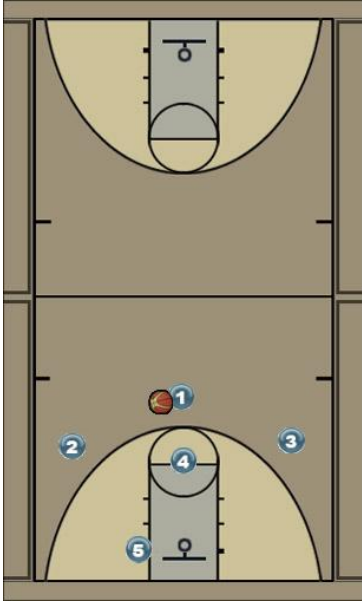
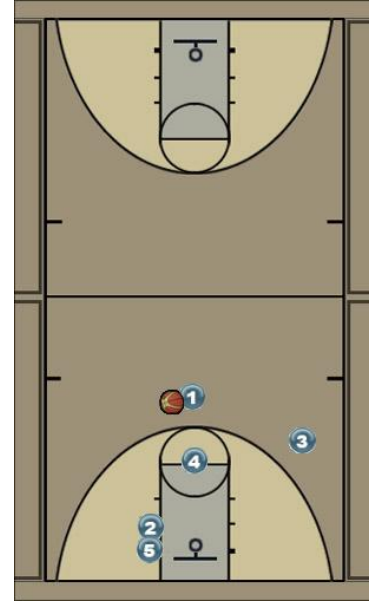


