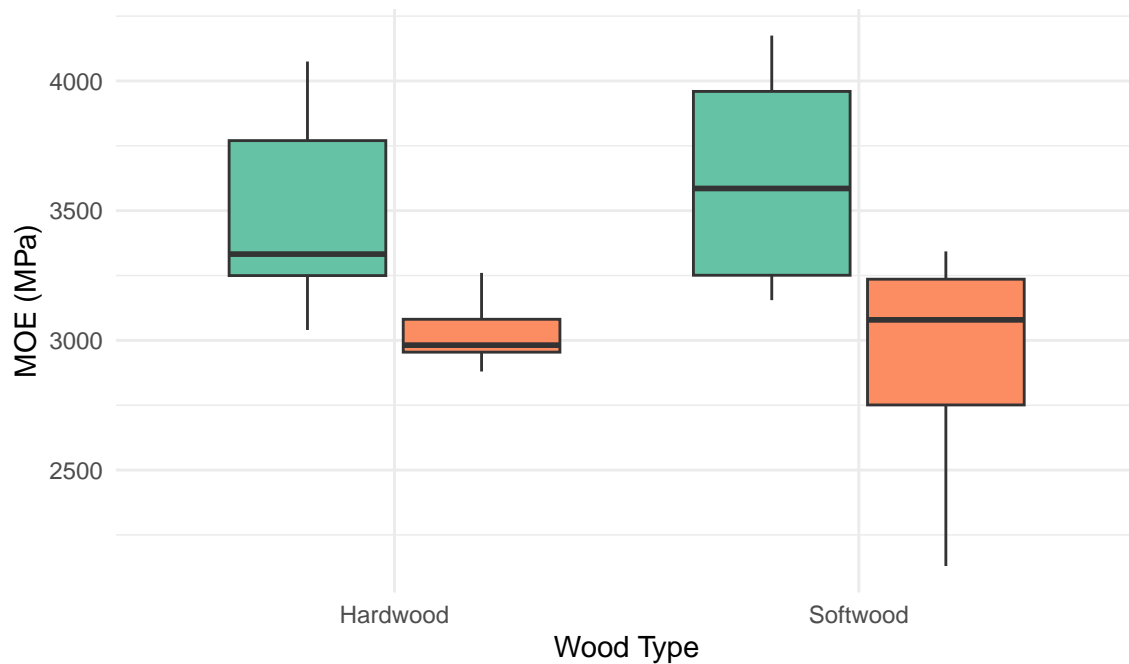
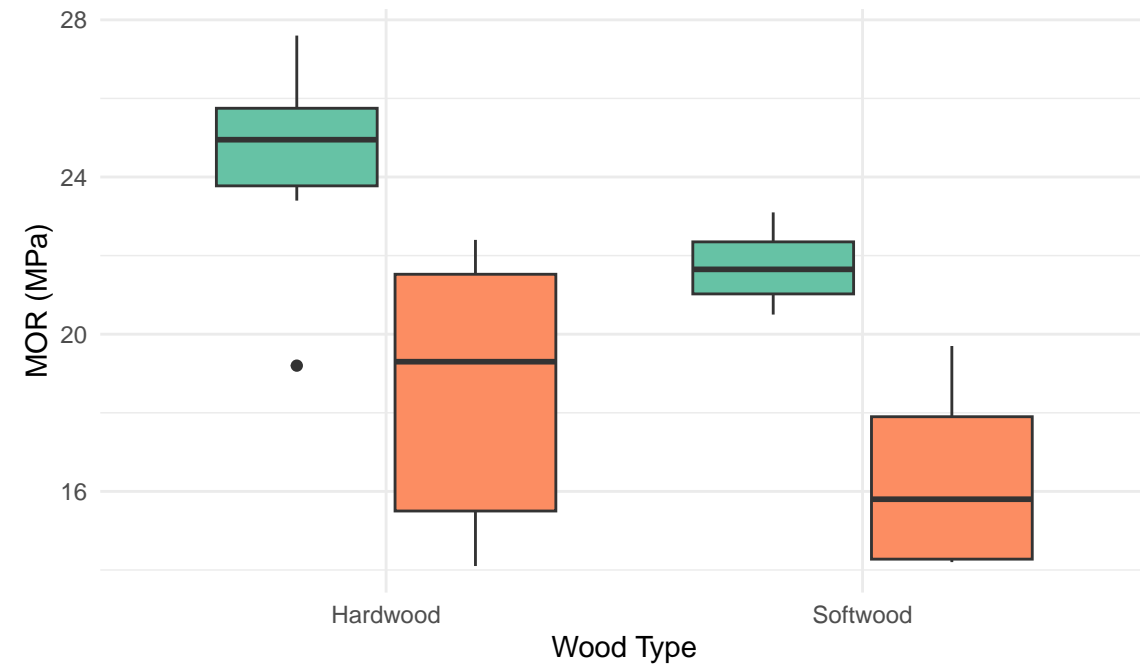


UF_Level high low

MOE: Wood Type x UF Level Interaction



MOR: Wood Type x UF Level Interaction



IB: Wood Type x UF Level Interaction

