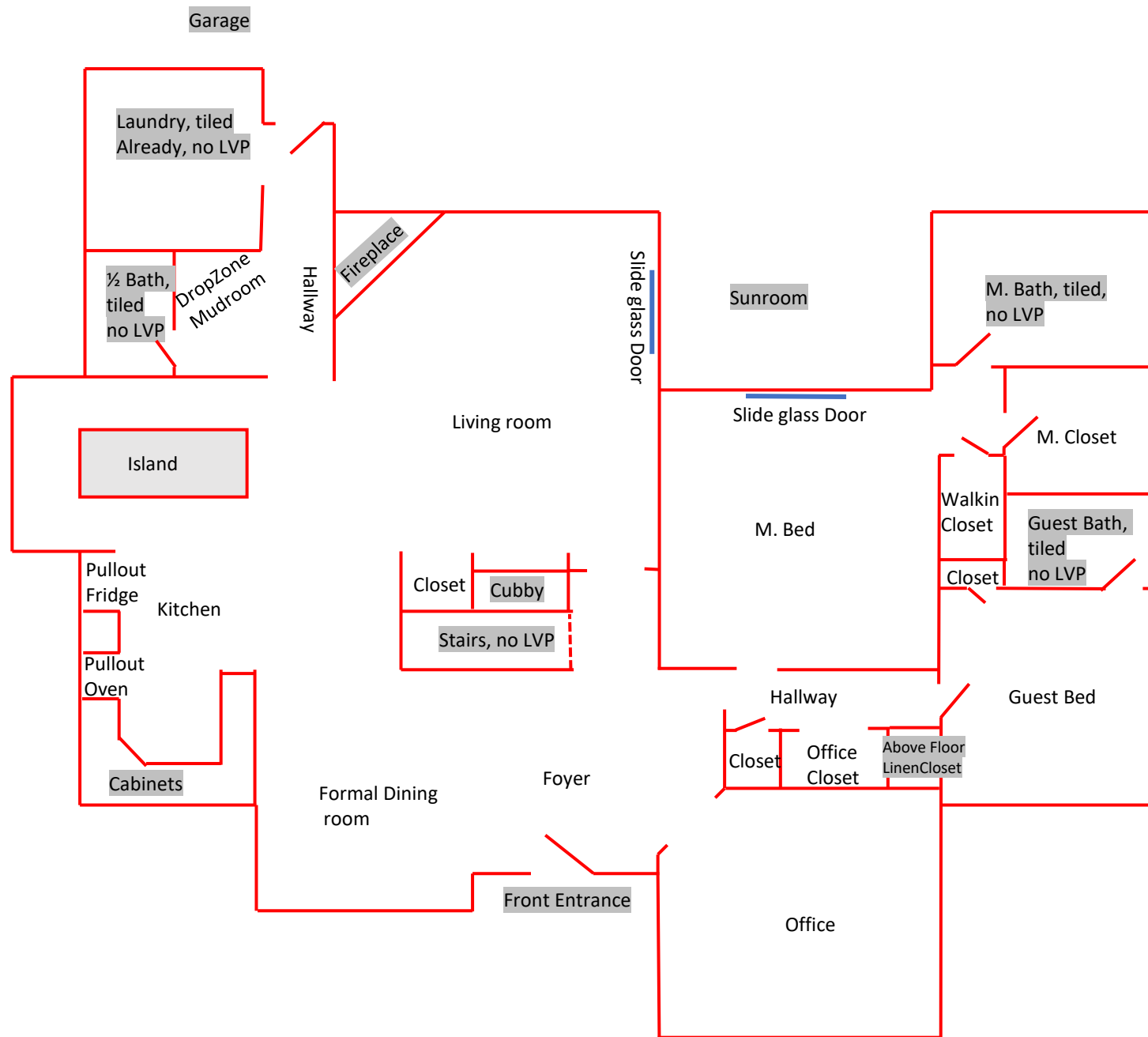


Areas Highlighted in Grey will not get LVP

