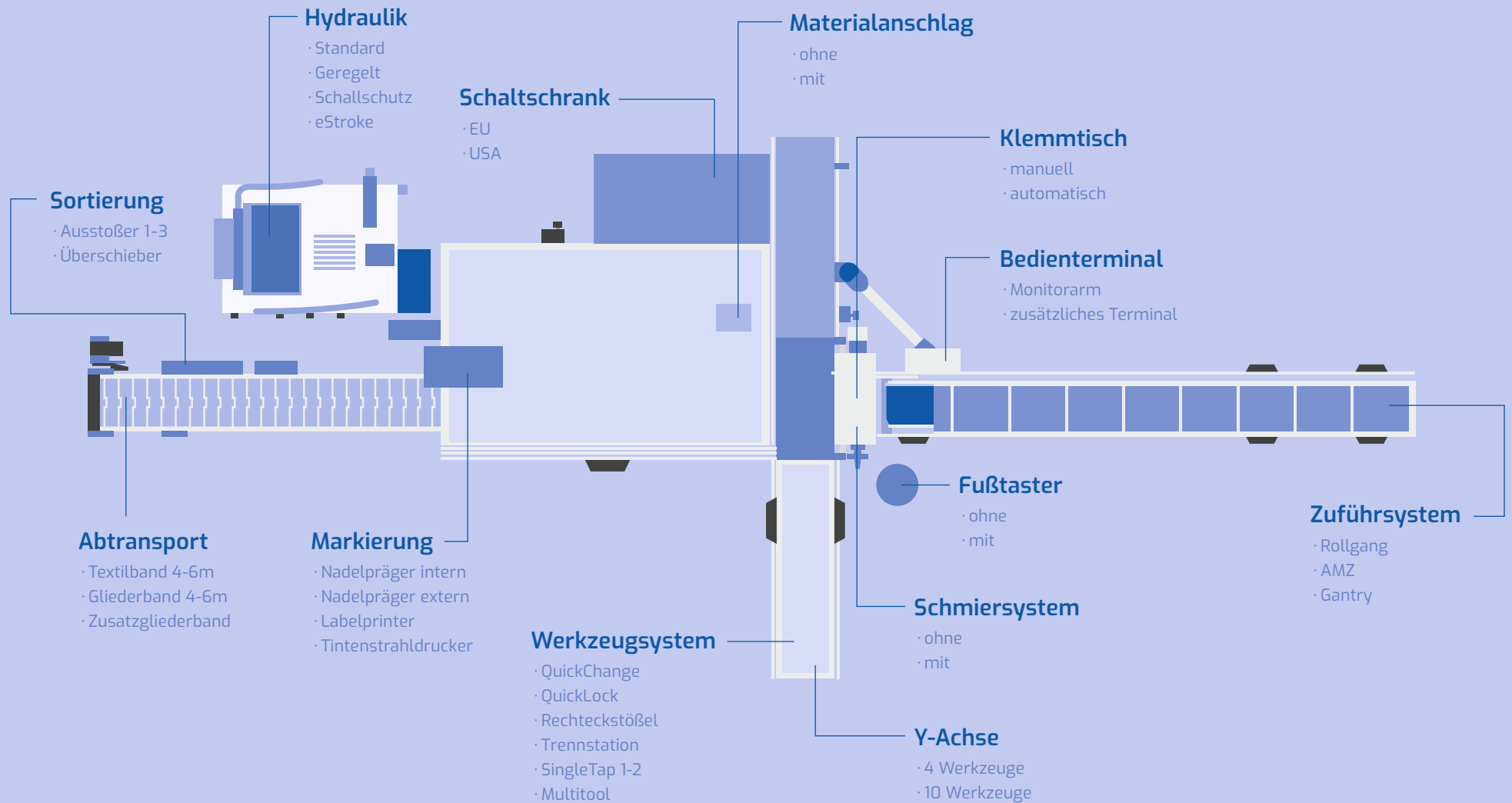


FlexPunch



FlexPunch

