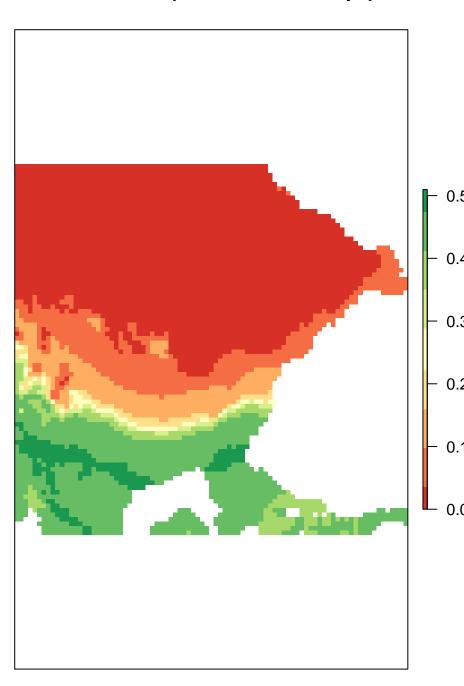
MAX, X21000.ybp

MAX without sp removed, X21000.ybp

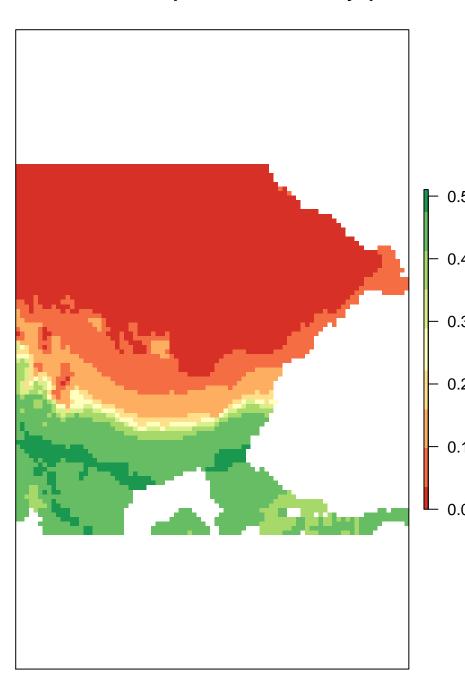




MAX, X20000.ybp

MAX without sp removed, X20000.ybp

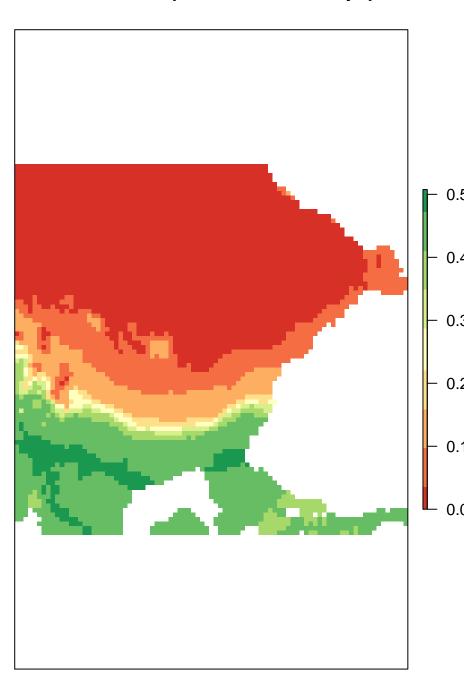




MAX, X19000.ybp

MAX without sp removed, X19000.ybp

