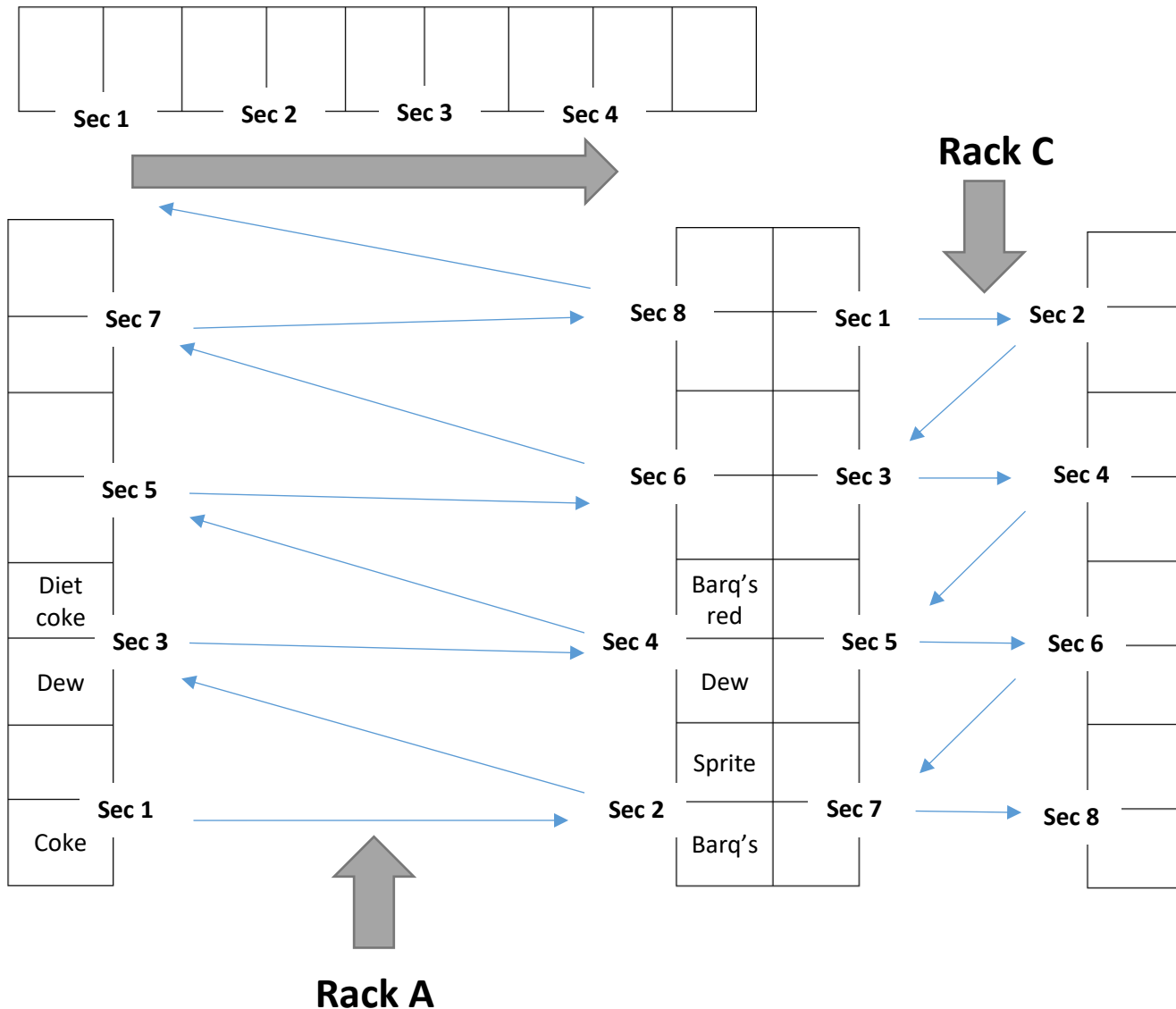


## LightSpeed Beverage Mapping

### Rack B



When mapping beverages you will start with:

- **Rack A**
- **Row A** (Never create a new row)
- **Section 1** (Sections will be every 2 pallets)
- **Location** (Every item will have its own location)

Each change of direction will be a new **RACK**

For example starting with your layout:

**Rack A – Row A - Section 1 (Location 1 - Coke)**

**Rack A – Row A - Section 2 (Location 1 – Barq's – Location 2- Sprite)**

**Rack A – Row A - Section 3 (Location 1 - Diet Dew – Location 2 – Diet Coke)**

**Rack A – Row A - Section 4 (Location 1 - Dew – Location 2 – Barq's Red)**

After **Rack A**, then you move on to **Rack B** etc.