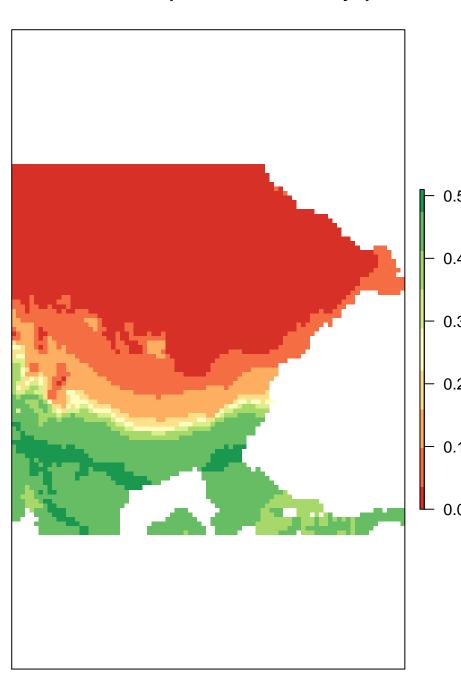
MAX, X21000.ybp

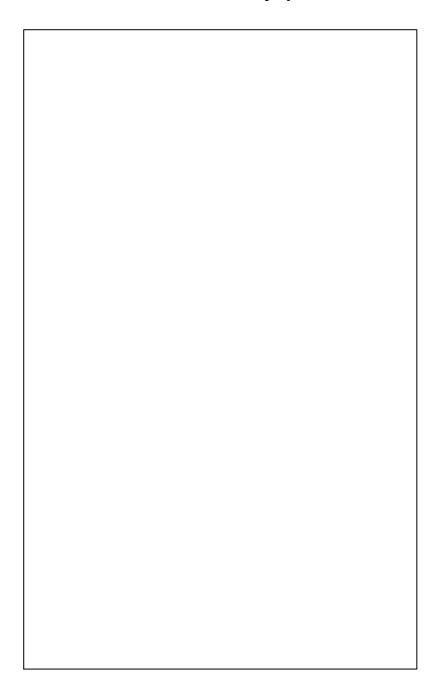
MAX without sp removed, X21000.ybp

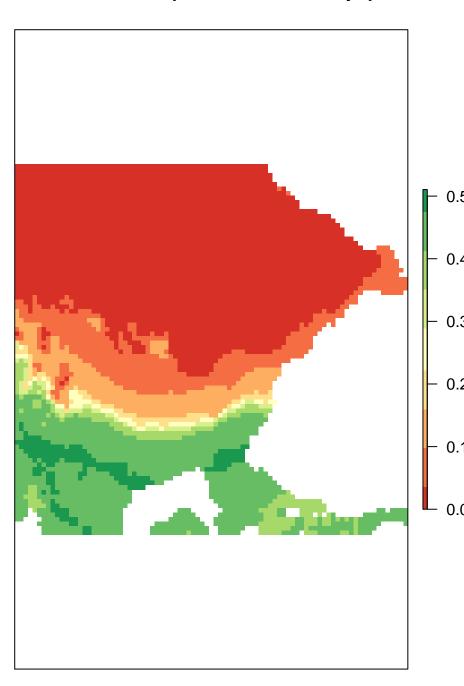




MAX, X20000.ybp

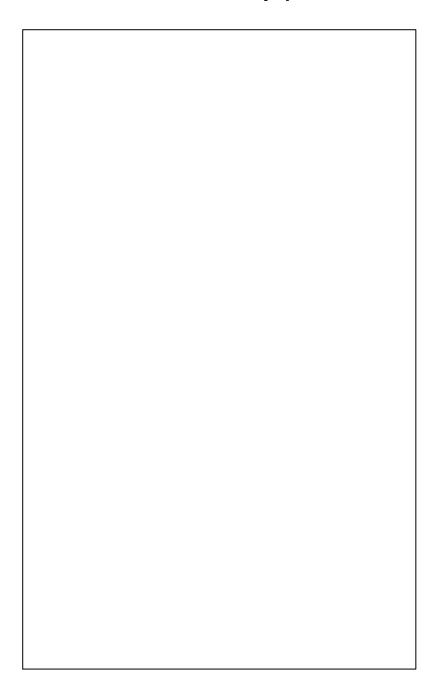
MAX without sp removed, X20000.ybp

