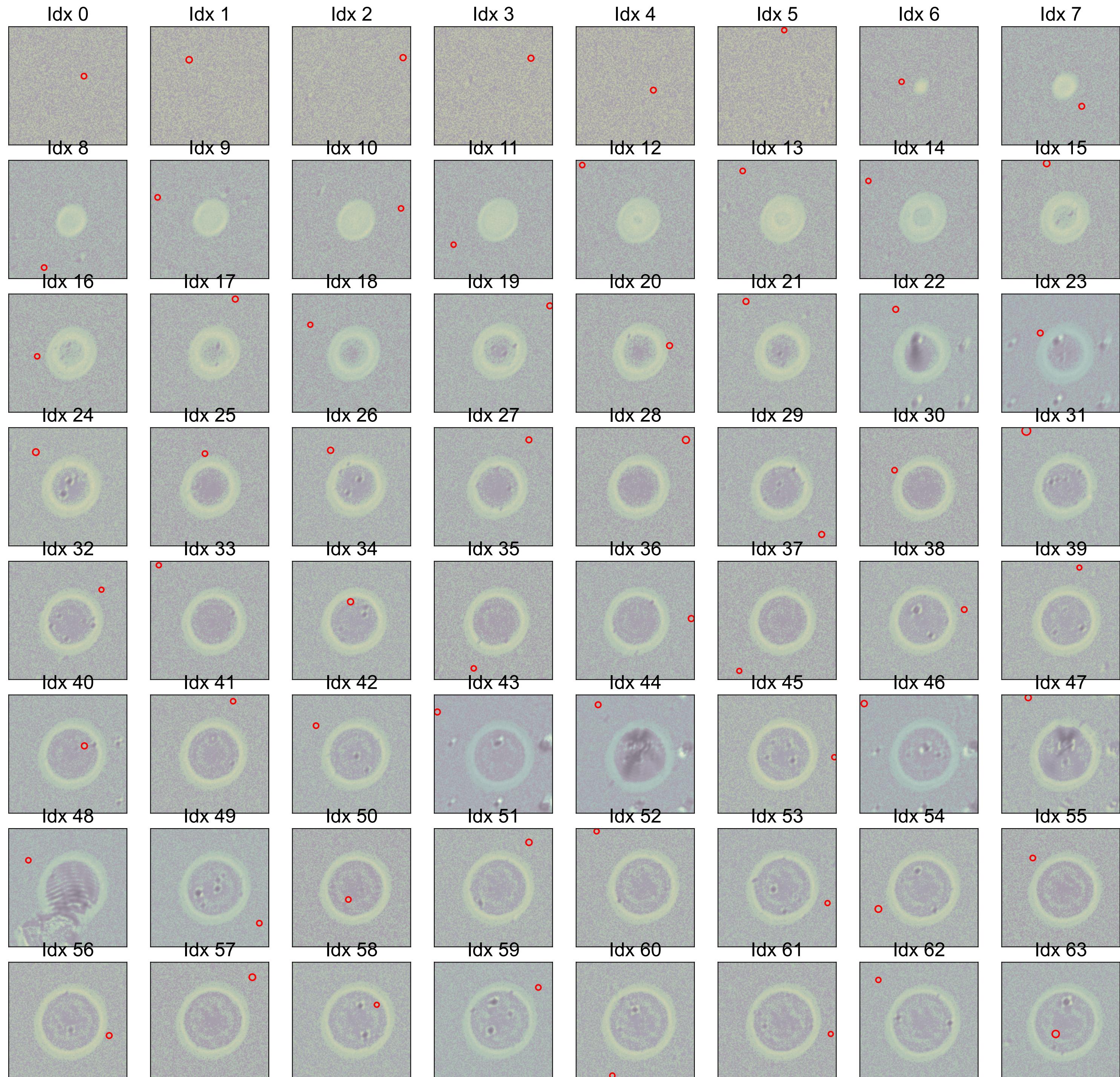


Run 24 - Iterative Threshold Enhancement



Run 25 - Iterative Threshold Enhancement



Run 26 - Iterative Threshold Enhancement



Run 27 - Iterative Threshold Enhancement

