

<p>STATIS PRO Fast Action Card RPG #1</p> <p>ACTION Pass to PG #1</p> <hr/> <p>REBOUND Def PF</p> <hr/> <p>SHOT # 1; Lane violation voids Free Throw; Team TO</p> <p>ADVANCE Pass to SF #1</p> <hr/> <p>JUMP TO Home OB BLOCK Def OB</p> <hr/> <p>Z READING Home PG must rest unless *</p> <hr/> <p>PRESS Pass to C #1</p> <hr/> <p>FOUL # 1 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #2</p> <p>ACTION Pass to SG #1</p> <hr/> <p>REBOUND Def SF</p> <hr/> <p>SHOT # 2; Blocked by any defender with B11 or higher</p> <p>ADVANCE Pass to PF #1</p> <hr/> <p>JUMP TO Vis OB BLOCK Goaltending</p> <hr/> <p>Z READING Home SG must rest unless *</p> <hr/> <p>PRESS Pass to SG #1</p> <hr/> <p>FOUL # 2 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #3</p> <p>ACTION Pass to SF #1</p> <hr/> <p>REBOUND Def C</p> <hr/> <p>SHOT # 3; Fouled by C if shooter's FD# > 2</p> <p>ADVANCE Pass to PG #1</p> <hr/> <p>JUMP TO +1 C BLOCK Off OB</p> <hr/> <p>Z READING Home C must rest unless *</p> <hr/> <p>PRESS Pass to SF #1</p> <hr/> <p>FOUL # 3 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #4</p> <p>ACTION Pass to PF #1</p> <hr/> <p>REBOUND Off PG; #15 §13</p> <hr/> <p>SHOT # 4; Blocked by C with B1 or higher</p> <p>ADVANCE Pass to SG #1</p> <hr/> <p>JUMP TO +2 PF BLOCK Def C</p> <hr/> <p>Z READING Home PF must rest unless *</p> <hr/> <p>PRESS Pass to PG #1</p> <hr/> <p>FOUL # 4 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #5</p> <p>ACTION Pass to C #2</p> <hr/> <p>REBOUND Off SG; #25 §20</p> <hr/> <p>SHOT # 5; Blocked by any defender with B2 or higher</p> <p>ADVANCE Pass to C #1</p> <hr/> <p>JUMP TO +3 SF BLOCK Def PF</p> <hr/> <p>Z READING Home SF must rest unless *</p> <hr/> <p>PRESS Pass to PF #1</p> <hr/> <p>FOUL # 5 or FD1</p>
<p>STATIS PRO Fast Action Card RPG #25</p> <p>ACTION Pass to C #7</p> <hr/> <p>REBOUND Highest SG; Add +1 to Defense. #7 §5</p> <hr/> <p>SHOT # 25. Blocked by any defender with B4 or higher</p> <p>ADVANCE Pass to SF #5 §7. Stolen by PD with S5 or higher</p> <p>JUMP TO +9 SF BLOCK Def C</p> <hr/> <p>Z READING Home C must rest</p> <hr/> <p>PRESS Pass to C #5</p> <hr/> <p>FOUL # 25 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #26</p> <p>ACTION Pass to PG #7 §14</p> <hr/> <p>REBOUND Jump Ball between FD1's of each team</p> <hr/> <p>SHOT # 26</p> <p>ADVANCE Pass to PF #5 §7. Stolen by PD with S5 or higher</p> <p>JUMP TO +10 PG BLOCK Def C</p> <hr/> <p>Z READING Home C must rest</p> <hr/> <p>PRESS Pass to PG #5 §10</p> <hr/> <p>FOUL # 26 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #27</p> <p>ACTION Pass to SG #7</p> <hr/> <p>REBOUND Offense PF; #8 §9</p> <hr/> <p>SHOT # 27</p> <p>ADVANCE Pass to PG #5 §7. Stolen by PD with S5 or higher</p> <p>JUMP TO +11 SG BLOCK Def SG</p> <hr/> <p>Z READING Home PF must rest</p> <hr/> <p>PRESS Pass to SG #5</p> <hr/> <p>FOUL # 27 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #28</p> <p>ACTION Pass to SF #7 §12</p> <hr/> <p>REBOUND Offense SF; #9 §10</p> <hr/> <p>SHOT # 28</p> <p>ADVANCE Pass to SG #5 §7. Stolen by PD with S5 or higher</p> <p>JUMP TO +1 C BLOCK Def SG</p> <hr/> <p>Z READING Home PF must rest</p> <hr/> <p>PRESS Pass to SF #5</p> <hr/> <p>FOUL # 28 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #29</p> <p>ACTION Pass to PF #8</p> <hr/> <p>REBOUND Offense C; #11 §12</p> <hr/> <p>SHOT # 29</p> <p>ADVANCE Pass to C #5 §8. Stolen by PD with S5 or higher</p> <p>JUMP TO +2 PF BLOCK Def C</p> <hr/> <p>Z READING Home C must rest</p> <hr/> <p>PRESS Pass to PF #5 §1</p> <hr/> <p>FOUL # 29 or FD1</p>

<p>STATIS PRO Fast Action Card RPG #6</p> <p>ACTION Pass to PG #2</p> <hr/> <p>REBOUND Highest Offensive Rebounder; #5 §6</p> <hr/> <p>SHOT # 6; Blocked by any defender with B12 or higher</p> <hr/> <p>ADVANCE Pass to choice #1</p> <hr/> <p>JUMP TO +4 PG BLOCK Def SF</p> <hr/> <p>Z READING Home PG must rest unless *</p> <hr/> <p>PRESS Pass to choice #1</p> <hr/> <p>FOUL # 6 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #7</p> <p>ACTION Pass to SG #2</p> <hr/> <p>REBOUND Offense OB</p> <hr/> <p>SHOT # 7</p> <hr/> <p>ADVANCE Pass to SF #2</p> <hr/> <p>JUMP TO +5 SG BLOCK Def SG</p> <hr/> <p>Z READING Home SG must rest unless *</p> <hr/> <p>PRESS Pass to C #2</p> <hr/> <p>FOUL # 7 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #8</p> <p>ACTION Pass to SF #2</p> <hr/> <p>REBOUND Loose Ball Foul on Defense. Off. Team Reb.</p> <hr/> <p>SHOT # 8; Blocked by any defender with B13 or higher</p> <hr/> <p>ADVANCE Pass to PF #2</p> <hr/> <p>JUMP TO +6 C BLOCK Def PG</p> <hr/> <p>Z READING Home C must rest unless *</p> <hr/> <p>PRESS Pass to PG #2 §1</p> <hr/> <p>FOUL # 8 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #9</p> <p>ACTION Pass to PF #3</p> <hr/> <p>REBOUND Highest Defensive Rebounder</p> <hr/> <p>SHOT # 9; Blocked by any defender with B14 or higher</p> <hr/> <p>ADVANCE Pass to PG #2</p> <hr/> <p>JUMP TO +7 SG BLOCK Off C</p> <hr/> <p>Z READING Home PF must rest unless *</p> <hr/> <p>PRESS Pass to SG #2</p> <hr/> <p>FOUL # 9 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #10</p> <p>ACTION Pass to C #3</p> <hr/> <p>REBOUND Defensive C</p> <hr/> <p>SHOT # 10</p> <hr/> <p>ADVANCE Pass to SG #2</p> <hr/> <p>JUMP TO +8 C BLOCK Off PF</p> <hr/> <p>Z READING Home SF must rest unless *</p> <hr/> <p>PRESS Pass to SF #2</p> <hr/> <p>FOUL # 10 or FD1</p>
<p>STATIS PRO Fast Action Card RPG #30</p> <p>ACTION Pass to C #8</p> <hr/> <p>REBOUND Offense SG; #13 §12</p> <hr/> <p>SHOT # 30</p> <hr/> <p>ADVANCE Pass to choice #5 §8</p> <hr/> <p>JUMP TO +3 SF BLOCK Def C</p> <hr/> <p>Z READING Home C must rest</p> <hr/> <p>PRESS Pass to choice #5 §2</p> <hr/> <p>FOUL # 30 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #31</p> <p>ACTION Pass to choice #8</p> <hr/> <p>REBOUND Highest Offensive Rebounder; #14 §15</p> <hr/> <p>SHOT # 31</p> <hr/> <p>ADVANCE Pass to SF #6 §8</p> <hr/> <p>JUMP TO +4 PG BLOCK Def C</p> <hr/> <p>Z READING Home C must rest</p> <hr/> <p>PRESS Pass to C #6 §1</p> <hr/> <p>FOUL # 31 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #32</p> <p>ACTION Pass to PG #8 §3</p> <hr/> <p>REBOUND Offense OB</p> <hr/> <p>SHOT # 32</p> <hr/> <p>ADVANCE Pass to PF #6 §8</p> <hr/> <p>JUMP TO +6 SG BLOCK Def C</p> <hr/> <p>Z READING Home C must rest</p> <hr/> <p>PRESS Pass to PG #6 §3</p> <hr/> <p>FOUL # 32 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #33</p> <p>ACTION Pass to SG #9</p> <hr/> <p>REBOUND Loose Ball Foul on Defense. Off. Team Reb.</p> <hr/> <p>SHOT # 33. Fouled by SG if shooter's FD# > 8</p> <hr/> <p>ADVANCE Pass to PG #6 §9</p> <hr/> <p>JUMP TO +7 C BLOCK Def C</p> <hr/> <p>Z READING Home C must rest</p> <hr/> <p>PRESS Pass to SG #6 §2</p> <hr/> <p>FOUL # 33 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #34</p> <p>ACTION Pass to SF #9 §15</p> <hr/> <p>REBOUND Highest Defensive Rebounder</p> <hr/> <p>SHOT # 34. Blocked by PF with B3 or higher</p> <hr/> <p>ADVANCE Pass to SG #6 §9</p> <hr/> <p>JUMP TO +8 PF BLOCK Def C</p> <hr/> <p>Z READING Home C must rest</p> <hr/> <p>PRESS Pass to SF #6</p> <hr/> <p>FOUL # 34 or FD1</p>

