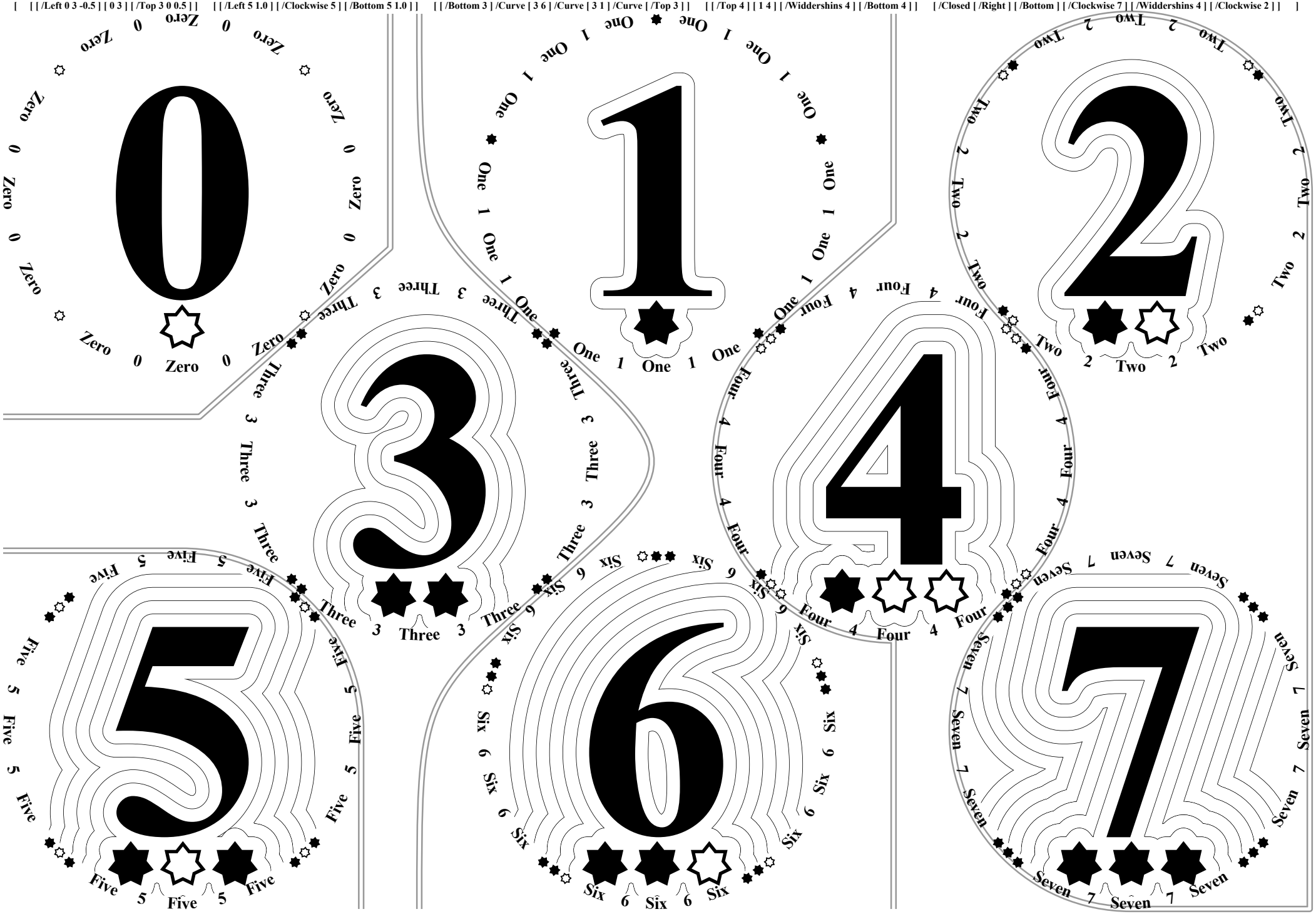
[[[/Left 0 3 -0.5] [0 3] [/Top 3 0 0.5]] [[/Left 5 1.0] [/Clockwise 5] [/Bottom 5 1.0]] [[/Bottom 3] /Curve [3 6] /Curve [3 1] /Curve [/Top 3]] [[/Top 4] [1 4] [/Widdershins 4] [/Bottom 4]] [/Closed [/Right] [/Bottom] [/Clockwise 7] [/Widdershins 4] [/Clockwise 2]]]



