

## Save by the Bell

## **Initial Set**



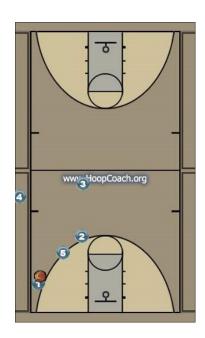
**Movement 1** 



**Movement 2** 



**Movement 3** 



## **Movement 4**

