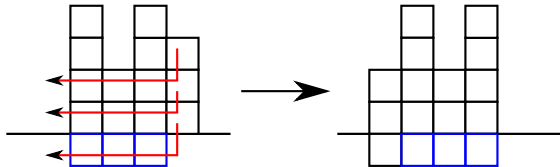
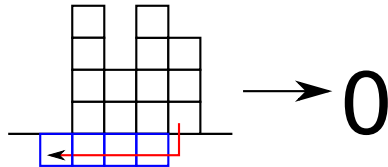


Generalized Pieri Rule

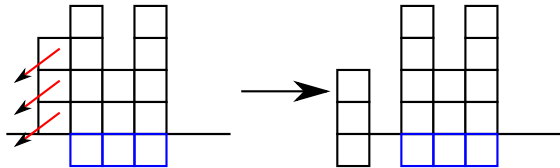
GP1: Right Overhang: Iterated Chute Move



GP1Z: Right Overhang to Zero



GP2: Left Overhang: Iterated Commutation Move



GP2Z: Left Overhang to Zero