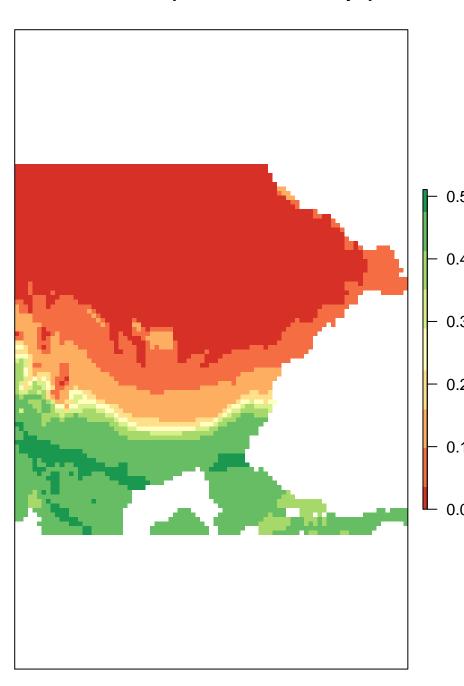




MAX, X18000.ybp

MAX without sp removed, X18000.ybp

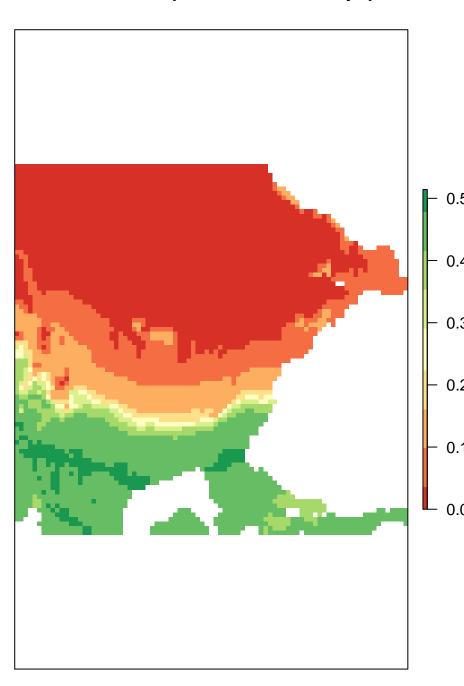




MAX, X17000.ybp

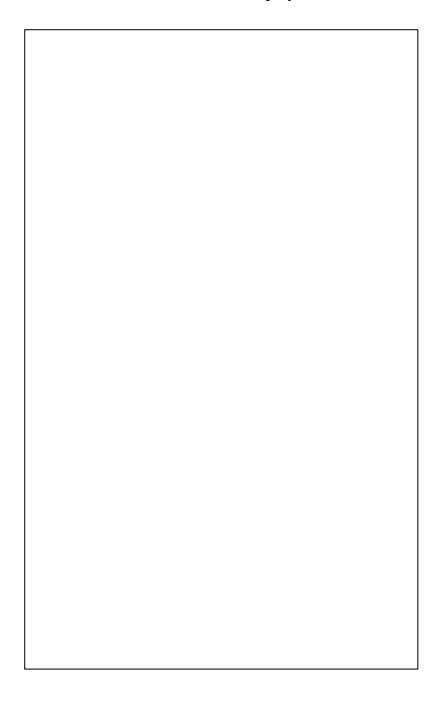
MAX without sp removed, X17000.ybp