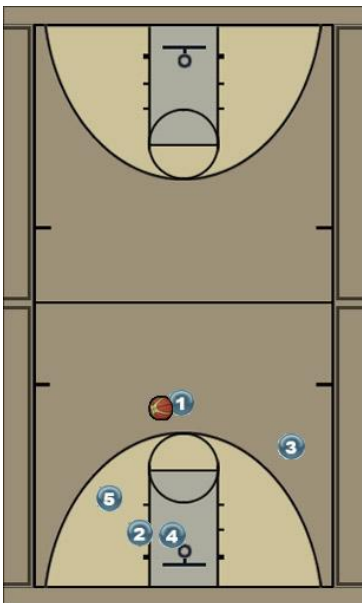
**1 PG 2 wings 2 posts set**



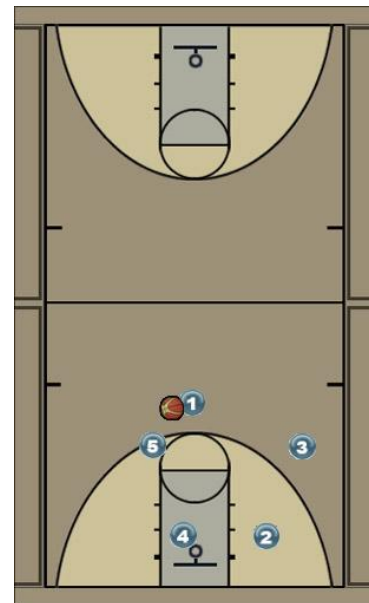
**Right wing screen on low post**



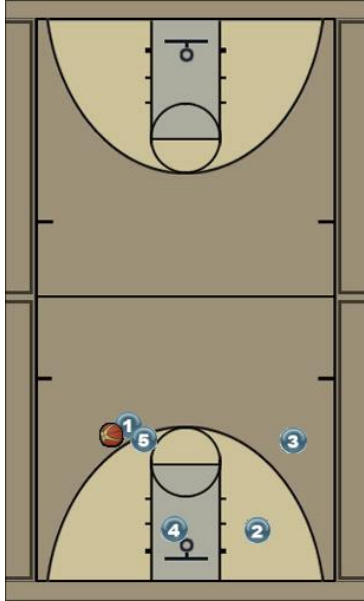
**4 dives sets a Flex screen on 2**



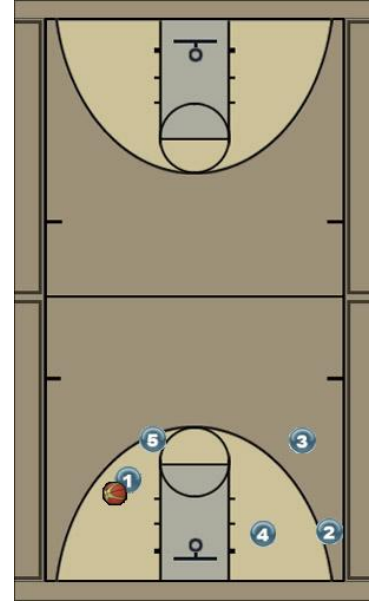
**5 sets high screen on PG**



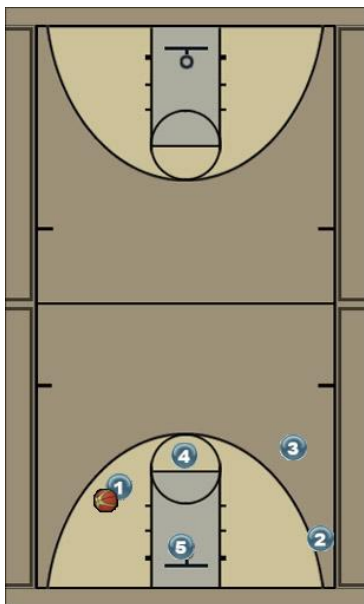
**4 gets short corner 2 fills corner**



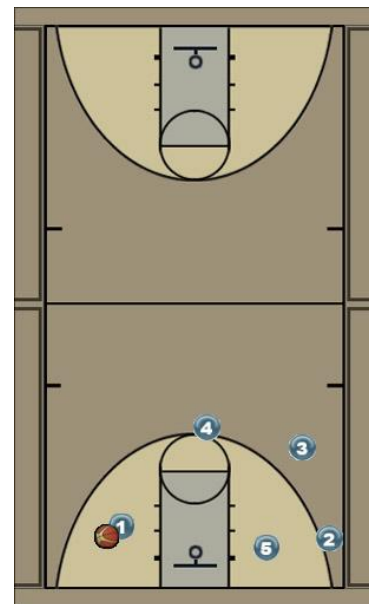
**5 rolls to the basket**



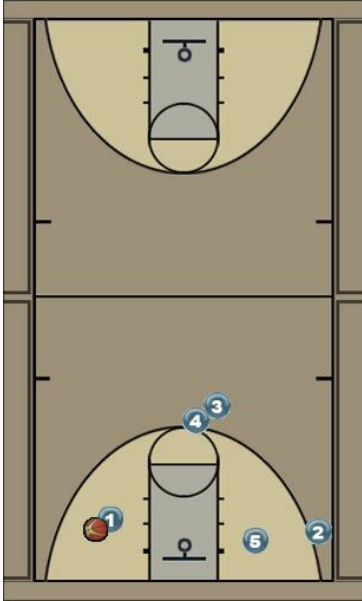
**4 flashes to get the ball in the high post**



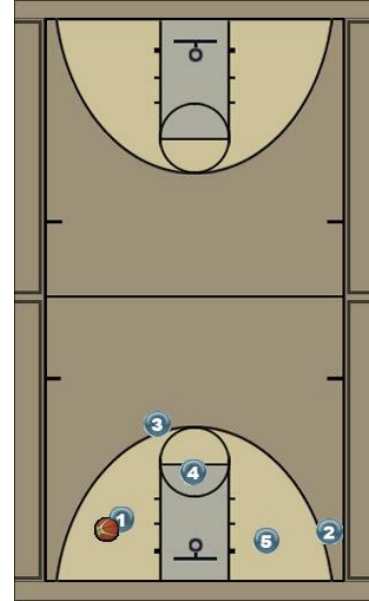
**4 doesnt get the ball so sets a screen for 3**



