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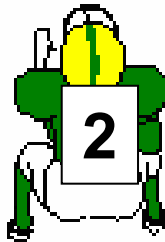
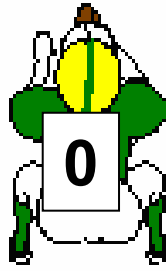
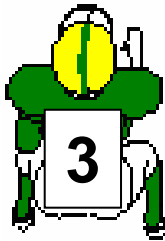
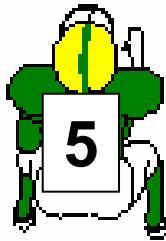
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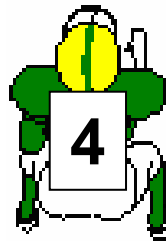
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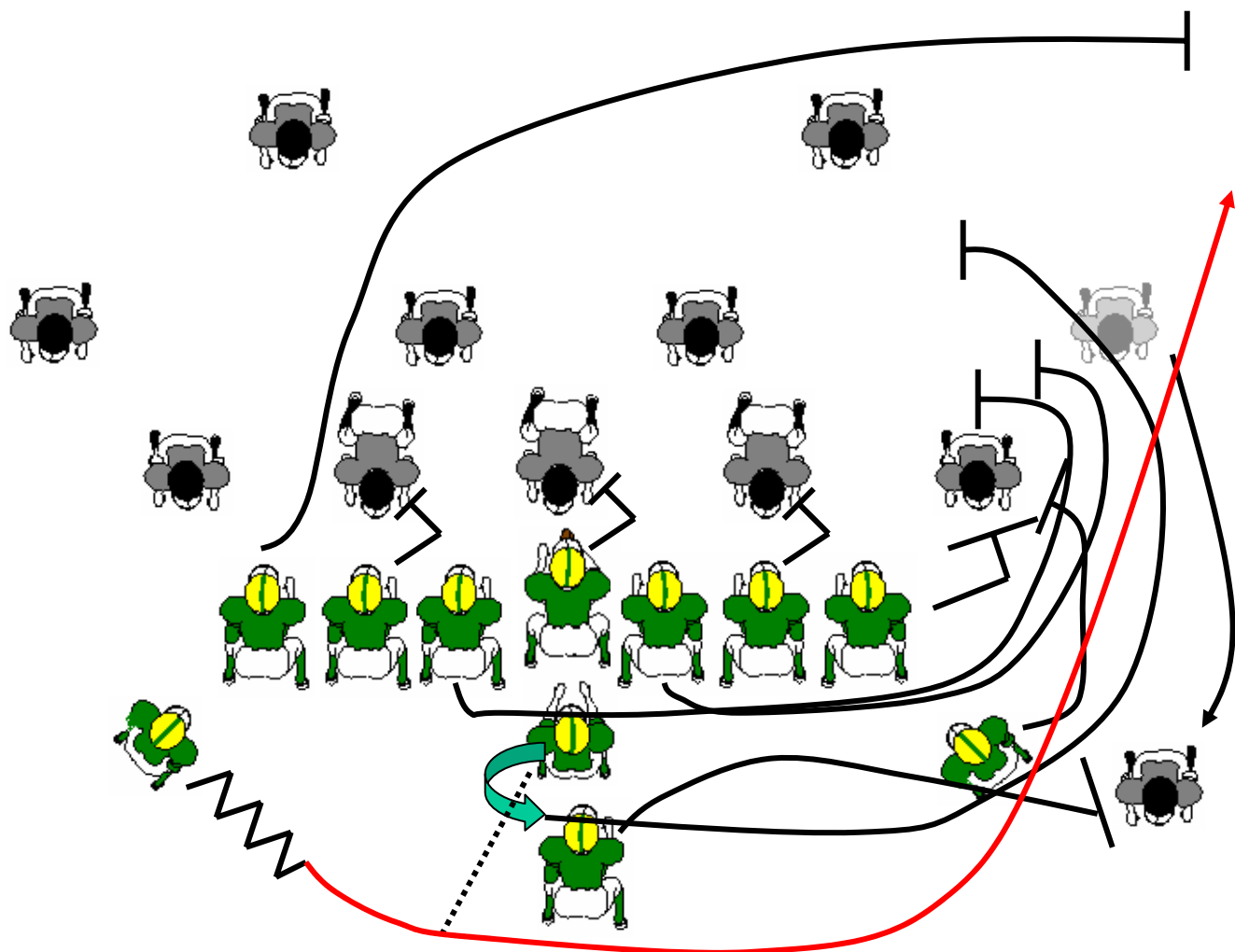
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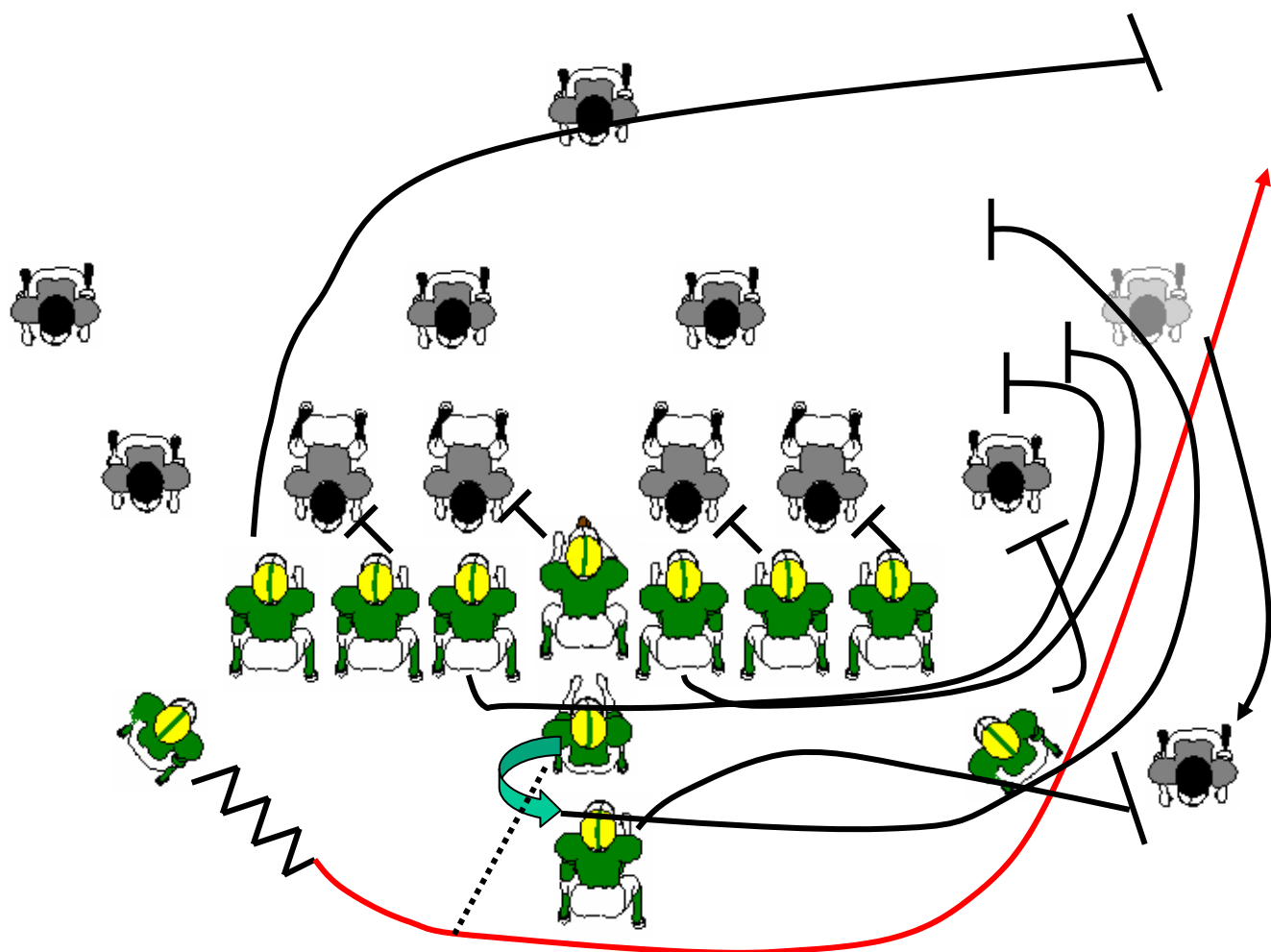
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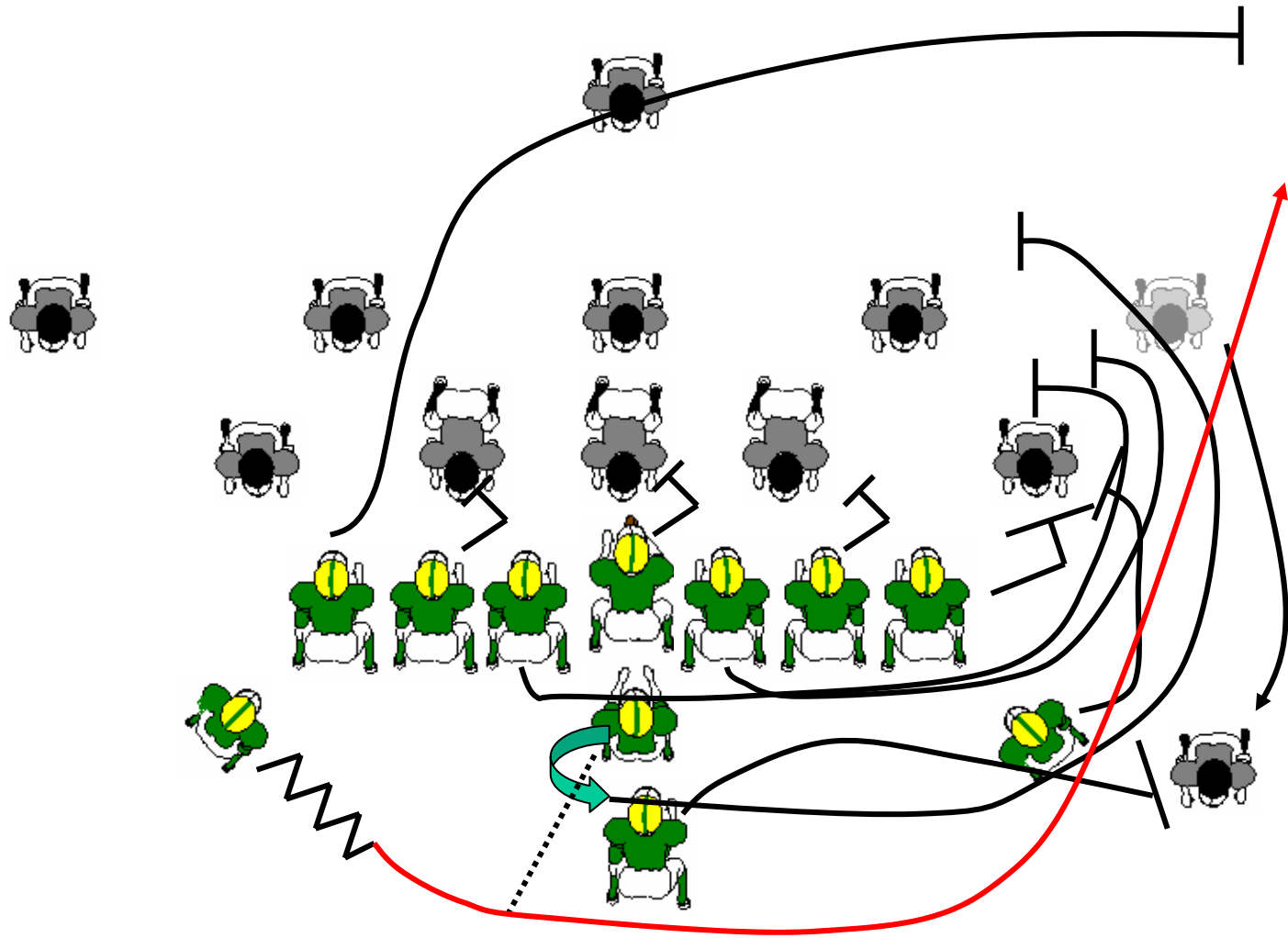
NUMBERING



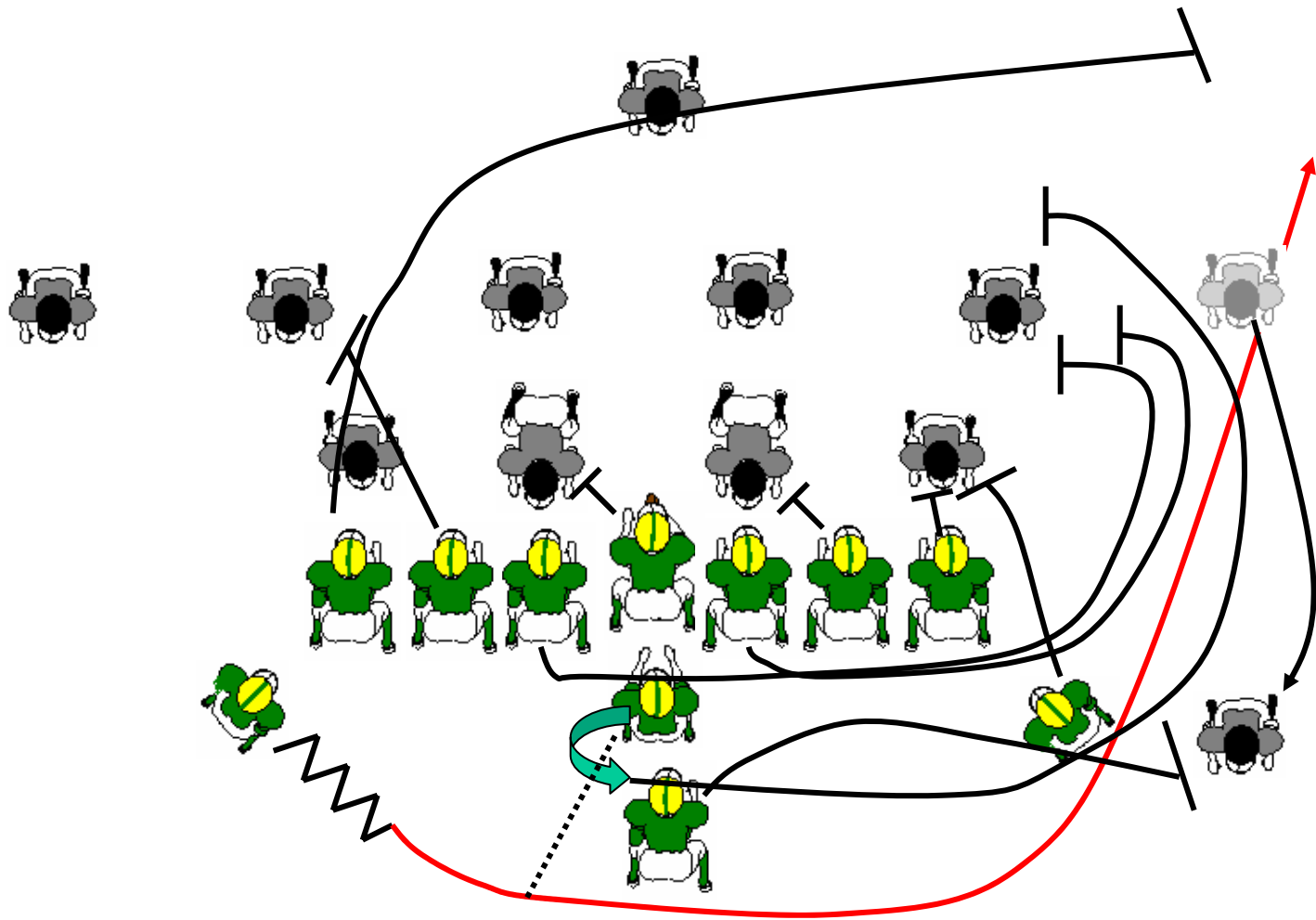
RAY 28 SWEEP (5-2 Def)



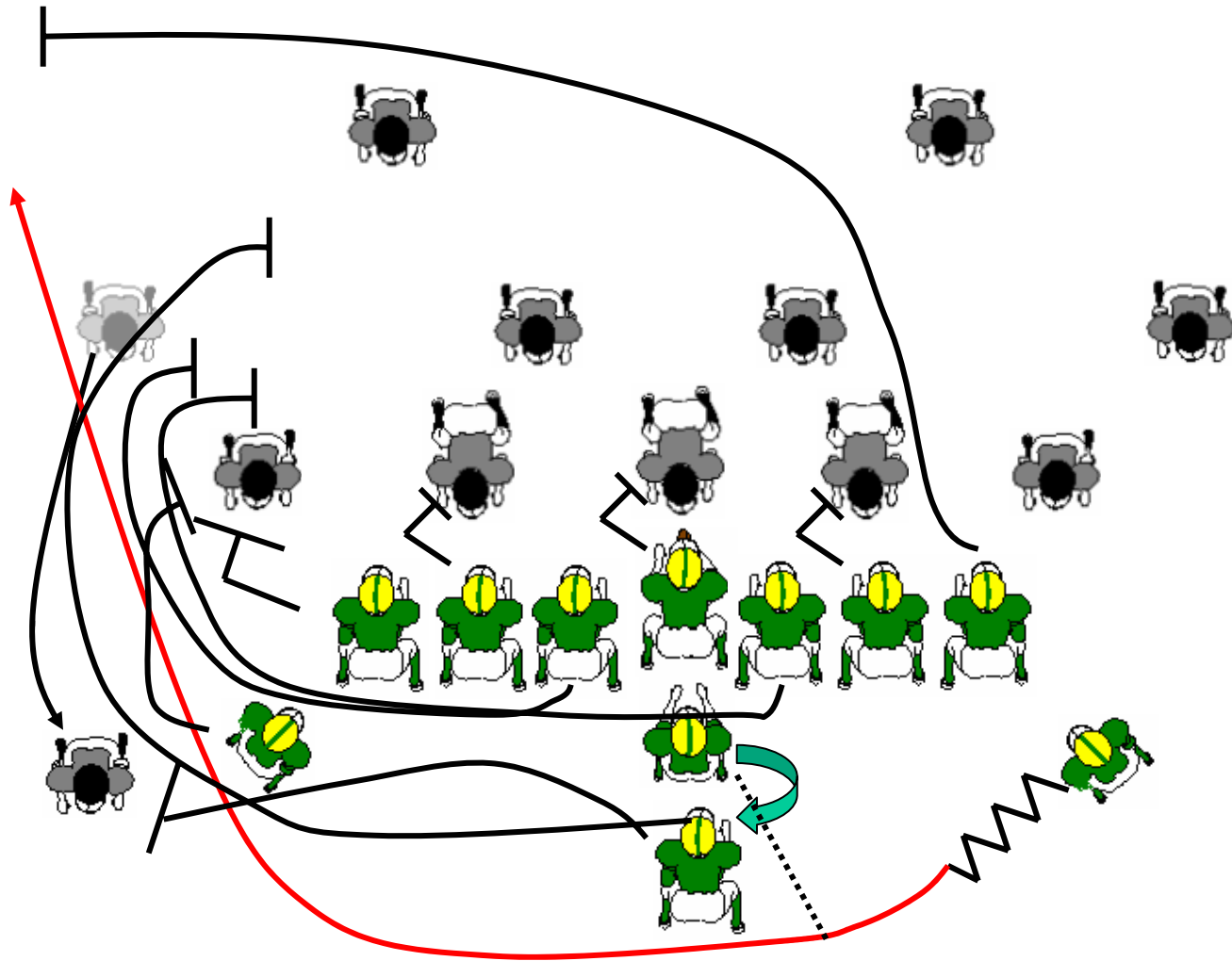
RAY 28 SWEEP (6-2 Def)



