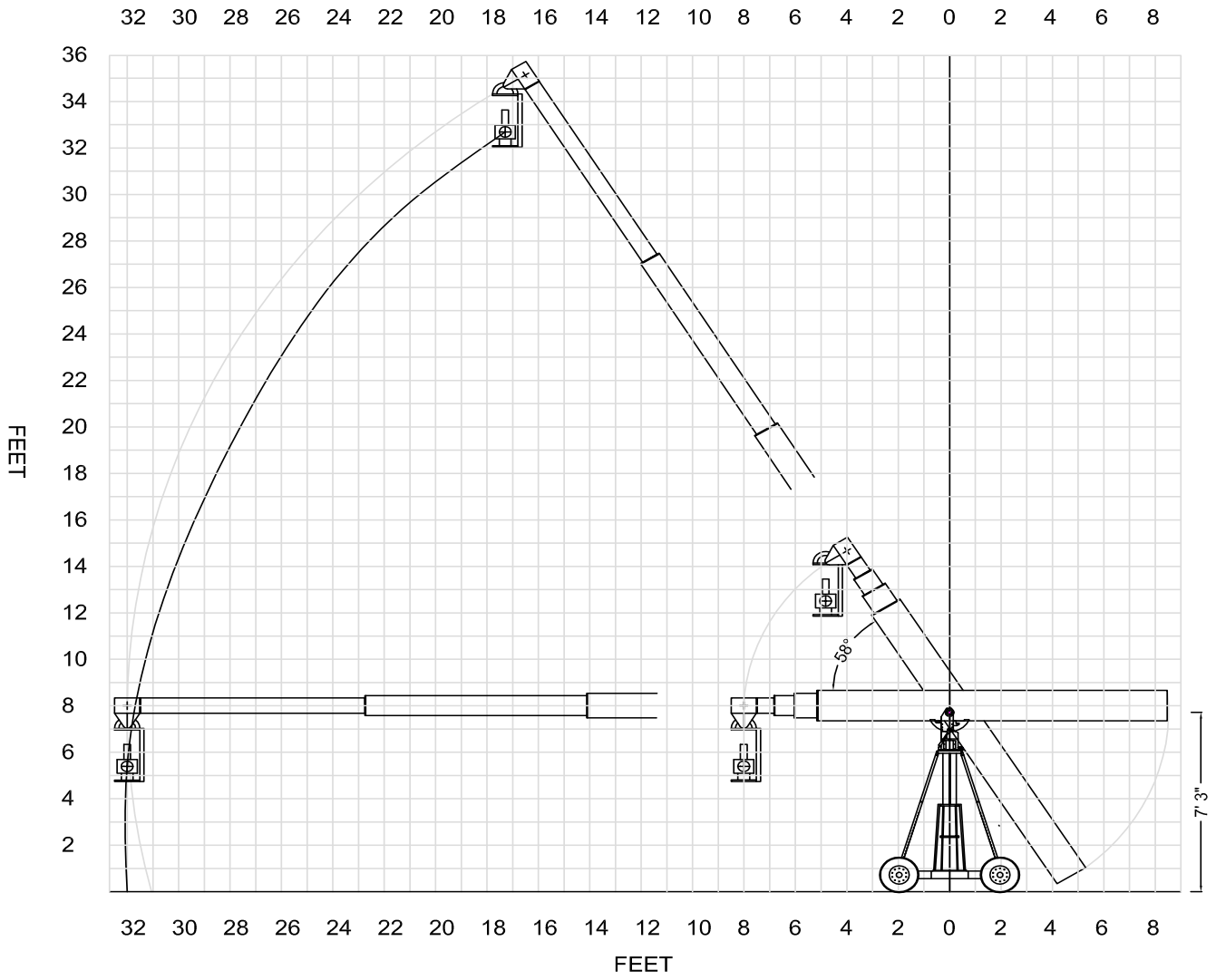


louma 2

HEIGHT x LENGTH - COULMN MAXIMUM UP



louma 2

HEIGHT x LENGTH - COULMN MINIMUM DOWN

