

LEG

2  
0  
2

SITE

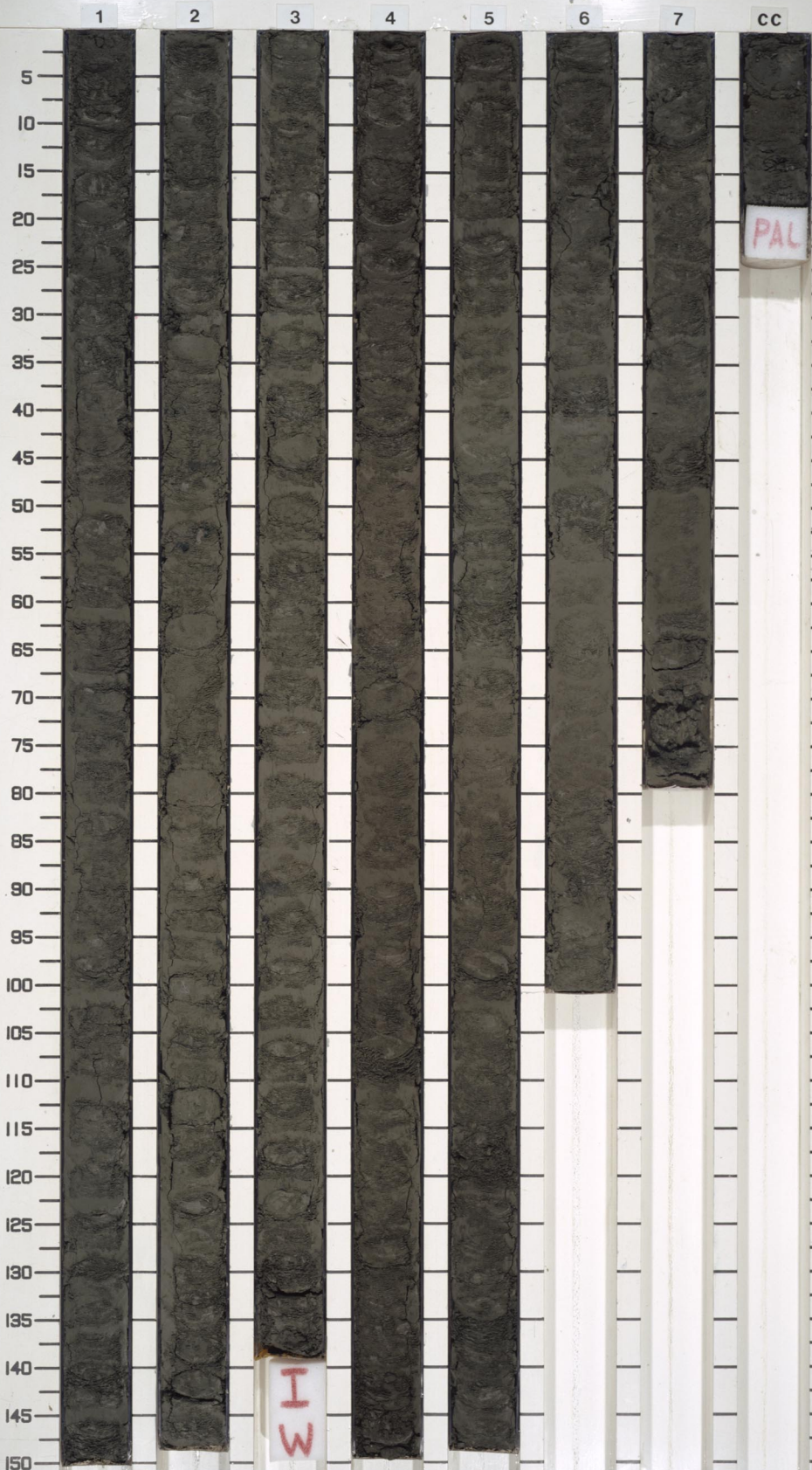
1  
2  
4  
2

HOLE

A

CORE

2  
3  
X



PAL

I  
W