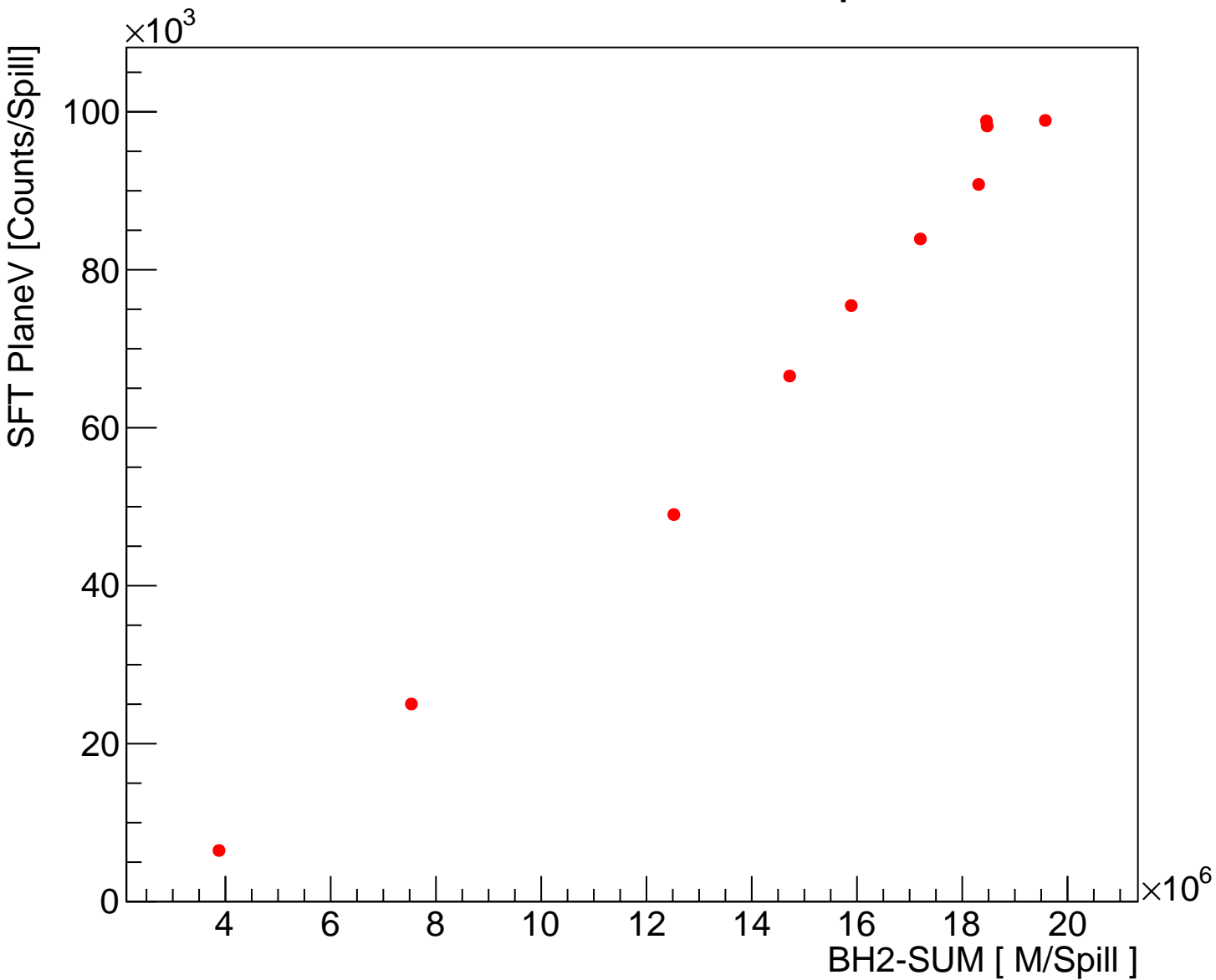
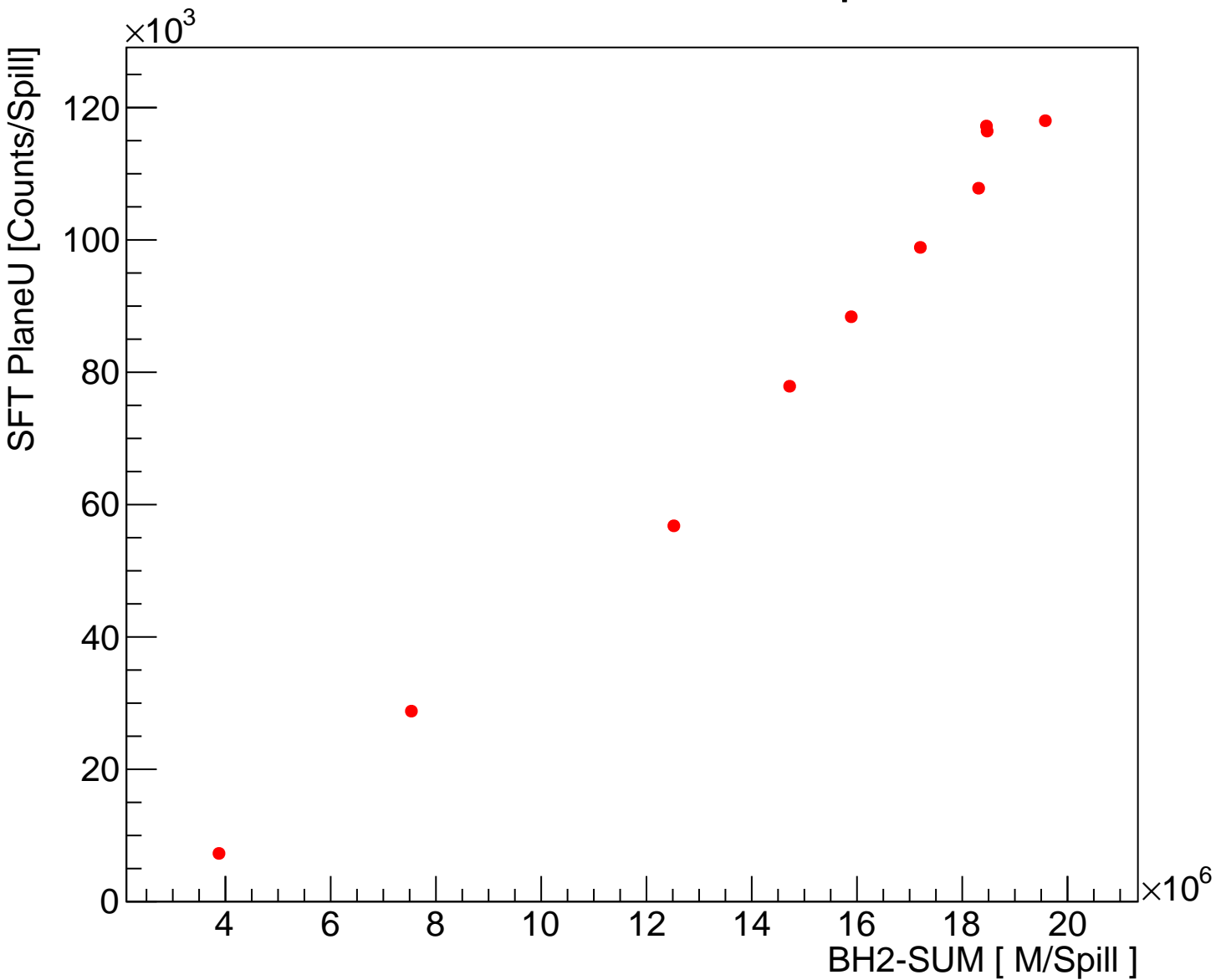


