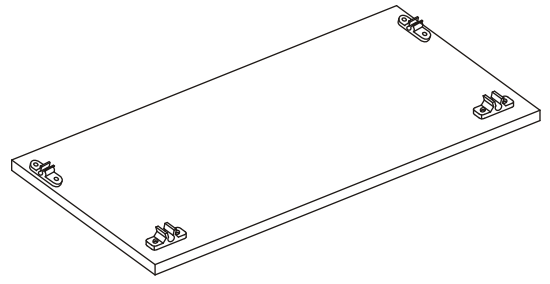
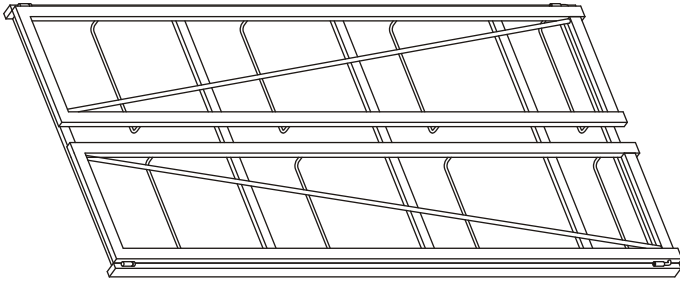
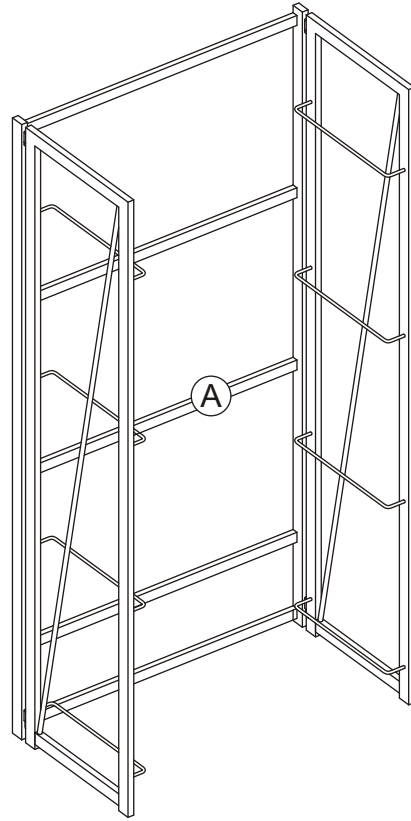
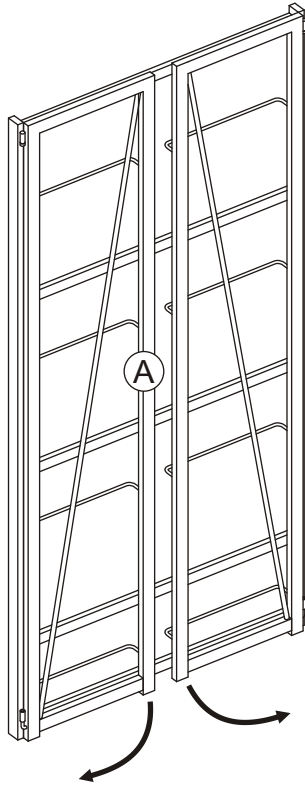


Ax1

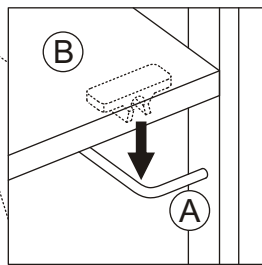
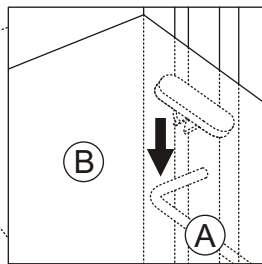
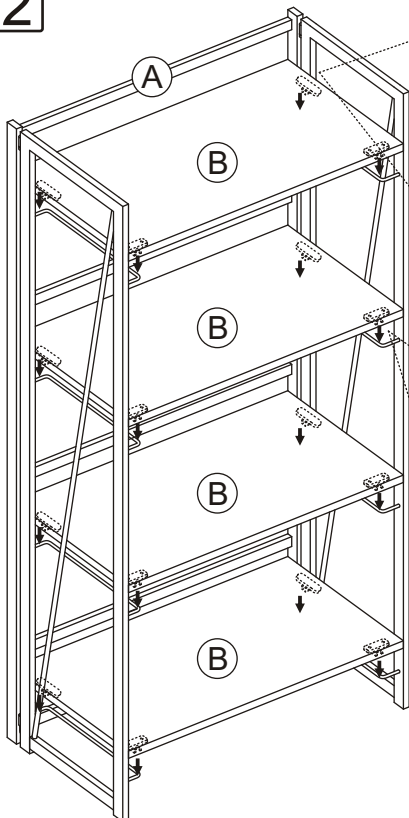
Bx4



1



2



3

