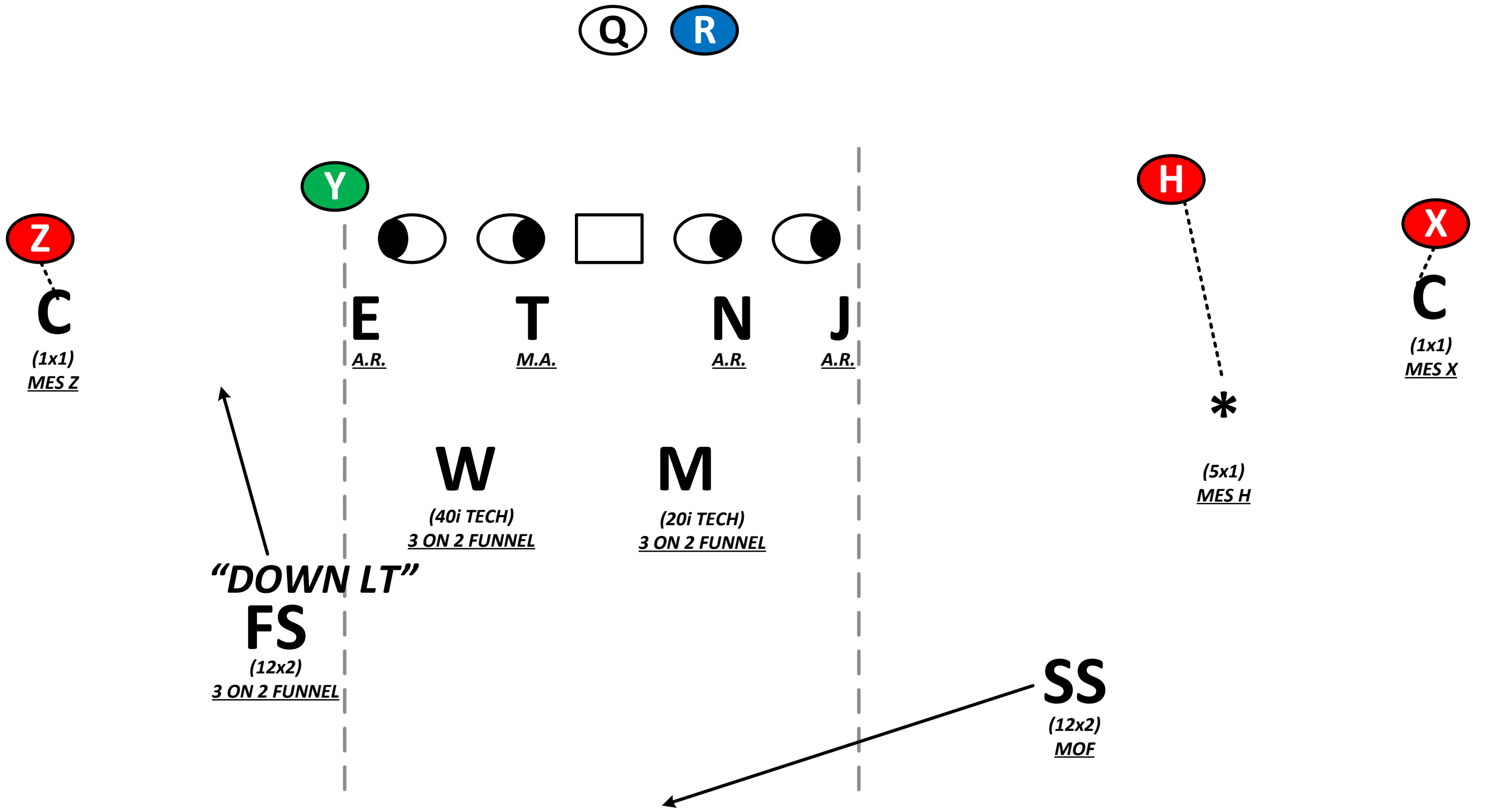
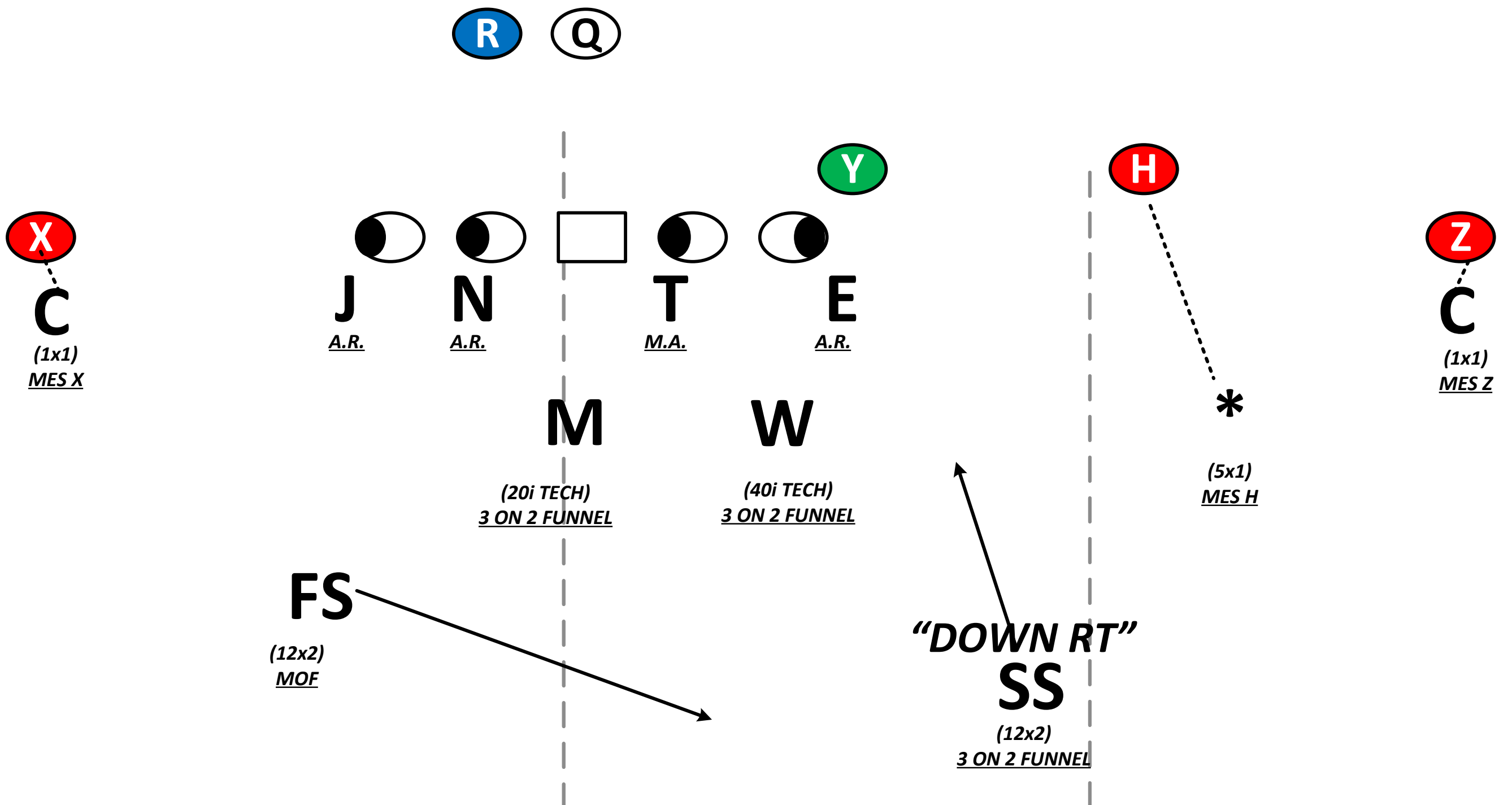


