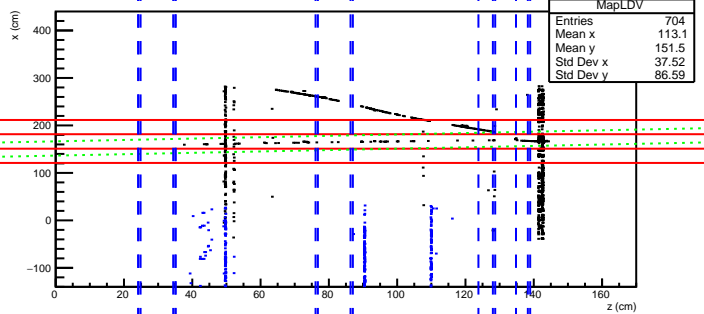
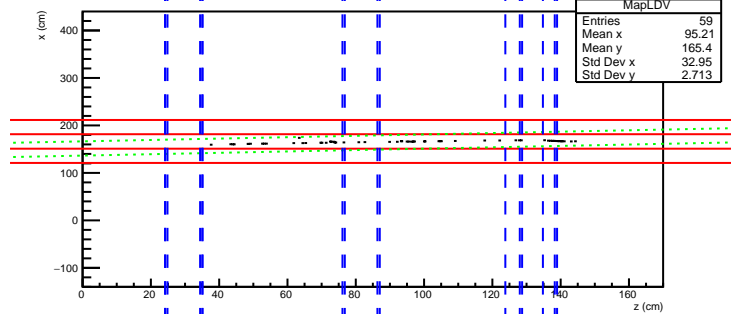


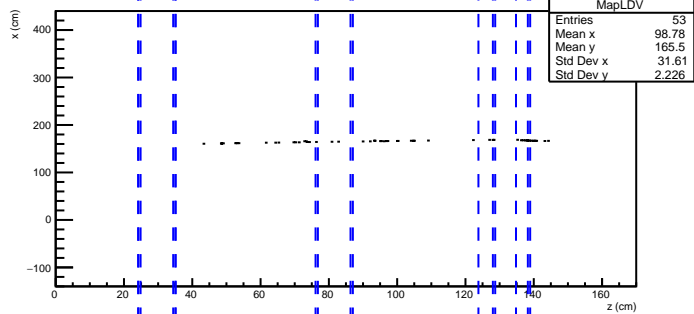
Run 14427, event 1 -- Before hit selection



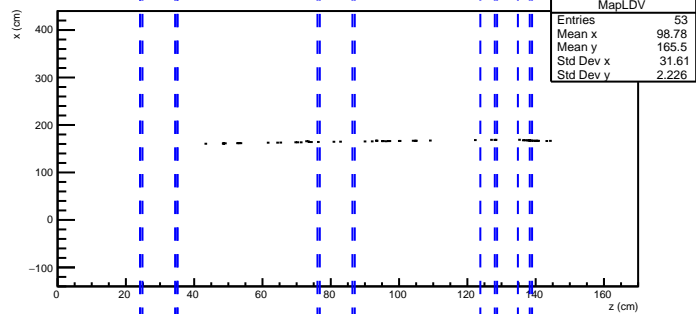
Run 14427, event 1 -- In counter shadow



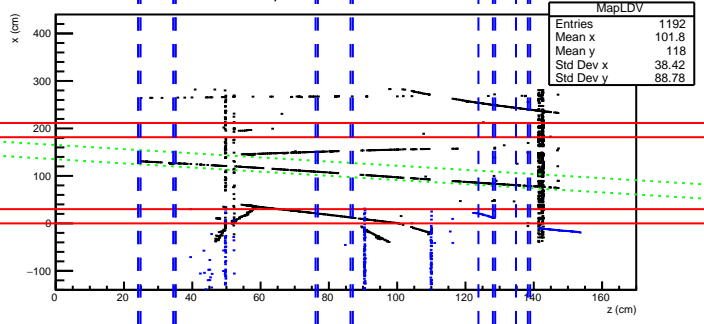
Run 14427, event 1 -- After hit selection



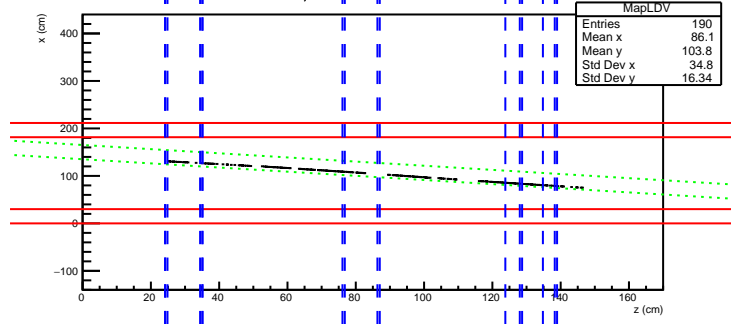
Run 14427, event 1 -- Final (T0 = 300 ticks)



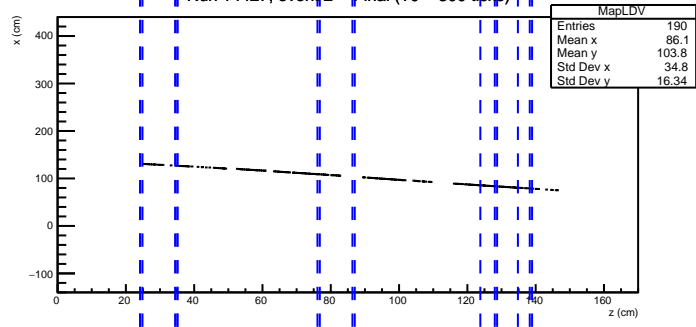
Run 14427, event 2 -- Before hit selection

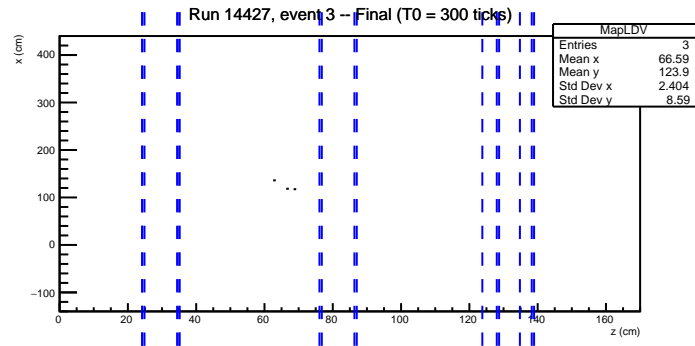
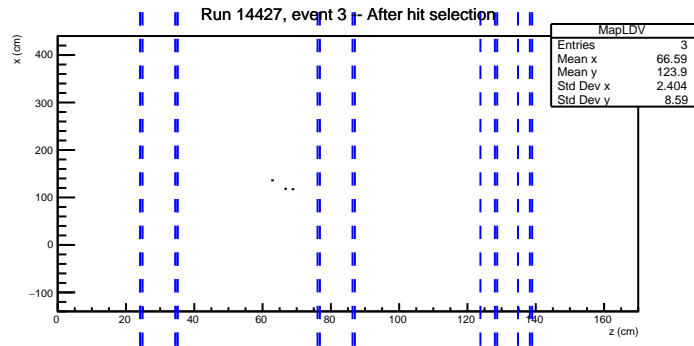
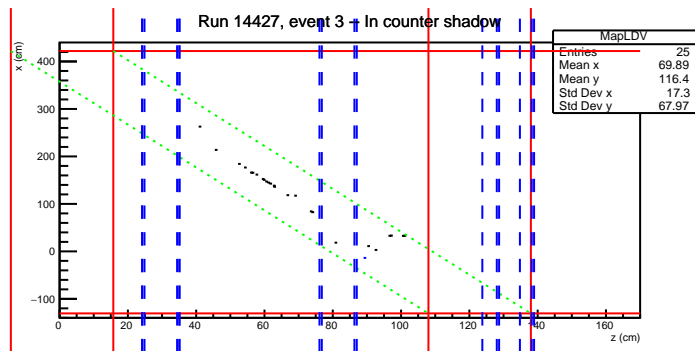
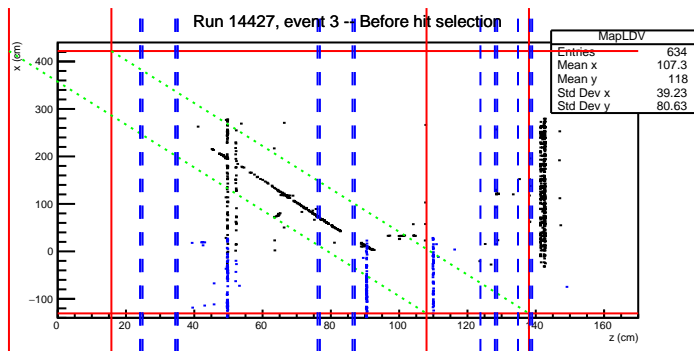


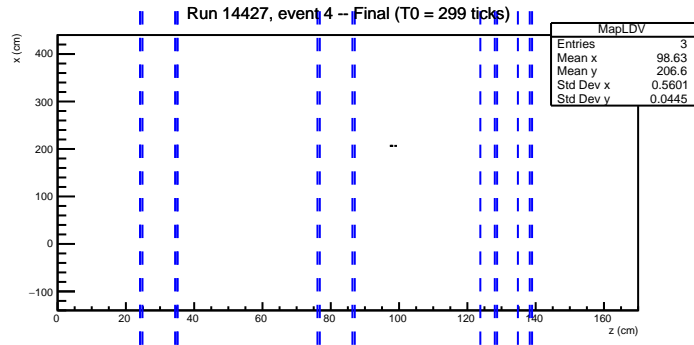
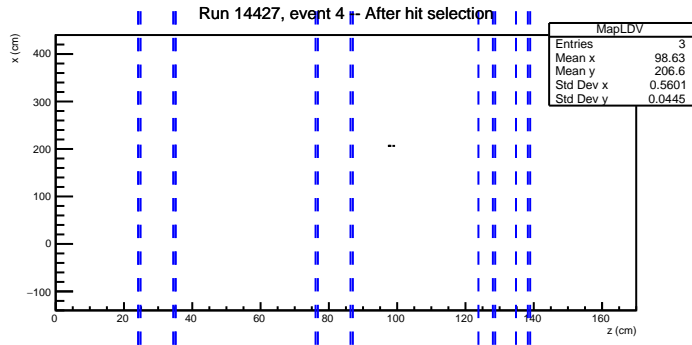
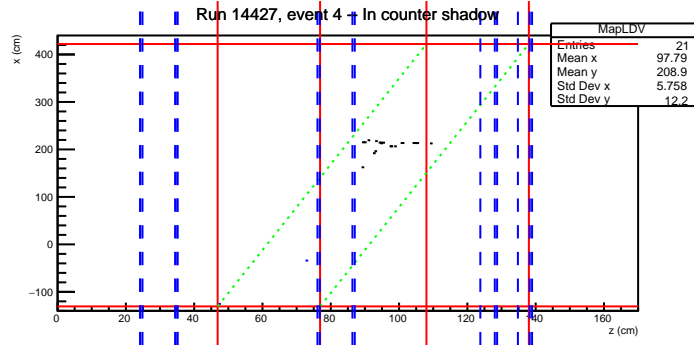
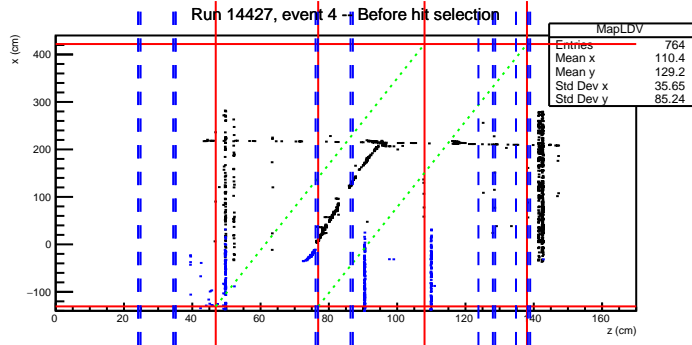
Run 14427, event 2 -- In counter shadow



