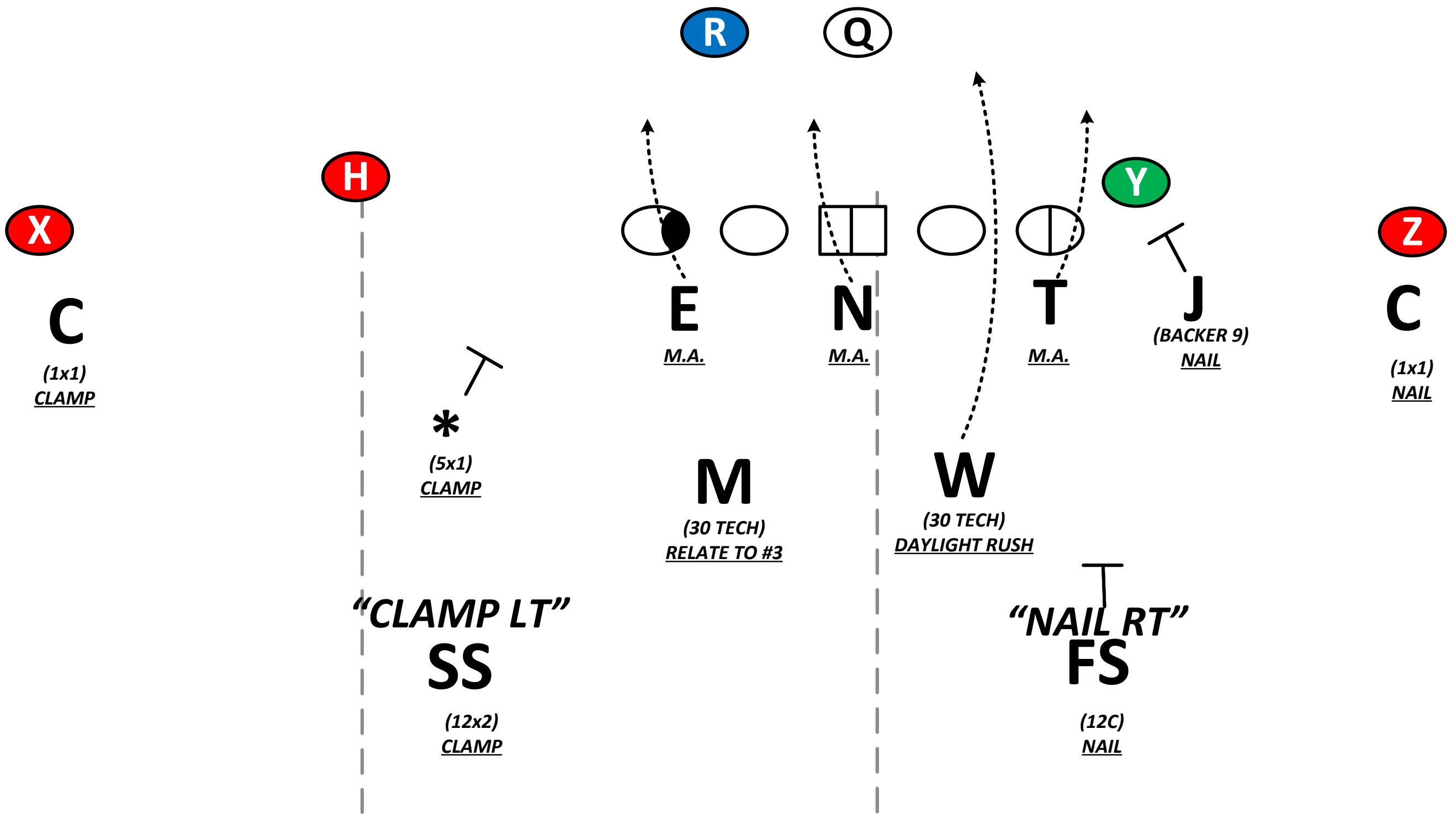
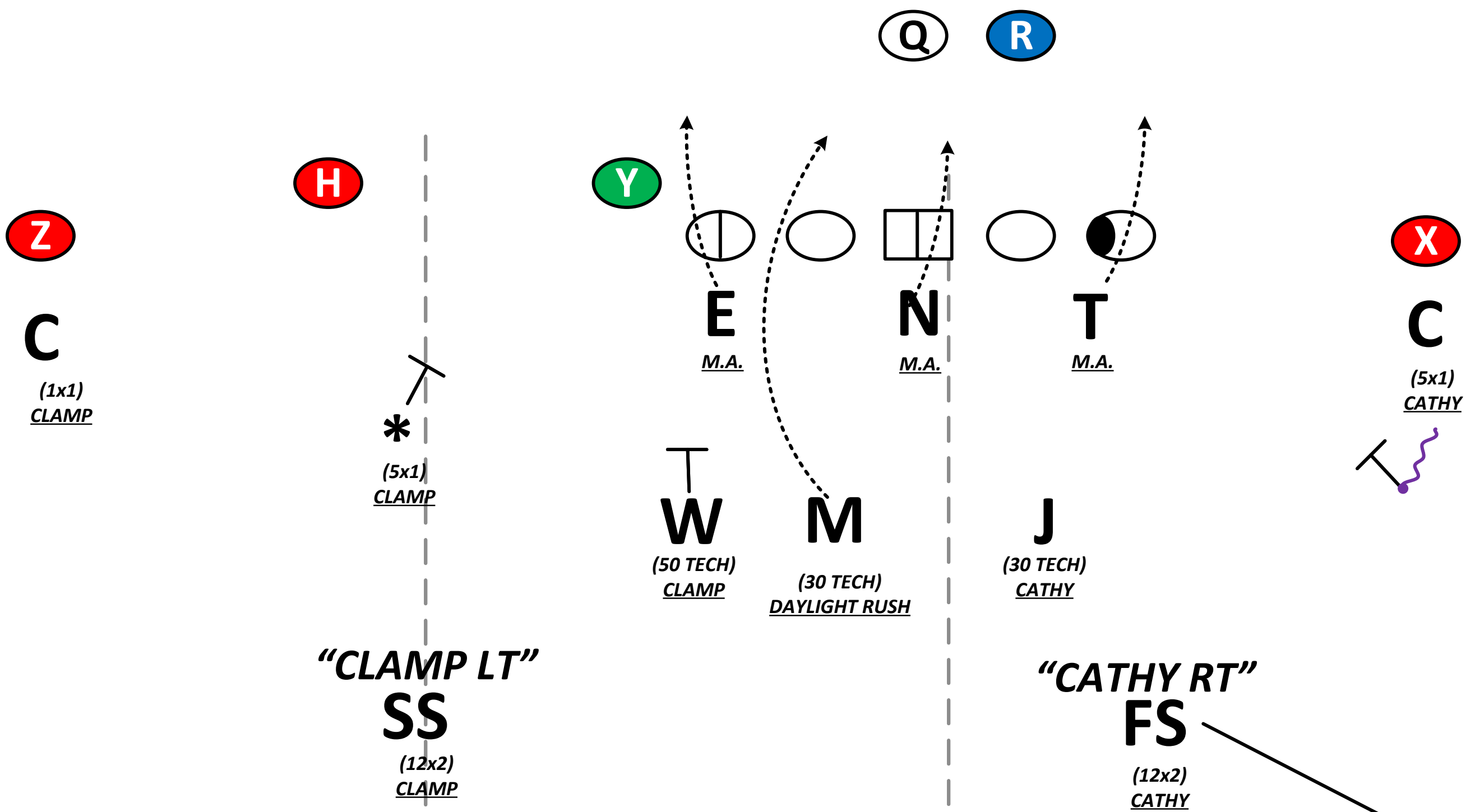


