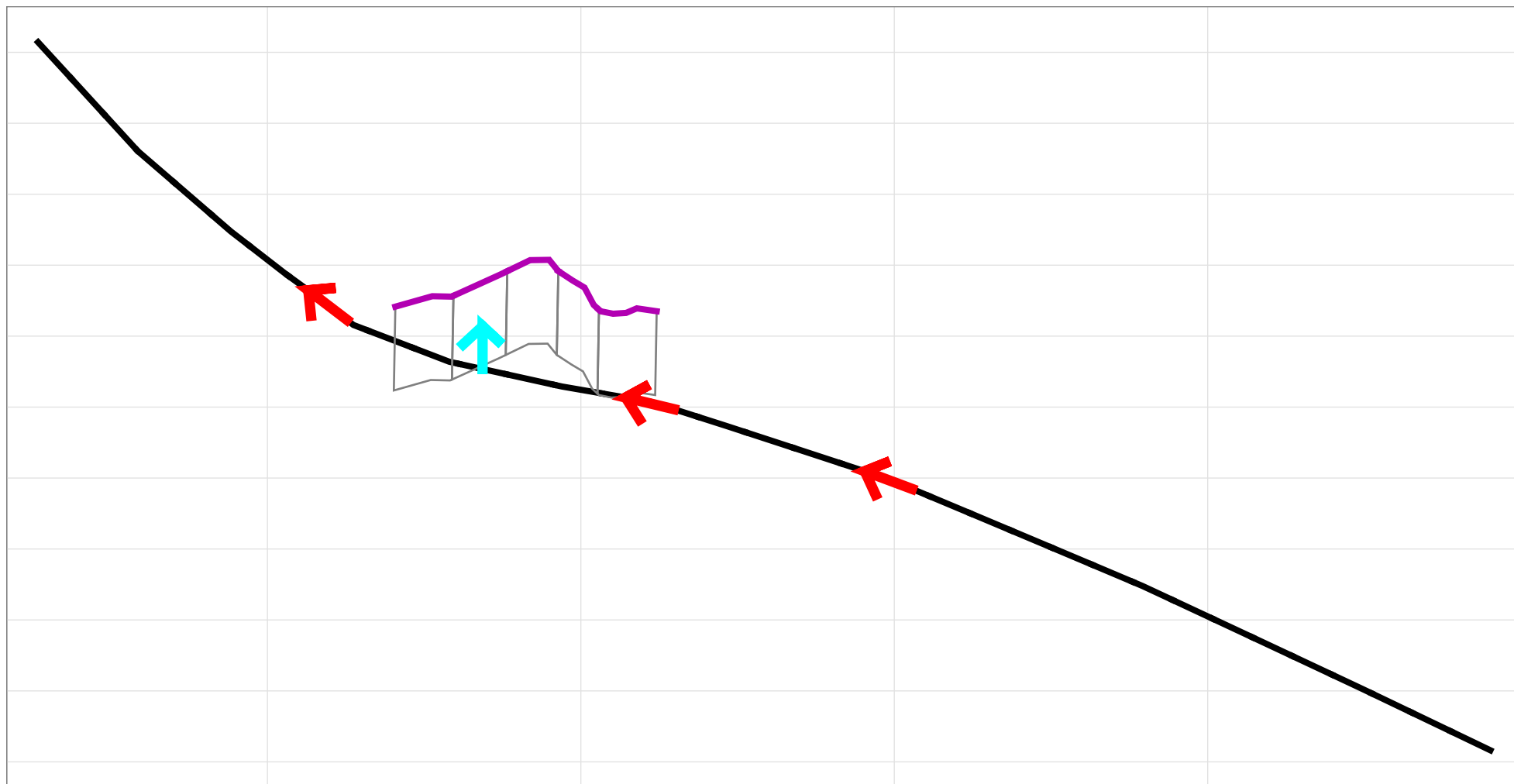


SAF & Pleito Splay



— Primary Strand Sect — Splay Strand (L1) — Regular Jump — Splay Jump

DATASET #1 (line: Solid, width=3.0; color: 0,0,0)
Primary Strand Sect

DATASET #2 (line: Solid, width=3.0; color: 0,0,0)

