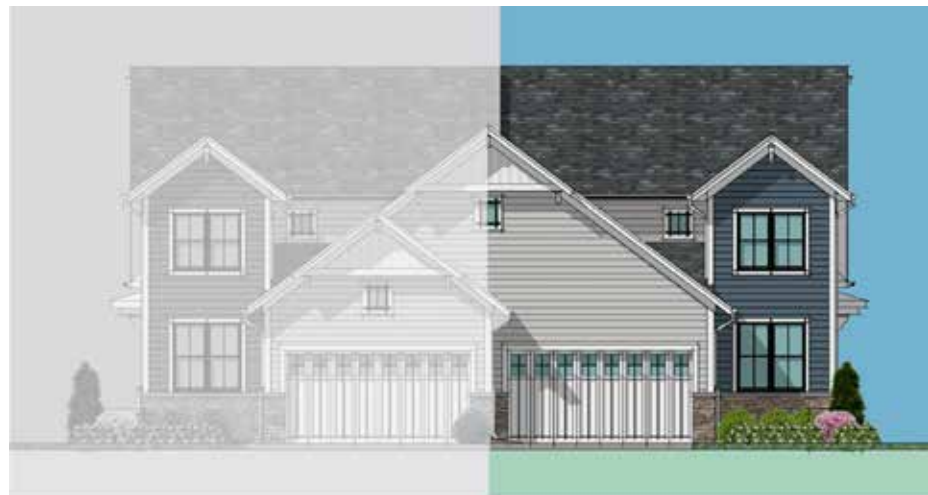


ELEVATION #2



ELEVATION #3



Dormer is Optional

ELEVATION #4

BAROLO



ELEVATION #1



