

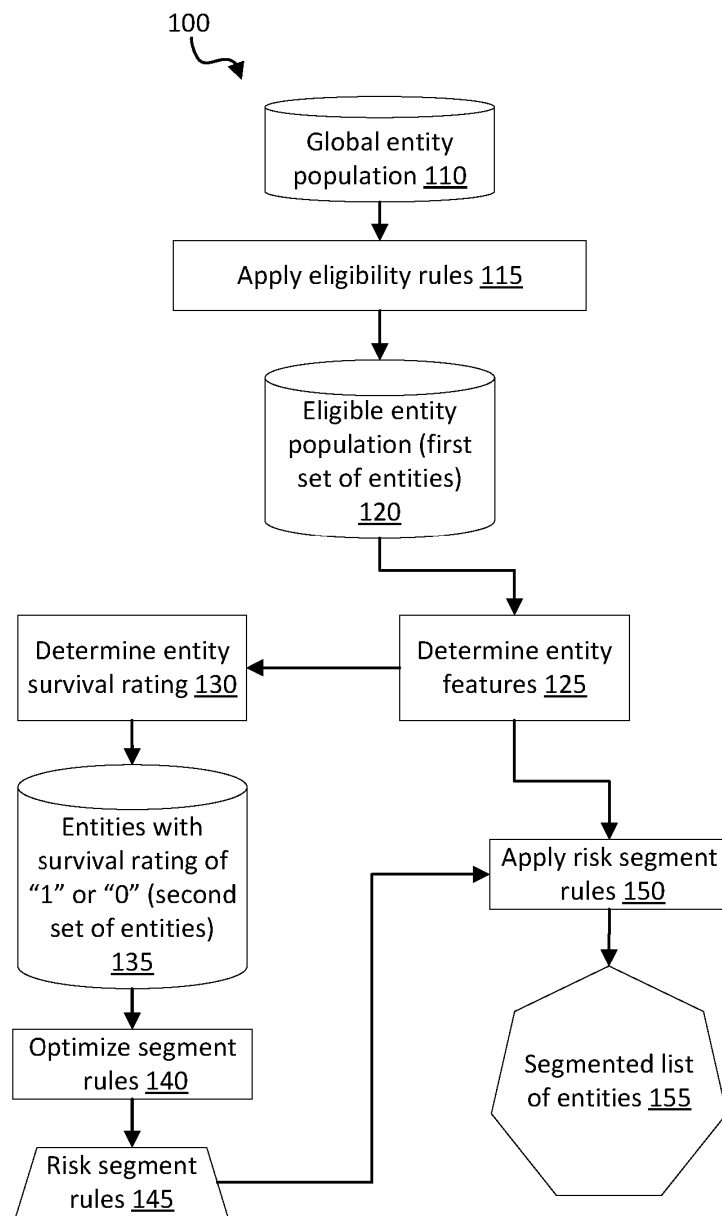


Figure 1

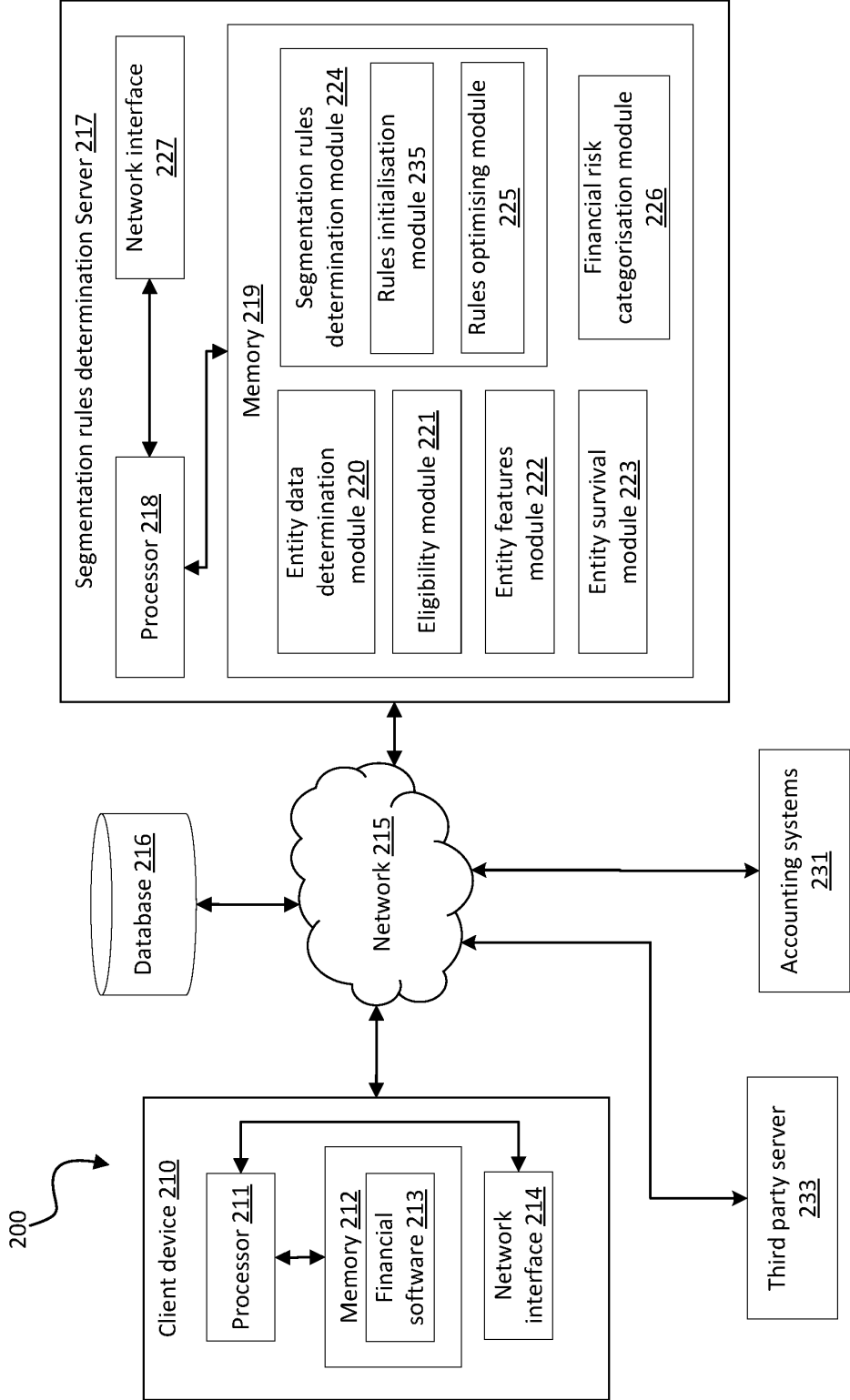


Figure 2

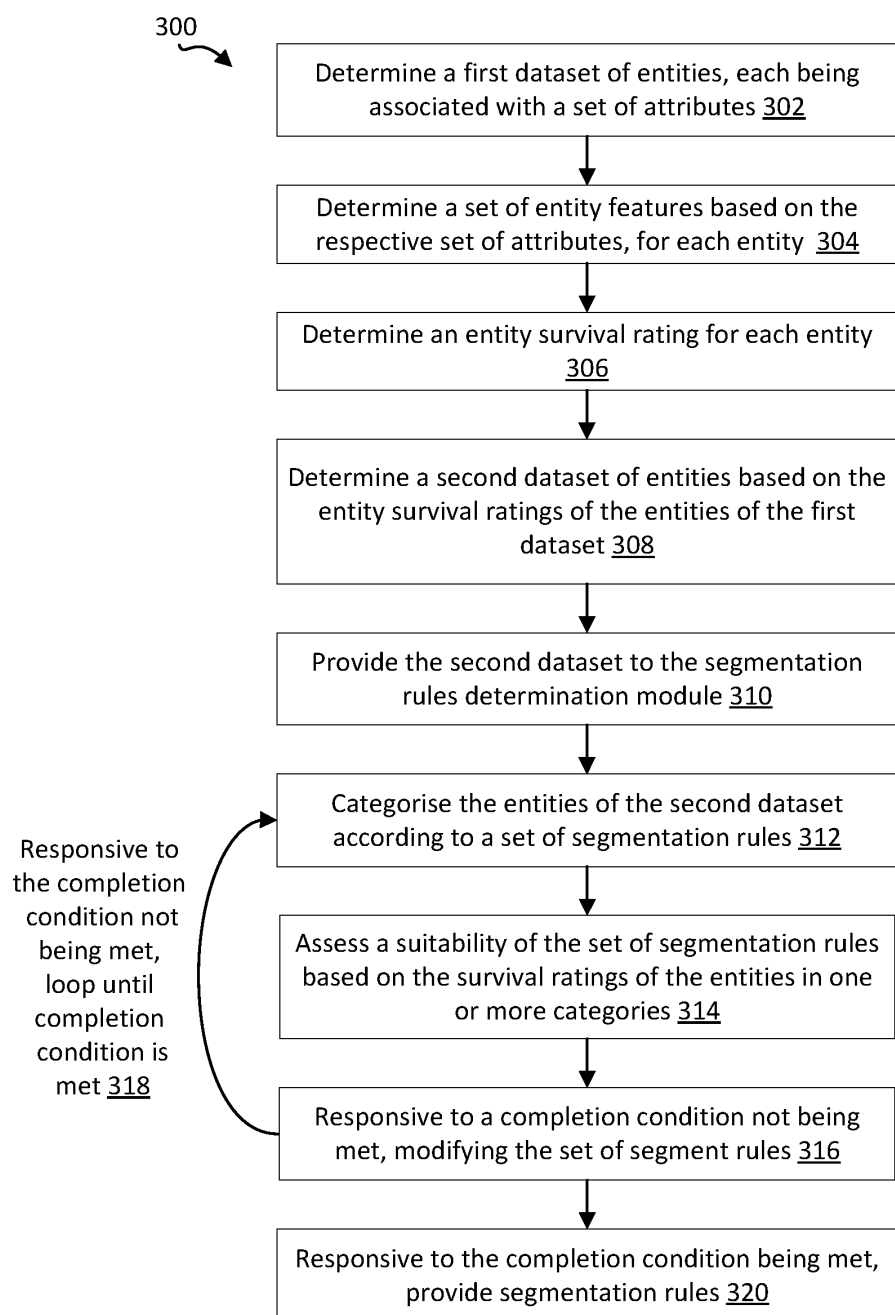
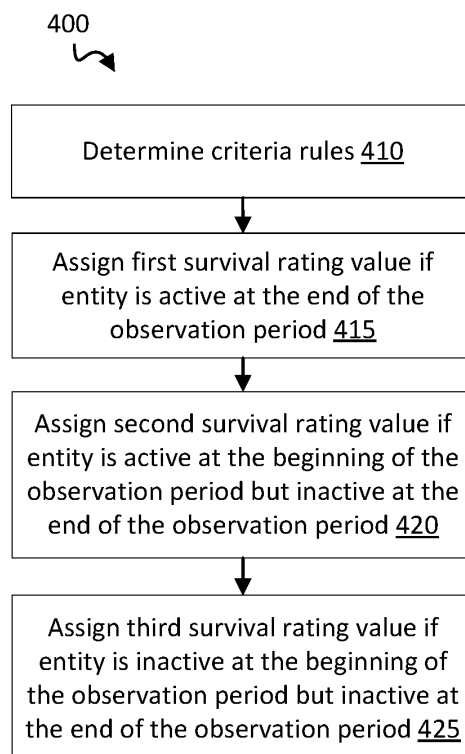


