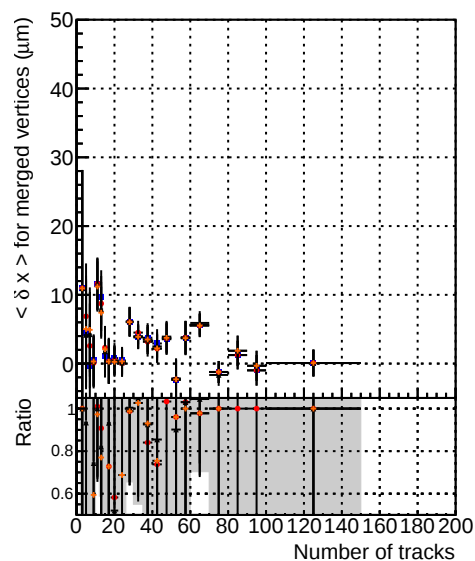
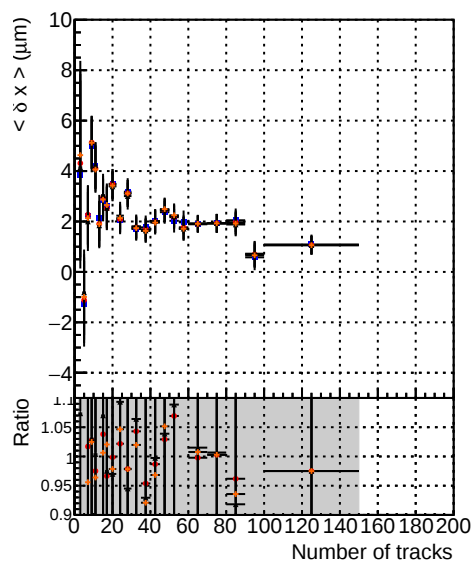
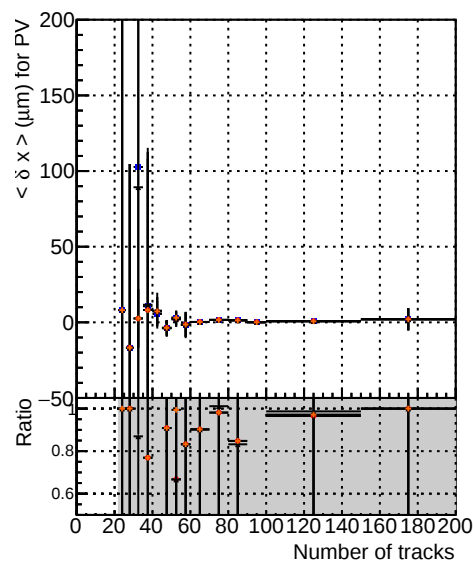




— original noPU
 — δ frontMaxEffOnlyFWD2 PU
 — δ frontMinEffOnlyFWD2 PU
 — δ frontMaxHitOnlyFWD2 PU

