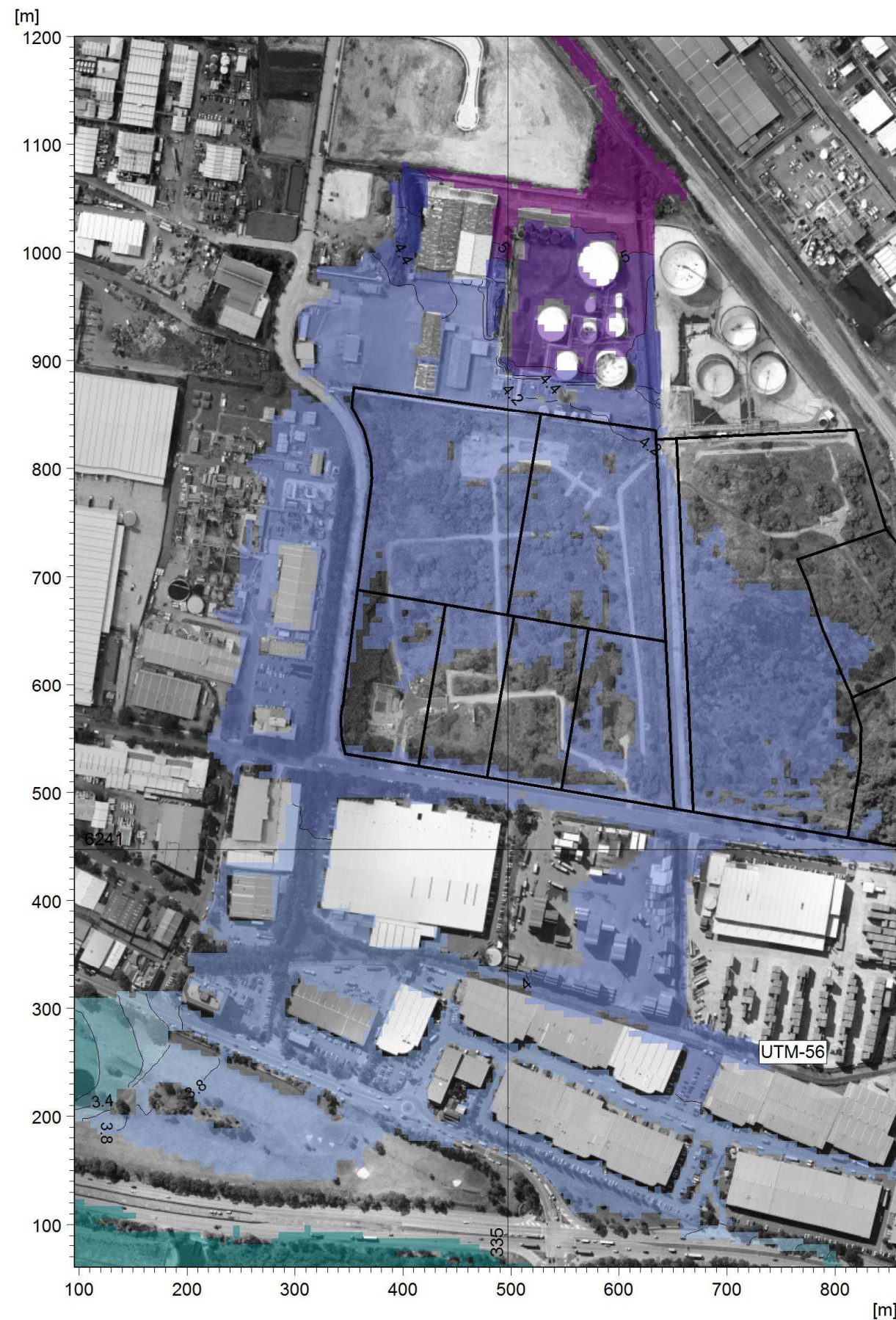
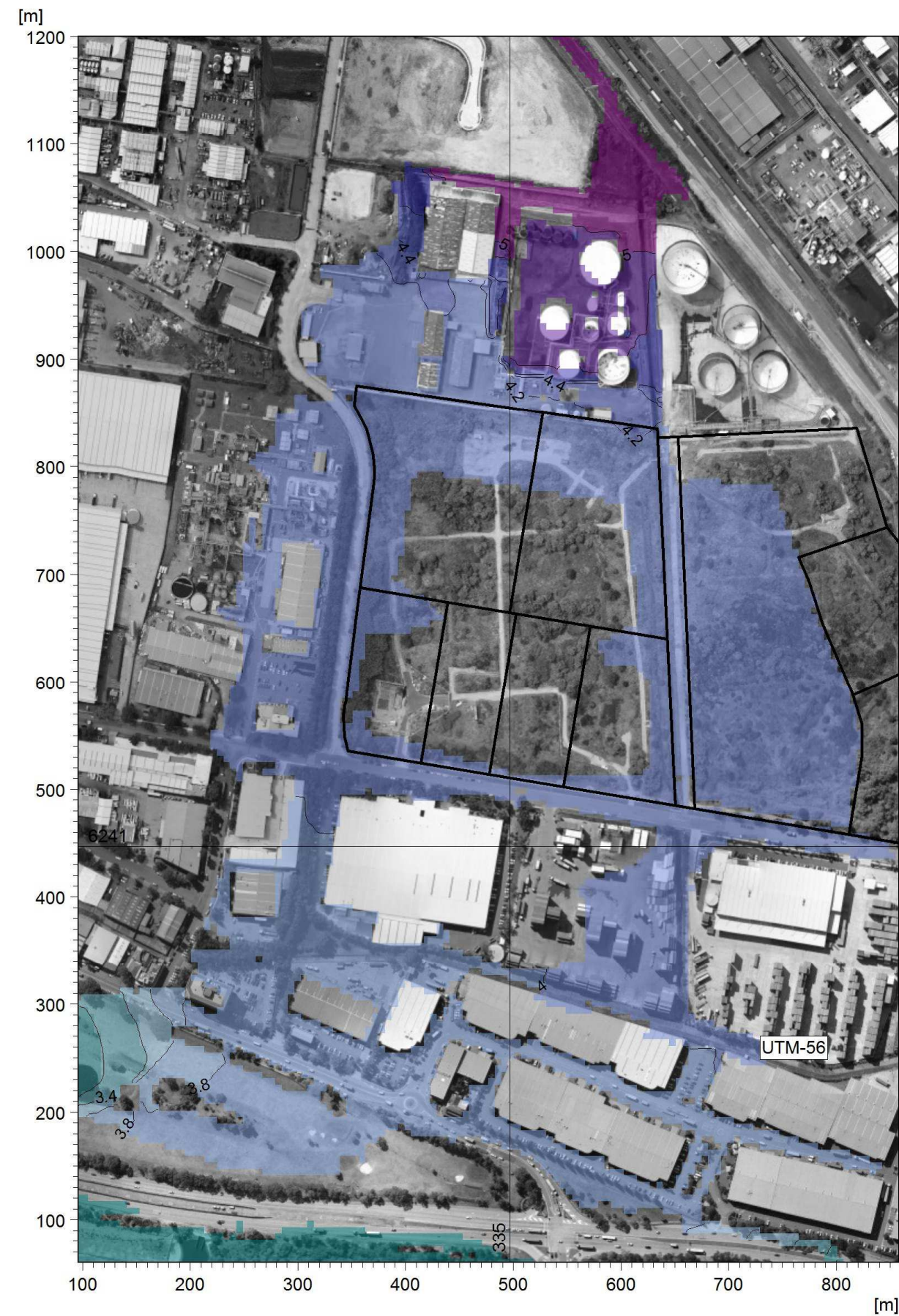
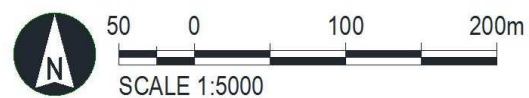


