

LEG

1
7
8

SITE

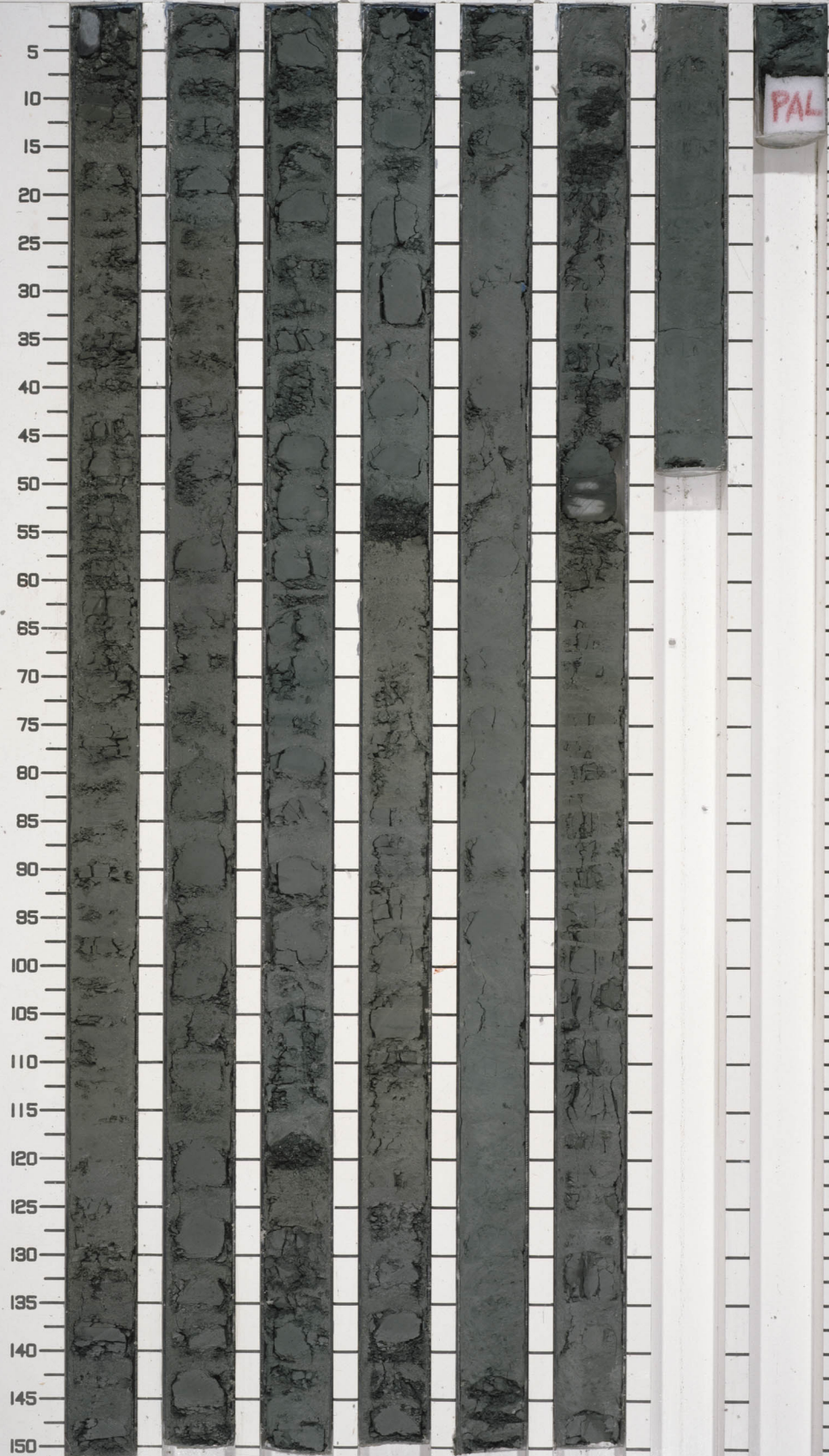
1
0
9
5

HOLE

B

CORE

4
0
X



PAL