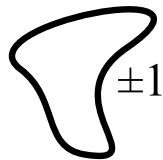
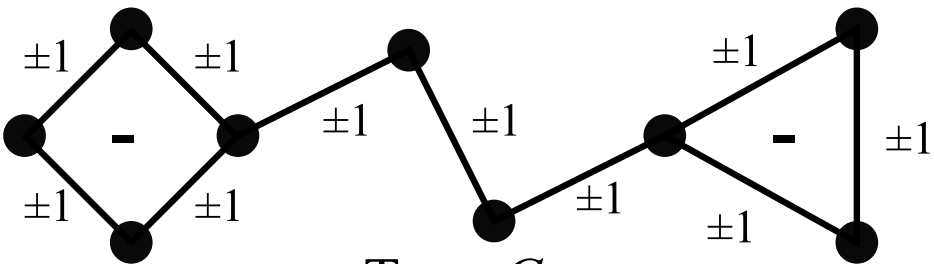


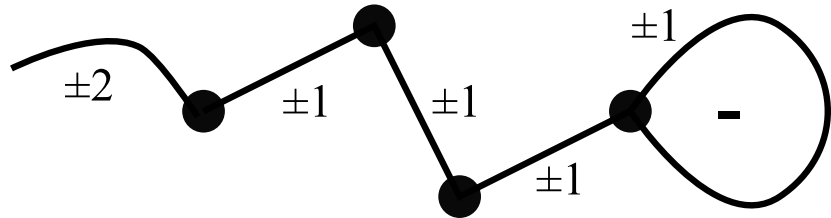
Positive Circle  
(including positive loop)



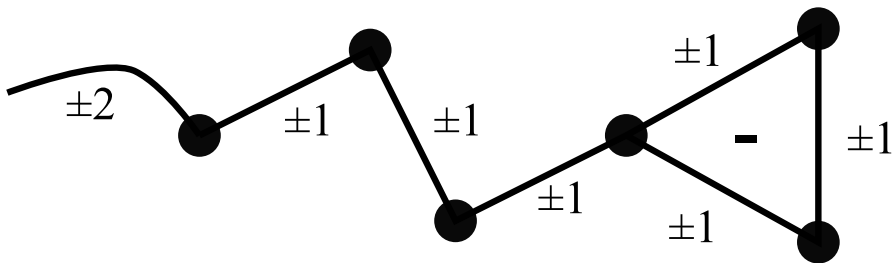
Loose edge  
(like a positive loop)



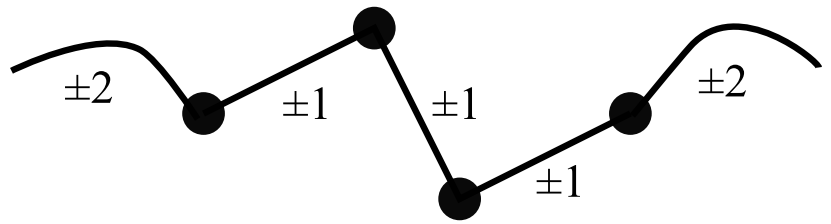
Type  $C_0$



Type  $C_2$



Type  $C_1$



Type  $C_3$