



_BIRD125=



BIRD132



_BIRD133=



BIRD004=



BIRD115=



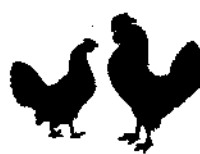
BIRD116=



BIRD121_



BIRD130=



BIRD131!_



BUZZARD005=



BUZZARD006=



BUZZARD007_



DOVE014=



DOVE_FLYING001=



DUCK007_



DUCK020_



DUCK021=



DUCK022_



DUCK023_



DUCK024_



DUCK025=



DUCK026=



DUCK027_



DUCK028_



DUCK029_



DUCK030_



DUCK031_



DUCK032_



DUCK033_



DUCK034_