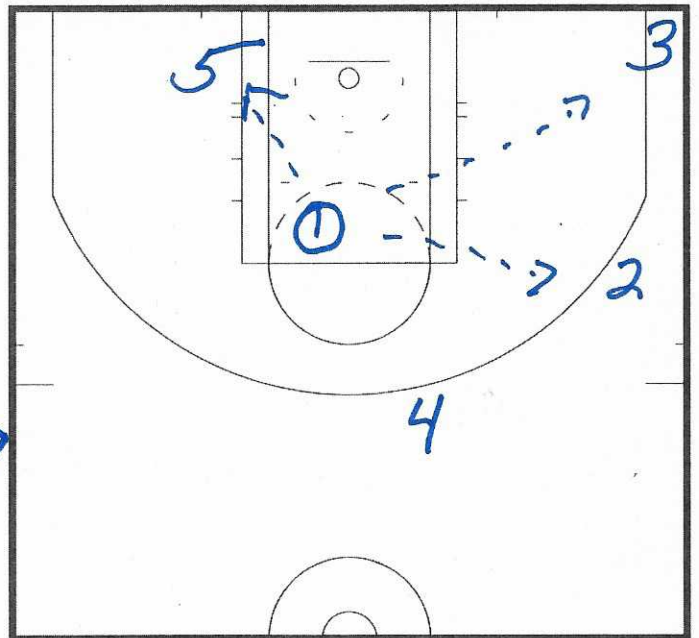
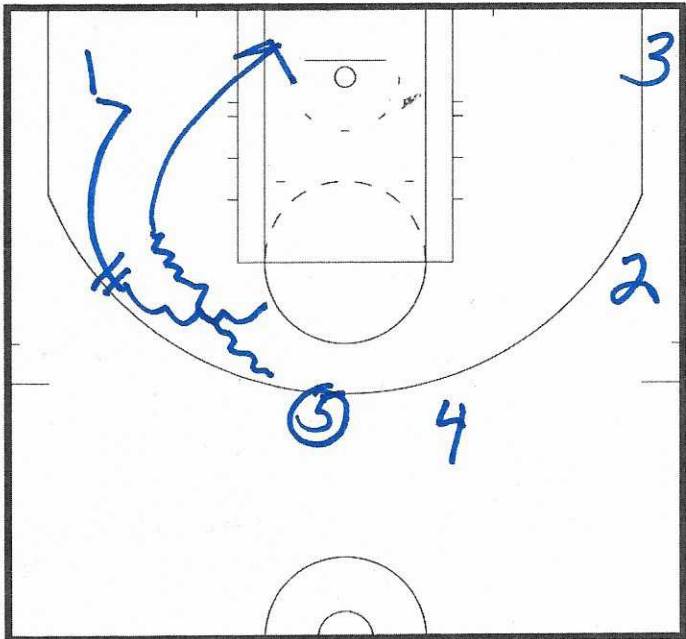
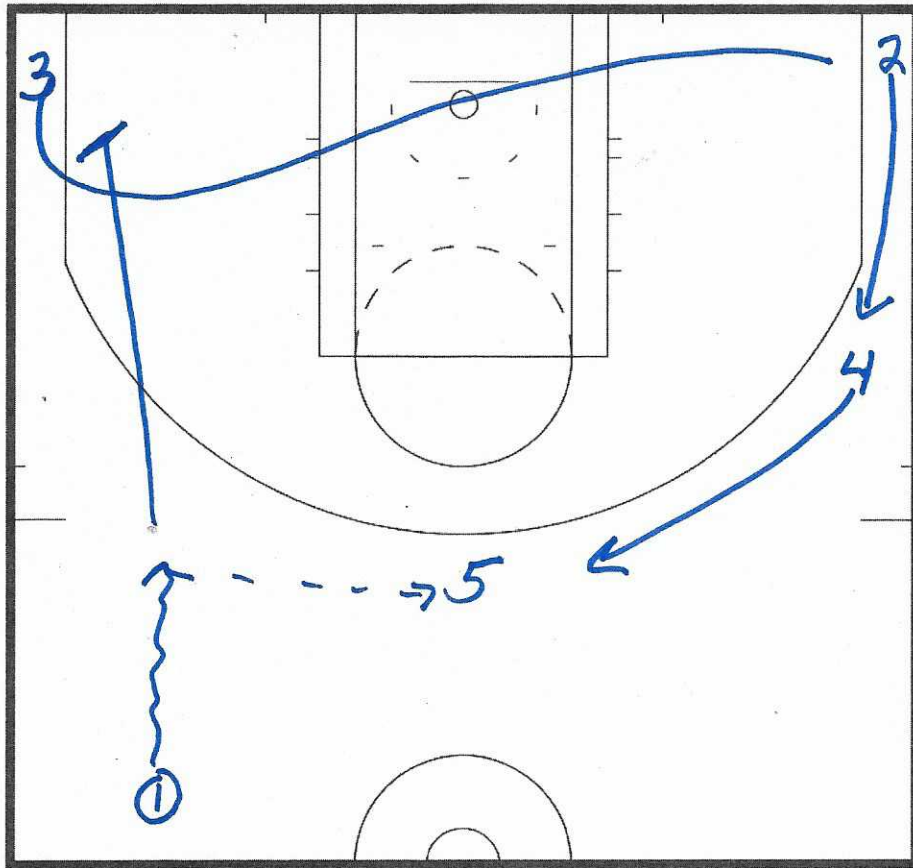
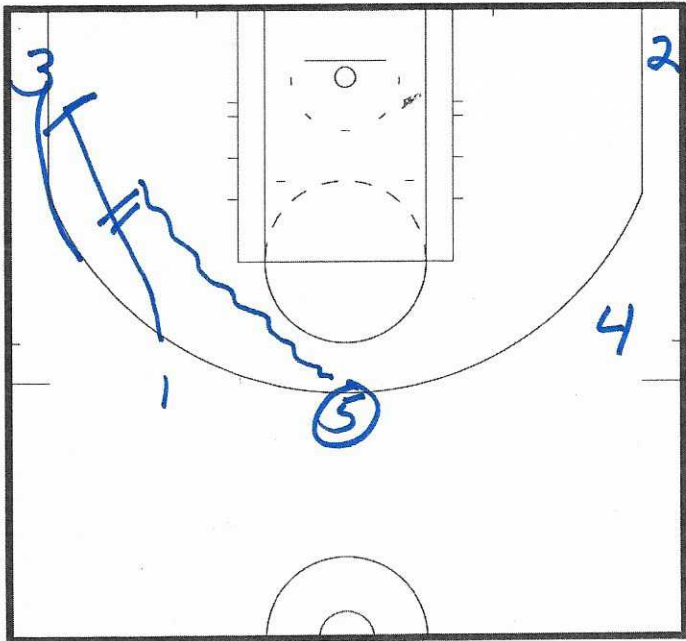
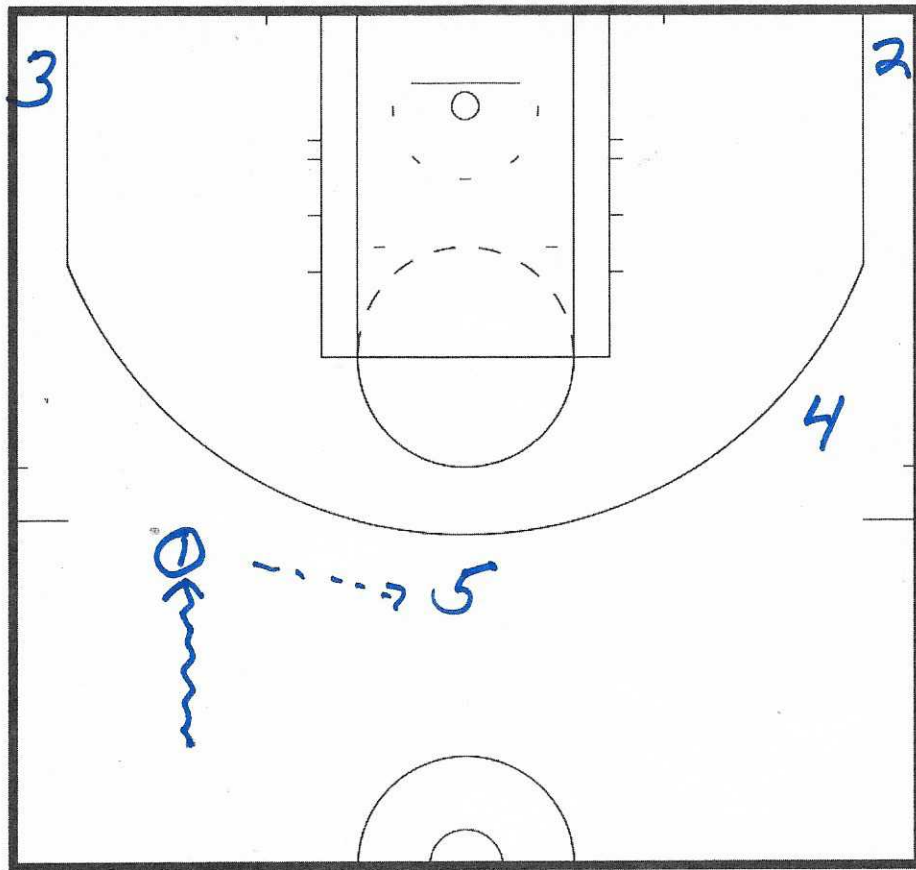