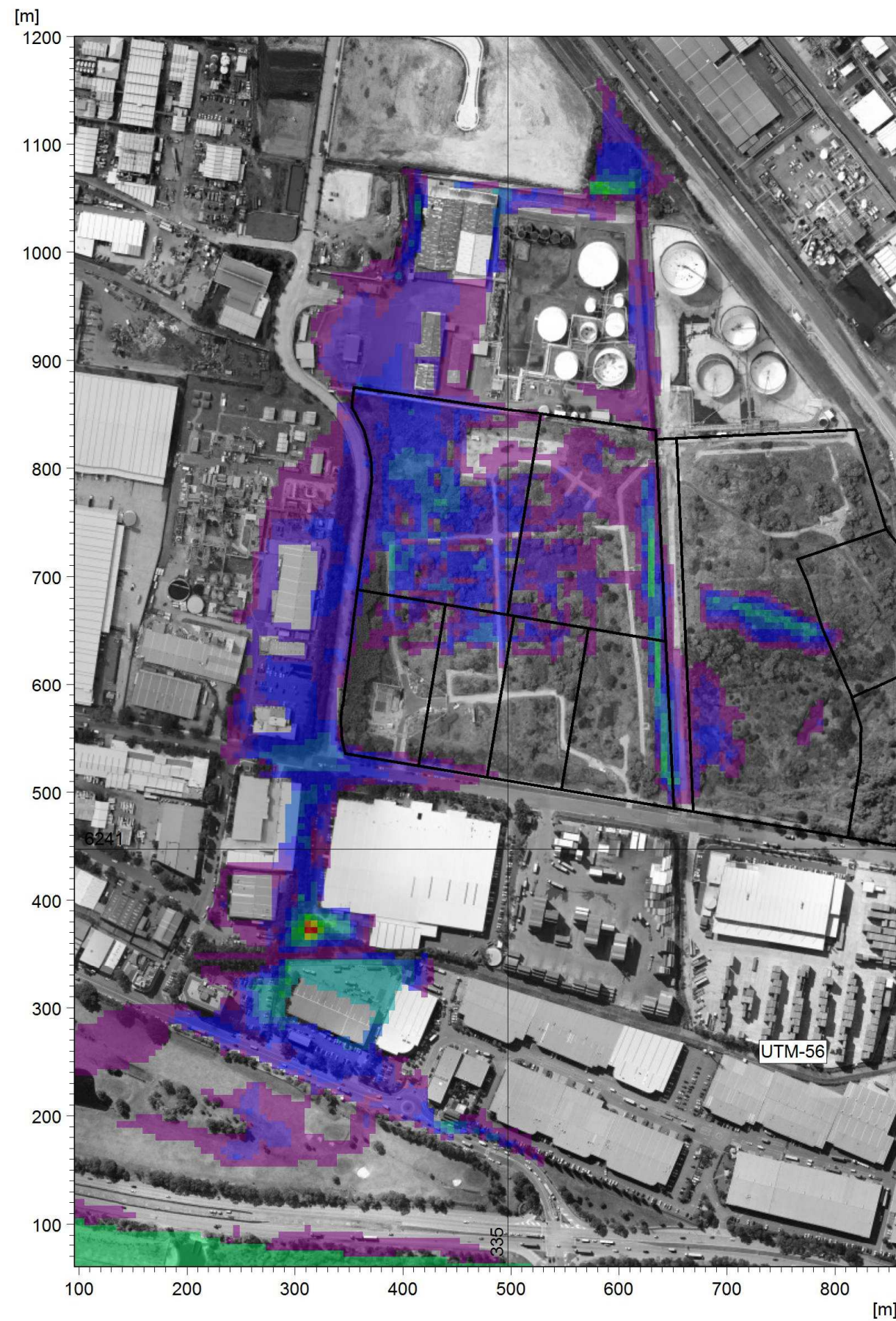


(a) Pre-Development

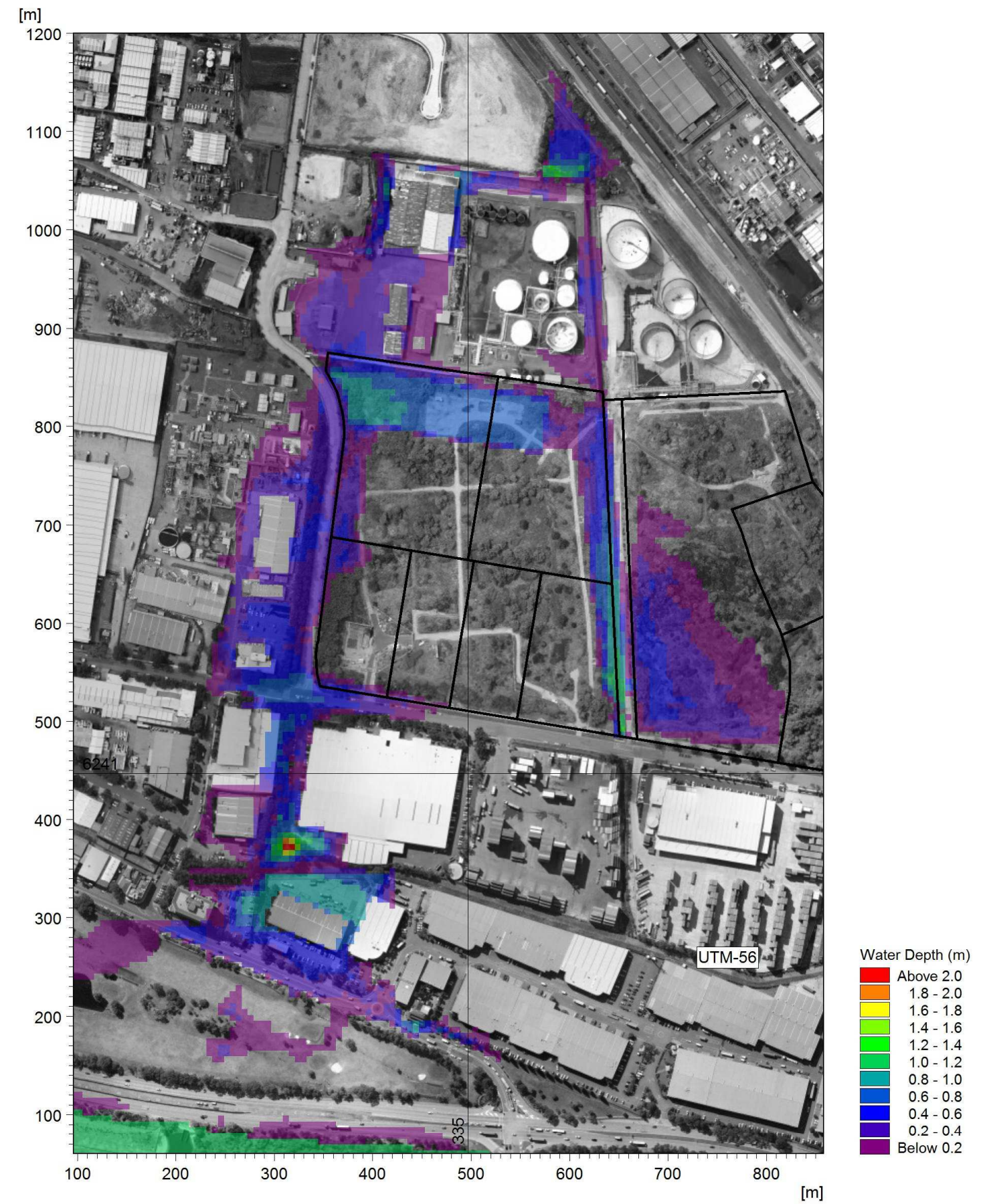


(b) As-Constructed

