

10Penta's Scoring 7th

This is the set of 7th PC setups that I use and recommend for 6L looping and pure PC blitz/ultra, and includes setups made to increase scoring. Setups are split according to parity and mostly sorted by score. Set of scoring statistics can be found [here](#).

With T

TSZ qb

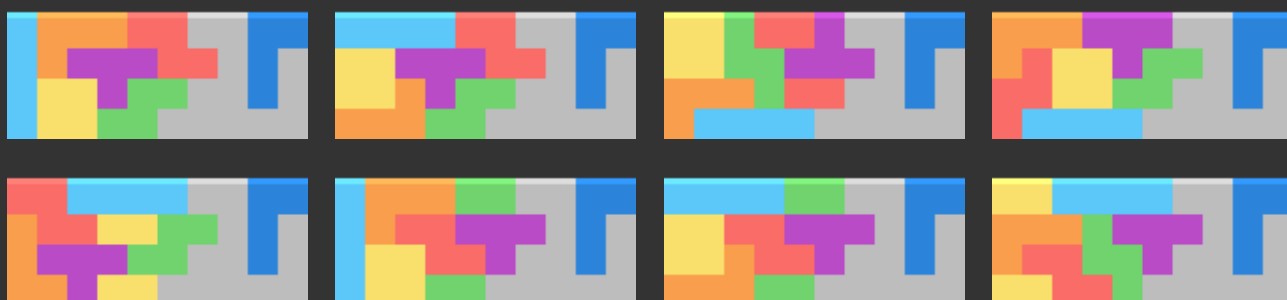
TSZ has fully-labbed out [qbs](#) to optimise score, as it is extremely common after a 2L on O 3rd/dpc. You can learn however much of the TSZ qb as you want, I recommend learning at least LJS/LJZ TSD, IJS/ILZ TSD and IT TSS.

Antipco -J (TIS/TIZ, TLJ)

These pretty much result in the same field as there is a J-dependency, but are still slightly different as the 1st one can skim the 2nd row without placing J, resulting in it being 4-min compared to the 2nd one which is 5-min, but it's not worth learning the 4-min set. However, note that the 2nd one scores slightly better due to the pre-installed overhang. Scores even better than the TSZ general setup due to TS0-quad chance.

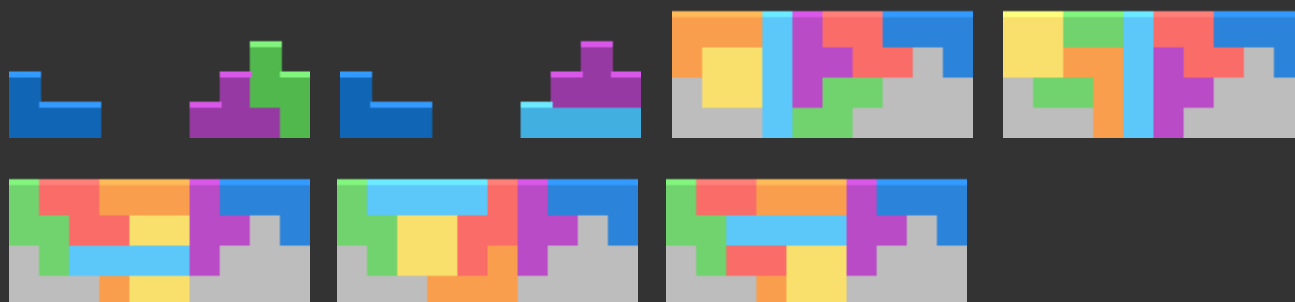


1st 5 solves minimal, last 3 are extra T-spin solves.



Broken Anti-PCO (TJS/TLZ, TIL/TIJ)

For TIL/TIJ, you can choose to use this or Lock. First 2 solves are minimal, but there are a few rare TSS/TS0 solves.



