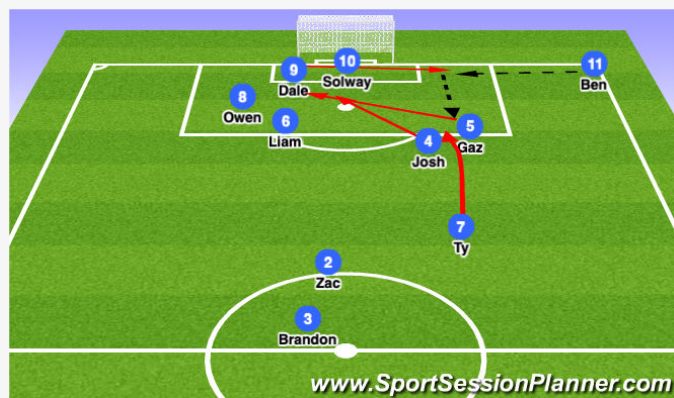


## Defending Corners



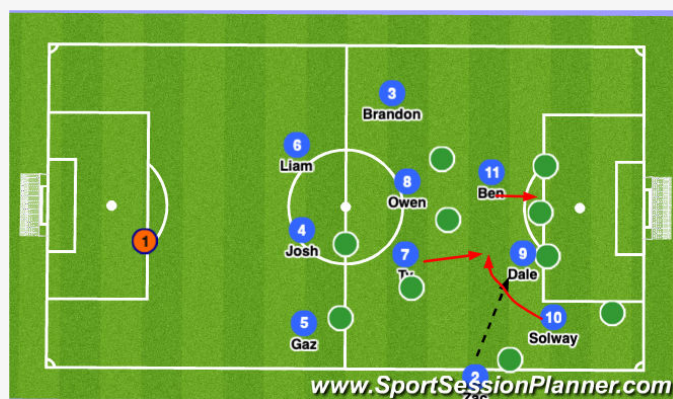
## Attacking Corners 1



## Corner 2



## Throw In Right



## Throw In Left