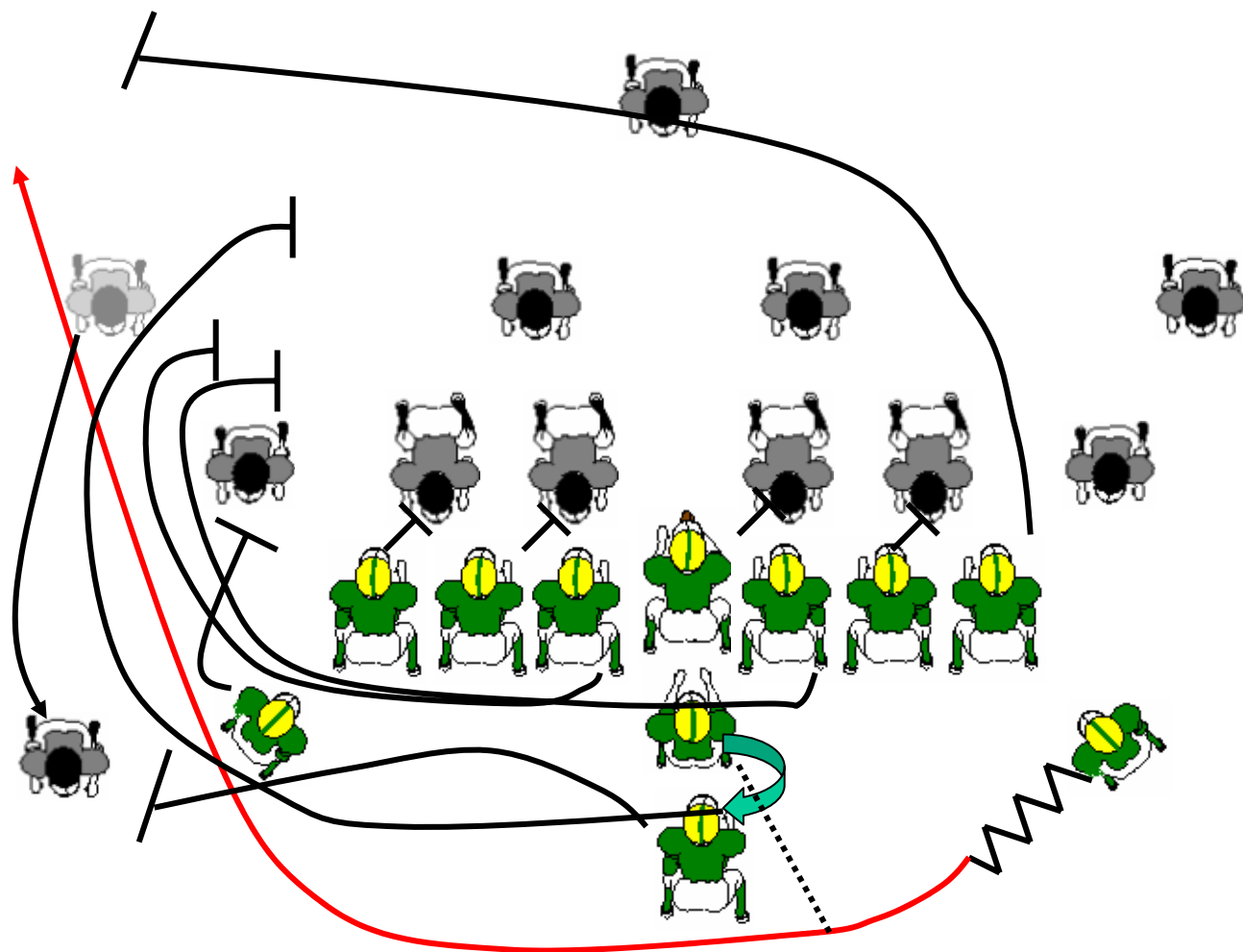
RAY 28 SWEEP (5-3 Def)



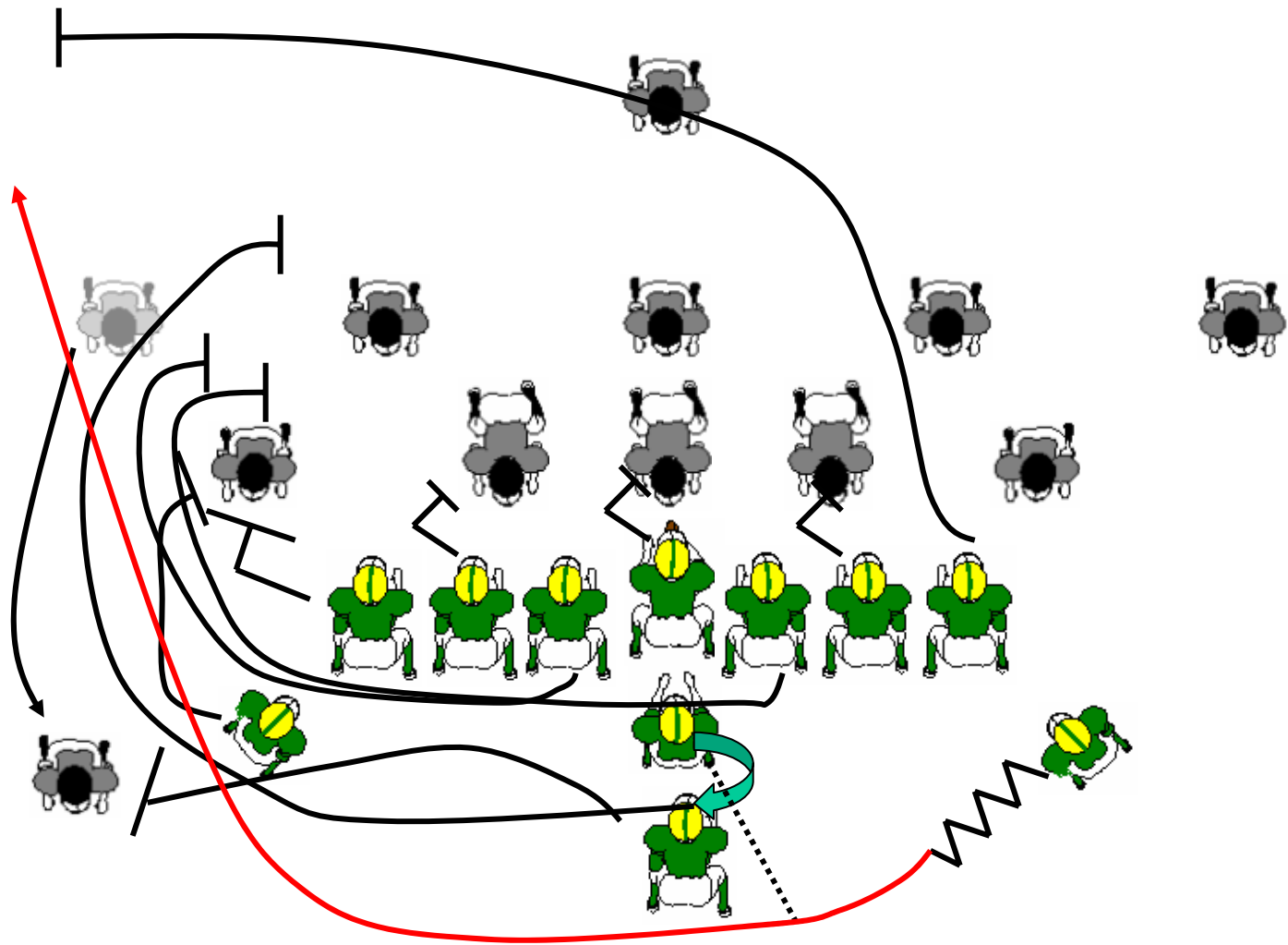
RAY 28 SWEEP (4-4 Def)



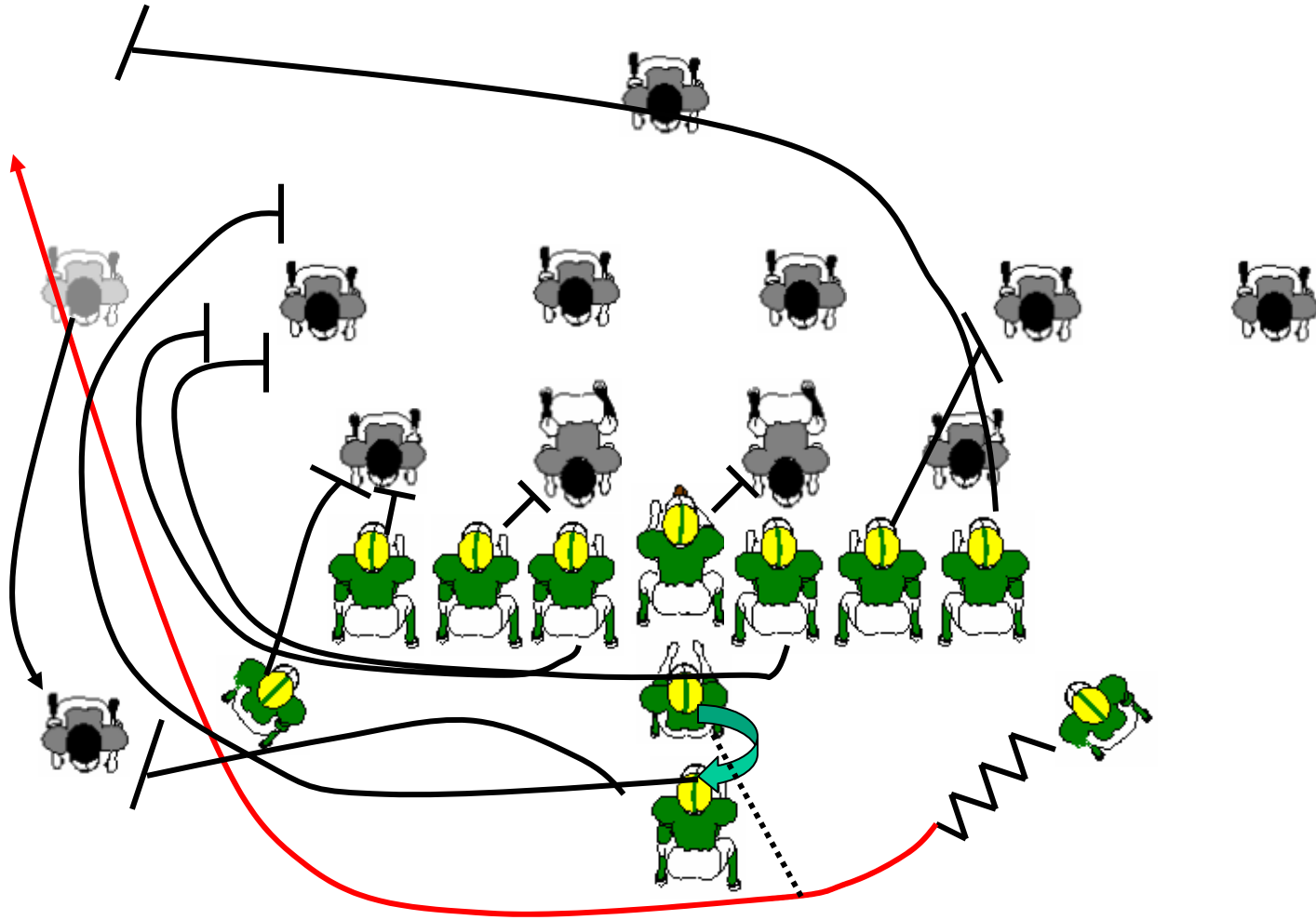
LEE 37 SWEEP (5-2 Def)



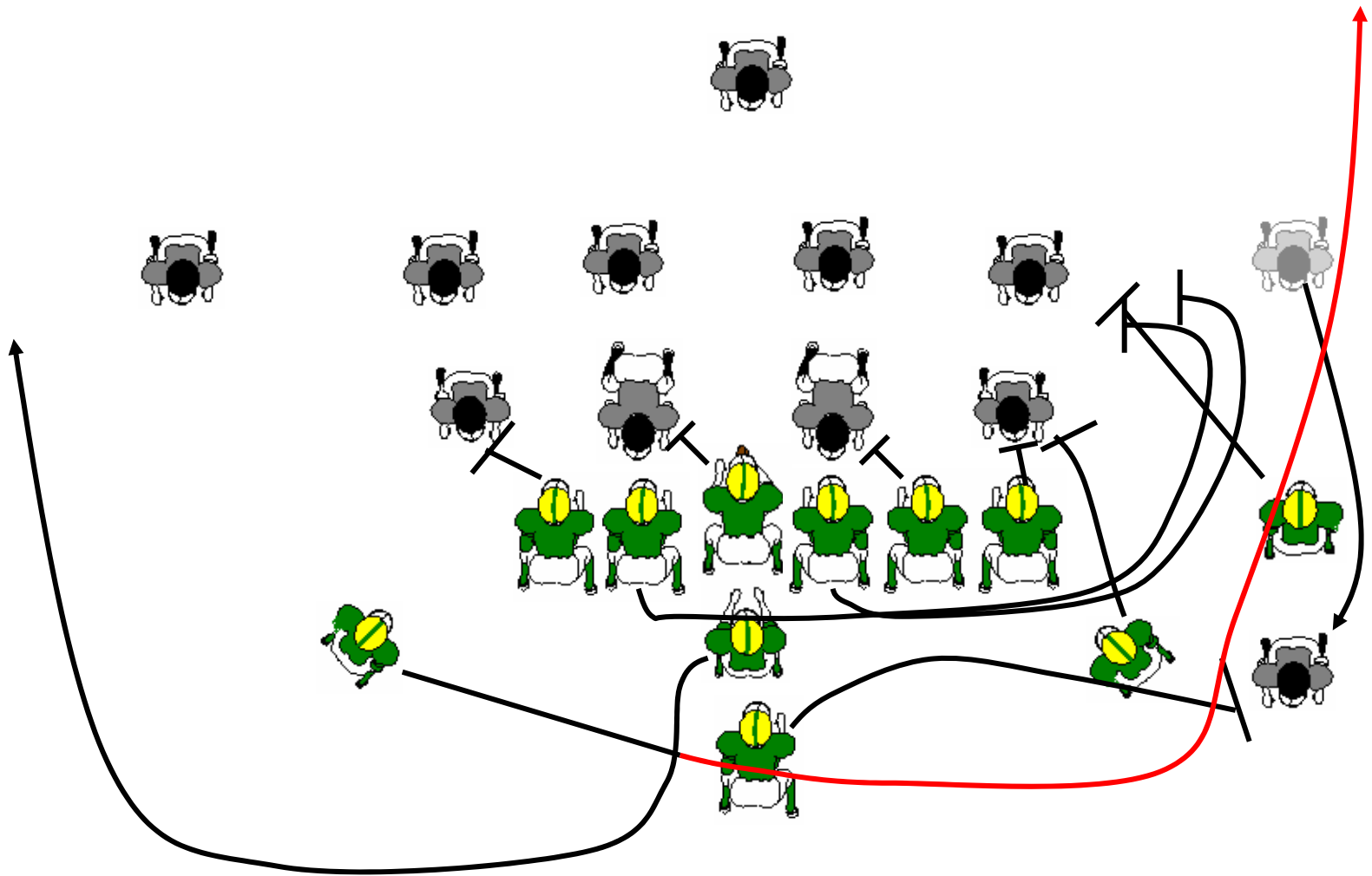
LEE 37 SWEEP (6-2 Def)



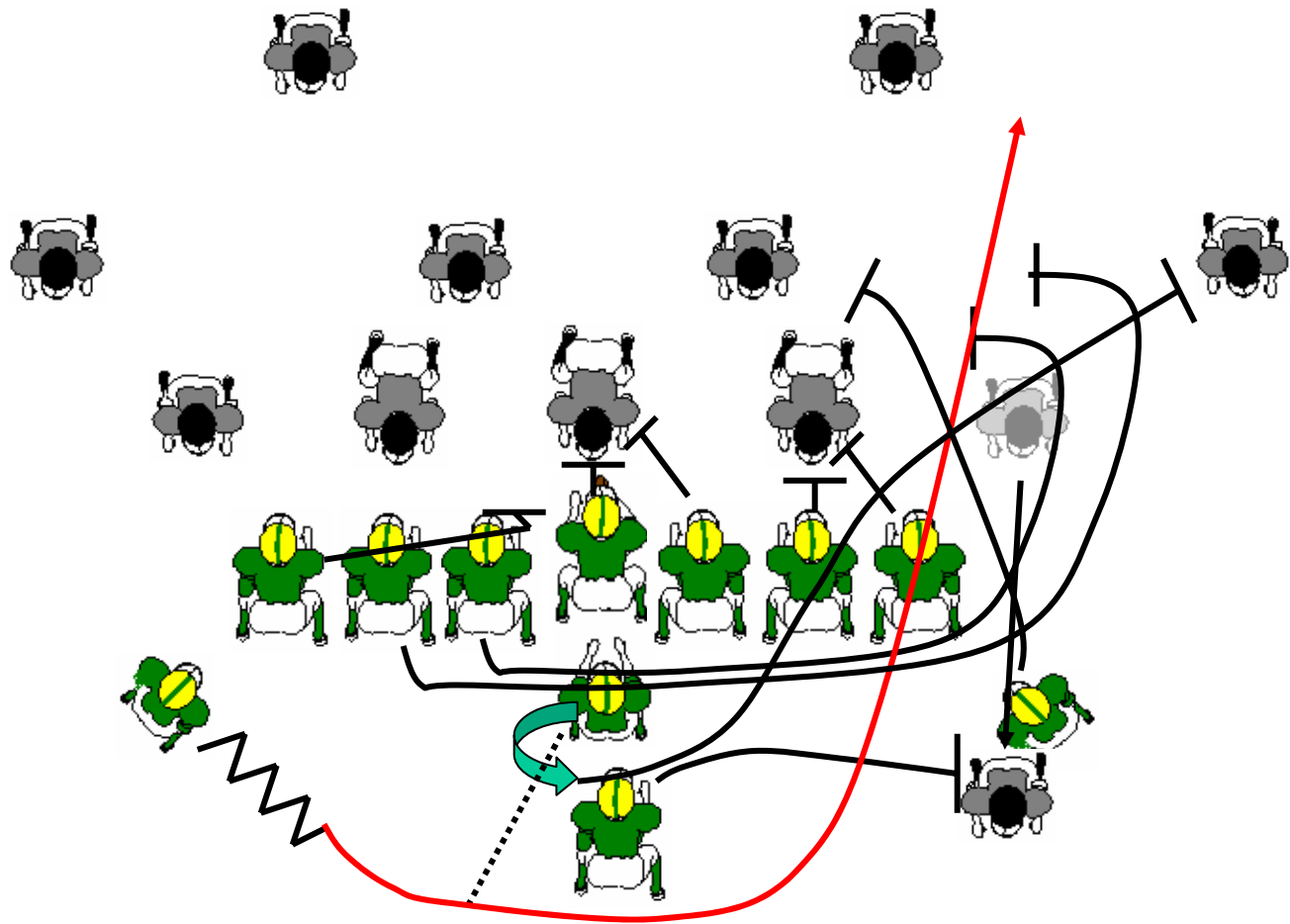
LEE 37 SWEEP (5-3 Def)



