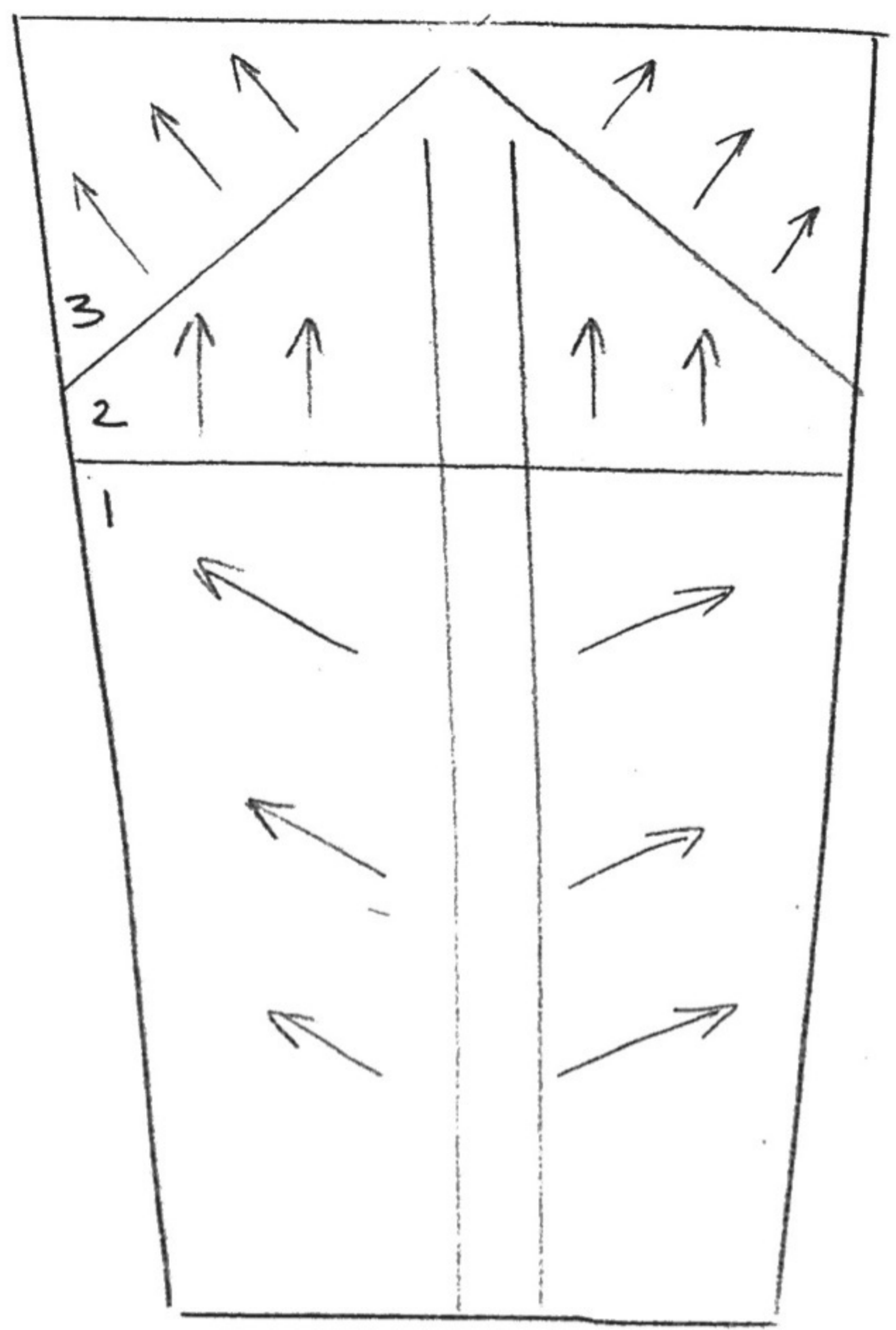


①

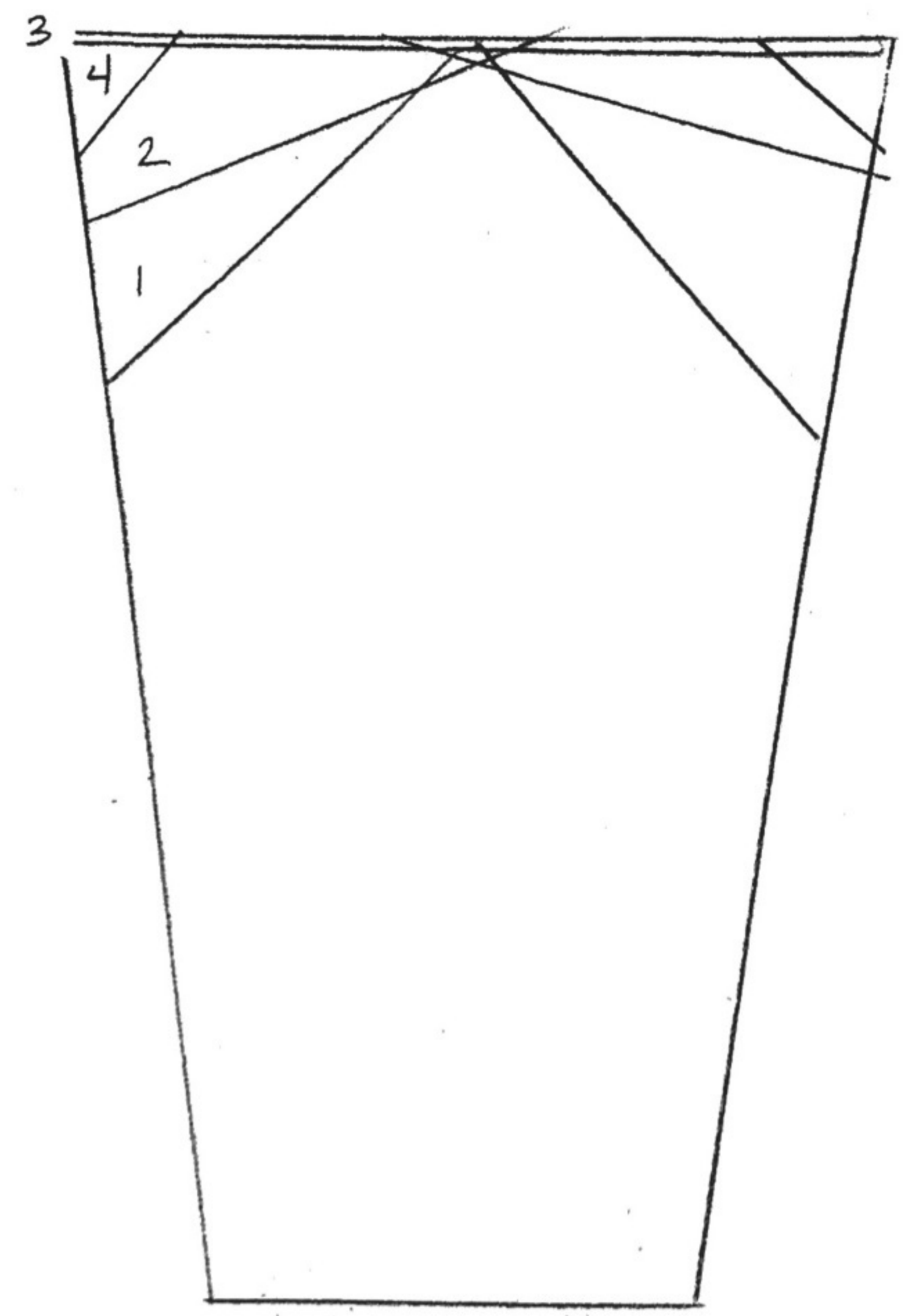
# REGIONS



1. Spine out to rails  
