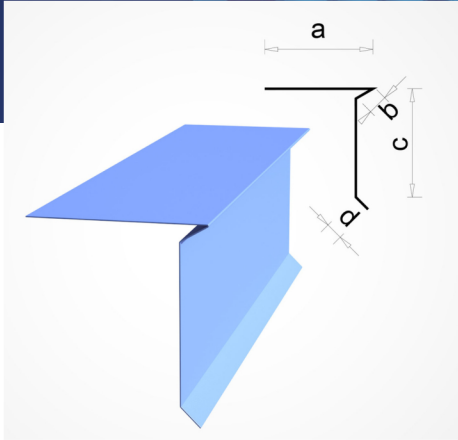
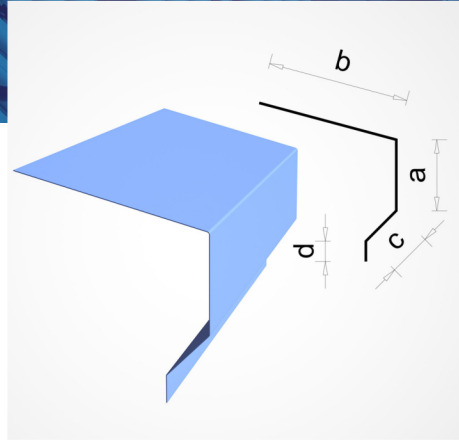


