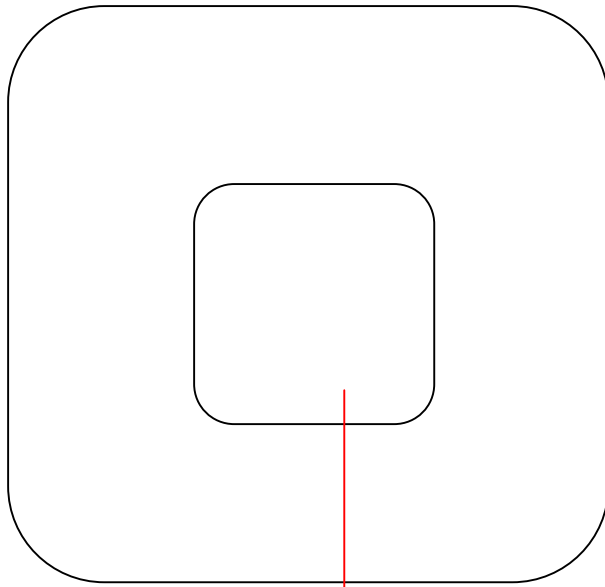


## Label Location



<Back of the EUT>

Label Here

