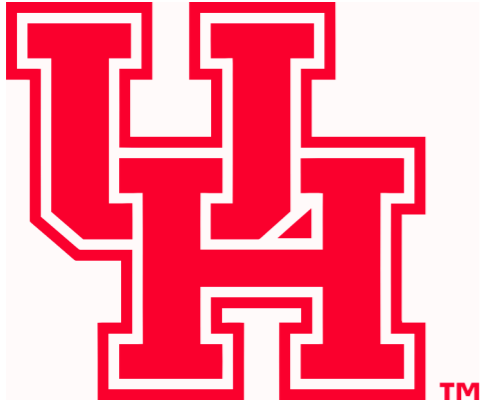




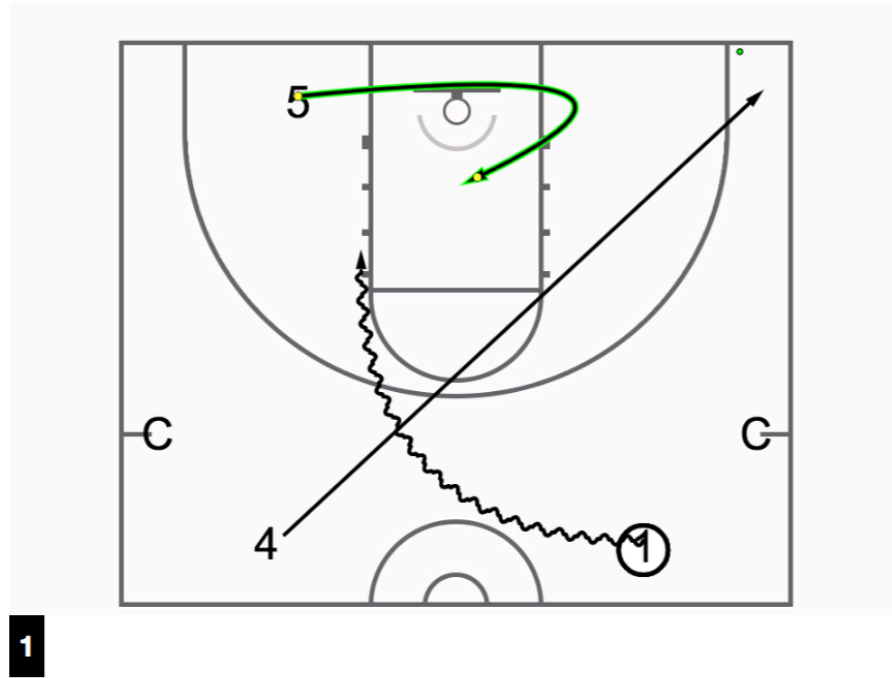
# **DDM Shooting Breakdowns**



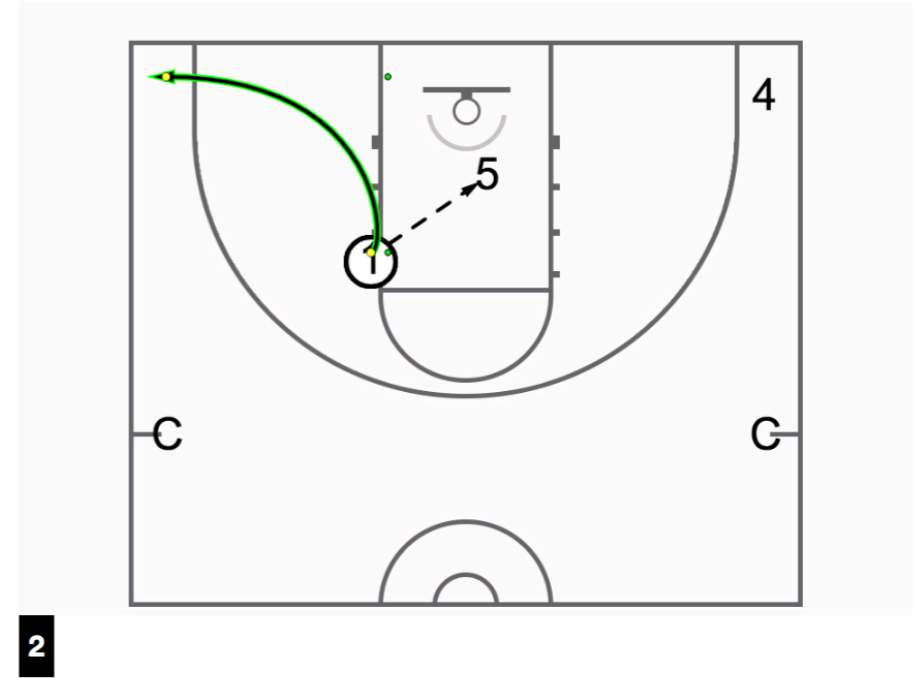
# Thru (145/415)



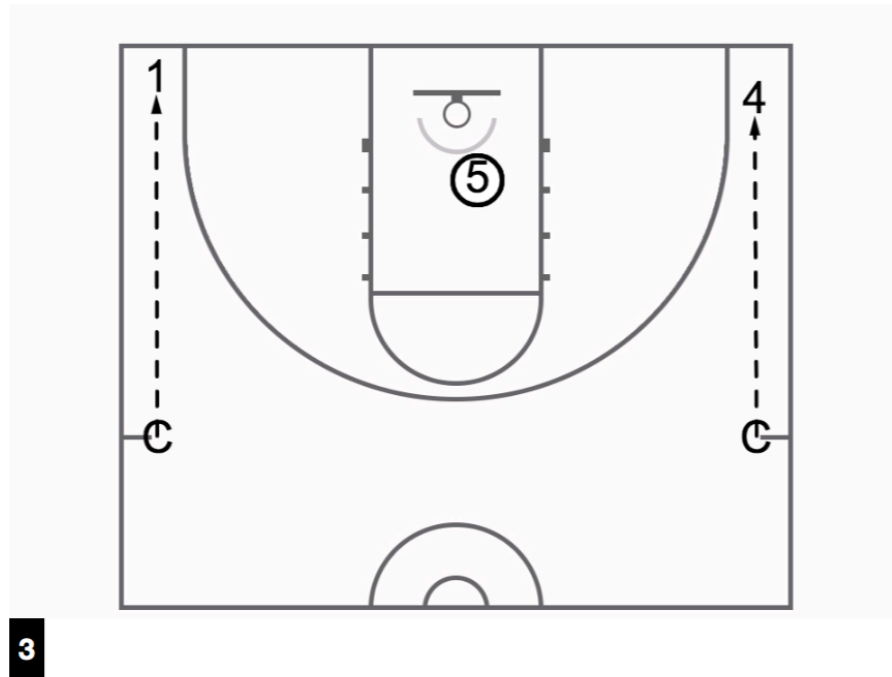
Thru (145/415)