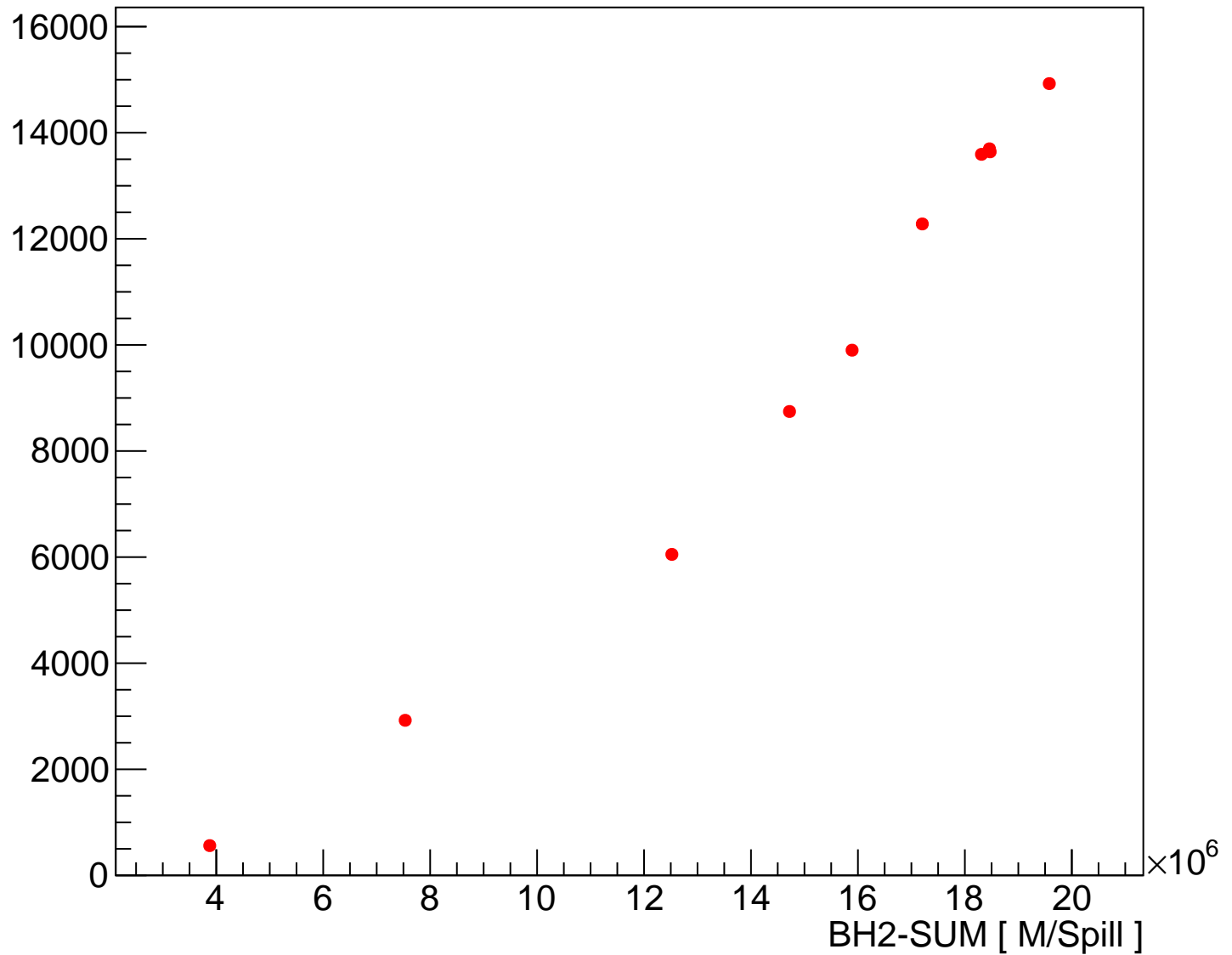
# SFT PlaneV Counts/spill