ODD SPACE – MAX FITS

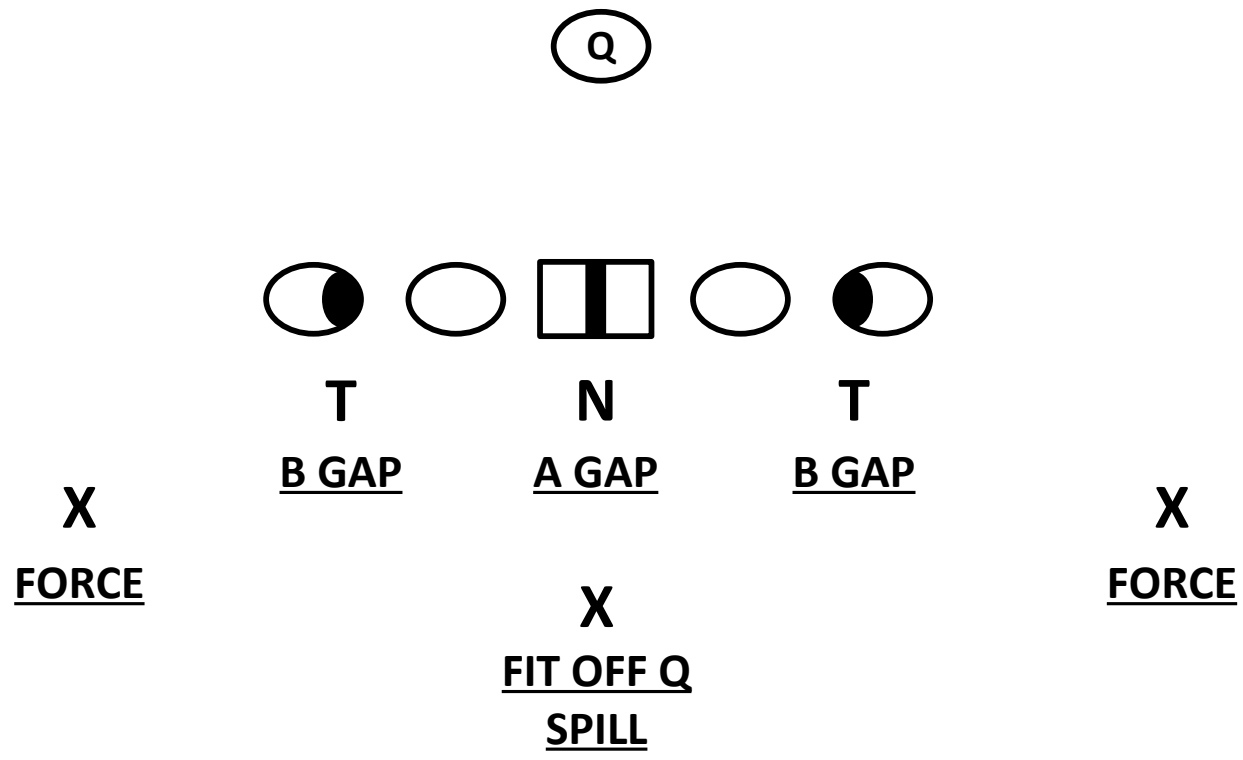
EYES 4



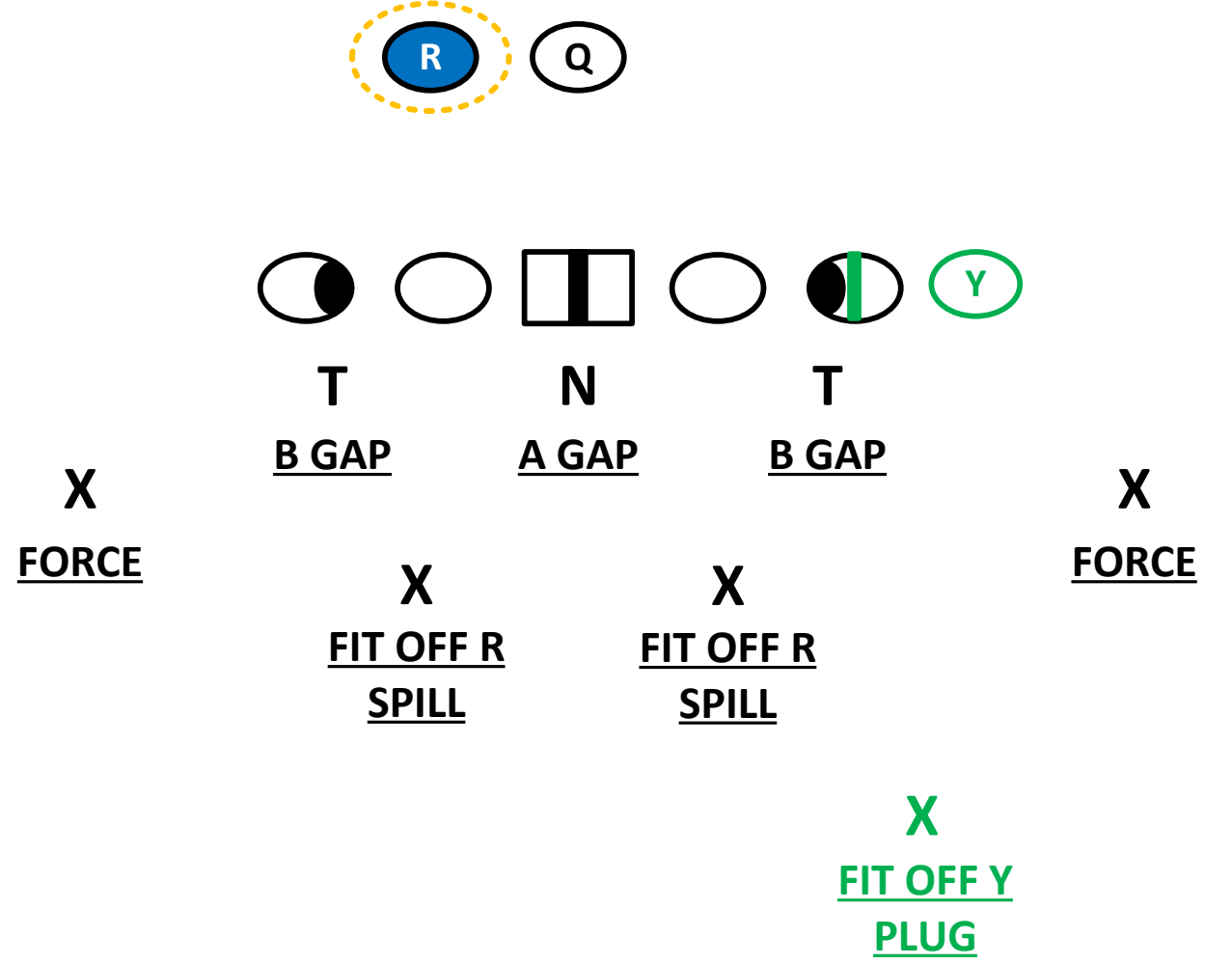
EYES 4



0 BACK = FIT OFF Q

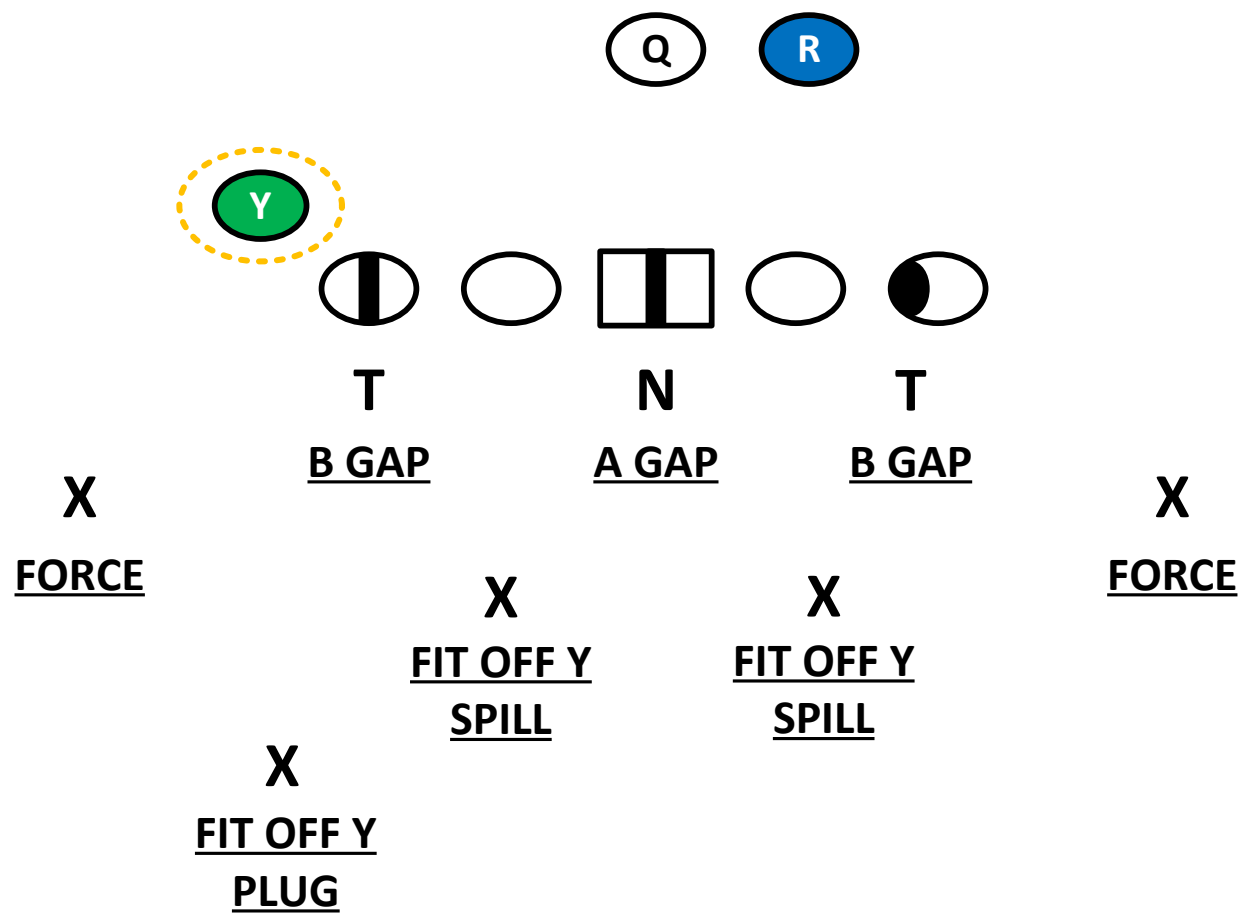


1 BACK and Y ON = FIT OFF RB



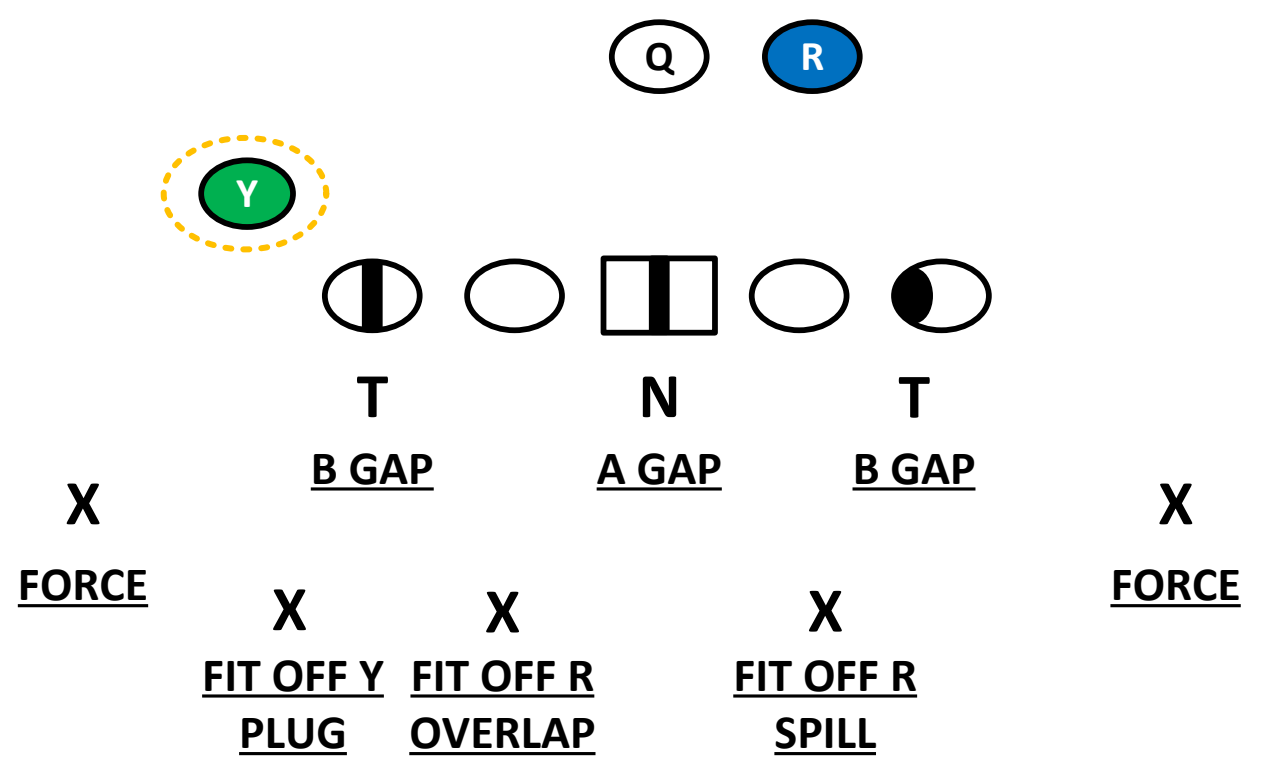
