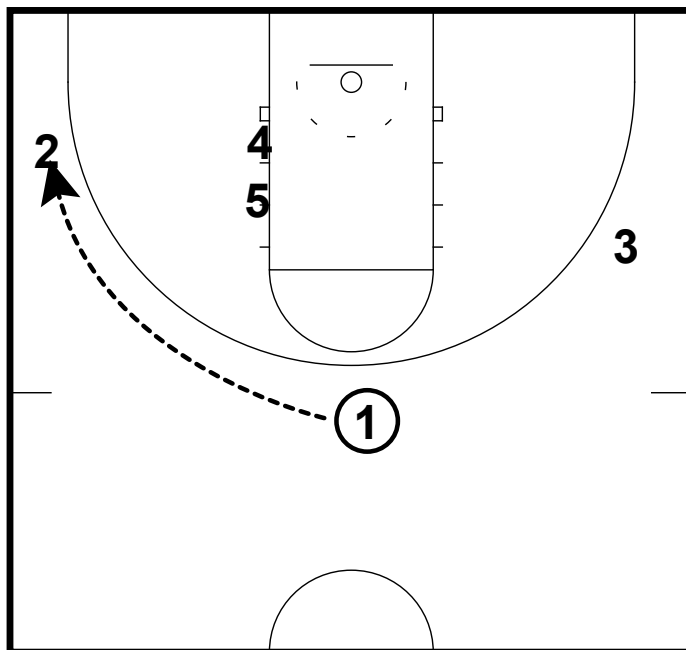
BLOB
5 screens 3 to the wing to receive inbound pass.



BLOB
1 gets a double zipper screen from 4 and 5 and receives pass back from 3.



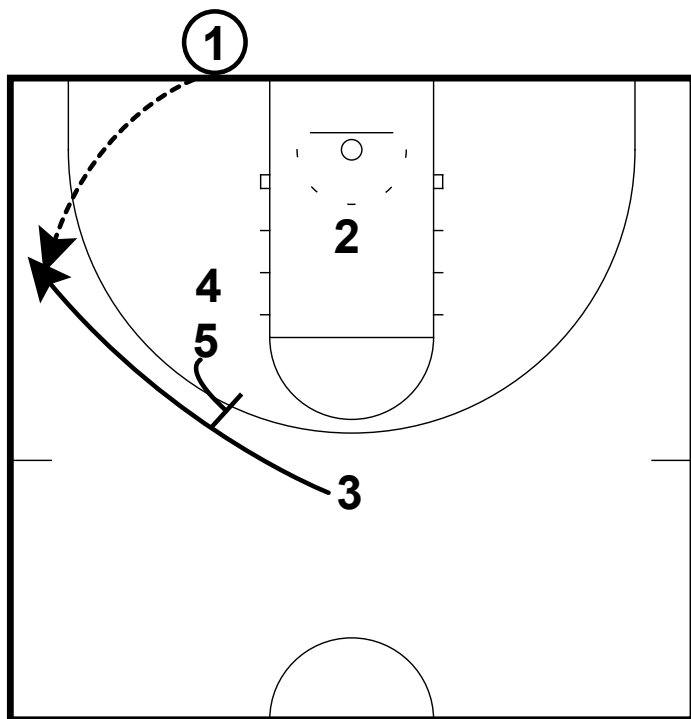
BLOB
3 slice cuts across the lane and 1 dribble to top as 4 and 5 set a double screen for 2.



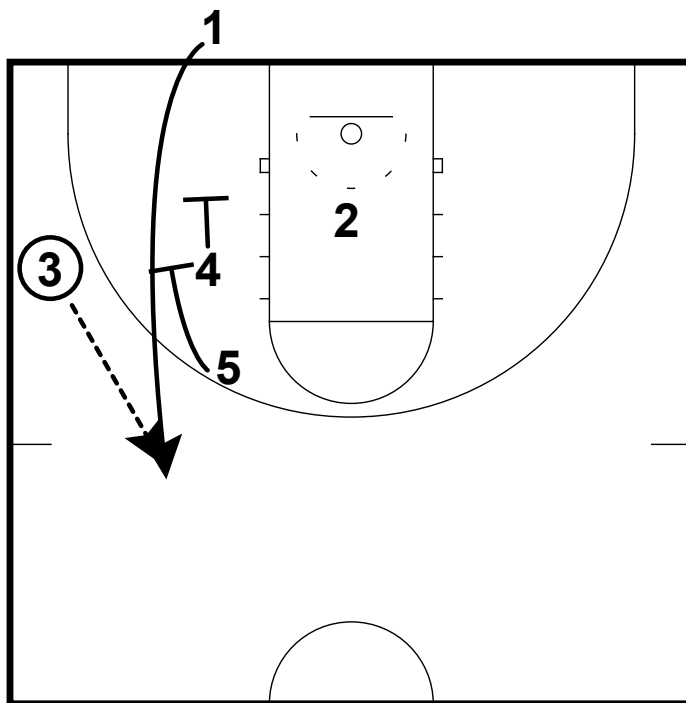
BLOB
1 hits 2 for the shot.

Man BLOBS

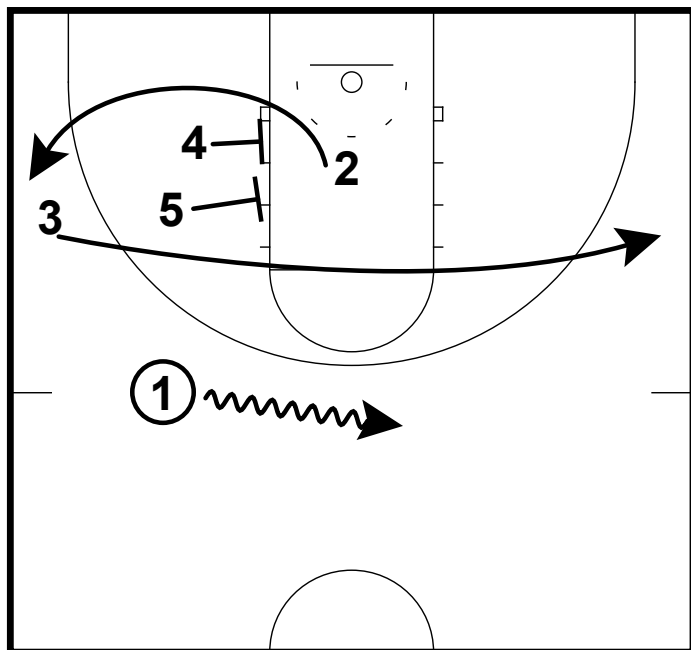
Baseline Double Zipper



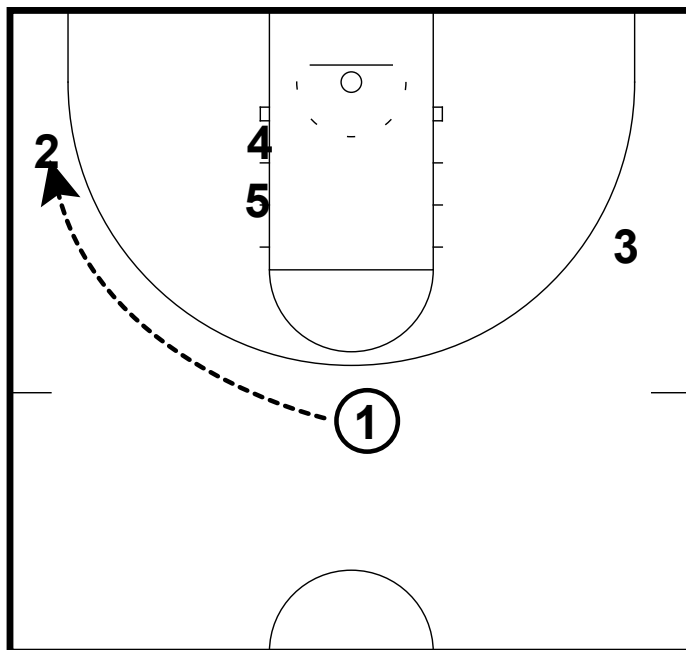
BLOB
5 screens 3 to the wing to receive inbound pass.



BLOB
1 gets a double zipper screen from 4 and 5 and receives pass back from 3.



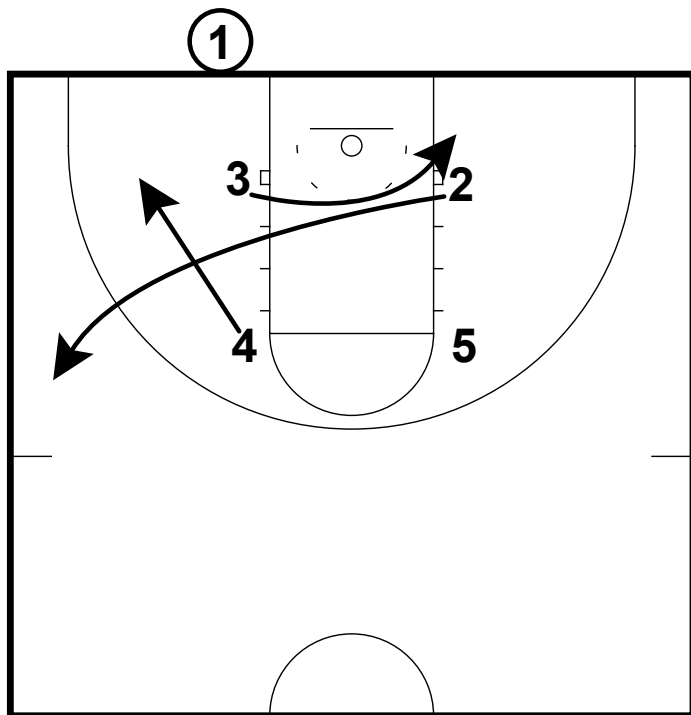
BLOB
3 slice cuts across the lane and 1 dribble to top as 4 and 5 set a double screen for 2.



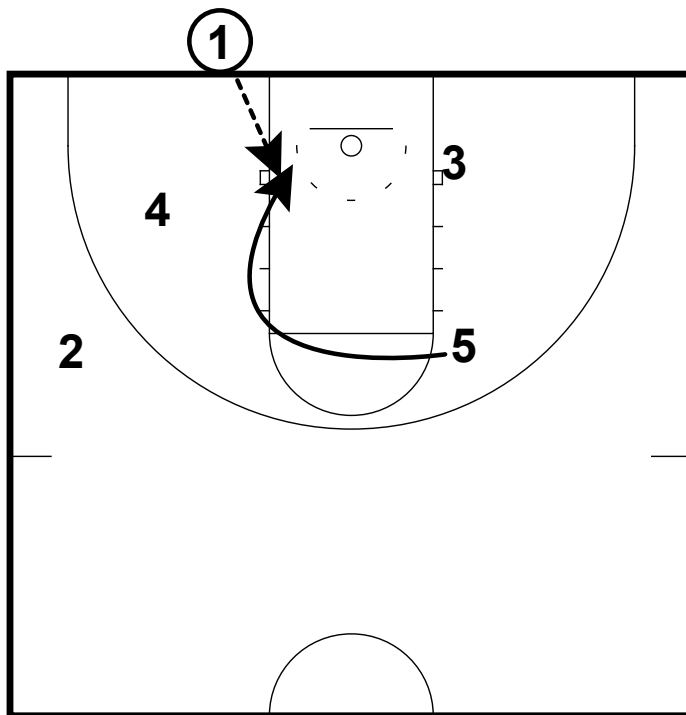
BLOB
1 hits 2 for the shot.

Man BLOBS

Box Drag Follow



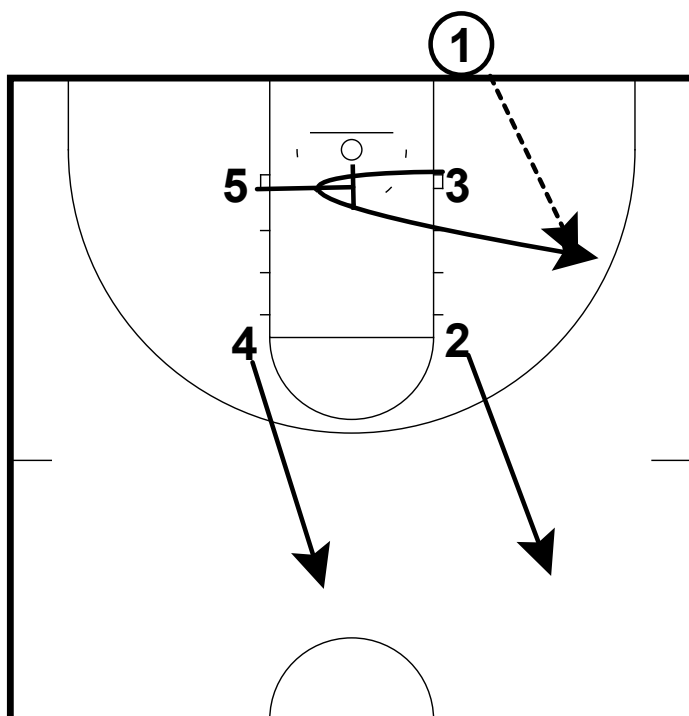
BLOB
2 drags across the lane using 3 to loosen defender. 3 works to opposite block as 4 cuts to short corner.



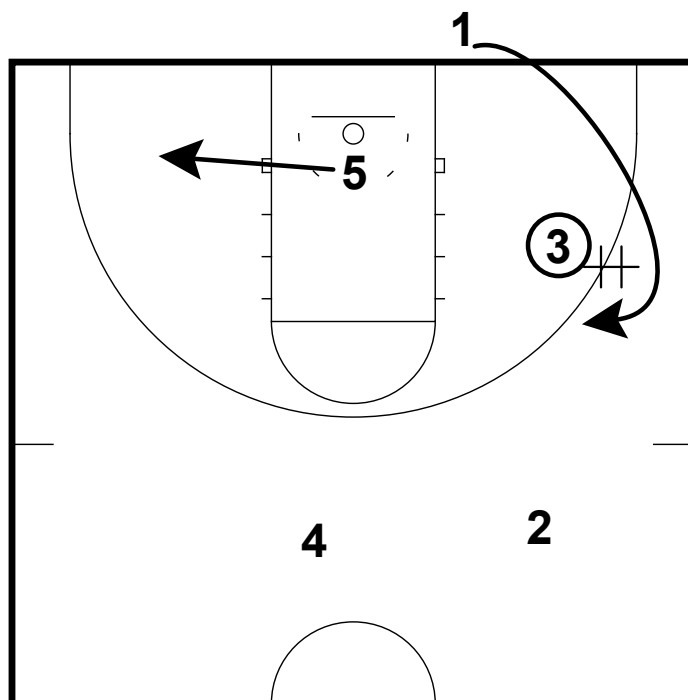
BLOB
5 times the cut to attack the rim as space clears after the action by 2, 3, and 4.

Man BLOBS

Box Loop Handoff



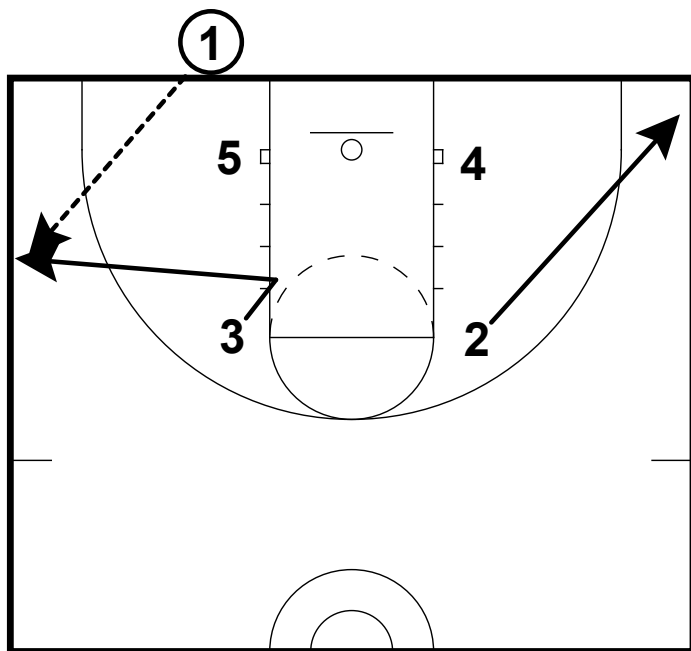
BLOB
5 pins in as 3 loops around back to corner to receive inbound pass. 2 and 4 space space high to spread the defense.



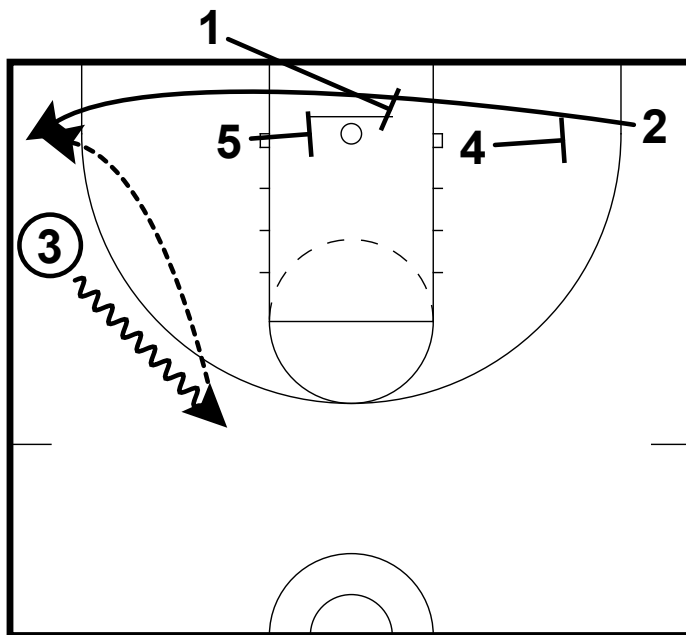
BLOB
5 spaces to short corner. 1 follows inbound pass to receive a handoff from 3. 1 can take the shot or attack over the top on the dribble looking to score or hit 3 or 5 in a 3-on-3 situation.

Man BLOBS

Box Triple



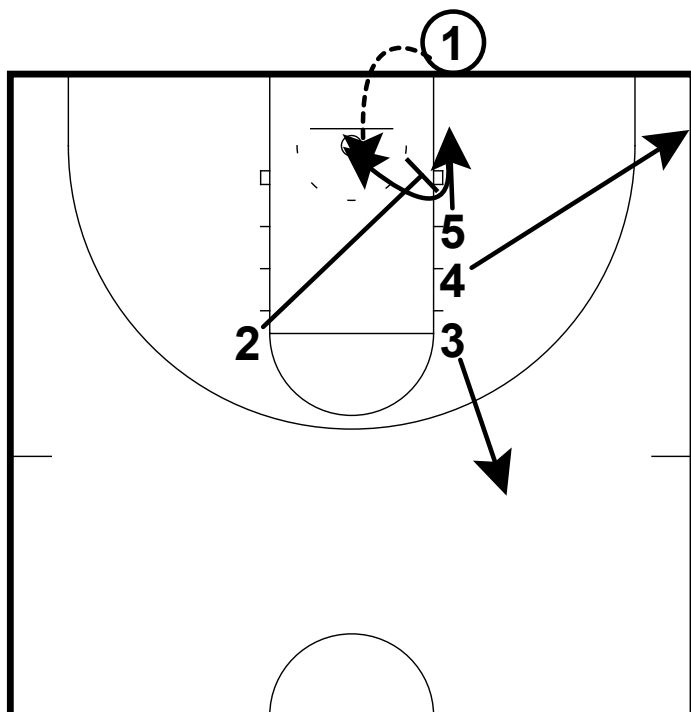
BLOB
3 v-cuts to wing as 2 cuts to opposite corner. 1 inbounds to 3.



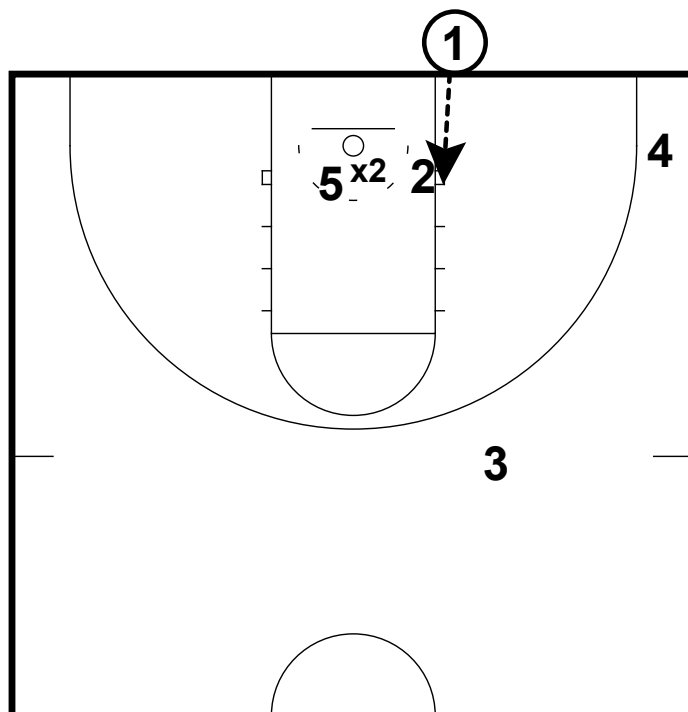
BLOB
3 dribbles up as 2 receives a triple staggered screen along the baseline from 4, 1, and 5. 3 passes to 2 for shot.

Man BLOBS

Line 5



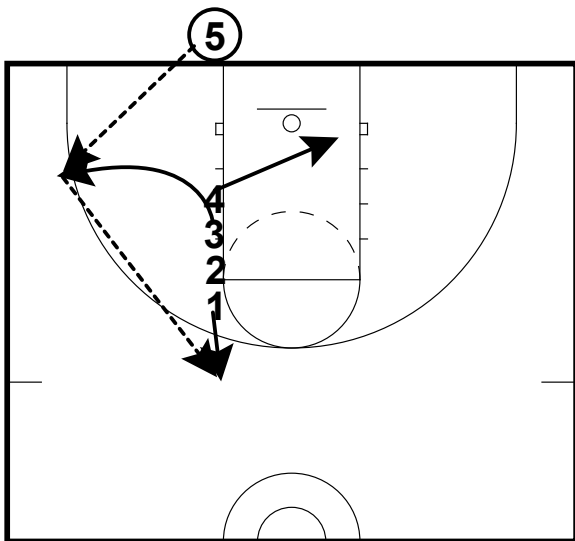
BLOB
 1 inbounds, 3 releases as safety, 4 cuts to corner and calls for ball. 5 starts toward the ball then wheels around 2's back screen for the lob.



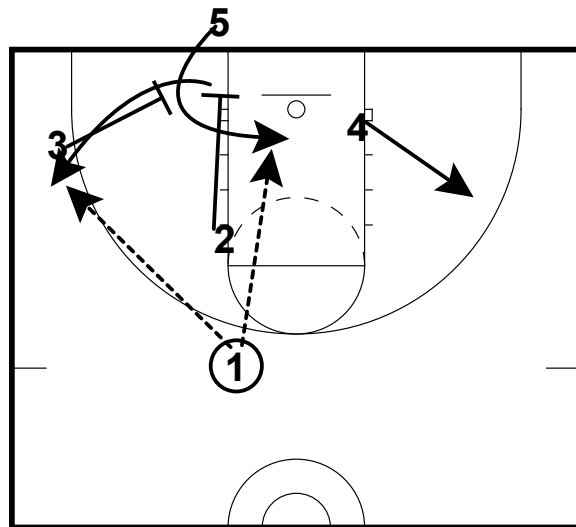
BLOB
 If the lob is not there because 2's defender (x2) helps on the lob, 1 fakes the lob to 5 and inbounds to 2 for an easy layup.

Man BLOBS

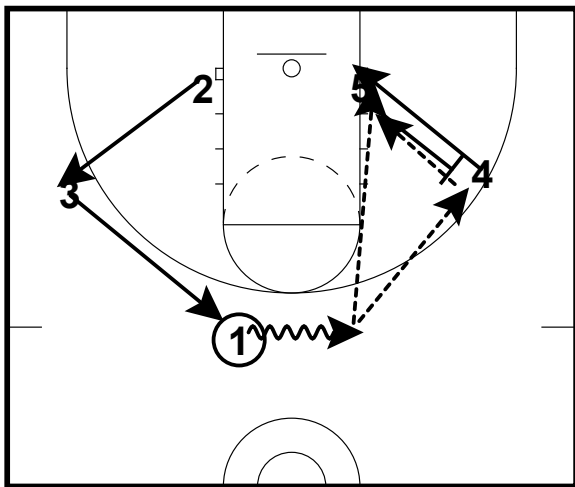
Michigan state



BLOB
Line formation starts with 4 diving across to the opposite block. 3 dives down and cuts to the corner. 5 hits 3 who then reverses to 1 popping out to the top.



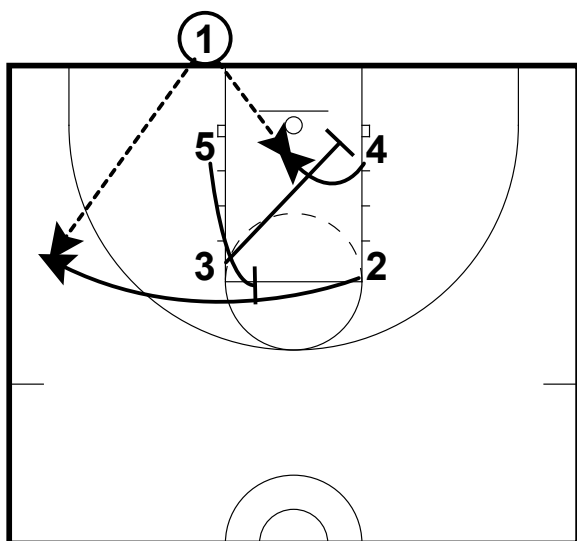
BLOB
2 goes down and screens for 5 to curl over the top looking for the lay-up. 3 screens the screener and 2 cuts out to the corners for the jumper.



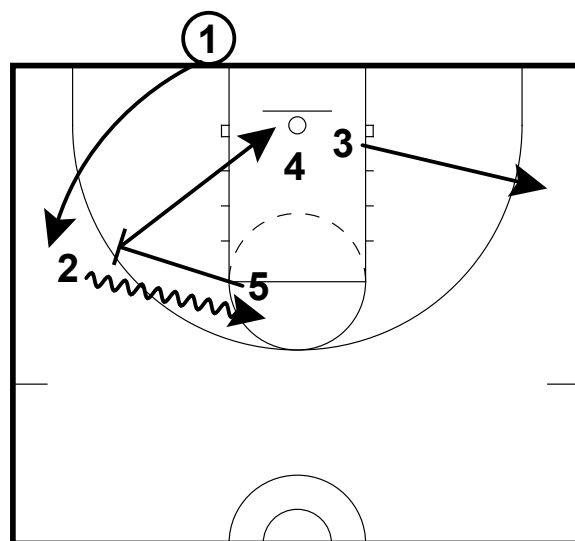
BLOB
1 dribbles over. 5 sets backscreen for 4 and 1 looks at backdoor cut. 1 passes to 5 and 4 post up. 3 fills for 1 and 2 fills for 3. We are set up in motion.

