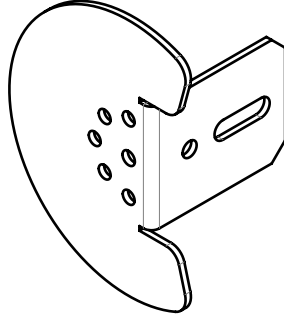
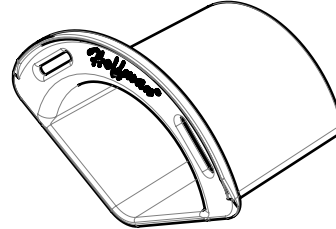




1 (4x)



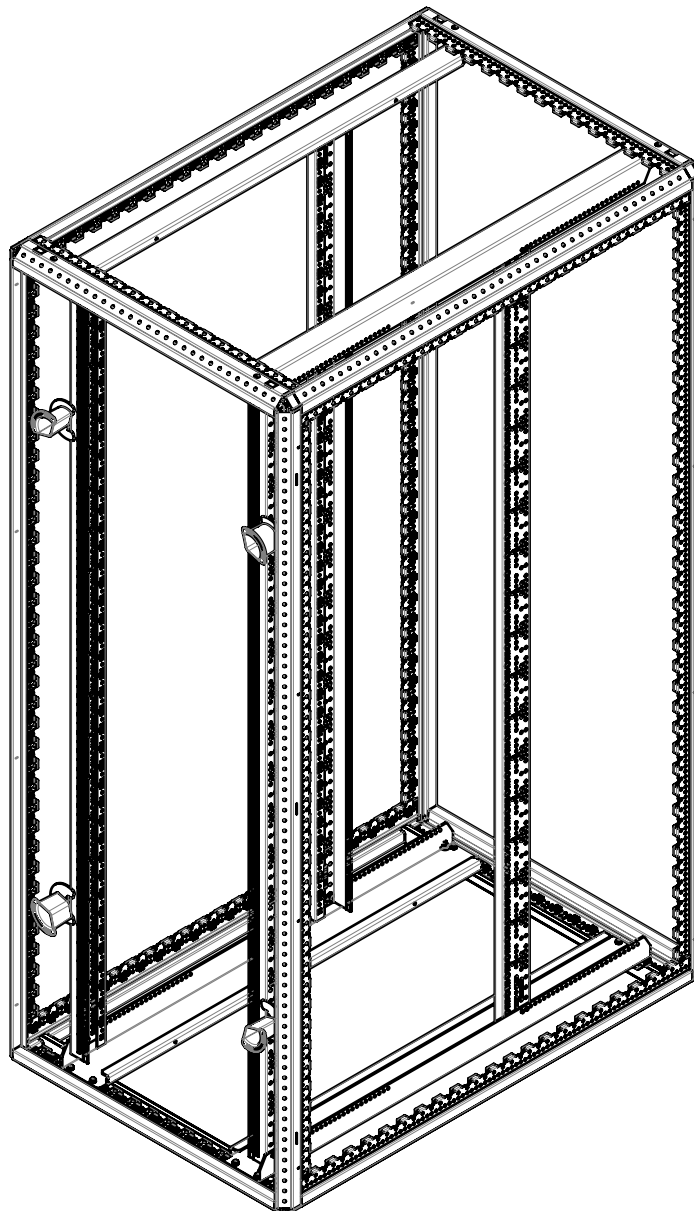
2 (4x)

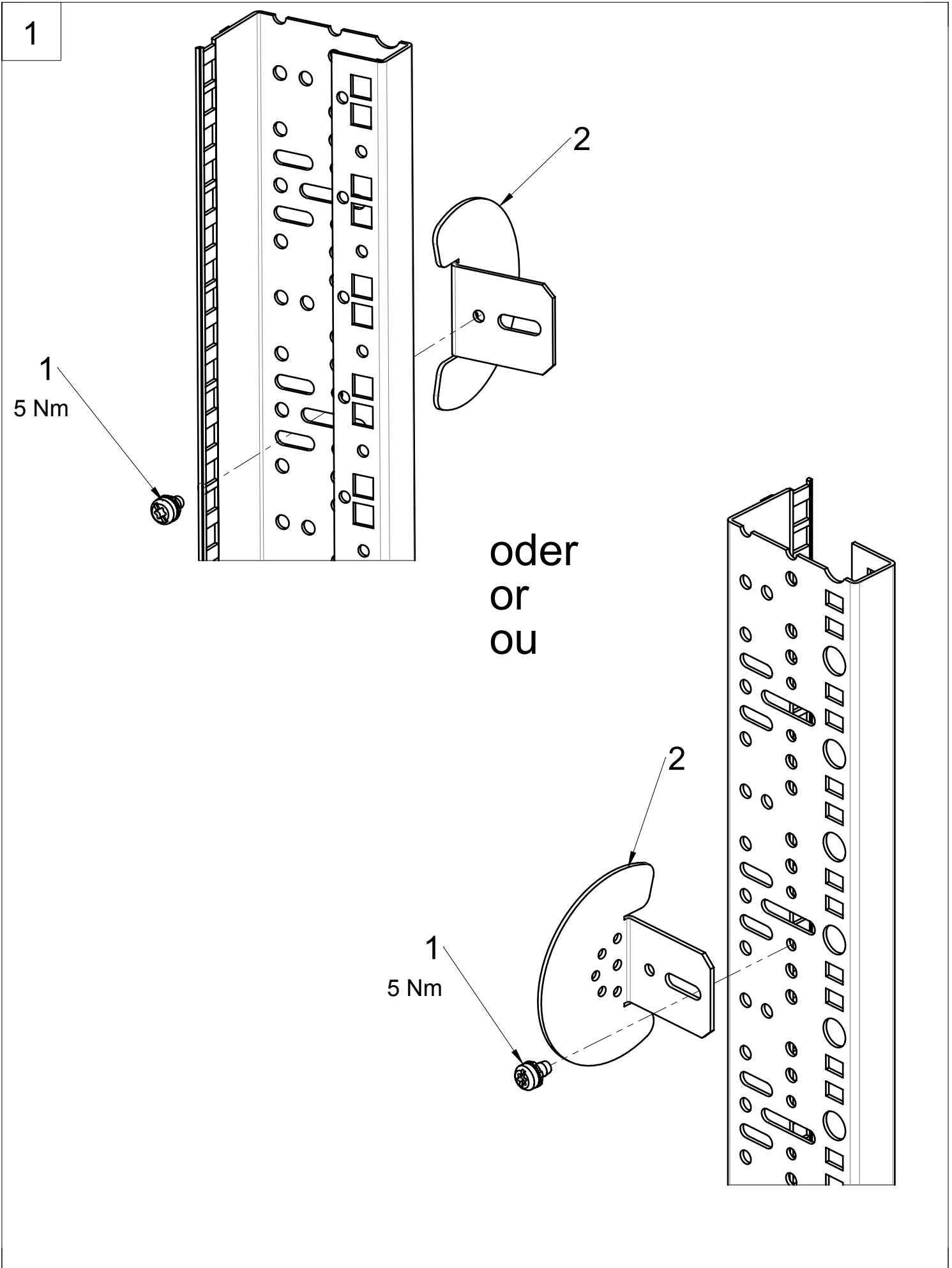


3 (4x)



4 (4x)





2