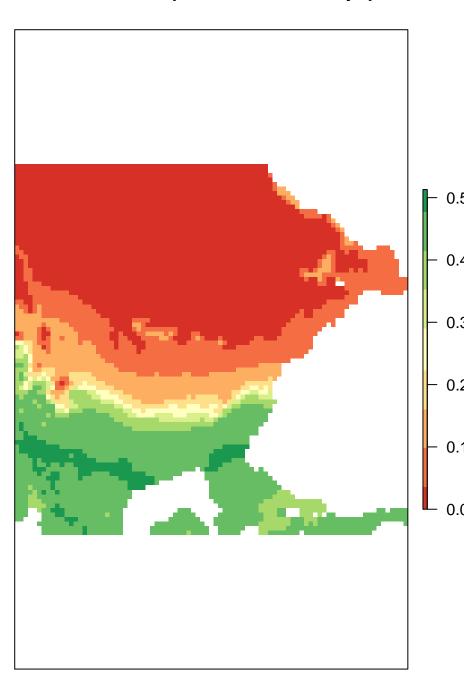




MAX, X16000.ybp

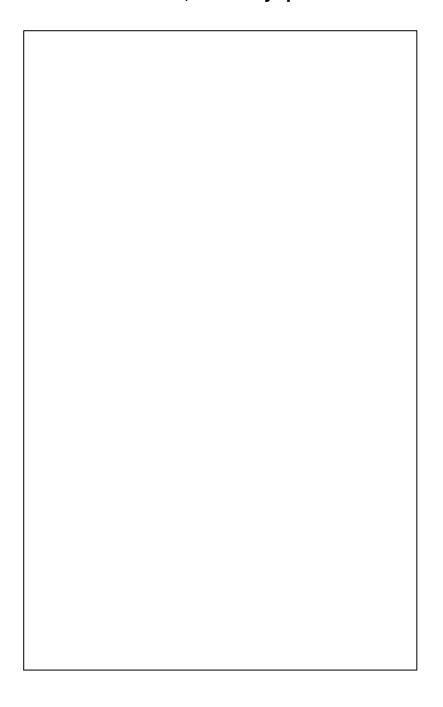
MAX without sp removed, X16000.ybp

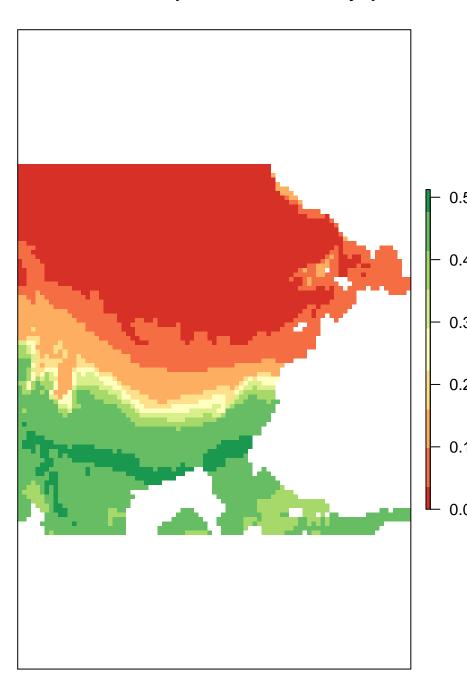




MAX, X15000.ybp

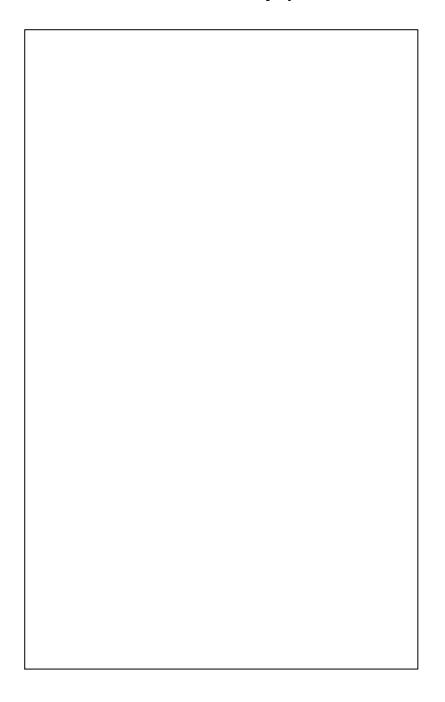
MAX without sp removed, X15000.ybp

