

ICE UNIT A ~ AS IS

Row

	1		2		3		4		5
	█		█		X			█	X X
	█		█		AISLE		█	█	
	X								X
	█		█		AISLE		█	█	
	X				X				X
	█		█		AISLE		█	█	
	X	AISLE		AISLE		AISLE		AISLE	X
	█		█		AISLE		█	█	
	X				X				X
	█		█		AISLE		█	█	
	X								X
	█		█		AISLE		█	█	
	X				X				X X

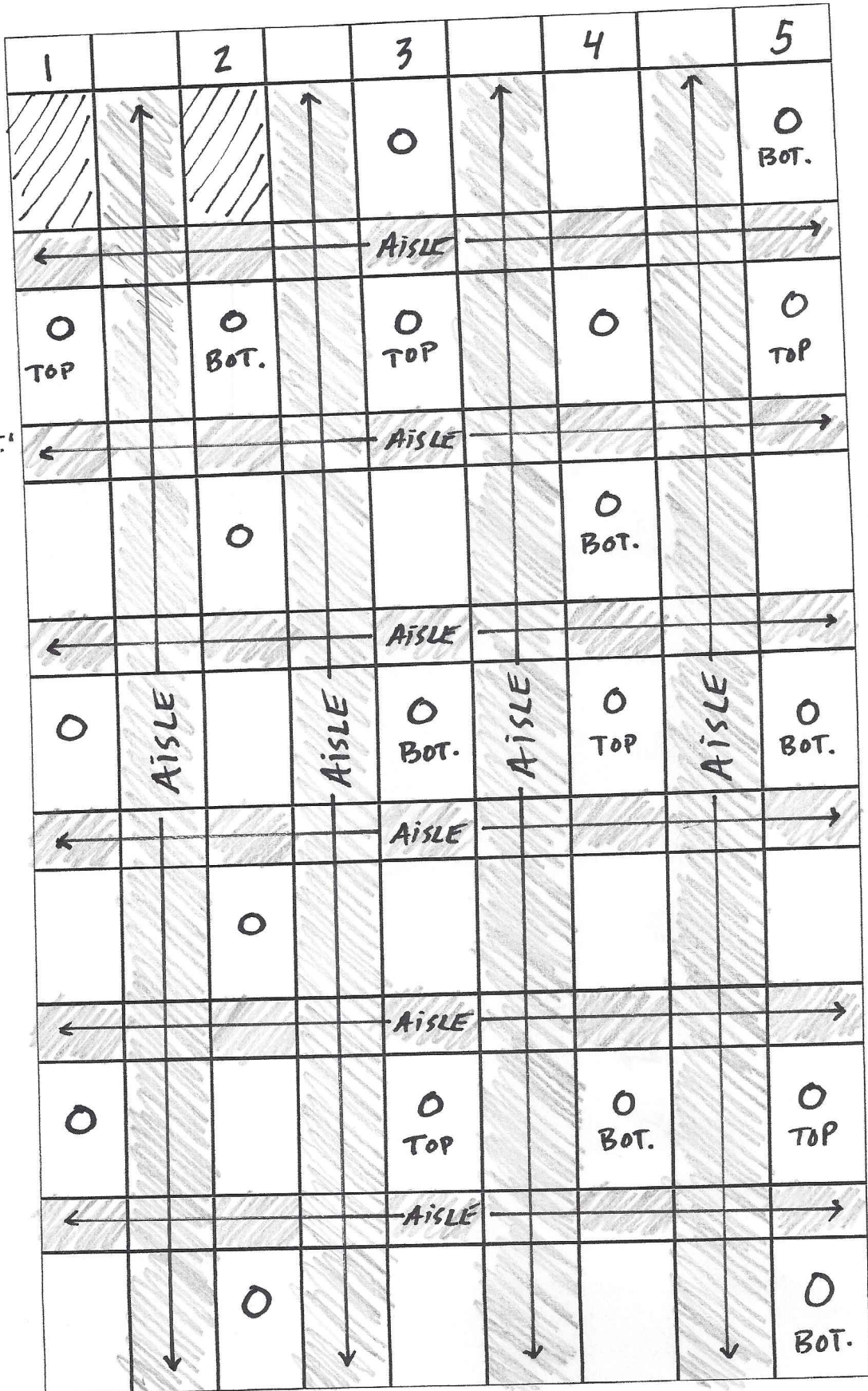
EACH
WHITE
BLOCK =
ONE BUNK.

"X"
INDICATES
ONE OCCUPANT.

ICE UNIT A ~ IDEAL

Row

"O" = one occupant
 "TOP" = top bunk only is occupied, "BOT." is bottom only is occupied.



ICE UNIT Bv AS IS

Row
 Two "X"
 MARKS
 INDICATES
 TOP AND
 BOTTOM BUNKS
 ARE OCCUPIED.