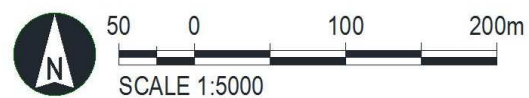


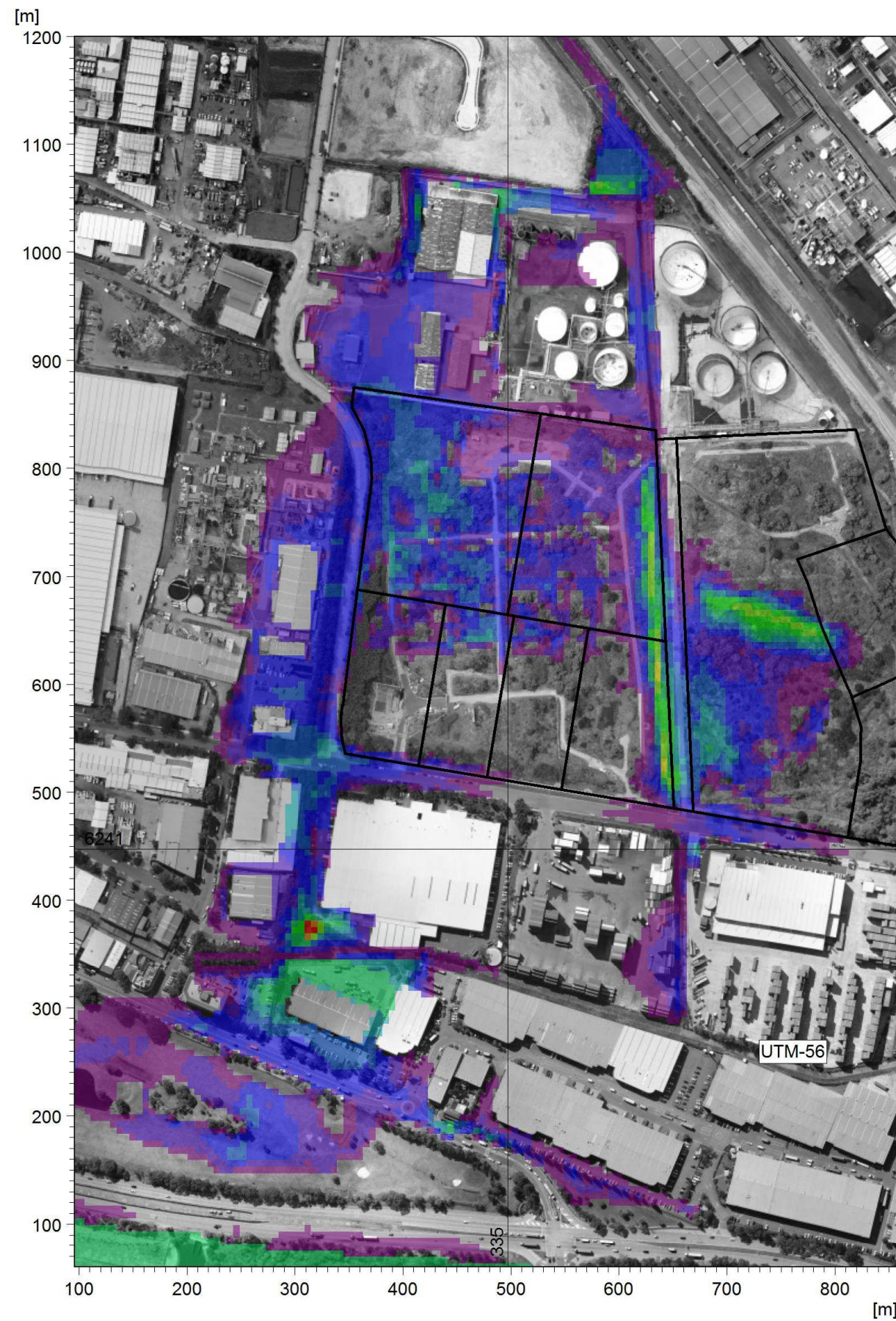


(a) Pre-Development

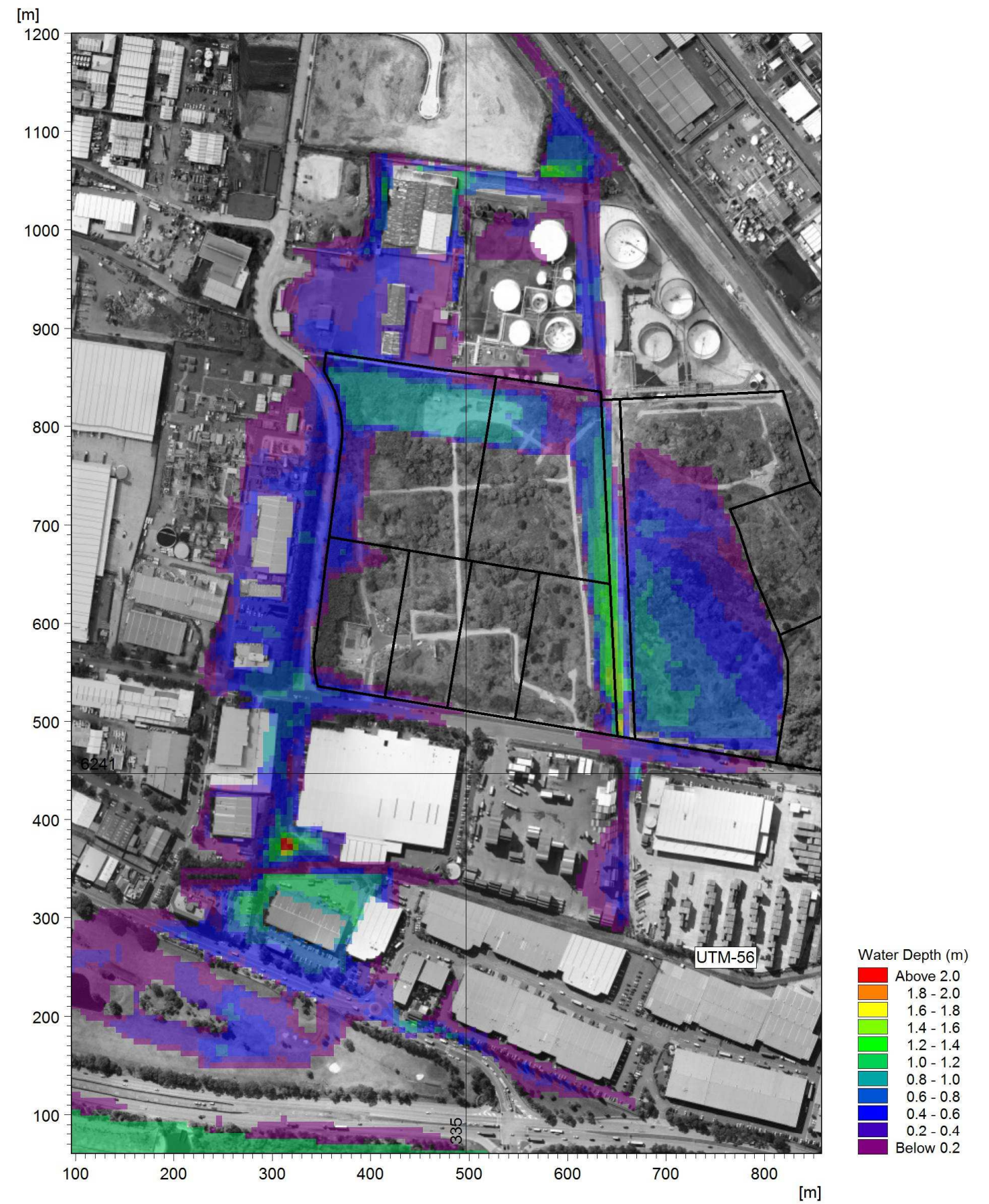


