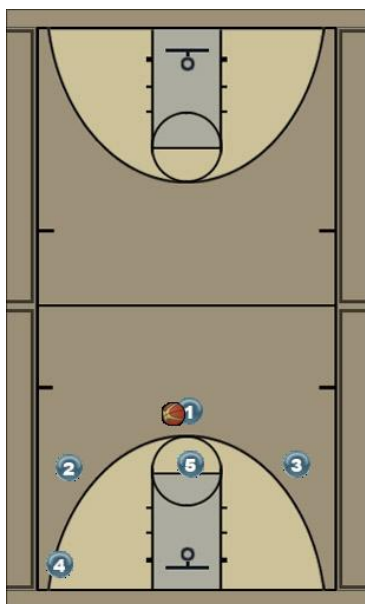
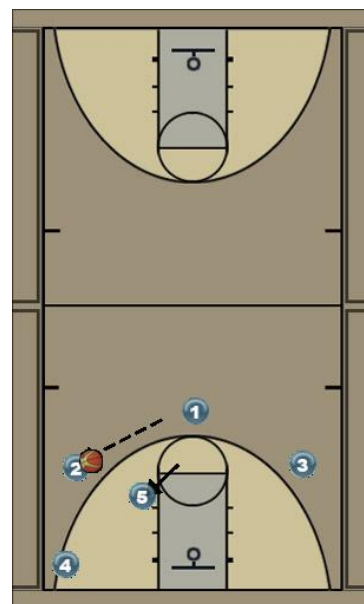


