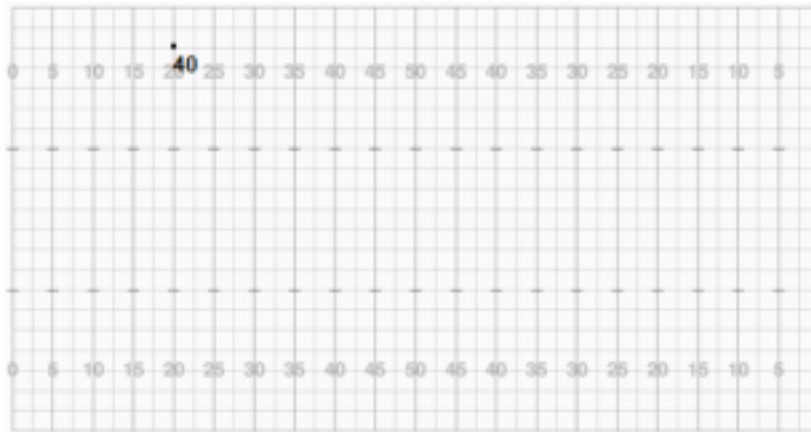


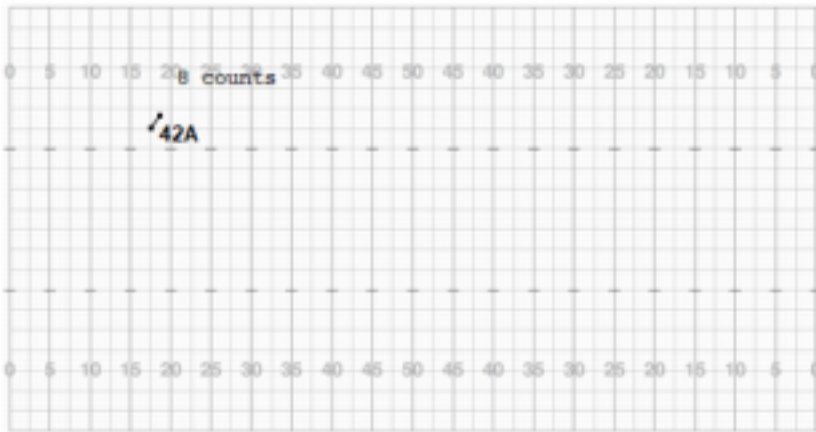
Set 40

Counts: 0 Side TWO 0.0 OUTSIDE 20 8.0 BEHIND FRONT_SIDELINE



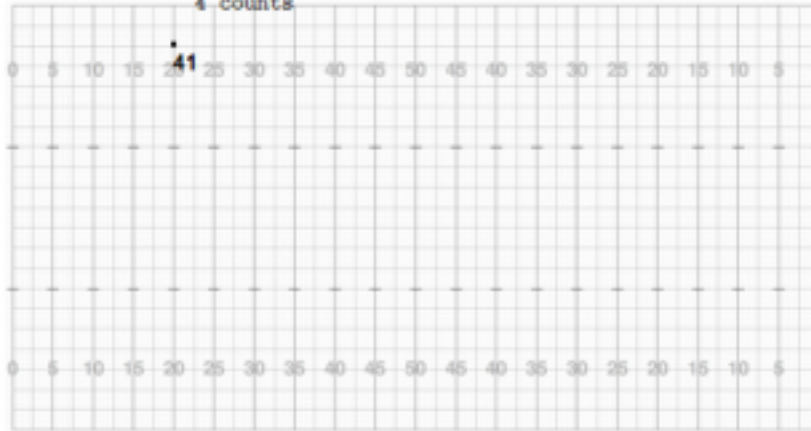
Set 42A

Counts: 8 Side TWO 2.0 OUTSIDE 20 6.5 FRONT FRONT_HASH



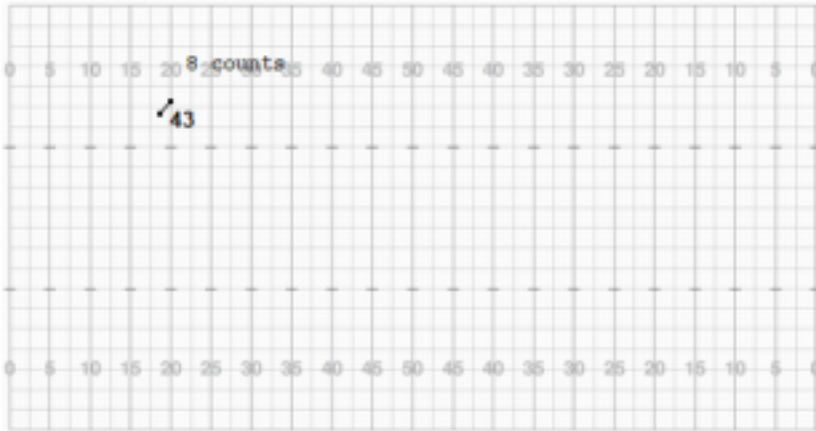
Set 41

Counts: 4 Side TWO 0.0 OUTSIDE 20 8.0 BEHIND FRONT_SIDELINE



