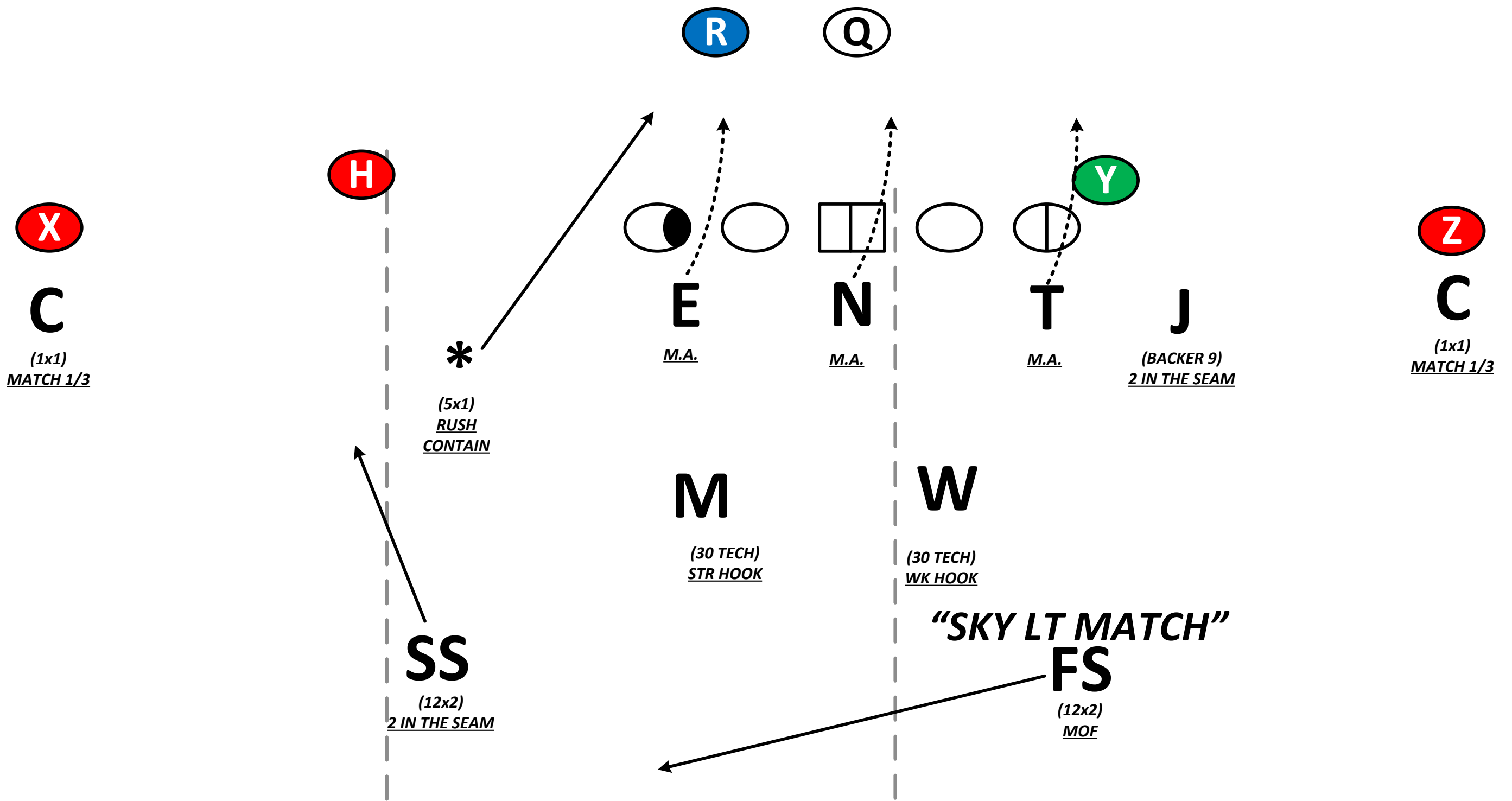
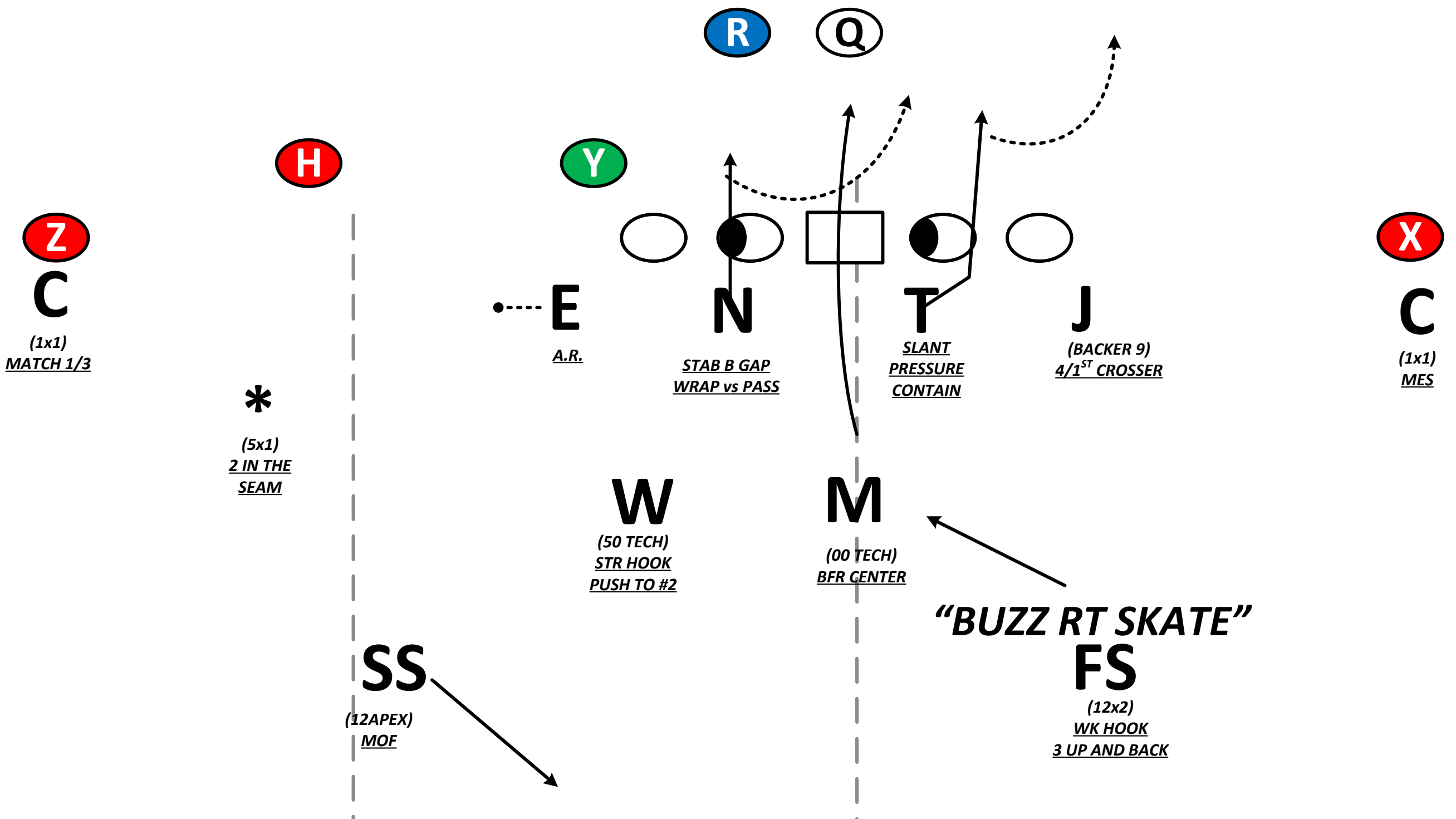


