

LEG

1  
7  
5

SITE

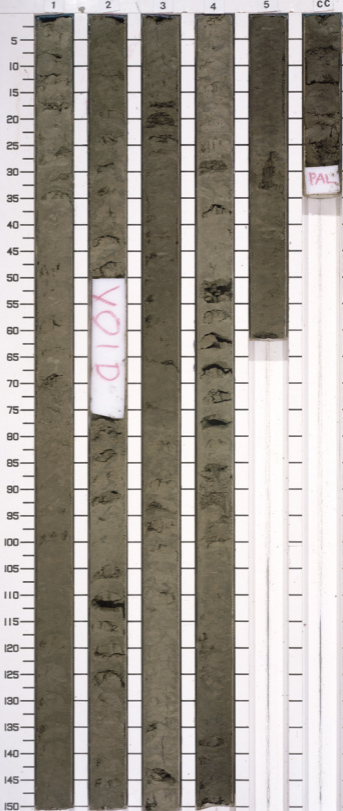
1  
0  
8  
4

HOLE

A

CORE

5  
8  
X



CC