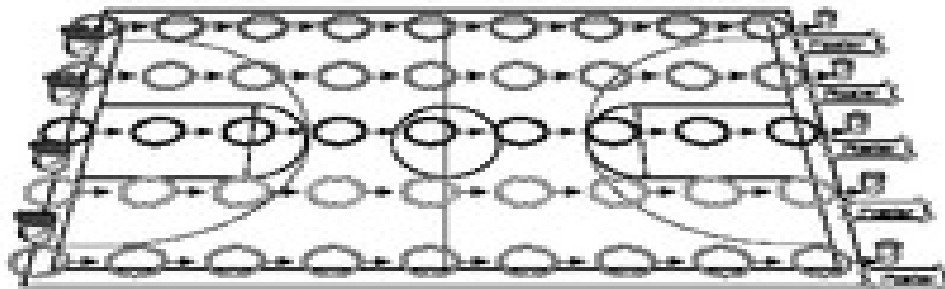




► A teammate bumping a player in the next loop.



 = this set of skills   
  = this loop   
  = this set of priority skills

Players getting bumped from the last loop must drop their skills into their team's skills drop-off (located at the end of the row) before reaching the Formation Progression Set to find out the next teammate skill. Players must do their best to follow the progression of teammate skills on the list. Although most players won't notice, the faster players will eventually pass some of the slower players. It is possible that slower players will skip some skills, especially when a teammate asks them to do a particular skill even though the slower player has not yet completed some of the previous skills. This is acceptable because the underlying objective of the game is specific exercises and