

Ax16

Bx1

Cx36

Dx3

Ex2

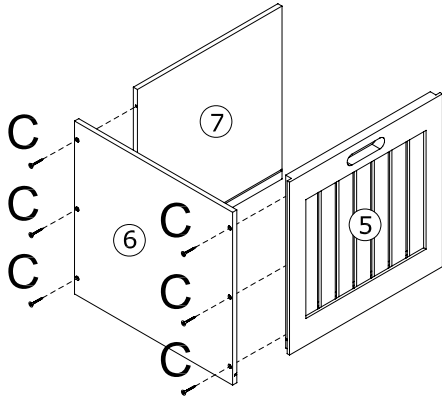
Fx1

Gx2



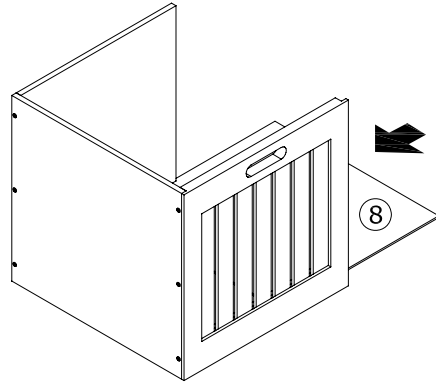
1

X3



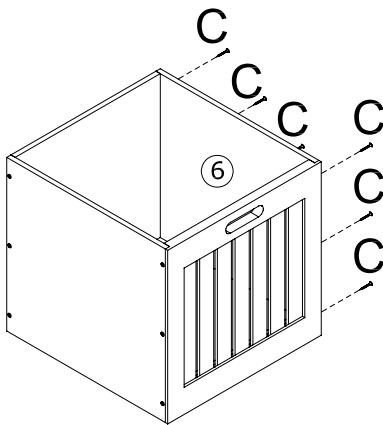
2

X3

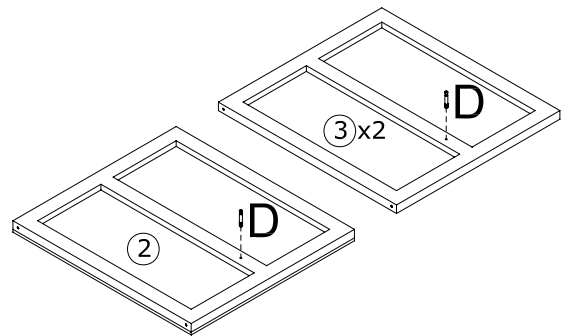


3

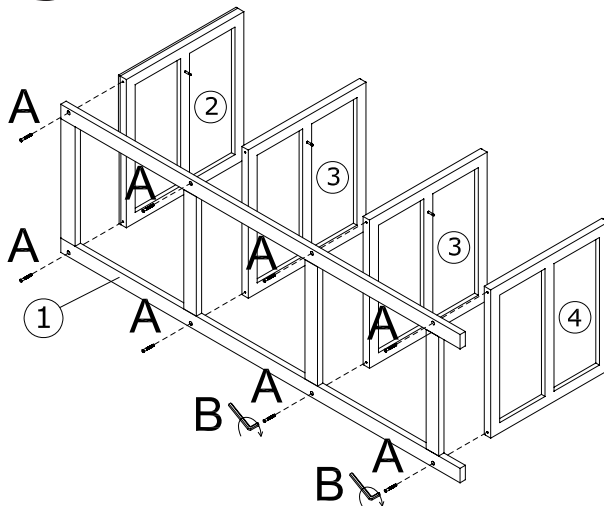
X3



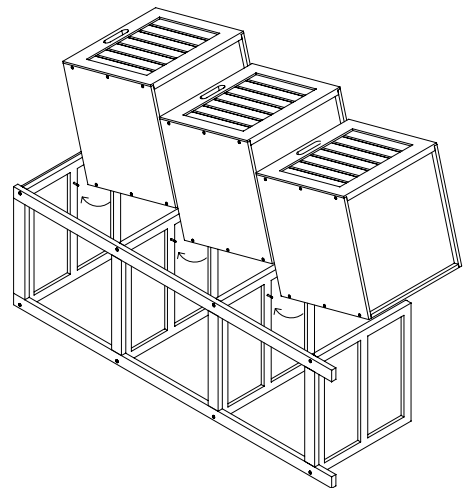
4



5



6



7

