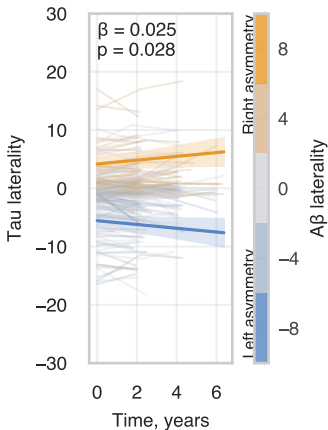


Global



— -3 SD (= left asymmetry) — +3 SD (= right asymmetry)