

LEG

1  
8  
1

SITE

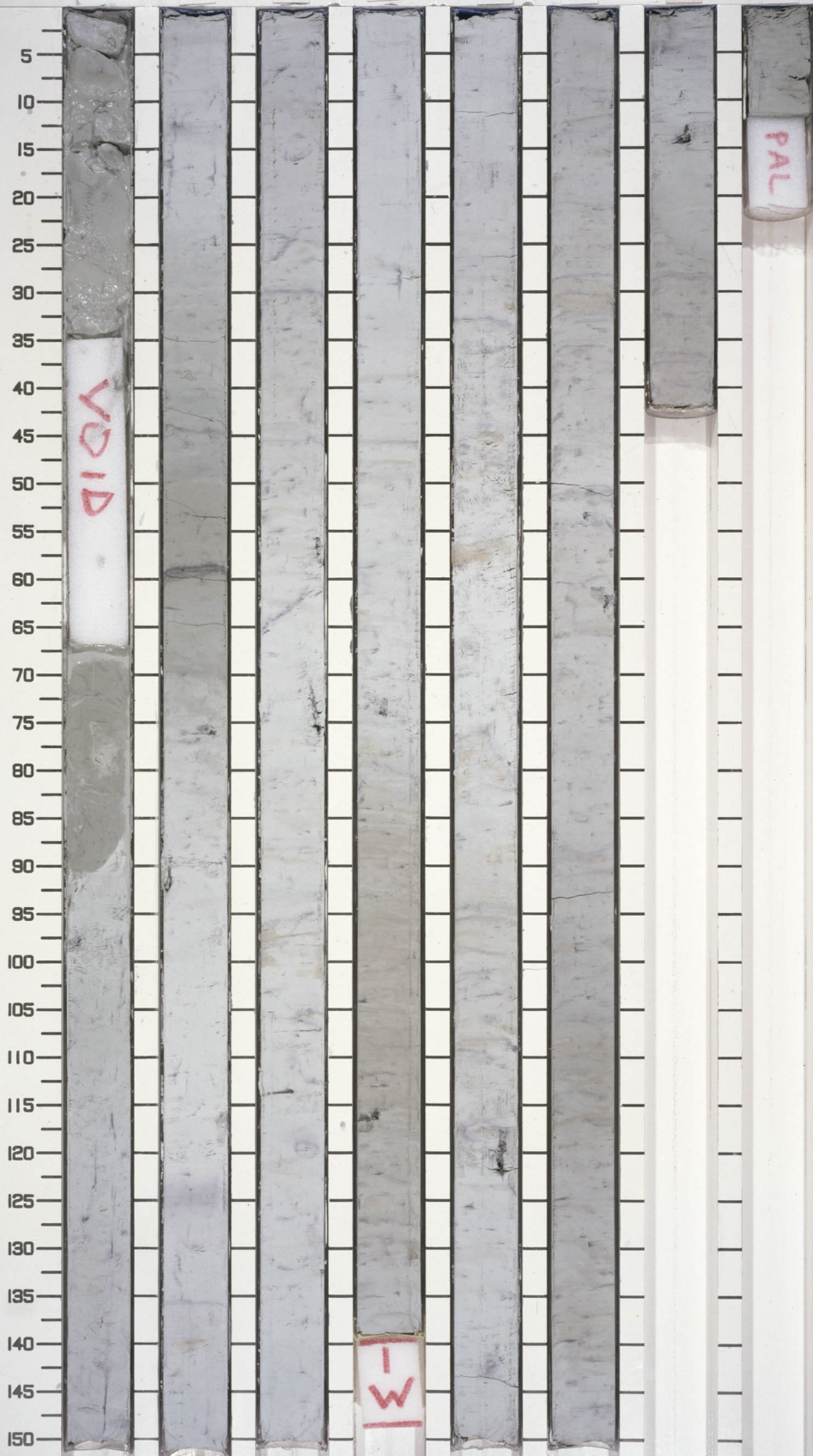
1  
1  
2  
3

HOLE

A

CORE

1  
1  
H



PAL

VOID

I  
W