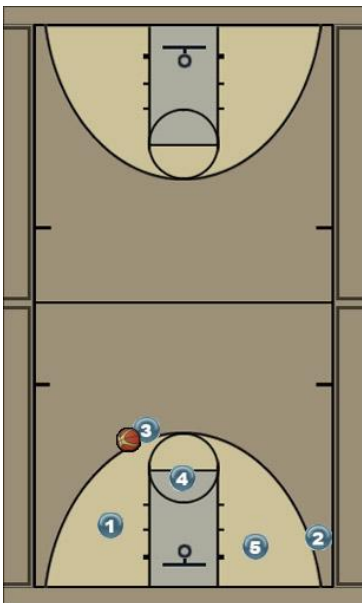
**3 comes of the screen for a shot**



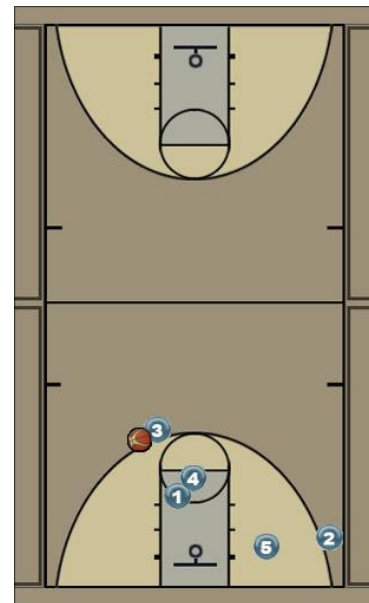
**4 dives to the basket**



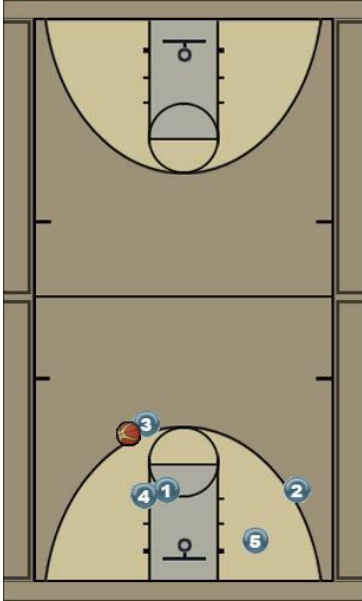
**3 does not have an open shot**



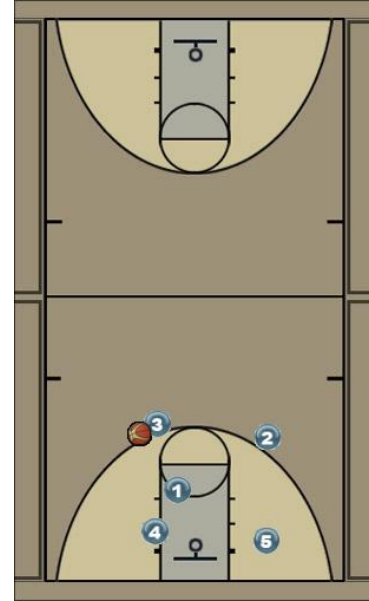
**PG sets a back screen for 4**



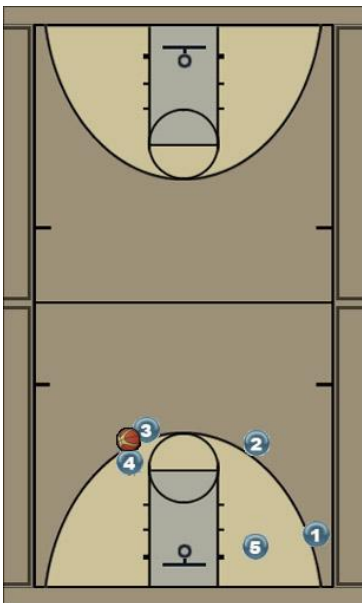
**4 cuts to the basket**



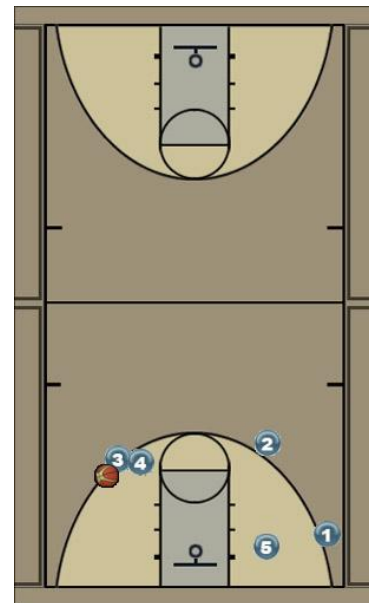
