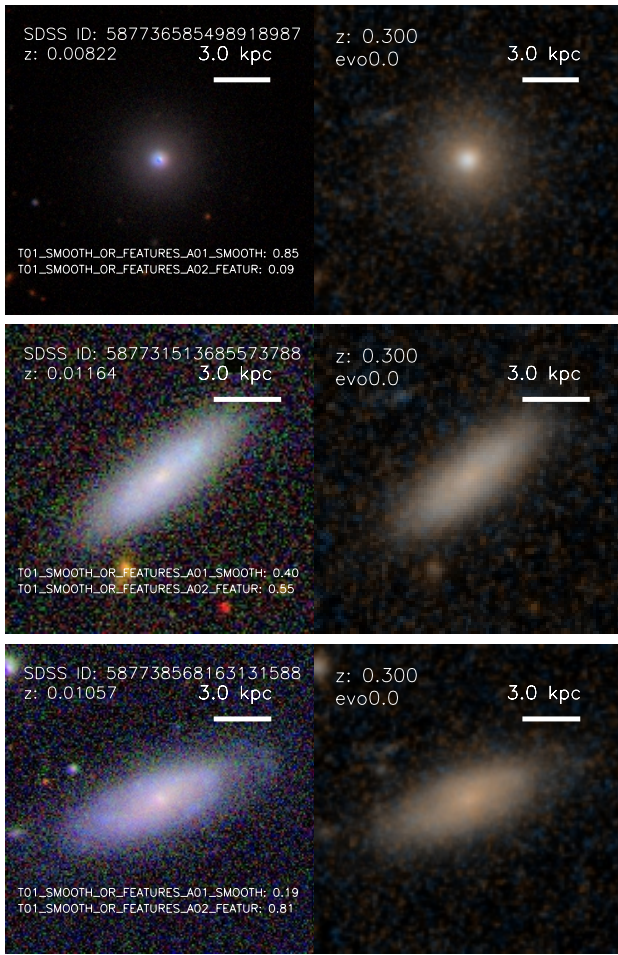
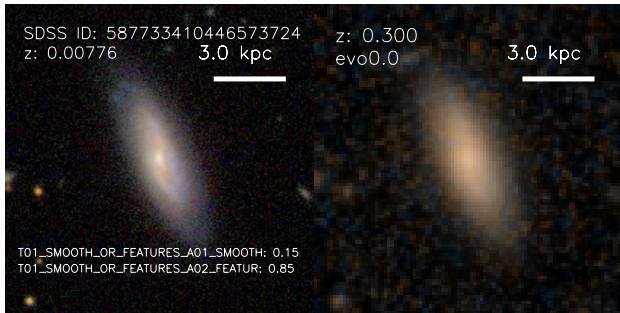
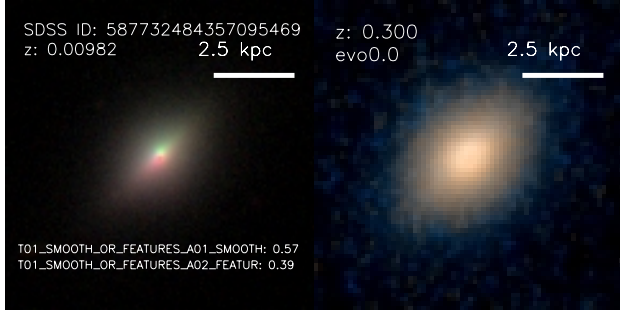
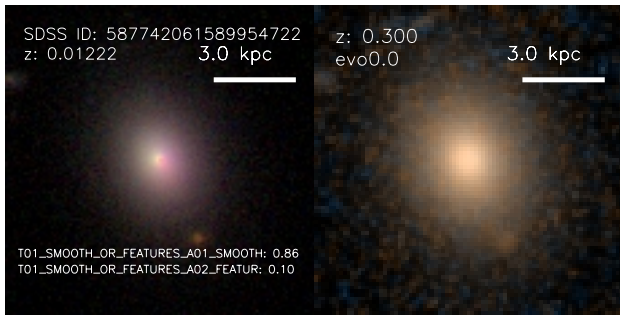


