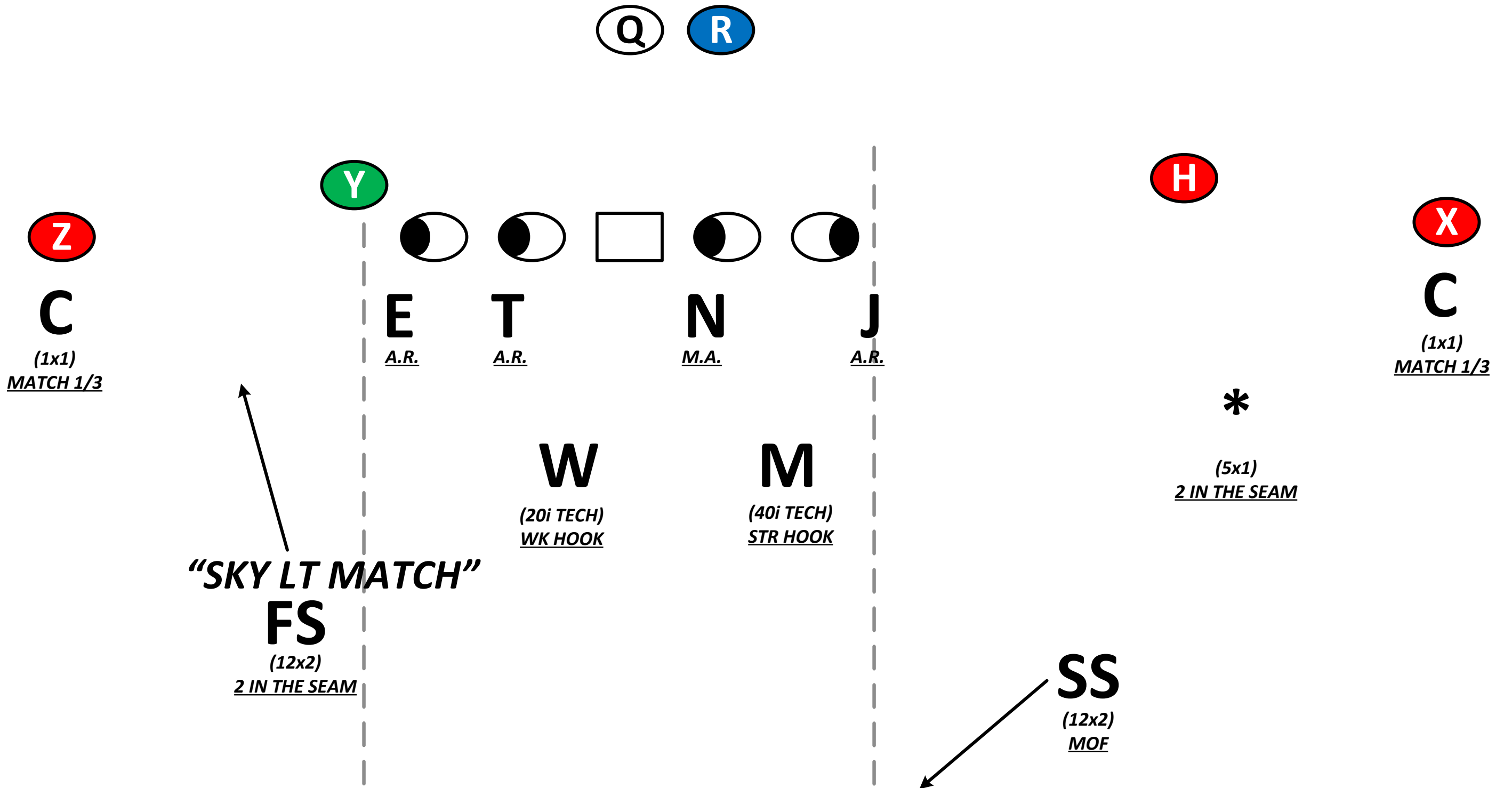
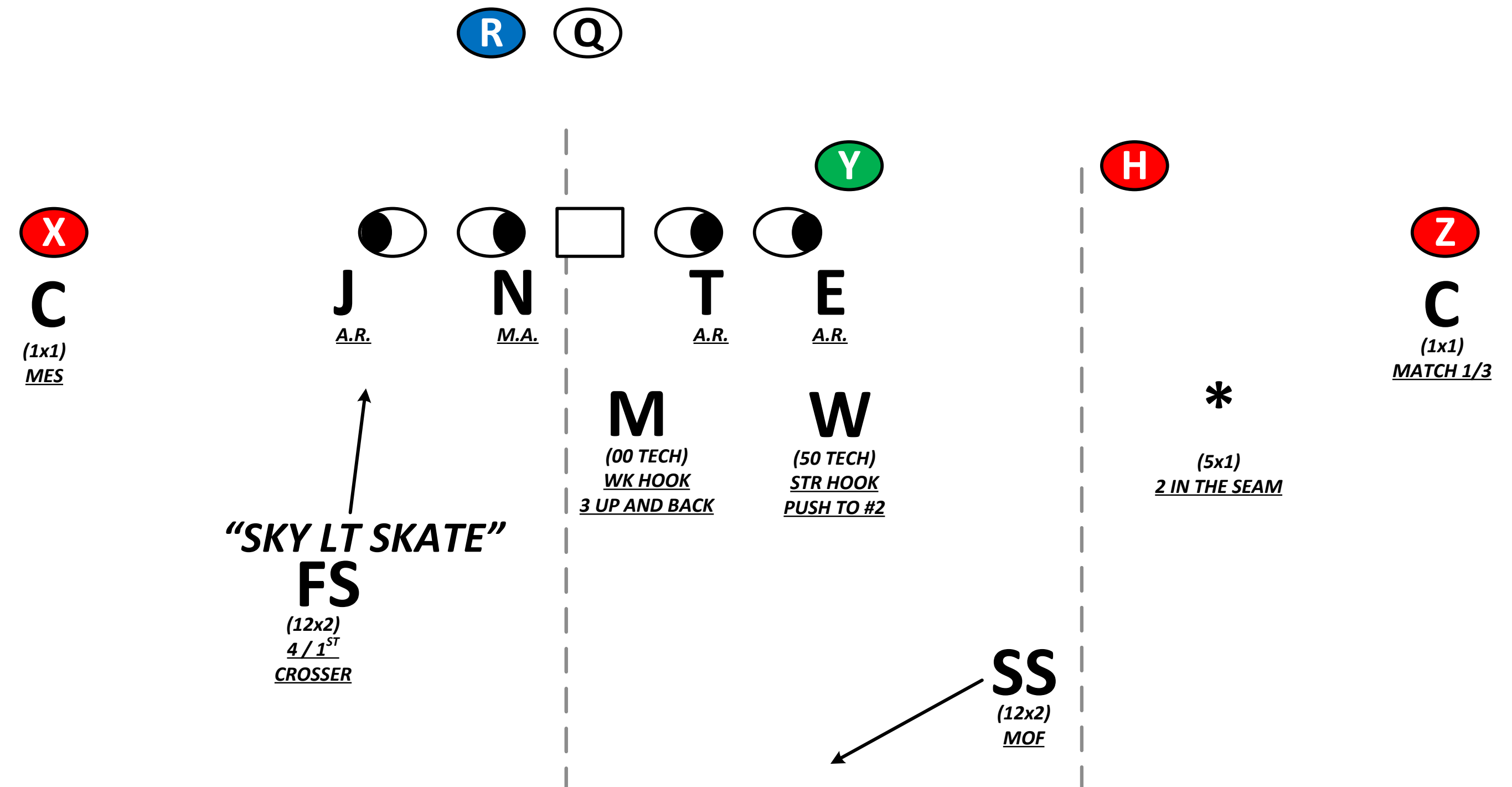


