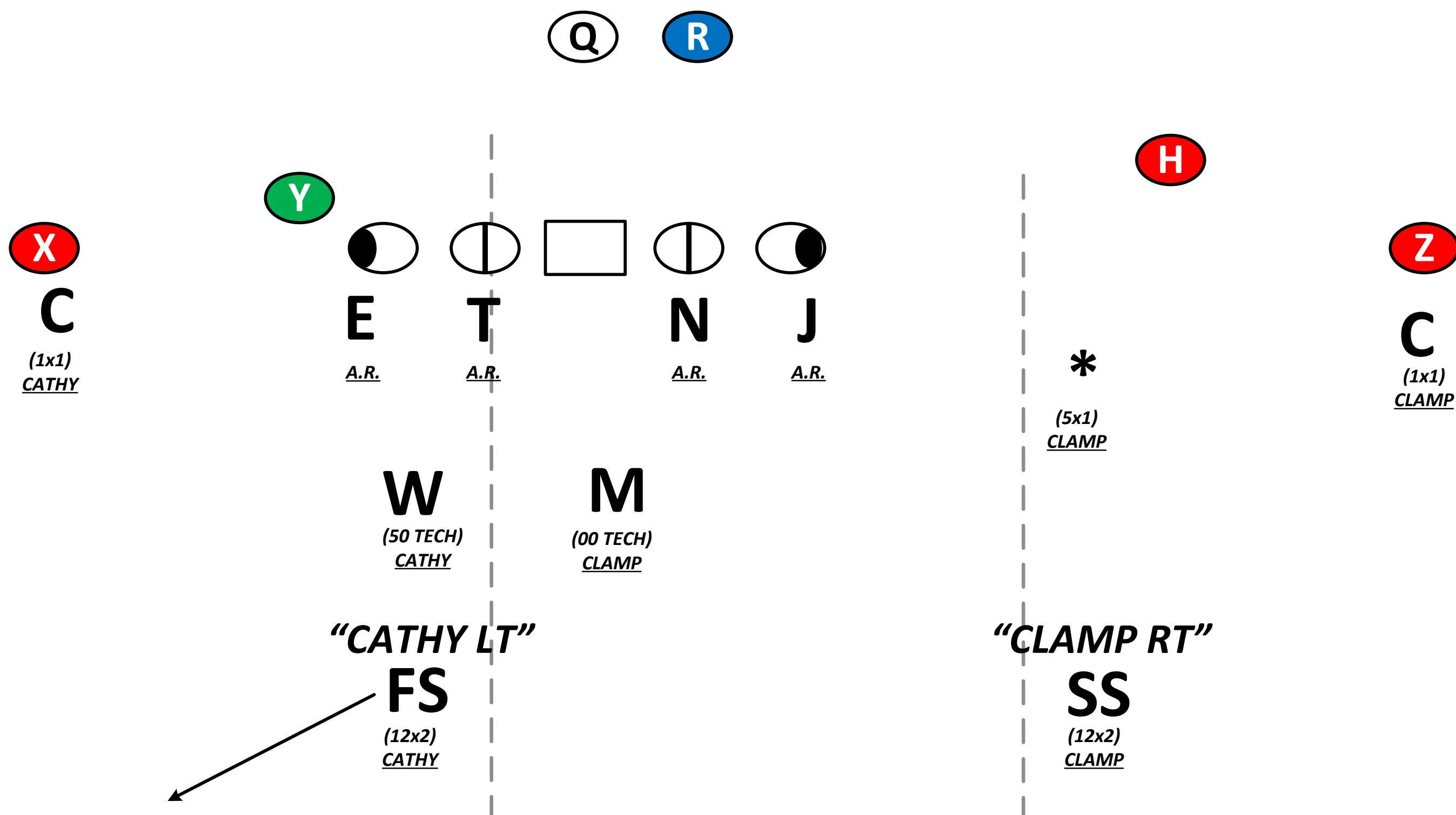
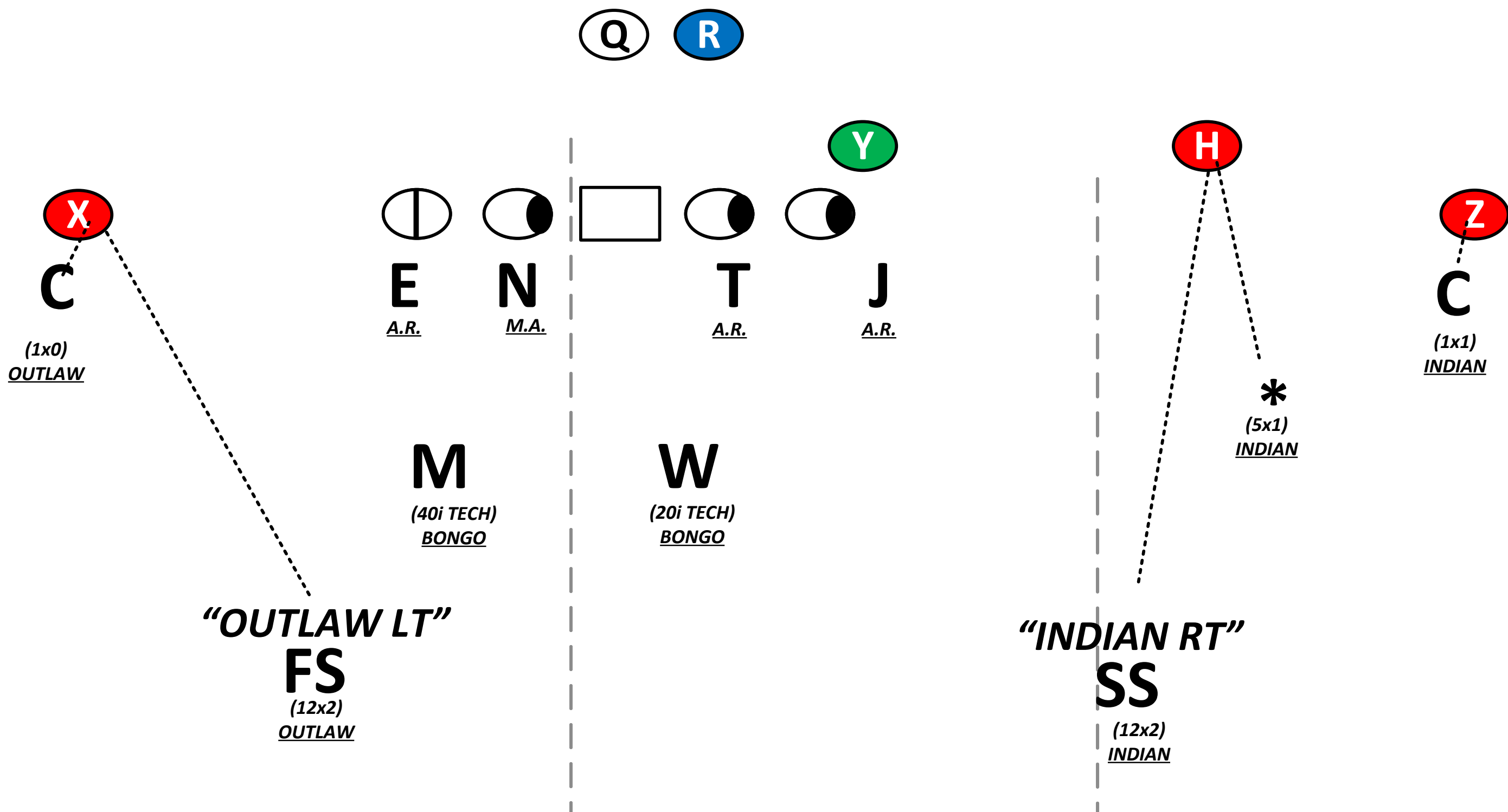