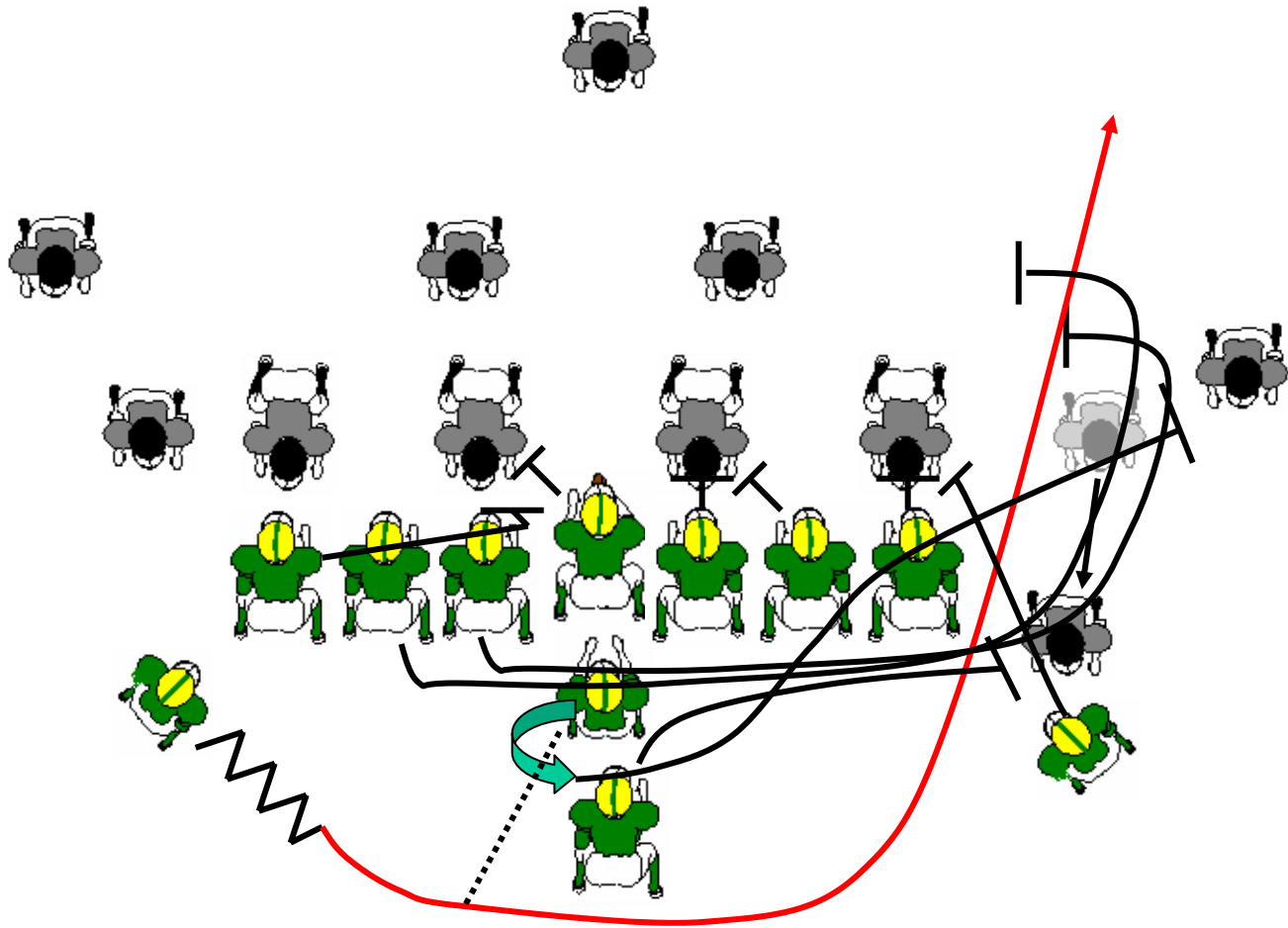
LEE 37 SWEEP (4-4 Def)



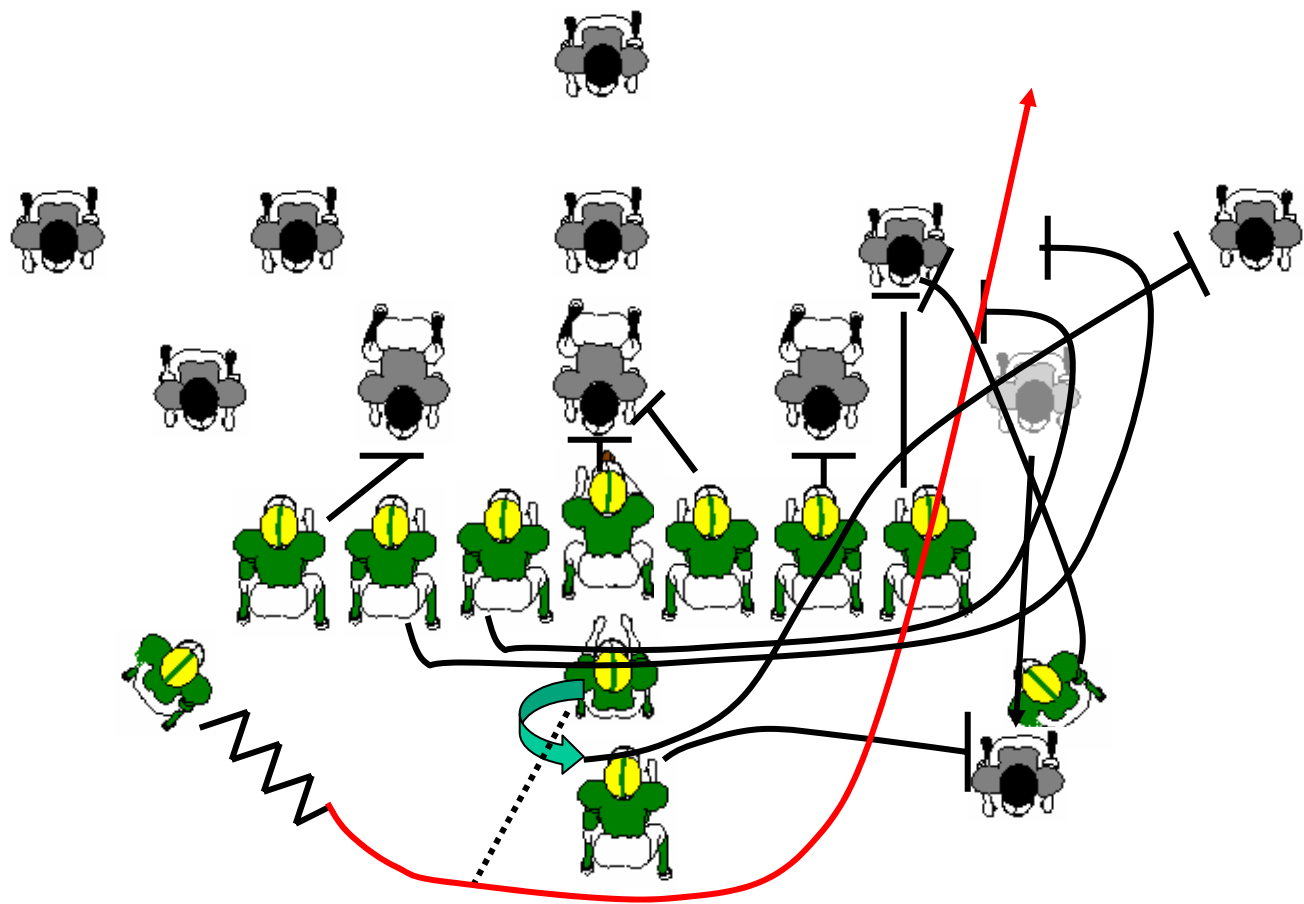
X OVER 28 SWEEP (4-4 Def)



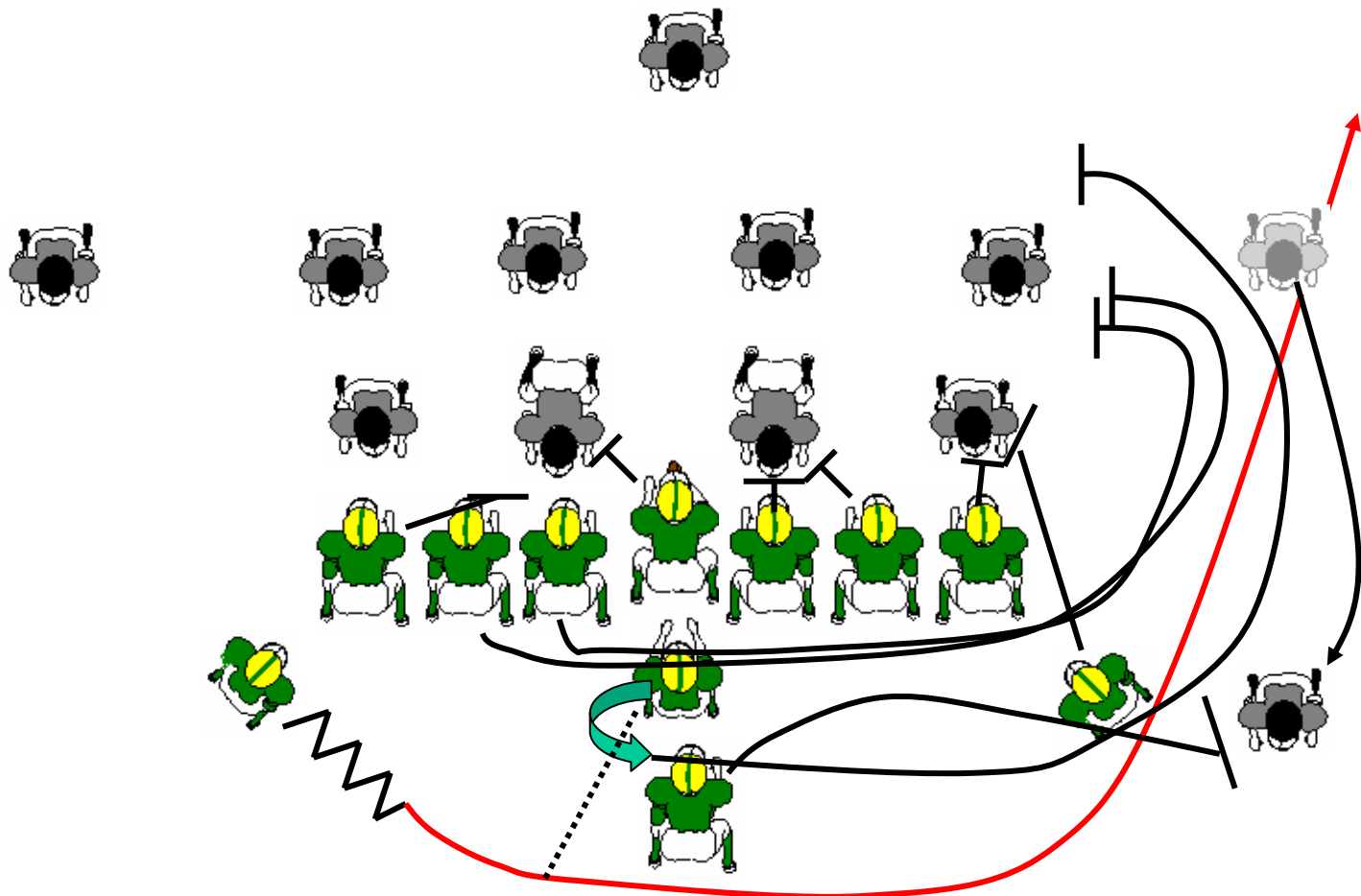
RAY 26 POWER (5-2 Def)



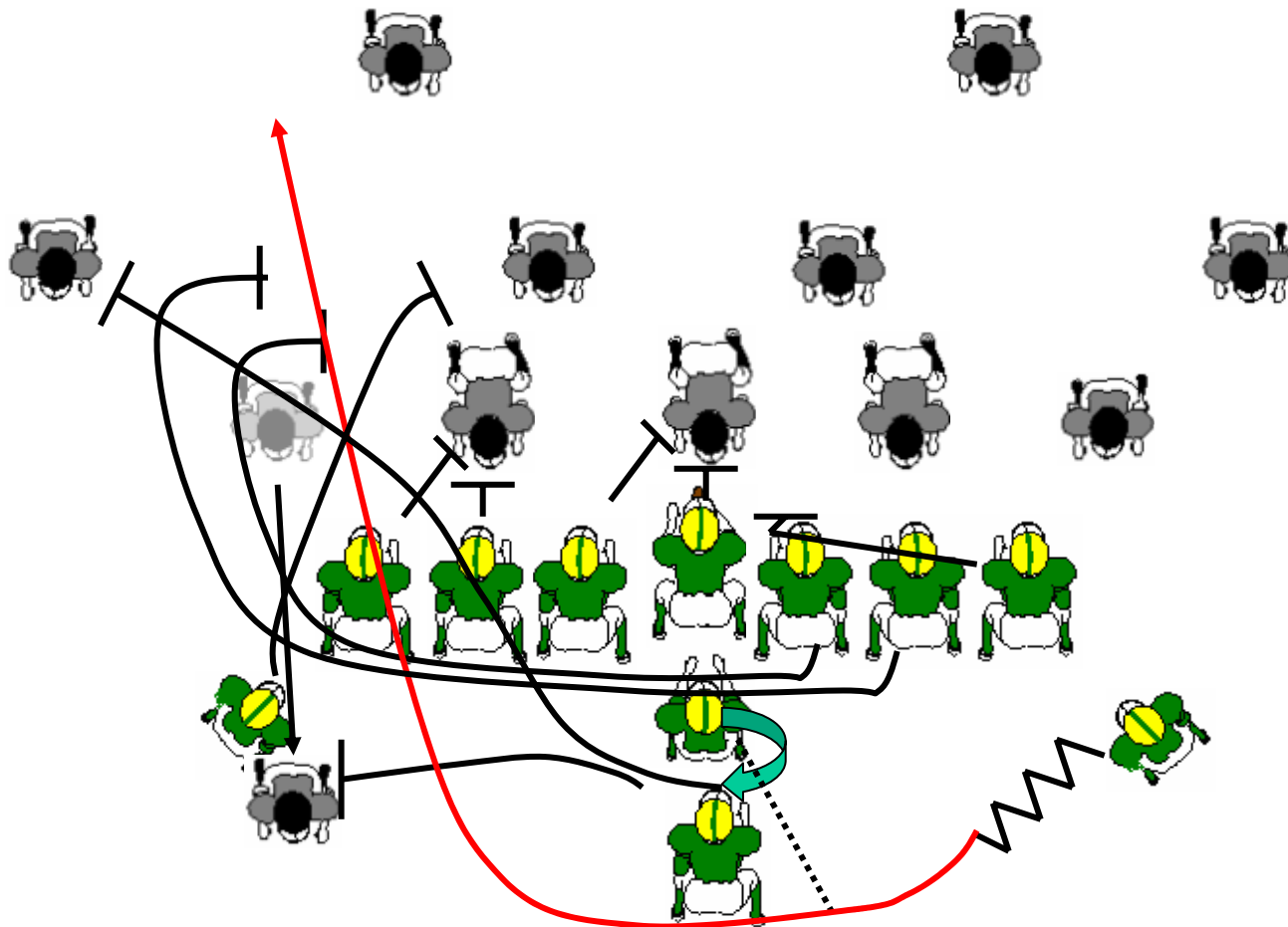
RAY 26 POWER (6-2 Def)



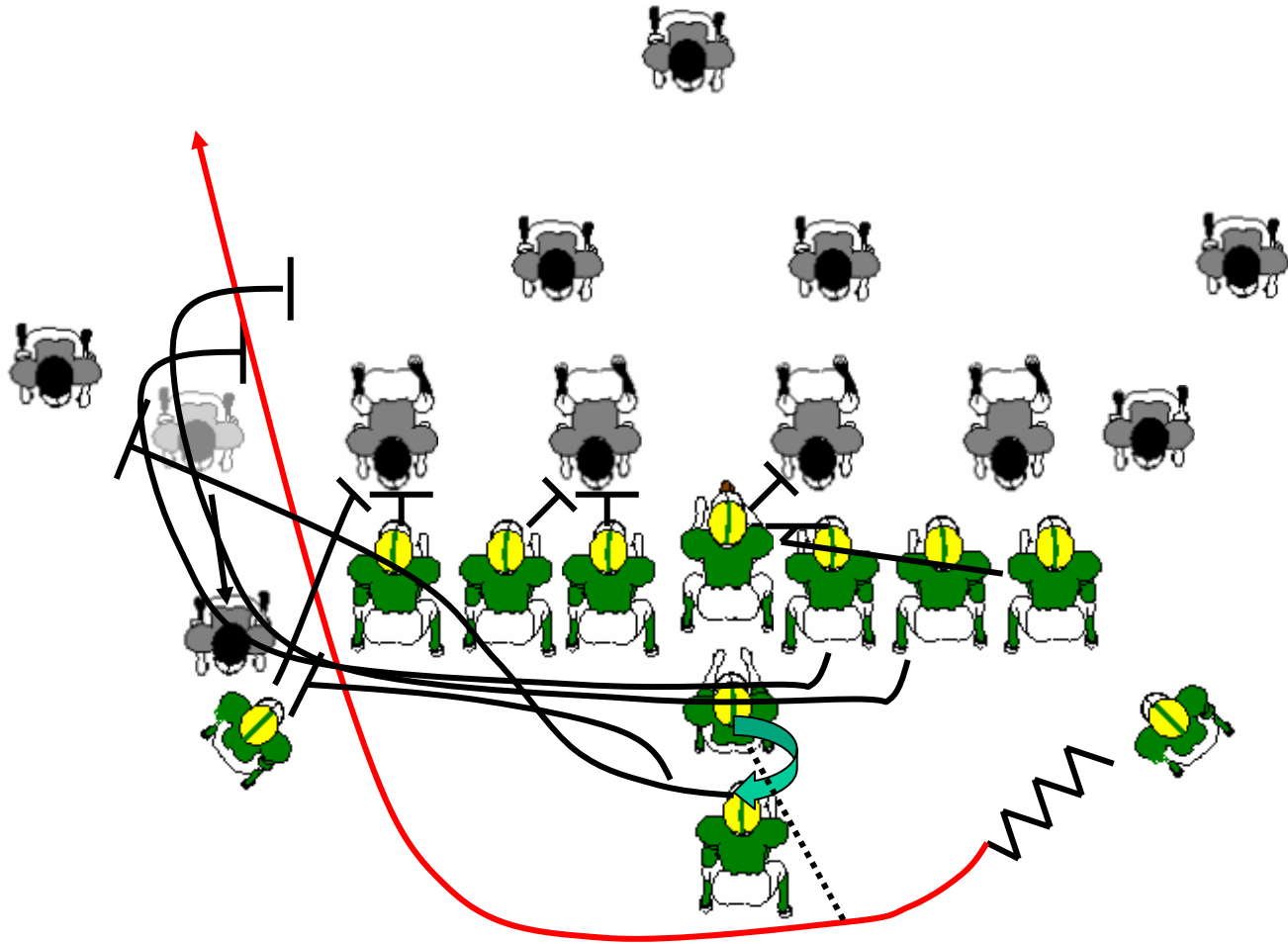
RAY 26 POWER (5-3 Def)



