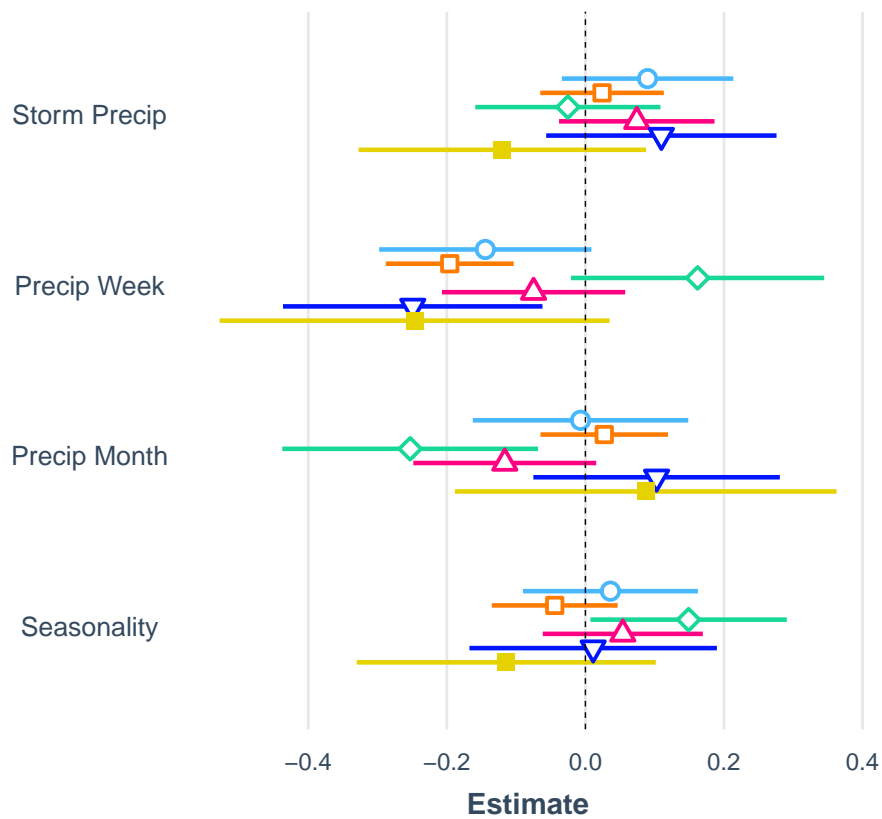
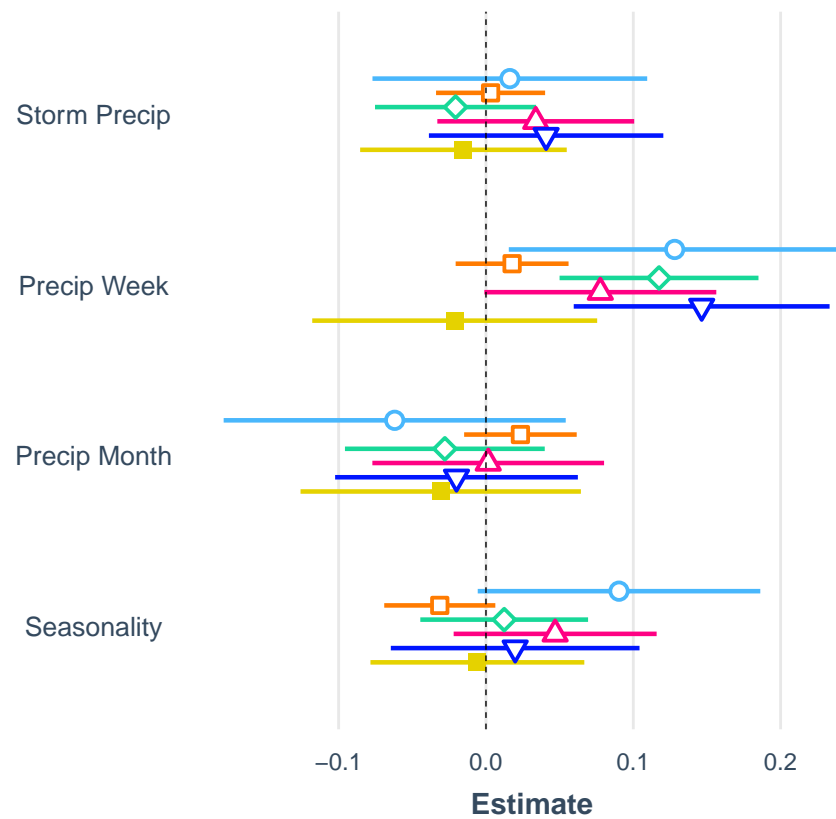