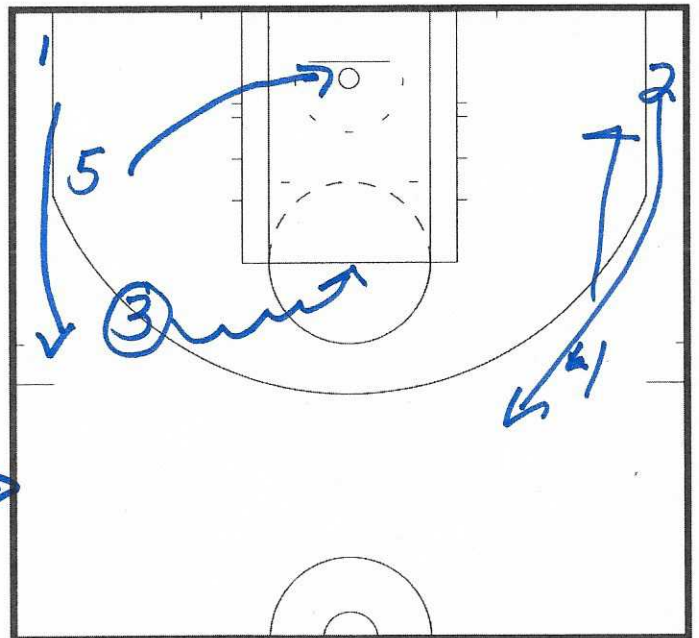
5 OUT Tight Curl



5 OUT Long Curl

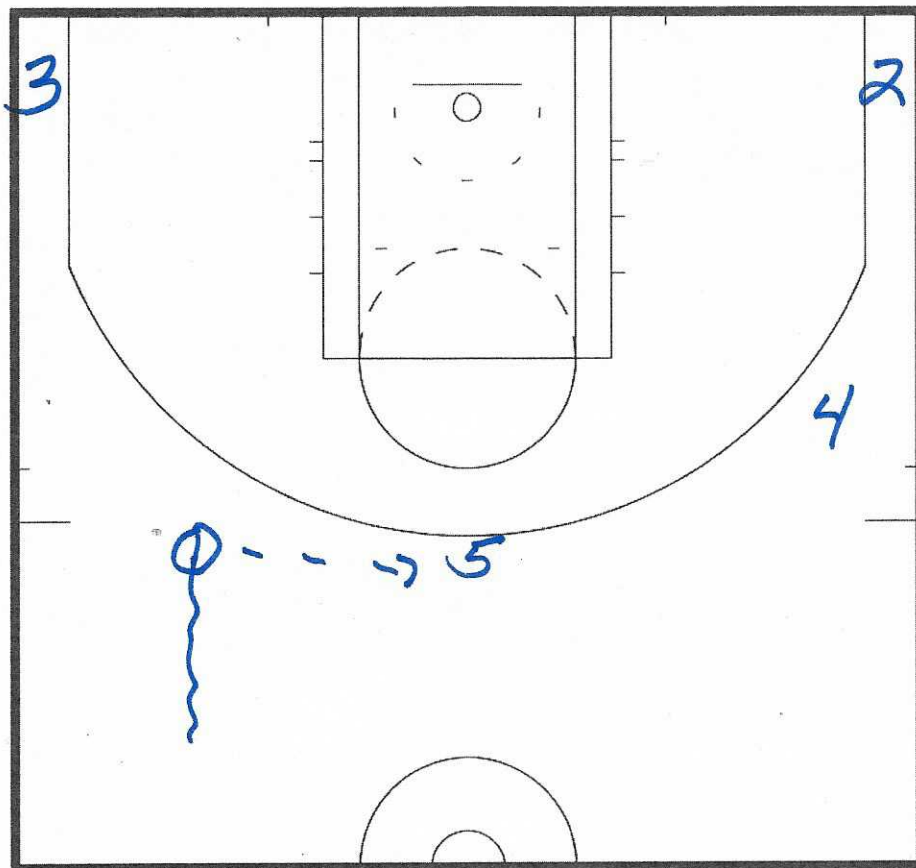


DHO to 3
5 Rolls

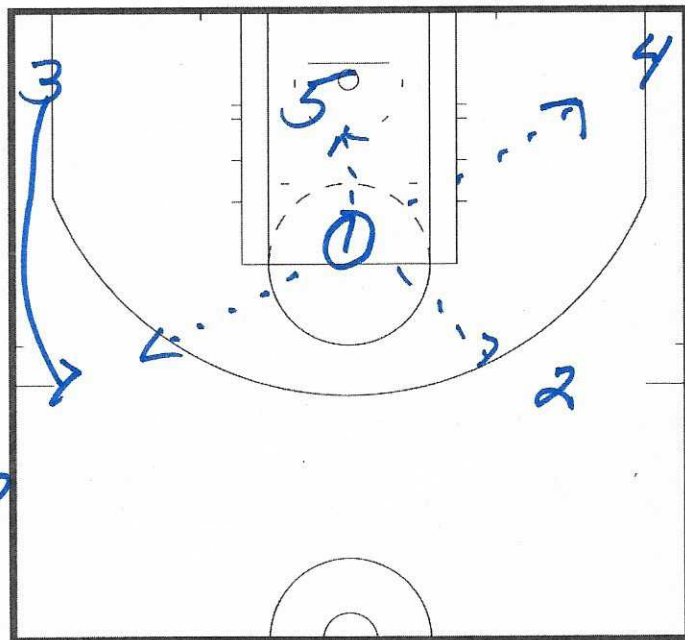
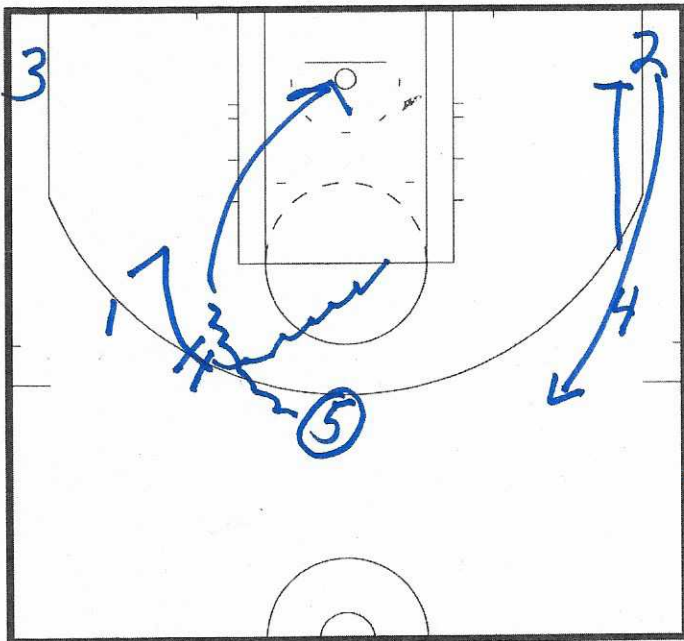


