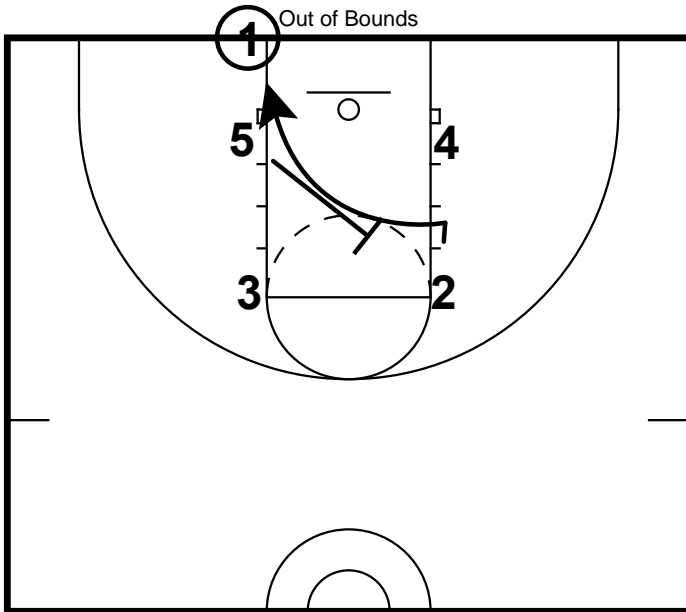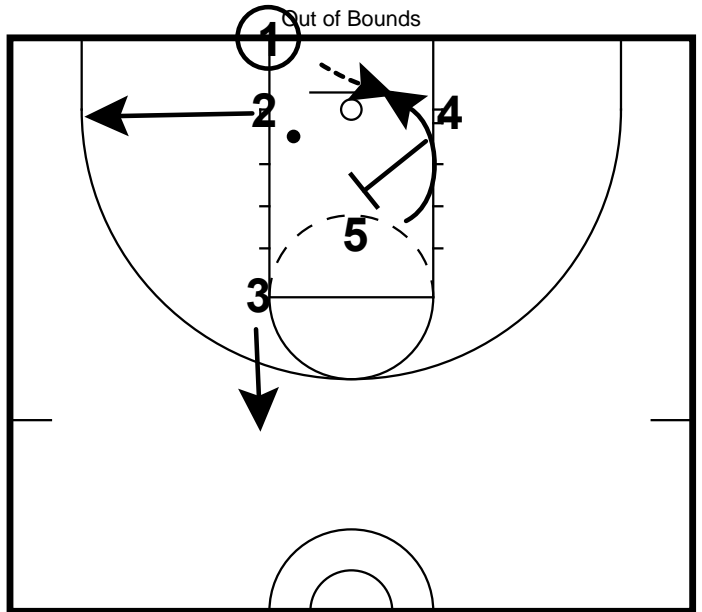# Baseline Out of Bounds (BLOB)

BLOB - Box
Out of Bounds

When ball is handed to player 1, 5 sets a diagonal screen for player 2. If 2 is open for the lay up, that is scoring option 1.
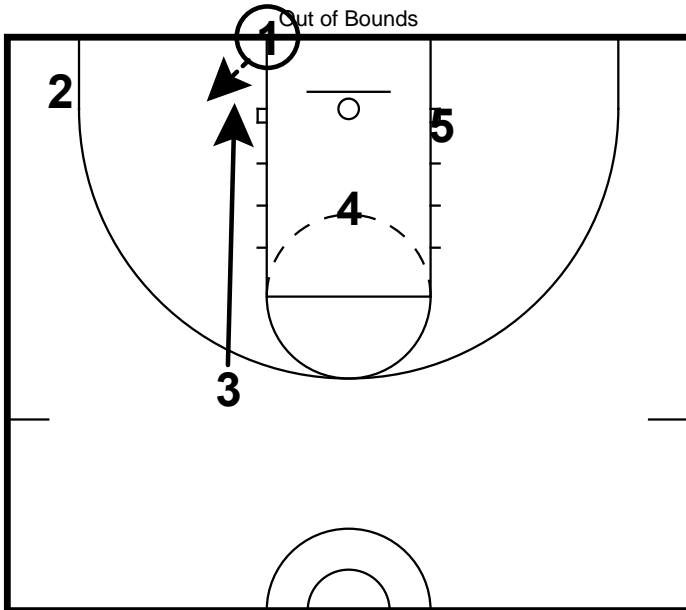
BLOB - Box
Out of Bounds

Once player 2 makes their cut and if they are not open they continue to the corner to create spacing, player 4 sets a screen for player 5 (Screen the Screener). Player 5 then uses the screen to go to the block opposite the ball being inbounded. This is usually wide open until teams figure it out.

