

LEG

1
7
5

SITE

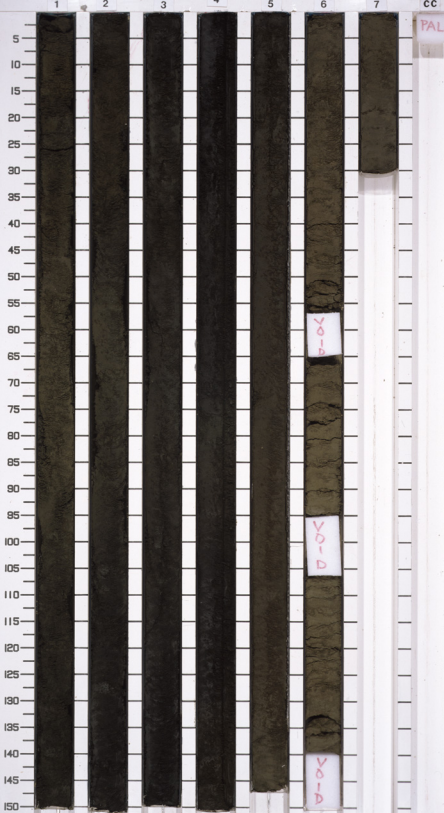
1
0
8
4

HOLE

A

CORE

2
5
X



PAL

VOID

VOID

VOID