

LEG

1
8
4

SITE

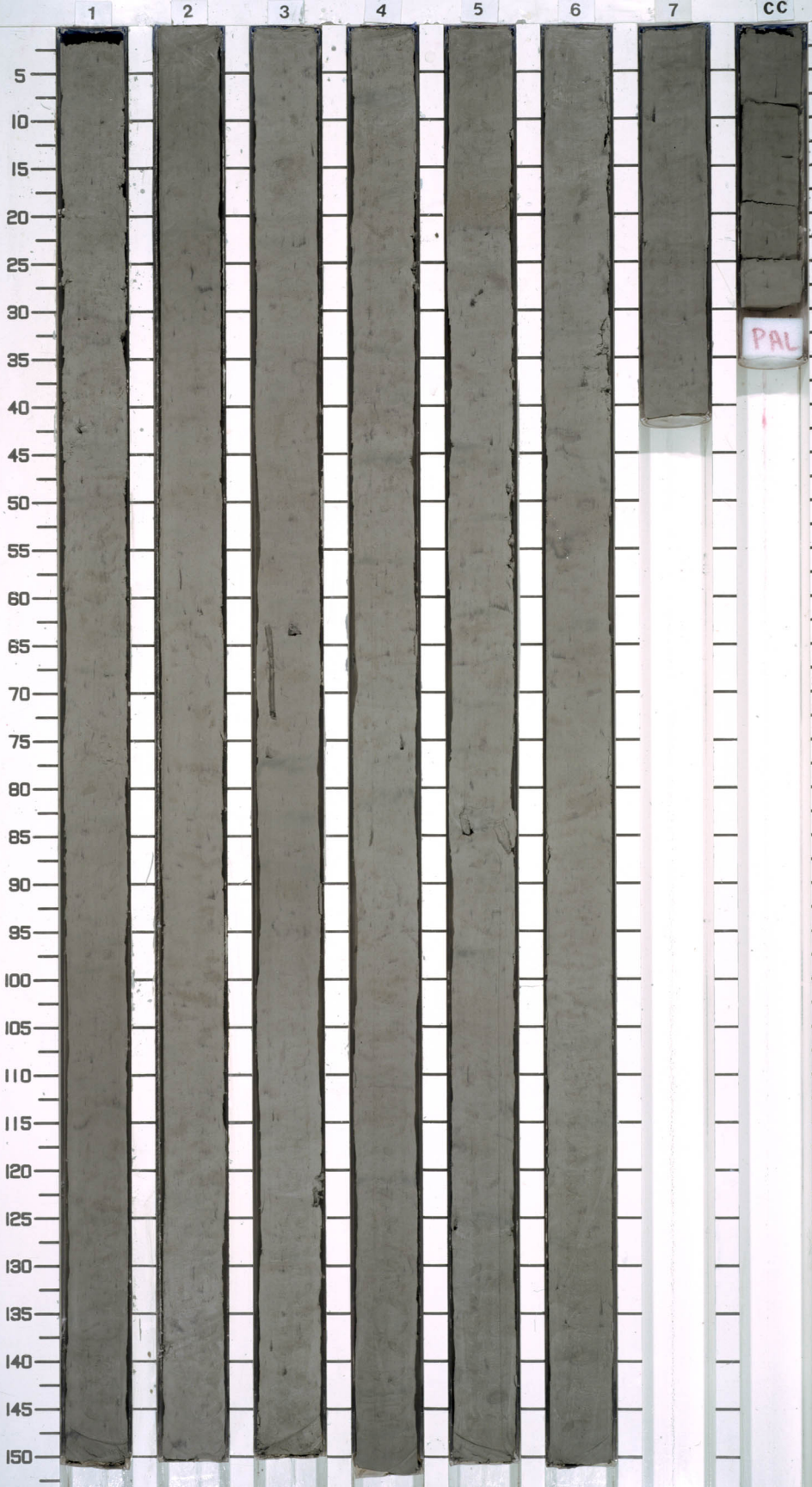
1
1
4
6

HOLE

A

CORE

2
2
X



PAL

CC