

# Late Game Situations

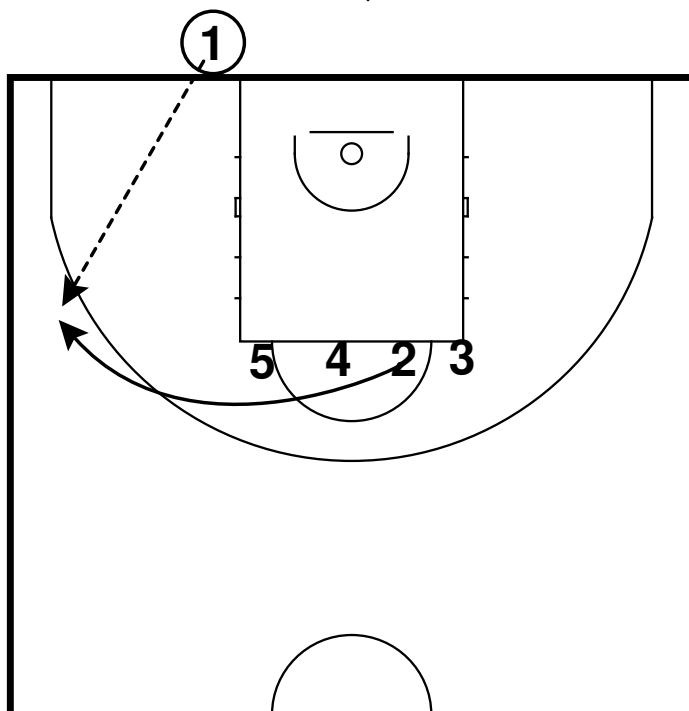
## BLOB late on clock

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# 2016 Late Game Situations

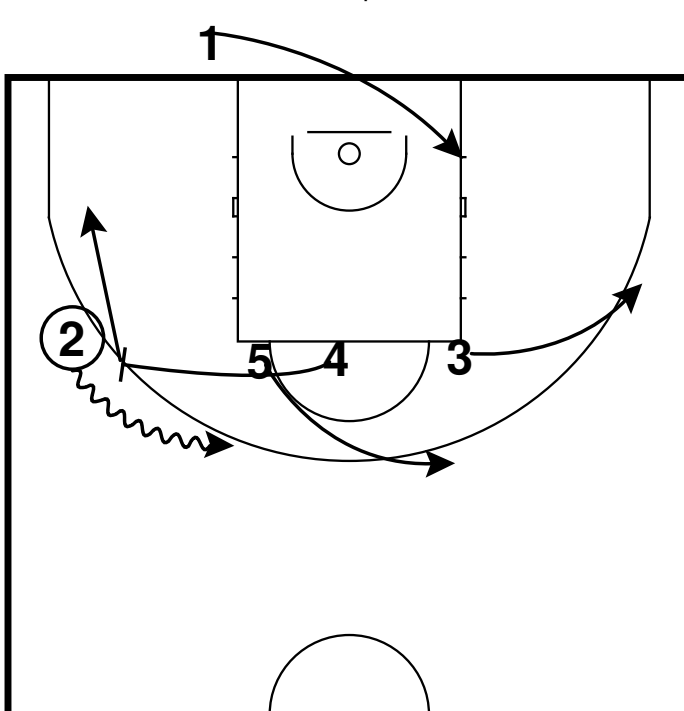
## Low Clock BLOB

4 Man Pick N Pop Back-Screen



2 cuts to the left wing and gets the pass from 1.

4 Man Pick N Pop Back-Screen



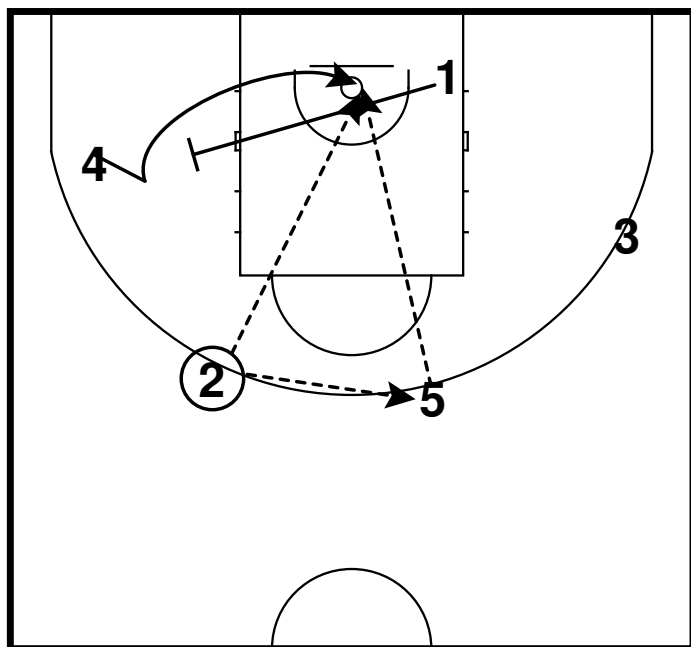
4 sprints out to set a ball-screen for 2.

4 pops to the short corner.

# 2016 Late Game Situations

## Low Clock BLOB

4 Man Pick N Pop Back-Screen



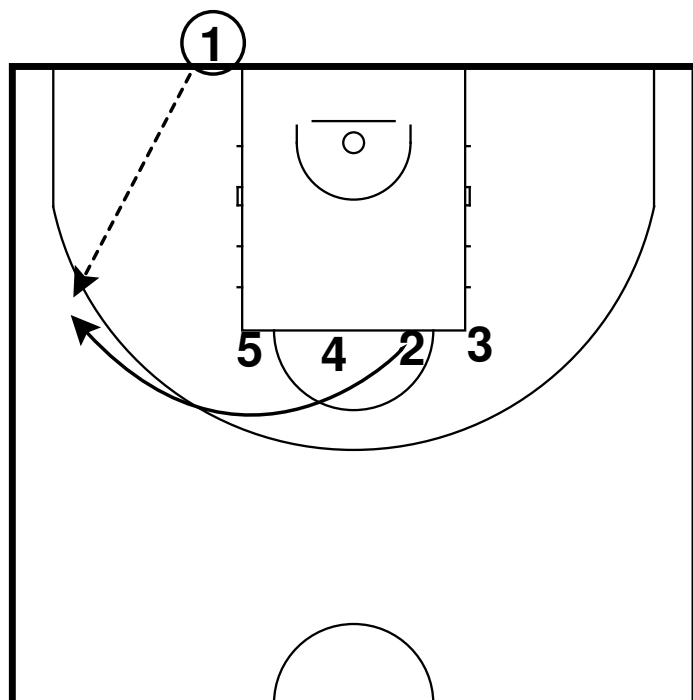
If the pass to 4 isn't there, 1 sets a back-screen for 4.

