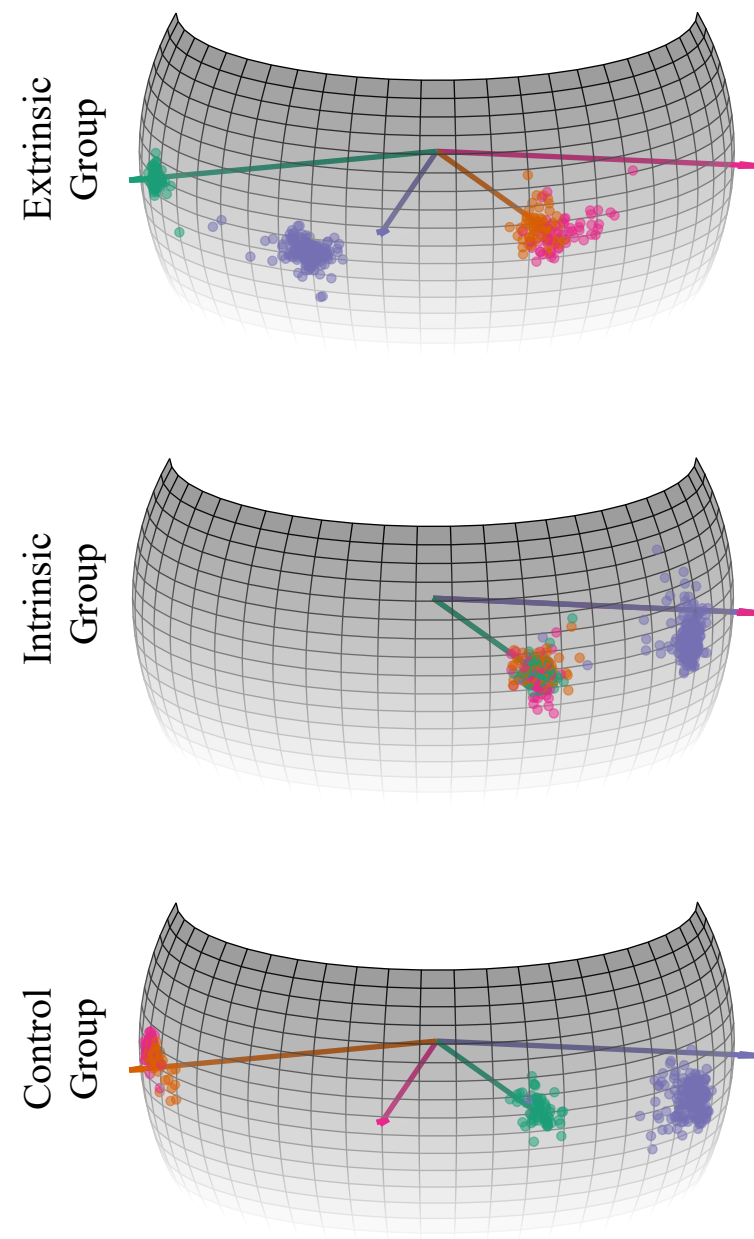
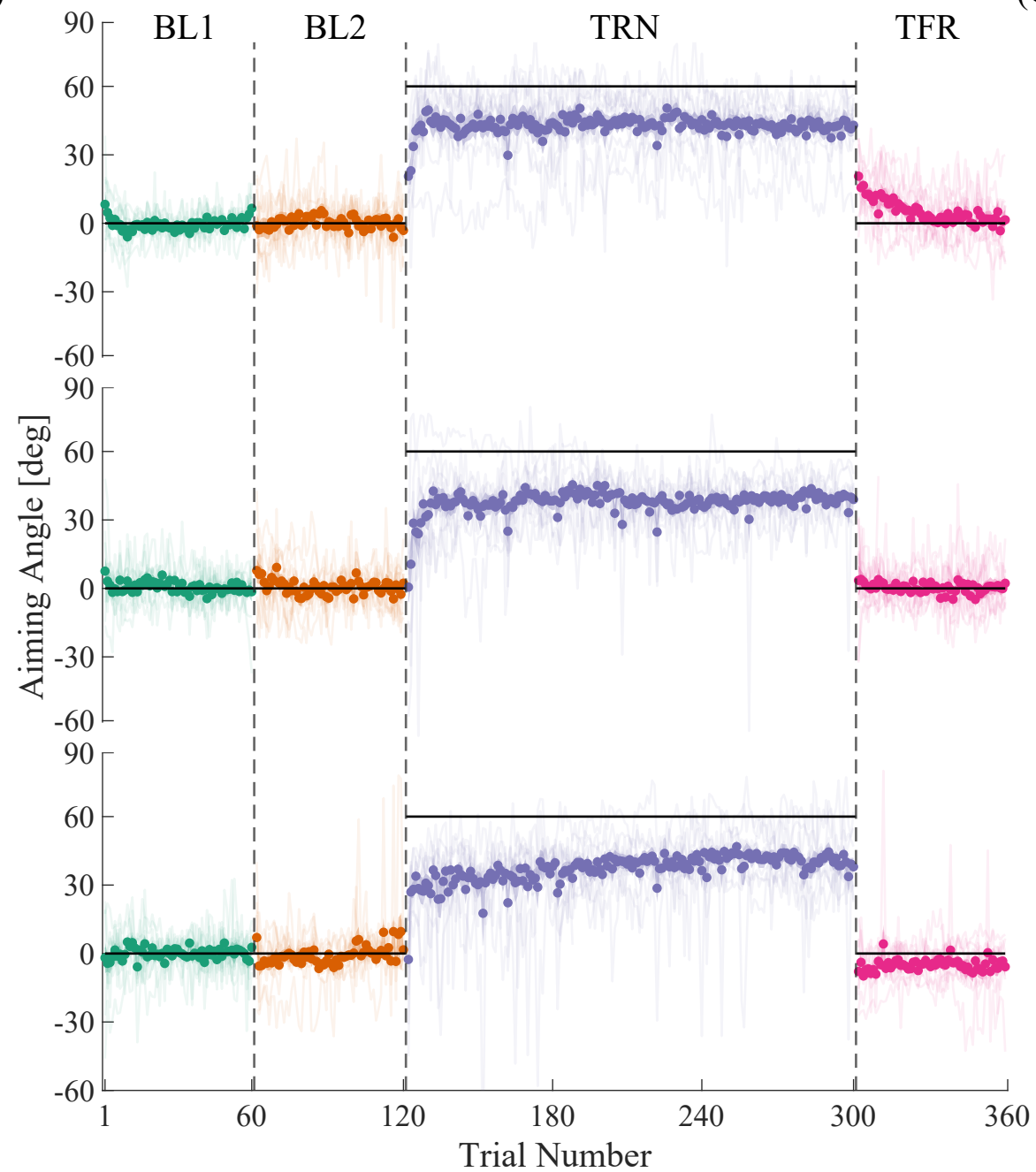


(A)

Aiming Axes



(B)



(C)