(Beware overdoing rails!)
2. Front third
3. Tip area

②

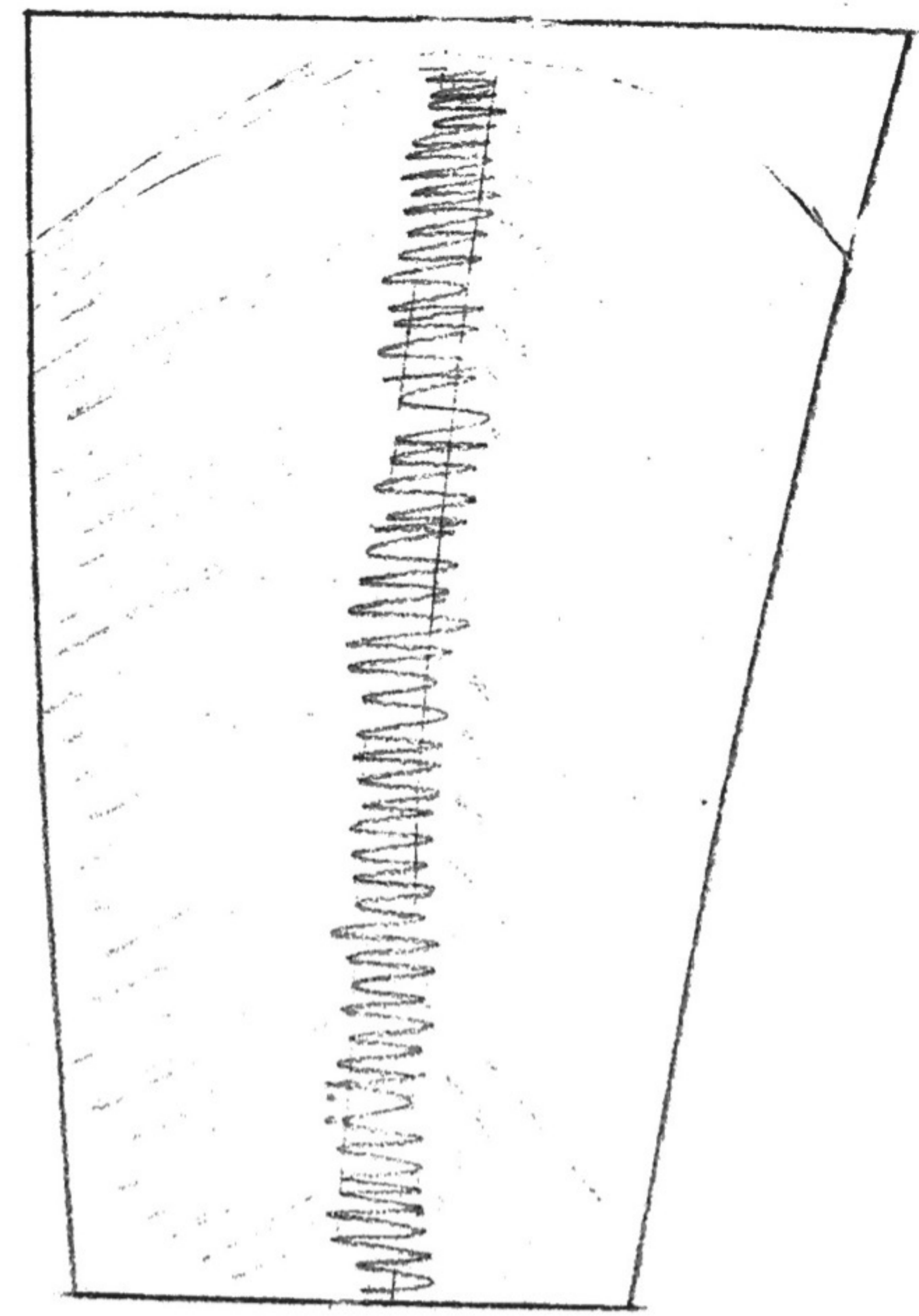
# TIP AREA



1. 90° wings
2. 60° wings
3. Front 1mm
4. Corners

③

# BLENDING



- Look for general balance:
- blade to blade
  - rails to spine to rails