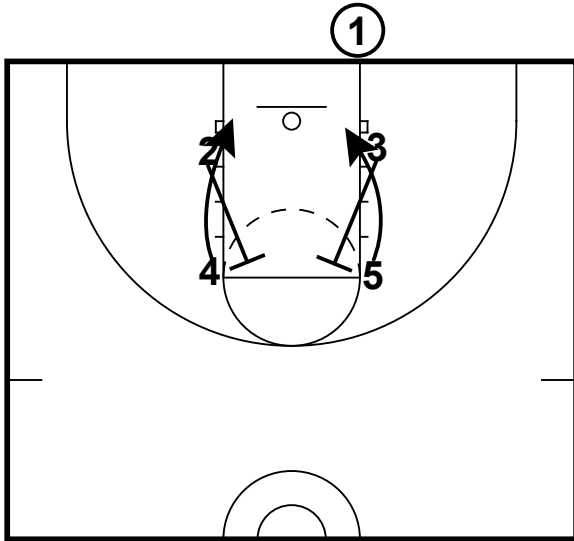Player 3 casually walks his guy straight back to create room.

BLOB - Box
Out of Bounds

If the first 2 options aren't open, then player 3 sprints straight down the lane after walking their player outside the 3 point arc for 3 seconds.
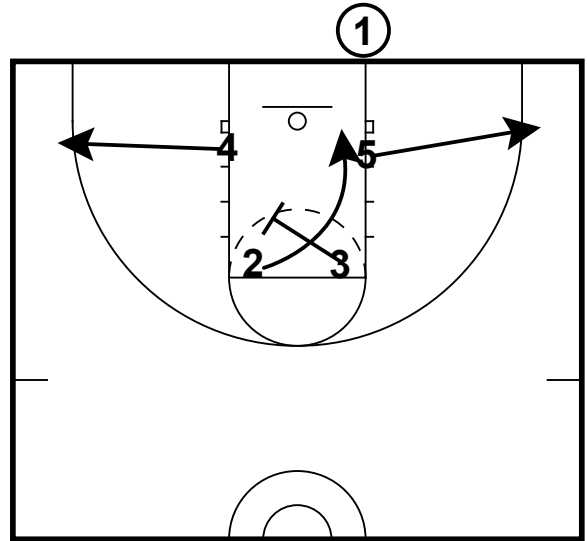
Baseline Out of Bounds (BLOB)

BLOB - Box - UP
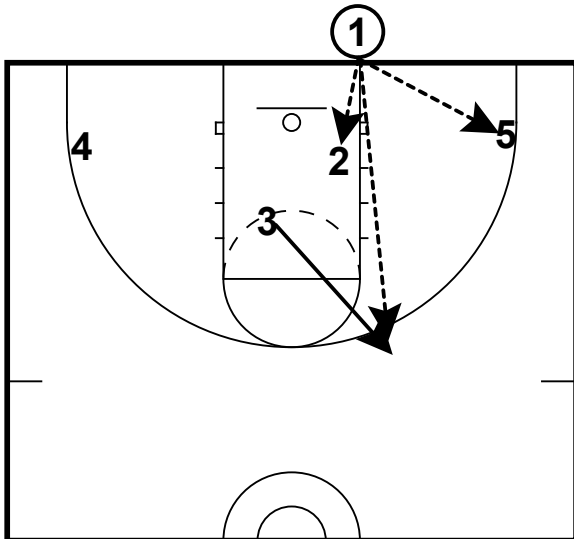### Out of Bounds

2 and 3 screen up for 4 and 5.

If either is open, the ball is in bounded for a lay-up.