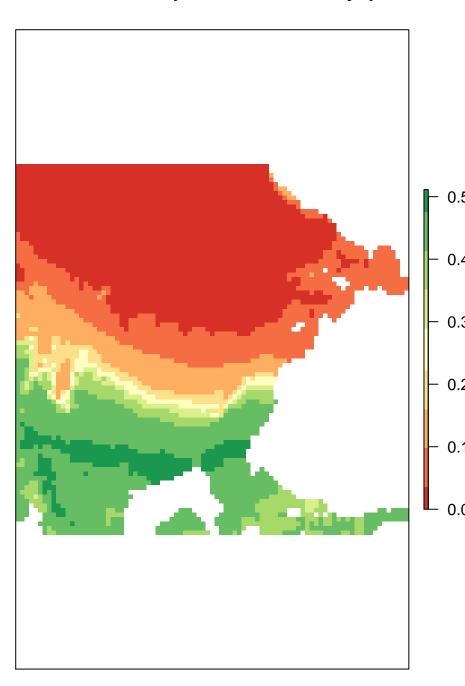




MAX, X14000.ybp

MAX without sp removed, X14000.ybp

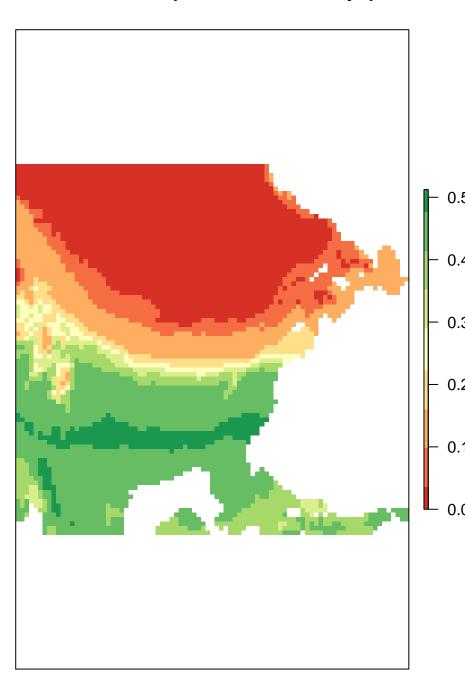




MAX, X13000.ybp

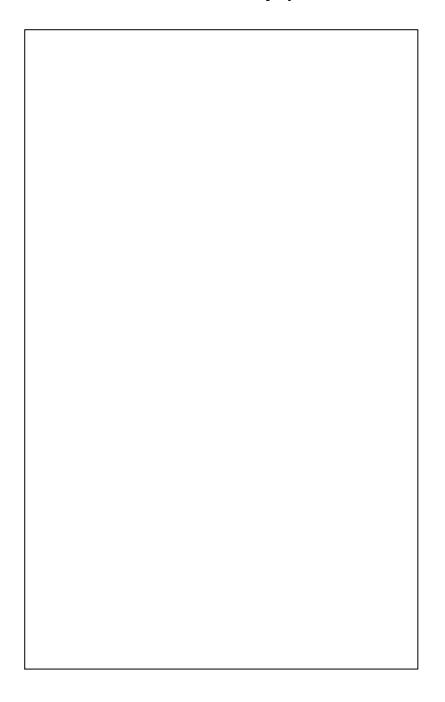
MAX without sp removed, X13000.ybp

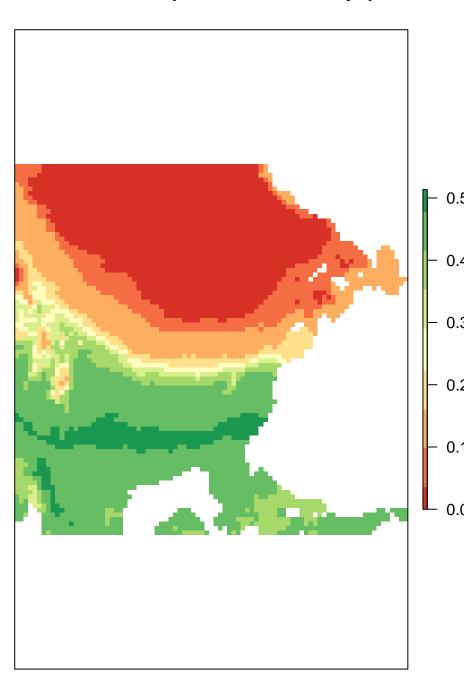