EVEN SPACE – MINUS FITS

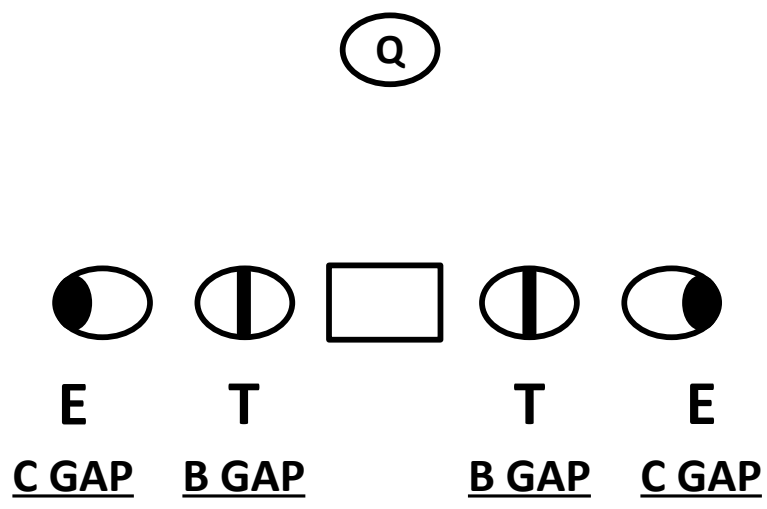
GOUT BURN 8



SET HOT 7

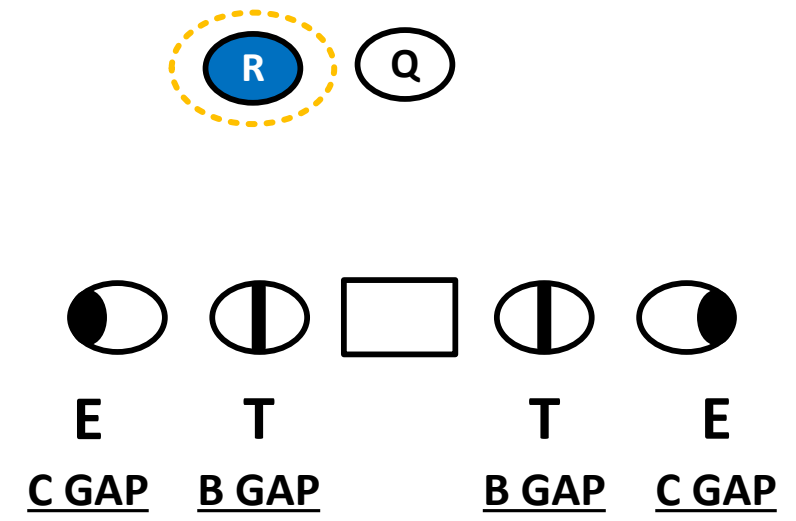


0 BACK = FIT OFF Q



DL MUST HANDLE QB

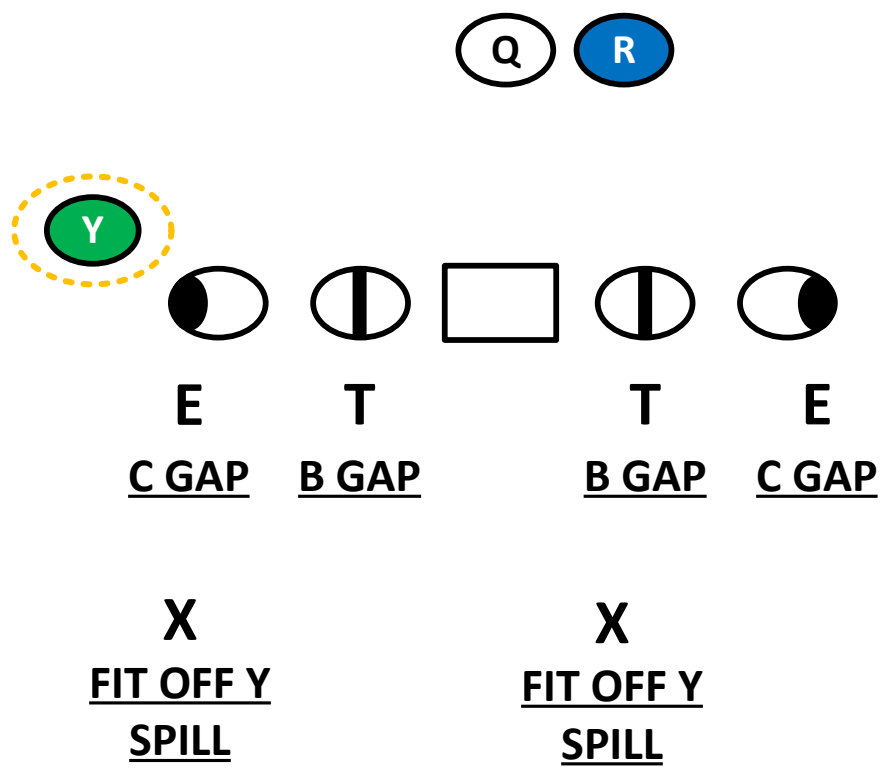
1 BACK = FIT OFF RB



X
FIT OFF R
SPILL