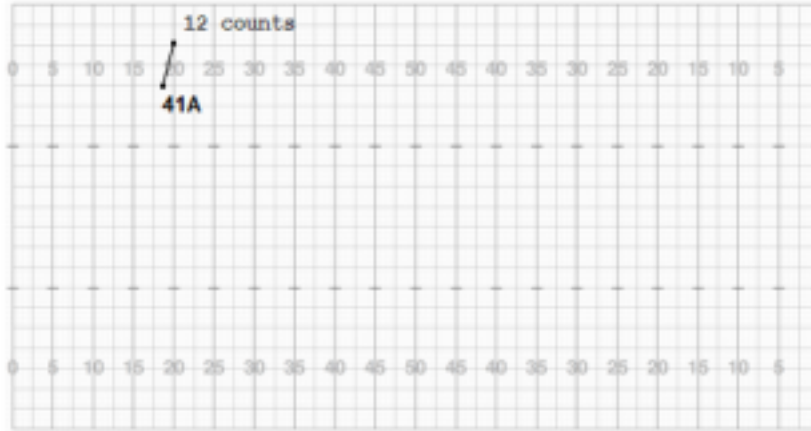
Set 43

Counts: 8 Side TWO 0.0 OUTSIDE 20 9.0 FRONT FRONT_HASH



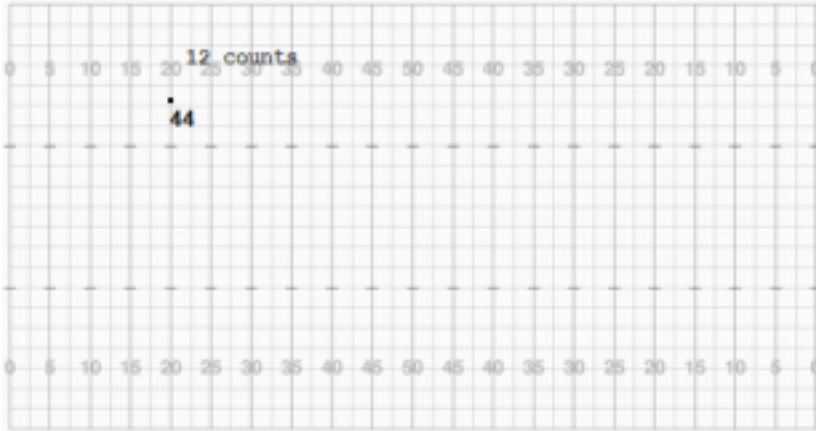
Set 41A

Counts: 12 Side TWO 2.0 OUTSIDE 20 12.0 FRONT FRONT_HASH



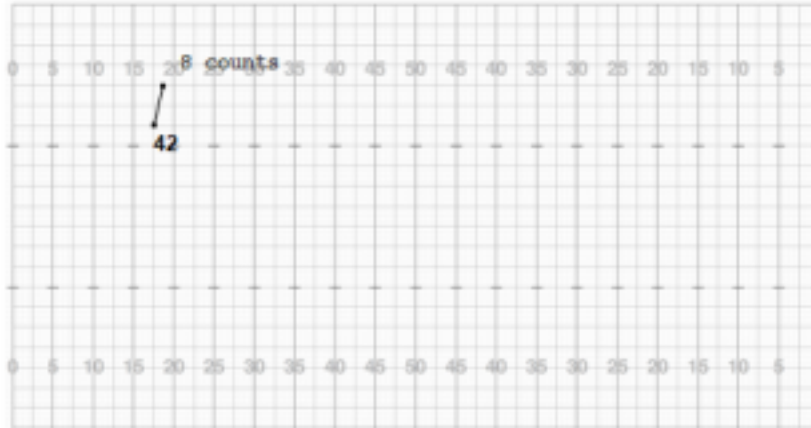
Set 44

Counts: 12 Side TWO 0.0 OUTSIDE 20 9.0 FRONT FRONT_HASH



