CROSS CORNER
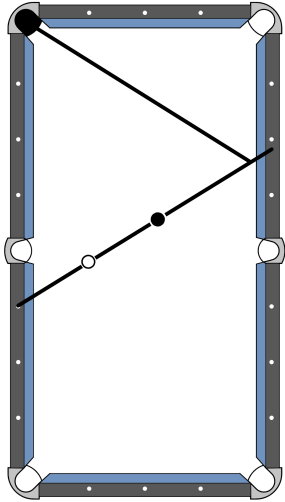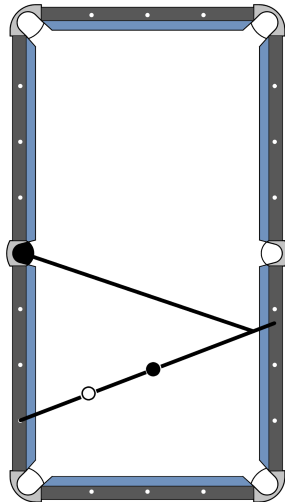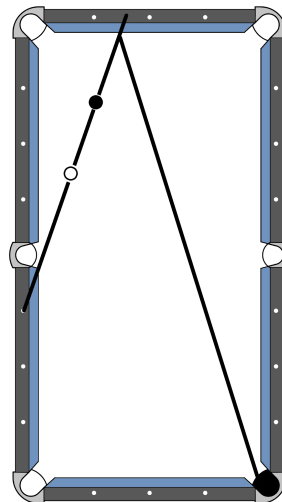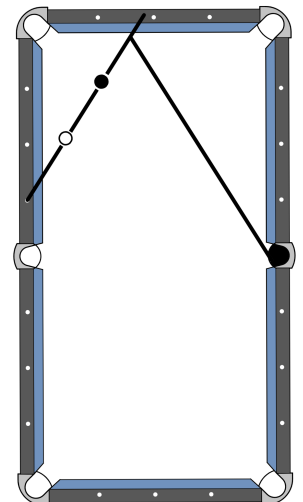
AIM WITH SPEED
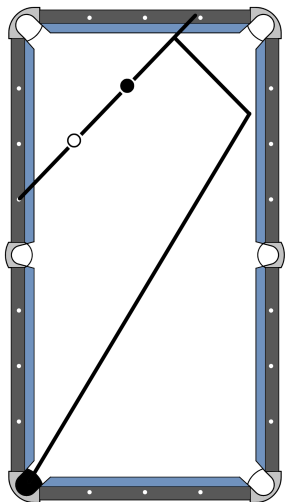
CROSS SIDE

AIM WITH SPEED

LONG CROSS CORNER

AIM WITH SPEED

LONG CROSS SIDE
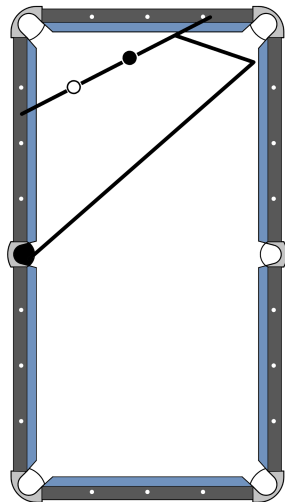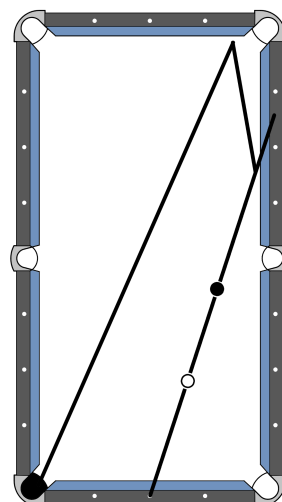
AIM WITH SPEED

