

LEG

1
7
8

SITE

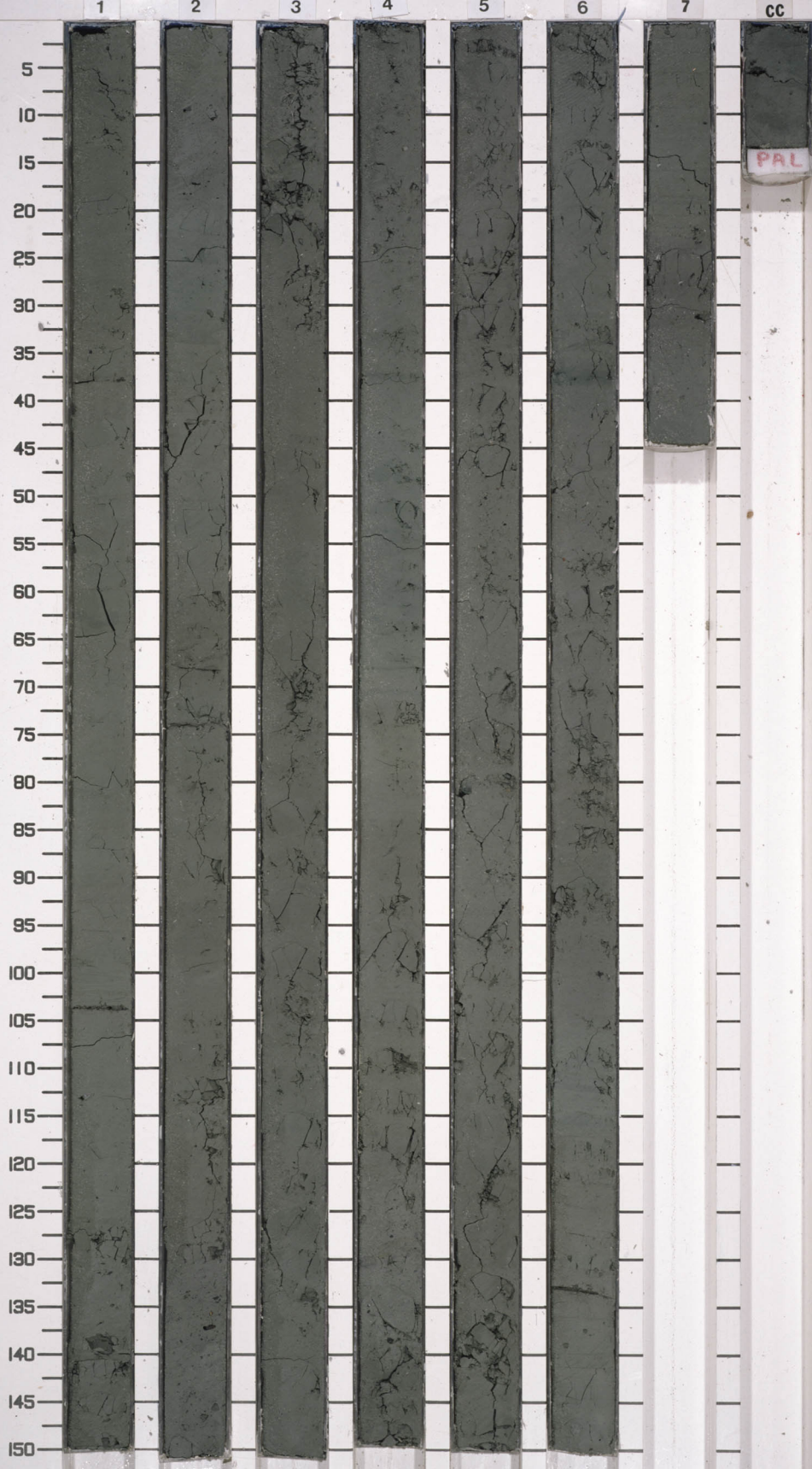
1
1
0
1

HOLE

A

CORE

2
2
X



PAL

CC