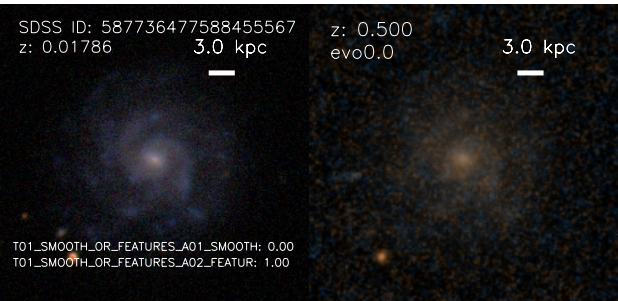
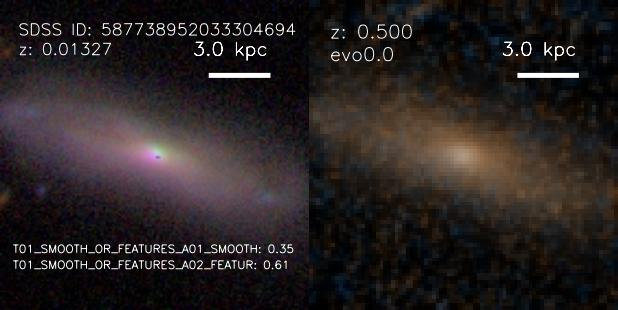
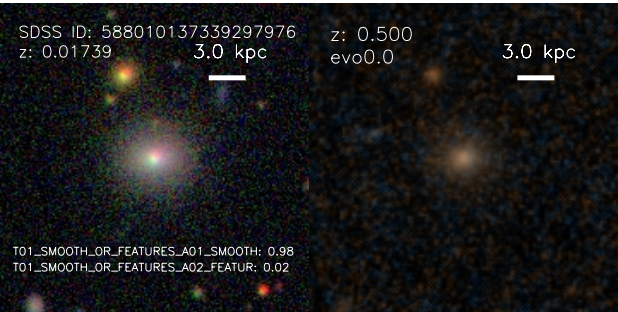
gz2=features; z=0.30; $21.5 < \mu$ (low); evolution=0.0



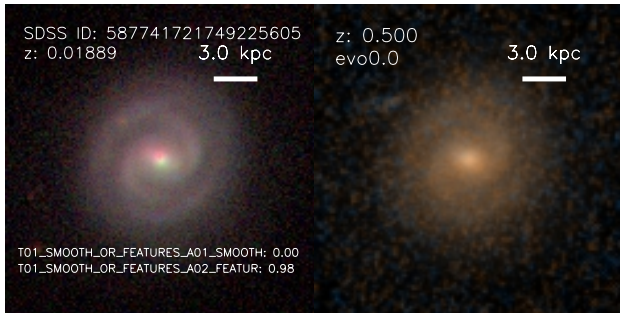
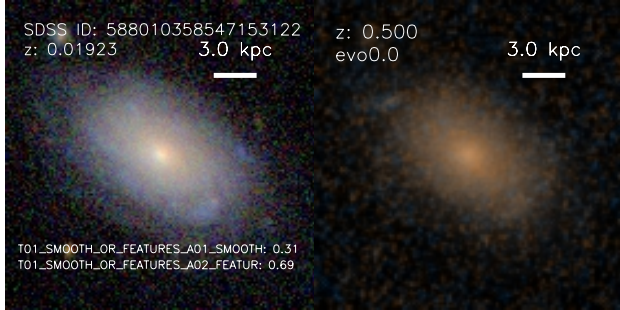
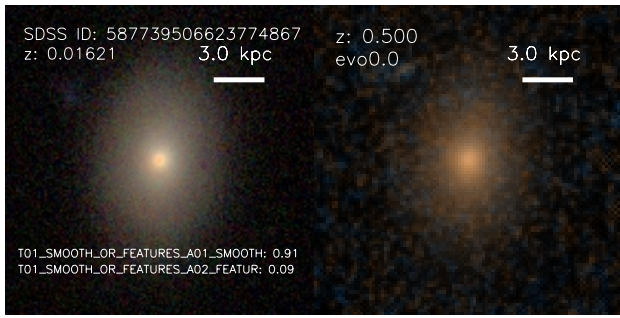
gz2=features; z=0.30; $20.5 < \mu < 21.5$ (mid); evolution=0.0