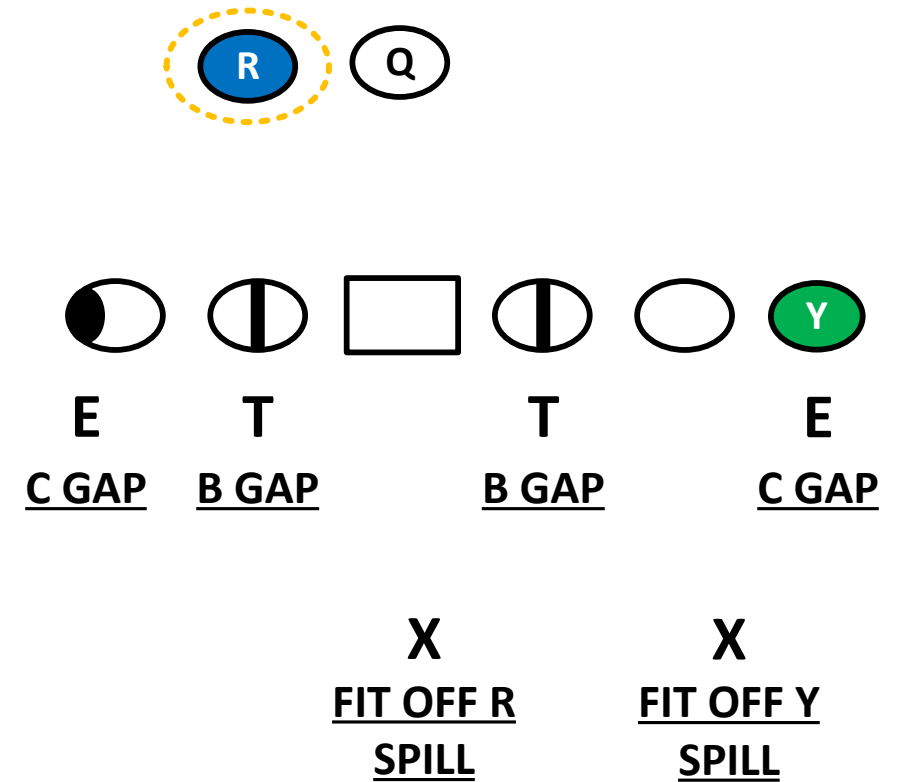
DL MUST HANDLE QB

2 BACK = FIT OFF Y or F



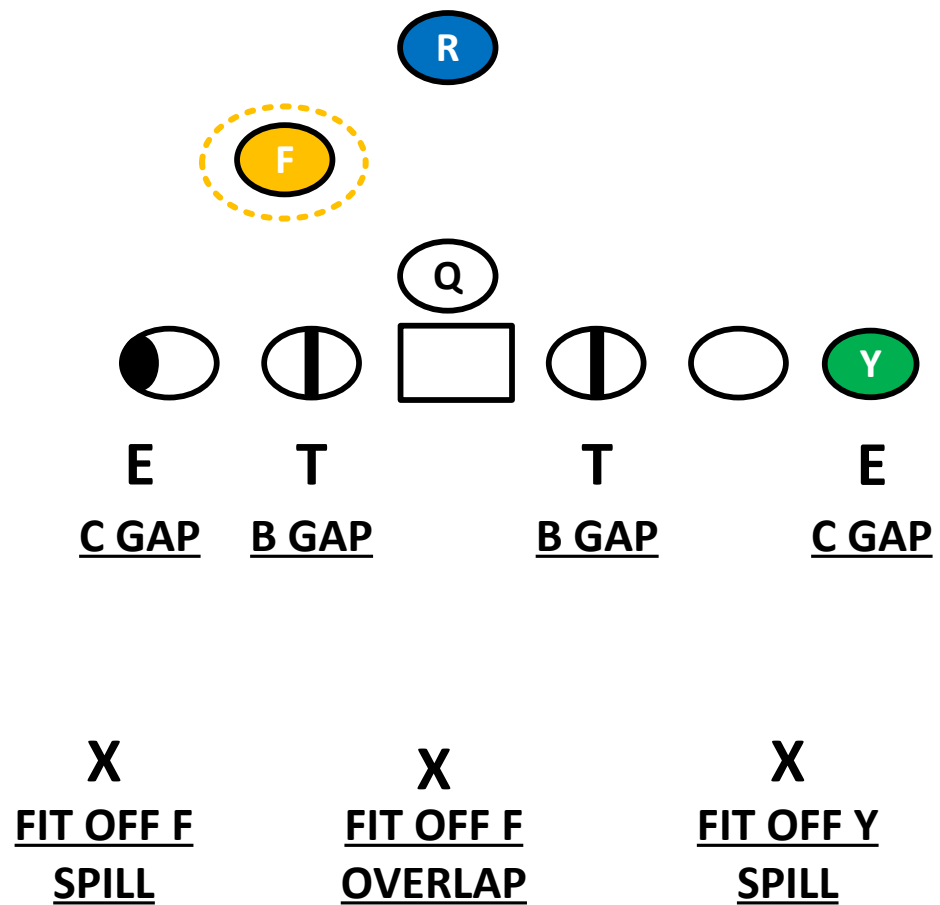
DL MUST HANDLE QB

Y ON = TREAT AS 1 BACK



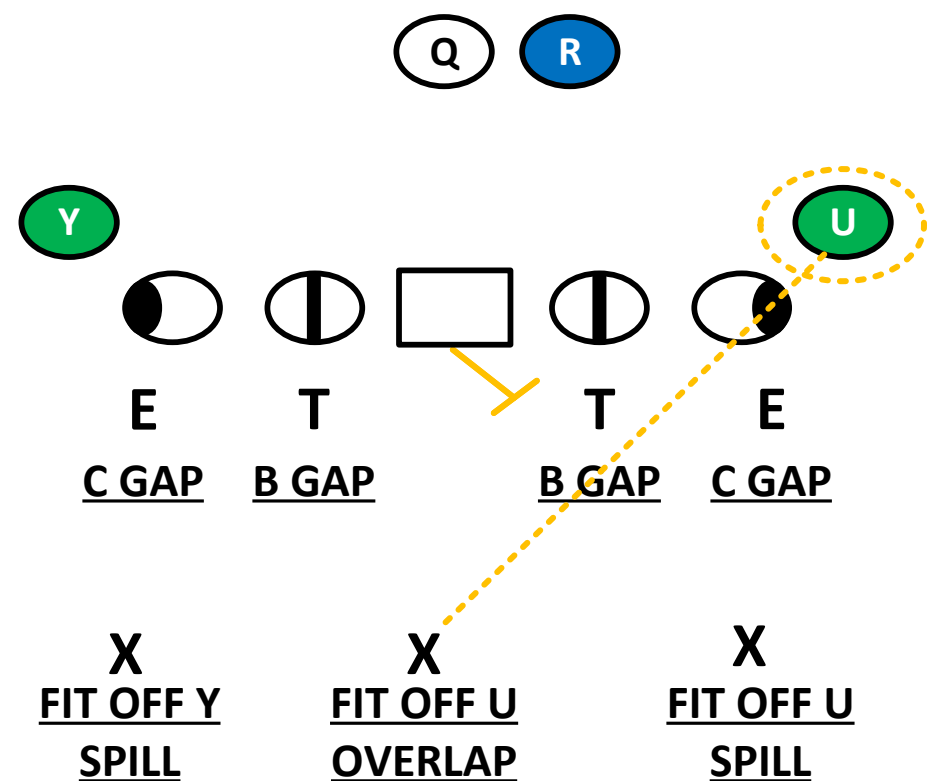
DL MUST HANDLE QB

2 BACK = FIT OFF Y or F



DL MUST HANDLE QB