# EVEN SPACE – GAPPED OUT

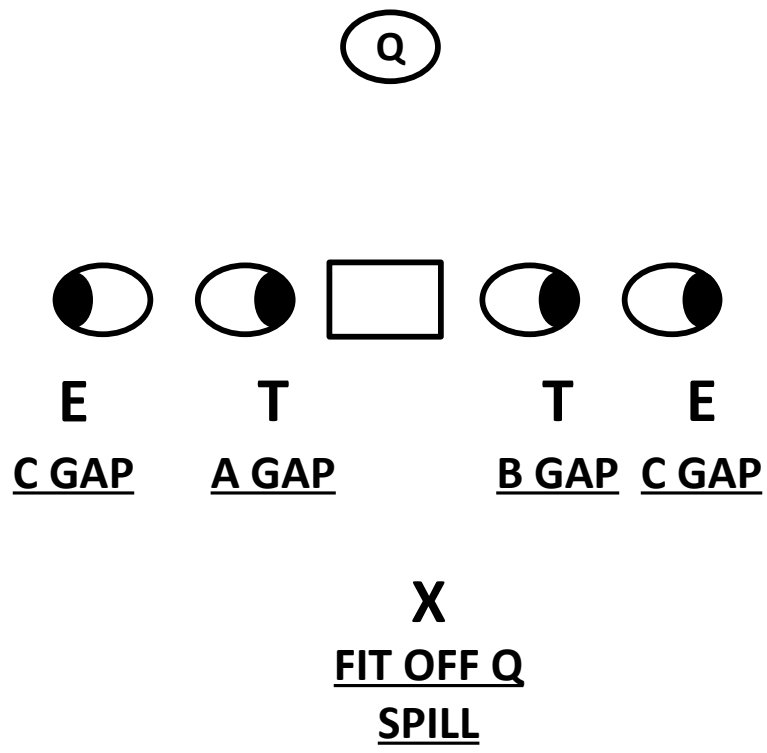
UNDER 1



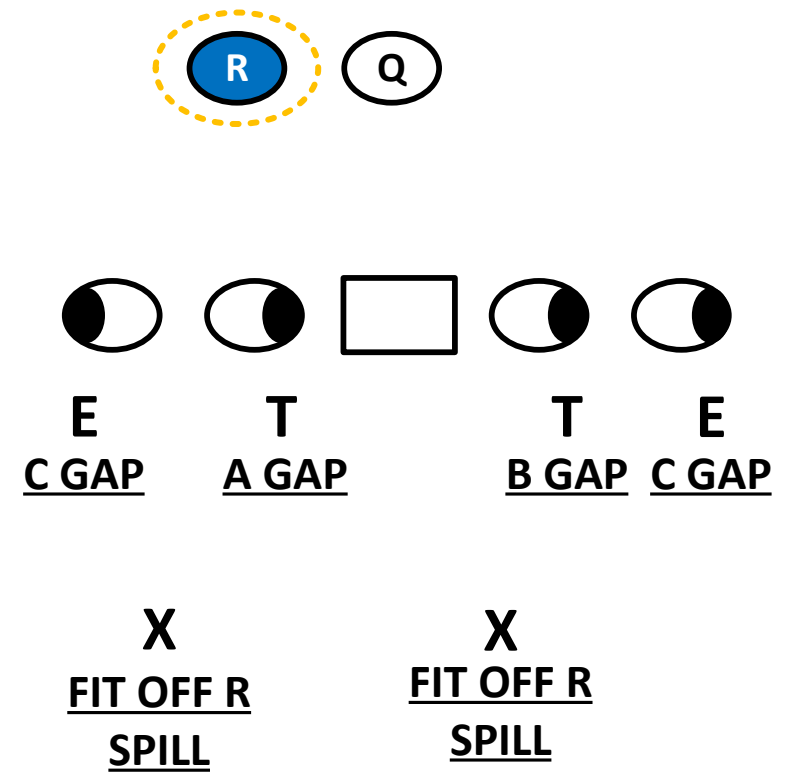
UNDER 1



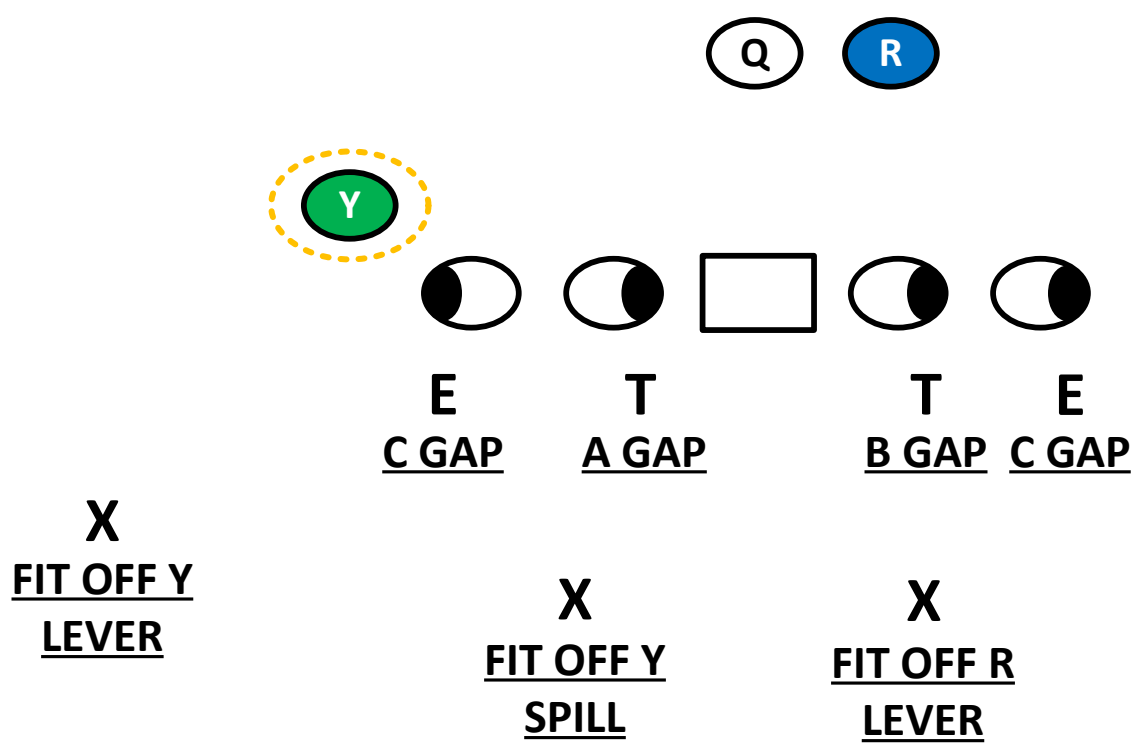
0 BACK = FIT OFF Q