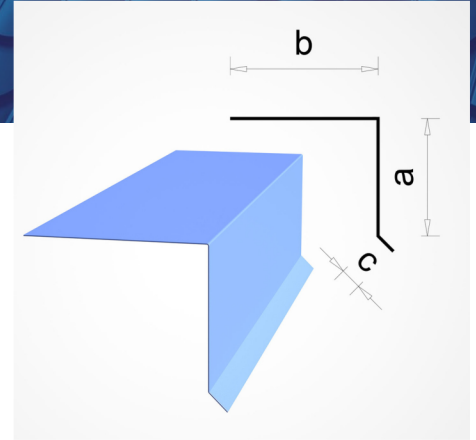
# EAVE DRIP



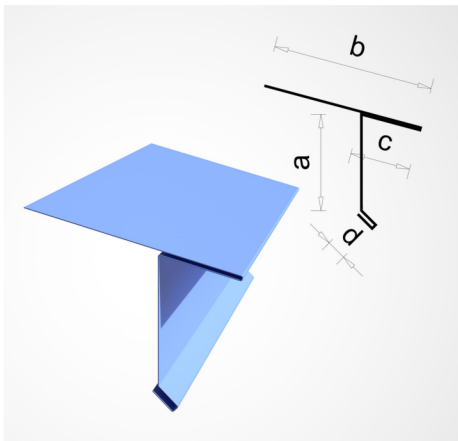
**CEDF1**  
EAVE DRIP



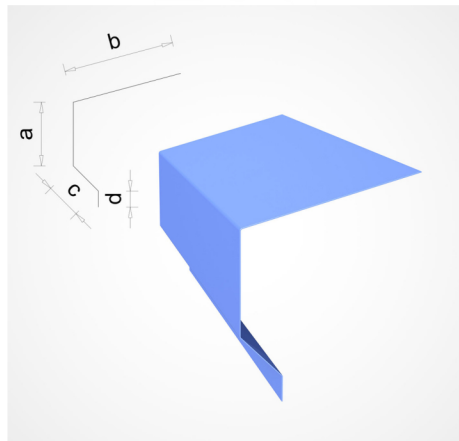
**CEDF2**  
EAVE DRIP



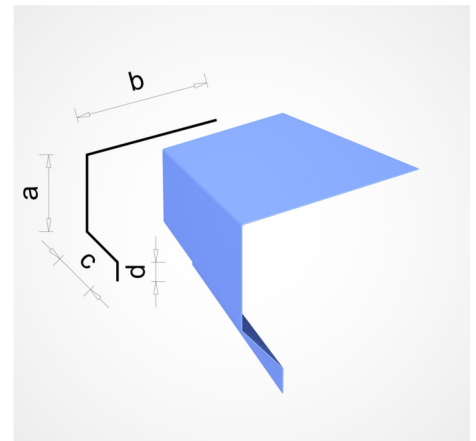
**CEDF3**  
EAVE DRIP



**CEDF4**  
EAVE DRIP

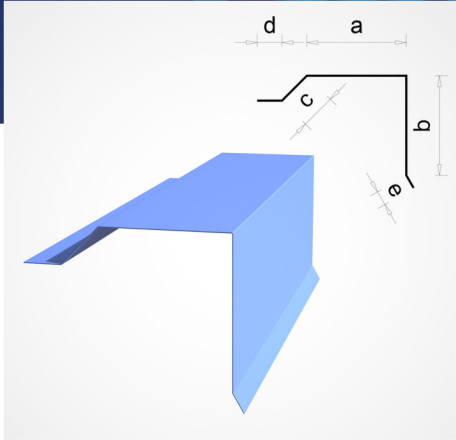


**CEDF5**  
EAVE DRIP

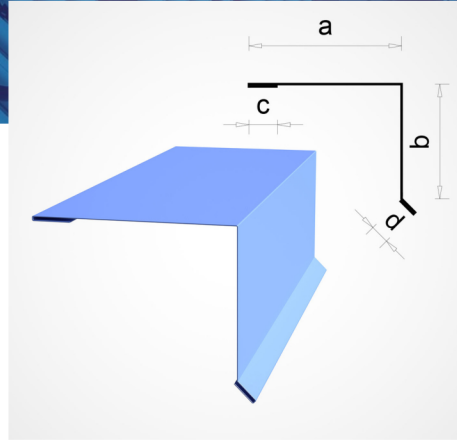


**CEDF6**  
EAVE DRIP

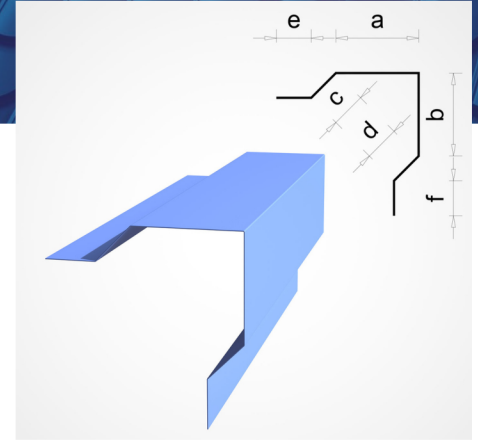
