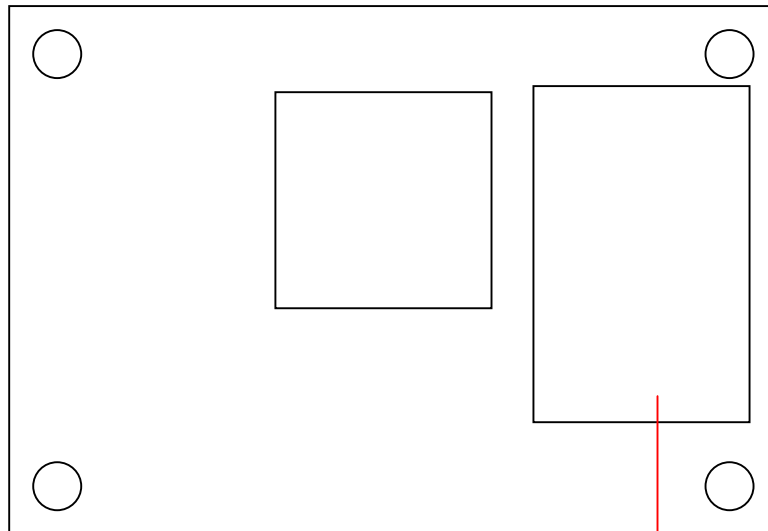


## Label Location

<Back of the EUT>



Label Here