Man BLOBS

Money



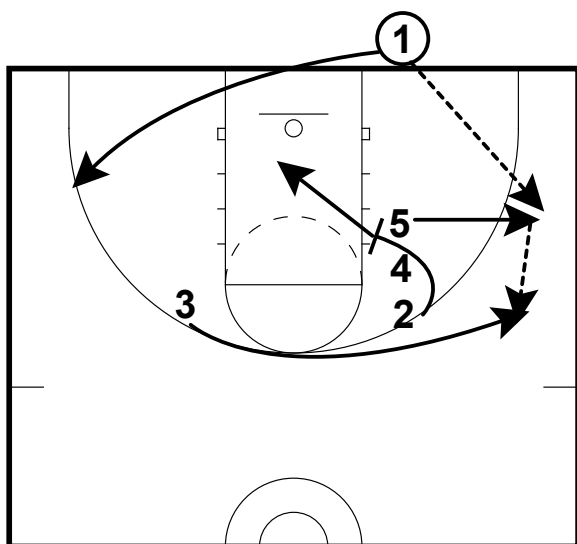
BLOB
 4 shows to the ball as 3 down screens for them. 4 will curl the screen and look for the lob in the middle. 3 rolls open to the ball after the screen. 5 will go up to the elbow to set a screen for 2.



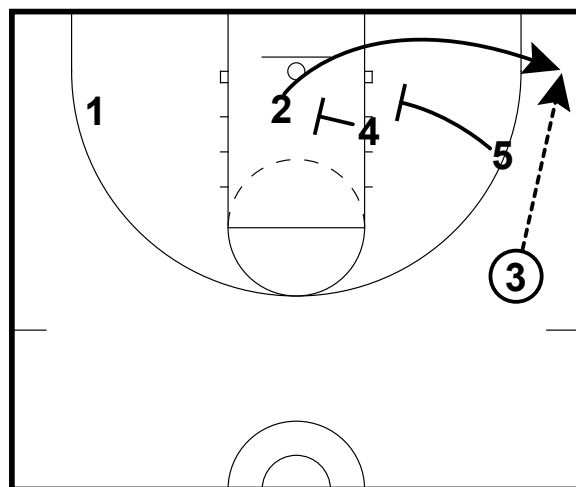
BLOB
 5 will immediately chase 2 for a quick pick and roll. 1 will delay for the roll and then cut to the wing for a shot off a reverse pass from 2.

Man BLOBS

Horns Wide



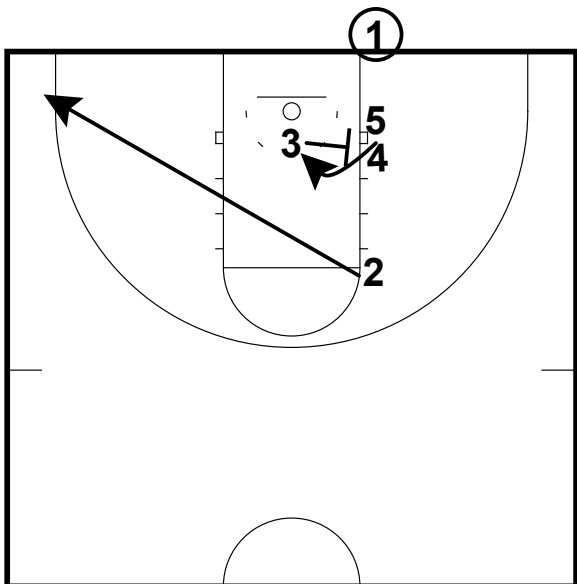
BLOB
2 wraps and screens in on X5, 5 pops out to catch the ball from 1.
5 passes to 3.



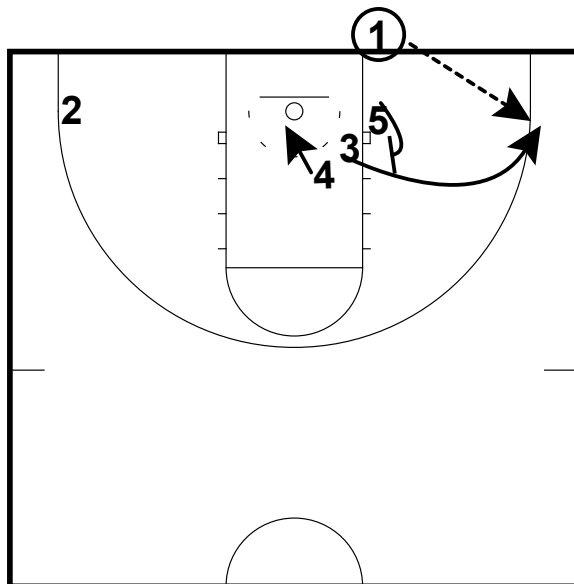
BLOB
4 and 5 set a double screen for 2 who gets a wide open three in the corner.

Man BLOBS

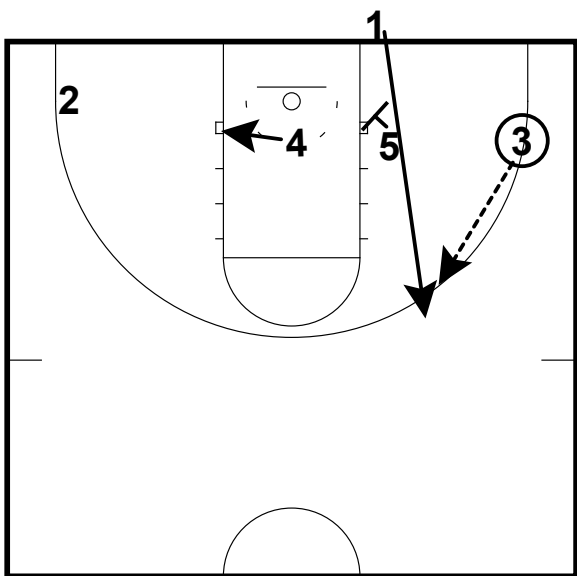
Hoya (New)



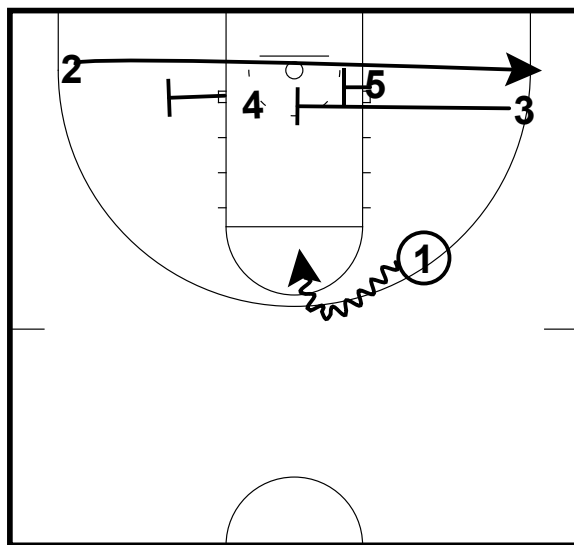
BLOB
2 and 3 can switch. You want whoever is most athletic and/or has mismatch under. This goes with G-Town. You can go with best shooter but doesn't hide Hoya as well.



BLOB
5 screens for screener (3). Look at 4, don't forget 5 on slip. 3 can take shot if open.



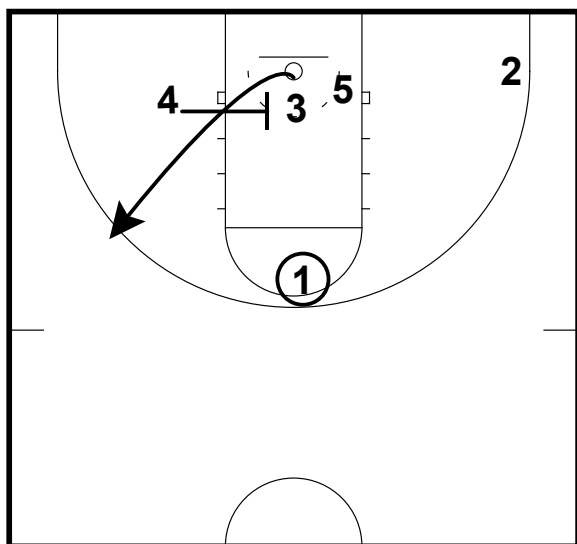
BLOB
1 cuts up lane to receive ball from 3.



BLOB
As one starts to dribble in middle 2 comes off triple screen. Once 3 passes it is important for him to sprint to middle of floor to be the 2nd screener.

Man BLOBS

Hoya (New)

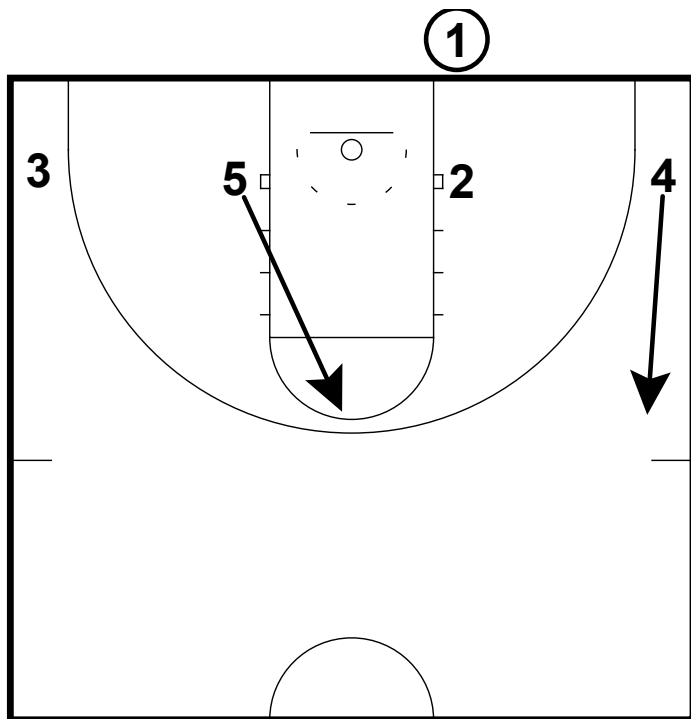


BLOB

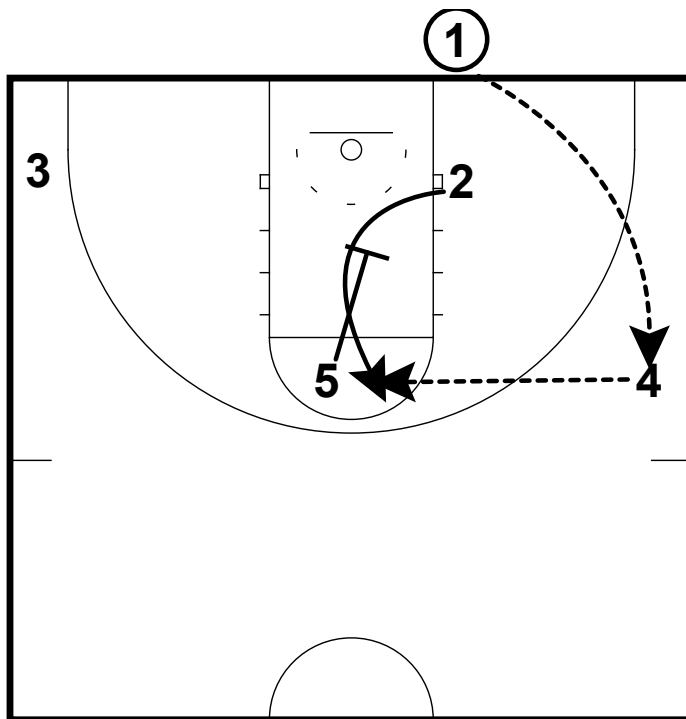
After 4 sets screen he turns to find 3. 3 comes off screen. Look at 2 and 3 for shots. 4 and 5 are ducking in.

Man BLOBS

Baseline Low Delay



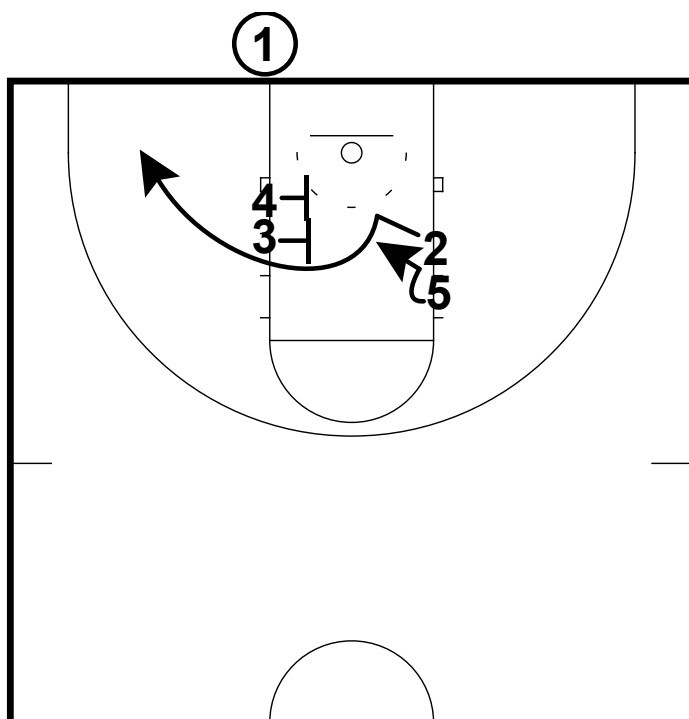
BLOB
5 flashes to the high post calling for the ball. 4 leaks up the sideline.



BLOB
1 lobs ball in to 4 as 5 screens down for 2. 4 hits 2 for the shot.

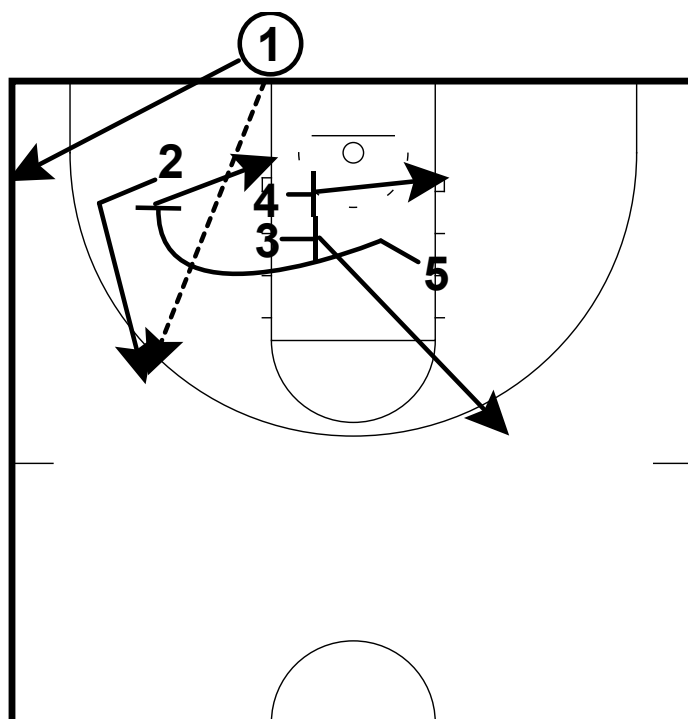
Man BLOBS

Corner



BLOB

- 4 and 3 start above the strong side block; 2 and 5 at 1st hash mark on weakside
- 2 cuts hard to ball and comes off of double screen
- 4 looks to duck in
- (2 and 4 as a scoring option)

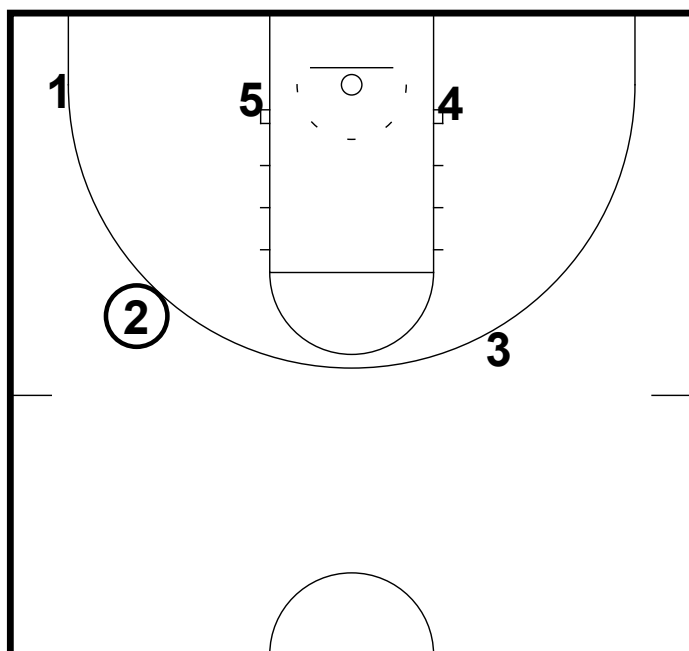


BLOB

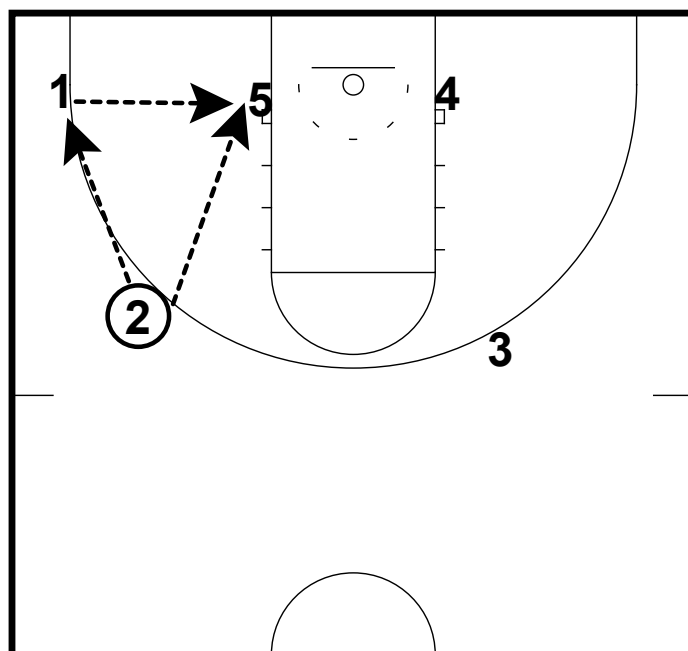
- Right after 2 comes off the screen (*timing is critical), 5 trails 2 to set a misdirection back screen
- 4 moves to opposite block
- (5's screen should arrive while 2 is ending their motion towards the ball in order to properly set up the misdirection backscreen).

Man BLOBS

Corner



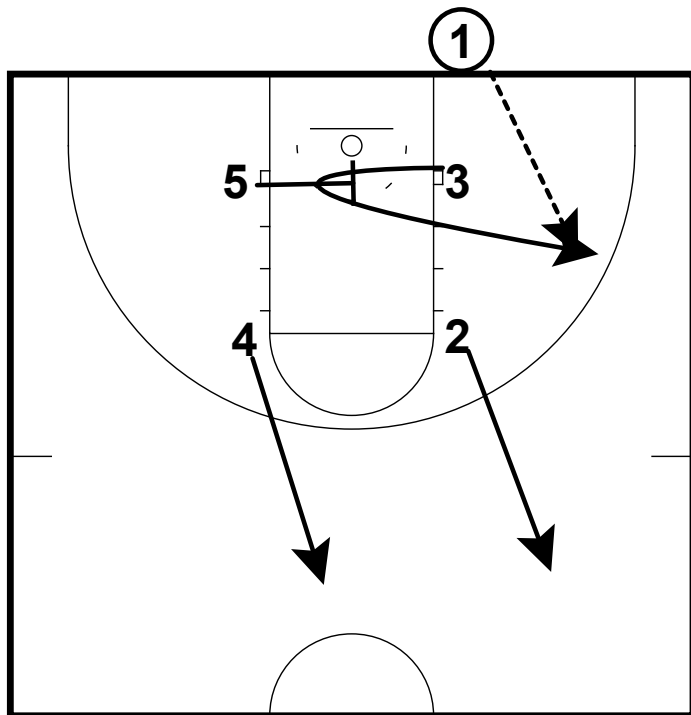
- BLOB
- looking to hit 2 for 3pt shot
 - after misdirection back screen, 5 dives to strong side block
 - 1 steps in to strong side corner
 - 3 clears out to opposite wing



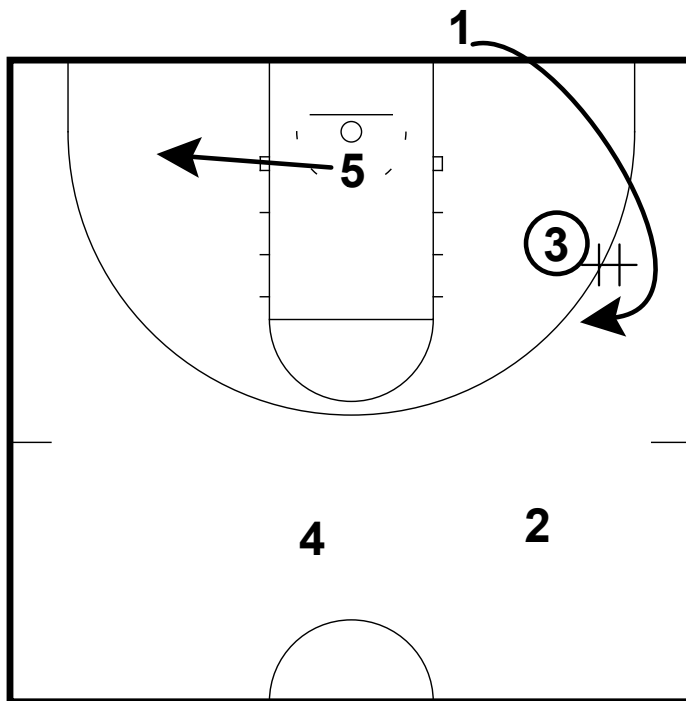
- BLOB
- Back in basic alignment, and now we have established a strong side triangle
 - Jump into your offense, a quick hitter, or add another element that suits your team to complete this BLOB

Man BLOBS

Box Loop Handoff



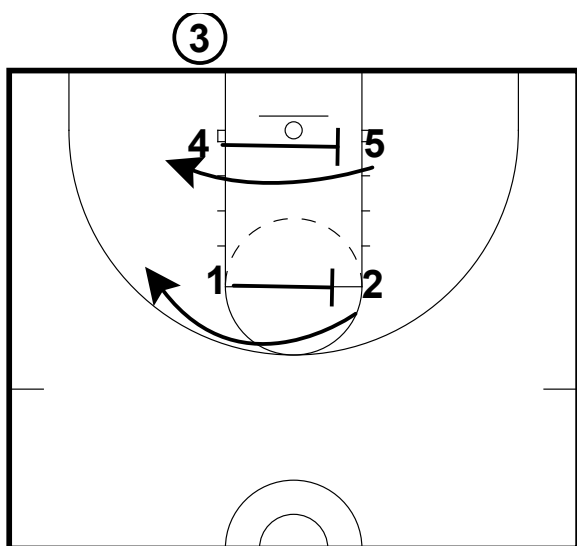
BLOB
5 pins in as 3 loops around back to corner to receive inbound pass. 2 and 4 space space high to spread the defense.



BLOB
5 spaces to short corner. 1 follows inbound pass to receive a handoff from 3. 1 can take the shot or attack over the top on the dribble looking to score or hit 3 or 5 in a 3-on-3 situation.

Man BLOBS

Cowboy

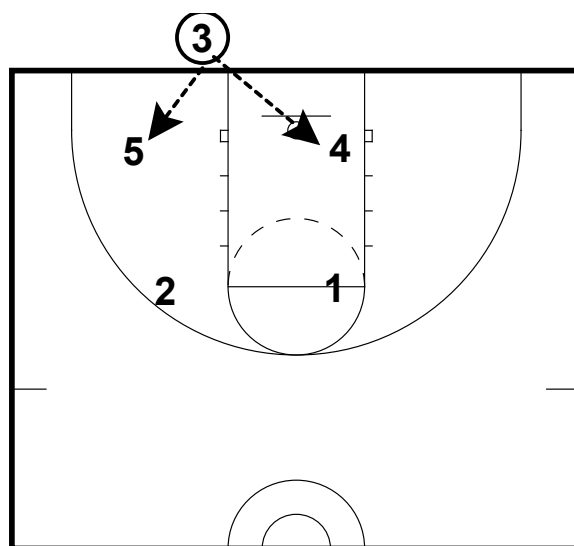


BLOB

4 sets screen on 5

1 sets screen on 2

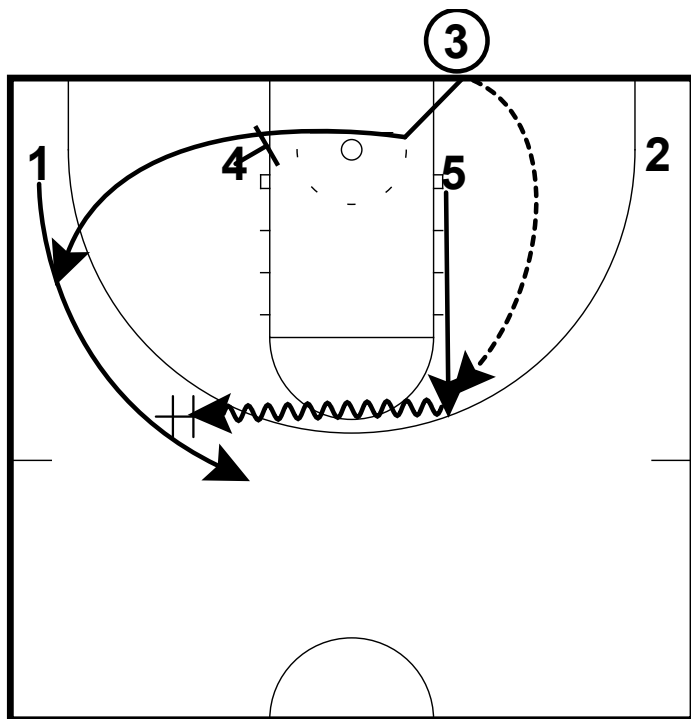
4 looks to seal for pass under basket.



