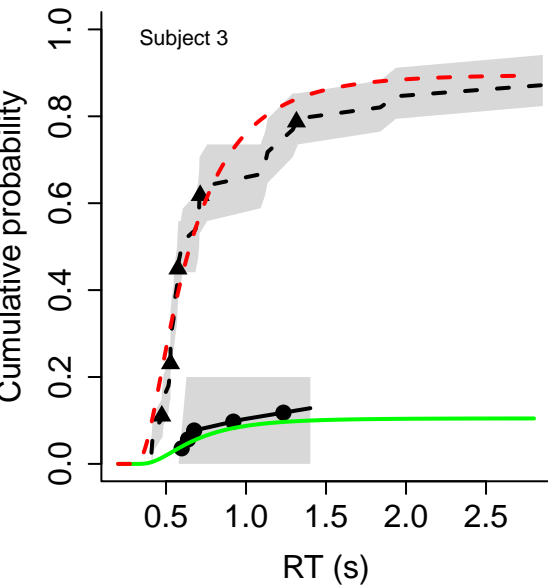
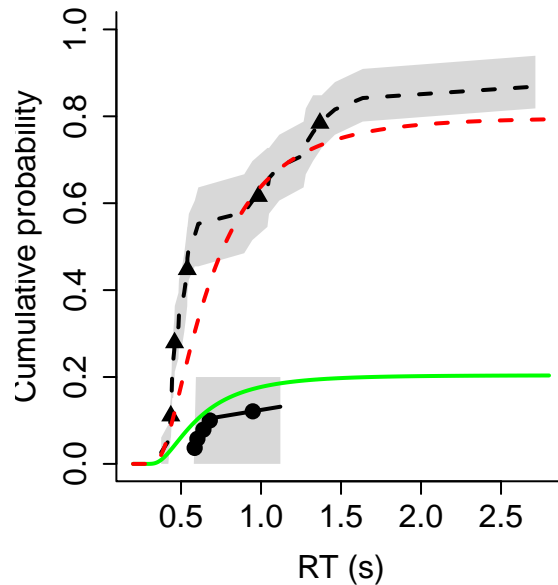


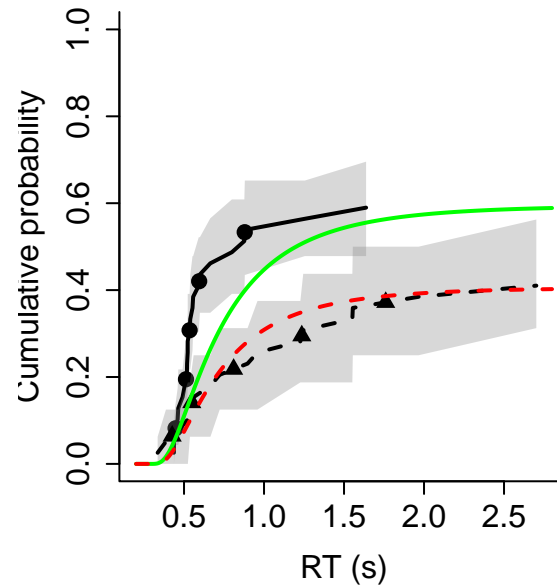
Target primed .05 s



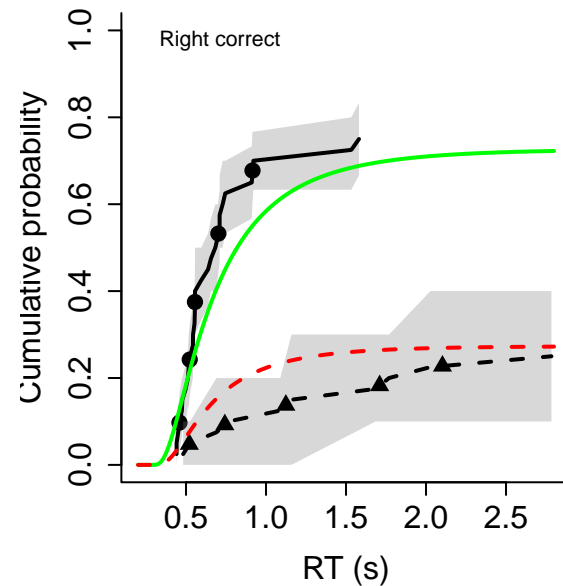
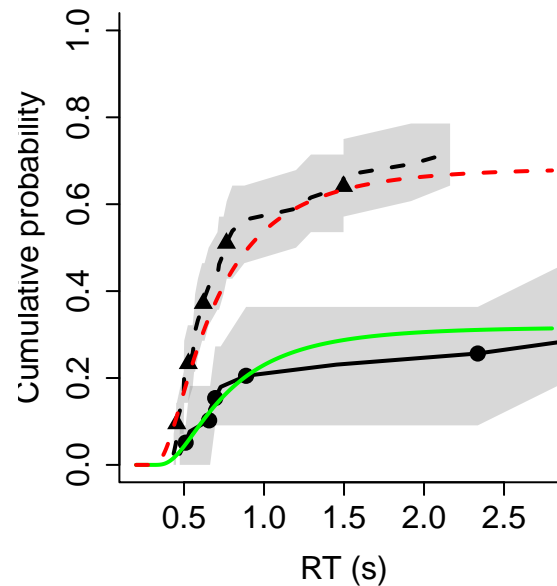
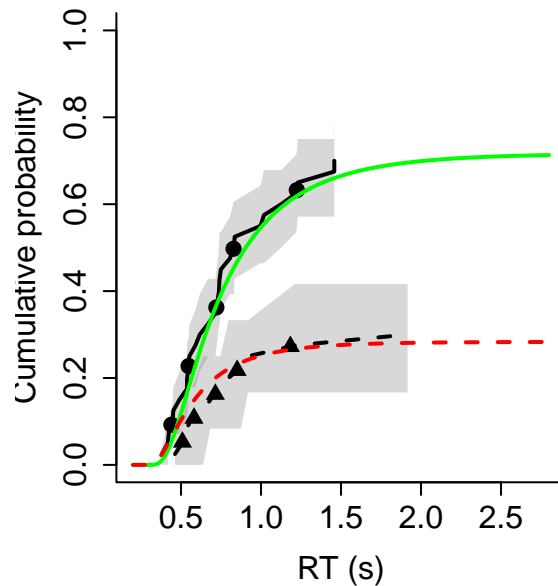
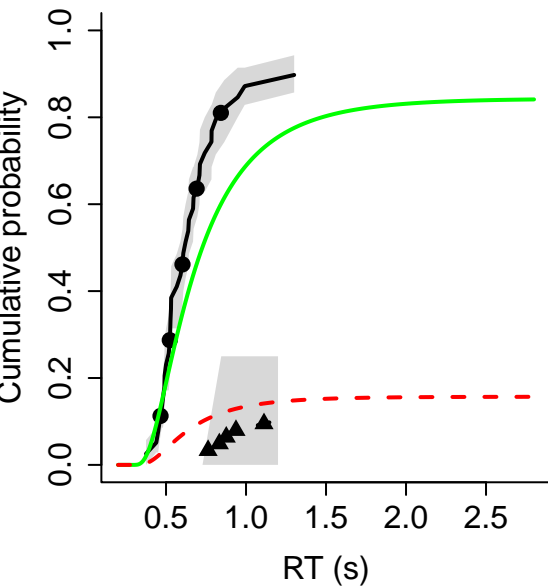
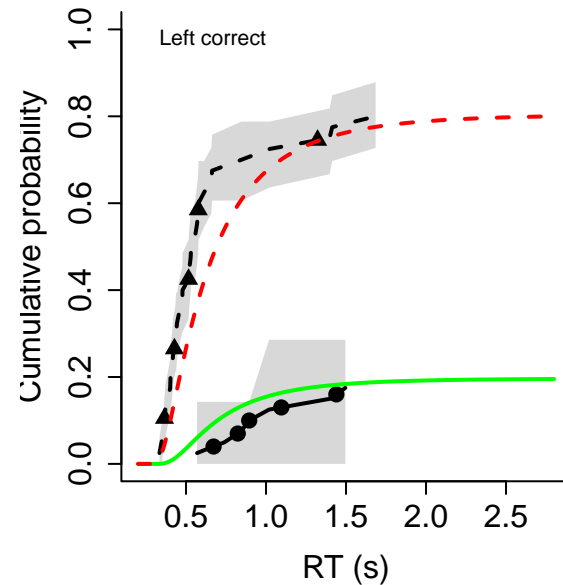
Target primed .4 s

