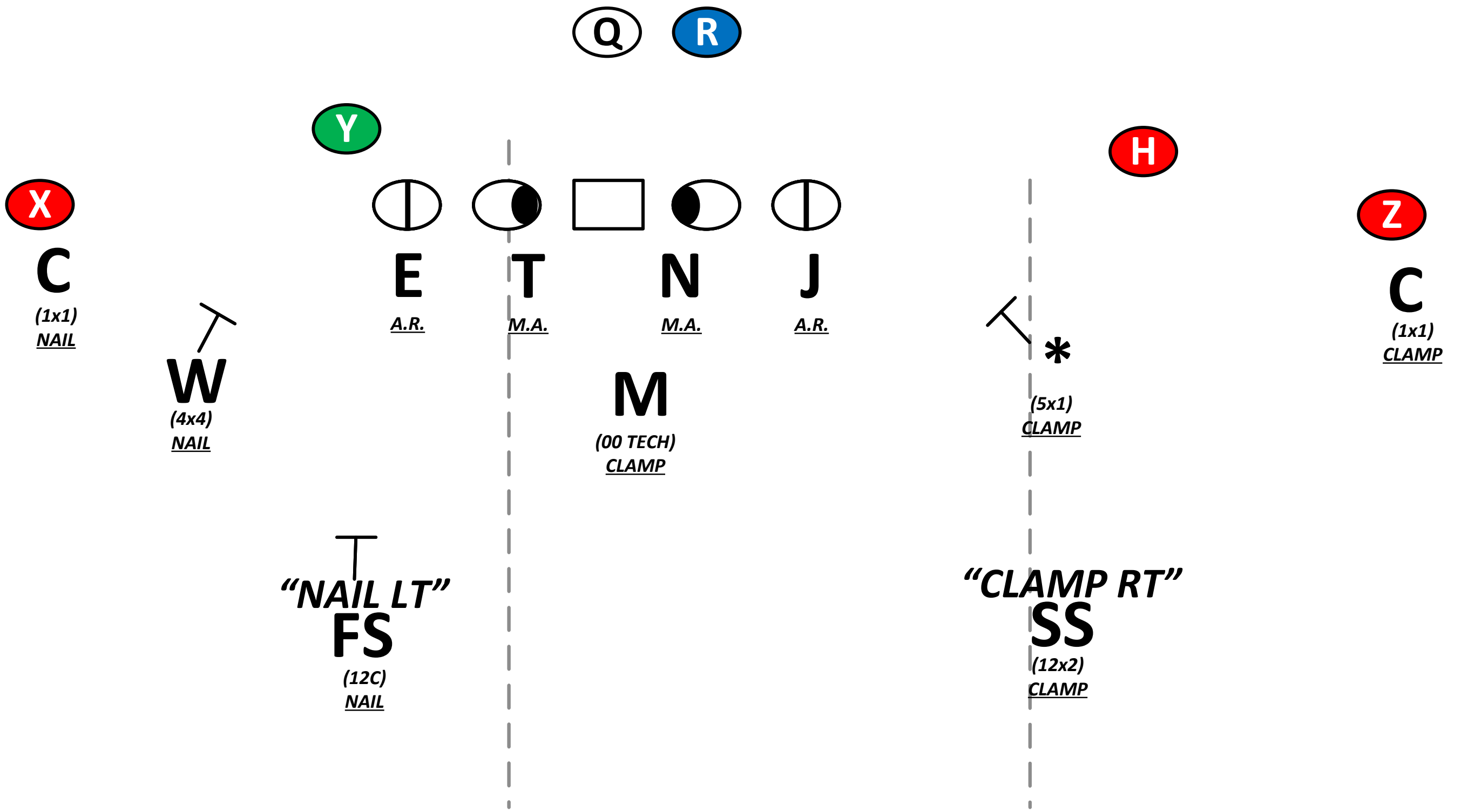
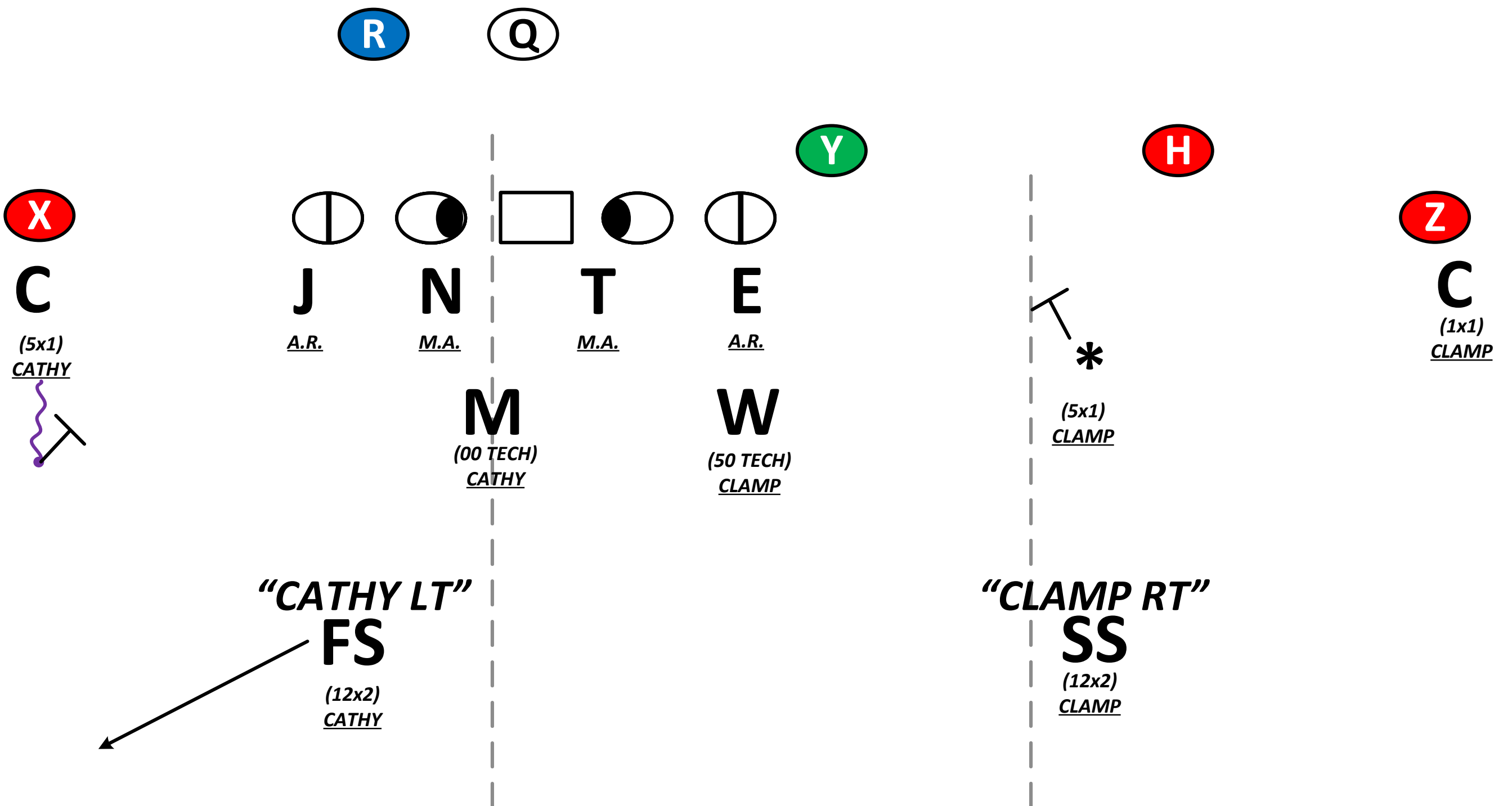


EVEN SPACE – MAX FITS

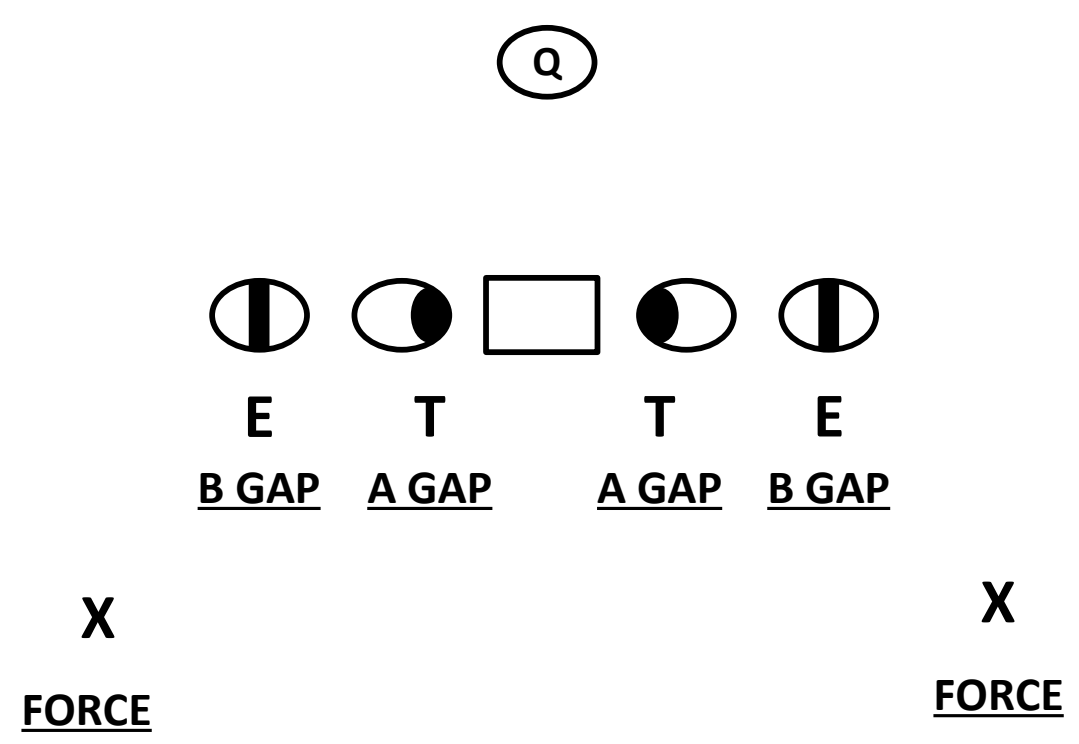
GIN HOT 4



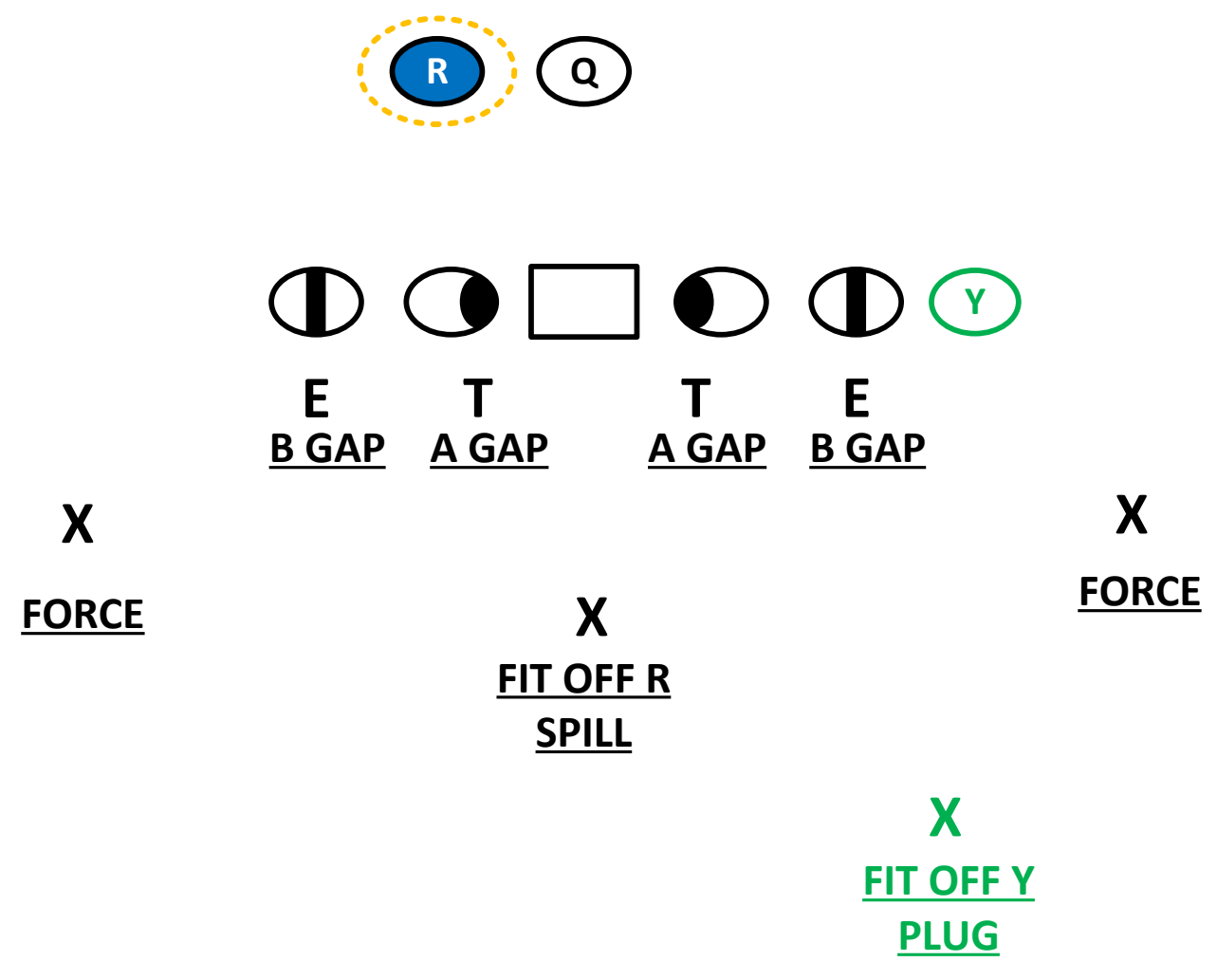
GIN HOT 4



0 BACK = FIT OFF Q

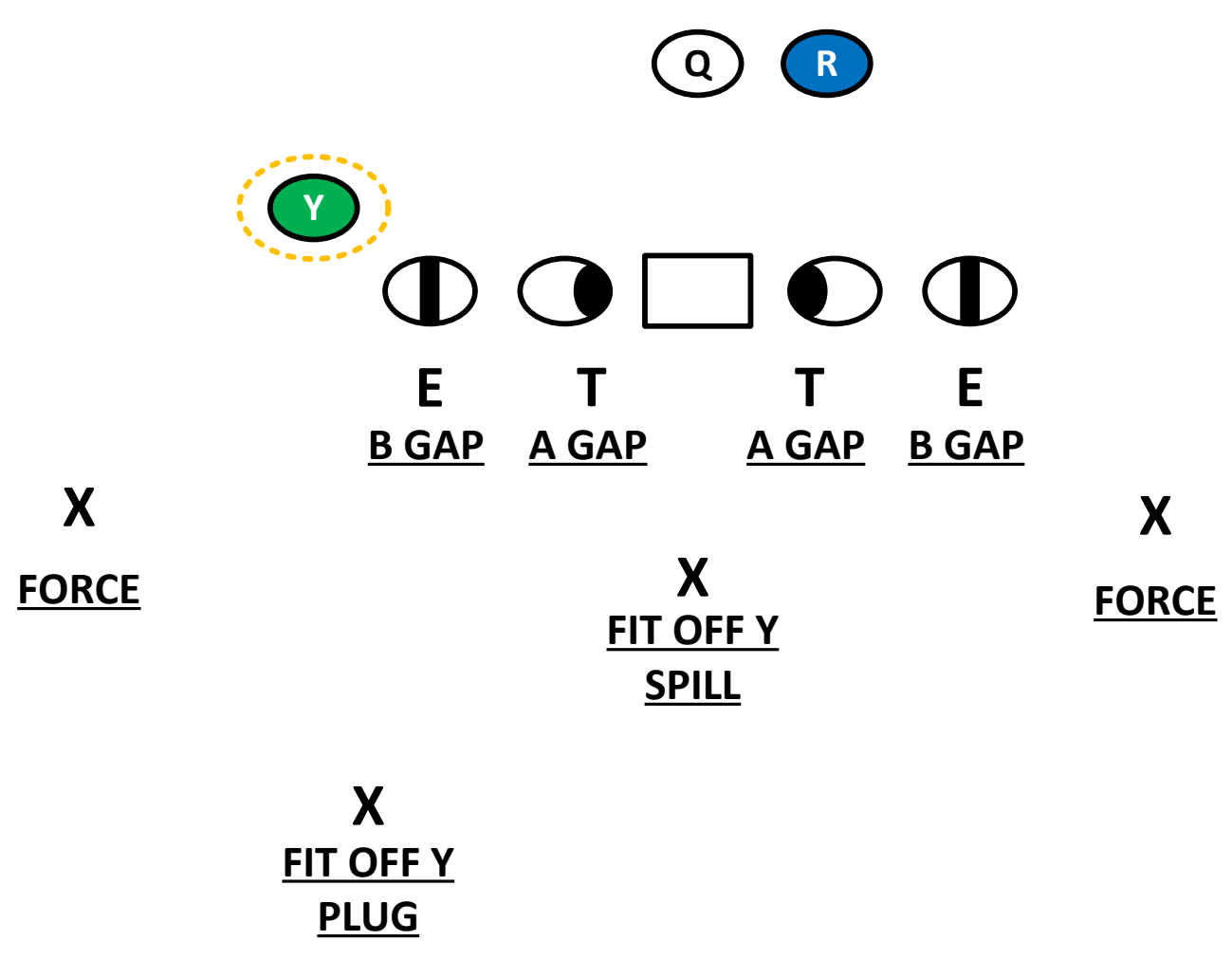


1 BACK and Y ON = FIT OFF RB



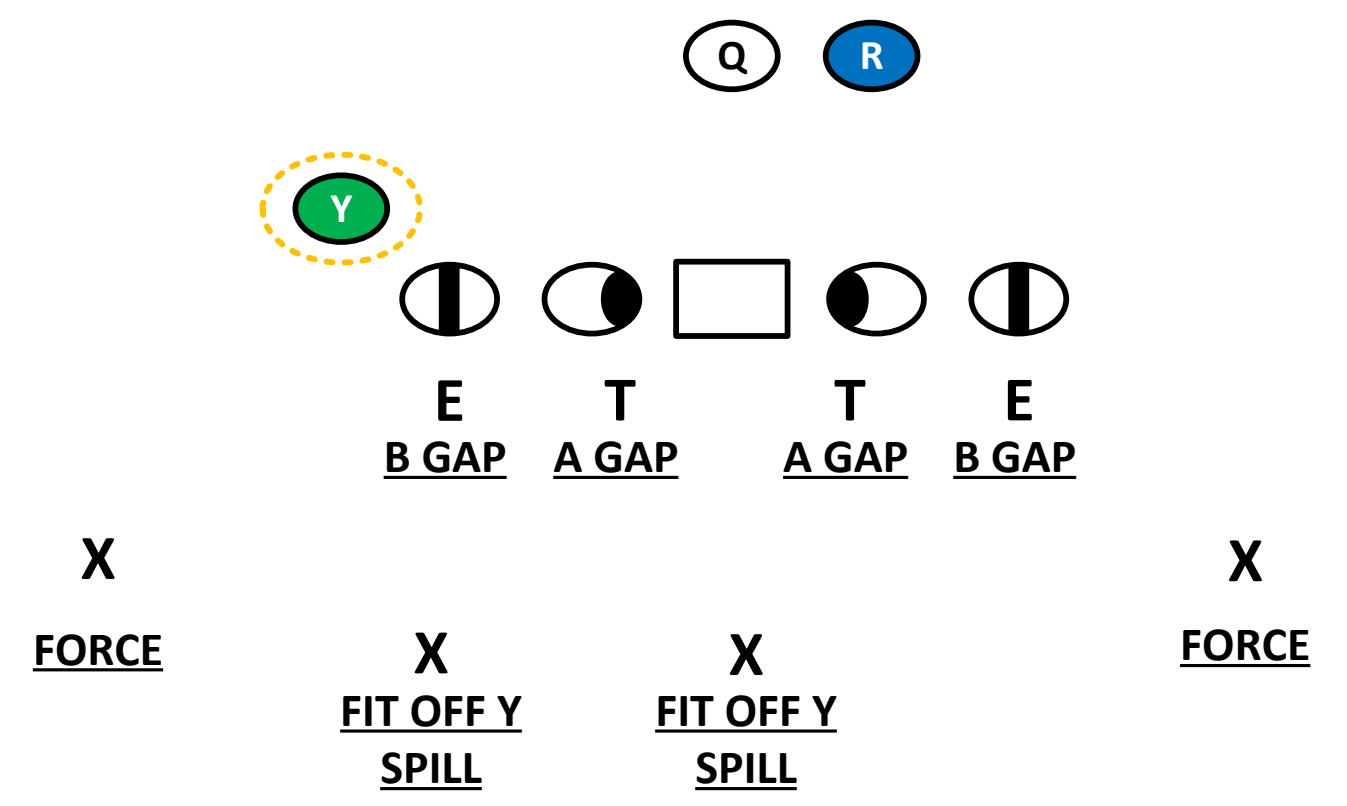
2 BACK = FIT OFF Y or F

2x2

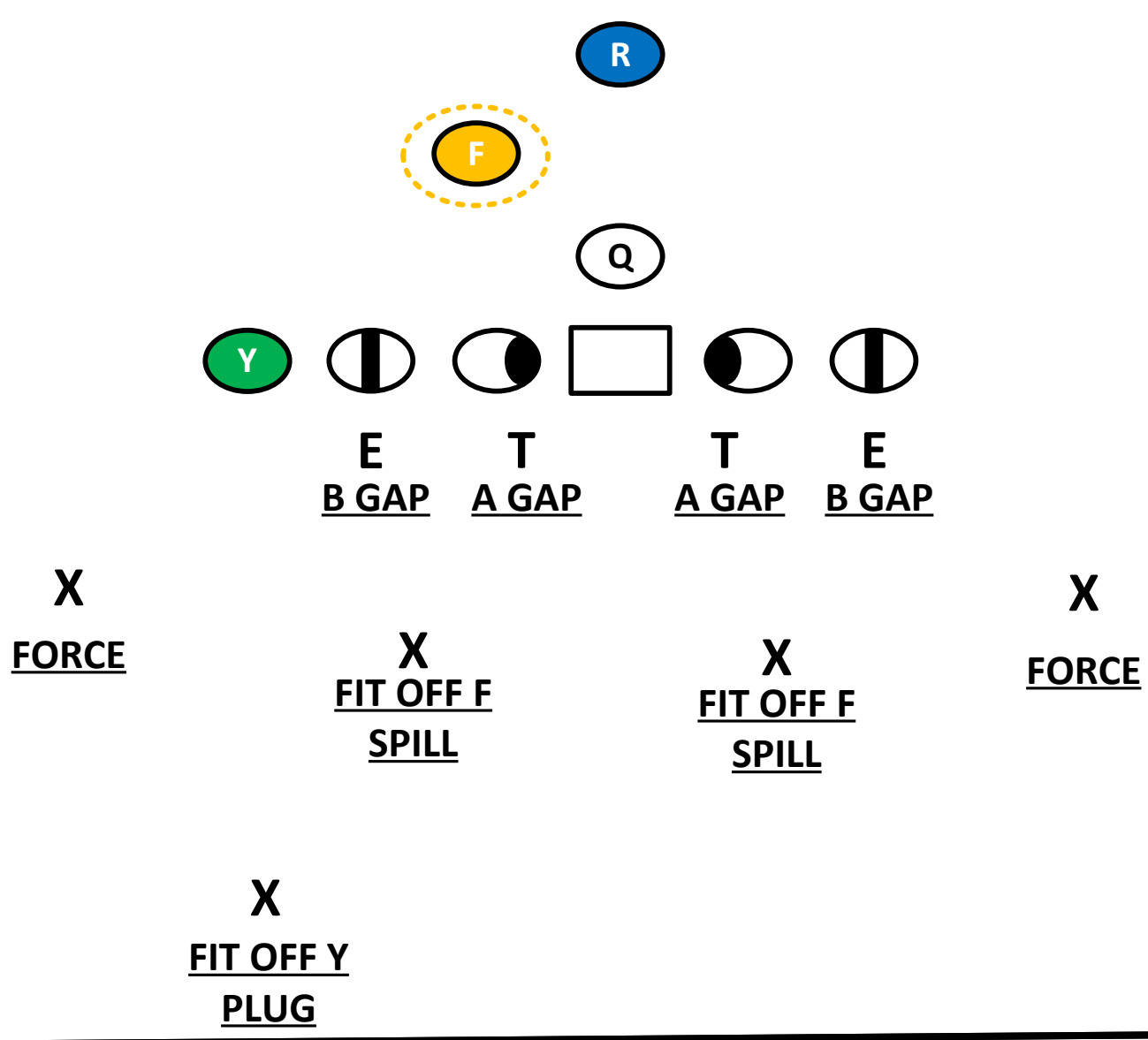


2 BACK = FIT OFF Y or F

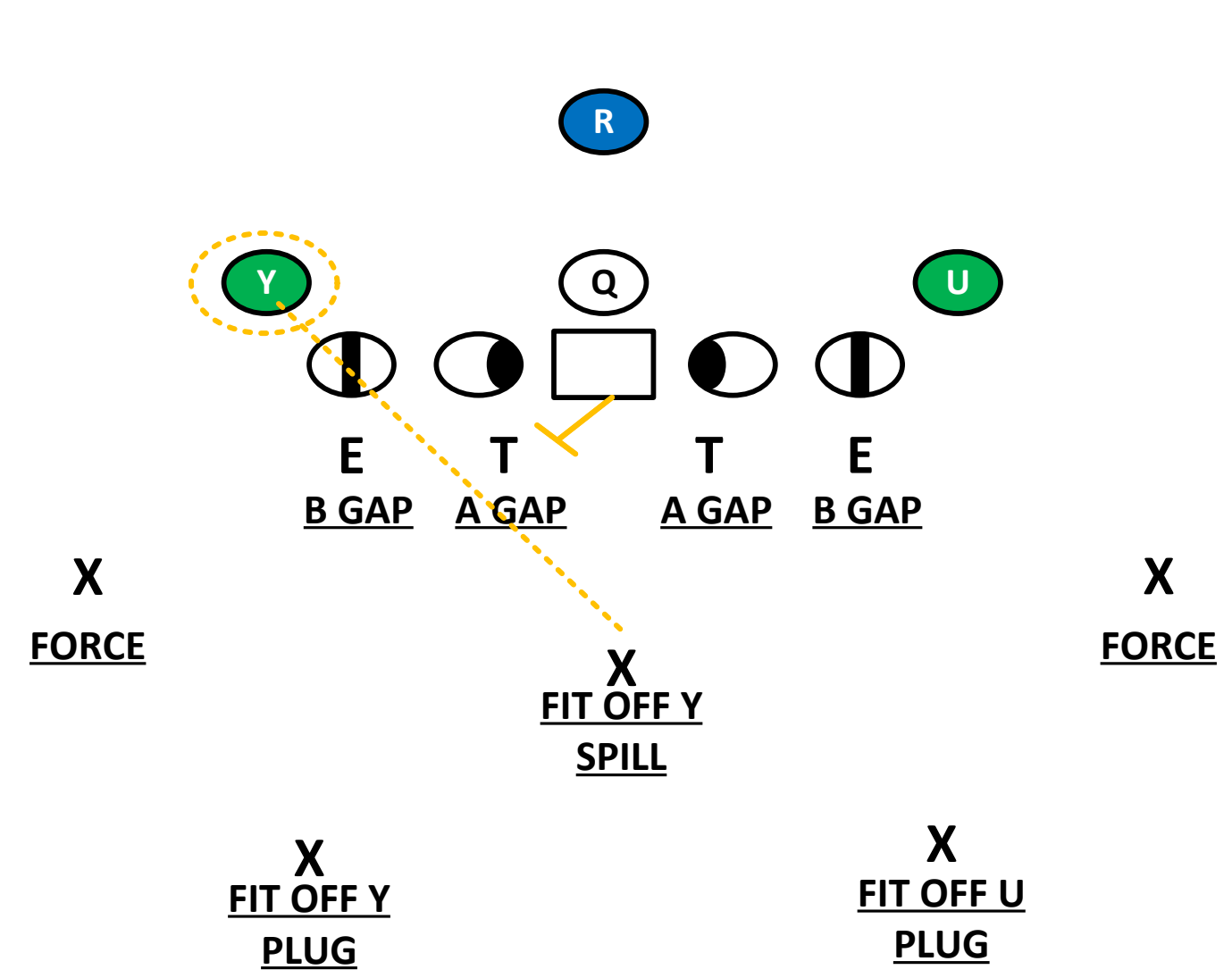
3x1



2 BACK = FIT OFF Y or F



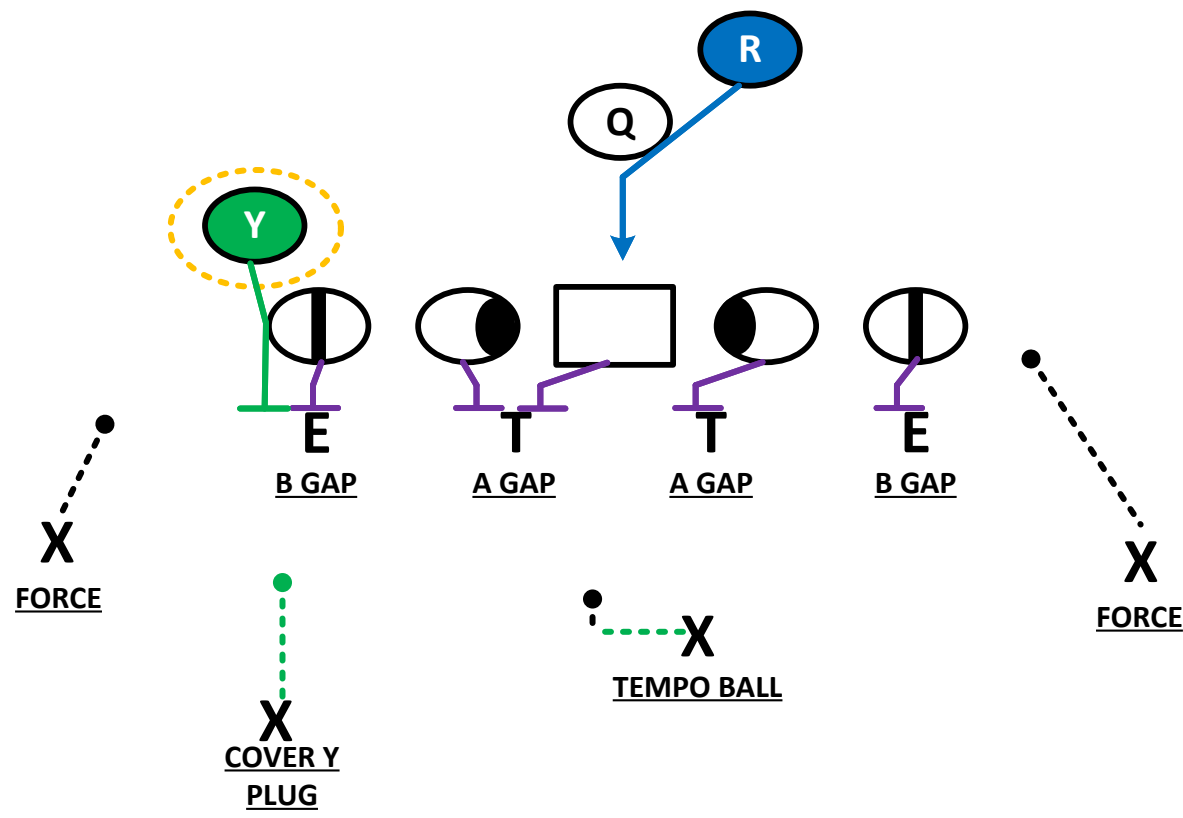
3 BACK = FIT OFF POST SNAP INDICATOR



EVEN SPACE – MAX FITS

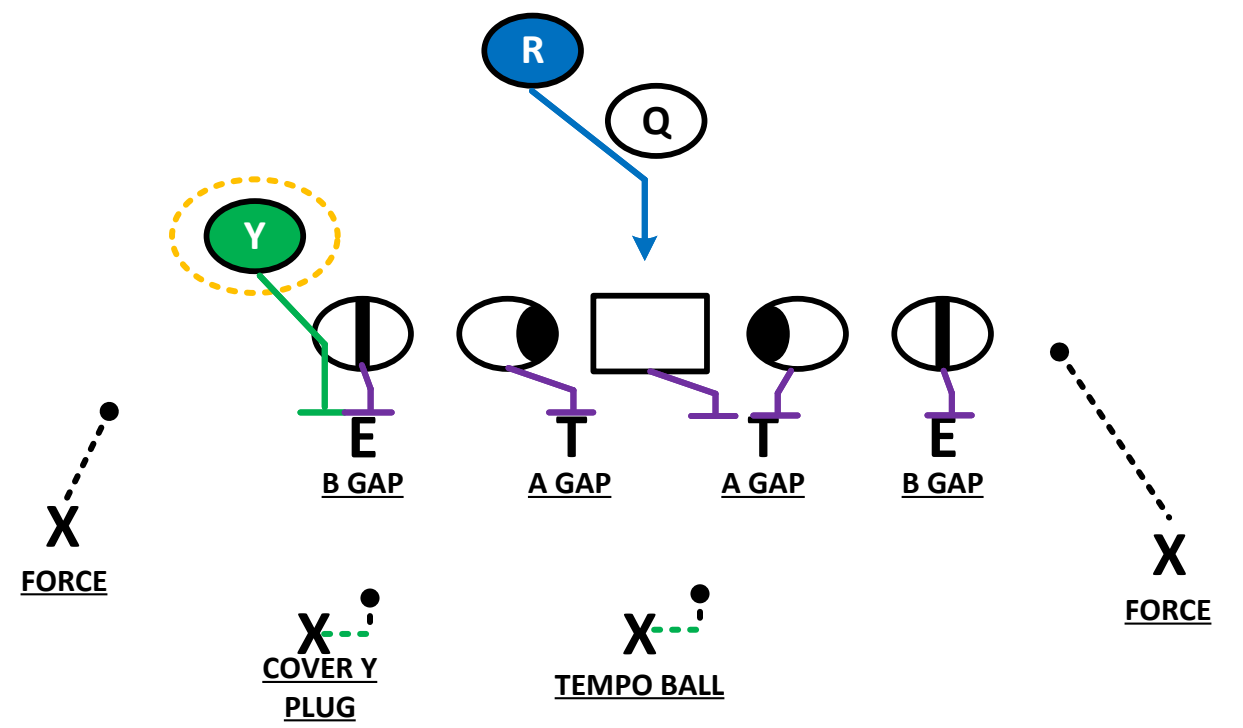
IZ = SLIDE, STACK

2x2



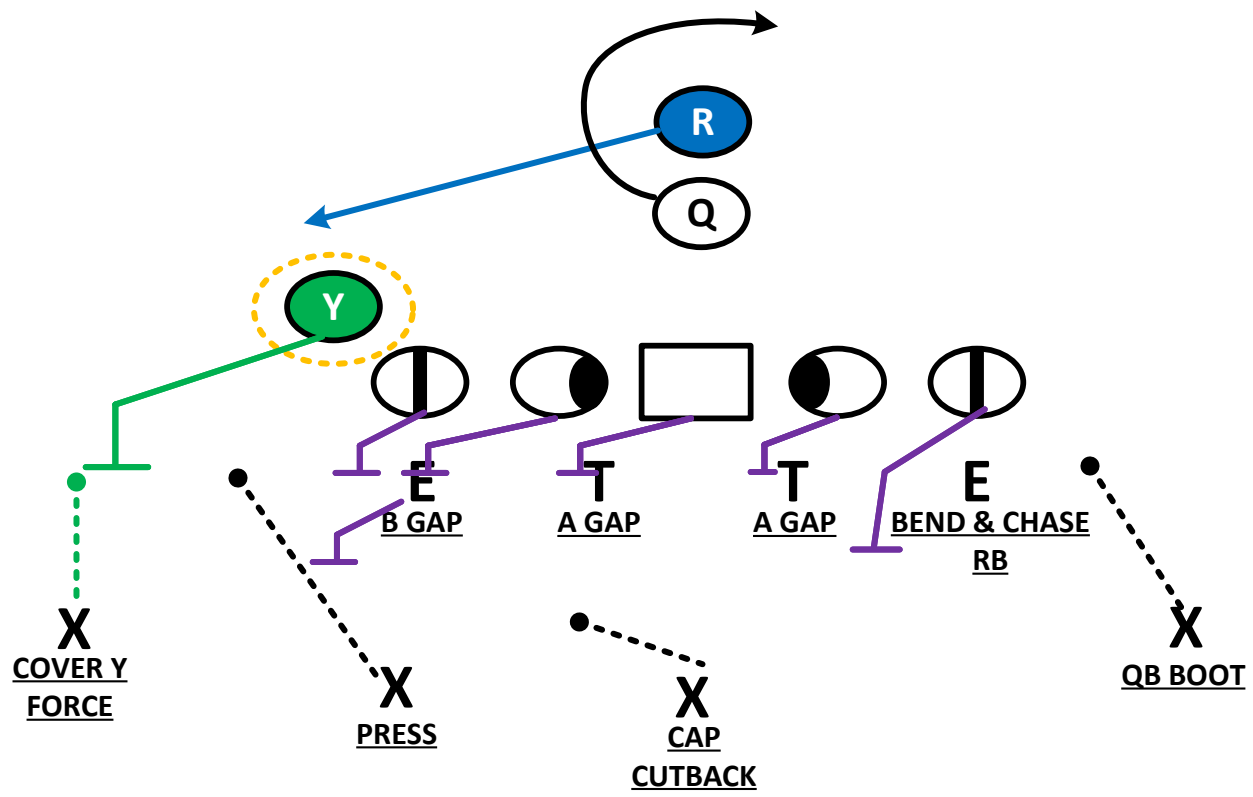
IZ/DUO = SLIDE, STACK

3x1



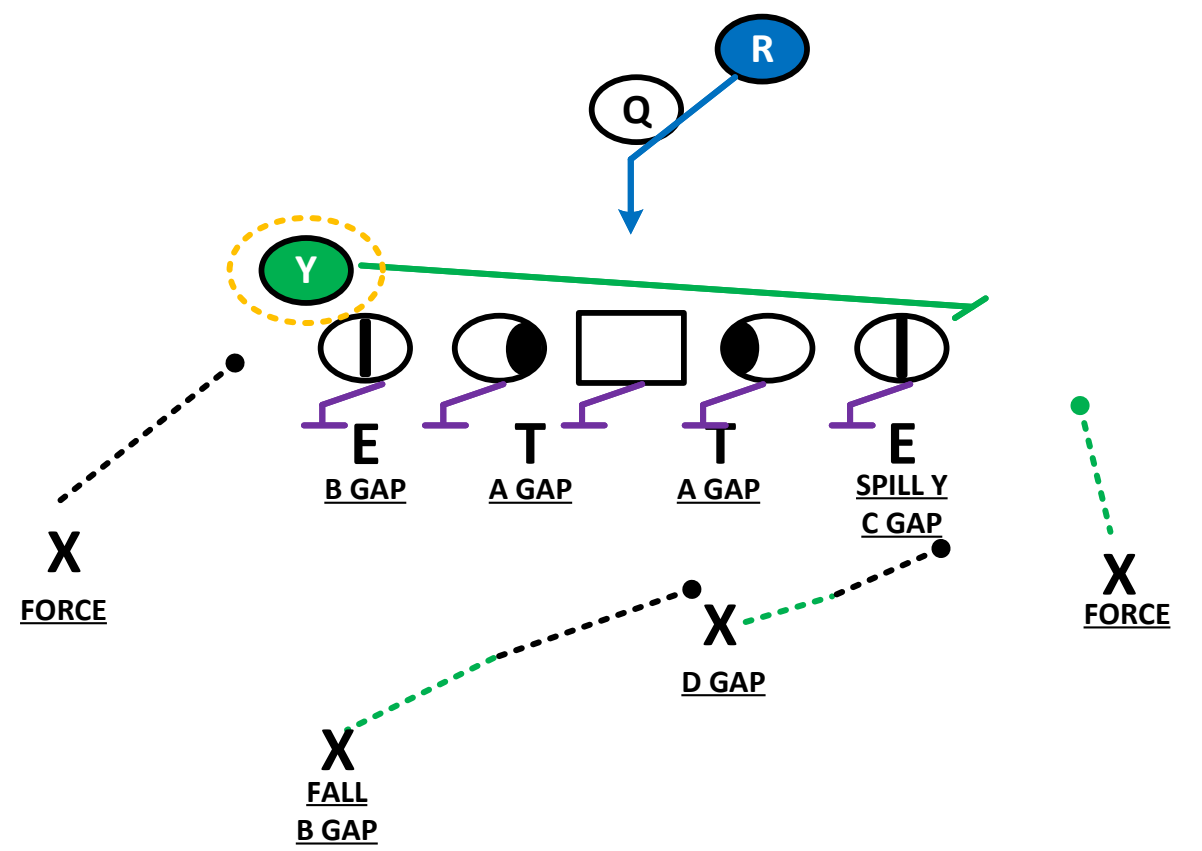
OZ = PRESS & CAP

3x1



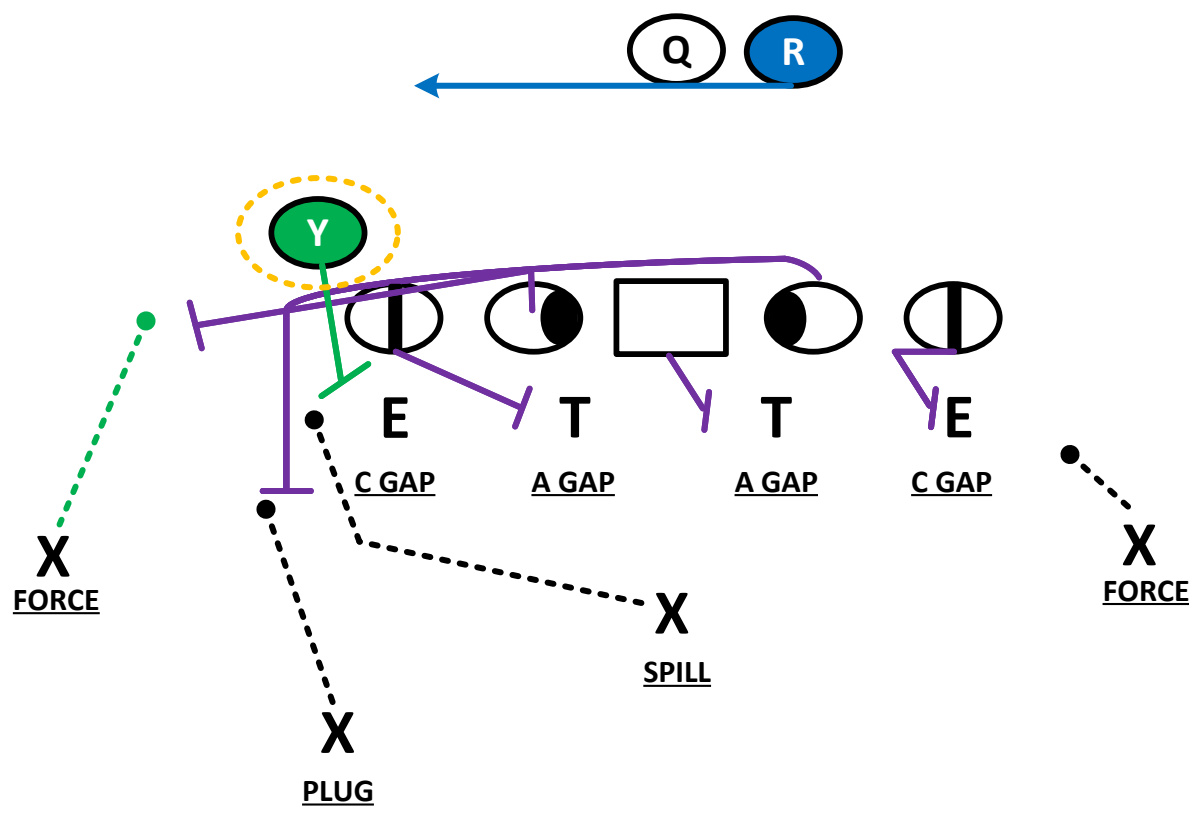
SPLIT ZONE = STEP & FALL

2x2



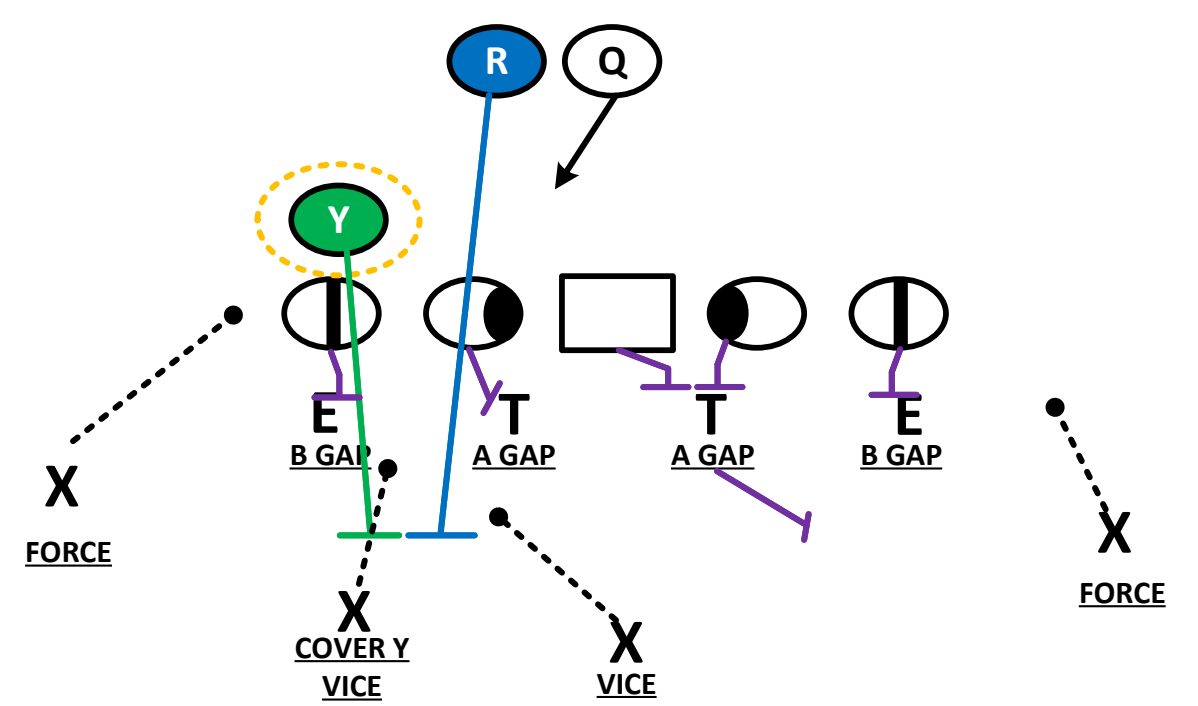
GAP (P&P) = SPILL & PLUG

2x2



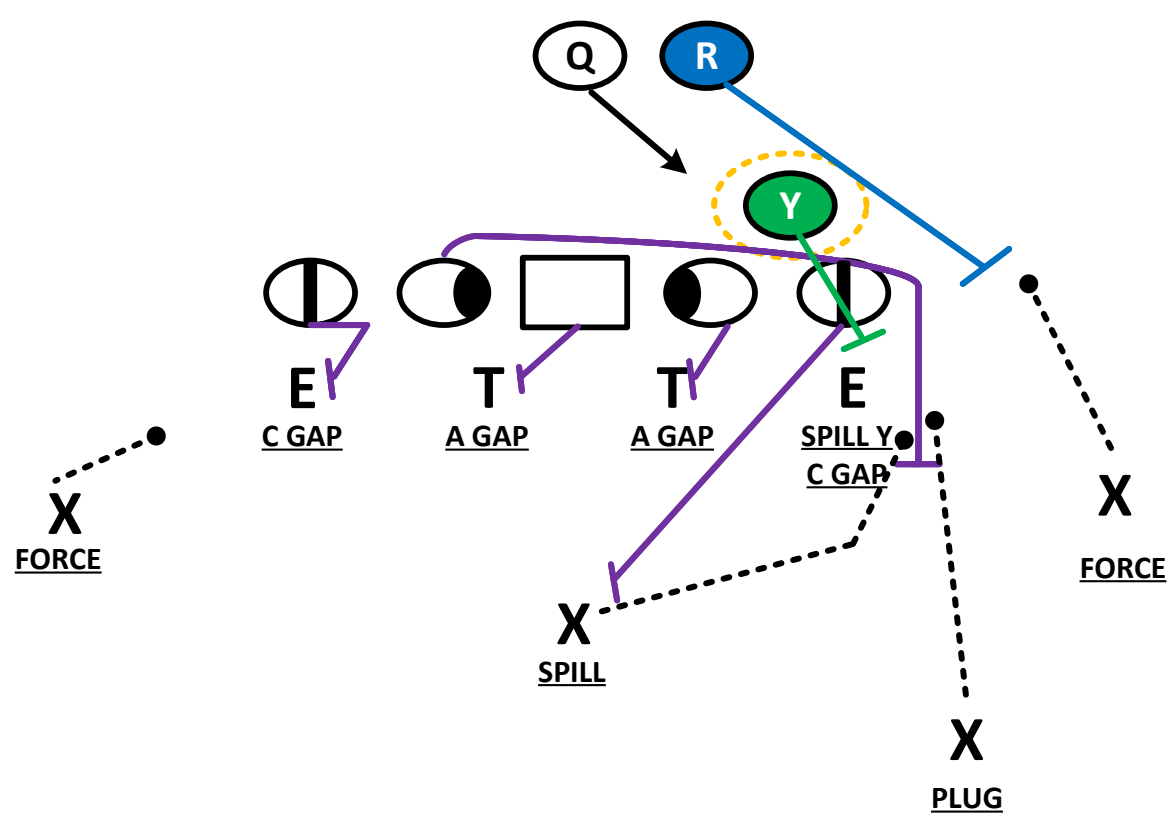
LEAD = VICE IT

3x1



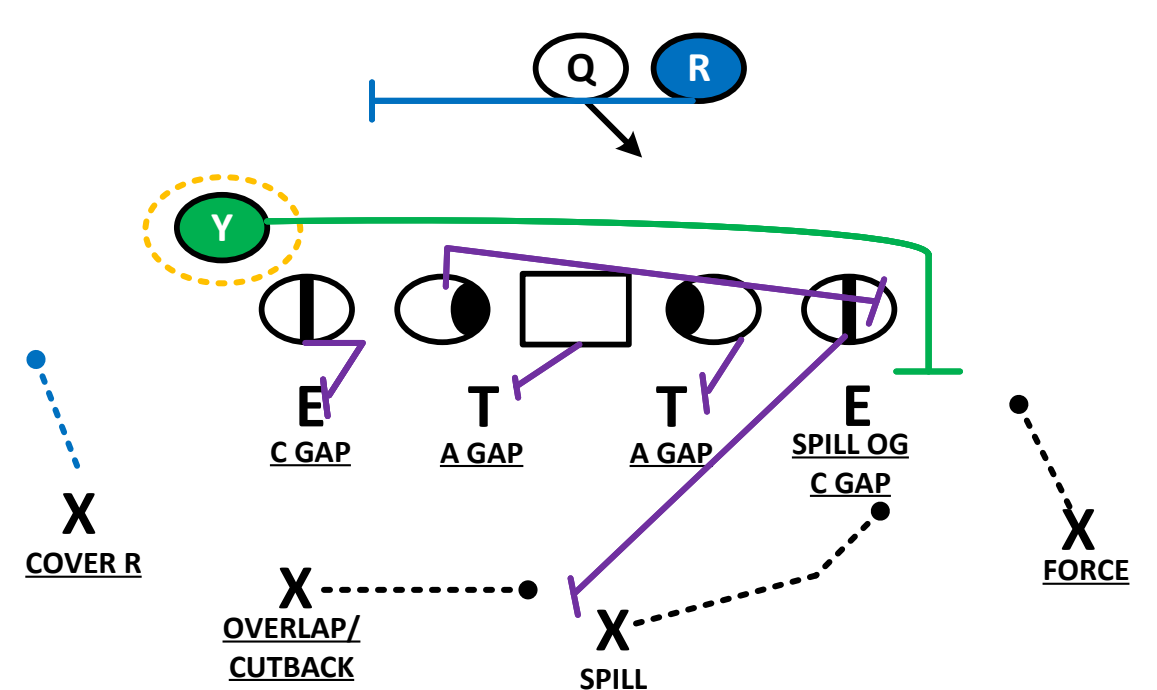
GAP (POWER) = SPILL & PLUG

2x2



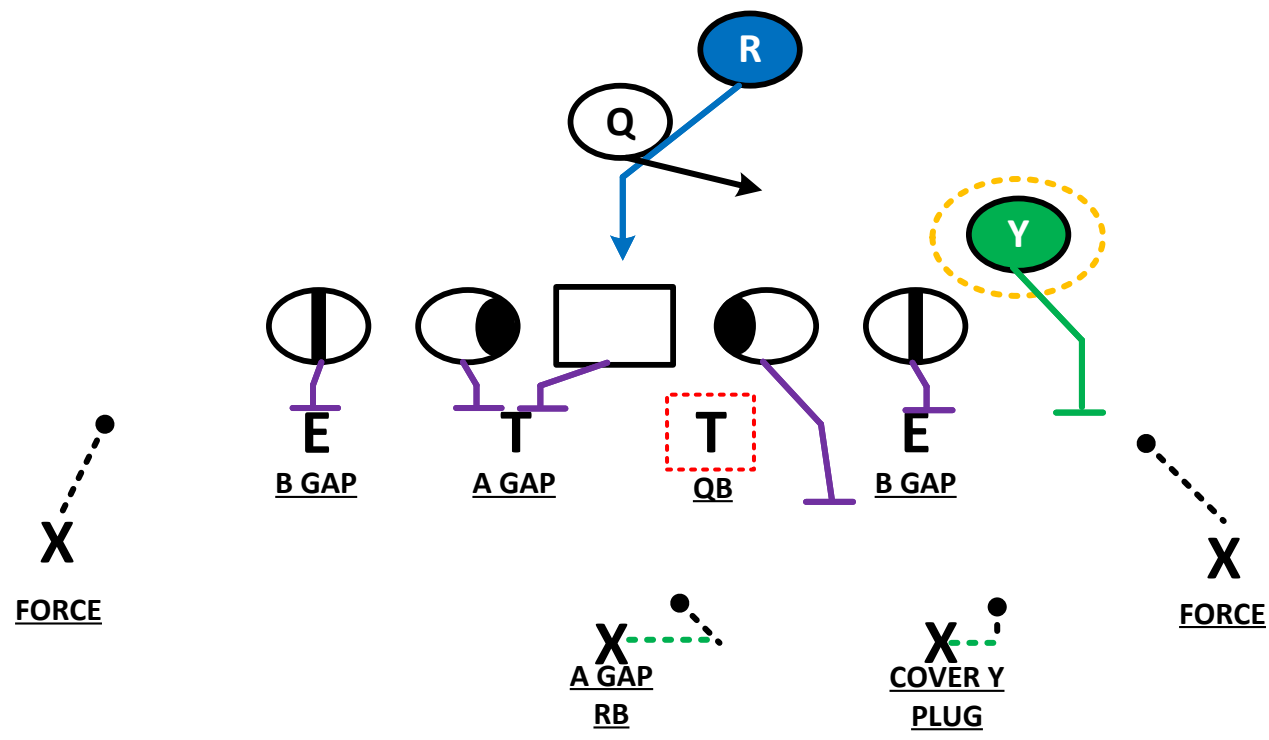
GAP (COUNTER) = SPILL & OVERLAP

3x1



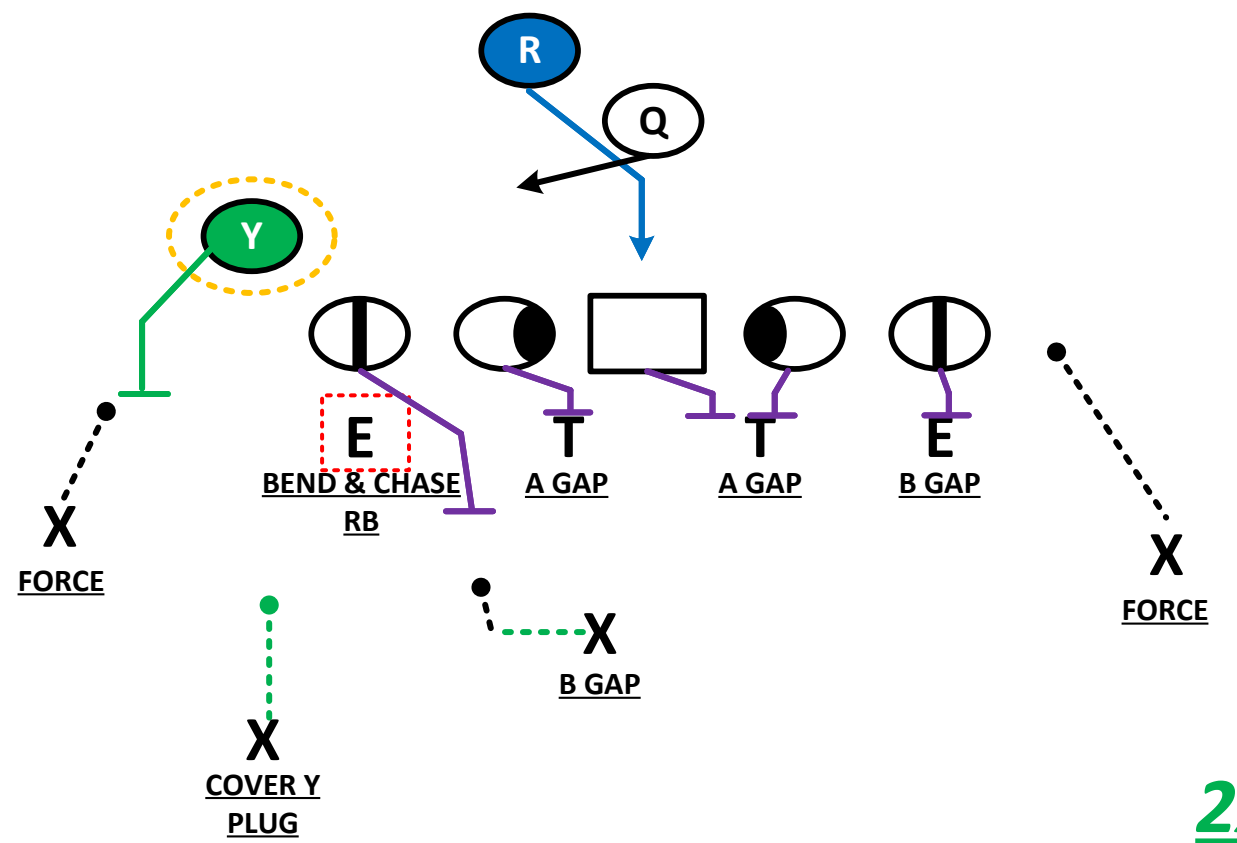
EVEN SPACE – MAX FITS (OPTION)

