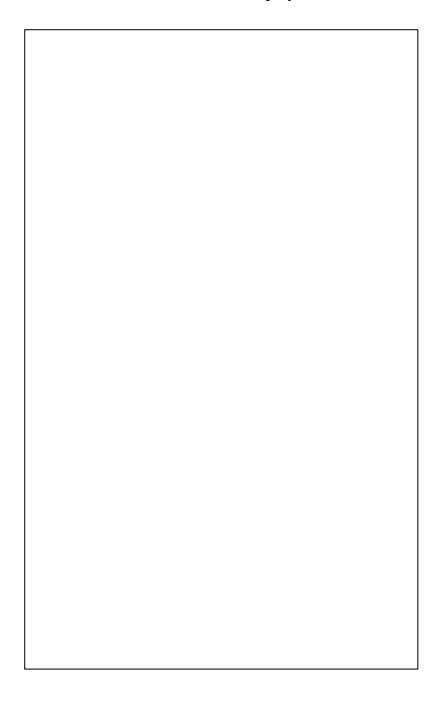
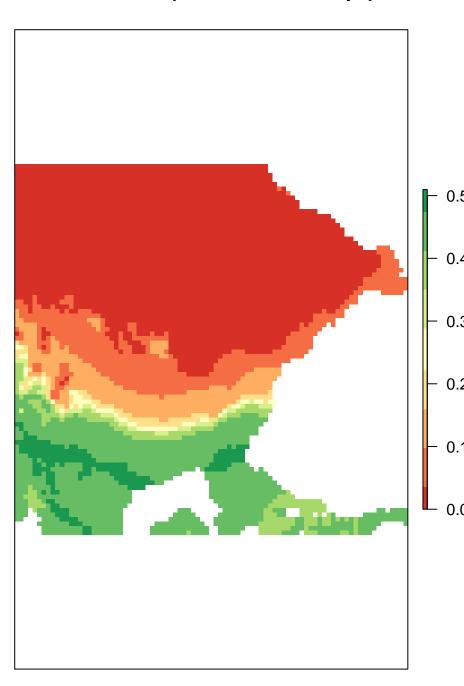
MAX, X21000.ybp

