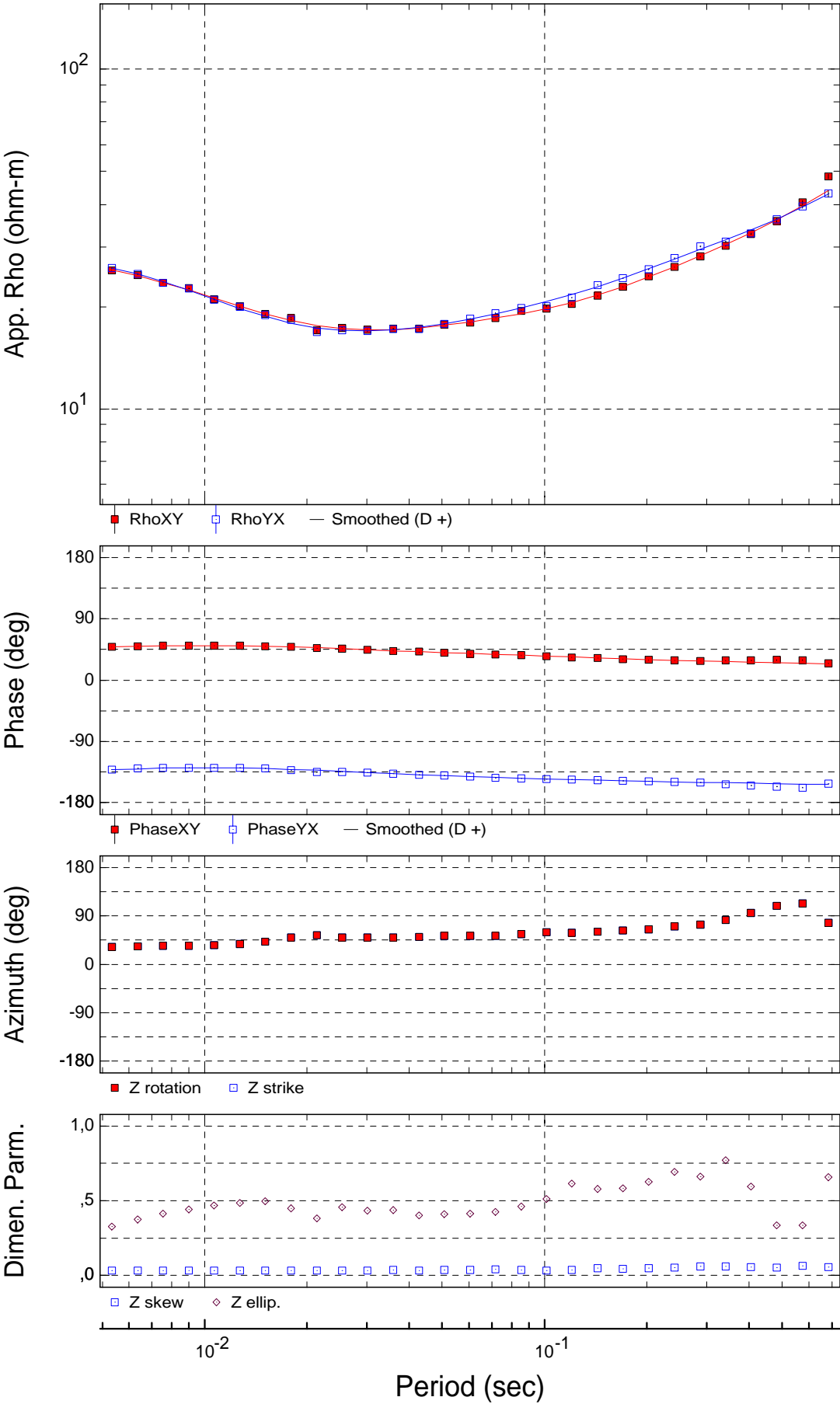
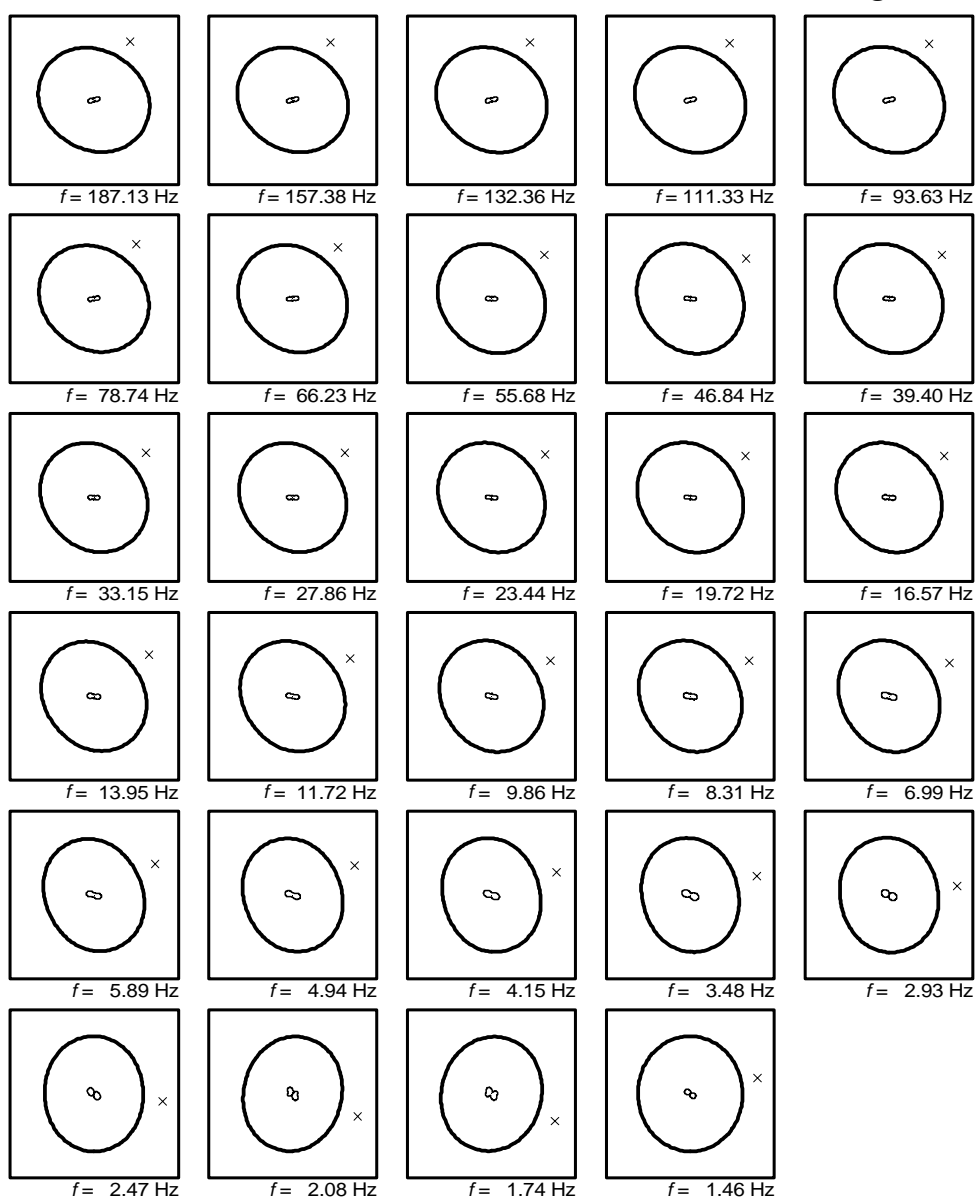





