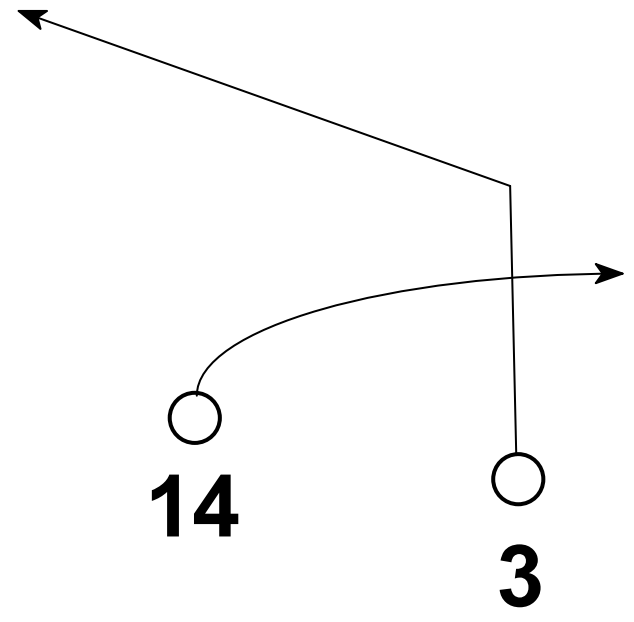
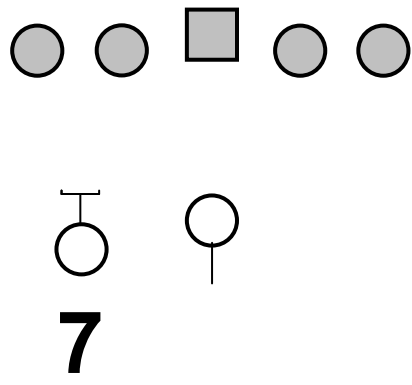
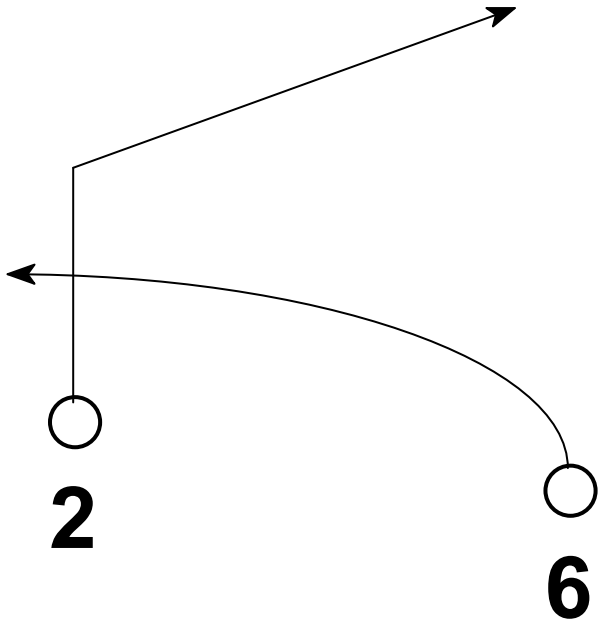
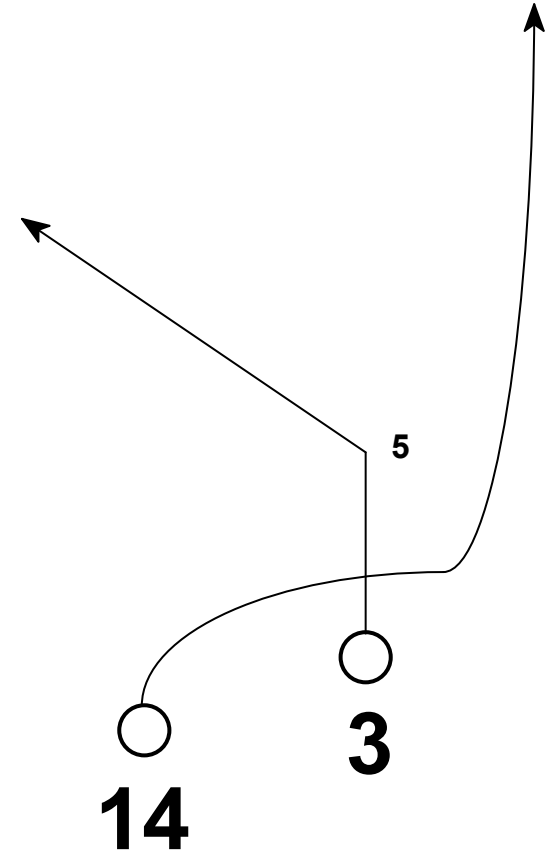
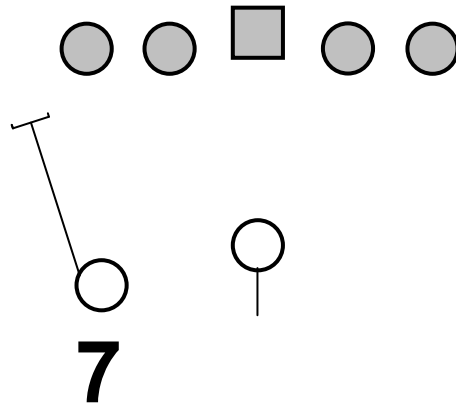
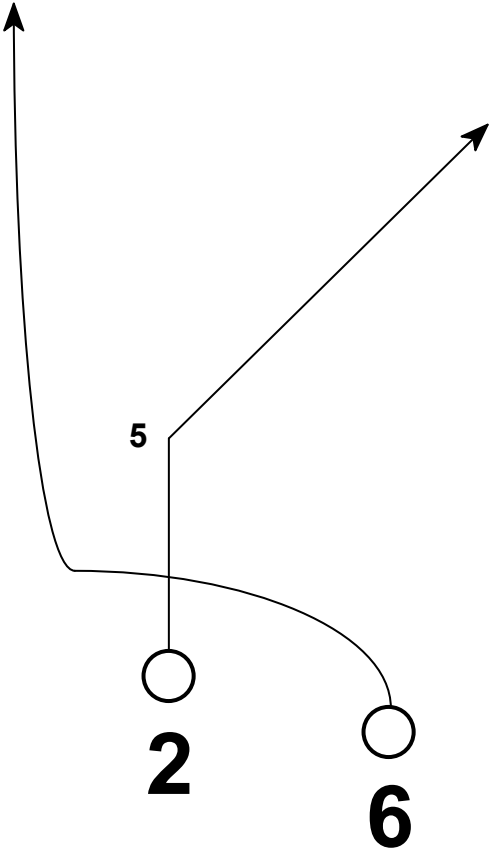


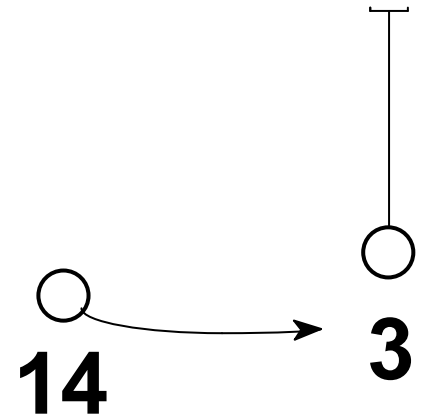
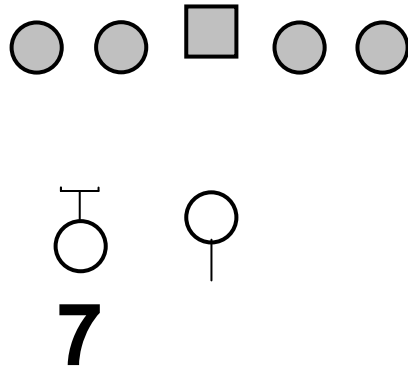
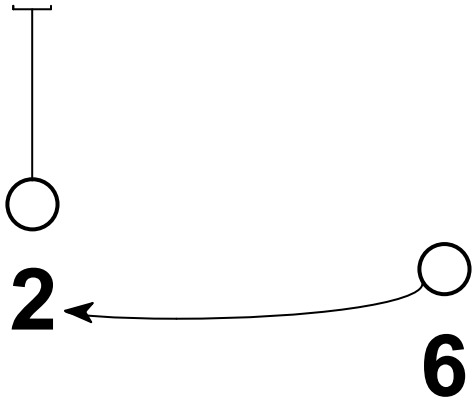
1

Slant - Arrow

Hash: any



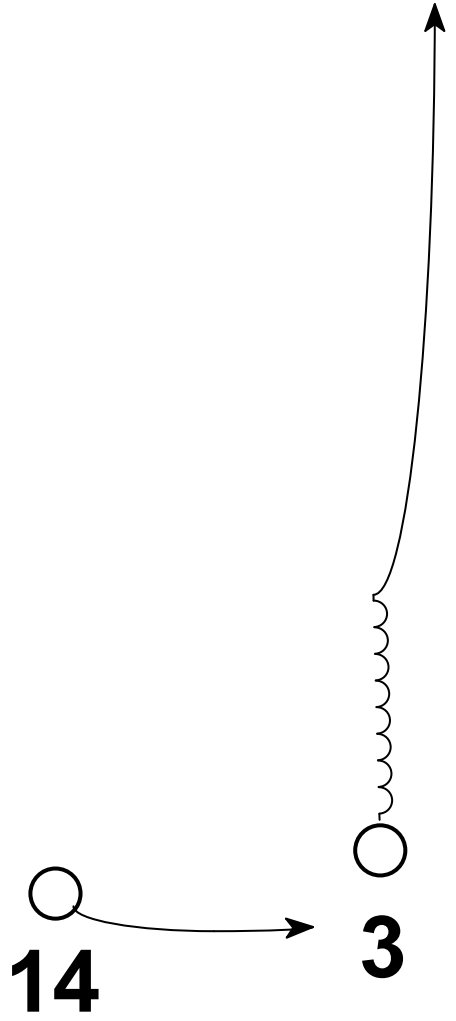
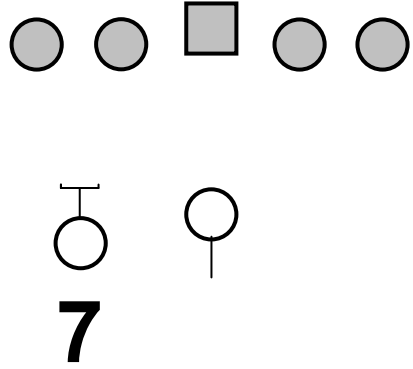
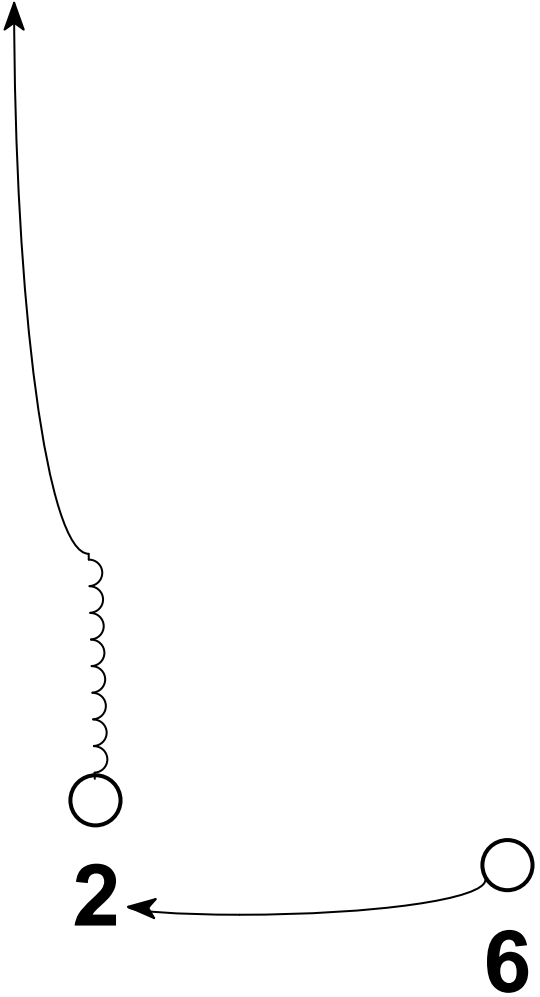