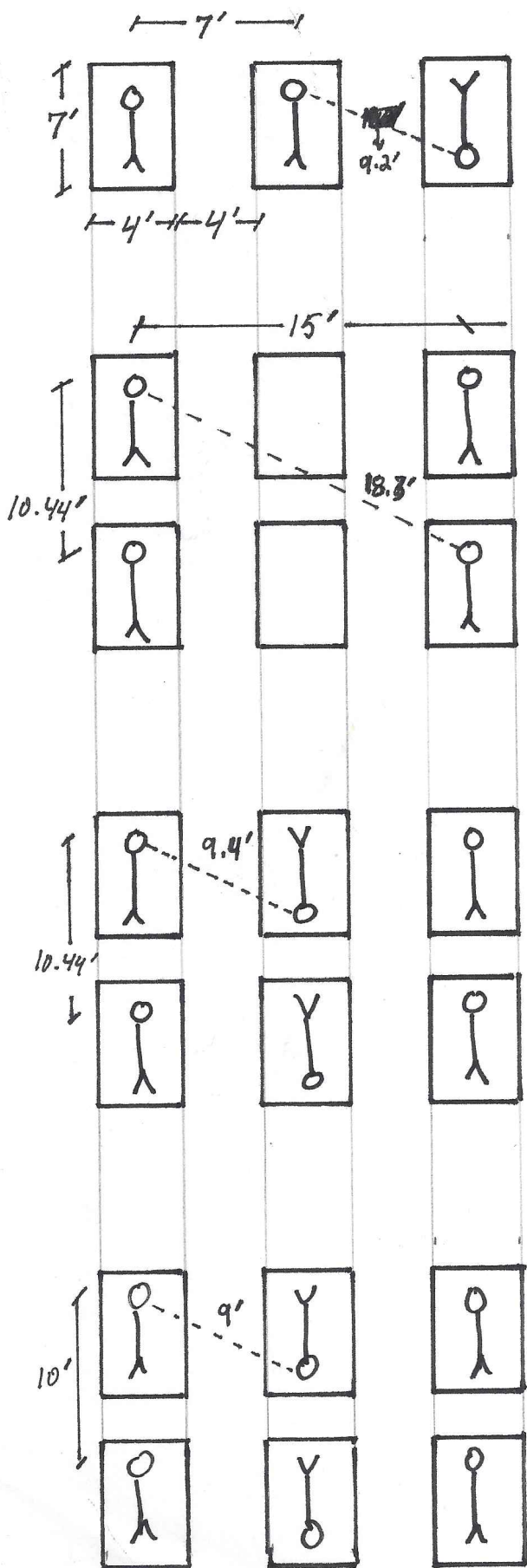
	1	2	3	4	5
	X		X		
	X		X		
			AISLE		
	X		X		X
	X		X		
			AISLE		
	X		X		XX
	X		X		
			AISLE		
	X	AISLE	X	AISLE	AISLE
	X		X		X
	X		X		
			AISLE		
	X		X		X
	X		X		
			AISLE		
	X		X		X

ICE UNIT B ~ IDEAL

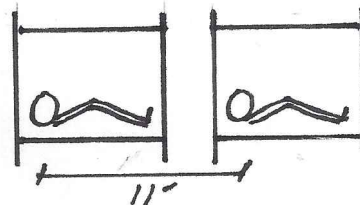
ROW

	1	2	3	4	5
	O TOP	O BOT.	O BOT.		
			AISLE		
	O BOT.	O TOP	O TOP	O BOT.	O TOP
			AISLE		
	O TOP		O BOT.	O TOP	O BOT.
			AISLE		
	O TOP	O BOT.	O TOP	O BOT.	O TOP
			AISLE		
	O BOT.		O BOT.	O TOP	O BOT.
			AISLE		
	O TOP	O BOT.	O TOP		O TOP
			AISLE		
	O BOT.	O TOP	O BOT.	O TOP	O BOT.

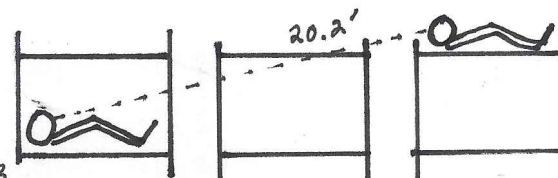
ICE UNITS A & B ~ DISTANCES



SCENARIO A
 (same level, top to top
 or bottom to bottom)

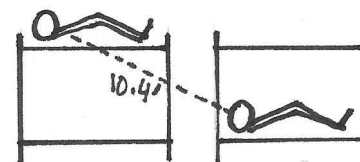


SCENARIO B
 (every other row)
 alternate top &
 bottom within row



NB: This is if every other
 bunk is occupied within
 a row, and top and
 bottom alternate.

SCENARIO C
 (every row, alternate
 top & bottom)



SCENARIO D
 (every row, same level
 both top & bottom
 occupied)