# GABLE TRIMS



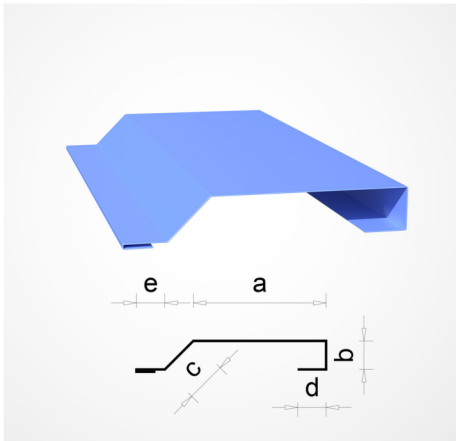
**CRF1**  
GABLE TRIM



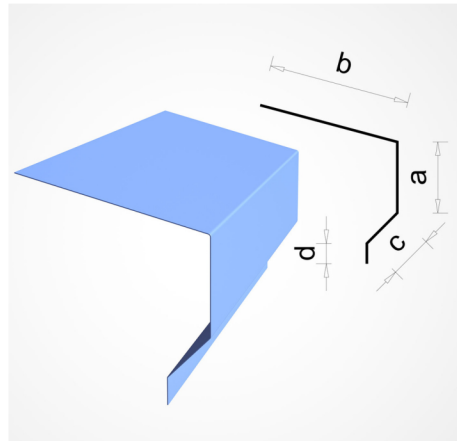
**CRF2**  
GABLE TRIM



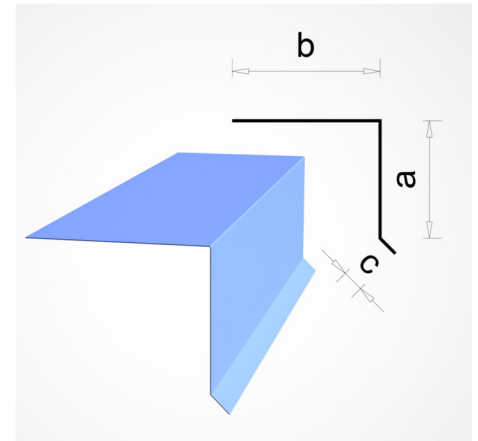
**CRF3**  
GABLE TRIM



**CRF4**  
GABLE TRIM

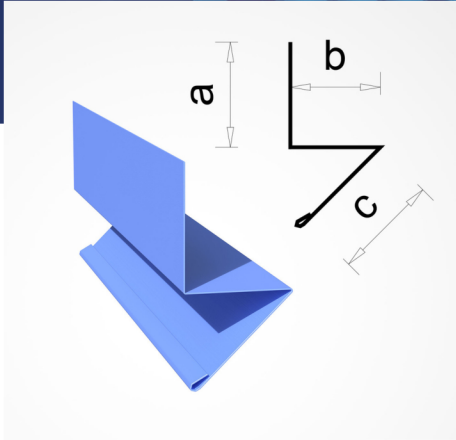


**CRF5**  
GABLE TRIM

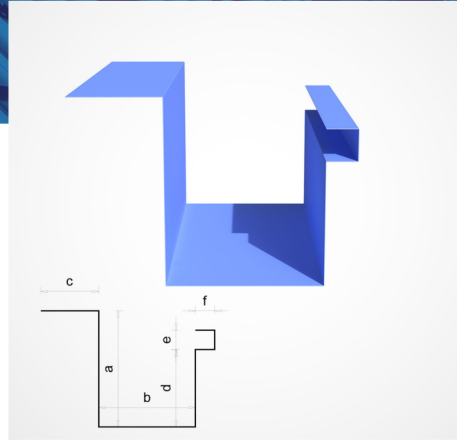


**CRF6**  
GABLE TRIM

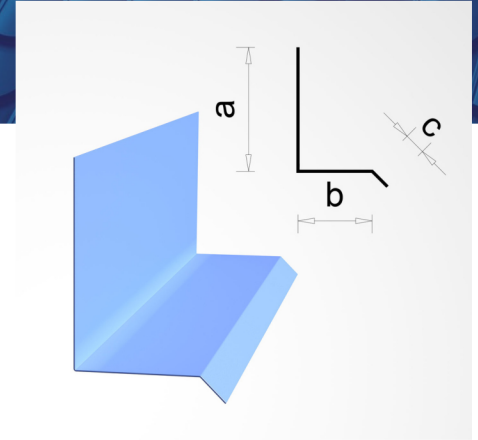
# OTHER TRIMS



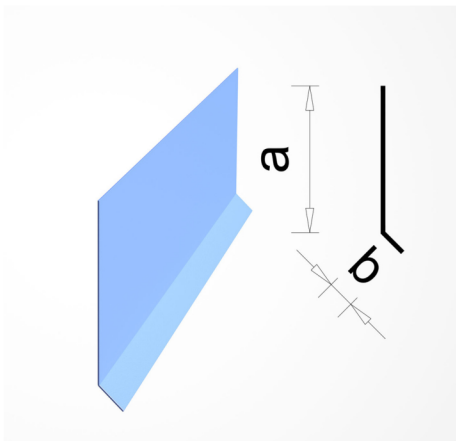