2 looks to pass to 4 or can pass to 5 first.

# 2016 Late Game Situations

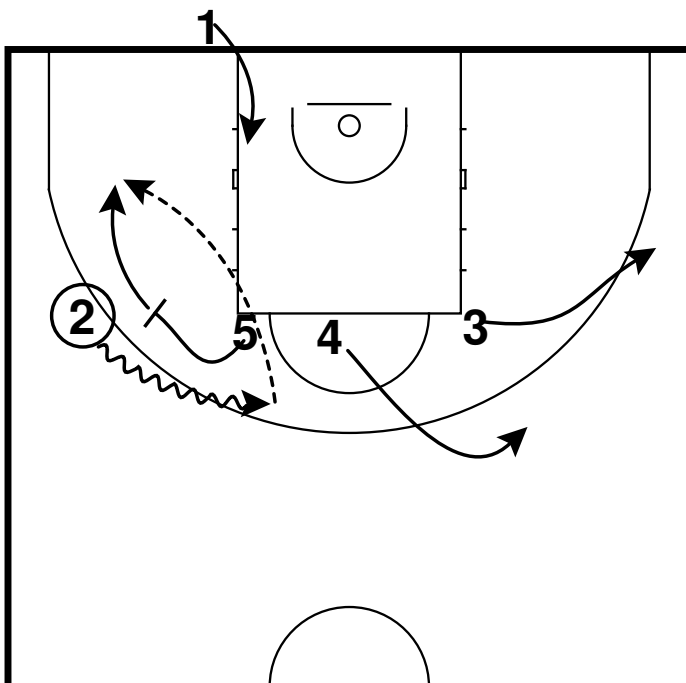
## Low Clock BLOB

5 Man Pick N Pop Back-Screen



2 cuts to the left wing and gets the ball from 1.

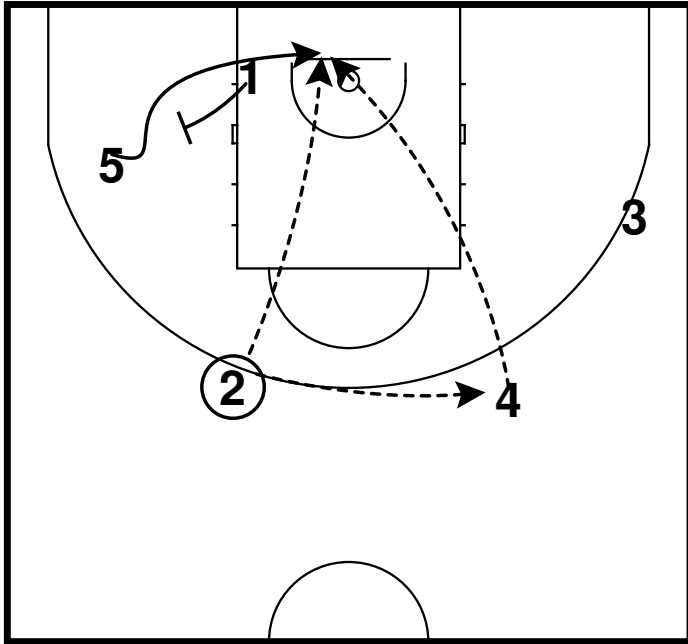
5 Man Pick N Pop Back-Screen



5 sets a side ball-screen for 2 then pops to the short corner.

## Low Clock BLOB

## 5 Man Pick N Pop Back-Screen



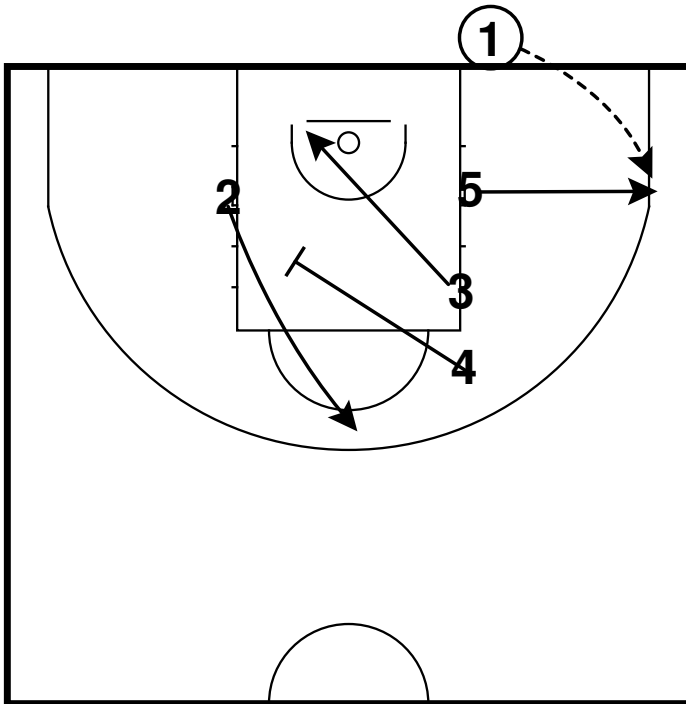
If the pop isn't open, 1 sets a back-screen for 5.

2 passes to 5 at the rim or can pass to 4 first.

