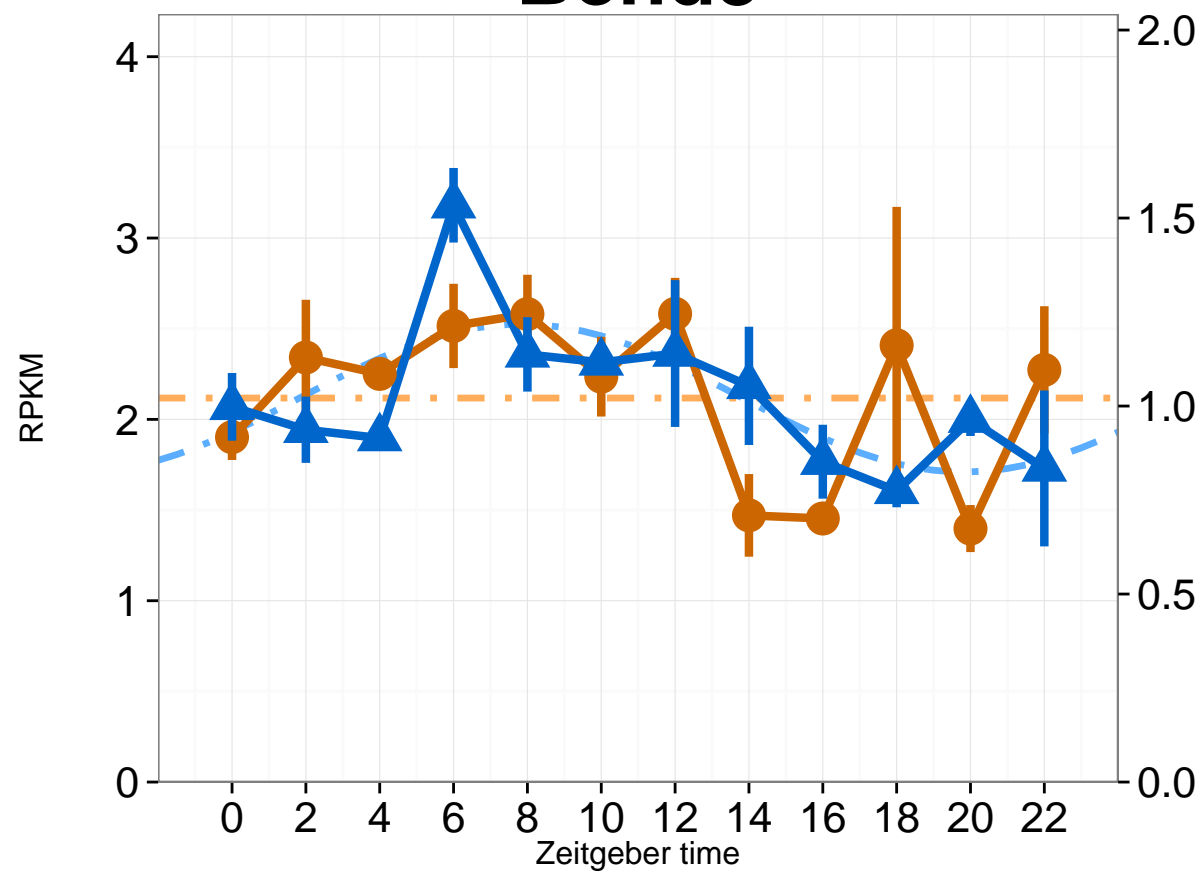


# Bend3



# Bend3

