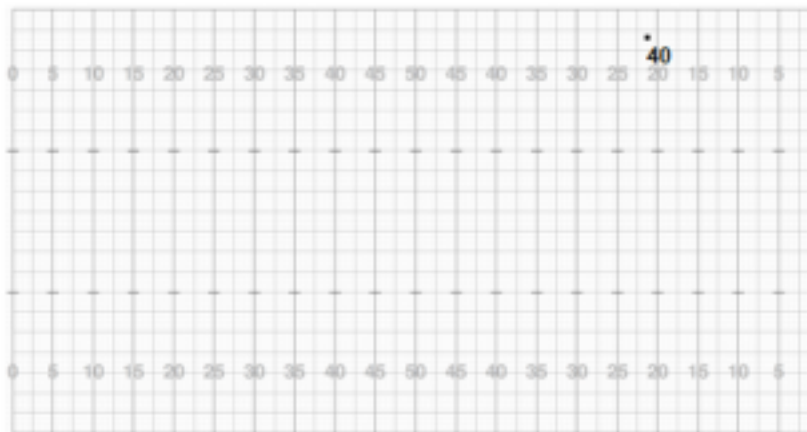


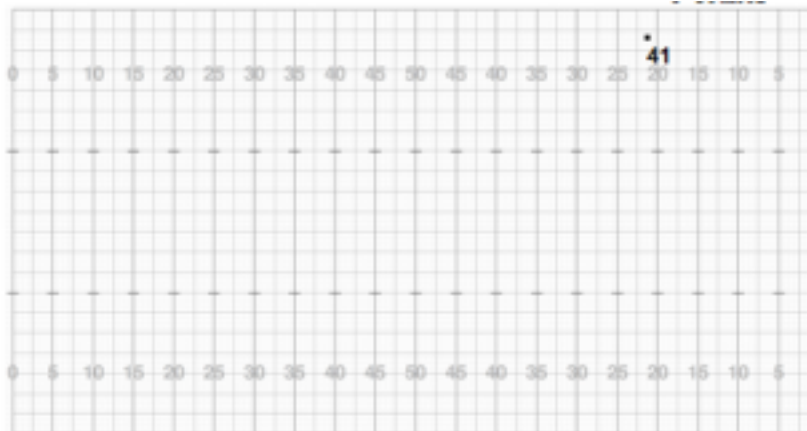
Set 40

Counts: 0 Side ONE 2.0 INSIDE 20 6.0 BEHIND FRONT_SIDELINE



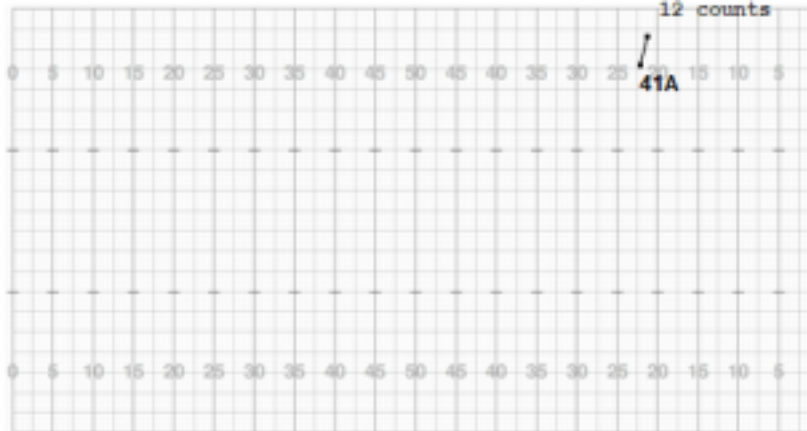
Set 41

Counts: 4 Side ONE 2.0 INSIDE 20 6.0 BEHIND FRONT_SIDELINE



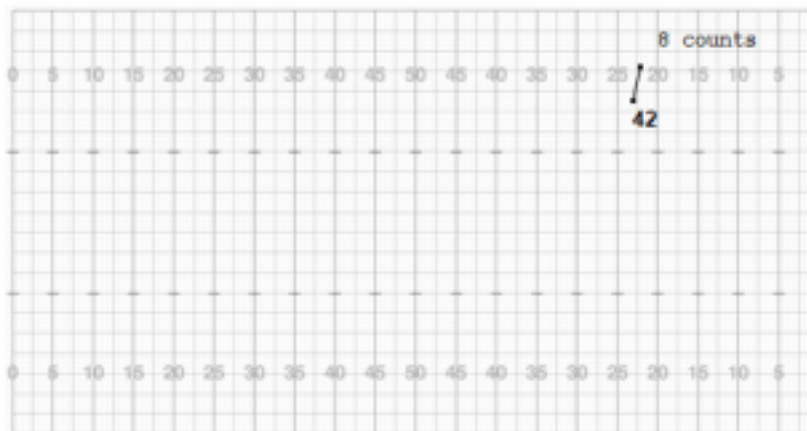
Set 41A

