

LEG

1
8
2

SITE

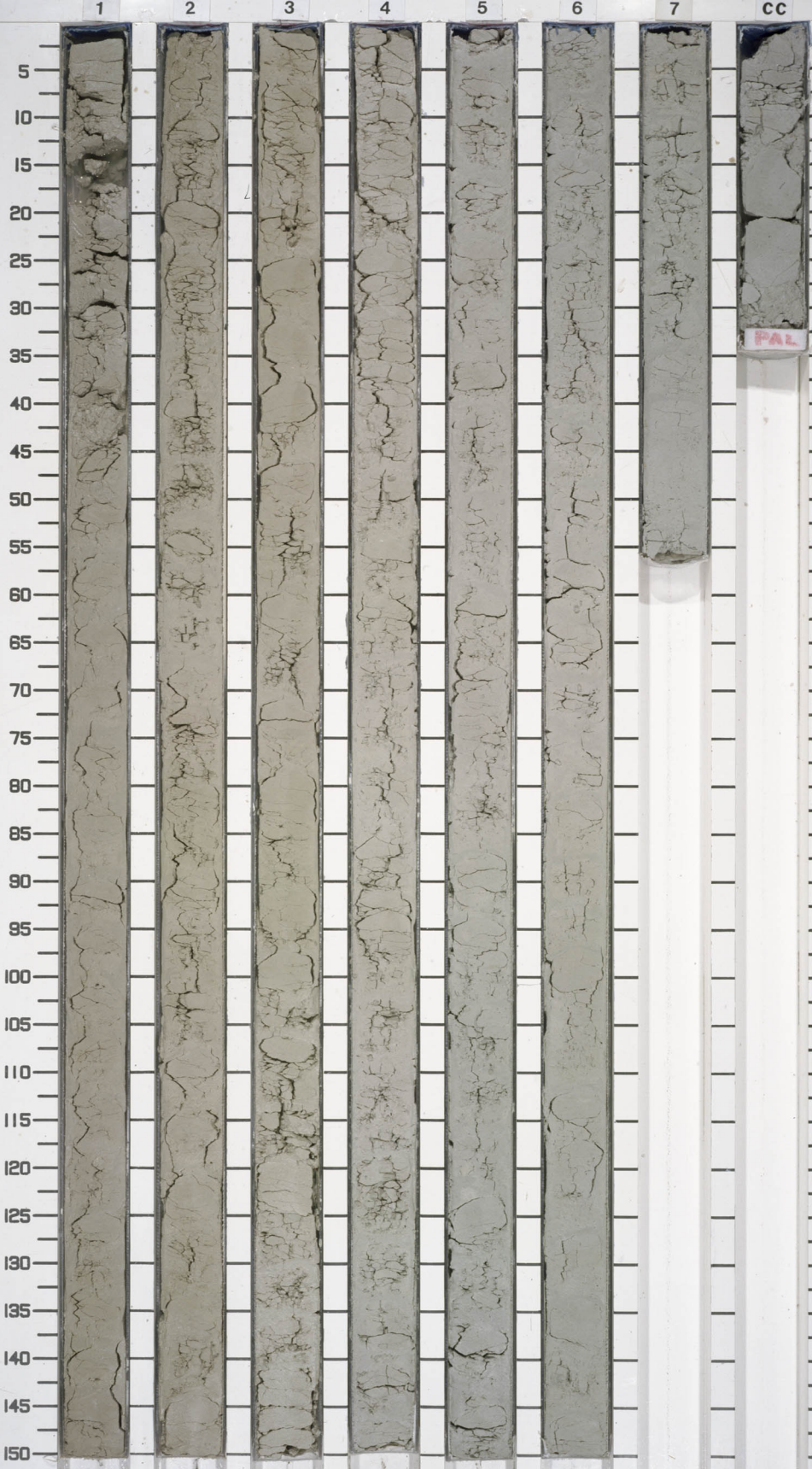
1
1
2
7

HOLE

B

CORE

3
8
X



PAL