

BLOB (Base Line Out of Bounds)

Key principles

Against Man Defense

- Primary objective is to get multiple players cutting to basket
- Secondary objective is to get multiple options for an open three
- Opportunities are created through screens
- Important to make sure know who screening or who is screening for you
- Everyone has to be able to handle every role
- Inbounder and other players should always assess before play starts if blown coverage and opportunity exists for quick uncontested 3 or post up
- Second passes can often lead to open shots
- When in doubt, pair up with player and one screen for other with goal of either cutting ball side either to basket or to corner three with screener than trying to get open for safety valve

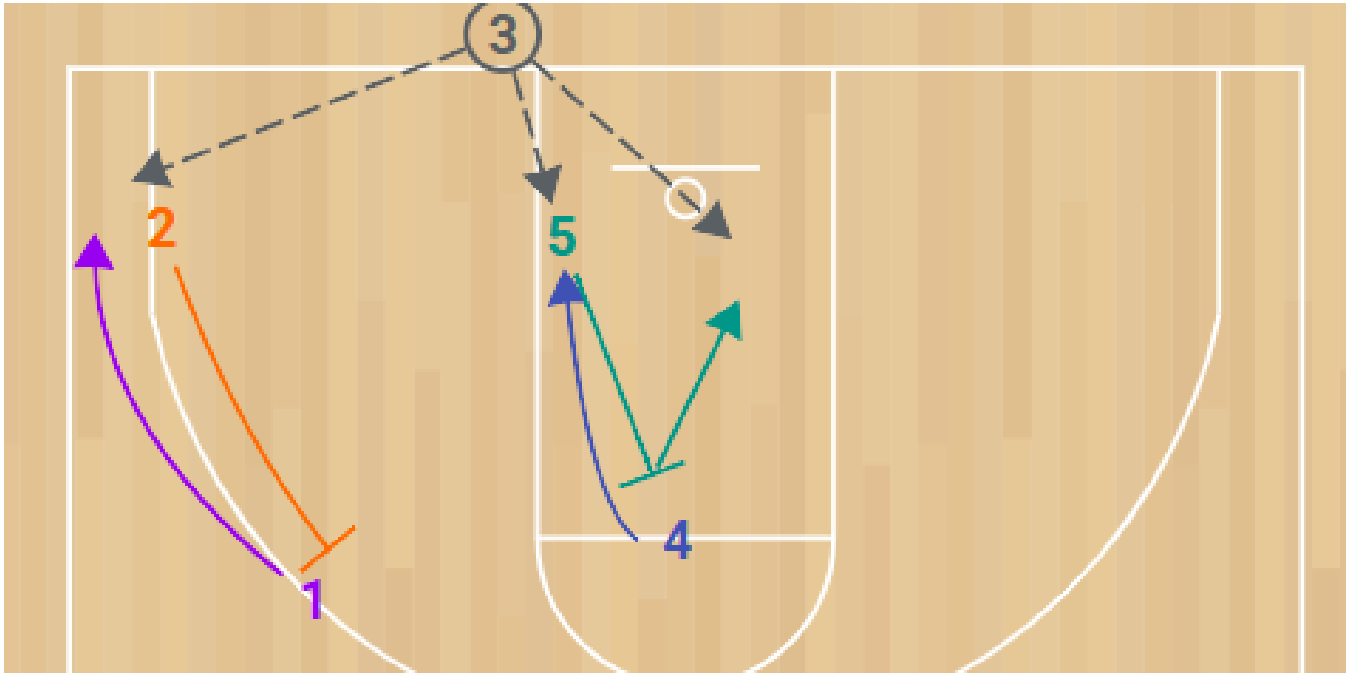
Against Zone defense

- If zone not being run correctly (e.g. zone not shifted ball side correctly), can still get layup or shot off inbounds pass (e.g. either basket still open as forward too far out on corner or forward not able to close out on corner)
- But if zone effective, it can be hard to get shot attempt on inbounds
- Objective of zone plays then are to get into a zone overload configuration so have advantage after inbounds

BLOB:

Simple 1 (or any word with A)

Objective: Create layup for 5 or 4 or three for 1



5=Set screen for 4 so they can cut ball side, hold, roll back to basket and roll opposite side 4 cut (should be off ball). Set up in low post.

