

LEG

1  
7  
2

SITE

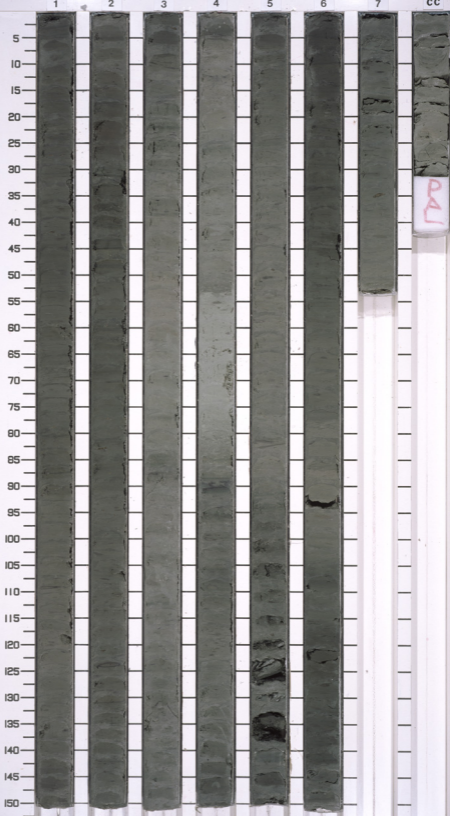
1  
0  
6  
3

HOLE

B

CORE

3  
1  
X



cc