



**VITAL AREAS**

**Bony skull and vertebrae  
(Penetration will immobilize)**

**\* Ideal center of pattern**

**NON-VITAL AREAS**

- A. Esophagus or gullet**
- B. Trachea or windpipe**
- C. Wattles**
- D. Snood or dewbill**
- E. Loose neck skin**