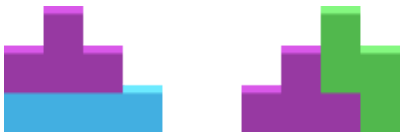
Go back: 2nd PC 100% T

Summary						
		OQB	OQB	OQB		
	OQB					
	OQB				3p / 4p	
			3p / 4p			

QB List (11)

Note: there is also a Z < L setup with 3 solves. but you will still need to learn basically the same qbs for see S, so I'll still list the Z qbs. This can also remove the need for the SZ qb.

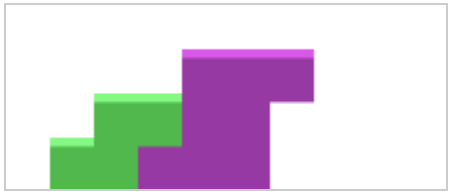
IS			
IZ			

JS			
LZ			
OS			
OZ			
SZ			
LO			
JO			
JL			
I,O			

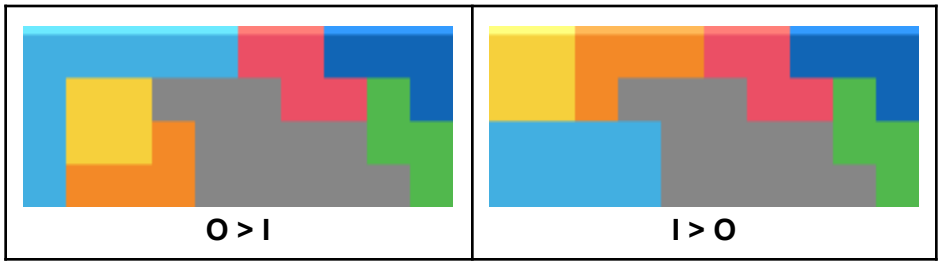
LS/JZ

This is for See LS, **you cannot build this setup when S comes last.** Build the next setup if this is the case.

This is for See JZ. This one is always buildable. Mirror the solves for this one.

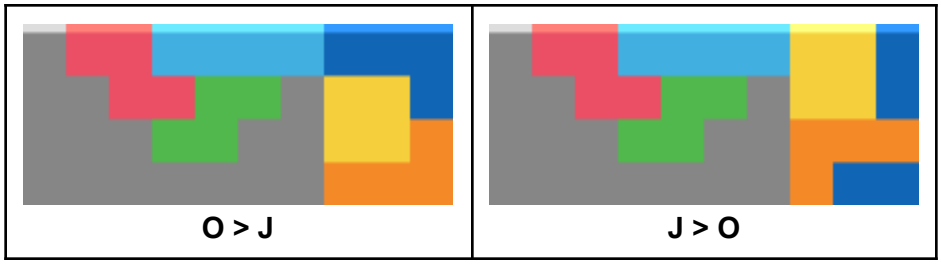


Solves (2)

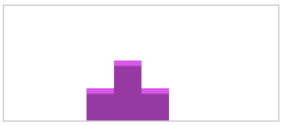


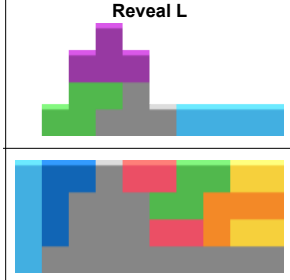
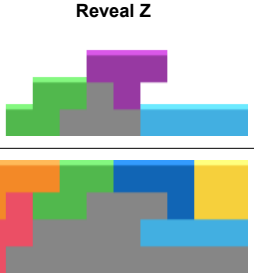
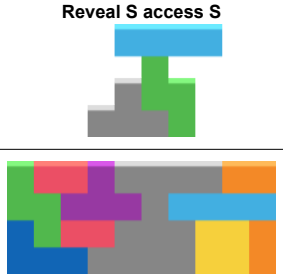
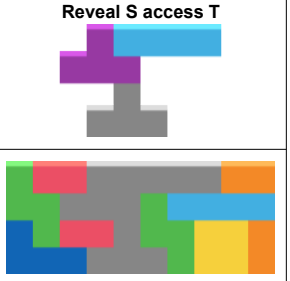
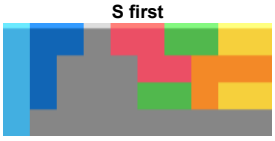
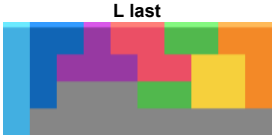
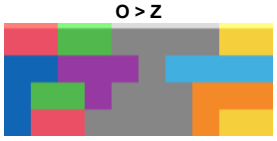
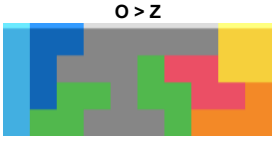
LS pt. 2
This setup is a fallback to when you cannot build the LS setup above.
This setup is also 100% T for JZ, LZ, JS and SZ queues, but are already covered by qb setups.

