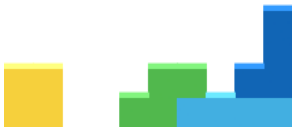
Algebruh's Bad 2nd

I don't like No T Odd J/L 2nd, if you couldn't tell. Settle for LJSZ saves or die, I guess.

This document aims to provide a high-percentage method for each of the specified PCs. Fail queues will be noted.

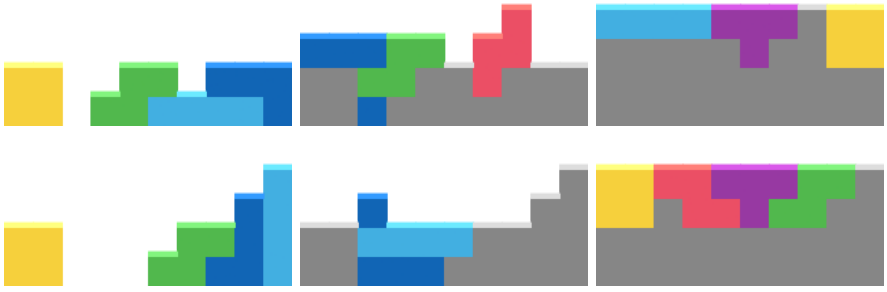
IJOS/ILOZ (99.95% / 100%)

IJOS is undoubtedly the best of the non-dupe Bad 2nd PCs. It's got a slew of queue-based setups, and even has an analog for a one-piece queue-based setup, for Z. It's much more finicky, though.



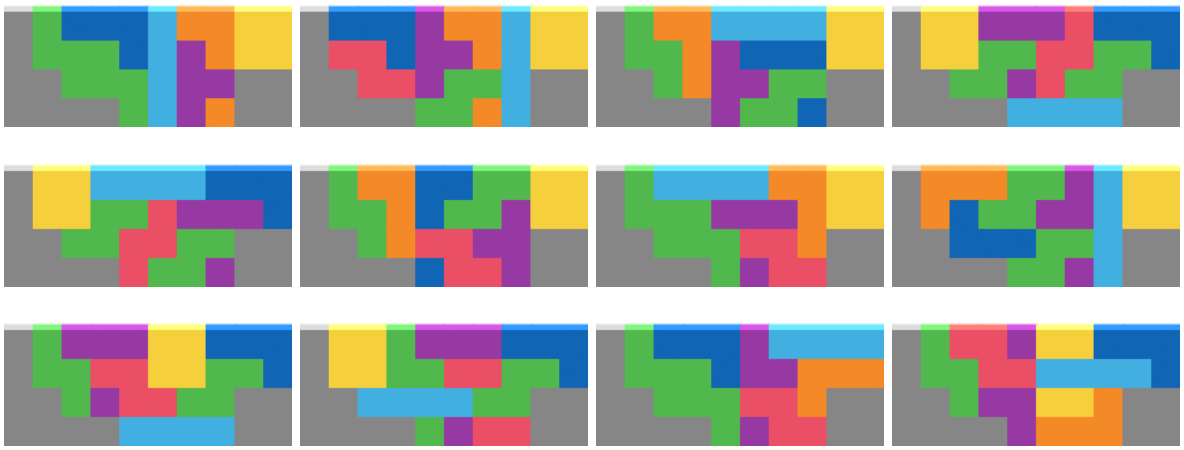
This is the setup for if you see Z. It's 99.54%, and fails on [JS]!,Z and [IJ]!,Z queues.

For the two fail queues, you can do these two setups. They both save L.



Those complete the see Z strategy.

