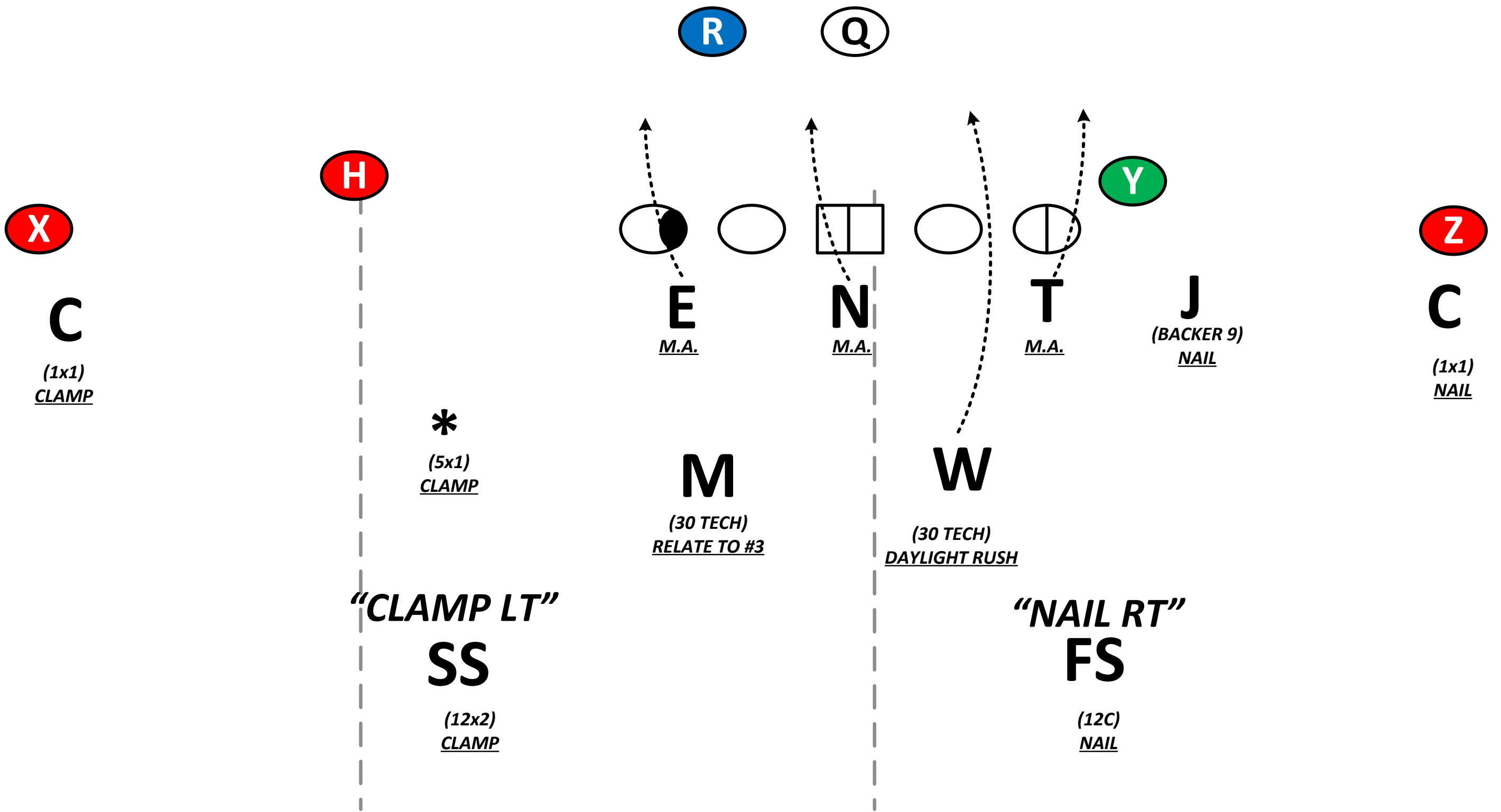
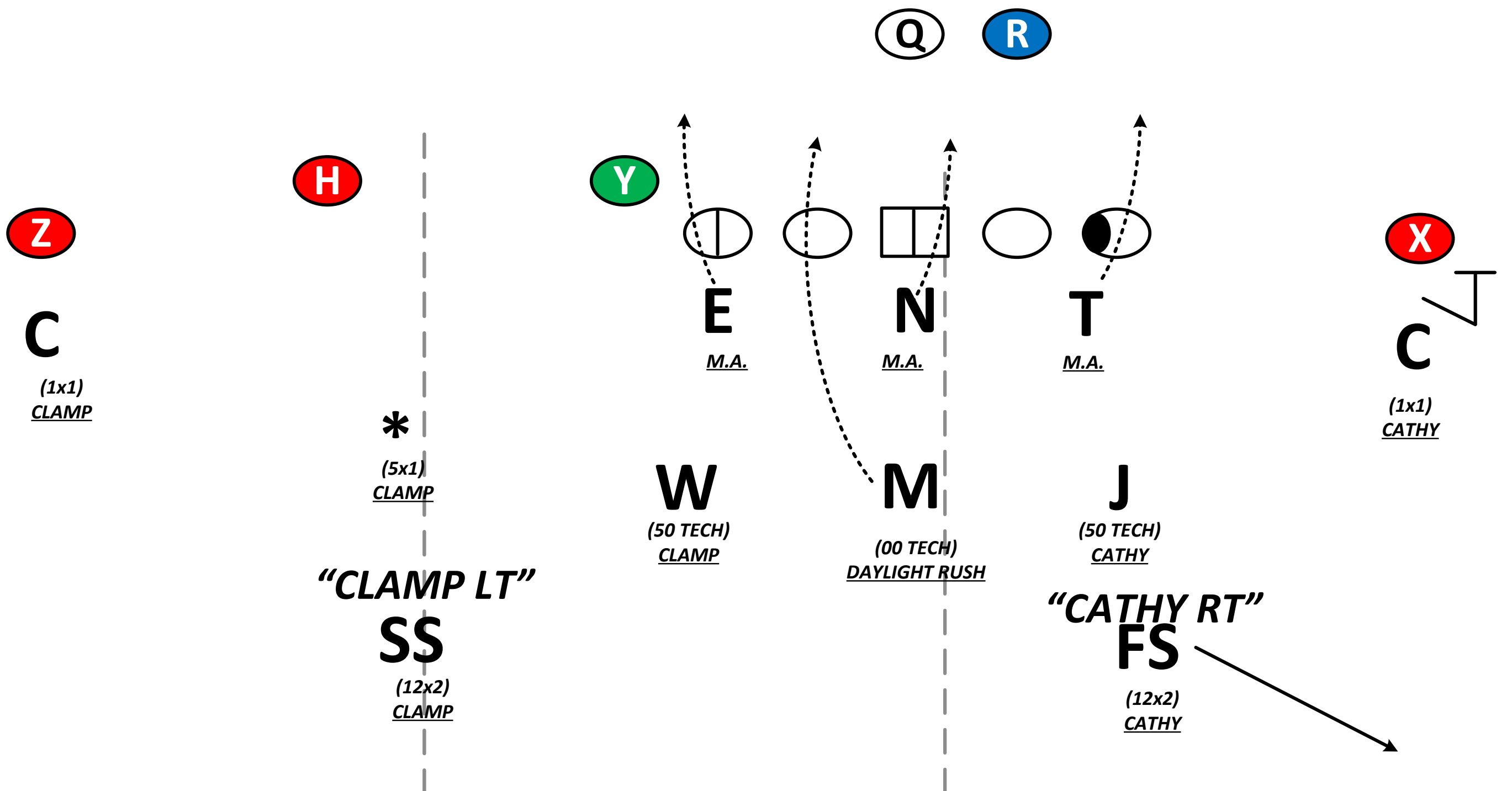


