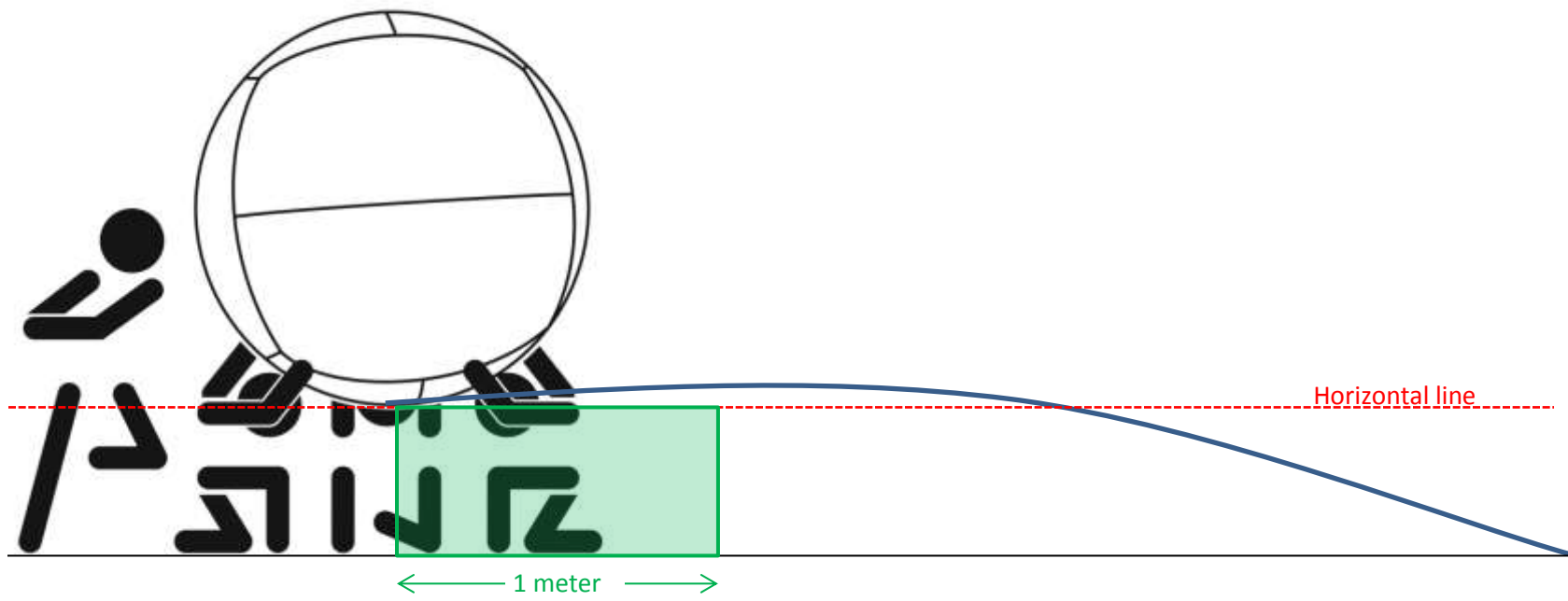
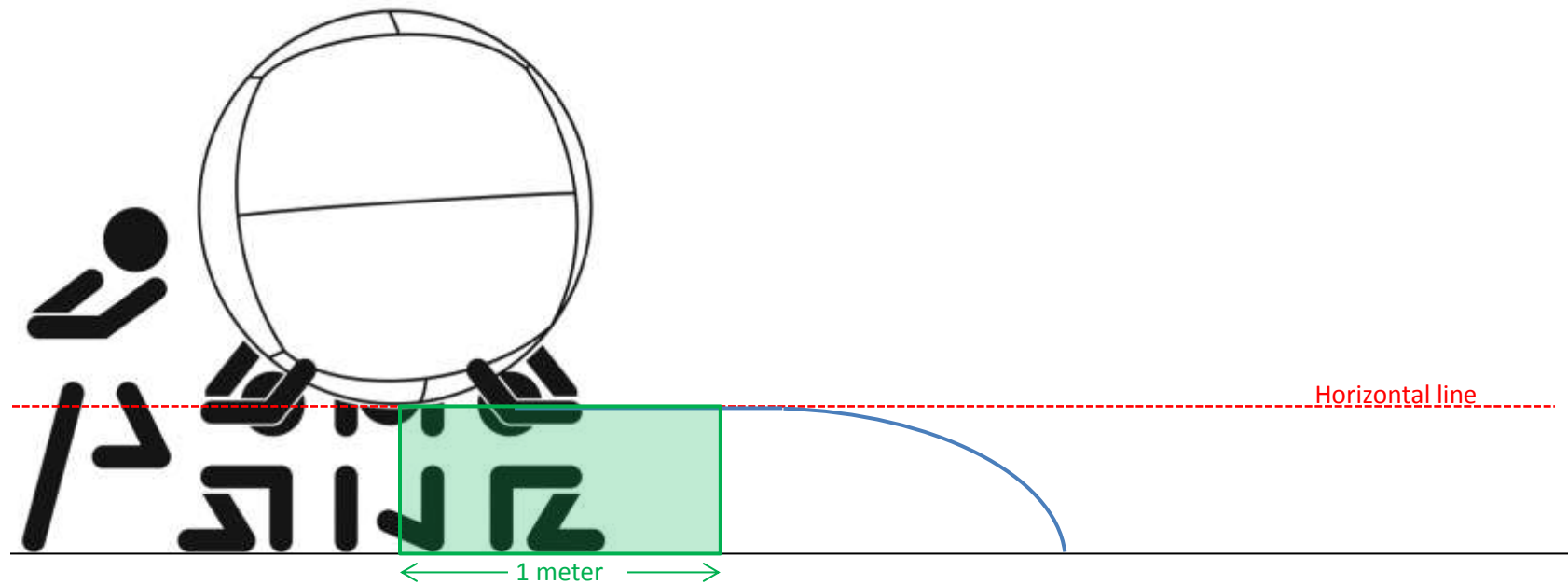


