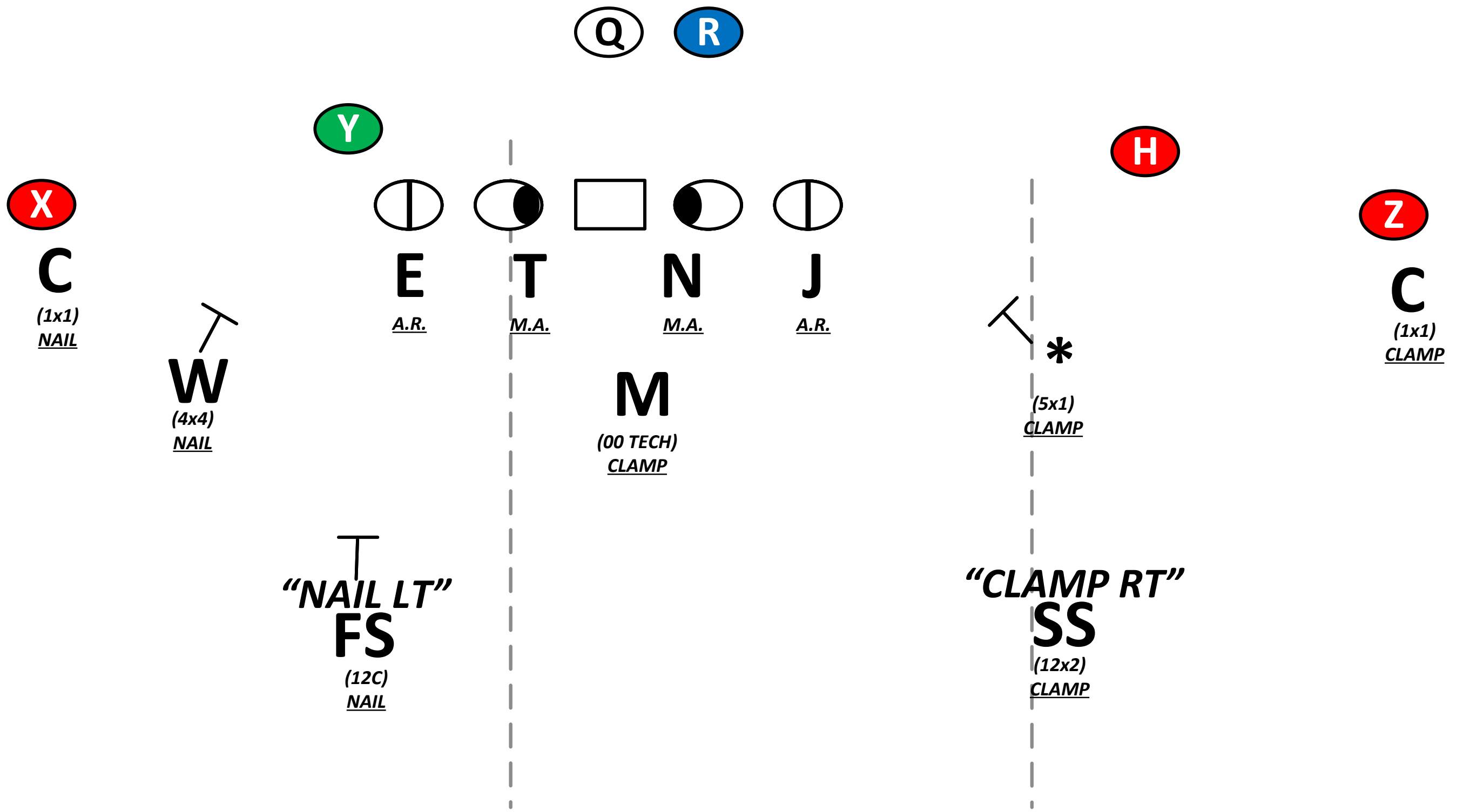
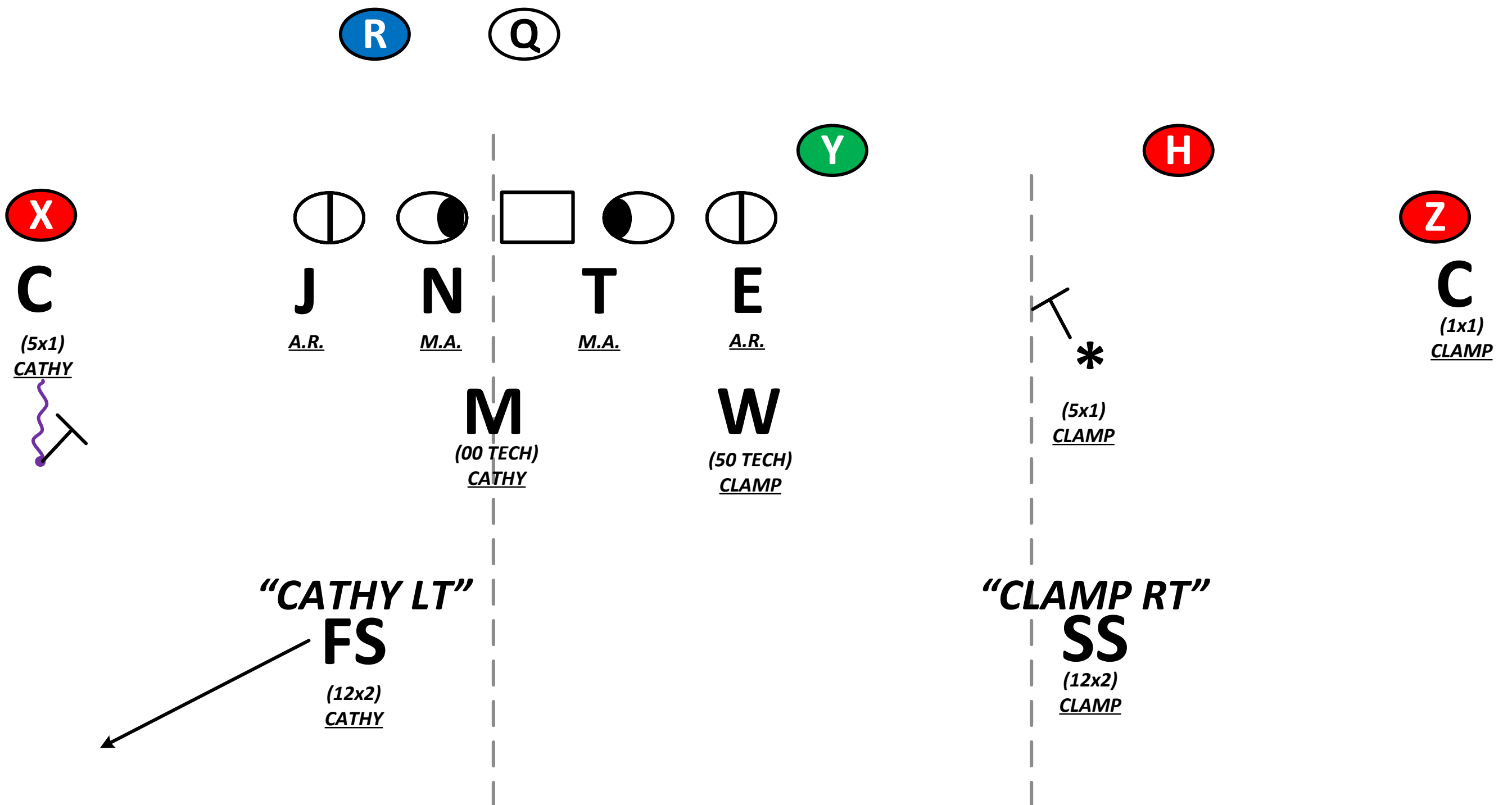


