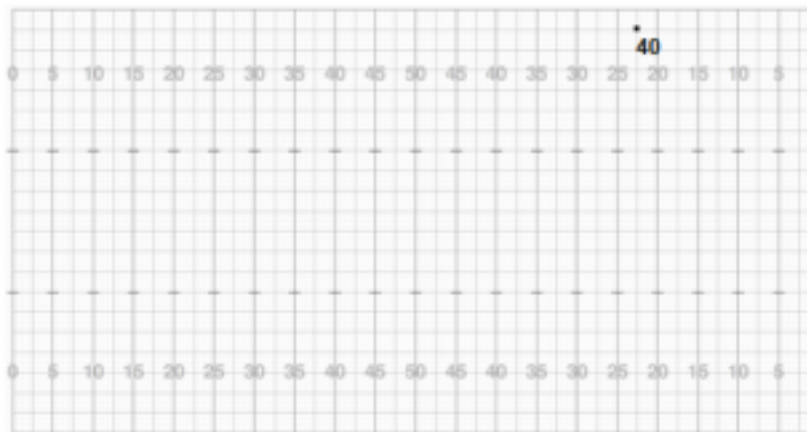


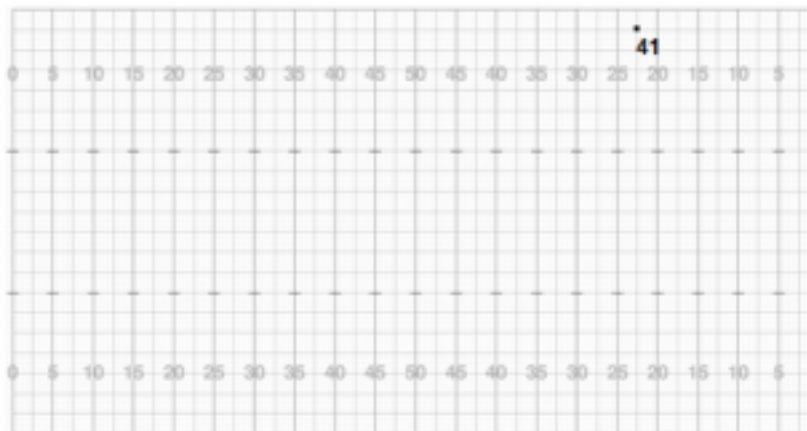
Set 40

Counts: 0 Side ONE 4.0 INSIDE 20 4.0 BEHIND FRONT_SIDELINE



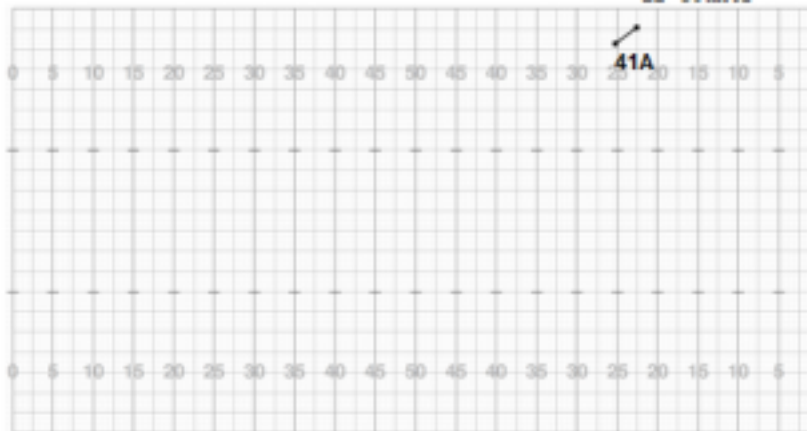
Set 41

Counts: 4 Side ONE 4.0 INSIDE 20 4.0 BEHIND FRONT_SIDELINE



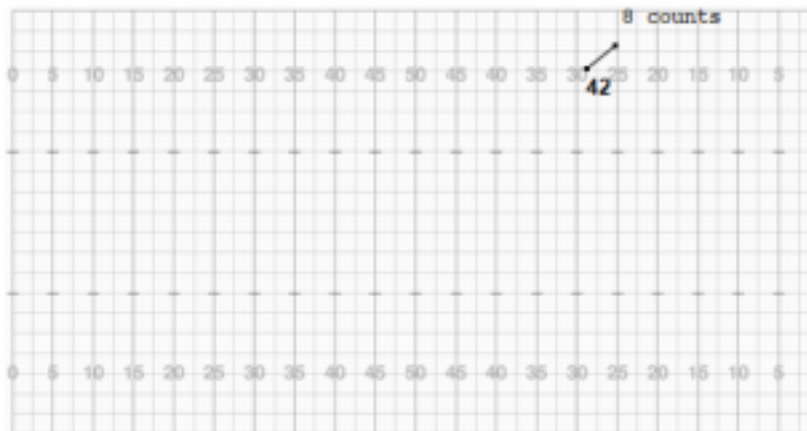
Set 41A

Counts: 12 Side ONE 0.25 INSIDE 25 7.5 BEHIND FRONT_SIDELINE



