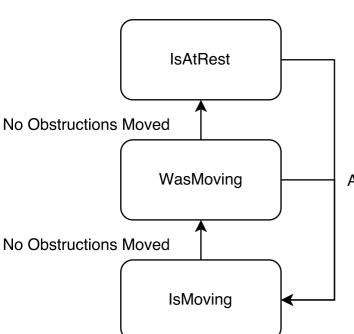
## **Obstructions Motion State**



An Obstruction Moved