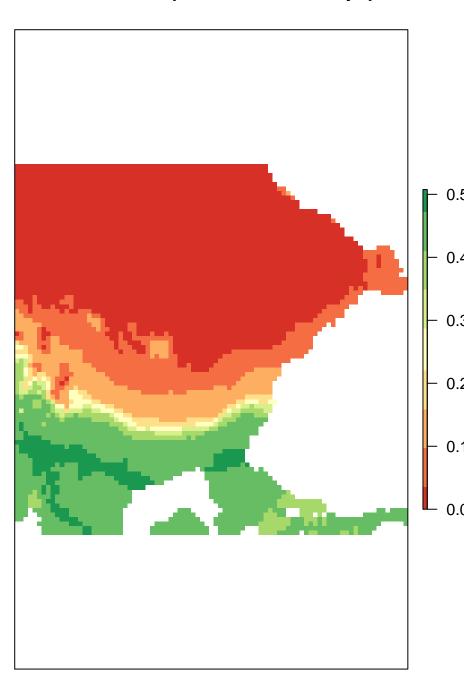




MAX, X19000.ybp

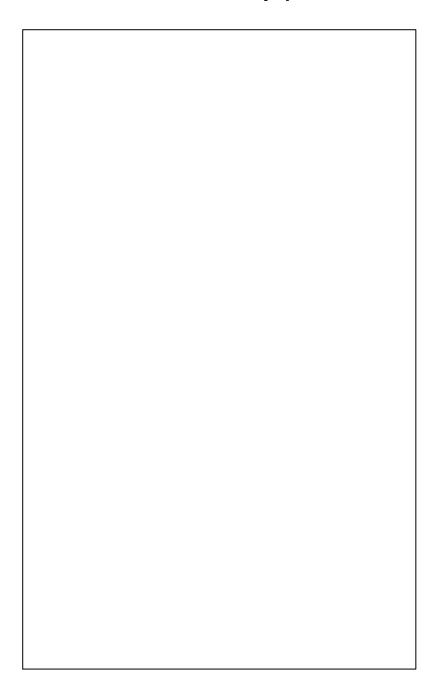
MAX without sp removed, X19000.ybp

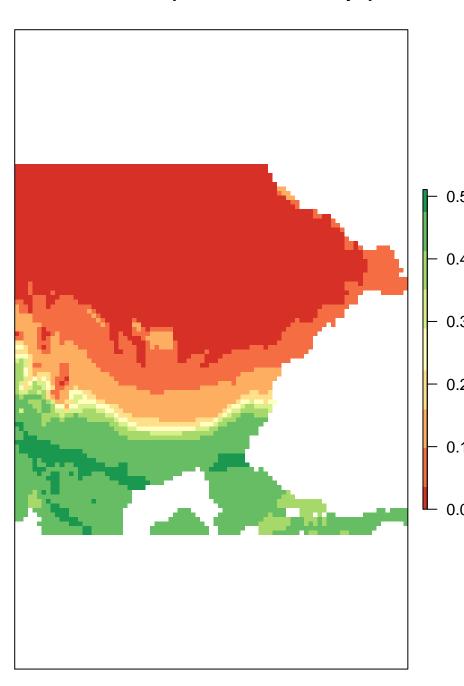




MAX, X18000.ybp

MAX without sp removed, X18000.ybp

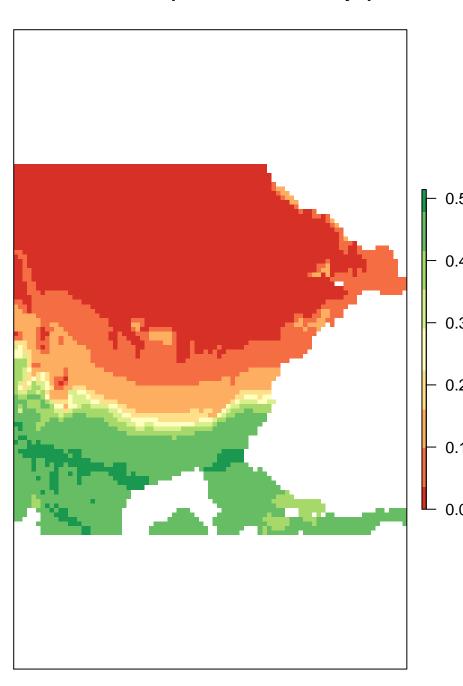




