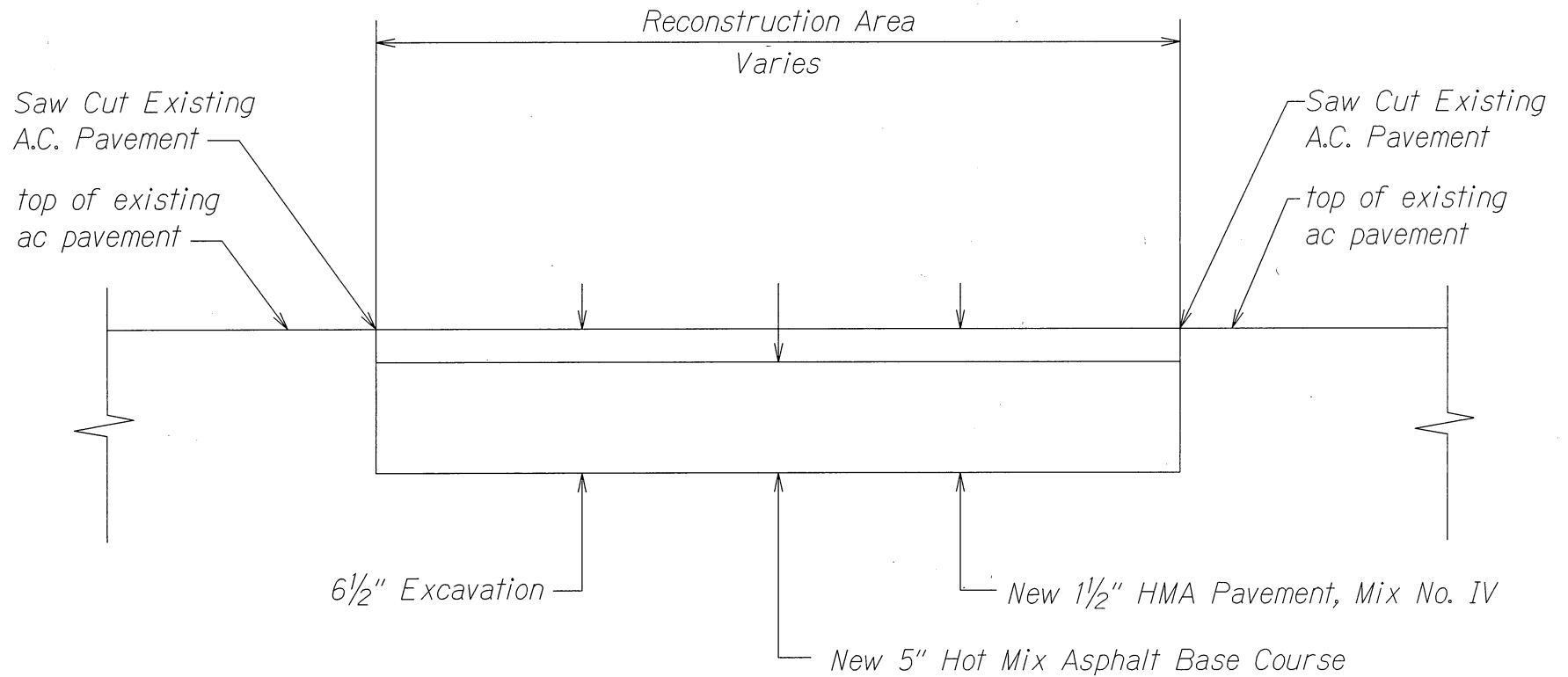




TYPICAL RECONSTRUCTION AREA
Not to Scale