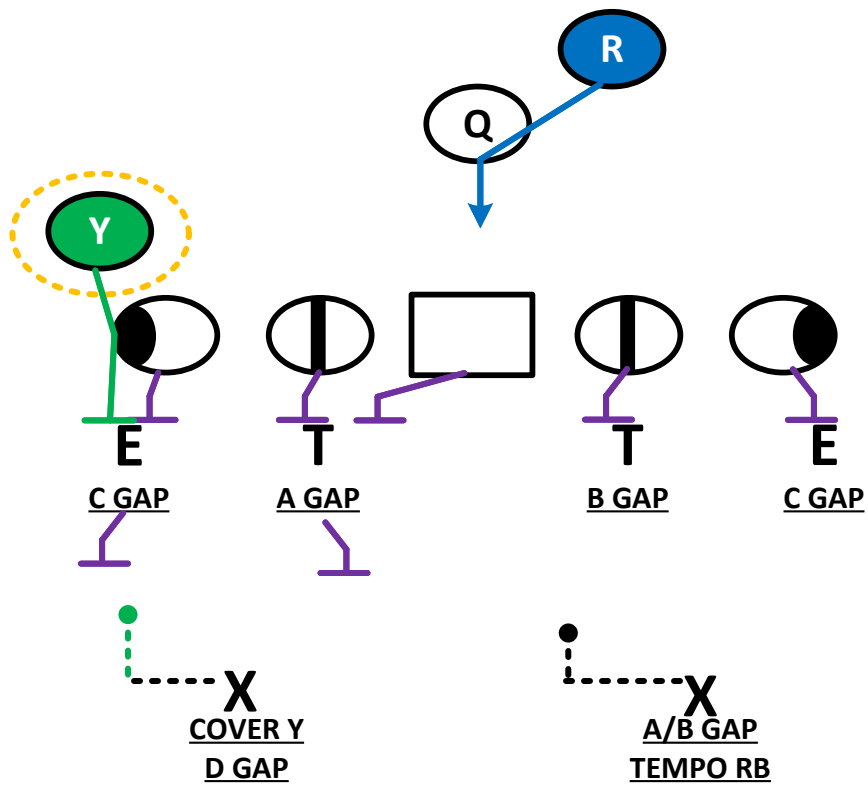
3 BACK = FIT OFF POST SNAP INDICATOR



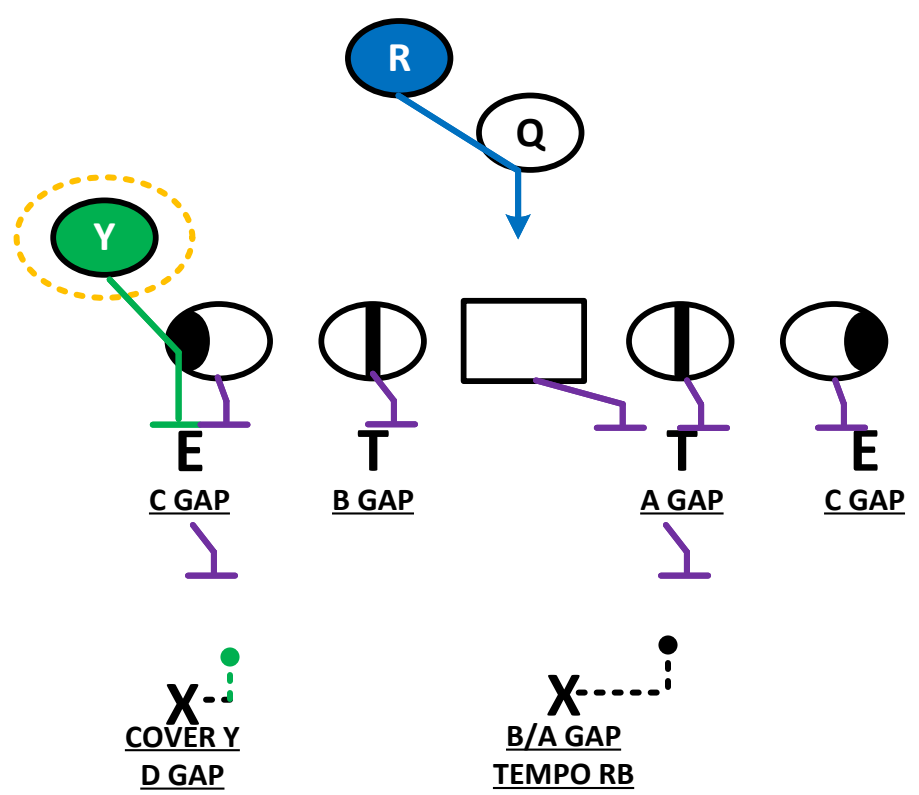
DL MUST HANDLE QB

EVEN SPACE – MINUS FITS

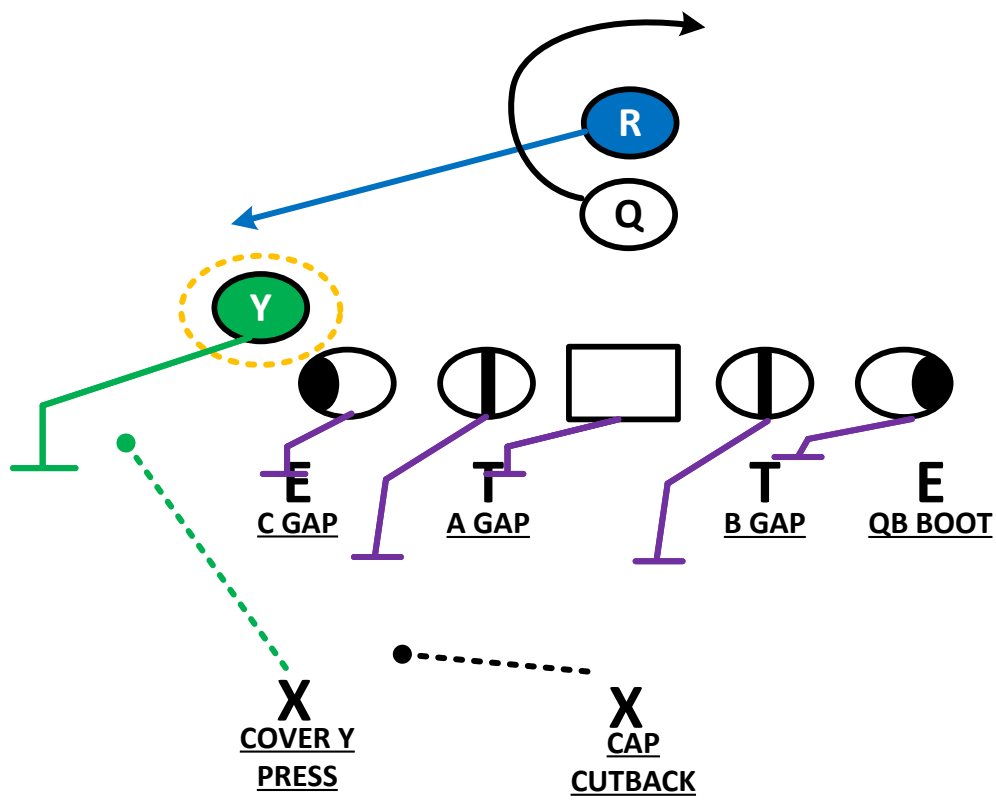
IZ = SLIDE, STACK, & ROCK BACK



