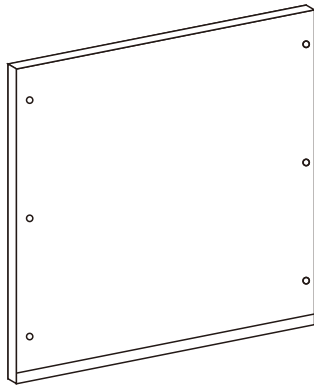


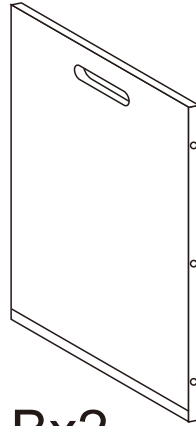
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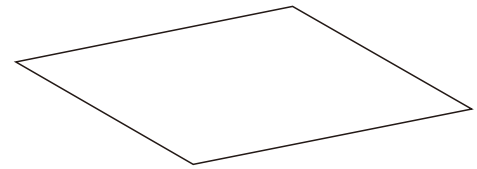
bx12



Ax2

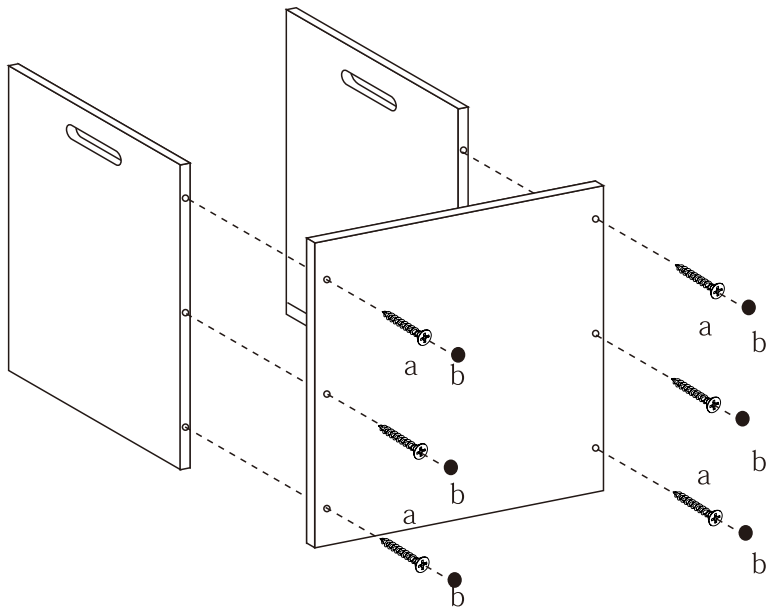


Bx2

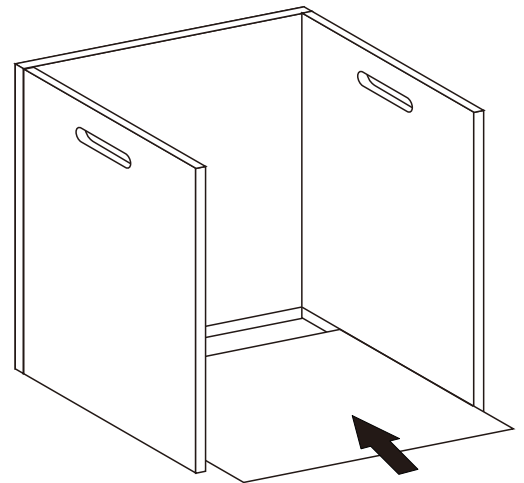


Cx1

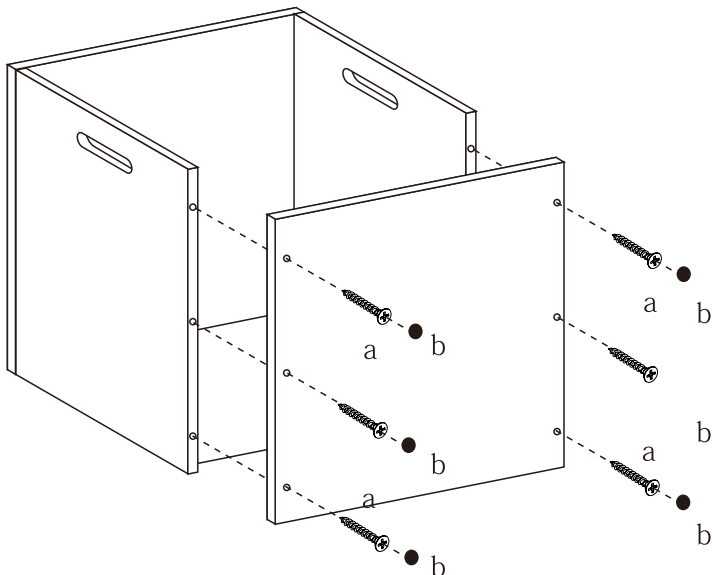
1



2



3



4

