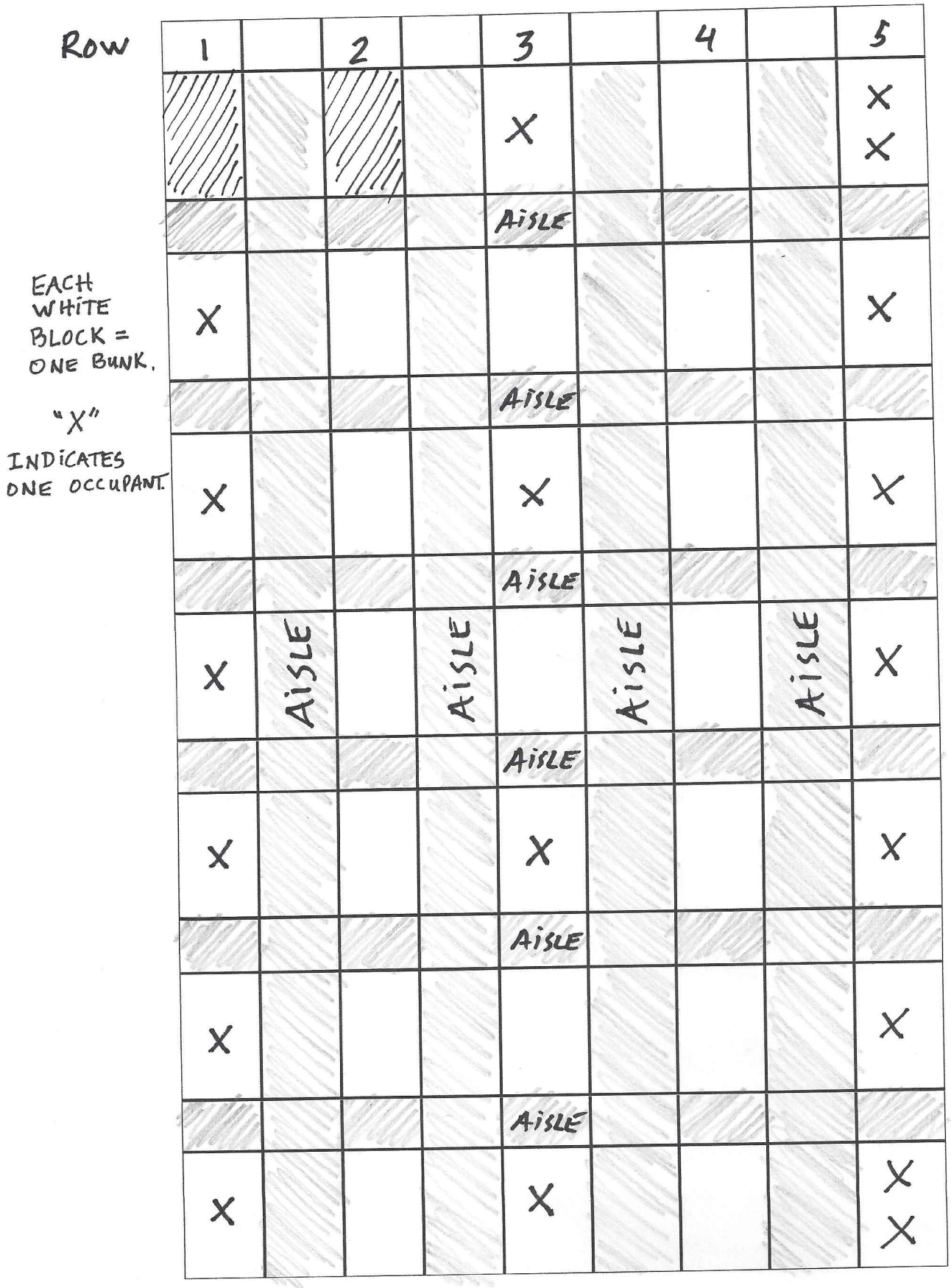