MIDLINE = SLIDE, STACK, & ROCK BACK



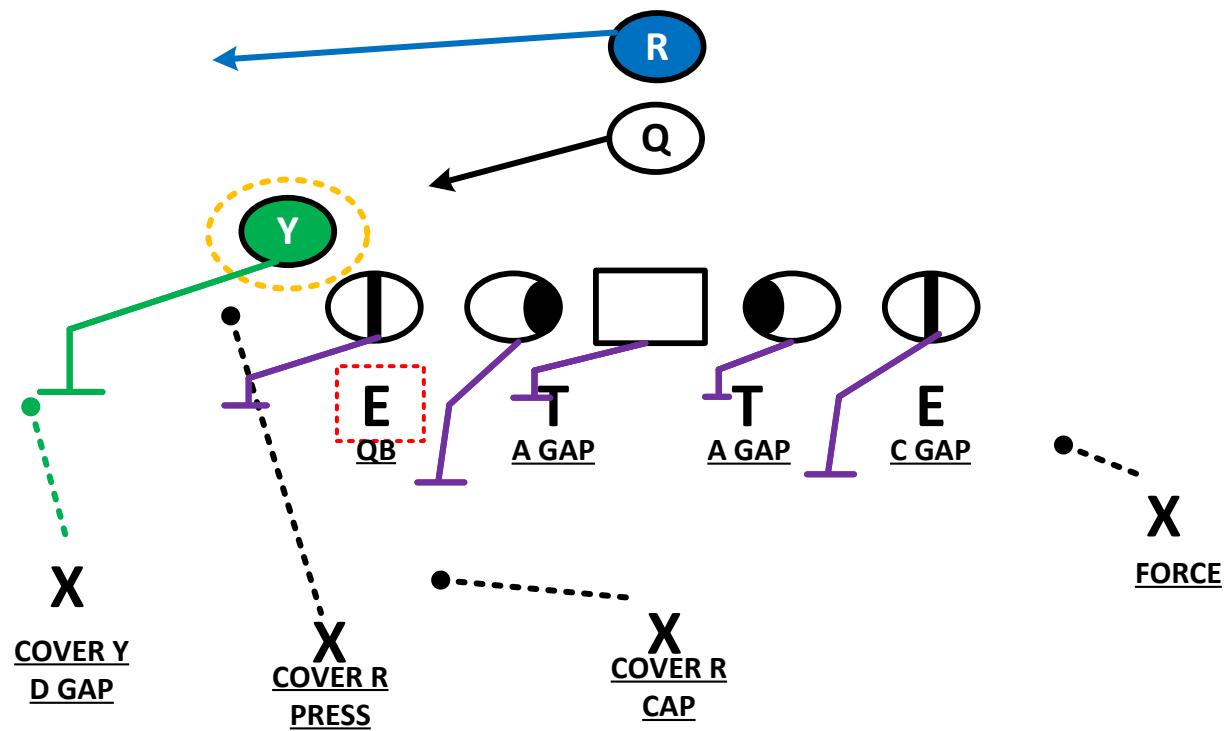
3x1

IZR = SLIDE, STACK, & ROCK BACK



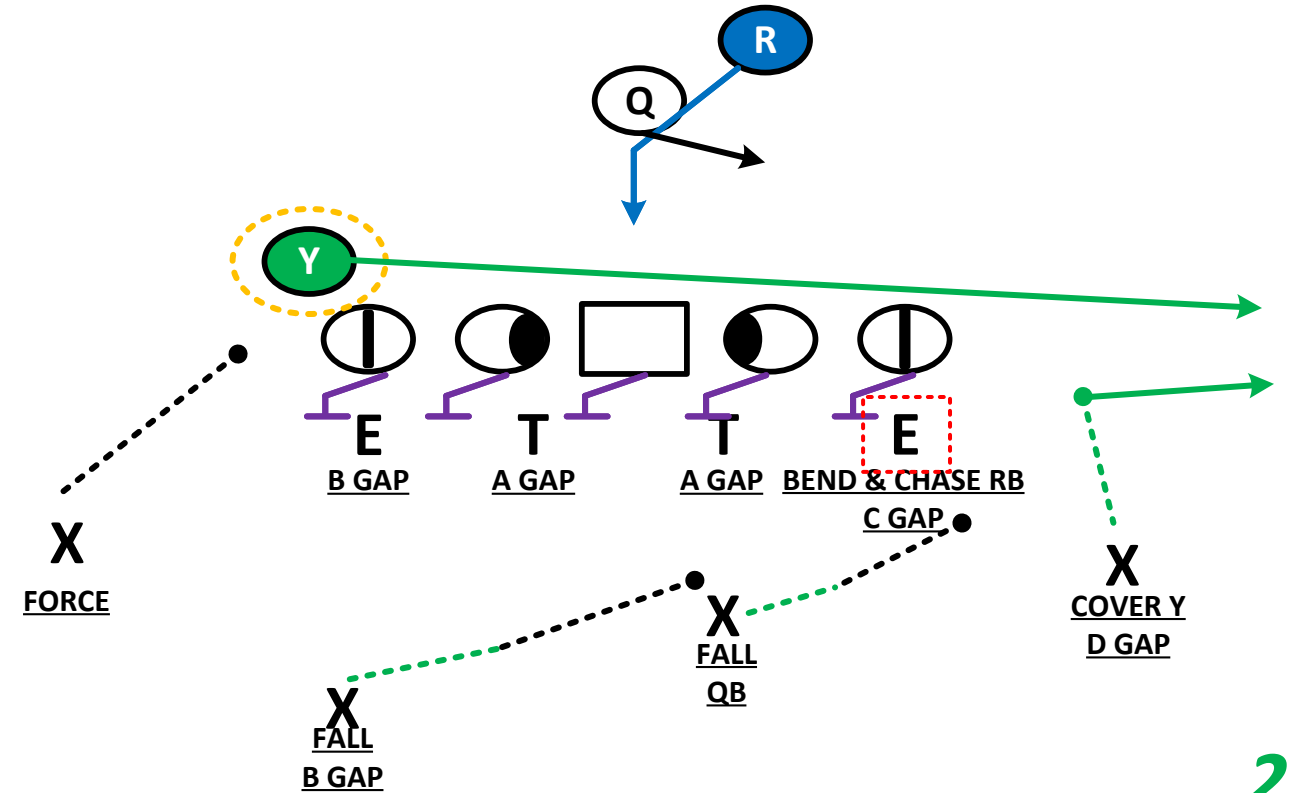
2x2

SPEED OPTION = COVER YOUR MAN



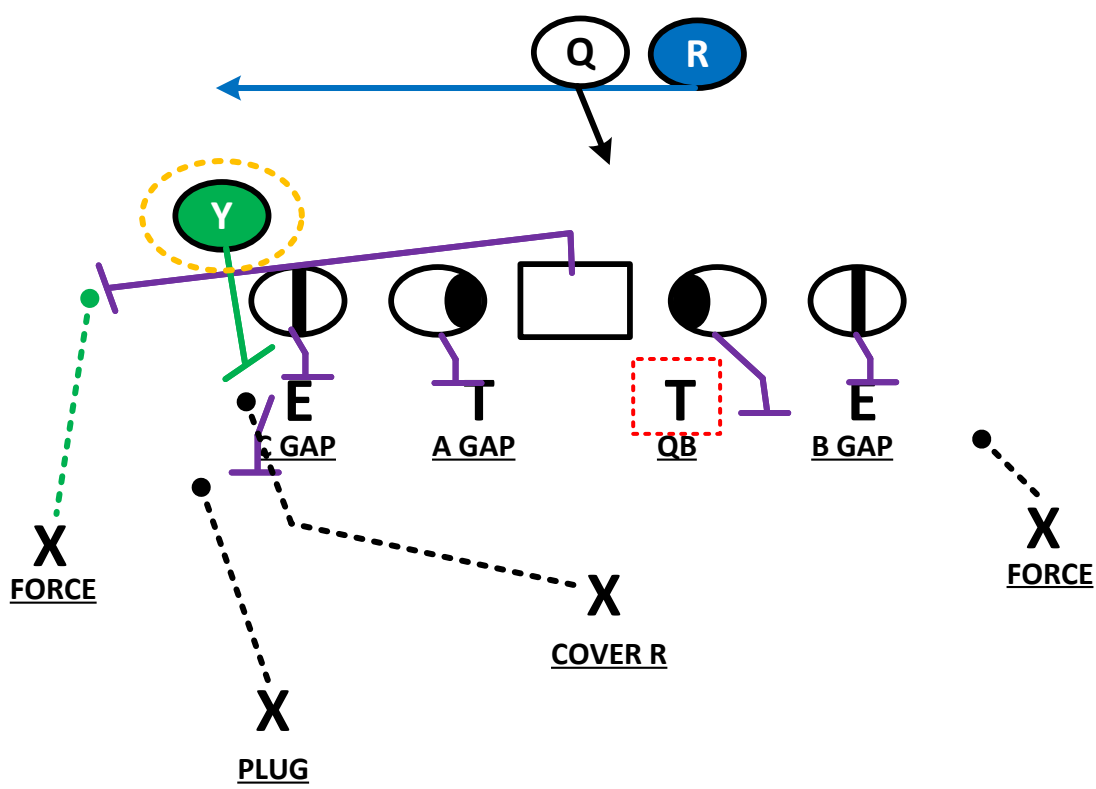
3x1

SPLIT ZONE TRIPLE = COVER YOUR MAN



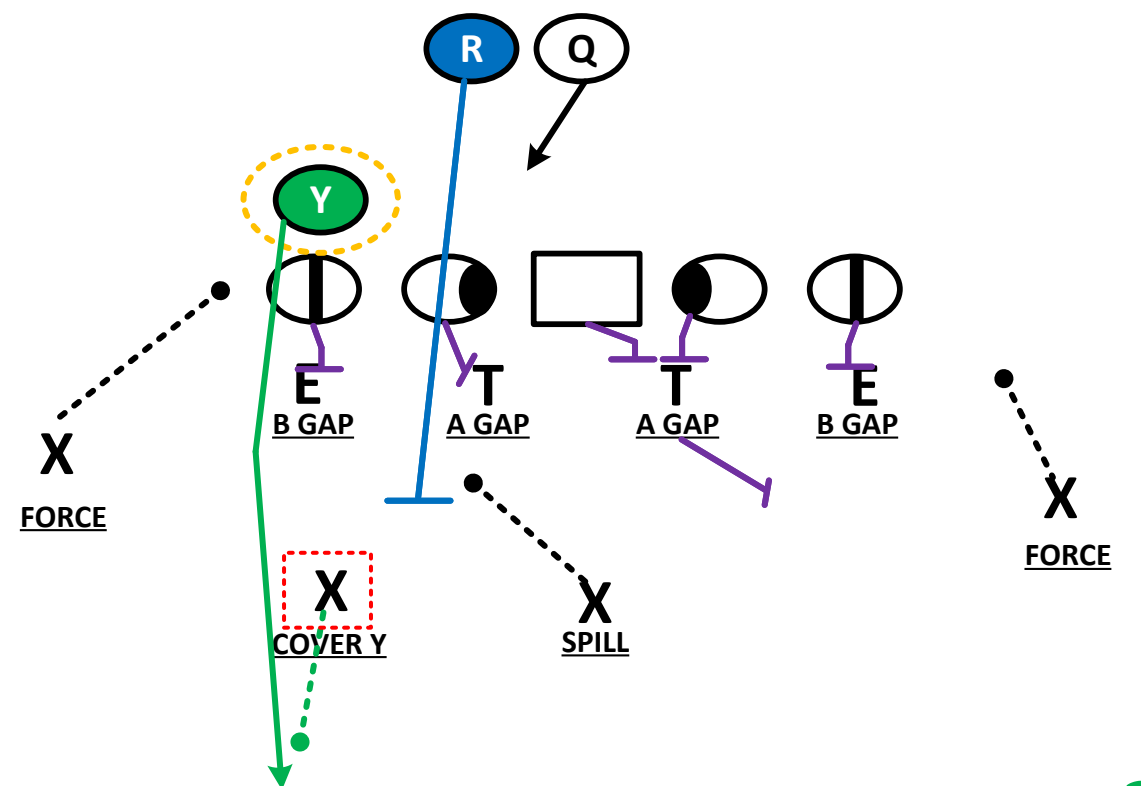
2x2

MIDLINE P&P = COVER YOUR MAN



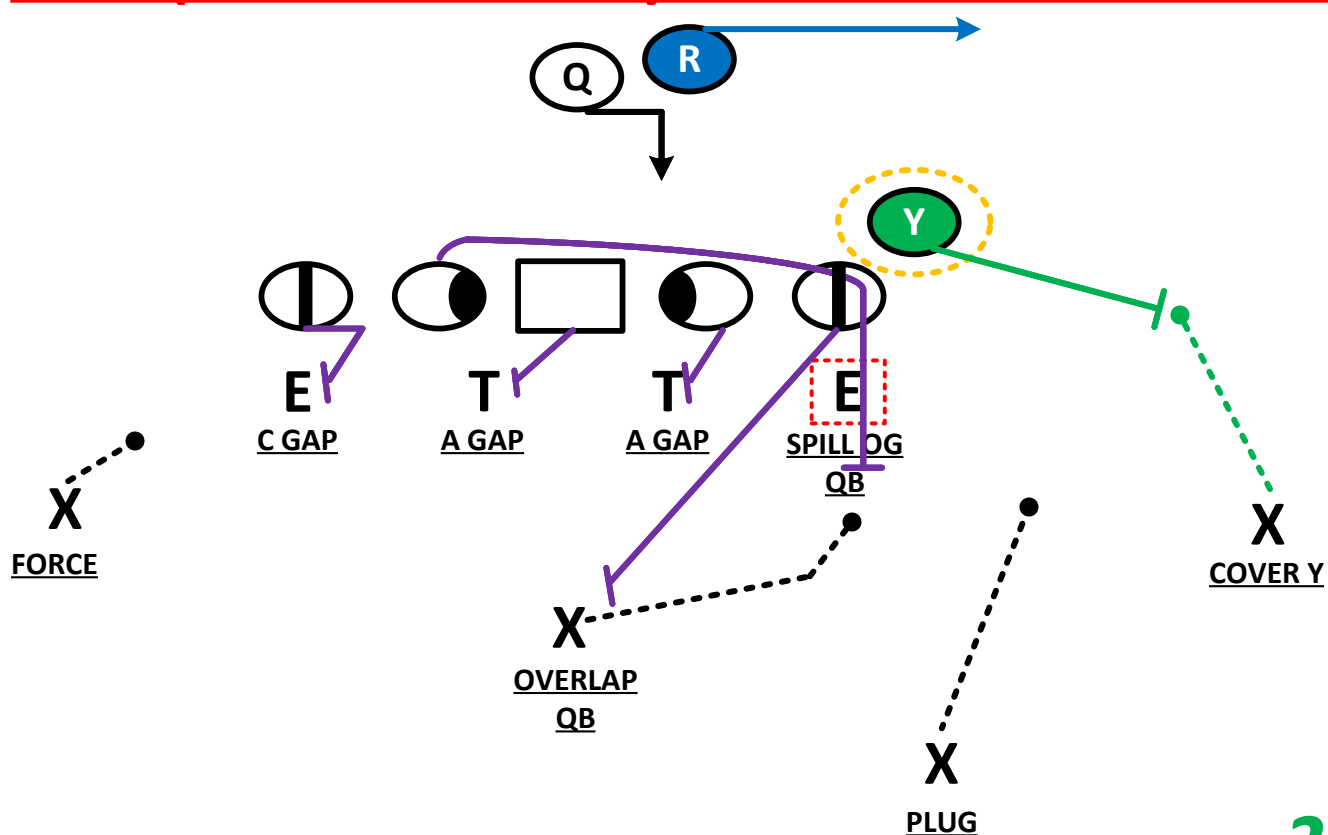
2x2

LEAD Y POP RPO = VICE IT



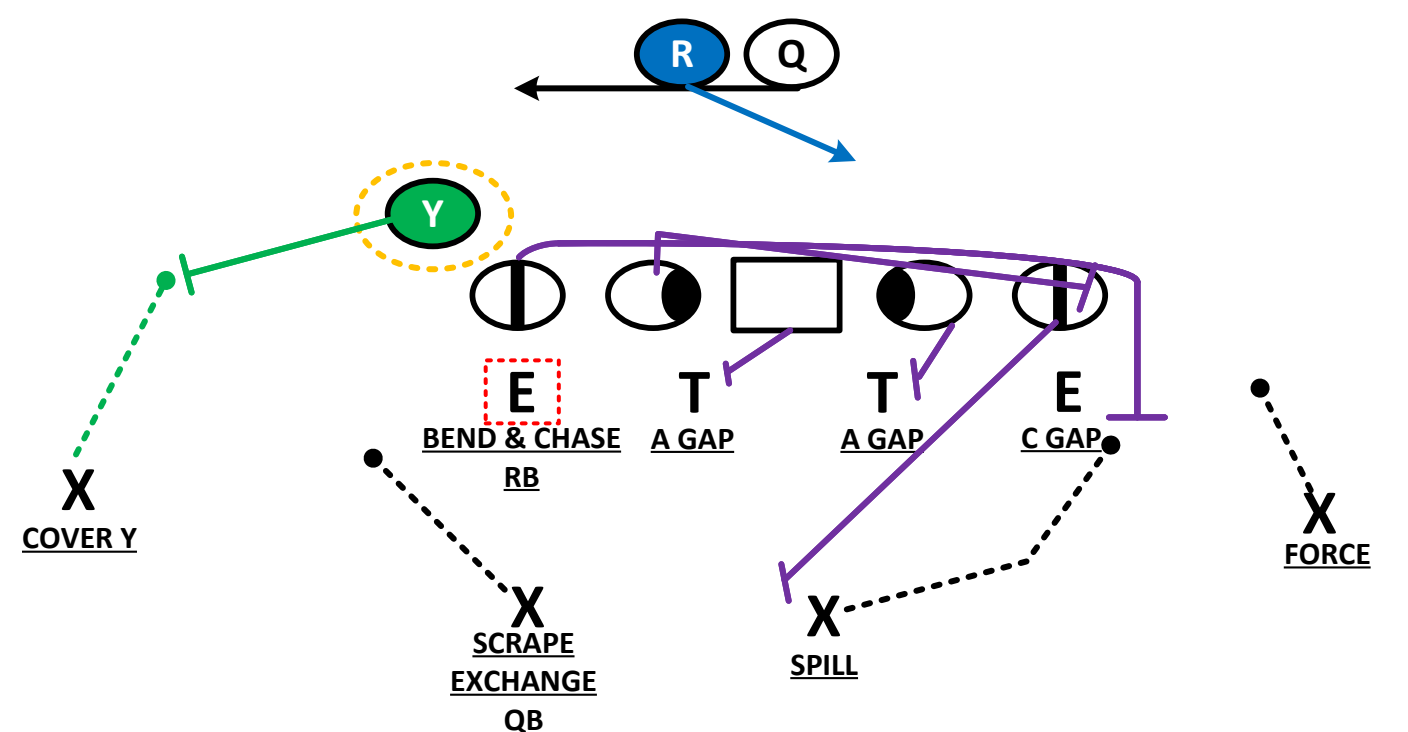
3x1

GAP (POWER READ) = COVER YOUR MAN



2x2

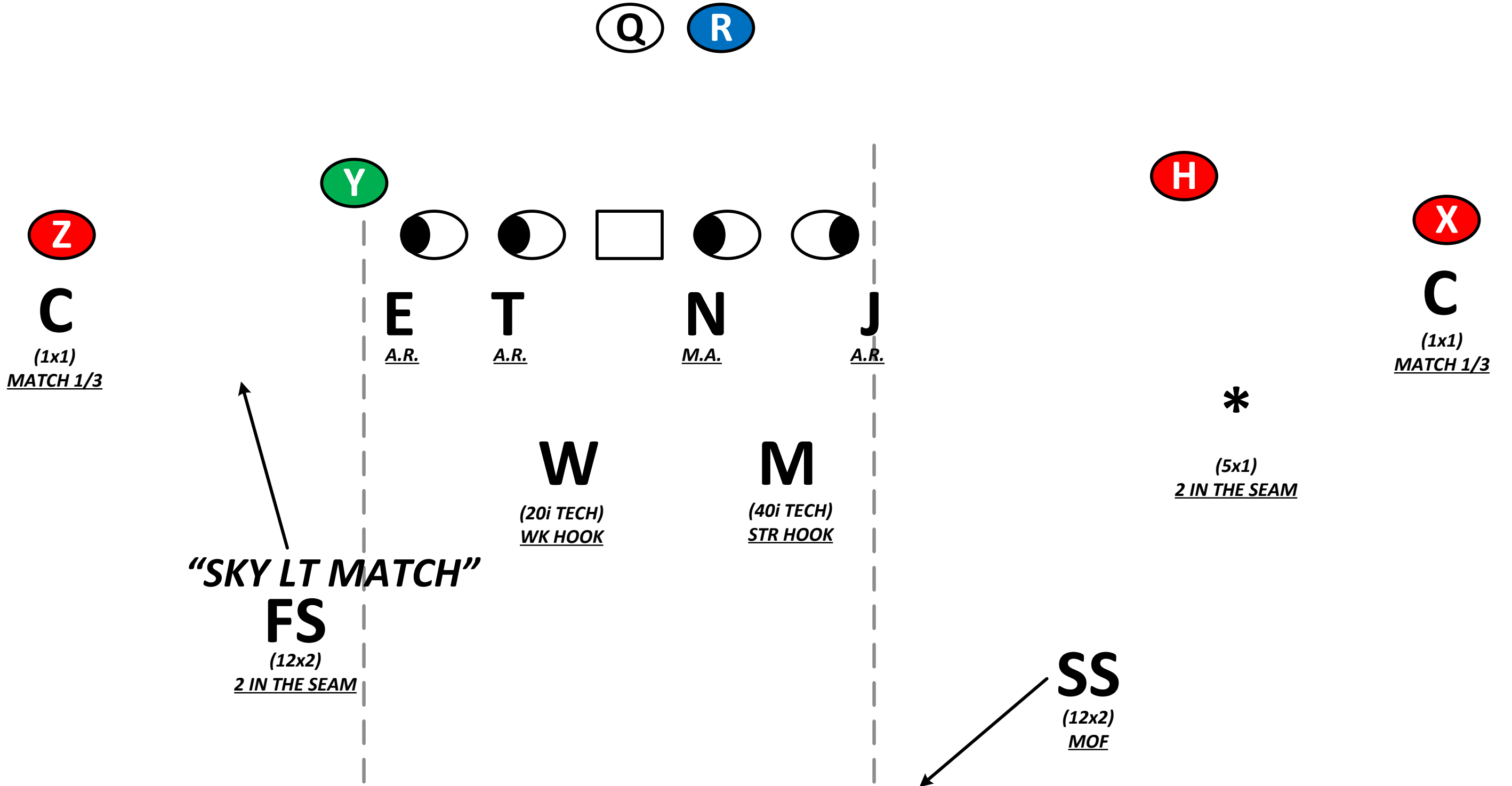
GAP (COUNTER READ) = COVER YOUR MAN



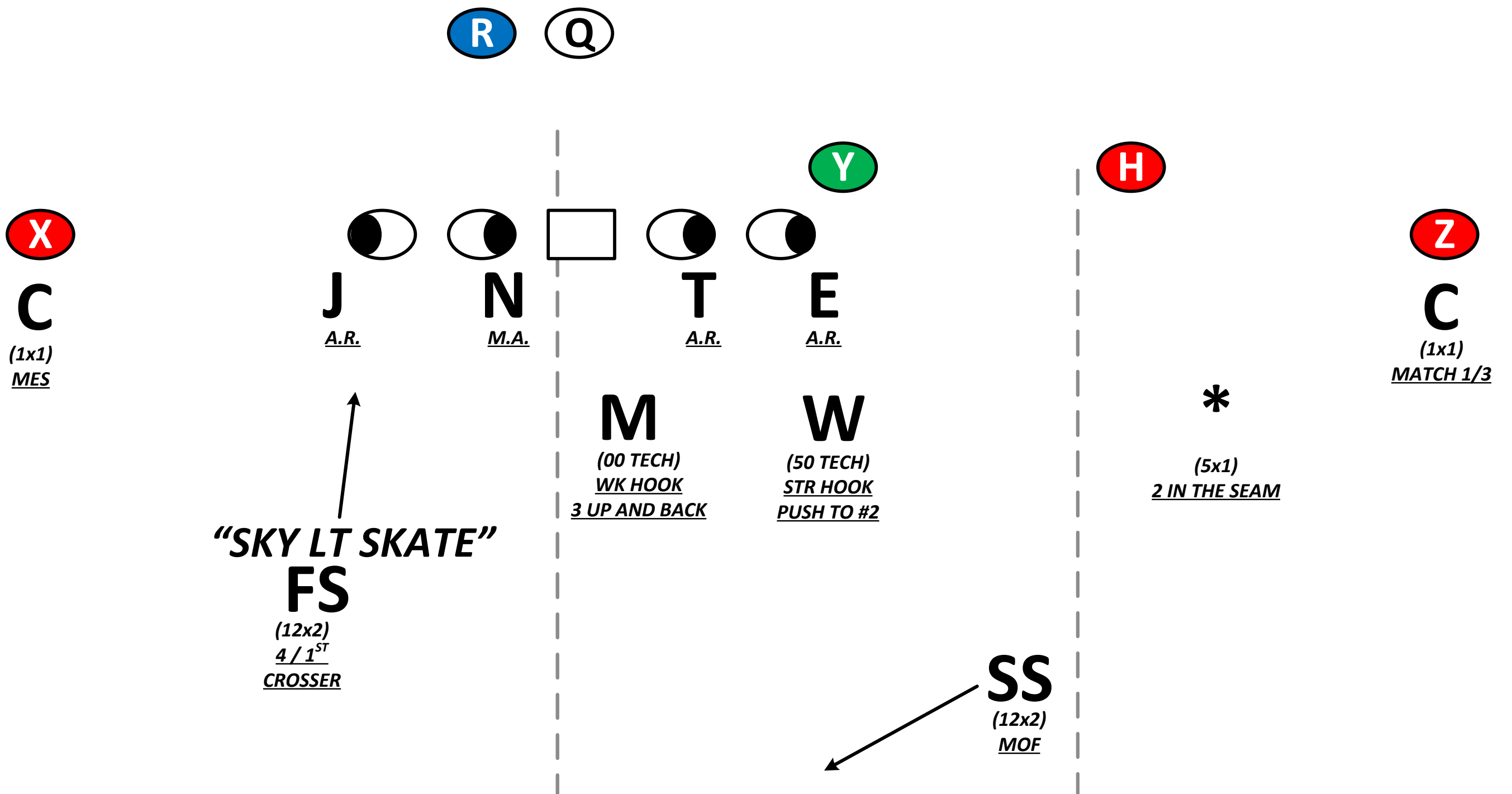
3x1

EVEN SPACE – GAPPED OUT

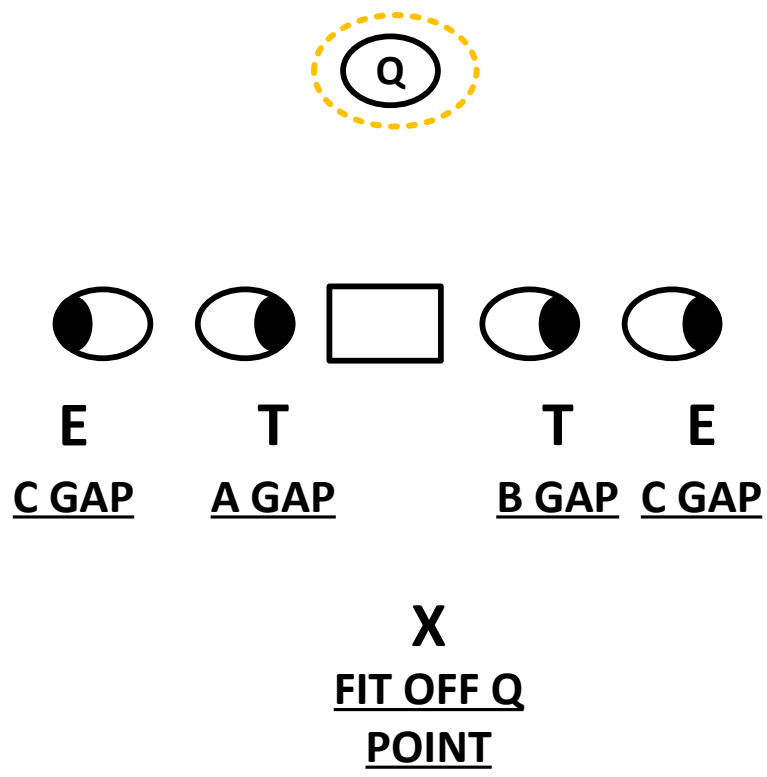
OVER 6



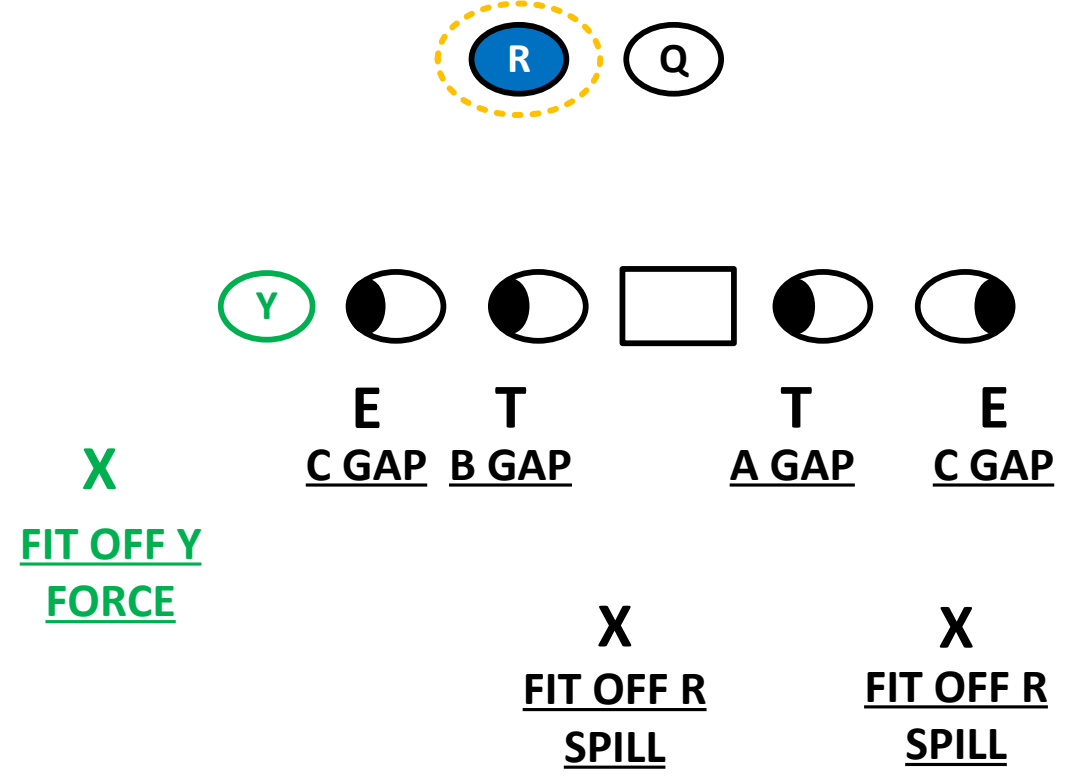
OVER 6



0 BACK = FIT OFF Q

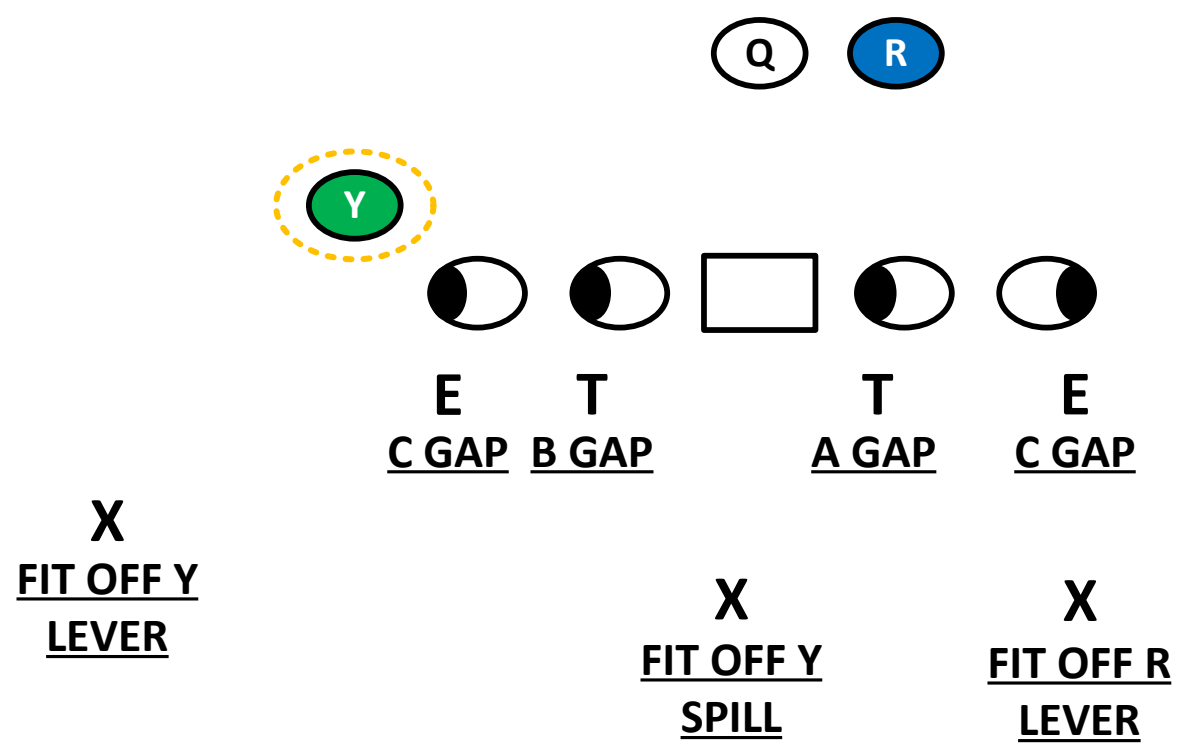


1 BACK and Y ON = FIT OFF RB



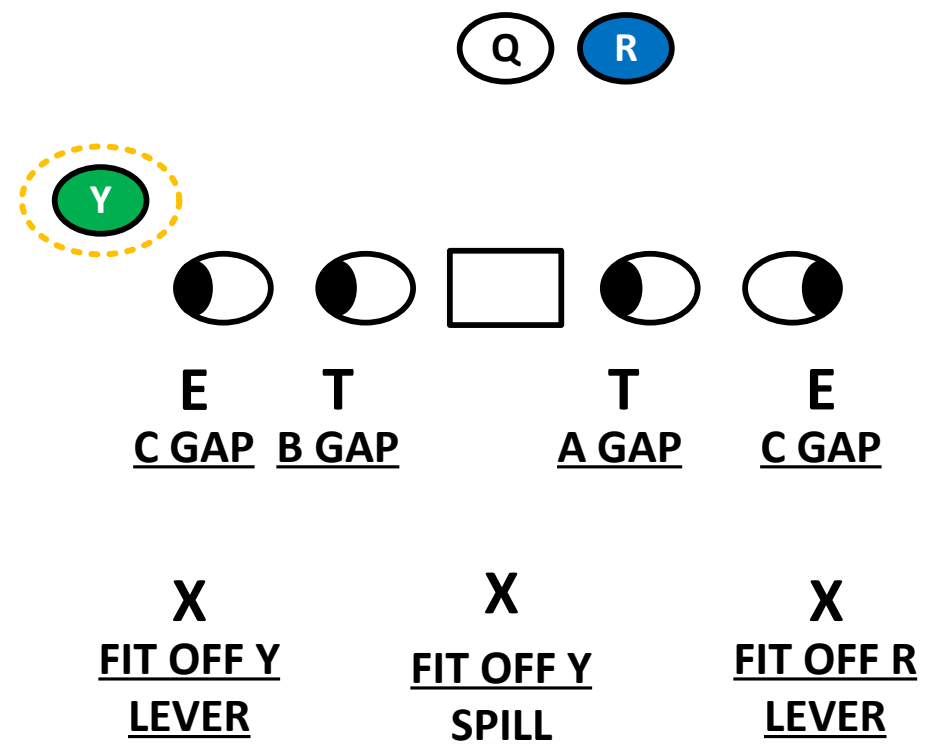
2 BACK = FIT OFF Y

2x2

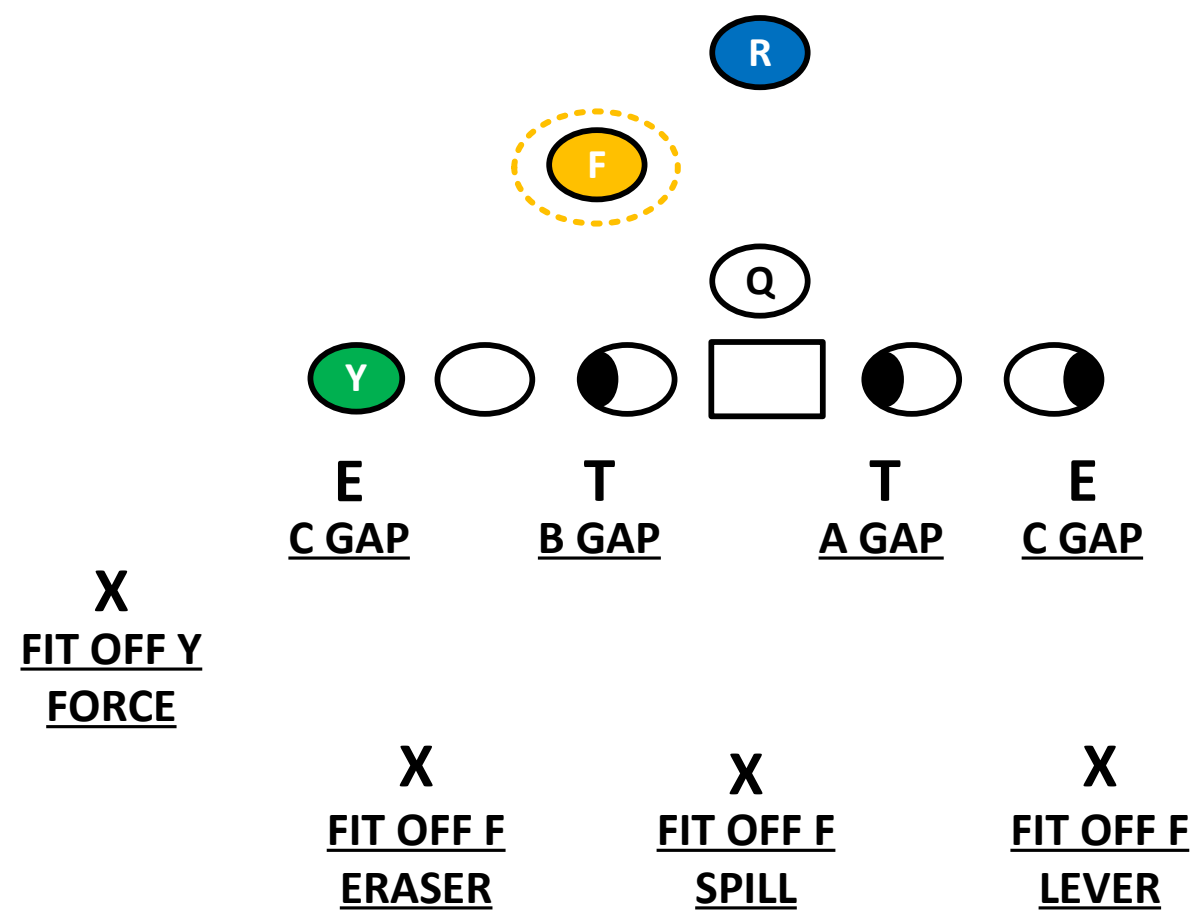


2 BACK = FIT OFF Y

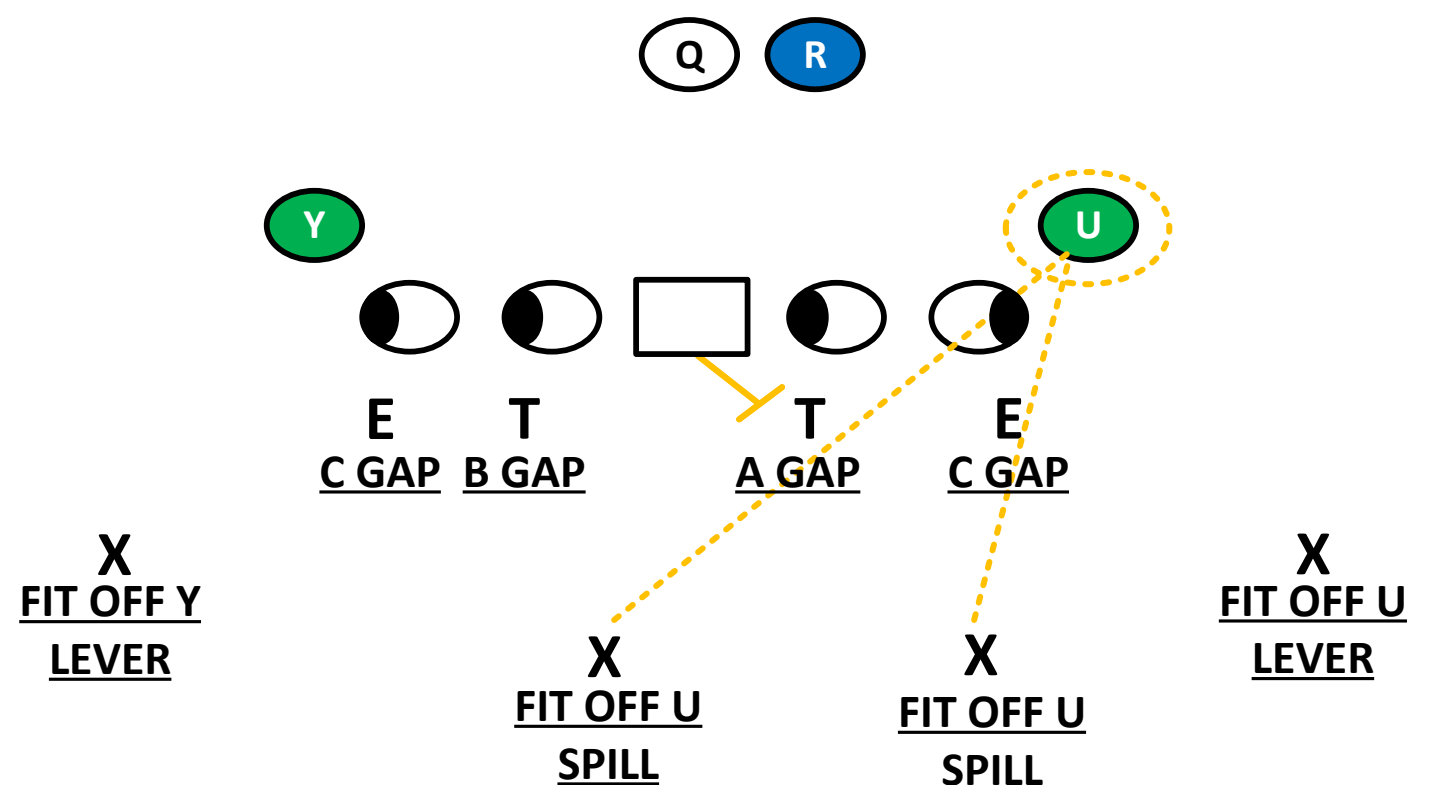
3x1



2 BACK = FIT OFF F

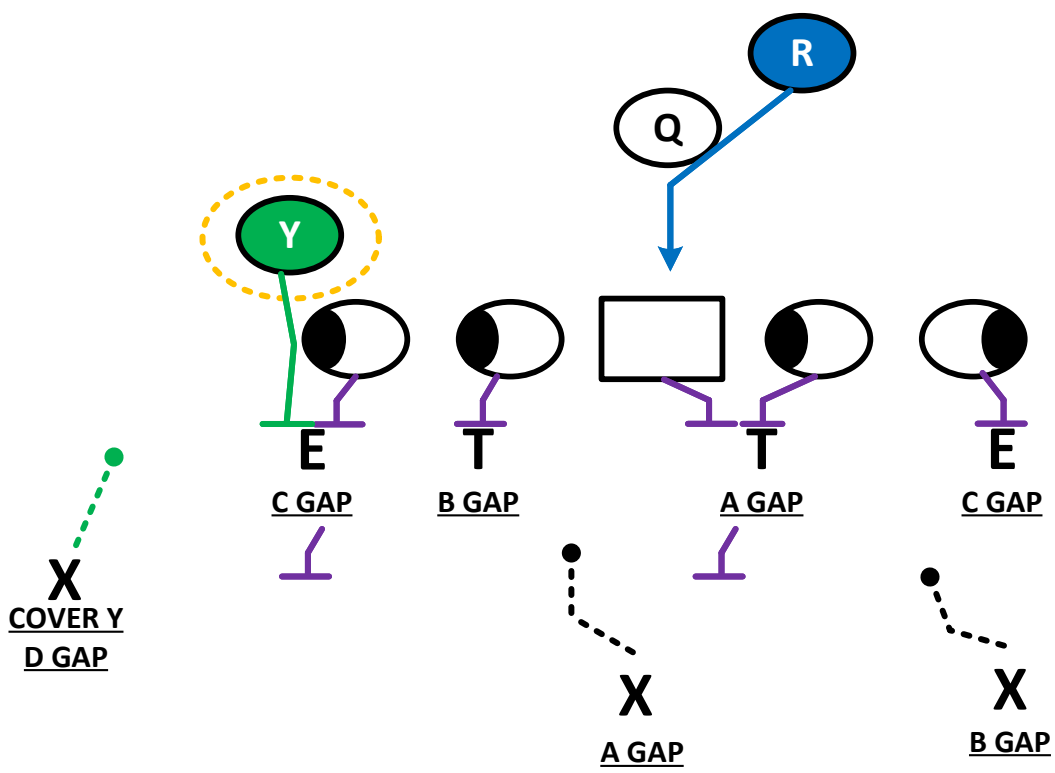


3 BACK = FIT OFF POST SNAP INDICATOR



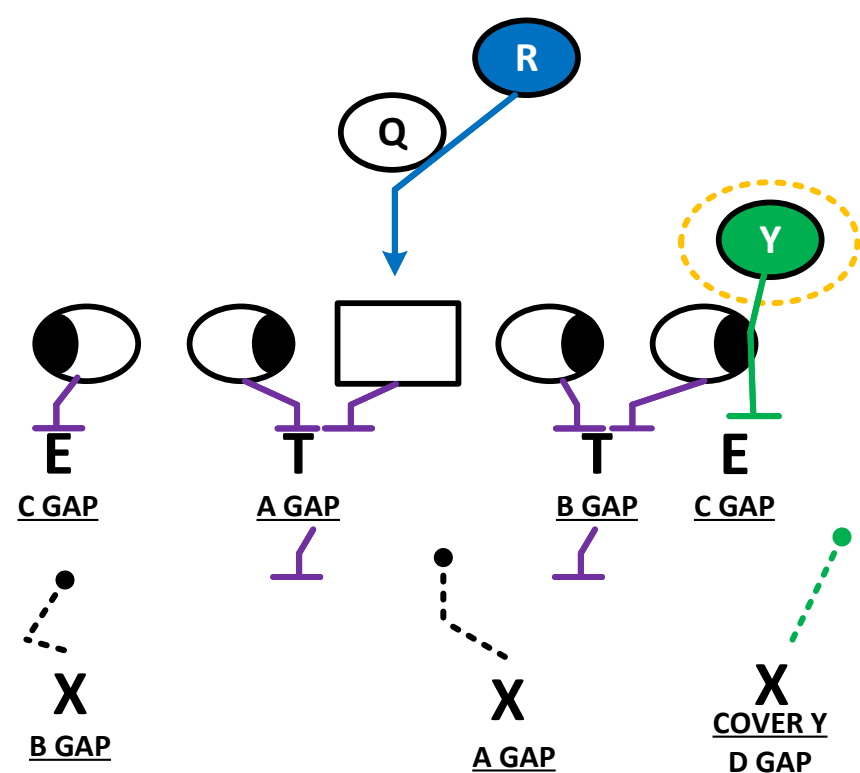
EVEN SPACE – GAPPED OUT

IZ = SHUFFLE, STACK



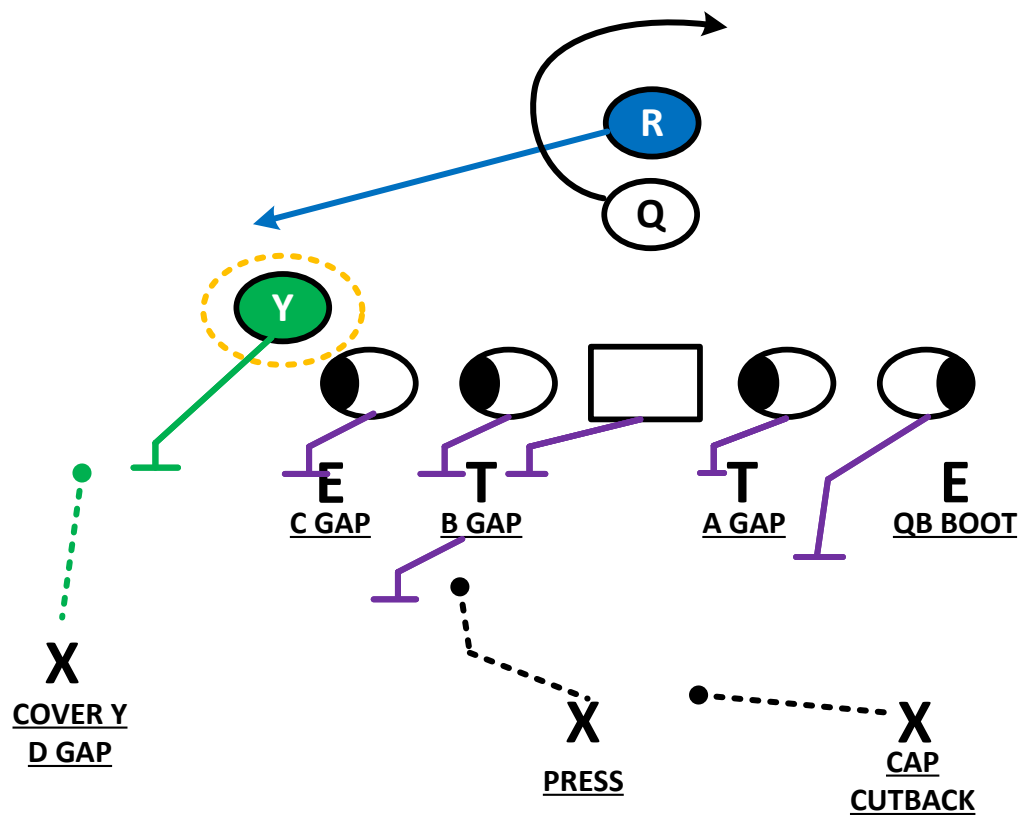
2x2

IZ/DUO = SHUFFLE, STACK



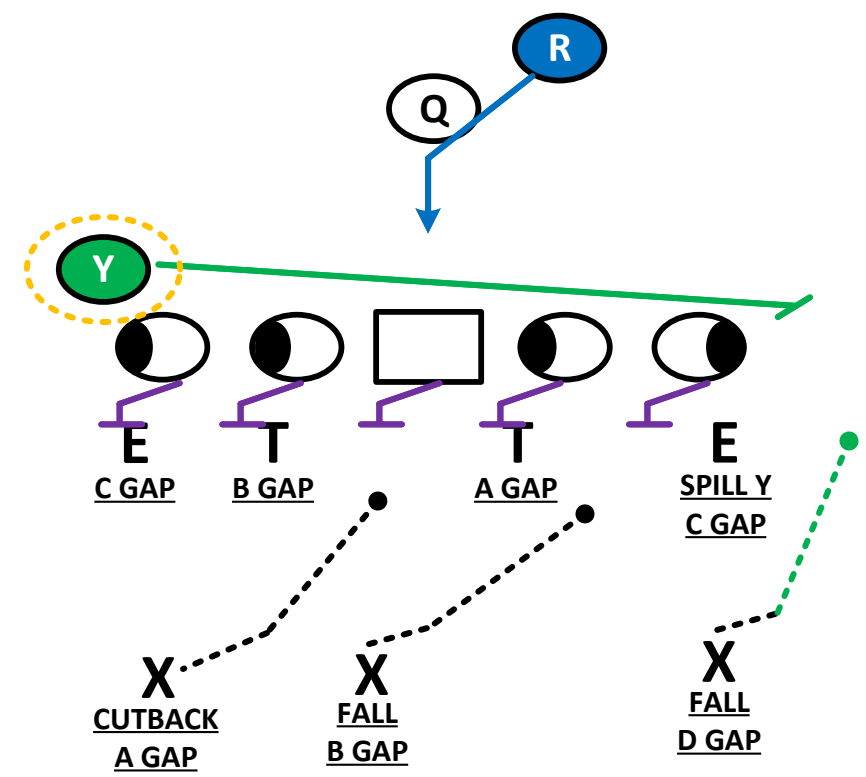
3x1

OZ = PRESS & CAP



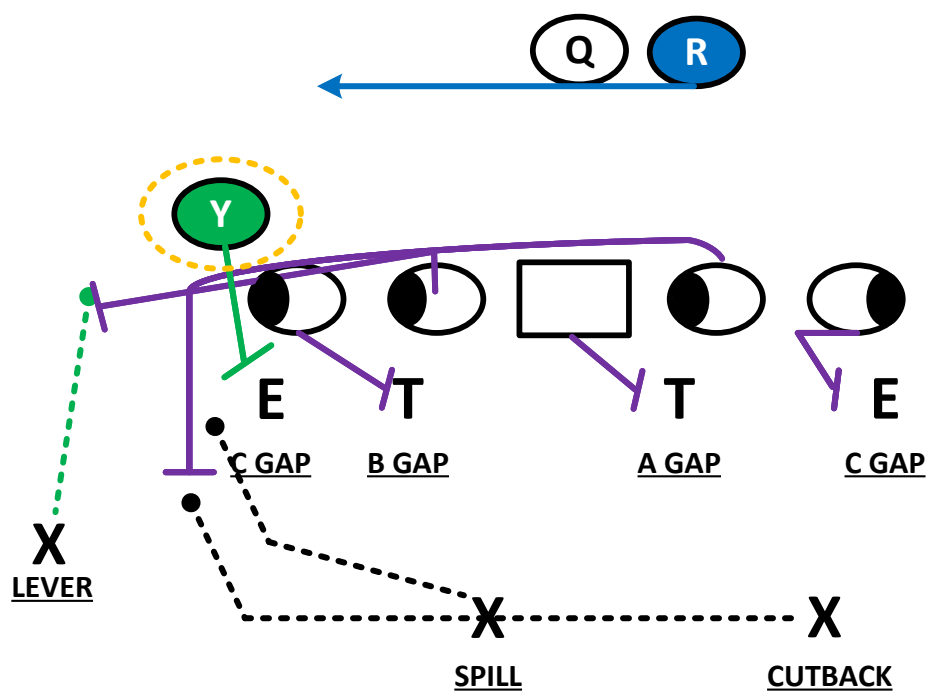
2x2

SPLIT ZONE = STEP & FALL BACK



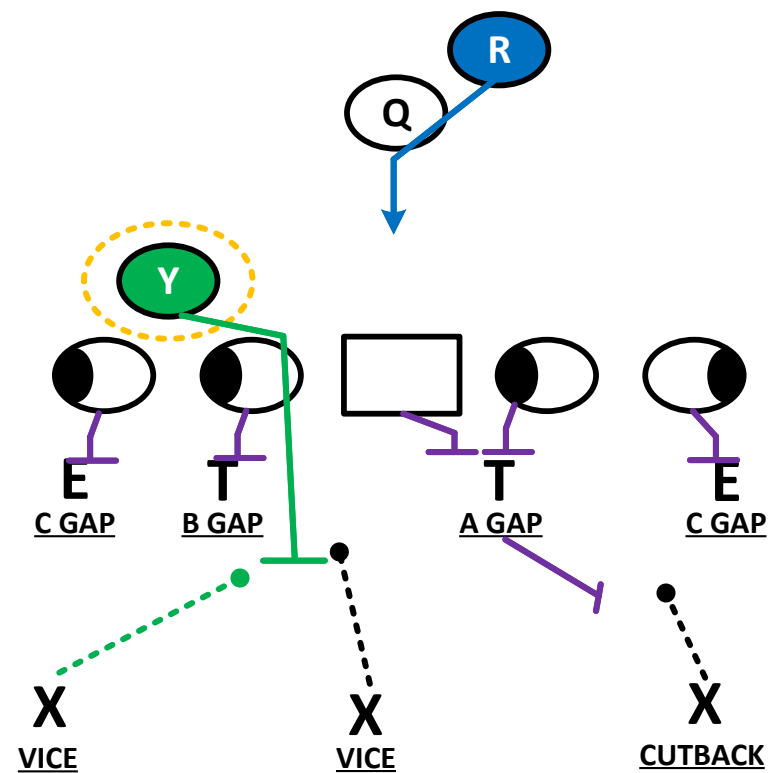
3x1

GAP (P&P) = PULL THE FITS



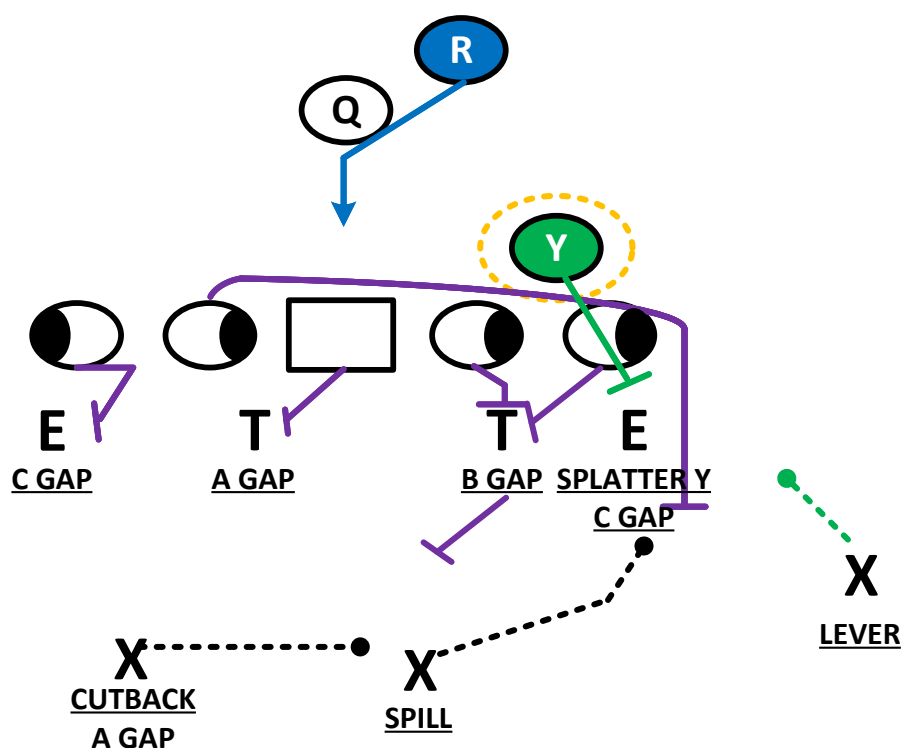
2x2

LEAD = VICE IT



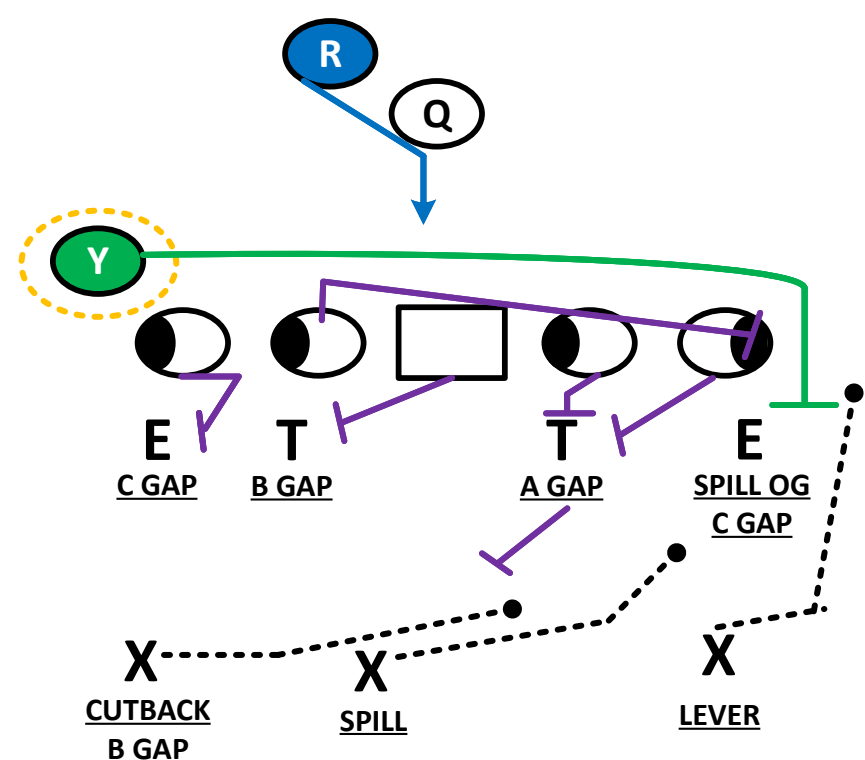
3x1

GAP (POWER) = PULL THE FITS



2x2

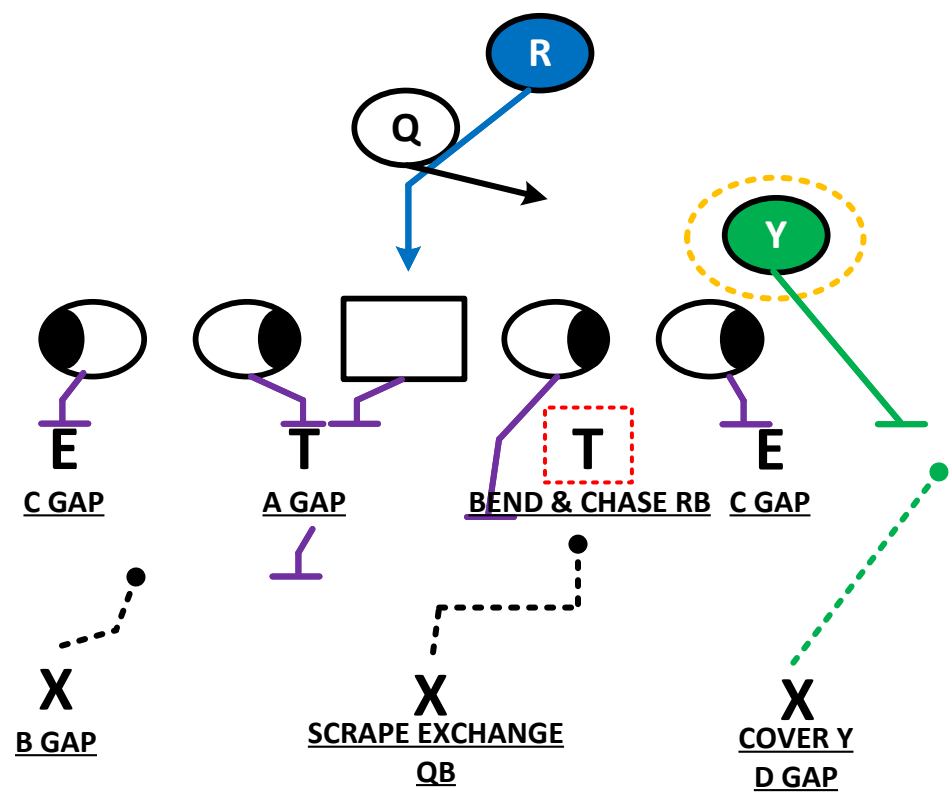
GAP (COUNTER) = PULL THE FITS



3x1

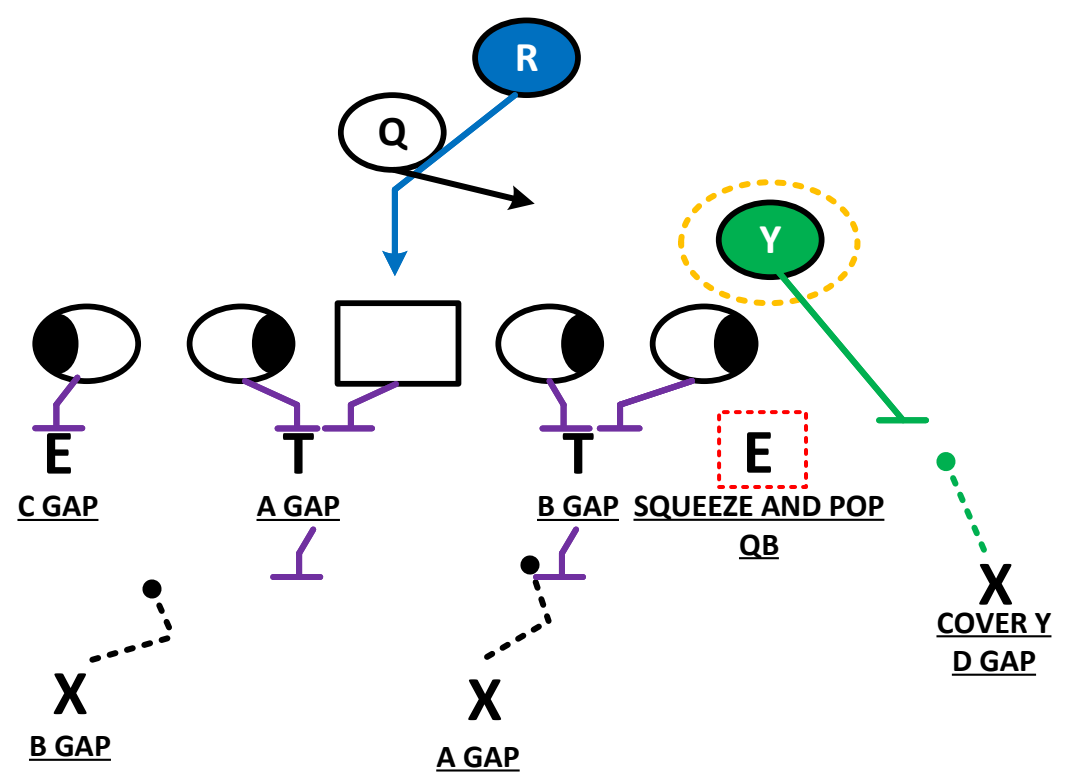
EVEN SPACE – GAPPED OUT (OPTION)

