

## Cycle Count List

Created Date: 2023-04-24      Time: 7:22 AM  
 Loc: SD2      Total Items: 3  
 Zone:      Total Bins: 37



20230424000201

Item No	Item Desc	Lot No.	Lot Date	Revision	Revision Desc	Bin Loc
WR51-2209	F/Q Burlington/Burlington Blan	EE23010023	2023/02/27			GEEKPLUS
ID31-1832	Azza/Charvi/Diah Cushion					DH42-02A
ID31-1832	Azza/Charvi/Diah Cushion					AD43-04C
ID31-1832	Azza/Charvi/Diah Cushion					AF19-02C
ID31-1832	Azza/Charvi/Diah Cushion					AF19-02A
ID31-1832	Azza/Charvi/Diah Cushion					AT19-01C
ID31-1832	Azza/Charvi/Diah Cushion					BW25-01A
WR51-2209	F/Q Burlington/Burlington Blan	EE23020183	2023/03/24			BX53-02A
ID31-1832	Azza/Charvi/Diah Cushion					CA20-03C
WR51-2209	F/Q Burlington/Burlington Blan	EE23020183	2023/03/24			CB45-01C
MP40-2010	Irina/Iris/Clarissa Panel					DA19-01A
ID31-1832	Azza/Charvi/Diah Cushion					DK37-03C
ID31-1832	Azza/Charvi/Diah Cushion					DM22-01C
ID31-1832	Azza/Charvi/Diah Cushion					DP21-03C
ID31-1832	Azza/Charvi/Diah Cushion					DT30-01C
ID31-1832	Azza/Charvi/Diah Cushion					ED26-02A
ID31-1832	Azza/Charvi/Diah Cushion					ED26-04A
ID31-1832	Azza/Charvi/Diah Cushion					ED39-01A
ID31-1832	Azza/Charvi/Diah Cushion					ED45-01A
ID31-1832	Azza/Charvi/Diah Cushion					EE49-02C
ID31-1832	Azza/Charvi/Diah Cushion					EN19-01A
ID31-1832	Azza/Charvi/Diah Cushion					EM40-01C
ID31-1832	Azza/Charvi/Diah Cushion					EP19-04A
ID31-1832	Azza/Charvi/Diah Cushion					EP18-02C
ID31-1832	Azza/Charvi/Diah Cushion					ES18-03A
ID31-1832	Azza/Charvi/Diah Cushion					ES22-05C
ID31-1832	Azza/Charvi/Diah Cushion					ER25-05C
ID31-1832	Azza/Charvi/Diah Cushion					EU19-05C
ID31-1832	Azza/Charvi/Diah Cushion					ET18-01A
ID31-1832	Azza/Charvi/Diah Cushion					EV18-01C
ID31-1832	Azza/Charvi/Diah Cushion					EW22-01A
ID31-1832	Azza/Charvi/Diah Cushion					EW22-05C
ID31-1832	Azza/Charvi/Diah Cushion					EW24-01C
ID31-1832	Azza/Charvi/Diah Cushion					EX24-01A
ID31-1832	Azza/Charvi/Diah Cushion					EX19-01C
ID31-1832	Azza/Charvi/Diah Cushion					RTS
MP40-2010	Irina/Iris/Clarissa Panel					RTS