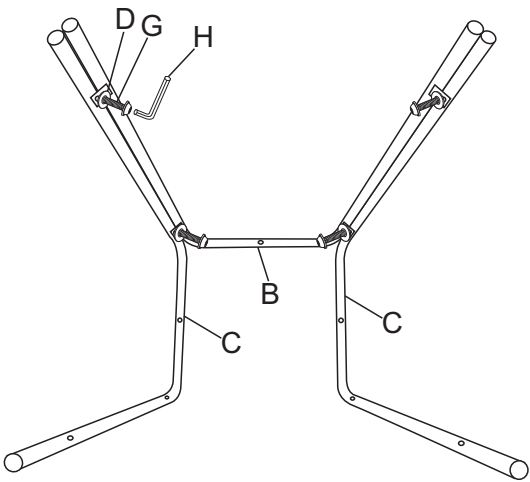
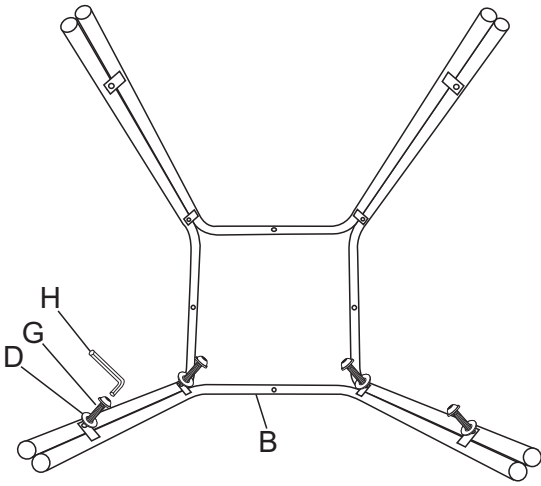


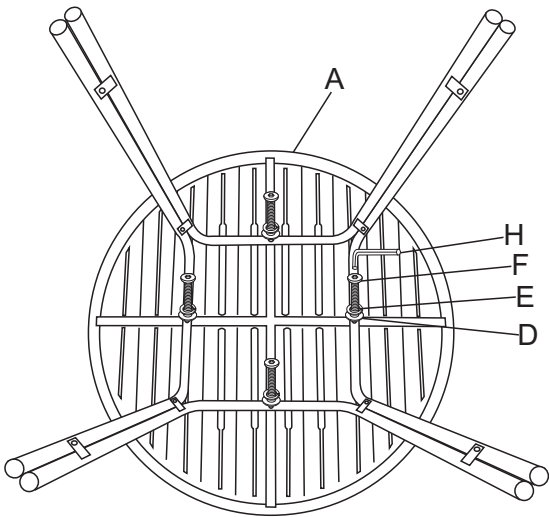
1.



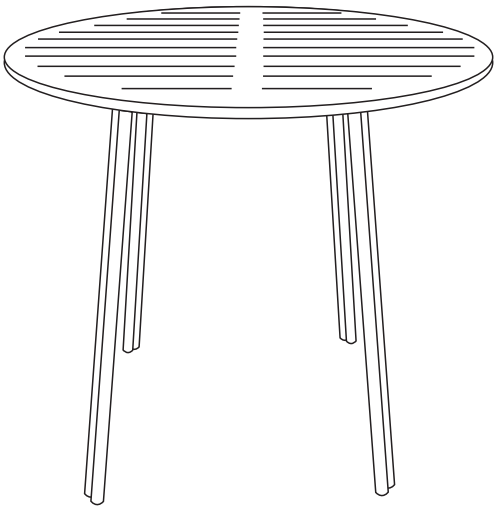
2.



3.



4.



Ax1



Bx2



Cx2



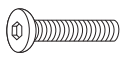
Dx12



Ex4



Fx4



Gx8



Hx1

