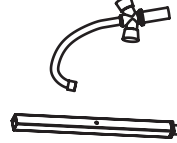


Ax1



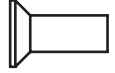
Bx1



Cx4



Dx1



Fx2



Gx4



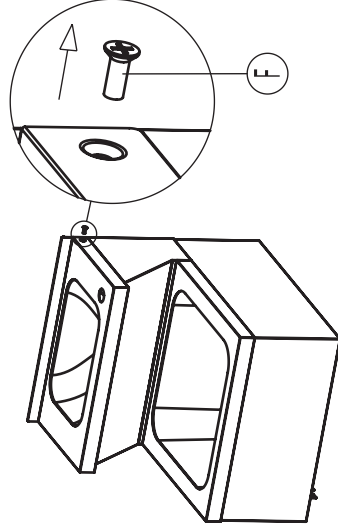
Hx4



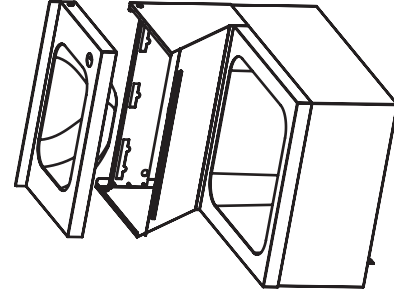
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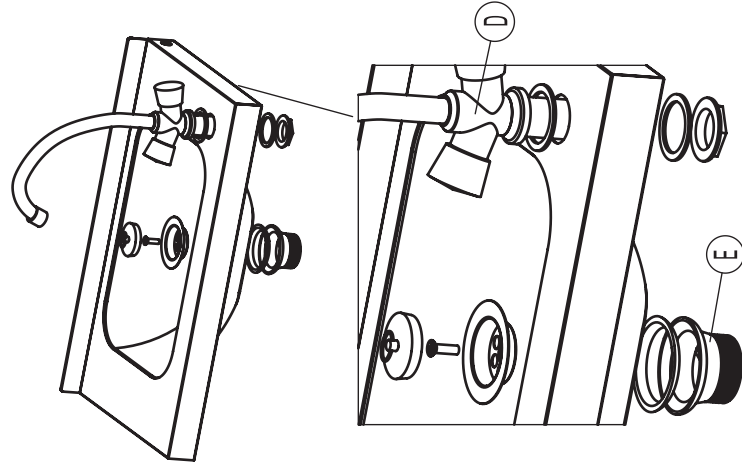
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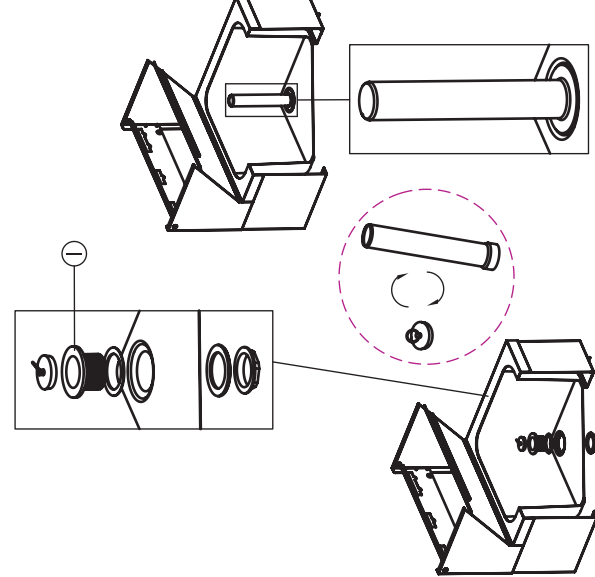
F



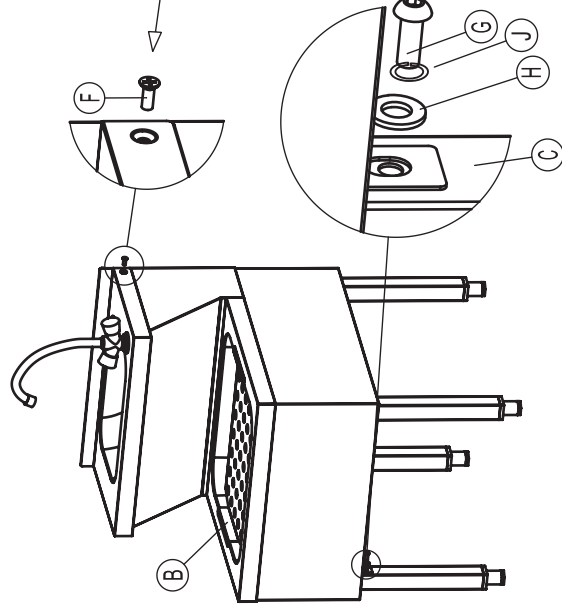
F



F



F



F