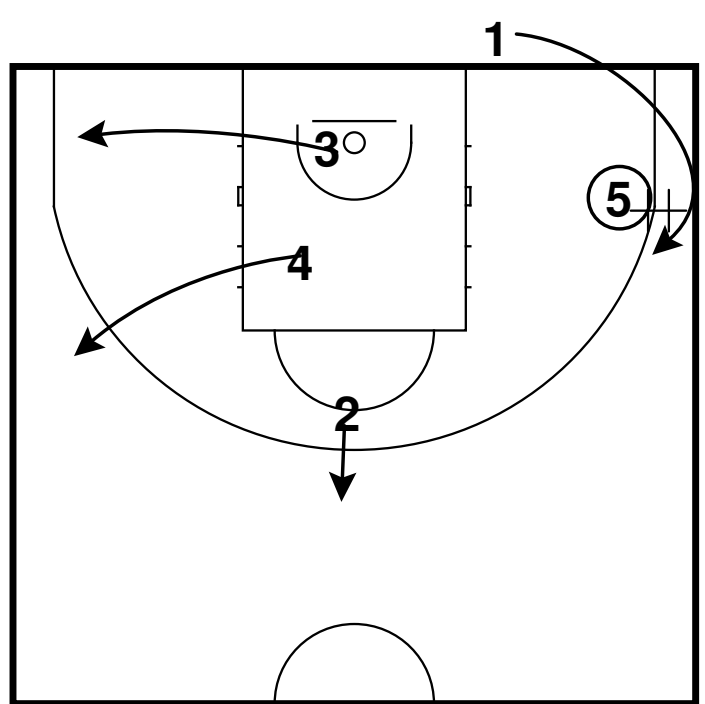
# 2016 Late Game Situations

## Low Clock BLOB

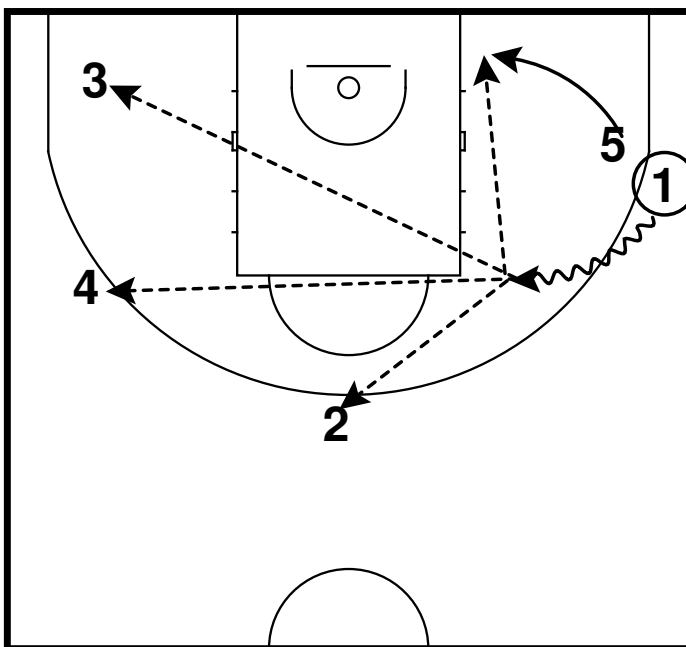
5 - 1 Handoff



5 - 1 Handoff



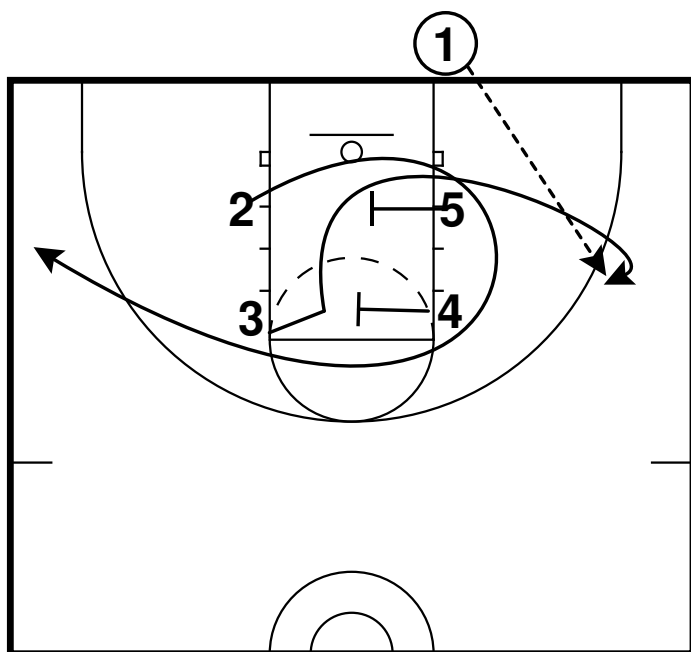
5 - 1 Handoff



# 2016 Late Game Situations

## Low Clock BLOB

Baseline Slide



M2M BLOB

Start in box alignment with your wings the weak side, posts on the ball side. Your best passer should take the ball out.

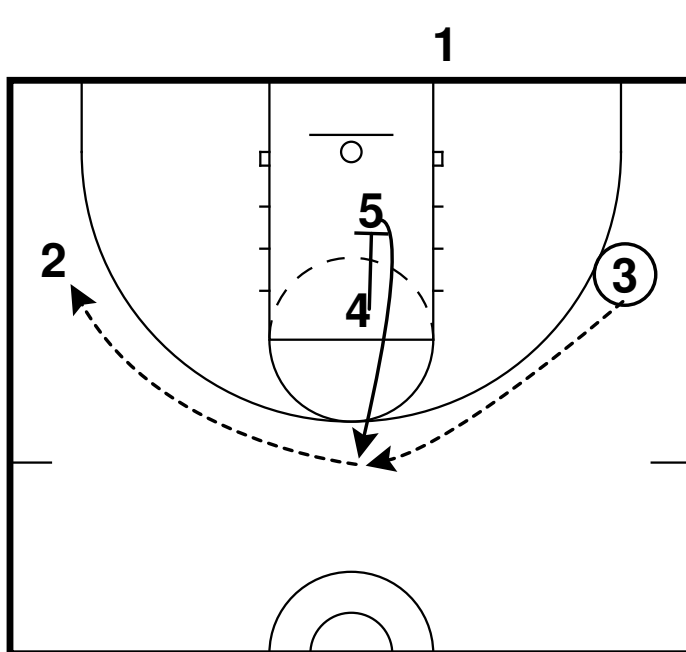
4 and 5 set cross screens for 2 and 3.

2 curls baseline side and looks for a pass from 1 before relocating AROUND 4 to the weakside wing.

3 fakes as if she is taking the screen from 4, and then goes around the screen from 5, also.

1 passes the ball to 3, who is on the ball-side wing.