# EVEN SPACE – MAX FITS

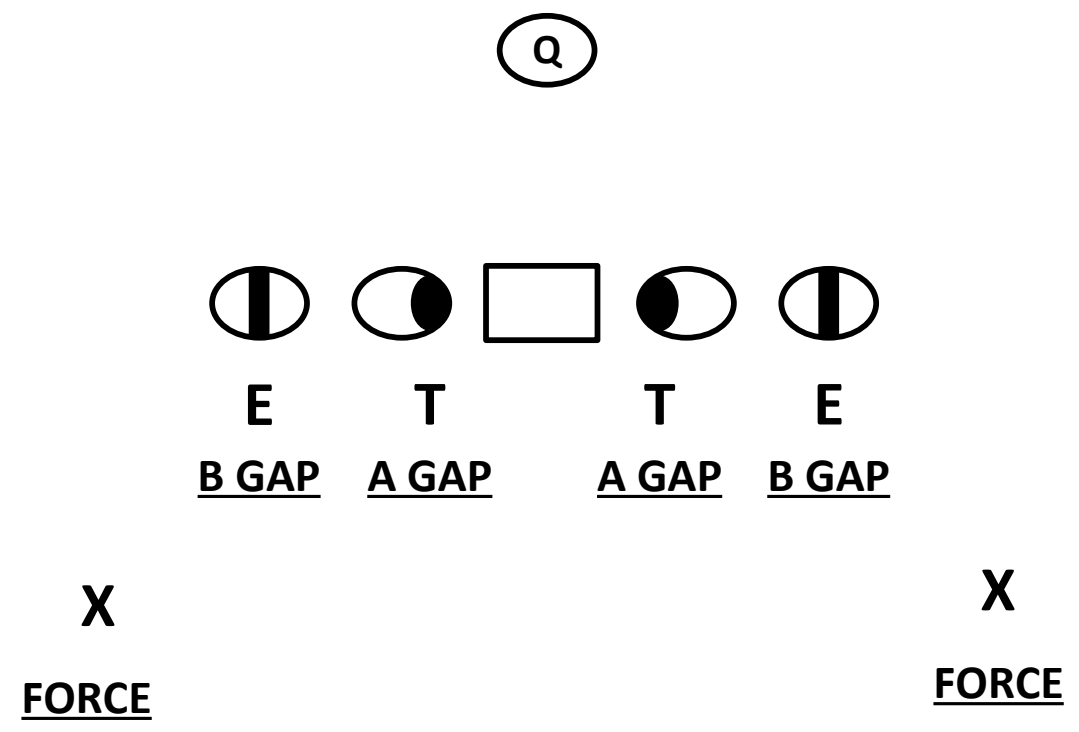
## GIN HOT 4



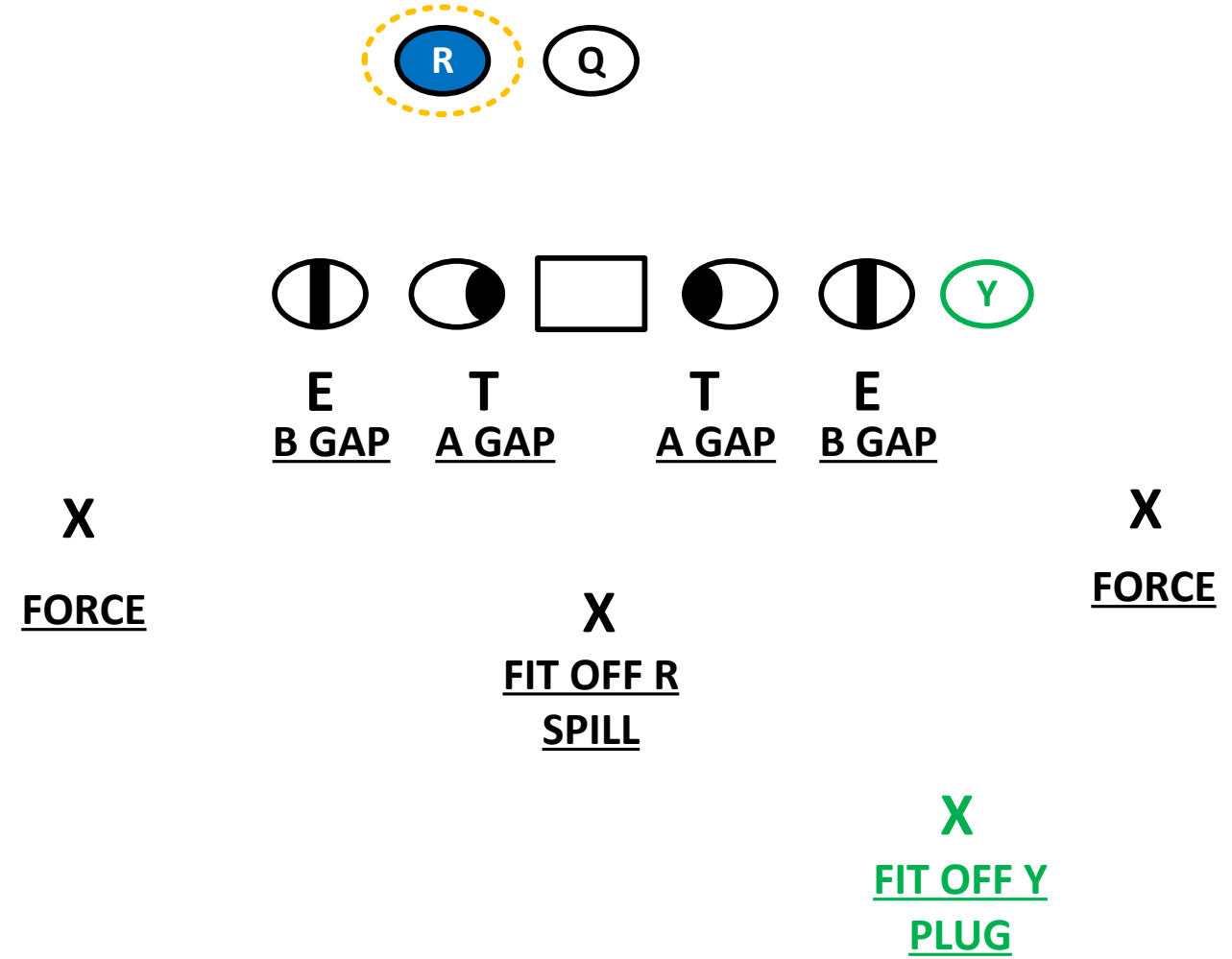
## GIN HOT 4



0 BACK = FIT OFF Q

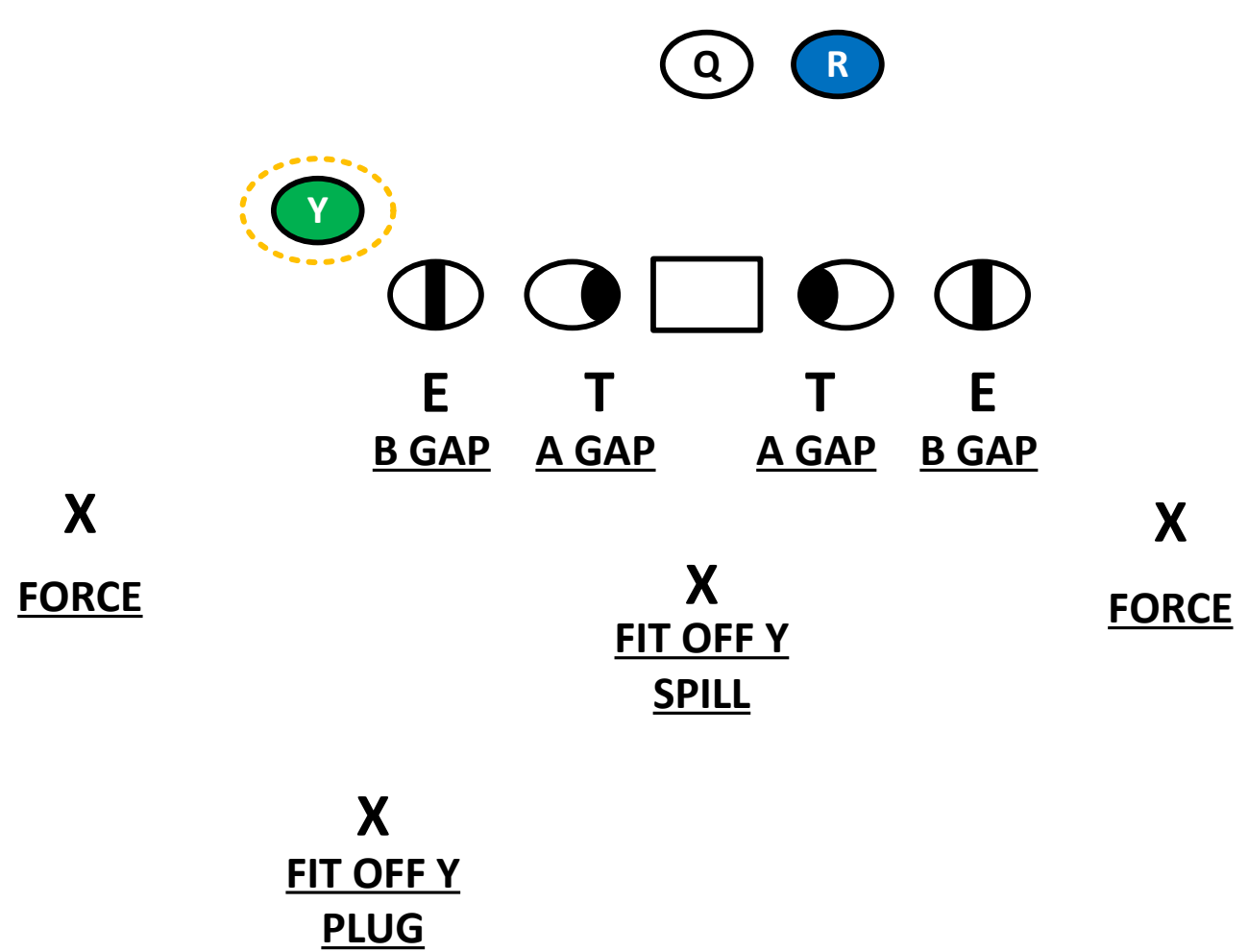


1 BACK and Y ON = FIT OFF RB



