

LEG

1
8
1

SITE

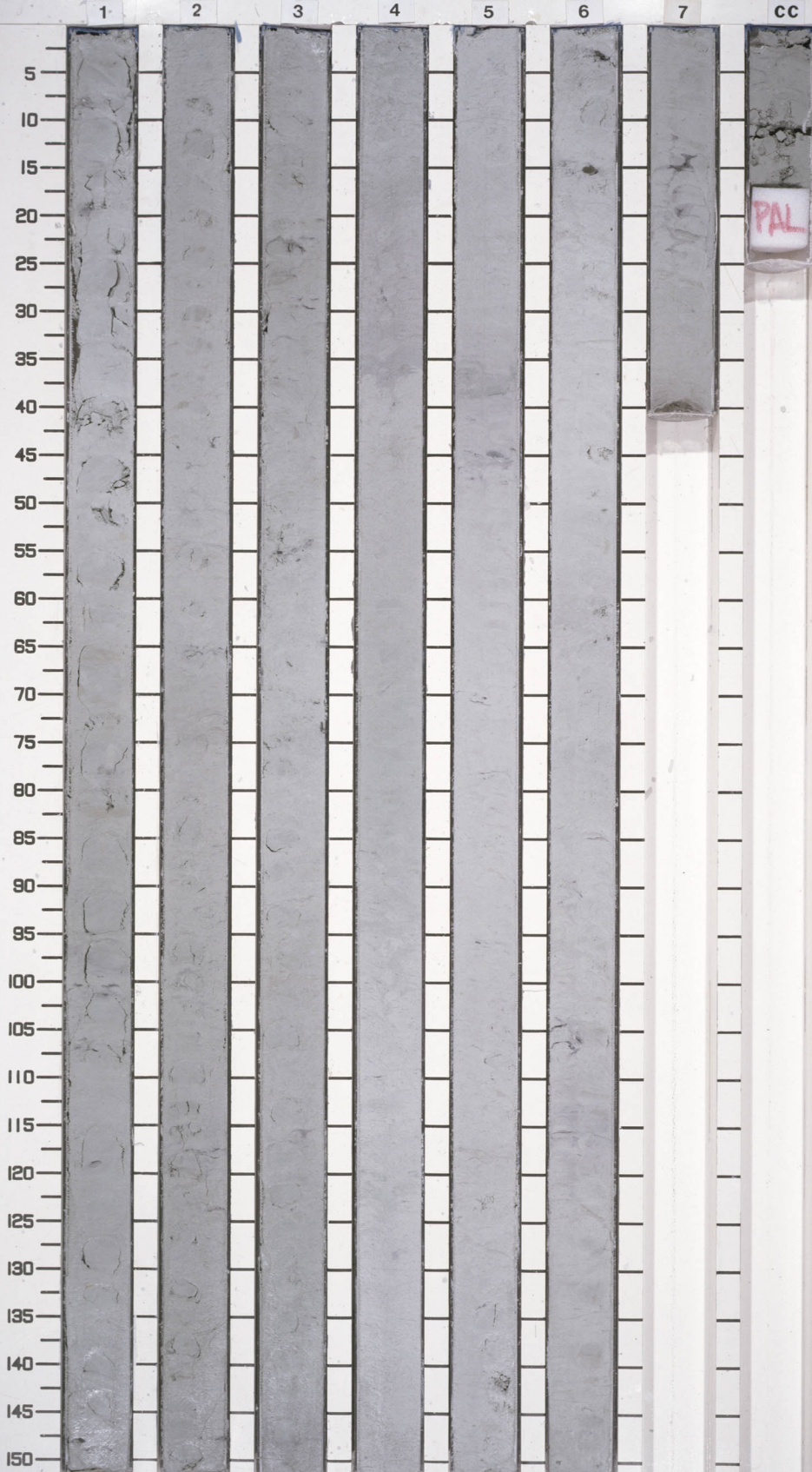
1
1
2
3

HOLE

B

CORE

3
3
X



PAL