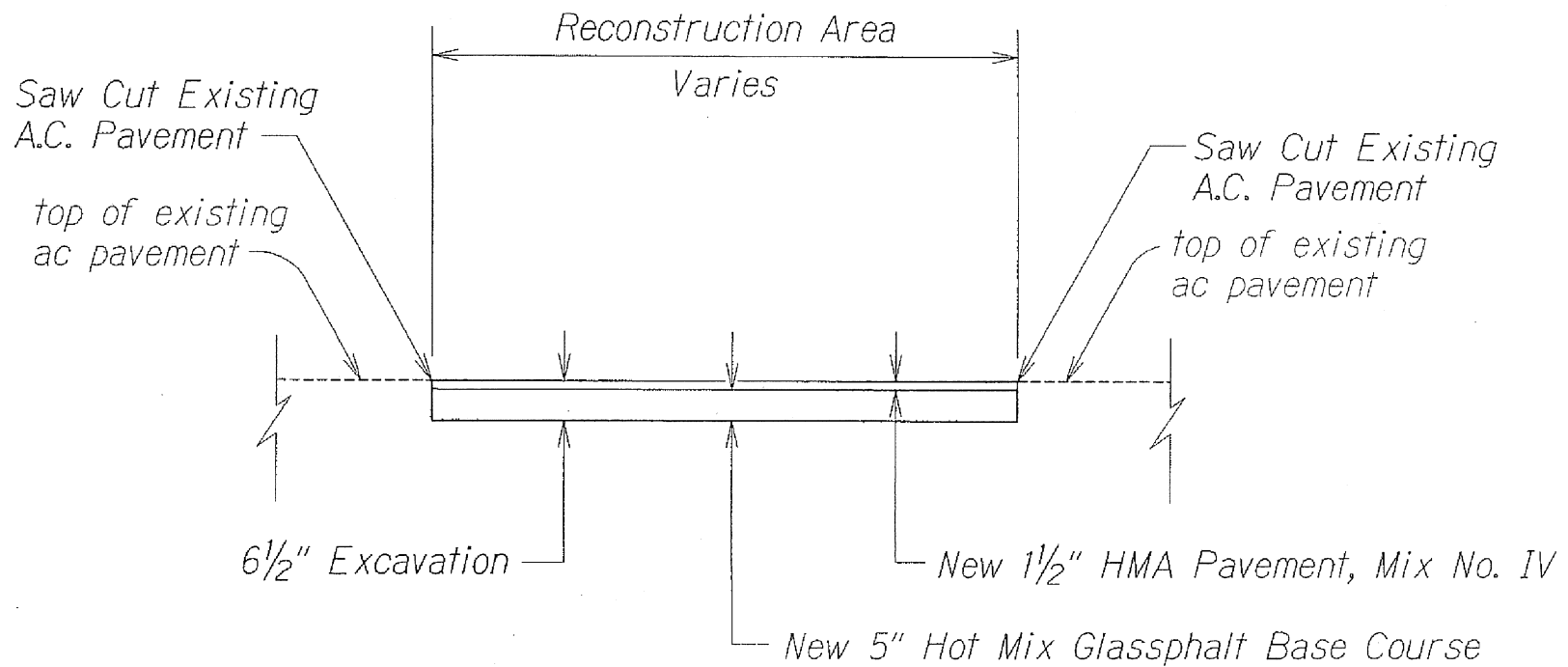




TYPICAL RECONSTRUCTION AREA

Not to Scale