MAX without sp removed, X21000.ybp

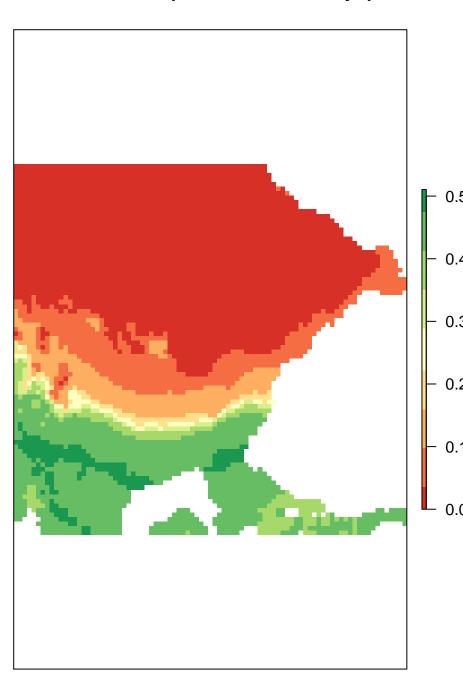




MAX, X20000.ybp

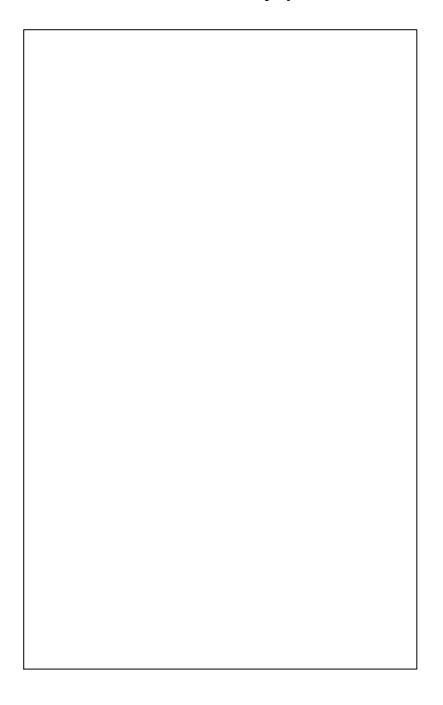
MAX without sp removed, X20000.ybp

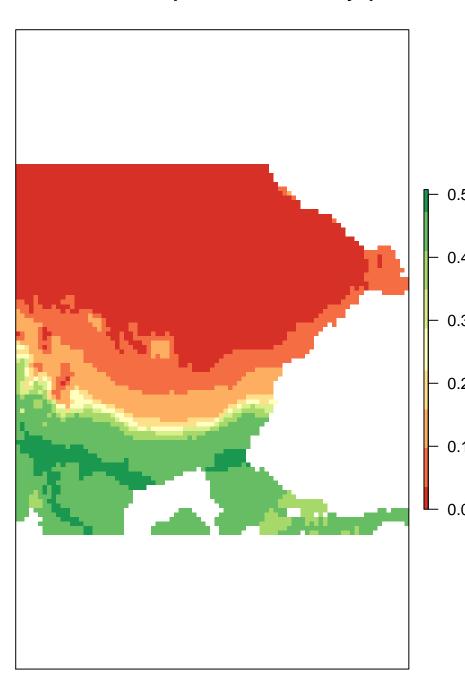




MAX, X19000.ybp

MAX without sp removed, X19000.ybp

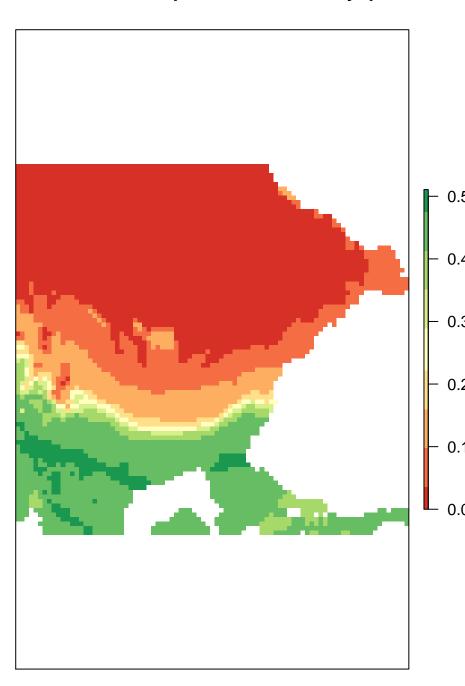




