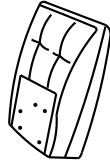


Ax1



B1x1



B2x1



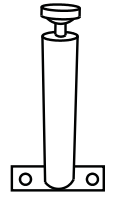
Cx10



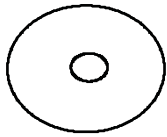
Dx10



E1x4



E2x1



Fx4



Gx2



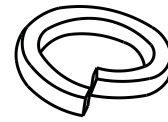
Hx1



Ix10



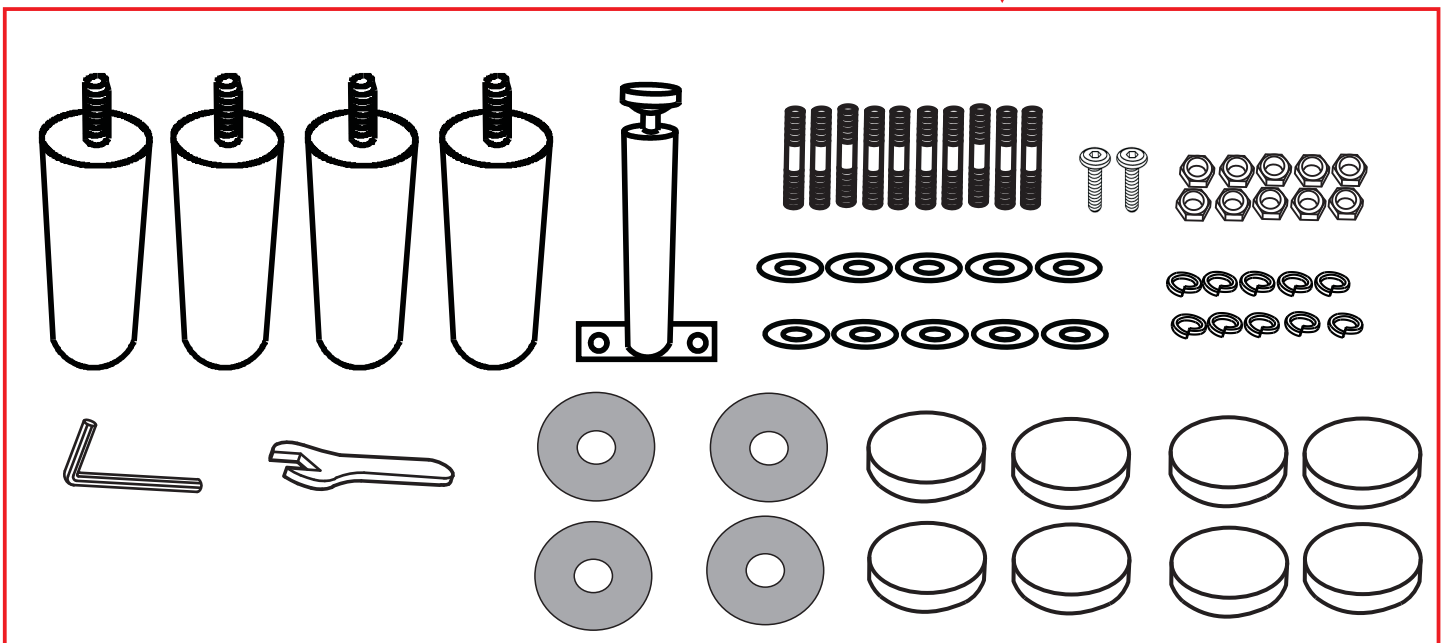
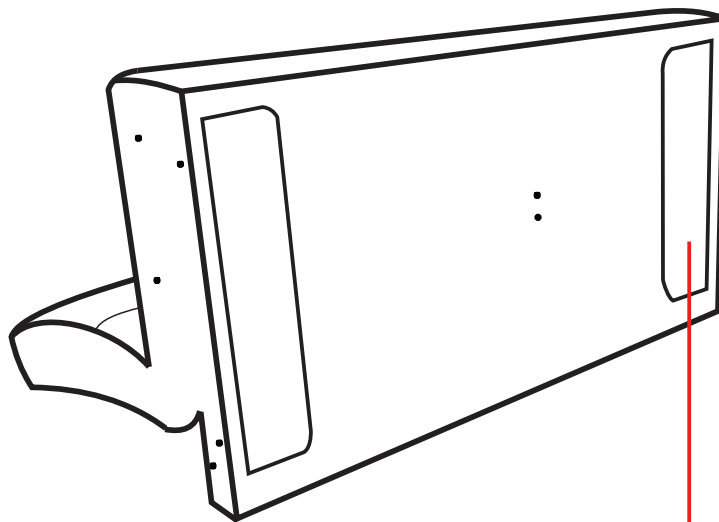
Jx1



