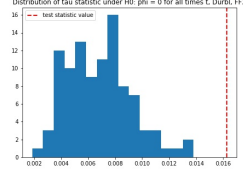
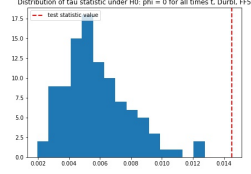


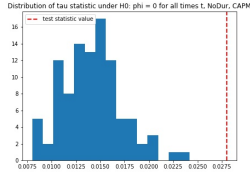
(a) Durbl, CAPM



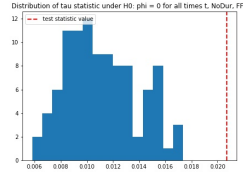
(b) Durbl, FF3



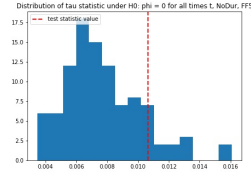
(c) Durbl, FF5



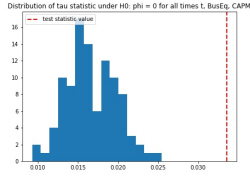
(a) NoDur, CAPM



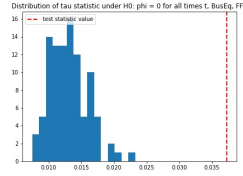
(b) NoDur, FF3



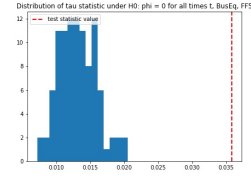
(c) NoDur, FF5



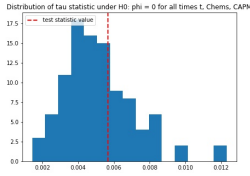
(a) BusEq, CAPM



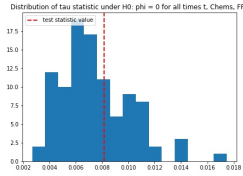
(b) BusEq, FF3



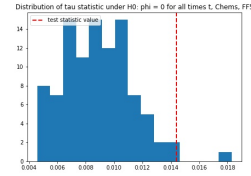
(c) BusEq, FF5



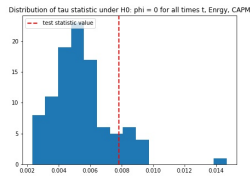
(a) Chems, CAPM



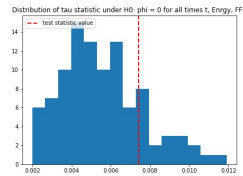
(b) Chems, FF3



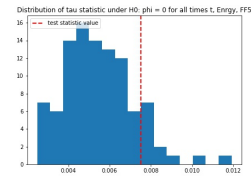
(c) Chems, FF5



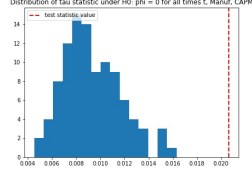
(a) Enrgy, CAPM



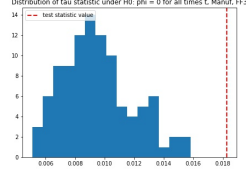
(b) Enrgy, FF3



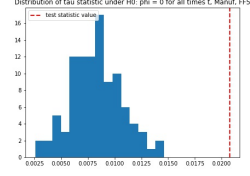
(c) Enrgy, FF5



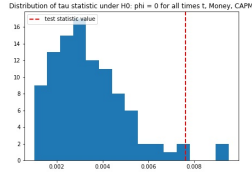
(a) Manuf, CAPM



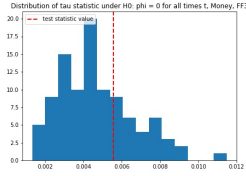
(b) Manuf, FF3



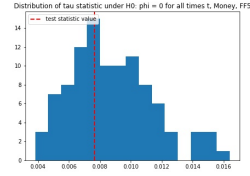
(c) Manuf, FF5



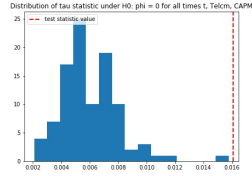
(a) Money, CAPM



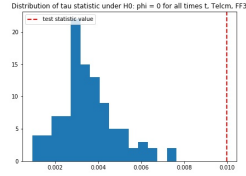
(b) Money, FF3



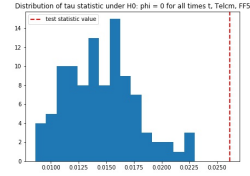
(c) Money, FF5



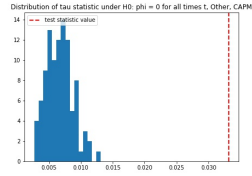
(a) Telcm, CAPM



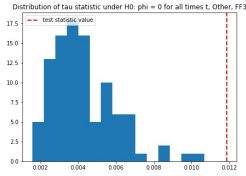
(b) Telcm, FF3



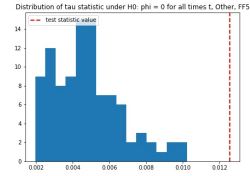
(c) Telcm, FF5



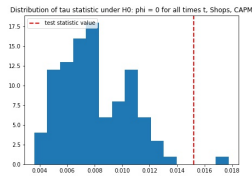
(a) Other, CAPM



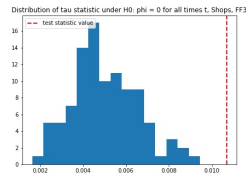
(b) Other, FF3



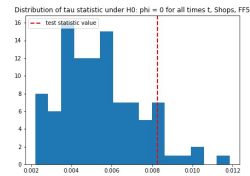
(c) Other, FF5



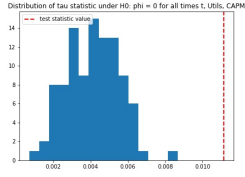
(a) Shops, CAPM



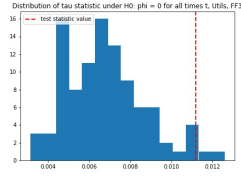
(b) Shops, FF3



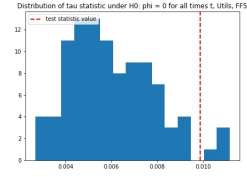
(c) Shops, FF5



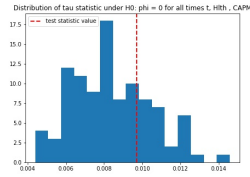
(a) Utils, CAPM



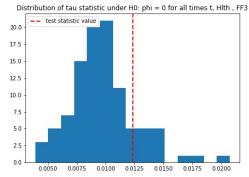
(b) Utils, FF3



(c) Utils, FF5



(a) Hlth, CAPM



(b) Hlth, FF3