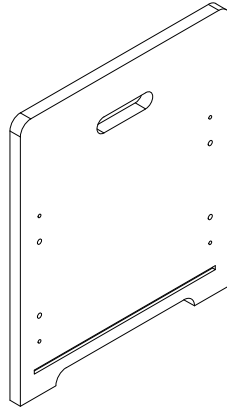
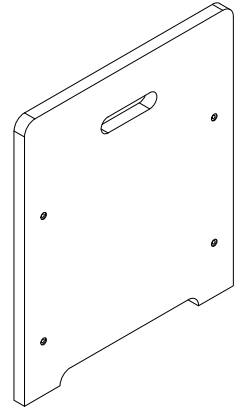


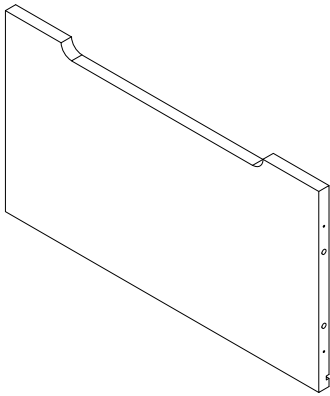
1 X4



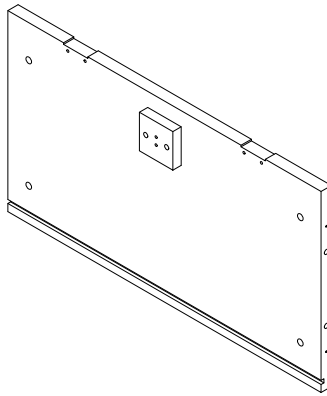
2 X1



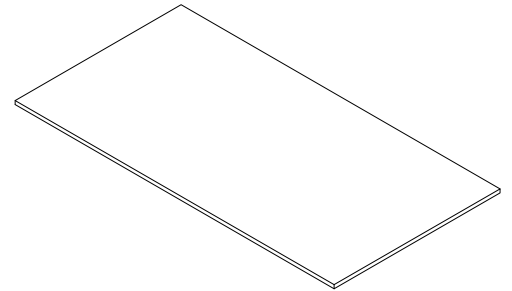
3 X1



4 X1

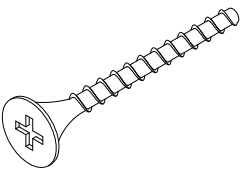


5 X1

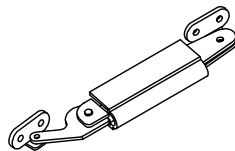