MIDLINE = SHUFFLE, STACK, & ROCK BACK



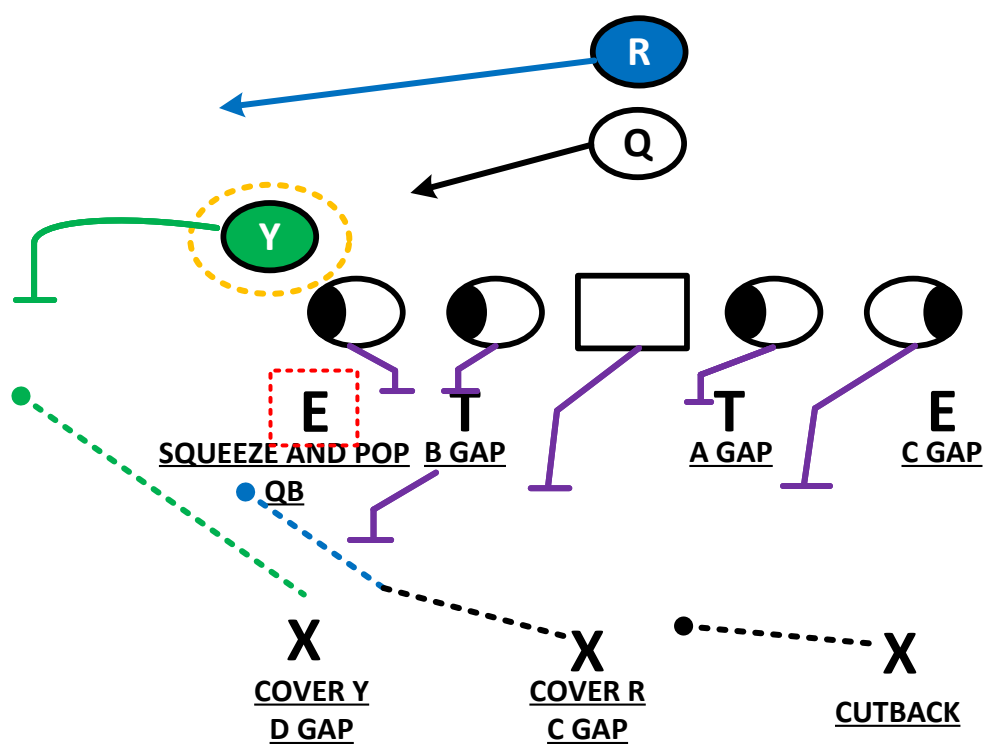
3x1

IZR = SHUFFLE, STACK, & ROCK BACK



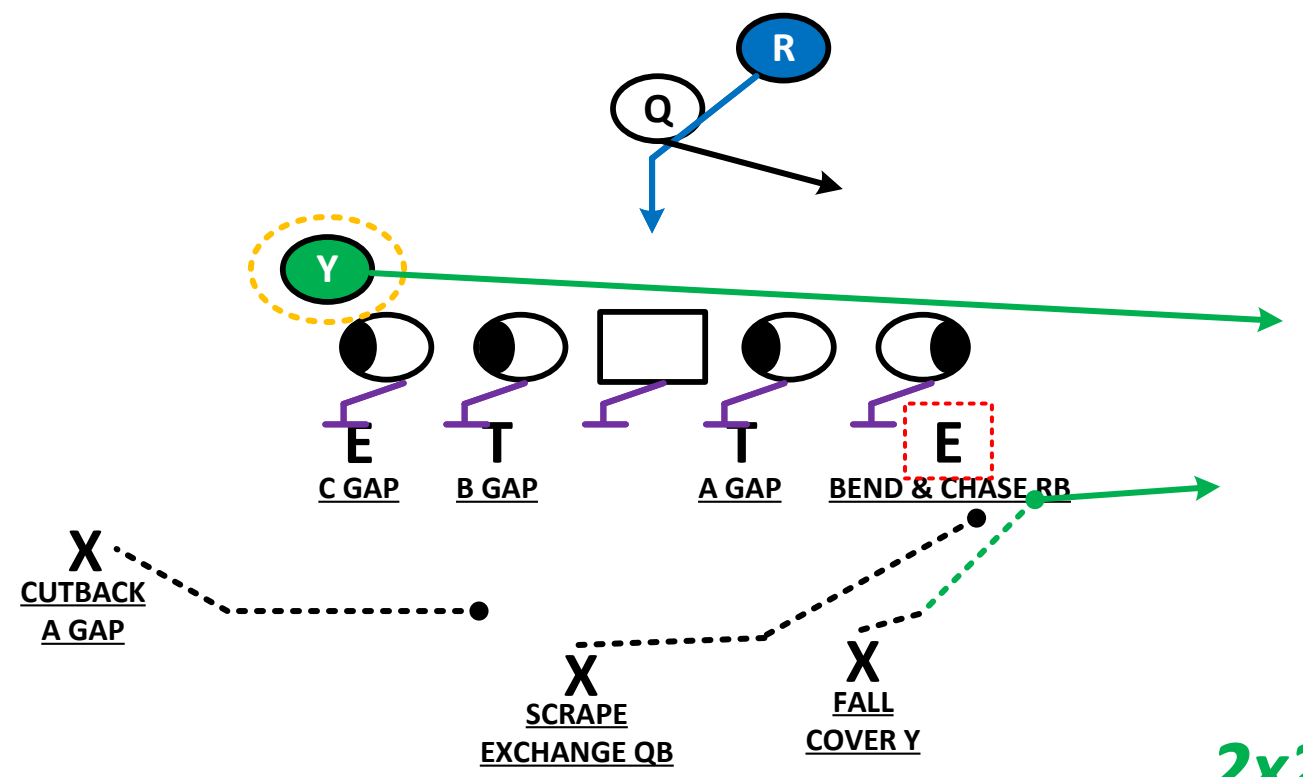
2x2

SPEED OPTION = COVER YOUR MAN



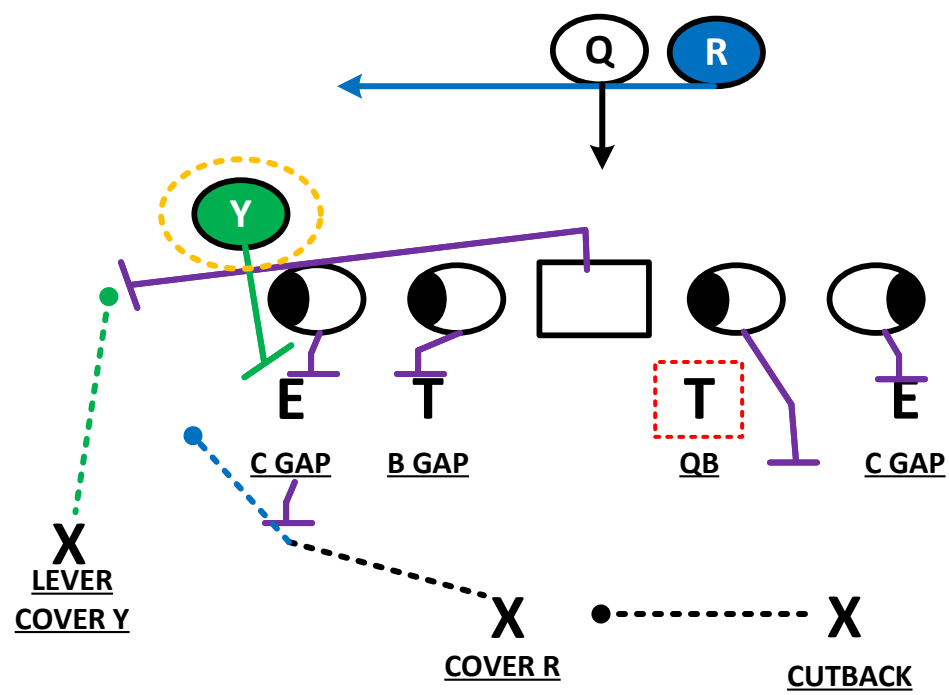
3x1

SPLIT ZONE TRIPLE = COVER YOUR MAN



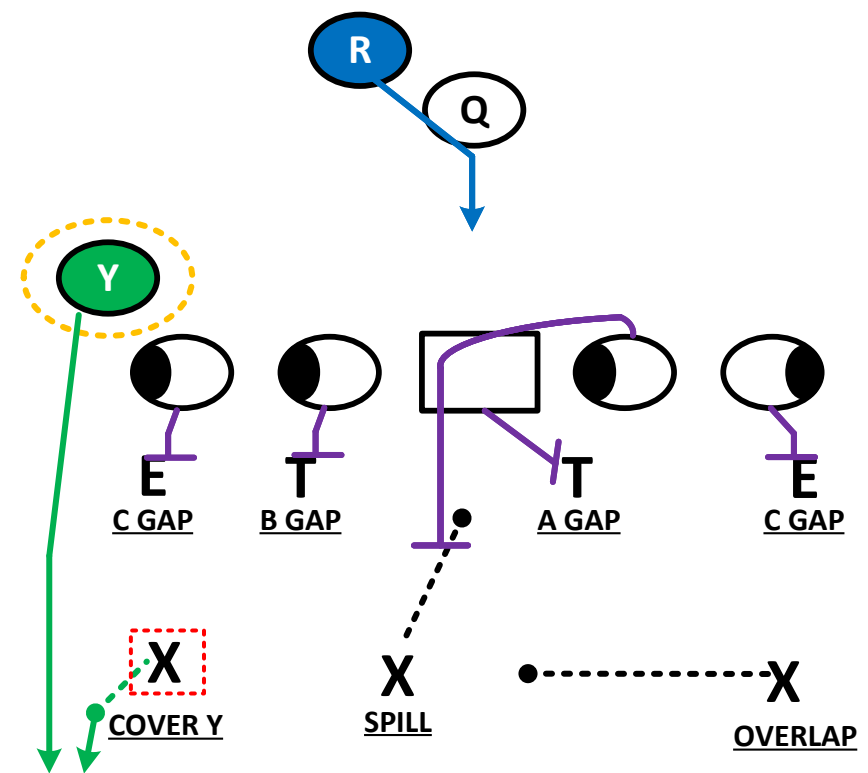
2x2

MIDLINE P&P = COVER YOUR MAN



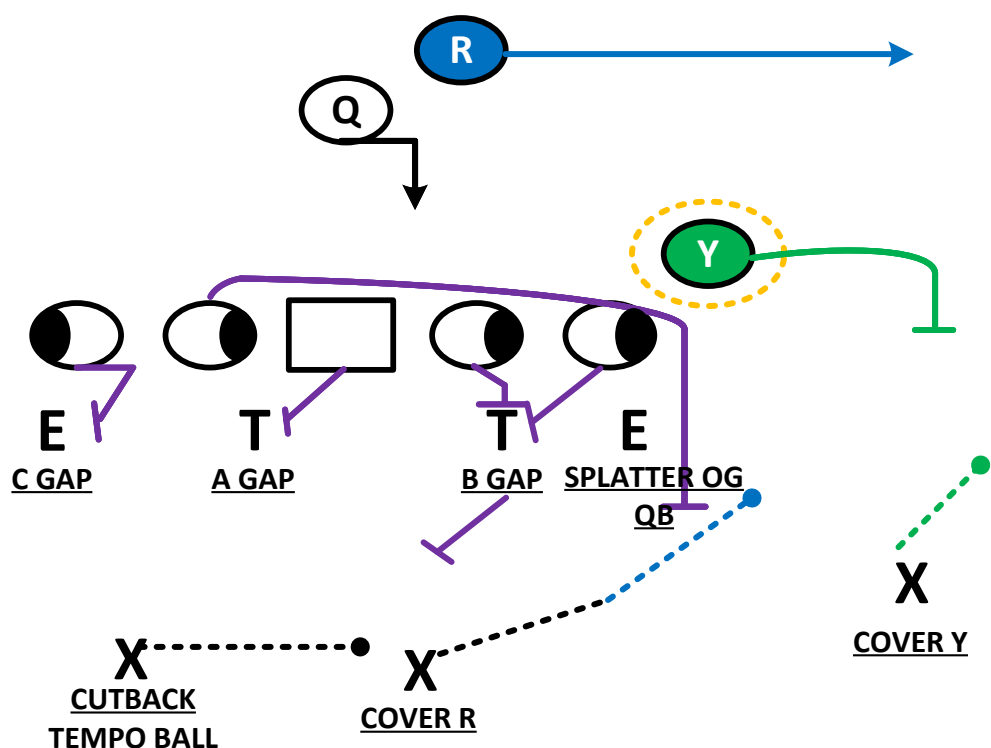
2x2

LEAD Y POP RPO = COVER YOUR MAN



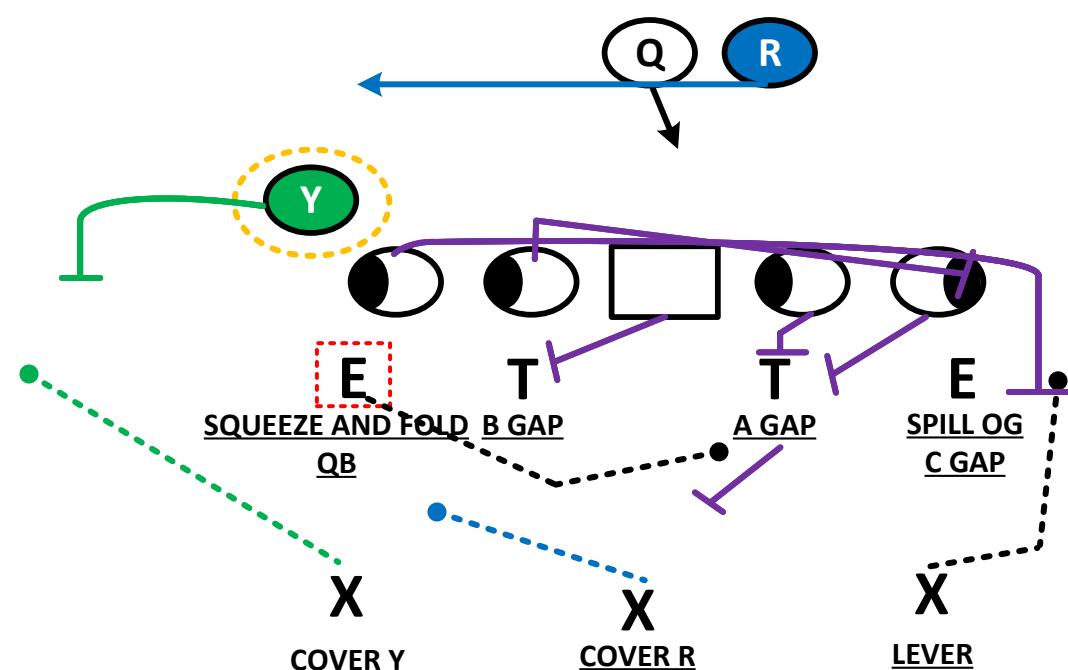
3x1

GAP (POWER READ) = COVER YOUR MAN



2x2

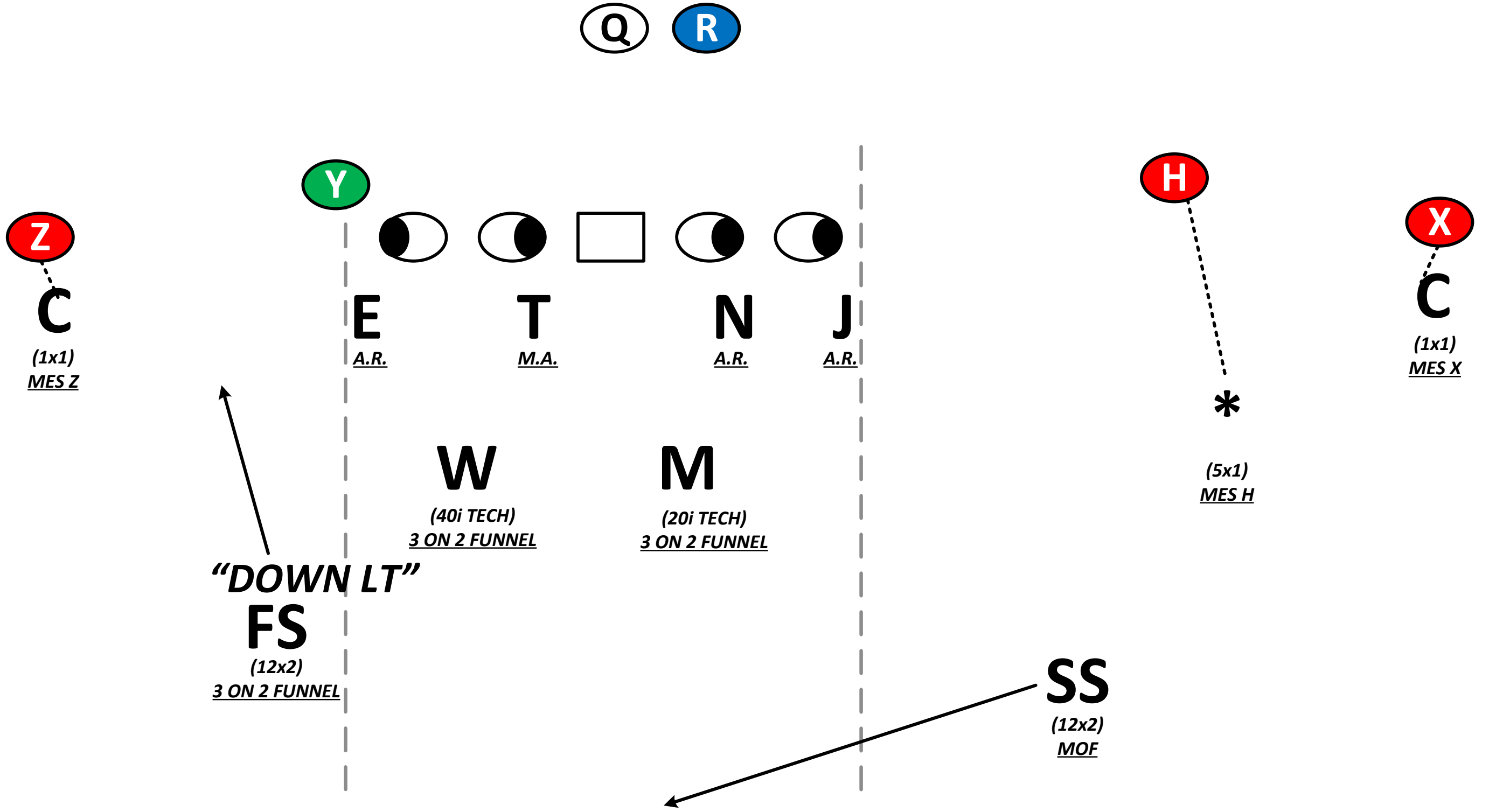
GAP (COUNTER READ) = COVER YOUR MAN



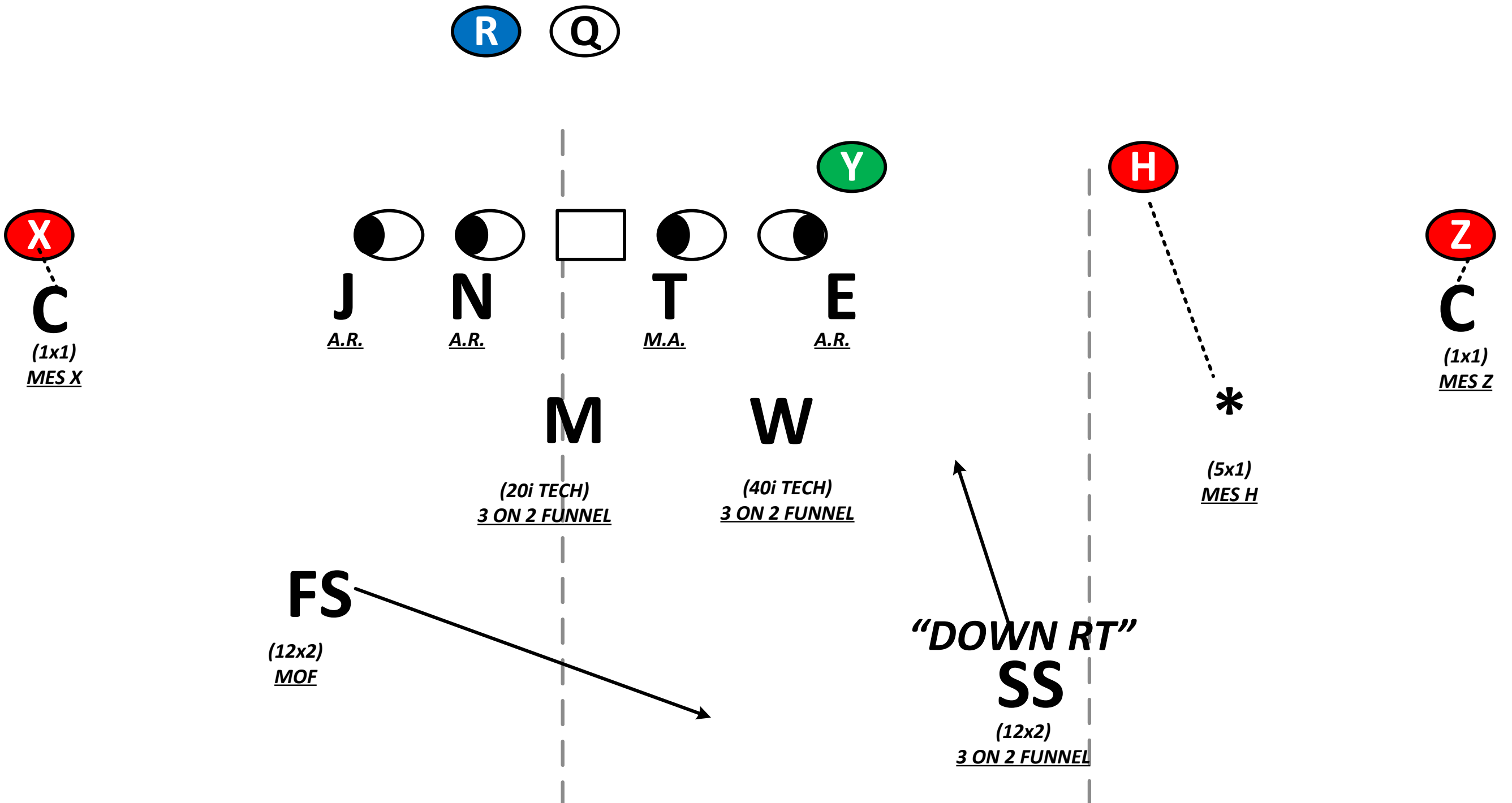
3x1

EVEN SPACE – GAPPED OUT

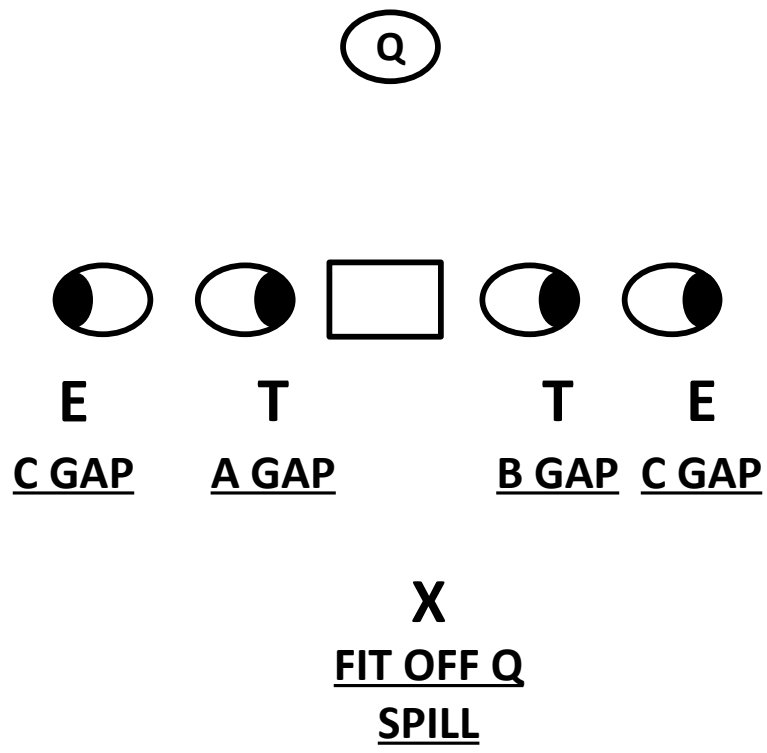
UNDER 1



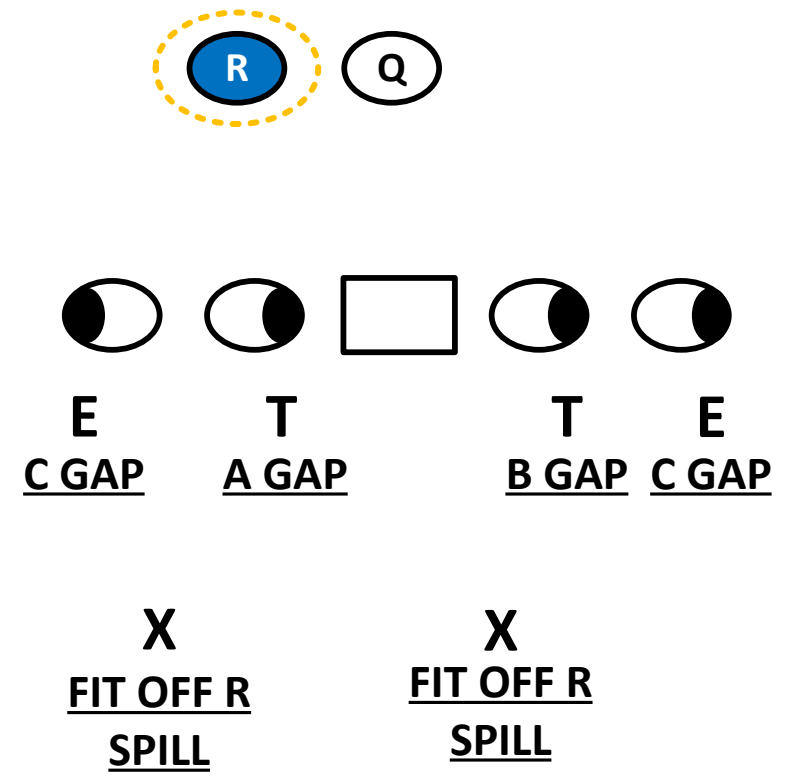
UNDER 1



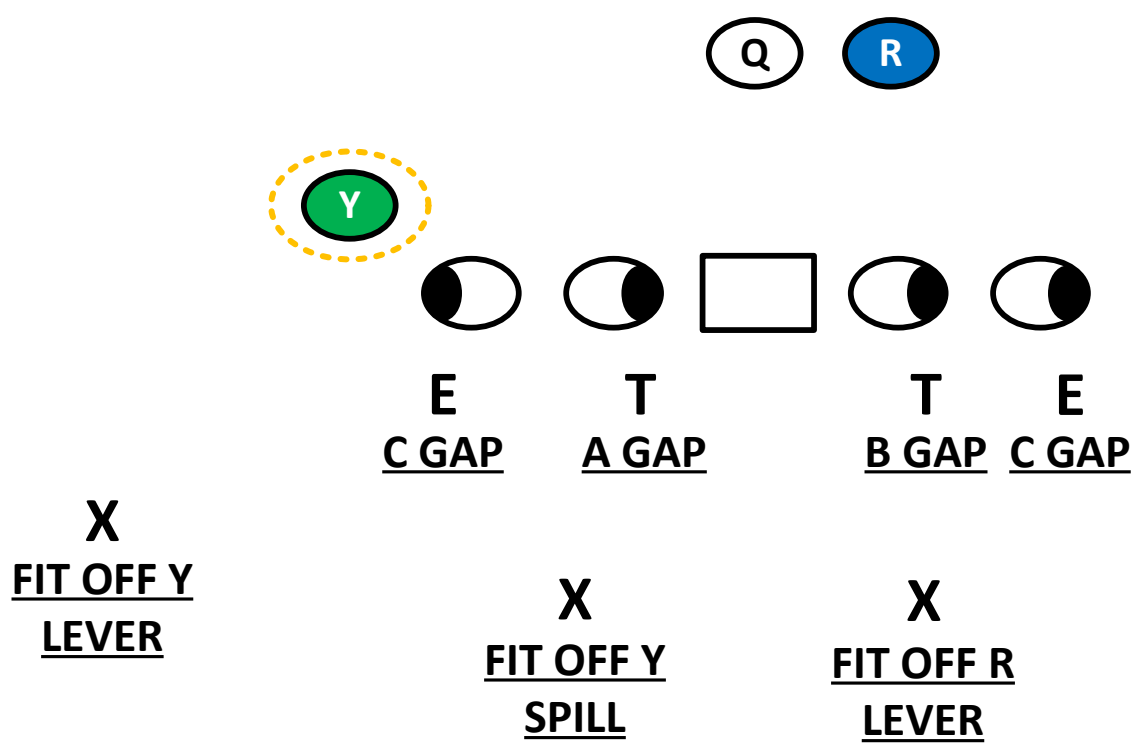
0 BACK = FIT OFF Q



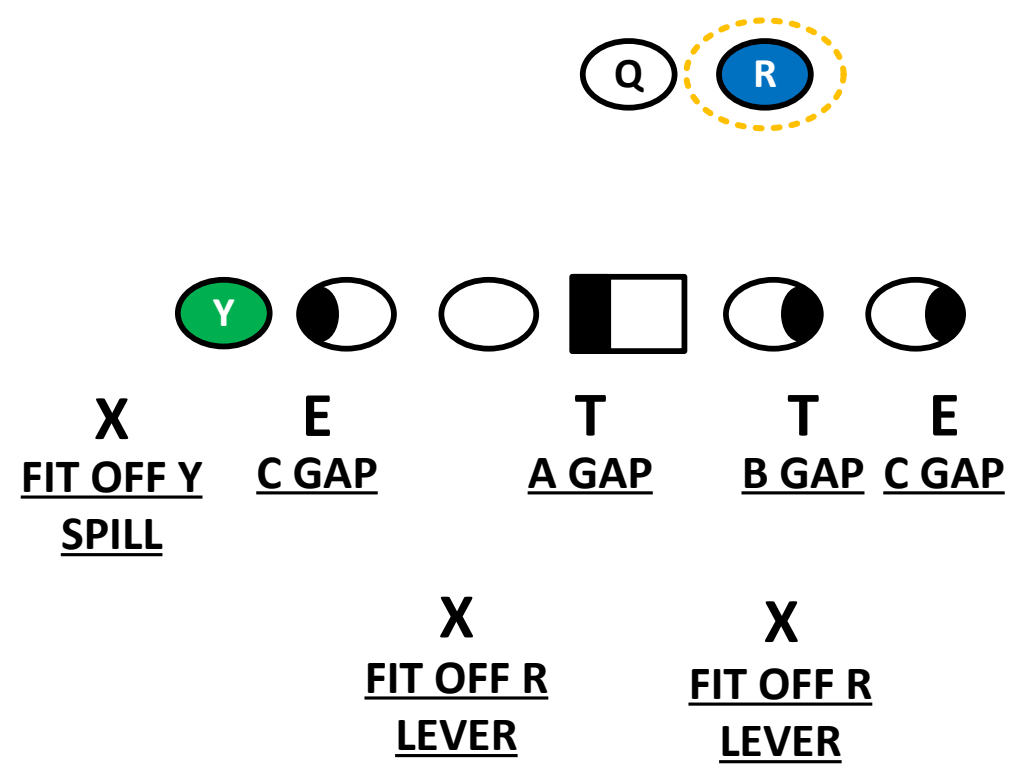
1 BACK = FIT OFF RB



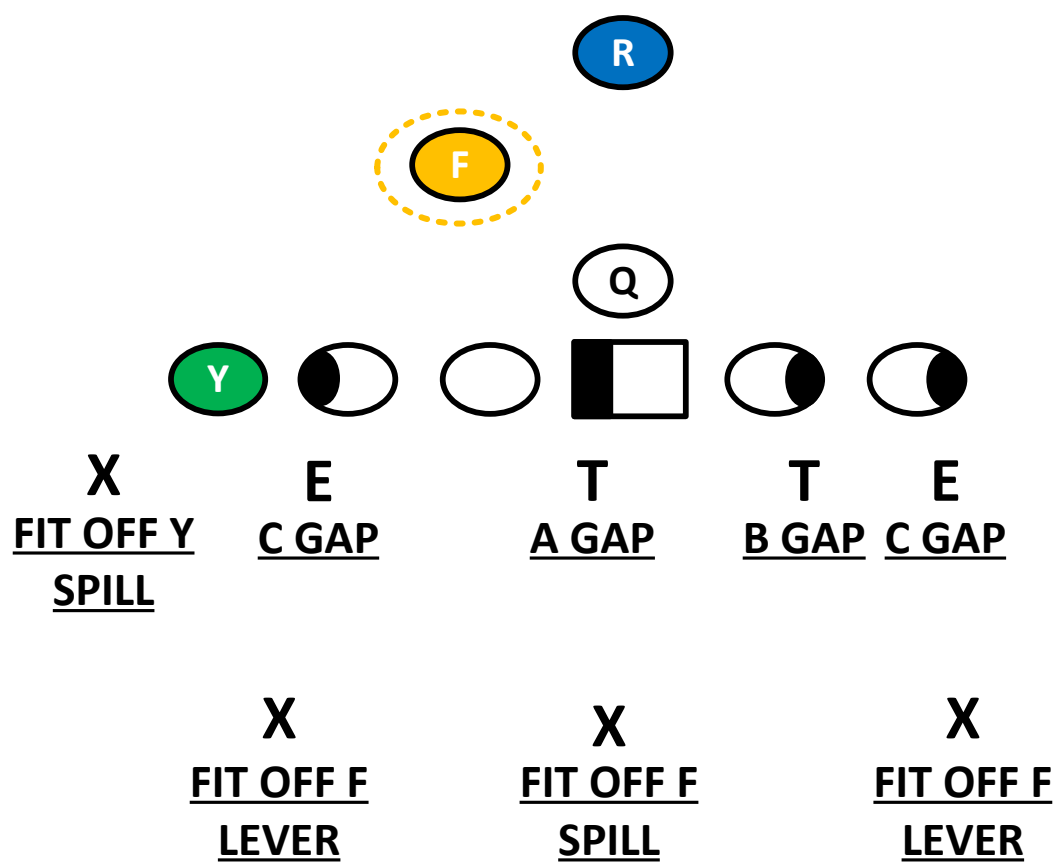
2 BACK = FIT OFF Y



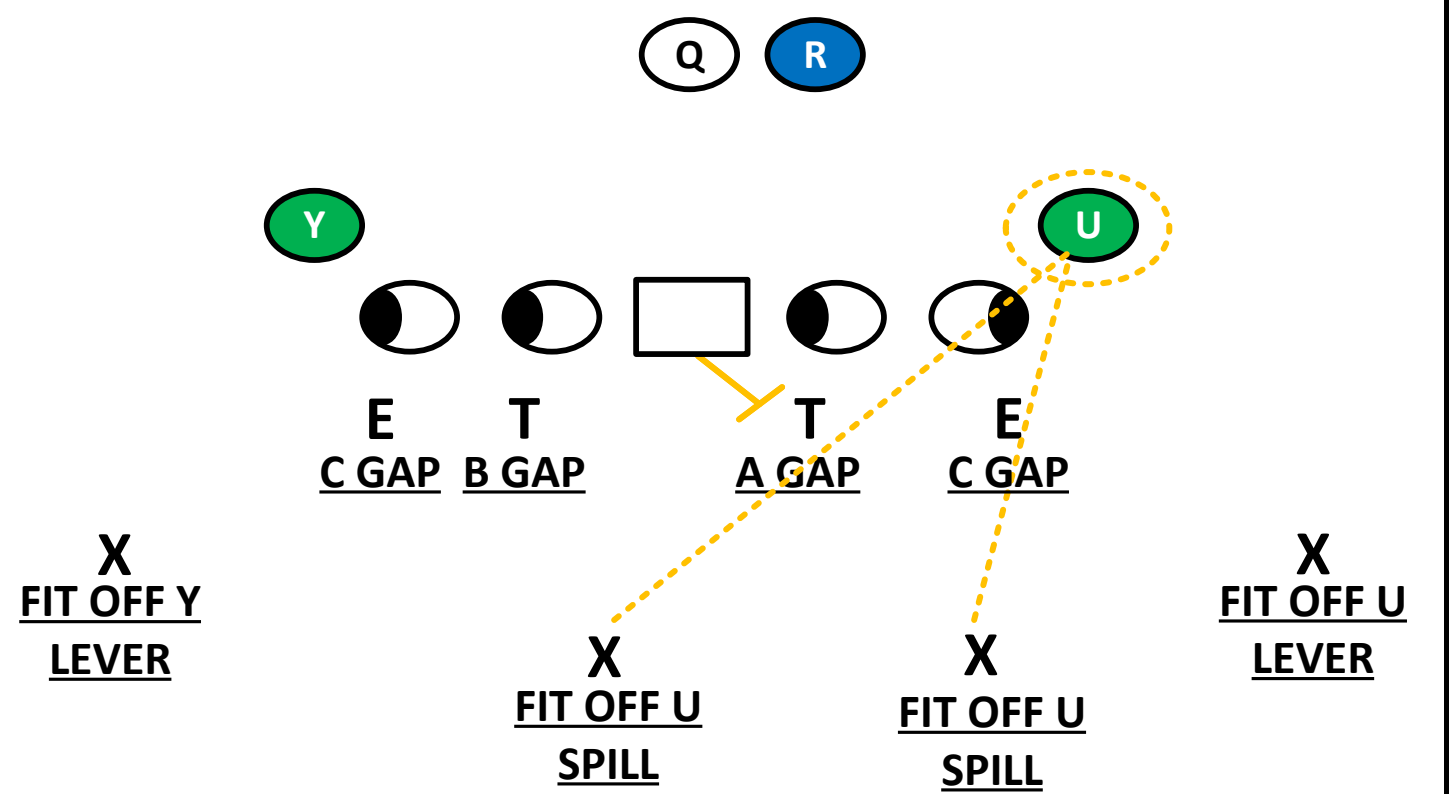
Y ON = FIT SAME AS 1 BACK



2 BACK = FIT OFF F

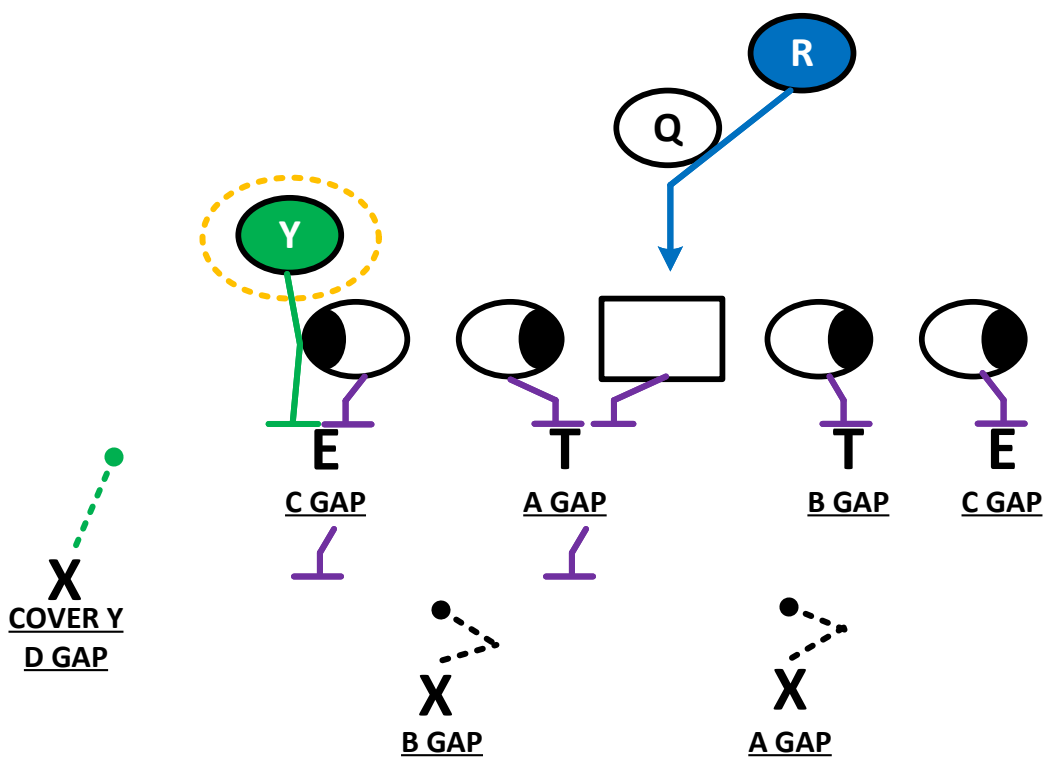


3 BACK = FIT OFF POST SNAP INDICATOR

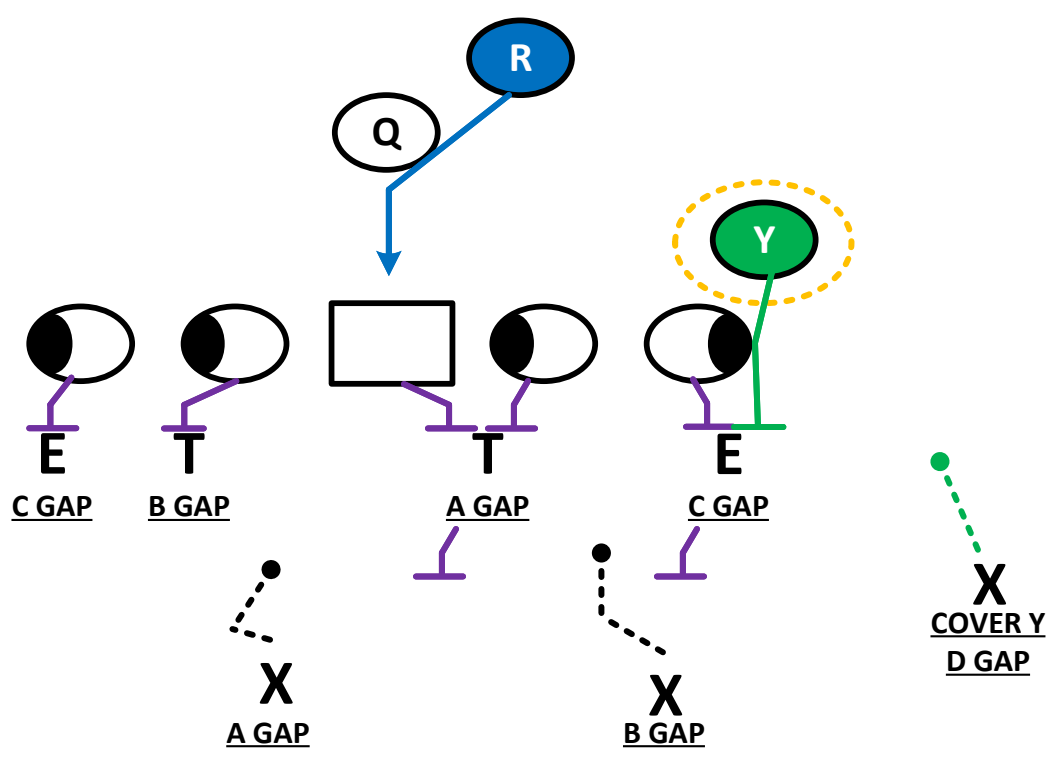


EVEN SPACE – GAPPED OUT

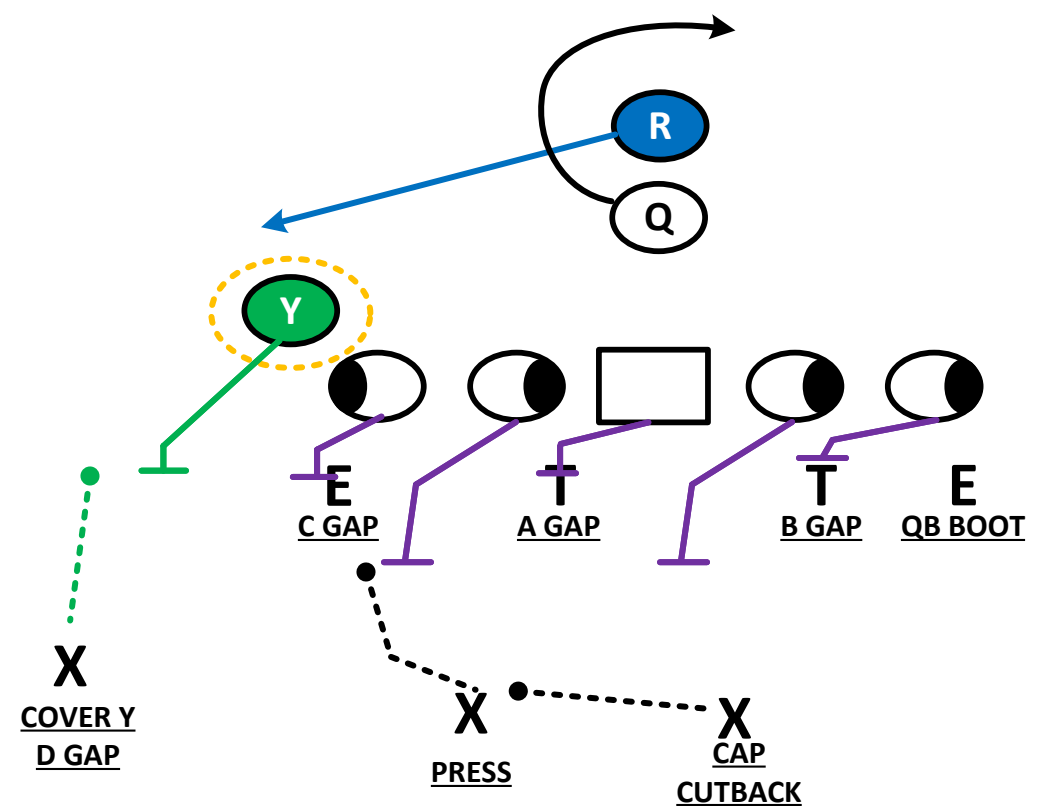
IZ = SHUFFLE, STACK



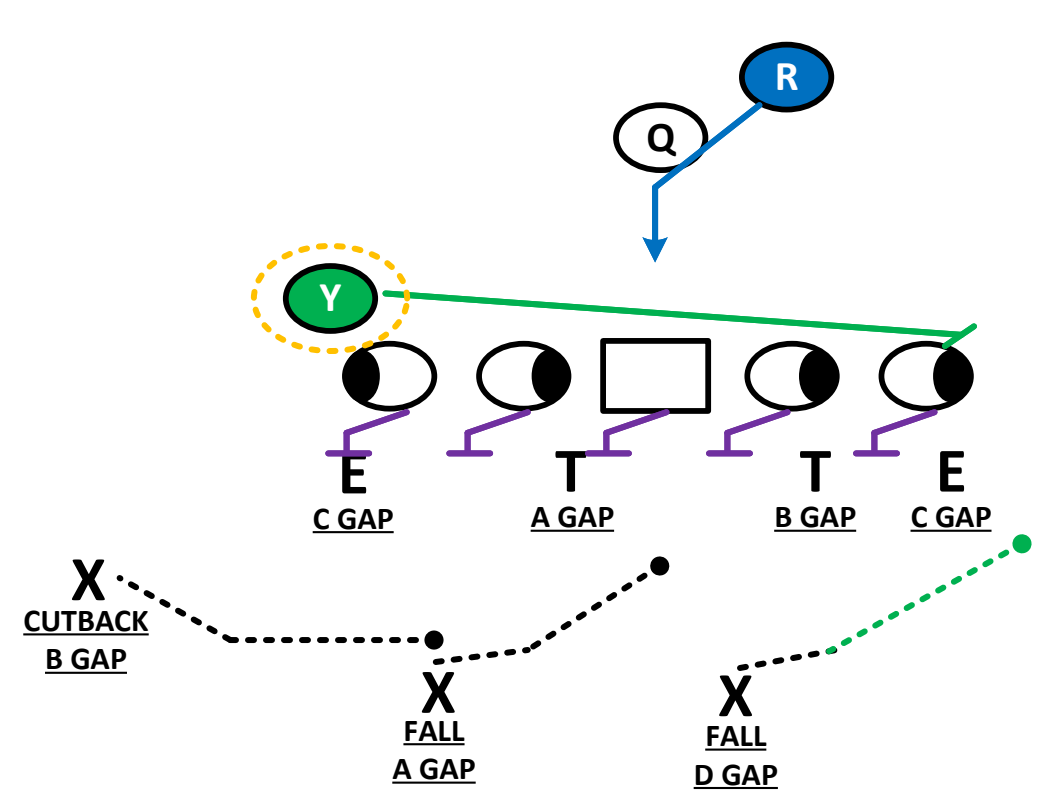
IZ/DUO = SHUFFLE, STACK



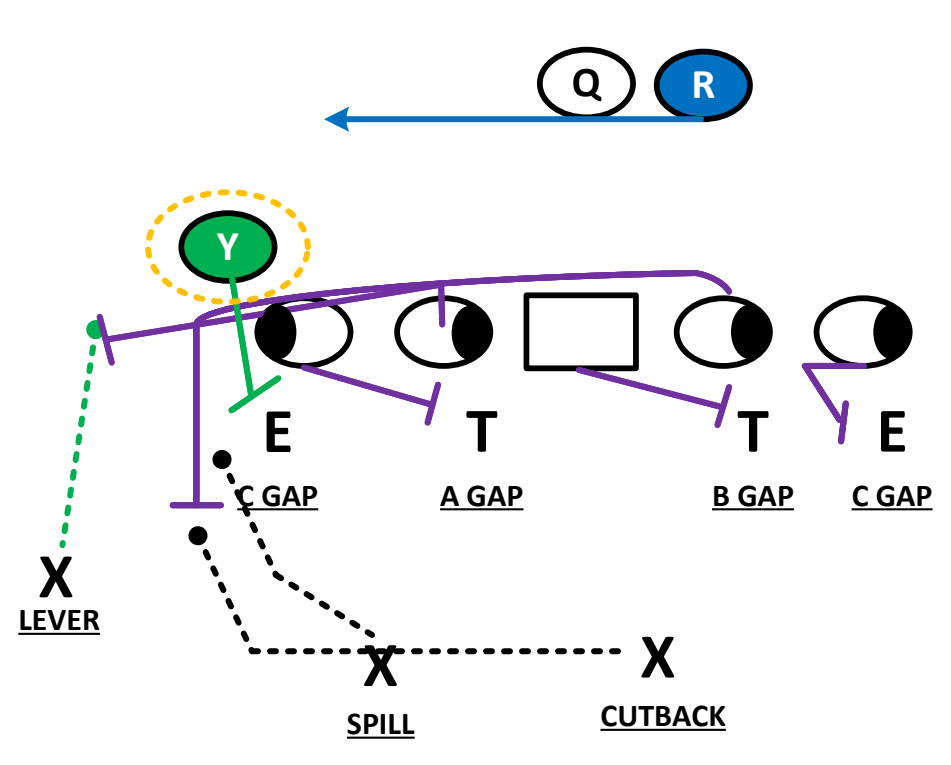
OZ = PRESS & CAP



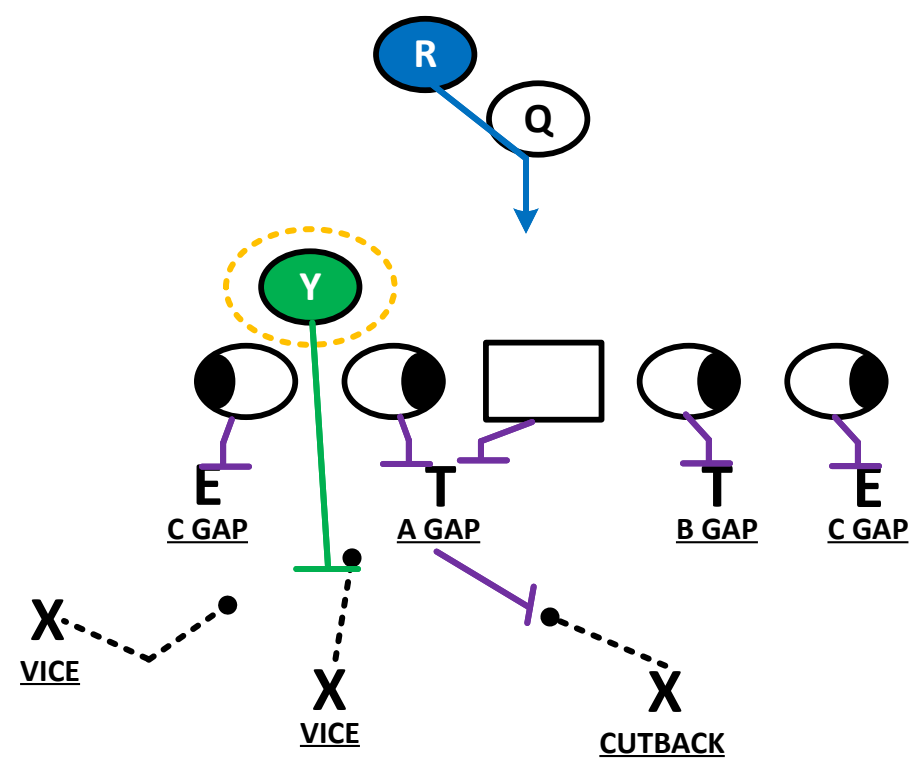
SPLIT ZONE = STEP & FALL BACK



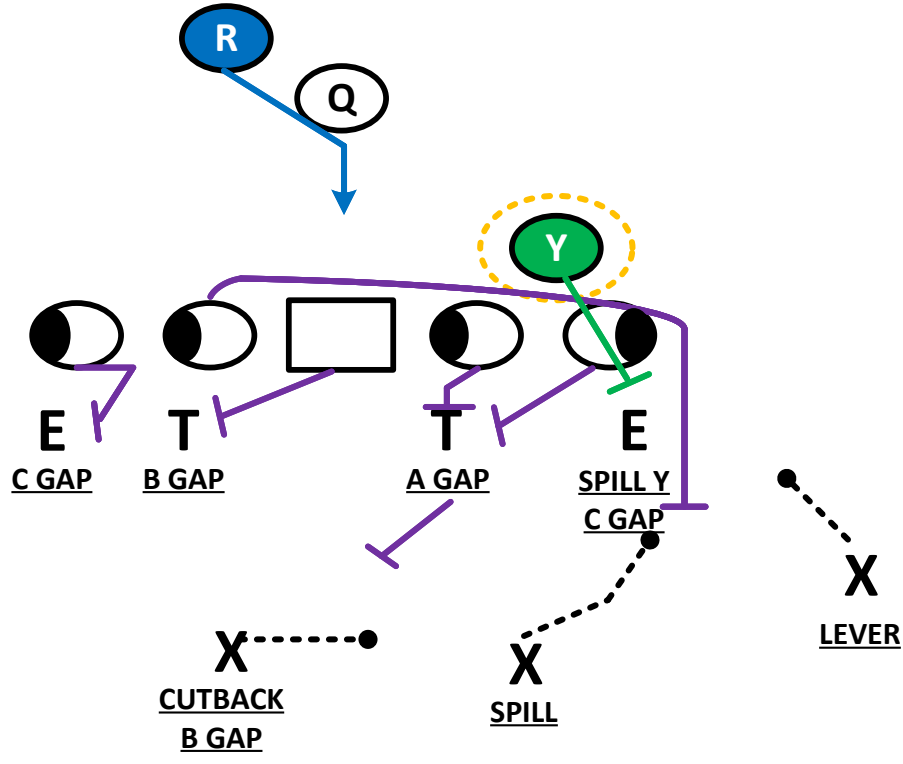
GAP (P&P) = PULL THE FITS



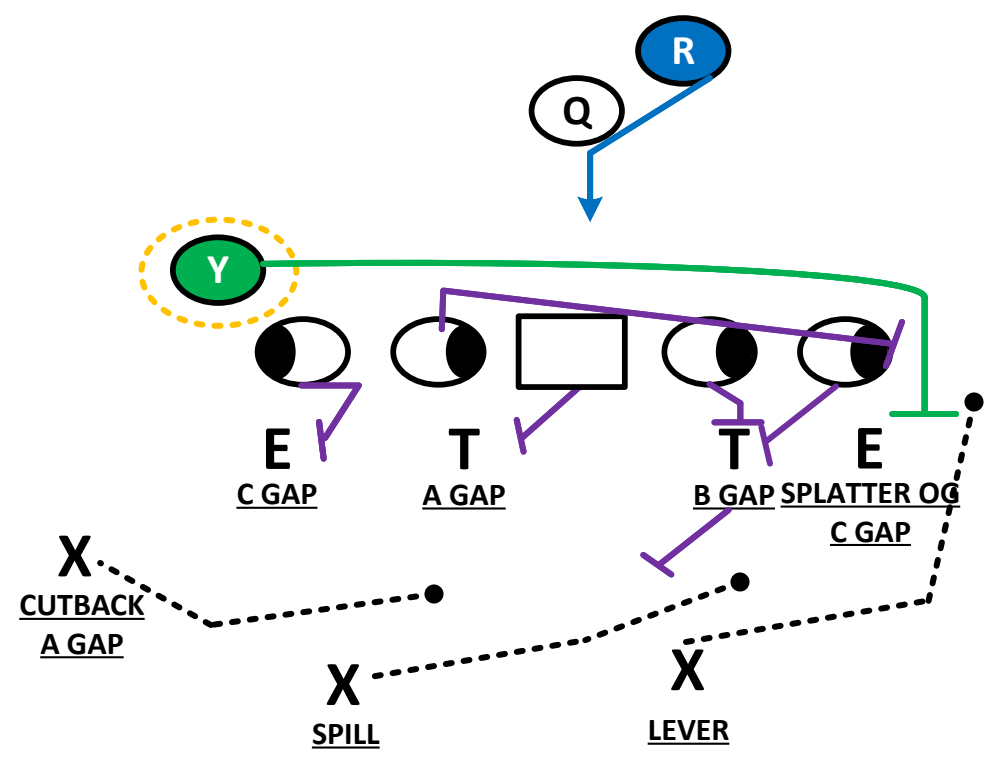
LEAD = VICE IT



GAP (POWER) = PULL THE FITS

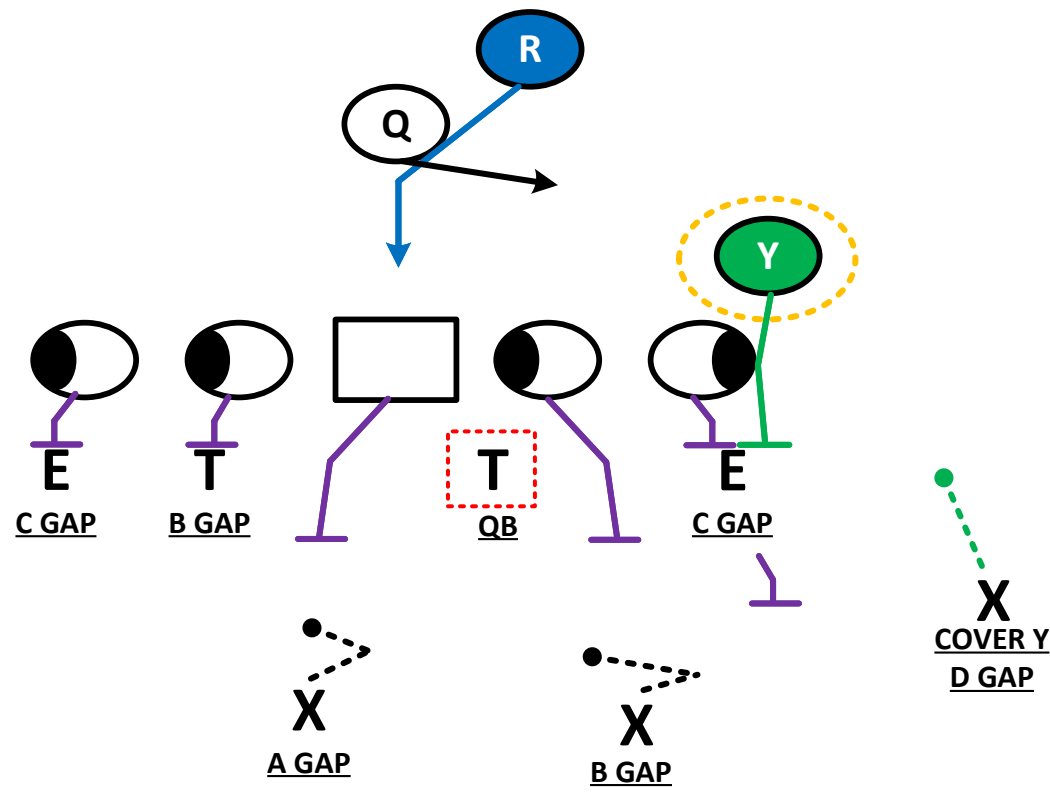


GAP (COUNTER) = PULL THE FITS

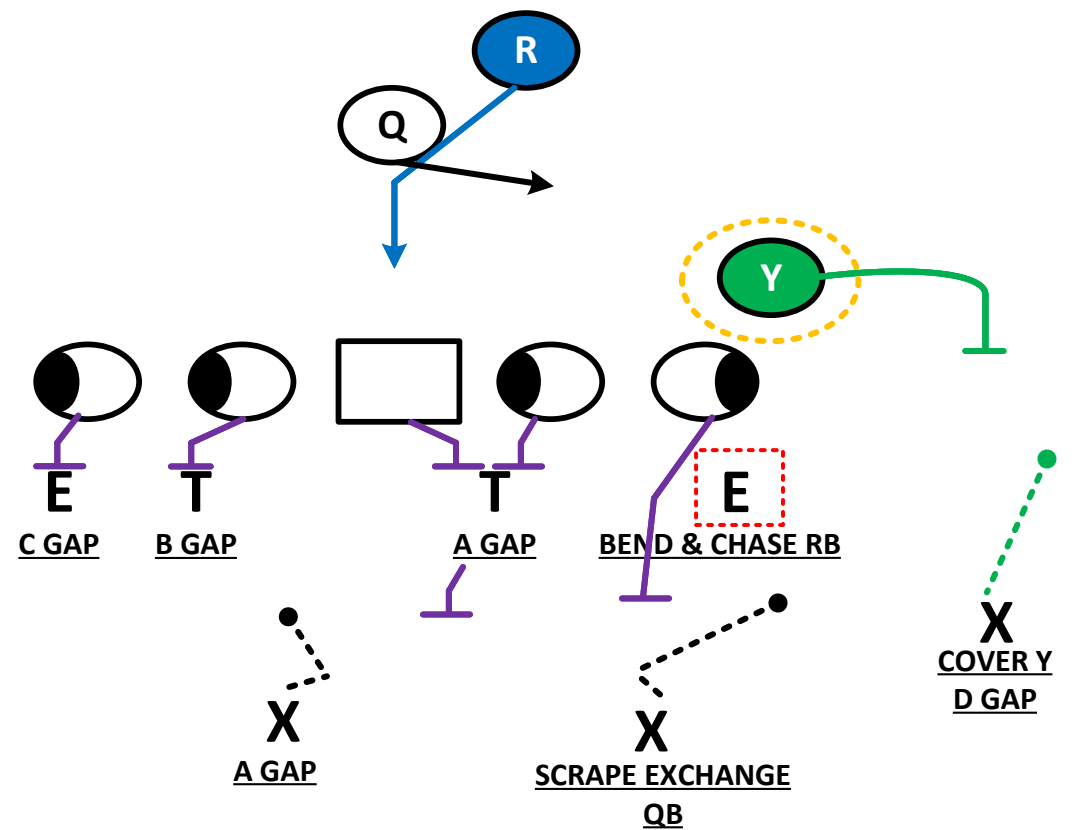


EVEN SPACE – GAPPED OUT (OPTION)