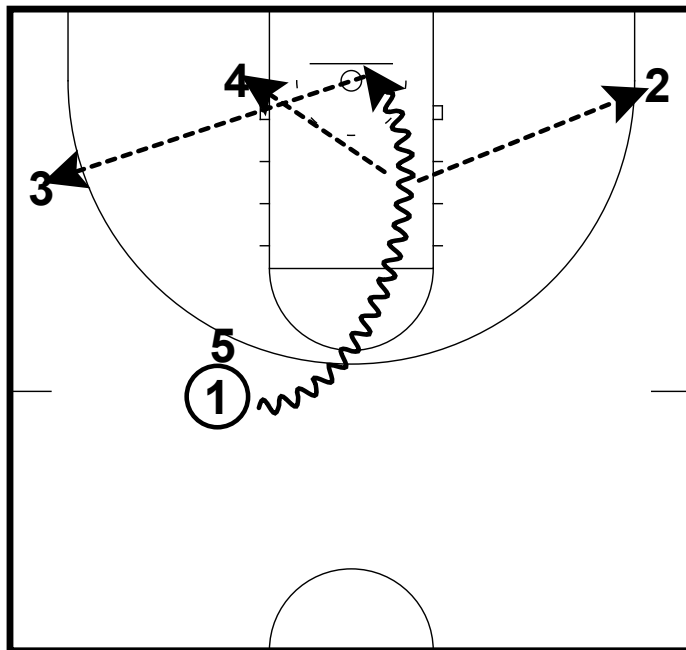
BLOB

Man BLOBS

Baseline Low DHO



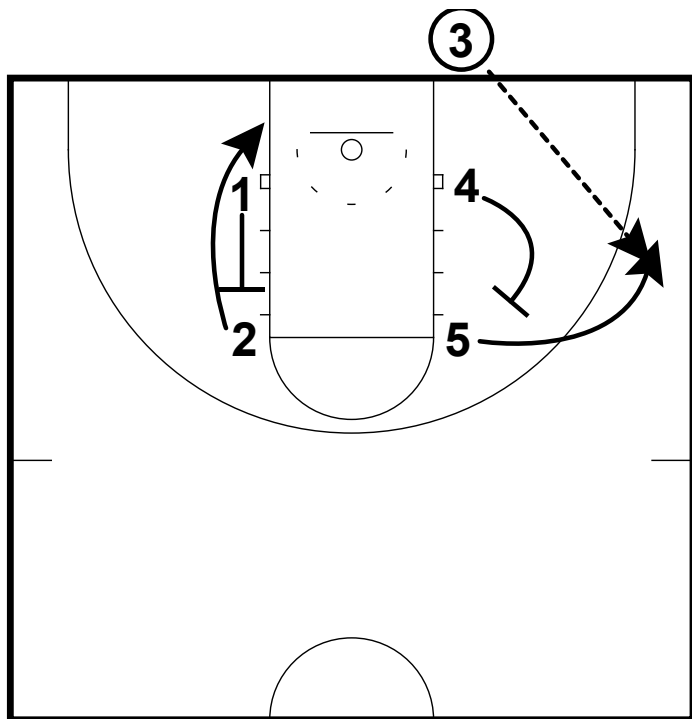
BLOB
 3 lobs over the top to 5, who immediately enters into a dribble handoff with 1. 4 screens for 3 coming inbounds to weak side.



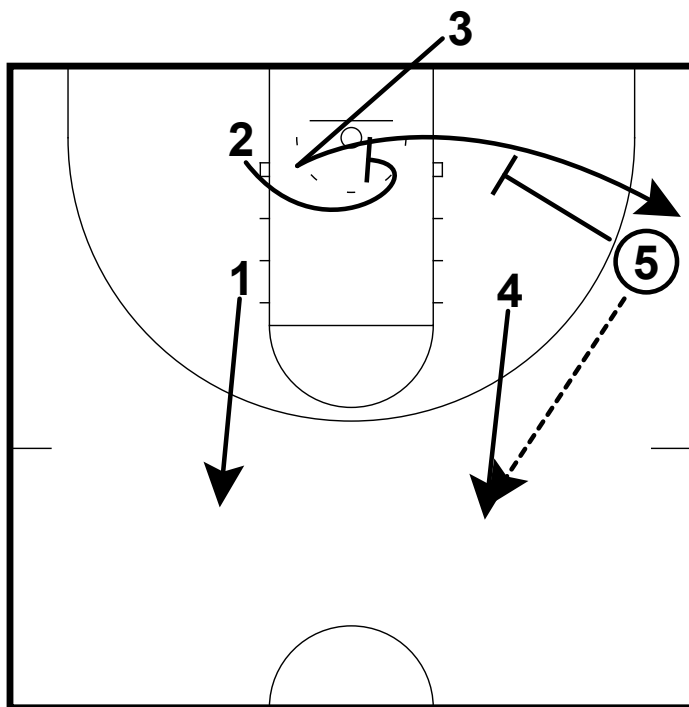
BLOB
 1 drives hard over the top looking to score, kick to 2, dump to 4, or kick back to 3 coming off weak side screen.

Man BLOBS

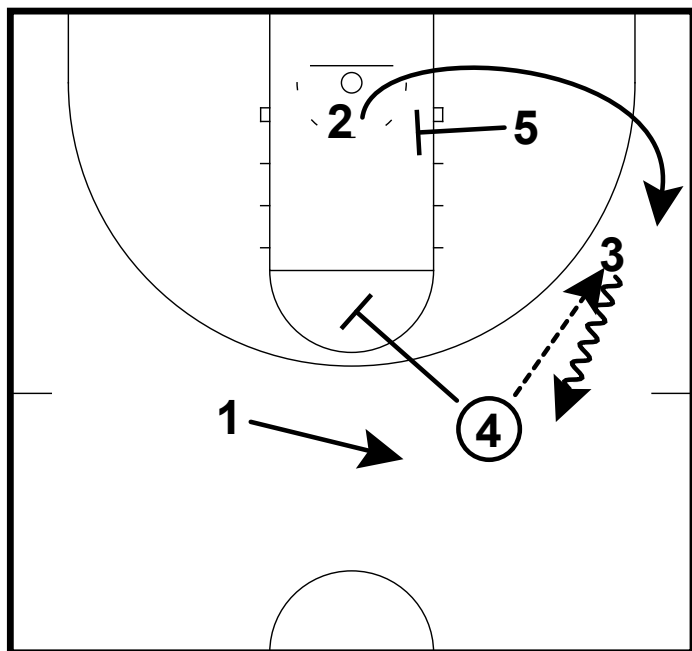
Box Double Loop



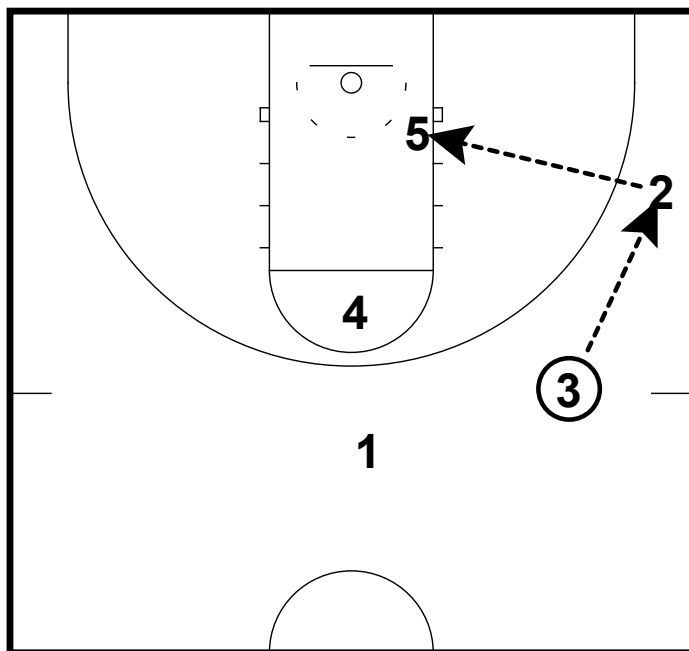
BLOB



BLOB



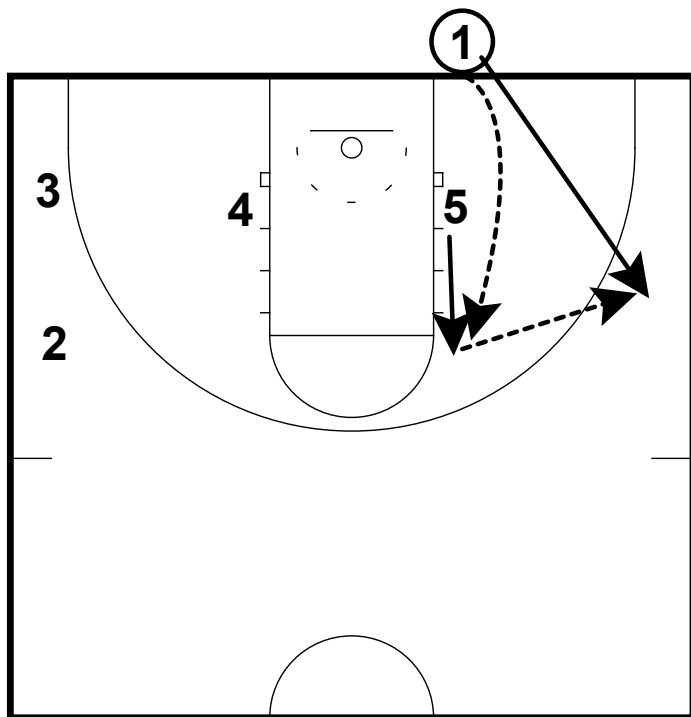
BLOB



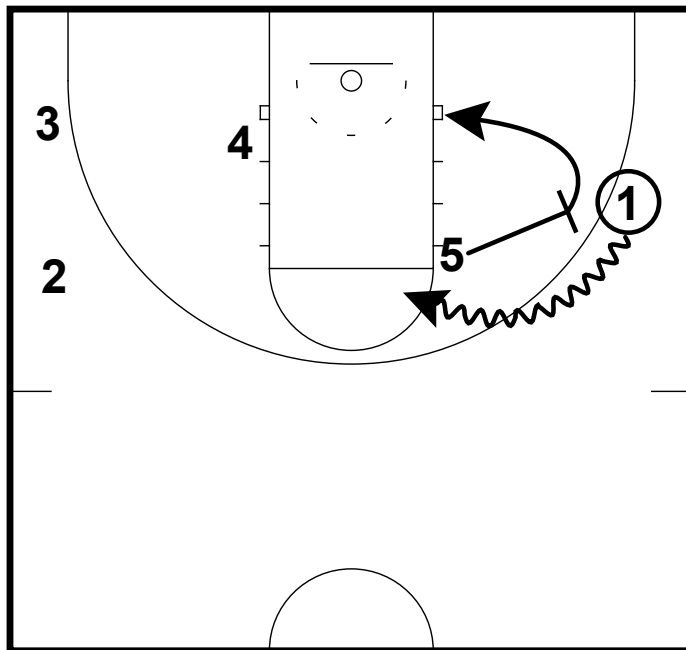
BLOB

Man BLOBS

Step In Fist



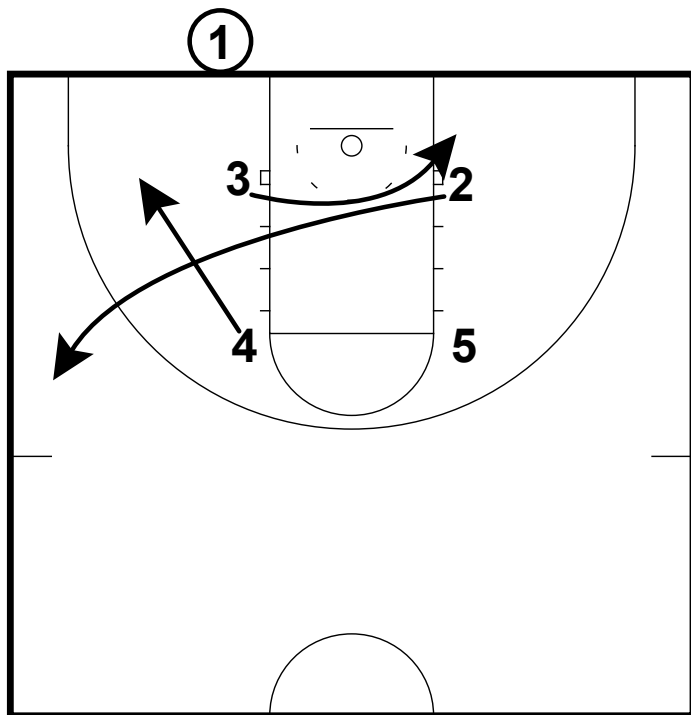
BLOB
- 5 steps up the lane to receive a lob entry
- 1 steps in to receive the ball back from 5 at the wing



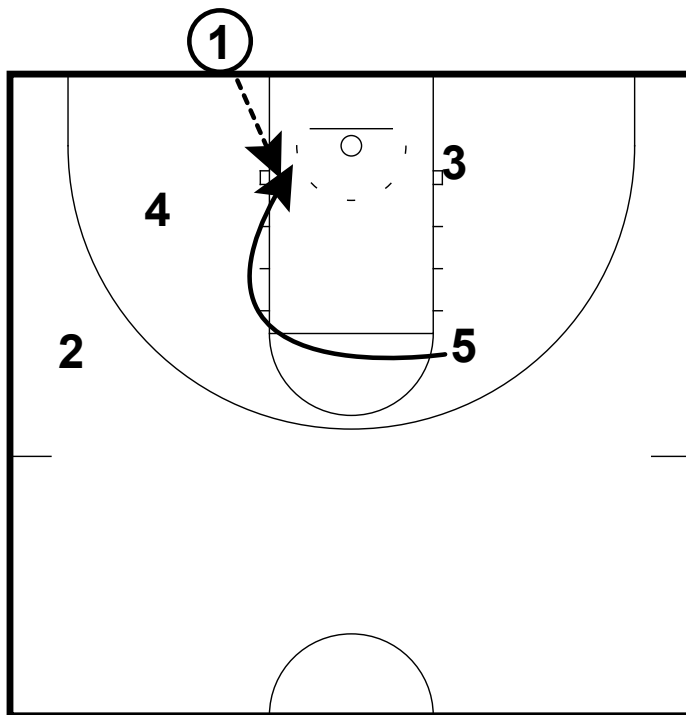
BLOB
- 5 and 2 are now in a 2 man PNR game

Man BLOBS

Box Drag Follow



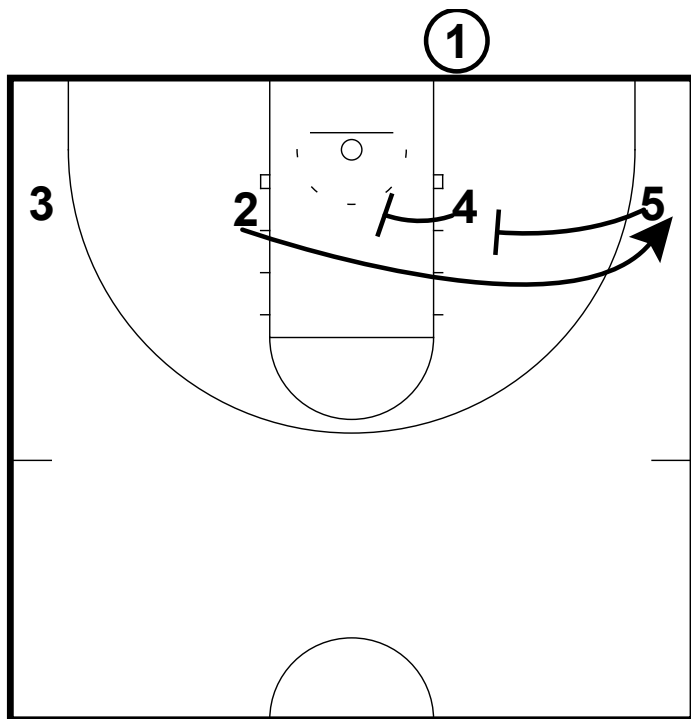
BLOB
2 drags across the lane using 3 to loosen defender. 3 works to opposite block as 4 cuts to short corner.



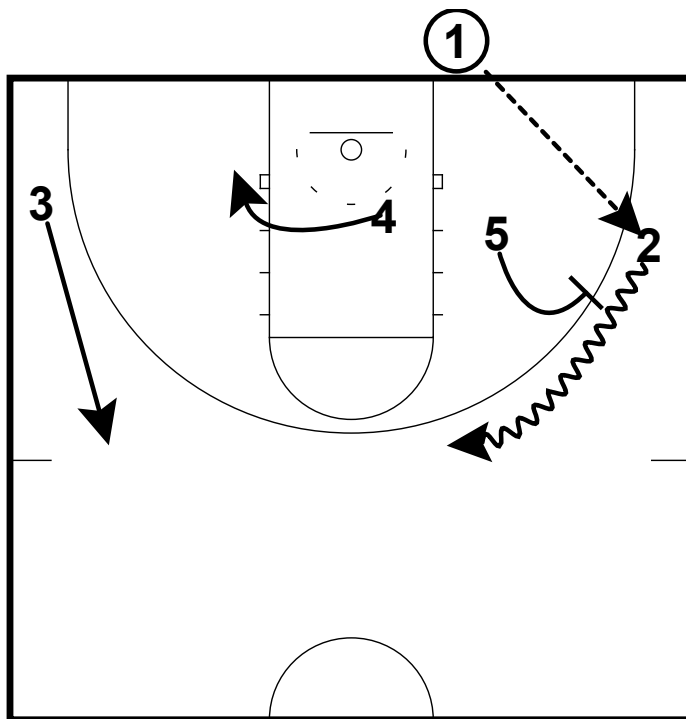
BLOB
5 times the cut to attack the rim as space clears after the action by 2, 3, and 4.

Man BLOBS

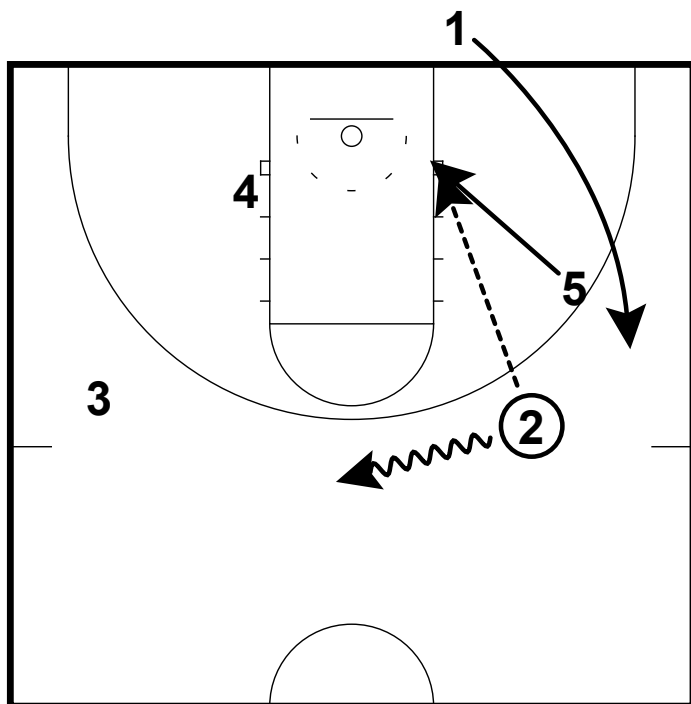
Baseline Low Double



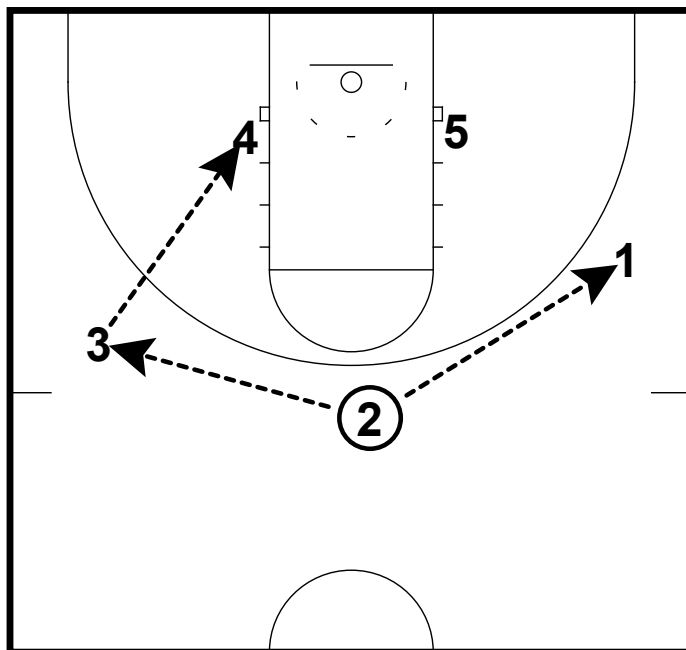
BLOB
4 and 5 set staggered screen for 2.



BLOB
1 inbounds to 2, who receives a ball screen from 5. 3 elevates and 4 cuts to opposite short corner.



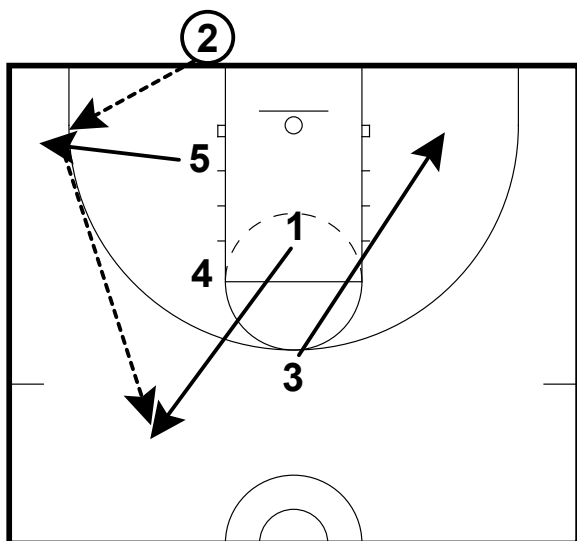
BLOB
2 can hit 5 on the roll or continue dribbling to top. 1 loops behind 2.



BLOB
2 can kick back to 1 for the shot or reverse to 3 who looks for 4 in the post.

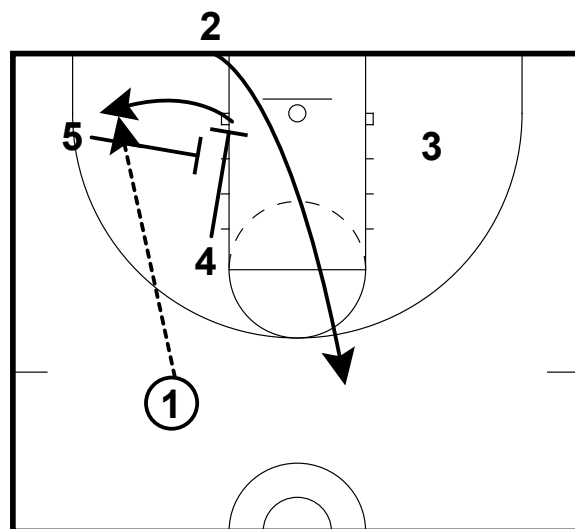
Man BLOBS

Boston Celtics: Screen the Screener



BLOB

- 5 steps out to receive the ball from 2
- 5 passes to 1
- 3 clears to the short corner / deep corner

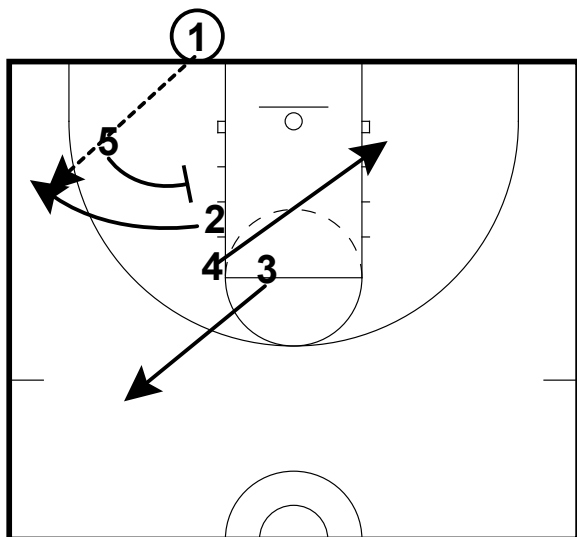


BLOB

- 4 sets a pin down screen for 2 and immediately comes off of a cross screen from 5

Man BLOBS

Boston Celtics: Elbow

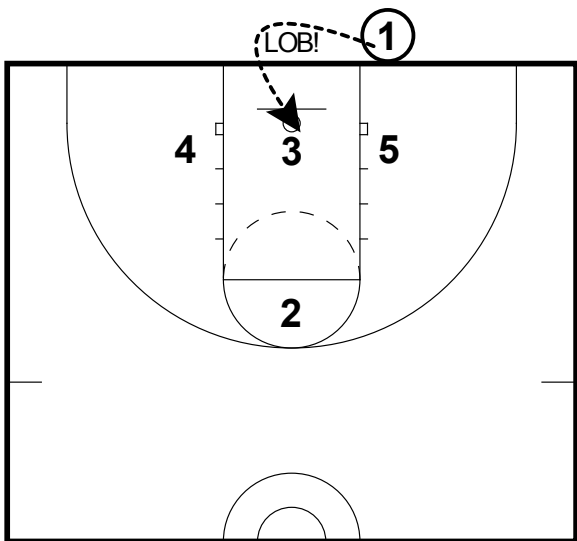


BLOB

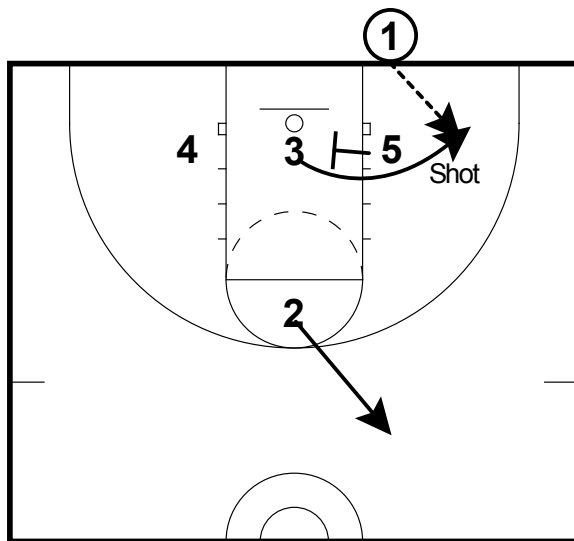
- 5 screens for 2 for a 3 point shot
- 4 dives to the block
- 3 releases for safety pass
- 5 looks to slip

Man BLOBS

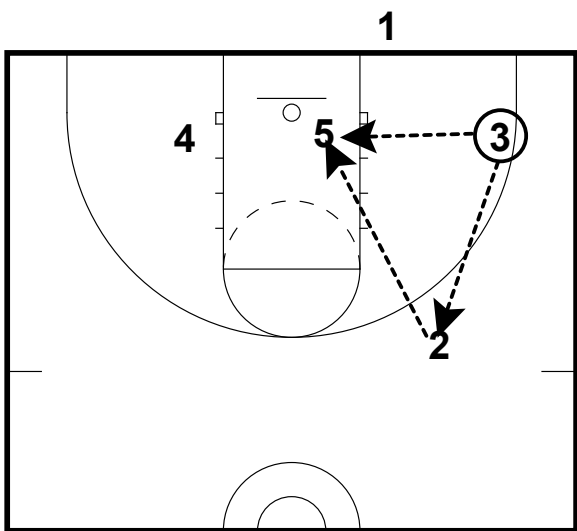
T Series



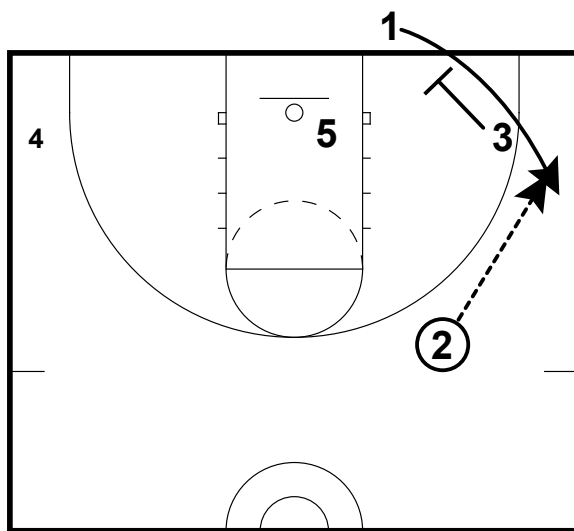
BLOB
1st Option - Lob



BLOB
2nd Option - Pin Screen for shot



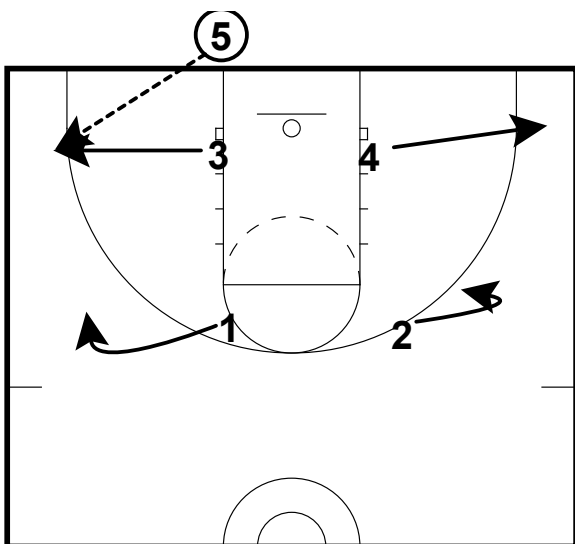
BLOB
3rd Option - Post Entry



BLOB
4th Option - Screen for Inbounder

Man BLOBS

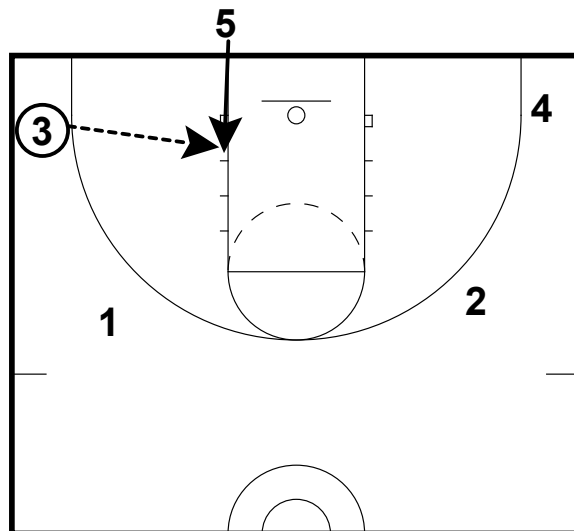
BLOB 1



BLOB

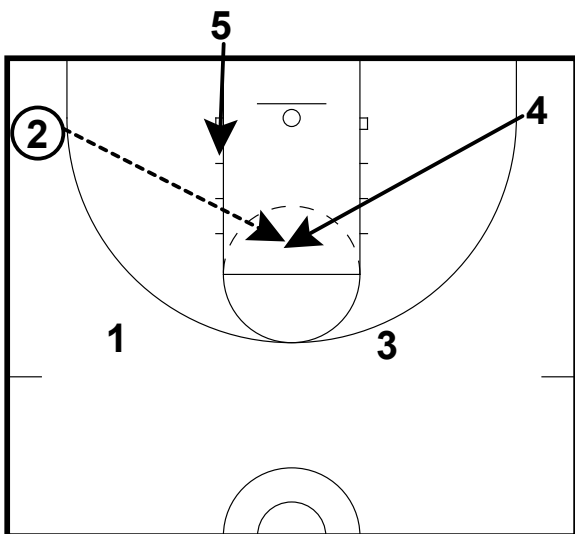
In this play any player who you want to post up can inbound the basketball. The player on the block should be a guard. The player on the opposite block that pops to the corner opposite the ball ideally is a post who can shoot well.

