

LEG

1  
1  
7

SITE

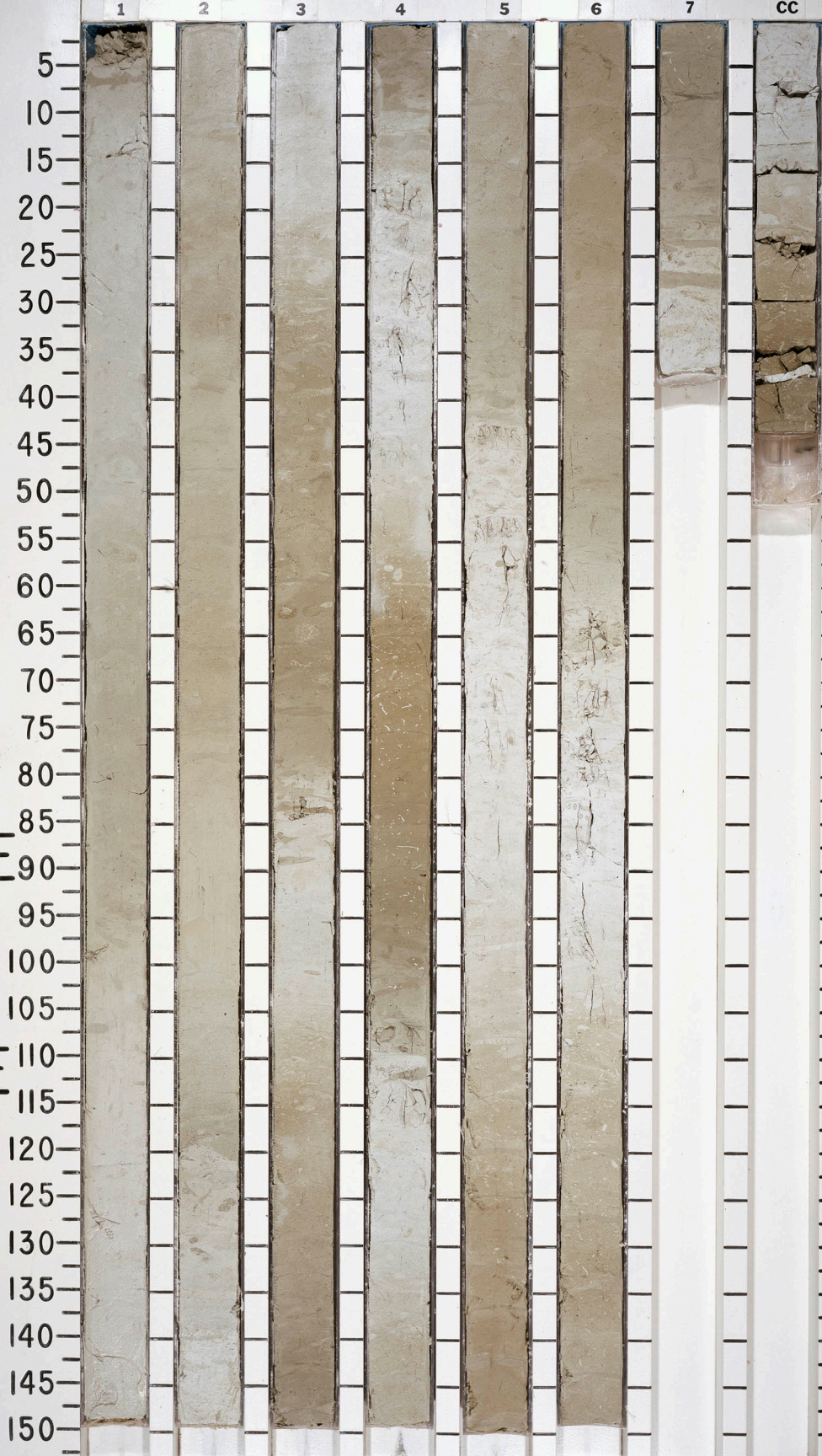
7  
2  
2

HOLE

A

CORE

2  
3  
X



CC