Counts: 12 Side ONE 3.5 INSIDE 20 11.5 BEHIND FRONT_SIDELINE



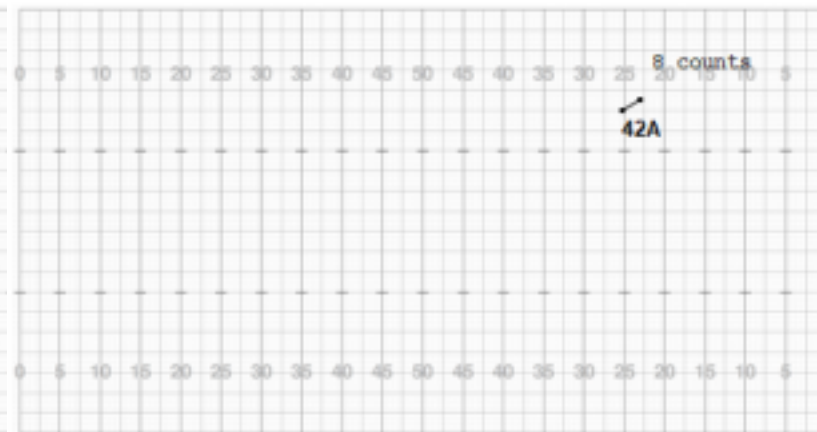
Set 42

Counts: 8 Side ONE 3.0 OUTSIDE 25 10.0 FRONT FRONT_HASH



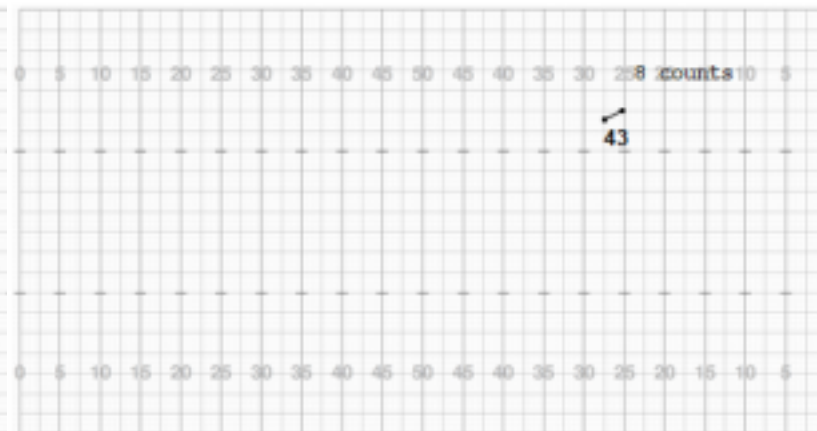
Set 42A

Counts: 8 Side ONE 0.5 INSIDE 25 8.0 FRONT FRONT_HASH



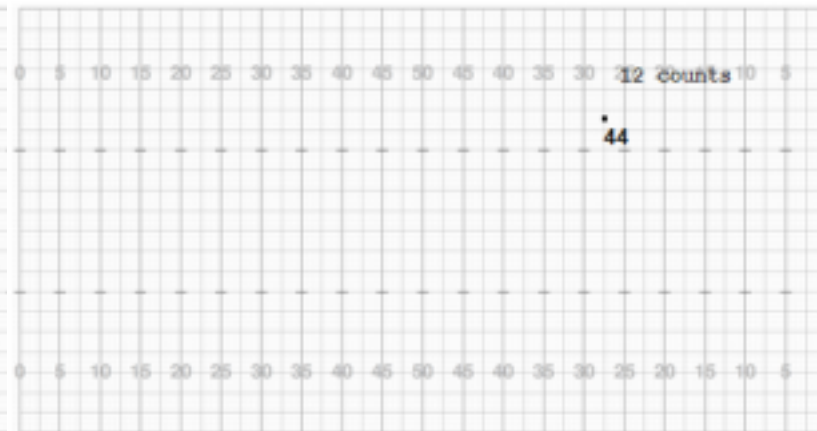
Set 43

Counts: 8 Side ONE 4.0 INSIDE 25 6.0 FRONT FRONT_HASH



