* Position 1
  + P2 is NOT visible
  + T4 is NOT visible
  + T12 may or not be visible depending on angles the day of. Game day decision.
  + T9 is NOT visible
  + T13 is NOT visible
* Position 2
  + P1 is NOT visible
  + T7/T8 are NOT visible
  + T4 starting to become visible, if not fully visible. Game day decision.
  + Maybe make T10 visible? Could be an interesting choice for prod shooters.
* Position 3
  + I’d like T4 to be visible from the back of this position, but it’s ok if angle doesn’t work.
  + P2 IS visible
  + T13 is NOT visible
  + Everything from T5/T6 to the left is NOT visible
* Position 4
  + P2 **IS** visible, but disappears as you move to position 5
  + T10 is NOT visible
  + T7/T8 ARE visible
  + T13 is NOT visible, but appears as you move to position 5
  + T4 **IS** at least partially visible
* Position 5
  + P2 is NOT visible
  + T11 is NOT visible
  + T10 **IS** at least partially visible
  + T7/T8 are NOT visible
  + P1 is NOT visible
  + T3 is down range of the furthest part of position 5 so no 180 issues
* Position 6
  + T9 is visible ONLY from this position
  + T10-T12 are NOT visible
  + I would like T4 to be visible, but it depends on the 180 and the angle we have to do to get P1 hidden. It’s ok if it must be up range and hidden, but it takes away a choice.