# EVEN SPACE – GAPPED OUT

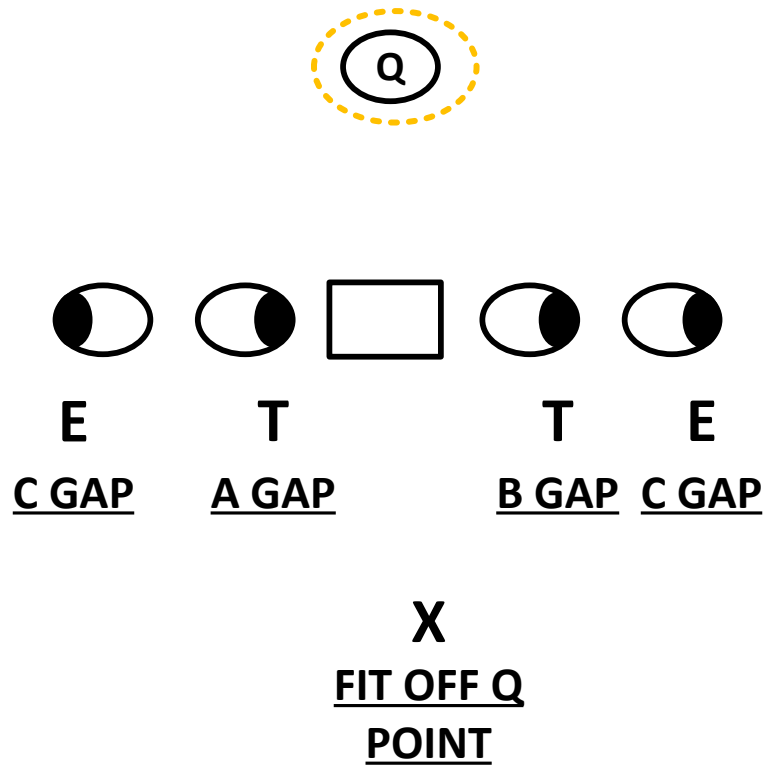
OVER 6



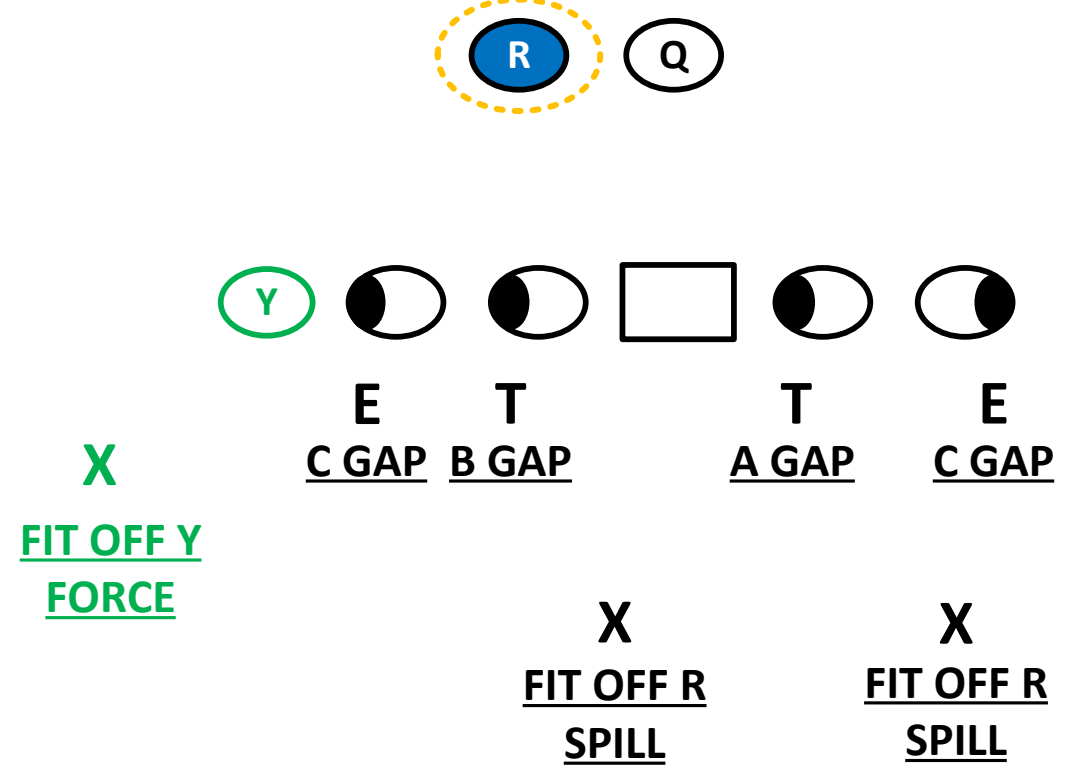
OVER 6



0 BACK = FIT OFF Q

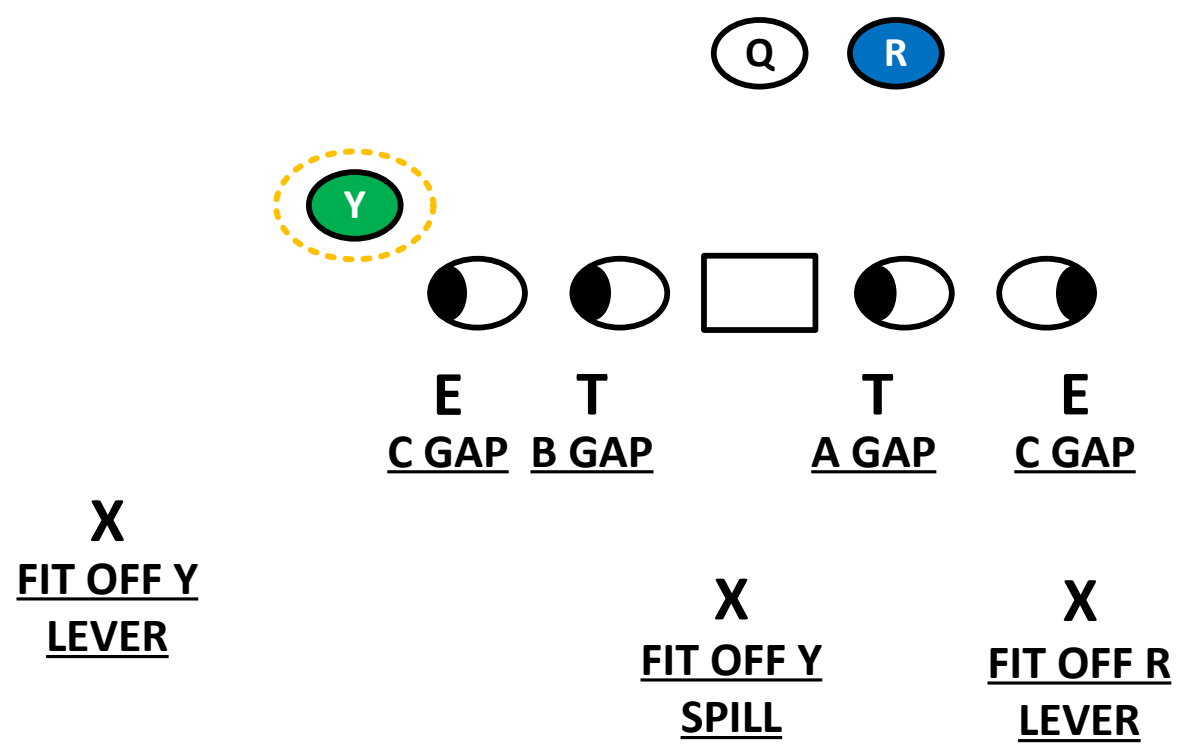


1 BACK and Y ON = FIT OFF RB