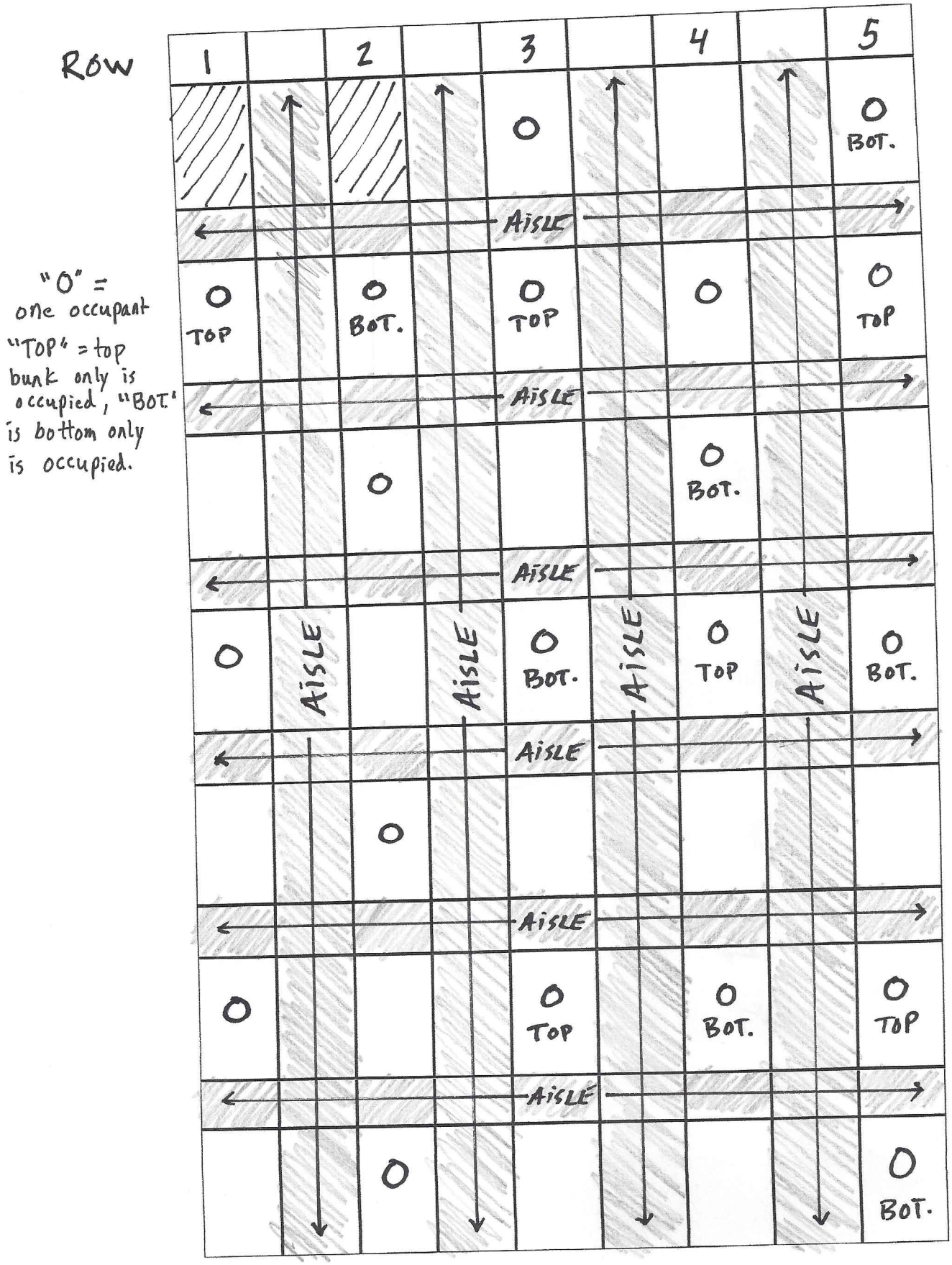
ICE UNIT A ~ AS IS

