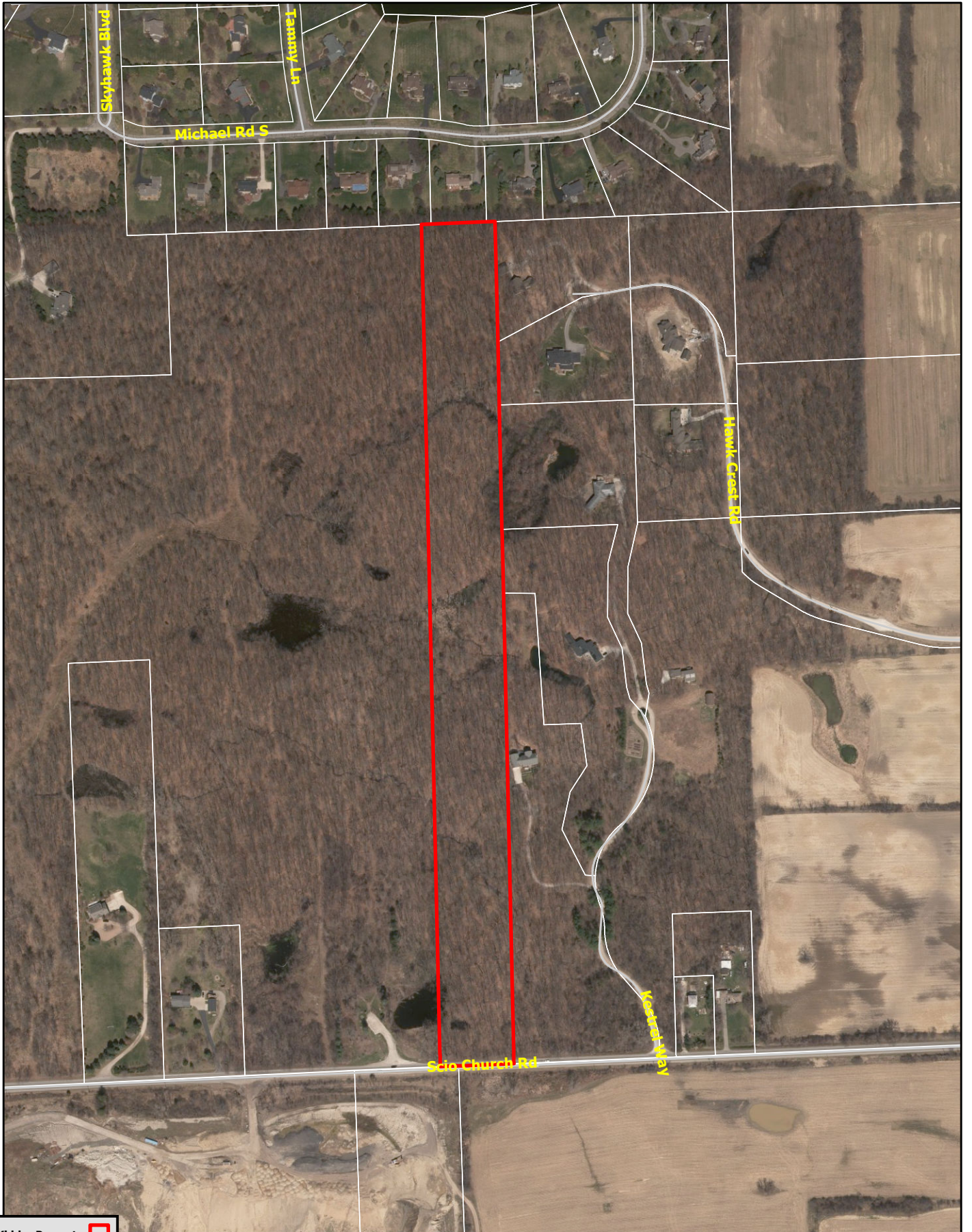



# Low Kidder



**Kidder Property** 

**Parcels** 