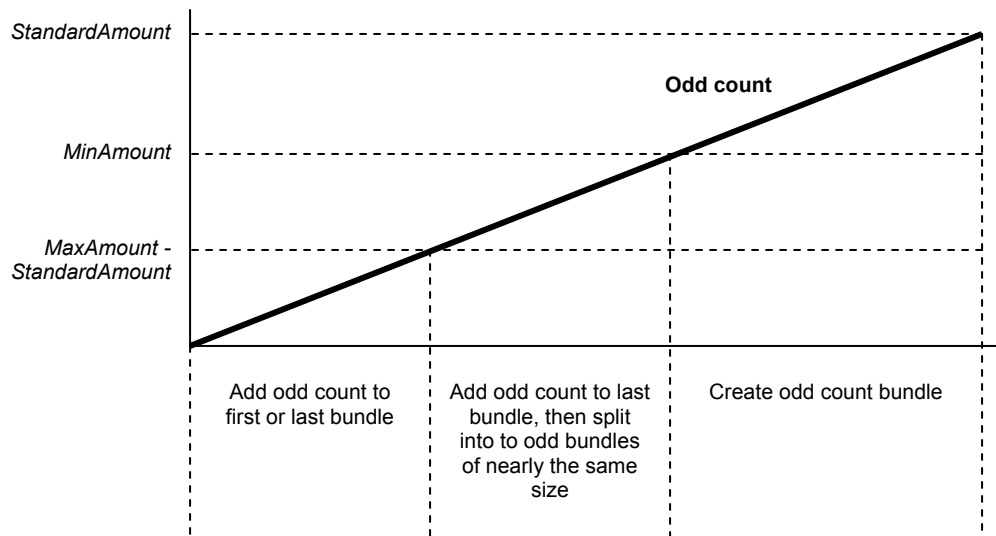


Odd count handling “BUNDLE”



Odd count handling “LAYER”