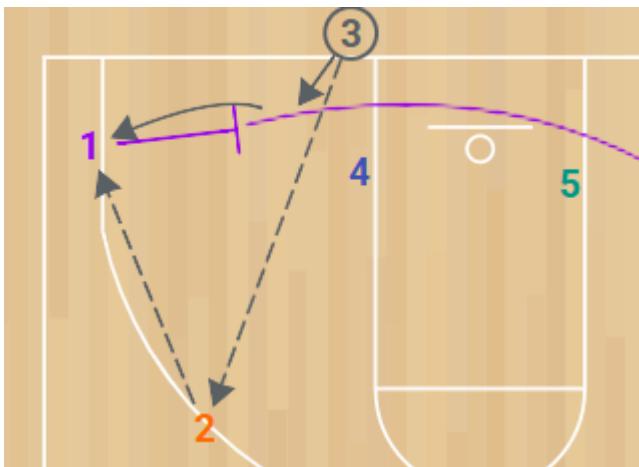
Note – always assess before start if opportunity is there to seal and get quick lay up

4=Wait for screen, use screen, cut to basket (should be ball side). Clear back to Wing

Note - sometimes 5 might end up setting screen so 4 has to cut away from ball and then 5 rolls towards the ball

2=Look for catch and shoot, if not go set screen for 1 and then pop to Slot as safety valve. If receive inbound look back to pass to ball side corner for three

1= Wait for screen from 2 and get to corner for three pointer



If unable to pass into 4,5,1 pass to 2, then 1 sets screen for 3 so 3 can go to corner for a three

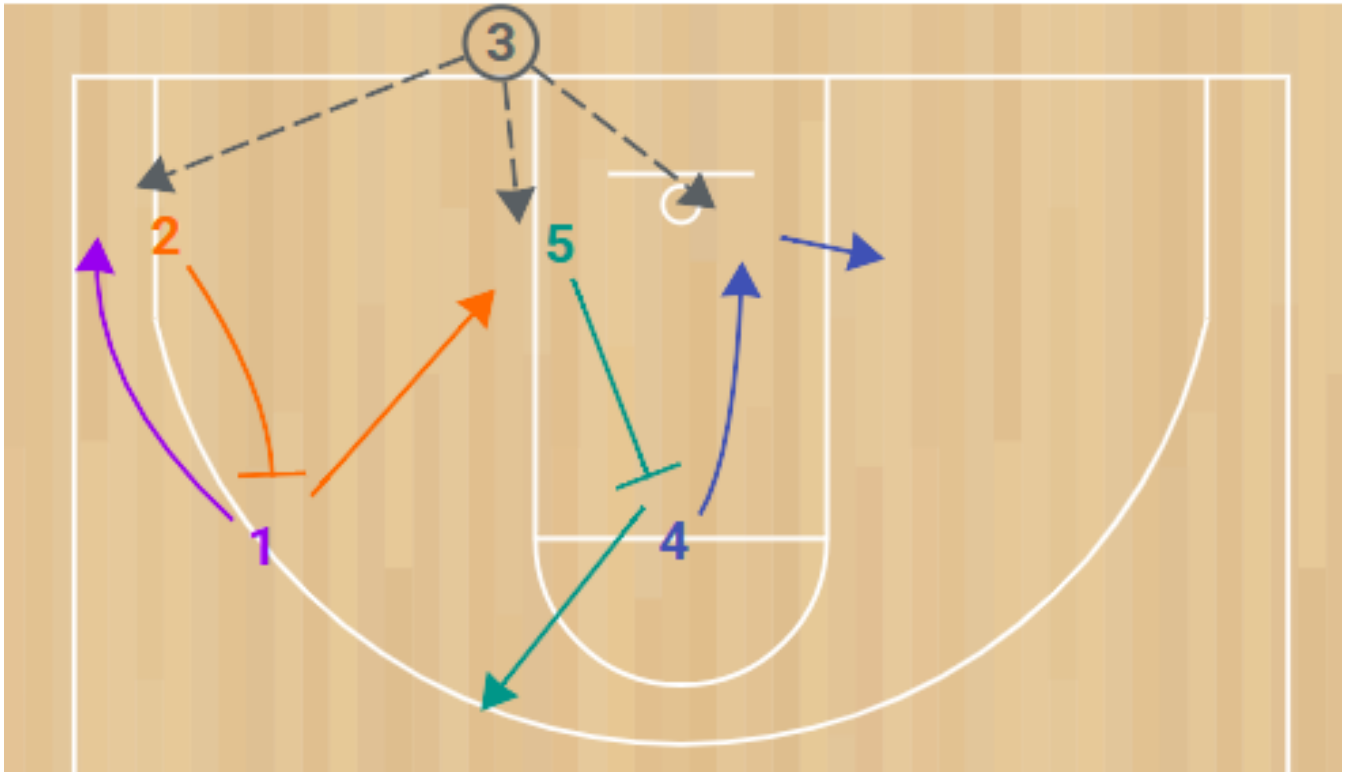
Video:

<https://youtu.be/8Qysh9G1omg>

BLOB:

Simple 2 (or any word with B)

Same as Simple 1, except 5 pops instead of rolls and 2 rolls instead of pops (4 also cuts off ball side)



5=Set screen for 4 so they can cut away from ball, hold, pop to slot. If receive inbounds, look for pass to ball side corner for a three.

