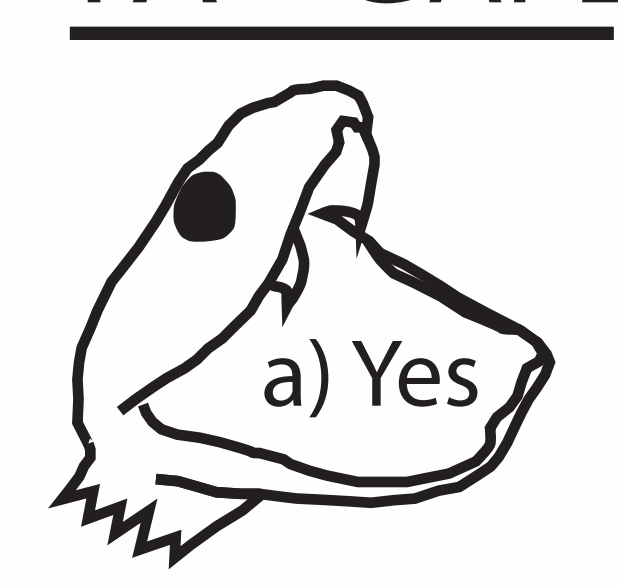


1A - GAPE



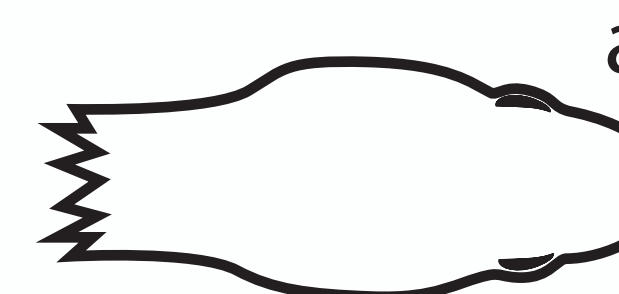
a) Yes



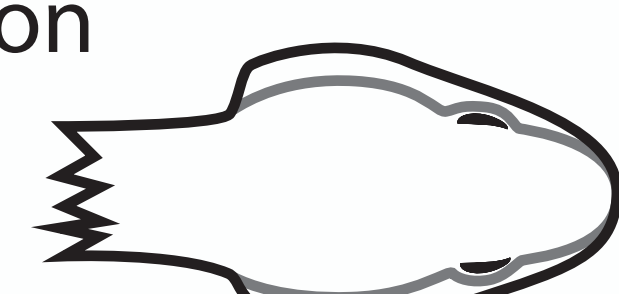
b) No

1 - SHAPE

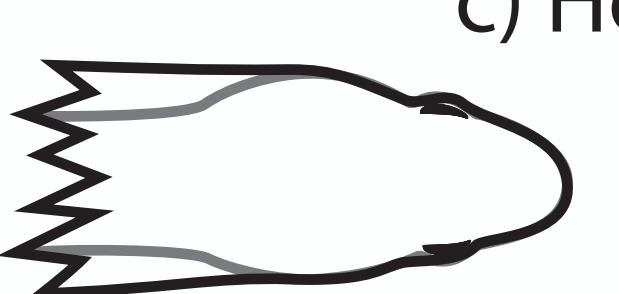
a) Neutral



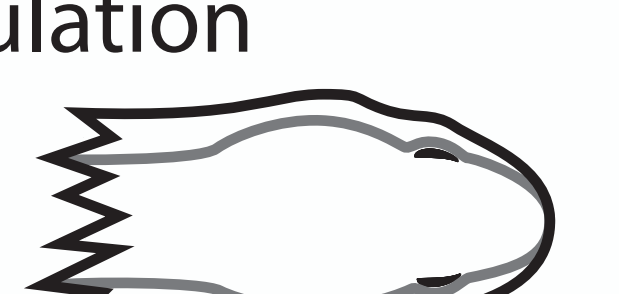
b) Head Triangulation



c) Hooding (DV Comp)



