

Ax36

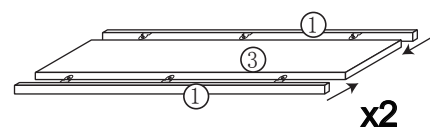


Bx28

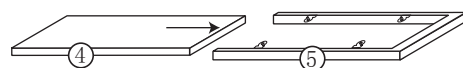
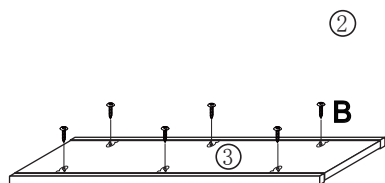


Cx1

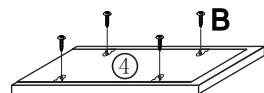
1



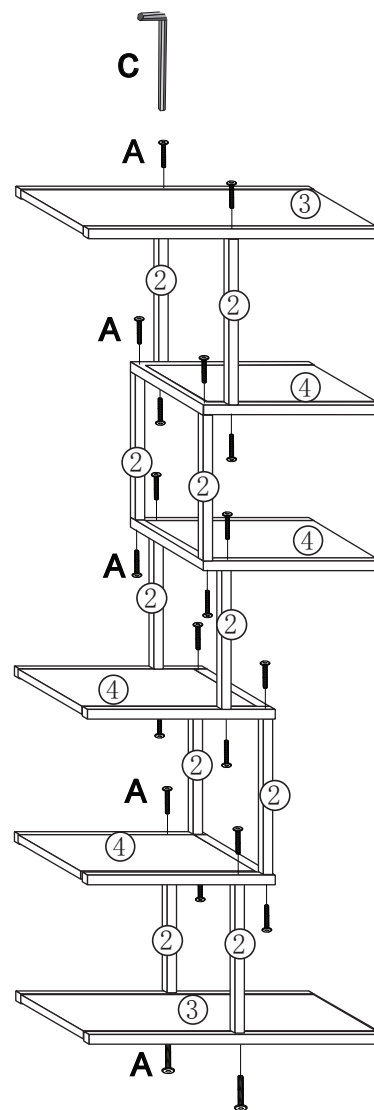
x2



x4



2



3