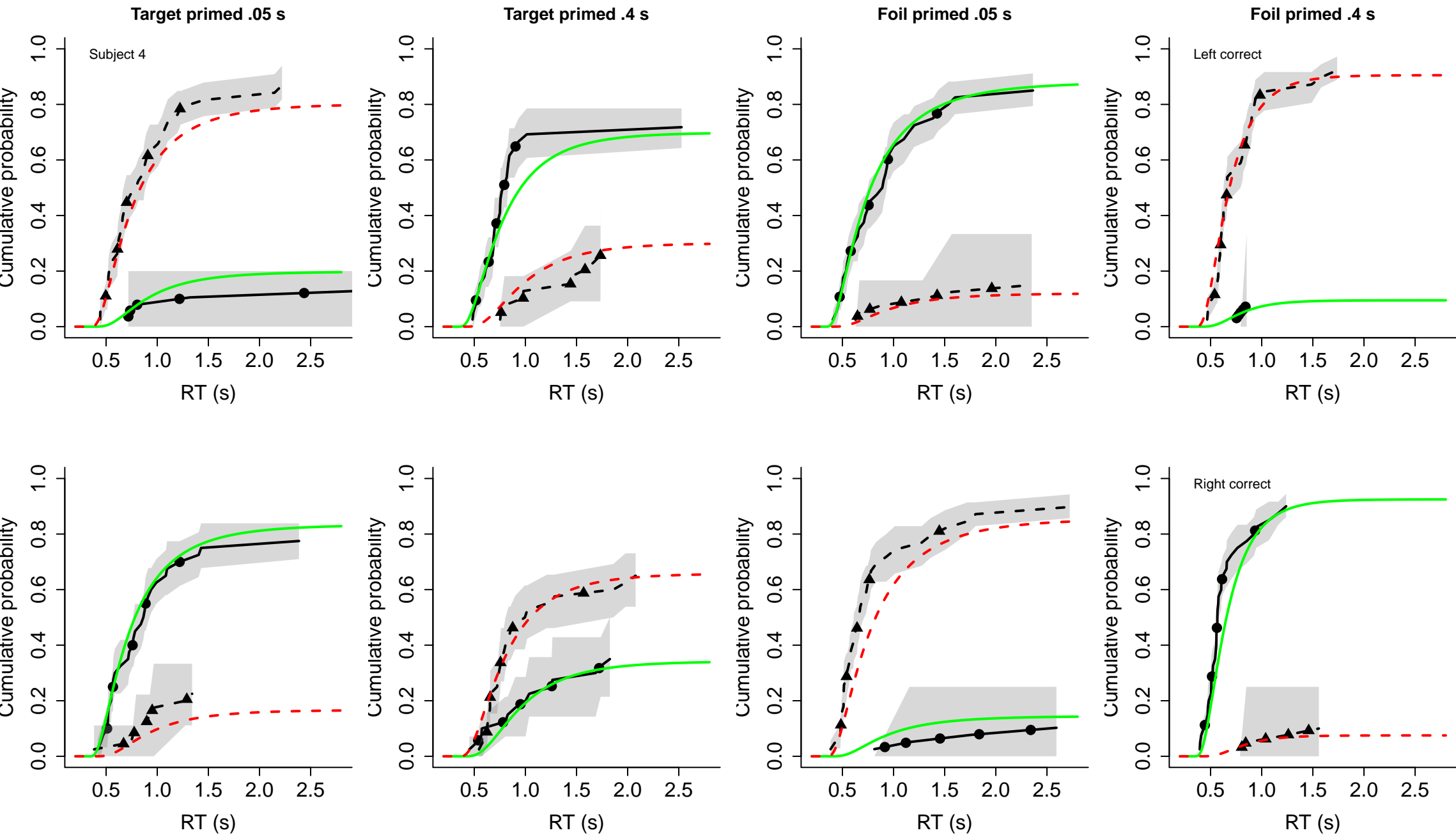


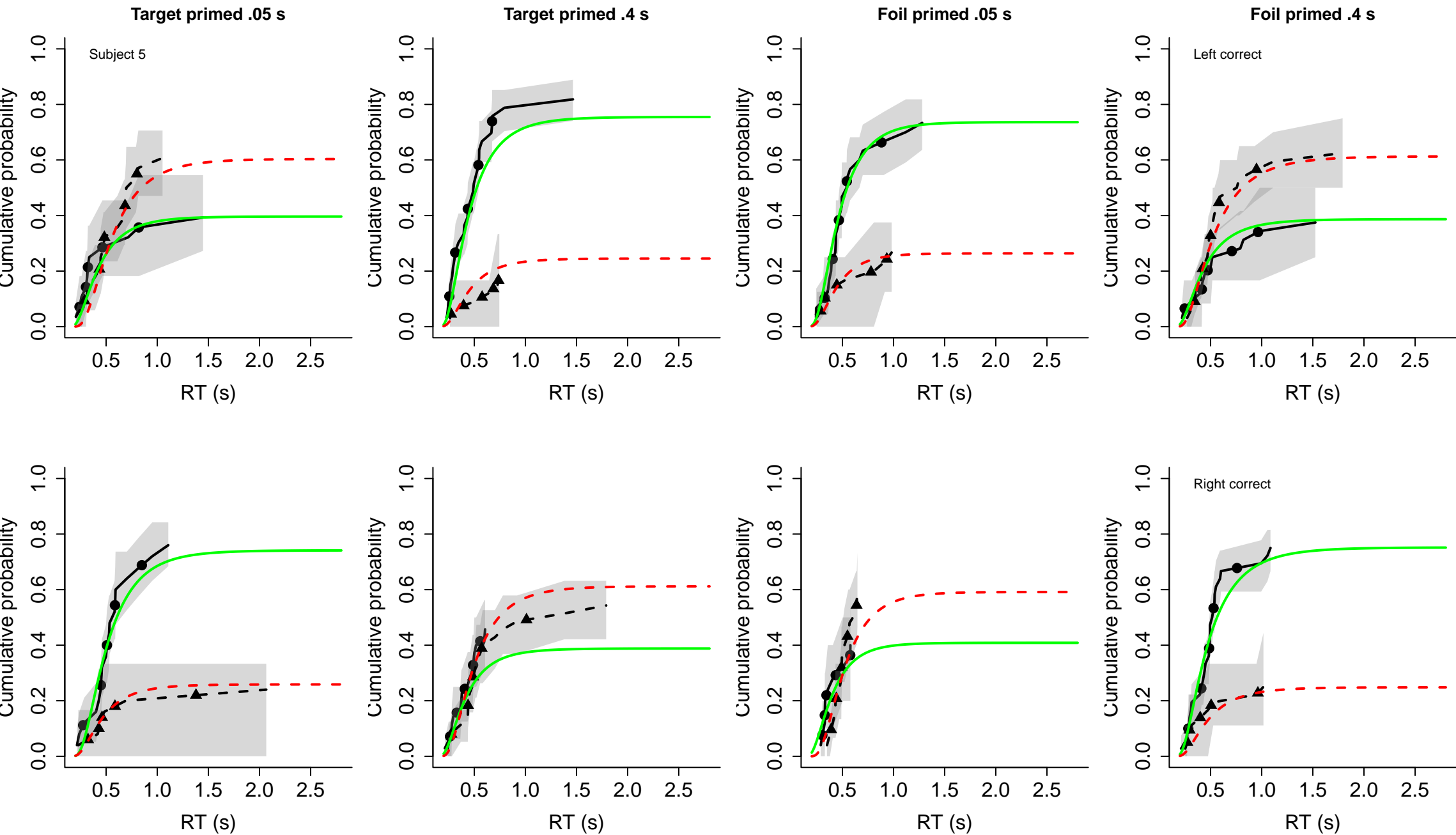
Foil primed .05 s



Foil primed .4 s

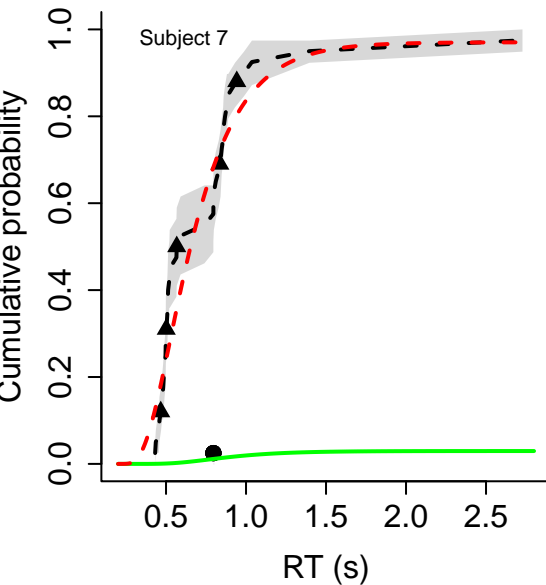




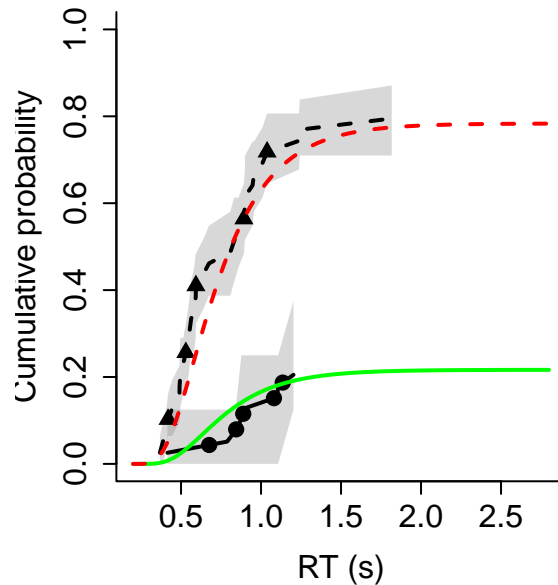




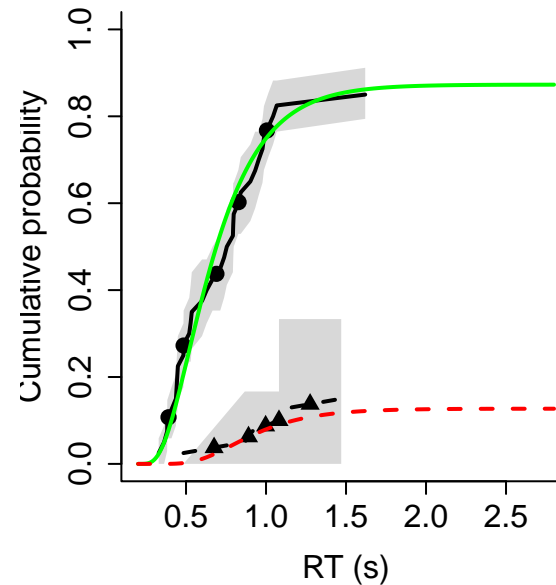
Target primed .05 s



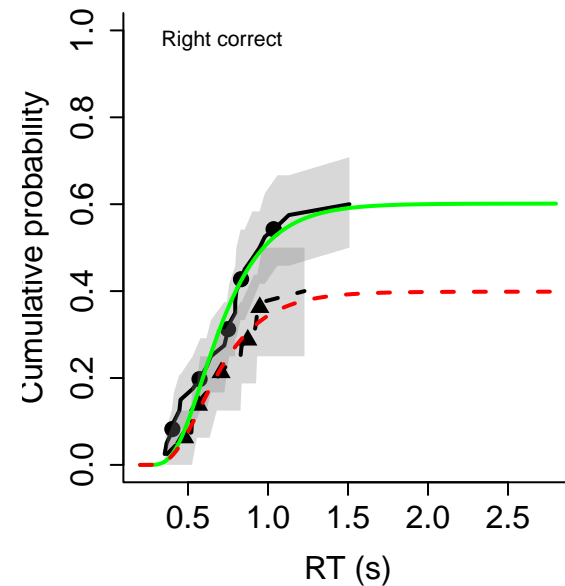
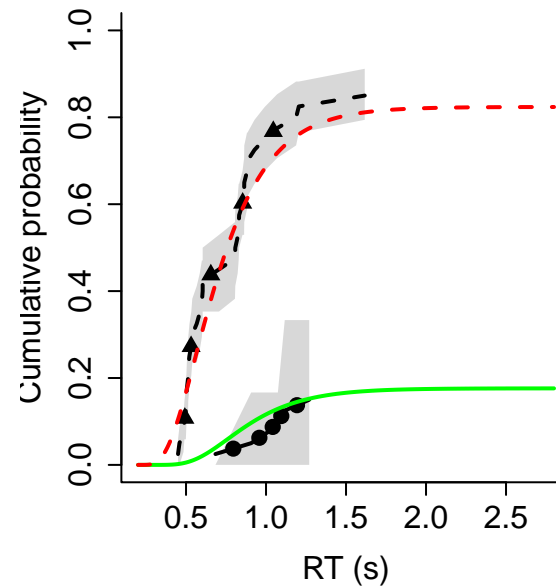
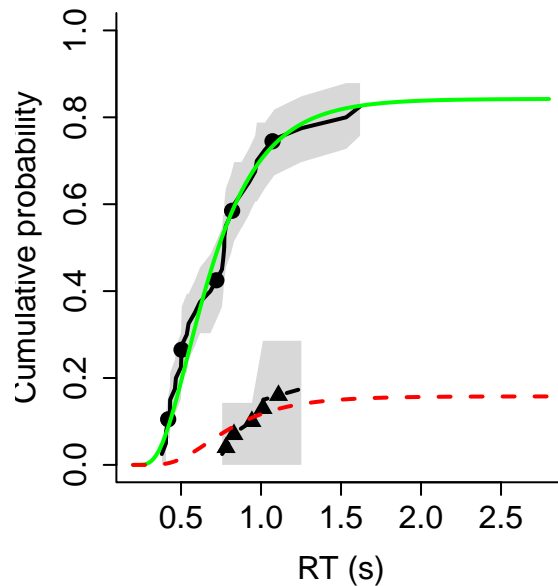
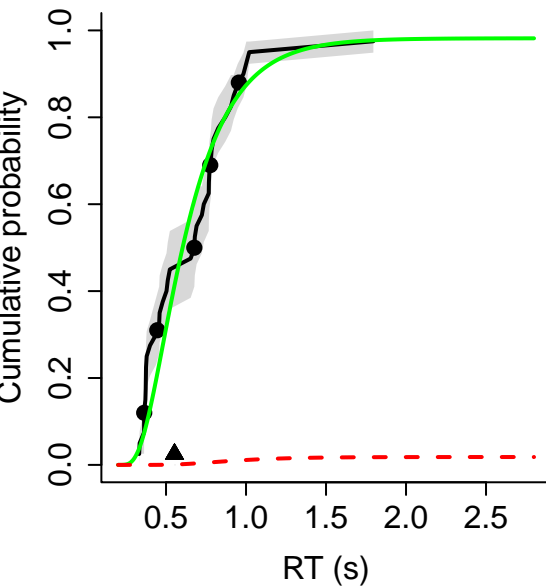
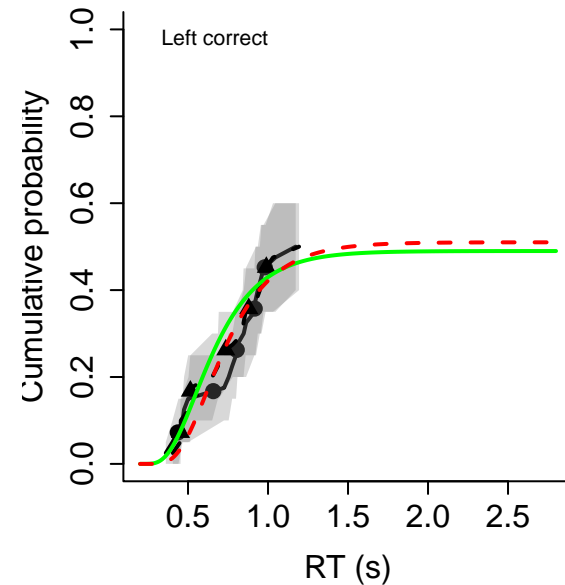
Target primed .4 s



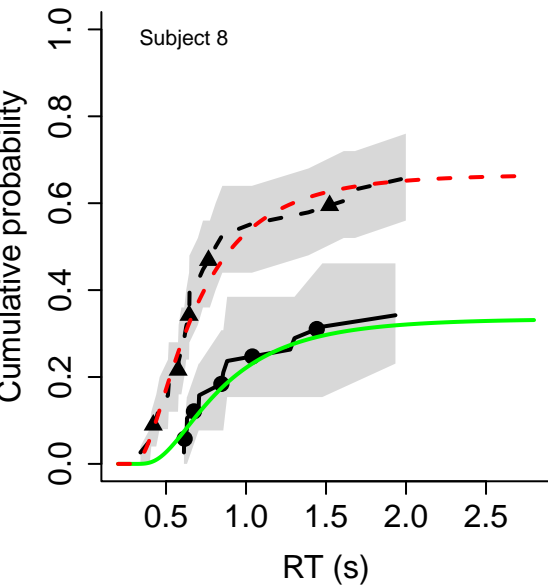
Foil primed .05 s



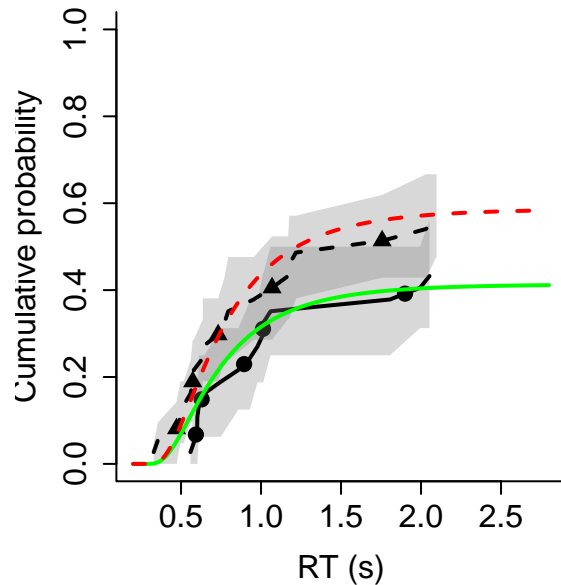
Foil primed .4 s



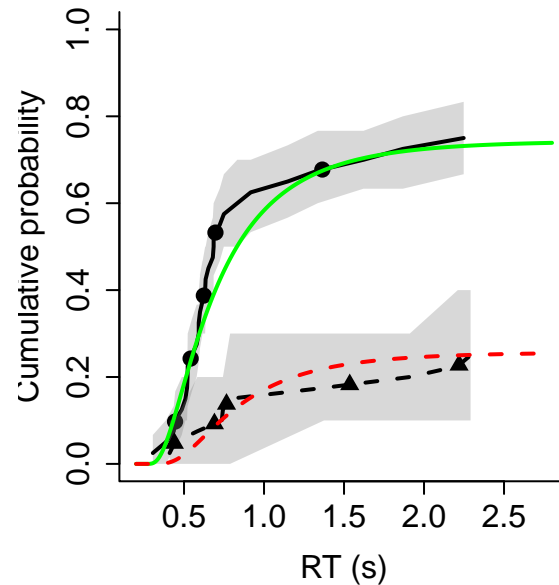
Target primed .05 s



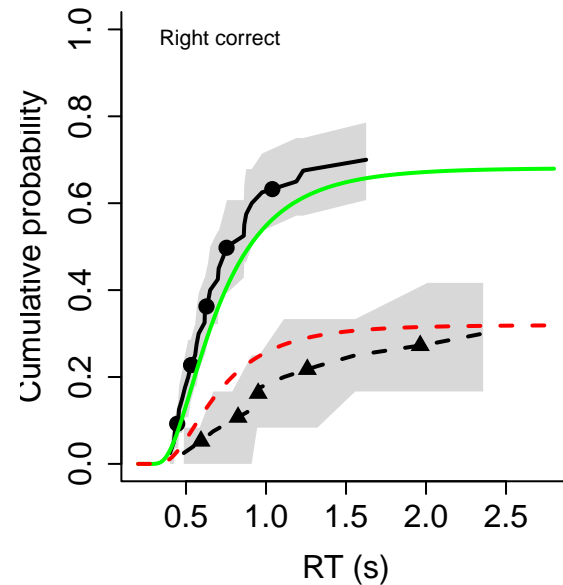
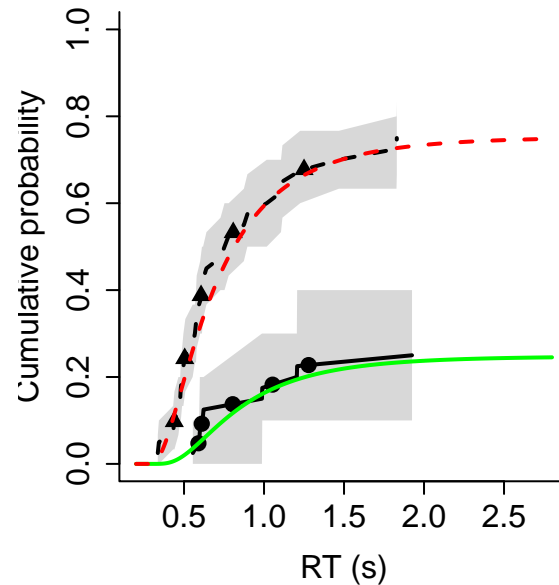
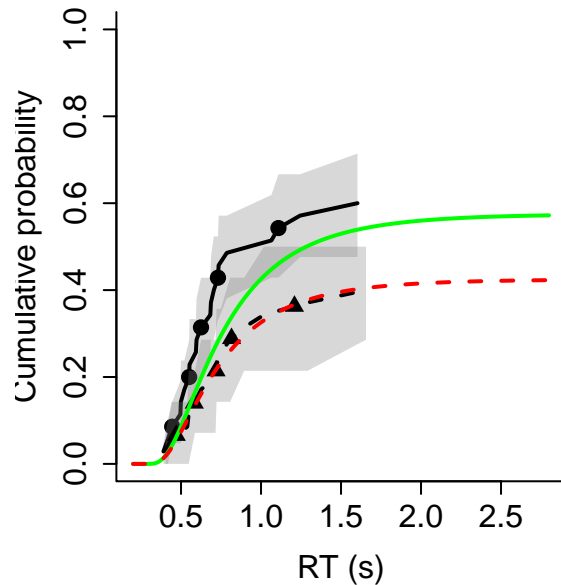
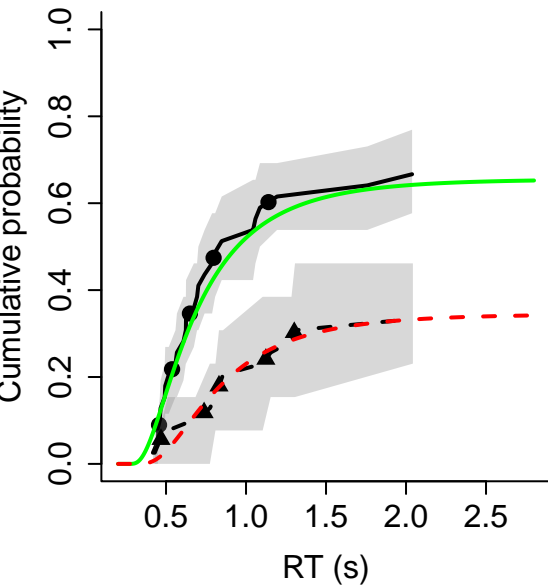
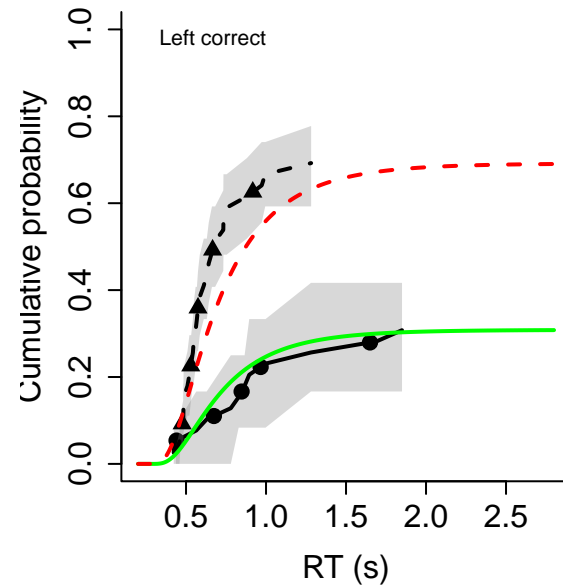
Target primed .4 s



Foil primed .05 s

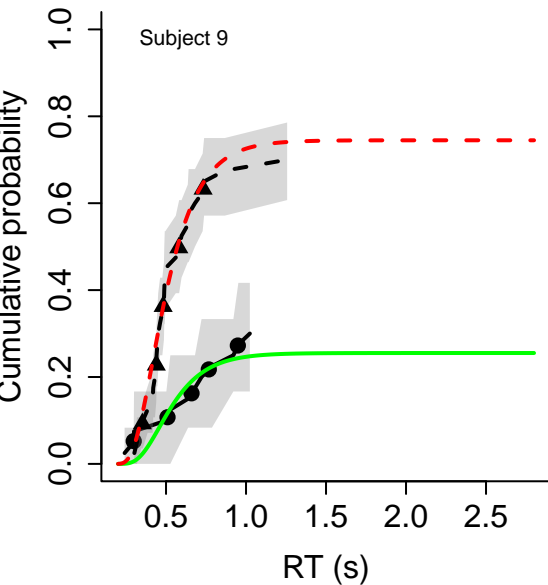


Foil primed .4 s

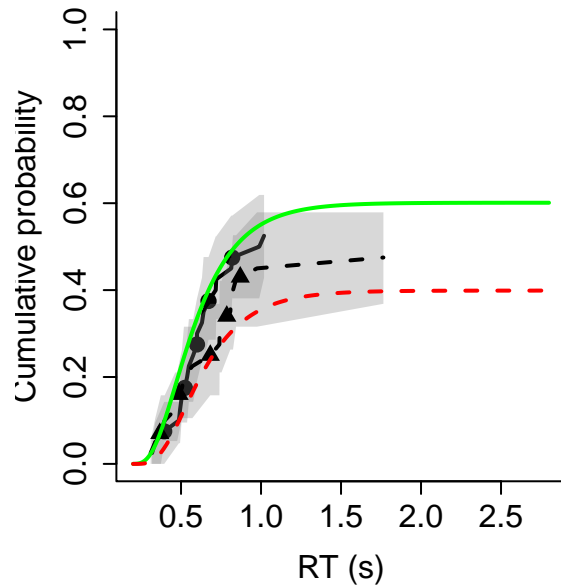




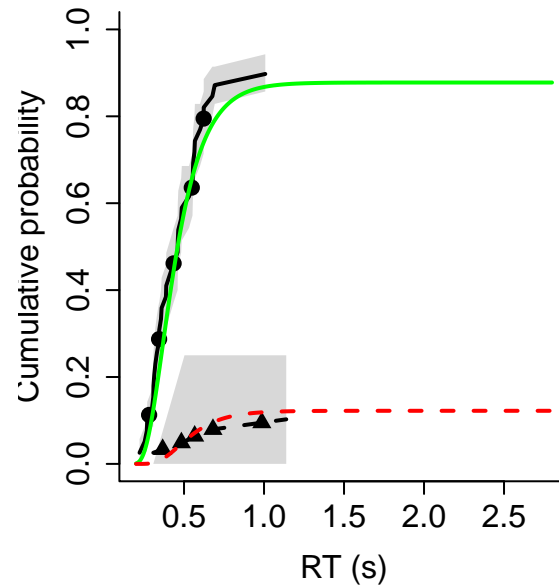
Target primed .05 s



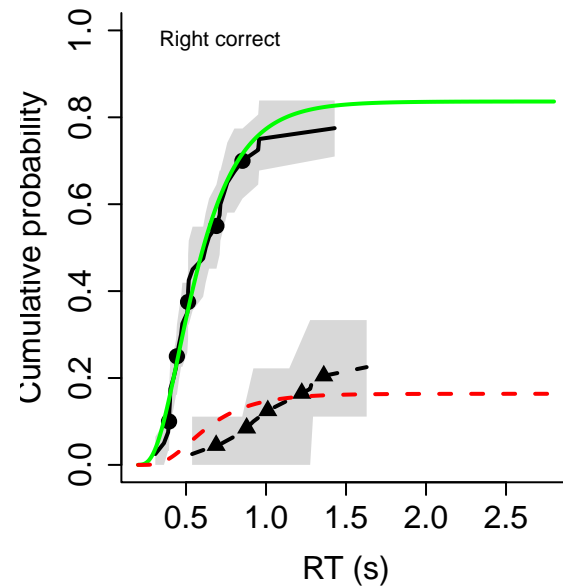
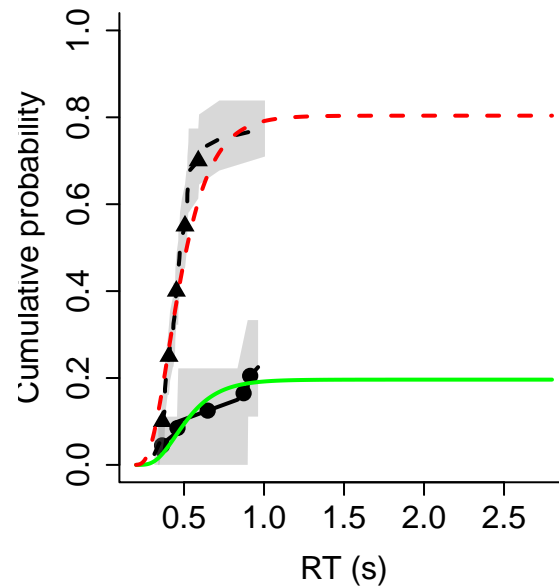
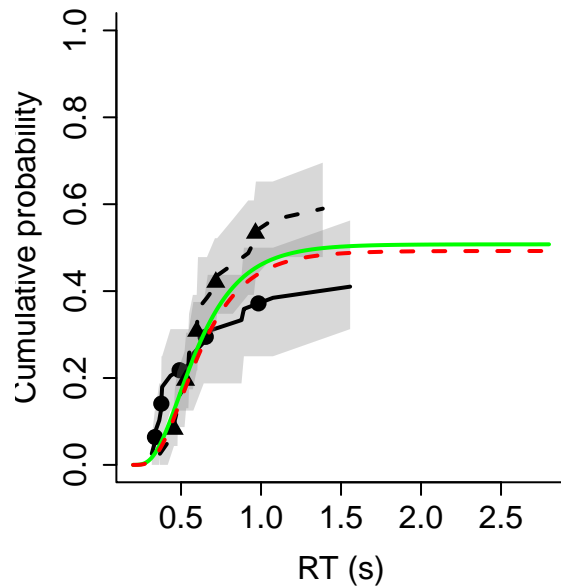
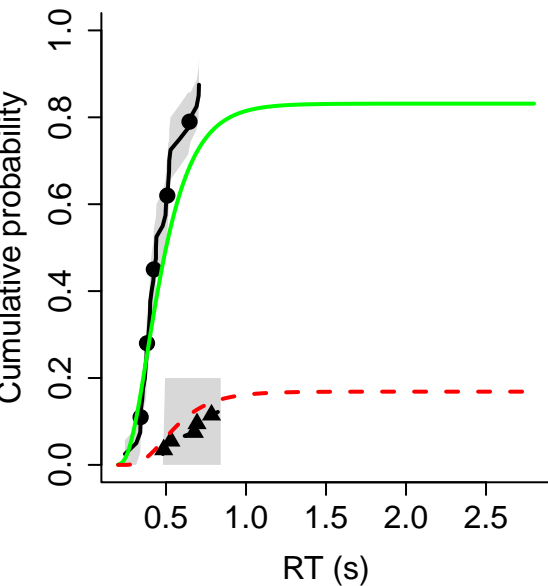
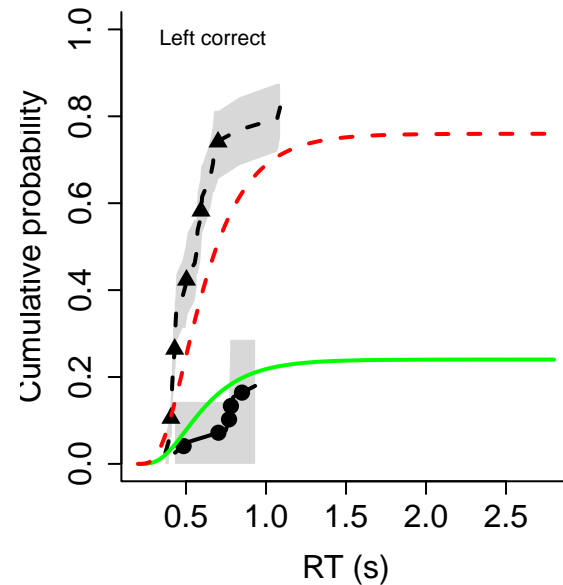
Target primed .4 s

