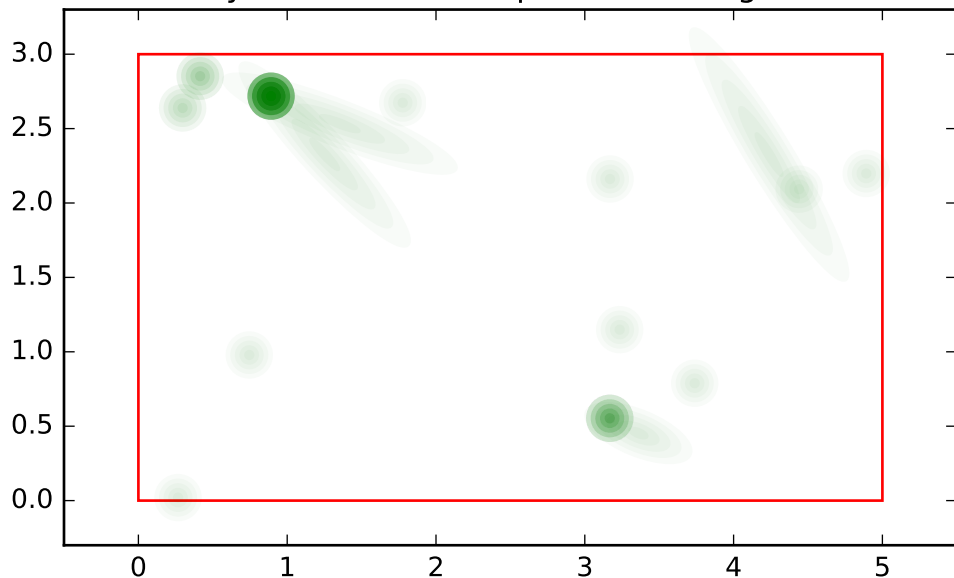
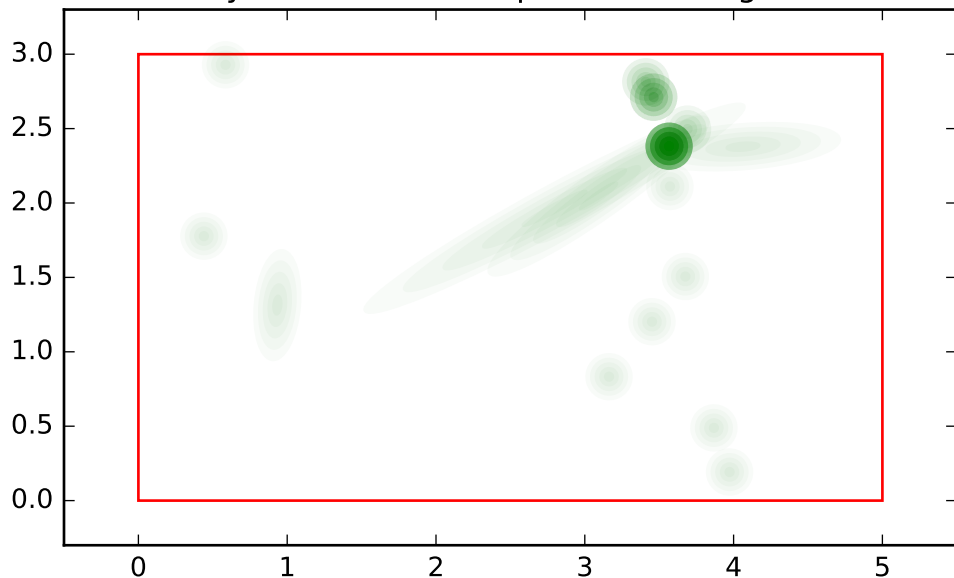


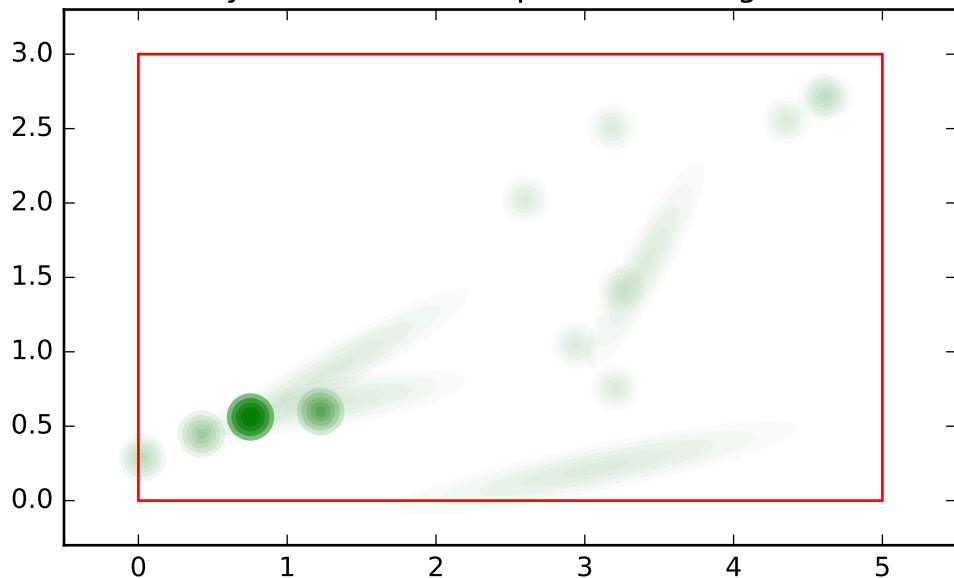
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 0



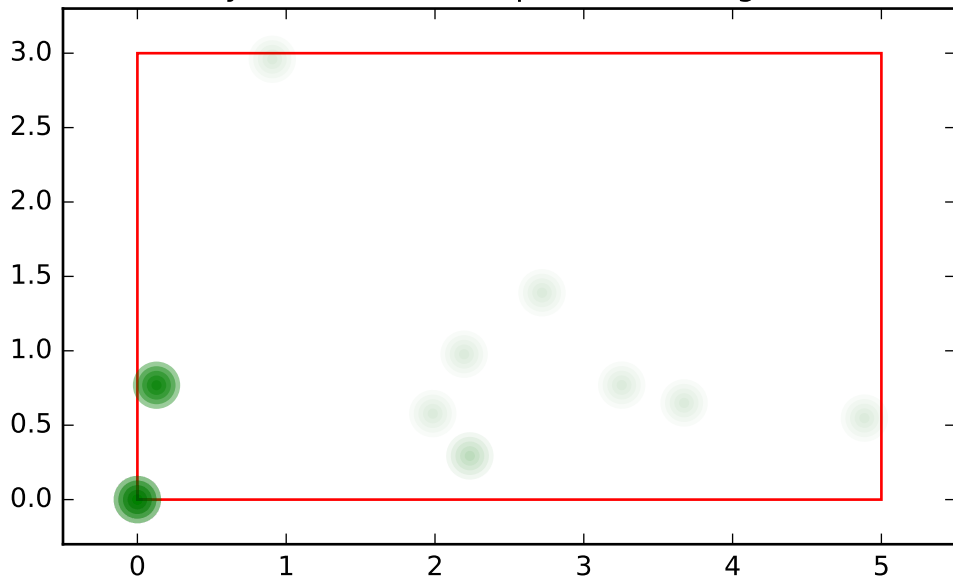
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 1



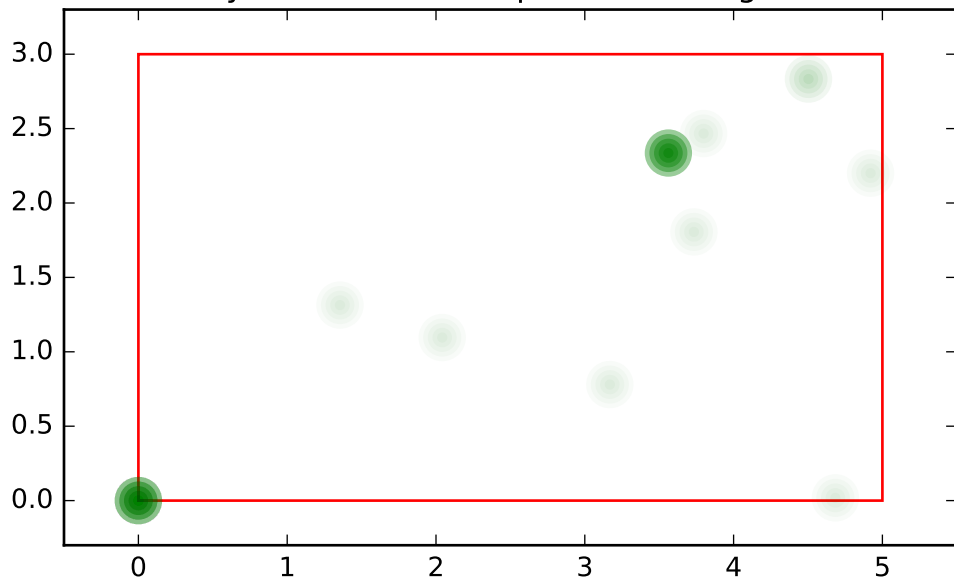
test for fitness order, fitness target distance, polygon overlay, variable name: position sibling order: 2



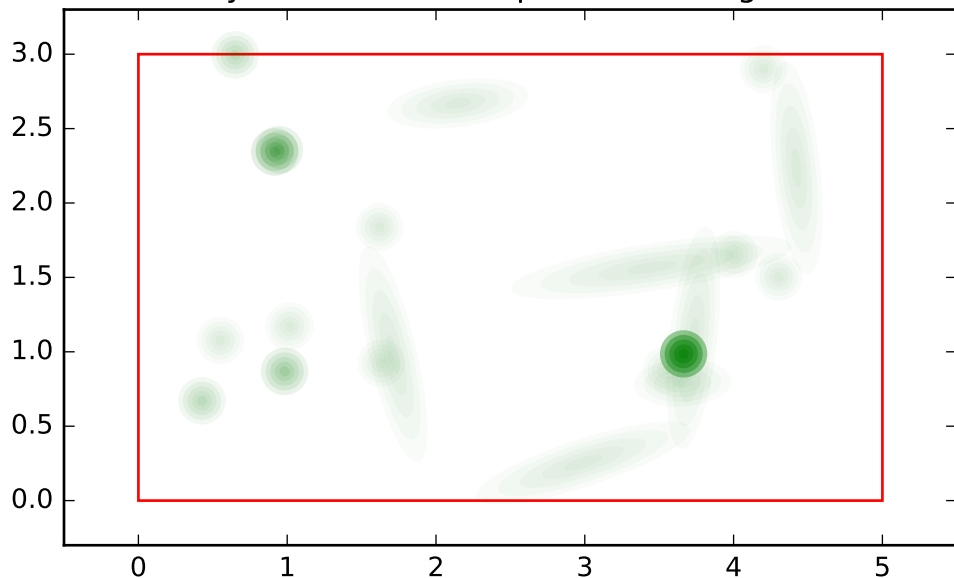
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 3



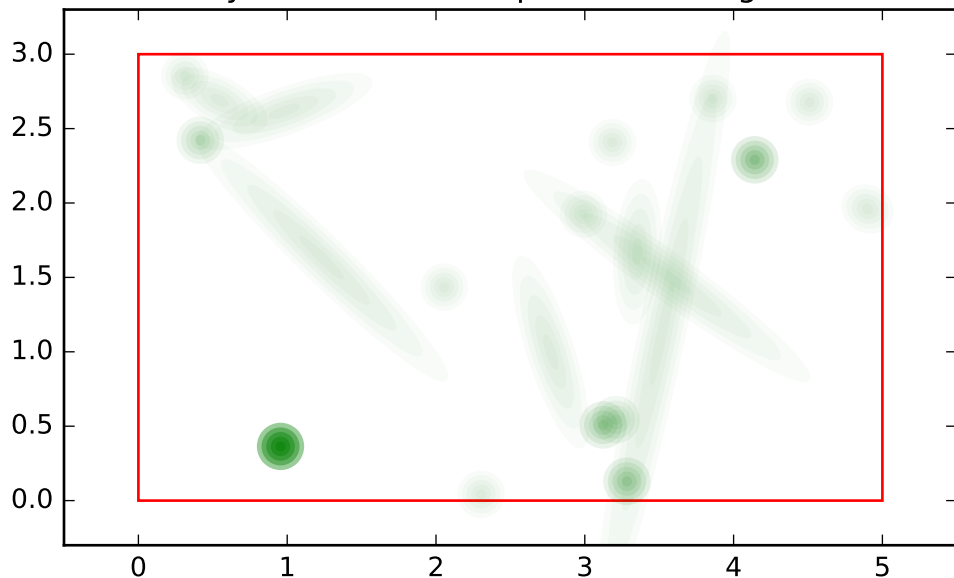
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 4



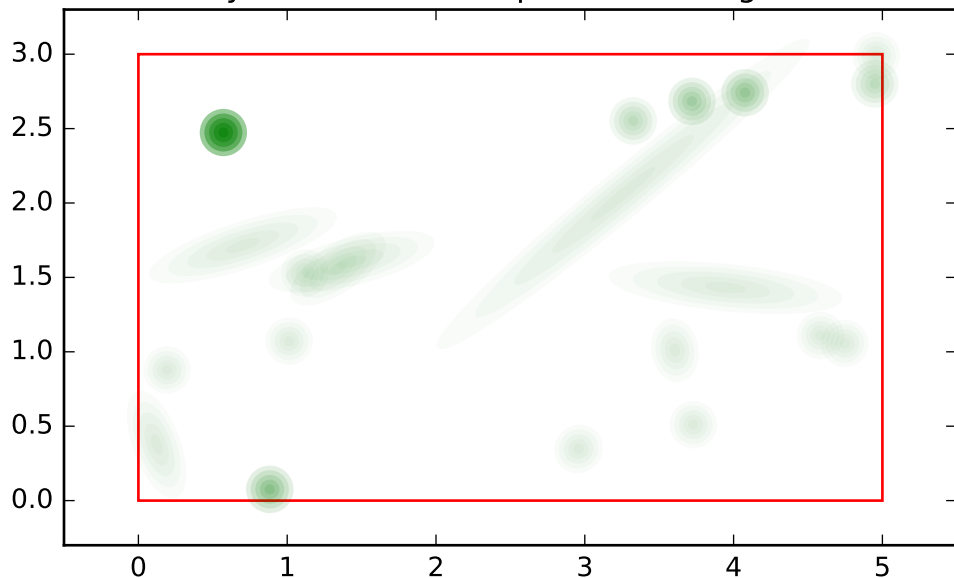
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 0



test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 1

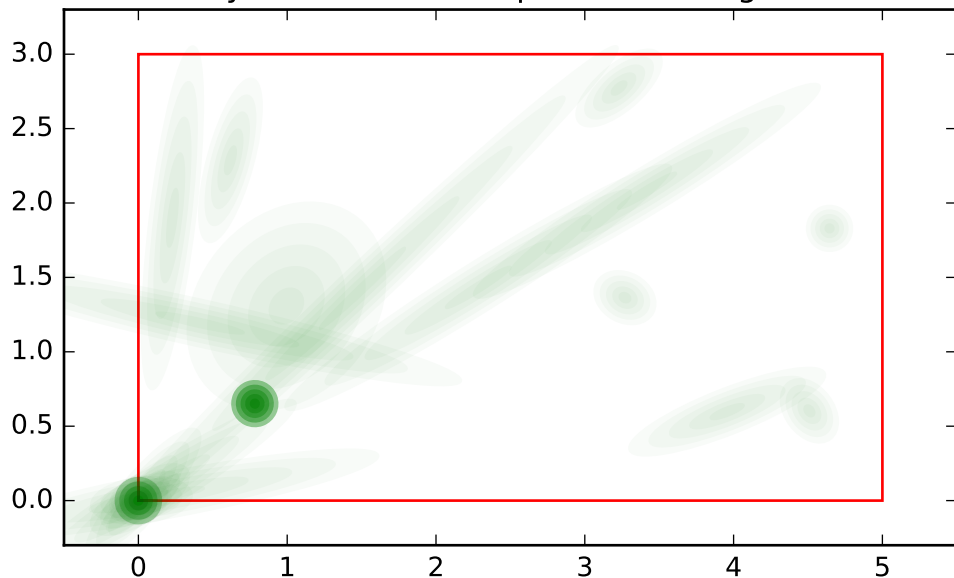


test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 2

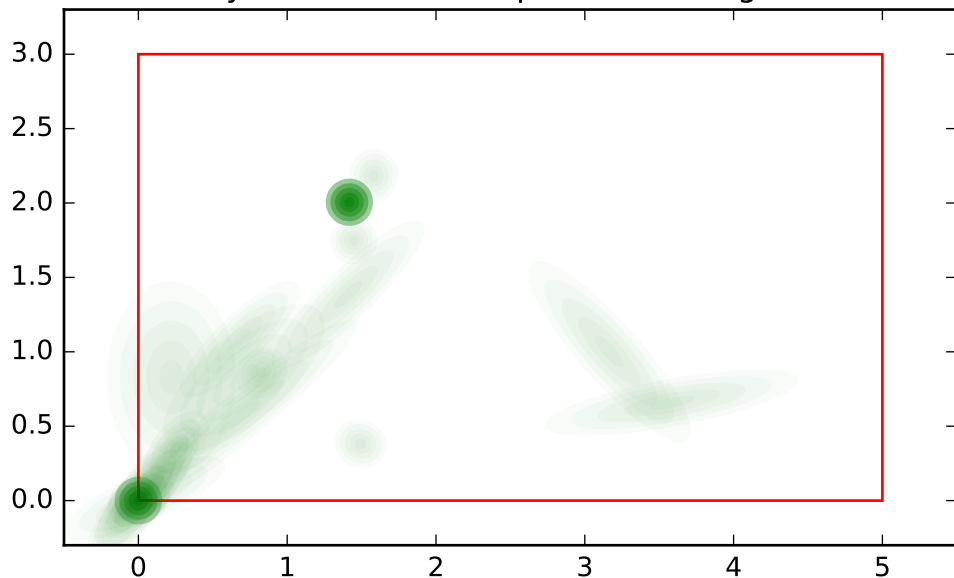




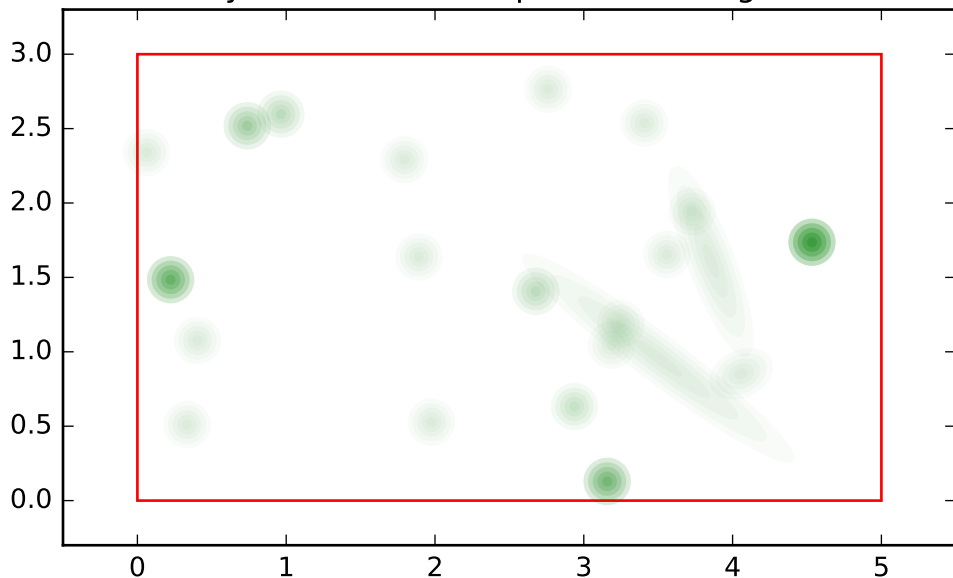
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 3



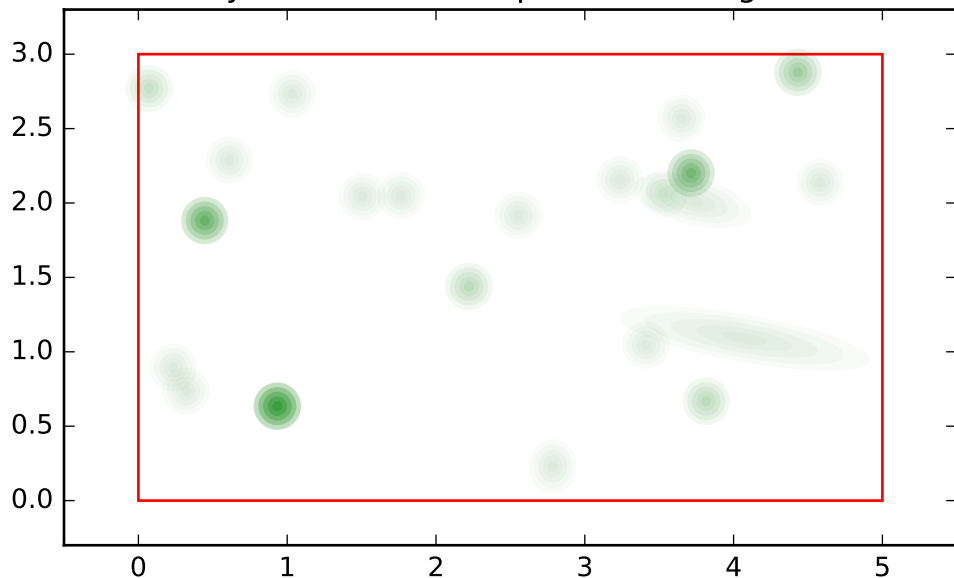
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 4



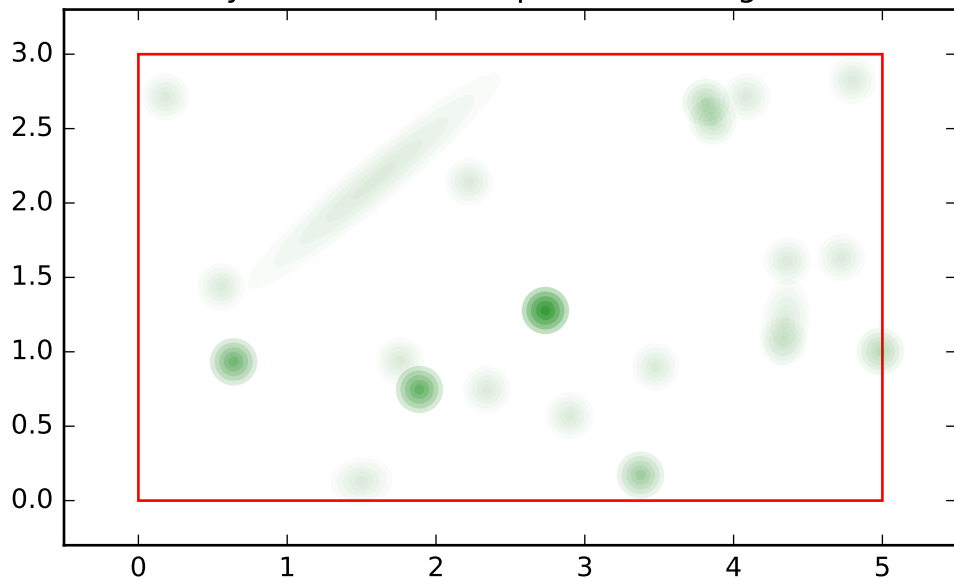
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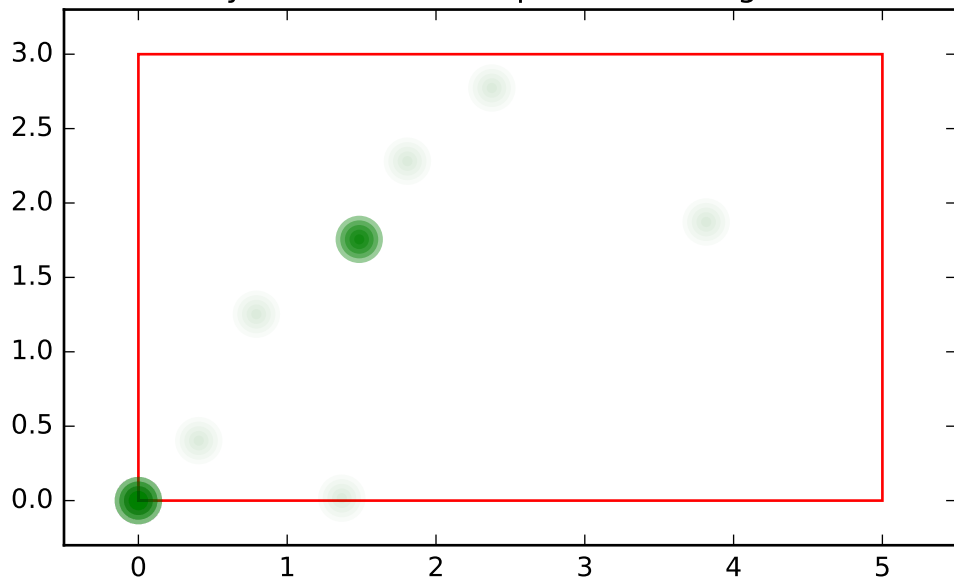
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overlay, variable name: position sibling order: 1



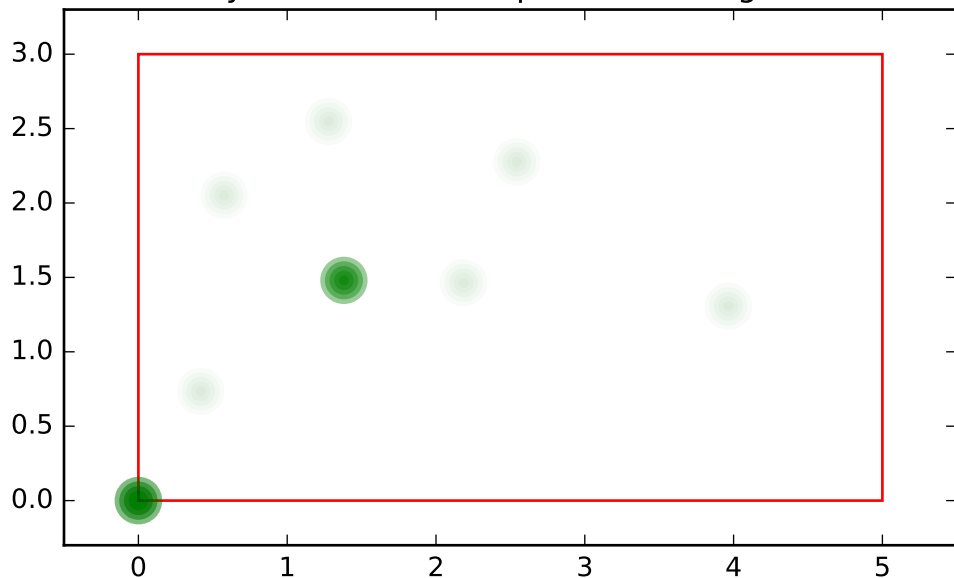
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 2



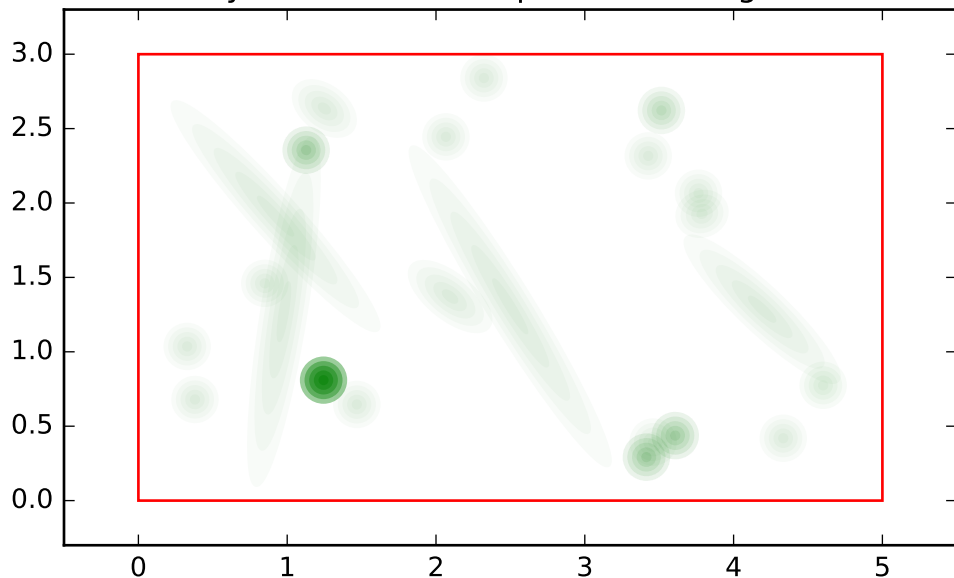
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 3



test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 4

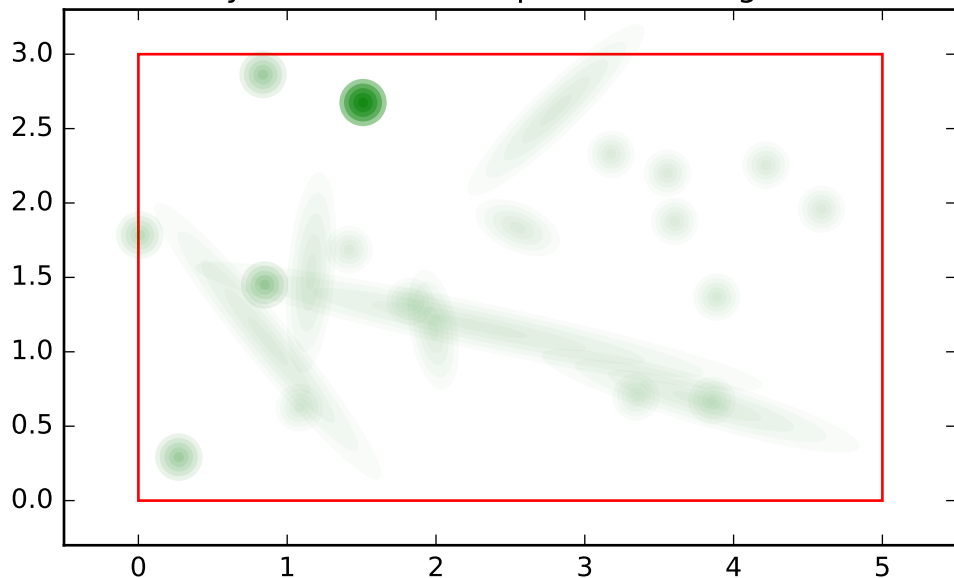


test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 0

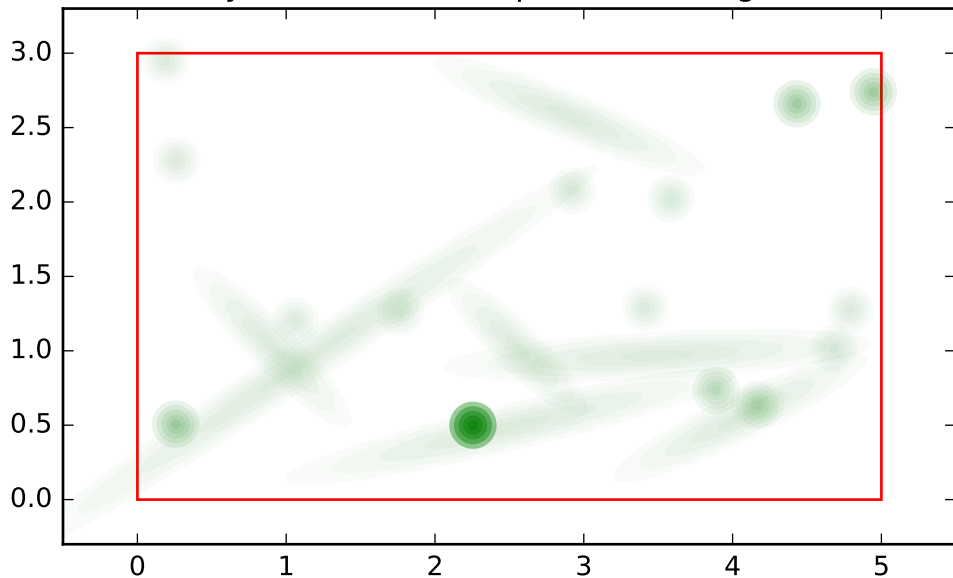




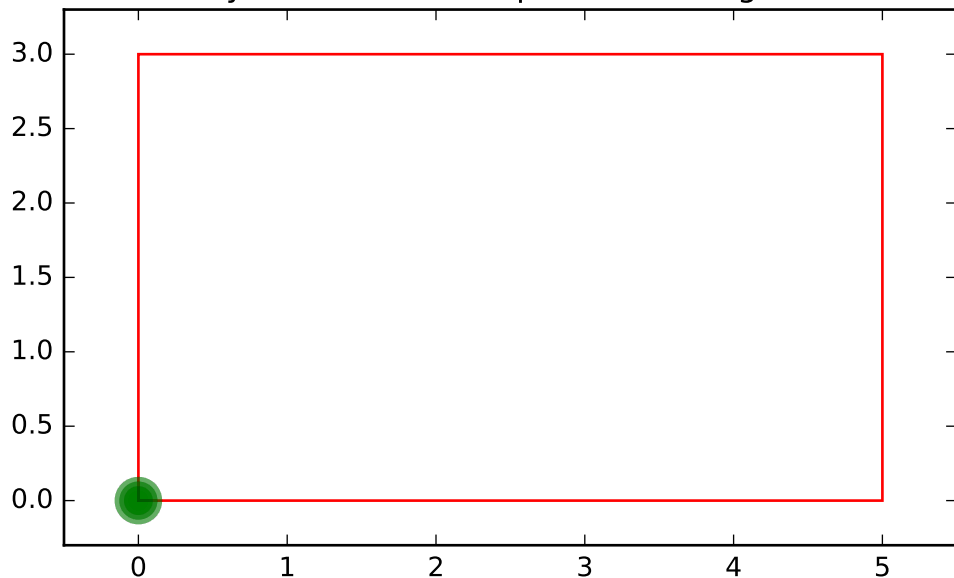
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overlay, variable name: position sibling order: 1



