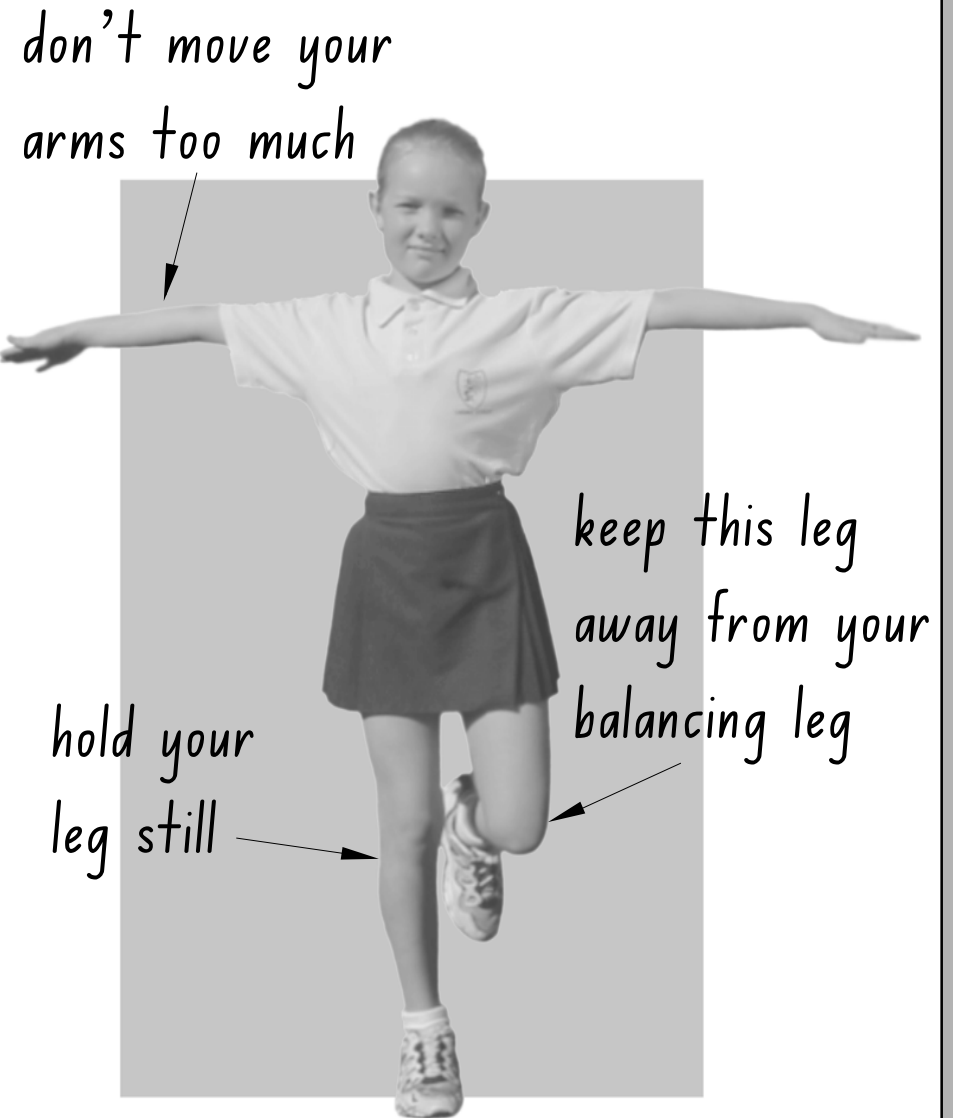


Static balance



Show me how to ... balance



Show me how to ... balance