2 IN THE CORNER

AIM WITH SPEED

2 IN THE SIDE

AIM WITH SPEED

LONG 2 IN THE CORNER

AIM WITH SPEED

LONG 2 IN THE SIDE
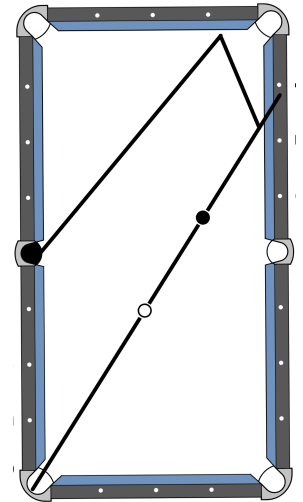
AIM WITH SPEED

2	1.5	±.1
3	1.8	±.2
4	2.1	±.2
5	2.3	
6	2.5	
7	2.6	
8	2.7	

+3 3 2 2 1 1

2	1.0	±0
3	1.2	±.1
4	1.4	±.2
5	1.6	±.2
6	1.8	±.2
7	2.0	±.2
8	2.2	±.2
9	2.6	±.2
10	3.0	±.1
11	3.5	±0

+2 2 2 2 2 2 4 4 5

5	4.5	±.1
6	4.9	±.2
7	5.3	±.2
8	5.7	±.2
9	6.1	±.2
10	6.5	±.2
11	7.0	±1

+4 4 4 4 4 5

1	0.5	±.1
2	0.9	±.15
3	1.3	±.2
4	1.75	±.25
5	2.2	±.3
6	2.7	±.3
7	3.2	±.4
8	3.8	±.5
9	4.5	±.4
10	5.2	±.3
11	6.0	±.1

+4 4 4_5 4_5 5 5 6 7 7 8

6	0.1	±.2
7	0.6	±.3
8	1.2	±.4
8.5	1.7	±.5
9	2.3	±.6
9.5	2.8	±.6
10	3.4	±.6
10.5	4.0	±.5
11	4.6	±.1

+5 6 5 6 5 6 6 6

9.5	0.8	±.4
10	1.6	±.4
10.5	2.5	±.4
11	3.5	±.4
11.5	4.6	±.4

+8 9 10 11

1	2.6	−3
1.5	3.1	−3
2	3.5	−3
2.5	3.8	−3
3	4.0	−3

+5 4 3 2

2	2.6	−3
3	3.1	−3
4	3.5	−3
5	3.8	−3
6	4.0	−3

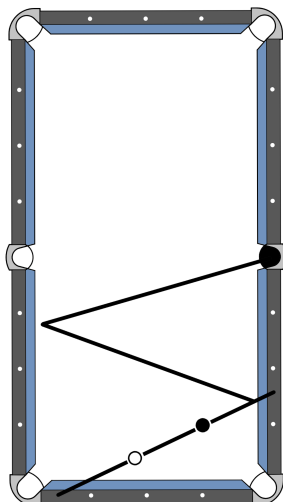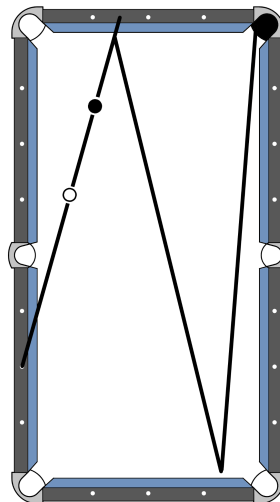+5 4 3 2

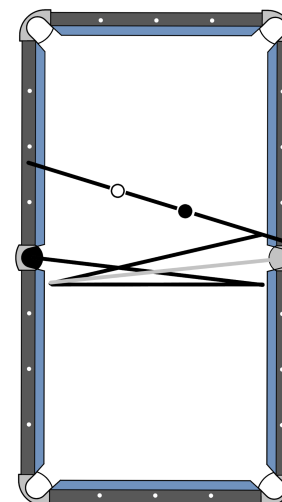## DOUBLE CROSS CORNER
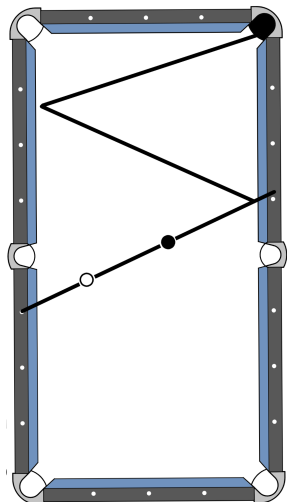
AIM WITH SPEED