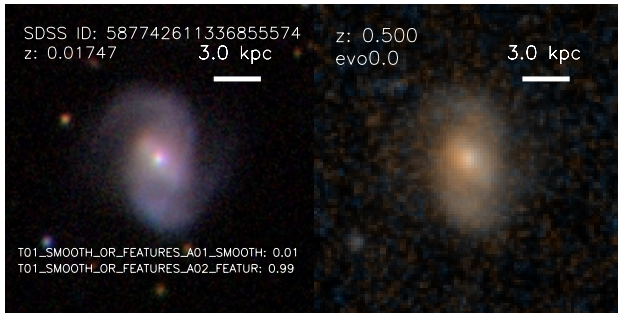
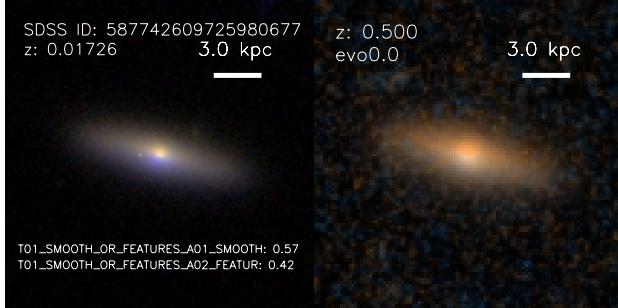
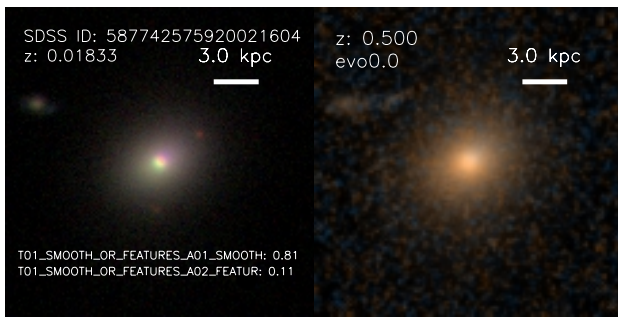
gz2=features; z=0.30; $\mu < 20.5$ (high); evolution=0.0



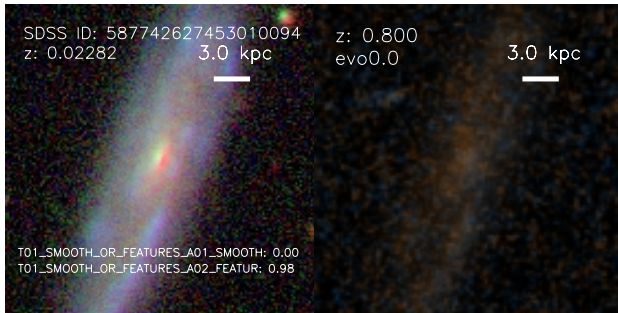
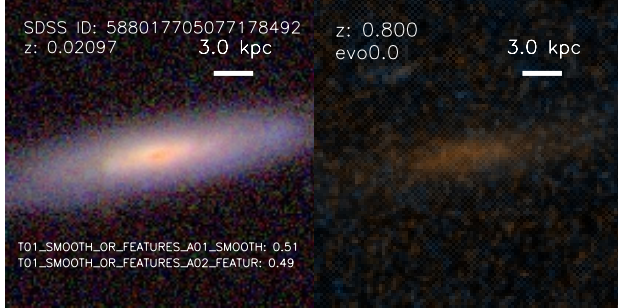
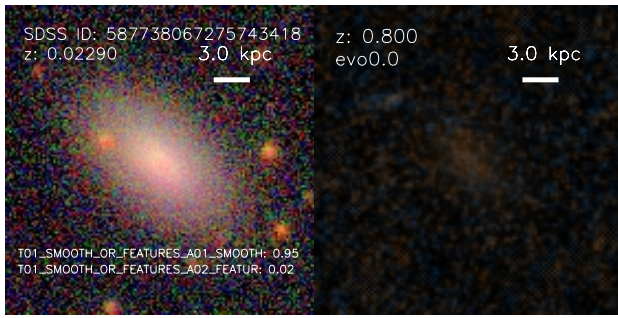
gz2=features; z=0.50; $21.5 < \mu$ (low); evolution=0.0



