

PRODUCT: STEVIOL GLYCOSIDES (SG95)

**Effective date: October 2021
Version 3**

NUTRITIONAL INFORMATION

Nutritional Information	Amount Per 100g
Calories (kcal)	384 ^a
Total Fat (g)	0
....Saturated fat (g)	0
....Trans fat (g)	0
Cholesterol (mg)	0
Sodium (mg)	8.9
Total Carbohydrate (g)	96.1 ^b
Total Sugars (g)	0
.....including Added Sugars (g)	0 ^c
...Dietary Fiber (g)	0.2
Protein (g)	0
Vitamin D (mcg)	0
Calcium (mg)	1.7
Iron (mg)	0
Potassium (mg)	0.4

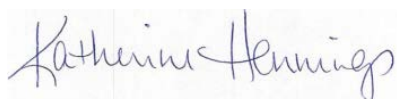
At typical usage levels in a finished product, this stevia ingredient does not contribute energy (Calories), fat, carbohydrate, sugar, protein, dietary fiber, vitamins or minerals of dietary significance for product labeling.

^a Energy content: under current labelling legislation, we are obliged to declare the energy content of stevia products by applying the general energy factors (4 kcal/g carbohydrate; 4 kcal / g protein; 9 kcal/g fat) to the analyzed nutritional values. However, it is well established that steviol glycosides – the natural sweet components of stevia – are not digested, absorbed and metabolized by humans to give energy. Additionally, stevia is about 200 – 350 times sweeter than sugar and so is used in very small quantities in food/beverage products. Even if the stevia glycosides were digested and metabolized by humans, the amount present would contribute an insignificant amount of energy to the diet (approximately 0.1 kcal/100ml at a typical usage level in a soft drink). Therefore, stevia can be considered as a **ZERO CALORIE INGREDIENT**.

^b Total carbohydrate: under US labelling legislation, carbohydrate is declared as 'total carbohydrate by difference' (total weight minus crude protein, total fat, moisture and ash).

^c Added sugars: under US labelling legislation, if the mono- and disaccharide contribution from this product is greater than 0.5g grams per serving, the total sugars content is considered as added sugars.

ND = not detectable



Katherine Hennings, M.S.
Global Scientific & Regulatory Affairs Specialist