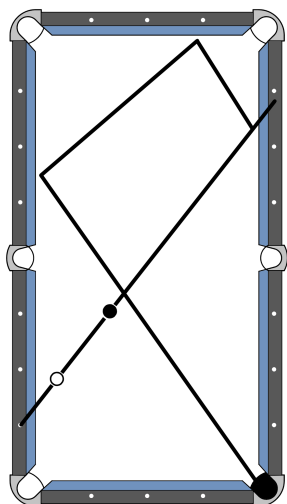## DOUBLE CROSS SIDE

AIM WITH SPEED

LONG DOUBLE
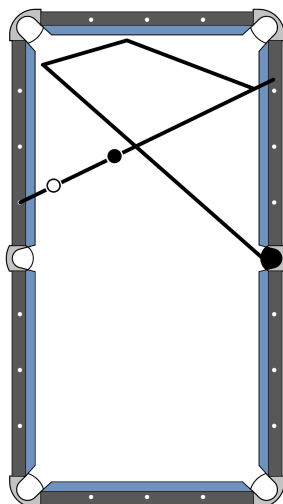
AIM WITH SPEED

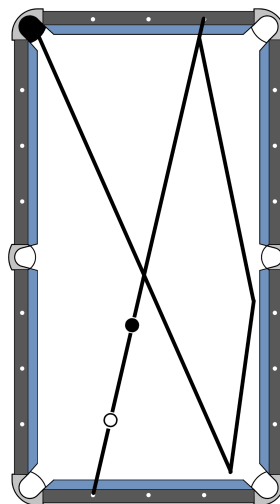## REVERSE 2&3 IN THE SIDE

AIM WITH SPEED

3 IN THE CORNER

AIM WITH SPEED

3 IN THE SIDE

AIM WITH SPEED

LONG 3 IN THE CORNER

AIM WITH SPEED

LONG 3 IN THE SIDE
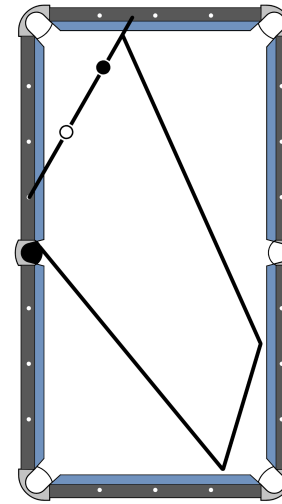
AIM WITH SPEED

2.4	3.7	–

[F for 2 rails]
[M+ for 3 rails]

2	0.8	+.1
3	1.0	±.2
4	1.2	±.2
5	1.4	±.2
6	1.6	±.2
7	1.8	±.2
8	2.0	±.2
8.5	2.2	±.2
9	2.4	±.2

+2 2 2 2 2 2 2 2

7	5.5	±.3
7.5	5.9	±.3
8	6.2	±.3
8.5	6.4	±.2
9	6.6	±.2
9.5	6.8	±.1
10	7.0	±.1

M½o, F

+4 3 2 2 2 2

3	1.5	±.3
4	2.2	±.3
5	2.9	±.3
6	3.6	±.3
7	4.3	±.3
8c	5.0	±.3
9	5.7	±.3
10	6.4	±.3

M½o, F

+7 7 7 7 7 7 7

2	1.1	
3	1.5	+0
4	1.9	+.1
5	2.3	+0
6	2.6	
7	2.9	
8	3.2	
8.5	3.4	
9	3.6	

+4 4 4 3 3 3 2 2

9	3.0	
9.5	3.25	
10	3.5	
10.5	3.5	½To

M+

+25 25 0

2	0.5	*1To
2.5	0.5	–.1
3	0.8	–.1
3.5	1.1	–.1

[F]

+0 3 3

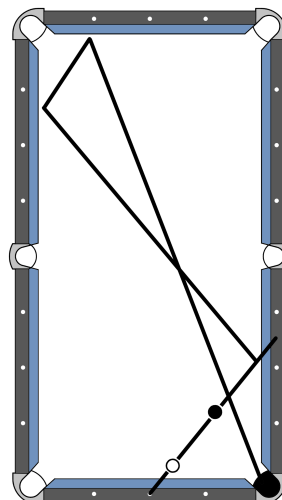|		
5	0.4	–.2
6	0.9	–.2
7	1.5	–.2
8	2.2	–.2
9	3.2	–.2
10	4.4	–.2
11	5.8	–.2

