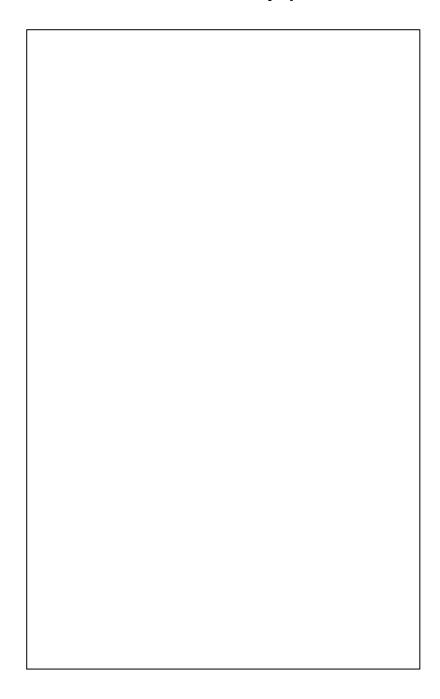
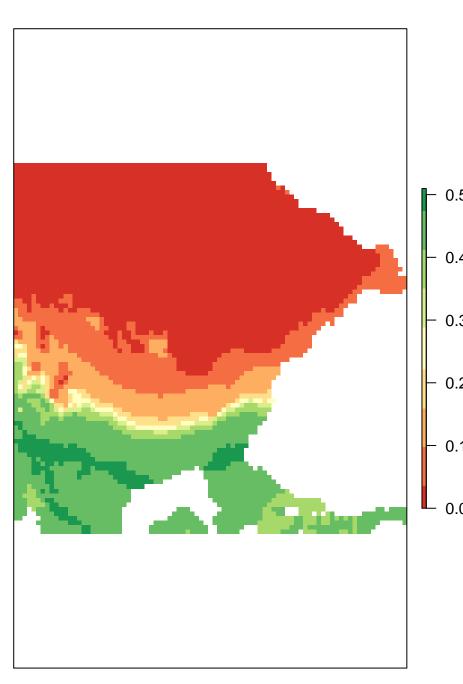
MAX, X21000.ybp