# ODD SPACE – MINUS FITS

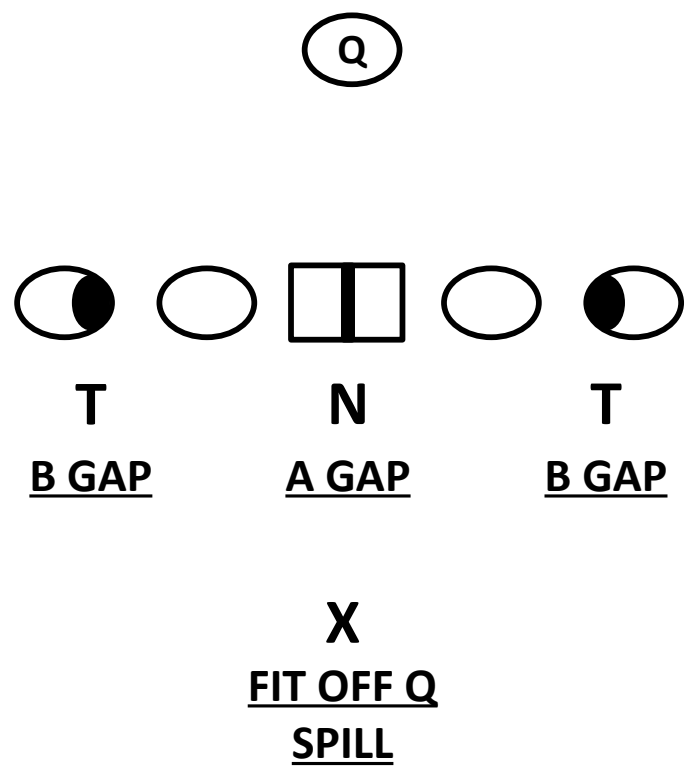
EYES 8



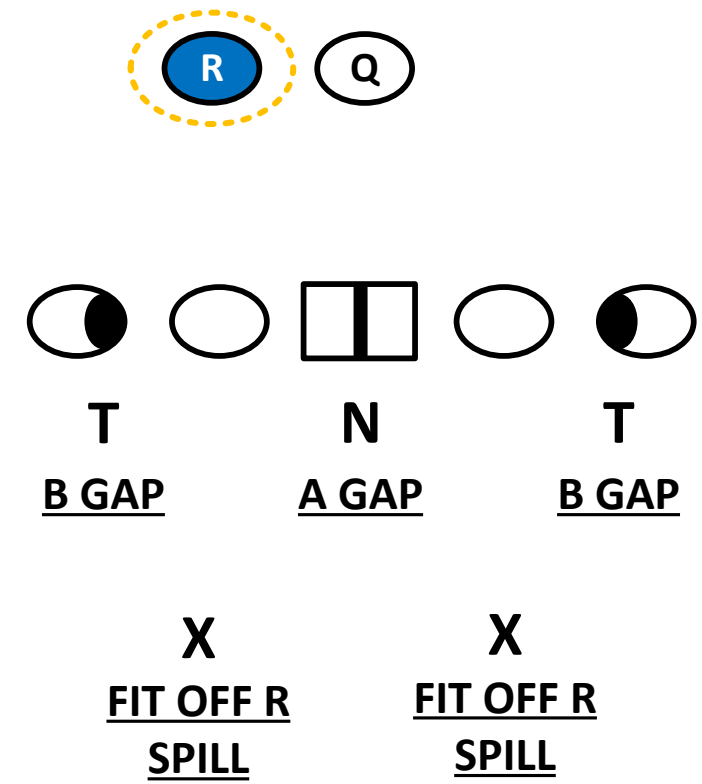
EYES 8



0 BACK = FIT OFF Q

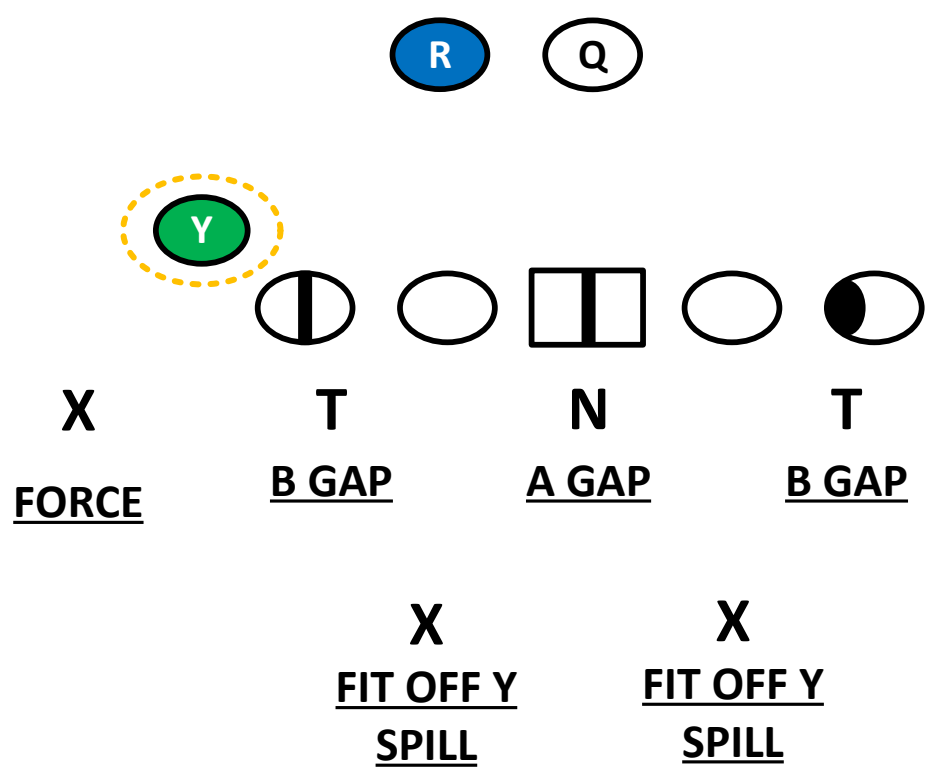


1 BACK = FIT OFF RB



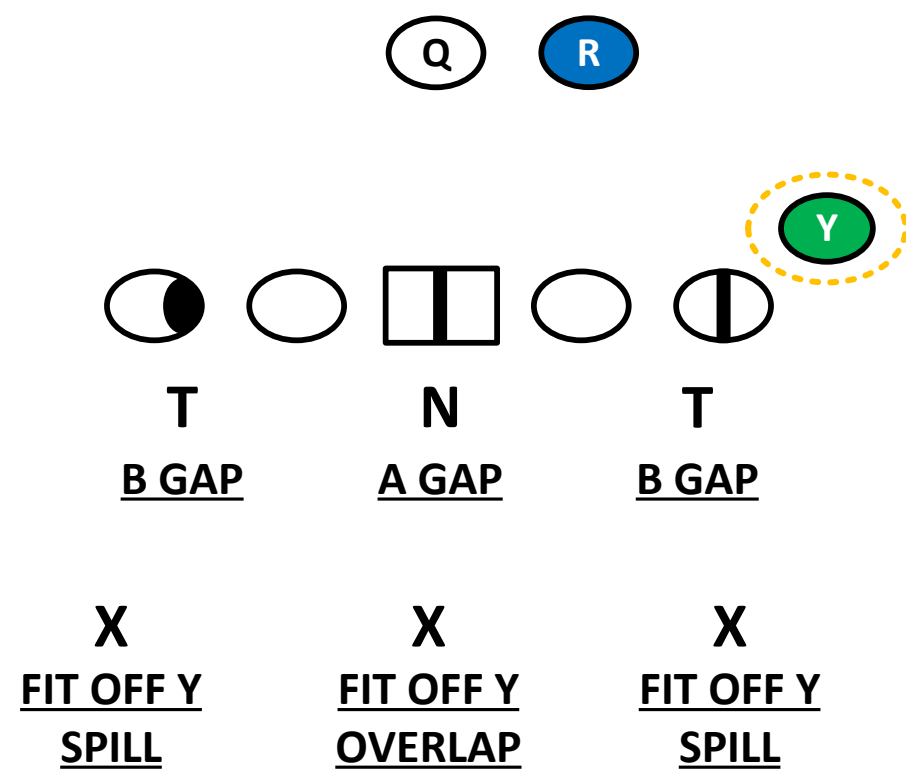
