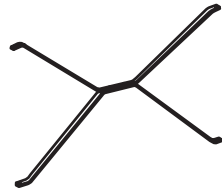


Ax1



Bx2



Cx1



Dx2



Ex2

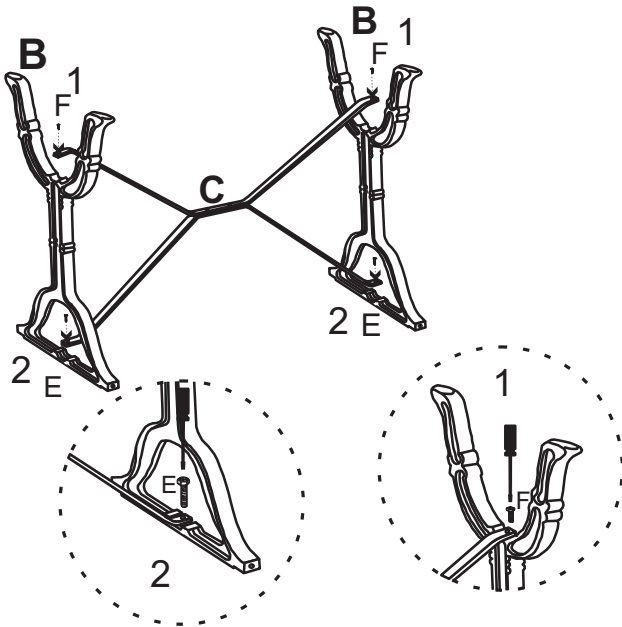


Fx6

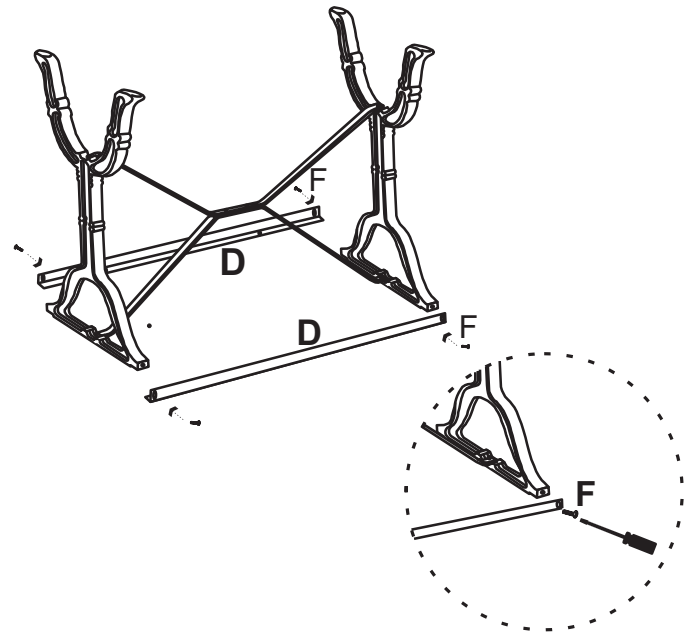


Gx4

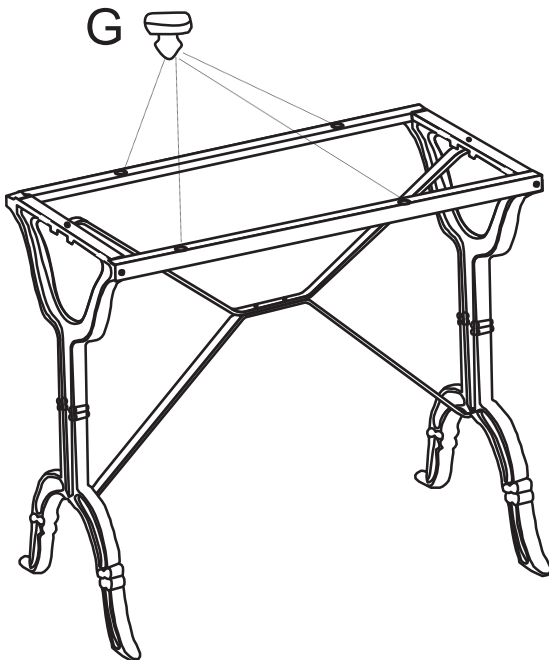
1



2



3



4

