

LEG

1
8
1

SITE

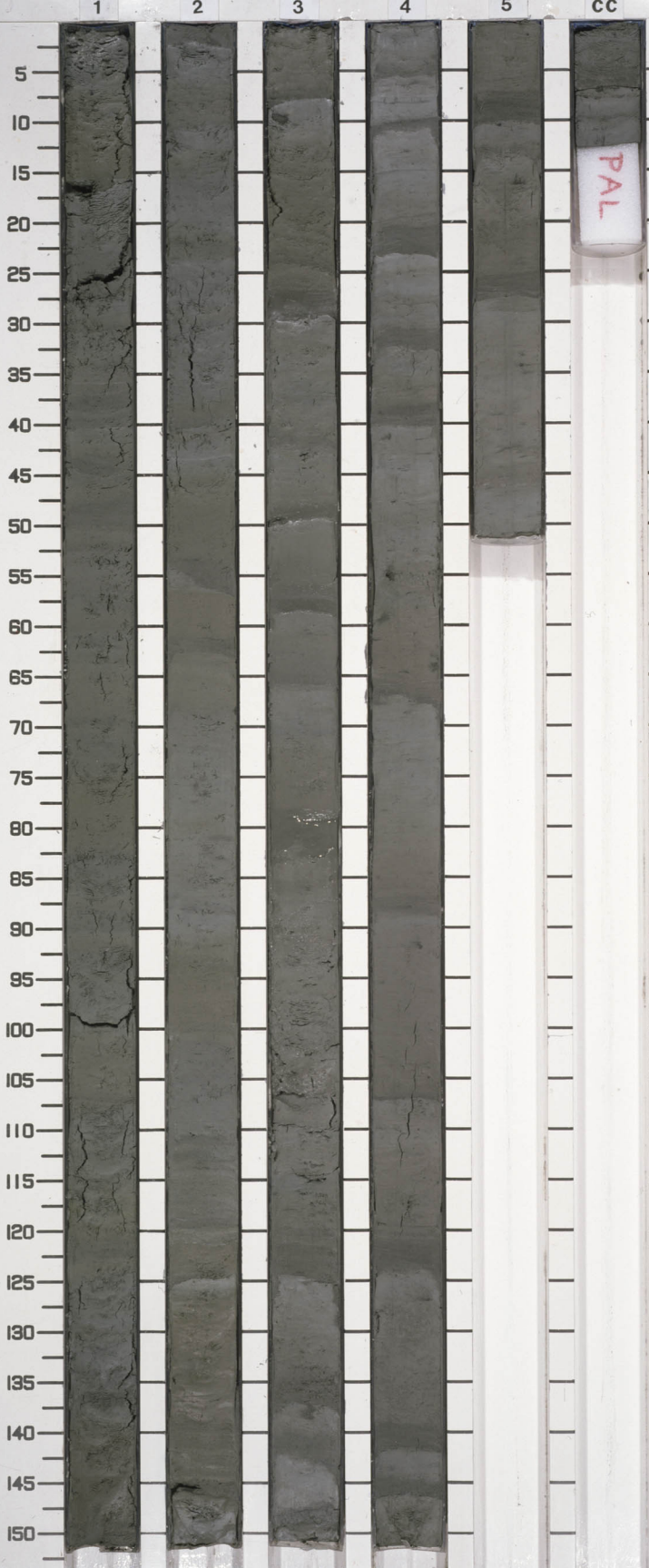
1
1
2
2

HOLE

C

CORE

3
0
X



PAL