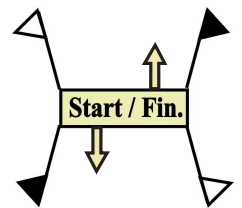
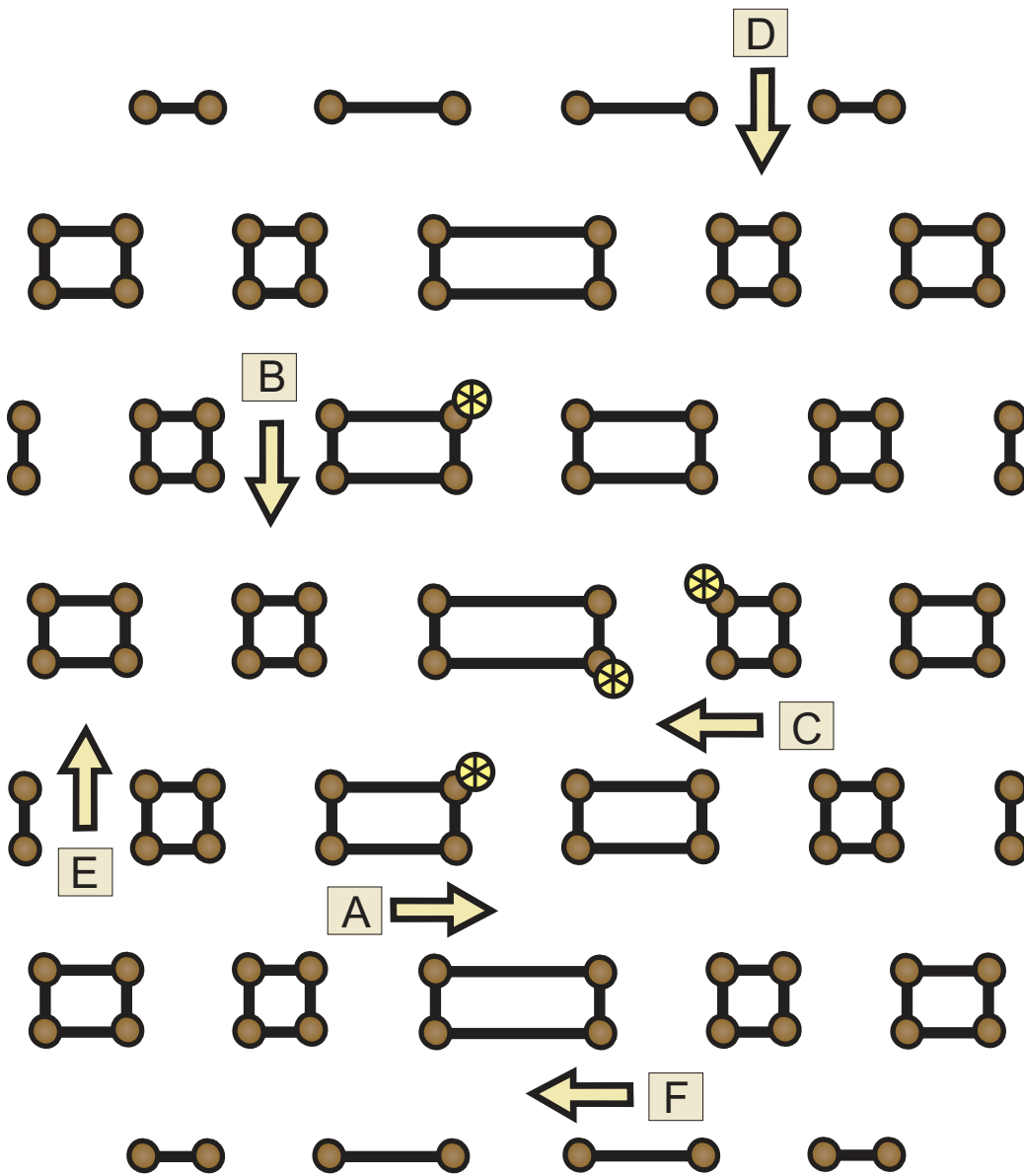


Hindernis 4. (Niet voor klasse L)



⊗ = Afrijdbaar element (4x)