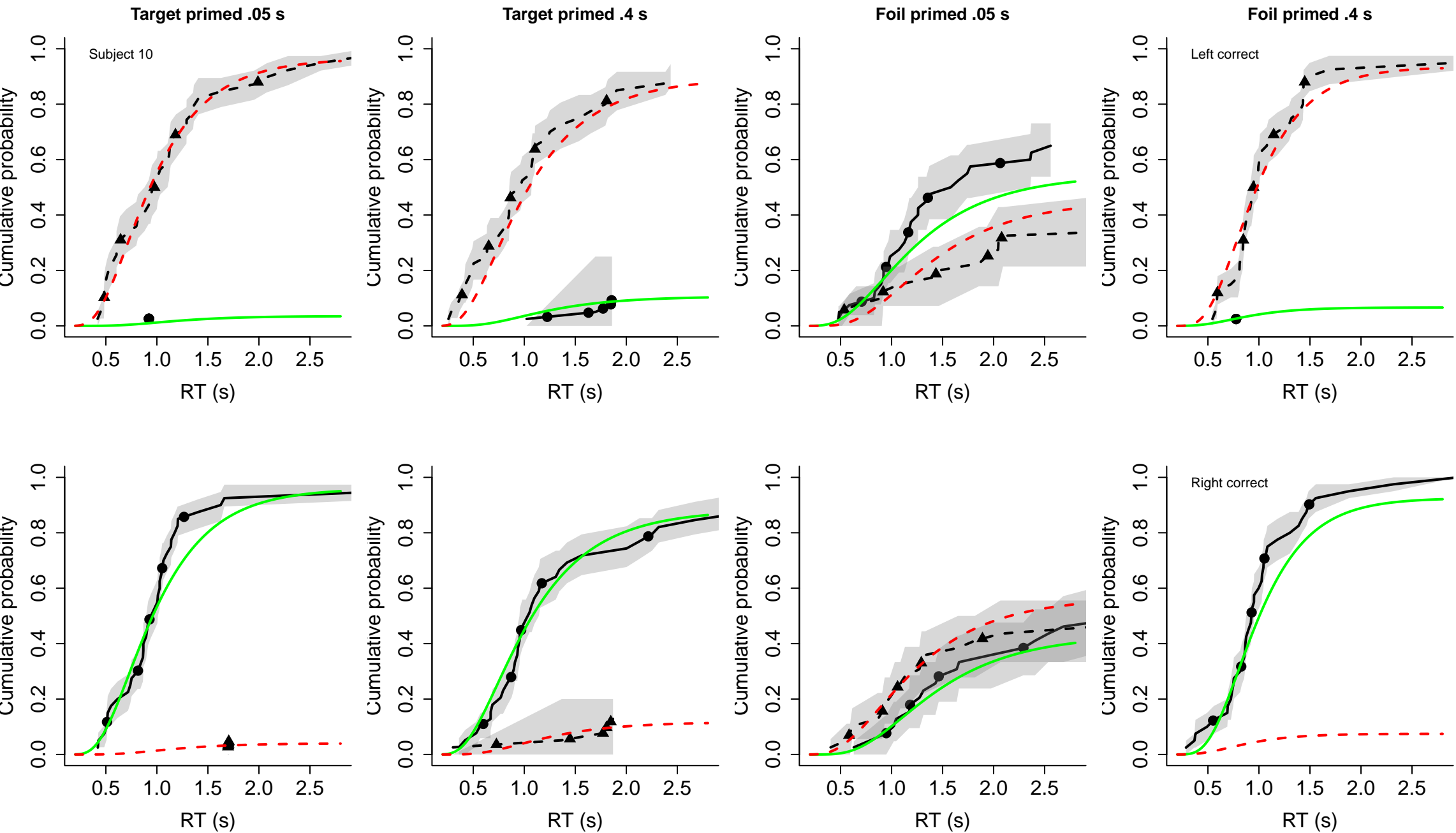


Foil primed .05 s

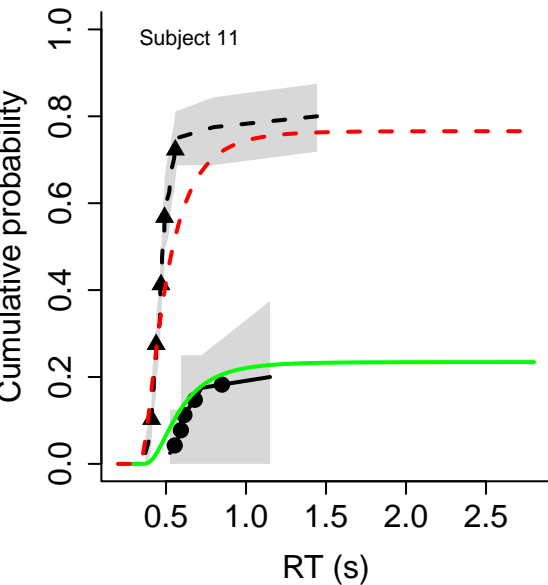


Foil primed .4 s

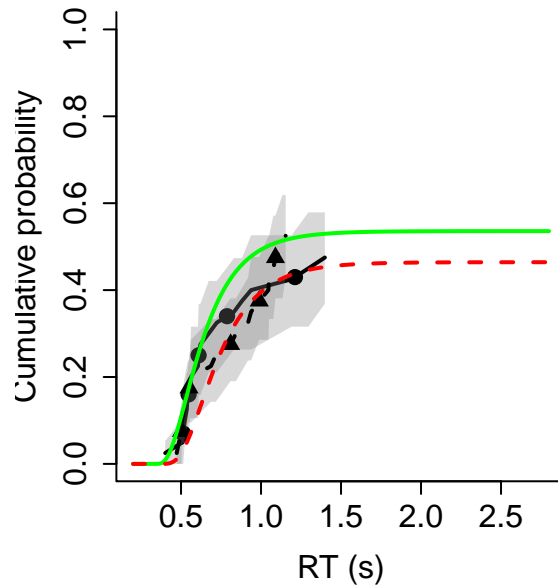




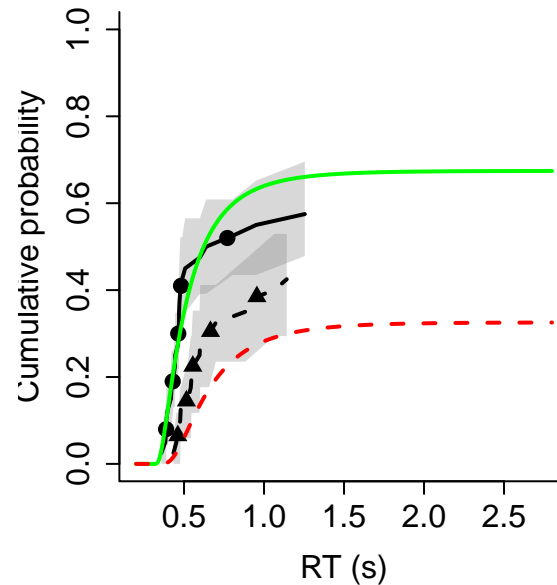
Target primed .05 s



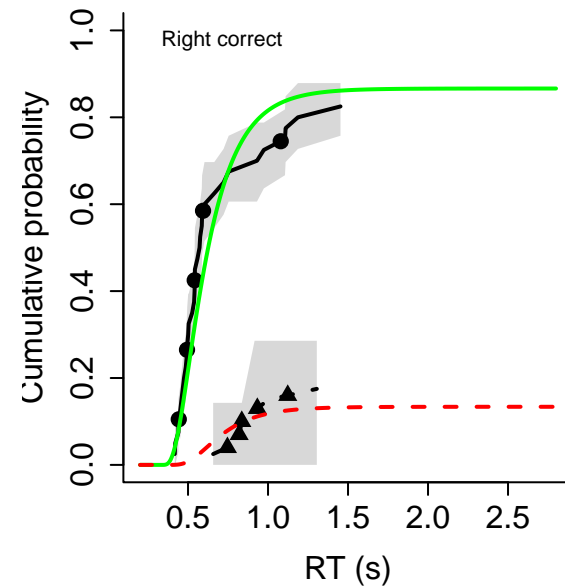
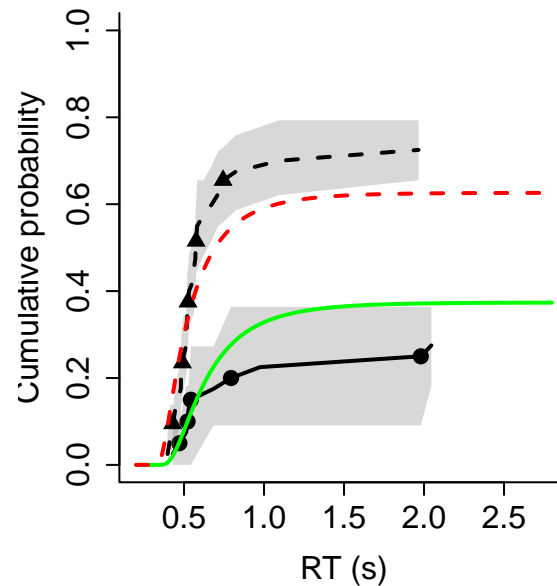
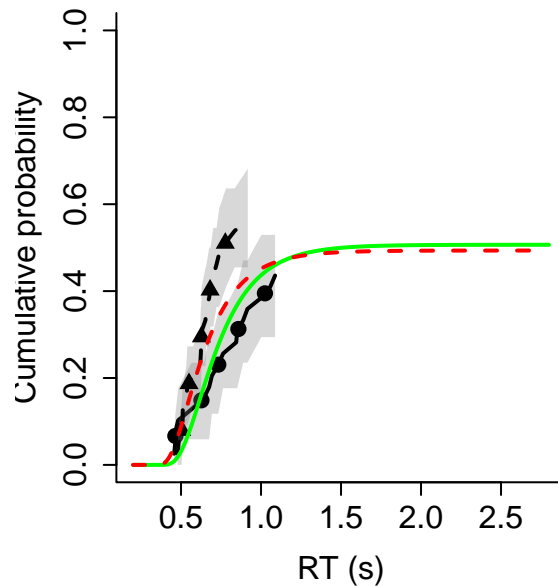
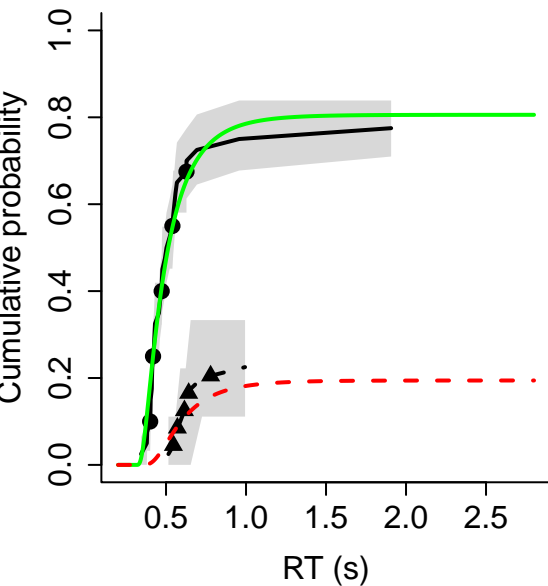
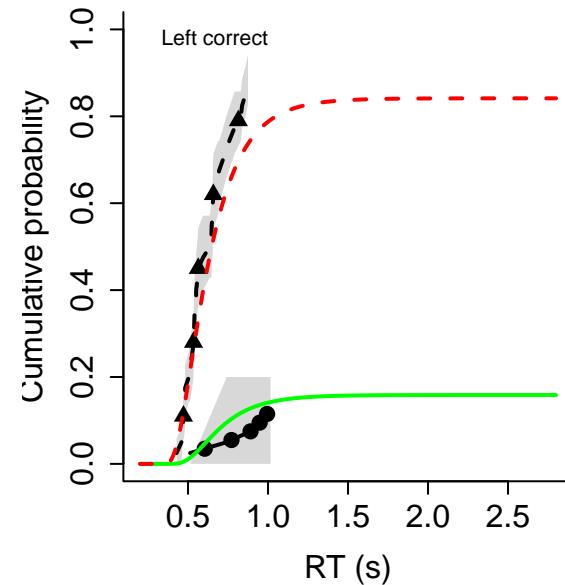
Target primed .4 s