2 BACK = FIT OFF Y

2x2

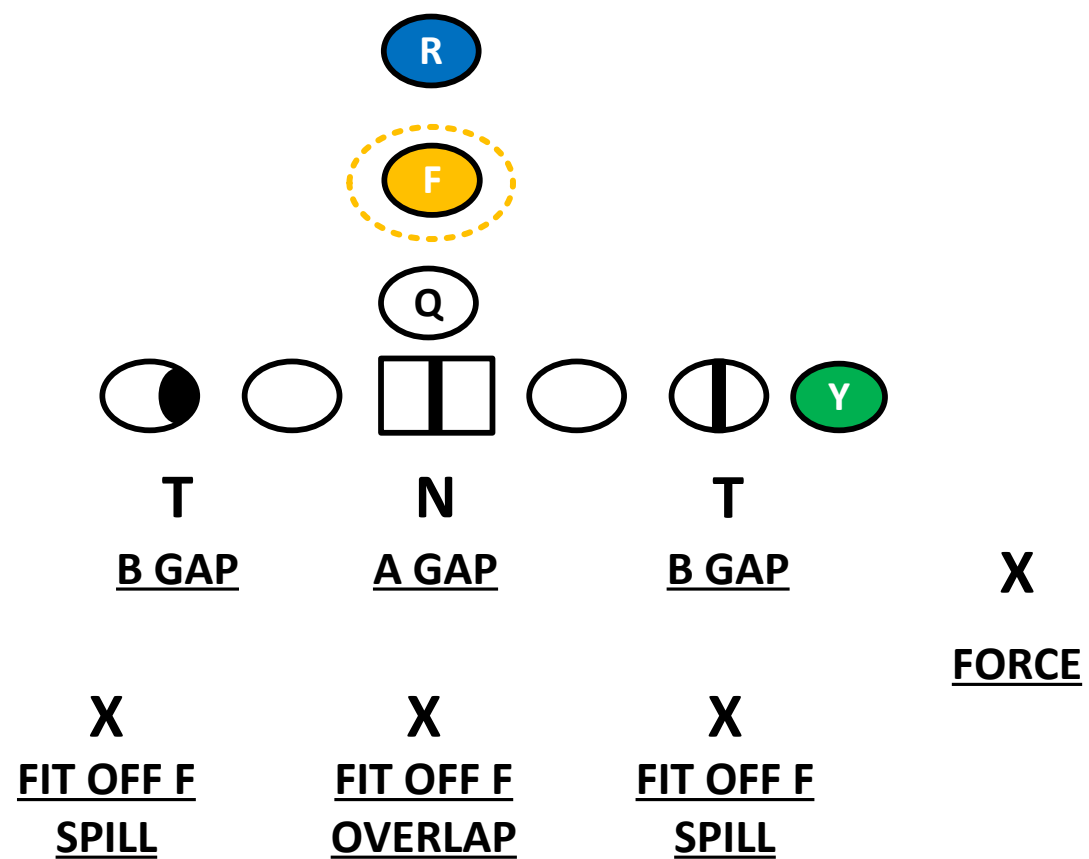


2 BACK = FIT OFF Y

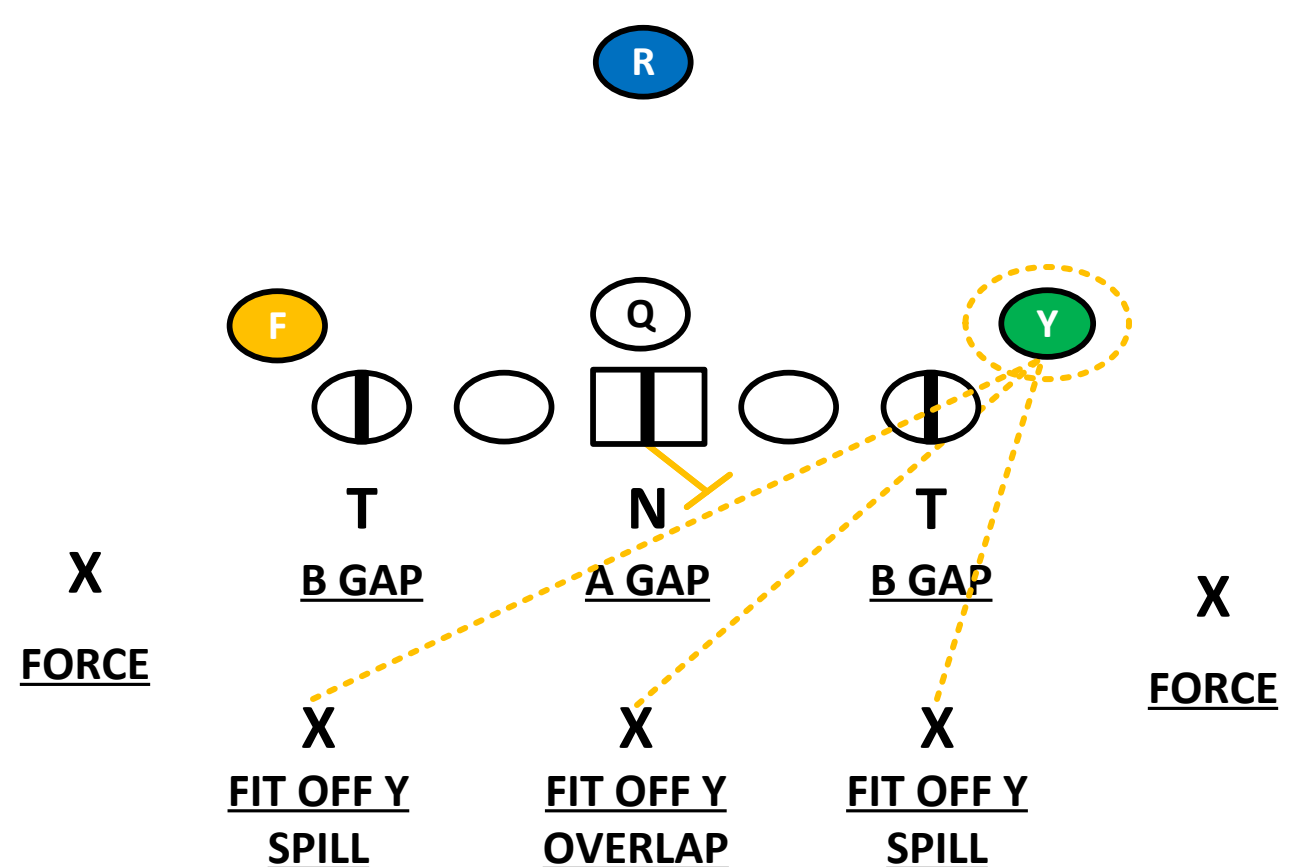
3x1



2 BACK = FIT OFF F

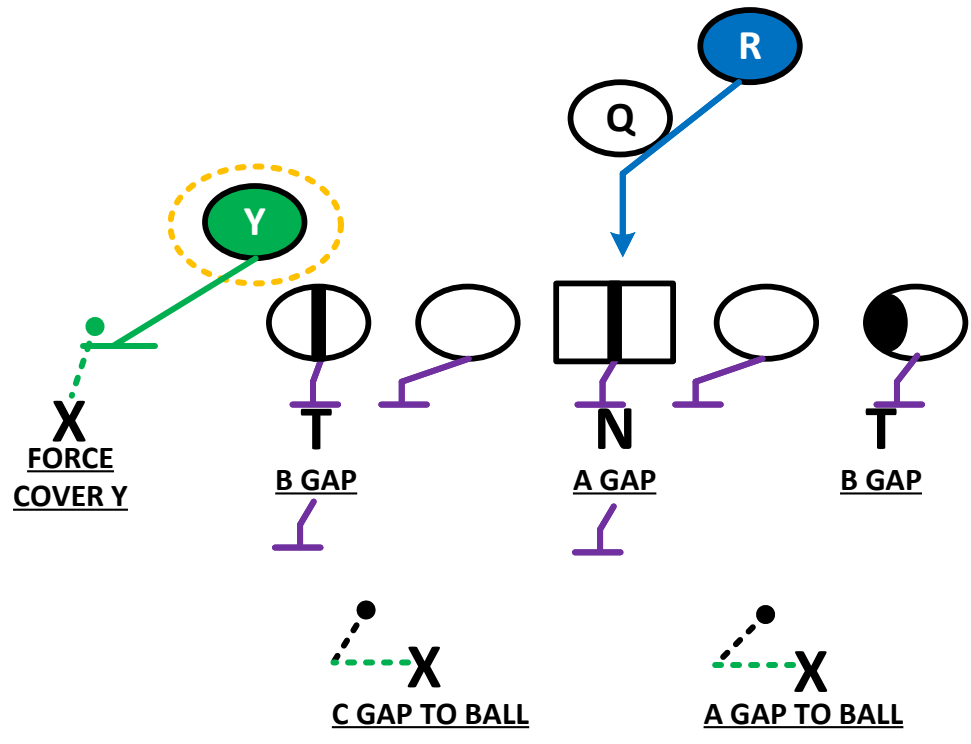


3 BACK = FIT OFF POST SNAP INDICATOR



