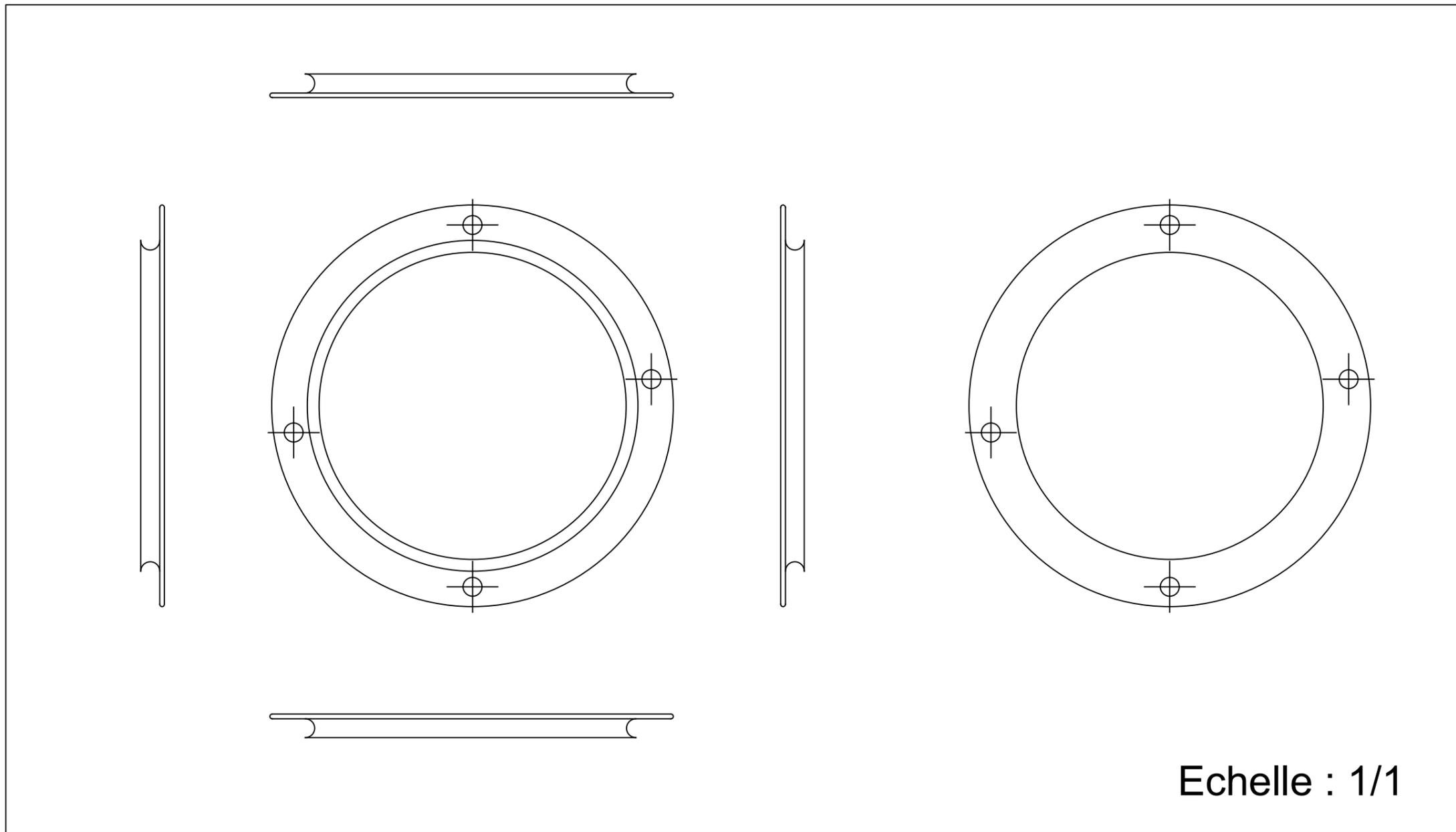


# Entraîneur (x1)



# Fixations (x2)

