

LEG

1
6
7

SITE

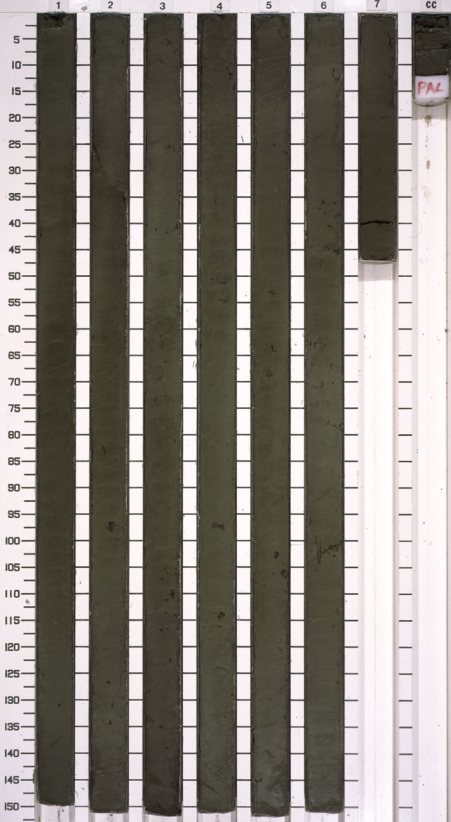
1
0
1
8

HOLE

A

CORE

2
3
X



PAL