

fast  
fuzzle

Equa \*\*\*

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Rotate ring A.



Rotate ring A.

At the same time, move ring B close to the frame.

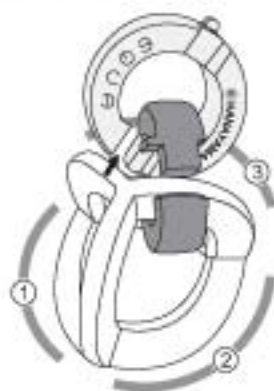


Angle ring A towards position ③ while raising it at the location where it is almost fitted into the frame.



At the same time, move ring B so that it fits within the frame.

This will enable ring A to be removed from the frame.



Rotate rings A and B.



Remove them.