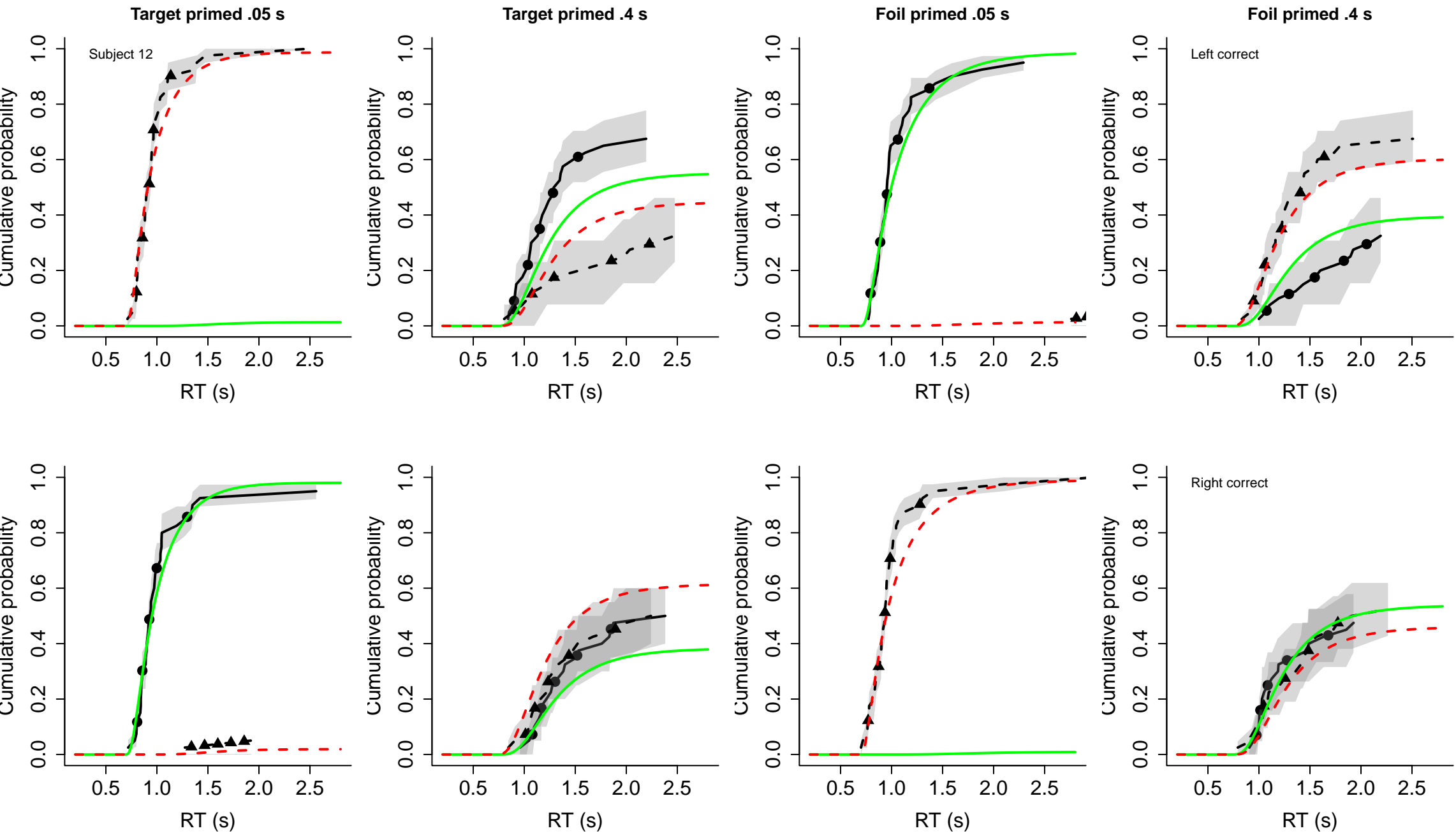


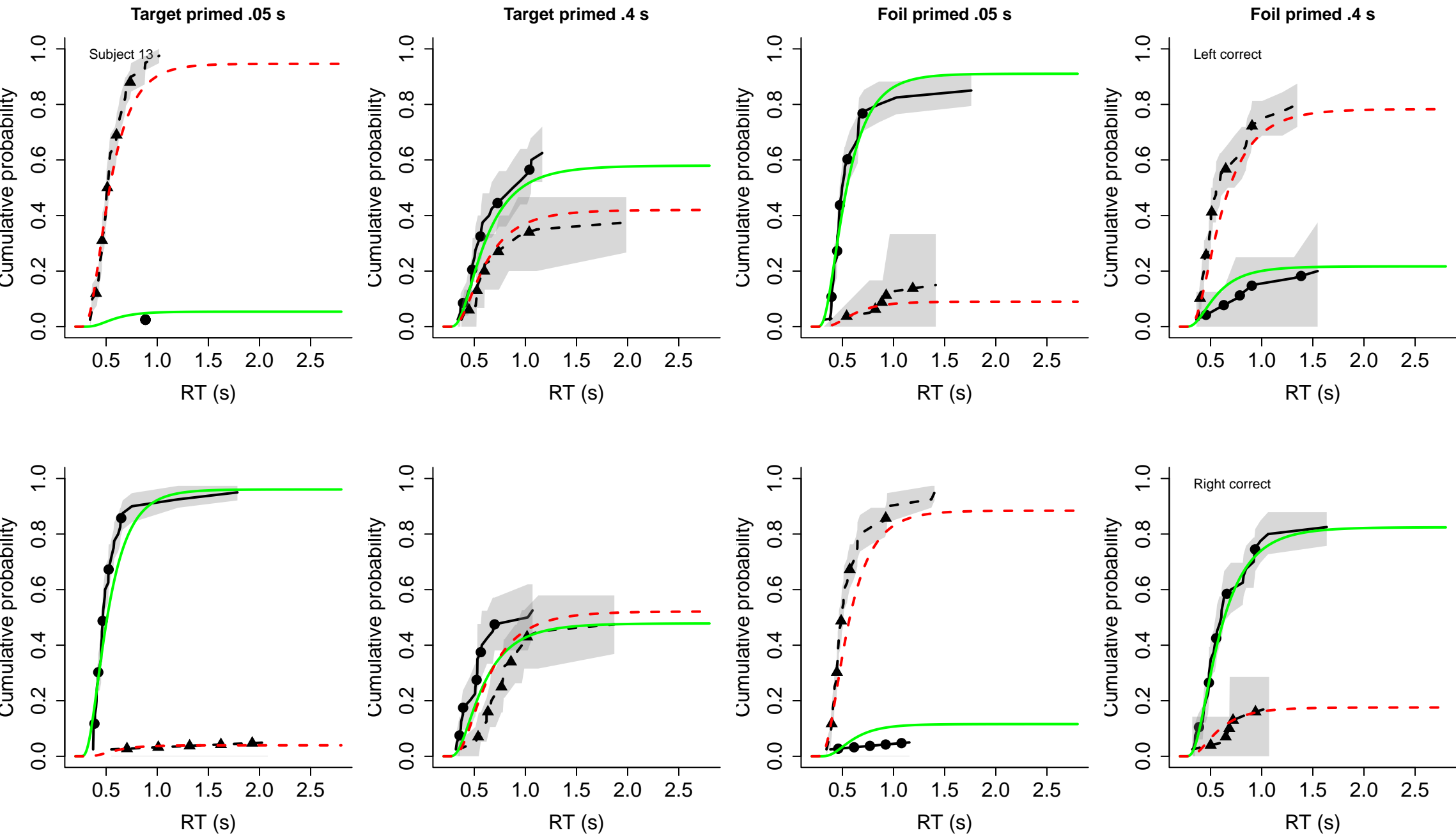
Foil primed .05 s



Foil primed .4 s

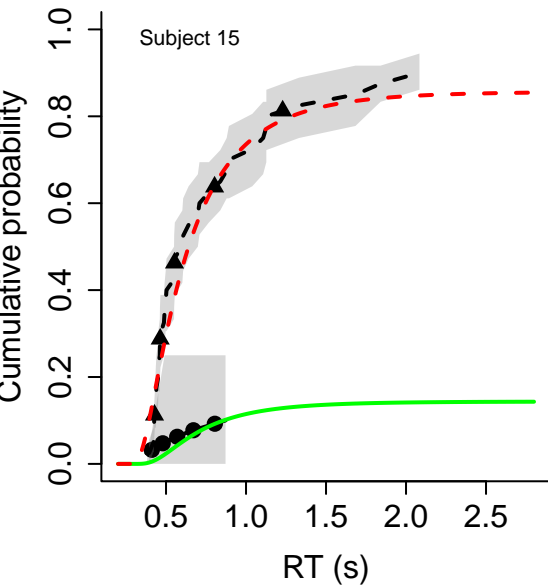




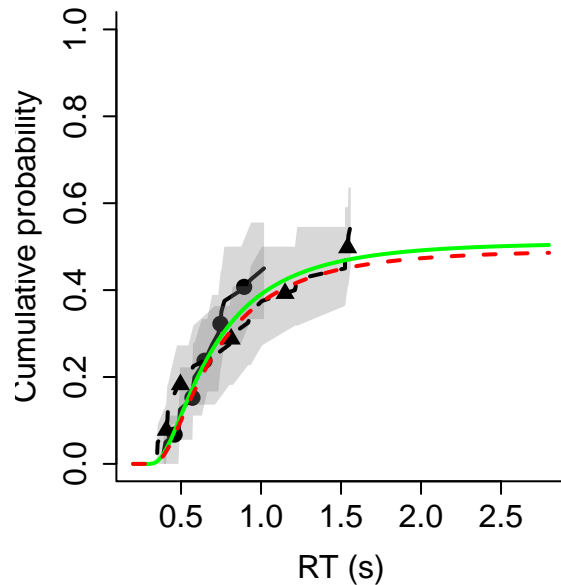




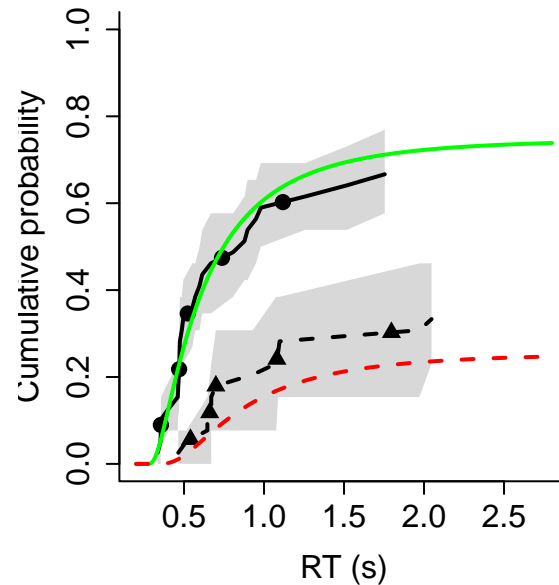
Target primed .05 s



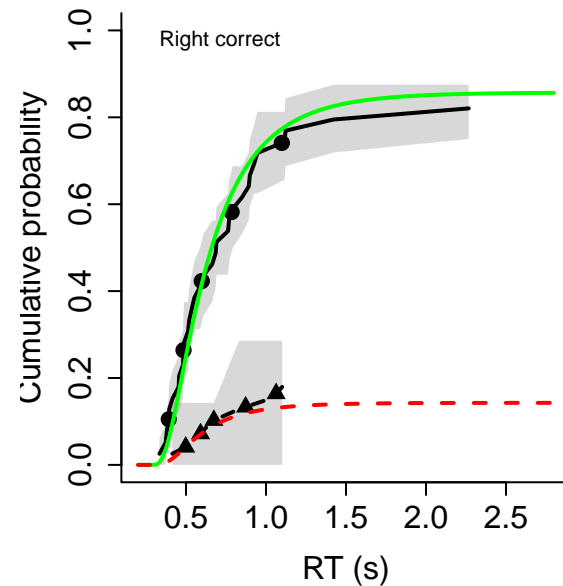
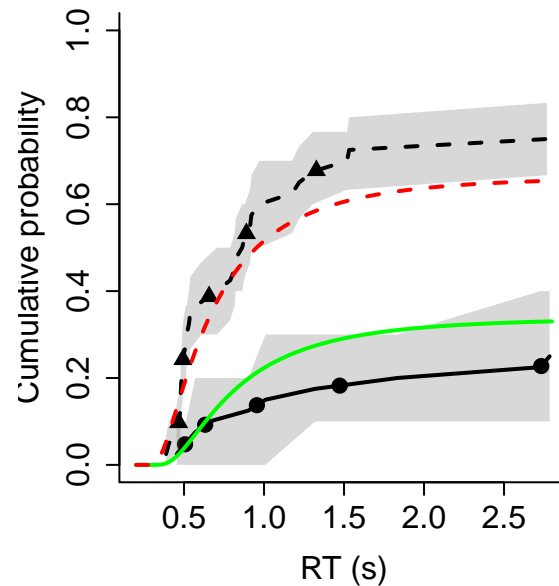
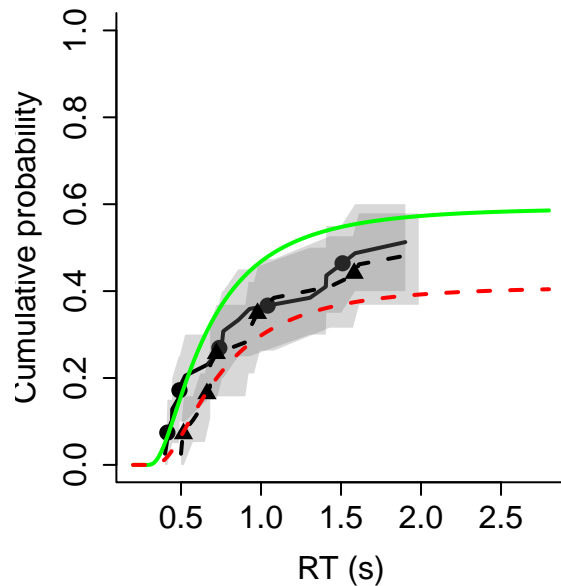
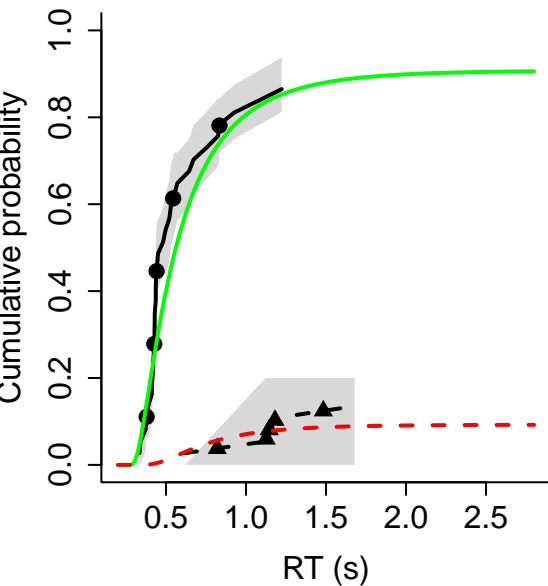
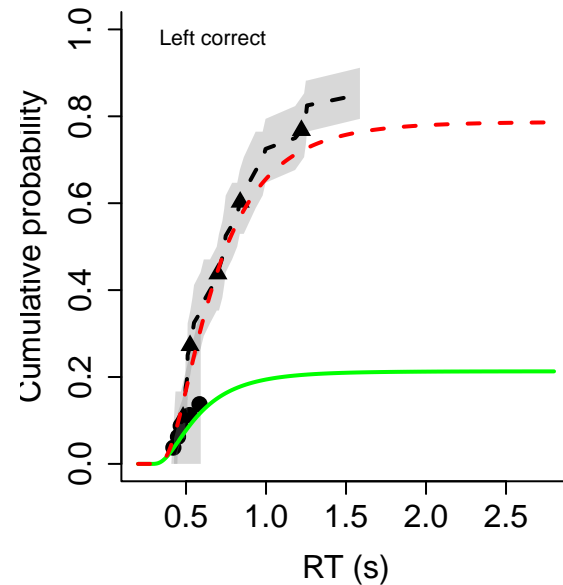
Target primed .4 s



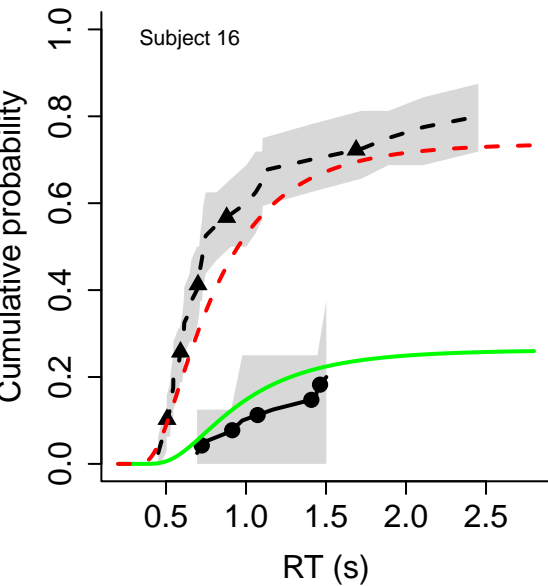
Foil primed .05 s



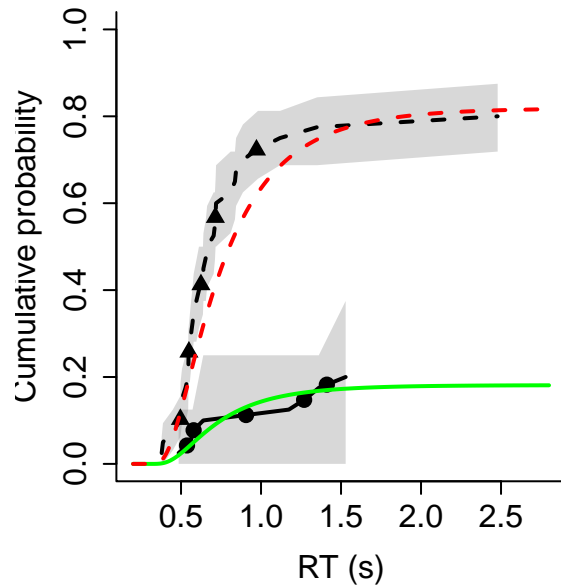
Foil primed .4 s



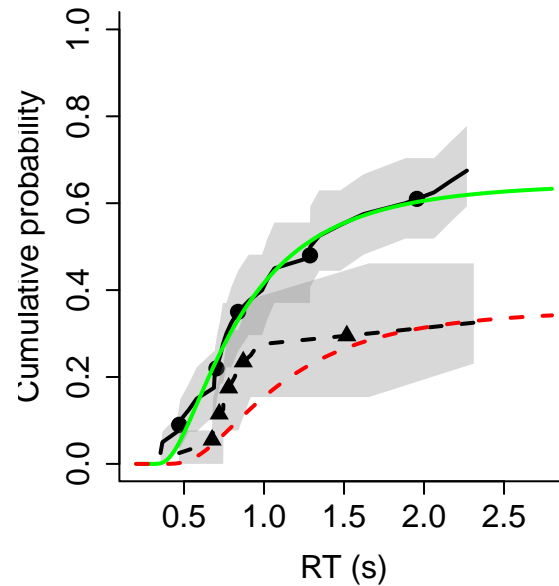
Target primed .05 s



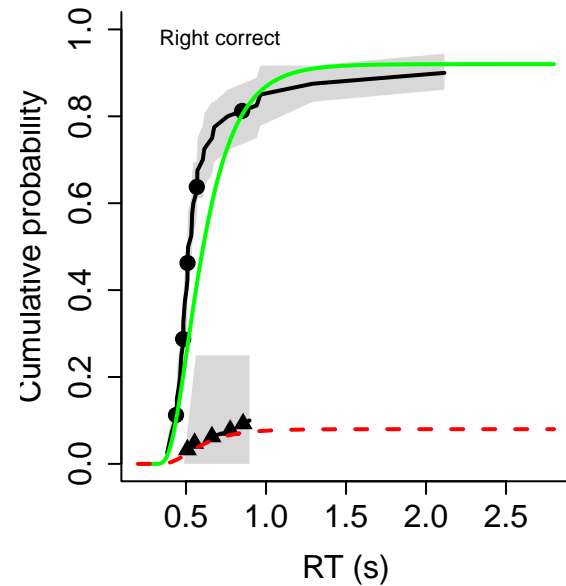
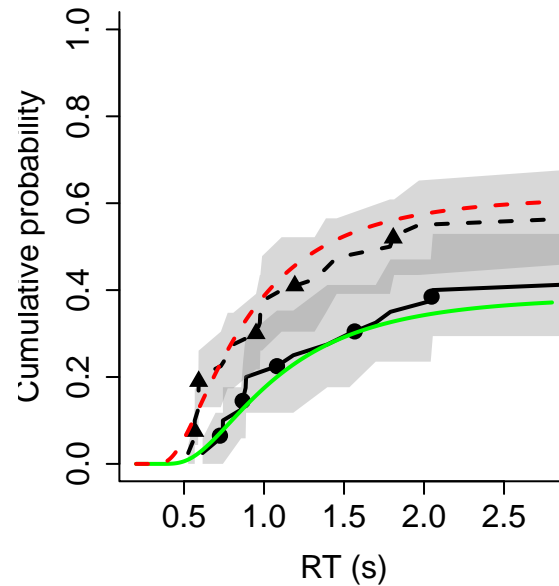
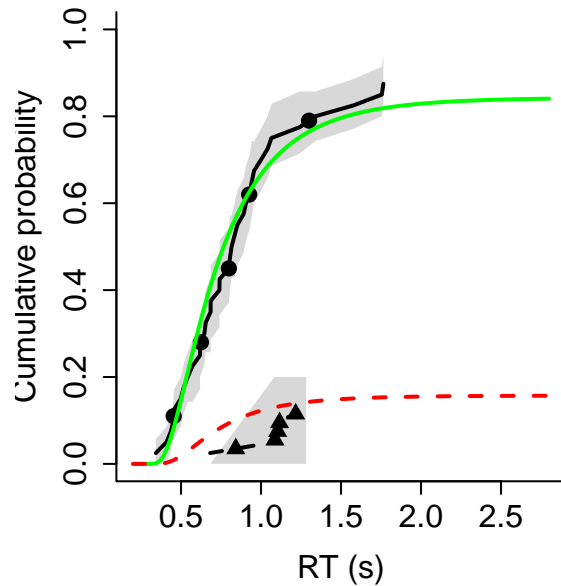
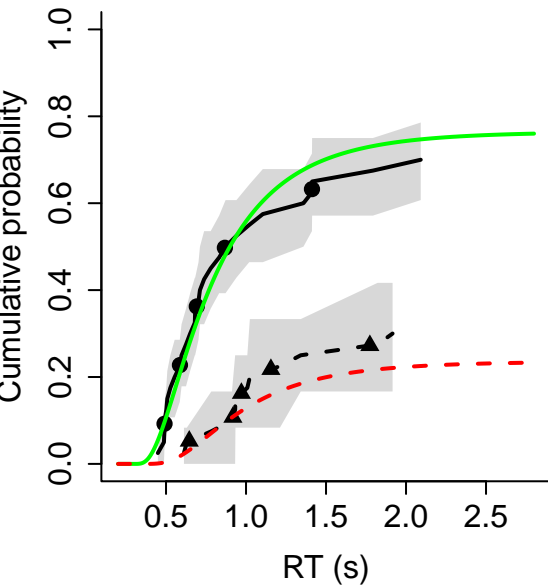
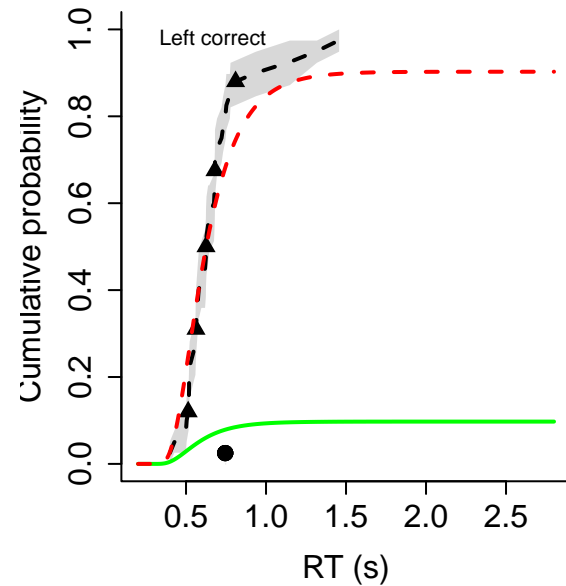
Target primed .4 s



Foil primed .05 s

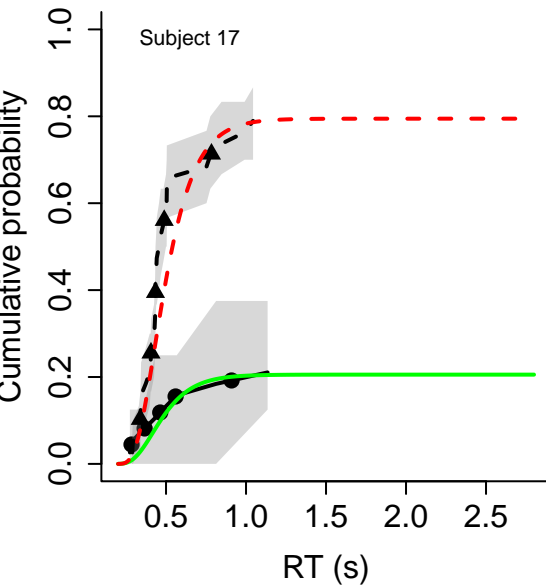


Foil primed .4 s

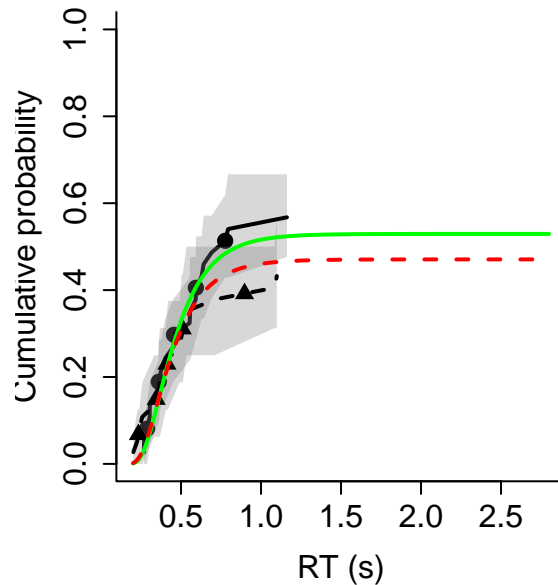




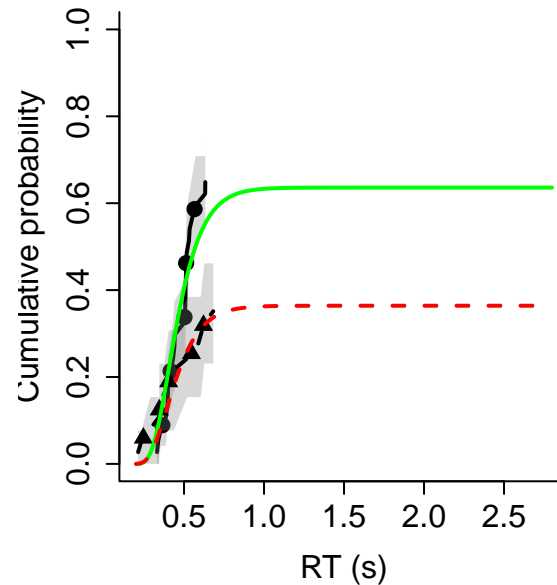
Target primed .05 s



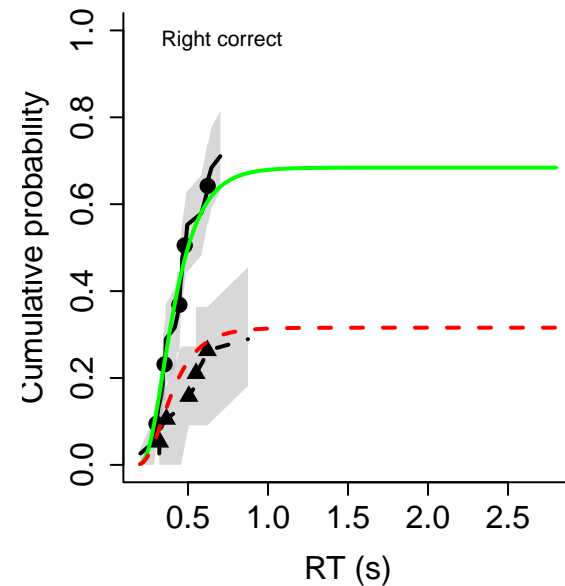
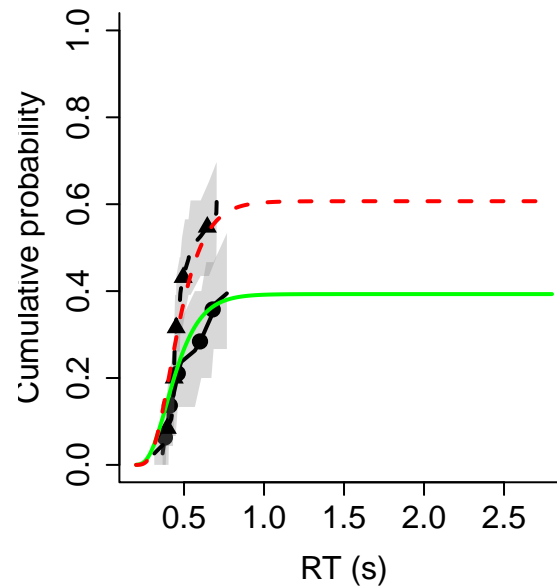
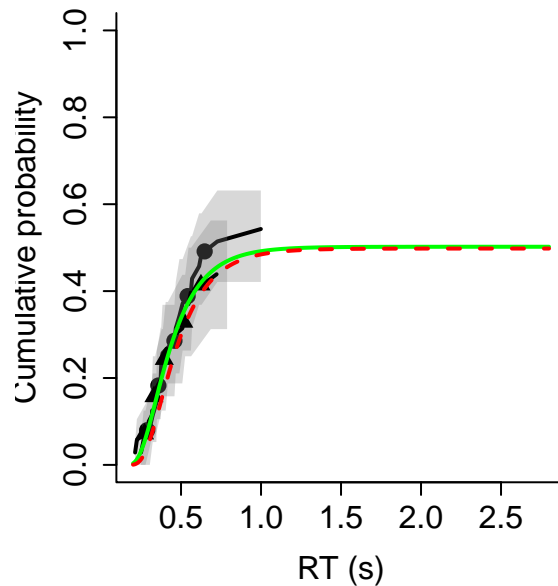
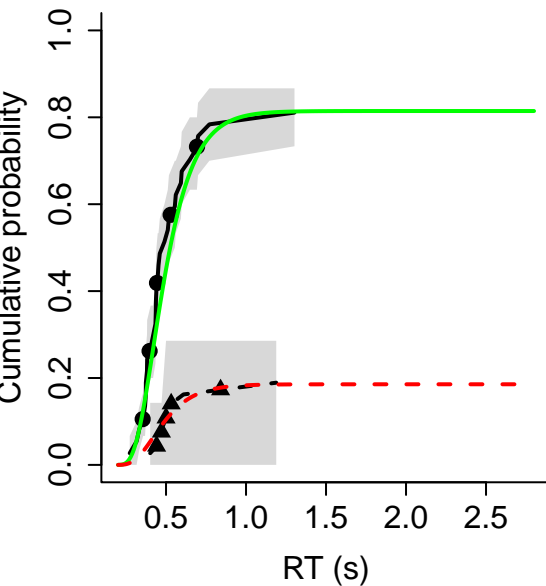
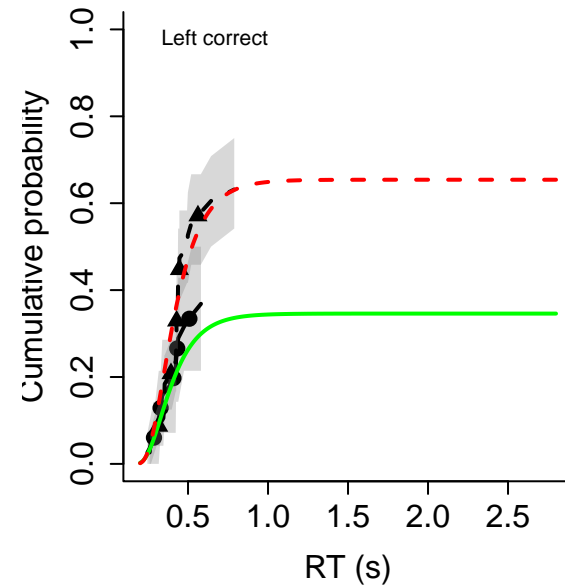
Target primed .4 s



