

LEG

1

7

8

SITE

1

0

9

6

HOLE

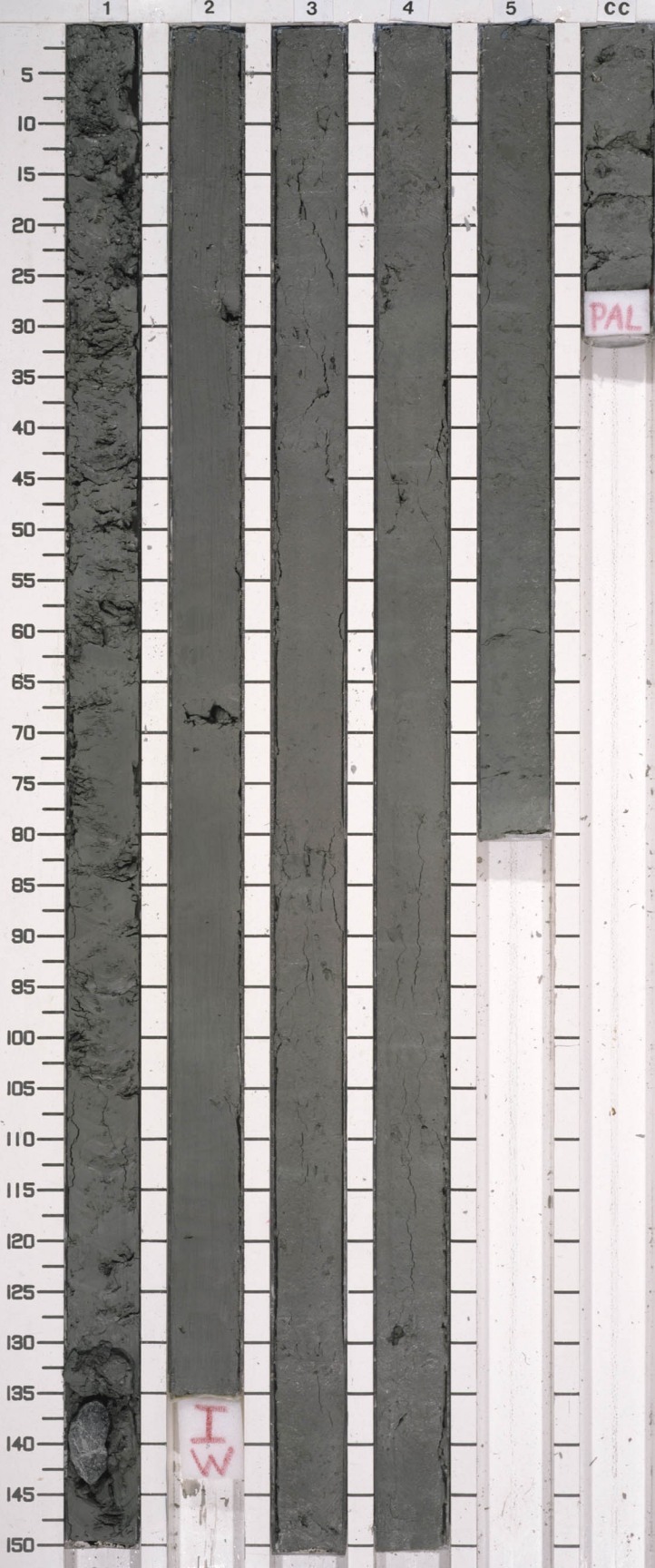
B

CORE

2

3

X



PAL

IW