MAX without sp removed, X21000.ybp

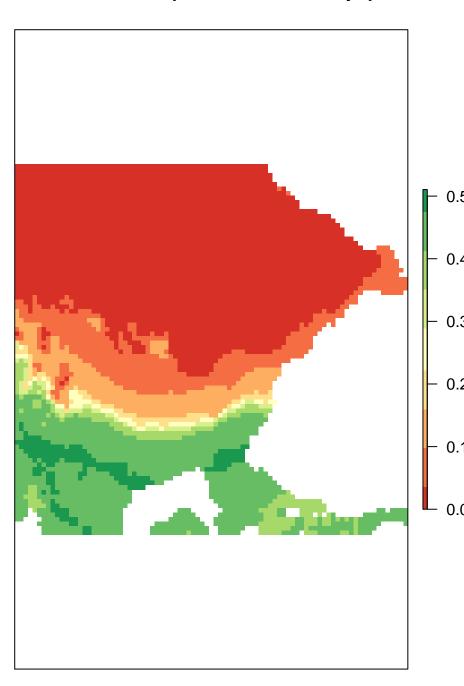




MAX, X20000.ybp

MAX without sp removed, X20000.ybp

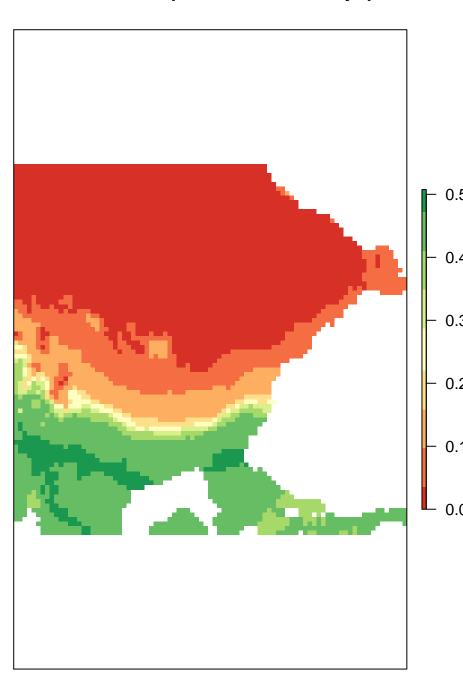




MAX, X19000.ybp

MAX without sp removed, X19000.ybp

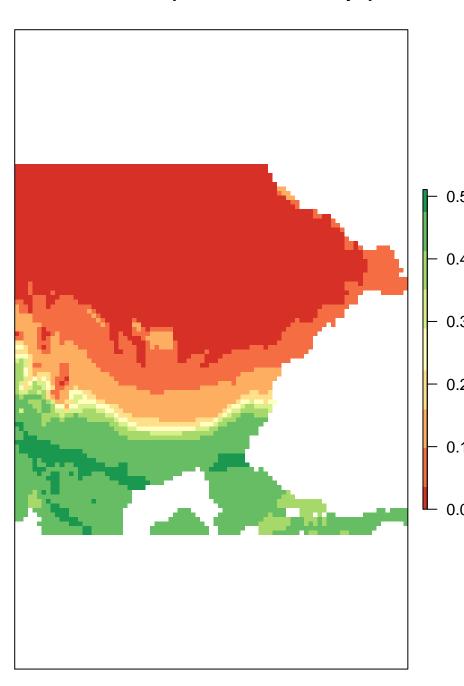




MAX, X18000.ybp