1 Lift
4/2 screen

5 OUT Follow

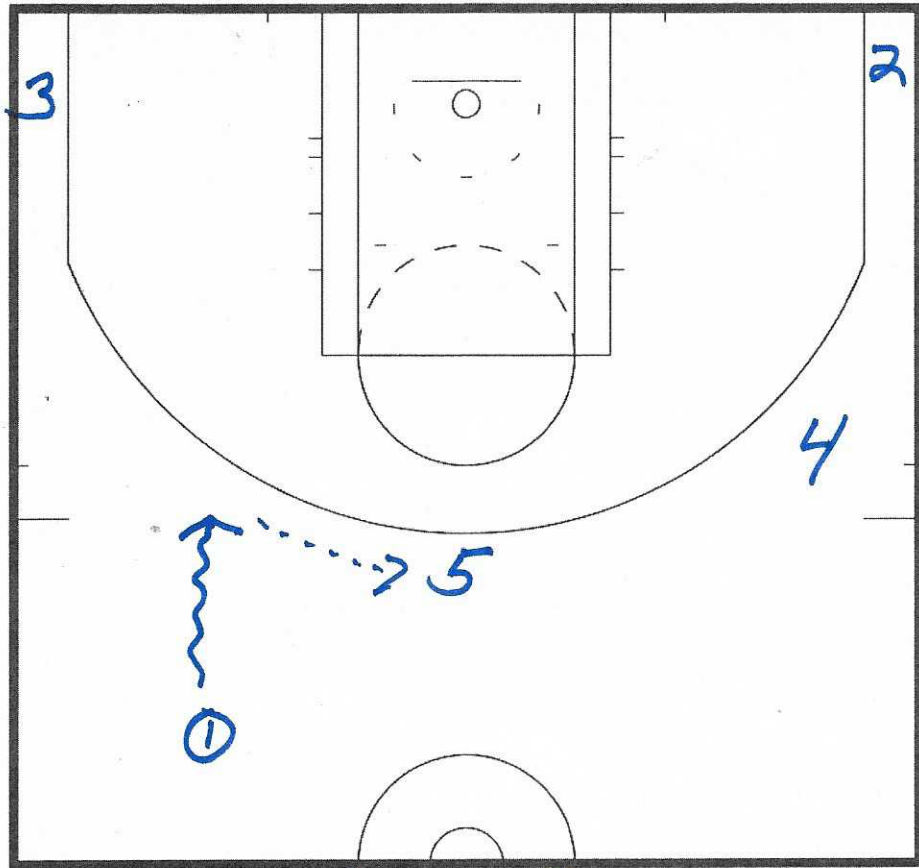


5 DHO Back to 1

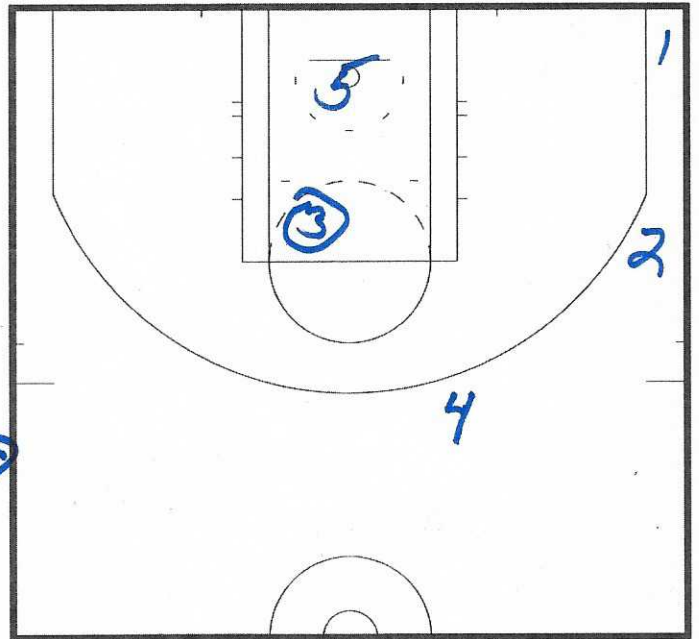
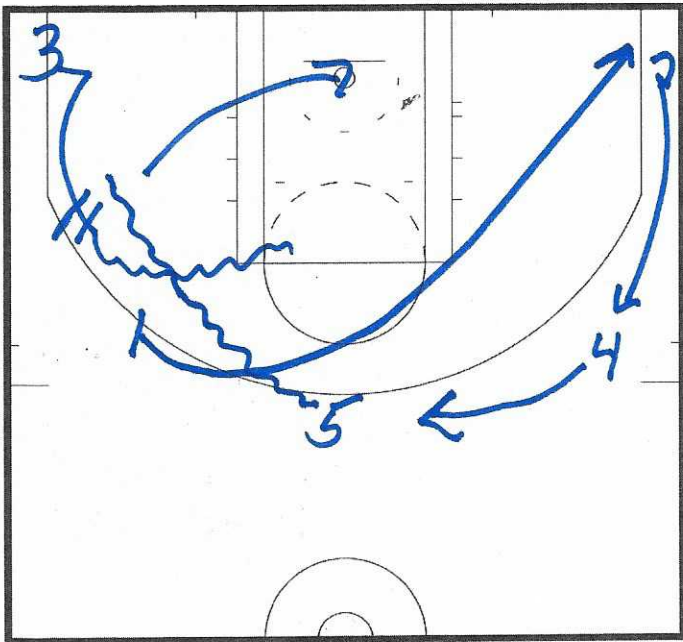


