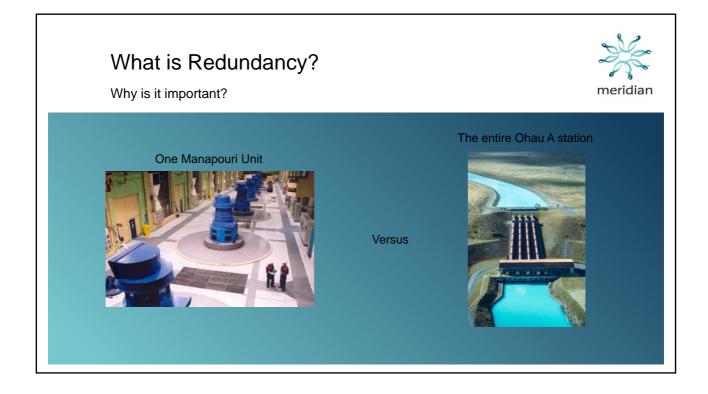
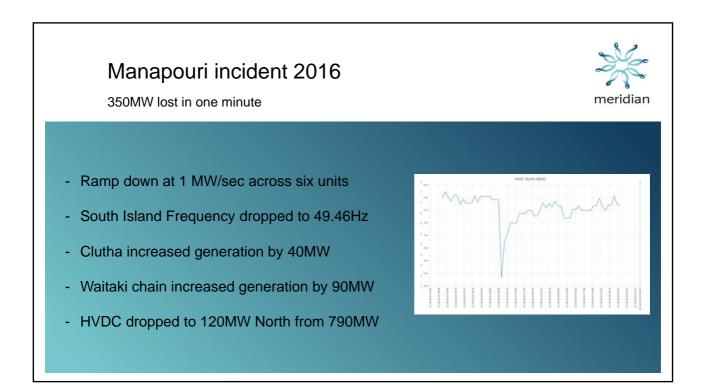
## Don't Be Reluctant; Build Redundant