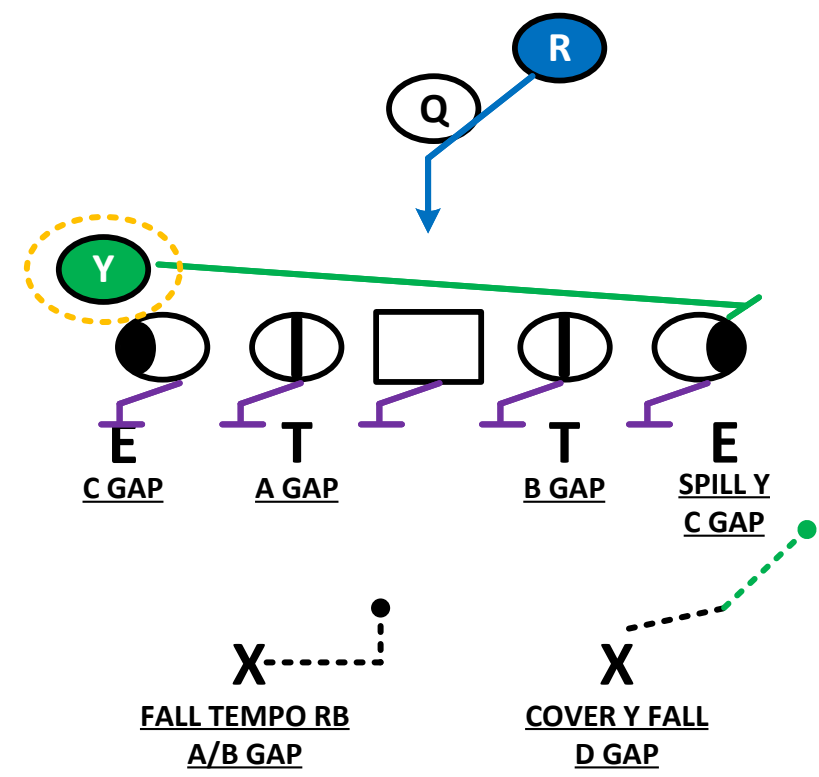
IZ/DUO = SLIDE, STACK, & ROCK BACK



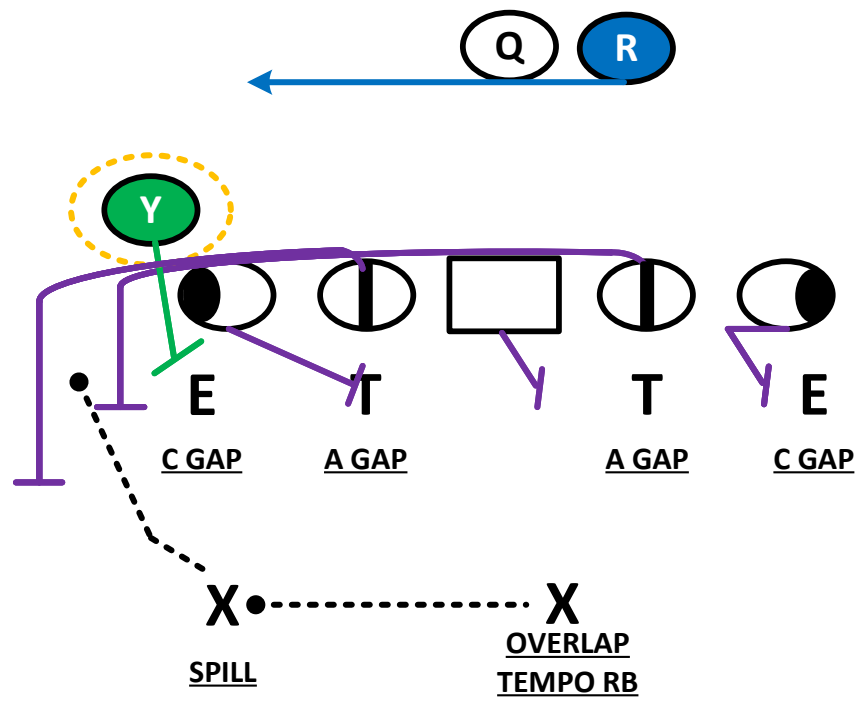
OZ = PRESS & CAP



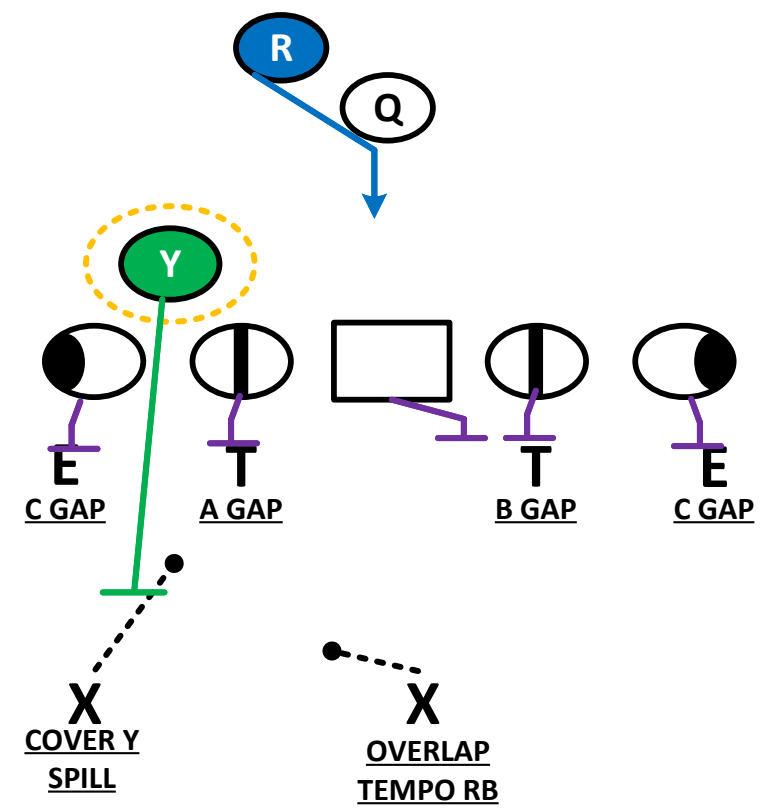
SPLIT ZONE = STEP & FALL



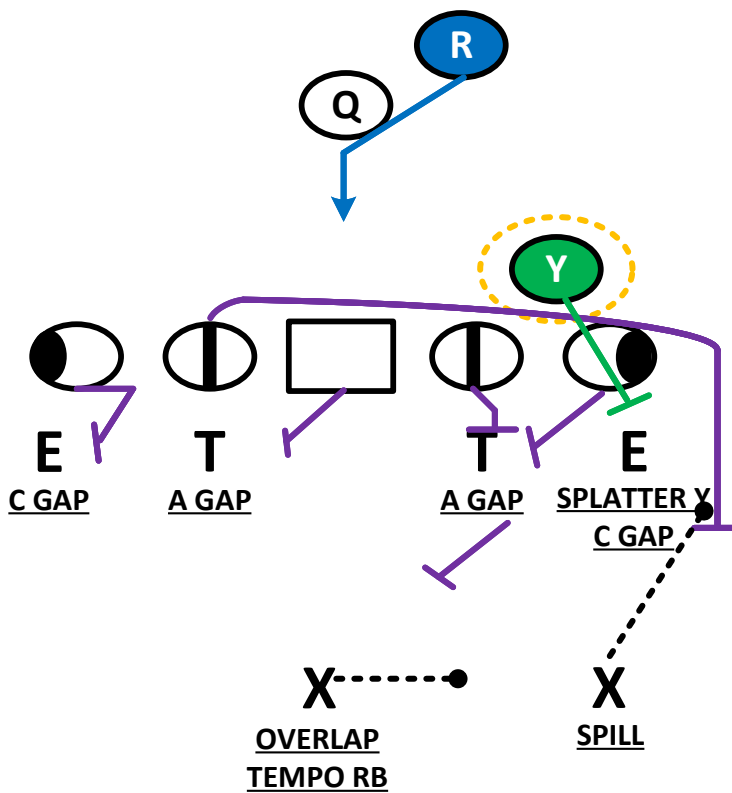
GAP (P&P) = SPILL & OVERLAP