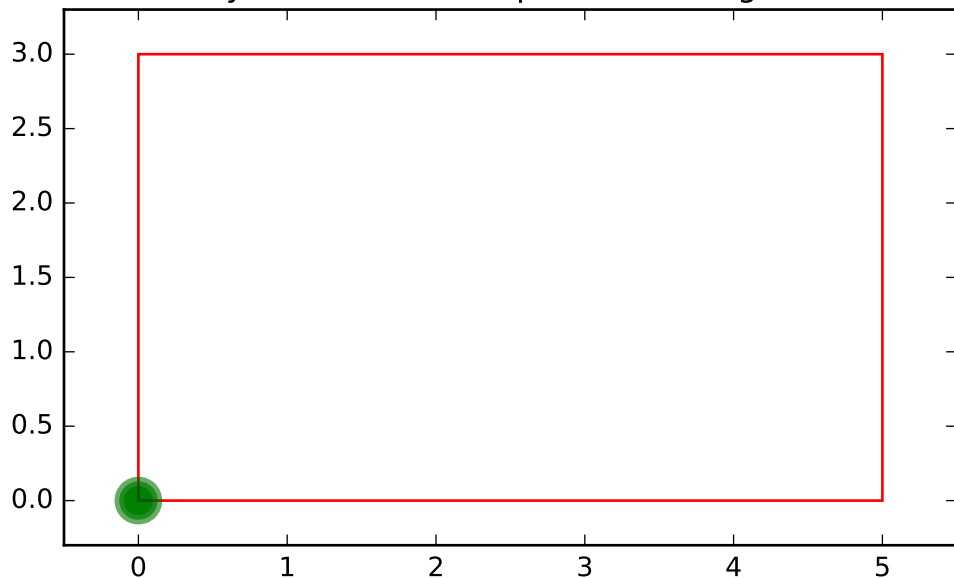
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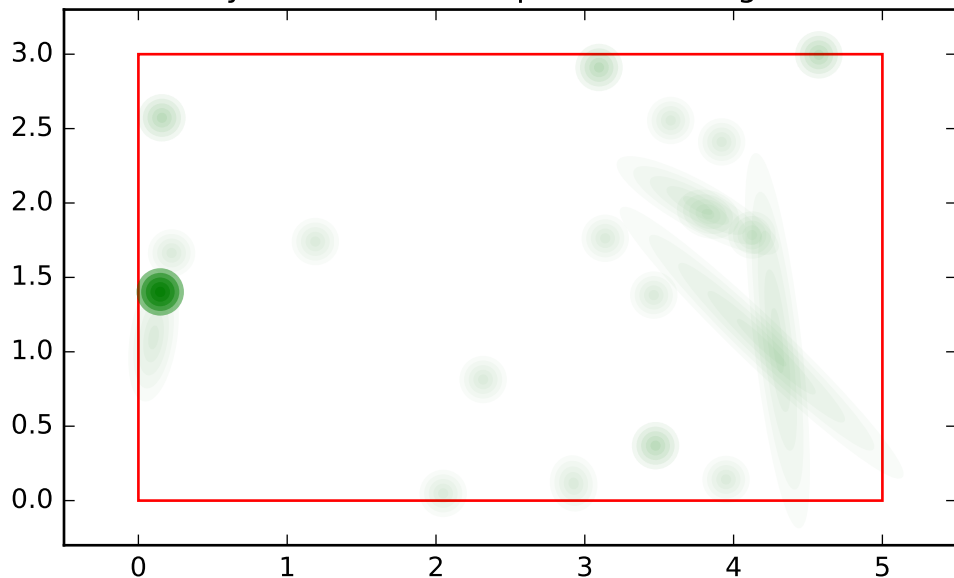
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overlay, variable name: position sibling order: 3



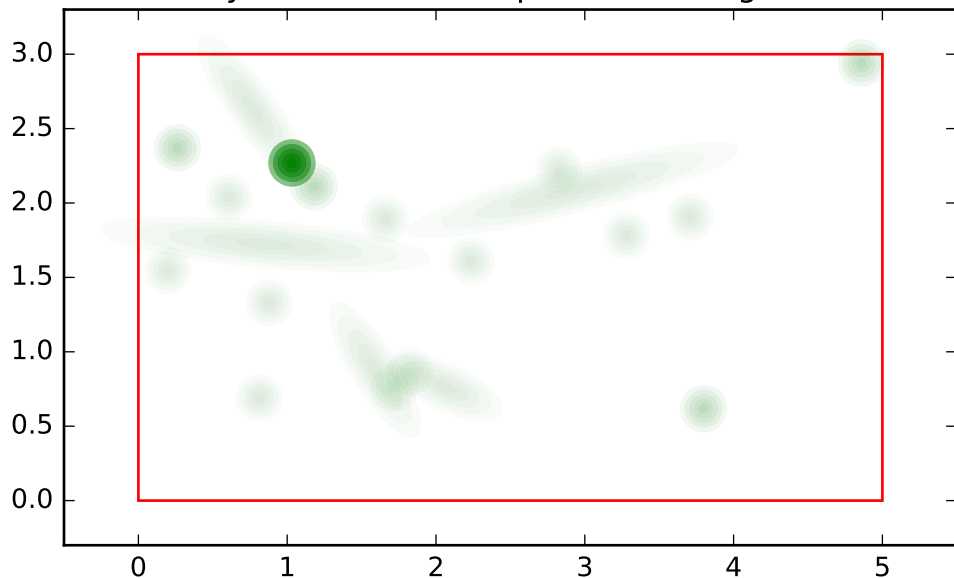
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 4



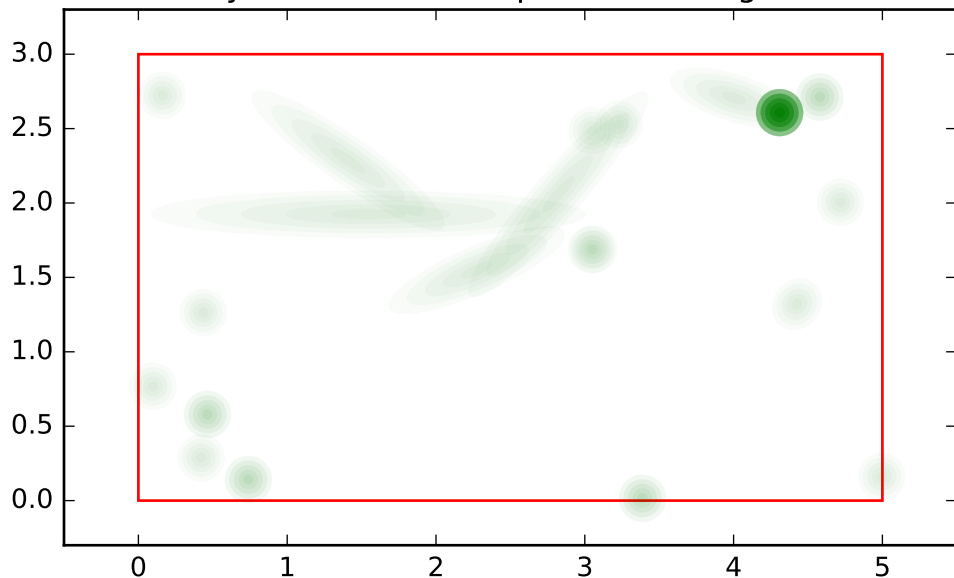
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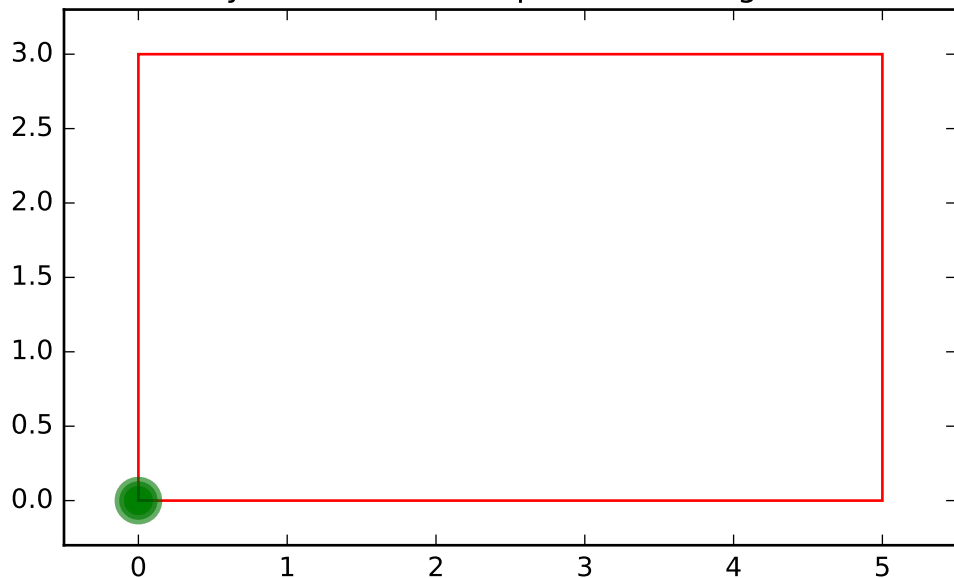
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 1



test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 2

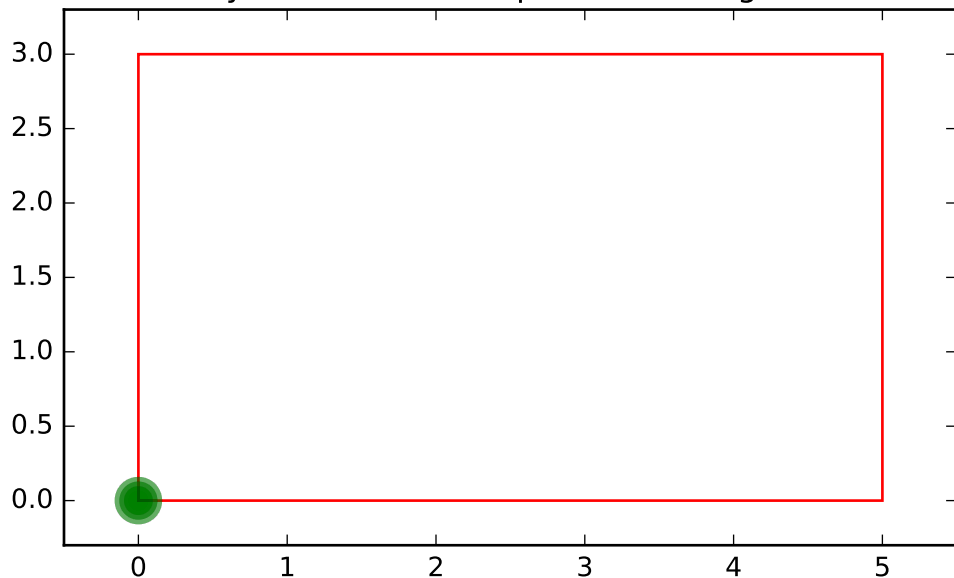


test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 3

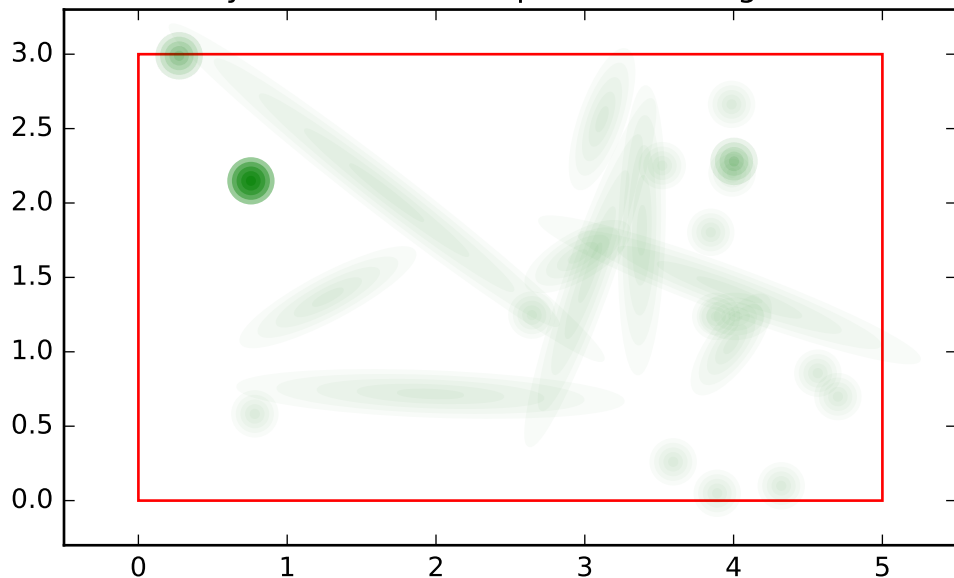




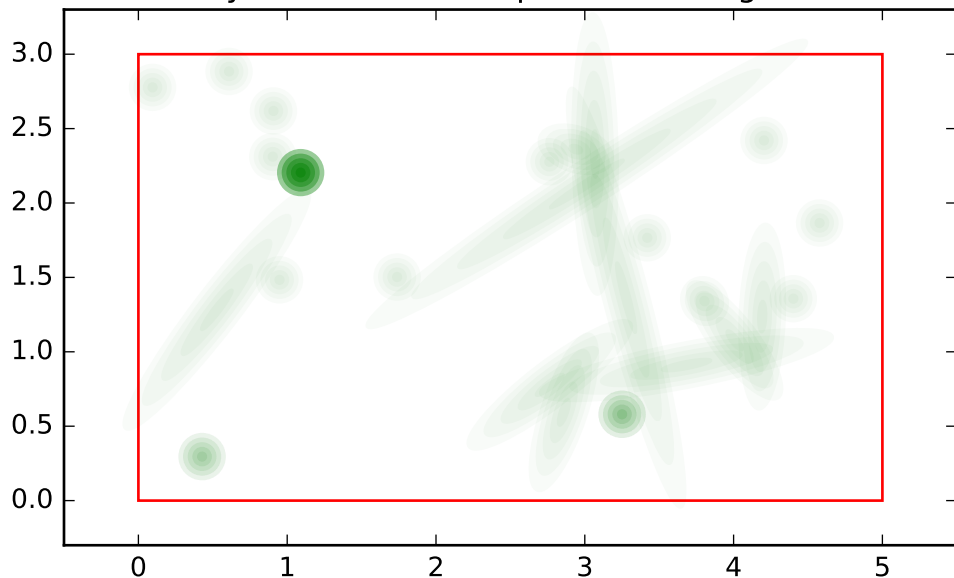
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 4



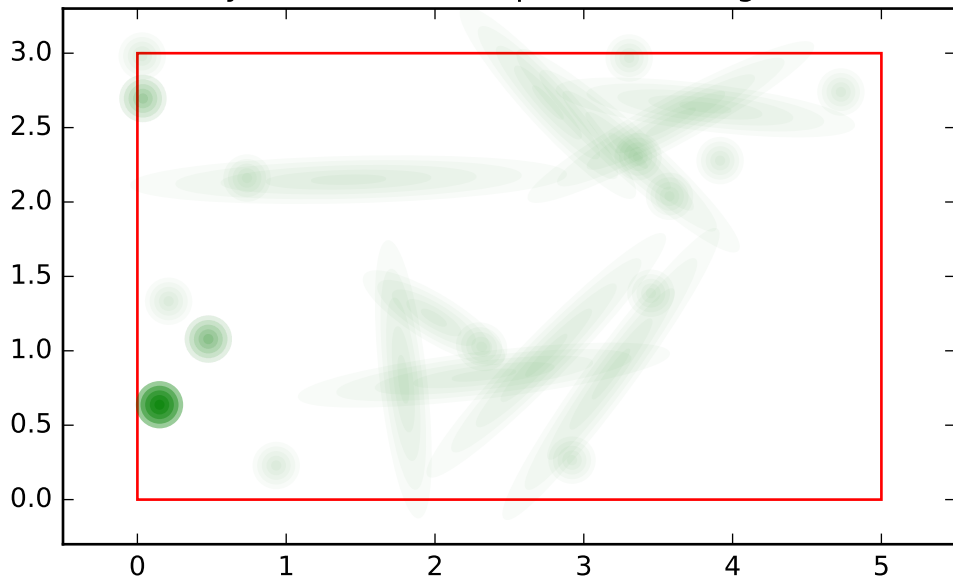
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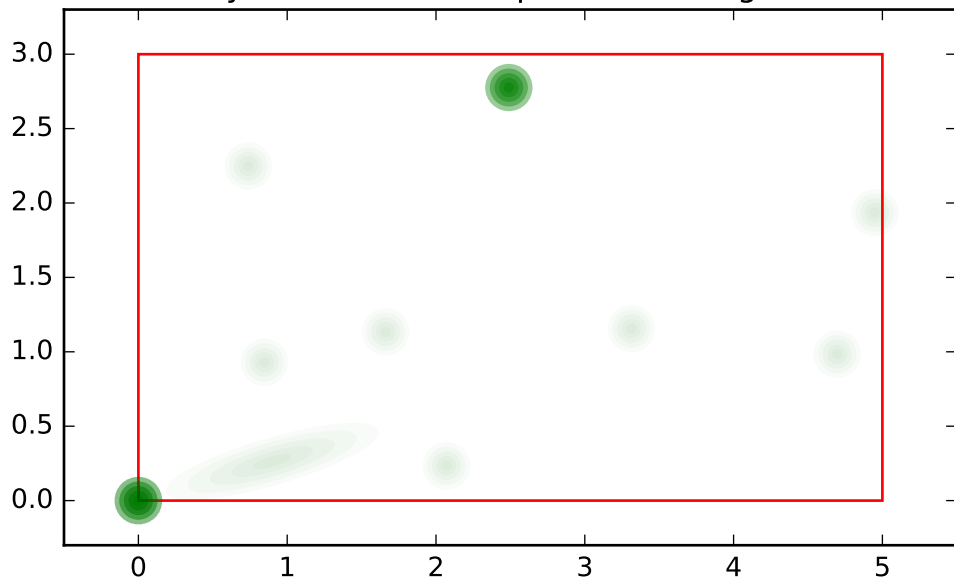
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overlay, variable name: position sibling order: 1



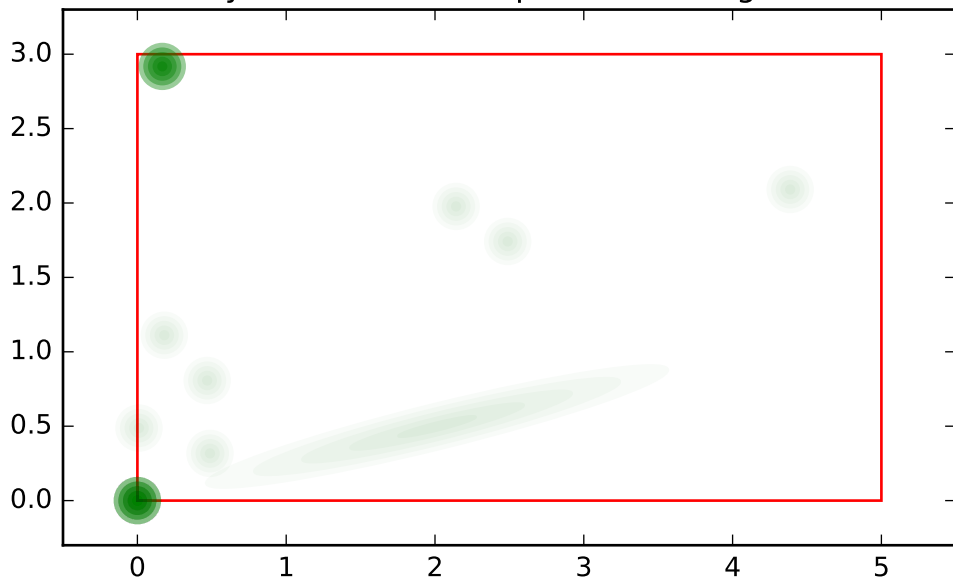
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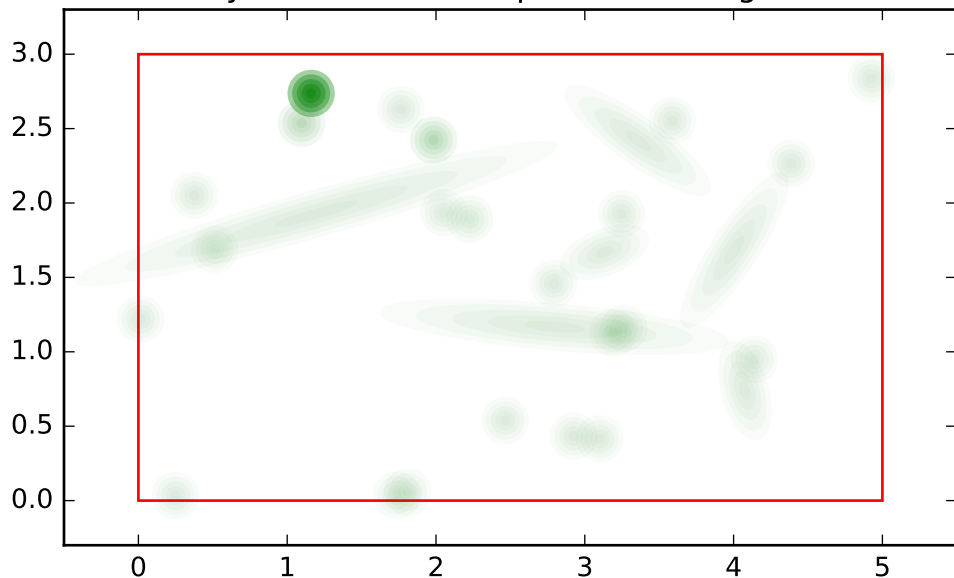
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overlay, variable name: position sibling order: 3



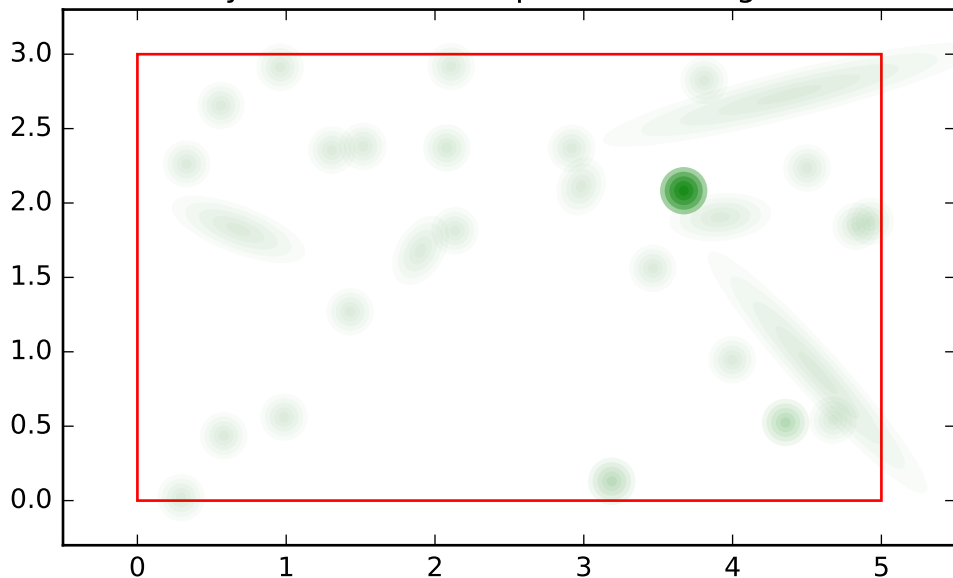
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test for fitness order, fitness target distance, polygon  
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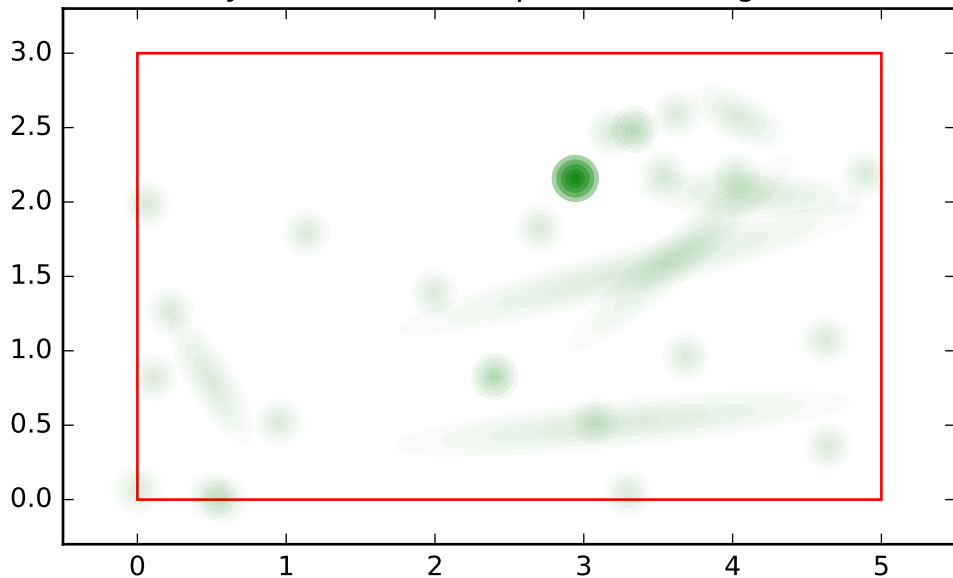


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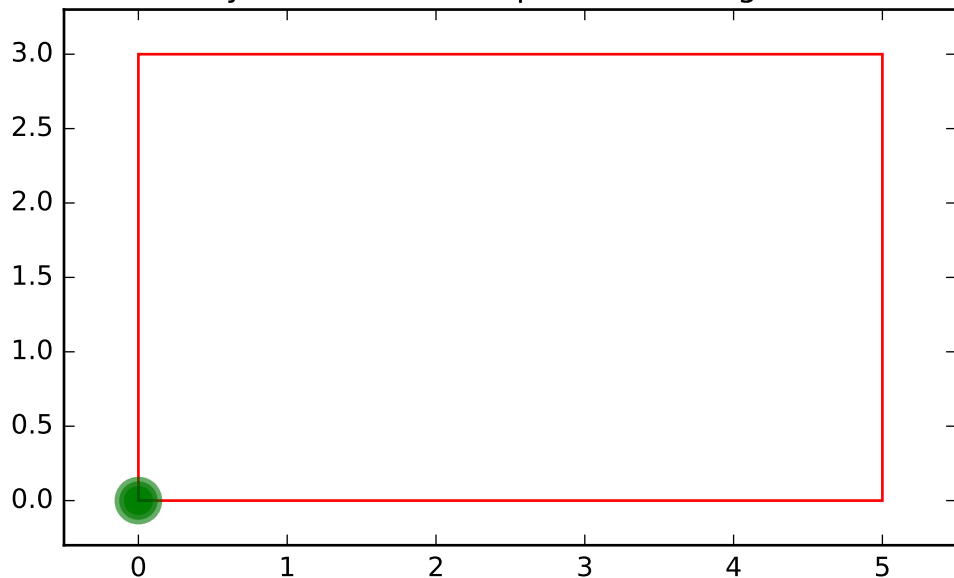




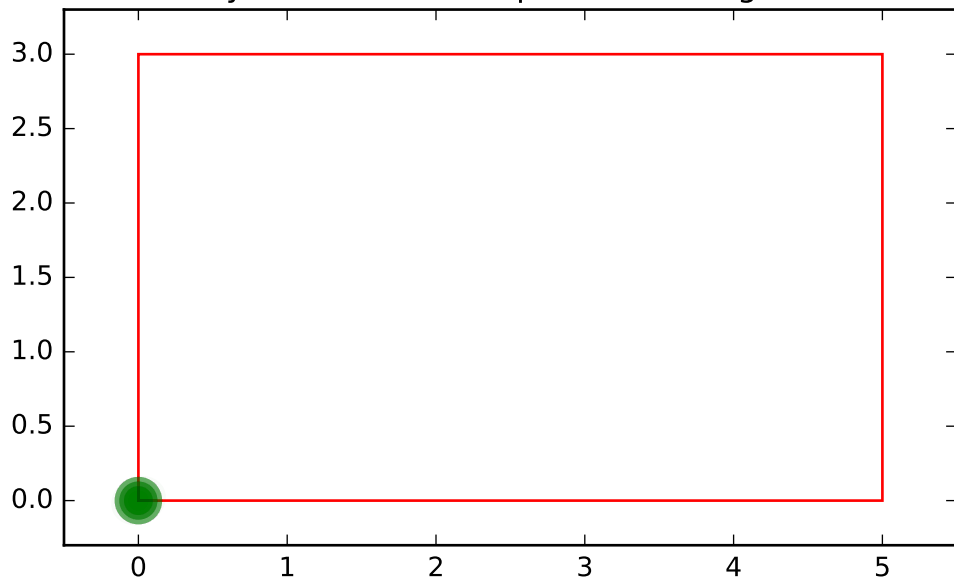
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overlay, variable name: position sibling order: 2



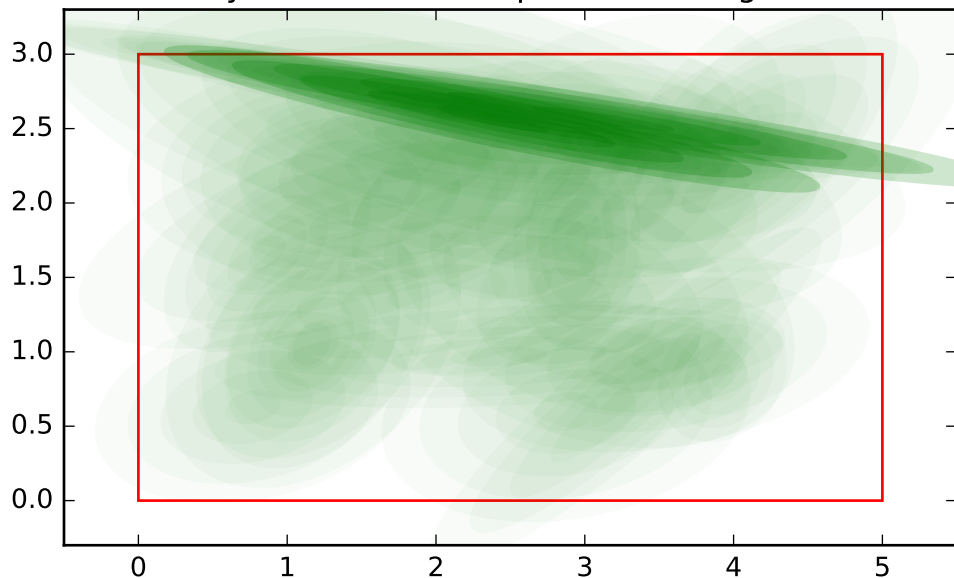
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overlay, variable name: position sibling order: 3



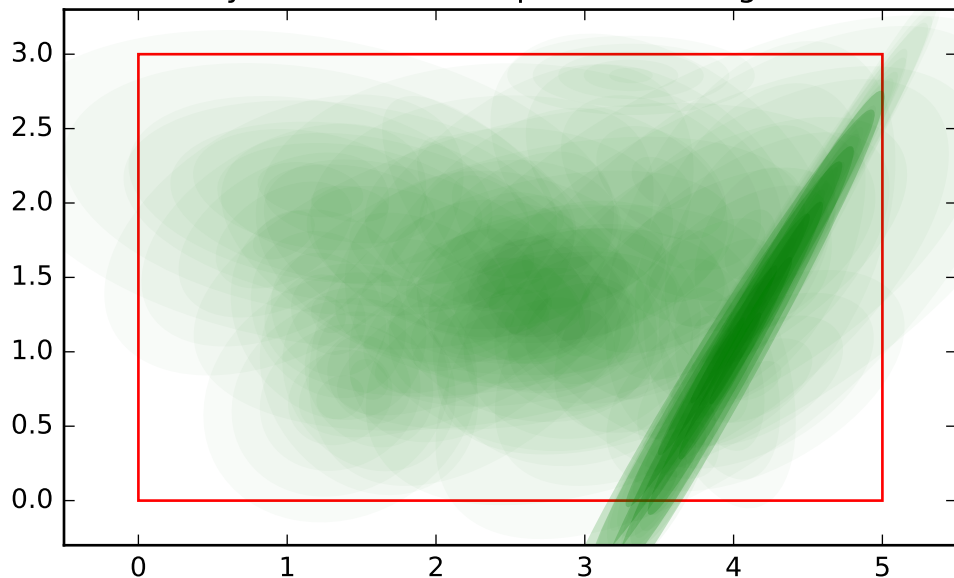
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overlay, variable name: position sibling order: 4