The 5 simply inbounds to the 3. If the 3 is overplayed she can back cut to the basket. The 1 is the emergency inbound if the 5 cannot get the ball to the 3.



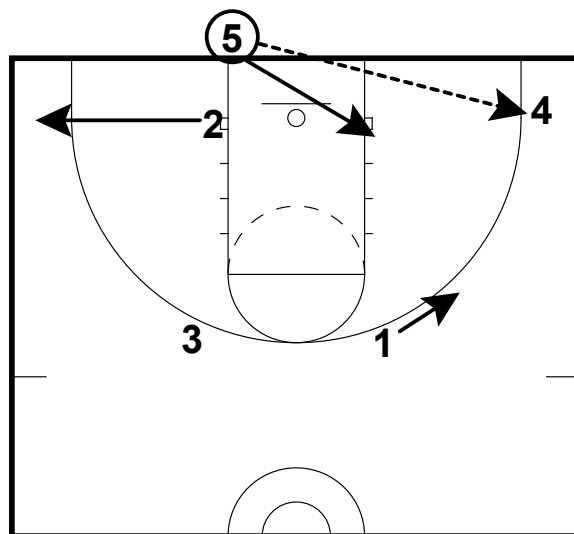
BLOB

After inbounding the 5 steps in and looks to aggressively post up.



BLOB

The 4 may look to flash to the ball after it has been inbounded to the 2 if their player loses sight of them. This is a read on their part.

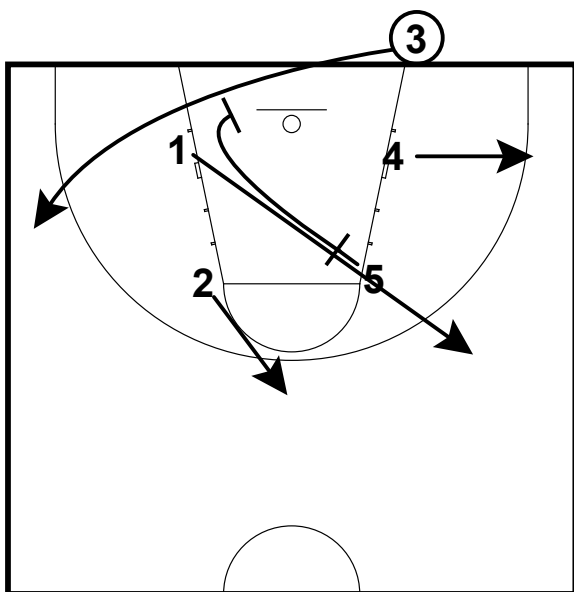


BLOB

Another option is to pass the ball into the 4 in the event that 4's defender does not pay attention to her. 4 may look to shoot the jump shot or drive to the basket. After inbounding the 5 would then post up aggressively if 4 does not have a scoring opportunity.

Man BLOBS

Z5

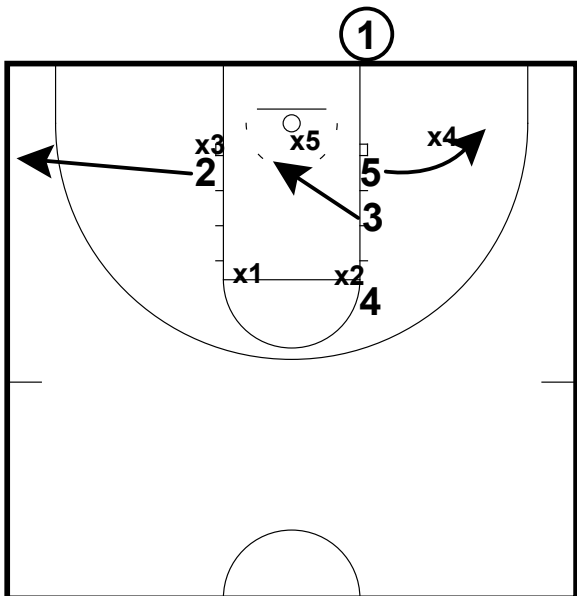


BLOB

- On the slap of the ball 4 pops out for the pass from 3
- He hits 1 who has come off the screen from 5
- 1 dribbles to the top of the key, 5 dives and sets a low screen
- 2 pops out to the top
- 3 cuts off the screens to the opposite wing off of 5's screen the ball is quickly moved from 4 to 1 to 2 to 3.
- 4 crashes weakside.

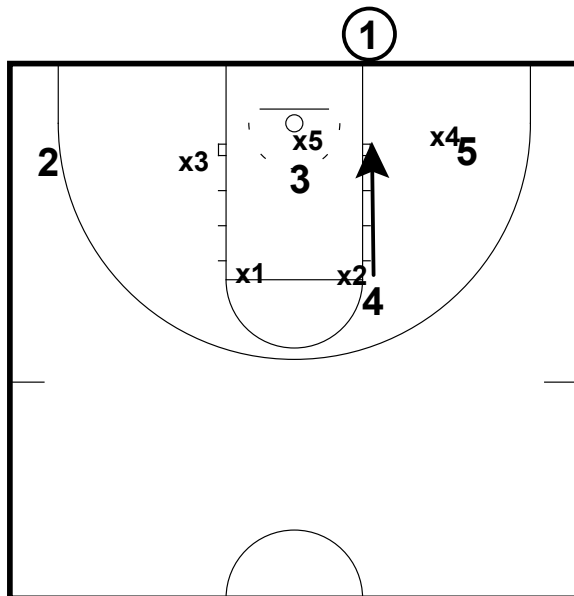
Man BLOBS

X BLOB



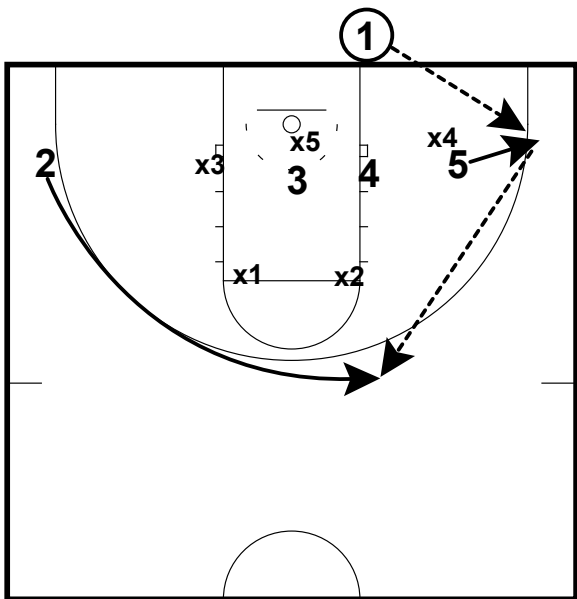
BLOB

- 3 cuts to the middle to occupy X5
- 5 steps short corner to occupy X4
- 2 steps opposite corner to occupy X2



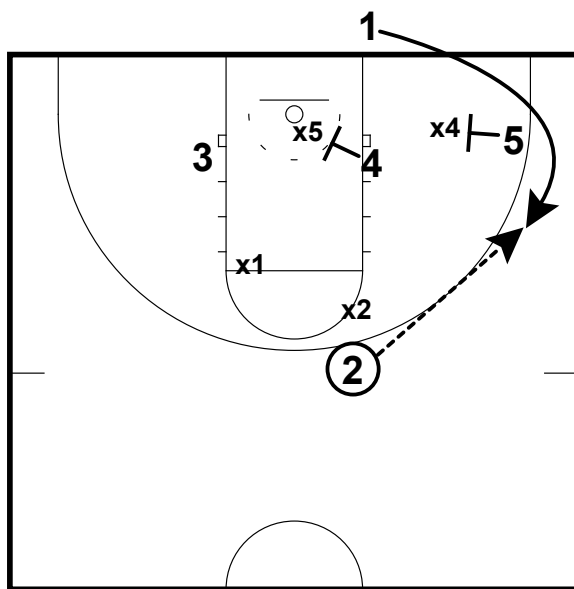
BLOB

- 4 dives to the ball



BLOB

- If 4 does not get the ball, 5 steps out to receive the pass from 1
- 2 cuts to the key to receive the ball from 5

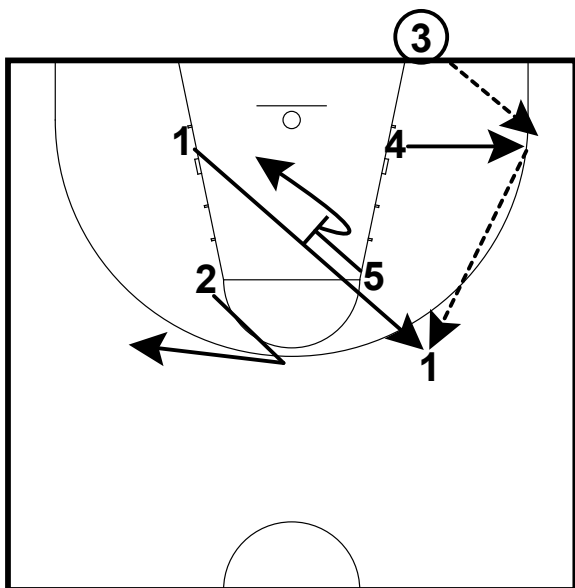


BLOB

- 4 and 5 screen the zone for 1 to cut to the wing for a 3

Man BLOBS

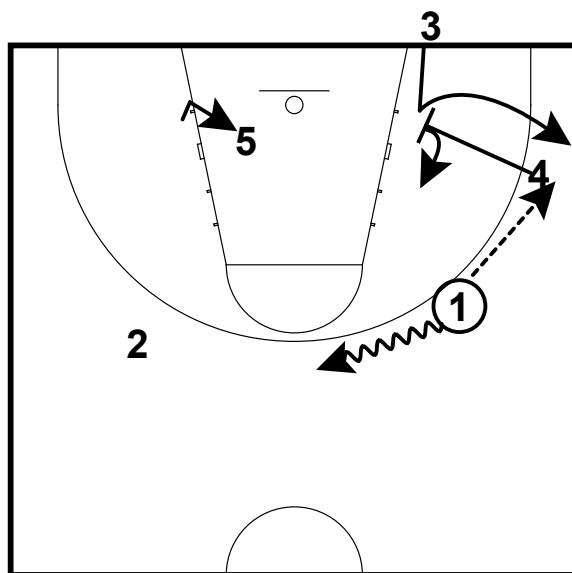
Z4



BLOB

#Z4

- On the slap of the ball 4 pops out on the baseline for the entry pass
- 4 finds 1 coming off of 5's screen. 5 Dives to the basket
- 2 Spaces back for defensive balance



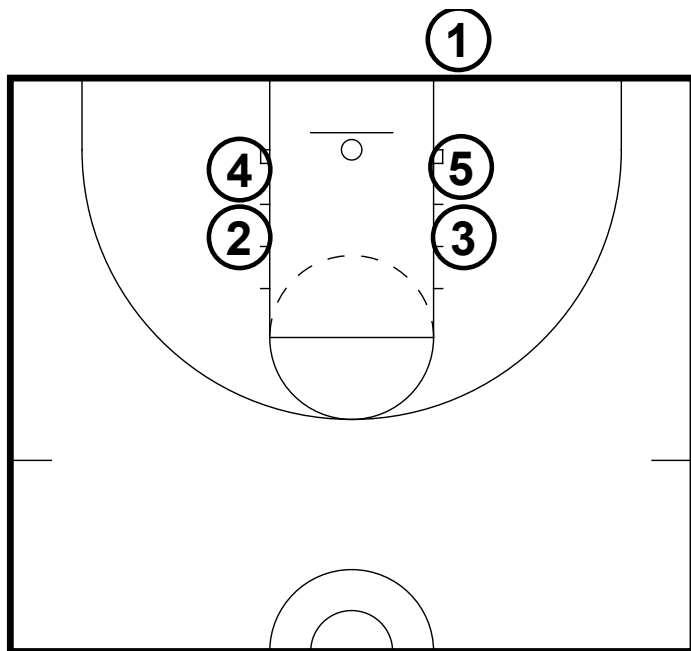
BLOB

-1 Dribbles to the top of the key which signals 4 to set a down screen for 3

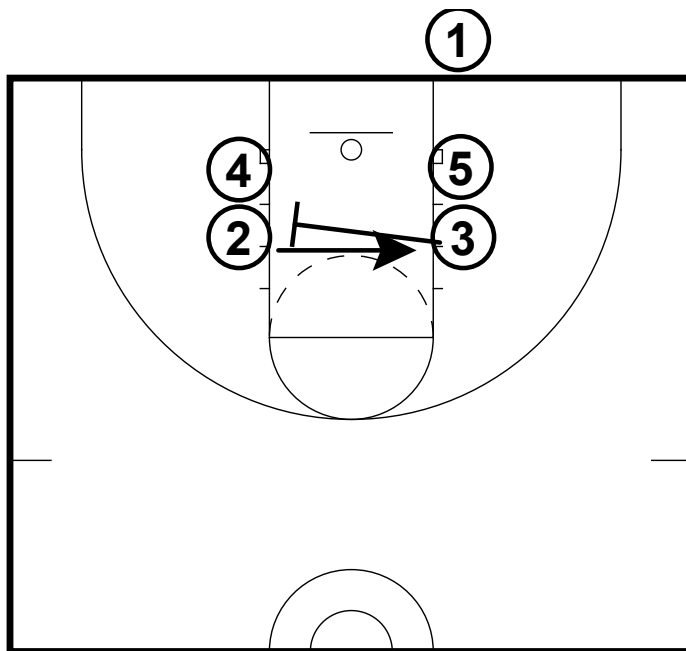
- 3 comes off the screen ready to shoot the ball, 4 rolls to the basket
- 5 gets good weakside rebounding position.

Man BLOBS

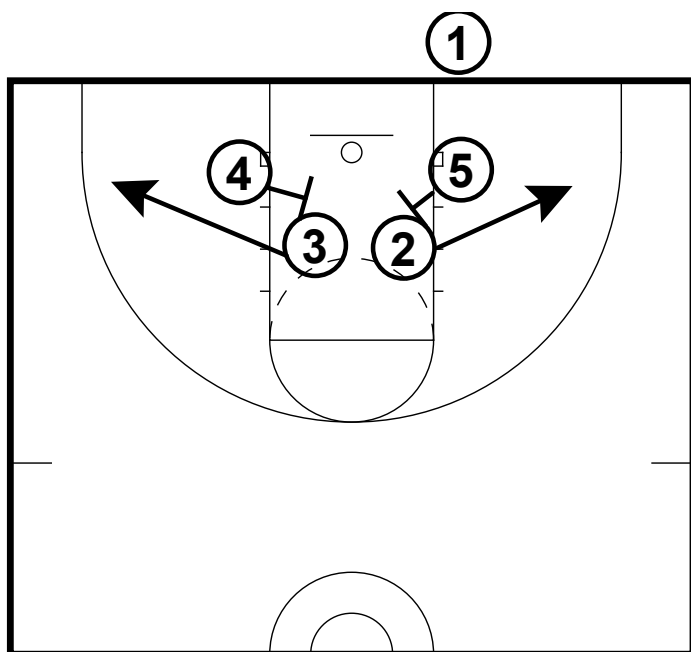
Triple



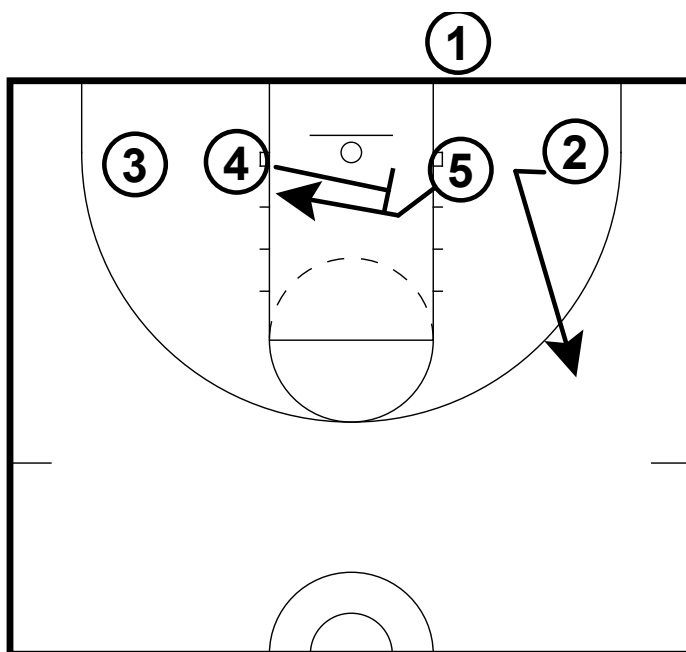
BLOB
Play starts as soon as inbounder receives the ball from the official.
Inbound the ball to the first open player.



BLOB
3 screens for 2



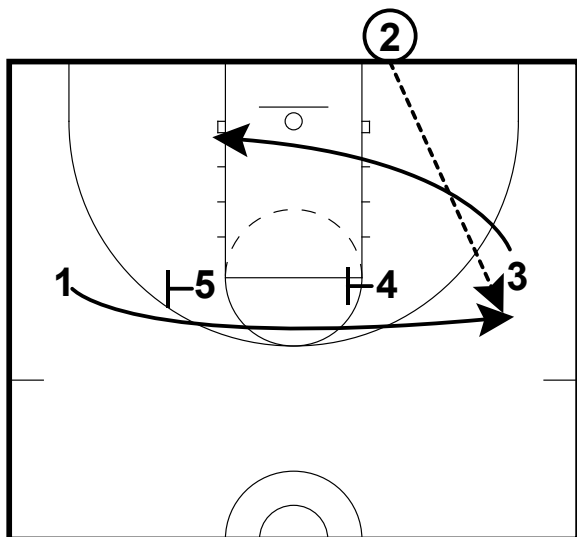
BLOB
4 screens for 3 and 5 screens for 2.



BLOB
4 screens for 5 and then opens tot the ball (or 5 can screen for 4 if you prefer). 2 breaks out as safety release.

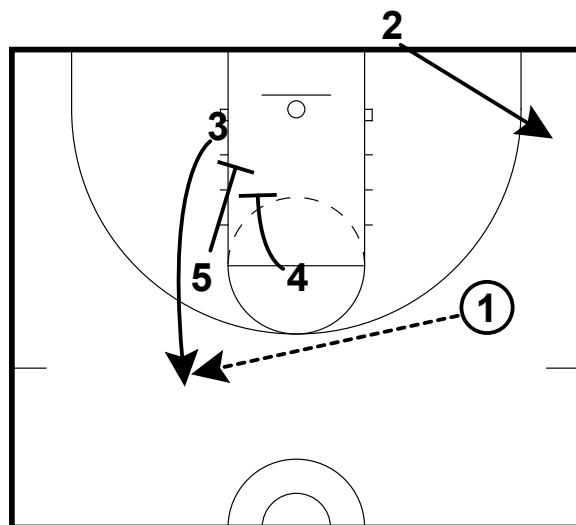
Man BLOBS

Boston Celtics: 4 Across



BLOB

- 3 cuts to the block
- 1 uses double staggered screens from 4 and 5
- Ball gets passed to 1

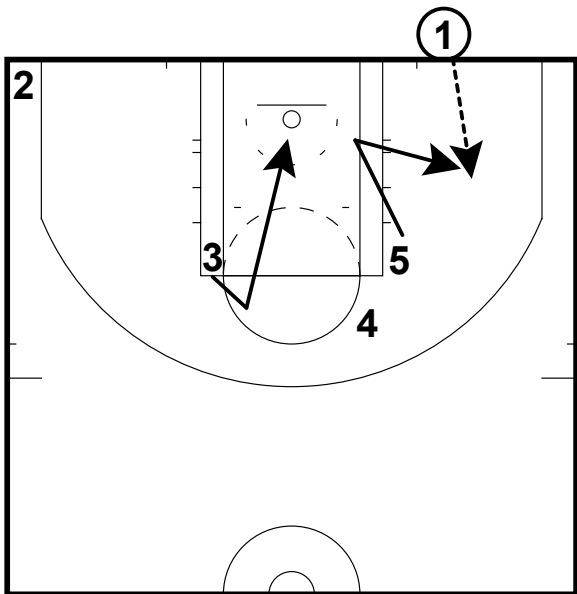


BLOB

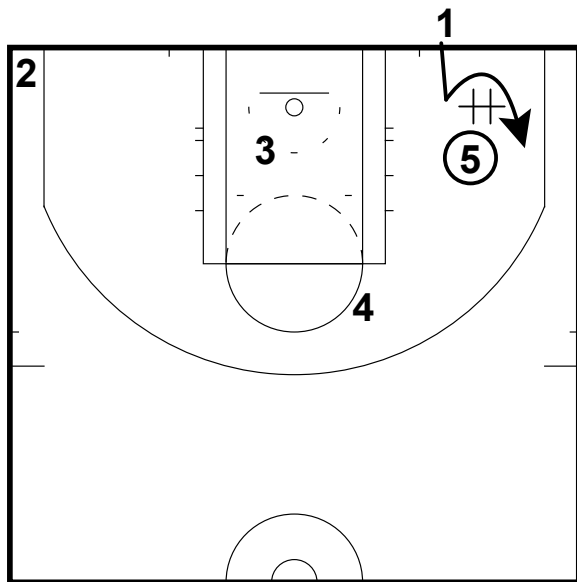
- 4 and 5 set a staggered screen for 3 to pop to the key for a 3

Man BLOBS

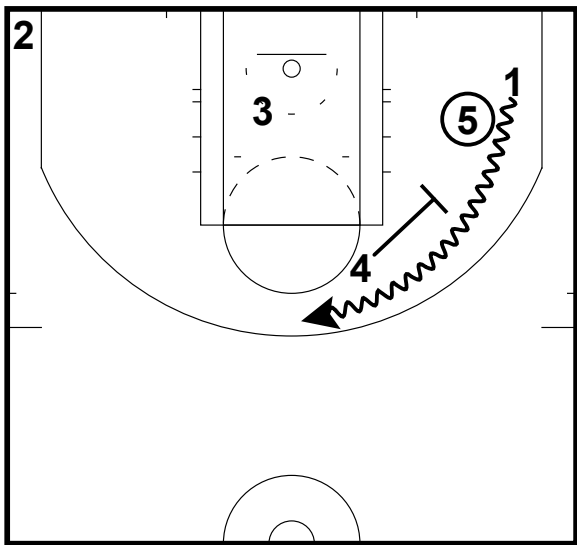
Boston Baseline Triple



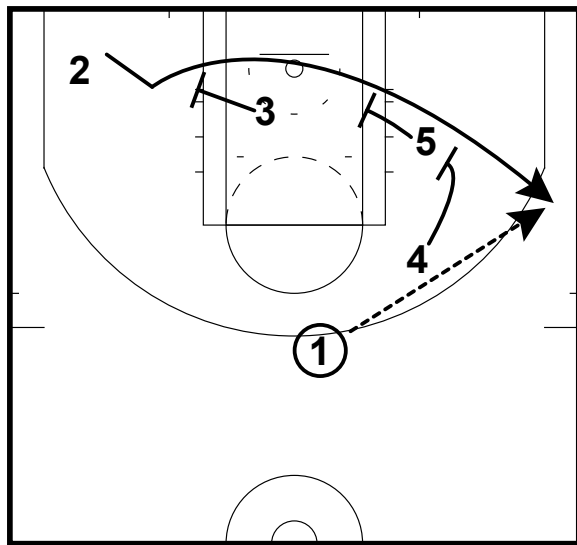
BLOB



BLOB



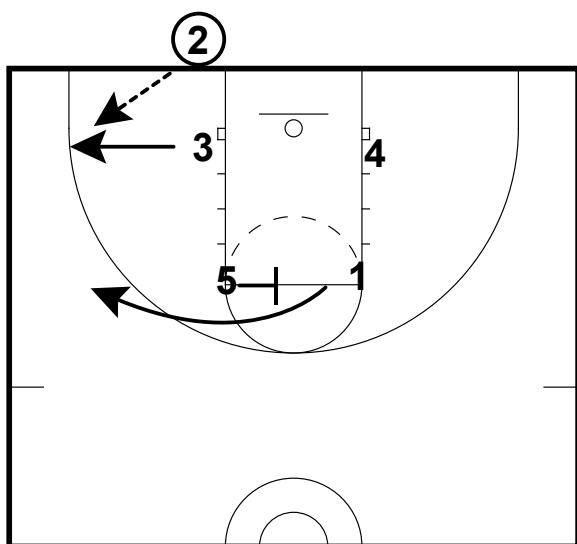
BLOB



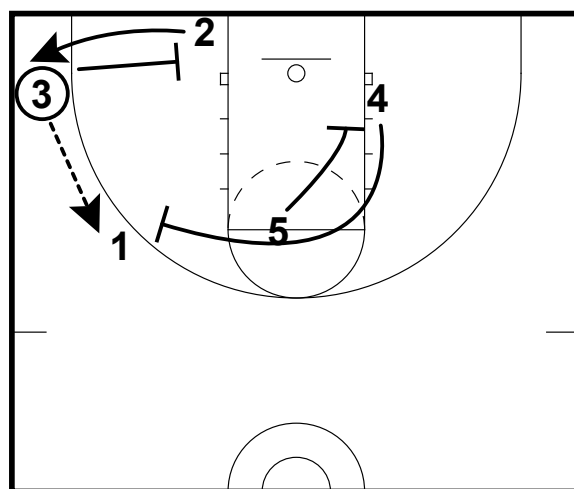
BLOB

Man BLOBS

Texas (Box)



