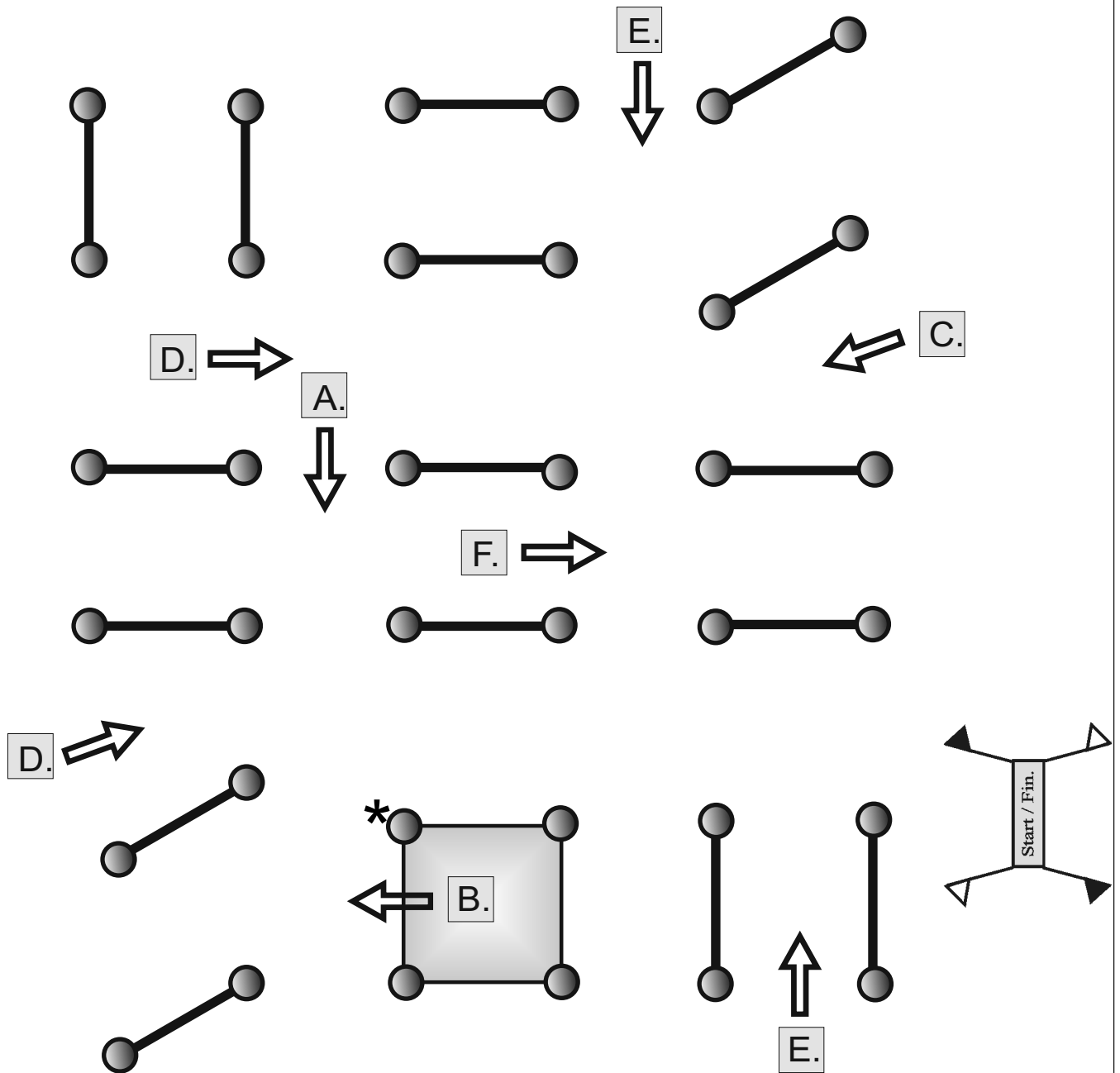


Hindernis 2.



* = Afrijdbaar element