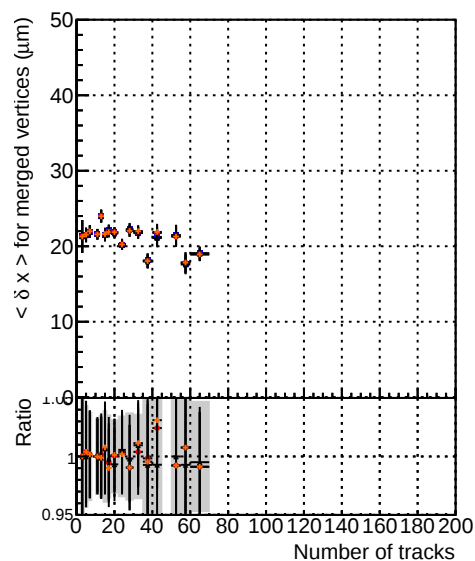
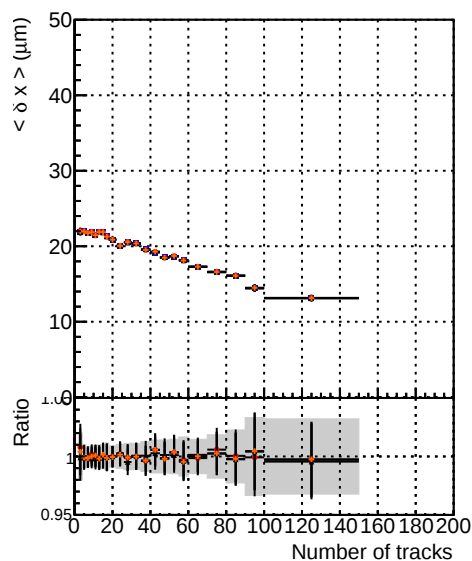
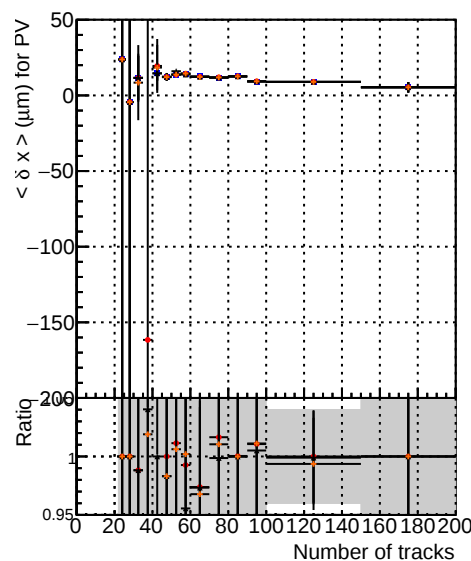




— original no PU
 — + MaxEffOnlyFWD_PU
 — + MinEffOnlyFWD_PU
 — + HitOnlyFWD_PU