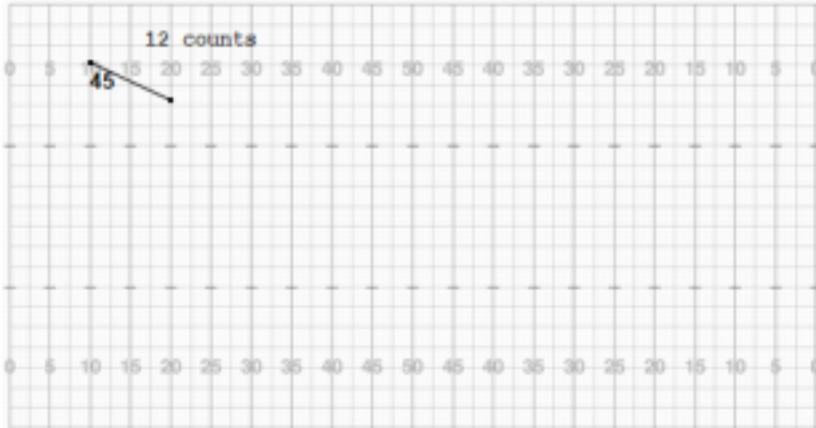
Set 42

Counts: 8 Side TWO 4.0 OUTSIDE 20 4.0 FRONT FRONT_HASH



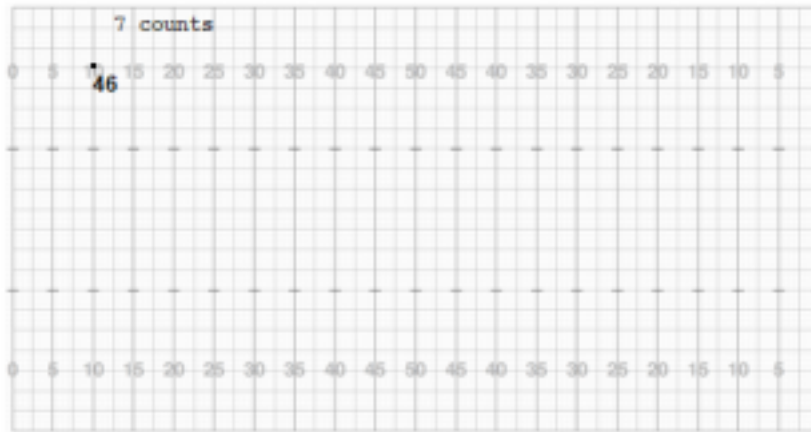
Set 45

Counts: 12 Side TWO 0.0 OUTSIDE 10 12.0 BEHIND FRONT_SIDELINE



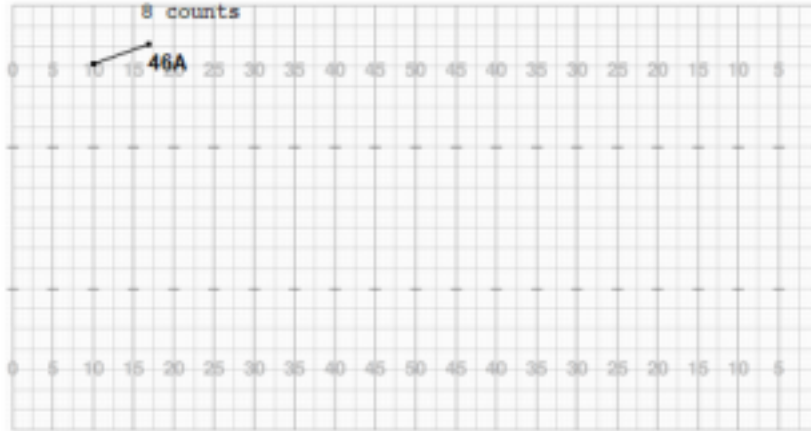
Set 46

Counts: 7 Side TWO 0.0 OUTSIDE 10 12.0 BEHIND FRONT_SIDELINE



