

# Condensed 7th

By: algebruh

7th is rather easy. Less writing, more information. More writing in the [Intermediate](#) version.

## With T 7ths

With T 7ths are rather easy since the two T pieces balance each other out- no skims needed. Sometimes you only need to know one solution:

### The One Minimal Setups - TSO, TIS, TZO, TIZ, TIO



Hold O/T until everything is placed



Hold O/T until everything is placed



Hold S until everything is placed (watch out for the funny Z spin!)



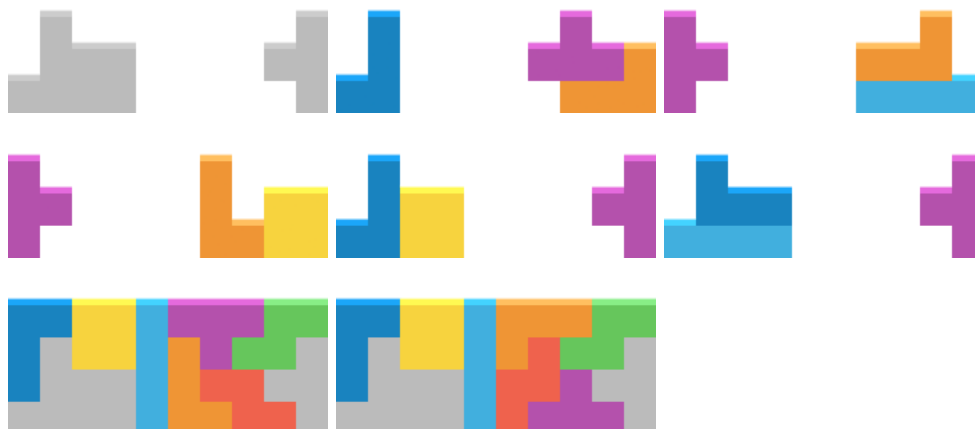
Hold T until everything is placed



Hold T until everything is placed.

All of these have extra solves, they're listed in the [Intermediate](#) version of this document.

### 1: LO Locked (TJL, TIJ, TIL, TLO, TJO)



Solves are based on the order of Z and T:

First minimal, Z before T, hold I.

Use 180 kick if L is before TZO (L before TZJ for TLJ 7th's respective setup)

Second minimal: T before Z, hold L

70% chance to end on a Tetris, less without 180, due to said 180 kick:



**2: ST/ZT 2p (TSL, TSJ, TZJ, TSL)**



Depending on whether you're holding J or L, you should place the ST or ZT on the left or right. If you hold J, it should be touching the right wall, and should be touching the left wall if you are holding L.



These are the hold J solutions.

1st minimal: T before S, hold L and 180 J if ZO before J

2nd/3rd minimals: S before T, change box based on JL order (2nd is J>L, 3rd is L>J) and hold O

**TSZ Anti-PCO**

Notably, you get to this PC when you take a 2 line PC on O 3rd, and is relatively high in scoring, with multiple T-spin solves.



First minimal is used for late I, second and third minimals are used for early I.  
Extra T-spin solves on the [Intermediate](#) version of this document.

## Without T 7ths

Even LJ

Ramp (IJL, JLS, JLZ, JLO)



The first minimal is for L before T or Z. The rest seem to have rather spotty cover.

I highly recommend that you learn the Even LJ setups from the [Intermediate](#) version. They have either two or three minimals, at not much more cost of learning setups.

**IOZ/IOS**



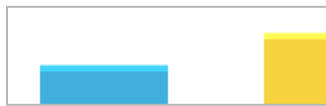


First minimal is T before S, hold J  
 Second minimal is S before T, hold J

## One L/J

You really only need to know two setups for this- Heart + O, and the IO 2p for IOJ/IOL 7th that can save you a hassle from using a bad setup.