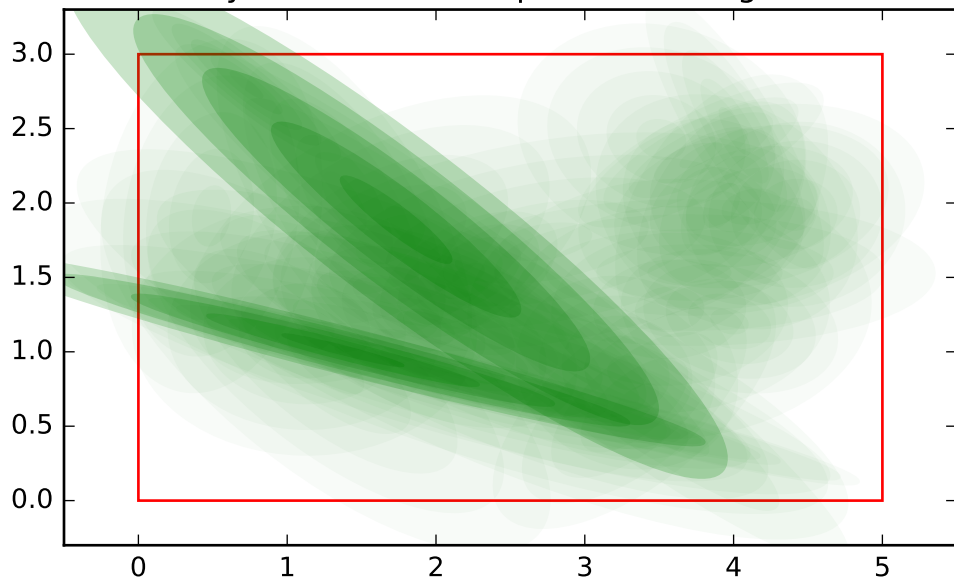
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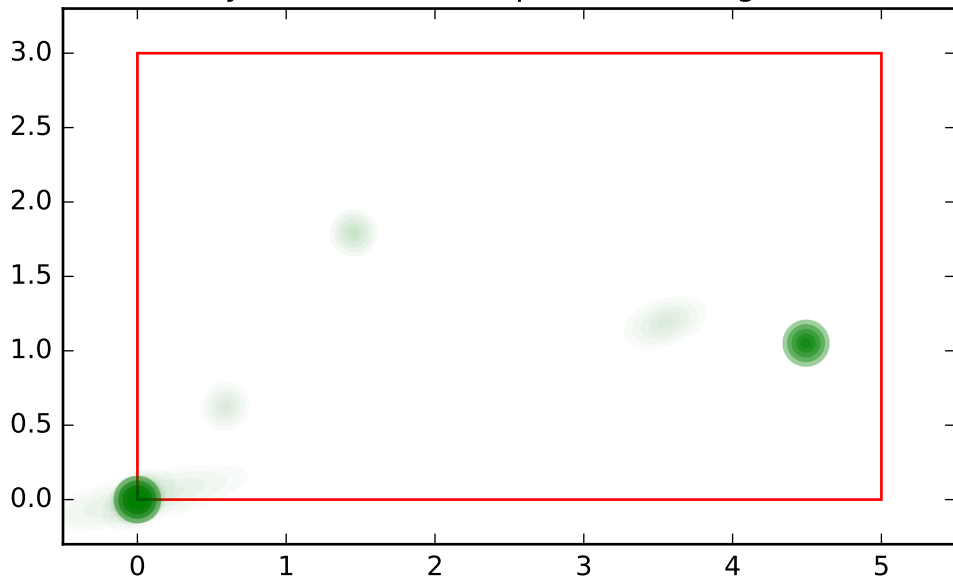
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overlay, variable name: position sibling order: 1



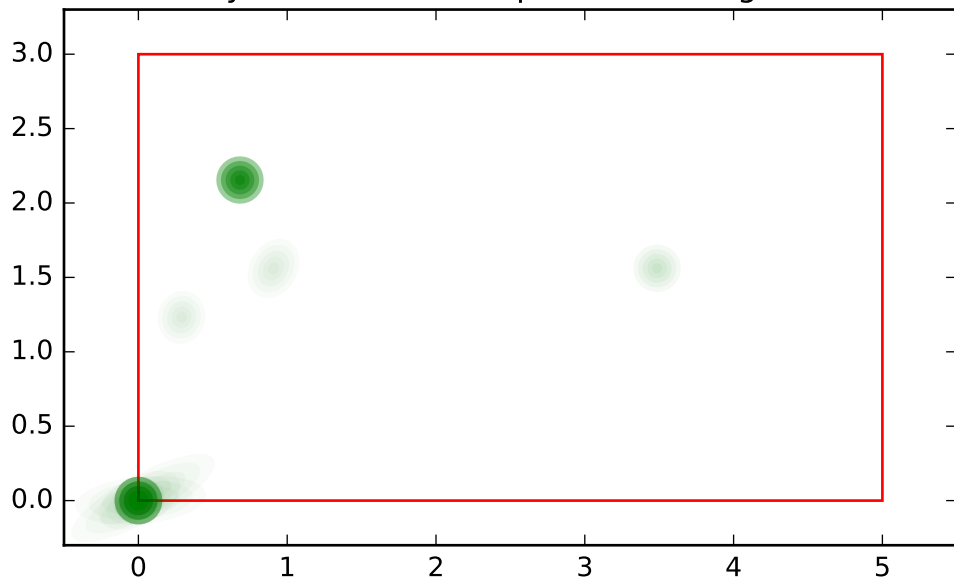
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test for fitness order, fitness target distance, polgygon  
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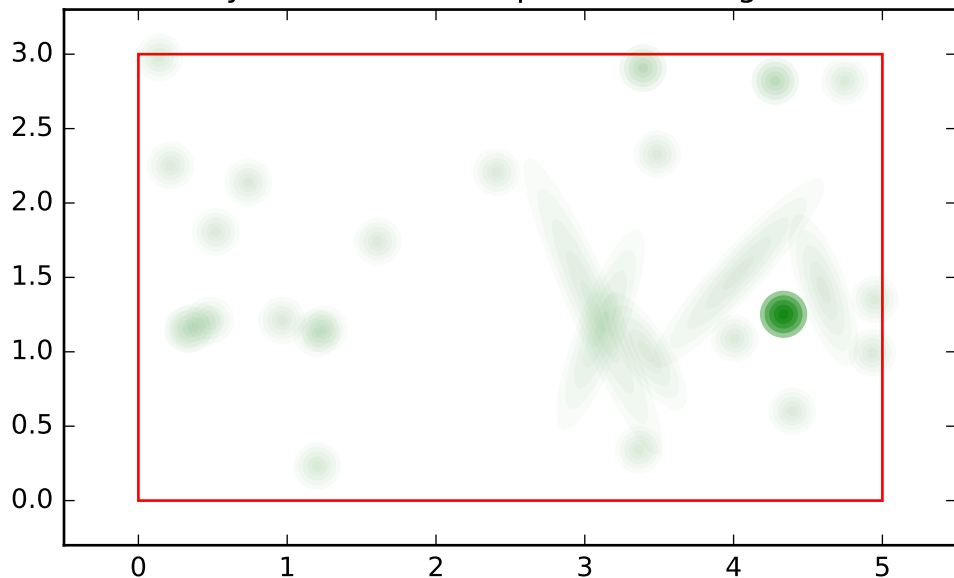


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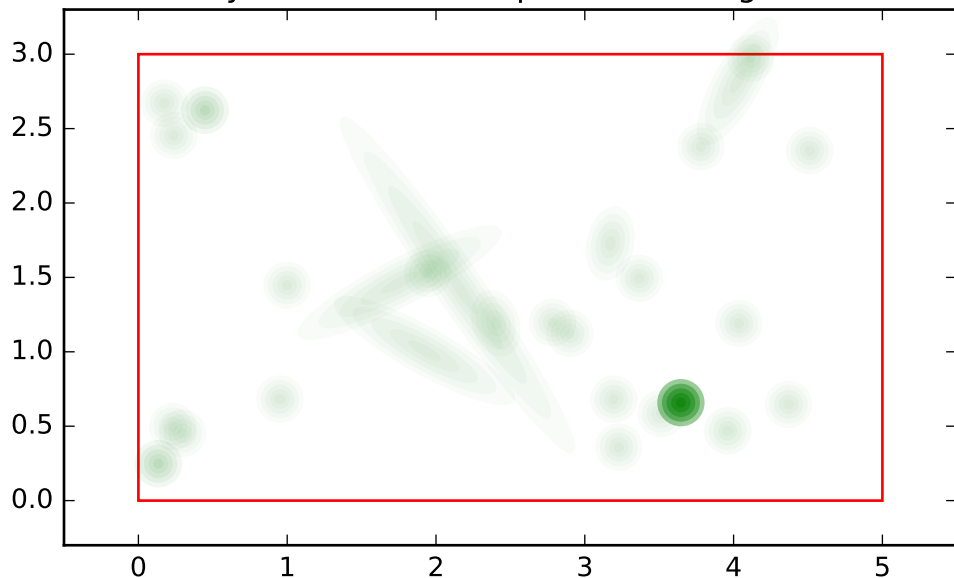




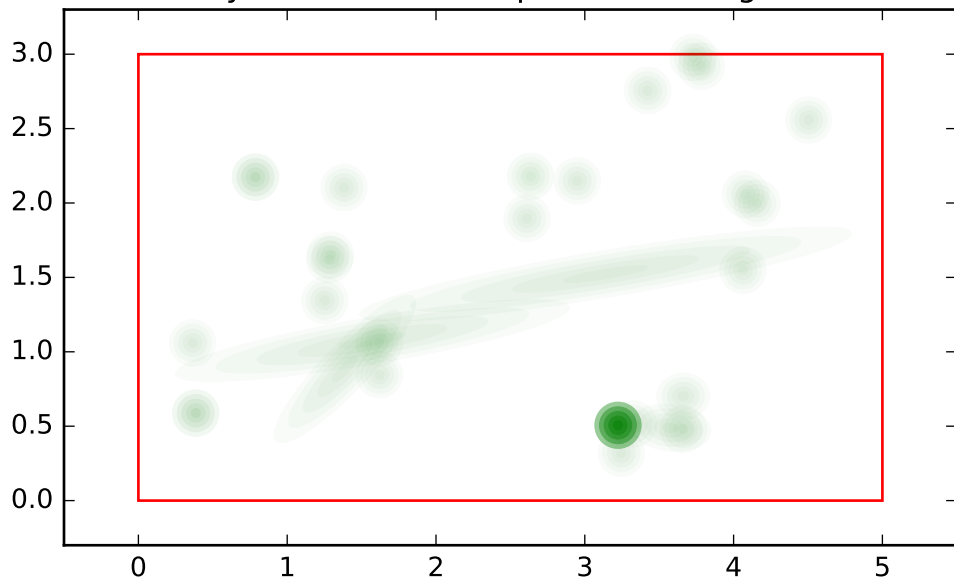
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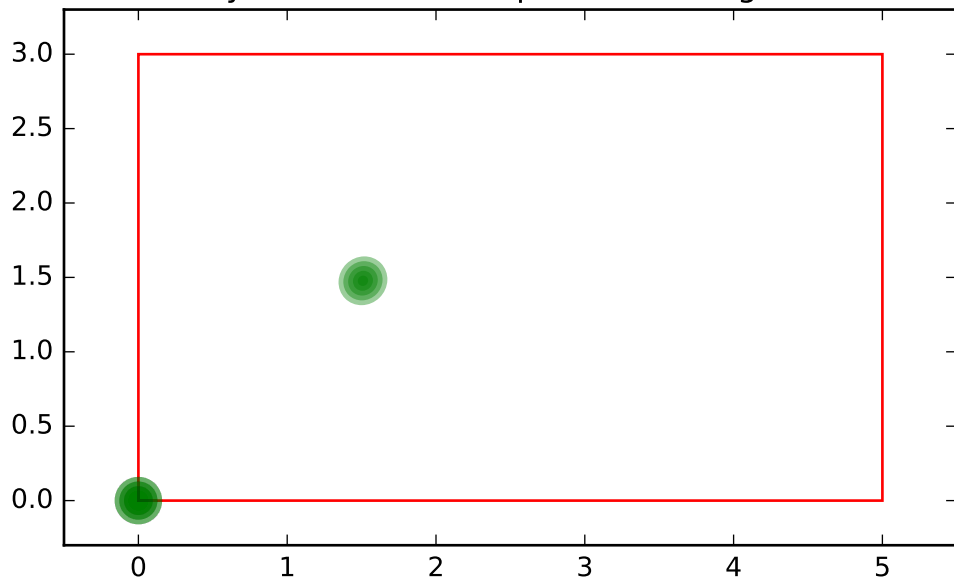
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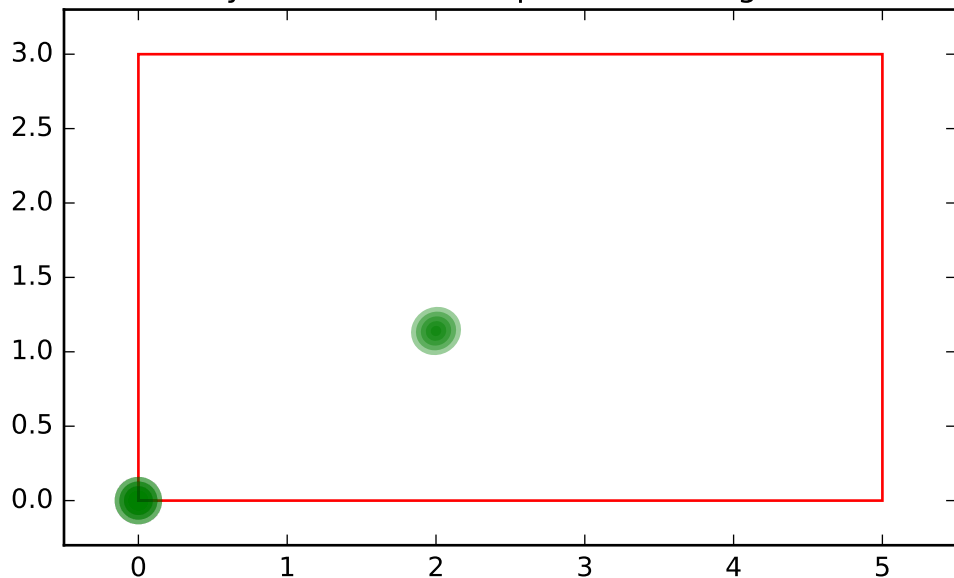
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overlay, variable name: position sibling order: 2



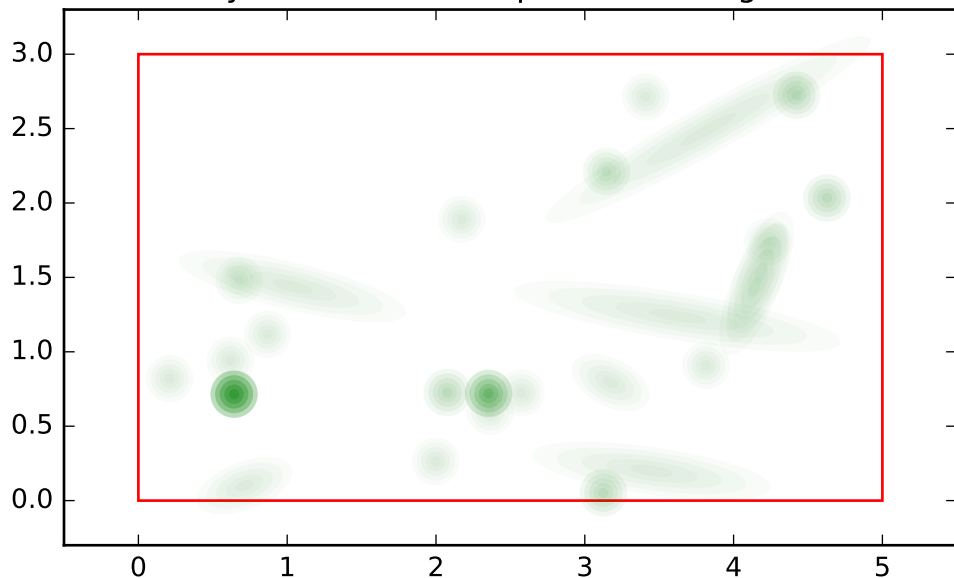
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overlay, variable name: position sibling order: 3



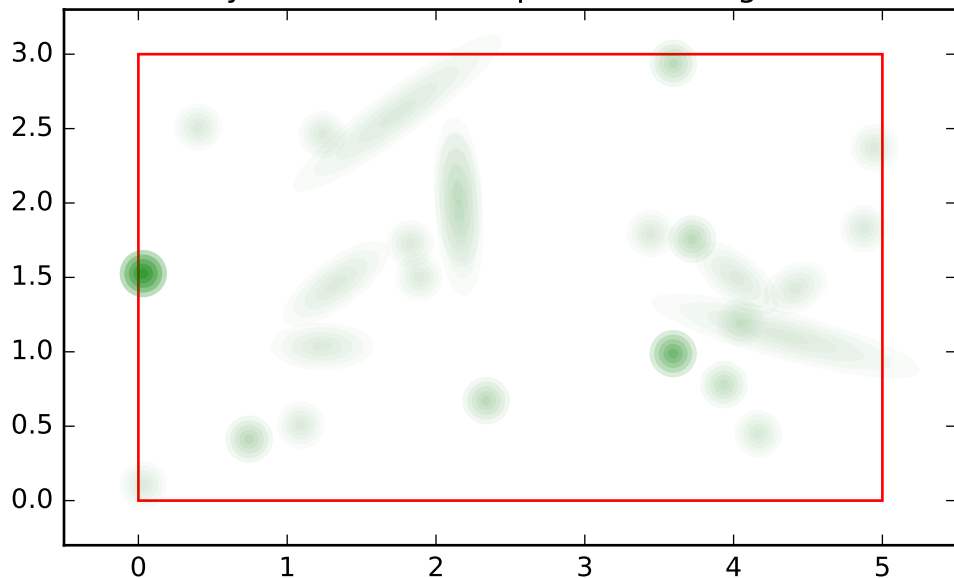
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overlay, variable name: position sibling order: 4



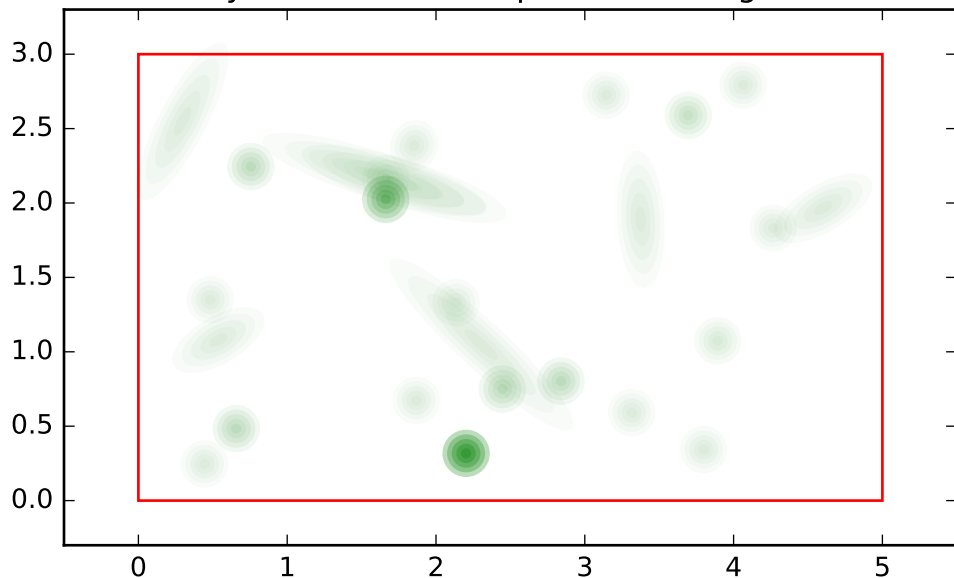
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overlay, variable name: position sibling order: 0



test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 1

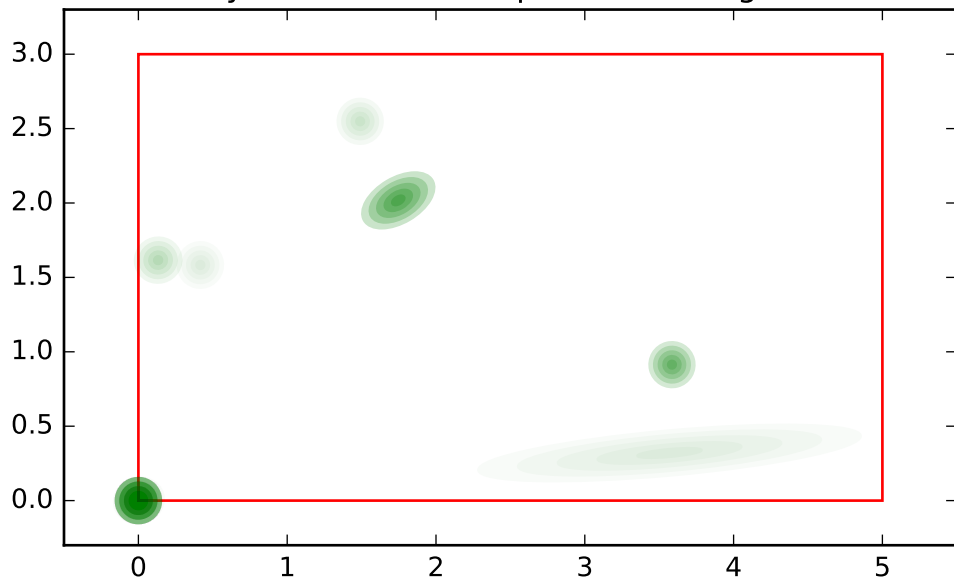


test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 2

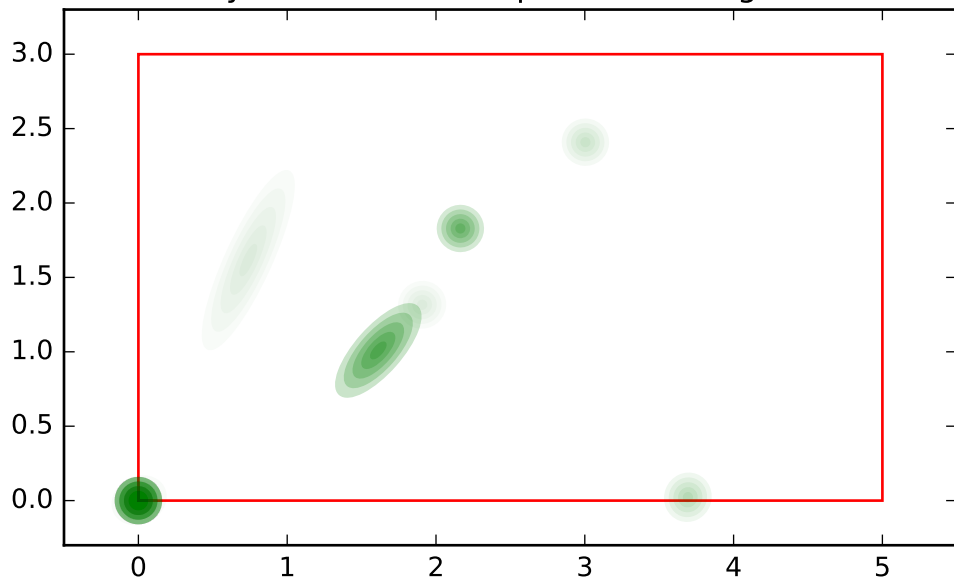




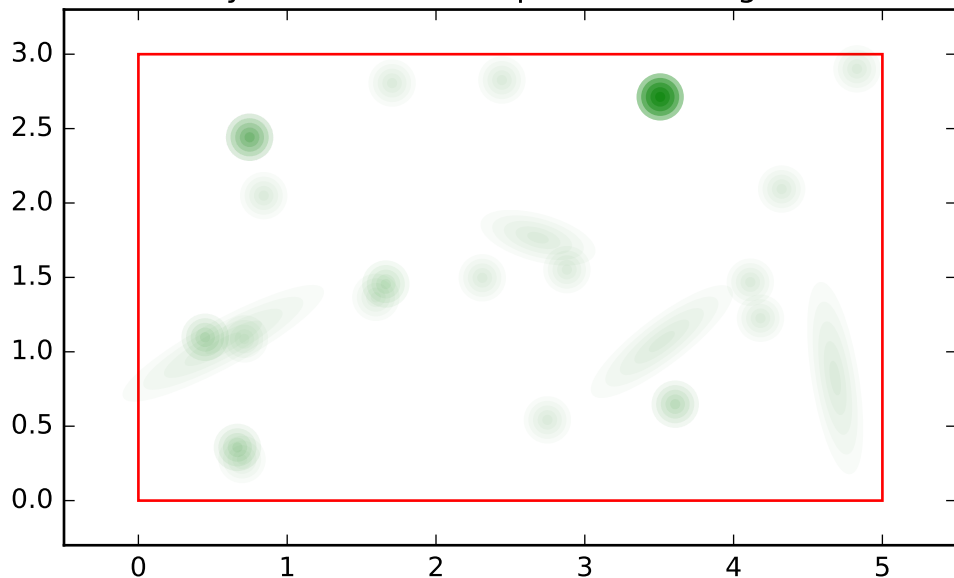
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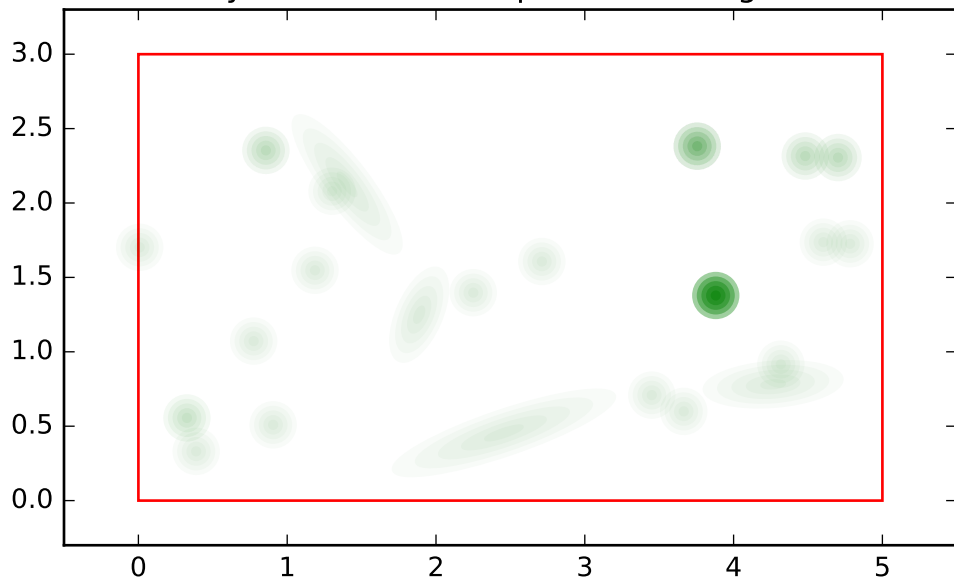
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overlay, variable name: position sibling order: 4



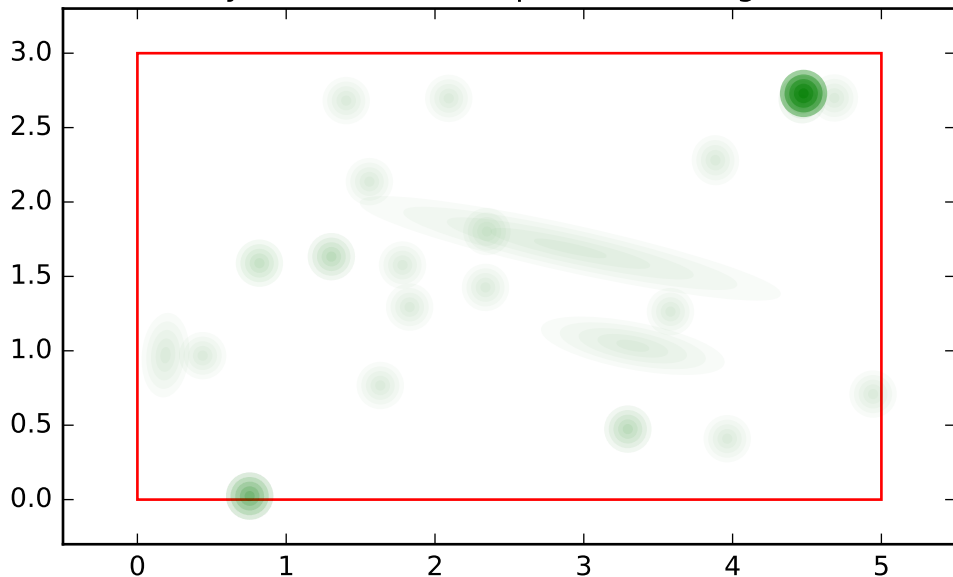
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overlay, variable name: position sibling order: 0



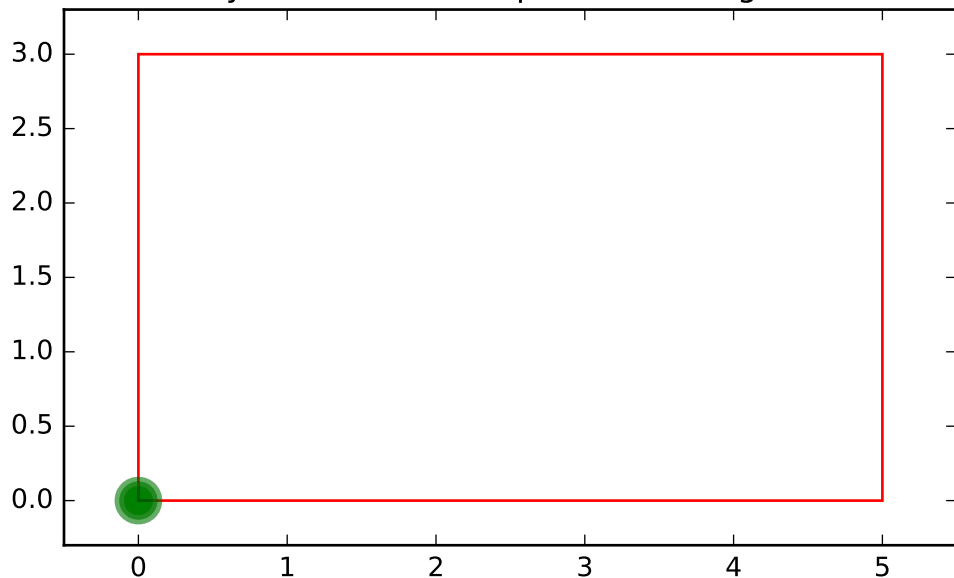
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overlay, variable name: position sibling order: 1



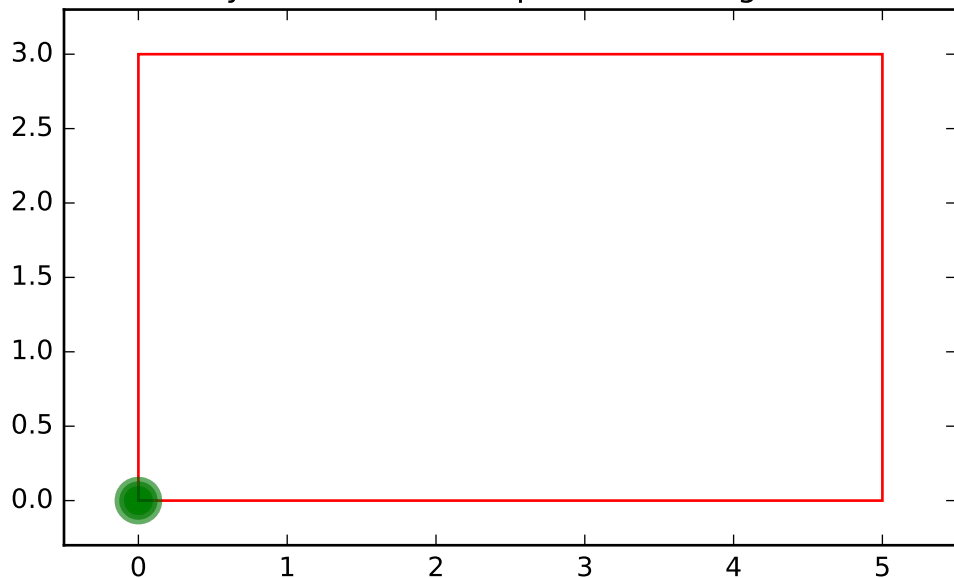
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overlay, variable name: position sibling order: 2