4=Wait for screen, use screen, cut to basket (should be off ball side). Set up in low post

2=Look for catch and shoot, if not go set screen for 2 and then roll back to basket. If don't get, clear to opposite Wing

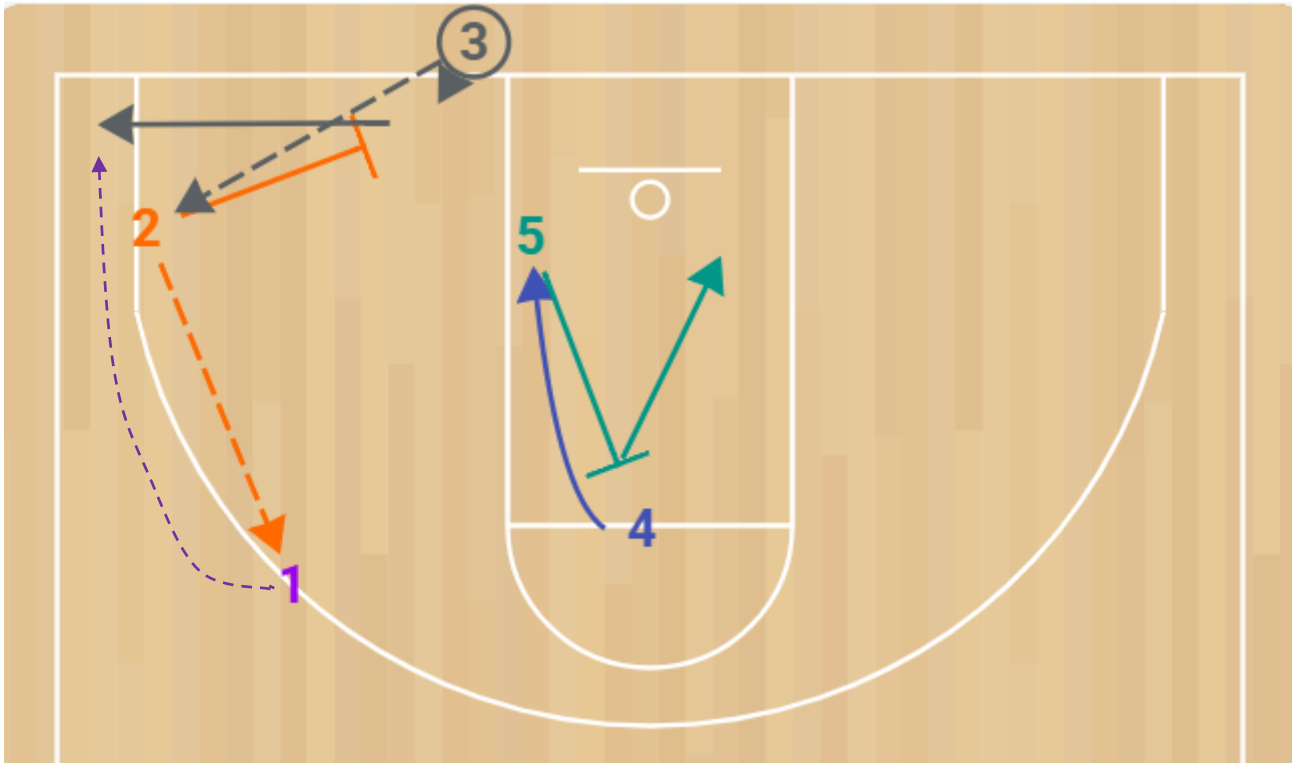
1= Wait for screen from 2 and get to corner for three pointer. If ball inbounded to 5, then set screen for 3 so 3 can get a corner three

3= Assess if any uncovered players for quick catch and shoot; look to 4, then 2, then 1. If inbound to 5 on wing, use screen from 1 to get corner for three.

Video: <https://youtu.be/M7VMn0hq9vM>

BLOB:

Simple 3 (or any word with C)



5 and 4 do the same action as Simple 1

2=Receive pass from inbounder and then pass up to 1 at wing. Then set a screen for the inbounder so they can get to corner three