4

Bubble and Go

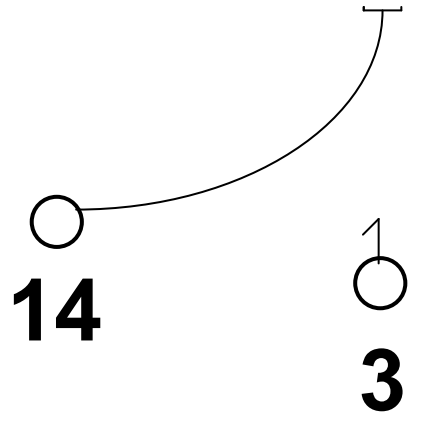
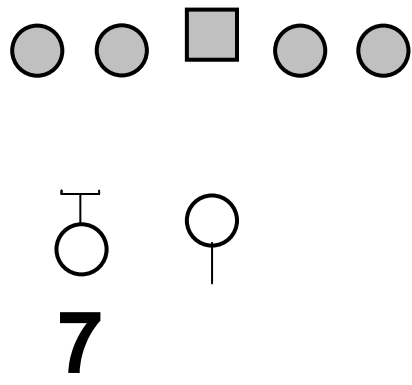
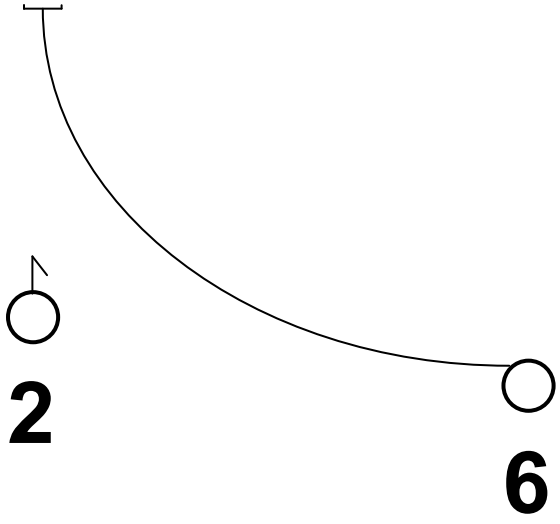
Hash: any

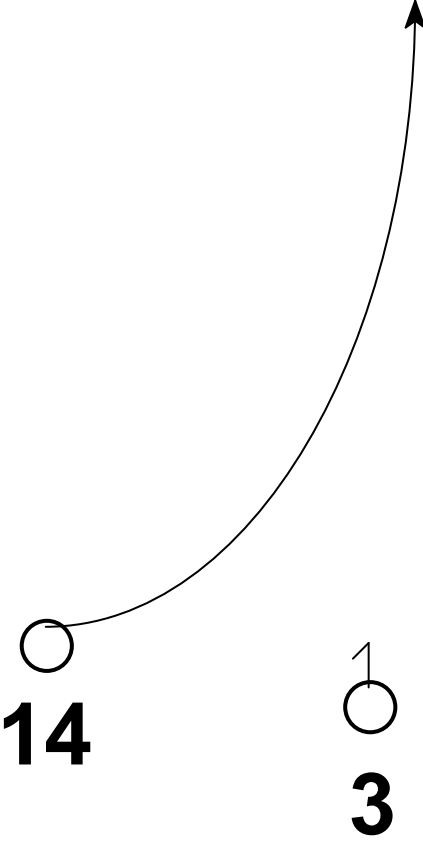
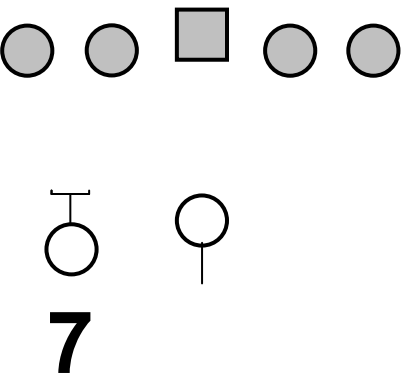
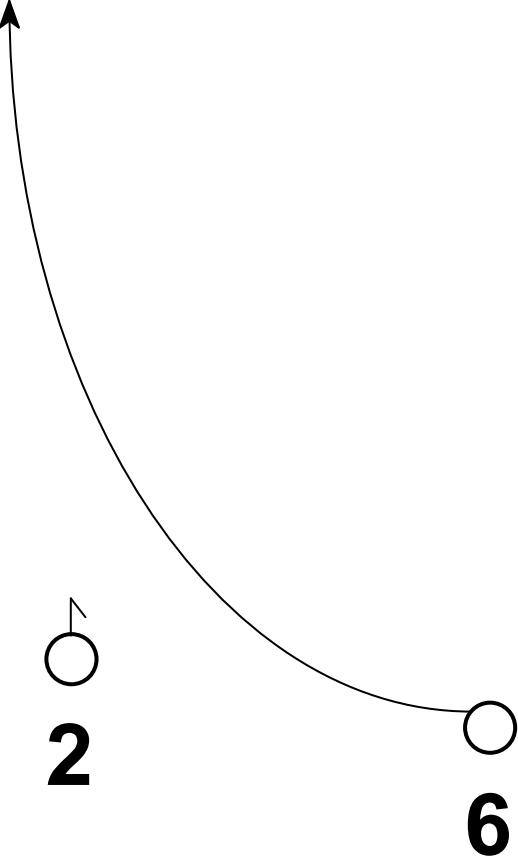


5

Quick Hitch

Hash: any

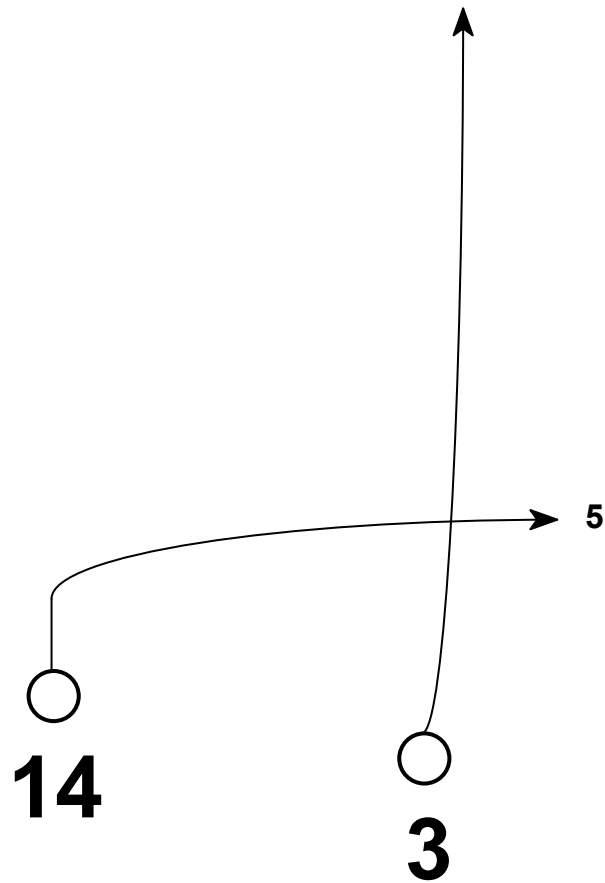
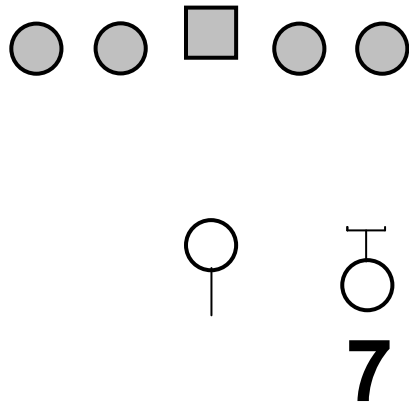
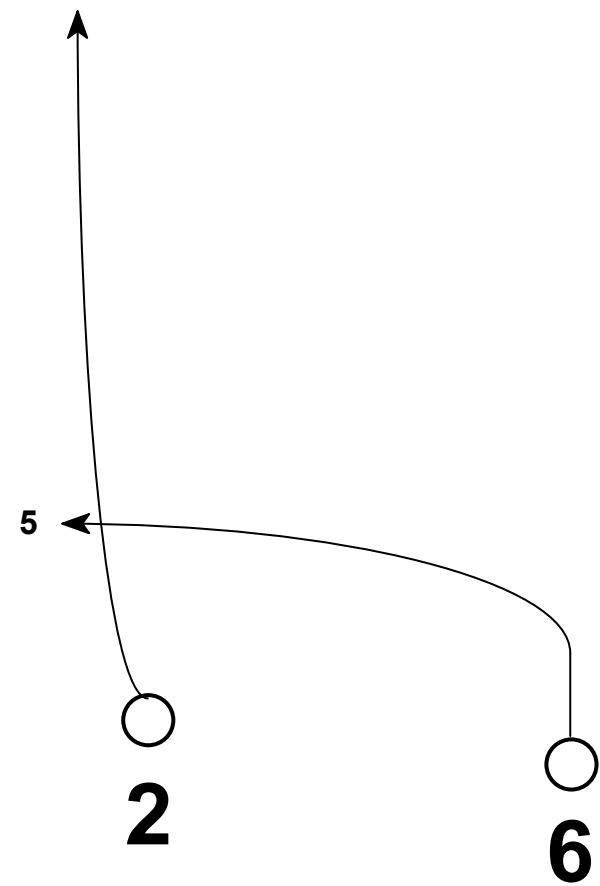