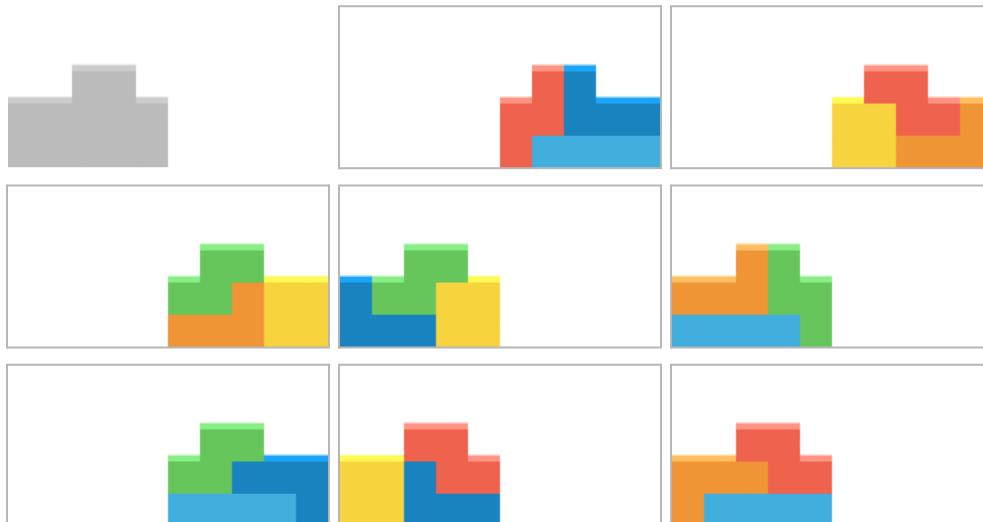
### ILO, IJO



First minimal is for T before Z (hold L until everything is placed)  
 Second and third minimals are for Z before T, where the box changes based on the LS order (L before S in second minimal, S before L in third minimal) and you hold J until everything is placed.

### Heart + O: IJZ, LZO, ILS, JSO

*(borders have been added to show where each setup is on the board)*

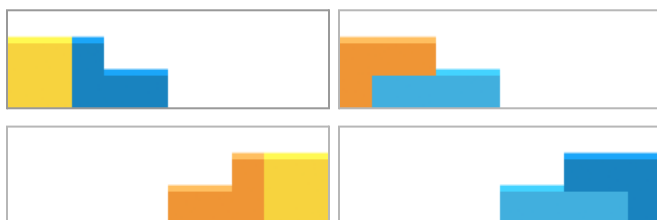


Note: All of these setups, irregardless of which side they're on, should be built with the O dependency touching the wall.



All solves except for the last one are simple 4x4 solves, filling the middle with IJ or IL. The last one is used for early TLZ queues, to avoid a solve where an I spin will only work on one side of the setup. Since there's only one outlier, try and see if you can spot and use that outlier first in order to not accidentally miscalculate an I spin.

**If possible, remove the S/Z from your setup to create this residue which reduces the minimals to 3:**



the first solve is for when T is in the middle of the queue (S before T before Z),  
the second solve is for when T is early (T before S),  
and the third is for when T is late (SZ before T)

## The Bad Queues - ISZ, OSZ, LSZ, JSZ

These queues are not 100% with a singular setup.

Queue-based setups for 7th for these queues are actually much easier than their general setup counterparts. The easiest QBs are for ISZ, then OSZ, then JSZ.

### ISZ

ISZ QB: See J, J before O



First solve minimal is for LSZ before I or SZ before L, second solve minimal is used when that isn't fulfilled.

ISZ QB: See L, L before O



You can just mirror the "see J, J before O" setup for if you see L. The same rules apply, just see above and mirror.

ISZ QB: See O, O before T and one of S/Z. **Setup only works if O is in the first three pieces, not last.**



If you can't do any of them, use the ISZ- TSZ qb. You will only need to use this for [TISZ]p4 queues, or [TSZ]p3,O queues.



## OSZ

OSZ QB: see I



Choose a solution based on which of JLSZ is last in the queue.

OSZ QB: see T, no I- **mirror based on which L/J you see - if both/none, either setup is good.**



This setup is for see L.

