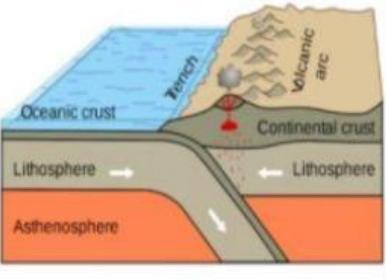
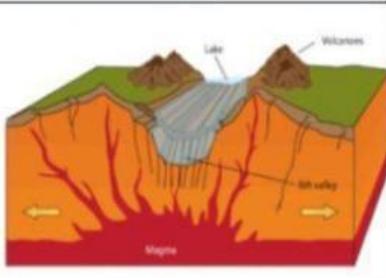
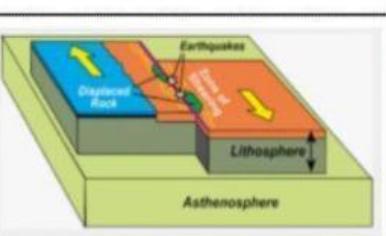


Boundary Types		How the plates move	What can happen
1.			
2.			
3.		/	