

LEG

1
8
3

SITE

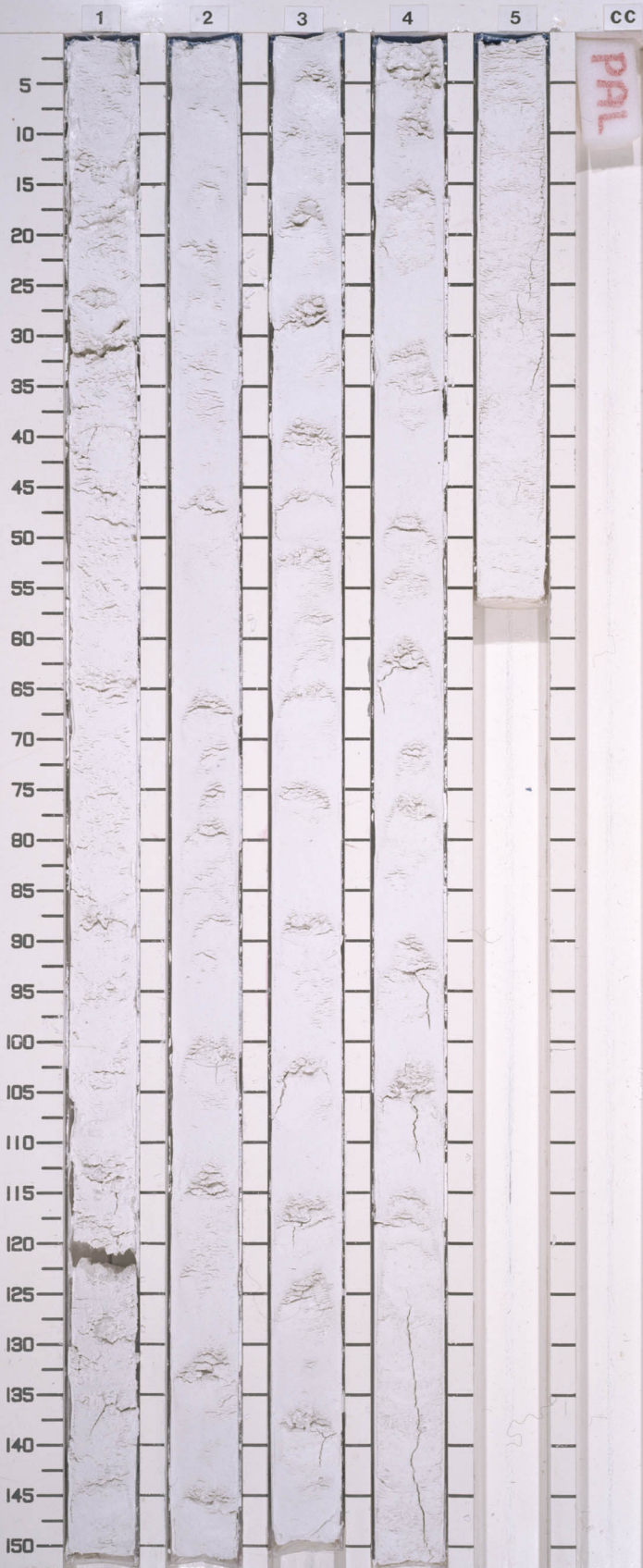
1
1
3
5

HOLE

A

CORE

2
0
R



PAL

CC