

LEG

1
9
2

SITE

1
1
8
3

HOLE

A

CORE

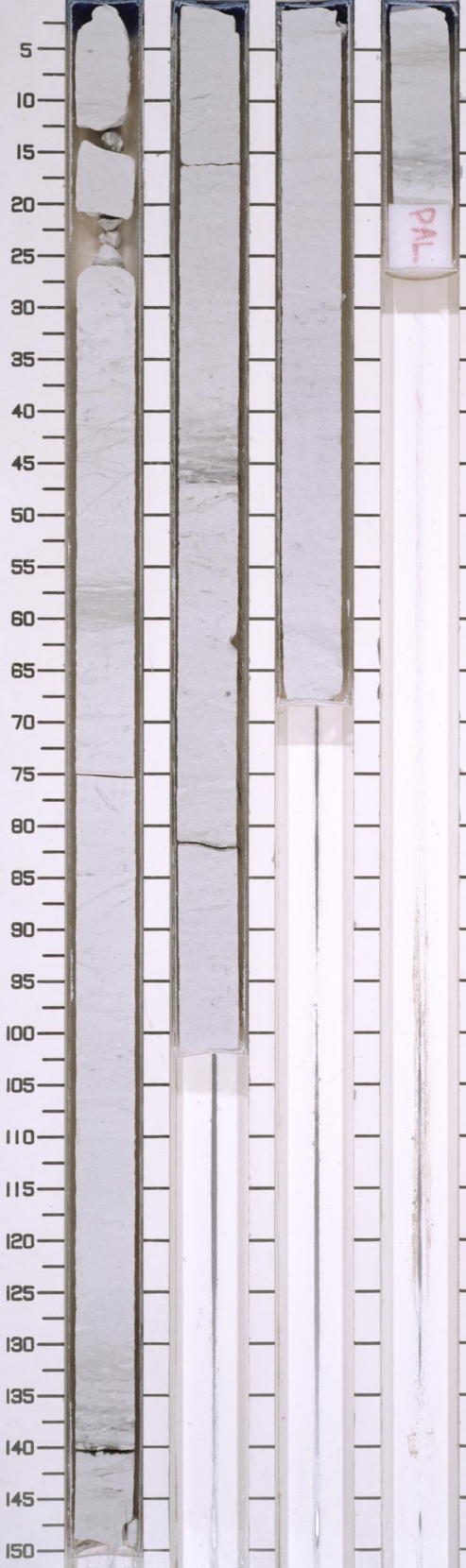
2
0
R

1

2

3

CC



PAL