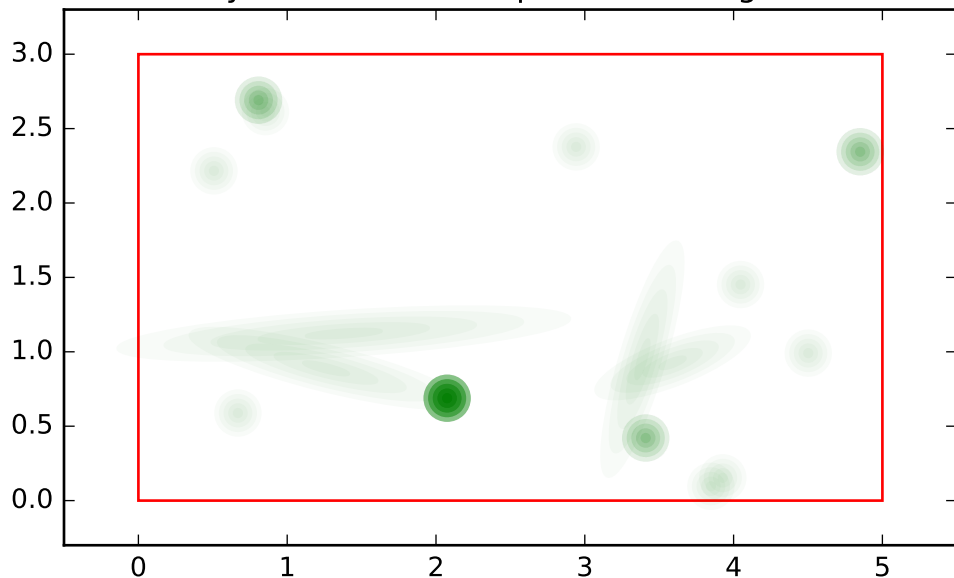
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test for fitness order, fitness target distance, polygon  
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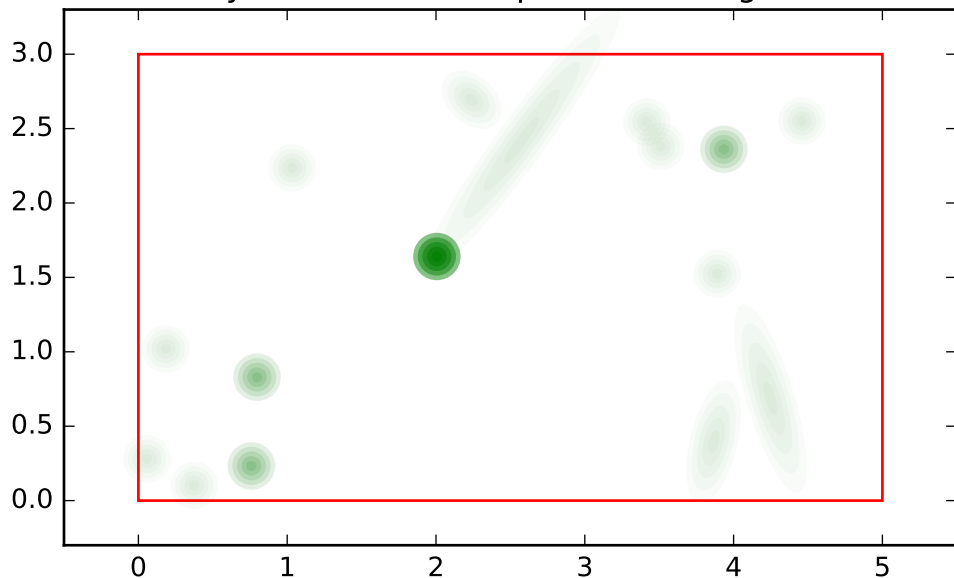


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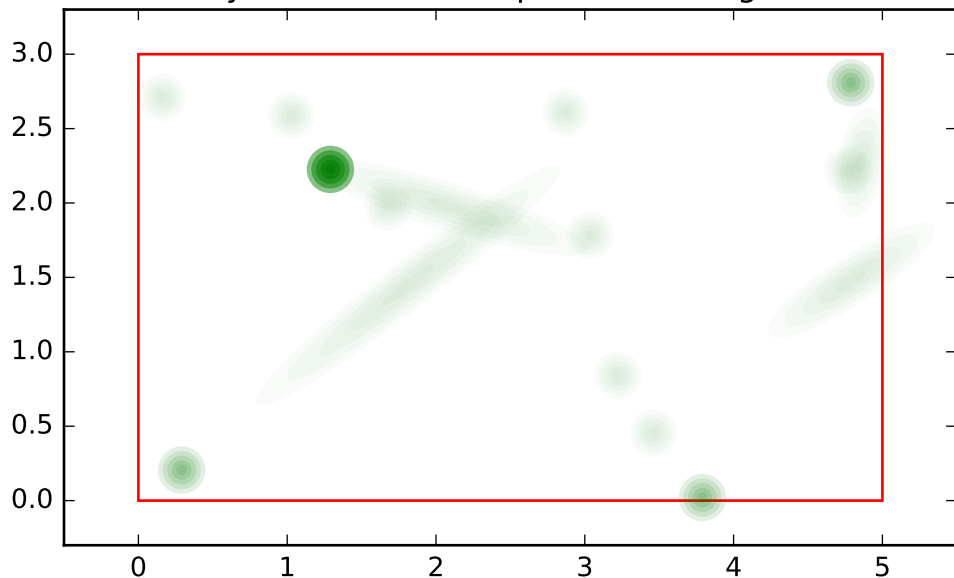




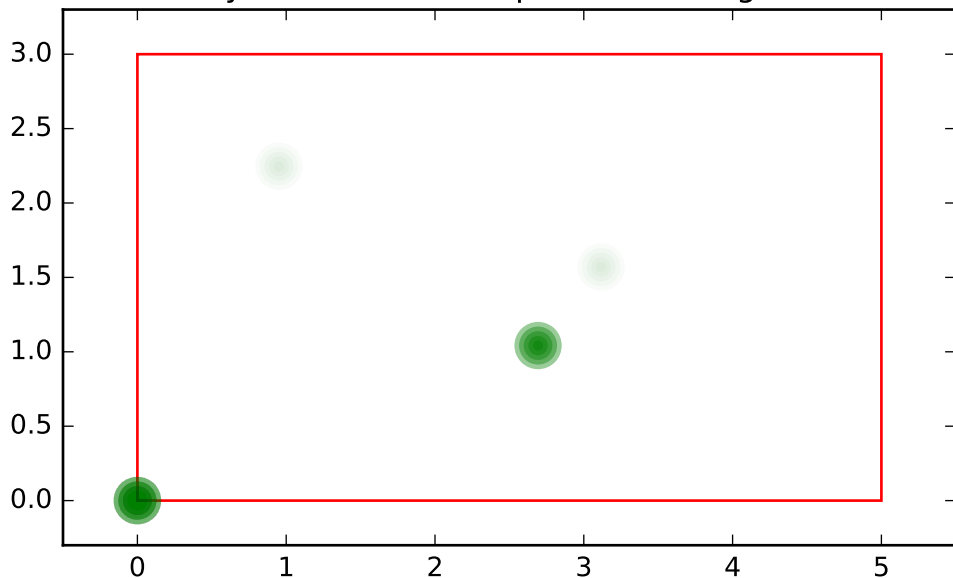
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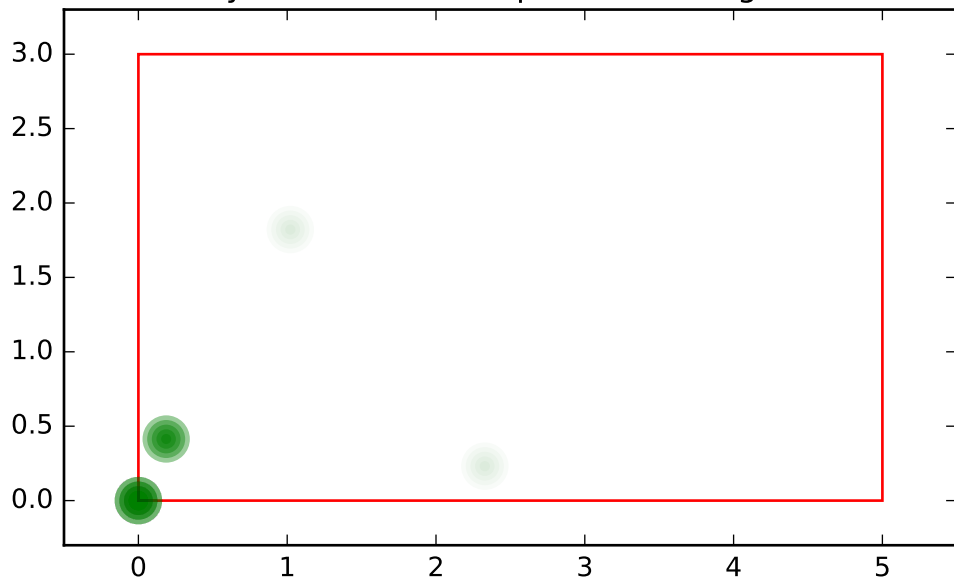
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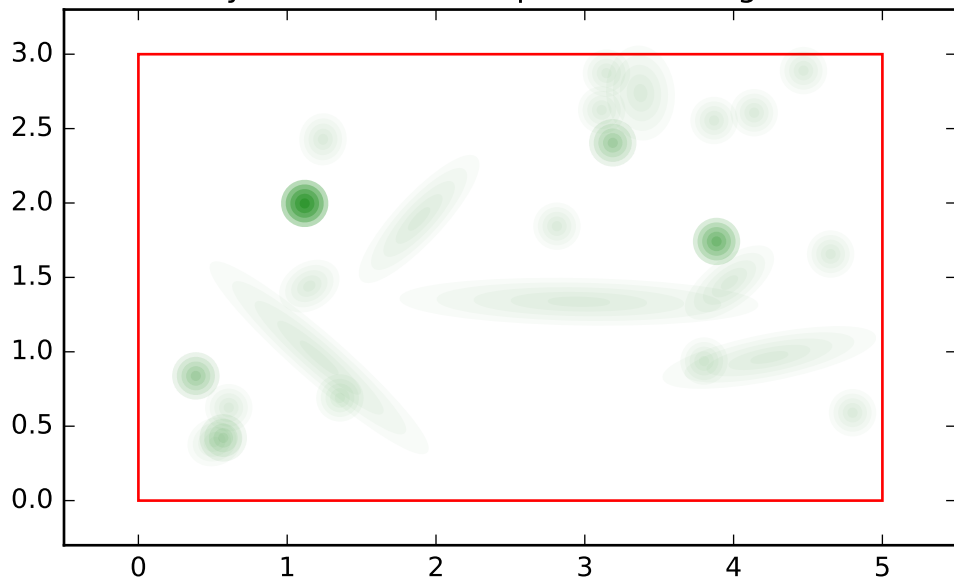
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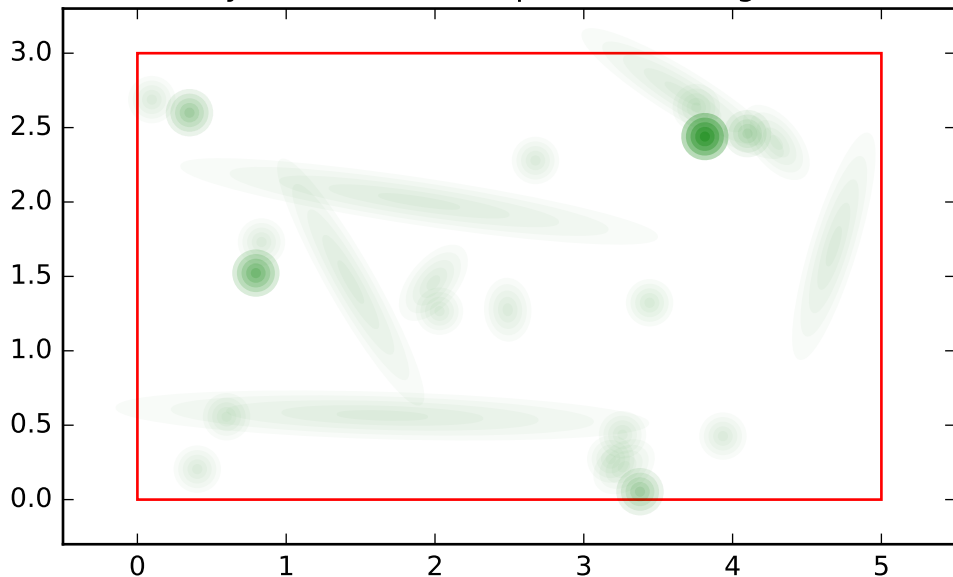
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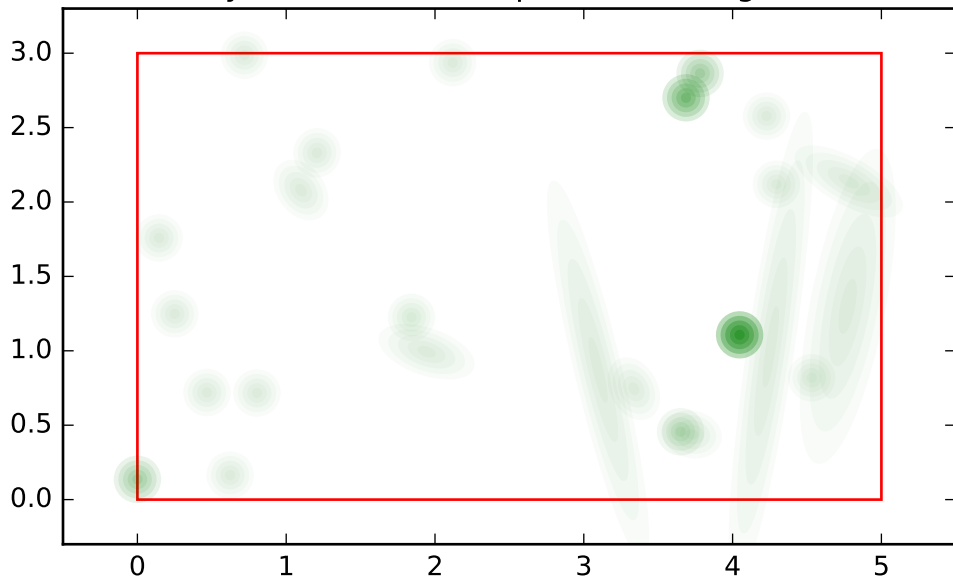
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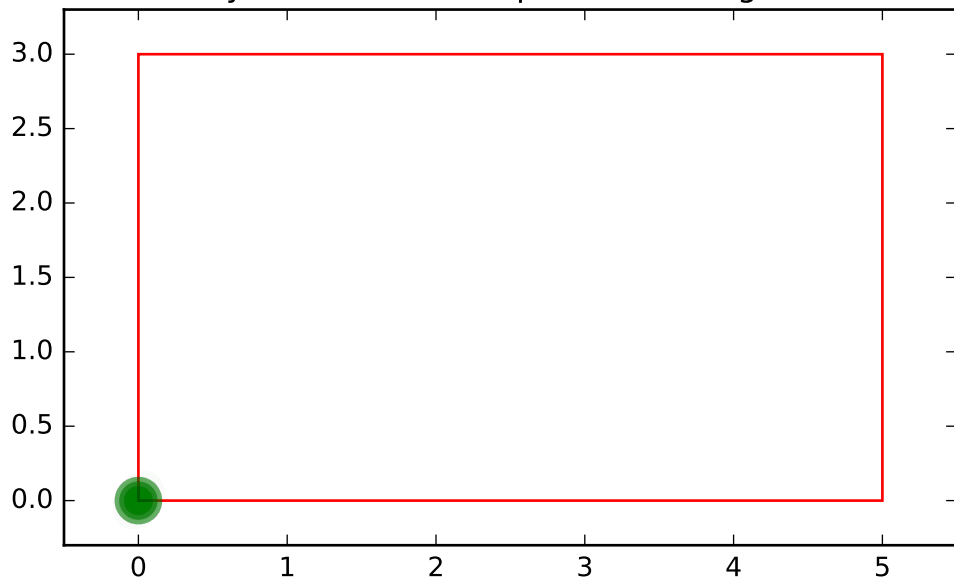
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overlay, variable name: position sibling order: 1



test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 2

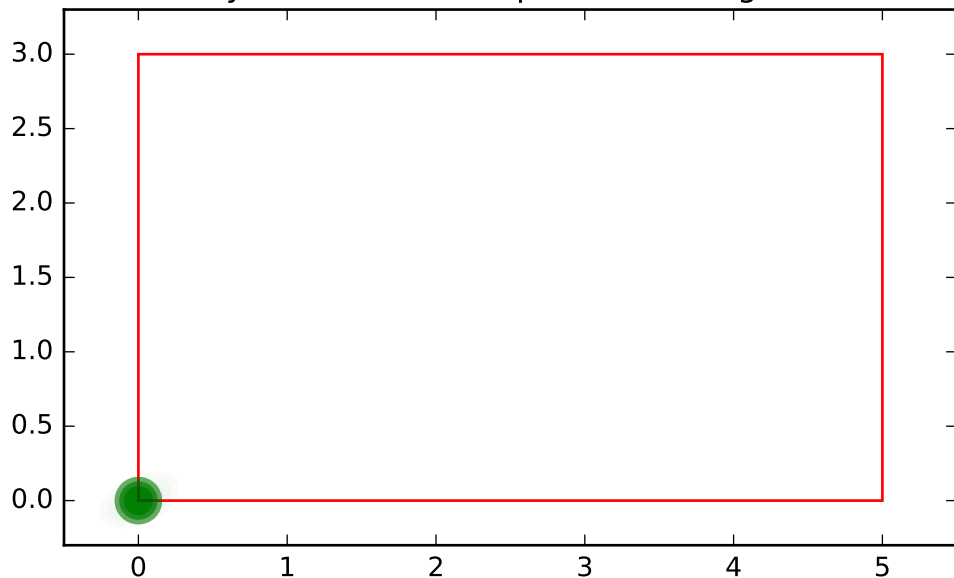


test for fitness order, fitness target distance, polygon  
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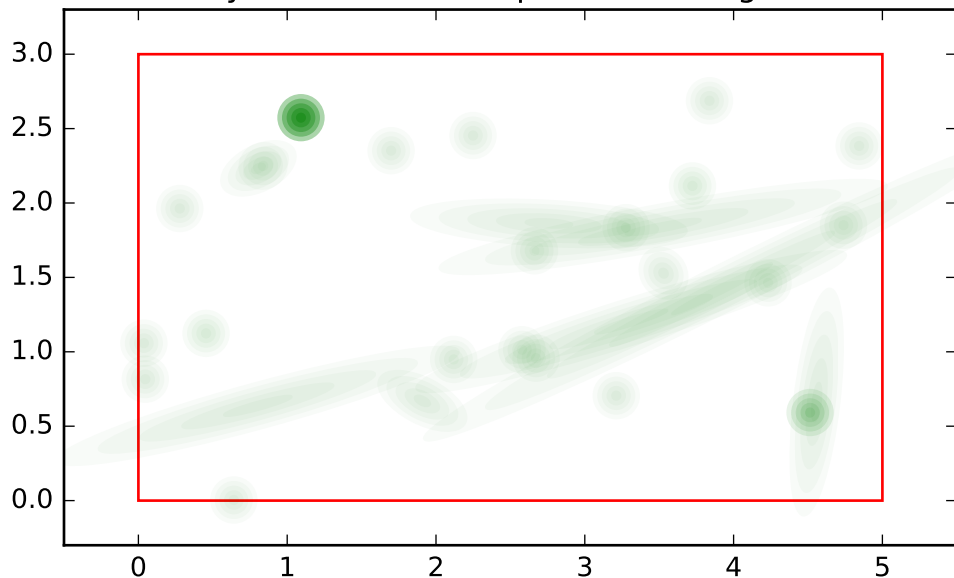




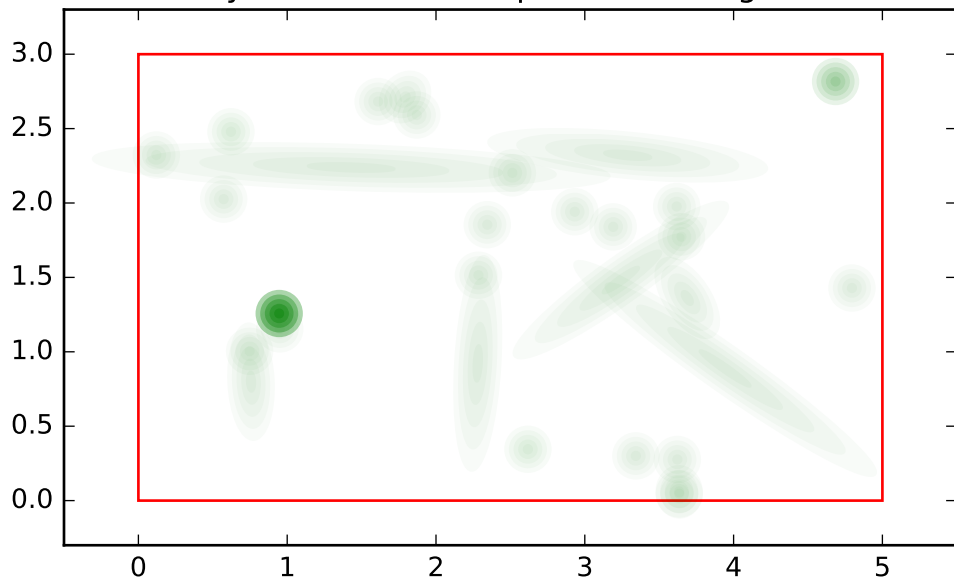
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overlay, variable name: position sibling order: 4



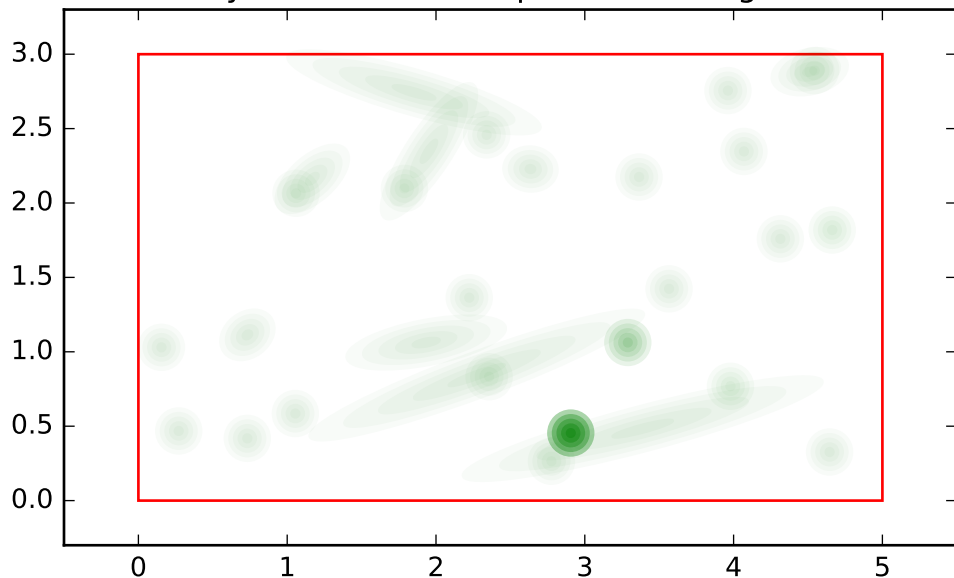
test for fitness order, fitness target distance, polgygon  
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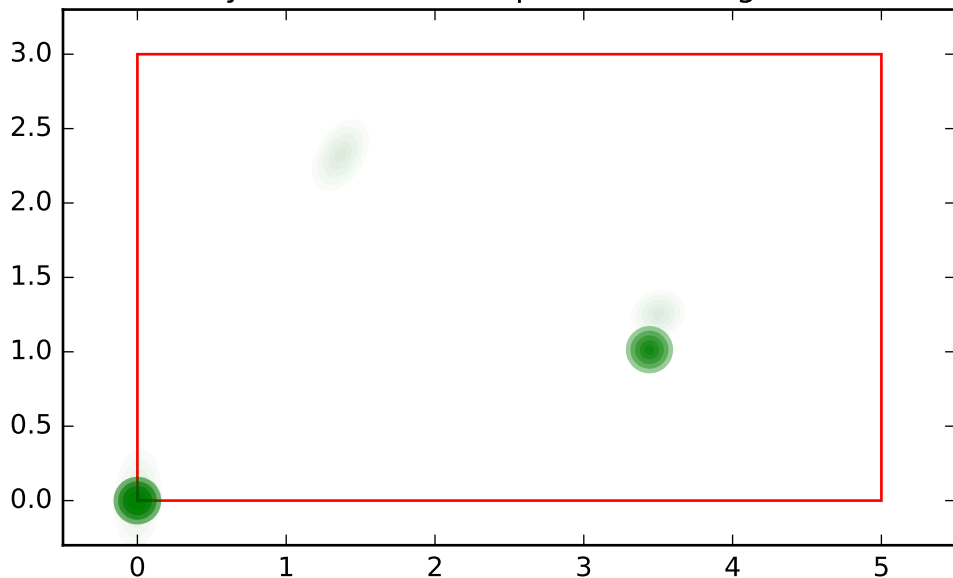
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 1



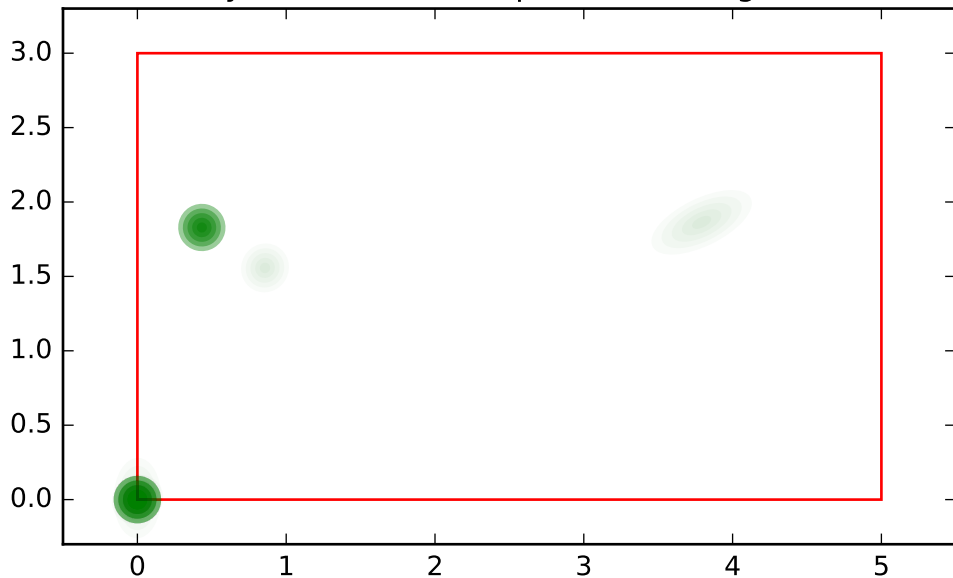
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overlay, variable name: position sibling order: 2



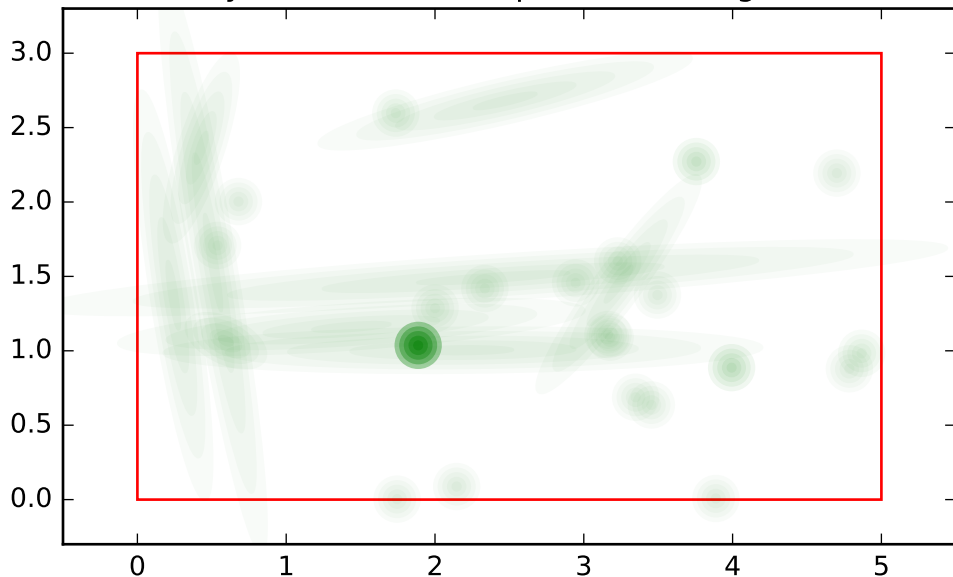
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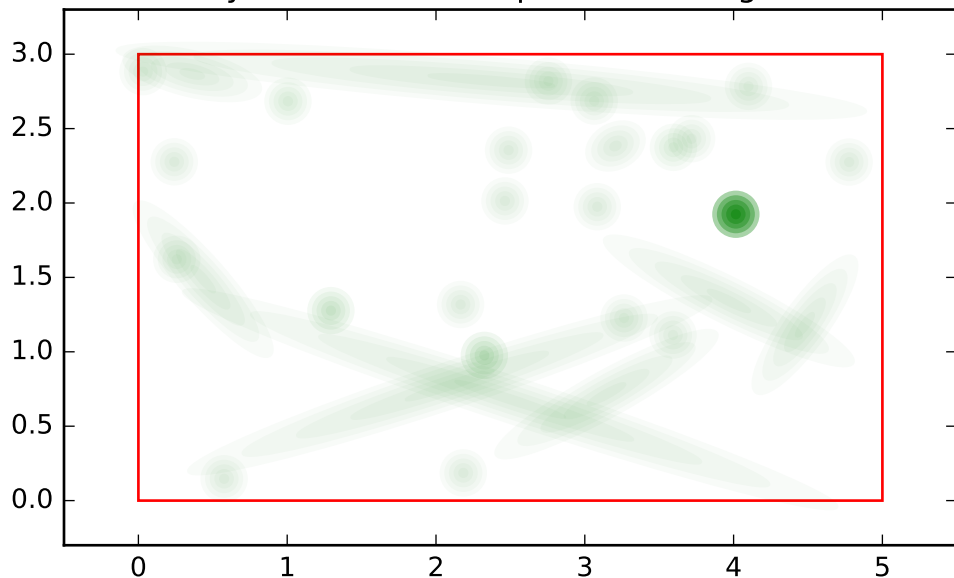
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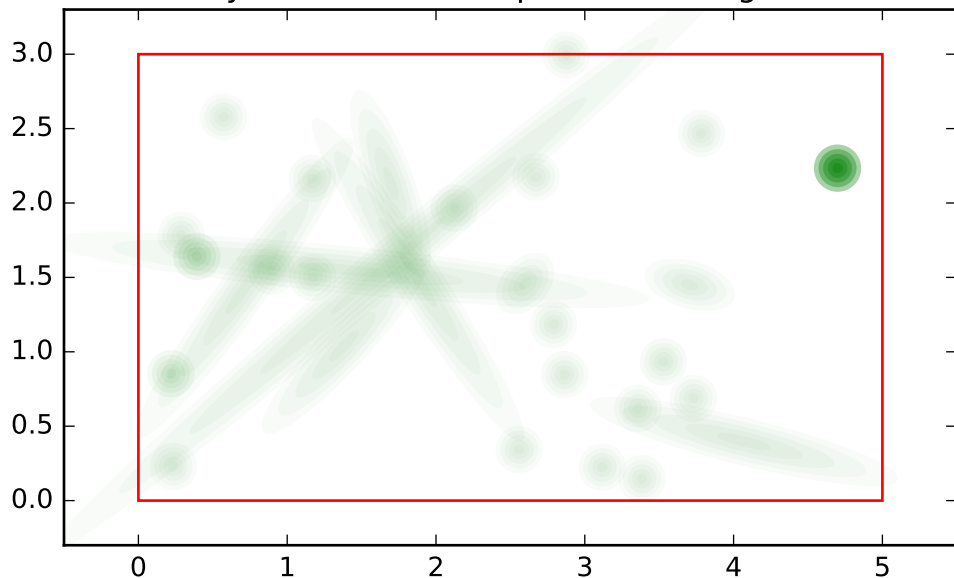


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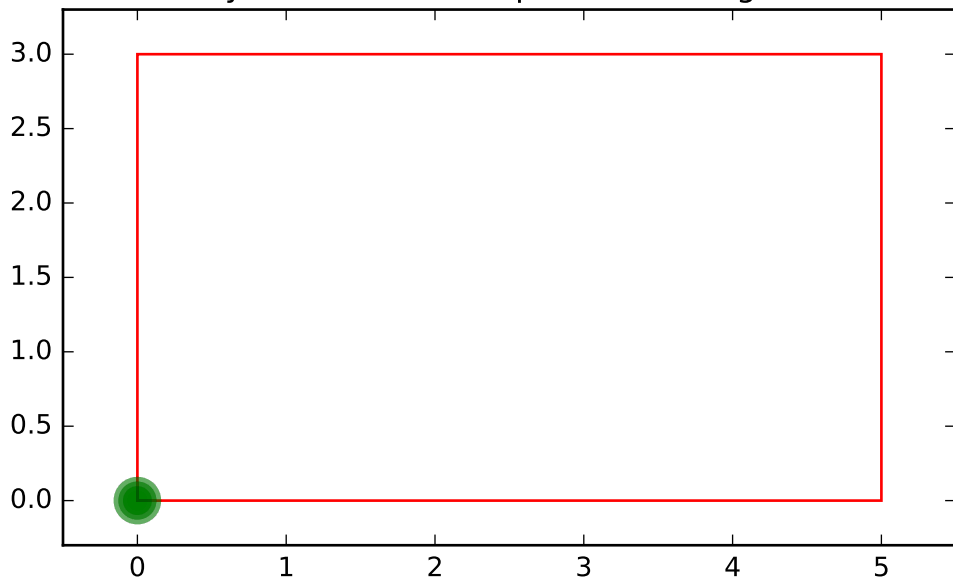




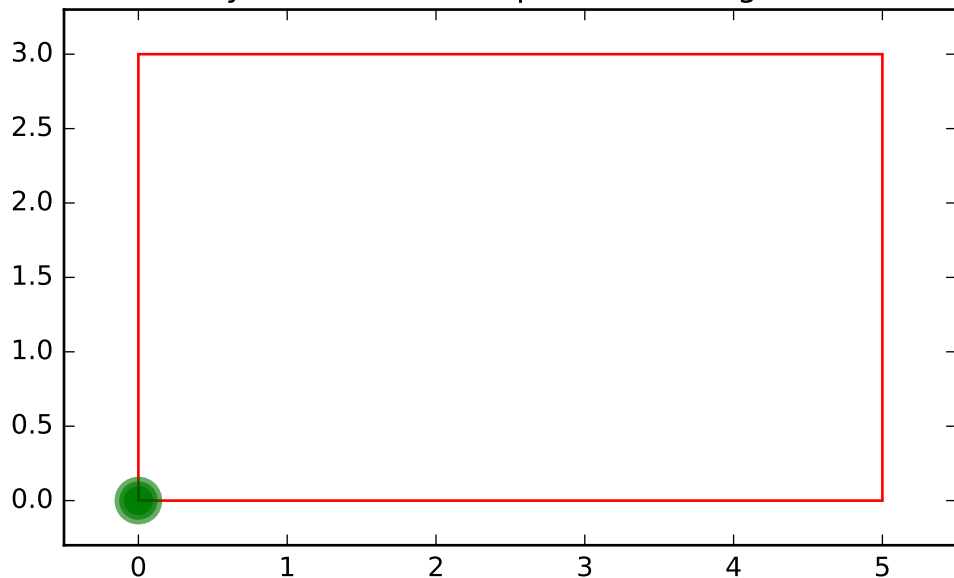
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 2



