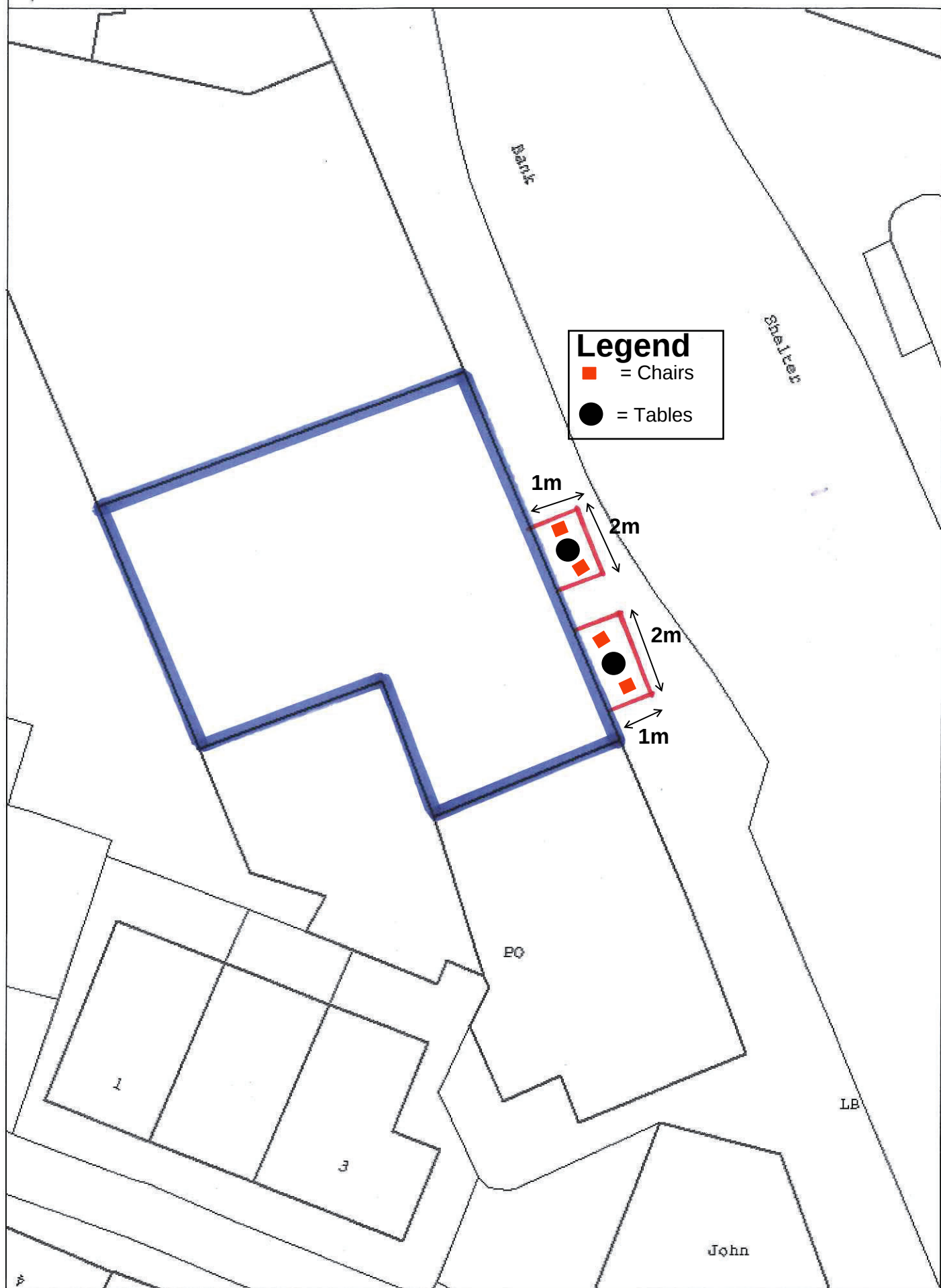


**Legend**

■ = Chairs

● = Tables