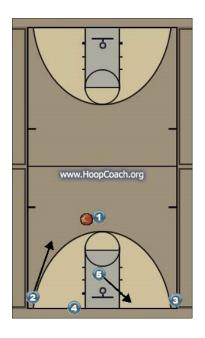


## Phoenix

## **Initial Set**



**Movement 2** 



**Movement 3** 



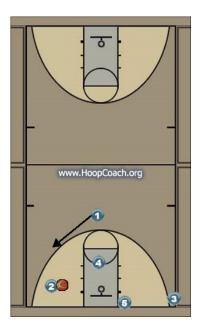
**Movement 4** 



## **Movement 5**



**Movement 7** 



## **Movement 6**



**Movement 8** 