MAX, X12000.ybp

MAX without sp removed, X12000.ybp

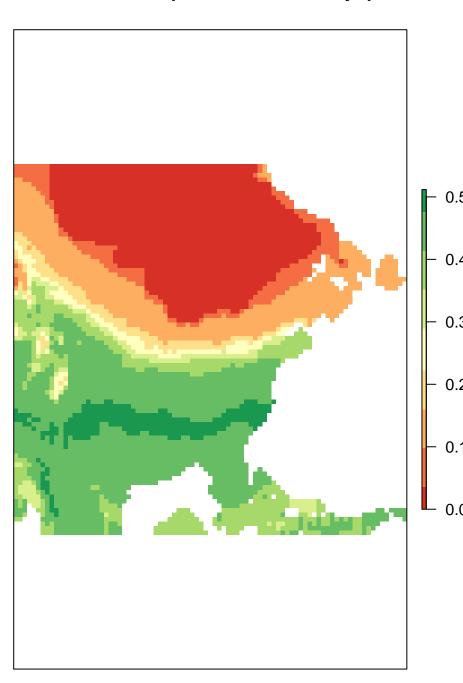




MAX, X11000.ybp

MAX without sp removed, X11000.ybp

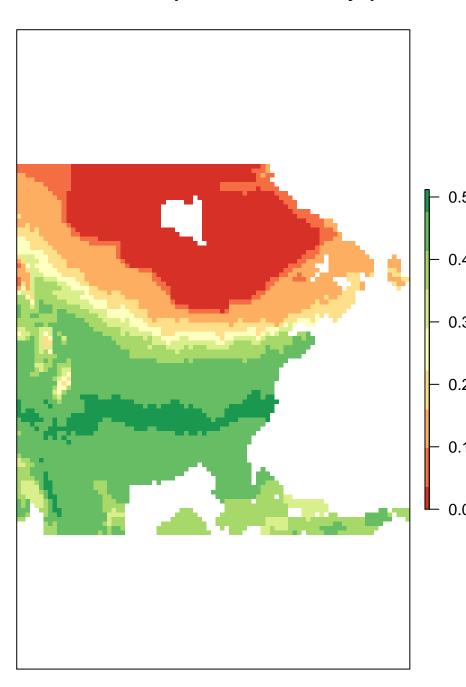


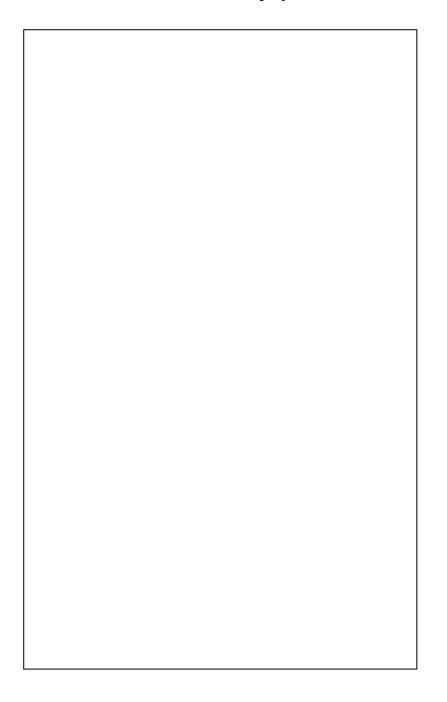


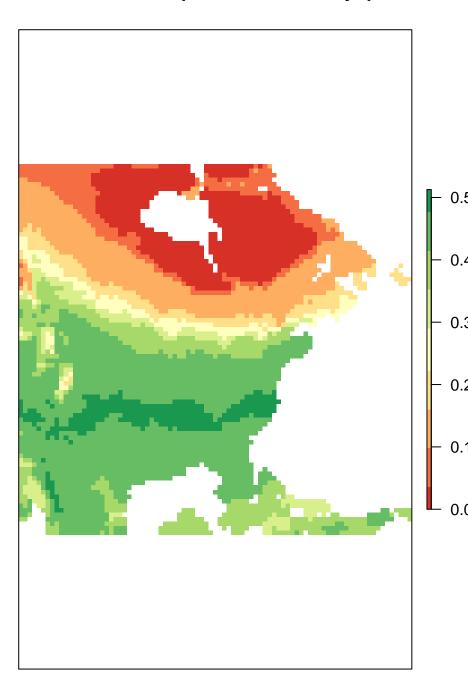
