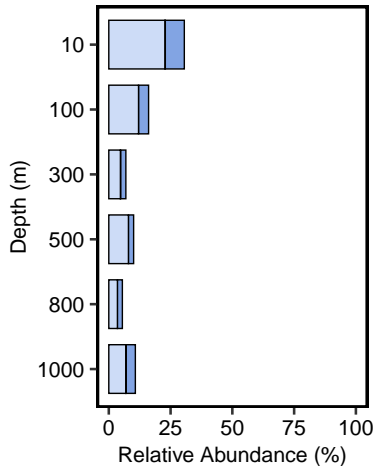


# Vertebrates – Unassigned



# Vertebrates – After Assignment

