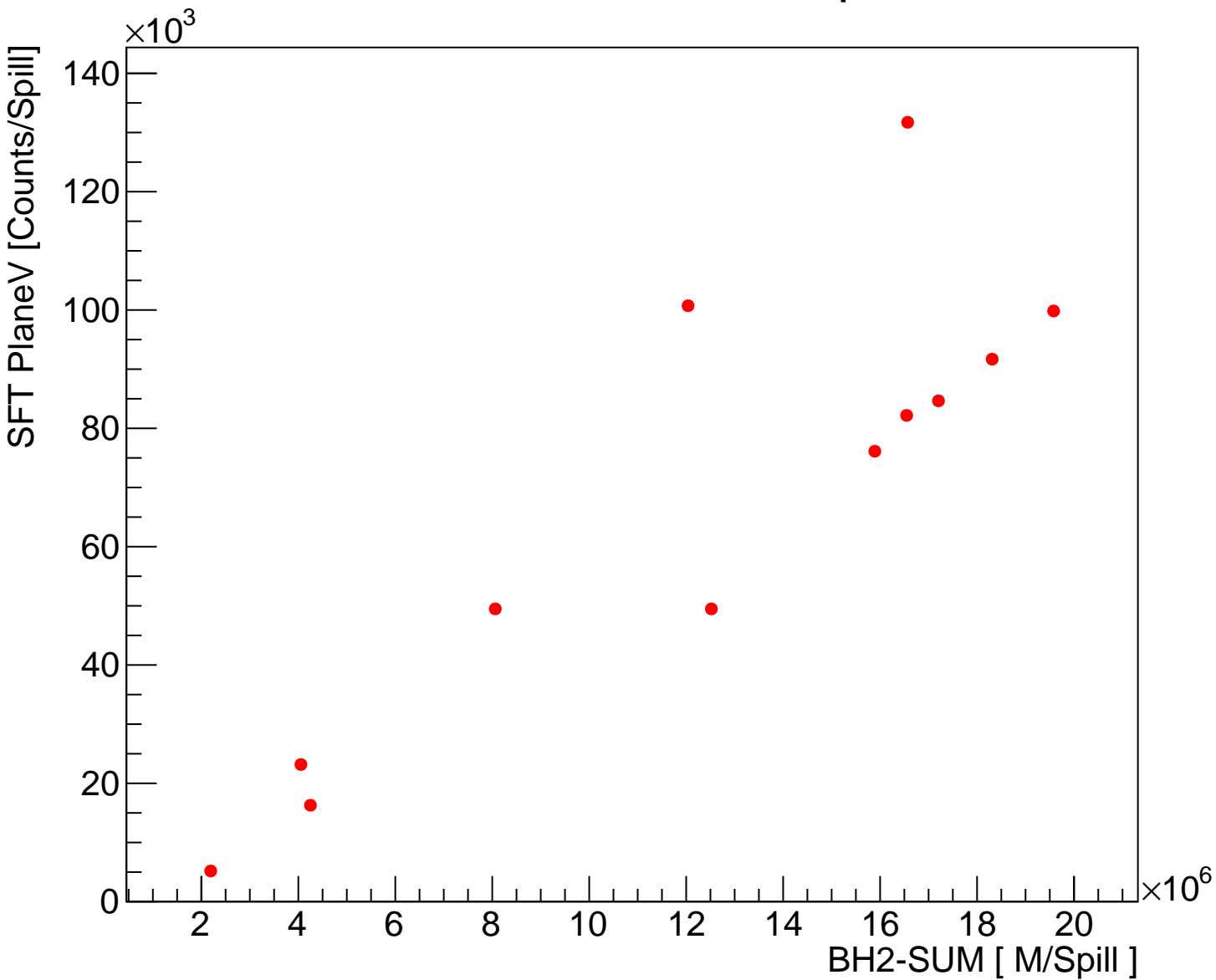
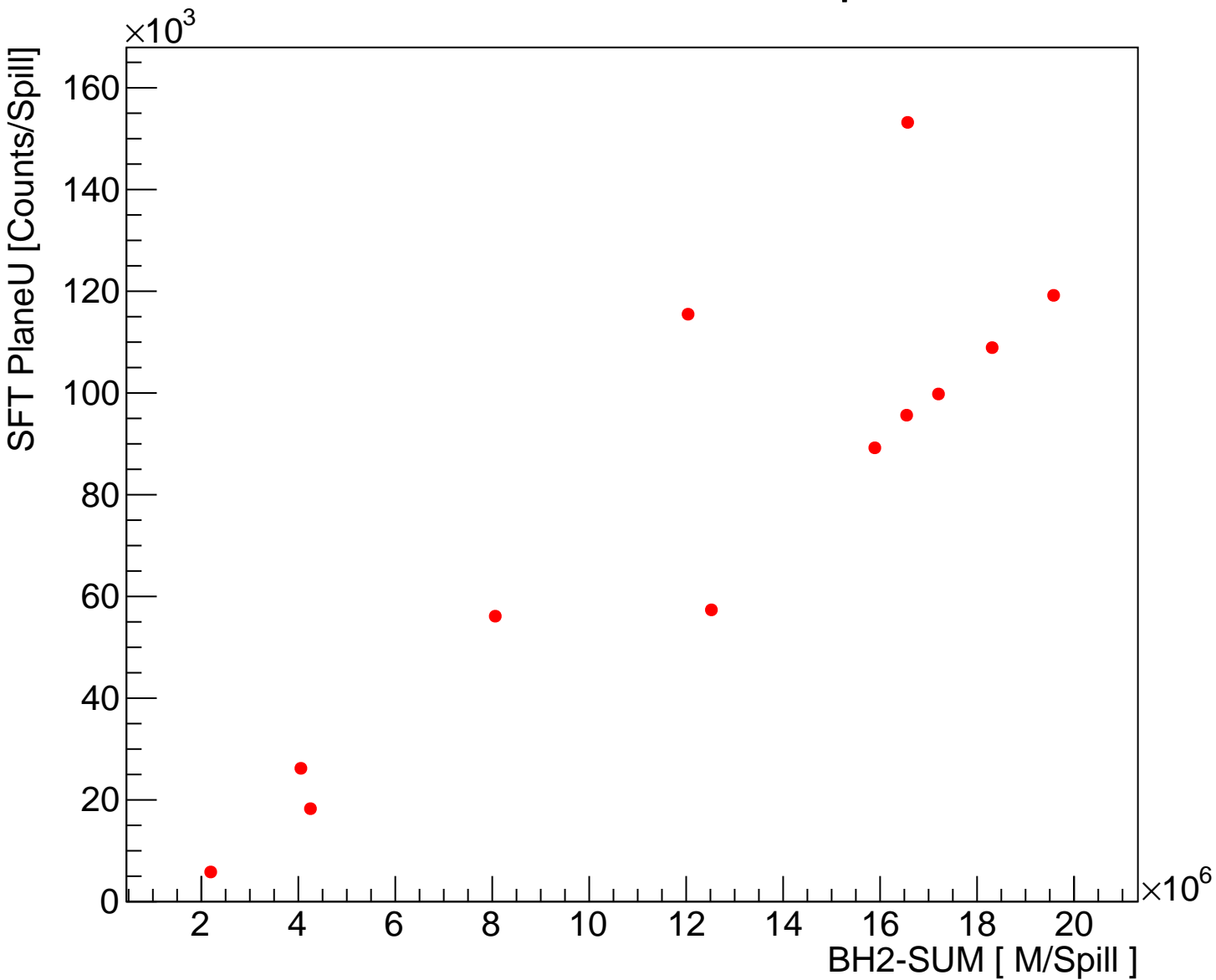