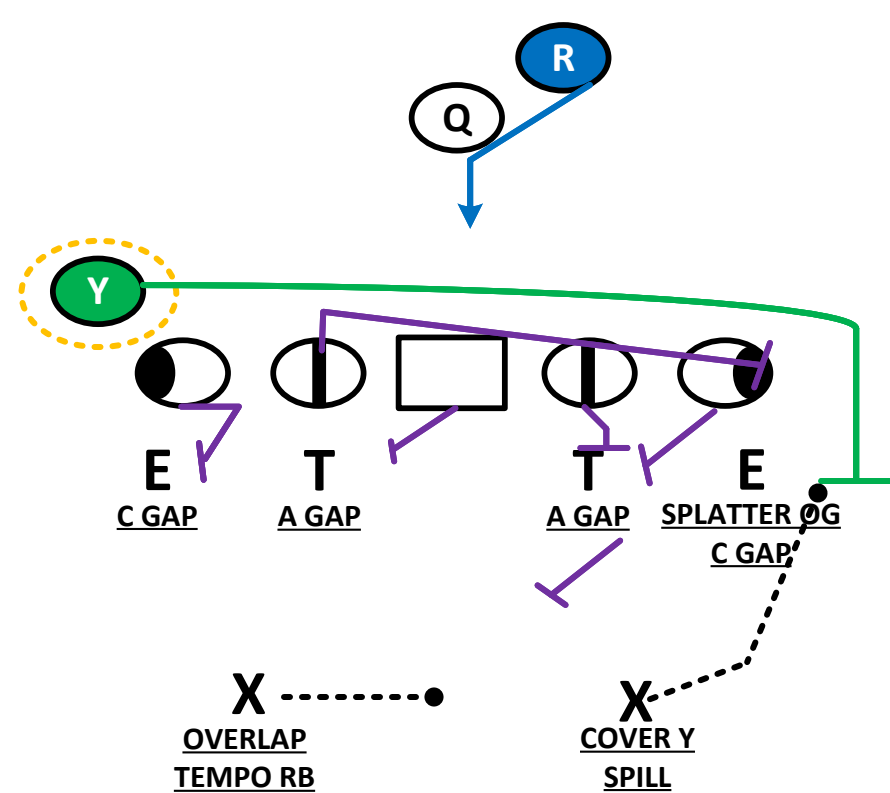
LEAD = SPILL & OVERLAP



GAP (POWER) = SPILL & OVERLAP

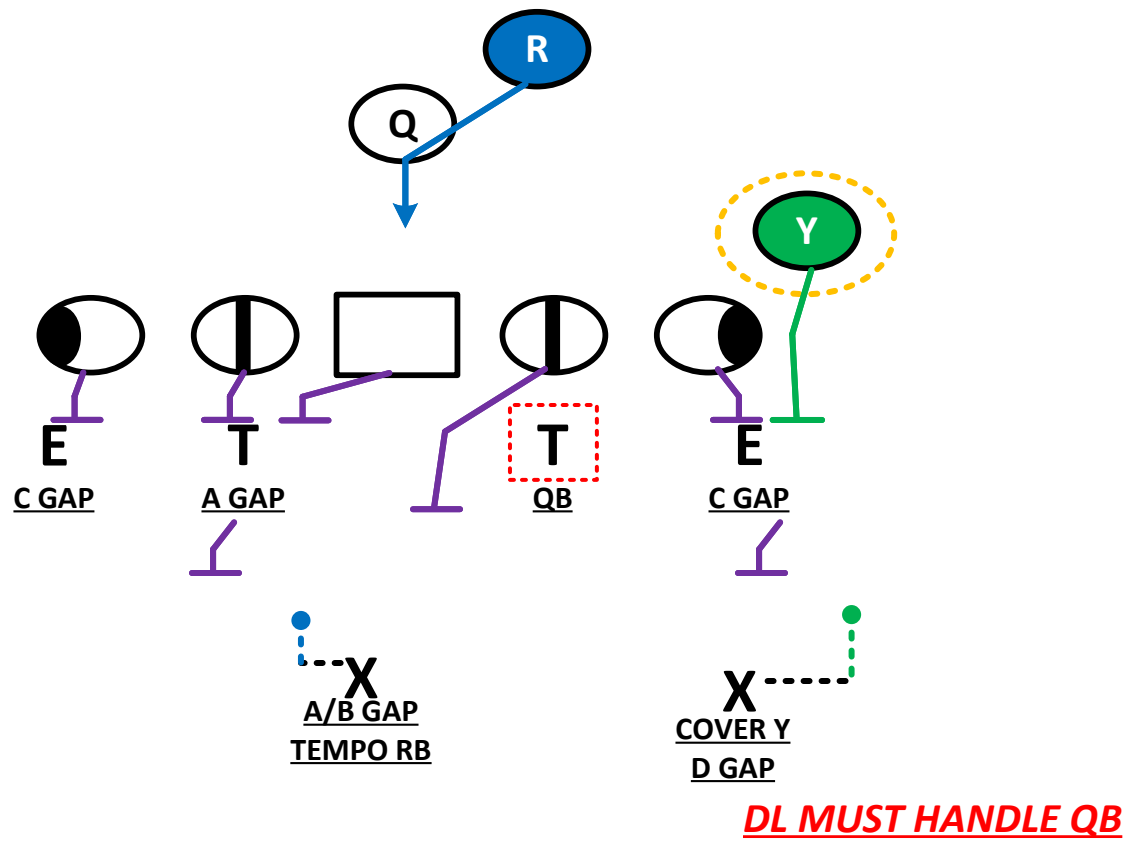


GAP (COUNTER) = SPILL & OVERLAP

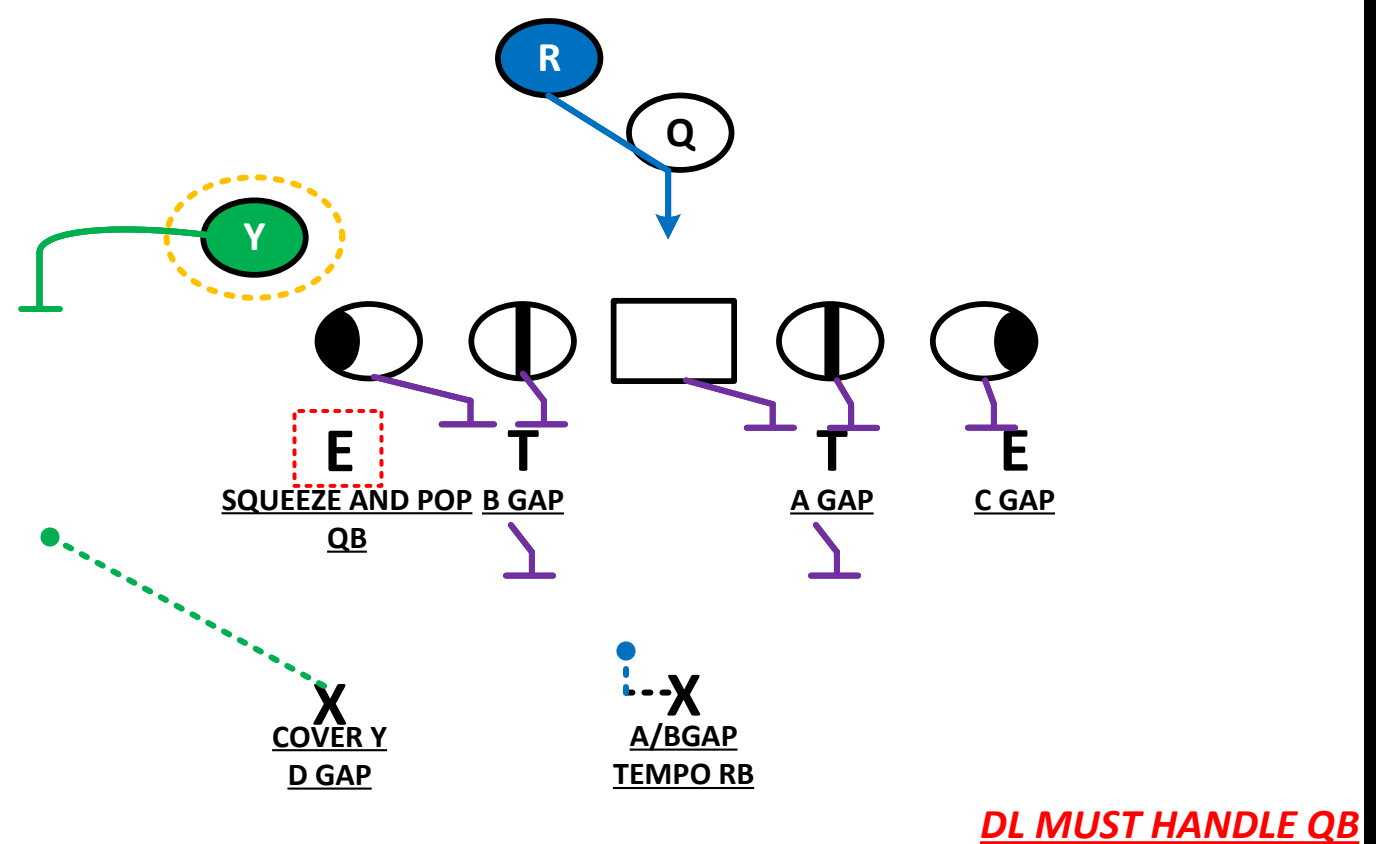


COVER 2/5/7/8 EVEN SPACE – MINUS FITS (OPTION)