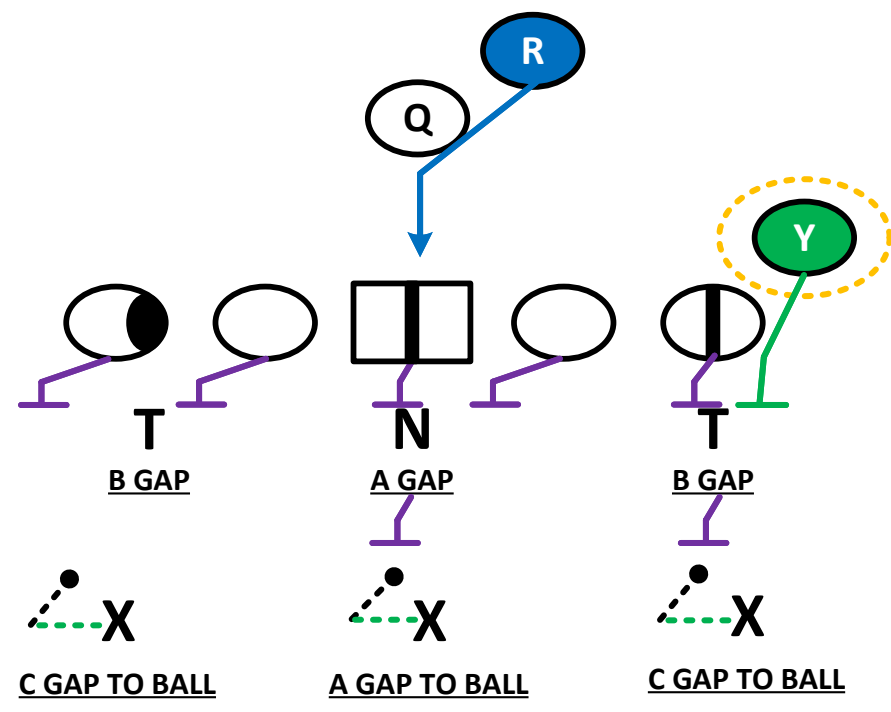
# ODD SPACE – MINUS FITS

## IZ = SLIDE, STACK, & ROCK BACK



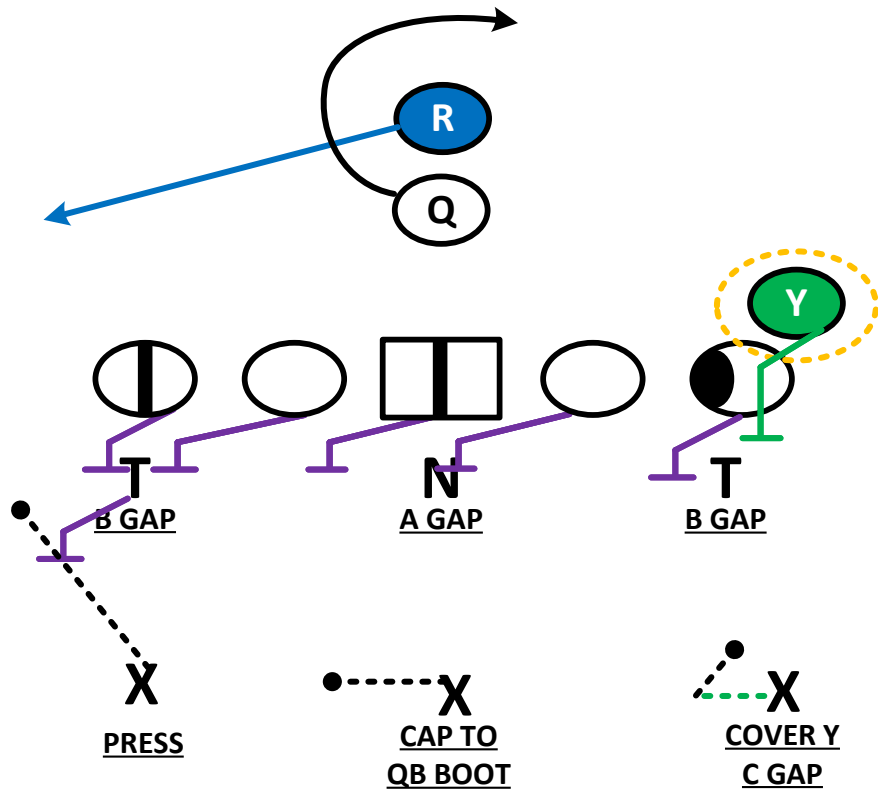
2x2

## IZ/DUO = SLIDE, STACK, & ROCK BACK



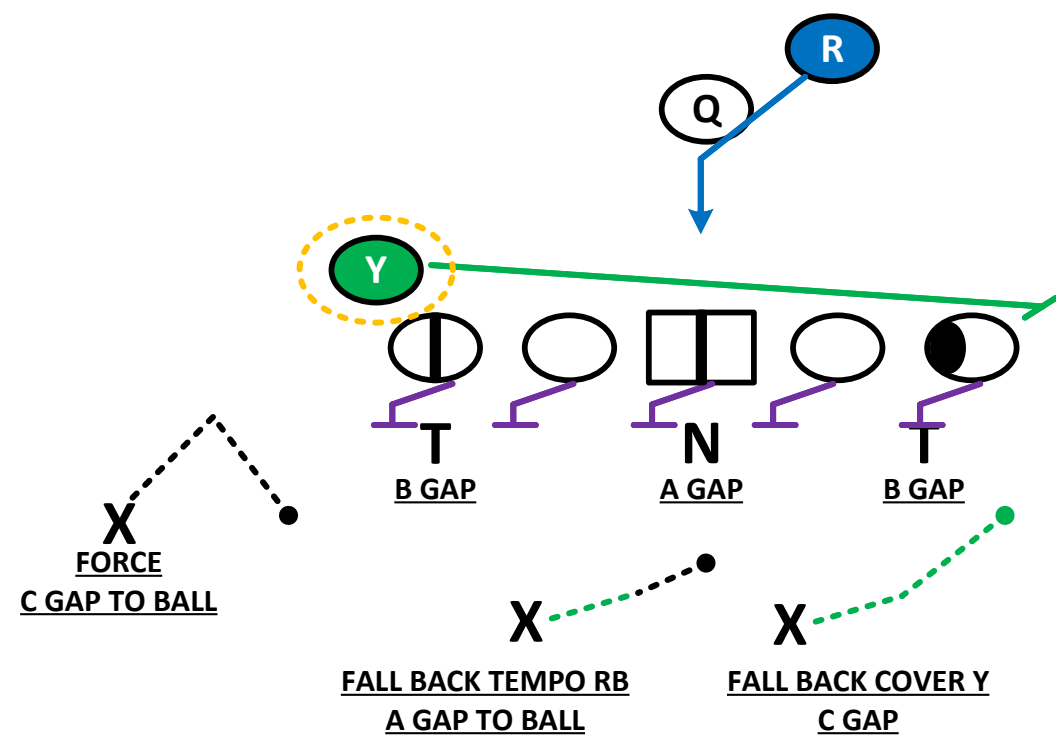
3x1

