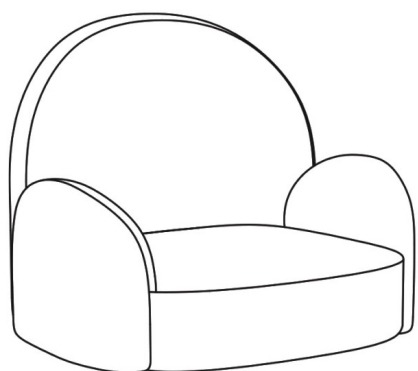




Ax1

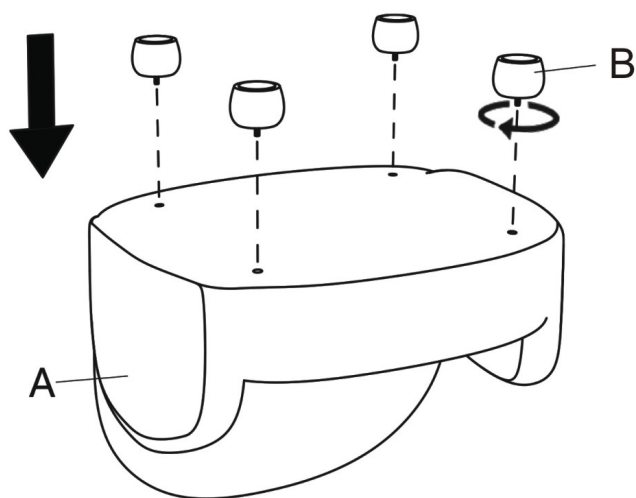


Bx4

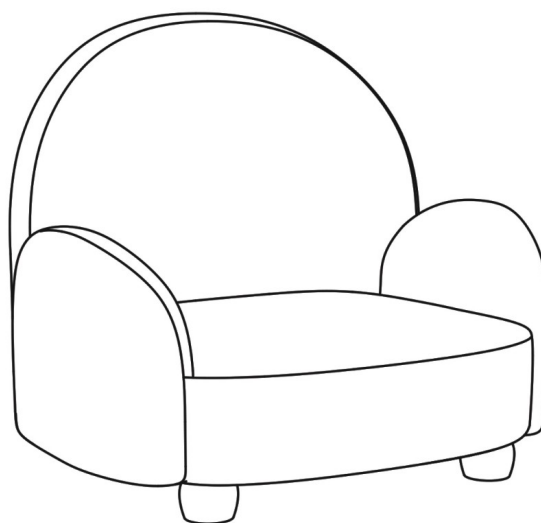


Cx1

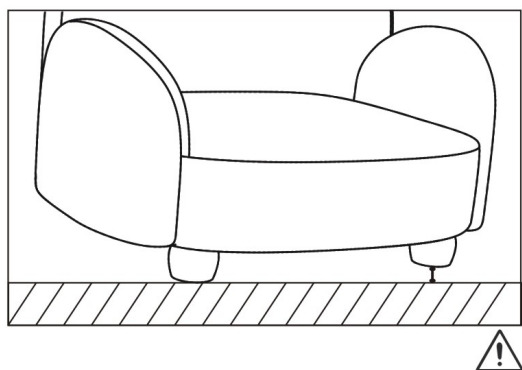
1



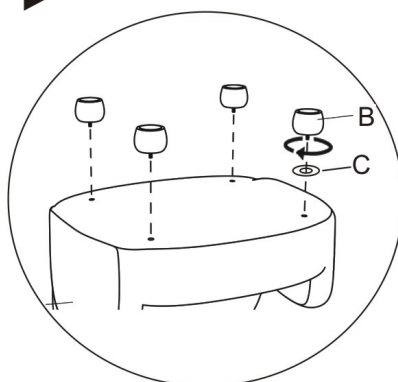
2



4



5



6