<p>STATIS PRO Fast Action Card RPG #11</p> <p>ACTION Pass to PG #3</p> <hr/> <p>REBOUND Defense OB</p> <hr/> <p>SHOT # 11</p> <hr/> <p>ADVANCE Pass to C #2</p> <hr/> <p>JUMP TO BLOCK +9 PG Off SF</p> <hr/> <p>Z READING Visitor PG must rest unless *</p> <hr/> <p>PRESS Pass to PF #2</p> <hr/> <p>FOUL # 11 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #12</p> <p>ACTION Pass to SG #3</p> <hr/> <p>REBOUND Defense SF</p> <hr/> <p>SHOT # 12</p> <hr/> <p>ADVANCE Pass to choice #2</p> <hr/> <p>JUMP TO BLOCK +10 SG Off SG</p> <hr/> <p>Z READING Visitor SG must rest unless *</p> <hr/> <p>PRESS Pass to choice #2</p> <hr/> <p>FOUL # 12 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #13</p> <p>ACTION Pass to SF #4 §6</p> <hr/> <p>REBOUND Defense PF</p> <hr/> <p>SHOT # 13. Fouled by PF if shooter's FD# > 4</p> <hr/> <p>ADVANCE Pass to SF #3</p> <hr/> <p>JUMP TO BLOCK +11 C Off PG</p> <hr/> <p>Z READING Visitor C must rest unless *</p> <hr/> <p>PRESS Pass to C #3</p> <hr/> <p>FOUL # 13 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #14</p> <p>ACTION Pass to PF #4</p> <hr/> <p>REBOUND Defense PG</p> <hr/> <p>SHOT # 14. Blocked by C with B2 or higher</p> <hr/> <p>ADVANCE Pass to PF #3</p> <hr/> <p>JUMP TO BLOCK +12 SG Off SG</p> <hr/> <p>Z READING Visitor PF must rest unless *</p> <hr/> <p>PRESS Pass to PG #3</p> <hr/> <p>FOUL # 14 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #15</p> <p>ACTION Pass to C #4</p> <hr/> <p>REBOUND Defense SG</p> <hr/> <p>SHOT # 15. Blocked by any defender with B3 or higher</p> <hr/> <p>ADVANCE Pass to PG #3</p> <hr/> <p>JUMP TO BLOCK +13 C Off SF</p> <hr/> <p>Z READING Visitor SF must rest unless *</p> <hr/> <p>PRESS Pass to SG #3 §1</p> <hr/> <p>FOUL # 15 or FD1</p>
<p>STATIS PRO Fast Action Card RPG #35</p> <p>ACTION Pass to PF #9</p> <hr/> <p>REBOUND Defensive C</p> <hr/> <p>SHOT # 35. Blocked by any defender with B5 or higher</p> <hr/> <p>ADVANCE Pass to C #6 §9</p> <hr/> <p>JUMP TO BLOCK +9 SF Def C</p> <hr/> <p>Z READING Home C must rest</p> <hr/> <p>PRESS Pass to PF #6</p> <hr/> <p>FOUL # 35 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #36</p> <p>ACTION Pass to C #9</p> <hr/> <p>REBOUND Defense OB</p> <hr/> <p>SHOT # 36</p> <hr/> <p>ADVANCE Pass to choice #6 §9</p> <hr/> <p>JUMP TO BLOCK +10 PG Def C</p> <hr/> <p>Z READING Home C must rest</p> <hr/> <p>PRESS Pass to choice #6</p> <hr/> <p>FOUL # 36 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #37</p> <p>ACTION Pass to PG #10 §5</p> <hr/> <p>REBOUND Defense SF</p> <hr/> <p>SHOT # 37</p> <hr/> <p>ADVANCE Pass to SF #7 §10</p> <hr/> <p>JUMP TO BLOCK +11 SG Def C</p> <hr/> <p>Z READING Home C must rest</p> <hr/> <p>PRESS Pass to C #7</p> <hr/> <p>FOUL # 37 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #38</p> <p>ACTION Pass to SG #10 §20</p> <hr/> <p>REBOUND Defense PF</p> <hr/> <p>SHOT # 38</p> <hr/> <p>ADVANCE Pass to PF #7 §10</p> <hr/> <p>JUMP TO BLOCK +1 C Def C</p> <hr/> <p>Z READING Home C must rest</p> <hr/> <p>PRESS Pass to PG #7</p> <hr/> <p>FOUL # 38 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #39</p> <p>ACTION Pass to SF #10</p> <hr/> <p>REBOUND Defense PG. FB</p> <hr/> <p>SHOT # 39</p> <hr/> <p>ADVANCE Pass to PG #7 §10</p> <hr/> <p>JUMP TO BLOCK +2 PF Def C</p> <hr/> <p>Z READING Home SG must rest</p> <hr/> <p>PRESS Pass to SG #7</p> <hr/> <p>FOUL # 39 or FD1</p>

<p>STATIS PRO Fast Action Card RPG #16</p> <p>ACTION Pass to PG #4 §1</p> <hr/> <p>REBOUND Offensive Goaltending; D OB</p> <hr/> <p>SHOT # 16</p> <hr/> <p>ADVANCE Pass to SG #3</p> <hr/> <p>JUMP TO BLOCK +1 PF Off SG</p> <hr/> <p>Z READING Visitor SF must rest unless *</p> <hr/> <p>PRESS Pass to SF #3</p> <hr/> <p>FOUL # 16 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #17</p> <p>ACTION Pass to SG #5 §17</p> <hr/> <p>REBOUND Loose Ball Foul on Offense. Def. Team Reb.</p> <hr/> <p>SHOT # 17</p> <hr/> <p>ADVANCE Pass to C #3</p> <hr/> <p>JUMP TO BLOCK +12 PF Off SG</p> <hr/> <p>Z READING Visitor PF must rest unless *</p> <hr/> <p>PRESS Pass to PF #3</p> <hr/> <p>FOUL # 17 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #18</p> <p>ACTION Pass to SF #5</p> <hr/> <p>REBOUND Highest Rebounder; #10 §12</p> <hr/> <p>SHOT # 18</p> <hr/> <p>ADVANCE Pass to choice #3</p> <hr/> <p>JUMP TO BLOCK +2 SF Off PG</p> <hr/> <p>Z READING Visitor SG must rest unless *</p> <hr/> <p>PRESS Pass to choice #3 §1</p> <hr/> <p>FOUL # 18 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #19</p> <p>ACTION Pass to PF #5</p> <hr/> <p>REBOUND Highest Forward; #12 §12</p> <hr/> <p>SHOT # 19</p> <hr/> <p>ADVANCE Pass to SF #4 §5</p> <hr/> <p>JUMP TO BLOCK +3 PG Off PG</p> <hr/> <p>Z READING Visitor PG must rest unless *</p> <hr/> <p>PRESS Pass to C #4. Stolen by PD with S4 or higher</p> <hr/> <p>FOUL # 19 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #20</p> <p>ACTION Pass to C #5</p> <hr/> <p>REBOUND Highest PF; Add +1 to Defense. #2 §3</p> <hr/> <p>SHOT # 20</p> <hr/> <p>ADVANCE Pass to PF #4 §5</p> <hr/> <p>JUMP TO BLOCK +4 SG Off PF</p> <hr/> <p>Z READING Visitor C must rest unless *</p> <hr/> <p>PRESS Pass to PG #4 §2. Stolen by PD with S4 or higher</p> <hr/> <p>FOUL # 20 or FD1</p>
<p>STATIS PRO Fast Action Card RPG #40</p> <p>ACTION Pass to PF #10</p> <hr/> <p>REBOUND Defense SG. FB</p> <hr/> <p>SHOT # 40</p> <hr/> <p>ADVANCE Pass to SG #7 §10</p> <hr/> <p>JUMP TO BLOCK +3 SF Def C FB</p> <hr/> <p>Z READING Home SG must rest</p> <hr/> <p>PRESS Pass to SF #7</p> <hr/> <p>FOUL # 40 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #41</p> <p>ACTION Pass to C #11</p> <hr/> <p>REBOUND Offensive Goaltending; D OB</p> <hr/> <p>SHOT # 41</p> <hr/> <p>ADVANCE Pass to C #7 §11</p> <hr/> <p>JUMP TO BLOCK +4 PG Def C FB</p> <hr/> <p>Z READING Home SG must rest</p> <hr/> <p>PRESS Pass to PF #7</p> <hr/> <p>FOUL # 41 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #42</p> <p>ACTION Pass to PG #11 §17</p> <hr/> <p>REBOUND Loose Ball Foul on Offense. Def. Team Reb.</p> <hr/> <p>SHOT # 42</p> <hr/> <p>ADVANCE Pass to choice #7 §11</p> <hr/> <p>JUMP TO BLOCK +5 SG Def C FB</p> <hr/> <p>Z READING Home SG must rest</p> <hr/> <p>PRESS Pass to choice #7</p> <hr/> <p>FOUL # 42 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #43</p> <p>ACTION Pass to SG #11</p> <hr/> <p>REBOUND Highest Rebounder; #16 §20</p> <hr/> <p>SHOT # 43. Fouled by PG if shooter's FD# > 10</p> <hr/> <p>ADVANCE Pass to SF #8 §11</p> <hr/> <p>JUMP TO BLOCK +6 C Def PF</p> <hr/> <p>Z READING Home SG must rest</p> <hr/> <p>PRESS Pass to C #8. Stolen by PD with S3 or higher</p> <hr/> <p>FOUL # 43 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #44</p> <p>ACTION Pass to SF #11</p> <hr/> <p>REBOUND Highest Forward; #17 §18</p> <hr/> <p>SHOT # 44. Blocked by C with B3 or higher</p> <hr/> <p>ADVANCE Pass to PF #8 §11</p> <hr/> <p>JUMP TO BLOCK +7 PF Def PF</p> <hr/> <p>Z READING Home SG must rest</p> <hr/> <p>PRESS Pass to PG #8 §4. Stolen by PD with S3 or higher</p> <hr/> <p>FOUL # 44 or FD1</p>

<p>STATIS PRO Fast Action Card RPG #21</p> <p>ACTION Pass to PG #6 §1</p> <hr/> <p>REBOUND Highest C; Add +1 to Defense. #1 §2</p> <hr/> <p>SHOT # 21</p> <hr/> <p>ADVANCE Pass to PG #4 §6</p> <hr/> <p>JUMP TO +5 PG BLOCK Def SF</p> <hr/> <p>Z READING Home PG must rest</p> <hr/> <p>PRESS Pass to SG #4. Stolen by PD with S4 or higher</p> <hr/> <p>FOUL # 21 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #22</p> <p>ACTION Pass to SG #6 §8</p> <hr/> <p>REBOUND Highest PG; Add +1 to Defense. #3 §4</p> <hr/> <p>SHOT # 22</p> <hr/> <p>ADVANCE Pass to SG #4 §6</p> <hr/> <p>JUMP TO +6 SG BLOCK Def SF</p> <hr/> <p>Z READING Home PG must rest</p> <hr/> <p>PRESS Pass to SF #4 §1. Stolen by PD with S4 or higher</p> <hr/> <p>FOUL # 22 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #23</p> <p>ACTION Pass to SF #6</p> <hr/> <p>REBOUND Highest Guard; #4 §6</p> <hr/> <p>SHOT # 23. Fouled by SF if shooter's FD# > 6</p> <hr/> <p>ADVANCE Pass to C #4 §6</p> <hr/> <p>JUMP TO +7 C BLOCK Def PF</p> <hr/> <p>Z READING Home SG must rest</p> <hr/> <p>PRESS Pass to PF #4. Stolen by PD with S4 or higher</p> <hr/> <p>FOUL # 23 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #24</p> <p>ACTION Pass to PF #6</p> <hr/> <p>REBOUND Highest SF; Add +1 to Defense. #6 §7</p> <hr/> <p>SHOT # 24. Blocked by PF with B2 or higher</p> <hr/> <p>ADVANCE Pass to choice #4 §6</p> <hr/> <p>JUMP TO +8 PF BLOCK Def PF</p> <hr/> <p>Z READING Home SG must rest</p> <hr/> <p>PRESS Pass to choice #4</p> <hr/> <p>FOUL # 24 or FD1</p>
<p>STATIS PRO Fast Action Card RPG #45</p> <p>ACTION Pass to PF #12</p> <hr/> <p>REBOUND Highest PF; Add +2 to Defense. #18 §19</p> <hr/> <p>SHOT # 45. Blocked by any defender with B6 or higher</p> <hr/> <p>ADVANCE Pass to PG #8 §12</p> <hr/> <p>JUMP TO +8 SF BLOCK Def PF</p> <hr/> <p>Z READING Home SG must rest</p> <hr/> <p>PRESS Pass to SG #8. Stolen by PD with S3 or higher</p> <hr/> <p>FOUL # 45 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #46</p> <p>ACTION Pass to C #12</p> <hr/> <p>REBOUND Highest C; Add +2 to Defense. #19 §20</p> <hr/> <p>SHOT # 46</p> <hr/> <p>ADVANCE Pass to SG #8 §12</p> <hr/> <p>JUMP TO +9 PG BLOCK Def PF</p> <hr/> <p>Z READING Home SG must rest</p> <hr/> <p>PRESS Pass to SF #8 §2. Stolen by PD with S3 or higher</p> <hr/> <p>FOUL # 46 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #47</p> <p>ACTION Pass to choice #12</p> <hr/> <p>REBOUND Highest PG; Add +2 to Defense. #20 §12</p> <hr/> <p>SHOT # 47</p> <hr/> <p>ADVANCE Pass to C #8 §12</p> <hr/> <p>JUMP TO +10 SG BLOCK Def PF</p> <hr/> <p>Z READING Home SG must rest</p> <hr/> <p>PRESS Pass to PF #8. Stolen by PD with S3 or higher</p> <hr/> <p>FOUL # 47 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #48</p> <p>ACTION Pass to PG #12 §7</p> <hr/> <p>REBOUND Highest SF; Add +2 to Defense. #21 §18</p> <hr/> <p>SHOT # 48</p> <hr/> <p>ADVANCE Pass to choice #8 §12</p> <hr/> <p>JUMP TO +1 C BLOCK Def PF</p> <hr/> <p>Z READING Home SG must rest</p> <hr/> <p>PRESS Pass to choice #8 §3</p> <hr/> <p>FOUL # 48 or FD1</p>

