

LEG

2
0
2

SITE

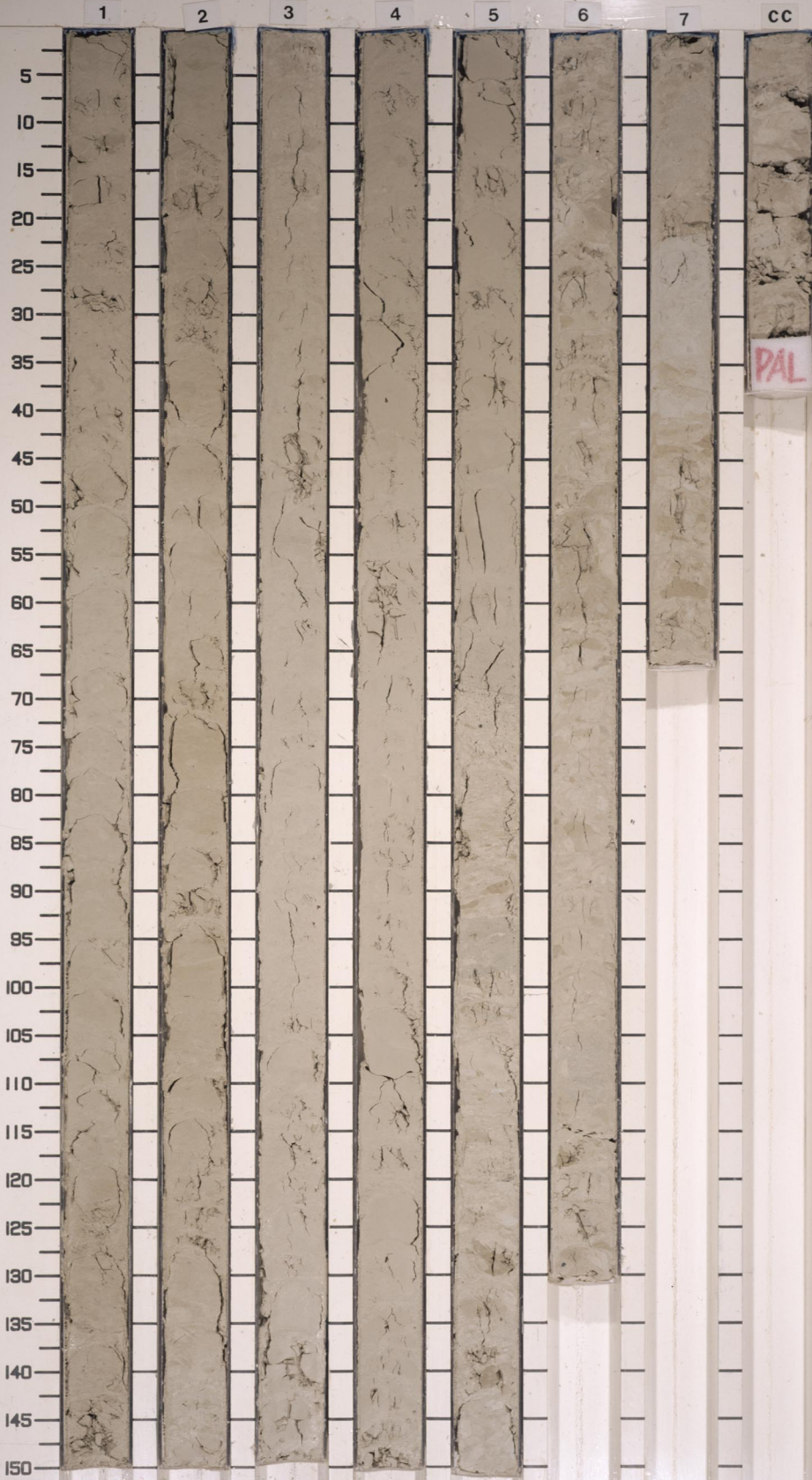
1
2
3
9

HOLE

A

CORE

4
7
X



PAL