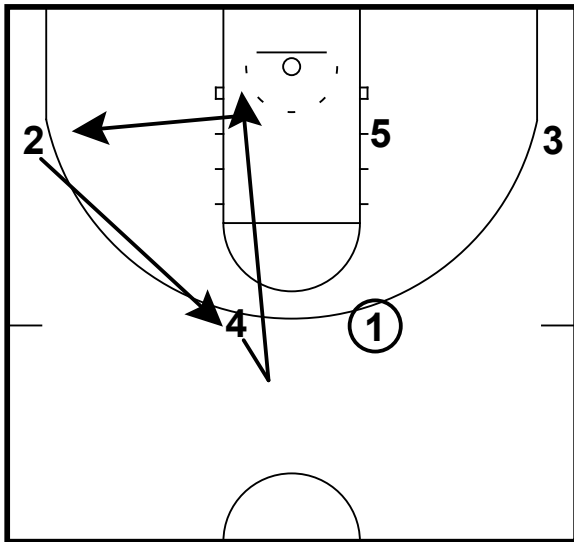
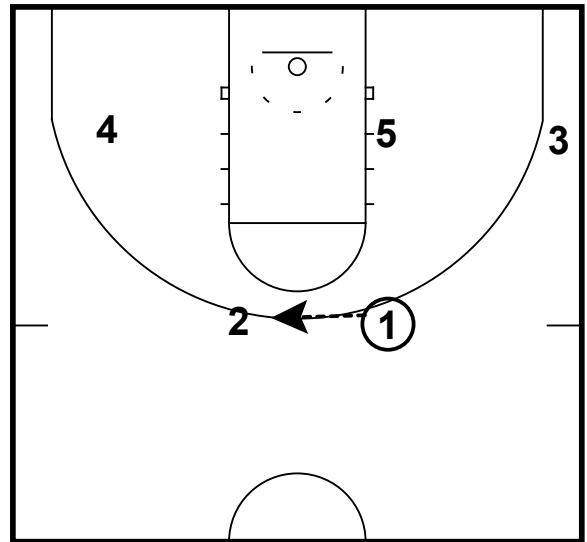


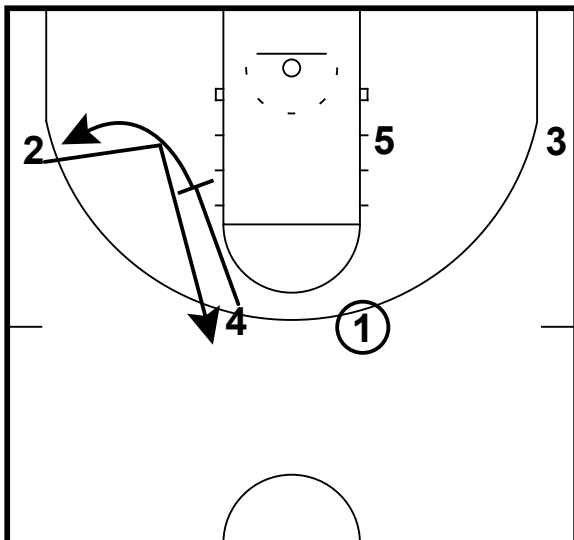
De Matha Reads Into Flex



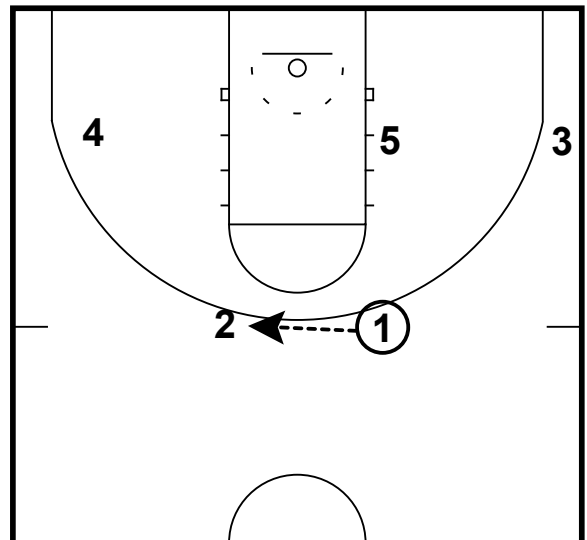
If 4 is pressured hard, have him back cut to basket
2 can fill up to slot and replace



Now you are set up to run flex

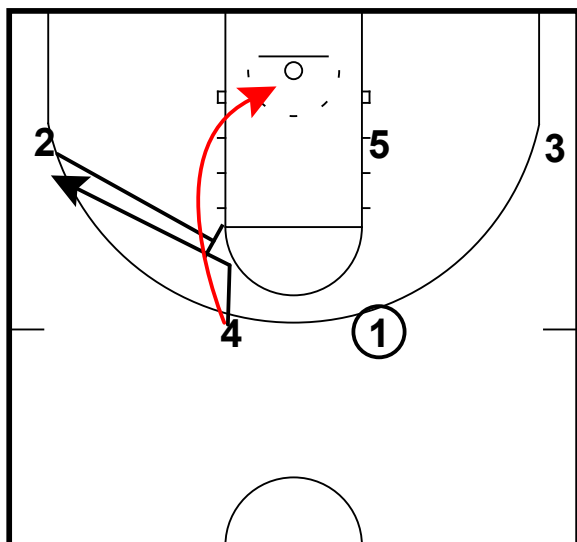


PIN DOWN WRINKLE:
2 steps in and receives pin down screen from 4
2 replaces 4; 4 replaces 2 on wing

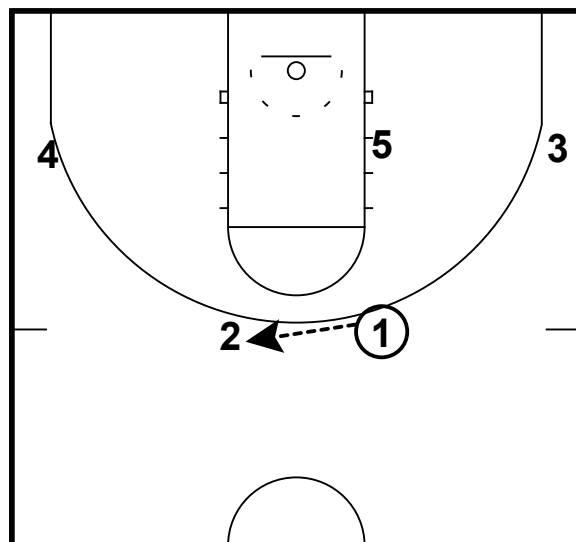


Now we are into our Flex actions

De Matha Reads Into Flex



FLARE OPTION:
2 comes in and flares for 4 (Usually a good Perimeter Big)
2 and 4 replace each other
If FLARE is predictable, look for a lob (Red Arrow)



Now we're into the FLEX Action