1= Receive pass from 2, then pass back to 3 in the corner

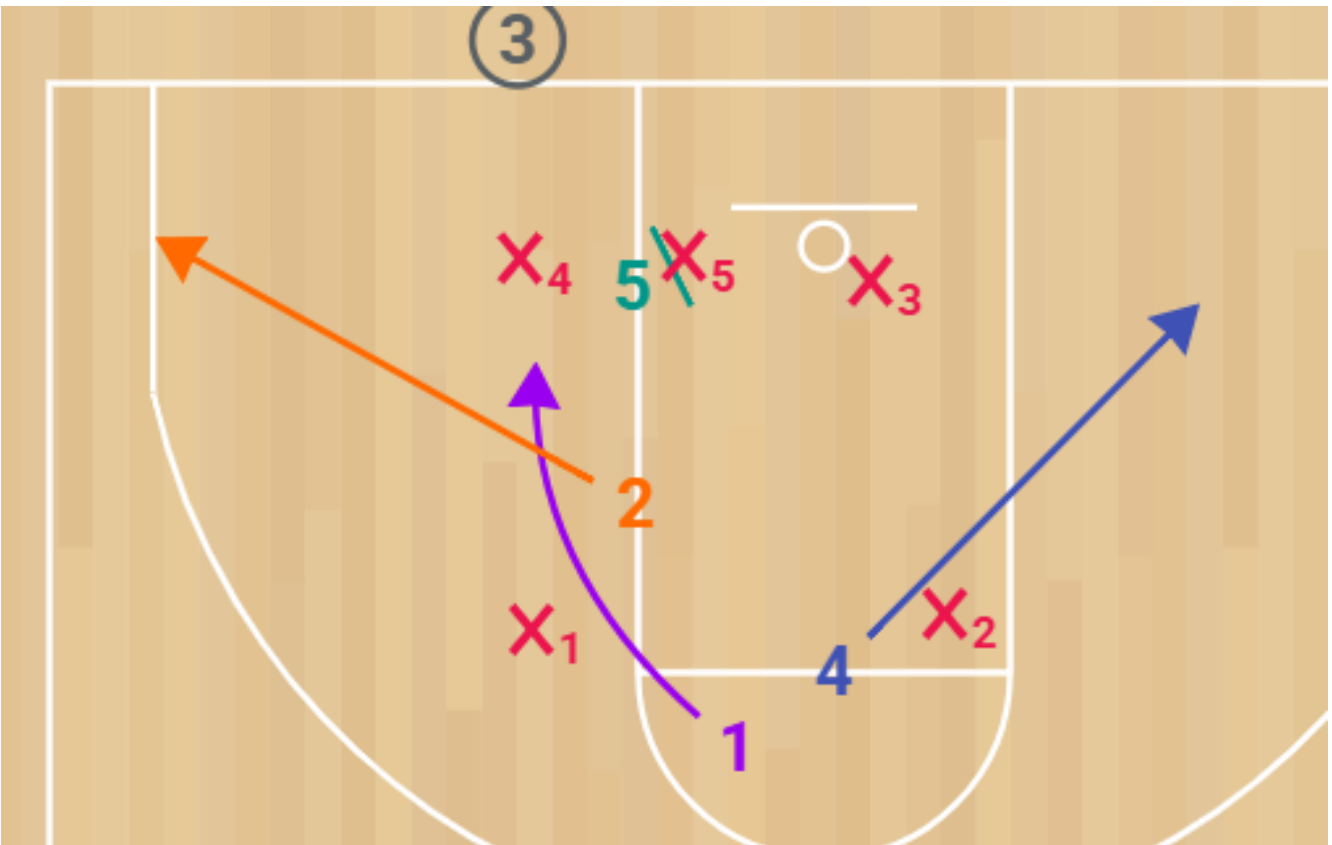
3= Pause and then pass into 2, step onto court and wait for screen from 2 near inbounds spot as lots of room to create space, get to corner or three

Video: <https://youtu.be/Nxi5vx9HpIA&t>

BLOB:

Strong (or anything that starts with S)

Objective is to get make defender choose between defending lay up or open corner 3



5 seals defender trying to create space for 1

2 cuts to corner

1 cuts down looking for open space

4 cuts to short corner

If X4 doubles 5, 2 is wide open in corner

If X4 takes 2 in corner, 1 is likely open (or 5 could also be open)

