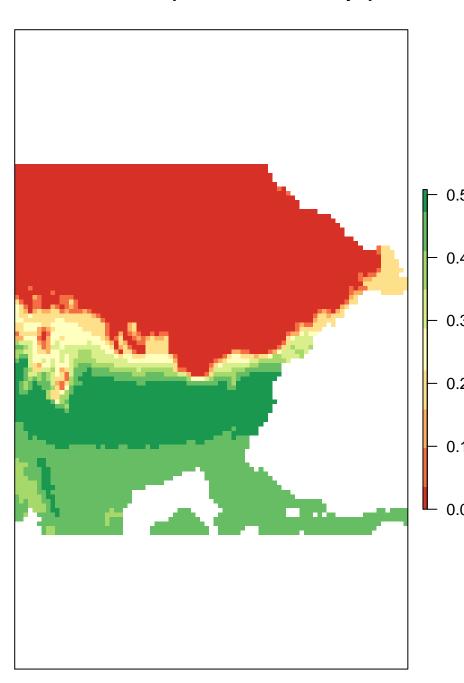
MAX, X21000.ybp

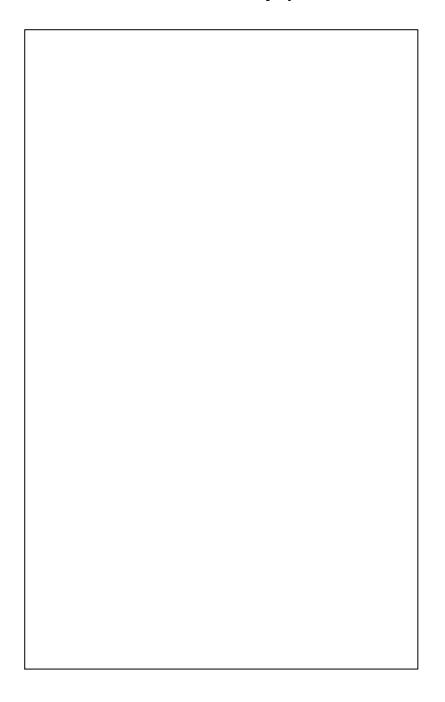
MAX without sp removed, X21000.ybp

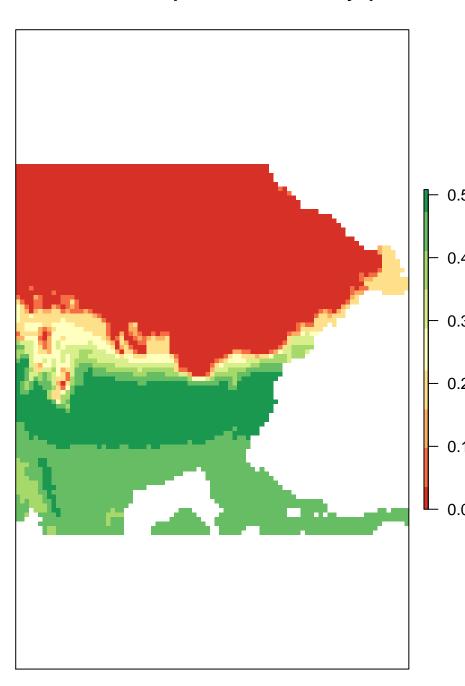




MAX, X20000.ybp

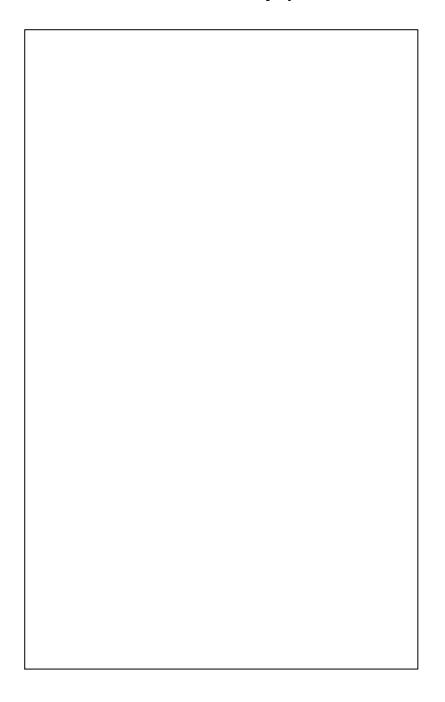
