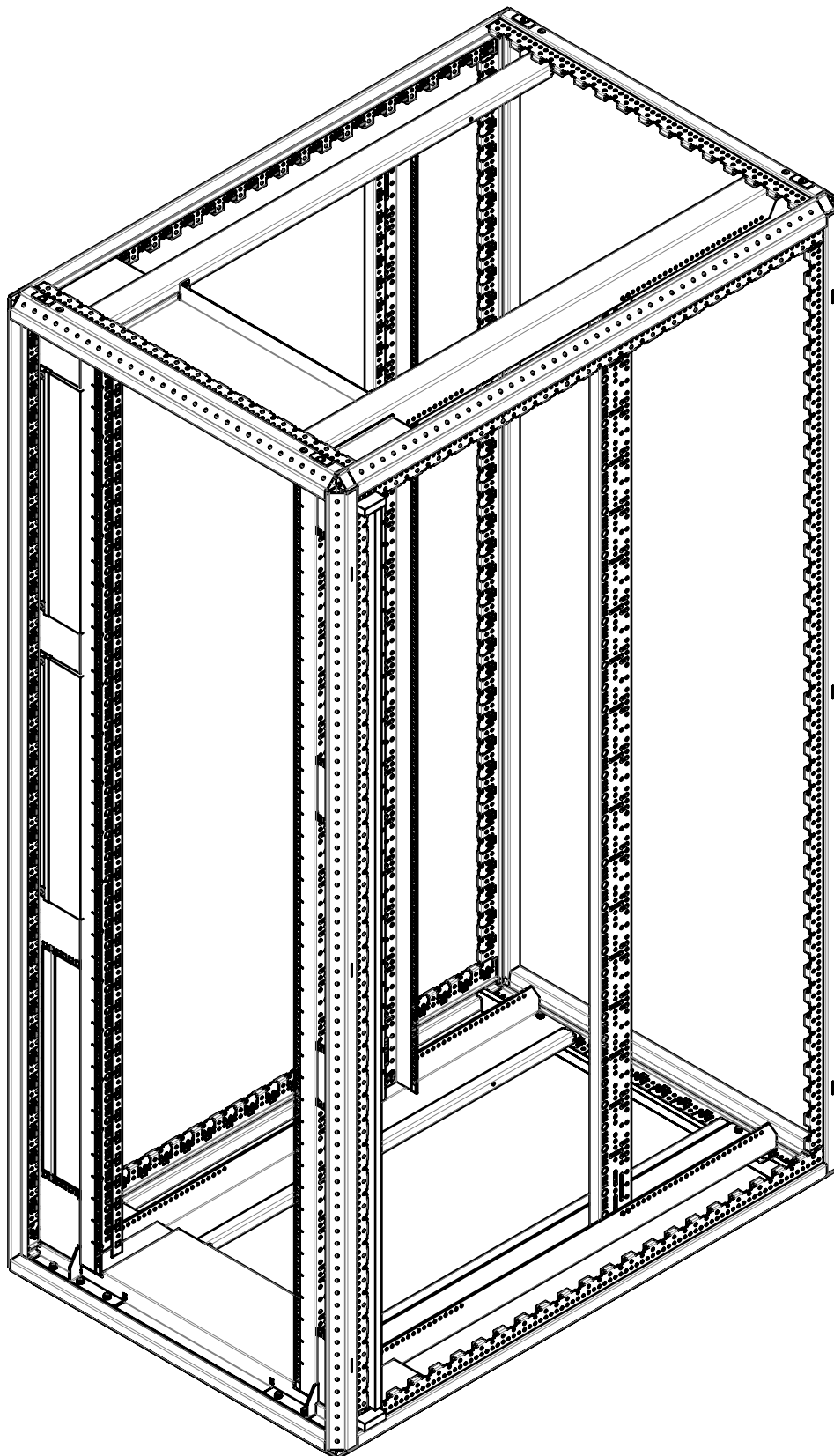
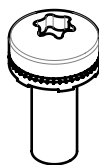


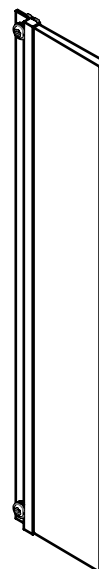




1 (4x)



2 (4x)



3 (2x)

1