MAX, X17000.ybp

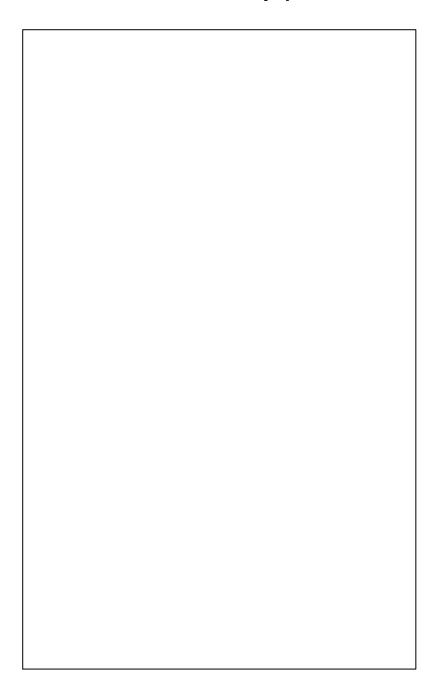
MAX without sp removed, X17000.ybp

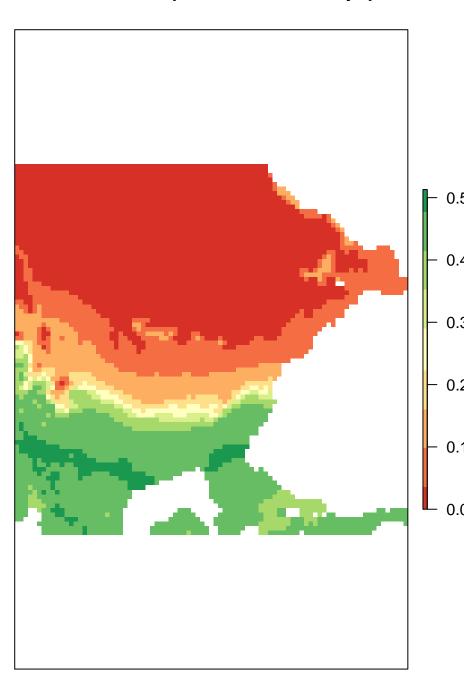




MAX, X16000.ybp

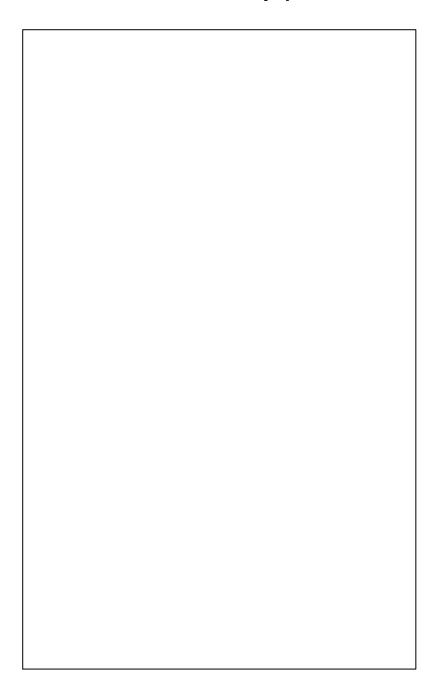
MAX without sp removed, X16000.ybp

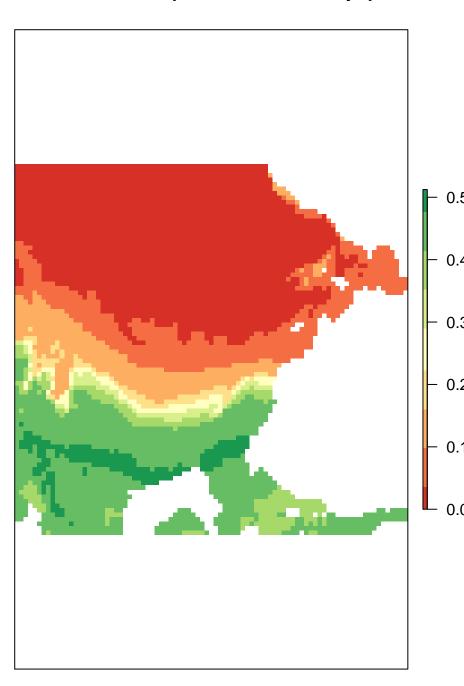




MAX, X15000.ybp

