GreenMech CS100
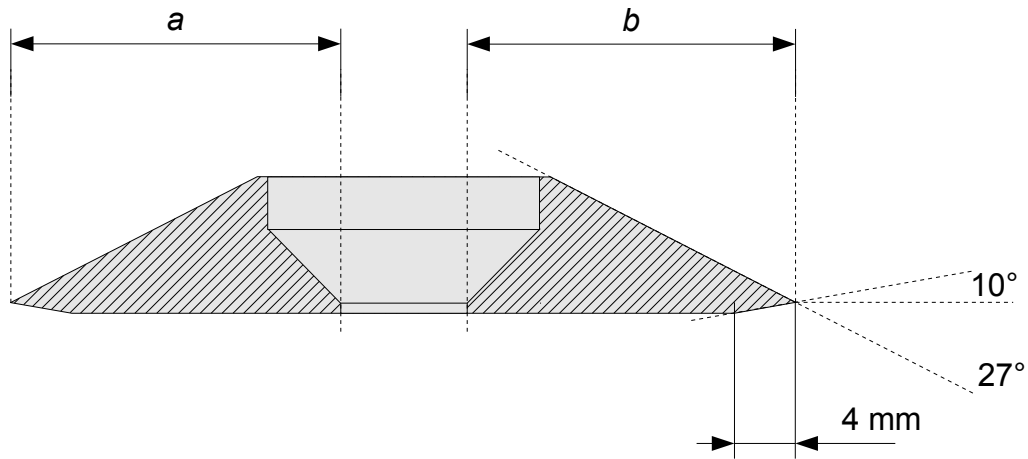# Blade Regrinding

- Blades should be reground in sets of two.

- *a* and *b* should be equal and identical on both blades.