Baseline Slide



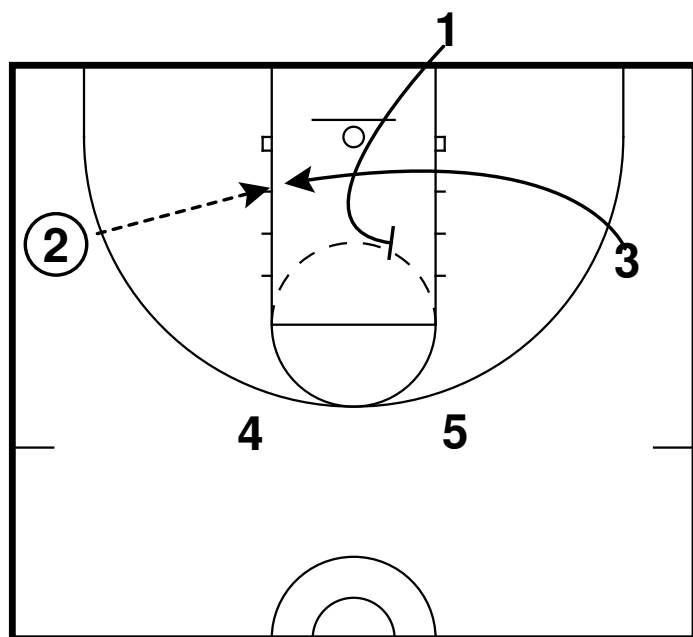
4 downscreens for 5 in the lane, 5 fills the top spot. 4 should flash for the ball if they switch this.

3 reverses the ball to 2 through 5.

# 2016 Late Game Situations

## Low Clock BLOB

Baseline Slide



After the pass clears 5, 4 shifts up to the slot to get out of the way.

1 steps in and hunts a backscreen for 3 - really hunt and make contact on this screen!

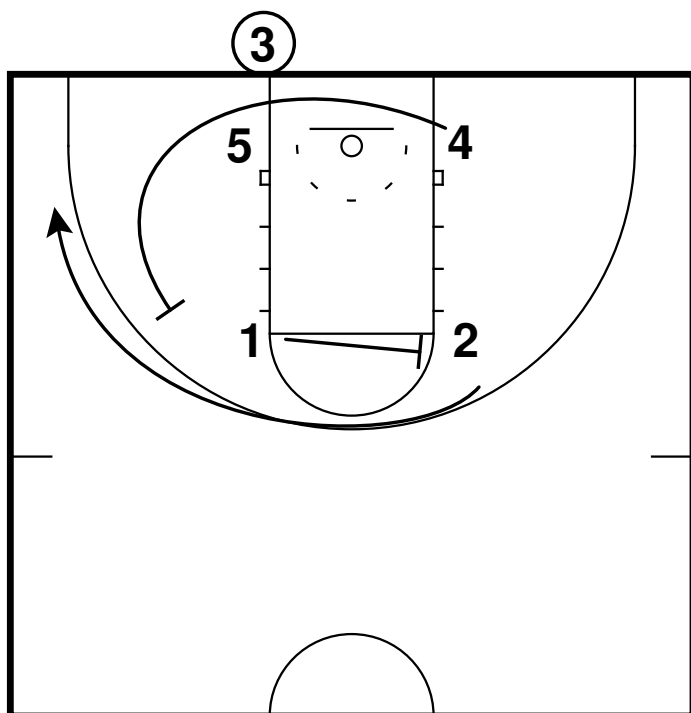
2 passes to 3 for the layup.



# 2016 Late Game Situations

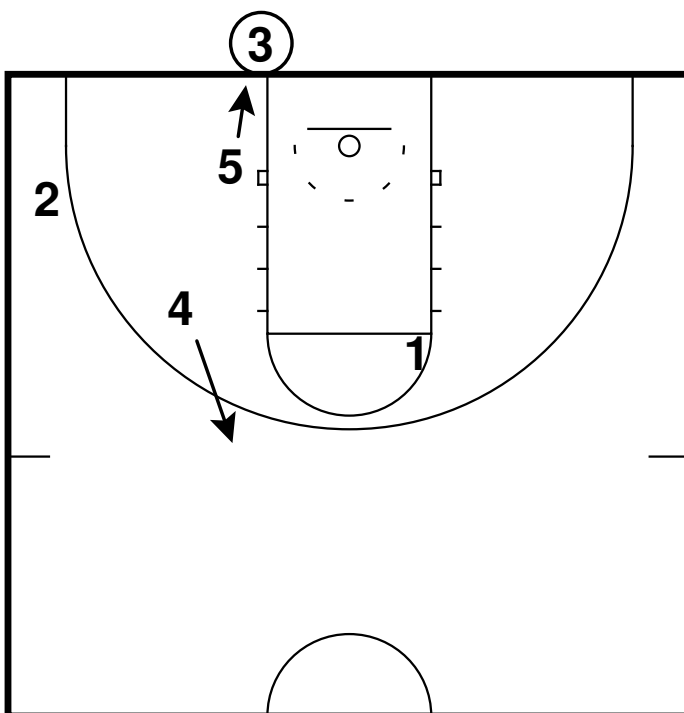
## Low Clock BLOB

Box Lob "L"



- 1 screens across for 2
- 4 loops under the 5 and screens for 2
- 2 runs the arc off of both screens

Box Lob "L"

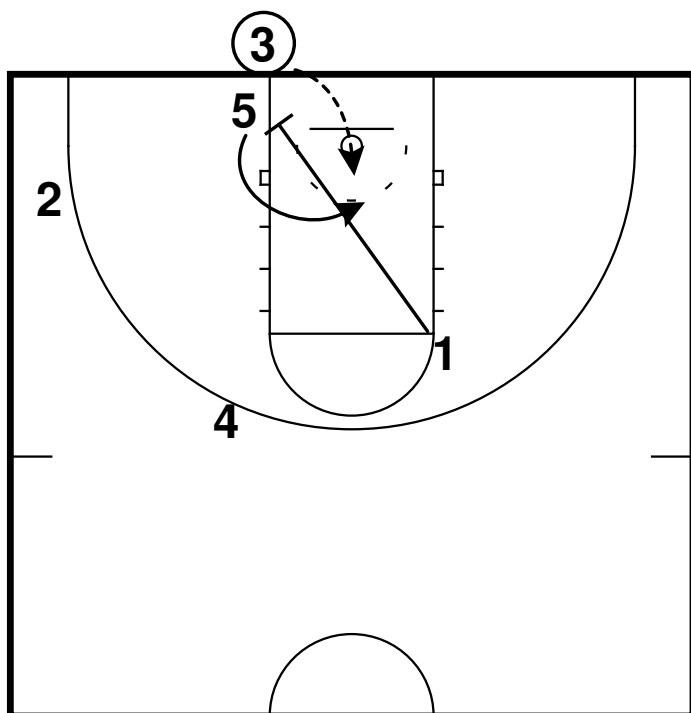


- 5 digs defender down to the baseline pretending like she really wants the ball
- 4 pops out to the top of the key for a safety pass

# 2016 Late Game Situations

## Low Clock BLOB

Box Lob "L"