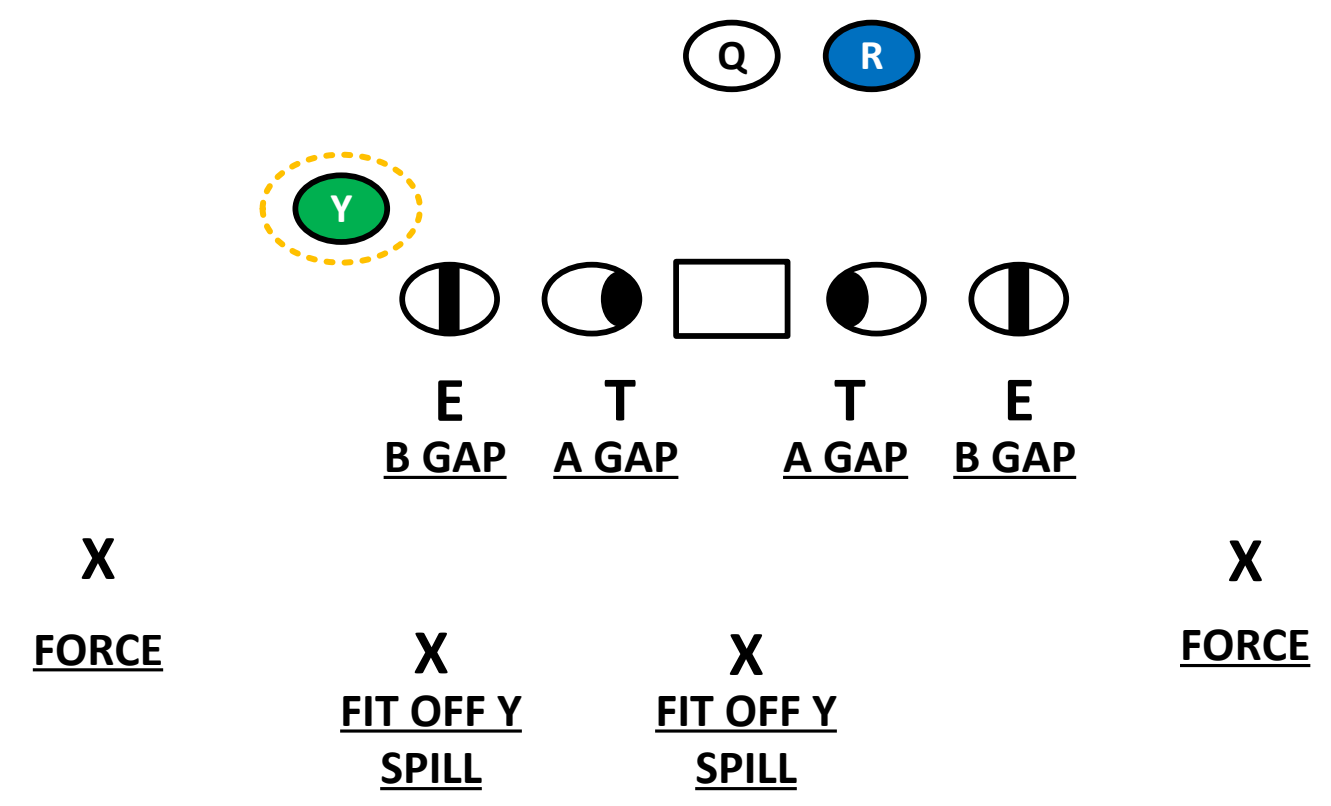
2 BACK = FIT OFF Y or F

2x2

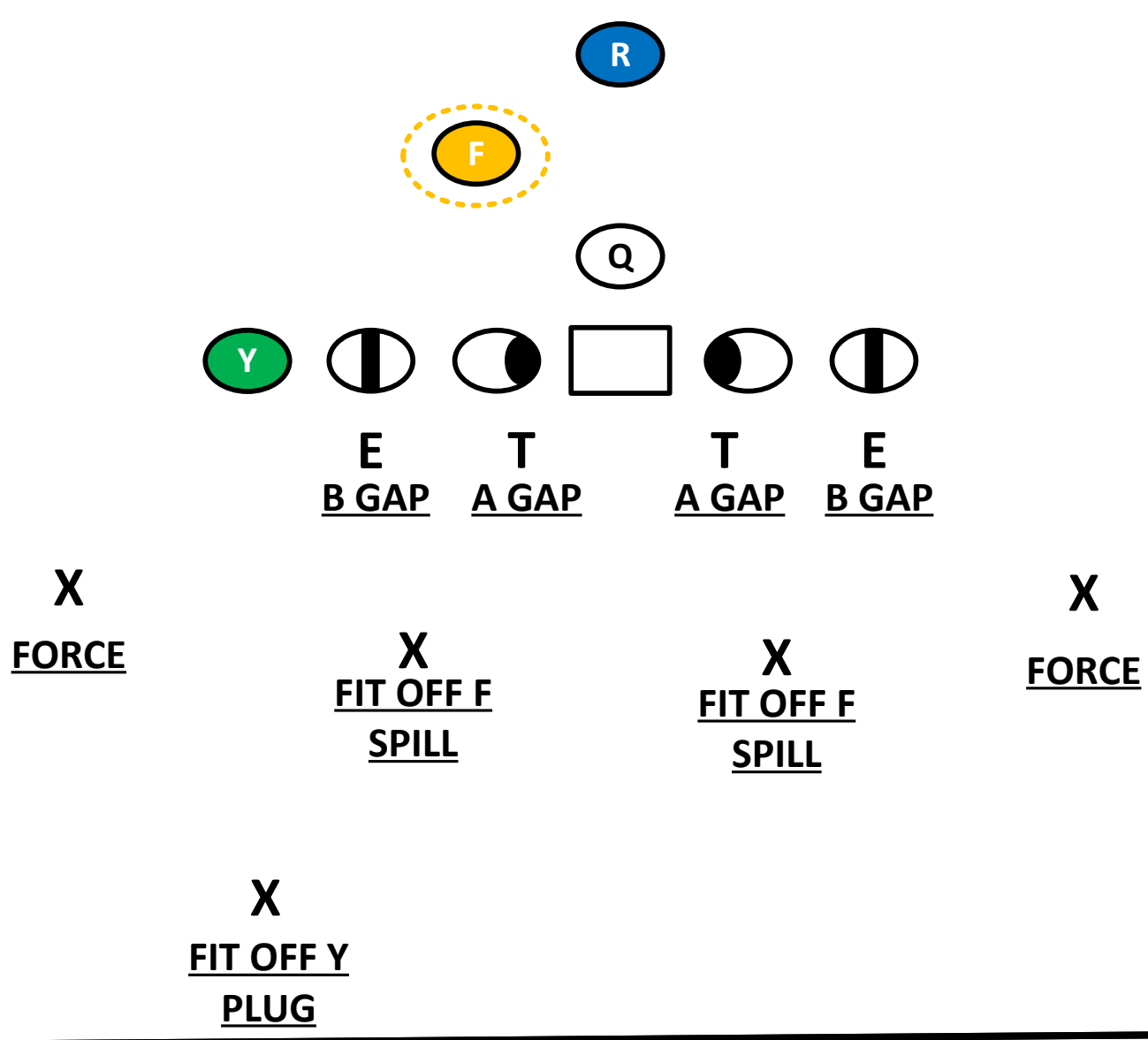


2 BACK = FIT OFF Y or F

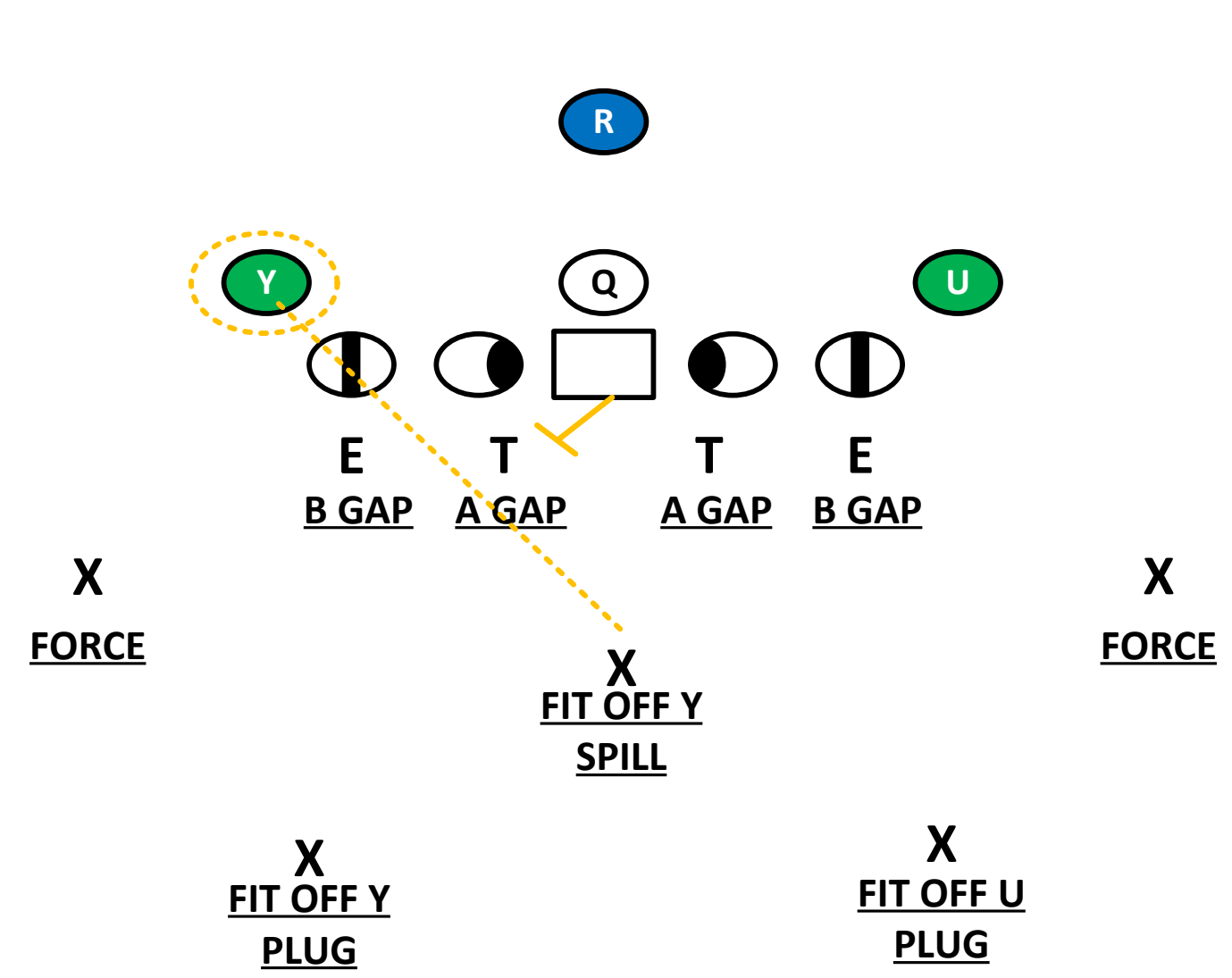
3x1



2 BACK = FIT OFF Y or F



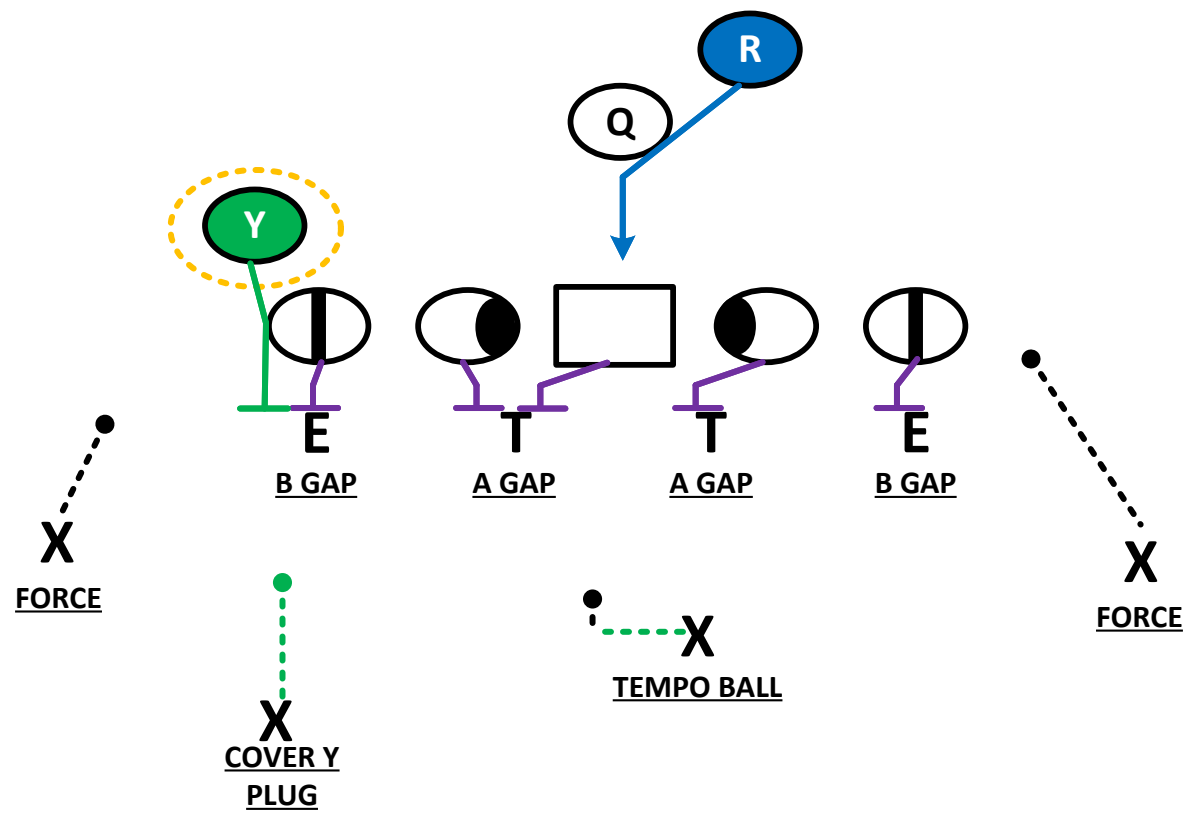
