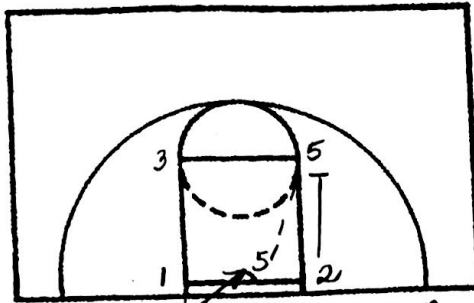
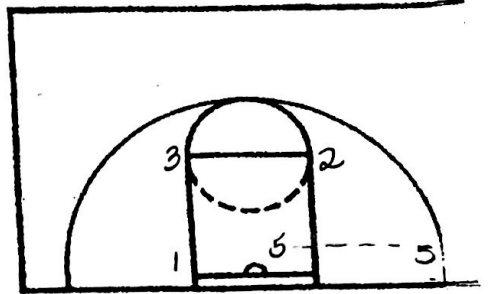


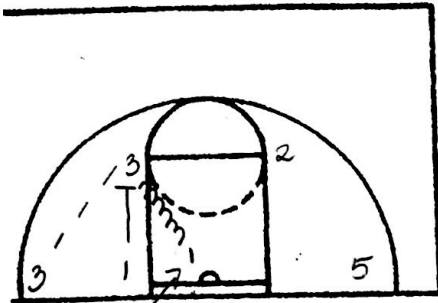
4 SET UP



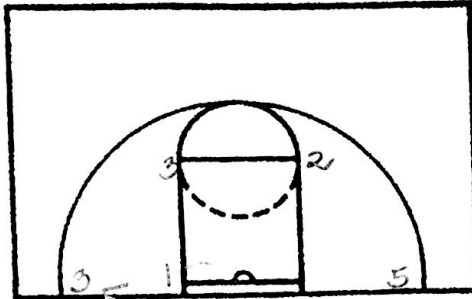
4 2 PICKS FOR 5; 5 CUTS TO HOOP



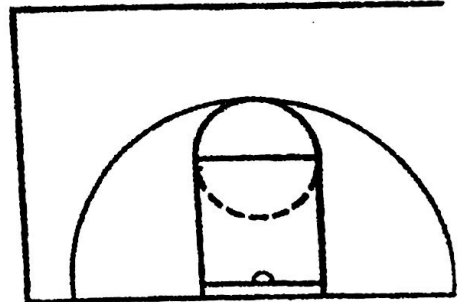
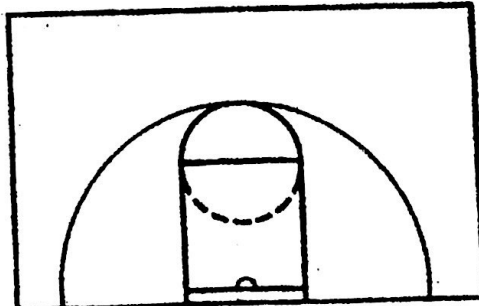
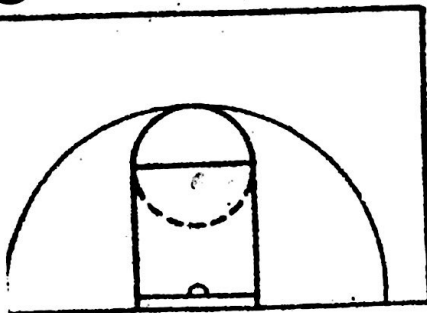
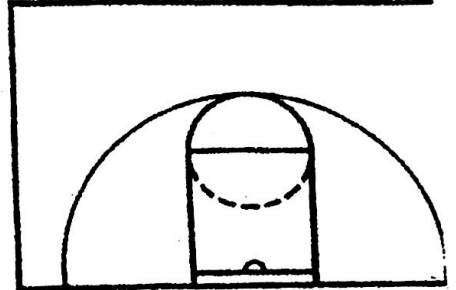
4 IF 5 IS NOT OPEN, 5 FLASHES OUT



4 1 PICK & ROLLS TO BASKET; 3 GOES TO PERIMETER



4 4 PASSES TO 3; 3 TAKES THE JUMPER



OUT OF BOUNDS  
" 2 "