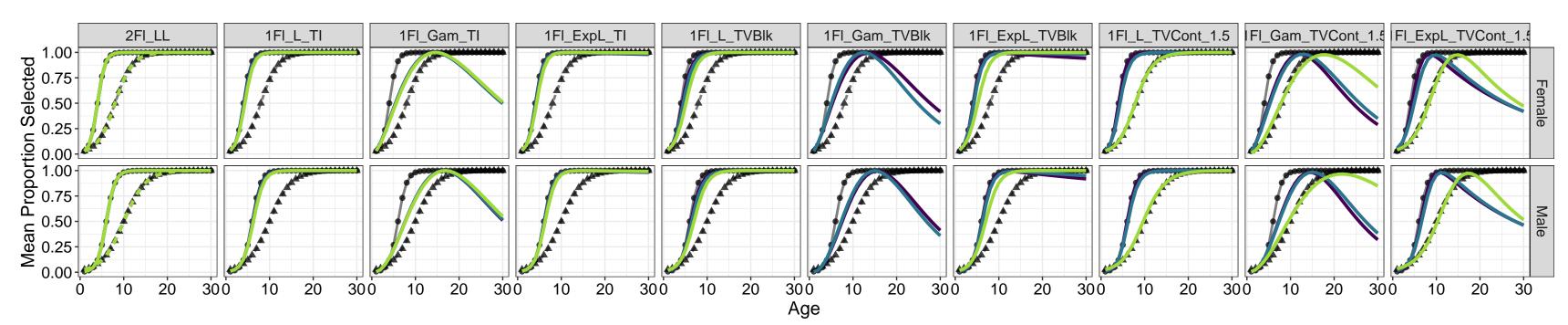
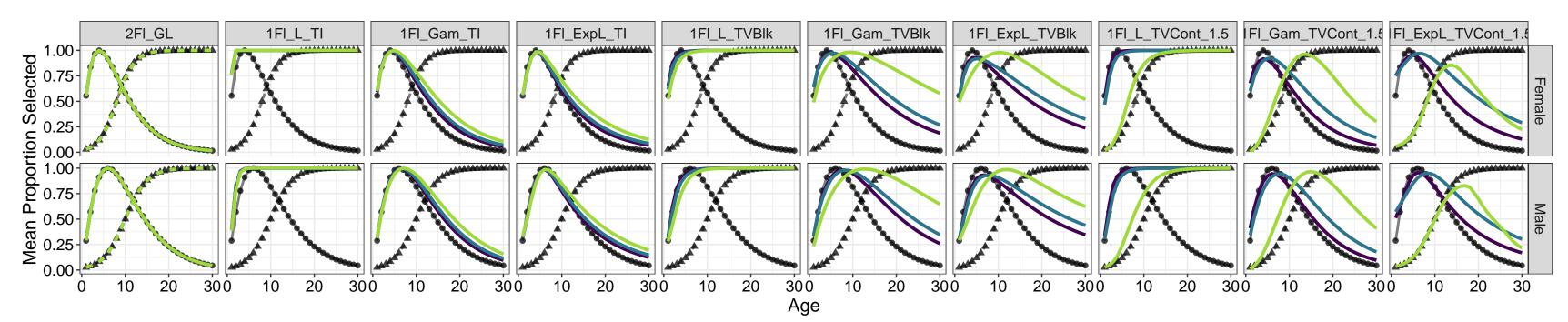


