

LEG

2  
0  
2

SITE

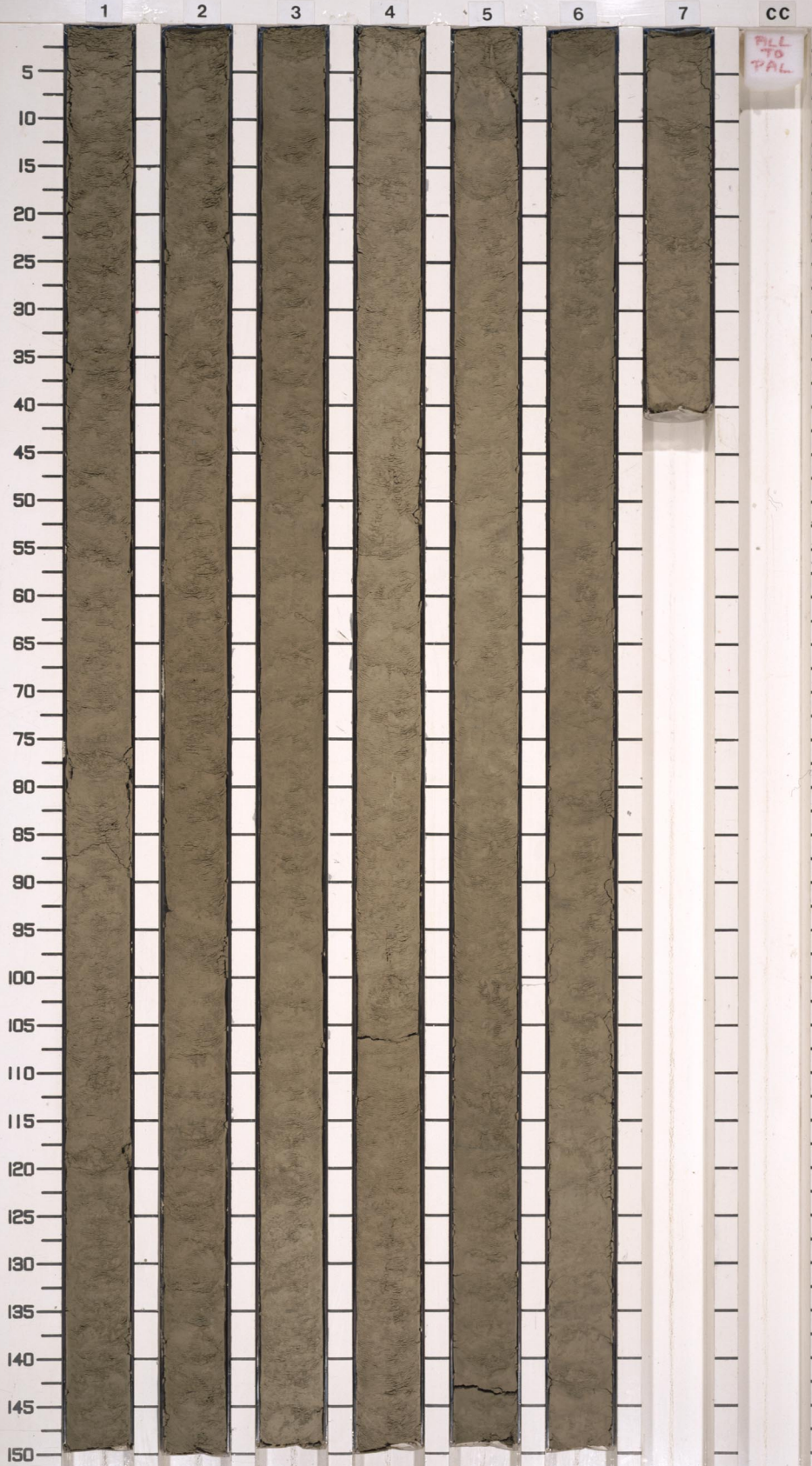
1  
2  
3  
9

HOLE

B

CORE

2  
5  
X



CC  
FILL  
TO  
PAL