2 BACK = FIT OFF Y or F

2x2

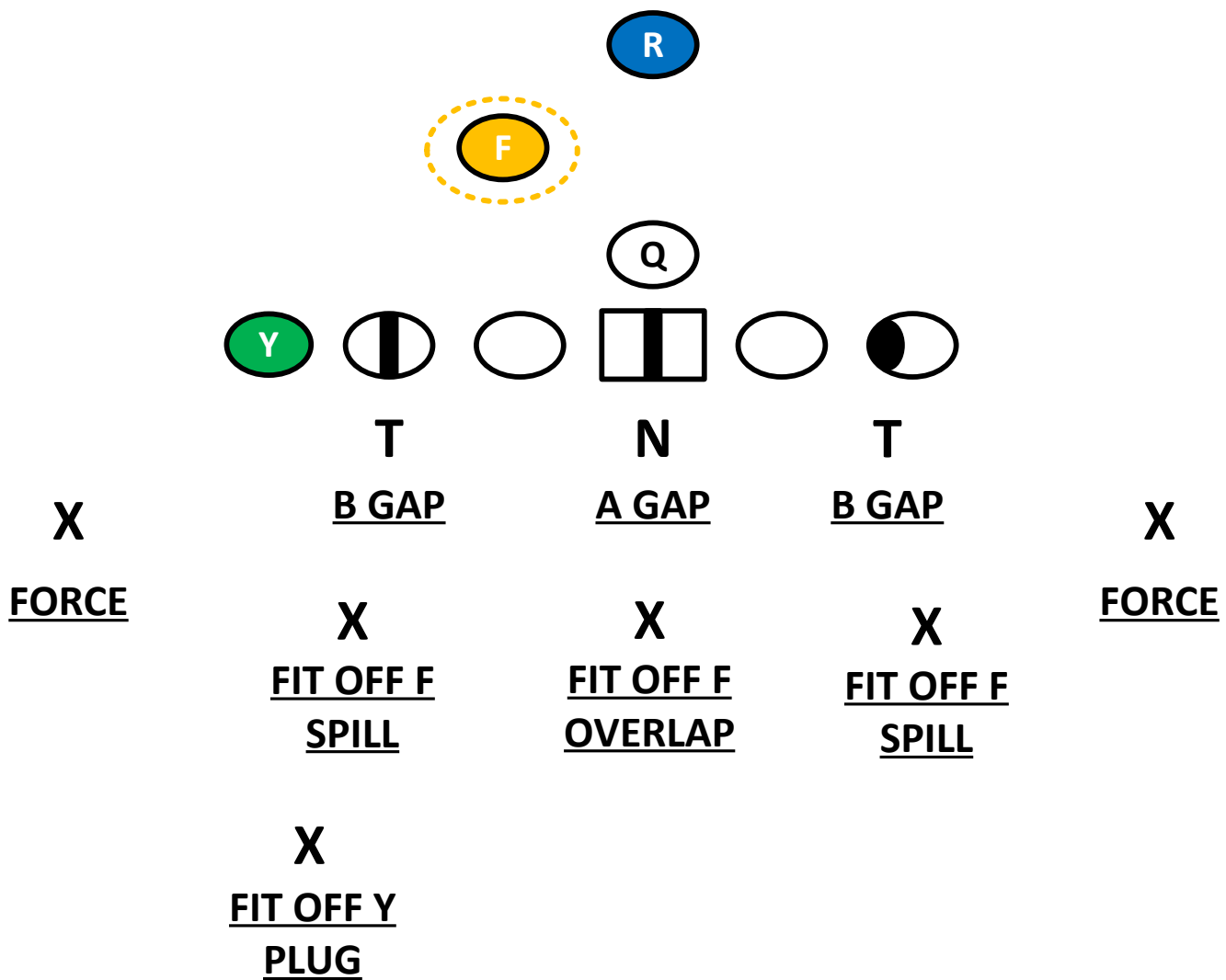


2 BACK = FIT OFF Y or F

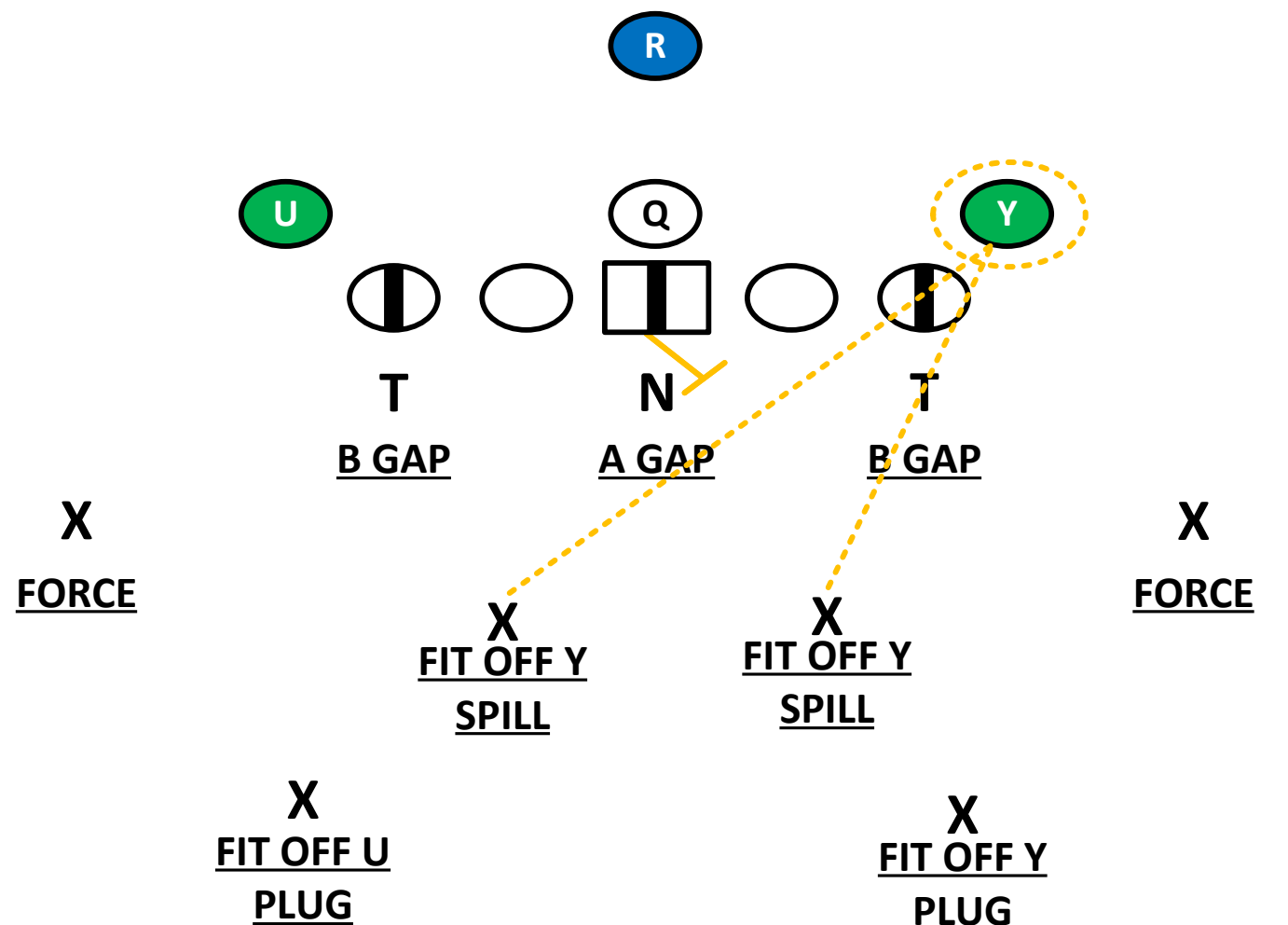
3x1



2 BACK = FIT OFF Y or F

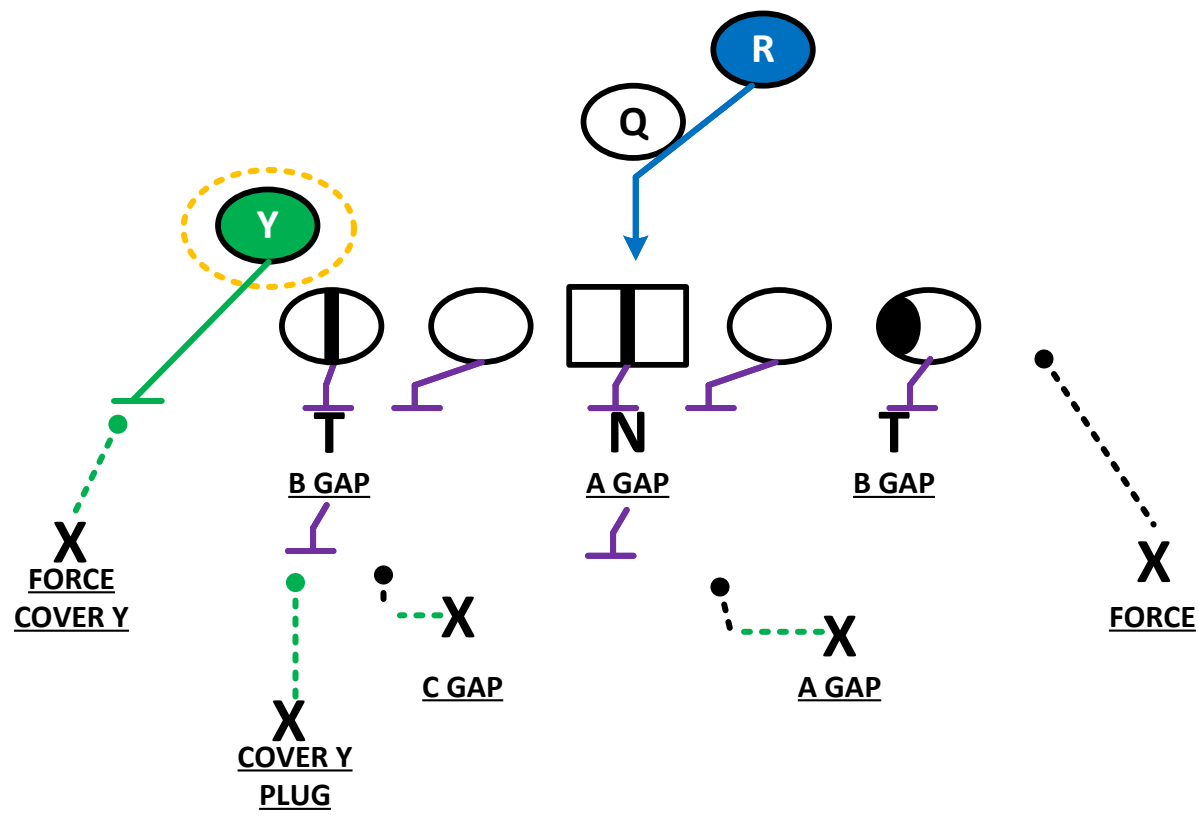