[[/Closed [0 3] [3 1] /Curve [1 4] [4 2] [4 7] /Curve [4 6] [/Widdershins 6] [6 3] /Curve [3 5]]]

[[[/Bottom 3] /Curve [3 6] /Curve [1 4] /Curve [/Top 4]]]

[[[/Bottom 3] [3 6] /Curve [1 4] [/Top 4]]]

[[[/Bottom 3] [3 6] [/Widdershins 3] [/Clockwise 4] [1 4] [/Top 4]]]

[[[/Bottom 3] [3 6] [/Clockwise 6] [/Widdershins 1] [1 4] [/Top 4]]]

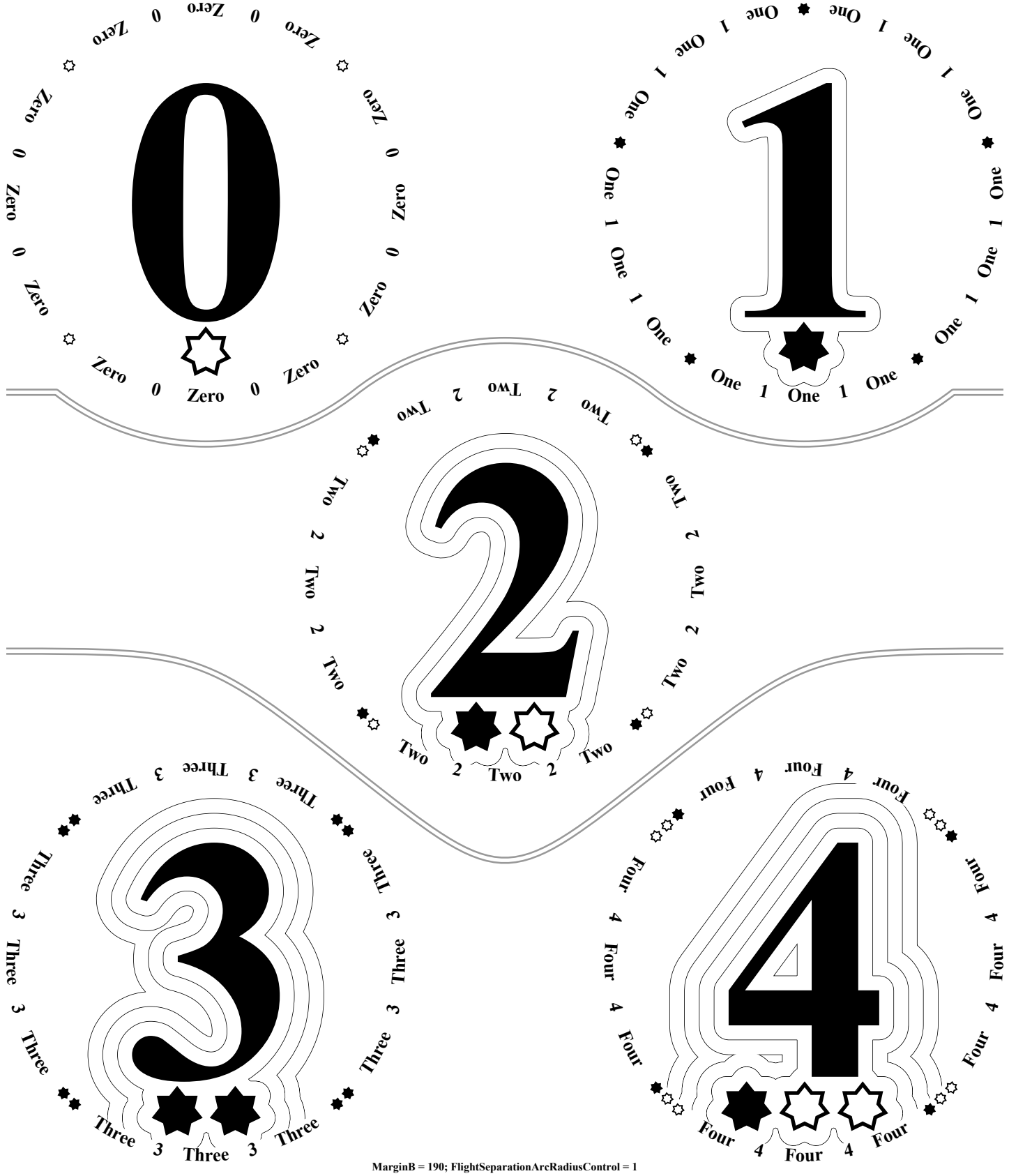
0
Zero 0 Zero 0 Zero 0

