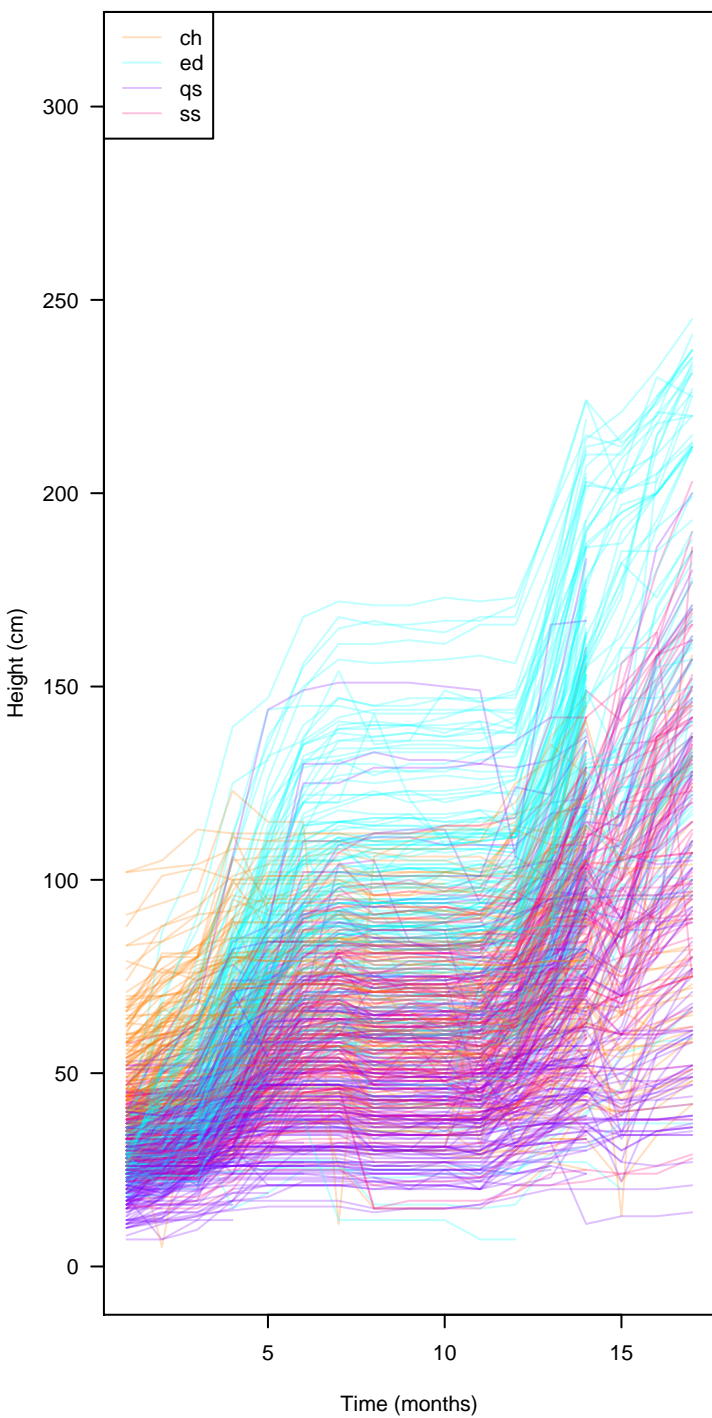
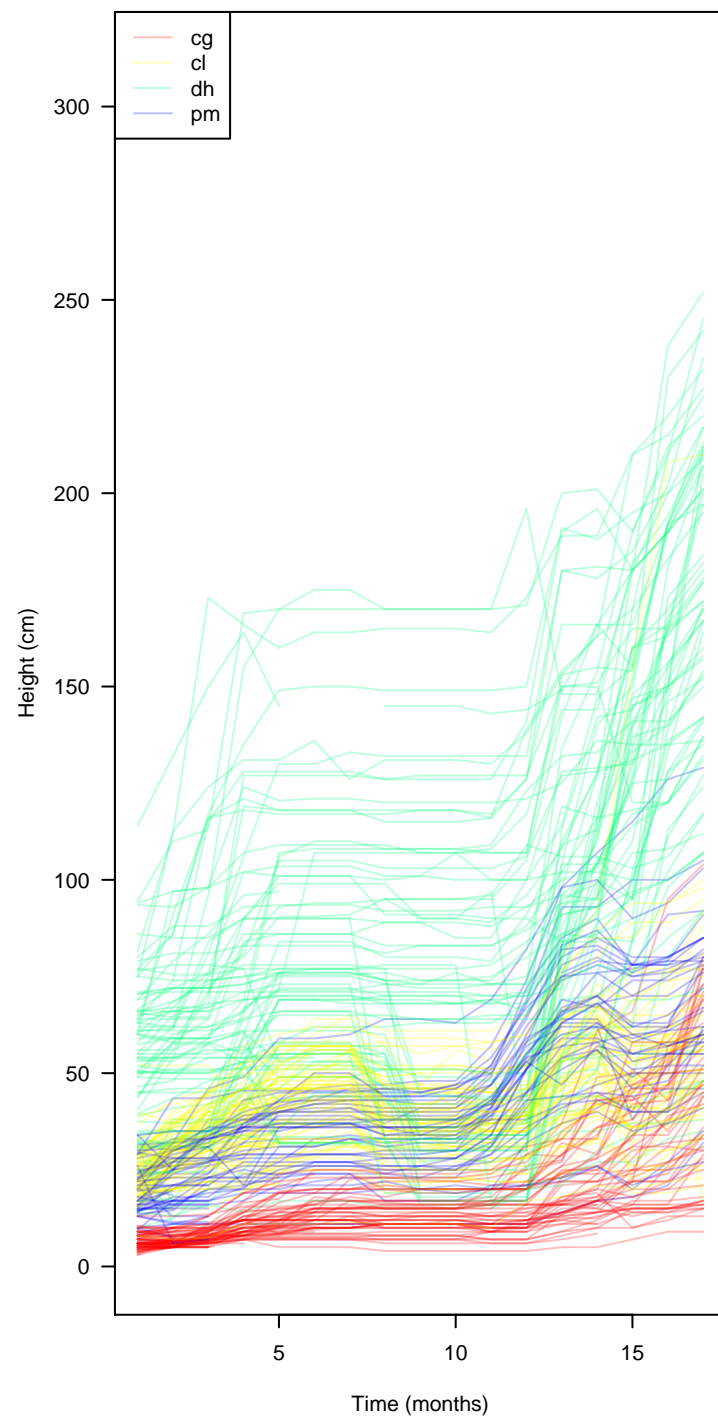


Pool = X



Pool = Y



Pool = Z