MAX without sp removed, X20000.ybp

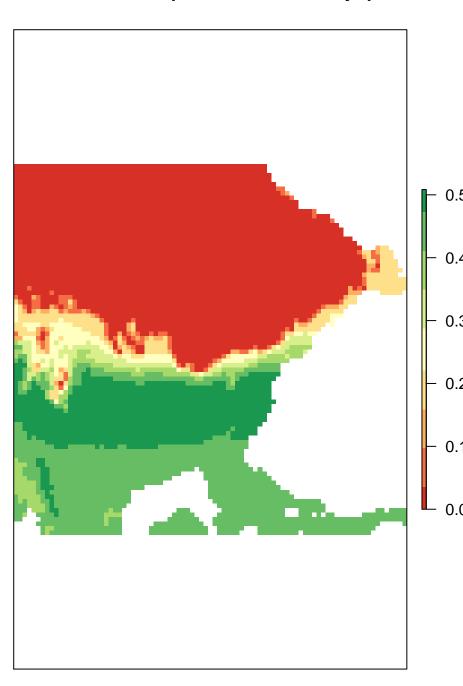




MAX, X19000.ybp

MAX without sp removed, X19000.ybp

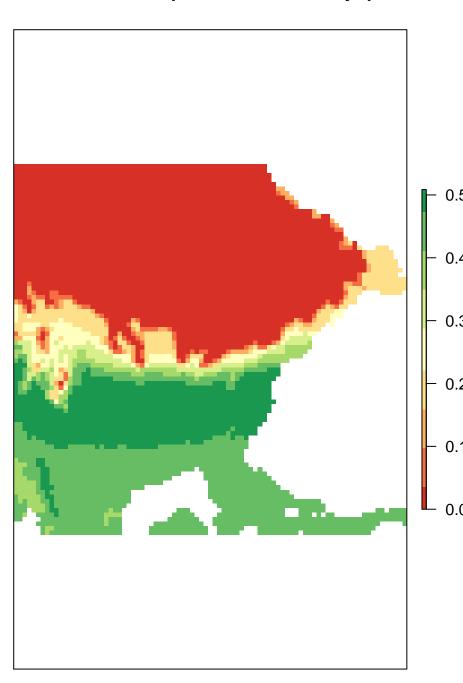




MAX, X18000.ybp

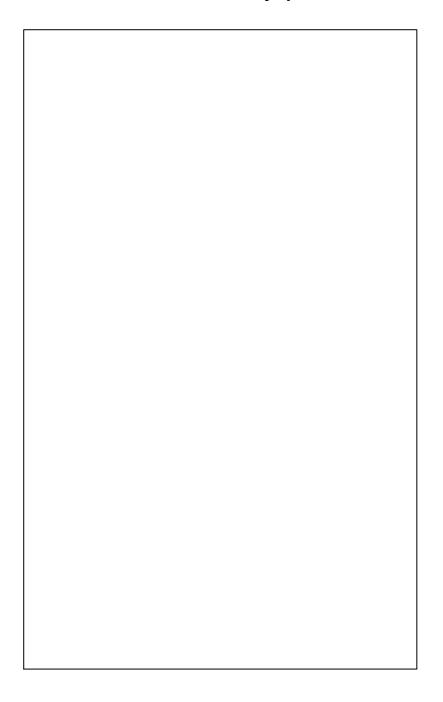
MAX without sp removed, X18000.ybp