MAX, X10000.ybp

MAX without sp removed, X10000.ybp

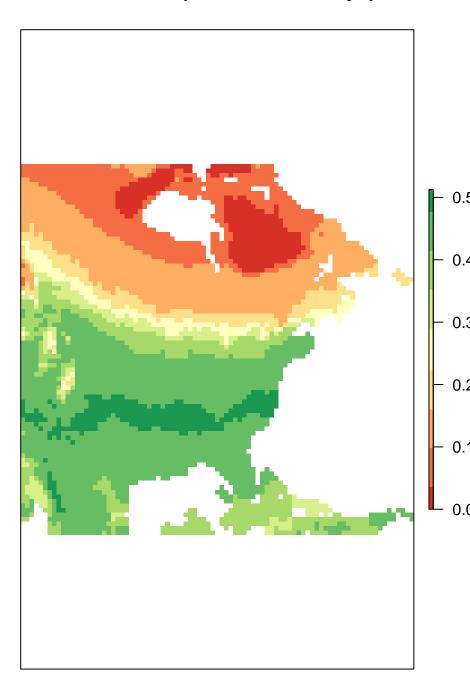


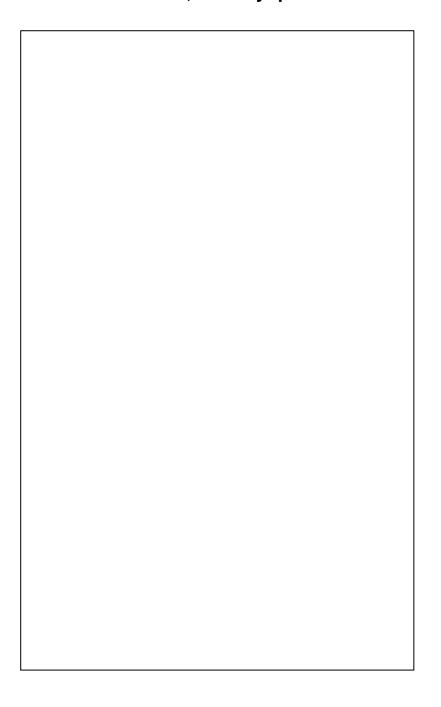


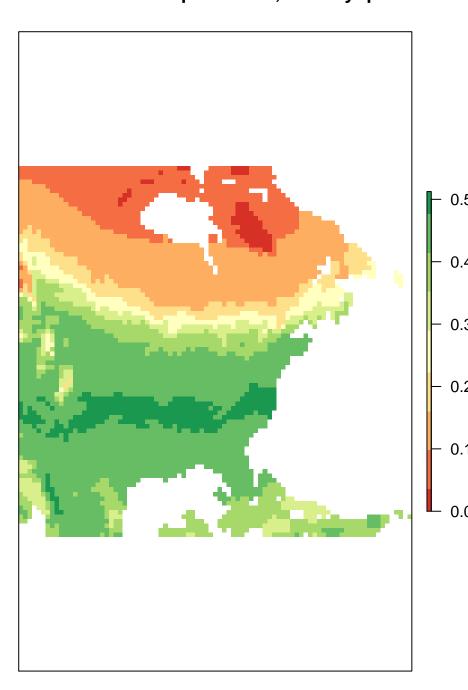




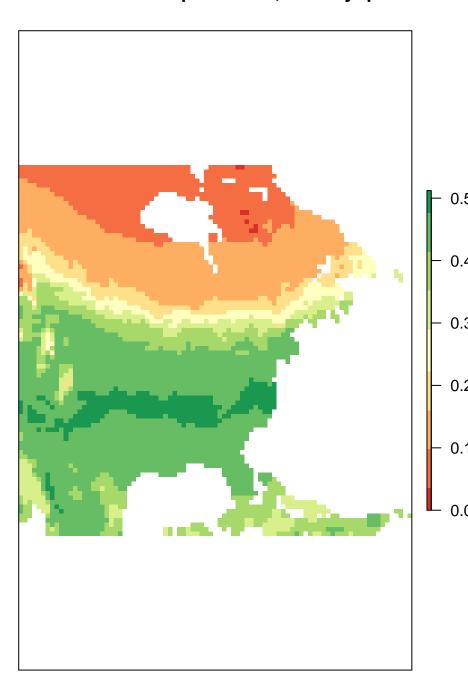


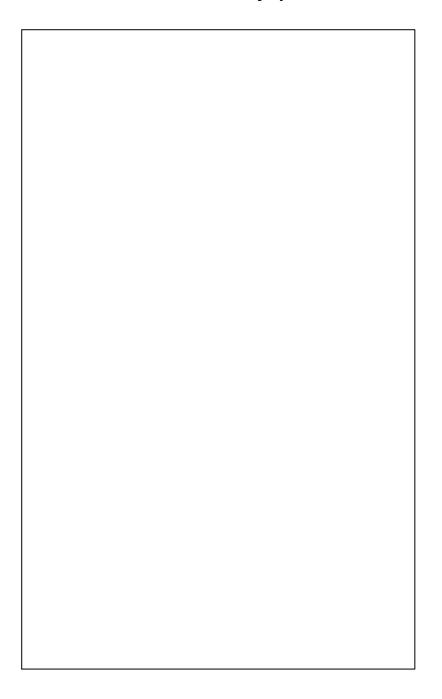


