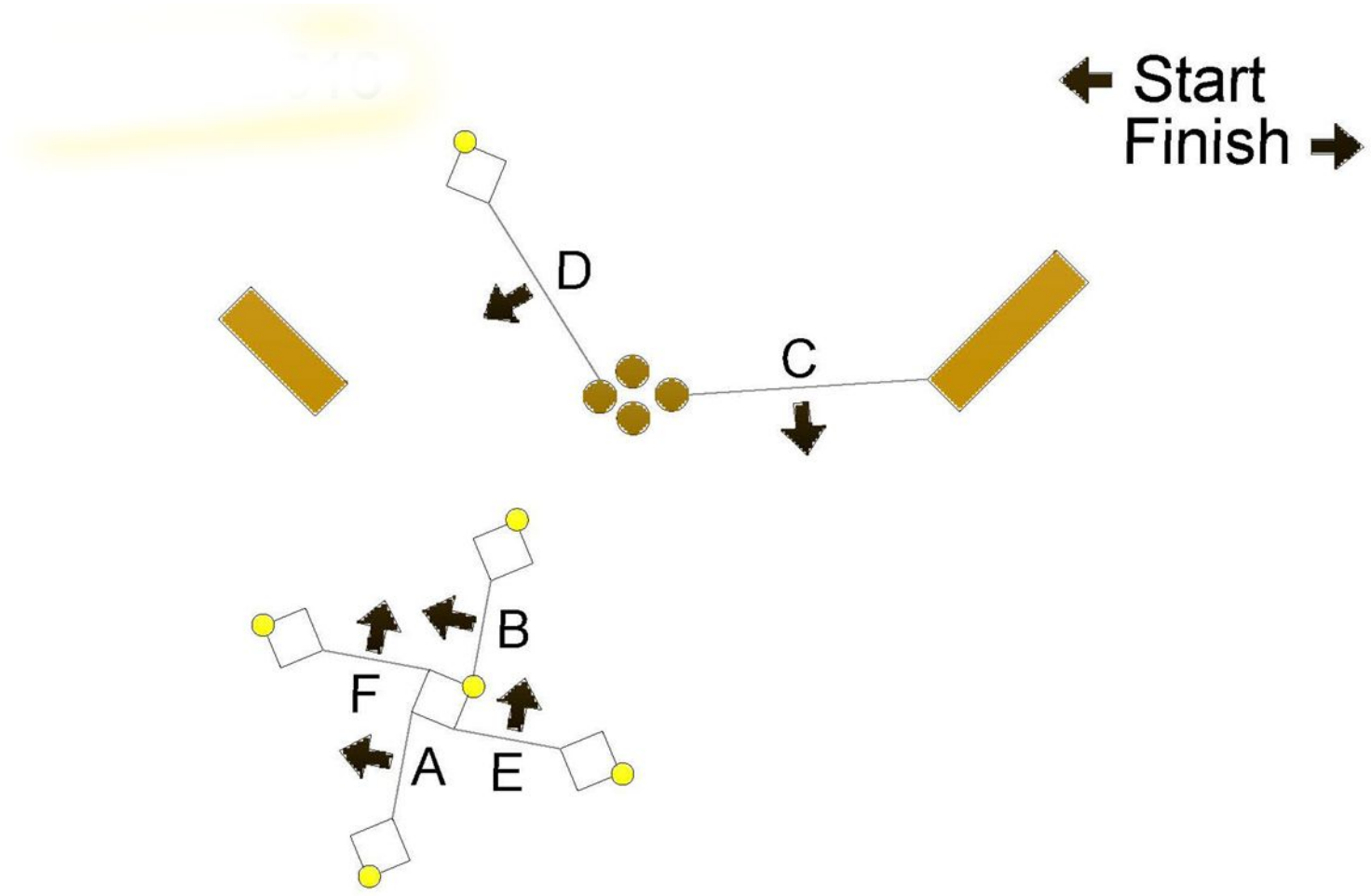


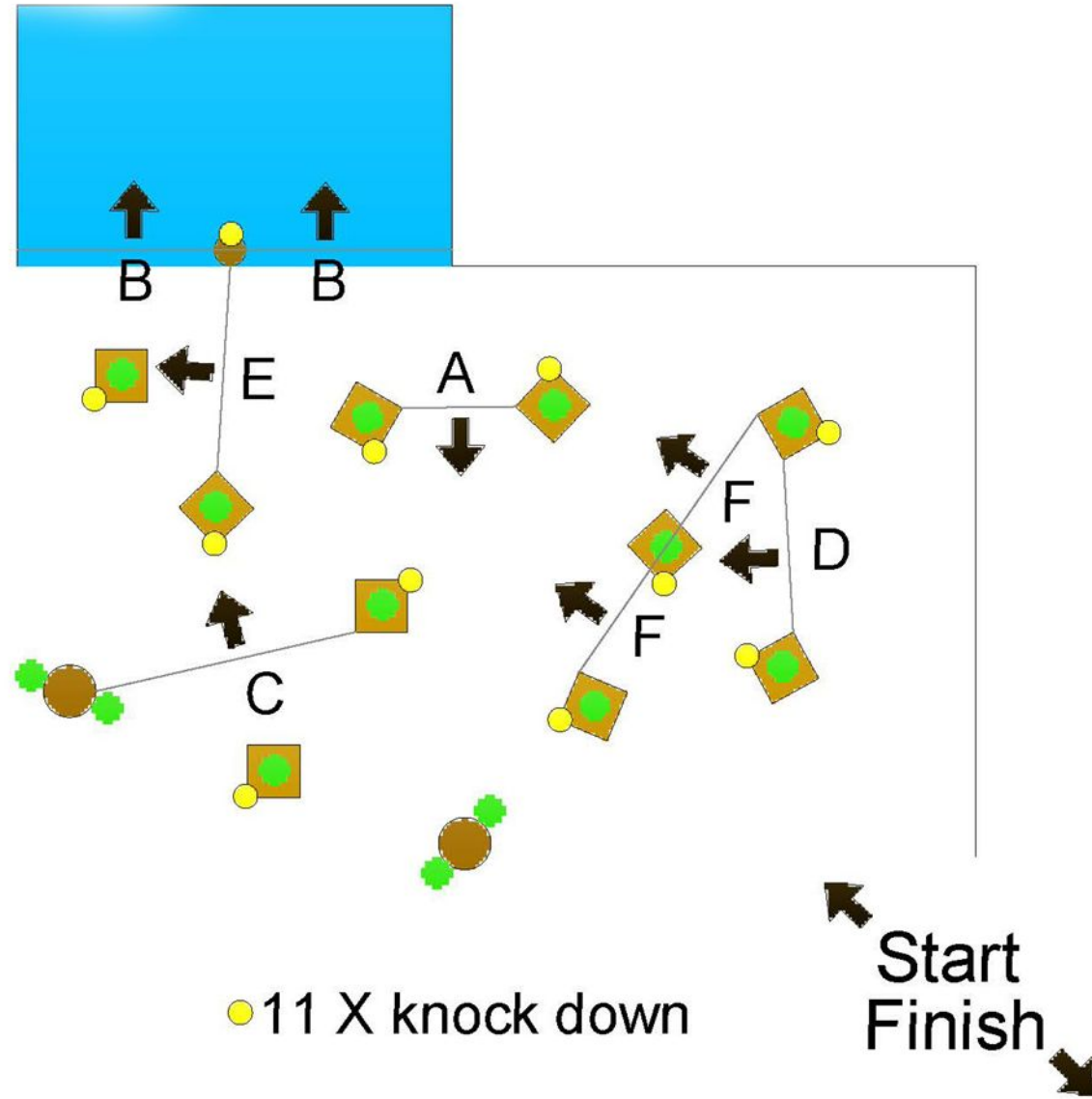
OBSTACLE 1