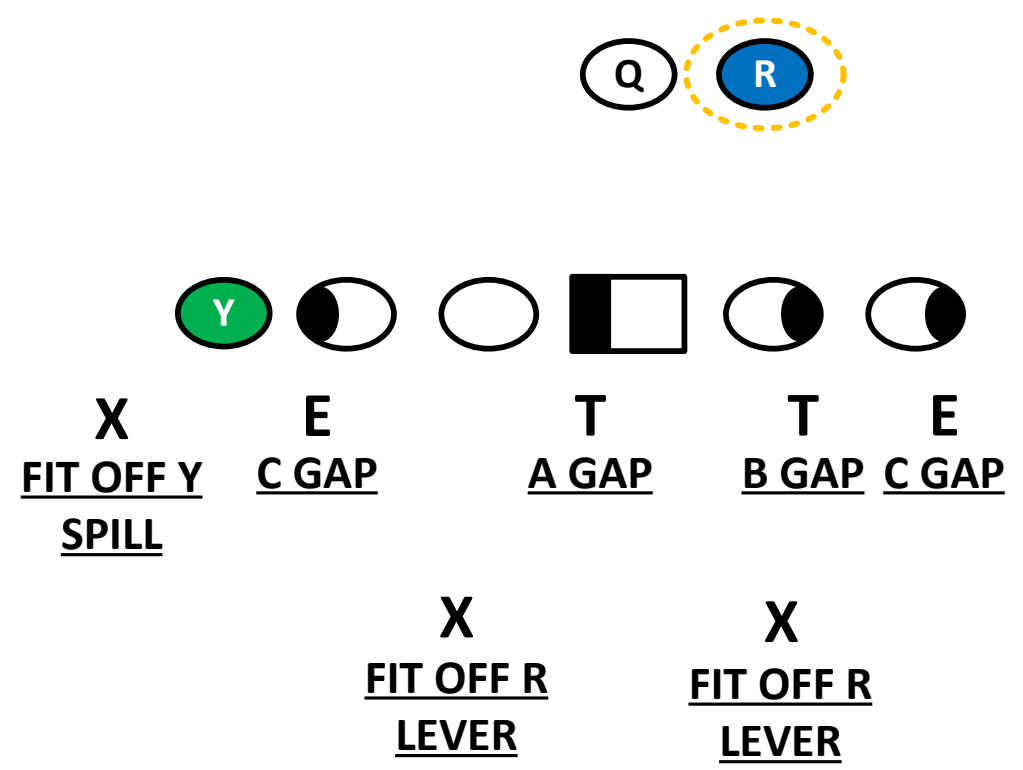
1 BACK = FIT OFF RB



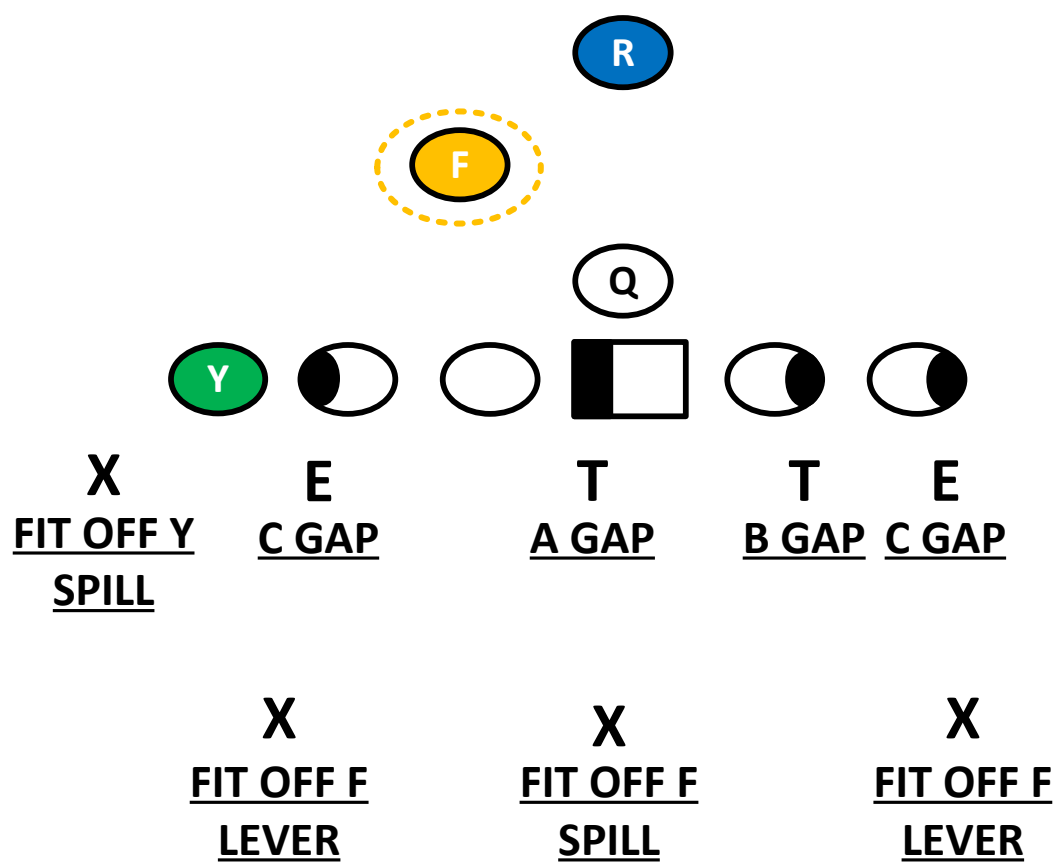
2 BACK = FIT OFF Y



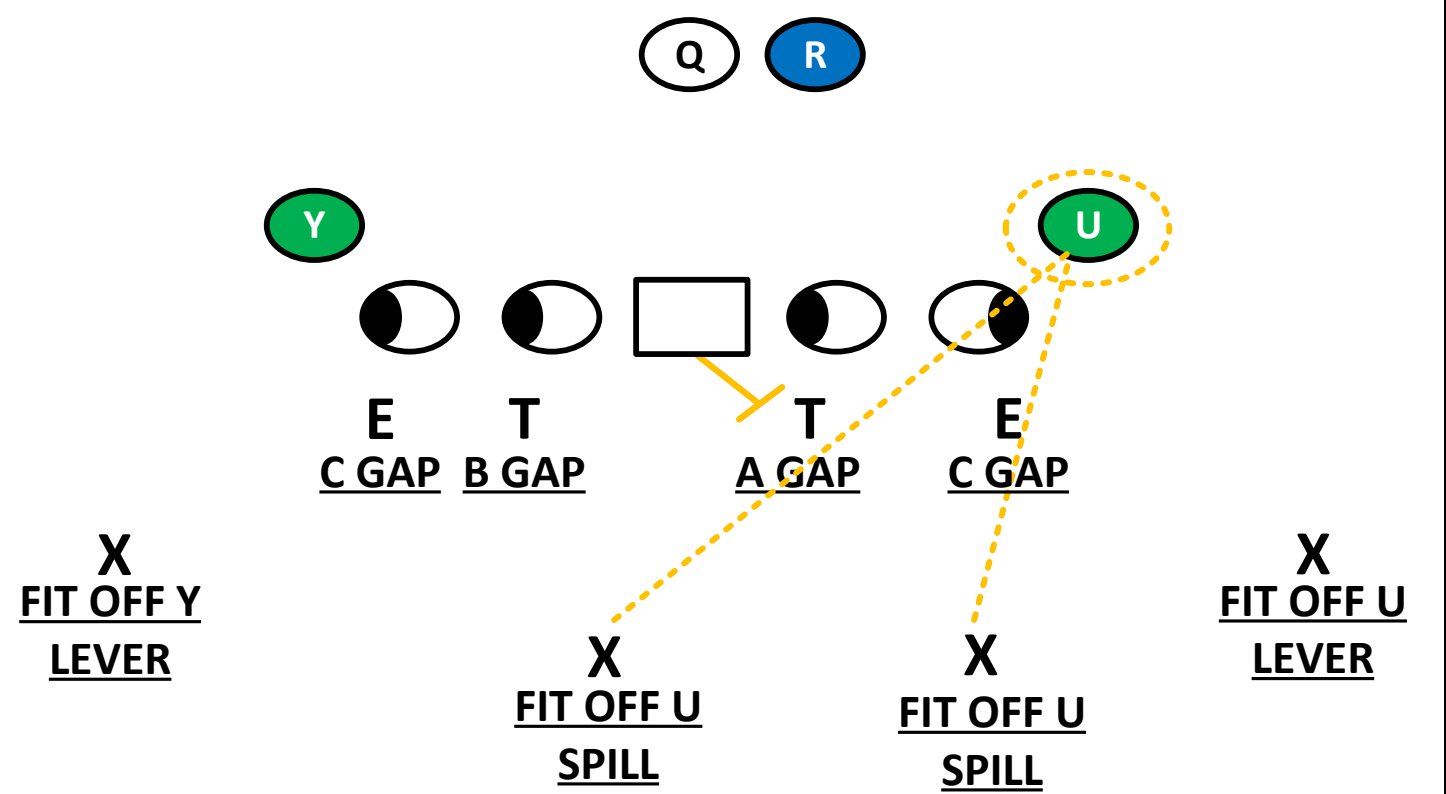
Y ON = FIT SAME AS 1 BACK



2 BACK = FIT OFF F