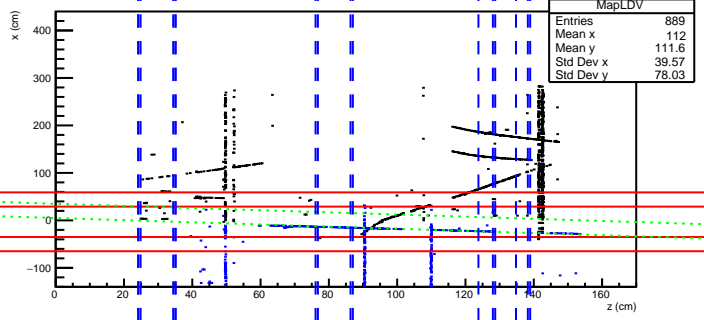
Run 14427, event 2 -- Final (T0 = 300 ticks)



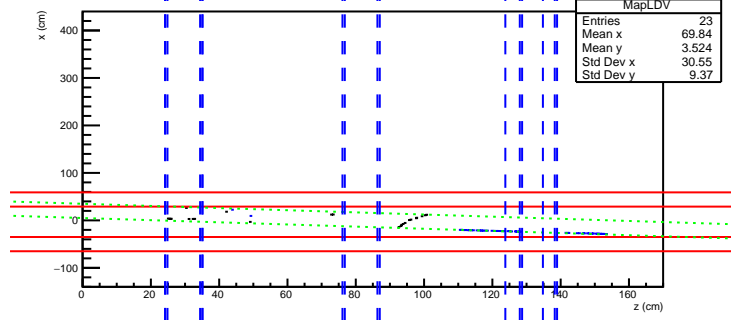




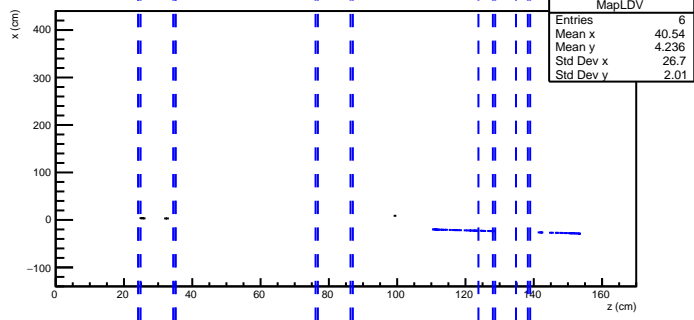
Run 14427, event 5 -- Before hit selection



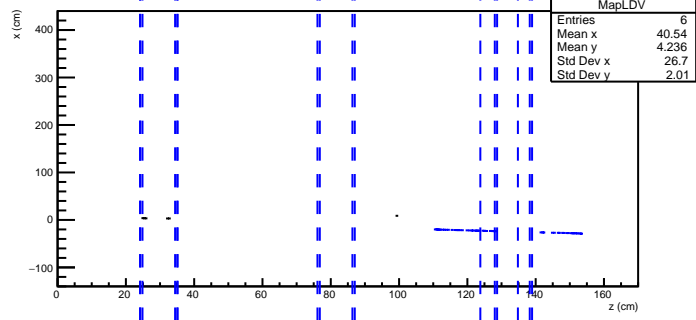
Run 14427, event 5 -- In counter shadow



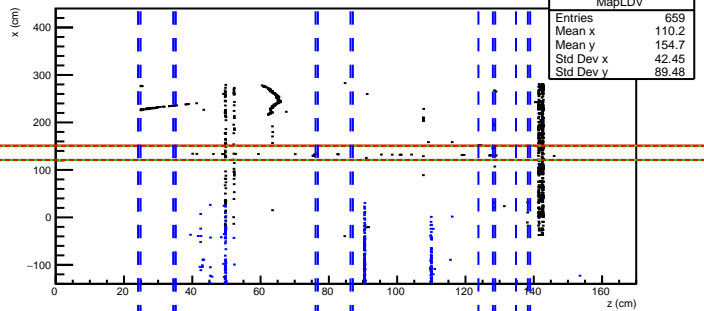
Run 14427, event 5 -- After hit selection



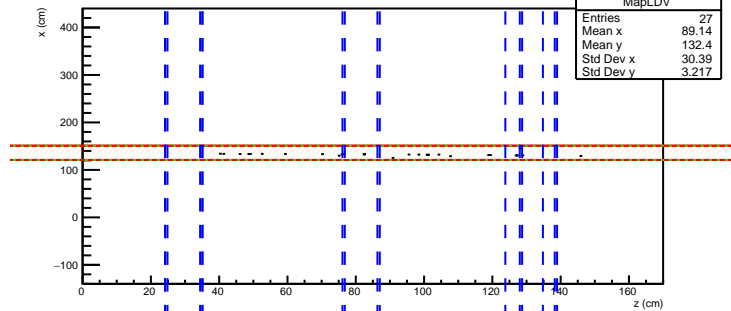
Run 14427, event 5 -- Final (T0 = 300 ticks)



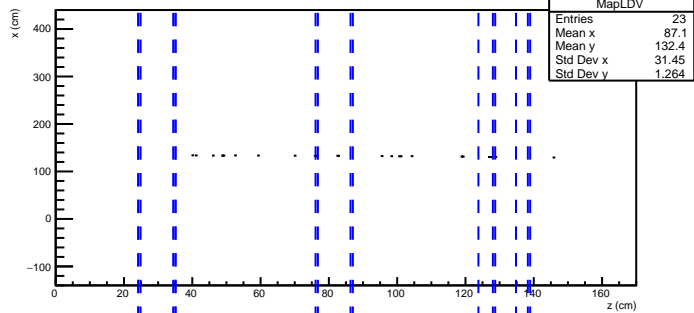
Run 14427, event 7 -- Before hit selection



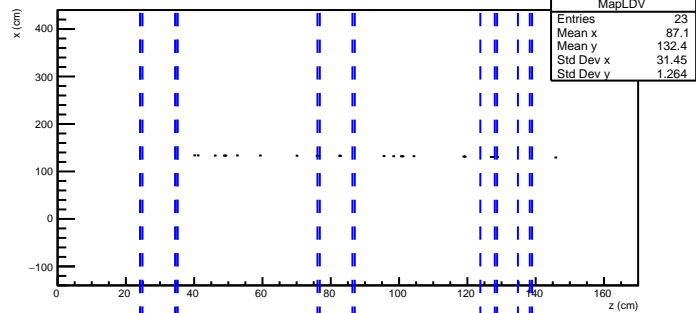
Run 14427, event 7 -- In counter shadow



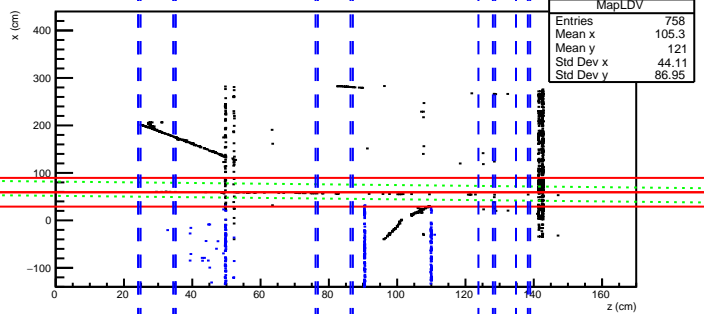
Run 14427, event 7 -- After hit selection



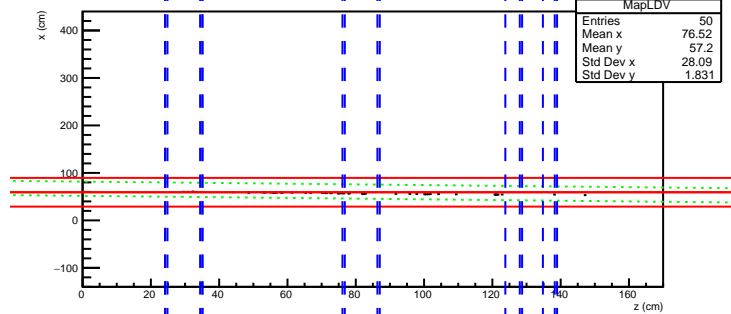
Run 14427, event 7 -- Final (T0 = 300 ticks)



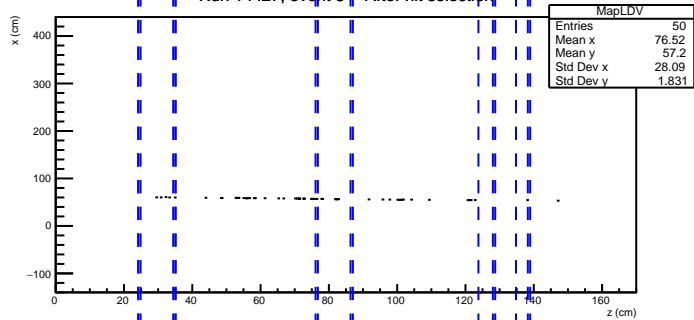
Run 14427, event 8 -- Before hit selection