3 BACK = FIT OFF POST SNAP INDICATOR



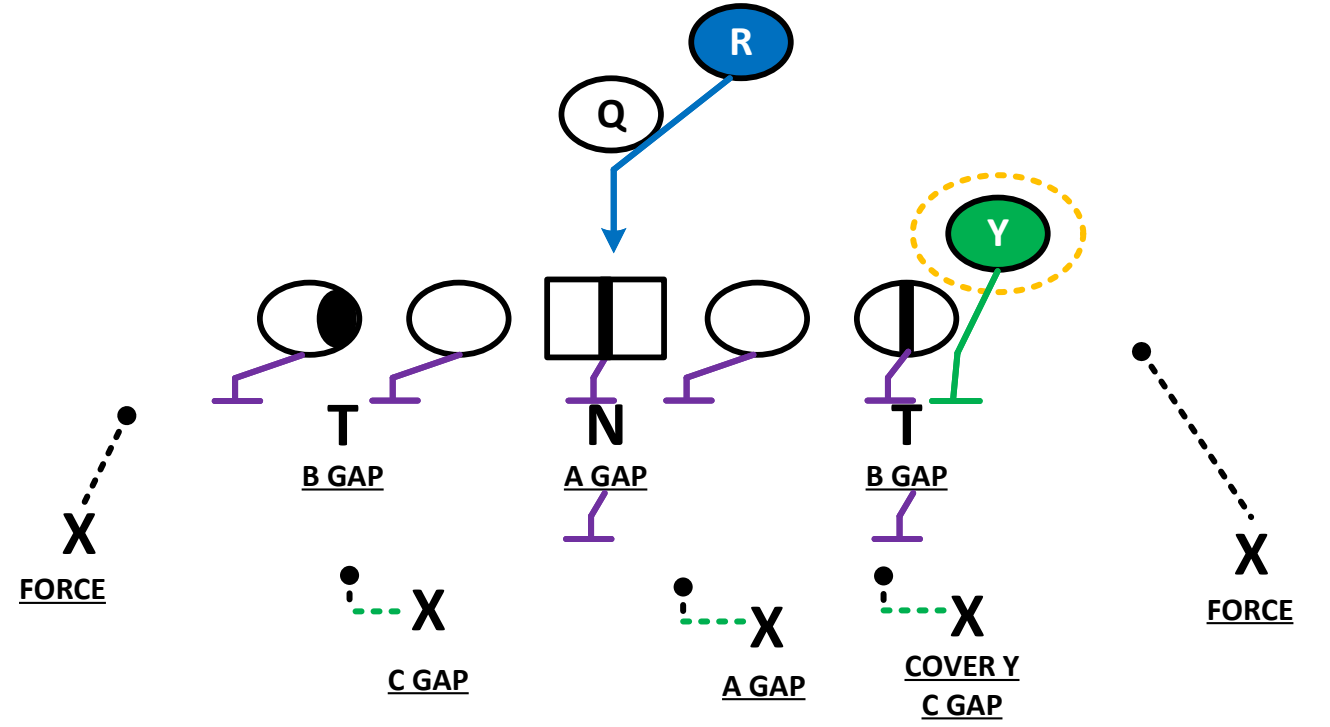
ODD SPACE - MAX FITS

IZ = SLIDE, STACK



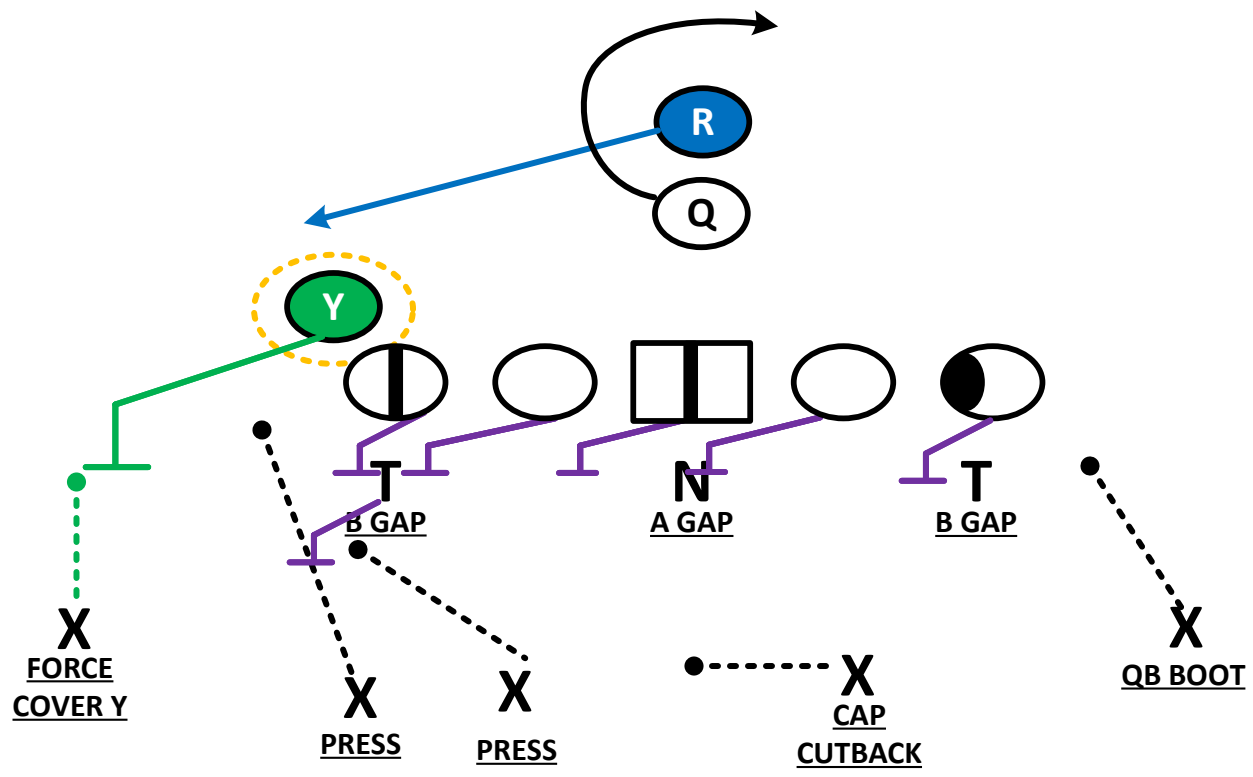
2x2

IZ/DUO = SLIDE, STACK



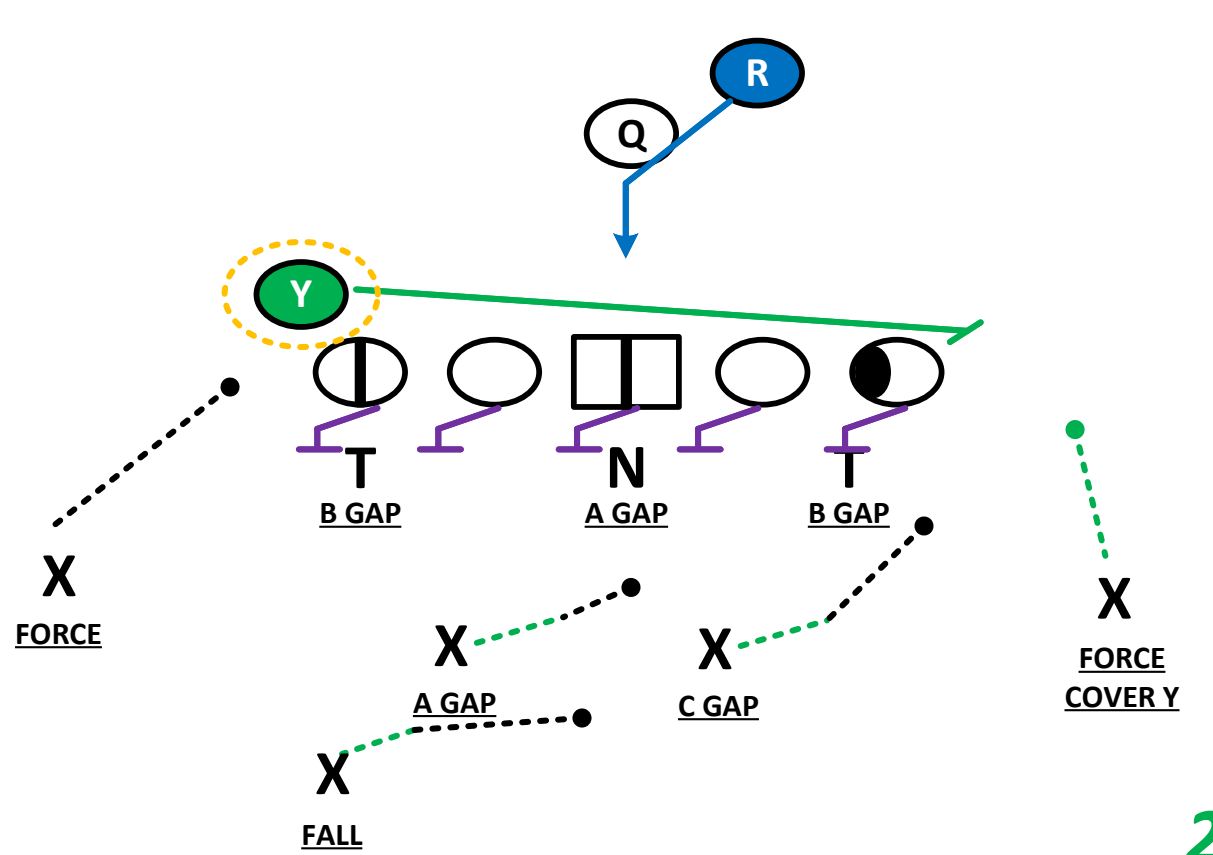
3x1