(b) As-Constructed

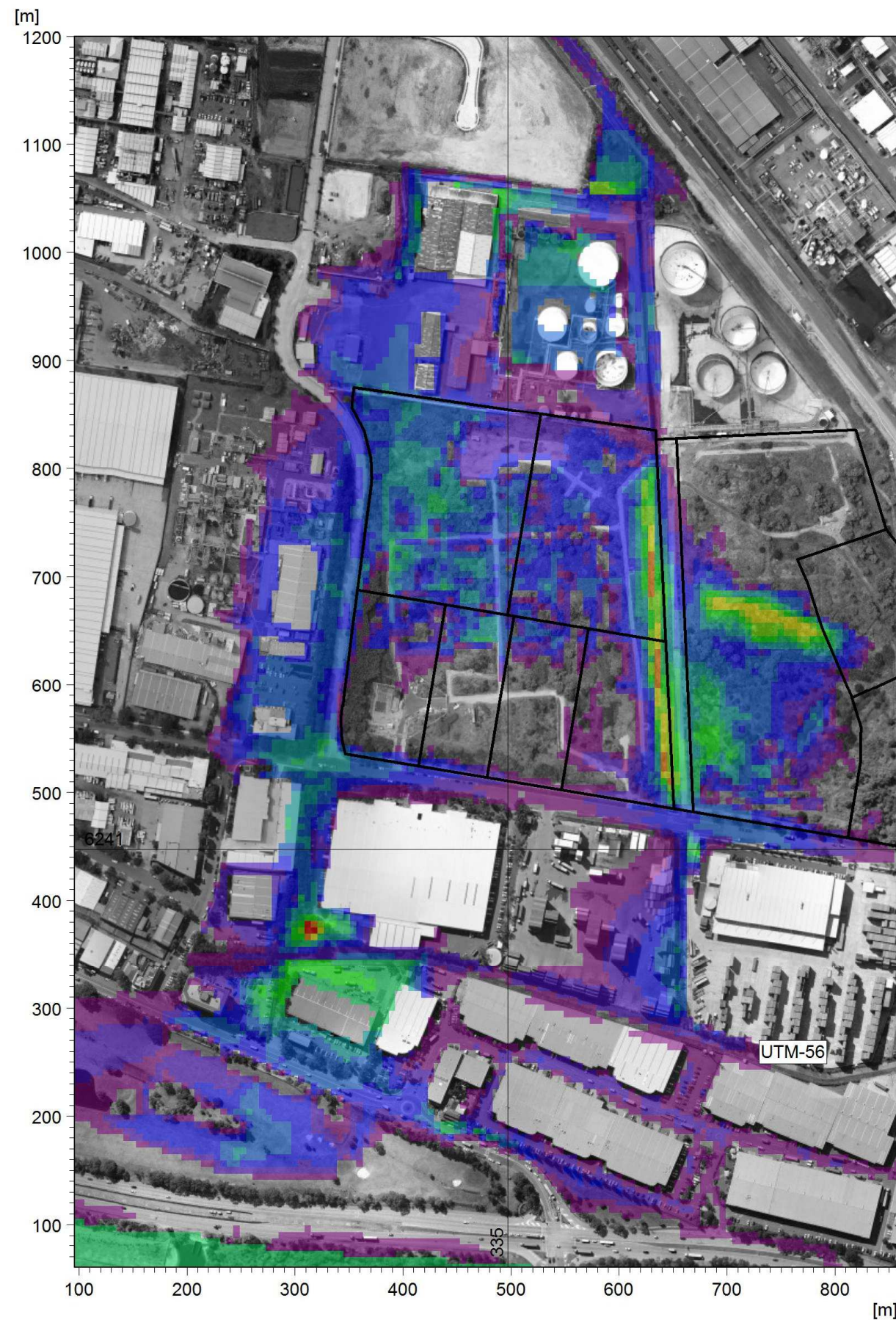




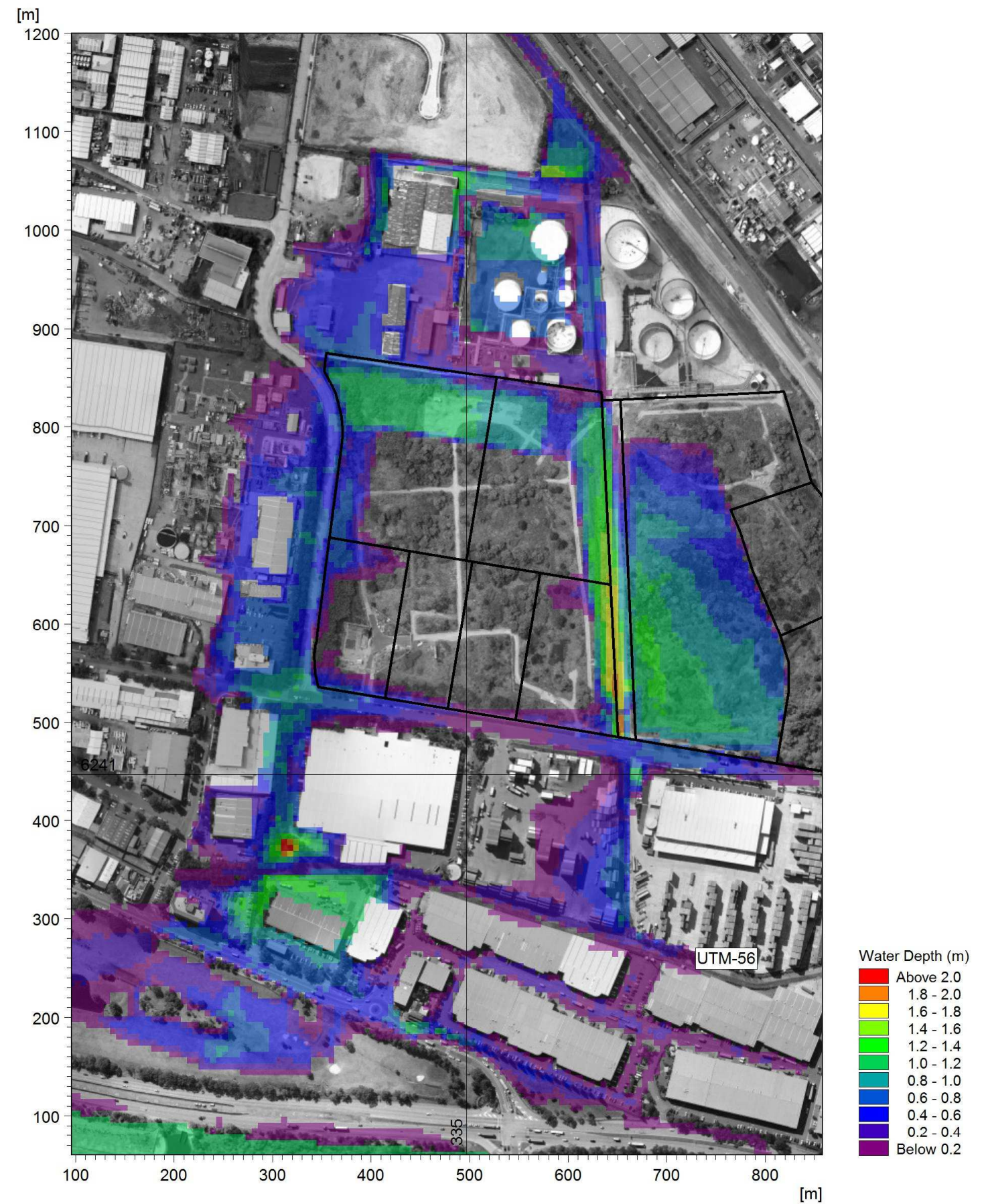
(a) Pre-Development