Choose a solution based on where SZ is in the queue: first solution is SZ late, second solution is SZ early

OSZ QB: see both LJ, no I and no T



The solves are based on SZ order, and you can get a T-spin most of the time, sometimes even a TSS or TSD.

OSZ QB: see **one** L/J, no I, no T, no second L/J (consists of [LOSZ]p4 and [JOSZ]p4 queues)



This is for LOSZ queues. Hold the Z piece while placing LOS, and then spin in Z. Mirror for JOSZ queues.

## JSZ Necessary QB

JSZ is the most questionable of these 7ths, as the general setup isn't all that bad, and the QB is rather weird. I'm attaching both, use at your own leisure and risk.

JSZ QB: see SO



Uses the same base as general setup

Hold J until T is placed.

JSZ QB: see IS



Same base, except this time it uses the S and I pieces.

Hold L until everything is placed.

JSZ QB: see IT



Has its “shoe base” shifted, to make sure the I spin will always work.

Hold J until everything is placed.

JSZ QB: see LO



This one uses the L and O pieces.

Hold J until T is placed.

JSZ QB: see IZ, see TZ



Hold J until T is placed



Hold I until everything is placed.

JSZ QB: fallback setup

If *and only if* you can't build any of these setups, you can return to this fallback setup:



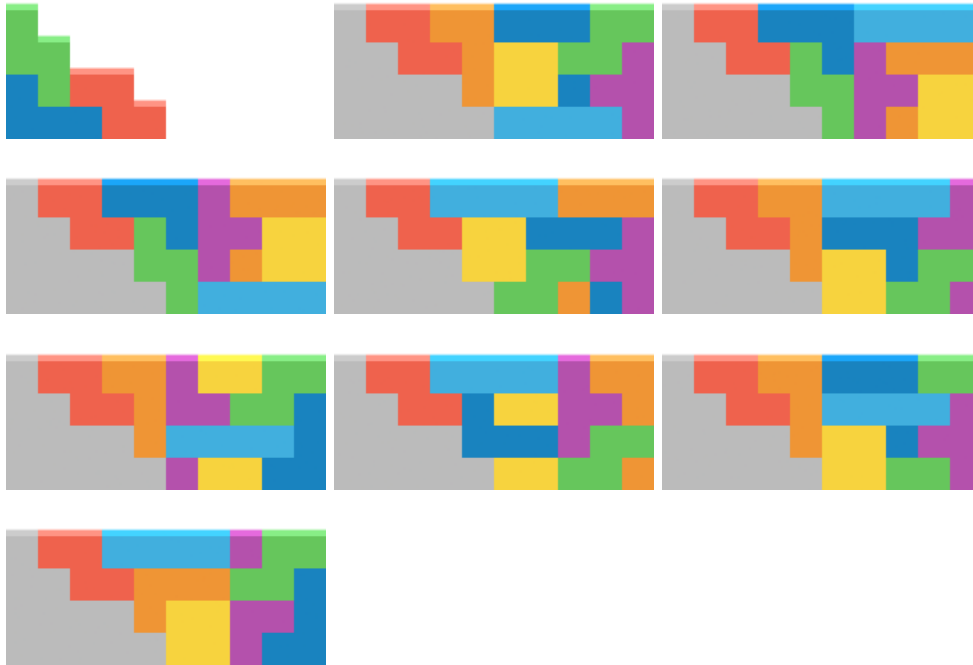
It's listed as an “IJO” setup with these minimals:





## JSZ Setup

This setup is 98.57%, with 9 minimals. The Z placement is always locked.



If combined with the IJO fallback setup, and in the very rare case of [TO]p2,IL queues using the TI qb setup, switching between these will make JSZ 7th 100%.

*Switch to the fallback setup on these queues:*

Any queue that contains IJO

Any queue that contains TJL

*Use the TI qb setup on these two queues:*

TOIL

OTIL

Extra QB setups that can make JSZ 7th easier can be found on the [Intermediate](#) version of this document.