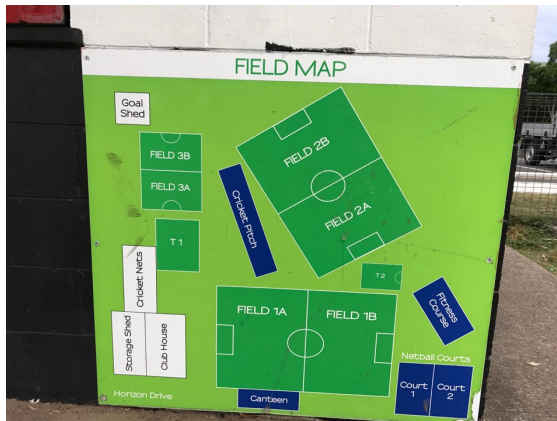
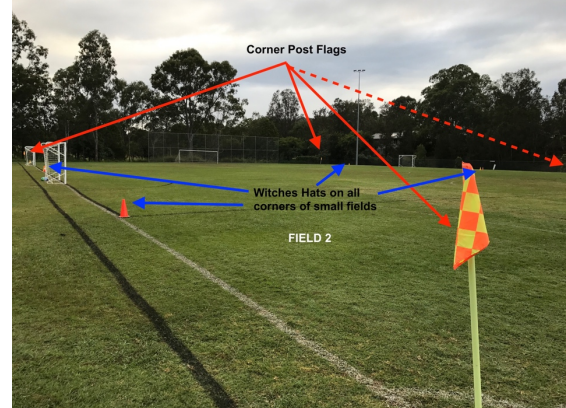
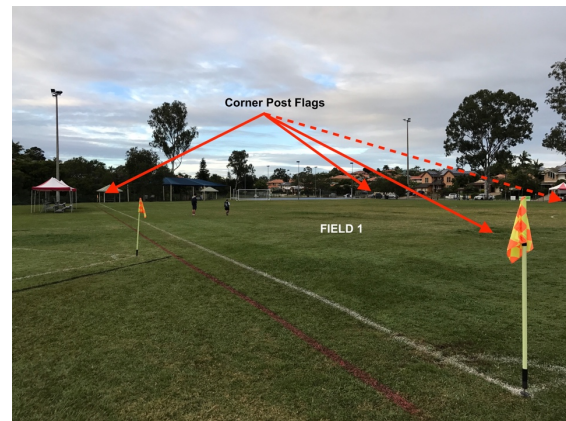


FIELD MAP

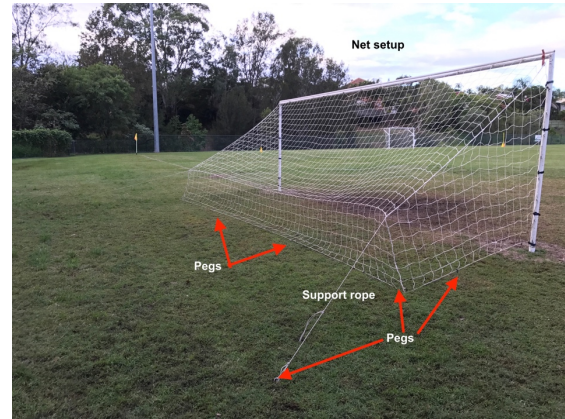


CORNER POSTS and WITCHES HATS

SHADE STRUCTURES



SMALL GOALS (stored in Goal shed)



EMERGENCY VEHICLE ACCESS



NETS

