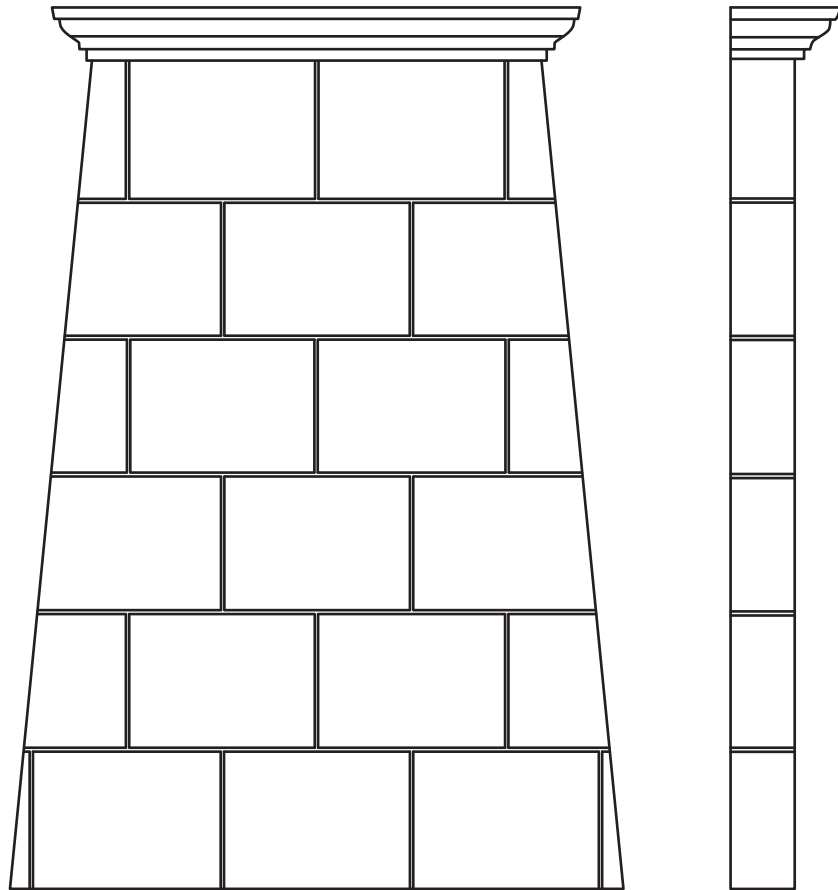


# Over Mantels



TYPE "B"