BLOB - Box - UP
Out of Bounds

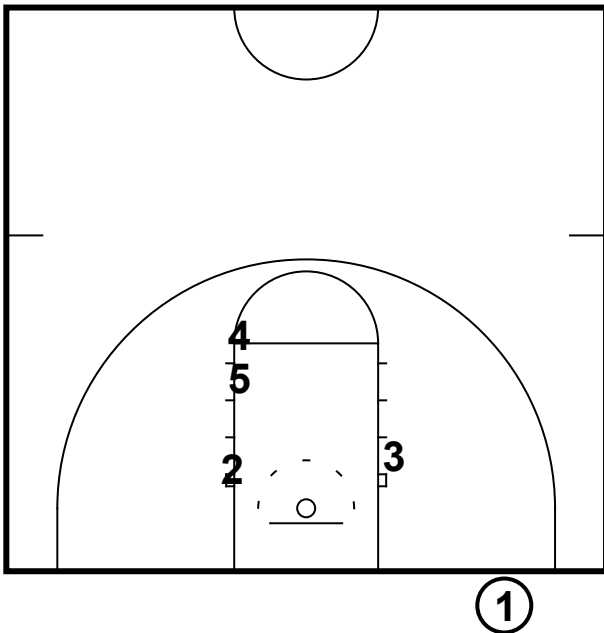If 4 and 5 are not open, then 3 screens for 2 who is looking for a lay-up.

BLOB - Box - UP
Out of Bounds

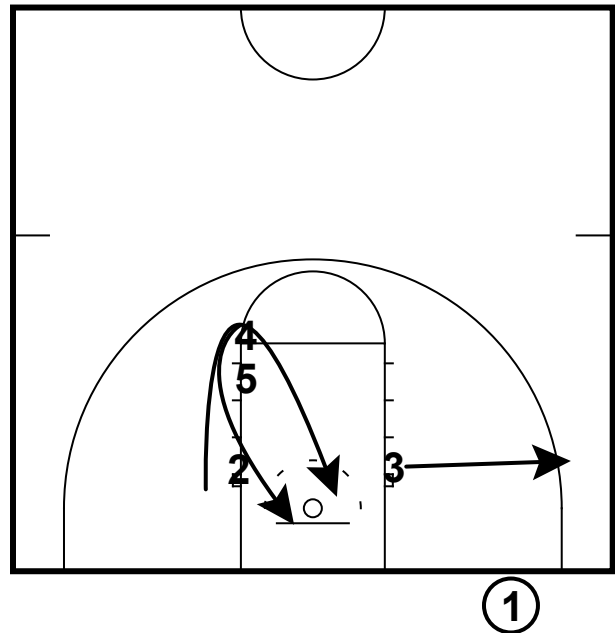In-bounder is looking to get the ball in to 2,3,5.

Baseline Out of Bounds (BLOB)

BLOB - Line variation
Out of Bounds

This play start with an offset line set on the opposite side of the ball. the best shooting 4 should be in the back of the line. The 2 guard should be opposite the ball on the block.

