

LEG

1
8
1

SITE

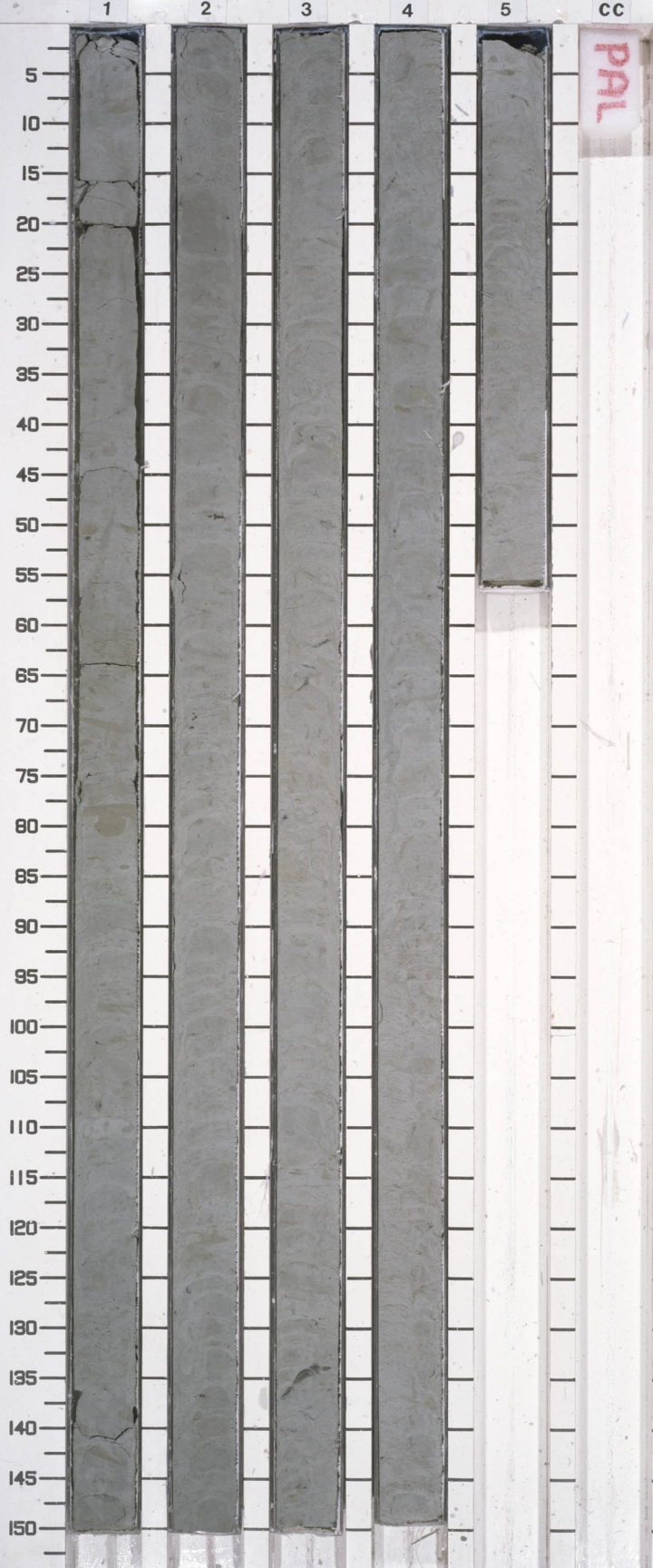
1
1
2
5

HOLE

B

CORE

4
2
X



PAL

CC