## OZ = PRESS & CAP



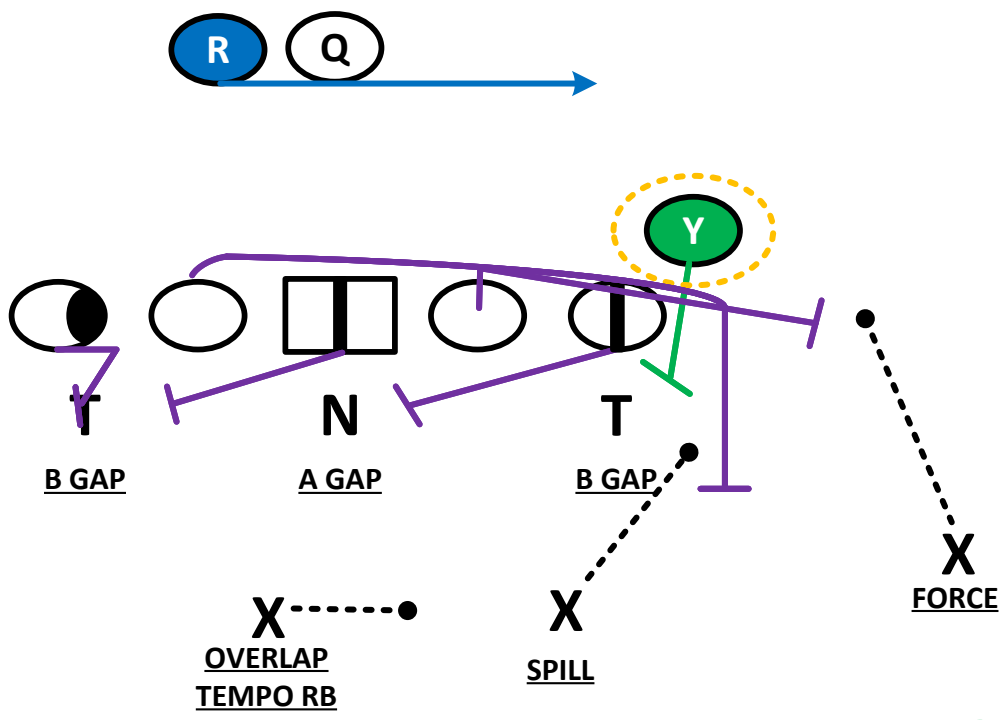
3x1

## SPLIT ZONE = STEP & FALL BACK



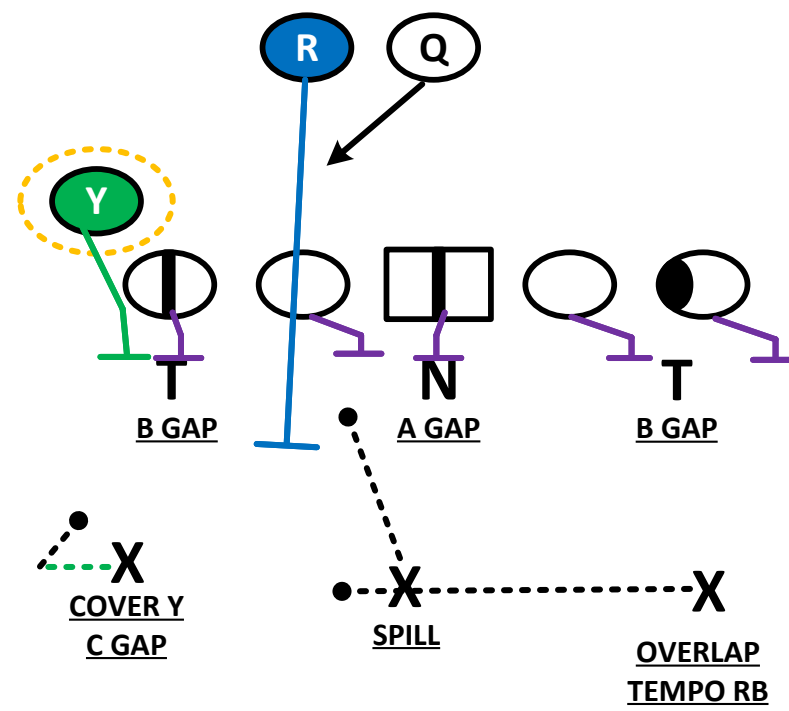
2x2

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



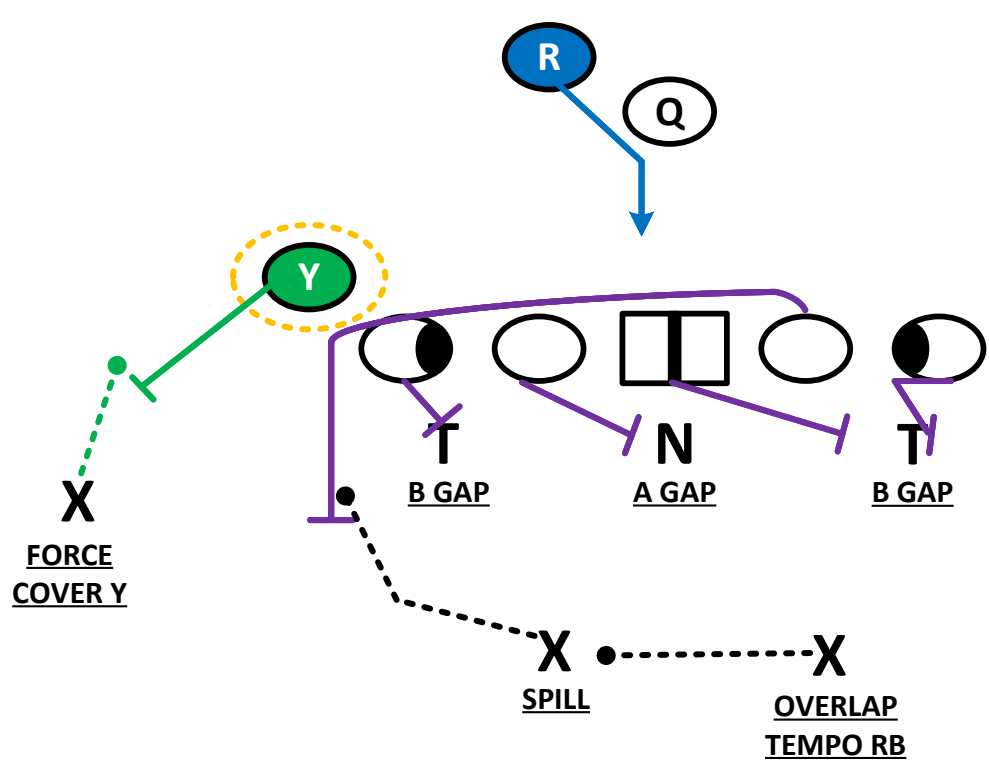
2x2

