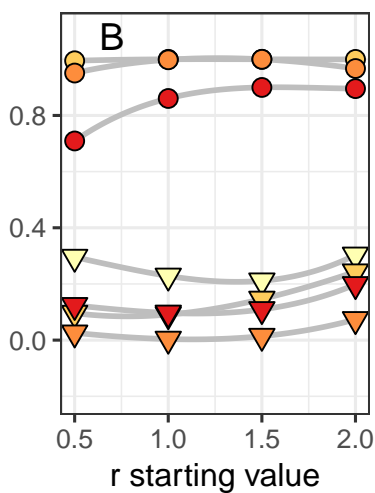
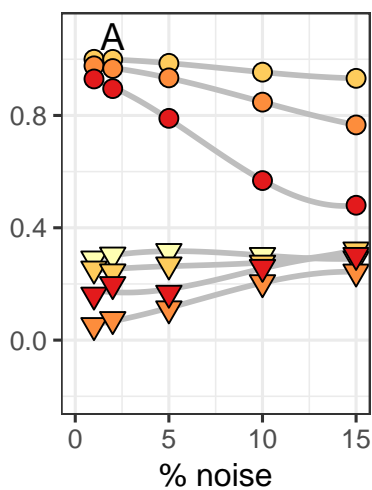


Break weight



Number of breaks

- 0
- 1
- 2
- 3

