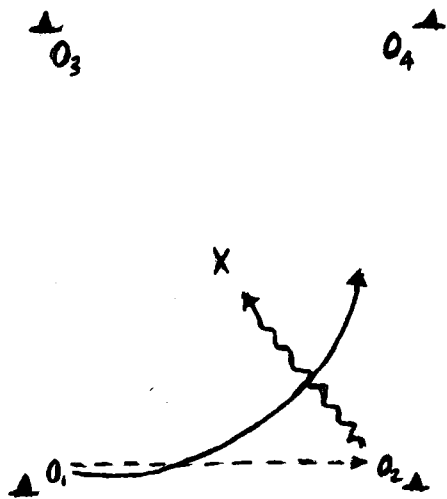


* OVERLAPPING



"O1" TO "O2"

"O2" TAKE ON "X" - DRIBBLE STRAIGHT ON TO COMMIT DEFENDER

"O1" OVERLAPS TO OUTSIDE

"O2" USE "O1" AS DECOY OR FOR OVERLAP PASS TO BEAT "X"

ONCE BEATEN, "O3" AND "O4" DO SAME

BEGIN WITH "X" AS A PASSIVE DEFENDER - BUILD UP TO 100%