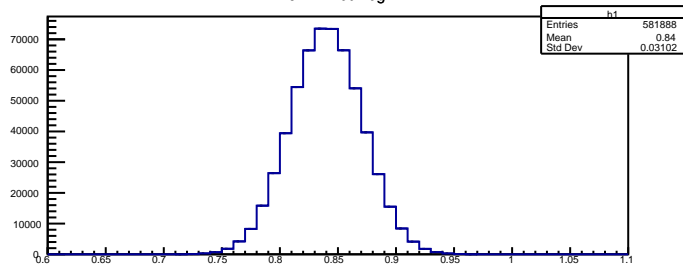
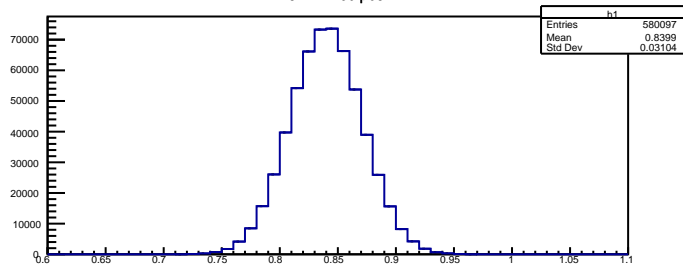


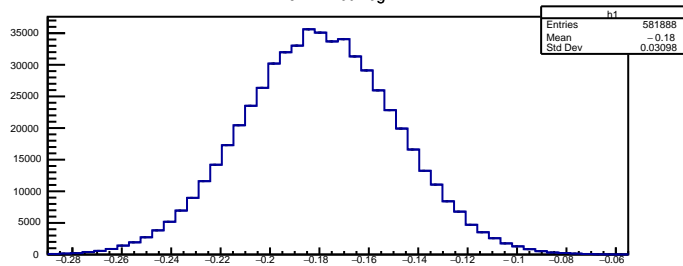
sPi X Rec neg



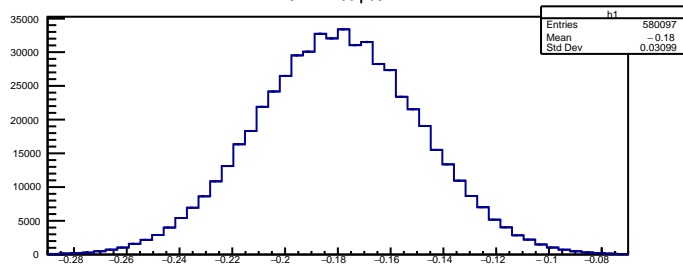
sPi X Rec pos



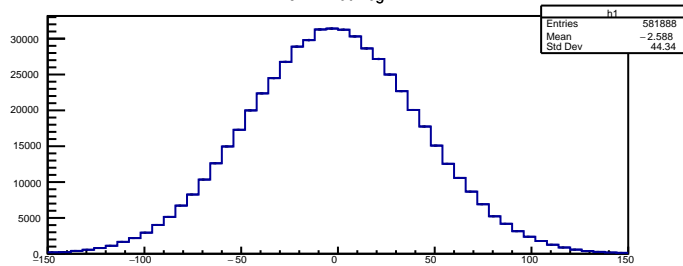
sPi Y Rec neg



sPi Y Rec pos



sPi Z Rec neg



sPi Z Rec pos

