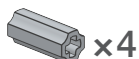


# EVEN BALANCE

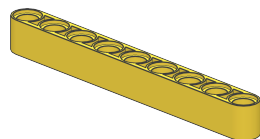
## PARTS LIST



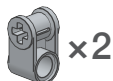
x4



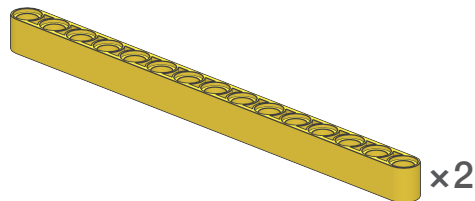
x4



x5



x2



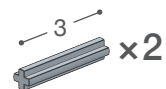
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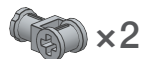
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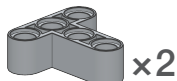
x2



x2



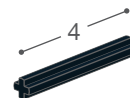
x2



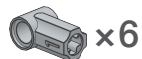
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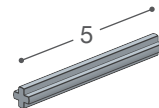
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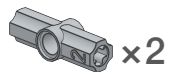
x2



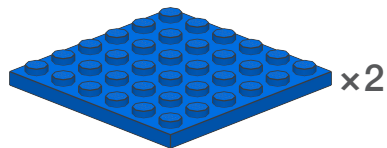
x6



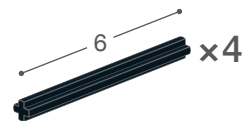
x2



x2



x2



x4