5 Roll
 3 Lift
 4/2 Screen

5 OUT
KEEP

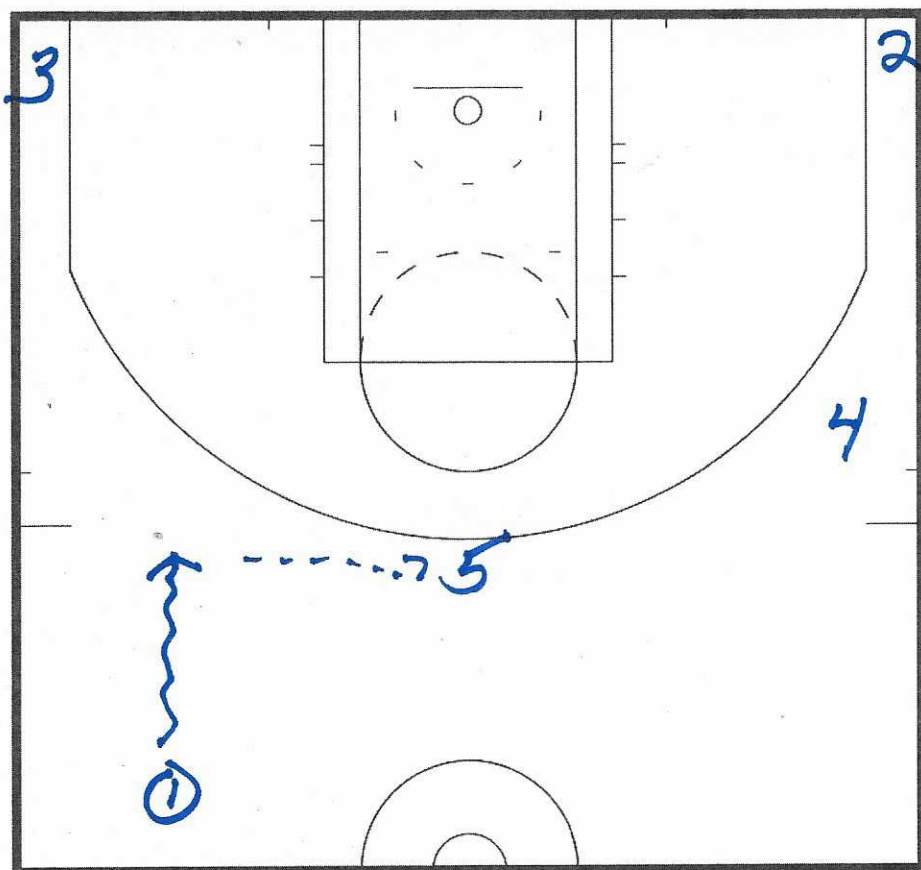


1 hits 5

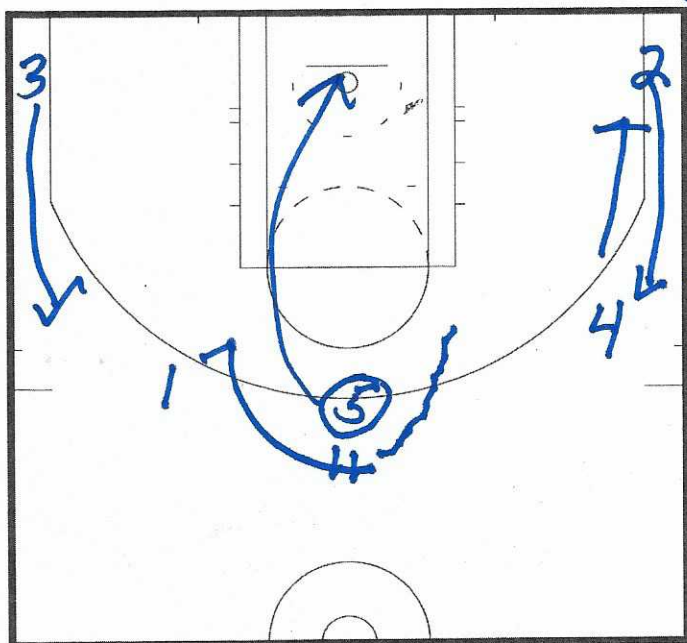


5 Keep DHO past 1
5 DHO w/ 3

