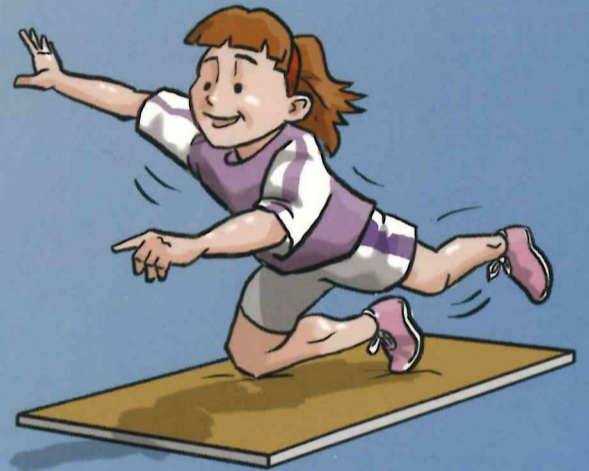


**FIND THE BEST
BASE POSITION
TO BALANCE**



**TRY BENDING AND
TWISTING**

