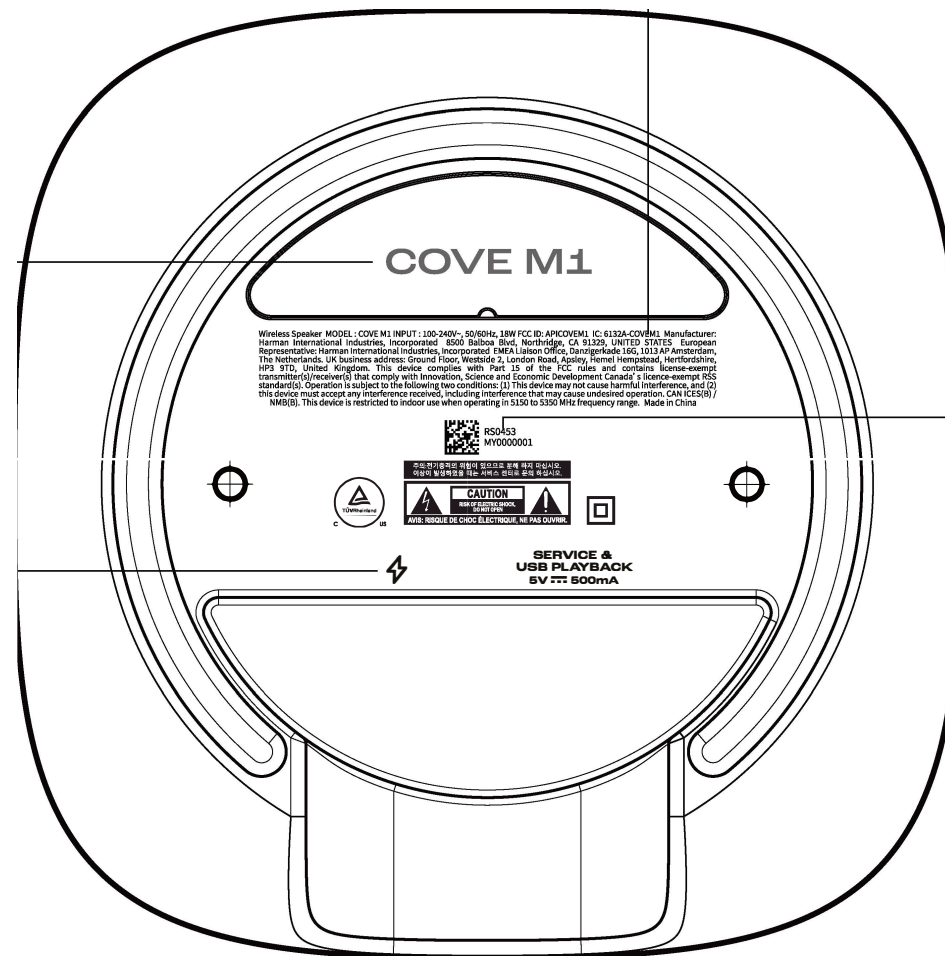




At the bottom of the EUT