

LEG

1  
6  
7

SITE

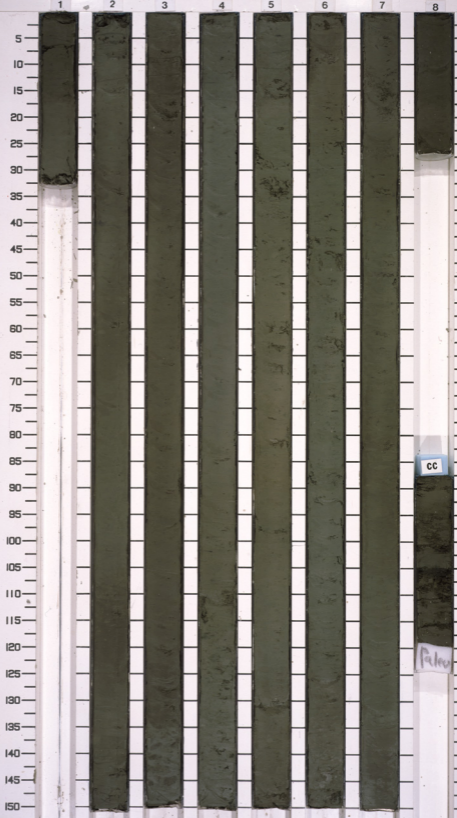
1  
0  
1  
8

HOLE

A

CORE

1  
8  
X



CC

Faint