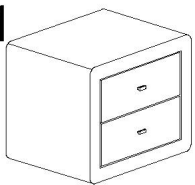
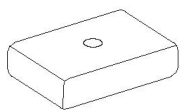


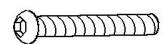
Ax1



Bx4

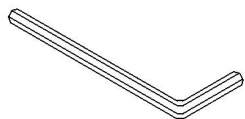


Cx4

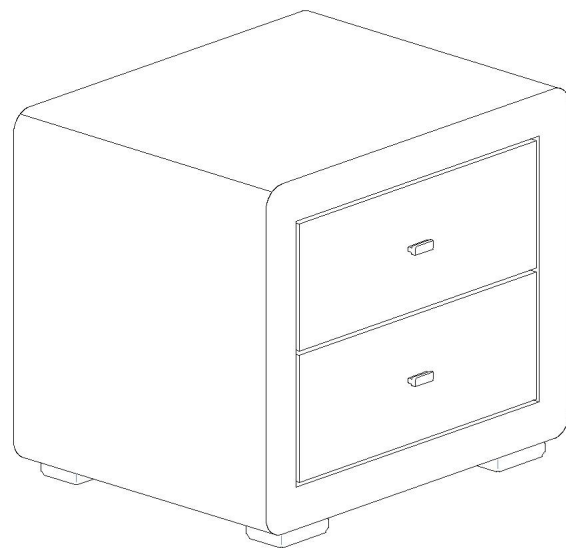


(8\*35)

Dx1



1



2

