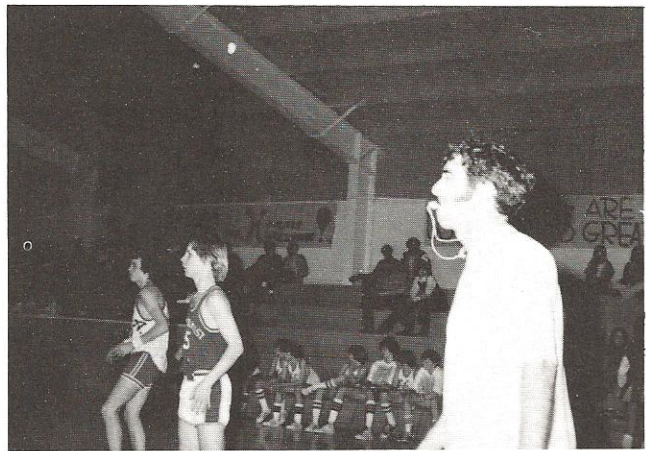


ball



Hey - Ref!