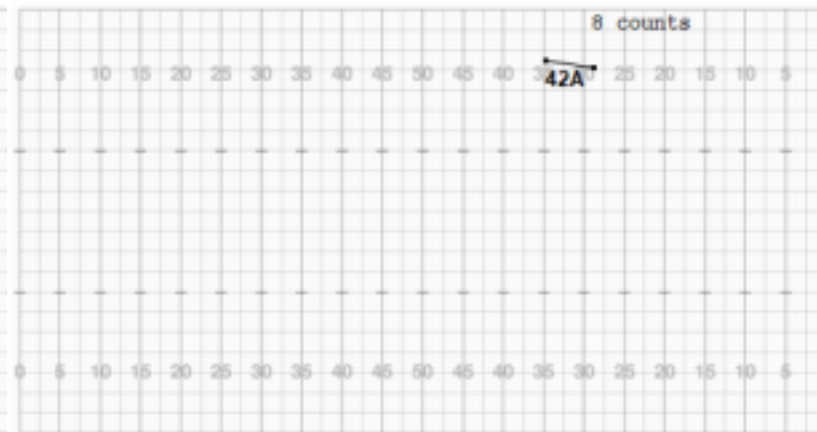
Set 42

Counts: 8 Side ONE 2.0 OUTSIDE 30 12.0 BEHIND FRONT_SIDELINE



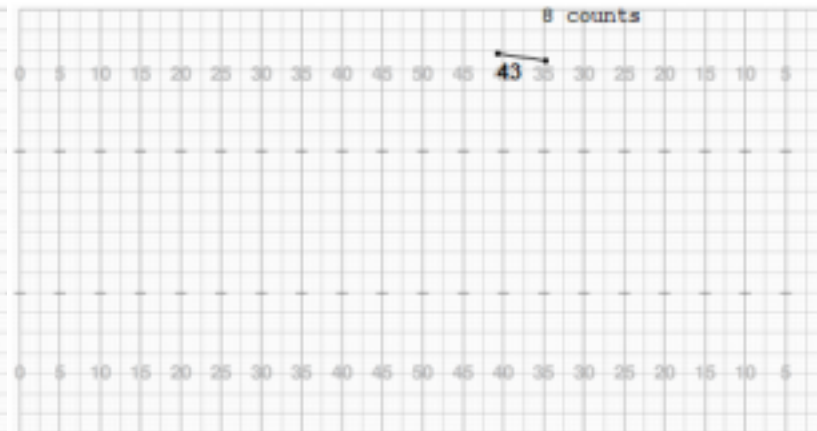
Set 42A

Counts: 8 Side ONE 0.5 OUTSIDE 35 10.5 BEHIND FRONT_SIDELINE



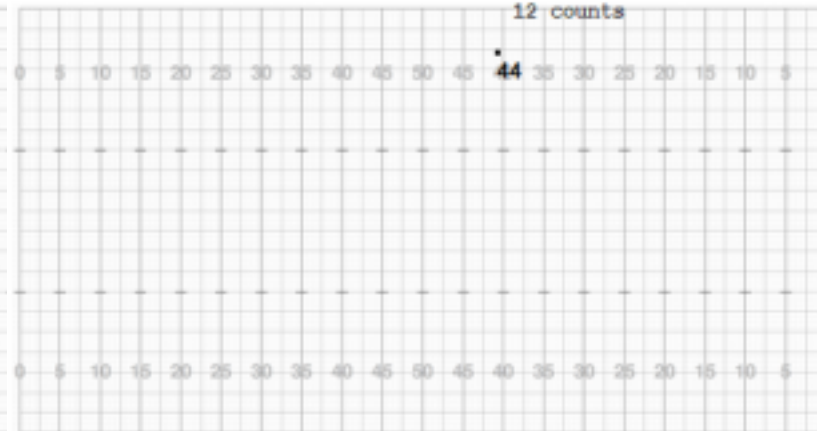
Set 43

Counts: 8 Side ONE 1.25 INSIDE 40 9.25 BEHIND FRONT_SIDELINE