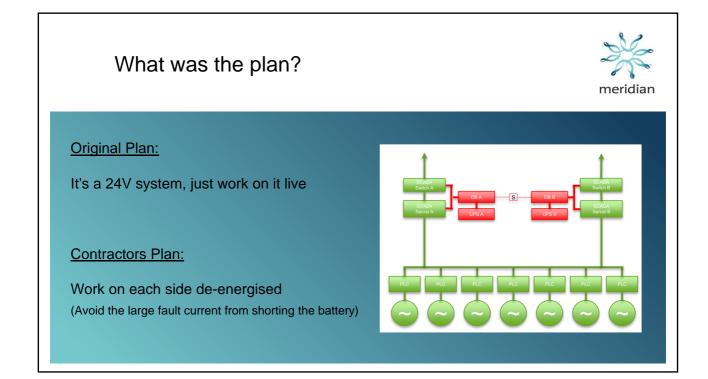
Luke Reisin



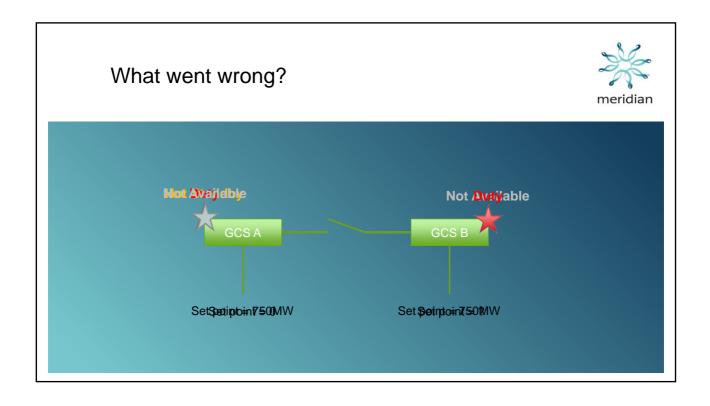


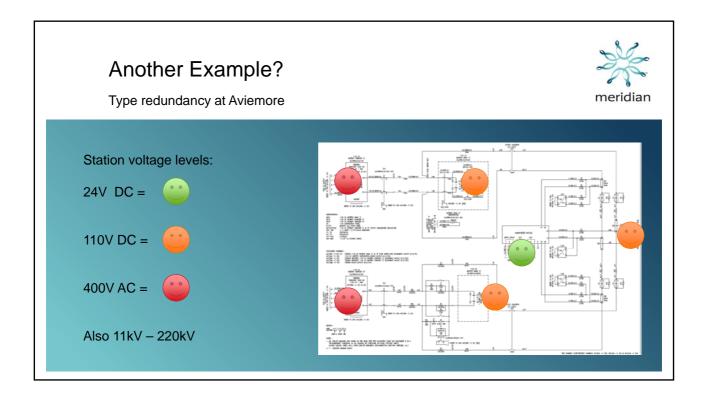


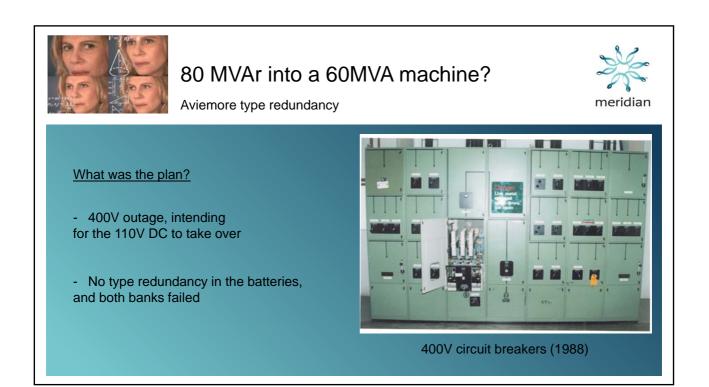


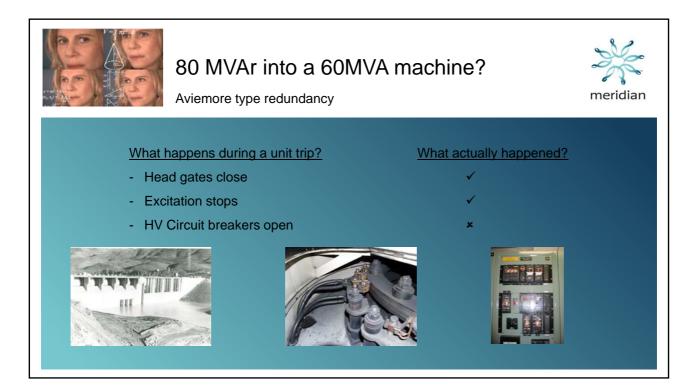


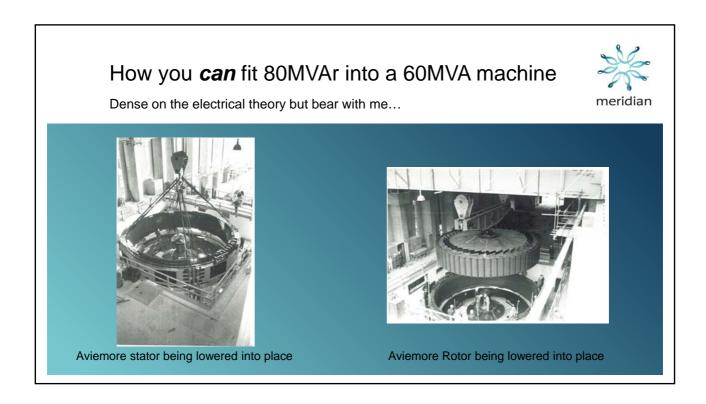
## 2

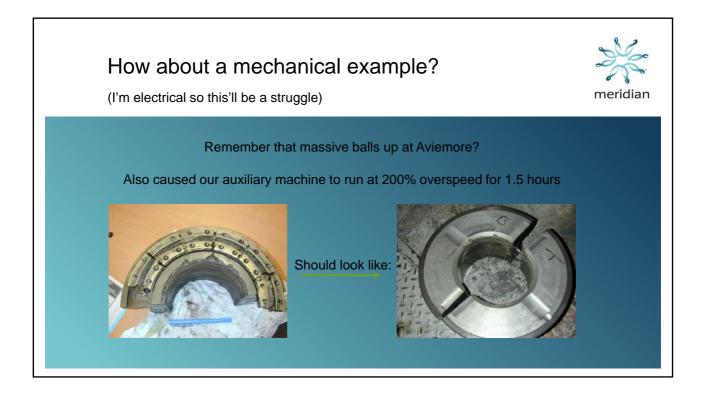


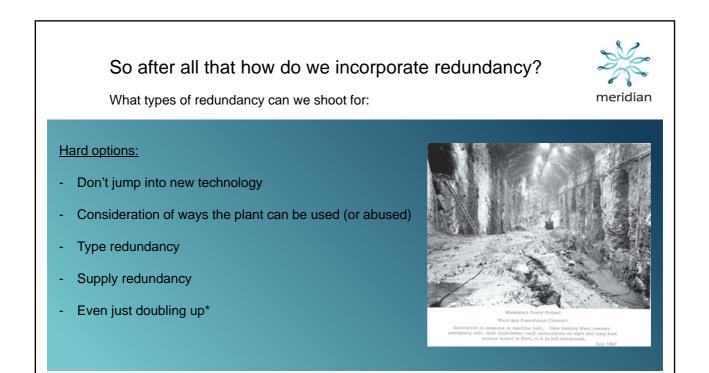


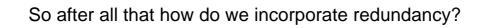














What types of redundancy can we shoot for:

## Easy options:

- Normally open switches
- Location redundancy
- Keeping mechanical systems