Thru (145/415)



Thru (145/415)

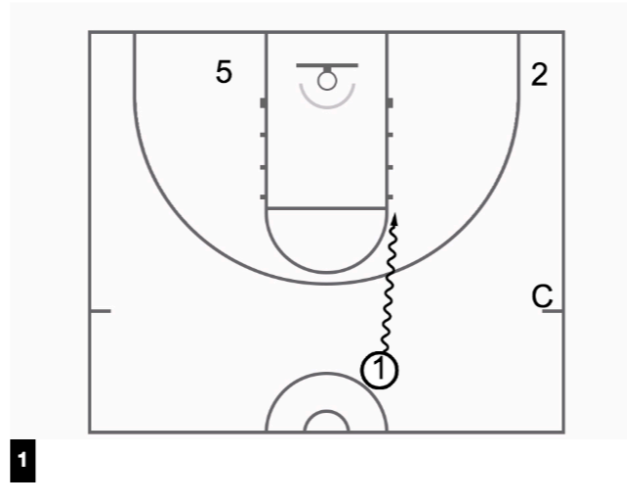




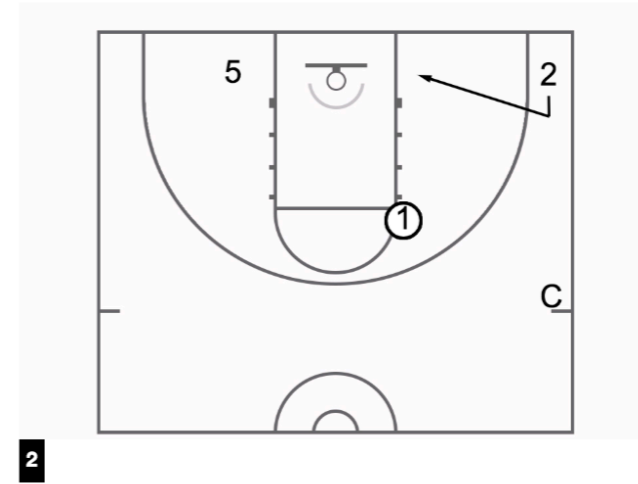
# Burn Dump/Lob (125/135)



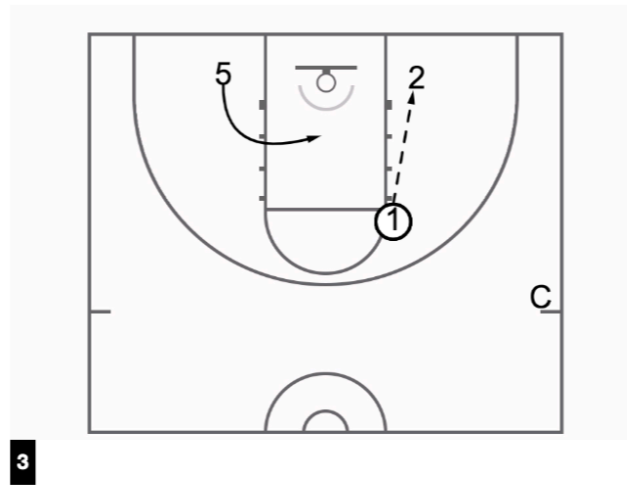
Burn Dump/Lob (125/135)



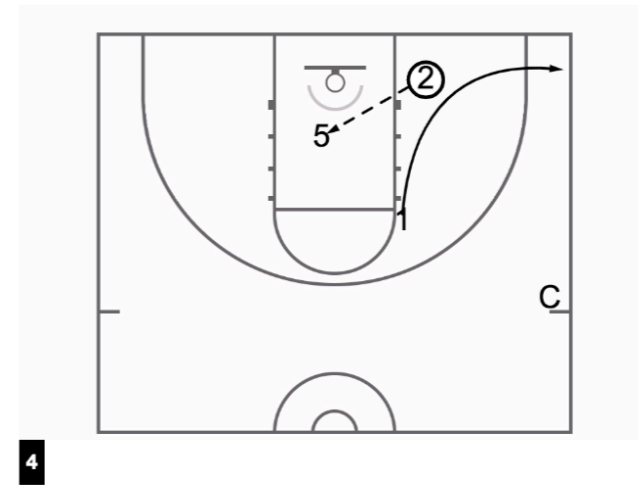
Burn Dump/Lob (125/135)



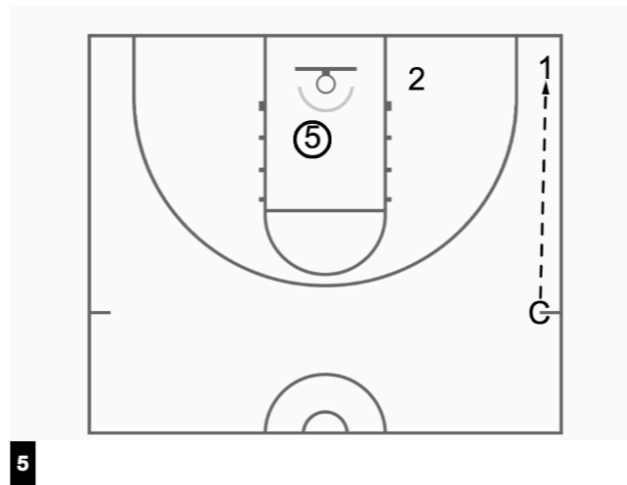
Burn Dump/Lob (125/135)



Burn Dump/Lob (125/135)



Burn Dump/Lob (125/135)