Sounding a00

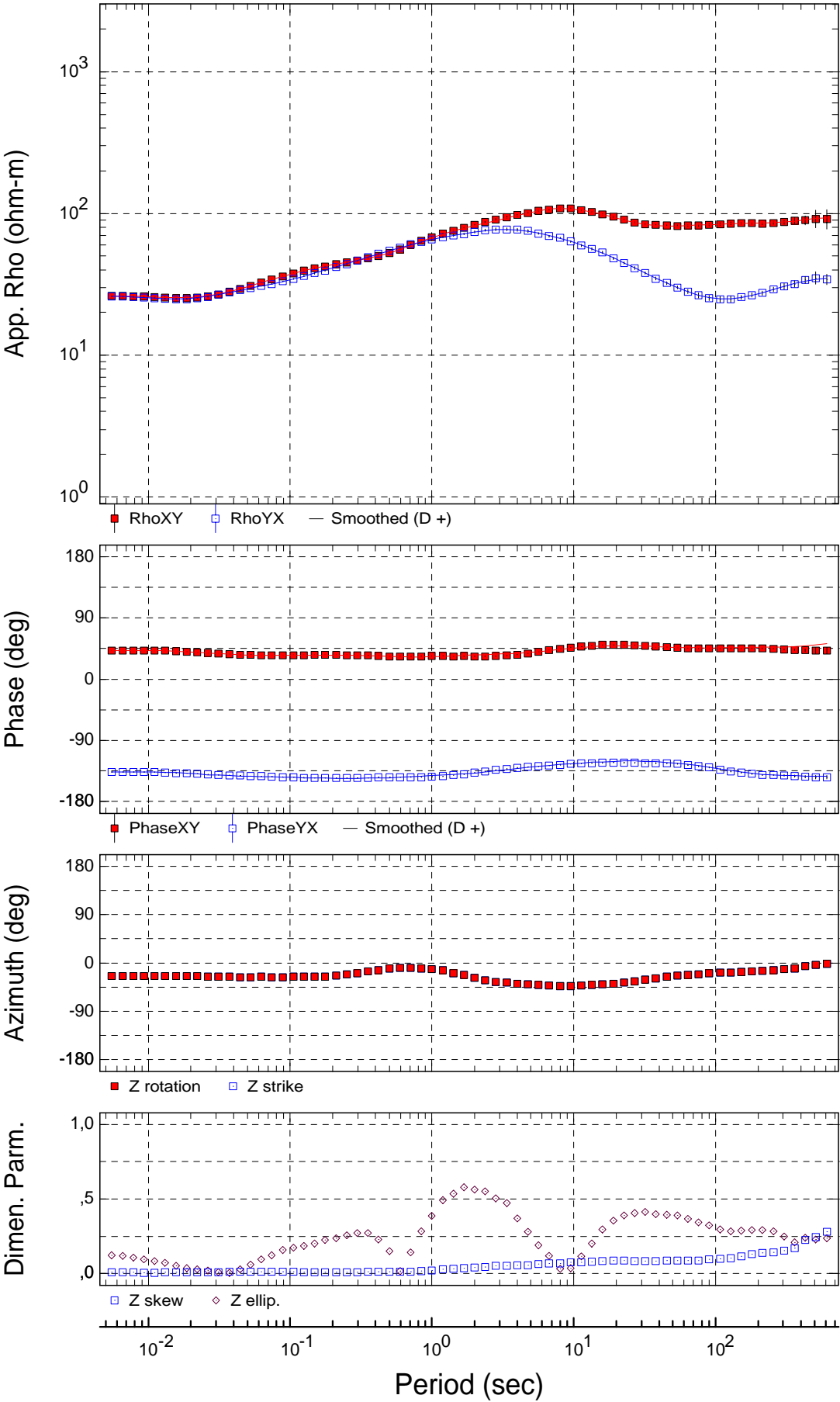


# Sounding a00

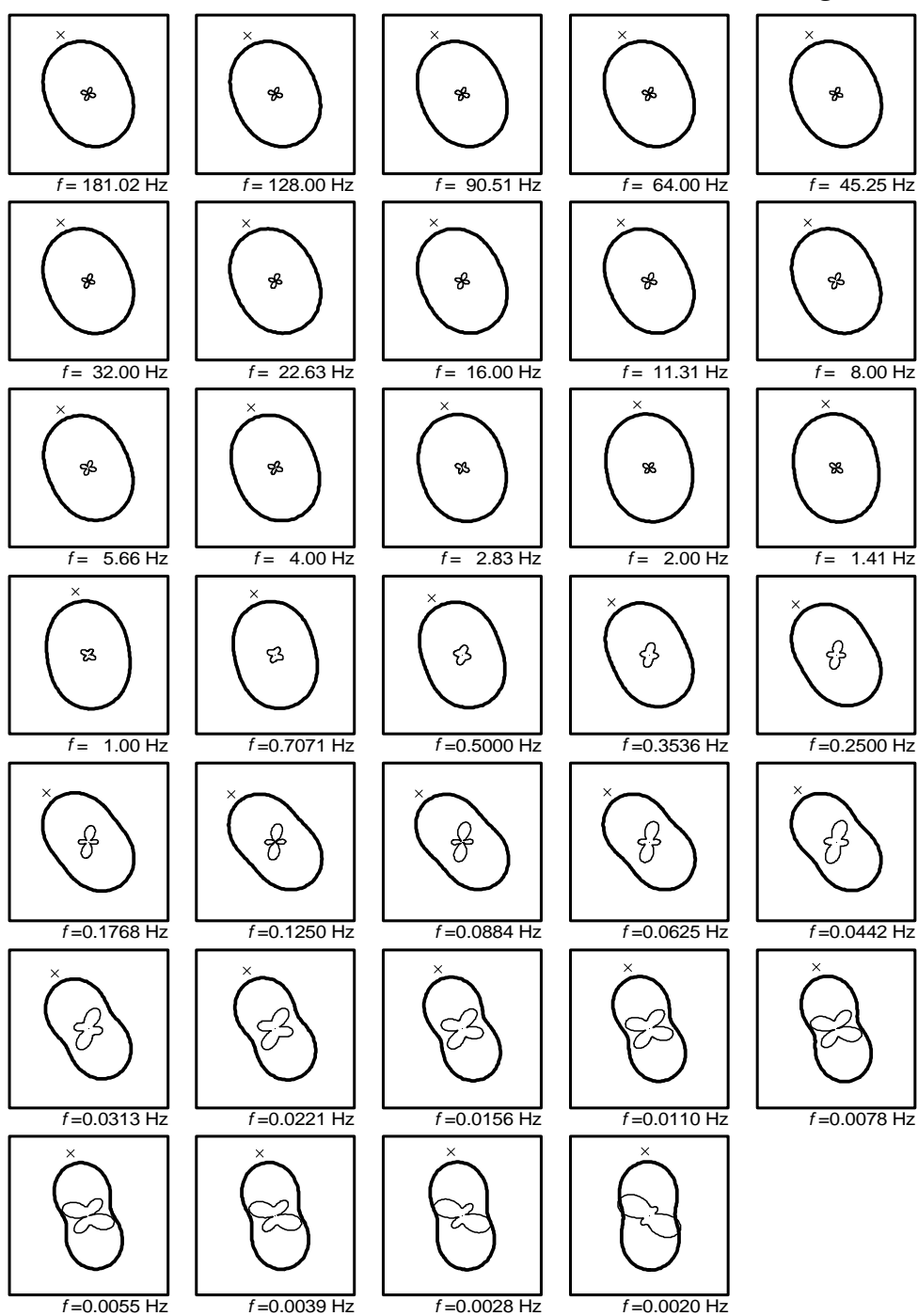


 = Zxy Impedance  
 = Zxx Impedance  
 = Impedance Strike

Sounding a01

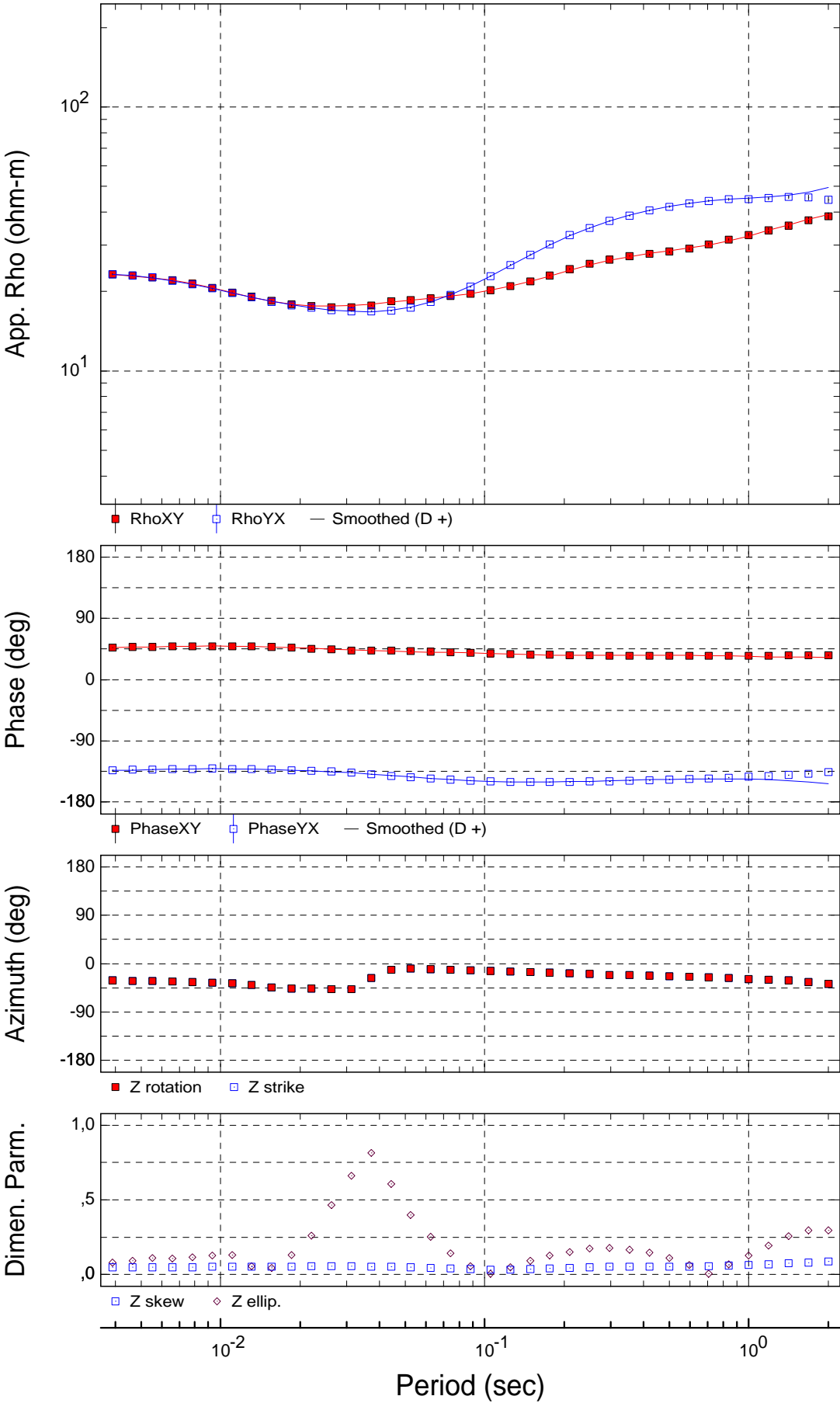


# Sounding a01

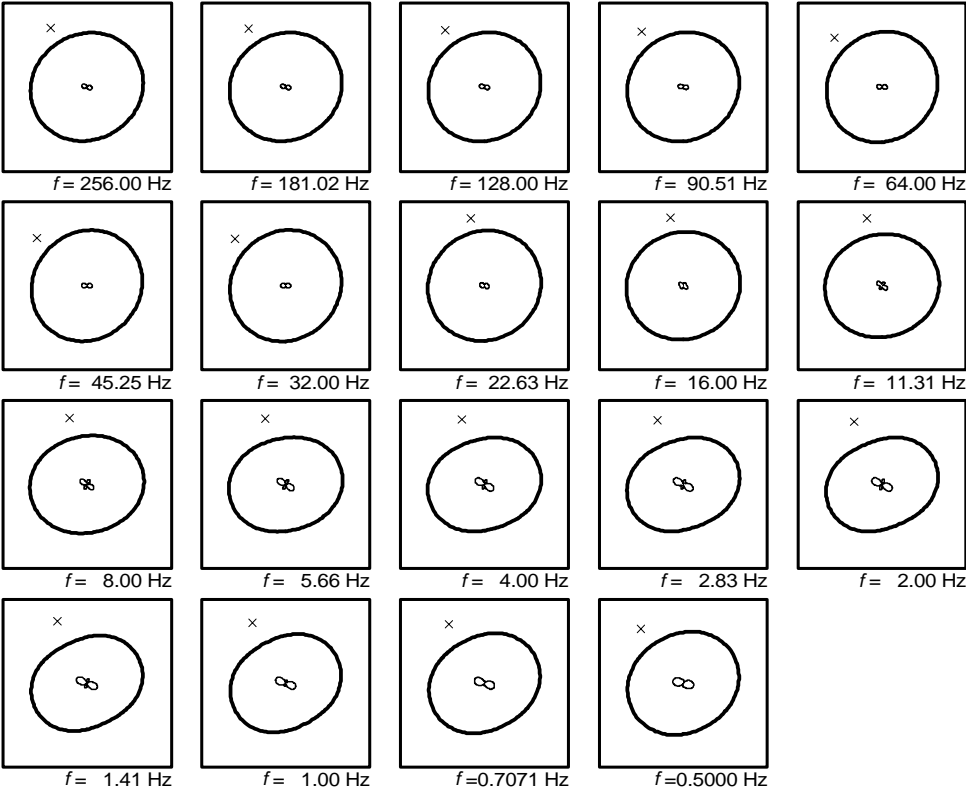


————— =  $Z_{xy}$  Impedance  
 ————— =  $Z_{xx}$  Impedance  
 x = Impedance Strike