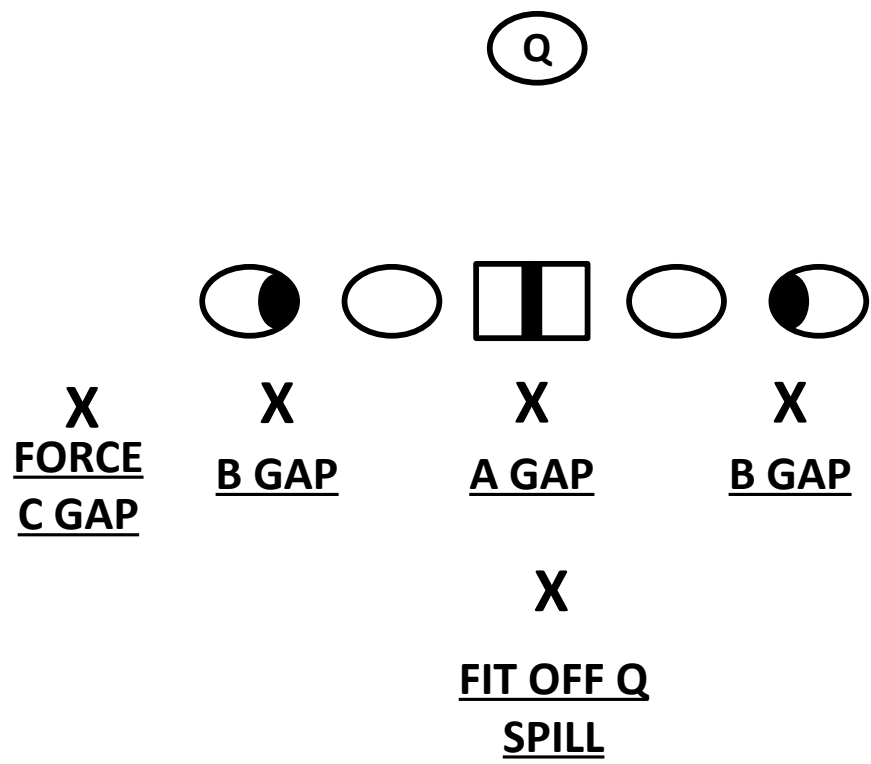
**EYES STR 3**



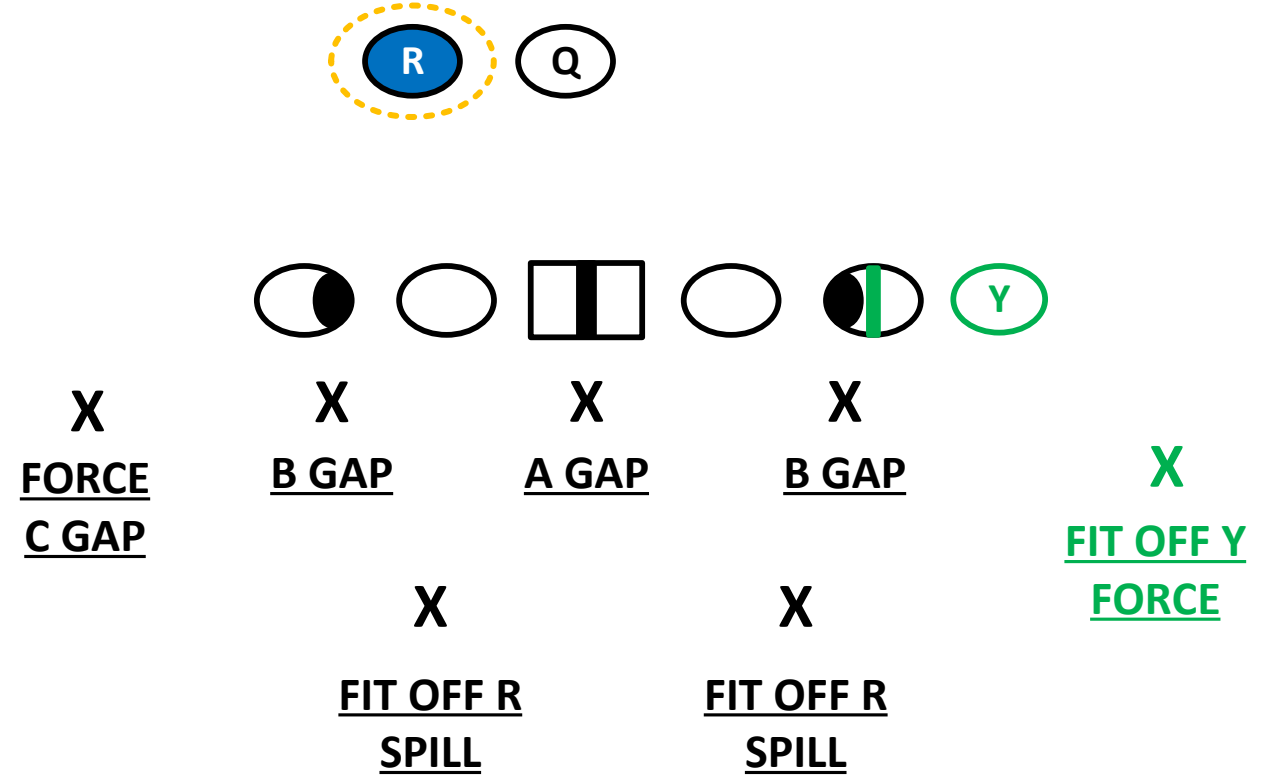
**FLOAT MASH 6**



0 BACK = FIT OFF Q

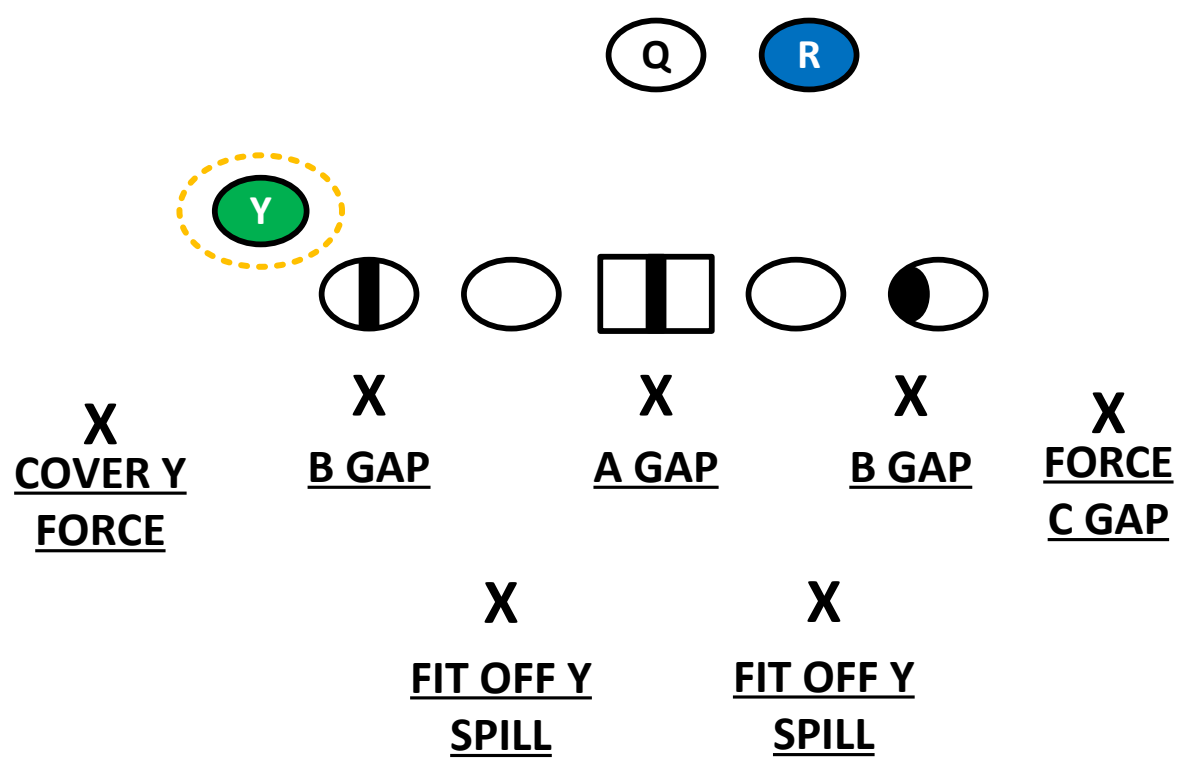


1 BACK and Y ON = FIT OFF RB



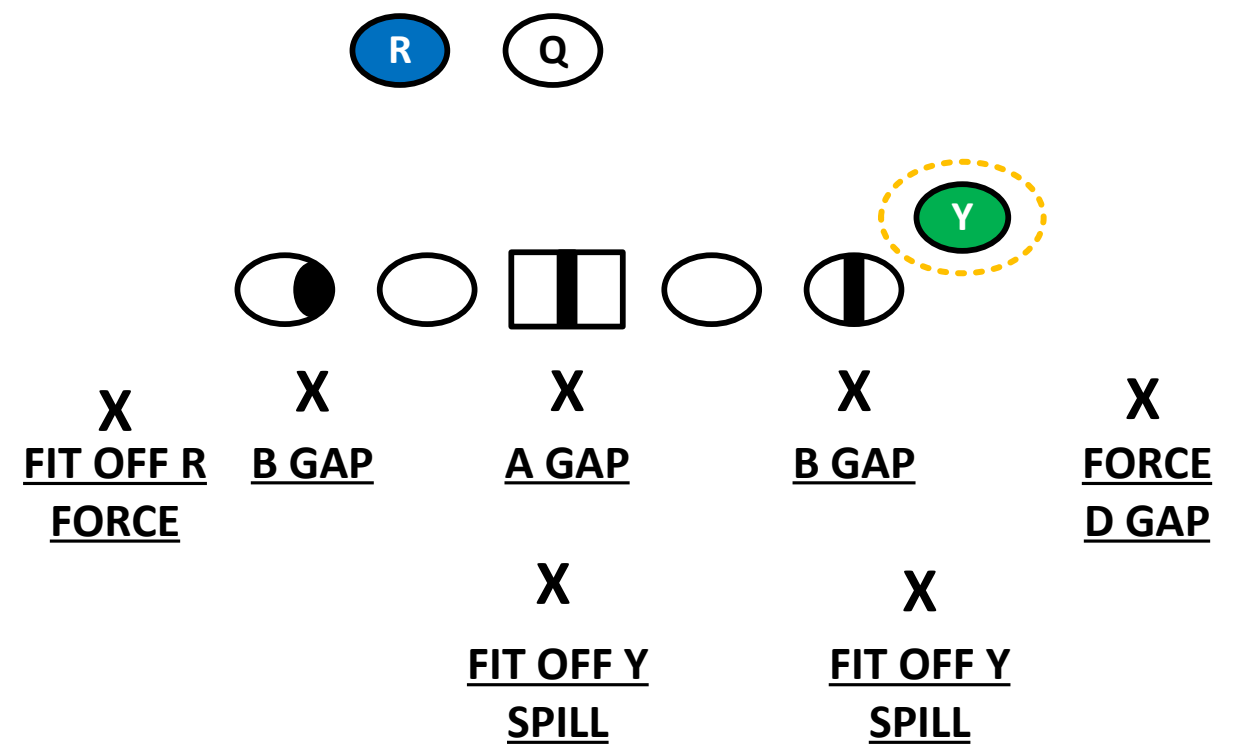