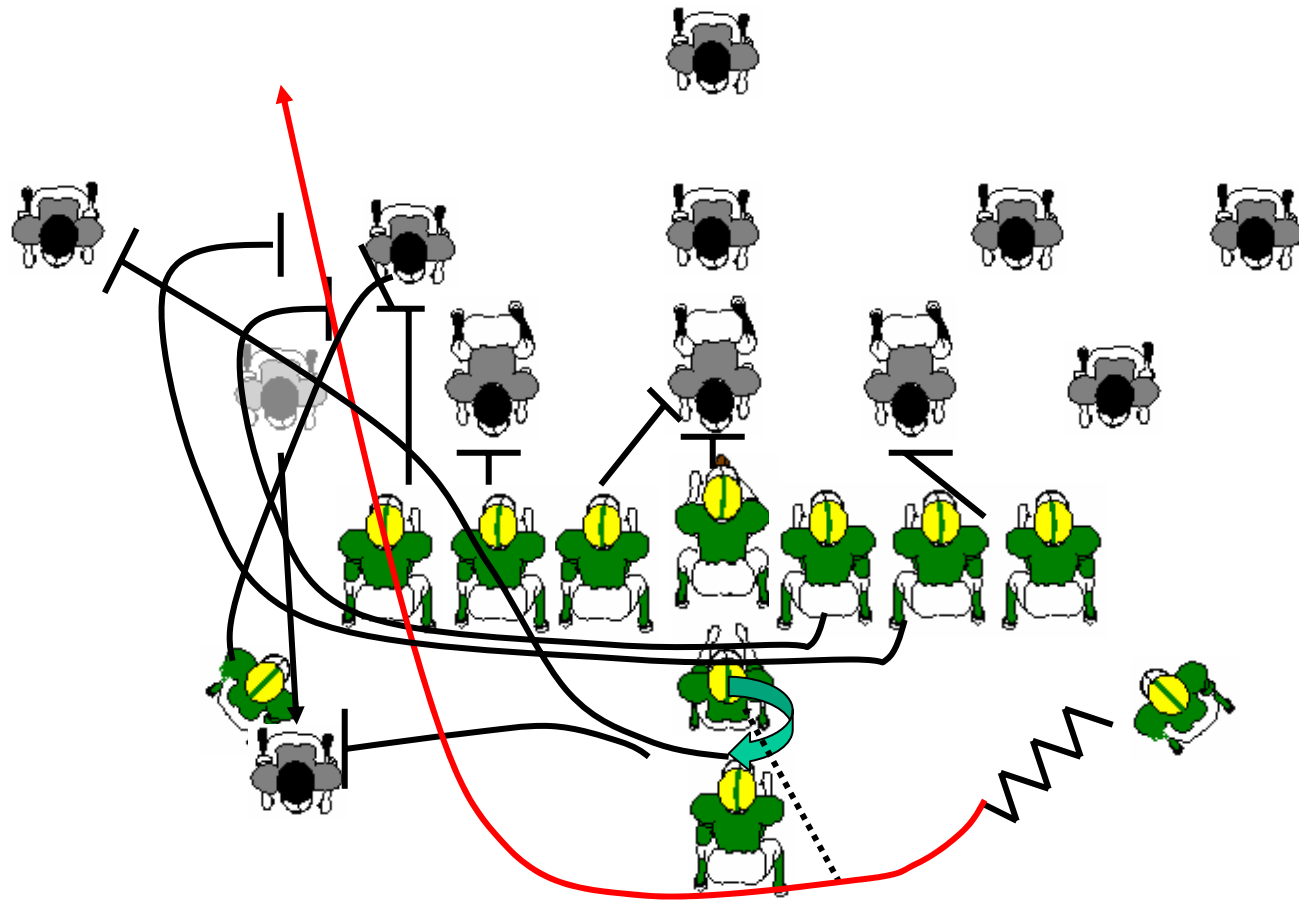
RAY 26 POWER (4-4 Def)



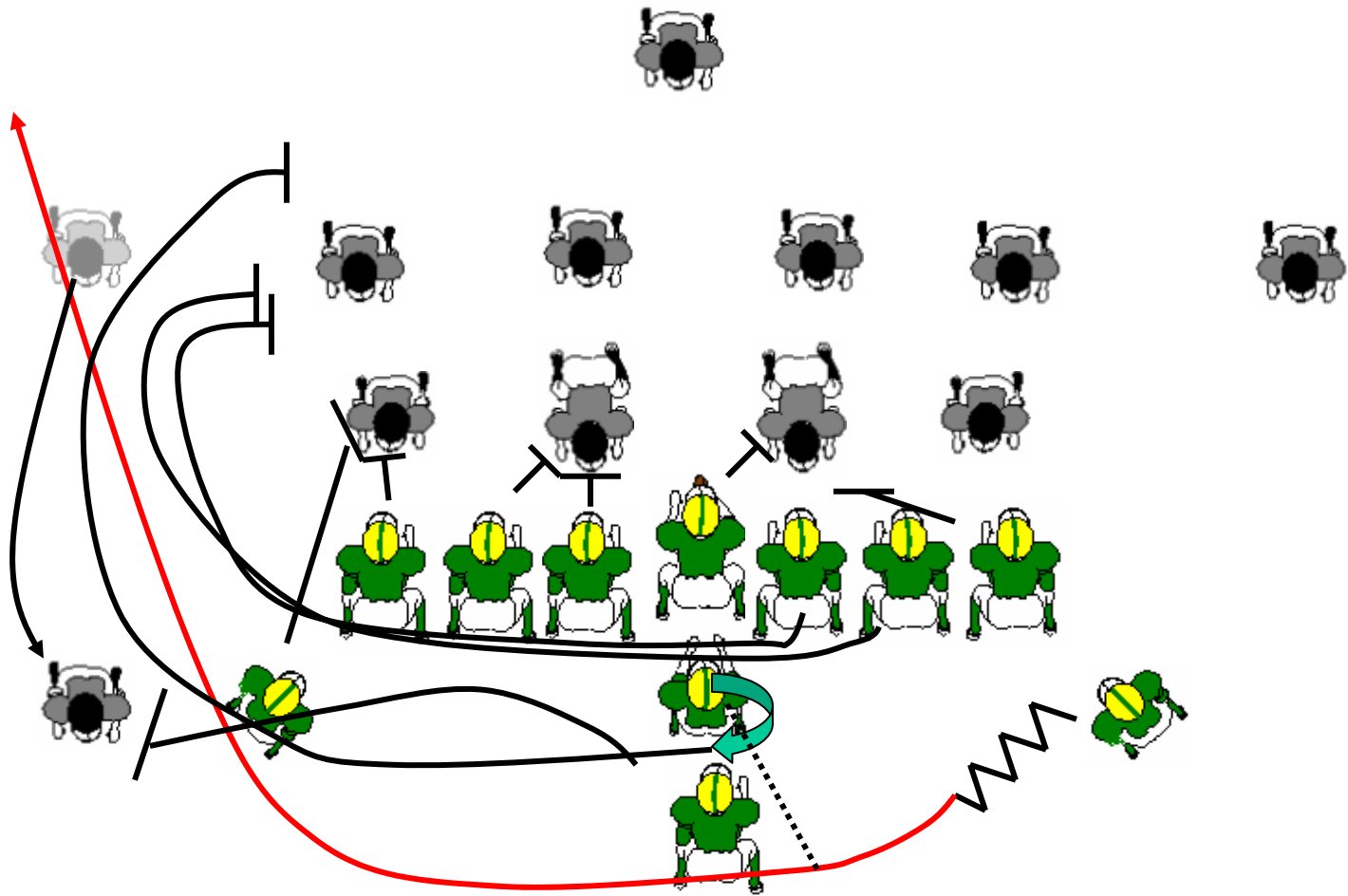
LEE 35 POWER (5-2 Def)



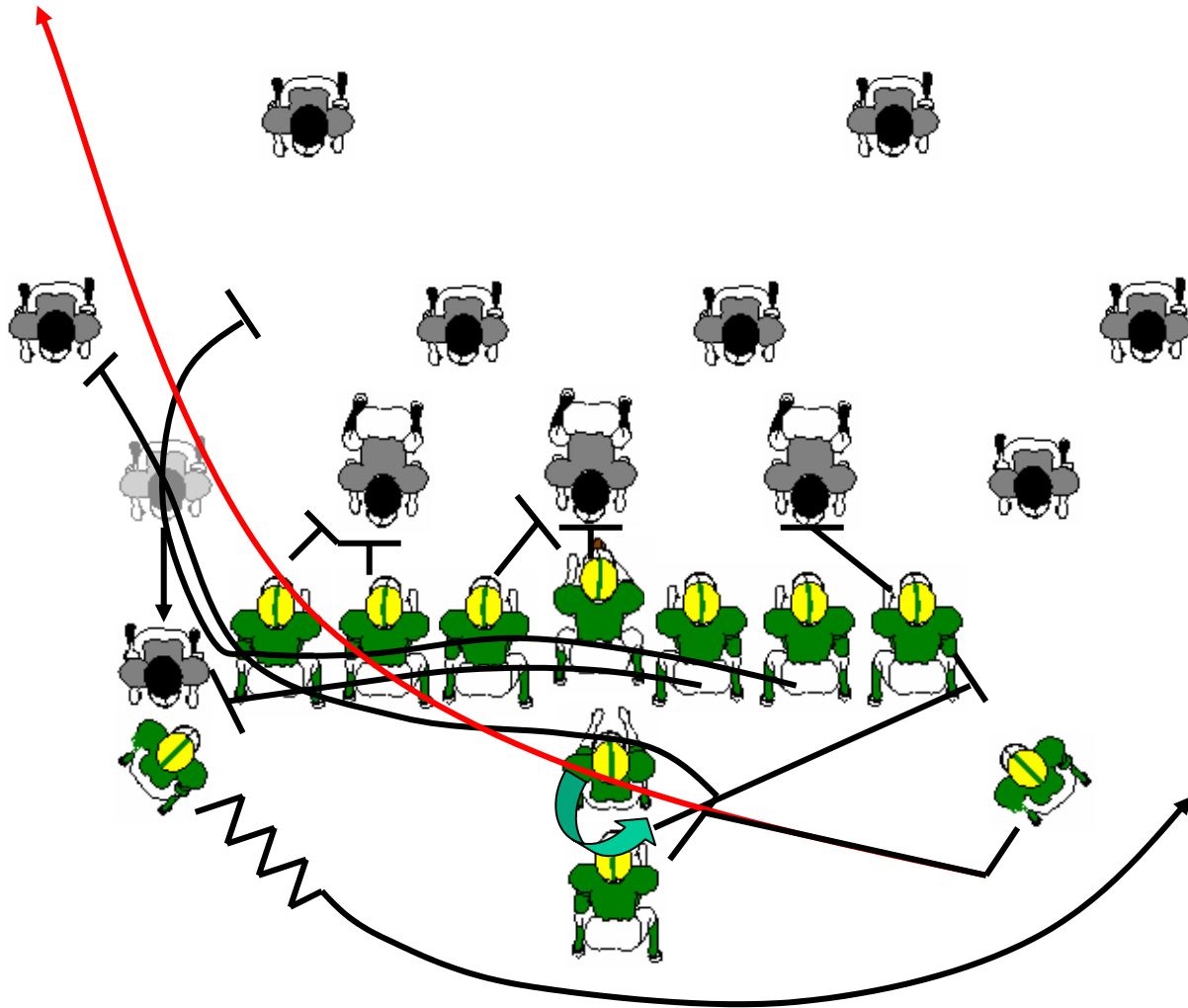
LEE 35 POWER (6-2 Def)



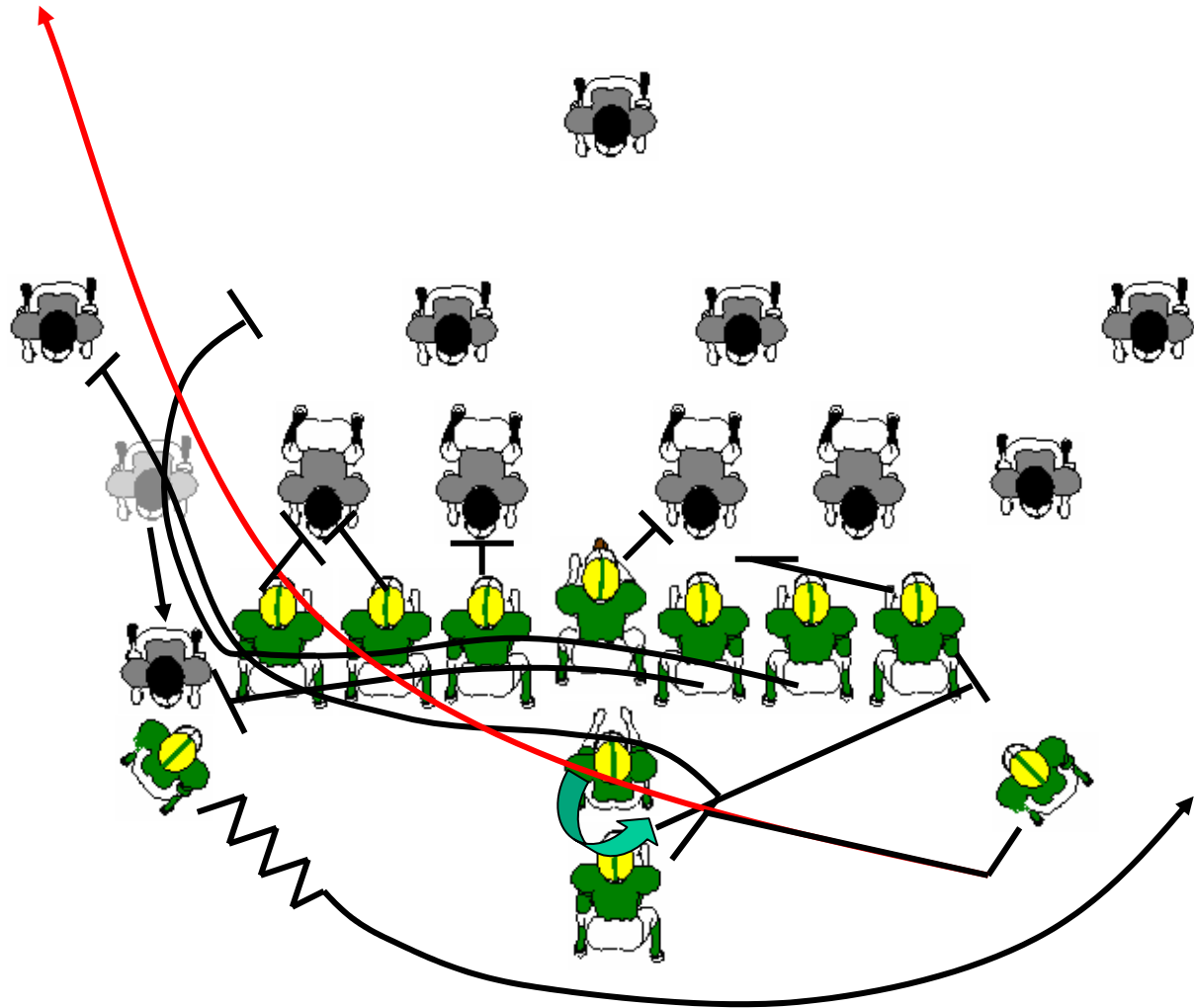
LEE 35 POWER (5-3 Def)



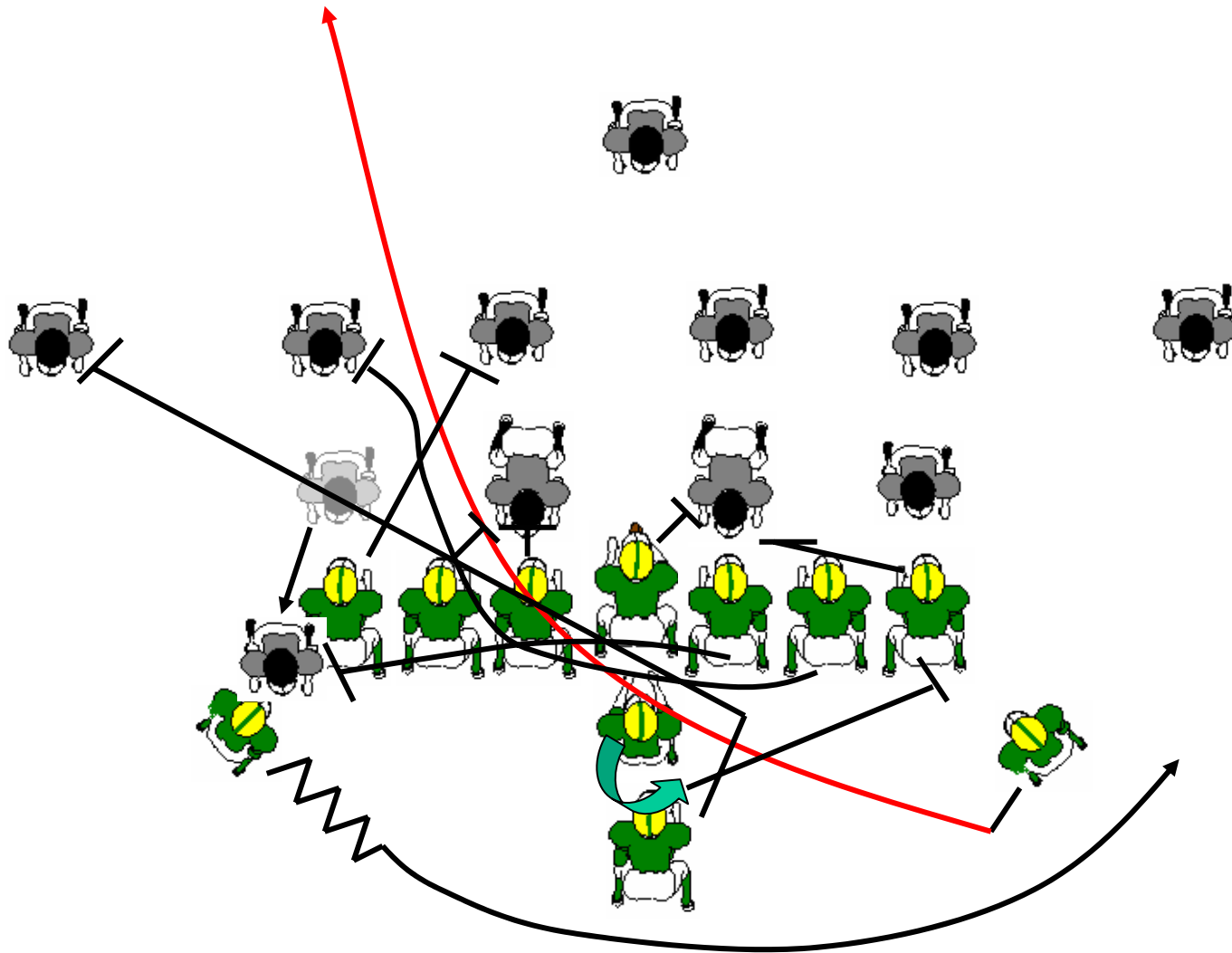
LEE 35 POWER (4-4 Def)