**2 fills the left wing**



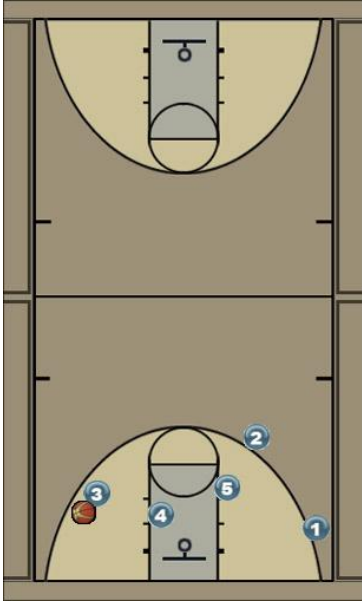
**PG fills the corner**



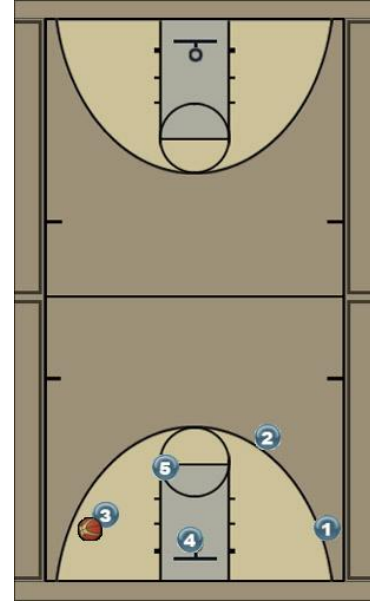
**4 sets a screen for 3**



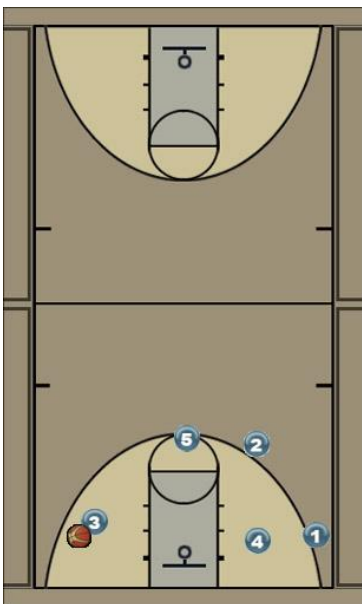
**4 rolls to basket**



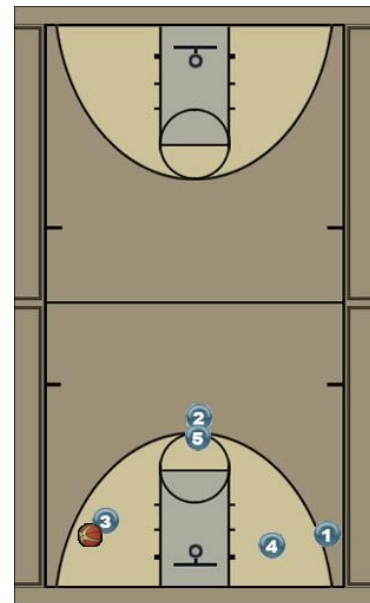
**5 flahes for the ball**



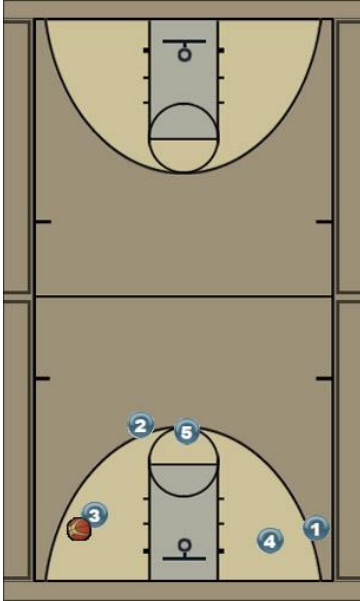
**5 doesnt get the ball ...5 sets a screen for 2**