Sounding a02-av-ri

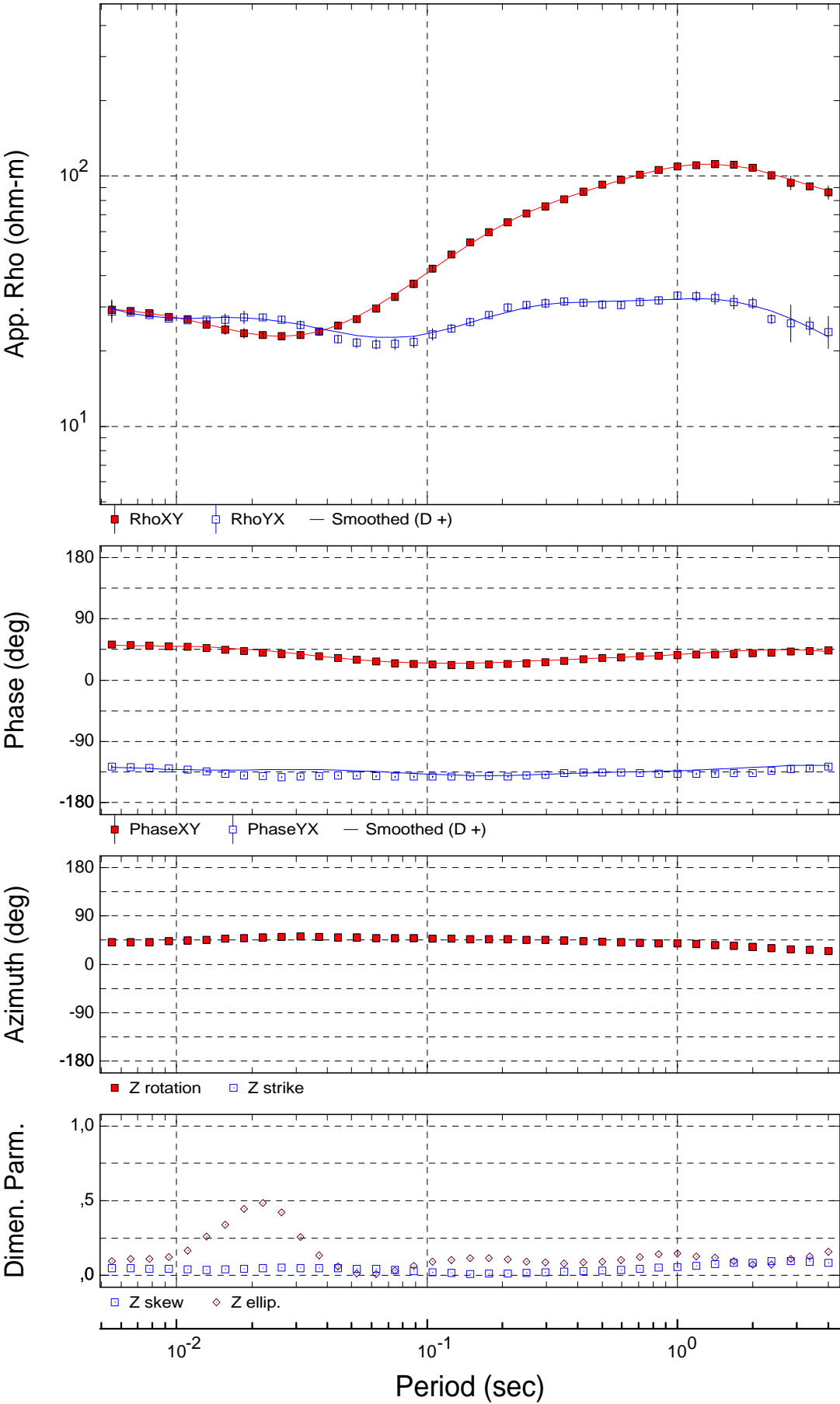


Sounding a02-av-ri

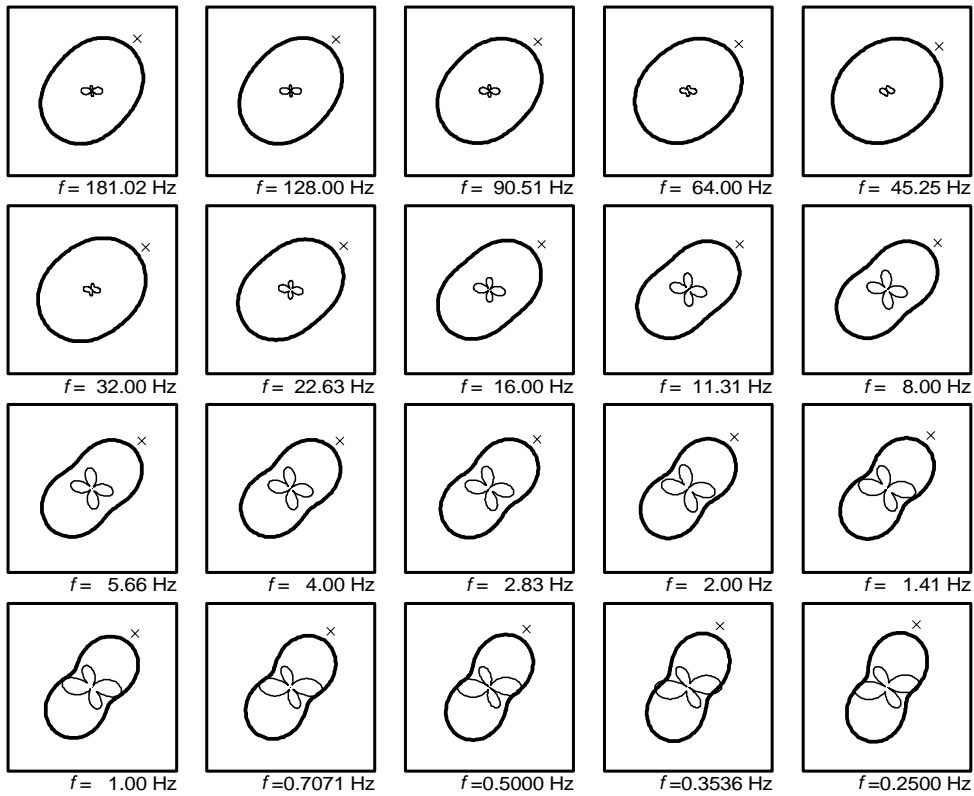





— =  $Z_{xy}$  Impedance  
— =  $Z_{xx}$  Impedance  
x = Impedance Strike

Sounding a03

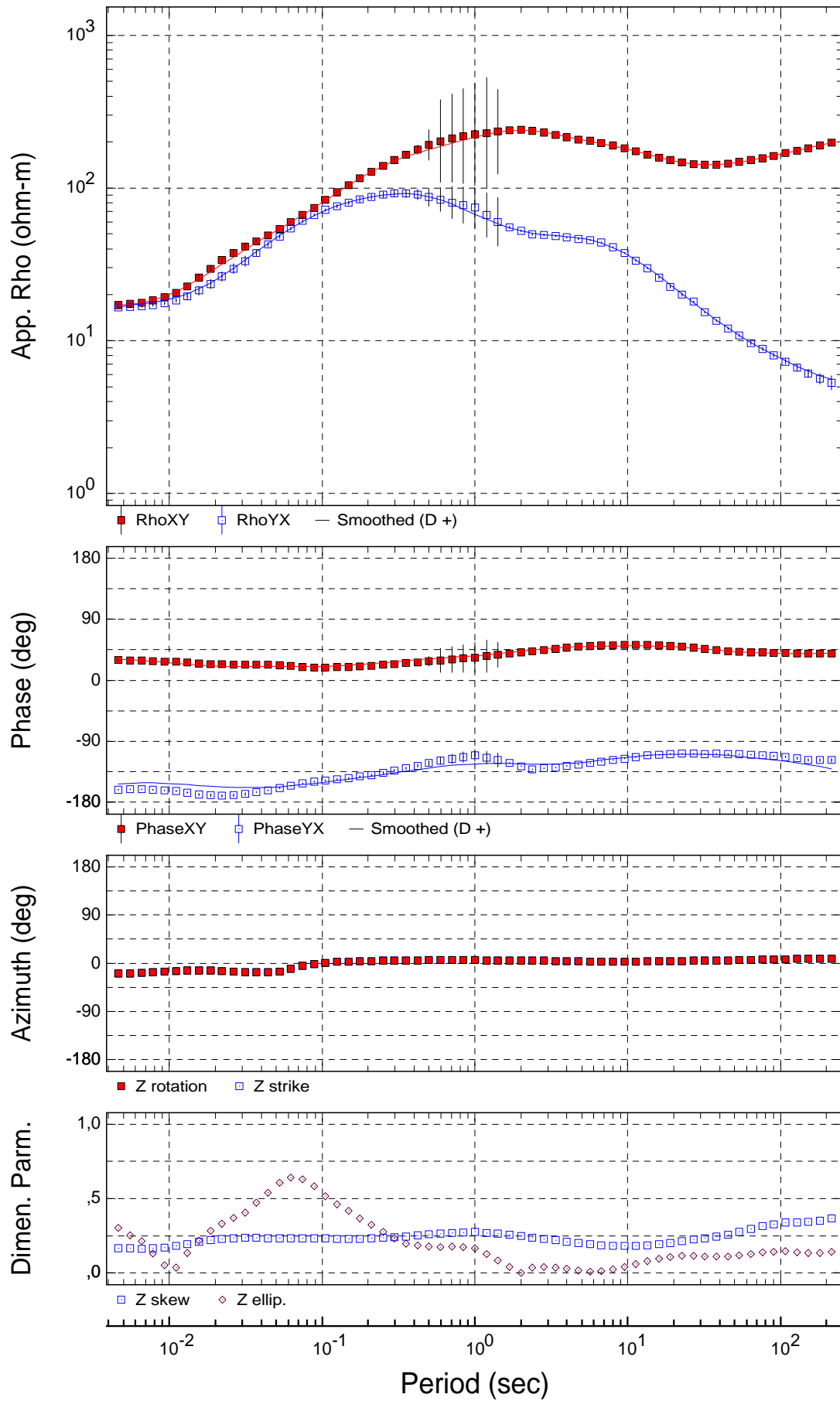


## Sounding a03

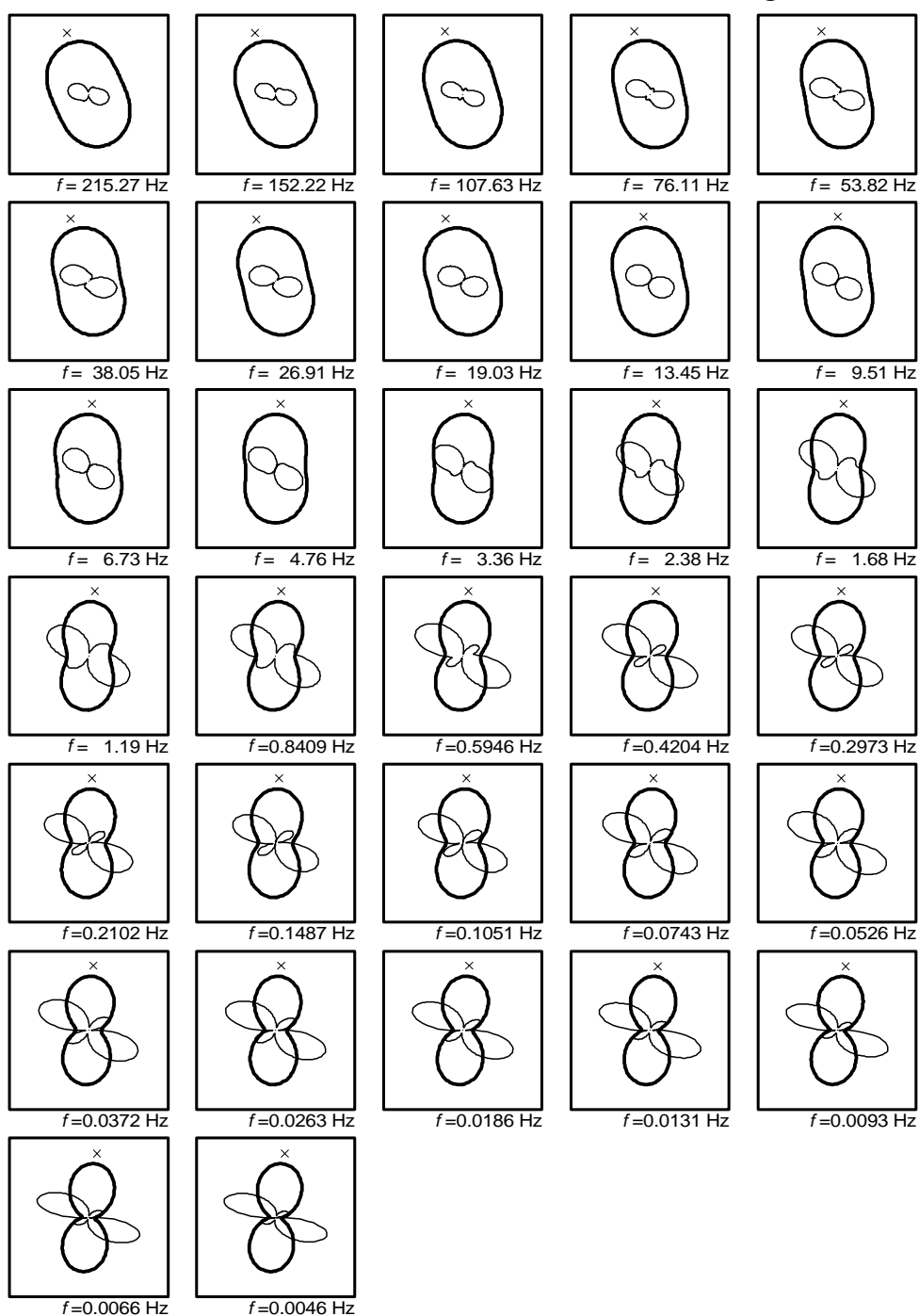