<p>STATIS PRO Fast Action Card RPG #49</p> <p>ACTION Pass to SG #13</p> <hr/> <p>REBOUND Highest SG; Add +2 to Defense. #22 §20</p> <hr/> <p>SHOT # 49</p> <hr/> <p>ADVANCE Pass to SF #9 §13</p> <hr/> <p>JUMP TO +2 PF BLOCK Def PF</p> <hr/> <p>Z READING Home SG must rest</p> <hr/> <p>PRESS Pass to C #9</p> <hr/> <p>FOUL # 49 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #50</p> <p>ACTION Pass to SF #13</p> <hr/> <p>REBOUND Offense PF; #23 §19</p> <hr/> <p>SHOT # 50</p> <hr/> <p>ADVANCE Pass to PF #9 §13</p> <hr/> <p>JUMP TO +3 SF BLOCK Def PF</p> <hr/> <p>Z READING Home PG must rest</p> <hr/> <p>PRESS Pass to PG #9</p> <hr/> <p>FOUL # 50 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #51</p> <p>ACTION Pass to PF #13</p> <hr/> <p>REBOUND Offense SF; #24 §16</p> <hr/> <p>SHOT # 51</p> <hr/> <p>ADVANCE Pass to PG #9 §13</p> <hr/> <p>JUMP TO +4 PG BLOCK Def PF</p> <hr/> <p>Z READING Home PG must rest</p> <hr/> <p>PRESS Pass to SG #9 §3</p> <hr/> <p>FOUL # 51 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #52</p> <p>ACTION Pass to C #13</p> <hr/> <p>REBOUND Offense C; #1 §3</p> <hr/> <p>SHOT # 52</p> <hr/> <p>ADVANCE Pass to SG #9 §13</p> <hr/> <p>JUMP TO +5 SG BLOCK Def PF</p> <hr/> <p>Z READING Home PG must rest</p> <hr/> <p>PRESS Pass to SF #9</p> <hr/> <p>FOUL # 52 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #53</p> <p>ACTION Pass to PG #14 §9</p> <hr/> <p>REBOUND Highest Offensive Rebounder; #2 §4</p> <hr/> <p>SHOT # 53. Fouled by C if shooter's FD# > 20</p> <hr/> <p>ADVANCE Pass to C #9 §14</p> <hr/> <p>JUMP TO +6 C BLOCK Def PF</p> <hr/> <p>Z READING Home PG must rest</p> <hr/> <p>PRESS Pass to PF #9</p> <hr/> <p>FOUL # 53 or FD1</p>
<p>STATIS PRO Fast Action Card RPG #73</p> <p>ACTION Pass to PG #19 §12</p> <hr/> <p>REBOUND Offense C; #7 §8</p> <hr/> <p>SHOT # 73. Fouled by SF if shooter's FD# > 16</p> <hr/> <p>ADVANCE Pass to SF #13 §19</p> <hr/> <p>JUMP TO +2 C BLOCK Def SG</p> <hr/> <p>Z READING Home SF must rest</p> <hr/> <p>PRESS Pass to SF #13</p> <hr/> <p>FOUL # 73 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #74</p> <p>ACTION Pass to SG #19</p> <hr/> <p>REBOUND Offense C; #10 §12</p> <hr/> <p>SHOT # 74. Blocked by C with B5 or higher</p> <hr/> <p>ADVANCE Pass to PF #13 §19</p> <hr/> <p>JUMP TO +3 PF BLOCK Def SG</p> <hr/> <p>Z READING Home SF must rest</p> <hr/> <p>PRESS Pass to PF #13</p> <hr/> <p>FOUL # 74 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #75</p> <p>ACTION Pass to SF #19</p> <hr/> <p>REBOUND Offense C; #14 §15</p> <hr/> <p>SHOT # 75. Blocked by any defender with B9 or higher</p> <hr/> <p>ADVANCE Pass to PG #13 §19</p> <hr/> <p>JUMP TO +4 SF BLOCK Def SG</p> <hr/> <p>Z READING Home SF must rest</p> <hr/> <p>PRESS Pass to choice #13 §5</p> <hr/> <p>FOUL # 75 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #76</p> <p>ACTION Pass to PF #20</p> <hr/> <p>REBOUND Offense C; #17 §18</p> <hr/> <p>SHOT # 76</p> <hr/> <p>ADVANCE Pass to SG #13 §19</p> <hr/> <p>JUMP TO +5 PG BLOCK Def SG</p> <hr/> <p>Z READING Home SF must rest</p> <hr/> <p>PRESS Pass to PG #14 §7</p> <hr/> <p>FOUL # 76 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #77</p> <p>ACTION Pass to C #20</p> <hr/> <p>REBOUND Highest Offensive Rebounder; #18 §19</p> <hr/> <p>SHOT # 77</p> <hr/> <p>ADVANCE Pass to C #13 §20</p> <hr/> <p>JUMP TO +6 C BLOCK Def SG</p> <hr/> <p>Z READING Home SF must rest</p> <hr/> <p>PRESS Pass to SG #14</p> <hr/> <p>FOUL # 77 or FD2</p>

<p>STATIS PRO Fast Action Card RPG #54</p> <p>ACTION Pass to SG #14</p> <hr/> <p>REBOUND Offense OB</p> <hr/> <p>SHOT # 54. Blocked by PD with B1 or higher</p> <hr/> <p>ADVANCE Pass to choice #9 §14</p> <hr/> <p>JUMP TO +7 PF BLOCK Def PF FB</p> <hr/> <p>Z READING Home PG must rest</p> <hr/> <p>PRESS Pass to choice #9</p> <hr/> <p>FOUL # 54 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #55</p> <p>ACTION Pass to SF #14 §9</p> <hr/> <p>REBOUND Loose Ball Foul on Defense. Off. Team Reb.</p> <hr/> <p>SHOT # 55. Blocked by any defender with B7 or higher</p> <hr/> <p>ADVANCE Pass to SF #10 §14</p> <hr/> <p>JUMP TO +8 SF BLOCK Def PF FB</p> <hr/> <p>Z READING Home PG must rest</p> <hr/> <p>PRESS Pass to C #10</p> <hr/> <p>FOUL # 55 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #56</p> <p>ACTION Pass to PF #14</p> <hr/> <p>REBOUND Highest Defensive Rebounder</p> <hr/> <p>SHOT # 56</p> <hr/> <p>ADVANCE Pass to PF #10 §14</p> <hr/> <p>JUMP TO +9 PG BLOCK Def PF FB</p> <hr/> <p>Z READING Home PG must rest</p> <hr/> <p>PRESS Pass to PG #10 §5</p> <hr/> <p>FOUL # 56 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #57</p> <p>ACTION Pass to PG #15 §14</p> <hr/> <p>REBOUND Defense C</p> <hr/> <p>SHOT # 57</p> <hr/> <p>ADVANCE Pass to PG #10 §15</p> <hr/> <p>JUMP TO +1 SG BLOCK Def SF</p> <hr/> <p>Z READING Home PG must rest</p> <hr/> <p>PRESS Pass to SG #10</p> <hr/> <p>FOUL # 57 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #58</p> <p>ACTION Pass to SG #15 §11</p> <hr/> <p>REBOUND Defense SF FB</p> <hr/> <p>SHOT # 58</p> <hr/> <p>ADVANCE Pass to SG #10 §15</p> <hr/> <p>JUMP TO +2 C BLOCK Def SF</p> <hr/> <p>Z READING Home PG must rest</p> <hr/> <p>PRESS Pass to SF #10</p> <hr/> <p>FOUL # 58 or FD1</p>
<p>STATIS PRO Fast Action Card RPG #78</p> <p>ACTION Pass to choice #20</p> <hr/> <p>REBOUND Highest Offensive Rebounder; #21 §20</p> <hr/> <p>SHOT # 78</p> <hr/> <p>ADVANCE Pass to choice #13 §20</p> <hr/> <p>JUMP TO +1 C BLOCK Def SG</p> <hr/> <p>Z READING Home SF must rest</p> <hr/> <p>PRESS Pass to SF #14</p> <hr/> <p>FOUL # 78 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #79</p> <p>ACTION Pass to PG #20 §15</p> <hr/> <p>REBOUND Highest Offensive Rebounder; #1 §2</p> <hr/> <p>SHOT # 79</p> <hr/> <p>ADVANCE Pass to SF #14 §20</p> <hr/> <p>JUMP TO +2 PF BLOCK Def SG</p> <hr/> <p>Z READING Home SF must rest</p> <hr/> <p>PRESS Pass to PF #14</p> <hr/> <p>FOUL # 79 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #80</p> <p>ACTION Pass to SG #21</p> <hr/> <p>REBOUND Offense OB</p> <hr/> <p>SHOT # 80</p> <hr/> <p>ADVANCE Pass to PF #14 §1</p> <hr/> <p>JUMP TO +3 SF BLOCK Def SG</p> <hr/> <p>Z READING Home SF must rest</p> <hr/> <p>PRESS Pass to choice #14</p> <hr/> <p>FOUL # 80 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #81</p> <p>ACTION Pass to C #15</p> <hr/> <p>REBOUND Offense OB</p> <hr/> <p>SHOT # 81</p> <hr/> <p>ADVANCE Pass to PG #14 §20</p> <hr/> <p>JUMP TO +4 PG BLOCK Def SG</p> <hr/> <p>Z READING Visitor PG must rest</p> <hr/> <p>PRESS Pass to PG #15</p> <hr/> <p>FOUL # 81 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #82</p> <p>ACTION Pass to SF #21</p> <hr/> <p>REBOUND Offense OB</p> <hr/> <p>SHOT # 82</p> <hr/> <p>ADVANCE Pass to SG #14 §1</p> <hr/> <p>JUMP TO +5 SG BLOCK Def SG FB</p> <hr/> <p>Z READING Visitor PG must rest</p> <hr/> <p>PRESS Pass to SG #15 §5</p> <hr/> <p>FOUL # 82 or FD2</p>

<p>STATIS PRO Fast Action Card RPG #59</p> <p>ACTION Pass to SF #15</p> <hr/> <p>REBOUND Defense PF FB</p> <hr/> <p>SHOT # 59</p> <hr/> <p>ADVANCE Pass to C #10 §15</p> <hr/> <p>JUMP TO +3 PF BLOCK Def SF</p> <hr/> <p>Z READING Home PF must rest</p> <hr/> <p>PRESS Pass to PF #10 §2</p> <hr/> <p>FOUL # 59 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #60</p> <p>ACTION Pass to PF #16</p> <hr/> <p>REBOUND Highest Defensive Rebounder</p> <hr/> <p>SHOT # 60</p> <hr/> <p>ADVANCE Pass to choice #10 §15</p> <hr/> <p>JUMP TO +4 SF BLOCK Def SF</p> <hr/> <p>Z READING Home PF must rest</p> <hr/> <p>PRESS Pass to choice #10 §4</p> <hr/> <p>FOUL # 60 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #61</p> <p>ACTION Pass to C #16</p> <hr/> <p>REBOUND Highest Defensive Rebounder</p> <hr/> <p>SHOT # 61</p> <hr/> <p>ADVANCE Pass to SF #11 §16. Stolen by PD with S4</p> <hr/> <p>JUMP TO +5 PG BLOCK Def SF</p> <hr/> <p>Z READING Home PF must rest</p> <hr/> <p>PRESS Pass to PG #11</p> <hr/> <p>FOUL # 61 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #62</p> <p>ACTION Pass to choice #16</p> <hr/> <p>REBOUND Highest Defensive Rebounder</p> <hr/> <p>SHOT # 62</p> <hr/> <p>ADVANCE Pass to PF #11 §16. Stolen by PD with S4</p> <hr/> <p>JUMP TO +6 SG BLOCK Def SF</p> <hr/> <p>Z READING Home PF must rest</p> <hr/> <p>PRESS Pass to SG #11</p> <hr/> <p>FOUL # 62 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #63</p> <p>ACTION Pass to PG #16 §11</p> <hr/> <p>REBOUND Highest Defensive Rebounder</p> <hr/> <p>SHOT # 63. Fouled by PF if shooter's FD# > 18</p> <hr/> <p>ADVANCE Pass to PG #11 §16. Stolen by PD with S4</p> <hr/> <p>JUMP TO +7 C BLOCK Def SF</p> <hr/> <p>Z READING Home PF must rest</p> <hr/> <p>PRESS Pass to SF #11</p> <hr/> <p>FOUL # 63 or FD1</p>
<p>STATIS PRO Fast Action Card RPG #83</p> <p>ACTION Pass to PF #21</p> <hr/> <p>REBOUND Loose Ball Foul on Defense. Off. Team Reb.</p> <hr/> <p>SHOT # 83. Fouled by SG if shooter's FD# > 14</p> <hr/> <p>ADVANCE Pass to C #14 §7</p> <hr/> <p>JUMP TO +1 C BLOCK Def SG FB</p> <hr/> <p>Z READING Visitor PG must rest</p> <hr/> <p>PRESS Pass to SF #15</p> <hr/> <p>FOUL # 83 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #84</p> <p>ACTION Pass to C #21</p> <hr/> <p>REBOUND Loose Ball Foul on Defense. Off. Team Reb.</p> <hr/> <p>SHOT # 84. Blocked by C with B6 or higher</p> <hr/> <p>ADVANCE Pass to choice #14 §7</p> <hr/> <p>JUMP TO +2 PF BLOCK Def SG FB</p> <hr/> <p>Z READING Visitor PG must rest</p> <hr/> <p>PRESS Pass to choice #15 §6</p> <hr/> <p>FOUL # 84 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #85</p> <p>ACTION Pass to PG #22 §11</p> <hr/> <p>REBOUND Loose Ball Foul on Defense. Off. Team Reb.</p> <hr/> <p>SHOT # 85. Blocked by any defender with B10 or higher</p> <hr/> <p>ADVANCE Pass to SF #15. Stolen by PD with S3 or higher</p> <hr/> <p>JUMP TO +3 SF BLOCK Def PG</p> <hr/> <p>Z READING Visitor PG must rest</p> <hr/> <p>PRESS Pass to PG #16 §8</p> <hr/> <p>FOUL # 85 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #86</p> <p>ACTION Pass to SG #22</p> <hr/> <p>REBOUND Defense C</p> <hr/> <p>SHOT # 86</p> <hr/> <p>ADVANCE Pass to PF #15. Stolen by PD with S3 or higher</p> <hr/> <p>JUMP TO +4 PG BLOCK Def PG</p> <hr/> <p>Z READING Visitor PG must rest</p> <hr/> <p>PRESS Pass to SG #16. Stolen by PD with S1 or higher</p> <hr/> <p>FOUL # 86 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #87</p> <p>ACTION Pass to PF #22</p> <hr/> <p>REBOUND Defense C</p> <hr/> <p>SHOT # 87</p> <hr/> <p>ADVANCE Pass to PG #15. Stolen by PD with S3 or higher</p> <hr/> <p>JUMP TO +1 SG BLOCK Def PG</p> <hr/> <p>Z READING Visitor PG must rest</p> <hr/> <p>PRESS Pass to SF #16 §4. Stolen by PD with S1 or higher</p> <hr/> <p>FOUL # 87 or FD2</p>

