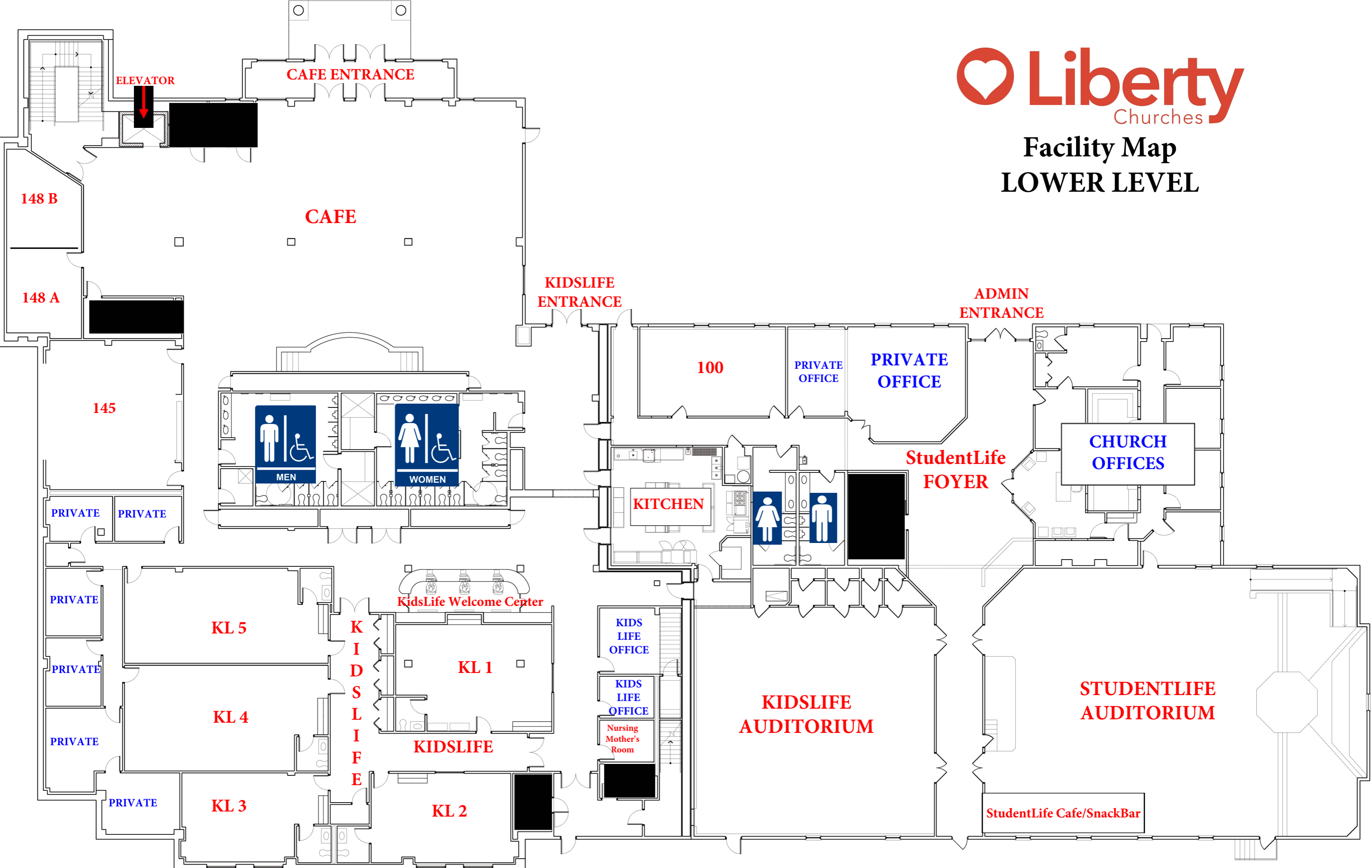




# Facility Map LOWER LEVEL



**Facility Map**  
**UPPER LEVEL**