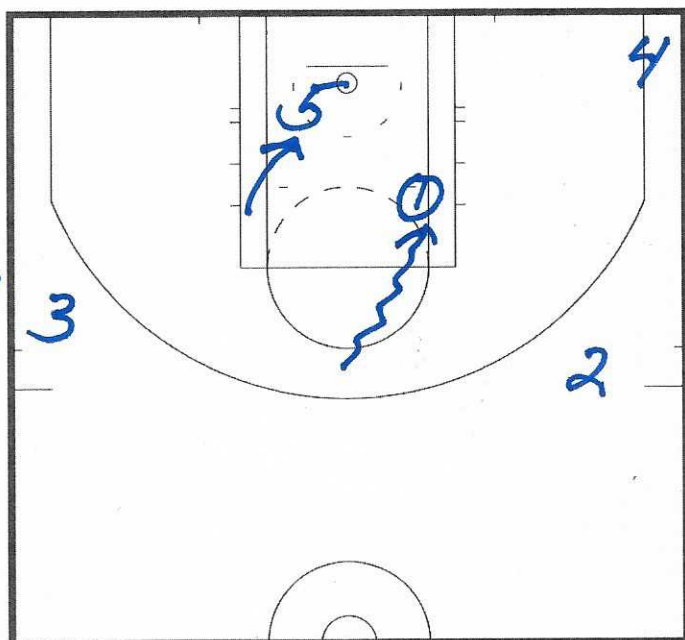
5 OUT
GET



5 holds it

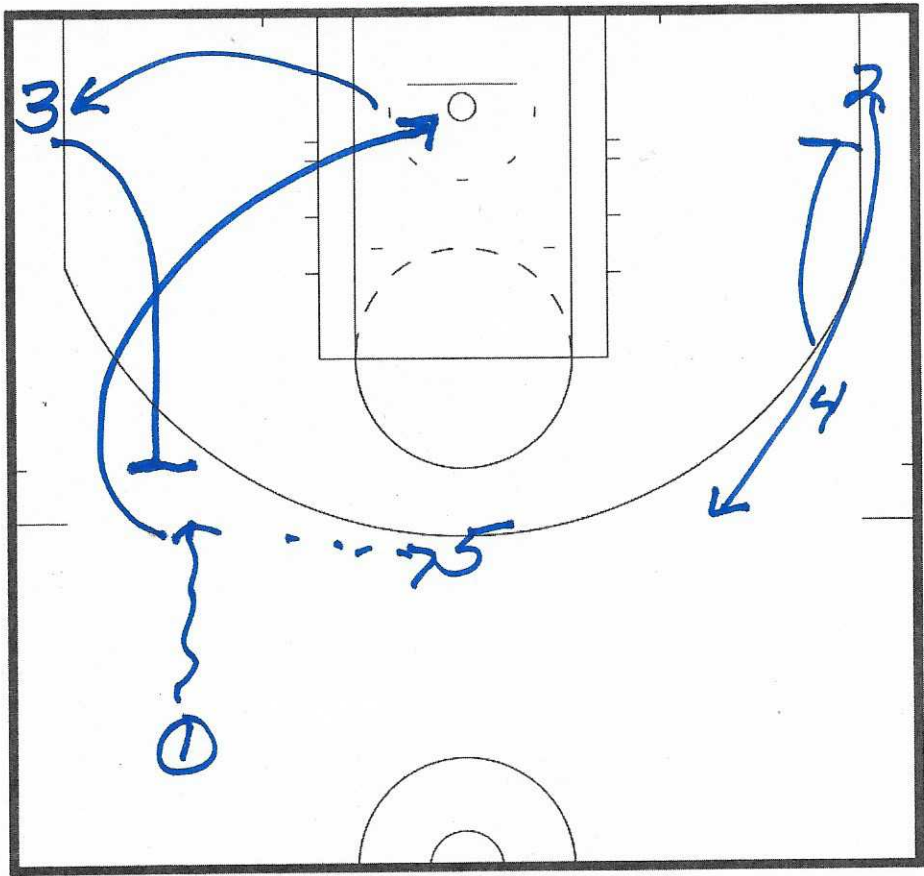


1 gets from behind

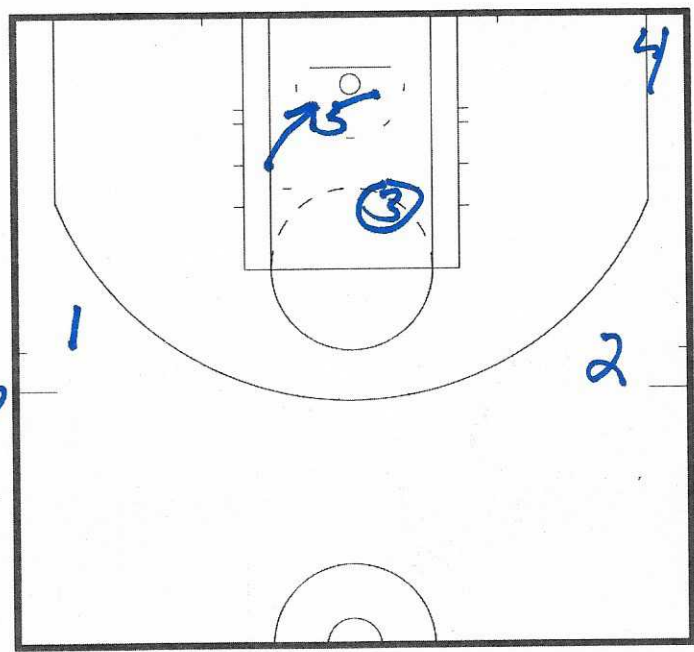
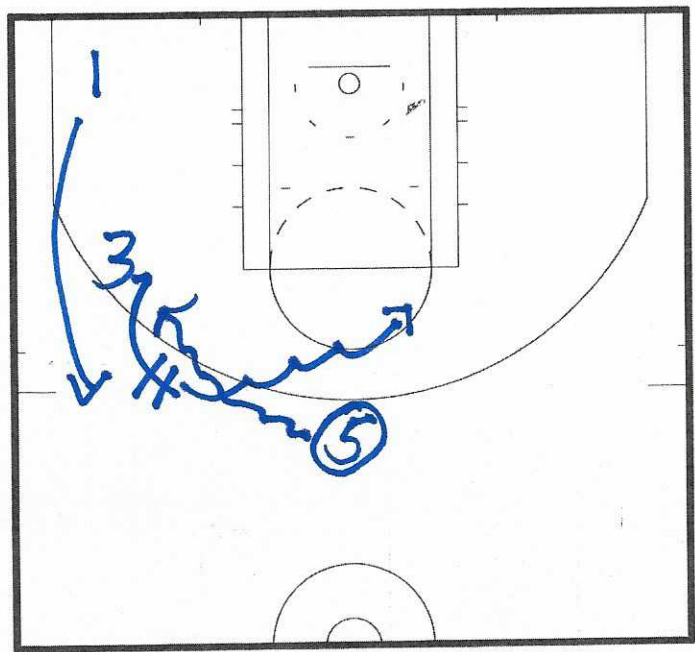


