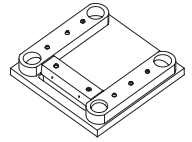


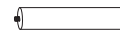
Ax1



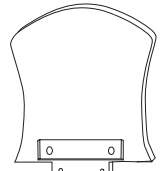
Bx2



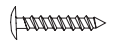
Ex4



Fx8

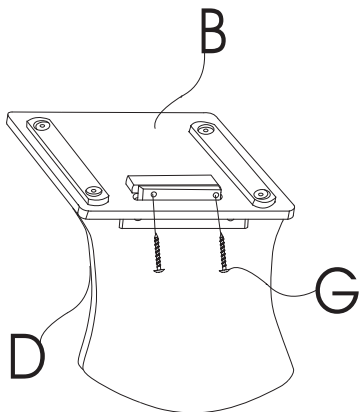


Dx2

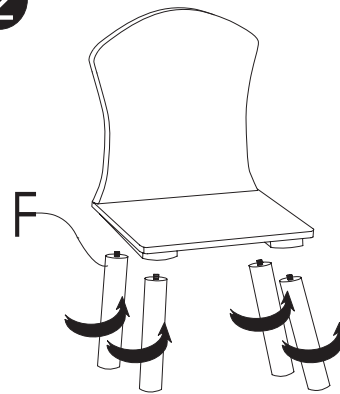


Gx4

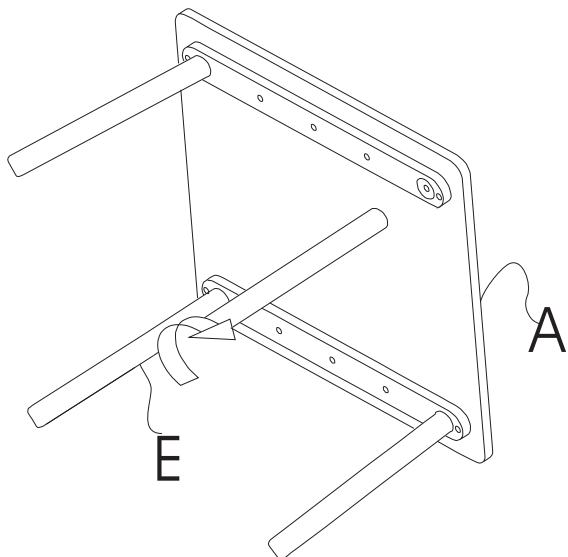
1



2



3



4