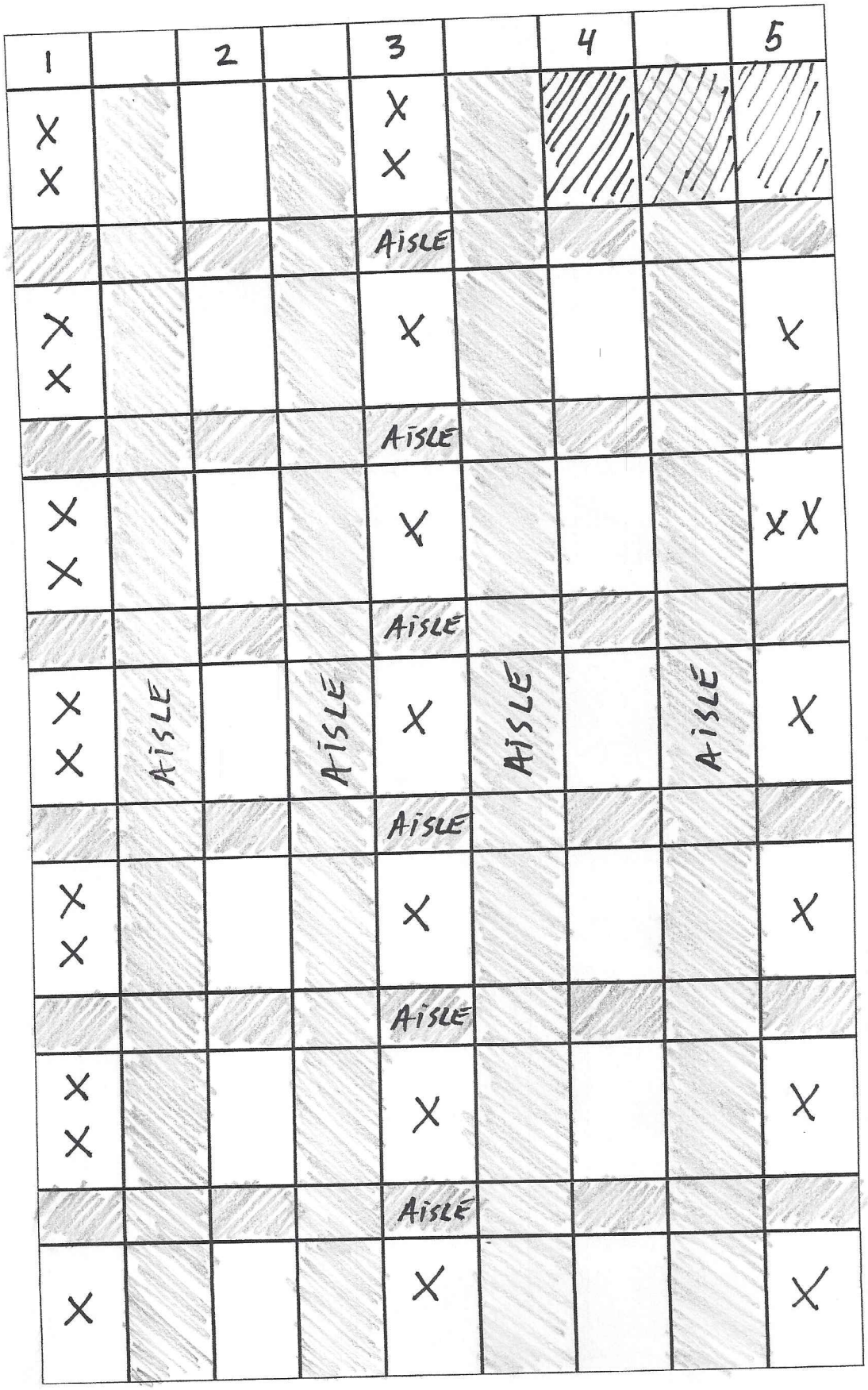


ICE UNIT A ~ IDEAL



ICE UNIT B~ AS IS

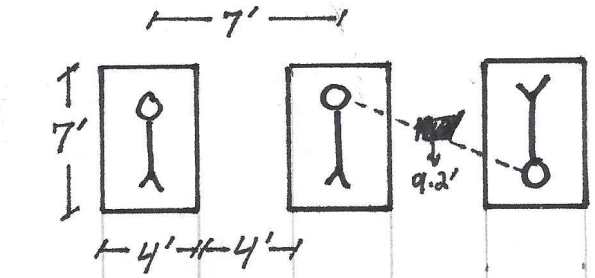
TWO "X" MARKS INDICATES TOP AND BOTTOM BUNKS ARE OCCUPIED.