<p>STATIS PRO Fast Action Card RPG #64</p> <p>ACTION Pass to SG #17 §14</p> <hr/> <p>REBOUND Highest Defensive Rebounder</p> <hr/> <p>SHOT # 64. Blocked by C with B4 or higher</p> <hr/> <p>ADVANCE Pass to SG #11 §16. Stolen by PD with S4</p> <hr/> <p>JUMP TO +8 PF BLOCK Def SF</p> <hr/> <p>Z READING Home PF must rest</p> <hr/> <p>PRESS Pass to PF #11</p> <hr/> <p>FOUL # 64 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #65</p> <p>ACTION Pass to SF #17</p> <hr/> <p>REBOUND Highest Defensive Rebounder</p> <hr/> <p>SHOT # 65. Blocked by any defender with B8 or higher</p> <hr/> <p>ADVANCE Pass to C #11 §17. Stolen by PD with S4</p> <hr/> <p>JUMP TO +1 SF BLOCK Def SF</p> <hr/> <p>Z READING Home PF must rest</p> <hr/> <p>PRESS Pass to choice #11</p> <hr/> <p>FOUL # 65 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #66</p> <p>ACTION Pass to PF #17</p> <hr/> <p>REBOUND Offense PF; #3 §5</p> <hr/> <p>SHOT # 66</p> <hr/> <p>ADVANCE Pass to choice #11 §17</p> <hr/> <p>JUMP TO +2 PG BLOCK Def SF</p> <hr/> <p>Z READING Home PF must rest</p> <hr/> <p>PRESS Pass to PG #12 §6. Stolen by PD with S2 or higher</p> <hr/> <p>FOUL # 66 or FD1</p>	<p>STATIS PRO Fast Action Card RPG #67</p> <p>ACTION Pass to C #17</p> <hr/> <p>REBOUND Offense PF; #6 §8</p> <hr/> <p>SHOT # 67</p> <hr/> <p>ADVANCE Pass to SF #12 §17</p> <hr/> <p>JUMP TO +3 SG BLOCK Def SF</p> <hr/> <p>Z READING Home PF must rest</p> <hr/> <p>PRESS Pass to SG #12 §4. Stolen by PD with S2 or higher</p> <hr/> <p>FOUL # 67 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #68</p> <p>ACTION Pass to PG #18 §8</p> <hr/> <p>REBOUND Offense PF; #12 §14</p> <hr/> <p>SHOT # 68</p> <hr/> <p>ADVANCE Pass to PF #12 §17</p> <hr/> <p>JUMP TO +4 C BLOCK Def SF</p> <hr/> <p>Z READING Home PF must rest</p> <hr/> <p>PRESS Pass to SF #12 §3. Stolen by PD with S2 or higher</p> <hr/> <p>FOUL # 68 or FD2</p>
<p>STATIS PRO Fast Action Card RPG #88</p> <p>ACTION Pass to C #23</p> <hr/> <p>REBOUND Defense C</p> <hr/> <p>SHOT # 88</p> <hr/> <p>ADVANCE Pass to SG #15. Stolen by PD with S3 or higher</p> <hr/> <p>JUMP TO +2 C BLOCK Def PG</p> <hr/> <p>Z READING Visitor PG must rest</p> <hr/> <p>PRESS Pass to choice #16</p> <hr/> <p>FOUL # 88 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #89</p> <p>ACTION Pass to PG #23 §17</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 89</p> <hr/> <p>ADVANCE Pass to C #15. Stolen by PD with S3 or higher</p> <hr/> <p>JUMP TO +3 PF BLOCK Def PG</p> <hr/> <p>Z READING Visitor PG must rest</p> <hr/> <p>PRESS Pass to PG #17. Stolen by PD with S1 or higher</p> <hr/> <p>FOUL # 89 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #90</p> <p>ACTION Pass to SG #23</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 90</p> <hr/> <p>ADVANCE Pass to choice #15 §10</p> <hr/> <p>JUMP TO +1 SF BLOCK Def PG</p> <hr/> <p>Z READING Visitor PG must rest</p> <hr/> <p>PRESS Pass to choice #17</p> <hr/> <p>FOUL # 90 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #91</p> <p>ACTION Pass to SF #23</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 91</p> <hr/> <p>ADVANCE Pass to SF #16 §1</p> <hr/> <p>JUMP TO +2 PG BLOCK Def PG</p> <hr/> <p>Z READING Visitor PG must rest</p> <hr/> <p>PRESS Pass to PG #18 §9</p> <hr/> <p>FOUL # 91 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #92</p> <p>ACTION Pass to PF #24</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 92</p> <hr/> <p>ADVANCE Pass to PF #16 §2</p> <hr/> <p>JUMP TO +1 SF BLOCK Def PG</p> <hr/> <p>Z READING Visitor PG must rest</p> <hr/> <p>PRESS Pass to choice #18 §7</p> <hr/> <p>FOUL # 92 or FD2</p>

<p>STATIS PRO Fast Action Card RPG #69</p> <p>ACTION Pass to SG #18</p> <hr/> <p>REBOUND Offense PF; #15 §16</p> <hr/> <p>SHOT # 69</p> <hr/> <p>ADVANCE Pass to PG #12 §18</p> <hr/> <p>JUMP TO +5 PF BLOCK Def SF FB</p> <hr/> <p>Z READING Home PF must rest</p> <hr/> <p>PRESS Pass to PF #12. Stolen by PD with S2 or higher</p> <hr/> <p>FOUL # 69 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #70</p> <p>ACTION Pass to SF #18 §18</p> <hr/> <p>REBOUND Offense SF; #4 §5</p> <hr/> <p>SHOT # 70</p> <hr/> <p>ADVANCE Pass to SG #12 §18</p> <hr/> <p>JUMP TO +6 SF BLOCK Def SF FB</p> <hr/> <p>Z READING Home SF must rest</p> <hr/> <p>PRESS Pass to choice #12</p> <hr/> <p>FOUL # 70 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #71</p> <p>ACTION Pass to PF #18</p> <hr/> <p>REBOUND Offense SF; #13 §14</p> <hr/> <p>SHOT # 71</p> <hr/> <p>ADVANCE Pass to C #12 §18</p> <hr/> <p>JUMP TO +7 PG BLOCK Def SF FB</p> <hr/> <p>Z READING Home SF must rest</p> <hr/> <p>PRESS Pass to PG #13</p> <hr/> <p>FOUL # 71 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #72</p> <p>ACTION Pass to C #19</p> <hr/> <p>REBOUND Offense C; #14 §15</p> <hr/> <p>SHOT # 72</p> <hr/> <p>ADVANCE Pass to choice #12 §18</p> <hr/> <p>JUMP TO +1 SG BLOCK Def SG</p> <hr/> <p>Z READING Home SF must rest</p> <hr/> <p>PRESS Pass to SG #13</p> <hr/> <p>FOUL # 72 or FD2</p>
<p>STATIS PRO Fast Action Card RPG #93</p> <p>ACTION Pass to C #24</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 93. Fouled by PG if shooter's FD# > 12</p> <hr/> <p>ADVANCE Pass to PG #16 §5</p> <hr/> <p>JUMP TO +5 PF BLOCK Def PG</p> <hr/> <p>Z READING Visitor SG must rest</p> <hr/> <p>PRESS Pass to PG #19</p> <hr/> <p>FOUL # 93 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #94</p> <p>ACTION Pass to choice #24</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 94. Blocked by PD with B2 or higher</p> <hr/> <p>ADVANCE Pass to SG #16 §2</p> <hr/> <p>JUMP TO PF BLOCK Def PG</p> <hr/> <p>Z READING Visitor SG must rest</p> <hr/> <p>PRESS Pass to choice #19</p> <hr/> <p>FOUL # 94 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #95</p> <p>ACTION Pass to PG #24 §8</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 95. Blocked by any defender with B1 or higher</p> <hr/> <p>ADVANCE Pass to C #16 §13</p> <hr/> <p>JUMP TO SF BLOCK Def PG</p> <hr/> <p>Z READING Visitor SG must rest</p> <hr/> <p>PRESS Pass to choice #20 §8</p> <hr/> <p>FOUL # 95 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #96</p> <p>ACTION Pass to SG #25</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 96</p> <hr/> <p>ADVANCE Pass to choice #16 §13</p> <hr/> <p>JUMP TO PG BLOCK Def PG</p> <hr/> <p>Z READING Visitor SG must rest</p> <hr/> <p>PRESS Pass to choice #21</p> <hr/> <p>FOUL # 96 or FD2</p>

