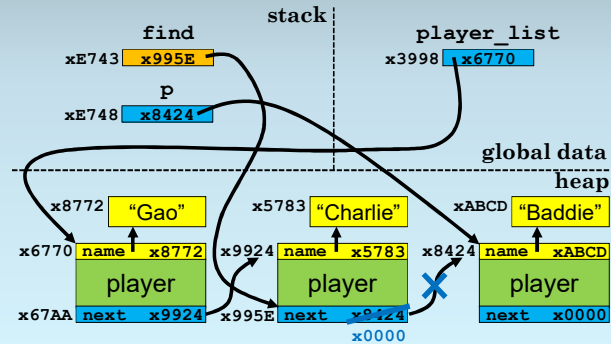## Overwrite `*find` with `p->next`

Here's the code after the loop.
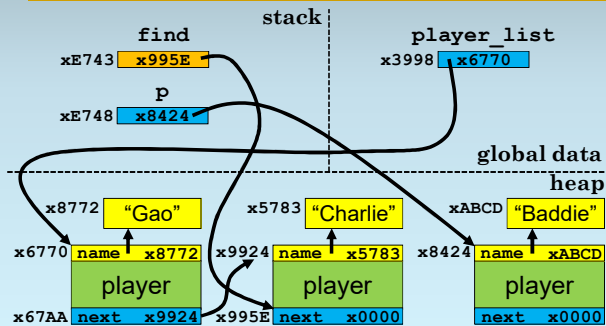
```
*find = p->next;
free (p->name);
free (p);
return 1;
}
```

Notice that we overwrite `*find`.

Set the Bits at `*find` to `p->next`

"Baddie" is No Longer in the List!

Finish the Rest of the Function

What's next?

```
*find = p->next;
free (p->name);
free (p);
return 1;
}
```

Free the name, then player `p`.

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