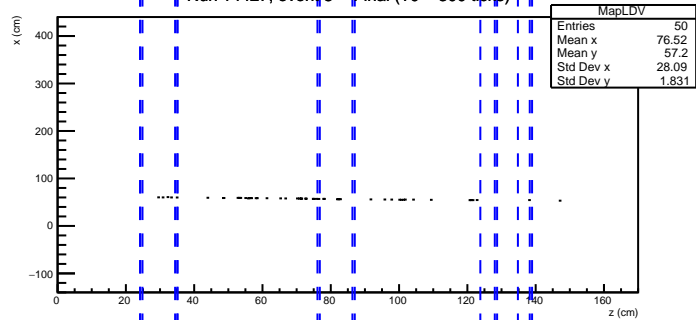
Run 14427, event 8 -- In counter shadow



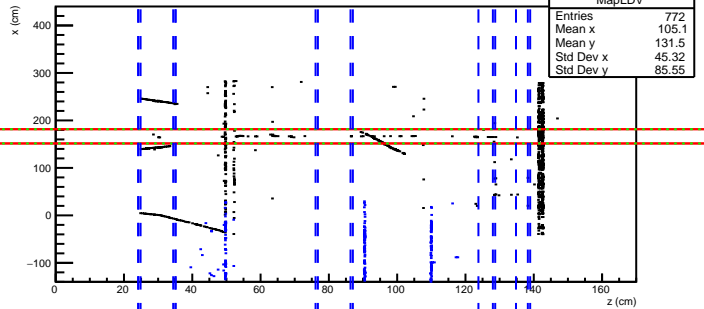
Run 14427, event 8 -- After hit selection



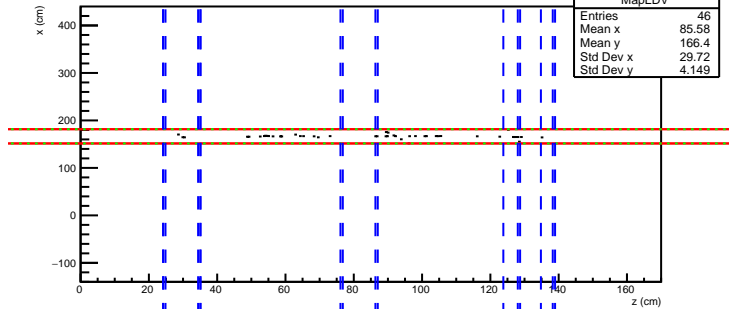
Run 14427, event 8 -- Final (T0 = 300 ticks)



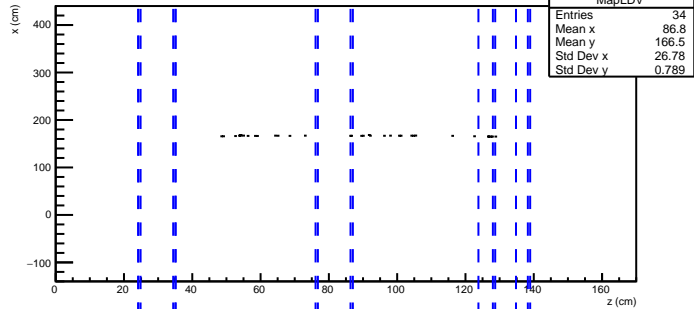
Run 14427, event 10 -- Before hit selection



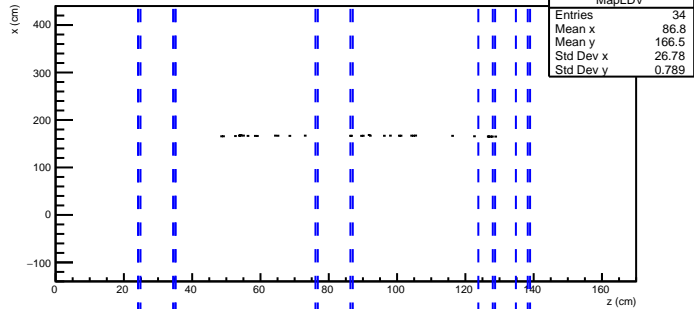
Run 14427, event 10 -- In counter shadow



Run 14427, event 10 -- After hit selection

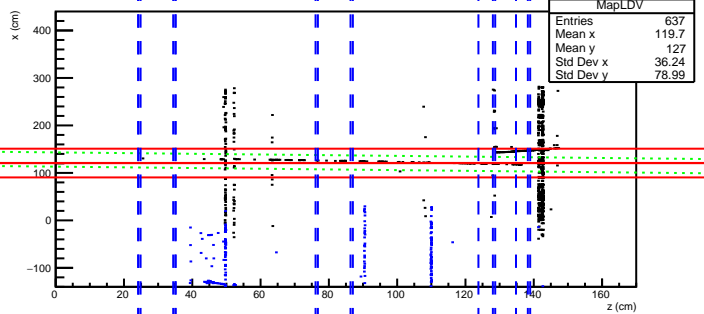


Run 14427, event 10 -- Final (T0 = 299 ticks)

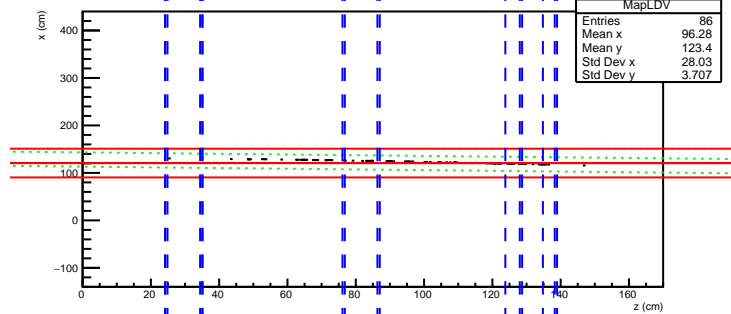




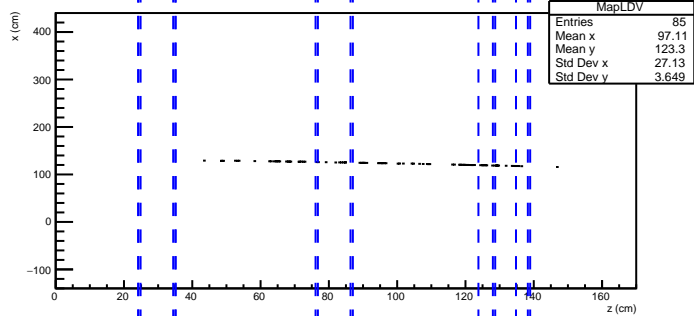
Run 14428, event 1 -- Before hit selection



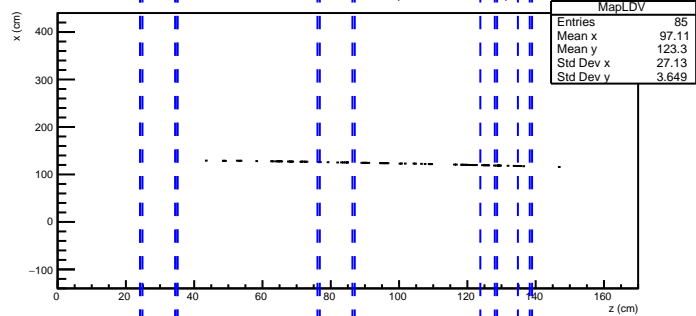
Run 14428, event 1 -- In counter shadow



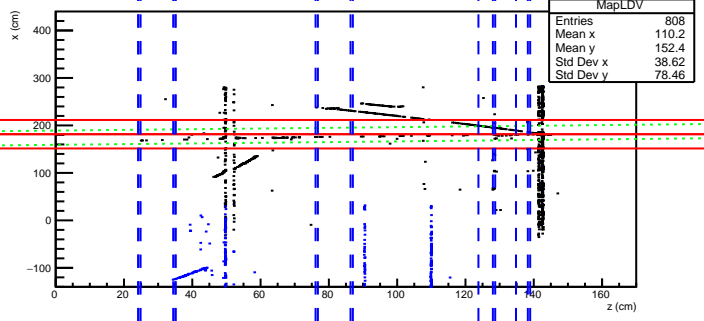
Run 14428, event 1 -- After hit selection



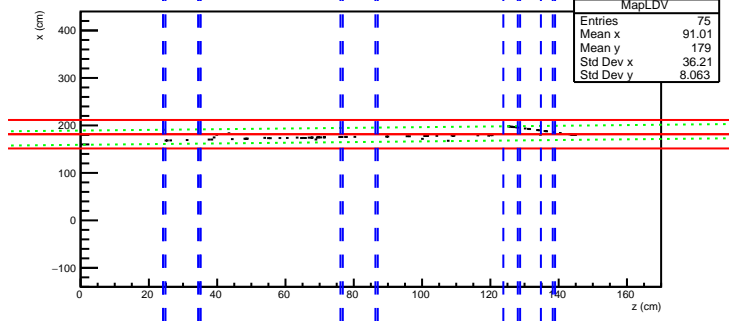
Run 14428, event 1 -- Final (T0 = 299 ticks)



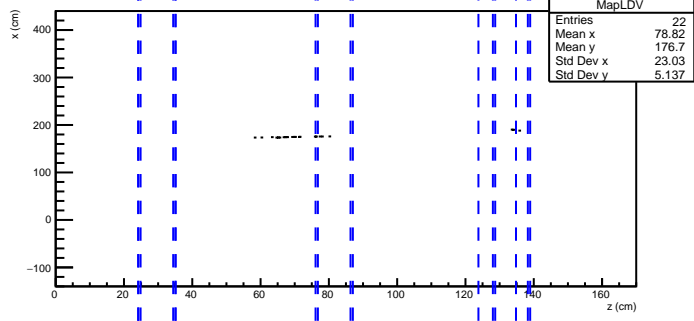
Run 14428, event 2 -- Before hit selection



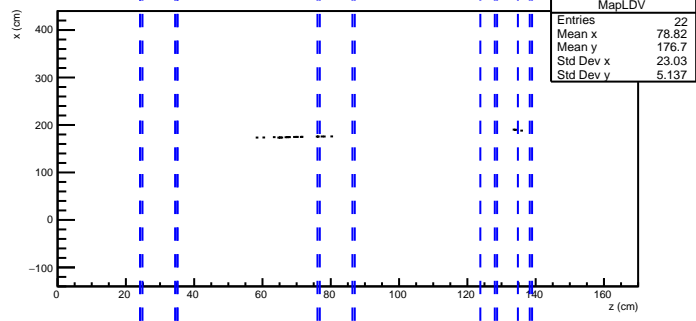
Run 14428, event 2 -- In counter shadow



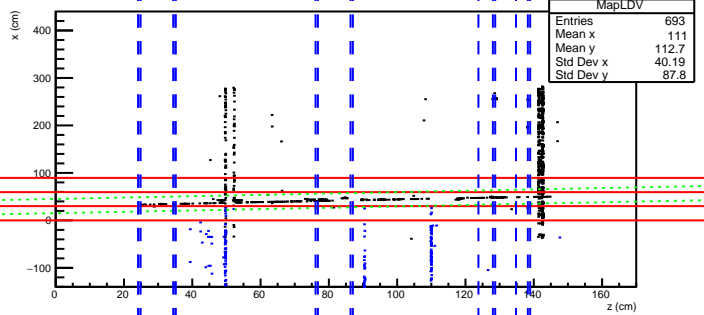
Run 14428, event 2 -- After hit selection



