












































Go back:  2nd PC 100% T

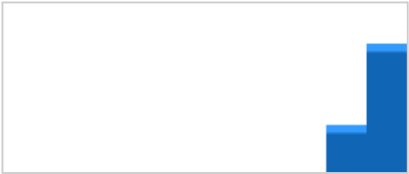
Summary						
		OQB	OQB	OQB		OQB
	OQB					OQB
	OQB					
						
						
	OQB	OQB				

QB List (4)

S			
SZ			
OZ			

LZ			
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IZ OQB



Reveal L/J	Reveal O/S

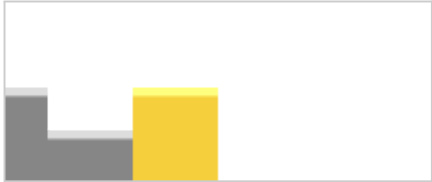
JZ OQB



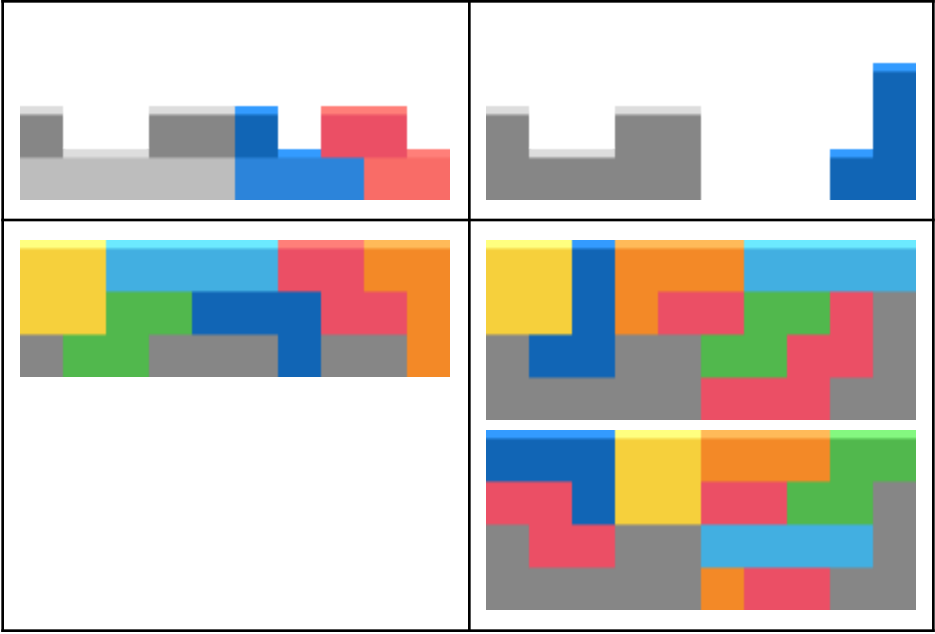
Reveal L	Reveal O	Reveal S

Reveal I

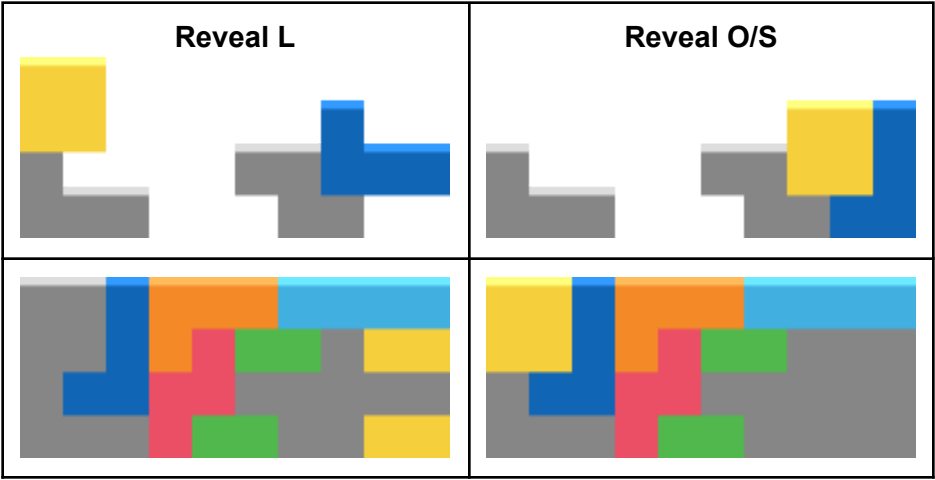
Access O



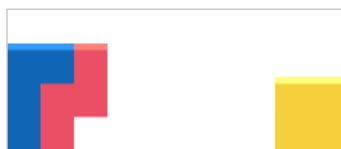
Reveal L/S	Reveal O
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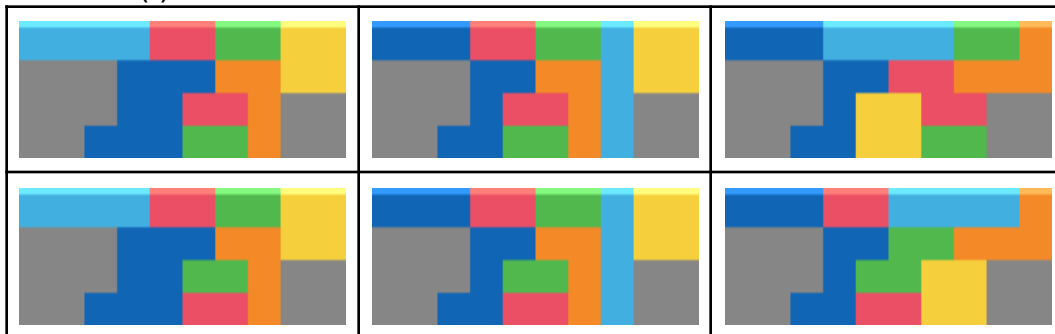
Access Z



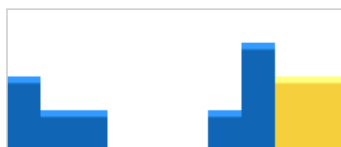
LO



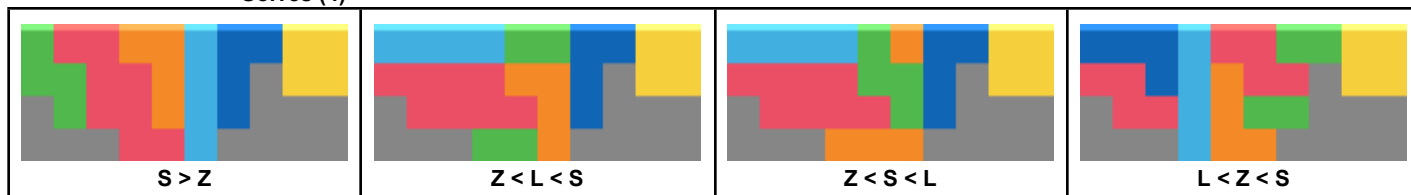