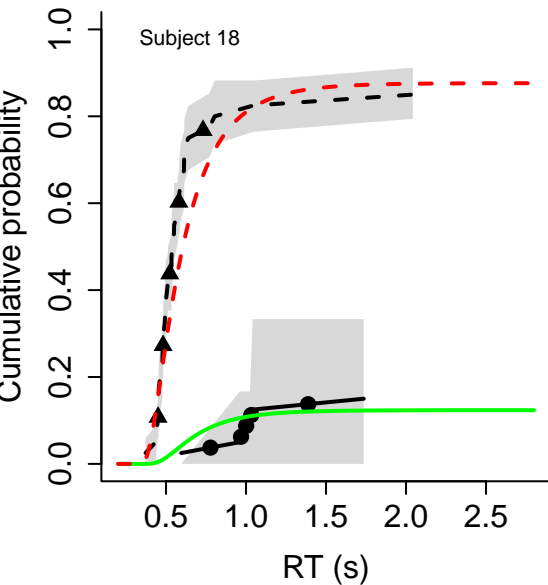
Foil primed .05 s



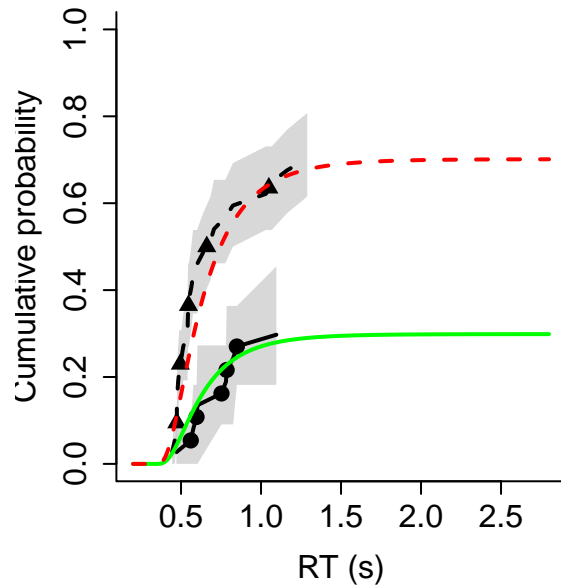
Foil primed .4 s



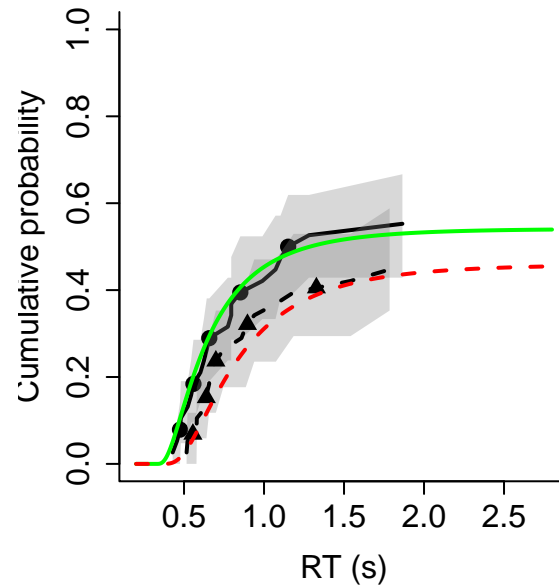
Target primed .05 s



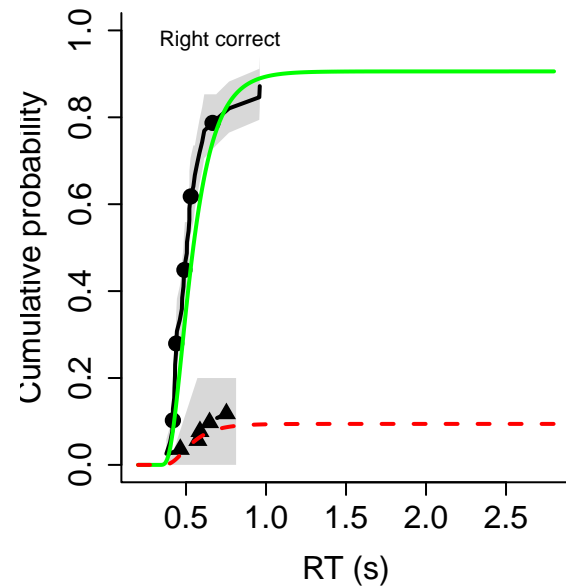
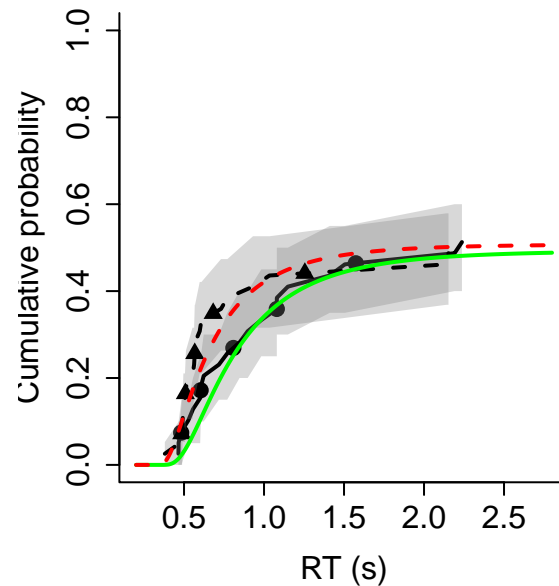
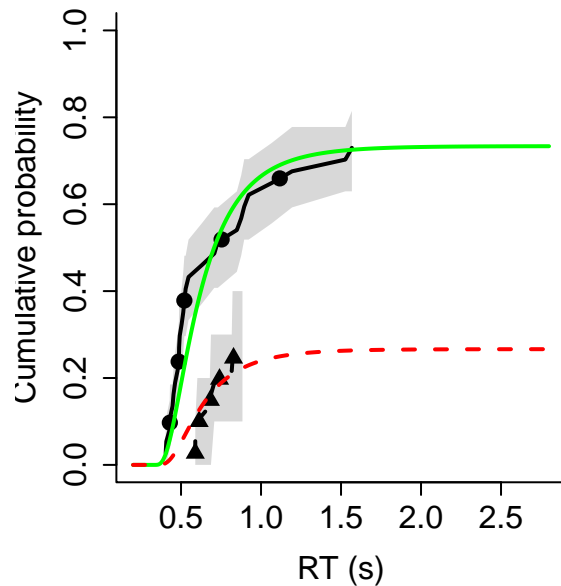
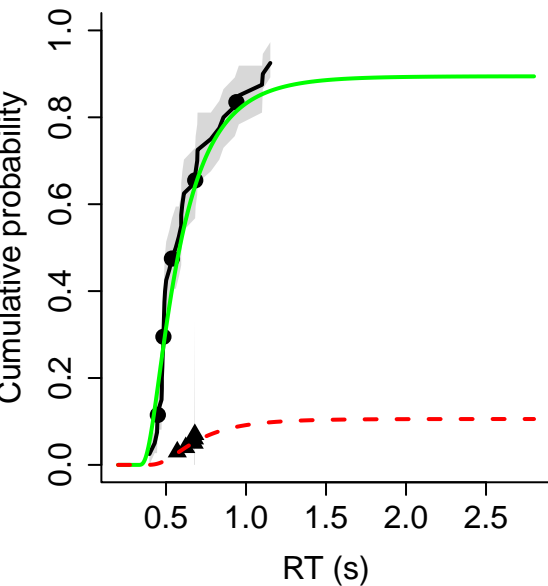
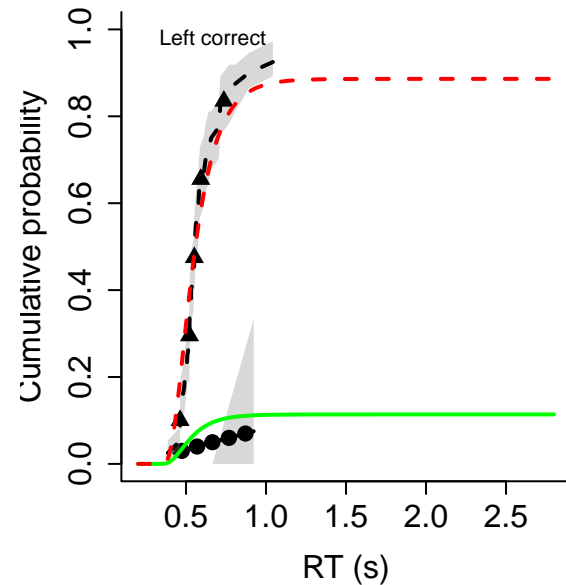
Target primed .4 s



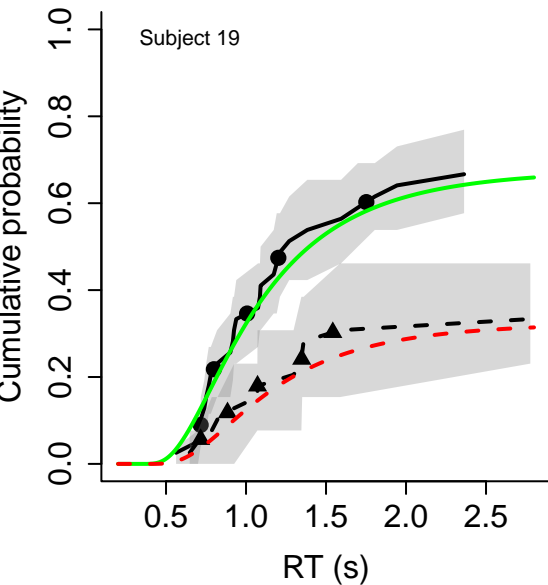
Foil primed .05 s



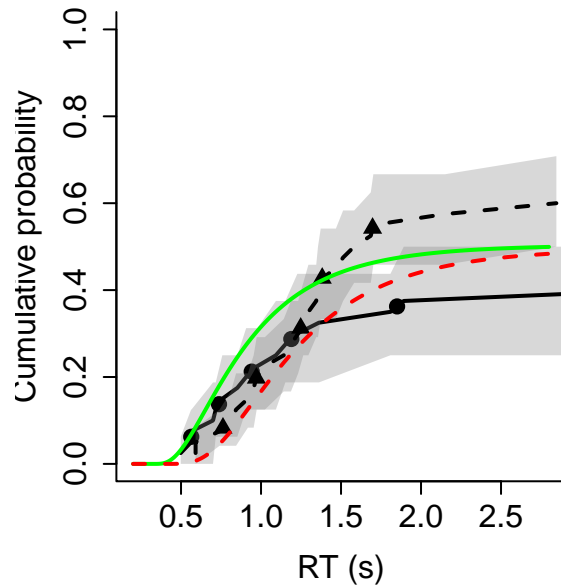
Foil primed .4 s



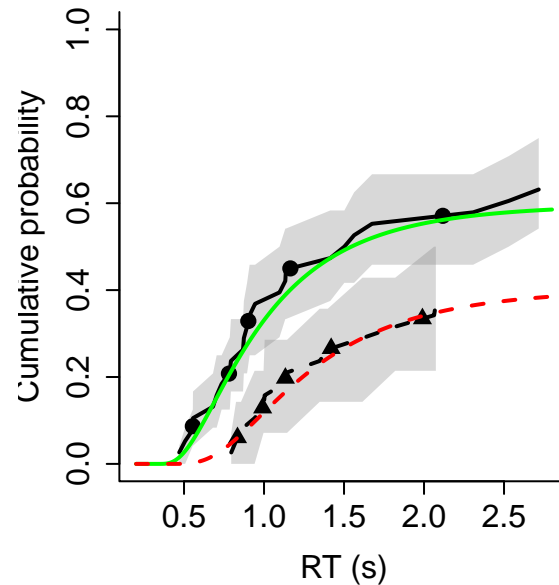
Target primed .05 s



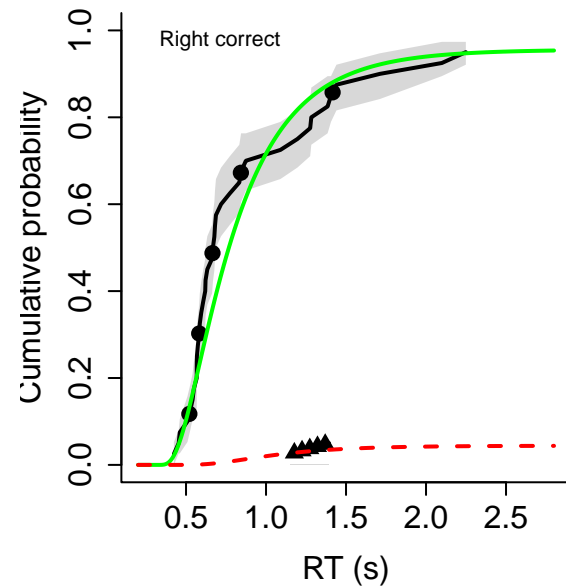
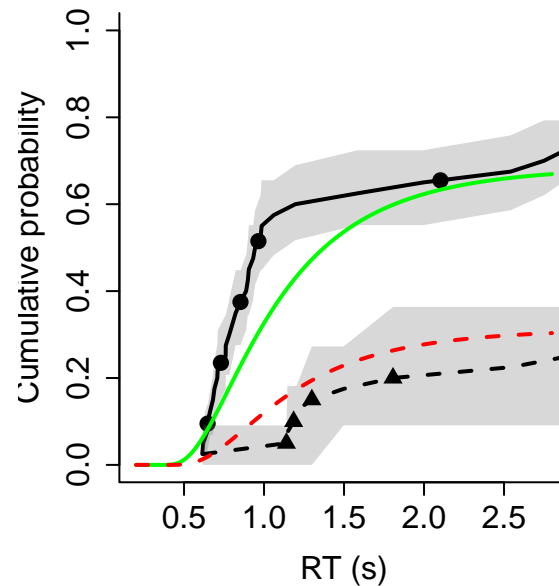
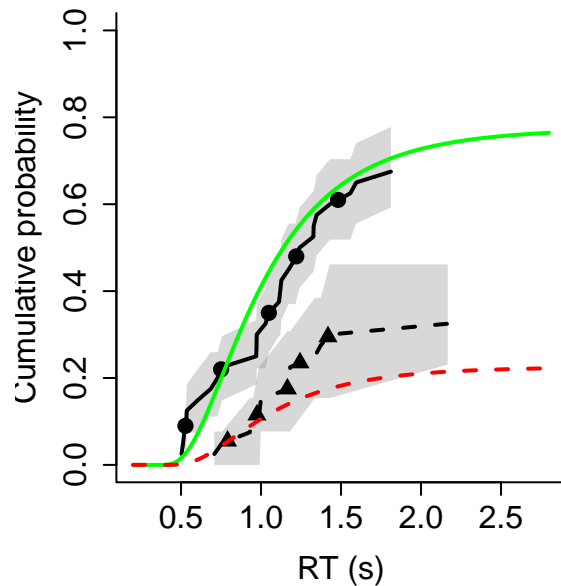
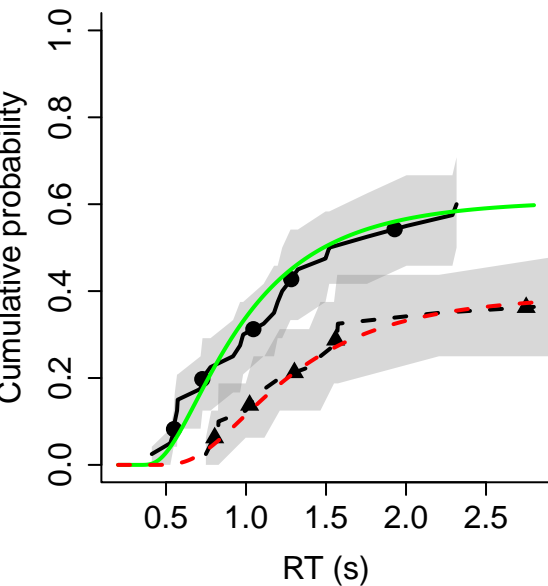
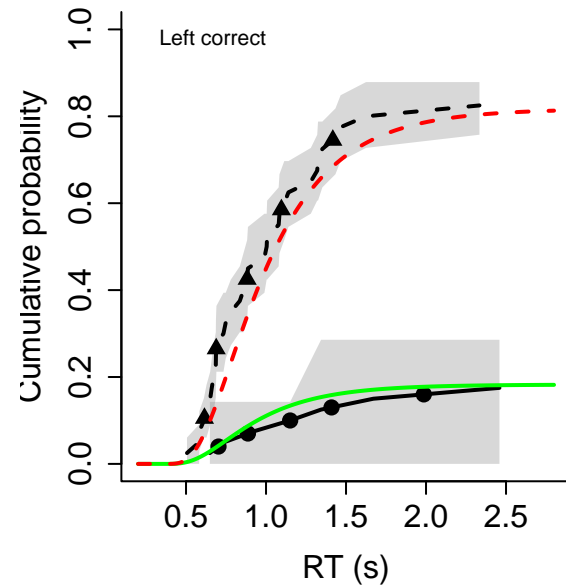
Target primed .4 s



