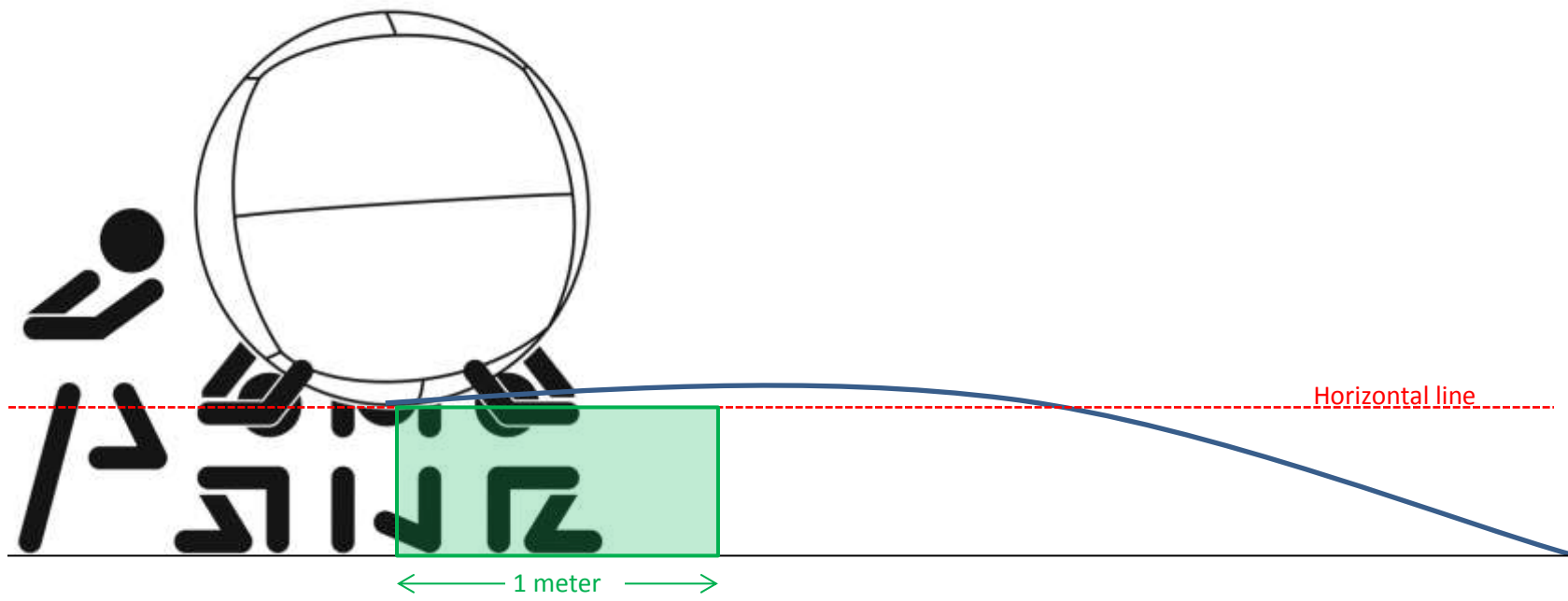
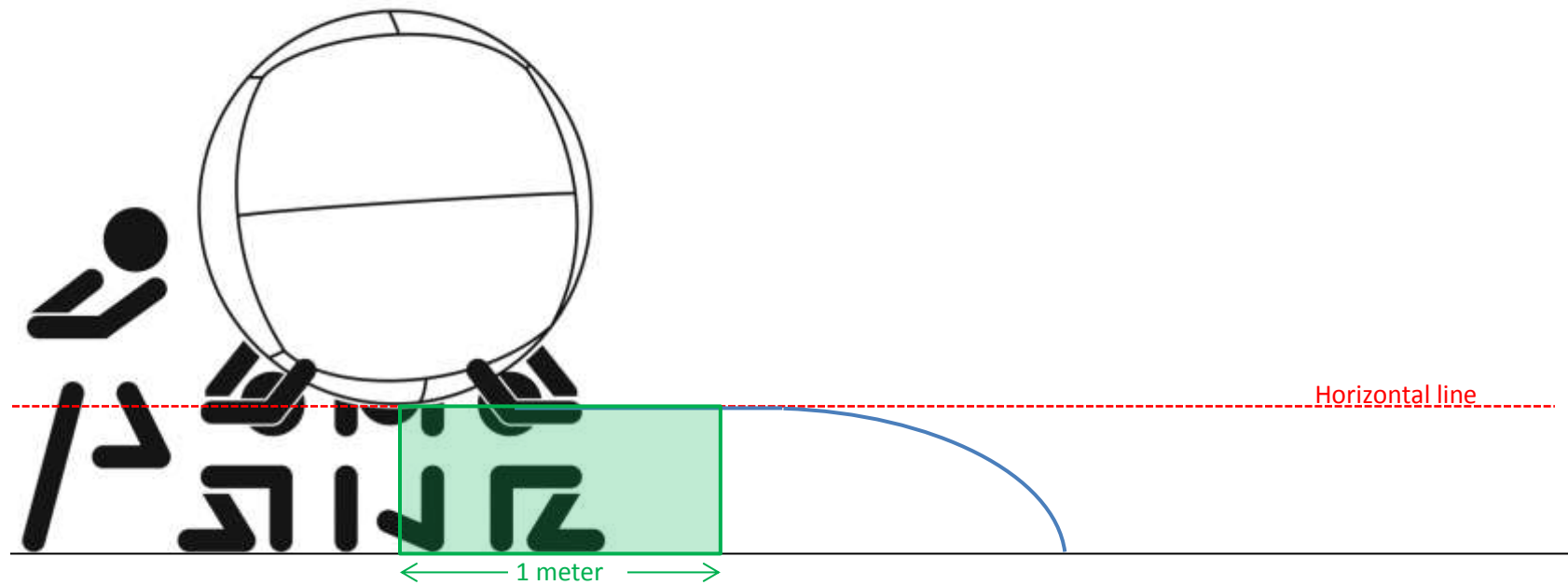


