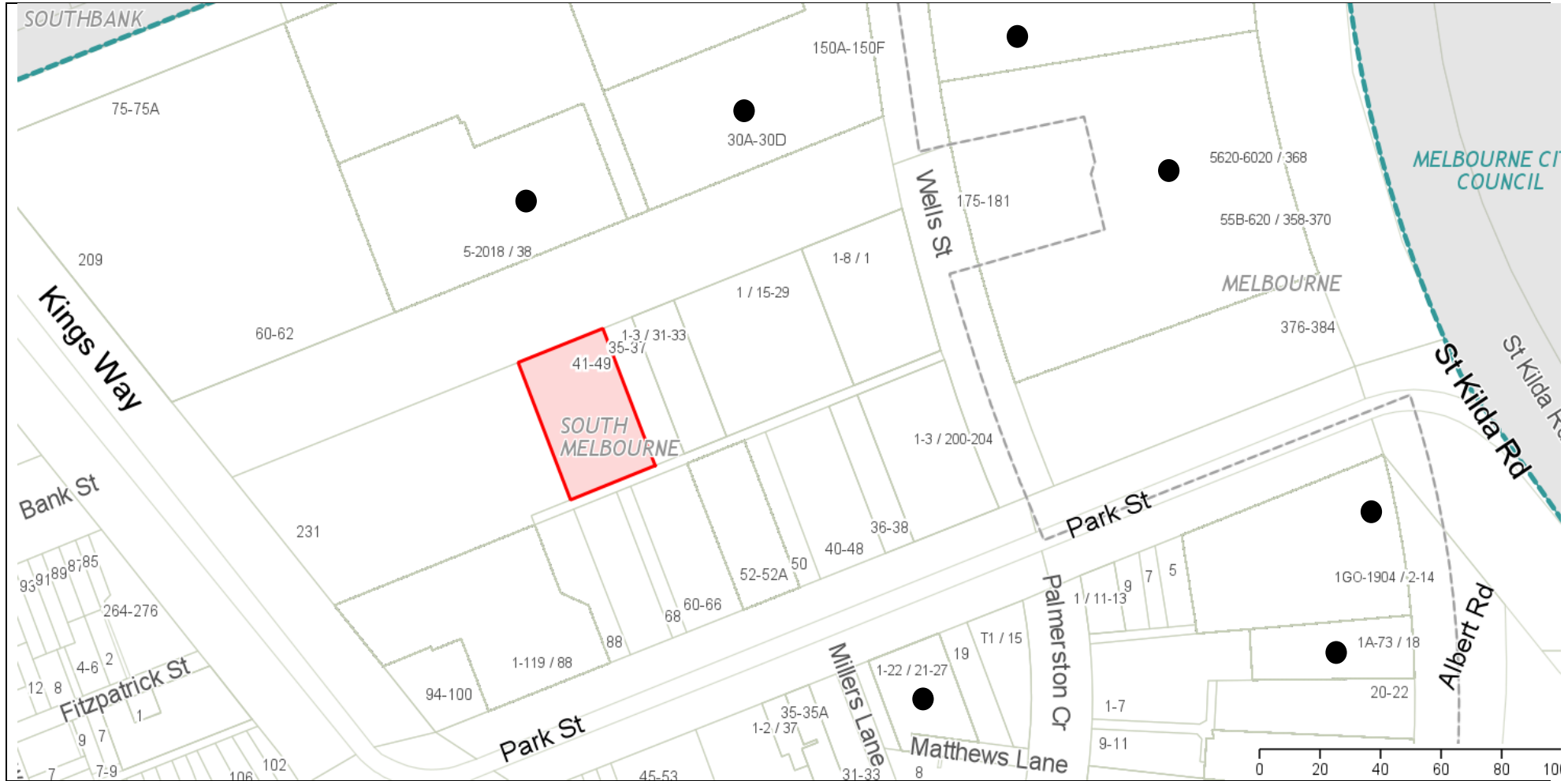


# Objector Map



● = Properties with objections