

Ax1pc

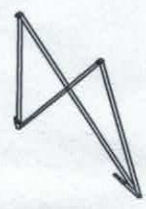
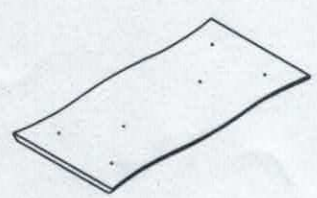
BX2PCS

Cx2PCS

Dx6PCS

Ex4PCS

Fx6PCS

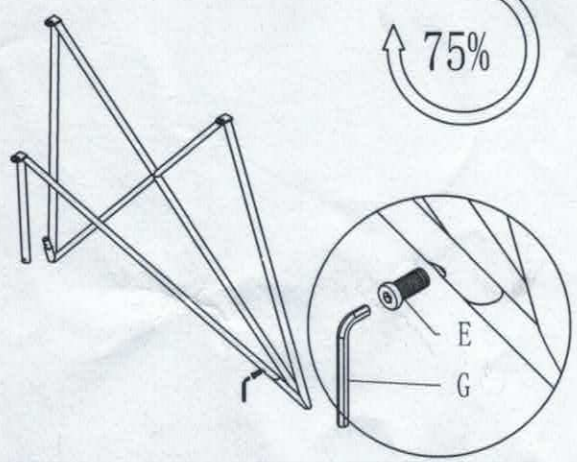


Gx1PCS

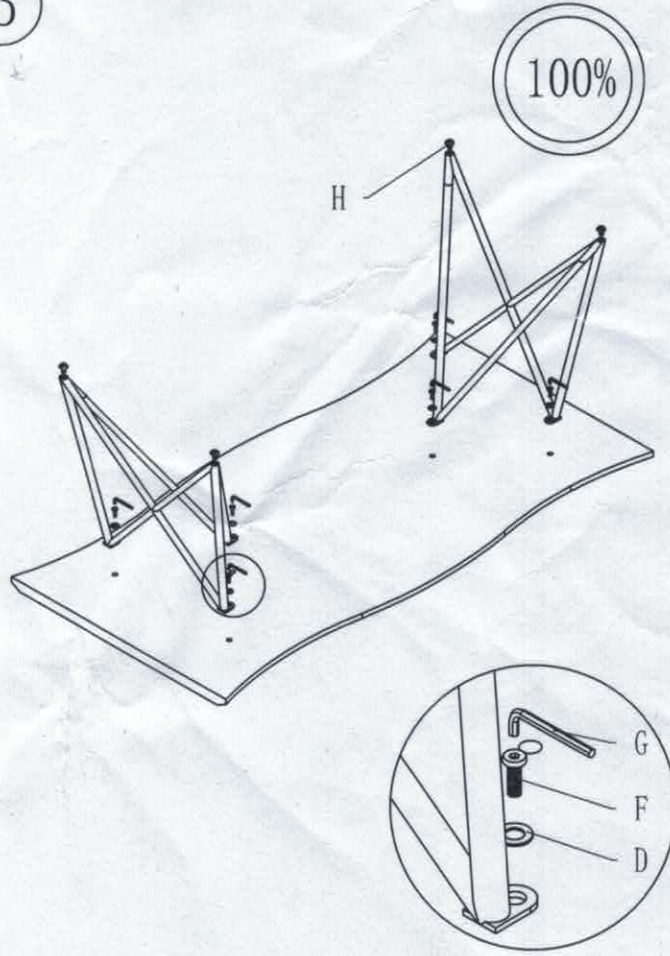
Hx4PCS



1



3



2