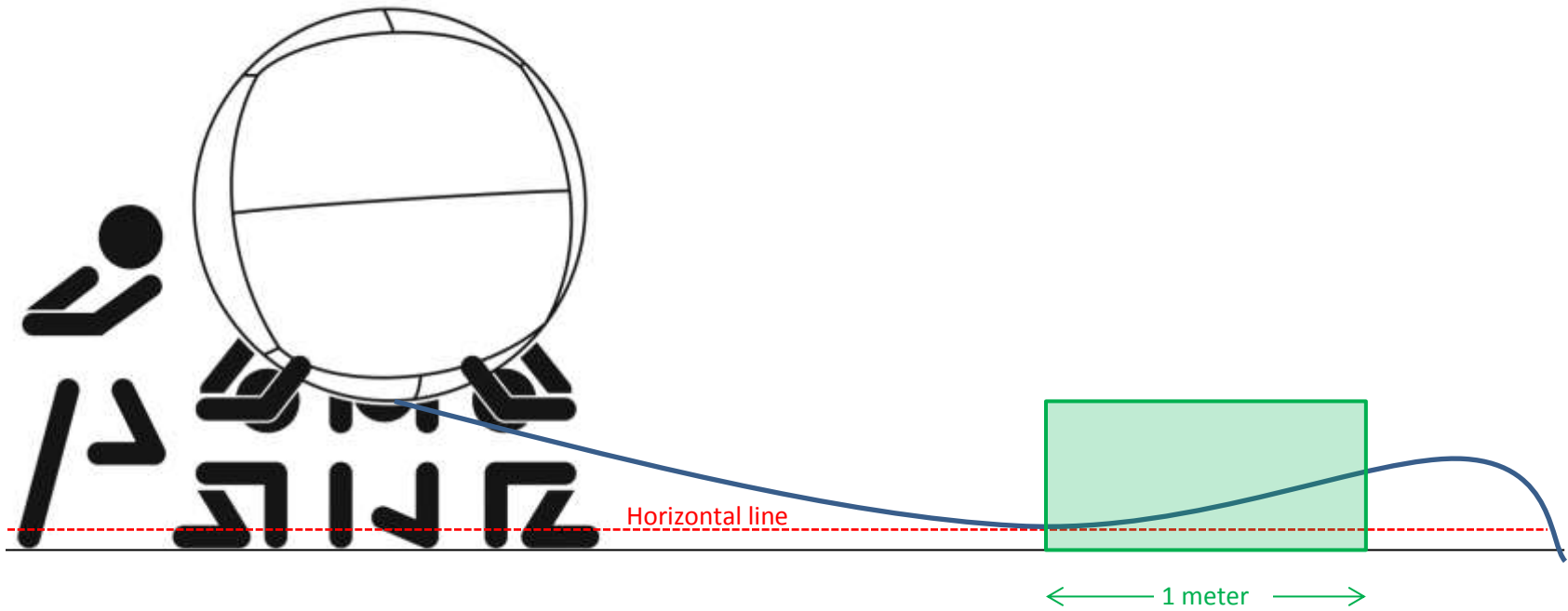
Accepted = Valid Hit



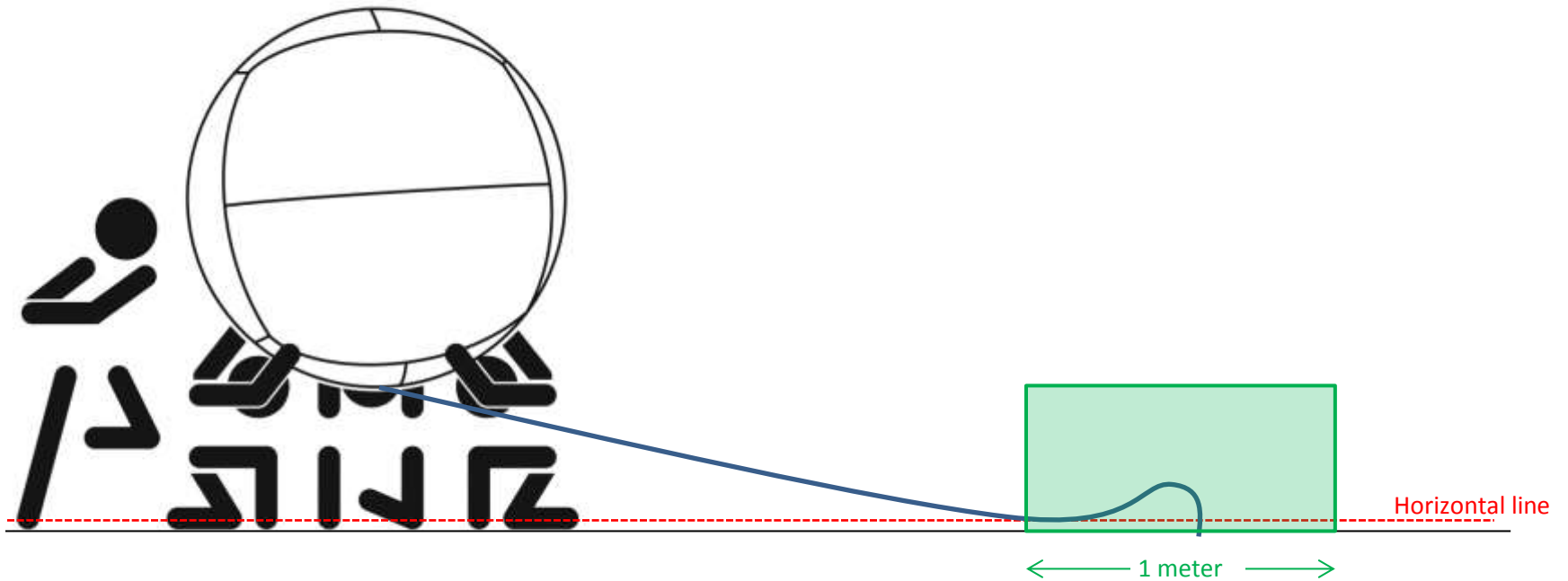
