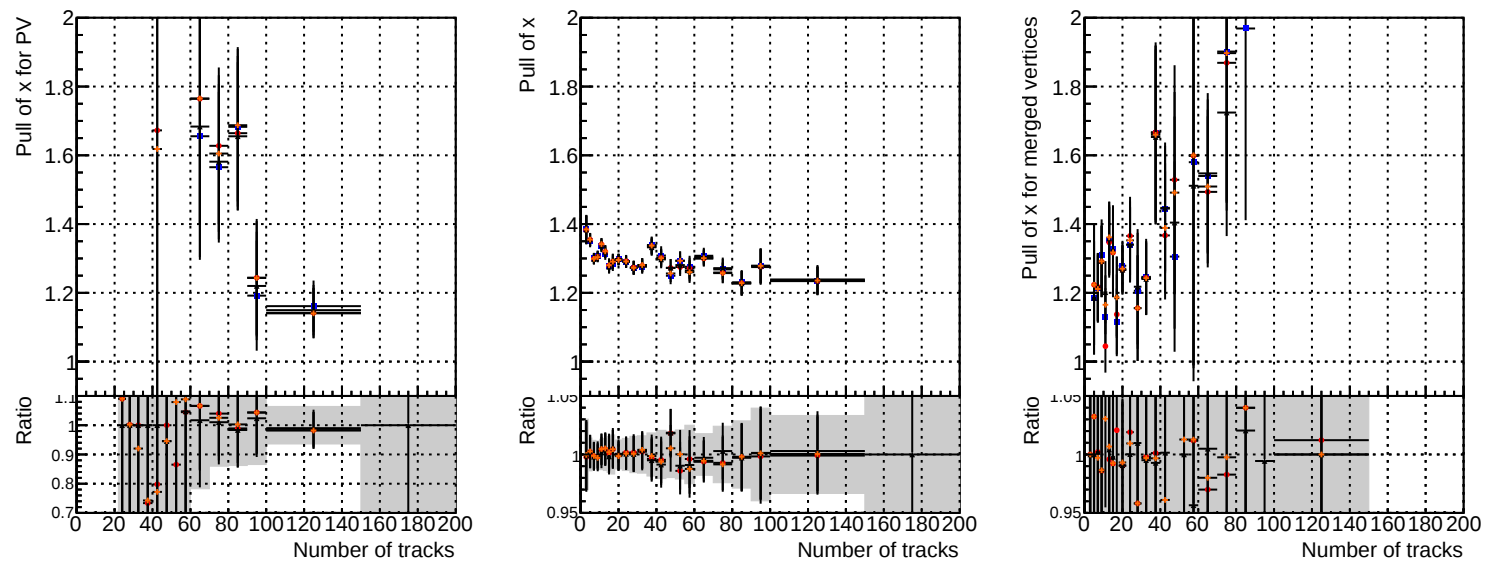




— original noPU  
 — original MaxEffOnlyFWD\_PU  
 — original MinEffOnlyFWD\_PU  
 — original HitOnlyFWD\_PU  
 — original MaxEffOnlyFWD\_PU  
 — original MinEffOnlyFWD\_PU  
 — original HitOnlyFWD\_PU