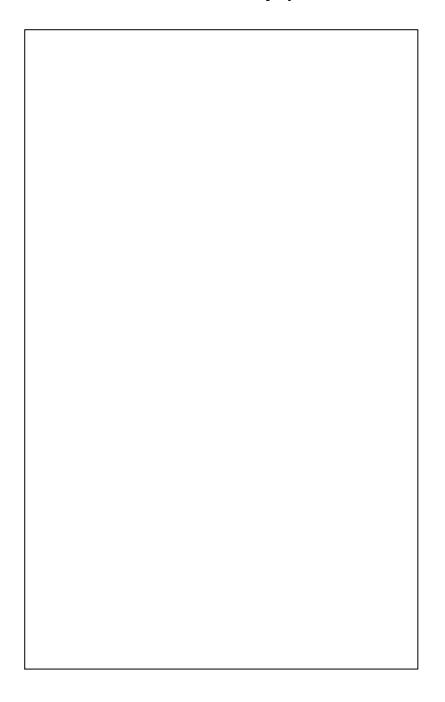
MAX without sp removed, X18000.ybp

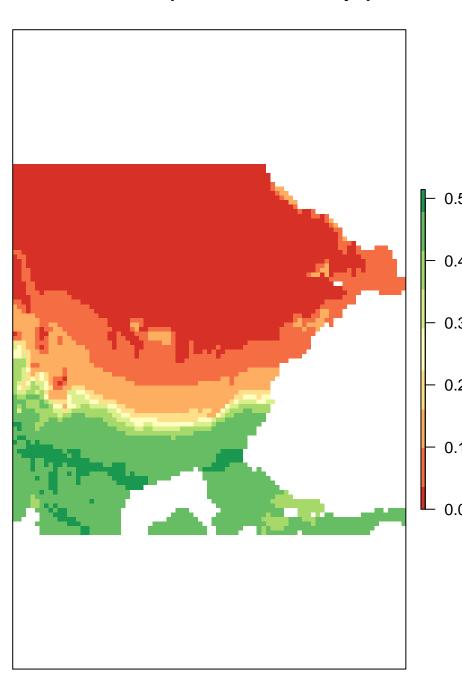




MAX, X17000.ybp

MAX without sp removed, X17000.ybp

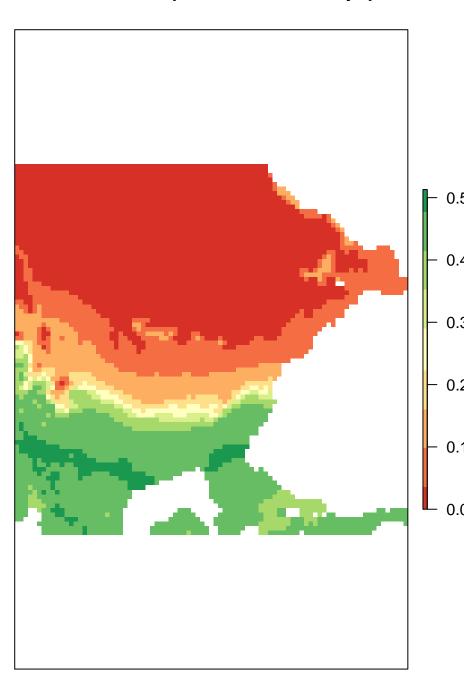




MAX, X16000.ybp

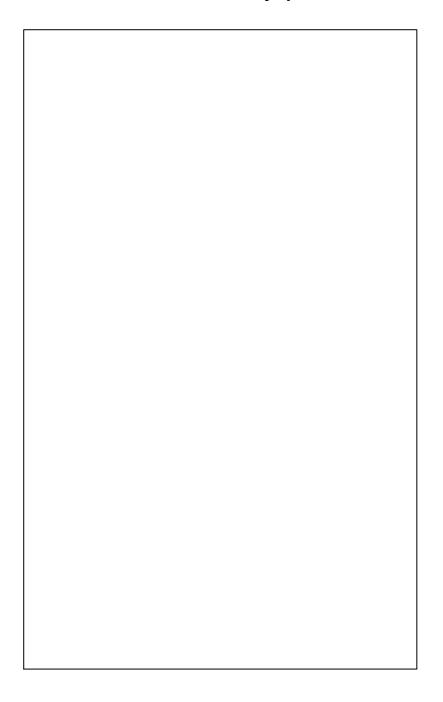