5 Rolls
3 Lift

5 OUT PICK

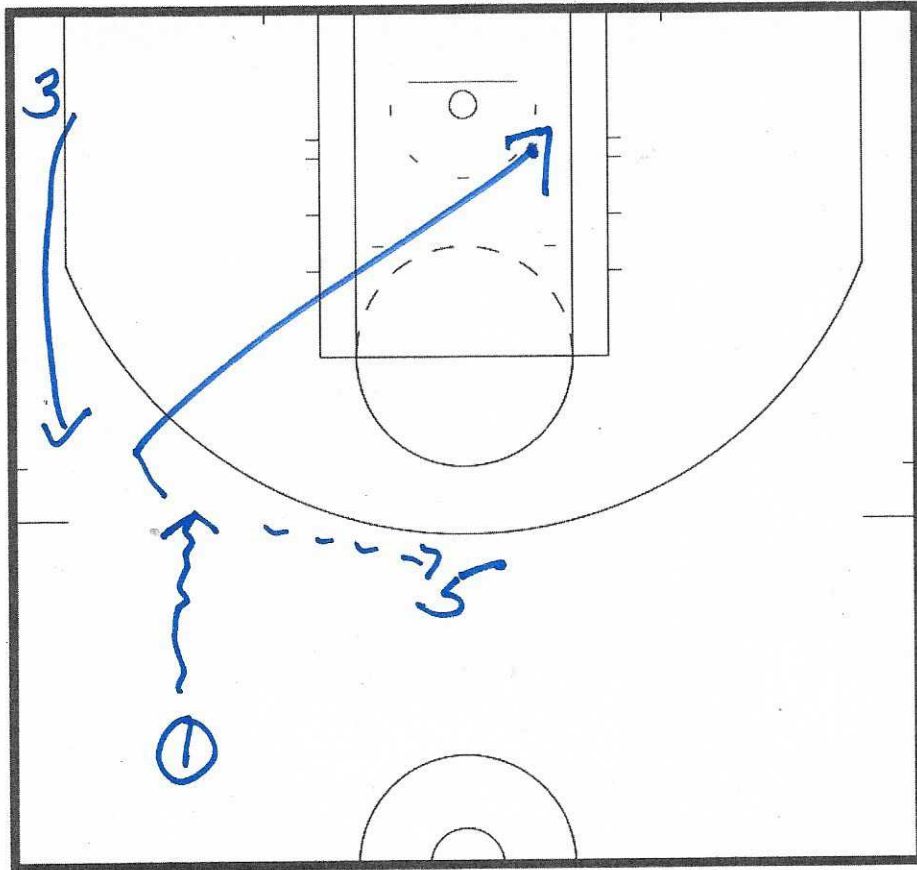


3 picks 1 ↙

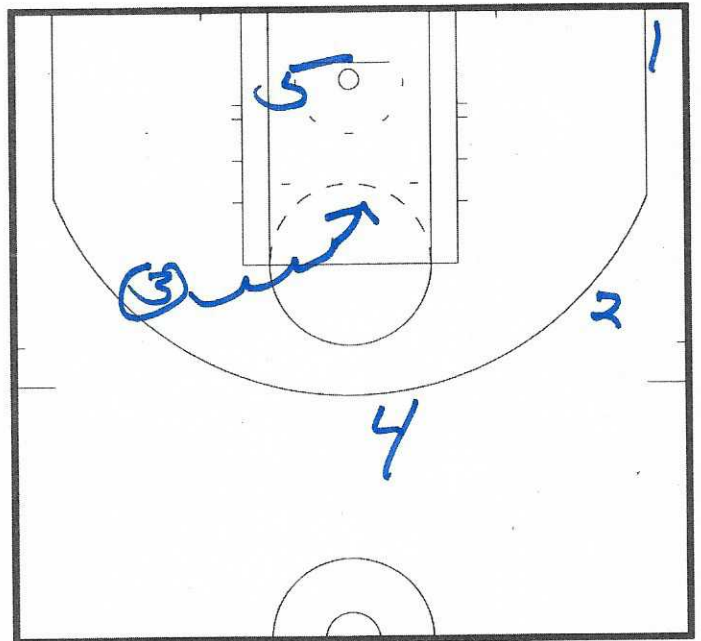
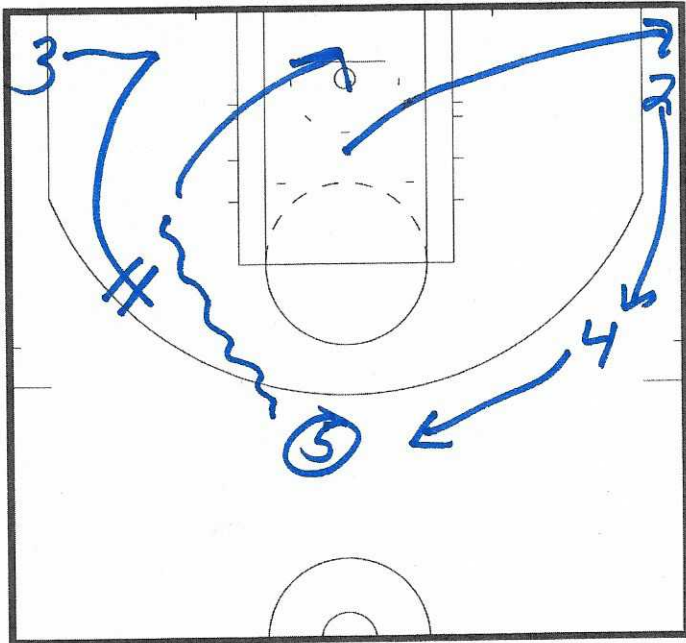


