

LEG

1
8
3

SITE

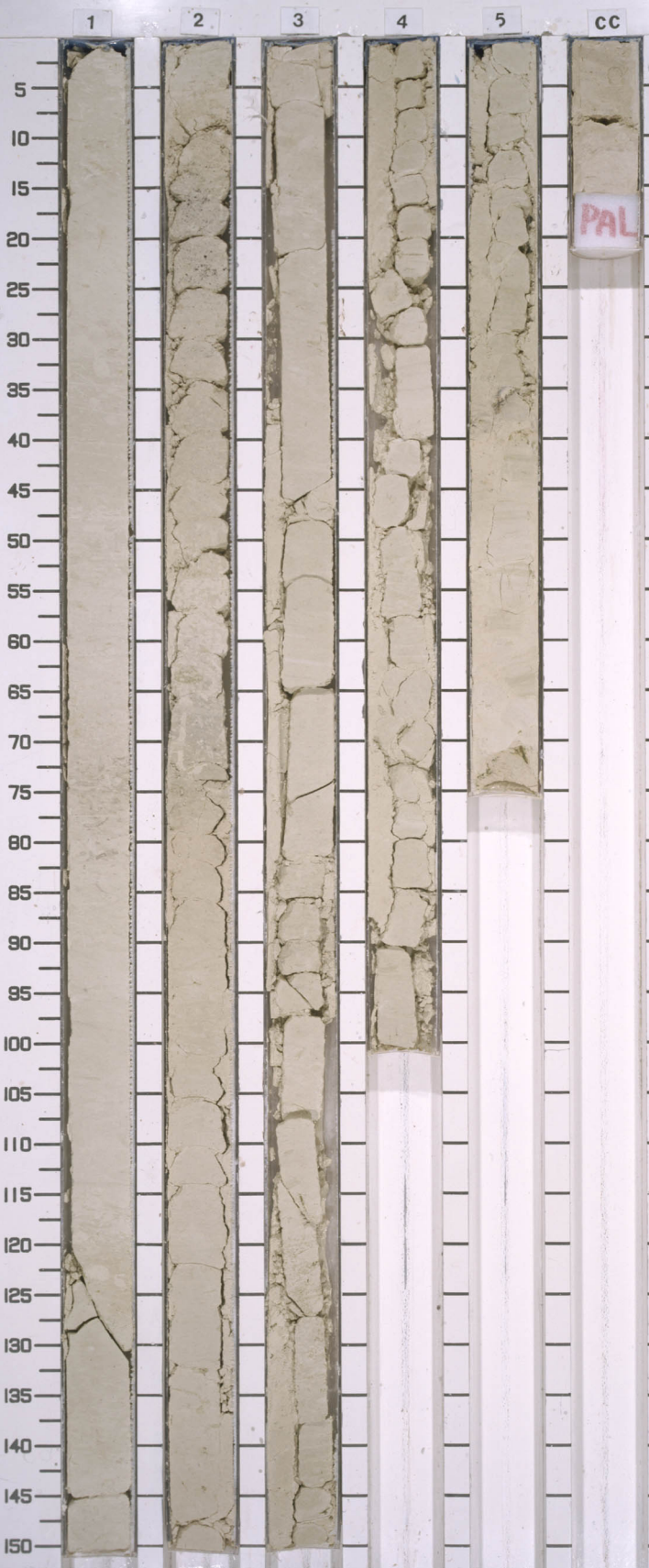
1
1
4
0

HOLE

A

CORE

2
4
R



PAL