OZ = PRESS & CAP



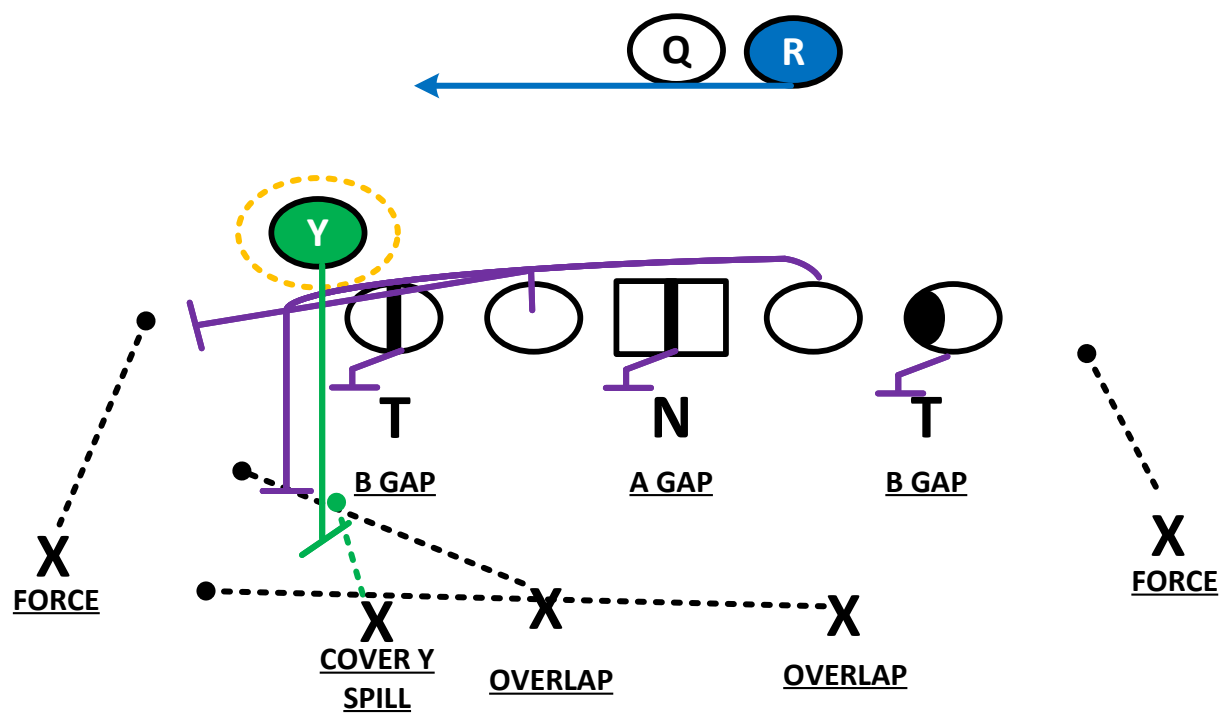
3x1

SPLIT ZONE = STEP & FALL BACK



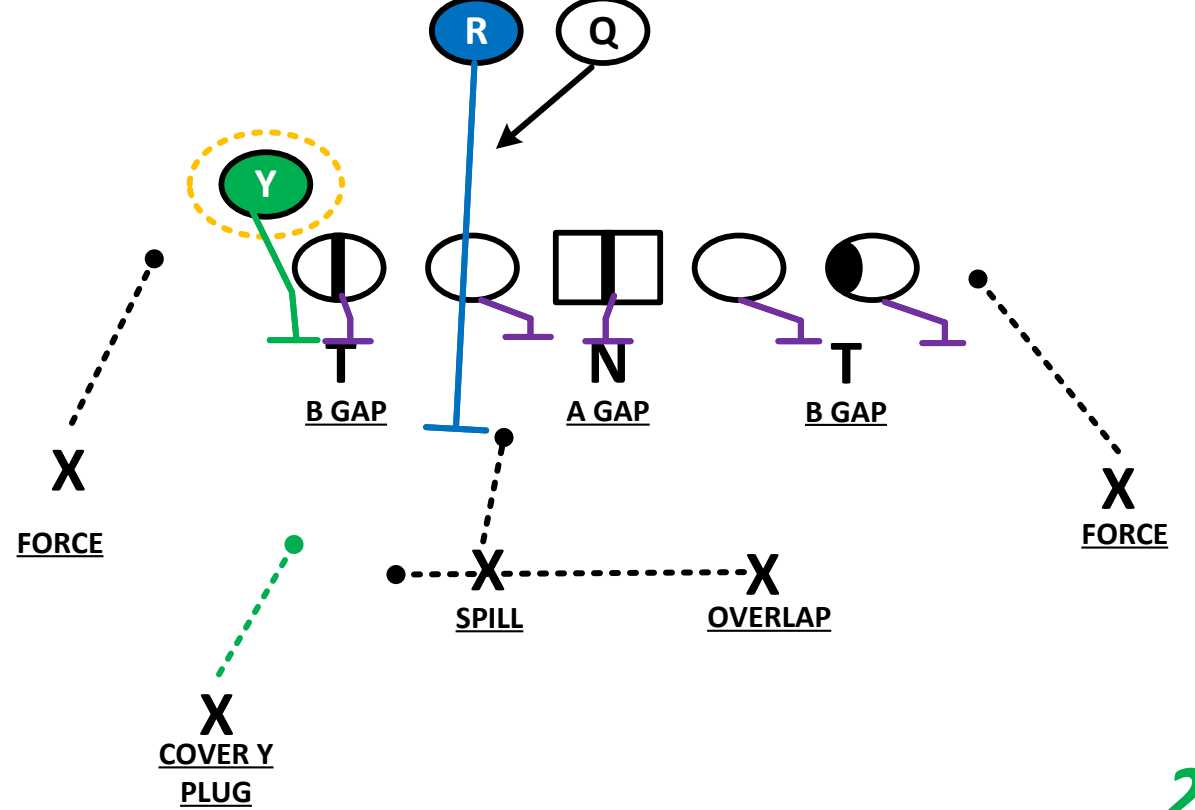
2x2

GAP (P&P) = SPILL & OVERLAP



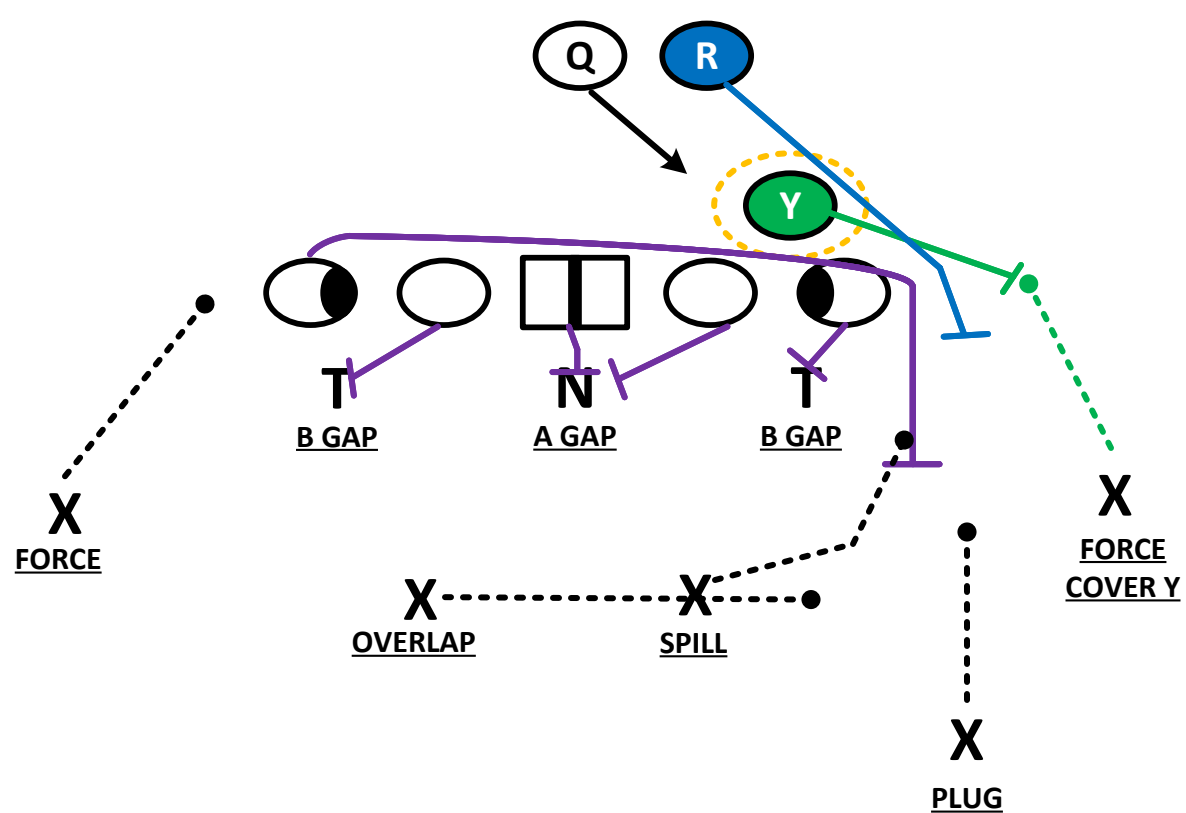
3x1

LEAD = SPILL & OVERLAP