7

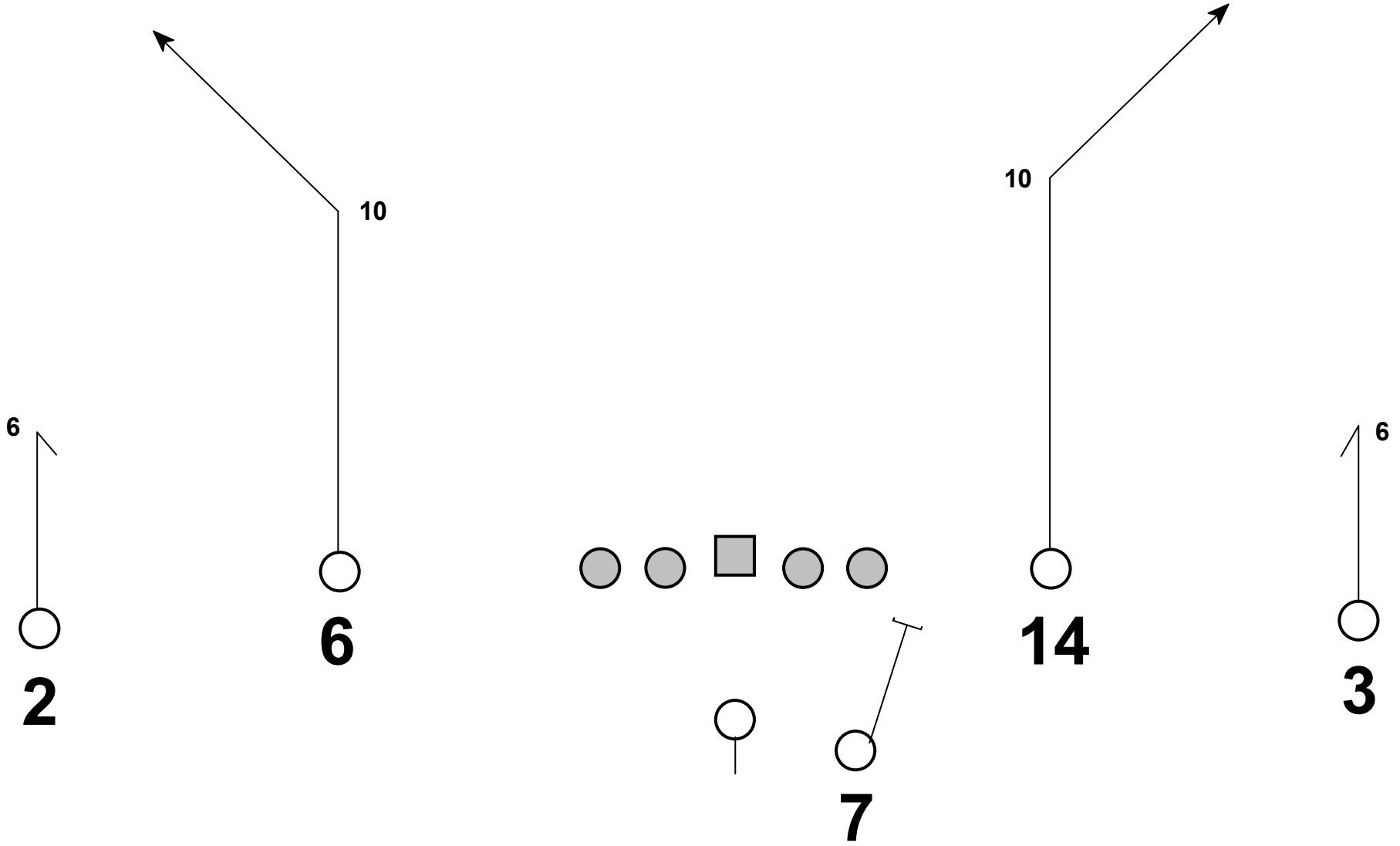
Fade-Out

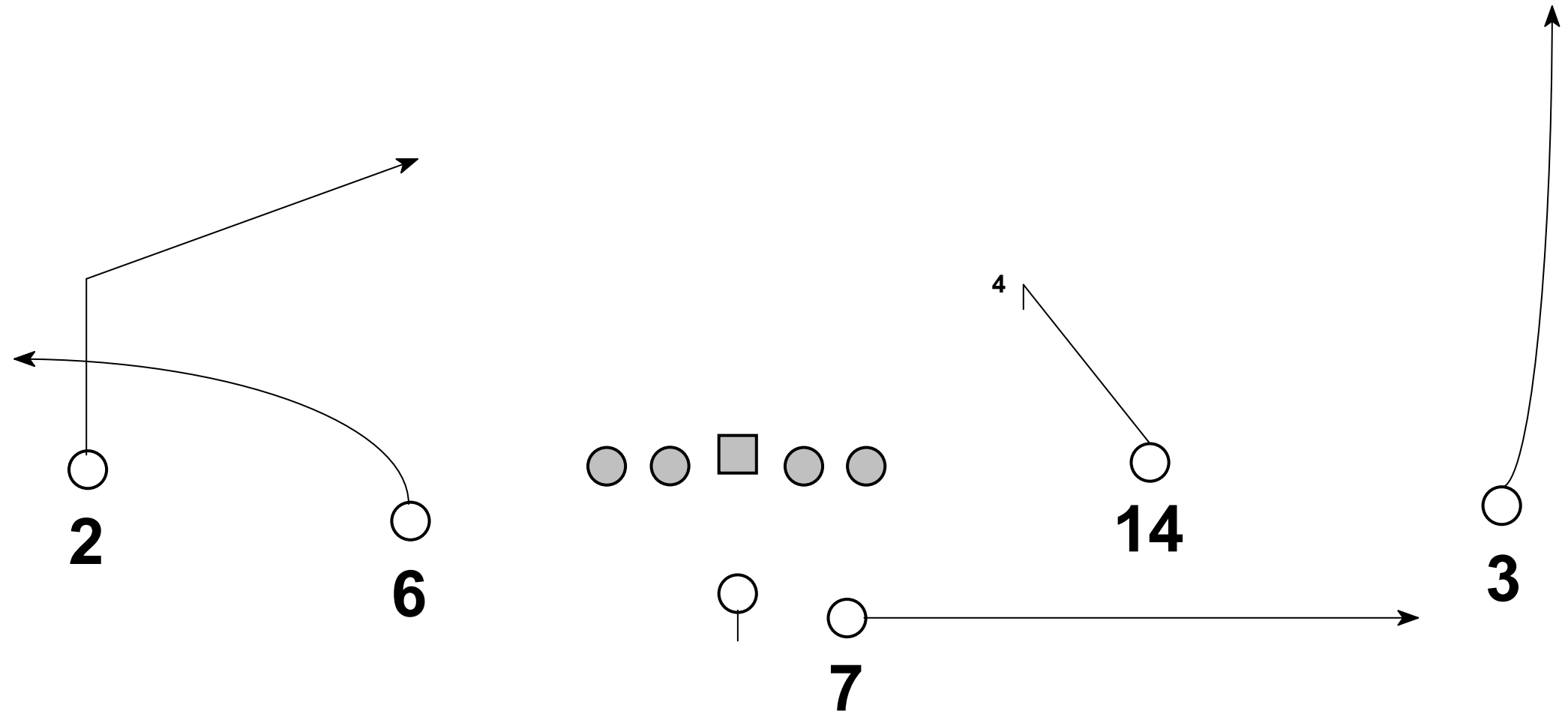
Hash: any



Smash

Hash: any



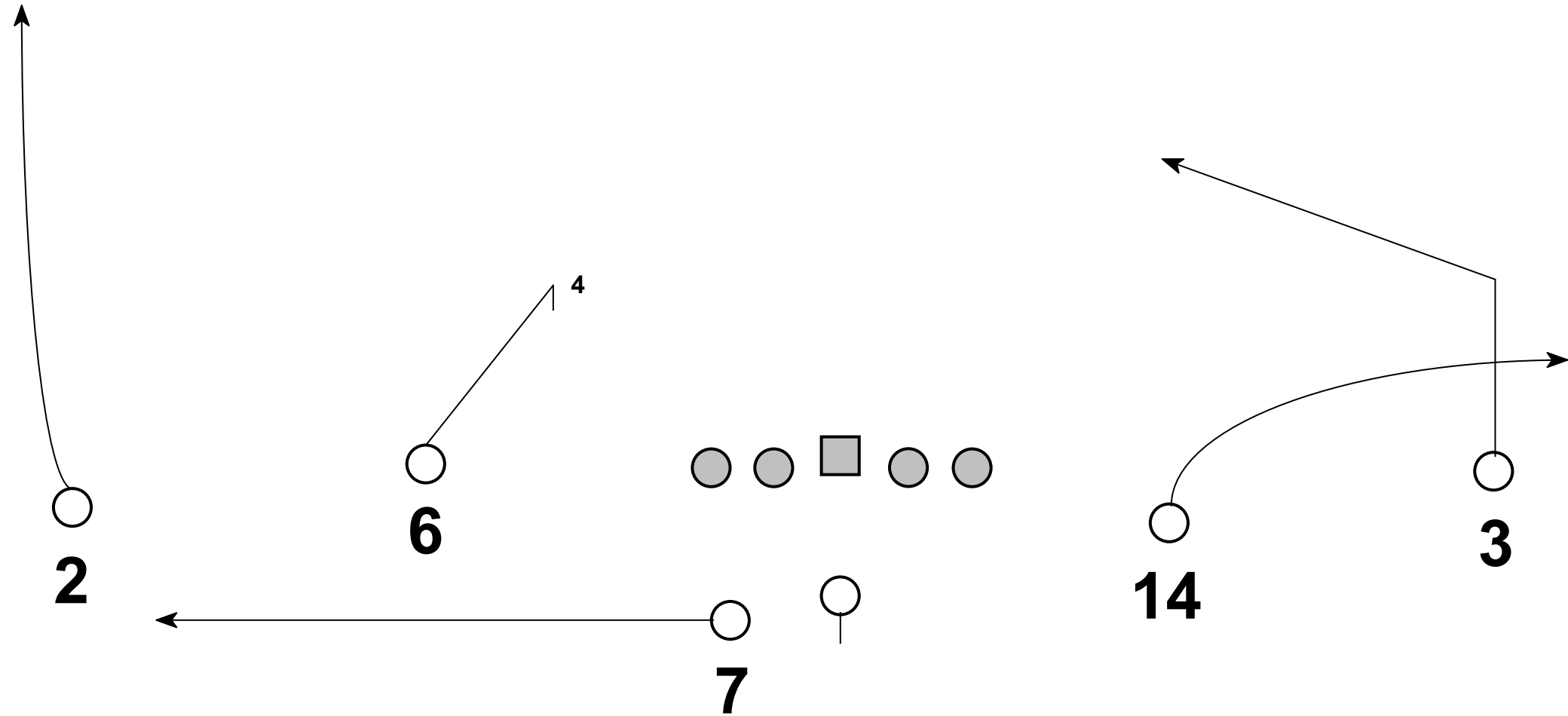


14 - aim at inside shoulder of DB inside of you
3 - extra wide split

9R

Money Slant - Arrow

Hash: RM, R



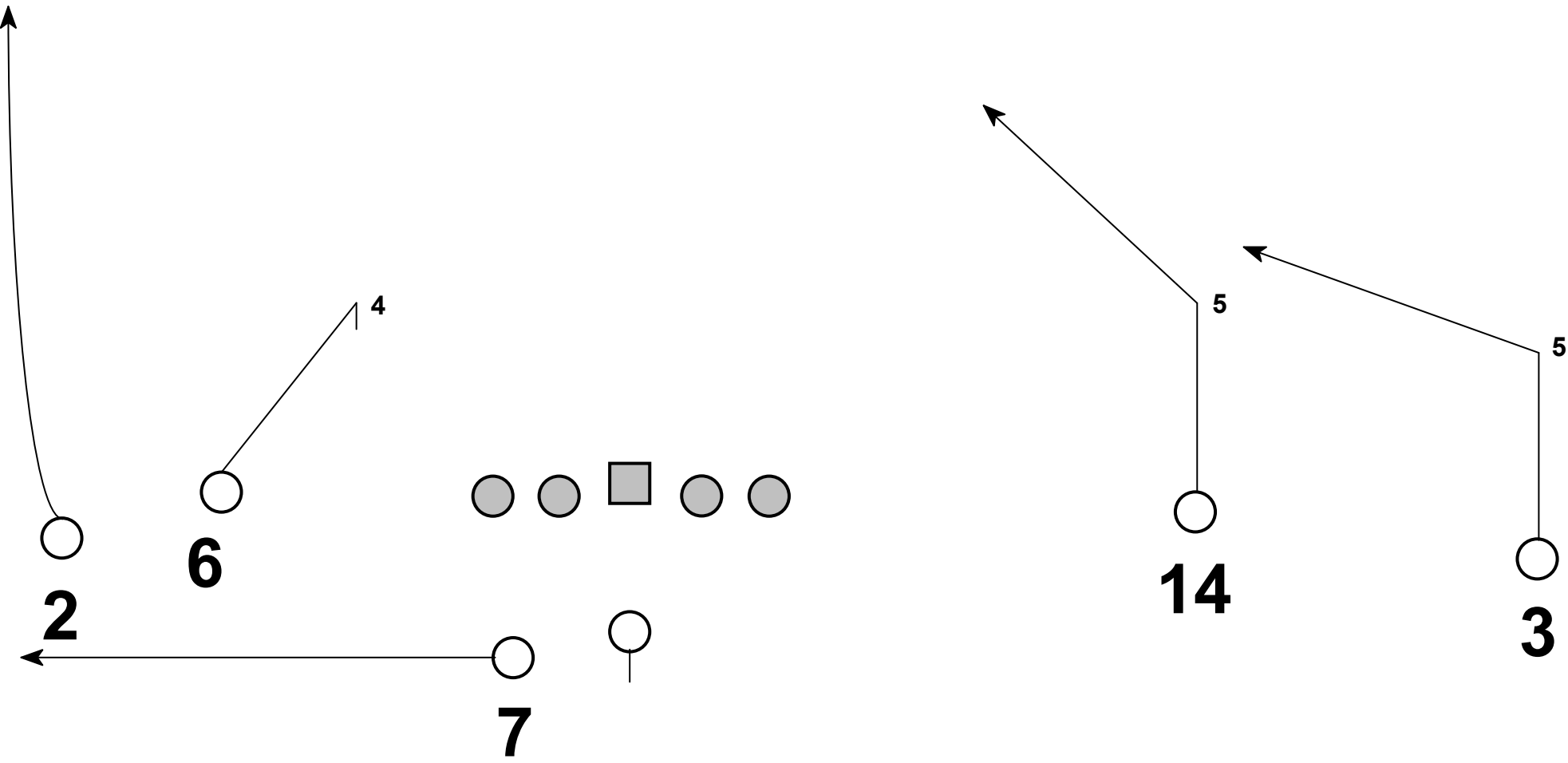
14 - aim at inside shoulder of DB inside of you