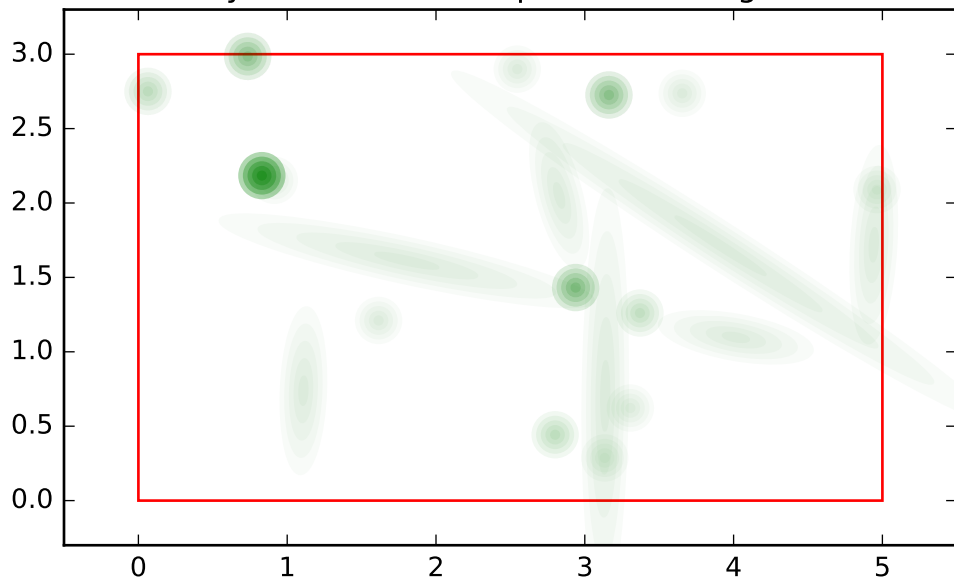
test for fitness order, fitness target distance, polgyon  
overlay, variable name: position sibling order: 3



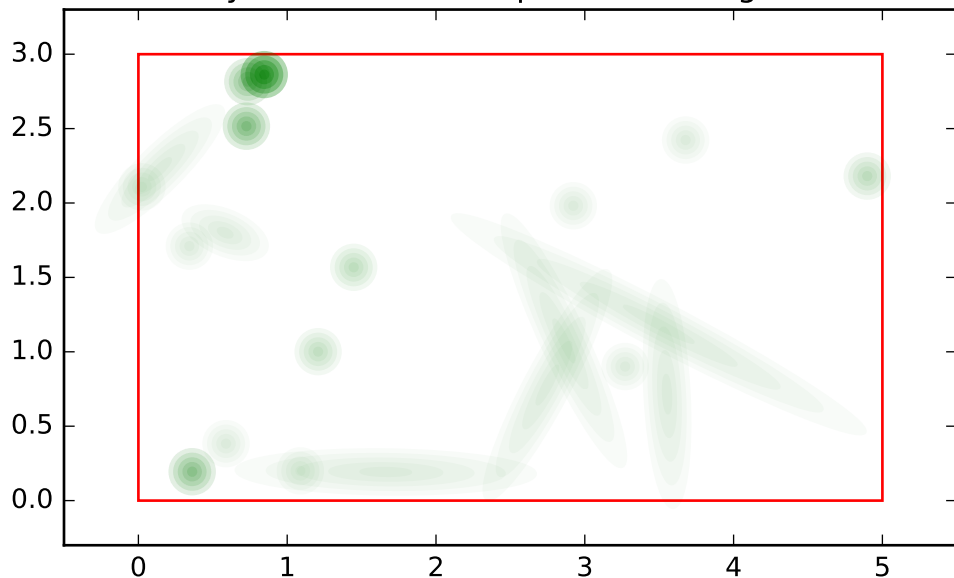
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 4



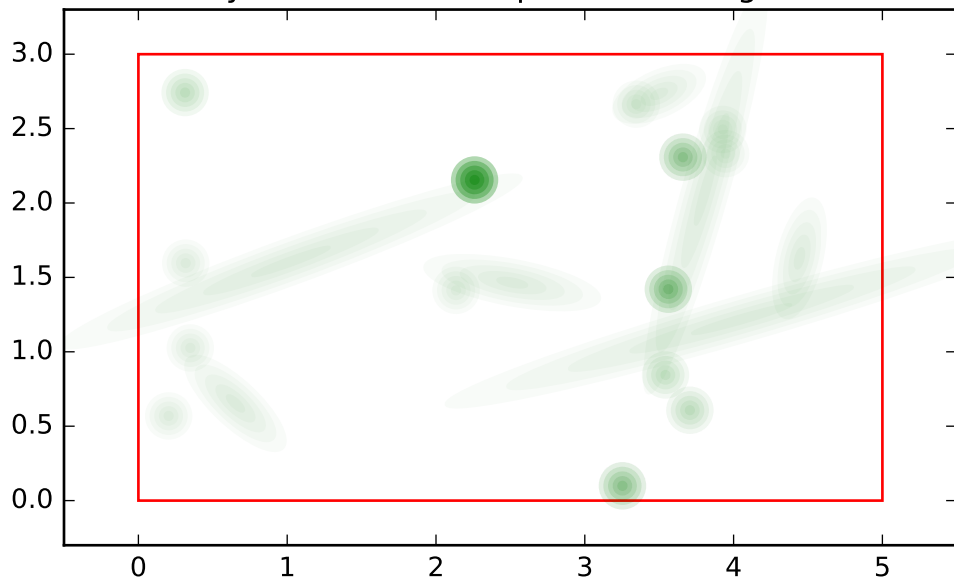
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 0



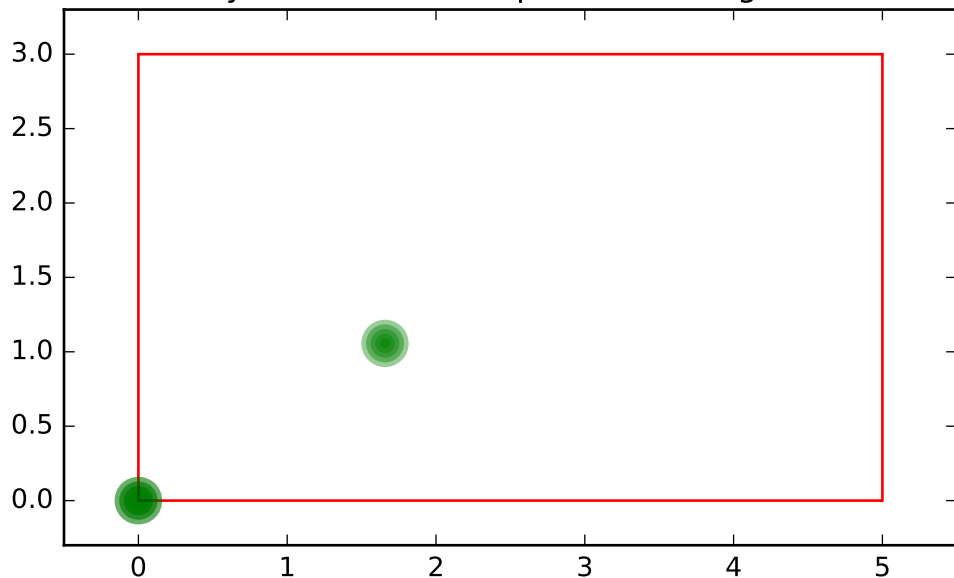
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 1



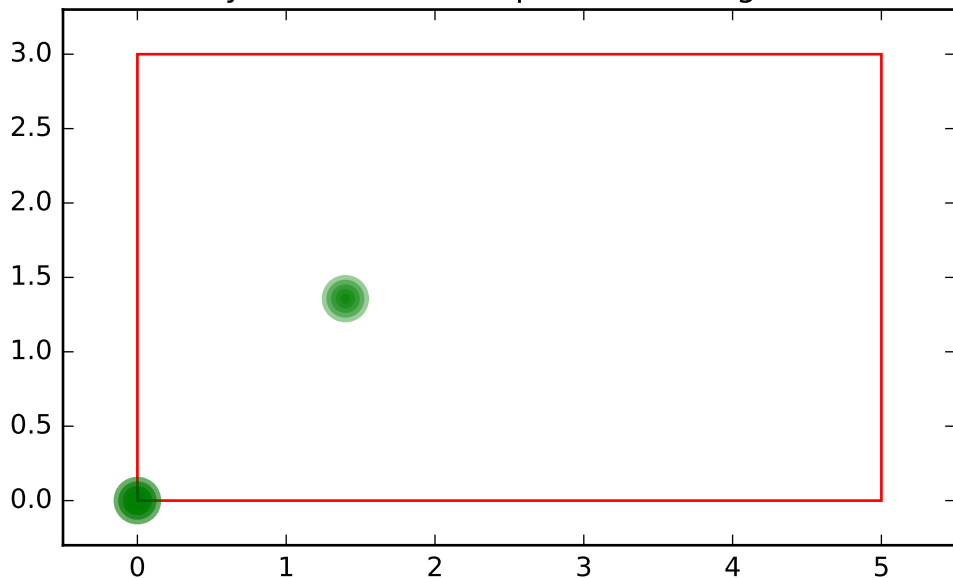
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 2



test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 3

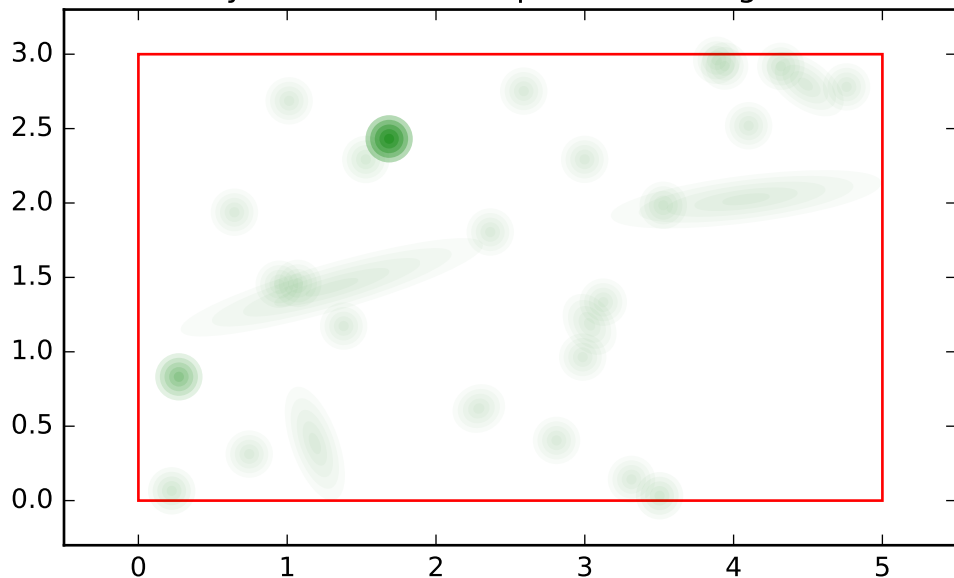


test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 4

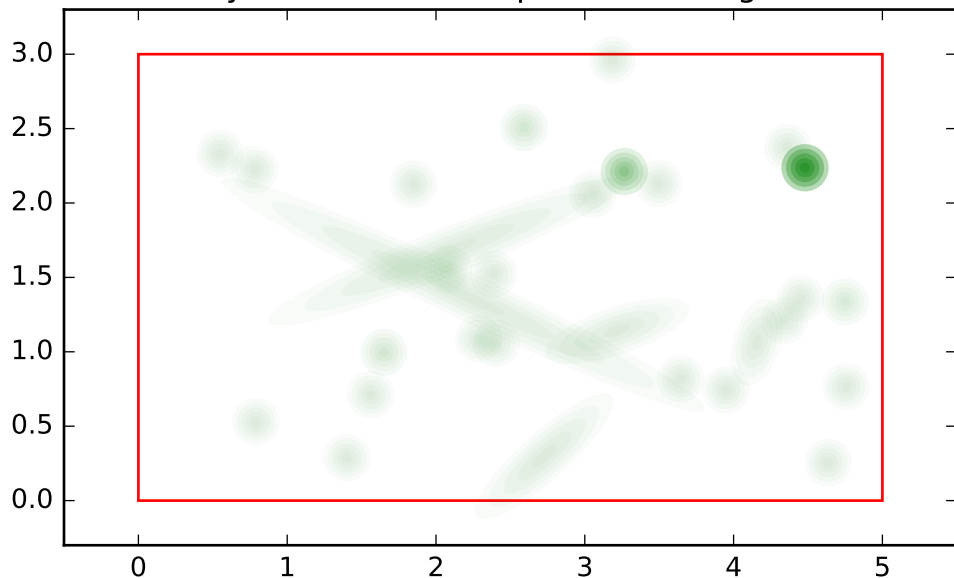




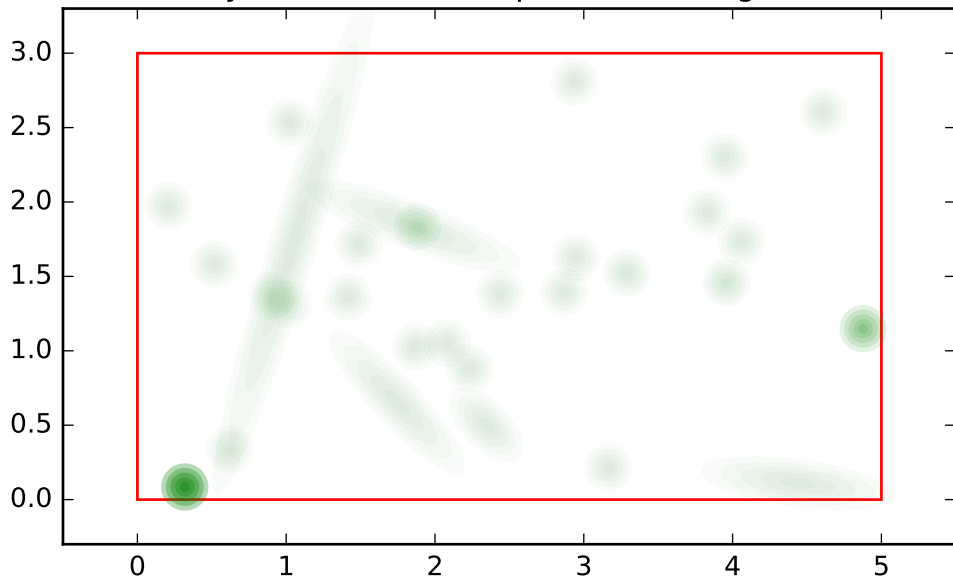
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 0



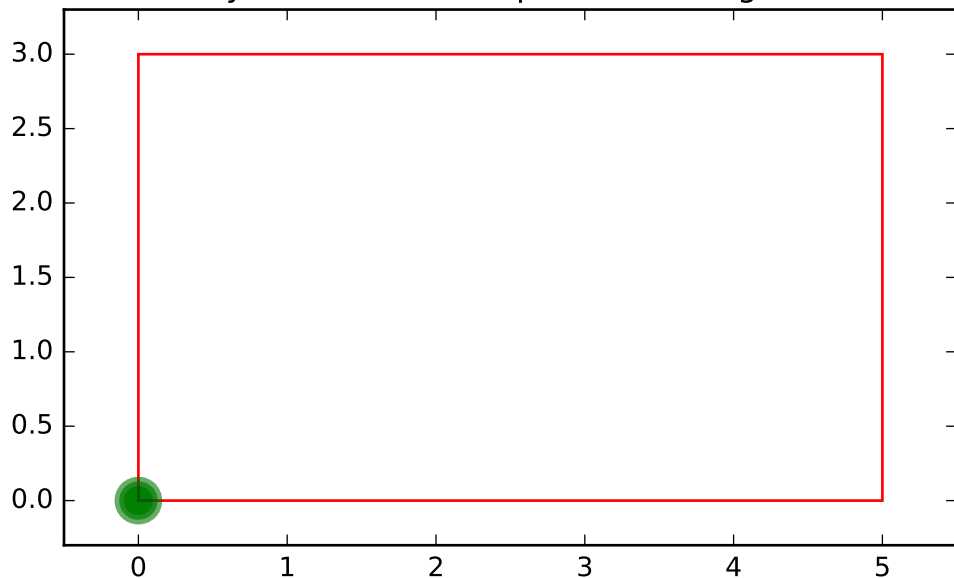
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 1



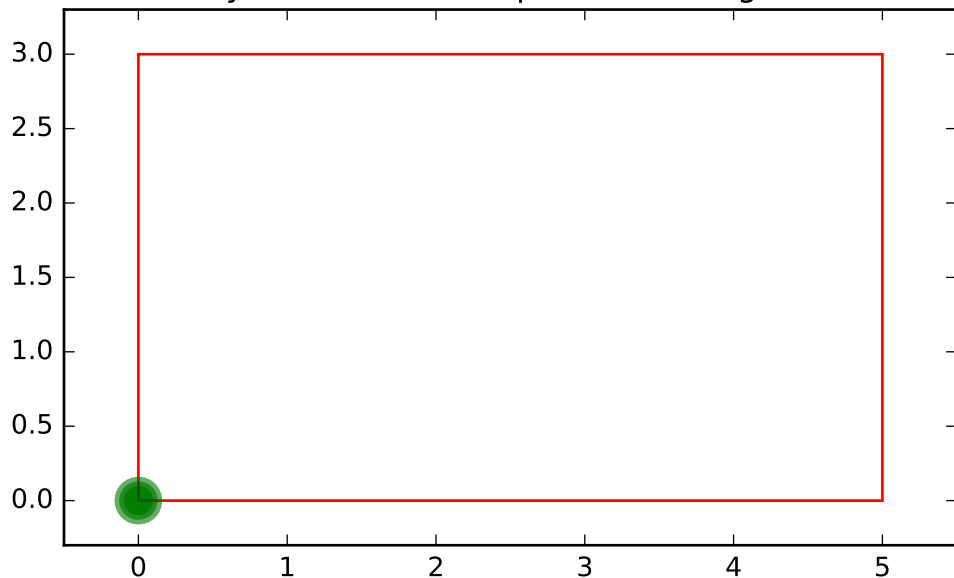
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 2



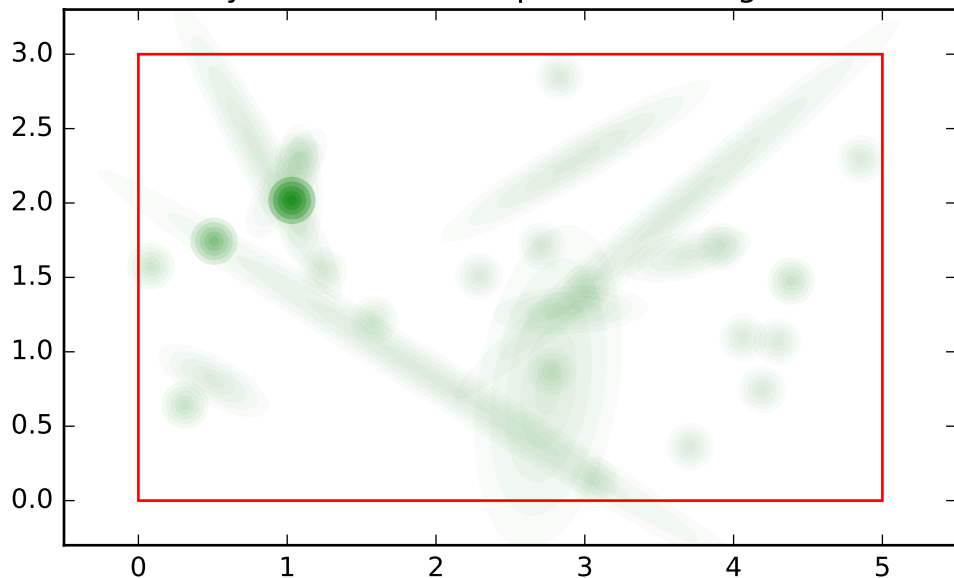
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 3



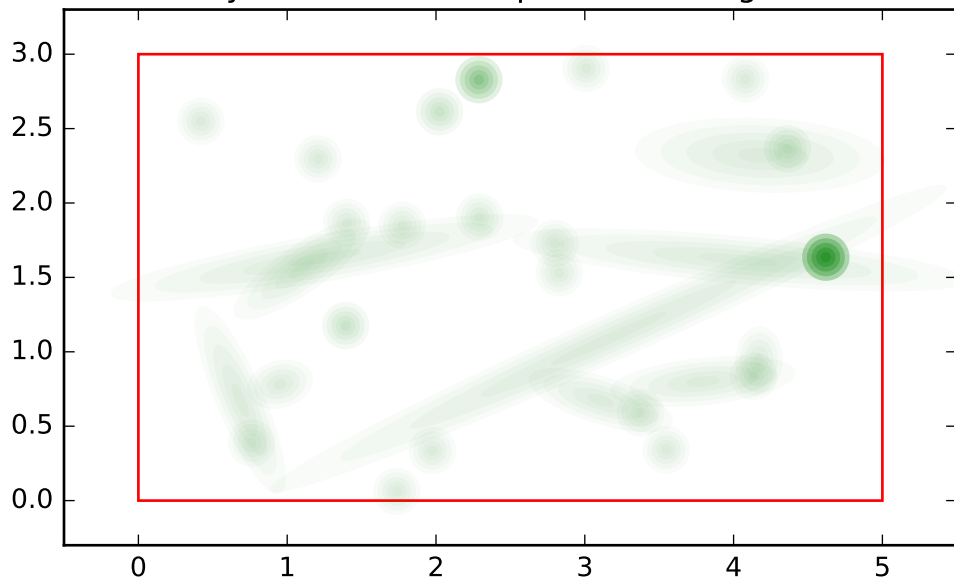
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 4



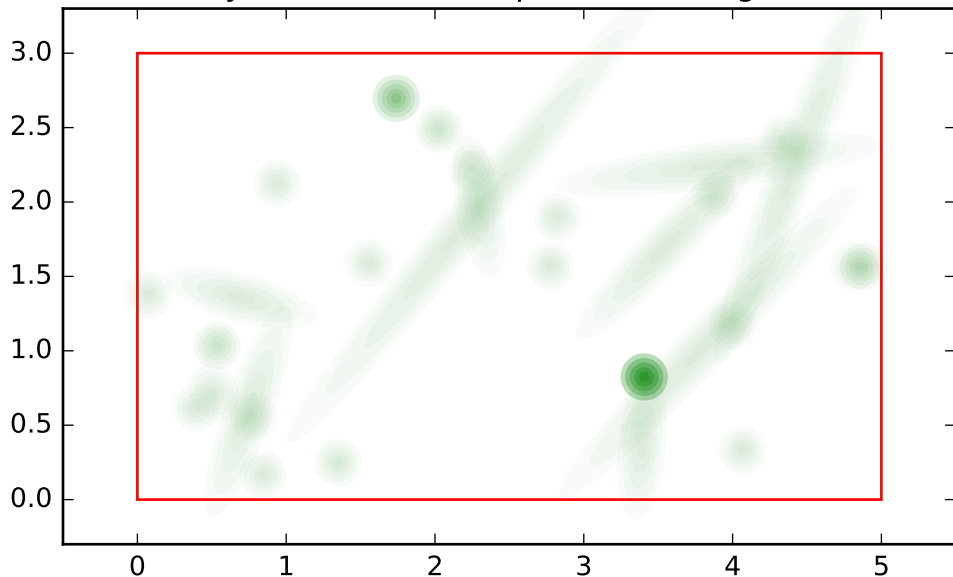
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 0



test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 1

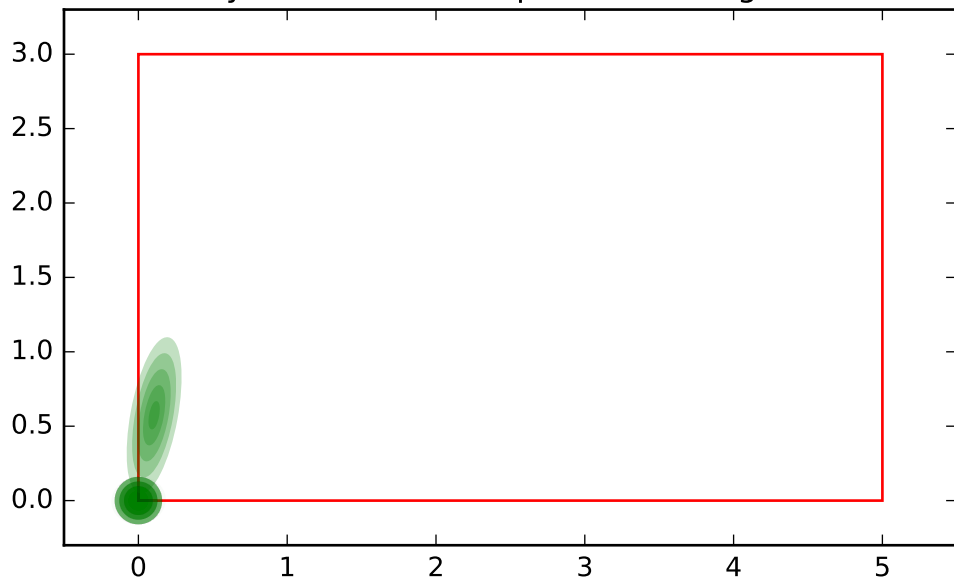


test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 2

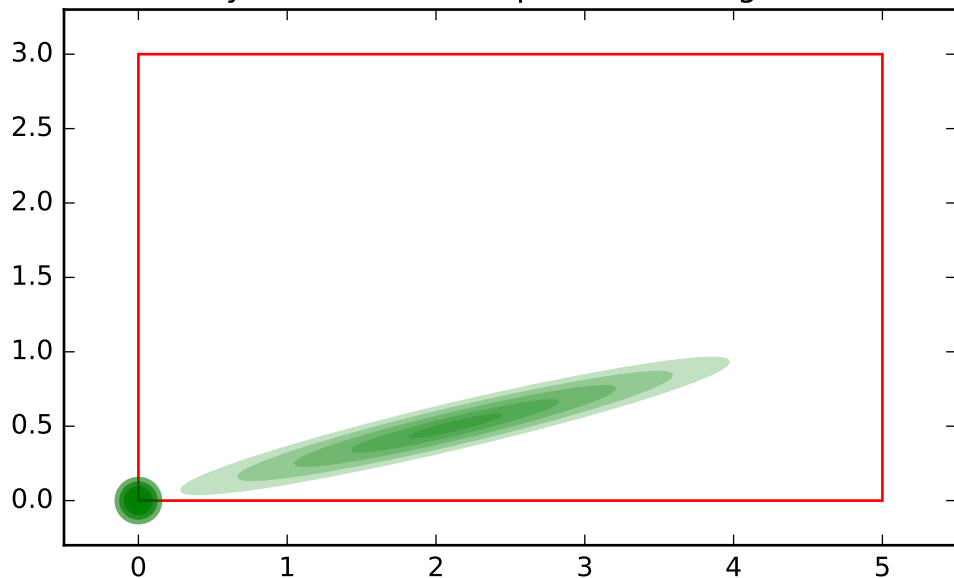




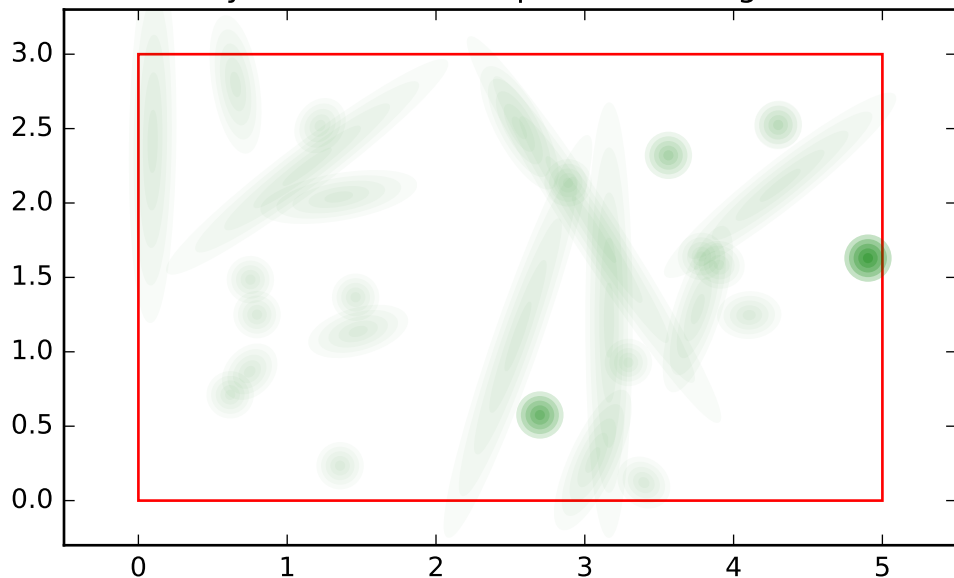
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 3



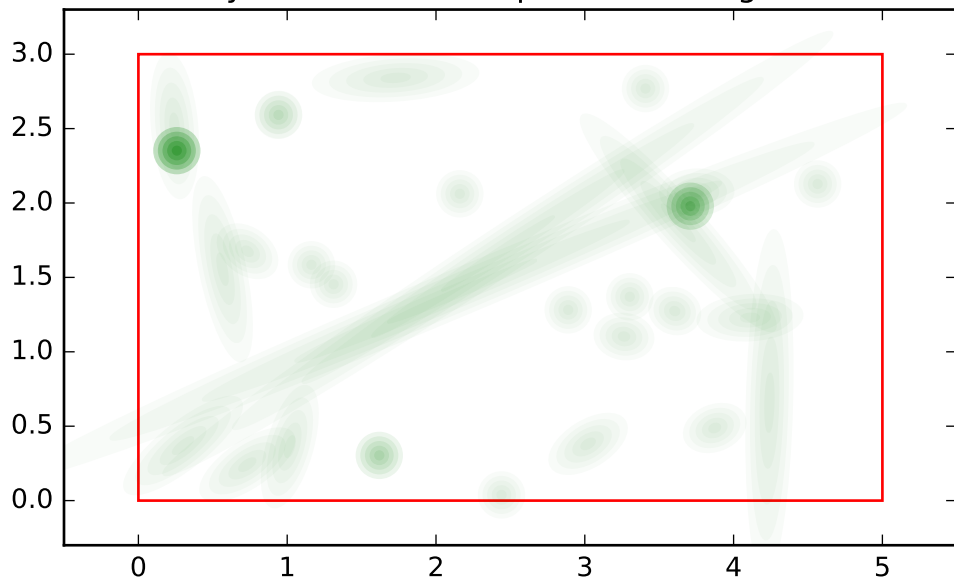
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 4



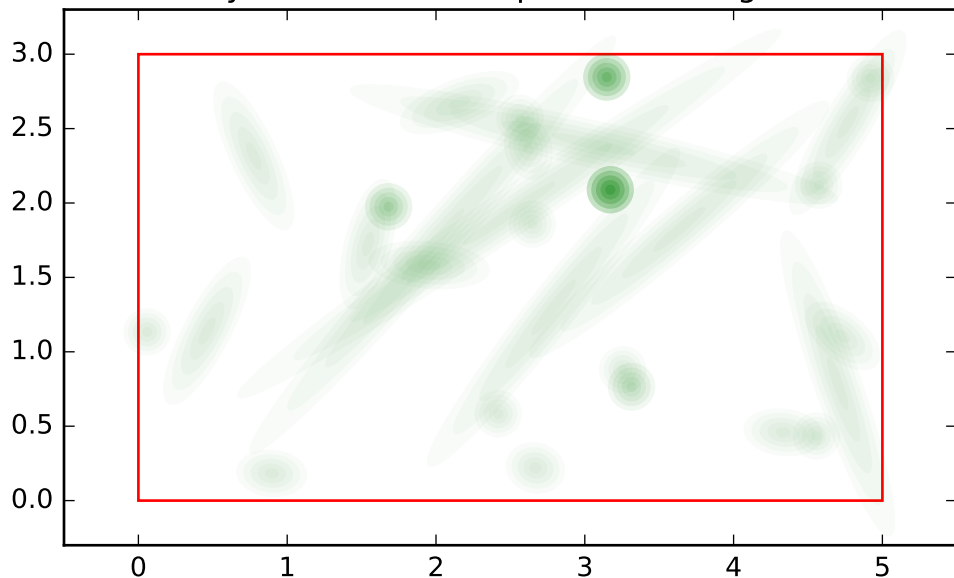
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 0



