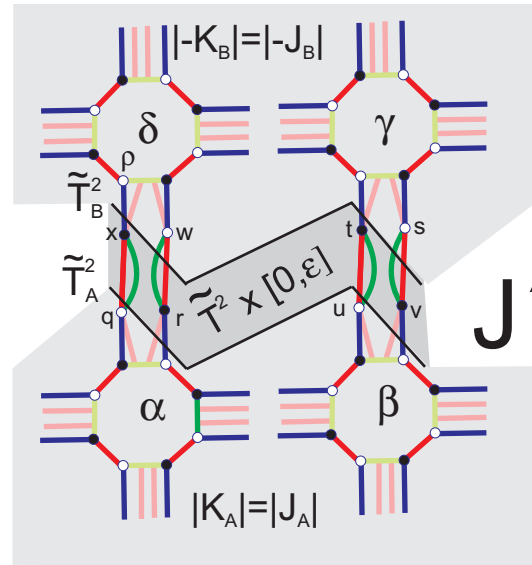
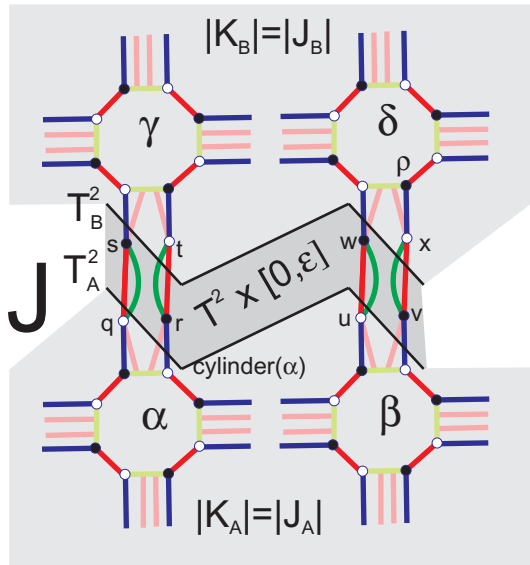


reflect J_B and change its parity
(ρ becomes white)



3D-flip without changing gem J'

