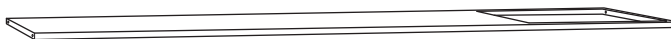


Ax2



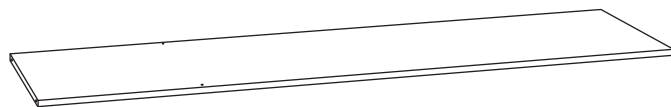
Bx4



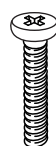
Cx1



Dx1



Ex1

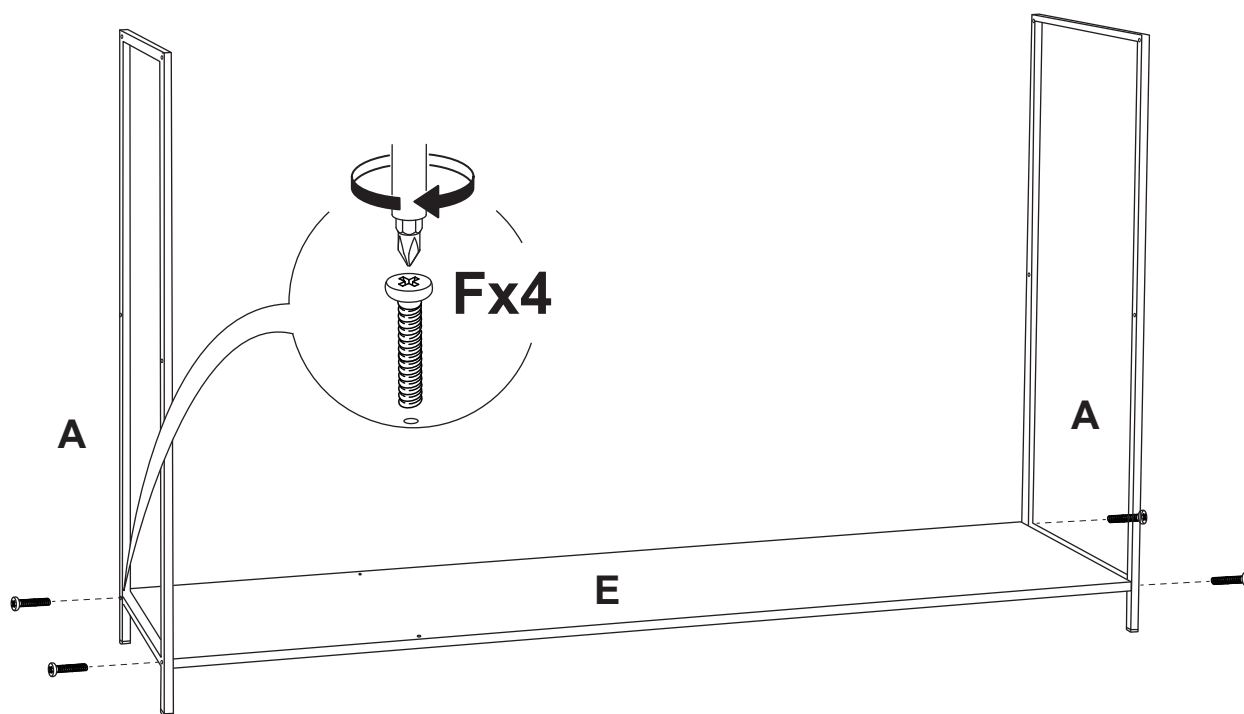


Fx12

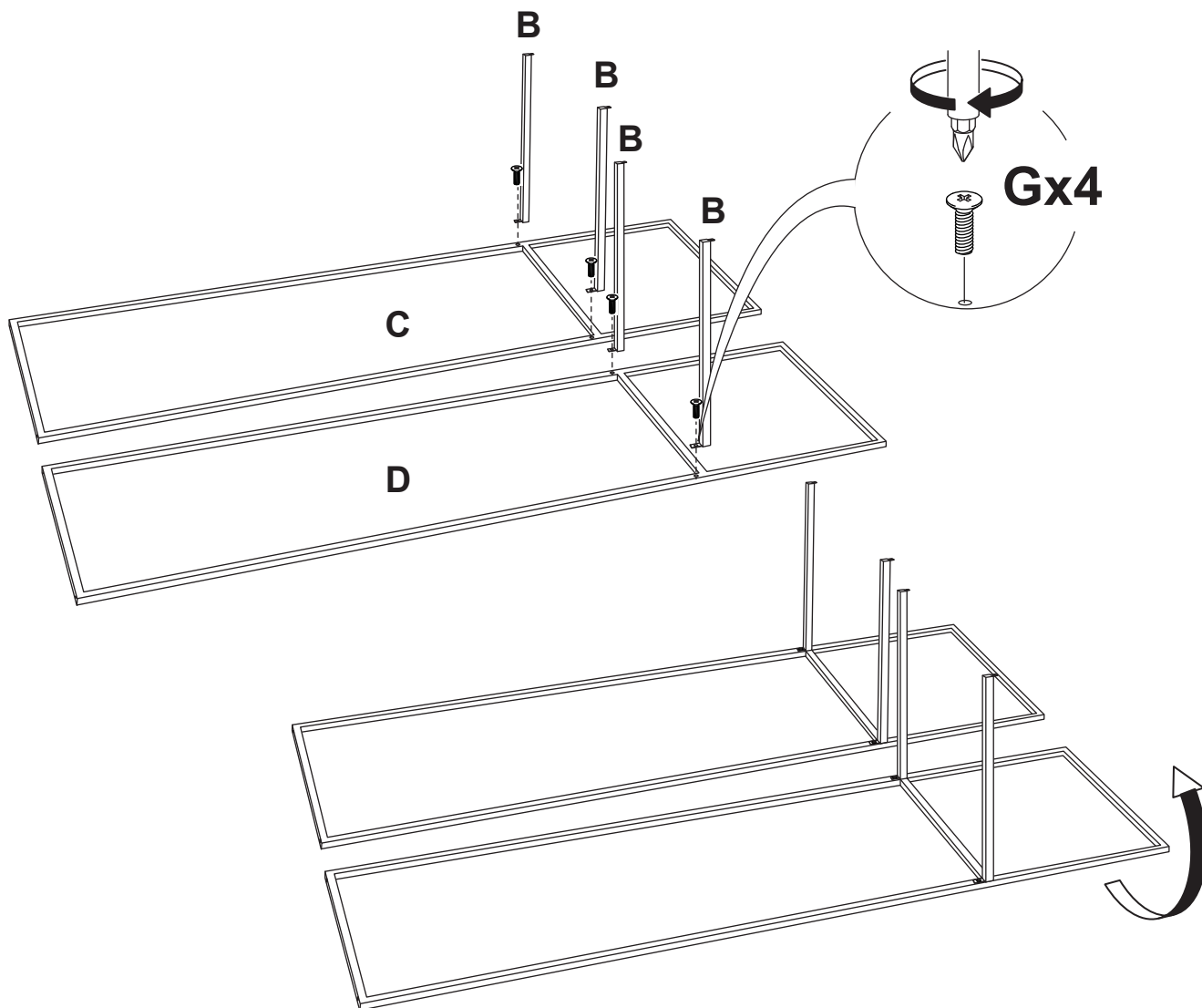


