

LEG

1
9
2

SITE

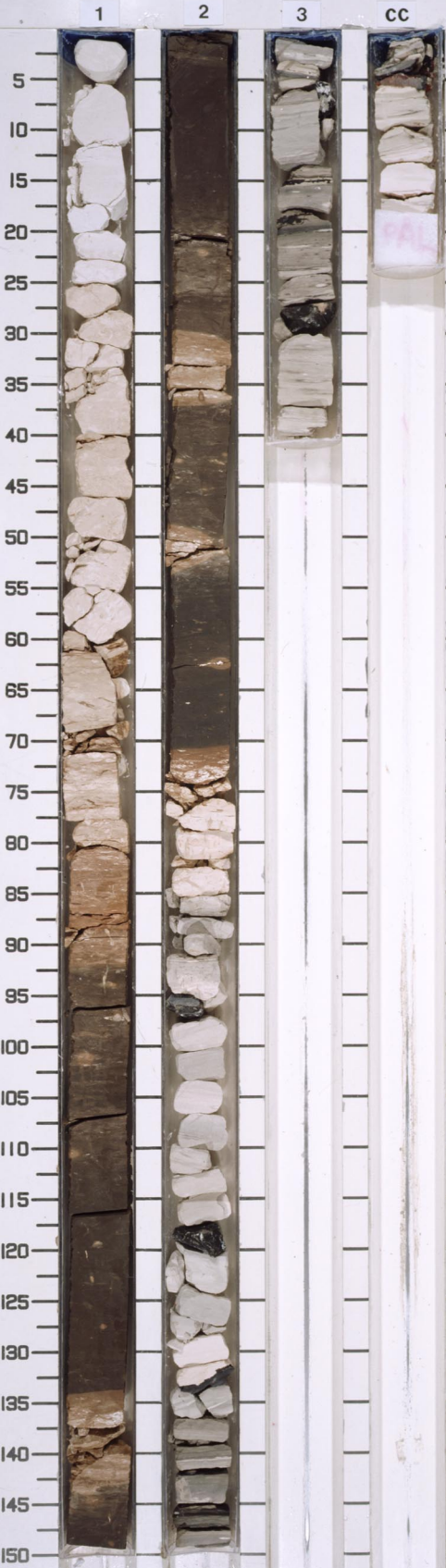
1
1
8
3

HOLE

A

CORE

5
0
R



PAL