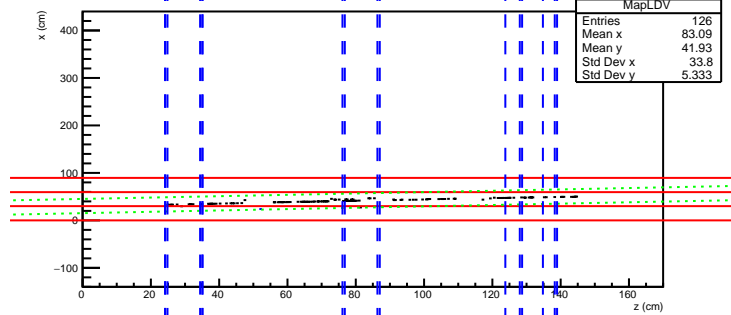
Run 14428, event 2 -- Final (T0 = 300 ticks)



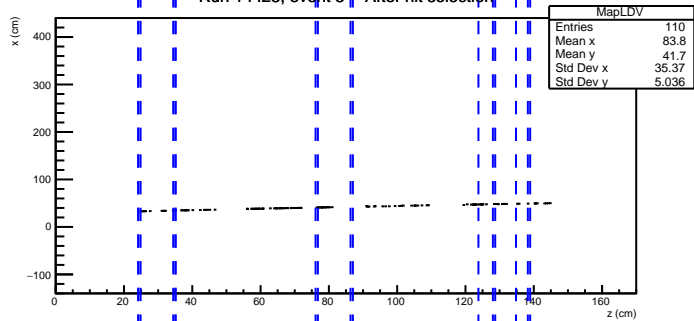
Run 14428, event 5 -- Before hit selection



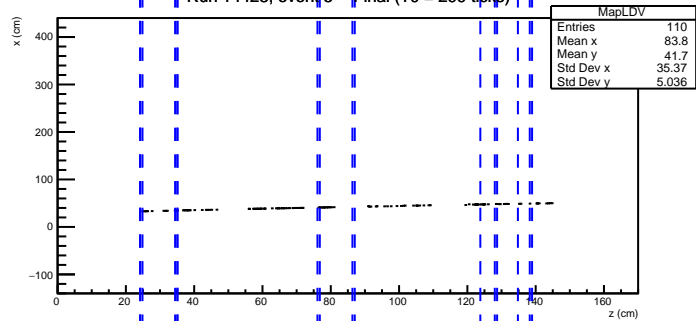
Run 14428, event 5 -- In counter shadow

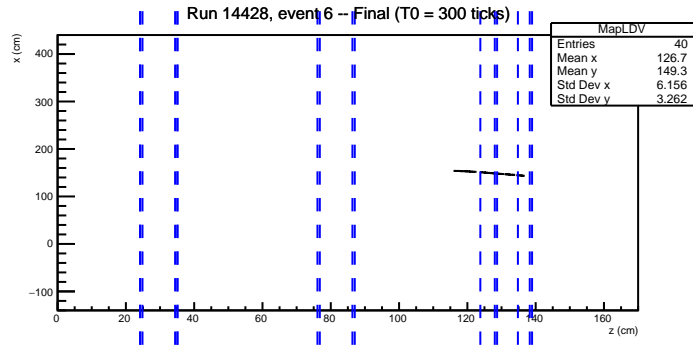
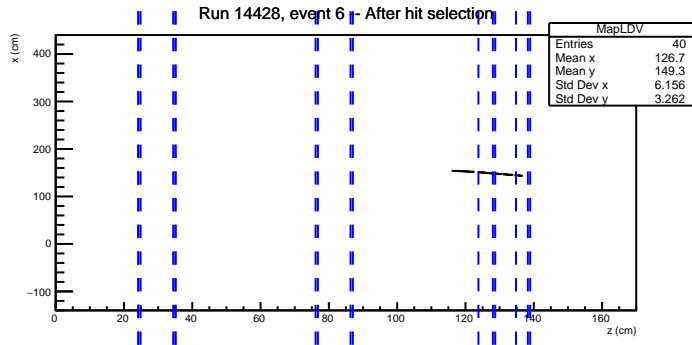
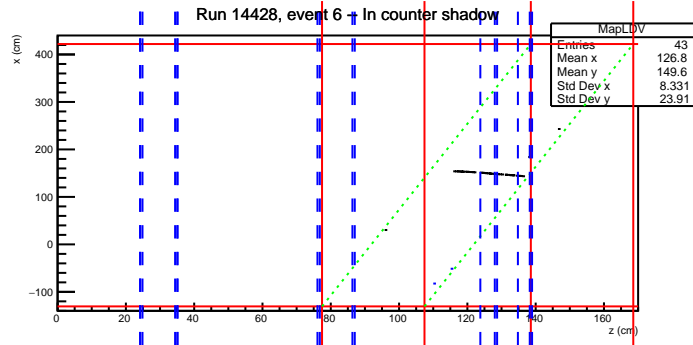
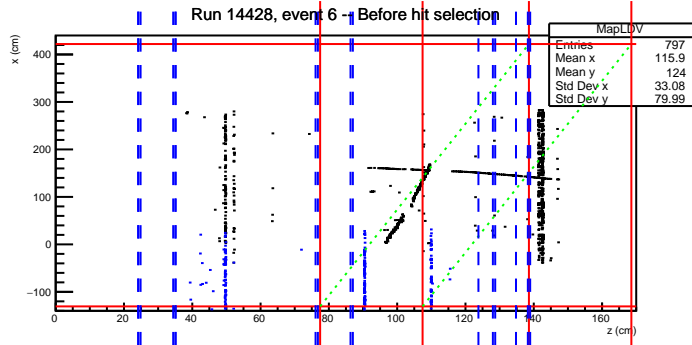


Run 14428, event 5 -- After hit selection

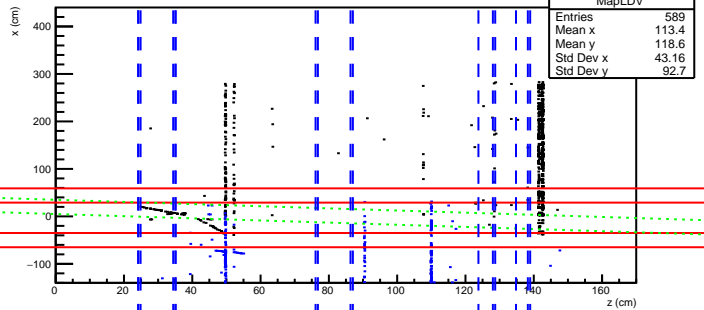


Run 14428, event 5 -- Final (T0 = 299 ticks)

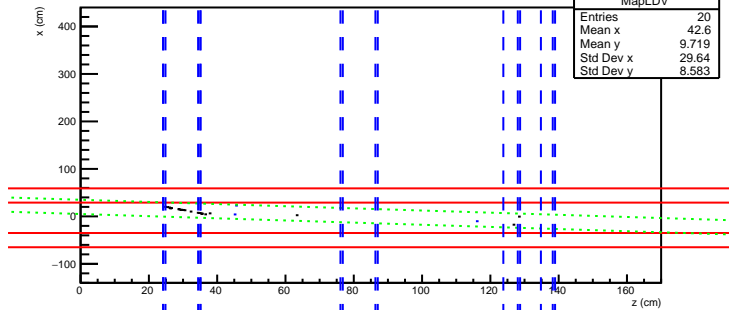




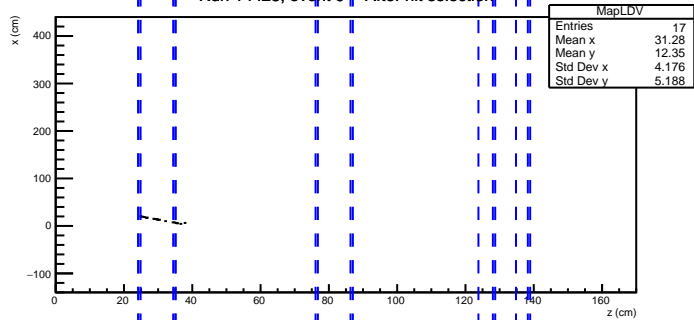
Run 14428, event 9 -- Before hit selection



