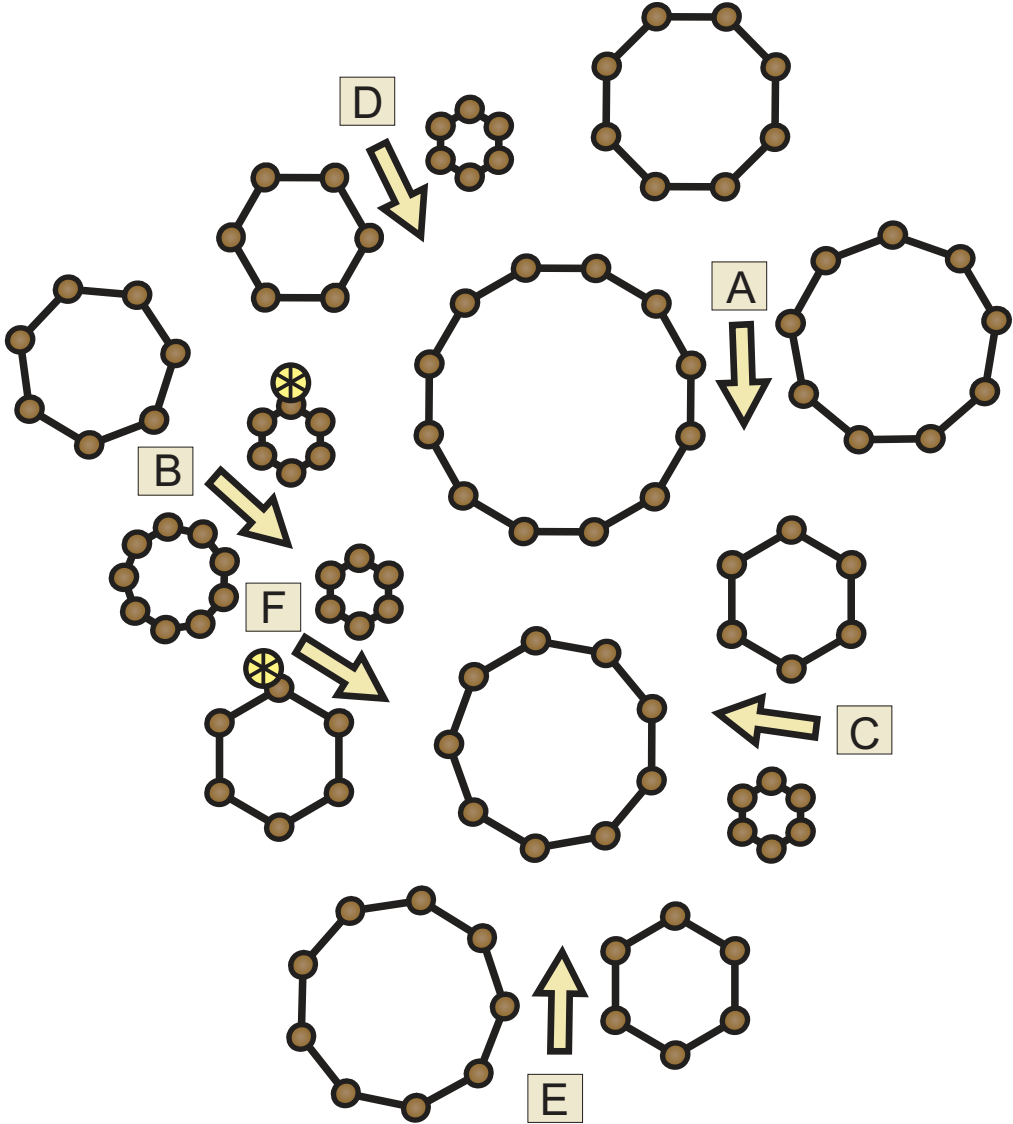
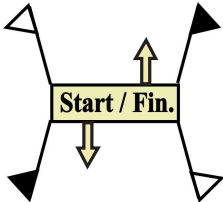


Hindernis 1.



 = Afrijdbaar element (2x)