

LEG

1

8

2

SITE

1

1

3

1

HOLE

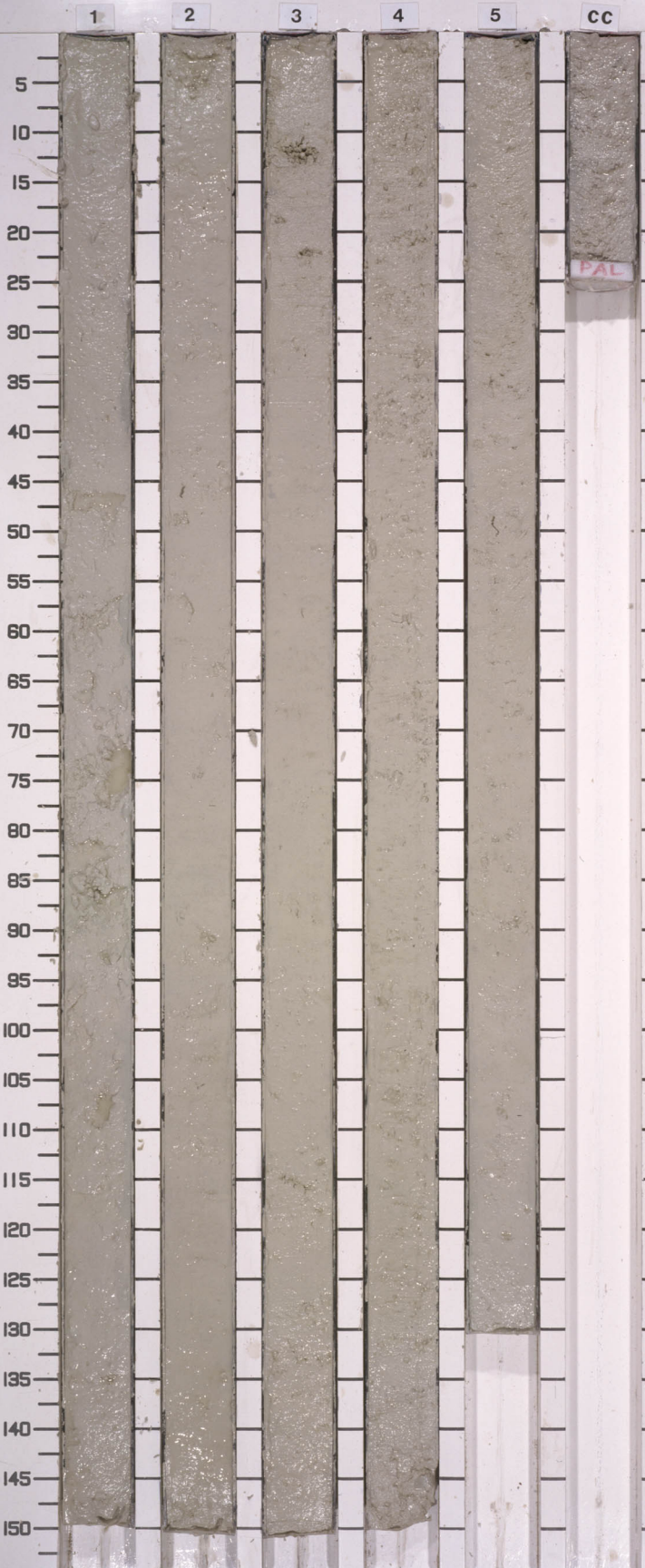
B

CORE

1

0

X



PAL