DATASET #3 (line: Solid, width=3.0; color: 0,0,0)

DATASET #4 (line: Solid, width=3.0; color: 0,0,0)

DATASET #5 (line: Solid, width=3.0; color: 0,0,0)

DATASET #6 (line: Solid, width=3.0; color: 0,0,0)

DATASET #7 (line: Solid, width=3.0; color: 0,0,0)

DATASET #8 (line: Solid, width=3.0; color: 0,0,0)

DATASET #9 (line: Solid, width=3.0; color: 0,0,0)

DATASET #10 (line: Solid, width=3.0; color: 0,0,0)

DATASET #11 (line: Solid, width=3.0; color: 0,0,0)

DATASET #12 (line: Solid, width=3.0; color: 0,0,0)

DATASET #13 (line: Solid, width=3.0; color: 0,0,0)

DATASET #14 (line: Solid, width=3.0; color: 0,0,0)

DATASET #15 (line: Solid, width=3.0; color: 0,0,0)

DATASET #16 (line: Solid, width=3.0; color: 0,0,0)

DATASET #17 (line: Solid, width=3.0; color: 0,0,0)

DATASET #18 (line: Solid, width=3.0; color: 0,0,0)

DATASET #19 (line: Solid, width=3.0; color: 0,0,0)

DATASET #20 (line: Solid, width=3.0; color: 0,0,0)

DATASET #21 (line: Solid, width=3.0; color: 0,0,0)

DATASET #22 (line: Solid, width=3.0; color: 0,0,0)

DATASET #23 (line: Solid, width=3.0; color: 0,0,0)

DATASET #24 (line: Solid, width=3.0; color: 0,0,0)

DATASET #25 (line: Solid, width=3.0; color: 0,0,0)

DATASET #26 (line: Solid, width=3.0; color: 0,0,0)

DATASET #27 (line: Solid, width=3.0; color: 0,0,0)

DATASET #28 (line: Solid, width=3.0; color: 0,0,0)

DATASET #29 (line: Solid, width=3.0; color: 0,0,0)

DATASET #30 (line: Solid, width=3.0; color: 0,0,0)

DATASET #31 (line: Solid, width=3.0; color: 0,0,0)

DATASET #32 (line: Solid, width=3.0; color: 0,0,0)

DATASET #33 (line: Solid, width=3.0; color: 0,0,0)

DATASET #34 (line: Solid, width=3.0; color: 0,0,0)

DATASET #35 (line: Solid, width=3.0; color: 0,0,0)

DATASET #36 (line: Solid, width=1.0; color: 128,128,128)

DATASET #37 (line: Solid, width=3.0; color: 178,0,178)
Splay Strand (L1)

DATASET #38 (line: Solid, width=1.0; color: 128,128,128)

DATASET #39 (line: Solid, width=3.0; color: 178,0,178)

DATASET #40 (line: Solid, width=1.0; color: 128,128,128)

DATASET #41 (line: Solid, width=3.0; color: 178,0,178)

DATASET #42 (line: Solid, width=1.0; color: 128,128,128)

DATASET #43 (line: Solid, width=3.0; color: 178,0,178)

DATASET #44 (line: Solid, width=1.0; color: 128,128,128)

DATASET #45 (line: Solid, width=3.0; color: 178,0,178)

DATASET #46 (line: Solid, width=5.0; color: 255,0,0)

Regular Jump

DATASET #47 (line: Solid, width=5.0; color: 255,0,0)

DATASET #48 (line: Solid, width=5.0; color: 255,0,0)

DATASET #49 (line: Solid, width=5.0; color: 0,255,255)

Splay Jump