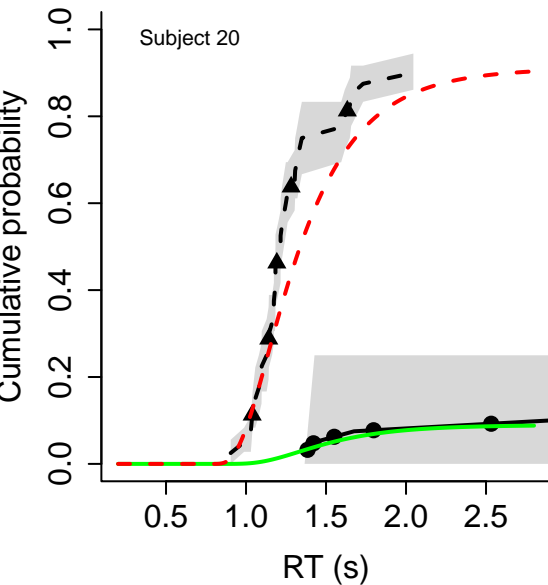
Foil primed .05 s



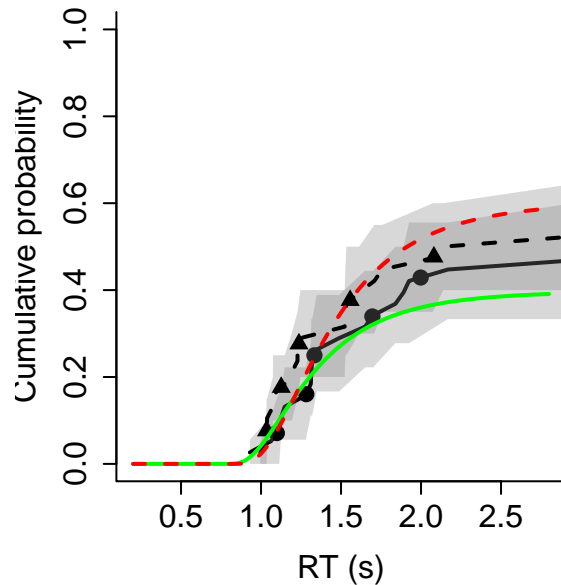
Foil primed .4 s



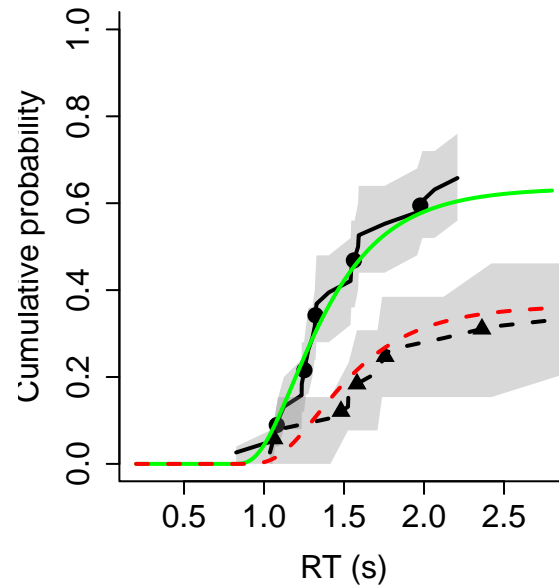
Target primed .05 s



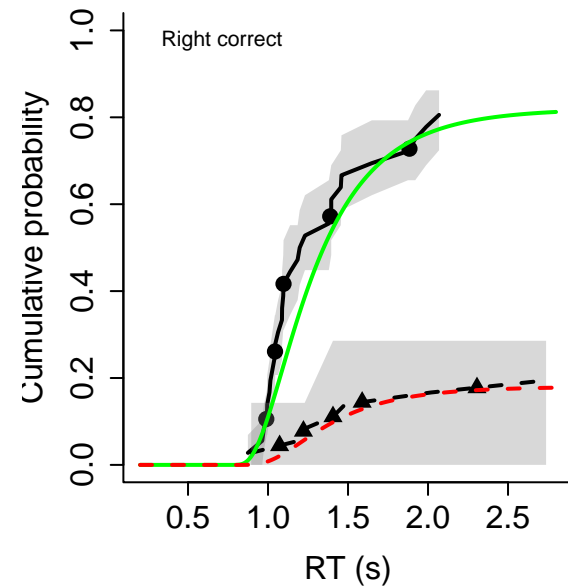
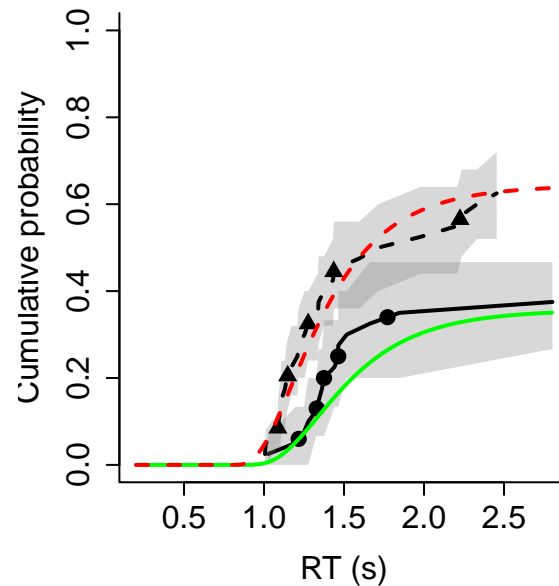
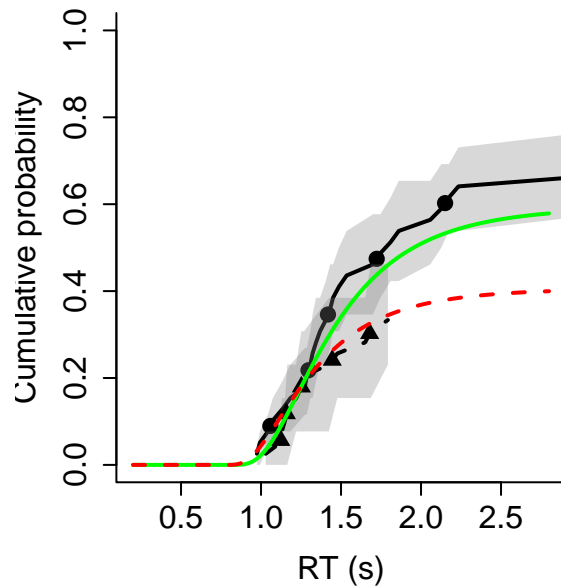
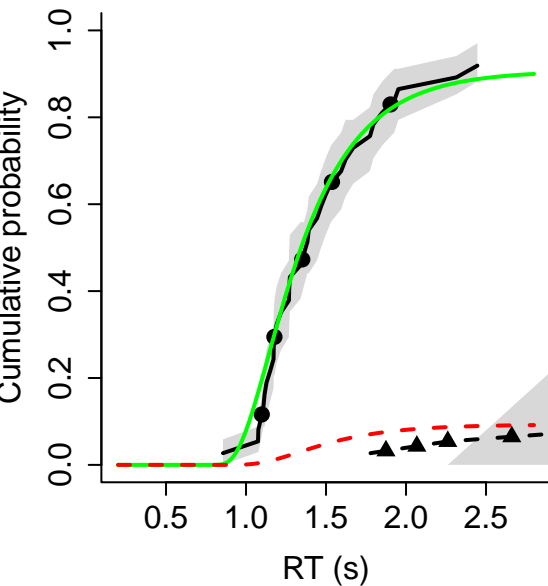
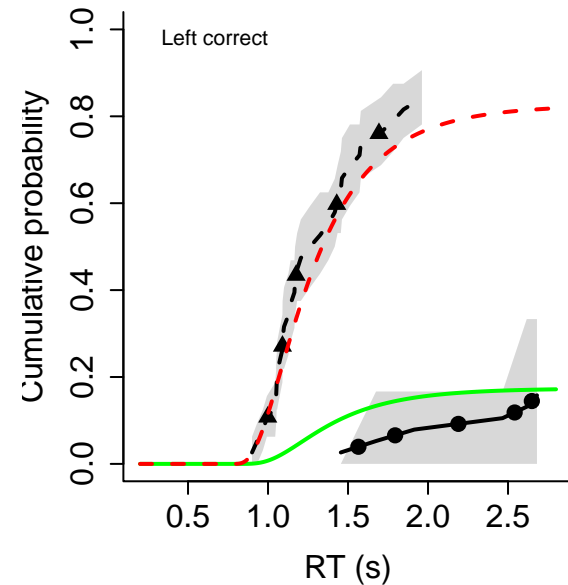
Target primed .4 s



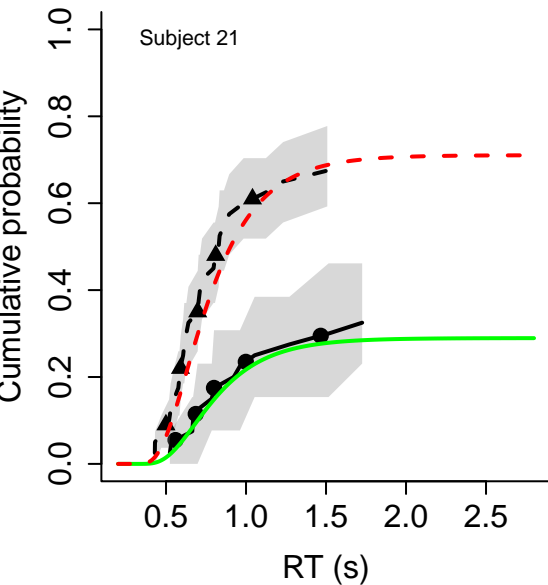
Foil primed .05 s



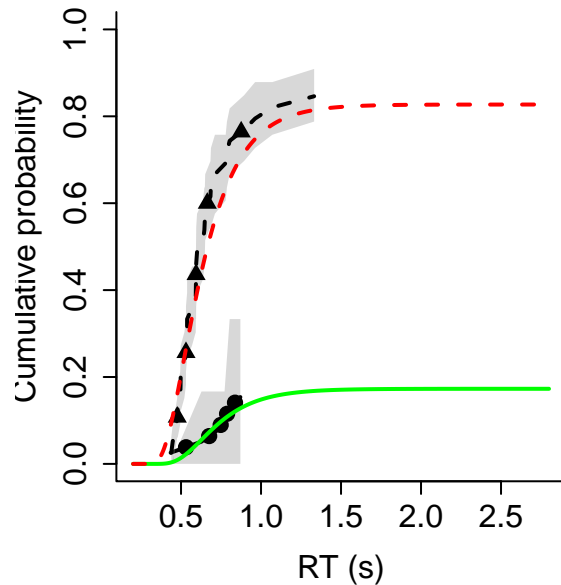
Foil primed .4 s



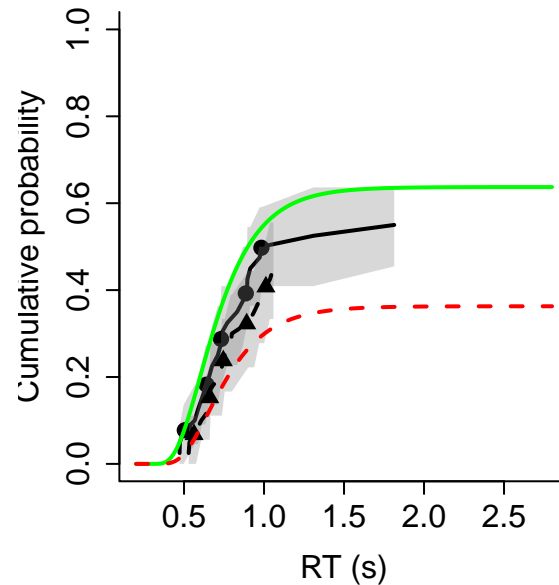
Target primed .05 s



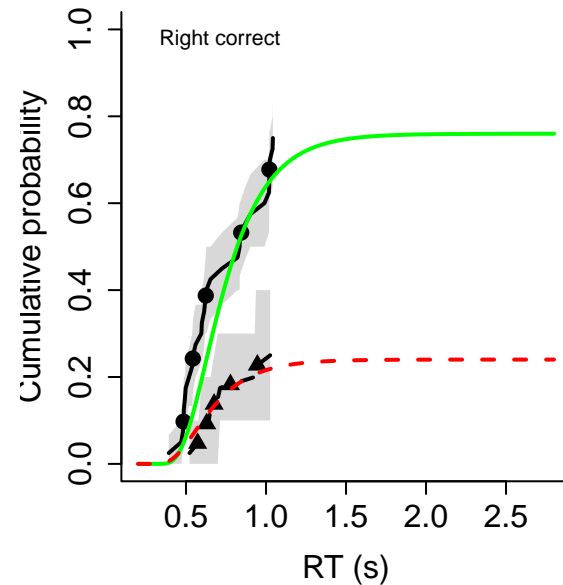
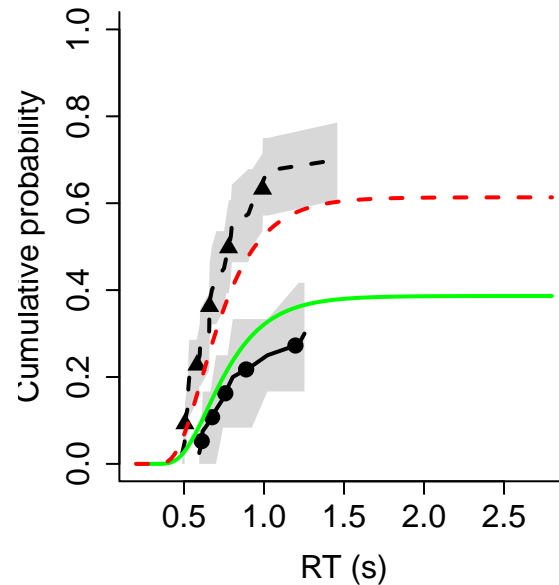
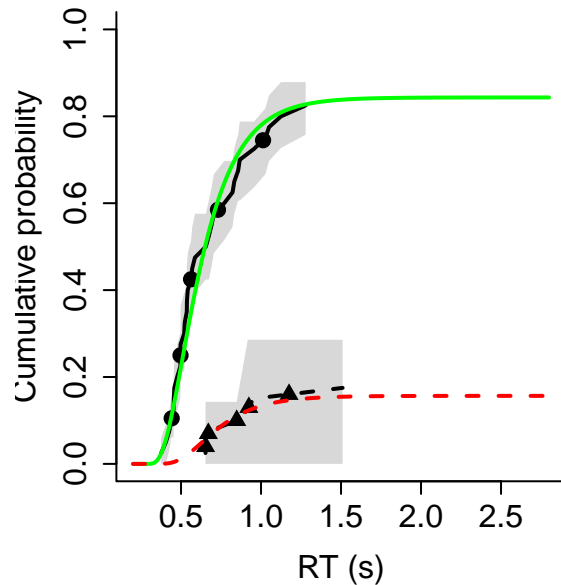
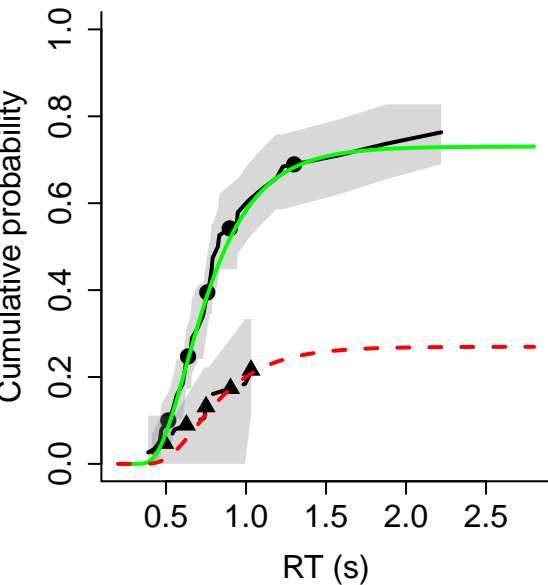
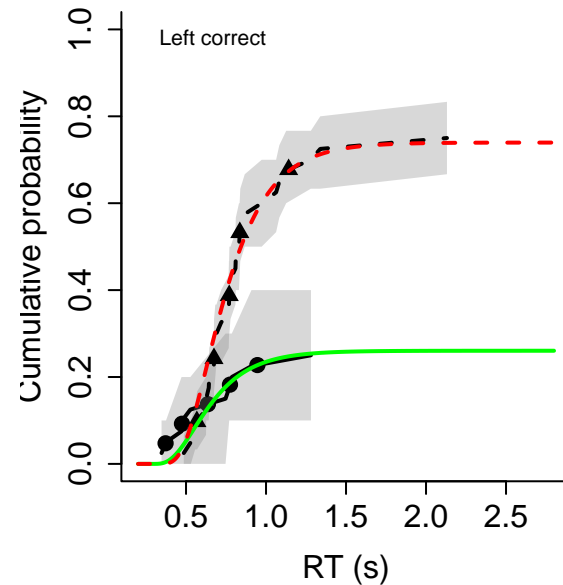
Target primed .4 s