[[[/Bottom 3] [3 6] [/VerticalUp 1] [1 4] [/Top 4]]]

[[[/Bottom 3] [3 6]] [[/Top 4] [4 1]] [/Closed [3 1]] [/Widdershins 1] [/Widdershins 4] [/Widdershins 6] [/Widdershins 3]] [[3 6] [/Clockwise 6] [/Clockwise 1] [/Clockwise 3] [/Clockwise 4] [4 1]]]

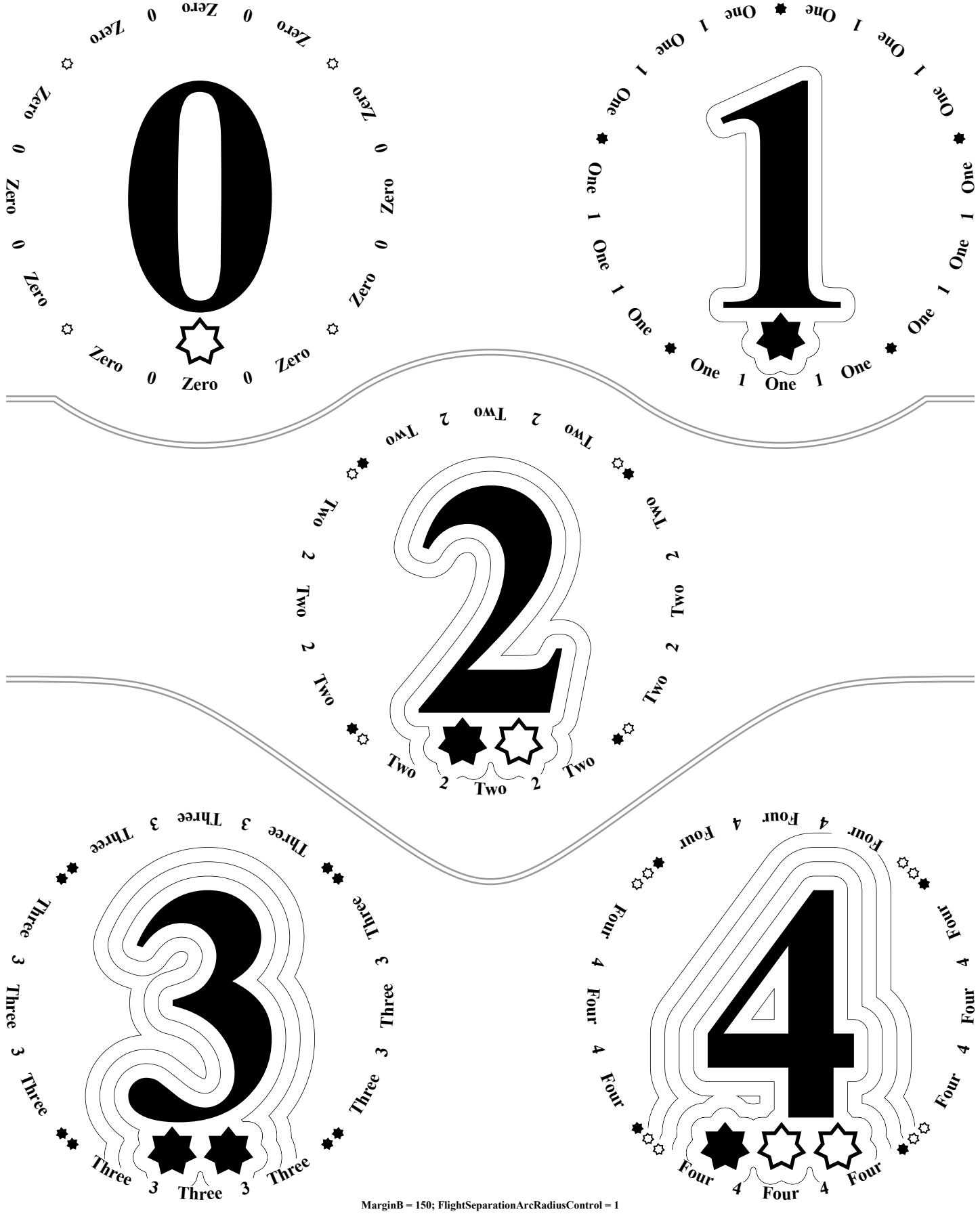
[[[/Top 3] /Curve [0 3] [/Widdershins 3] [/Clockwise 6] [/Widdershins 4] [4 2] /Curve [/Top 4]]]