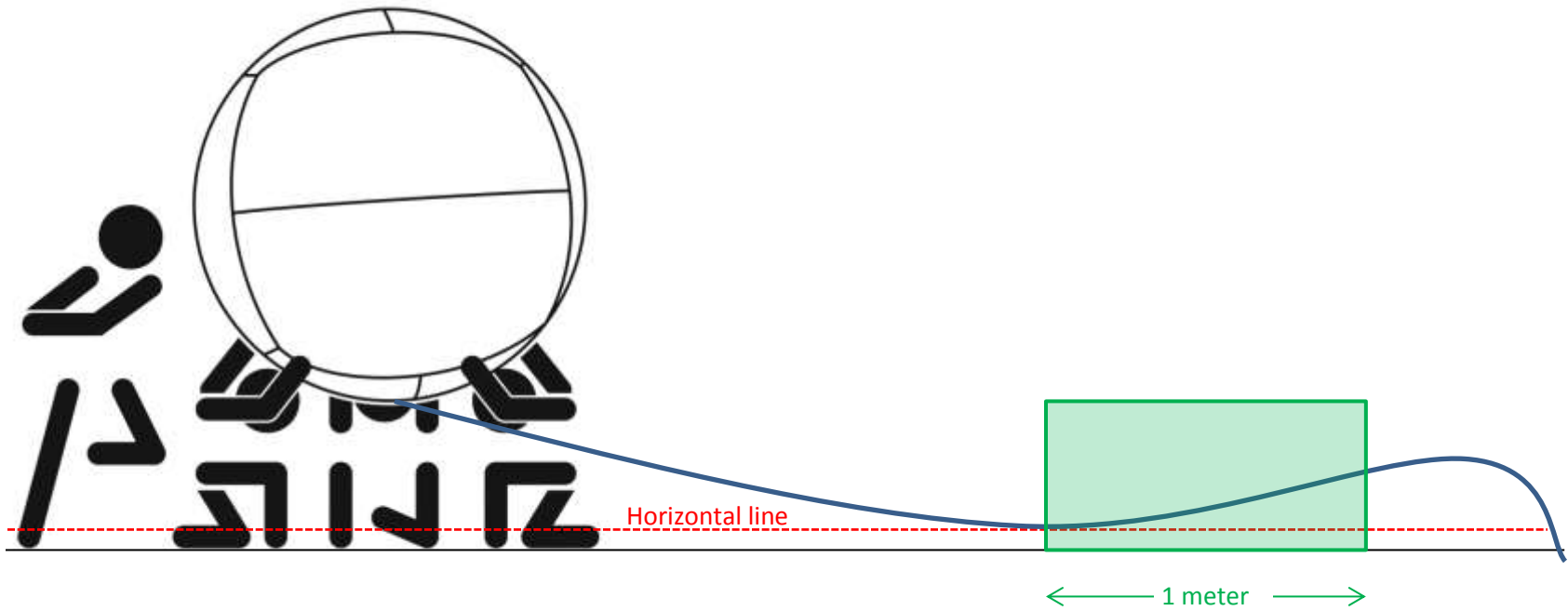
Accepted = Valid Hit



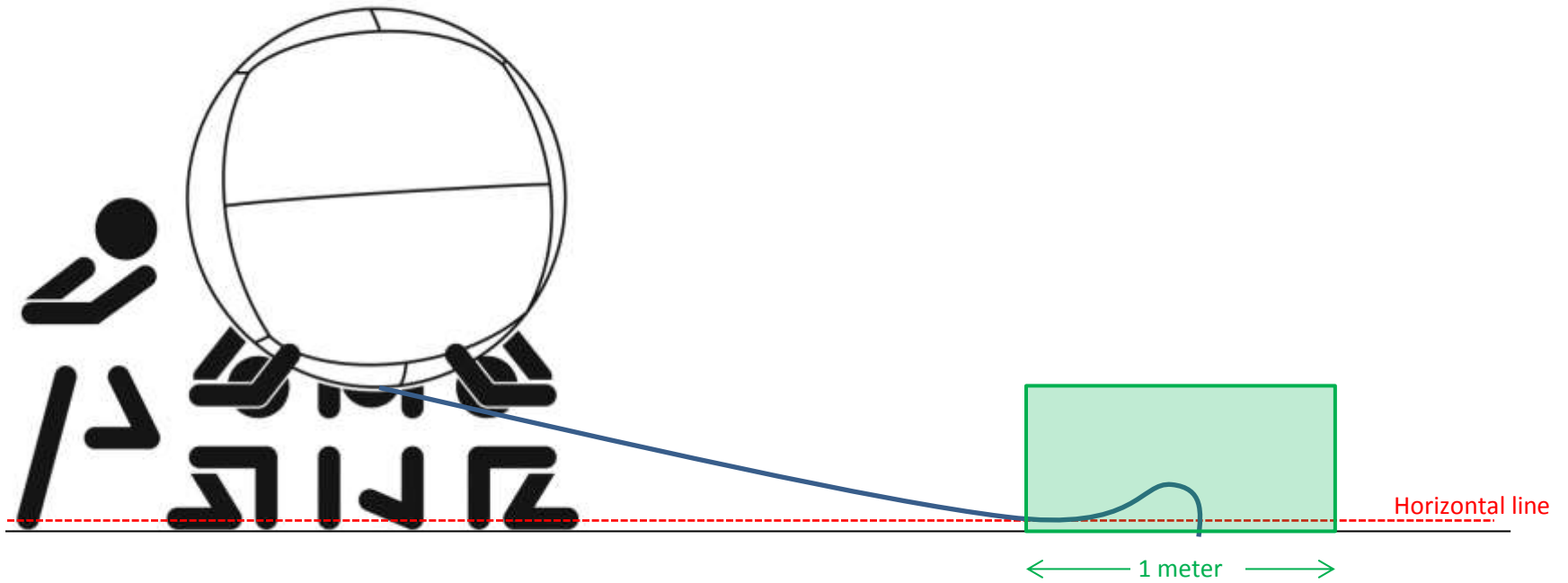
