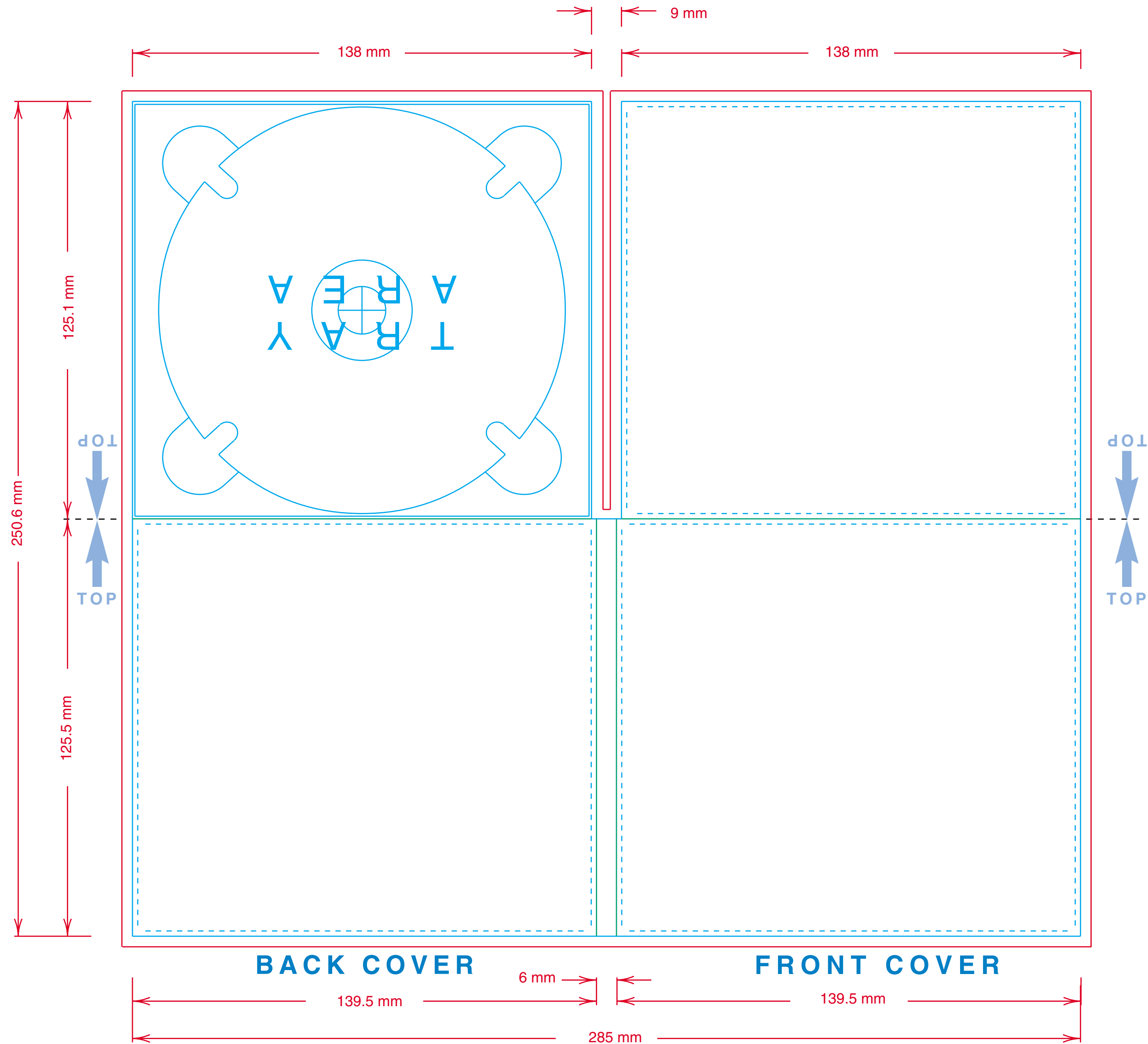




-  = SCORE
-  = BLEED
-  = TRIM
-  = SAFE AREA