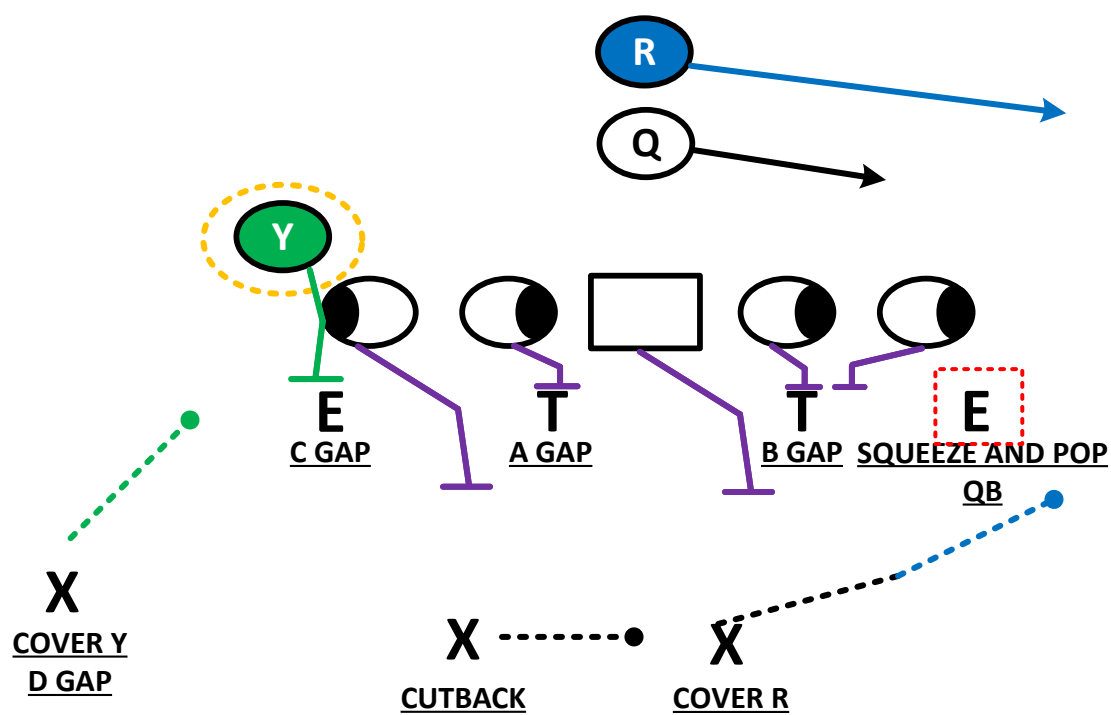
MIDLINE = SHUFFLE, STACK, & ROCK BACK



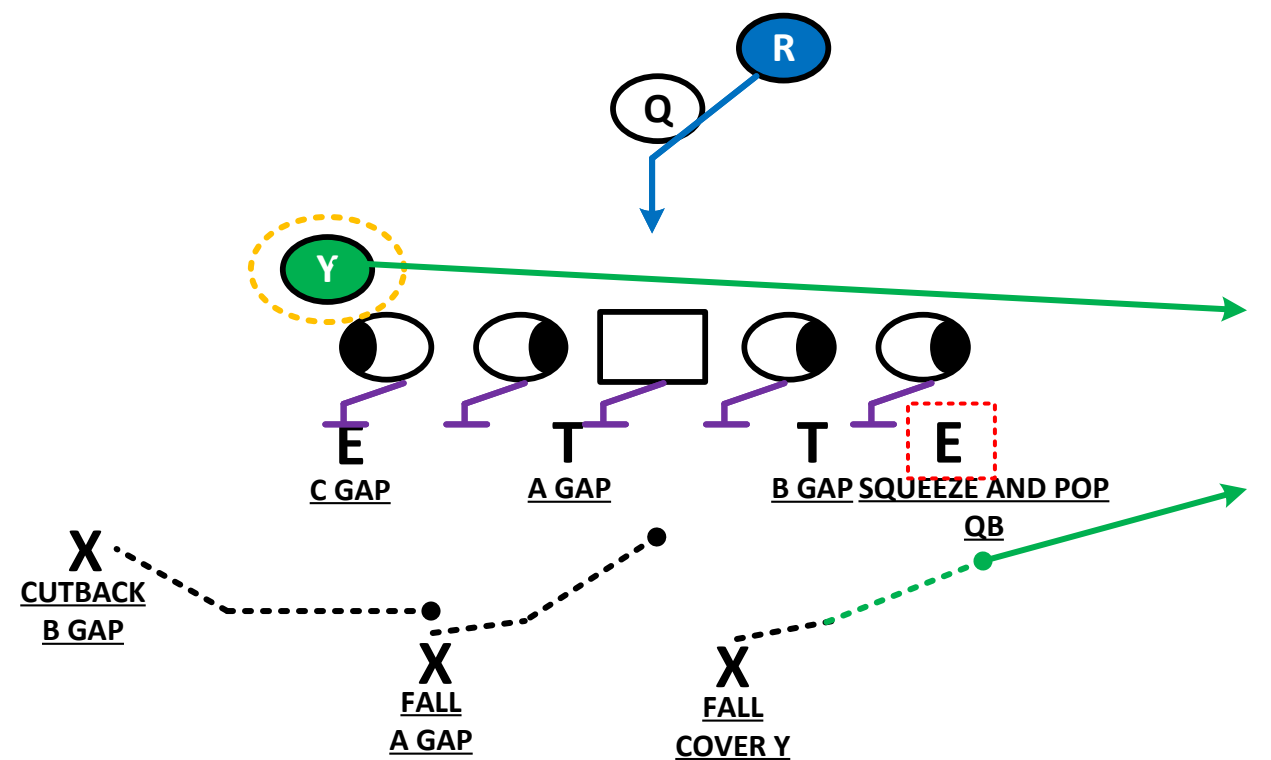
IZR = SHUFFLE, STACK, & ROCK BACK



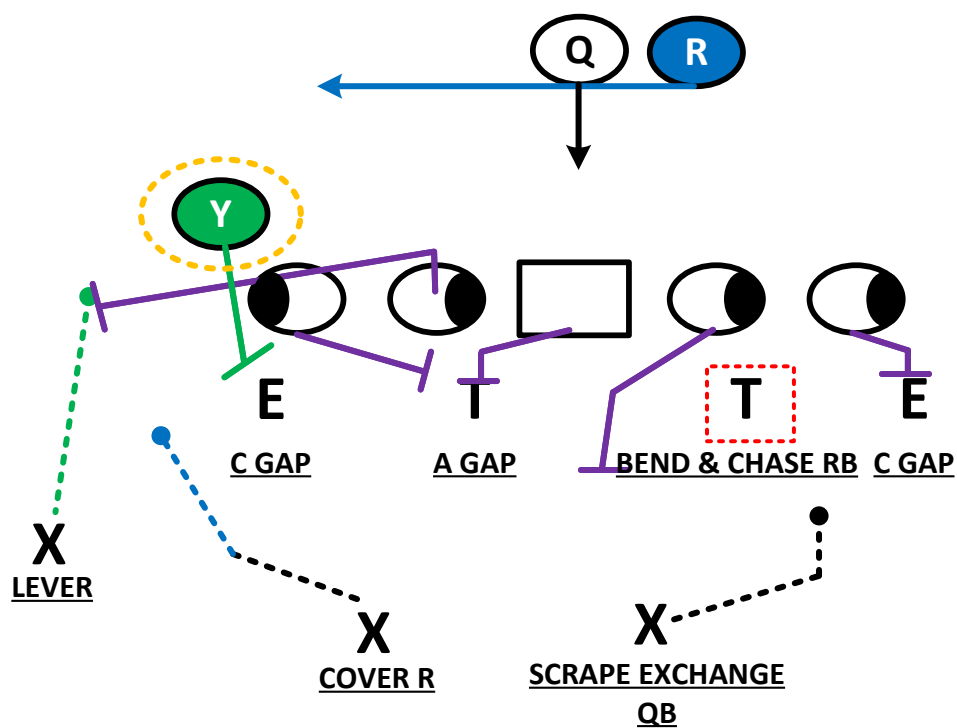
SPEED OPTION = COVER YOUR MAN



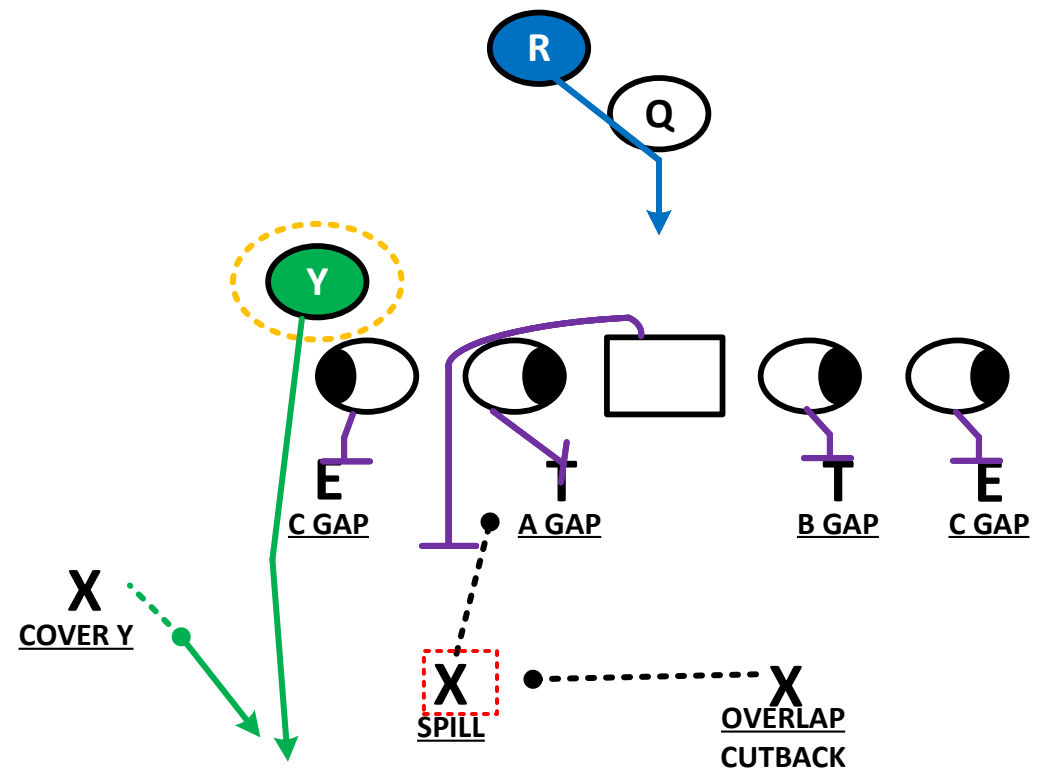
SPLIT ZONE TRIPLE = COVER YOUR MAN



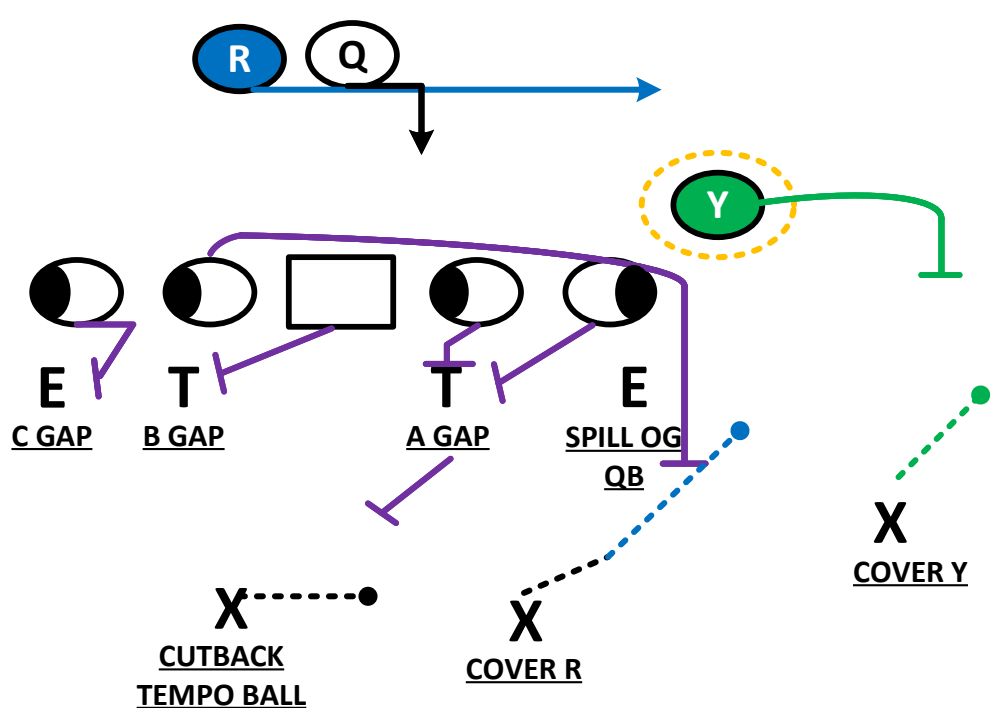
MIDLINE P&P = COVER YOUR MAN



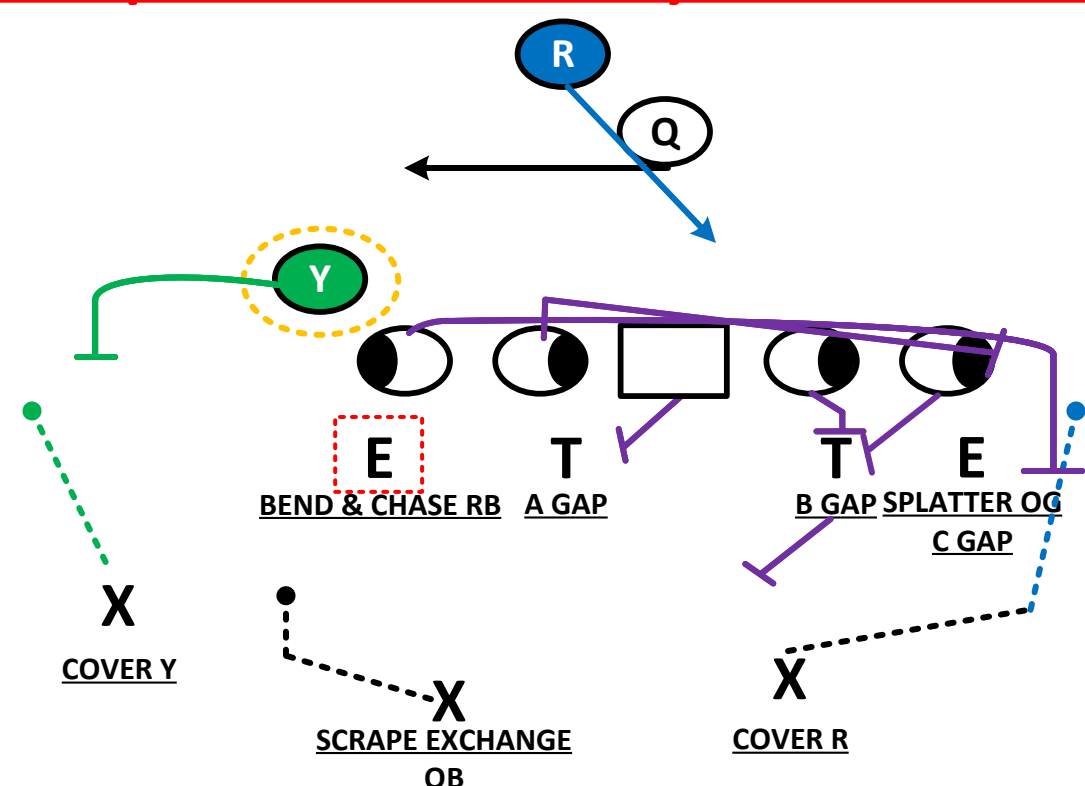
LEAD Y POP RPO = COVER YOUR MAN



GAP (POWER READ) = COVER YOUR MAN

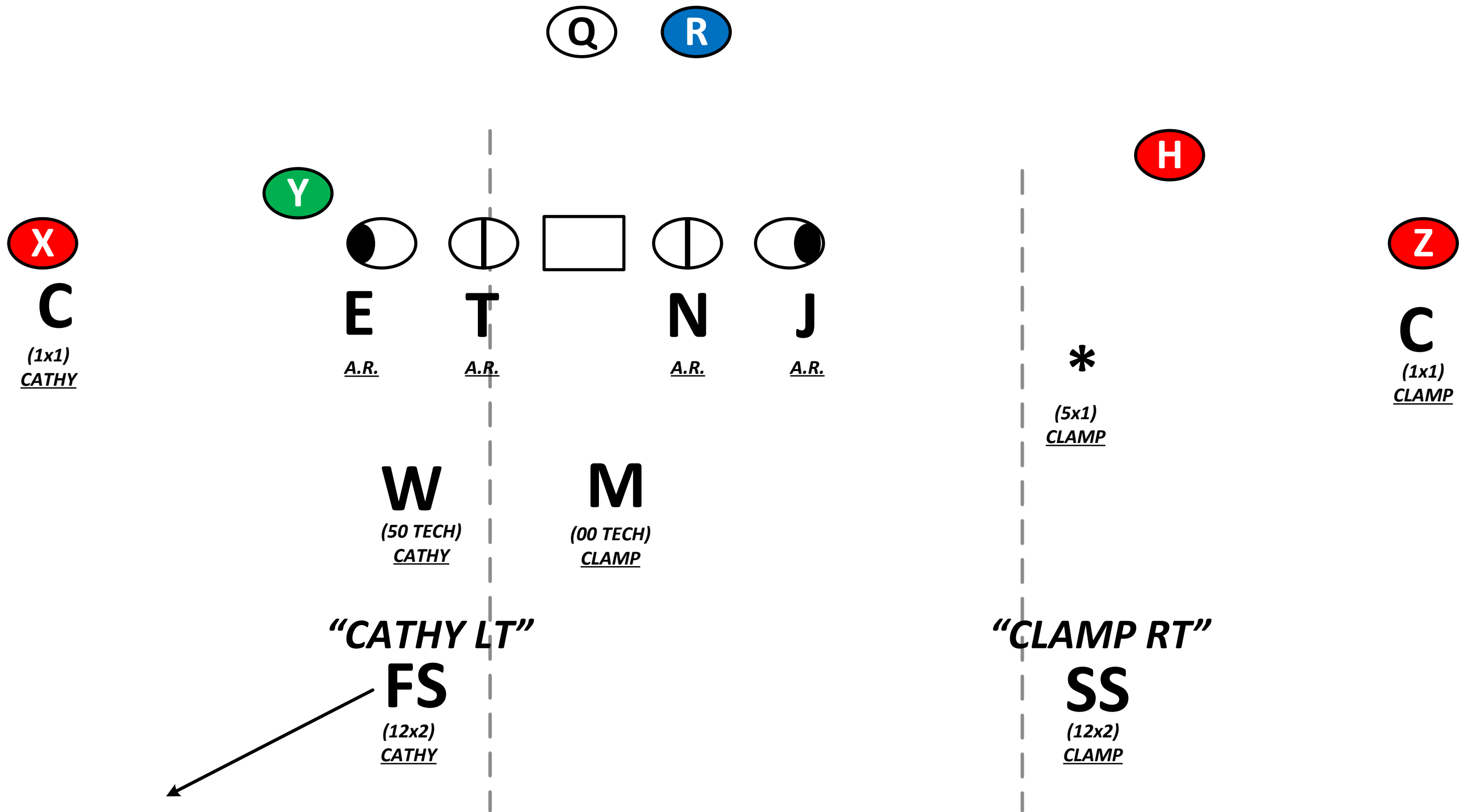


GAP (COUNTER READ) = COVER YOUR MAN

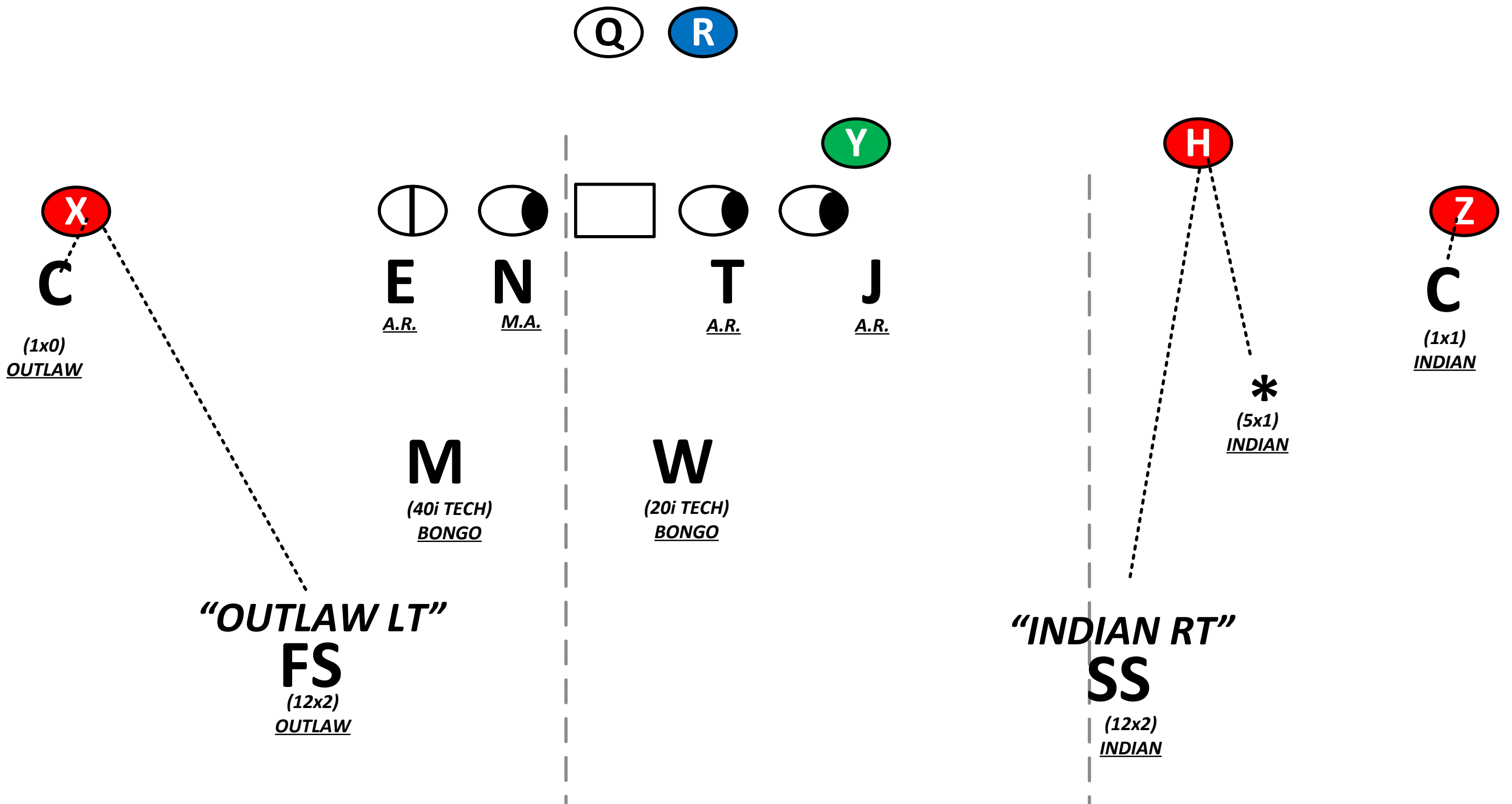


EVEN SPACE – MINUS FITS

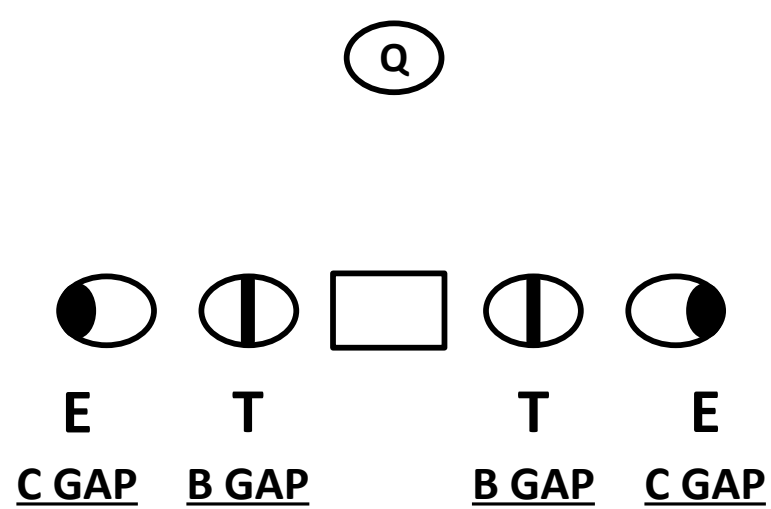
GOUT BURN 8



SET HOT 7

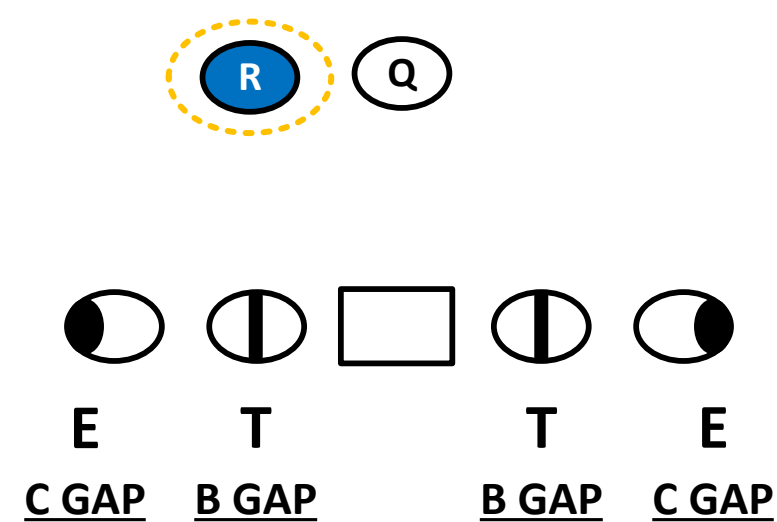


0 BACK = FIT OFF Q



DL MUST HANDLE QB

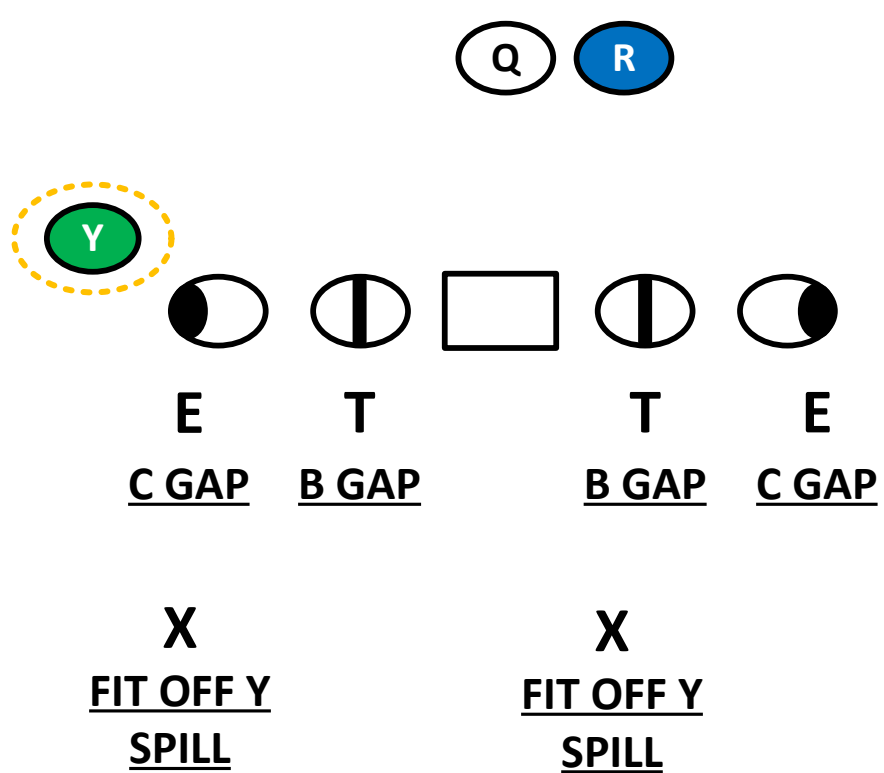
1 BACK = FIT OFF RB



X
FIT OFF R
SPILL

DL MUST HANDLE QB

2 BACK = FIT OFF Y or F

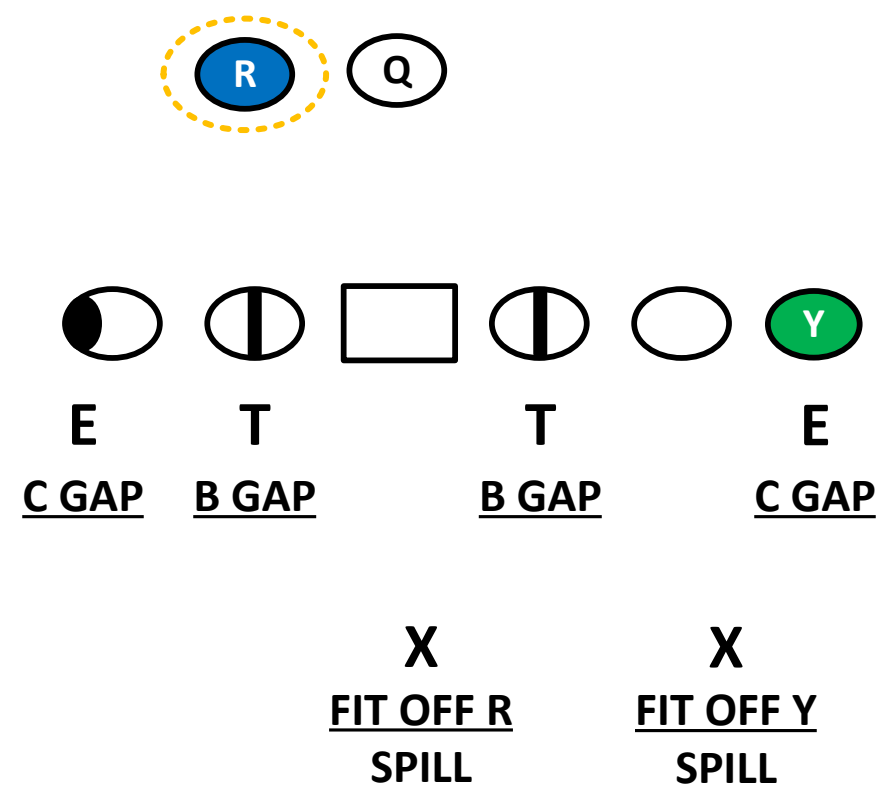


X
FIT OFF Y
SPILL

X
FIT OFF Y
SPILL

DL MUST HANDLE QB

Y ON = TREAT AS 1 BACK

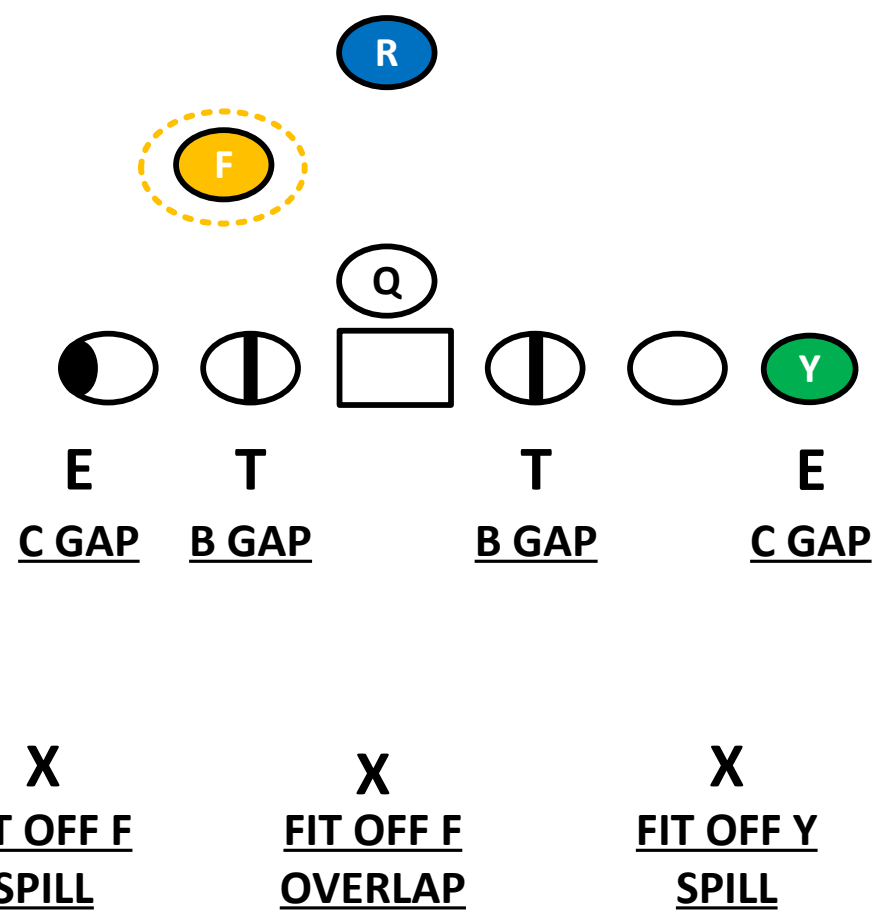


X
FIT OFF R
SPILL

X
FIT OFF Y
SPILL

DL MUST HANDLE QB

2 BACK = FIT OFF Y or F



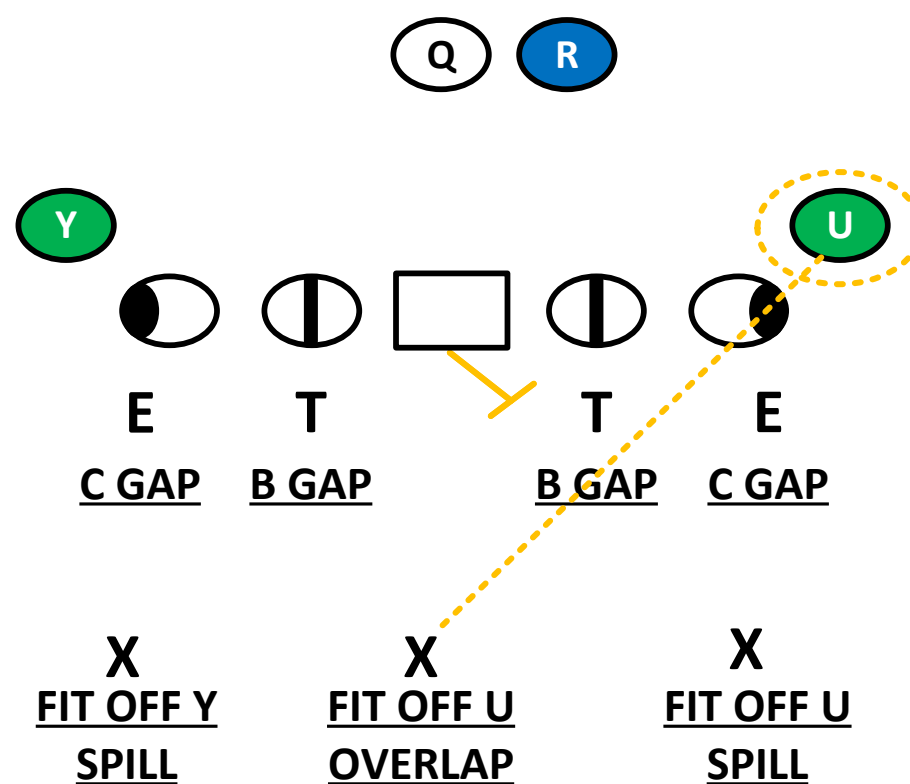
X
FIT OFF F
SPILL

X
FIT OFF F
OVERLAP

X
FIT OFF Y
SPILL

DL MUST HANDLE QB

3 BACK = FIT OFF POST SNAP INDICATOR



X
FIT OFF Y
SPILL

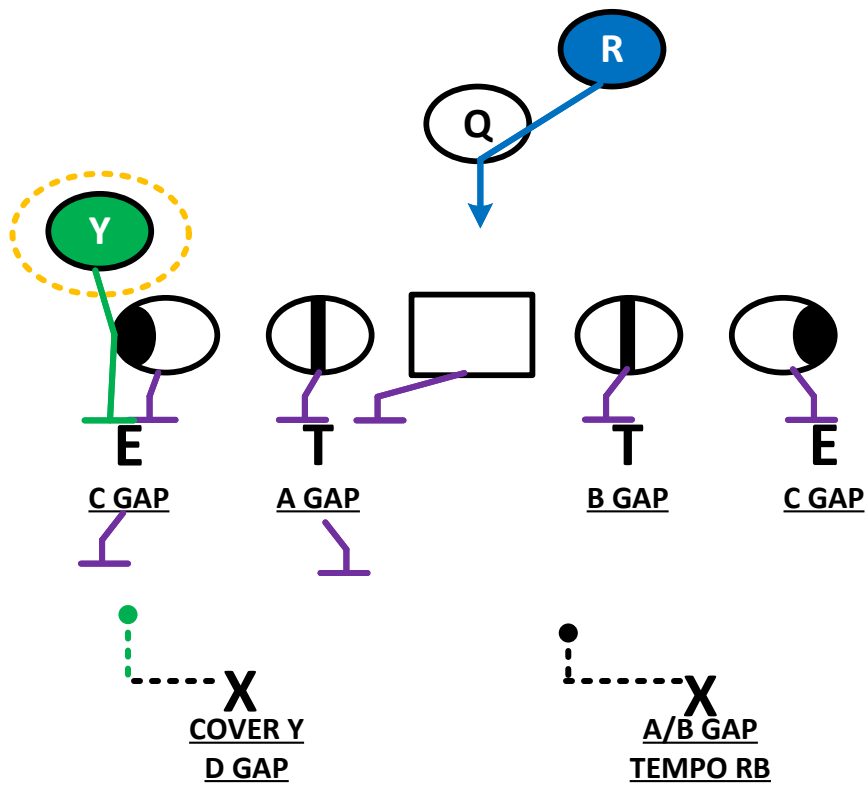
X
FIT OFF U
OVERLAP

X
FIT OFF U
SPILL

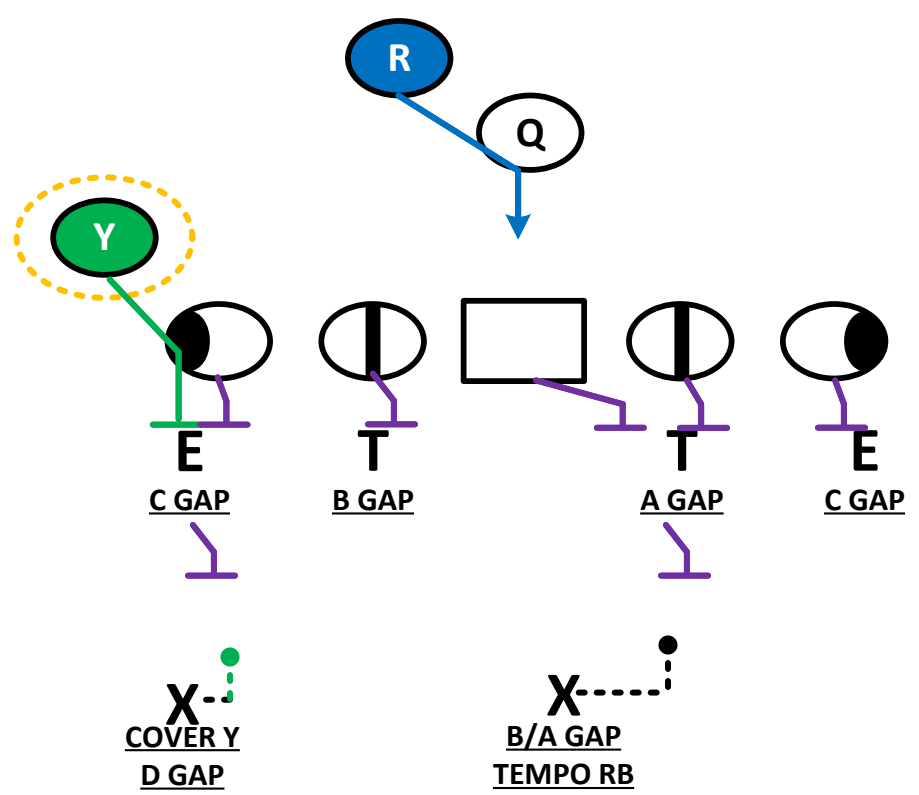
DL MUST HANDLE QB

EVEN SPACE – MINUS FITS

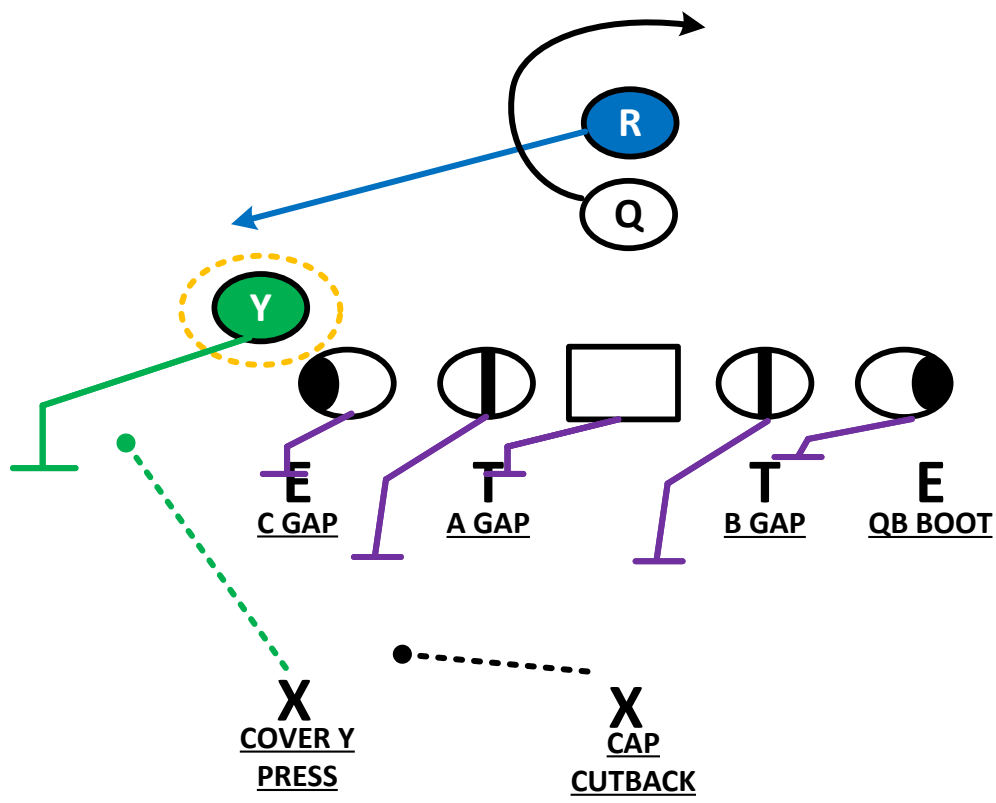
IZ = SLIDE, STACK, & ROCK BACK



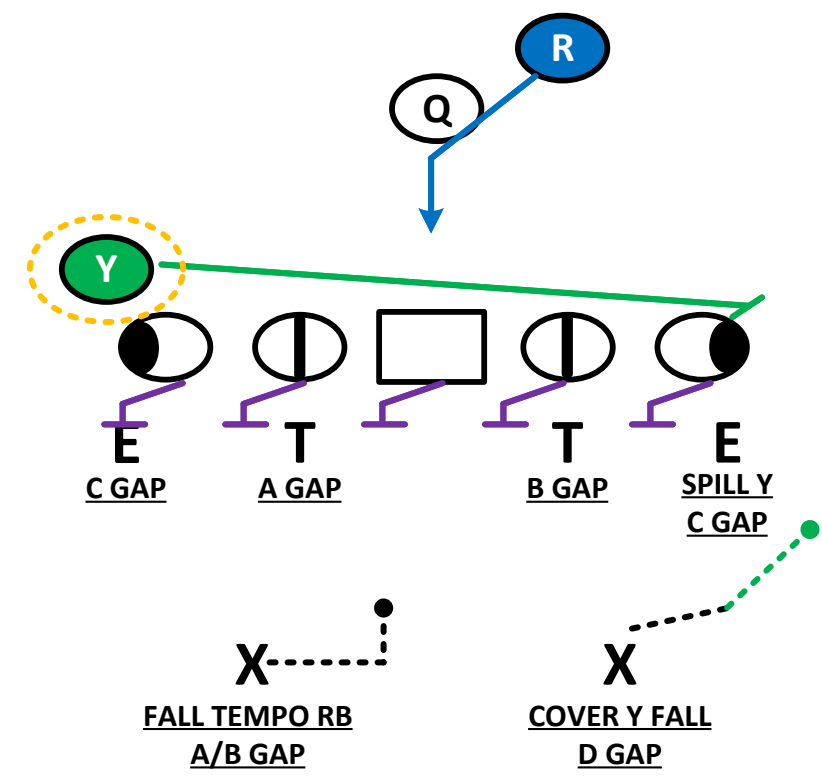
IZ/DUO = SLIDE, STACK, & ROCK BACK



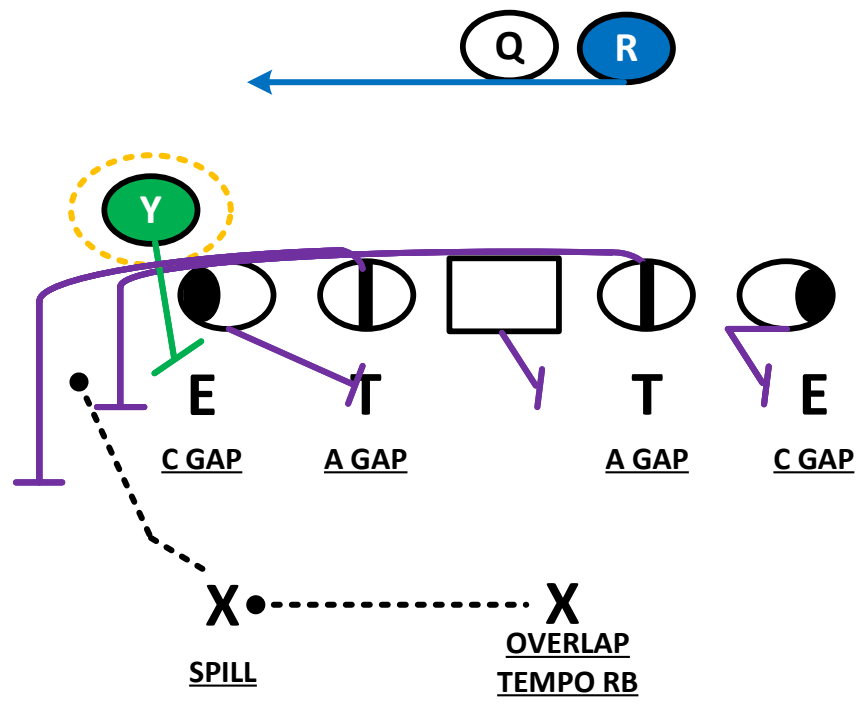
OZ = PRESS & CAP



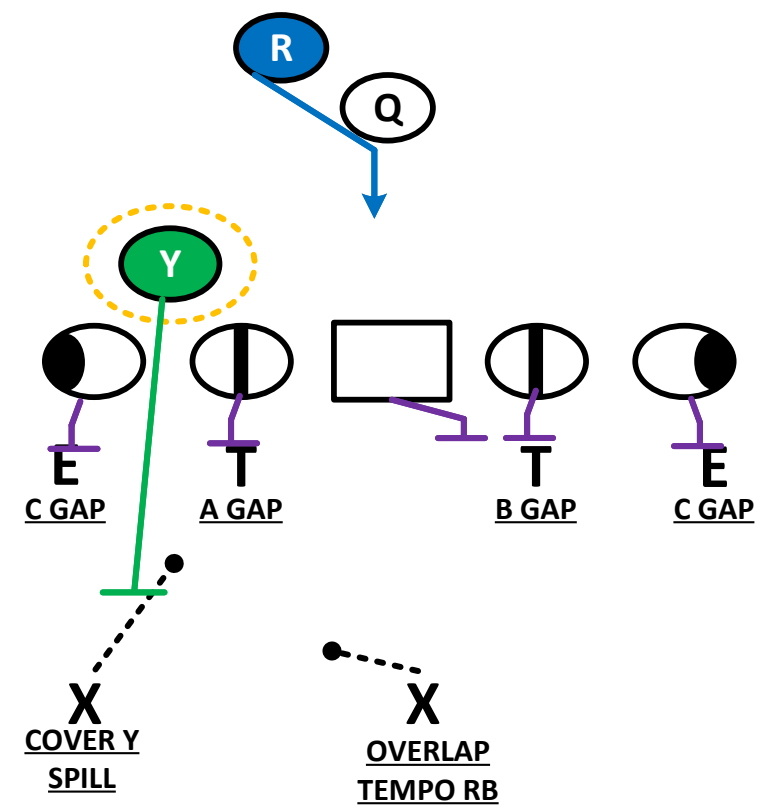
SPLIT ZONE = STEP & FALL



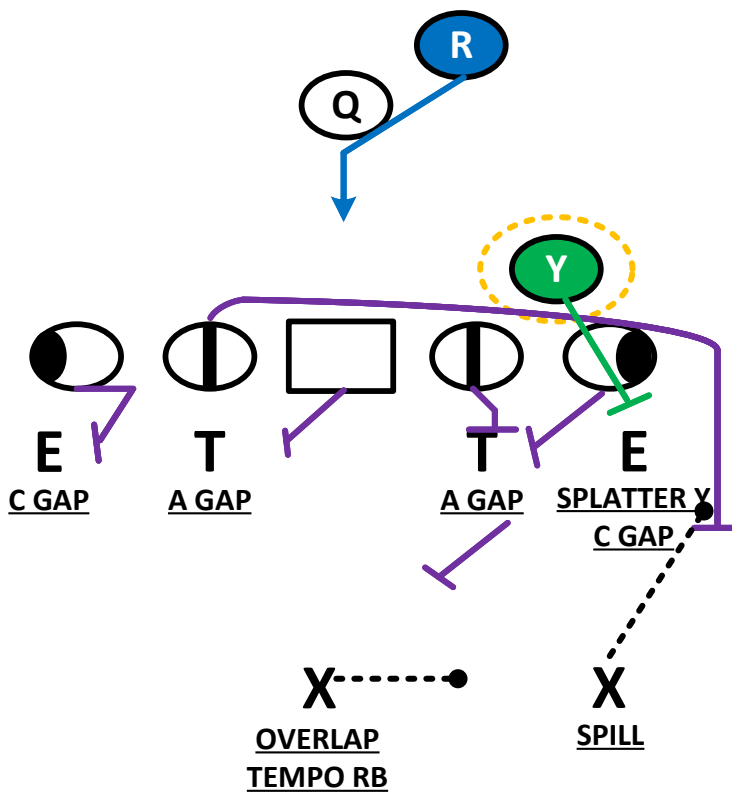
GAP (P&P) = SPILL & OVERLAP



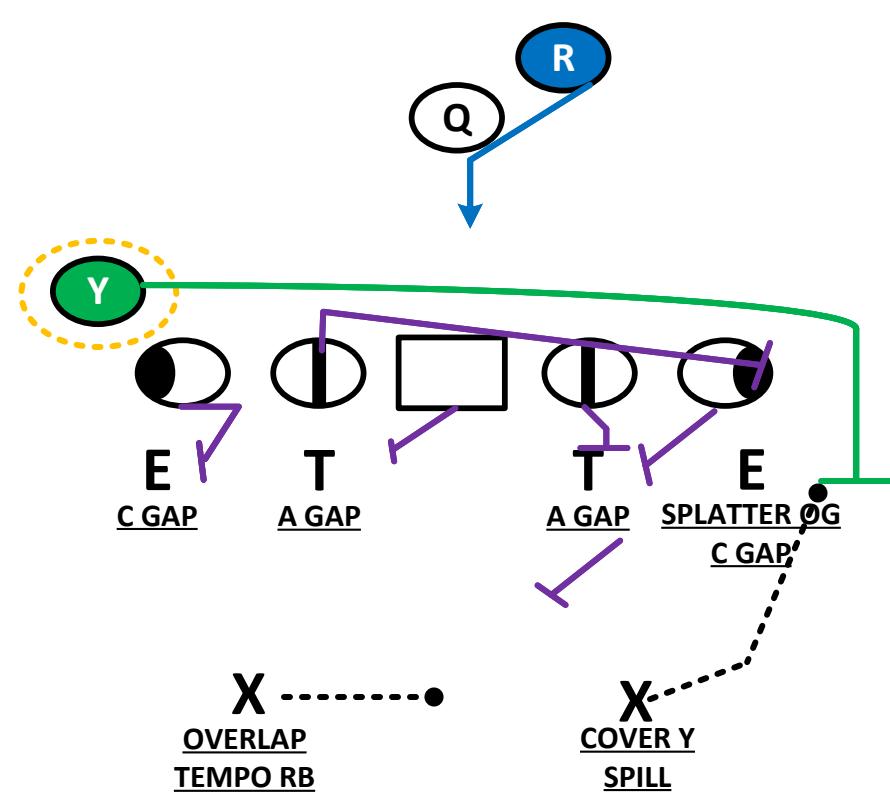
LEAD = SPILL & OVERLAP



GAP (POWER) = SPILL & OVERLAP

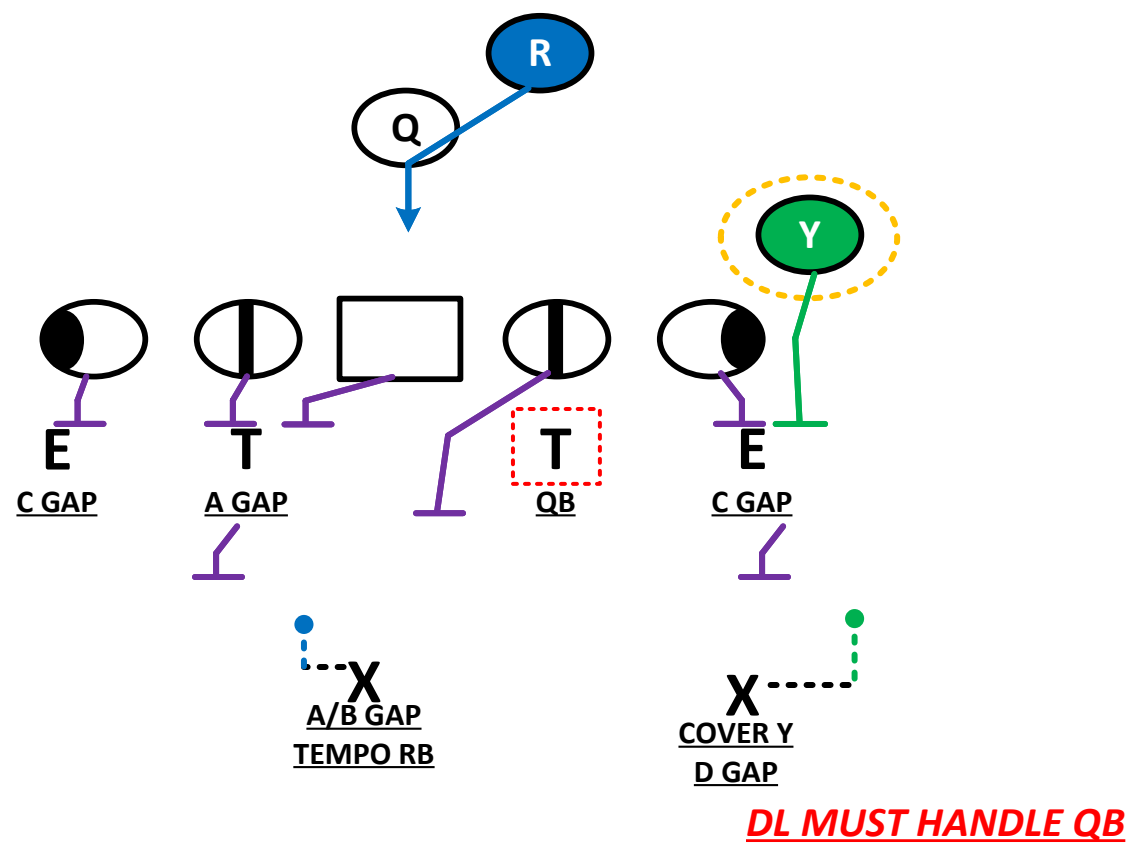


GAP (COUNTER) = SPILL & OVERLAP

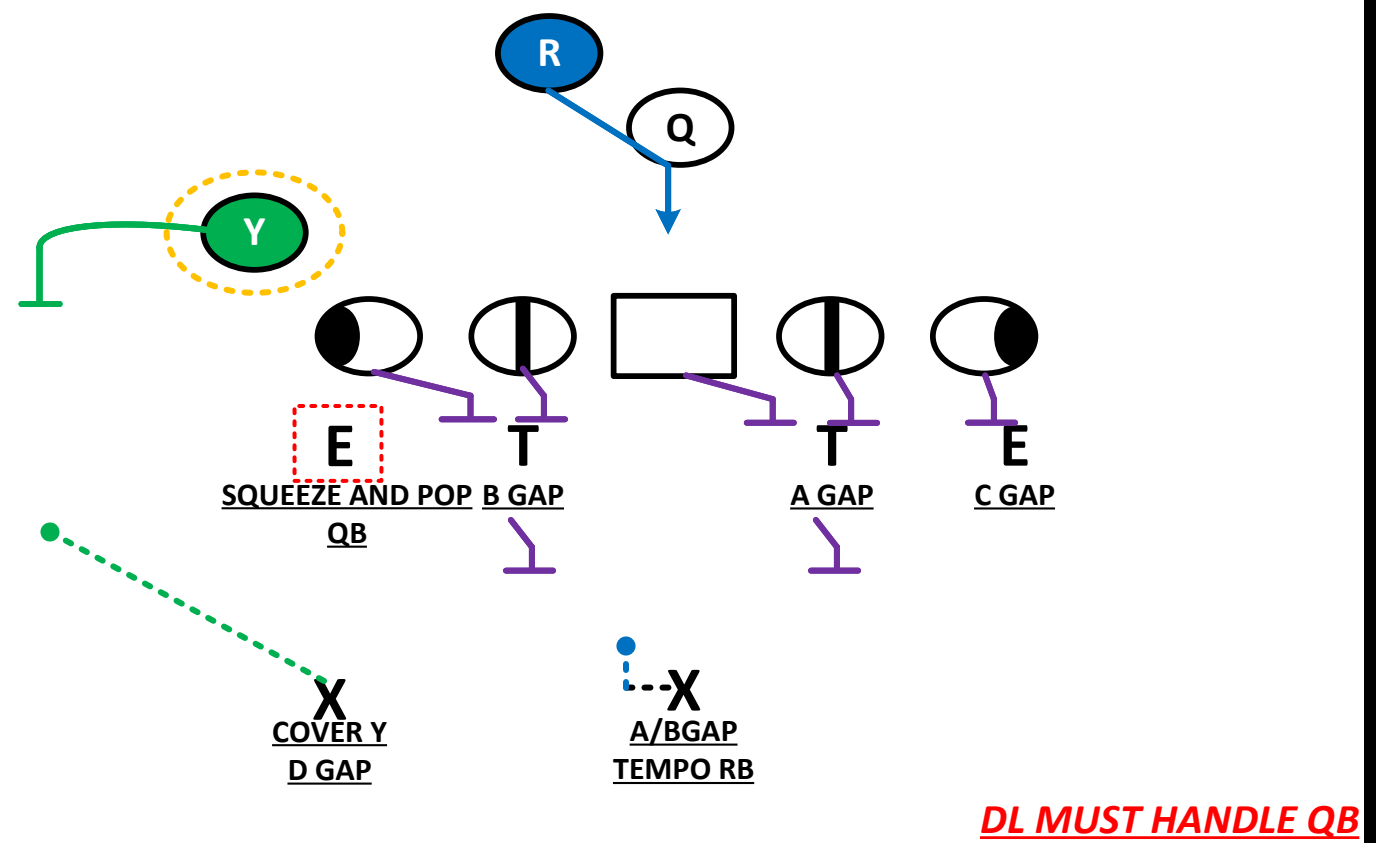


COVER 2/5/7/8 EVEN SPACE – MINUS FITS (OPTION)

