

LEG

1
7
5

SITE

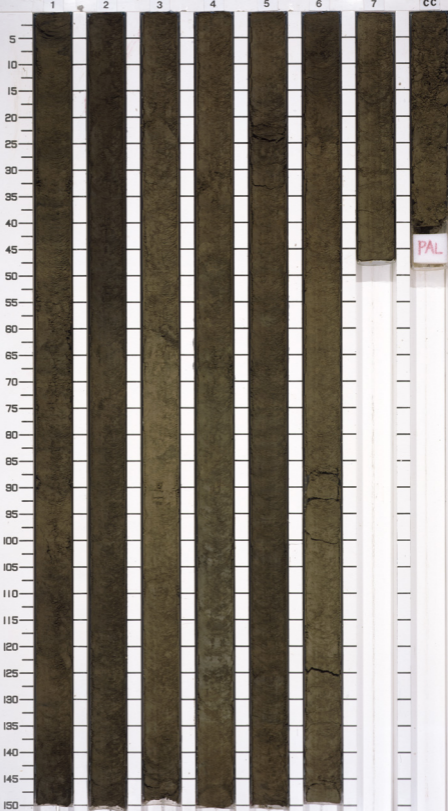
1
0
8
4

HOLE

A

CORE

4
5
X



PAL