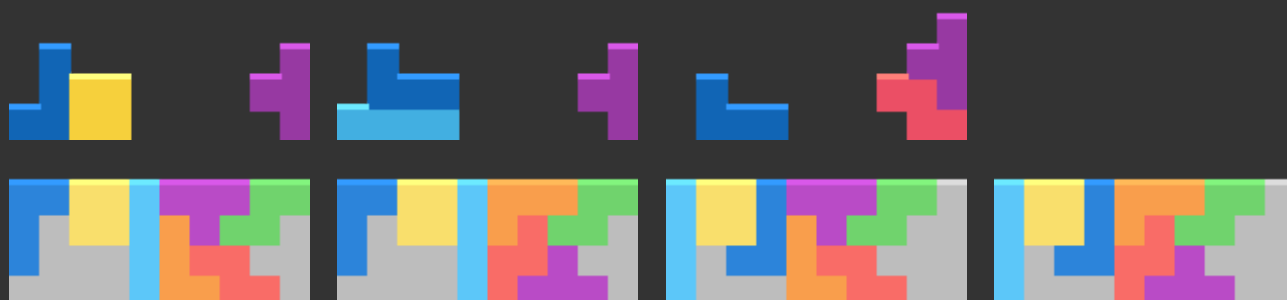
TIO Flat (TIO)

1st solve is minimal, extra T-spin solve and extra quad solve are shown. This mirror is for see $S < Z$.



Locks (TIL/TIJ, TJO/TLO, TJZ/TLS)

For TIL/TIJ, you can choose to use this or Broken Anti-PCO. 2 different setups, but pretty much exact same solves. 1st setup has higher quad chance.



TOS Flat (TOS/TOZ)

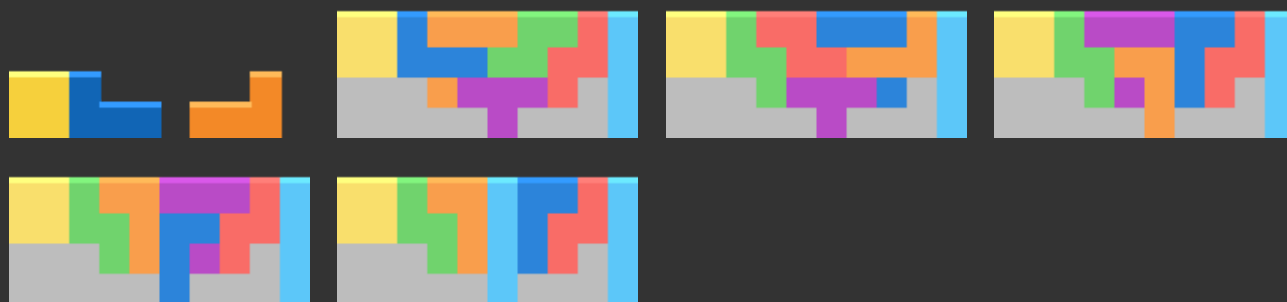
1-minimal, no extra solves. Mirror if see $Z < S$ (shown below).



