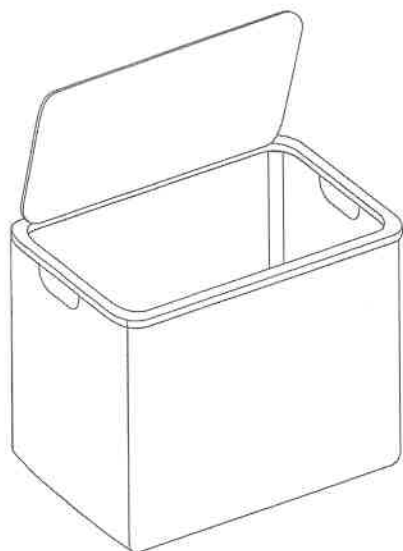


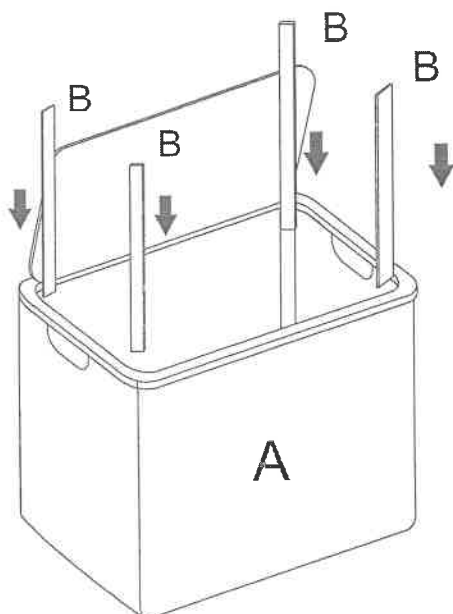


Ax1

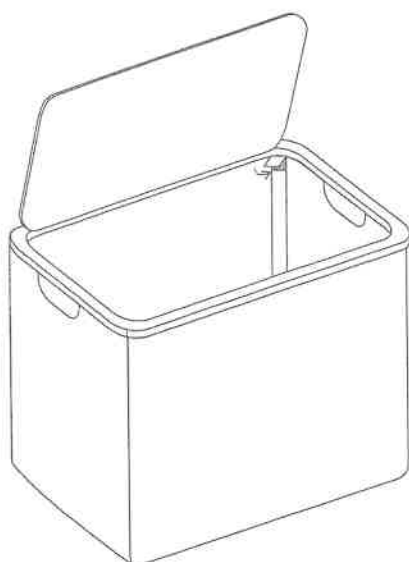


Bx4

1



2



3

