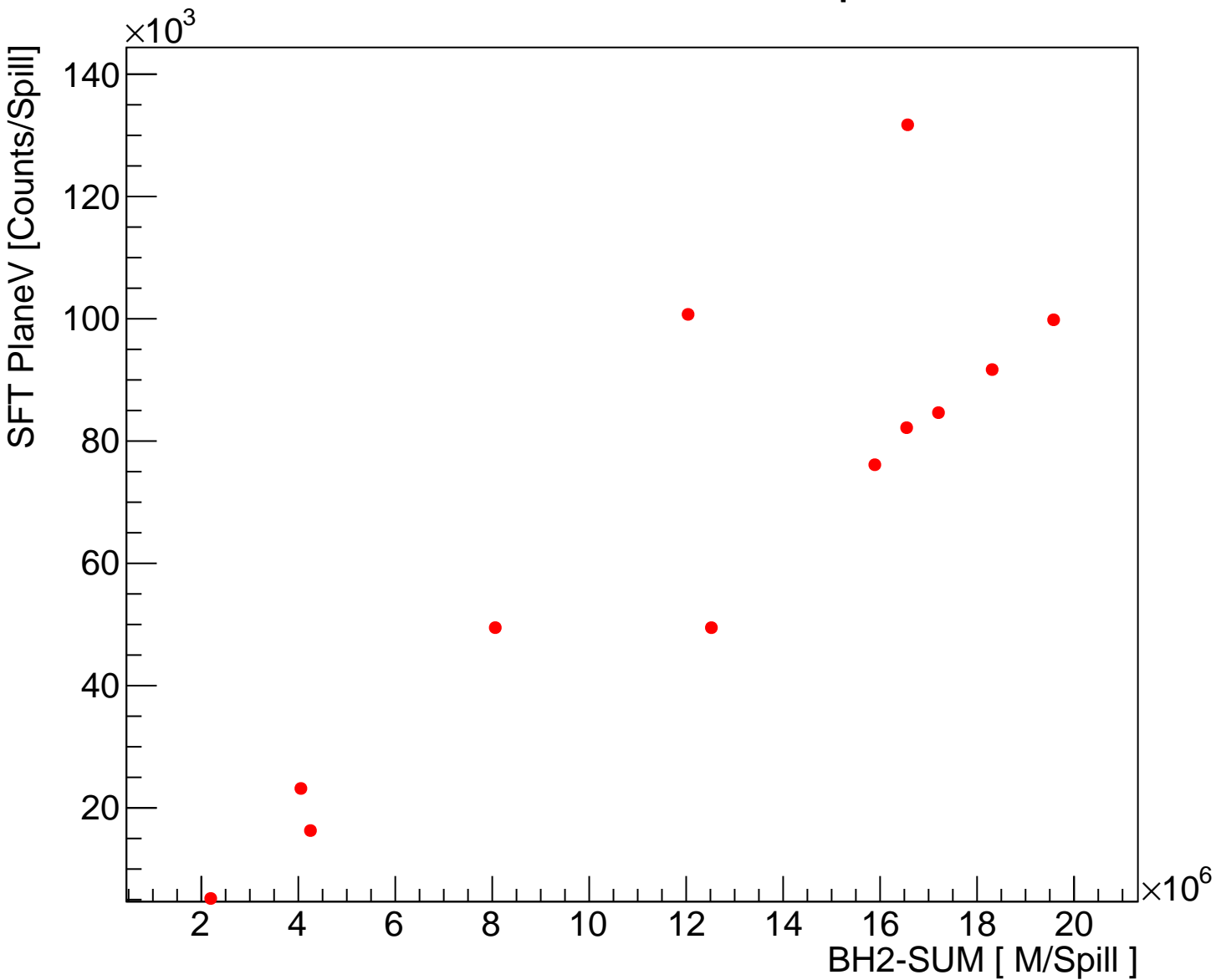
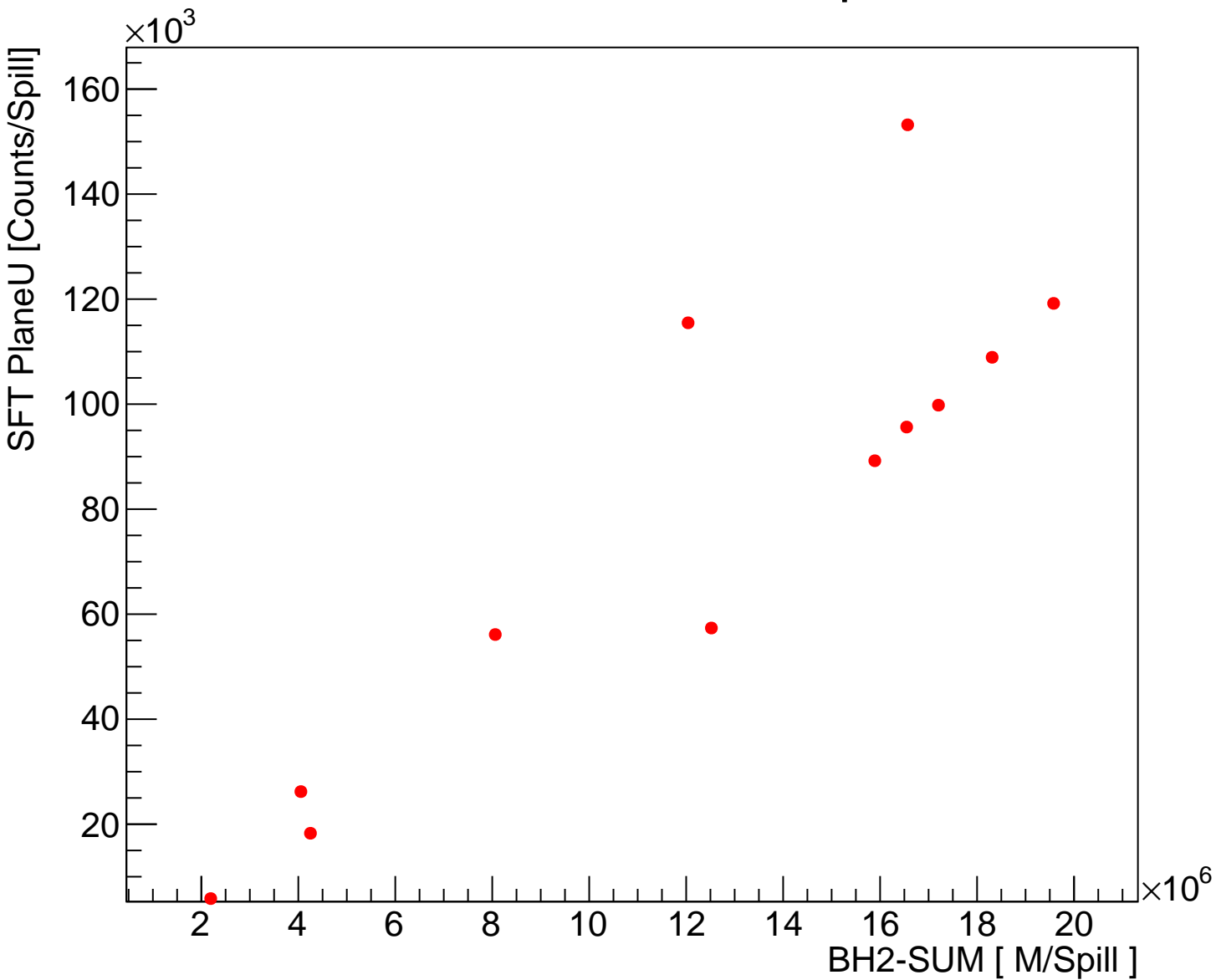