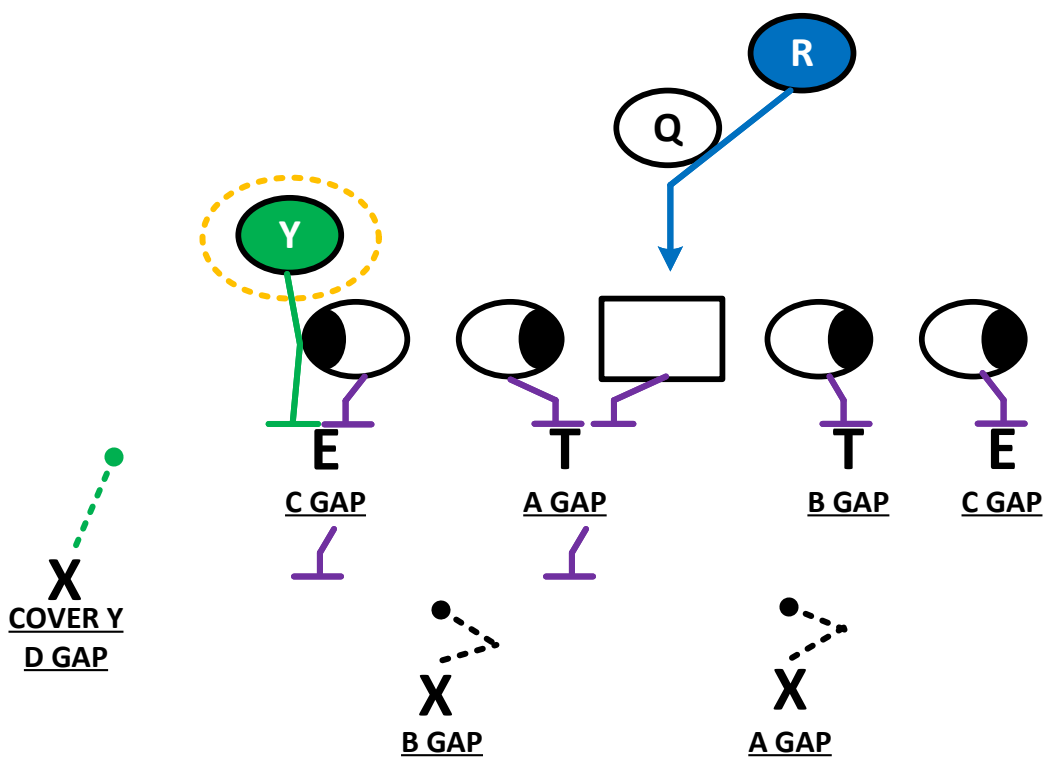


3 BACK = FIT OFF POST SNAP INDICATOR

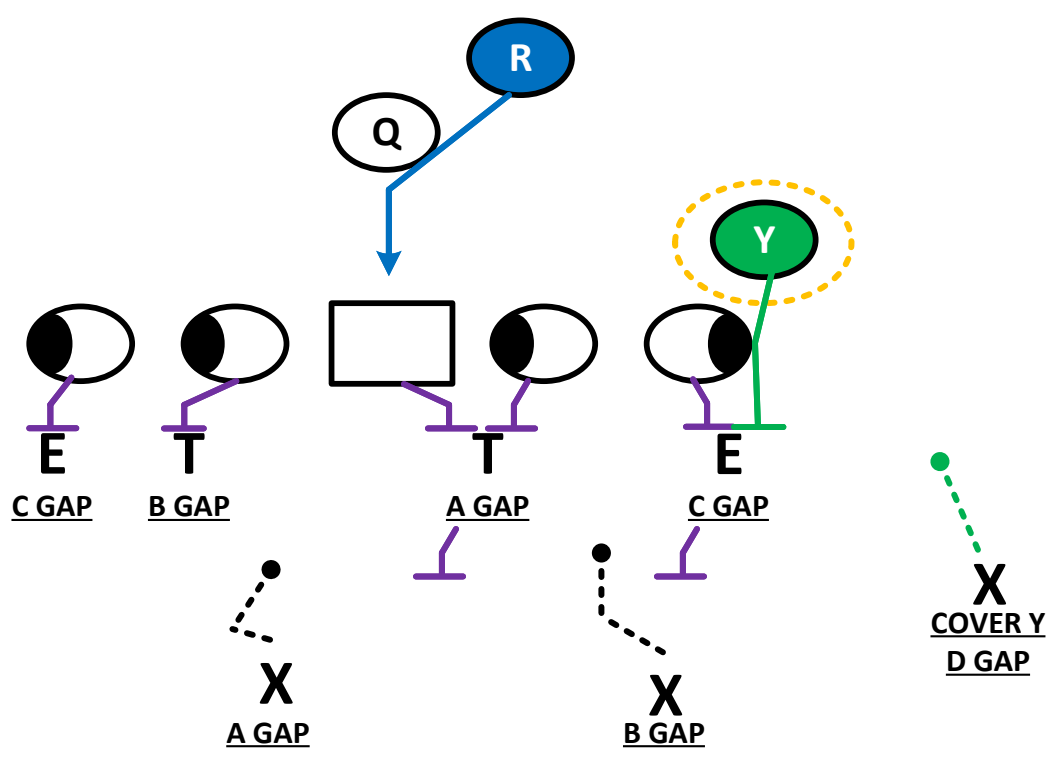


# EVEN SPACE – GAPPED OUT

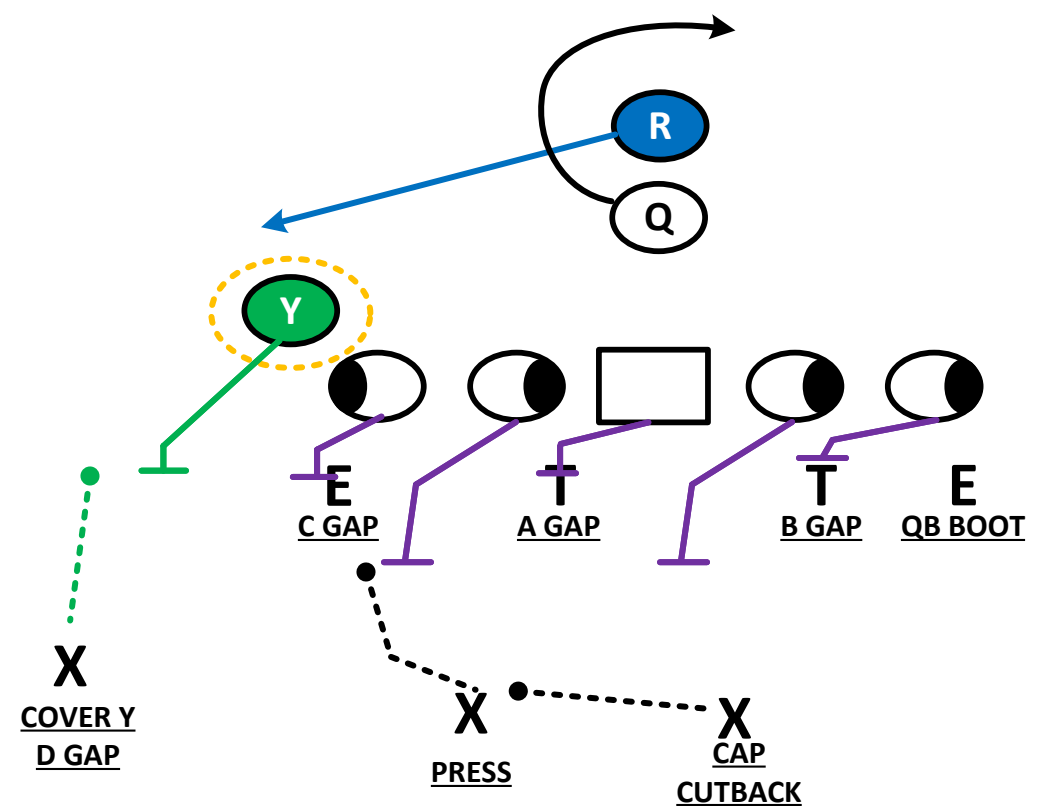
