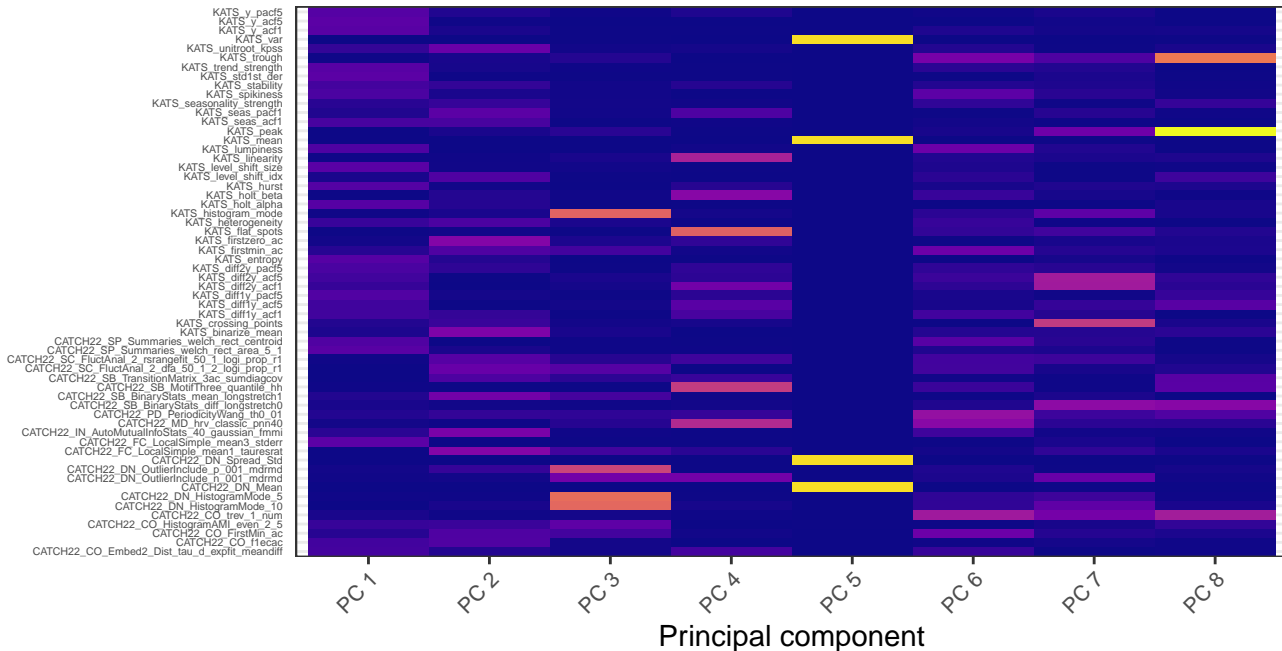


# Variable loadings onto principal components

Variable



Component loading



5 10 15 20 25