MAX, X18000.ybp

MAX without sp removed, X18000.ybp

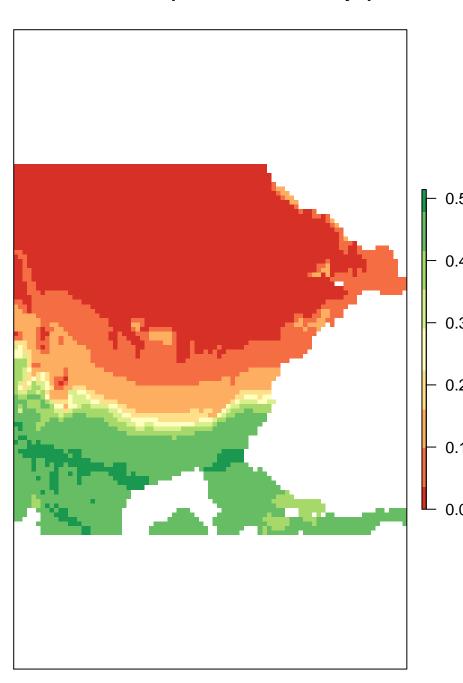




MAX, X17000.ybp

MAX without sp removed, X17000.ybp

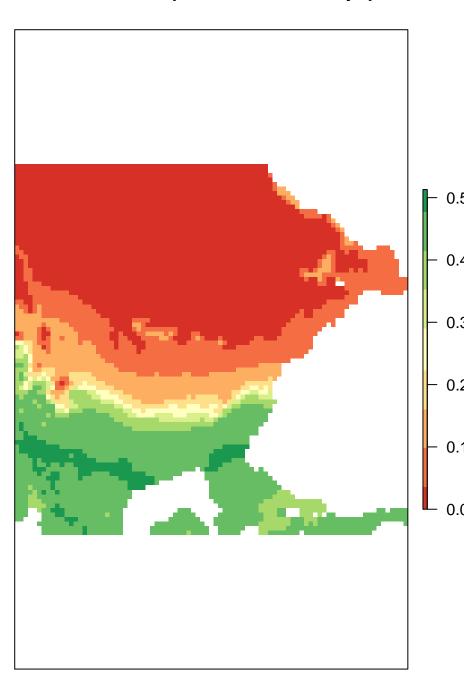




MAX, X16000.ybp

MAX without sp removed, X16000.ybp

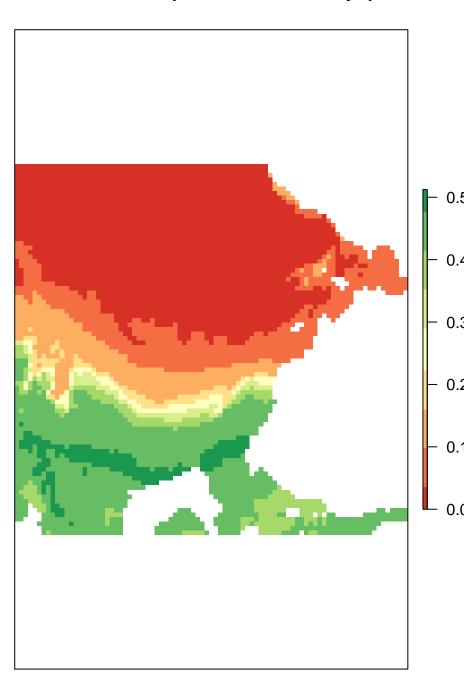




