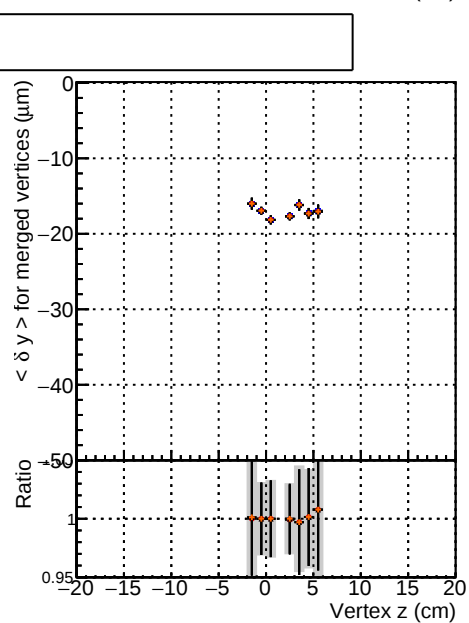
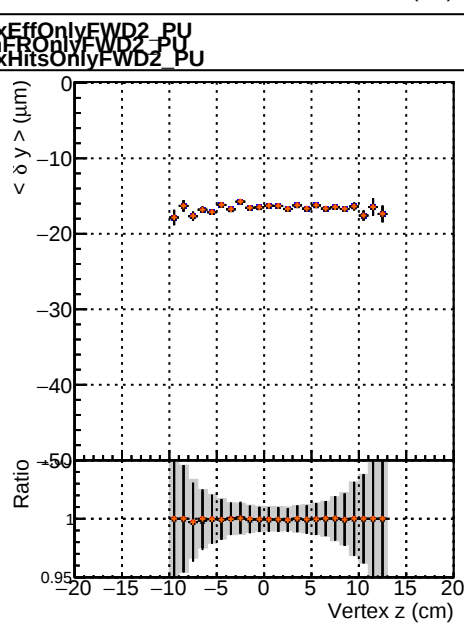
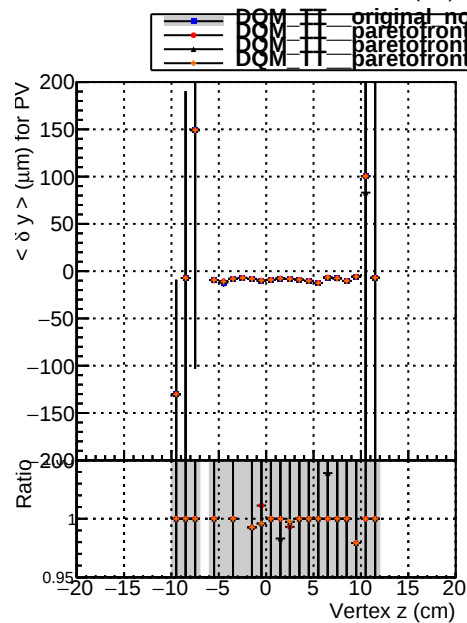
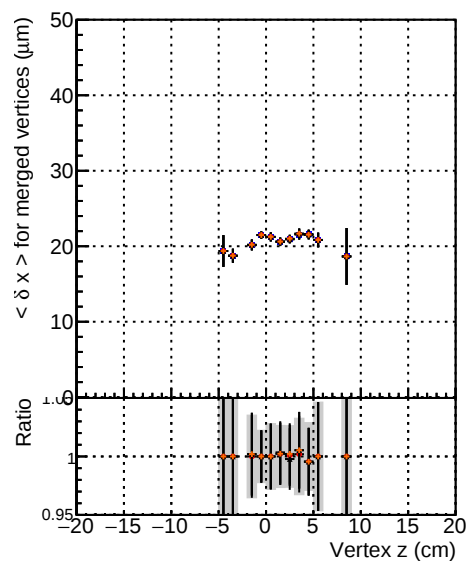
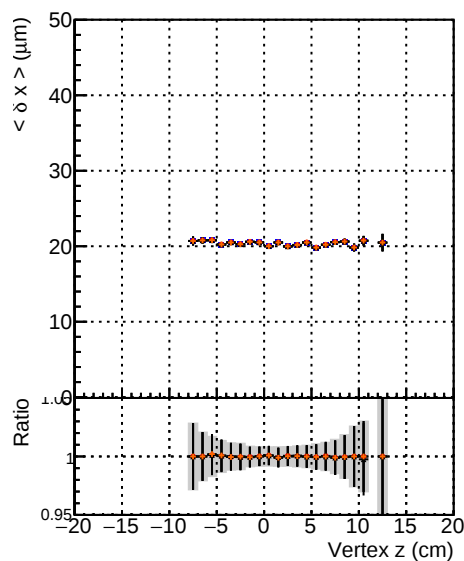
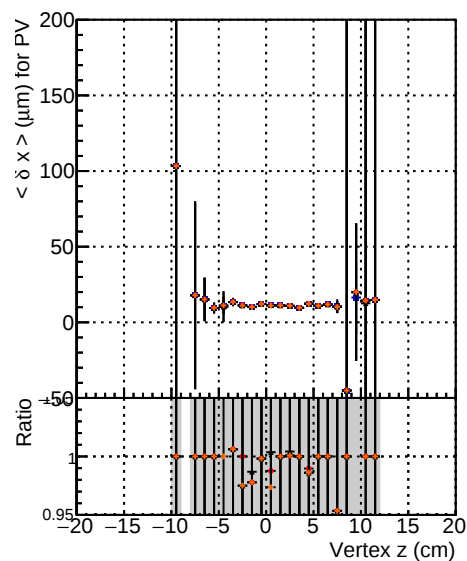




— original noPU
 — MaxEffOnlyFWD2_PU
 — MinEffOnlyFWD2_PU
 — MaxHitOnlyFWD2_PU