## No.20, Basic Type TG1G2TG2G1

Shift the arbitrary line AB to DC, glide-reflect another arbitrary line AF (F arbitrary) into EB. Glide-reflect a third arbitrary line FD into CE. (glide-reflection axes H1I1, H2I2 perpendicular to AD at equal distances from B and F, and from D and E, respectively.)

Number of arbitrary lines: 3