<p>STATIS PRO Fast Action Card RPG #97</p> <p>ACTION Pass to SF #25</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 97</p> <hr/> <p>ADVANCE Pass to SF #17 §2</p> <hr/> <p>JUMP TO BLOCK SG Def PG</p> <hr/> <p>Z READING Visitor SG must rest</p> <hr/> <p>PRESS Pass to choice #22</p> <hr/> <p>FOUL # 97 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #98</p> <p>ACTION Pass to PG #25 §19</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 98. Air Ball (No AB during FT)</p> <hr/> <p>ADVANCE Pass to PF #17 §3</p> <hr/> <p>JUMP TO BLOCK C Def PG FB</p> <hr/> <p>Z READING Visitor SG must rest</p> <hr/> <p>PRESS Pass to choice #23 §9</p> <hr/> <p>FOUL # 98 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #99</p> <p>ACTION Pass to PF #25</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 99. Air Ball (No AB during FT)</p> <hr/> <p>ADVANCE Pass to PG #17 §4</p> <hr/> <p>JUMP TO BLOCK PG Def PG FB</p> <hr/> <p>Z READING Visitor SG must rest</p> <hr/> <p>PRESS Pass to choice #24</p> <hr/> <p>FOUL # 99 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #100</p> <p>ACTION Pass to SG #26</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 100. Air Ball (No AB during FT)</p> <hr/> <p>ADVANCE Pass to SG #17 §4</p> <hr/> <p>JUMP TO BLOCK SF Def PG FB</p> <hr/> <p>Z READING Visitor SG must rest</p> <hr/> <p>PRESS Trap; Offense has one less advance</p> <hr/> <p>FOUL # 100 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #101</p> <p>ACTION Pass to SF #26</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 1</p> <hr/> <p>ADVANCE Pass to C #17 §16</p> <hr/> <p>JUMP TO BLOCK C Off C</p> <hr/> <p>Z READING Visitor SG must rest</p> <hr/> <p>PRESS Pass to choice who scores on assist</p> <hr/> <p>FOUL # 1 or FD2</p>
<p>STATIS PRO Fast Action Card RPG #121</p> <p>ACTION Pass to SF #31</p> <hr/> <p>REBOUND Defense PF FB</p> <hr/> <p>SHOT # 21</p> <hr/> <p>ADVANCE Pass to SF #21</p> <hr/> <p>JUMP TO BLOCK PF Off PF</p> <hr/> <p>Z READING Visitor PF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 21 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #122</p> <p>ACTION Pass to PF #29</p> <hr/> <p>REBOUND Defense PF FB</p> <hr/> <p>SHOT # 22</p> <hr/> <p>ADVANCE Pass to PF #21 §12</p> <hr/> <p>JUMP TO BLOCK PF Off PF</p> <hr/> <p>Z READING Visitor PF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 22 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #123</p> <p>ACTION Pass to PG #32 §10</p> <hr/> <p>REBOUND Defense PF FB</p> <hr/> <p>SHOT # 23. Fouled by FOUL # (first) or PD</p> <hr/> <p>ADVANCE Pass to PG #21</p> <hr/> <p>JUMP TO BLOCK PF Off PF</p> <hr/> <p>Z READING Visitor PF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 23 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #124</p> <p>ACTION Pass to SG #32</p> <hr/> <p>REBOUND Defense PF FB</p> <hr/> <p>SHOT # 24. Blocked by C with B7 or higher</p> <hr/> <p>ADVANCE Pass to SG #21</p> <hr/> <p>JUMP TO BLOCK PF Off PF</p> <hr/> <p>Z READING Visitor PF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 24 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #125</p> <p>ACTION Pass to SF #32</p> <hr/> <p>REBOUND Defense PF FB</p> <hr/> <p>SHOT # 25. Blocked by PD with B8 or higher</p> <hr/> <p>ADVANCE Pass to C #21</p> <hr/> <p>JUMP TO BLOCK PF Off PF</p> <hr/> <p>Z READING Visitor PF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 25 or FD3</p>

<p>STATIS PRO Fast Action Card RPG #102</p> <p>ACTION Pass to PF #26</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 2</p> <hr/> <p>ADVANCE Pass to choice #17 §3</p> <hr/> <p>JUMP TO C BLOCK Off C</p> <hr/> <p>Z READING Visitor SG must rest</p> <hr/> <p>PRESS Pass to choice who scores on assist</p> <hr/> <p>FOUL # 2 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #103</p> <p>ACTION Pass to PG #26 §6</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 3. Fouled by FOUL # (first) or PD</p> <hr/> <p>ADVANCE Pass to SF #18 §3</p> <hr/> <p>JUMP TO C BLOCK Off C</p> <hr/> <p>Z READING Visitor SG must rest</p> <hr/> <p>PRESS Pass to choice who scores on assist</p> <hr/> <p>FOUL # 3 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #104</p> <p>ACTION Pass to SG #27</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 4. Blocked by PD with B3 or higher</p> <hr/> <p>ADVANCE Pass to PF #18 §6</p> <hr/> <p>JUMP TO C BLOCK Off C</p> <hr/> <p>Z READING Visitor SG must rest</p> <hr/> <p>PRESS Pass to choice who scores on assist</p> <hr/> <p>FOUL # 4 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #105</p> <p>ACTION Pass to SF #27</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 5. Blocked by PD with B6 or higher</p> <hr/> <p>ADVANCE Pass to PG #18 §3</p> <hr/> <p>JUMP TO C BLOCK Off C</p> <hr/> <p>Z READING Visitor C must rest</p> <hr/> <p>PRESS Pass to choice who scores on assist</p> <hr/> <p>FOUL # 5 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #106</p> <p>ACTION Pass to PF #27</p> <hr/> <p>REBOUND Defense C FB</p> <hr/> <p>SHOT # 6</p> <hr/> <p>ADVANCE Pass to SG #18 §3</p> <hr/> <p>JUMP TO C BLOCK Off C</p> <hr/> <p>Z READING Visitor C must rest</p> <hr/> <p>PRESS Pass to choice who scores on assist</p> <hr/> <p>FOUL # 6 or FD2</p>
<p>STATIS PRO Fast Action Card RPG #126</p> <p>ACTION Pass to choice #32</p> <hr/> <p>REBOUND Defense PF FB</p> <hr/> <p>SHOT # 26</p> <hr/> <p>ADVANCE Pass to choice #21</p> <hr/> <p>JUMP TO PF BLOCK Off PF</p> <hr/> <p>Z READING Visitor PF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 26 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #127</p> <p>ACTION Pass to PG #5 §20</p> <hr/> <p>REBOUND Defense PF FB</p> <hr/> <p>SHOT # 27</p> <hr/> <p>ADVANCE Pass to SF #22</p> <hr/> <p>JUMP TO PF BLOCK Off PF</p> <hr/> <p>Z READING Visitor PF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 27 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #128</p> <p>ACTION Pass to SG #33</p> <hr/> <p>REBOUND Defense PF FB</p> <hr/> <p>SHOT # 28</p> <hr/> <p>ADVANCE Pass to PF #22 §15</p> <hr/> <p>JUMP TO PF BLOCK Off PF</p> <hr/> <p>Z READING Visitor PF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 28 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #129</p> <p>ACTION Pass to SF #20</p> <hr/> <p>REBOUND Defense PF FB</p> <hr/> <p>SHOT # 29</p> <hr/> <p>ADVANCE Pass to SG #22</p> <hr/> <p>JUMP TO PF BLOCK Off PF</p> <hr/> <p>Z READING Visitor SF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 29 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #130</p> <p>ACTION Pass to PG #33 §13</p> <hr/> <p>REBOUND Defense PF FB</p> <hr/> <p>SHOT # 30</p> <hr/> <p>ADVANCE Pass to C #22</p> <hr/> <p>JUMP TO PF BLOCK Off PF</p> <hr/> <p>Z READING Visitor SF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 30 or FD3</p>

<p>STATIS PRO Fast Action Card RPG #107</p> <p>ACTION Pass to PG #27 §4</p> <hr/> <p>REBOUND Defense OB; Defense Team Rebound</p> <hr/> <p>SHOT # 7</p> <hr/> <p>ADVANCE Pass to C #18 §5</p> <hr/> <p>JUMP TO C BLOCK Off C</p> <hr/> <p>Z READING Visitor C must rest</p> <hr/> <p>PRESS Pass to choice who scores on assist</p> <hr/> <p>FOUL # 7 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #108</p> <p>ACTION Pass to SG #28</p> <hr/> <p>REBOUND Defense OB; Defense Team Rebound</p> <hr/> <p>SHOT # 8</p> <hr/> <p>ADVANCE Pass to choice #18 §19</p> <hr/> <p>JUMP TO C BLOCK Off C</p> <hr/> <p>Z READING Visitor C must rest</p> <hr/> <p>PRESS Pass to choice who scores on assist</p> <hr/> <p>FOUL # 8 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #109</p> <p>ACTION Pass to SF #28</p> <hr/> <p>REBOUND Defense OB; Defense Team Rebound</p> <hr/> <p>SHOT # 9</p> <hr/> <p>ADVANCE Pass to SF #19 §4</p> <hr/> <p>JUMP TO C BLOCK Off C</p> <hr/> <p>Z READING Visitor C must rest</p> <hr/> <p>PRESS Pass to choice who scores on assist</p> <hr/> <p>FOUL # 9 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #110</p> <p>ACTION Pass to PF #15</p> <hr/> <p>REBOUND Defense OB; Defense Team Rebound</p> <hr/> <p>SHOT # 10</p> <hr/> <p>ADVANCE Pass to PF #19 §9</p> <hr/> <p>JUMP TO C BLOCK Off C</p> <hr/> <p>Z READING Visitor C must rest</p> <hr/> <p>PRESS Pass to choice who scores on assist</p> <hr/> <p>FOUL # 10 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #111</p> <p>ACTION Pass to PG #28 §2</p> <hr/> <p>REBOUND Defense SF FB</p> <hr/> <p>SHOT # 11</p> <hr/> <p>ADVANCE Pass to PG #19 §2</p> <hr/> <p>JUMP TO C BLOCK Off C</p> <hr/> <p>Z READING Visitor C must rest</p> <hr/> <p>PRESS Trap; Offense has one less advance</p> <hr/> <p>FOUL # 11 or FD2</p>
<p>STATIS PRO Fast Action Card RPG #131</p> <p>ACTION Pass to SG #34</p> <hr/> <p>REBOUND Defense PF FB</p> <hr/> <p>SHOT # 31</p> <hr/> <p>ADVANCE Pass to choice #22</p> <hr/> <p>JUMP TO PF BLOCK Off PF</p> <hr/> <p>Z READING Visitor SF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 31 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #132</p> <p>ACTION Pass to SF #12</p> <hr/> <p>REBOUND Defense PG FB</p> <hr/> <p>SHOT # 32</p> <hr/> <p>ADVANCE Pass to SF #23</p> <hr/> <p>JUMP TO PF BLOCK Off SF</p> <hr/> <p>Z READING Visitor SF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 32 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #133</p> <p>ACTION Pass to choice #34</p> <hr/> <p>REBOUND Defense PG FB</p> <hr/> <p>SHOT # 33. Fouled by PD if shooter's FD# > 3</p> <hr/> <p>ADVANCE Pass to PF #23 §18</p> <hr/> <p>JUMP TO PF BLOCK Off SF</p> <hr/> <p>Z READING Visitor SF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 33 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #134</p> <p>ACTION Pass to PG #34 §15</p> <hr/> <p>REBOUND Defense SG FB</p> <hr/> <p>SHOT # 34. Blocked by C with B8 or higher</p> <hr/> <p>ADVANCE Pass to SG #23</p> <hr/> <p>JUMP TO PF BLOCK Off SF</p> <hr/> <p>Z READING Visitor SF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 34 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #135</p> <p>ACTION Pass to SG #4</p> <hr/> <p>REBOUND Defense SG FB</p> <hr/> <p>SHOT # 35. Blocked by PD with B9 or higher</p> <hr/> <p>ADVANCE Pass to C #23</p> <hr/> <p>JUMP TO PF BLOCK Off SF</p> <hr/> <p>Z READING Visitor SF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 35 or FD3</p>