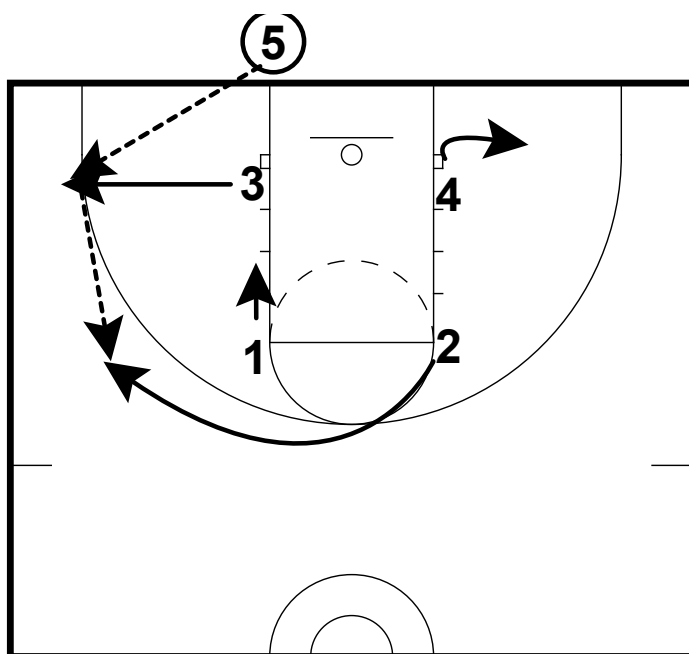
BLOB
 3 cuts to three point line and recieves pass from 2.
 5 sets sceen for 1 to recieve pass at wing.
 4 stays and gains position



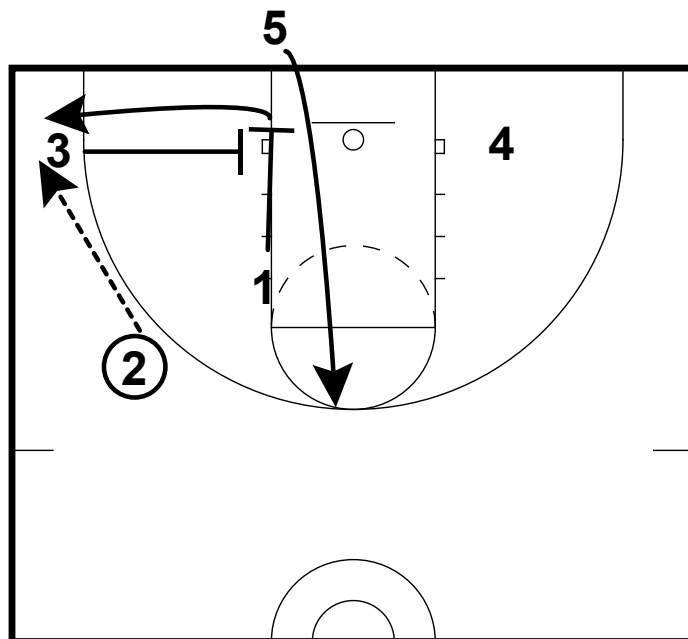
BLOB
 3 passes ball to 1 and then down screens for 2 and seals man.
 2 cuts to corner for shot
 5 and 4 get rebound position on pass to 3
 If no shoot, 5 sets screen for 4 and seals man while 4 sets pick and roll with 1.

Man BLOBS

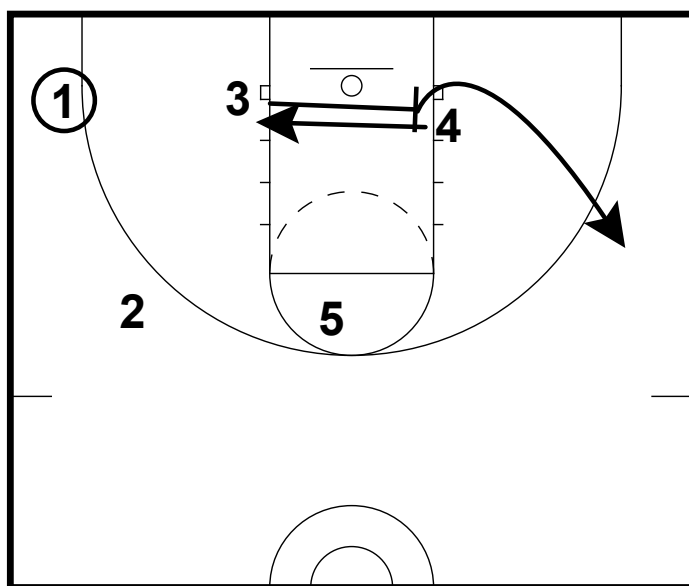
BLOB 2



BLOB
5 passes into the 3. 3 passes to the 2 who has cut over. 4 clears out to the side 1 begins to downscreen for the 5.



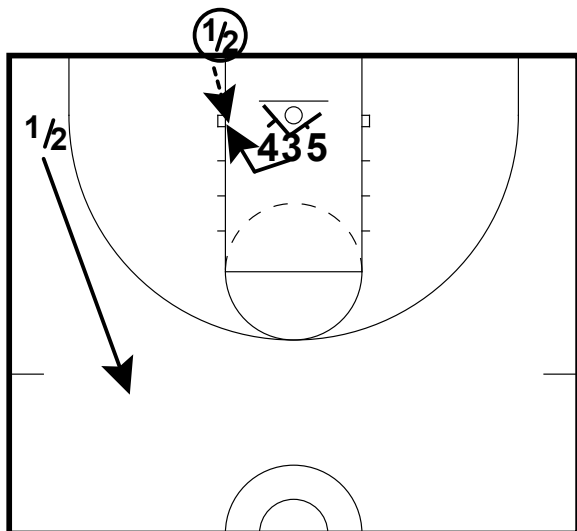
BLOB
The 5 uses the screen from the 1 looking for a pass in the key from the 2. If that pass is not there then they continue up to the top of the key. The 3 then screens down for the 1 (screen the screener) and looks for the jump shot from the corner. The 3 makes sure to then screen and seal properly so that they may get a pass directly from the 2 or a pass from the 3.



BLOB
If the 1 does not have a shot or the 3 is not open in the post, the 3 screens away for the 4 with a little on big screen. The 3 then pops out so the 5 can dive if the 4 gets the ball.

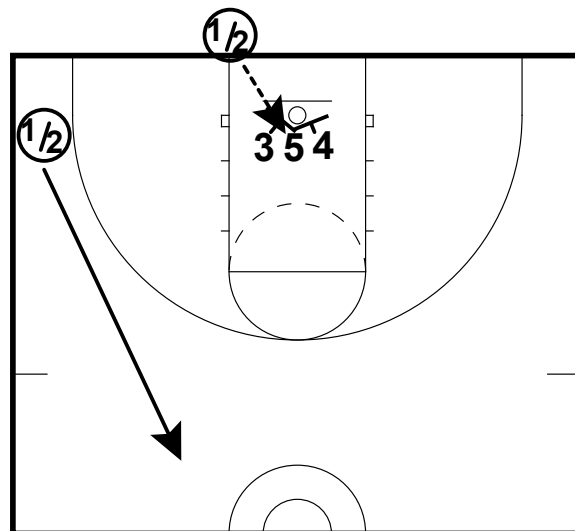
Man BLOBS

Hawaii/Senath



BLOBs
Hawaii

- 1) O4 and O5 set a pinch screen O3 who fakes like he is getting a lob.
- 2) O1 fakes a lob pass and then passes to O3 as he comes to the ball off of O4's butt.
- 3) O1/2 goes deep to be safety.

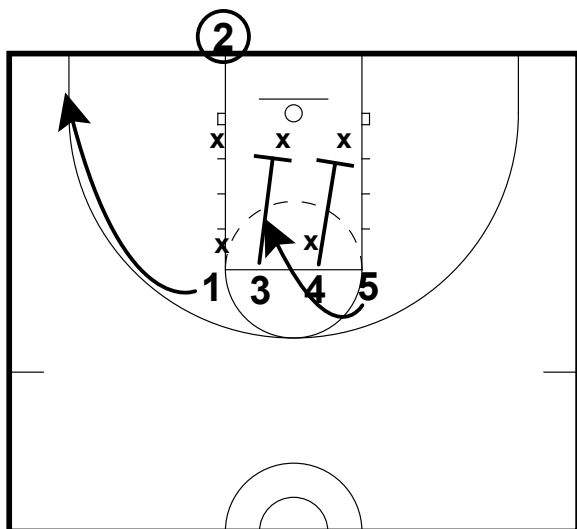


BLOBs
Senath

- 1) O3 and O4 set a pinch screen O5 who catches a lob pass from O1/2.
- 2) O1/2 goes deep to be safety.

Man BLOBS

Quick

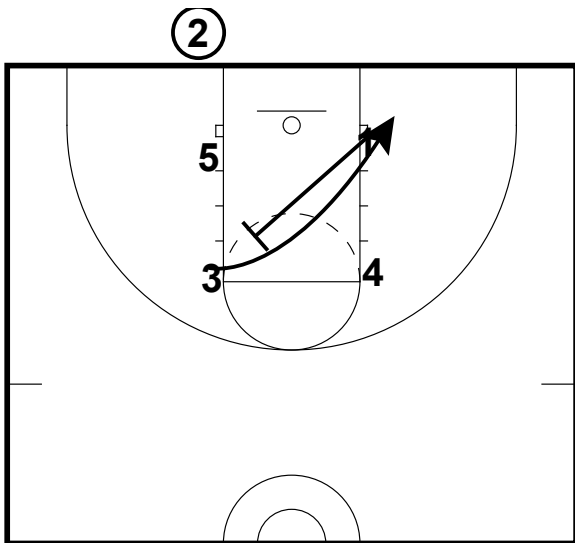


BLOBs

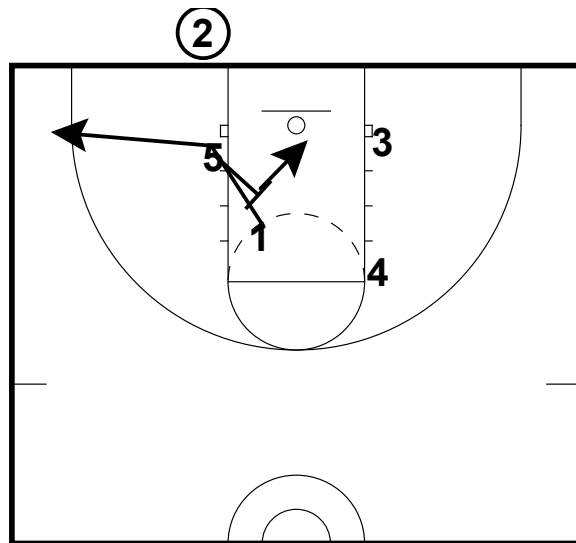
- 1) O1 sprints to the corner.
- 2) O3 and O4 sprint in to screen the bottom of the zone.
- 3) O5 hesitates and then sprints to the middle of the lane for the lob from O1.
- 4) If no one is open O1 sprints deep for the safety pass.

Man BLOBS

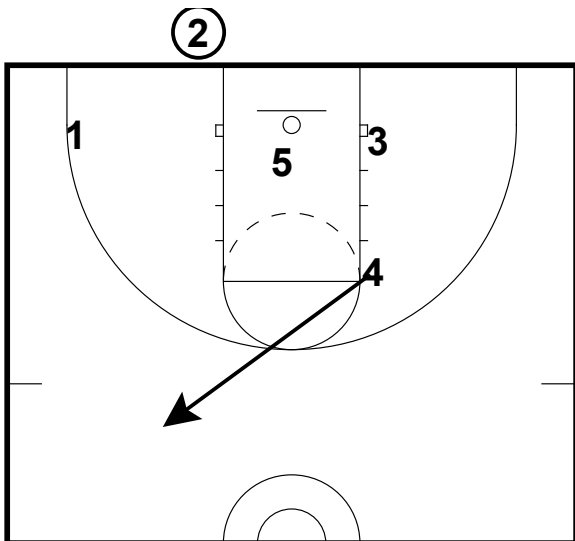
Duke



BOB
1 sets diagonal back screen for 3



BOB
5 backscreens for 1 who cuts to block the pops to corner 5 rolls back to rim looking for pass

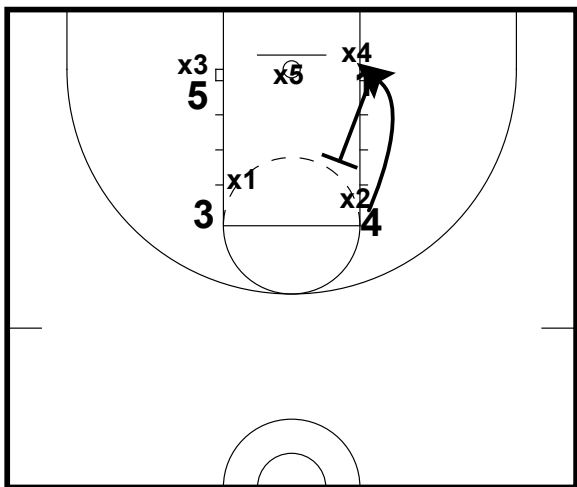


BOB
4 pops deep as a release man

Man BLOBS

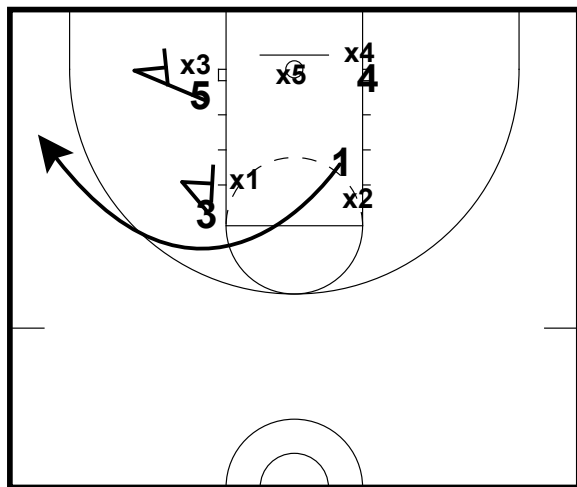
Marquette

(2)



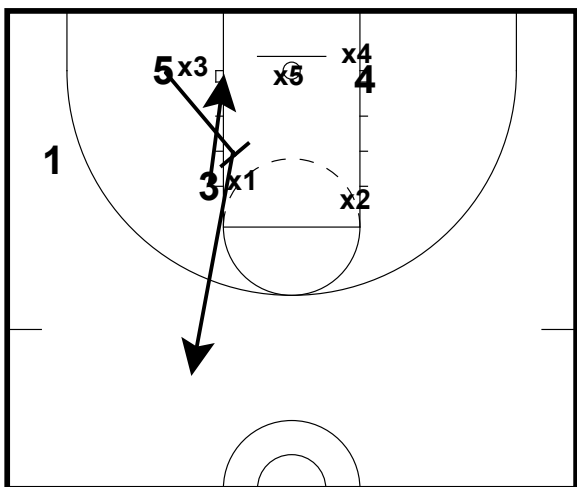
BOB
1 back screens for 4 cutting to weakside block

(2)



BOB
1 runs off 5 and 3's double screen looking for J from wing area

(2)

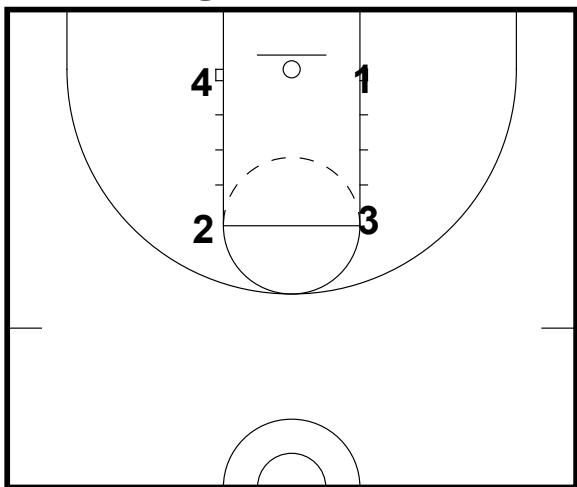


BOB
5 screens for 3 who slips to rim and 5 releases deep

Man BLOBS

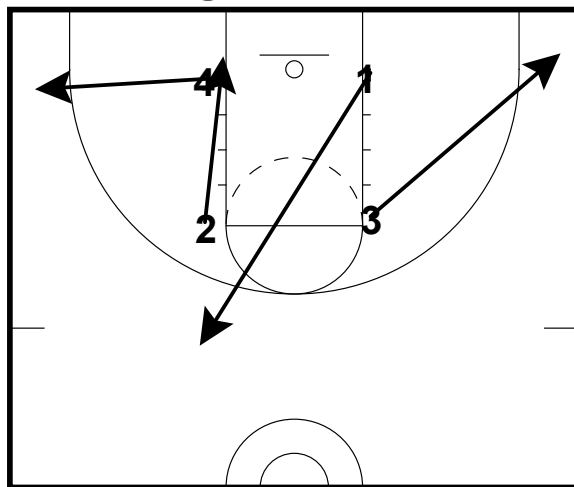
Uconn

(5)



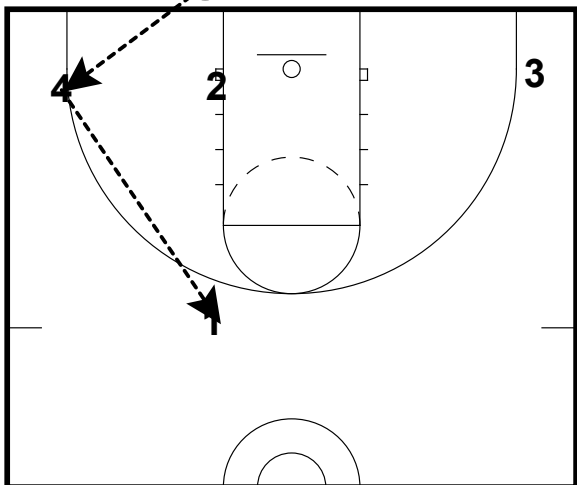
BOB
box set

(5)



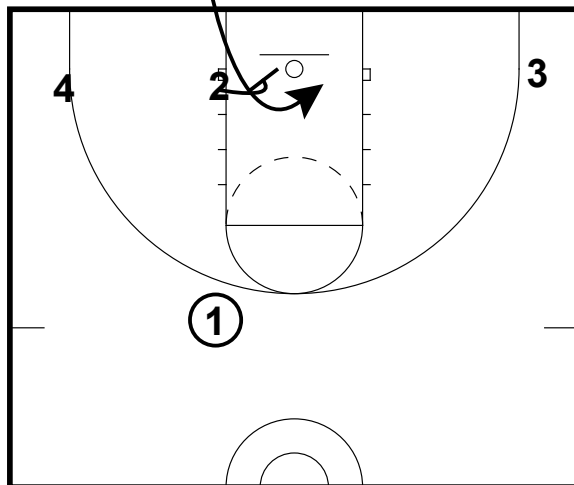
BOB
on official handing ball to player 4 pops ballside corner 3 sprints to weakside corner 2 sprints right to ball 1 goes to deep ballside

(5)



BOB
5 can either pass to 4 who passes to 1 or right to 1 obviously if 3 or 2 is open for shot 5 can pass to them

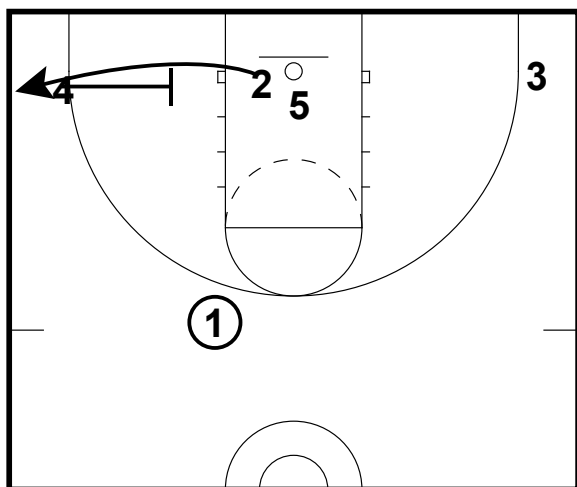
5



BOB
2 screens either the man covering the inbounder or the middle of the zone and 5 looks to curl for quick pass from 1

Man BLOBS

Uconn

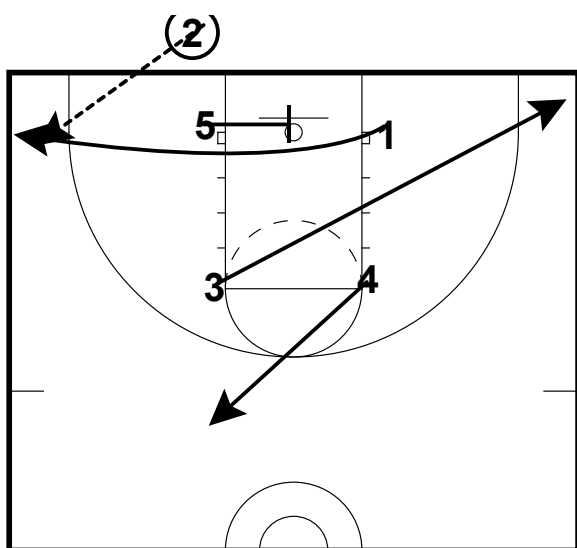


BOB

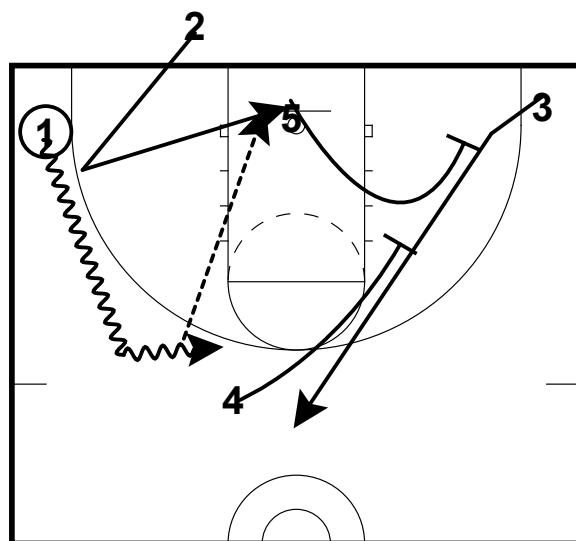
4 then screens the screener and either head hunts or screens in the zone for 2 who looks for pass from 1

Man BLOBS

UVA



BOB
 5 screens across for 1 and roll backs 3 sprints to weakside corner
 4 goes deep



BOB
 5 and 4 stagger away for 3 2 comes in and runs to corner 1
 dribbles away and then spins and looks for 2 on back cut if 2 is
 not open look for 3 off double screen

Zone BLOBS

Table of Contents

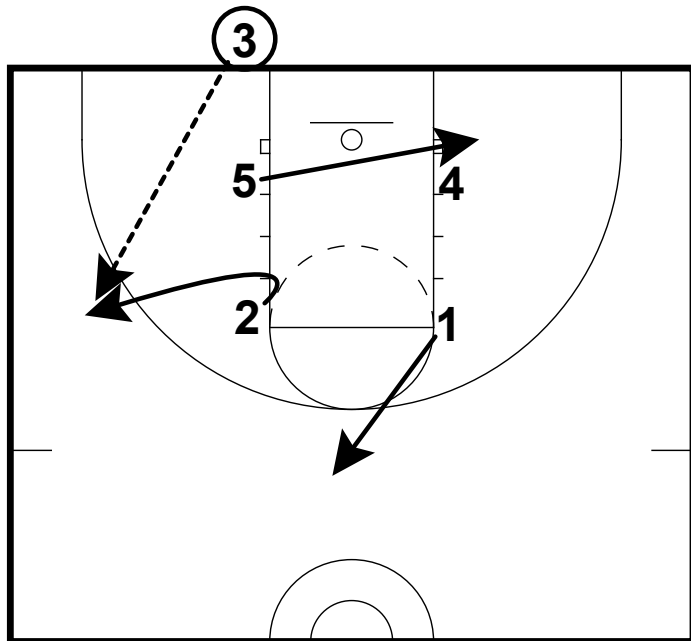
Box 4 (Zone)	89
Box 7 (Zone)	90
Zone Corner	91
Oakhill Box (Zone)	92
KU Zone BLOB 1	93
KU Zone BLOB 2	94
Gonzaga BLOB (Zone)	95
Michigan state (New)	96
Stack (New)	97
Hoya (New)	98
BLOB 1	100
BLOB 2	101
BLOB 3	102
Middle (New)	103
Purdue (New)	104
Slash "Player Name" (New)	105
3 (New)	106
IN (New)	107

Zone BLOBS - Contents (cont.)