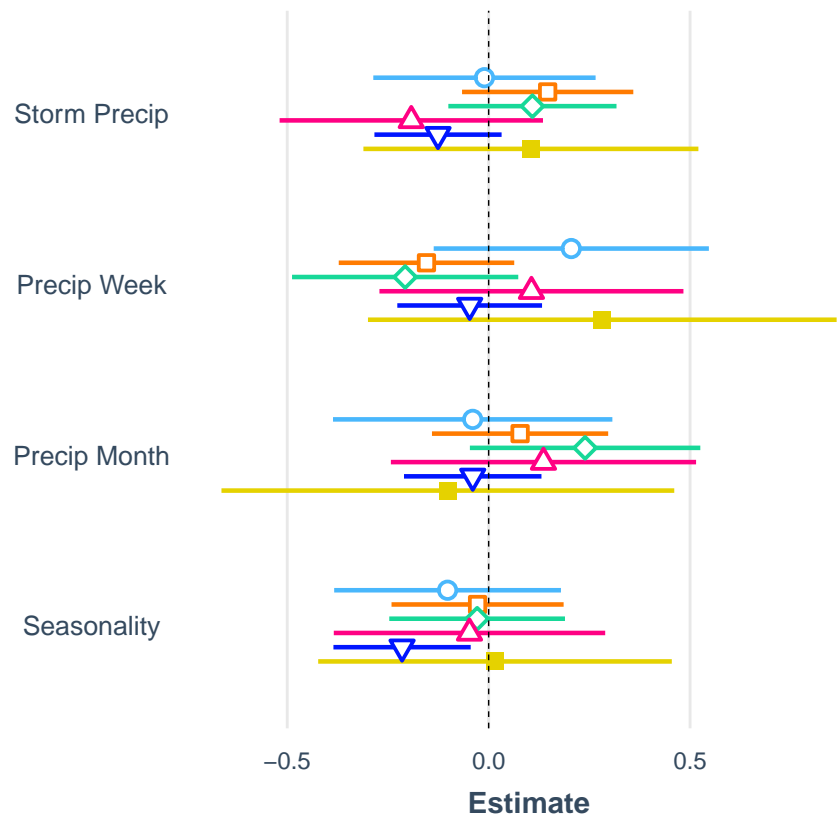
A) SPC



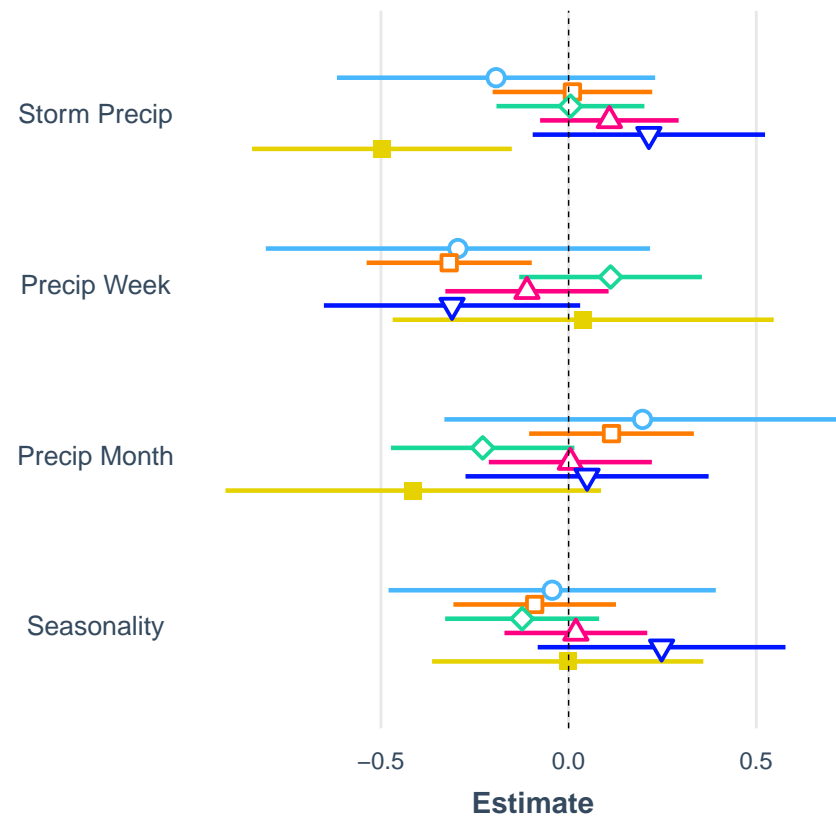
B) Turb



C)



D)



Model



POKE-Moderate PF, Burned



MOOS-Moderate PF, Burned



STRT-High PF, Burned



CARI-Moderate PF, Unburned



FRCH-Moderate PF, Unburned



VAUL-High PF, Unburned