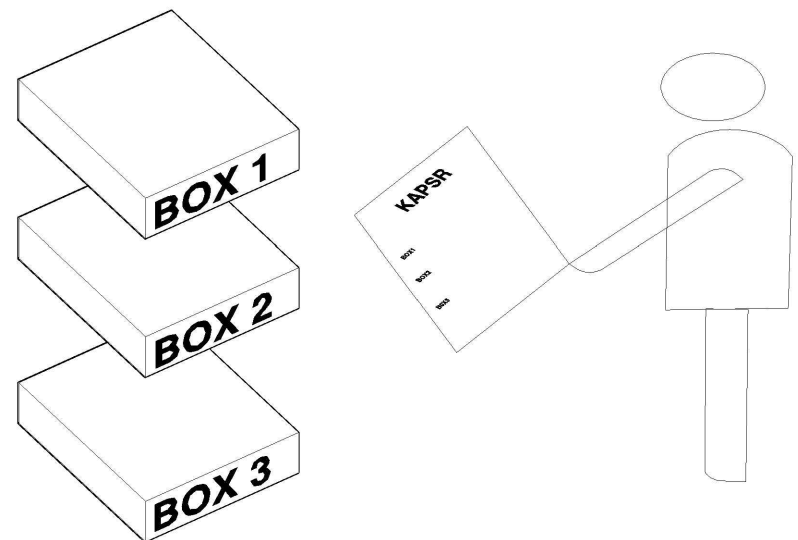
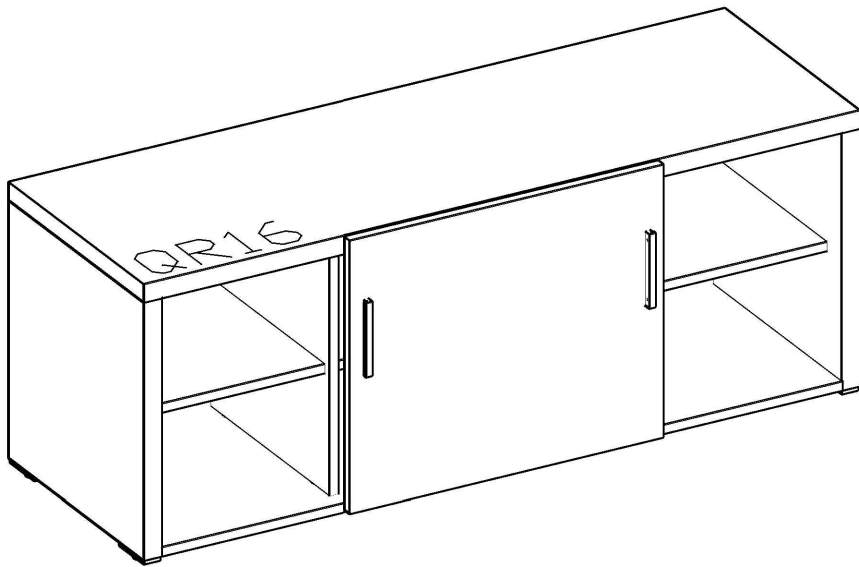
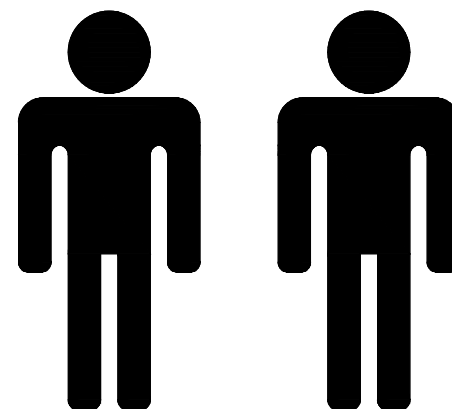
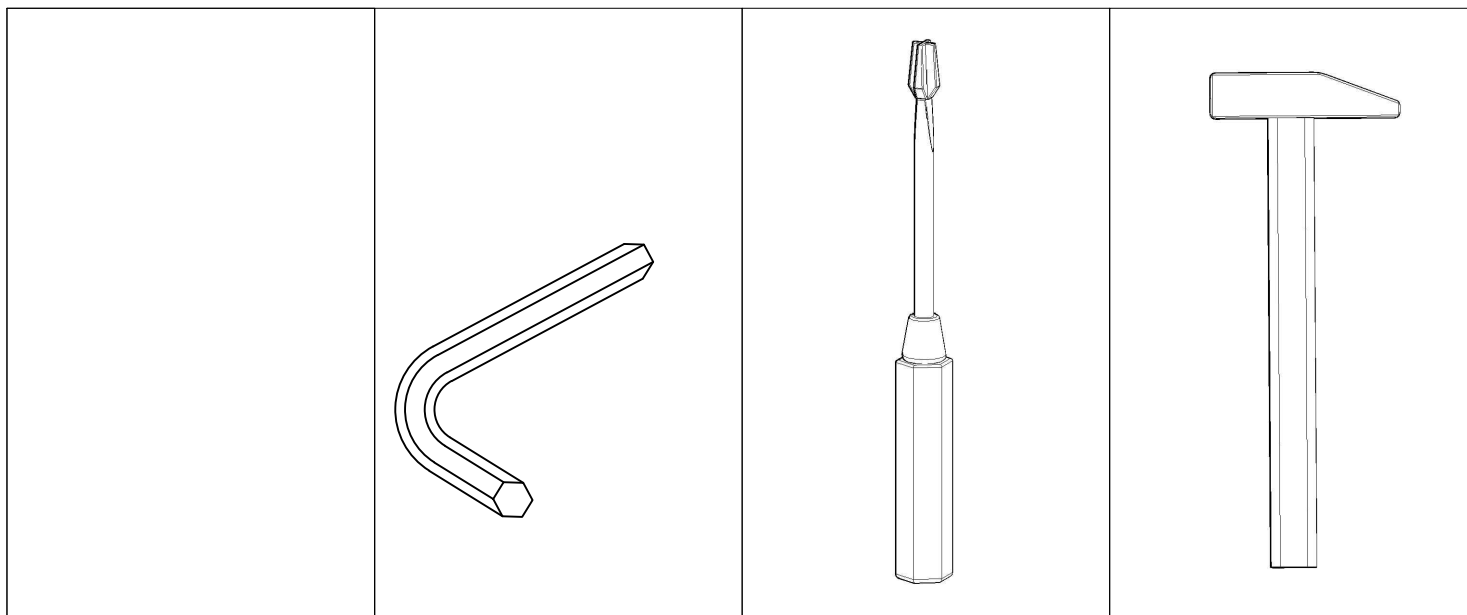