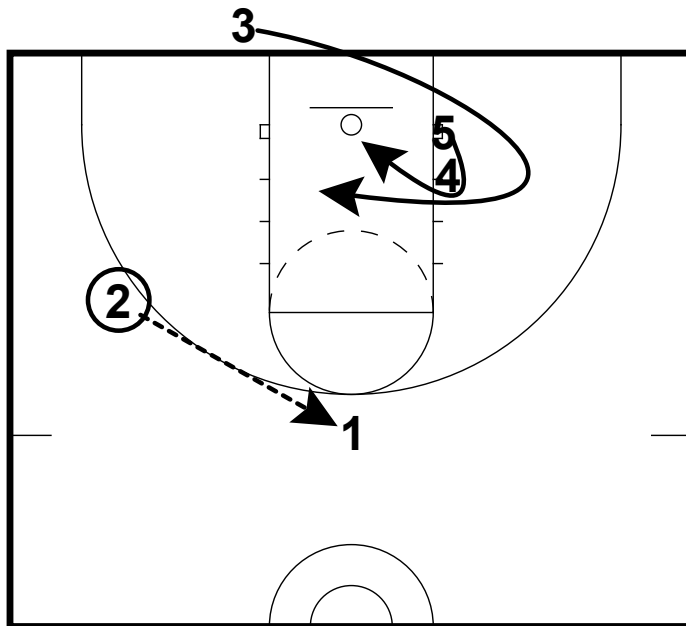
Line (New)	108
Middle (New)	109
Special (New)	110
Flyer	111
Safe	112
X	113
Zone 1	114

Zone BLOBS

Box 4 (Zone)



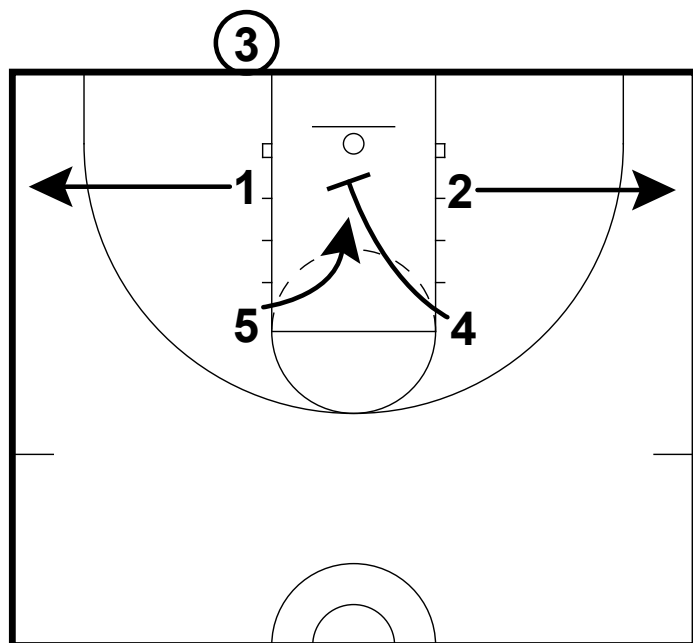
- BLOB
- 2 pops to receive inbound.
 - 5 clears to the opposite block.
 - 4 and 5 face into the paint.
 - 1 flashes high.



- BLOB
- 2 reverses to 1.
 - 3 curls round the double screen.
 - 5 follows right behind 1 for the pass after 3 clears the defence.

Zone BLOBS

Box 7 (Zone)

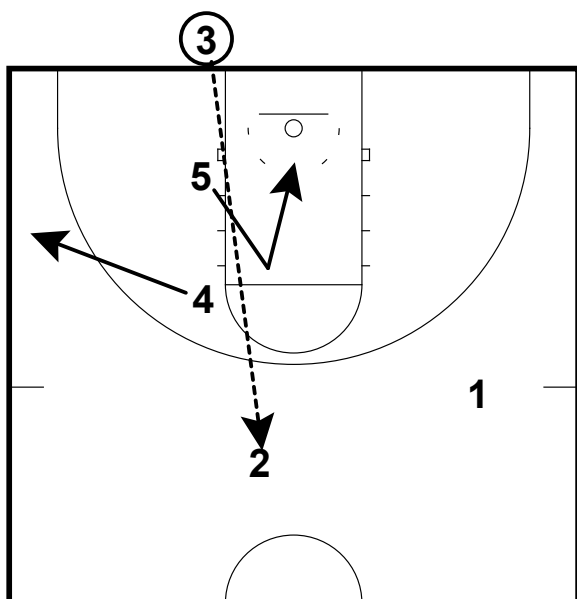


BLOB

- 2 and 1 pop to the corners to drag out the back zone defenders.
- 4 screens the middle defender for 5 to follow on the lob.
- Alternatively, 4 and 5 can both dive to the ball at the same time causing the defender to deal with a 2v1 situation.

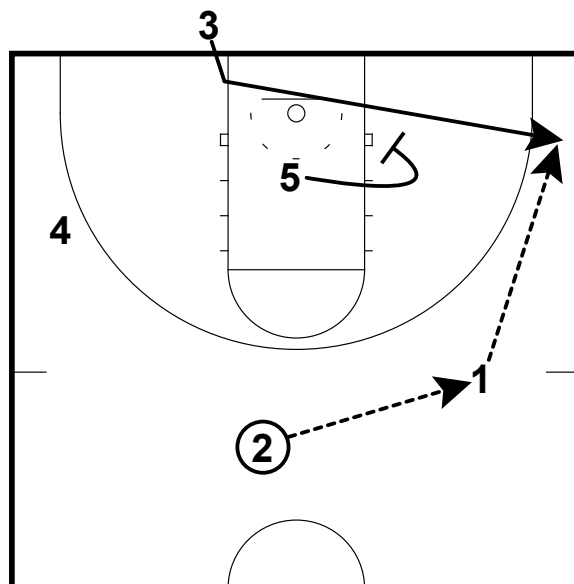
Zone BLOBS

Zone Corner



BLOB

- 5 steps up like he is going to screen the zone, and then he flashes back to the middle of the zone
- 4 cuts to the wing
- If the ball does not get passed to 4 or 5, 3 looks to 1 as a safety

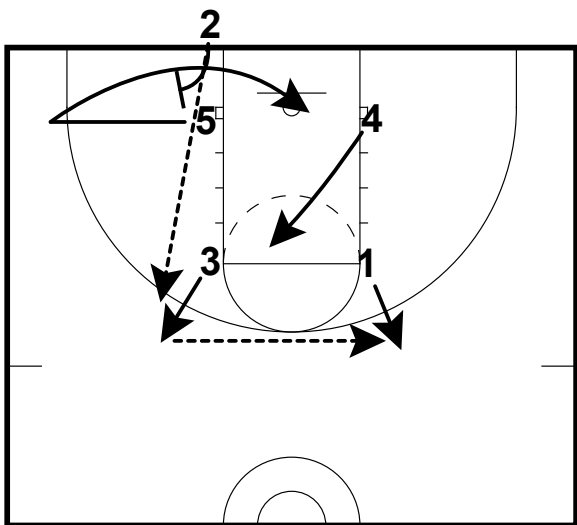


BLOB

- 5 screens the outside of the zone
- 3 steps in and cuts to the corner for a 3

Zone BLOBS

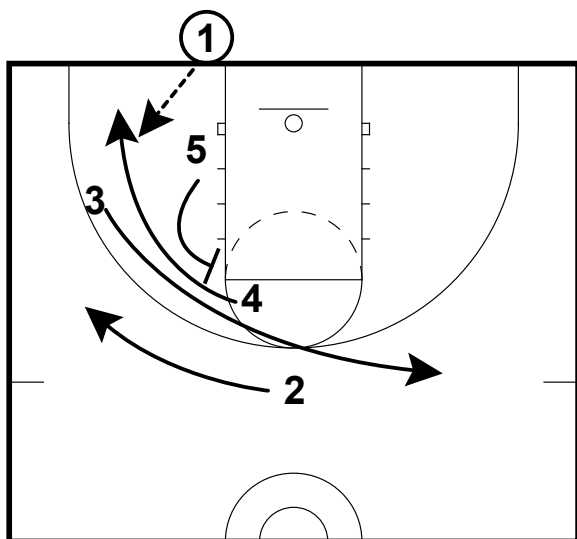
Oakhill Box (Zone)



BLOB

Zone BLOBS

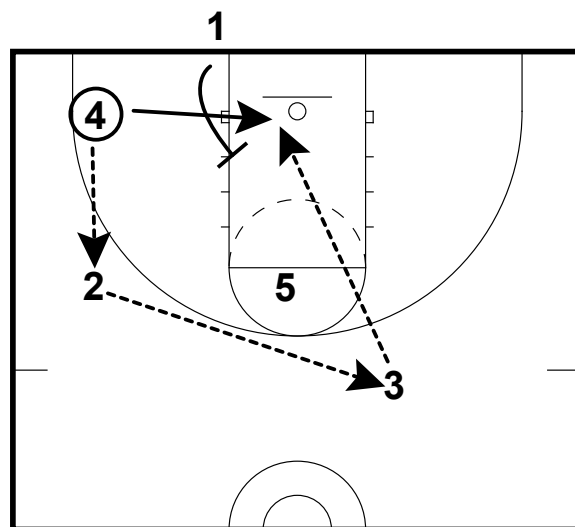
KU Zone BLOB 1



BLOB

KU Zone 1 - Part 1

- 5 screens the top of the zone for 4 to cut to the corner
- 3 and 2 exchange
- Ball gets entered to 4



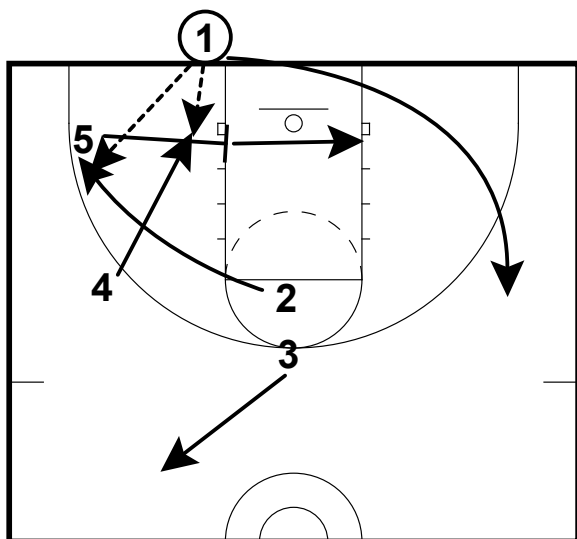
BLOB

KU Zone 1 - Part 2

- Ball gets reversed to 3
- 1 screens backside of zone for 4 to cut to the basket / or get lob from 3

Zone BLOBS

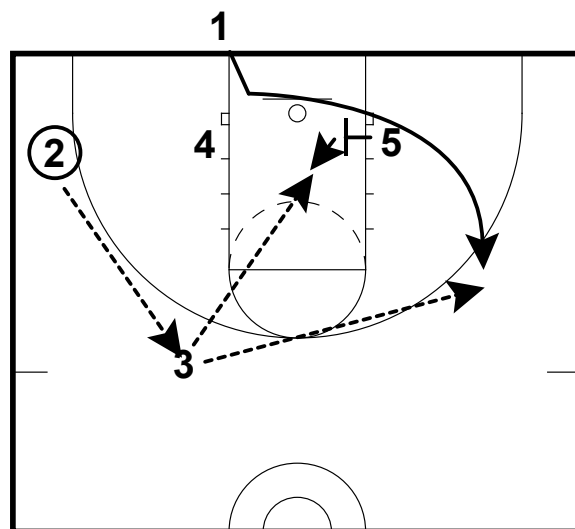
KU Zone BLOB 2



BLOB

KU Zone 2 - Part 1

- 5 screens nearest defender
- 4 cuts behind 5
- 2 cuts right after 4 to the ball side corner
- 3 releases for a safety pass



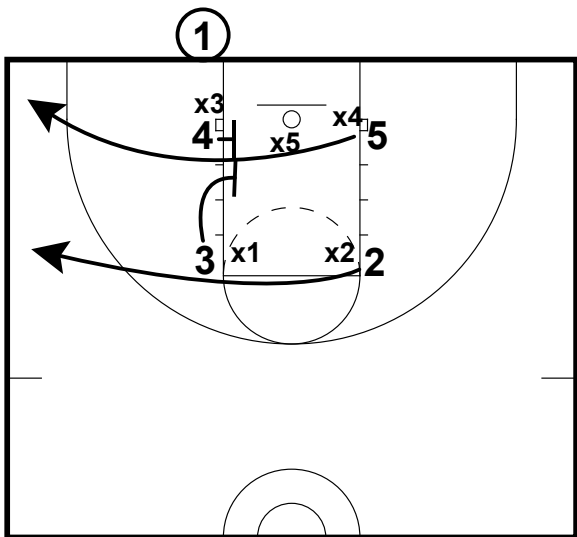
BLOB

KU Zone 2 - Part 2

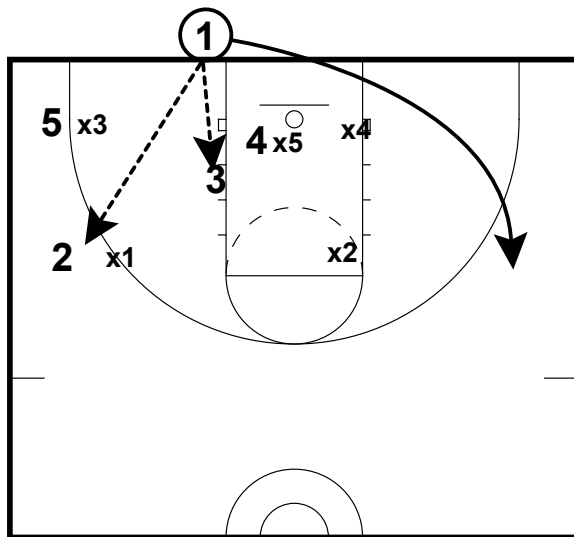
- 5 seals back side of zone
- 1 comes out the back side
- 5 slips if defense fights through screen

Zone BLOBS

Gonzaga BLOB (Zone)



BLOB

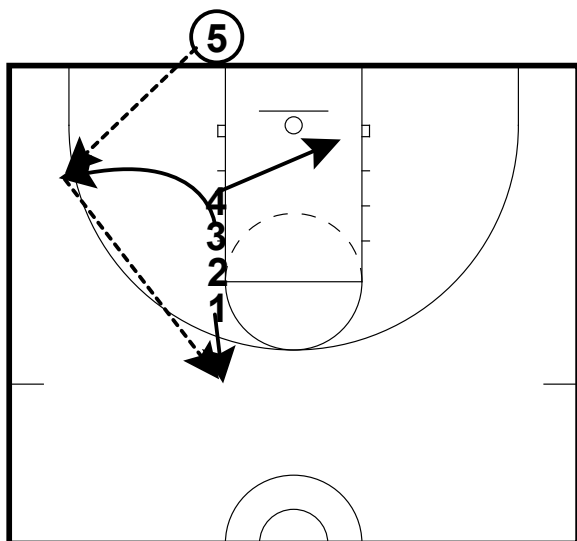


BLOB

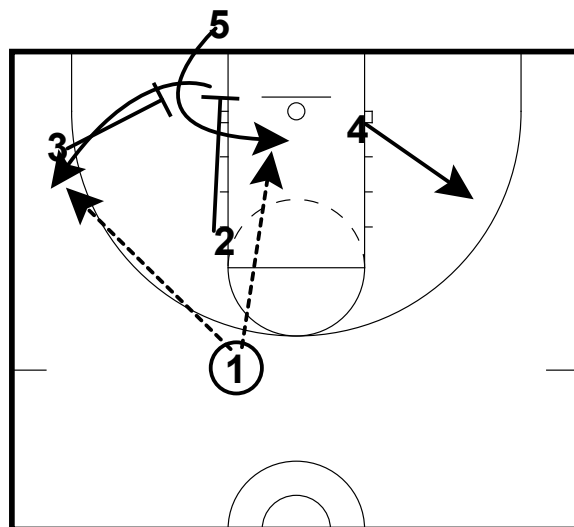
Shot goes to 3 after seeing the screen. 4 should screen or post up on x5 in the middle. If option is not available, pass to safety 2.

Zone BLOBS

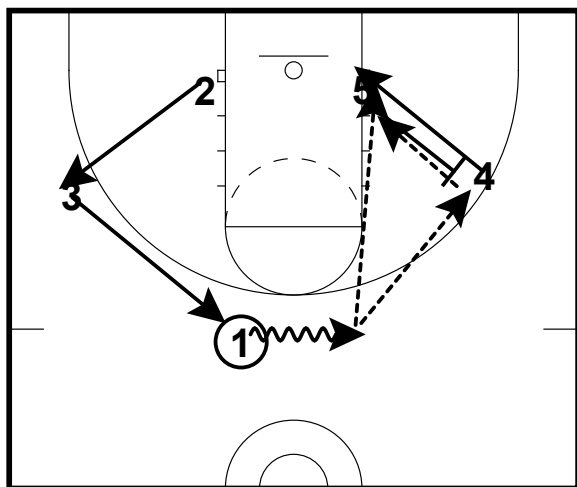
Michigan state (New)



Man BLOBs
Line formation starts with 4 diving across to the opposite block. 3 dives down and cuts to the corner. 5 hits 3 who then reverses to 1 popping out to the top.



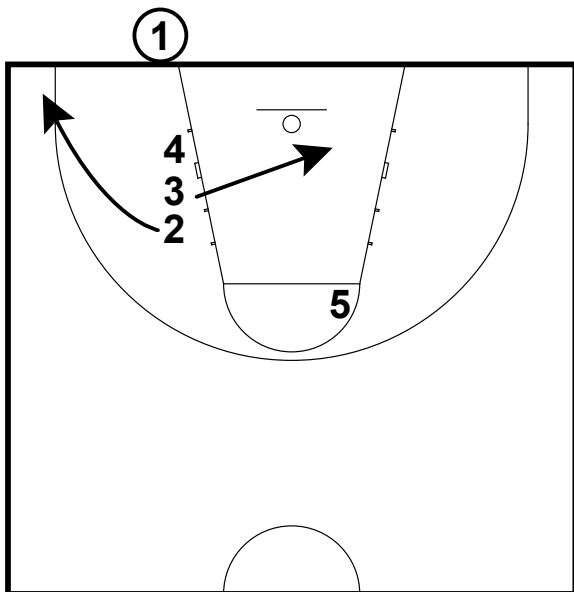
Man BLOBs
2 goes down and screens for 5 to curl over the top looking for the lay-up. 3 screens the screener and 2 cuts out to the corners for the jumper.



Man BLOBs
1 dribbles over. 5 sets backscreen for 4 and 1 looks at backdoor cut. 1 passes to 5 and 4 post up. 3 fills for 1 and 2 fills for 3. We are set up in motion.

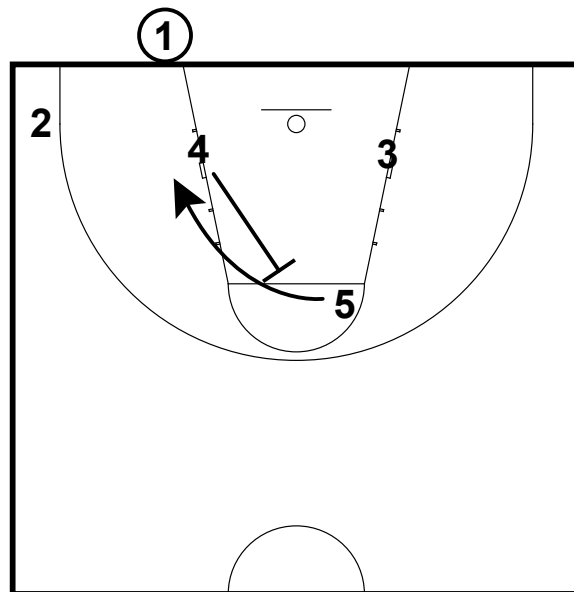
Zone BLOBS

Stack (New)



Man BLOBs

4,3 and 2 start in a stack alignment in front of the inbounder. 5 starts just above the right elbow. 3 cuts hard to the opposite block on the ball slap while 2 goes to the corner for the 3.



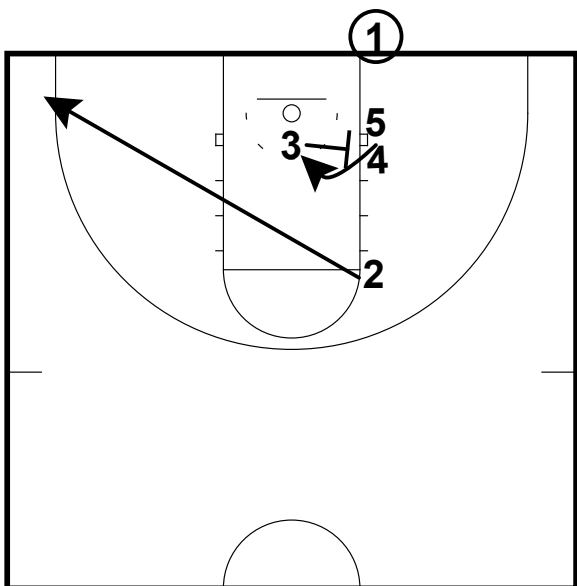
Man BLOBs

Once 2 and 3 have cleared 4 turns to set an up-screen for 5, 5 can come off either shoulder.

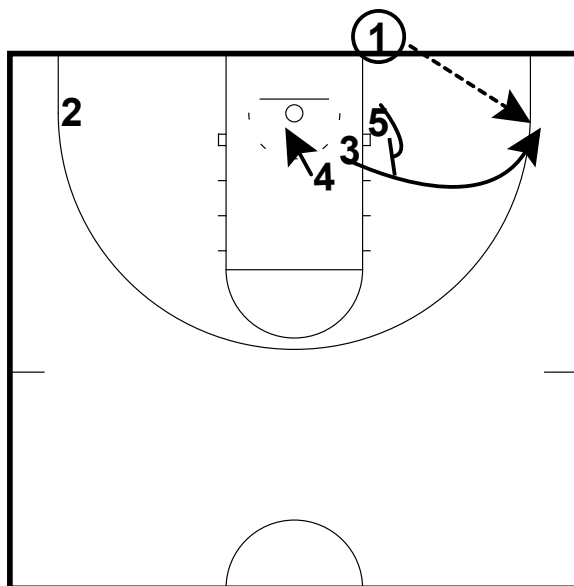
The person who will be open most is 4 the screener who can open up either way depending on what way 5 cuts.

Zone BLOBS

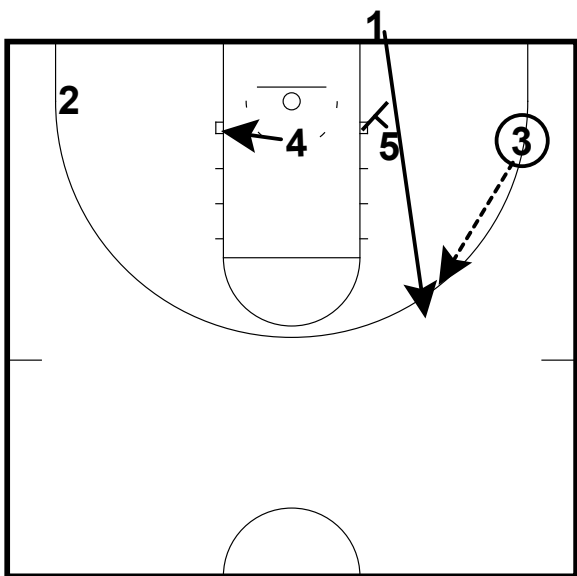
Hoya (New)



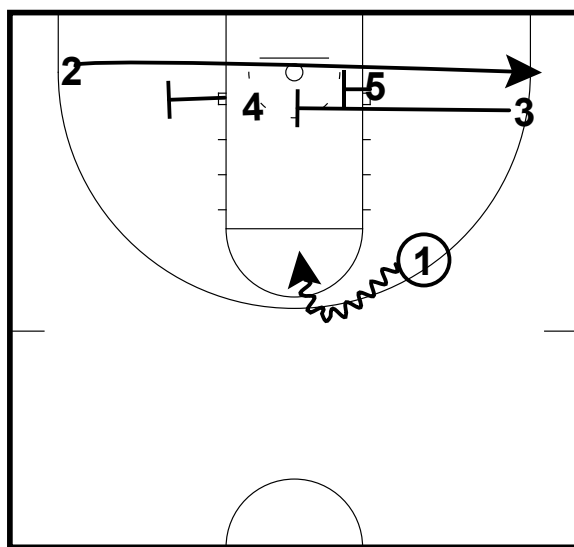
Man BLOBS
2 and 3 can switch. You want whoever is most athletic and/or has mismatch under. This goes with G-Town. You can go with best shooter but doesn't hide Hoya as well.



Man BLOBS
5 screens for screener (3). Look at 4, don't forget 5 on slip. 3 can take shot if open.



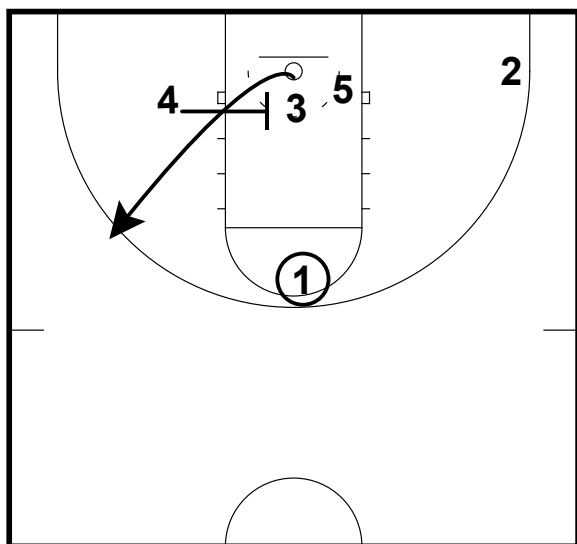
Man BLOBS
1 cuts up lane to receive ball from 3.



Man BLOBS
As one starts to dribble in middle 2 comes off triple screen. Once 3 passes it is important for him to sprint to middle of floor to be the 2nd screener.

Zone BLOBS

Hoya (New)

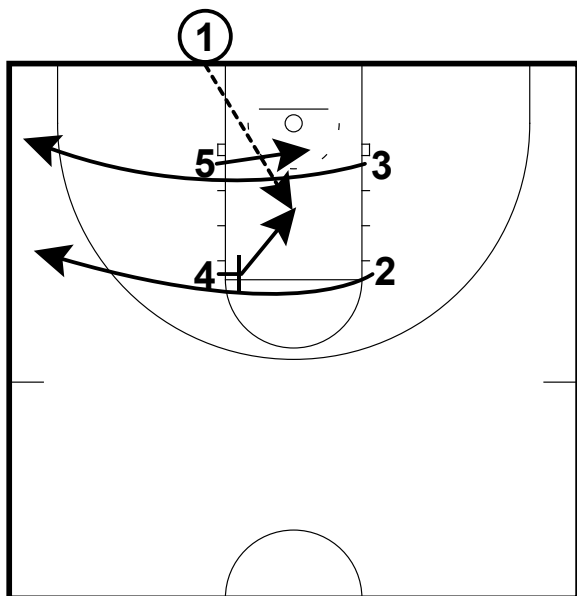


Man BLOBS

After 4 sets screen he turns to find 3. 3 comes off screen. Look at 2 and 3 for shots. 4 and 5 are ducking in.