Accepted = Valid Hit



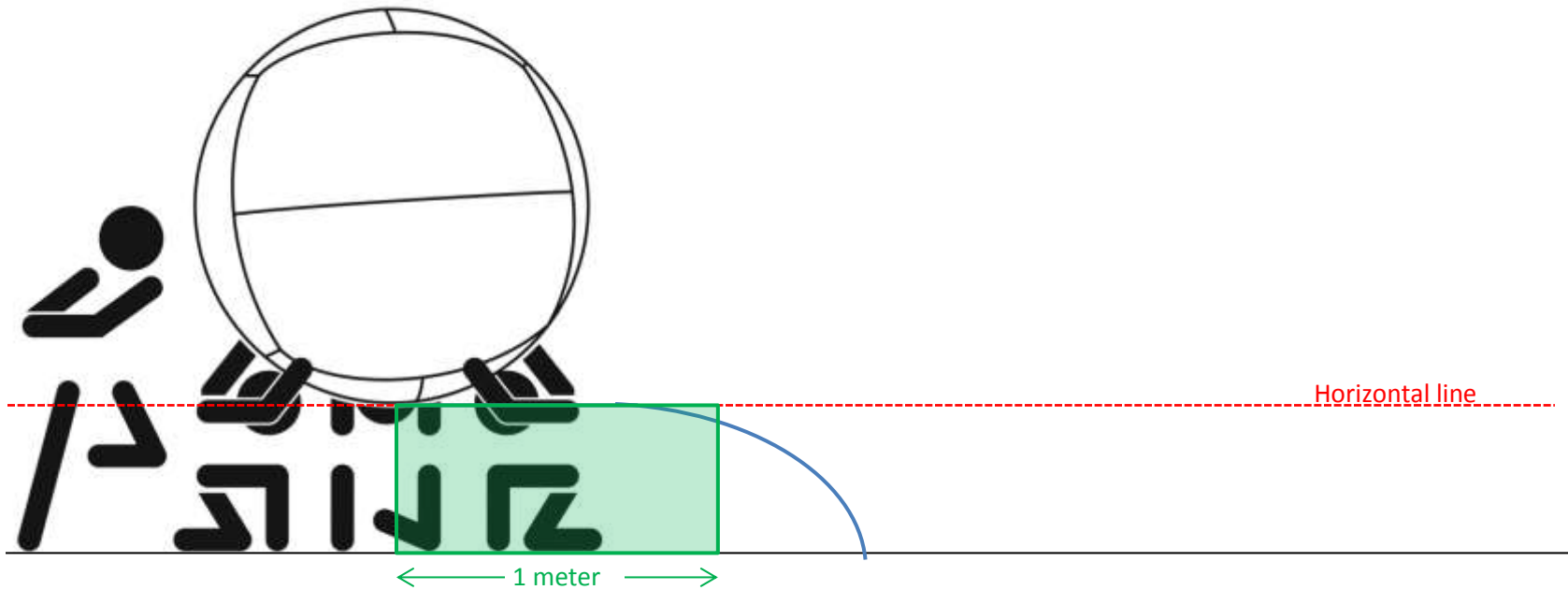
Accepted = Valid Hit



Not-Accepted = Downward Angle Hit



Not-Accepted = Downward Angle Hit



Not-Accepted = Downward Angle Hit