Solves (6)



JO



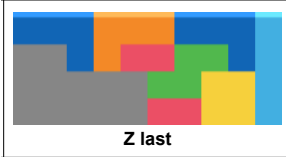
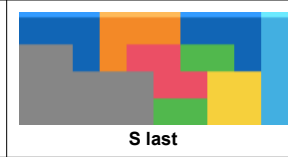
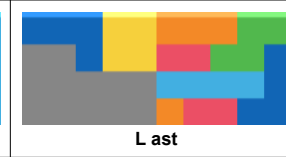
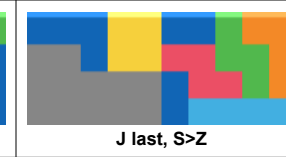
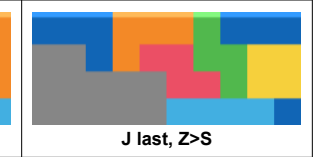
Solves (4)



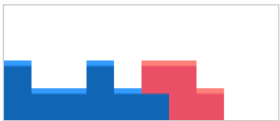
I,O 3p



Solves (5)

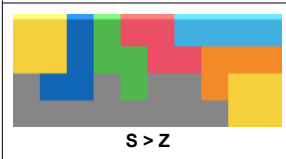
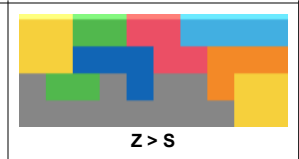
 <p>Z last</p>	 <p>S last</p>	 <p>L ast</p>	 <p>J last, S>Z</p>	 <p>J last, Z>S</p>
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JL



Solves (2)










Note: If O comes late, place the O in the top spot instead of the bottom spot.

 <p>S > Z</p>	 <p>Z > S</p>
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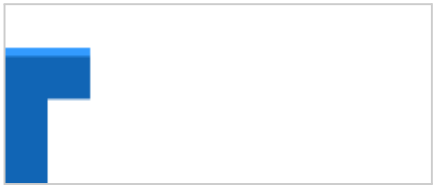
O,I oqb





