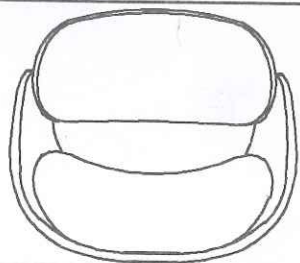
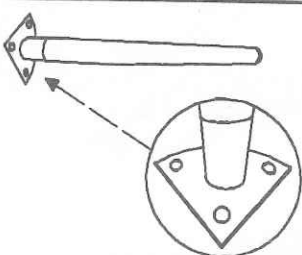


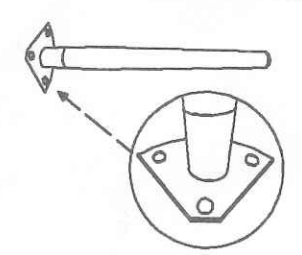
Ax1



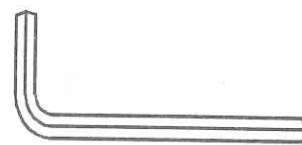
Bx2



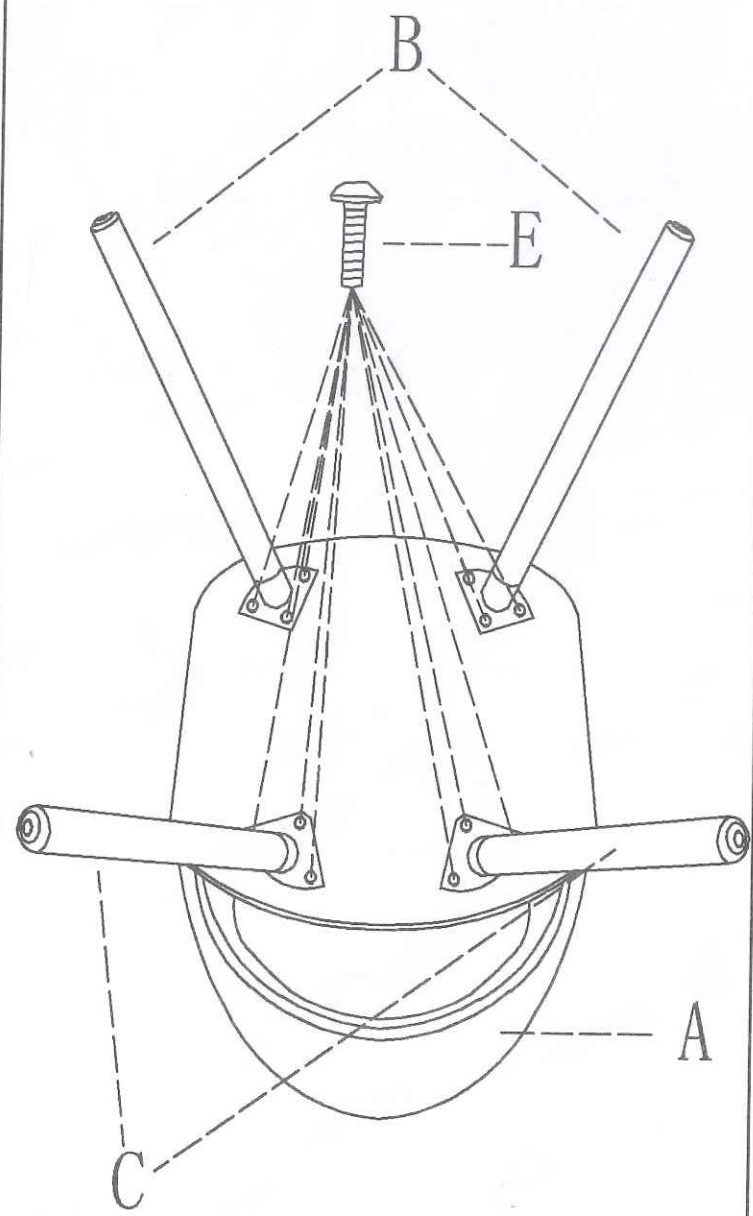
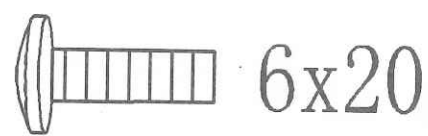
Cx2



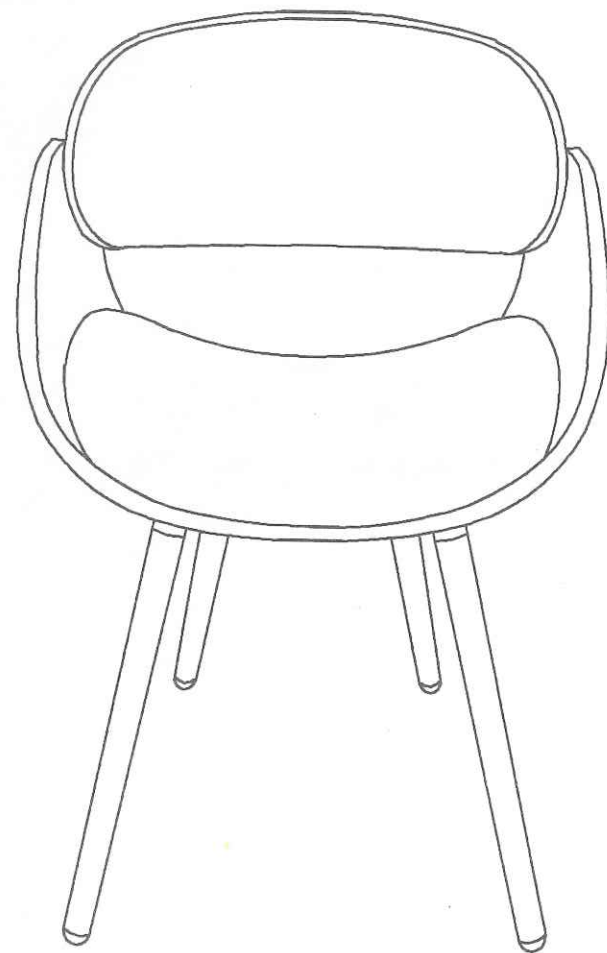
Dx1



Ex12+1EXT



1



2