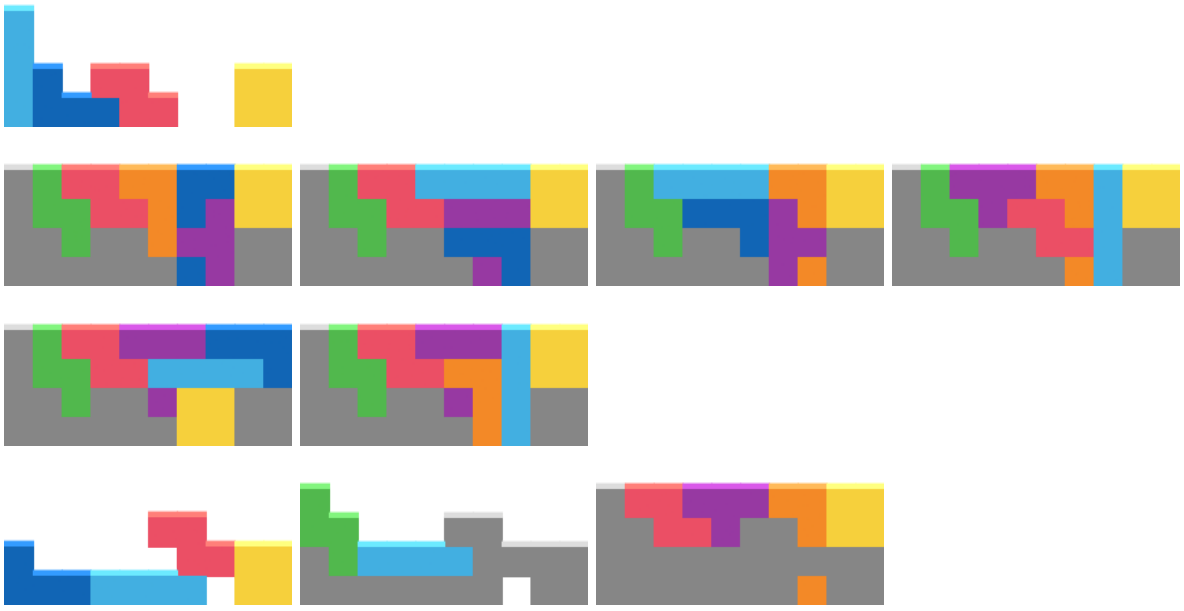
It also has a congruent to the setup for LLJS.
If you can't build either of those, this setup will be 99.88%, with [SJL]! queues being fail queues.
It has a 98.13% chance to avoid S/Z saves.

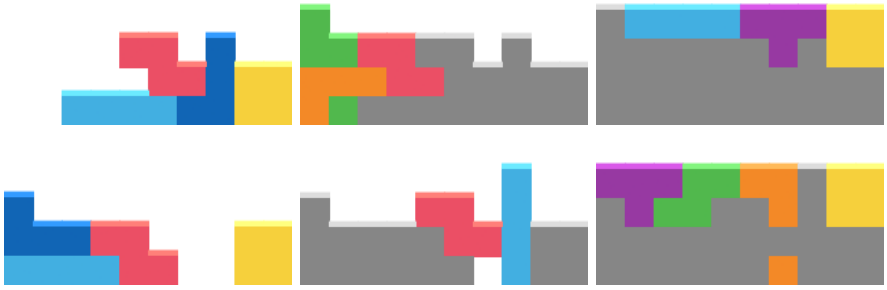


This is an optional setup for [JLS]! queues. This completely removes the need for OQB for 100%. If you choose not to learn this setup, the method will be 99.95%.

