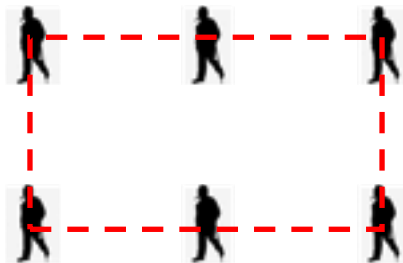
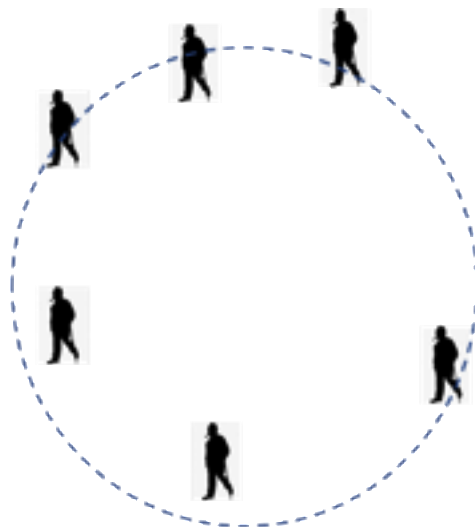


## Fieldtown Rounds



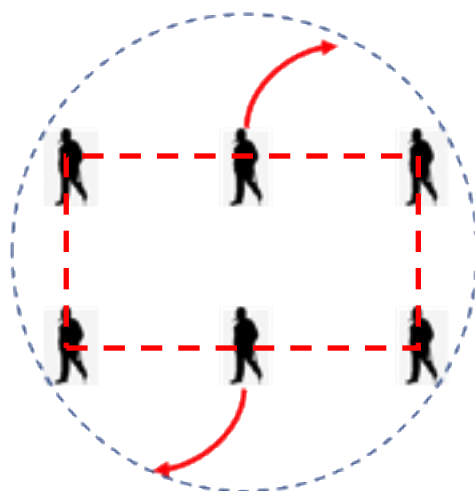
Starting position.

Fig 1



What we're trying to avoid in the first half of the rounds

Fig 2



How we avoid it.

1 & 2 and 5 & 6 only have to move out very slightly, if at all.

The circle is made mainly by 3 & 4 moving out.

Fig 3



Fig 4

What we're trying to avoid in the second half of the rounds.

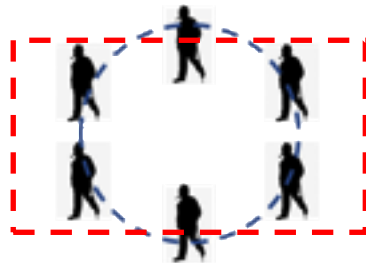


Fig 5

How we avoid it.

On the way back, when the rounds "squeezes in" ("Whoosh!") 3 & 4 define the size of the circle by going to exactly where they were at the very start (in Fig 1)

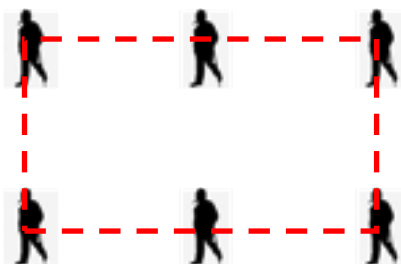


Fig 1 again, for comparison.