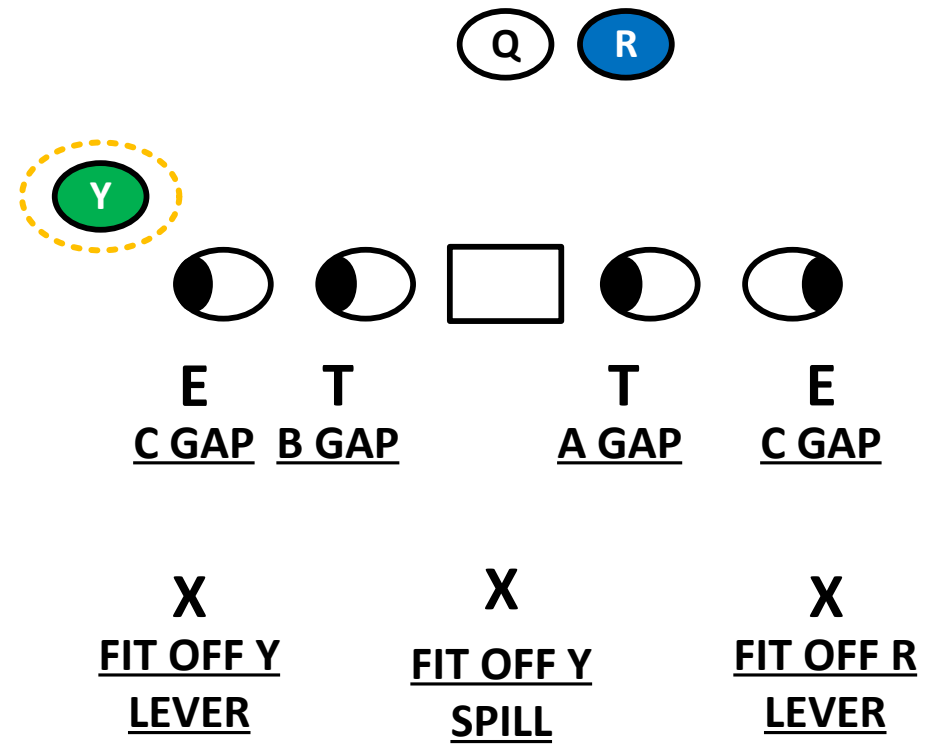
2 BACK = FIT OFF Y

2x2

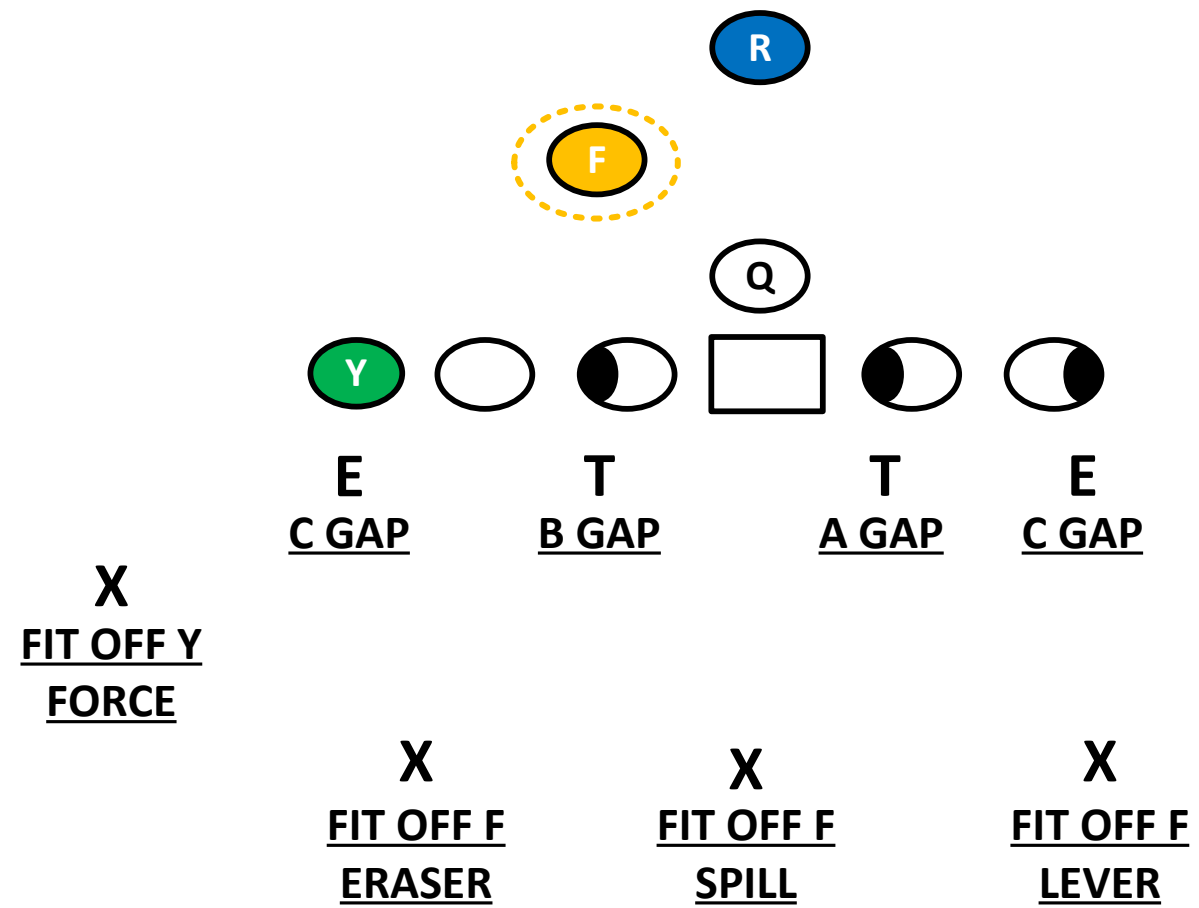


2 BACK = FIT OFF Y

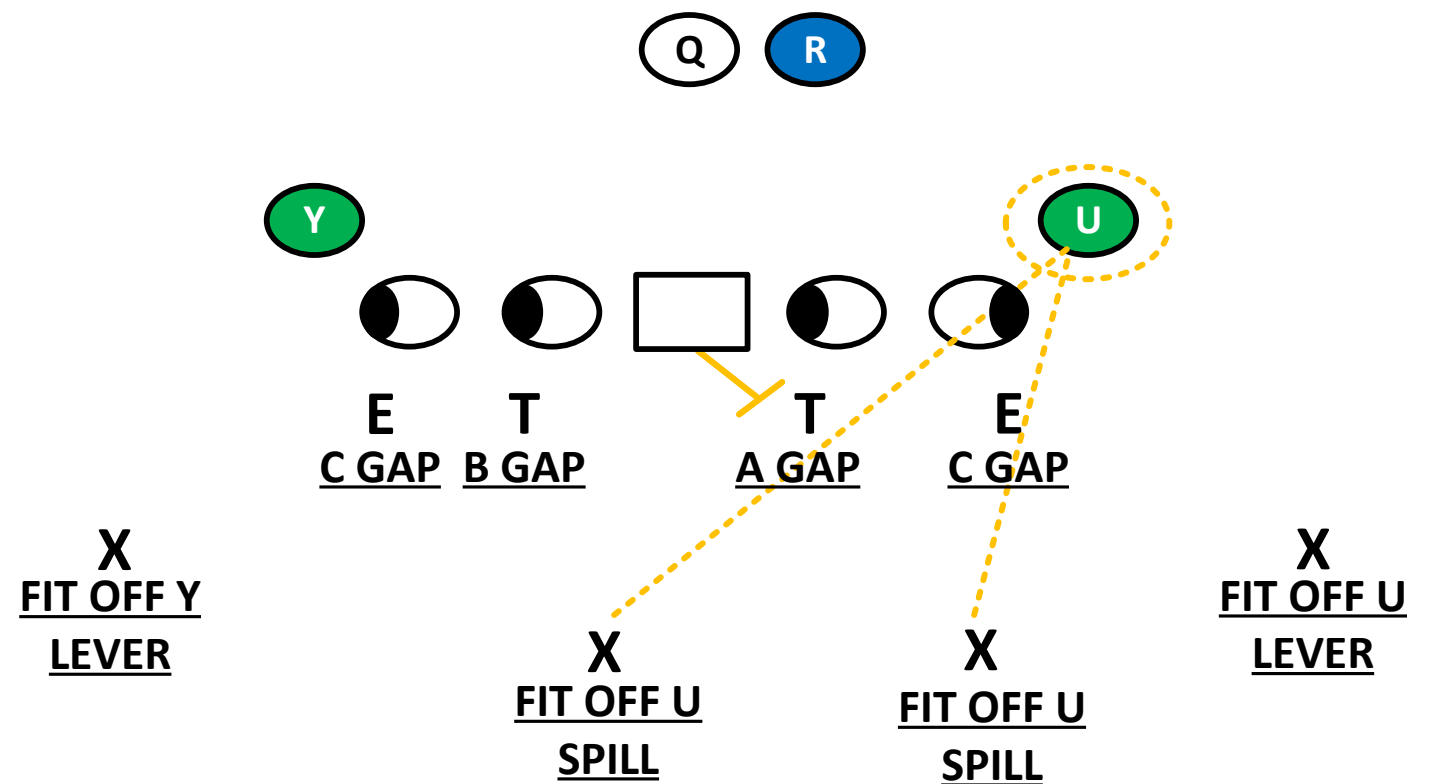
3x1



2 BACK = FIT OFF F

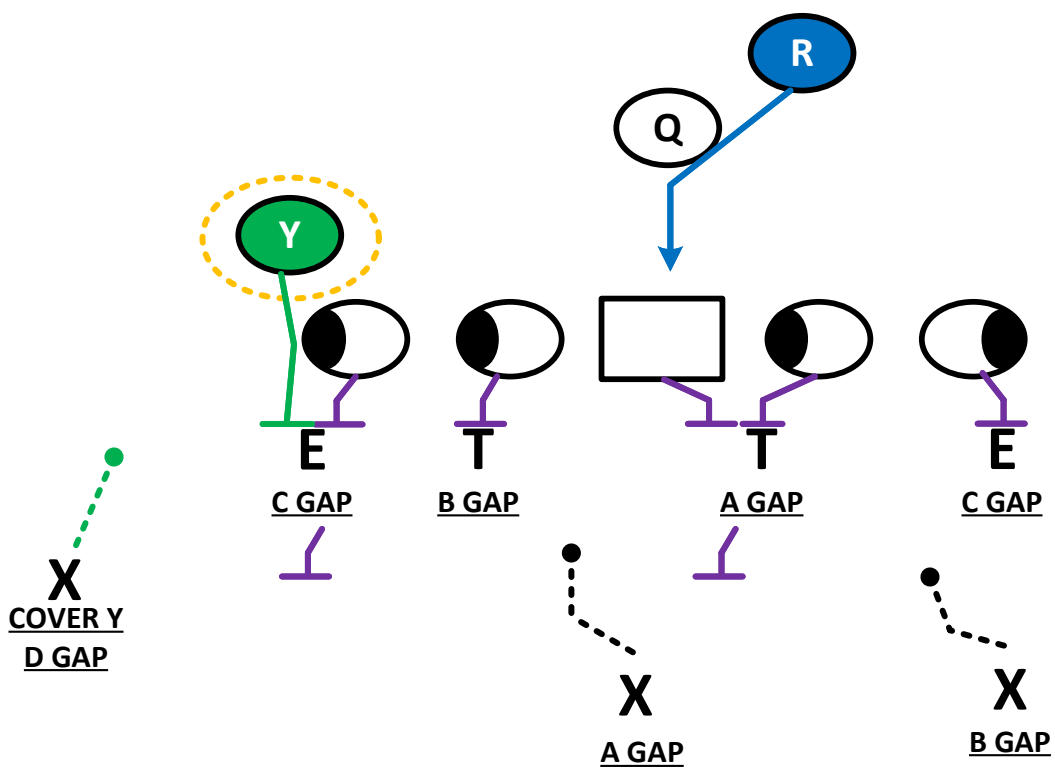


3 BACK = FIT OFF POST SNAP INDICATOR