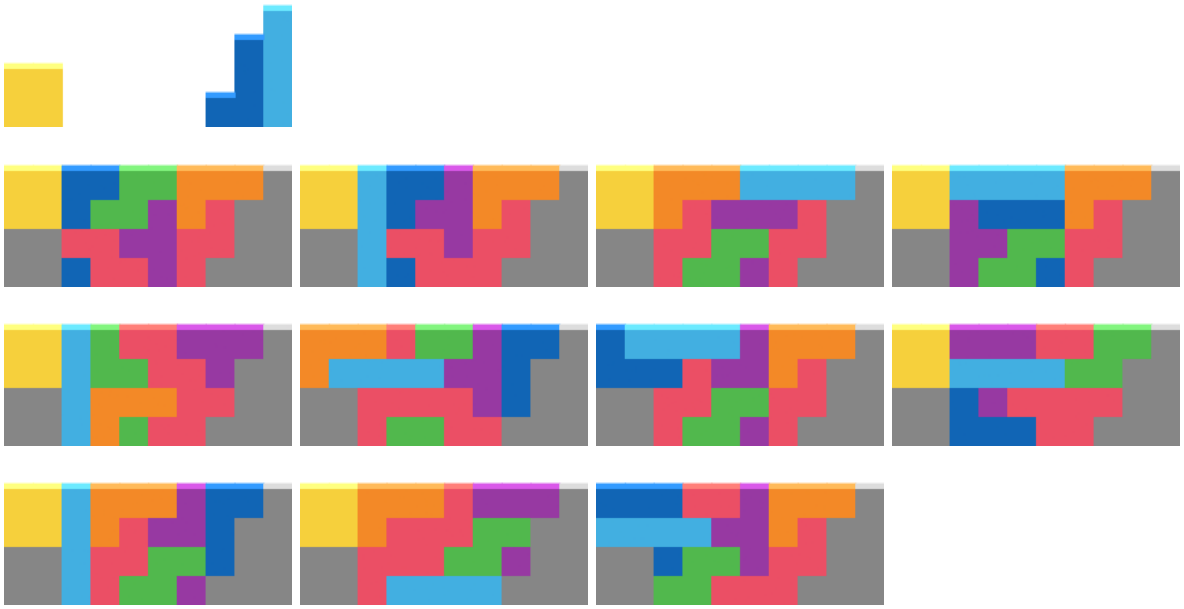
IJOZ/ILOS (99.72% / 100%)

IJOZ is definitely the second best out of these, falling just short of IJOS. It has a similar see S setup to IJOS as well.
It fails on the same [LZ]!,S and [IL]!,S queues.





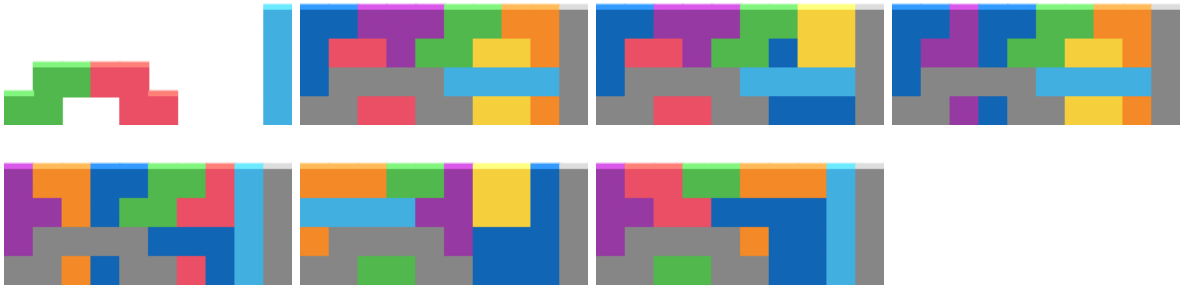
These are the IS, IZ and LSZ queue-based setups to mitigate the fail queues. Then, this fallback setup will be 99.39%, with a 98.18% chance to avoid S/Z saves. It fails on [IJL]! and [JLZ]! queues.



