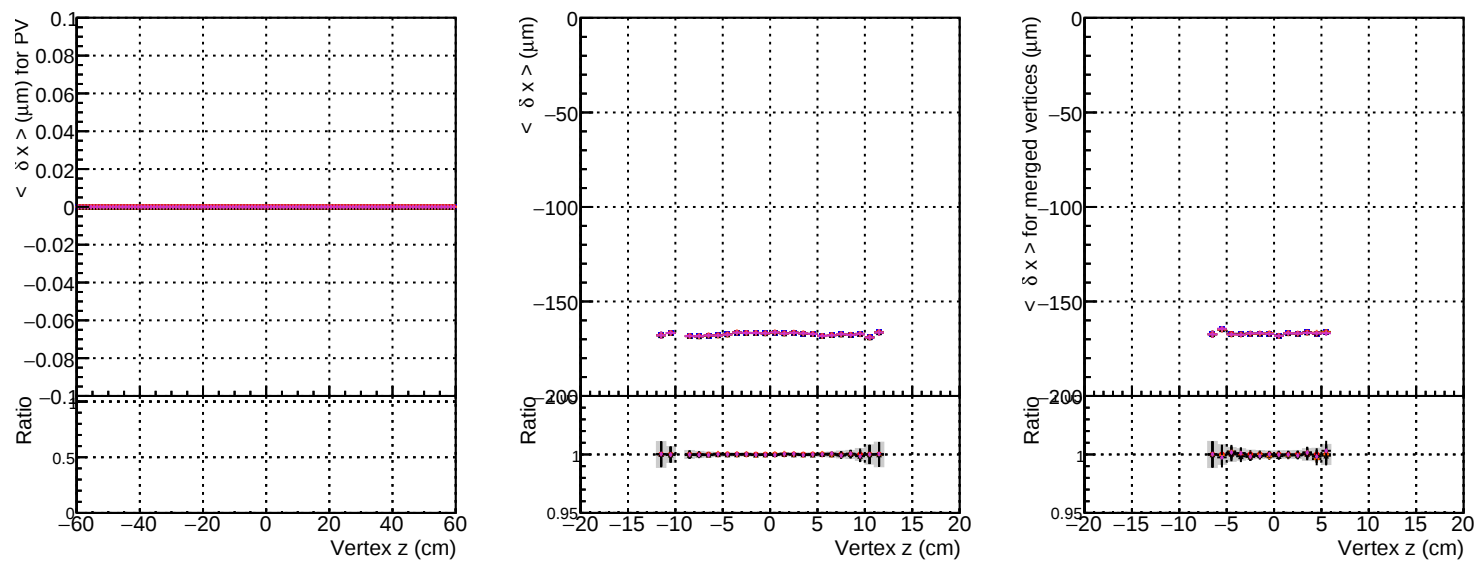




— original — original vector 1000evt
 — hit — hit 1000evt
 — hit — hit 1000evt
 — hit — hit 1000evt

