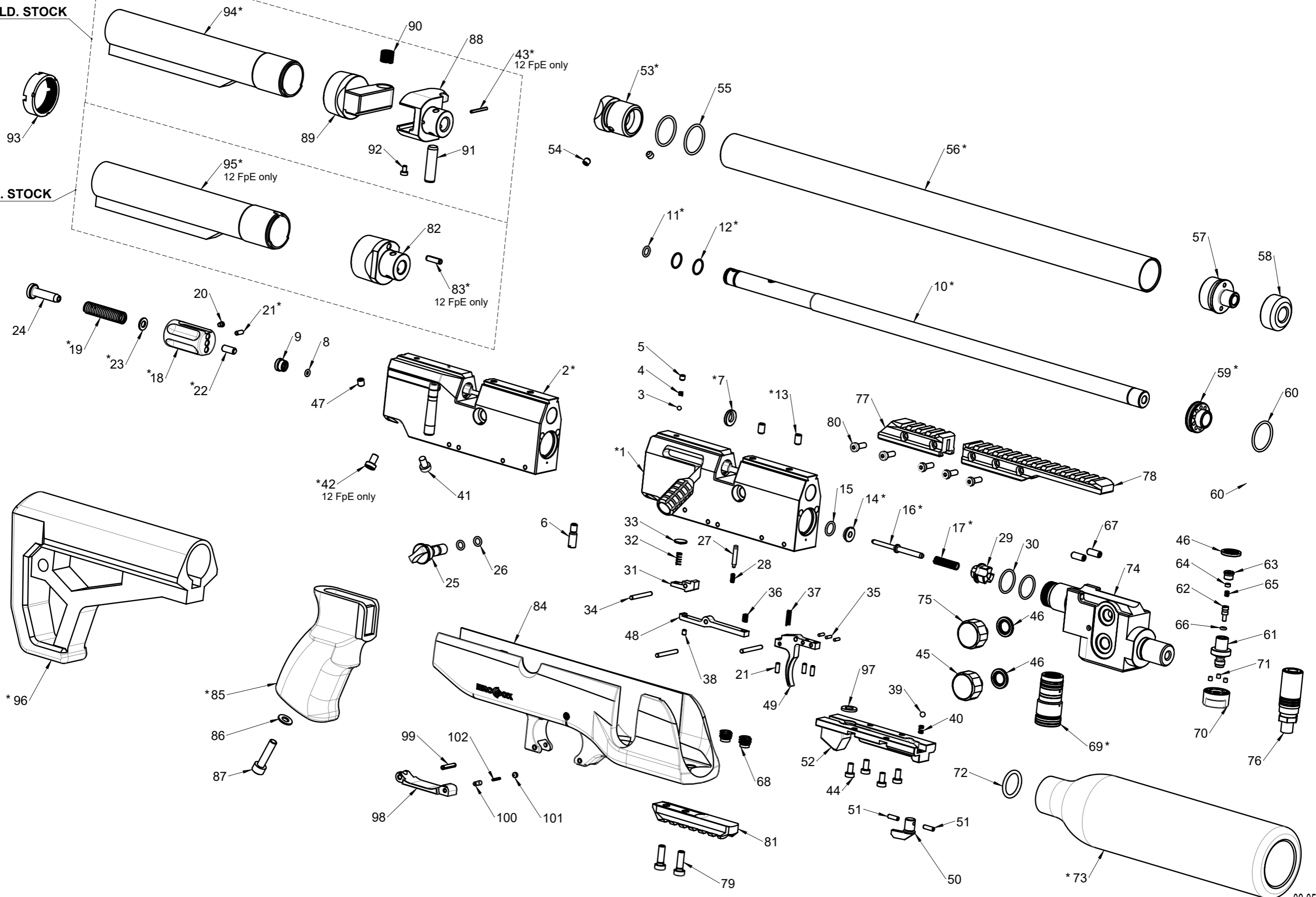


* FOLD. STOCK

* FIX. STOCK



* VARIABLE PARTS