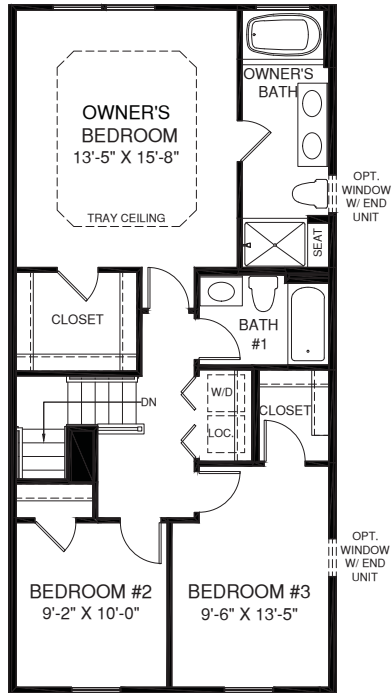
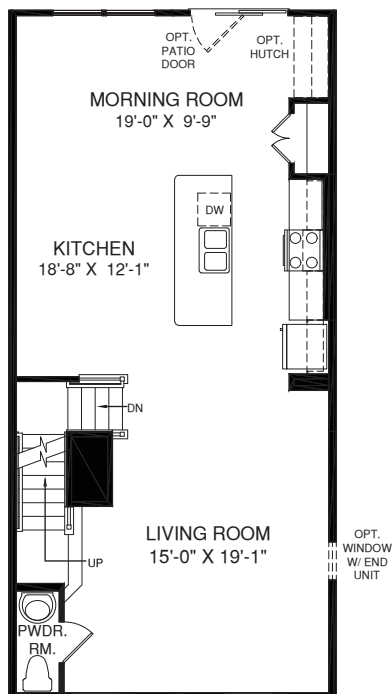




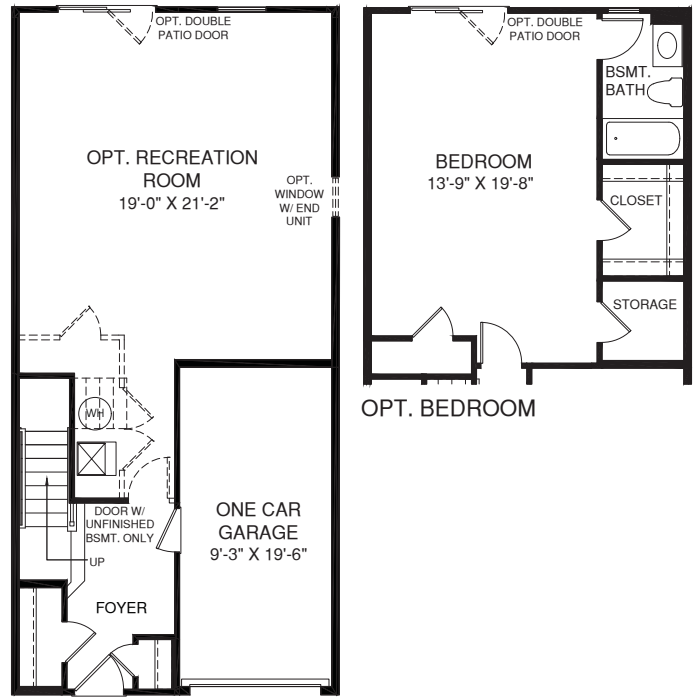
BASEMENT LEVEL ENTRY



UPPER LEVEL



MAIN LEVEL



LOWER LEVEL



OPT. POWDER ROOM