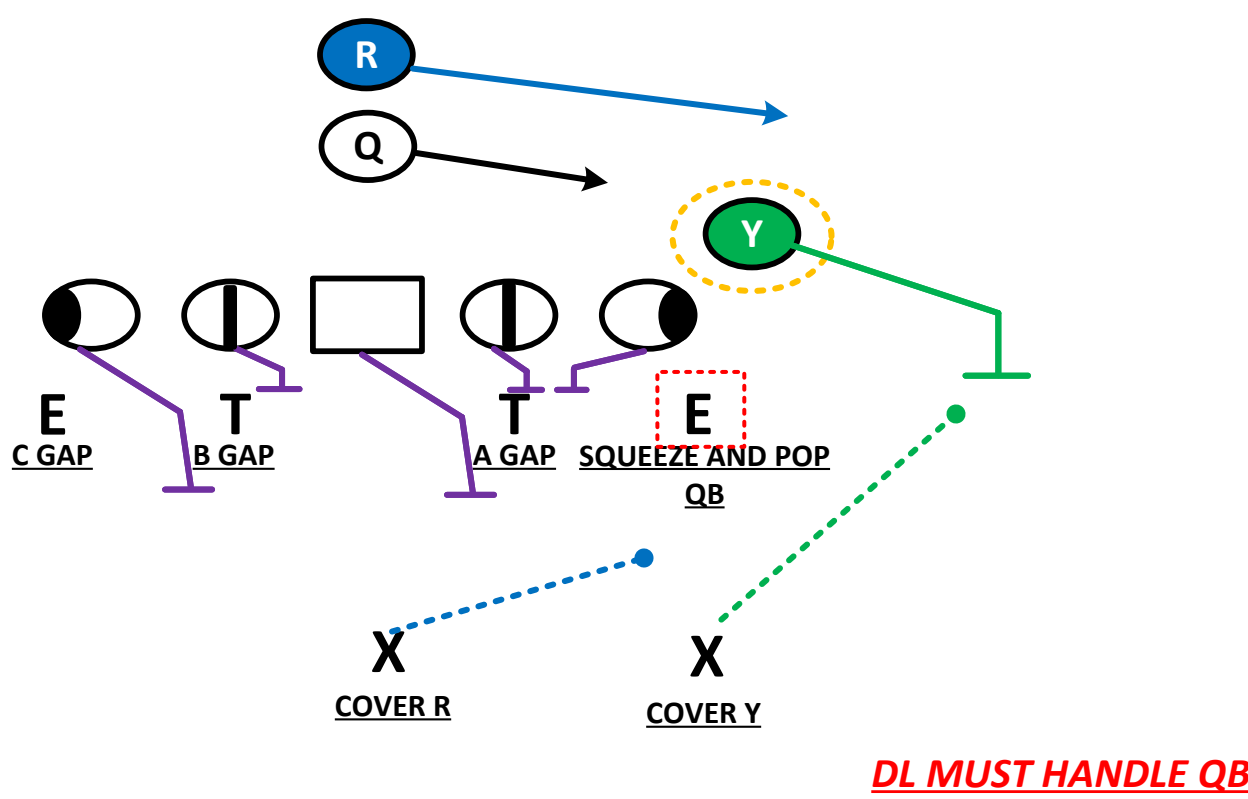
MIDLINE = SLIDE, STACK, & ROCK BACK



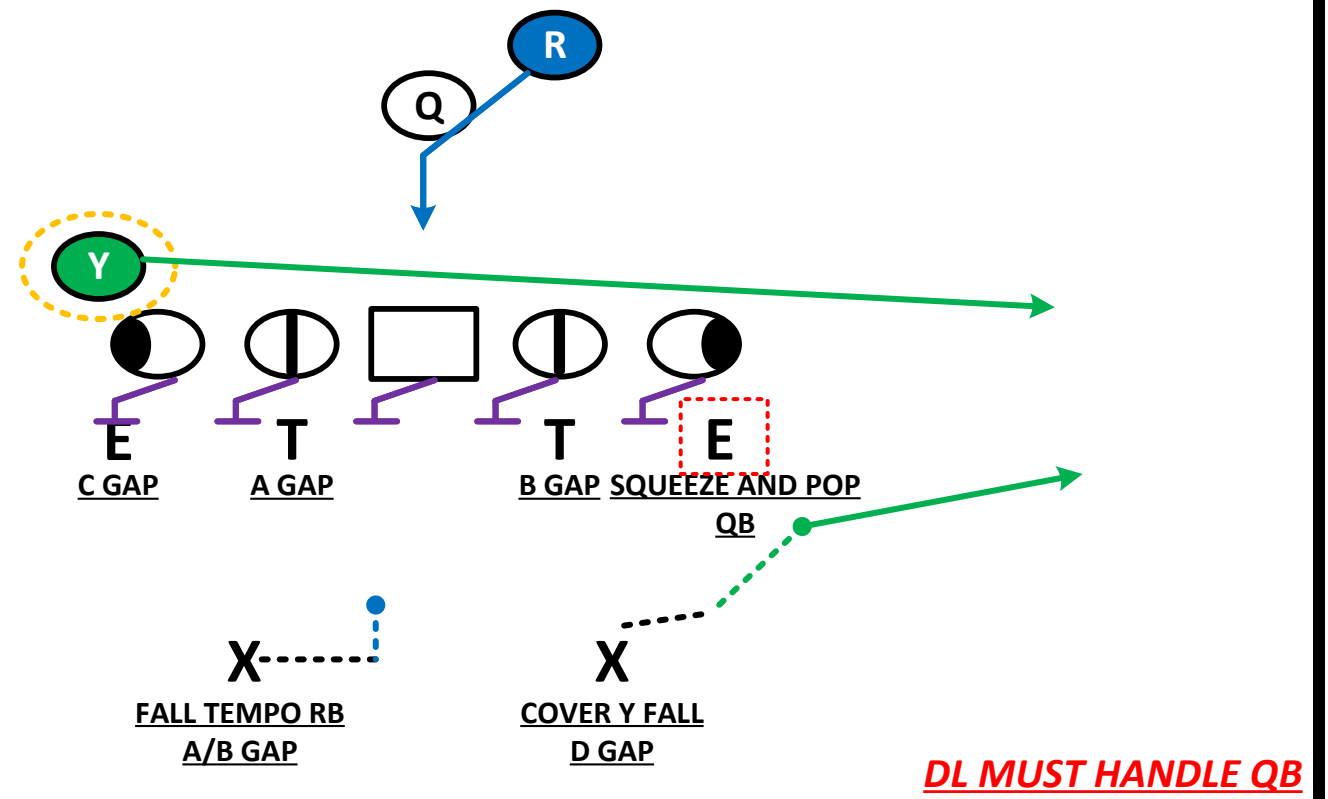
IZR = SLIDE, STACK, & ROCK BACK



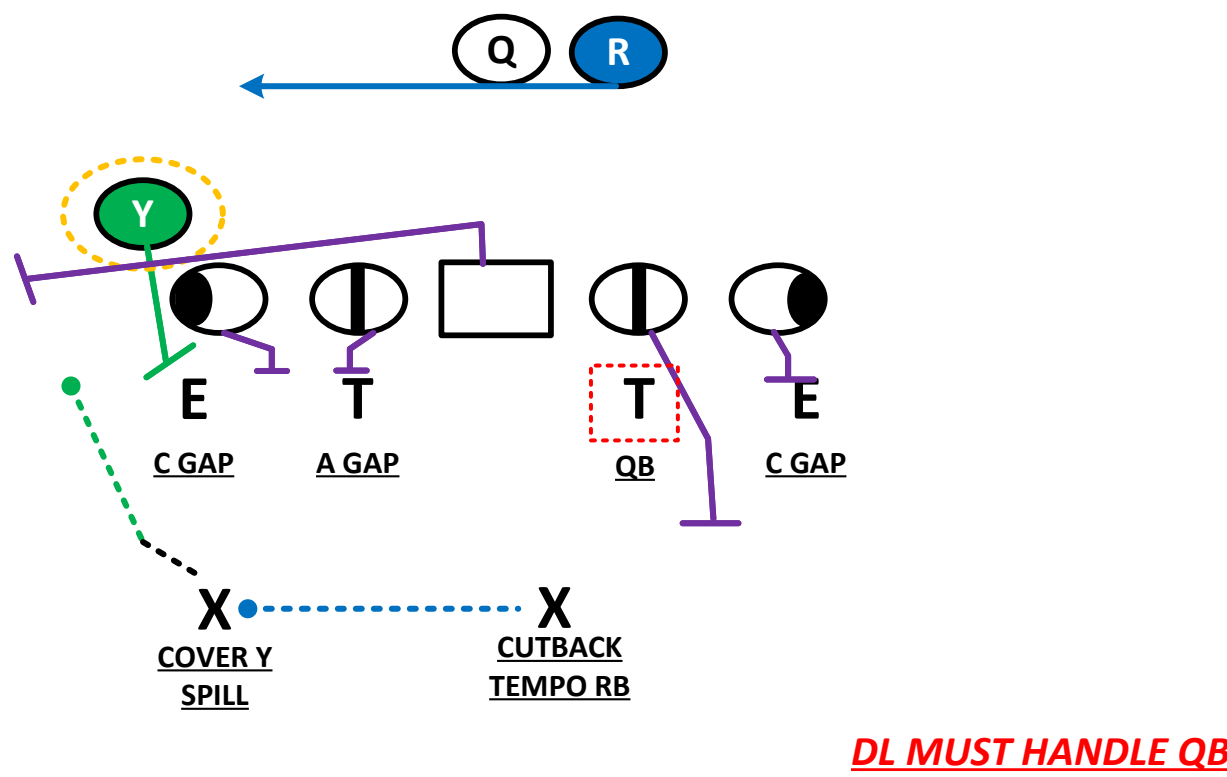
SPEED OPTION = COVER YOUR MAN



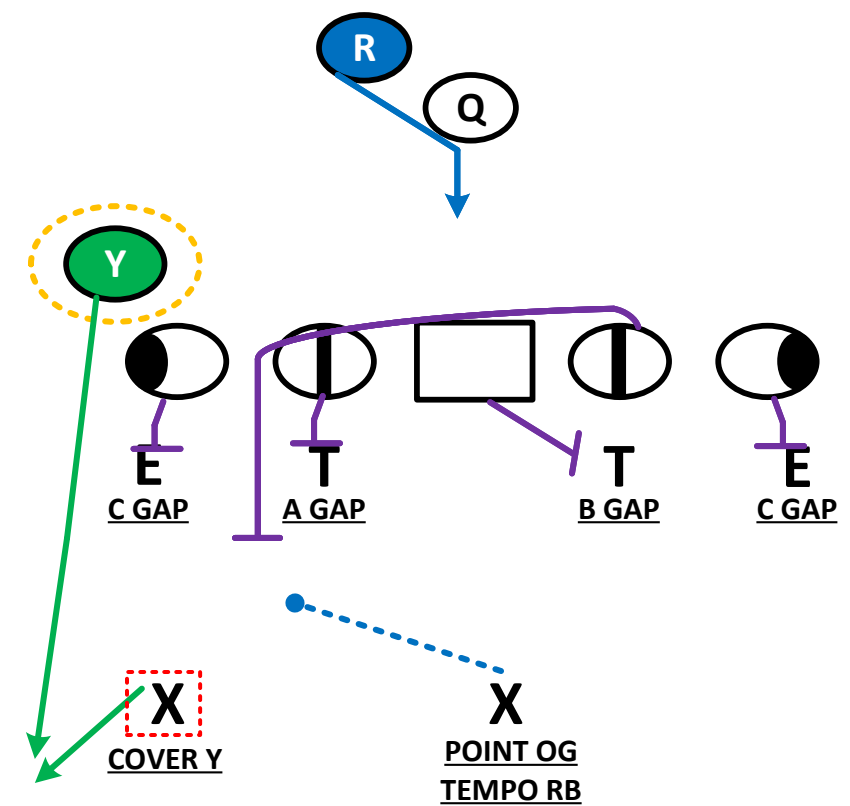
SPLIT ZONE TRIPLE = COVER YOUR MAN



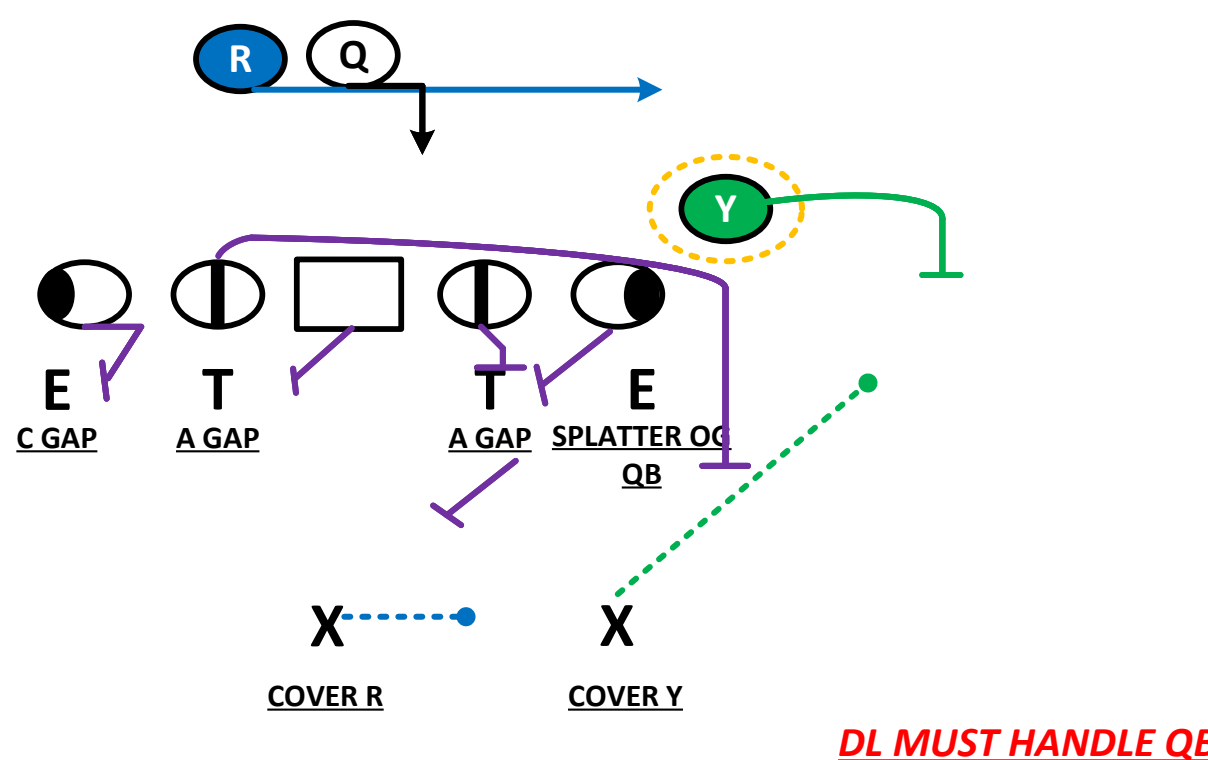
MIDLINE P&P = COVER YOUR MAN



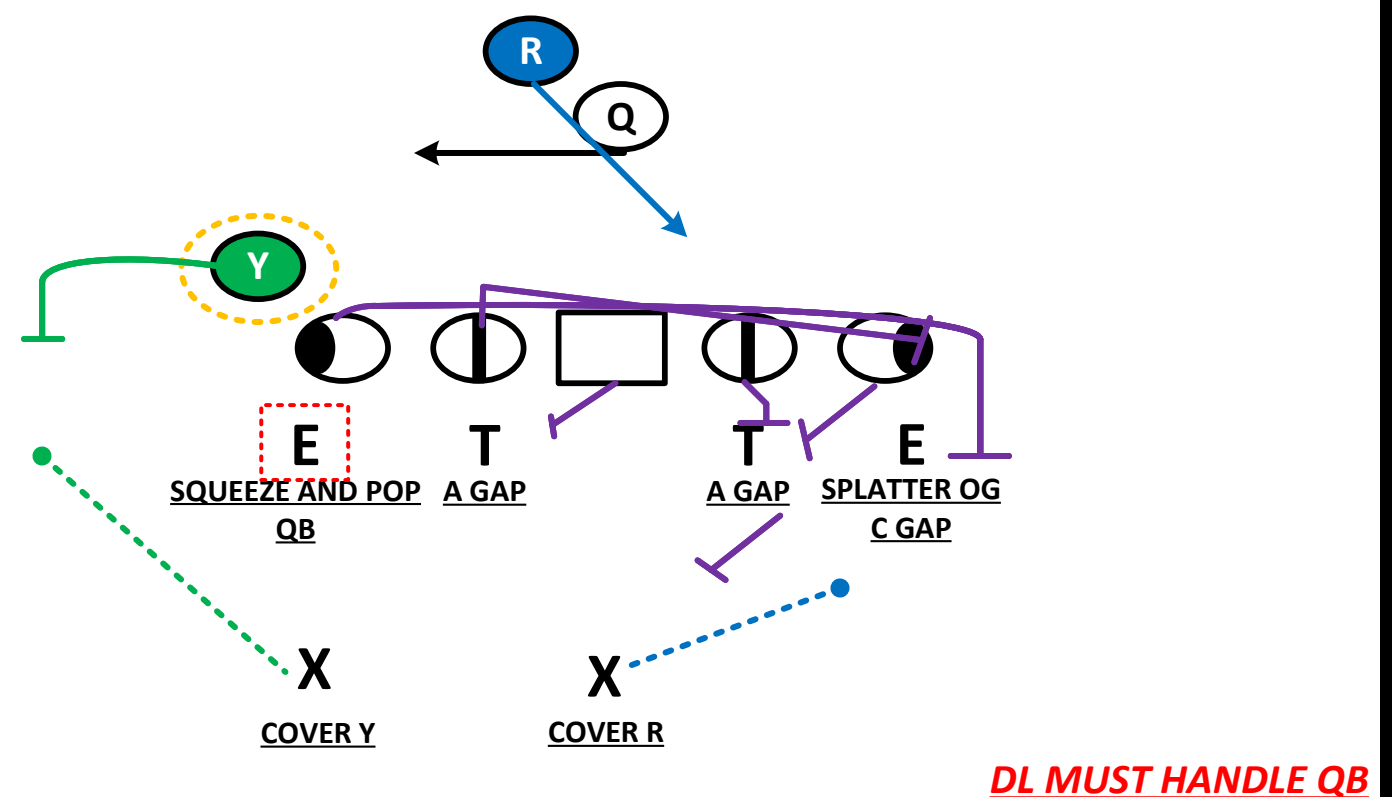
LEAD Y POP RPO = COVER YOUR MAN



GAP (POWER READ) = COVER YOUR MAN

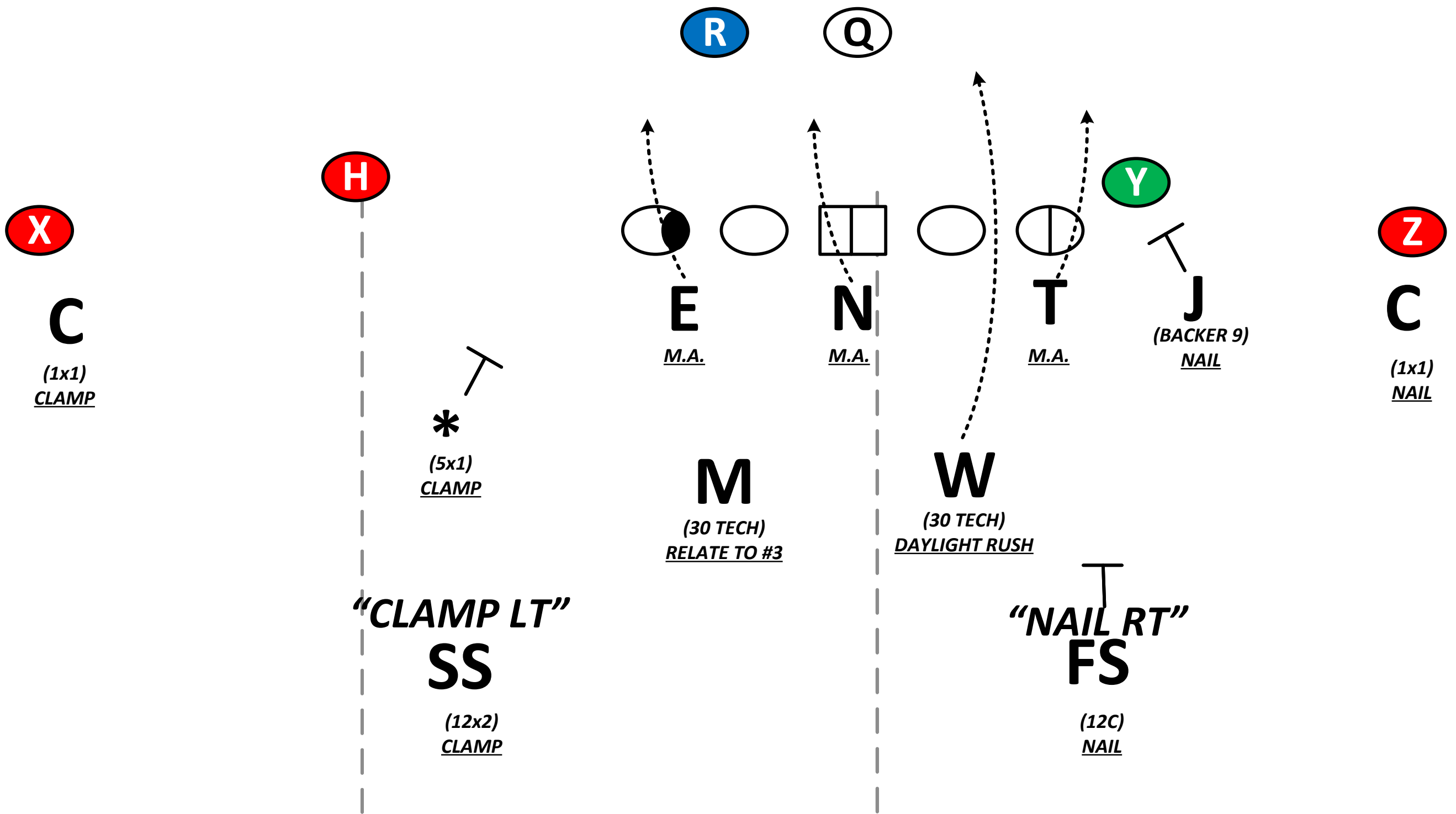


GAP (COUNTER READ) = COVER YOUR MAN

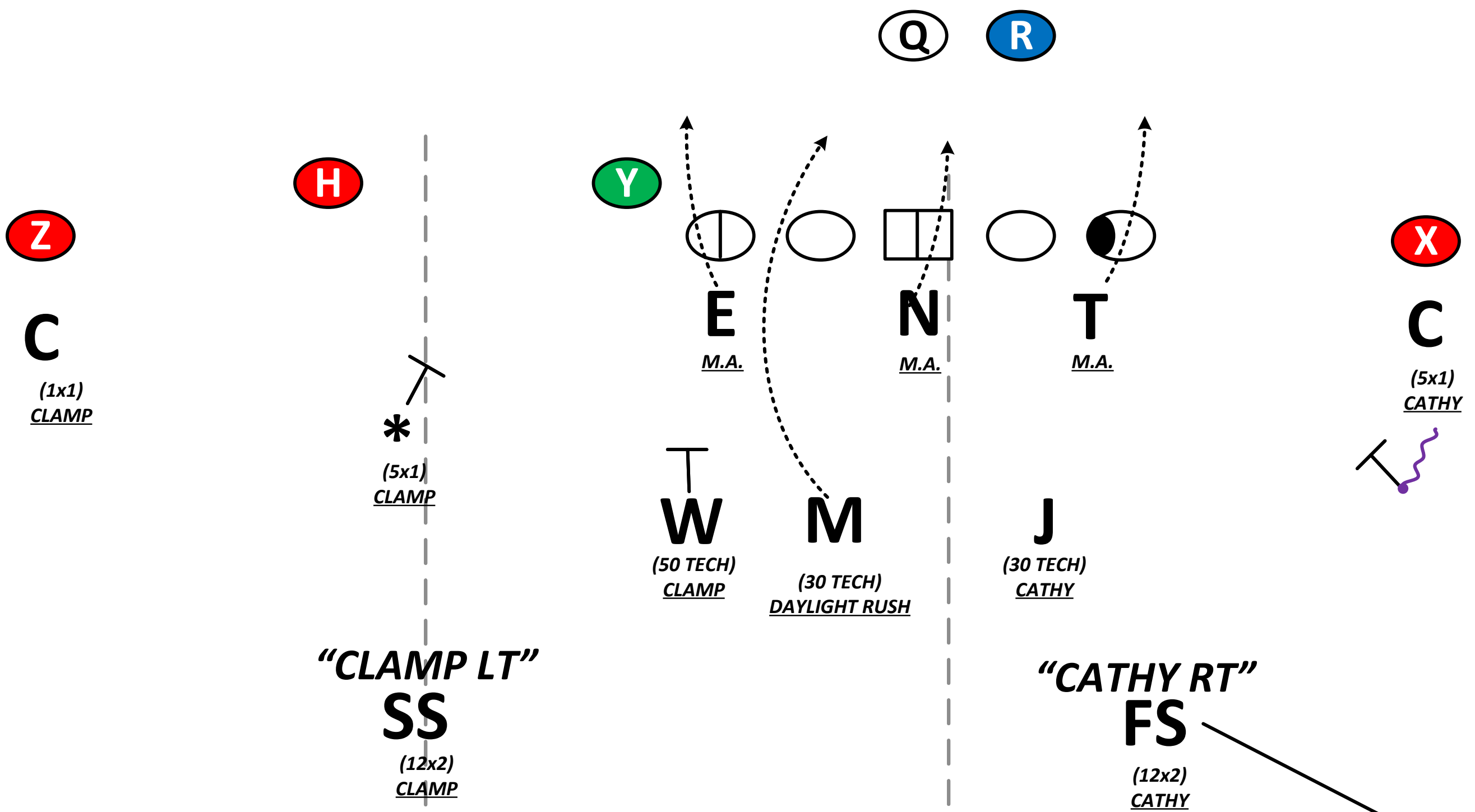


ODD SPACE – MAX FITS

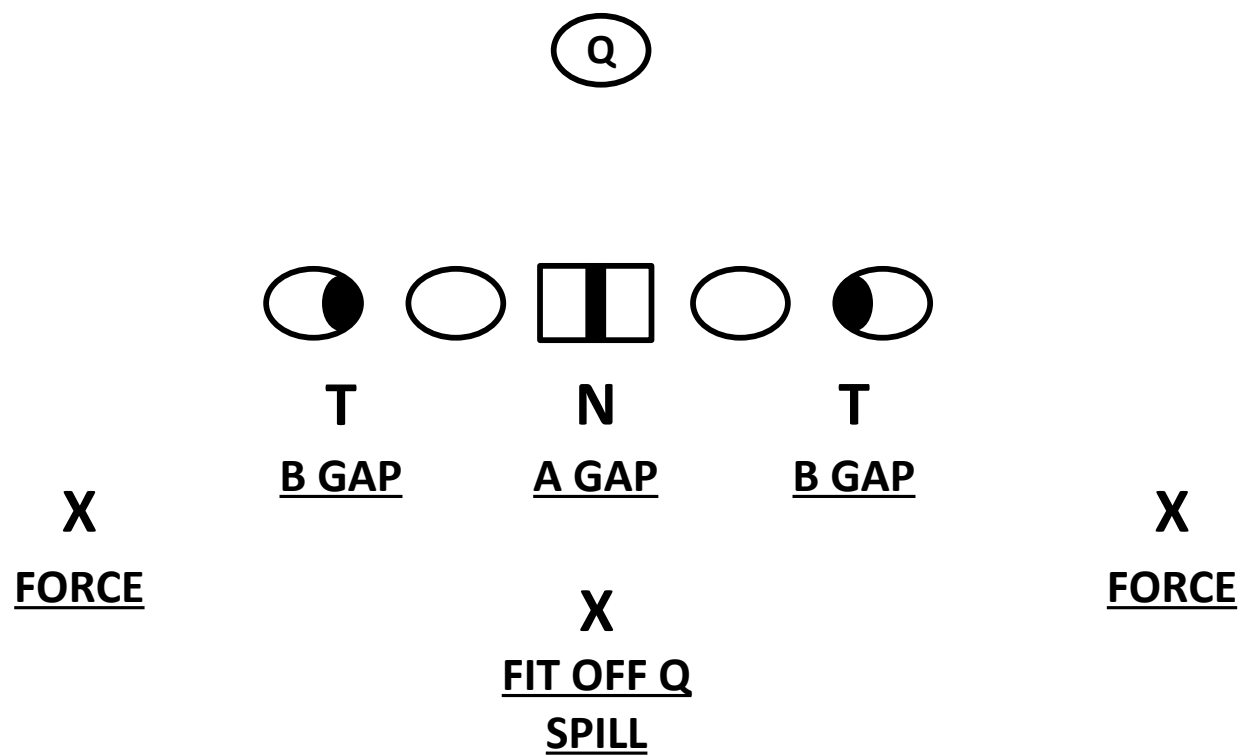
EYES 4



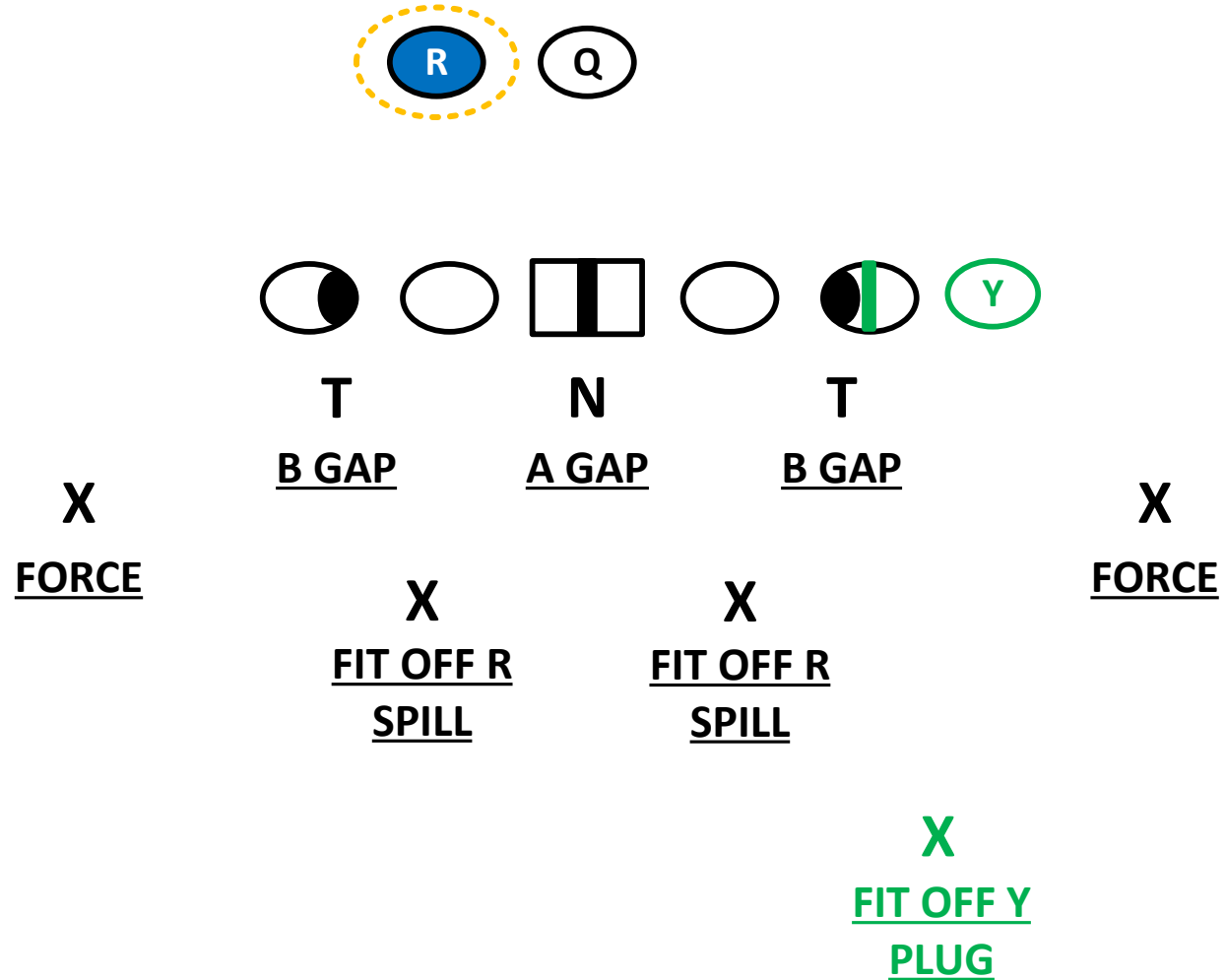
EYES 4



0 BACK = FIT OFF Q

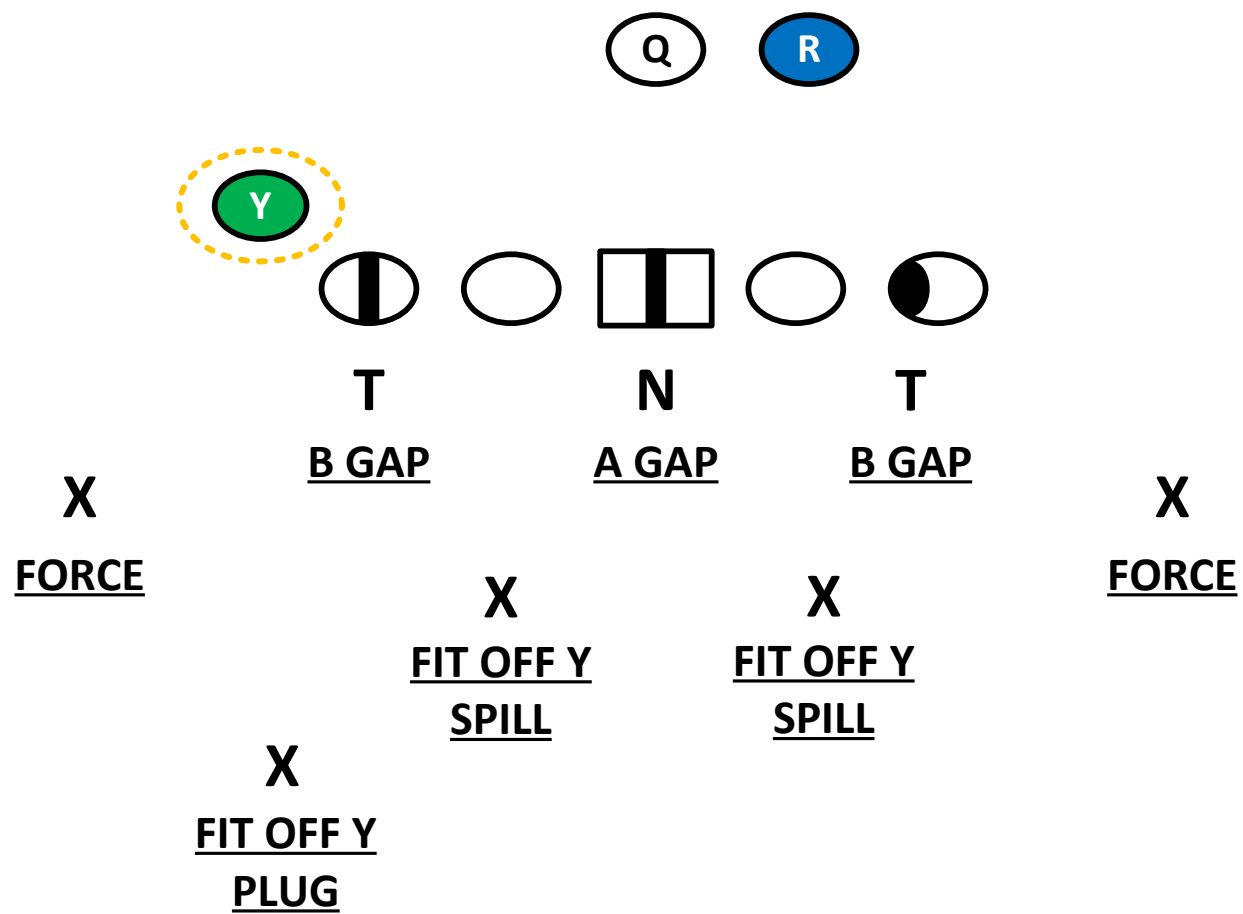


1 BACK and Y ON = FIT OFF RB



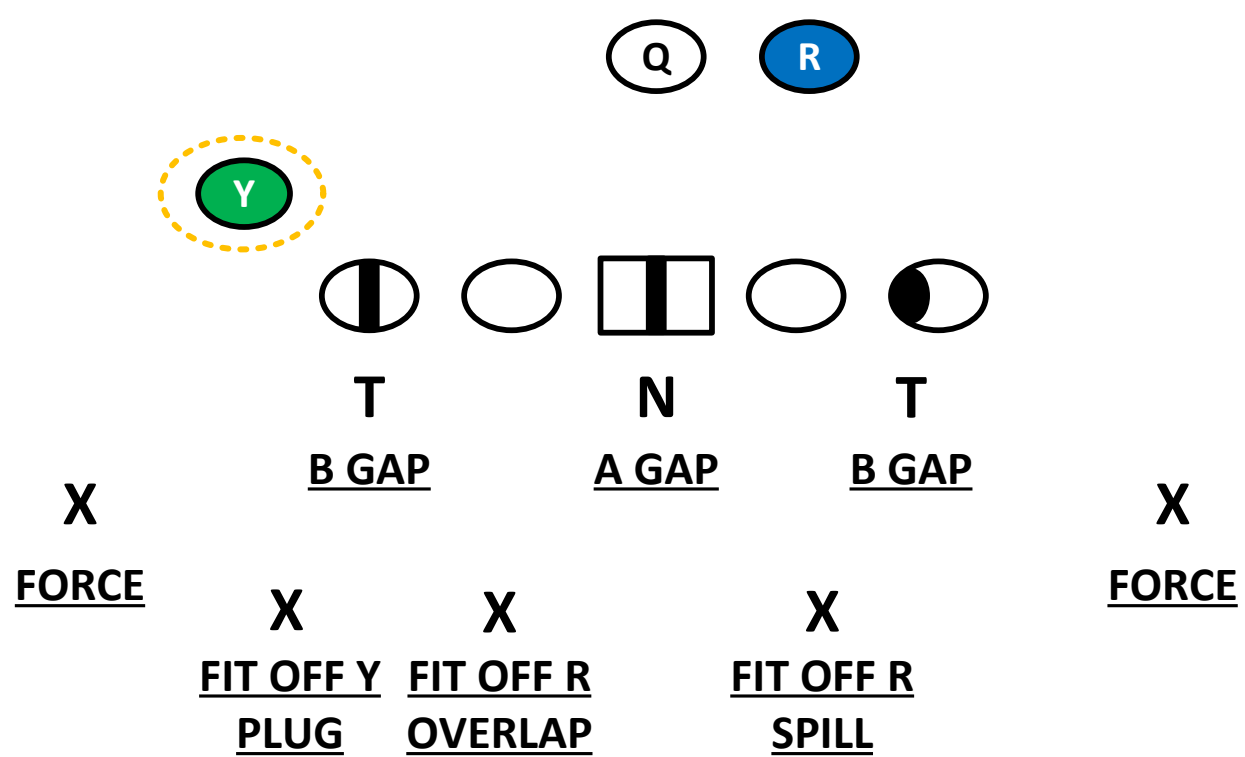
2 BACK = FIT OFF Y or F

2x2

