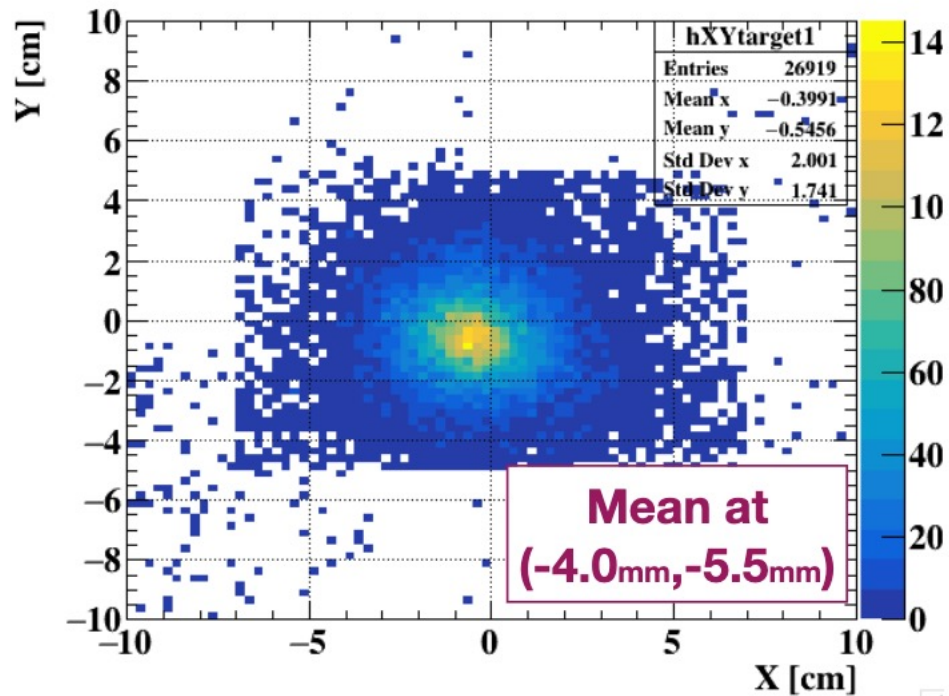


Vertex on Target - Y vs X



Vertex on Target - Y vs X