[[[/Left 0 2] [/Widdershins 0] [/HorizontalRightwards 0 2] [/Clockwise 2] [/HorizontalRightwards 0 2] [/Widdershins 1] [/Right 1 2]] [[/Left 2 3 0.5] /Curve [3 2] /Curve [2 4] /Curve [/Right 2 4 0.5]]]



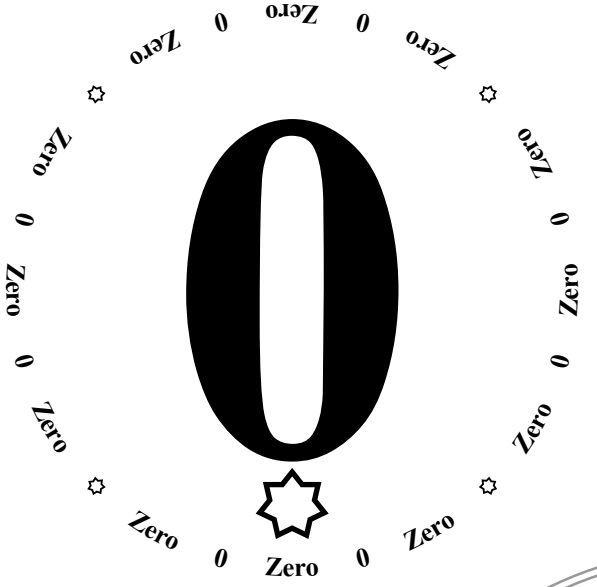
MarginB = 190; FlightSeparationArcRadiusControl = 1

