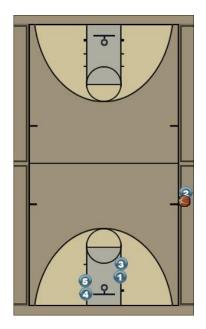
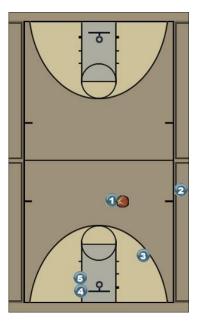


# 3 Point and Backdoor

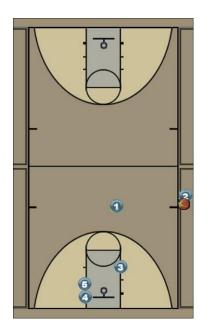
### **Movement 1**



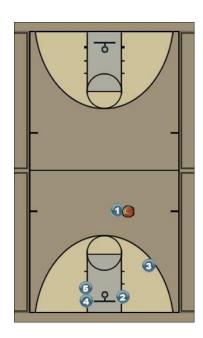
**Movement 3** 



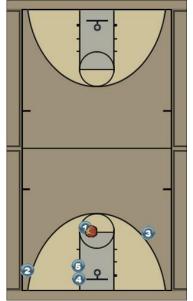
#### **Movement 2**



**Movement 4** 

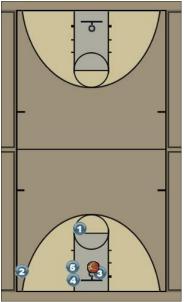


### **Movement 5**



Option 1: Two guard gets a 3

# **Movement 6**



Option 2: Backdoor for screener on wing