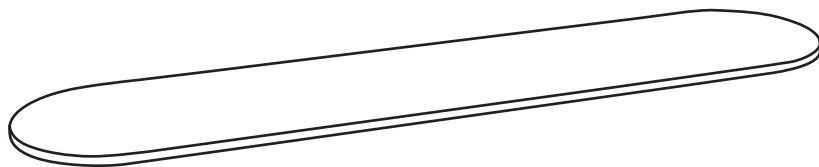
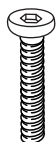




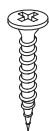
Ax2



Bx2



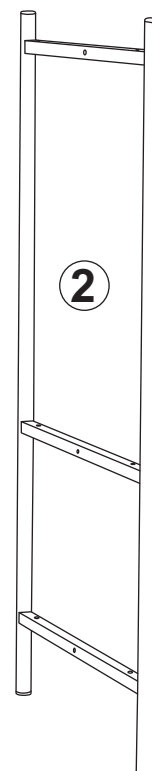
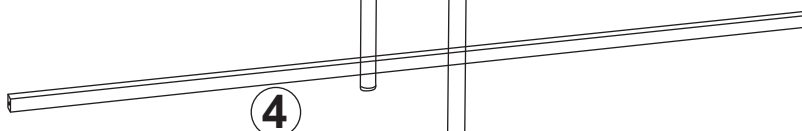
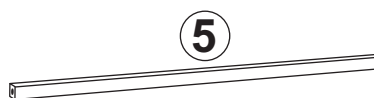
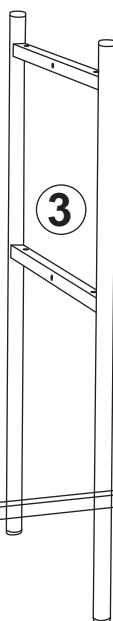
Cx8