MAX without sp removed, X16000.ybp

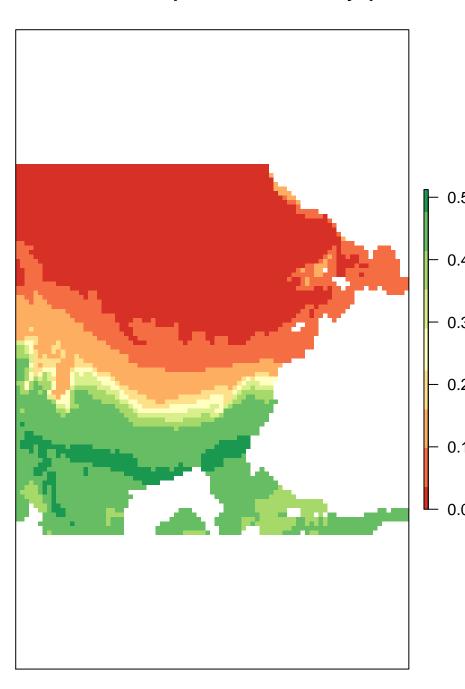




MAX, X15000.ybp

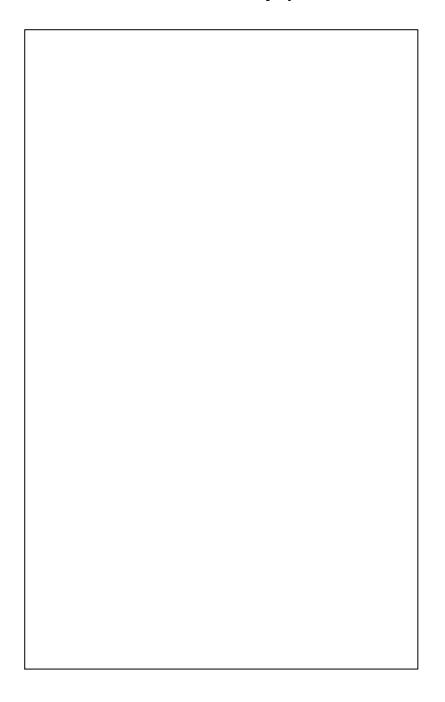
MAX without sp removed, X15000.ybp

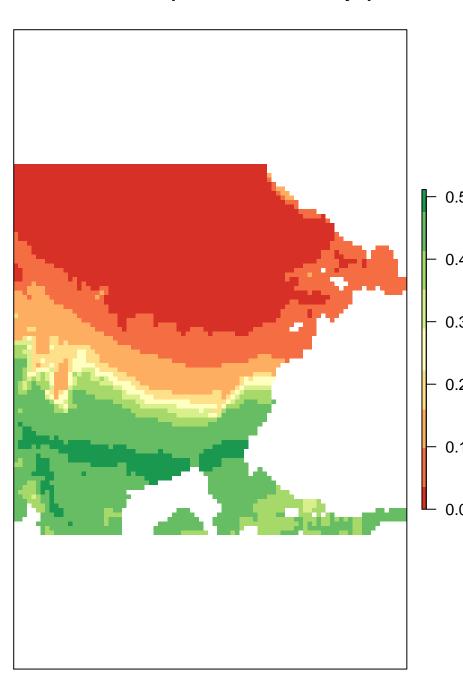




MAX, X14000.ybp

MAX without sp removed, X14000.ybp

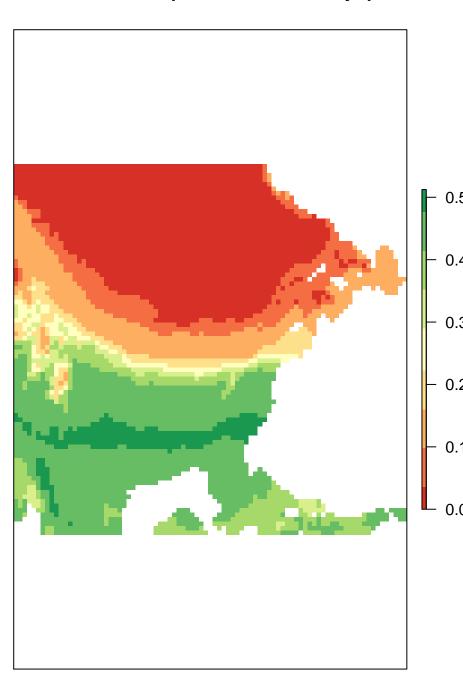