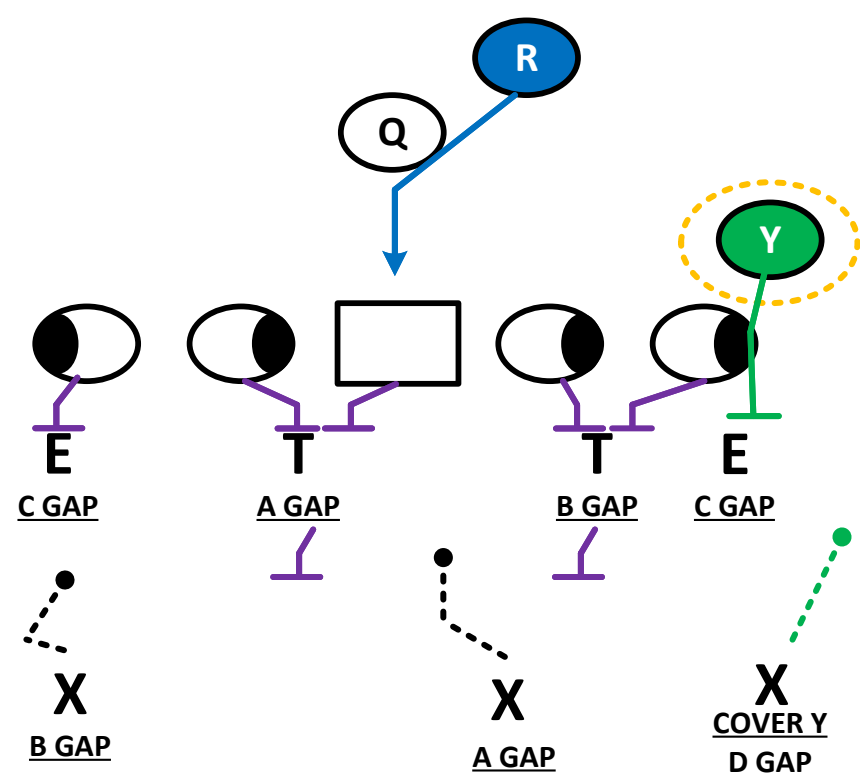
# EVEN SPACE – GAPPED OUT

## IZ = SHUFFLE, STACK



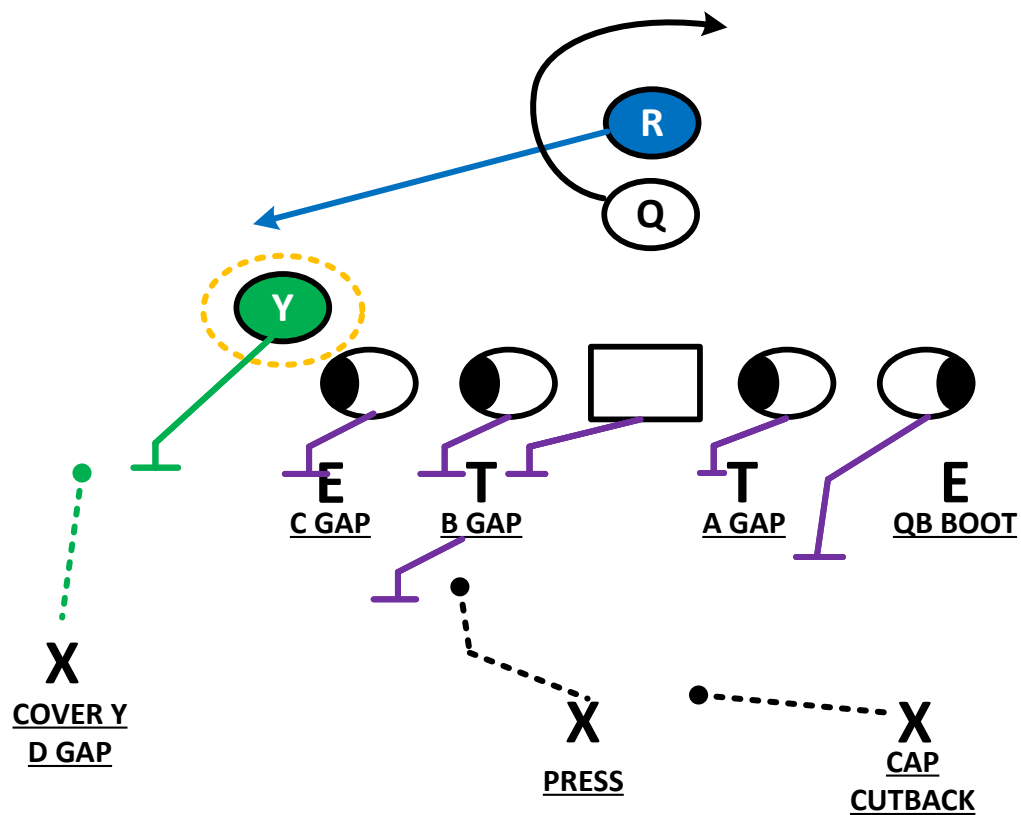
2x2

## IZ/DUO = SHUFFLE, STACK



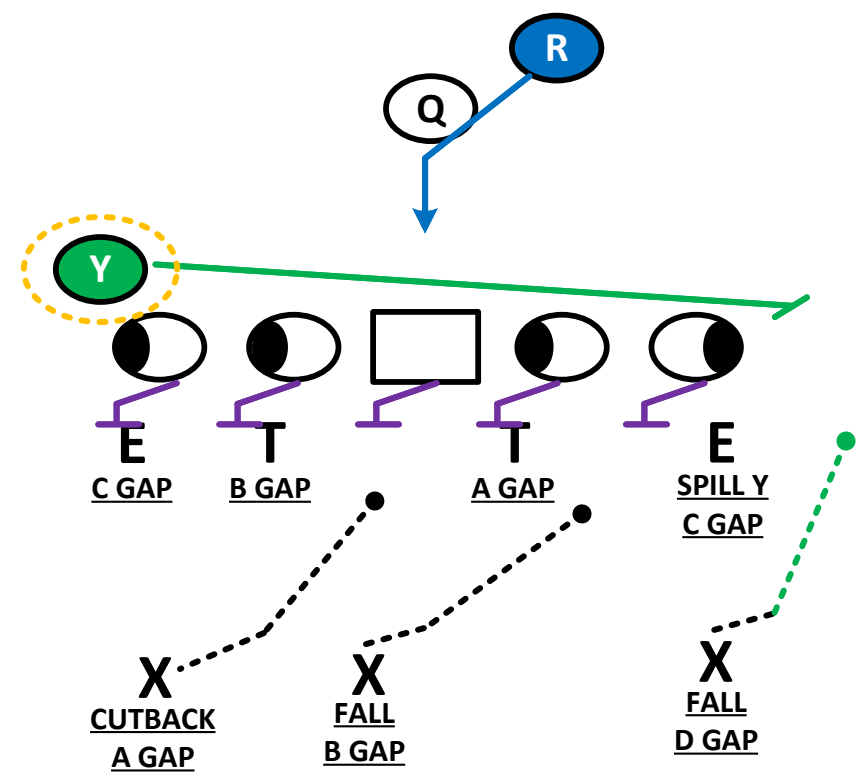
3x1