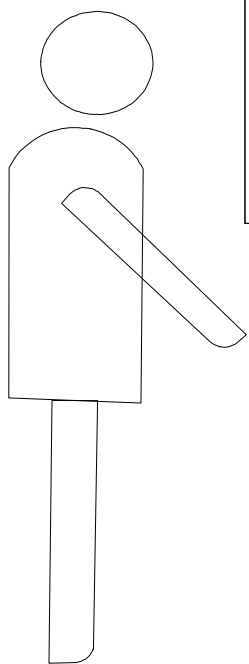
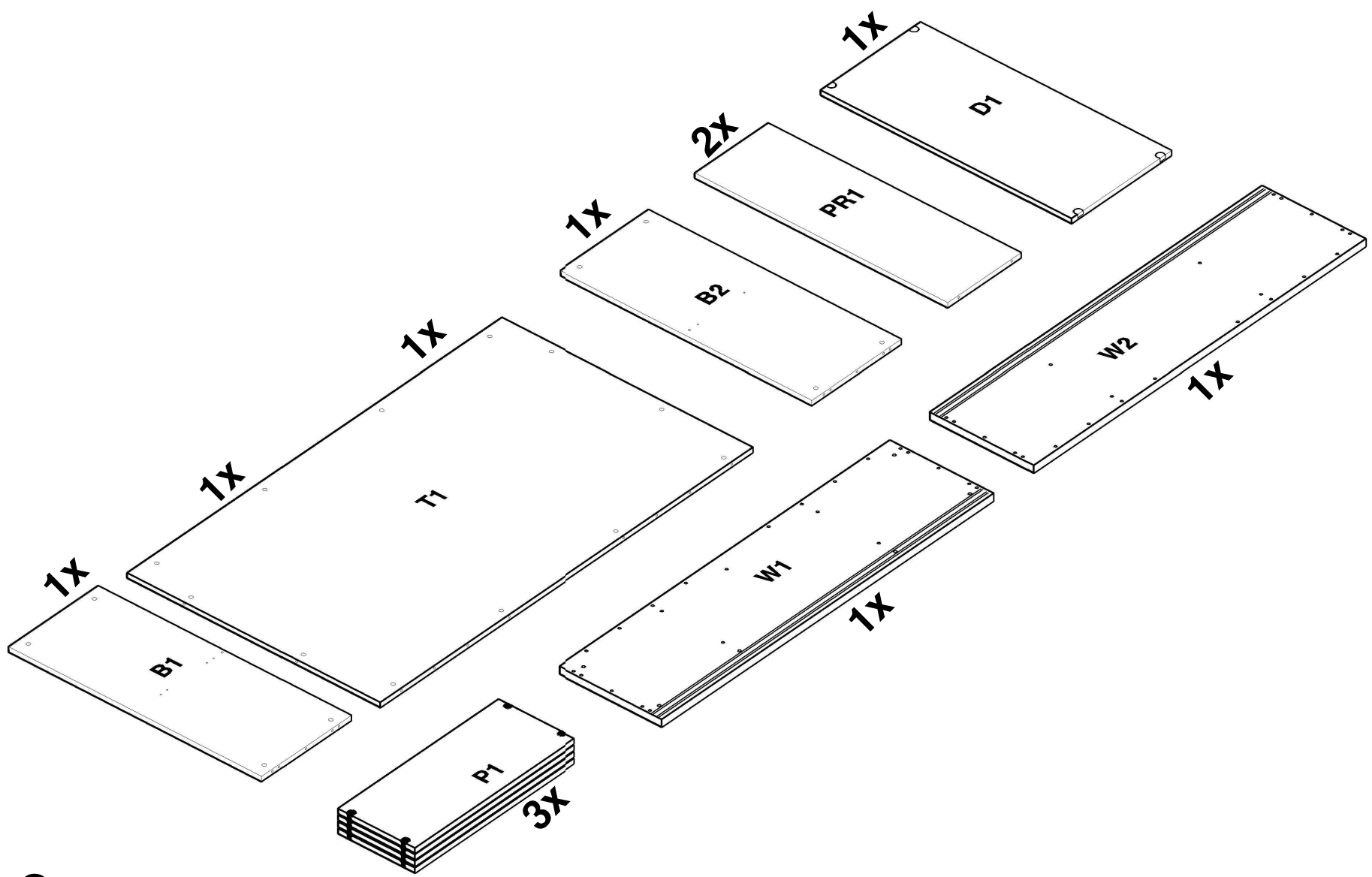
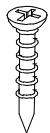