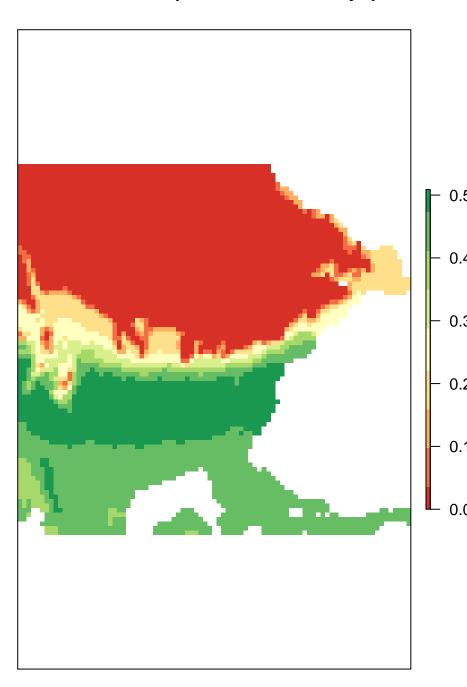




MAX, X17000.ybp

MAX without sp removed, X17000.ybp

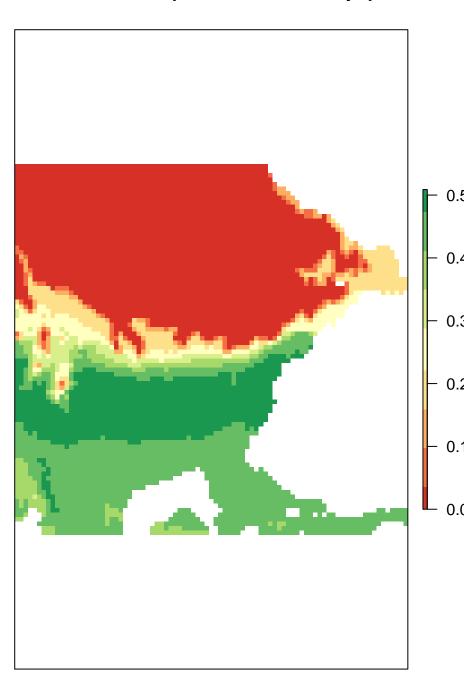




MAX, X16000.ybp

MAX without sp removed, X16000.ybp

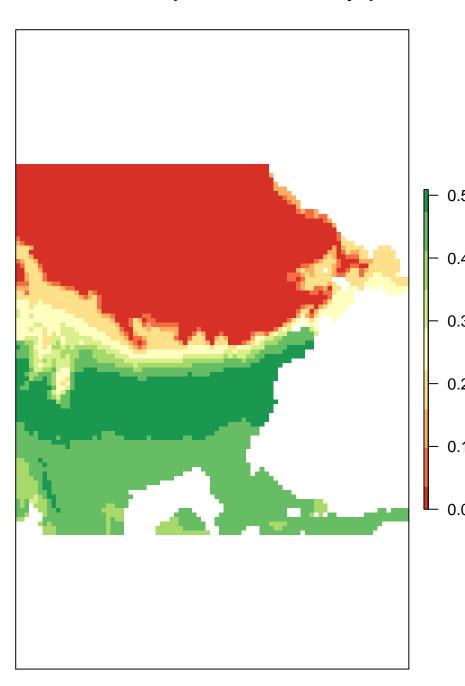




MAX, X15000.ybp

