

LEG

2
0
2

SITE

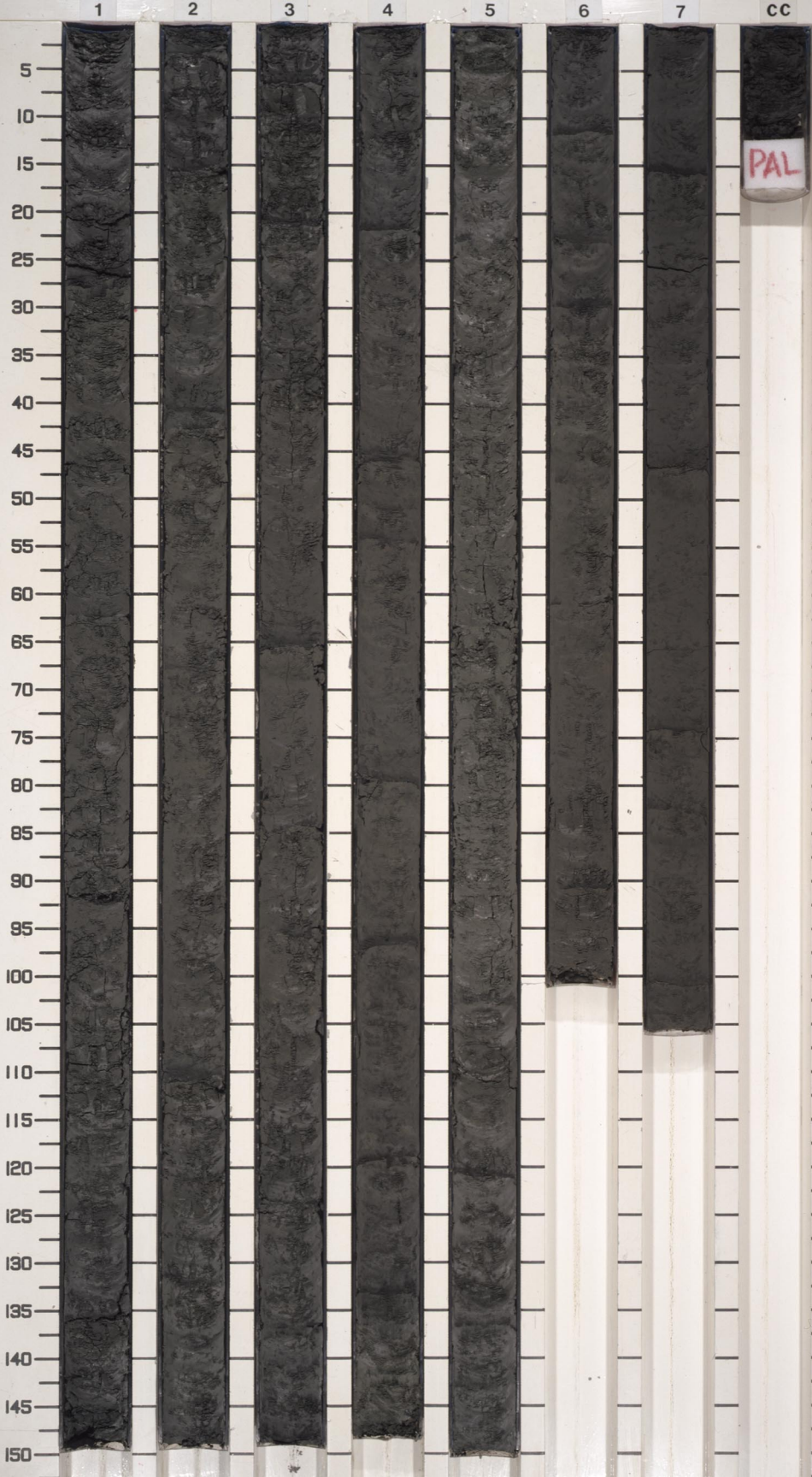
1
2
3
2

HOLE

A

CORE

2
7
X



PAL

CC