## LEAD = SPILL & OVERLAP



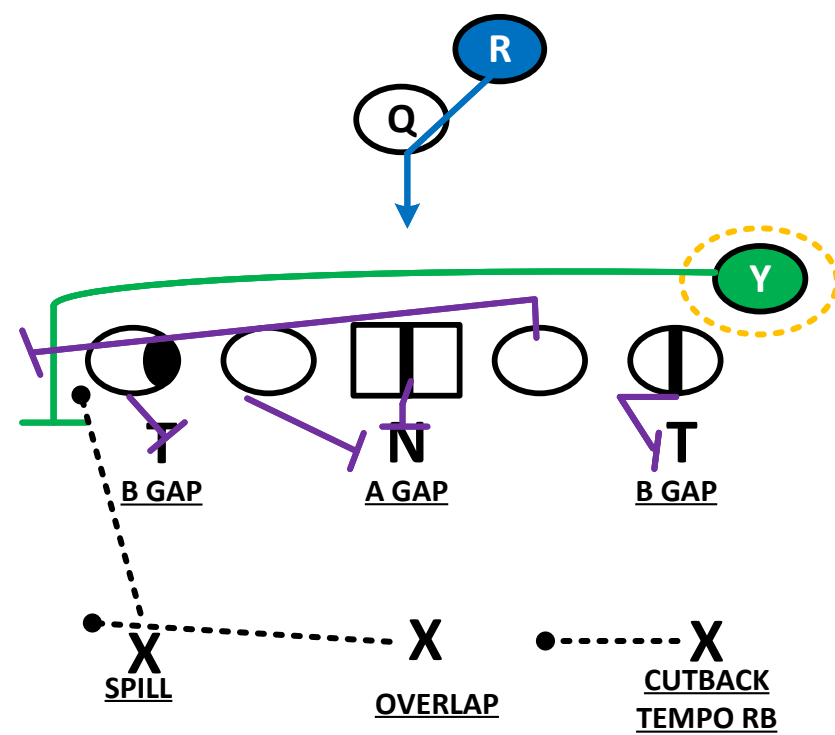
3x1

## GAP (POWER) = SPILL & OVERLAP



2x2

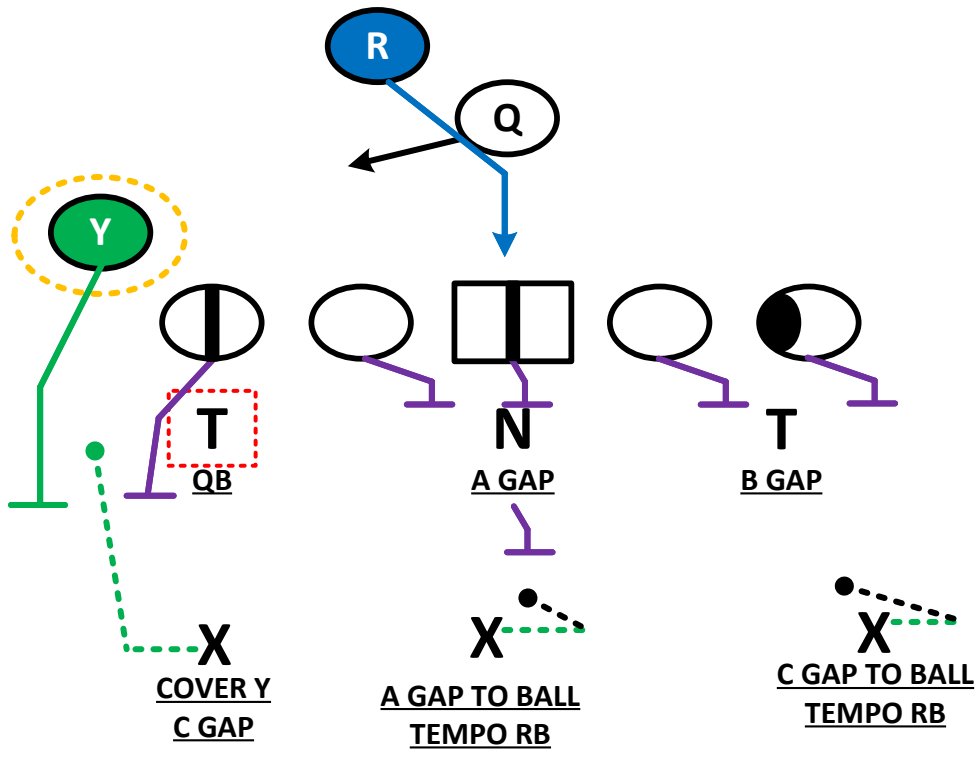
## GAP (COUNTER) = SPILL & OVERLAP



3x1

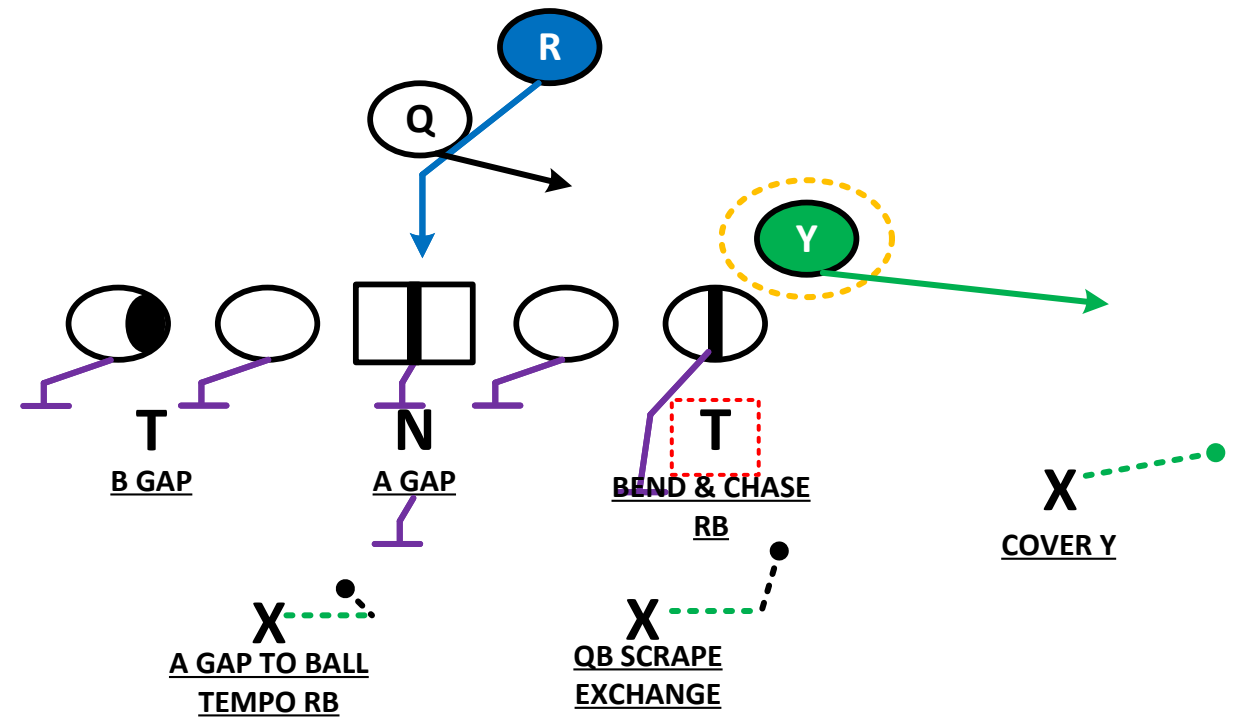
# ODD SPACE – MINUS FITS (OPTION)

