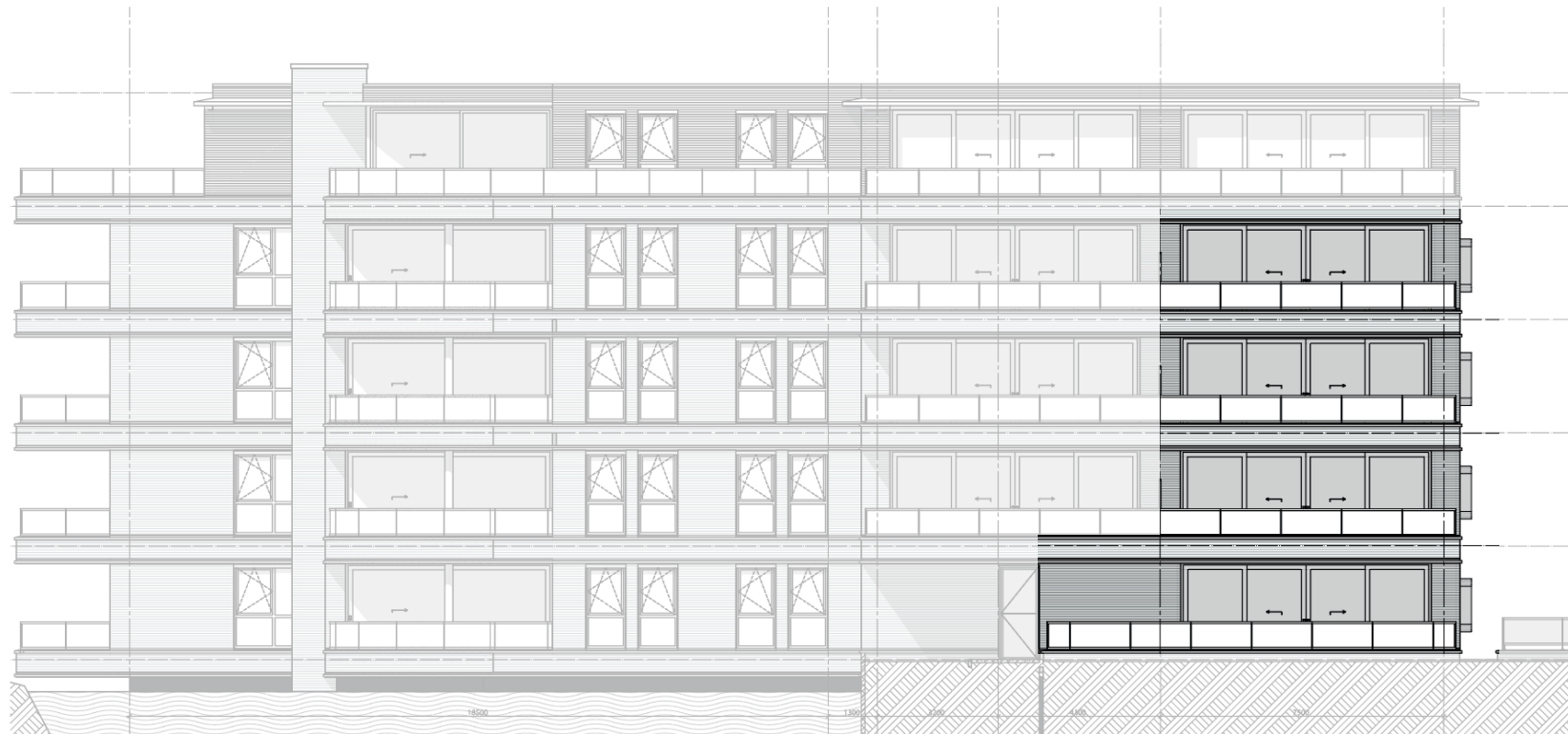


# ZUIDGEVEL TYPE E



# OOSTGEVEL TYPE E