## IZ = SHUFFLE, STACK



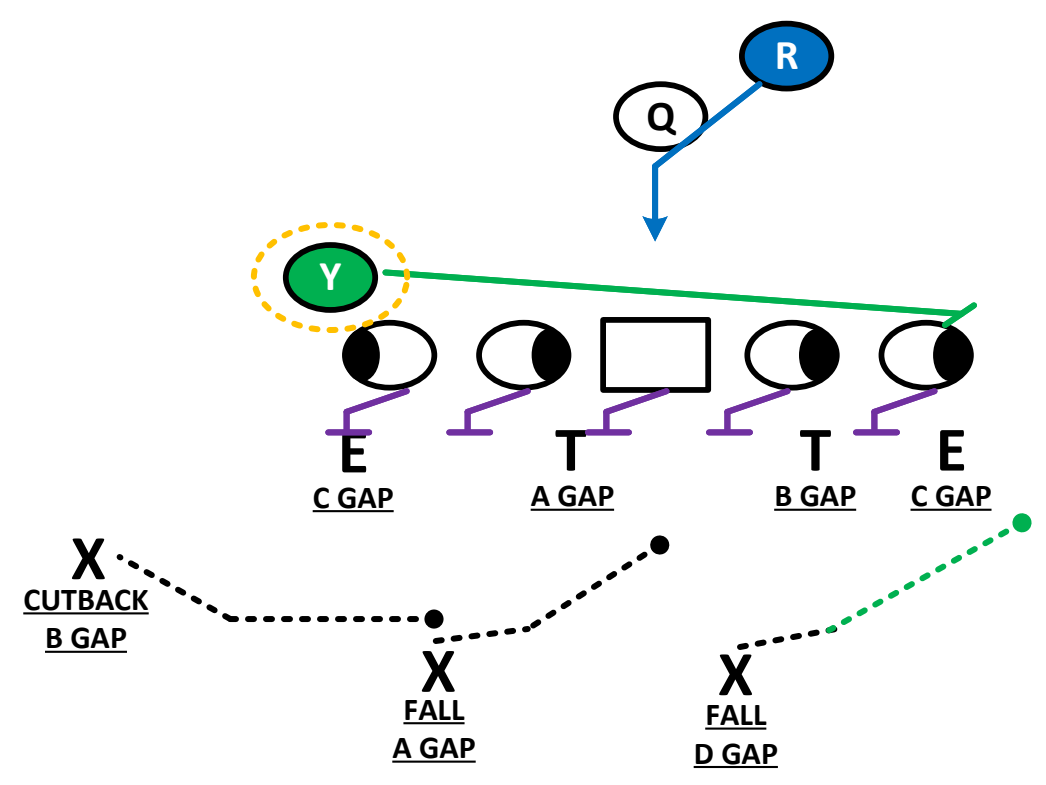
## IZ/DUO = SHUFFLE, STACK



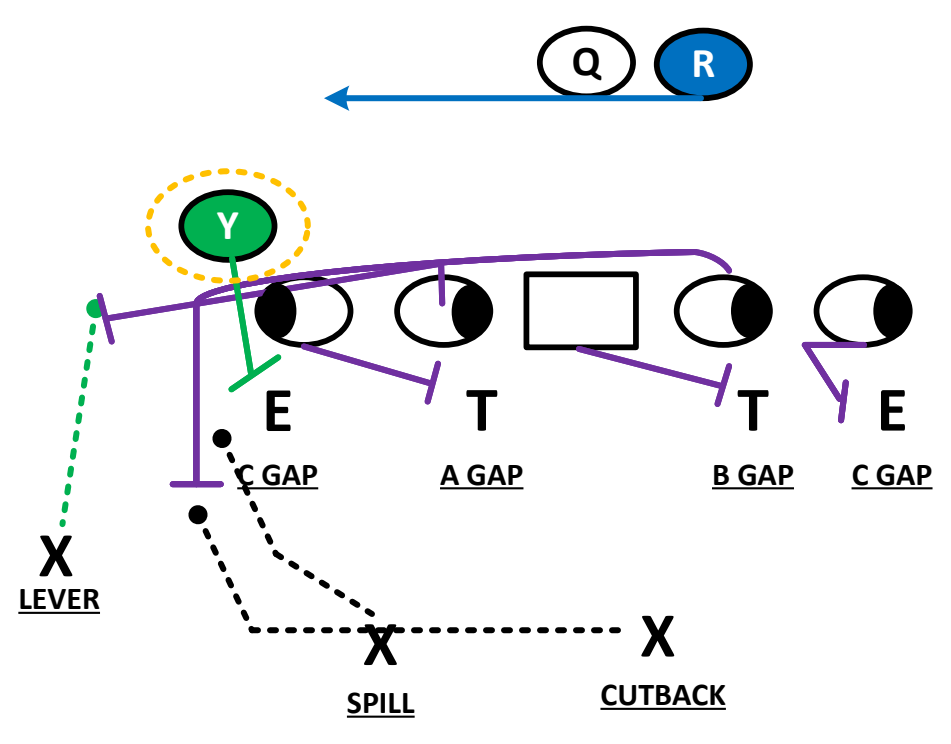
## OZ = PRESS & CAP



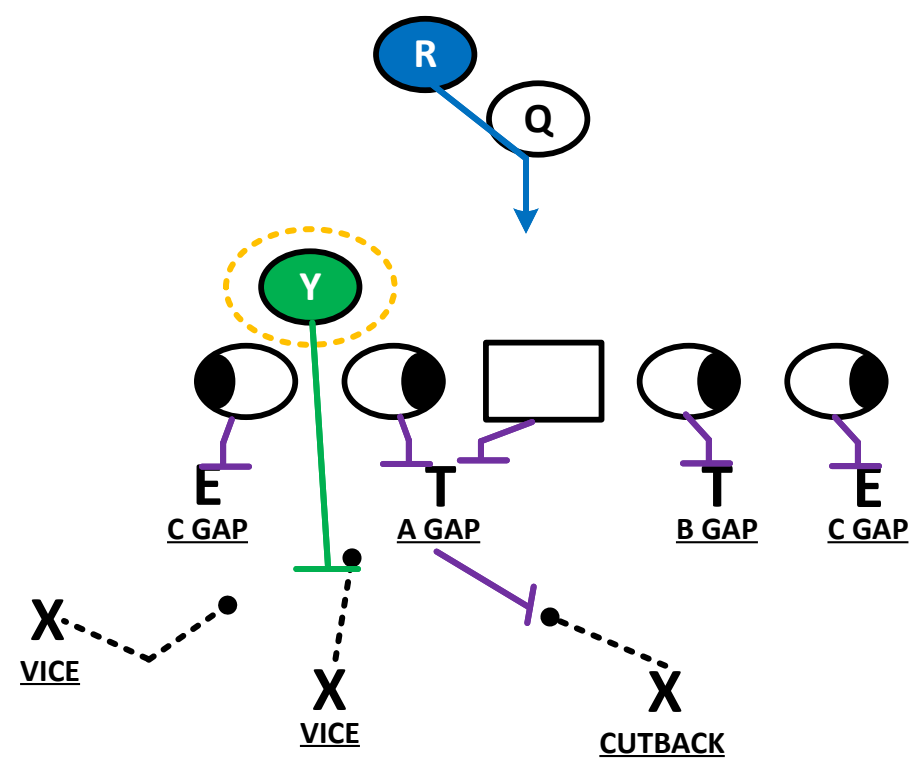
