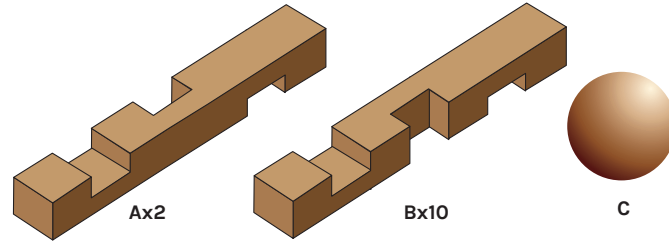
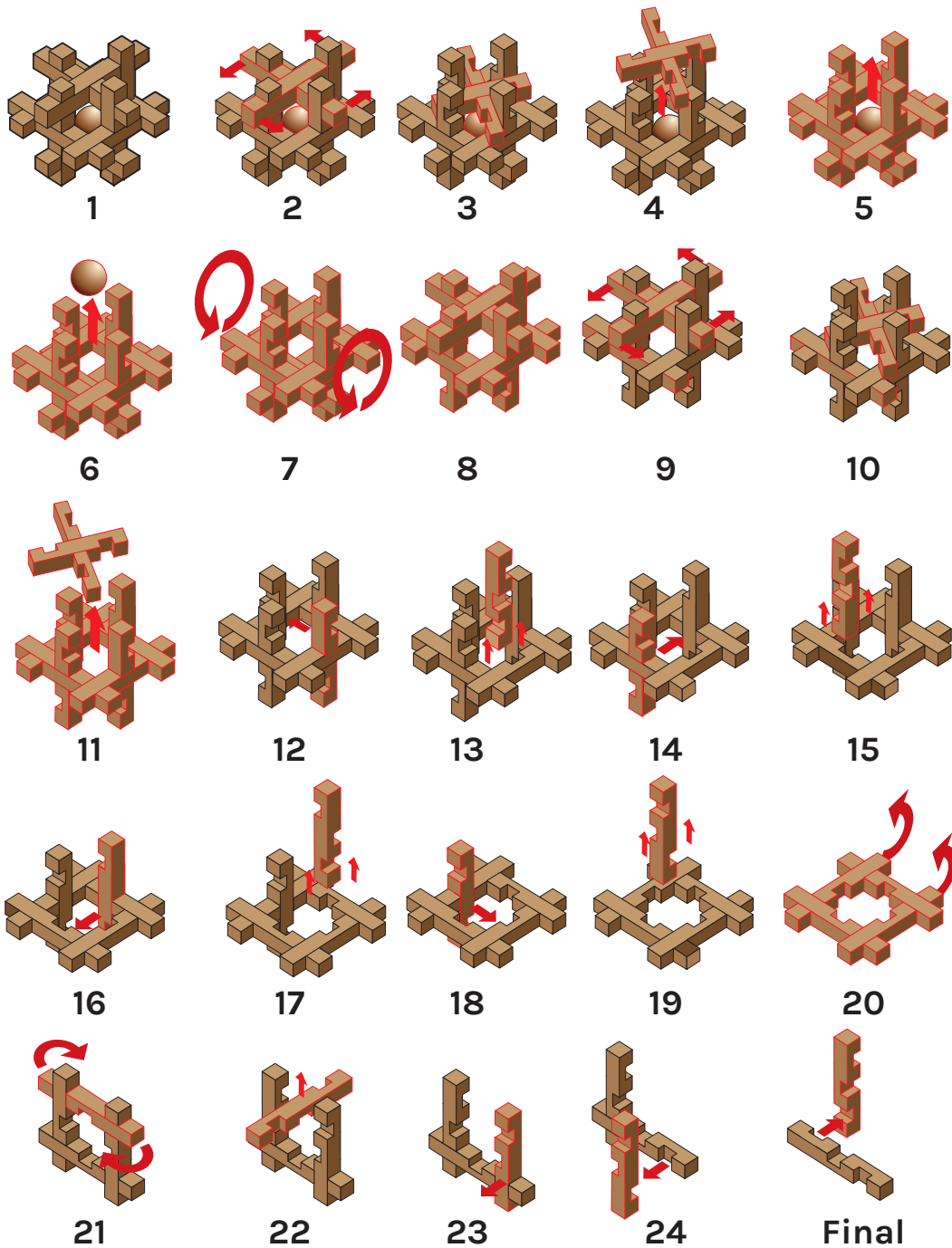


LOCK A BALL

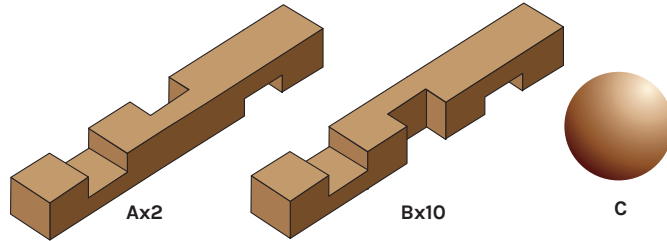


To Remove

Components



LOCK A BALL



To Assemble

Components