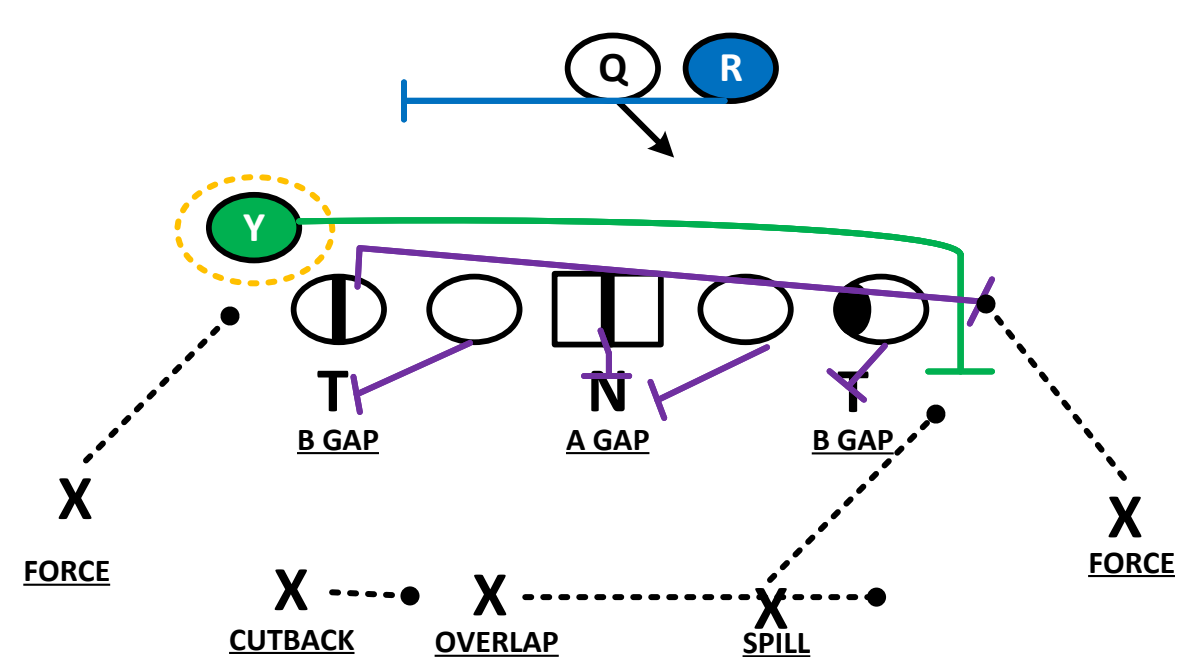
2x2

GAP (POWER) = SPILL & OVERLAP



2x2

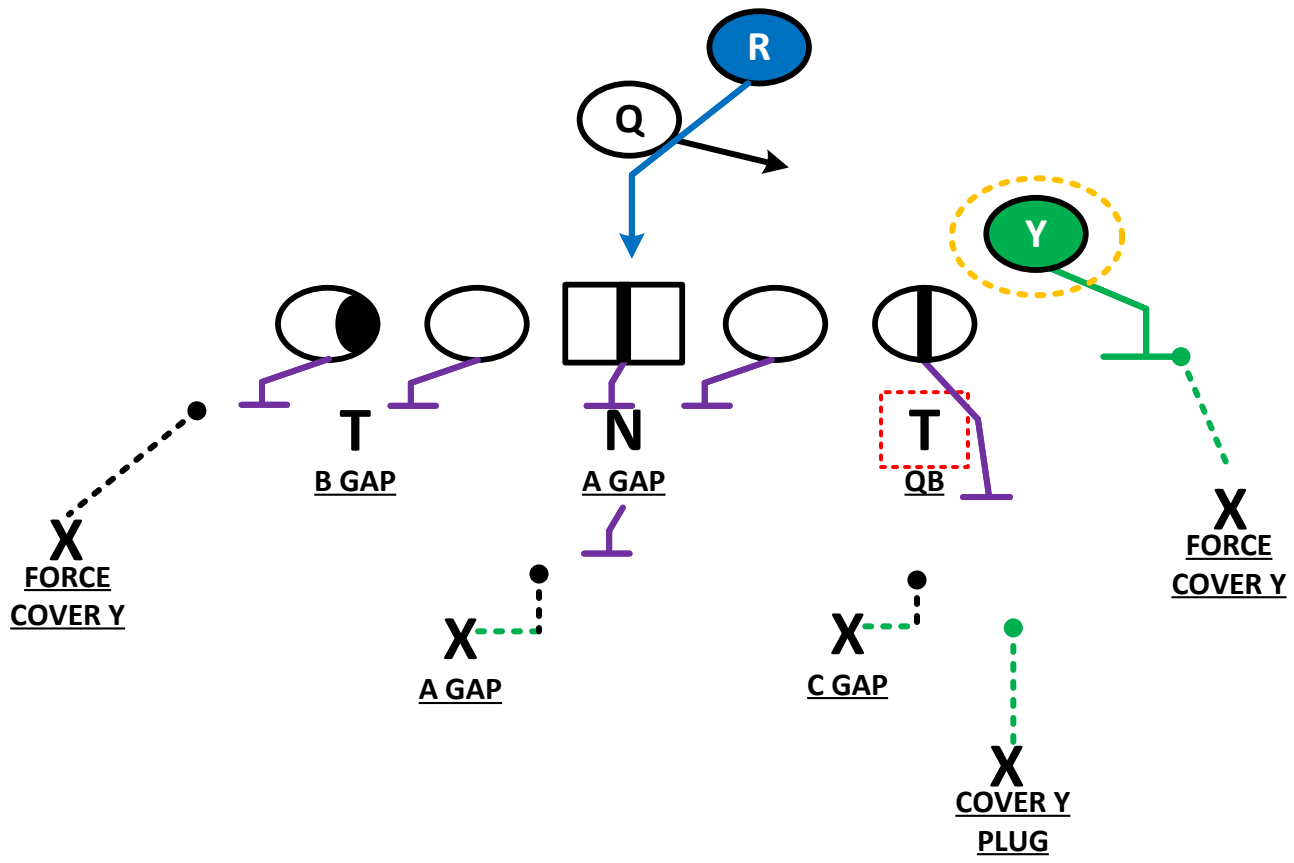
GAP (COUNTER) = SPILL & OVERLAP



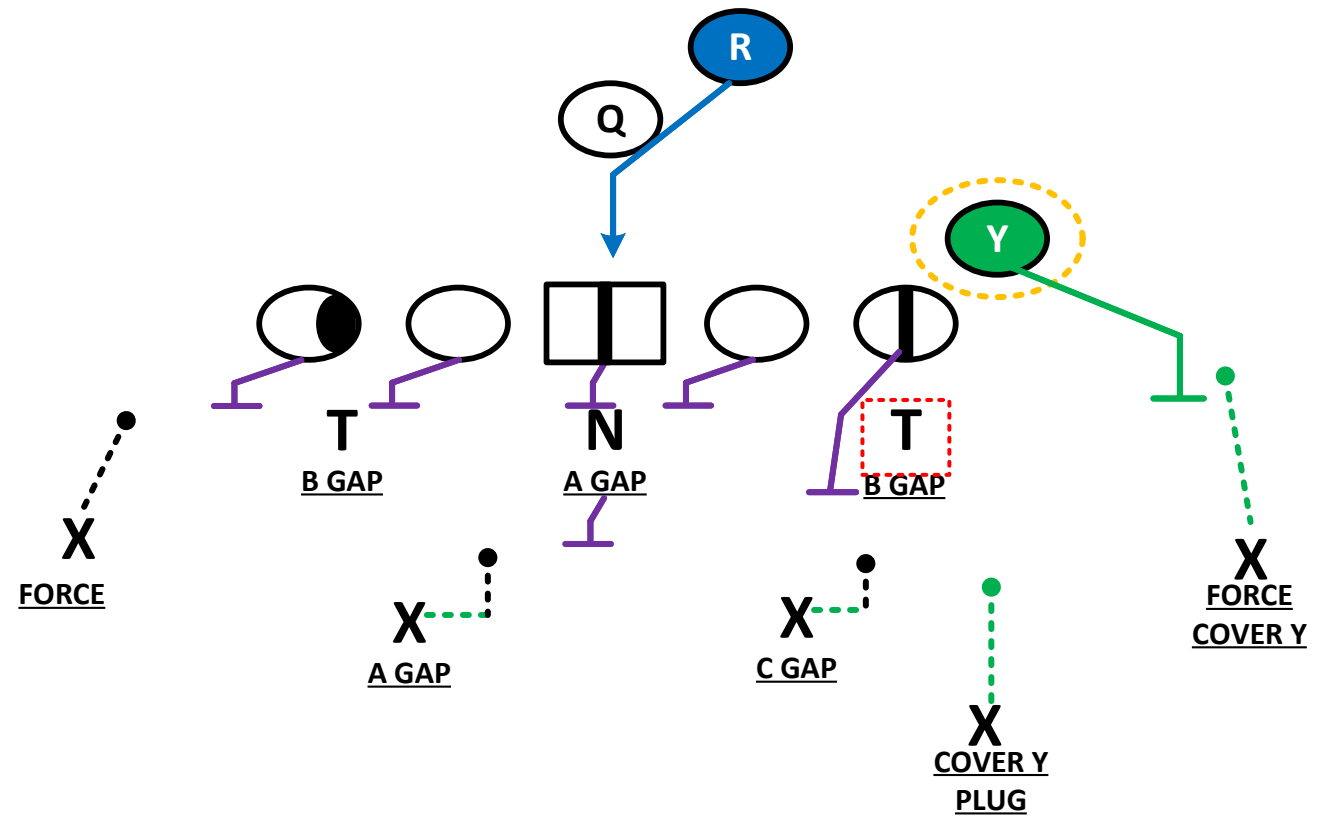
3x1

ODD SPACE – MAX FITS (OPTION)

