

LEG

1  
8  
8

SITE

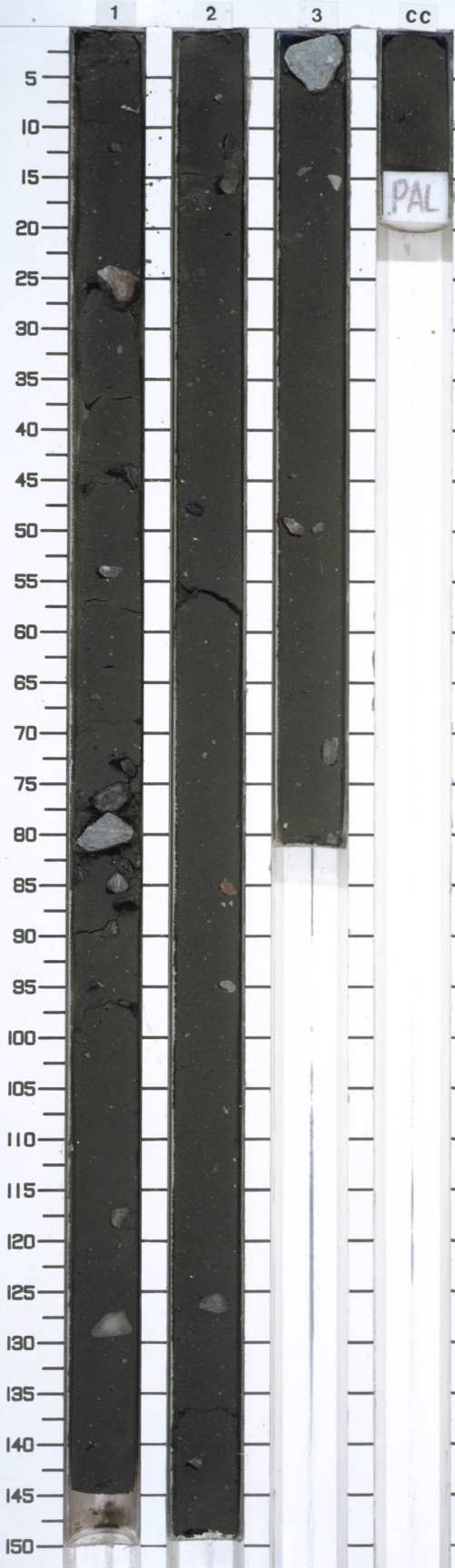
1  
1  
6  
7

HOLE

A

CORE

2  
0  
X



PAL