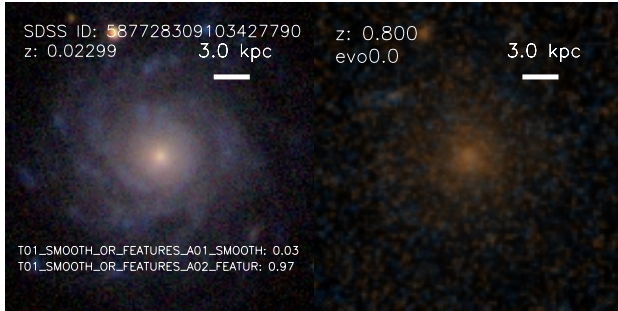
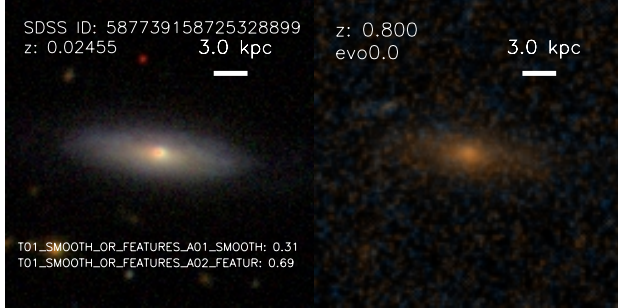
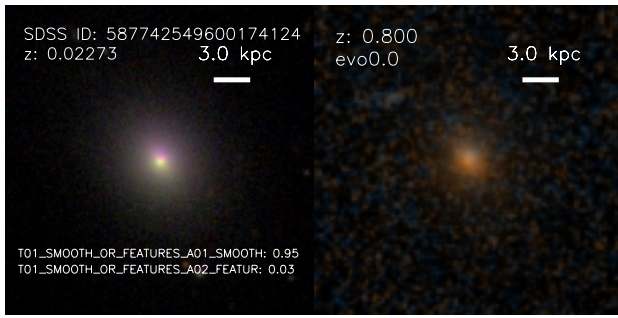
gz2=features; z=0.50; $20.5 < \mu < 21.5$ (mid); evolution=0.0