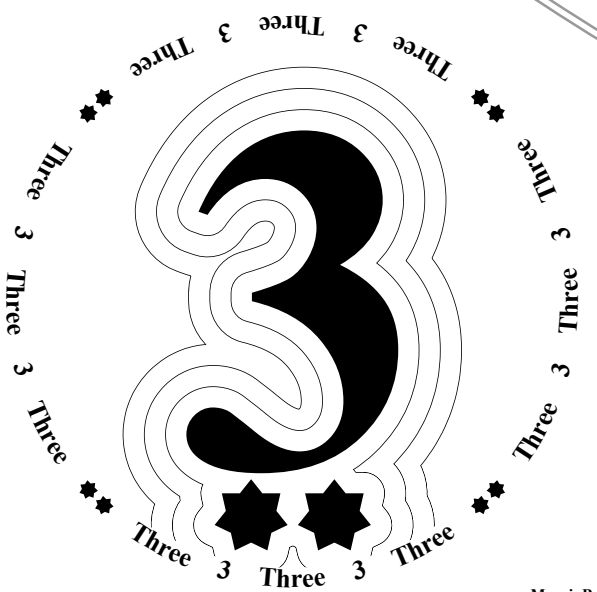
[[[/Left 0 2] [/Widdershins 0] [/HorizontalRightwards 0 2] [/Clockwise 2] [/HorizontalRightwards 0 2] [/Widdershins 1] [/Right 1 2]] [[/Left 2 3 0.5] /Curve [3 2] /Curve [2 4] /Curve [/Right 2 4 0.5]]]

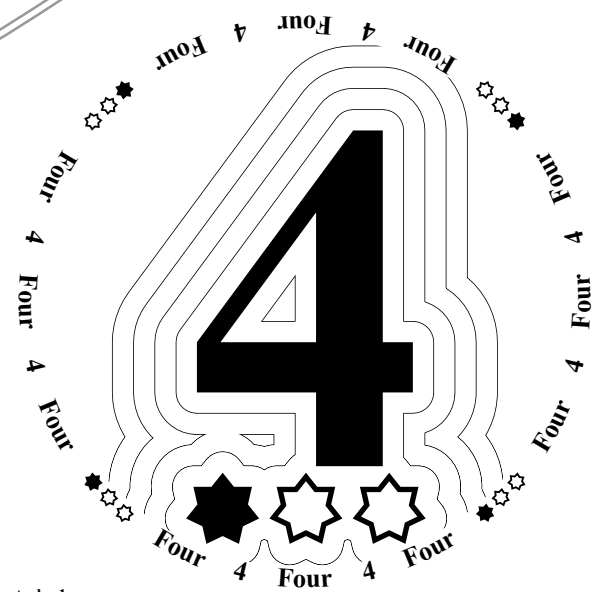


MarginB = 150; FlightSeparationArcRadiusControl = 1

[[[/Left 0 2] [/Widdershins 0] [/HorizontalRightwards 0 2] [/Clockwise 2] [/HorizontalRightwards 0 2] [/Widdershins 1] [/Right 1 2]] [[/Left 2 3 0.5] /Curve [3 2] /Curve [2 4] /Curve [/Right 2 4 0.5]]]

