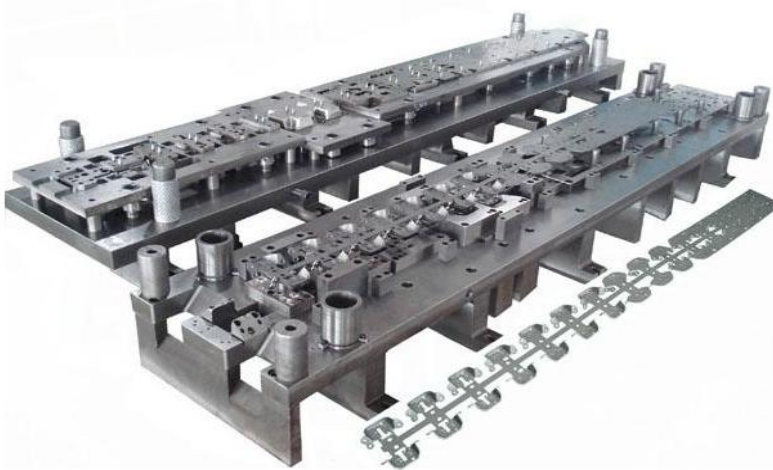


Punching parts:



Bending parts:

