Section 4.07 shall be credited or charged to the Revenue Account and so long as the Trustee shall not have knowledge of a default by the Lessee under the Lease, moneys so credited to the Revenue Account are to constitute a credit to the Lessee which shall reduce the next succeeding payment or payments of rental to be made by the Lessee to the Trustee. Any profit or loss on any investment shall only arise on the maturity, exchange or sale of such investment. Prior thereto for the purposes of any valuation of any investment, the purchase price (including any amount paid as accrued interest at the time of such purchase until the payment of such interest on the next interest payment date) of such investment shall be considered to be the amount at which such investment shall be valued. Further, pursuant to Schedule C of the Lease any losses on such investments are to be made up by the Lessee and any moneys paid to the Trustee by the Lessee for such purpose shall be deposited in the account or accounts with respect to which, and to the extent that, such losses were incurred. If the Trustee shall have knowledge that the Lessee is in default under the Lease, substantially all moneys in any of the accounts to be established by the Trustee pursuant to this Article IV of this Indenture shall be invested and reinvested by the Trustee in Qualified Investments if and to the extent requested so to do by the written request of the County, which written request shall specify the issuer or obligor, principal amount, maturity date and interest rate of or on such investment and shall state which subparagraph of the definition of "Qualified Investments" permits such investment. The Trustee shall be fully protected in acting upon any such written request and the Trustee shall have no duty, responsibility or obligation to determine whether a requested investment is a "Qualified Investment", which determination shall be made solely by the County, and the Trustee shall have no duty whatsoever after the making of any investment to