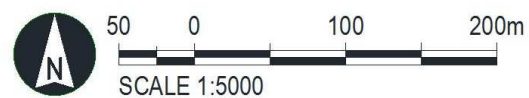
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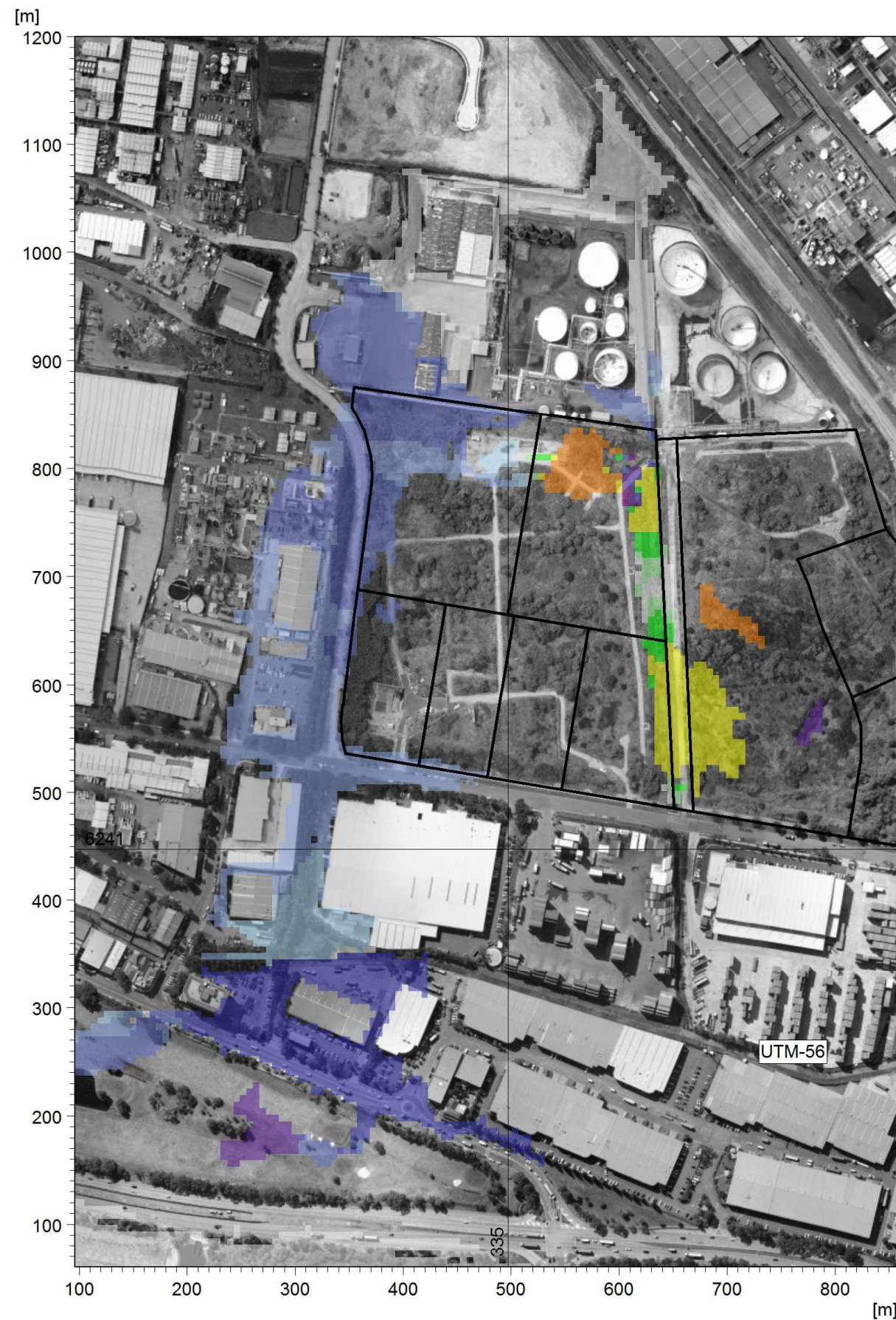


