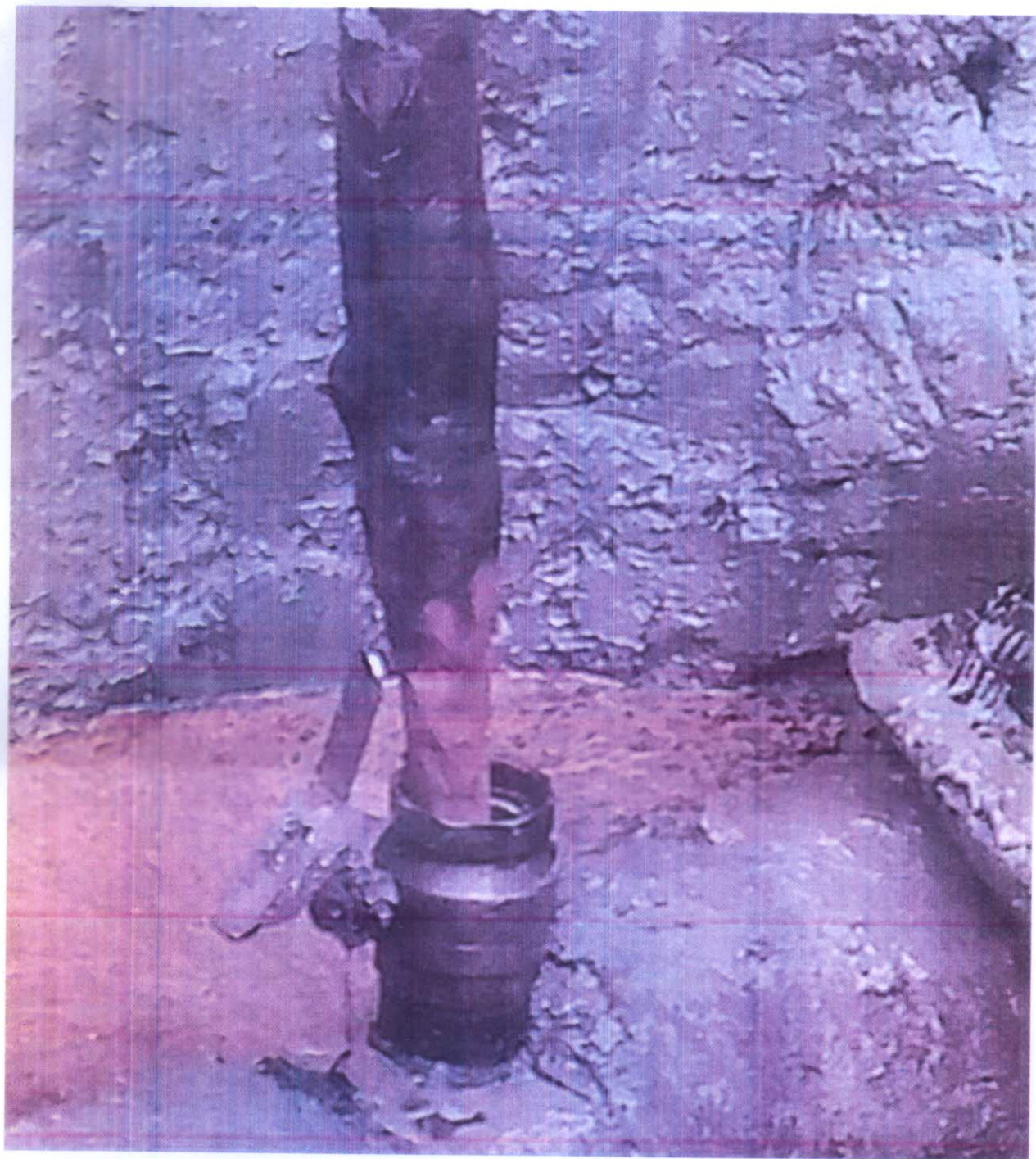




**SPILL POINT**