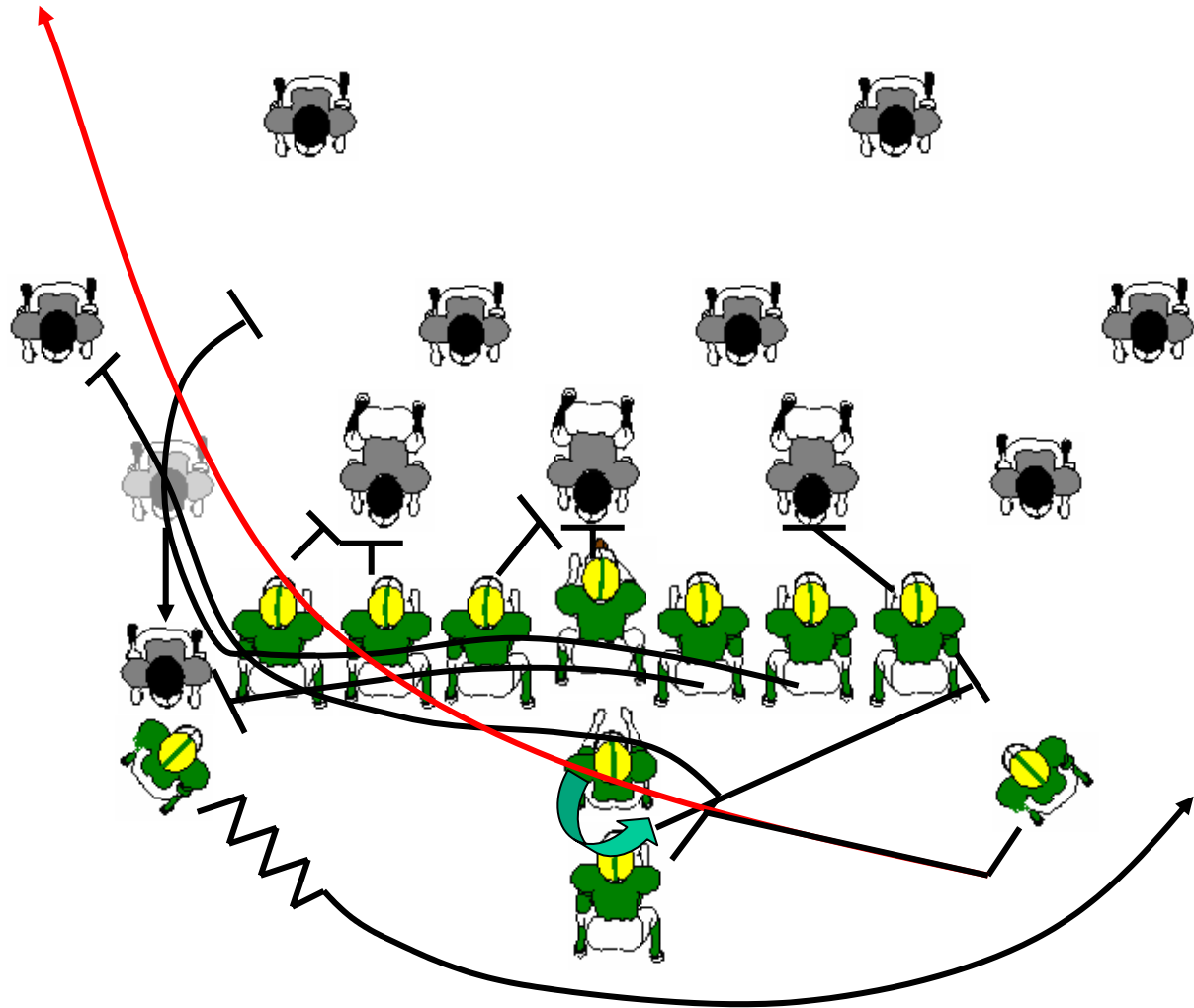
RAY 33 COUNTER (5-2 Def)



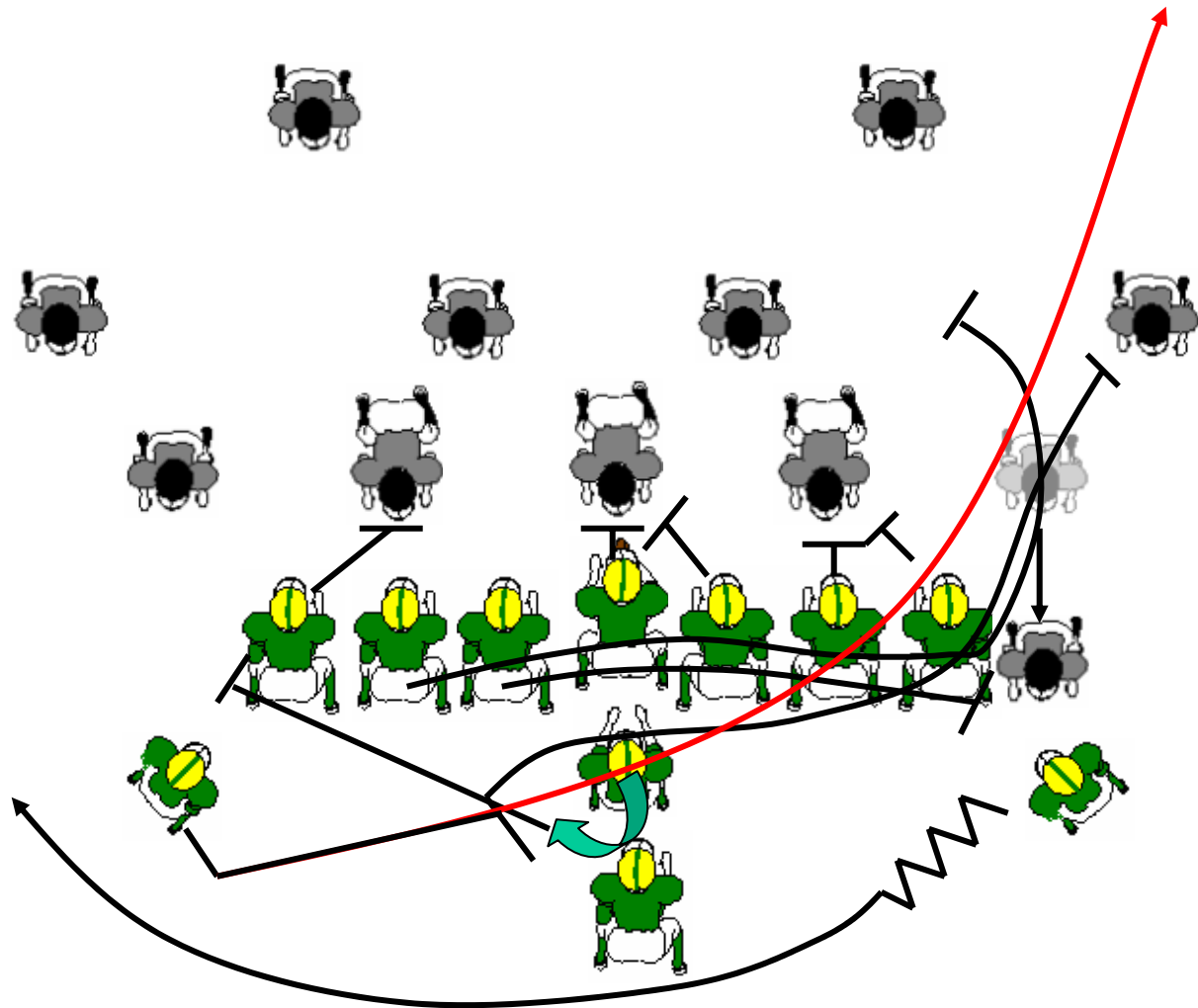
RAY 33 COUNTER (6-2 Def)



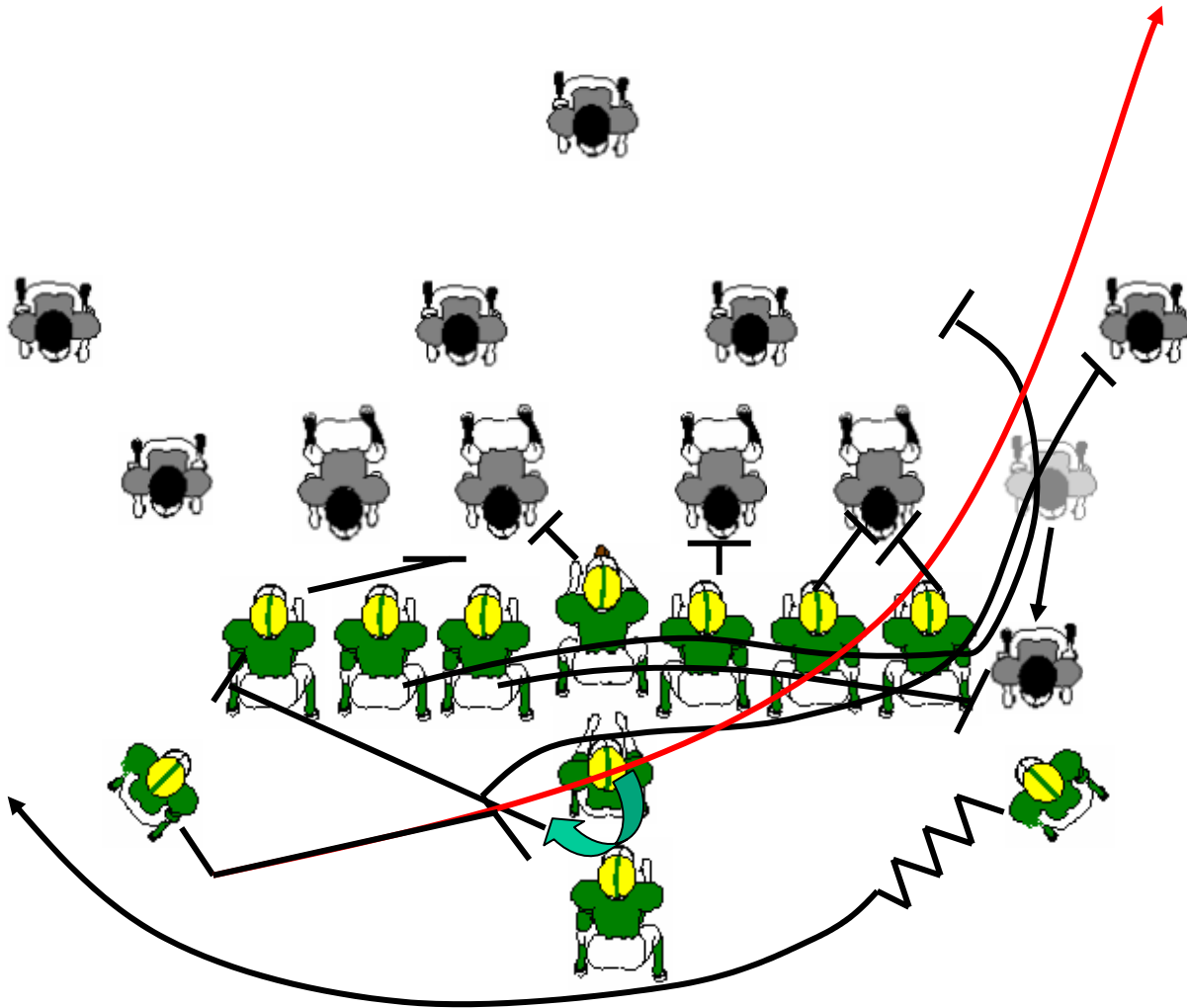
RAY 33 COUNTER (4-4 Def)



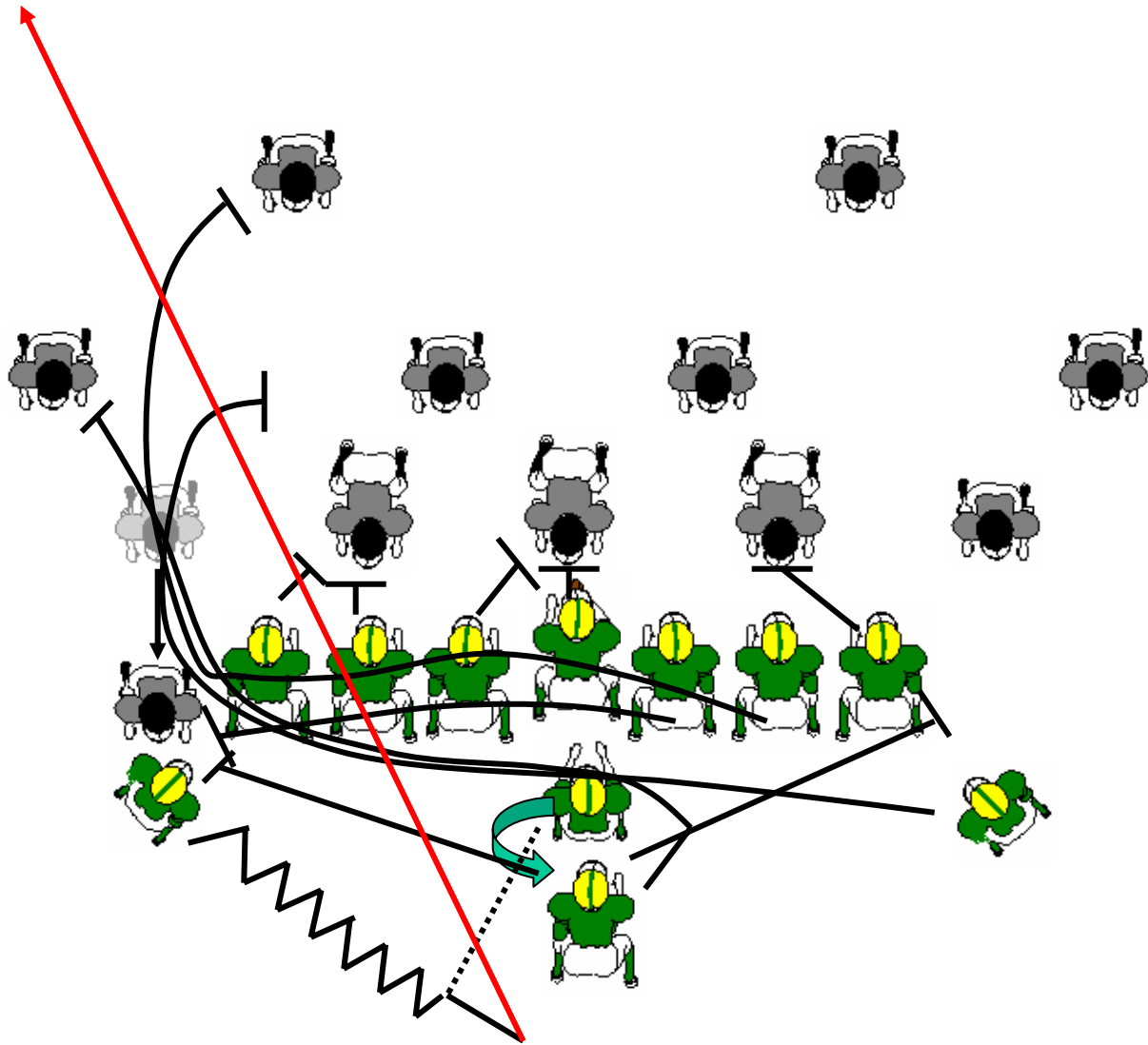
RAY 33 COUNTER (5-2 Def)



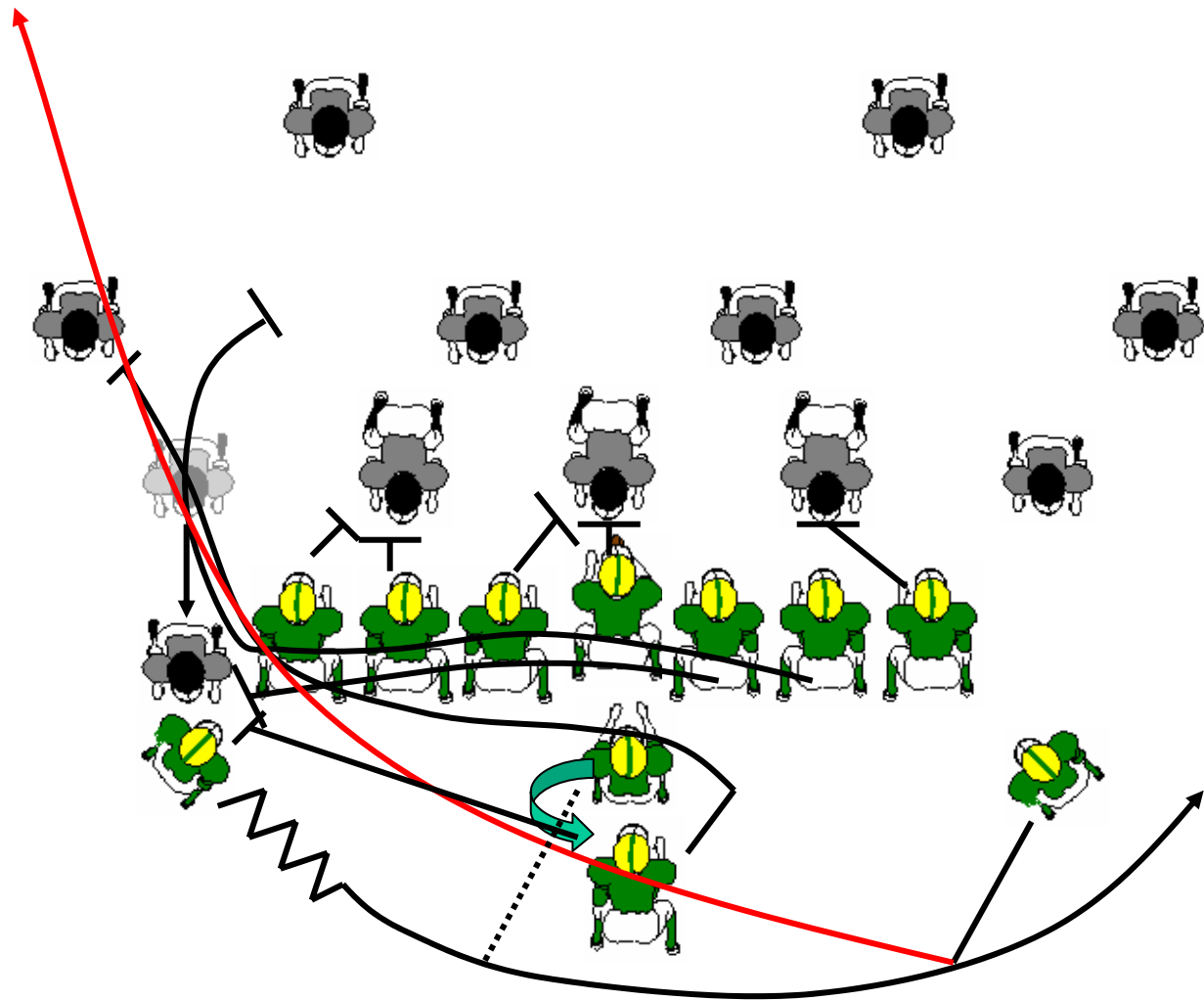
LEE 24 COUNTER (5-2 Def)



