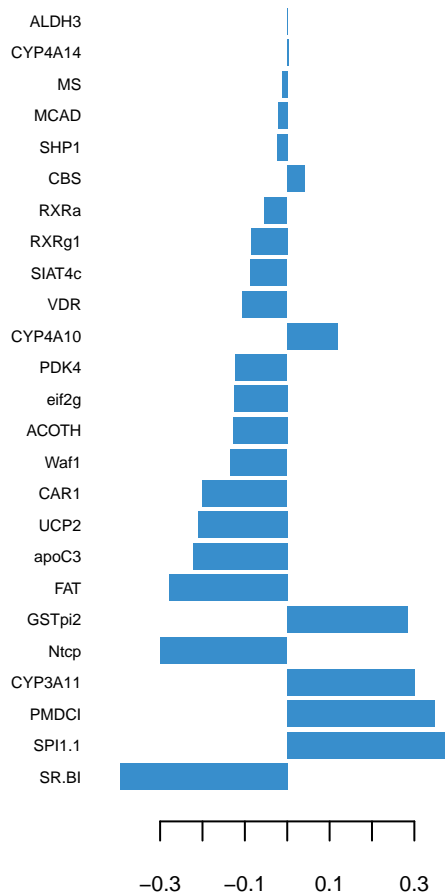


Loadings on comp Block 'X'



Loadings on comp Block 'Y'

