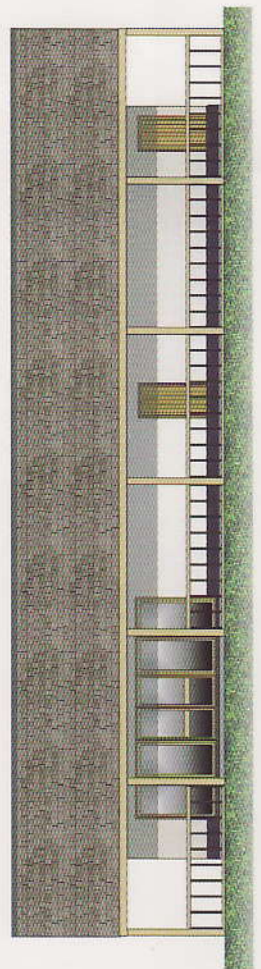
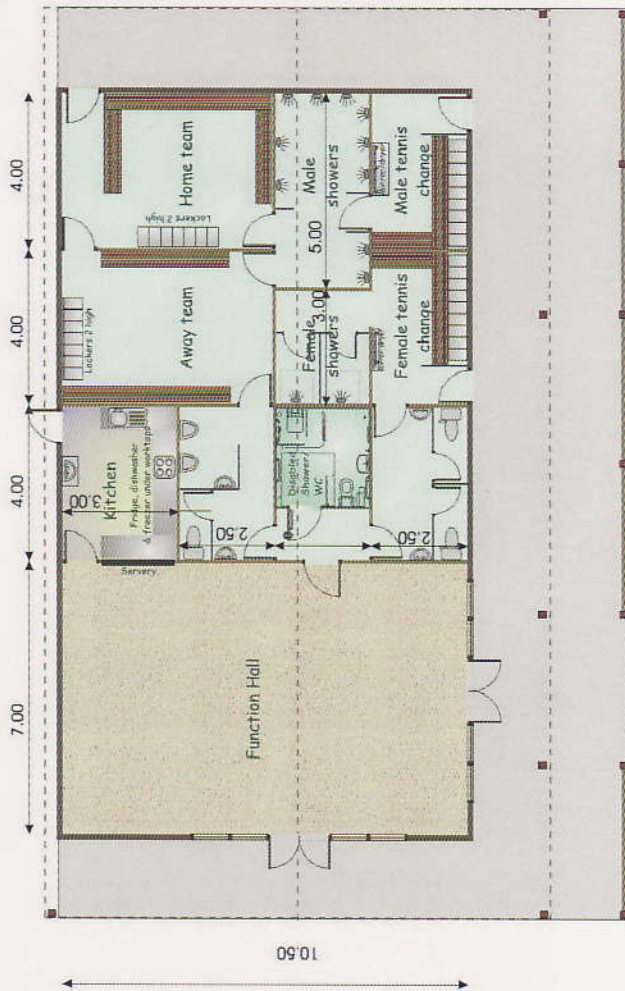
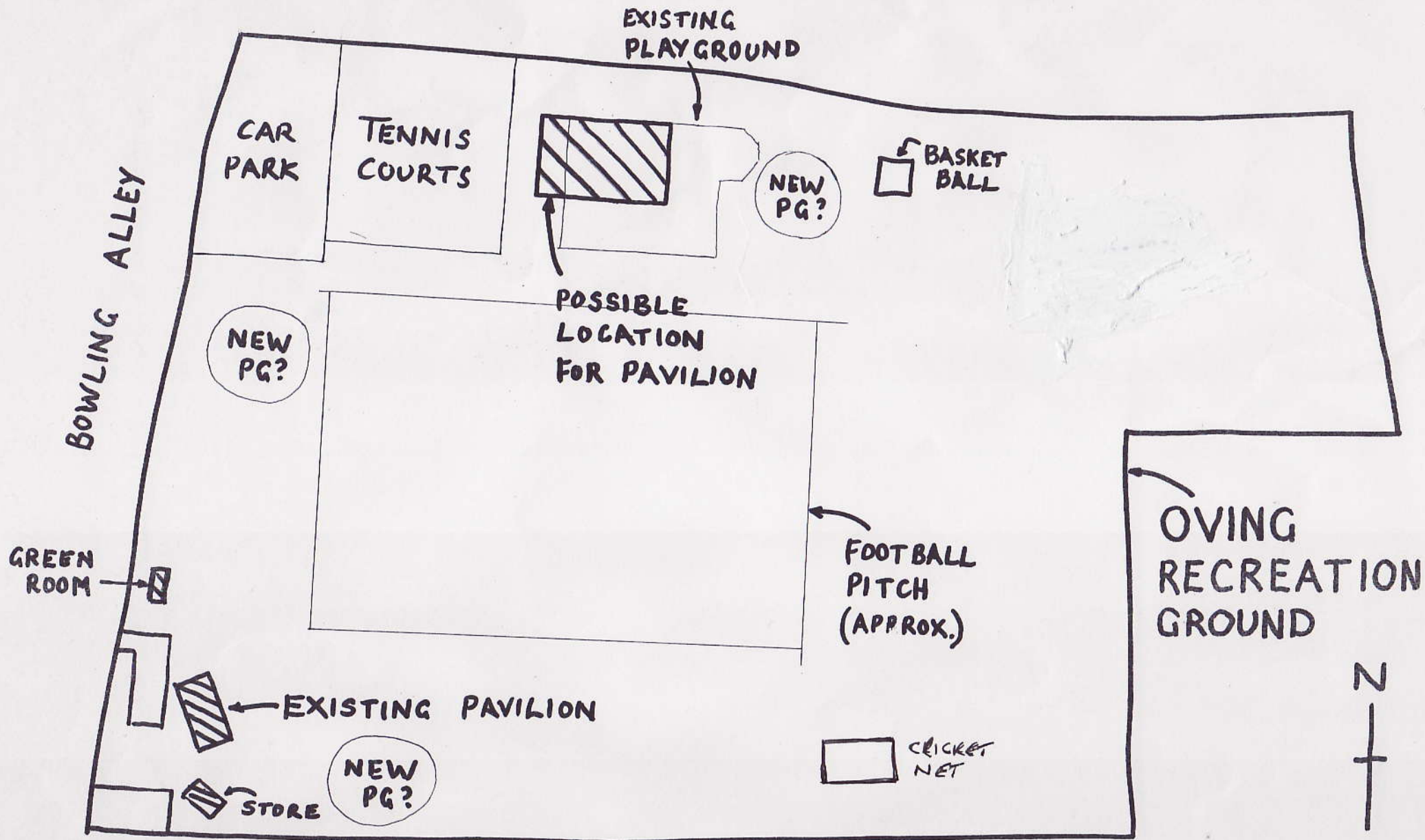


5.50      2.50      2.50





(PG = PLAY GROUND)