3 - extra wide split

10L

Money Dbl Slants

Hash: LM, L

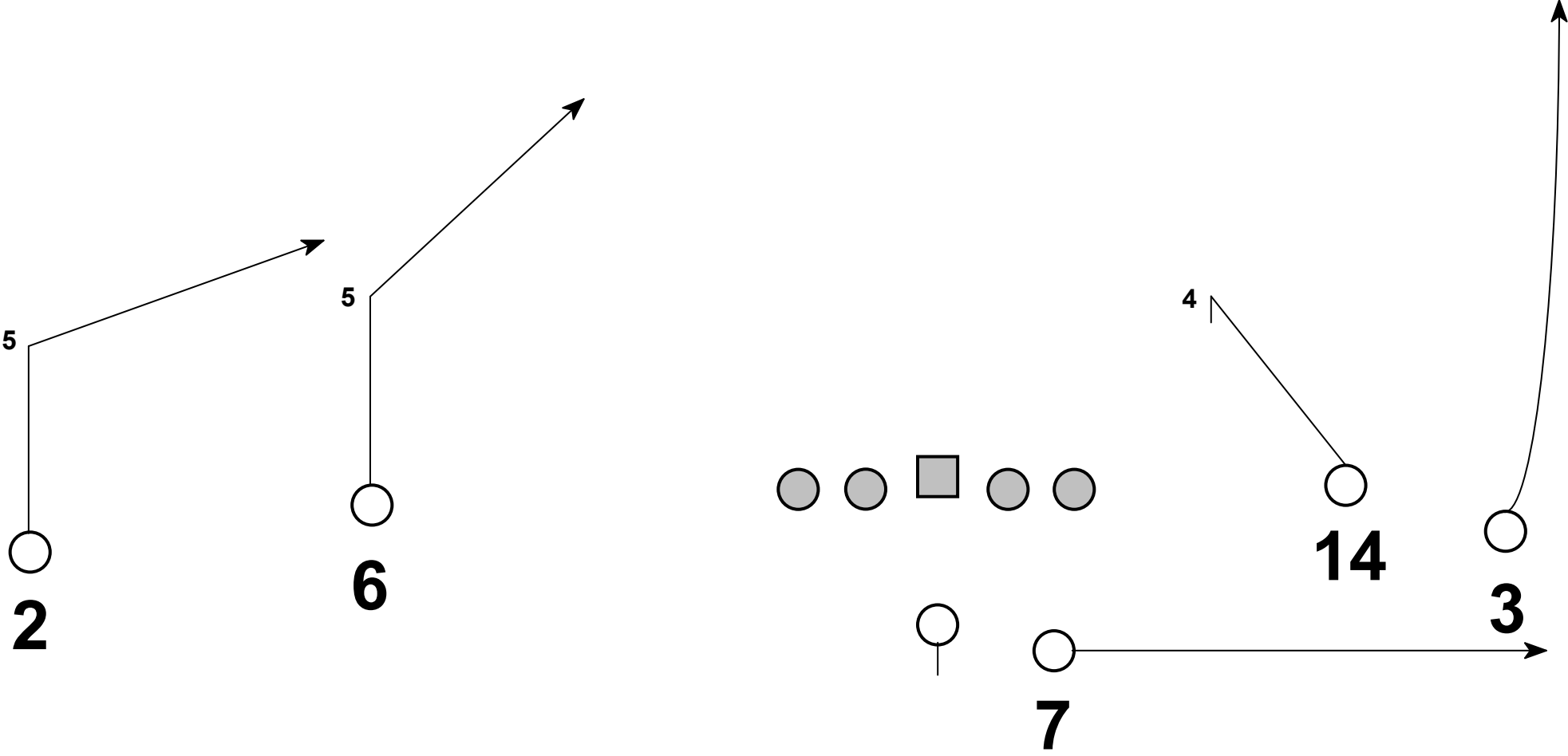


14 - aim at inside shoulder of DB inside of you
 3 - extra wide split

10R

Money Dbl Slants

Hash: RM, R

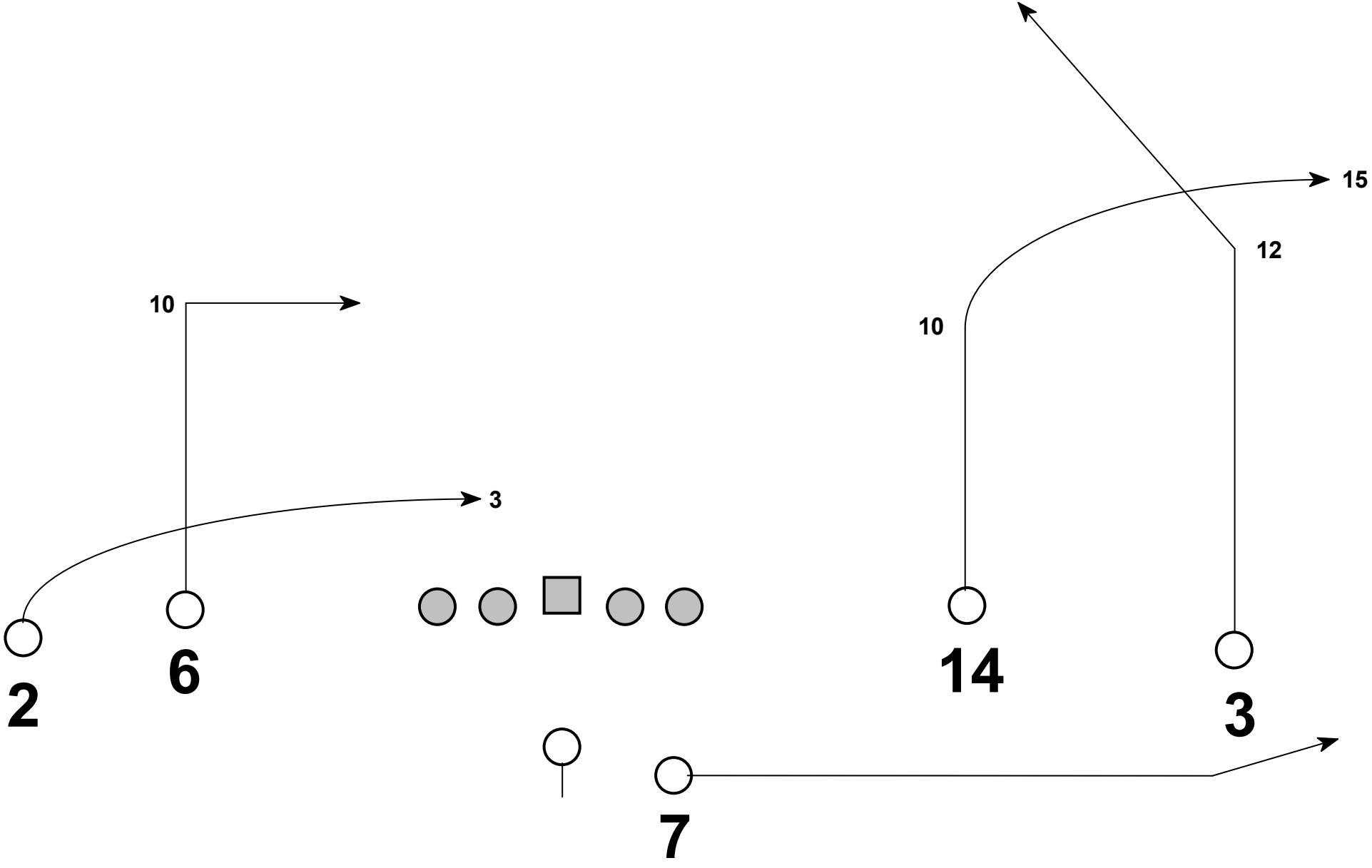


14 - aim at inside shoulder of DB inside of you
 3 - extra wide split

11L

Flood Shallow

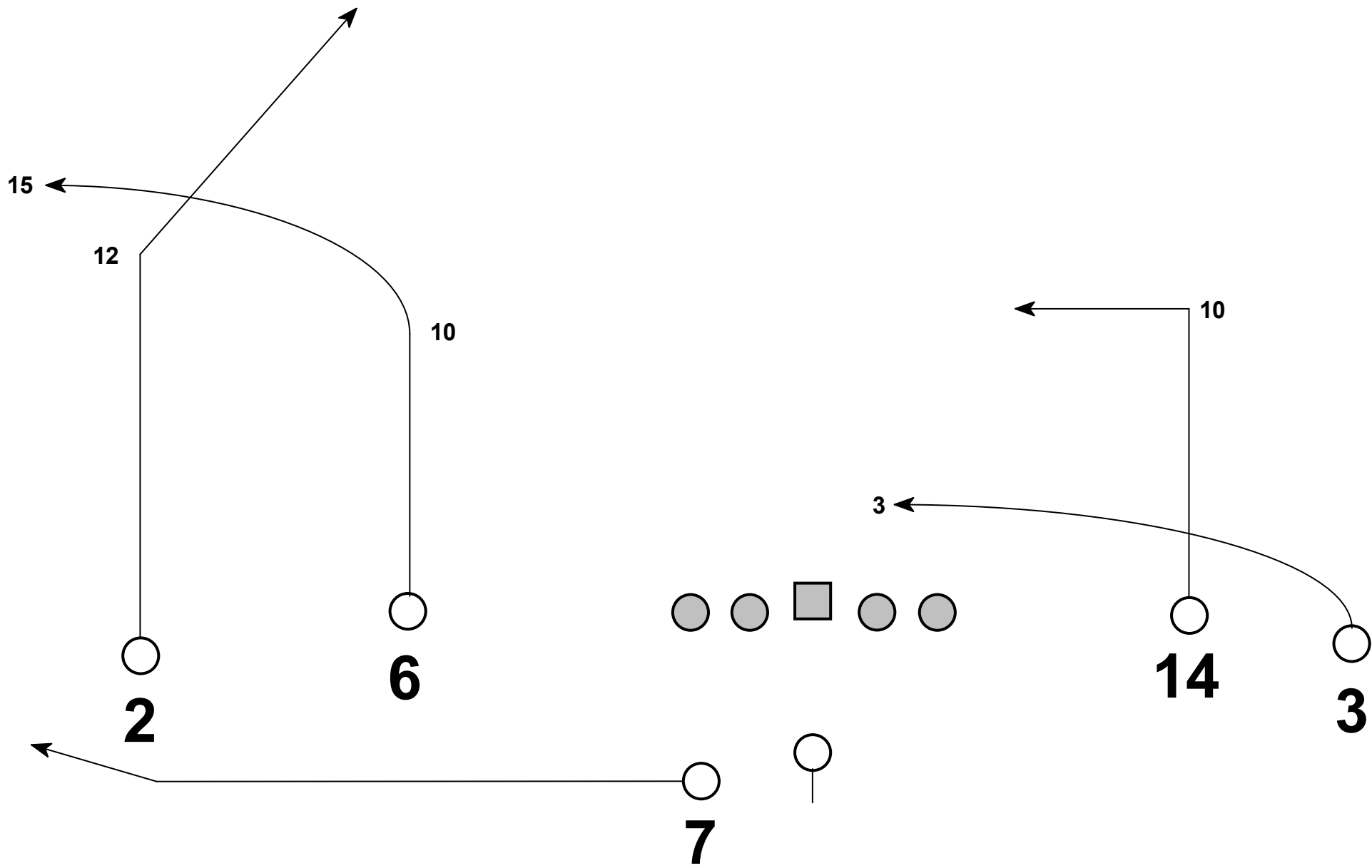