 = Zxy Impedance  
 = Zxx Impedance  
 = Impedance Strike

# Sounding a04-av

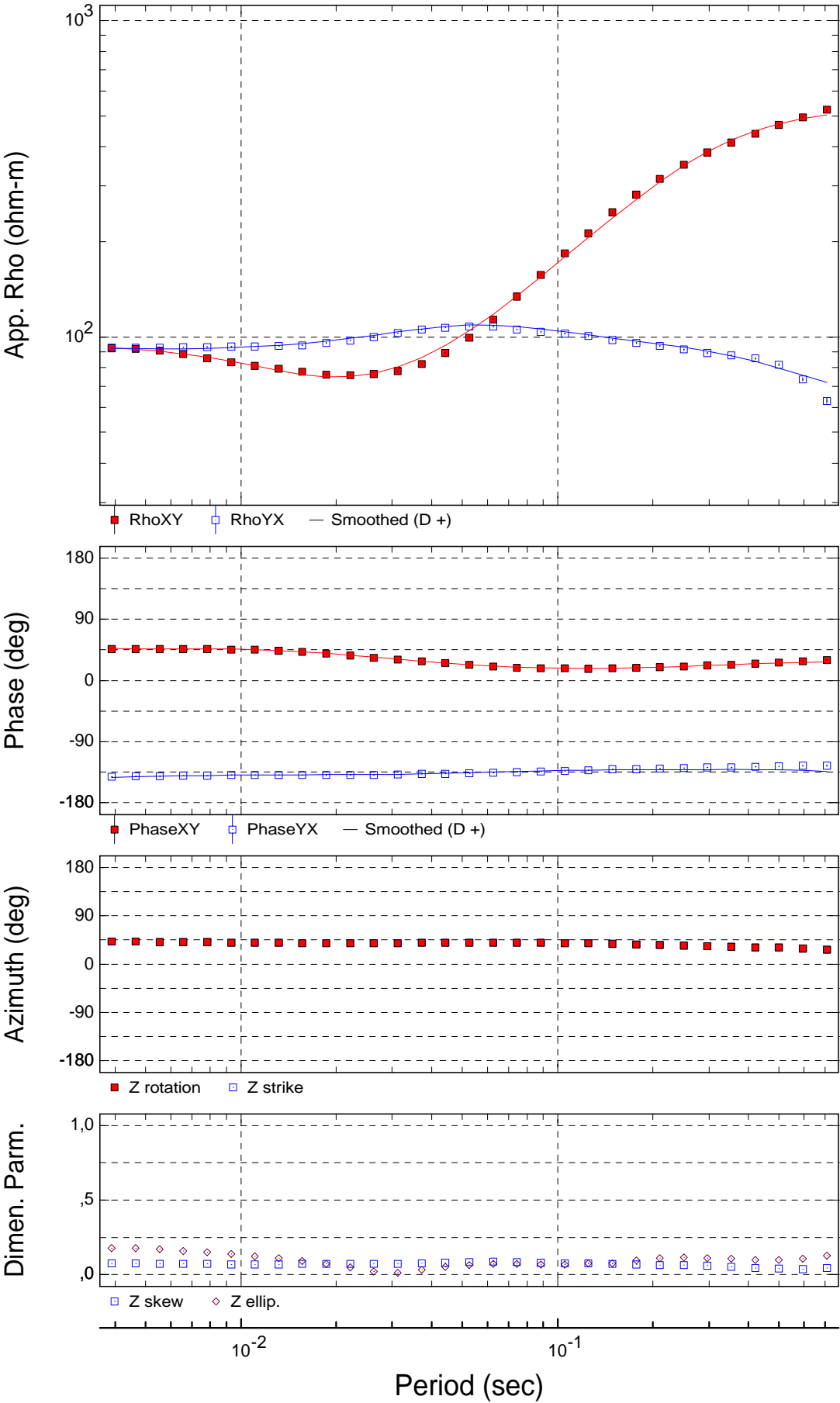


# Sounding a04-av

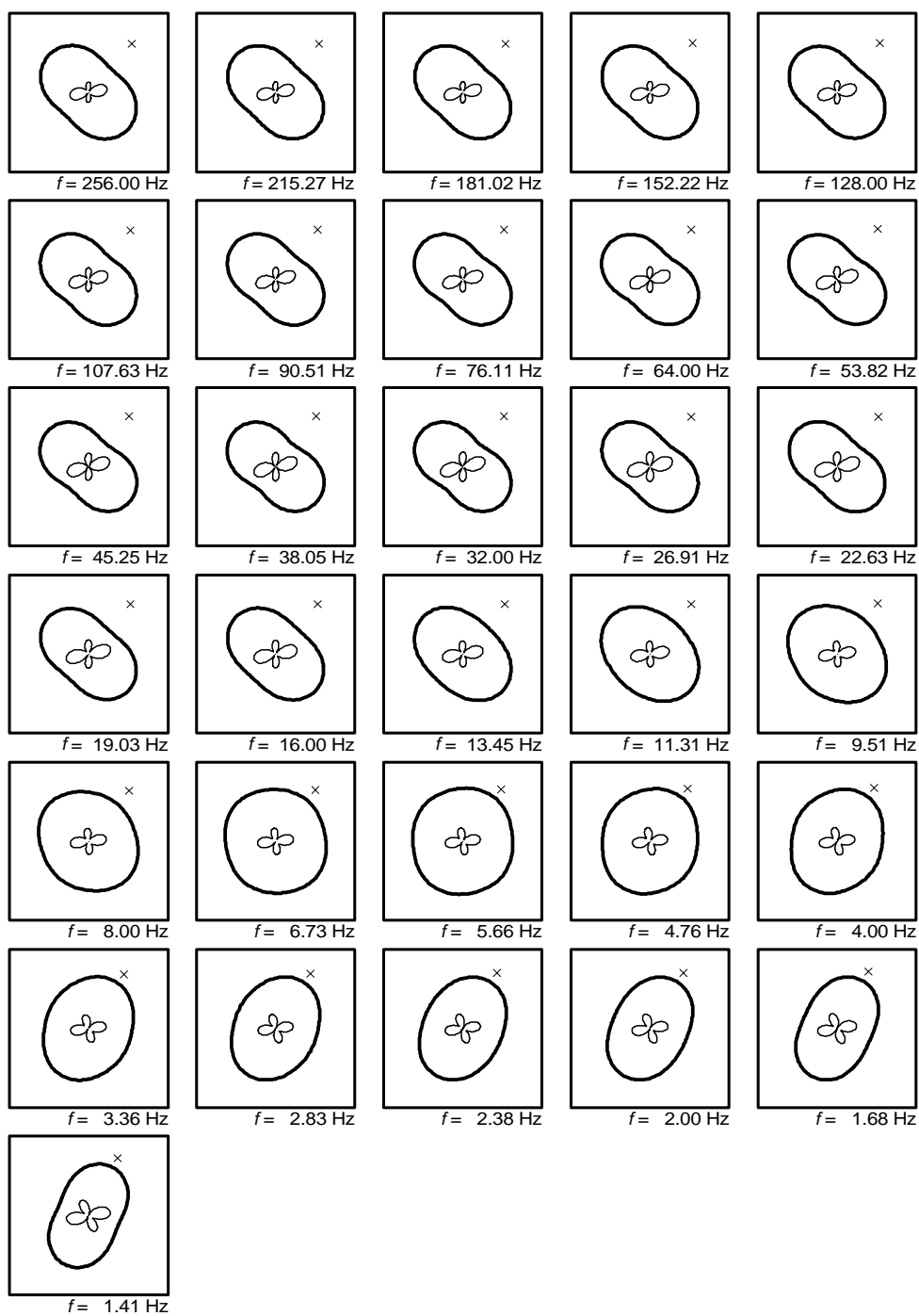





 = Zxy Impedance  
 = Zxx Impedance  
 = Impedance Strike

Sounding a05-av-ri

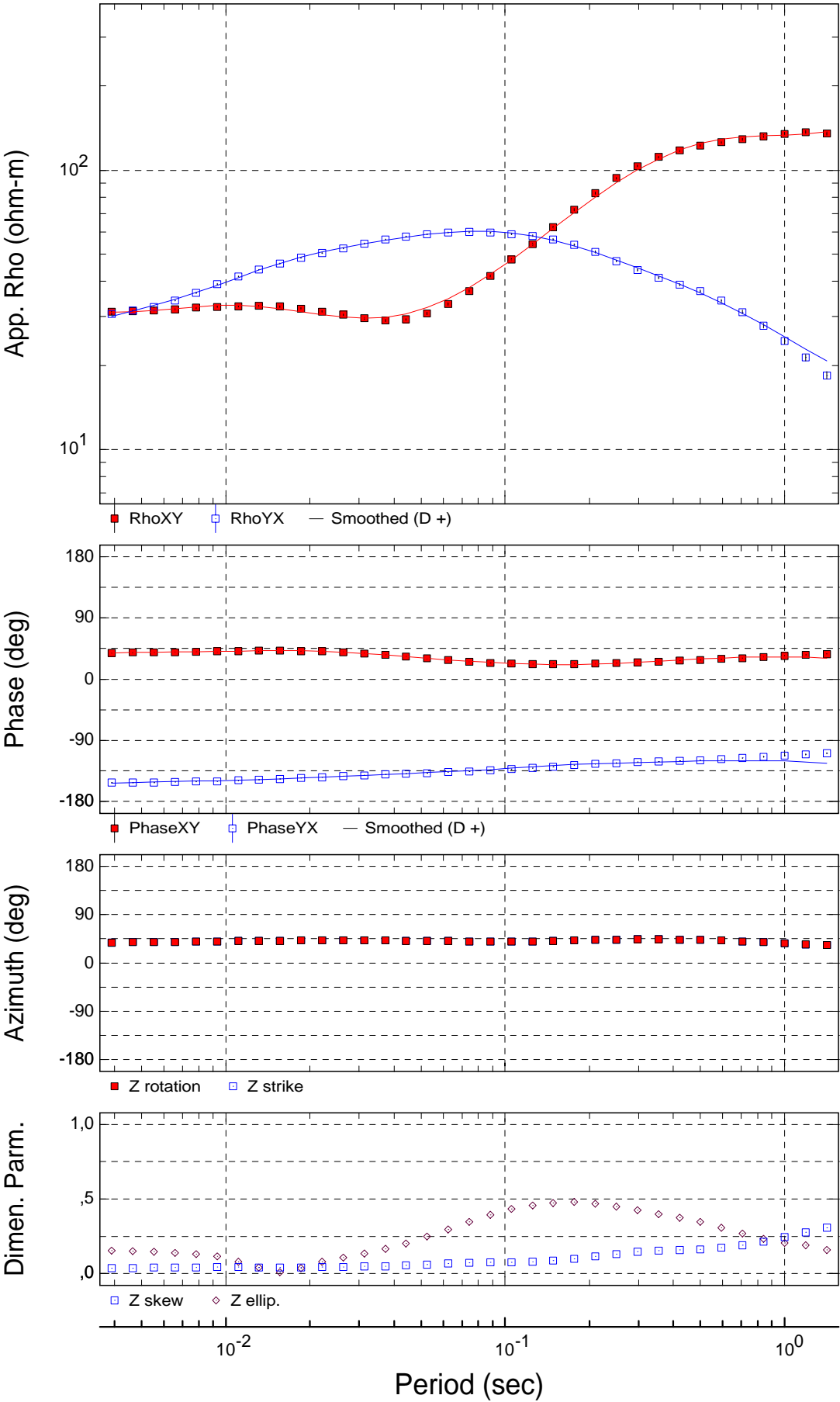


