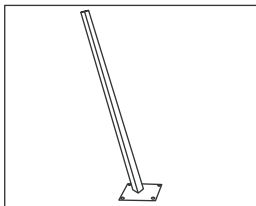
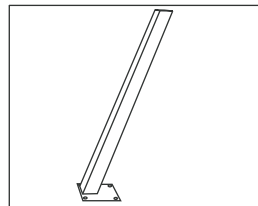


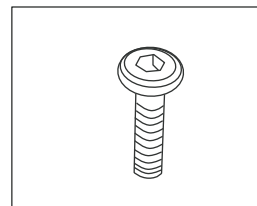
Ax1



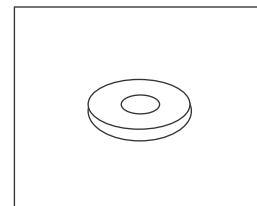
Bx2



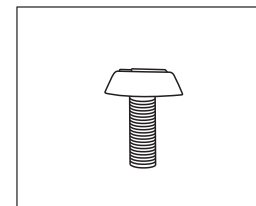
Cx2



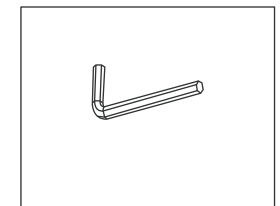
Dx16



Ex16



Fx4



Gx1