

LEG

1
8
2

SITE

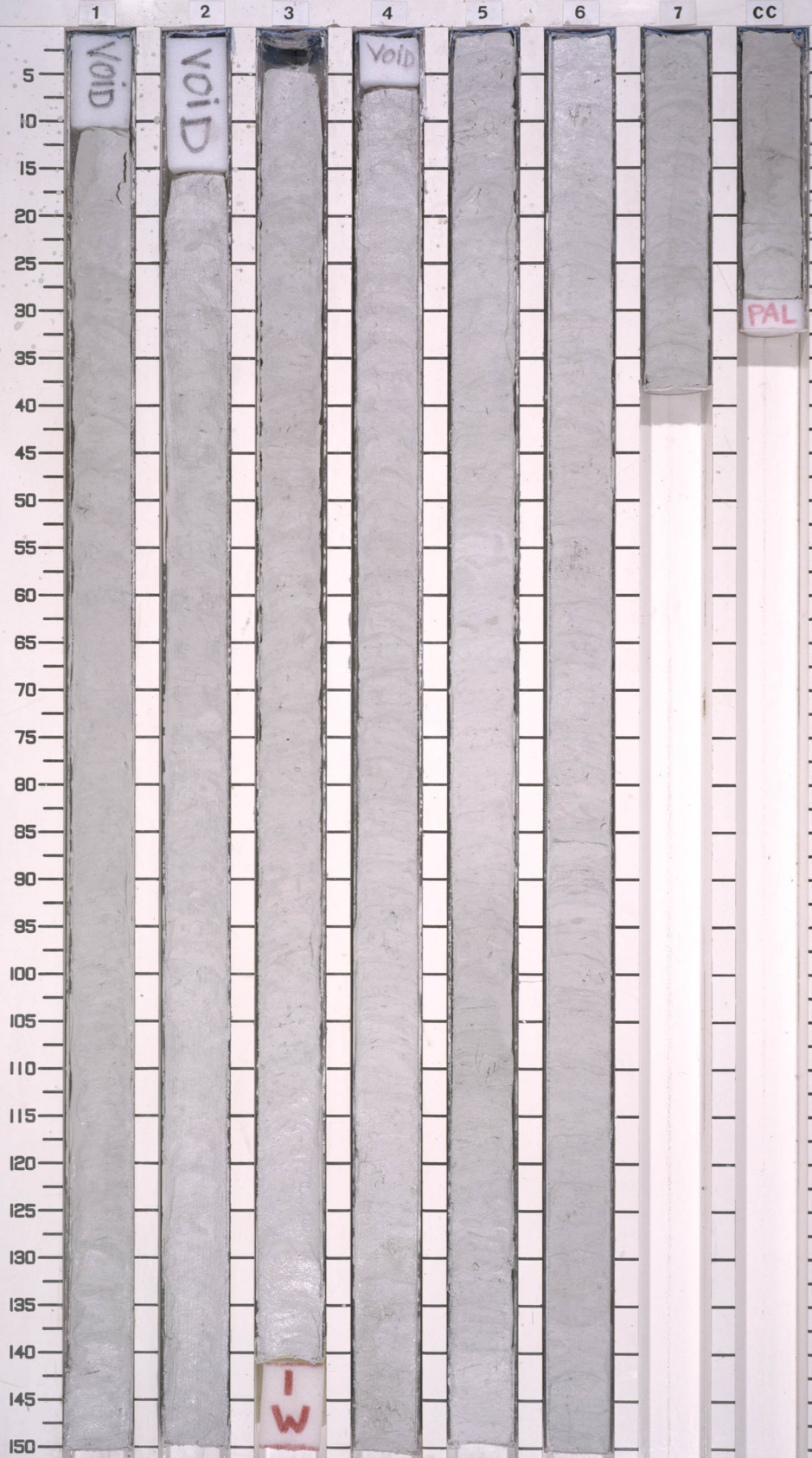
1
1
3
0

HOLE

A

CORE

3
3
X



Void

VOID

Void

PAL

I
W