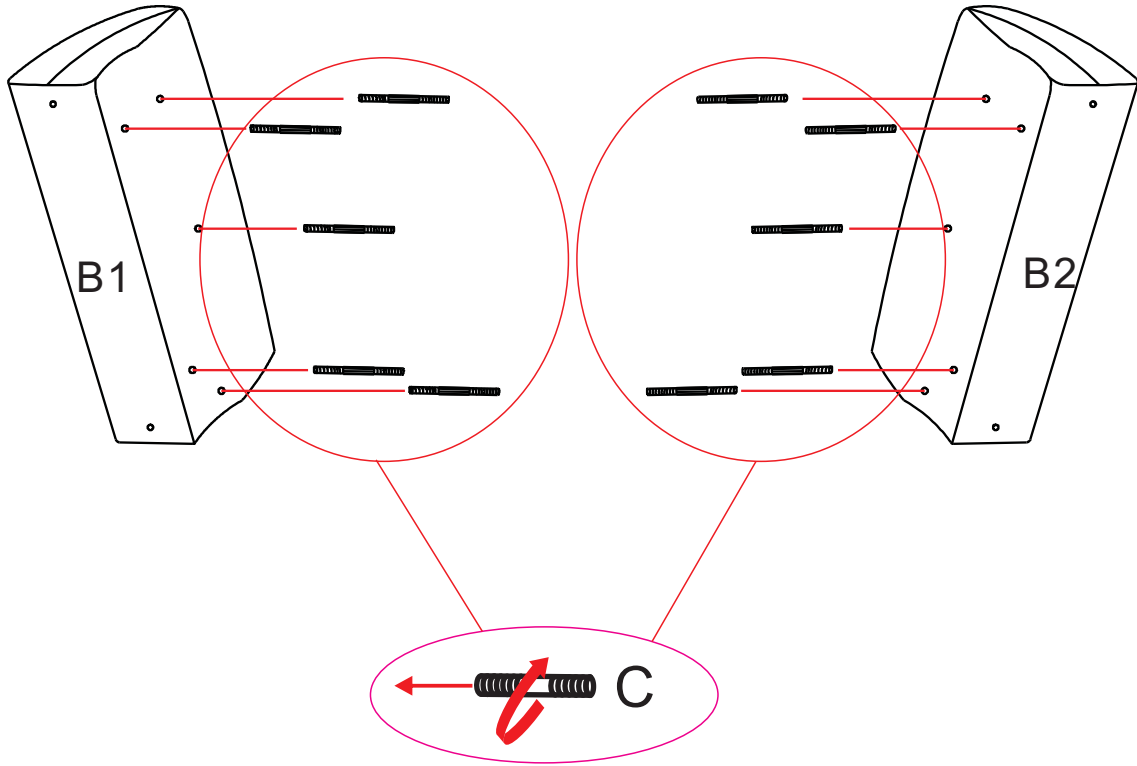
Kx10



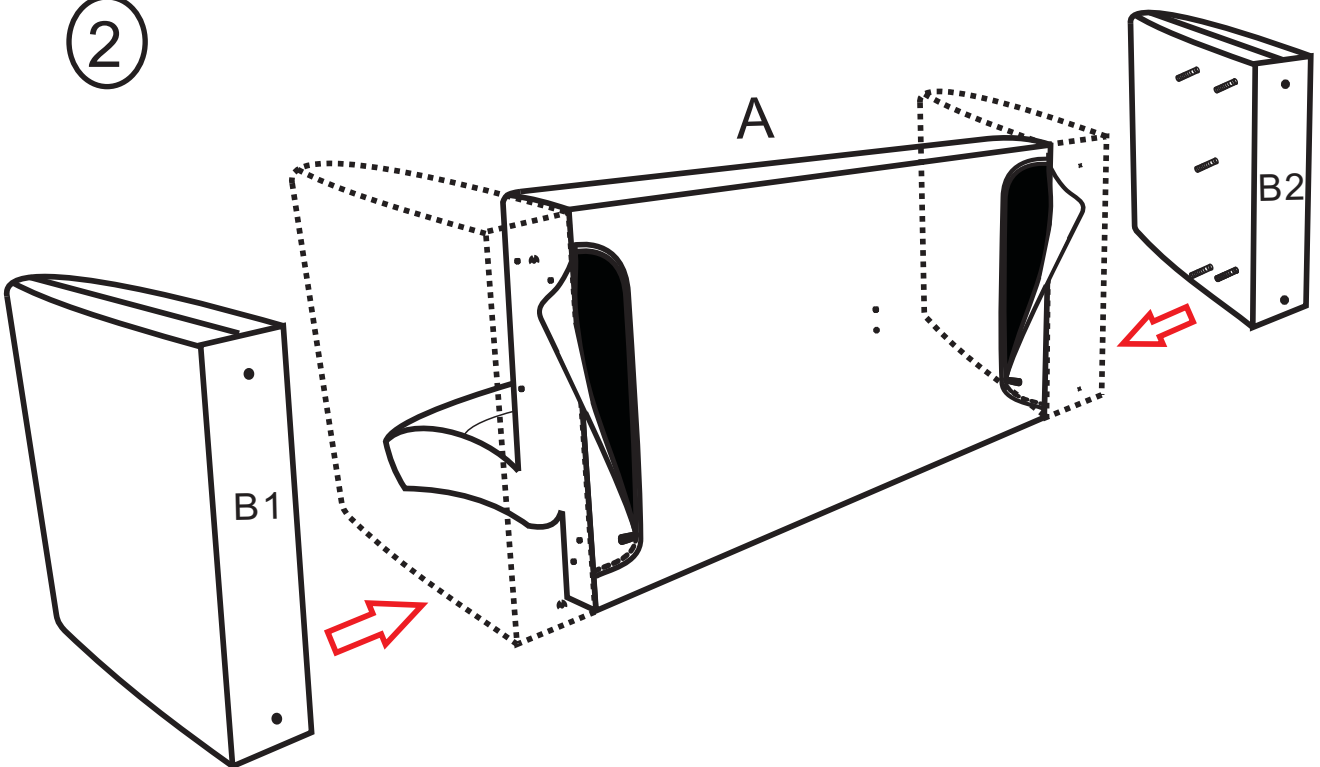