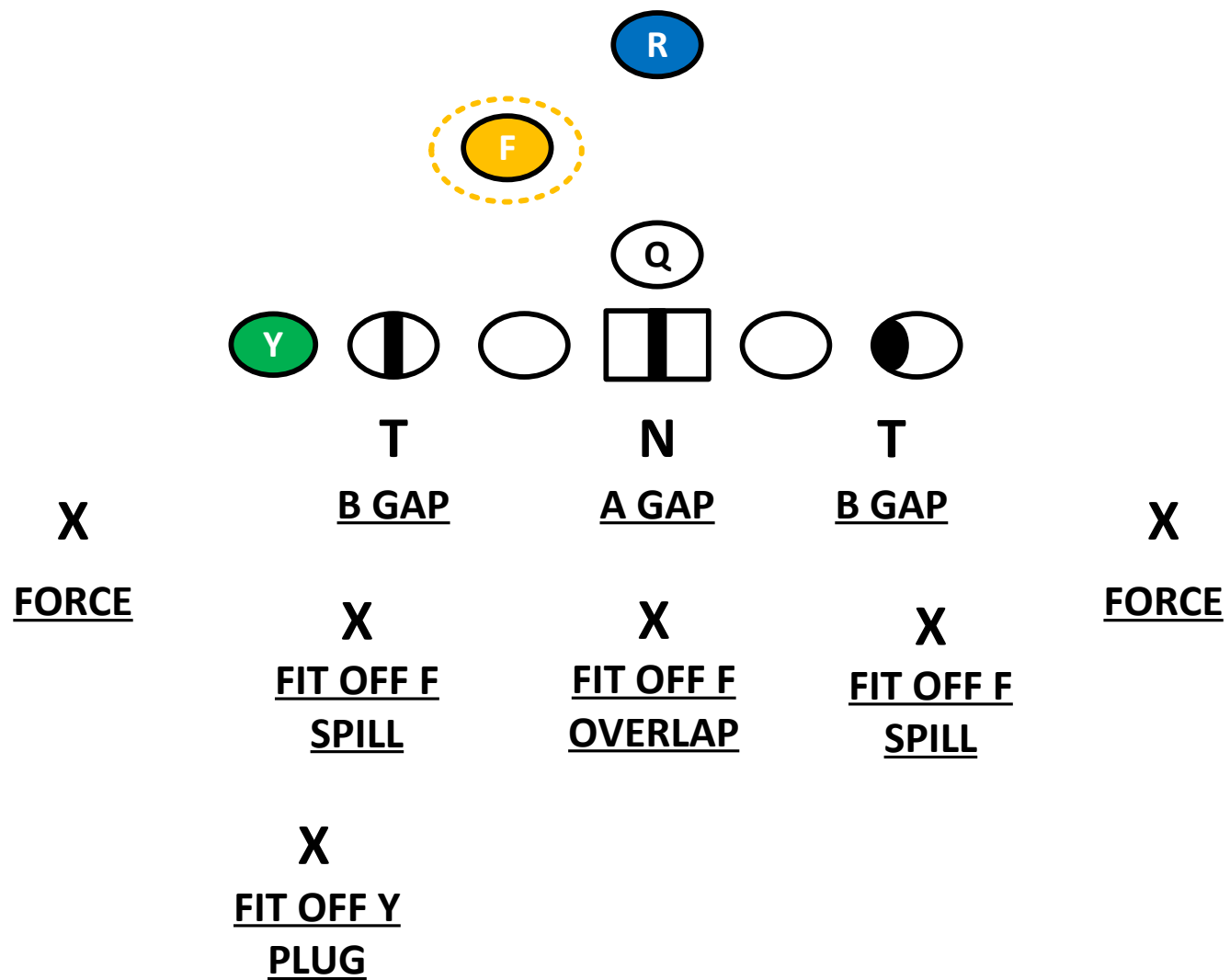


2 BACK = FIT OFF Y or F

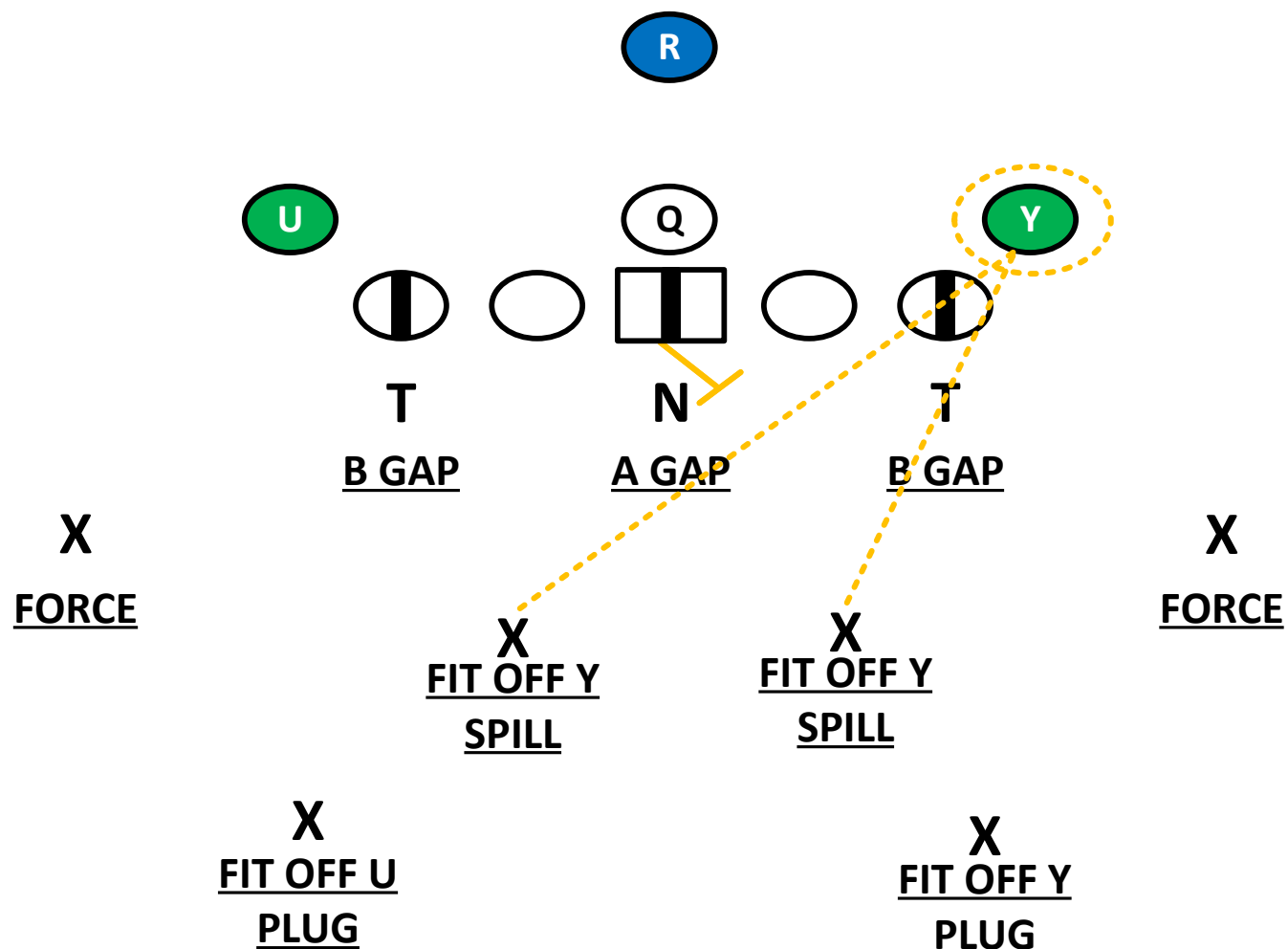
3x1



2 BACK = FIT OFF Y or F

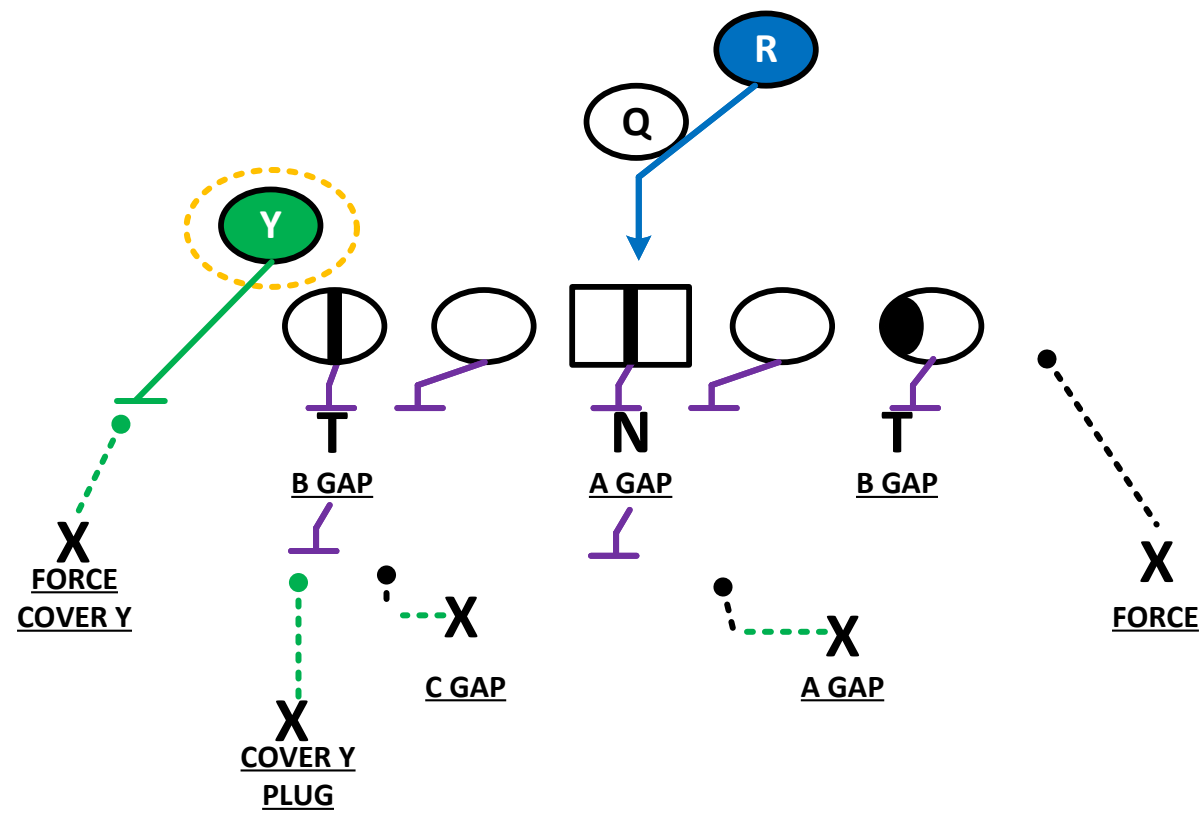


3 BACK = FIT OFF POST SNAP INDICATOR



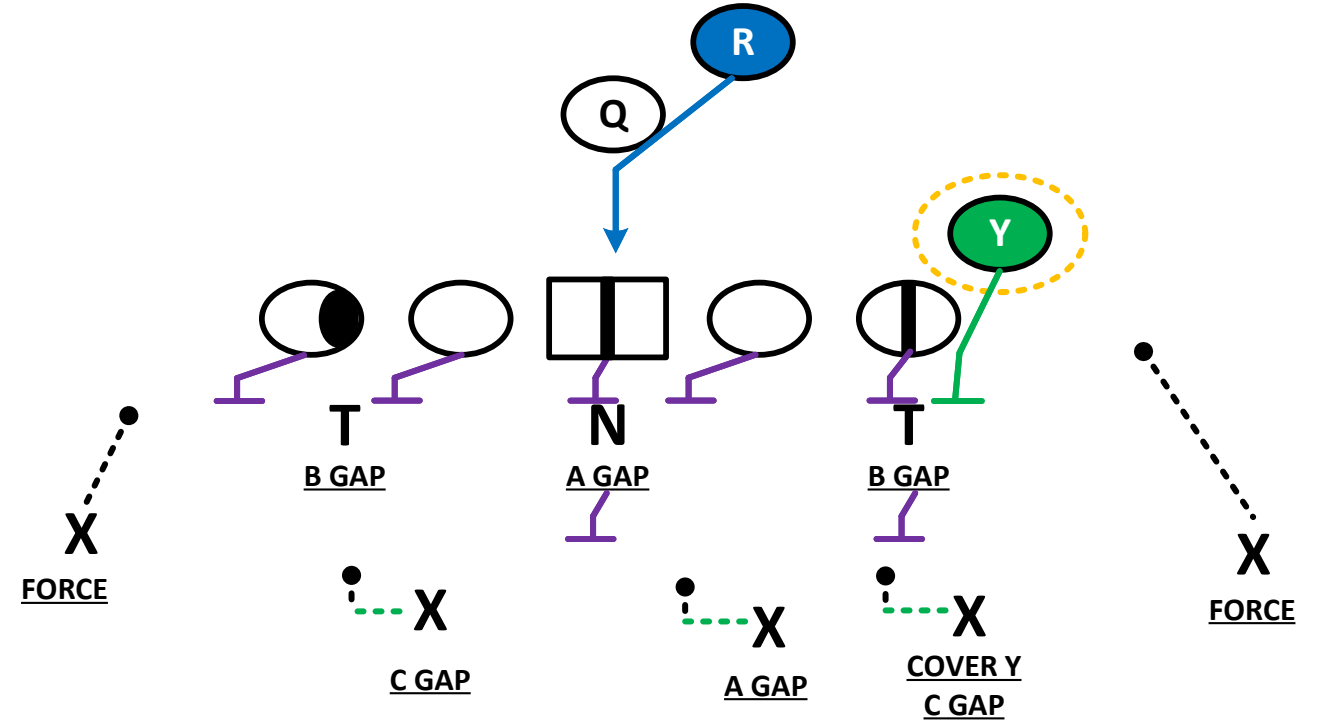
ODD SPACE - MAX FITS

IZ = SLIDE, STACK



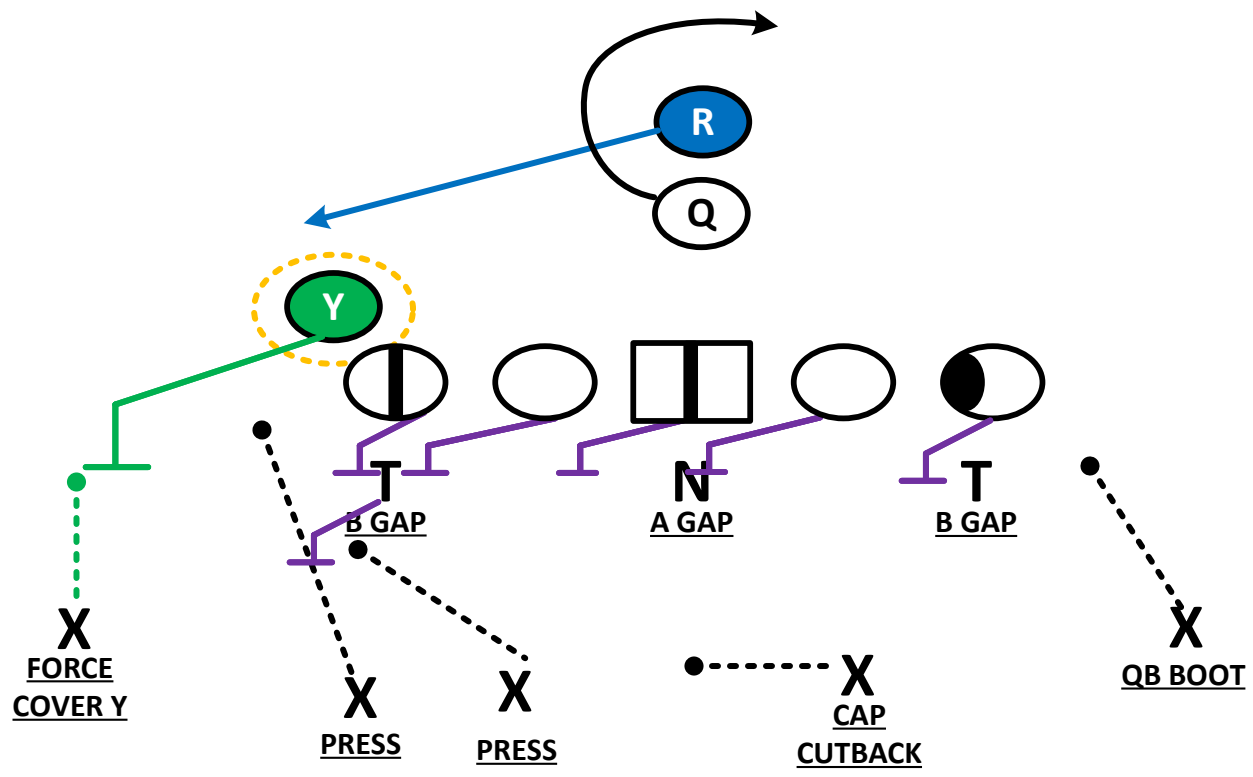
2x2

IZ/DUO = SLIDE, STACK



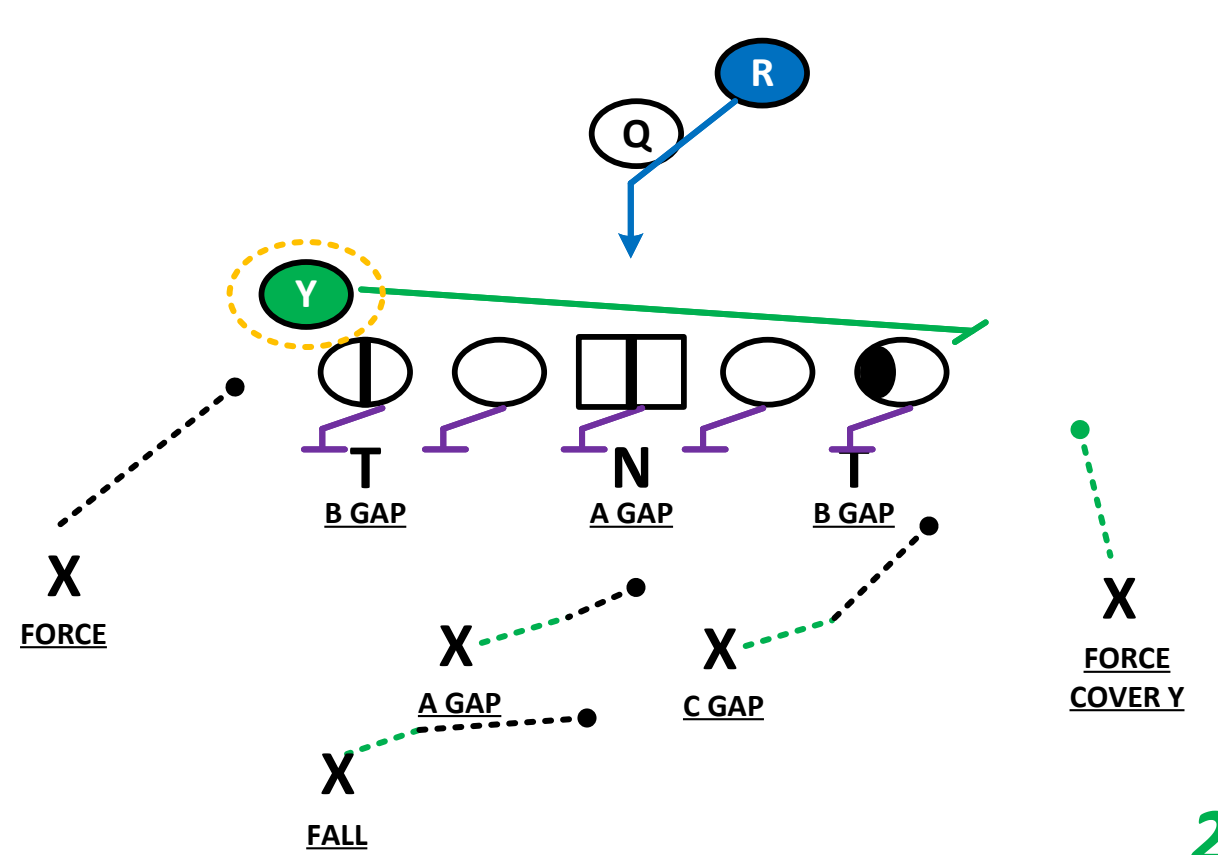
3x1

OZ = PRESS & CAP



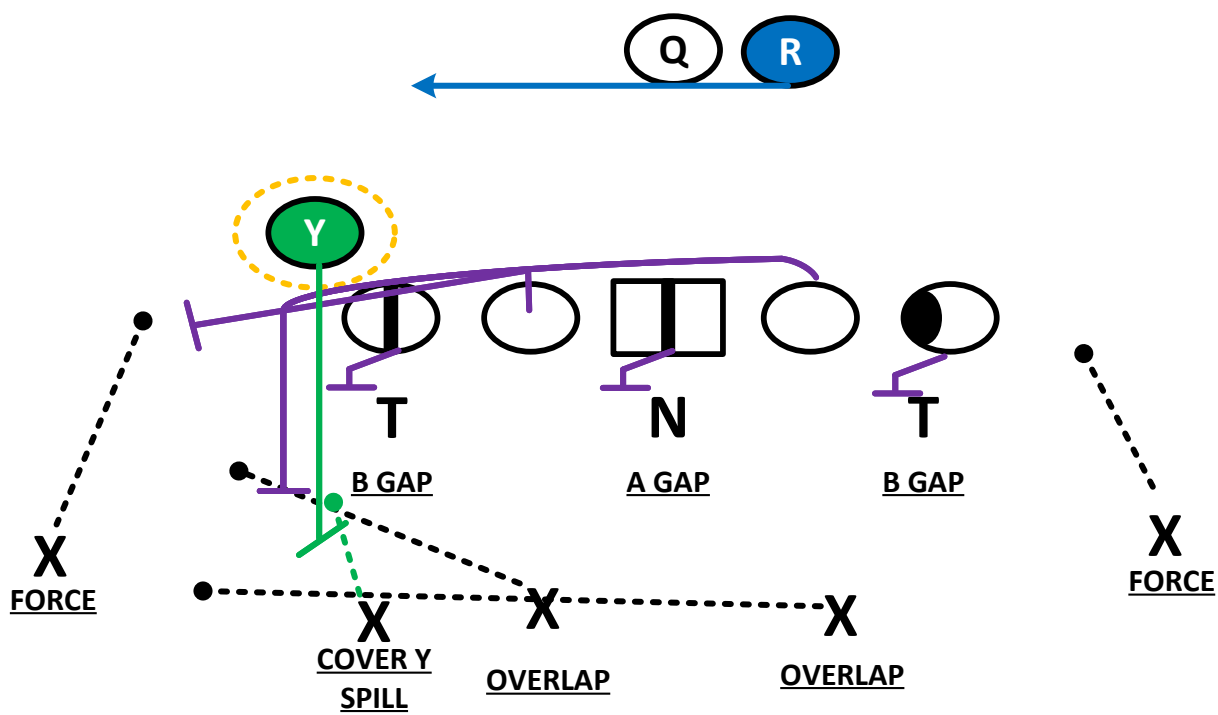
3x1

SPLIT ZONE = STEP & FALL BACK



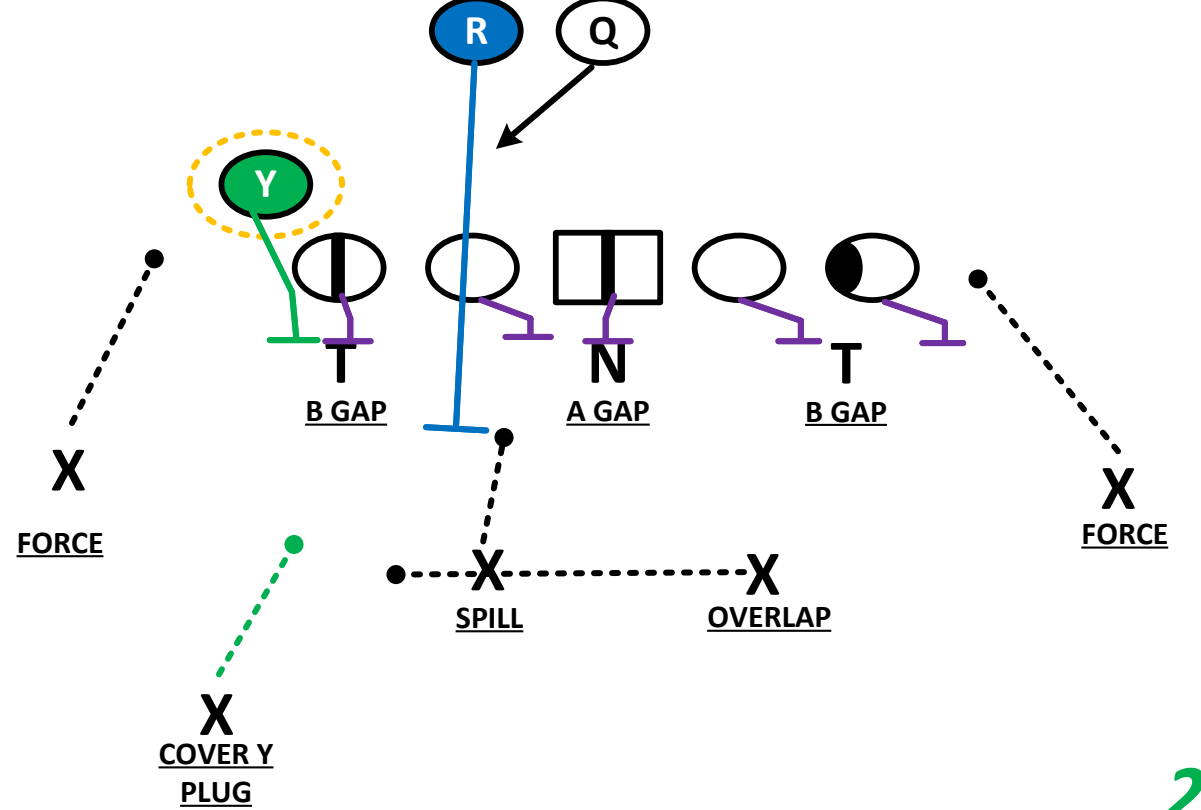
2x2

GAP (P&P) = SPILL & OVERLAP



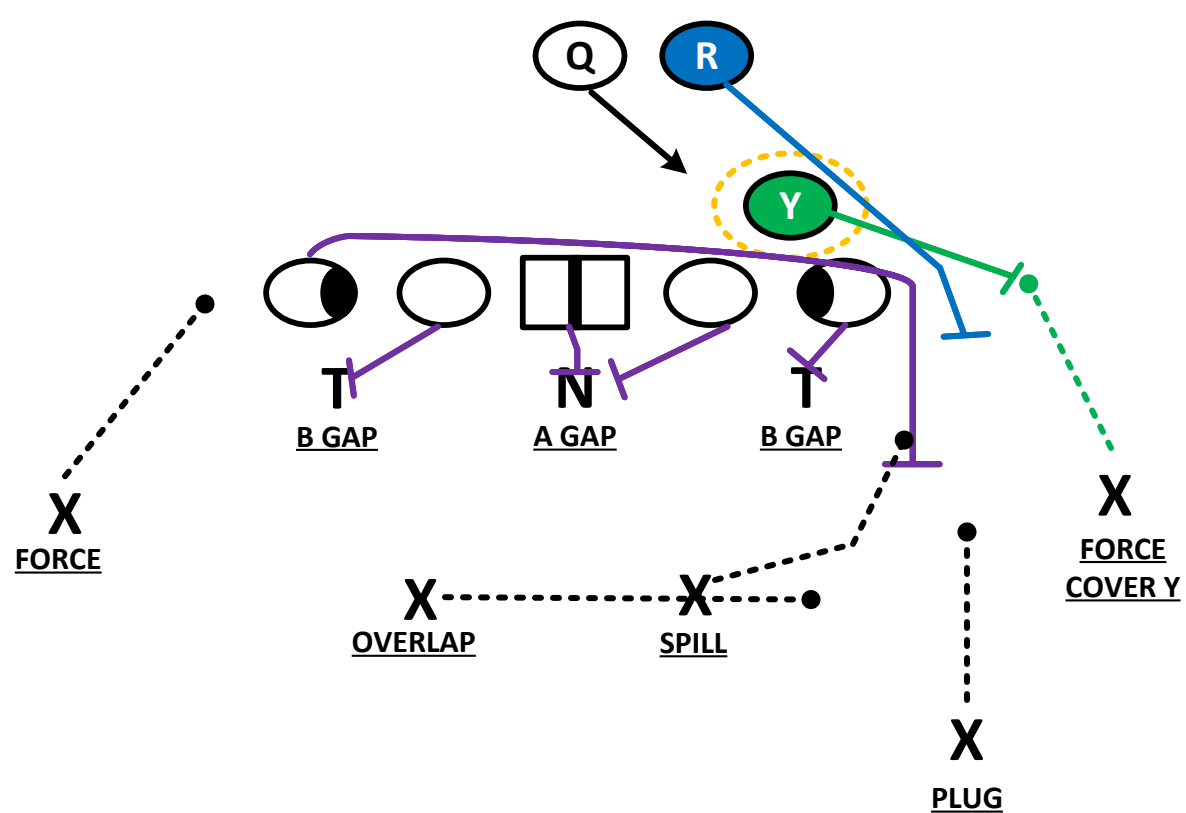
3x1

LEAD = SPILL & OVERLAP



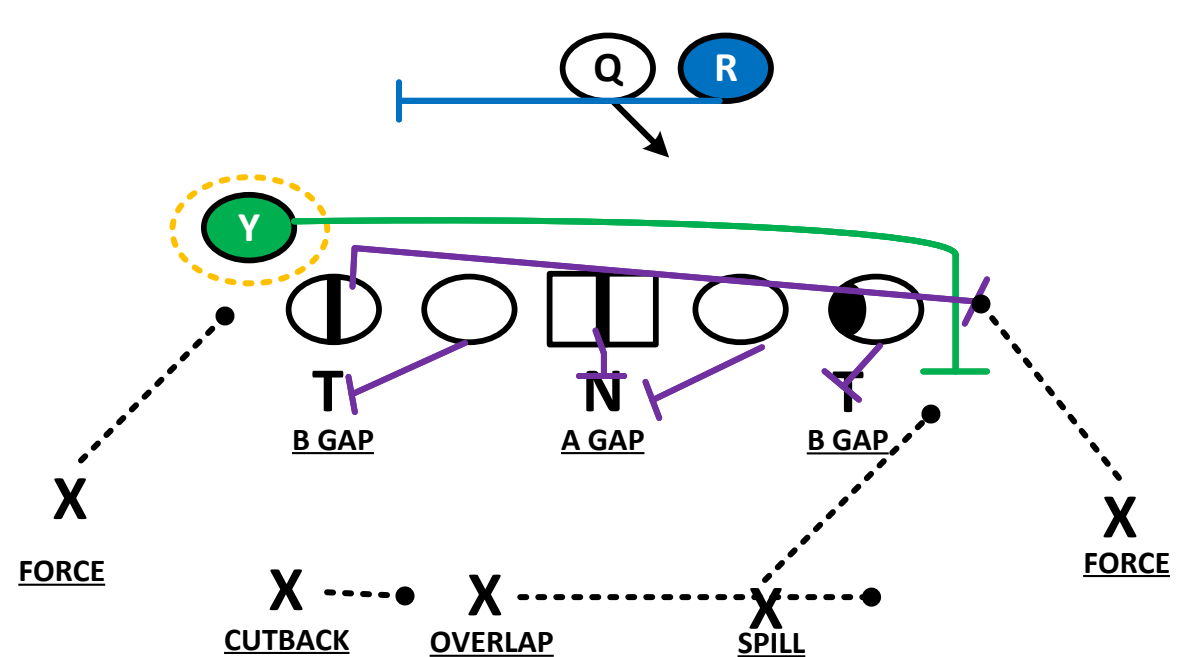
2x2

GAP (POWER) = SPILL & OVERLAP



2x2

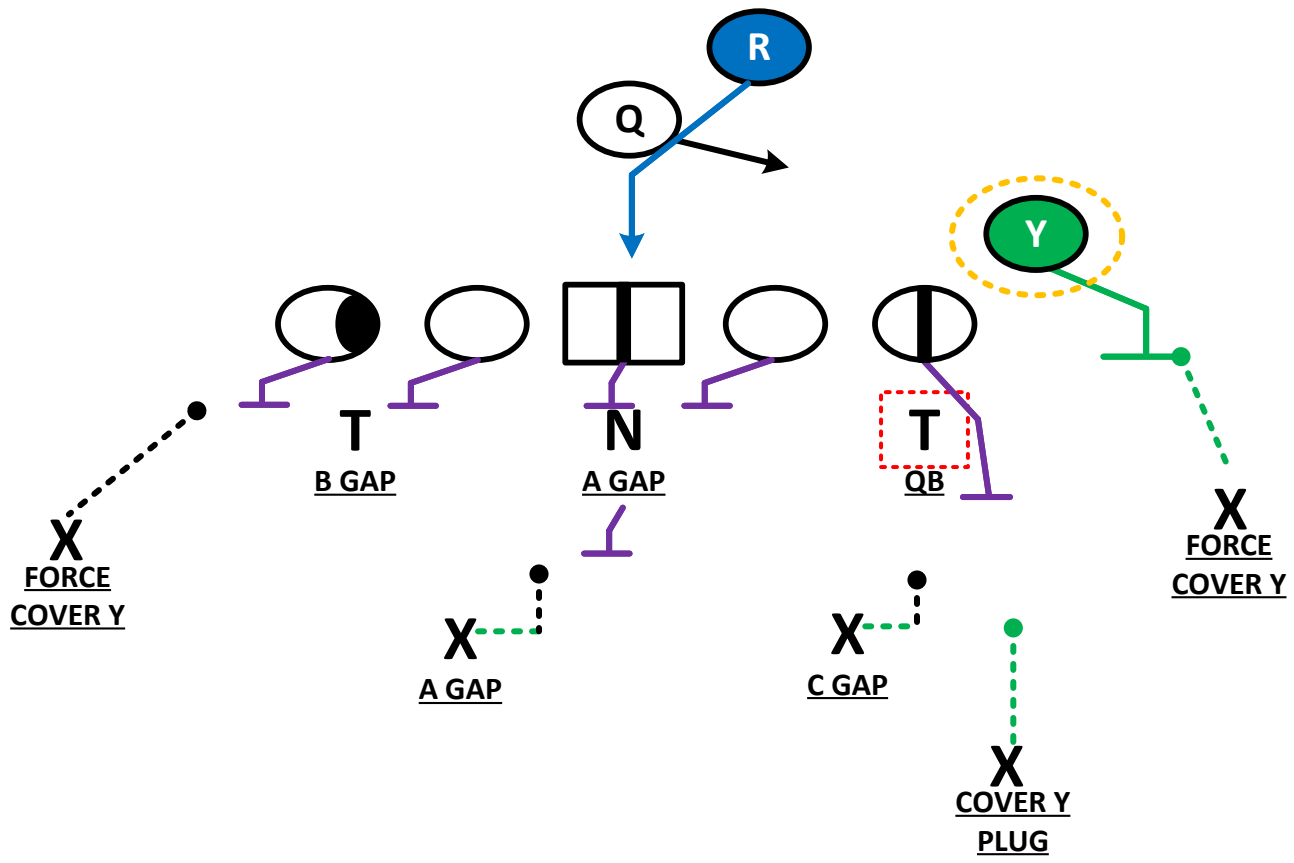
GAP (COUNTER) = SPILL & OVERLAP



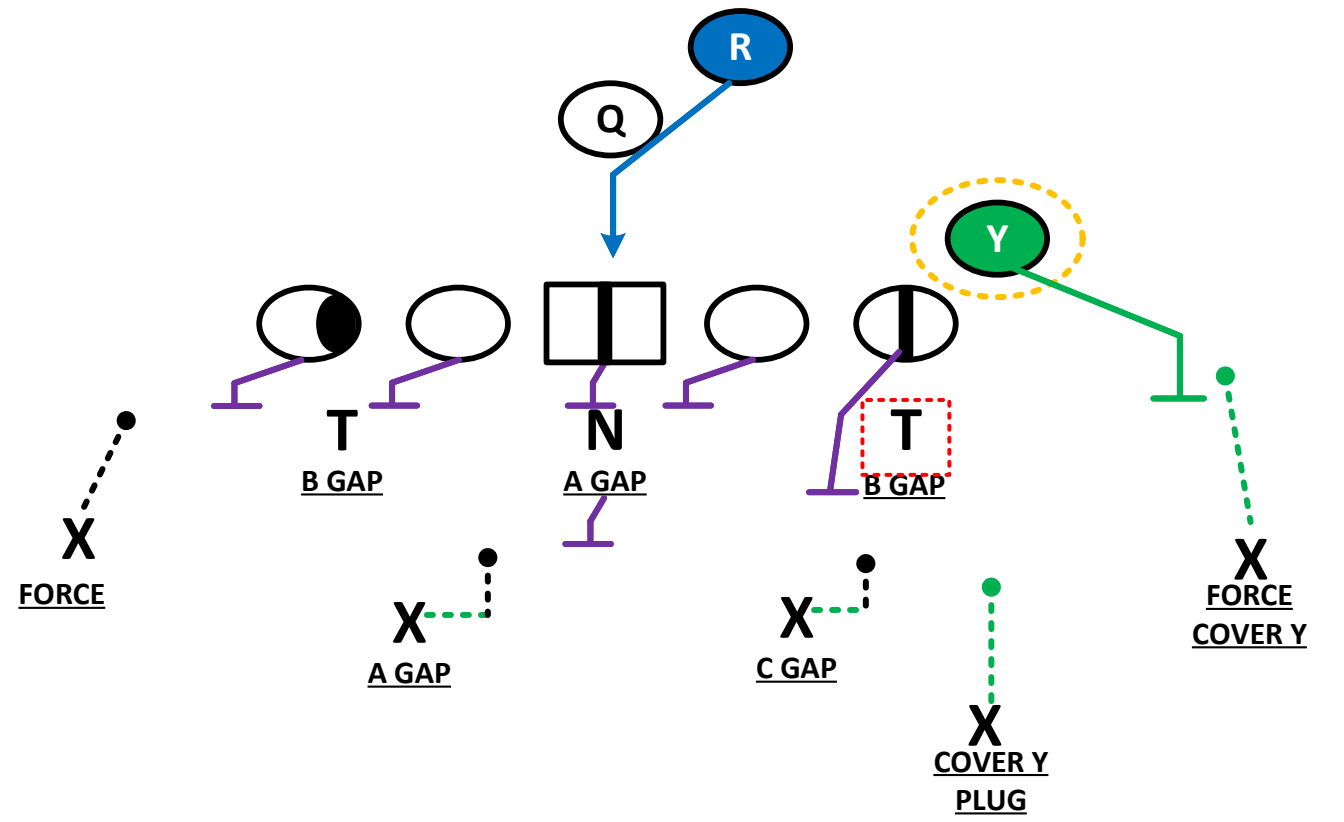
3x1

ODD SPACE – MAX FITS (OPTION)