Solves (2)



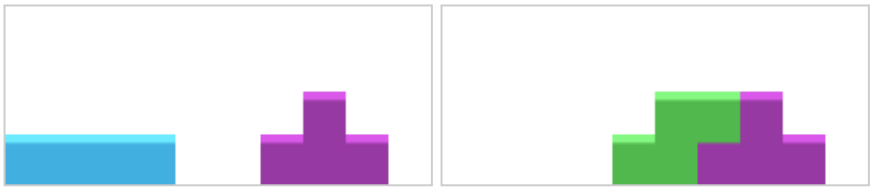
IJ oqb



Reveal L	Reveal O	Reveal Z	Reveal S access S	Reveal S access T
				
S first	L last		O > Z	O > Z
				
Z first	S last		Z > O	Z > O
				
OSZ	Z last			
				
OZS				

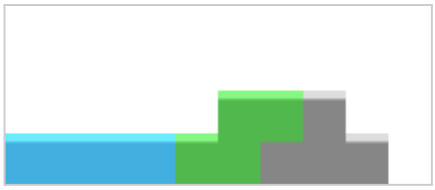
IL oqb

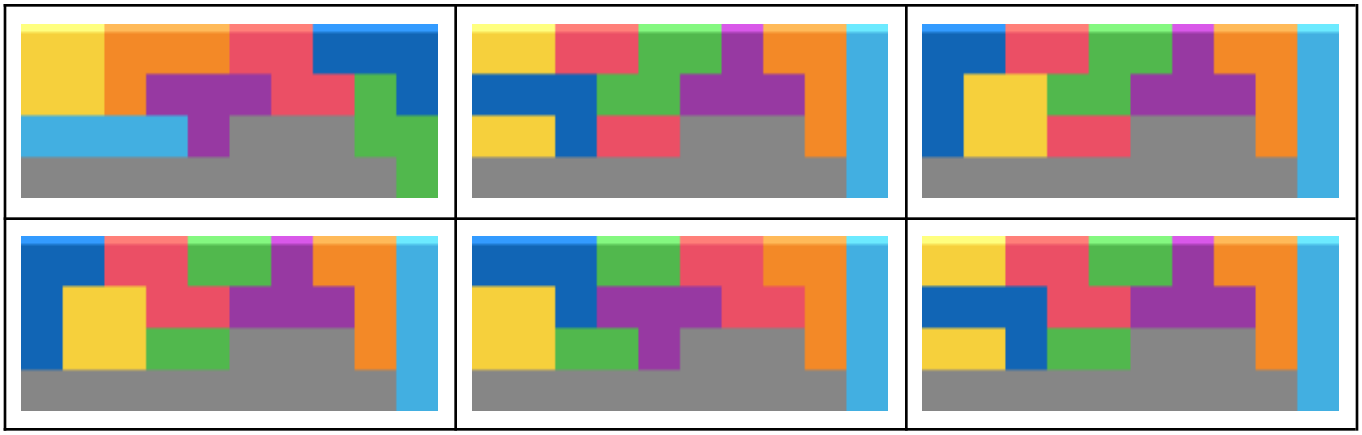
Build any 2p partial of the 3p.



Reveal not JZ

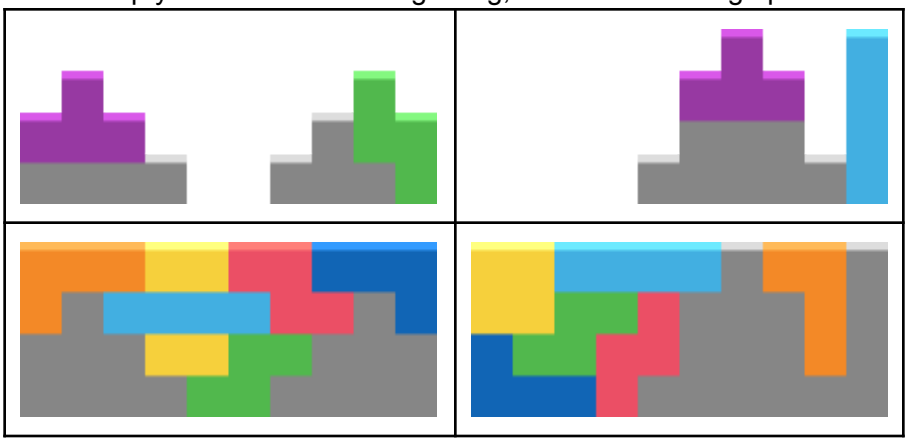
Refer to the table above (and mirror the solves) if you want solves more specific to your revealed piece.



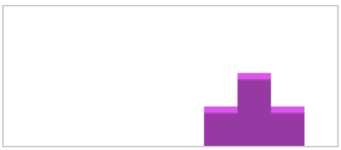


Reveal JZ

Depending on which 2p you built from the beginning, build the following 4ps.



O,I oqb



Reveal J	Reveal L	Reveal S	Reveal Z
			
Z last 	S last 		
L last 	Z last 		
S last 	J last, S < Z 		
	J last, Z < S