BLOB - Line variation
Out of Bounds

The 3 pops directly to the corner. The 2 will curl around the 4 and The 5 will set a rub screen on the 2's defender. the 4 will slip to the basket, from the back side for a layup, after 2 curls. The 1 should be looking for 2 and 4 a the primary target. If 2's defender follows, the 2 will be open, if the defender stay inside the 4 will be open.
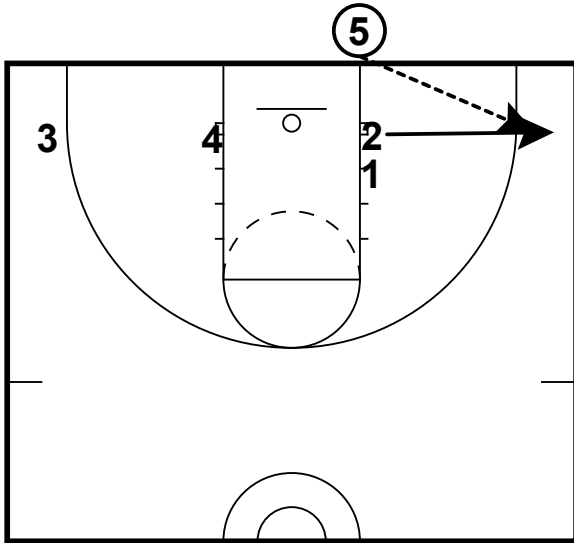
BLOB - Line variation
Out of Bounds
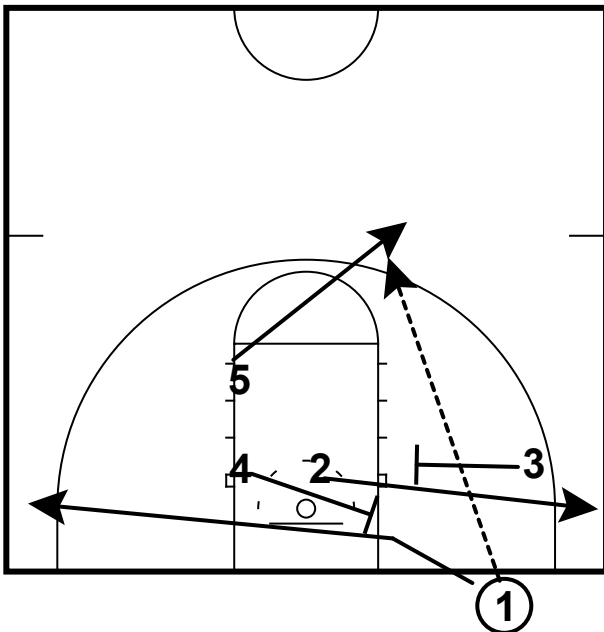
The 5 is the safety outlet, Will pop straight back if the 2 or 4 does not receive the ball. The 3 will screen in for the 2 and 4 will screen in for the 1, so that we have shooter in the corner.
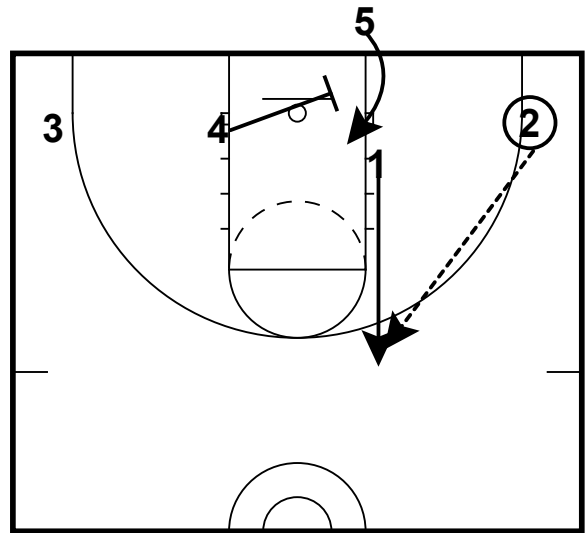
Baseline Out of Bounds (BLOB)

BLOB - Stack Fire
Out of Bounds

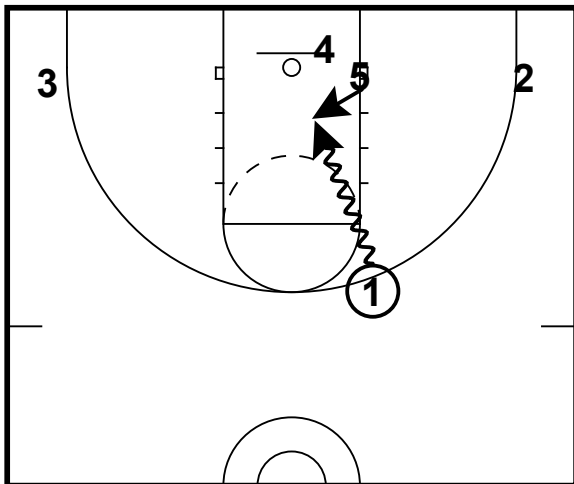2 pops to the corner to get open and 5 passes to 2.

BLOB - Stack Fire
Out of Bounds

1 pops to the top of the key area. 2 passes to 1.

As 2 is passing to 1, 4 screens the inbounder's defender.
5 curls off of the screen and 1 passes to 5 in front of the basket.