## OZ = PRESS & CAP



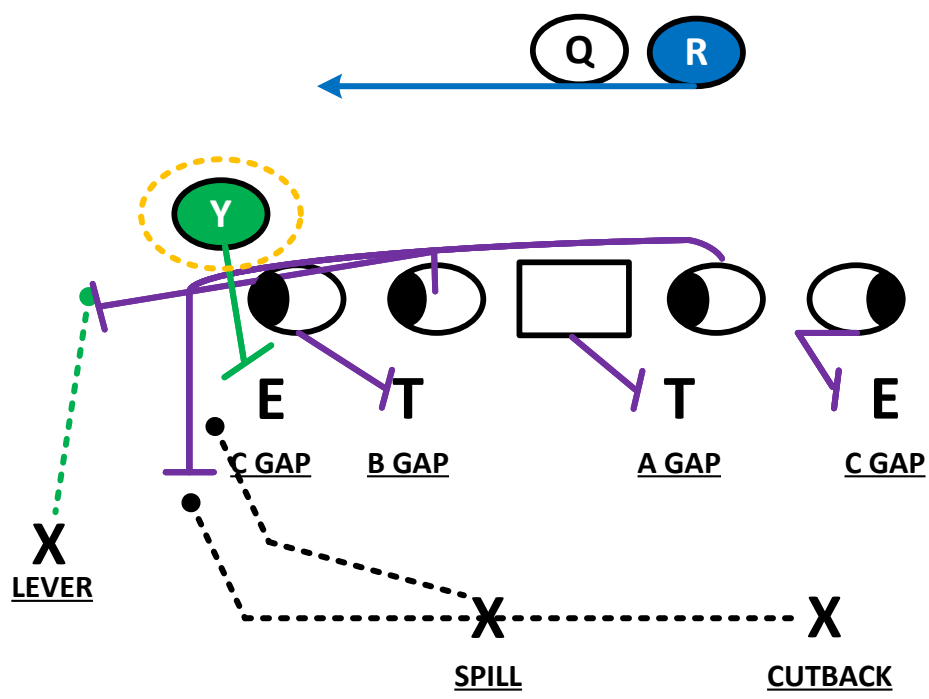
2x2

## SPLIT ZONE = STEP & FALL BACK



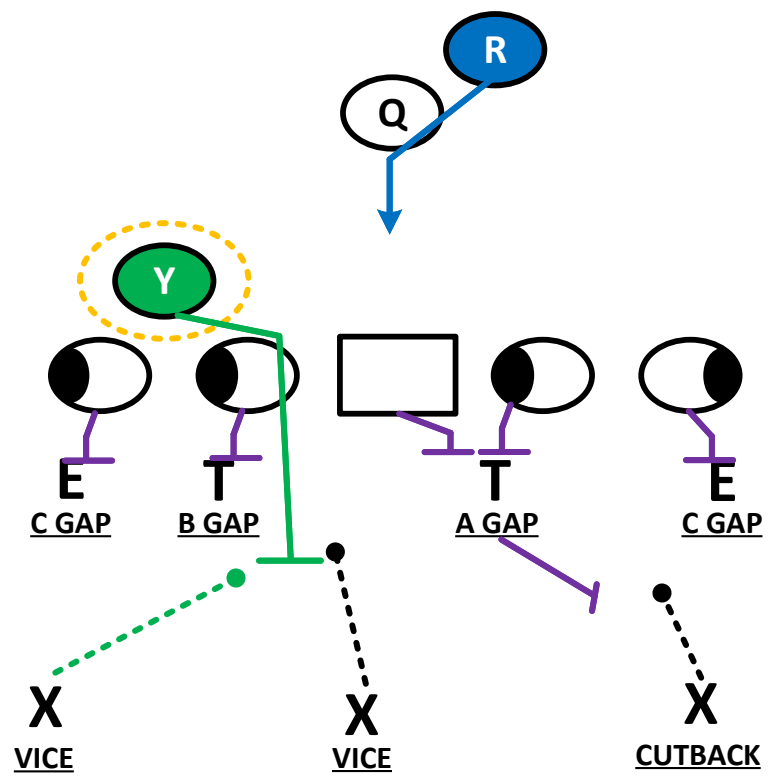
3x1

## GAP (P&P) = PULL THE FITS



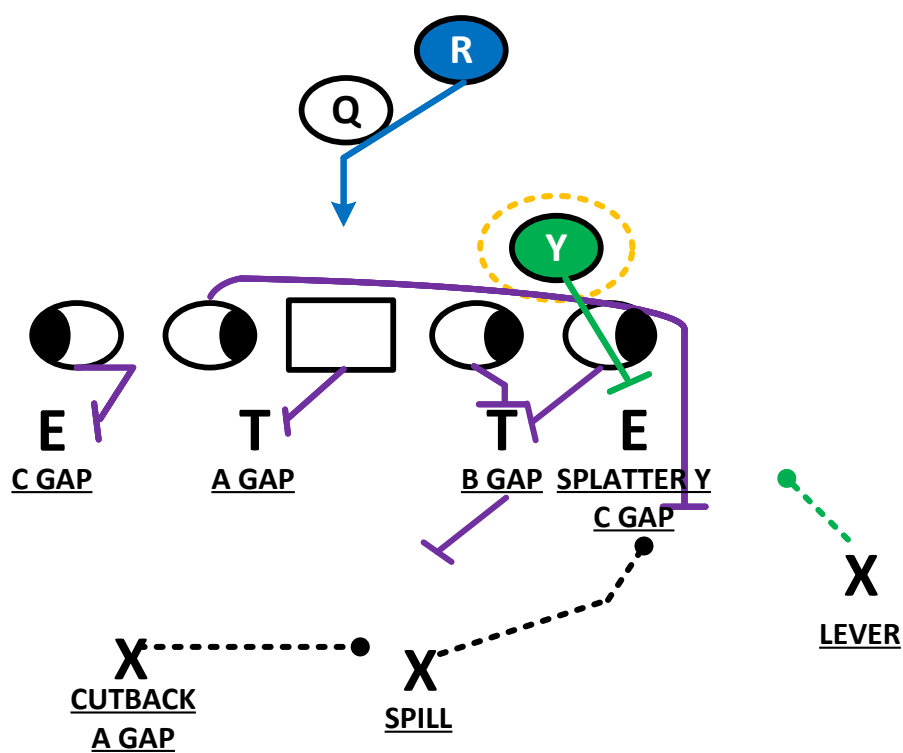
2x2