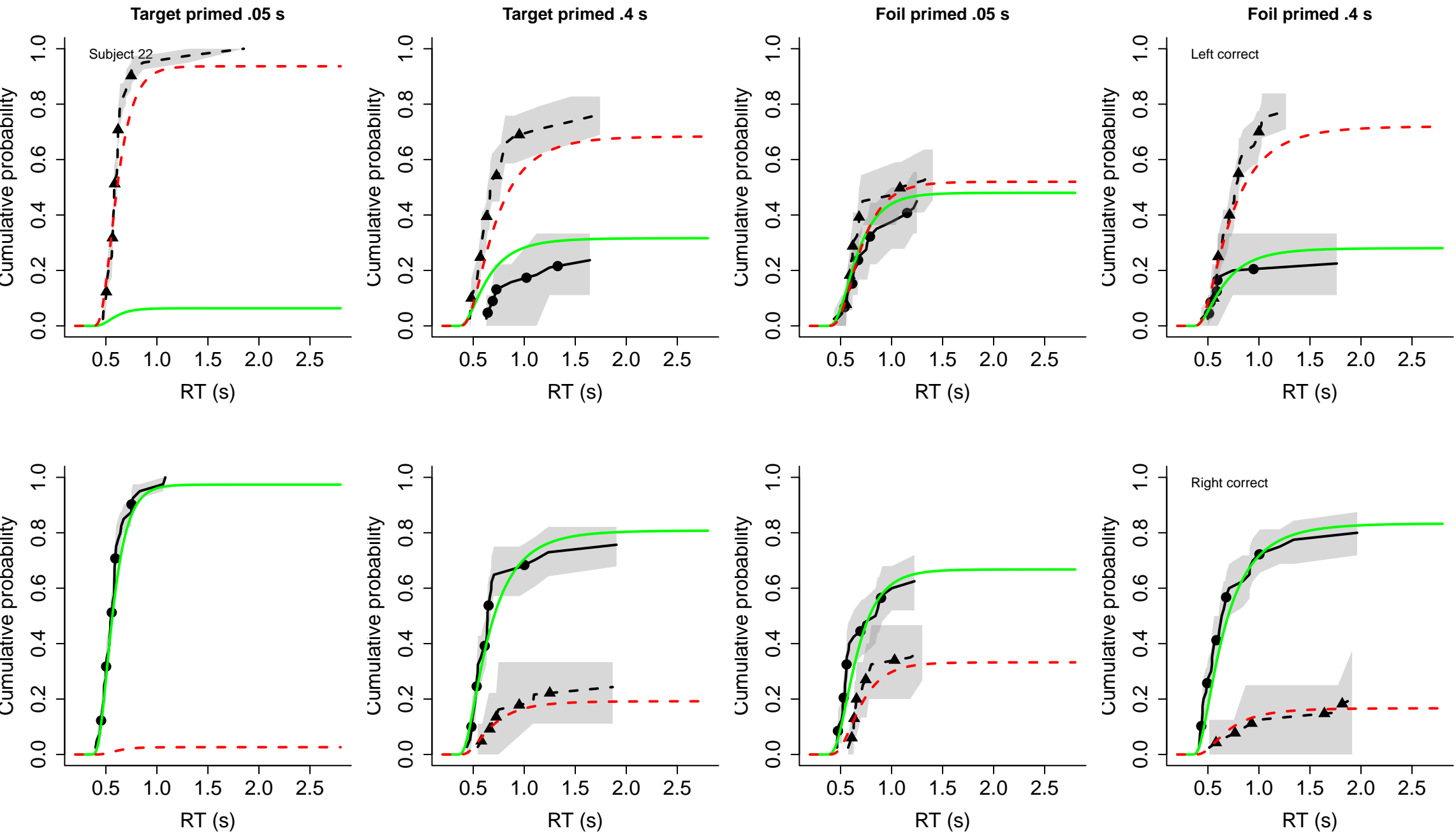


Foil primed .05 s

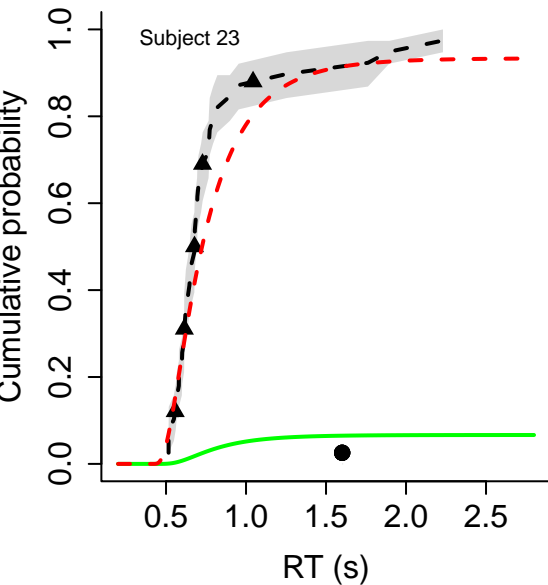


Foil primed .4 s

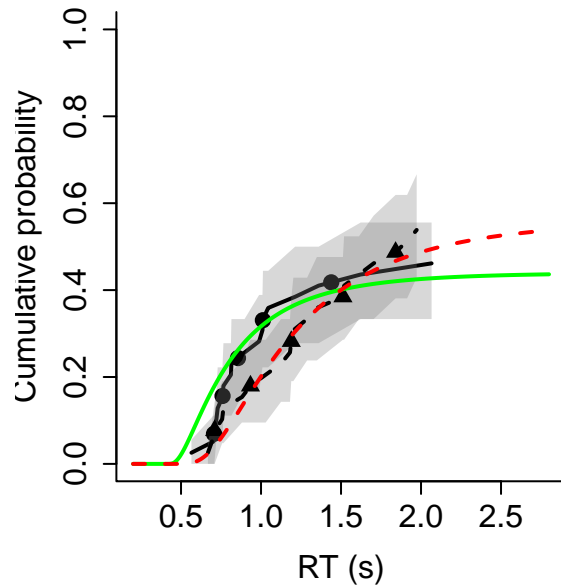




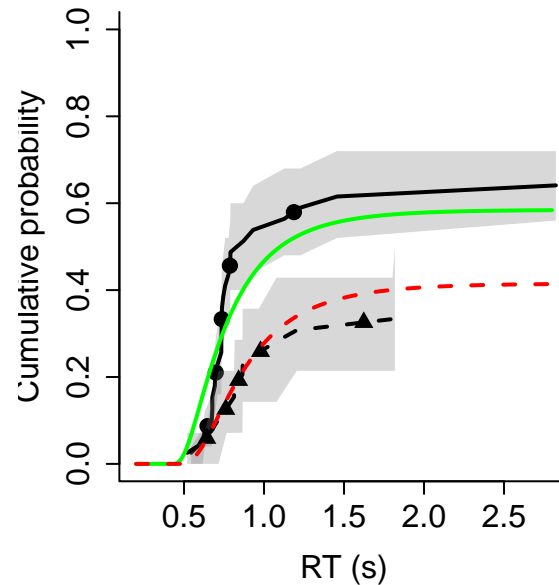
Target primed .05 s



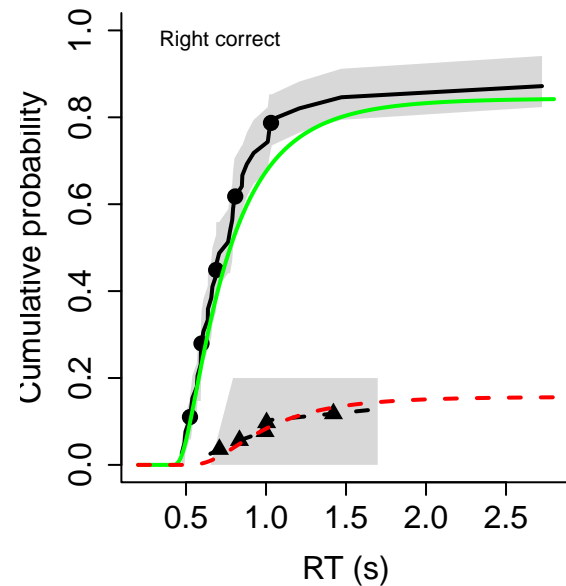
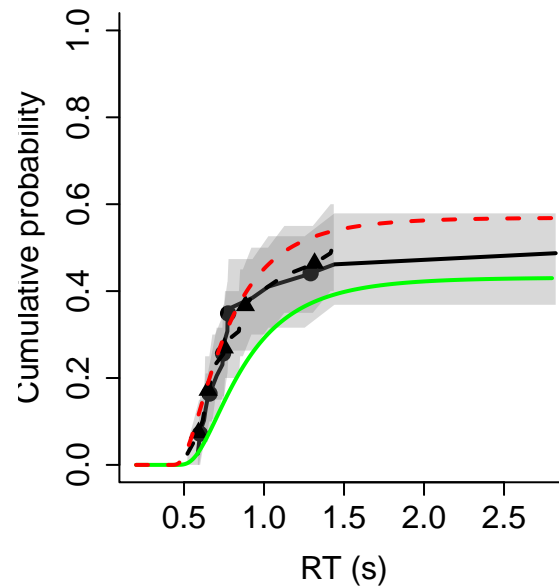
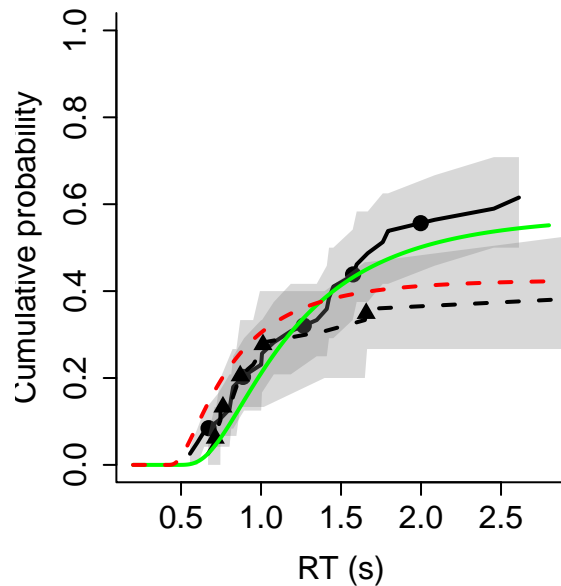
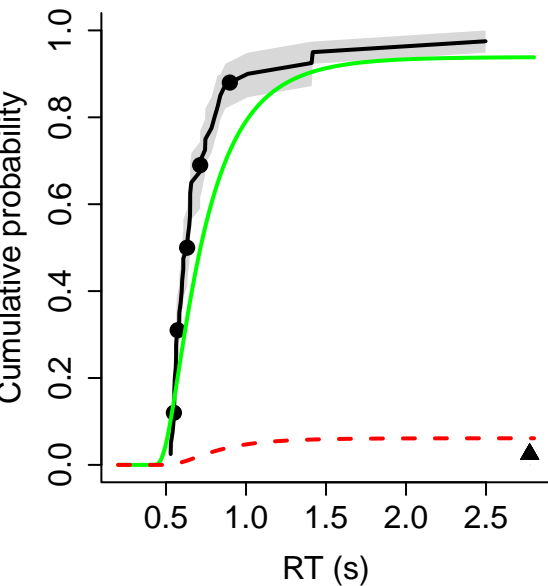
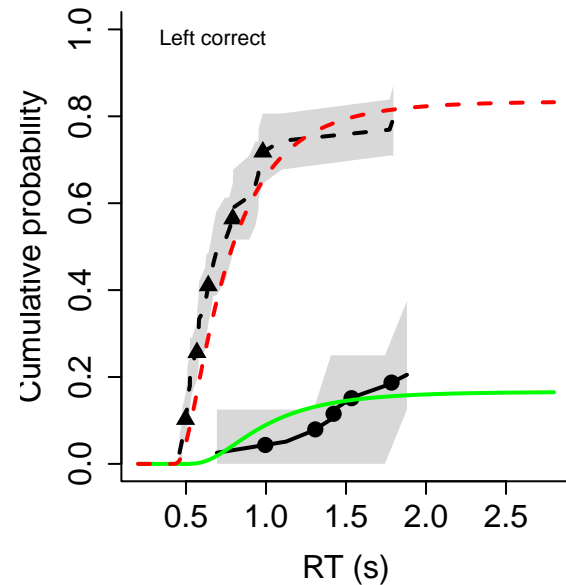
Target primed .4 s



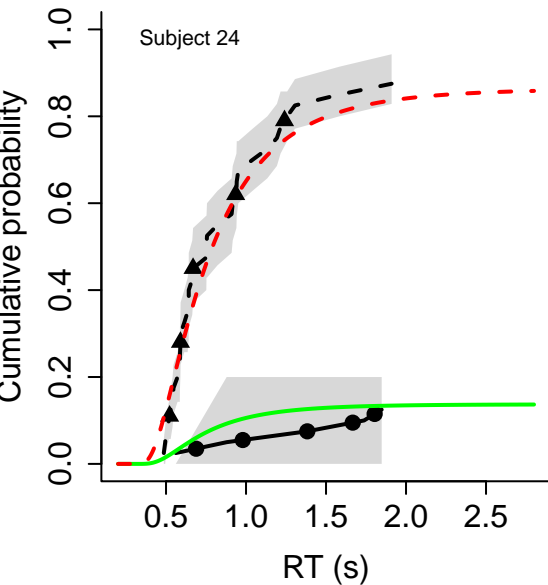
Foil primed .05 s



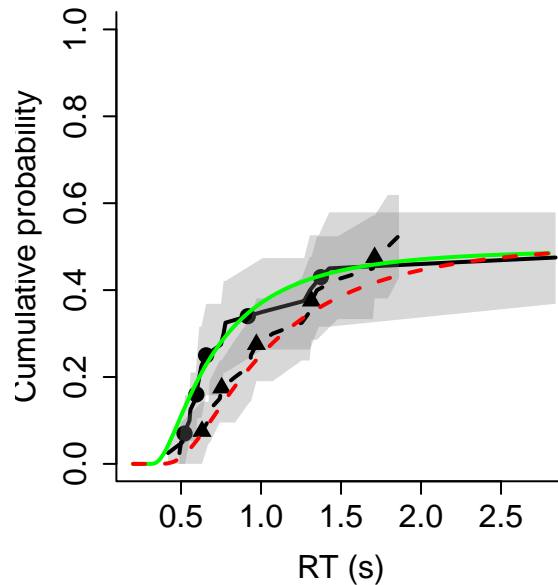
Foil primed .4 s



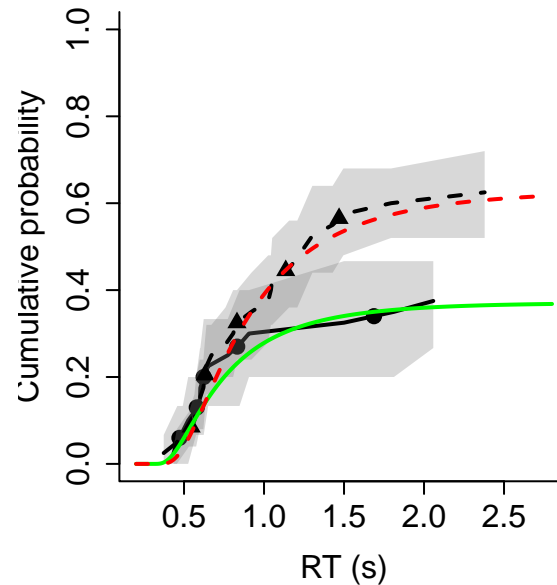
Target primed .05 s



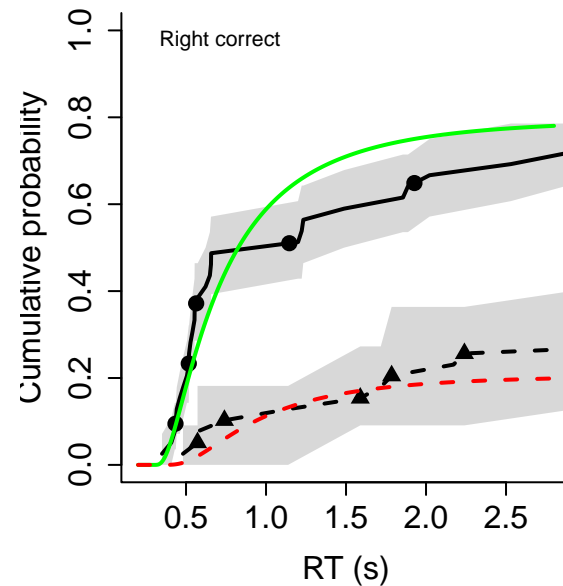
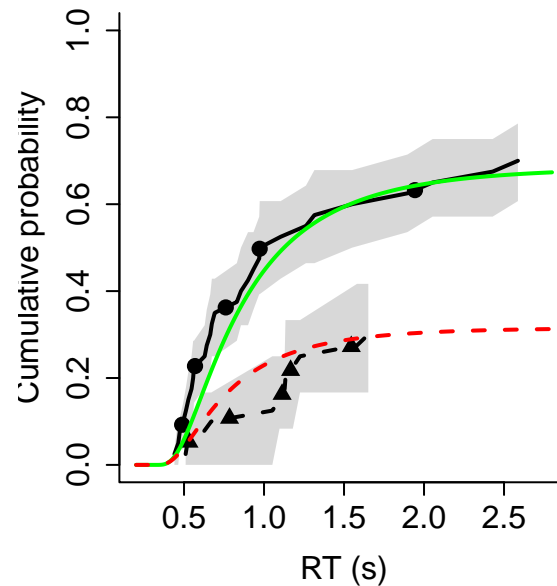
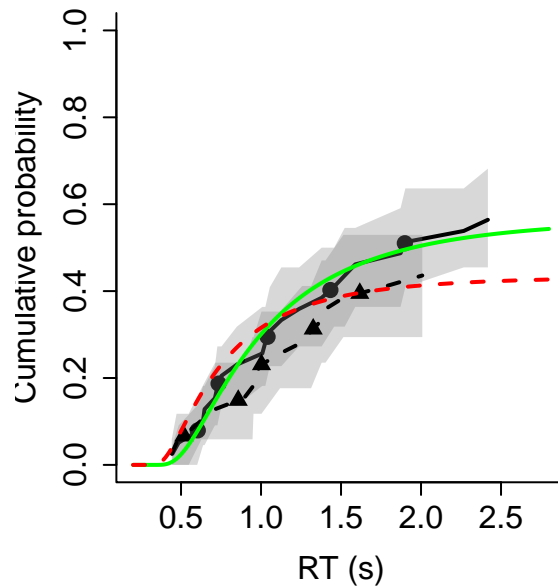
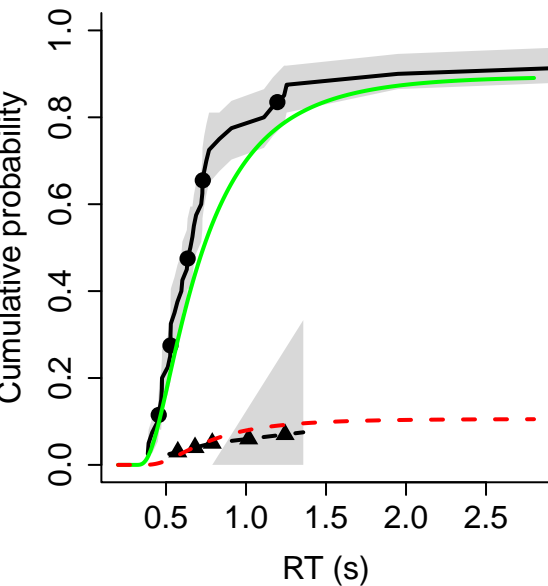
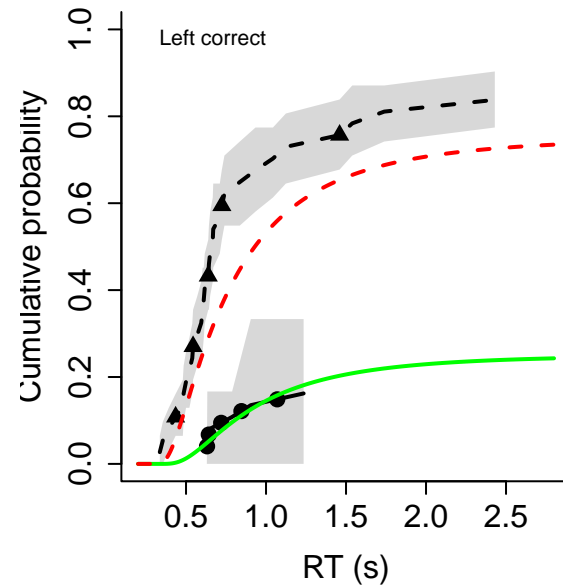
Target primed .4 s



Foil primed .05 s

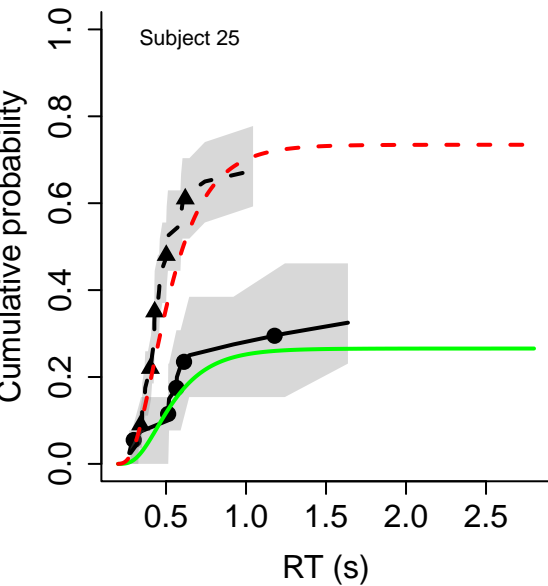


Foil primed .4 s

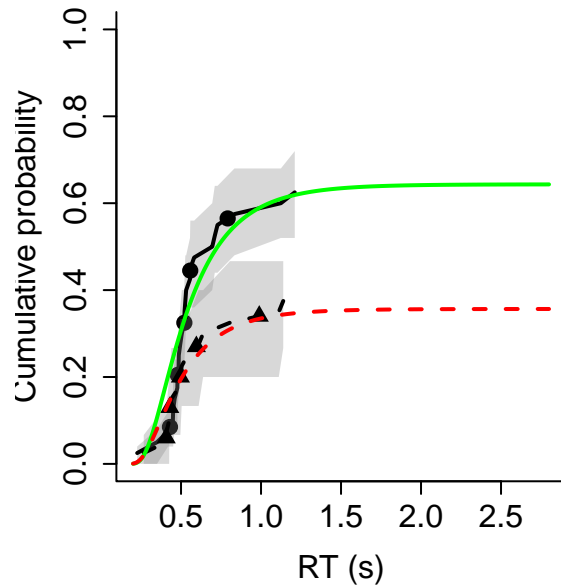




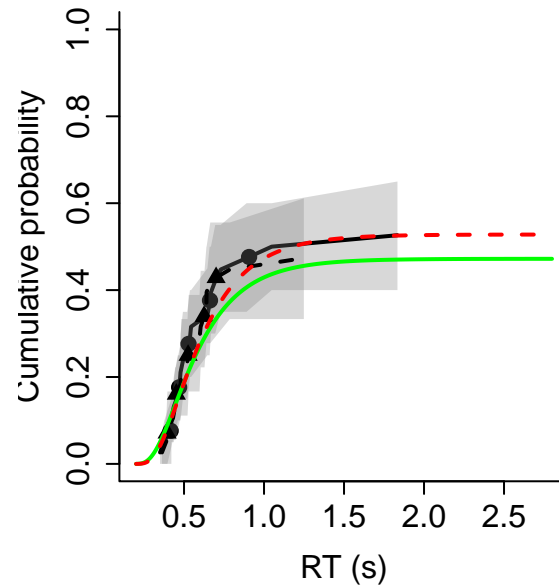
Target primed .05 s



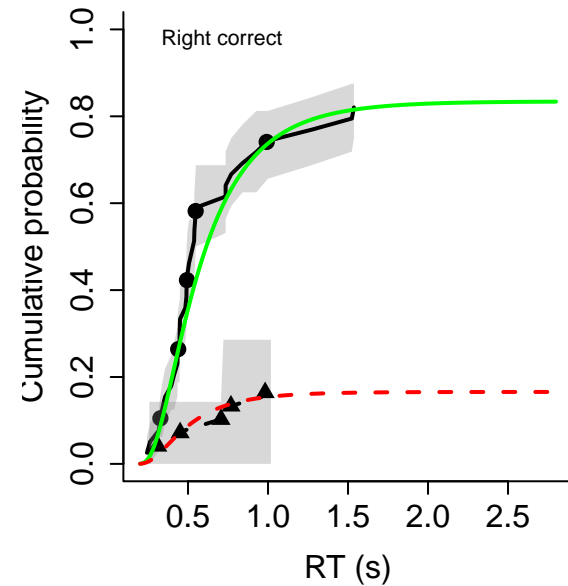
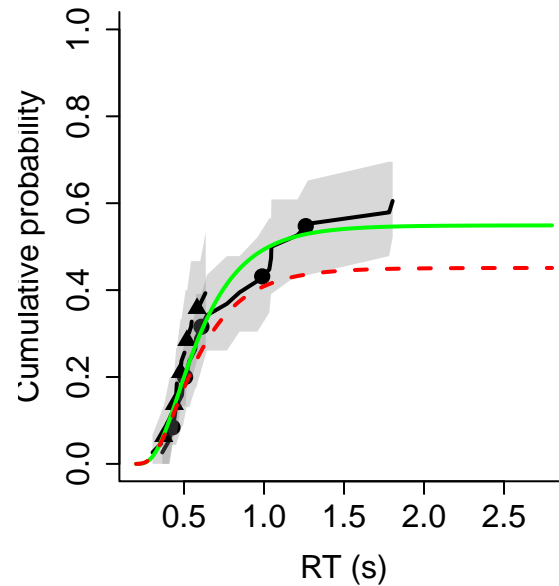
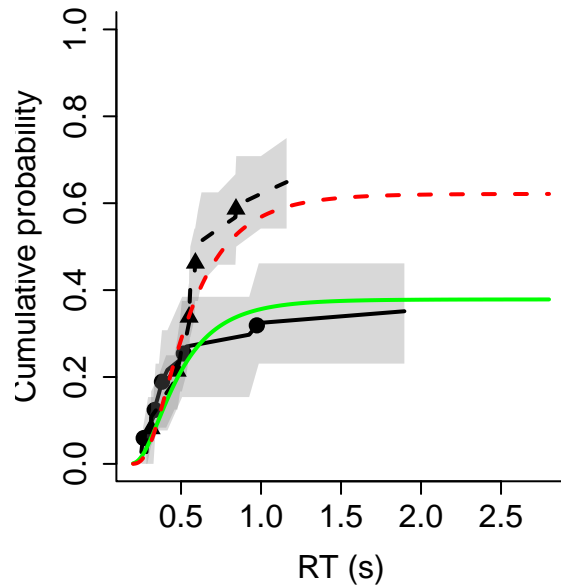
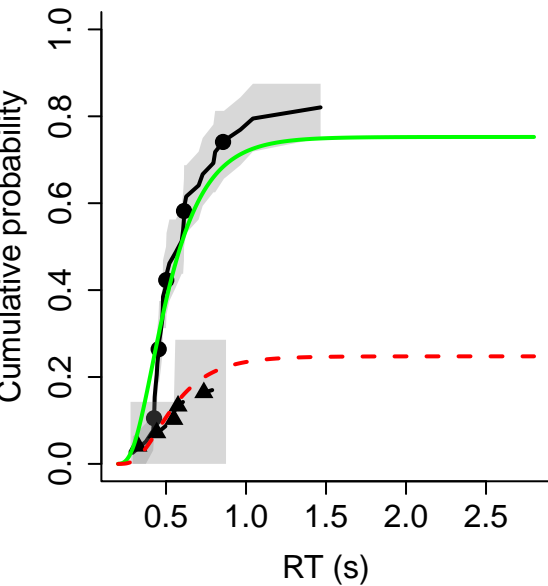
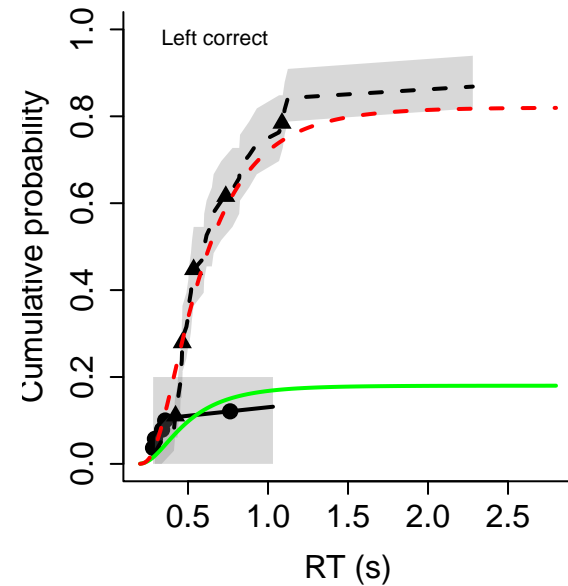
Target primed .4 s