# Sounding a05-av-ri

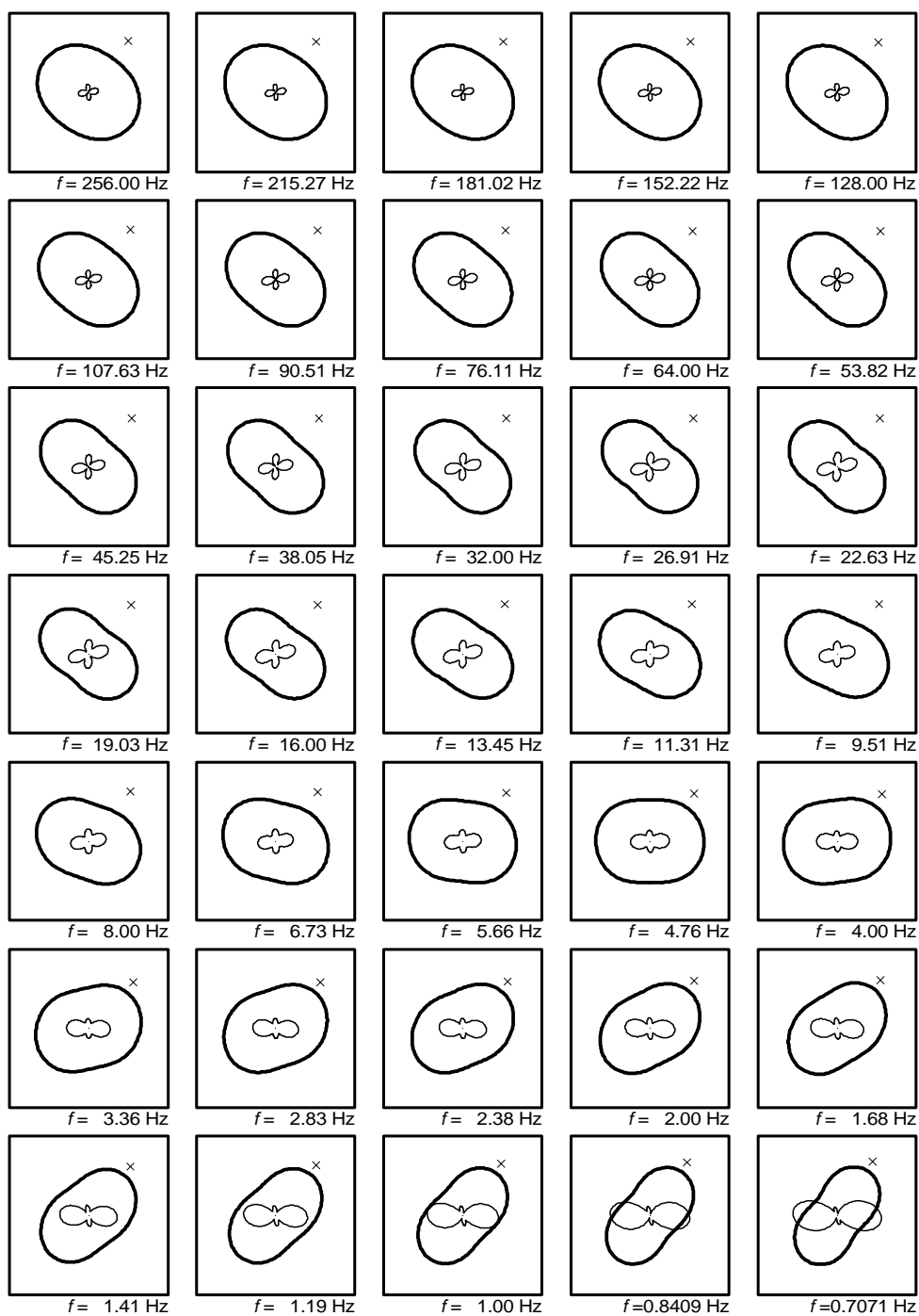


 = Zxy Impedance  
 = Zxx Impedance  
 = Impedance Strike

Sounding a06-av-ri

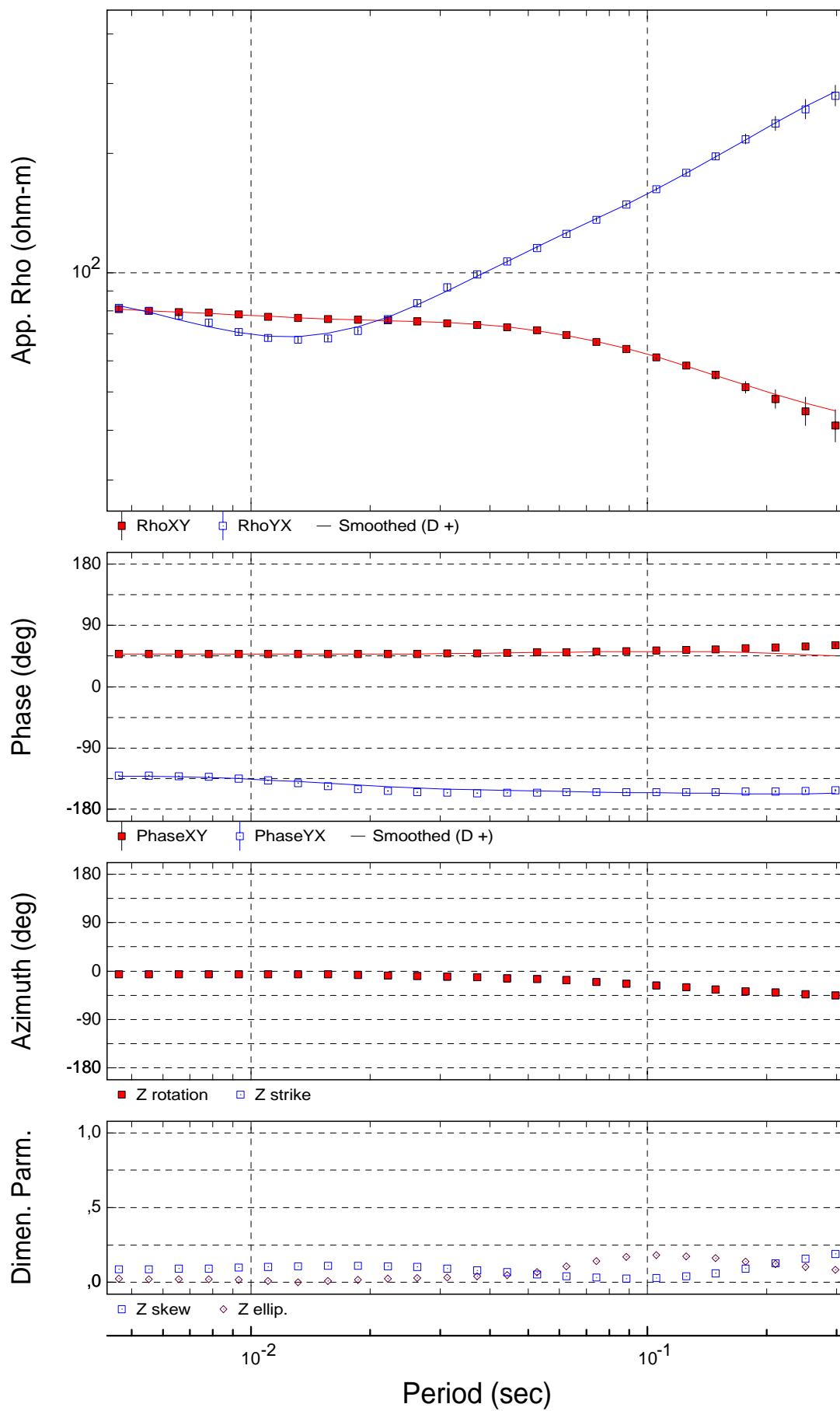


# Sounding a06-av-ri

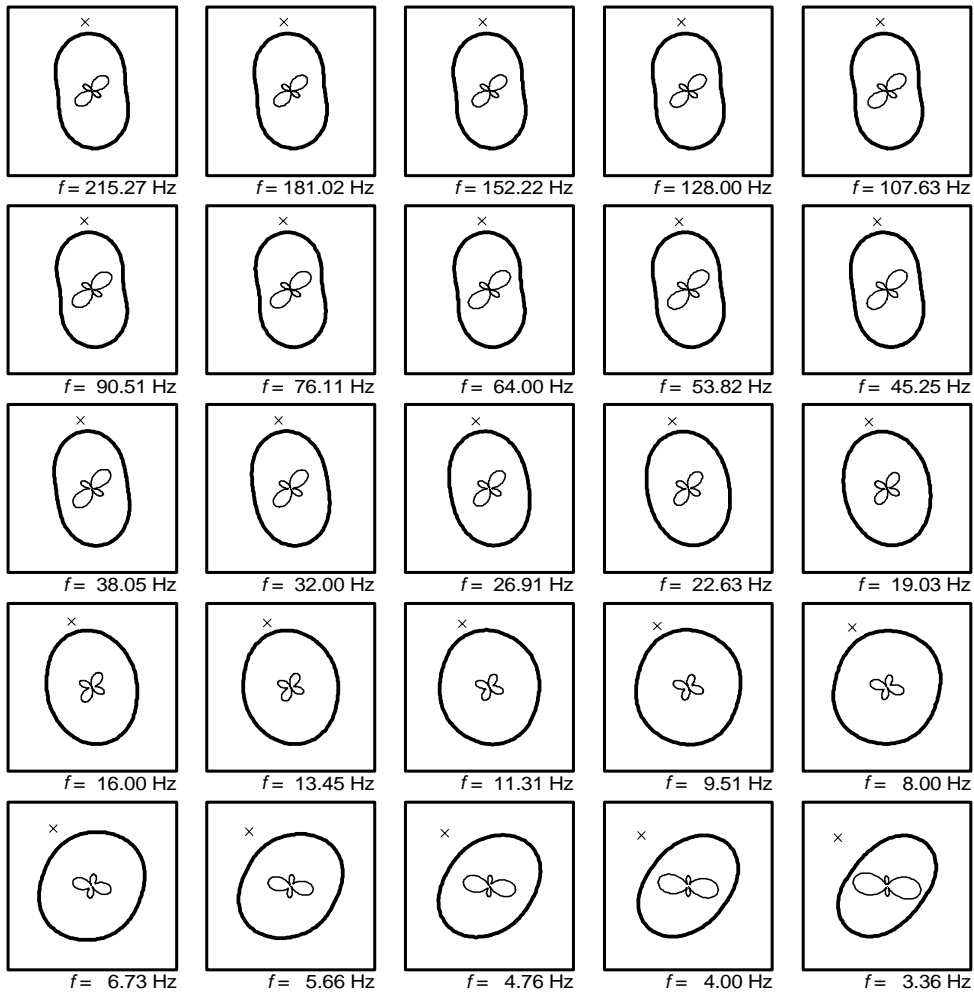





— = Zxy Impedance  
 — = Zxx Impedance  
 x = Impedance Strike