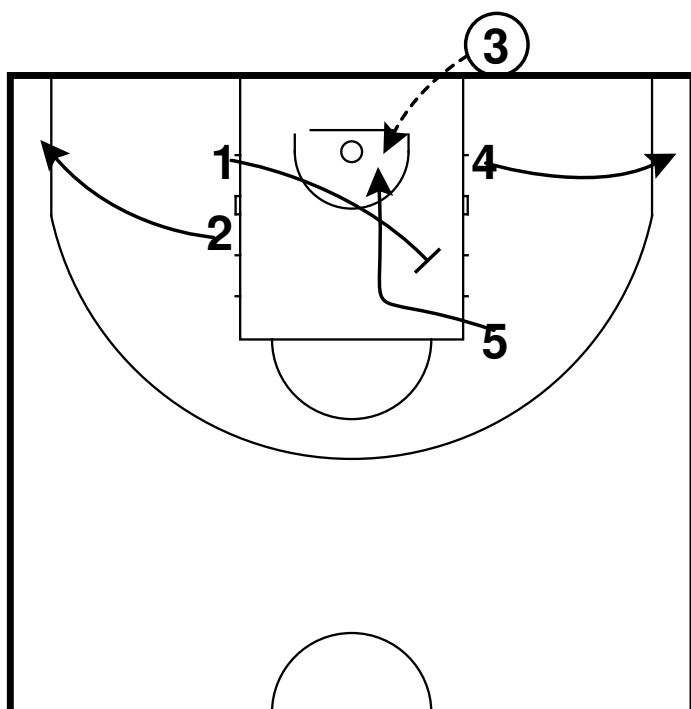


1 sprints down to screen for 5  
5 reverse rolls off the screen for the lob pass from 3

# 2016 Late Game Situations

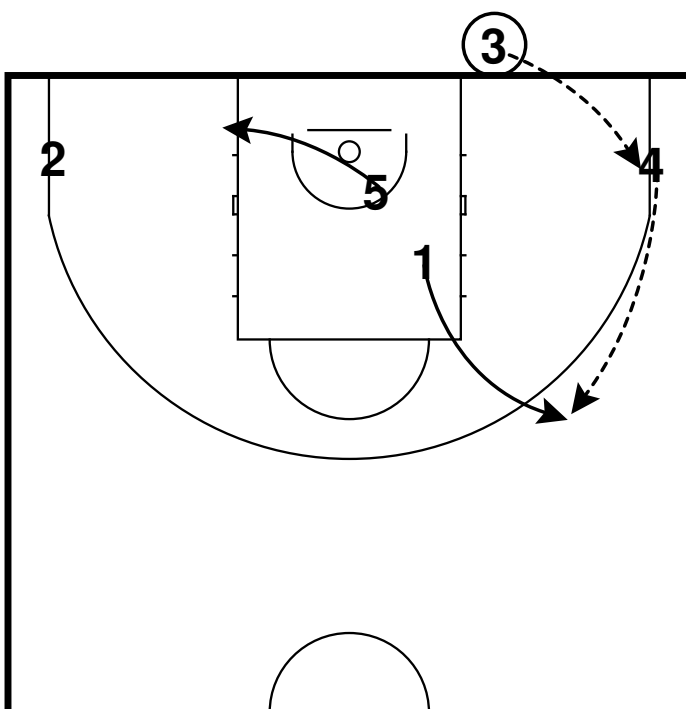
## Low Clock BLOB

Fist Lob



1 screens for 5 who cuts to the rim looking for a lob pass.

Fist Lob



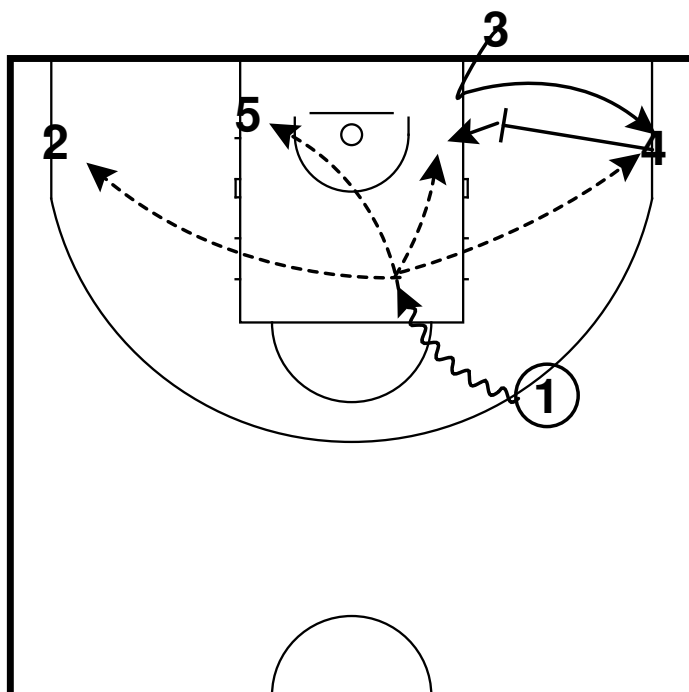
If the lob isn't there, 1 steps out to the wing.

3 passes to 4 who passes to 1.

