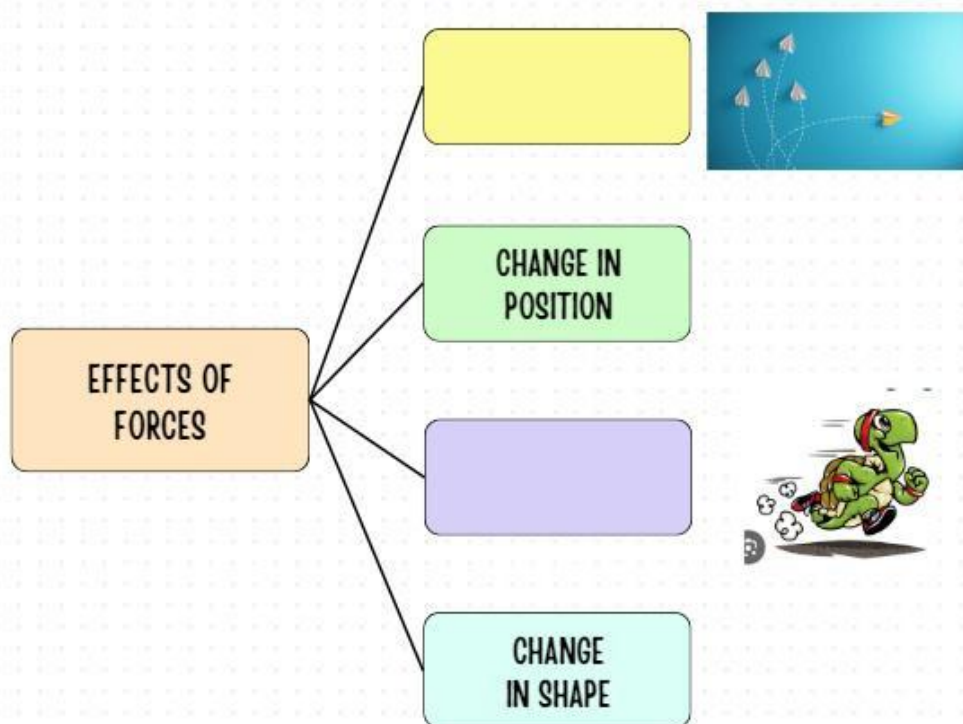


MATCH



**CHANGE IN
DIRECTION**

CHANGE IN SPEED