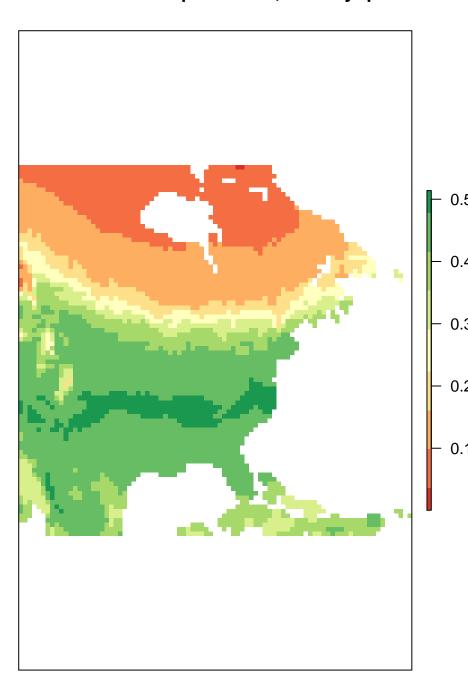




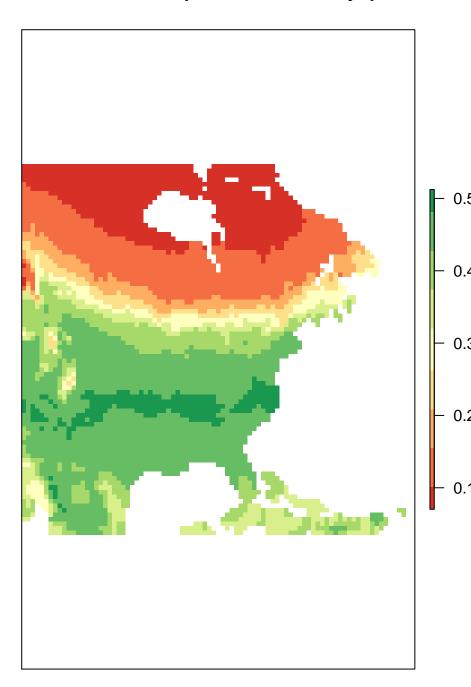




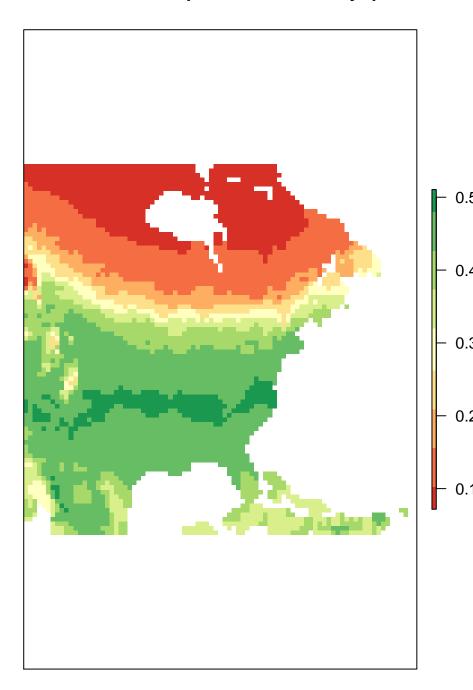




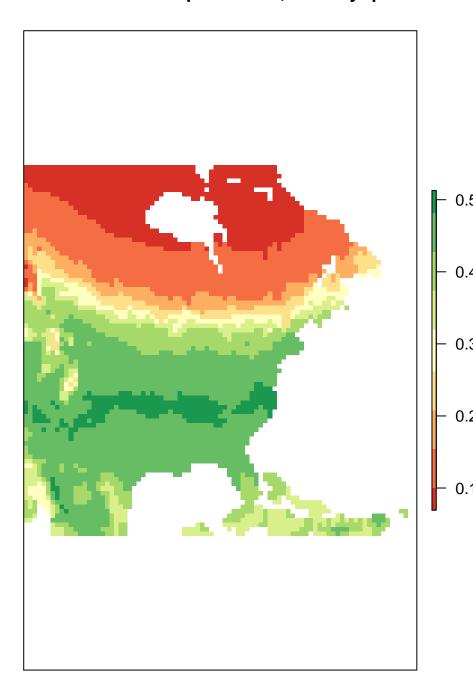




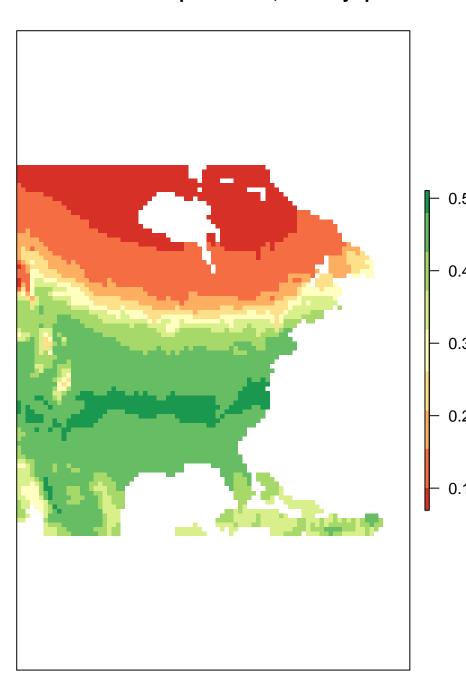












MAX, X0.ybp

MAX without sp removed, X0.ybp

