

LEG

1
7
5

SITE

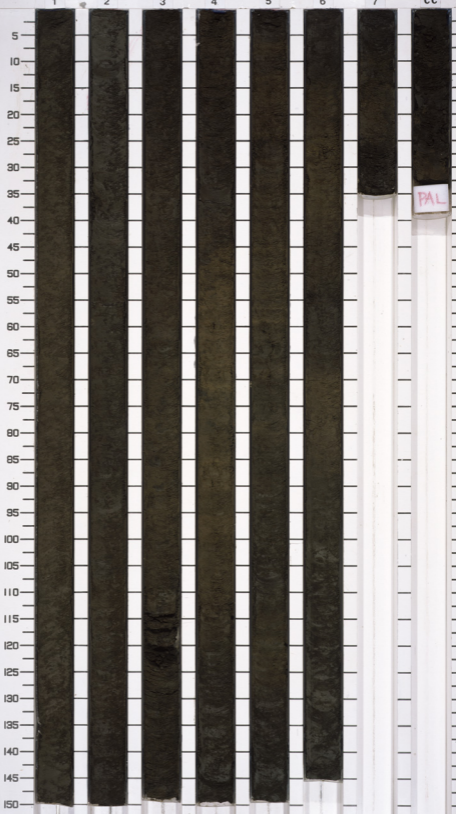
1
0
8
4

HOLE

A

CORE

3
7
X



PAL