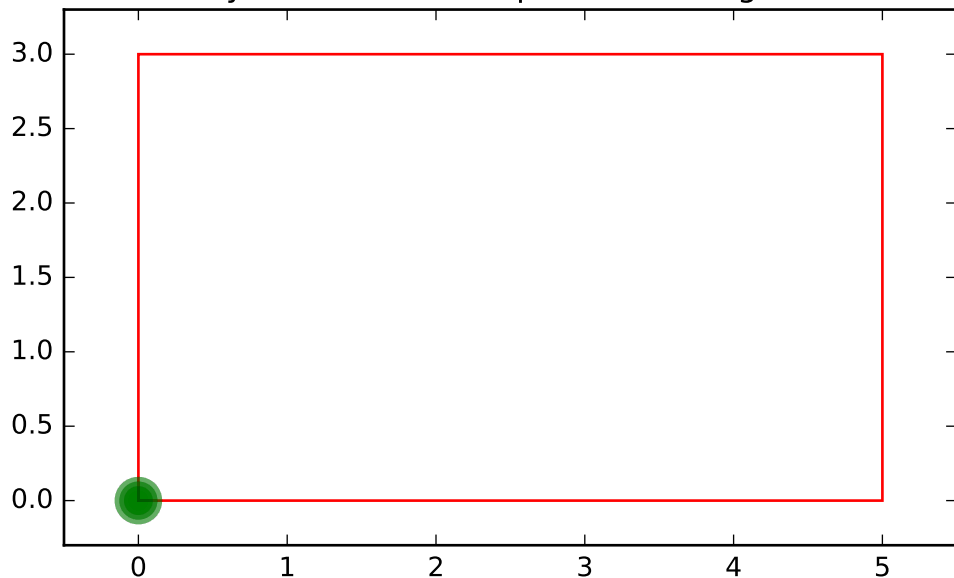
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 1



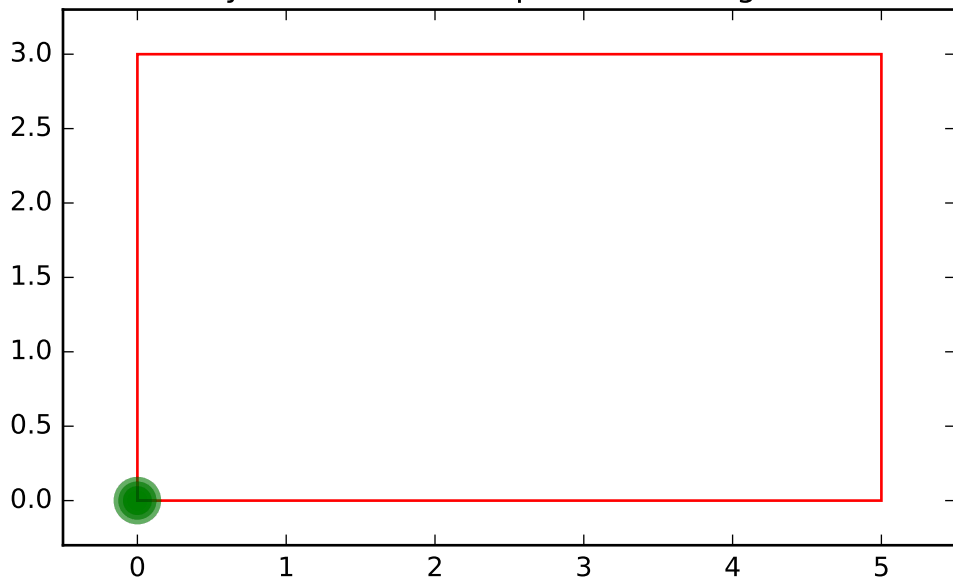
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 2



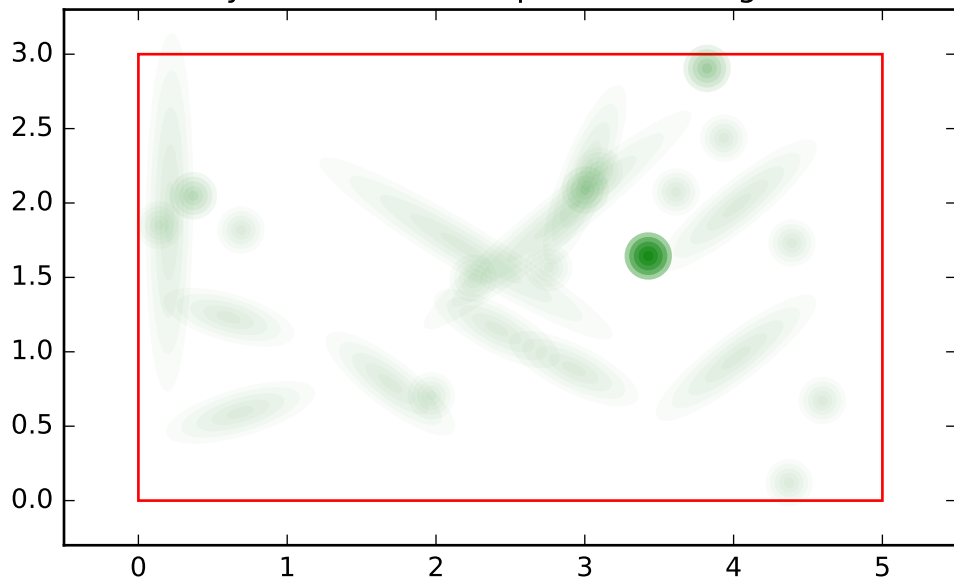
test for fitness order, fitness target distance, polgyon  
overlay, variable name: position sibling order: 3



test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 4

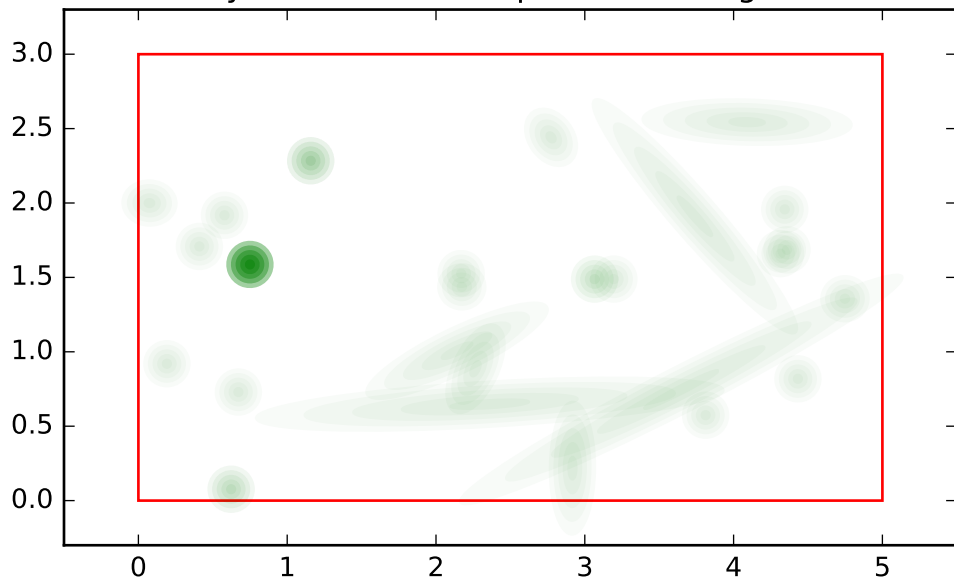


test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 0

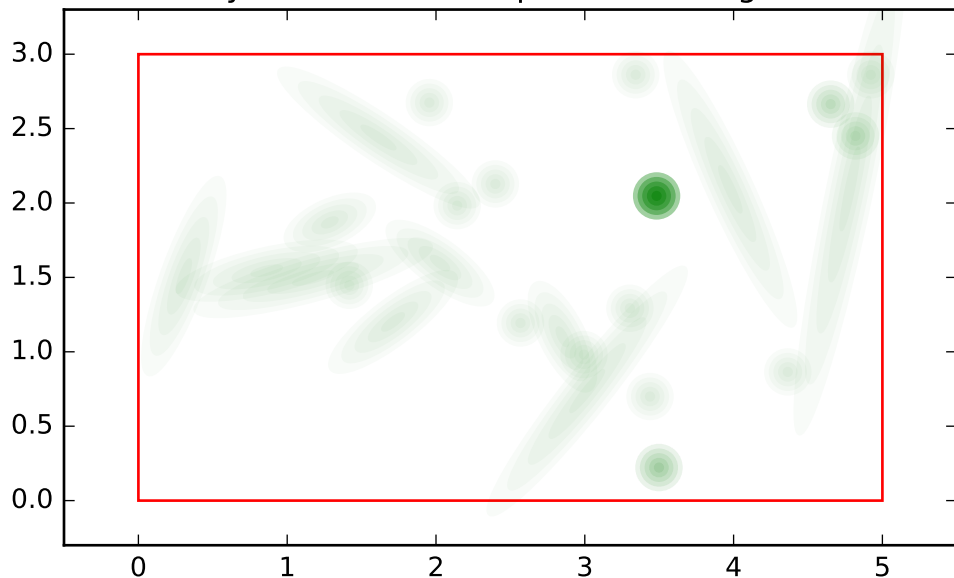




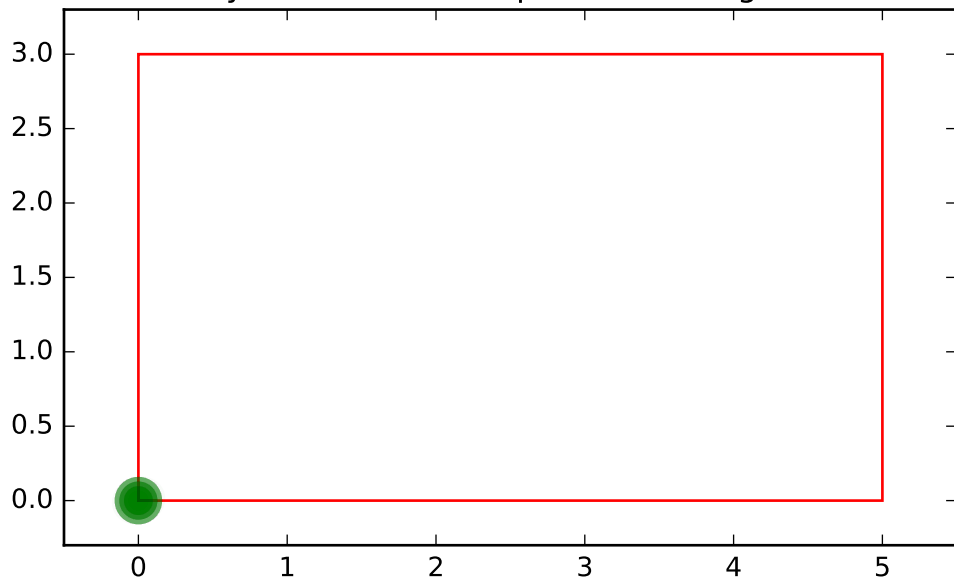
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 1



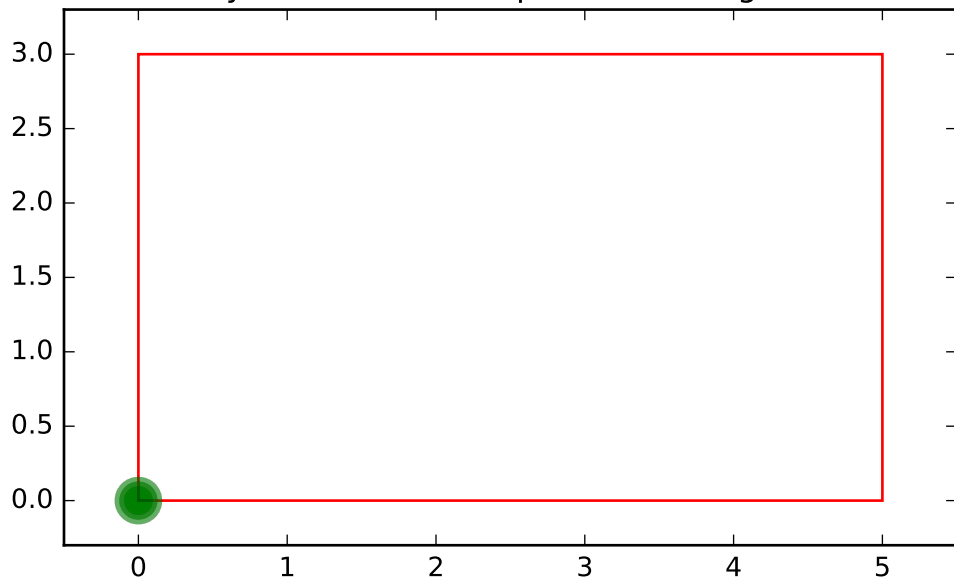
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 2



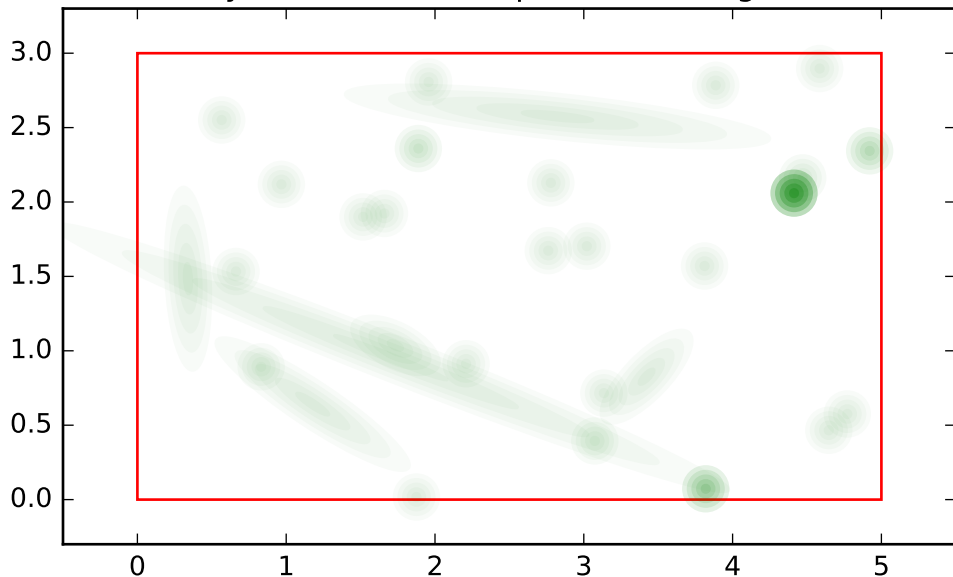
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 3



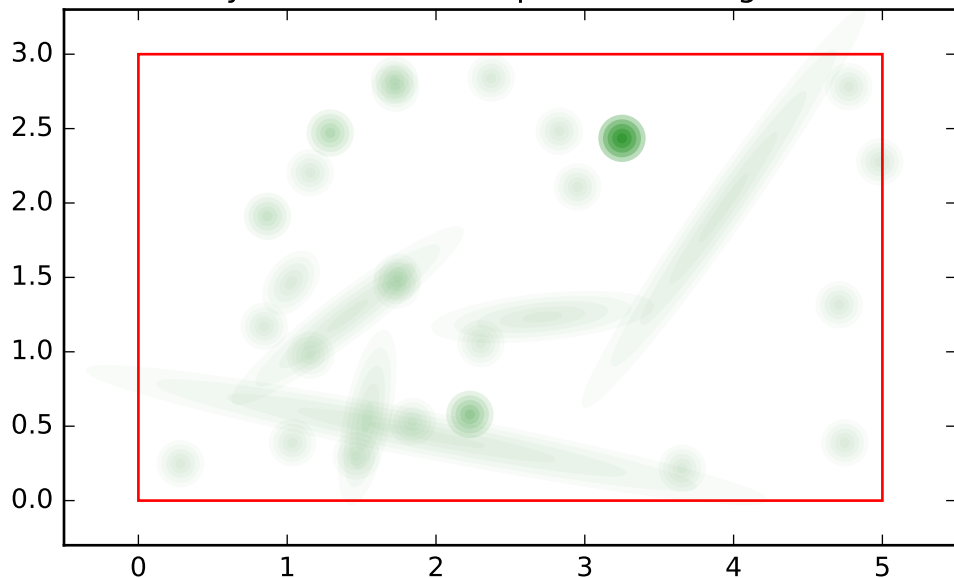
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 4



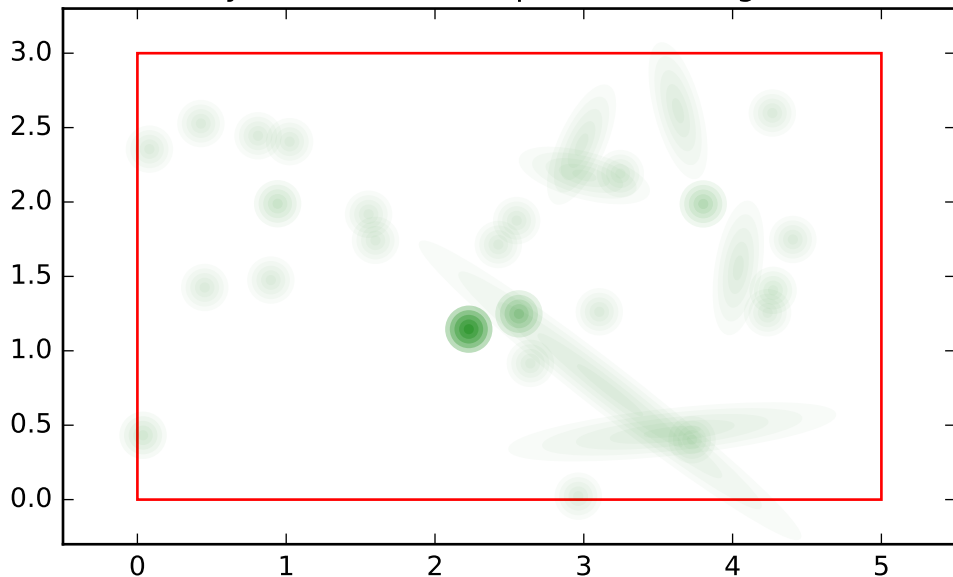
test for fitness order, fitness target distance, polygon overlay, variable name: position sibling order: 0



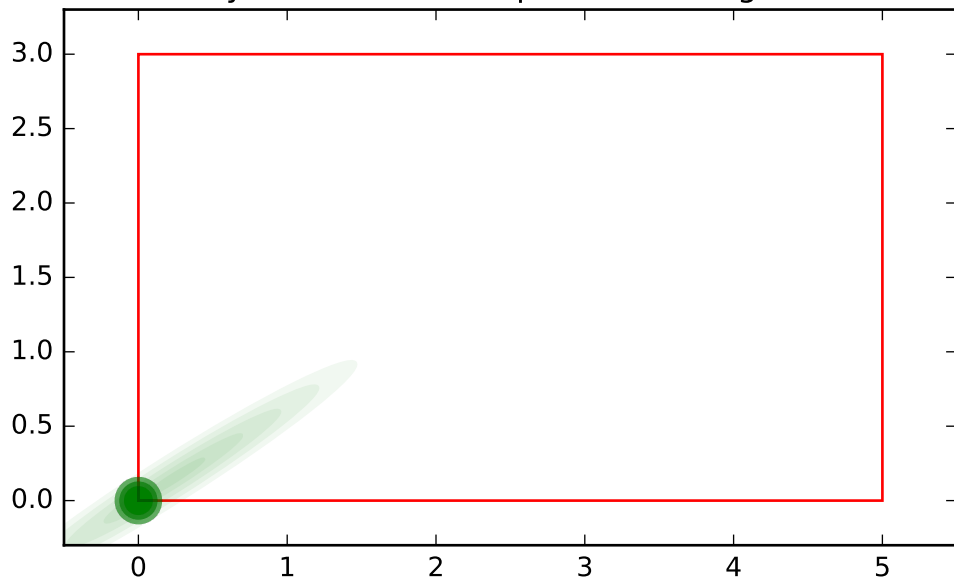
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 1



test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 2

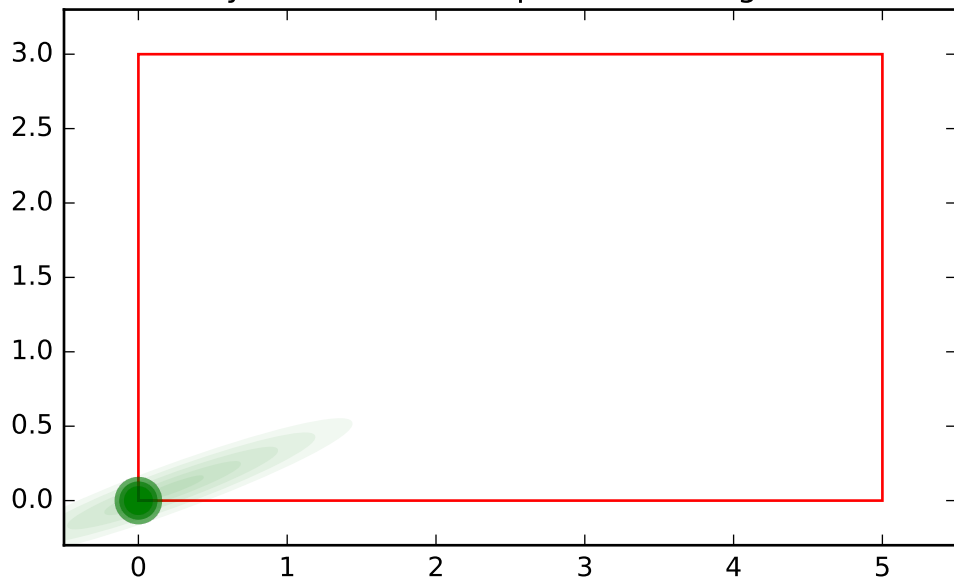


test for fitness order, fitness target distance, polgyon  
overlay, variable name: position sibling order: 3

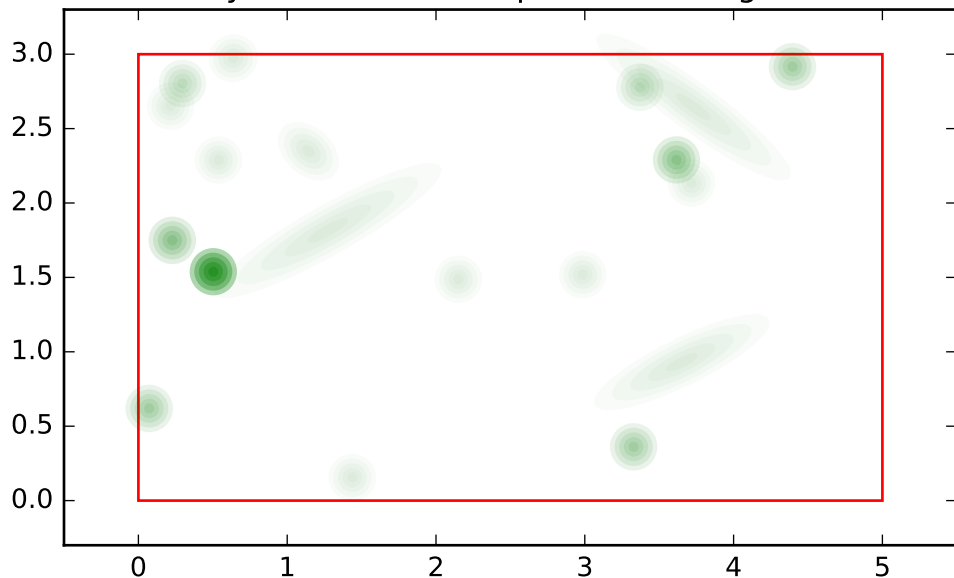




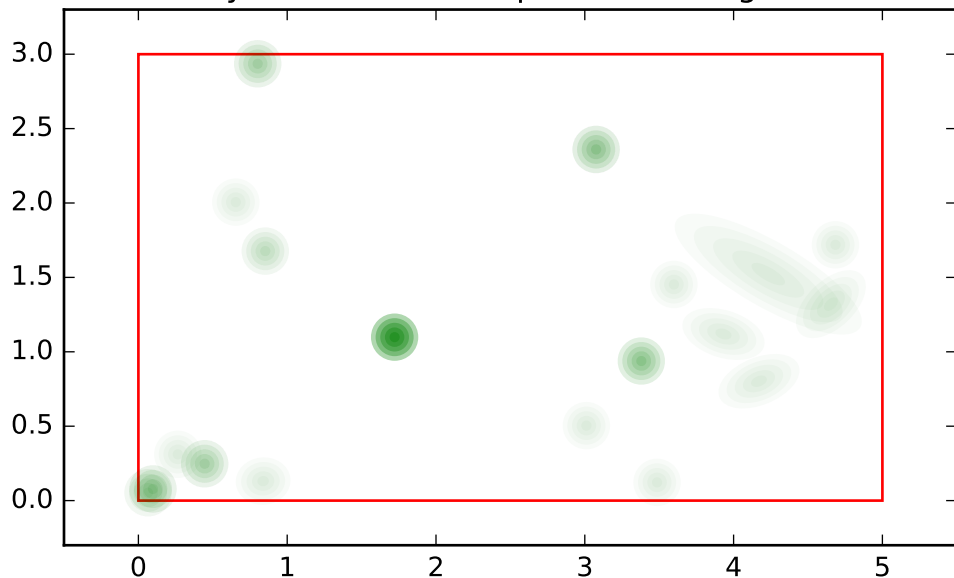
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 4



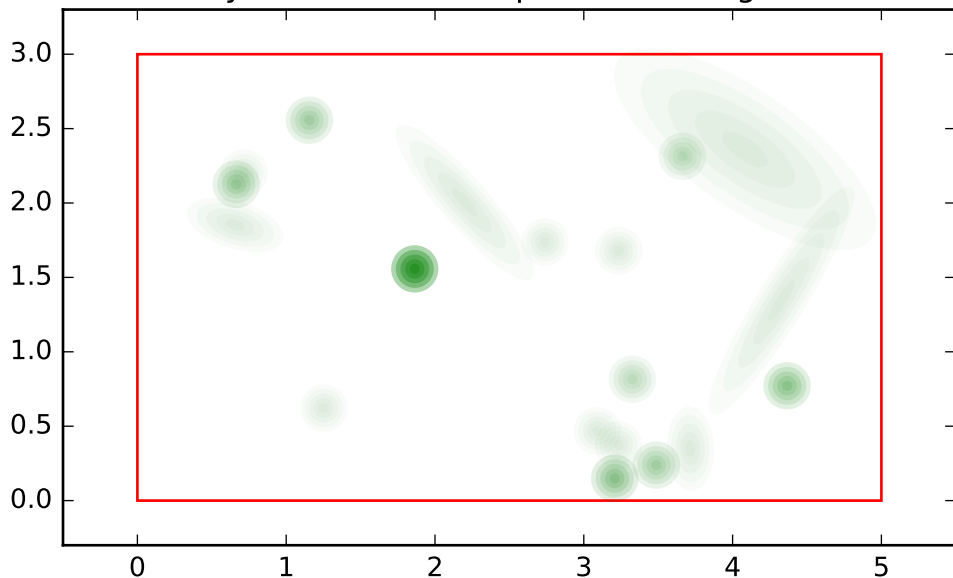
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 0



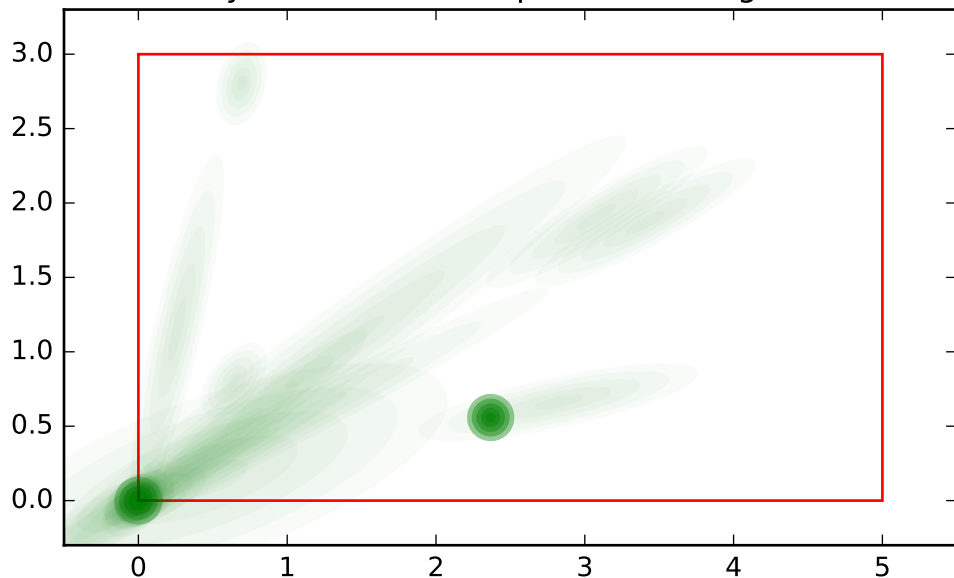
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 1



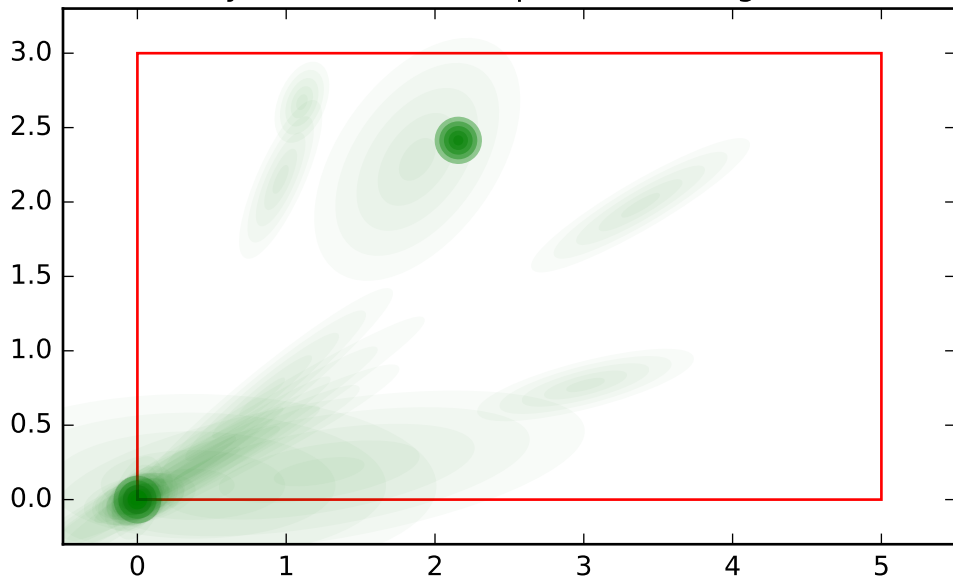
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 2



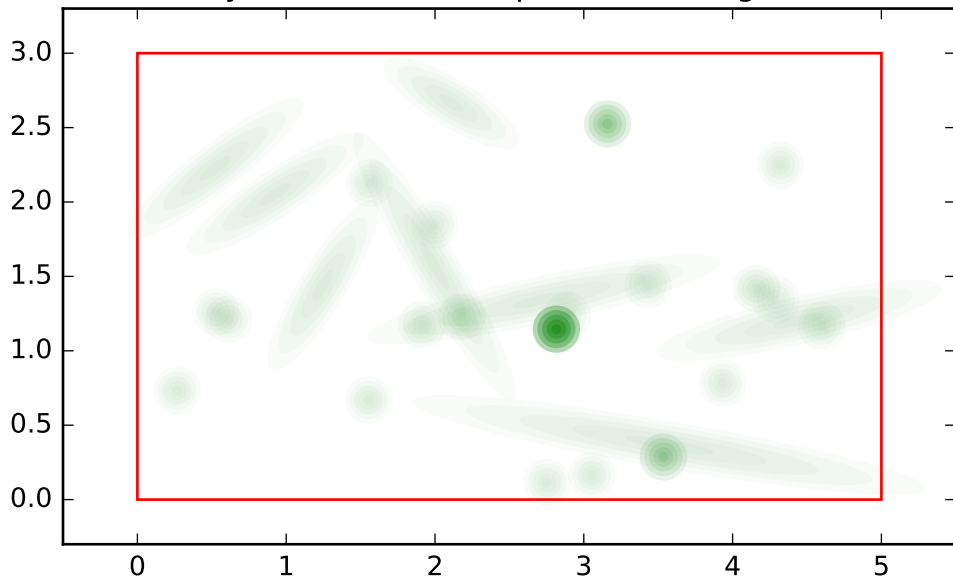
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 3