## LEAD = VICE IT



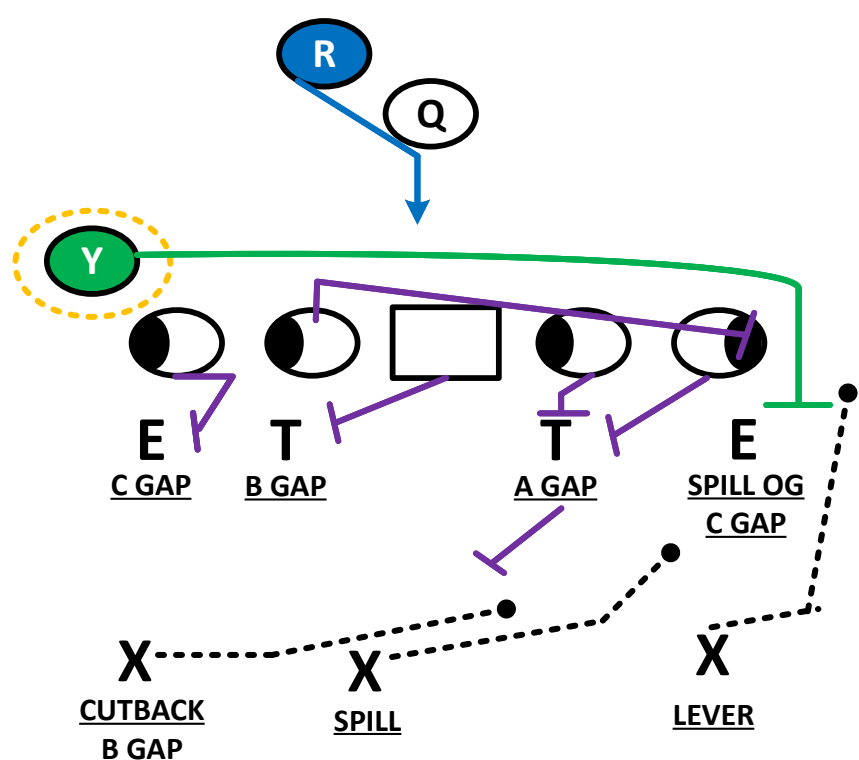
3x1

## GAP (POWER) = PULL THE FITS



2x2

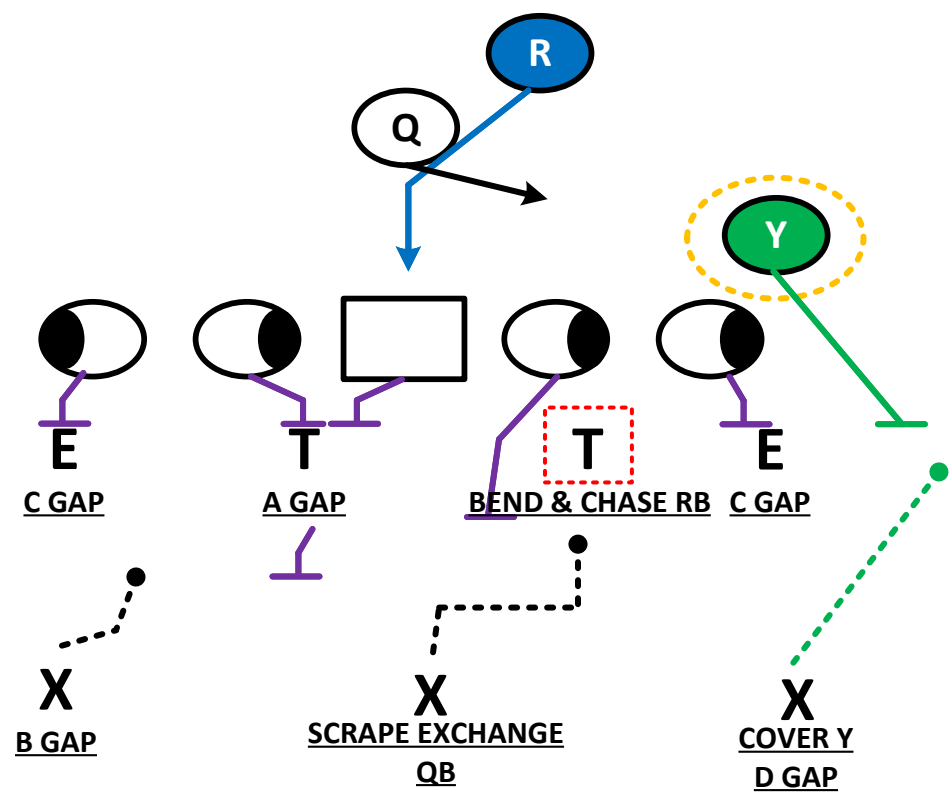
## GAP (COUNTER) = PULL THE FITS



3x1

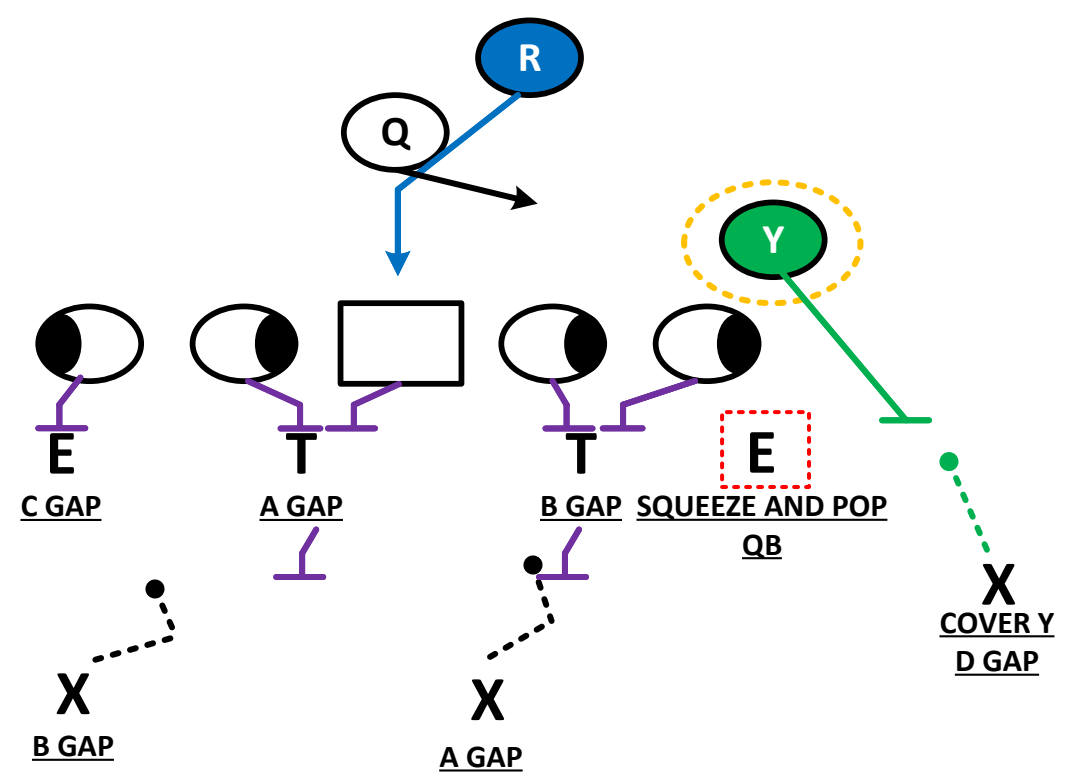
# EVEN SPACE – GAPPED OUT (OPTION)