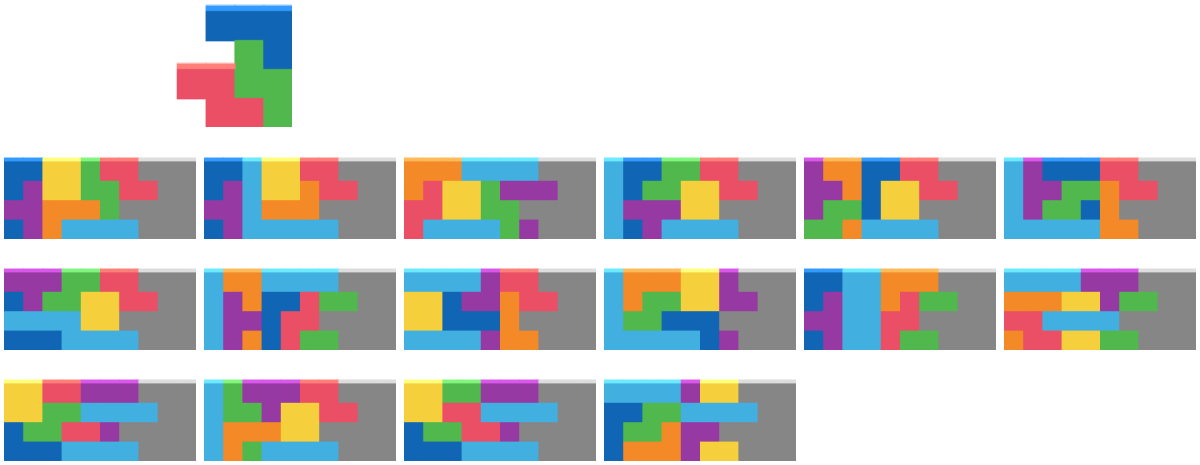
This is an optional setup for [JLZ]! queues, and it should seem very similar to the IJOS-JLS setup.

IJSZ/ILSZ (97.94%)

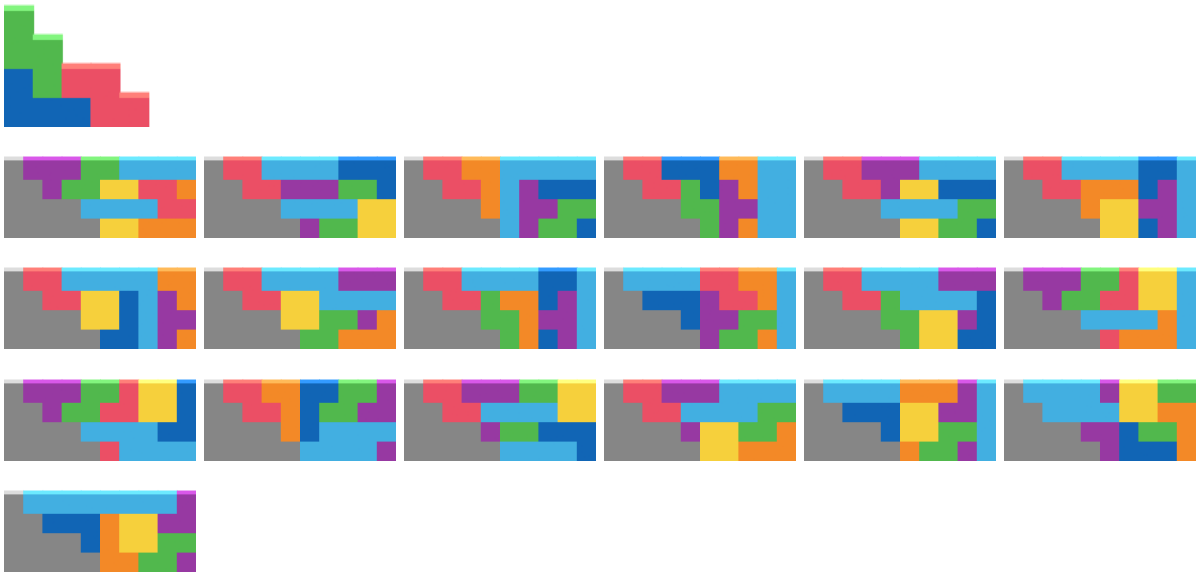
IJSZ is the worst in simple-percentage and learning-wise out of all of these, and it forces you to use two setups. It doesn't have any good queue-based options, either. Just don't save into this. It's disgustingly bad for minimal solves count. It shares, with JOSZ/LOSZ, the only proven see-7 fail queues for non-dupe 2nd, and has a *single* useful queue-based setup, for **access** I. If you **cannot access I**, the setup will drop drastically in percentage.