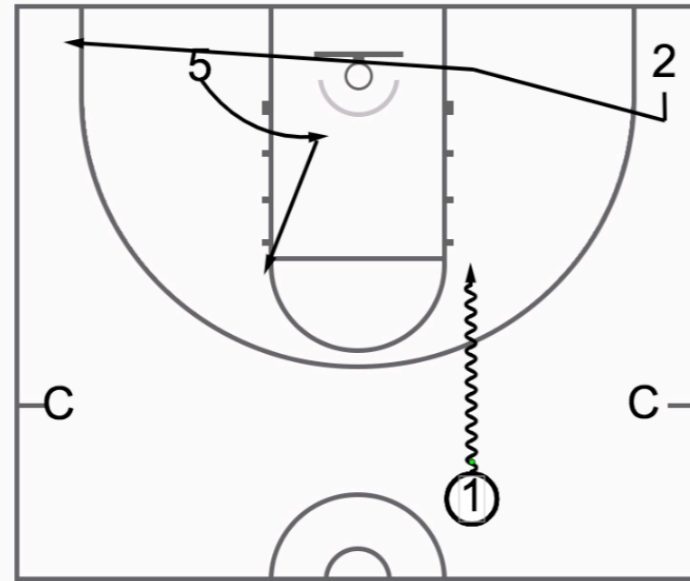




# Burn-Release (125/135)

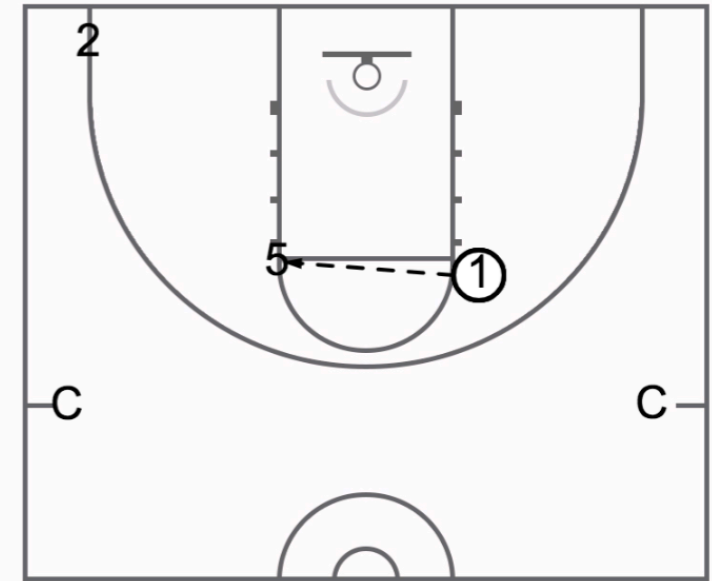


Burn-Release (125/135)



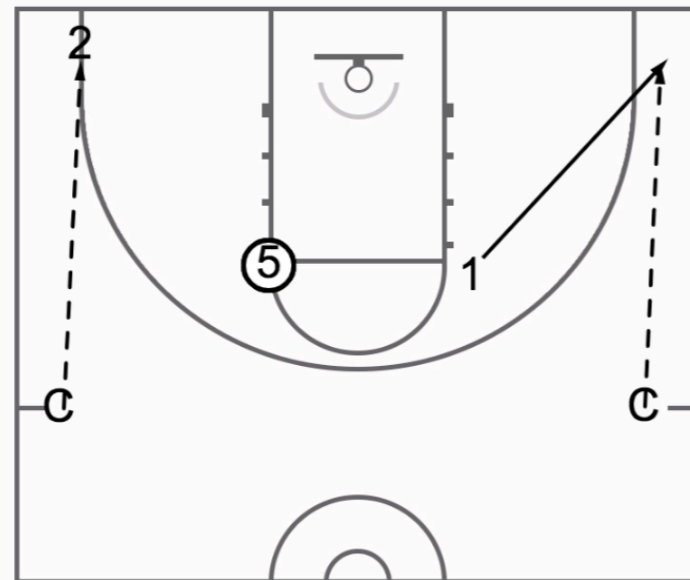
1

Burn-Release (125/135)

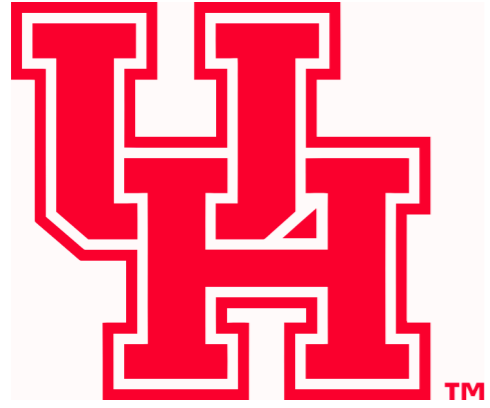


2

Burn-Release (125/135)



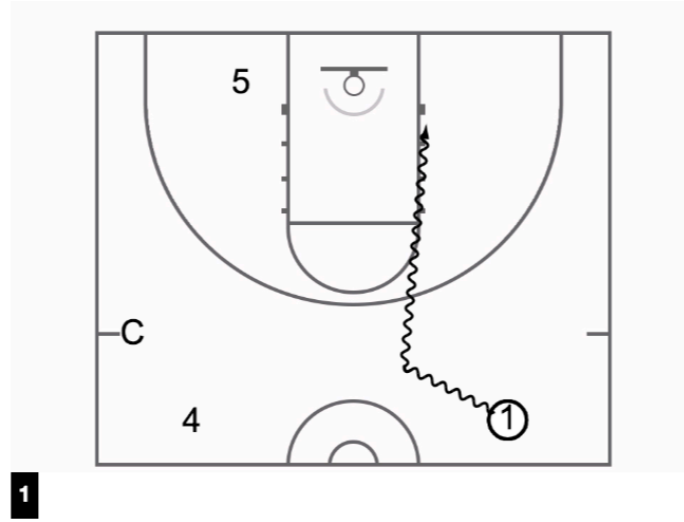
3



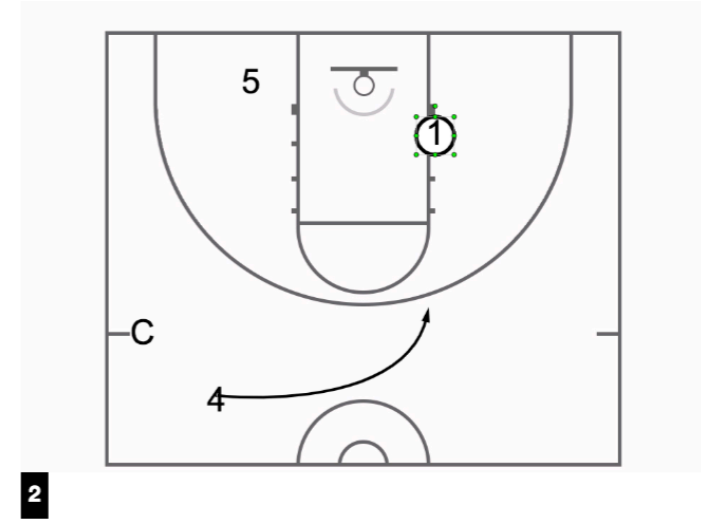
# Fill Behind-Dump (145/415)