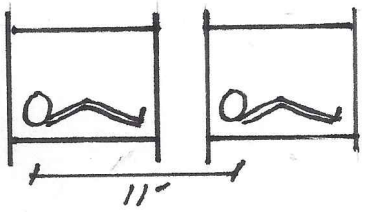
ICE UNIT B ~ IDEAL

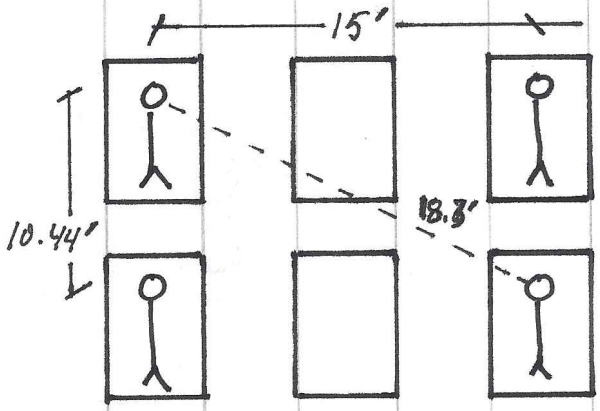
ROW	1		2		3		4		5
	O TOP		O BOT.		O BOT.				
					AISLE				
	O BOT.		O TOP		O TOP		O BOT.		O TOP
					AISLE				
	O TOP				O BOT.		O TOP		O BOT.
					AISLE				
	O TOP	AISLE	O BOT.	AISLE	O TOP	AISLE	O BOT.	AISLE	O TOP
					AISLE				
	O BOT.				O BOT.		O TOP		O BOT.
					AISLE				
	O TOP		O BOT.		O TOP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

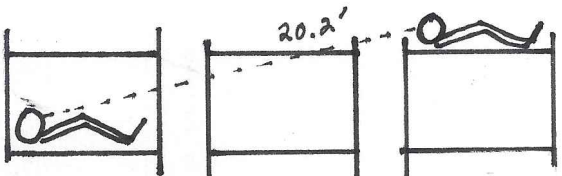
ICE UNITS A & B ~ DISTANCES



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

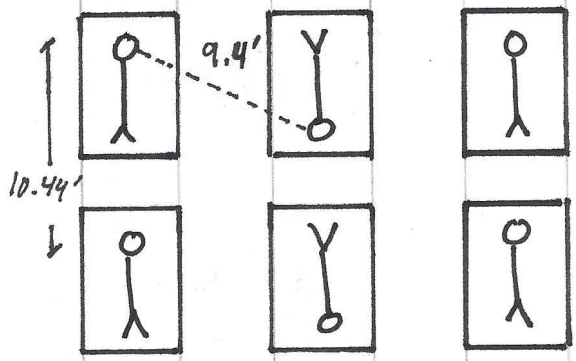


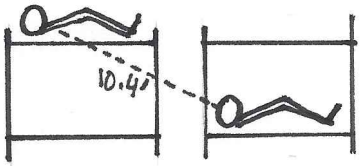




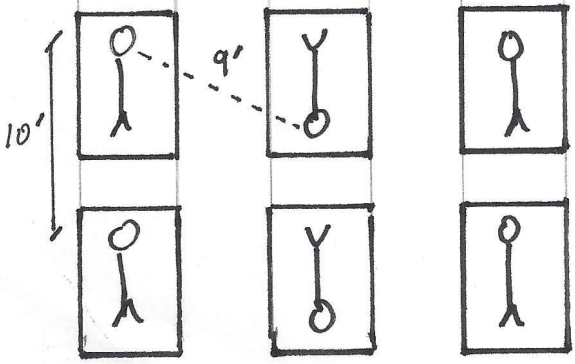
SCENARIO B
(every other row) alternate top & bottom within row

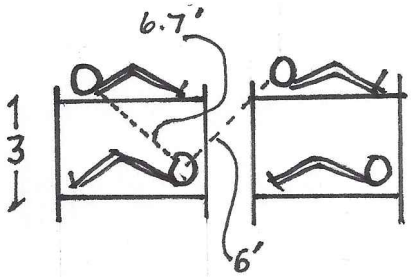
NB: This is if every other bunk is occupied within a row, and top and bottom alternate.





SCENARIO C
(every row, alternate top & bottom)





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