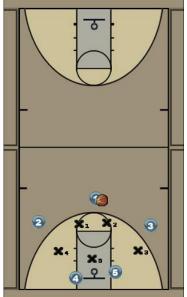


## zone billockins

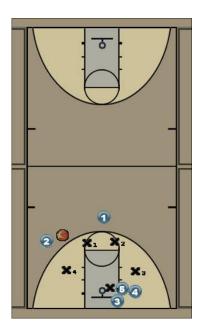
## **Movement 1**



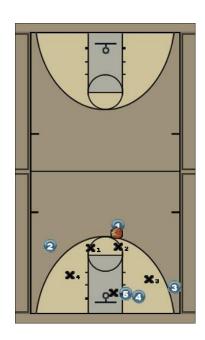


**Movement 2** 

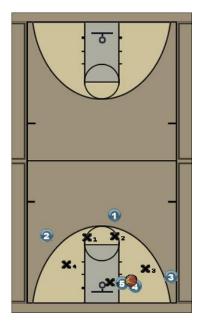
**Movement 3** 



**Movement 4** 



## **Movement 5**



## **Movement 6**