(a) Pre-Development

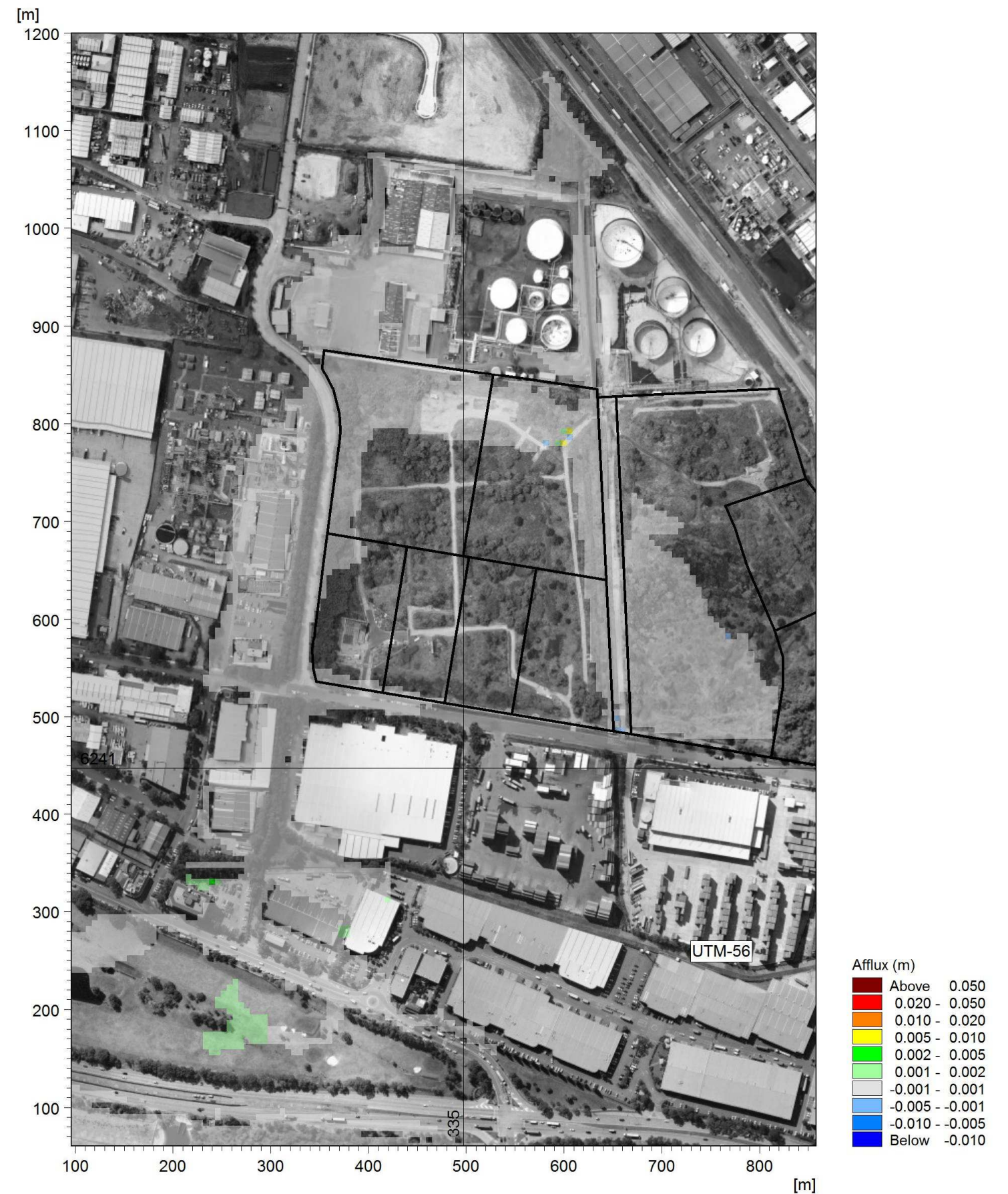


(b) As-Constructed

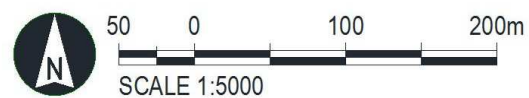


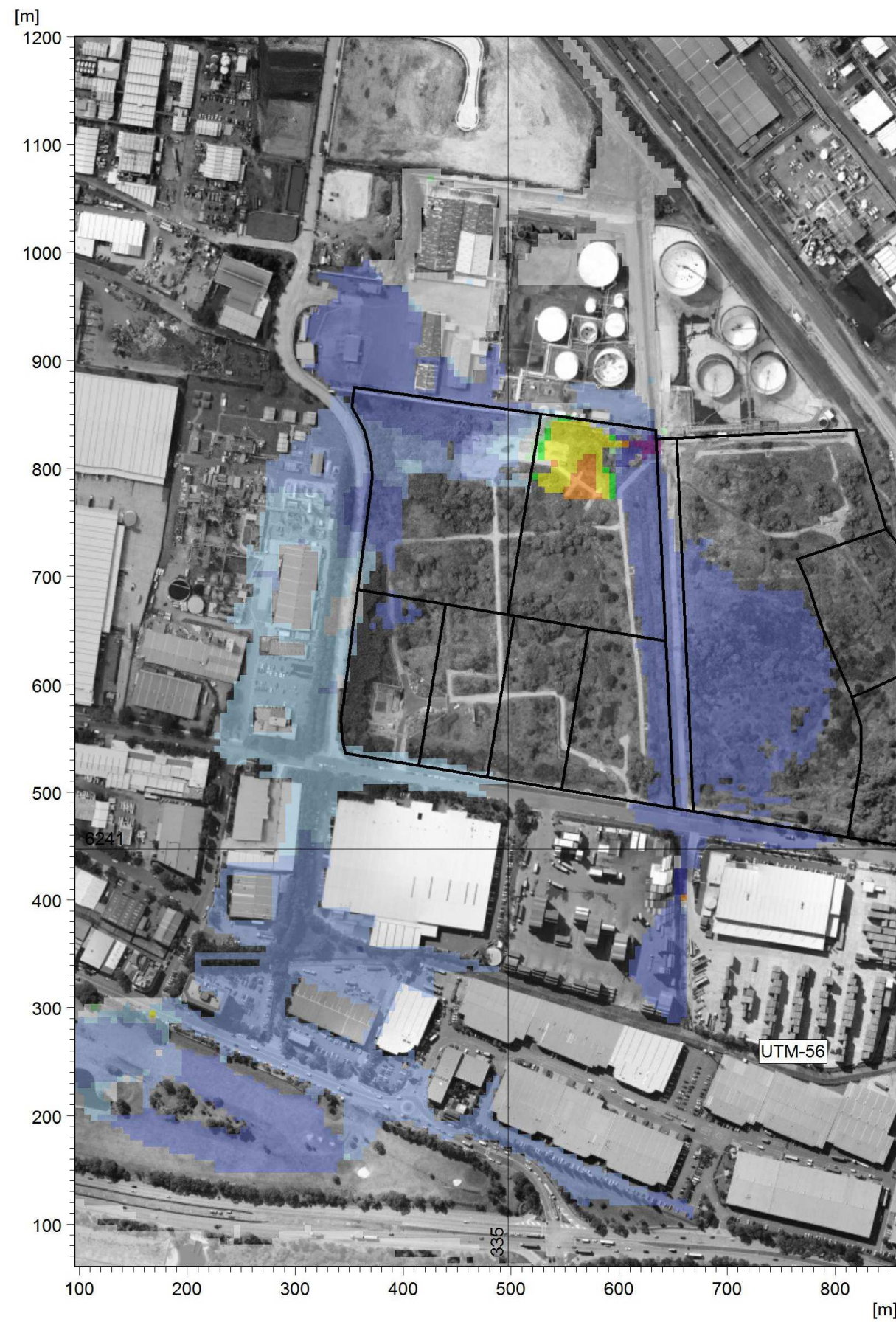


(a) Developed (Scenario 1) - Pre-Development