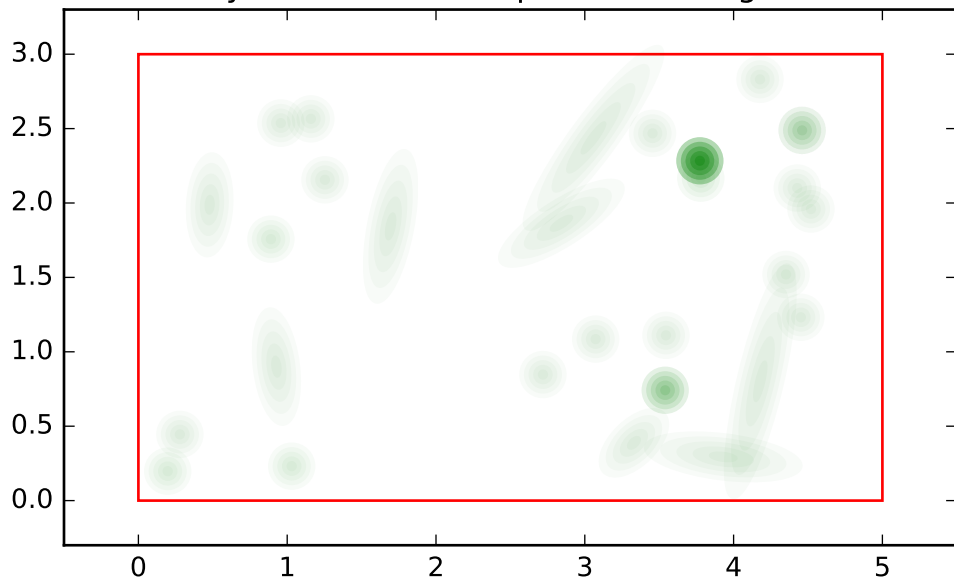
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 4



test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 0

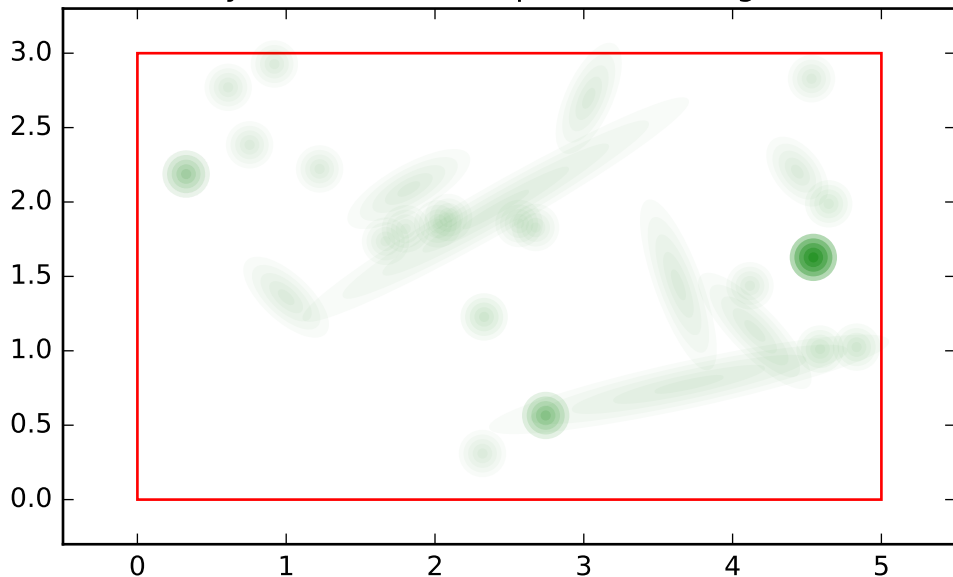


test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 1

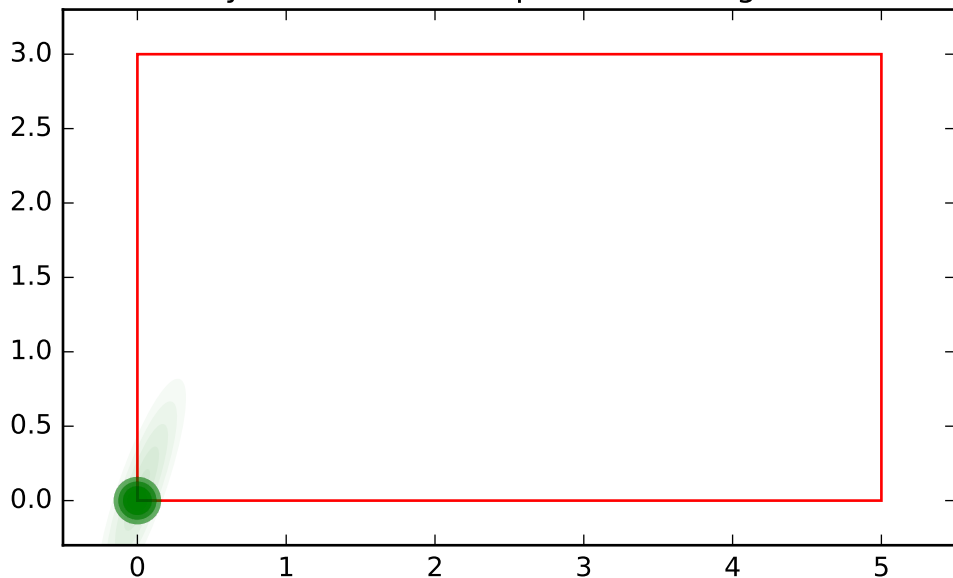




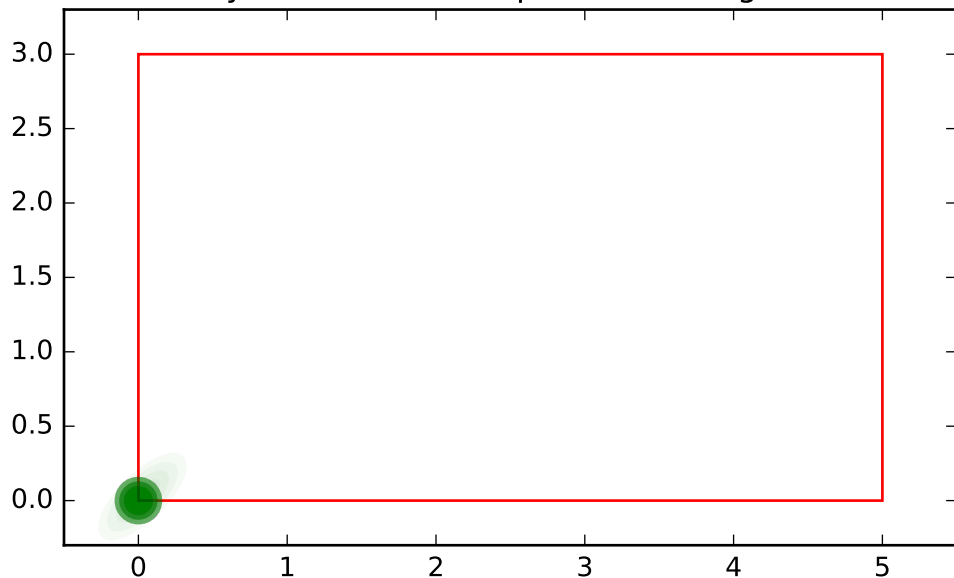
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overlay, variable name: position sibling order: 2



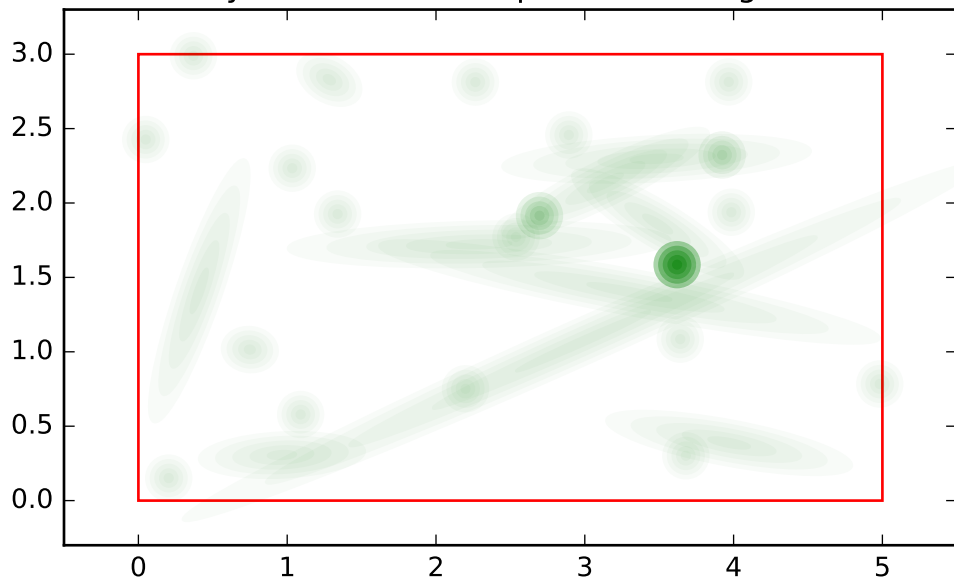
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 3



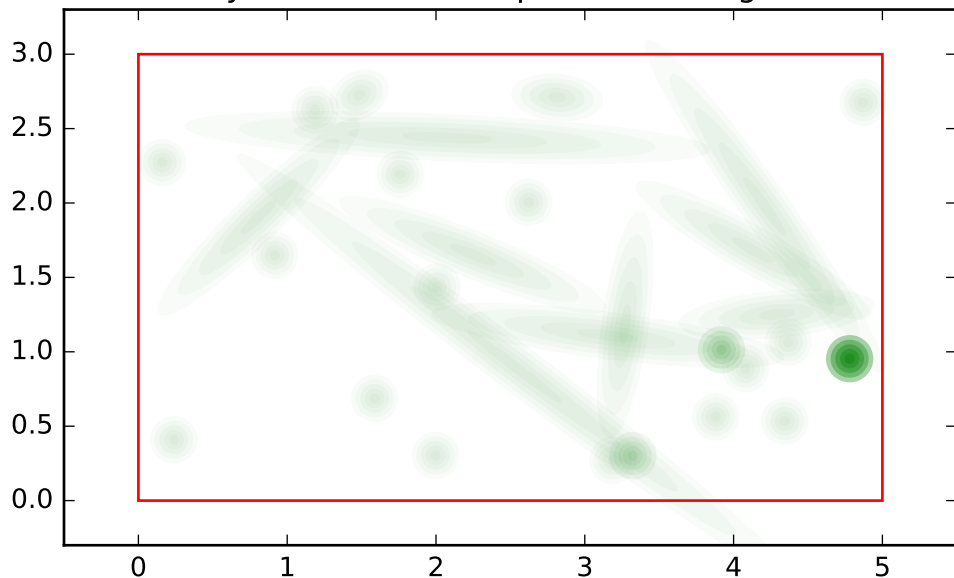
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 4



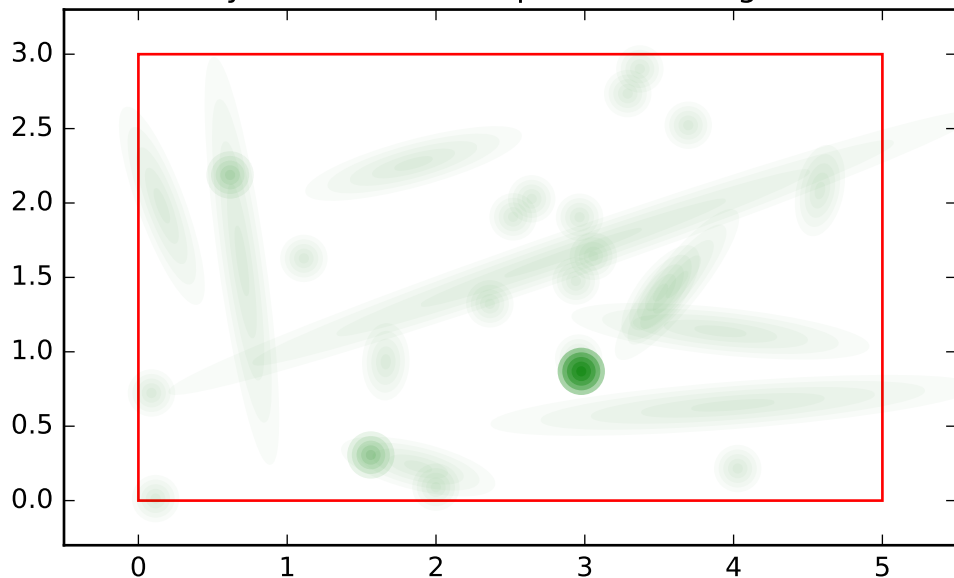
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 0



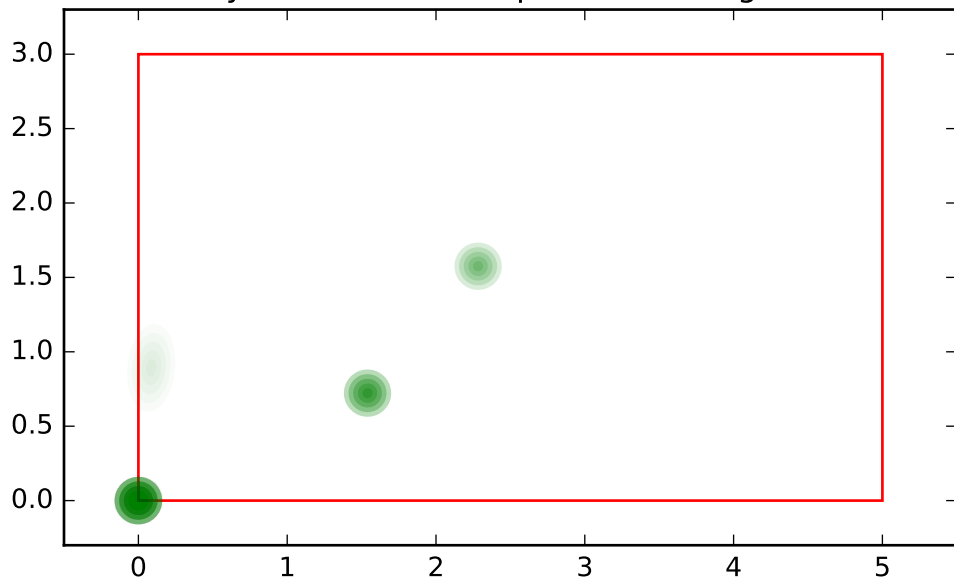
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 1



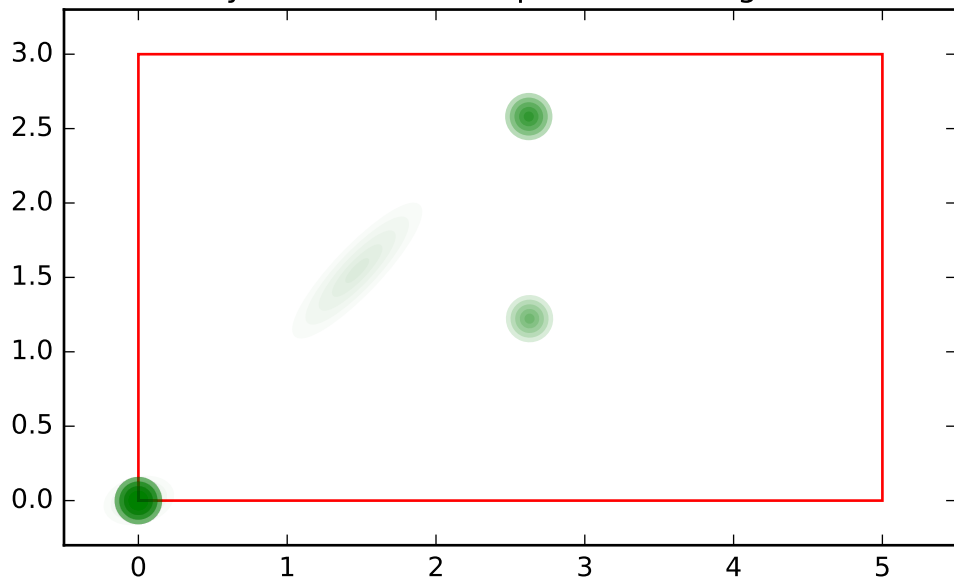
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 2



test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 3

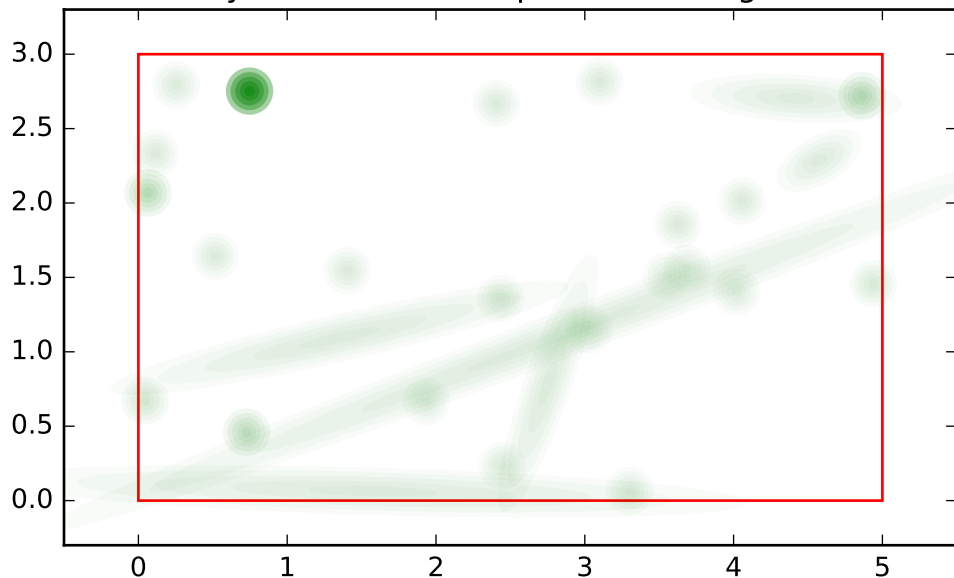


test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 4

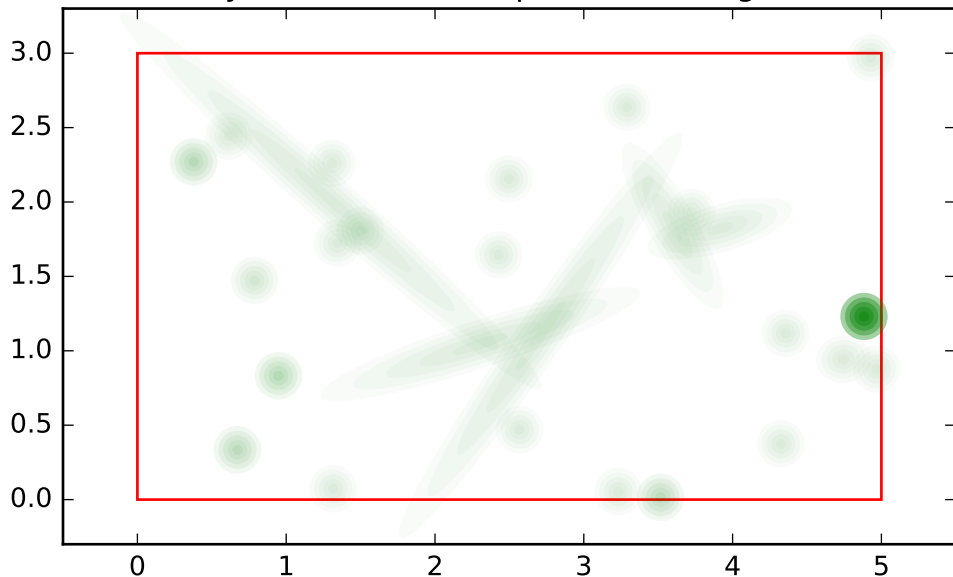




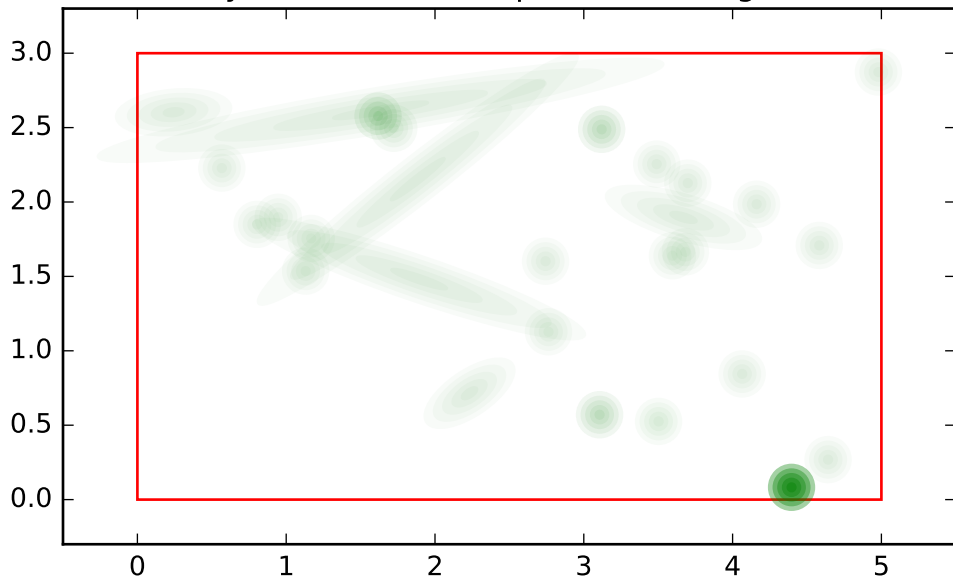
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 0



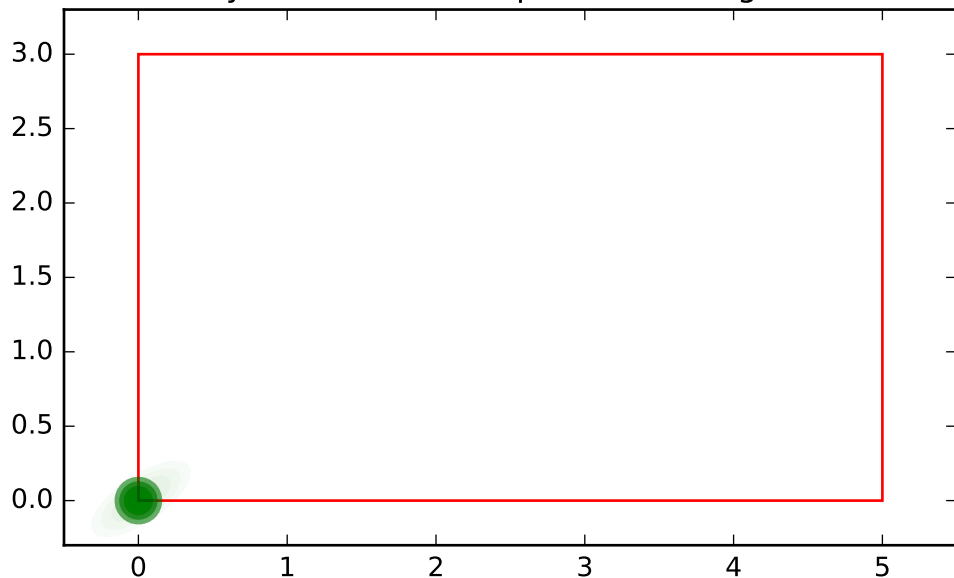
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overlay, variable name: position sibling order: 1



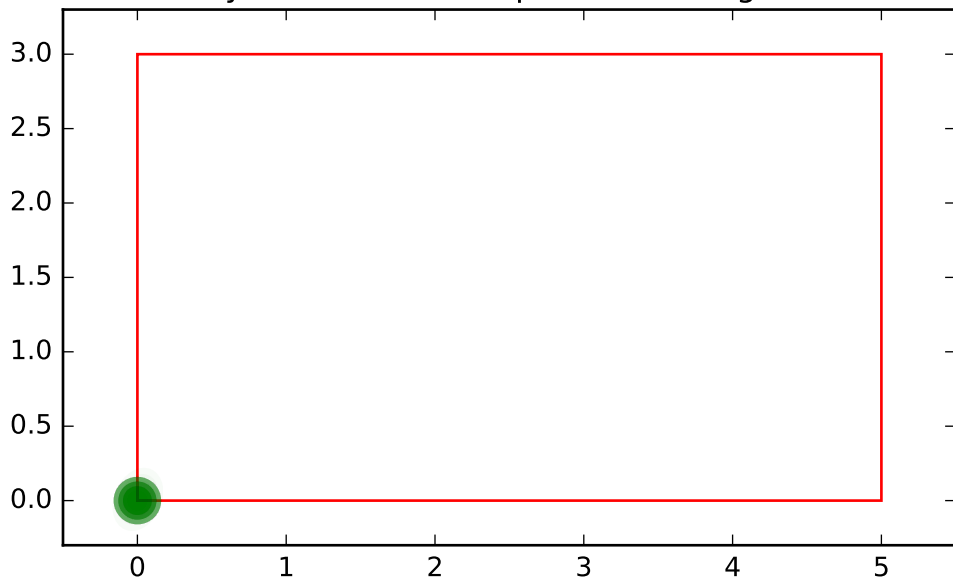
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 2



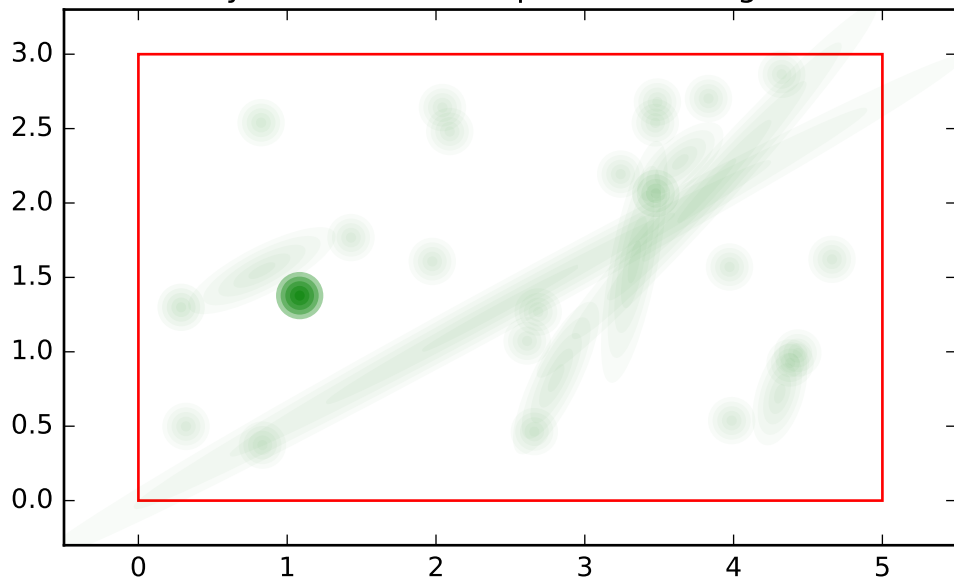
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overlay, variable name: position sibling order: 3



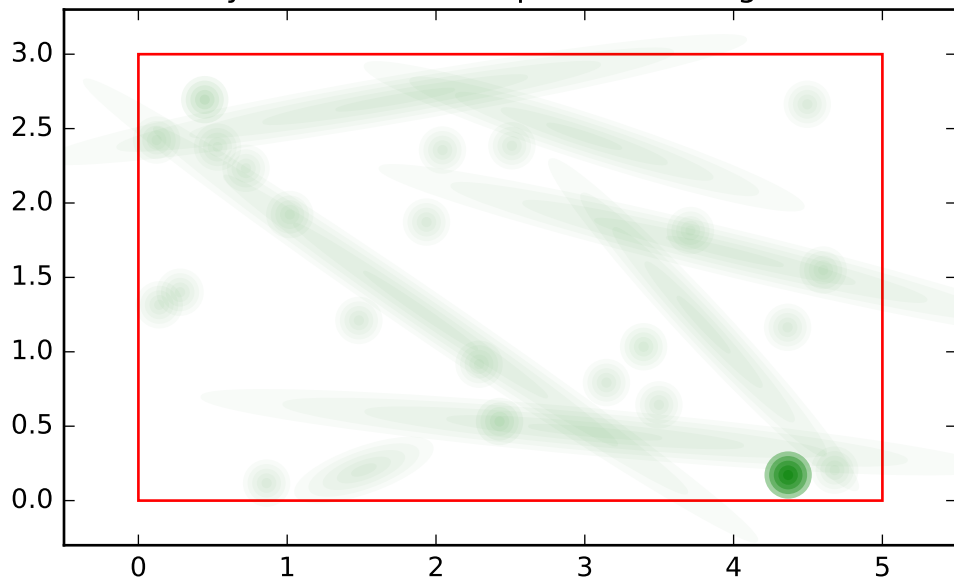
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overlay, variable name: position sibling order: 4



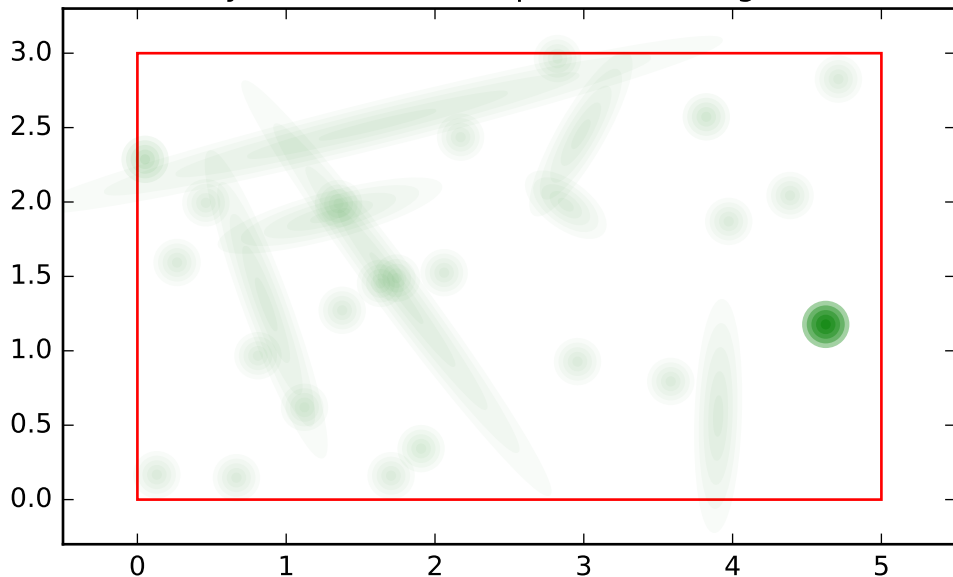
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 0



test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 1

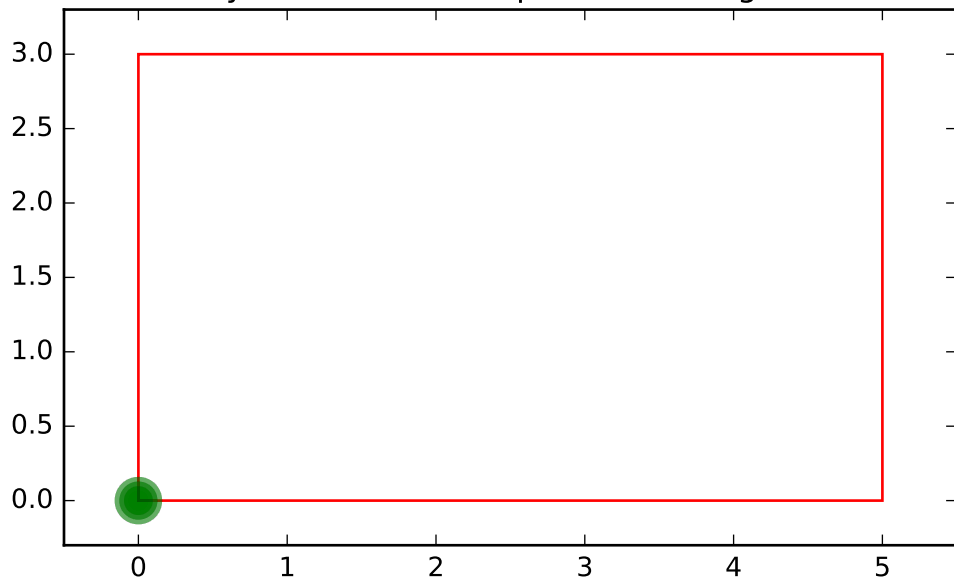


test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 2

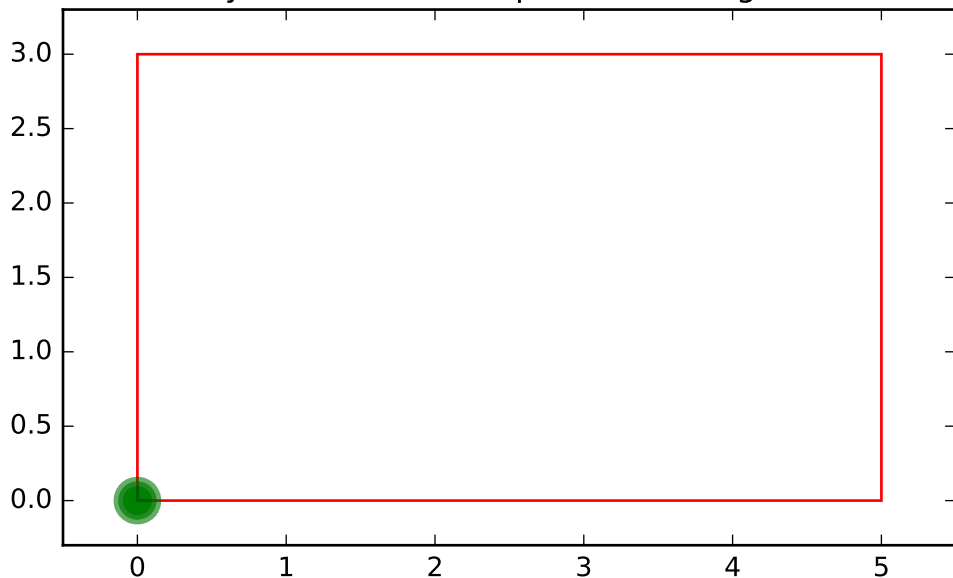




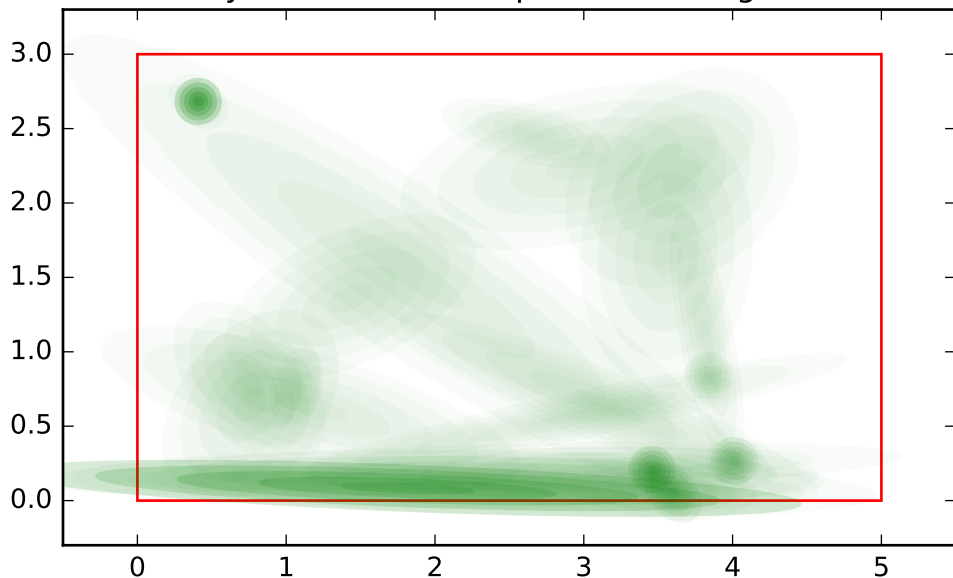
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overlay, variable name: position sibling order: 3