## SPLIT ZONE = STEP & FALL BACK



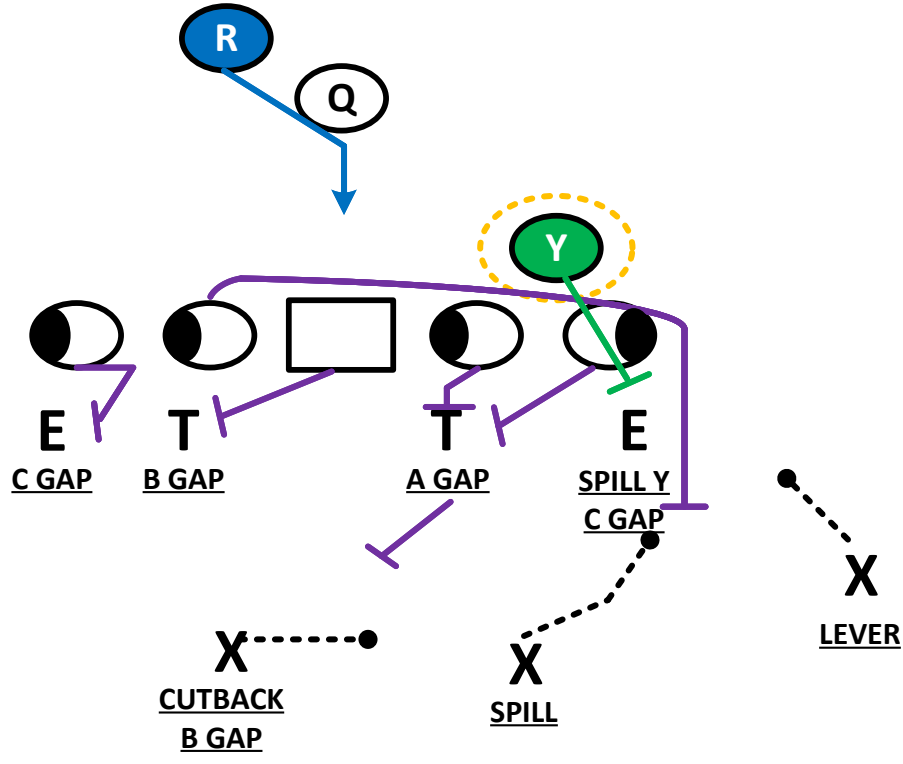
## GAP (P&P) = PULL THE FITS



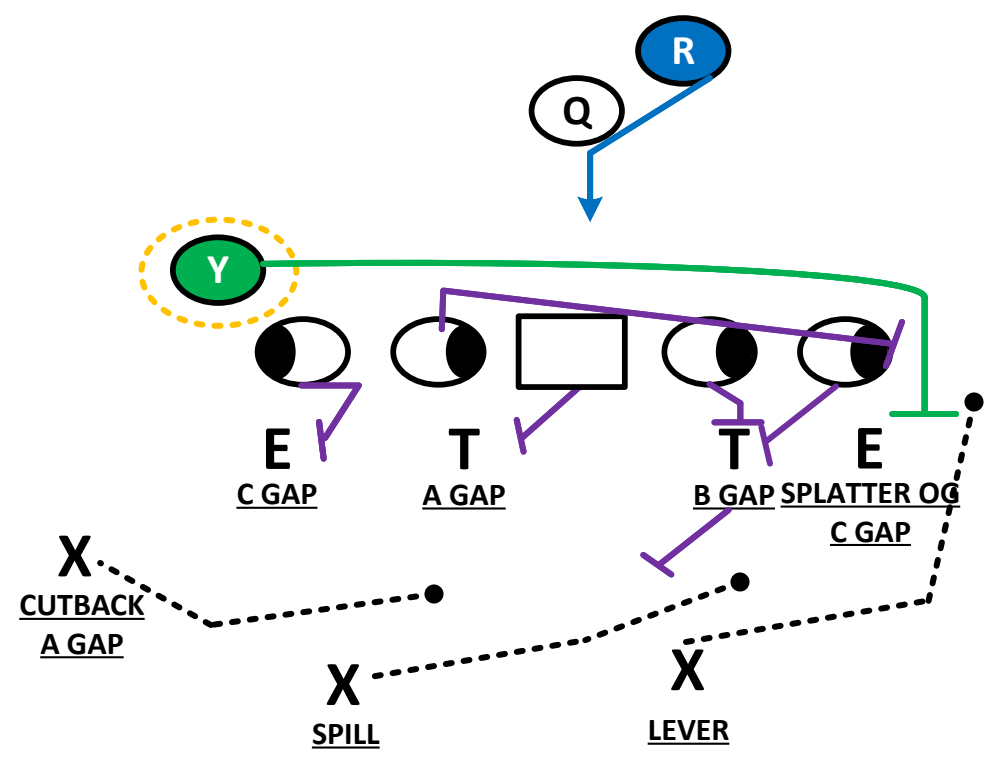
## LEAD = VICE IT



## GAP (POWER) = PULL THE FITS

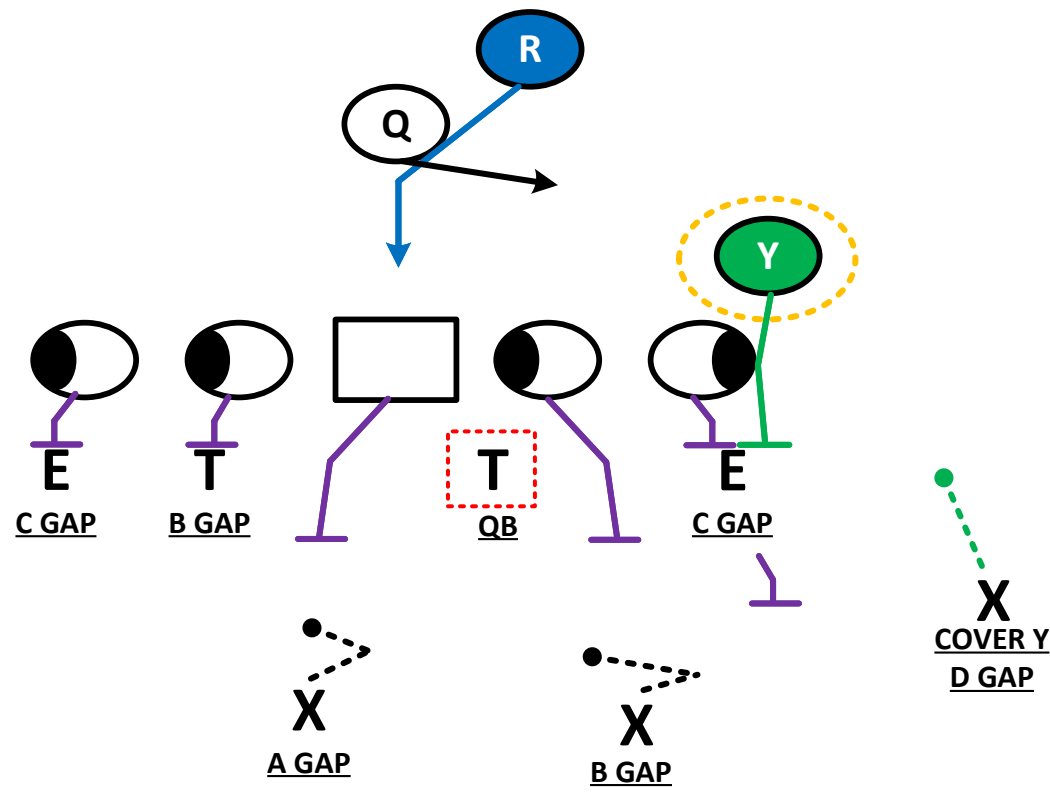


