

LEG

1
9
8

SITE

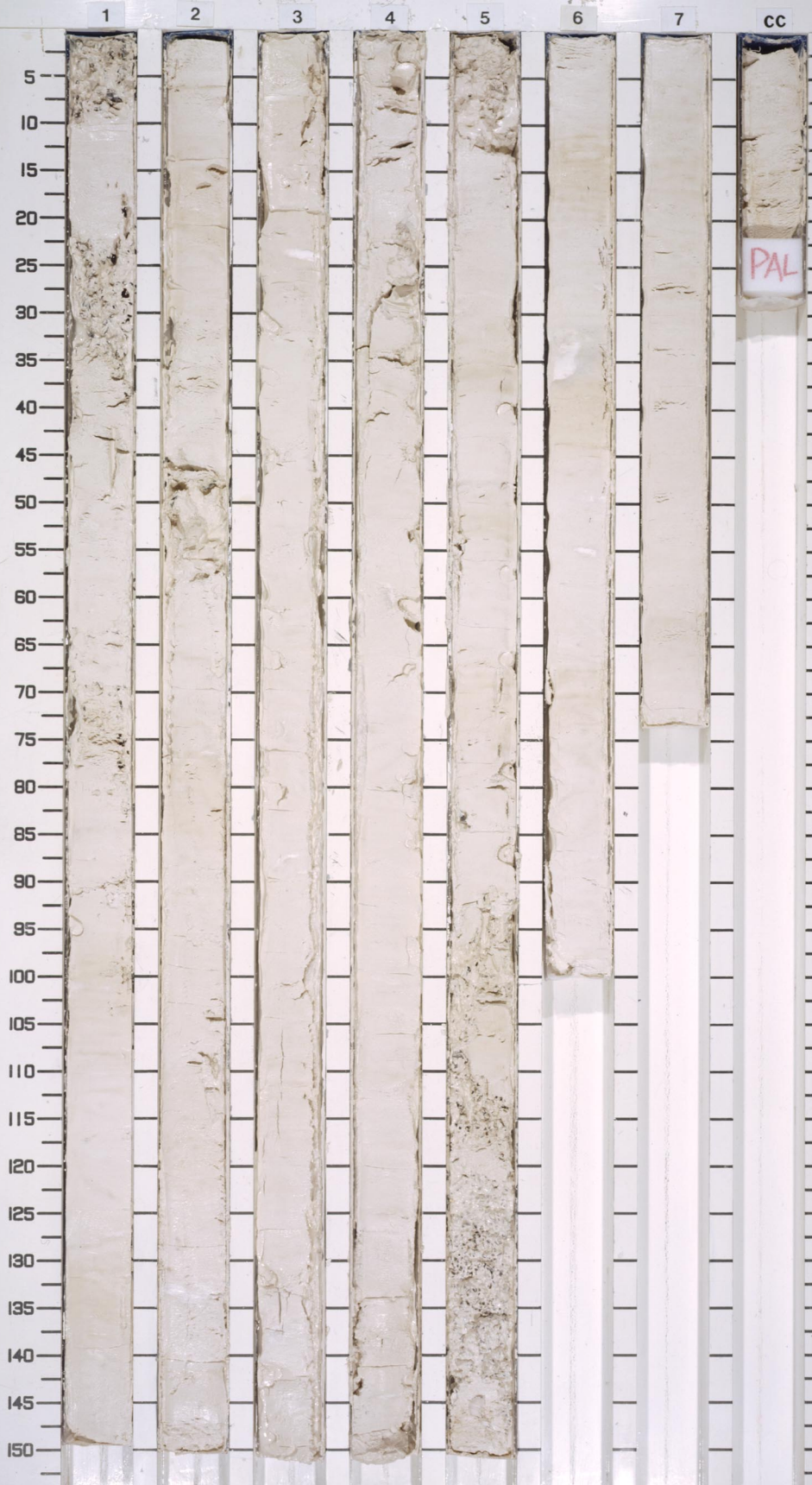
1
2
0
7

HOLE

A

CORE

2
4
X



PAL