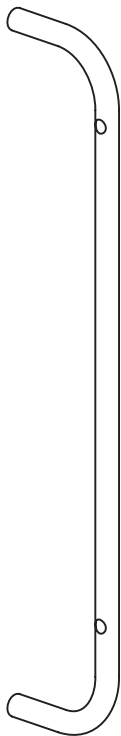
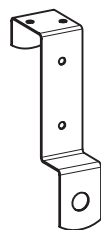


Ax2



Bx2



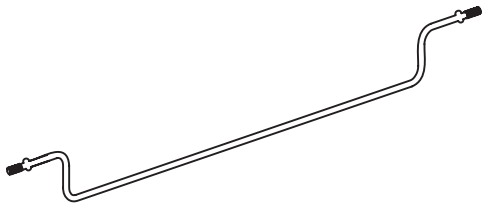
Cx4



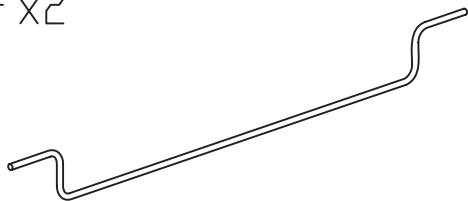
Dx4



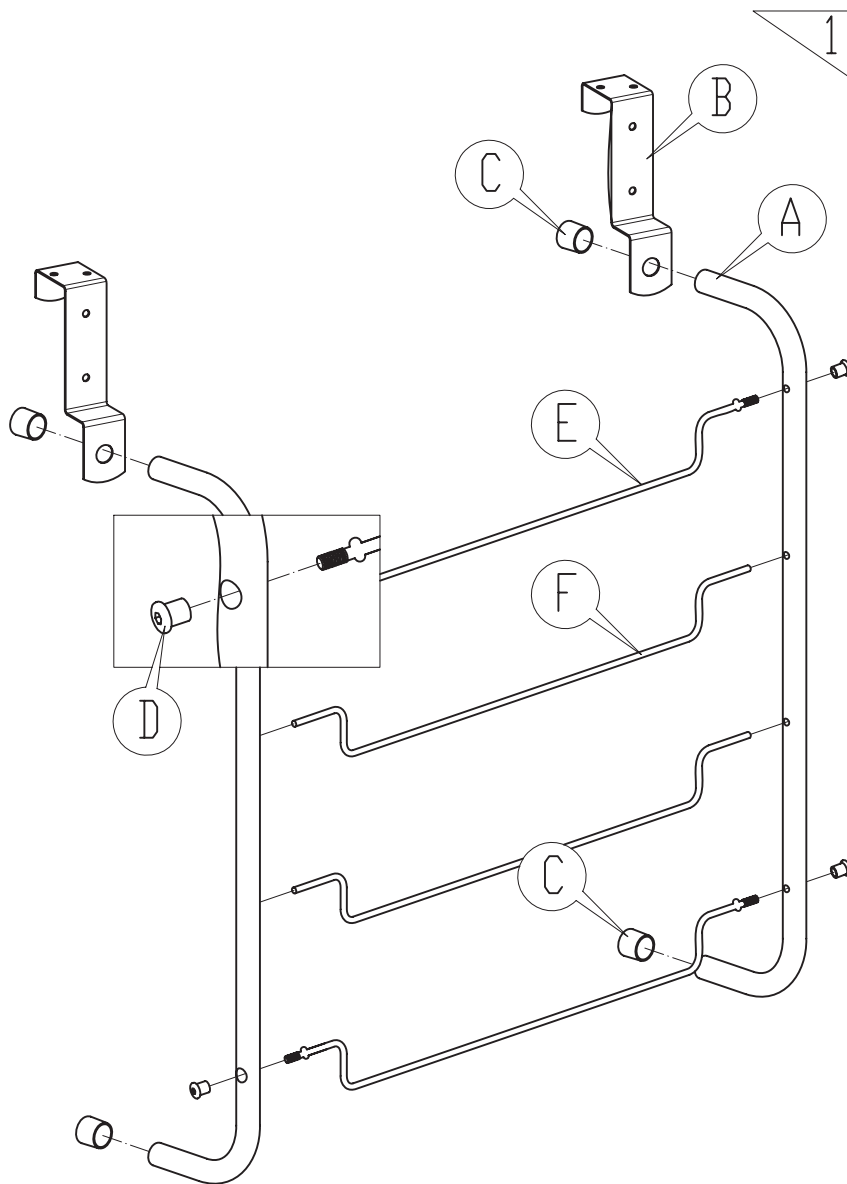
Ex2



Fx2



Gx1



2