MAX, X15000.ybp

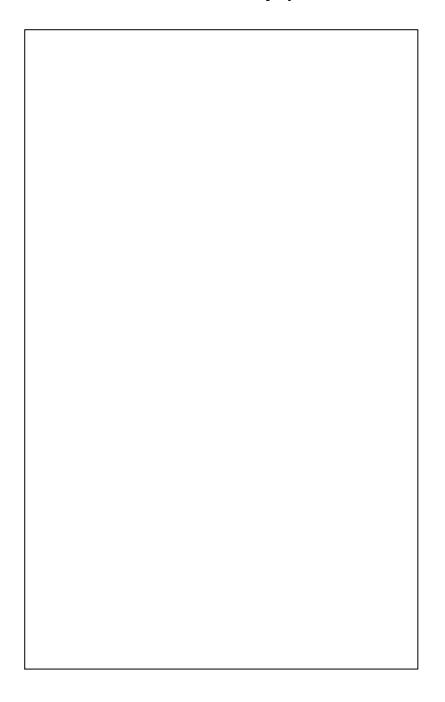
MAX without sp removed, X15000.ybp

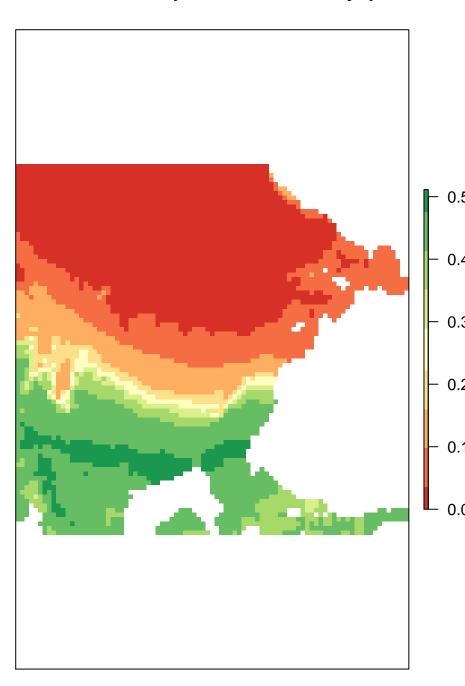




MAX, X14000.ybp

MAX without sp removed, X14000.ybp

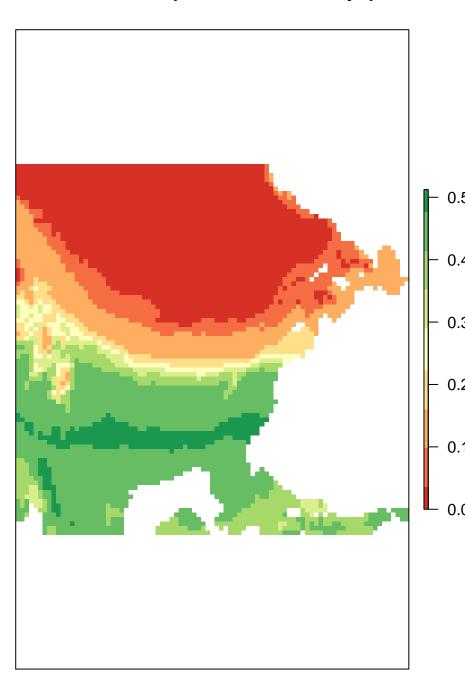




MAX, X13000.ybp

MAX without sp removed, X13000.ybp

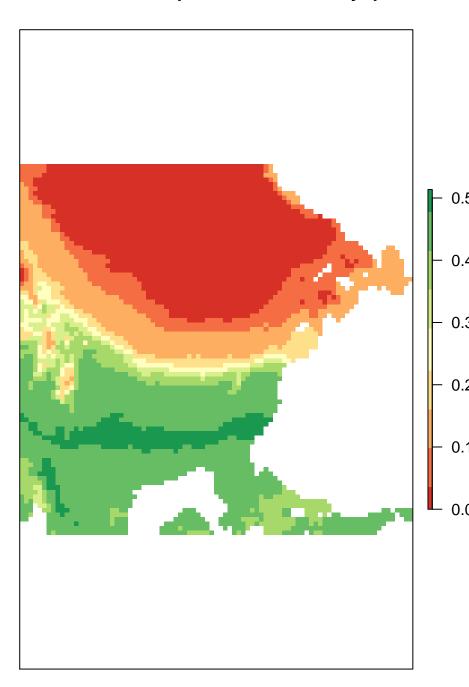