2 BACK = FIT OFF Y

2x2

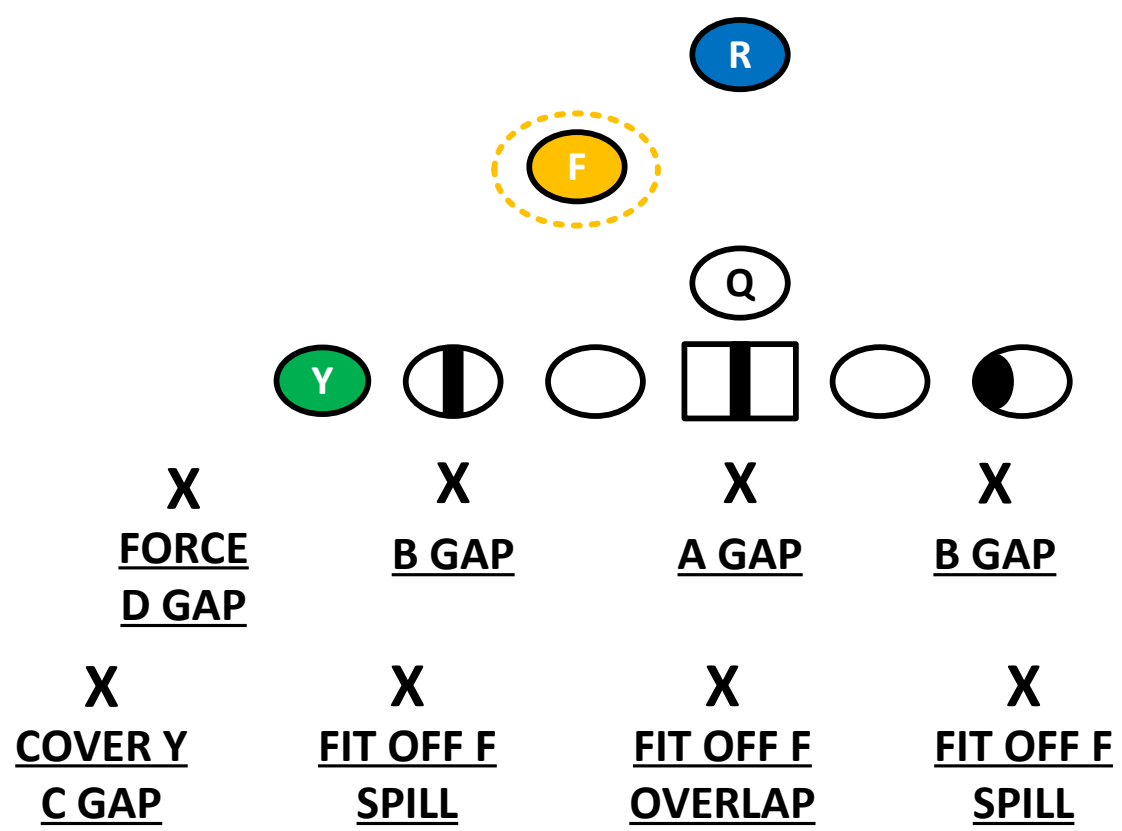


2 BACK = FIT OFF Y

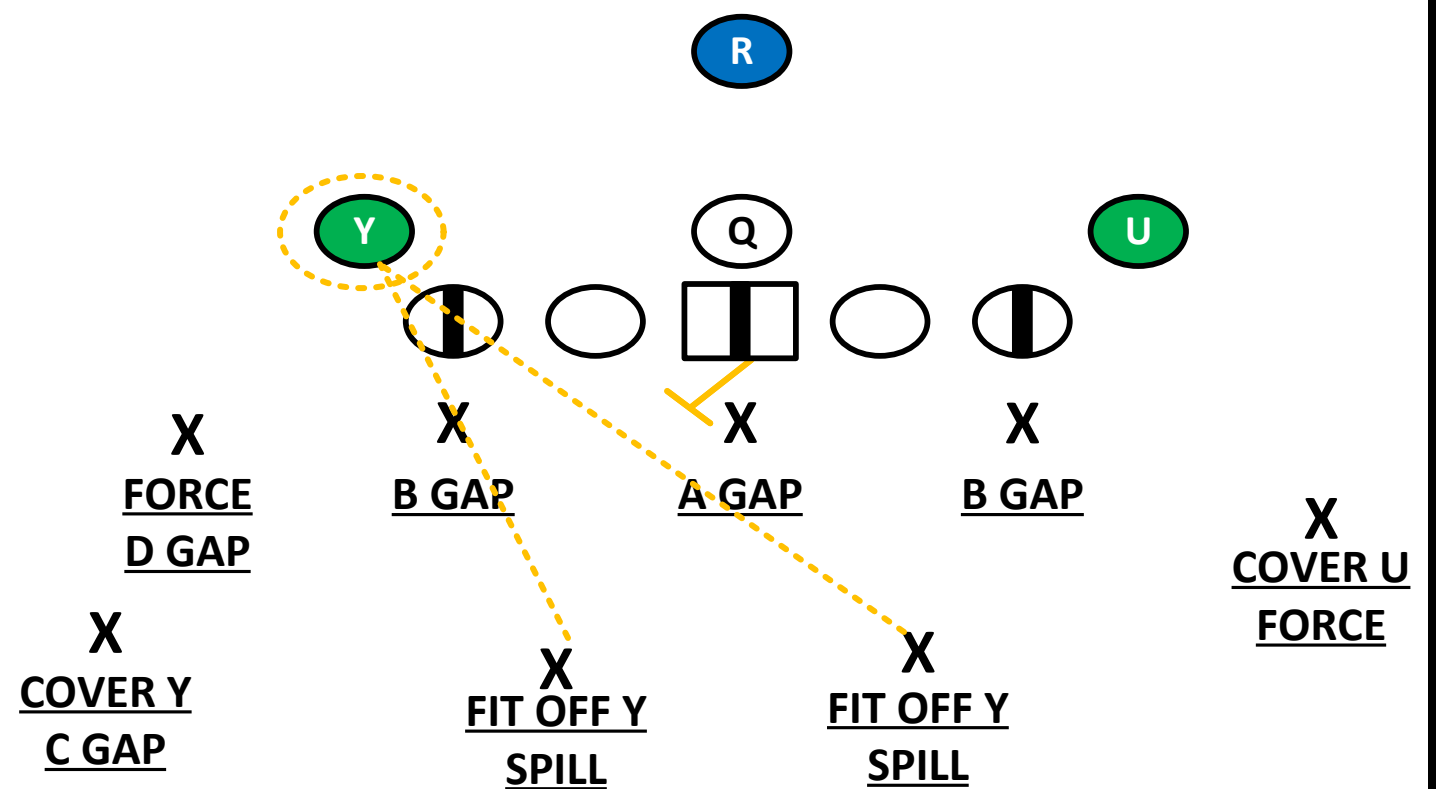
3x1



2 BACK = FIT OFF F

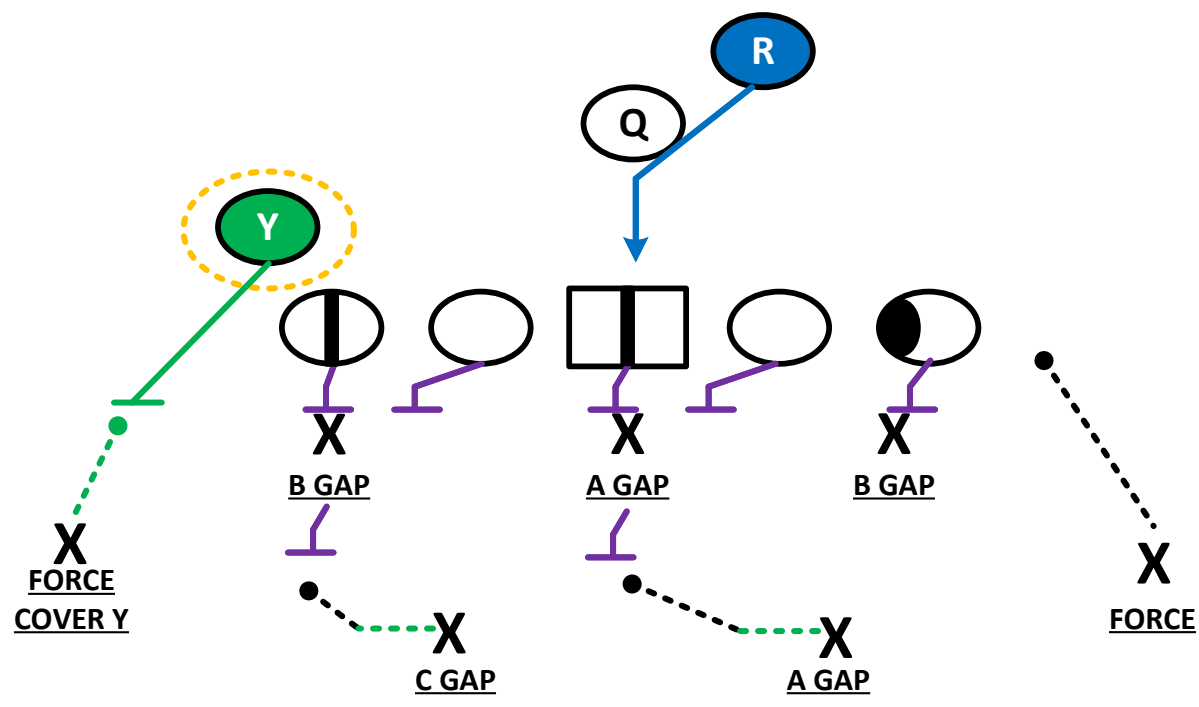


3 BACK = FIT OFF POST SNAP INDICATOR



