

LEG

2  
0  
2

SITE

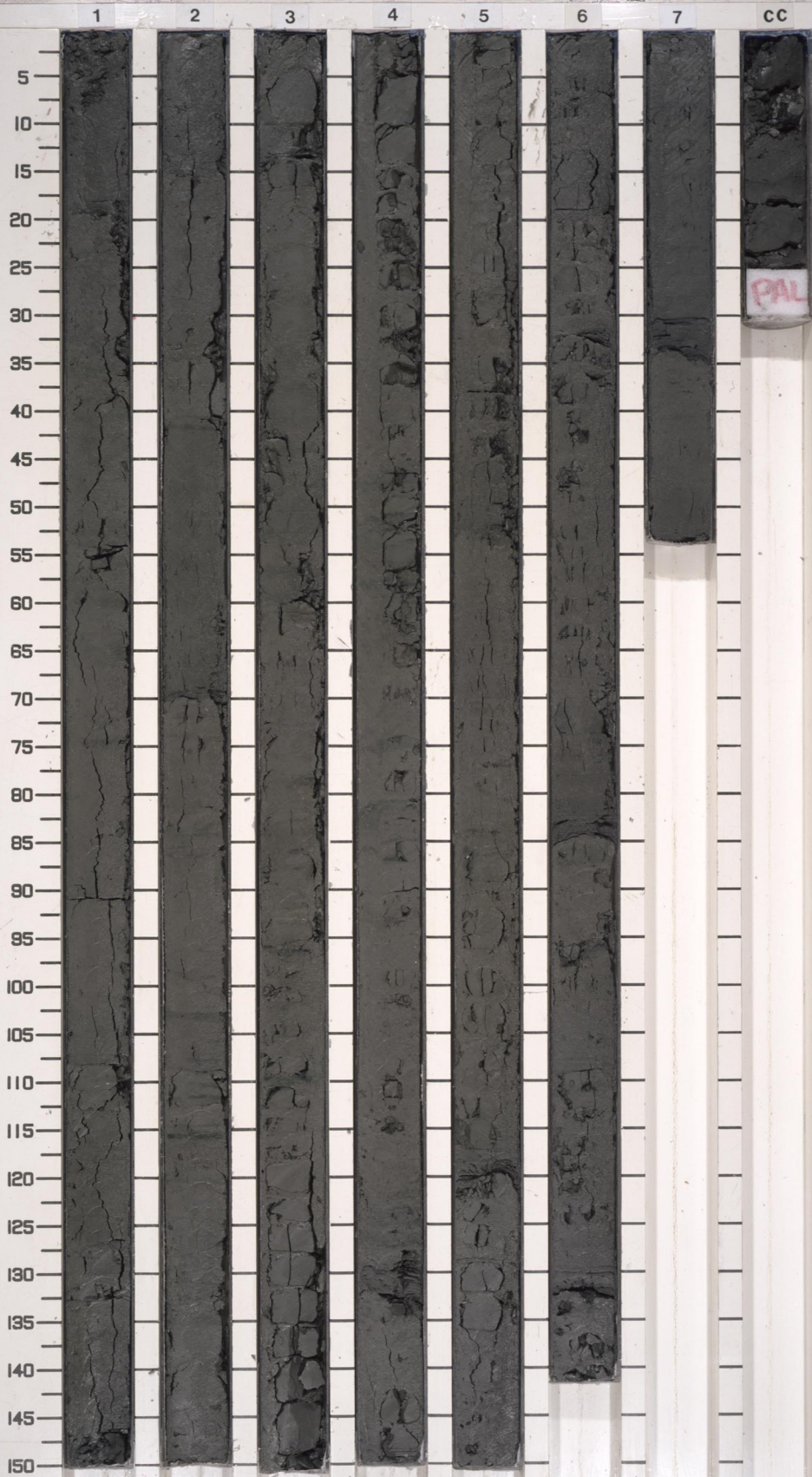
1  
2  
3  
2

HOLE

A

CORE

3  
8  
X



PAL