**COT1**  
OTHER TRIM



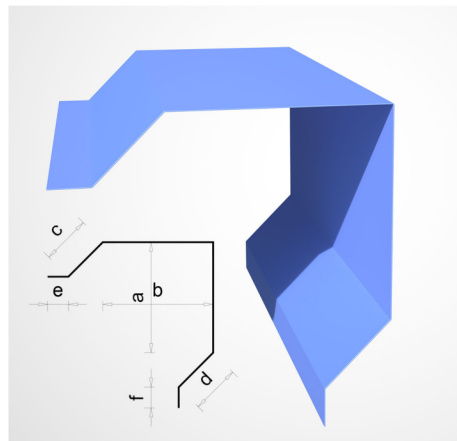
**COT2**  
OTHER TRIM



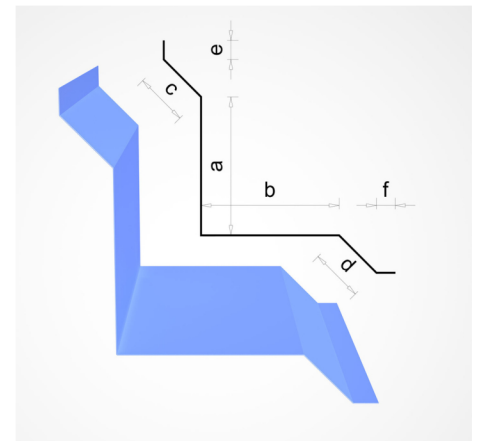
**COT3**  
OTHER TRIM



**COT4**  
OTHER TRIM



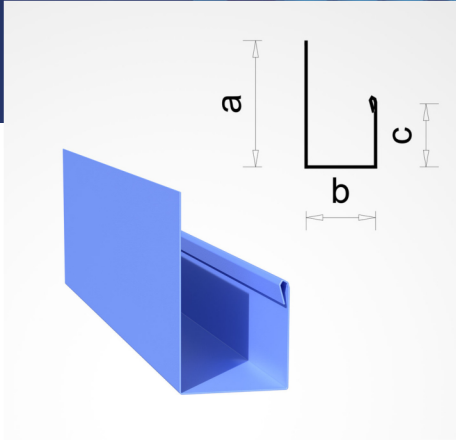
**COT5**  
OTHER TRIM



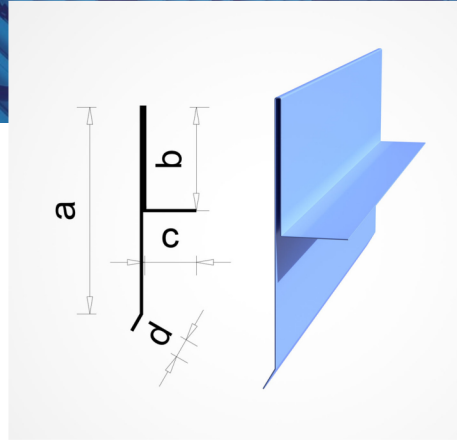
**COT6**  
OTHER TRIM



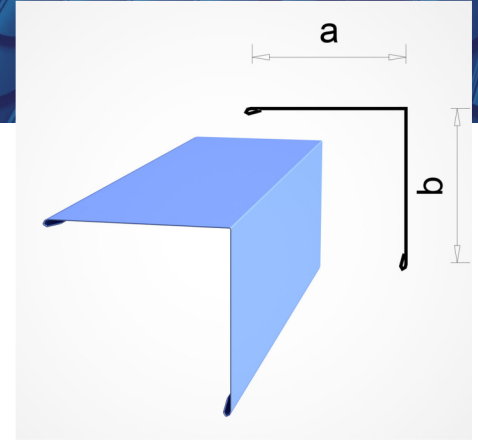
# OTHER TRIMS



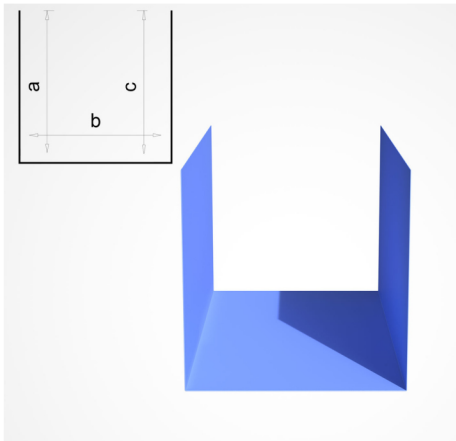
