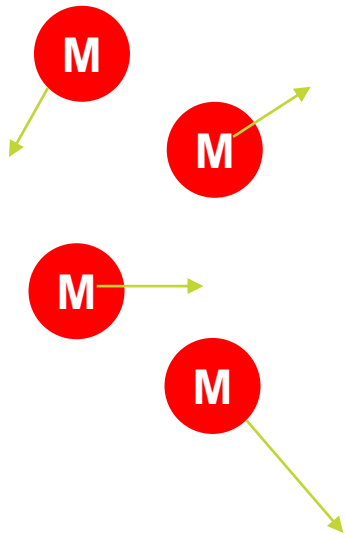


# Common “Stuck” Patterns

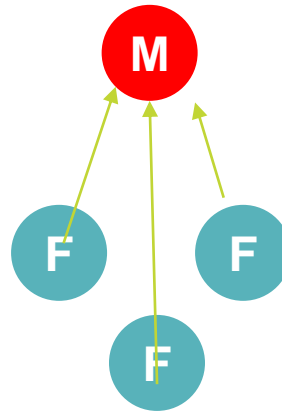
**Serial Move**



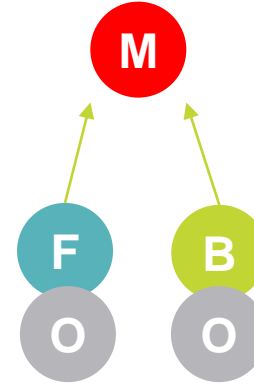
**Point - Counterpoint**



**Courteous Compliance**



**Covert Opposition**



**Hall of Mirrors**