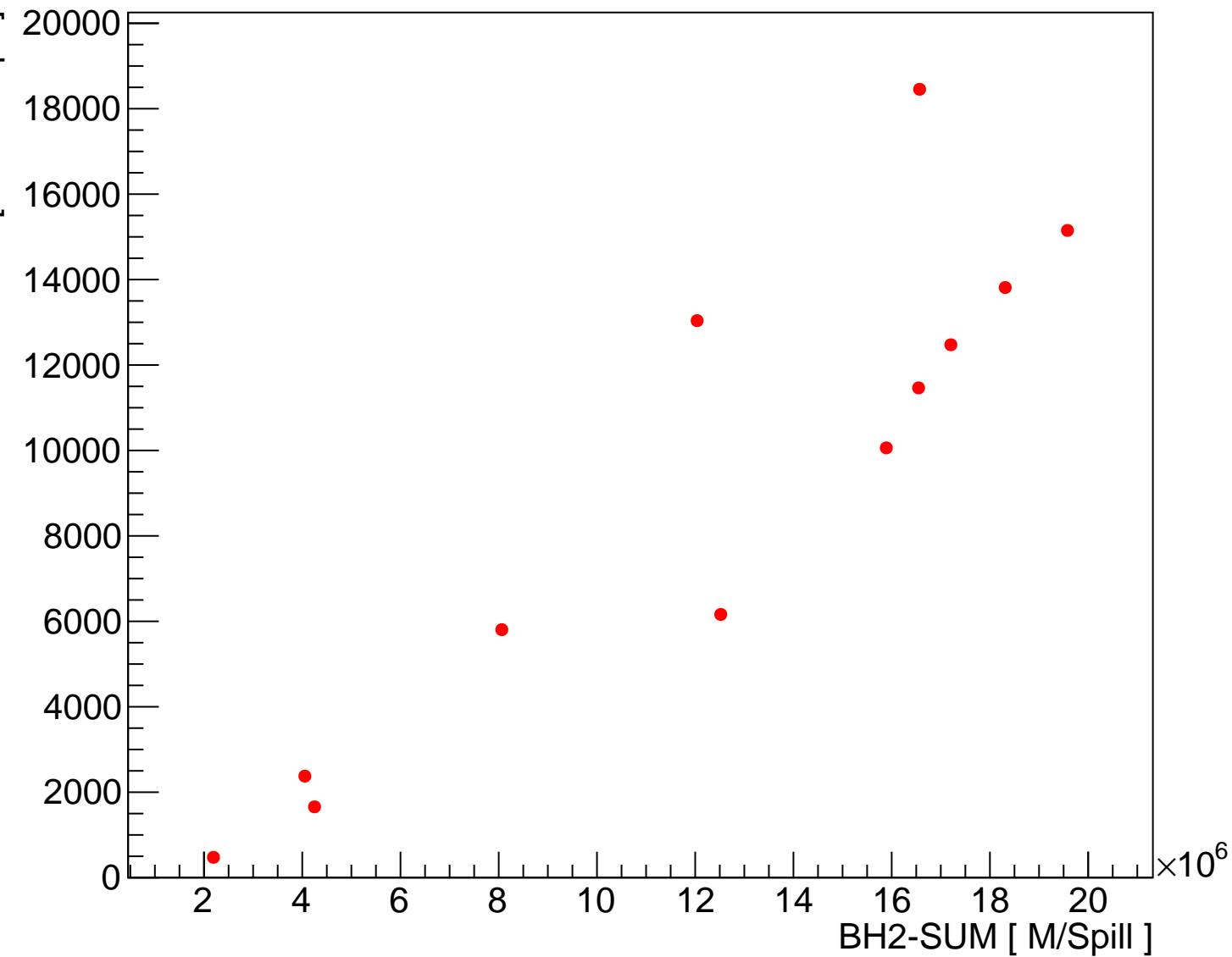
# SFT PlaneV Counts/spill



# SFT PlaneU Counts/spill



# SFT PlaneXU Counts/spill



# SFT PlaneXD Counts/spill

