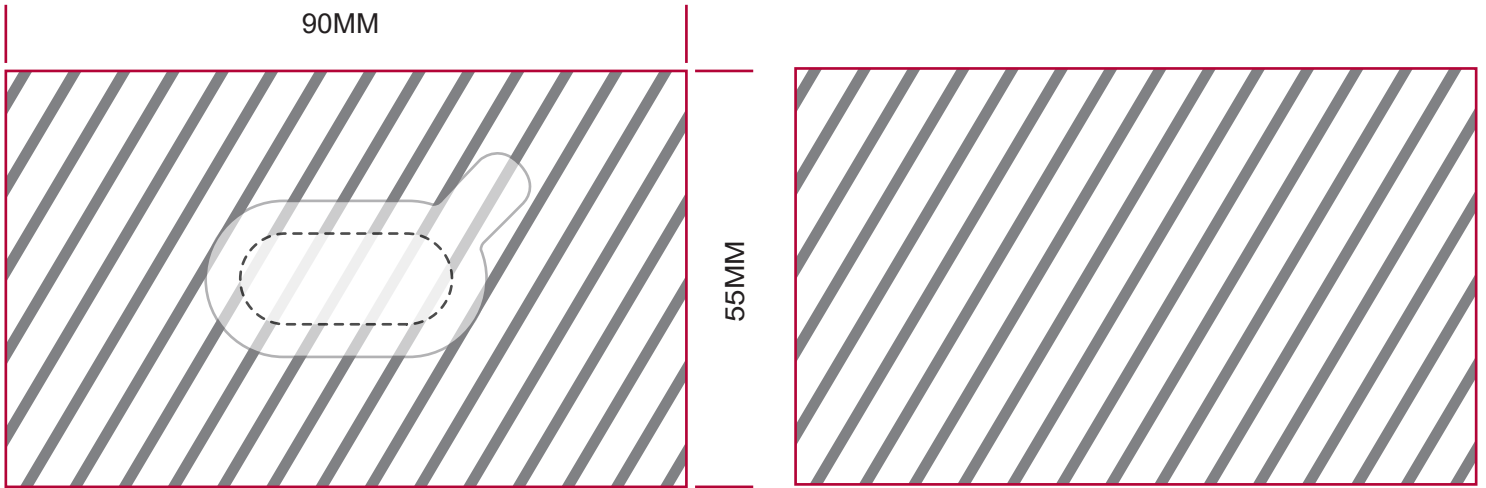


# Shield (SH) Guard (GU)



# Canopy (CNP)