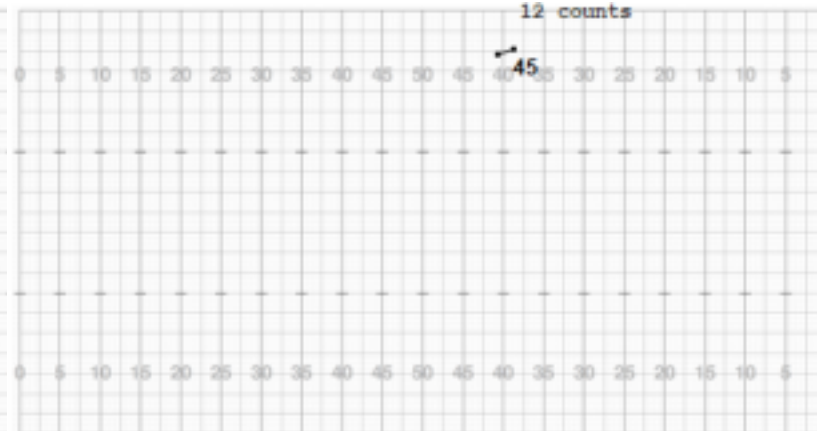
Set 44

Counts: 12 Side ONE 1.25 INSIDE 40 9.25 BEHIND FRONT_SIDELINE



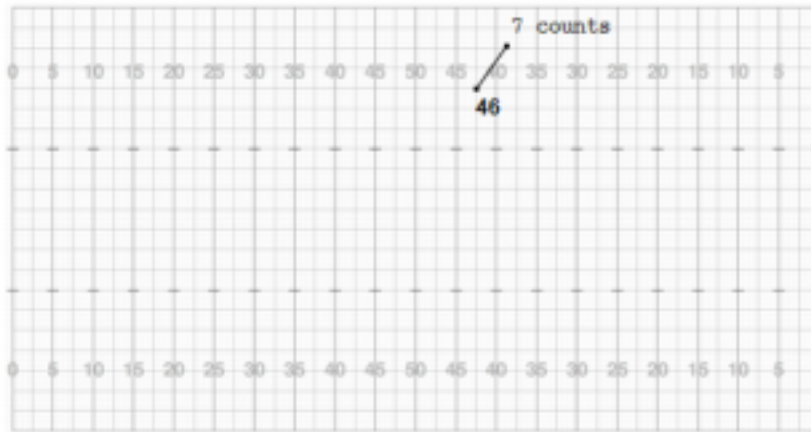
Set 45

Counts: 12 Side ONE 2.0 OUTSIDE 40 8.0 BEHIND FRONT_SIDELINE



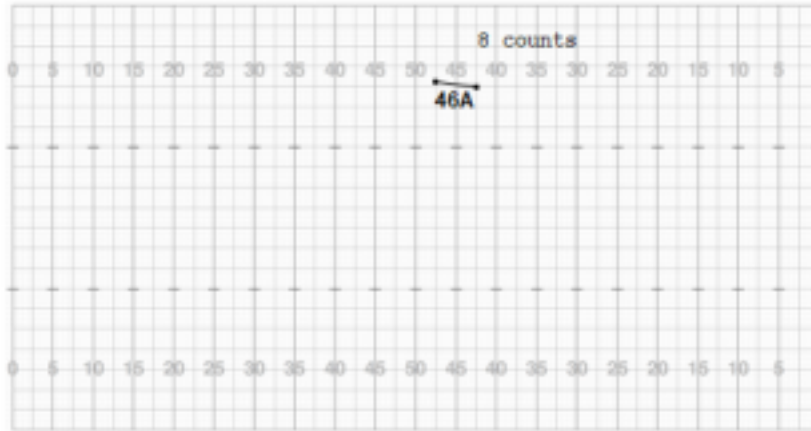
Set 46

Counts: 7 Side ONE 4.0 INSIDE 40 12.0 FRONT FRONT_HASH