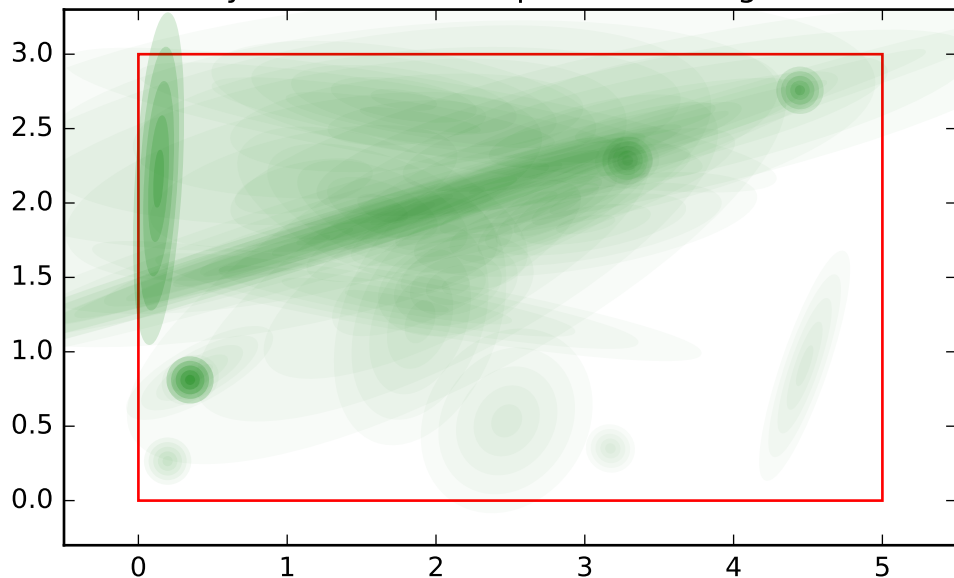
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overlay, variable name: position sibling order: 4



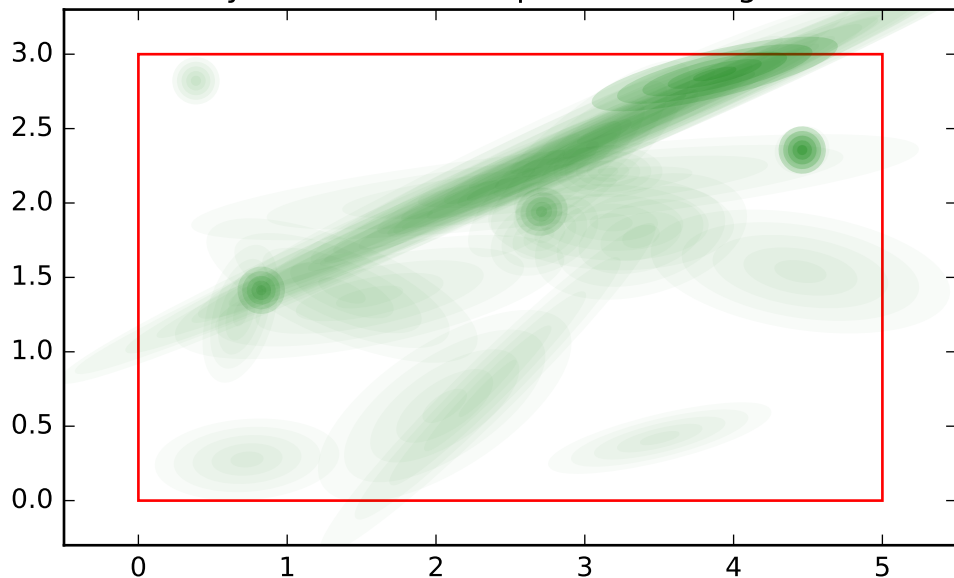
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overlay, variable name: position sibling order: 0



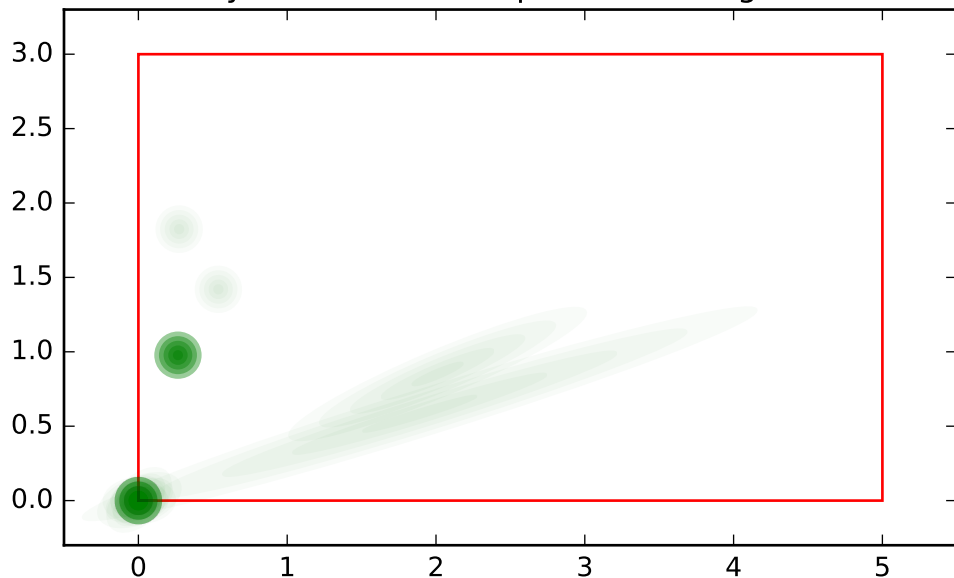
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 1



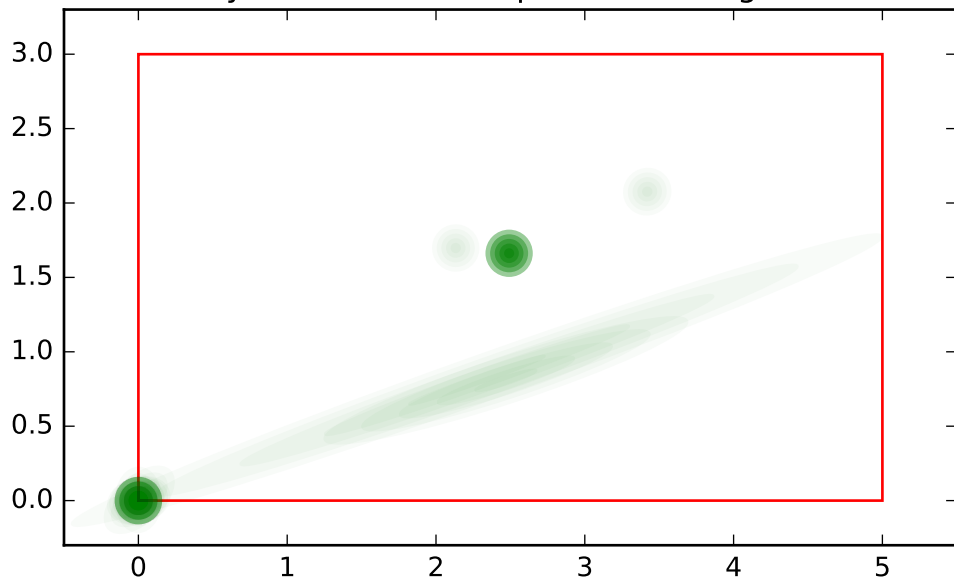
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overlay, variable name: position sibling order: 2



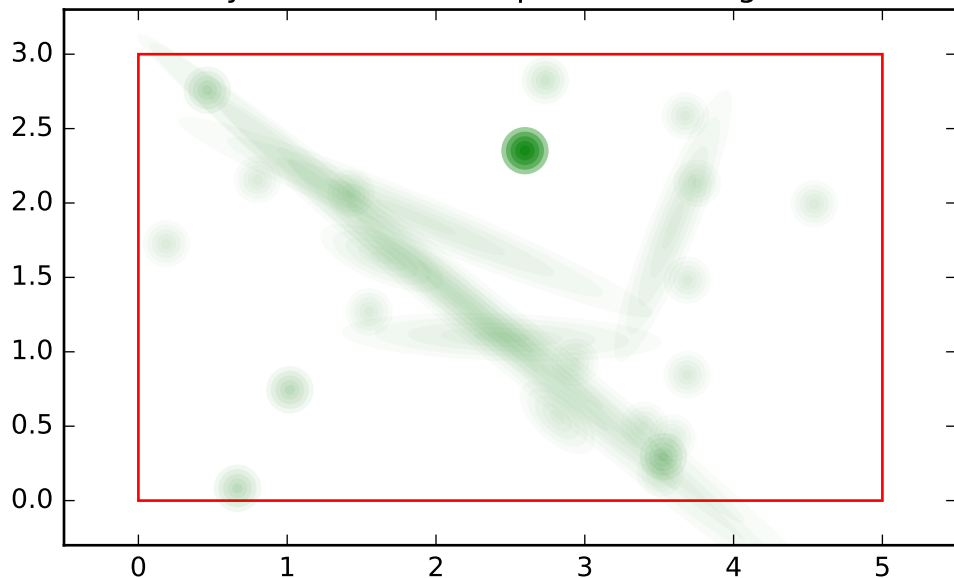
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overlay, variable name: position sibling order: 3



test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 4

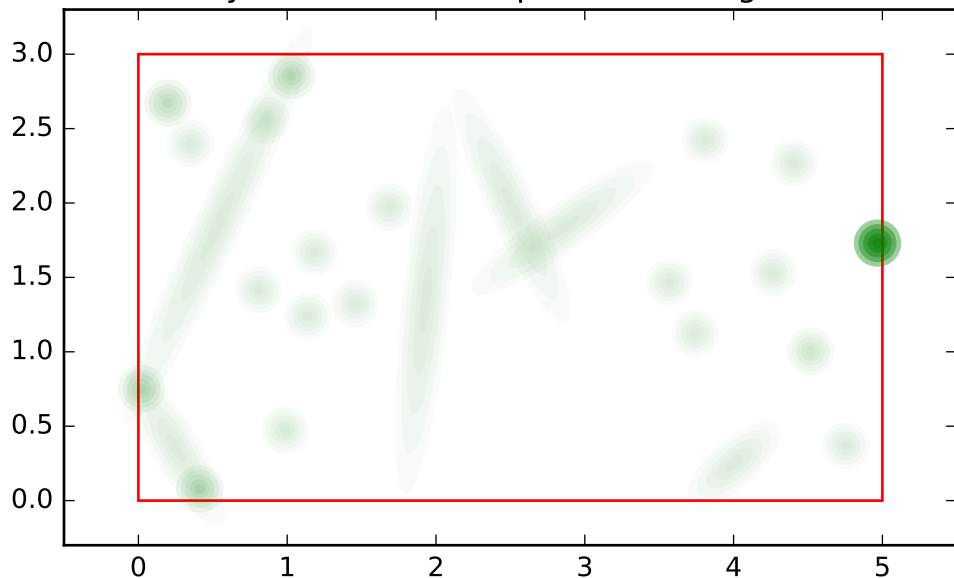


test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 0

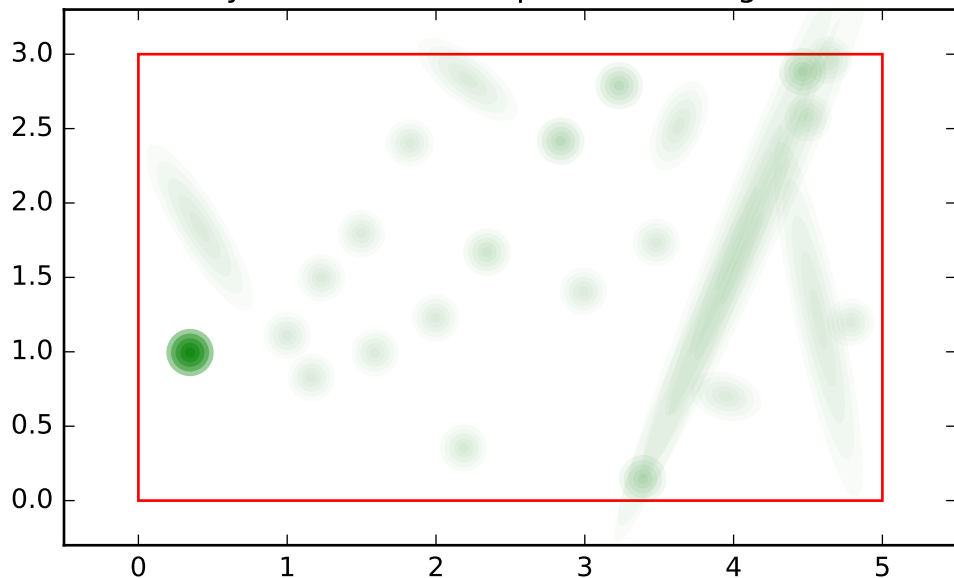




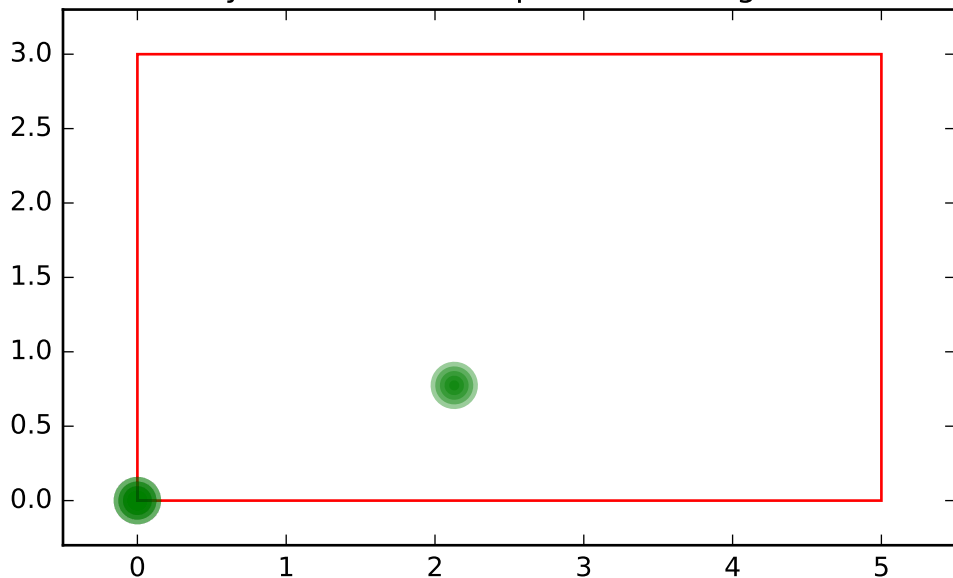
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 1



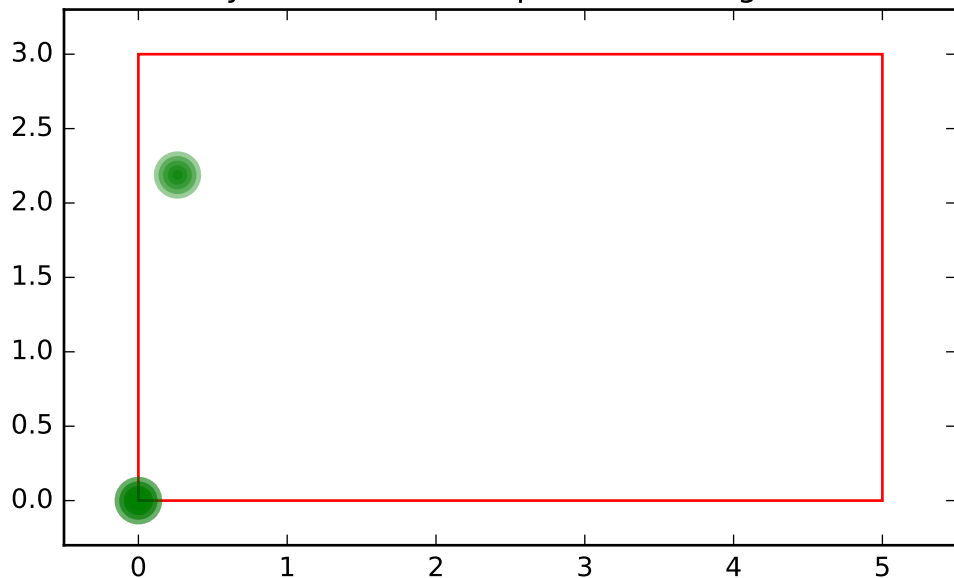
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overlay, variable name: position sibling order: 2



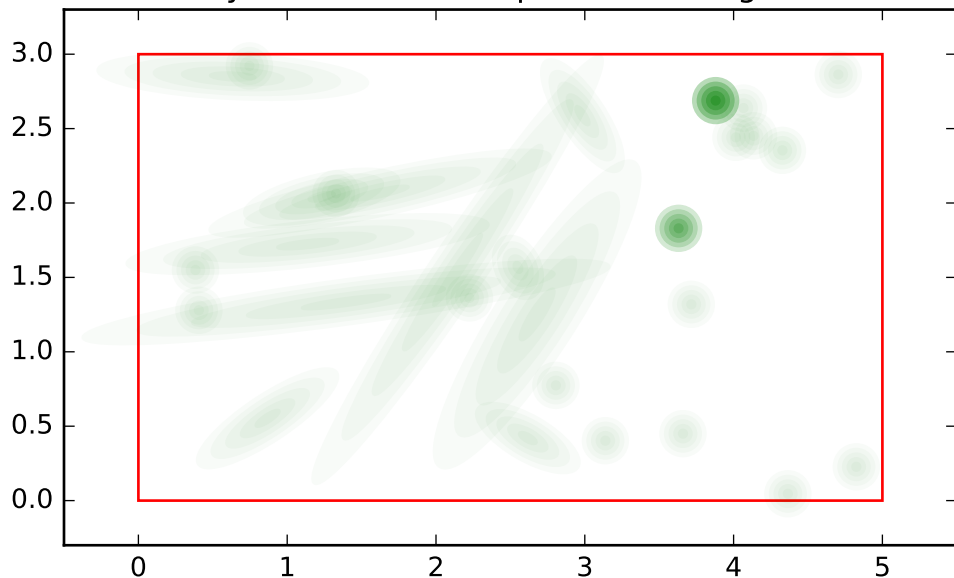
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 3



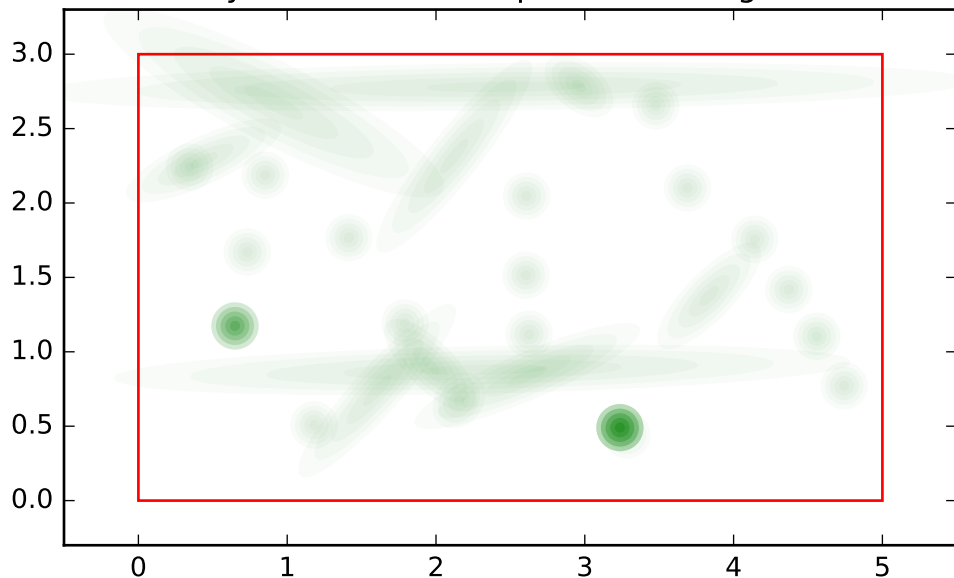
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 4



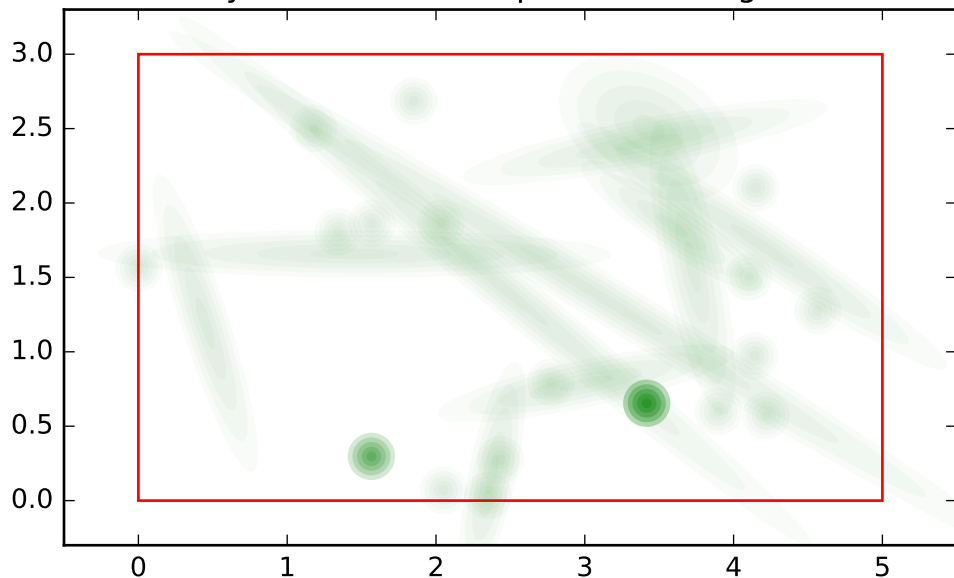
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overlay, variable name: position sibling order: 0



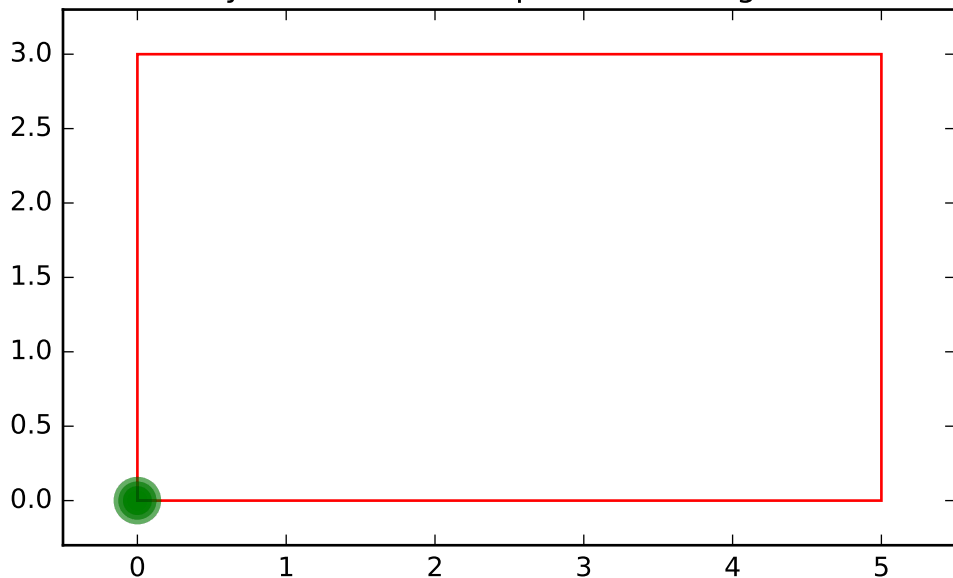
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 1



test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 2

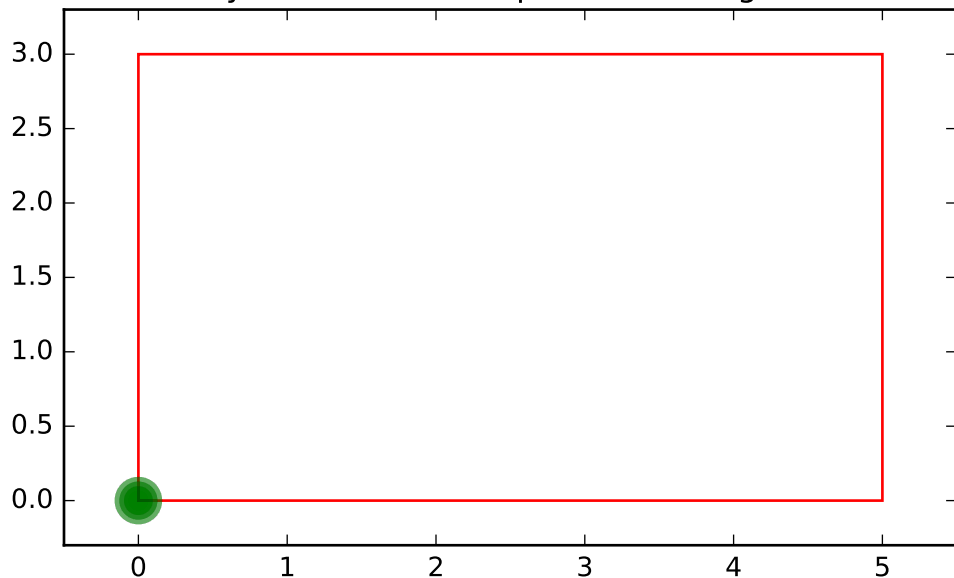


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overlay, variable name: position sibling order: 3

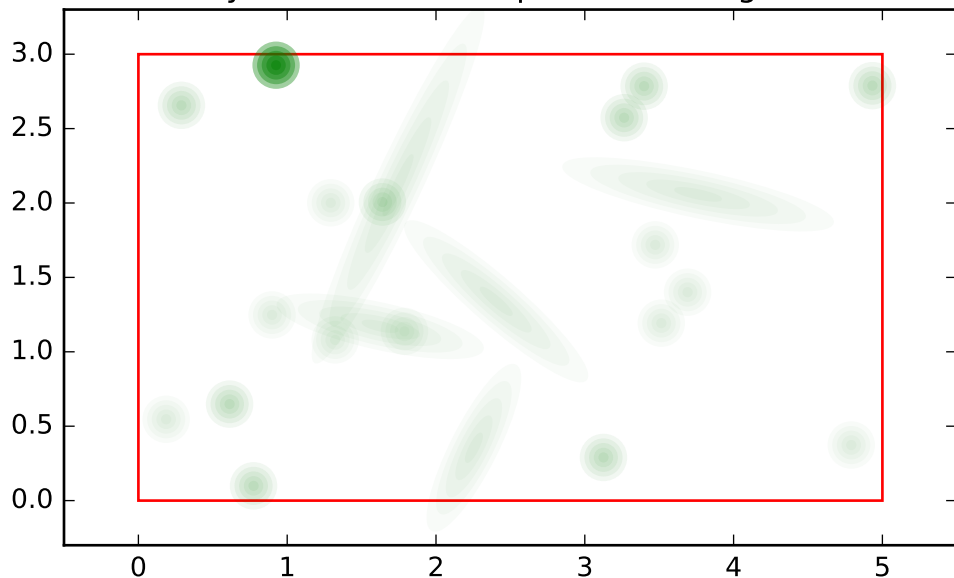




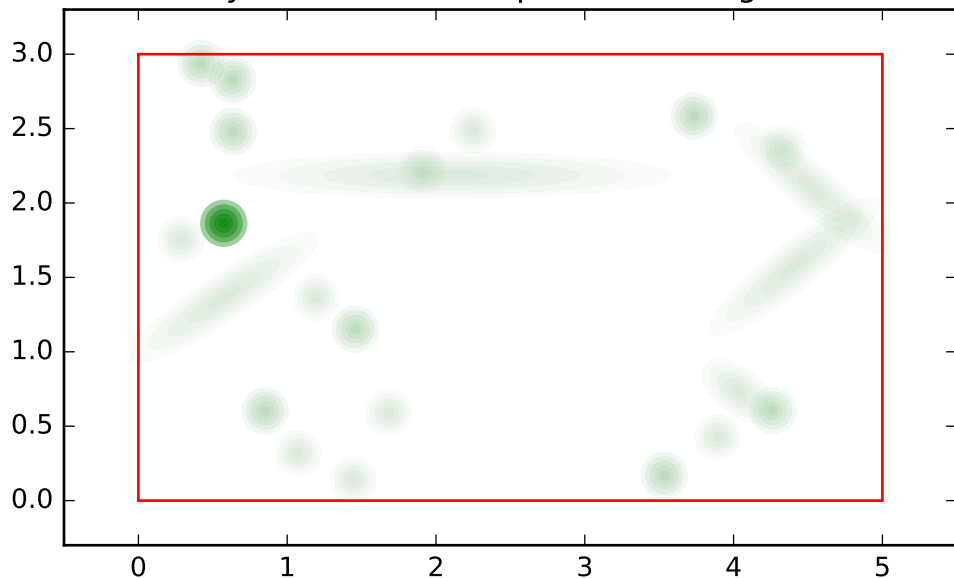
test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 4



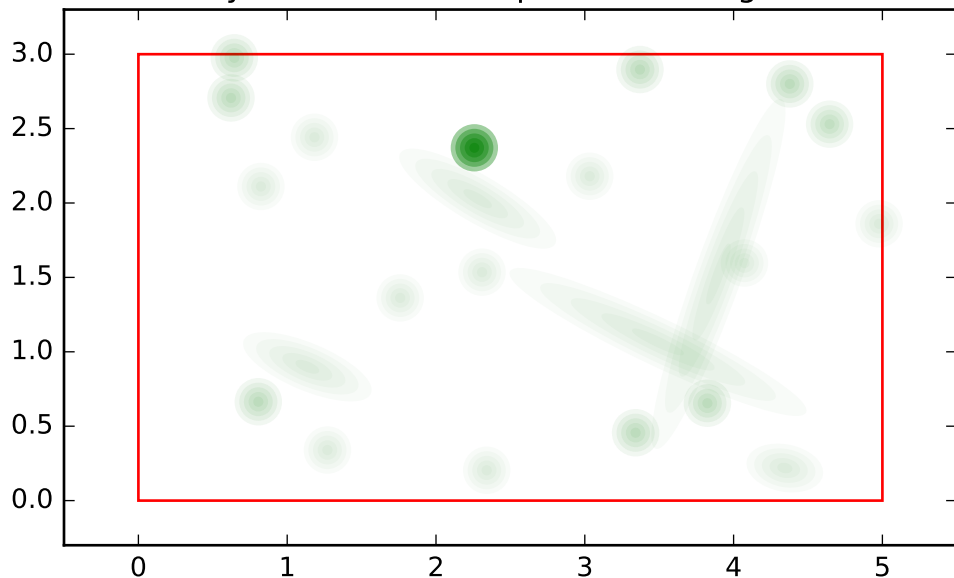
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overlay, variable name: position sibling order: 0



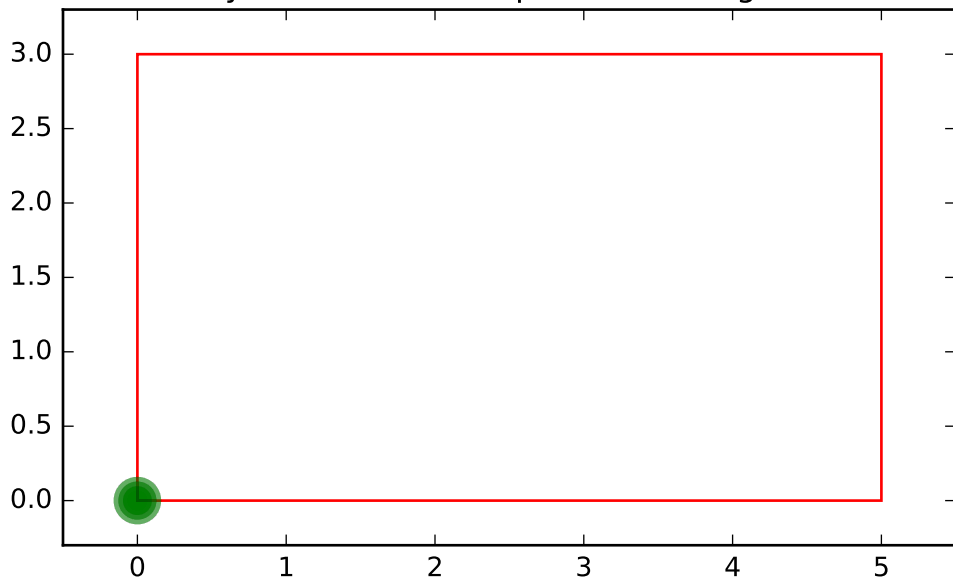
test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 1



test for fitness order, fitness target distance, polgygon  
overlay, variable name: position sibling order: 2



test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 3



test for fitness order, fitness target distance, polygon  
overlay, variable name: position sibling order: 4