# 2016 Late Game Situations

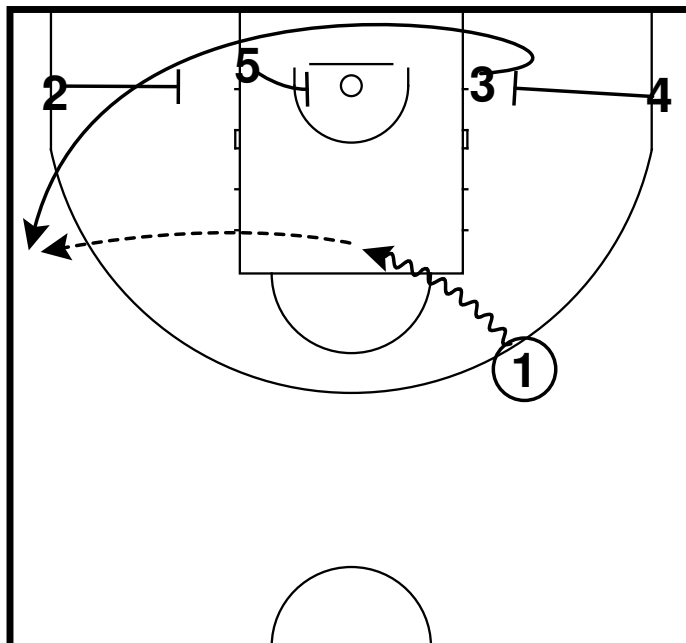
## Low Clock BLOB

Fist Lob



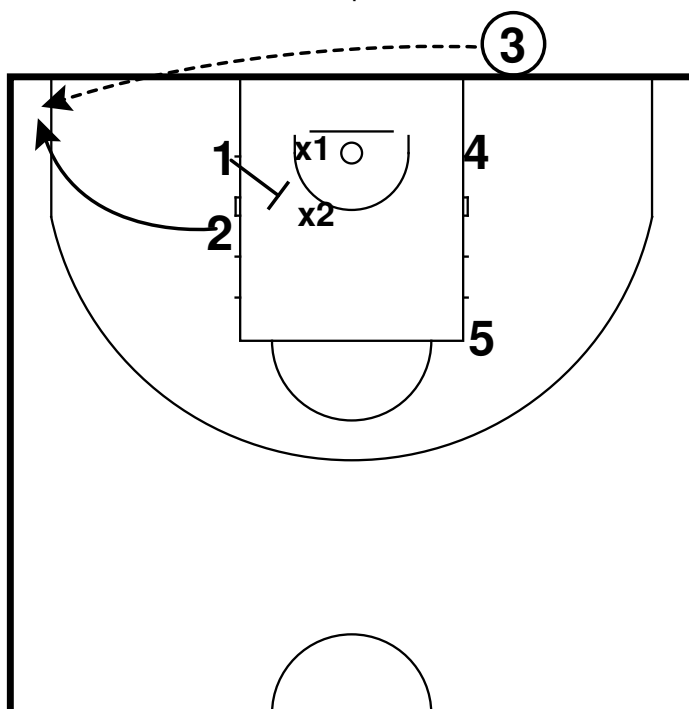
- 1 drives middle looking to draw and kick.  
4 screens down for 3 who cuts to the corner for a shot.

Fist Lob



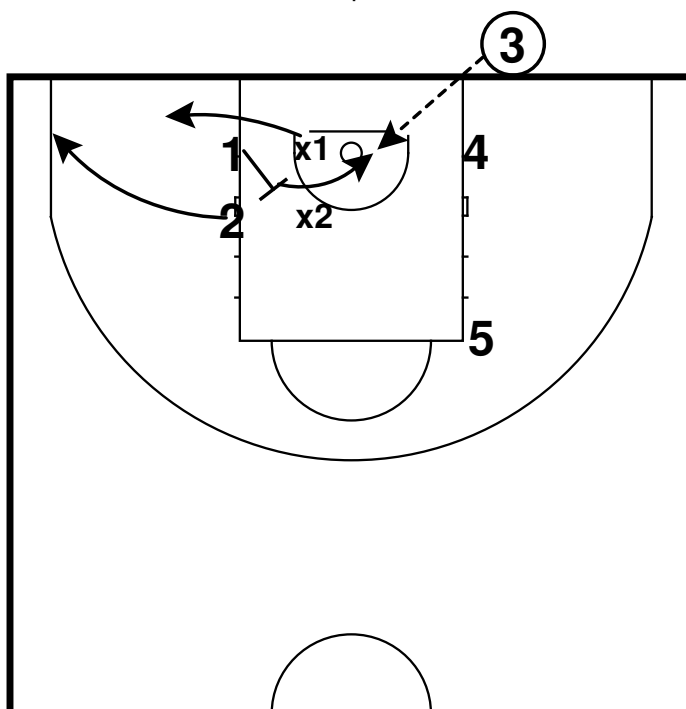
- In the weakside option, 3 cuts off of a staggered screen from 5 and 2 to the left wing.

Fist Special



- 1 screens x2 as 2 cuts to the corner for a shot.

Fist Special

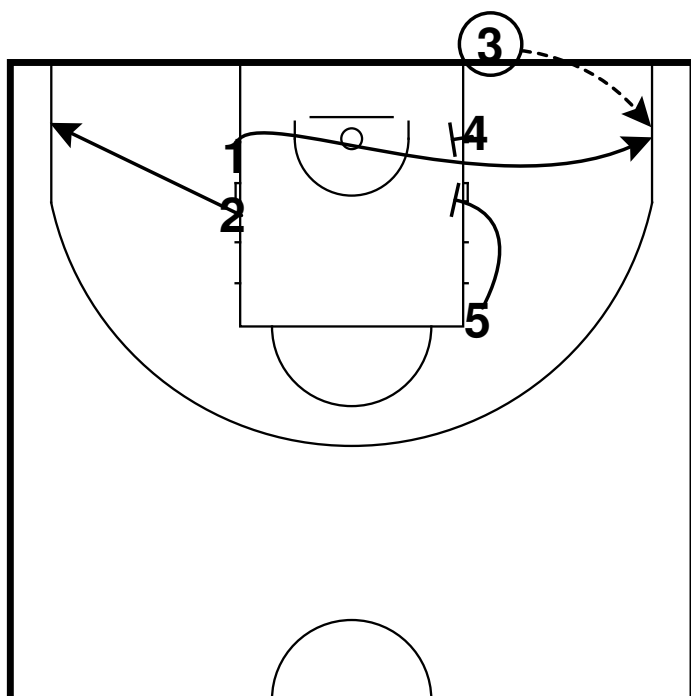


- If x1 jumps the screen to the corner, 1 slips to the rim.

# 2016 Late Game Situations

## Low Clock BLOB

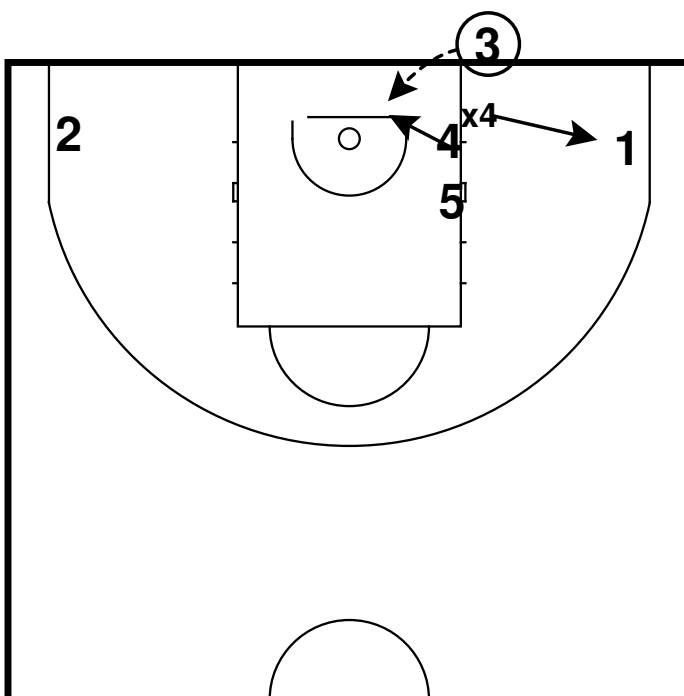
Fist Squeeze



1 cuts to the opposite corner in between a screen from 4 and 5.