3 BACK = FIT OFF POST SNAP INDICATOR



# EVEN SPACE - MAX FITS

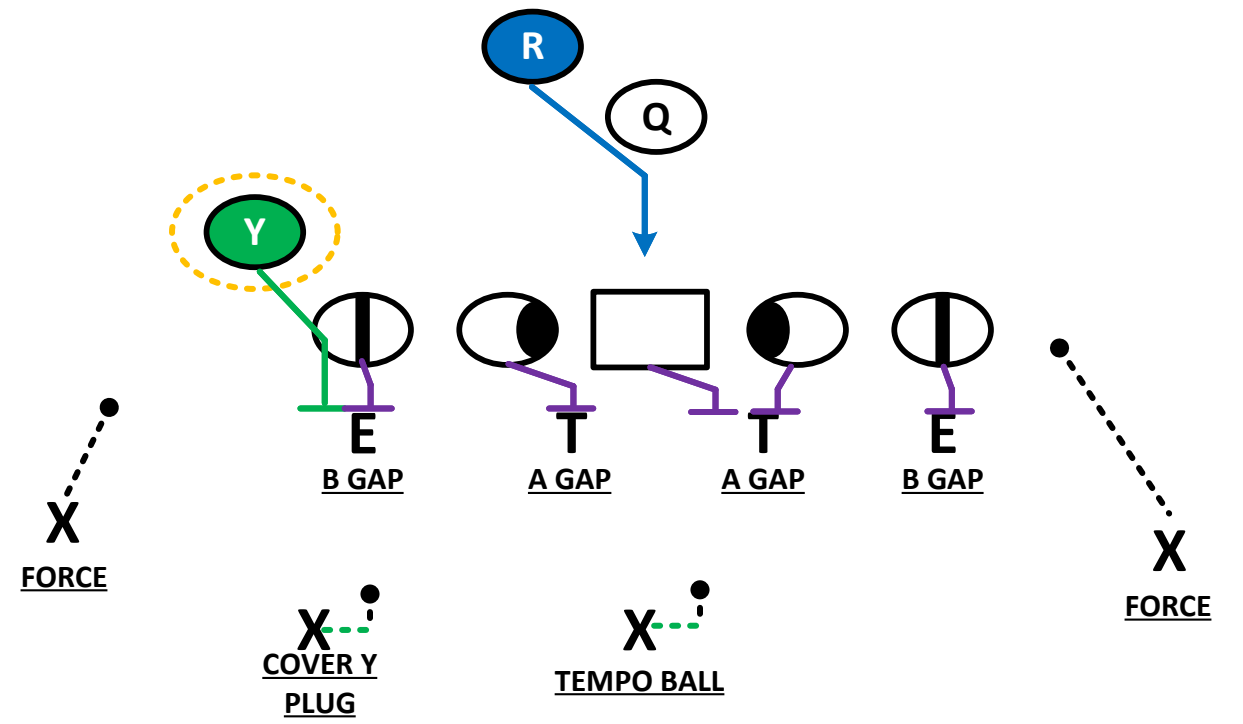
**IZ = SLIDE, STACK**

**2x2**



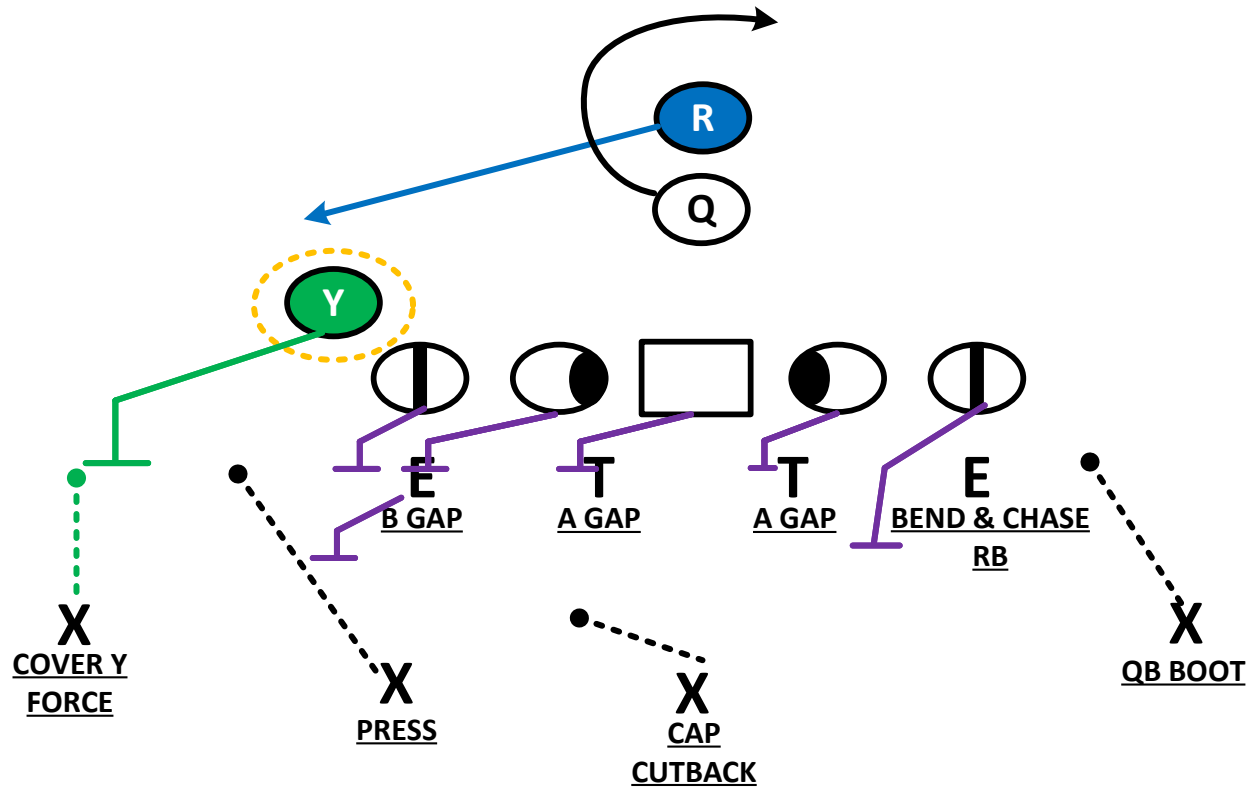
**IZ/DUO = SLIDE, STACK**

**3x1**



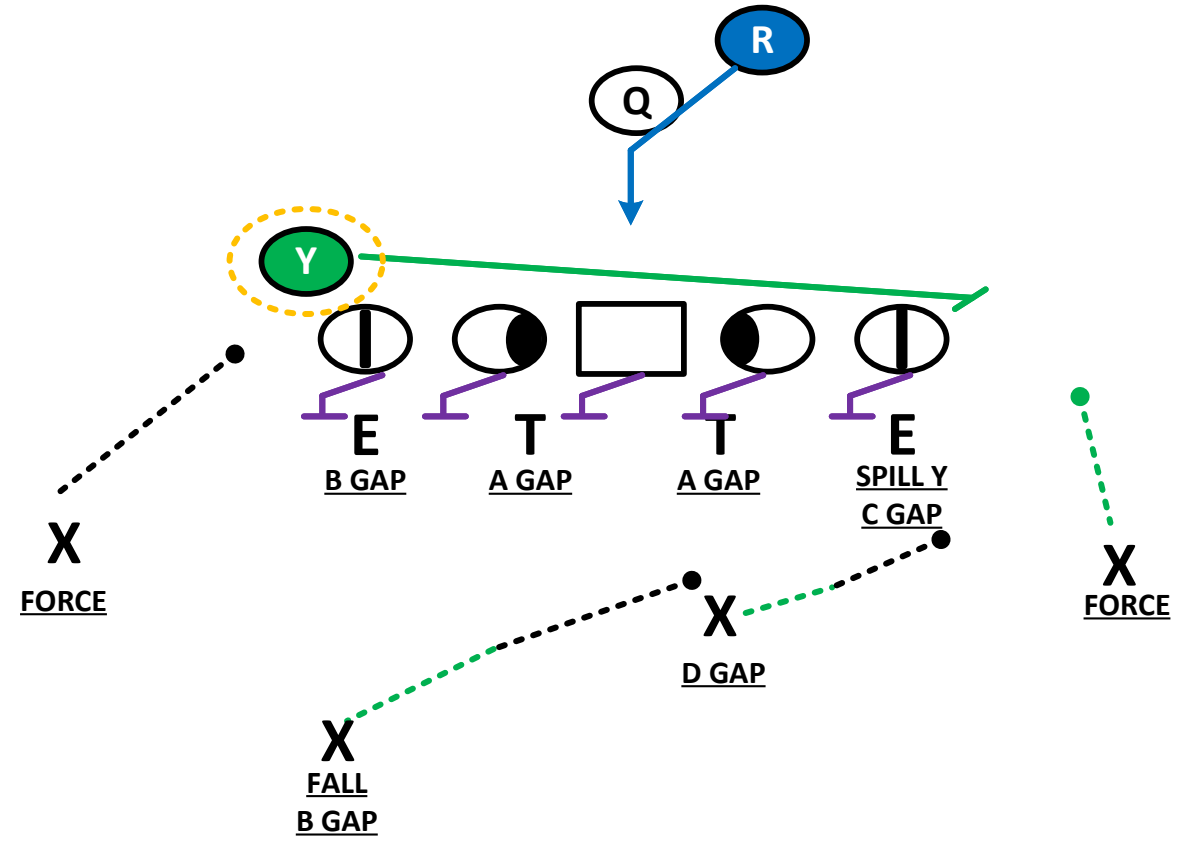