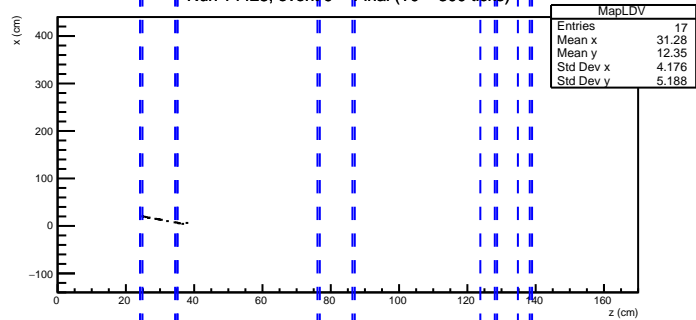
Run 14428, event 9 -- In counter shadow

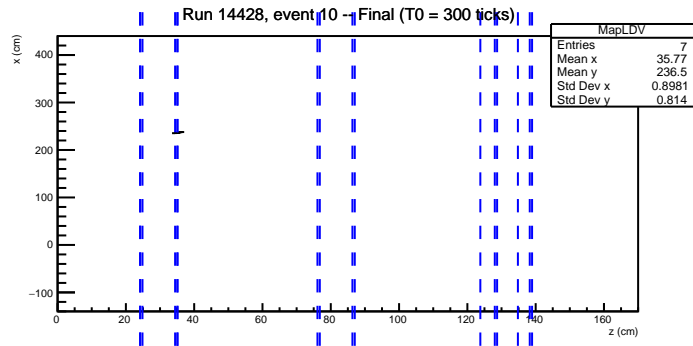
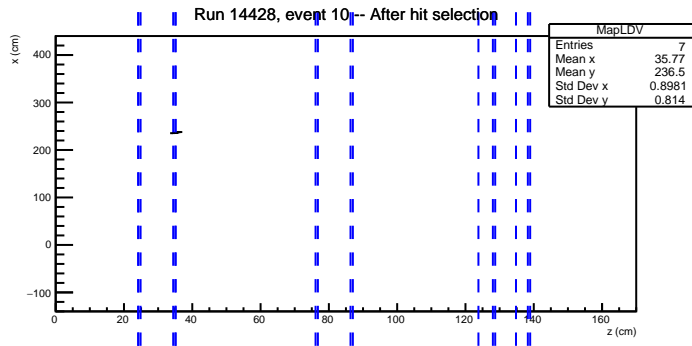
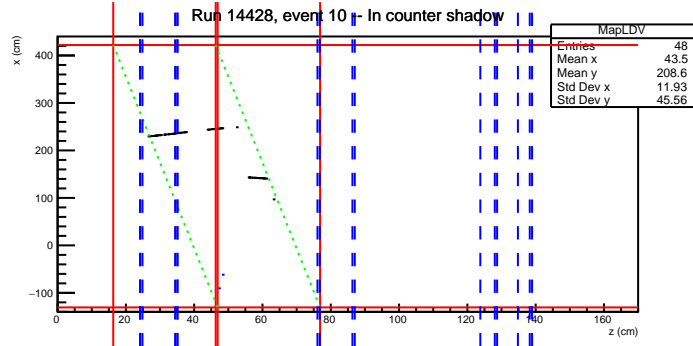
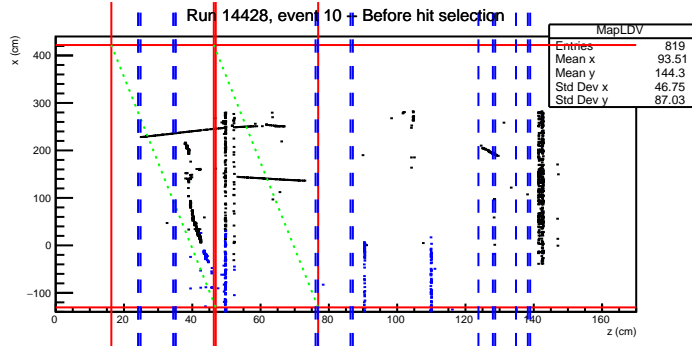


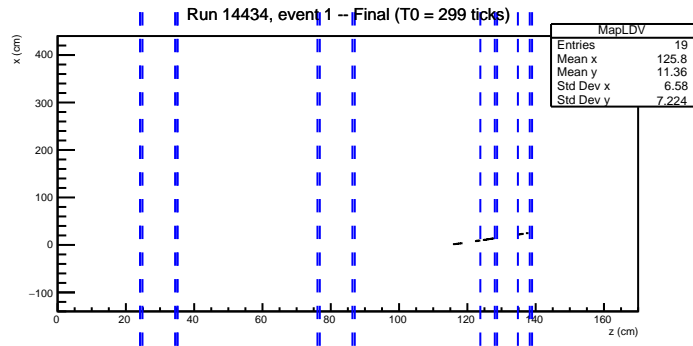
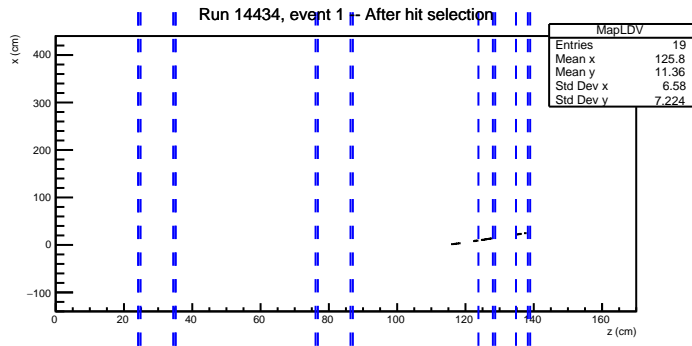
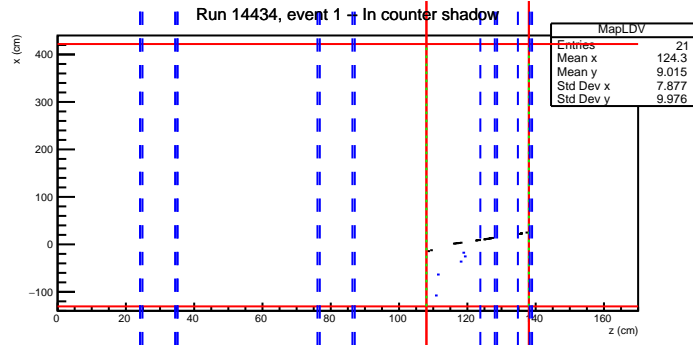
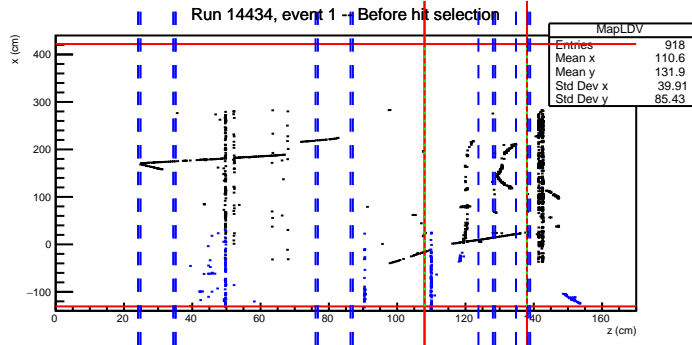
Run 14428, event 9 -- After hit selection



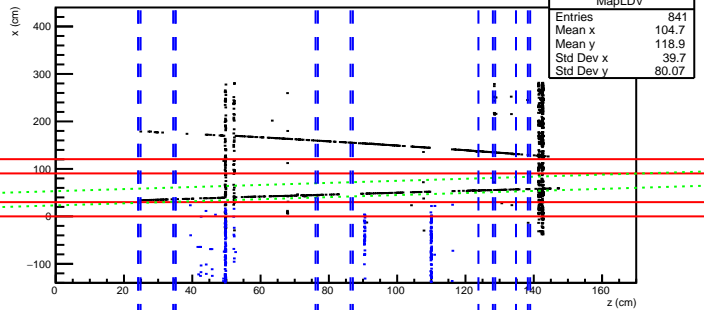
Run 14428, event 9 -- Final (T0 = 300 ticks)



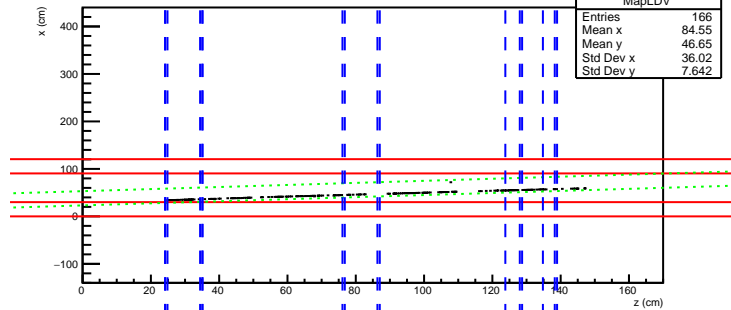




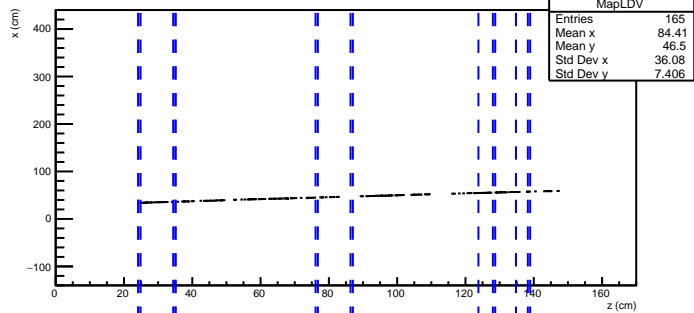
Run 14434, event 3 -- Before hit selection



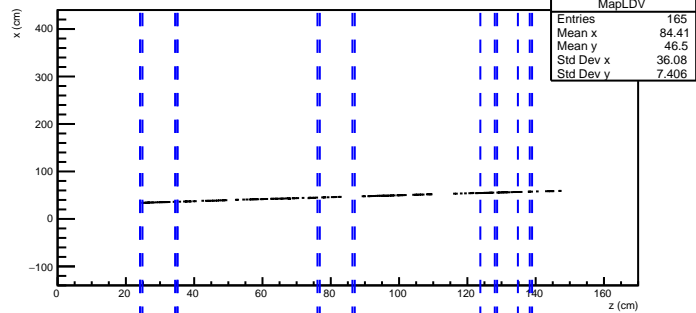
Run 14434, event 3 -- In counter shadow



Run 14434, event 3 -- After hit selection

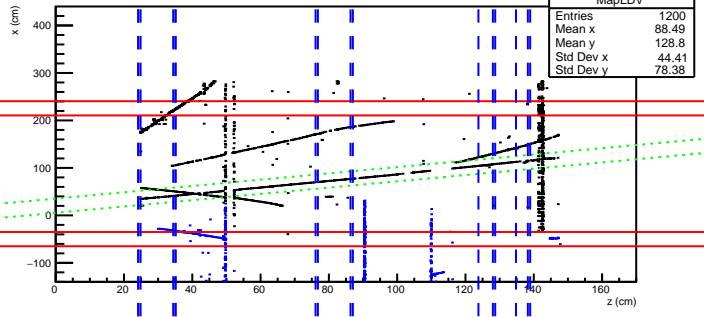


Run 14434, event 3 -- Final (T0 = 299 ticks)

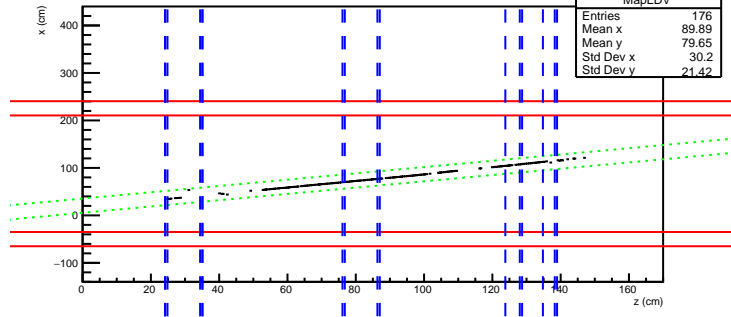




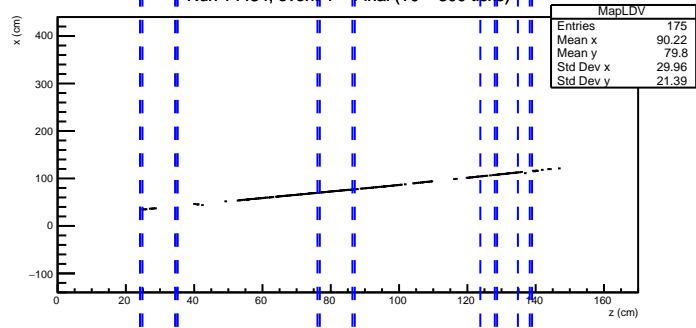
Run 14434, event 4 -- Before hit selection



