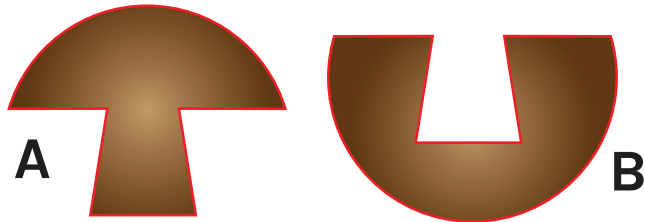
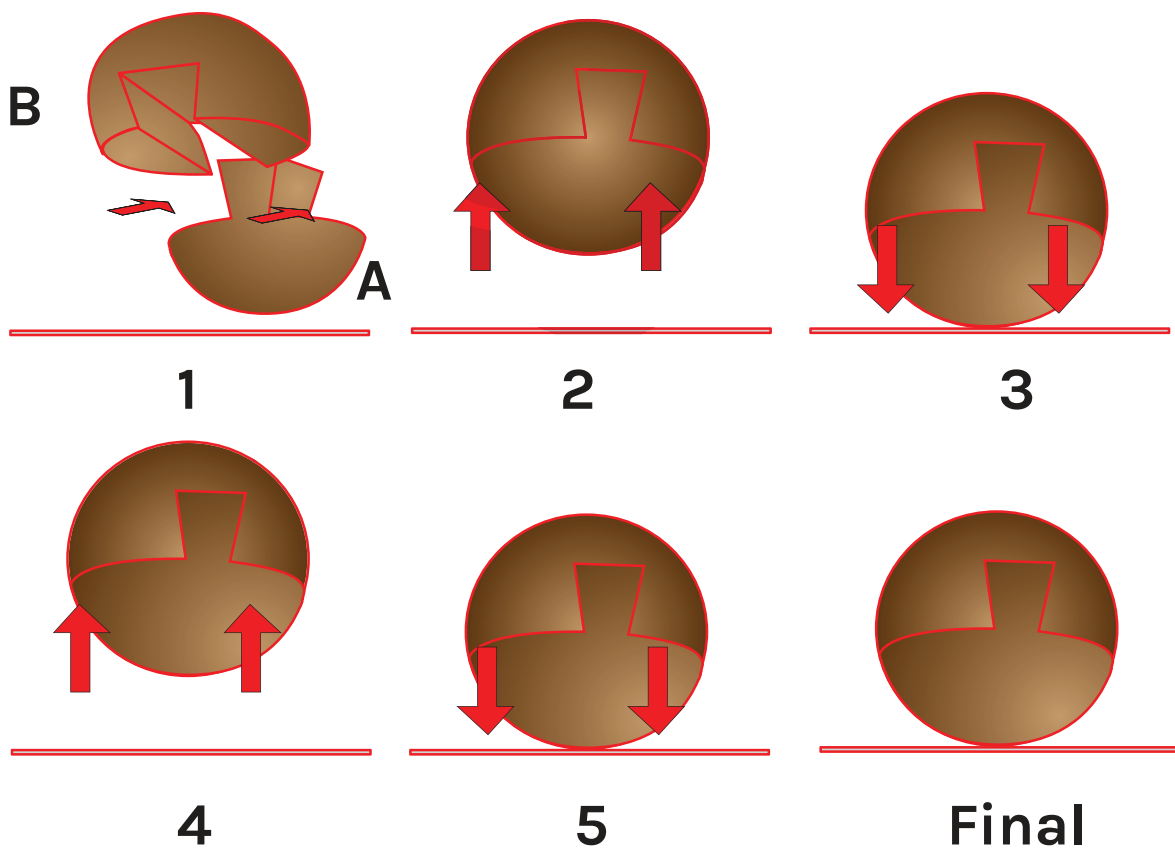


LOCKING SPHERE

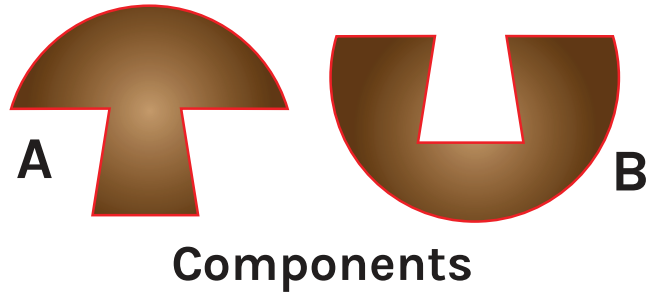


To Assemble

Components



LOCKING SPHERE



To Remove