**OZ = PRESS & CAP**

**3x1**



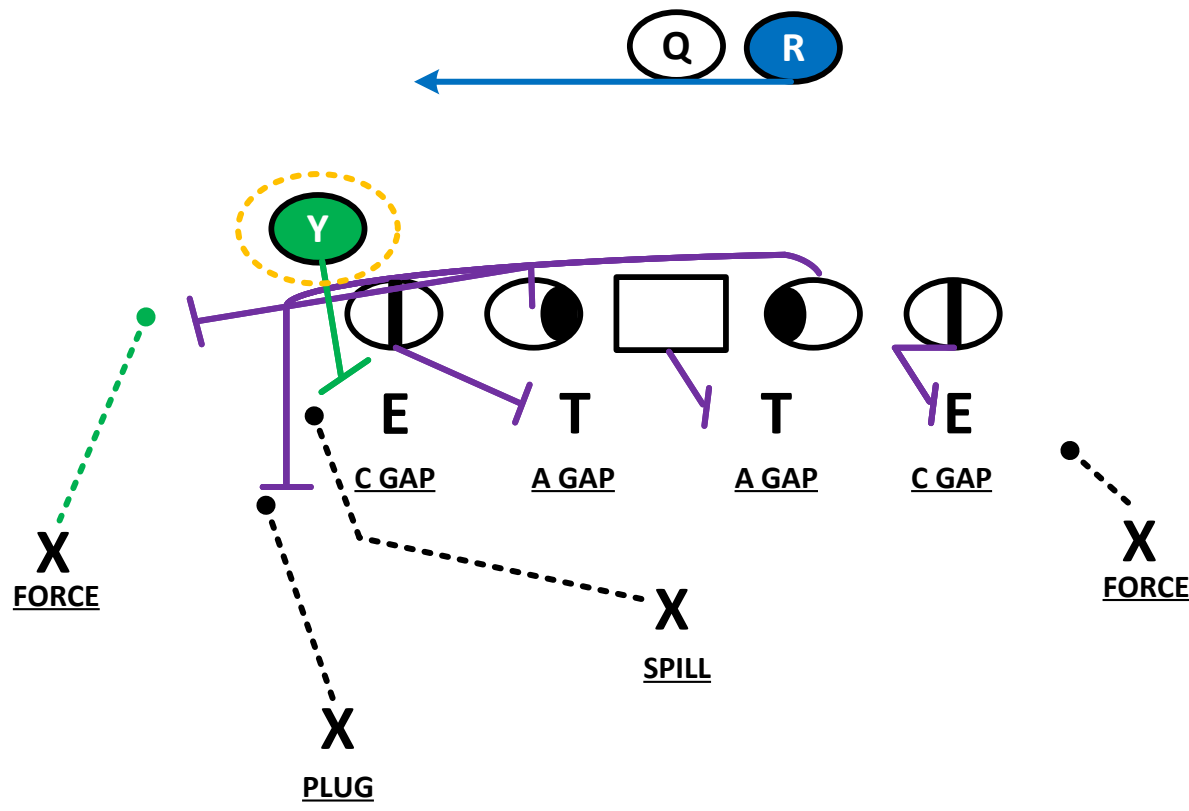
**SPLIT ZONE = STEP & FALL**

**2x2**



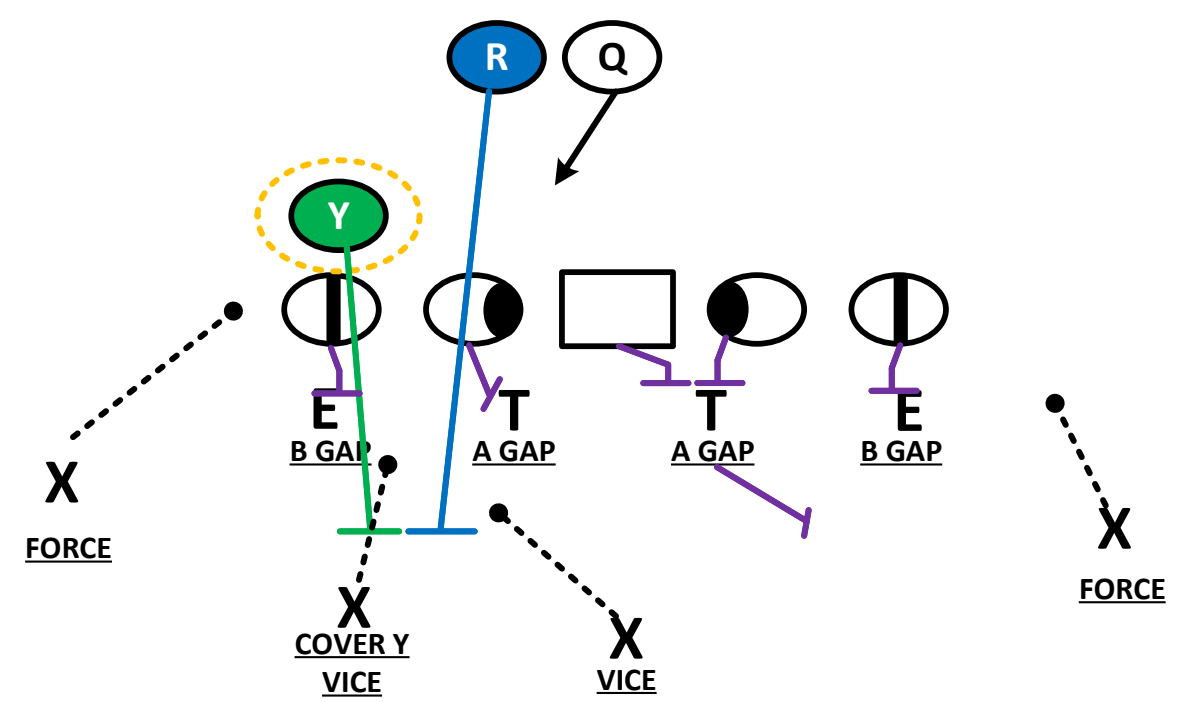
**GAP (P&P) = SPILL & PLUG**

**2x2**



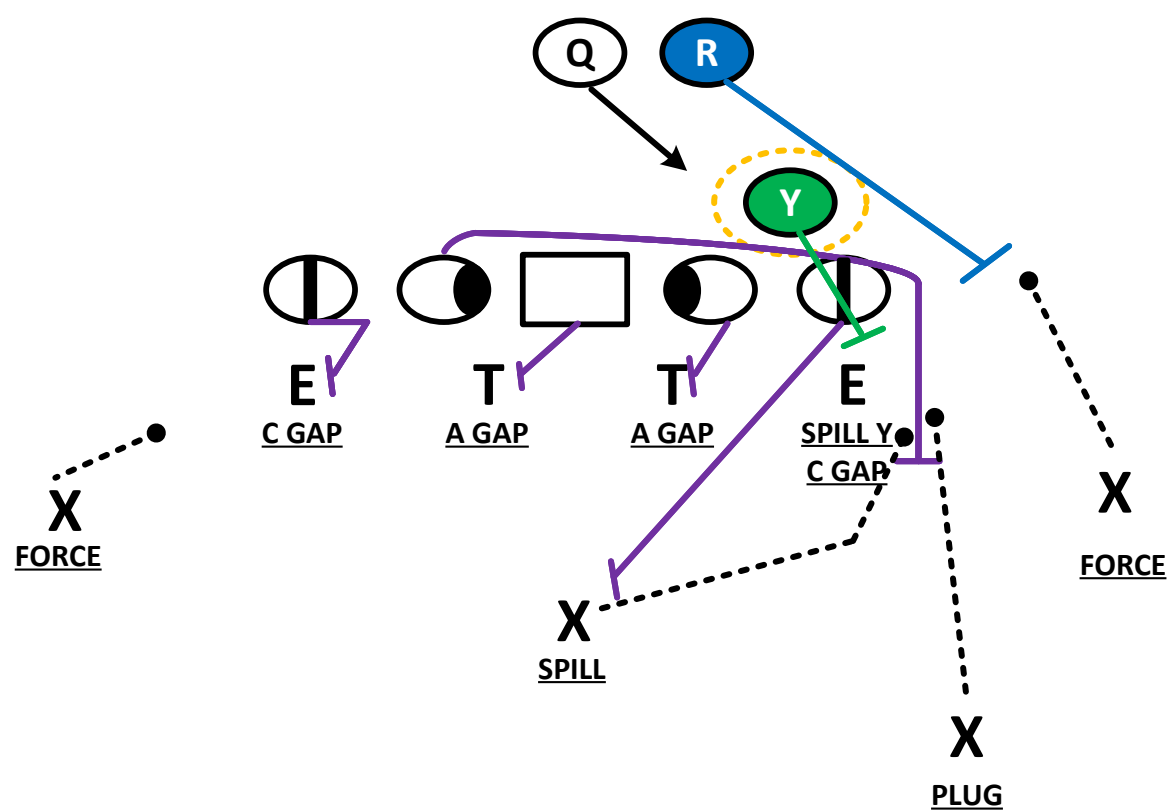
