

LEG

1  
8  
1

SITE

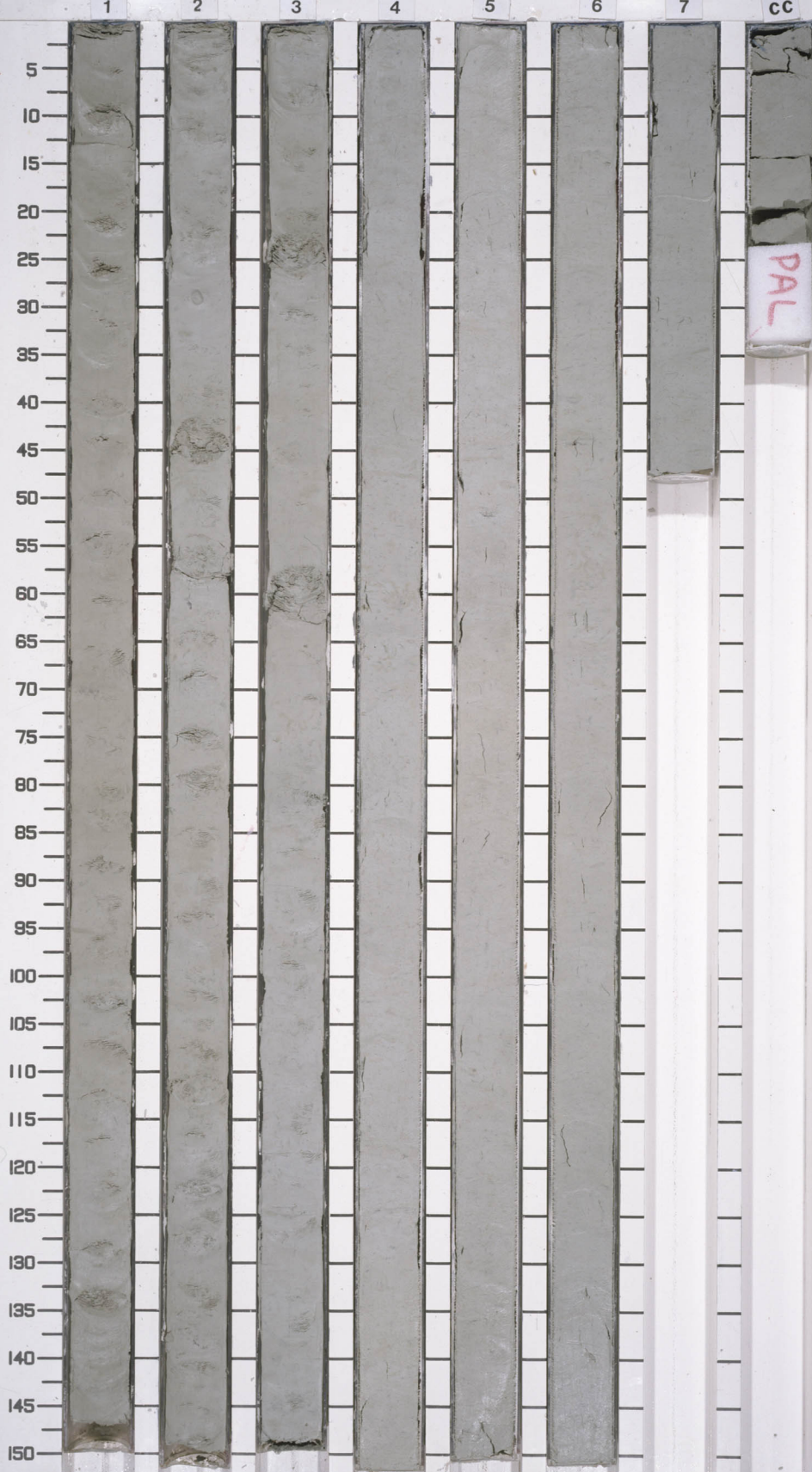
1  
1  
2  
5

HOLE

B

CORE

2  
2  
X



PAL

CC