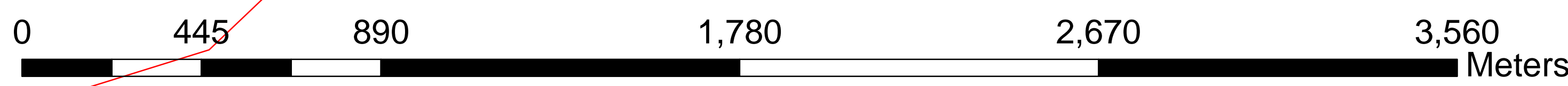


**Legend**

- Block
- <all other values>



**SCALE 1; 10,000**