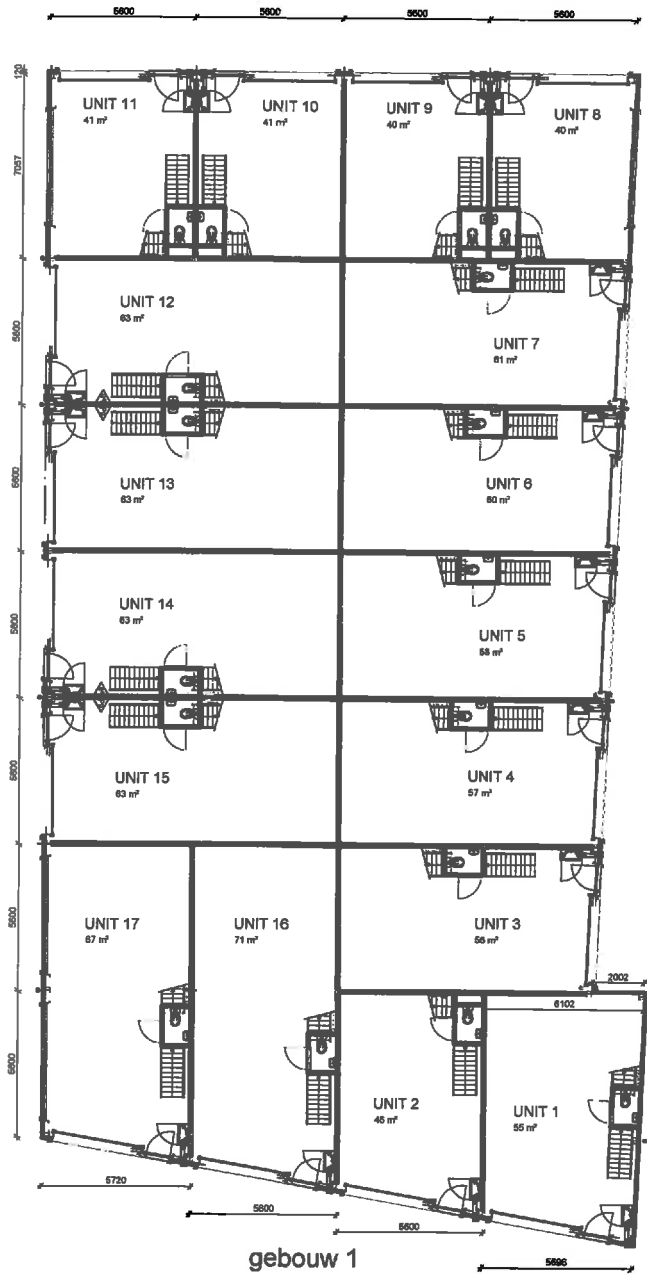


gebouw 2



gebouw 1

Beganegrond peil = 0



# Plattegrond Beganegrond