Zone BLOBS

BLOB 1

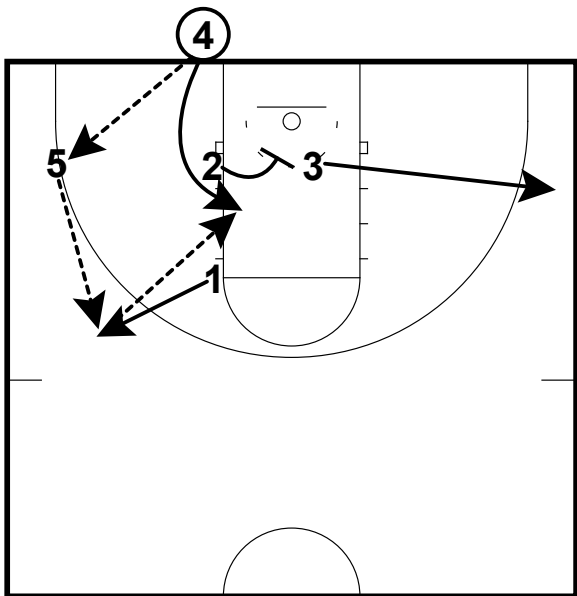


Zone BLOB

- 4 screens the outside of the zone for 2 to cut to the wing
- 3 cuts to the corner and 5 cuts to the middle
- 4 looks to flash into the middle of the zone to get a pass from 1

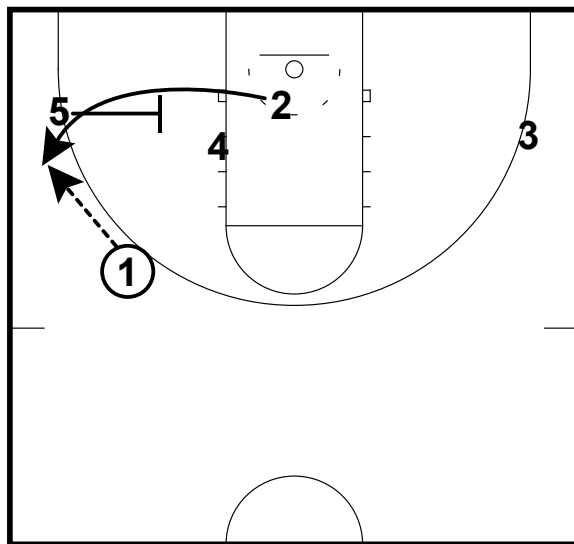
Zone BLOBS

BLOB 2



Zone BLOB

- 4 passes to 5 who passes to 1
- 2 screens the middle of the zone for 4 to flash
- 3 clears out

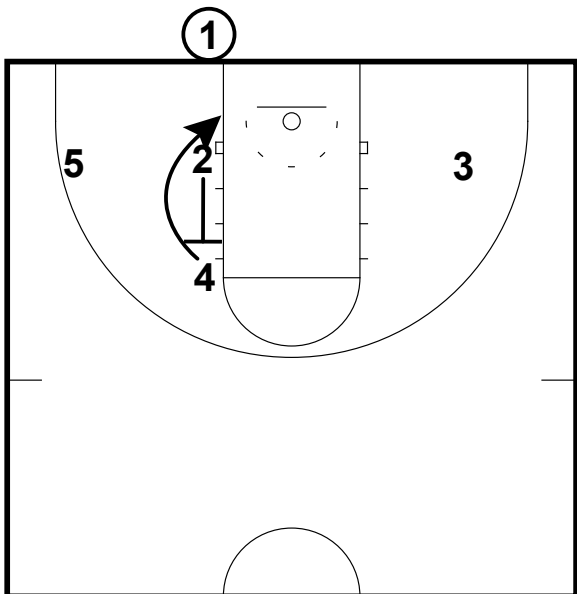


Zone BLOB

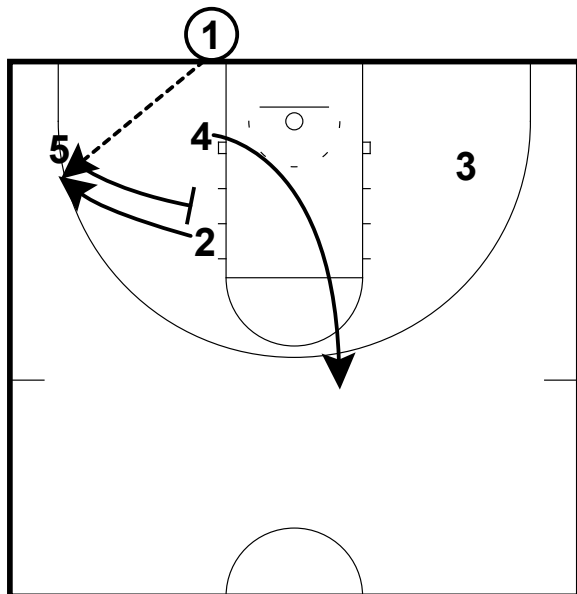
- If 1 cannot pass to 4, 5 screens the outside of the zone for 2 to pop out for a 3

Zone BLOBS

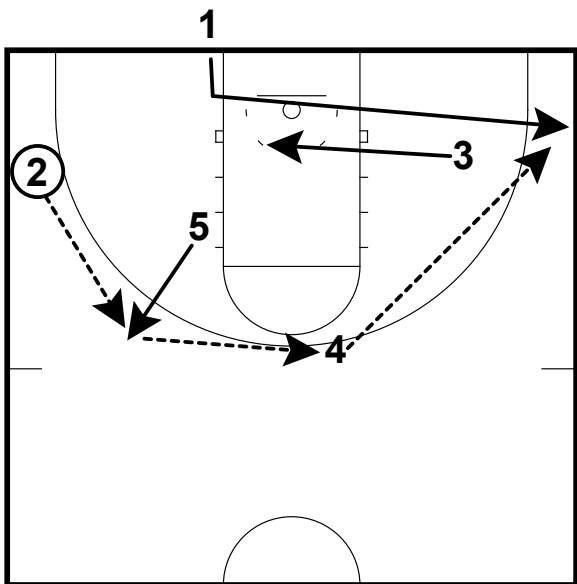
BLOB 3



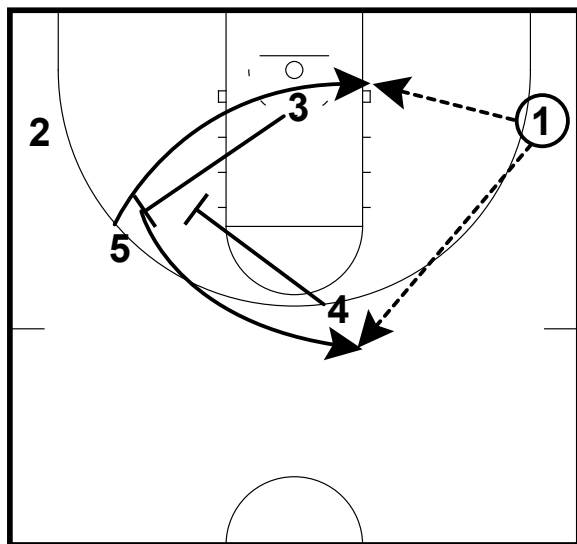
Zone BLOB
- 2 back screens for 4



Zone BLOB
- 5 screens for 2 to get the ball at the wing
- 4 clears out if he does not get the pass from 1



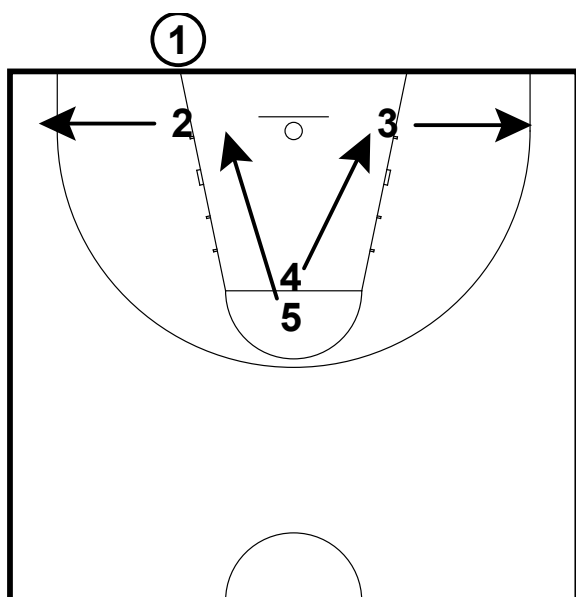
Zone BLOB
- 5 pops out to receive a reversal pass
- Ball is passed 4 and then to 1
- 3 cuts the rim



Zone BLOB
- 3 screens for 5 to cut to the ballside block
- 4 screens for 3 to pop to the key for a 3

Zone BLOBS

Middle (New)



Zone BLOB

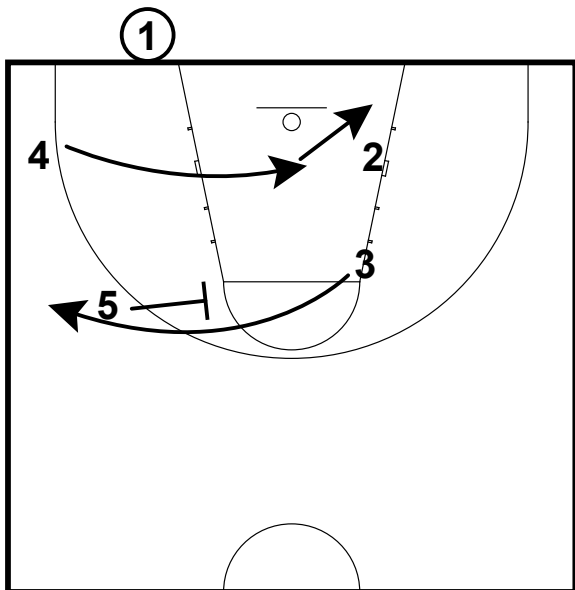
On the ball slap the guards 2 and 3 flare out to the wings looking for the open 3.

4 and 5 will stack at the free throw line and decide which one is going to the right block and which one is going left.

Whoever is cutting to the weak side should cut a split second early to occupy the middle defender and in this case we would be looking for 5 to get the easy lay-up.

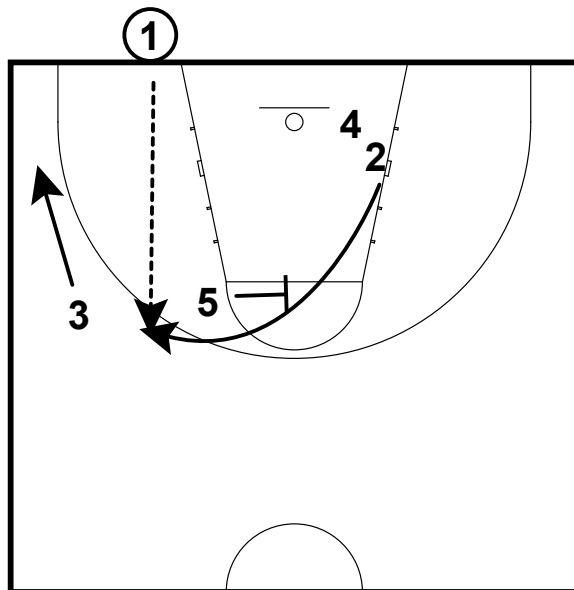
Zone BLOBS

Purdue (New)

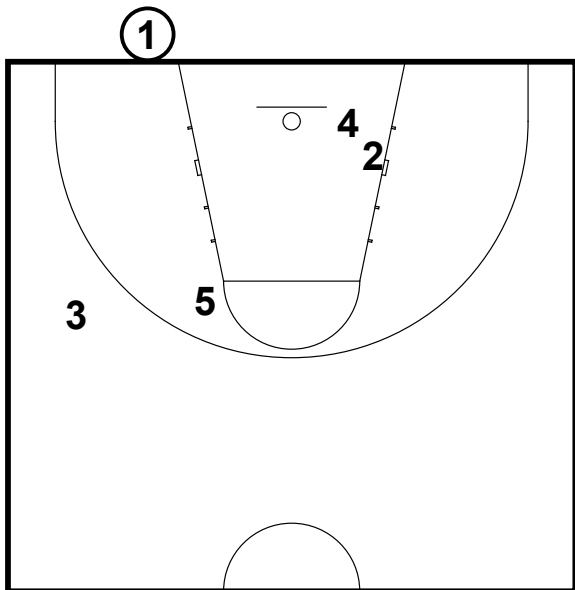


Zone BLOB
 4 makes a hard cut out of the corner to carve out space on the opposite block in front of the weakside forward. If he does a good job it draws the middle defender towards him as well.

At the same time 3 loops from the weak side elbow to the strong side wing with 5 screening in for him.



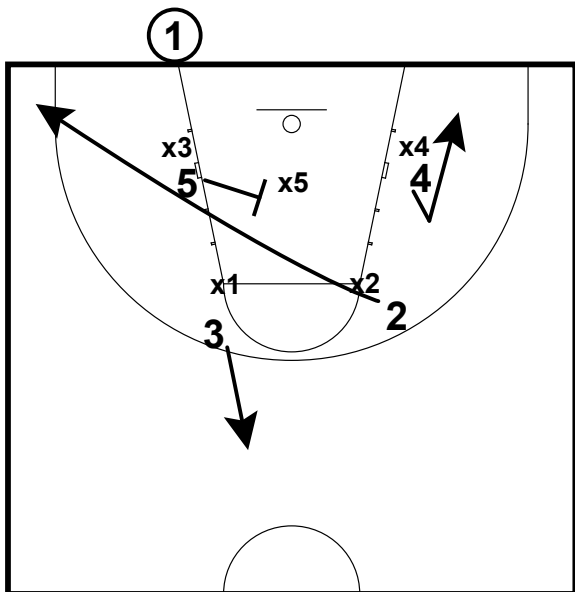
Zone BLOB
 2 follows a similar path to 3 once 3 has cleared the wing area. 2 is guaranteed to be open on this as the ball side guard defender will have chased 3 the the next guard will be caught on 5's screen.



Zone BLOB

Zone BLOBS

Slash "Player Name" (New)



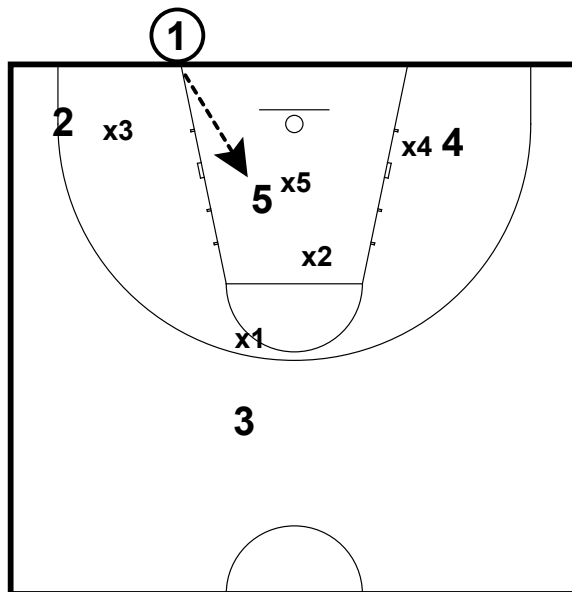
Zone BLOB

Point guard will inbound the ball and call slash and then the name of the player on the weak side elbow. This player will cut to the strong side deep corner yelling for the ball.

The low man in the zone, x3, should follow 2 to the corner or if he doesnt we will get an open three.

5 sets a screen on the middle man in the zone as 2 cuts.

4 creates a diversion for x4 with a strong v-cut away from the ball and 3 releases.



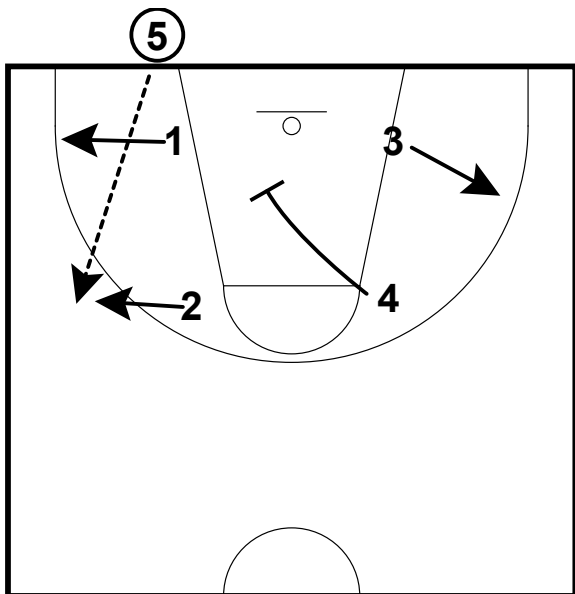
Zone BLOB

The key to this is that it gives us a 1 on 1 in the post. After screening the middle man 5 should turn and seal looking for the inbounds pass and will be in an excellent position to make a power move and score or draw the foul.

If x5 fought around the screen ever better as 5 will simply turn and seal him off on the basket side looking for the bounce pass for the easy lay-up.

Zone BLOBS

3 (New)



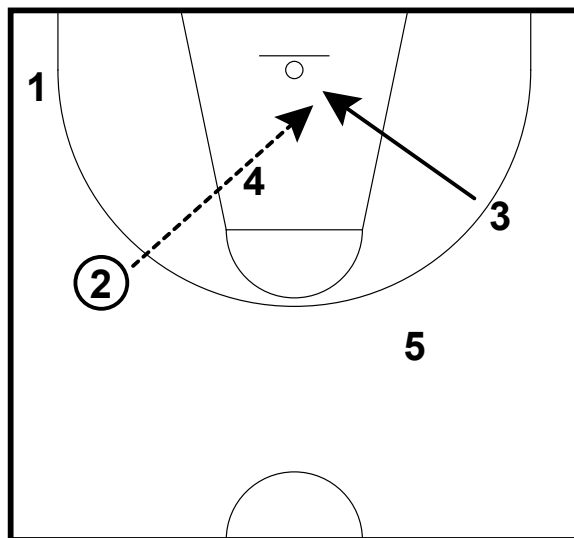
Zone BLOBS

Big Man 5 inbounds

1 and 2 clear out to side and 5 inbounds to 2

4 comes down land and screens for 5

3 fades out towards wing

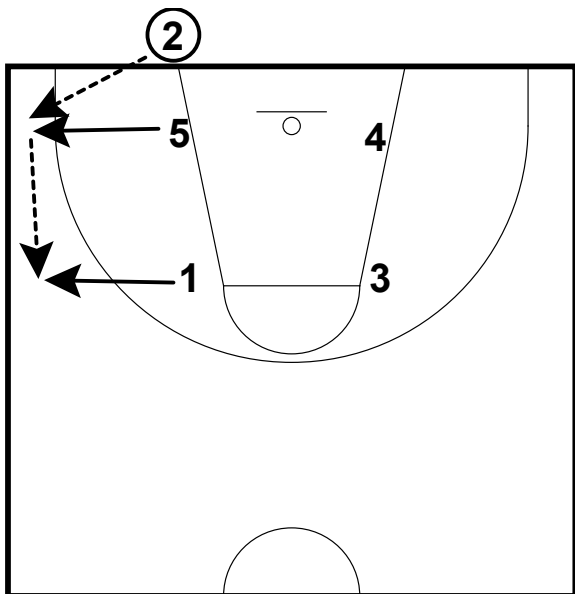


Zone BLOBS

5 comes off screen and sprints high while 4 opens up and screams for the ball to attract the defense.

3 then cuts hard backdoor looking for teh lob pass over the top from 2

Zone BLOBS IN (New)

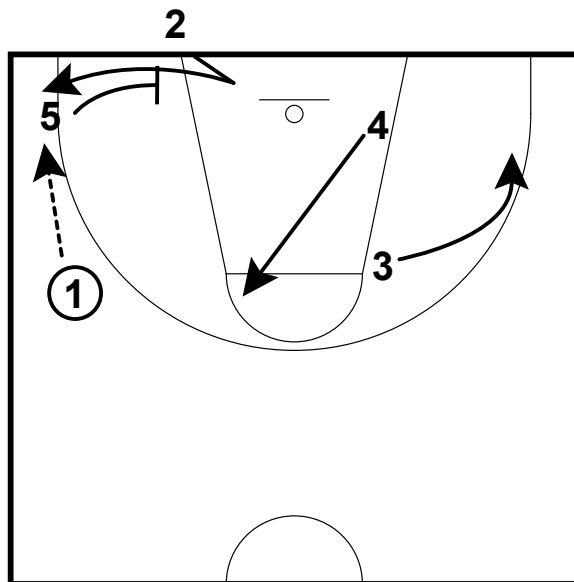


Zone BLOBs

A shooter (2) inbounds to a big (5) who pops to the corner

On 5's catch 1 breaks to get open. (1 shouldn't break until 5 has received ball)

5 passes to 1 and then screens the back man in the zone



Zone BLOBs

4 flashes to the gap around ball side elbow

1 can hit 2 (who puts head under basket and then comes out ball side corner)

2 shoots or passes to 5

1 can hit 5 directly who has opened up after setting screen

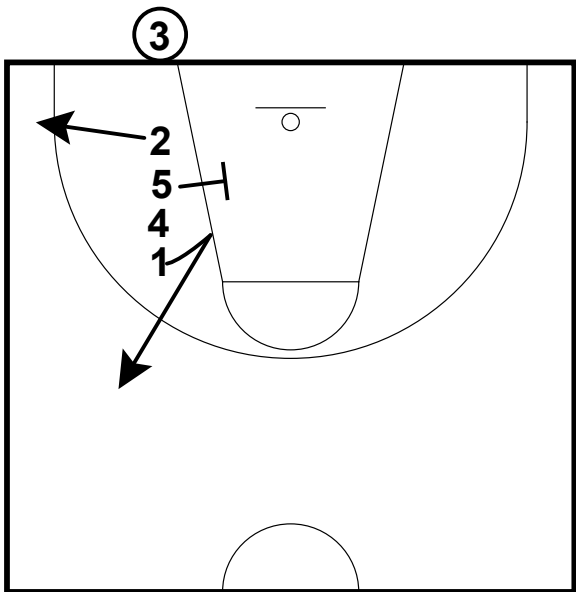
1 can hit 4 who can:

- (a) shoot
- (b) hit 5 on high/low
- (c) hit 3 on weakside

3 finds gap on weakside

Zone BLOBS

Line (New)

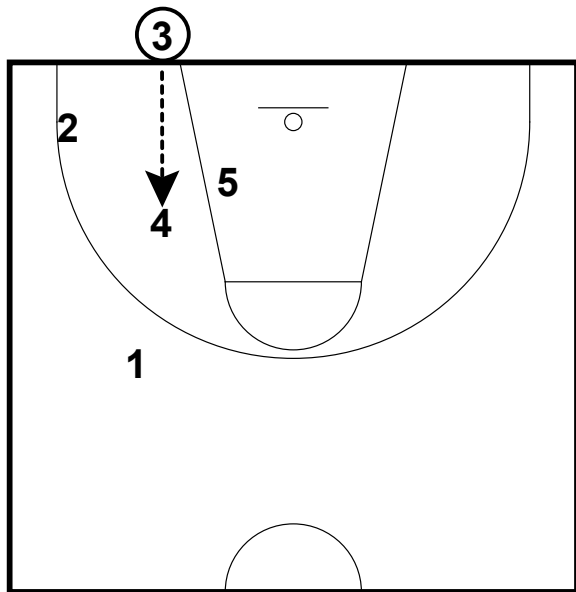


Zone BLOBS

2 breaks to the corner trying to attract the attention of the back man if he is open he can shoot it

1 tries to attract the attention of the top man in the zone by diving middle and then getting back out high on ball side

5 screens middle man in zone

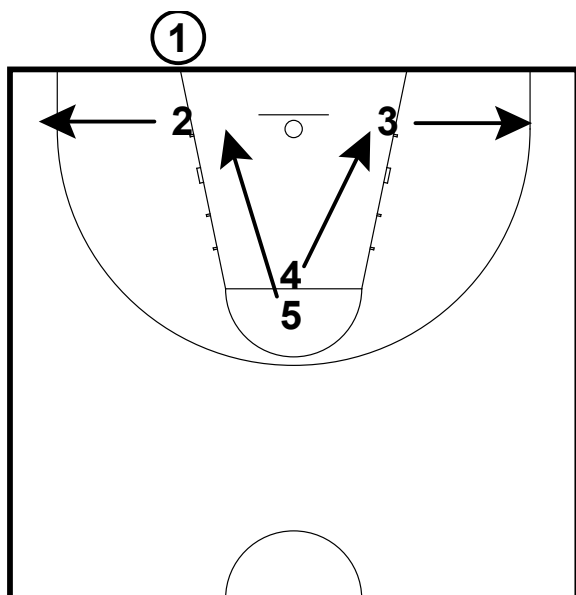


Zone BLOBS

3 hits 4 who just steps in behind the space vacated by 5 and gets a 6 foot bank shot

Zone BLOBS

Middle (New)



Zone BLOBS

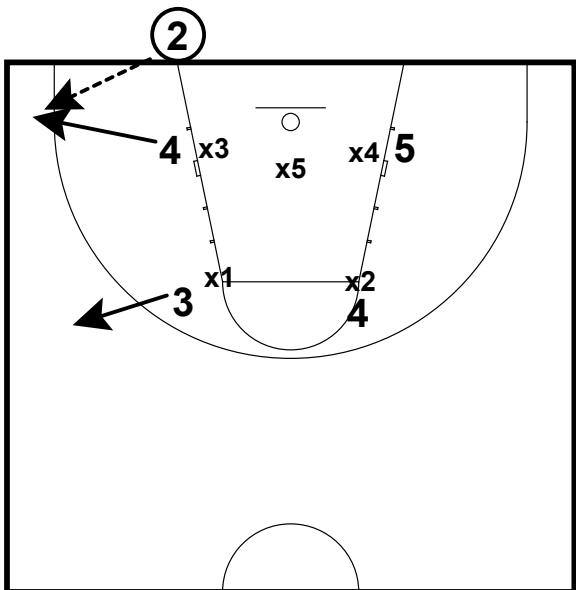
On the ball slap the guards 2 and 3 flare out to the wings looking for the open 3.

4 and 5 will stack at the free throw line and decide which one is going to the right block and which one is going left.

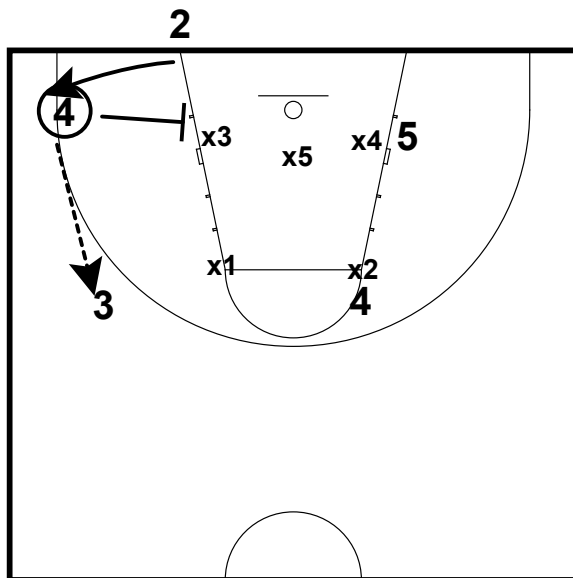
Whoever is cutting to the weak side should cut a split second early to occupy the middle defender and in this case we would be looking for 5 to get the easy lay-up.

Zone BLOBS

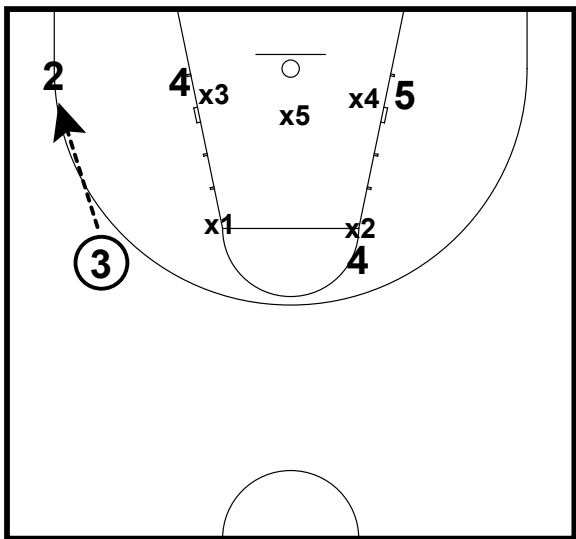
Special (New)



Zone BLOBs
 This is really a 3 man baseline play, 4 and 5 are not involved. 4 pops out and 2 inbounds to him.