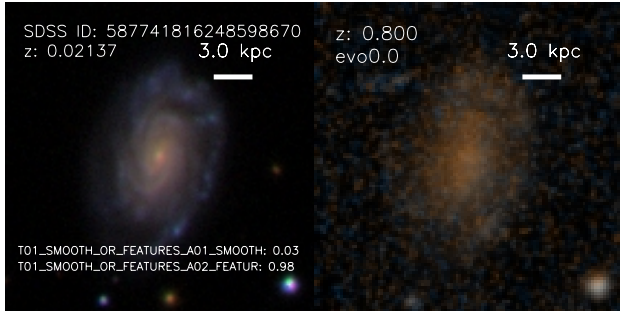
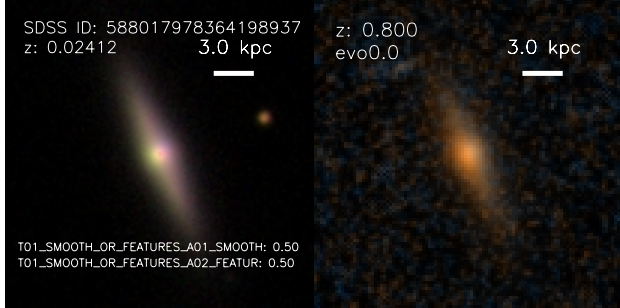
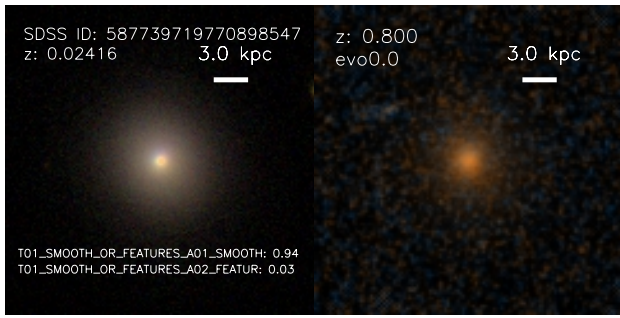
gz2=features; z=0.50; $\mu < 20.5$ (high); evolution=0.0



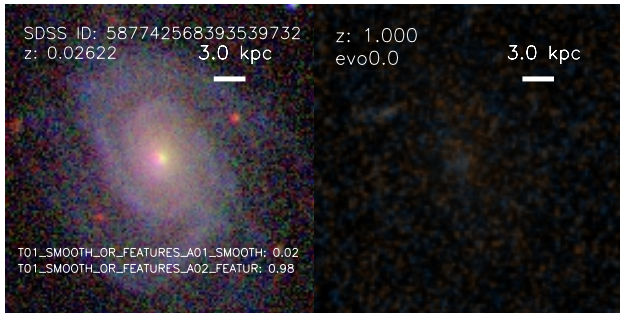
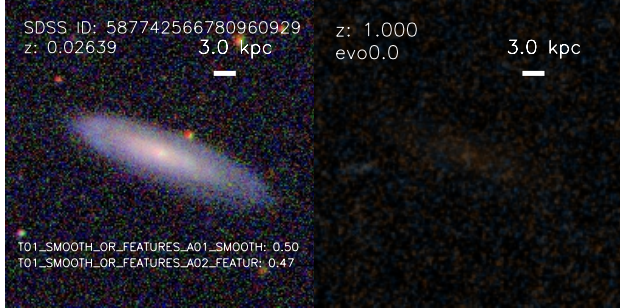
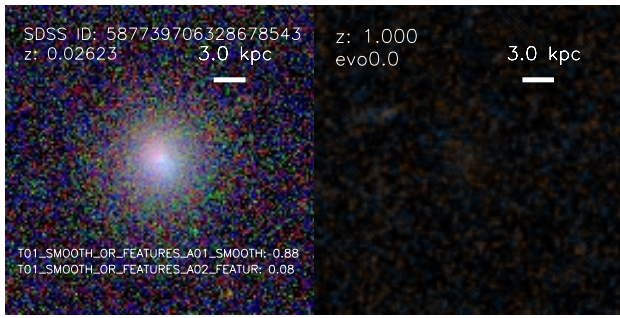
gz2=features; z=0.80; $21.5 < \mu$ (low); evolution=0.0



