



- ASPECT, none, lvl 5 ($Q_2 \times Q_1$)
- ASPECT, none, lvl 6 ($Q_2 \times Q_1$)
- ASPECT, none, lvl 7 ($Q_2 \times Q_1$)
- ASPECT, none, lvl 8 ($Q_2 \times Q_1$)
- ASPECT, none, lvl 9 ($Q_2 \times Q_1$)
- ASPECT, none, lvl 5 ($Q_2 \times P_{-1}$)
- ASPECT, none, lvl 6 ($Q_2 \times P_{-1}$)
- ASPECT, none, lvl 7 ($Q_2 \times P_{-1}$)
- ASPECT, none, lvl 8 ($Q_2 \times P_{-1}$)
- ASPECT, none, lvl 9 ($Q_2 \times P_{-1}$)
- ASPECT, none, lvl 10 ($Q_2 \times P_{-1}$)