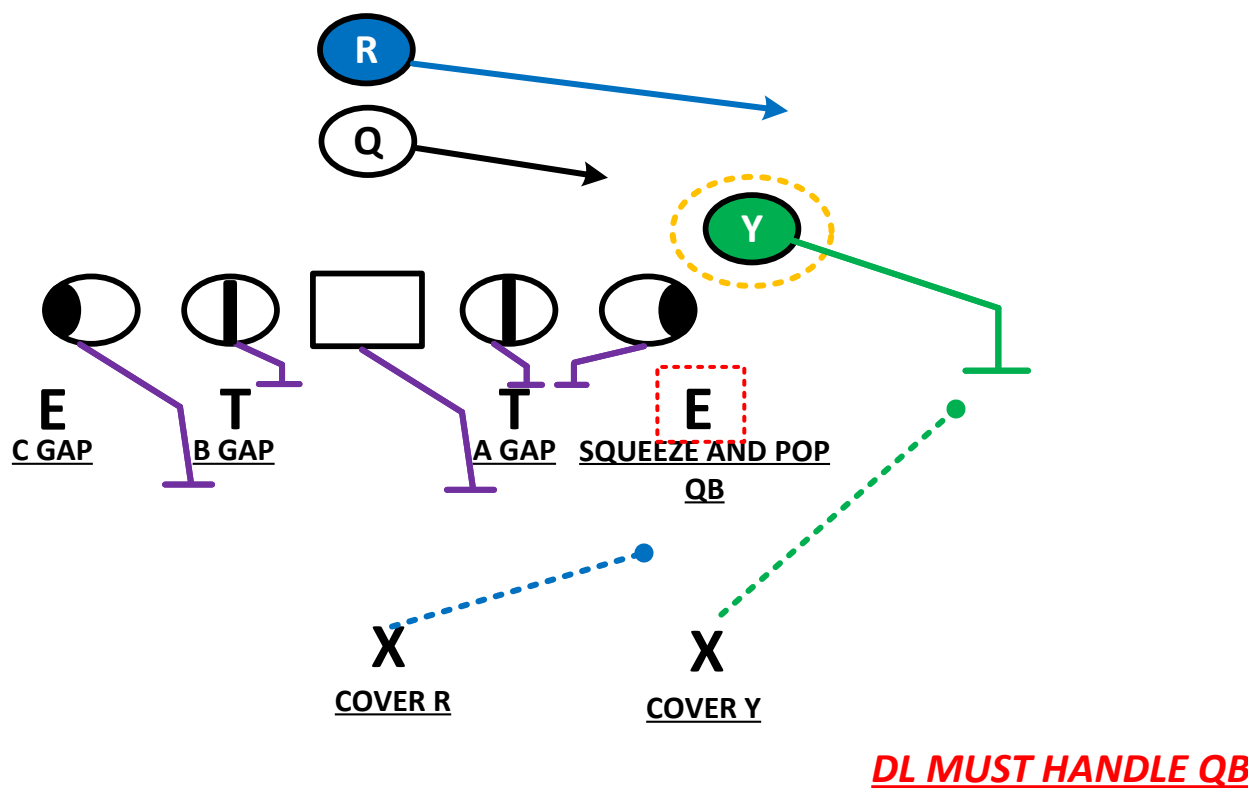
MIDLINE = SLIDE, STACK, & ROCK BACK



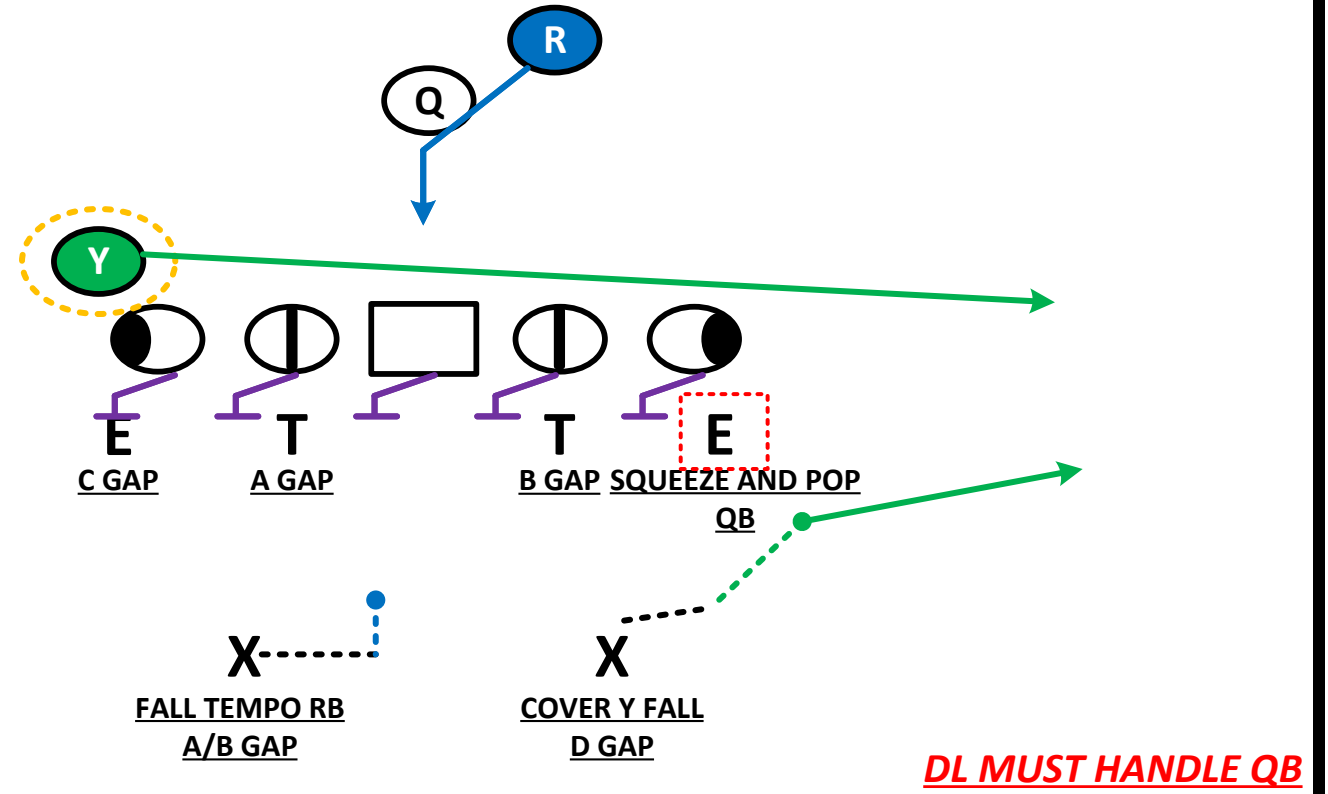
IZR = SLIDE, STACK, & ROCK BACK



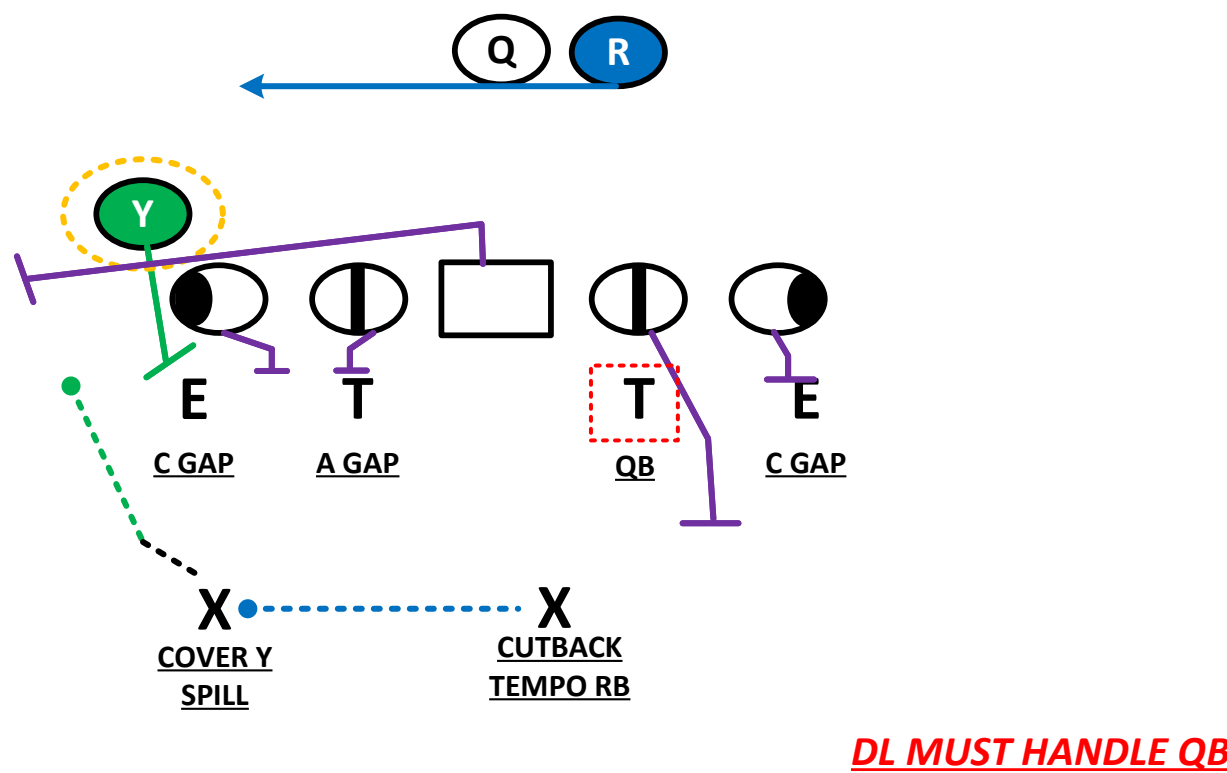
SPEED OPTION = COVER YOUR MAN



