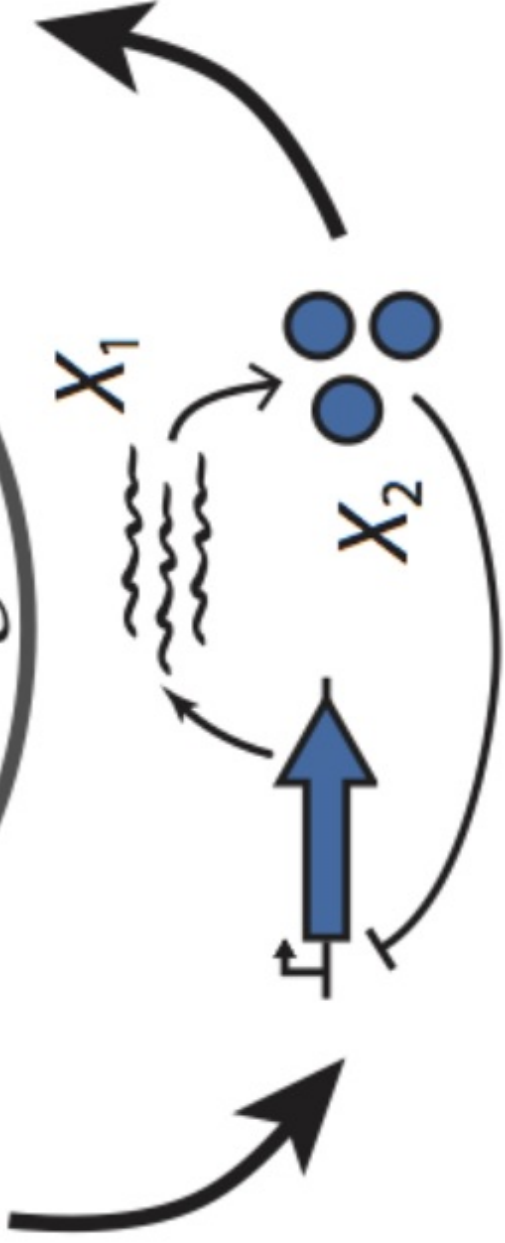
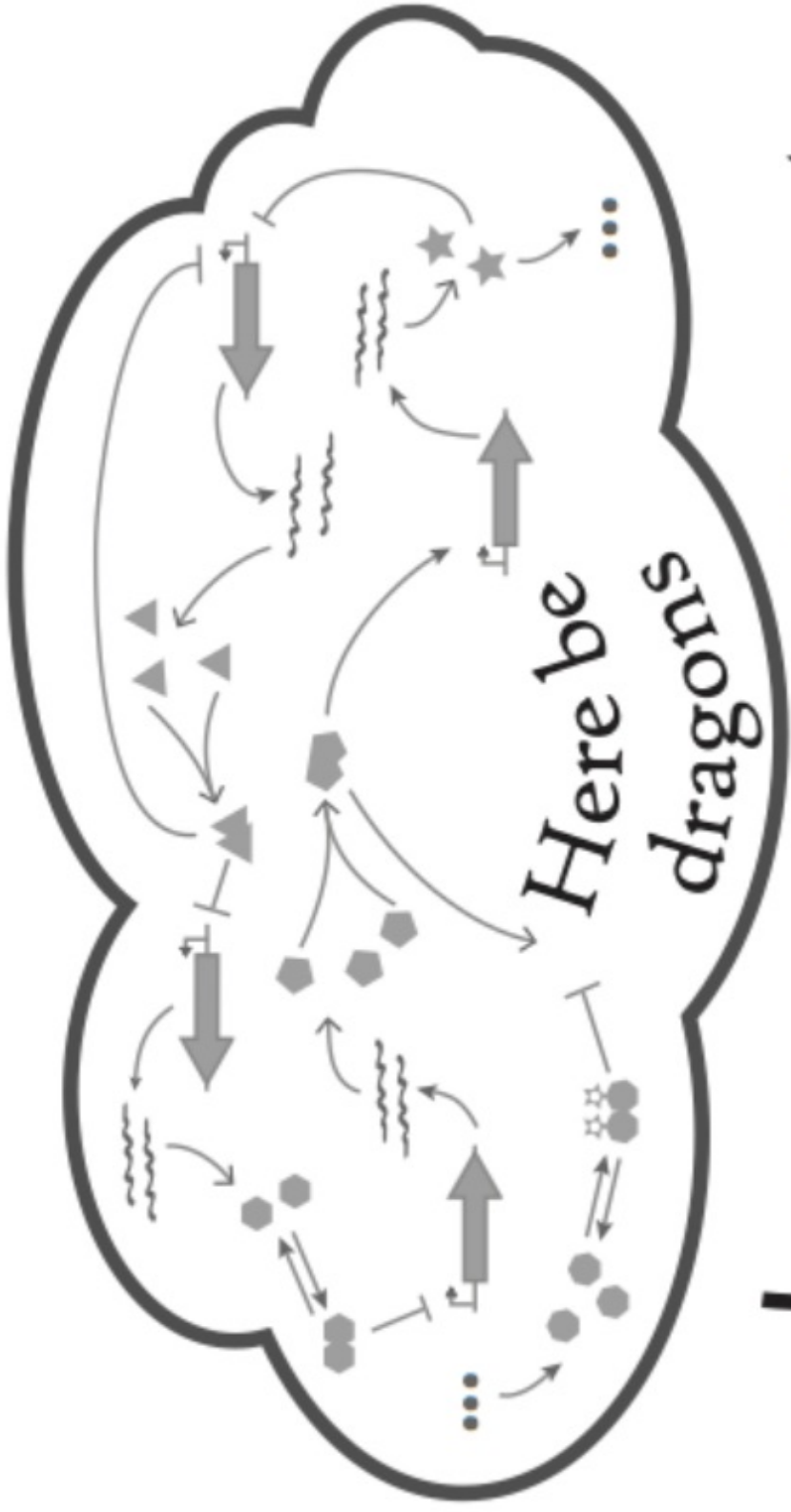


UNSPECIFIED DYNAMICS



SPECIFIED DYNAMICS