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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.

End

Process continues till game is over

Enter track behind pack after they’ve passed you

Take off racing at whistle blow

Jammer in Penalty box at initial start

Did these work? If yes, go left. If no, go right.

Did these work? If yes, go right. If no, go left.

Once pack is reached, What pack situation are you approaching?

Team has 3-man wall and back blocker, what do I do?

Opposing team bunched on one side, where do I go?

Use legal hits to take back blocker down and pass wall

Juke around blocker and pass wall

If team on outside, pass inside

If team on inside, pass outside

Skate quickly till you reach pack

Line up on starting line

Start