Hash: L, LM



11R

Flood Shallow

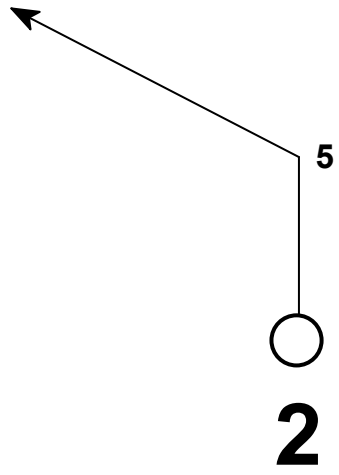
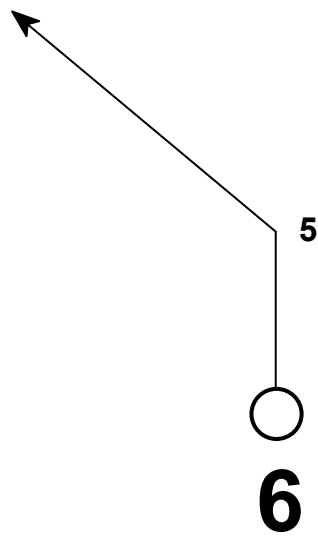
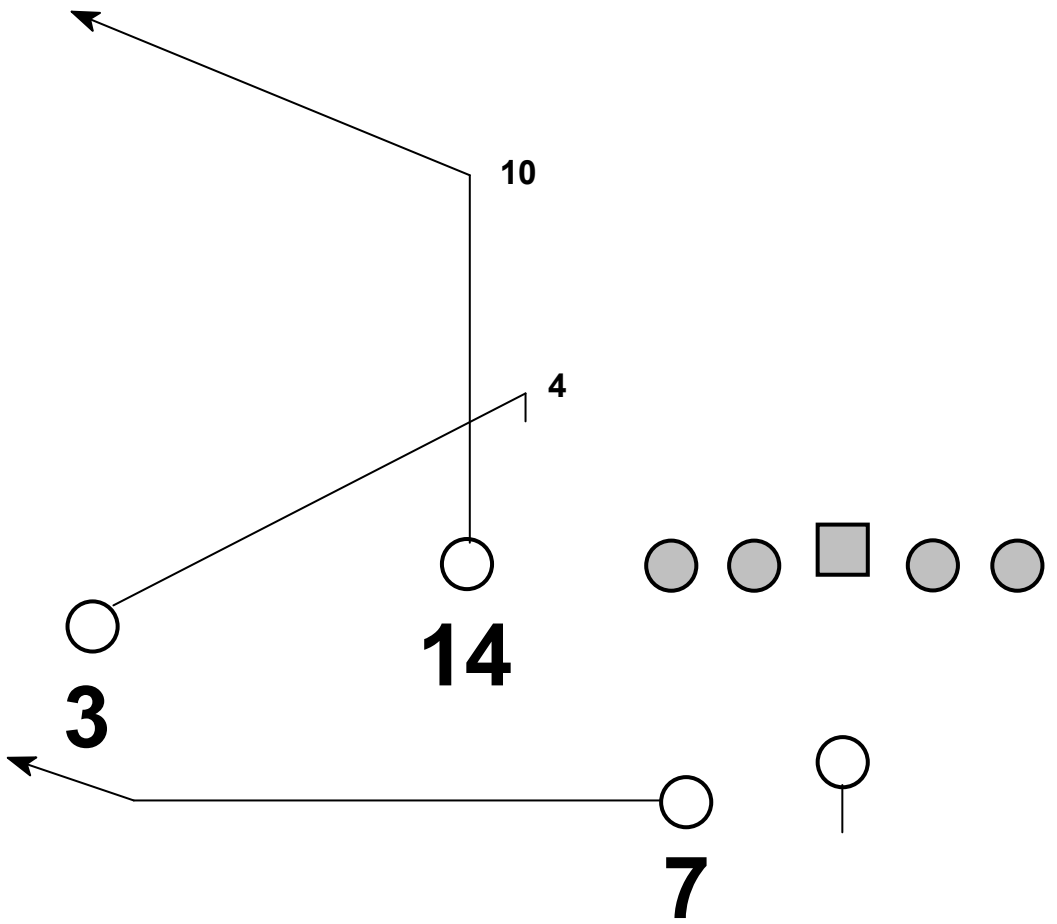
Hash: R, RM



12L

Snag

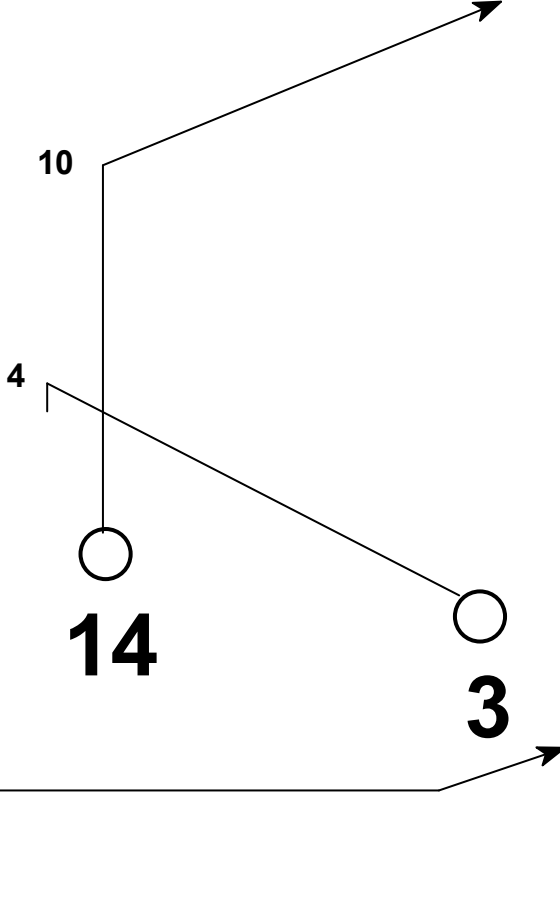
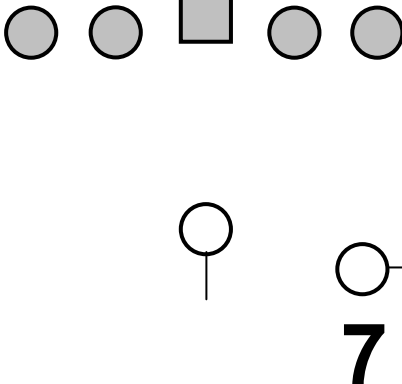
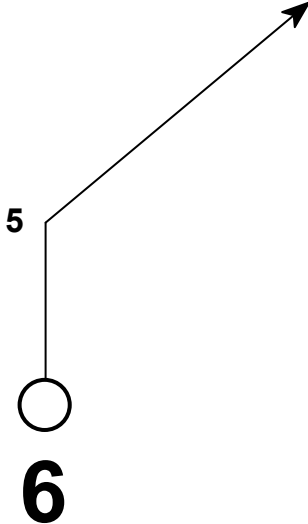
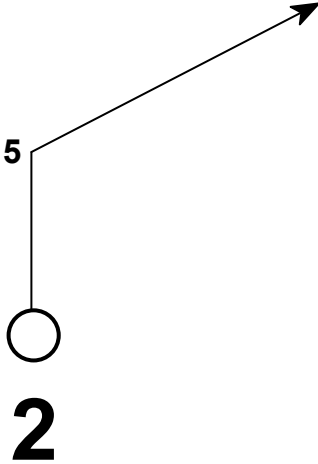
Hash: L, LM



