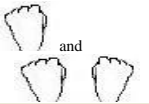


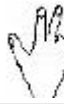

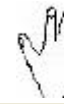









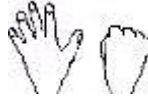
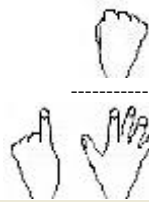
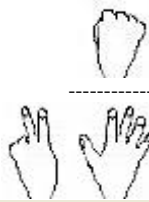
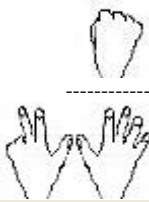

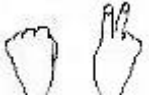
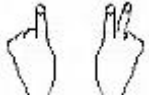
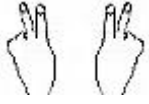



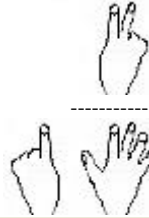
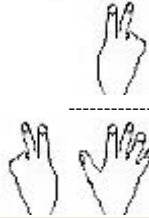




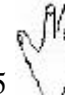






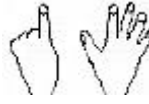







SIGNALING PLAYER NUMBERS

Notes: (1) ----- means first show the top signal, pause, then show the bottom signal. (2): signals are shown from the giver's perspective.

0 and 00	1	2	3	4	5	6	7	8	9
									
10	11	12	13	14	15	16	17	18	19
									
20	21	22	23	24	25	26	27	28	29
									

30 – 39, 40 – 49, 50 – 59

Like 20 – 29, except using 3 , 4 , or 5  for the tens digit on the right hand. For example, 41 is  .

60	61	62	63	64	65	66	67	68	69
									

70 – 79, 80 – 89, 90 – 99

Like 60 – 69, except using 7 , 8 , or 9  for the tens digits. For example, 91 is  .