

LEG

1  
8  
1

SITE

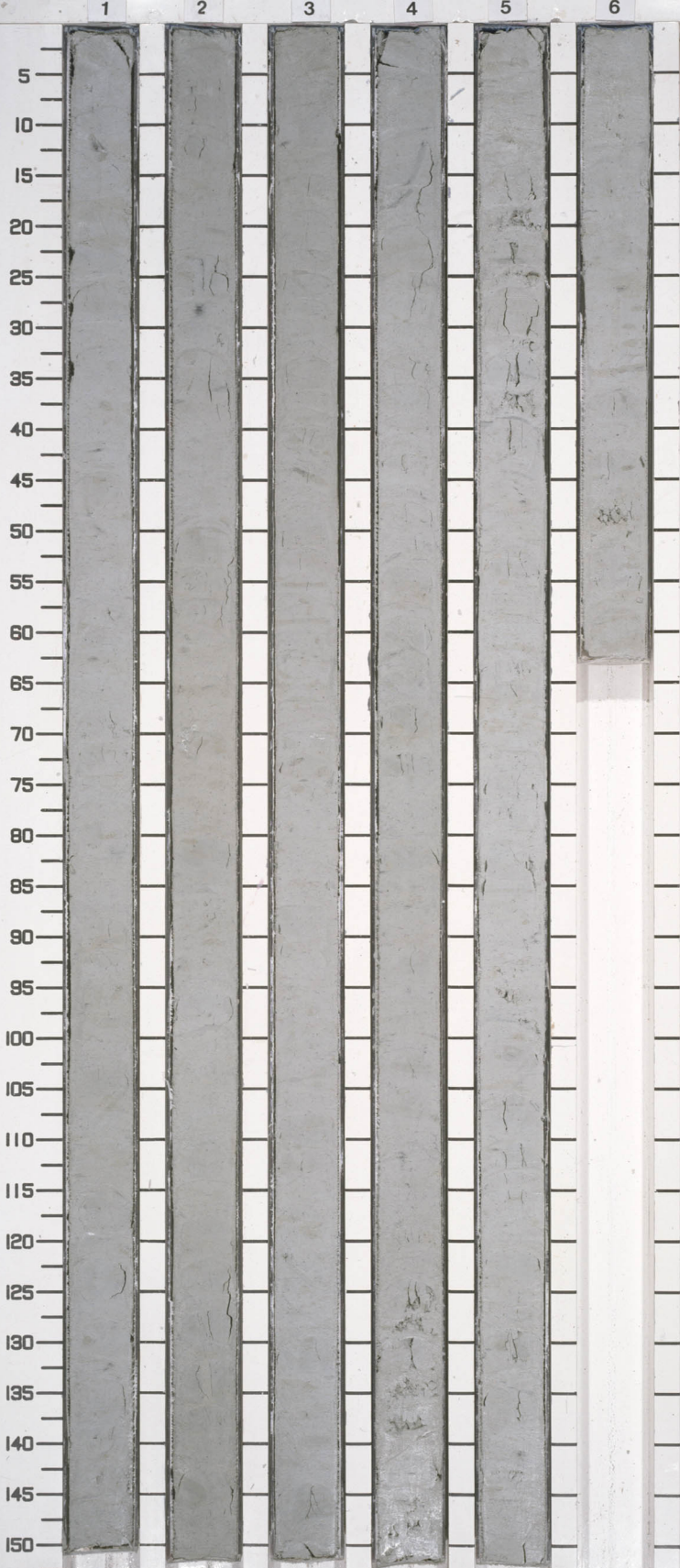
1  
1  
2  
5

HOLE

B

CORE

3  
0  
X



cc  
PAL