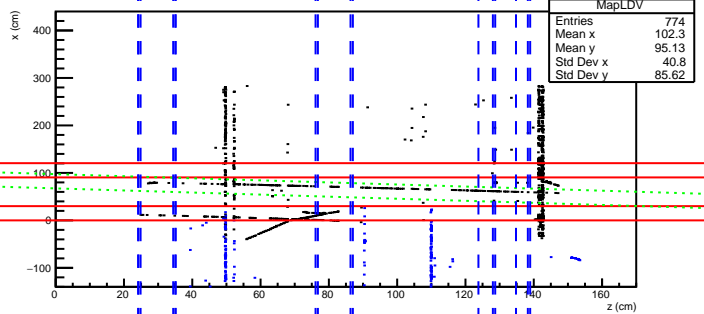
Run 14434, event 4 -- In counter shadow



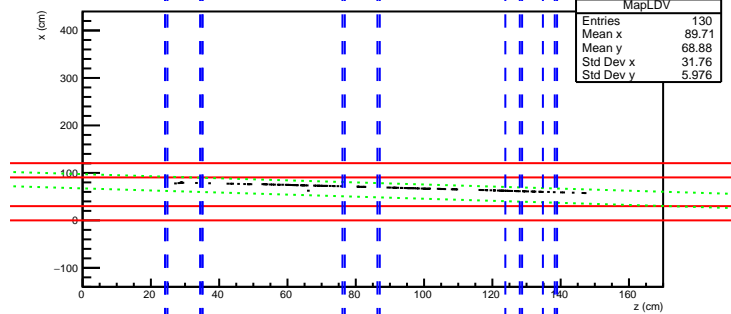
Run 14434, event 4 -- Final (T0 = 300 ticks)



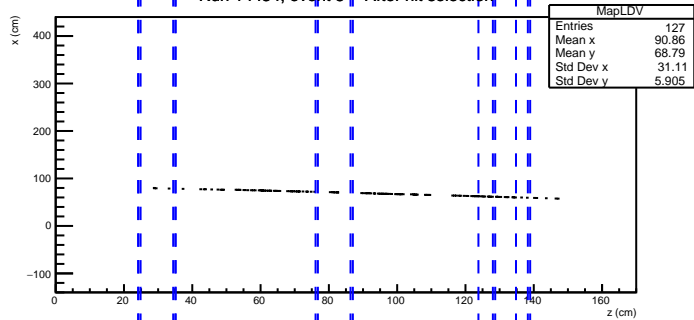
Run 14434, event 5 -- Before hit selection



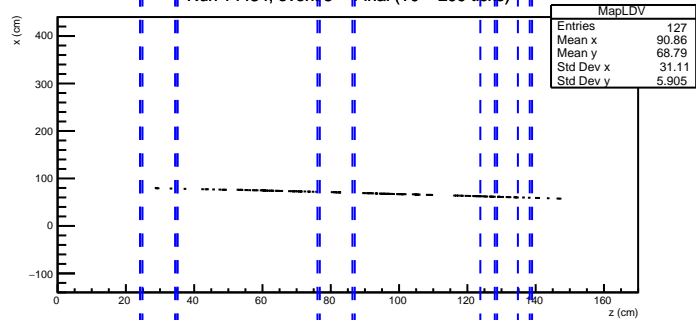
Run 14434, event 5 -- In counter shadow



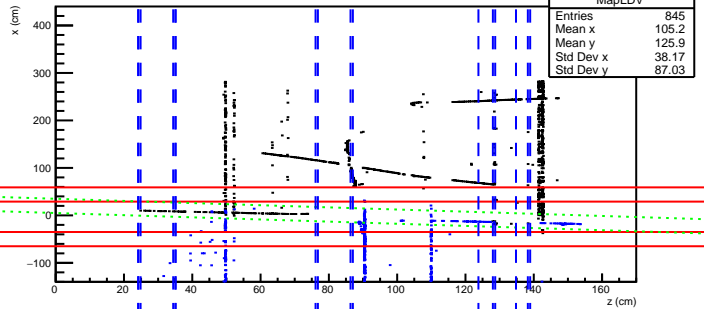
Run 14434, event 5 -- After hit selection



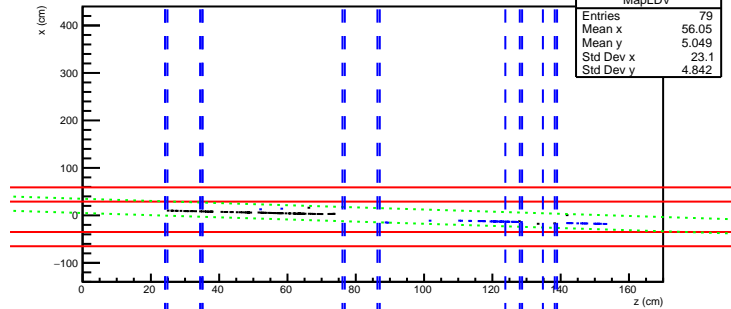
Run 14434, event 5 -- Final (T0 = 299 ticks)



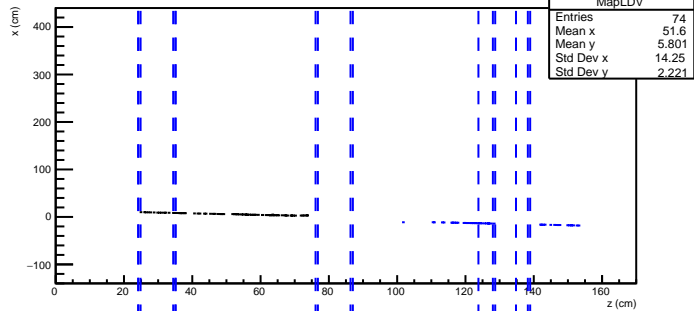
Run 14434, event 10 -- Before hit selection



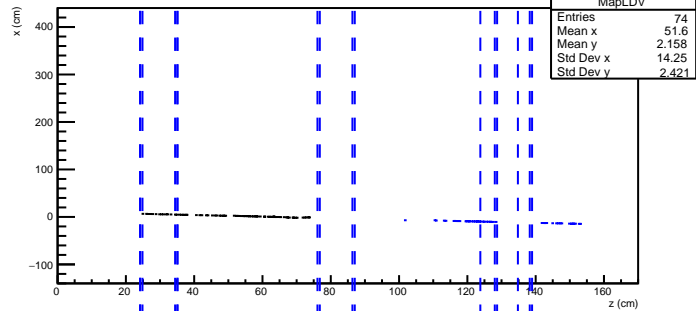
Run 14434, event 10 -- In counter shadow

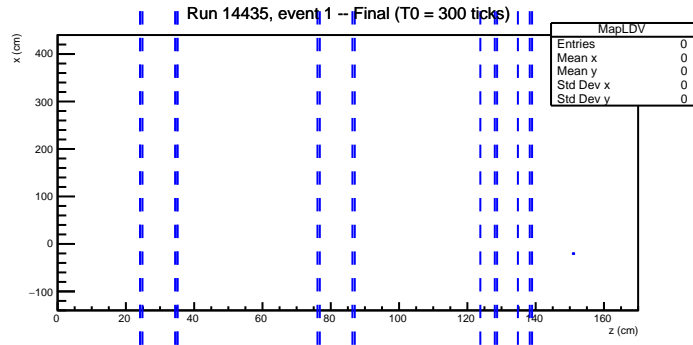
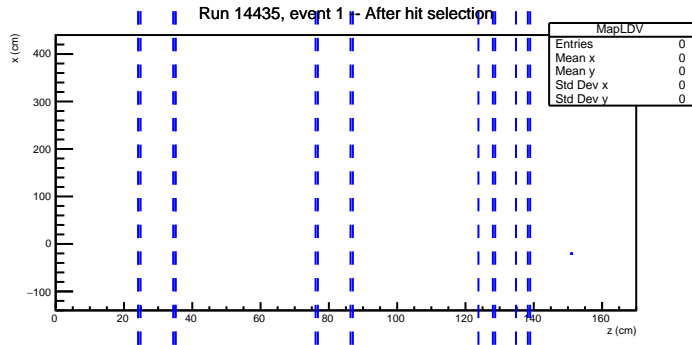
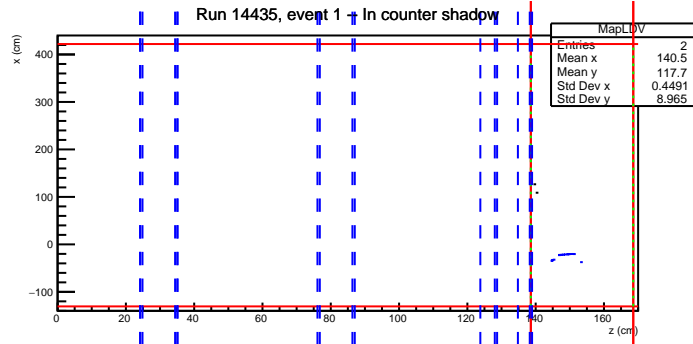
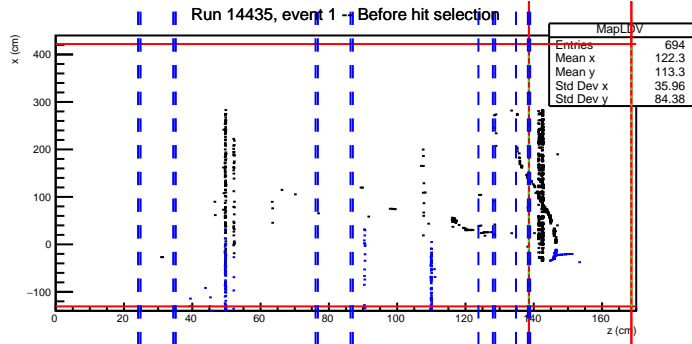


Run 14434, event 10 -- After hit selection

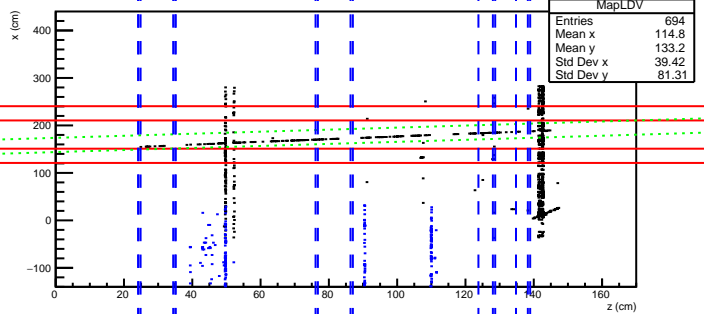


Run 14434, event 10 -- Final (T0 = 363 ticks)

