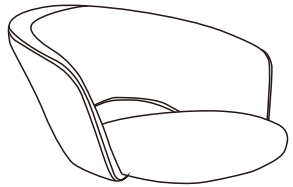
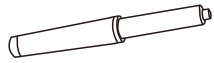


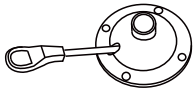
Ax1



Dx1



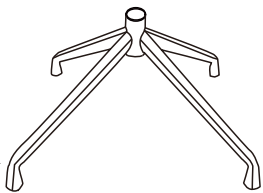
Bx1



Ex4



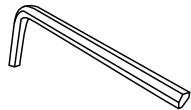
Cx1



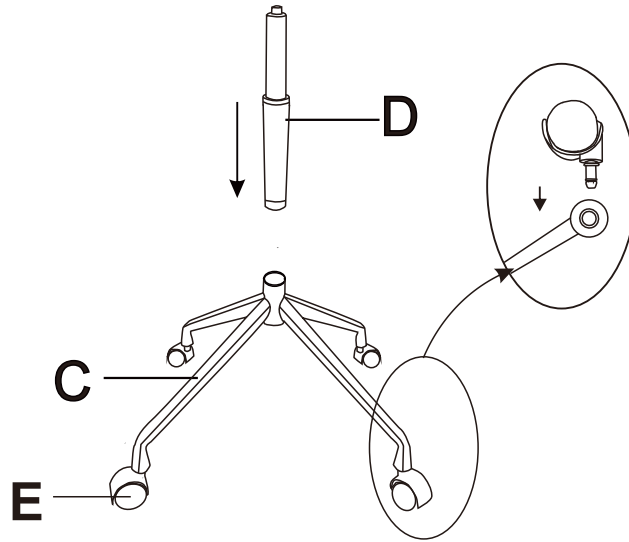
Fx4



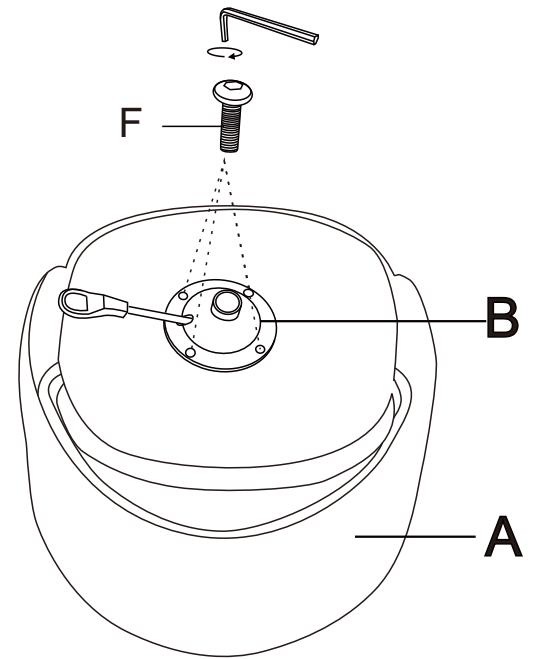
Gx1



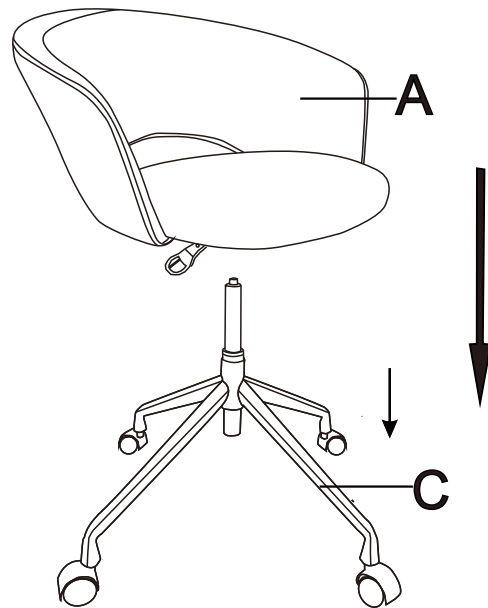
1



2



3



4