<p>STATIS PRO Fast Action Card RPG #112</p> <p>ACTION Pass to SG #29</p> <hr/> <p>REBOUND Defense SF FB</p> <hr/> <p>SHOT # 12</p> <hr/> <p>ADVANCE Pass to SG #19 §5</p> <hr/> <p>JUMP TO BLOCK C Off C</p> <hr/> <p>Z READING Visitor C must rest</p> <hr/> <p>PRESS Trap; Offense has one less advance</p> <hr/> <p>FOUL # 12 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #113</p> <p>ACTION Pass to SF #29</p> <hr/> <p>REBOUND Defense SF FB</p> <hr/> <p>SHOT # 13. Fouled by FOUL # (first) or PD</p> <hr/> <p>ADVANCE Pass to C #19 §19</p> <hr/> <p>JUMP TO BLOCK C Off C</p> <hr/> <p>Z READING Visitor C must rest</p> <hr/> <p>PRESS Trap; Offense has one less advance</p> <hr/> <p>FOUL # 13 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #114</p> <p>ACTION Pass to PF #2</p> <hr/> <p>REBOUND Defense SF FB</p> <hr/> <p>SHOT # 14. Blocked by PF with B4 or higher</p> <hr/> <p>ADVANCE Pass to choice #19</p> <hr/> <p>JUMP TO BLOCK C Off C</p> <hr/> <p>Z READING Visitor C must rest</p> <hr/> <p>PRESS Trap; Offense has one less advance</p> <hr/> <p>FOUL # 14 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #115</p> <p>ACTION Pass to choice #29</p> <hr/> <p>REBOUND Defense SF FB</p> <hr/> <p>SHOT # 15. Blocked by PD with B7 or higher</p> <hr/> <p>ADVANCE Pass to SF #20. Stolen by PD with S2 or higher</p> <hr/> <p>JUMP TO BLOCK C Off C</p> <hr/> <p>Z READING Visitor C must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 15 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #116</p> <p>ACTION Pass to PG #30 §7</p> <hr/> <p>REBOUND Defense SF FB</p> <hr/> <p>SHOT # 16</p> <hr/> <p>ADVANCE Pass to PF #20. Stolen by PD with S2 or higher</p> <hr/> <p>JUMP TO BLOCK C Off C</p> <hr/> <p>Z READING Visitor C must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 16 or FD2</p>
<p>STATIS PRO Fast Action Card RPG #136</p> <p>ACTION Pass to SF #3</p> <hr/> <p>REBOUND Defense SG FB</p> <hr/> <p>SHOT # 36</p> <hr/> <p>ADVANCE Pass to choice #23</p> <hr/> <p>JUMP TO BLOCK PF Off SF</p> <hr/> <p>Z READING Visitor SF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 36 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #137</p> <p>ACTION Pass to PG #35 §22</p> <hr/> <p>REBOUND Defense SG FB</p> <hr/> <p>SHOT # 37. Fouled by PD if shooter's FD# > 22</p> <hr/> <p>ADVANCE Pass to SF #24</p> <hr/> <p>JUMP TO BLOCK PF Off SF</p> <hr/> <p>Z READING Visitor SF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 37 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #138</p> <p>ACTION Pass to SG #35</p> <hr/> <p>REBOUND Defense SG FB</p> <hr/> <p>SHOT # 38</p> <hr/> <p>ADVANCE Pass to PF #24 §20</p> <hr/> <p>JUMP TO BLOCK PF Off SF</p> <hr/> <p>Z READING Visitor SF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 38 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #139</p> <p>ACTION Pass to PG #36 §21</p> <hr/> <p>REBOUND Defense SG FB</p> <hr/> <p>SHOT # 39. Fouled by PD if shooter's FD# > 23</p> <hr/> <p>ADVANCE Pass to SG #24</p> <hr/> <p>JUMP TO BLOCK PF Off SF</p> <hr/> <p>Z READING Visitor SF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 39 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #140</p> <p>ACTION Pass to SG #36</p> <hr/> <p>REBOUND Highest Rebounder; #5 §7</p> <hr/> <p>SHOT # 40</p> <hr/> <p>ADVANCE Pass to C #24</p> <hr/> <p>JUMP TO BLOCK PF Off SF</p> <hr/> <p>Z READING Visitor SF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 40 or FD3</p>

<p>STATIS PRO Fast Action Card RPG #117</p> <p>ACTION Pass to SG #30</p> <hr/> <p>REBOUND Defense SF FB</p> <hr/> <p>SHOT # 17</p> <hr/> <p>ADVANCE Pass to PG #20. Stolen by PD with S2 or higher</p> <p>JUMP TO C BLOCK Off PF</p> <hr/> <p>Z READING Visitor PF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 17 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #118</p> <p>ACTION Pass to SF #30</p> <hr/> <p>REBOUND Defense SF FB</p> <hr/> <p>SHOT # 18</p> <hr/> <p>ADVANCE Pass to SG #20. Stolen by PD with S2 or higher</p> <p>JUMP TO C BLOCK Off PF</p> <hr/> <p>Z READING Visitor PF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 18 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #119</p> <p>ACTION Pass to PF #28</p> <hr/> <p>REBOUND Defense SF FB</p> <hr/> <p>SHOT # 19</p> <hr/> <p>ADVANCE Pass to C #20. Stolen by PD with S2 or higher</p> <p>JUMP TO C BLOCK Off PF</p> <hr/> <p>Z READING Visitor PF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 19 or FD2</p>	<p>STATIS PRO Fast Action Card RPG #120</p> <p>ACTION Pass to SG #31</p> <hr/> <p>REBOUND Defense PF FB</p> <hr/> <p>SHOT # 20</p> <hr/> <p>ADVANCE Pass to choice #20</p> <p>JUMP TO C BLOCK Off PF</p> <hr/> <p>Z READING Visitor PF must rest</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 20 or FD3</p>
<p>STATIS PRO Fast Action Card RPG #141</p> <p>ACTION Pass to PG #9 §18</p> <hr/> <p>REBOUND Highest Rebounder; #8 §10</p> <hr/> <p>SHOT # 41</p> <hr/> <p>ADVANCE Pass to choice #24</p> <p>JUMP TO SF BLOCK Off SF</p> <hr/> <p>Z READING Stolen by RPG; FB on 'A' FB Chart</p> <hr/> <p>PRESS Double Dribble DOB; TO PG</p> <hr/> <p>FOUL # 41 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #142</p> <p>ACTION Pass to SG #8</p> <hr/> <p>REBOUND Highest Rebounder; #11 §12</p> <hr/> <p>SHOT # 42</p> <hr/> <p>ADVANCE Pass to SF #25. Stolen by PD with S1 or higher</p> <p>JUMP TO SF BLOCK Off SF</p> <hr/> <p>Z READING Stolen by RPG; FB on 'A' FB Chart</p> <hr/> <p>PRESS Ball Thrown Away. DOB; TO PG</p> <hr/> <p>FOUL # 42 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #143</p> <p>ACTION Pass to PG #13 §16</p> <hr/> <p>REBOUND Highest Rebounder; #14 §15</p> <hr/> <p>SHOT # 43. Fouled by PD if shooter's FD# > 5</p> <hr/> <p>ADVANCE Pass to PF #25. Stolen by PD with S1 or higher</p> <p>JUMP TO SF BLOCK Off SF</p> <hr/> <p>Z READING Stolen by RPG; FB on 'A' FB Chart</p> <hr/> <p>PRESS Ball Thrown Away. DOB; TO RPG</p> <hr/> <p>FOUL # 43 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #144</p> <p>ACTION Pass to SG #12</p> <hr/> <p>REBOUND Highest Rebounder; #19 §19</p> <hr/> <p>SHOT # 44. Blocked by PD with B4 or higher</p> <hr/> <p>ADVANCE Pass to C #25. Stolen by PD with S1 or higher</p> <p>JUMP TO SF BLOCK Off SF</p> <hr/> <p>Z READING Stolen by RPG; FB on 'A' FB Chart</p> <hr/> <p>PRESS Pass to C #11</p> <hr/> <p>FOUL # 44 or FD3</p>

<p>STATIS PRO Fast Action Card RPG #145</p> <p>ACTION Pass to PG #37</p> <hr/> <p>REBOUND Highest Rebounder; #22 §18</p> <hr/> <p>SHOT # 45. Blocked by PD with B10</p> <hr/> <p>ADVANCE Pass to choice #25</p> <hr/> <p>JUMP TO SF BLOCK Off SF</p> <hr/> <p>Z READING Stolen by RPG; FB on 'A' FB Chart</p> <hr/> <p>PRESS Pass to C #12 §2</p> <hr/> <p>FOUL # 45 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #146</p> <p>ACTION Pass to SG #37</p> <hr/> <p>REBOUND Highest Rebounder; #20 §20</p> <hr/> <p>SHOT # 46</p> <hr/> <p>ADVANCE Pass to SF #26</p> <hr/> <p>JUMP TO SF BLOCK Off SG</p> <hr/> <p>Z READING Stolen by RPG; FB on 'A' FB Chart</p> <hr/> <p>PRESS Consult Z (+5 Z for Mandatory rest)</p> <hr/> <p>FOUL # 46 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #147</p> <p>ACTION Pass to PG #17 §13</p> <hr/> <p>REBOUND Highest Rebounder; #3 §5</p> <hr/> <p>SHOT # 47</p> <hr/> <p>ADVANCE Pass to PF #26</p> <hr/> <p>JUMP TO SF BLOCK Off SG</p> <hr/> <p>Z READING Pass to choice who scores and is fouled</p> <hr/> <p>PRESS Consult Z (+5 Z for Mandatory rest)</p> <hr/> <p>FOUL # 47 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #148</p> <p>ACTION Pass to SG #16</p> <hr/> <p>REBOUND Highest Rebounder; #6 §7</p> <hr/> <p>SHOT # 48</p> <hr/> <p>ADVANCE Pass to C #26</p> <hr/> <p>JUMP TO SF BLOCK Off SG</p> <hr/> <p>Z READING Pass to choice who scores and is fouled</p> <hr/> <p>PRESS Consult Z (+5 Z for Mandatory rest)</p> <hr/> <p>FOUL # 48 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #149</p> <p>ACTION Pass to PG #38 §23</p> <hr/> <p>REBOUND Highest PF; Add +3 to Defense. #5 §6</p> <hr/> <p>SHOT # 49. Fouled by PD if shooter's FD# > 24</p> <hr/> <p>ADVANCE Pass to choice #26</p> <hr/> <p>JUMP TO SF BLOCK Off SG</p> <hr/> <p>Z READING Pass to choice who scores and is fouled</p> <hr/> <p>PRESS Trap; Offense has one less advance</p> <hr/> <p>FOUL # 49 or FD3</p>
<p>STATIS PRO Fast Action Card RPG #169</p> <p>ACTION Defensive Foul</p> <hr/> <p>REBOUND Highest C; Add +7 to Defense. #16 §17</p> <hr/> <p>SHOT # 69</p> <hr/> <p>ADVANCE Pass to C #22</p> <hr/> <p>JUMP TO SG BLOCK Off PG</p> <hr/> <p>Z READING Technical Foul vs Vis. Player. Draw RPG</p> <hr/> <p>PRESS Traveling DOB; TO PF</p> <hr/> <p>FOUL # 69 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #170</p> <p>ACTION Defensive Foul</p> <hr/> <p>REBOUND Highest C; Add +8 to Defense. #18 §19</p> <hr/> <p>SHOT # 70</p> <hr/> <p>ADVANCE Pass to choice #22</p> <hr/> <p>JUMP TO SG BLOCK Off PG</p> <hr/> <p>Z READING Technical Foul vs Vis. Player. Draw RPG</p> <hr/> <p>PRESS Traveling DOB; TO SF</p> <hr/> <p>FOUL # 70 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #171</p> <p>ACTION Defensive Foul</p> <hr/> <p>REBOUND Highest C; Add +9 to Defense. #23 §20</p> <hr/> <p>SHOT # 71</p> <hr/> <p>ADVANCE Pass to C #4 §1</p> <hr/> <p>JUMP TO SG BLOCK Off PG</p> <hr/> <p>Z READING Technical Foul vs Vis. Player. Draw RPG</p> <hr/> <p>PRESS Traveling DOB; TO PG</p> <hr/> <p>FOUL # 71 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #172</p> <p>ACTION Defensive Foul</p> <hr/> <p>REBOUND Highest C; Add +10 to Defense. #25 §19</p> <hr/> <p>SHOT # 72</p> <hr/> <p>ADVANCE Pass to choice #4 §1</p> <hr/> <p>JUMP TO SG BLOCK Off PG</p> <hr/> <p>Z READING Double foul on FD# and his PD. No FT</p> <hr/> <p>PRESS Ball Thrown Away. DOB; TO SG</p> <hr/> <p>FOUL # 72 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #173</p> <p>ACTION Defensive Foul</p> <hr/> <p>REBOUND Highest PG; Add +3 to Defense. #12 §11</p> <hr/> <p>SHOT # 73. Fouled by PD if shooter's FD# > 11</p> <hr/> <p>ADVANCE Pass to C #14 §4</p> <hr/> <p>JUMP TO SG BLOCK Def GT</p> <hr/> <p>Z READING Double foul on FD# and his PD. No FT</p> <hr/> <p>PRESS Ball Thrown Away. DOB; TO SG</p> <hr/> <p>FOUL # 73 or FD4</p>