+5 6 7 10 12 14

TRIPLE IN THE CORNER
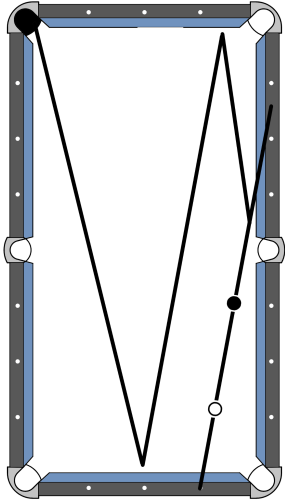
AIM WITH SPEED

TRIPLE IN THE SIDE
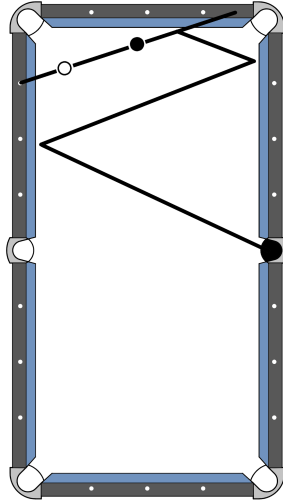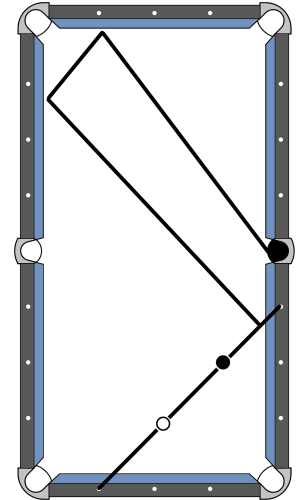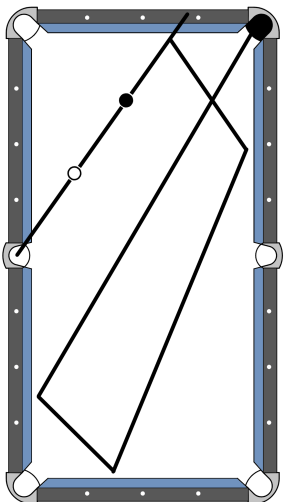
AIM WITH SPEED