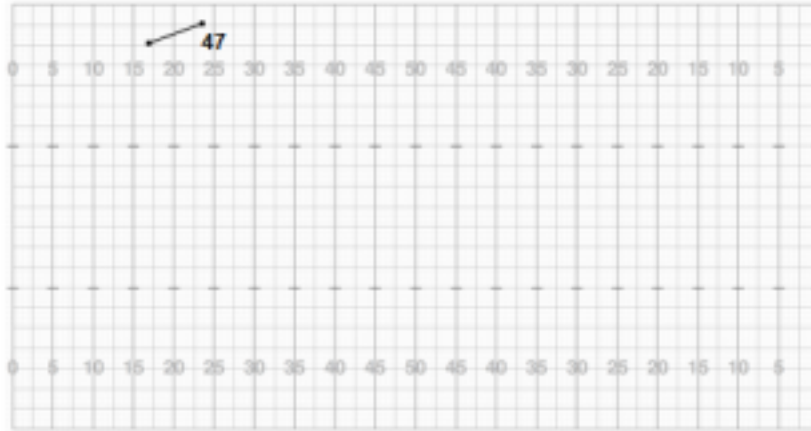
Set 46A

Counts: 8 Side TWO 3.0 INSIDE 15 8.0 BEHIND FRONT_SIDELINE



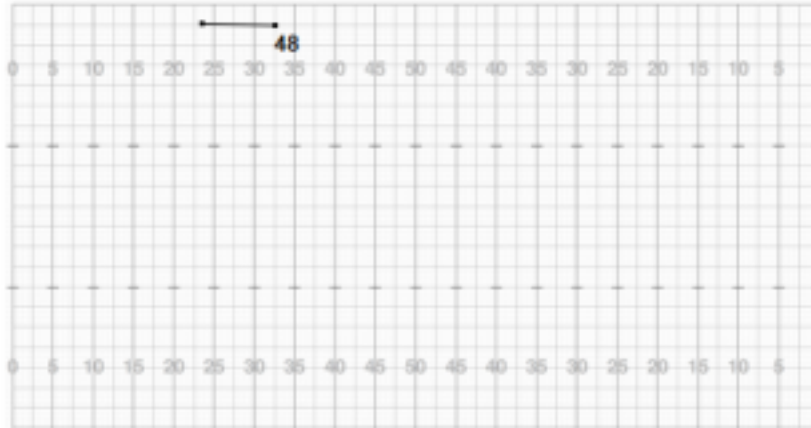
Set 47

Counts: 8 Side TWO 2.25 OUTSIDE 25 4.0 BEHIND FRONT_SIDELINE



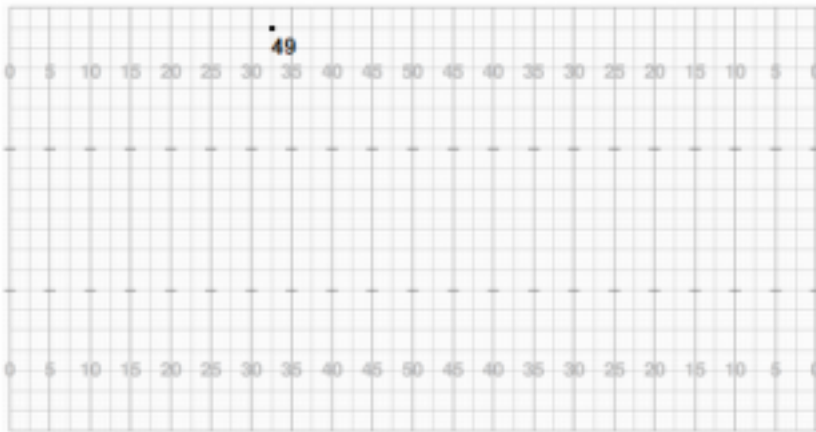
Set 48

Counts: 10 Side TWO 4.0 OUTSIDE 35 4.5 BEHIND FRONT_SIDELINE