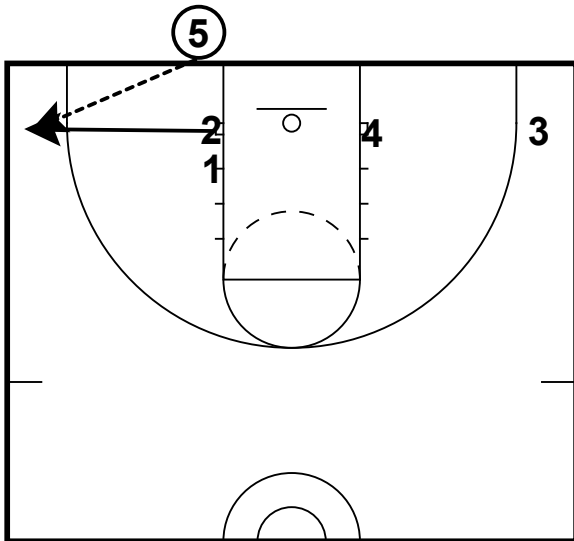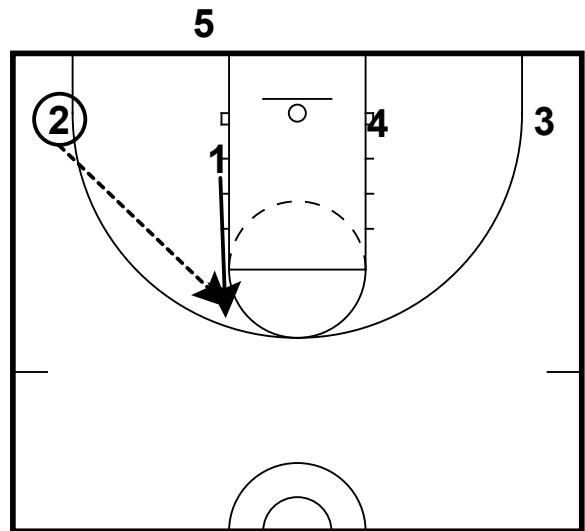### BLOB - Stack Fire
Out of Bounds

1 passes to 5 for a lay-up.

If 5 is not open. 2 and 3 slide up, 4 replaces 2 and 5 replaces 3 and we are into the offense.
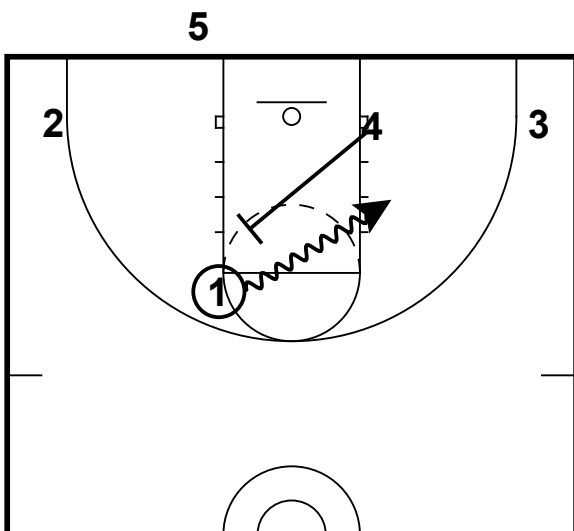
Baseline Out of Bounds (BLOB)