MAX, X12000.ybp

MAX without sp removed, X12000.ybp

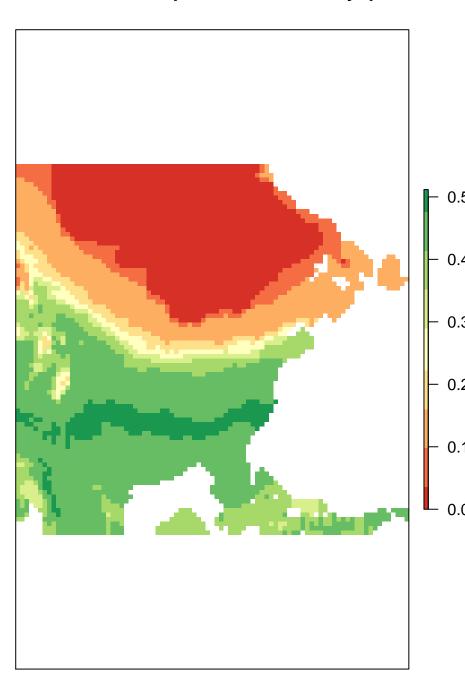




MAX, X11000.ybp

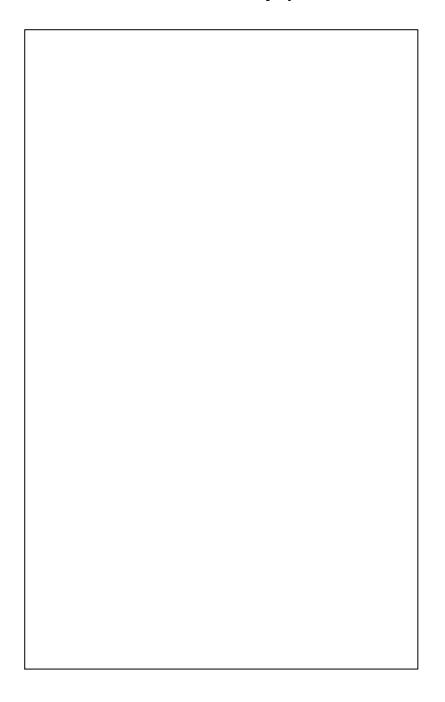
MAX without sp removed, X11000.ybp

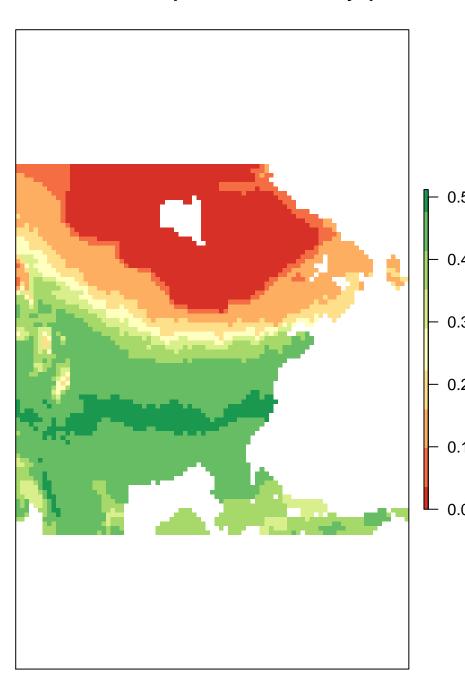




MAX, X10000.ybp

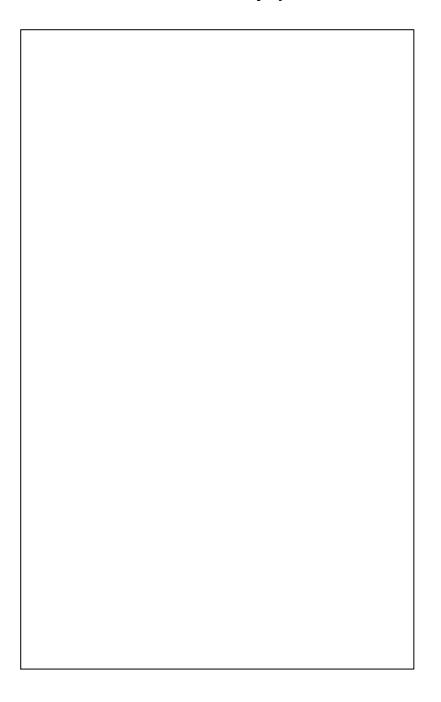