## GAP (COUNTER) = PULL THE FITS

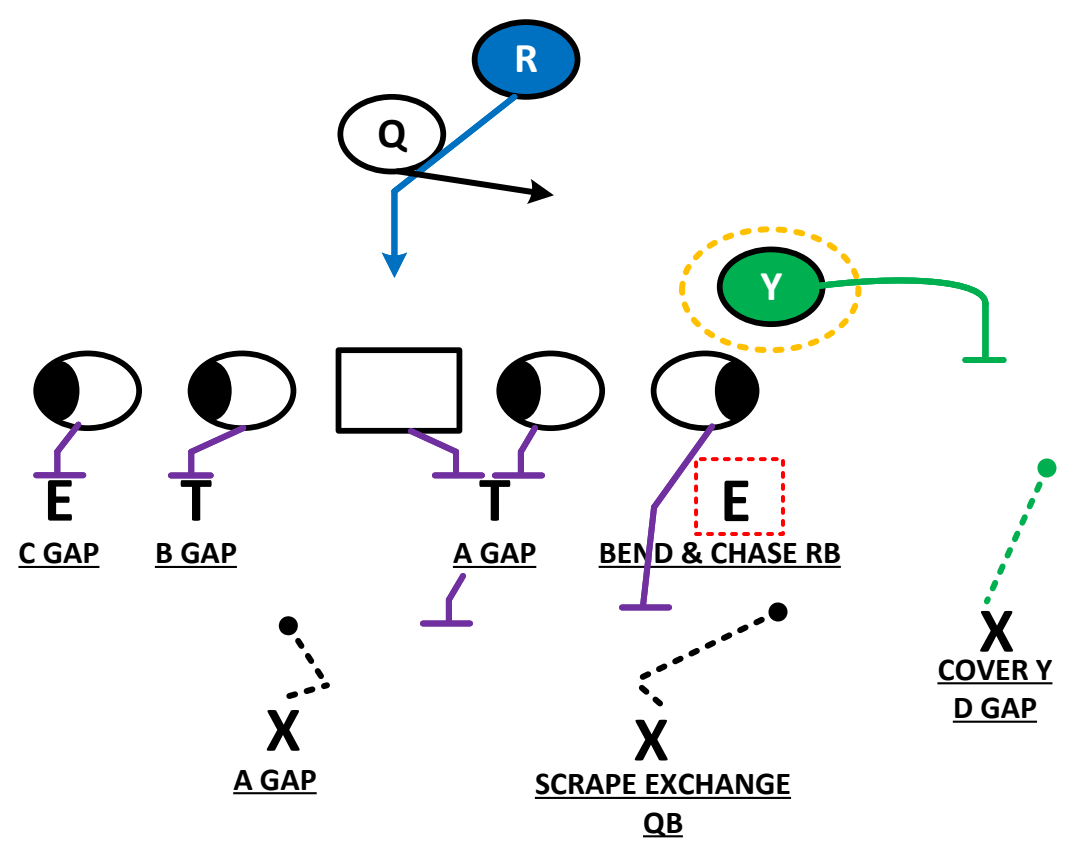


# EVEN SPACE – GAPPED OUT (OPTION)

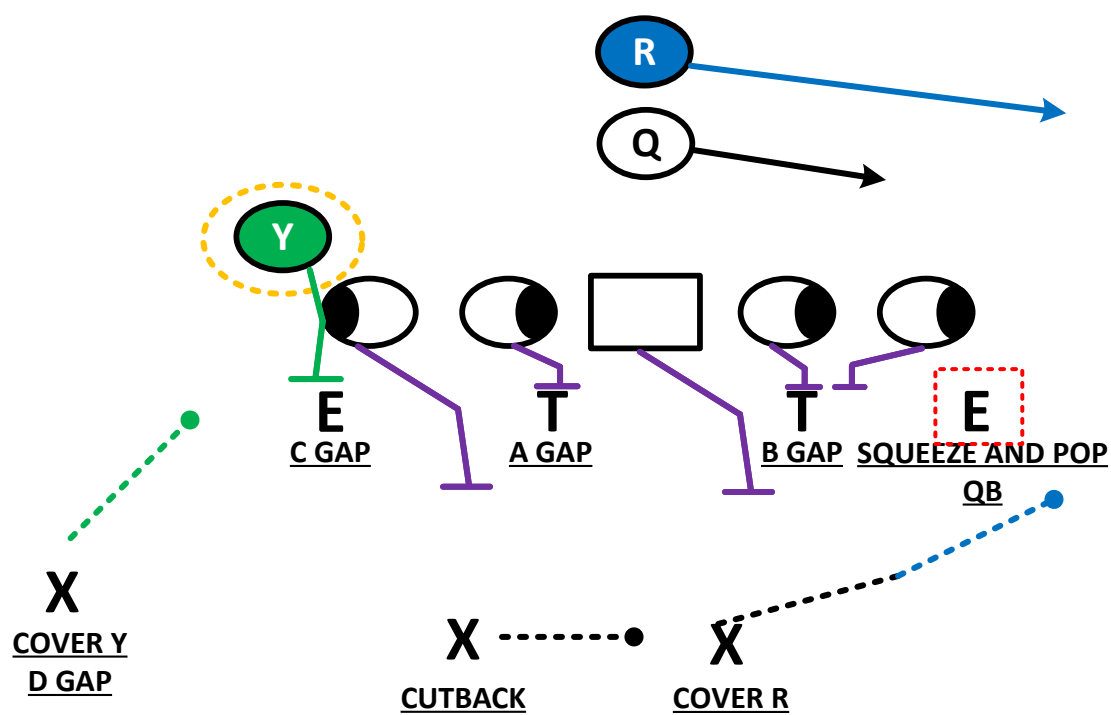
## MIDLINE = SHUFFLE, STACK, & ROCK BACK



