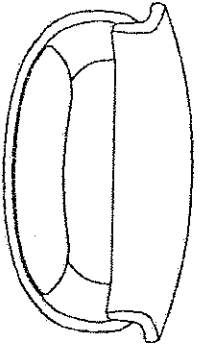
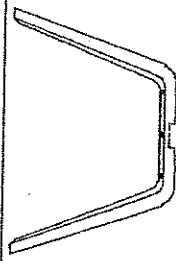


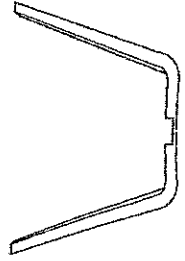
Ax1



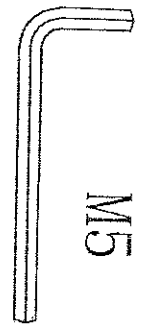
Bx1



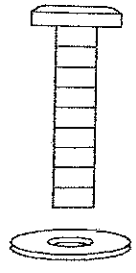
Cx1



Dx1

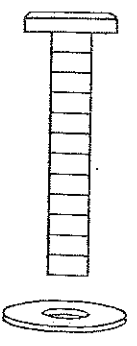


Ex1+1EXT

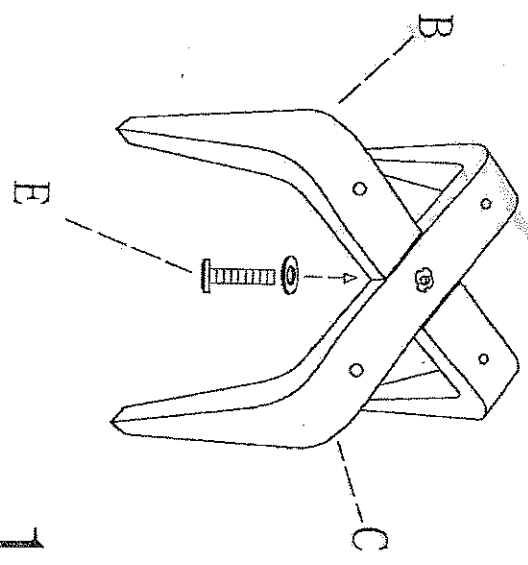


6x30

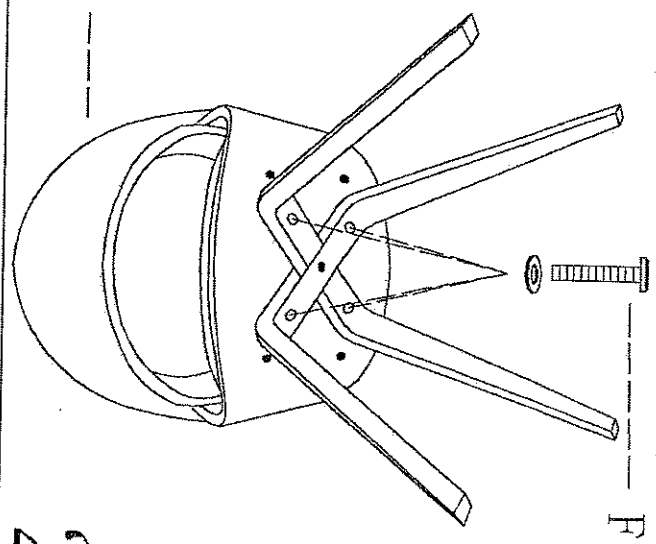
Fx4+1EXT



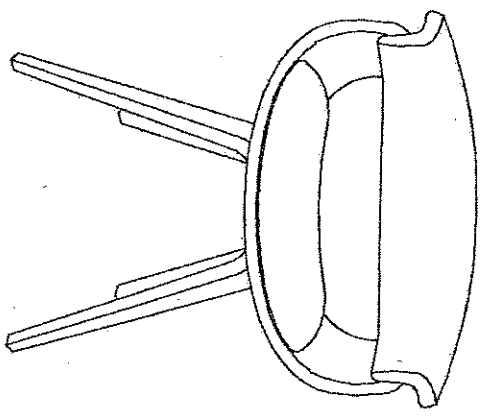
6x45



1



2



3