Figure 3

**Figure 4**

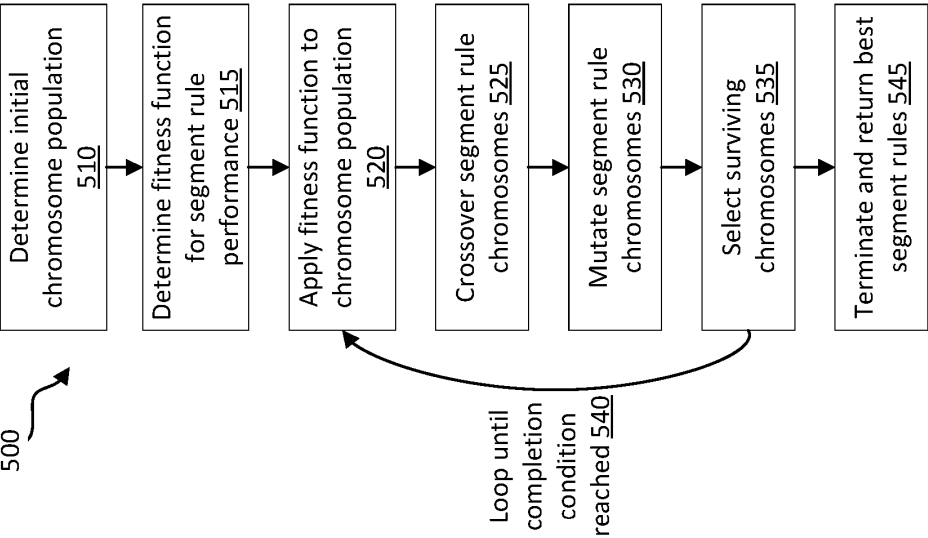


Figure 5

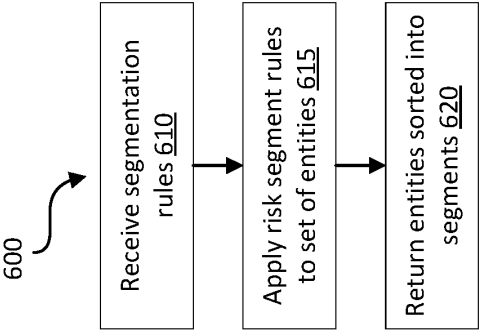


Figure 6

700



Segment		Tier	Segment Rule
6	Throw out – Too Risky	Cardboard	1. a) entity_feature1 <= 50% or 1. b) entity_feature2 <= 300,000 and 2. a) entity_feature3 <= 30 or 2. b) entity_feature1 <= 80%
1	Very low risk	Platinum	1. entity_feature1 >=80% and 2. entity_feature4 >= 60 and 3. a) entity_feature5 >= 99,000 3. b) entity_feature2 >= 1,800,000 3. c) entity_feature2 >= 240,000 and entity_feature6 >= 270,000
2	Low risk	Gold	1. entity_feature1 >=70% and 2. entity_feature4 >= 50 and 3. a) entity_feature5 >= 30,000 3. b) entity_feature6 >= 500,000 3. c) entity_feature2 >= 360,000 and entity_feature6 >= 35,000
3	Medium risk	Silver	1. entity_feature1 >=60% and 2. entity_feature4 >= 20 and 3. a) entity_feature5 >= 7,000 3. b) entity_feature6 >= 240,000 3. c) entity_feature2 >= 150,000 and entity_feature6 >= 2,000
4	Higher risk	Bronze	1. entity_feature1 >= 50% and 2. entity_feature4 >= 15
5	Not assigned	Copper	Any entity not assigned to any other segment

Figure 7