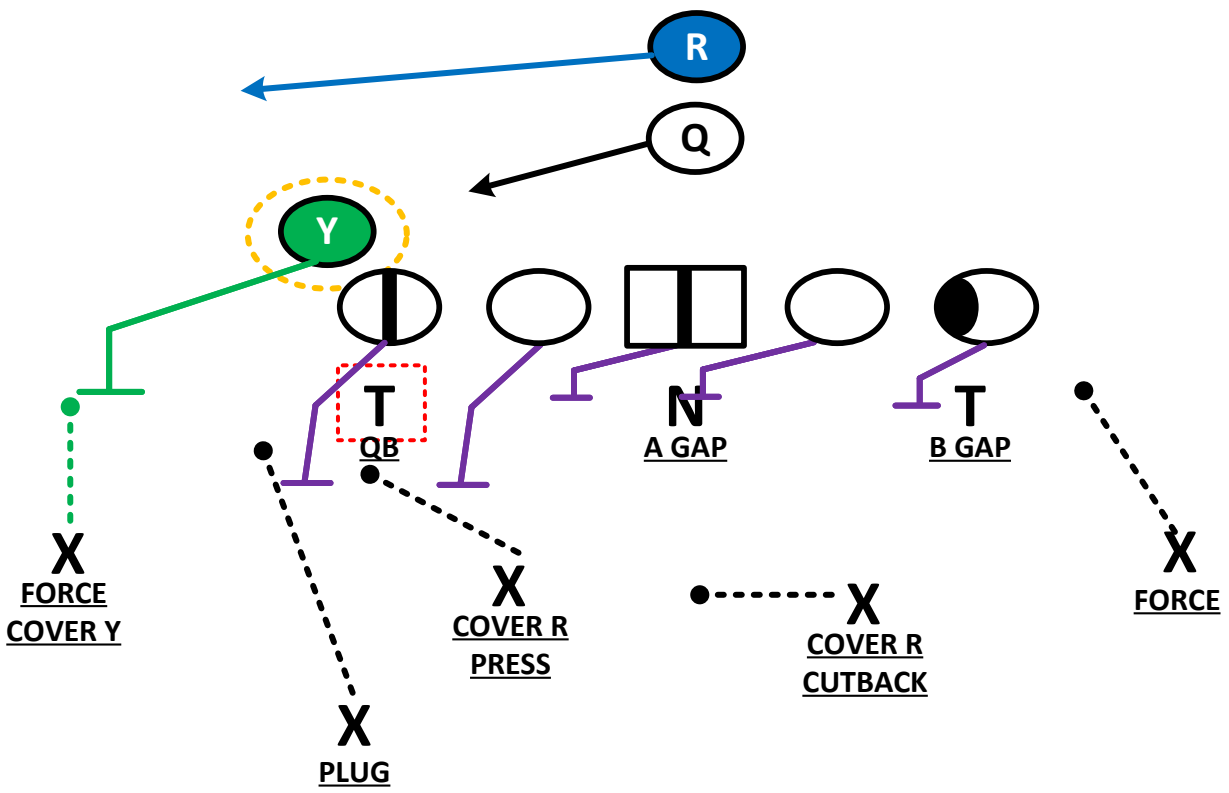
MIDLINE = SLIDE, STACK, & ROCK BACK



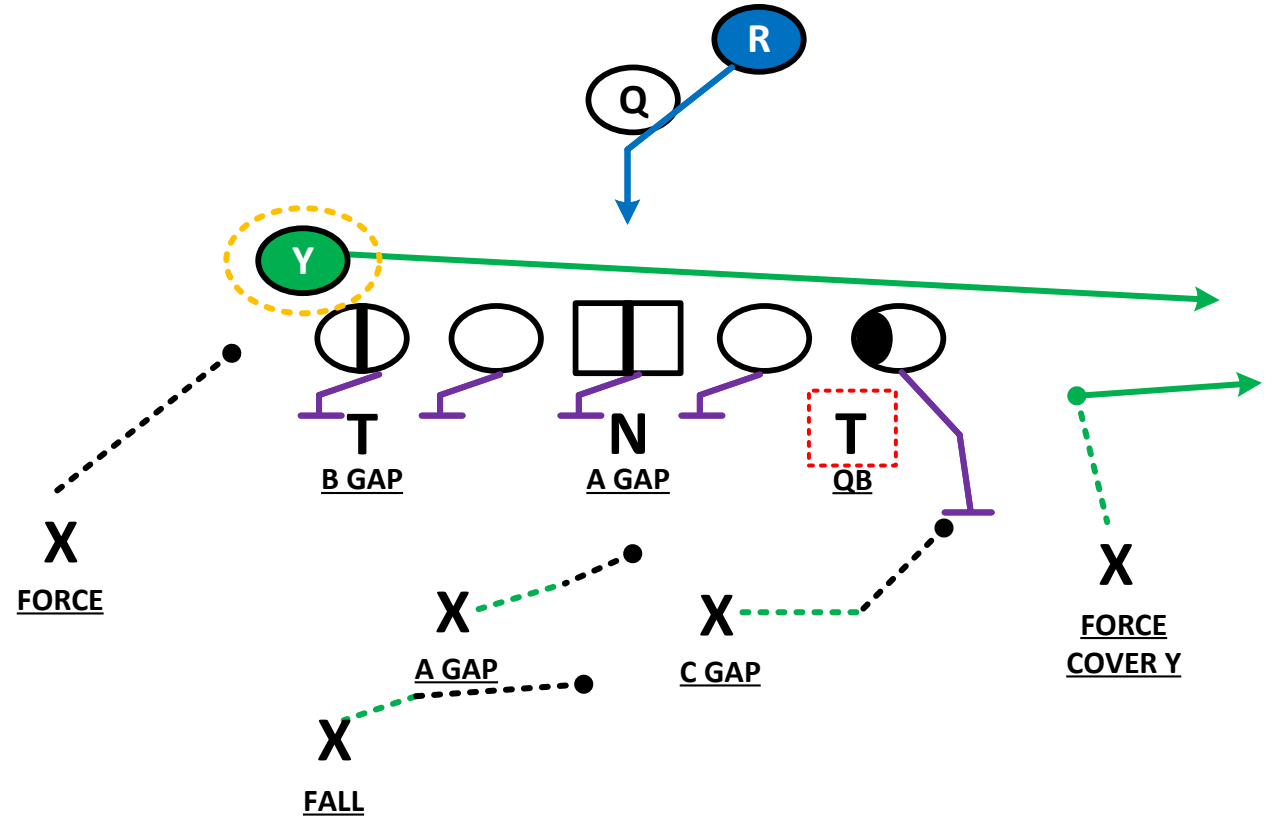
IZR = SLIDE, STACK, & ROCK BACK



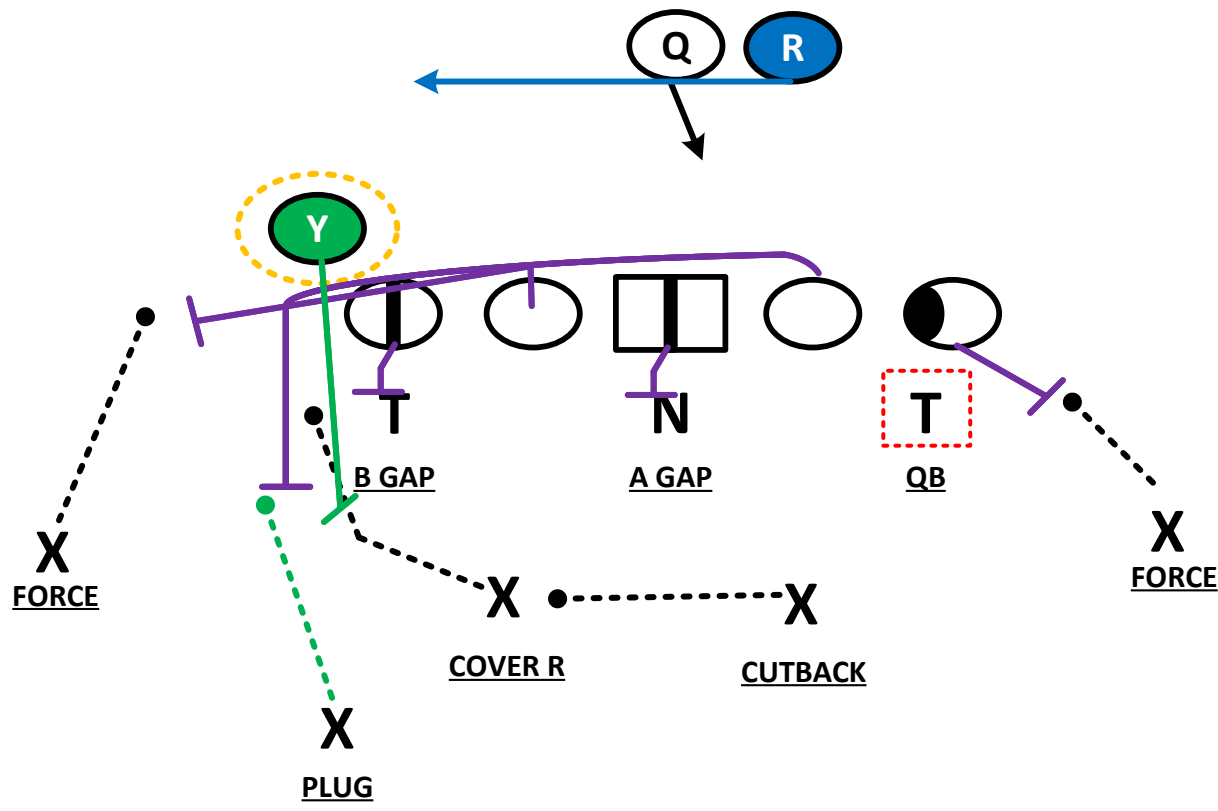
SPEED OPTION = COVER YOUR MAN



