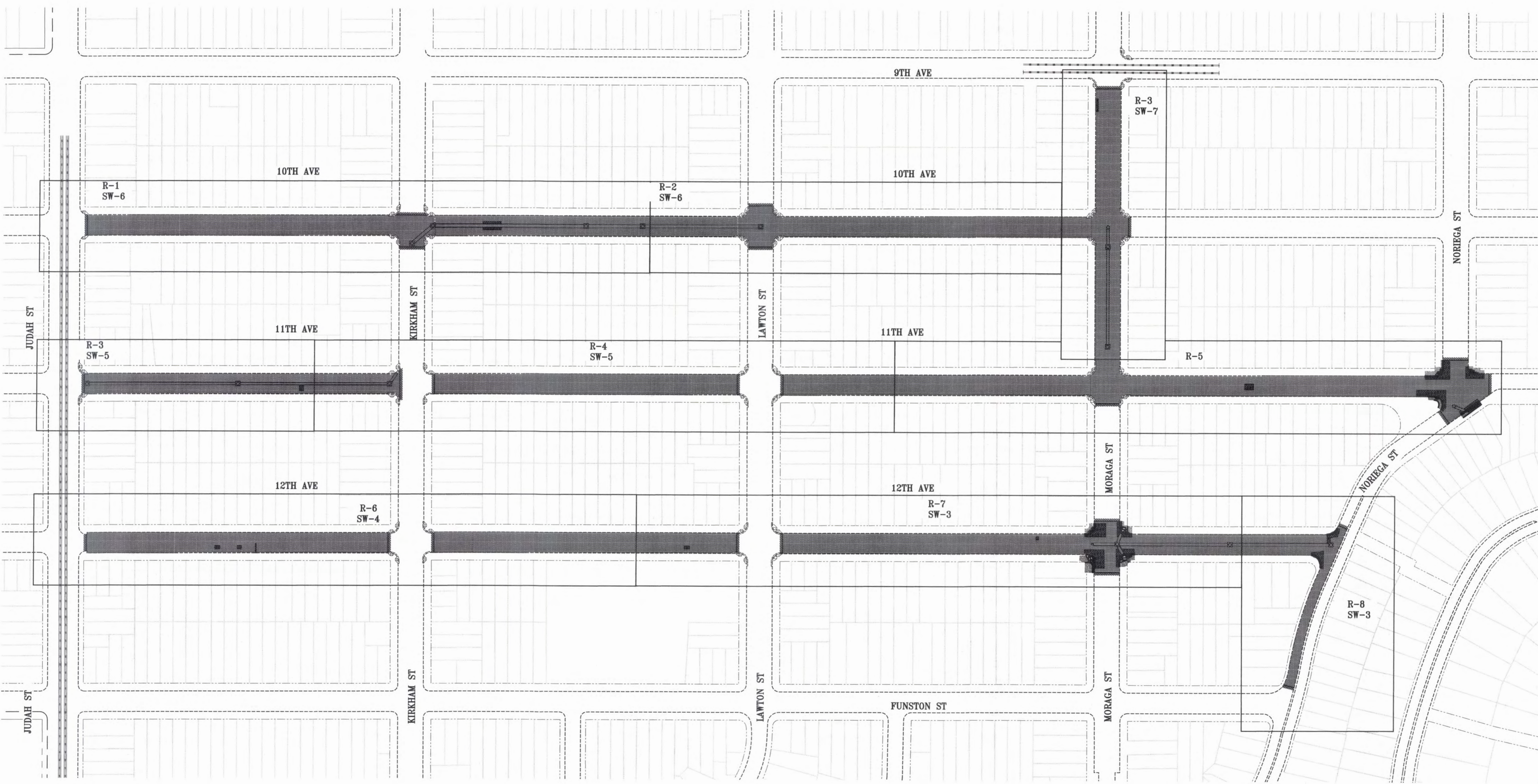




# VICINITY MAP



VICINITY MAP II