No T Even LJ

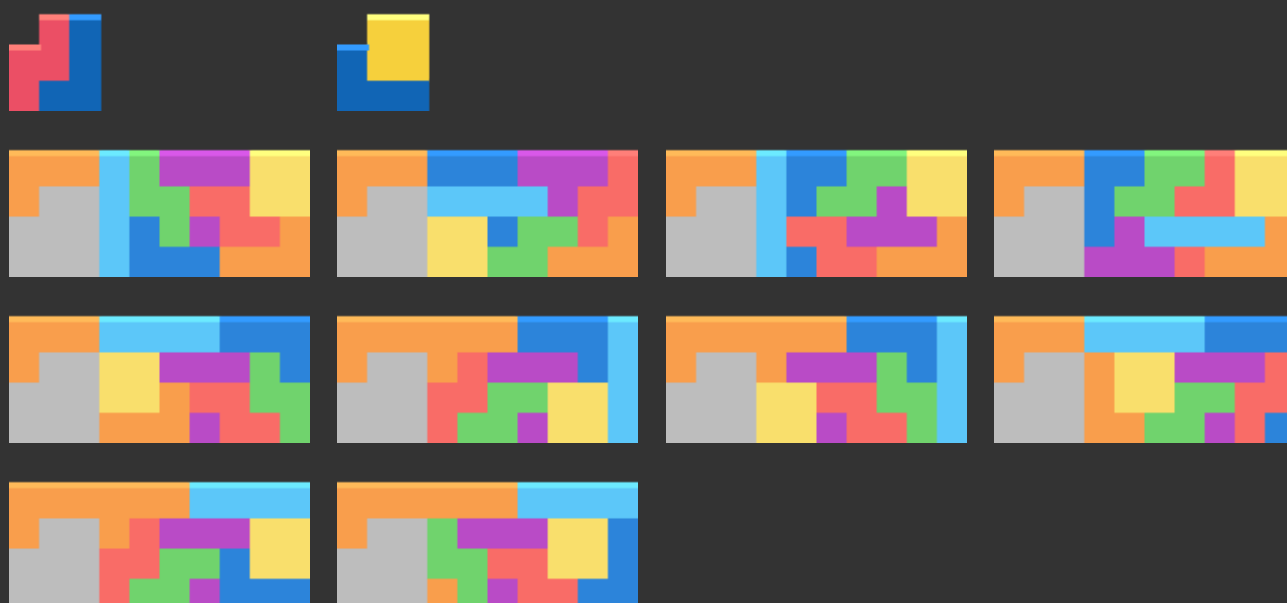
MKO (LJO)

Very high TSS chance. Technically 3-minimal, but the extra solve is just a mirror. Extra $T > I$ 8th solve is also shown. You can also use Backwards Heart 2p, but this is easier and scores better.



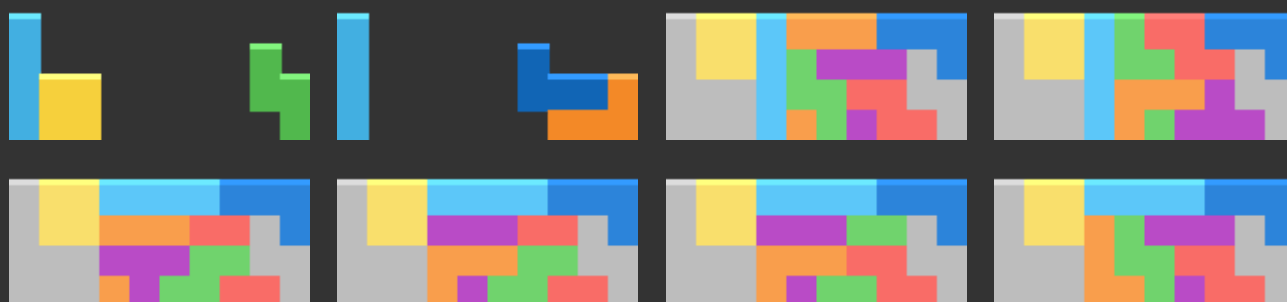
Backwards Heart 2p (LJS/LJZ, LJO*)

This allows the simplicity of ramp (4-minimal), but also the high scoring of Box. You can use this for LJO, but MKO is easier and scores better. If you use this for LJO, you need to mirror depending on LJ order. First 4 solves are just minimal ramp solves (always place first L in bottom-right), but for extra scoring 6 extra solves that don't place L are shown.



Cactus (ILJ, IOS/IOZ)