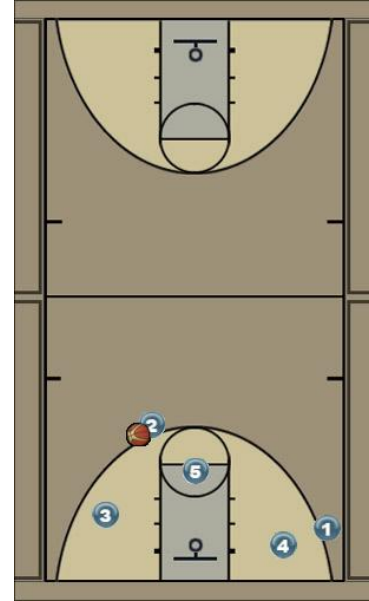
**Movement 20**



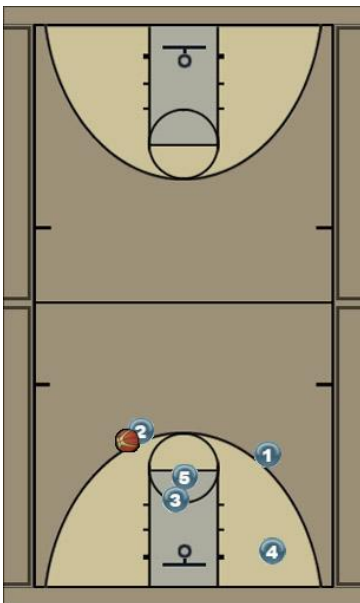
**2 comes off a screen for a shot**



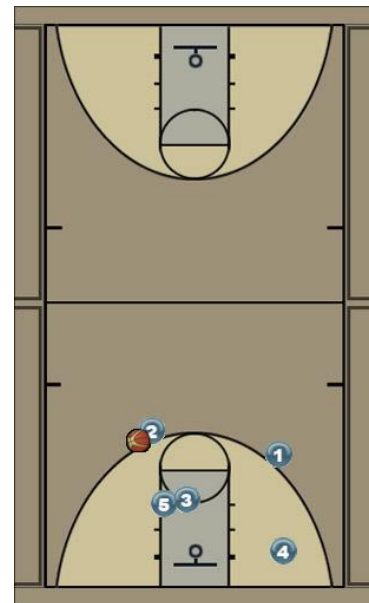
**2 doesn't have a shot**



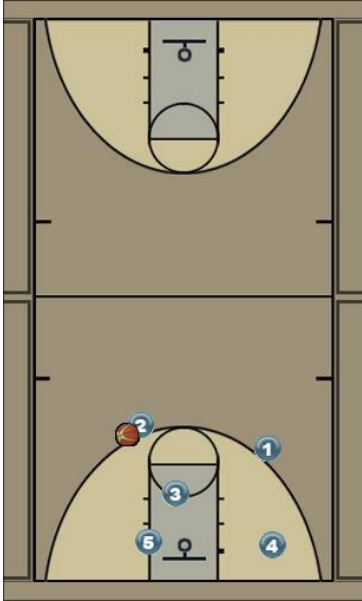
**3 sets a high screen for 5**



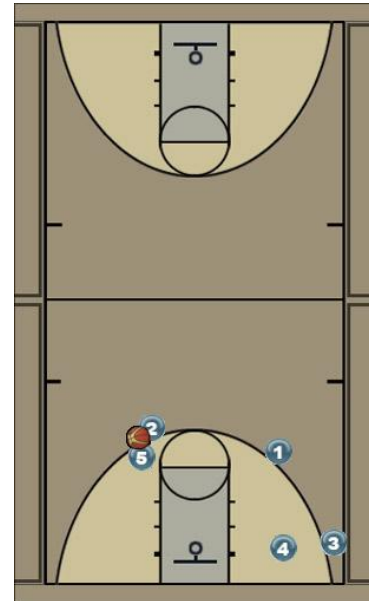
**5 rolls to the basket**



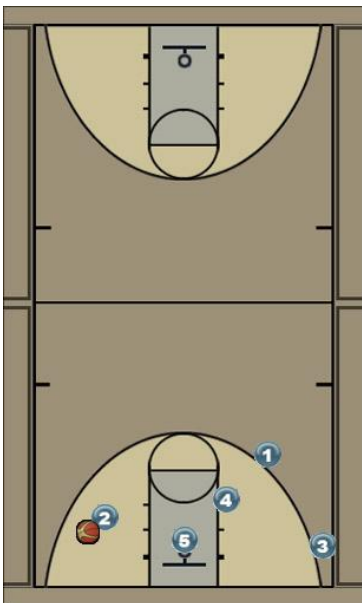
**1 fills the wing**



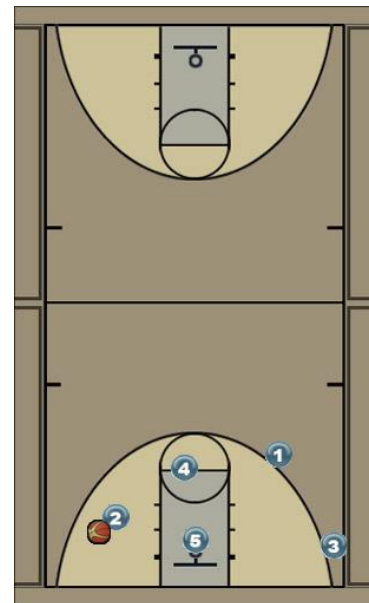
**5 sets a screen for 2 PG fills the wing**