L\*8



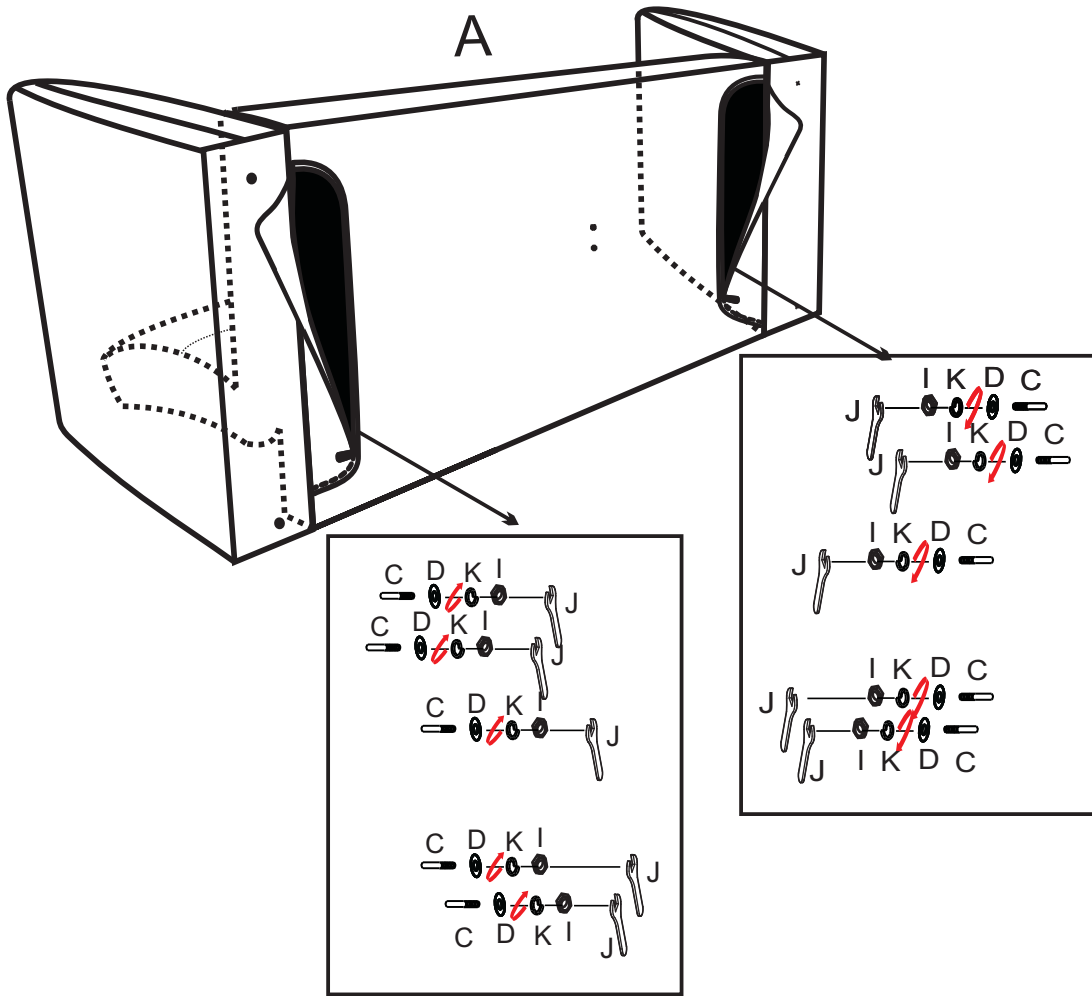
①



②



3



4