<p>STATIS PRO Fast Action Card RPG #150</p> <p>ACTION Pass to SG #24</p> <hr/> <p>REBOUND Highest PF; #7 §8</p> <hr/> <p>SHOT # 50</p> <hr/> <p>ADVANCE Pass to SF #27</p> <hr/> <p>JUMP TO BLOCK SF Off SG</p> <hr/> <p>Z READING Pass to choice who scores and is fouled</p> <hr/> <p>PRESS Defense Foul</p> <hr/> <p>FOUL # 50 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #151</p> <p>ACTION Pass to PG #29 §24</p> <hr/> <p>REBOUND Highest PF; #9 §10</p> <hr/> <p>SHOT # 51. Fouled by PD if shooter's FD# > 25</p> <hr/> <p>ADVANCE Pass to PF #27</p> <hr/> <p>JUMP TO BLOCK SF Off SG</p> <hr/> <p>Z READING Pass to choice who scores and is fouled</p> <hr/> <p>PRESS Consult Z (+5 Z for Mandatory rest)</p> <hr/> <p>FOUL # 51 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #152</p> <p>ACTION Pass to SG #20</p> <hr/> <p>REBOUND Highest PF; #11 §12</p> <hr/> <p>SHOT # 52</p> <hr/> <p>ADVANCE Pass to C #27</p> <hr/> <p>JUMP TO BLOCK SF Off SG</p> <hr/> <p>Z READING Pass to choice who scores and is fouled</p> <hr/> <p>PRESS Intentional Foul; 2 FT plus ball OB</p> <hr/> <p>FOUL # 52 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #153</p> <p>ACTION Pass to PG #39</p> <hr/> <p>REBOUND Highest PF; #13 §14</p> <hr/> <p>SHOT # 53. Fouled by PD if shooter's FD# > 7</p> <hr/> <p>ADVANCE Pass to choice #27</p> <hr/> <p>JUMP TO BLOCK SF Off SG</p> <hr/> <p>Z READING Pass to choice who scores and is fouled</p> <hr/> <p>PRESS Intentional Foul; 2 FT plus ball OB</p> <hr/> <p>FOUL # 53 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #154</p> <p>ACTION Pass to PG #21 §10</p> <hr/> <p>REBOUND Highest PF; #15 §16</p> <hr/> <p>SHOT # 54. Blocked by C with B9 or higher</p> <hr/> <p>ADVANCE Pass to PF #28</p> <hr/> <p>JUMP TO BLOCK SF Off SG</p> <hr/> <p>Z READING Pass to choice who scores and is fouled</p> <hr/> <p>PRESS Dead Ball Foul; Off gets 2 FT</p> <hr/> <p>FOUL # 54 or FD3</p>
<p>STATIS PRO Fast Action Card RPG #174</p> <p>ACTION Defensive Foul</p> <hr/> <p>REBOUND Highest PG; Add +4 to Defense. #17 §15</p> <hr/> <p>SHOT # 74. Blocked by PF with B5 or higher</p> <hr/> <p>ADVANCE Pass to choice #14 §5</p> <hr/> <p>JUMP TO BLOCK SG Def GT</p> <hr/> <p>Z READING Double foul on FD# and his PD. No FT</p> <hr/> <p>PRESS Ball not put in play in time; DOB</p> <hr/> <p>FOUL # 74 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #175</p> <p>ACTION Fouled in Act of Shooting</p> <hr/> <p>REBOUND Highest Guard; #2 §6</p> <hr/> <p>SHOT # 75. Fouled by PD if shooter's FD# > 17</p> <hr/> <p>ADVANCE Pass to C #24</p> <hr/> <p>JUMP TO BLOCK SG Def GT</p> <hr/> <p>Z READING Fight & Ejection. Draw two RPGs</p> <hr/> <p>PRESS Jump Ball between FD1's</p> <hr/> <p>FOUL # 75 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #176</p> <p>ACTION Fouled in Act of Shooting</p> <hr/> <p>REBOUND Highest Guard; #9 §8</p> <hr/> <p>SHOT # 76</p> <hr/> <p>ADVANCE Pass to choice #24</p> <hr/> <p>JUMP TO BLOCK SG Def GT</p> <hr/> <p>Z READING Illegal Defense Warning; second is T foul</p> <hr/> <p>PRESS Jump Ball between C's</p> <hr/> <p>FOUL # 76 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #177</p> <p>ACTION Fouled in Act of Shooting</p> <hr/> <p>REBOUND Highest Guard; #11 §8</p> <hr/> <p>SHOT # 77</p> <hr/> <p>ADVANCE Pass to C #6 §2</p> <hr/> <p>JUMP TO BLOCK SG Def GT</p> <hr/> <p>Z READING Illegal Defense Warning; second is T foul</p> <hr/> <p>PRESS Jump Ball between PF's</p> <hr/> <p>FOUL # 77 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #178</p> <p>ACTION Fouled in Act of Shooting</p> <hr/> <p>REBOUND Highest Guard; #14 §13</p> <hr/> <p>SHOT # 78</p> <hr/> <p>ADVANCE Pass to C #6 §2</p> <hr/> <p>JUMP TO BLOCK SG Def GT</p> <hr/> <p>Z READING Illegal Defense Warning; second is T foul</p> <hr/> <p>PRESS Jump Ball between SF's</p> <hr/> <p>FOUL # 78 or FD4</p>

<p>STATIS PRO Fast Action Card RPG #155</p> <p>ACTION Double Dribble DOB; TO C</p> <hr/> <p>REBOUND Highest PF; #16 §17</p> <hr/> <p>SHOT # 55. Blocked by PF with B7 or higher</p> <hr/> <p>ADVANCE Pass to C #28</p> <hr/> <p>JUMP TO BLOCK SF Off SG</p> <hr/> <p>Z READING Pass to choice who scores and is fouled</p> <hr/> <p>PRESS Consult Z (+5 Z for Mandatory rest)</p> <hr/> <p>FOUL # 55 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #156</p> <p>ACTION Double Dribble DOB; TO PF</p> <hr/> <p>REBOUND Highest PF; Add +4 to Defense. #19 §15</p> <hr/> <p>SHOT # 56</p> <hr/> <p>ADVANCE Pass to choice #28</p> <hr/> <p>JUMP TO BLOCK SF Off SG</p> <hr/> <p>Z READING Great Night for high scorer</p> <hr/> <p>PRESS Consult Z (+5 Z for Mandatory rest)</p> <hr/> <p>FOUL # 56 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #157</p> <p>ACTION Line Violation DOB; TO SF</p> <hr/> <p>REBOUND Highest PF; Add +5 to Defense. #21 §16</p> <hr/> <p>SHOT # 57</p> <hr/> <p>ADVANCE Pass to PF #29</p> <hr/> <p>JUMP TO BLOCK SF Off SG</p> <hr/> <p>Z READING Trap; Offense has one less advance</p> <hr/> <p>PRESS Consult Z (+5 Z for Mandatory rest)</p> <hr/> <p>FOUL # 57 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #158</p> <p>ACTION Line Violation DOB; TO RPG</p> <hr/> <p>REBOUND Highest PF; Add +6 to Defense. #23 §17</p> <hr/> <p>SHOT # 58</p> <hr/> <p>ADVANCE Pass to C #29</p> <hr/> <p>JUMP TO BLOCK SF Off SG</p> <hr/> <p>Z READING Trap; Offense has one less advance</p> <hr/> <p>PRESS Consult Z (+5 Z for Mandatory rest)</p> <hr/> <p>FOUL # 58 or FD3</p>	<p>STATIS PRO Fast Action Card RPG #159</p> <p>ACTION Pass to PG #40 §25</p> <hr/> <p>REBOUND Highest PF; Add +7 to Defense. #25 §18</p> <hr/> <p>SHOT # 59</p> <hr/> <p>ADVANCE Pass to choice #29</p> <hr/> <p>JUMP TO BLOCK SF Off SG</p> <hr/> <p>Z READING Great Night for high scorer</p> <hr/> <p>PRESS Consult Z (+5 Z for Mandatory rest)</p> <hr/> <p>FOUL # 59 or FD3</p>
<p>STATIS PRO Fast Action Card RPG #179</p> <p>ACTION Fouled in Act of Shooting</p> <hr/> <p>REBOUND Highest Guard; #17 §15</p> <hr/> <p>SHOT # 79</p> <hr/> <p>ADVANCE Pass to C #16 §10</p> <hr/> <p>JUMP TO BLOCK SG Def GT</p> <hr/> <p>Z READING Illegal Defense Warning; second is T foul</p> <hr/> <p>PRESS Jump Ball between SG's</p> <hr/> <p>FOUL # 79 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #180</p> <p>ACTION Fouled in Act of Shooting</p> <hr/> <p>REBOUND Highest Guard; #19 §18</p> <hr/> <p>SHOT # 80</p> <hr/> <p>ADVANCE Pass to choice #16 §16</p> <hr/> <p>JUMP TO BLOCK SG Def GT</p> <hr/> <p>Z READING Illegal Defense Warning; second is T foul</p> <hr/> <p>PRESS Jump Ball between PG's</p> <hr/> <p>FOUL # 80 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #181</p> <p>ACTION Fouled in Act of Shooting</p> <hr/> <p>REBOUND Highest SF; #1 §3</p> <hr/> <p>SHOT # 81</p> <hr/> <p>ADVANCE Pass to choice #40 §8</p> <hr/> <p>JUMP TO BLOCK PG Def GT</p> <hr/> <p>Z READING Great Night for highest scorer</p> <hr/> <p>PRESS Offensive Foul (off Foul# or highest FD)</p> <hr/> <p>FOUL # 81 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #182</p> <p>ACTION Fouled in Act of Shooting</p> <hr/> <p>REBOUND Highest SF; #3 §4</p> <hr/> <p>SHOT # 82</p> <hr/> <p>ADVANCE Pass to choice #40 §18</p> <hr/> <p>JUMP TO BLOCK PG Def GT</p> <hr/> <p>Z READING Great Night for highest scorer</p> <hr/> <p>PRESS Offensive Foul (off Foul# or highest FD)</p> <hr/> <p>FOUL # 82 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #183</p> <p>ACTION Fouled in Act of Shooting</p> <hr/> <p>REBOUND Highest SF; #5 §6</p> <hr/> <p>SHOT # 83. Fouled by PD if shooter's FD# > 13</p> <hr/> <p>ADVANCE Defensive Foul</p> <hr/> <p>JUMP TO BLOCK PG Def GT</p> <hr/> <p>Z READING Flagrant foul; two shots plus ball OB</p> <hr/> <p>PRESS Offensive Foul (off Foul# or highest FD)</p> <hr/> <p>FOUL # 83 or FD4</p>