**LEAD = VICE IT**

**3x1**



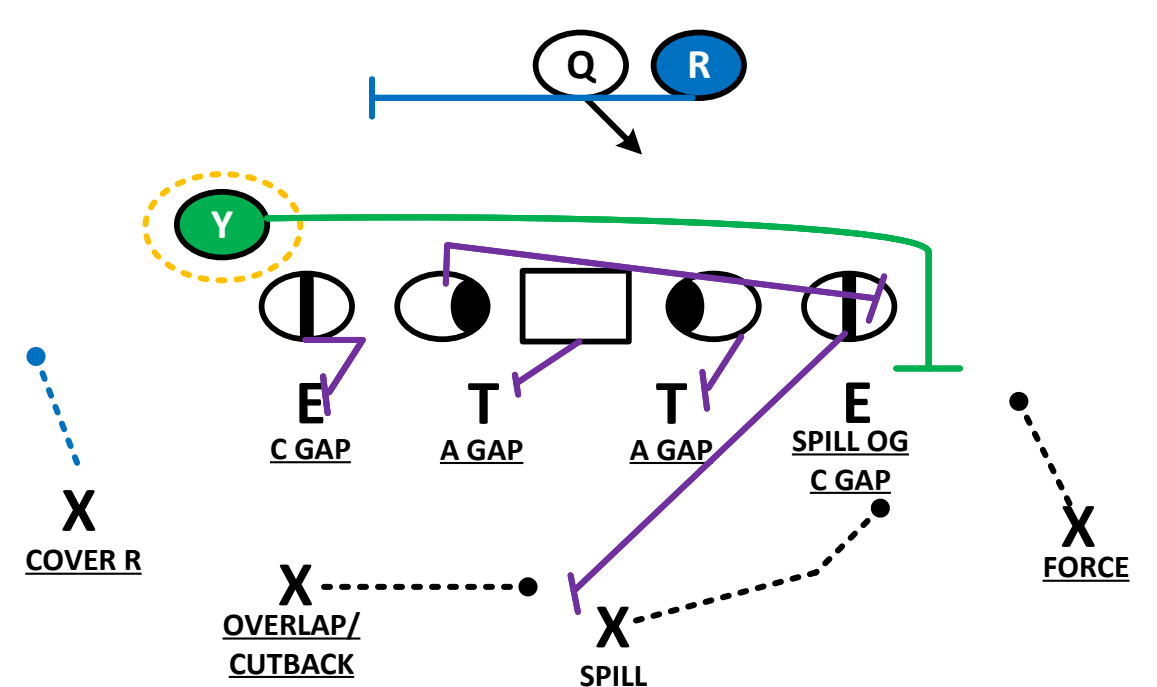
**GAP (POWER) = SPILL & PLUG**

**2x2**



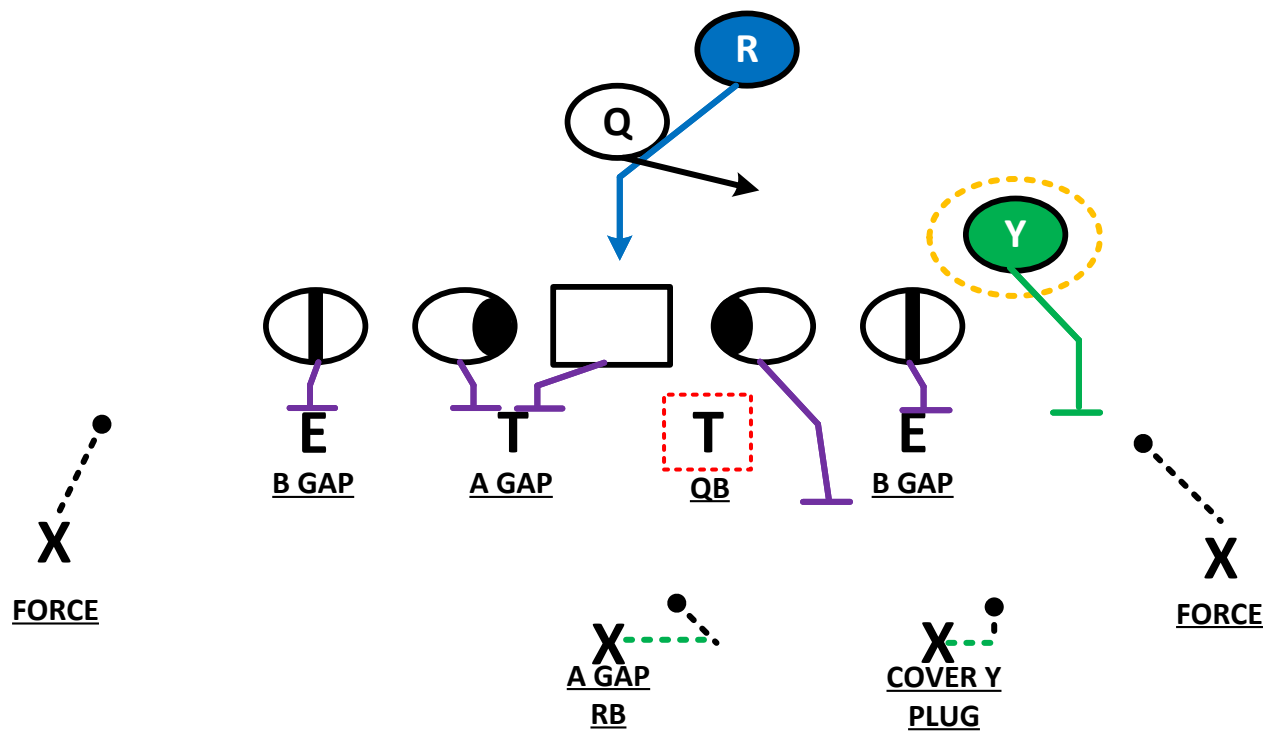
**GAP (COUNTER) = SPILL & OVERLAP**

**3x1**



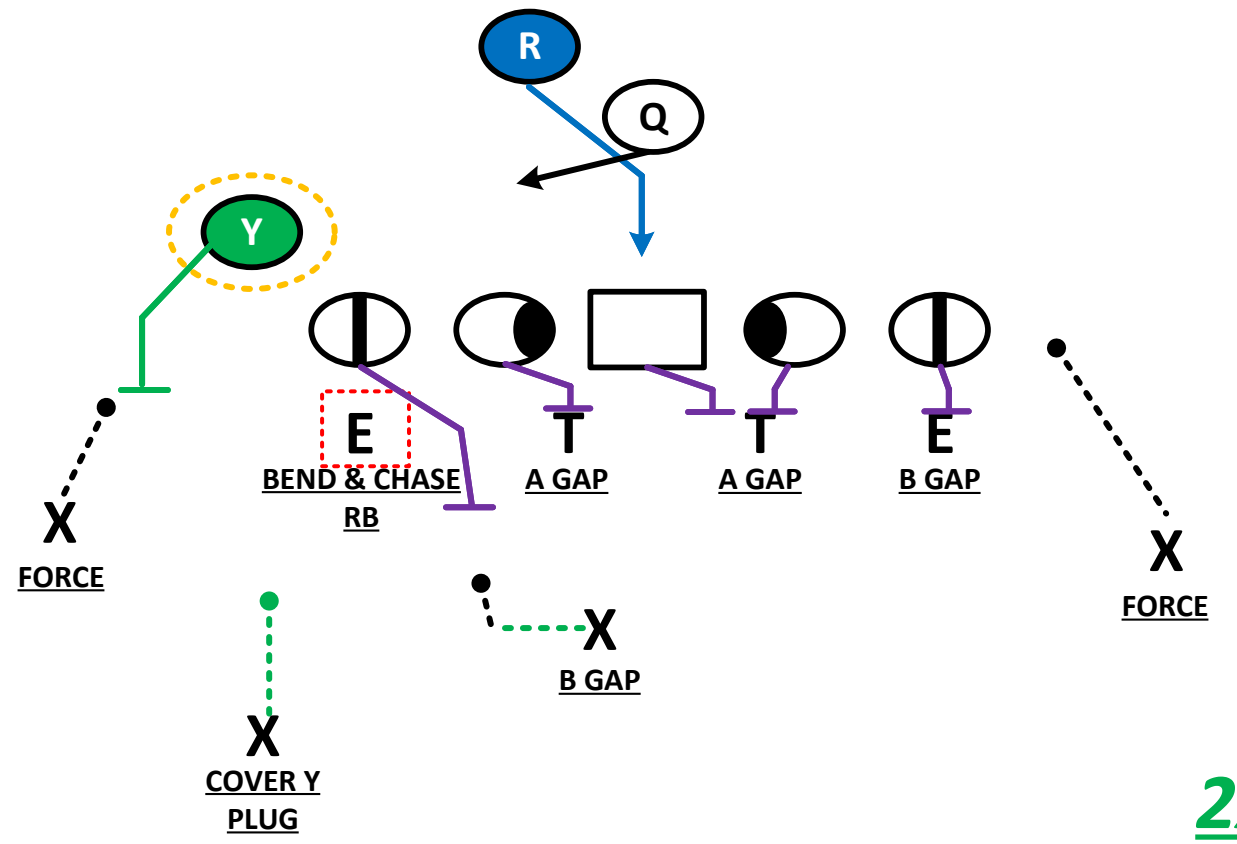
# EVEN SPACE – MAX FITS (OPTION)

