

LEG

2  
0  
2

SITE

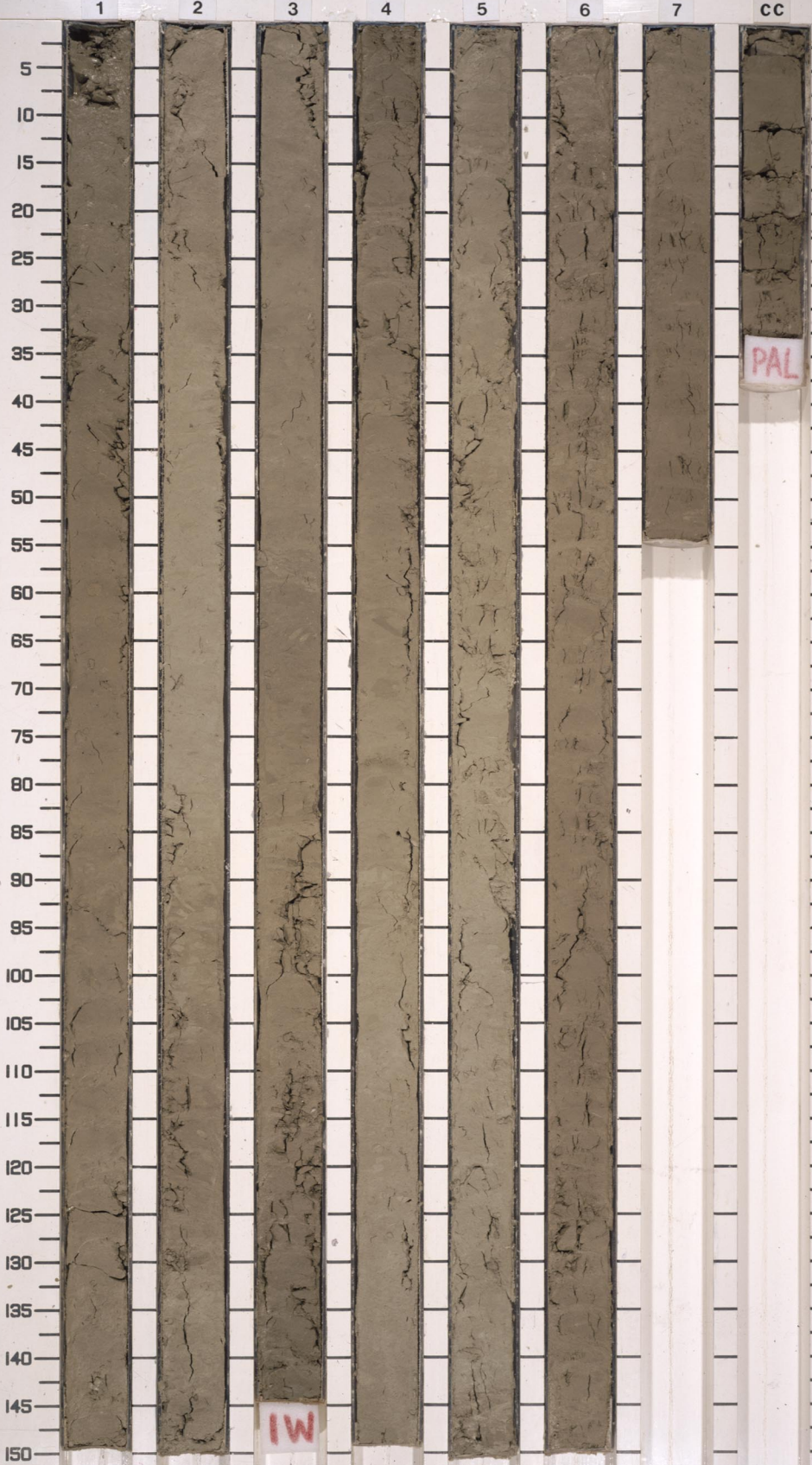
1  
2  
3  
9

HOLE

A

CORE

3  
1  
X



PAL

IW