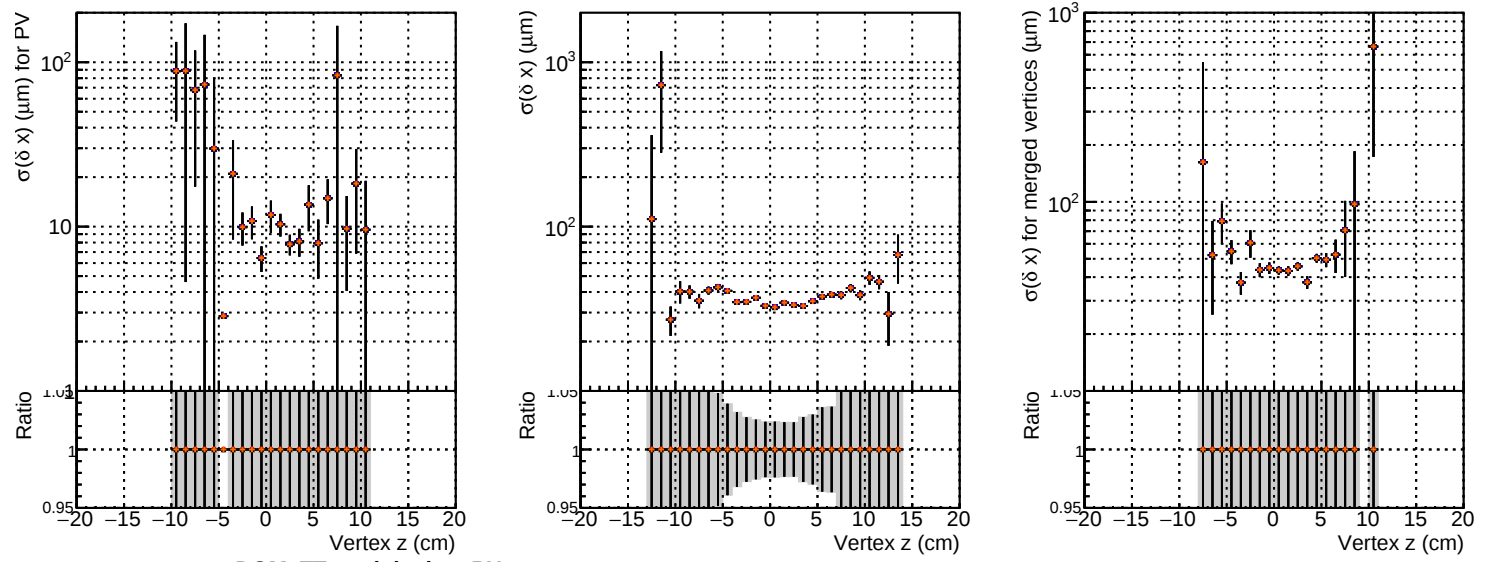




— original noPU
 — original MaxEffOnlyFWD2_PU
 — original MinEffOnlyFWD2_PU
 — original MaxHitOnlyFWD2_PU