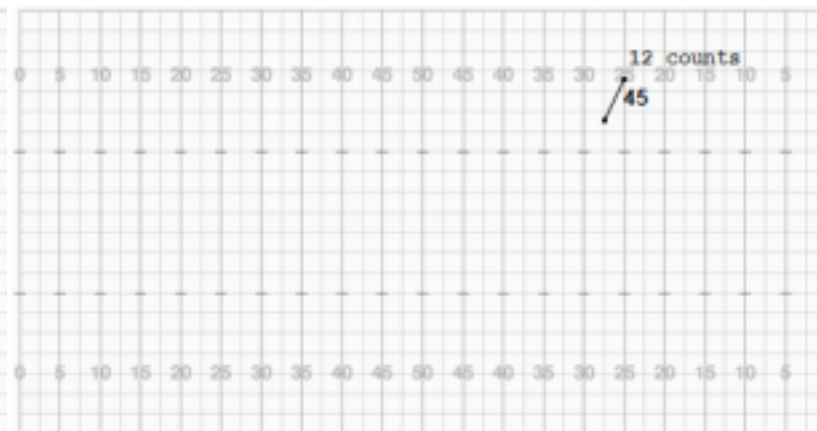
Set 44

Counts: 12 Side ONE 4.0 INSIDE 25 6.0 FRONT FRONT_HASH



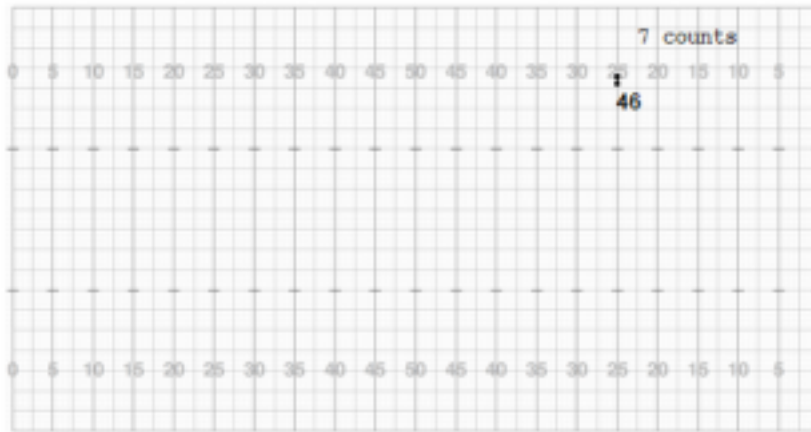
Set 45

Counts: 12 Side ONE 0.0 OUTSIDE 25 14.0 BEHIND FRONT_SIDELINE



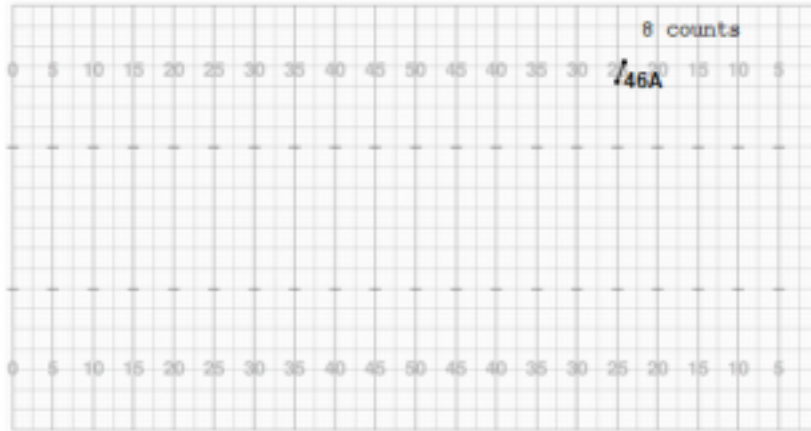
Set 46

Counts: 7 Side ONE 0.0 OUTSIDE 25 13.0 FRONT FRONT_HASH



