
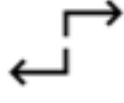




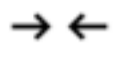


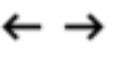


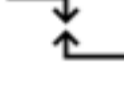



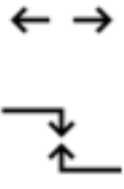

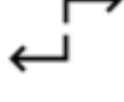




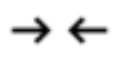

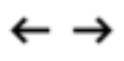




<p>The Pull Through Vernon Integrated cut</p> <p>Expanded -&gt;</p>	 <p>Tbl</p>		 <p>R</p>  <p>L</p>	
			<p>Cut left bottom to top</p> <p>Generic Move</p>	
	 <p>R</p>  <p>L</p>			<p>End of The Pull Through Vernon Integrated cut</p> <p>End of Module &lt;- Expanded</p>
<p>The Pull Through Vernon Integrated cut</p> <p>Expanded -&gt;</p>		<p>btm pile</p> 		<p>End of The Pull Through Vernon Integrated cut</p> <p>End of Module &lt;- Expanded</p>
<p>Pull Through Simple</p> <p>Expanded -&gt;</p>			 <p>R</p>  <p>L</p>	
				 <p>R</p>  <p>L</p>

# Riffle Vernon's Pull Through