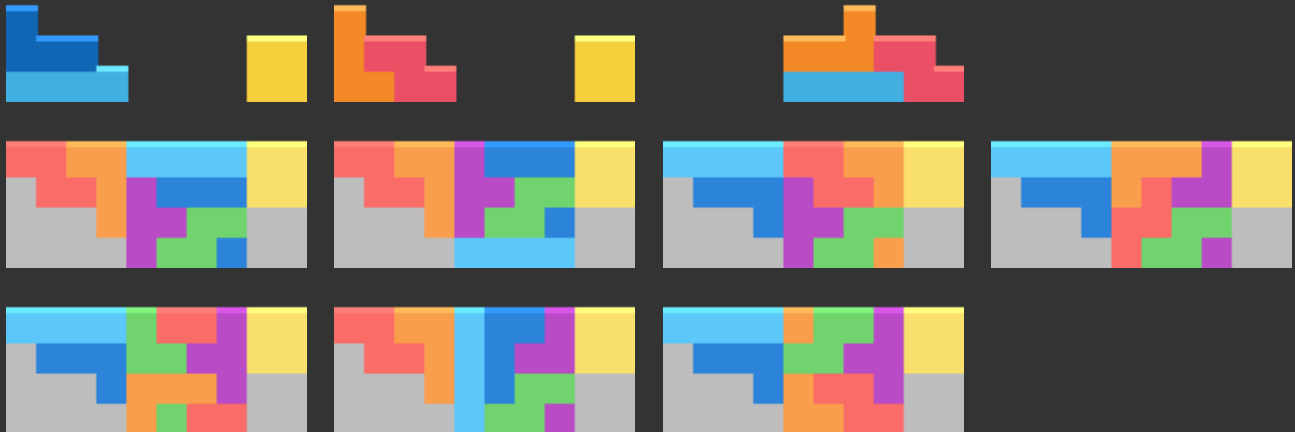
First 5 solves are minimal, last solve is extra T-spin solve. Having O space connected is slightly better as it allows the extra solve to 180 L if O is not placed.



No T Odd LJ

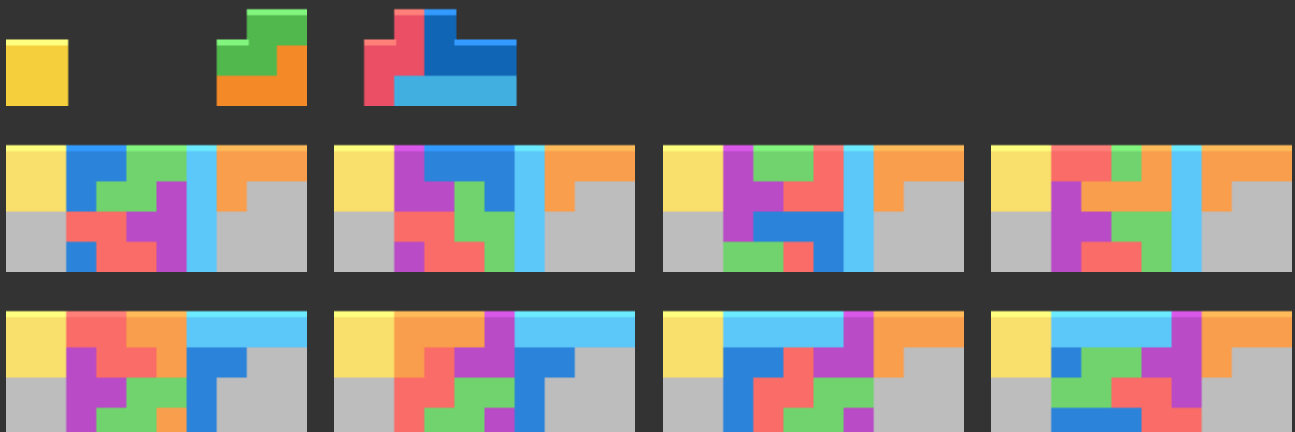
Shoe + O (ILO/IJO, IJS/ILZ, JOS/LOZ)

Split the setup for ILO/IJO and JOS/LOZ as it scores slightly better than the connected version. First 5 solves are minimal. Last extra solve only works if split.



Heart + O (IJZ/ILS, JOZ/LOS)

Split Heart+O actually scores better than split Shoe+O, but connected Heart+O scores worse than connected Shoe+O. The shift shown (Heart 1 away from wall) actually scores better than having O on wall as it allows access to the O-hole for T-spins. You can use this for IJS/ILZ and JOS/LOZ, but it scores much worse. First 6 solves are minimal, last 2 are extra solves that only work when split.



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