## MIDLINE = SLIDE, STACK, & ROCK BACK



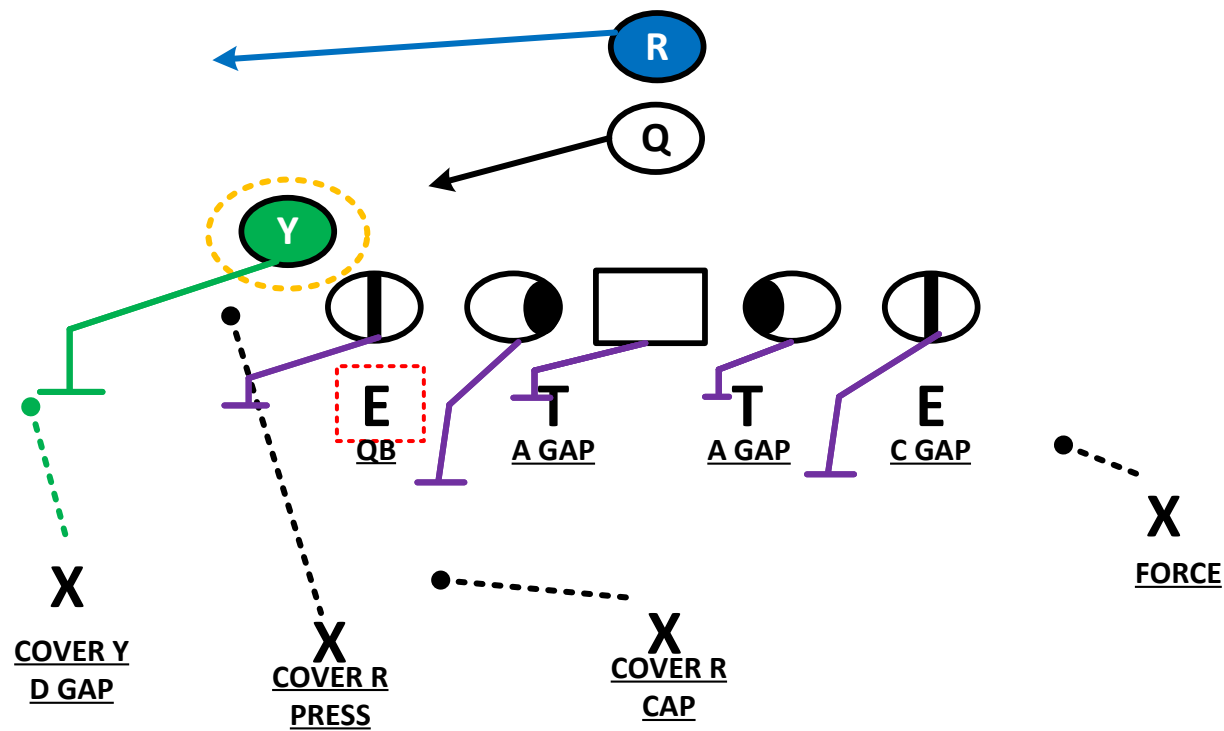
3x1

## IZR = SLIDE, STACK, & ROCK BACK



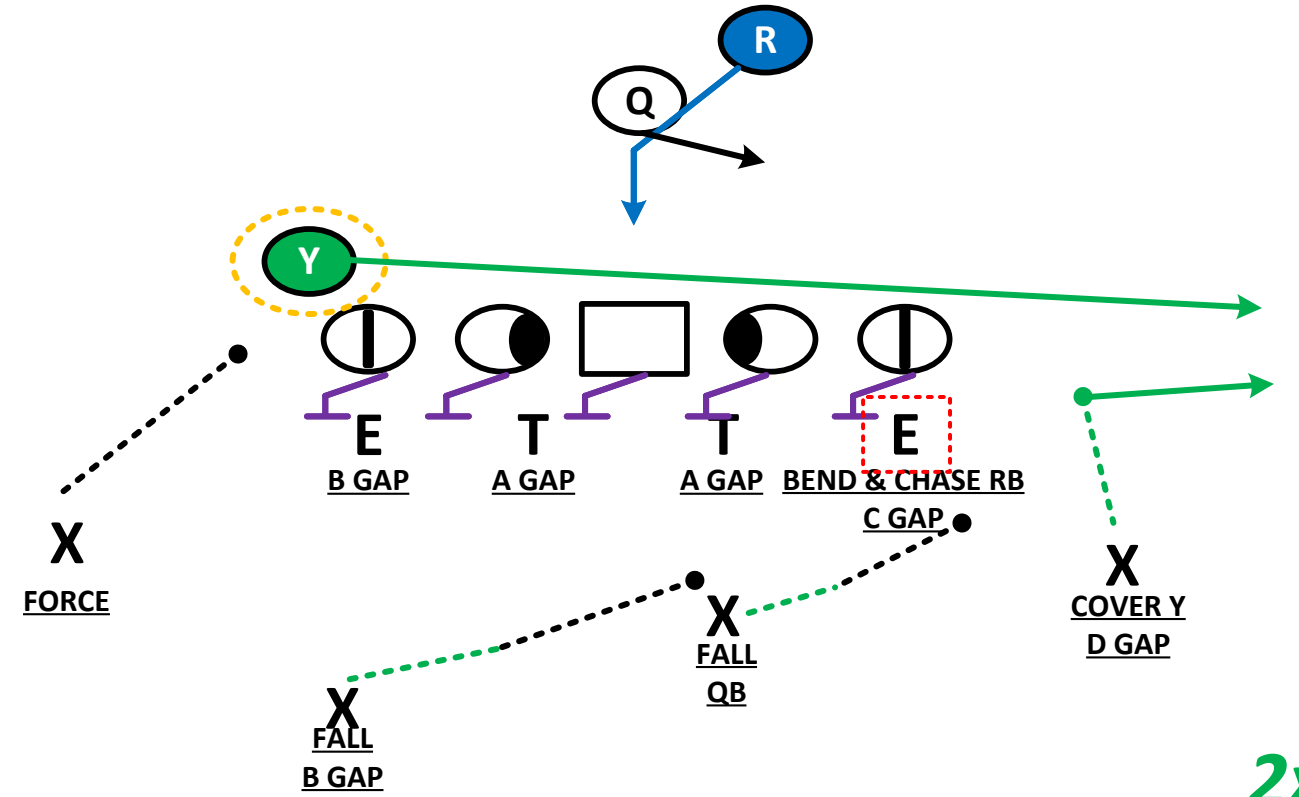
2x2

## SPEED OPTION = COVER YOUR MAN



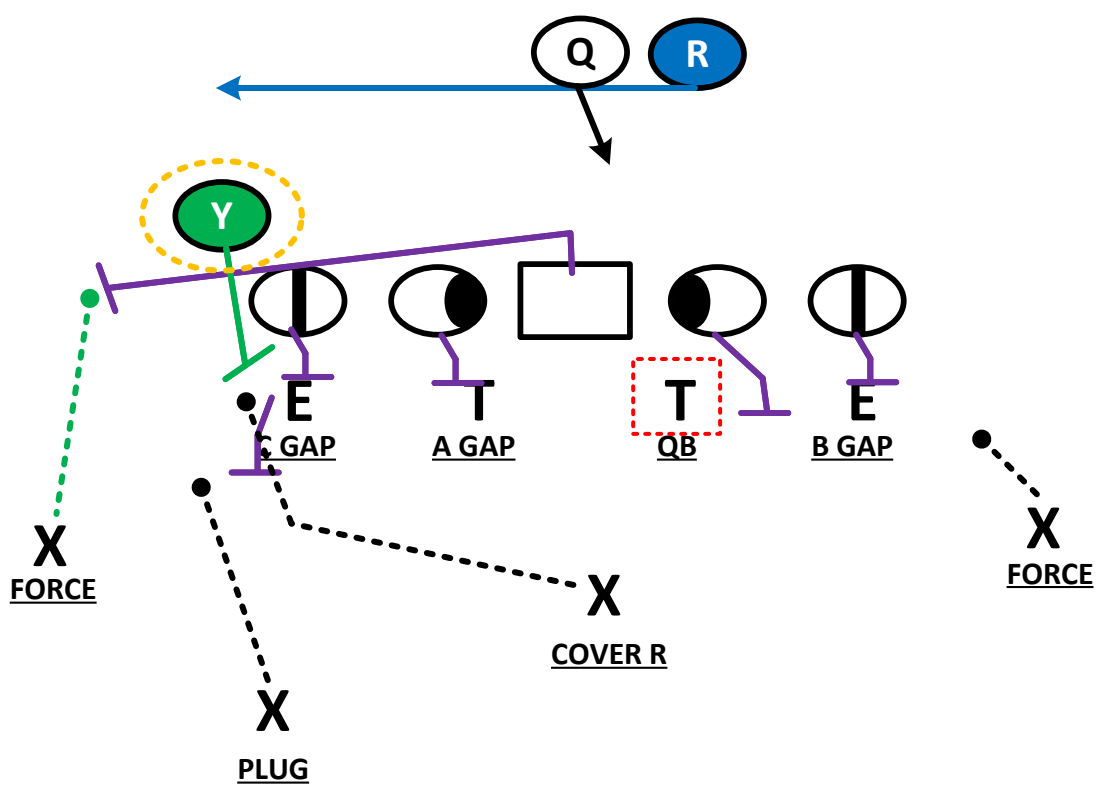
3x1

