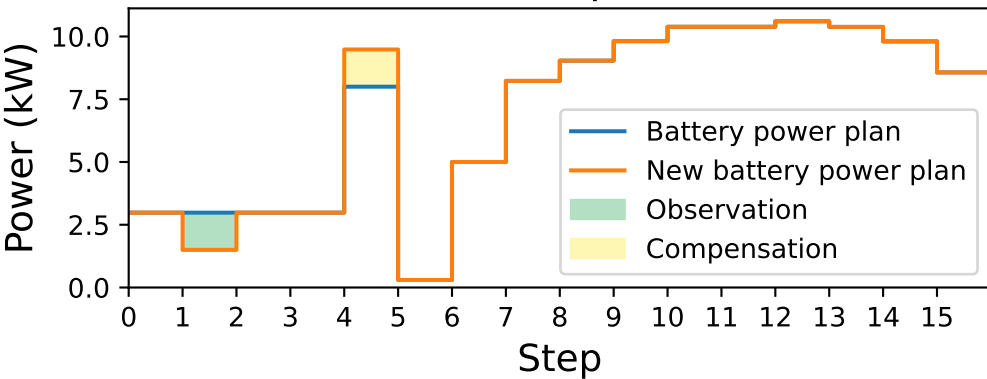


# Positive compensation



# Negative compensation