MAX without sp removed, X15000.ybp

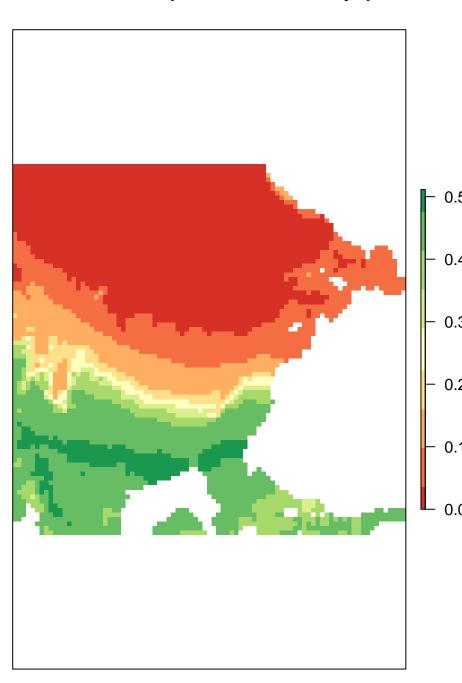




MAX, X14000.ybp

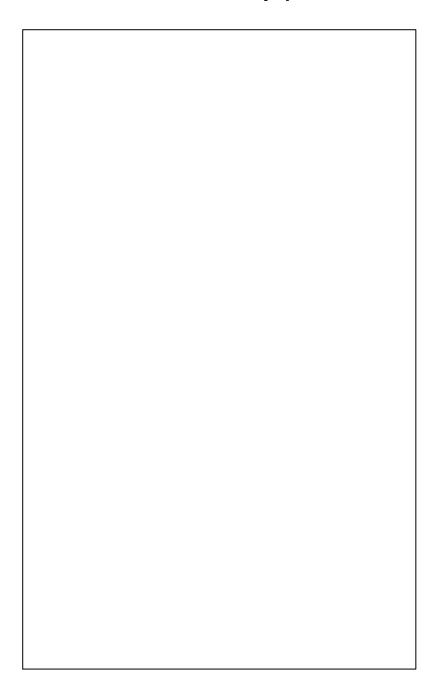
MAX without sp removed, X14000.ybp

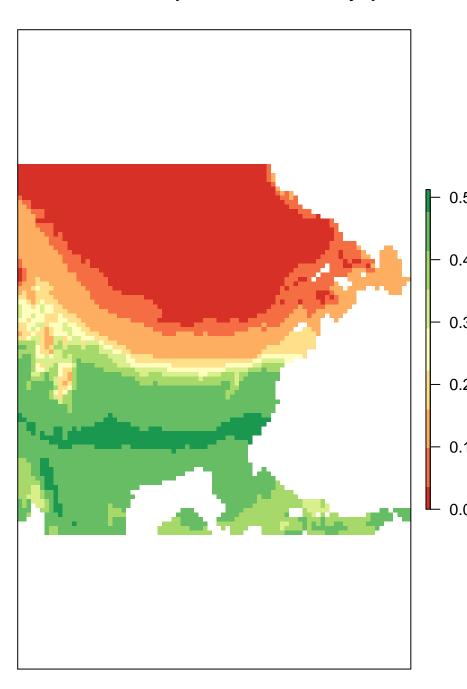




MAX, X13000.ybp

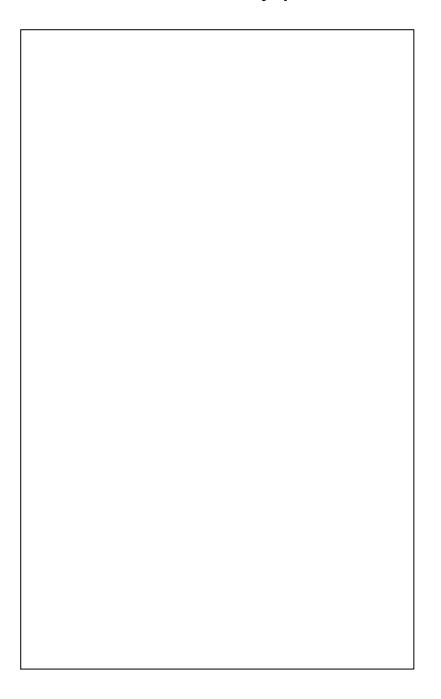
