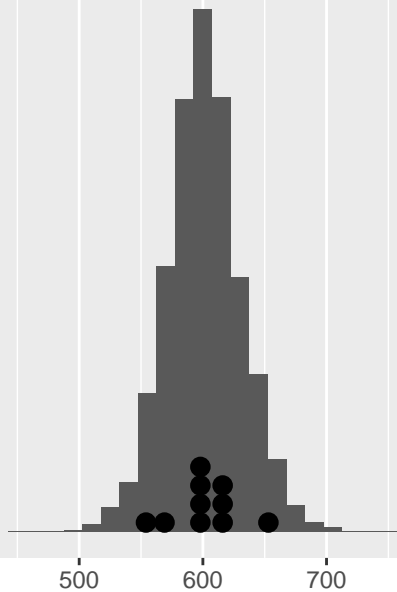
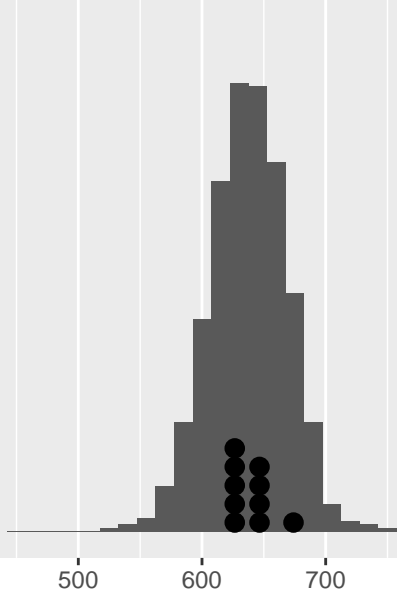


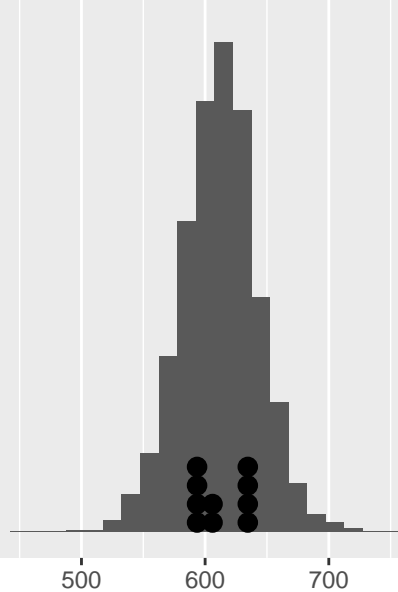
Control



Highjump



Lowjump



sim\_data