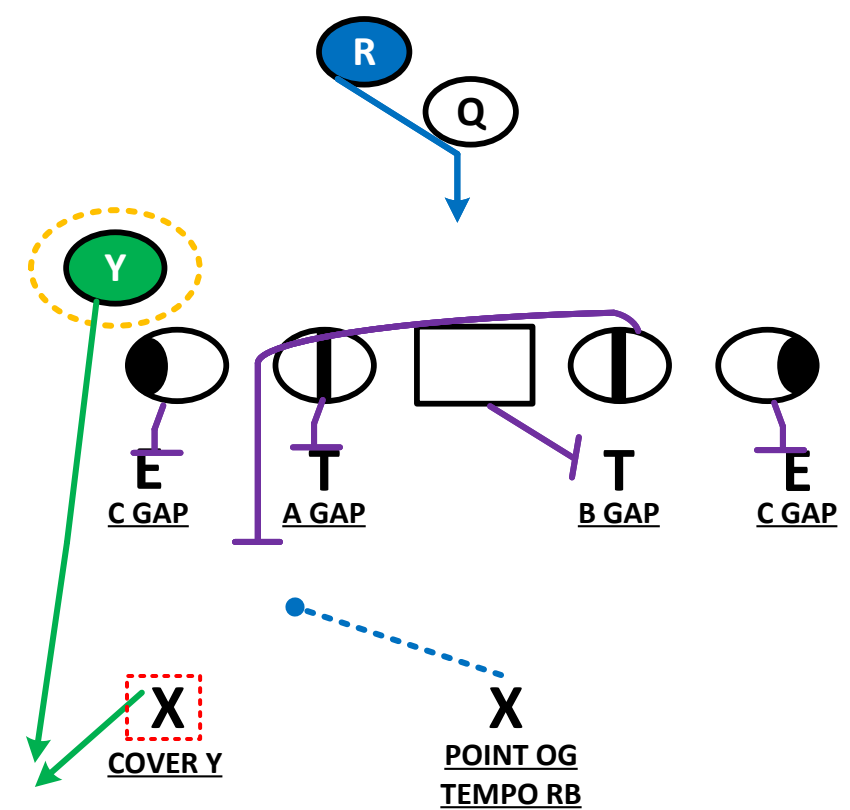
SPLIT ZONE TRIPLE = COVER YOUR MAN



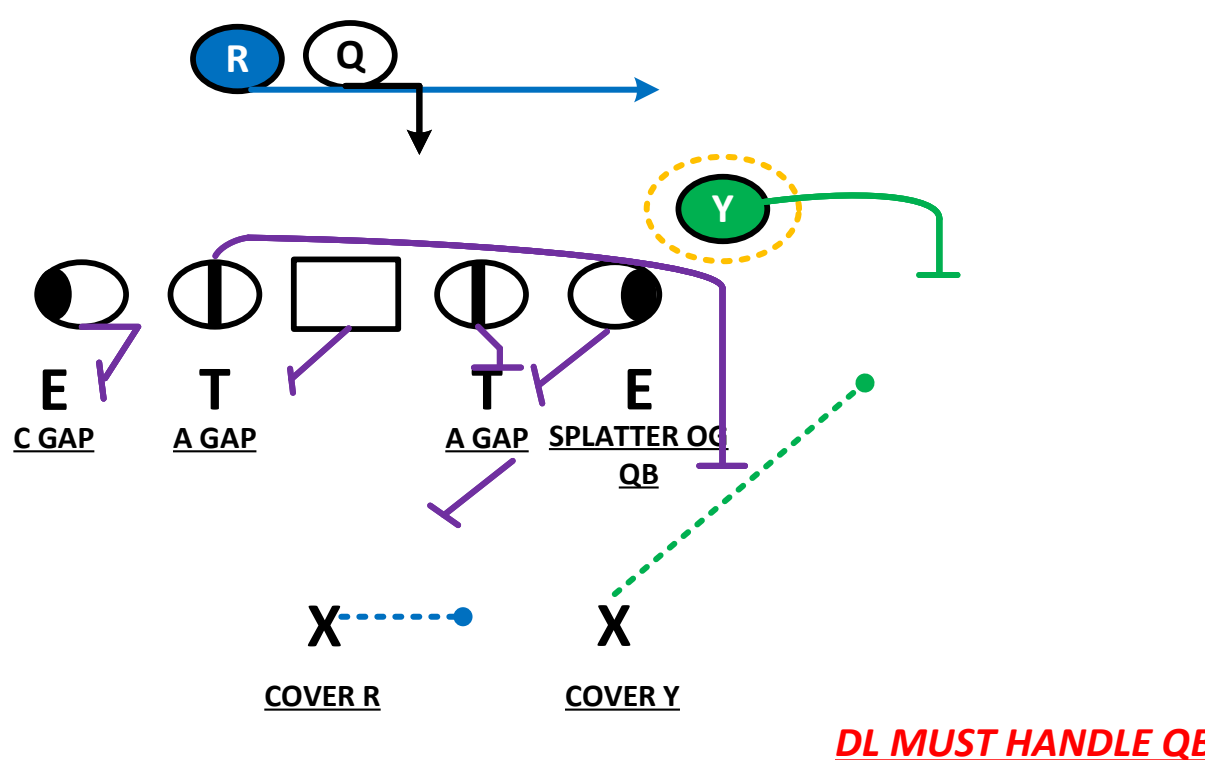
MIDLINE P&P = COVER YOUR MAN



LEAD Y POP RPO = COVER YOUR MAN



GAP (POWER READ) = COVER YOUR MAN



GAP (COUNTER READ) = COVER YOUR MAN