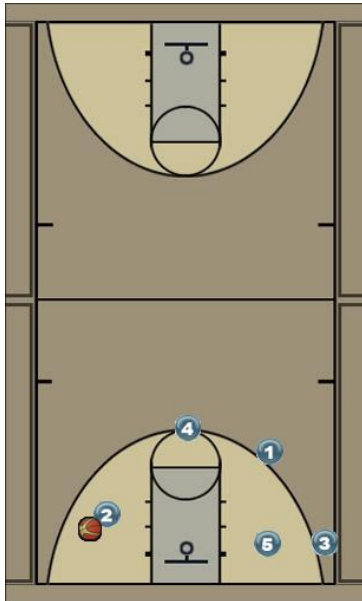
**5 rolls to the basket**



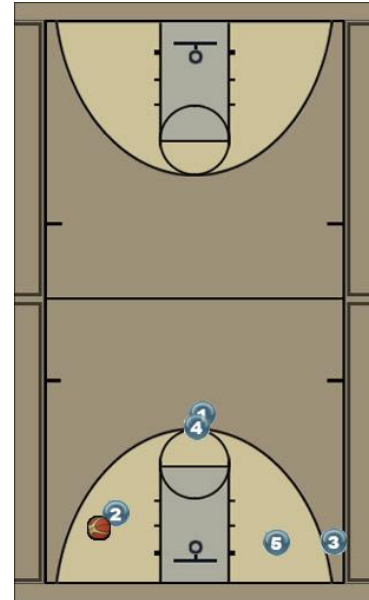
**null**



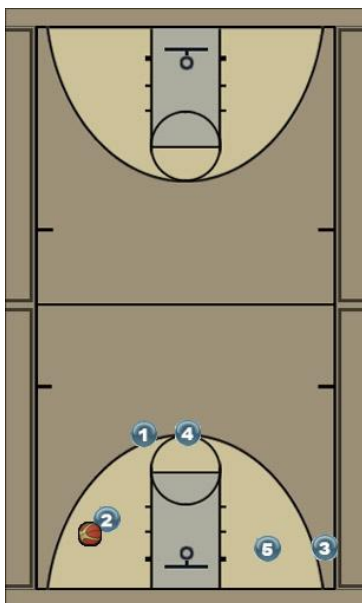
**4 doesn't get the ball sets a screen for 1**



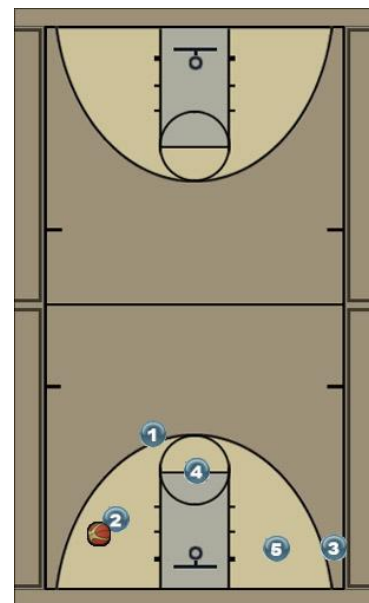
**1 goes for the shot**



**4 dives to the basket**



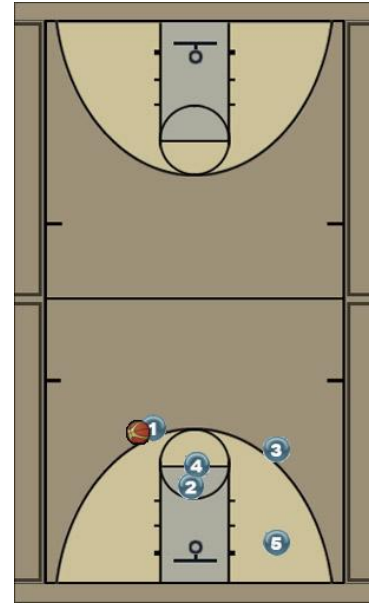
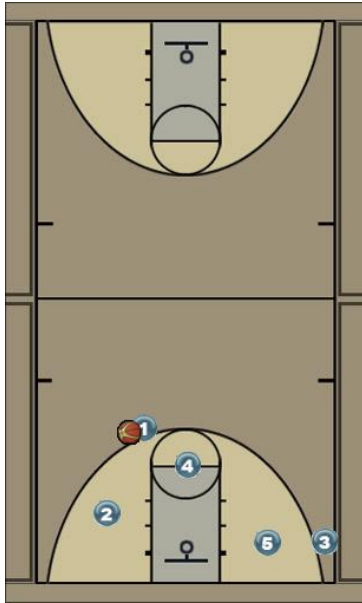
**1 doesn't get an open shot**





