JSZ/LSZ 7th QB Explained

This is a detailed explanation of how the most basic JSZ/LSZ 7th qb works and how it covers all queues, as a lot of people find it quite weird, especially the "fallback" setup. I have also figured out a way to entirely remove the IZ qb setup.

The Setups

These are the actual setups that are used, how they are used, their failqueues for their respective sees, and which setups cover those failqueues. Here, we will be using the "fallback" setup instead as a see J setup, as it makes a lot more sense.

See OS

Switching the order of the placement of the Ss depending on the queue makes this have no failqueues.

See Z   Don't See Z

See IS

Extremely similar to see OS. S piece orders are the same as above. However, this one has failqueues in the form of some [IS[TLO]p2]! queues, which are either covered by the OS or TI qbs.

See Z   Don't See Z

See TI

This is shifted like this for the I-spin to work. Fails on some [TI[JOS]p2]! queues, which are either covered by the J or OS qbs.

See TZ

Switch the order of the placement of the Zs depending on the queue. Fails on some [TIJZ]! queues, which are covered by the TI qb.
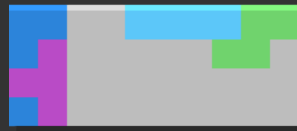
See S   Don't See S

See LOZ

Usually presented as a setup for just LO, but this covers all necessary queues and makes it so that there are no failqueues.

See J

This is usually presented as a "fallback" setup with 4 minimals, but only 3 are required. Switch the order of the placement of the Js depending on the queue. Fails on some [TJZX]! queues, which are covered by either the TI or TZ qb.

See O   Don't See O

Here is when to use each of the solves, ignoring IO since they do not affect anything. For S in first 2 pieces, 1st solve is S<Z and 2nd solve is Z<S. For L in first 2 pieces, 3rd solve is T<S/Z, 2nd solve is SZ<T. Otherwise, it has TZ in the first 2 pieces, and is covered by the TI qb if it contains I and the TZ qb otherwise.

Queue Cover of Setups

Below is how the setups cover all queues. Failqueues cover is explained above so will not be mentioned below.

See J

Covered by the see J qb.

See T no J

See TI: TI qb

See TZ: TZ qb
[TLOS]!: OS qb

Don't See TJ

See OS: OS qb
[ILSZ]!: IS qb
[ILOZ]!: LOZ qb