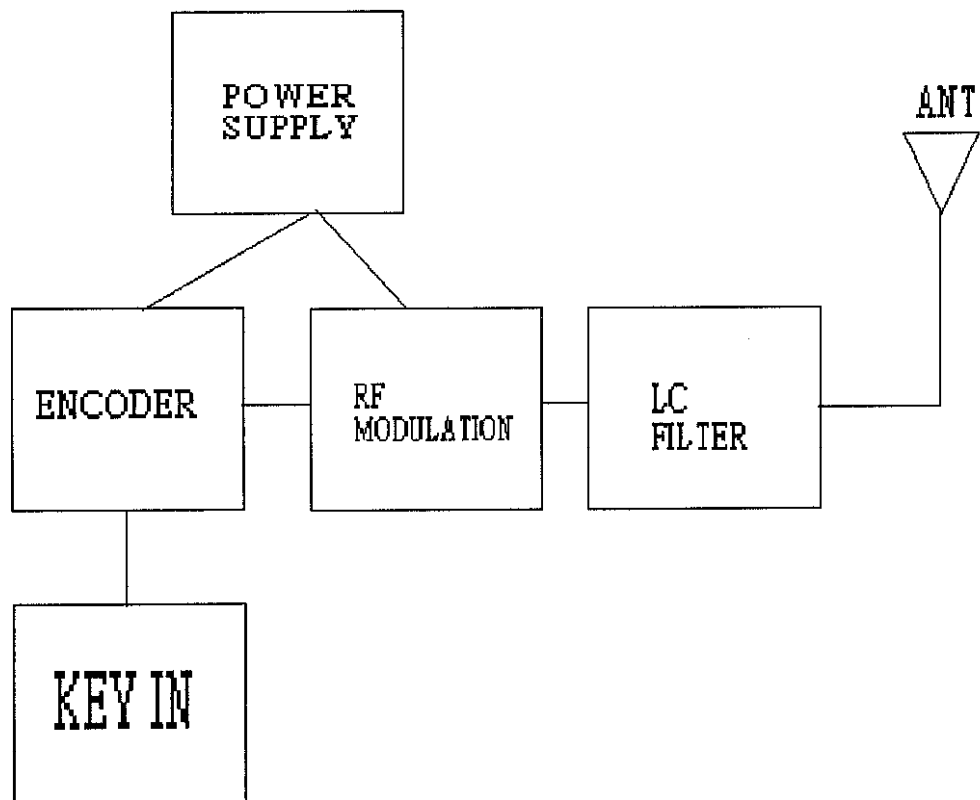
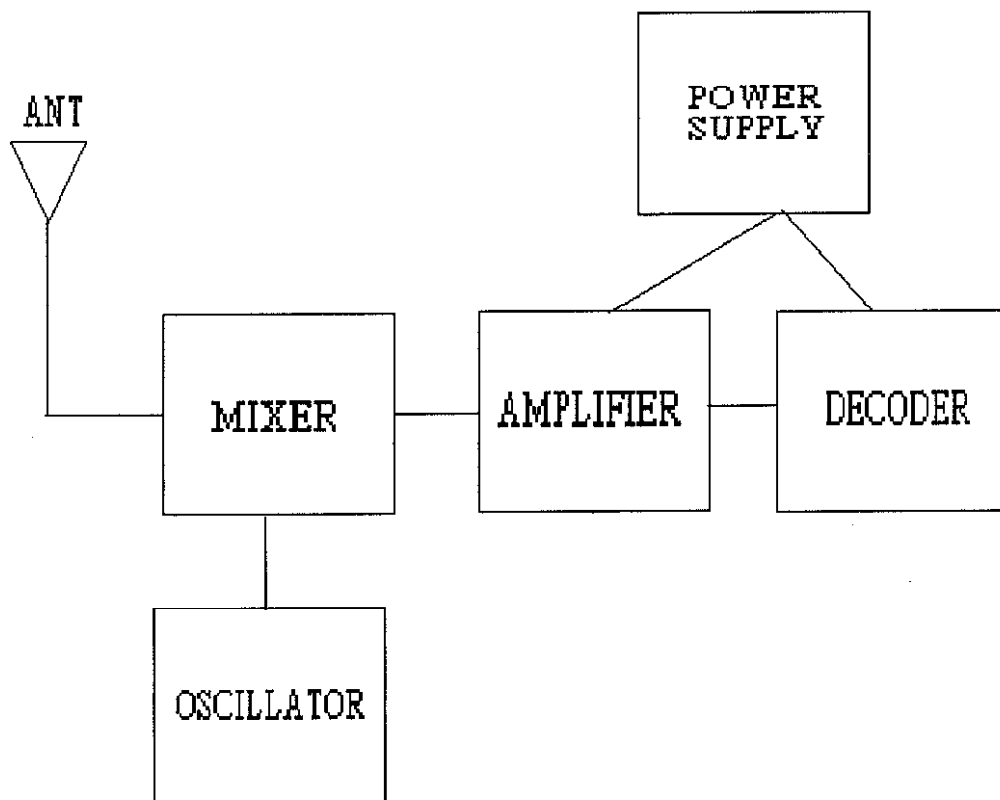


<Block>.



T_x



R_x