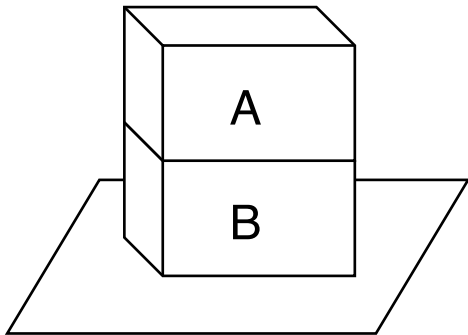


- Initial State:

(ontable A)  
(on B A)  
(clear B)  
(handempty)



- Goal State:

(on A B)