## MIDLINE = SHUFFLE, STACK, & ROCK BACK



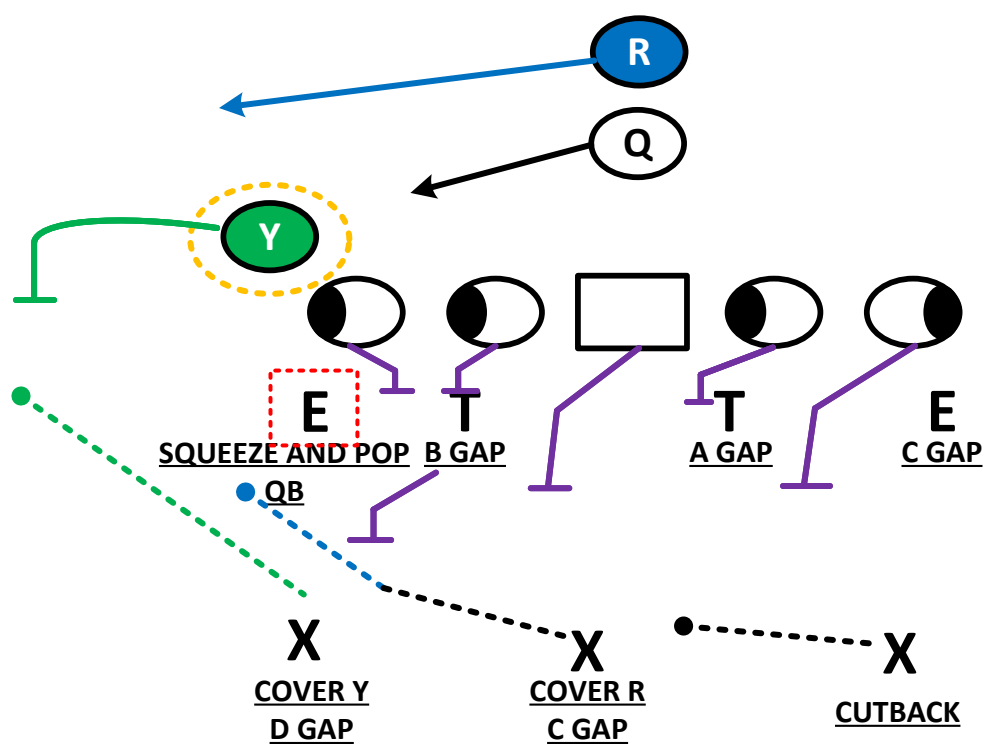
3x1

## IZR = SHUFFLE, STACK, & ROCK BACK



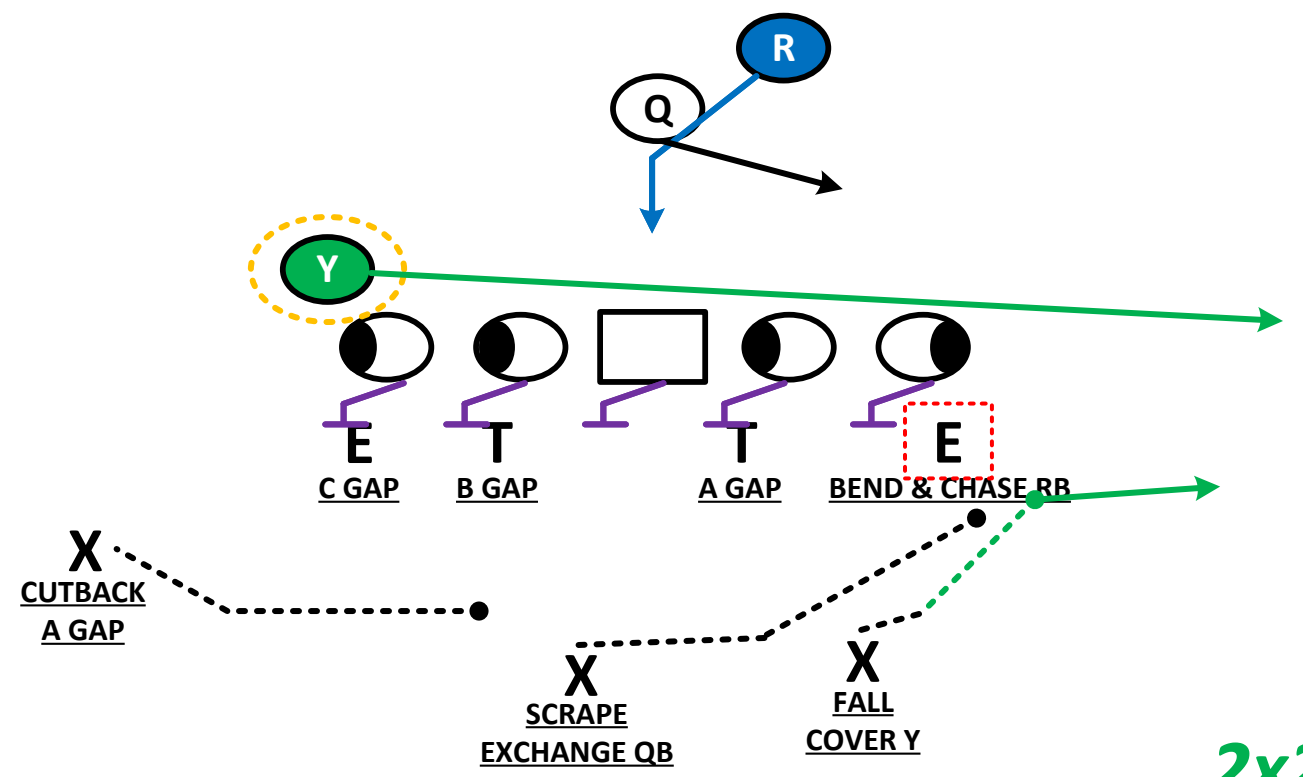
2x2

## SPEED OPTION = COVER YOUR MAN



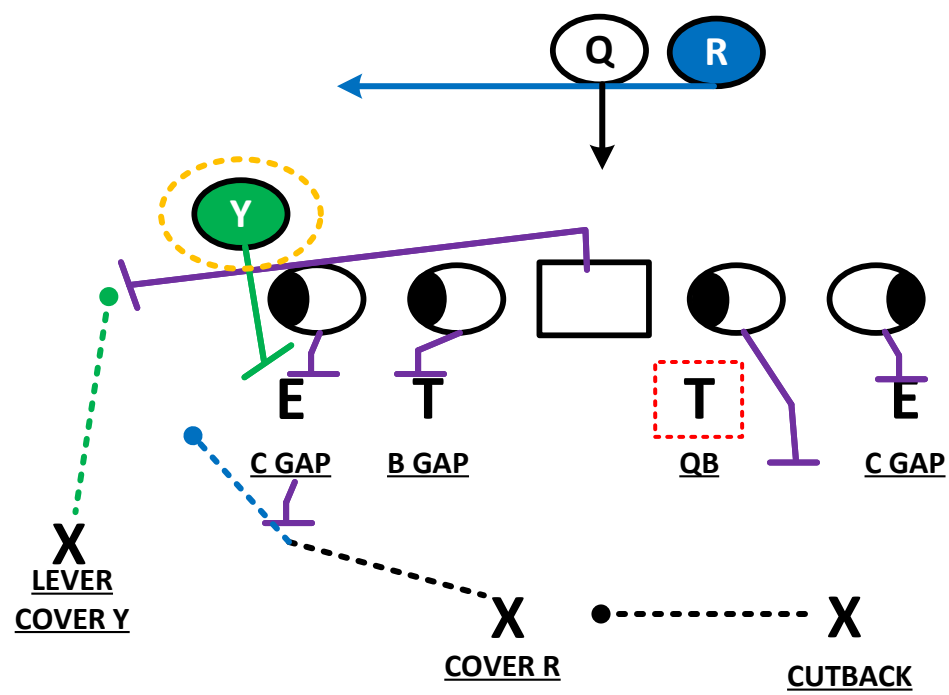
3x1

## SPLIT ZONE TRIPLE = COVER YOUR MAN



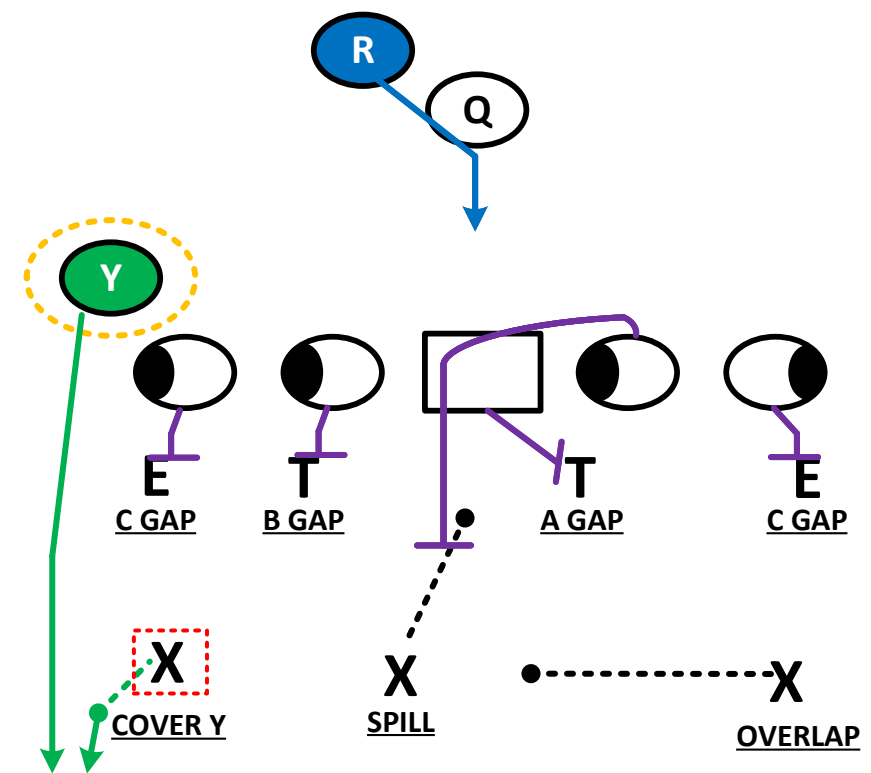