Gx8

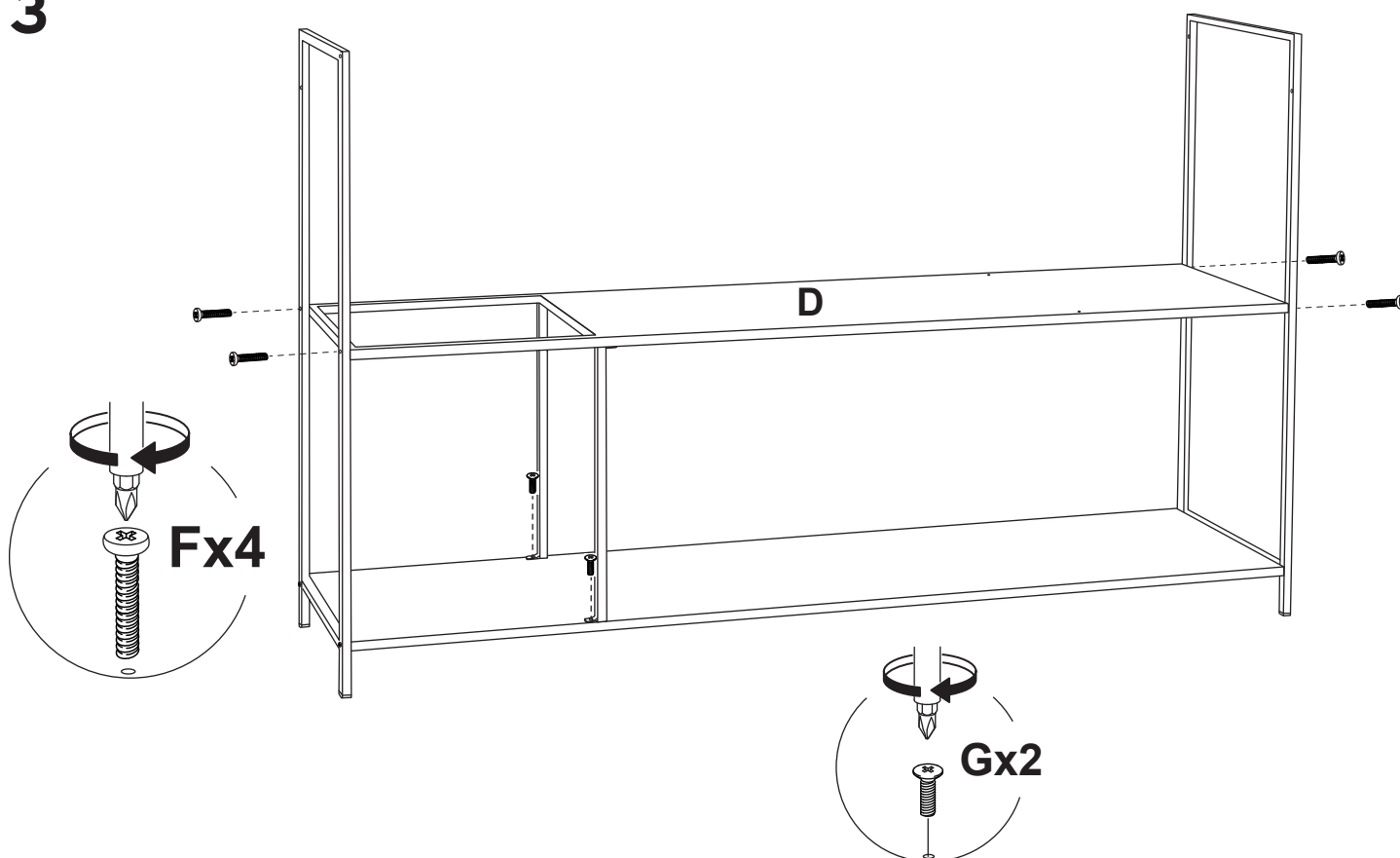
1



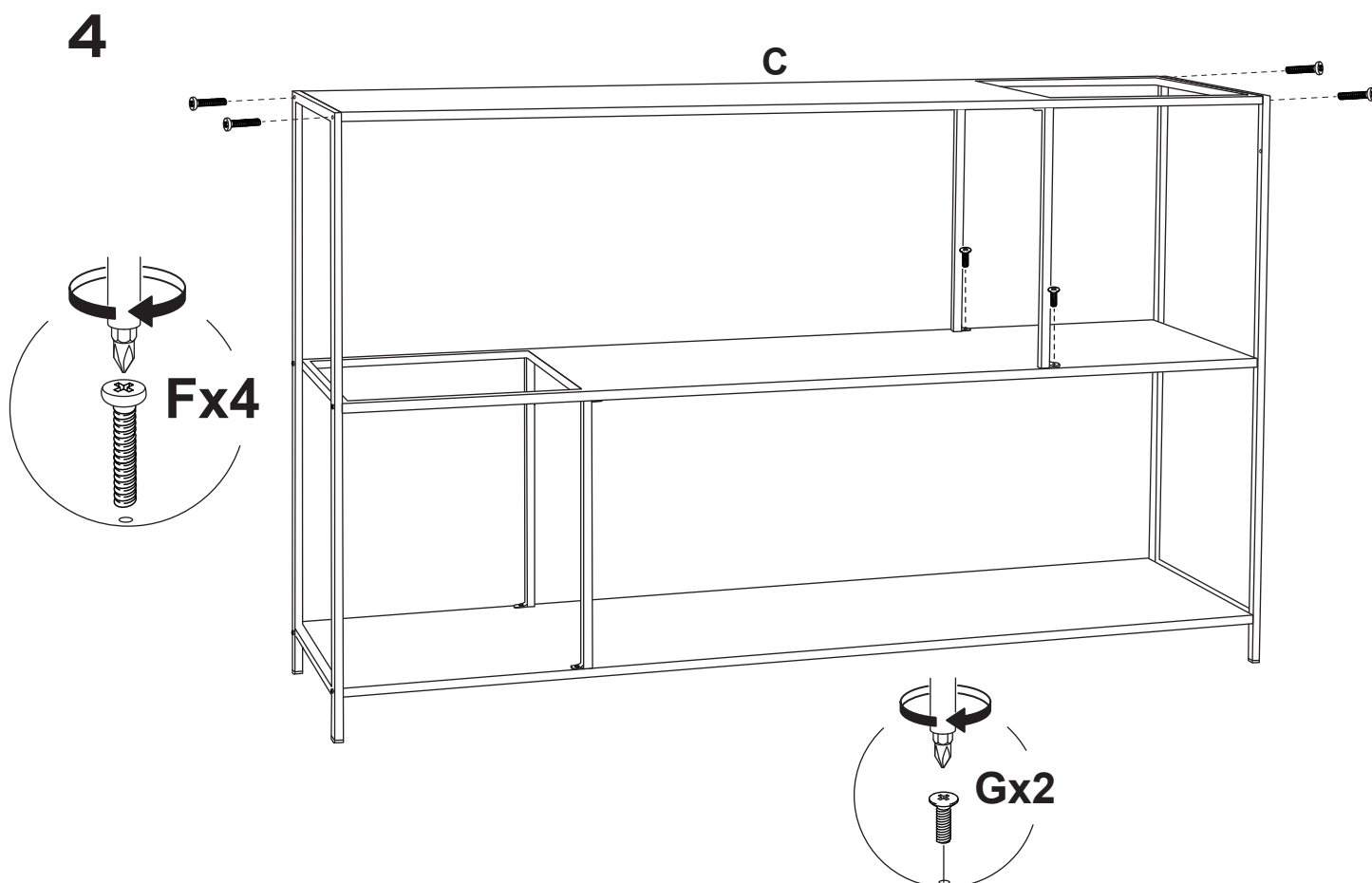
2



3



4



5