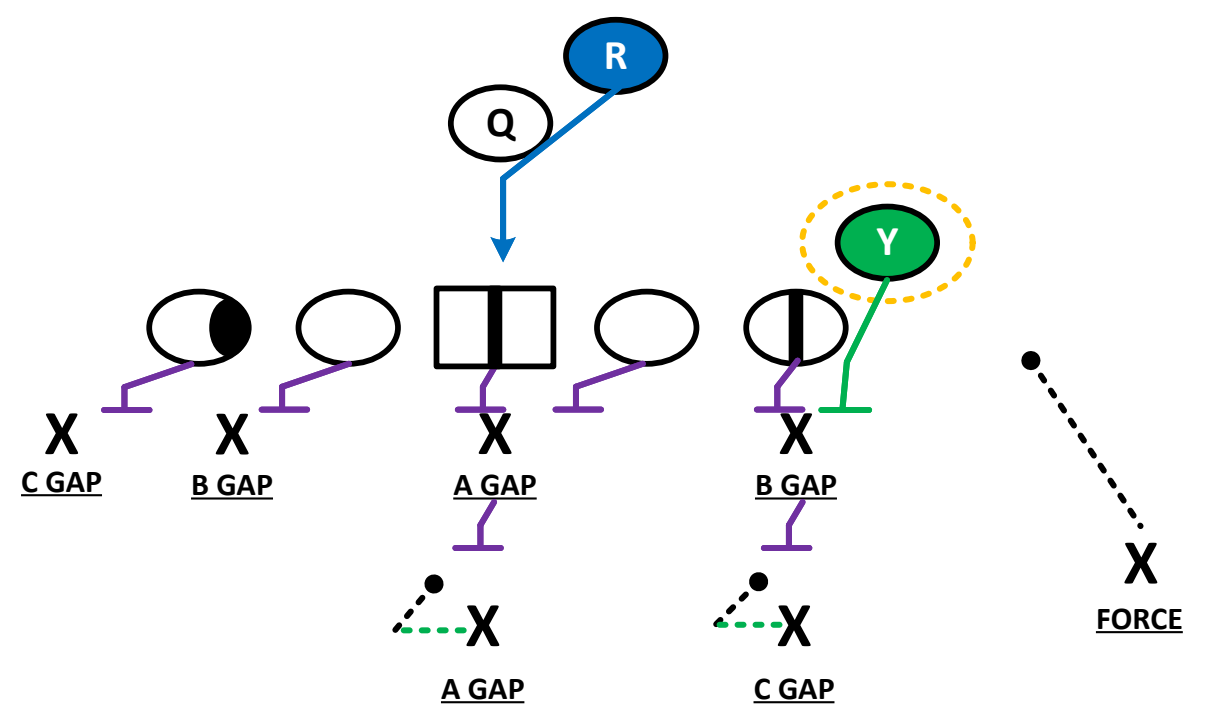
# ODD SPACE – GAPPED OUT

## IZ = SLIDE, STACK



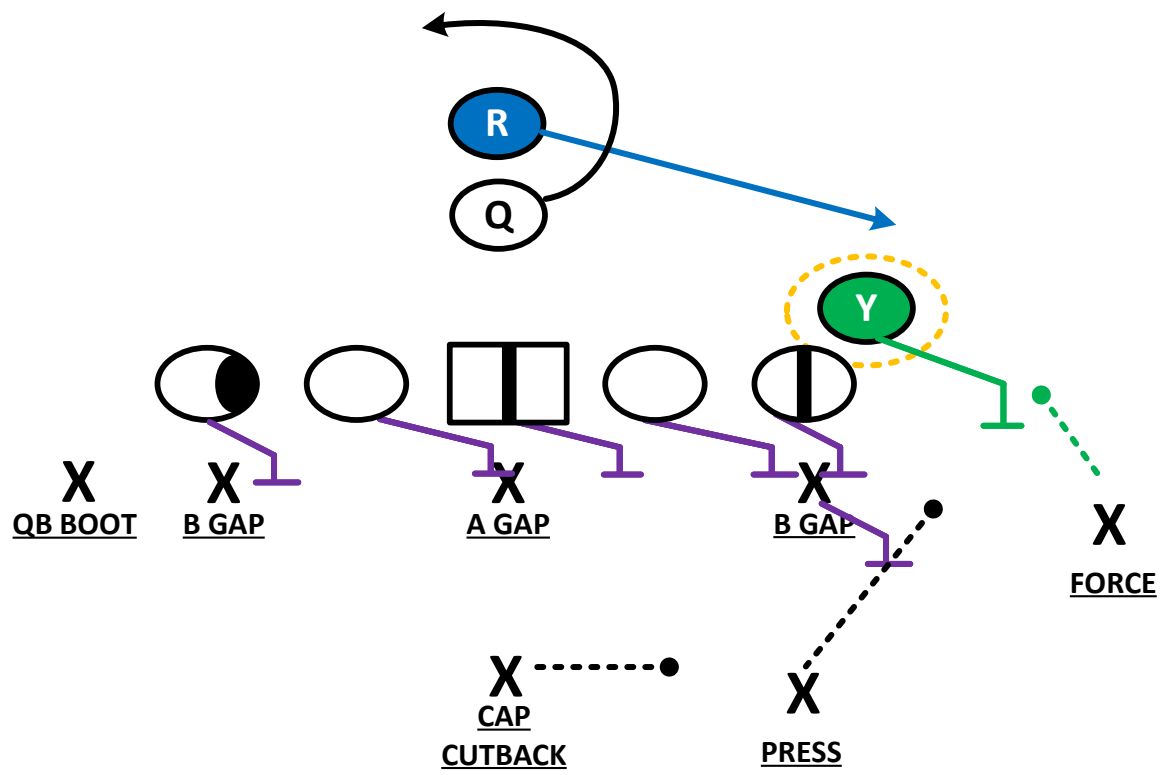
2x2

## IZ/DUO = SLIDE, STACK



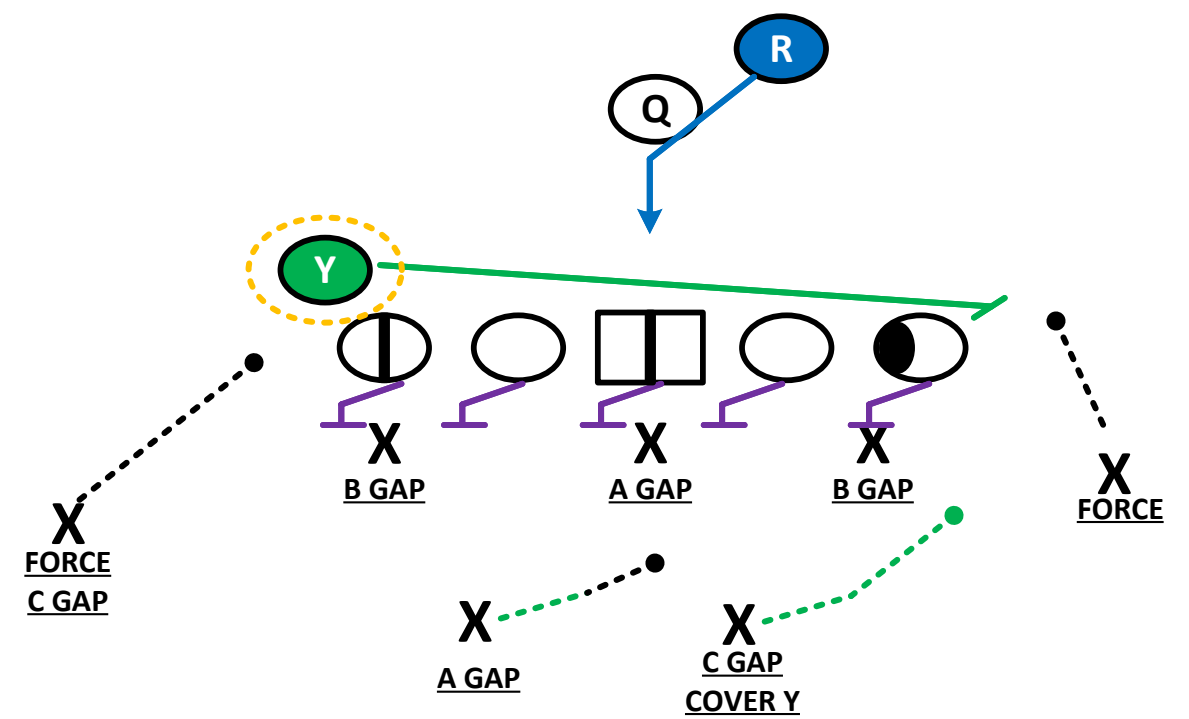
3x1

