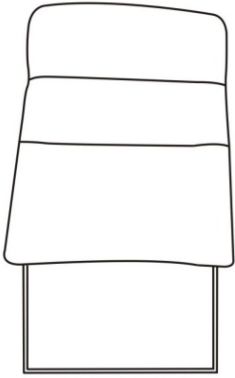
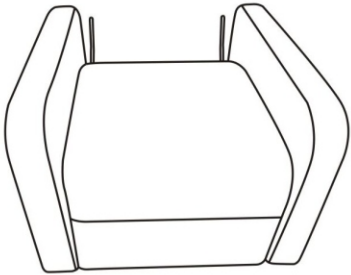


# TURNER

(1)X1



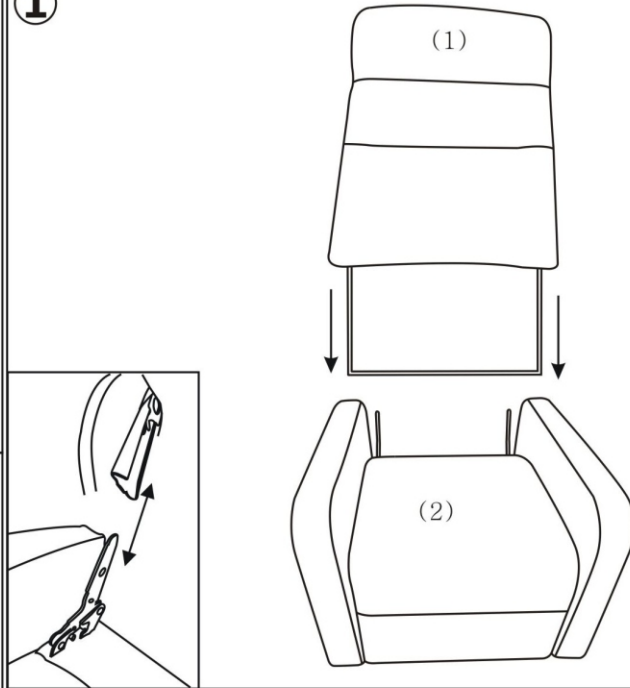
(2)X1



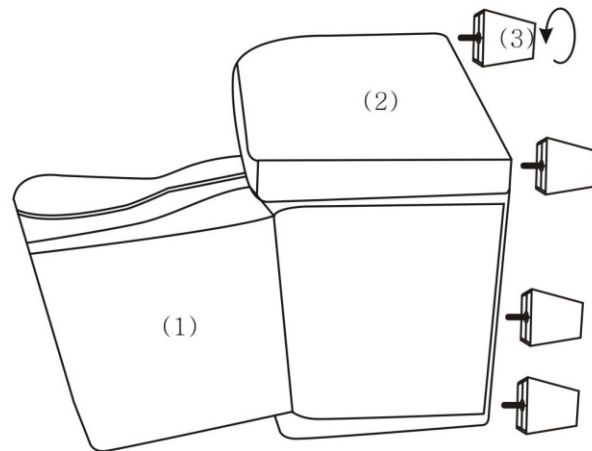
(3)X4



①



②



③