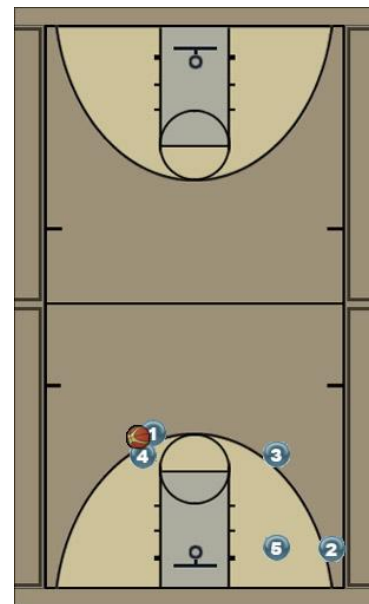
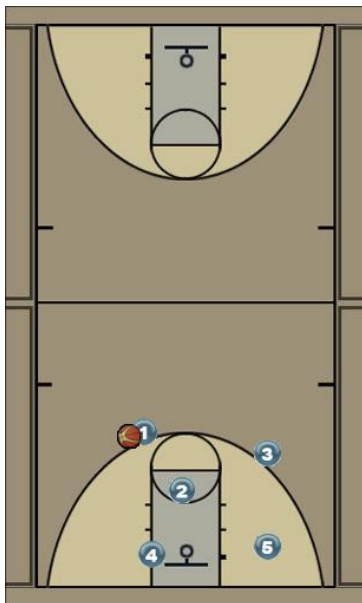
### Movement 33

2 sets a high screen for 4

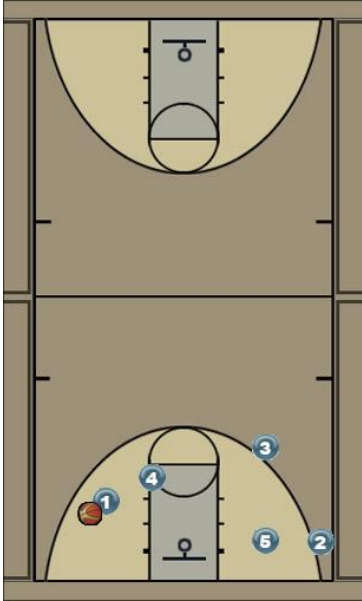


4 cuts to the basket

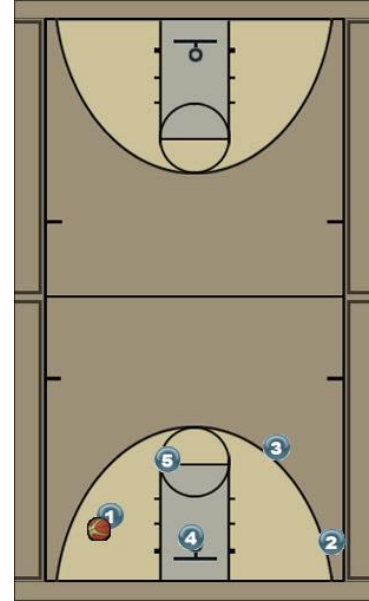
4 sets a screen 2/3 fill wing and corner



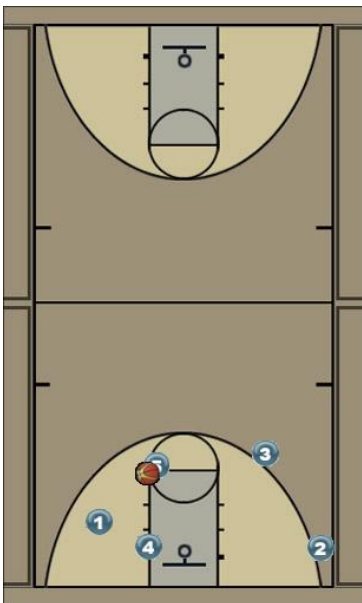
**4 rolls**



**5 flashes**



**5 is open**



**4 flashes and finishes 3 has back on Defense**