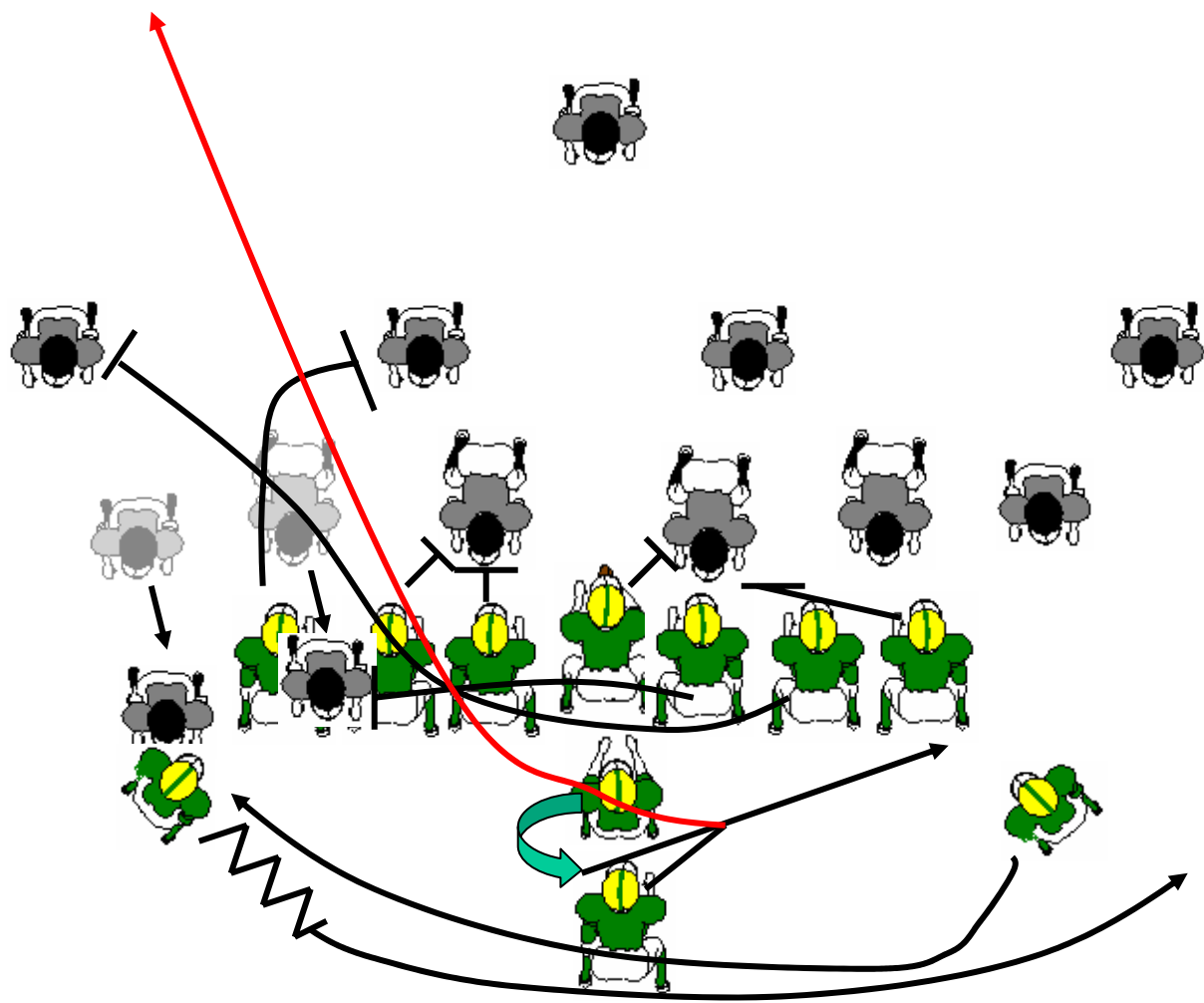
LEE 24 COUNTER (6-2 Def)



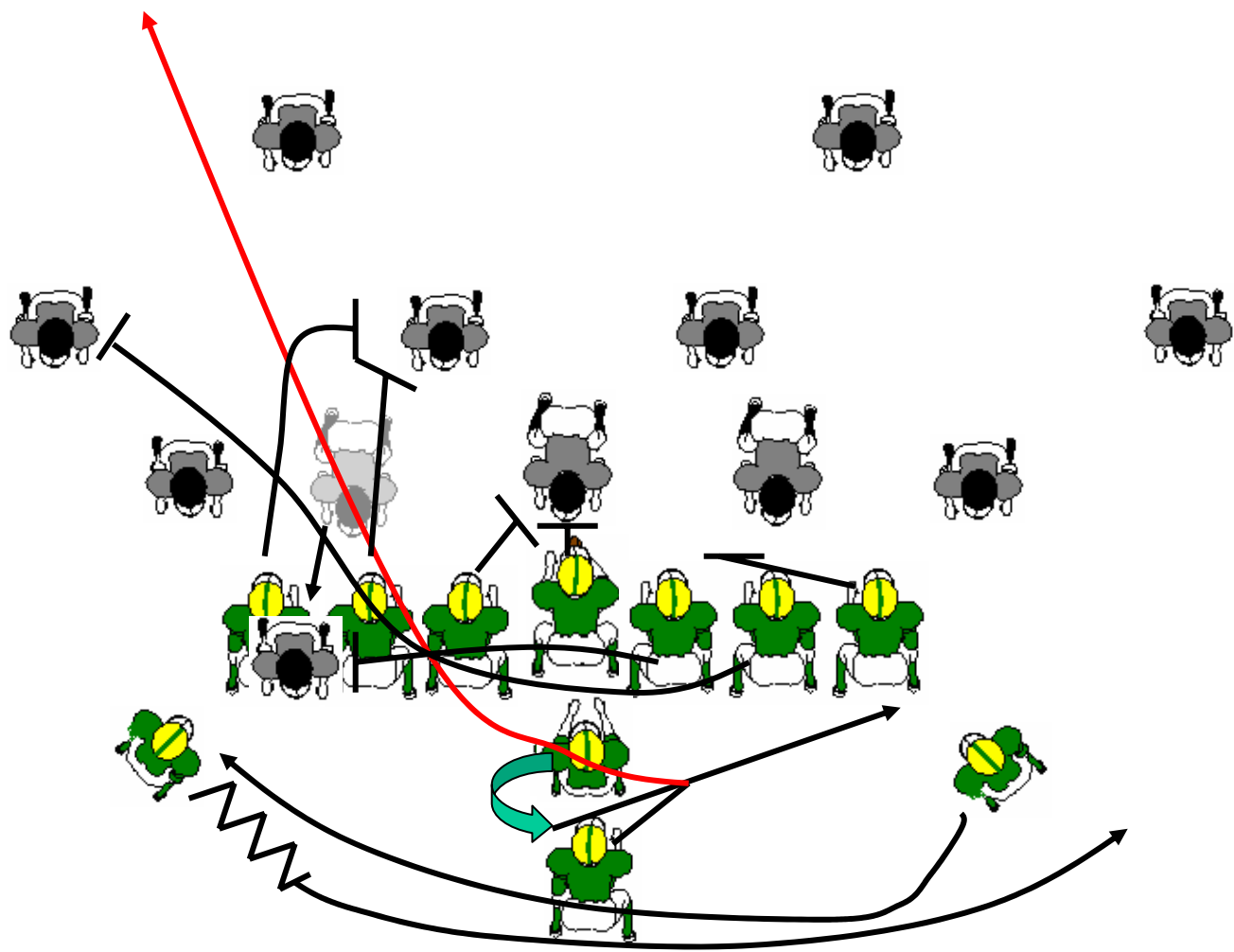
RAY 23 COUNTER (5-2 Def)



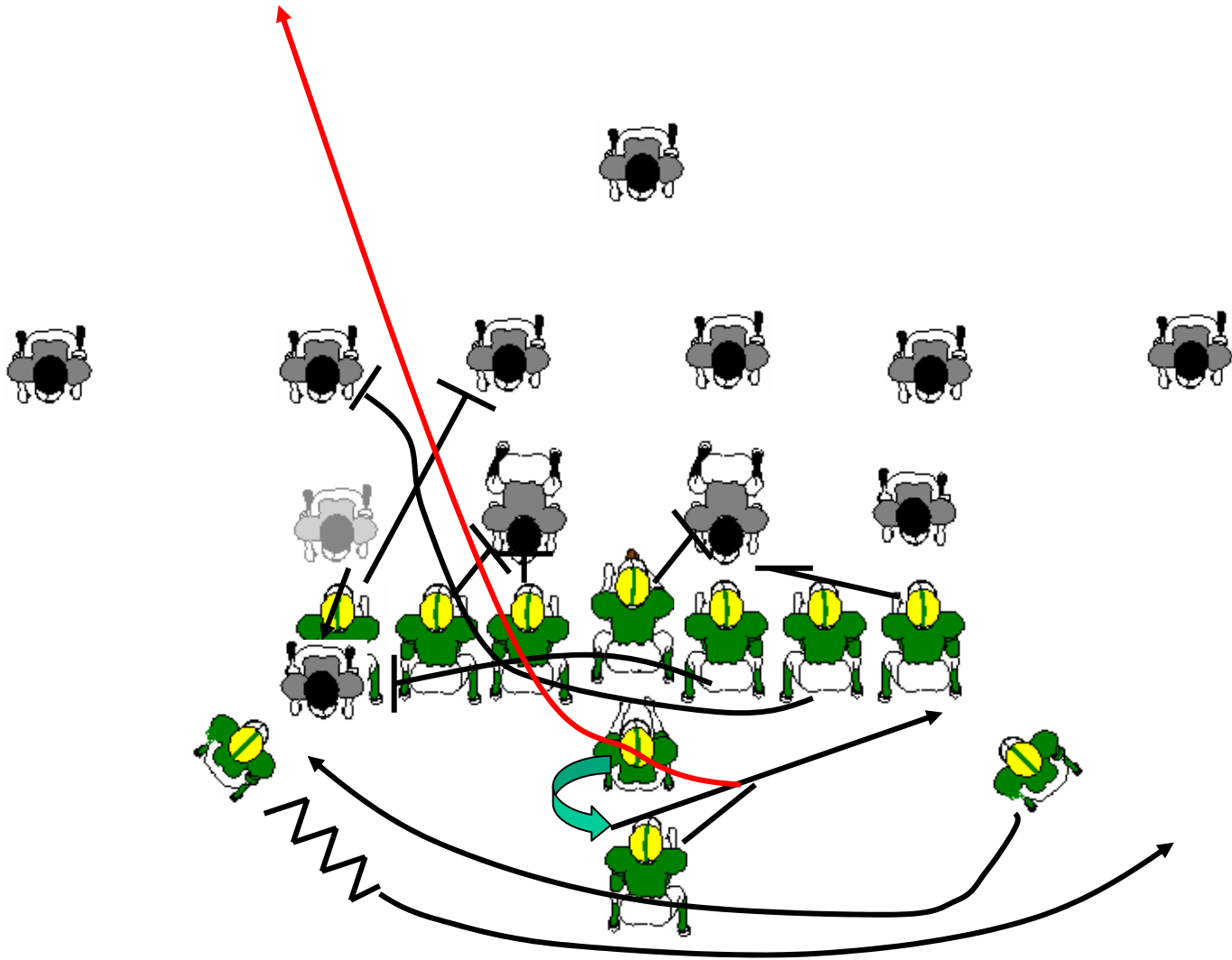
RAY 233 COUNTER XX (5-2 Def)



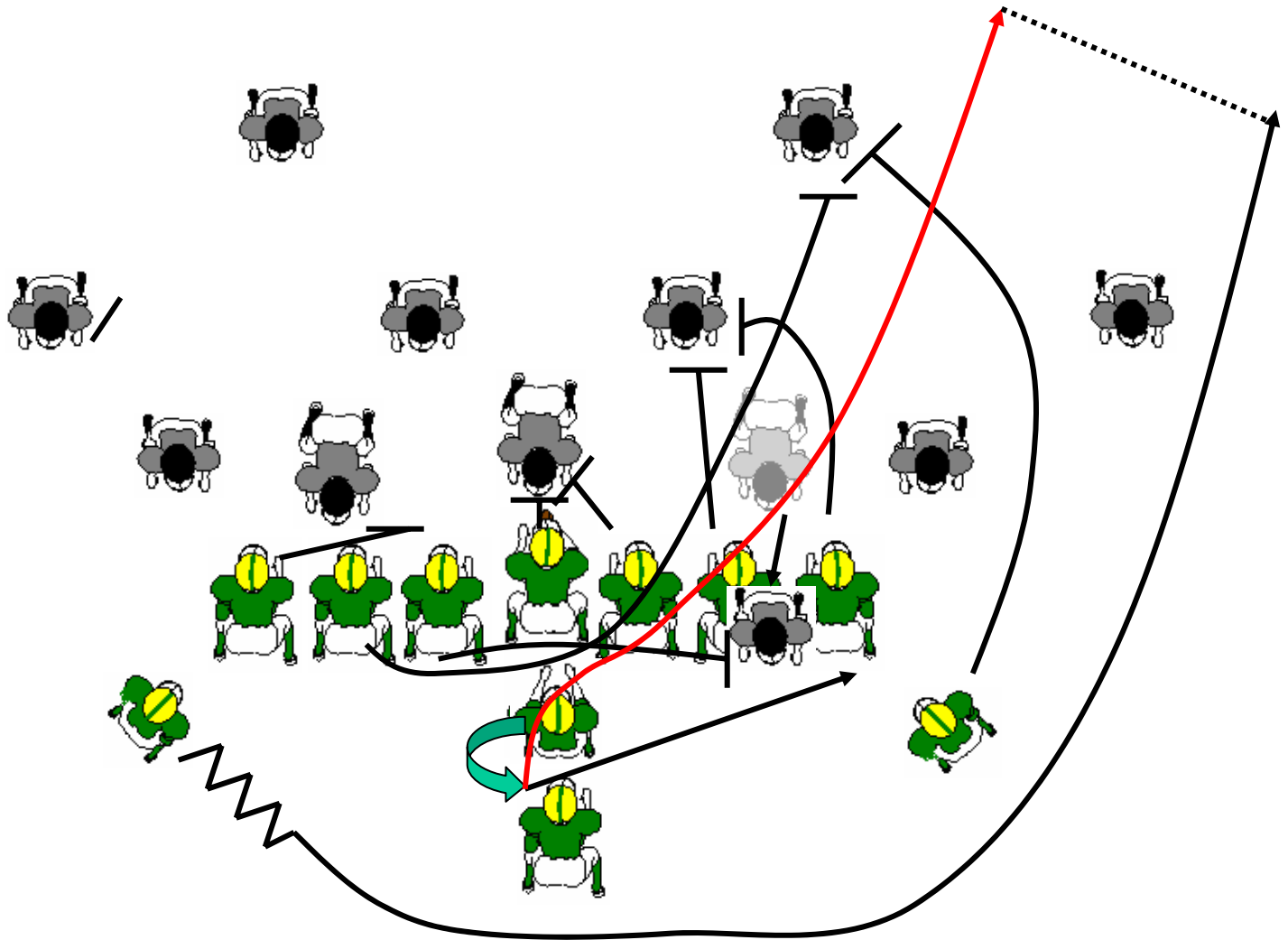
RAY 41 COUNTER TRAP (6-2 Def)



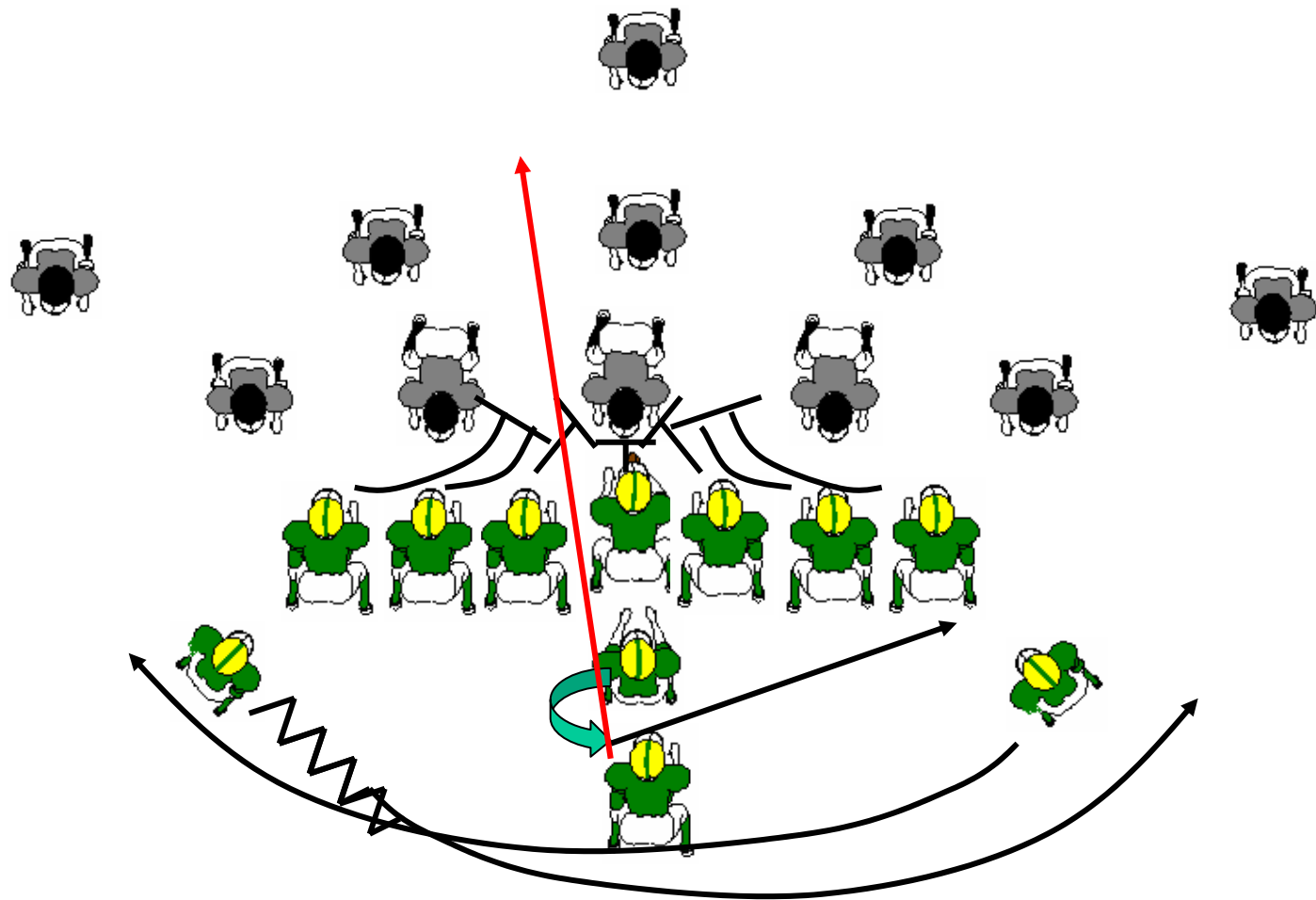
RAY 41 COUNTER TRAP (5-2 Def)