BLOB - Stack Ice
Out of Bounds

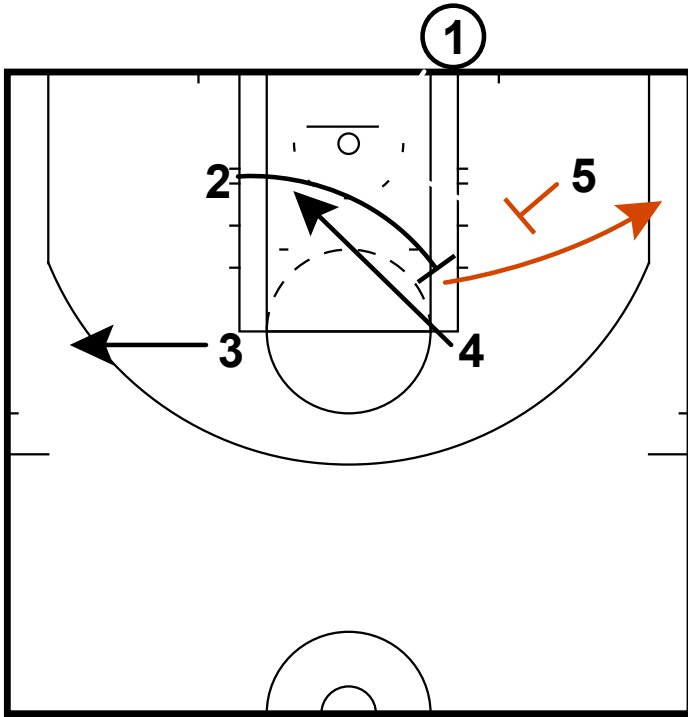### BLOB - Stack Ice
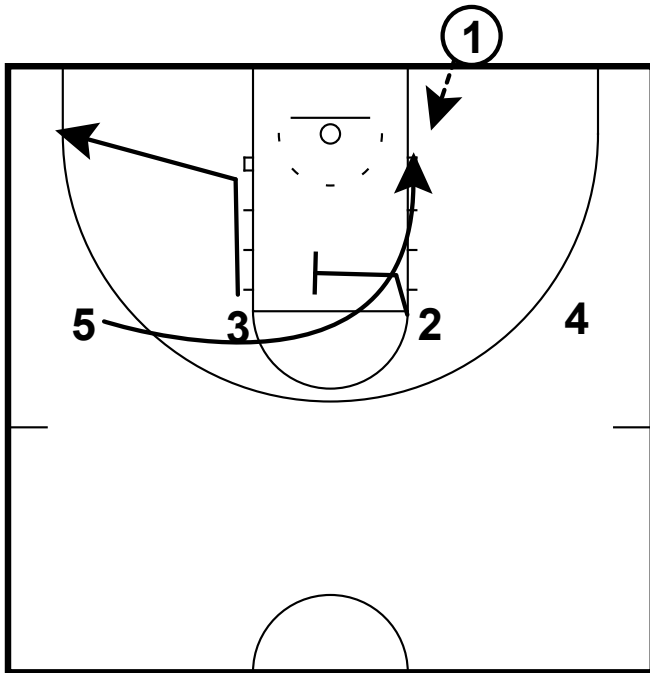Out of Bounds

BLOB - Stack Ice
Out of Bounds

Baseline Out of Bounds (BLOB)

BLOB STS - Slip
Out of Bounds

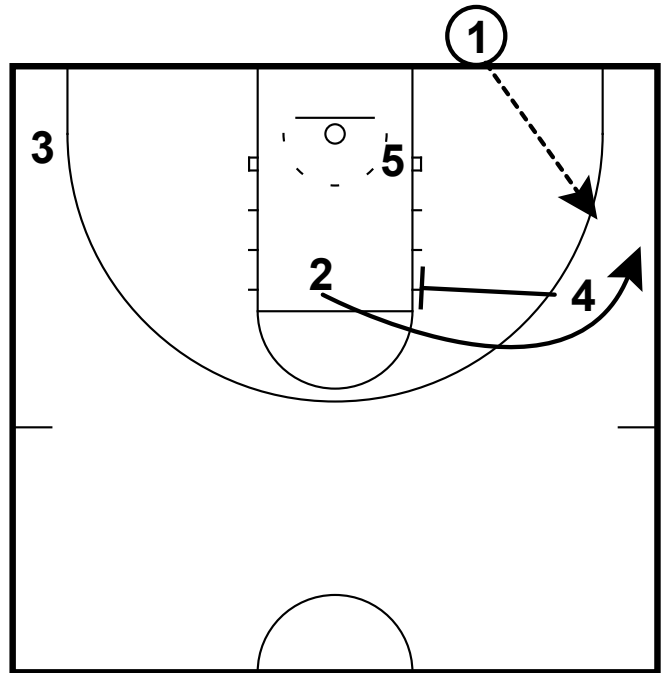# Baseline Out of Bounds (BLOB)

Gonzaga Bulldogs - 4 Flat Back BLOB
Out of Bounds

Gonzaga Bulldogs - 4 Flat Back BLOB
Out of Bounds

- 3 cuts down the lane and clears to the corner.