MAX, X13000.ybp

MAX without sp removed, X13000.ybp

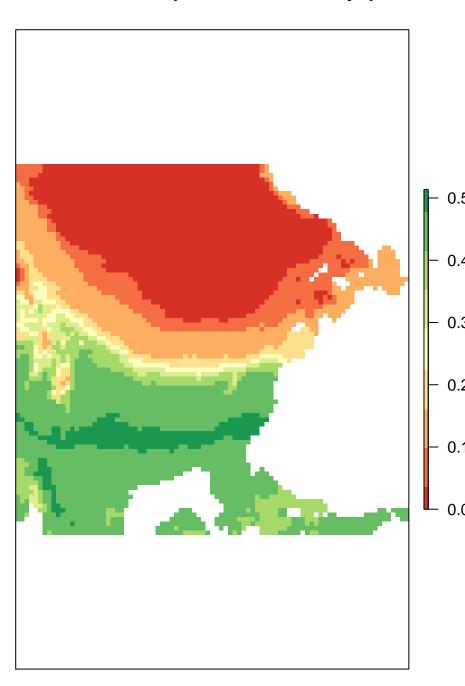




MAX, X12000.ybp

MAX without sp removed, X12000.ybp

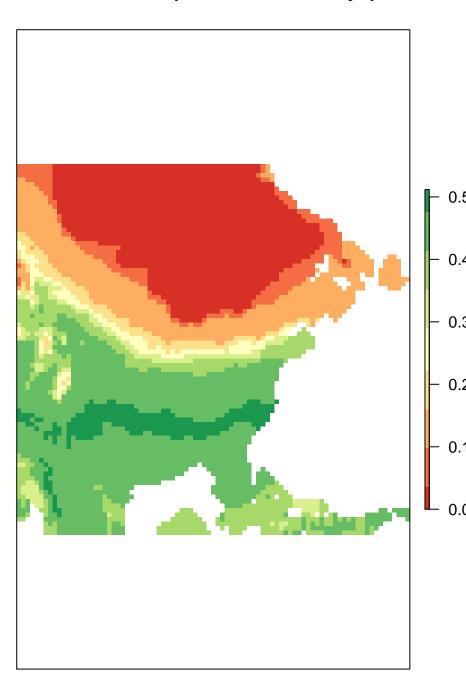




MAX, X11000.ybp

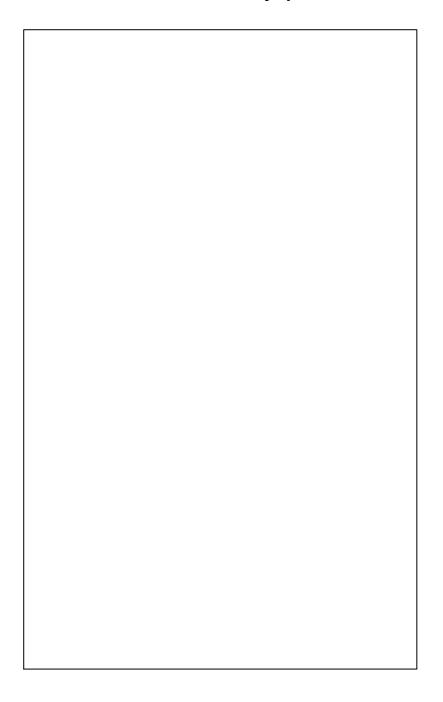
MAX without sp removed, X11000.ybp

