

LEG

2
0
2

SITE

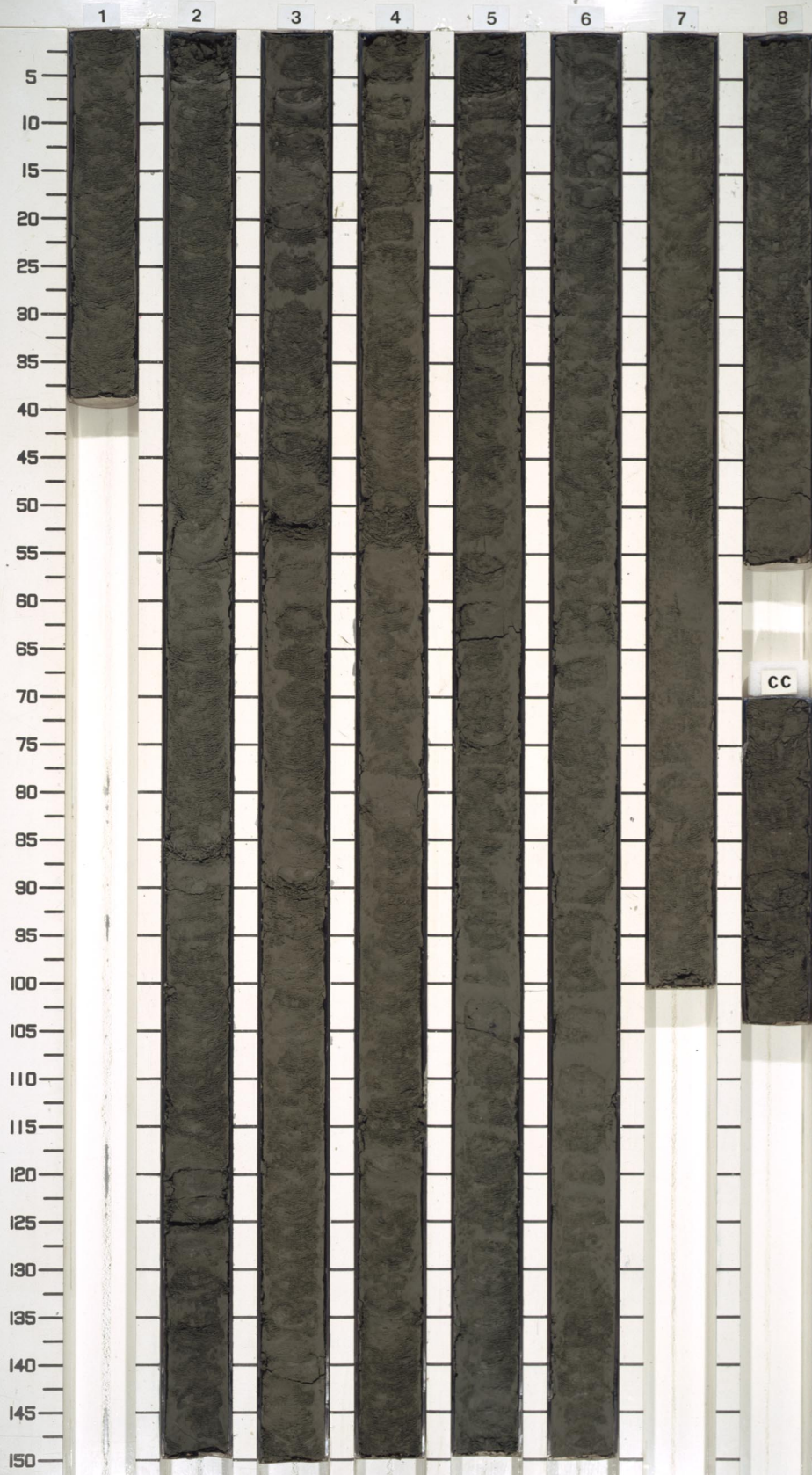
1
2
4
2

HOLE

B

CORE

2
0
X



CC