

LEG

1
8
1

SITE

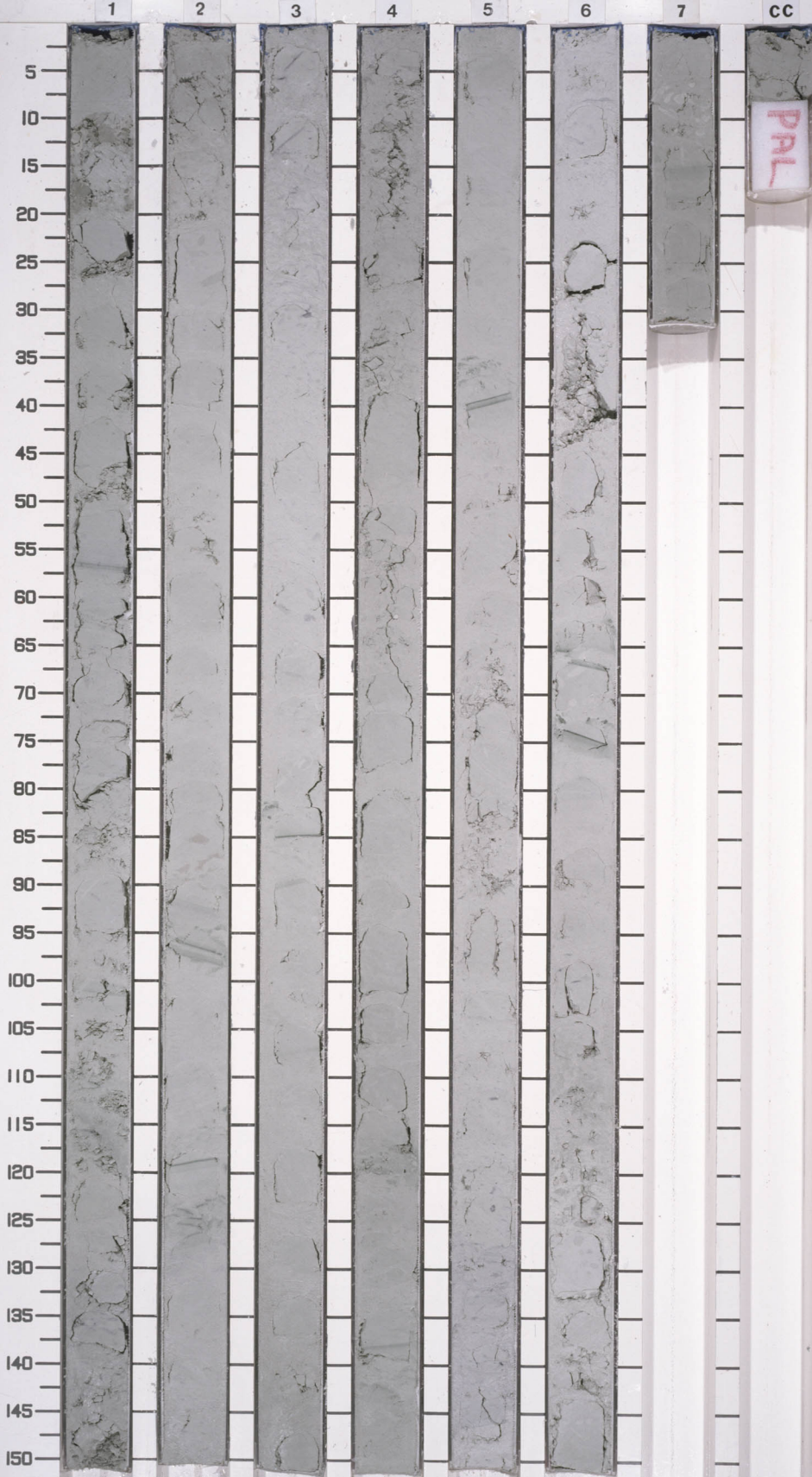
1
1
2
4

HOLE

C

CORE

3
3
X



PAL