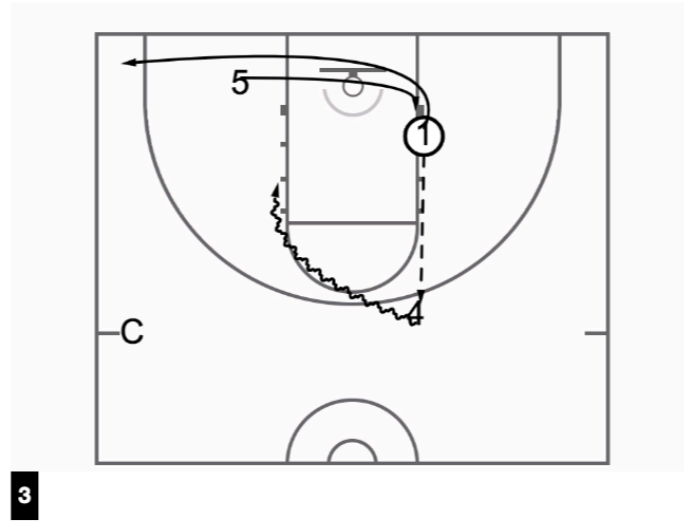
Fill Behind-Dump (145/415)



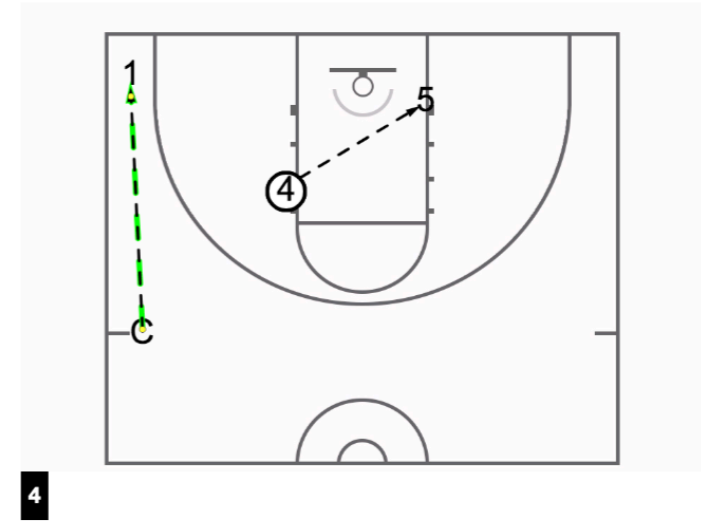
Fill Behind-Dump (145/415)



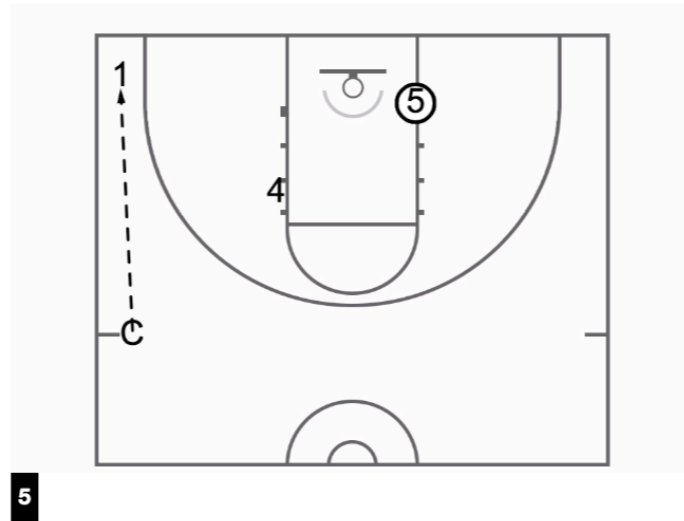
Fill Behind-Dump (145/415)

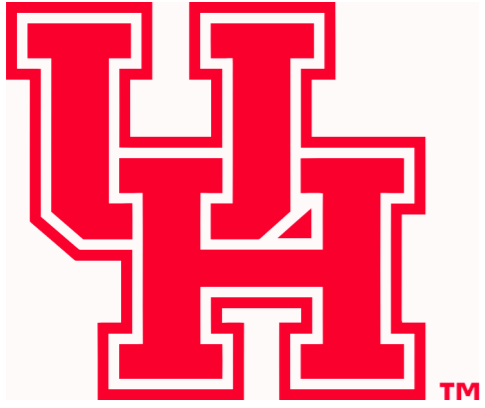


Fill Behind-Dump (145/415)



Fill Behind-Dump (145/415)

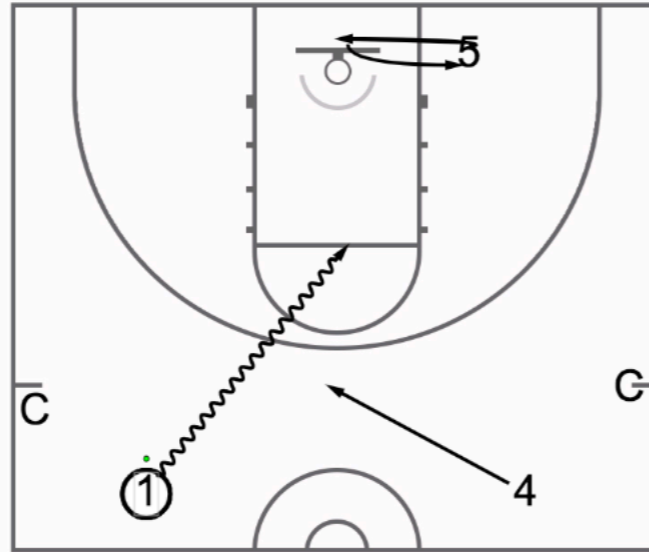




# Kickback-Dump (145/415)

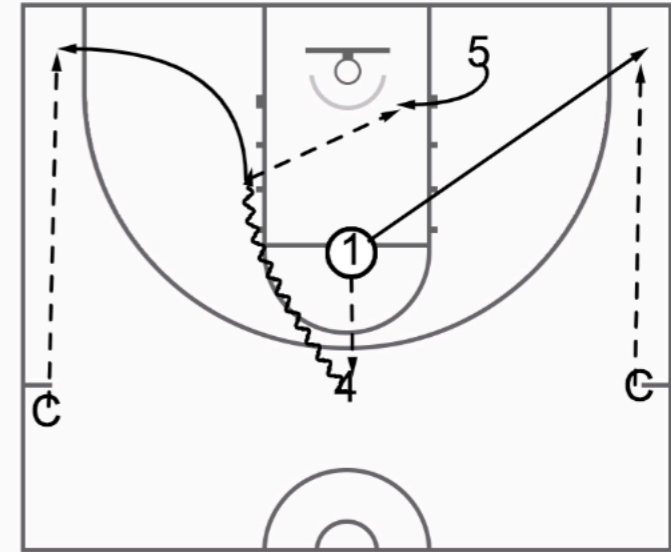


Kickback-Dump (145/415)