## OZ = PRESS & CAP



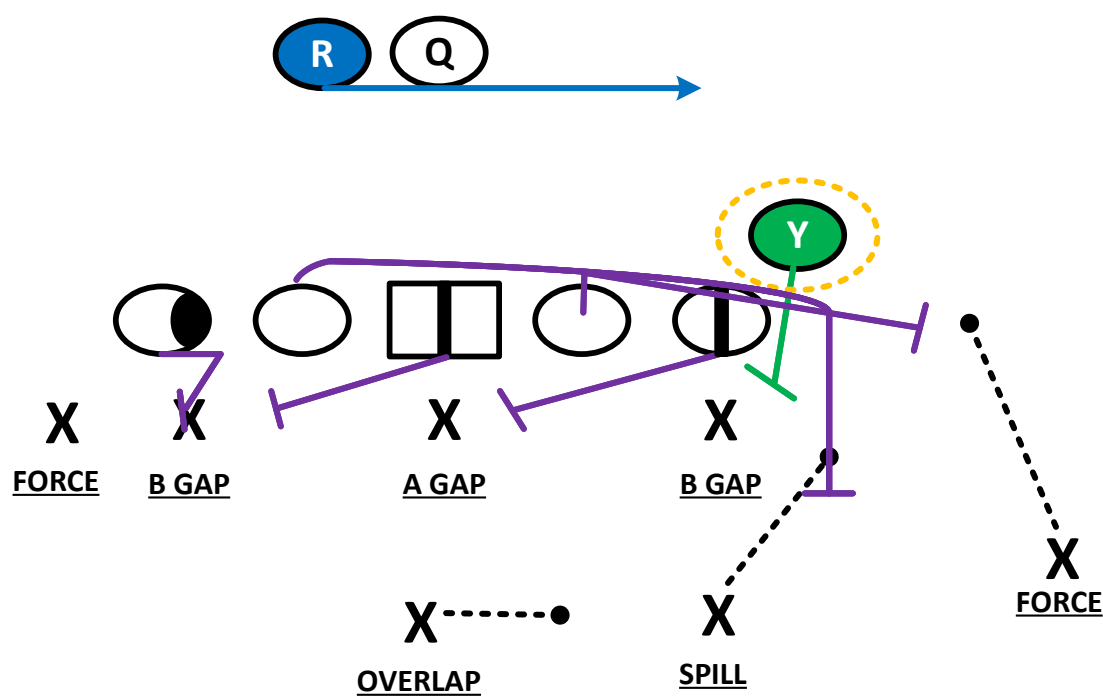
3x1

## SPLIT ZONE = STEP & FALL BACK



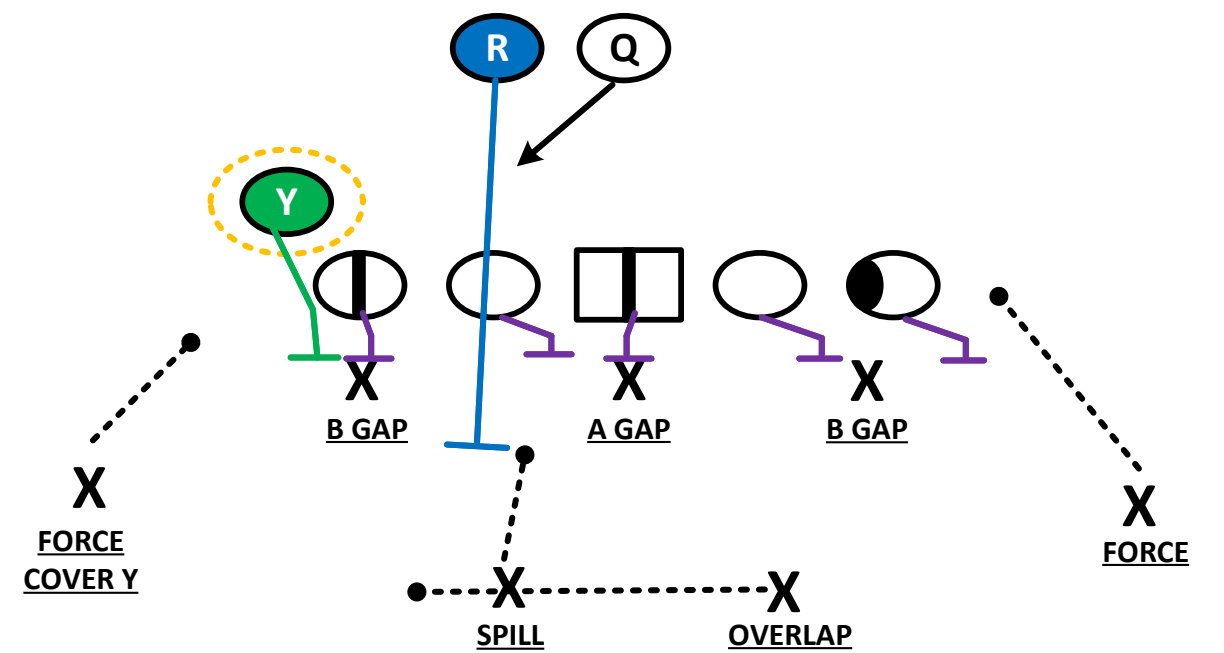
2x2

## GAP (P&P) = SPILL & OVERLAP



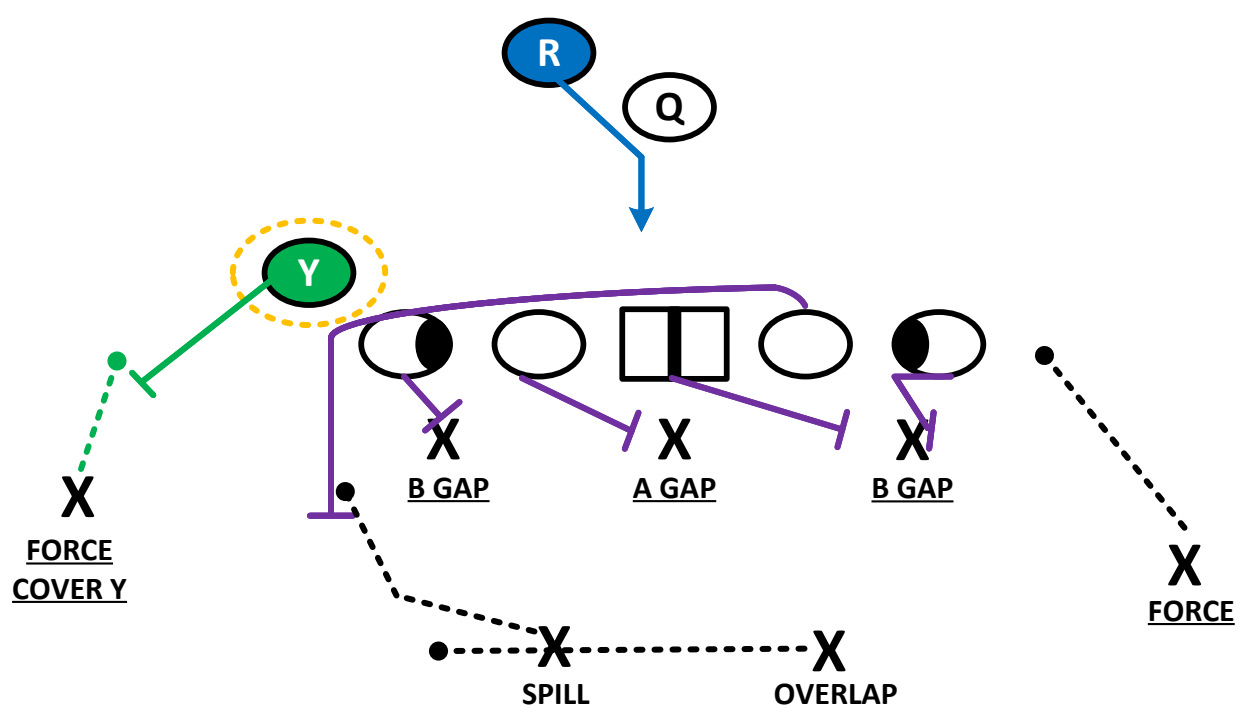
3x1

