



Trees 2 and 3 operate just like tree 1. If course #2 is full, the program shifts to course (and tree) #3. Except for tree 4, the general fill-in group, once the program starts down a certain path (e.g. 1, 2, or 3; 1A or 1B), it stays on that path. It doesn't jump, for instance, from 2A to 1B.