# STANFORD

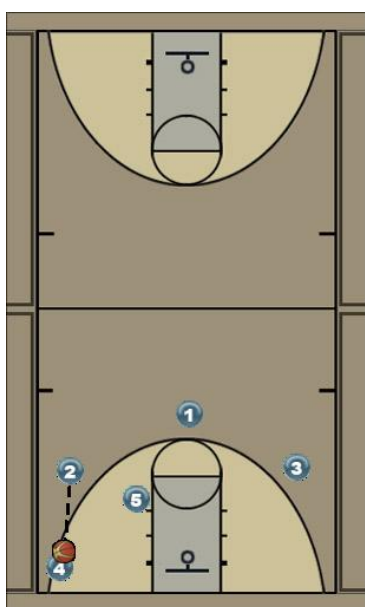
## Initial Set



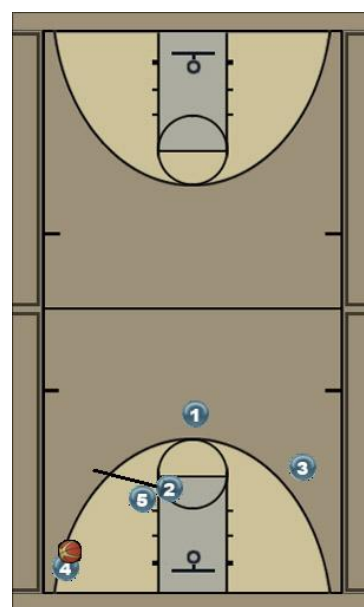
## 1



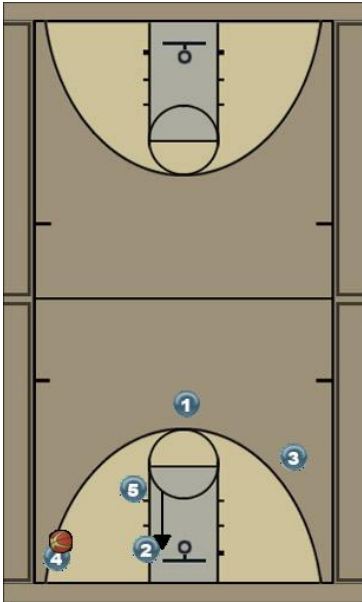
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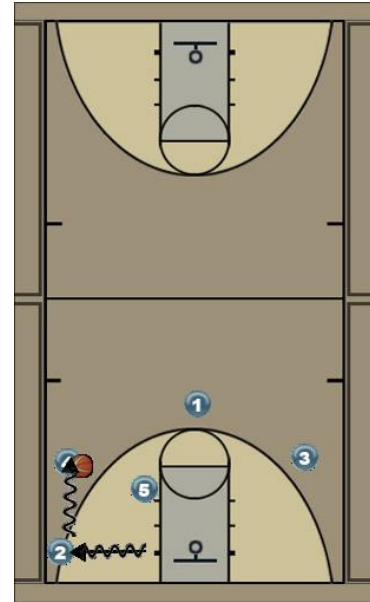
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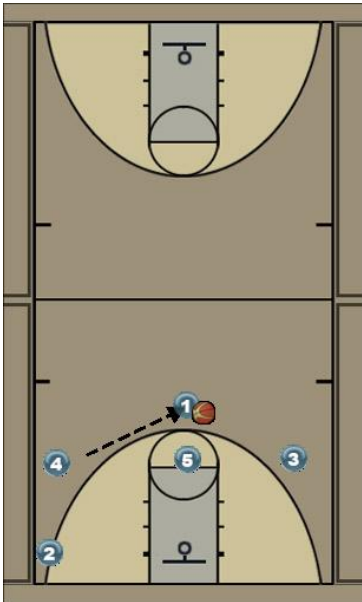
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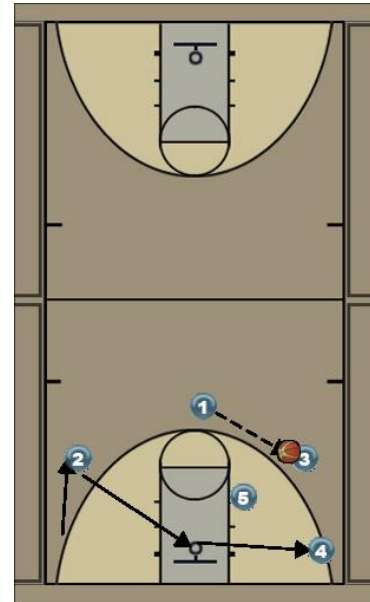
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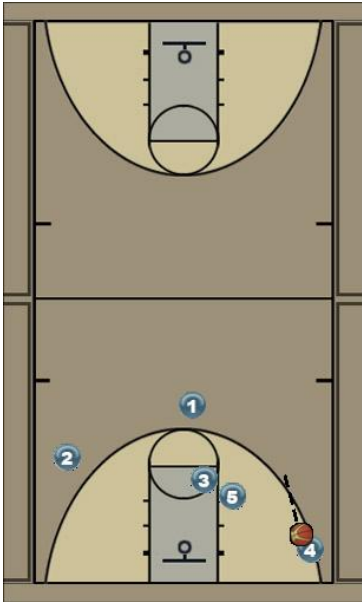
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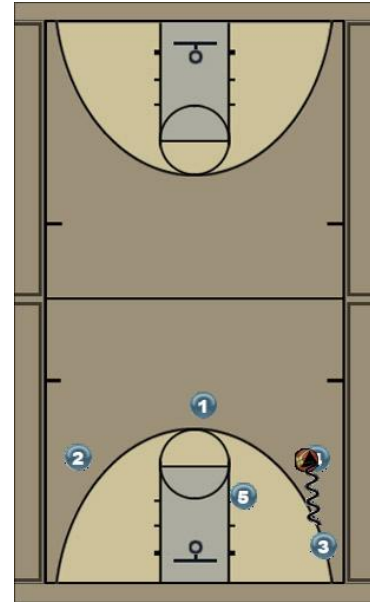
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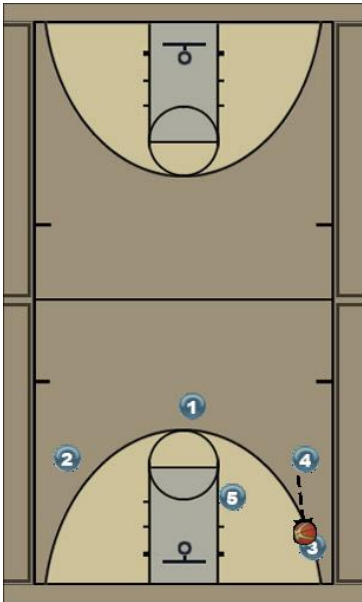
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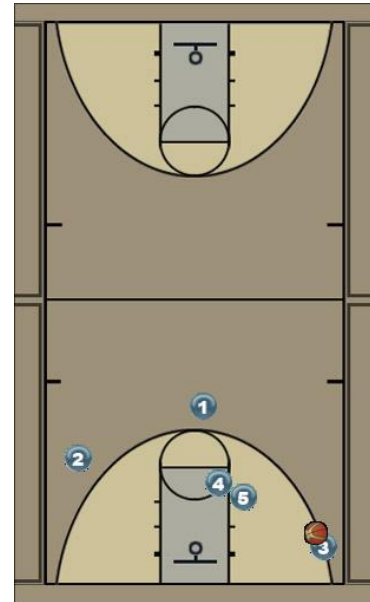