## LEAD = SPILL & OVERLAP



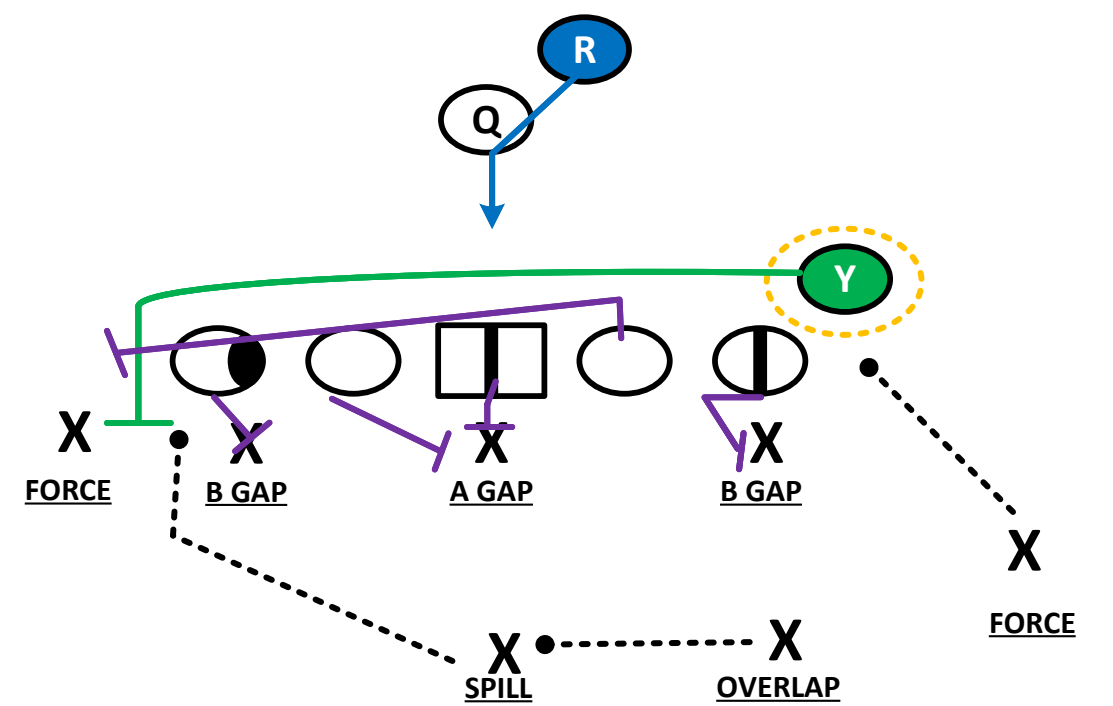
2x2

## GAP (POWER) = SPILL & OVERLAP



2x2

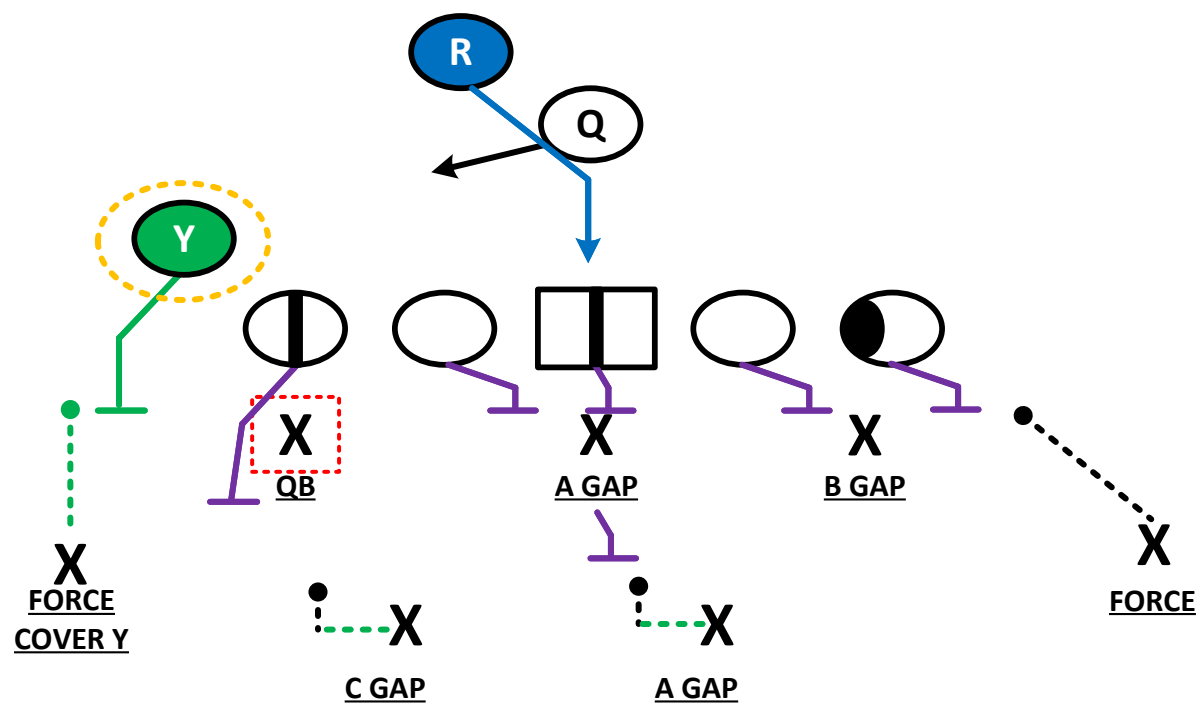
## GAP (COUNTER) = SPILL & OVERLAP



3x1

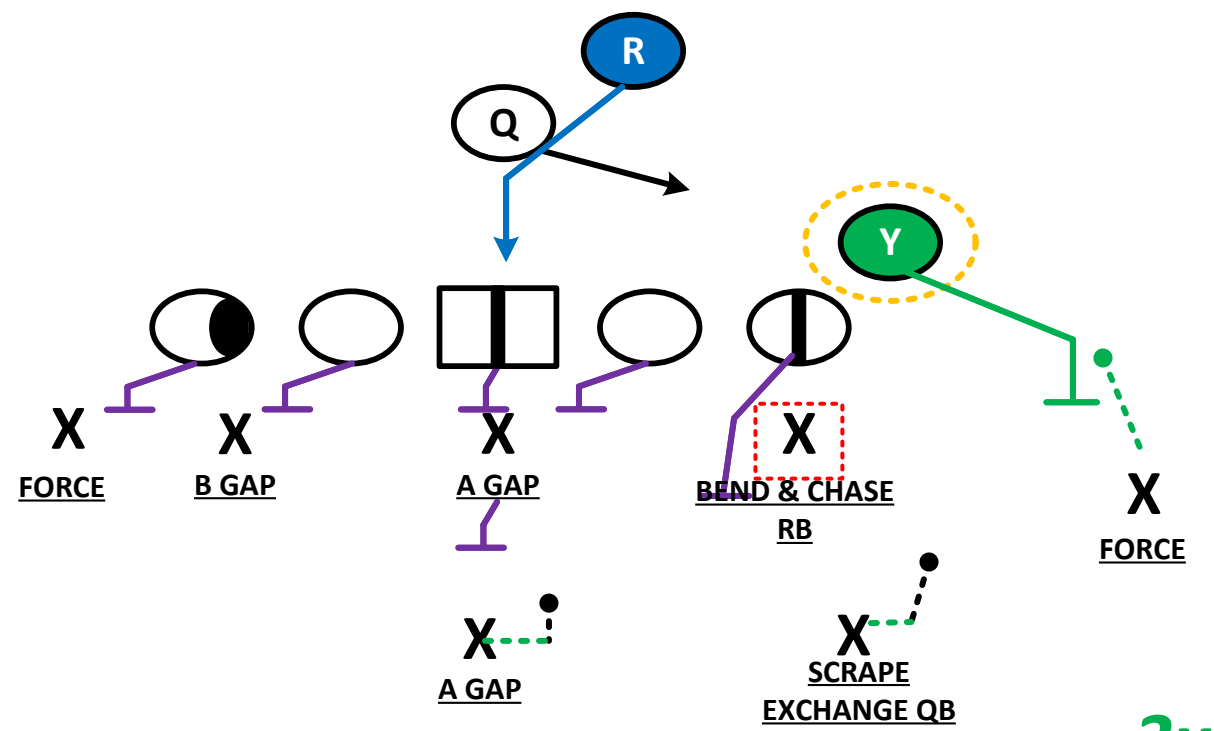
# ODD SPACE – GAPPED OUT (OPTION)