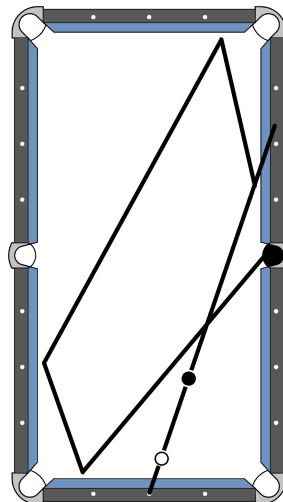## THRICE IN THE CORNER

AIM WITH SPEED

THRICE IN THE SIDE

AIM WITH SPEED

4 IN THE CORNER
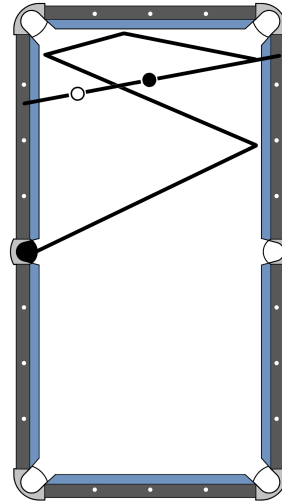
AIM WITH SPEED

4 IN THE SIDE

AIM WITH SPEED

QUADRUPLE IN THE SIDE

AIM WITH SPEED

CUATRICE IN THE CORNER
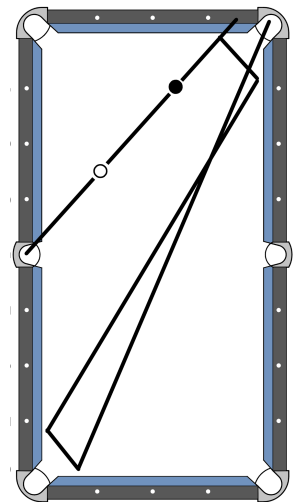
AIM WITH SPEED

9	4.6	
9.5	5.1	
10	5.5	
	M+	
	+5 4	

10	5.3	
10.5	5.8	
11	6.2	
	M+	
	+5 4	

0.5	2.4	-.1
0.75	3.0	-.1
1.0	3.5	-.1
1.25	3.9	-.1
		[F]
	+6 5 4	

10.5	0.0	
11	1.5	
11.5	3.5	
	M+	
	+15 20	

4	3.5	F

1.5	0.3	F

9	0.5	
9.5	1.0	
10	1.7	
10.5	2.6	
11	3.7	
	M+	
	+5 7 9 11	

1	1.0	-.3
2	1.7	-.3
3	2.3	-.3
4	2.8	-.3
5	3.2	-.3
6	3.5	-.3
7	3.7	-.3
		[F]
	+7 6 5 4 3 2	

5 IN THE CORNER
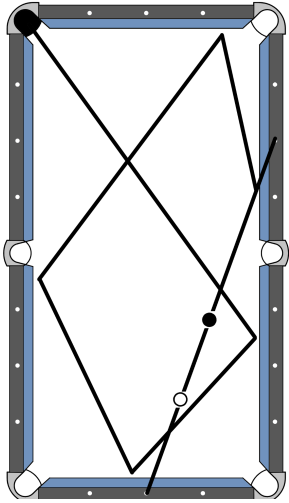
AIM WITH SPEED

6 IN THE CORNER
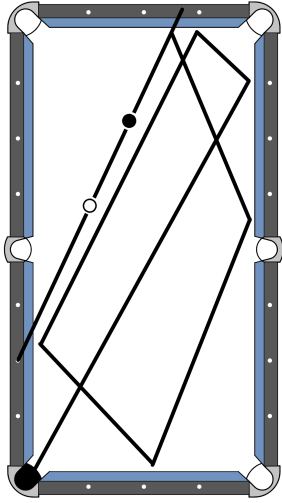
AIM WITH SPEED

7 IN THE CORNER
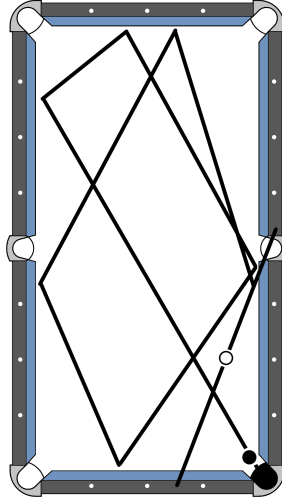
AIM WITH SPEED

10	**2.2**
10.5	**3.3**
11	**4.4**
11.5	**5.5**
	F
+11 11 11	

4	**1.8**
5	**2.1**
6	**2.5**
7	**2.9**
8	**3.3**
8.5	**3.7**
	F
+3 4 4 4 4	

9	**0.75**
10	**2.0**
11	**4.5**
	F
+125 250	

PRINTING TIPS:

- The diagrams and numbers are designed to align when printed back to back.

  Option 1: Use a printer and select "print on both sides"

  Option 2: In the printer settings, first print "odd pages only", then insert the printed pages into the printer (usually up side up) and print "even pages only"

  Option 3: (recommended) Print only one page at a time, flipping and inserting each printed page as needed to print on the reverse

- Use a thick mil paper or even cardstock so the other side doesn't show through. But be sure your printer can handle it.

- Cut out each flashcard using the grid lines on the numbers side

STUDY TIPS:

- Start with only 5-10 cards. As you cycle through, put cards you know at the back and tuck ones you don't just a few cards in, so they come up sooner. When you can do all you have, add a few more.

- Stages of Memorization:
    - **(1)** With the number sides up, try to identify the shot pattern.
    - **(2)** With the diagram sides up, try to remember the first diamond aim in the shot and the incremental pattern. (4 in the Corner would be [1, 1] +7 6 5 4 3 2)
    - **(3)** With the diagram sides up, try to run through all the track numbers (4 in the Corner would be [1, 1] [2, 1.7] [3, 2.3] [4, 2.8] [5, 3.2] [6, 3.5] [7, 3.7])
    - **(4)** With the diagram sides up, try to run through all the track numbers AND the Fast/Slow adjustment limits (4 in the Corner is -0.3 for all tracks)