MAX without sp removed, X15000.ybp

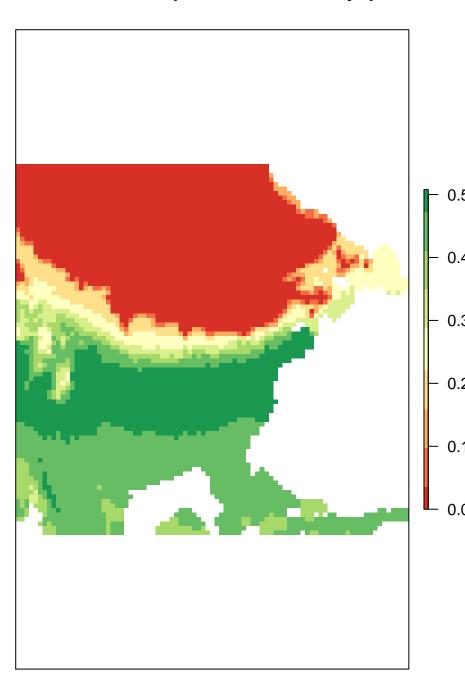




MAX, X14000.ybp

MAX without sp removed, X14000.ybp

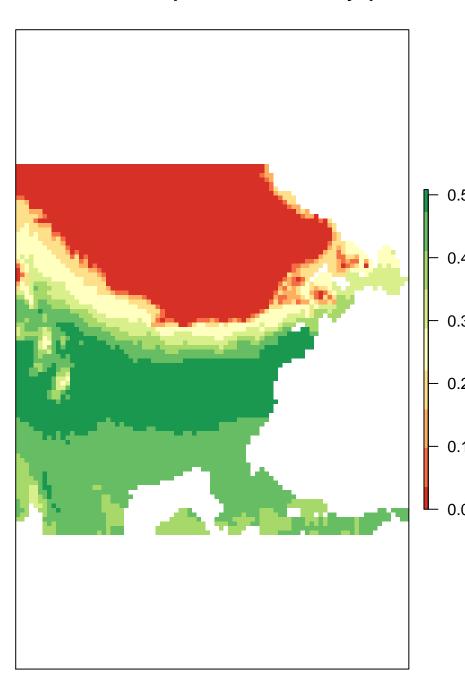




MAX, X13000.ybp

MAX without sp removed, X13000.ybp

