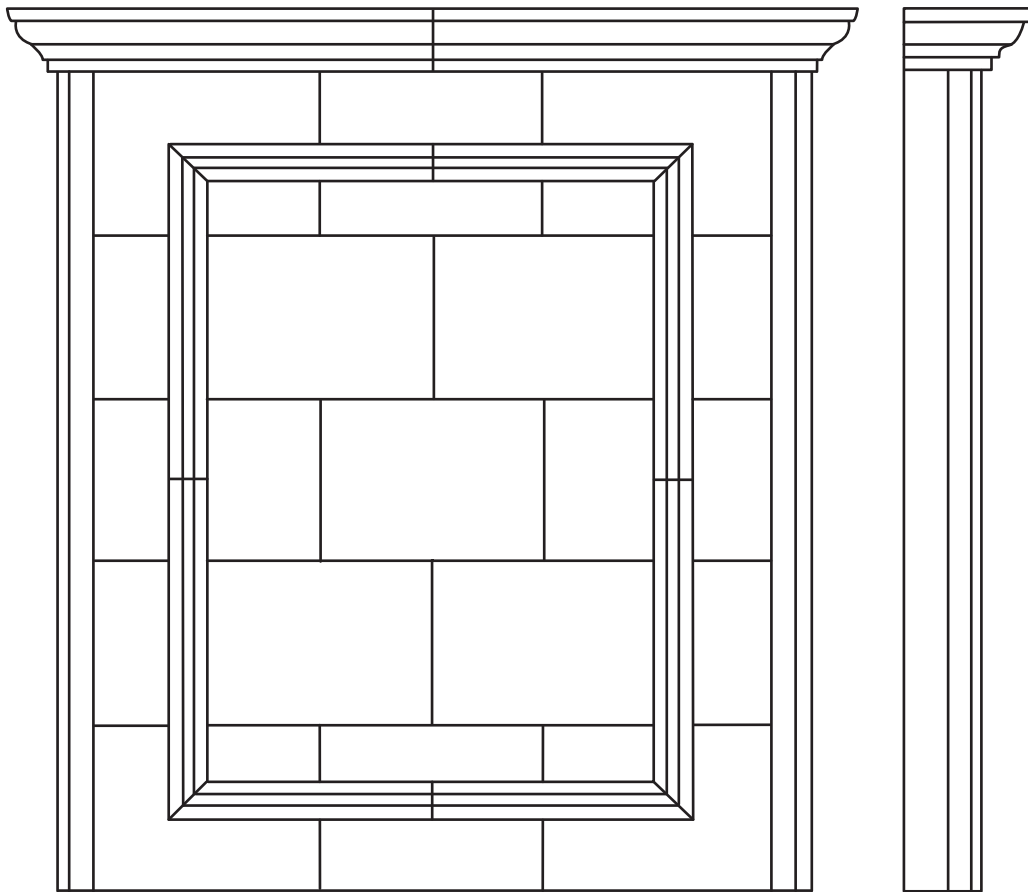


# Over Mantels



TYPE "E"