

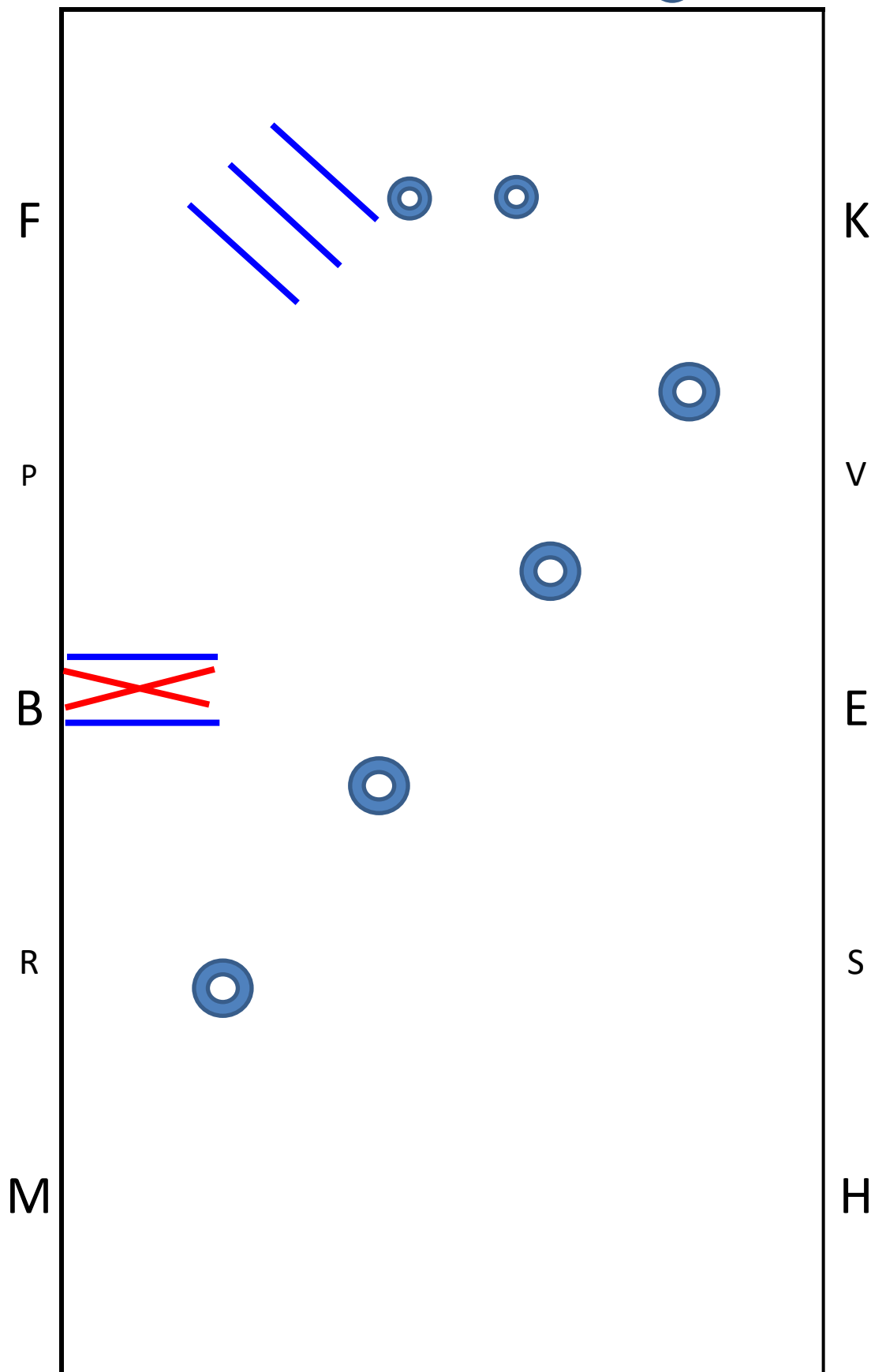
VS2

— grondbalk

— hindernis

A

○ pion



C