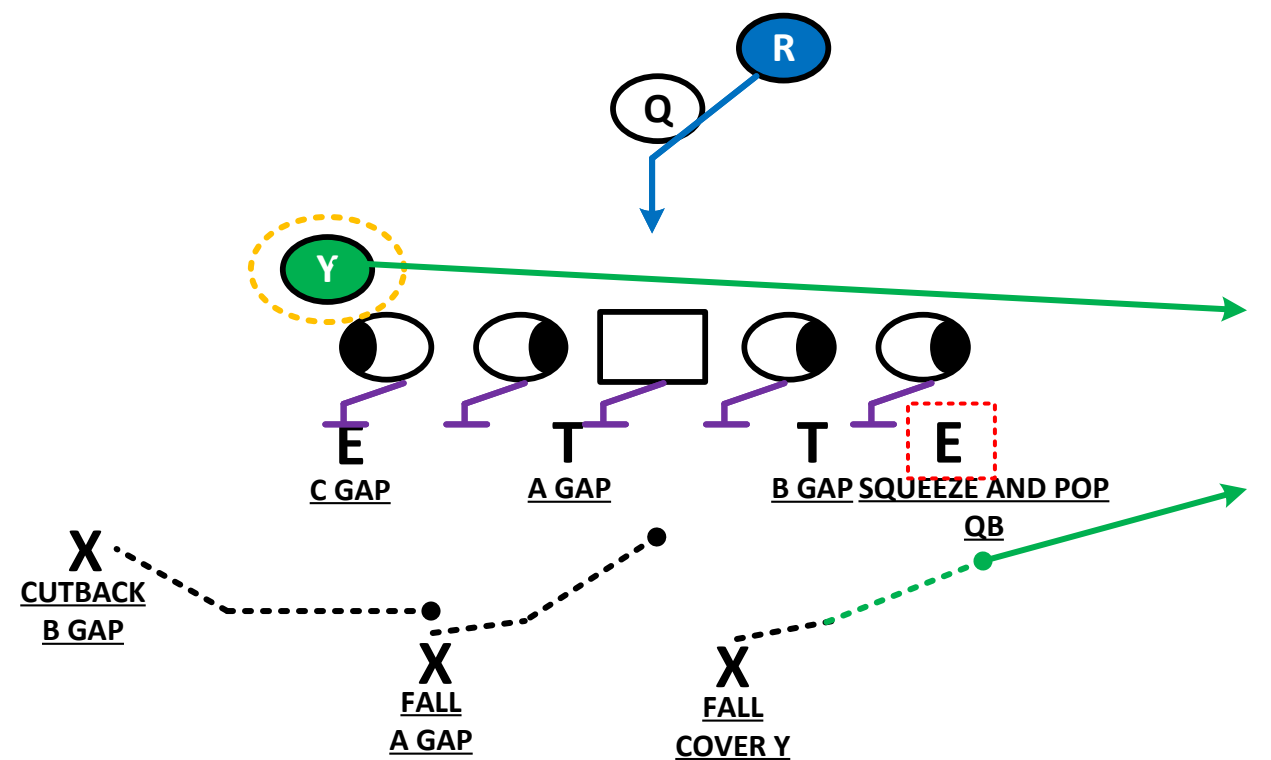
## IZR = SHUFFLE, STACK, & ROCK BACK



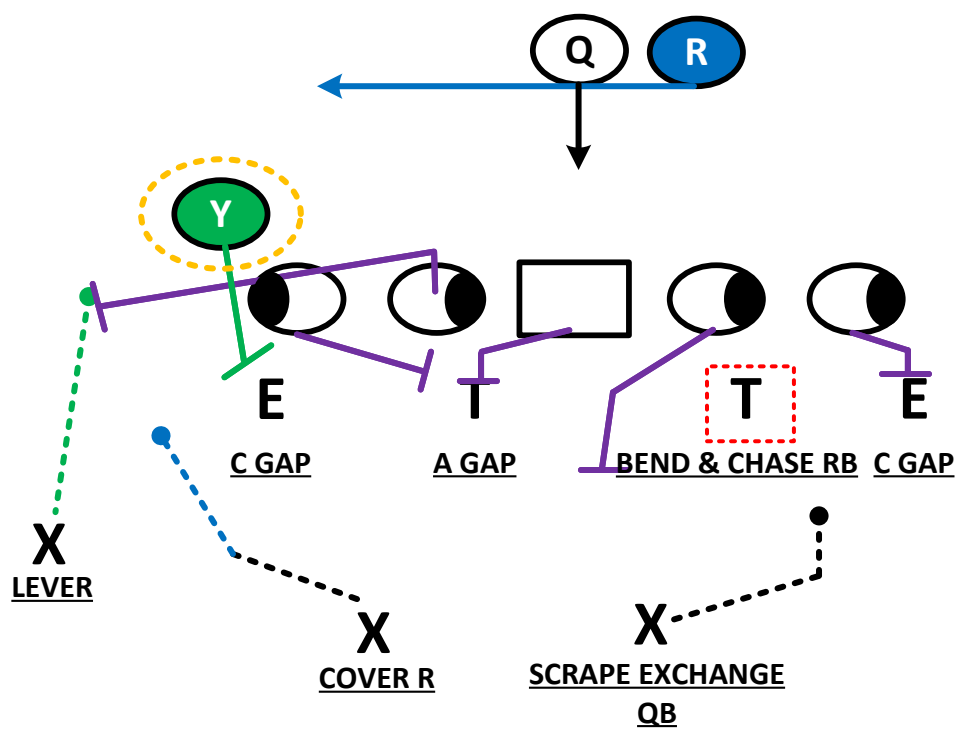
## SPEED OPTION = COVER YOUR MAN



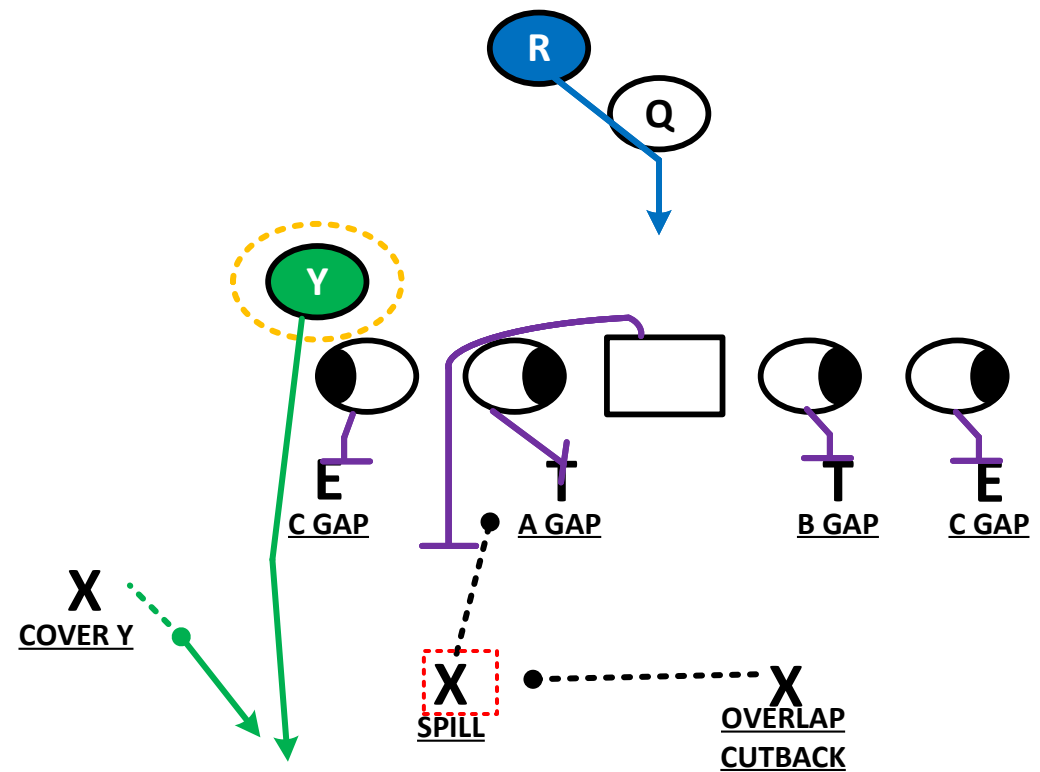
## SPLIT ZONE TRIPLE = COVER YOUR MAN



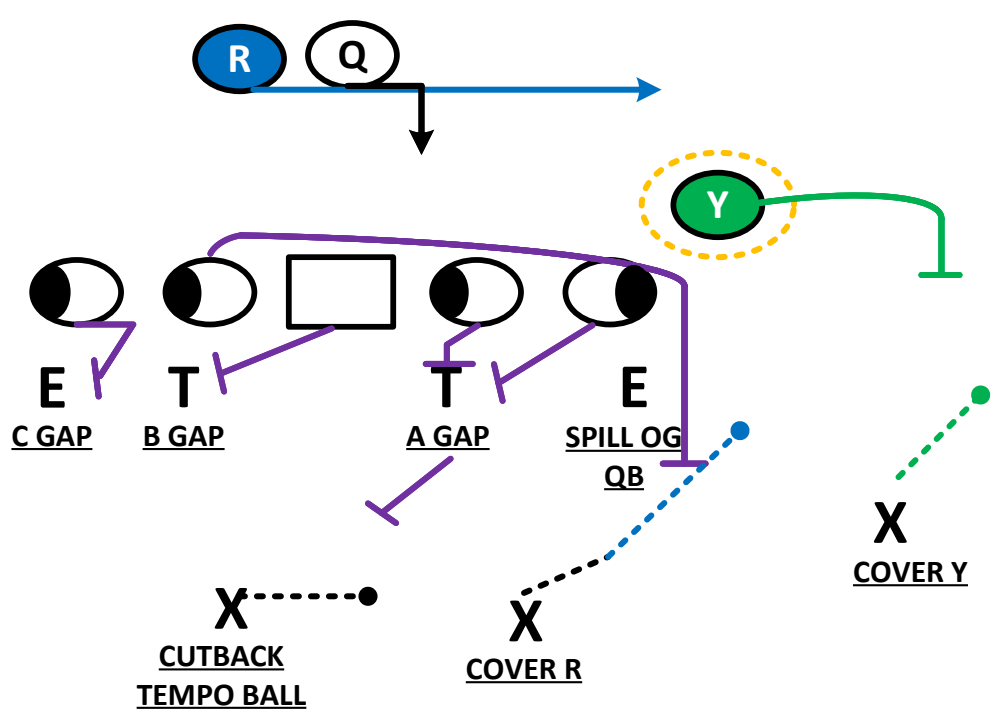
## MIDLINE P&P = COVER YOUR MAN



## LEAD Y POP RPO = COVER YOUR MAN



## GAP (POWER READ) = COVER YOUR MAN



## GAP (COUNTER READ) = COVER YOUR MAN

