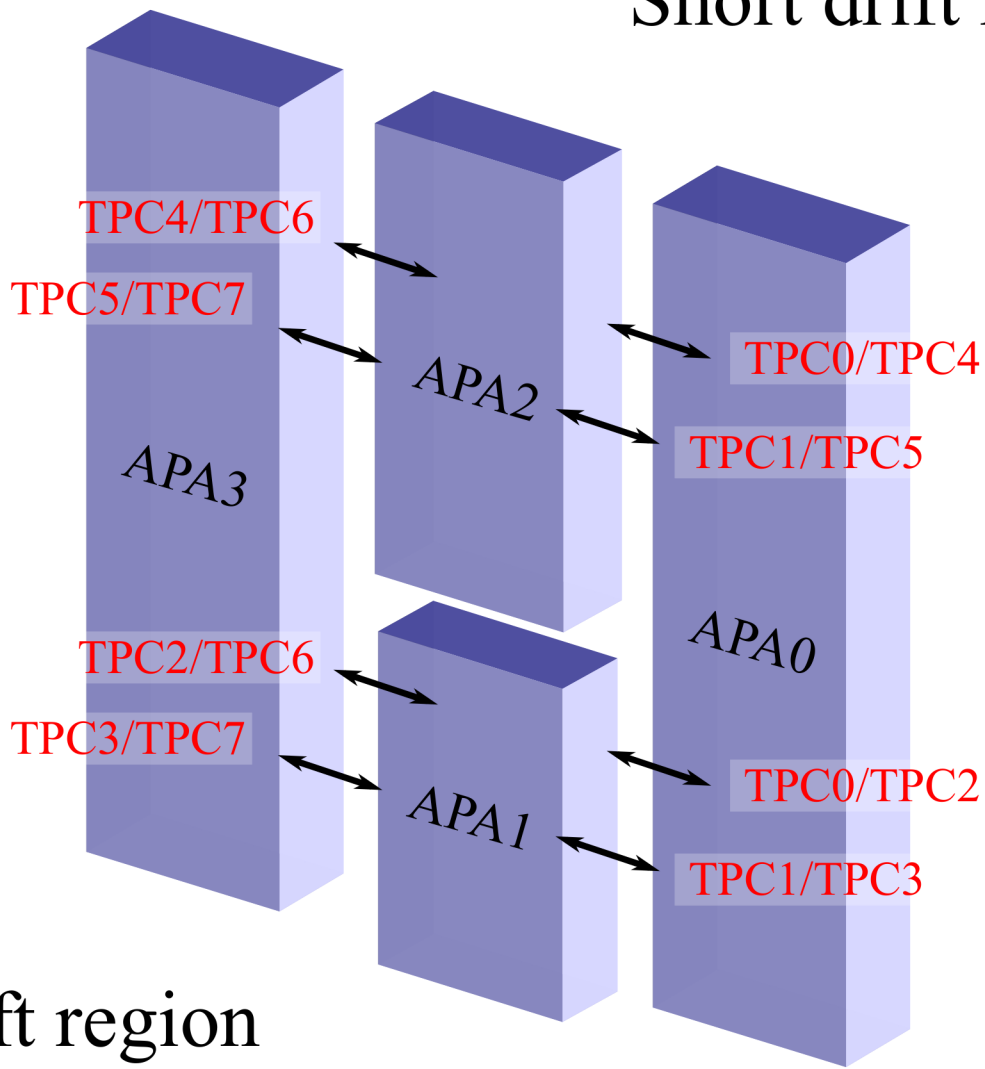


Short drift region



Long drift region