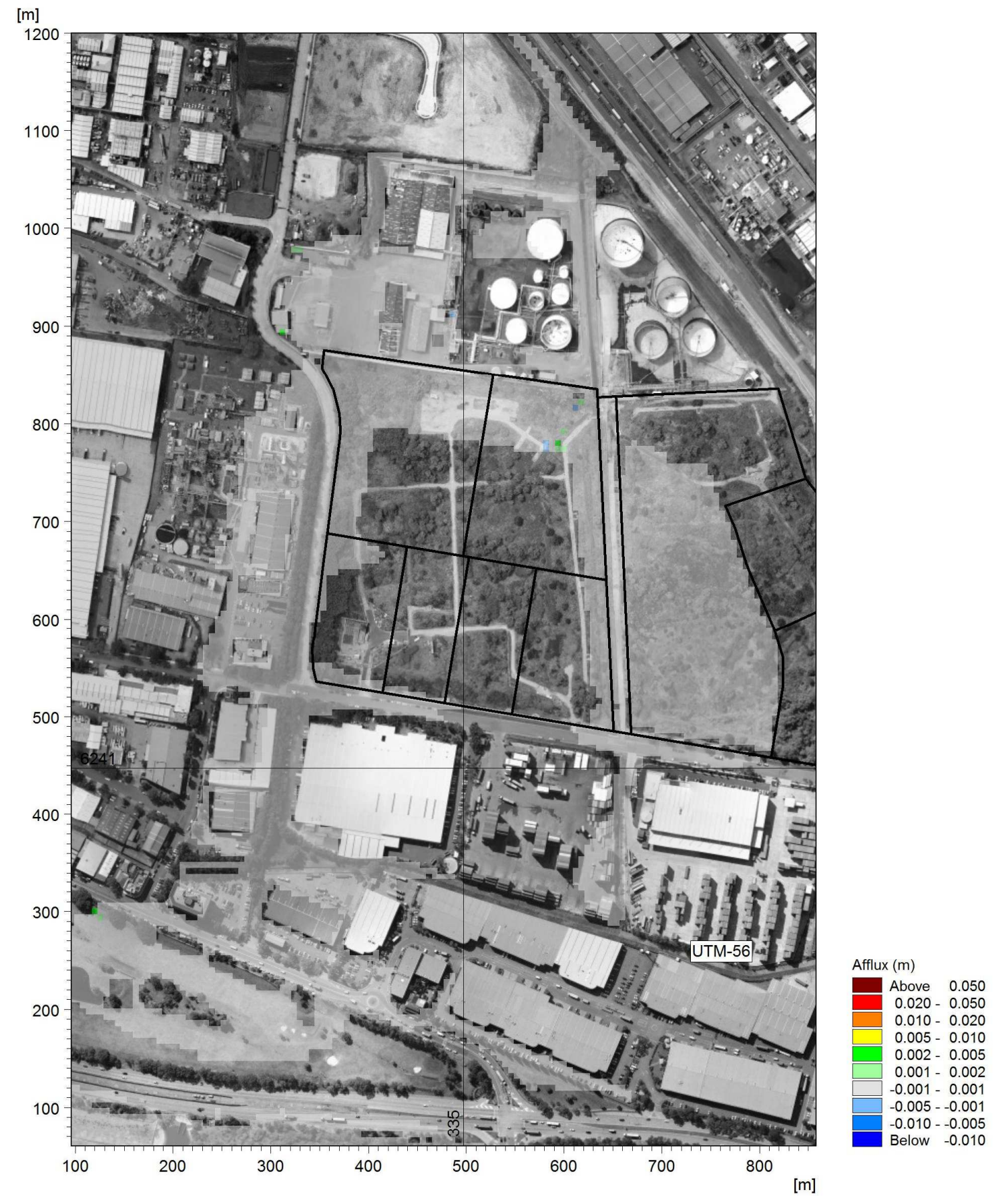


(b) Developed (Scenario 1) - As Constructed

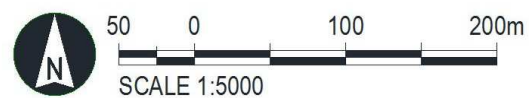


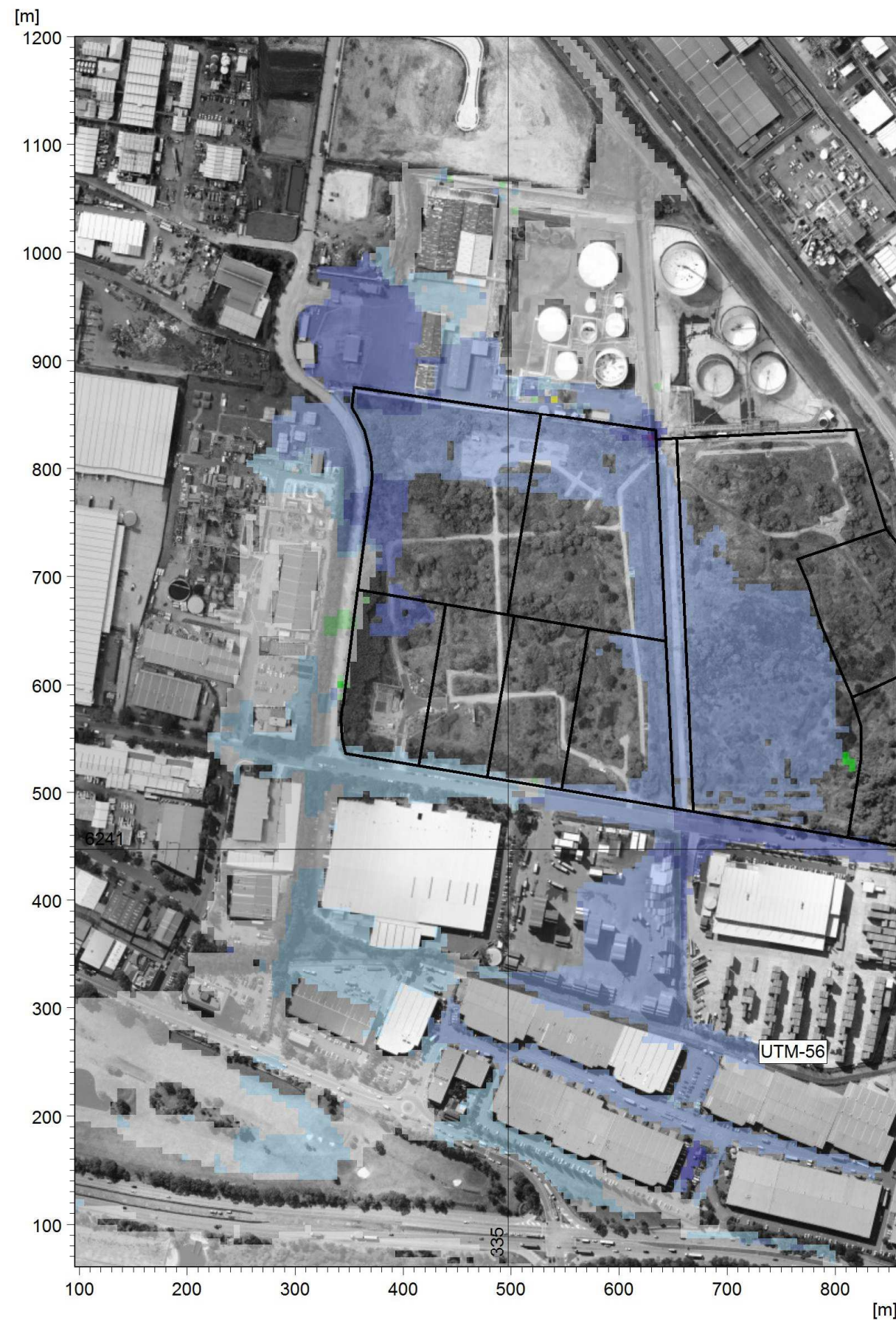


(a) Developed (Scenario 1) - Pre-Development