1 to rim, then
5/3 Strong side
DHO

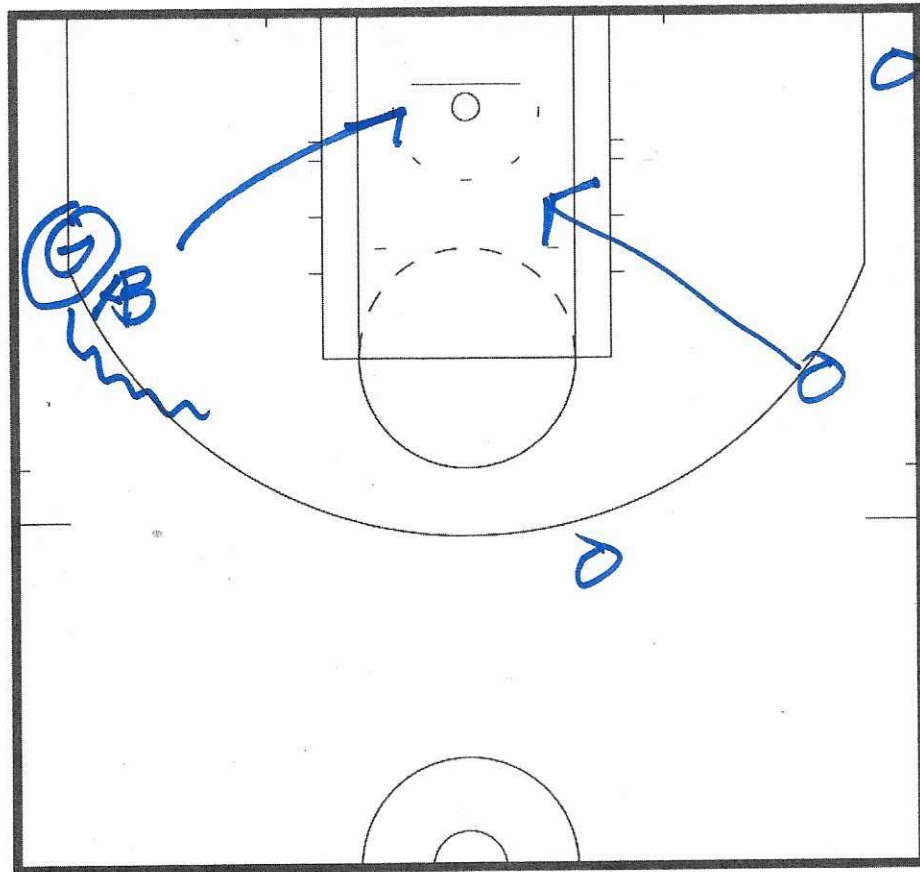
5 OUT
GO



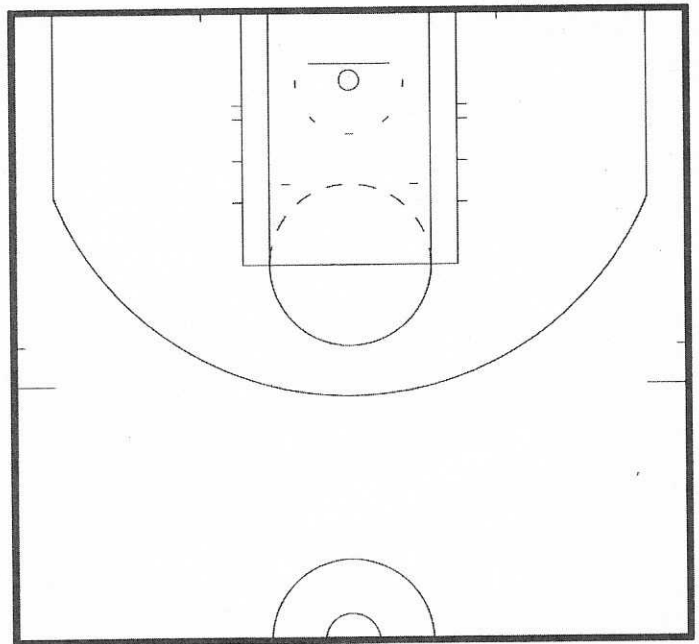
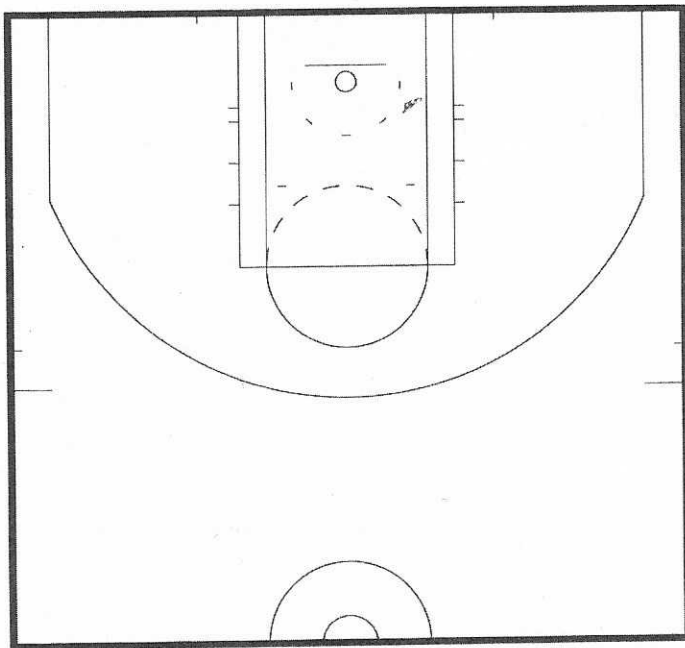
1 hits 5, hard "GO" cut