MAX without sp removed, X10000.ybp

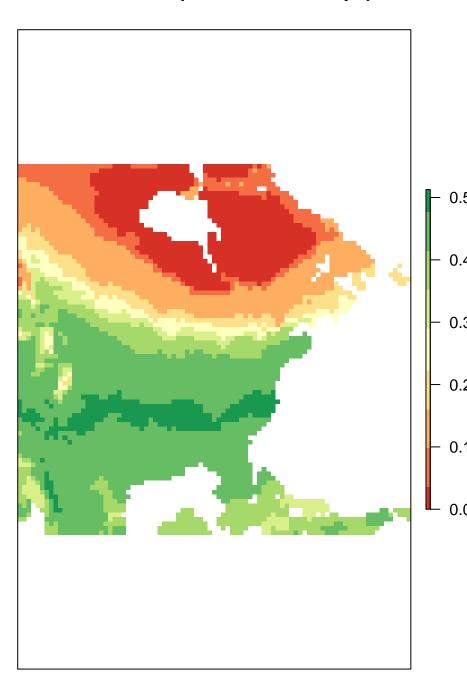




MAX, X9000.ybp

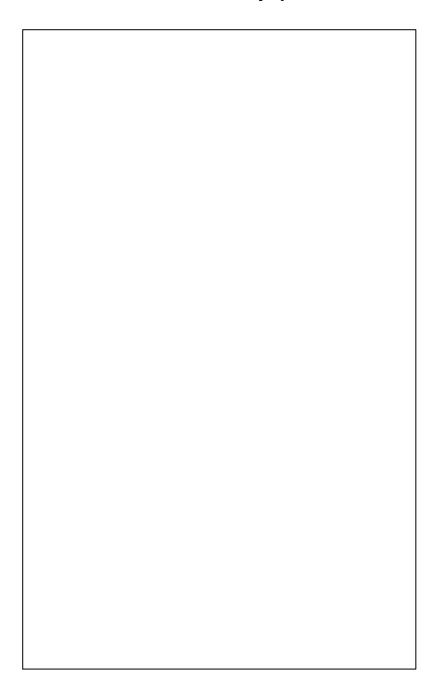
MAX without sp removed, X9000.ybp

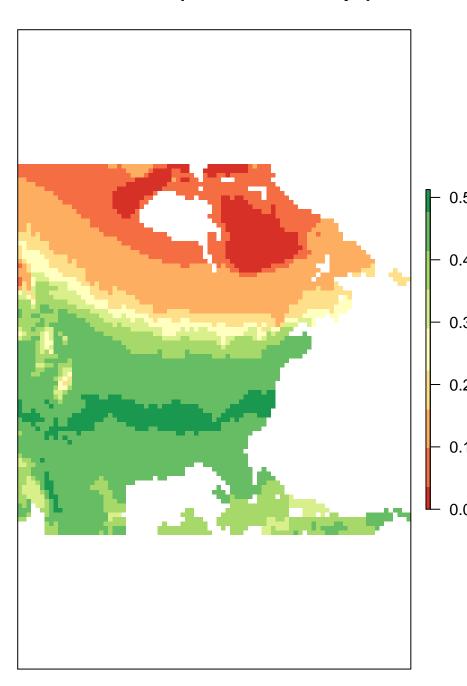




MAX, X8000.ybp

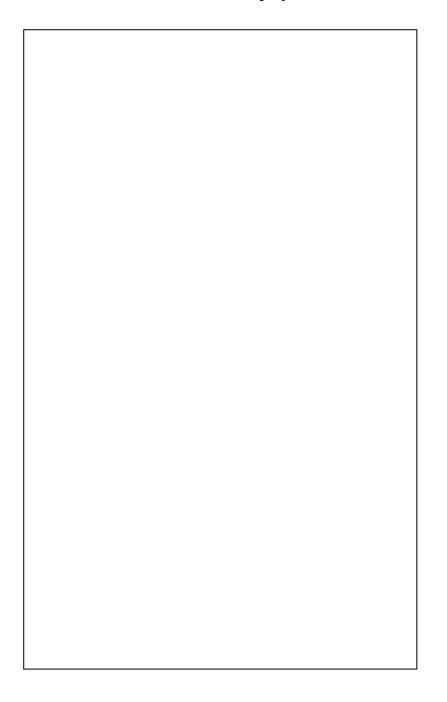
MAX without sp removed, X8000.ybp