MAX without sp removed, X13000.ybp

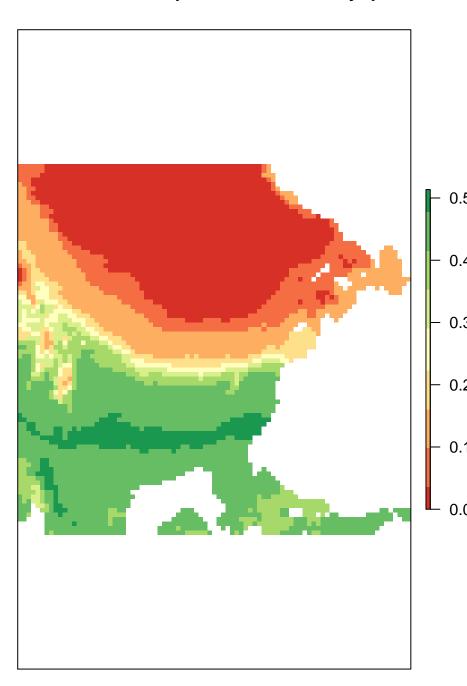




MAX, X12000.ybp

MAX without sp removed, X12000.ybp

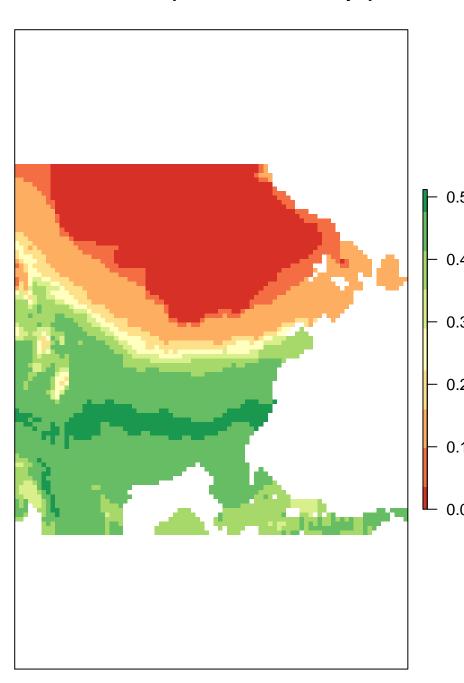




MAX, X11000.ybp

MAX without sp removed, X11000.ybp

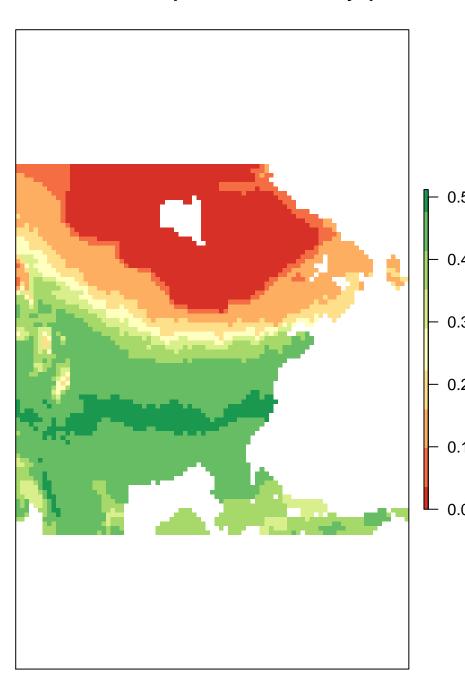




