



BlockCompleted



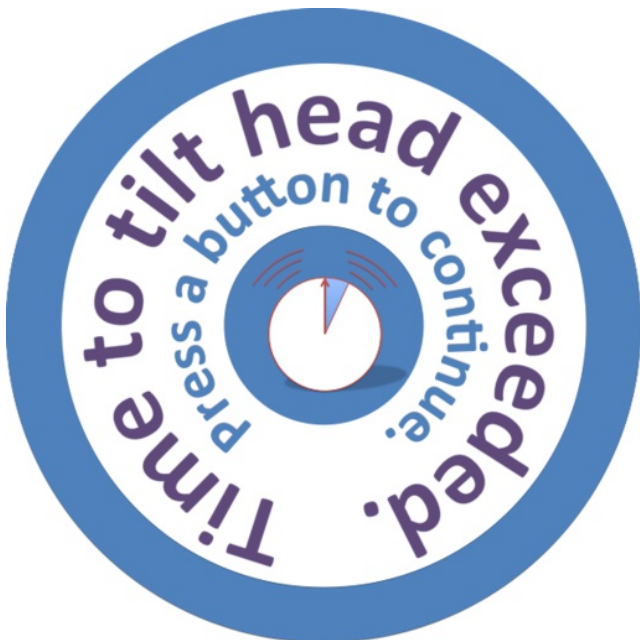
HandRotateTimeout



HandShouldNot



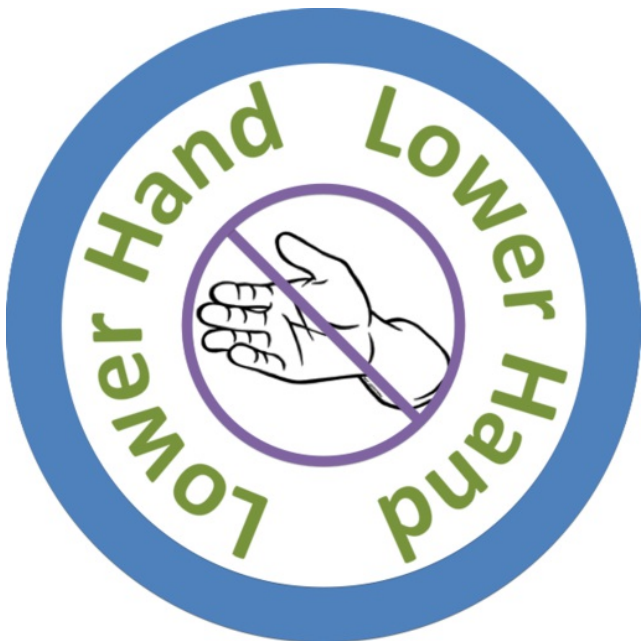
HandTooSoon



HeadAlignmentTimeout



HeadMisalignment



LowerArm



LowerArmTimeout





RaiseArm



RaiseArmTimeout



ReadyToStart



ResponseTimeout



StraightenHead



TimeLimit