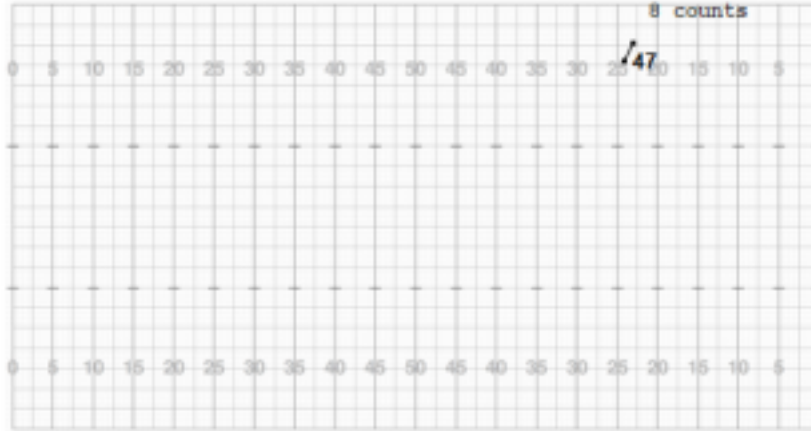
Set 46A

Counts: 8 Side ONE 1.5 OUTSIDE 25 11.5 BEHIND FRONT_SIDELINE



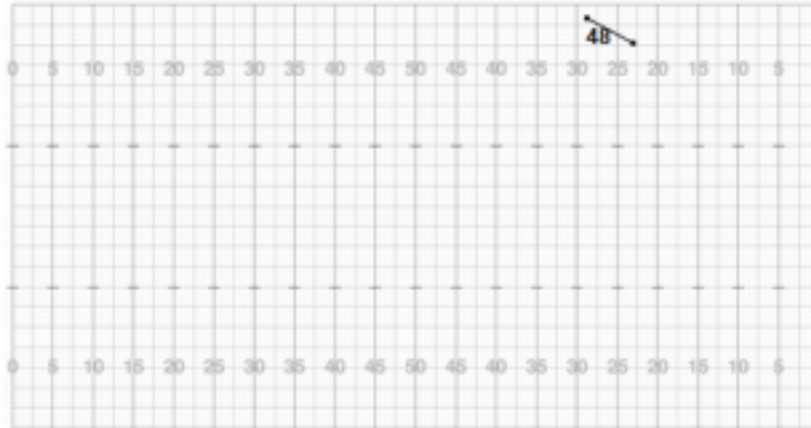
Set 47

Counts: 8 Side ONE 3.0 OUTSIDE 25 8.0 BEHIND FRONT_SIDELINE



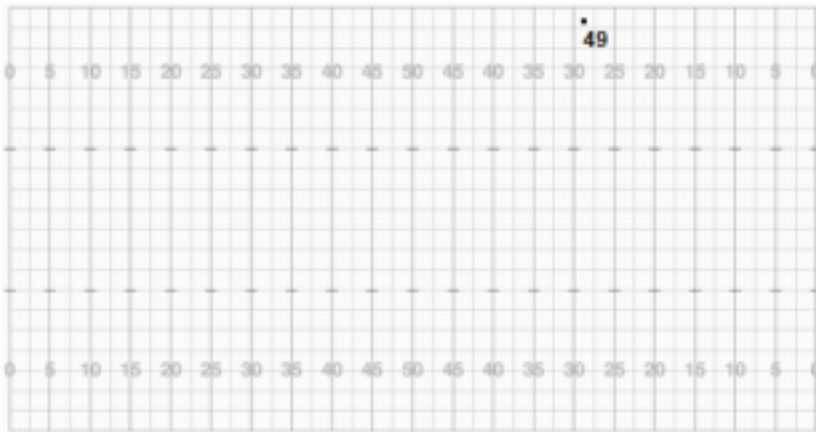
Set 48

Counts: 10 Side ONE 2.0 OUTSIDE 30 3.0 BEHIND FRONT_SIDELINE