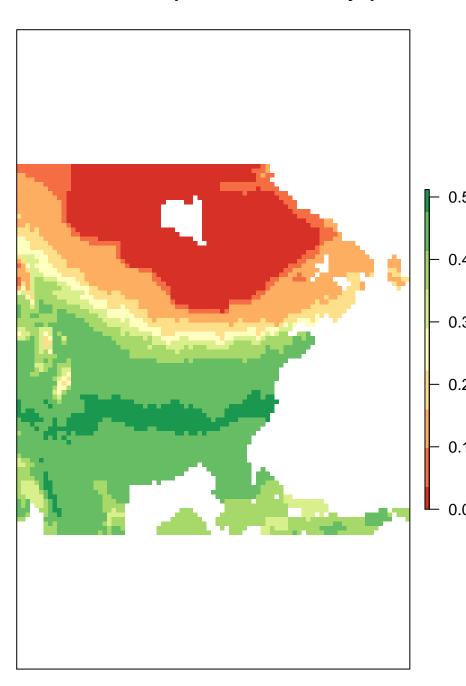


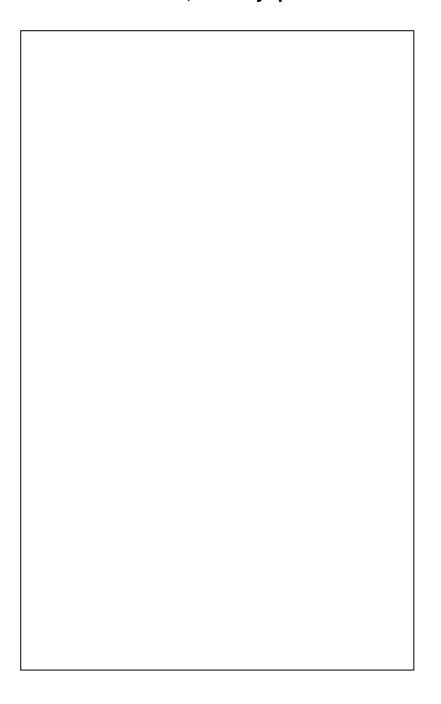


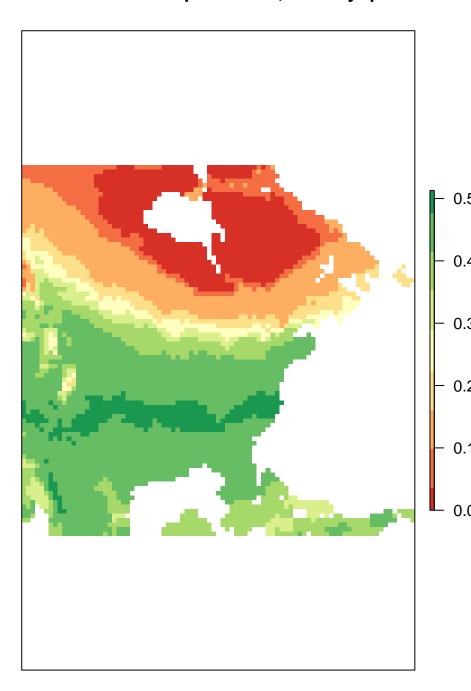
MAX, X10000.ybp

MAX without sp removed, X10000.ybp



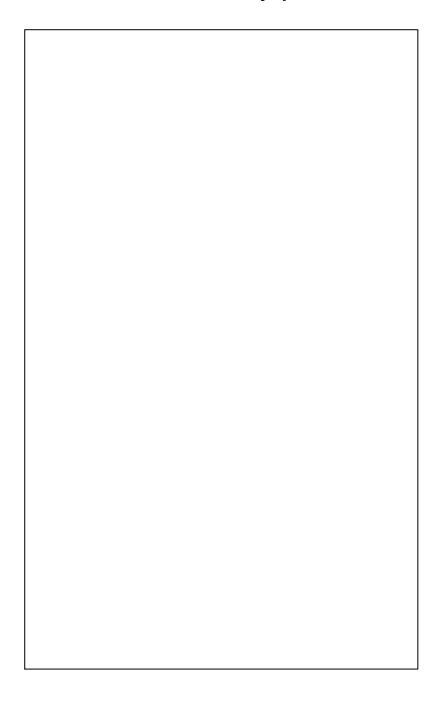


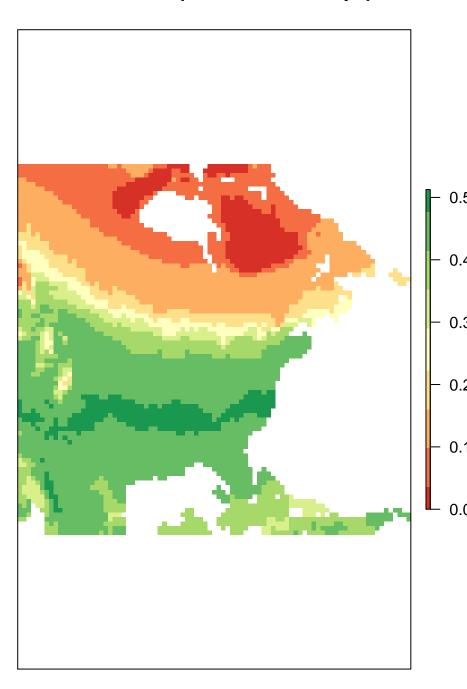




