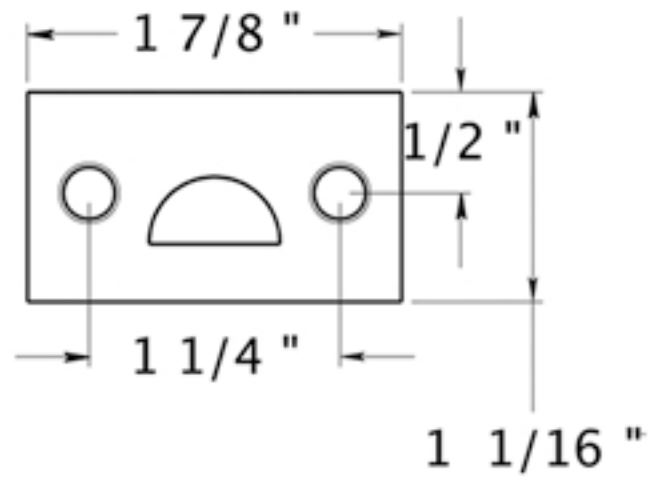
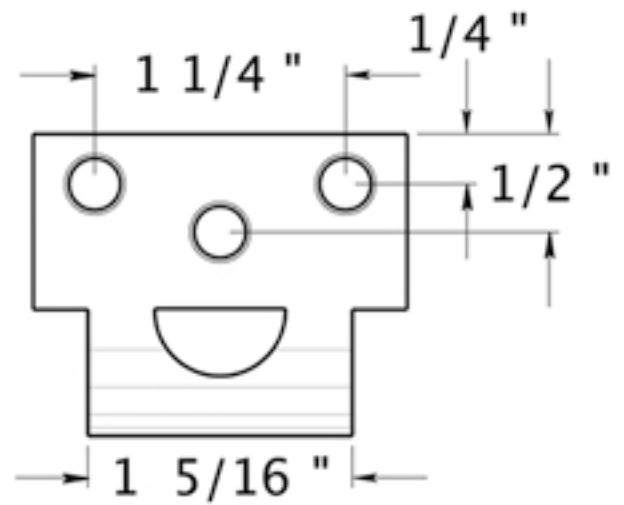


Angle Strike



Mortise Strike



Universal Strike