1

Kickback-Dump (145/415)



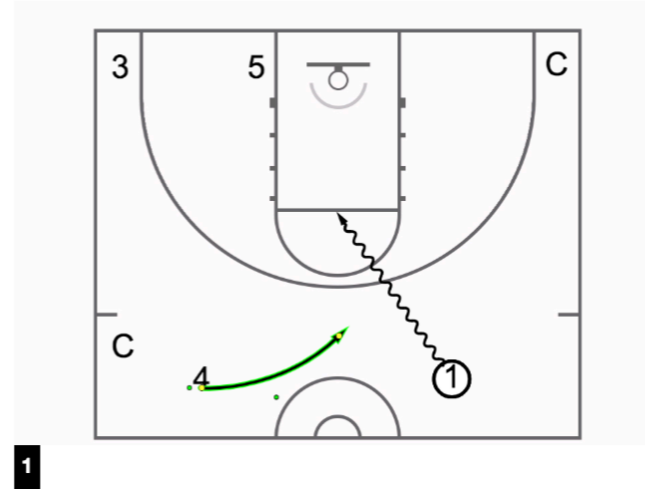
2



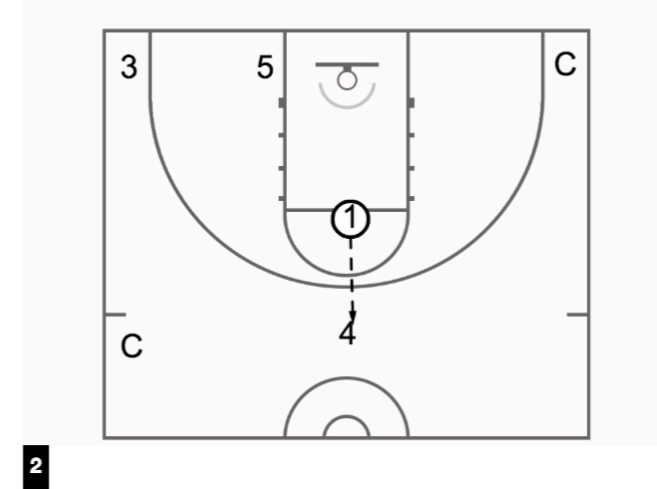
# Kickback-Kick (1435/4125)



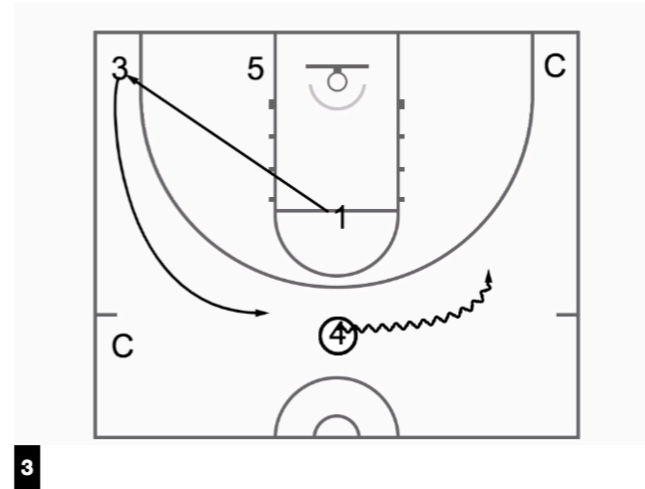
Kickback-Kick (1435/4125)



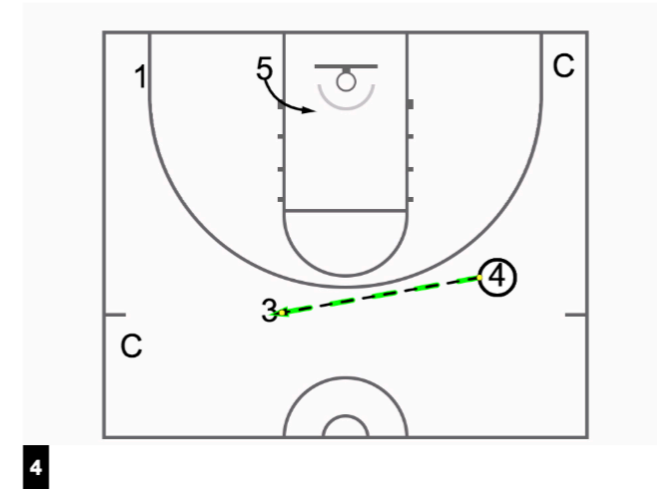
Kickback-Kick (1435/4125)



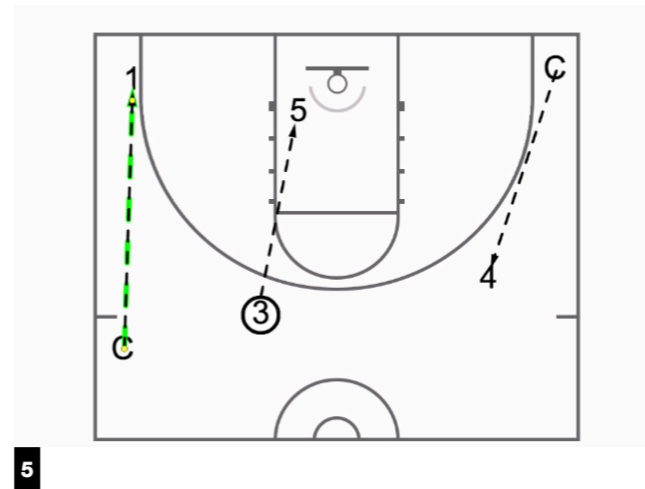
Kickback-Kick (1435/4125)



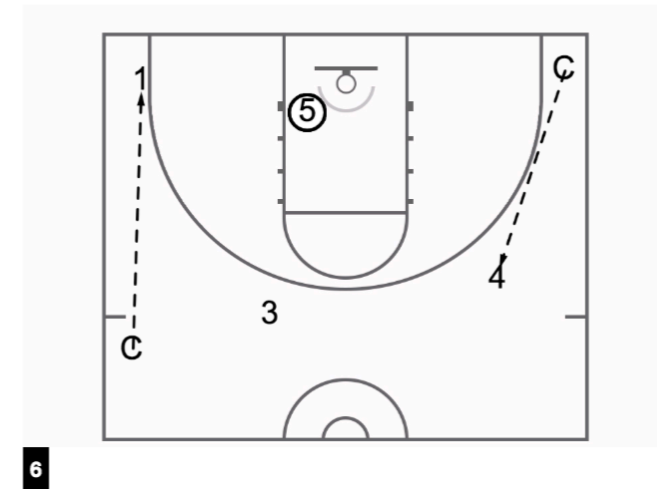
Kickback-Kick (1435/4125)