## MIDLINE = SLIDE, STACK, & ROCK BACK



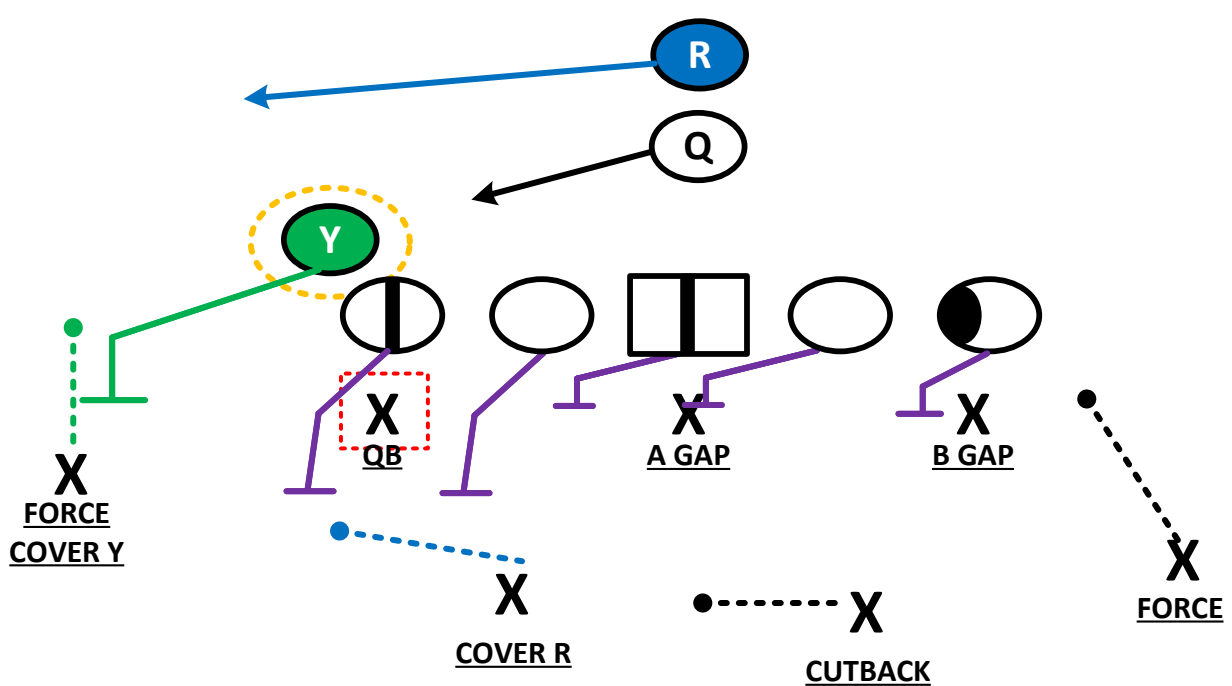
2x2

## IZR = SLIDE, STACK, & ROCK BACK



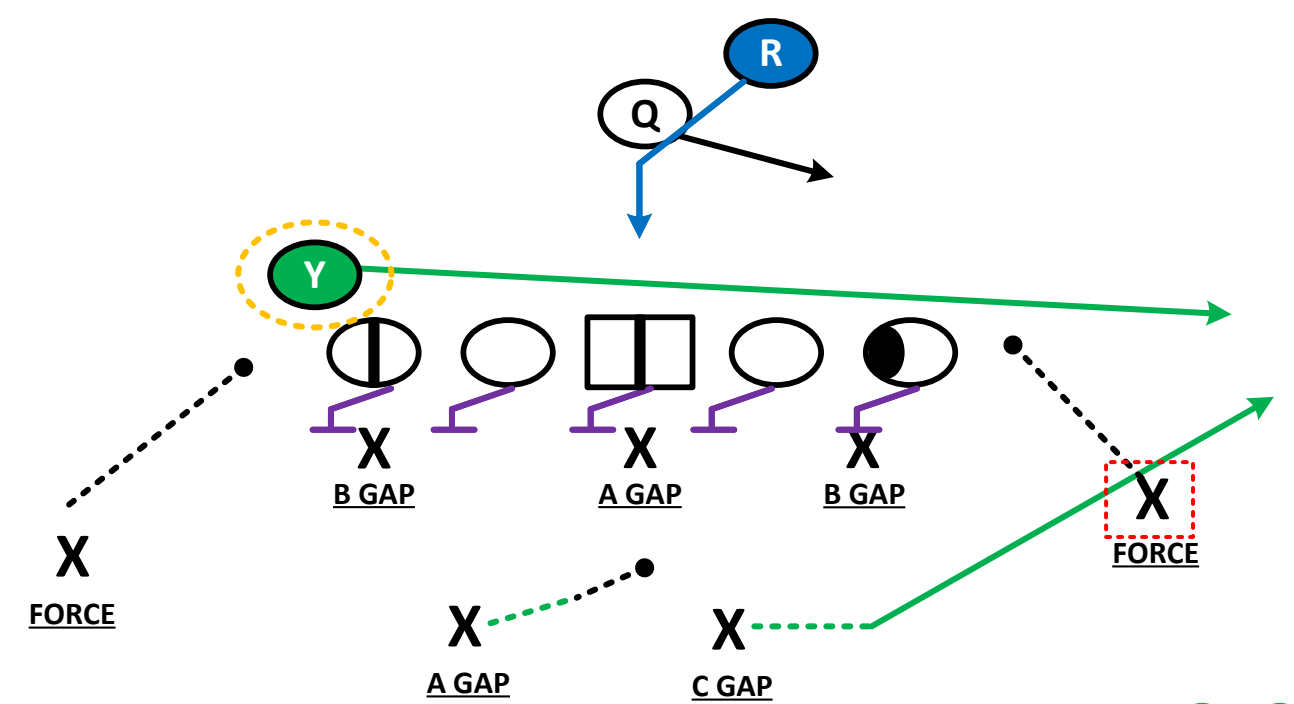
3x1

## SPEED OPTION = COVER YOUR MAN



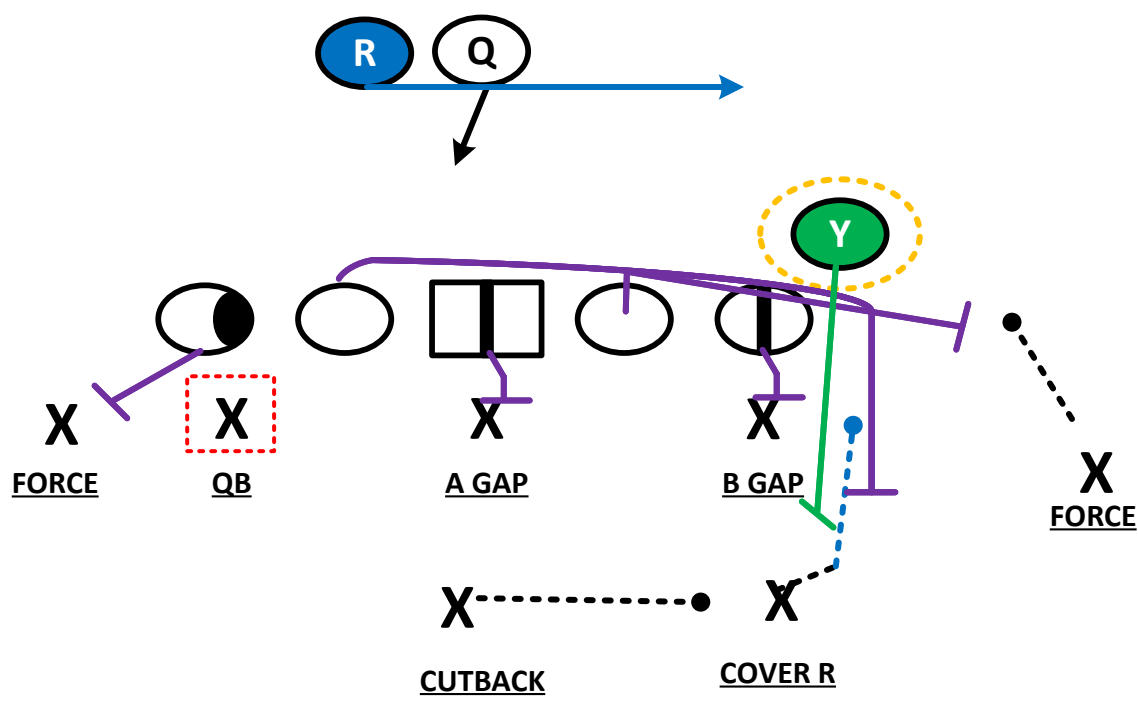
2x2

## SPLIT ZONE TRIPLE = COVER YOUR MAN



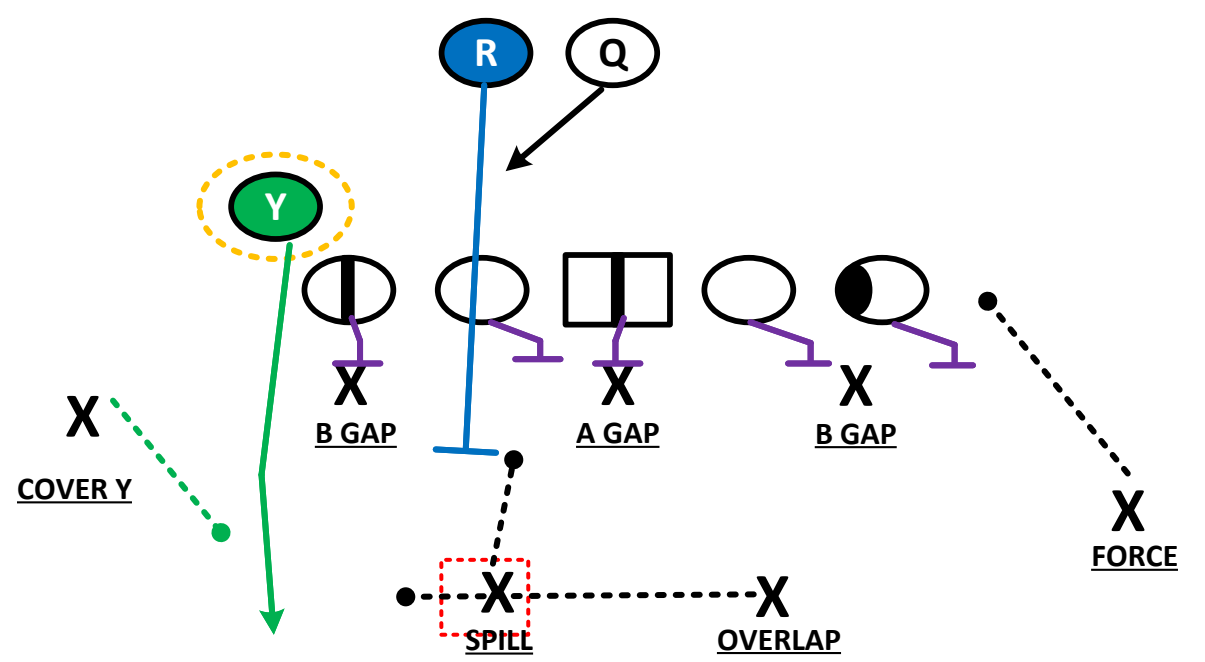