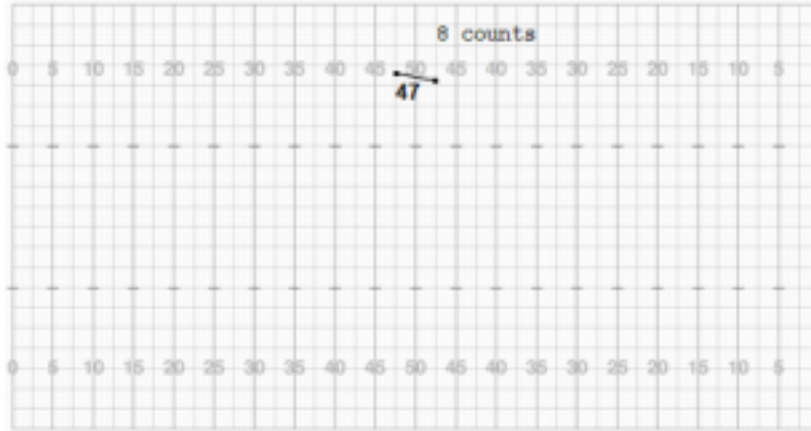
Set 46A

Counts: 8 Side ONE 4.0 INSIDE 45 13.0 FRONT FRONT_HASH



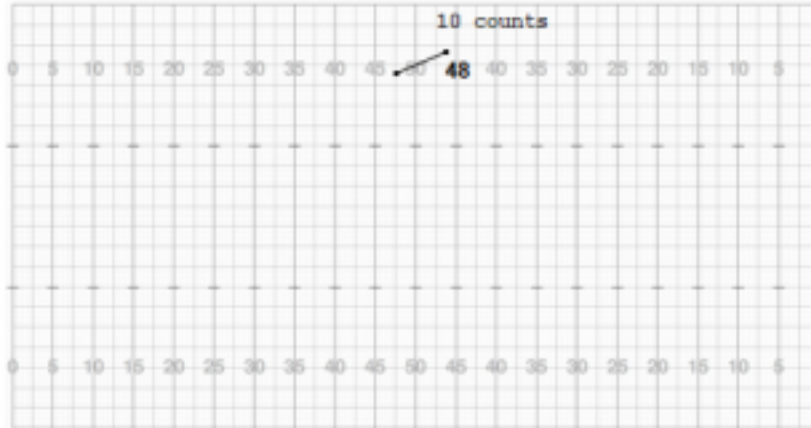
Set 47

Counts: 8 Side TWO 4.0 OUTSIDE 50 14.0 BEHIND FRONT_SIDELINE



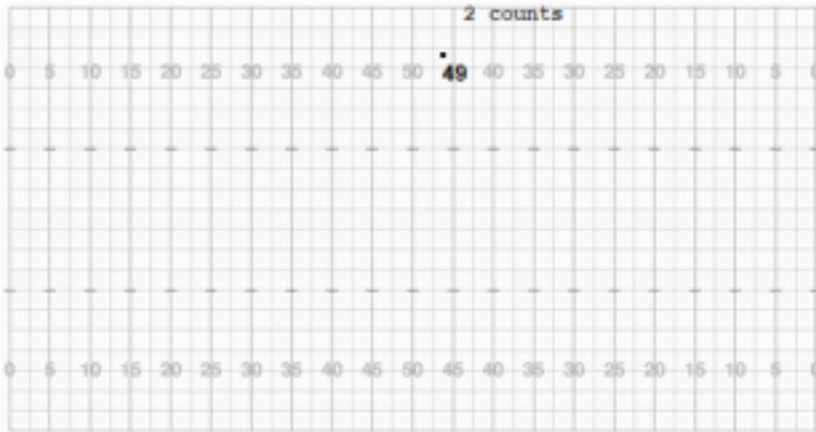
Set 48

Counts: 10 Side ONE 2.0 INSIDE 45 10.0 BEHIND FRONT_SIDELINE