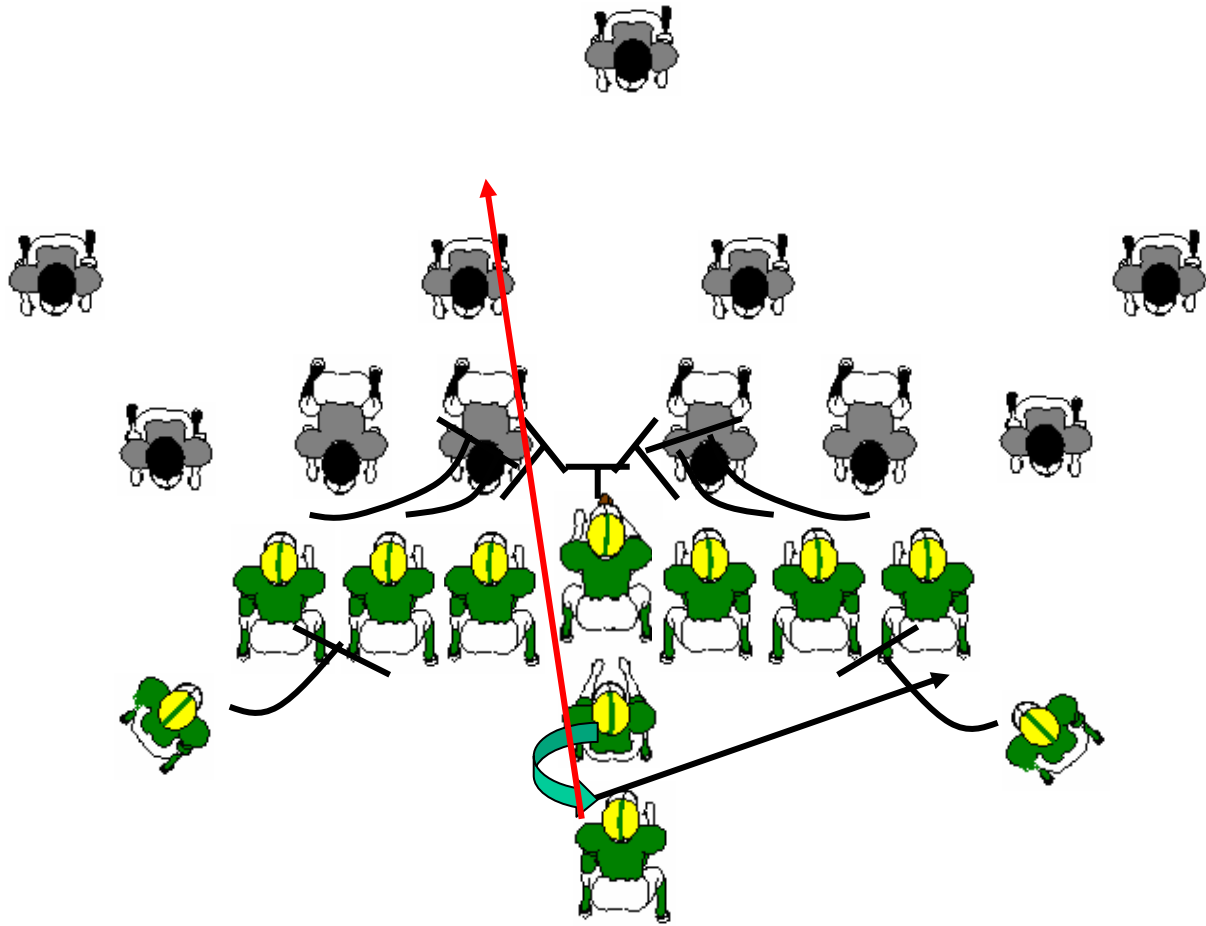
RAY 41 COUNTER TRAP (4-4 Def)



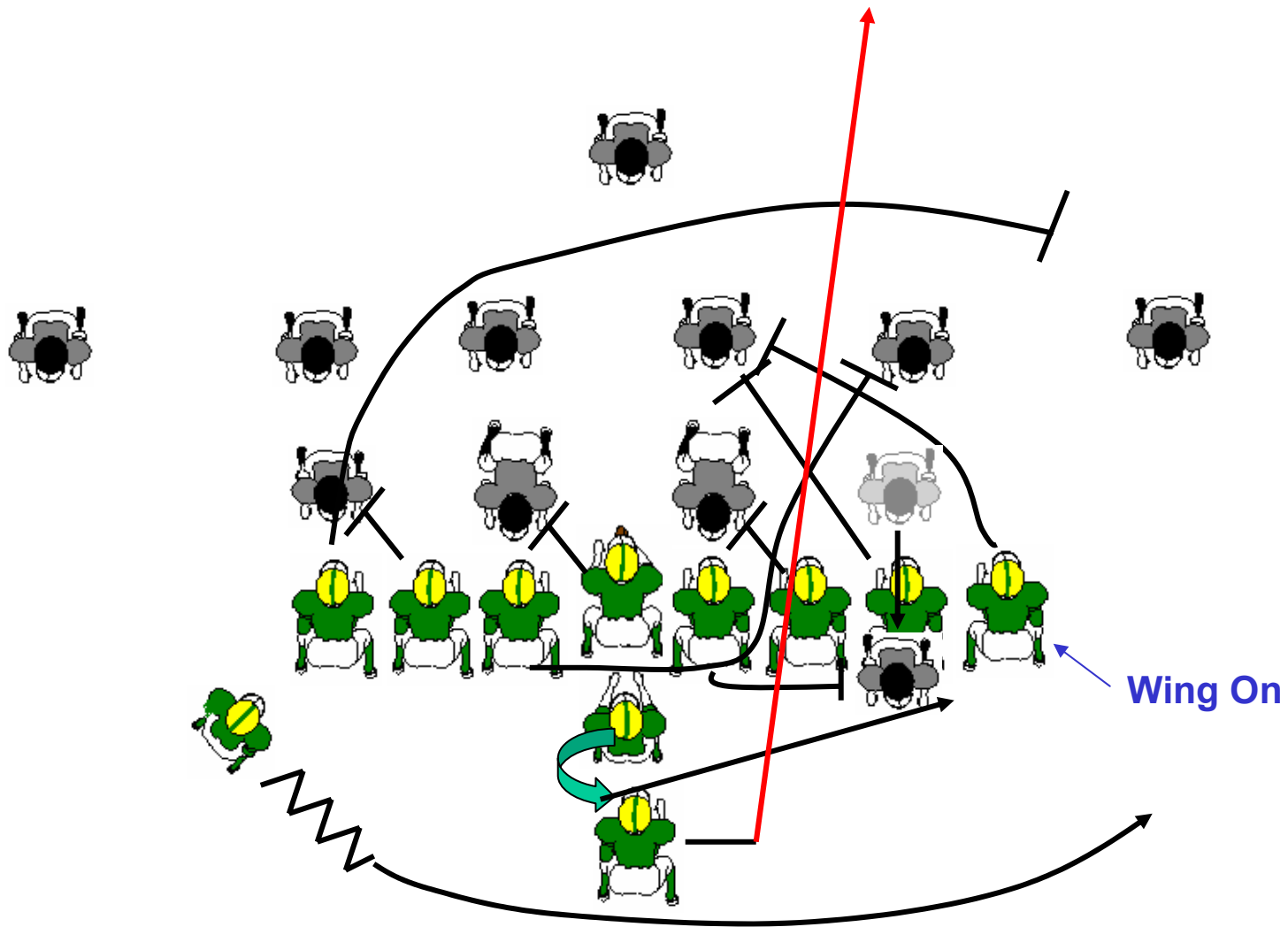
RAY 42 QUICK TRAP (5-2 Def)