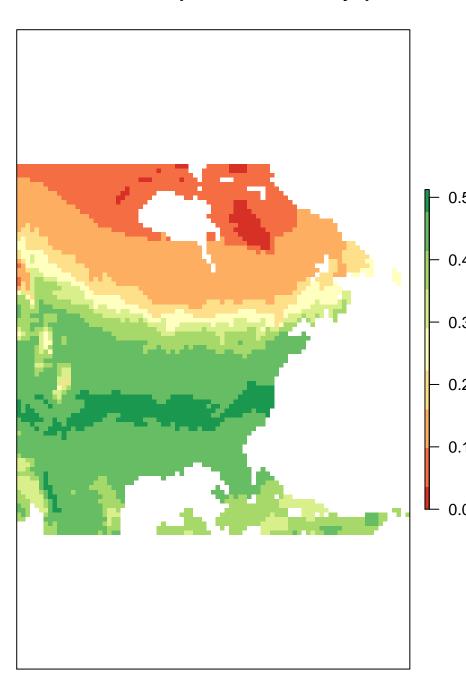




MAX, X7000.ybp

MAX without sp removed, X7000.ybp

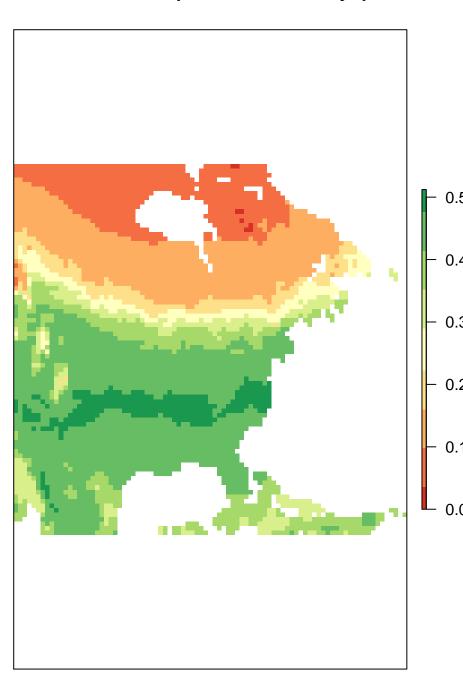




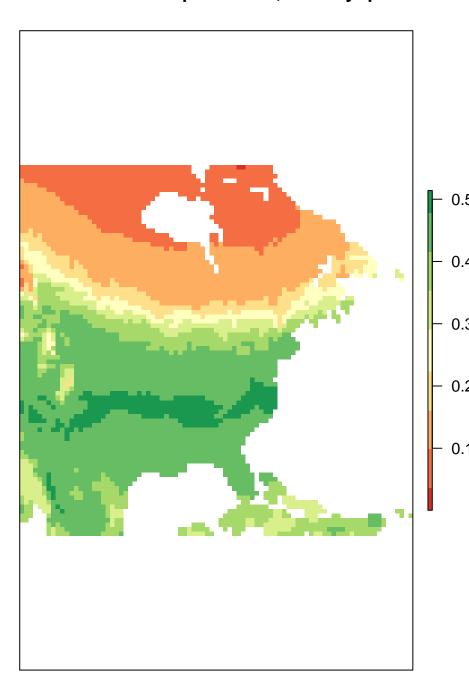
MAX, X6000.ybp

MAX without sp removed, X6000.ybp

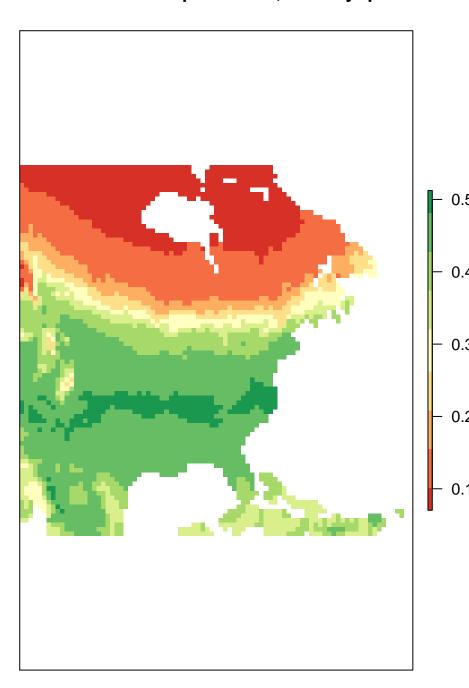