## MIDLINE = SLIDE, STACK, & ROCK BACK



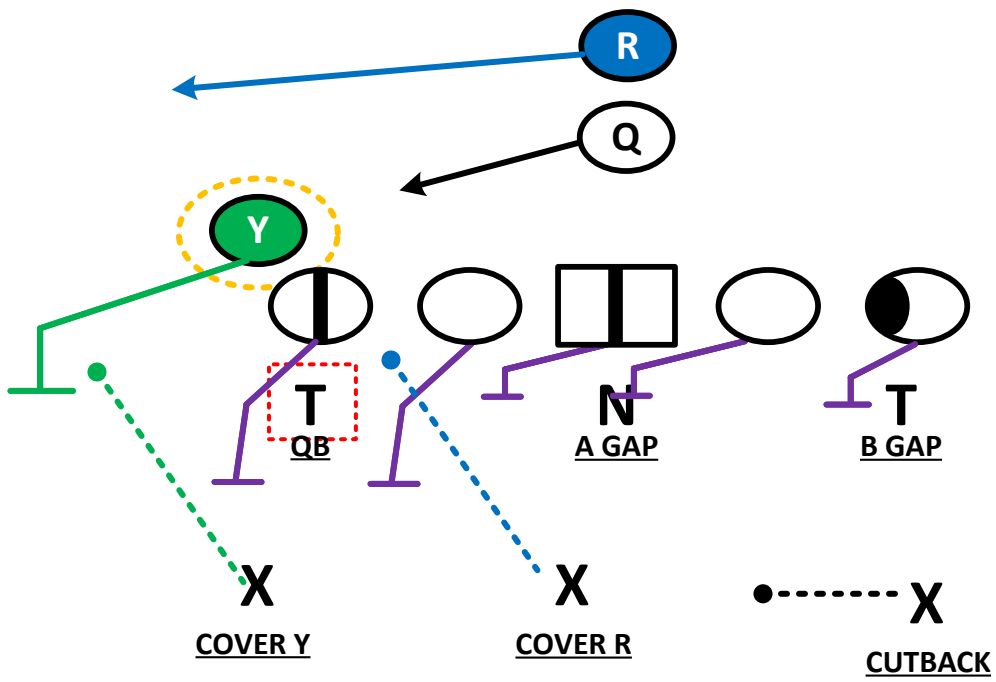
3x1

## IZR = SLIDE, STACK, & ROCK BACK



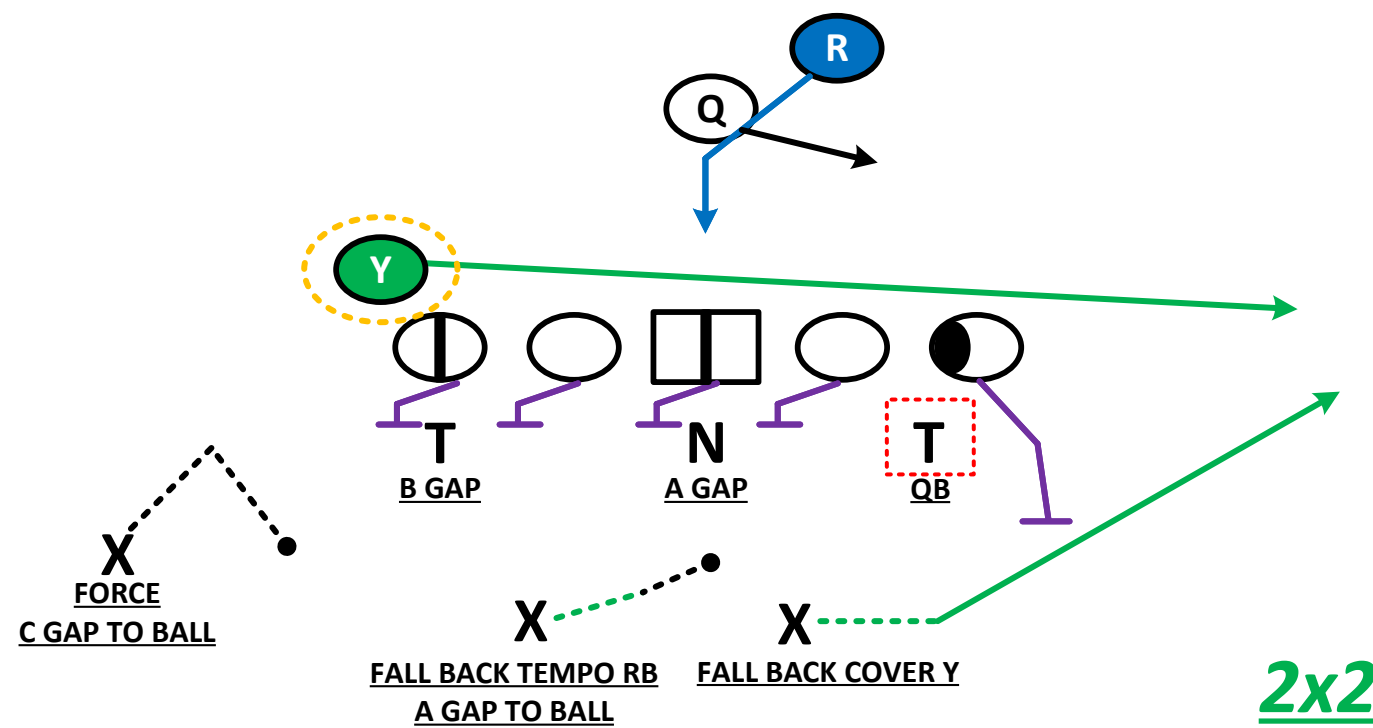
2x2

## SPEED OPTION = COVER YOUR MAN



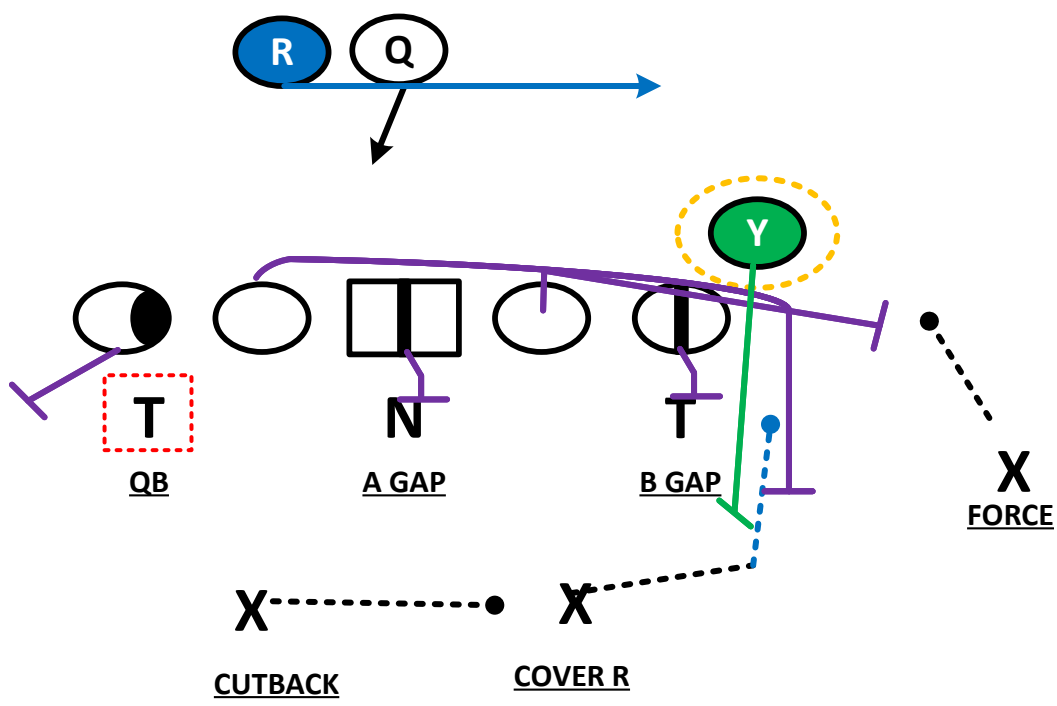
3x1

## SPLIT ZONE TRIPLE = COVER YOUR MAN



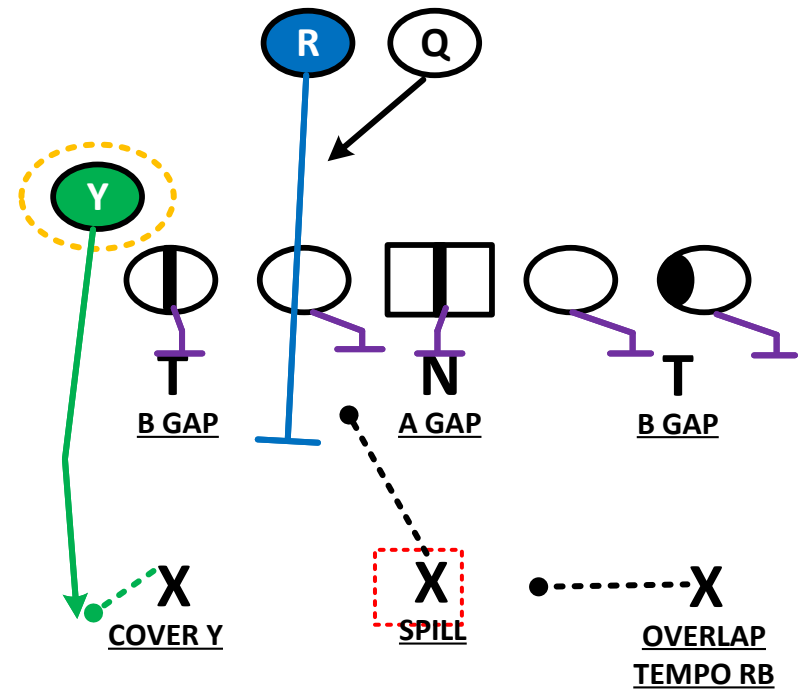