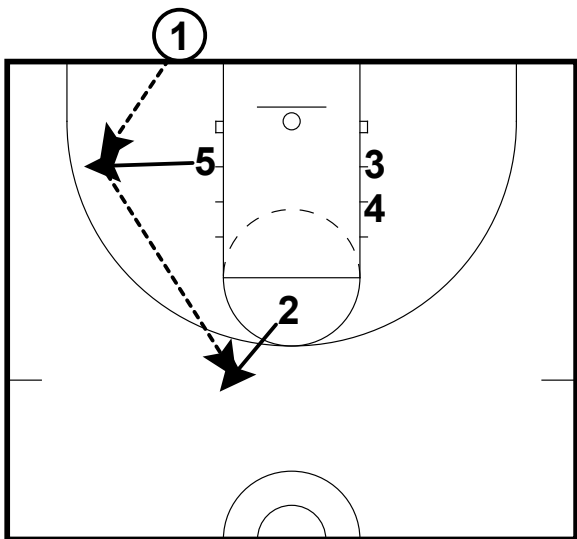
Zone BLOBs
 After catching 4 will immediately pass to 3 and then screen in the low post zone man. After he inbounds the ball 2 will step on the court and then explode to the corner off 4's screen to get the pass for the open shot.



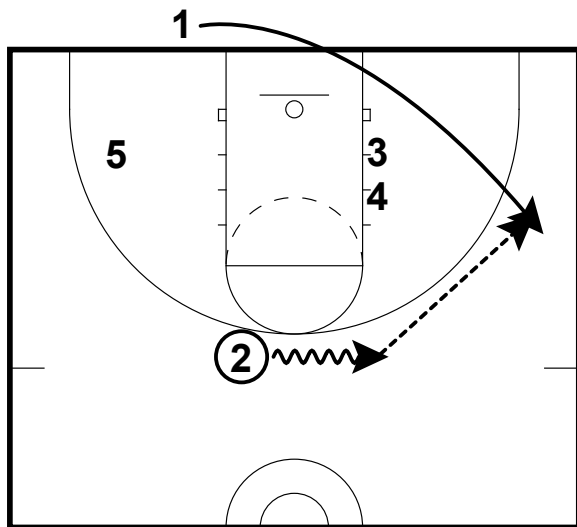
Zone BLOBs

Zone BLOBS

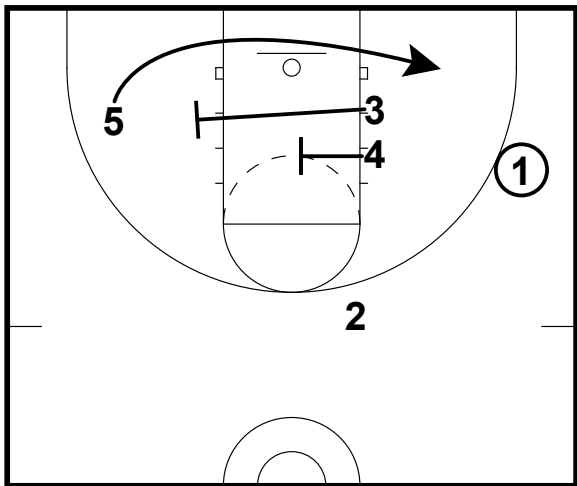
Flyer



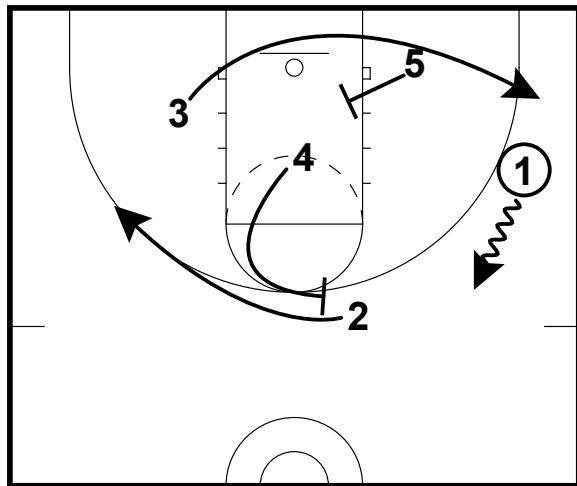
Zone BOB



Zone BOB



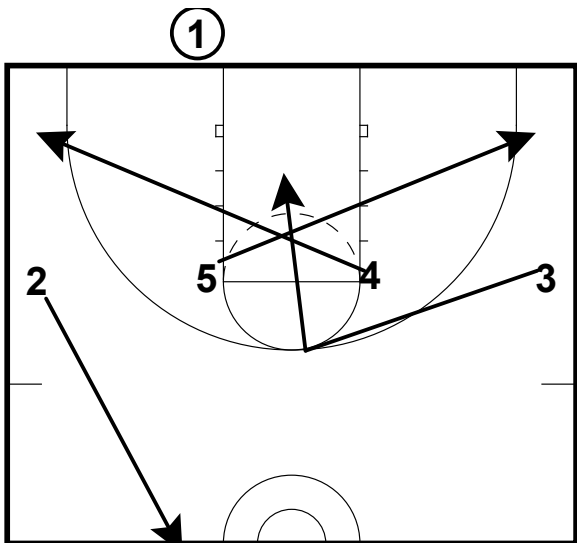
Zone BOB



Zone BOB

Zone BLOBS

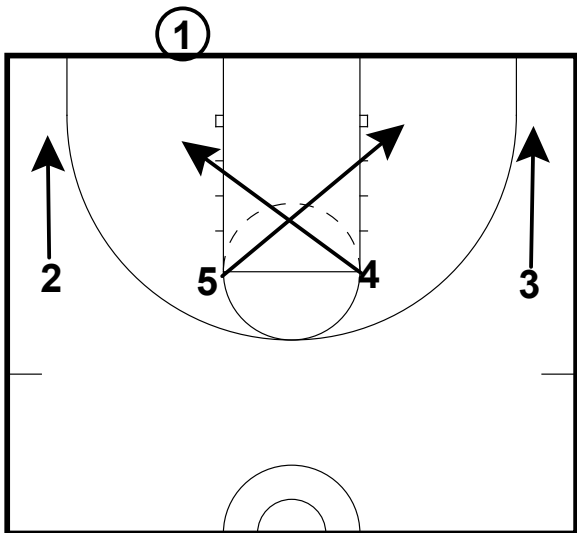
Safe



Zone BOB

Zone BLOBS

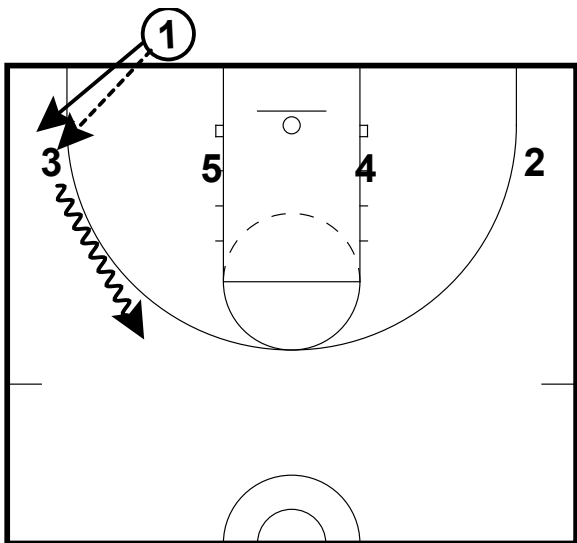
X



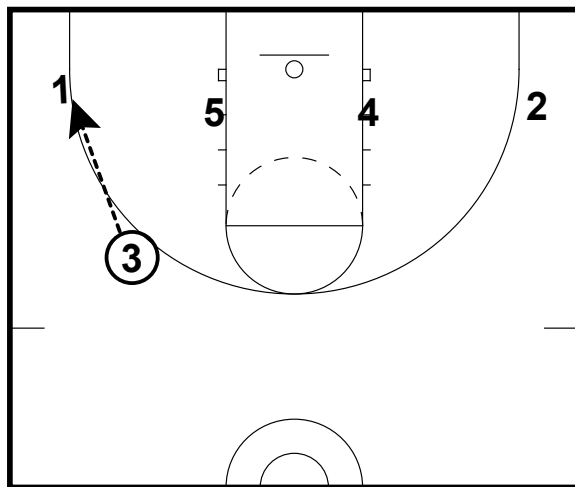
Zone BOB

Zone BLOBS

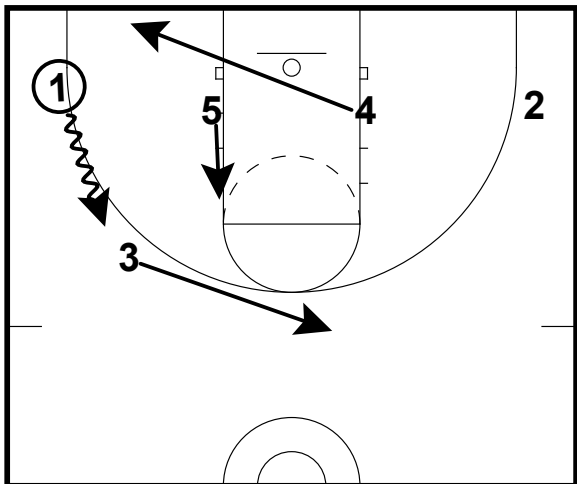
Zone 1



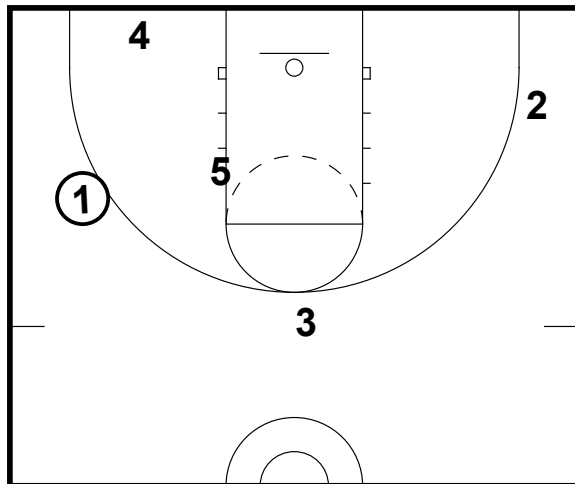
Zone BOB



Zone BOB



Zone BOB



Zone BOB

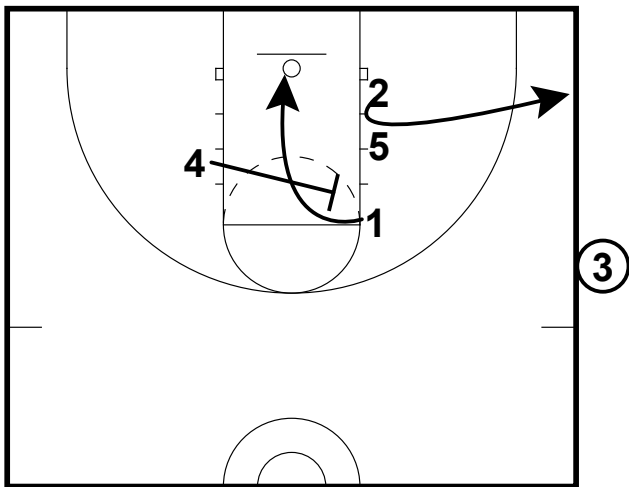
SLOBS

Table of Contents

Sideout 1	116
Sideout 2	117
Sideout 3	118
Sideout 4	119
Sideout 5	120
Sideout 6	121
Sideout 7 - "Detroit X Play"	122
Sideout 8 - Tigers 1	123
Sideout 9 - Tigers 2	124

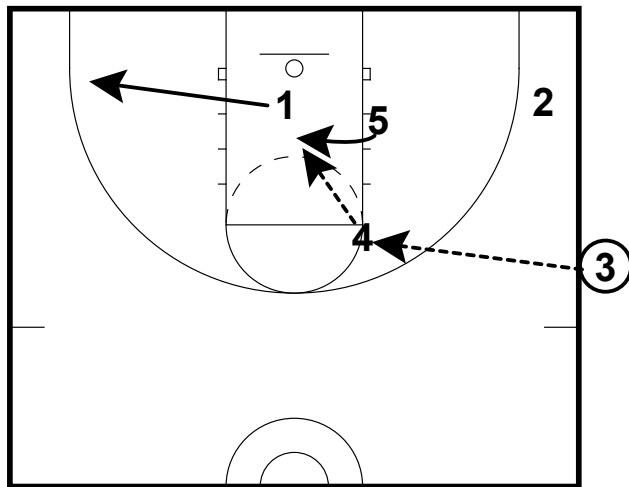
SLOBS

Sideout 1



SLOB

- 2 steps in and uses 5 as a screen to get open for a corner jumpshot.
- 4 backscreens 1 for the lob.

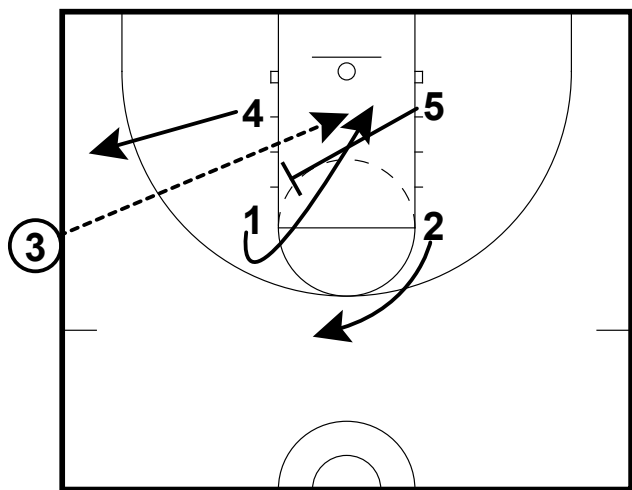


SLOB

- If the lob isn't on, 3 passes to 4 who instantly looks for the high/low with 5 as the lane is clear for 5 to go either way.

SLOBS

Sideout 2

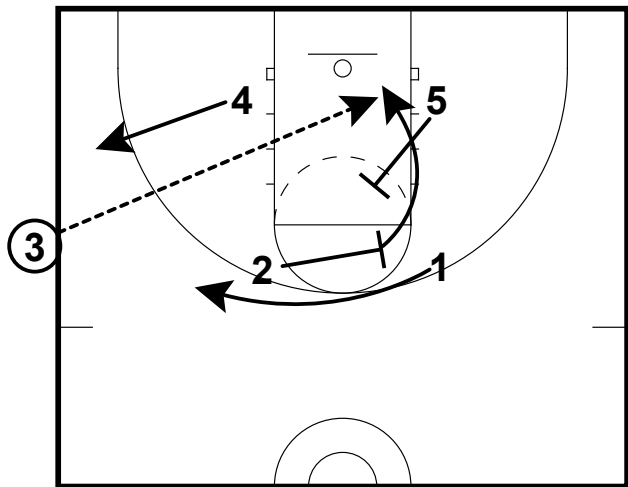


SLOB

- Variation from "Sideout 1"
- 4 and 2 clear.
- 5 backscreens for 1.

SLOBS

Sideout 3

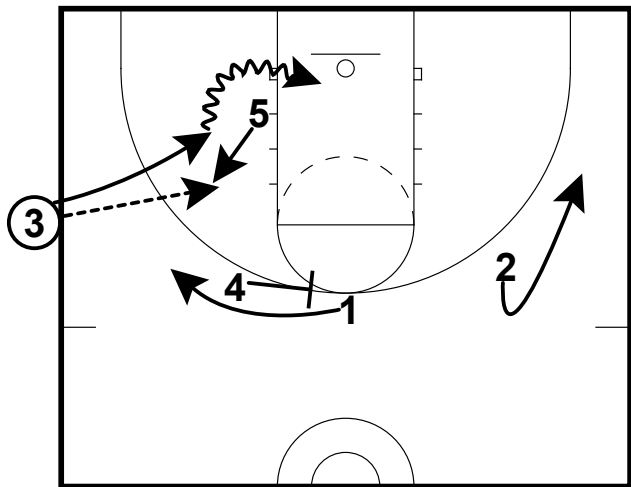


SLOB

- 2 screens for 1, 4 pops to the wing.
- 5 backscreens 2 for the lob.

SLOBS

Sideout 4



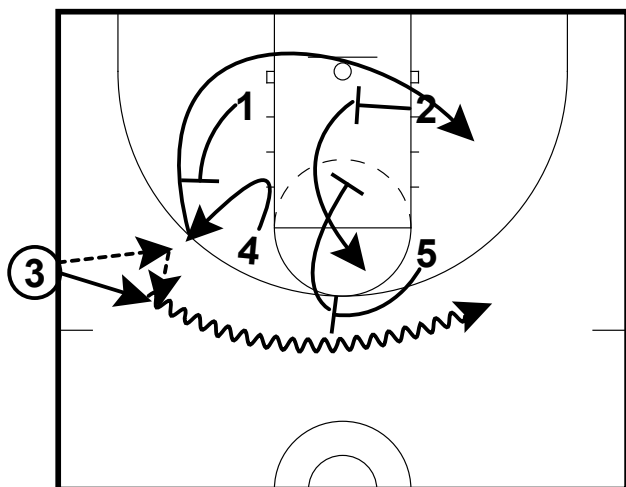
SLOB

"Away from Basket - Defence Tough Denial"

- 5 flashes hard for the inbound pass, 3 follows for either the handoff or runs off
- 5 for the short pass.
- 3 looks to get a layup

SLOBS

Sideout 5

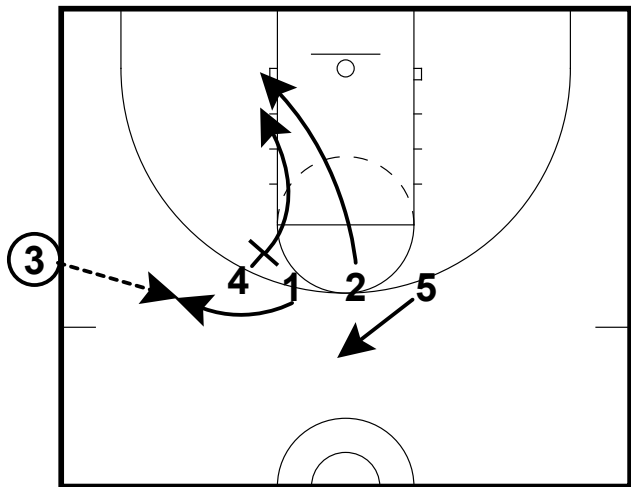


SLOB

- 4 fakes to the rim and flashes back for the inbounds pass.
- 3 passes to 4 and then gets it straight back and proceeds to dribble to the opposite side of the floor.
- 4 runs off staggered screens from 1 and 2 to post up on the ballside block.
- 5 screens for 3 during the dribble and then turns and downscreens 2 after they have screened for 4 on the baseline.
- 4 on the post up or 2 for the mid-range jump shot.

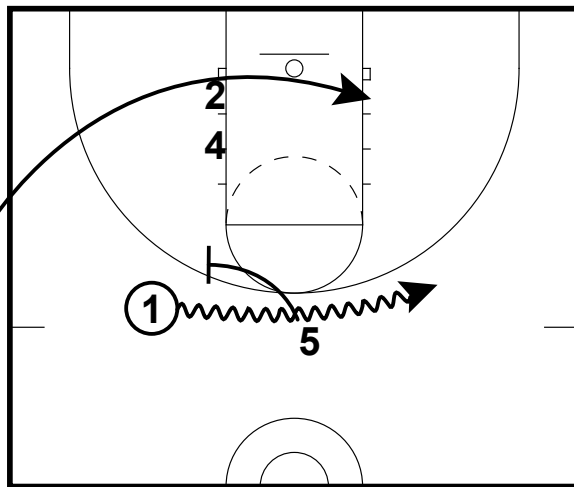
SLOBS

Sideout 6



SLOB

- 4 screens for 1, who catches the inbound.
- 4 and 2 break to the block.
- 5 pops out.

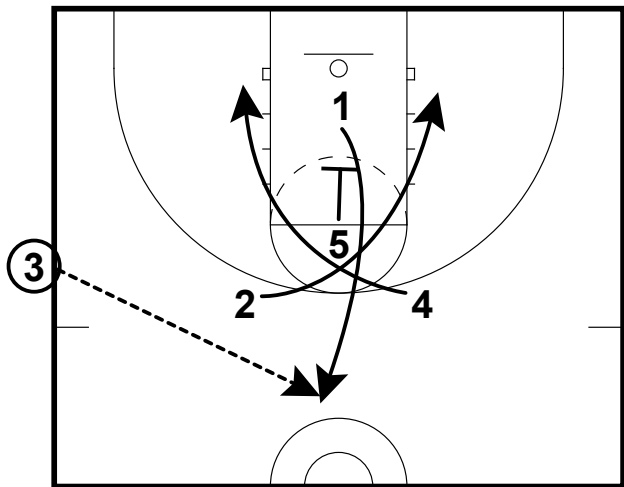


SLOB

- 3 drives defender into double screen and cuts baseline for the post up.
- 1 has been dribbling looking to beat their defender and drive the lane.
- 5 sets another screen if 1 can't shake his defender.

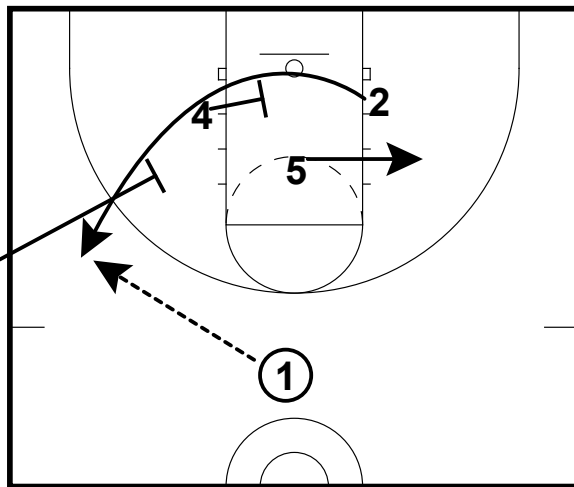
SLOBS

Sideout 7 - "Detroit X Play"



SLOB

- 4 runs off 5 to the block, 2 repeats weakside.
- 5 downscreens 1 for the catch and shoot 3pt.

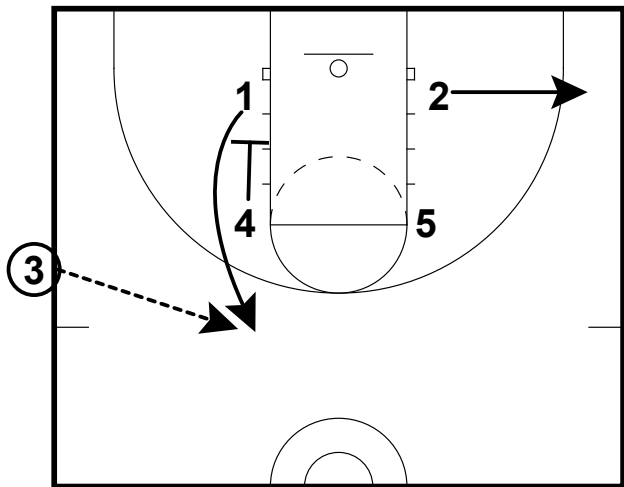


SLOB

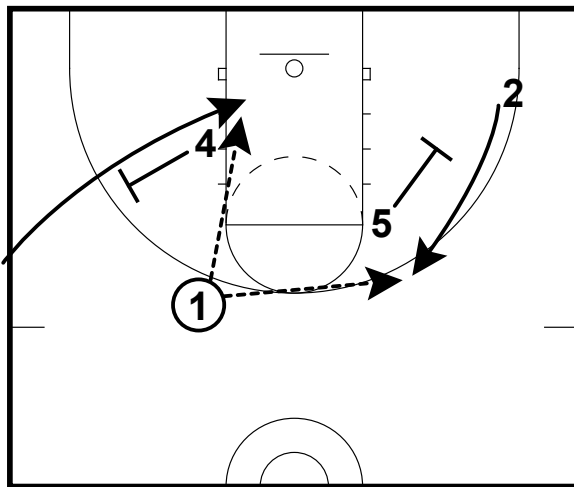
- If 1 can't shoot, 5 clears and 2 runs his defender off staggered screens from 4 and 3 looking for the 3pt on the wing.

SLOBS

Sideout 8 - Tigers 1



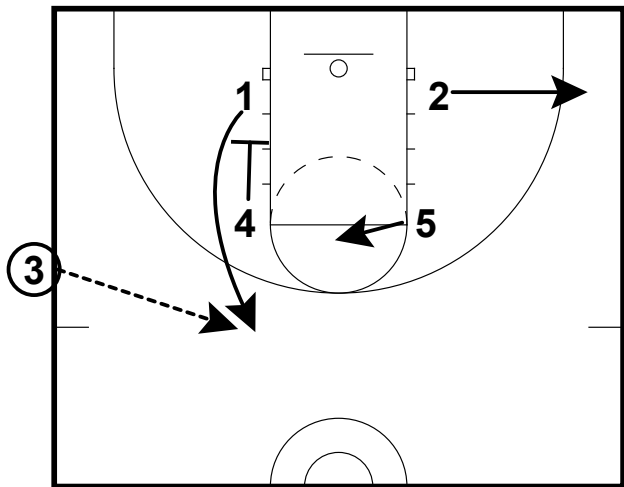
SLOB
Winning Hoops Mar/Apr 2012
- 4 downscreens for 1, 2 clears to the corner.



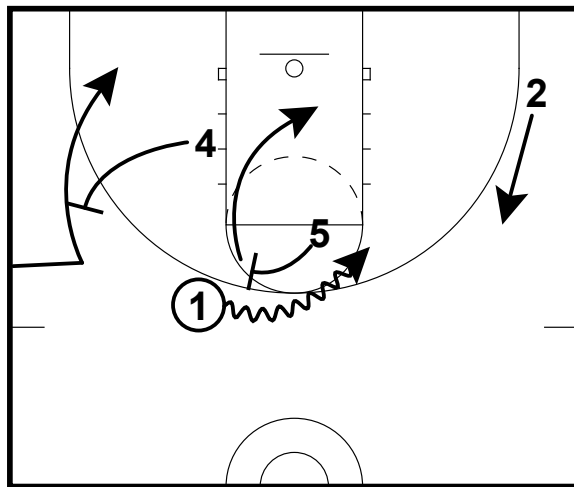
SLOB
- 4 backscreens for 3 and 5 downscreens for 2.
- 1 passes to either or looks to penetrate.

SLOBS

Sideout 9 - Tigers 2



SLOB
 Winning Hoops Mar/Apr 2012
 - Same as Tigers 1, but 5 steps to the free throw line..



SLOB
 - 4 still backscreens for 3 and 2 curls on the wing.
 - 1 and 5 run the pick and roll, if the pass to 5 isn't on, 1 looks to kick to 2 for the
 - 3pt or out to 2 who looks for 5 on the post seal.