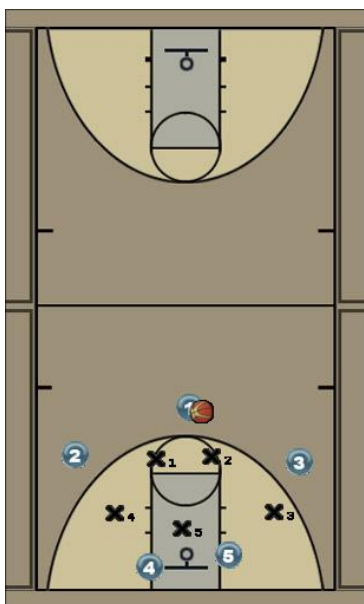
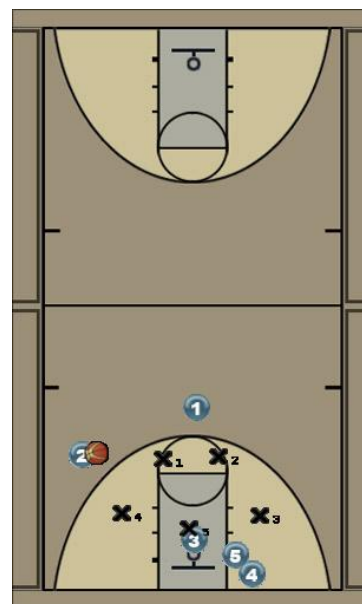


## zone billockins

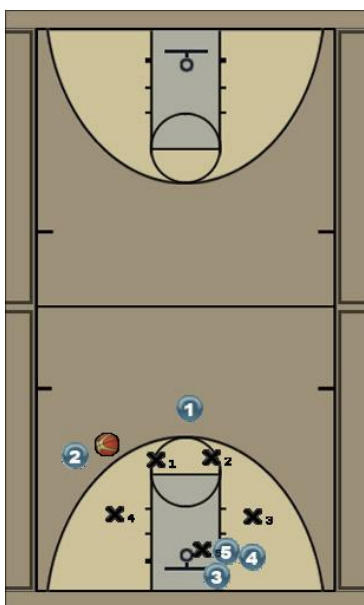
### Movement 1



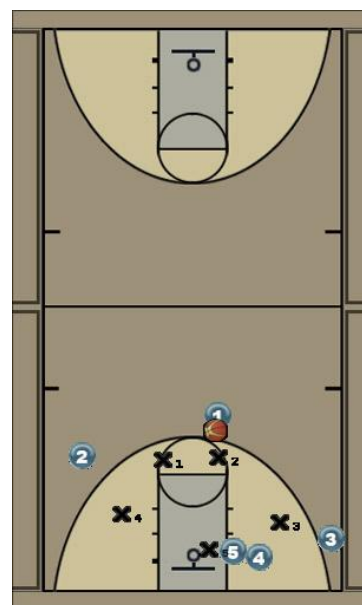
### Movement 2



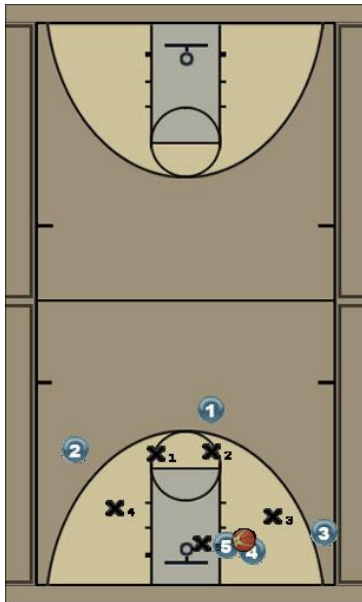
### Movement 3



### Movement 4



## Movement 5



## Movement 6