6 X1

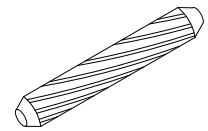
AX8



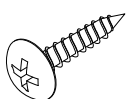
BX1



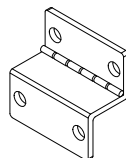
CX8



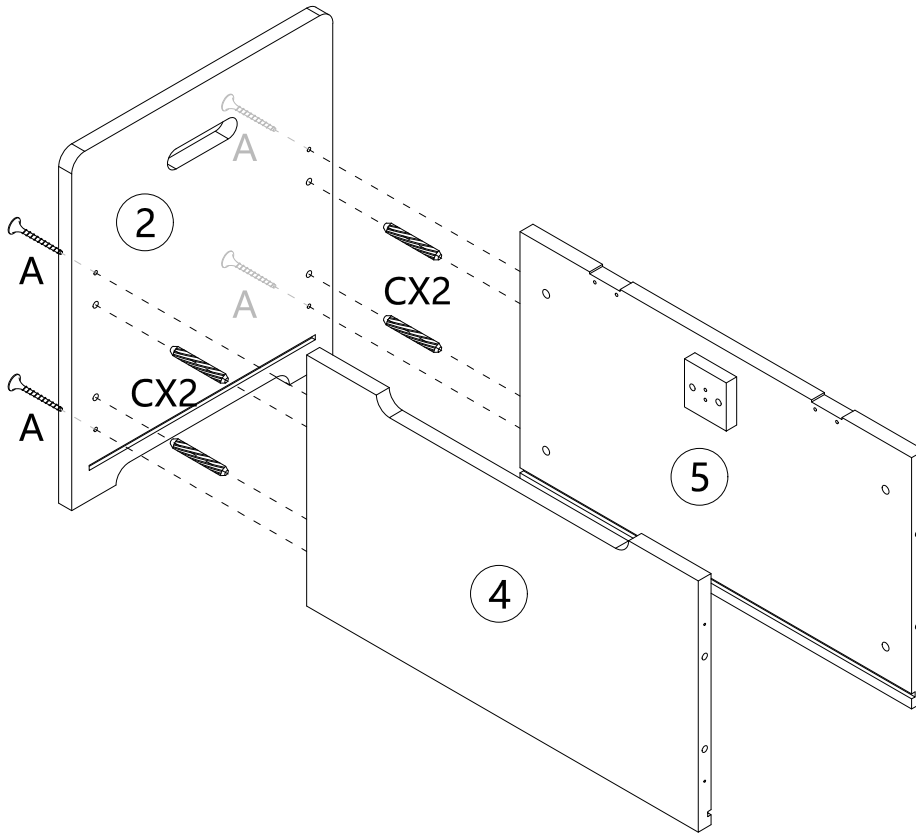
DX12



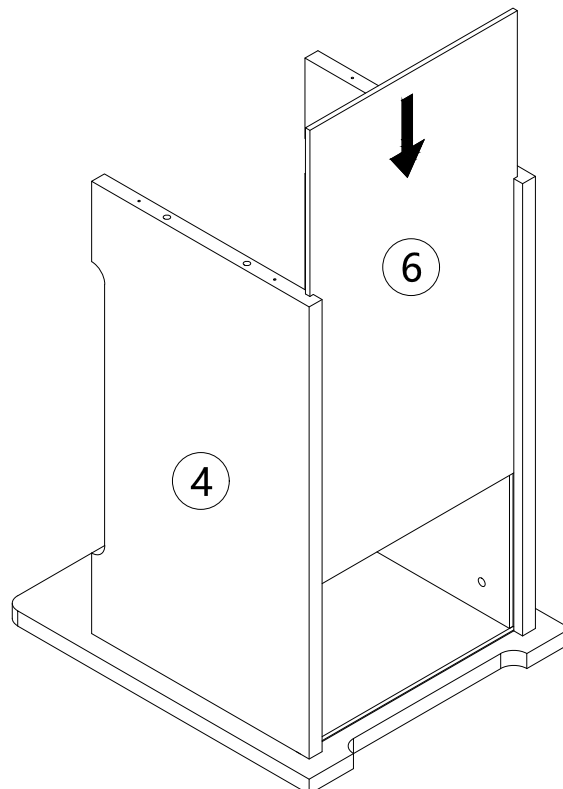
EX2



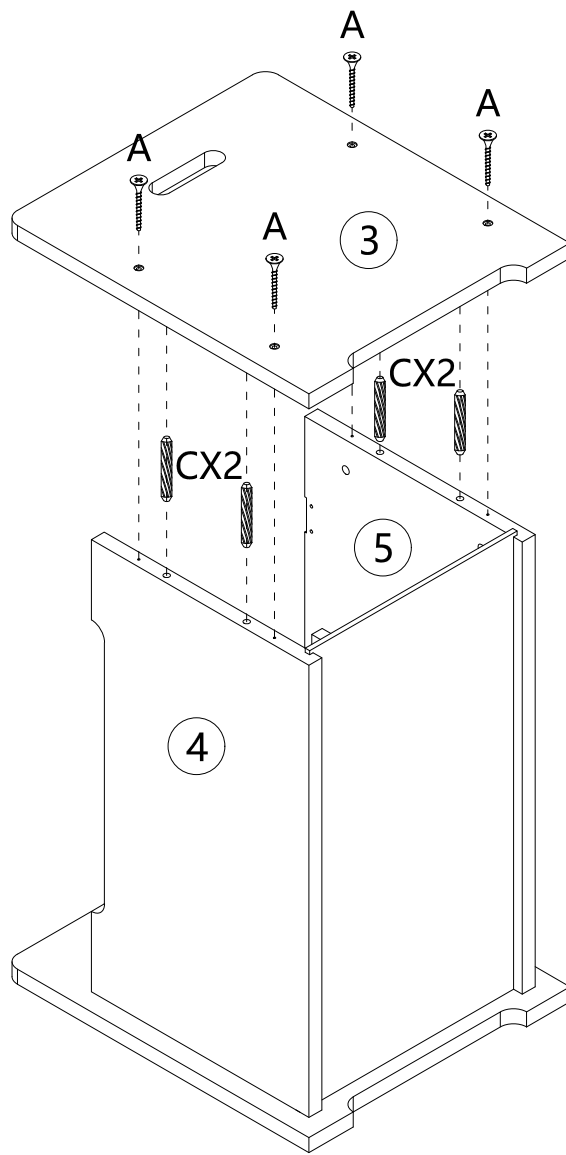
1



2



3



4

