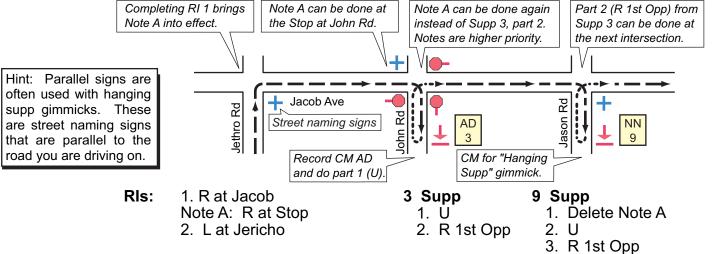
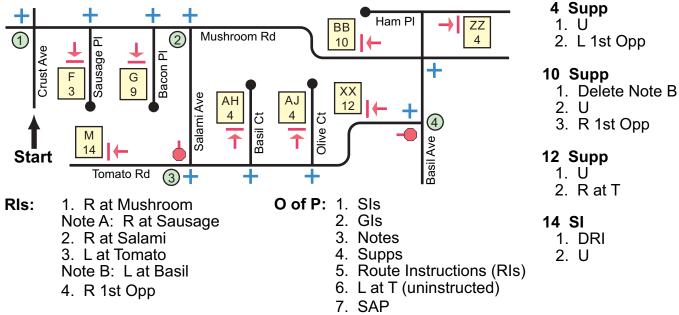
"Hanging Supps" are the simplest of the Order of Precedence (O of P) gimmicks. These O of P gimmicks occurr when execution of a lower priority instruction is delayed or post-poned by execution of a higher priority instruction. The lower priority instruction "hangs" while it waits to be done, which is often a turn at the next intersection. Most of the various types of instruction in the O of P can "hang" but usually these are the parts of Supplemental Instructions (Supps).

Consider this example where a Note causes a Supp part to hang. For this example remember Notes come into effect upon completion of the immediately preceding RI and go out of effect upon deletion.



Complete the following exercise:

Using the map, Order of Precedence, RIs below and the Supps on this page, complete the exercise. Notes work as in the above example. Careful reading of the General Instructions (GIs) found the following GI: L at Stop.



Answers. What you should have done:

Execute RI 1 at Mushroom bringing Note A into effect. Do Note A and get CM F. Do Note A again instead of part 2 of Supp 3, but do part 2 at the next street to get CM G (hanging supp). Turn for RI 2. At the Stop, do the GI and then do the RI 3 at the parallel "Tomato" sign to get AH (hanging RI). Note B is now in effect and can be done over the supps. Get AJ by doing the hanging supp down Olive. At Basil Ave, do the GI, then Note B to get BB (hanging note and supp). Supp 10 deletes Note B allowing you to finally execute RI 4 on Tomato to find XX. Coming back, do the GI a 3rd time hanging 12's supps until the T at Ham getting ZZ (hanging supp). You should not have CM M.