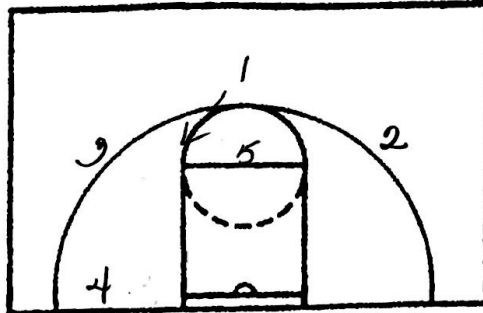
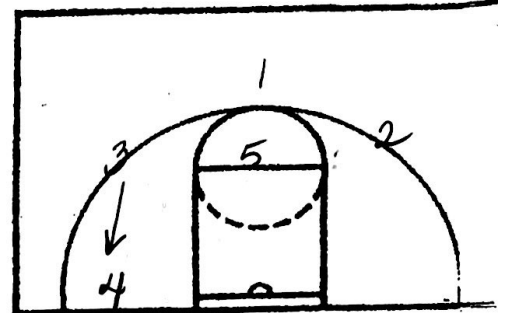


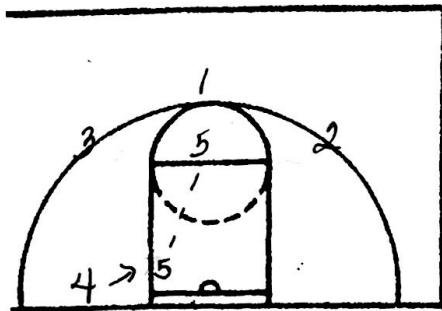
SET UP



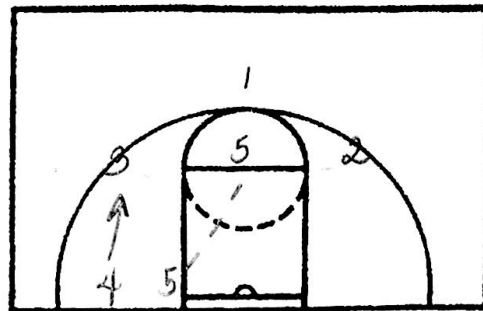
1 PASSES TO 3



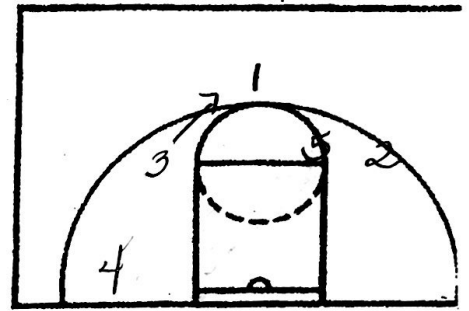
3 PASSES TO 4



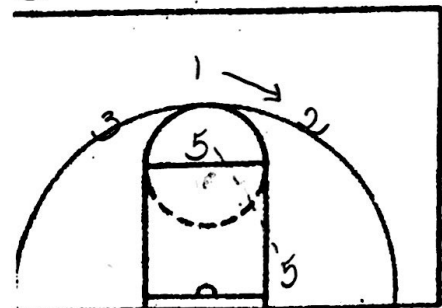
4 PASSES TO 5; IF 5 NOT OPEN...



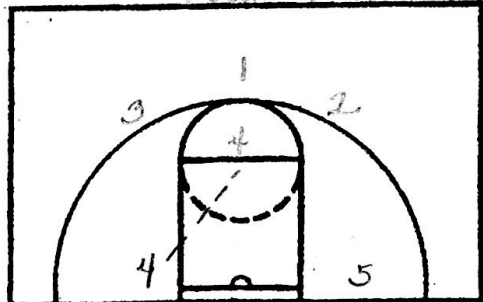
4 REVERSES TO 3; 5 HUSTLES TO FOUL LINE



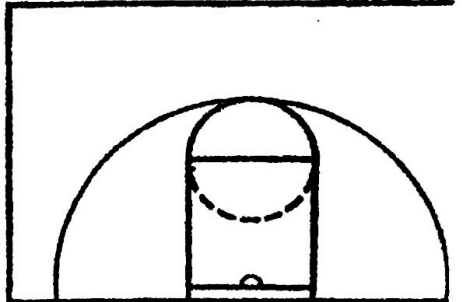
3 REVERSES TO 1



1 PASSES TO 2;
5 BECOMES HEELS PERSON...



4 FLASHES TO FOUL LINE



"HEELS" OFFENSE
TO COMBAT ZONE
(ALSO CAN BE CALLED
"1-3-1 OFFENSE")