

that it will not permit to be done on said premises anything which may render void or voidable, any policy for the insurance of said premises against fire or other casualty, nor which may render any increased or extra premiums payable for such insurance.

10. Lessee further covenants and agrees that at the expiration of the term of this lease it will deliver up said premises in as good condition as they shall have been in at the beginning of the term of this lease, natural wear and tear alone excepted.

11. The Lessee covenants and agrees that it will furnish at its own expense, during the term of this lease, all gas, water, and lights used on said premises. If Lessee fails to pay the same the Lessor may at its option pay the same and such payments shall be added to the rental of the premises.

12. Should the building on the leased premises be totally destroyed or damaged by fire, lightning, windstorm or other casualty as to render the same substantially unfit for occupancy by the Lessee in its business thereon, this lease may at the option of the Lessor or Lessee be terminated and the rental shall be accounted for as between Lessor and Lessee as of that date.

13. If the building on said premises shall during the first four years of this lease be destroyed or damaged by fire, lightning, windstorm or other casualty so as to be only partially unfit for use and occupancy by the Lessee, the rent or a fair and just portion thereof shall abate as the premises may have been so damaged or destroyed, and the Lessor shall restore the building as speedily as practicable, whereupon full rent shall recommence.

14. If the building on the leased premises is partially destroyed or damaged, as herein provided in the next preceding paragraph, during the last year of this lease said lease may at the option of the Lessor or Lessee be terminated.

15. If the Lessee shall fail to pay any installment of rent within ten (10) days after written notice thereof, or if the Lessee goes into bankruptcy or receivership, voluntarily