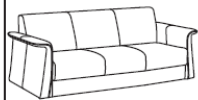


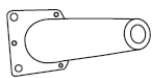
Ax1



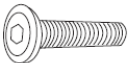
Bx1



Cx8



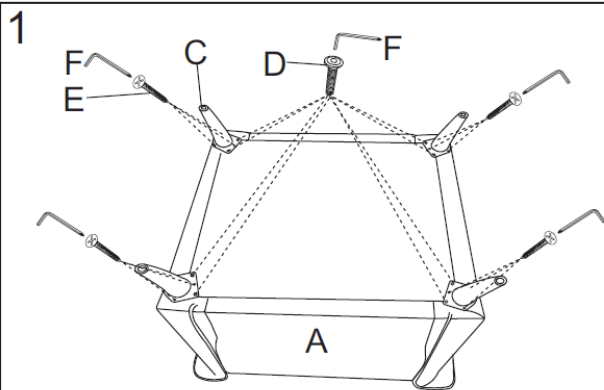
Dx16



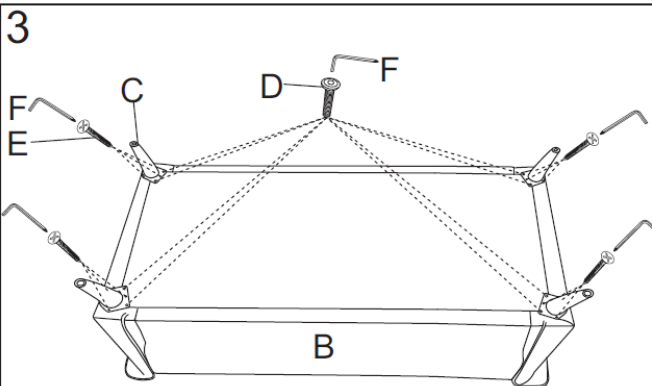
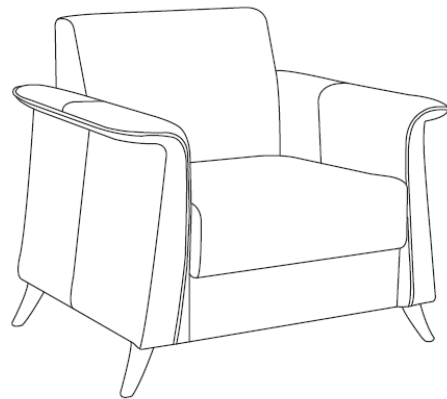
Ex24



Fx1



2



4