# Sounding a07-av06

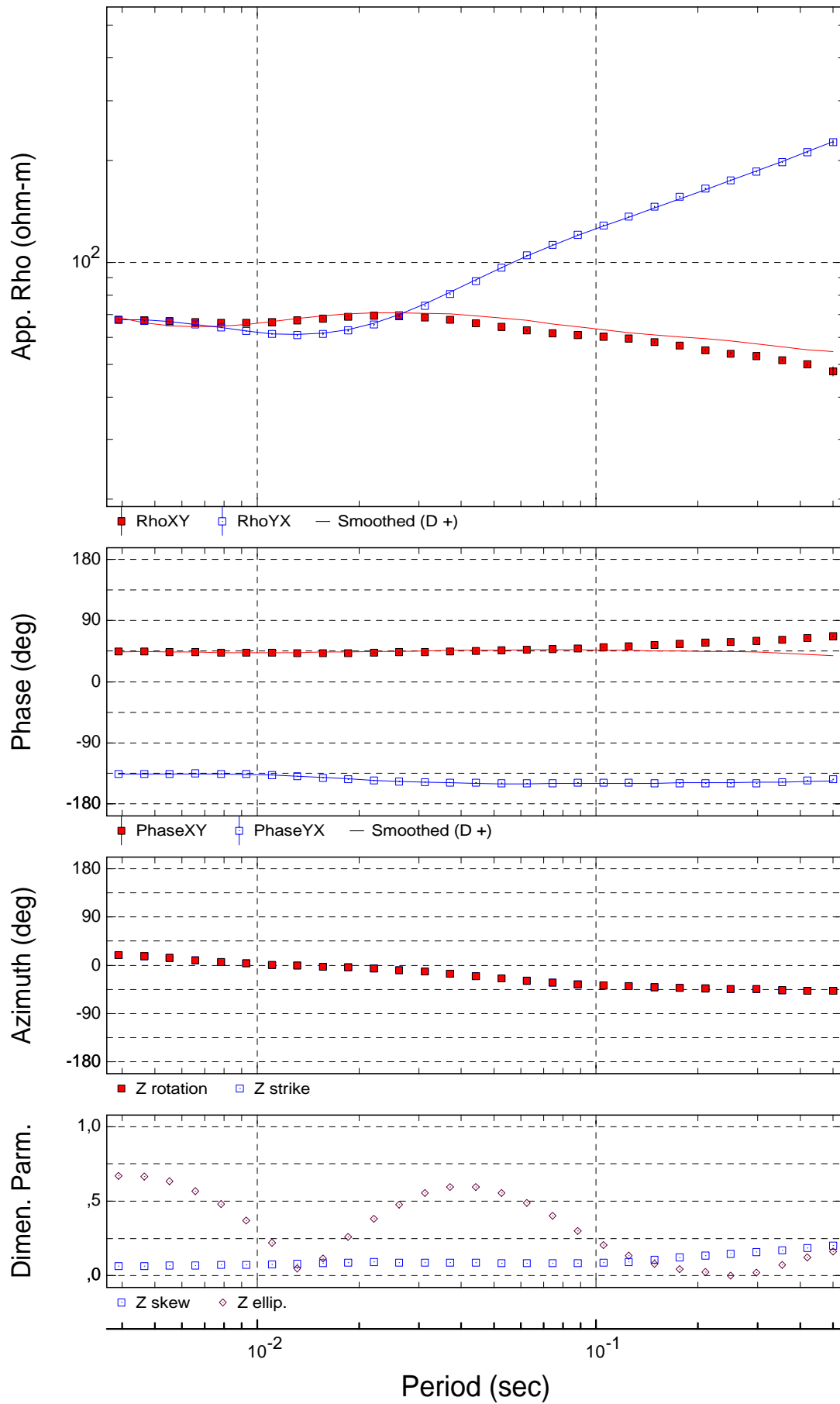


# Sounding a07-av06

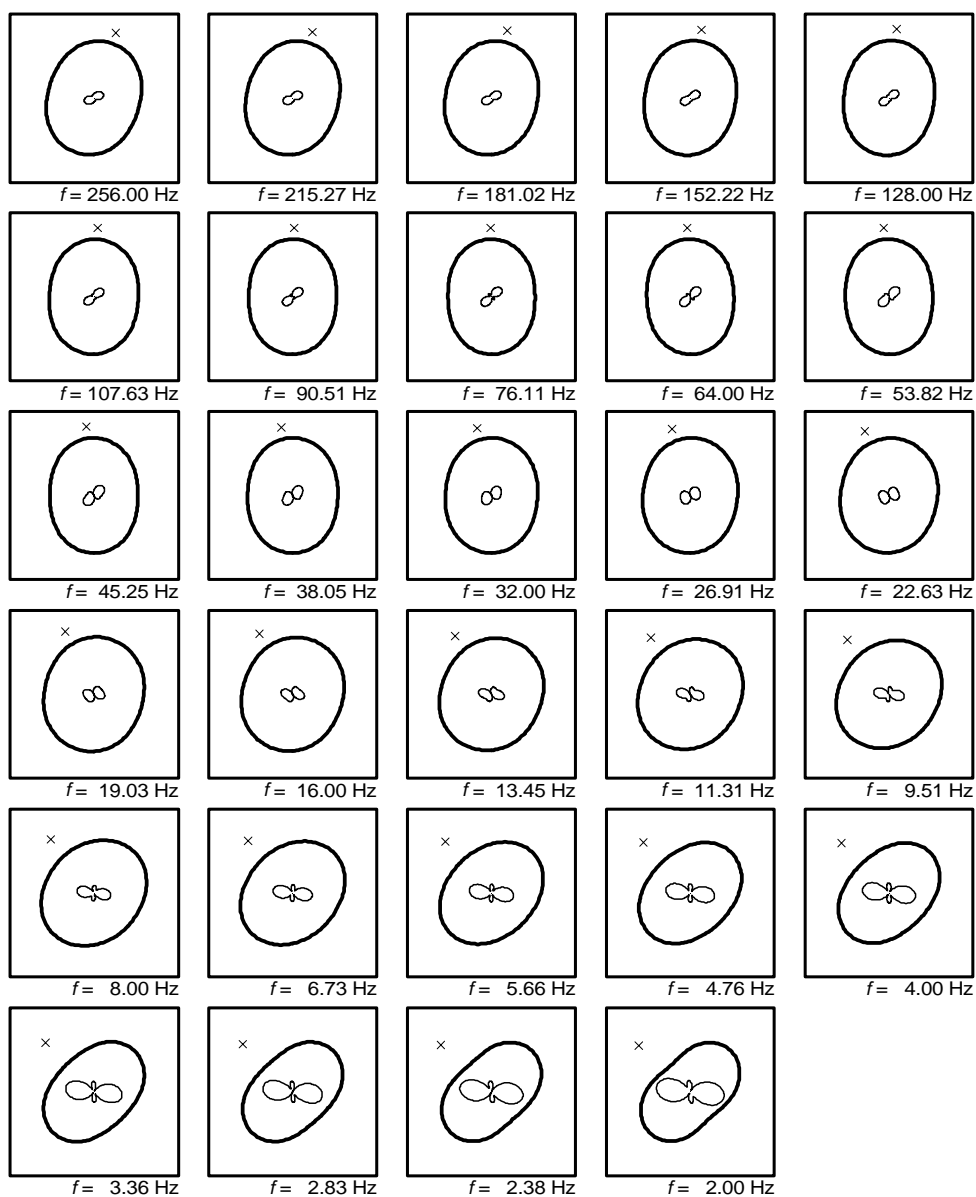





 = Zxy Impedance  
 = Zxx Impedance  
 = Impedance Strike

# Sounding a08-av

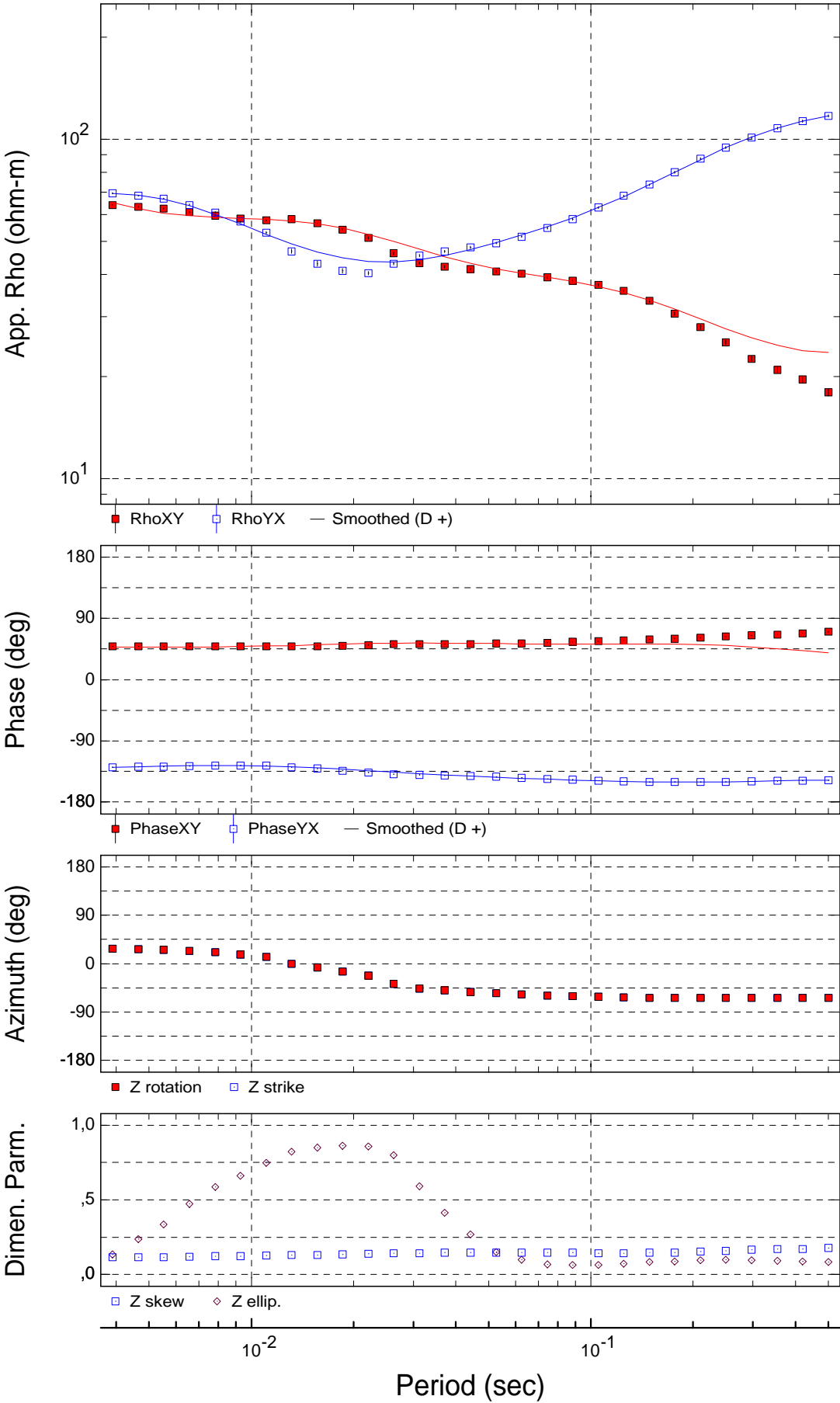


# Sounding a08-av

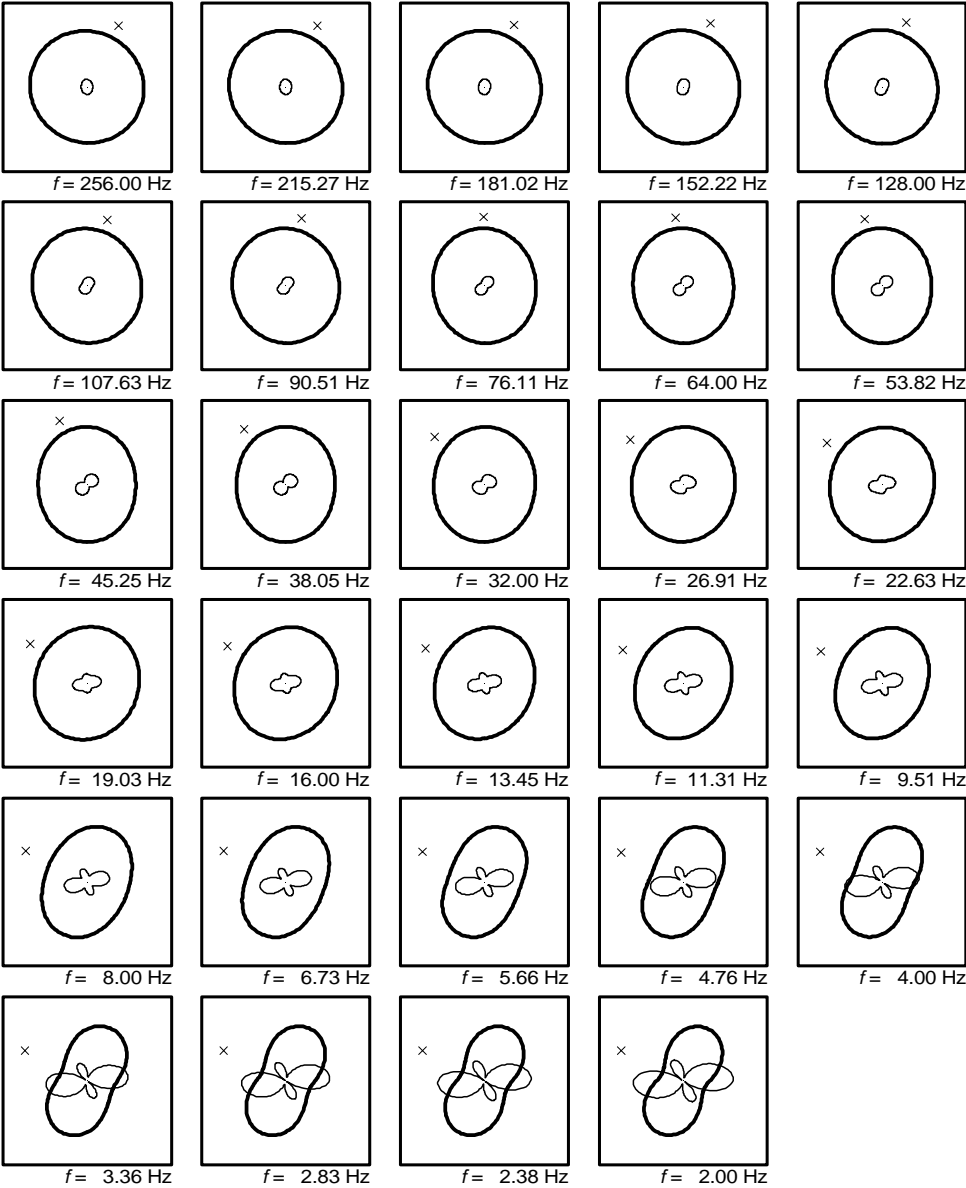


 = Zxy Impedance  