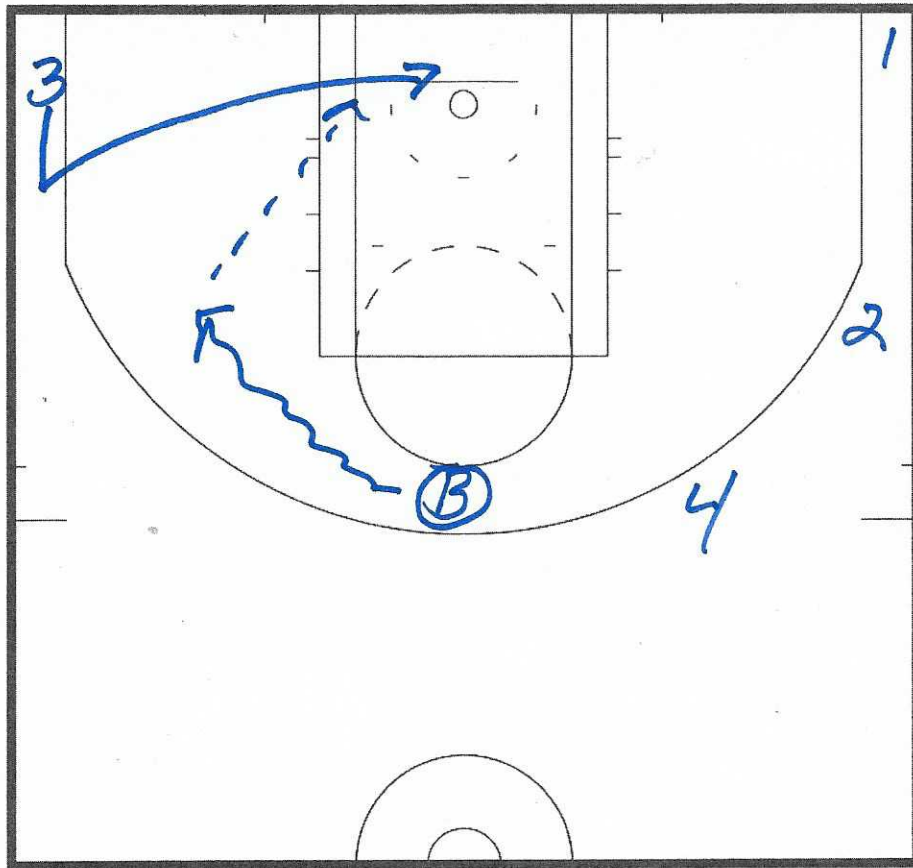
5 OUT
3 side action



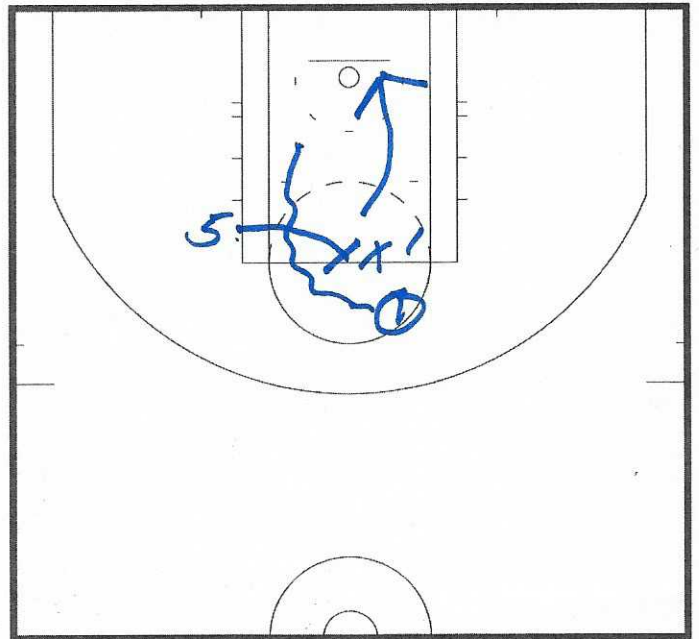
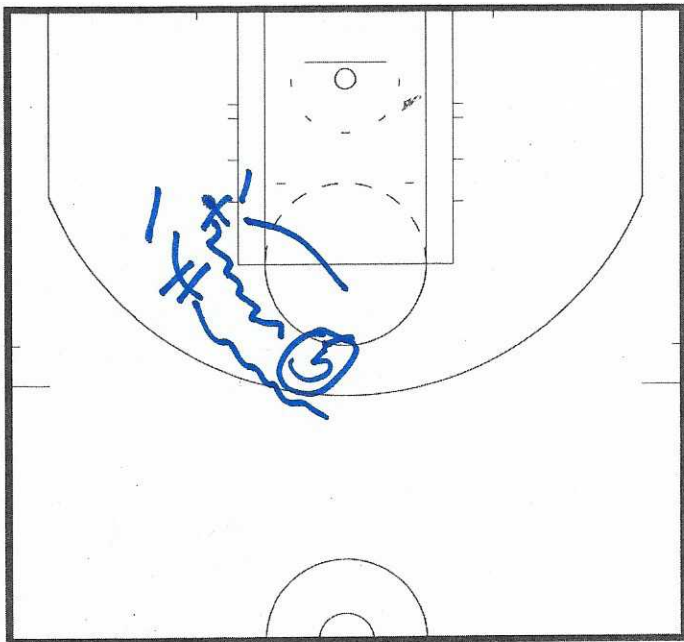
P/R = Slot Cut from 3 side



5 OUT



Always read D for Back Cuts



Teach Re-Pick on Unders