**COT7**  
OTHER TRIM



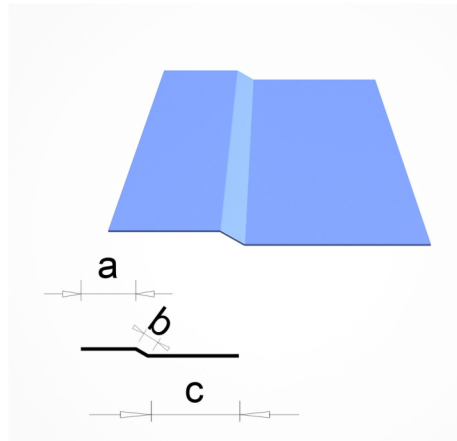
**COT8**  
OTHER TRIM



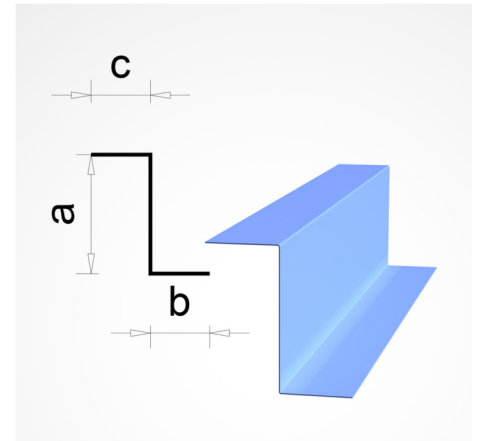
**COT9**  
OTHER TRIM



**COT10**  
OTHER TRIM



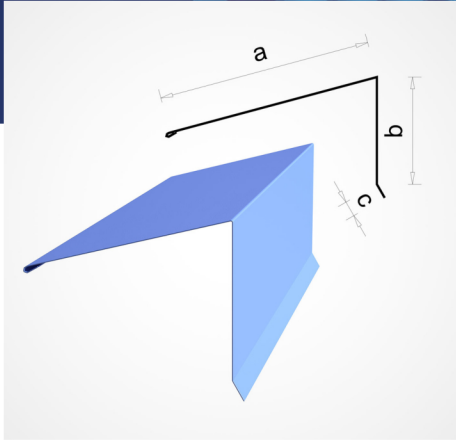
**COT11**  
OTHER TRIM



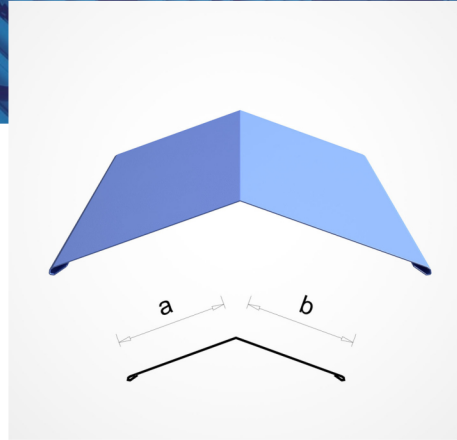
**COT12**  
OTHER TRIM



# RIDGE CAPS



**CRCF1**  
RIDGE CAPS



**CRCF2**  
RIDGE CAPS

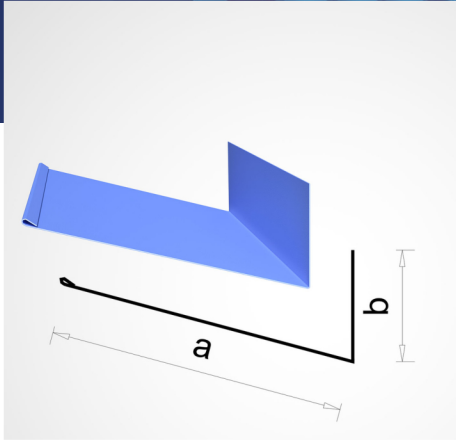


**CRCF3**  
RIDGE CAPS