3 passes to 1.

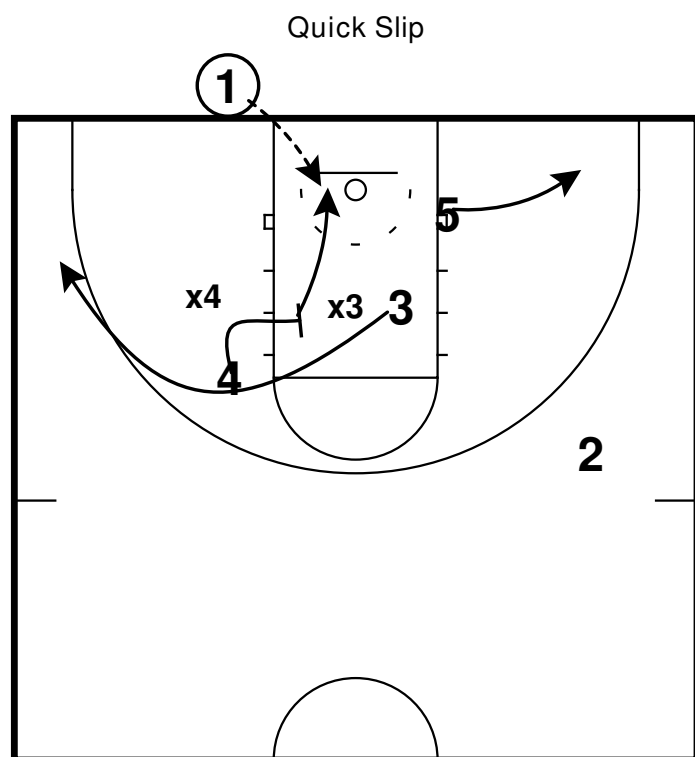
Fist Squeeze



If x4 jumps the cut, 4 slips to the rim.

# 2016 Late Game Situations

## Low Clock BLOB



4 sets a screen for 3 at the left elbow.

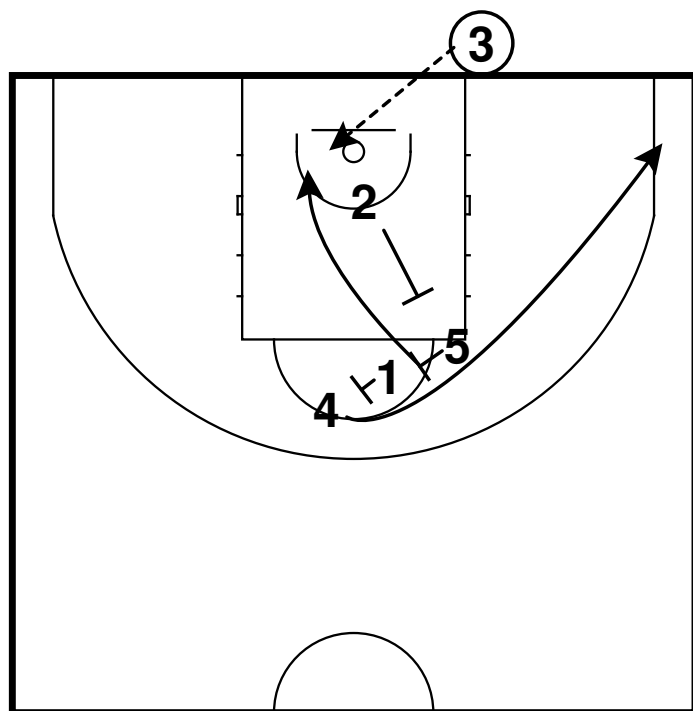
5 clears out to the weak side corner.

If x4 and x3 attempt to switch the screen, 4 makes a quick slip to the rim.

# 2016 Late Game Situations

## Low Clock BLOB

Spain - EOG BLOB Post Rip



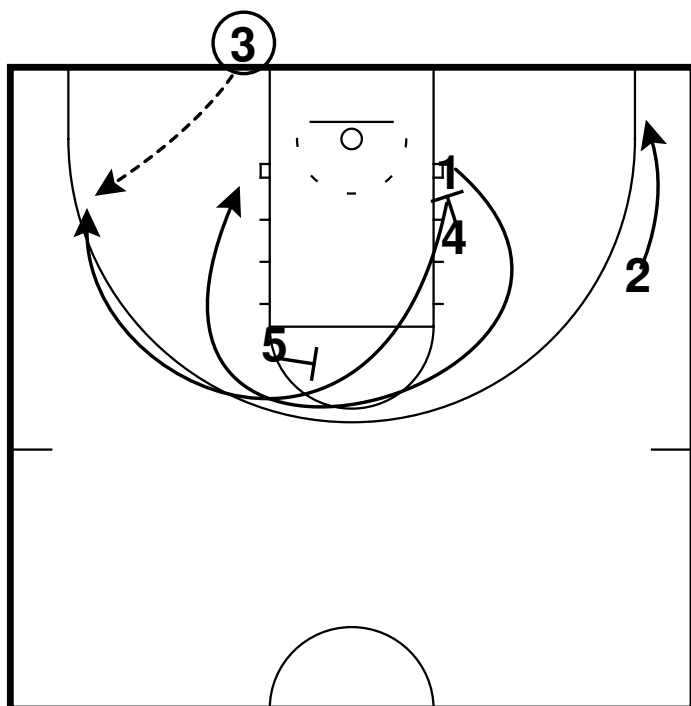
1 & 5 screen for 4.

2 screens for 5 coming to the basket.