Kickback-Kick (1435/4125)



Kickback-Kick (1435/4125)

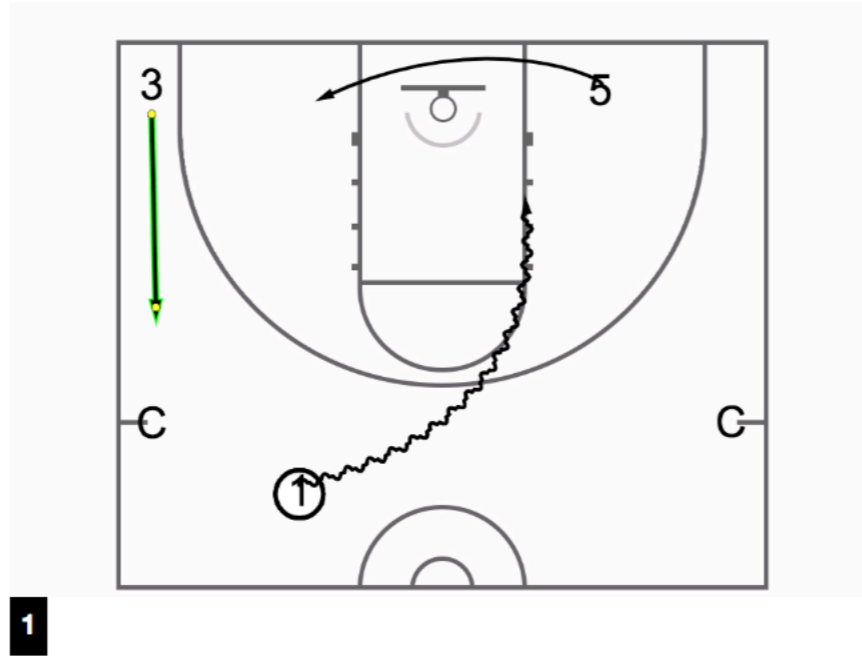




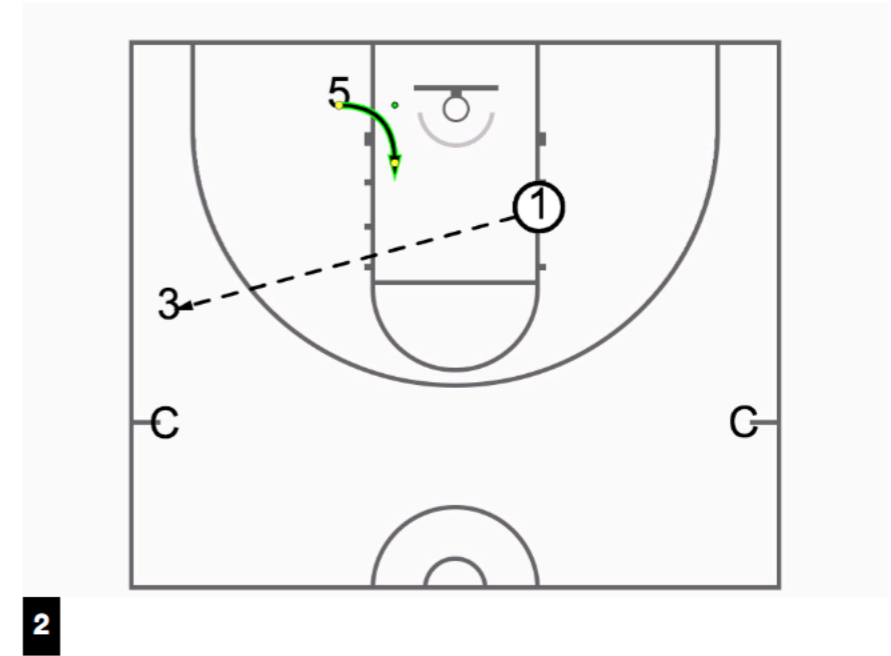
# Open Window (125/435)



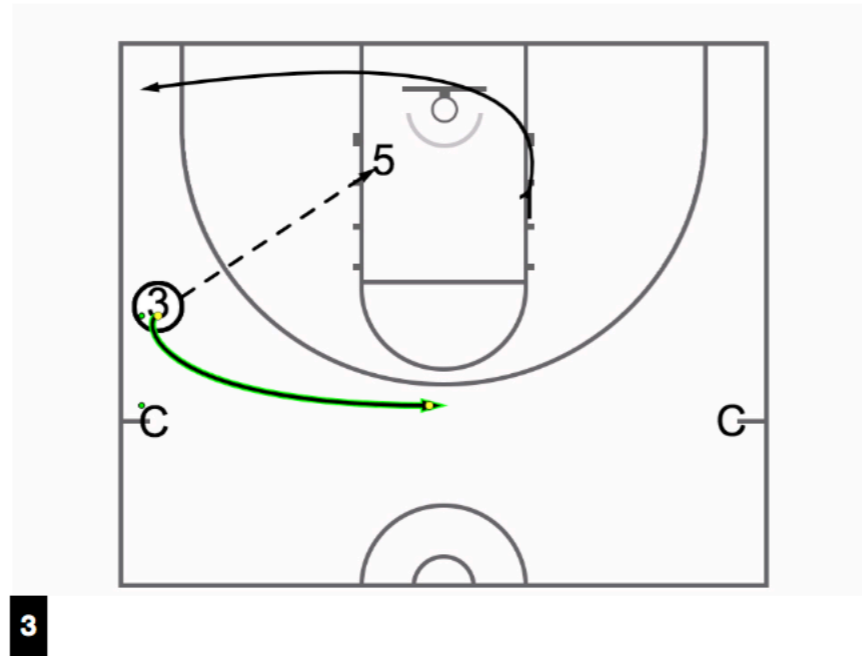
Open Window (125/435)



