

LEG

2
0
2

SITE

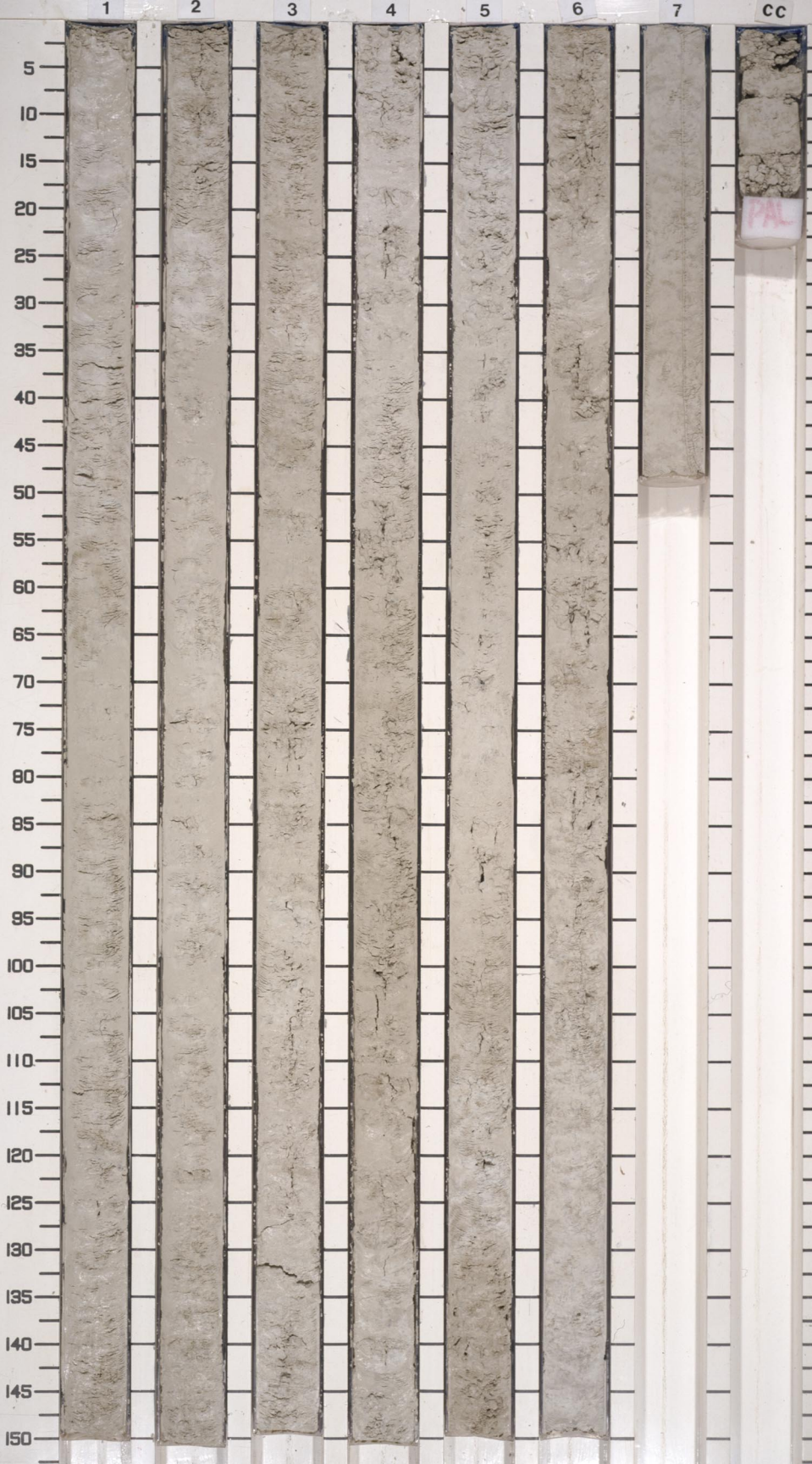
1
2
3
8

HOLE

A

CORE

3
7
X



PAL

CC