## SPLIT ZONE TRIPLE = COVER YOUR MAN



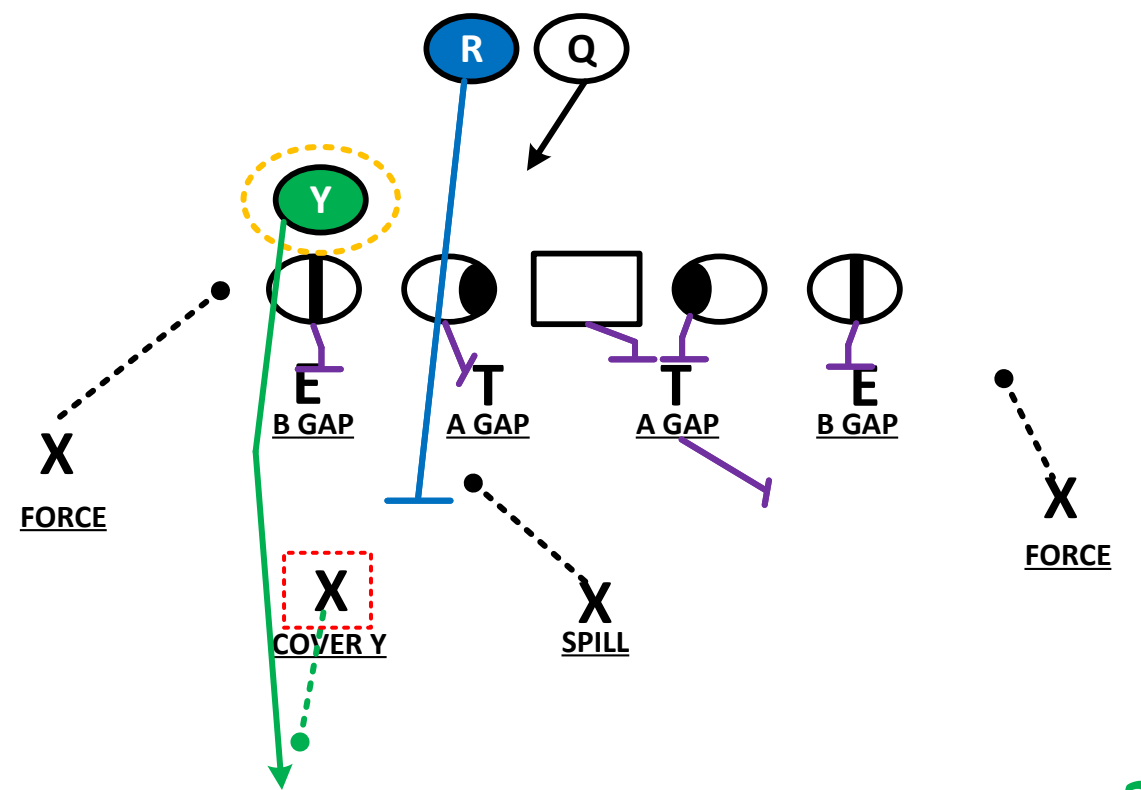
2x2

## MIDLINE P&P = COVER YOUR MAN



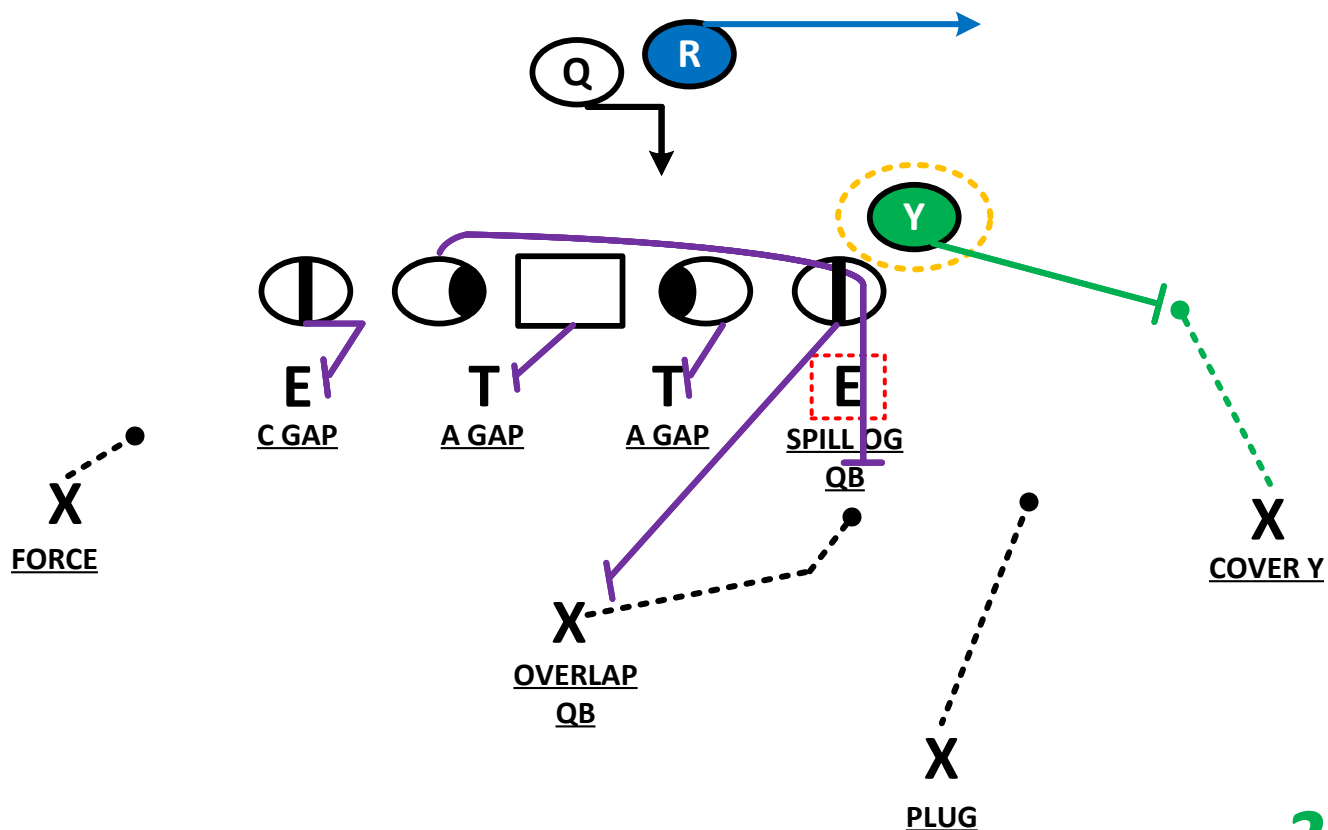
2x2

## LEAD Y POP RPO = VICE IT



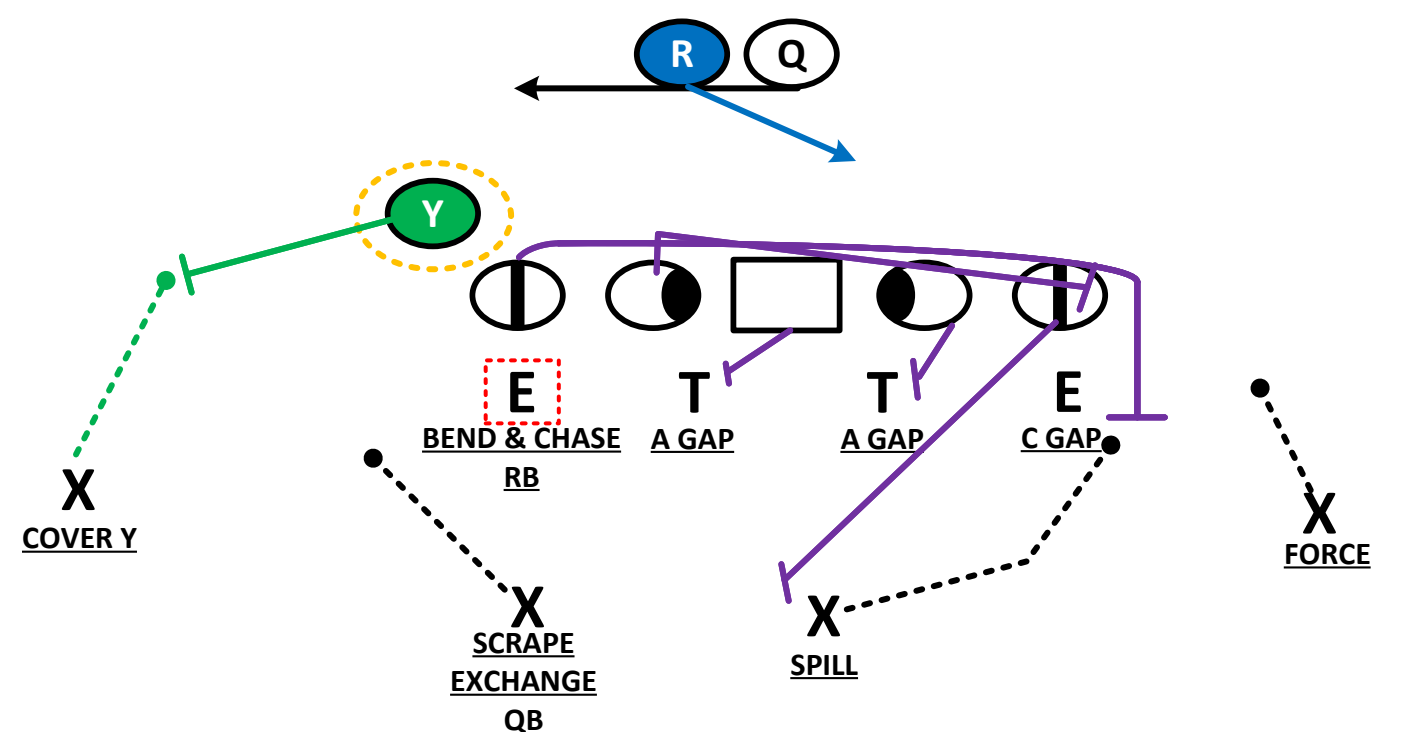
3x1

## GAP (POWER READ) = COVER YOUR MAN



2x2

## GAP (COUNTER READ) = COVER YOUR MAN



3x1