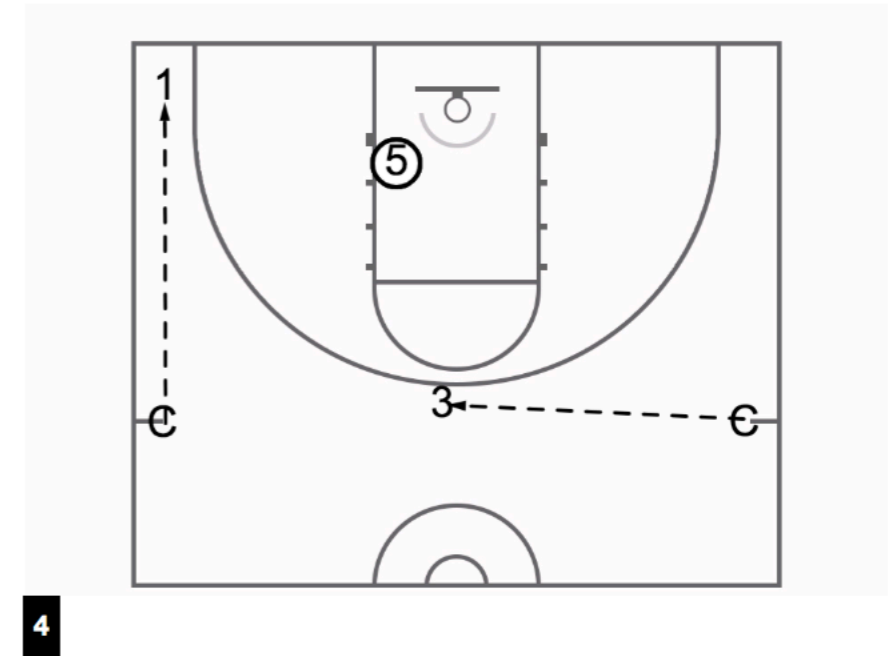
Open Window (125/435)



Open Window (125/435)



Open Window (125/435)

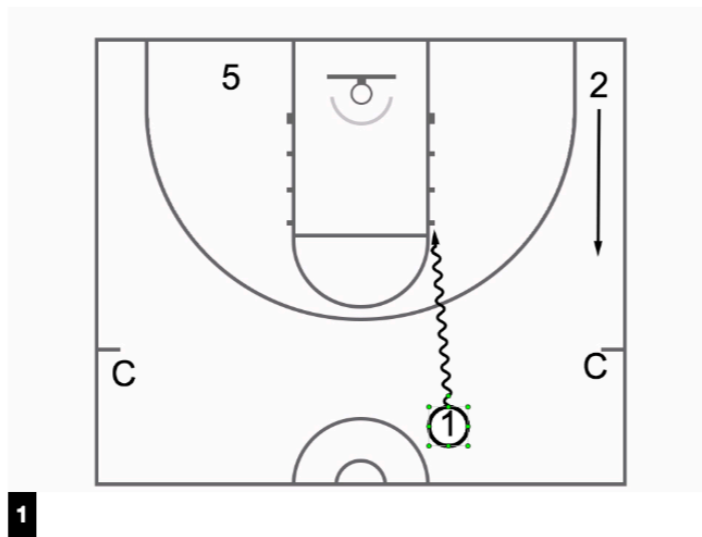




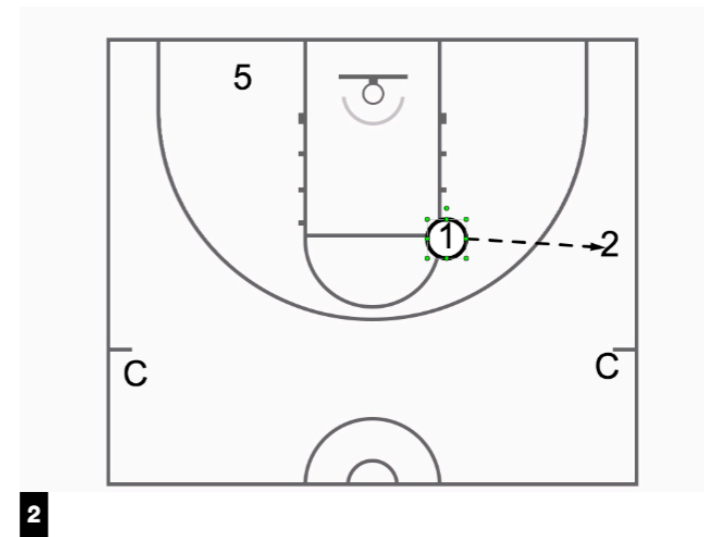
# Pitch-Kick (125/435)



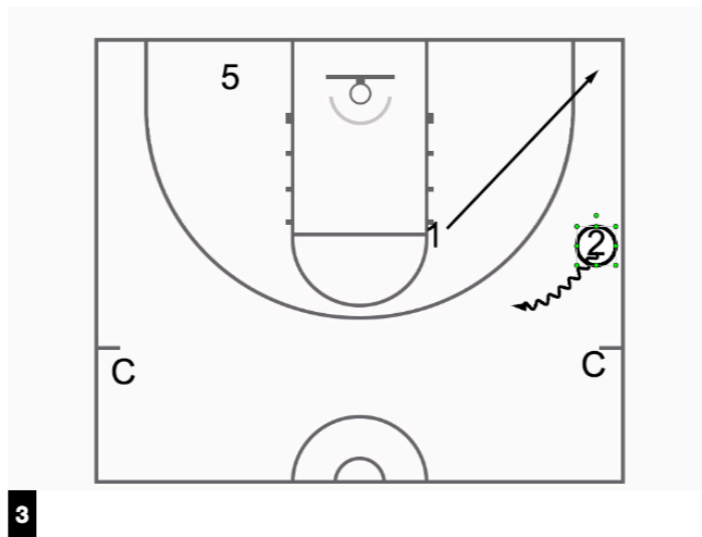
Pitch-Kick (125/435)



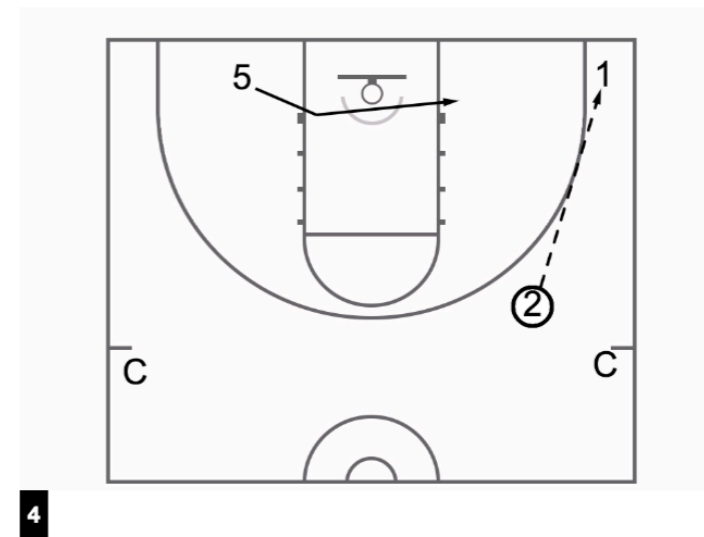
Pitch-Kick (125/435)