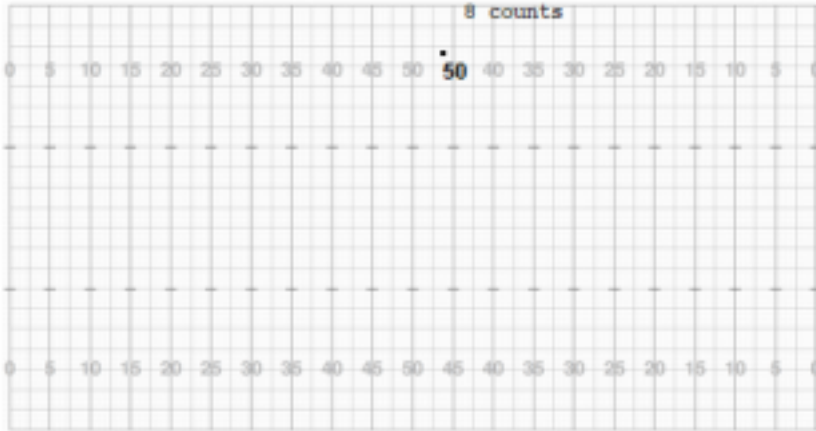
Set 49

Counts: 2 Side ONE 2.0 INSIDE 45 10.0 BEHIND FRONT_SIDELINE



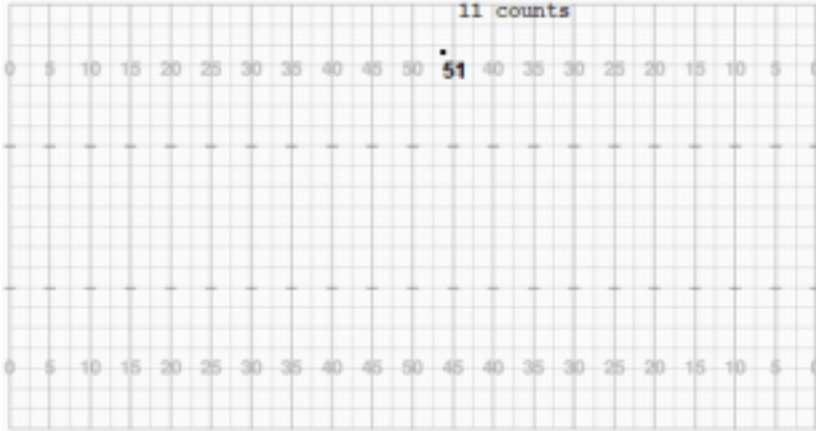
Set 50

Counts: 8 Side ONE 2.0 INSIDE 45 10.0 BEHIND FRONT_SIDELINE



Set 51

Counts: 11 Side ONE 2.0 INSIDE 45 10.0 BEHIND FRONT_SIDELINE



Set 52

Counts: 8 Side ONE 2.0 INSIDE 45 10.0 BEHIND FRONT_SIDELINE