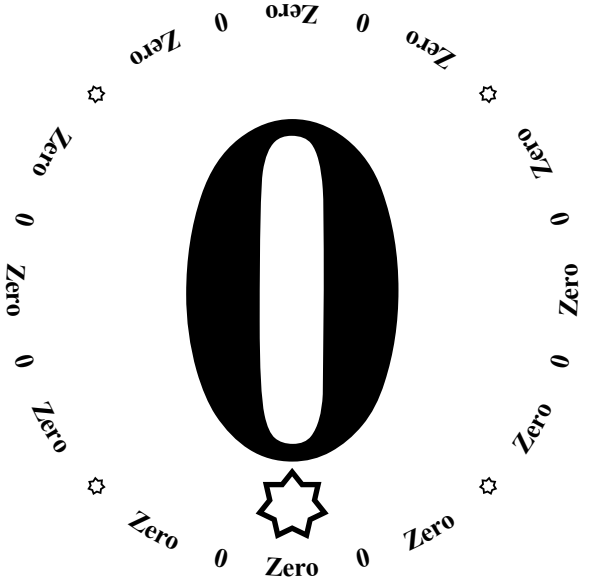


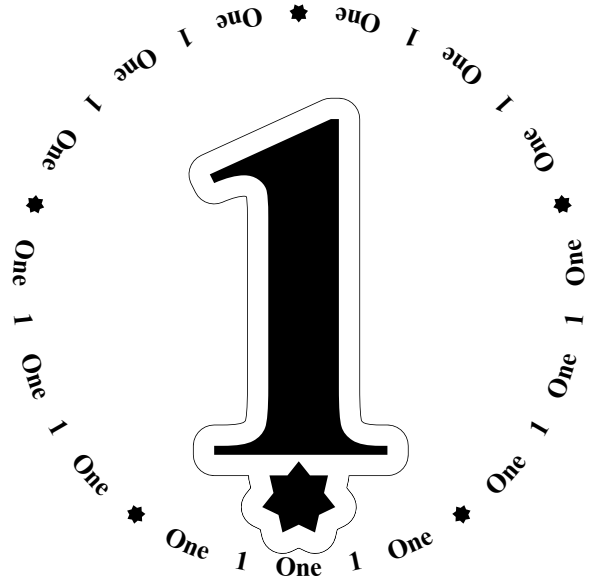


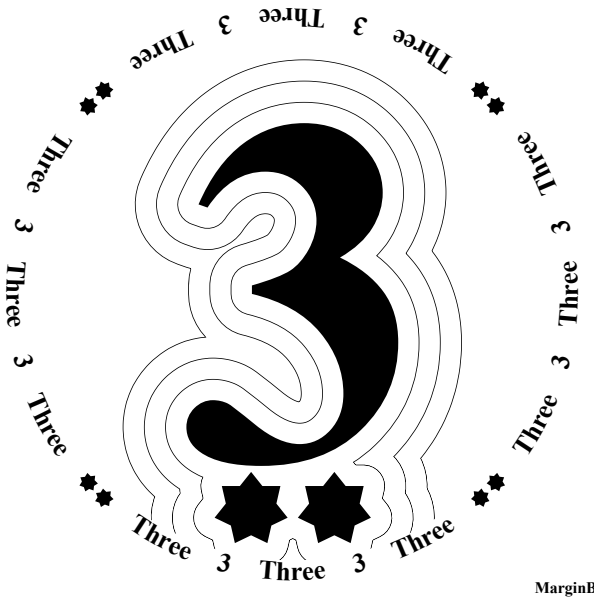


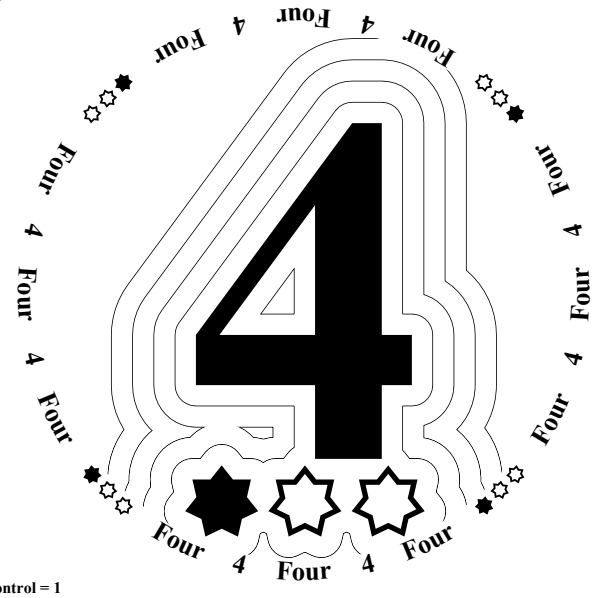
MarginB = 110; FlightSeparationArcRadiusControl = 1

[[[/Left 0 2] [/Widdershins 0] [/HorizontalRightwards 0 2] [/Clockwise 2] [/HorizontalRightwards 0 2] [/Widdershins 1] [/Right 1 2]] [[/Left 2 3 0.5] /Curve [3 2] /Curve [2 4] /Curve [/Right 2 4 0.5]]]