 = Zxx Impedance  
 = Impedance Strike

Sounding a09-av-ri

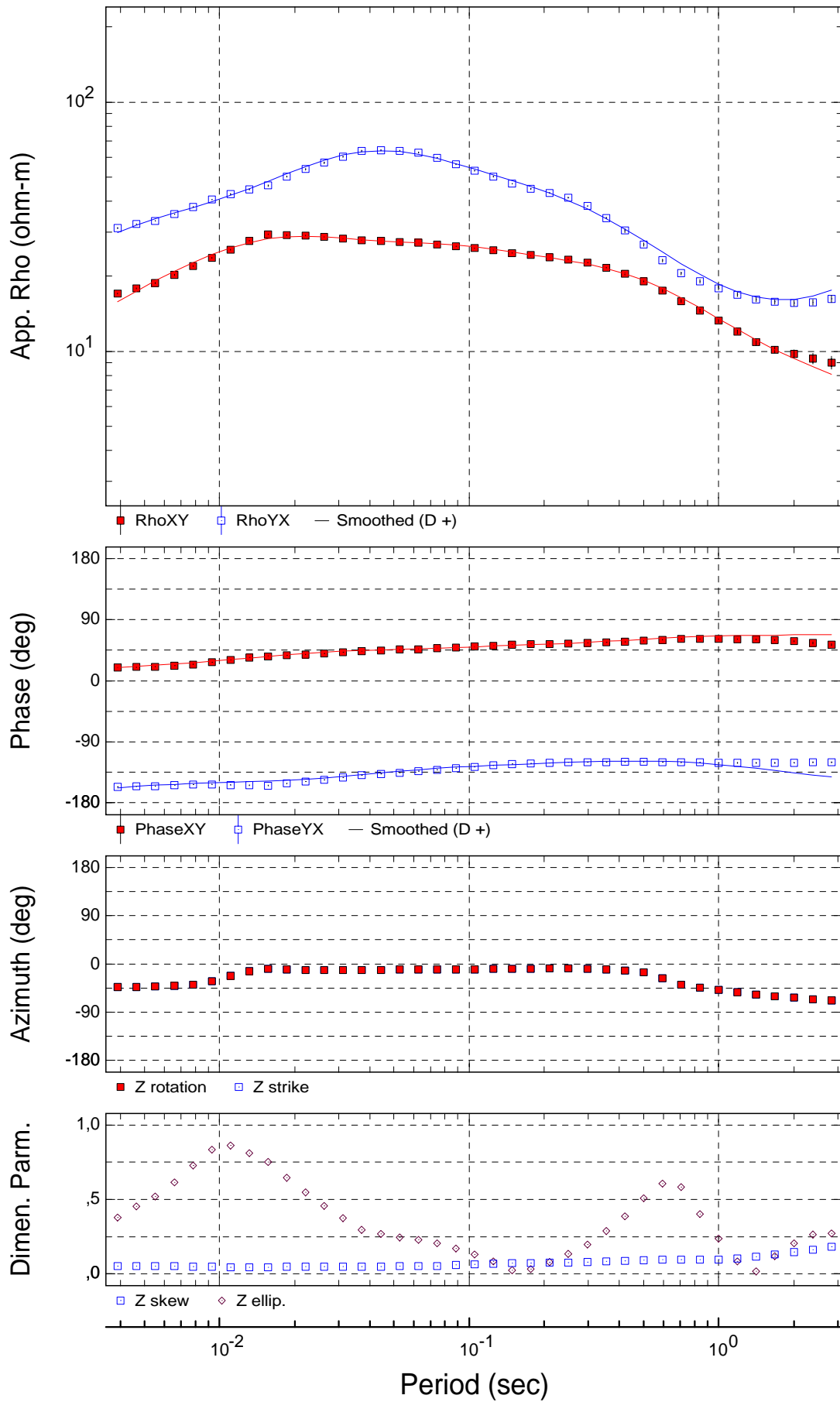


Sounding a09-av-ri

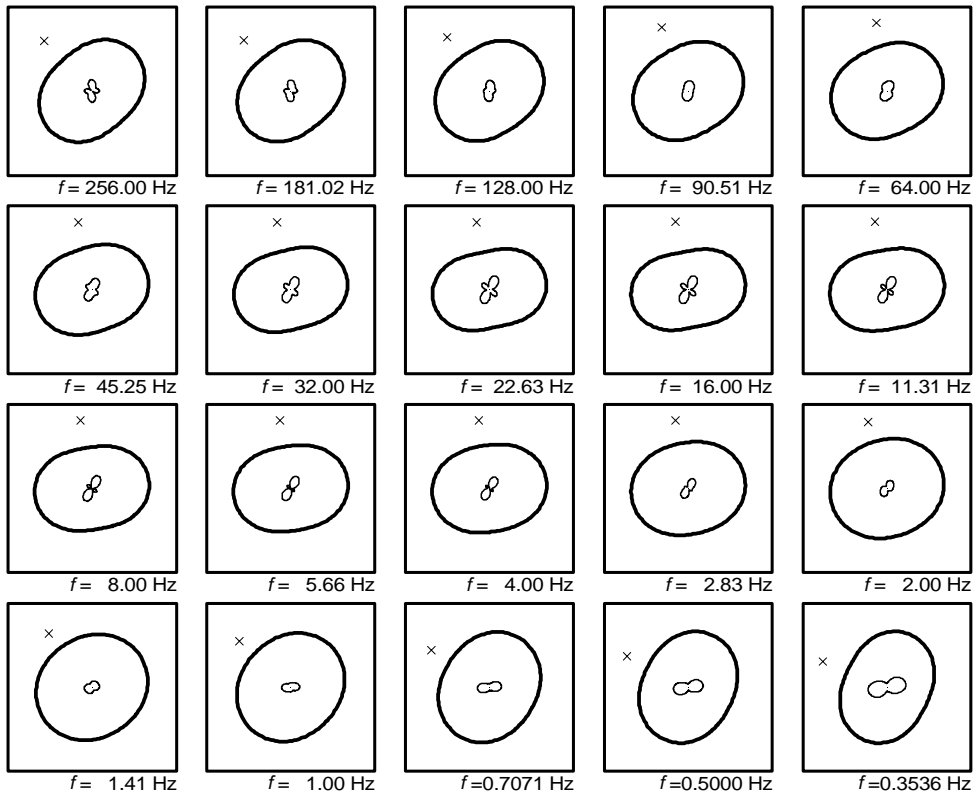


— = Zxy Impedance  
— = Zxx Impedance  
x = Impedance Strike

# Sounding c00-av-ri

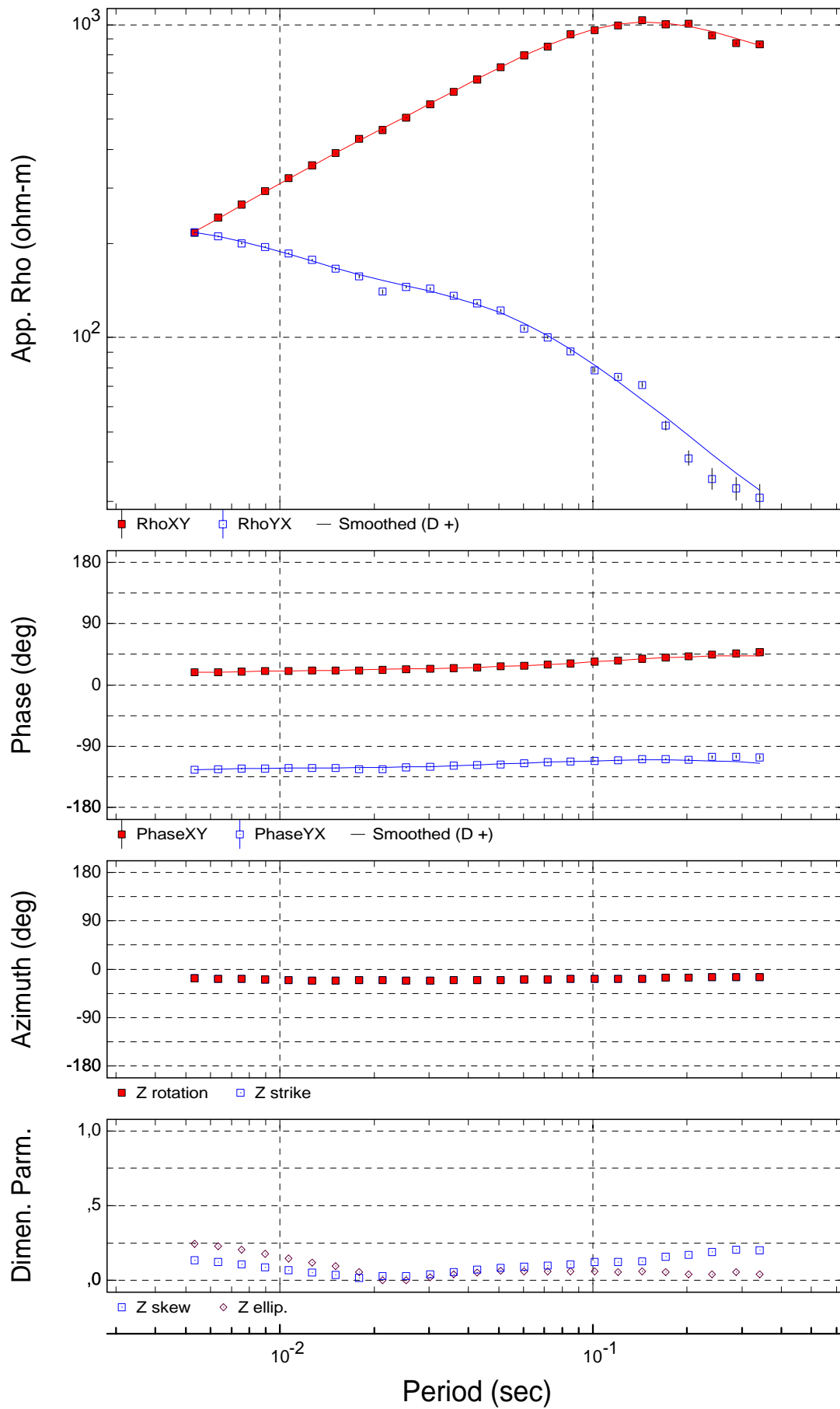


