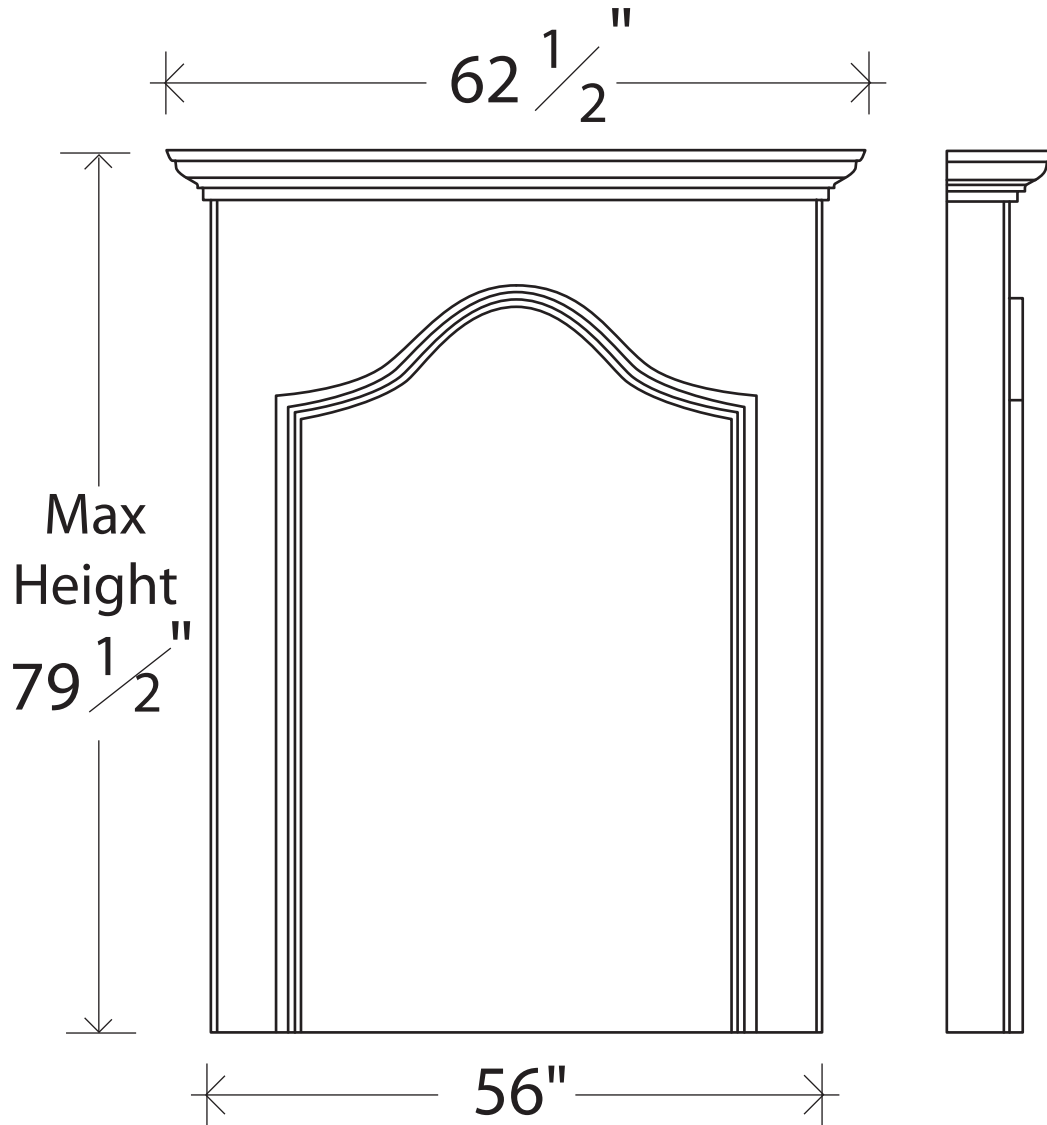


# Over Mantels



TYPE "A"