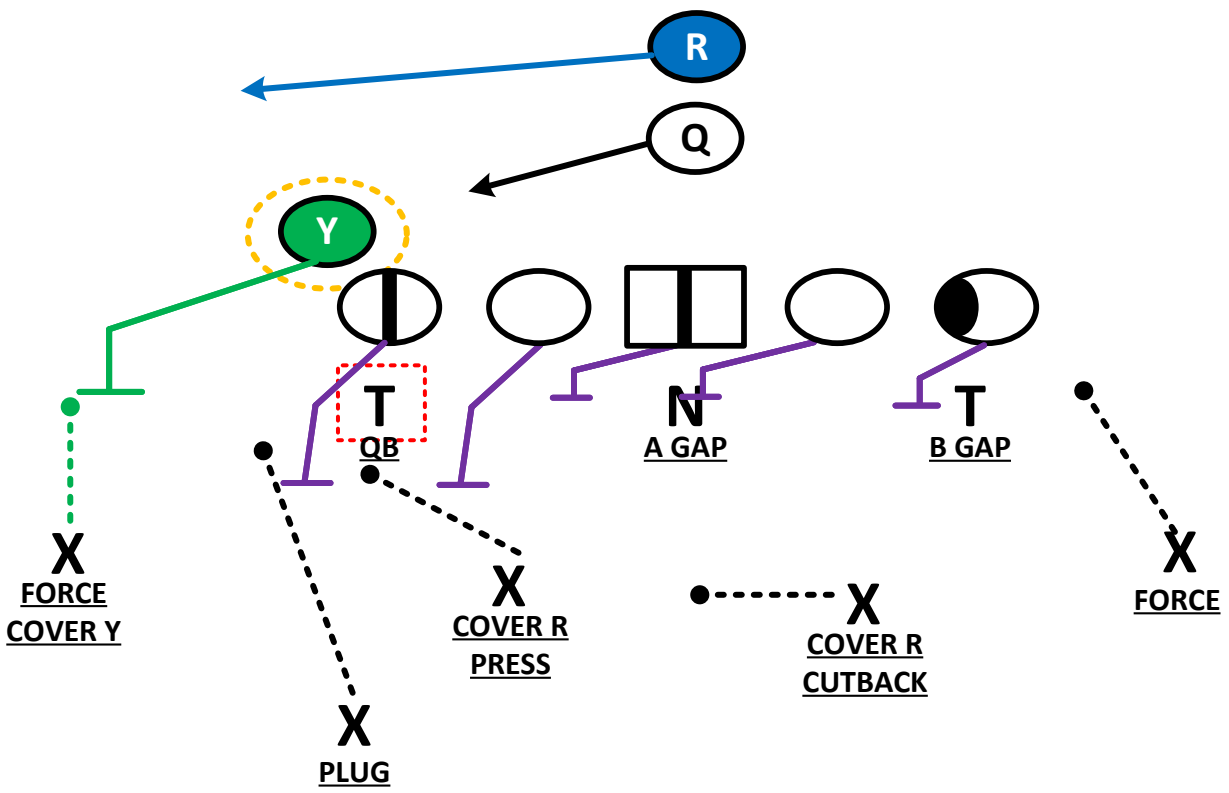
MIDLINE = SLIDE, STACK, & ROCK BACK



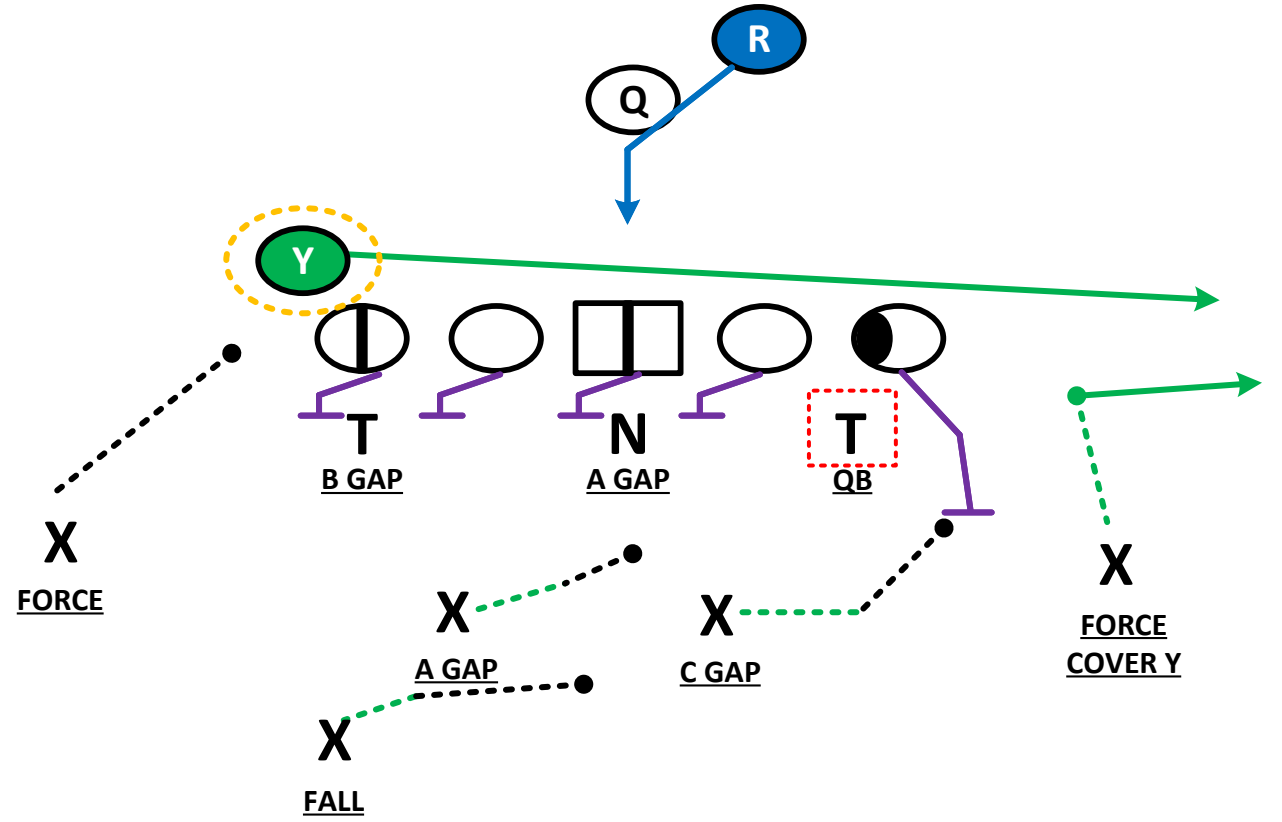
IZR = SLIDE, STACK, & ROCK BACK



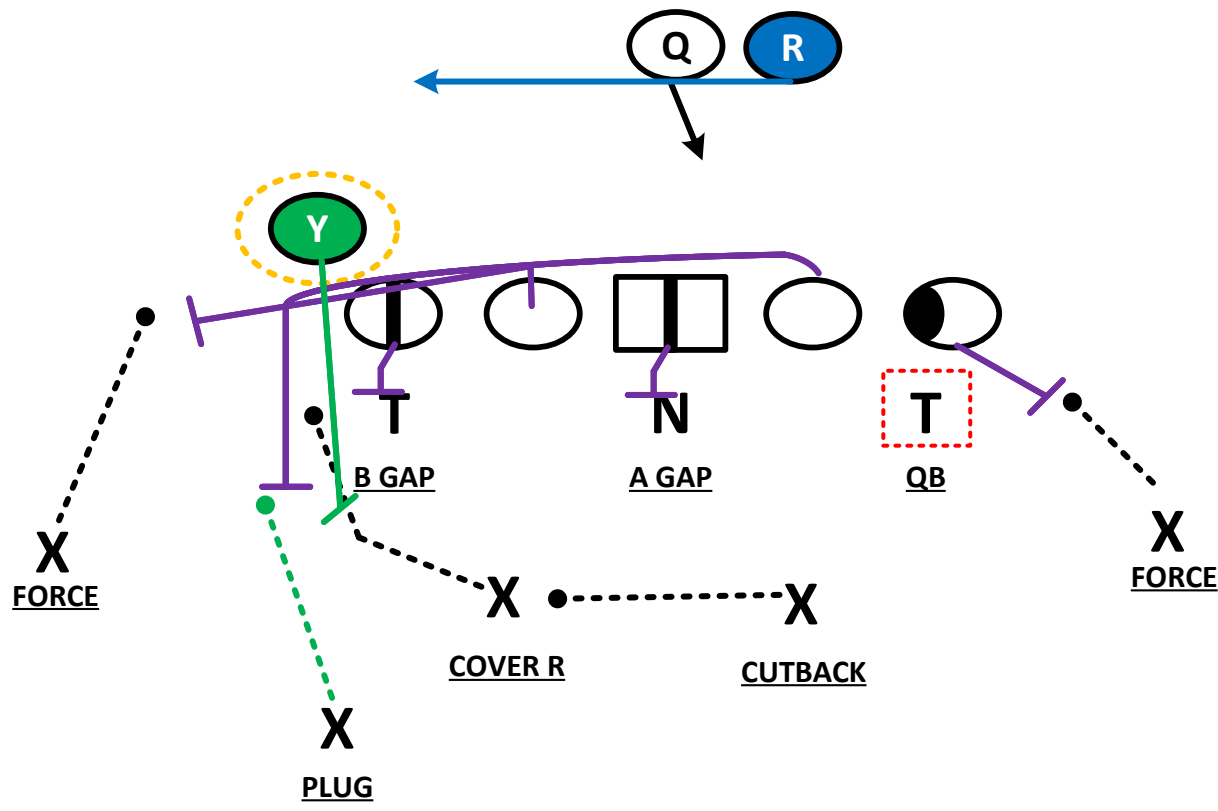
SPEED OPTION = COVER YOUR MAN



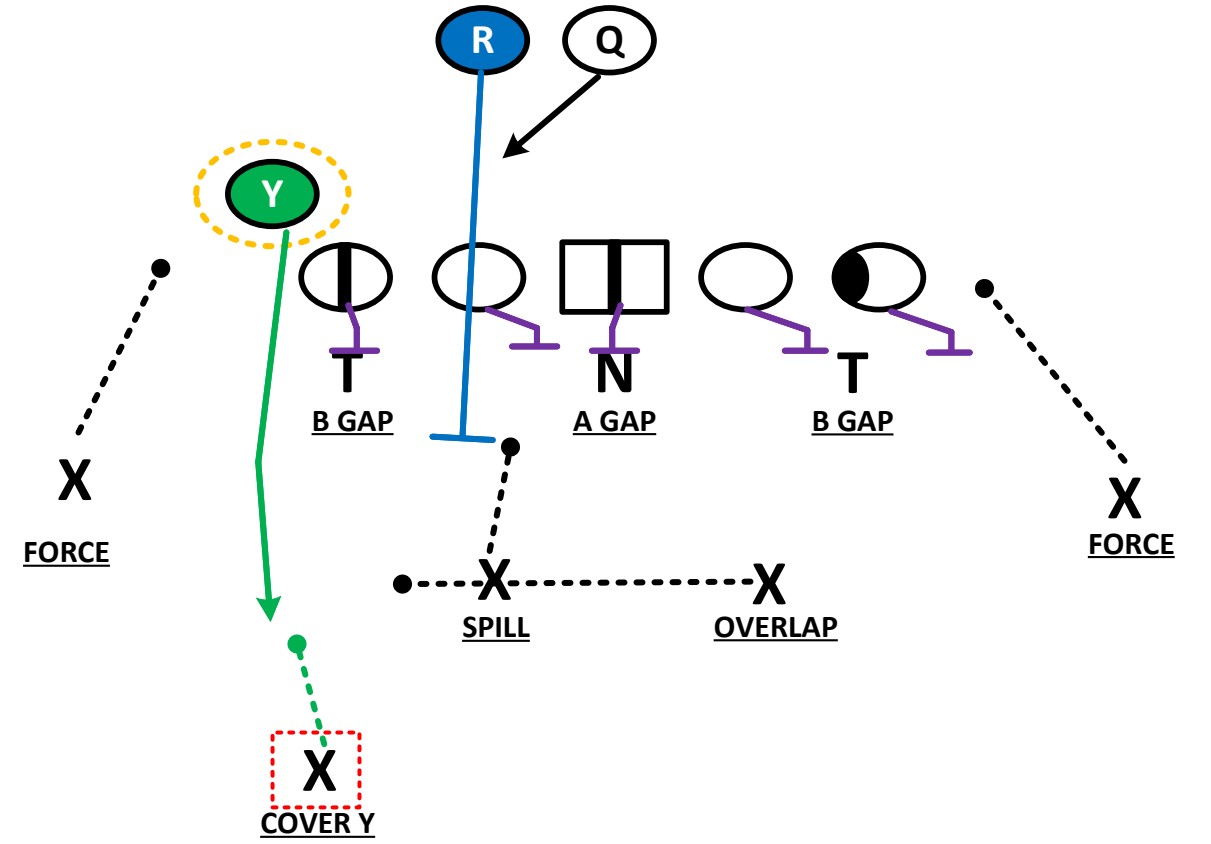
SPLIT ZONE TRIPLE = COVER YOUR MAN



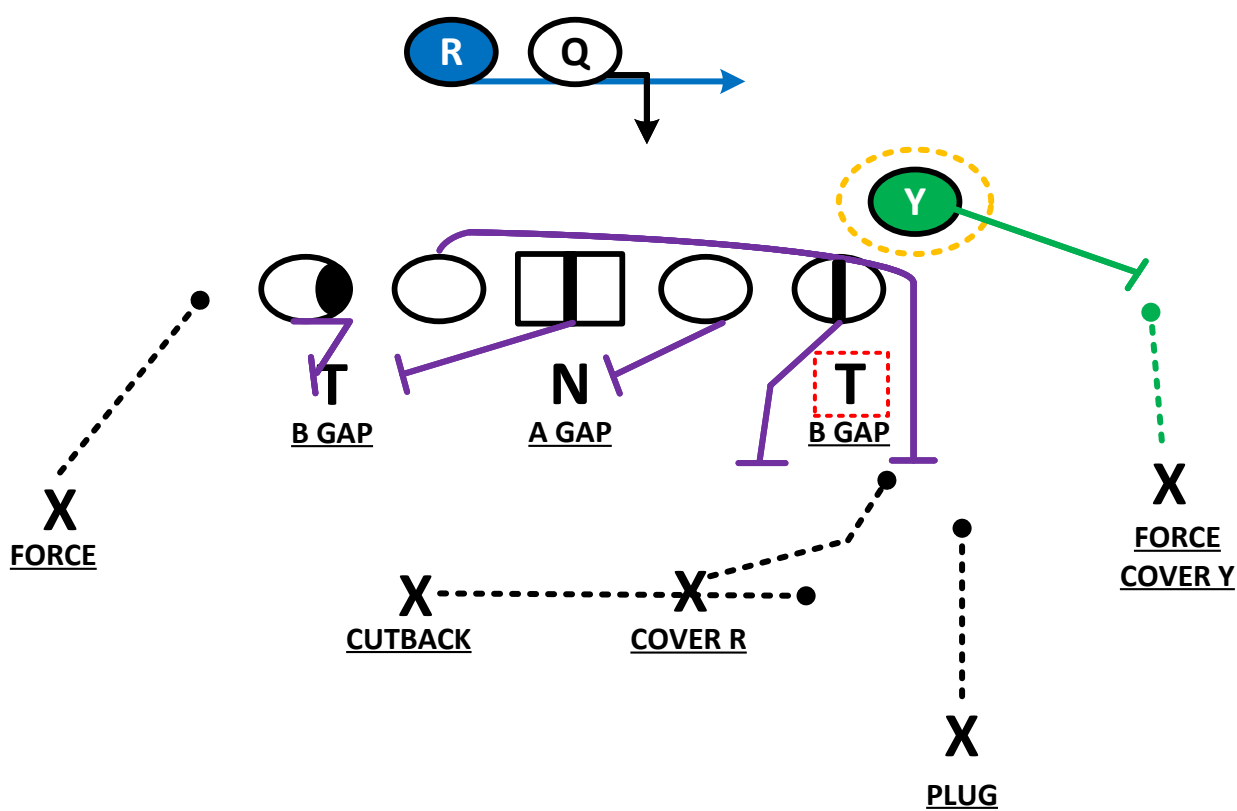
MIDLINE P&P = COVER YOUR MAN



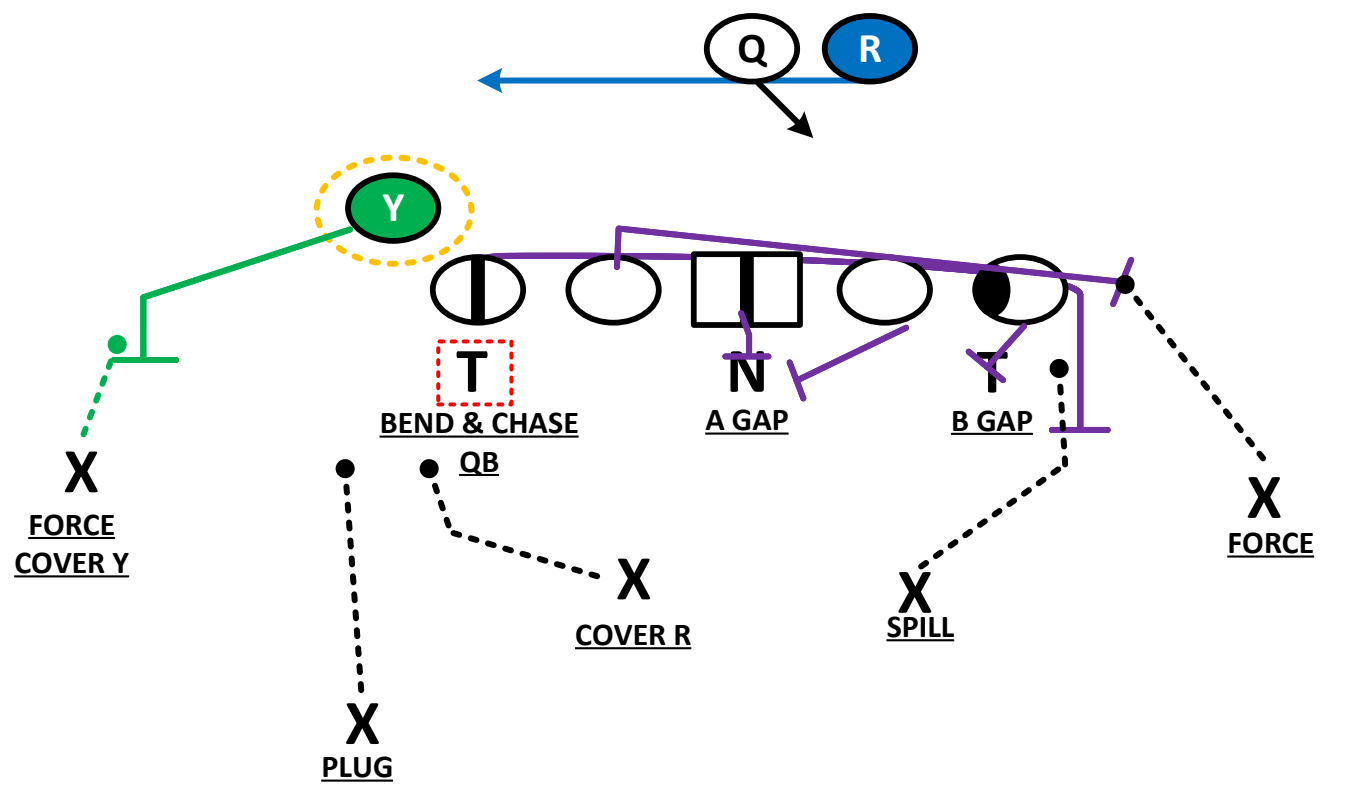
LEAD Y POP RPO = SPILL & OVERLAP



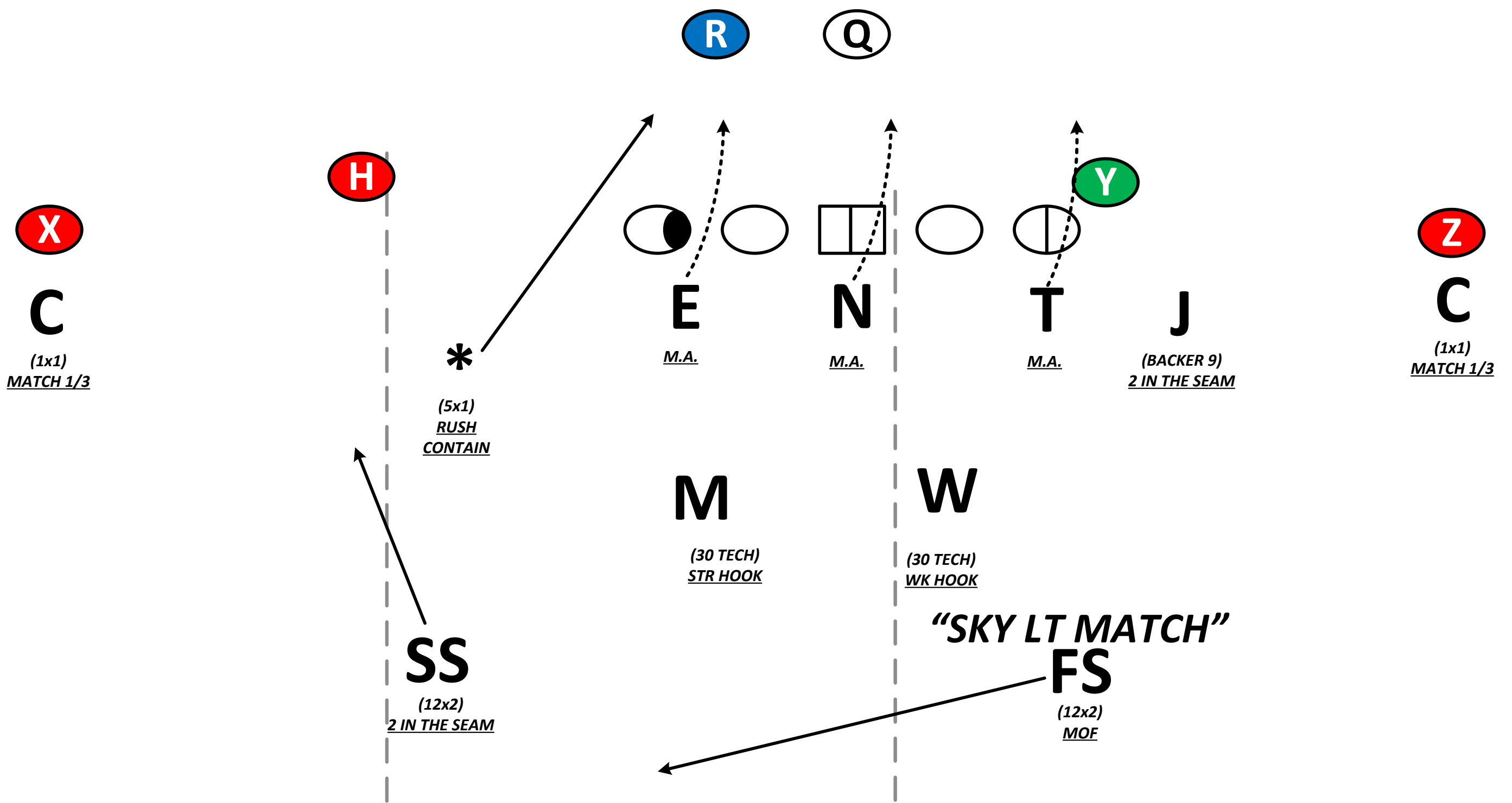
GAP (POWER READ) = COVER YOUR MAN



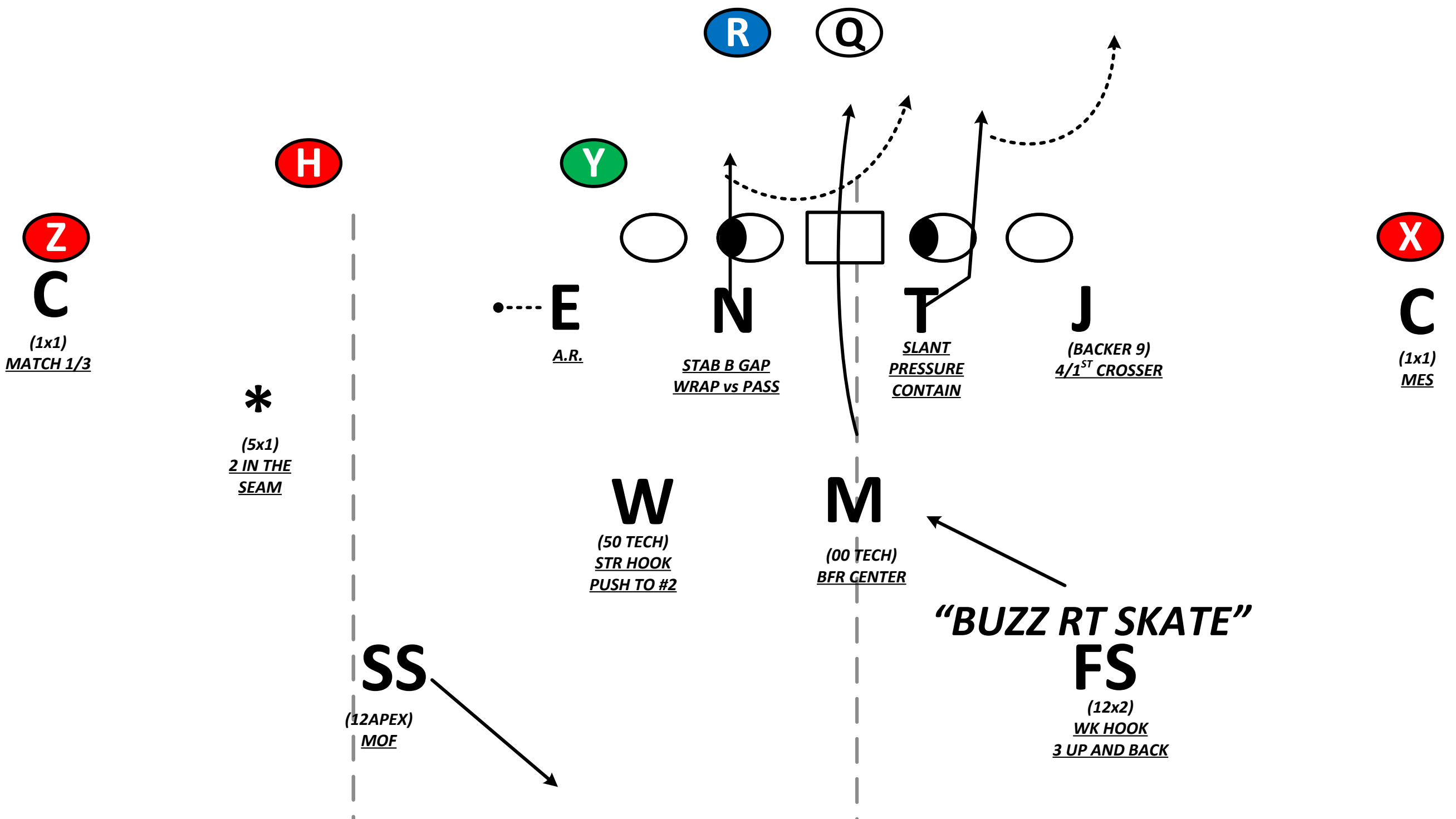
GAP (COUNTER READ) = COVER YOUR MAN



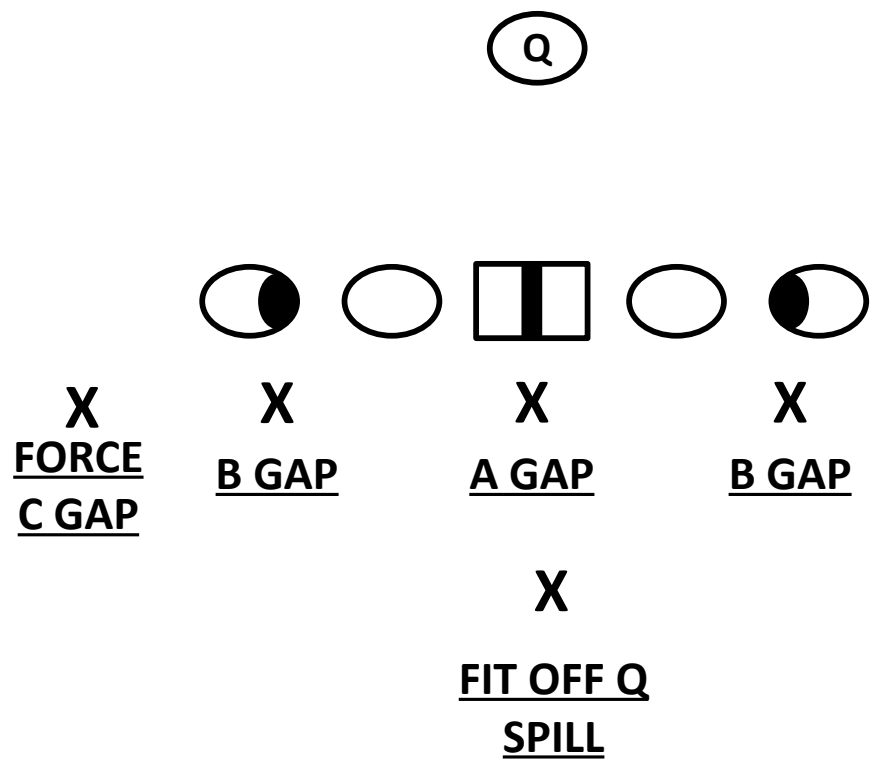
EYES STR 3



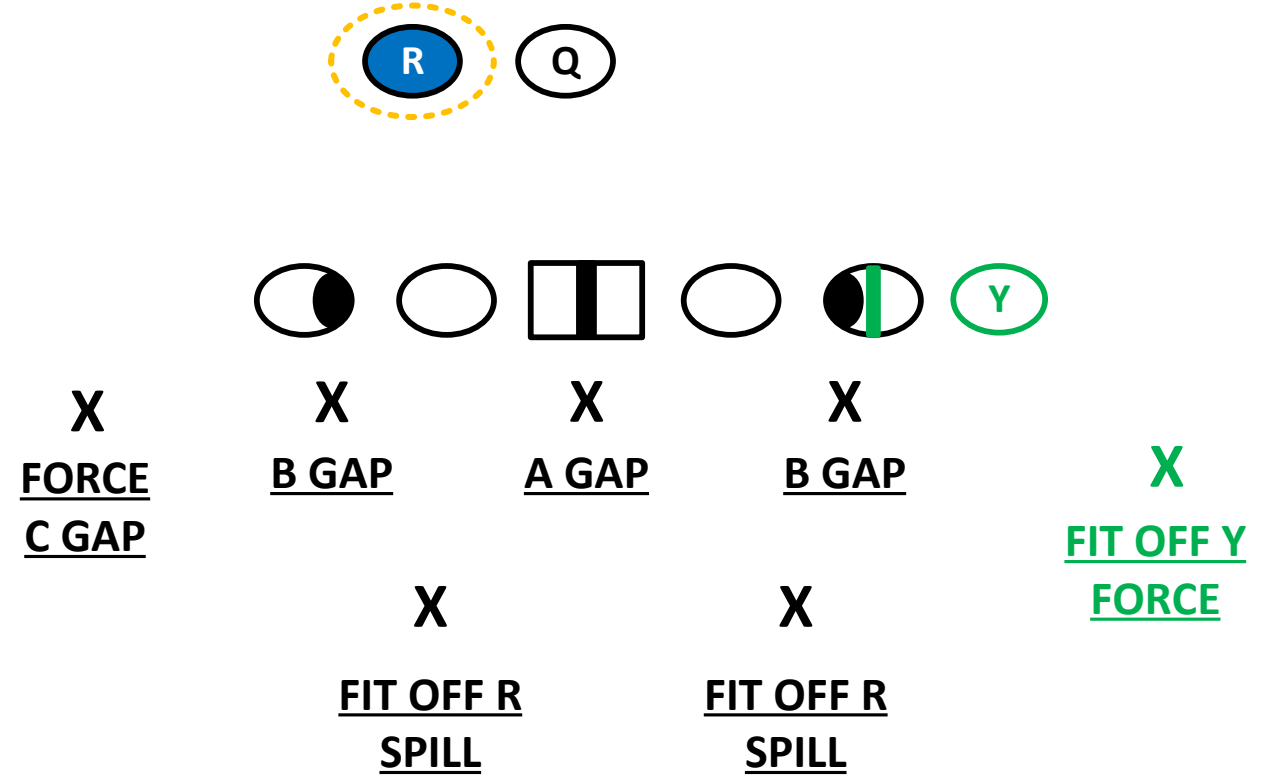
FLOAT MASH 6



0 BACK = FIT OFF Q

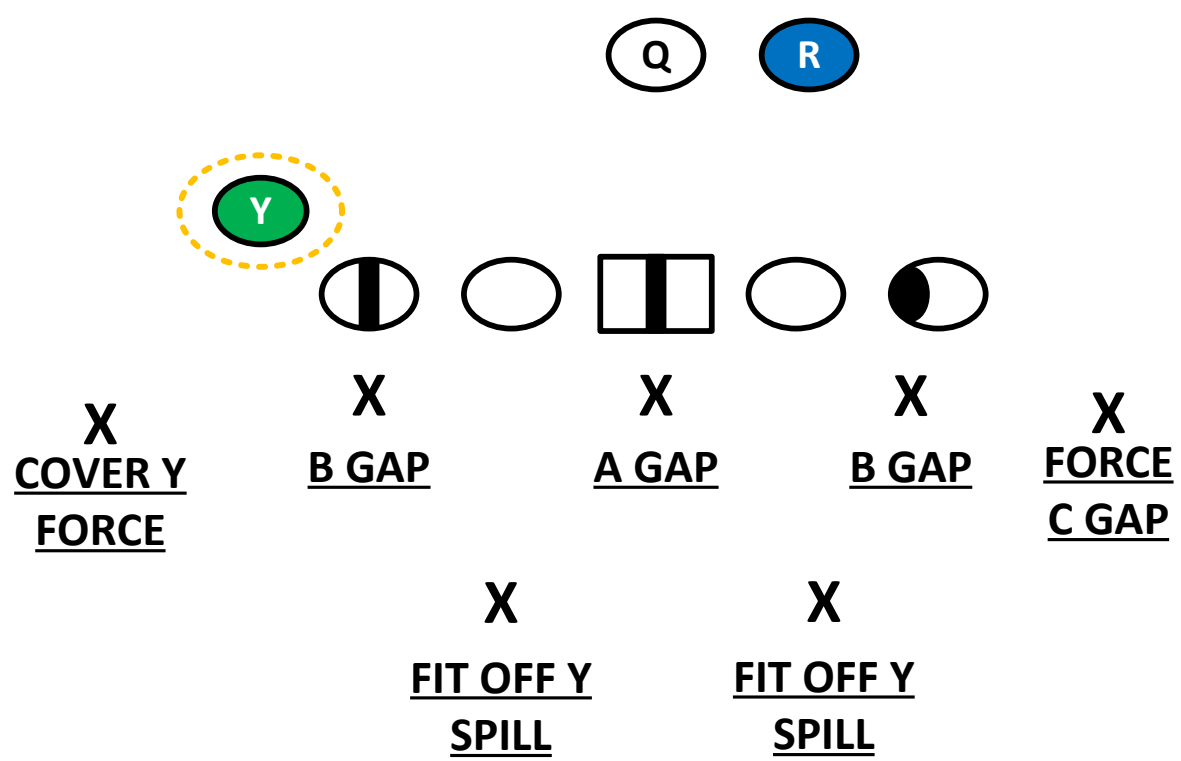


1 BACK and Y ON = FIT OFF RB



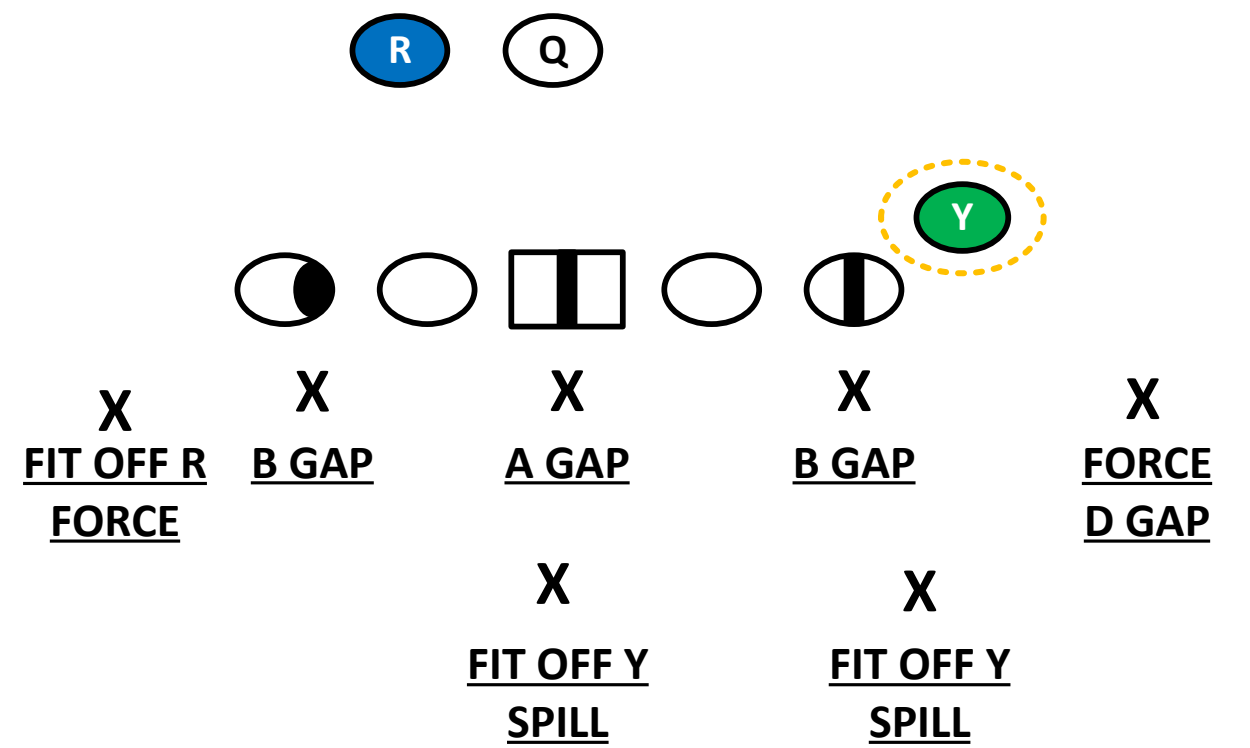
2 BACK = FIT OFF Y

2x2

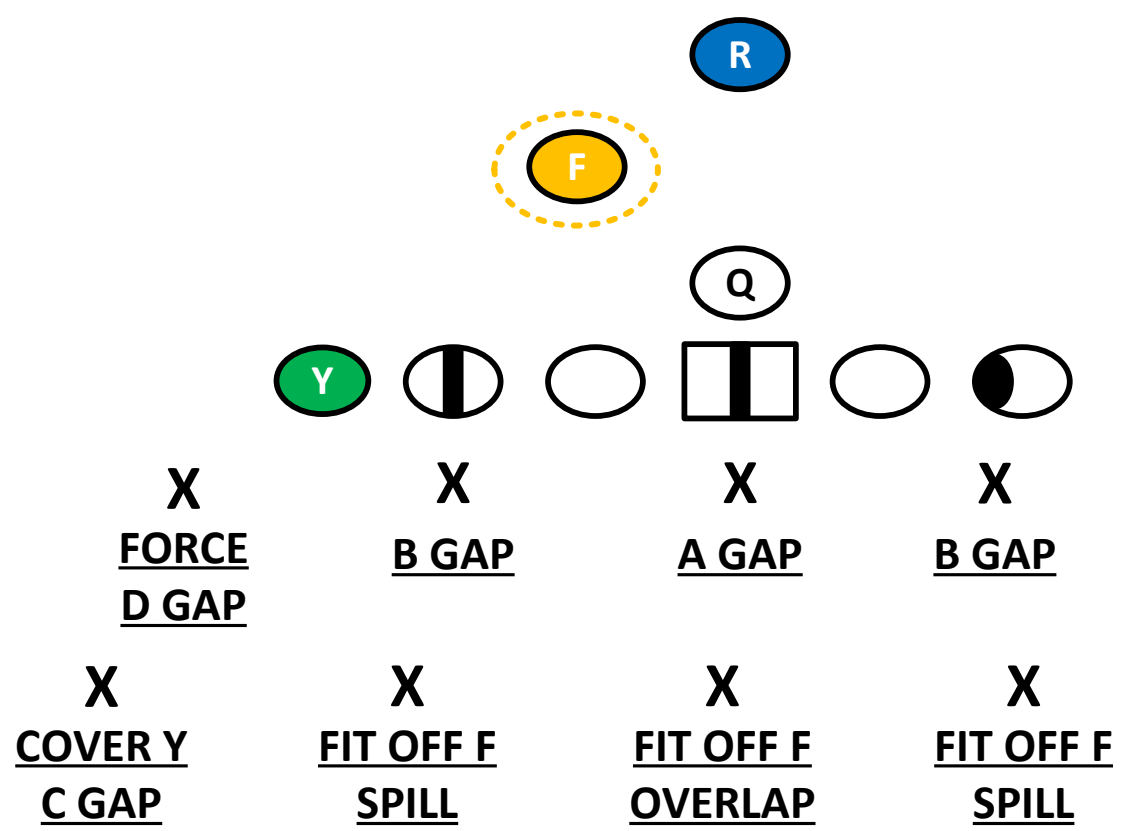


2 BACK = FIT OFF Y

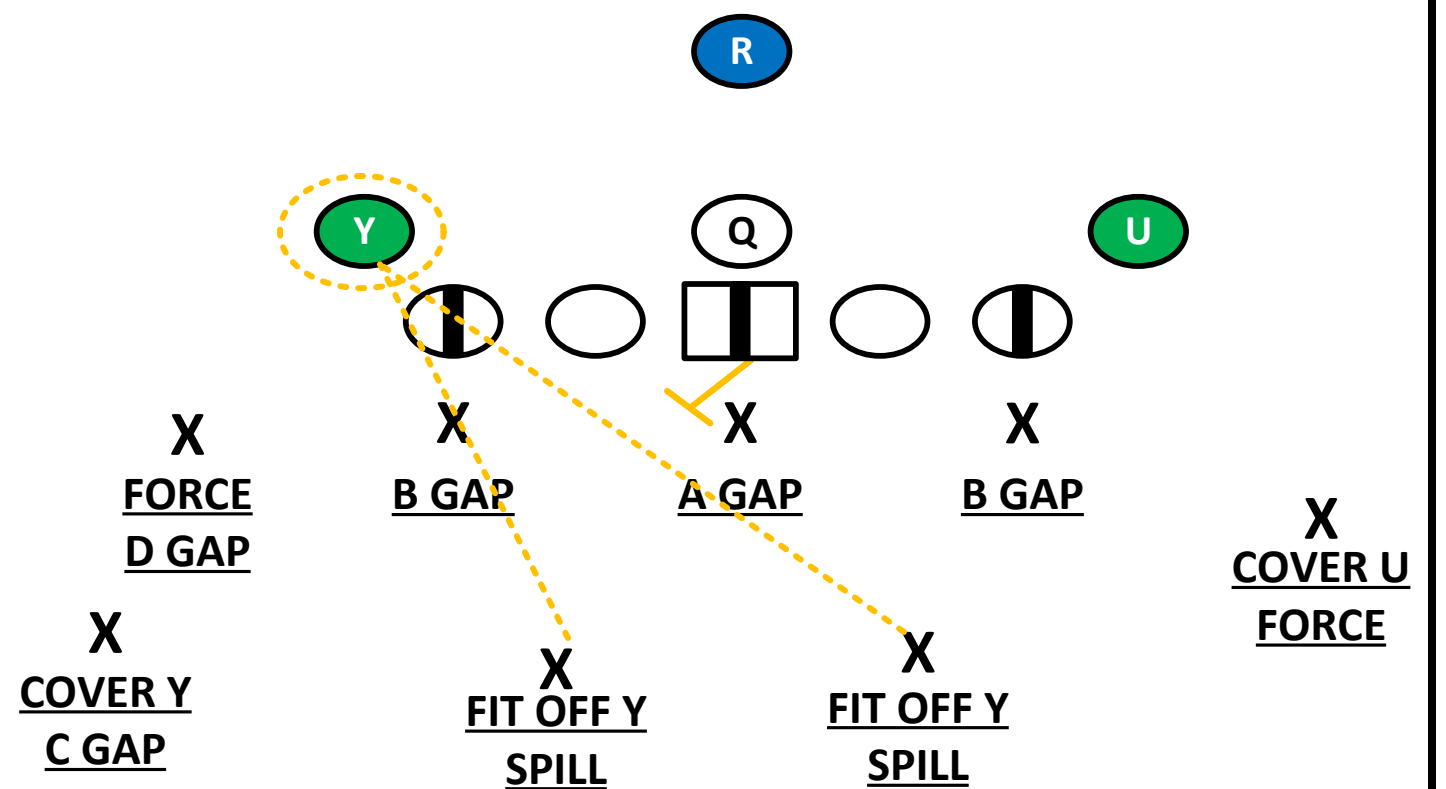
3x1



2 BACK = FIT OFF F

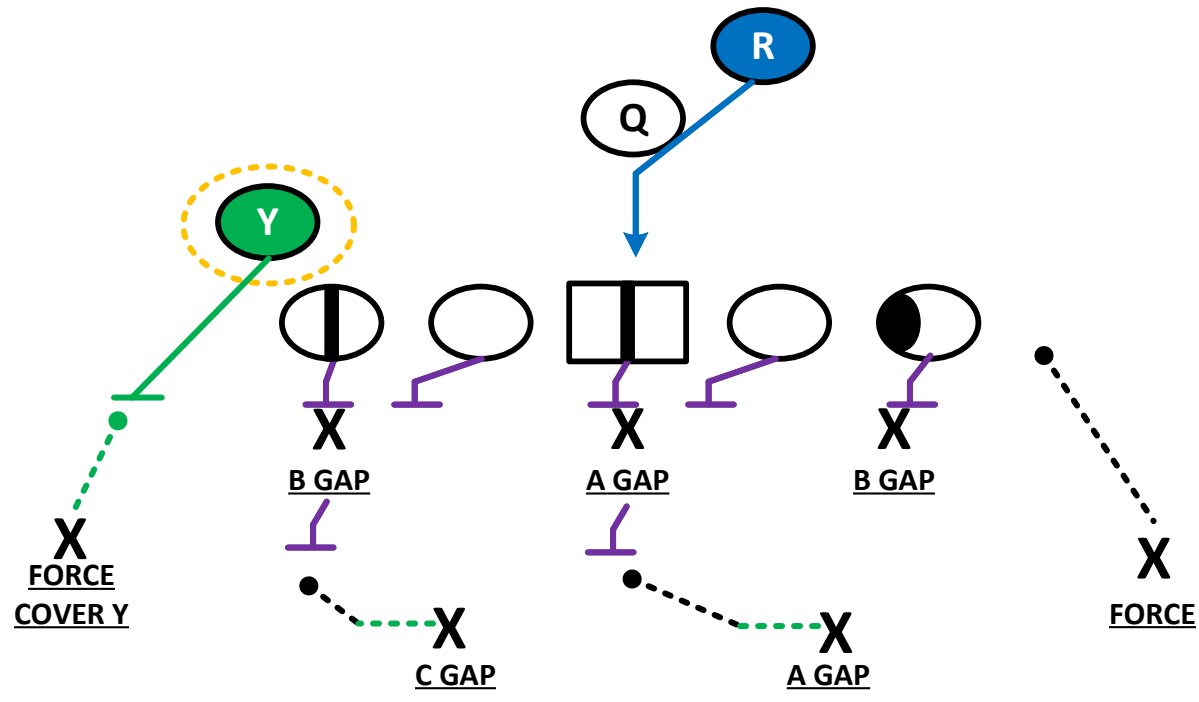


3 BACK = FIT OFF POST SNAP INDICATOR



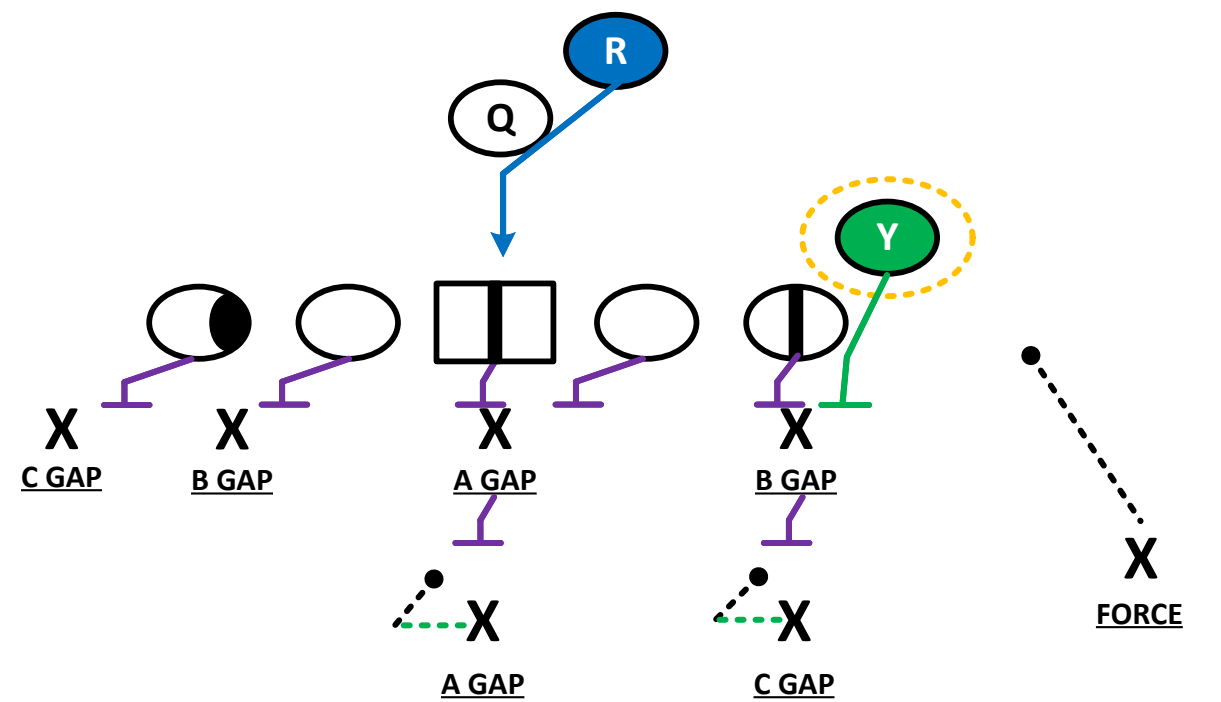
ODD SPACE – GAPPED OUT

IZ = SLIDE, STACK



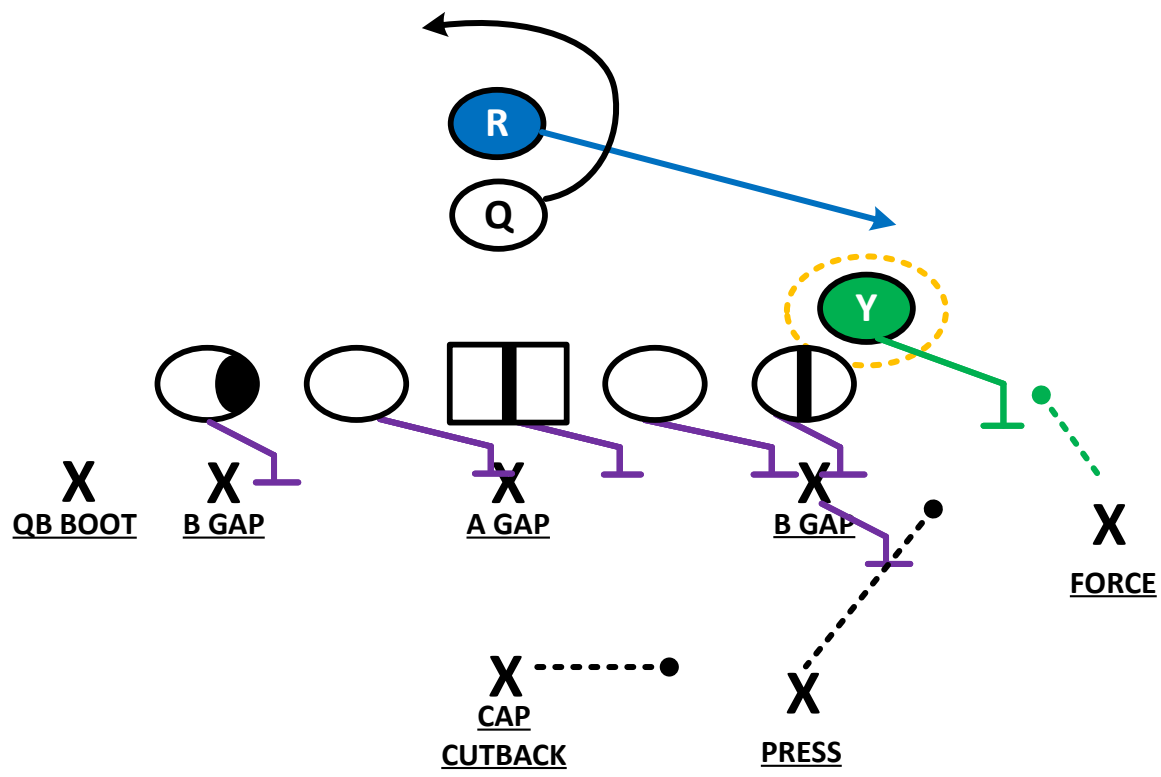
2x2

IZ/DUO = SLIDE, STACK



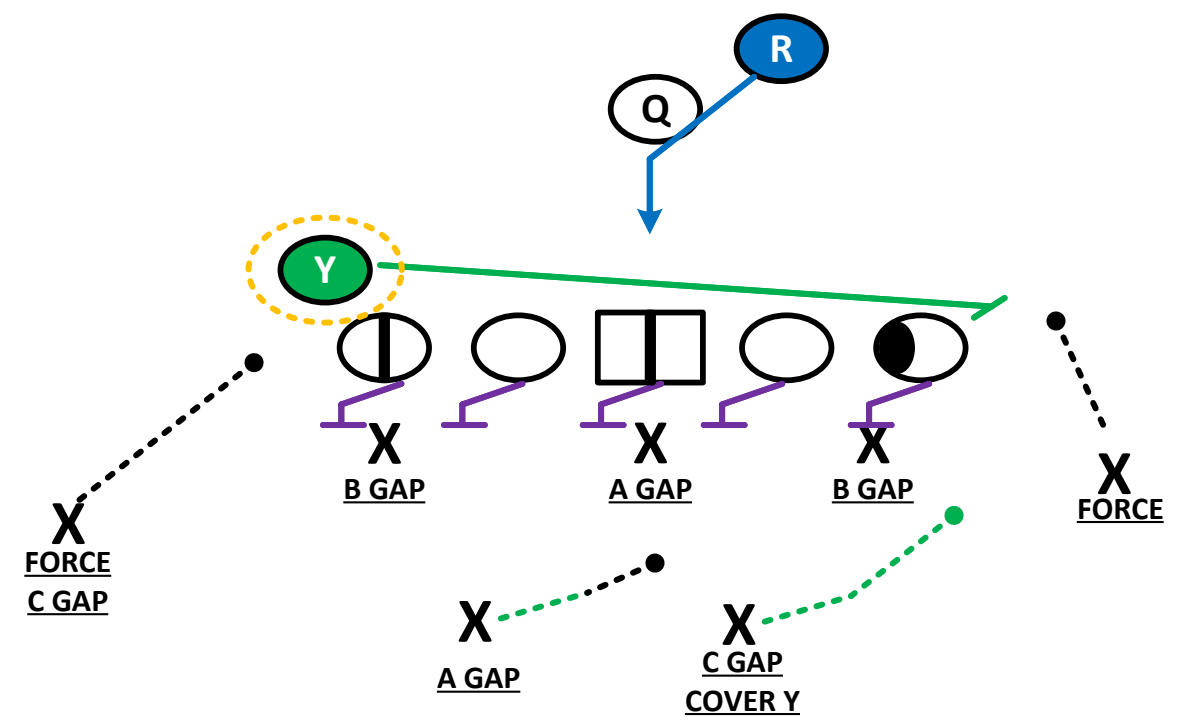
3x1

OZ = PRESS & CAP



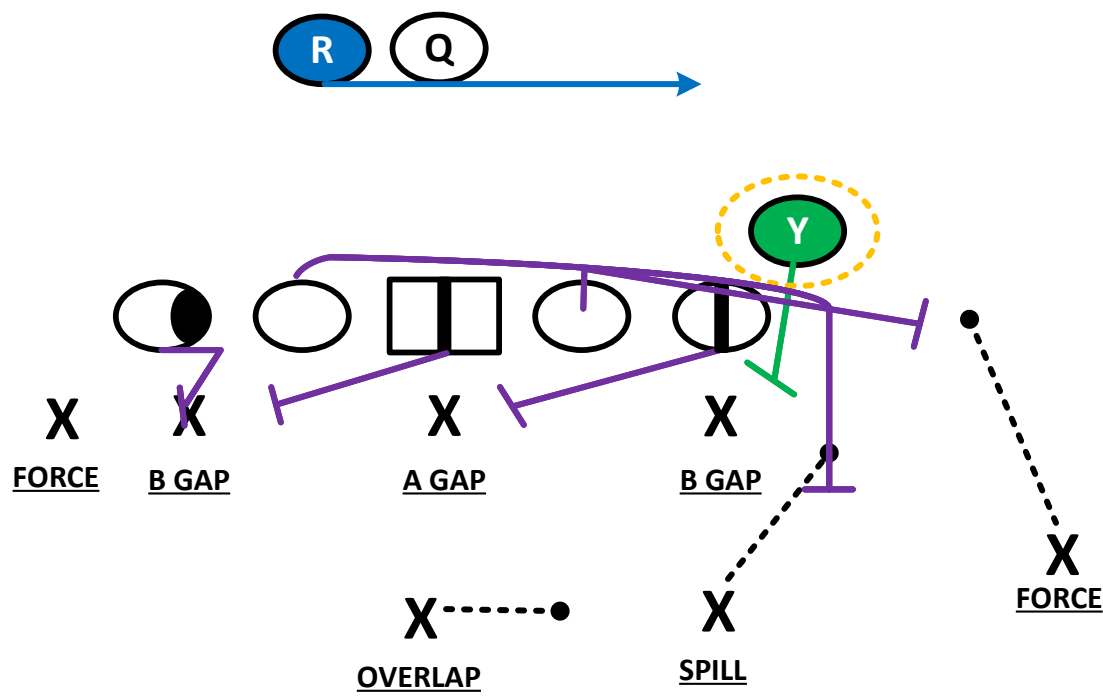
3x1

SPLIT ZONE = STEP & FALL BACK



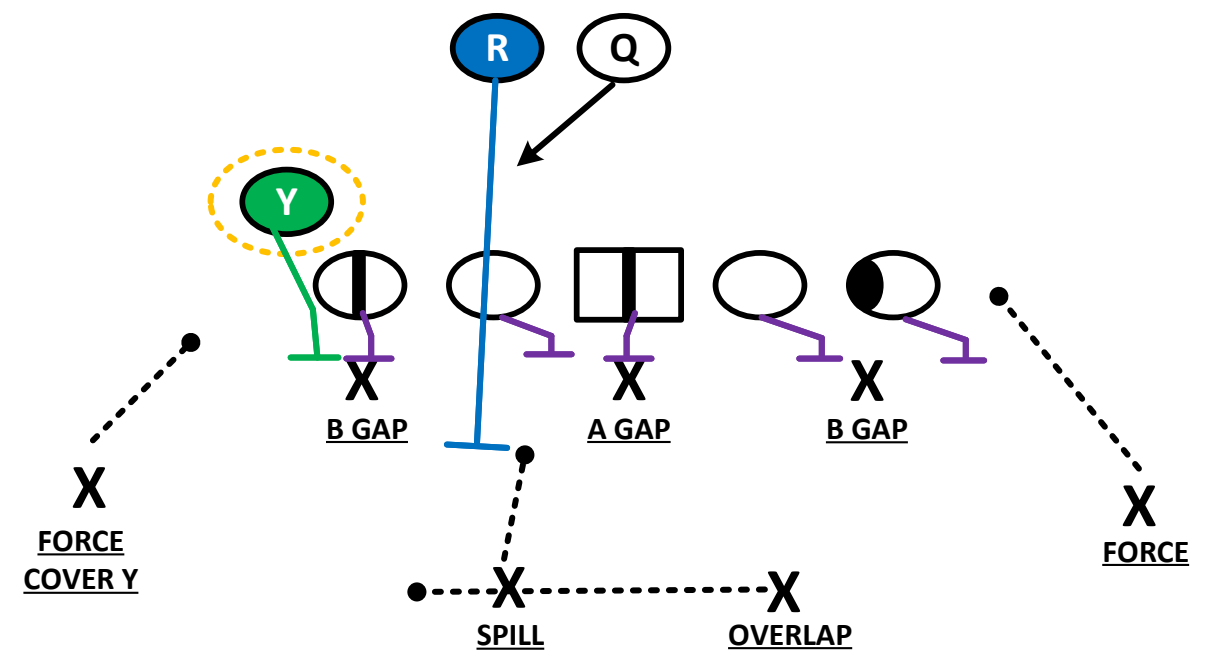
2x2

GAP (P&P) = SPILL & OVERLAP



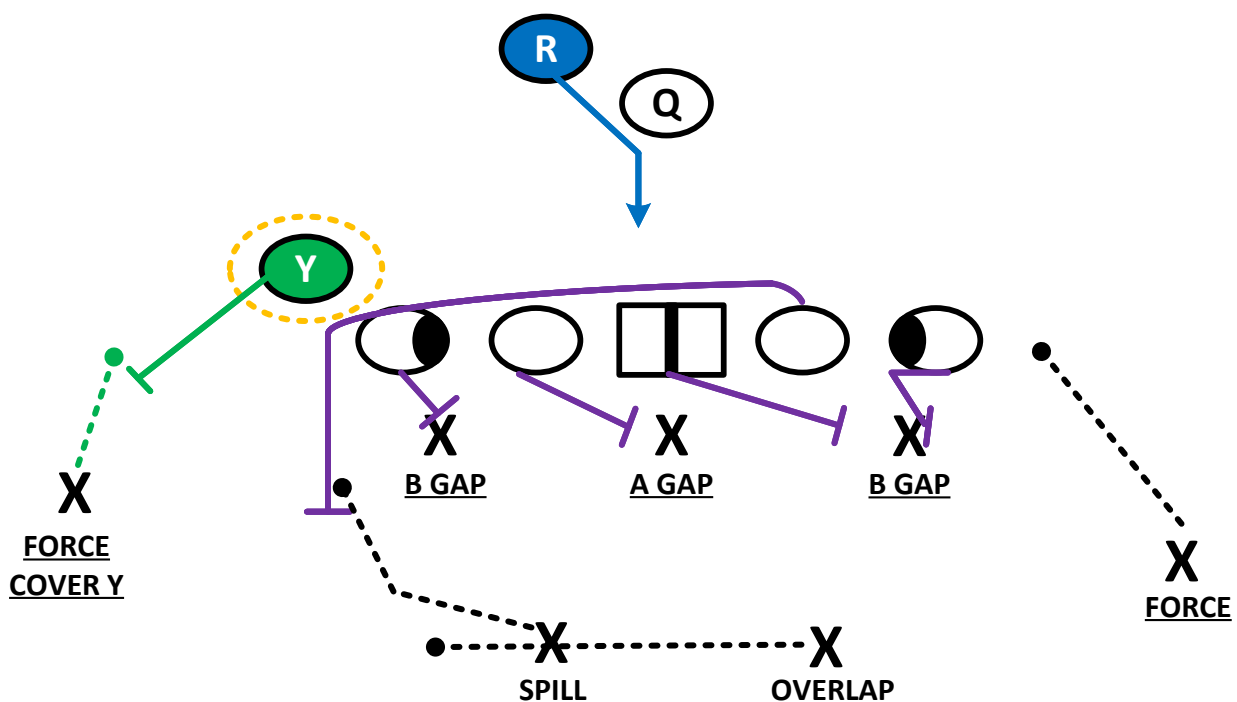
3x1

LEAD = SPILL & OVERLAP



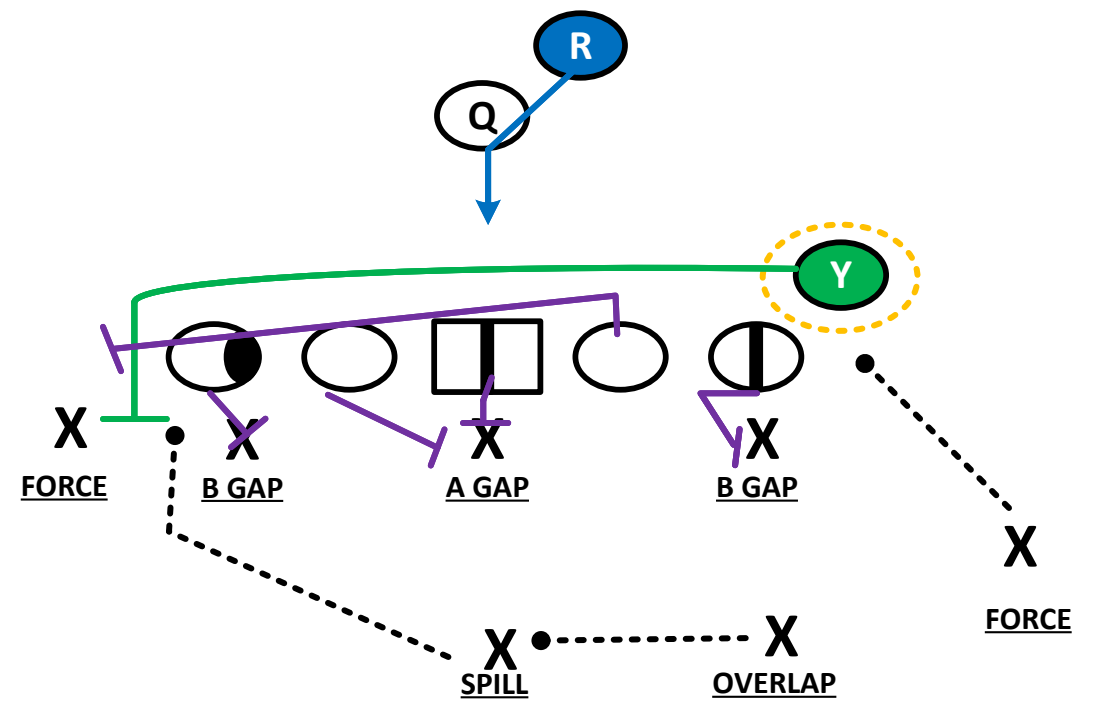
2x2

GAP (POWER) = SPILL & OVERLAP



2x2

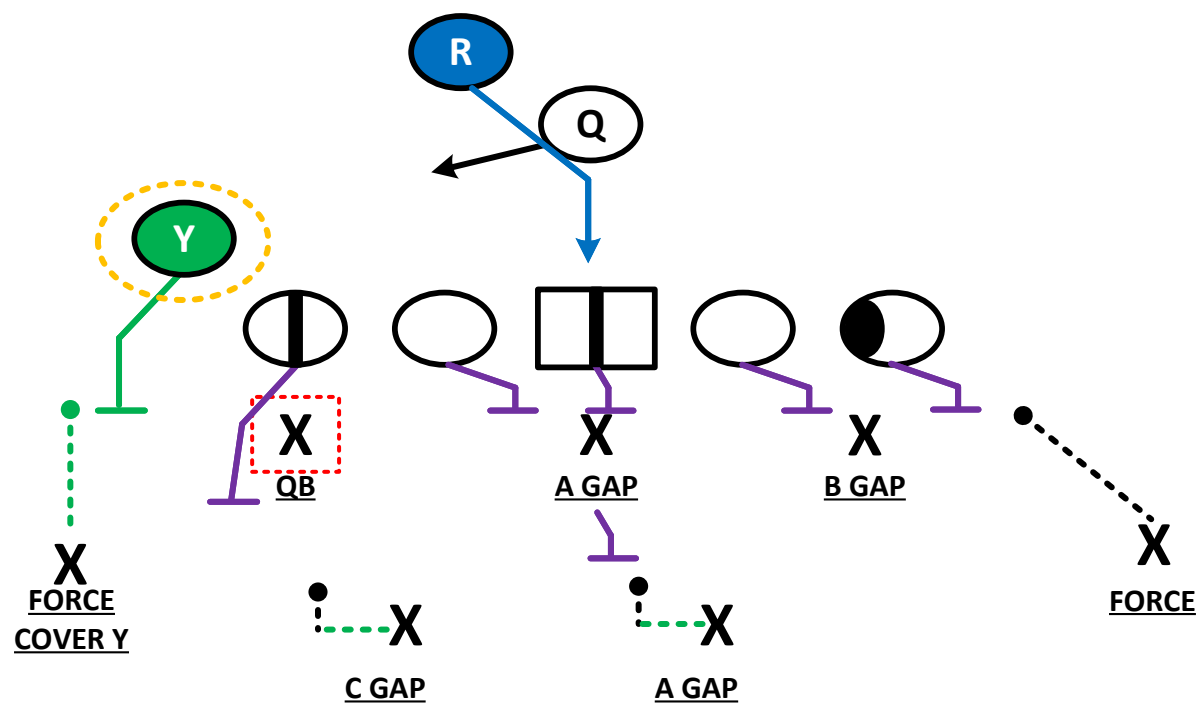
GAP (COUNTER) = SPILL & OVERLAP



3x1

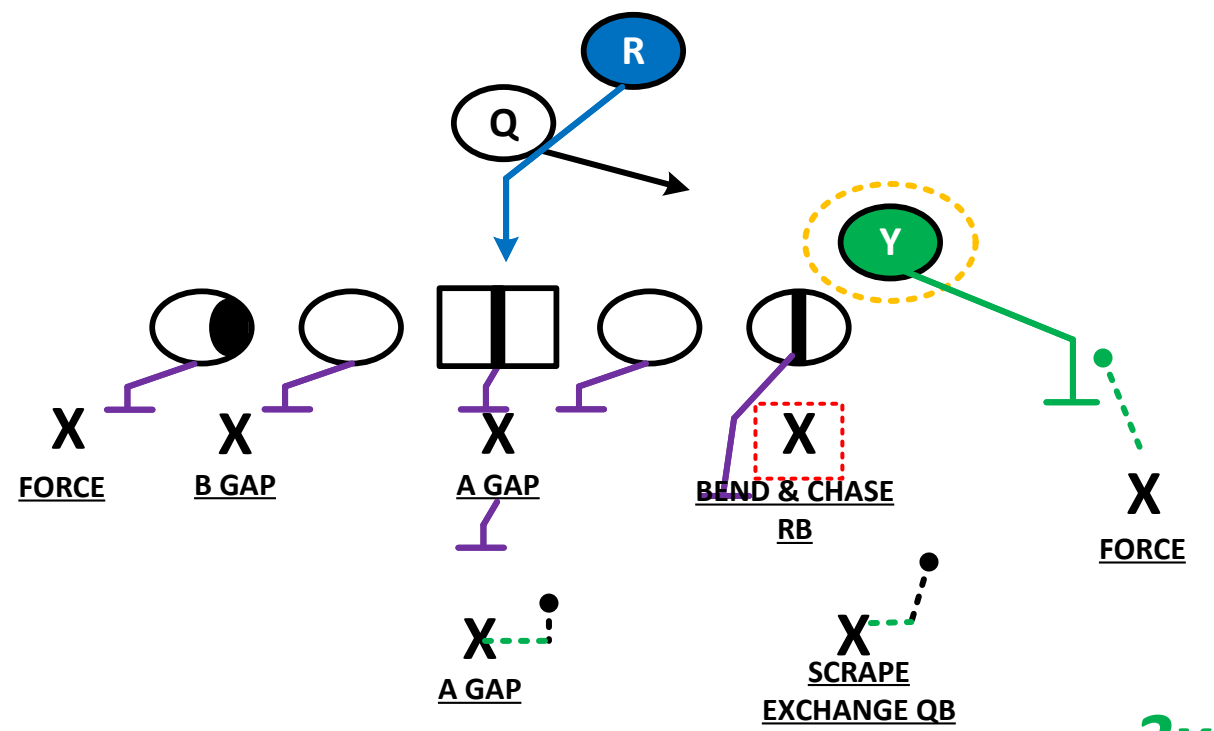
ODD SPACE – GAPPED OUT (OPTION)