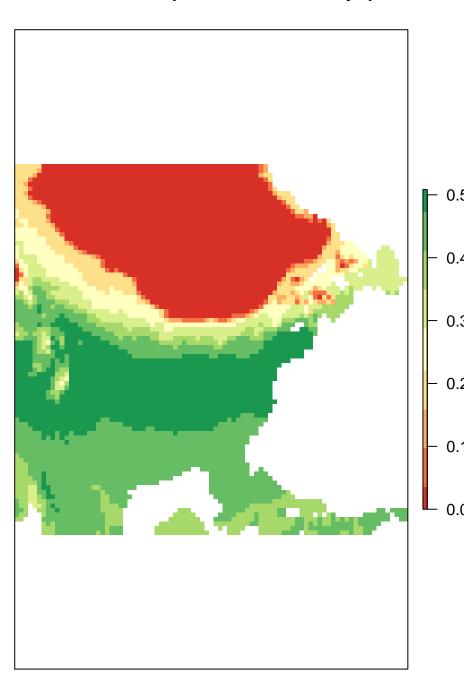




MAX, X12000.ybp

MAX without sp removed, X12000.ybp

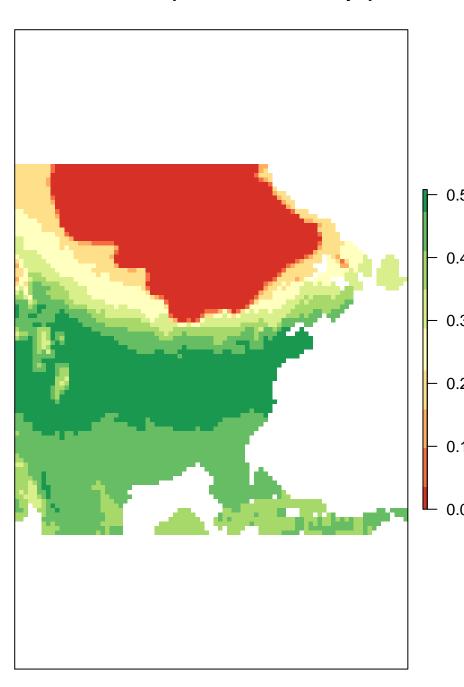




MAX, X11000.ybp

MAX without sp removed, X11000.ybp

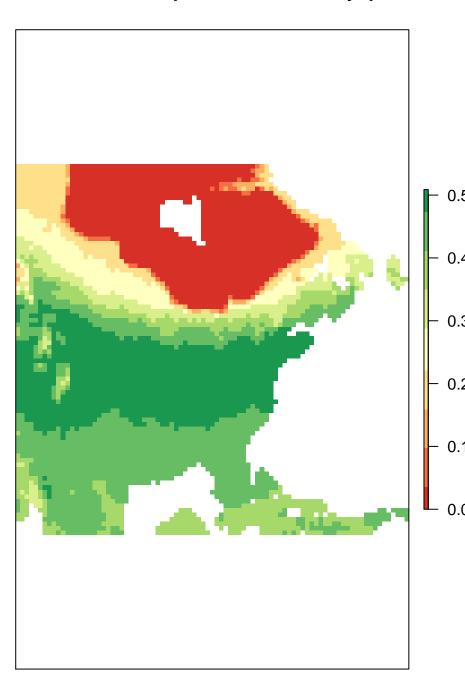




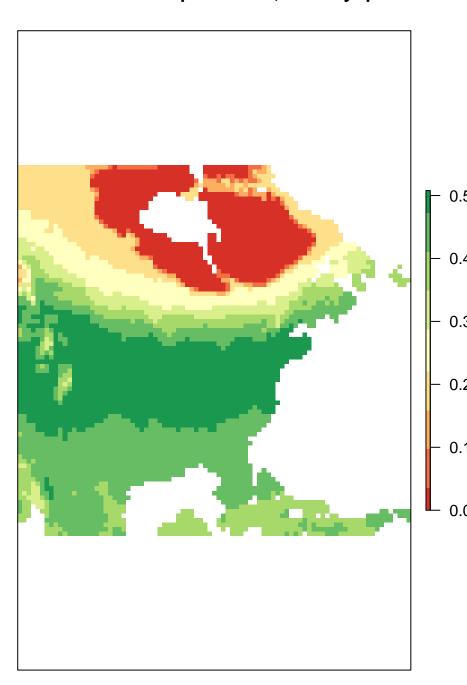
