

LEG

1
8
6

SITE

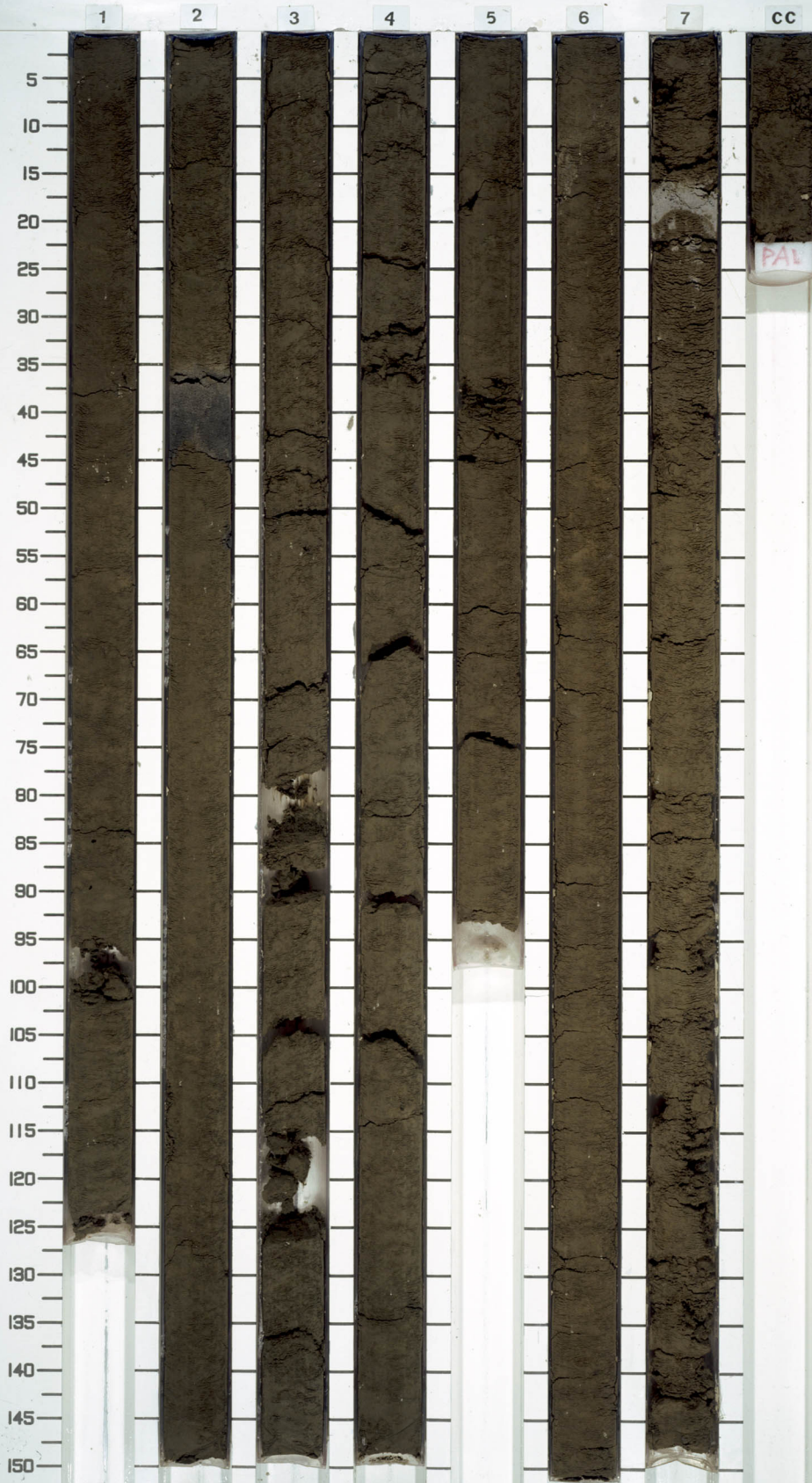
1
1
5
0

HOLE

A

CORE

2
3
X



PAL