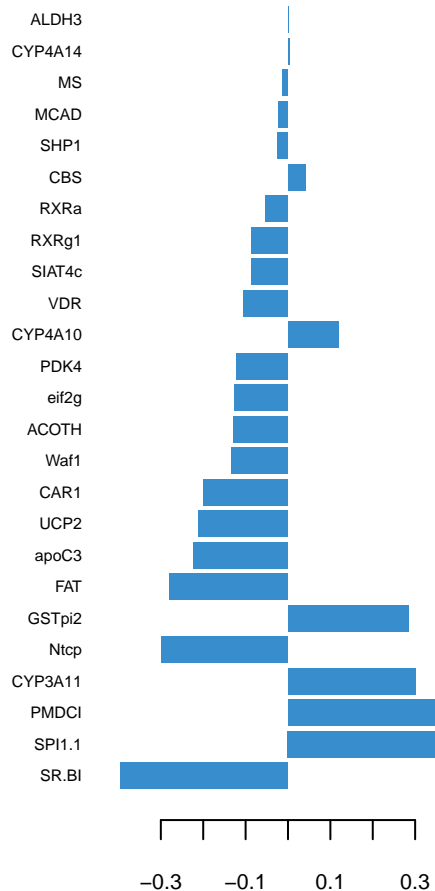


Loadings on comp

Block 'X'



Loadings on comp

Block 'Y'

