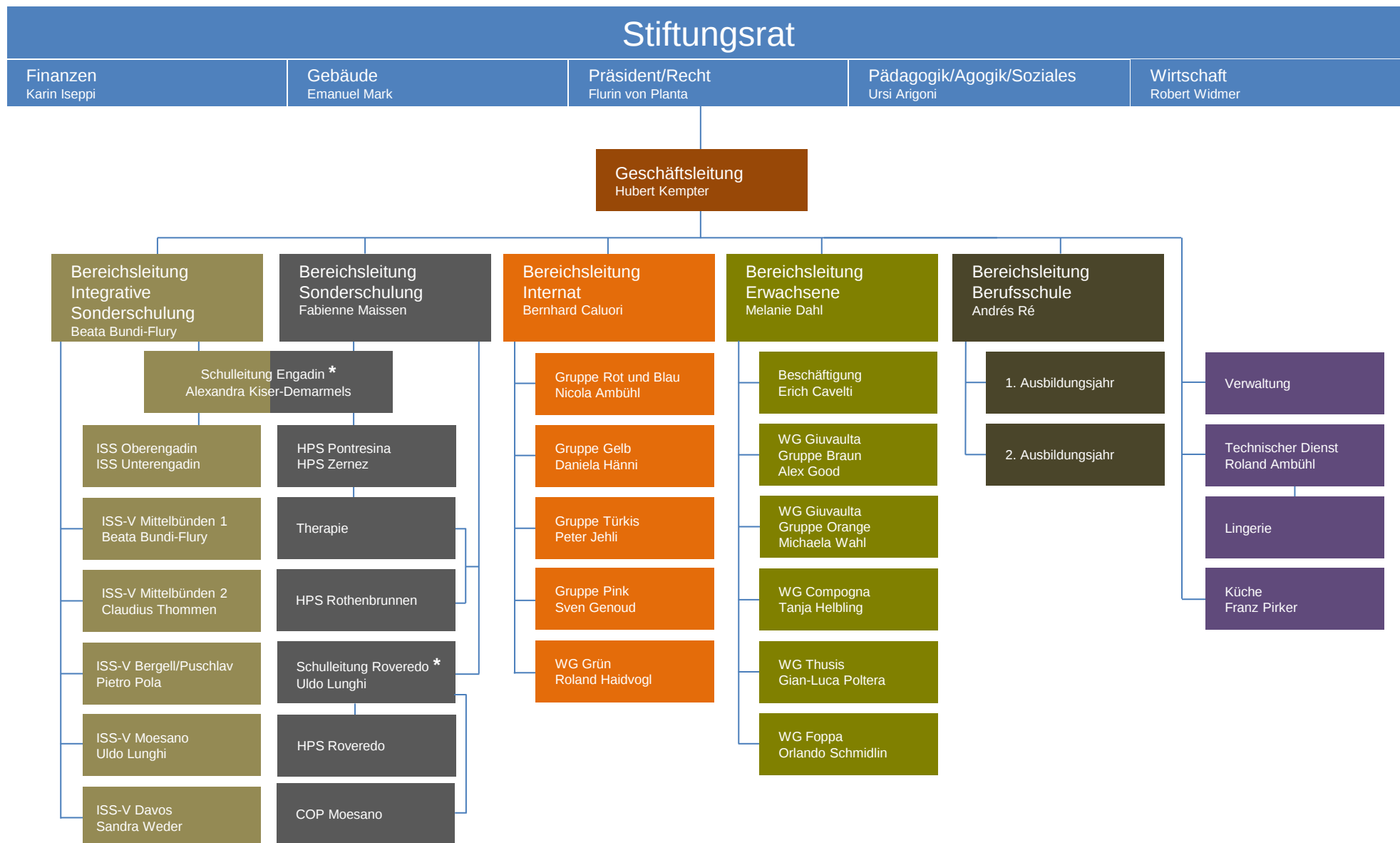




* Personelle Unterstellung GL