# 2016 Late Game Situations

## Low Clock BLOB

Stagger Loop

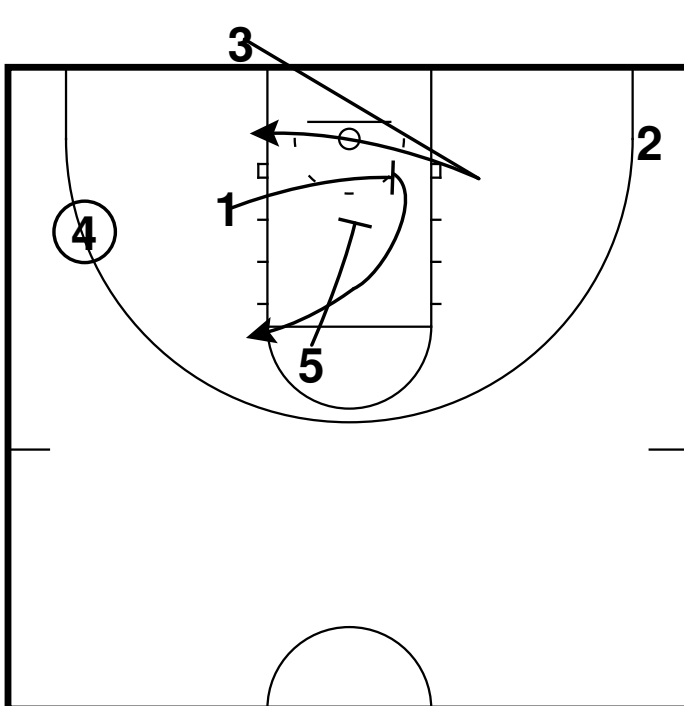


1 cuts around a staggered screen from 4 and 5.

4 follows 1 and cuts around 5 to the left wing.

3 looks to pass to 1 or 4.

Stagger Loop



If 4 gets the ball, 1 sets a cross-screen for 3.

3 cuts to the block.

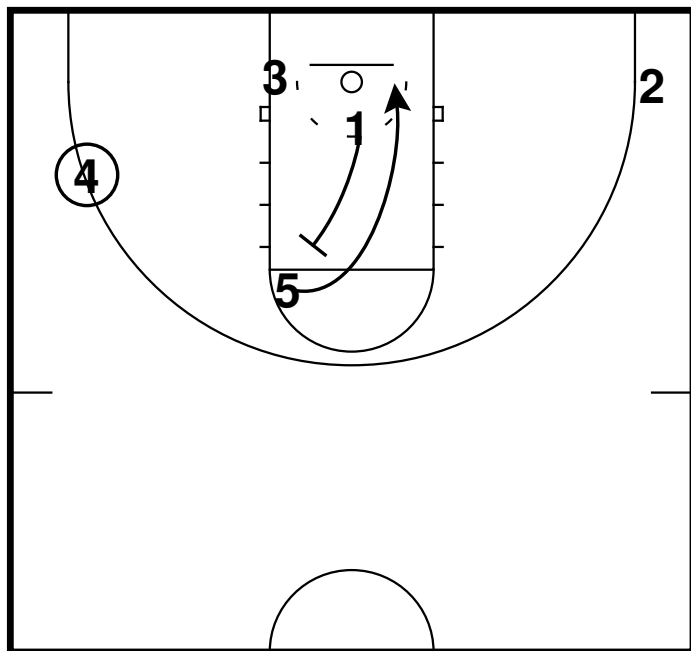
5 sets a down-screen for 1.



# 2016 Late Game Situations

## Low Clock BLOB

Stagger Loop



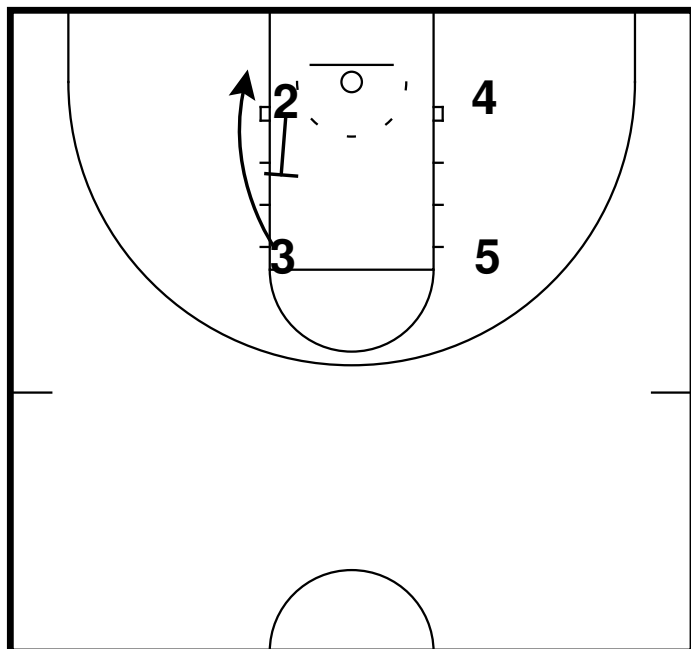
A counter option if for 1 to set a back-screen for 5.

# 2016 Late Game Situations

## Low Clock BLOB

UAB BLOB Elevator Box

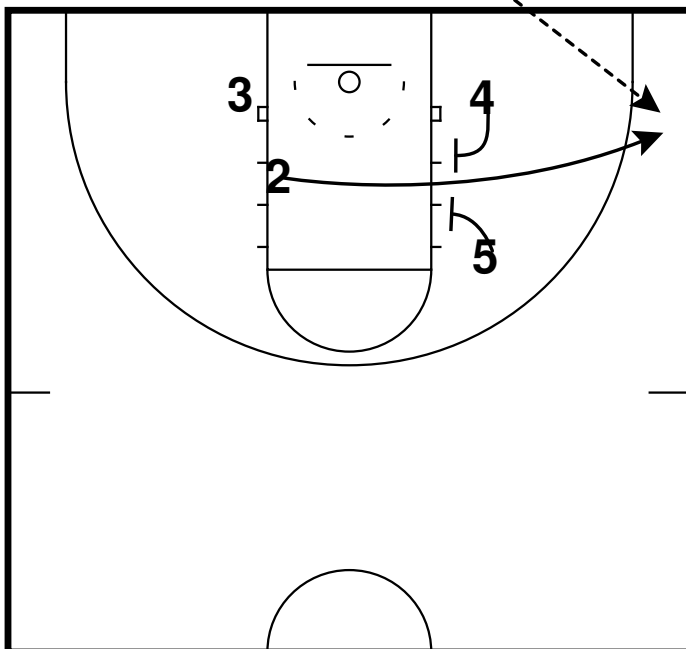
①



2 sets an up-screen for 3.

UAB BLOB Elevator Box

①



2 slips between 4 and 5 to cut to the corner.

4 and 5 close the screen as 2 runs through.

1 passes to 2 for a 3-point shot.