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Flowchart:
How to play the role of Jammer in a Rollerderby Bout

The point of my flowchart is to show some simple sequential, conditional, and repetitive types of code that a Jammer in rollerderby will go through while playing in a bout. Although there are many types of situations, these are the two most common types of situations that happen when starting a jam during a bout and how a Jammer might go about handling these situations.

