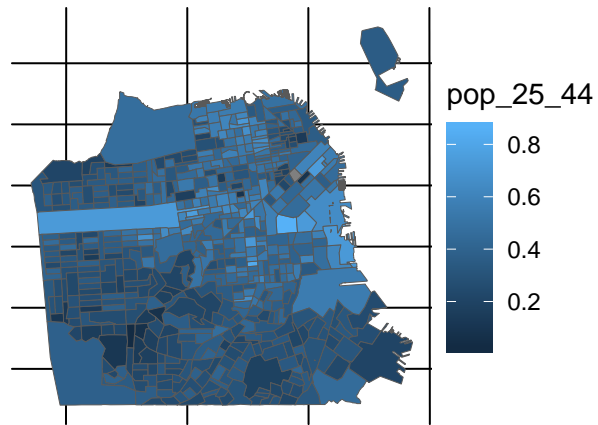


re-interpolation (block groups)



Post-interpolation (precincts)

