

LEG

1  
8  
3

SITE

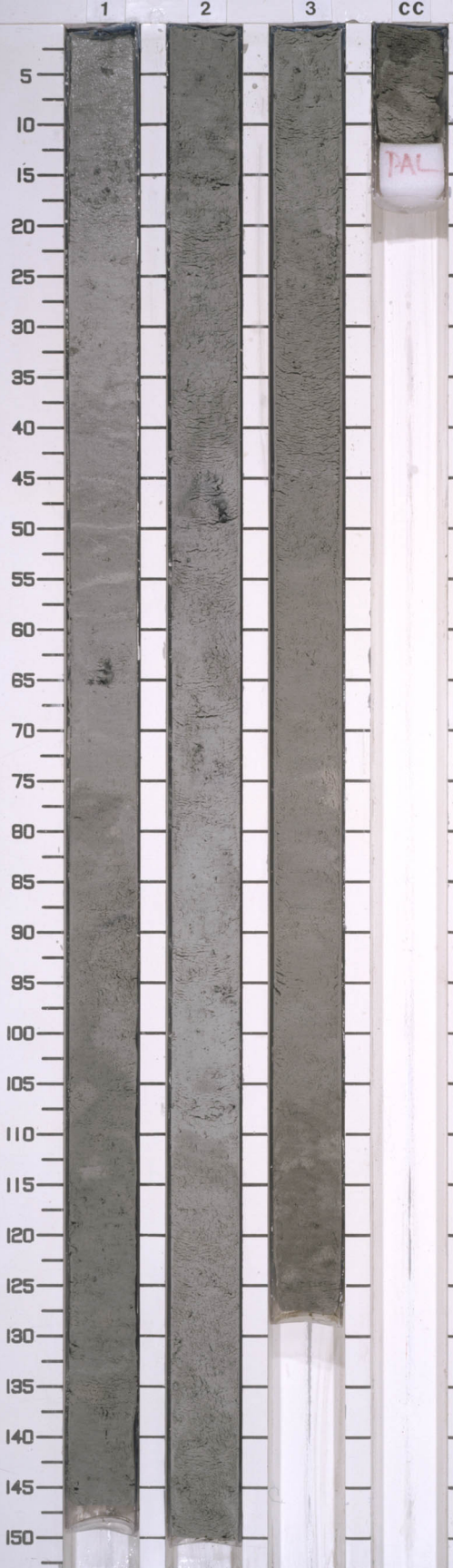
1  
1  
3  
8

HOLE

A

CORE

1  
0  
R



PAL