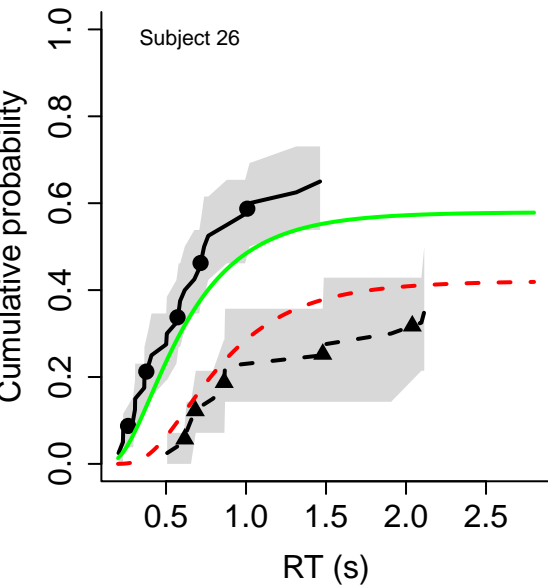
Foil primed .05 s



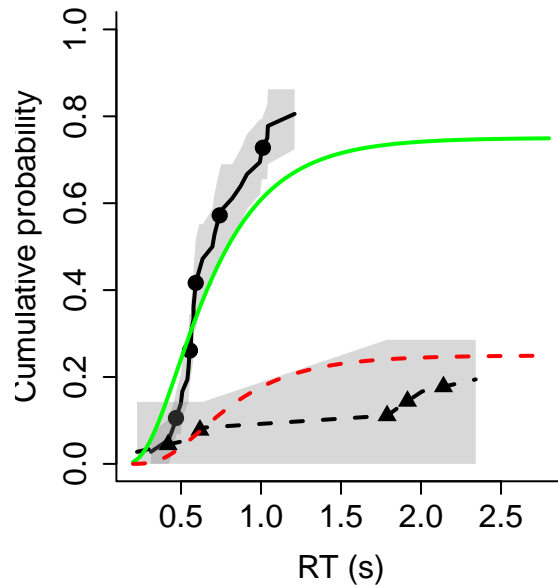
Foil primed .4 s



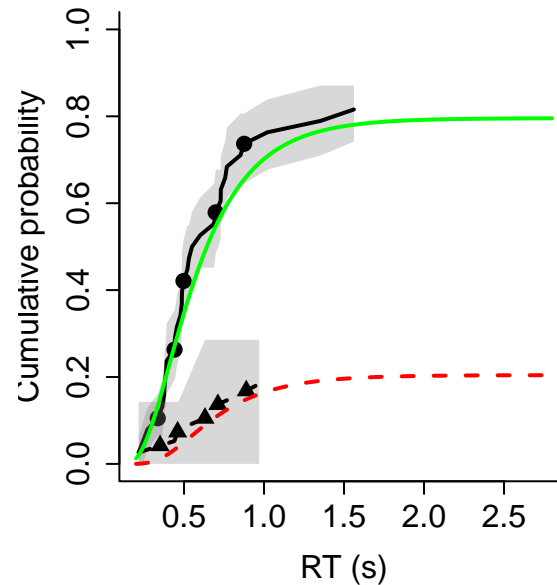
Target primed .05 s



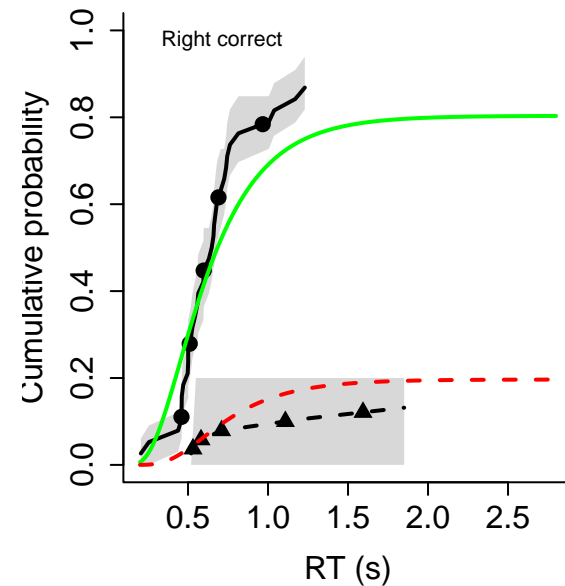
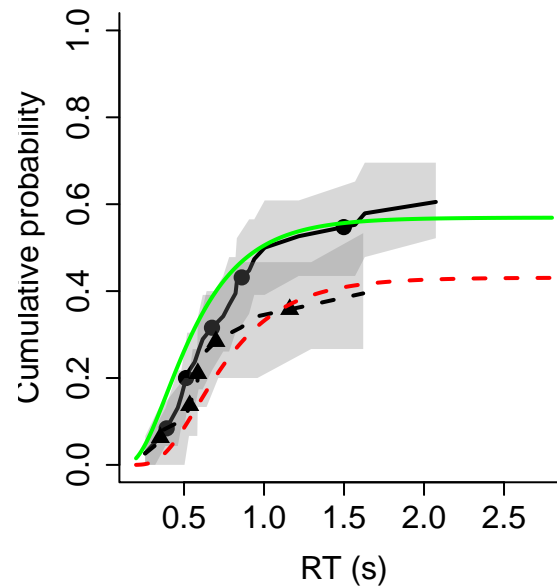
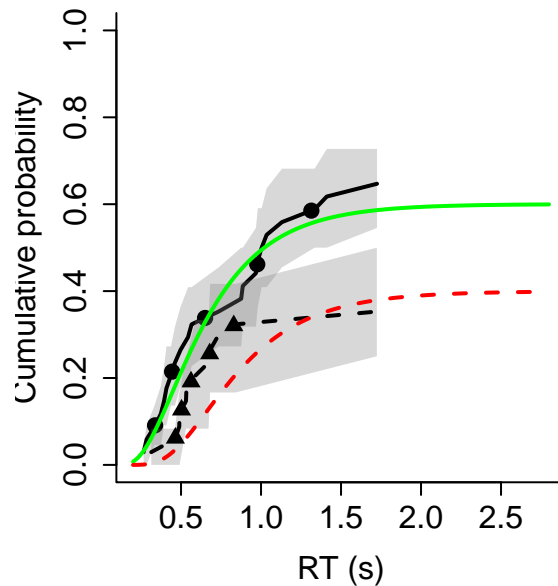
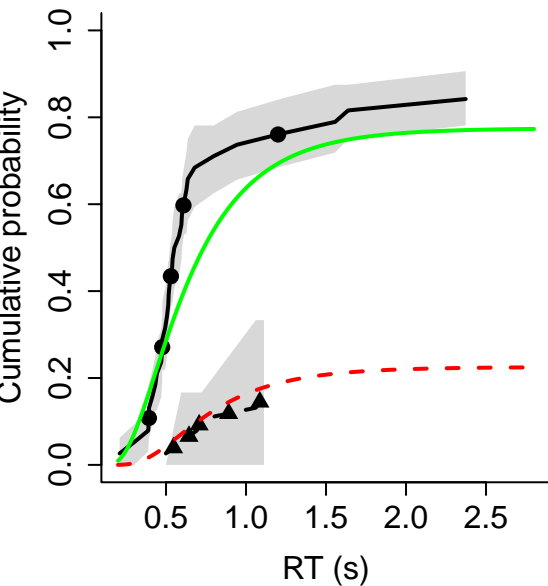
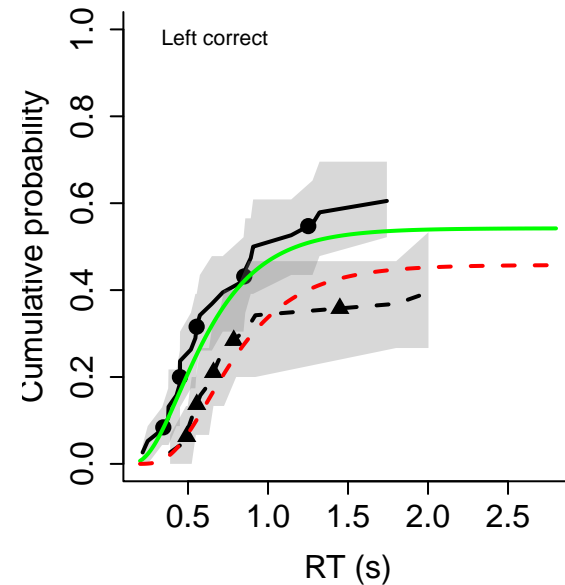
Target primed .4 s

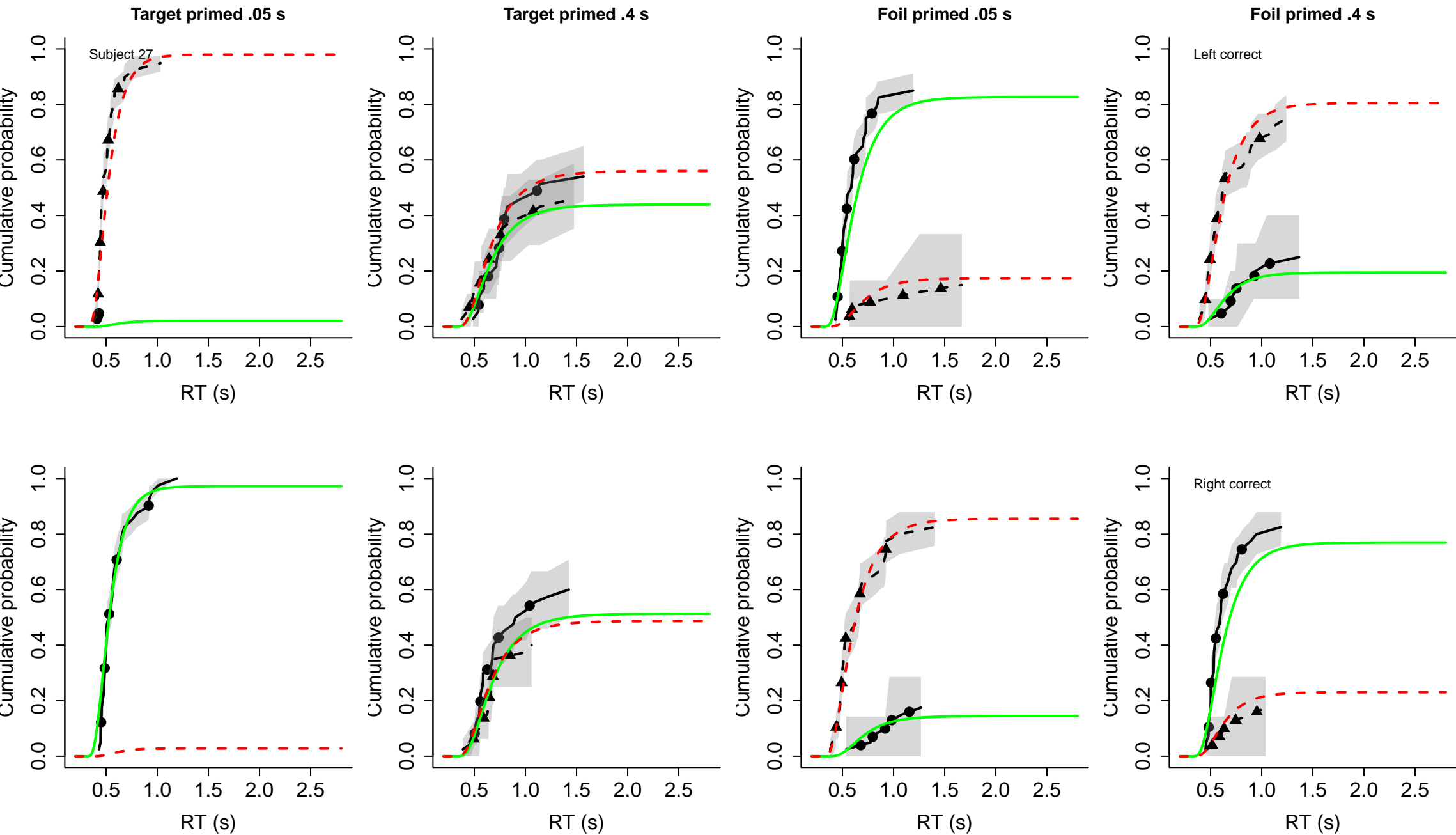


Foil primed .05 s

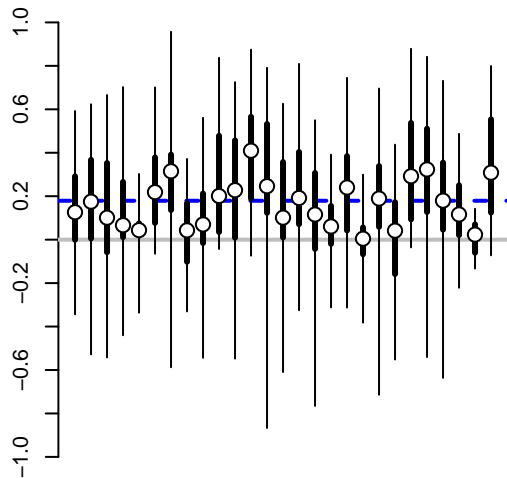


Foil primed .4 s

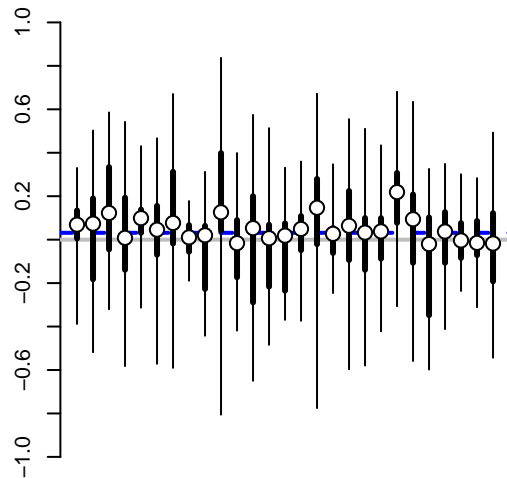




Target primed .05 s

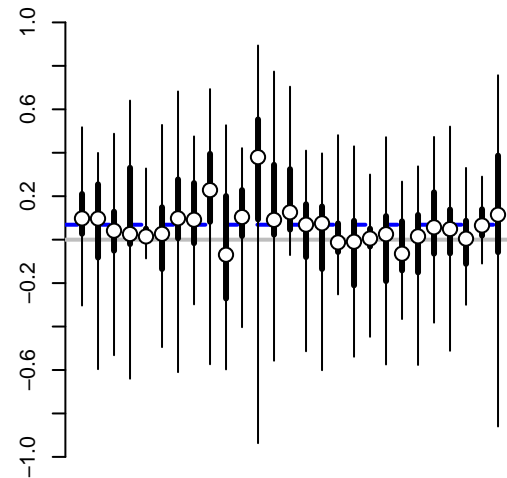


Target primed .4 s

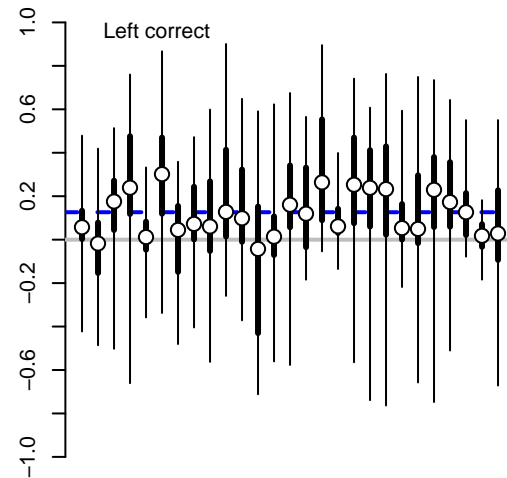


Residuals

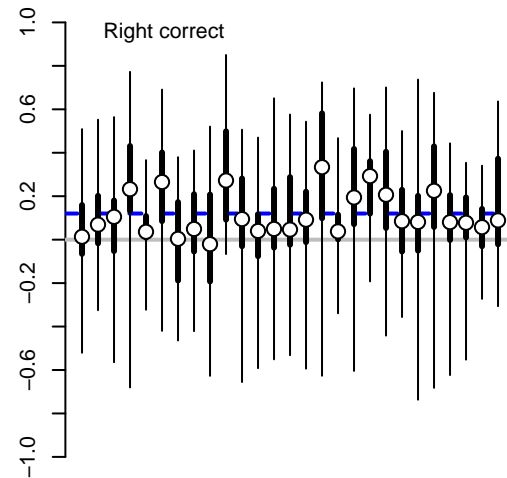
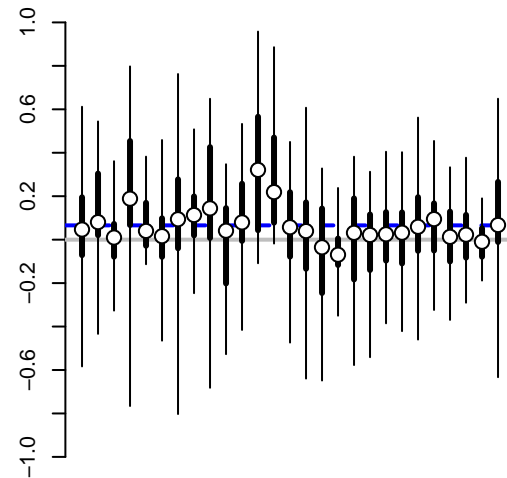
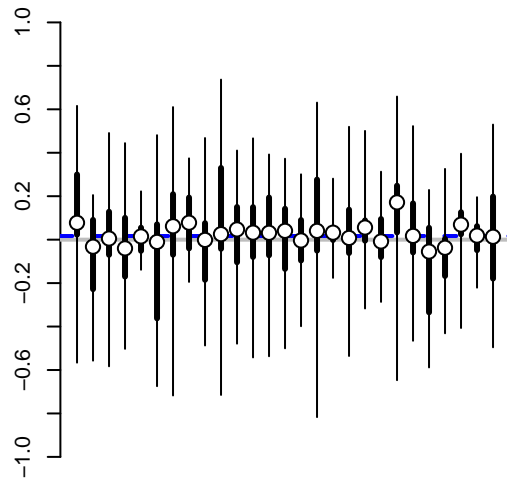
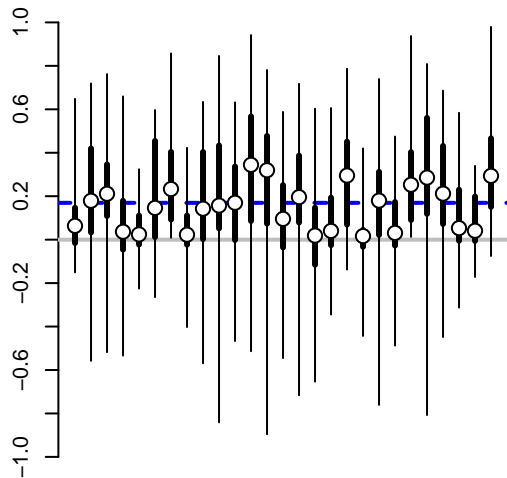
Foil primed .05 s



Foil primed .4 s



Left correct



Right correct