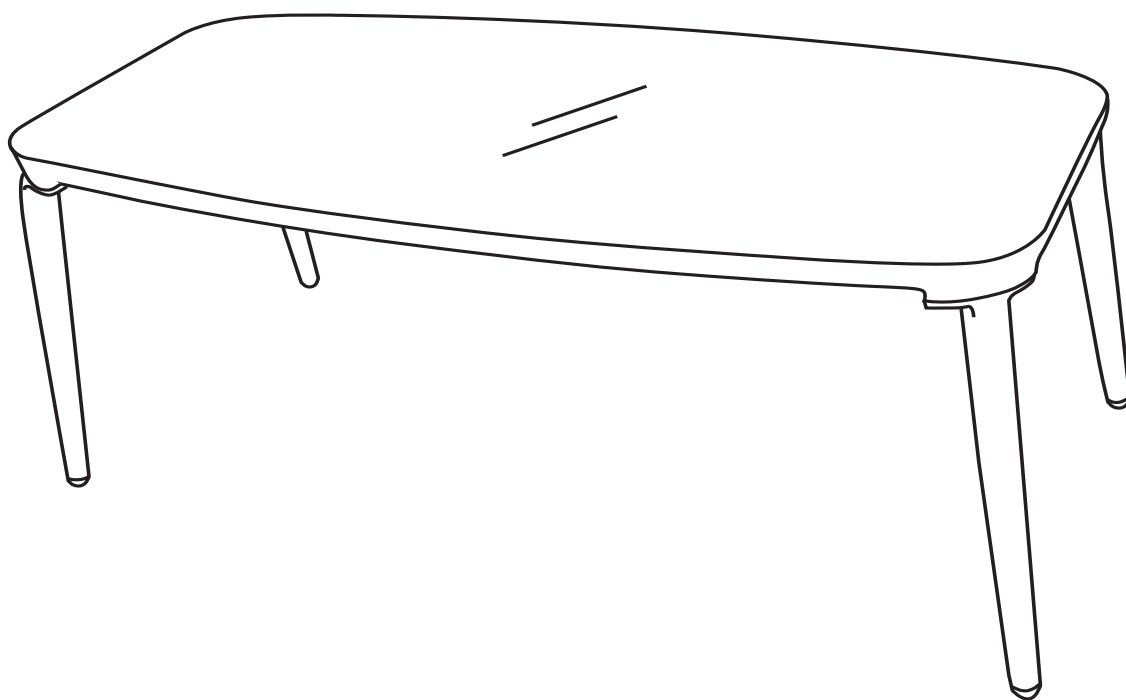
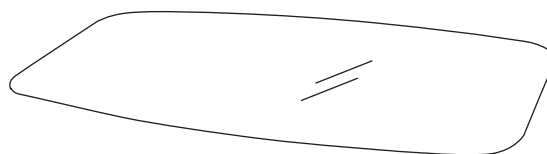
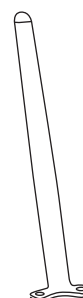


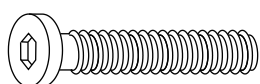
Ax1



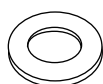
Bx1



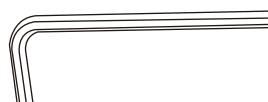
Cx4



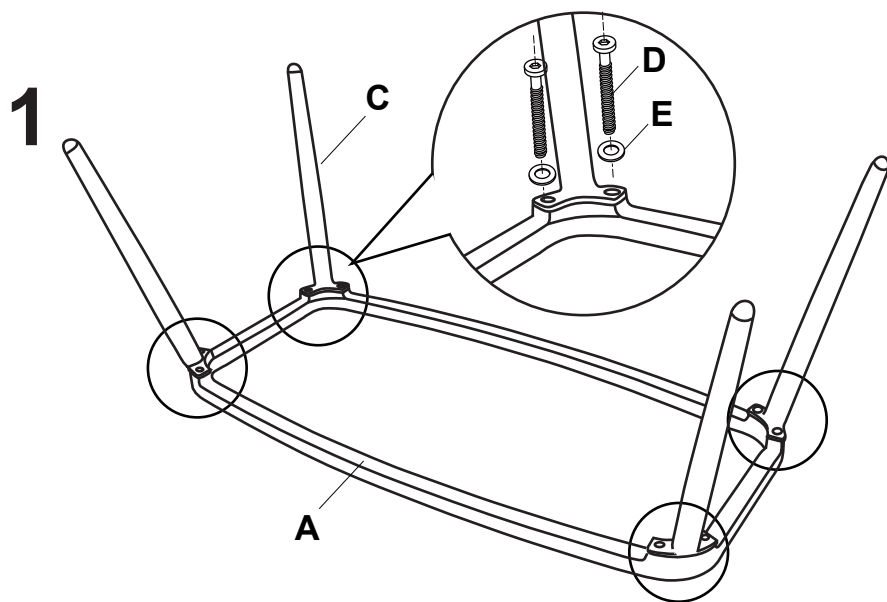
Dx8



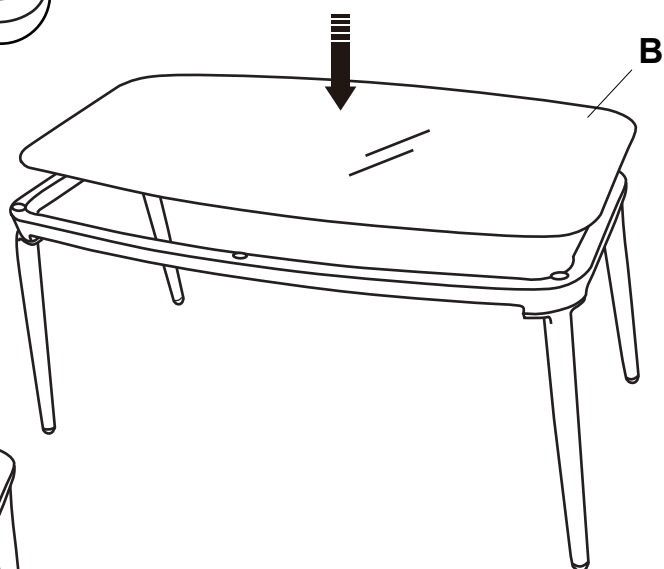
Ex8



Fx1



2



3