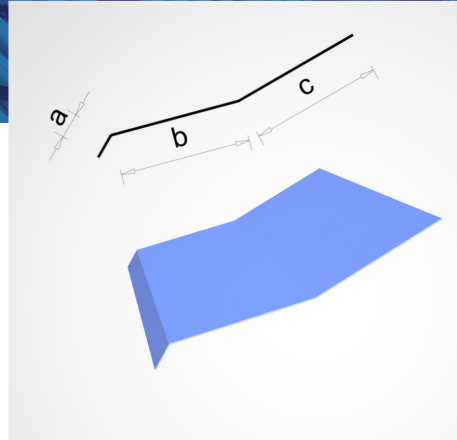


**CRCF4**  
RIDGE CAPS

# TRANSITIONS

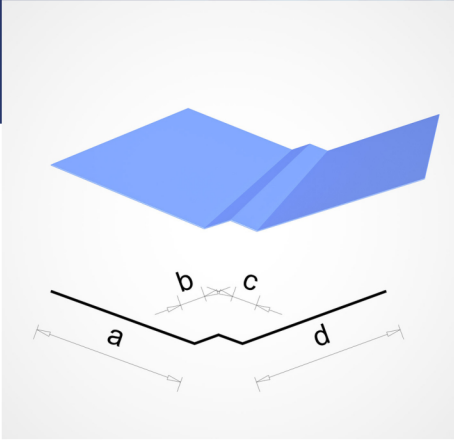


**CTF1**  
TRANSITIONS

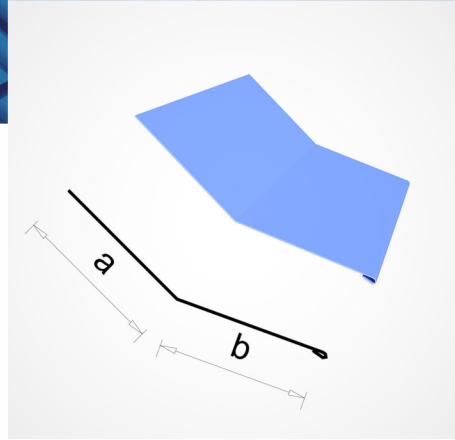


**CTF2**  
TRANSITIONS

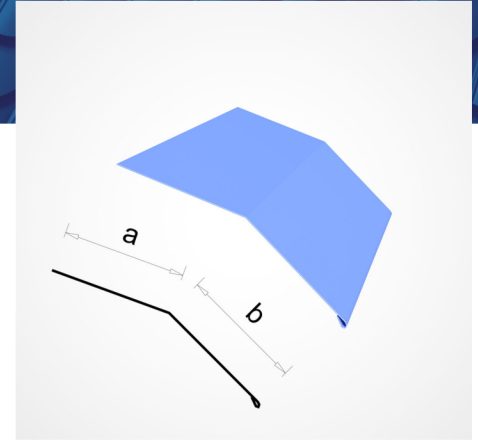
# VALLEY



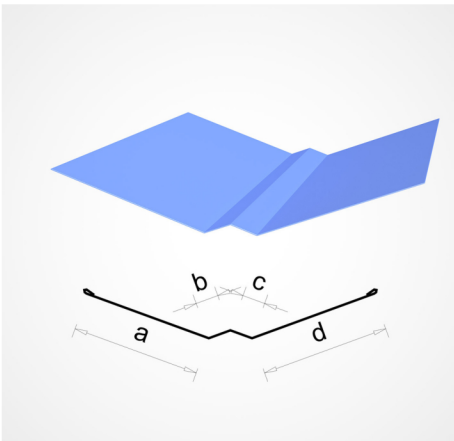
**CVF1**  
VALLEY



**CVF2**  
VALLEY



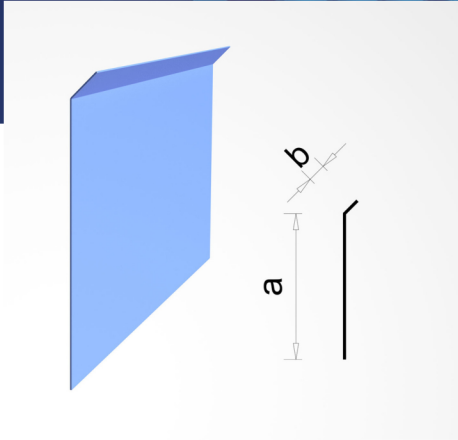
**CVF3**  
VALLEY



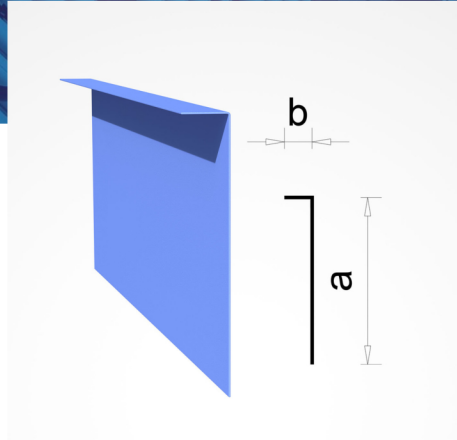