d) Hooding + Triangulation

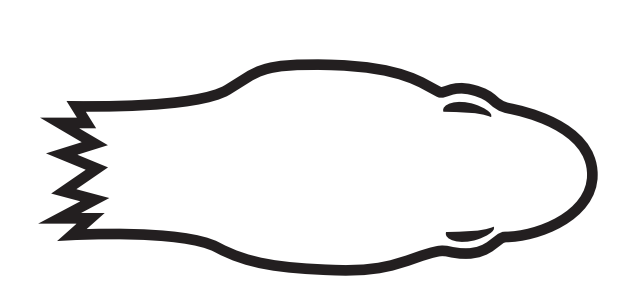


e) Lateral Compression

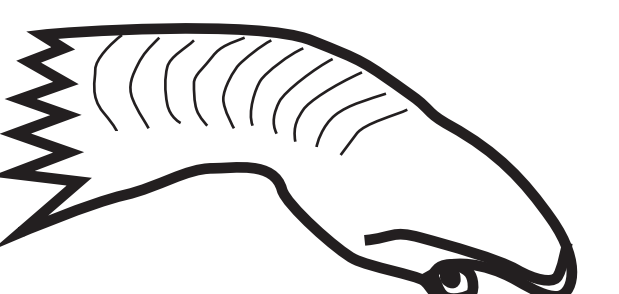


2 - PRESENTATION

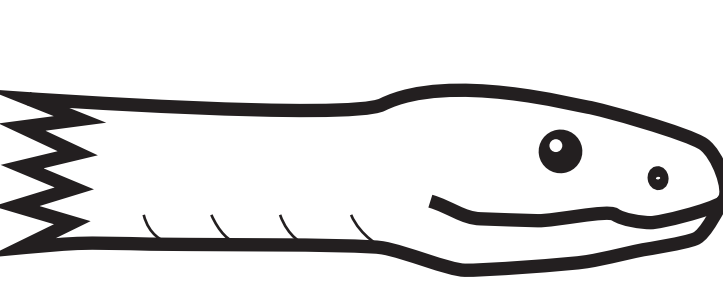
a) Dorsal



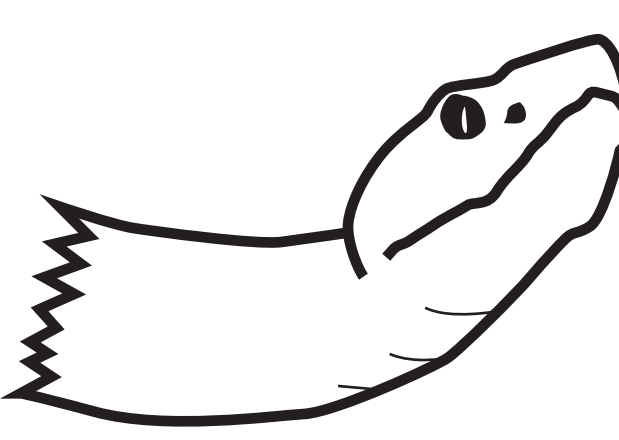
b) Ventral



c) Lateral

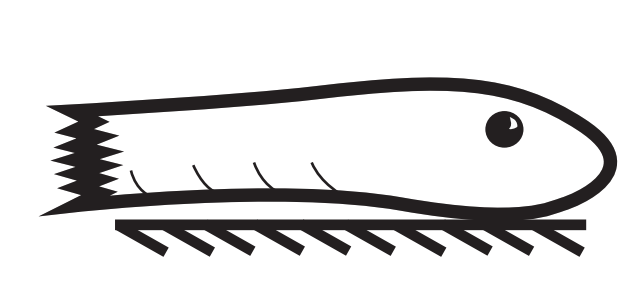


d) Rostral

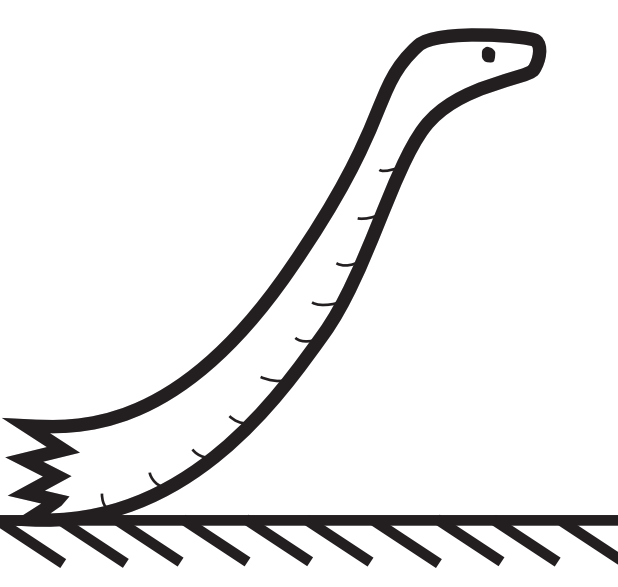


