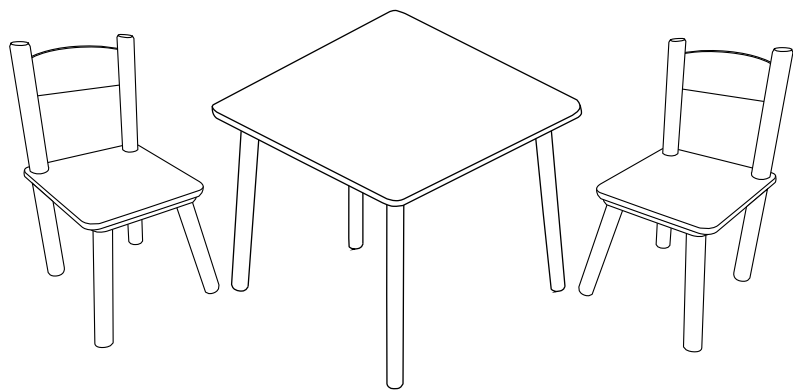


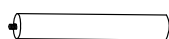
Ax1



Bx4



Cx4



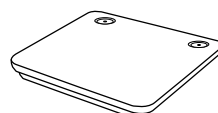
Dx4



Ex4

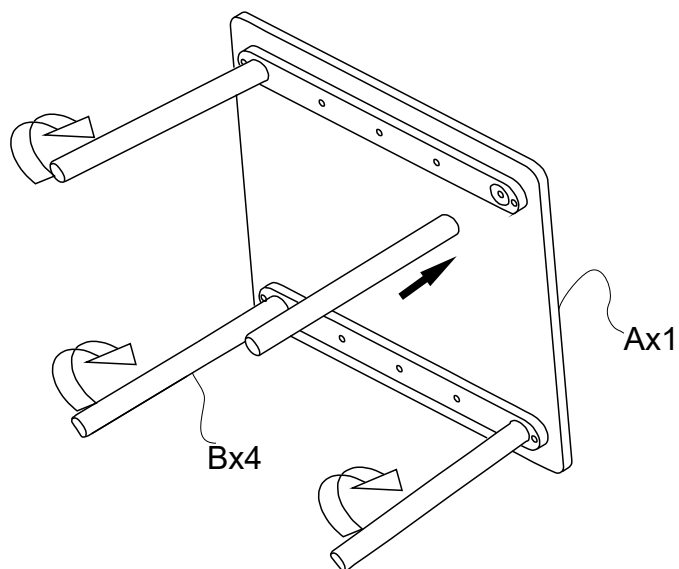


Fx2

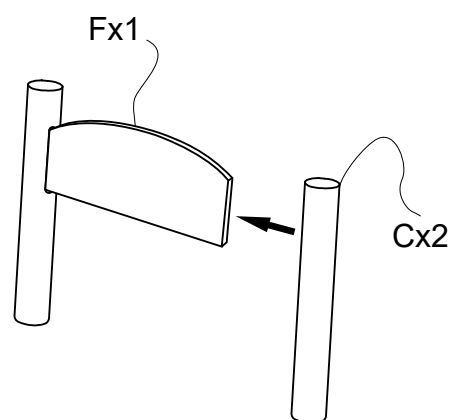


Gx2

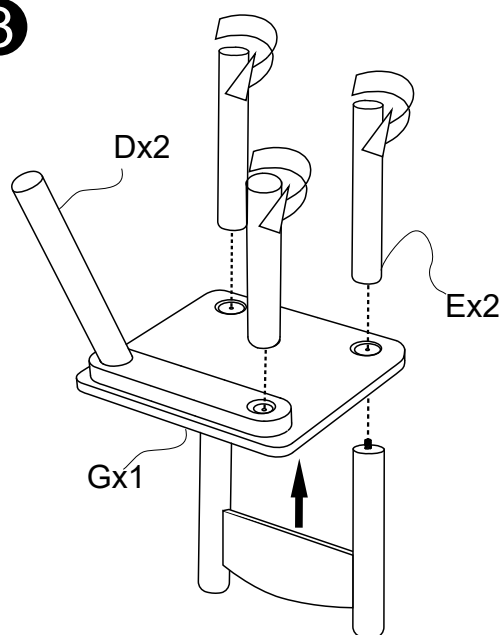
1



2



3



4