Accepted = Valid Hit



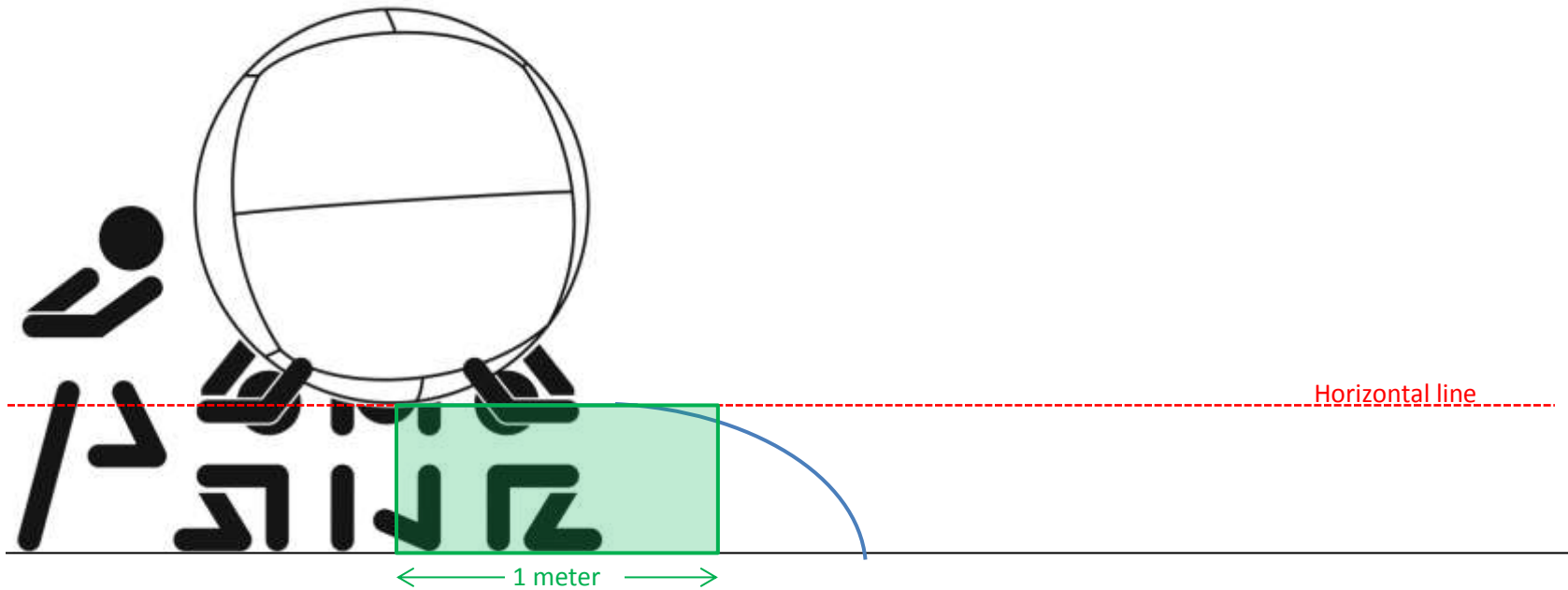
Accepted = Valid Hit



# Not-Accepted = Downward Angle Hit



# Not-Accepted = Downward Angle Hit



# Not-Accepted = Downward Angle Hit