# QR16

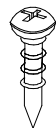




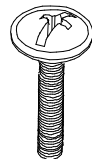




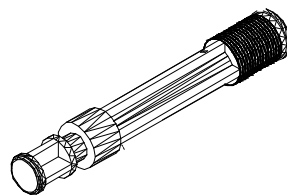
**4x**



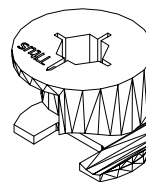
**6X**



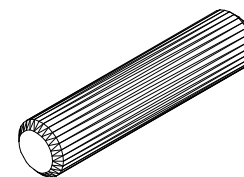
**4x**



**24x**



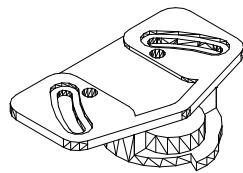
**24x**



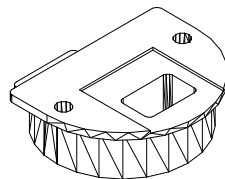
**26x**



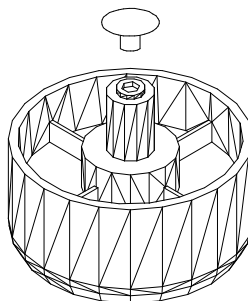
**20x**



**2x**



**2x**



**6x**

