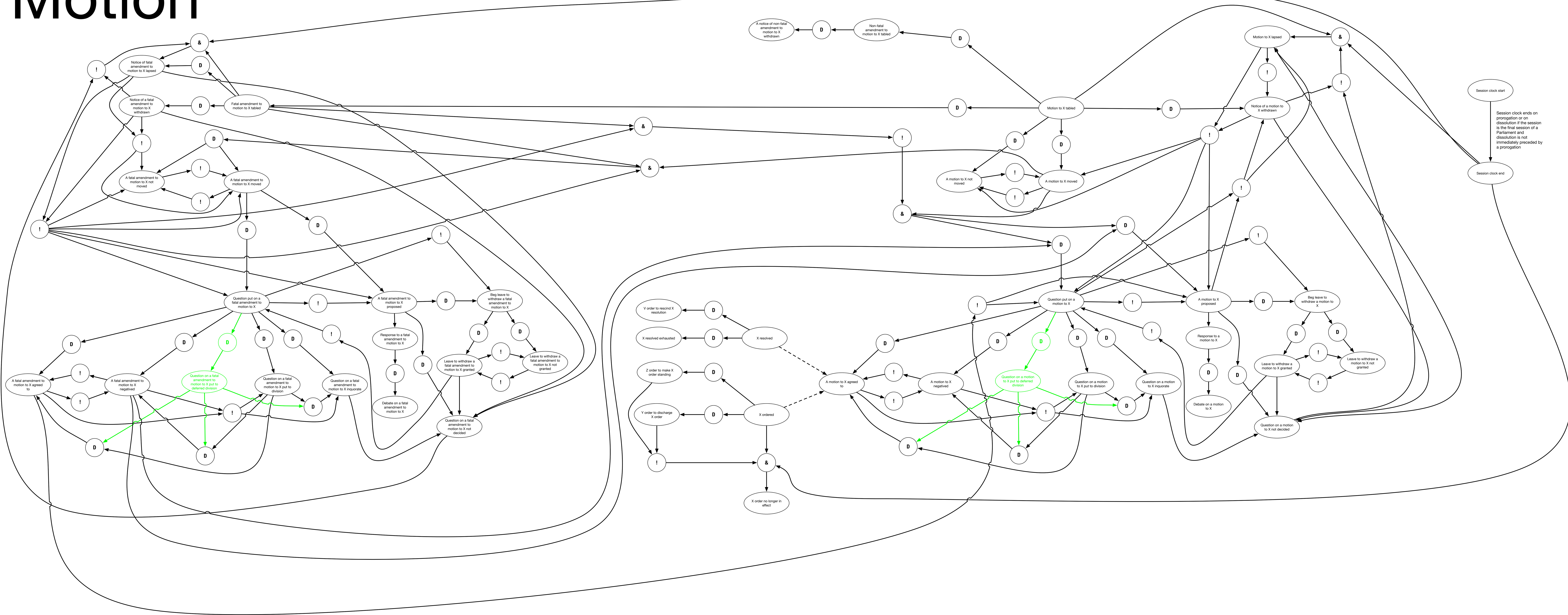


# Motion



## Key

- I Not (precludes)
- II Or
- & And
- D Decision step (allows)