

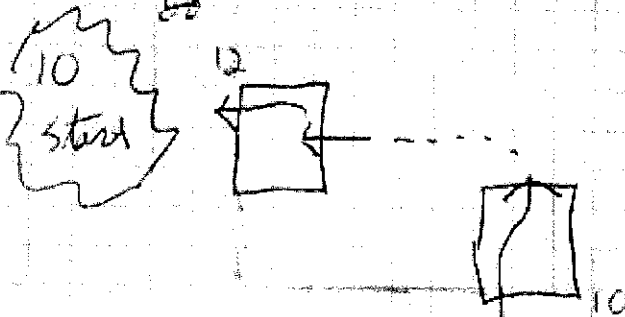
3 options of attack

- Start at 12
- Start at 10
- Start at smokers escape

* table cloth changed
smokers and door wedge.
Took forever to find
that it was aspect of
search, originally looked
at pipe clamp and other
right yet shaped clips.

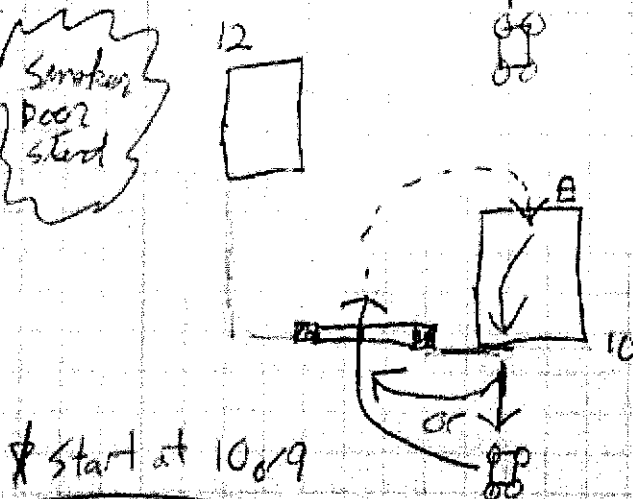


- Pros - Start at smaller room
- Can lock dbl doors
at 10 increasing casualties
- Cons - Starting point more
conspicuous than others



- Pros - Very inconspicuous
Starting point
* can begin smoke
Many initial persons
packed in single area

- Cons - Can't lock double doors,
many escapes



- Pros - Least conspicuous, can
begin need for smoke
- Can lock dbl doors,
inflicting mass casualties
in 10.

- May re-enter and kill
more or bail

- Cons - Most prone for door being
locked or clamp removed
- Real smokers (early warning)
- Time for hallway is vulnerable

* Start at 10

~~100% smokers~~
~~Start~~ appears best,
cautious approach
* ~~smokers~~ start would best
10