Slow_LL_DatHigh

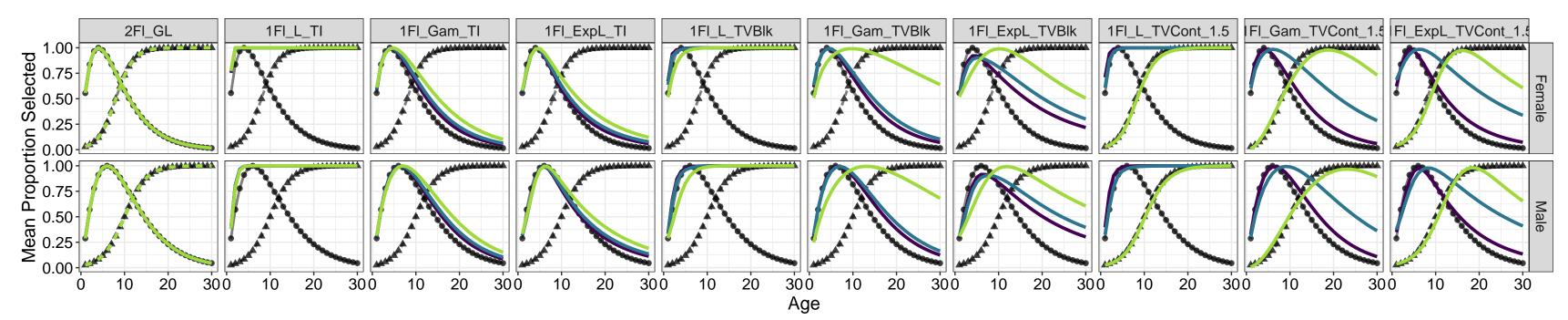




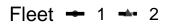


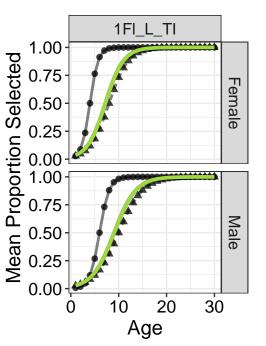


Fleet - 1 - 2

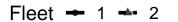


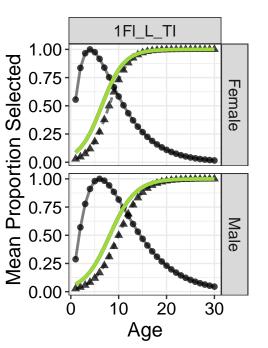
ShortFast_LL_DatHigh





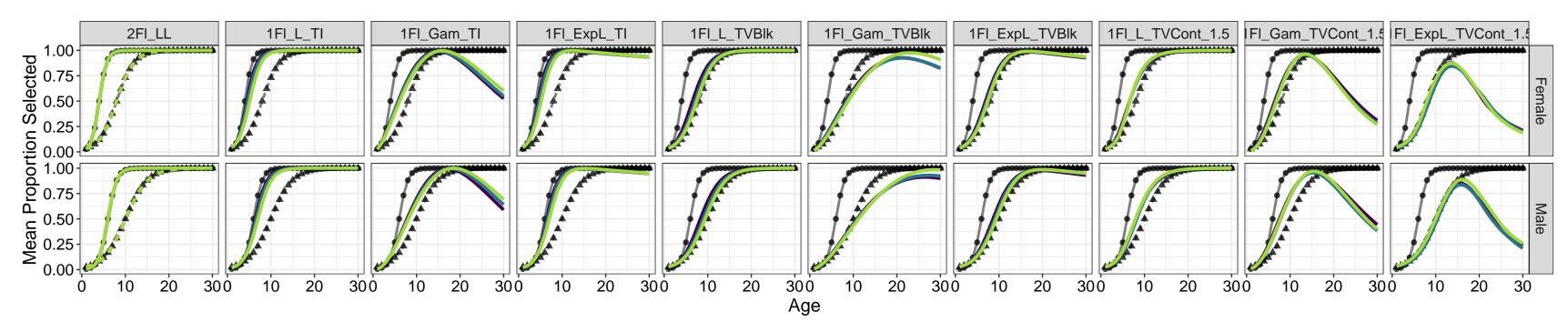
ShortFast_GL_DatHigh





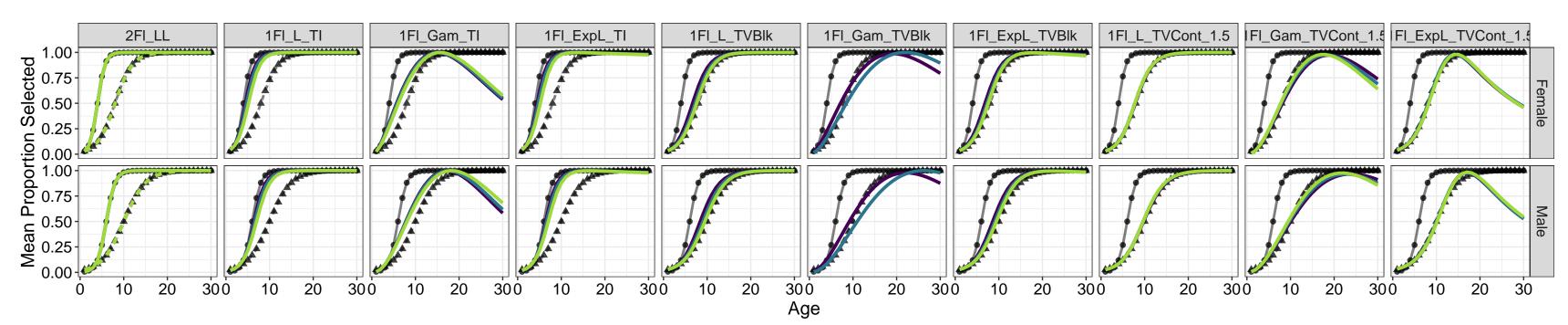
Fast_LL_DatLow





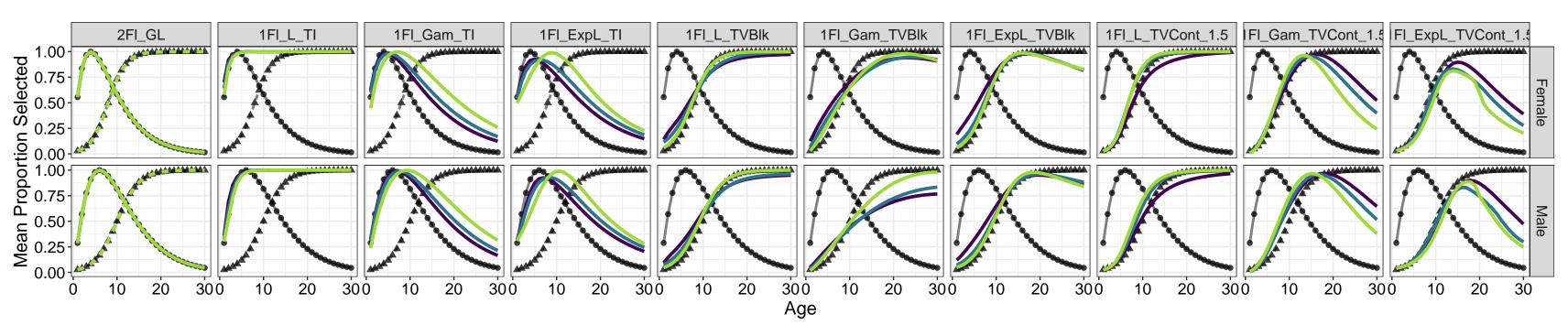
Fast_LL_DatHigh





Fast_GL_DatLow





Fast_GL_DatHigh