2x2

## MIDLINE P&P = COVER YOUR MAN



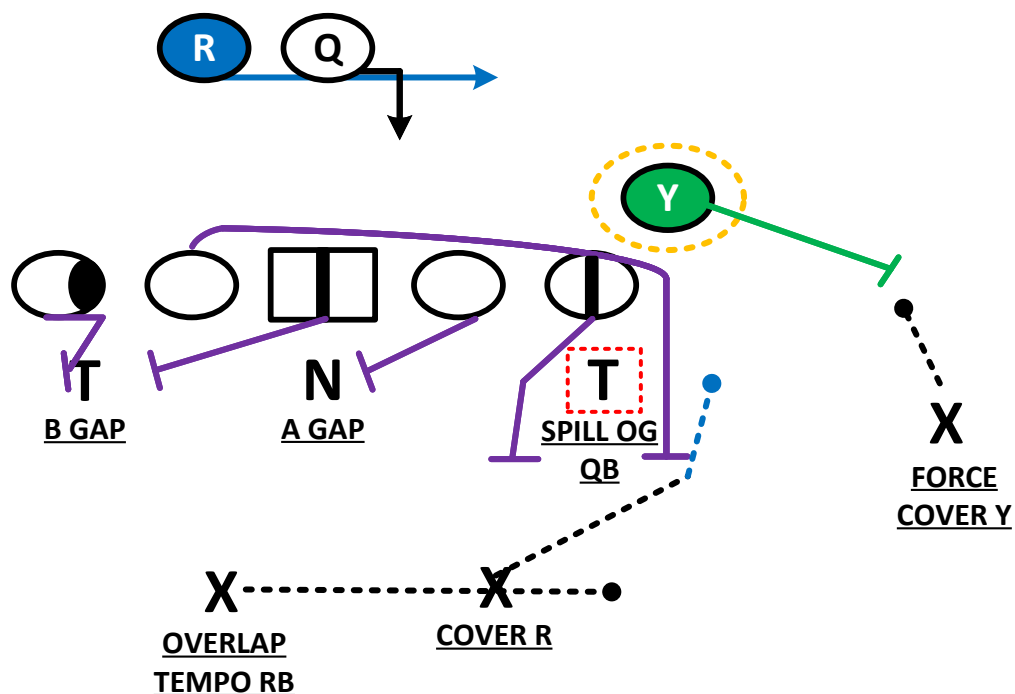
2x2

## LEAD Y POP RPO = COVER YOUR MAN



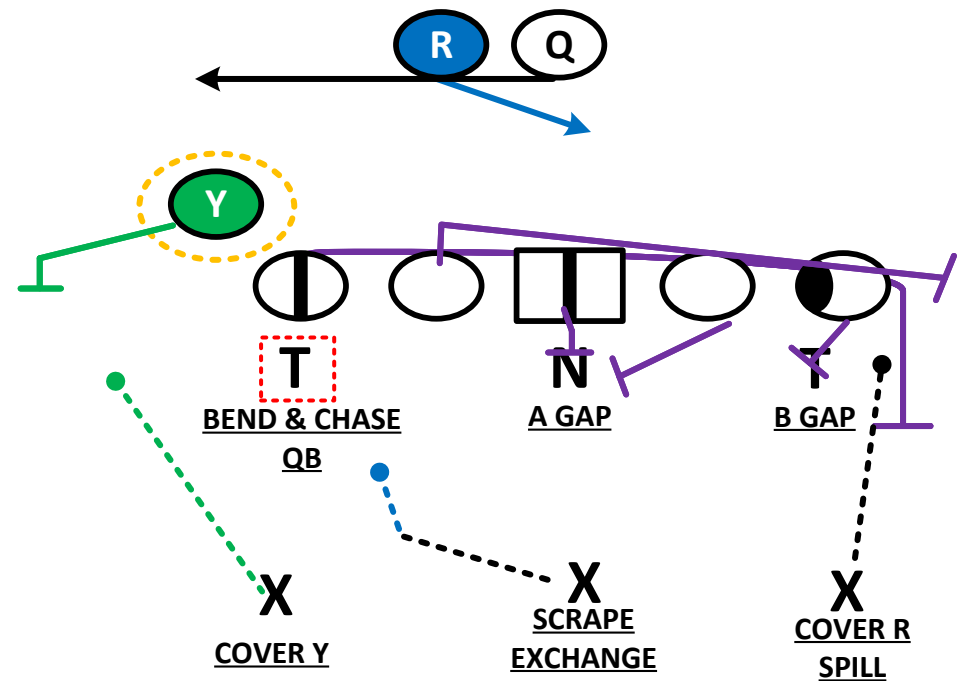
3x1

## GAP (POWER READ) = COVER YOUR MAN



2x2

## GAP (COUNTER READ) = COVER YOUR MAN



3x1