

BOX 2. When 1 zippers up 4 sets high pick and roll with 1, 2 widens to the corner. 4 rolls to the basket and 5 rotates up. Shown in Diagram 10.

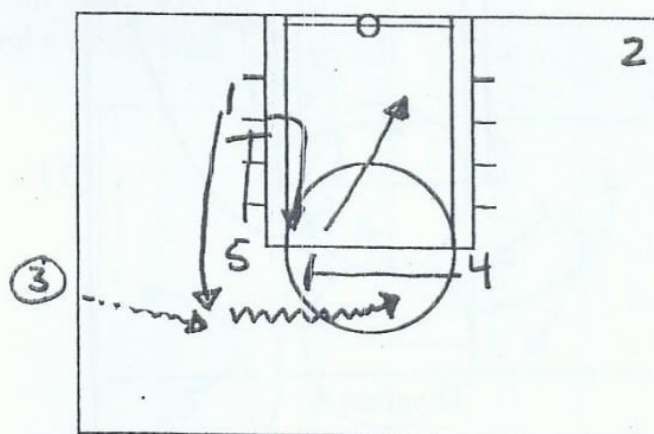


Diagram 10

Box X, 1 back screens 5 and 4 down screens on 2. 3 hits 5 or 2. shown in Diagram 11. If 3 hits 2, 1 screens down on 4 and 1 pops to corner. Shown in Diagram 12.

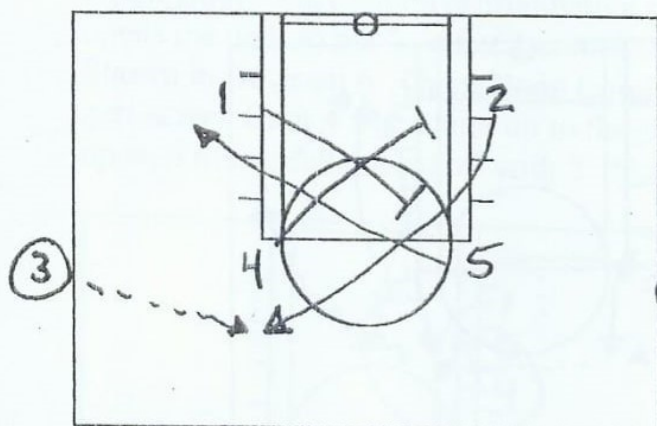


Diagram 11

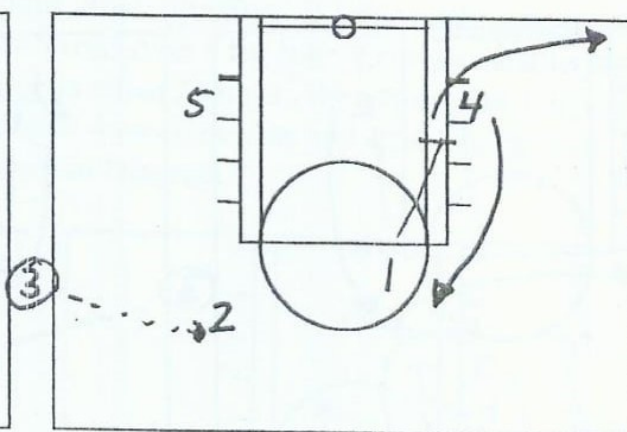


Diagram 12

4X, 4 cuts first with 2 cutting off of 4. 5 pins down on 1. Shown in Diagram 13.

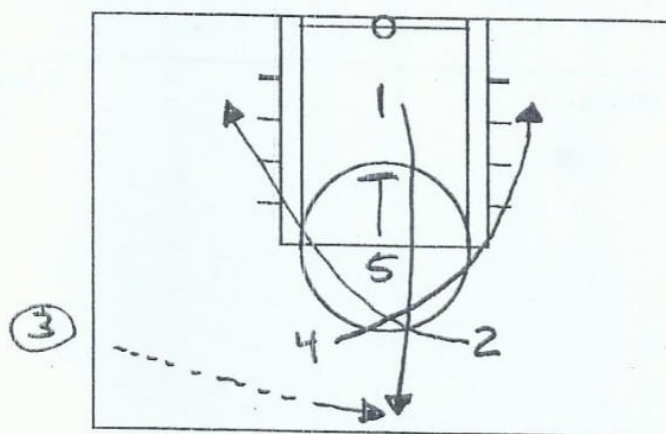


Diagram 13