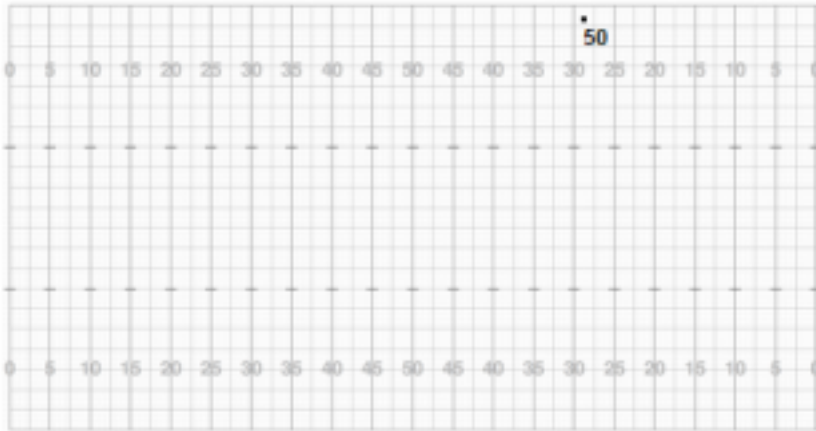
Set 49

Counts: 2 Side ONE 2.0 OUTSIDE 30 3.0 BEHIND FRONT_SIDELINE



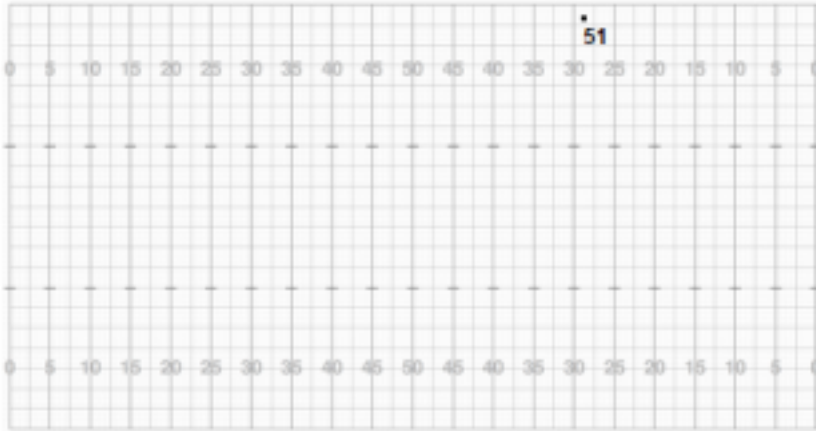
Set 50

Counts: 8 Side ONE 2.0 OUTSIDE 30 3.0 BEHIND FRONT_SIDELINE



Set 51

Counts: 11 Side ONE 2.0 OUTSIDE 30 3.0 BEHIND FRONT_SIDELINE



Set 52

Counts: 8 Side ONE 2.0 OUTSIDE 30 3.0 BEHIND FRONT_SIDELINE