MAX, X10000.ybp

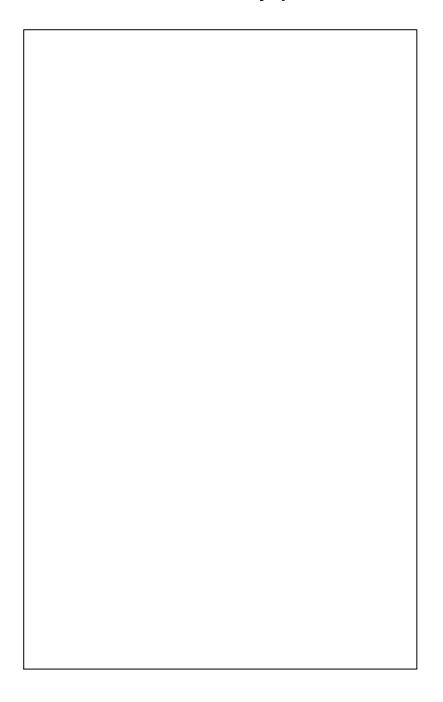
MAX without sp removed, X10000.ybp

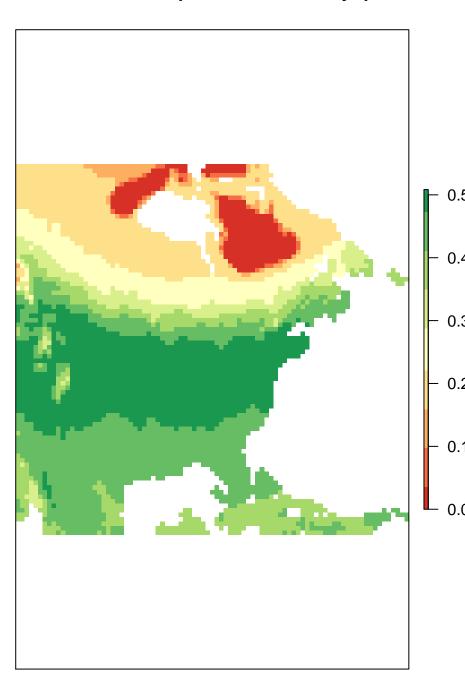




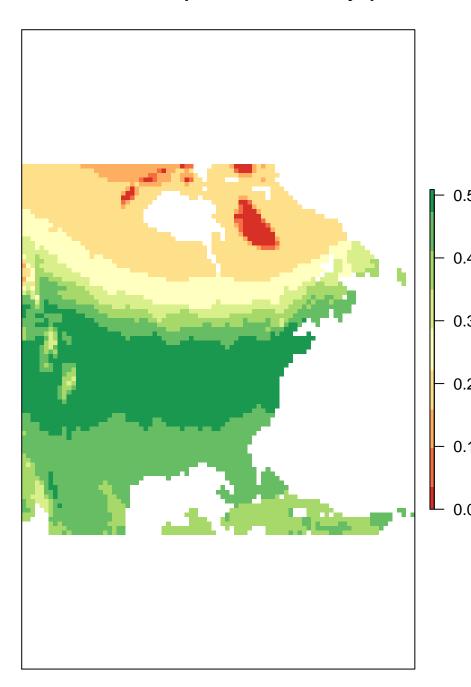




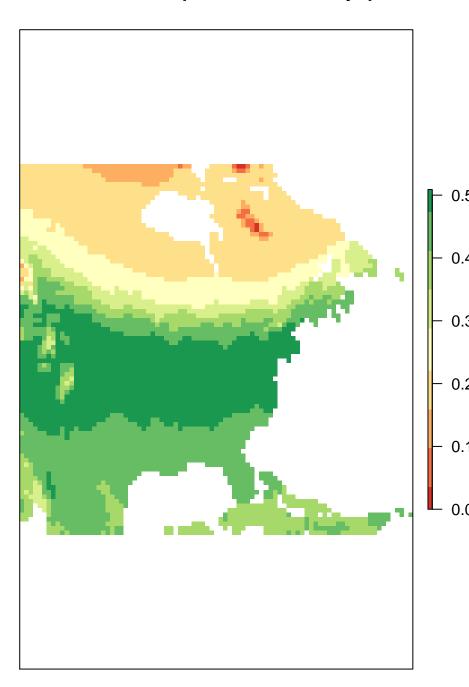