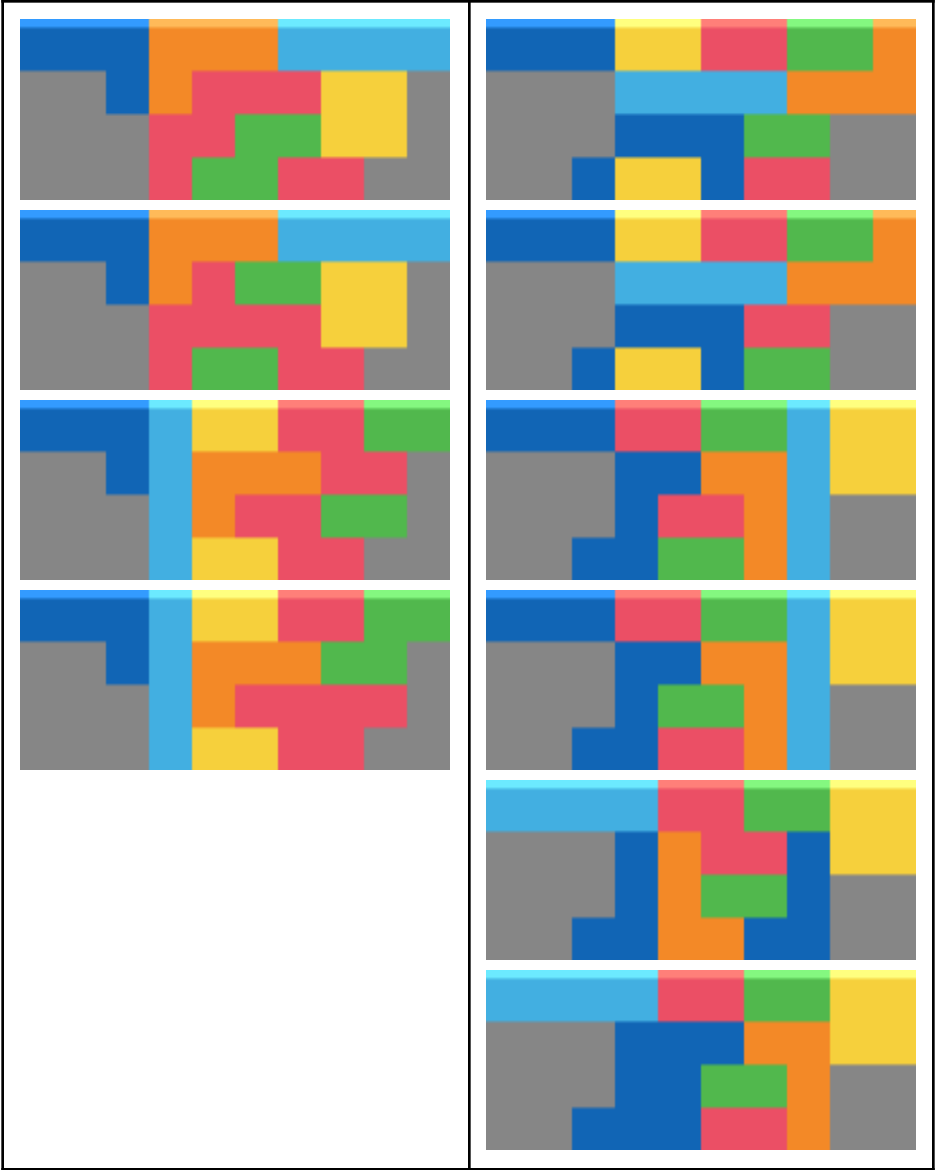
Reveal J	Reveal L	Reveal S/Z
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 <p>Z > LS</p>  <p>S > LZ</p>  <p>L > SZ</p>		 <p>Z > S</p>  <p>S > Z</p>

IL oqb



<p>Reveal J</p> 	<p>Reveal not J</p> 
--	---



IJ oqb



Reveal not Z

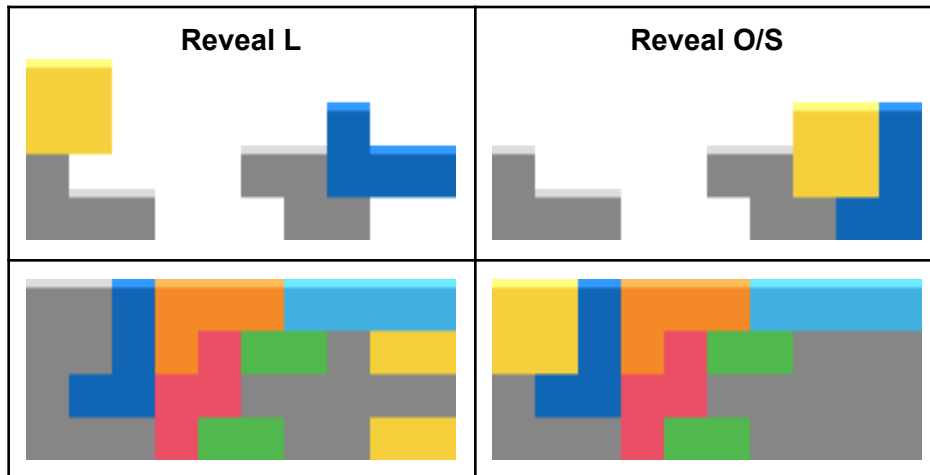


If you reveal Z, build the 2p partial of this 3p.

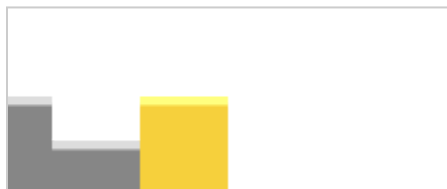
If the queue was I,J, you can also actually immediately complete the 3p setup.



Reveal Z, access Z



Reveal Z, access O



Reveal L/S	Reveal O