● 6 X knock down



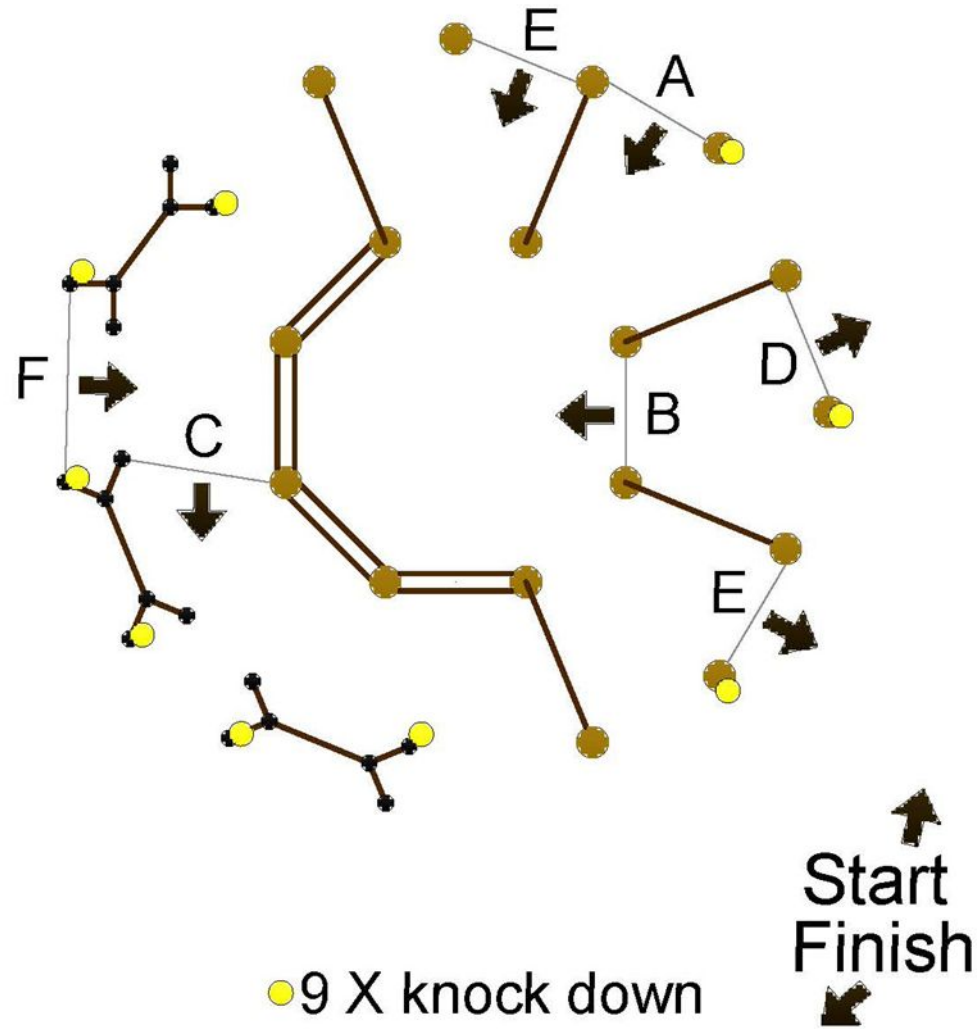
OBSTACLE 2



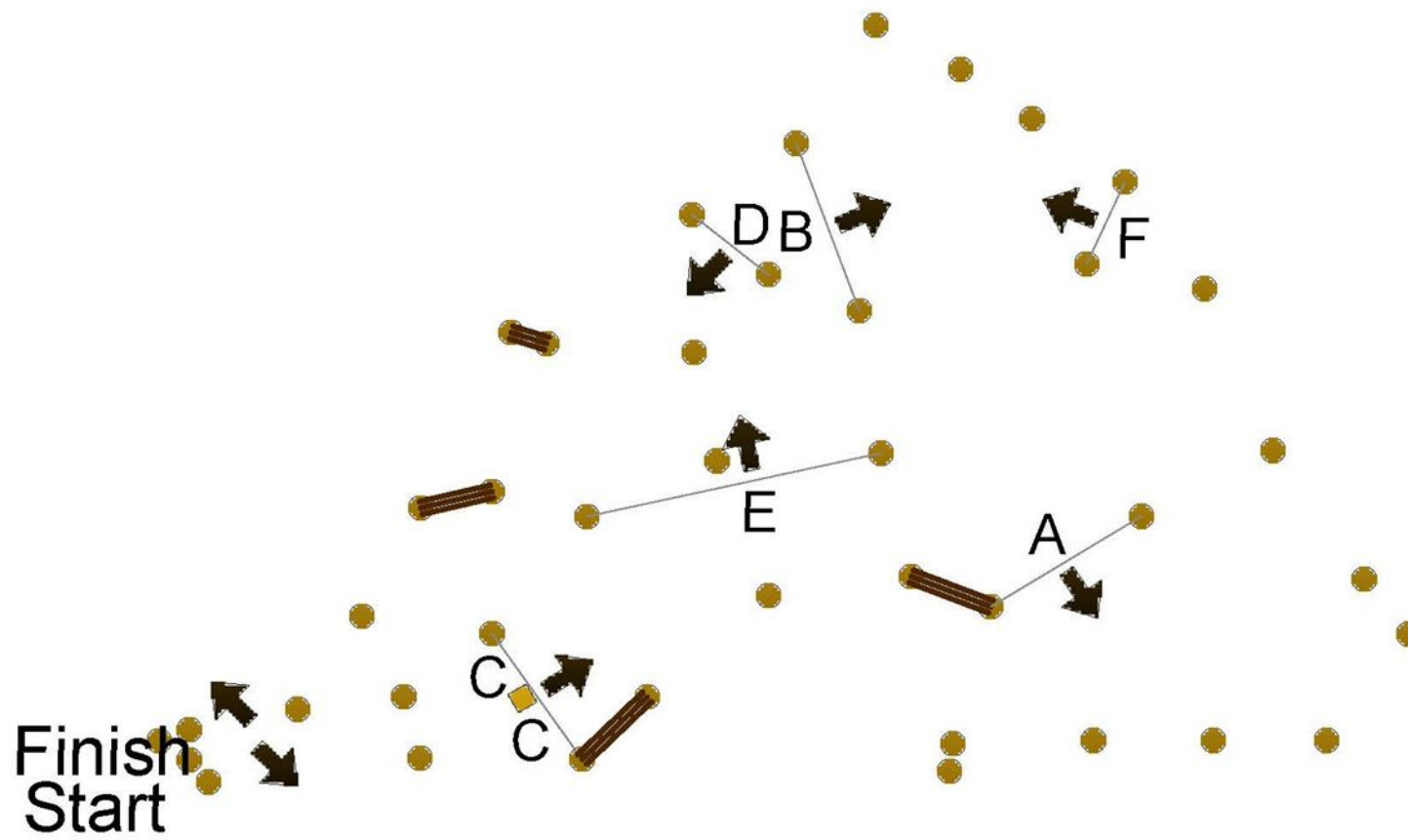
11* hind 2 angle
& ch hind 2 angle



OBSTACLE 3



OBSTACLE 4



● 0 X knock down



OBSTACLE 5