If X3 doubles 5, 4 likely open in short corner

Video: <https://youtu.be/CnHwF-5klws&t>

BLOB: Zoom 1 or 2

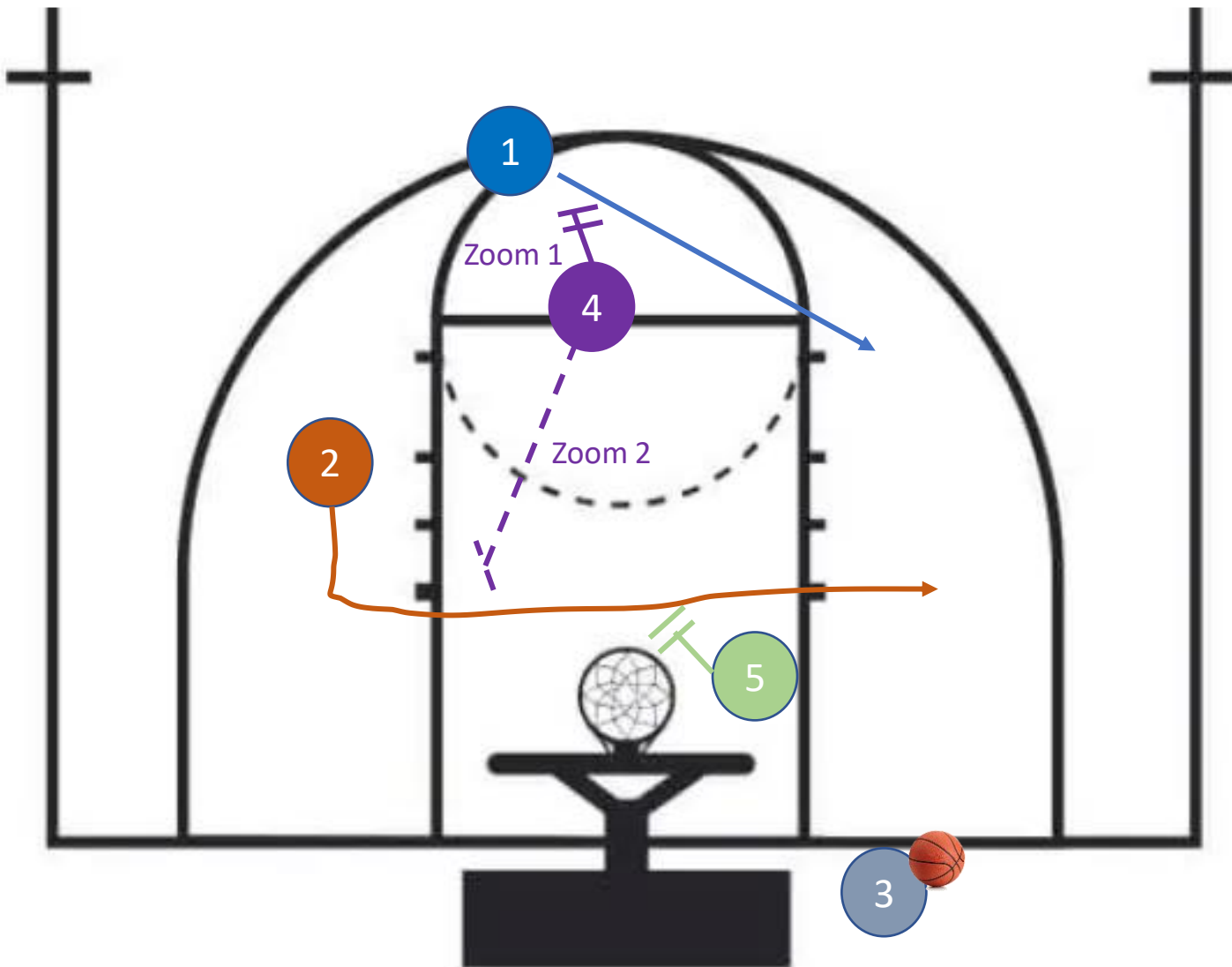
5=Seal & look for ball then set screen for 2 coming

2=Walk slowly down and then sprint to ball side

4=In Zoom 1 set screen for 1 & then pop out; in Zoom 2, set screen for 2

1=Use screen look for mid-range shot

Variation: 2 can also reverse and start ball side corner so looking for layup



BLOB: Zone Box

Objective is to get corner three. If no open shot will get into an overload position with short corner, corner & high post