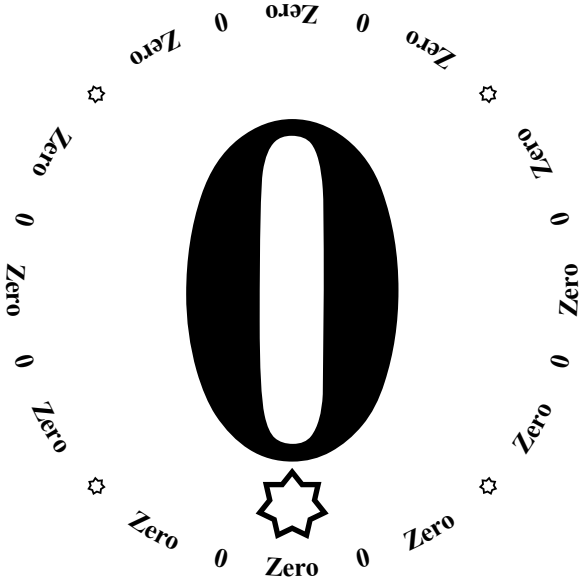


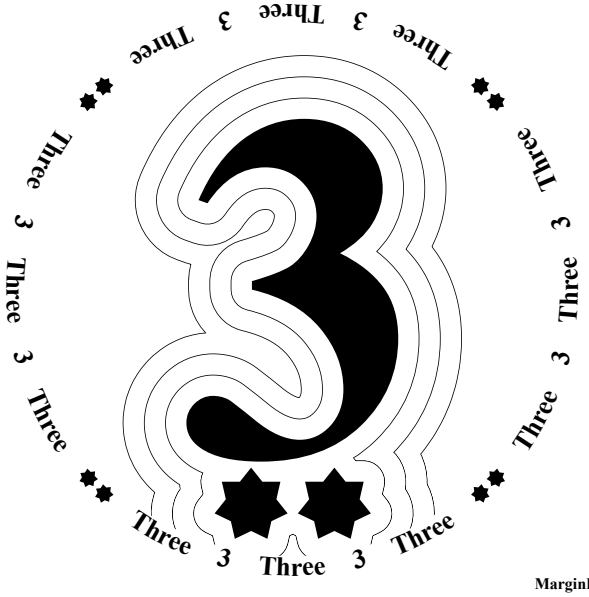


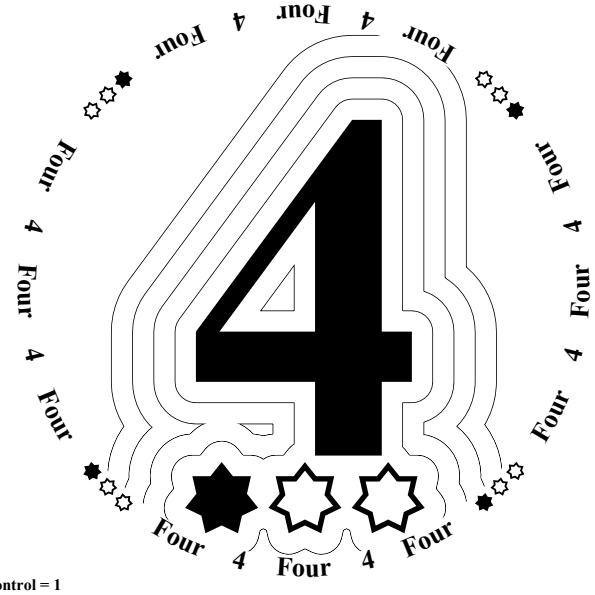


MarginB = 70; FlightSeparationArcRadiusControl = 1

[[[/Left 0 2] [/Widdershins 0] [/HorizontalRightwards 0 2] [/Clockwise 2] [/HorizontalRightwards 0 2] [/Widdershins 1] [/Right 1 2]] [[/Left 2 3 0.5] /Curve [3 2] /Curve [2 4] /Curve [/Right 2 4 0.5]]]







MarginB = 30; FlightSeparationArcRadiusControl = 1