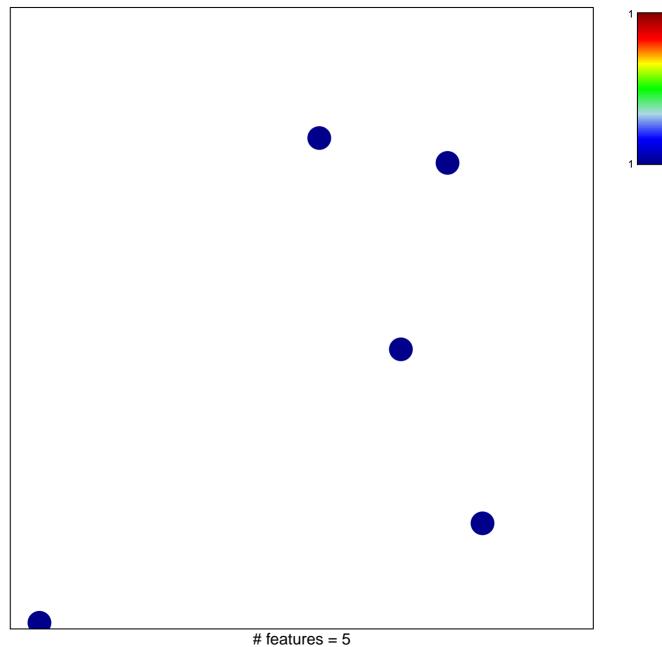
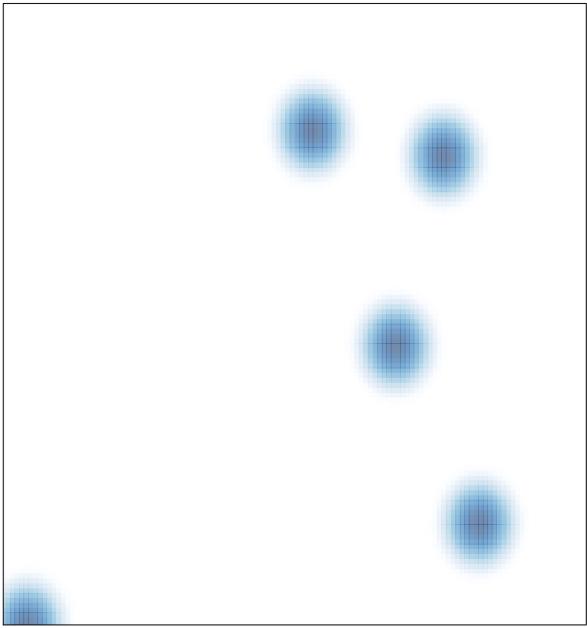
## PASTURAL\_RIZ1\_TARGETS\_UP



## PASTURAL\_RIZ1\_TARGETS\_UP



# features = 5 , max = 1