2x2

## MIDLINE P&P = COVER YOUR MAN



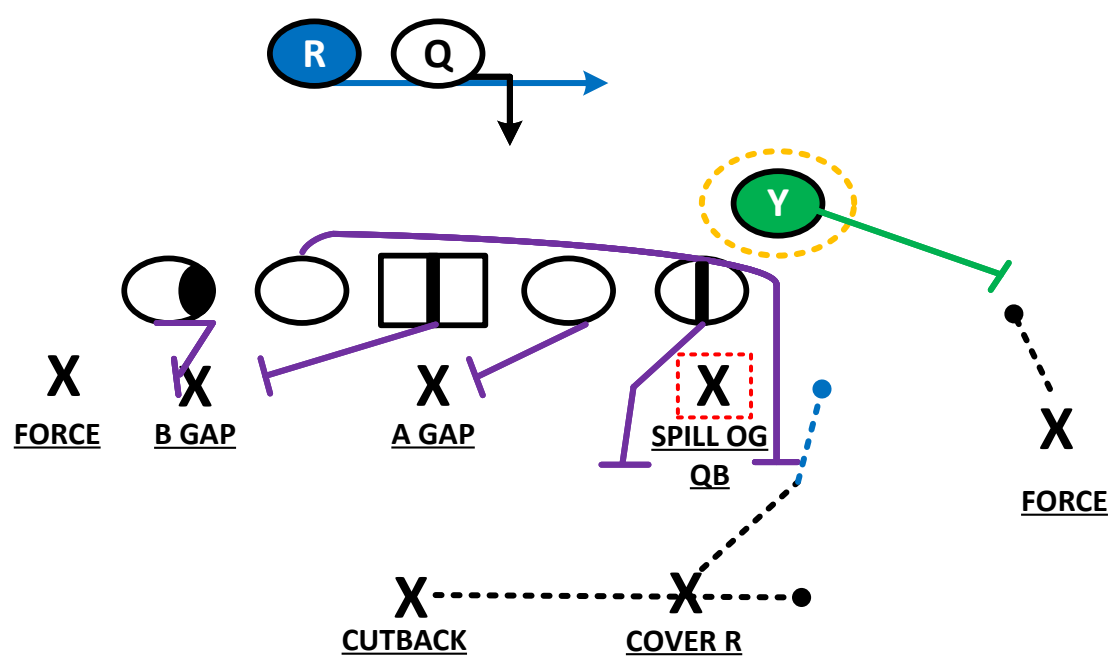
3x1

## LEAD Y POP RPO = SPILL & OVERLAP



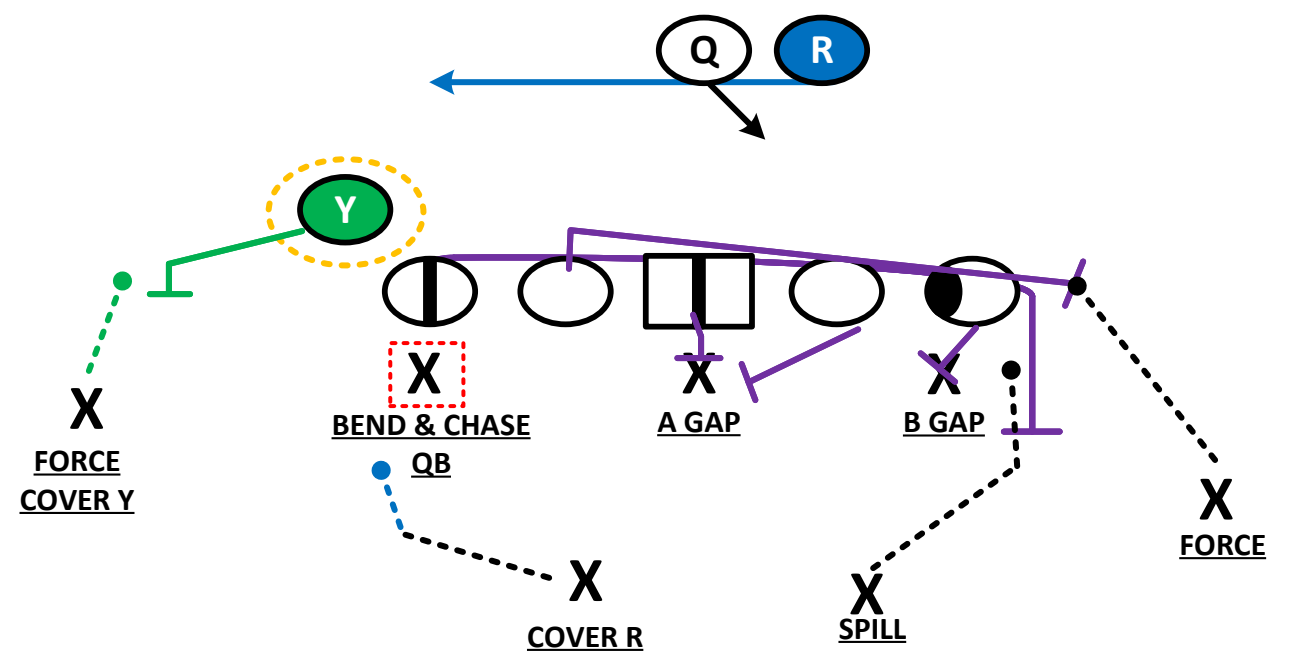
2x2

## GAP (POWER READ) = COVER YOUR MAN



3x1

## GAP (COUNTER READ) = COVER YOUR MAN



2x2