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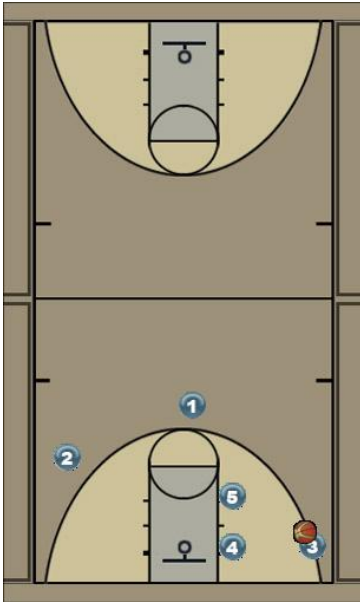
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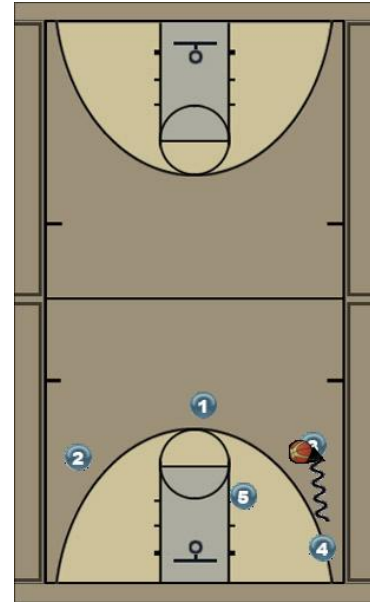
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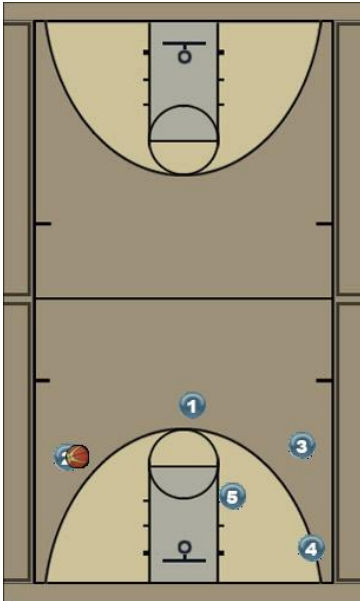
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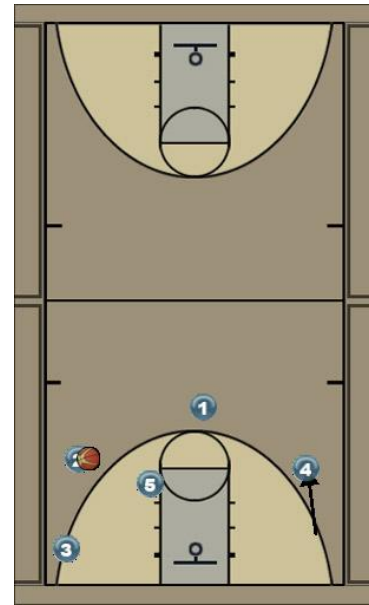
13



14



15



1. IF BALL GOES WING TO CORNER, WING CUTS AROUND THE POST LOOKING FOR THE BALL ON THE BLOCK 2. IF NOTHING, CORNER DRIBBLES UP TO WING AND WING REPLACES CORNER. 3. IF BALL GETS REVERSED, WING CUTS THROUGH TO OPPOSITE CORNER AND REPEAT ROTATION. 4. SO ANYTIME BALL GOES TO CORNER, WING CUTS AROUND POST AND REPLACES CORNER, ANYTIME BALL GETS REVERSED OR SKIPPED WING CUTS THROUGH TO EVEN UP FLOOR.