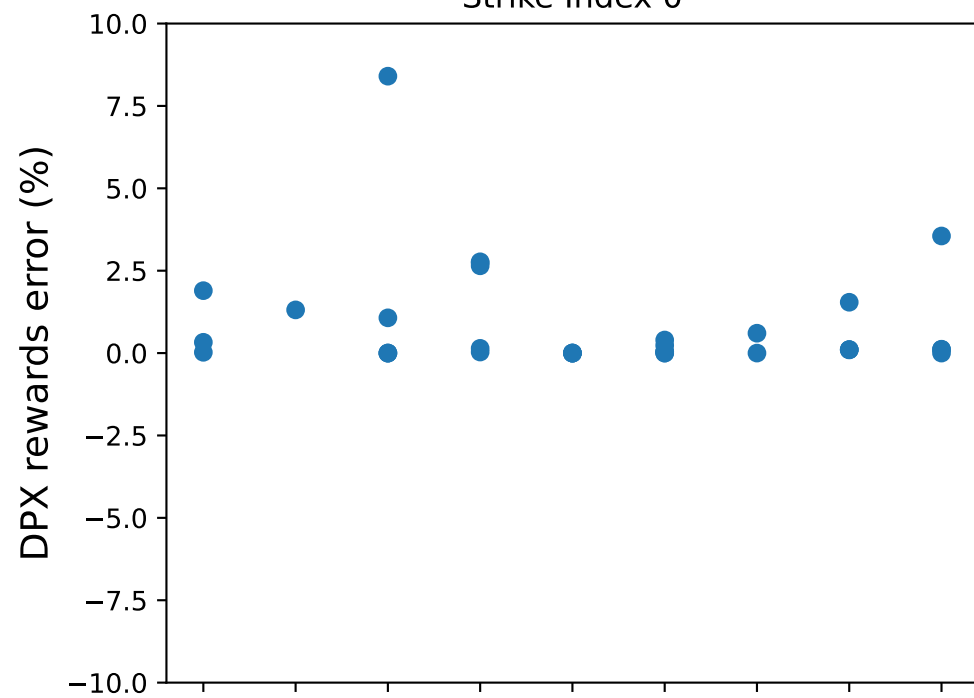
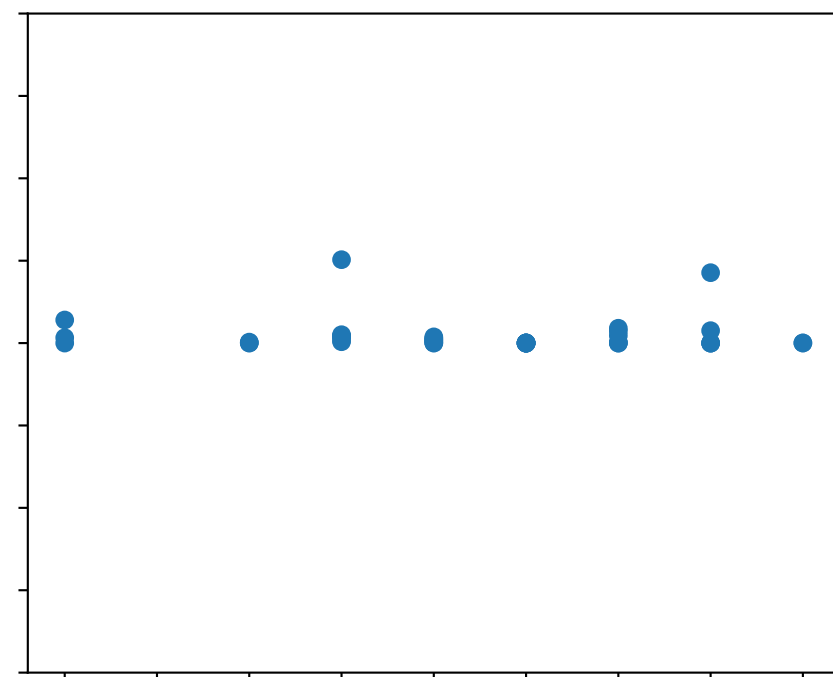


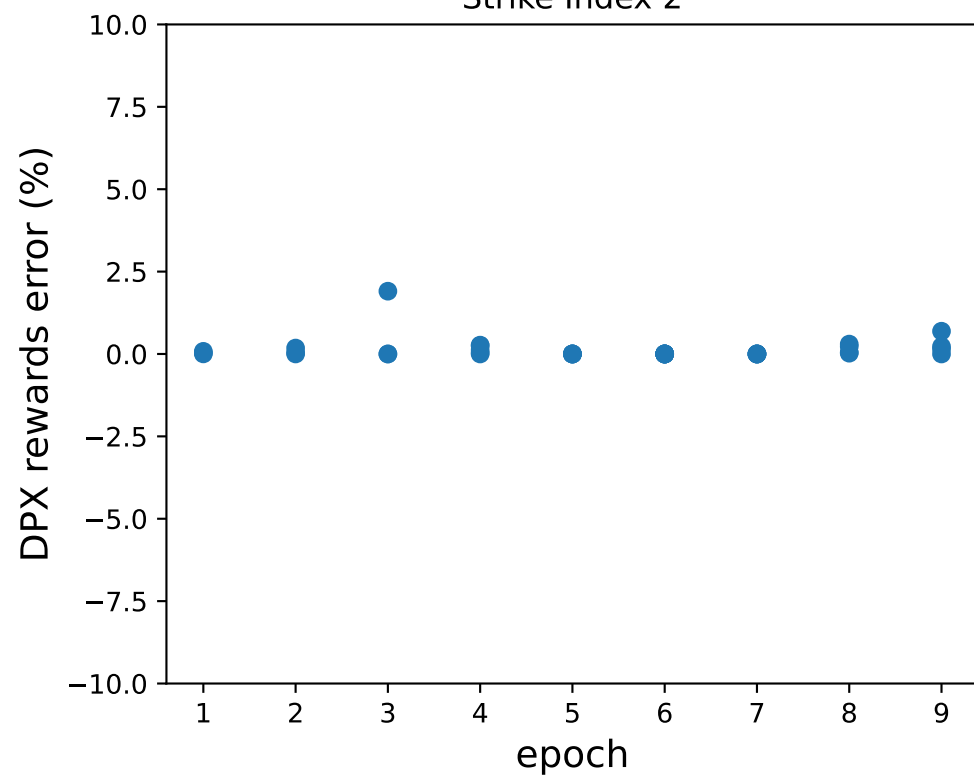
Strike Index 0



Strike Index 1



Strike Index 2



Strike Index 3

