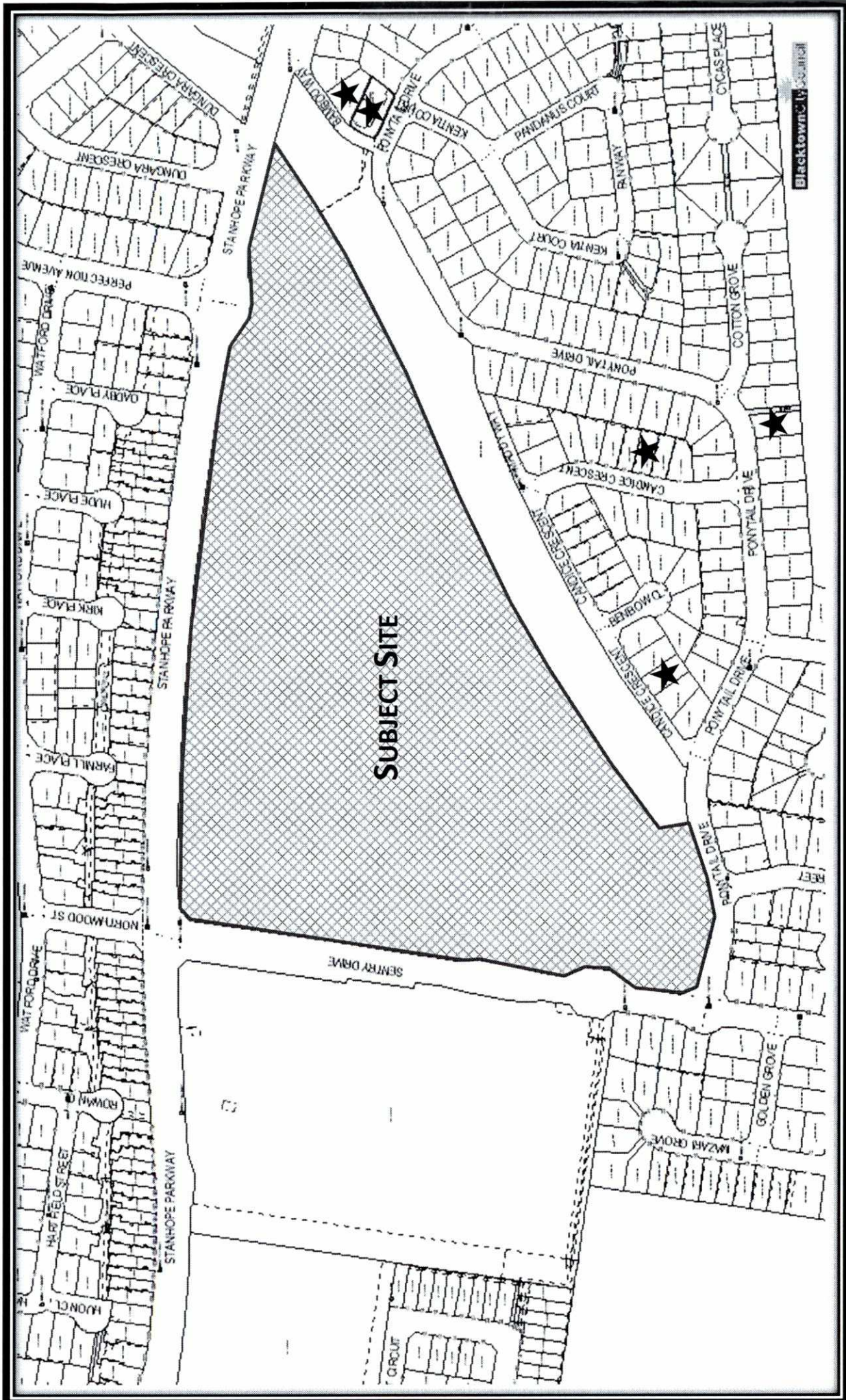




★ Location of objector