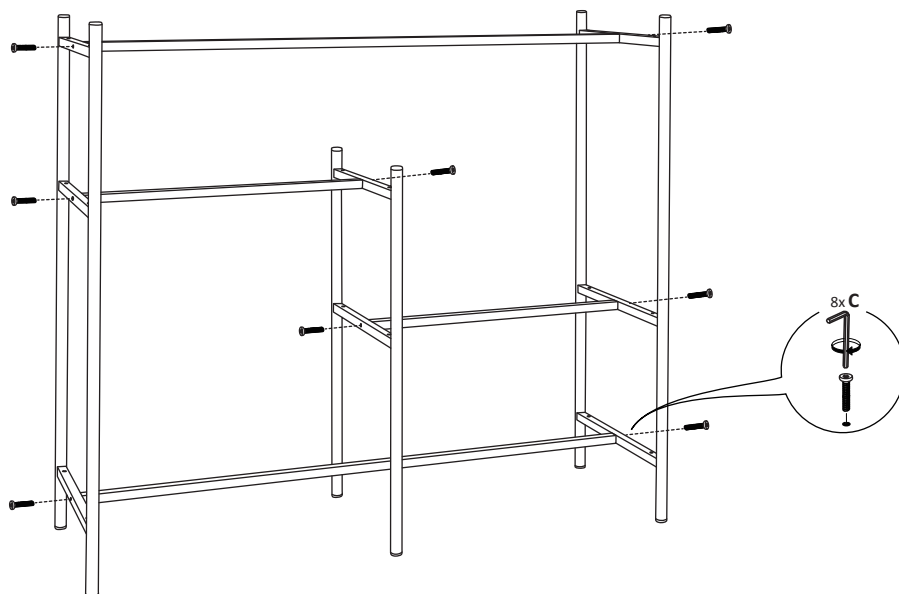
Dx16



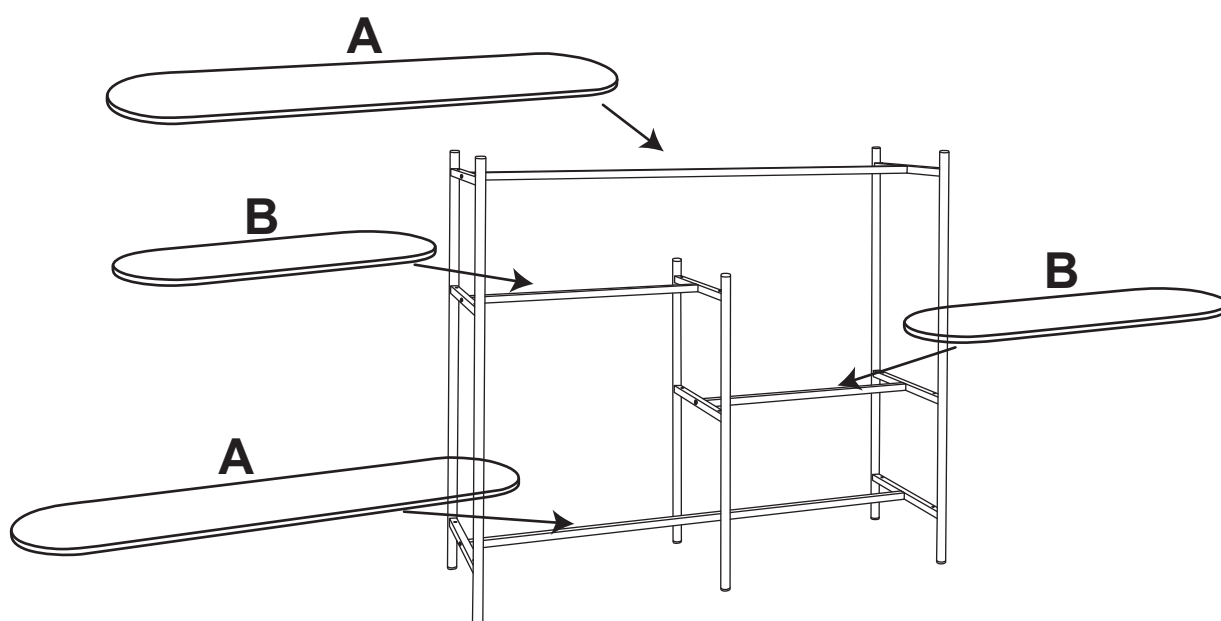
Ex1



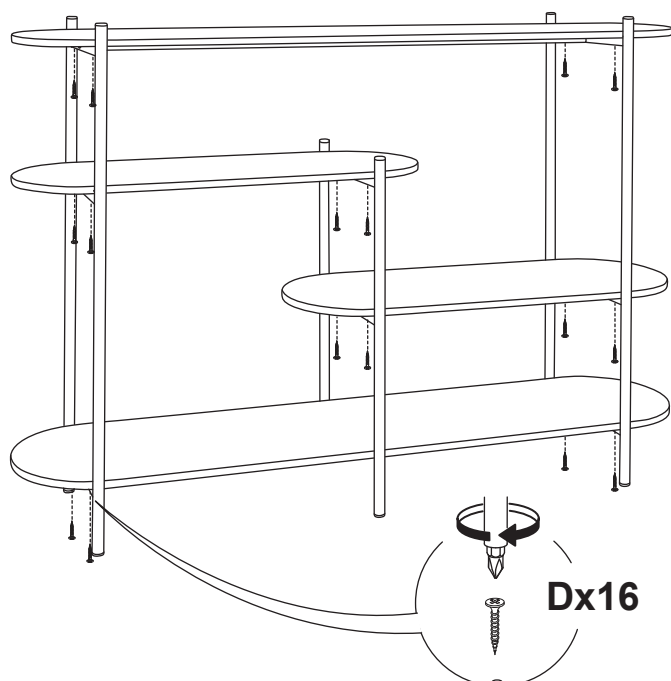
1



2



3



4