<p>STATIS PRO Fast Action Card RPG #160</p> <p>ACTION Pass to PG #41 §16</p> <hr/> <p>REBOUND Highest PF; Add +8 to Defense. #24 §19</p> <hr/> <p>SHOT # 60</p> <hr/> <p>ADVANCE Pass to PF #30</p> <hr/> <p>JUMP TO BLOCK SF Off PG</p> <hr/> <p>Z READING Technical vs Home Coach. -1 Vis. Index</p> <hr/> <p>PRESS Consult Z (+5 Z for Mandatory rest)</p> <hr/> <p>FOUL # 60 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #161</p> <p>ACTION Offensive Foul DOB; offensive foul # or highest FD</p> <hr/> <p>REBOUND Highest PF; Add +9 to Defense. #22 §15</p> <hr/> <p>SHOT # 61</p> <hr/> <p>ADVANCE Pass to C #30</p> <hr/> <p>JUMP TO BLOCK SG Off PG</p> <hr/> <p>Z READING Technical vs Home Coach. -1 Vis. Index</p> <hr/> <p>PRESS Consult Z (+5 Z for Mandatory rest)</p> <hr/> <p>FOUL # 61 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #162</p> <p>ACTION Offensive Foul DOB; offensive foul # or highest FD</p> <hr/> <p>REBOUND Highest PF; Add +10 to Defense. #20 §14</p> <hr/> <p>SHOT # 62</p> <hr/> <p>ADVANCE Pass to choice #30</p> <hr/> <p>JUMP TO BLOCK SG Off PG</p> <hr/> <p>Z READING Technical vs Home Coach. -1 Vis. Index</p> <hr/> <p>PRESS Consult Z (+5 Z for Mandatory rest)</p> <hr/> <p>FOUL # 62 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #163</p> <p>ACTION Traveling DOB; TO RPG</p> <hr/> <p>REBOUND Highest C; #2 §3</p> <hr/> <p>SHOT # 63. Fouled by PD if shooter's FD# > 9</p> <hr/> <p>ADVANCE Pass to PF #2</p> <hr/> <p>JUMP TO BLOCK SG Off PG</p> <hr/> <p>Z READING Technical Foul vs Home Player. Draw RPG</p> <hr/> <p>PRESS Consult Z (+5 Z for Mandatory rest)</p> <hr/> <p>FOUL # 63 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #164</p> <p>ACTION Traveling DOB; TO PG</p> <hr/> <p>REBOUND Highest C; #4 §5</p> <hr/> <p>SHOT # 64. Blocked by C with B10 or higher</p> <hr/> <p>ADVANCE Pass to C #2</p> <hr/> <p>JUMP TO BLOCK SG Off PG</p> <hr/> <p>Z READING Technical Foul vs Home Player. Draw RPG</p> <hr/> <p>PRESS Consult Z (+5 Z for Mandatory rest)</p> <hr/> <p>FOUL # 64 or FD4</p>
<p>STATIS PRO Fast Action Card RPG #184</p> <p>ACTION Fouled in Act of Shooting</p> <hr/> <p>REBOUND Highest SF; #7 §8</p> <hr/> <p>SHOT # 84. Blocked by PF with B6 or higher</p> <hr/> <p>ADVANCE Defensive Foul</p> <hr/> <p>JUMP TO BLOCK PG Def GT</p> <hr/> <p>Z READING Flagrant foul; two shots plus ball OB</p> <hr/> <p>PRESS Offensive Foul (off Foul# or highest FD)</p> <hr/> <p>FOUL # 84 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #185</p> <p>ACTION Consult Z</p> <hr/> <p>REBOUND Highest SF; Add +3 to Defense. #10 §11</p> <hr/> <p>SHOT # 85. Fouled by PD if shooter's FD# > 19</p> <hr/> <p>ADVANCE Defensive Foul</p> <hr/> <p>JUMP TO BLOCK PG Def GT</p> <hr/> <p>Z READING Accidental Tip-in by next rebounder unless OB</p> <hr/> <p>PRESS Line Violation DOB; TO PG</p> <hr/> <p>FOUL # 85 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #186</p> <p>ACTION Consult Z</p> <hr/> <p>REBOUND Highest SF; Add +4 to Defense. #15 §14</p> <hr/> <p>SHOT # 86</p> <hr/> <p>ADVANCE Defensive Foul</p> <hr/> <p>JUMP TO BLOCK PG Def OB</p> <hr/> <p>Z READING Injury; one period</p> <hr/> <p>PRESS Line Violation DOB; TO SG</p> <hr/> <p>FOUL # 86 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #187</p> <p>ACTION Consult Z</p> <hr/> <p>REBOUND Highest SF; Add +5 to Defense. #16 §15</p> <hr/> <p>SHOT # 87</p> <hr/> <p>ADVANCE Defensive Foul</p> <hr/> <p>JUMP TO BLOCK PG Def OB</p> <hr/> <p>Z READING Injury; one half</p> <hr/> <p>PRESS Line Violation DOB; TO C</p> <hr/> <p>FOUL # 87 or FD5</p>	<p>STATIS PRO Fast Action Card RPG #188</p> <p>ACTION Consult Z</p> <hr/> <p>REBOUND Highest SF; Add +6 to Defense. #18 §17</p> <hr/> <p>SHOT # 88</p> <hr/> <p>ADVANCE Defensive Foul</p> <hr/> <p>JUMP TO BLOCK PG Def OB</p> <hr/> <p>Z READING Injury; one game</p> <hr/> <p>PRESS Line Violation DOB; TO PF</p> <hr/> <p>FOUL # 88 or FD5</p>

<p>STATIS PRO Fast Action Card RPG #165</p> <p>ACTION Traveling DOB; TO C</p> <hr/> <p>REBOUND Highest C; Add +3 to Defense. #6 §7</p> <hr/> <p>SHOT # 65</p> <hr/> <p>ADVANCE Pass to choice #2</p> <hr/> <p>JUMP TO BLOCK SG Off PG</p> <hr/> <p>Z READING Technical vs Vis. Coach. -1 Home Index</p> <hr/> <p>PRESS Consult Z (+5 Z for Mandatory rest)</p> <hr/> <p>FOUL # 65 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #166</p> <p>ACTION Line Violation DOB; TO PF</p> <hr/> <p>REBOUND Highest C; Add +4 to Defense. #8 §9</p> <hr/> <p>SHOT # 66</p> <hr/> <p>ADVANCE Pass to PF #12 §4</p> <hr/> <p>JUMP TO BLOCK SG Off PG</p> <hr/> <p>Z READING Technical vs Vis. Coach. -1 Home Index</p> <hr/> <p>PRESS Traveling DOB; TO PG</p> <hr/> <p>FOUL # 66 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #167</p> <p>ACTION Defensive Foul</p> <hr/> <p>REBOUND Highest C; Add +5 to Defense. #10 §11</p> <hr/> <p>SHOT # 67</p> <hr/> <p>ADVANCE Pass to C #12 §3</p> <hr/> <p>JUMP TO BLOCK SG Off PG</p> <hr/> <p>Z READING Technical vs Vis. Coach. -1 Home Index</p> <hr/> <p>PRESS Traveling DOB; TO SG</p> <hr/> <p>FOUL # 67 or FD4</p>	<p>STATIS PRO Fast Action Card RPG #168</p> <p>ACTION Defensive Foul</p> <hr/> <p>REBOUND Highest C; Add +6 to Defense. #12 §13</p> <hr/> <p>SHOT # 68</p> <hr/> <p>ADVANCE Pass to choice #12 §4</p> <hr/> <p>JUMP TO BLOCK SG Off PG</p> <hr/> <p>Z READING Technical vs Vis. Coach. -1 Home Index</p> <hr/> <p>PRESS Traveling DOB; TO C</p> <hr/> <p>FOUL # 68 or FD4</p>
<p>STATIS PRO Fast Action Card RPG #189</p> <p>ACTION Consult Z</p> <hr/> <p>REBOUND Highest SF; Add +7 to Defense. #20 §19</p> <hr/> <p>SHOT # 89</p> <hr/> <p>ADVANCE Jump Ball between FD2's</p> <hr/> <p>JUMP TO BLOCK PG Def OB</p> <hr/> <p>Z READING Injury; two games</p> <hr/> <p>PRESS Line Violation DOB; TO SF</p> <hr/> <p>FOUL # 89 or FD5</p>	<p>STATIS PRO Fast Action Card RPG #190</p> <p>ACTION Consult Z</p> <hr/> <p>REBOUND Highest SF; Add +8 to Defense. #22 §20</p> <hr/> <p>SHOT # 90</p> <hr/> <p>ADVANCE Ball Thrown Away. DOB; TO PG</p> <hr/> <p>JUMP TO BLOCK PG Off PG</p> <hr/> <p>Z READING Injury; three games</p> <hr/> <p>PRESS Line Violation DOB; TO RPG</p> <hr/> <p>FOUL # 90 or FD5</p>	<p>STATIS PRO Fast Action Card RPG #191</p> <p>ACTION Consult Z</p> <hr/> <p>REBOUND Highest SF; Add +9 to Defense. #25 §20</p> <hr/> <p>SHOT # 91</p> <hr/> <p>ADVANCE Ball Thrown Away. DOB; TO RPG</p> <hr/> <p>JUMP TO BLOCK PG Off OB</p> <hr/> <p>Z READING Injury; four games</p> <hr/> <p>PRESS Trap; Offense has one less advance</p> <hr/> <p>FOUL # 91 or FD5</p>	<p>STATIS PRO Fast Action Card RPG #192</p> <p>ACTION Consult Z</p> <hr/> <p>REBOUND Highest SF; Add +10 to Defense. #23 §19</p> <hr/> <p>SHOT # 92</p> <hr/> <p>ADVANCE Ball Thrown Away. DOB; TO RPG</p> <hr/> <p>JUMP TO BLOCK PG Off OB</p> <hr/> <p>Z READING Injury; five games</p> <hr/> <p>PRESS Trap; Offense has one less advance</p> <hr/> <p>FOUL # 92 or FD5</p>

<p>STATIS PRO Fast Action Card RPG #193</p> <p>ACTION Consult Z</p> <hr/> <p>REBOUND Highest SG; Add +3 to Defense. #13 §12</p> <hr/> <p>SHOT # 93. Fouled by PD if shooter's FD# > 15</p> <hr/> <p>ADVANCE Pass #40 or 24-Seconds violation; DOB if last pass</p> <hr/> <p>JUMP TO PG BLOCK Off OB</p> <hr/> <p>Z READING Injury; eight games</p> <hr/> <p>PRESS Trap; Offense has one less advance</p> <hr/> <p>FOUL # 93 or FD5</p>	<p>STATIS PRO Fast Action Card RPG #194</p> <p>ACTION Consult Z</p> <hr/> <p>REBOUND Highest SG; Add +4 to Defense. #24 §18</p> <hr/> <p>SHOT # 94. Blocked by PD with B5 or higher</p> <hr/> <p>ADVANCE 3-Seconds Violation - DOB; TO C</p> <hr/> <p>JUMP TO PG BLOCK Off OB</p> <hr/> <p>Z READING Injury; six games</p> <hr/> <p>PRESS Ball Thrown Away. DOB; TO C</p> <hr/> <p>FOUL # 94 or FD5</p>	<p>STATIS PRO Fast Action Card RPG #195</p> <p>ACTION Consult Z</p> <hr/> <p>REBOUND Highest SG; Add +5 to Defense. #8 §7</p> <hr/> <p>SHOT # 95. Fouled by PD if shooter's FD# > 21</p> <hr/> <p>ADVANCE 3-Seconds Violation - DOB; TO PF</p> <hr/> <p>JUMP TO PG BLOCK Off OB</p> <hr/> <p>Z READING Injury; seven games</p> <hr/> <p>PRESS Ball Thrown Away. DOB; TO C</p> <hr/> <p>FOUL # 95 or FD5</p>	<p>STATIS PRO Fast Action Card RPG #196</p> <p>ACTION Consult Z</p> <hr/> <p>REBOUND Jump Ball between C's</p> <hr/> <p>SHOT # 96</p> <hr/> <p>ADVANCE Pass #40 or 24-Seconds violation; DOB if last pass</p> <hr/> <p>JUMP TO PG BLOCK Off OB</p> <hr/> <p>Z READING Three-Pointer good & fouled by PD</p> <hr/> <p>PRESS Ball Thrown Away. DOB; TO SF</p> <hr/> <p>FOUL # 96 or FD5</p>	<p>STATIS PRO Fast Action Card RPG #197</p> <p>ACTION Consult Z</p> <hr/> <p>REBOUND Jump Ball between PF's</p> <hr/> <p>SHOT # 97</p> <hr/> <p>ADVANCE Pass #40 or 24-Seconds violation; DOB if last pass</p> <hr/> <p>JUMP TO PG BLOCK Off OB</p> <hr/> <p>Z READING Three-Pointer good & fouled by PD</p> <hr/> <p>PRESS Ball Thrown Away. DOB; TO PF</p> <hr/> <p>FOUL # 97 or FD5</p>
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STATIS PRO Fast Action Card RPG #198		STATIS PRO Fast Action Card RPG #199		STATIS PRO Fast Action Card RPG #200	
ACTION	Consult Z	ACTION	Pass to PG #31	ACTION	Pass to SF #22
REBOUND	Jump Ball between SF's	REBOUND	Jump Ball between SG's	REBOUND	Jump Ball between PG's
SHOT #	98. Air Ball (If last FT: DOB)	SHOT #	99. Air Ball (If last FT: DOB)	SHOT #	100. Air Ball If foul: Defense lane violation
ADVANCE	Pass #40 or 24-Seconds violation; DOB if last pass	ADVANCE	Kicked Ball; OOB; Reset 24-Seconds Clock	ADVANCE	Kicked Ball; OOB; Reset 24-Seconds Clock
JUMP TO	BLOCK	JUMP TO	BLOCK	JUMP TO	BLOCK
PG	Off OB	PG	Off OB	PG	Off OB
Z READING	Elbow foul on Defense; Tech & Personal	Z READING	Dead ball Foul; two free throws	Z READING	Desperation Heave 3-pointer on last FAC
PRESS	Ball Thrown Away. DOB; TO RPG	PRESS	Double Dribble DOB; TO RPG	PRESS	Double Dribble DOB; TO RPG
FOUL #	98 or FD5	FOUL #	99 or FD5	FOUL #	100 or FD5