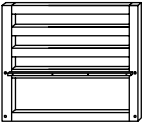
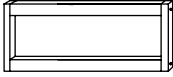
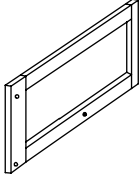
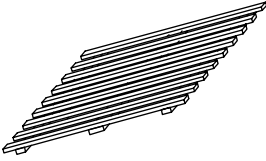




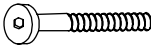

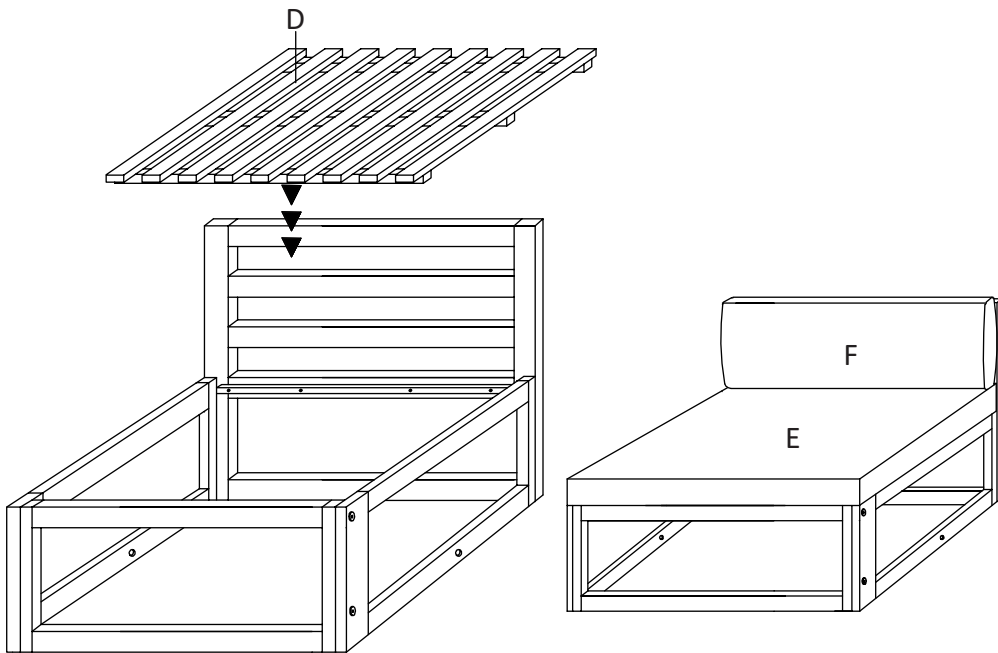
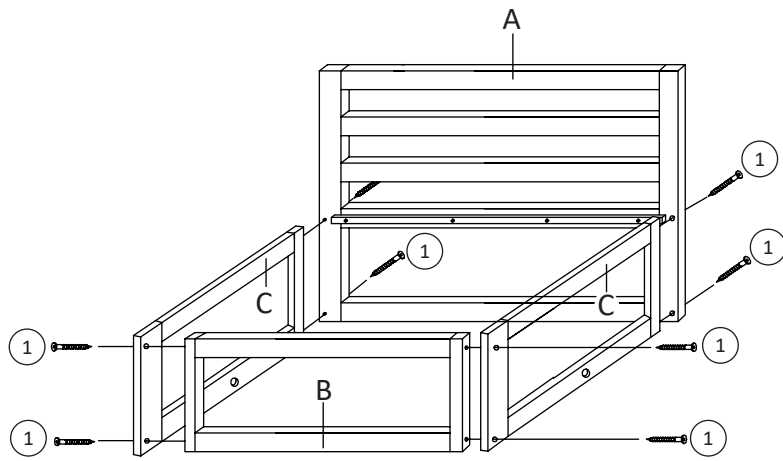
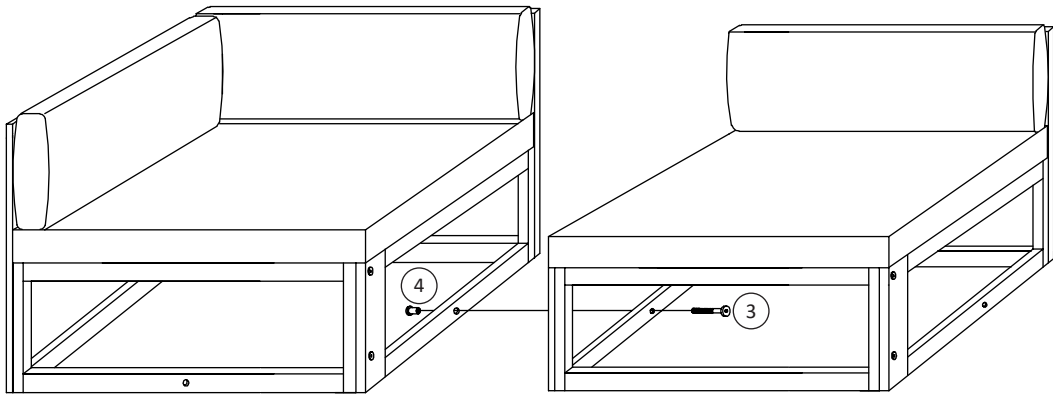


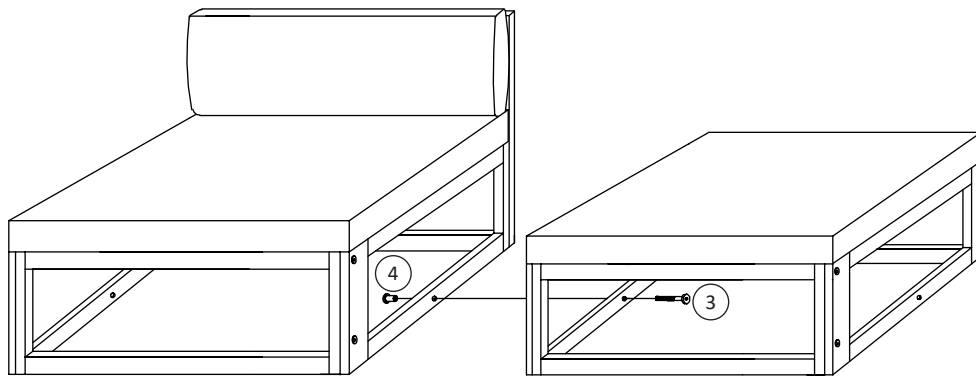
| | | | | |
|--|--|---|--|--|
| <p>Ax1</p>  | <p>Bx1</p>  | <p>Cx2</p>  | <p>Dx1</p>  | <p>Ex1</p>  |
| <p>Fx1</p>  | <p>① x8</p>  <p>M6x $\frac{60}{2.4}$</p> | <p>② x1</p>  | <p>③ x1</p>  <p>M6x $\frac{35}{1.4}$</p> | <p>④ x1</p>  <p>$\frac{6 \times 15}{0.2 \times 0.6}$</p> |



1 Corner+Middle



2 Middle+Foot Rest



3 Middle+Middle