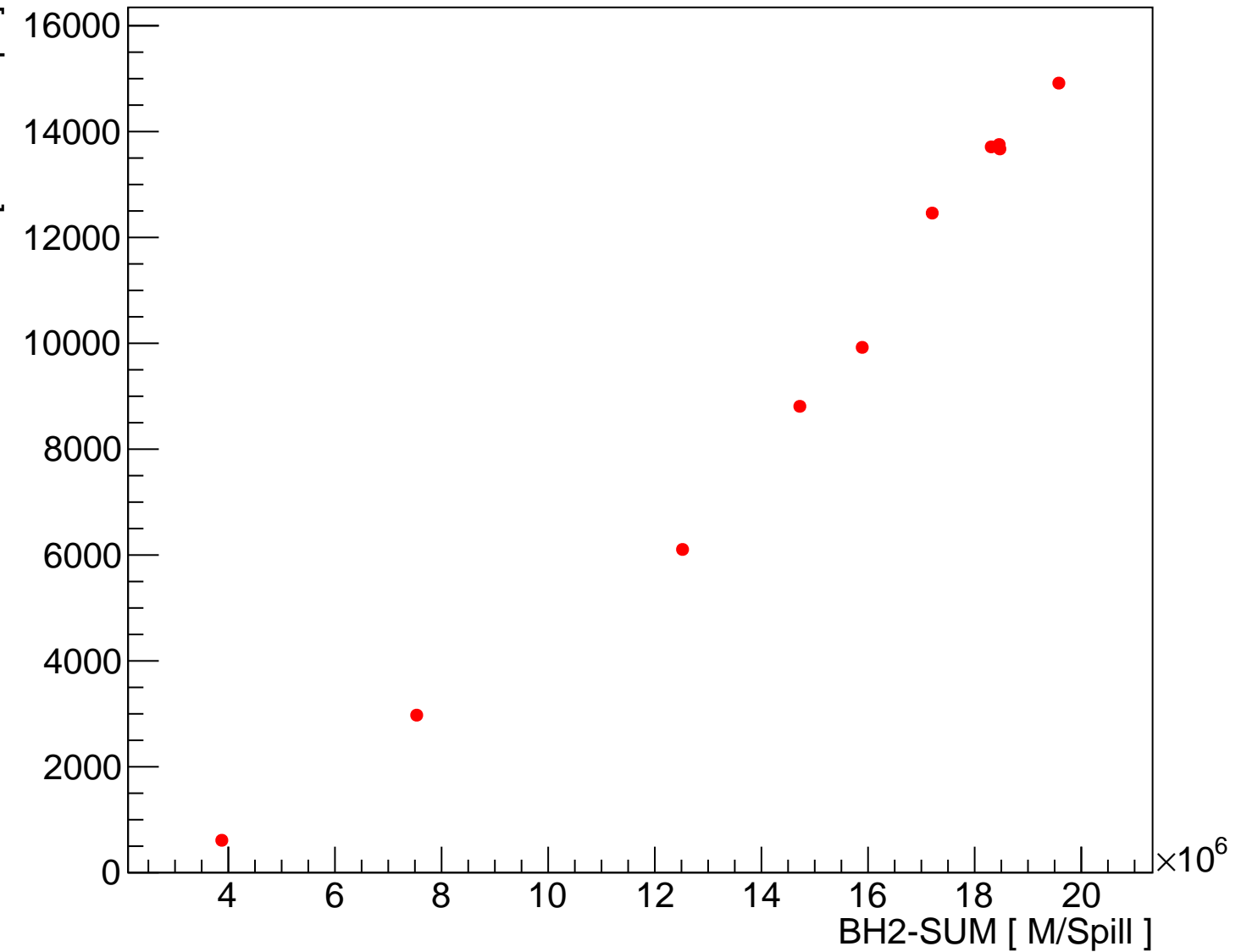
# SFT PlaneU Counts/spill



# SFT PlaneXU Counts/spill



# SFT PlaneXD Counts/spill



# SFT PlaneX Counts/spill

