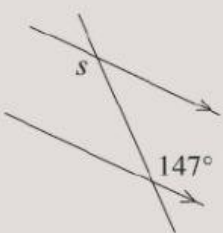
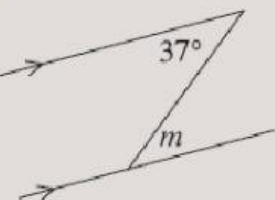
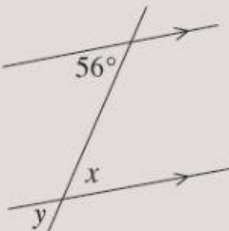
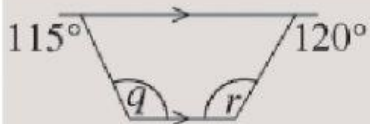


Finding Alternate angles (Z or N)

a 	p = 0 Reason =
b 	s = 0 Reason =
c 	m = 0 Reason =
a 	x = 0 Reason = y = 0 Reason =
	g = 0 Reason = h = 0 Reason =
	q = 0 Reason = r = 0 Reason =