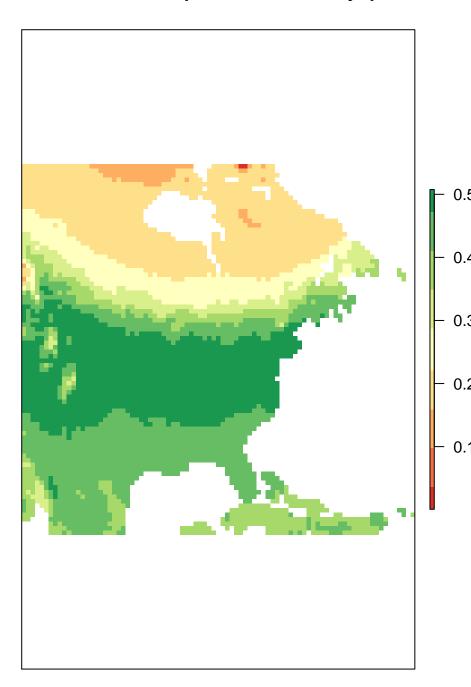




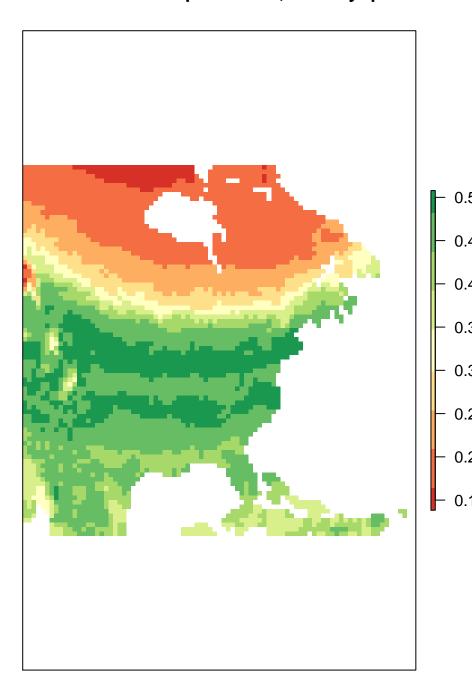




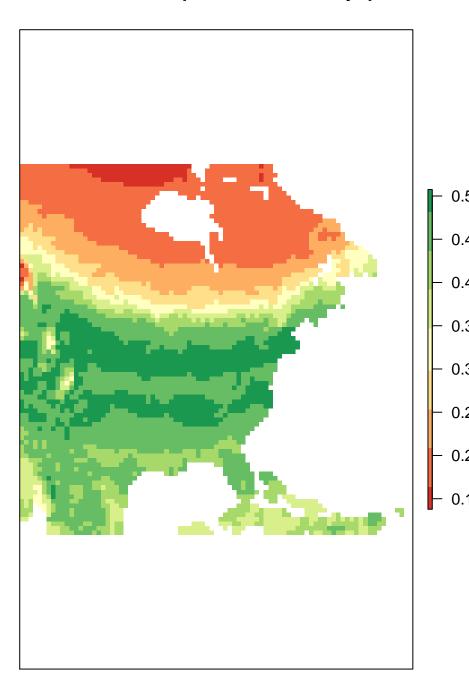




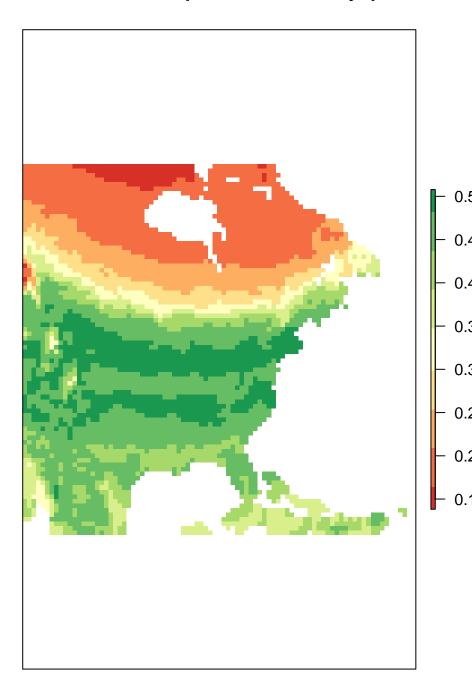




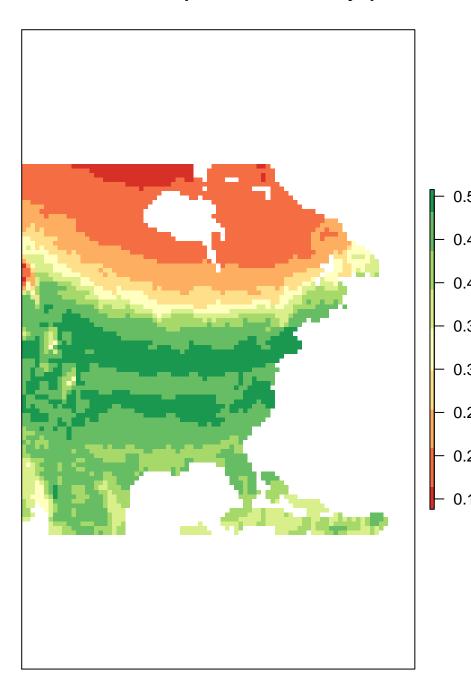












MAX, X0.ybp

MAX without sp removed, X0.ybp