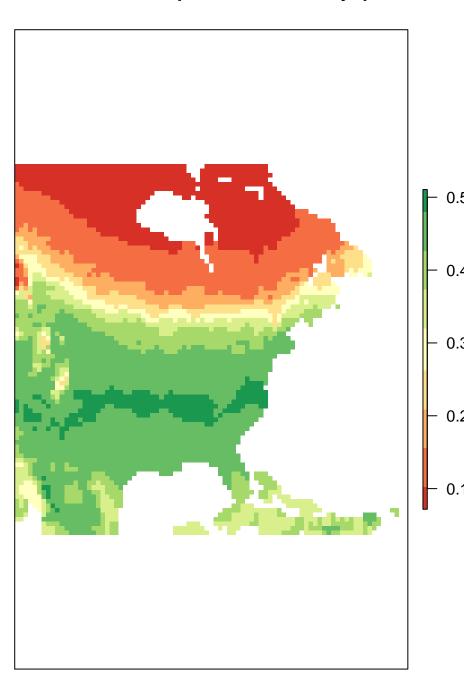




MAX, X3000.ybp

MAX without sp removed, X3000.ybp

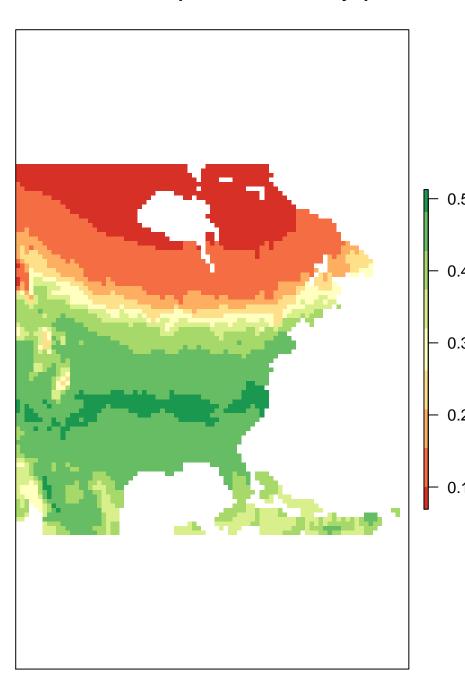


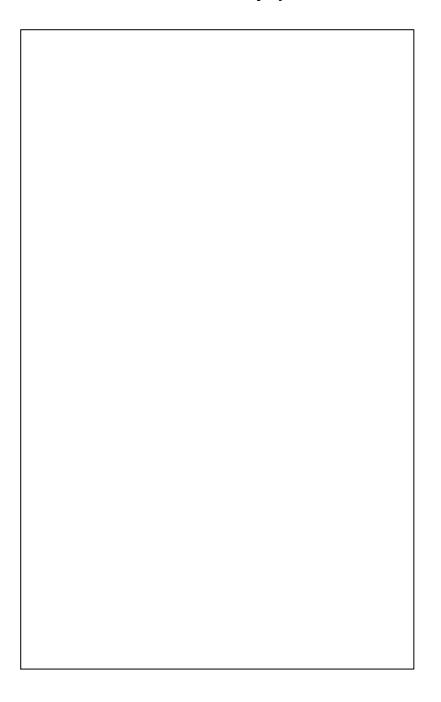


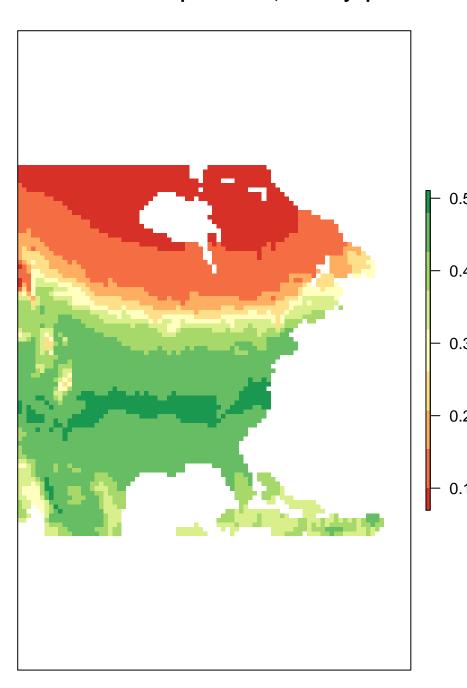
MAX, X2000.ybp

MAX without sp removed, X2000.ybp









MAX, X0.ybp

MAX without sp removed, X0.ybp