2x2

## MIDLINE P&P = COVER YOUR MAN



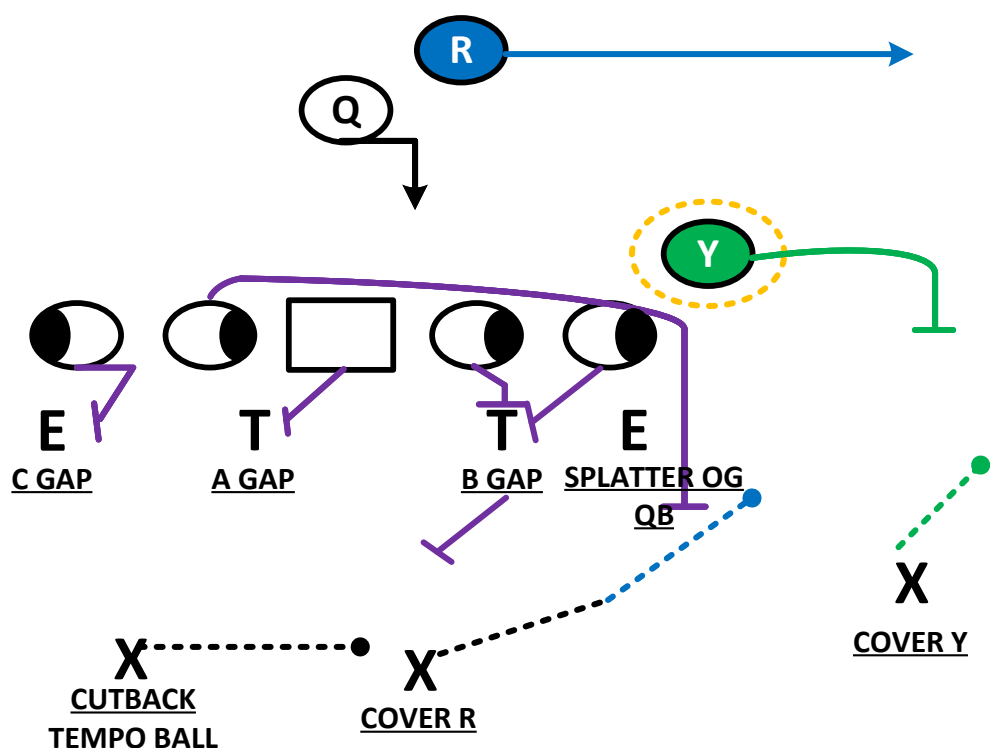
2x2

## LEAD Y POP RPO = COVER YOUR MAN



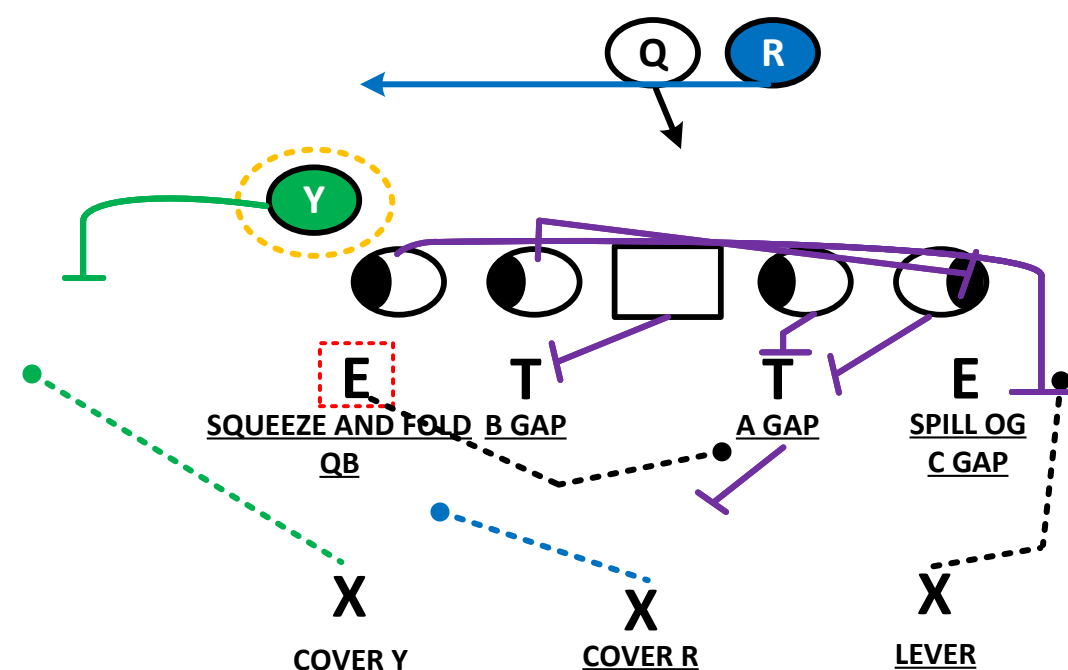
3x1

## GAP (POWER READ) = COVER YOUR MAN



2x2

## GAP (COUNTER READ) = COVER YOUR MAN



3x1