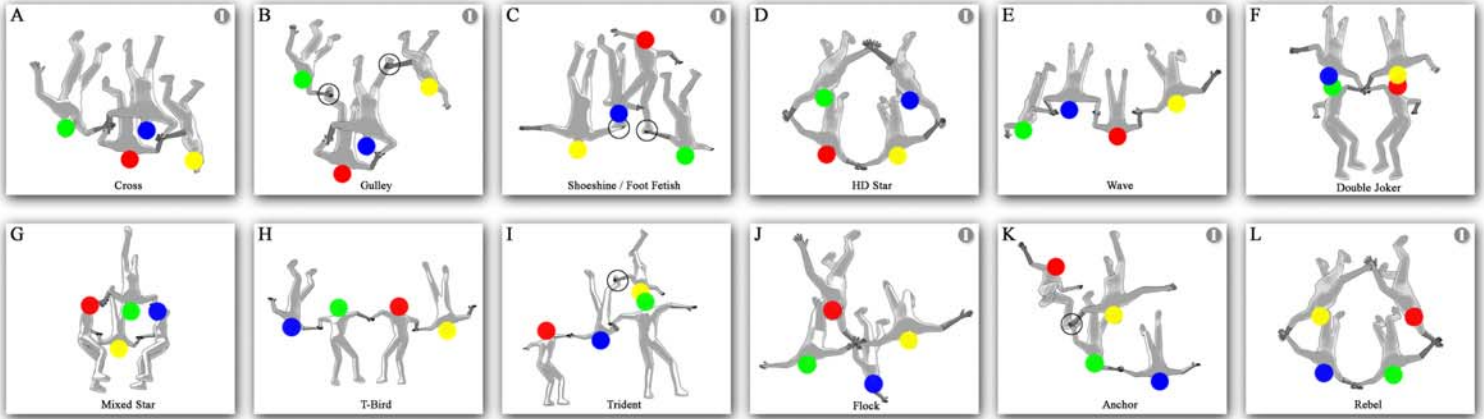


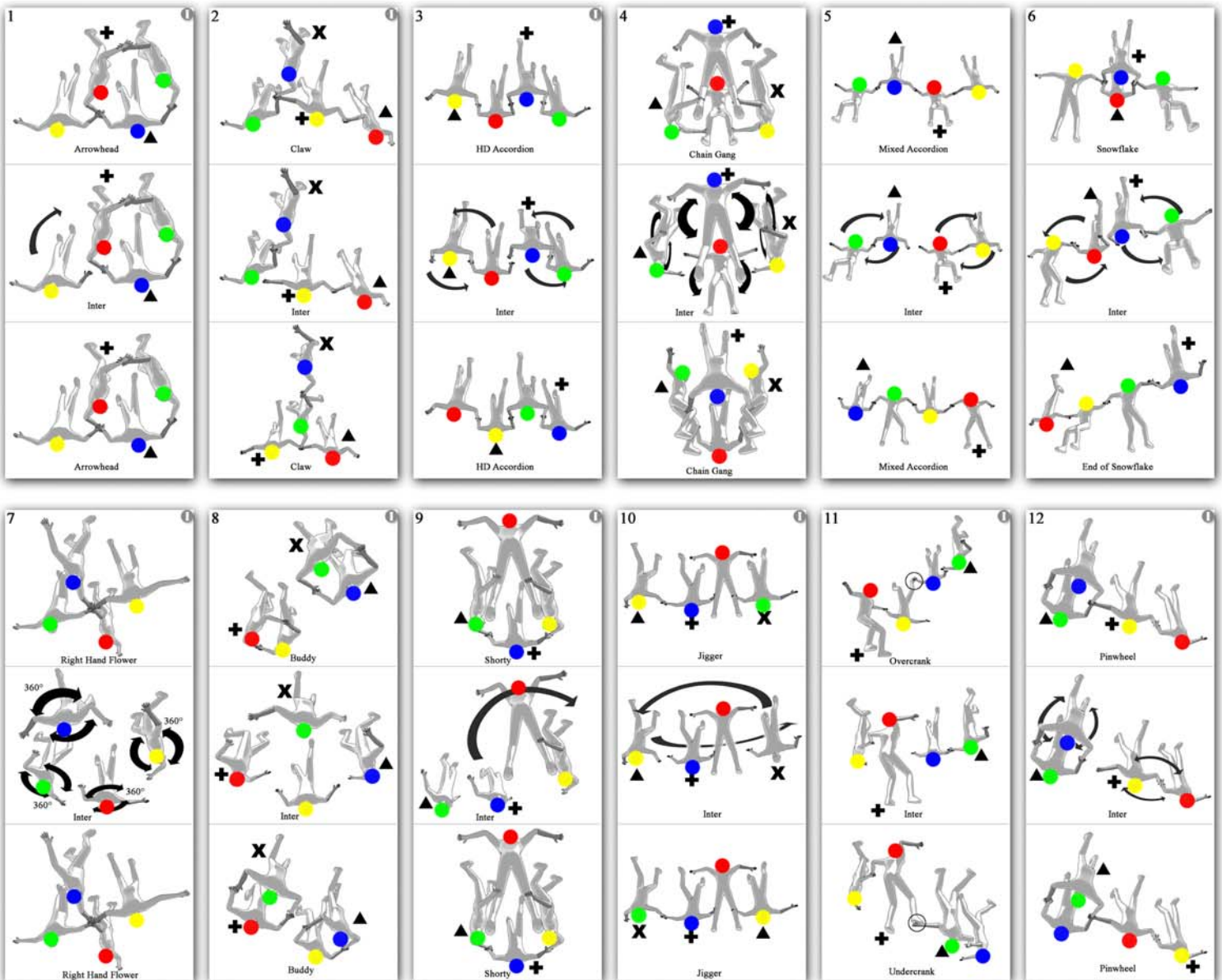
○ = foot grip

## RANDOMS

○ = intermediate



## BLOCKS



	<b>Tail (10 Upright Moves)</b>
	<b>Inside Center (2 Upright Moves)</b>
	<b>Outside Center (6 Upright Moves)</b>
	<b>Point (2 Upright Moves)</b>

Piece Partners

**Less Movement = More Speed**

- 1) Build with 'D' Orientation
- 2) Minimize Transitions