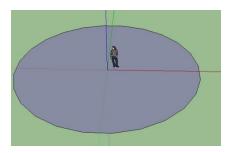
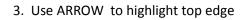
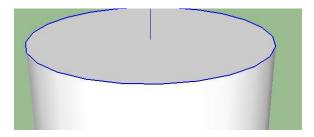


1. Draw circle on ground (20 feet for so)



2. **<u>PUSH/PULL</u>** Up into cylinder (40 feet)





4. USE SCALE (s) and CONTROL button to pinch top edge into point from CORNER