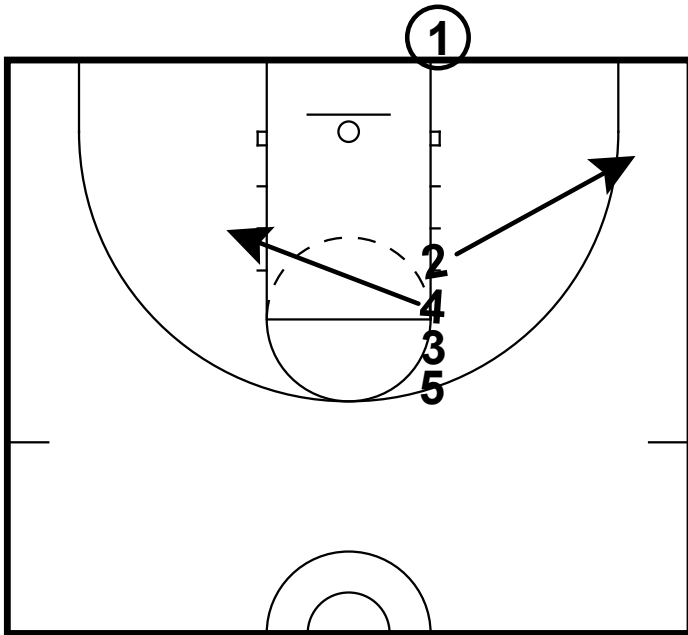- 2 walks in and sets a screen for 5 looping through from the wing.
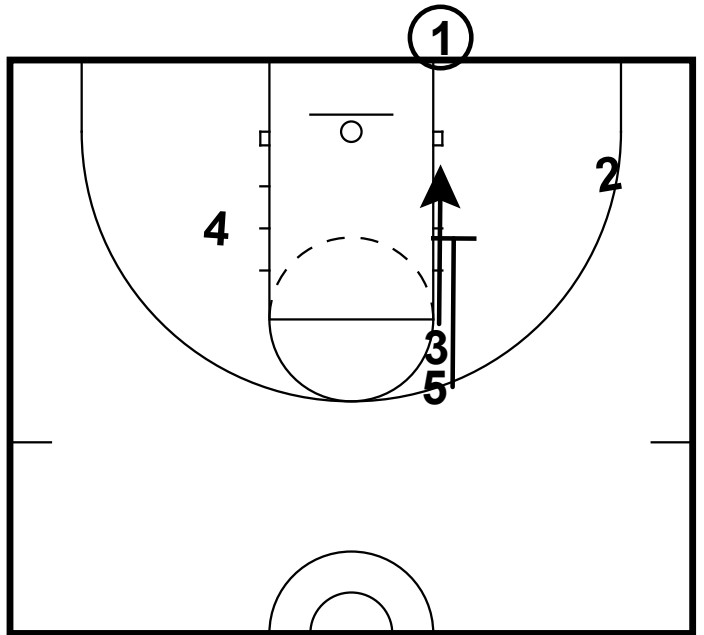
- After setting the screen for 5, 2 turns and sprints back off of a screen from 4 for a shot.
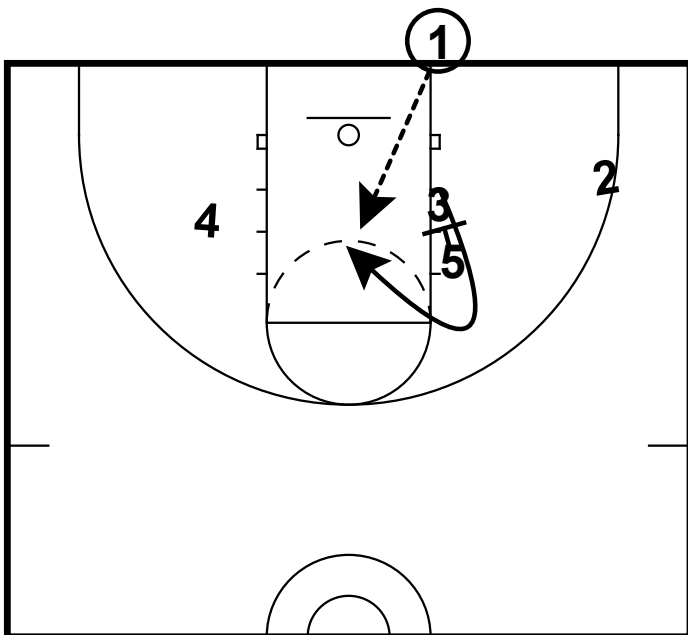
Baseline Out of Bounds (BLOB)
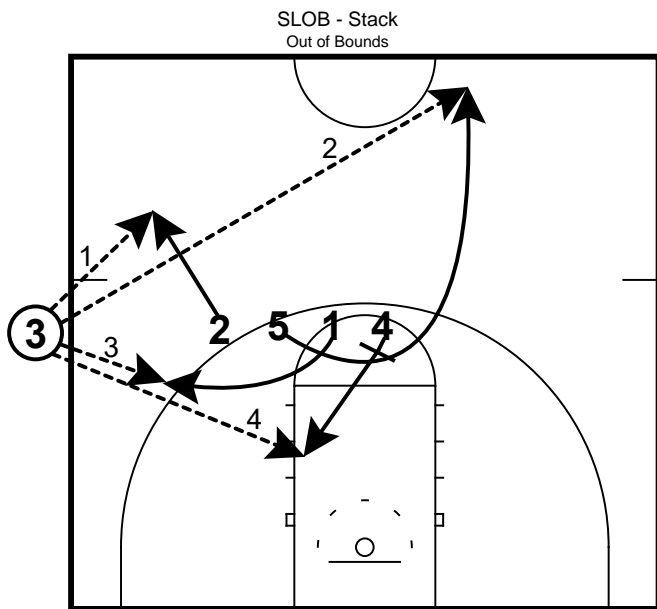
Line Back Screen BLOB
Out of Bounds