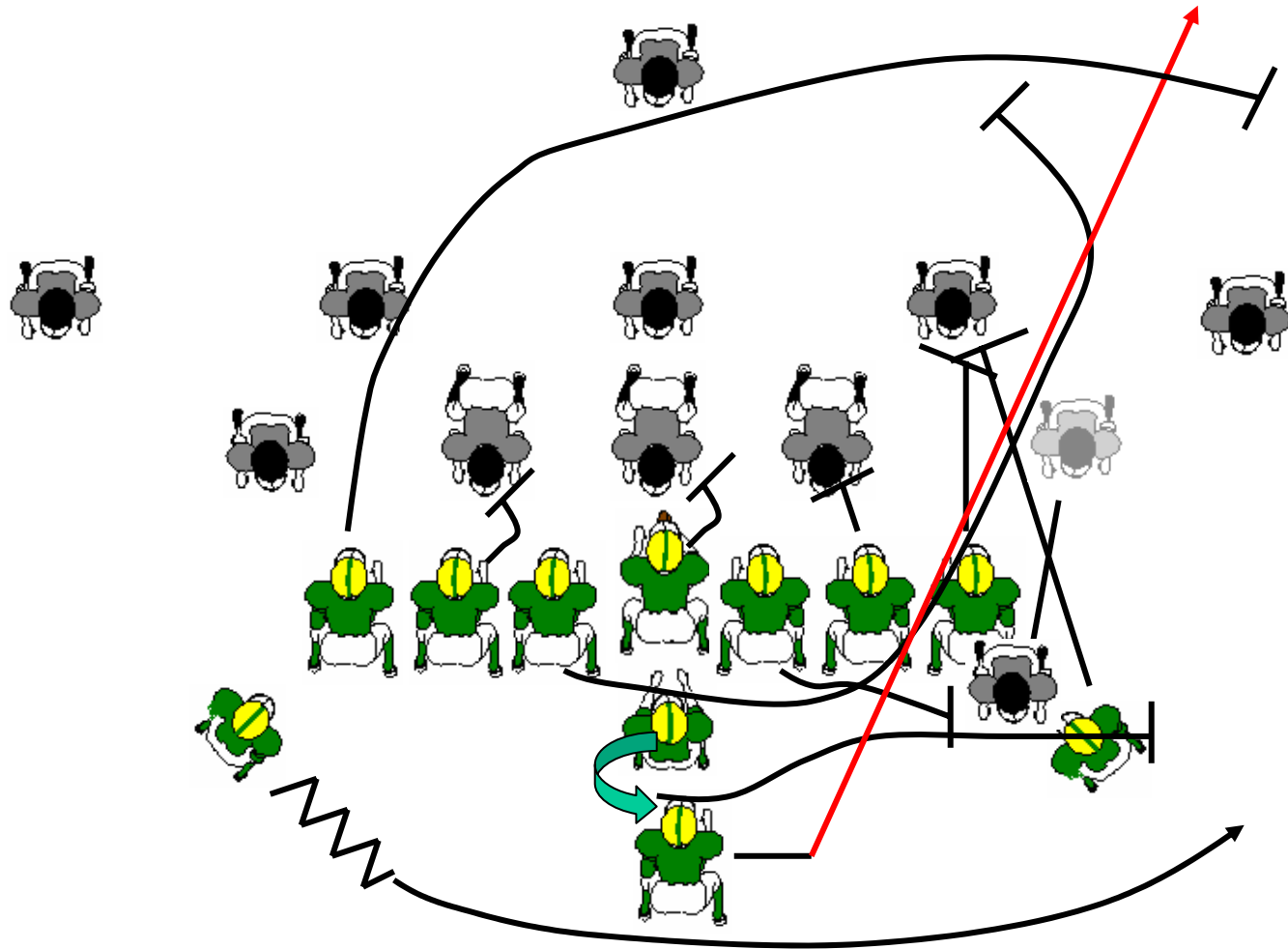
RAY 40 WEDGE XX vs. 5-3 Def



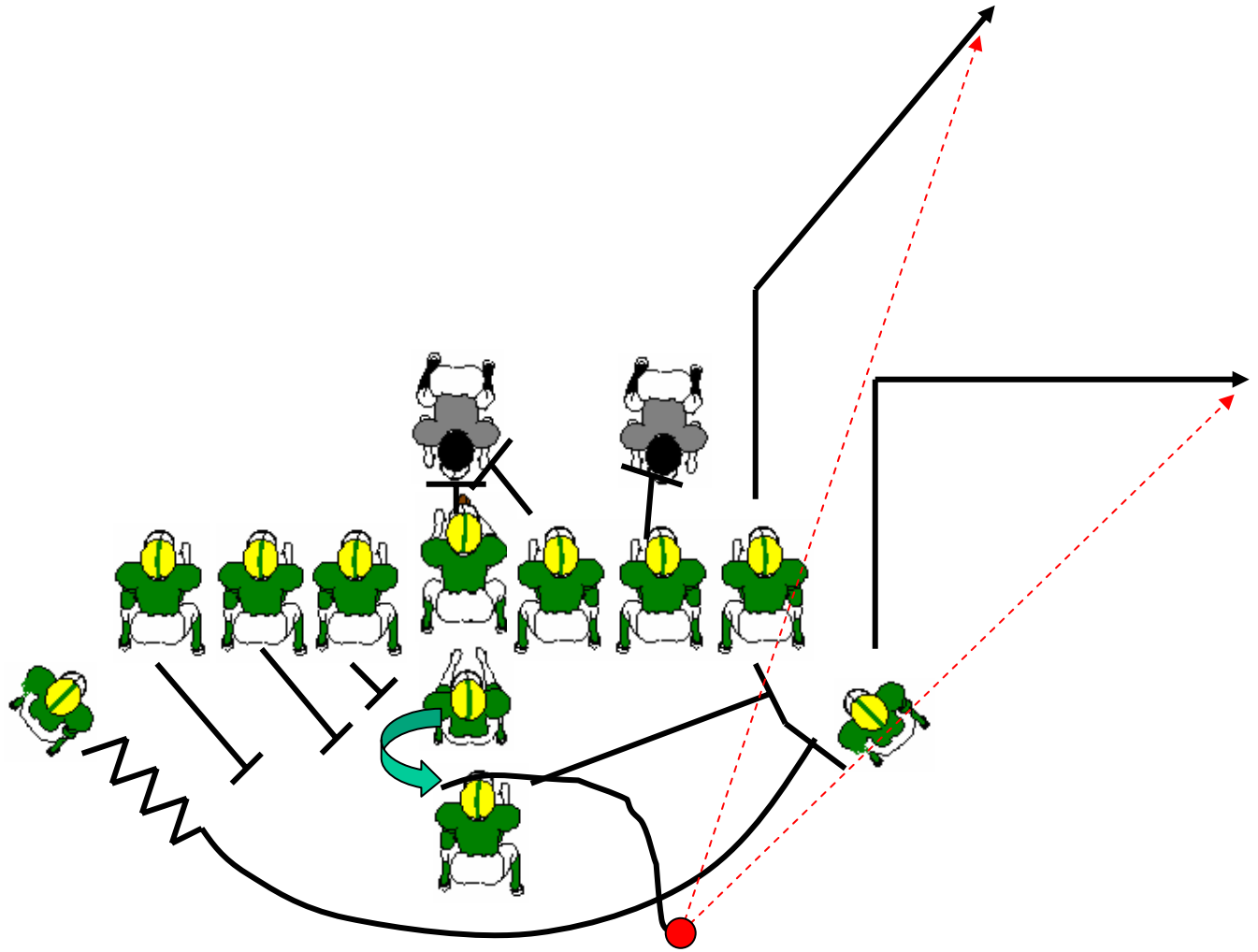
40 WEDGE vs. 6-2 Def



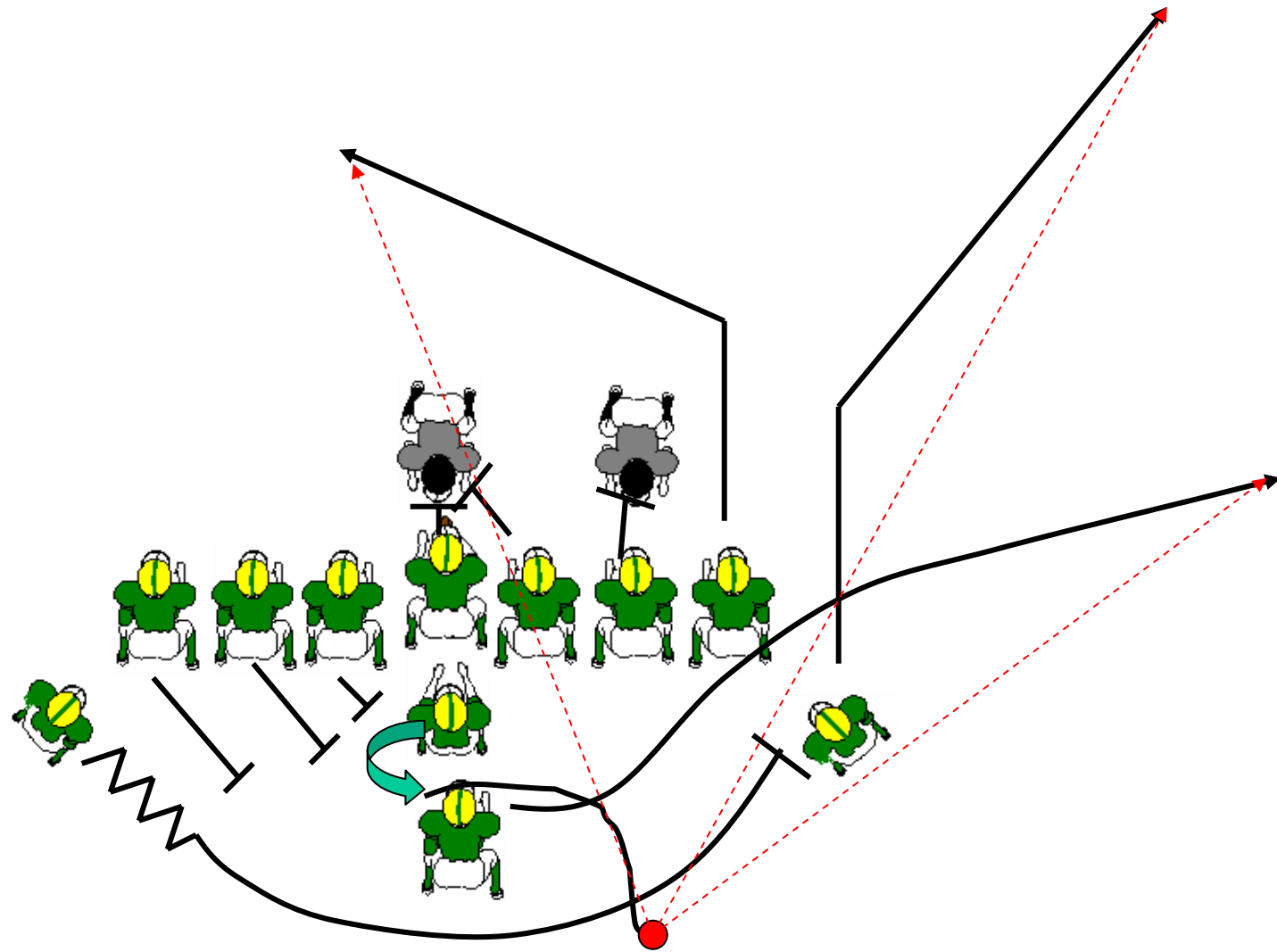
RAY 44 DOG vs. 4-4 Def



RAY 44 DOG vs. 5-3 Def



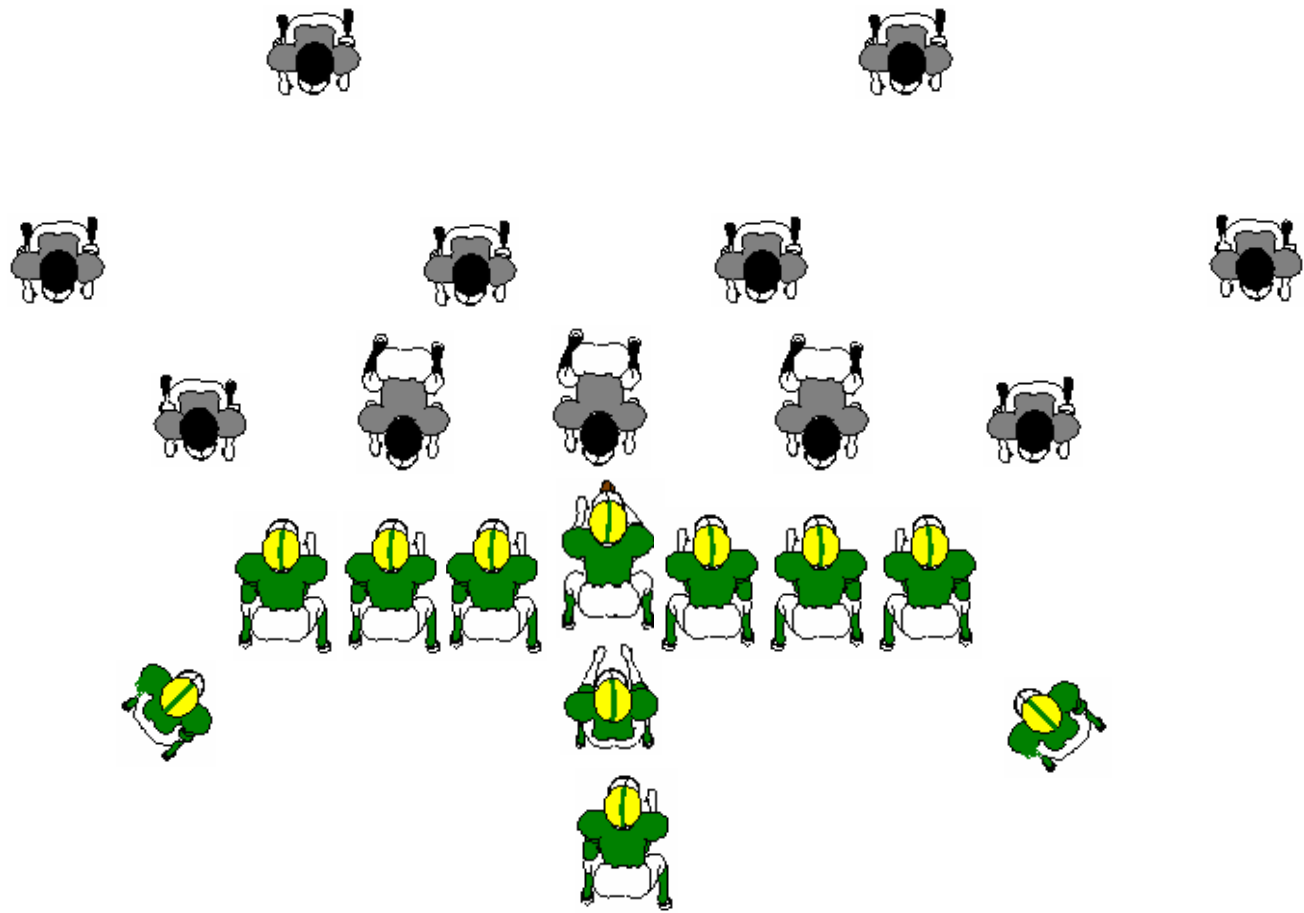
RAY BROWN 984



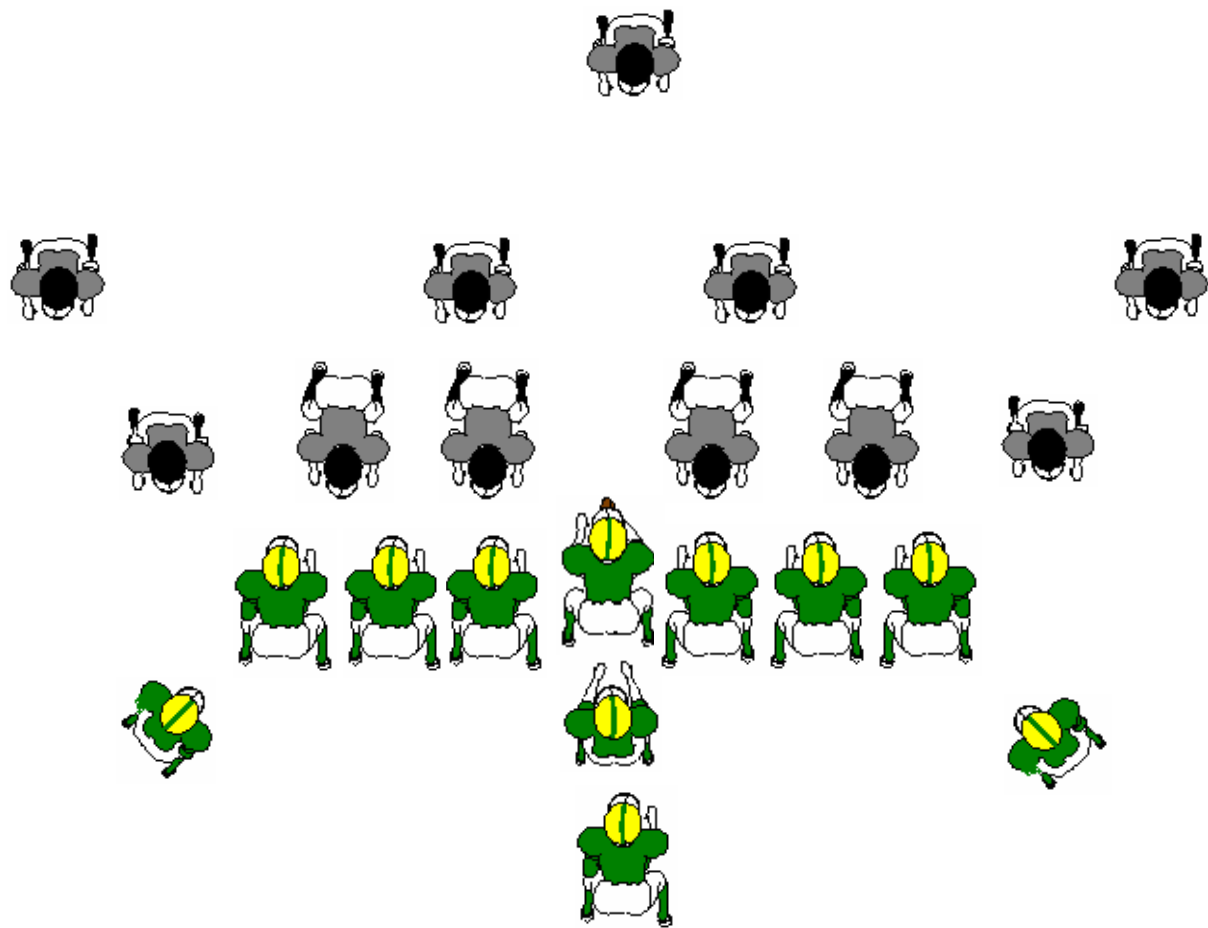
RAY BROWN 978

Blank Formations

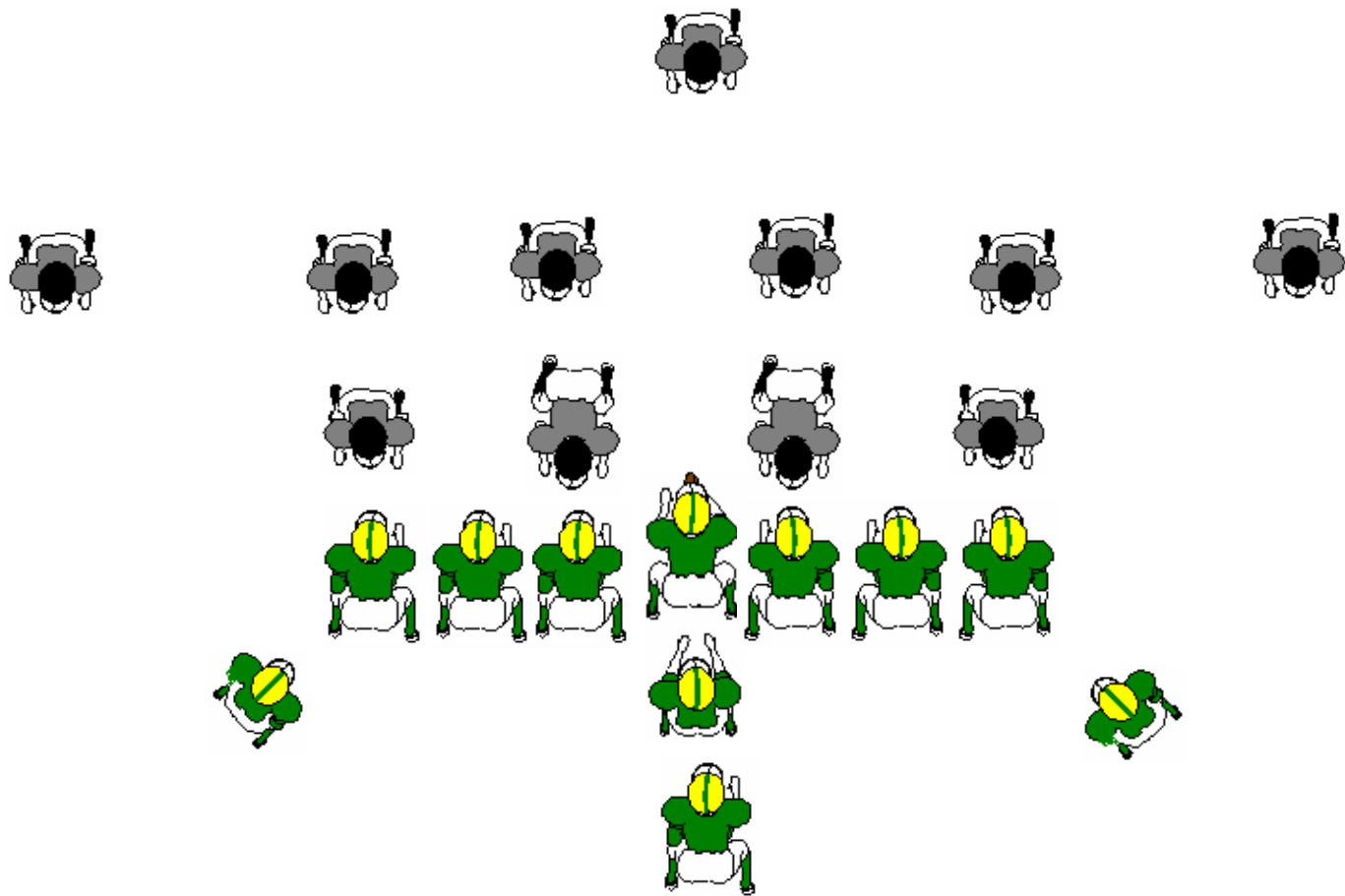
Back-up Slides



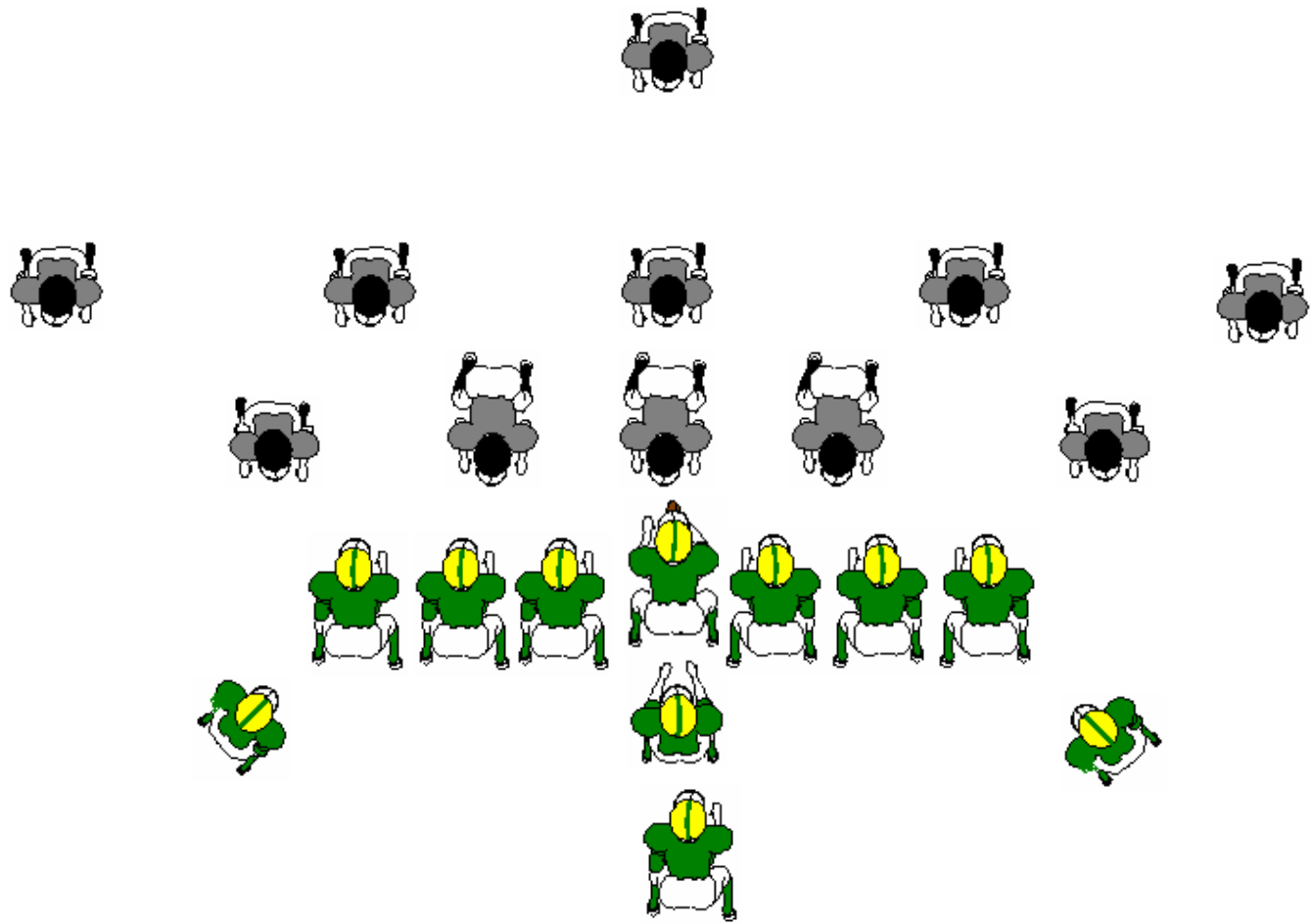
DW vs. 5-2 Def



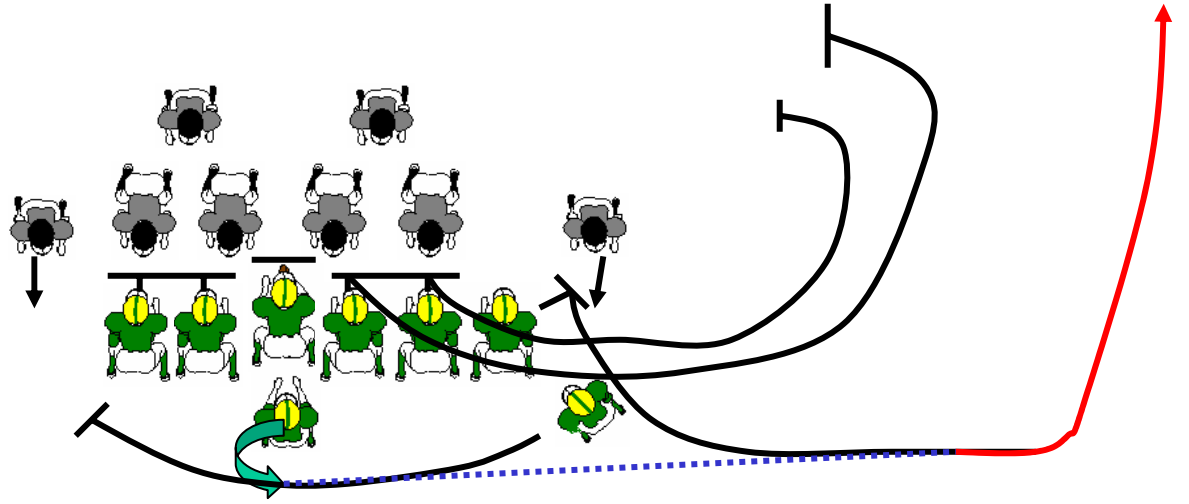
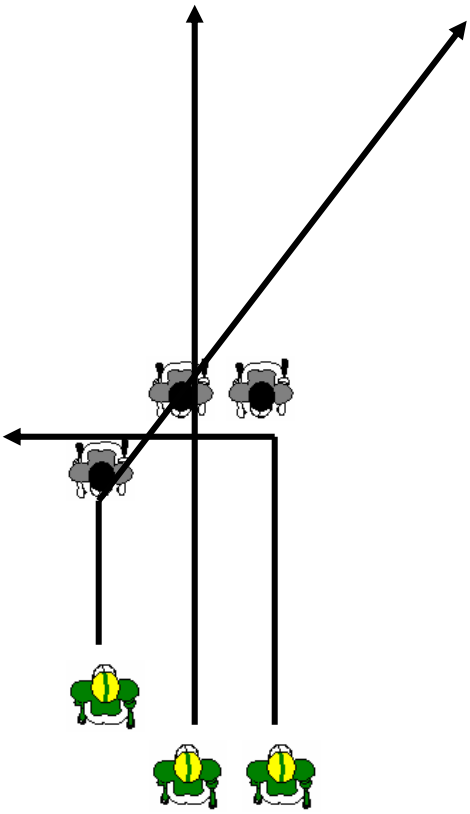
DW vs. 6-2 Def



DW vs. 4-4 Def



DW vs. 5-3 Def



TE Screen Pass