3 - POSITION

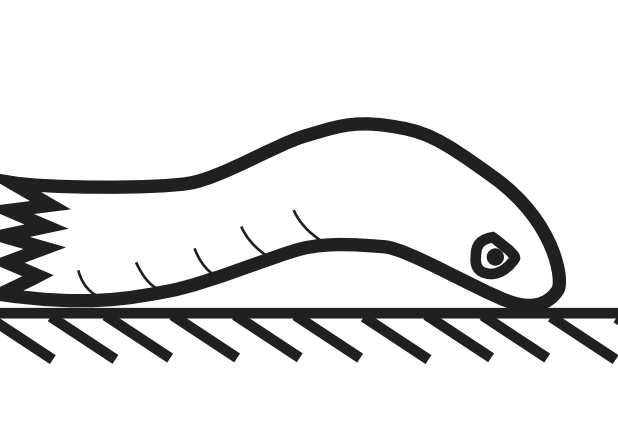
a) On the substrate



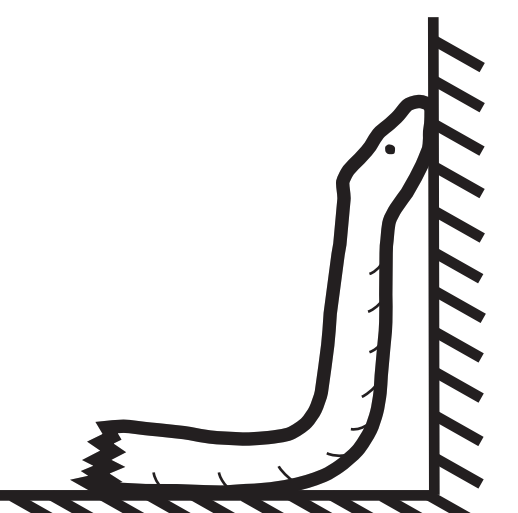
b) Elevated off the substrate



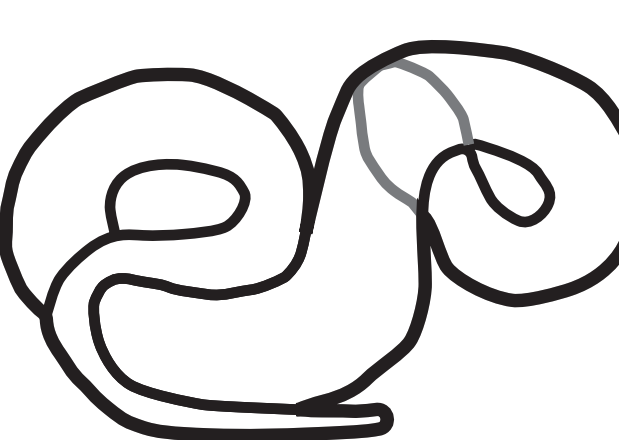
c) Partially off the substrate



d) Against vertical surface

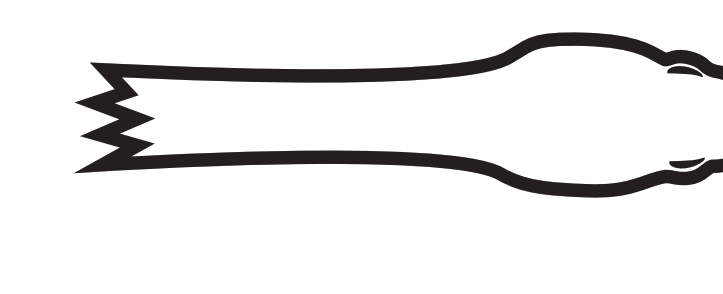


e) Hidden



4 - POSTURE

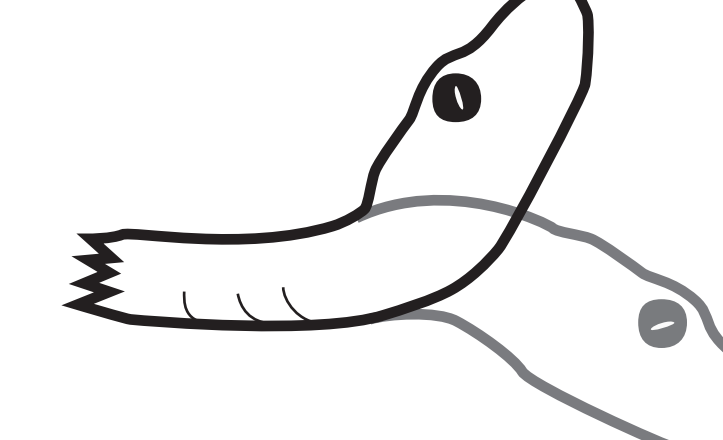
a) Neutral