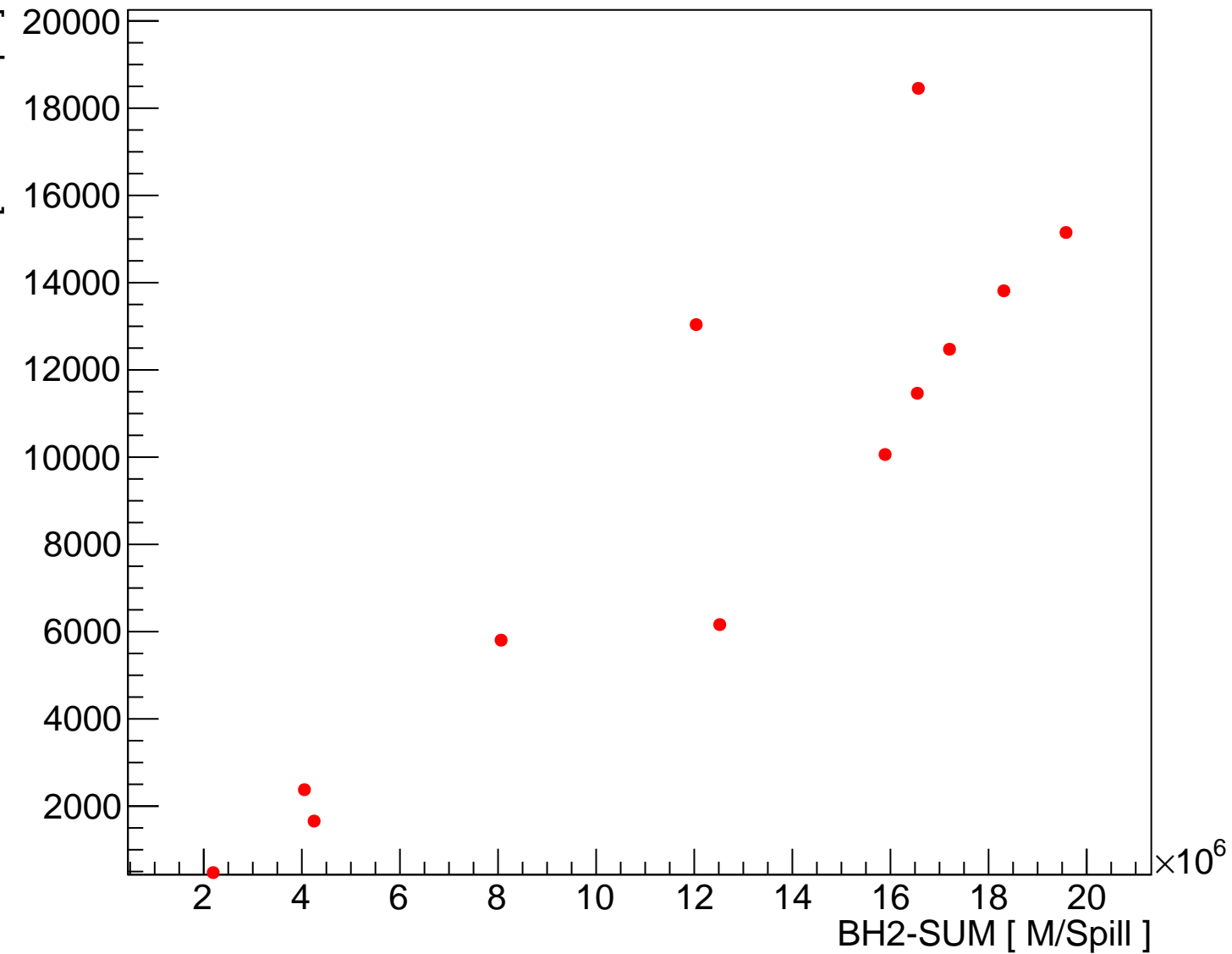
SFT PlaneV Counts/spill



SFT PlaneU Counts/spill



SFT PlaneXU Counts/spill



SFT PlaneXD Counts/spill