12R

Snag

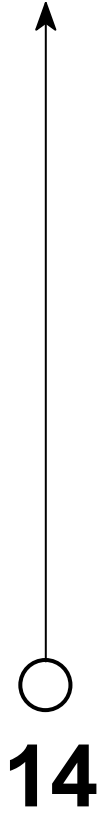
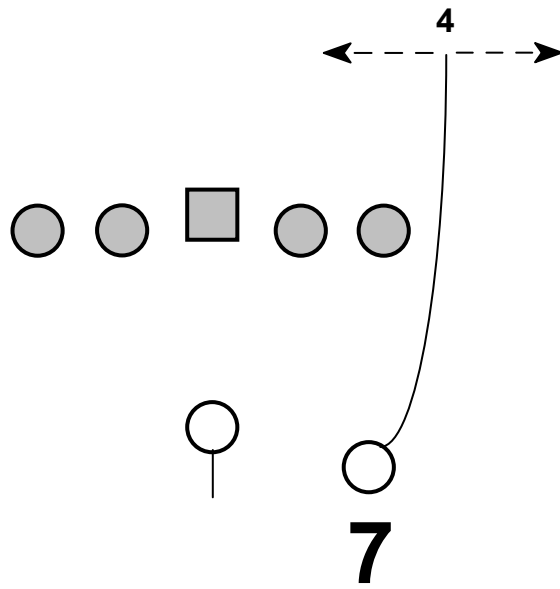
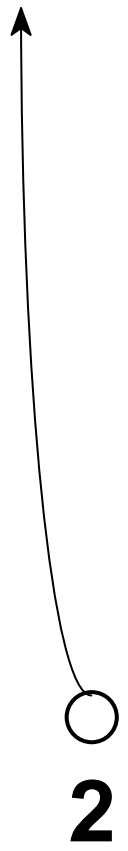
Hash: R, RM