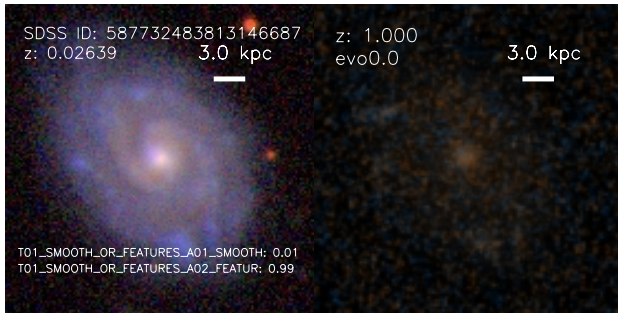
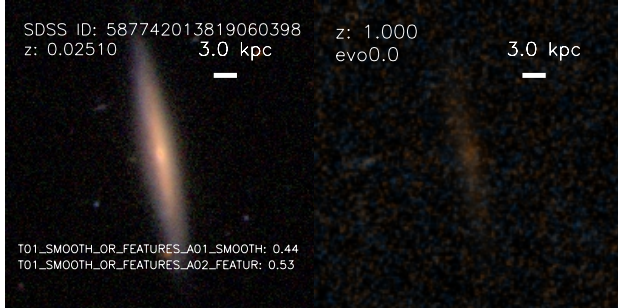
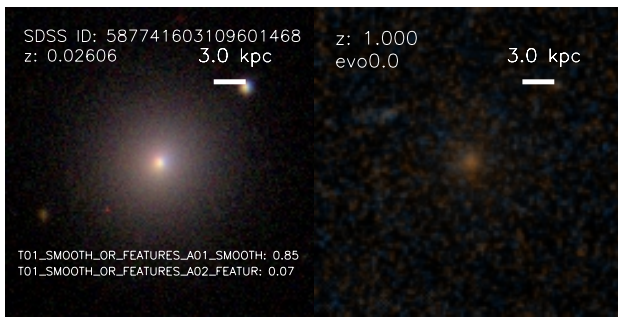
gz2=features; z=0.80; $20.5 < \mu < 21.5$ (mid); evolution=0.0



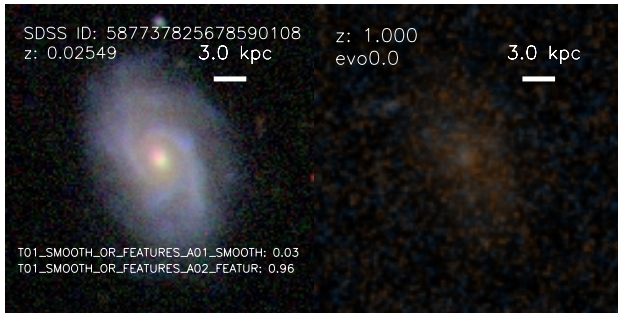
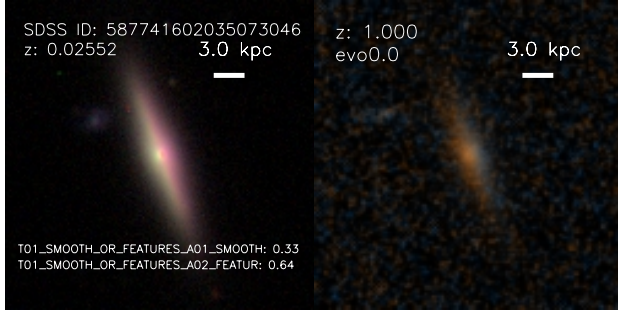
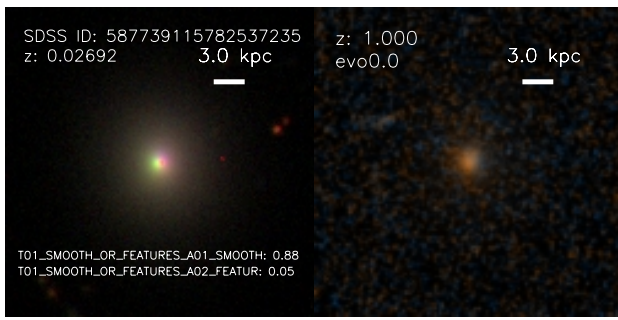
gz2=features; z=0.80; $\mu < 20.5$ (high); evolution=0.0



gz2=features; z=1.00; $21.5 < \mu$ (low); evolution=0.0



gz2=features; z=1.00; $20.5 < \mu < 21.5$ (mid); evolution=0.0



gz2=features; z=1.00; $\mu < 20.5$ (high); evolution=0.0