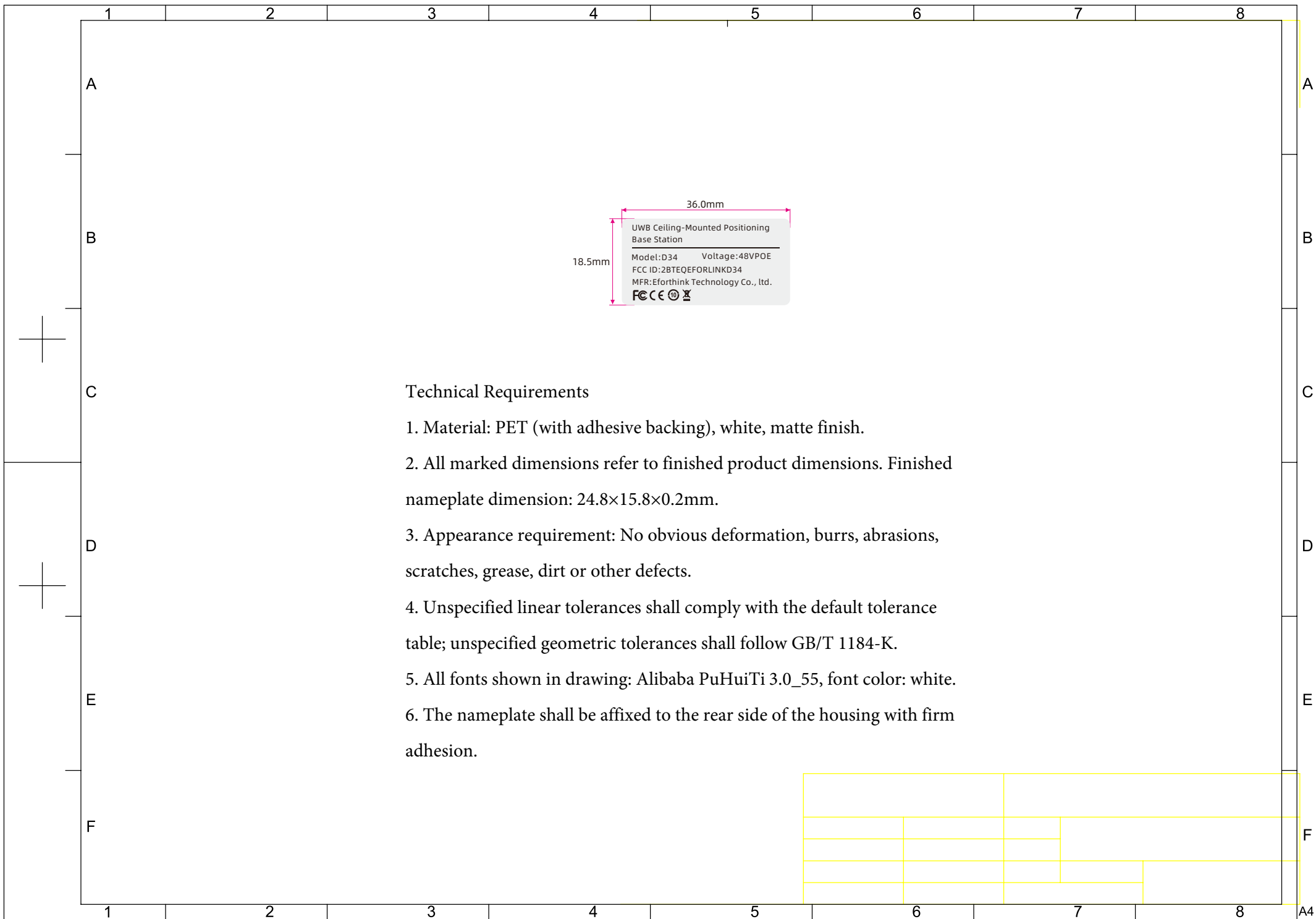




on the back of EUT