Jaws is better than Shoe in both minimal solve count and solve percentage.
Jaws hold I is 97.22%, with sixteen solves in a minimal set, and a 96.33% chance to avoid S/Z saves.



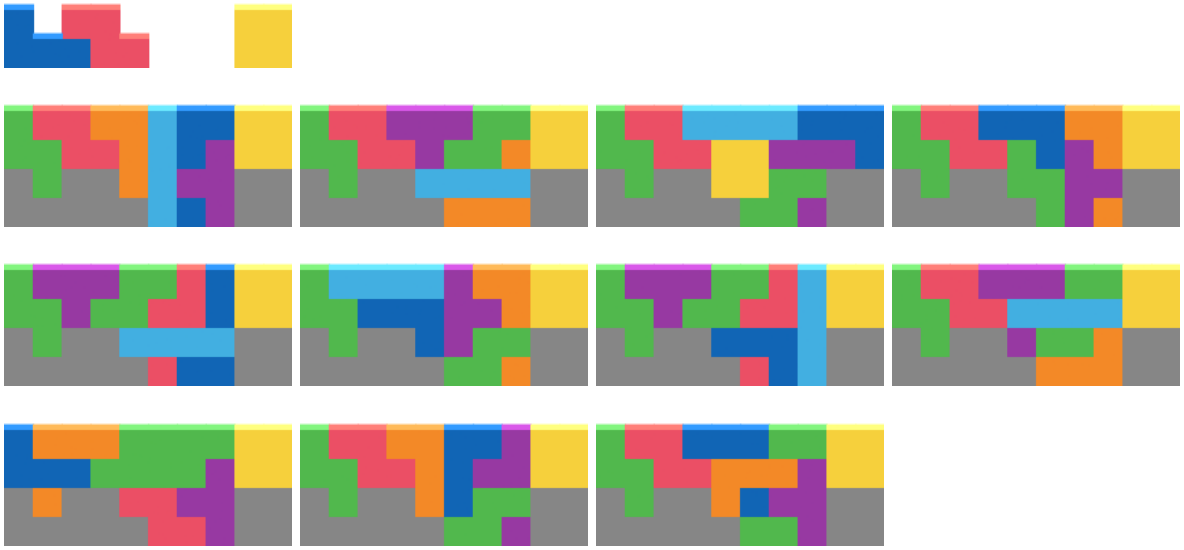
Here's a link to the solves, since there's so many.
Shoe hold I is 96.89%, with **eighteen** solves in a minimal set, and a 95.86% chance to avoid S/Z saves. It hurt to see SFinder spit out "18" when running the numbers.



Here's a link to the solves, since there's so many.

JOSZ/LOSZ (98.33%)

JOSZ actually suffers more at the highest level, despite being slightly better in percentage than IJSZ for beginners. It has a relatively high amount of queue-based setups, which can help with nullifying the fail queues.
Shoe hold S has eleven solves in a minimal set, as long as you prioritize the queue-based setups first. It's 97.46% and has a 91.55% chance to avoid S/Z saving.



These are the five queue-based setups you need to mitigate the fail queues:

This one doesn't actually mitigate any fail queues, but it is a free save O queue-based setup.

This is the TZ queue-based setup. It saves either O or I.

This is the TJL queue-based setup. It saves O. I was actually surprised that it was a fail queue for Shoe.

This is the OSL queue-based setup. It saves J.
Then there's the OJL queue-based setup. It has bad saves, but is very useful to mitigate fail queues.

LLJS/JJLZ (100%)

This is a forced dupe from PCO-Saw in the Jigsaw PC loop. It has a single 100%, 16-minimal build.