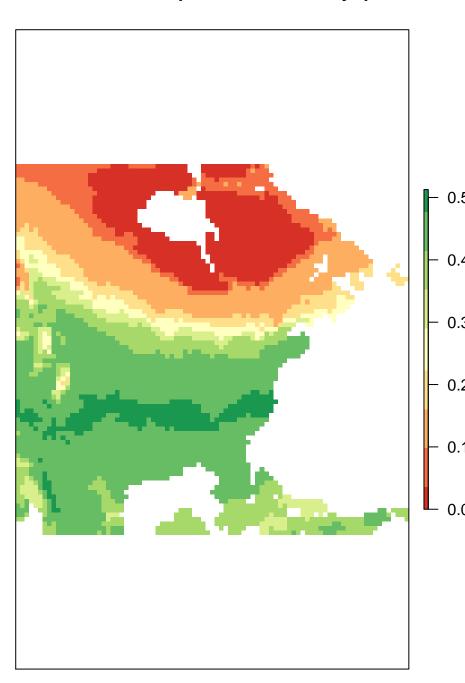
MAX, X10000.ybp

MAX without sp removed, X10000.ybp



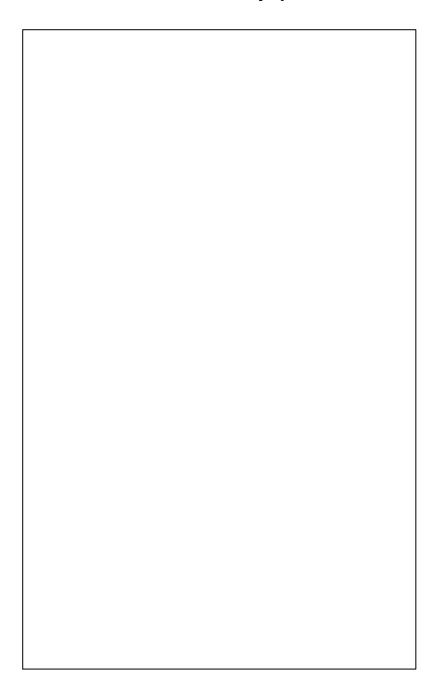


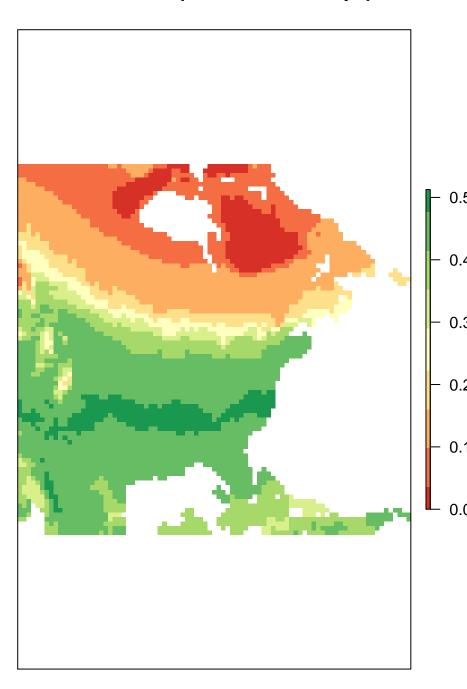


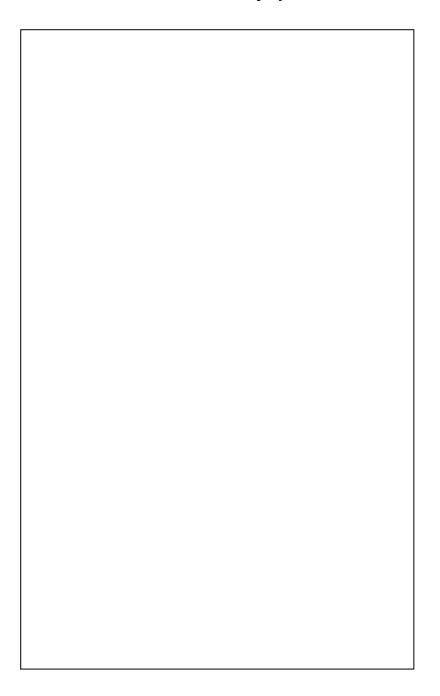


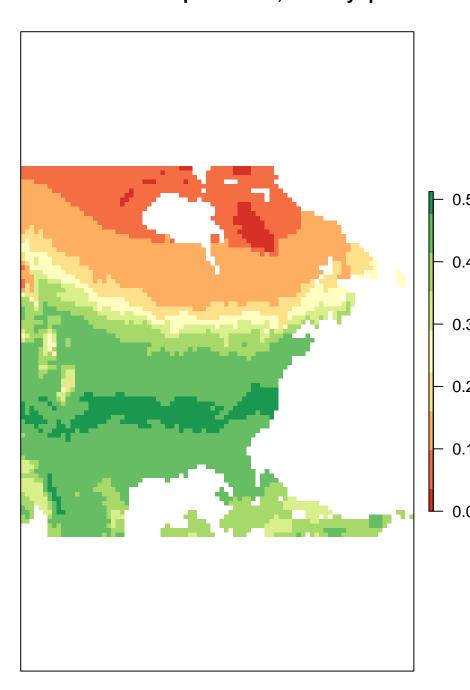
MAX, X8000.ybp