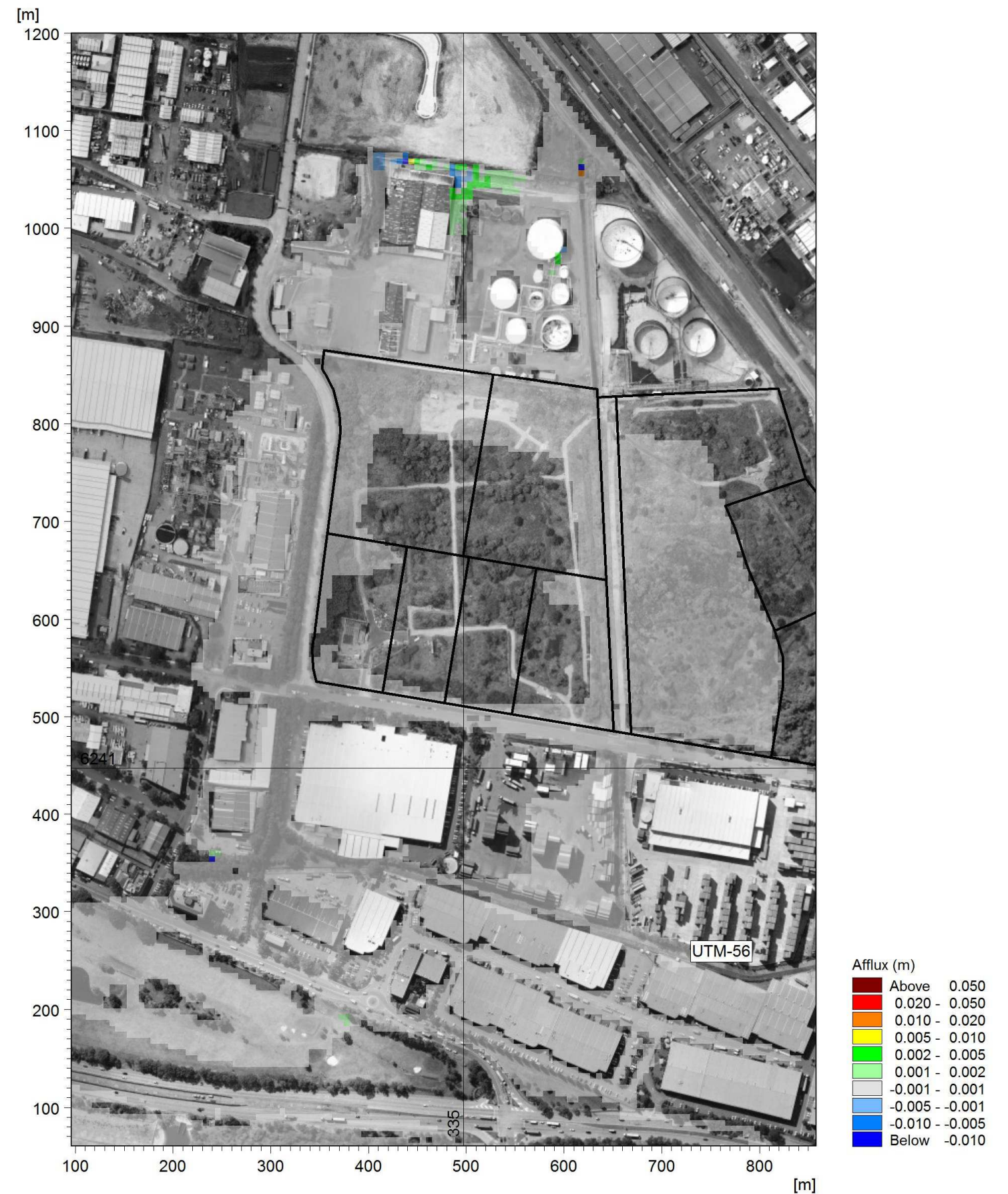
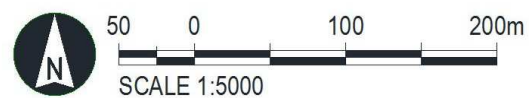


(b) Developed (Scenario 1) - As Constructed





(a) Developed (Scenario 1) - Pre-Development



(b) Developed (Scenario 1) - As Constructed