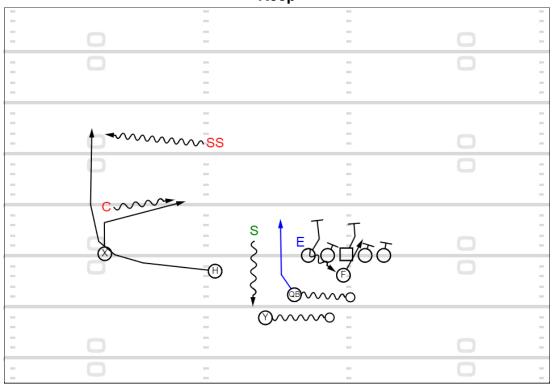


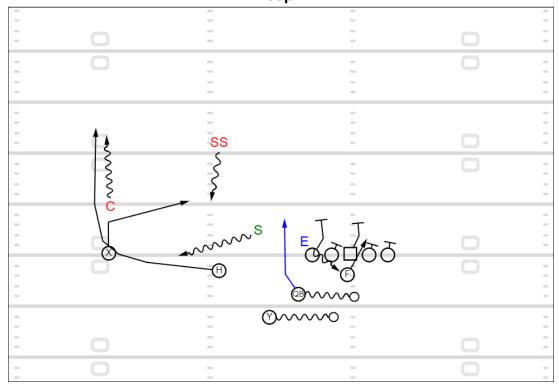
# **TRIANGLE READS**



### Keep



## Keep 2

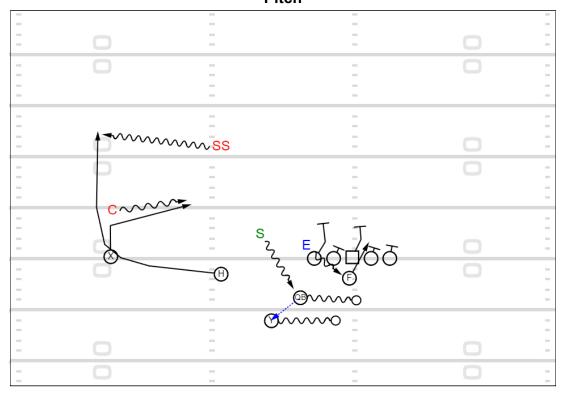




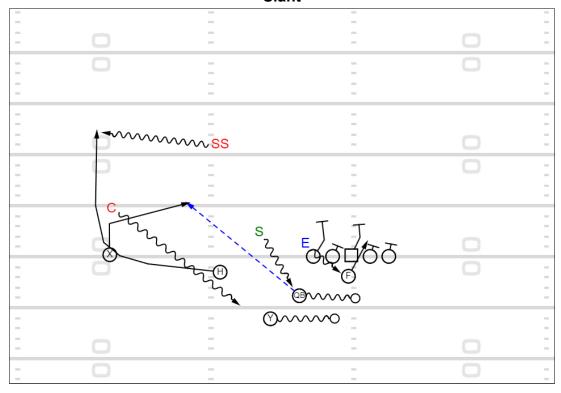
# **TRIANGLE READS**



### Pitch



### Slant

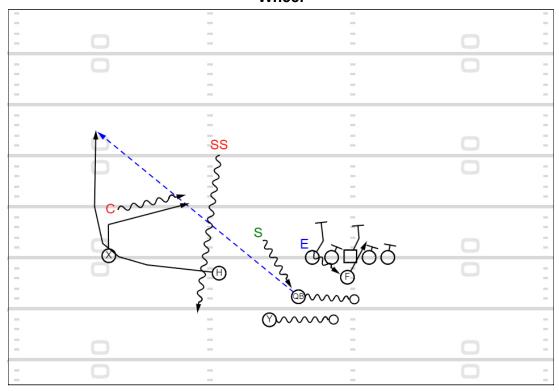




# TRIANGLE READS



### Wheel



### Wheel 2