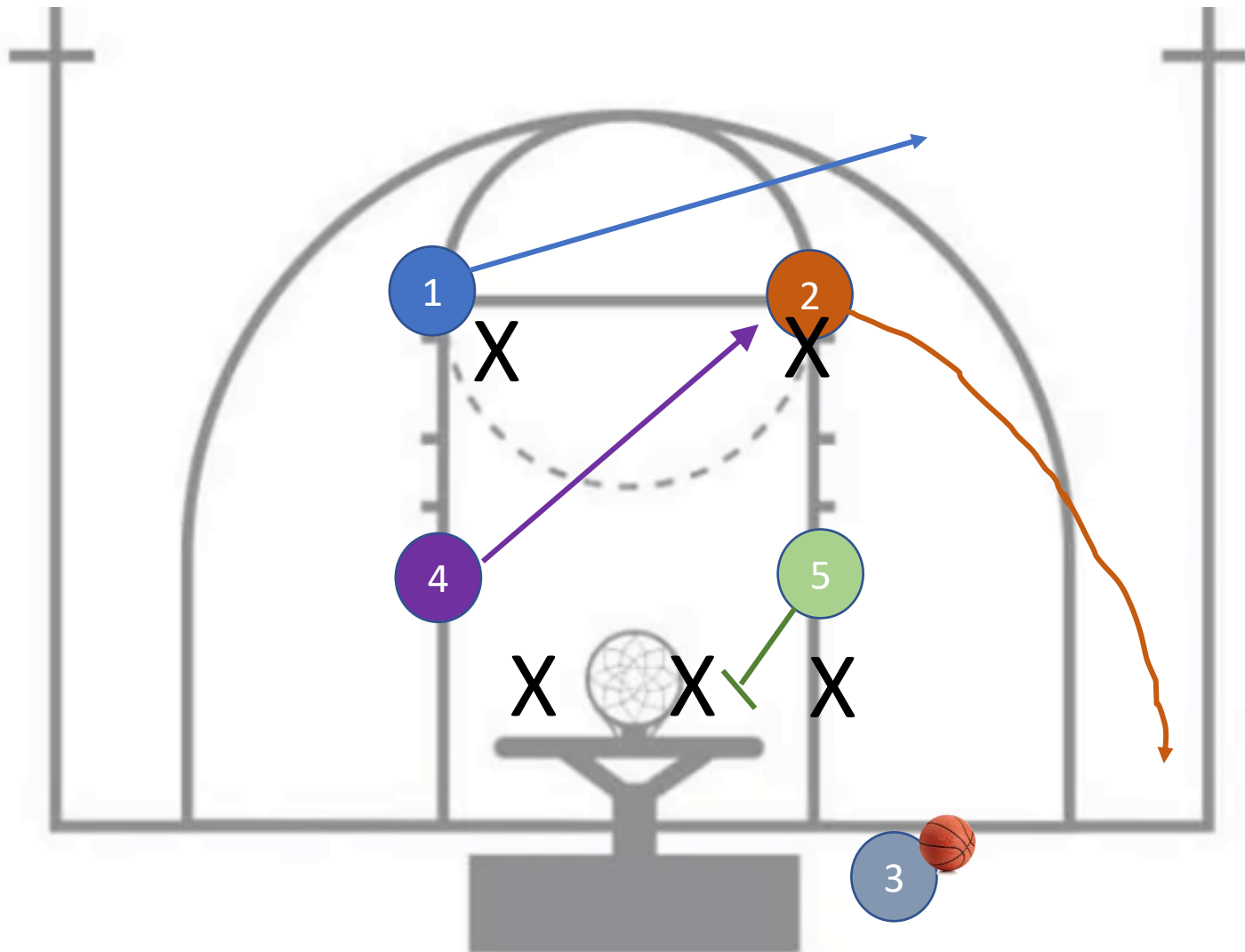
5=Seal the center defender and look for ball

4=Take high post

2=Get to corner for three (defender will have to choose you or defending basket)

1=Cut to Wing

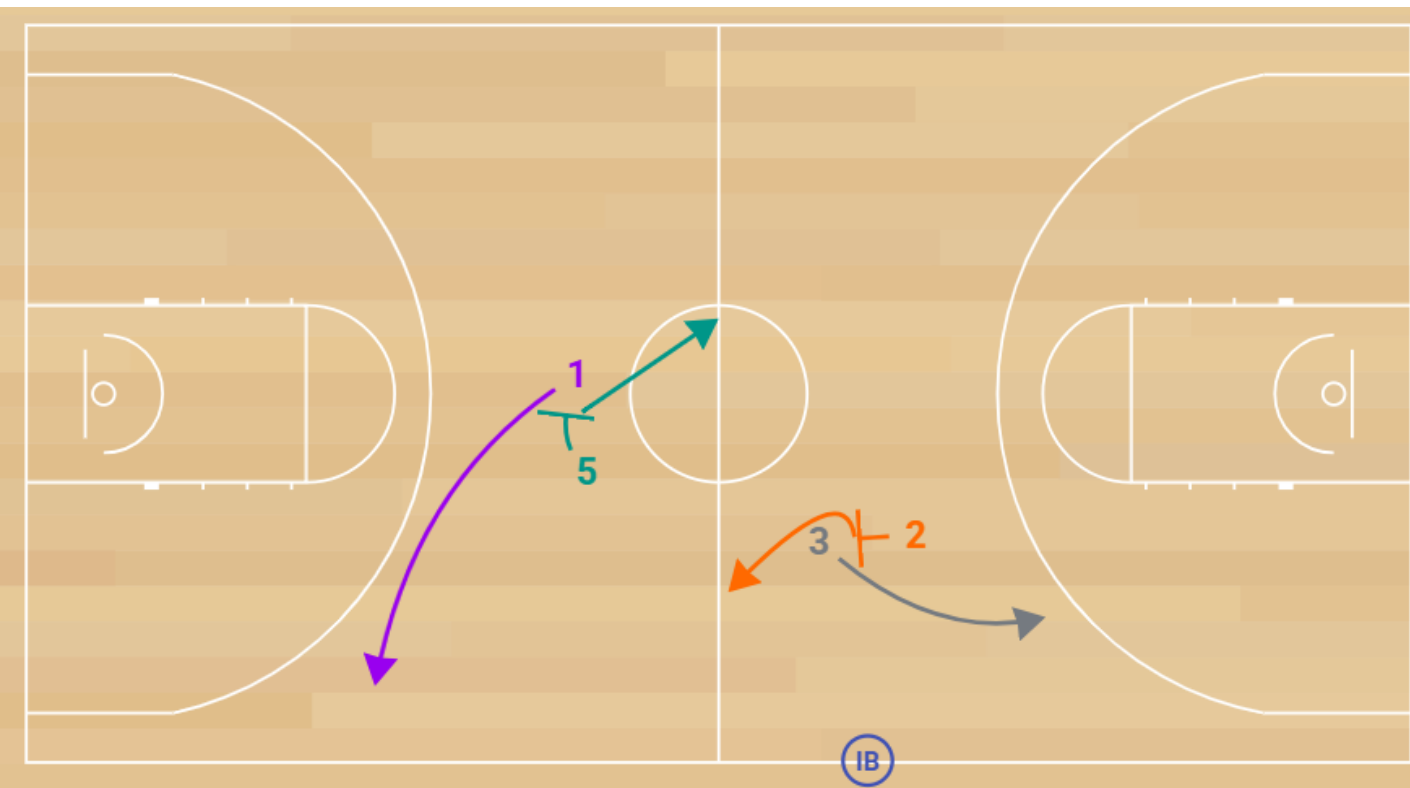
3= Look to 2 for open three, 5 on seal, then 1 as outlet. Clear to opposite Wing