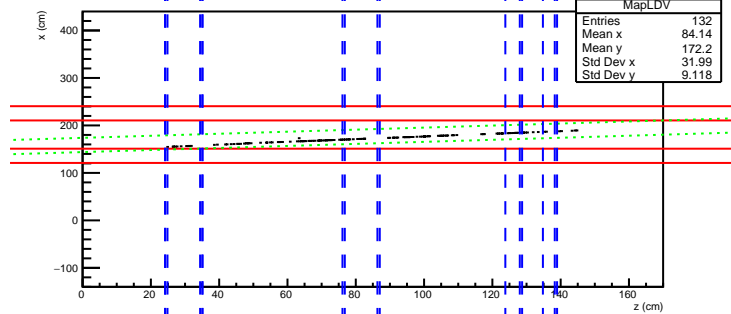




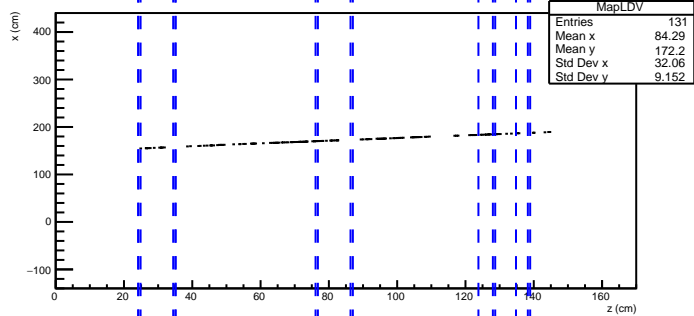
Run 14435, event 2 -- Before hit selection



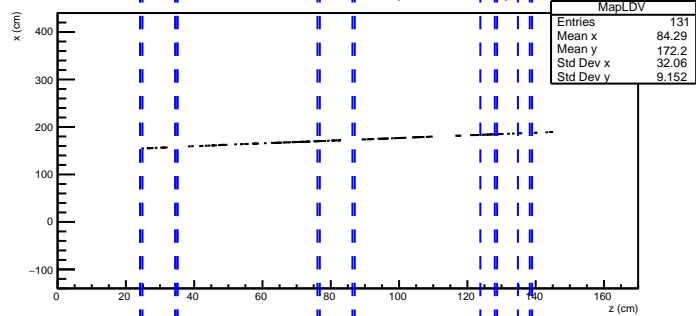
Run 14435, event 2 -- In counter shadow

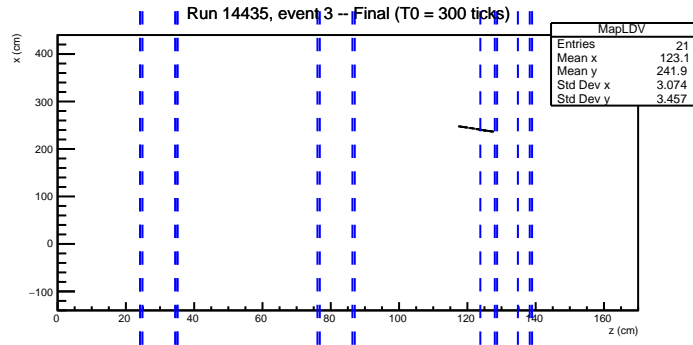
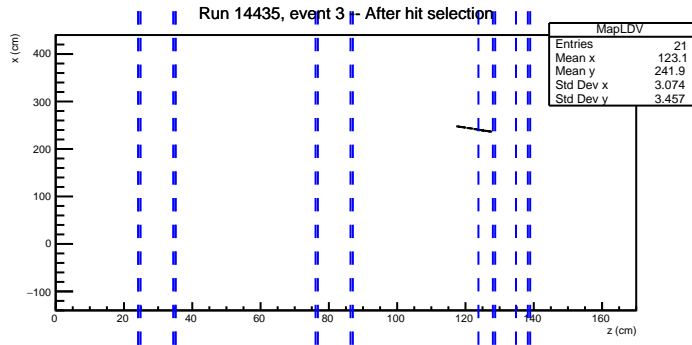
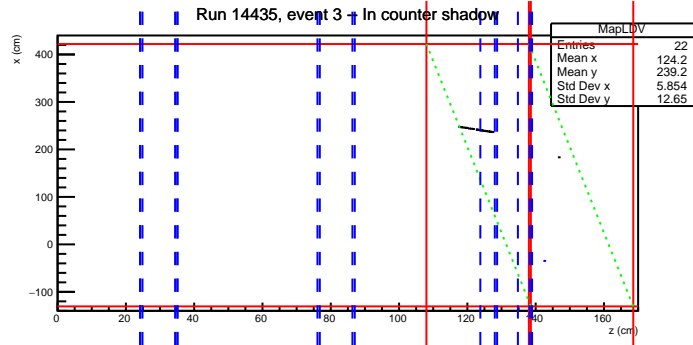
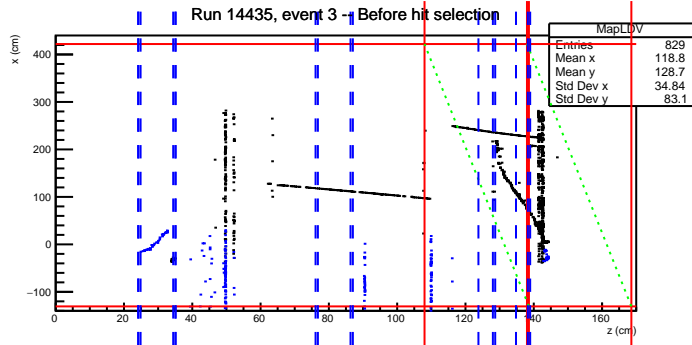


Run 14435, event 2 -- After hit selection

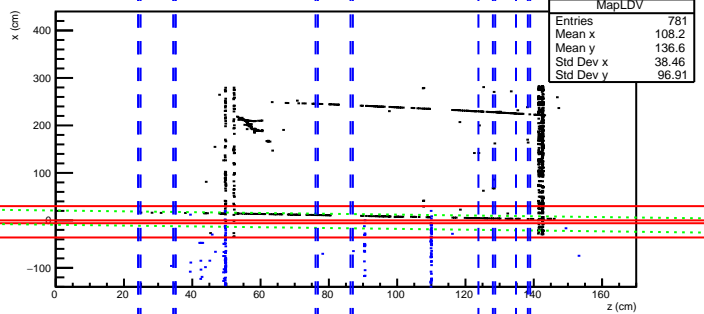


Run 14435, event 2 -- Final (T0 = 299 ticks)

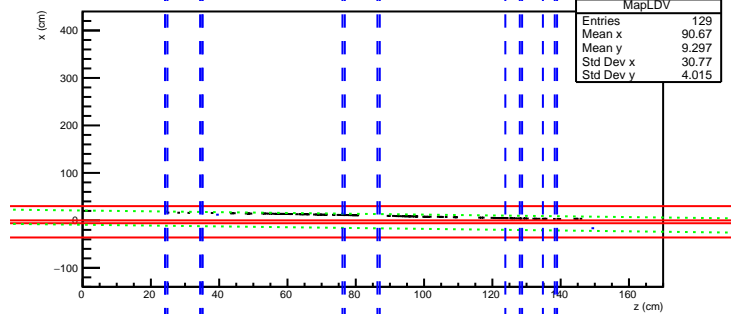




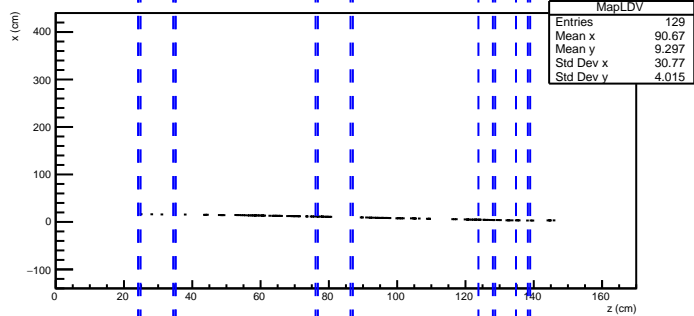
Run 14435, event 5 -- Before hit selection



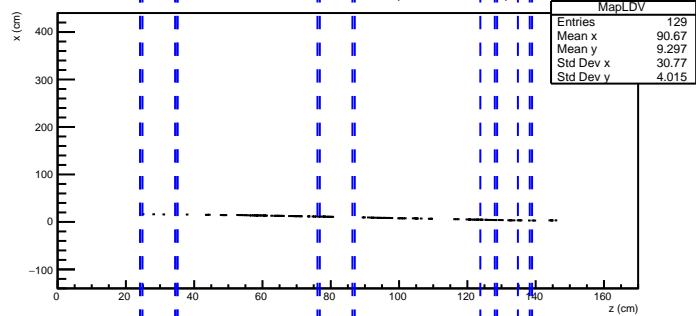
Run 14435, event 5 -- In counter shadow



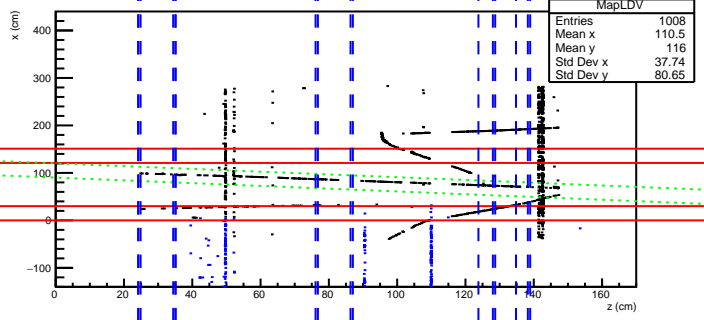
Run 14435, event 5 -- After hit selection



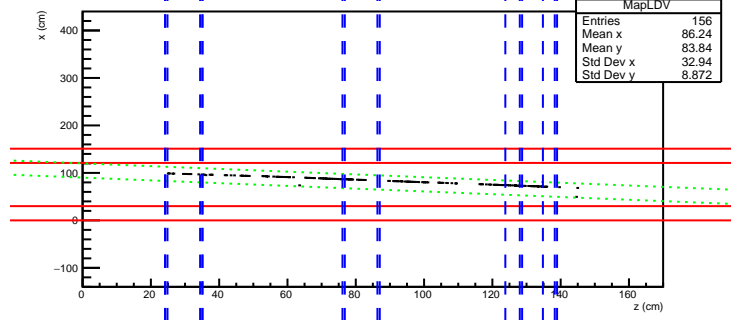
Run 14435, event 5 -- Final (T0 = 300 ticks)