**CVF4**  
VALLEY



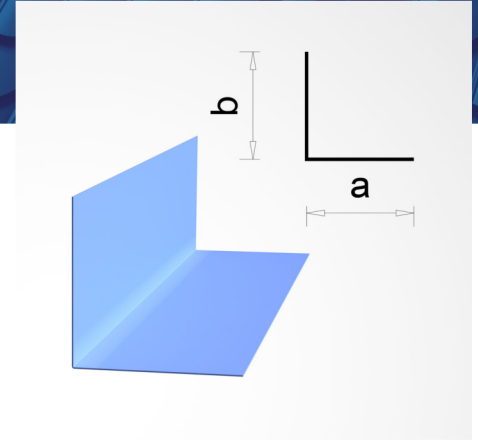
# WALL FLASHINGS



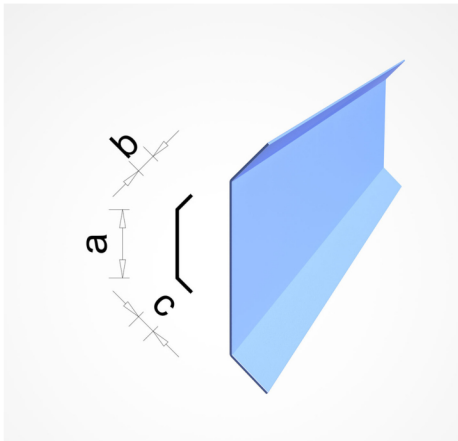
**CWF1**  
WALL FLASHINGS



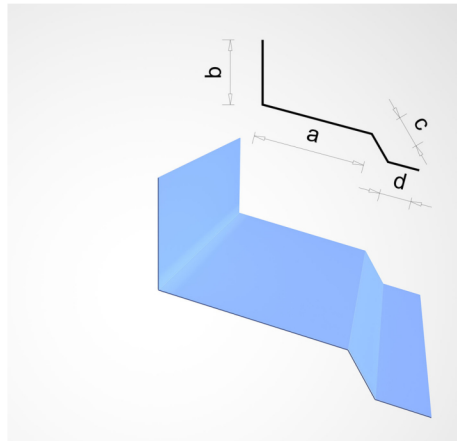
**CWF2**  
WALL FLASHINGS



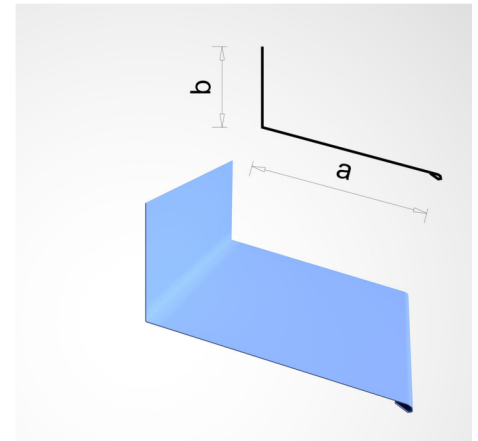
**CWF3**  
WALL FLASHINGS



**CWF4**  
WALL FLASHINGS

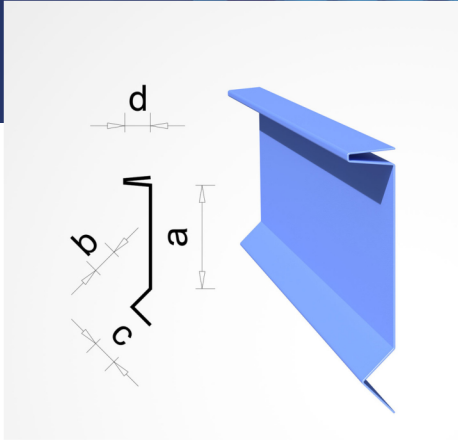


**CWF5**  
WALL FLASHINGS

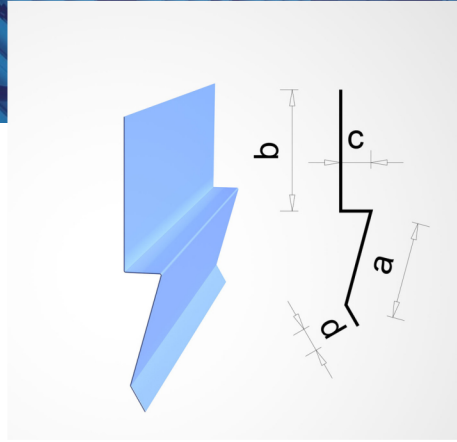


**CWF6**  
WALL FLASHINGS