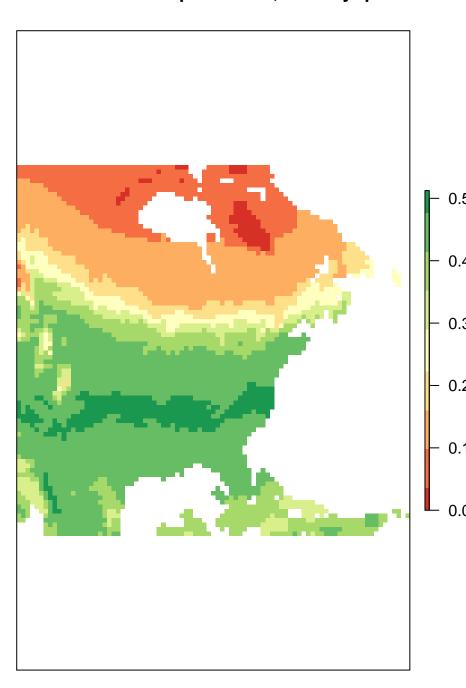
MAX, X8000.ybp

MAX without sp removed, X8000.ybp



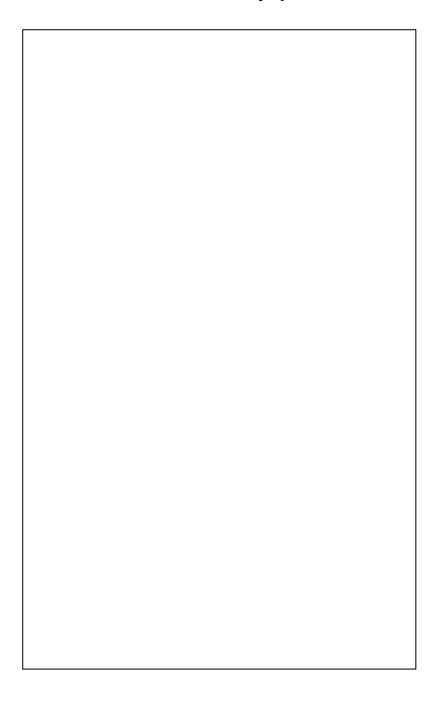


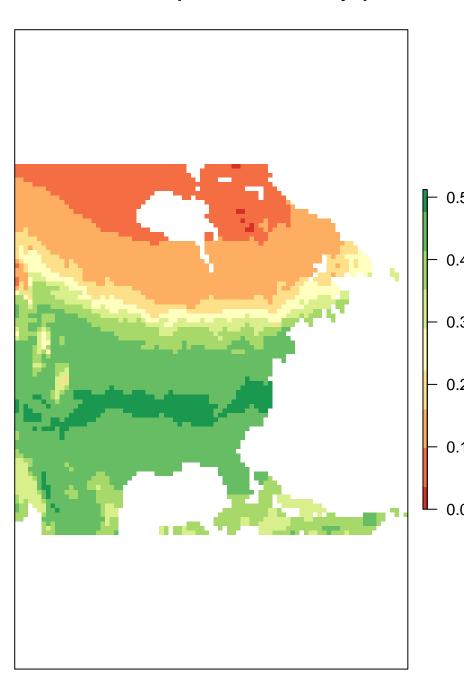




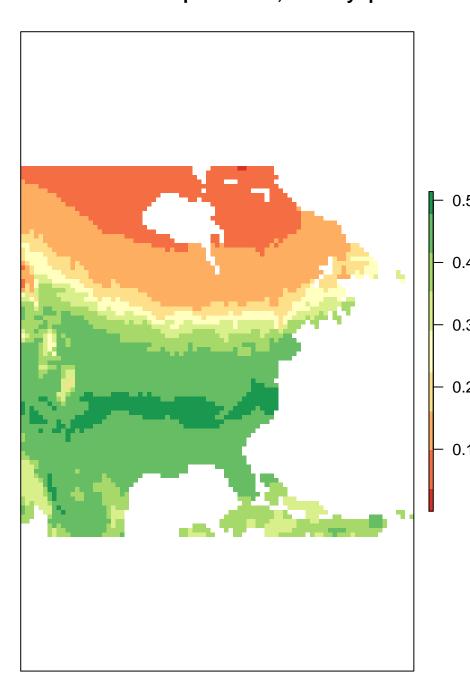
MAX, X6000.ybp

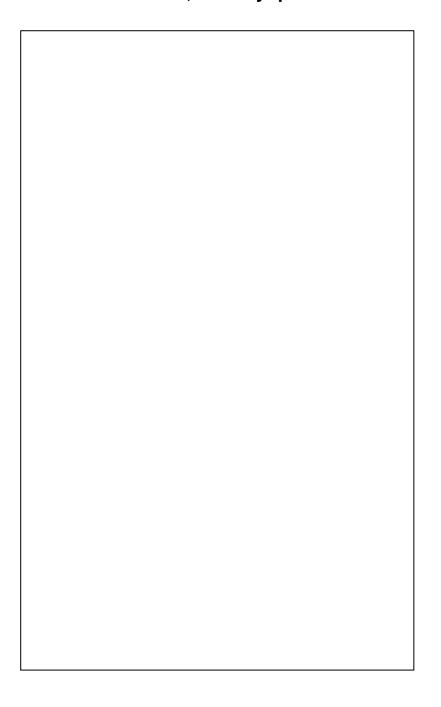
MAX without sp removed, X6000.ybp

