

PARTS

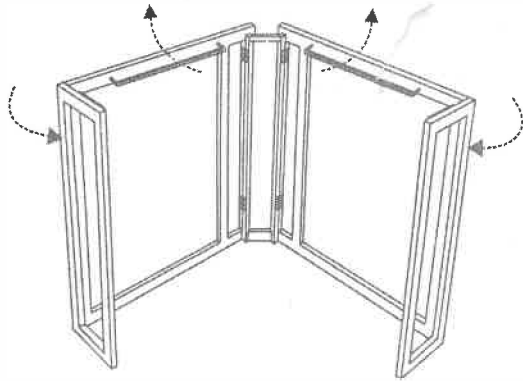


Ax1

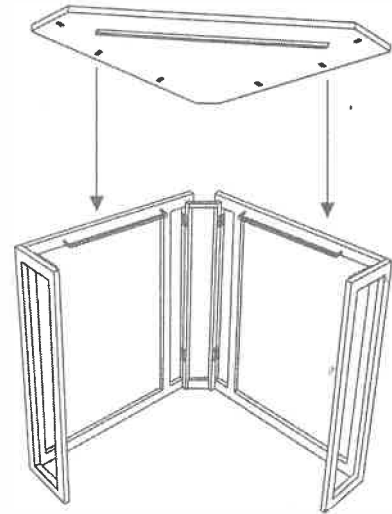


Bx1

1



2



3