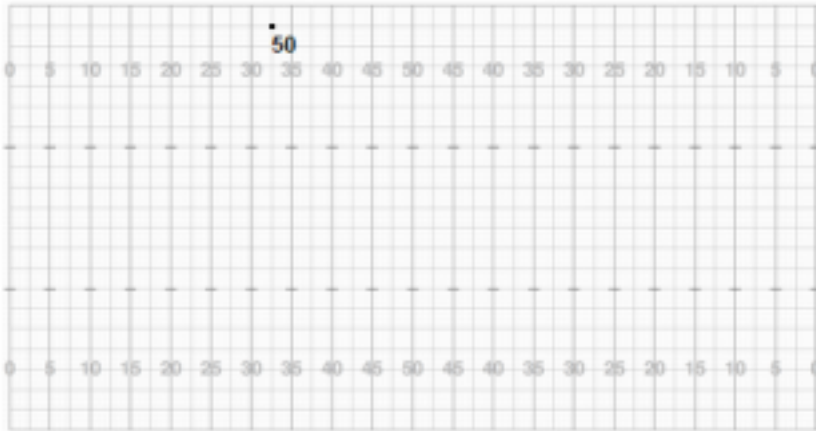
Set 49

Counts: 2 Side TWO 4.0 OUTSIDE 35 4.5 BEHIND FRONT_SIDELINE



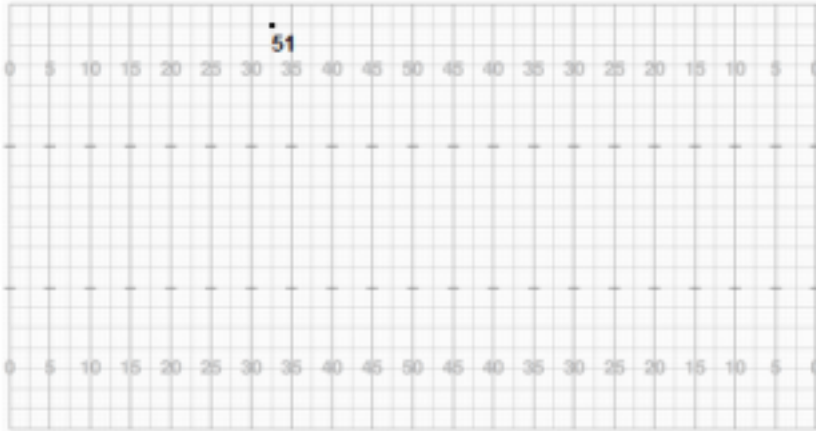
Set 50

Counts: 8 Side TWO 4.0 OUTSIDE 35 4.5 BEHIND FRONT_SIDELINE



Set 51

Counts: 11 Side TWO 4.0 OUTSIDE 35 4.5 BEHIND FRONT_SIDELINE



Set 52

Counts: 8 Side TWO 4.0 OUTSIDE 35 4.5 BEHIND FRONT_SIDELINE

