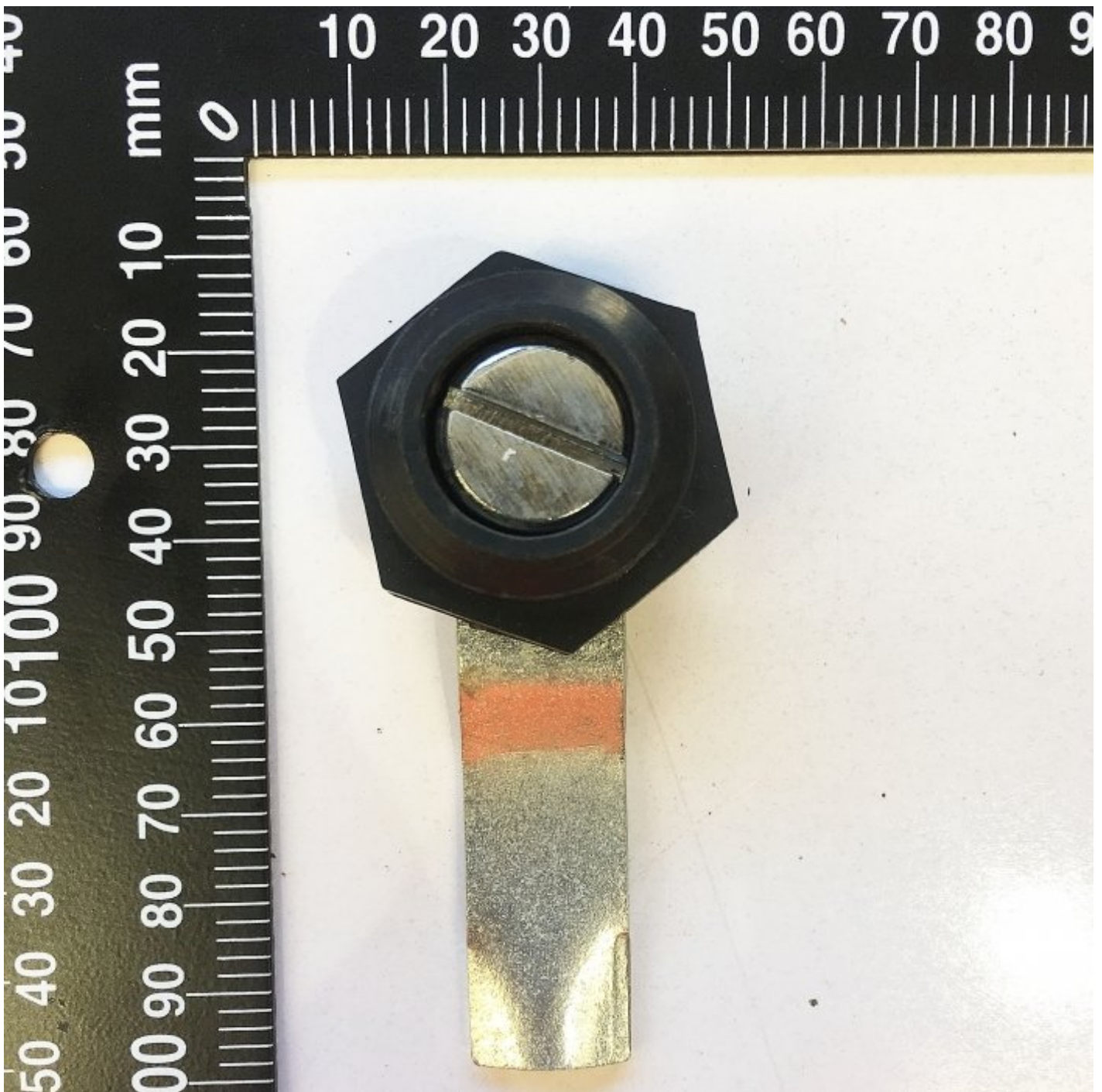


#

LOCK ASSEMBLY



LOCK ASSEMBLY #