MIDLINE = SLIDE, STACK, & ROCK BACK



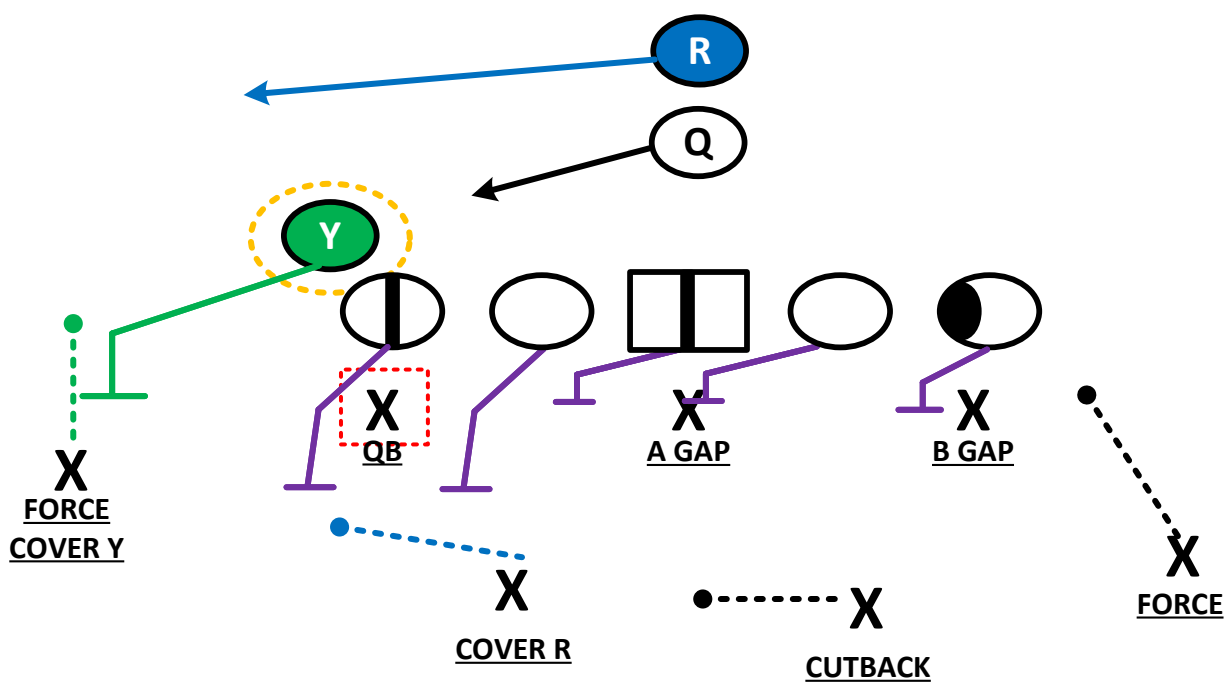
2x2

IZR = SLIDE, STACK, & ROCK BACK



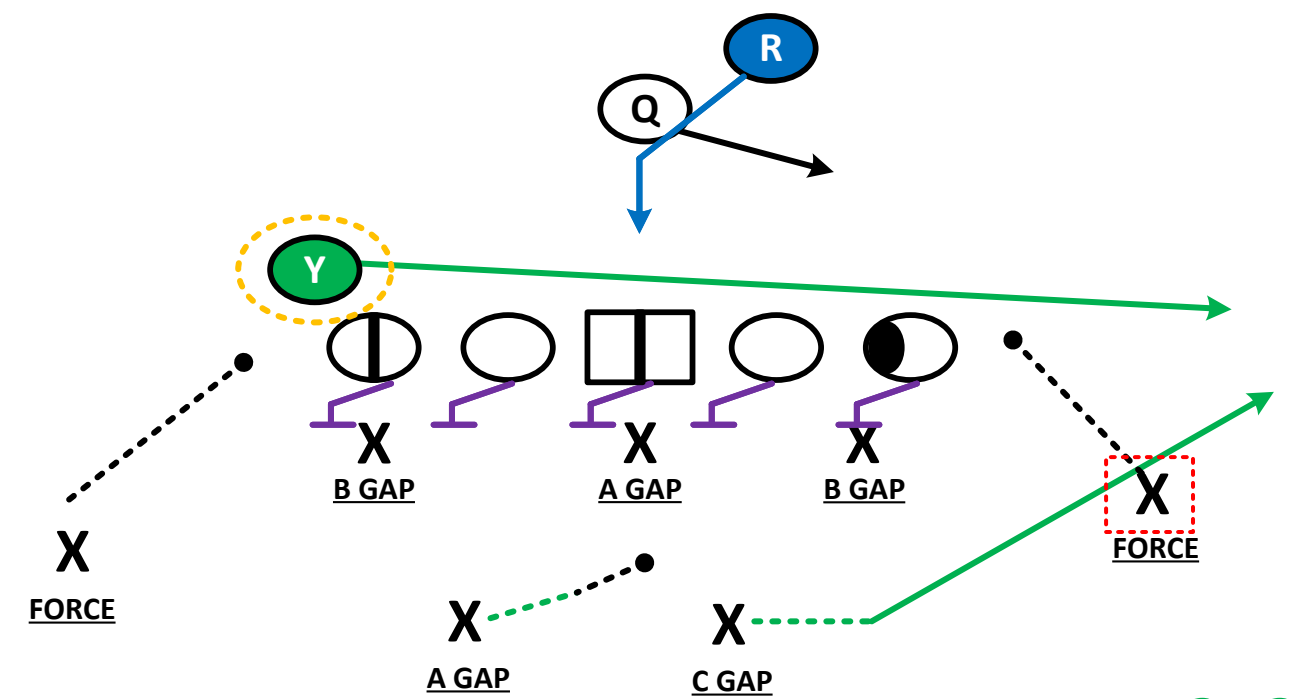
3x1

SPEED OPTION = COVER YOUR MAN



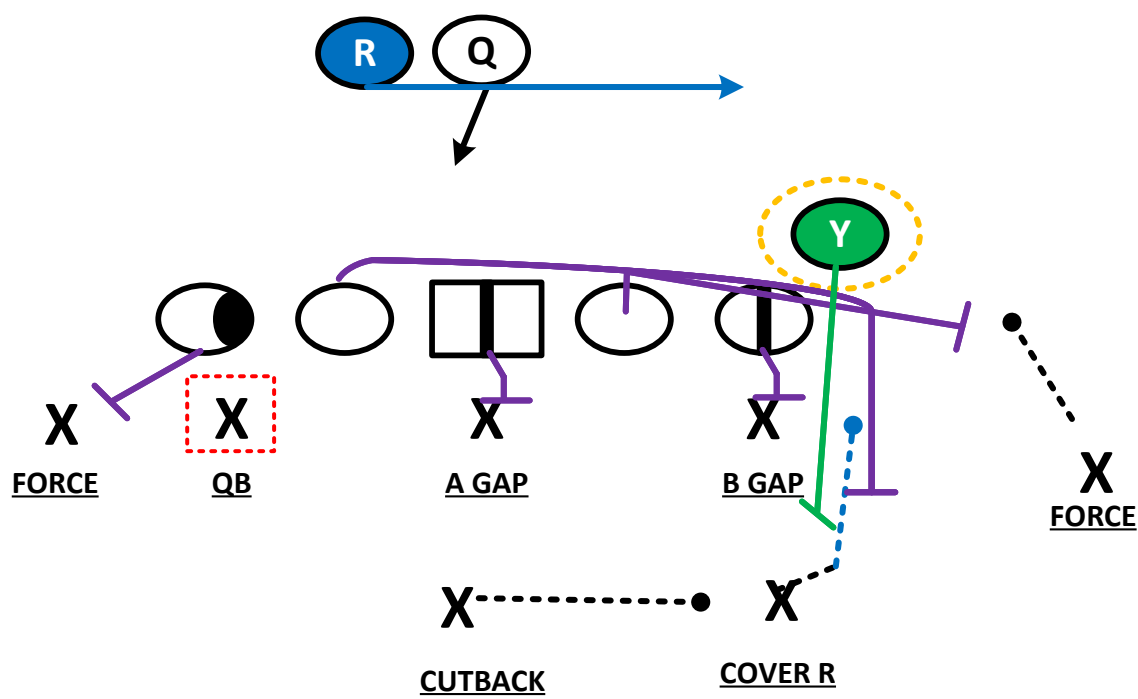
2x2

SPLIT ZONE TRIPLE = COVER YOUR MAN



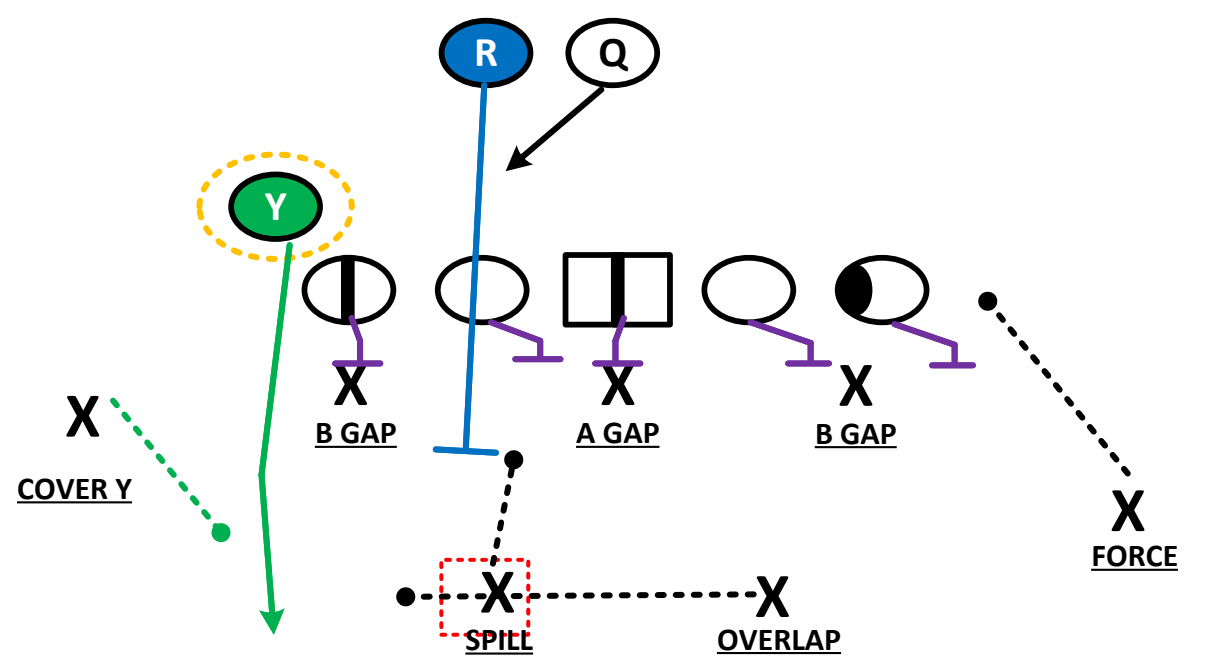
2x2

MIDLINE P&P = COVER YOUR MAN



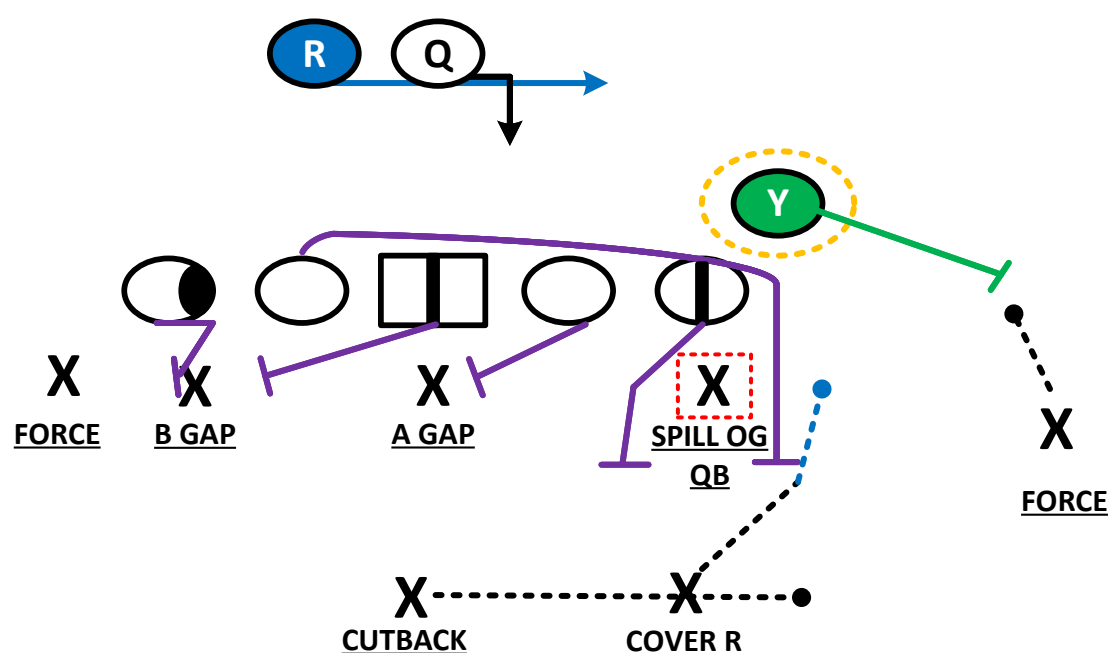
3x1

LEAD Y POP RPO = SPILL & OVERLAP



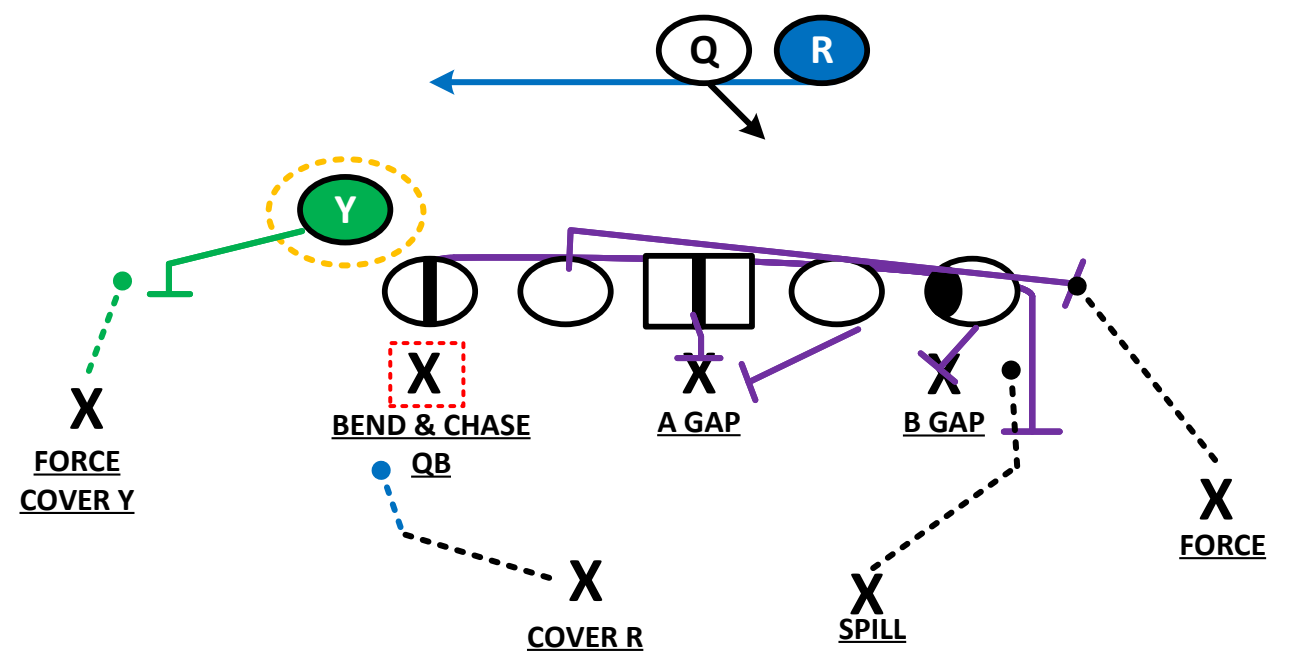
2x2

GAP (POWER READ) = COVER YOUR MAN



3x1

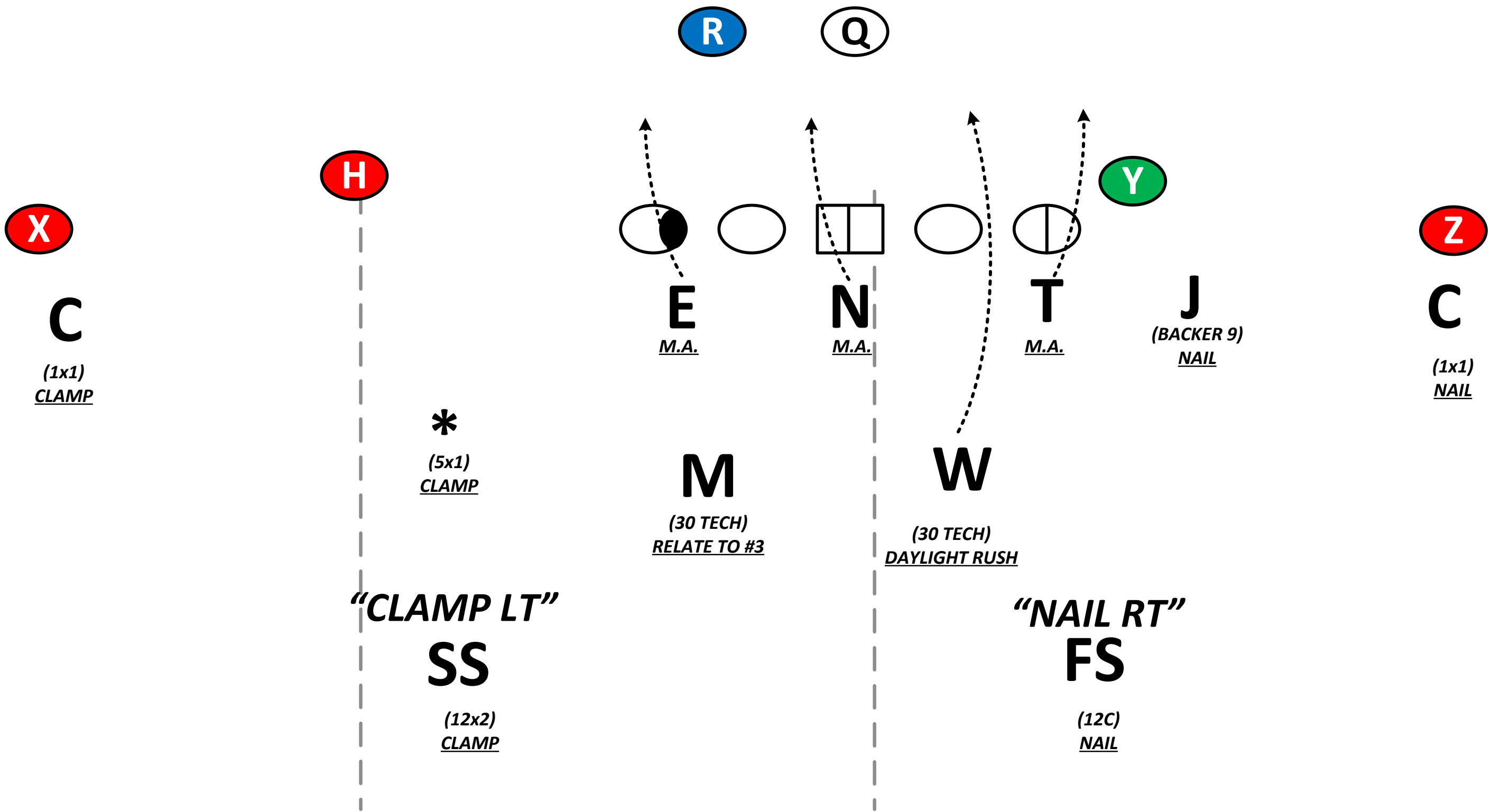
GAP (COUNTER READ) = COVER YOUR MAN



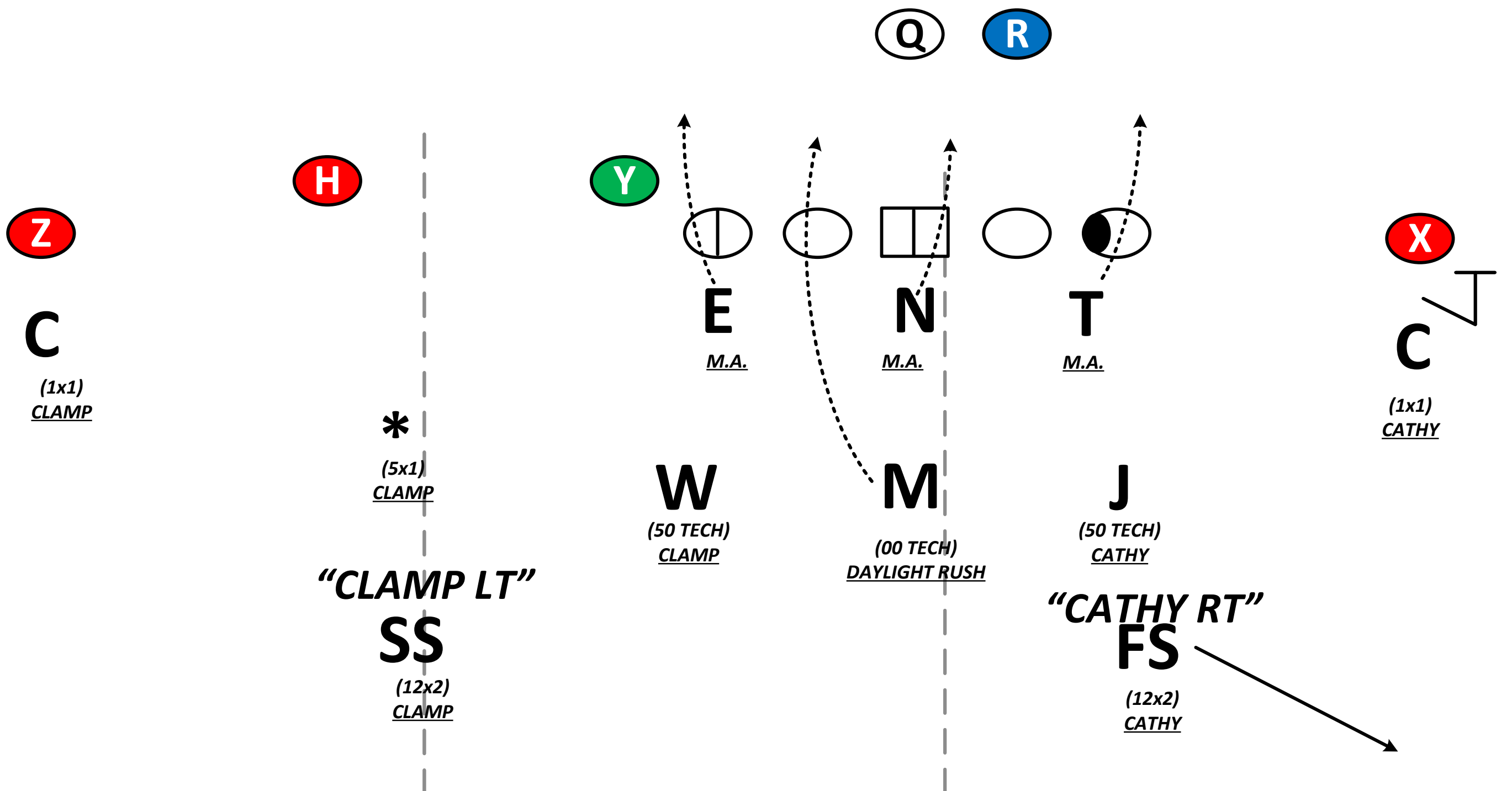
2x2

ODD SPACE – MINUS FITS

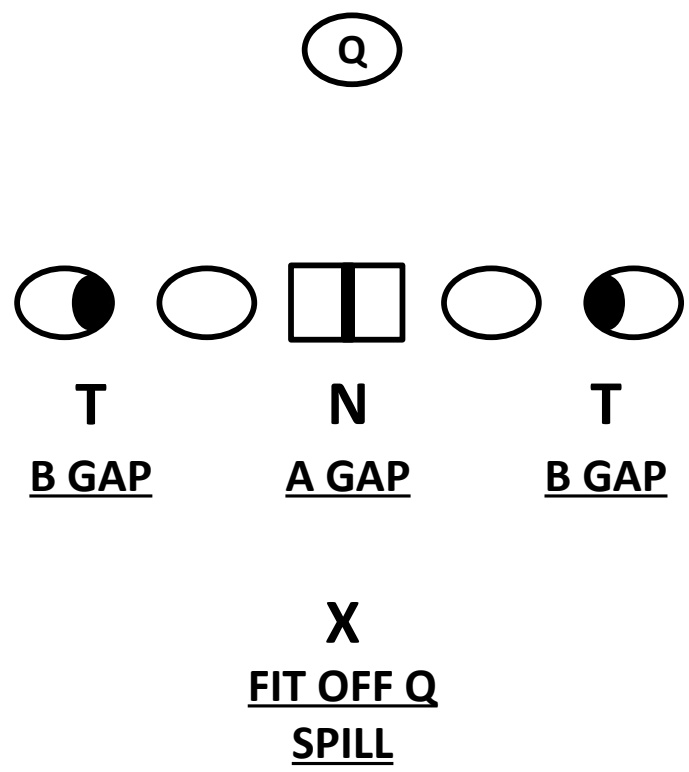
EYES 8



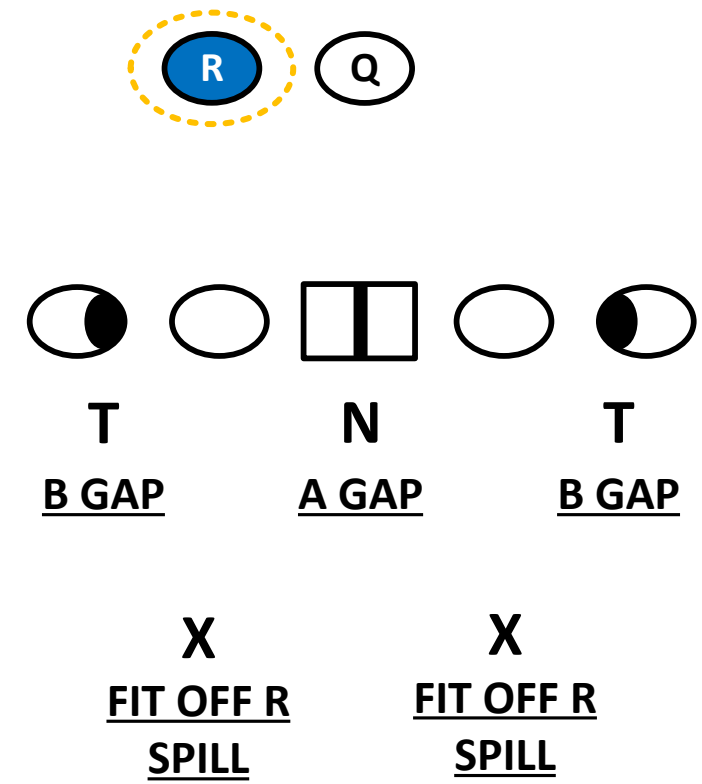
EYES 8



0 BACK = FIT OFF Q

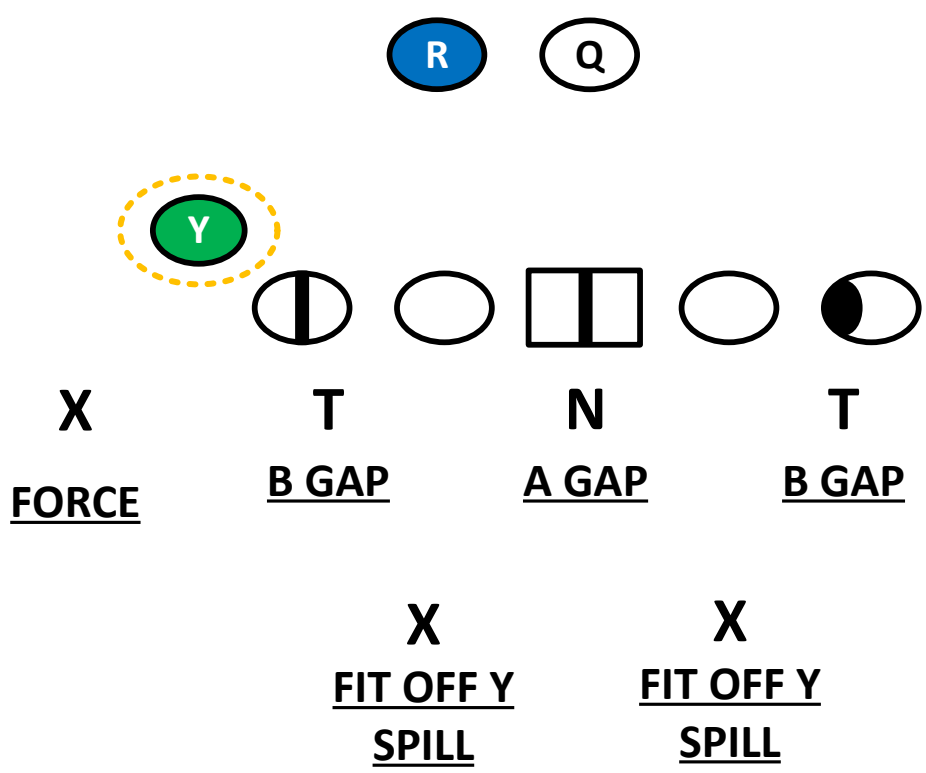


1 BACK = FIT OFF RB



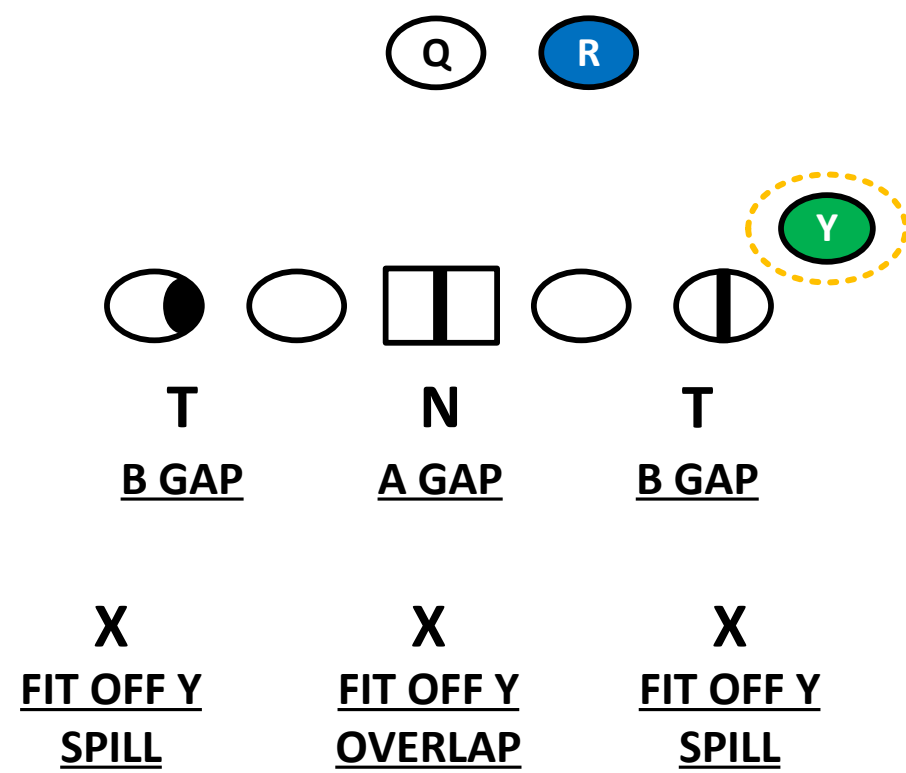
2 BACK = FIT OFF Y

2x2

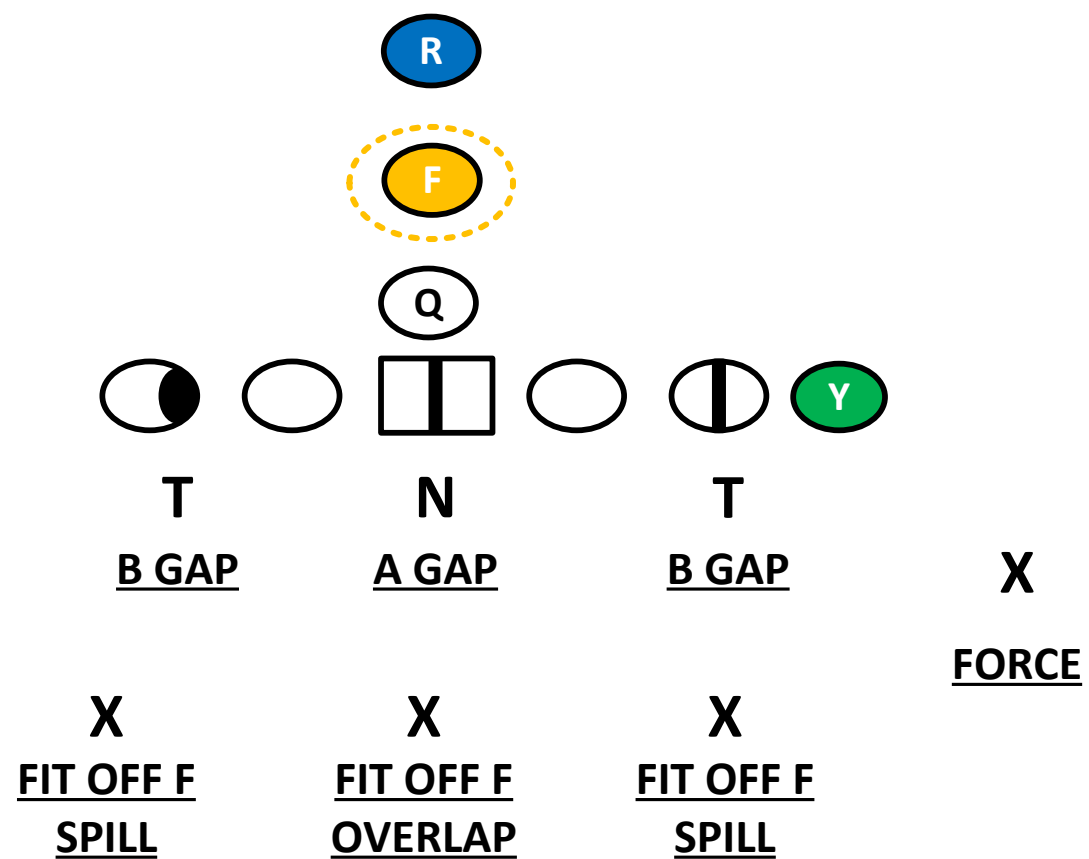


2 BACK = FIT OFF Y

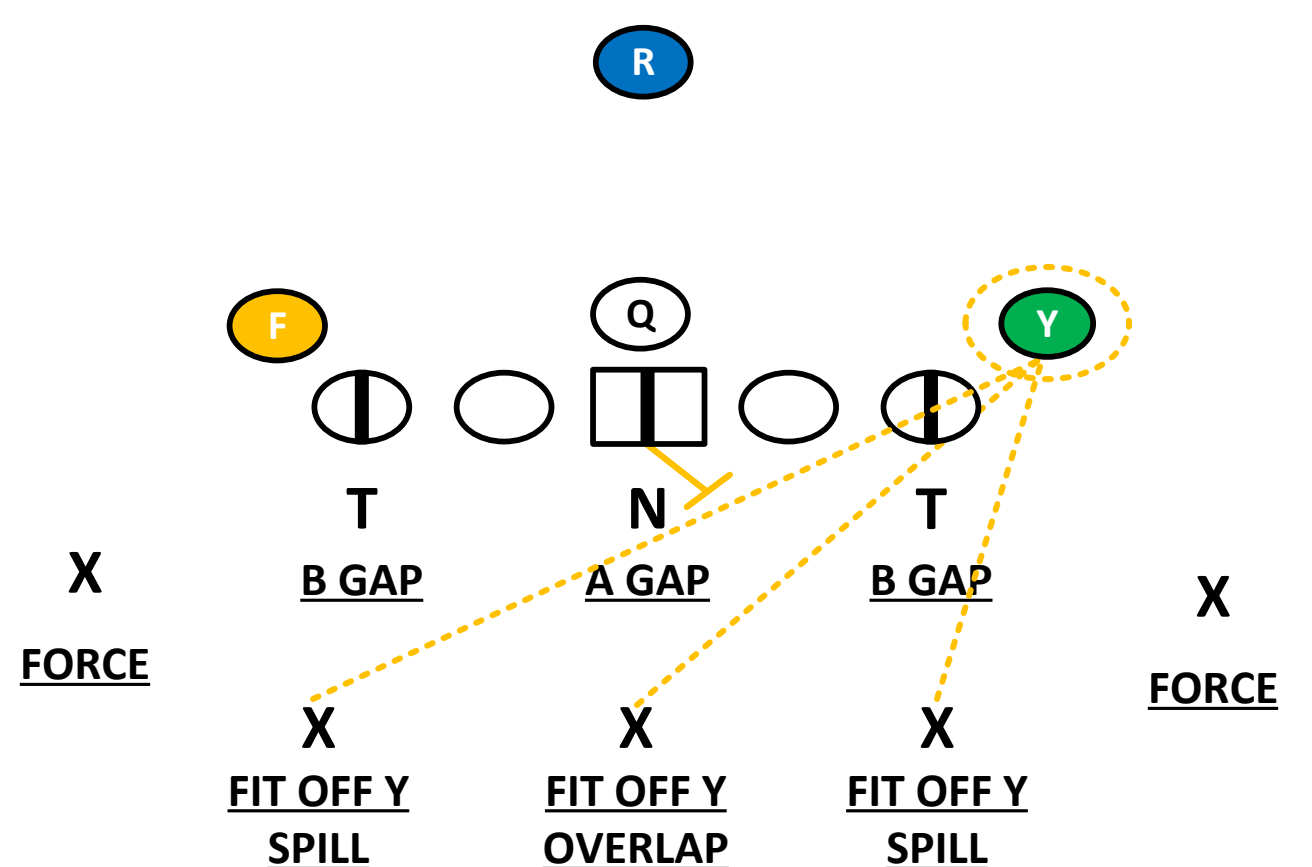
3x1



2 BACK = FIT OFF F

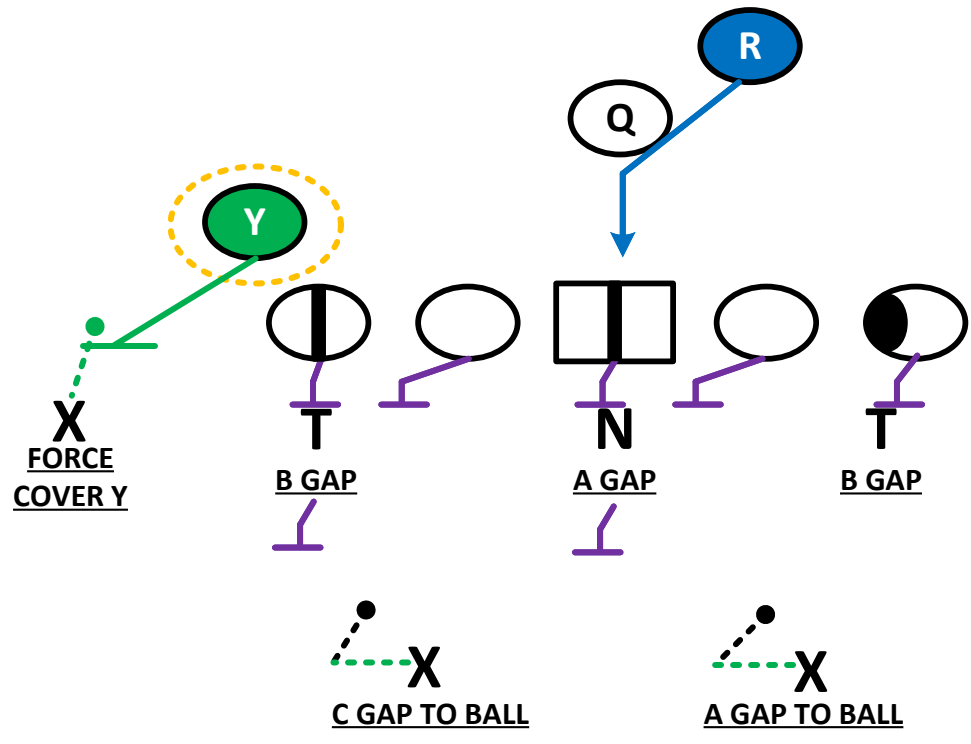


3 BACK = FIT OFF POST SNAP INDICATOR



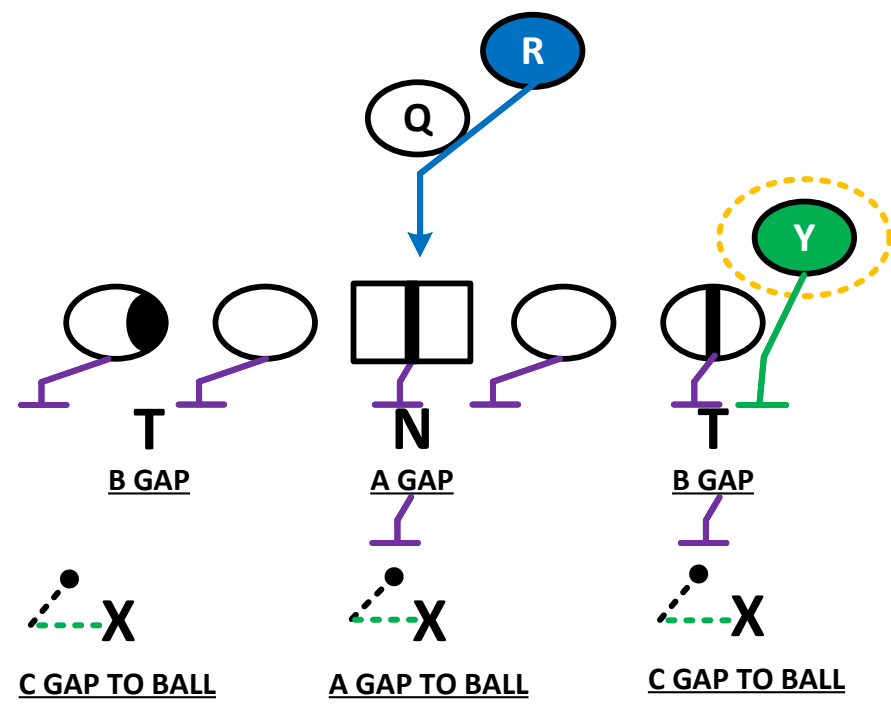
ODD SPACE – MINUS FITS

IZ = SLIDE, STACK, & ROCK BACK



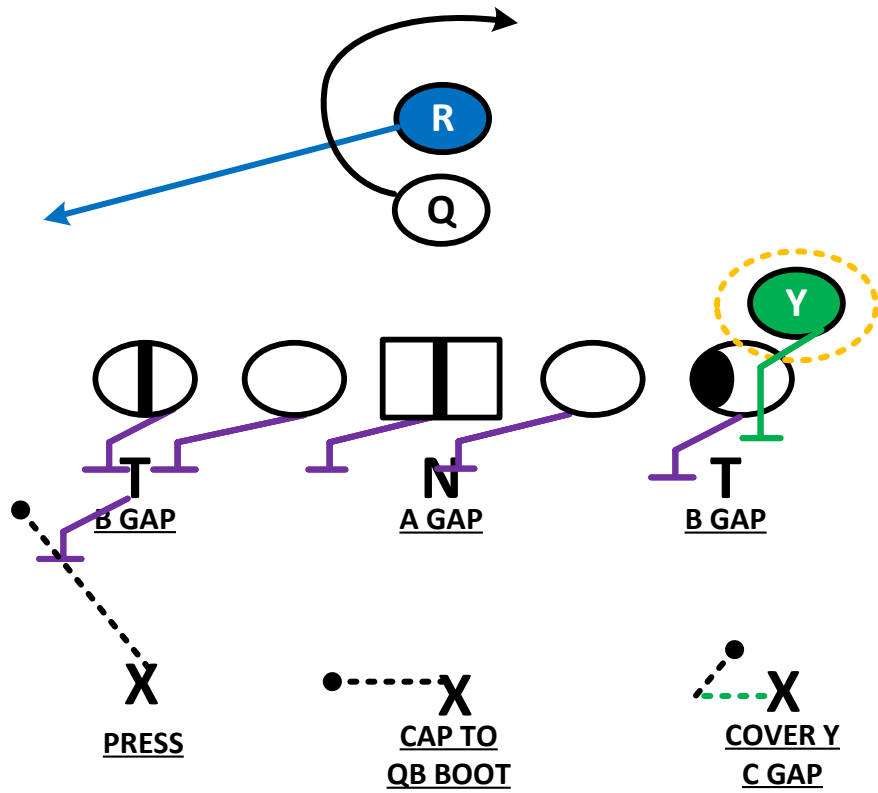
2x2

IZ/DUO = SLIDE, STACK, & ROCK BACK



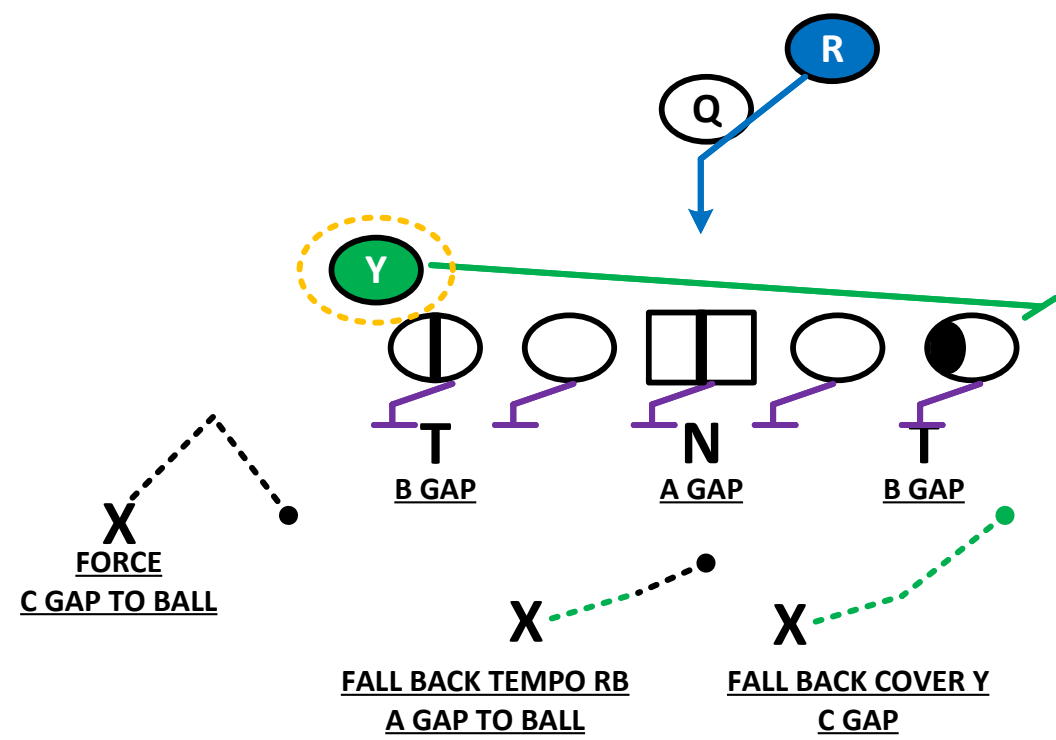
3x1

OZ = PRESS & CAP



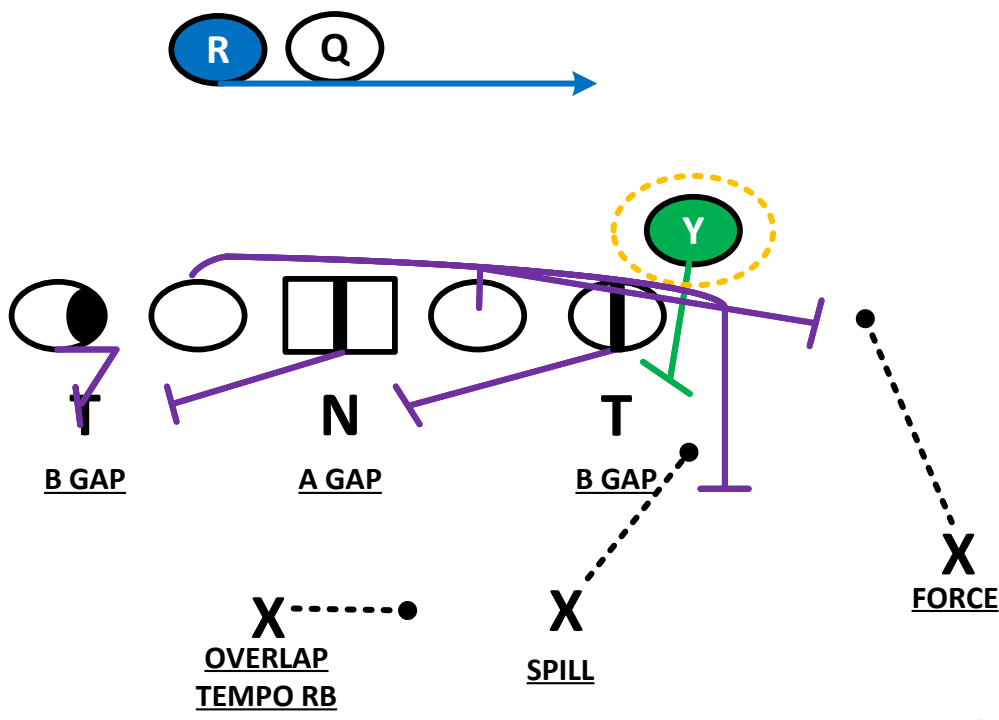
3x1

SPLIT ZONE = STEP & FALL BACK



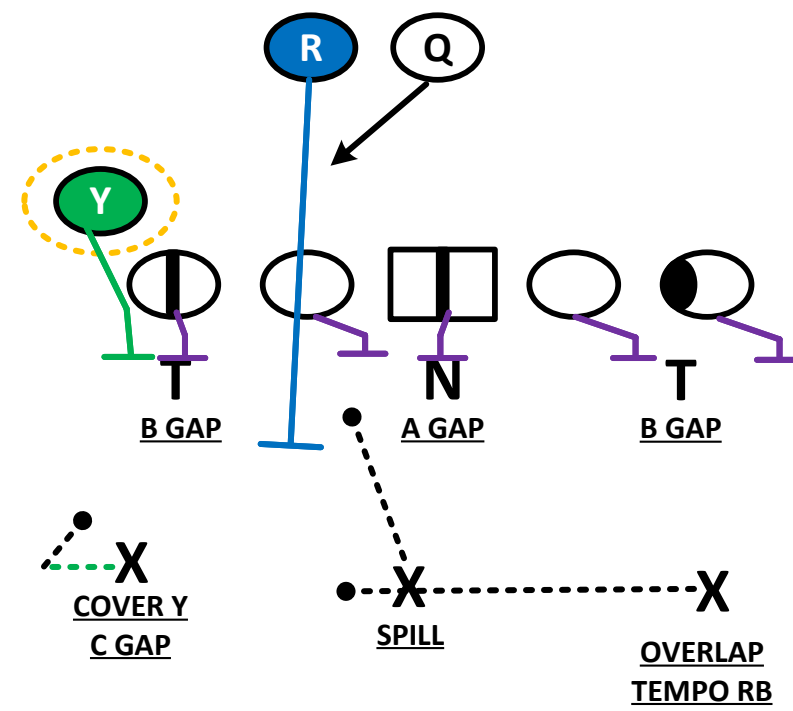
2x2

GAP (P&P) = SPILL & OVERLAP



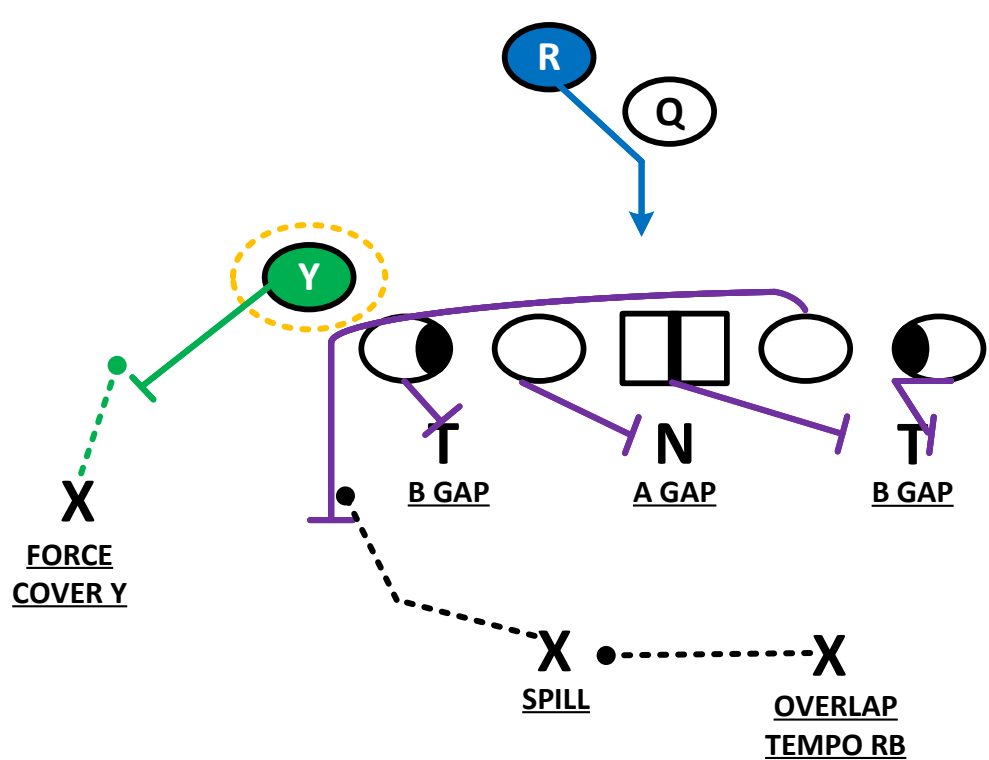
2x2

LEAD = SPILL & OVERLAP



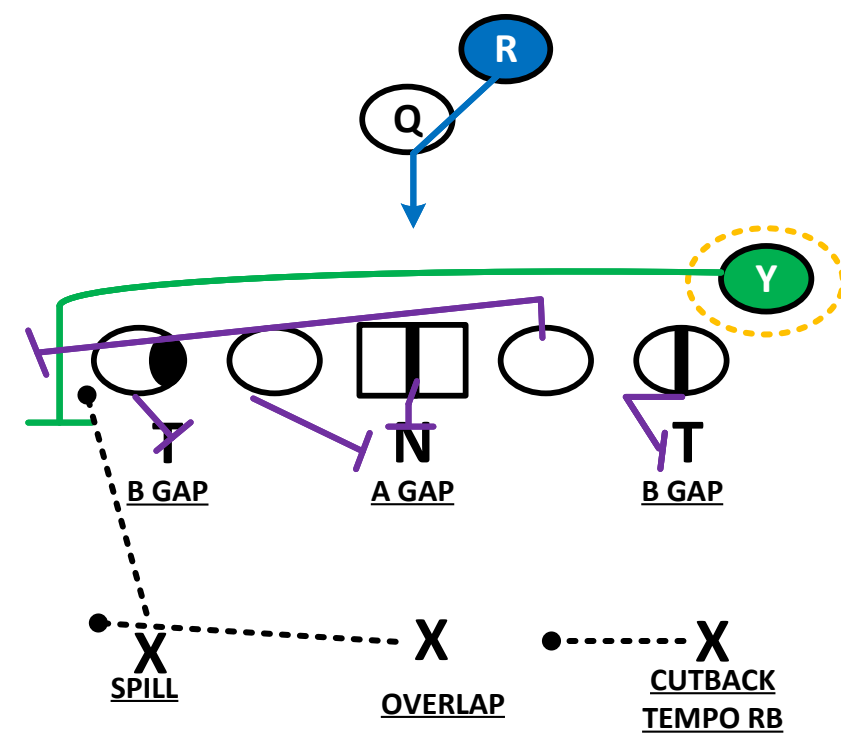
3x1

GAP (POWER) = SPILL & OVERLAP



2x2

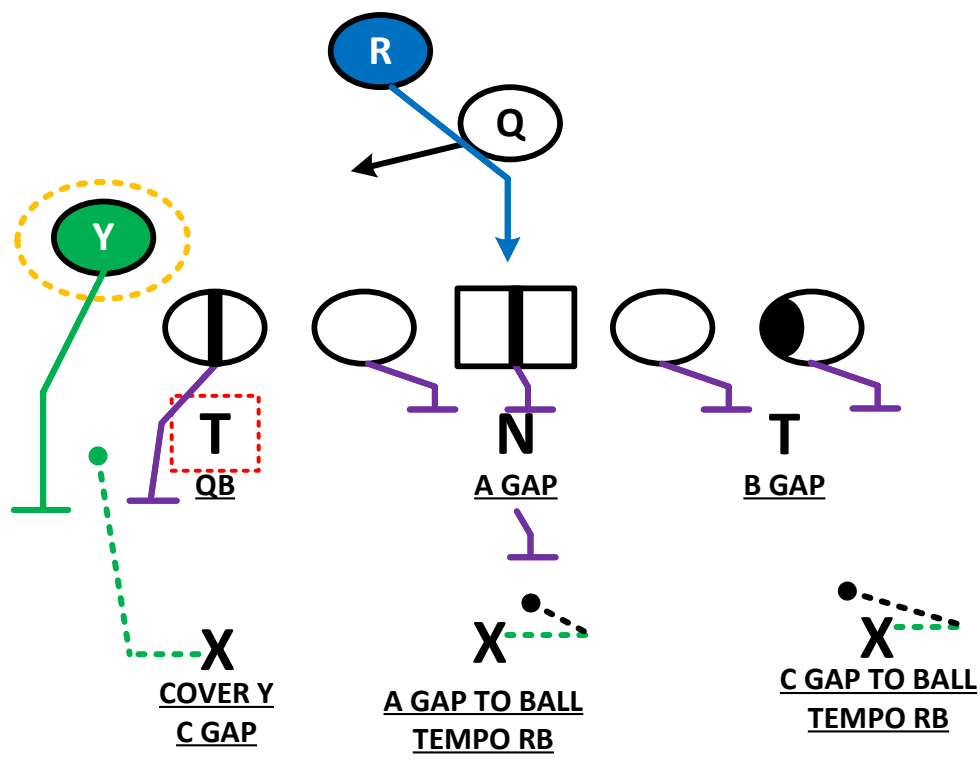
GAP (COUNTER) = SPILL & OVERLAP



3x1

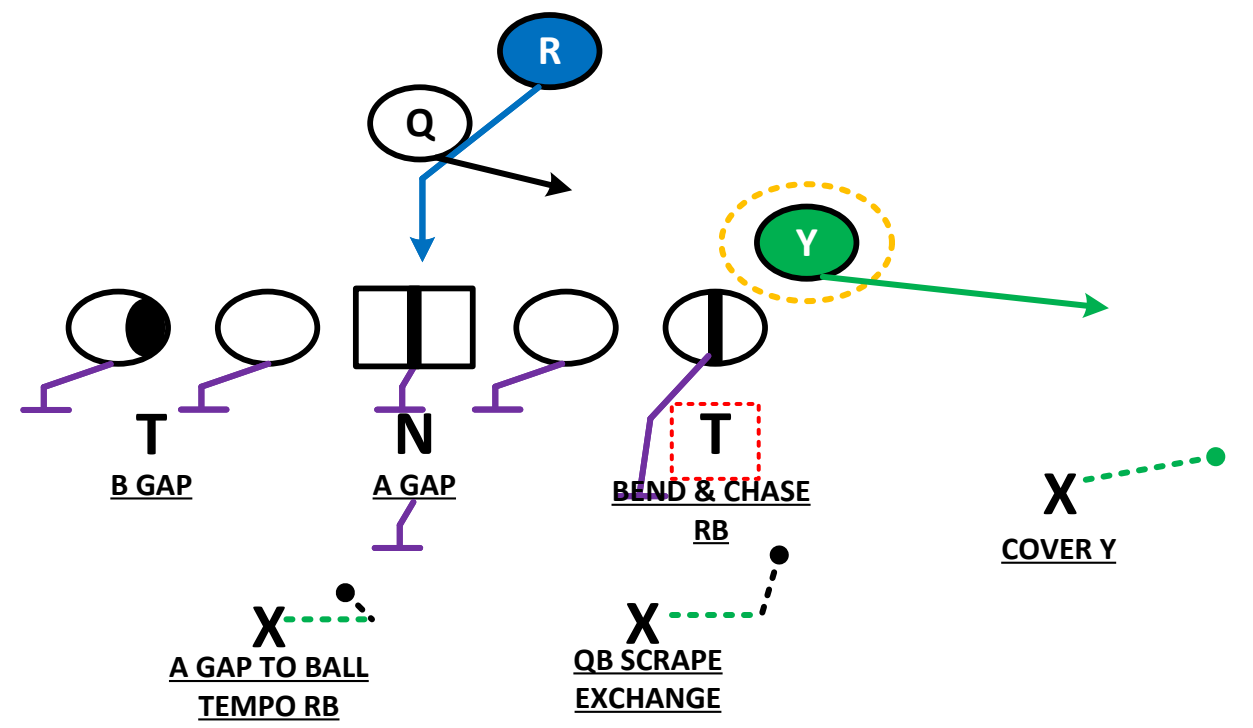
ODD SPACE – MINUS FITS (OPTION)

MIDLINE = SLIDE, STACK, & ROCK BACK



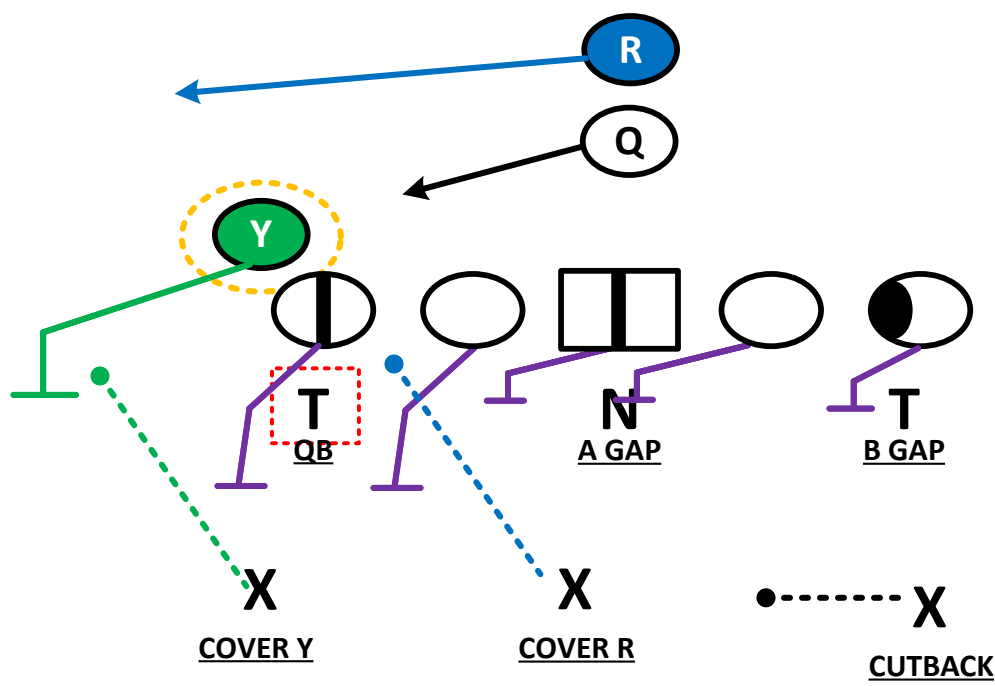
3x1

IZR = SLIDE, STACK, & ROCK BACK



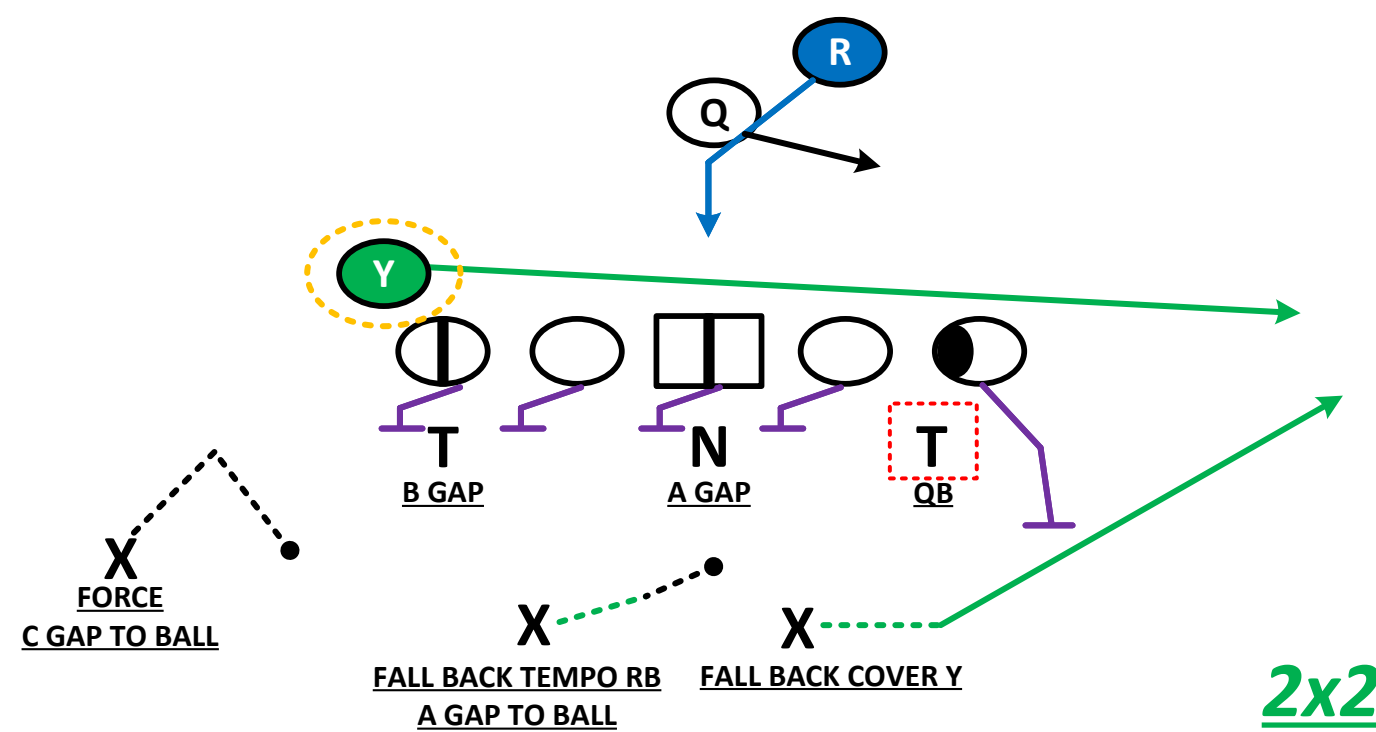
2x2

SPEED OPTION = COVER YOUR MAN



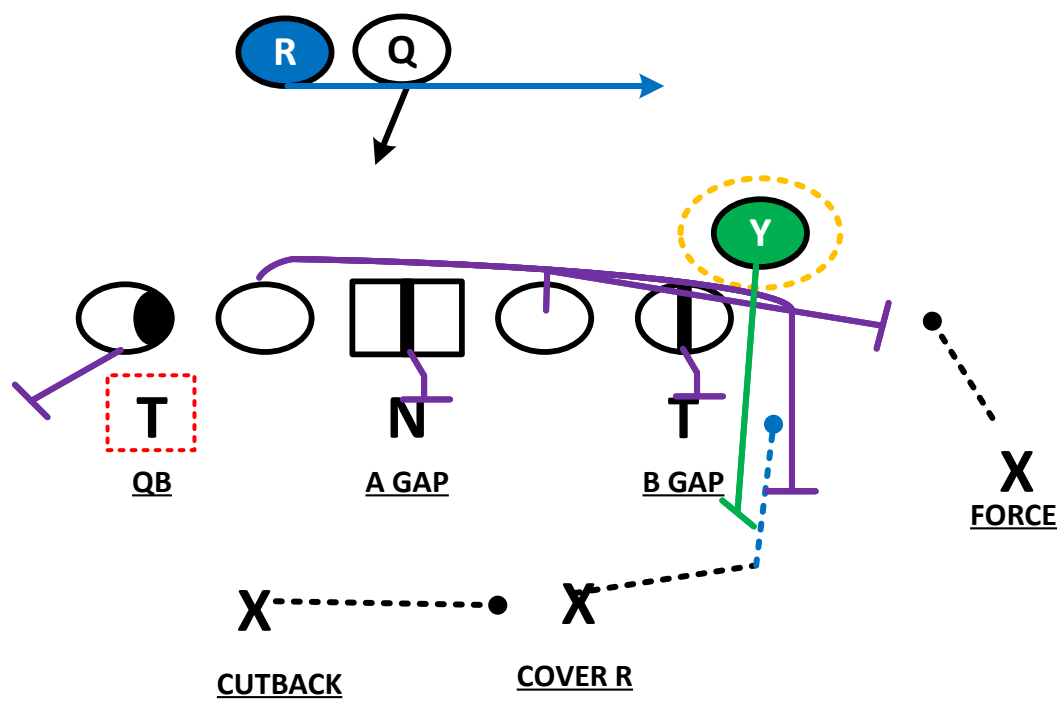
3x1

SPLIT ZONE TRIPLE = COVER YOUR MAN



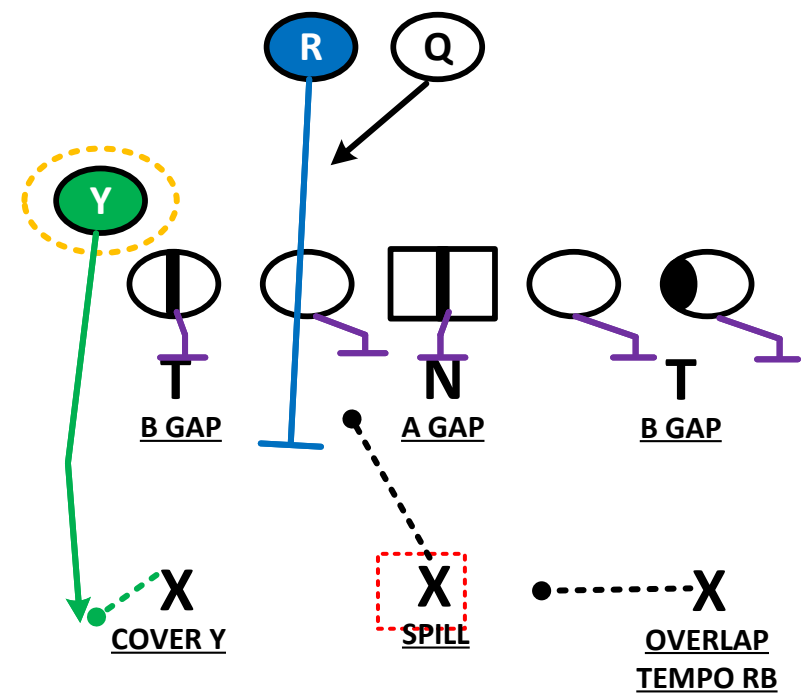
2x2

MIDLINE P&P = COVER YOUR MAN



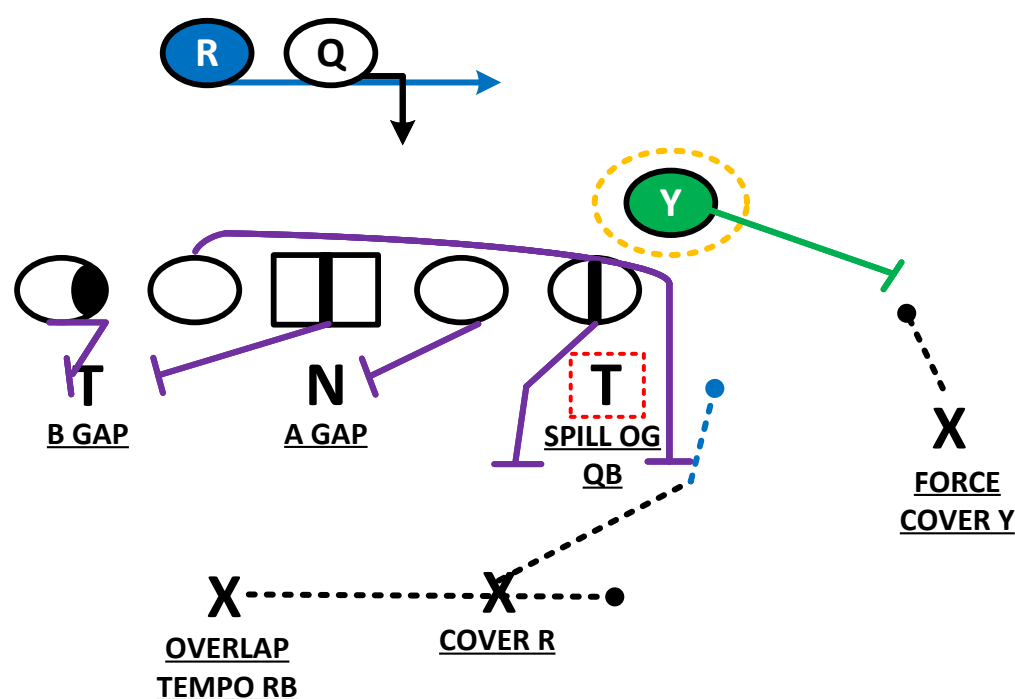
2x2

LEAD Y POP RPO = COVER YOUR MAN



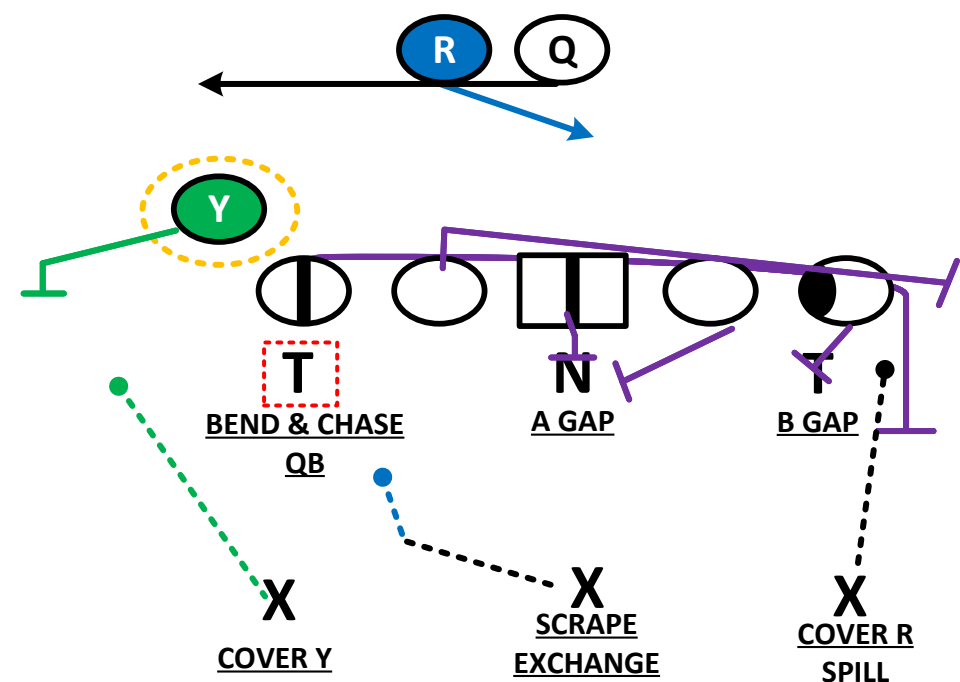
3x1

GAP (POWER READ) = COVER YOUR MAN



2x2

GAP (COUNTER READ) = COVER YOUR MAN



3x1