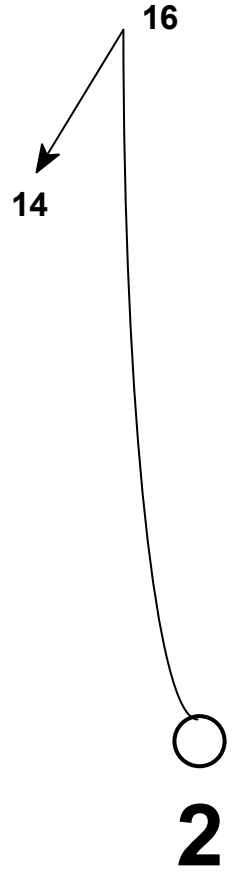
13

All Go's

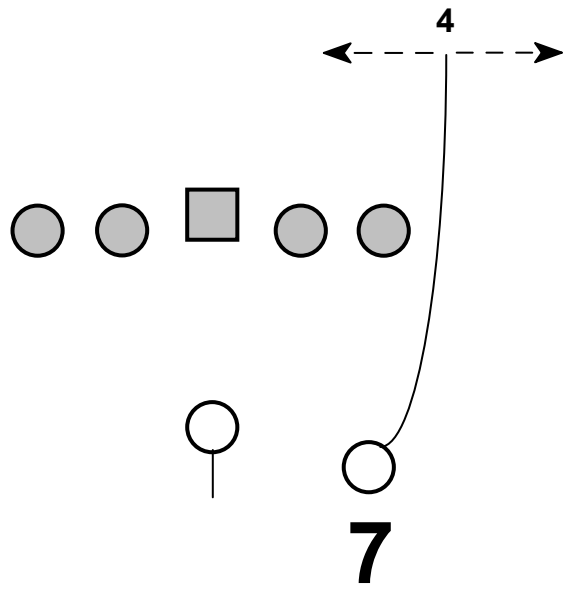
Hash: any



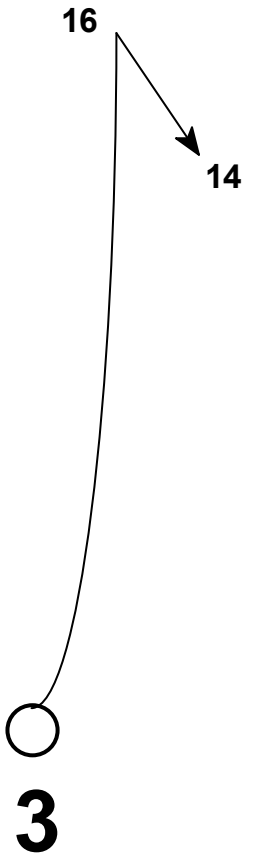
14

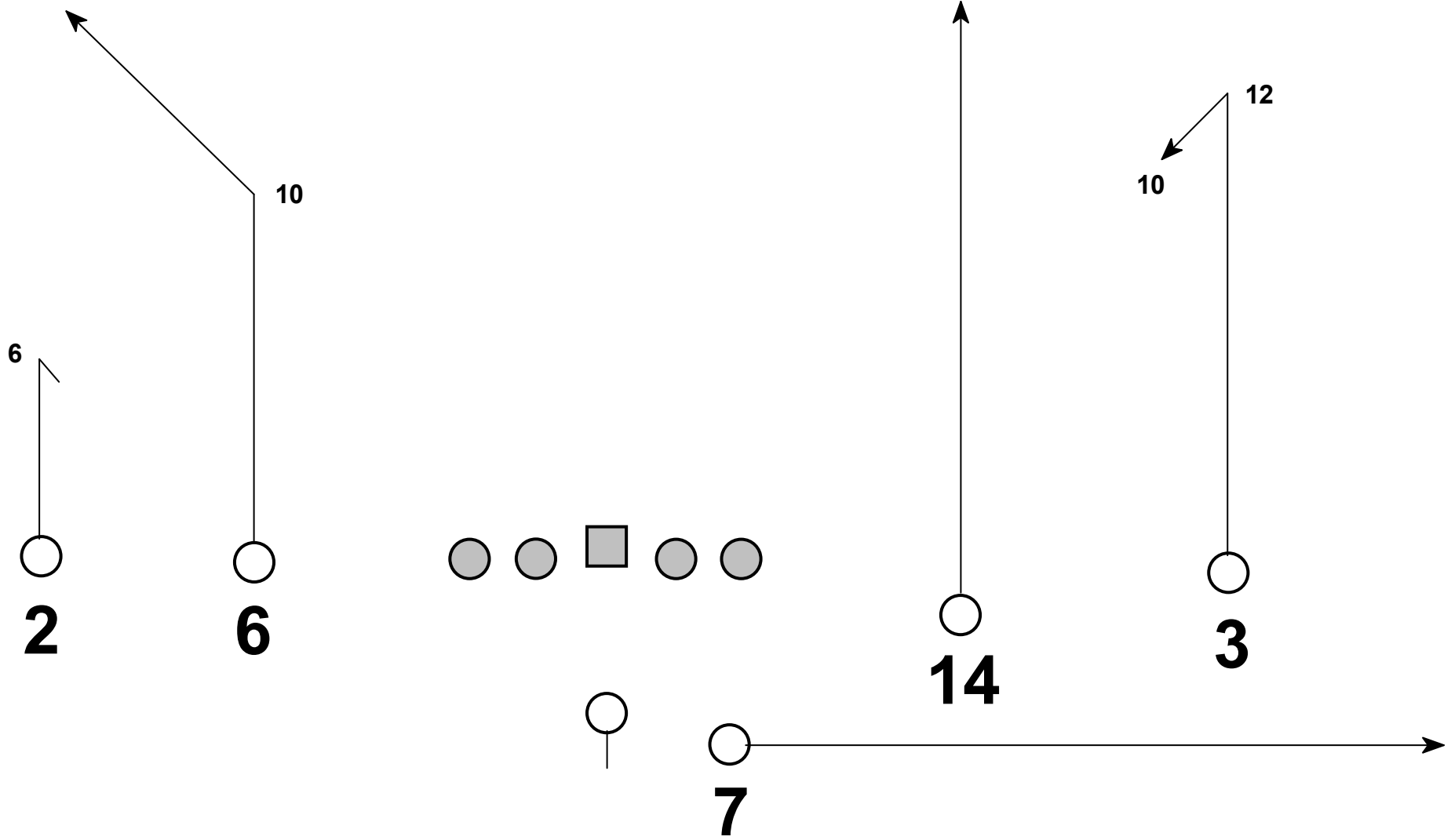


Comebacks



Hash: any



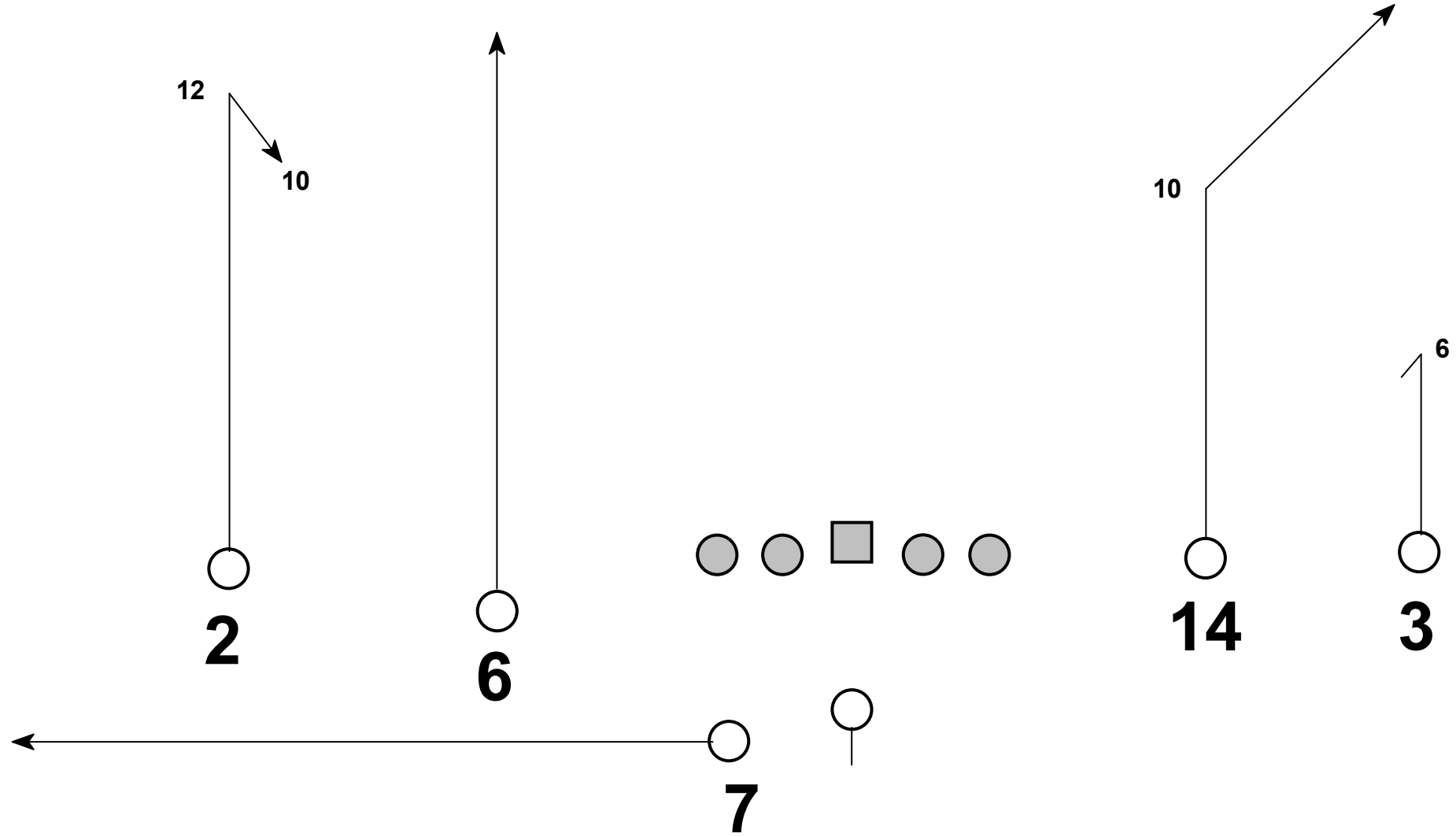


7 - Get all the way to the #'s
 3 - Take a -2 split

15R

Curl - Seam Smash

Hash: R, RM

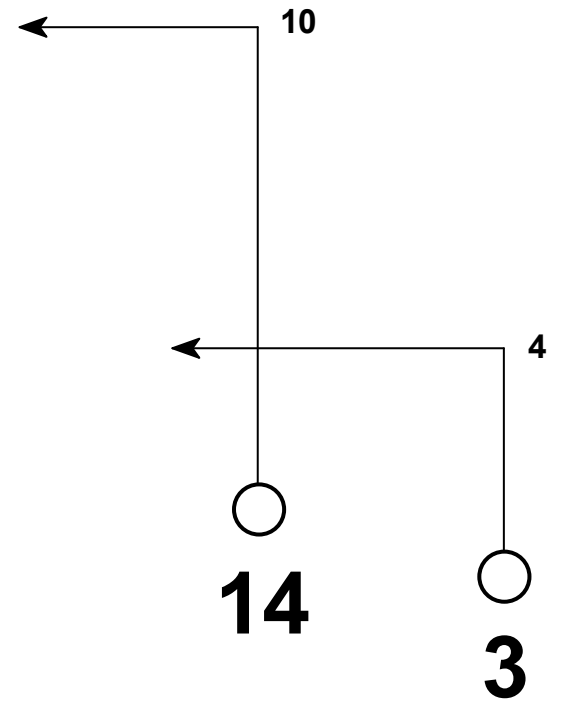
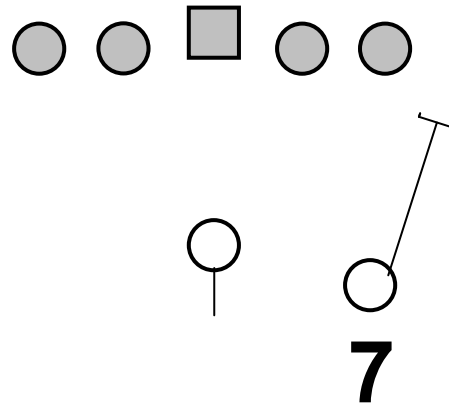
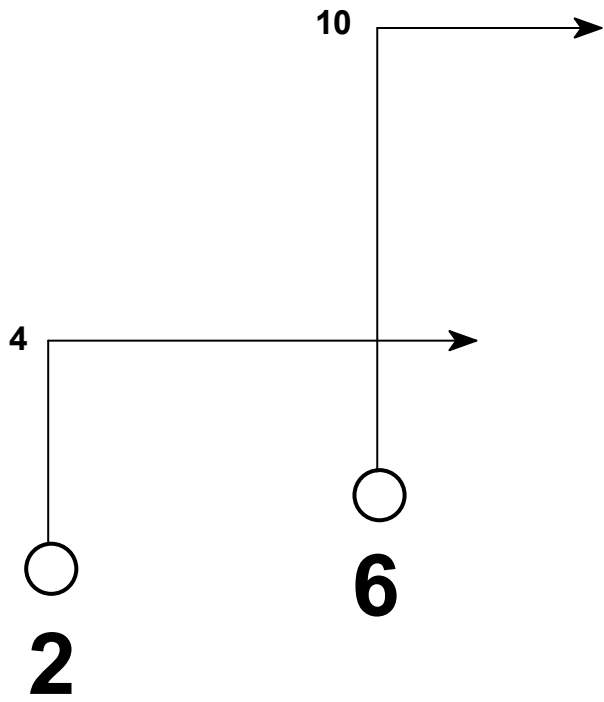


7 - Get all the way to the #'s
 2 - Take a -2 split

16

Levels

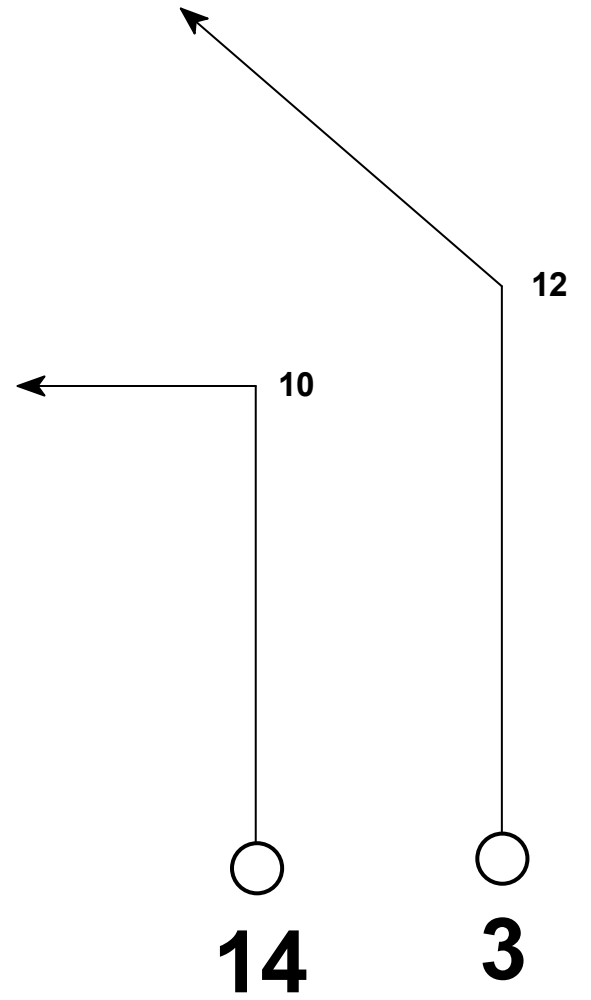
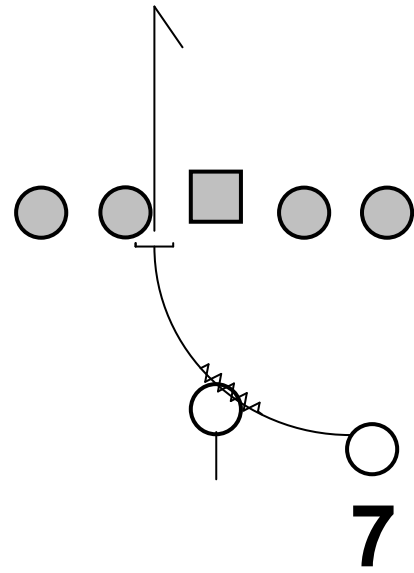
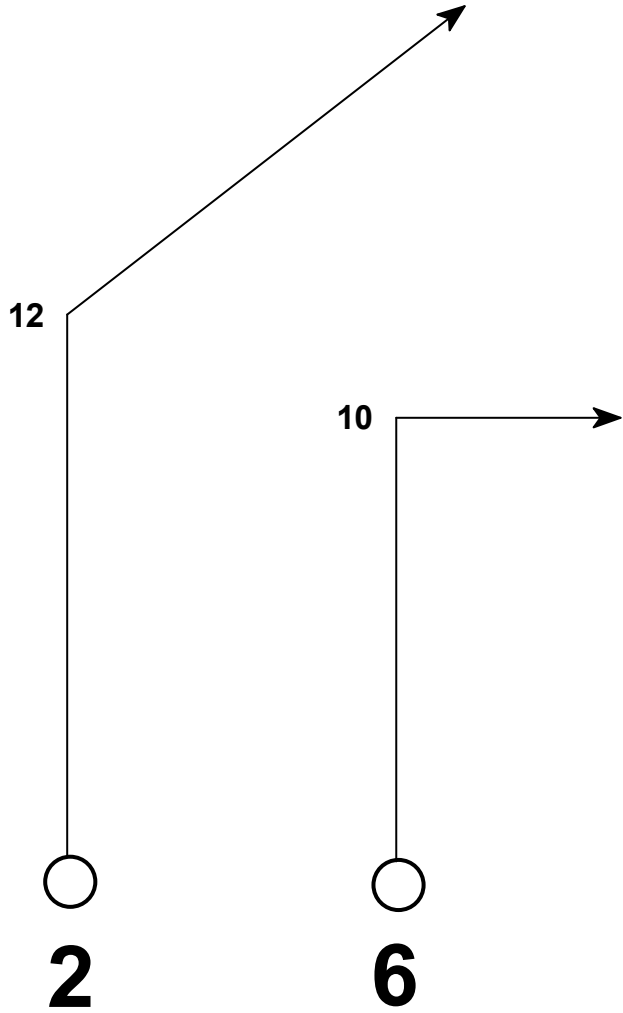
Hash: any

