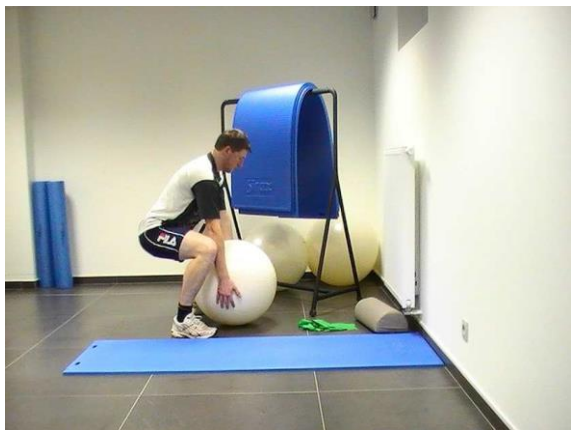


## Zware objecten tillen (squat met brace):



Zware objecten tillen