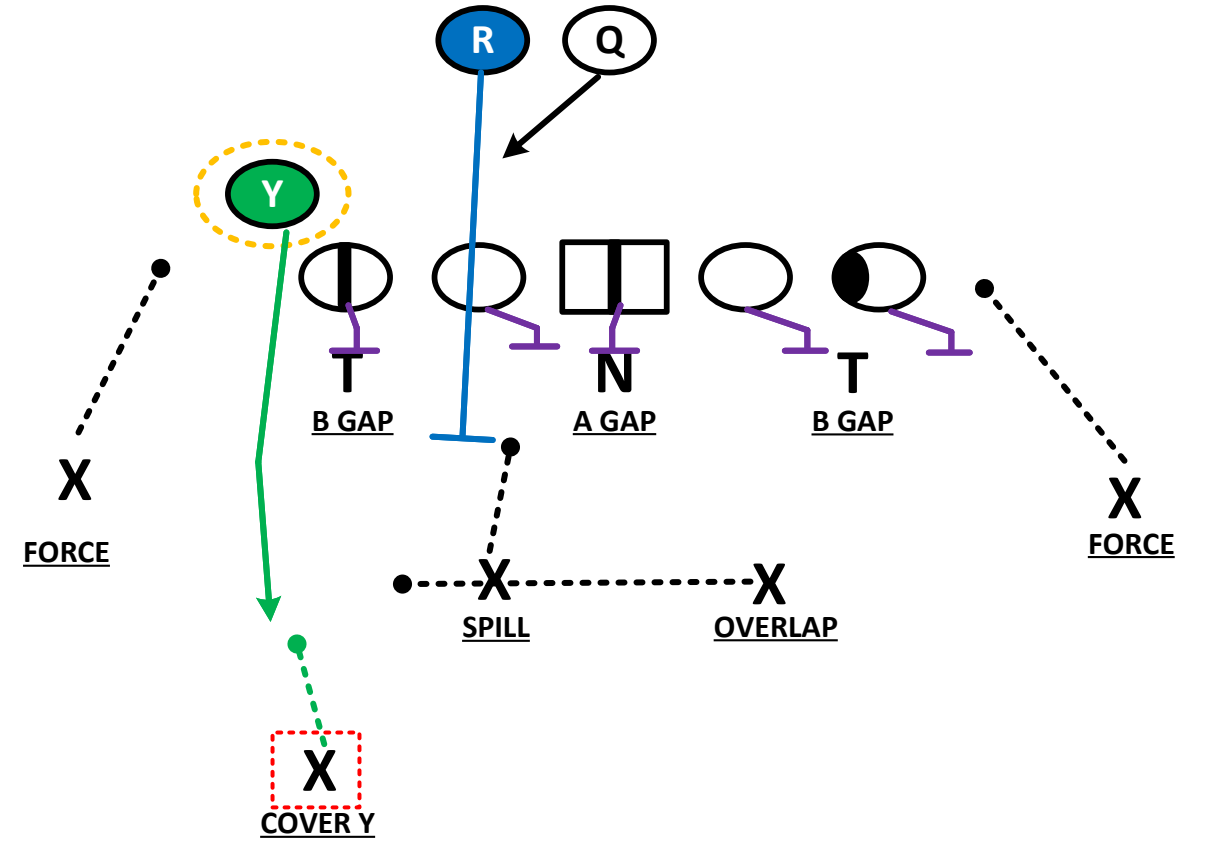
SPLIT ZONE TRIPLE = COVER YOUR MAN



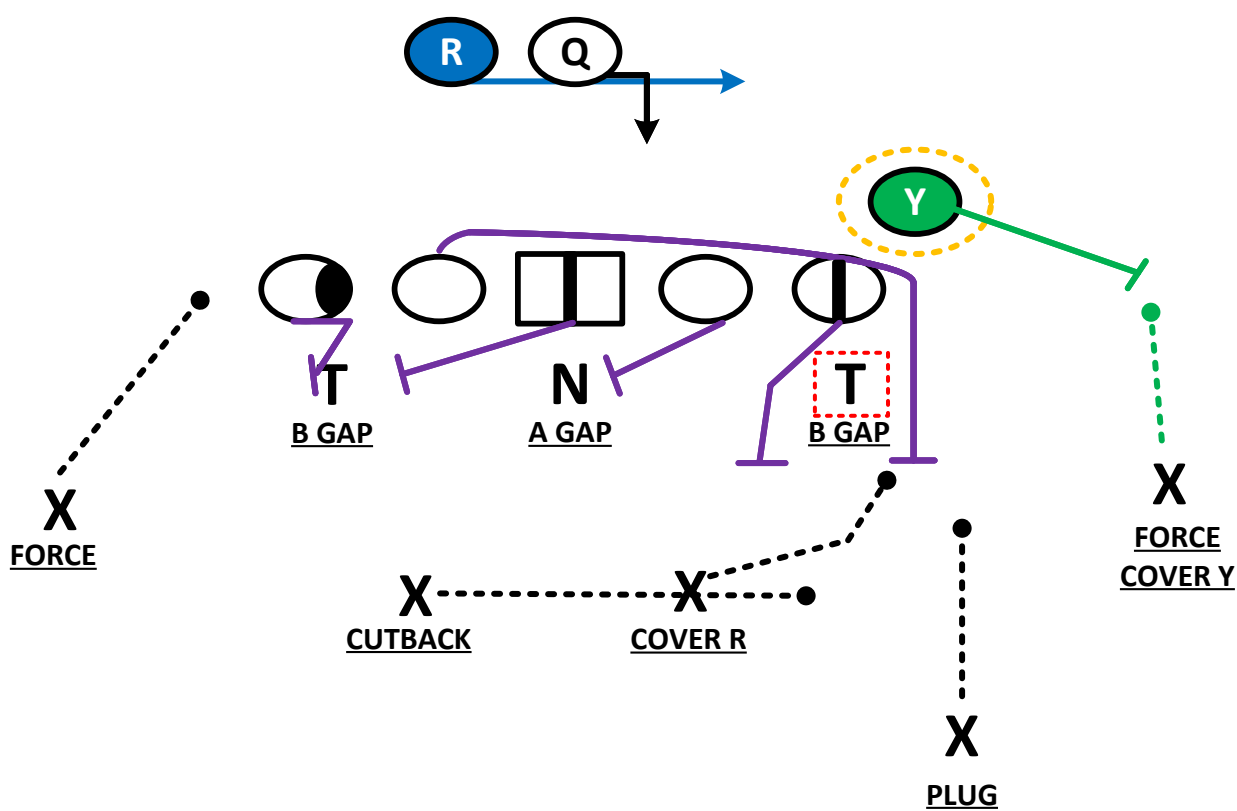
MIDLINE P&P = COVER YOUR MAN



LEAD Y POP RPO = SPILL & OVERLAP



GAP (POWER READ) = COVER YOUR MAN



GAP (COUNTER READ) = COVER YOUR MAN