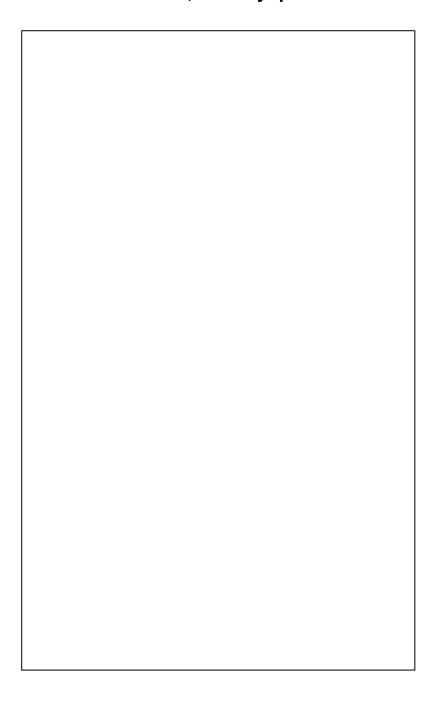
MAX without sp removed, X8000.ybp

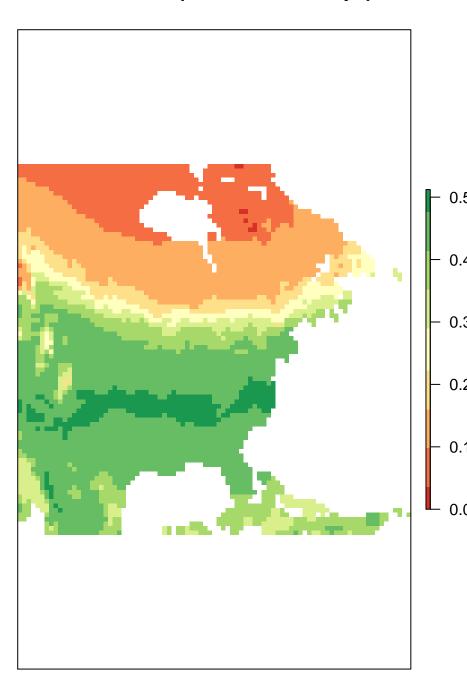


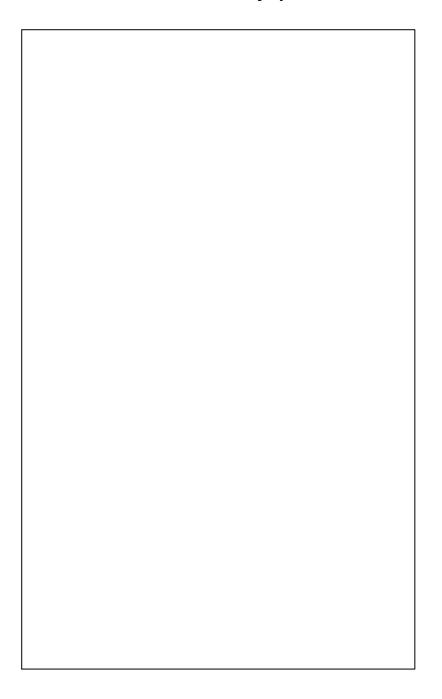


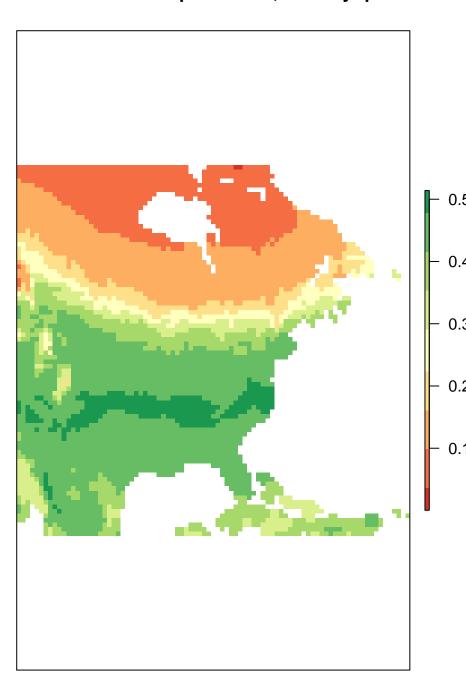


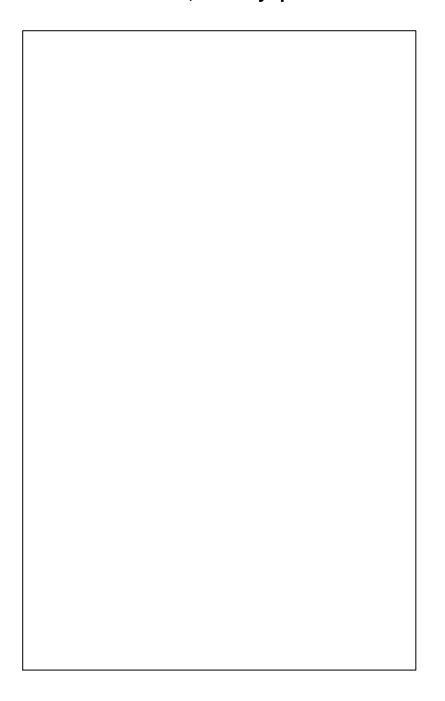


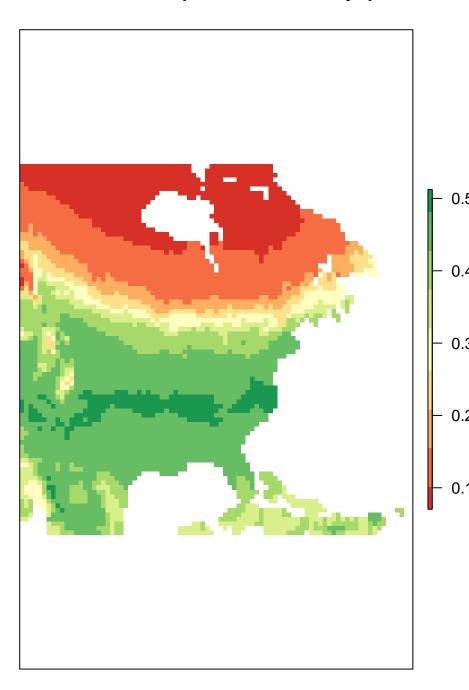