Sideline inbounds

Dealing with pressure – SLOB PB

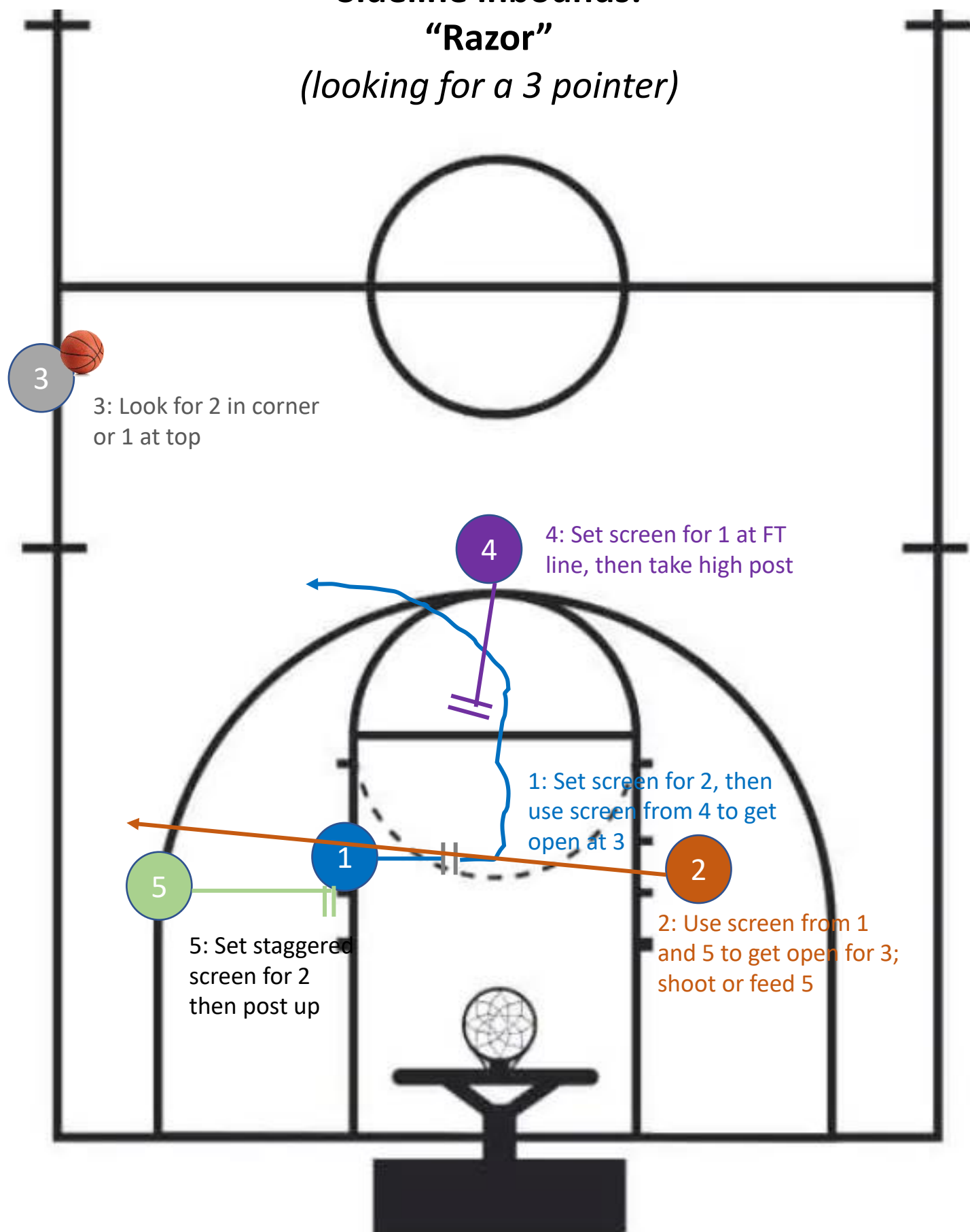
Objective: Safely get ball inbounds and then be set up to beat press (e.g. have center, sideline and reverse option)



