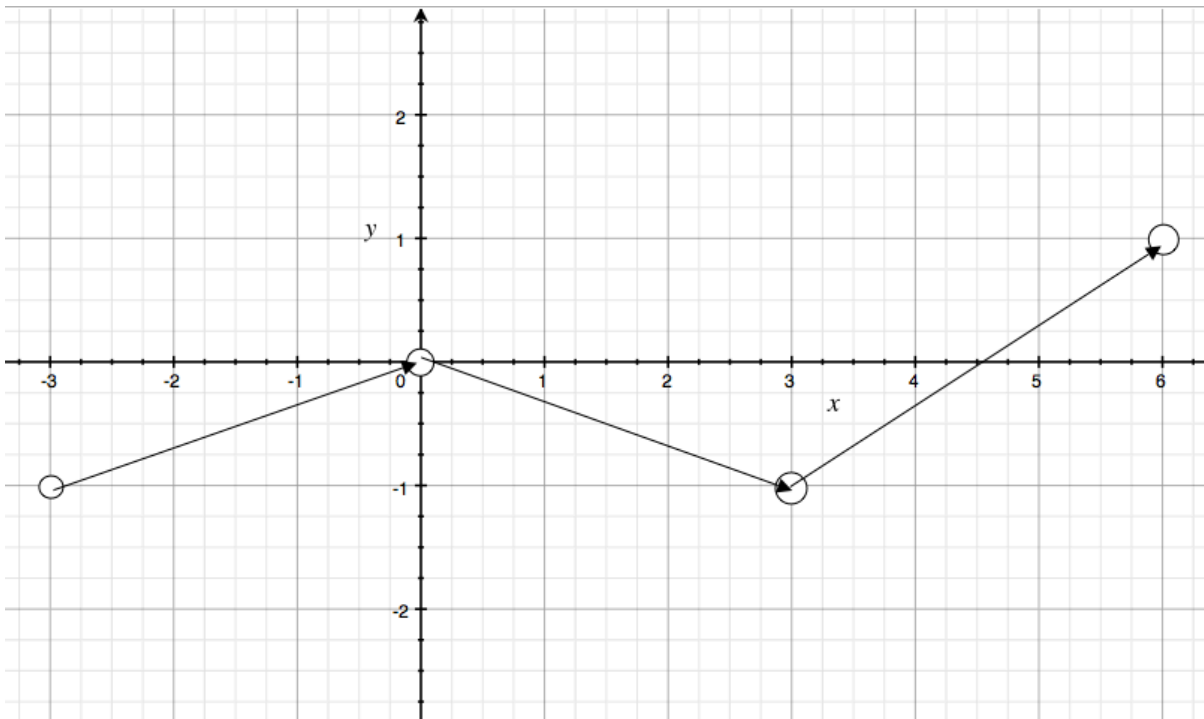


Points	Slopes	Concavity	Jerk
(-3, -1)			
(0, 0)			
(3, -1)			
(6, 1)			



We can figure out 3+2+1 slopes from this information, however, we can't quite say for sure where they occur as we know that the concavity on the cubic is changing constantly.