Line Back Screen BLOB
Out of Bounds

Line Back Screen BLOB
Out of Bounds

Sideline Out of Bounds (SLOB)

SLOB - Stack
Out of Bounds

Action of the Play:
#2 Makes a flash cut up the floor at a 45-degree angle.
#5 Rubs off of #1 and cuts hard off of the back screen set by #4.
#1 Will wait for #5 to clear before coming to the ball.
#4 Cuts back to the basket as a receiver of last resort.

Options for #3 on the play:
1) Hit #2 flashing up the floor.
2) Pass to #5 streaking down the floor.
3) Pass to #1 to start the offense.
4) Pass to #4 when all else fails.

Sideline Out of Bounds (SLOB)
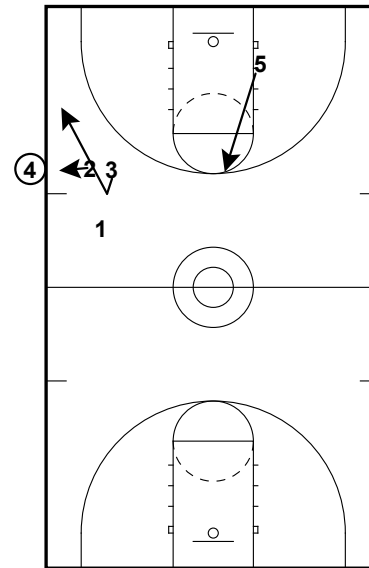
SLOB - Stack 22
Out of Bounds

SLOB - Stack 22
Out of Bounds
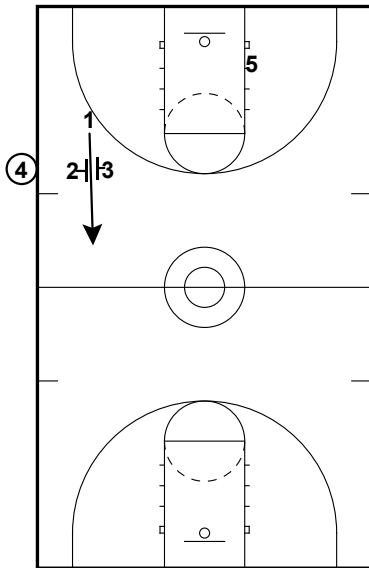
When the ball is given to the player inbounding, player 1 runs between player 2 and 3.

Player 2 and 3 immediately pinch to form a screen to get player 1 open.

If player one is not open, then player 3 jab steps and cuts toward the corner using player 2 as a screen.

Once player 3 cuts, then player 2 turns around towards the ball as an outlet.