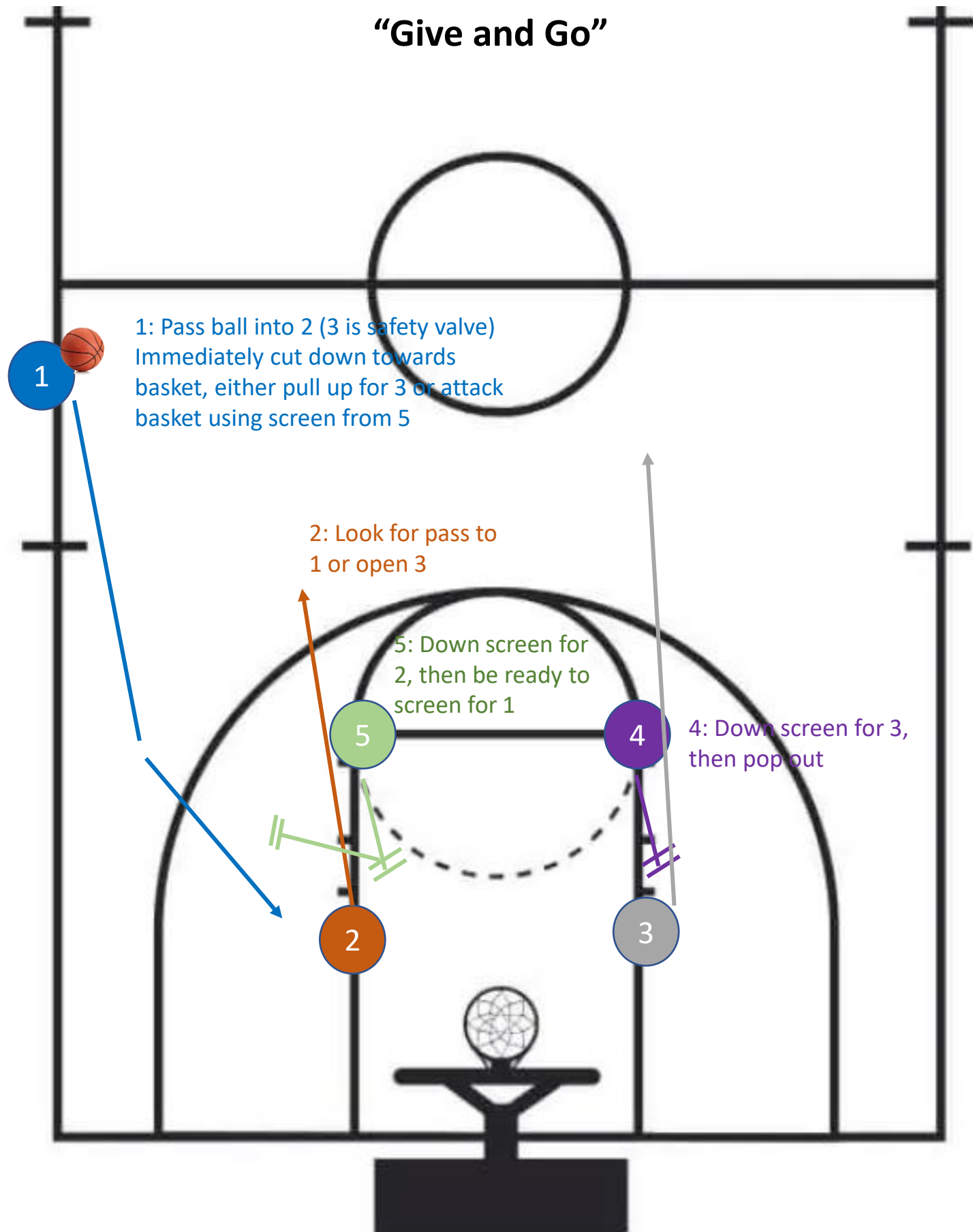
Similar to primary press break except (a) lined up on sideline and (b) moving 1 to left side to put pressure on defense since they have to defend their basket

If Man, 2 and 3 screen for each other and 1 and 5 screen for each other; if Zone just move to open spot in Zone

Sideline inbounds: "Razor" (looking for a 3 pointer)



Sideline inbounds: "Give and Go"



Sideline inbounds: "Bullet"