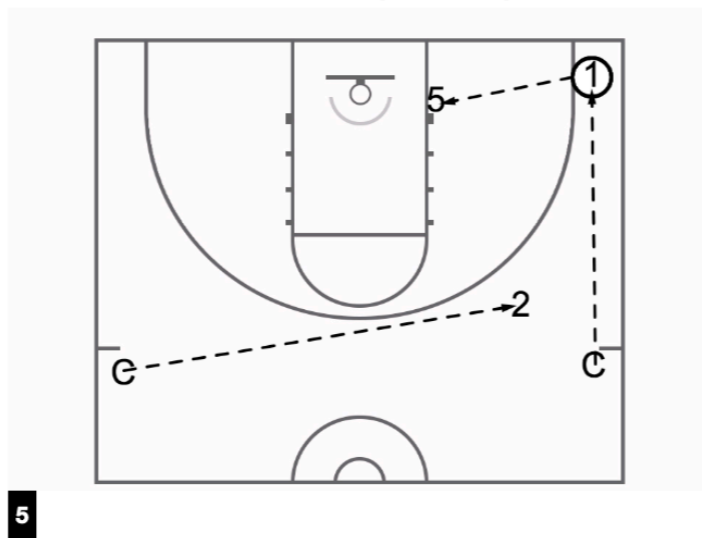
Pitch-Kick (125/435)



Pitch-Kick (125/435)



Pitch-Kick (125/435)

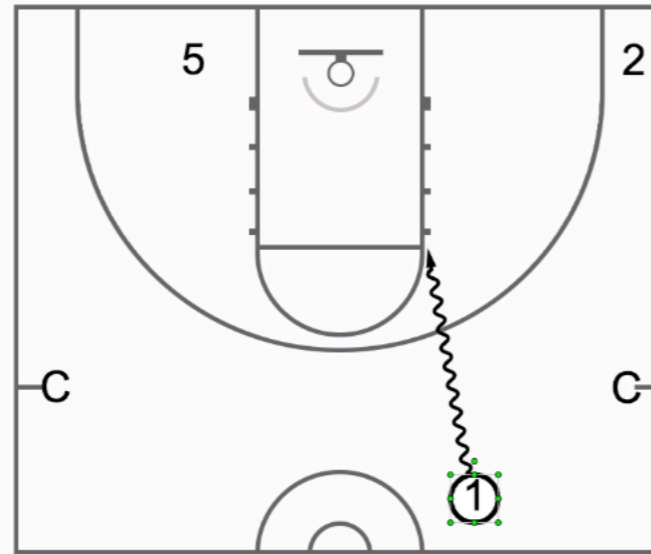




# Pitch/T-Up (125/135)

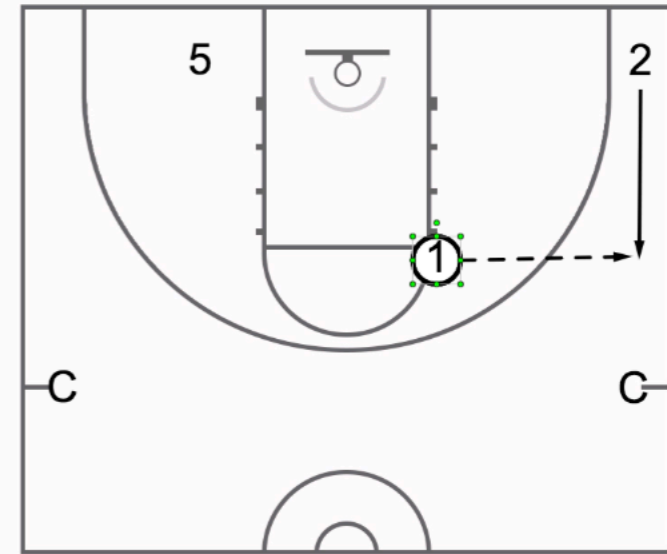


Pitch/T-Up (125/135)



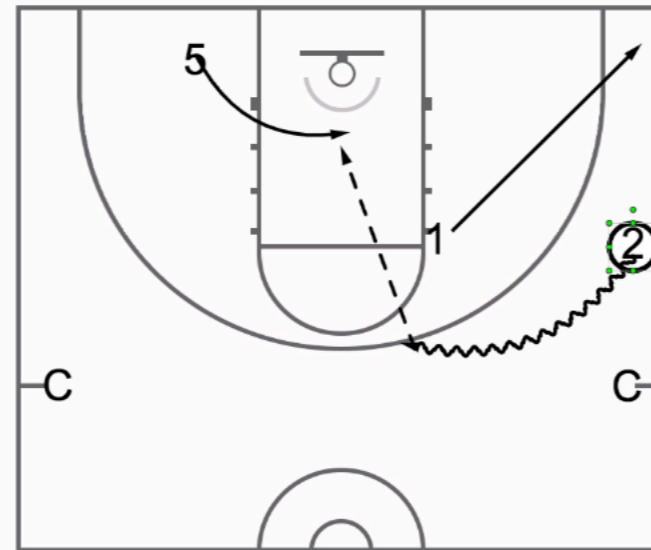
1

Pitch/T-Up (125/135)



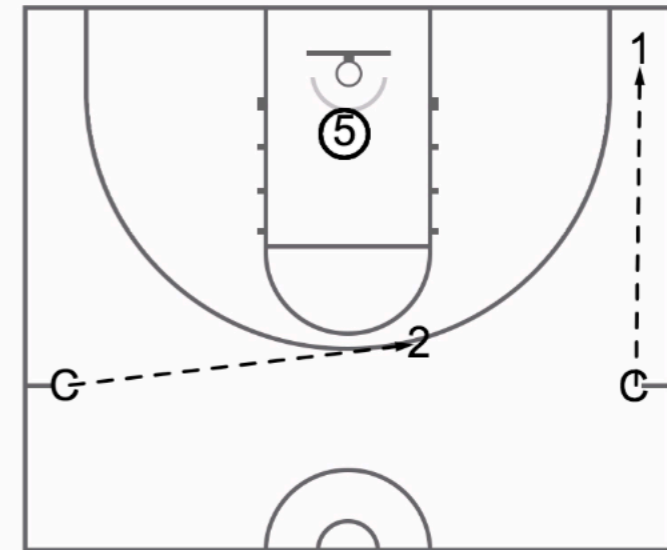
2

Pitch/T-Up (125/135)



3

Pitch/T-Up (125/135)



4