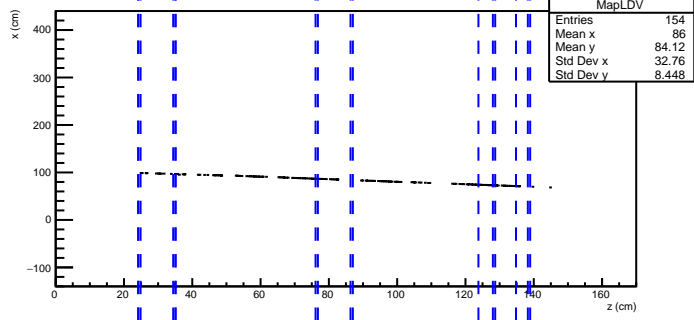
Run 14435, event 9 -- Before hit selection



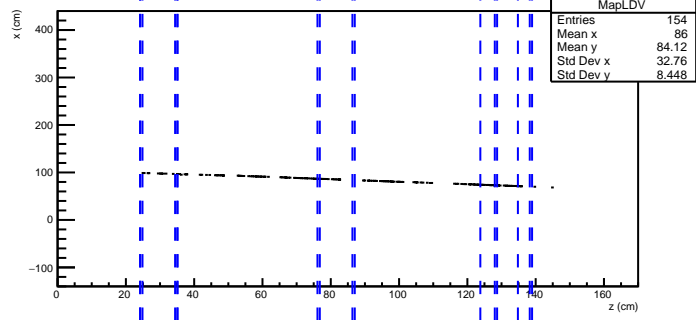
Run 14435, event 9 -- In counter shadow



Run 14435, event 9 -- After hit selection

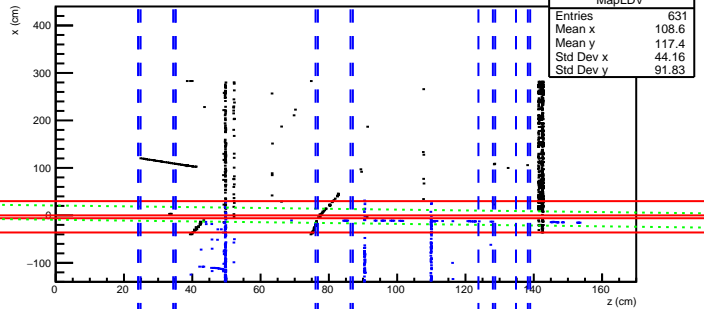


Run 14435, event 9 -- Final (T0 = 300 ticks)

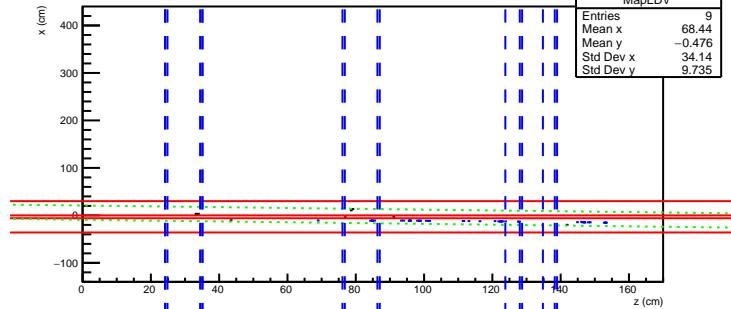




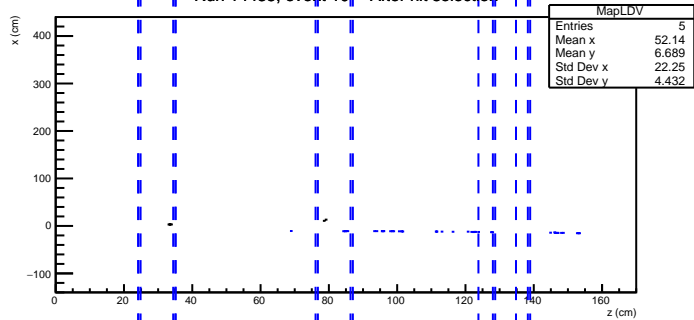
Run 14435, event 10 -- Before hit selection



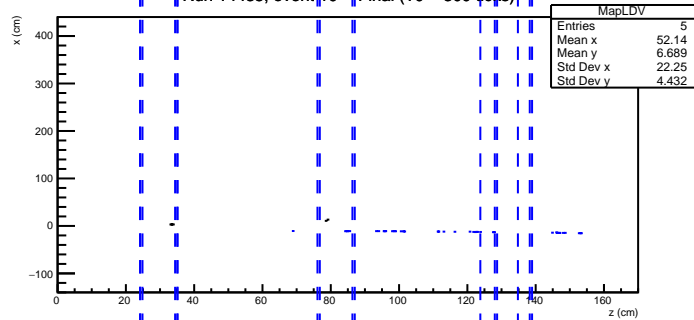
Run 14435, event 10 -- In counter shadow



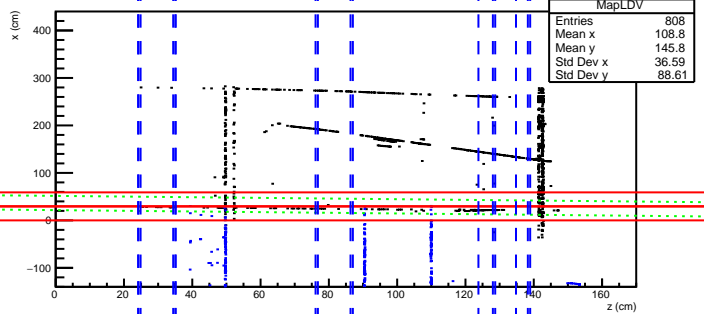
Run 14435, event 10 -- After hit selection



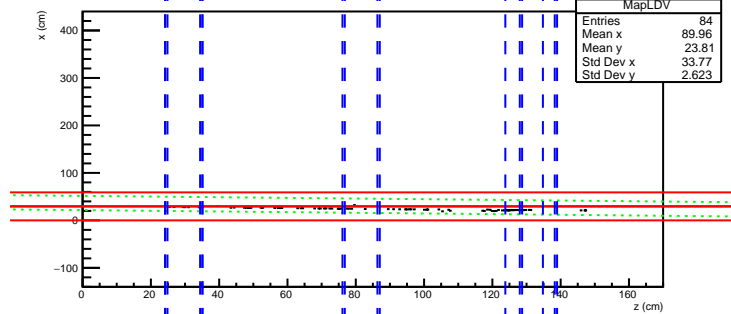
Run 14435, event 10 -- Final (T0 = 300 ticks)



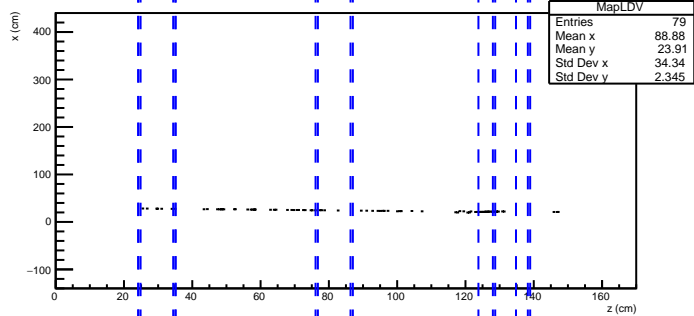
Run 14436, event 1 -- Before hit selection



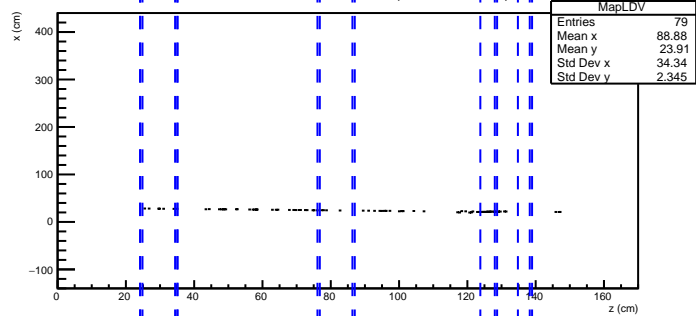
Run 14436, event 1 -- In counter shadow



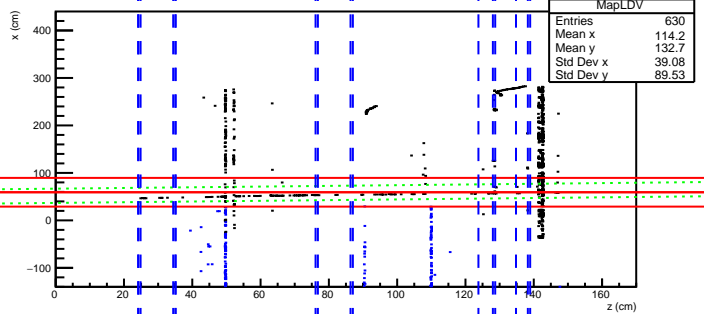
Run 14436, event 1 -- After hit selection



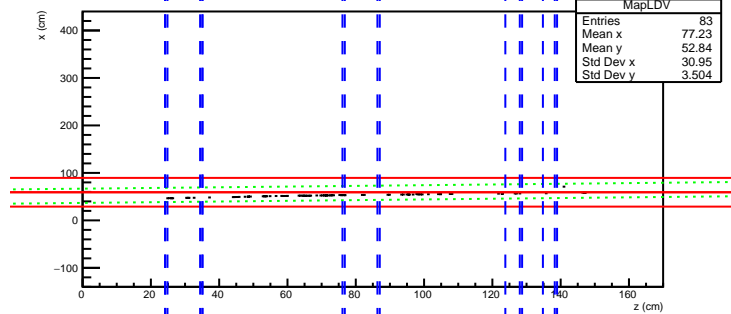
Run 14436, event 1 -- Final (T0 = 300 ticks)



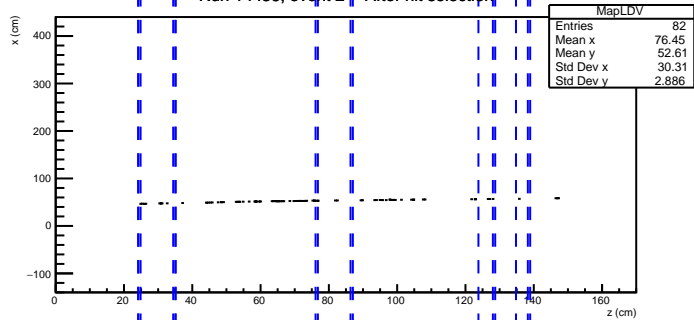
Run 14436, event 2 -- Before hit selection



Run 14436, event 2 -- In counter shadow



Run 14436, event 2 -- After hit selection



Run 14436, event 2 -- Final (T0 = 300 ticks)

