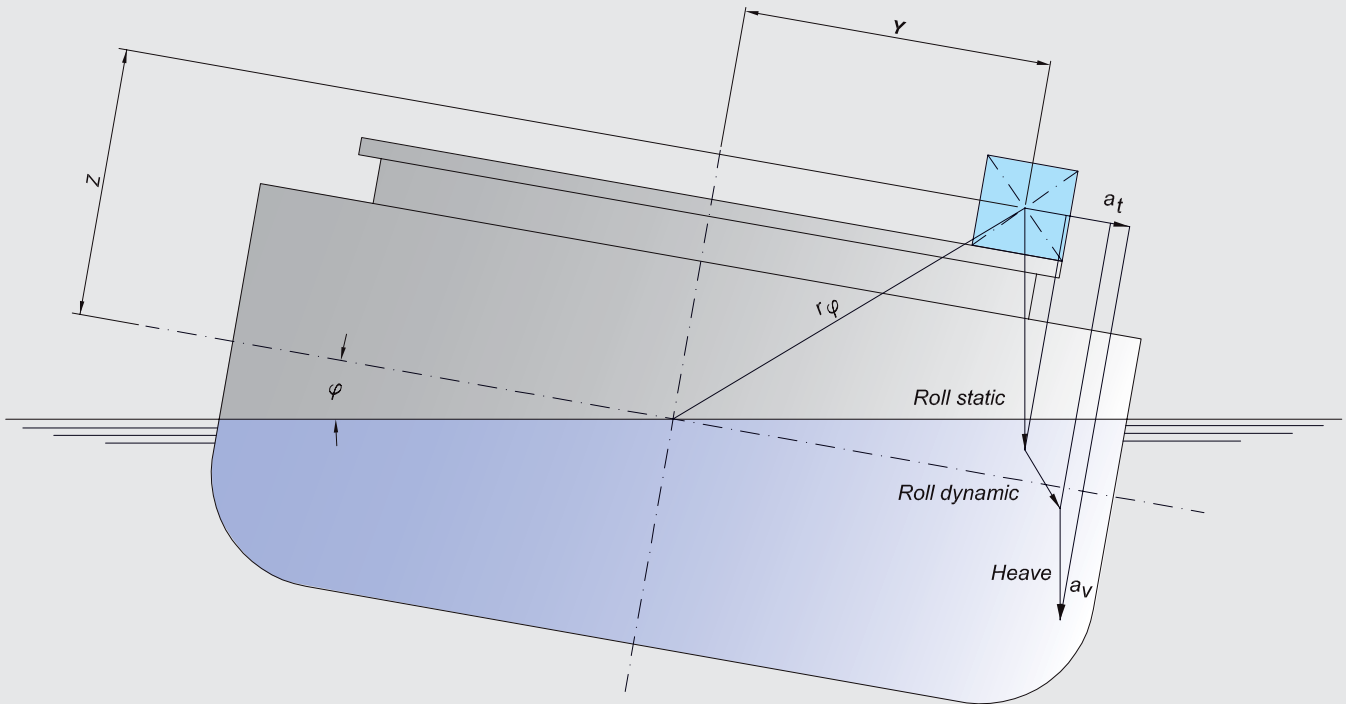


STATIC AND DYNAMIC COMPONENTS



Rolling condition



Pitching condition