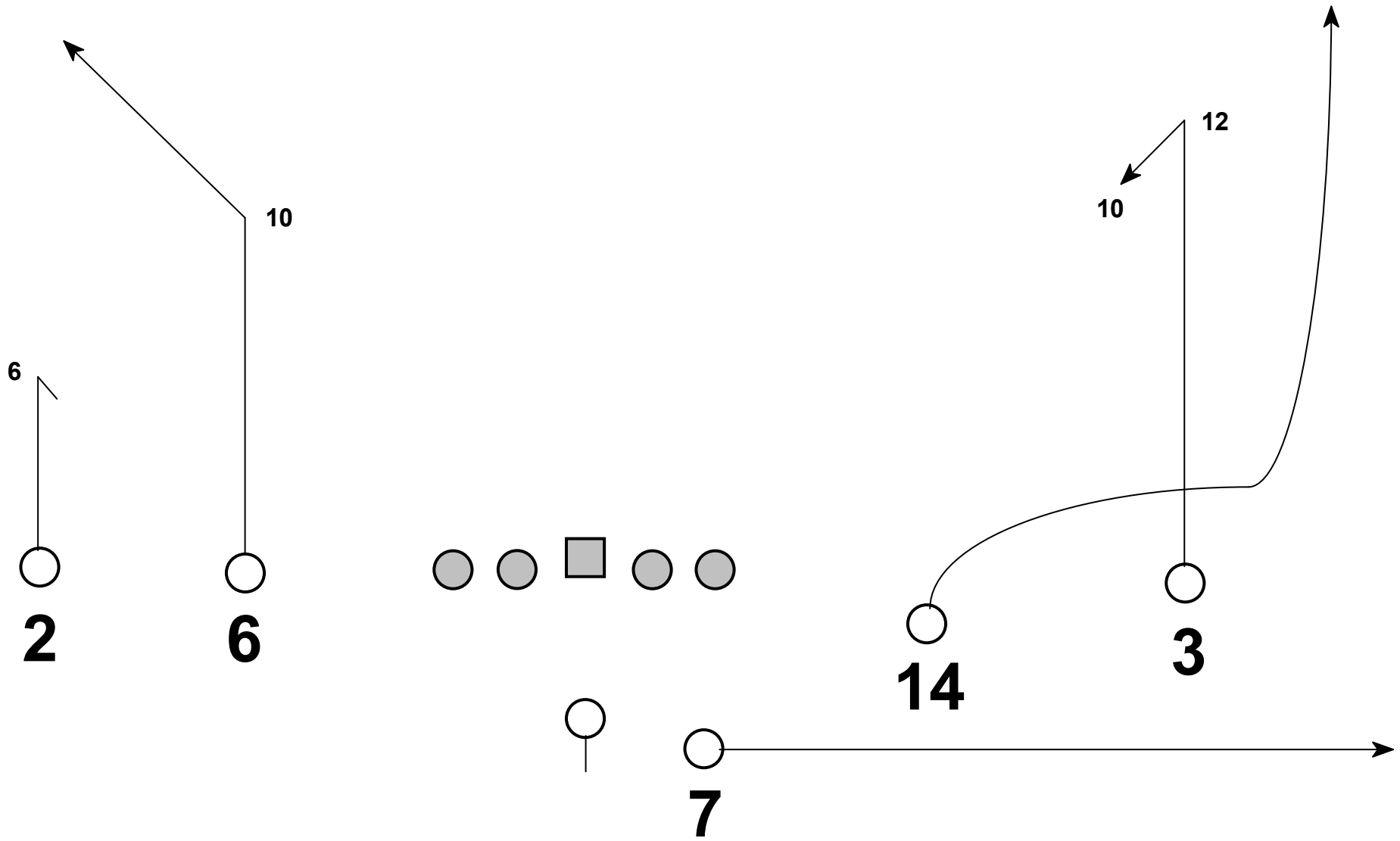


17

PA Post-Dig

Hash: any



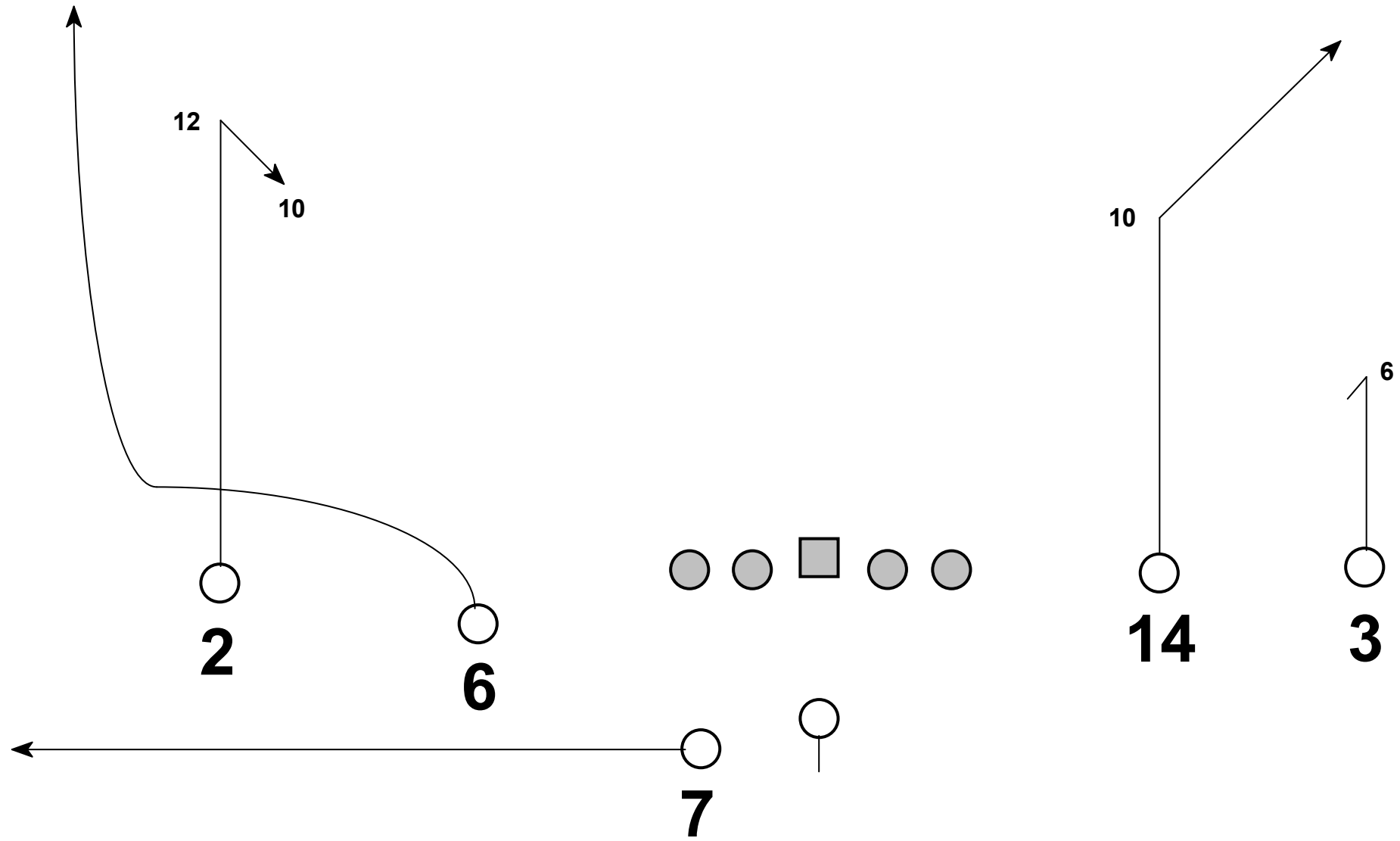


7 - Get all the way to the #'s
 3 - Take a -2 split

18R

Curl - Wheel Smash

Hash: R, RM

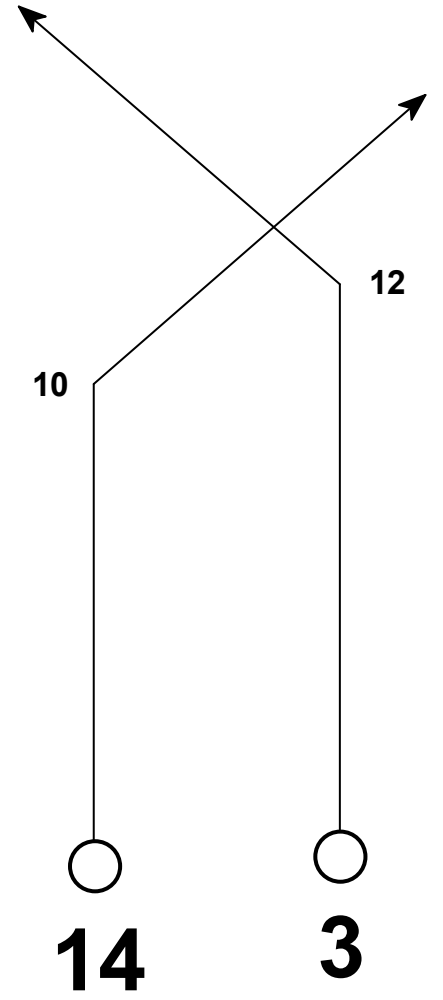
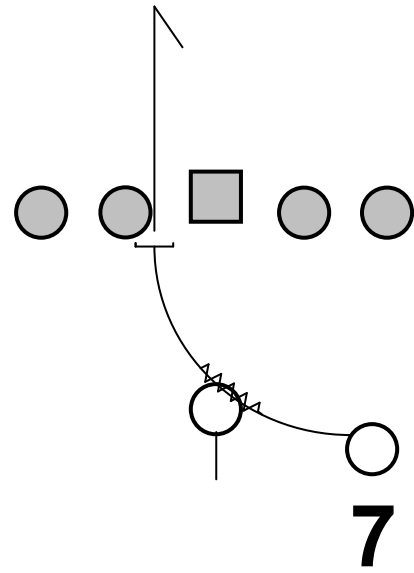
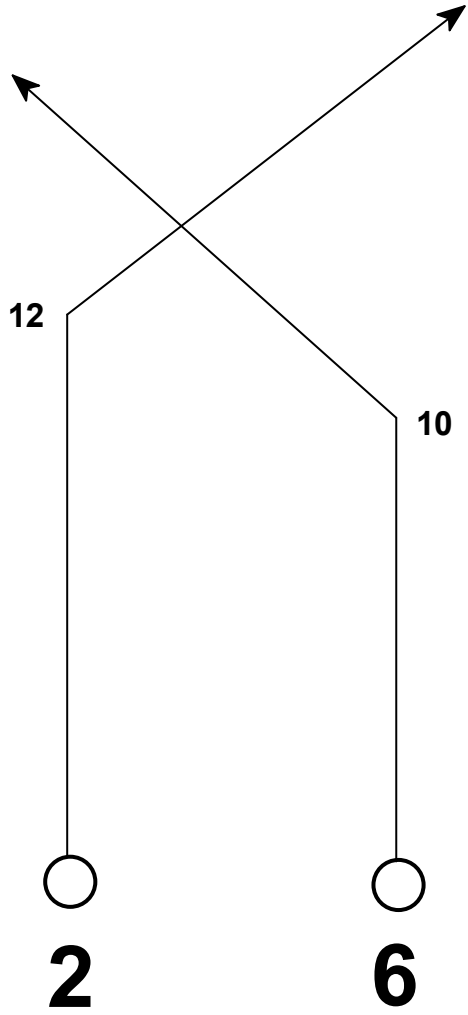


7 - Get all the way to the #'S
 2 - Take a -2 split

19

Scissors

Hash: any



20

Shallow

Hash: any

