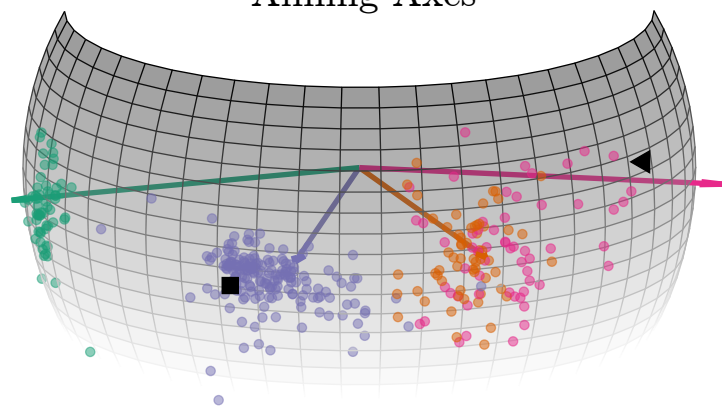


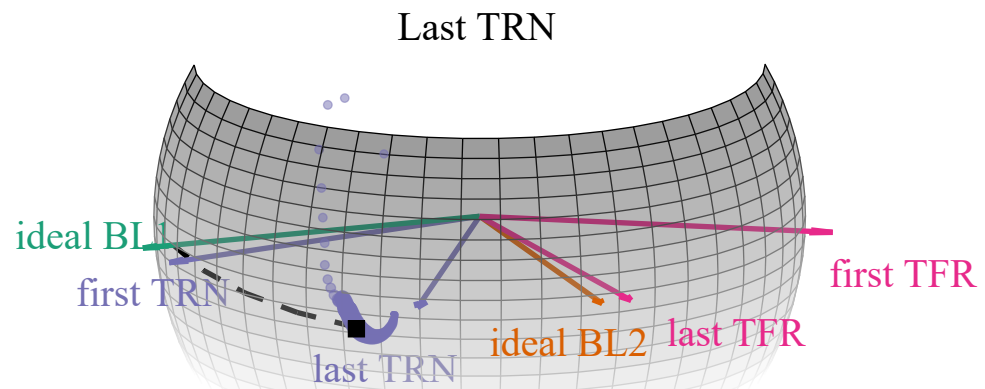
(A)

Aiming Axes

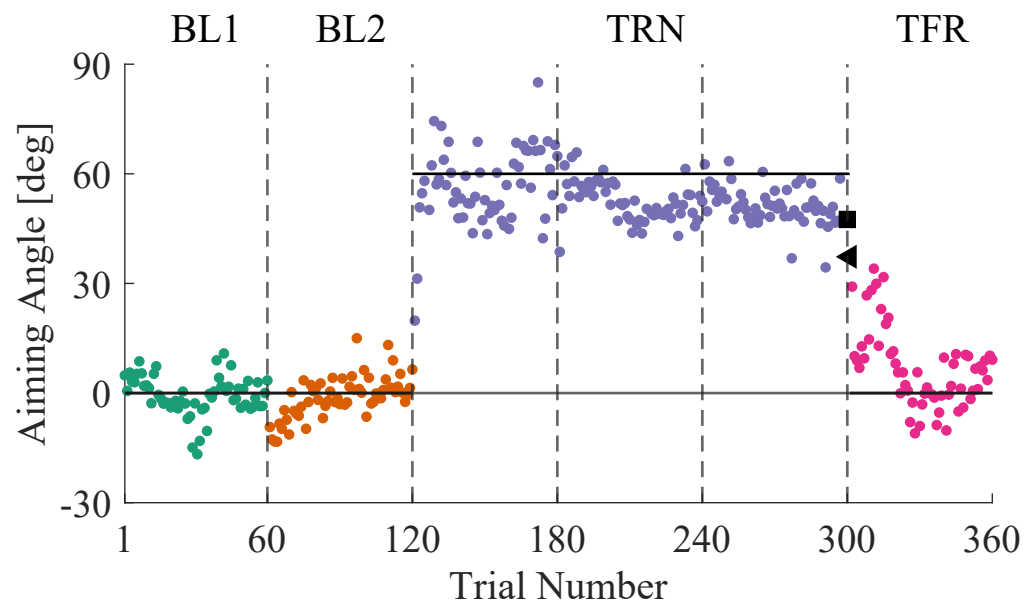


(C)

- BL1
- BL2
- TRN
- TFR
- trial 300
- ▲ trial 301



(B)



(D)