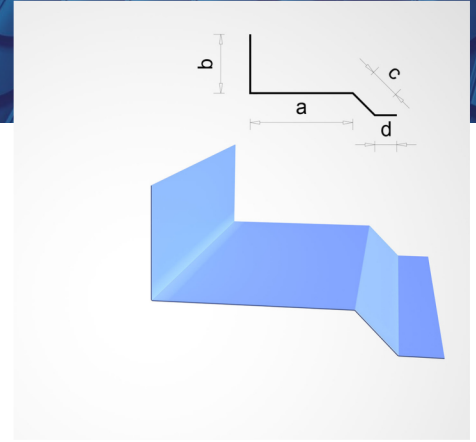
# WALL FLASHINGS



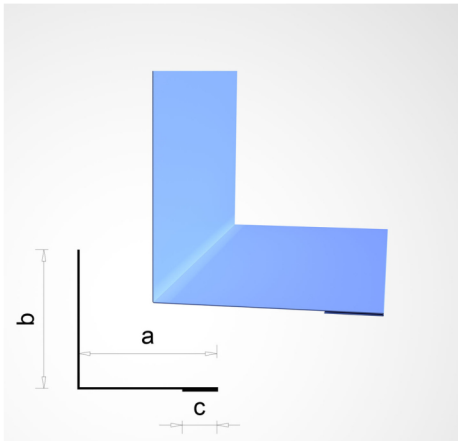
**CWF7**  
WALL FLASHINGS



**CWF8**  
WALL FLASHINGS

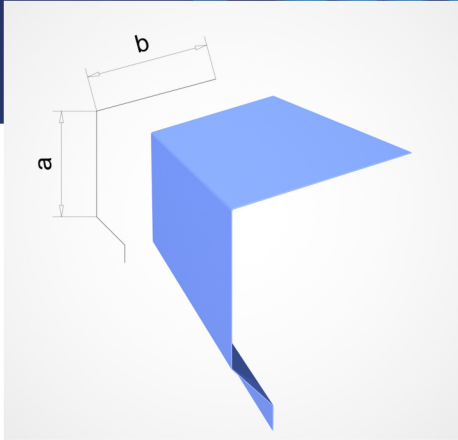


**CWF9**  
WALL FLASHINGS

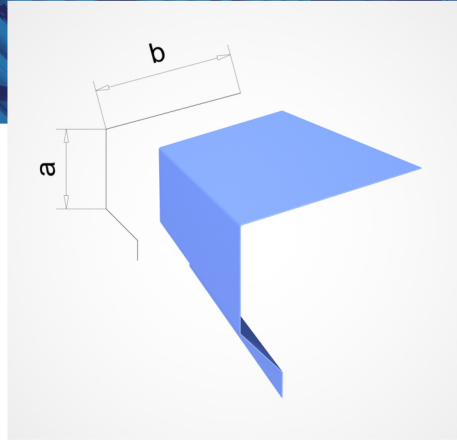


**CWF10**  
WALL FLASHINGS

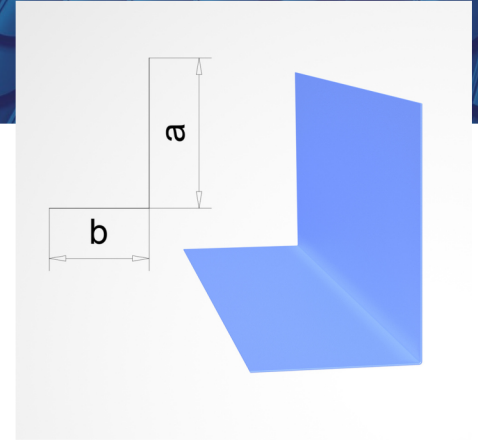
# ULTRA RIB TRIM



**UR1**  
ULTRA RIB TRIM



**UR2**  
ULTRA RIB TRIM



**UR3**  
ULTRA RIB TRIM