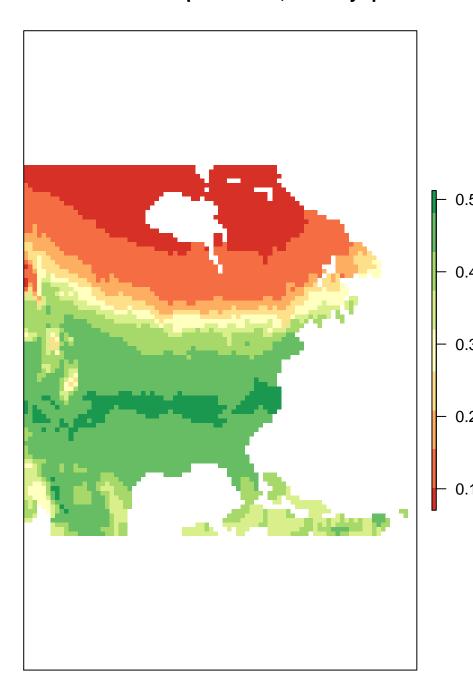




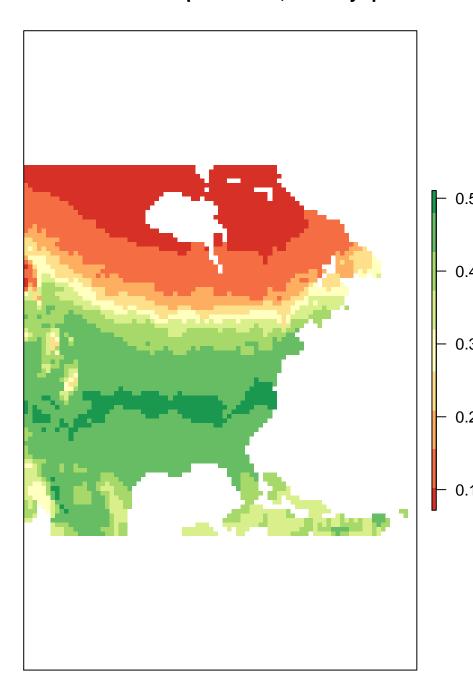




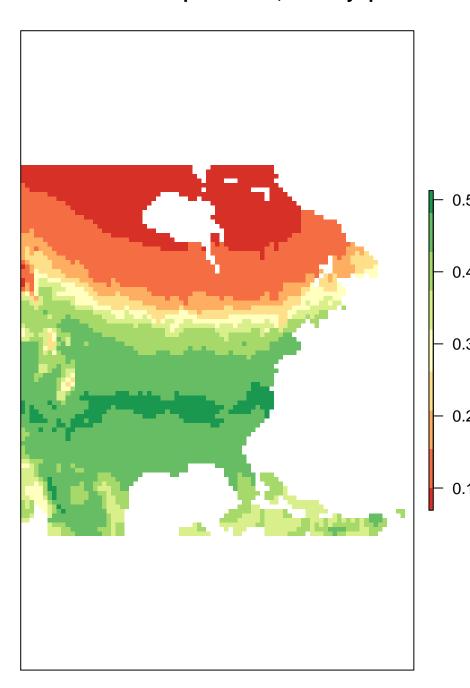


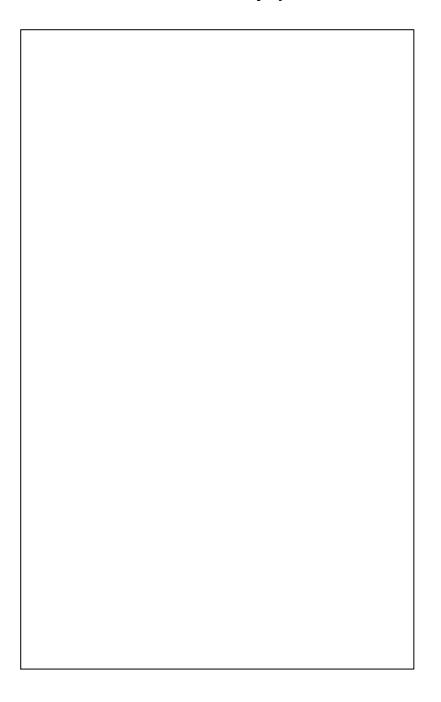


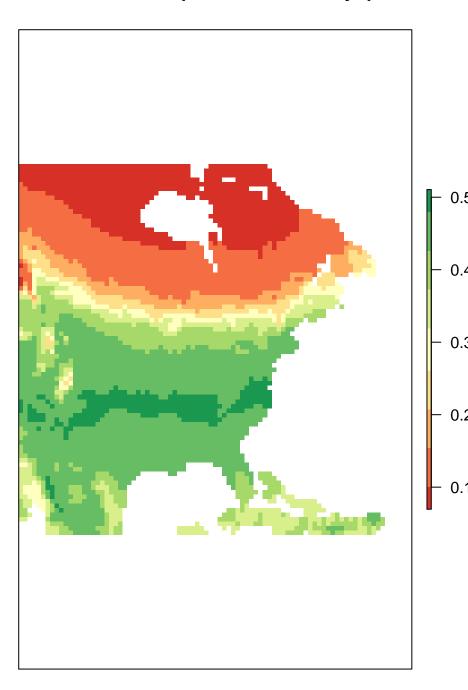












MAX, X0.ybp

MAX without sp removed, X0.ybp

