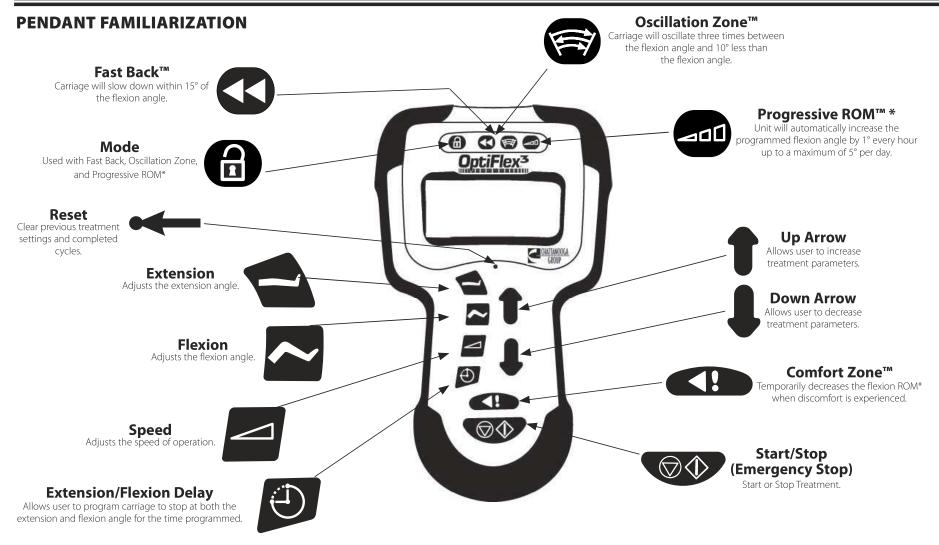
NOMENCLATURE



* Range of Motion