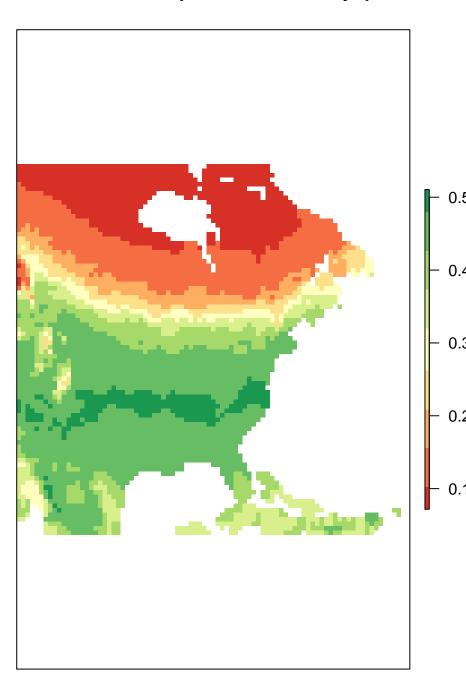


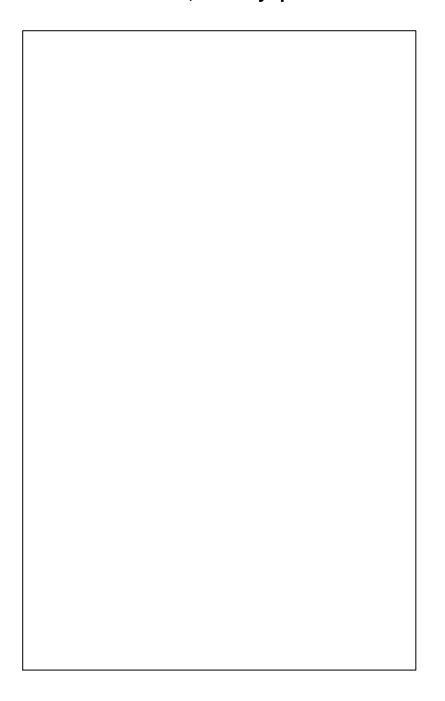


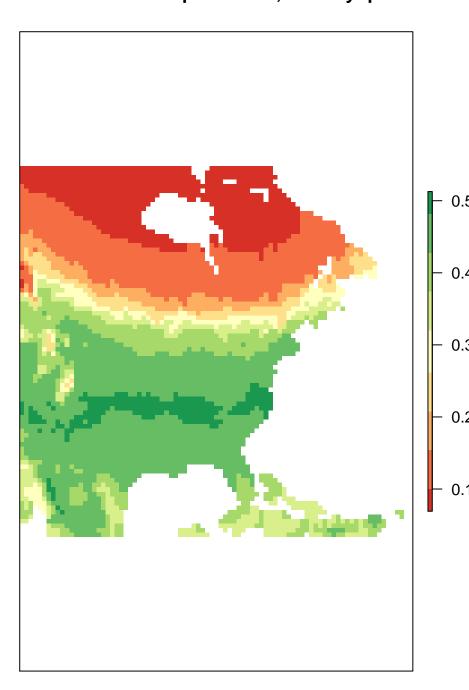


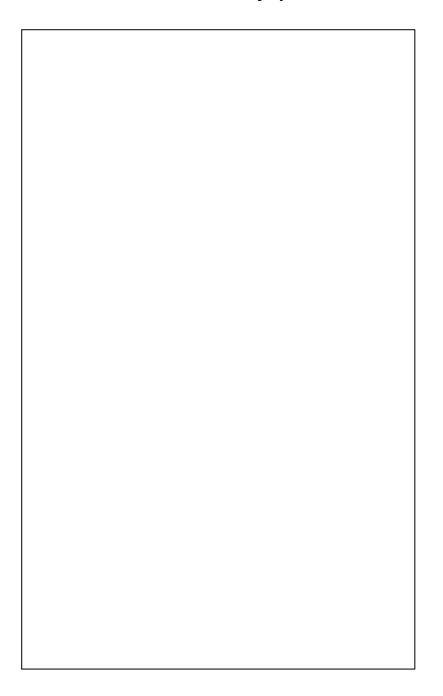


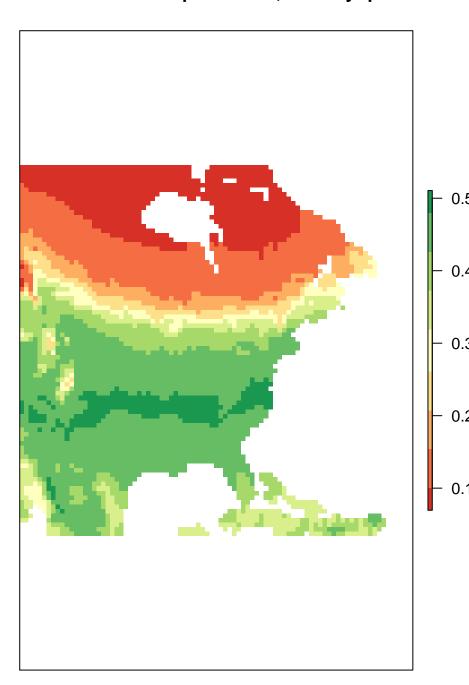












MAX, X0.ybp

MAX without sp removed, X0.ybp