b) Lateral Kink



c) Vertical Kink

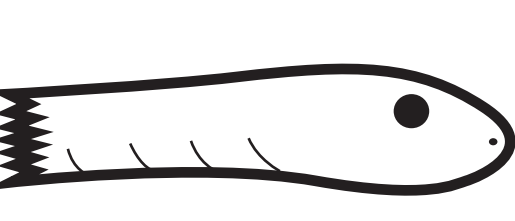


d) S-Curve



5 - MOVEMENT

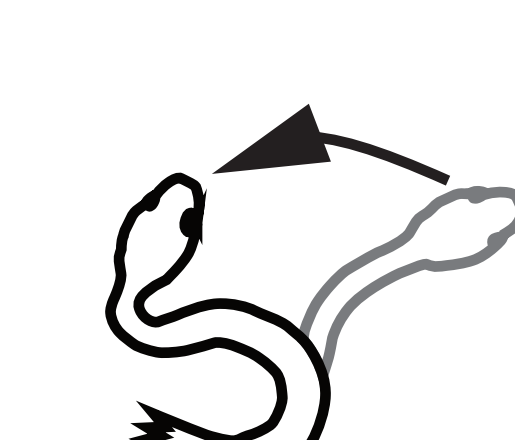
a) None



b) Forward



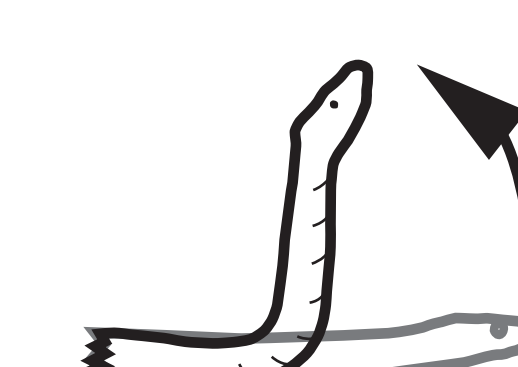
c) Backward



d) Lateral (once)



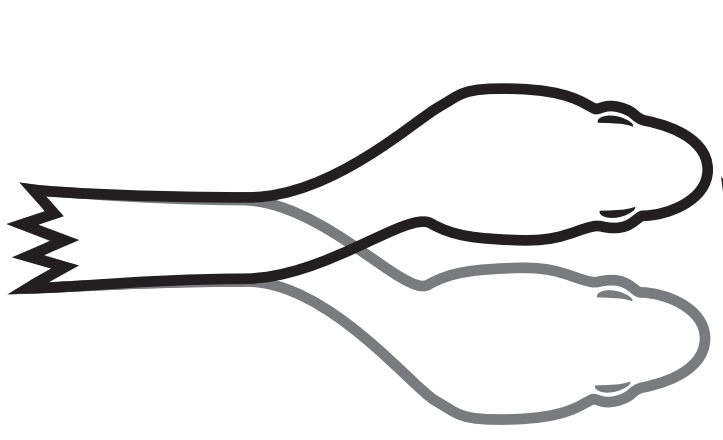
e) Vertical (once)



f) Strike



g) Lateral Oscillation (sway)



h) Vertical Oscillation