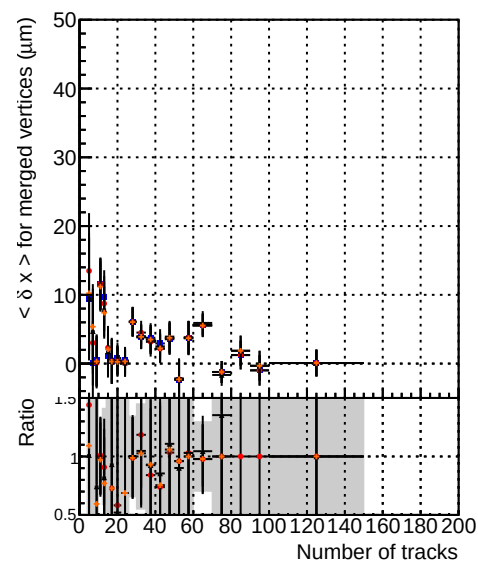
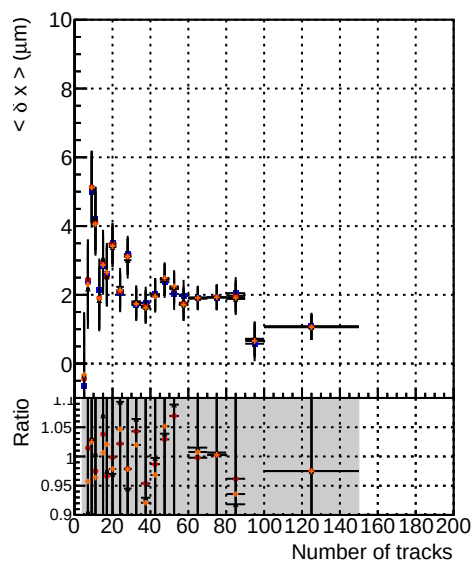
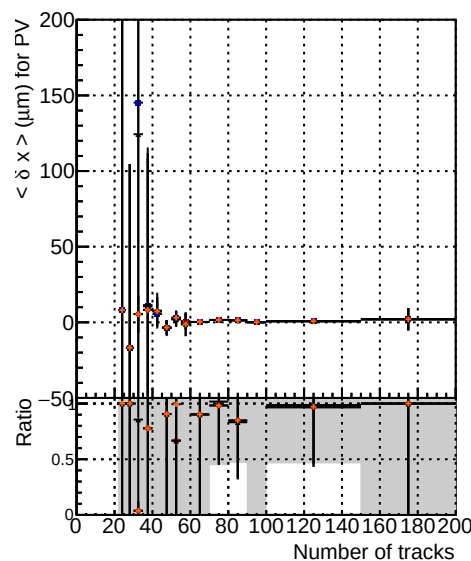




— original noPU
 — MaxEffOnlyFWD2 PU
 — MinEffOnlyFWD2 PU
 — MaxHitOnlyFWD2 PU