# Sounding c00-av-ri

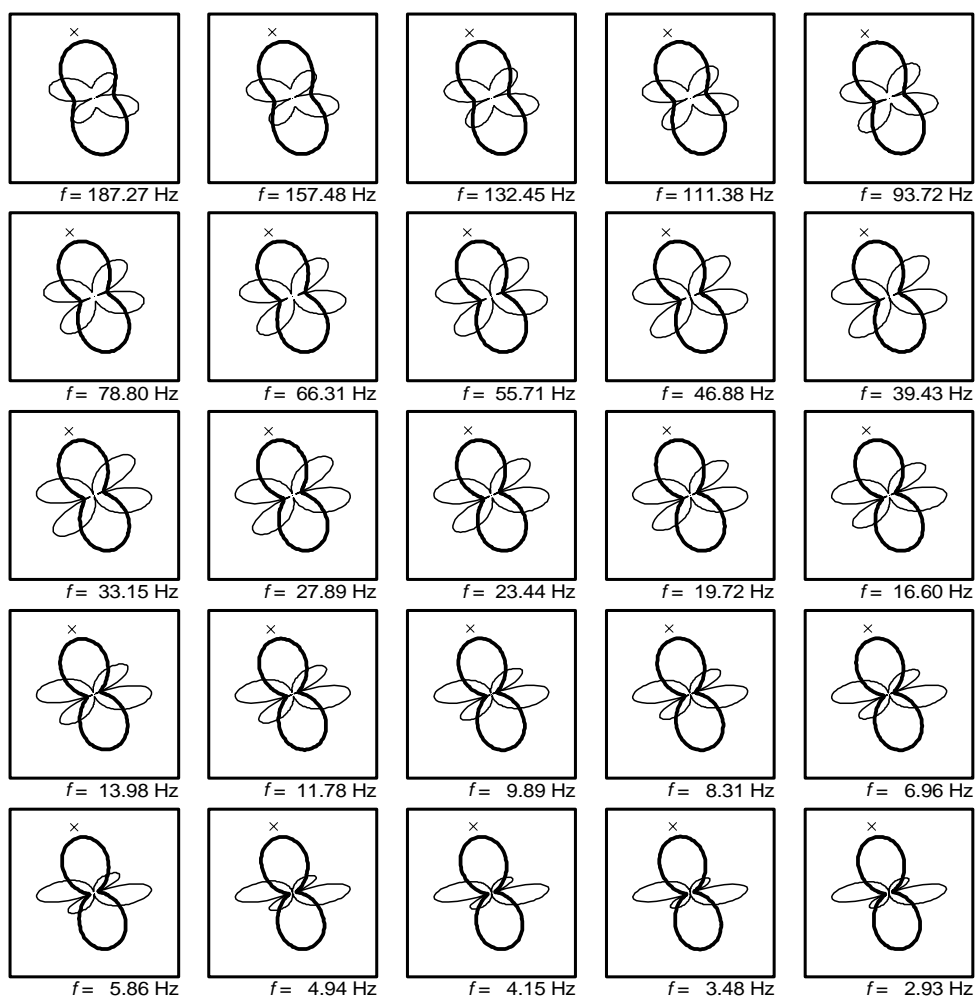





————— = Zxy Impedance  
 ————— = Zxx Impedance  
 x = Impedance Strike

# Sounding c01

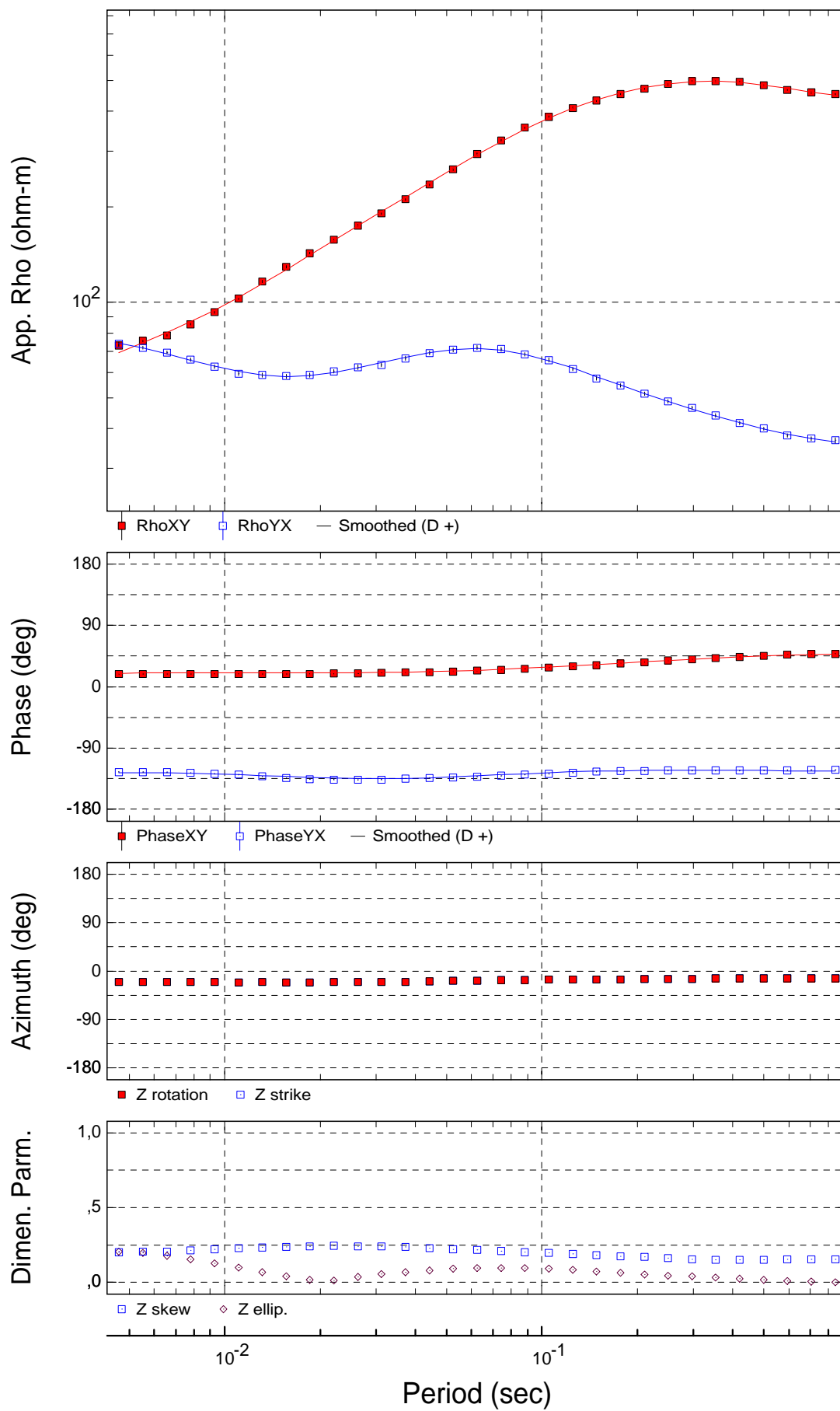


# Sounding c01

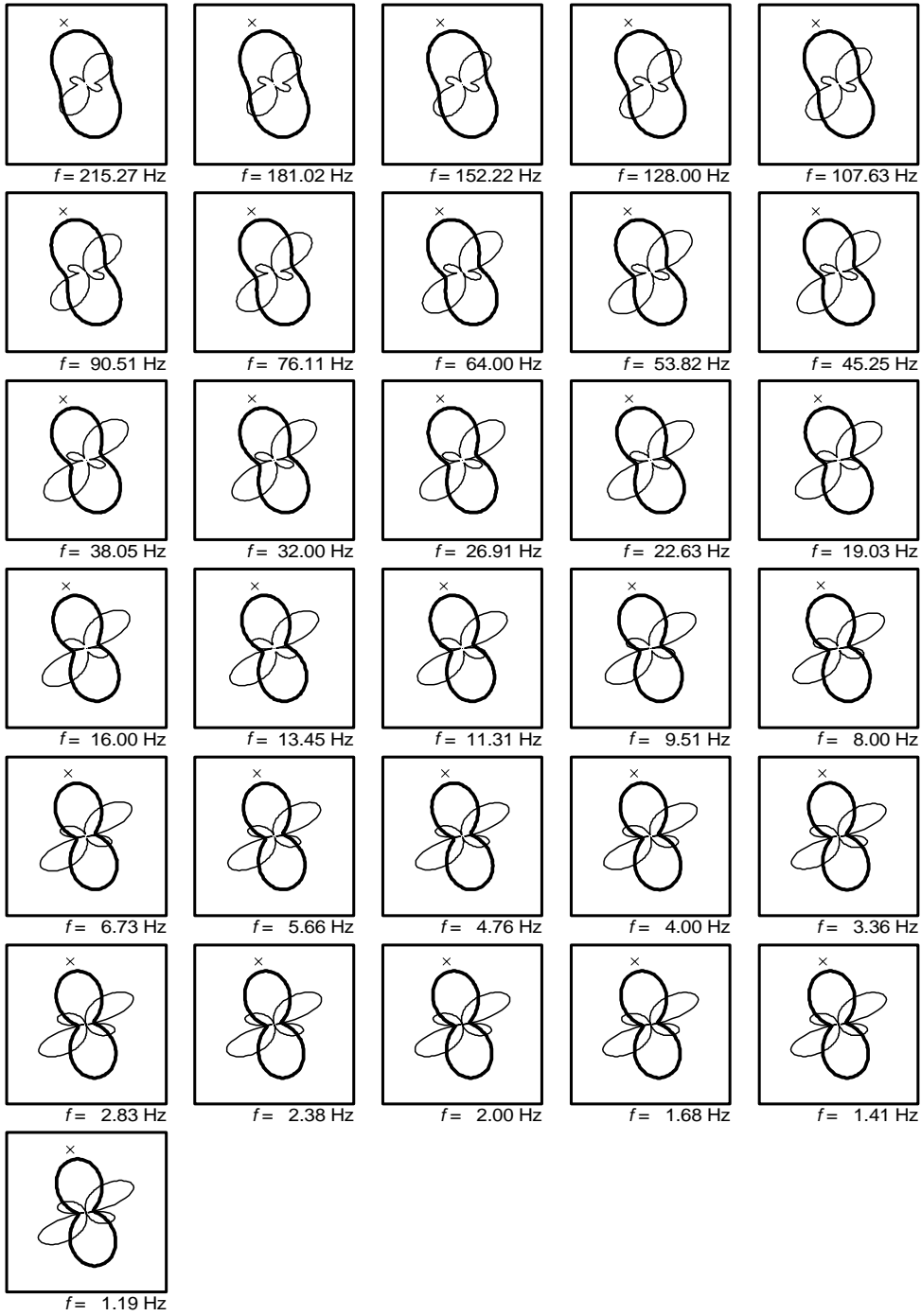


 = Zxy Impedance  
 = Zxx Impedance  
 = Impedance Strike

# Sounding c02-av

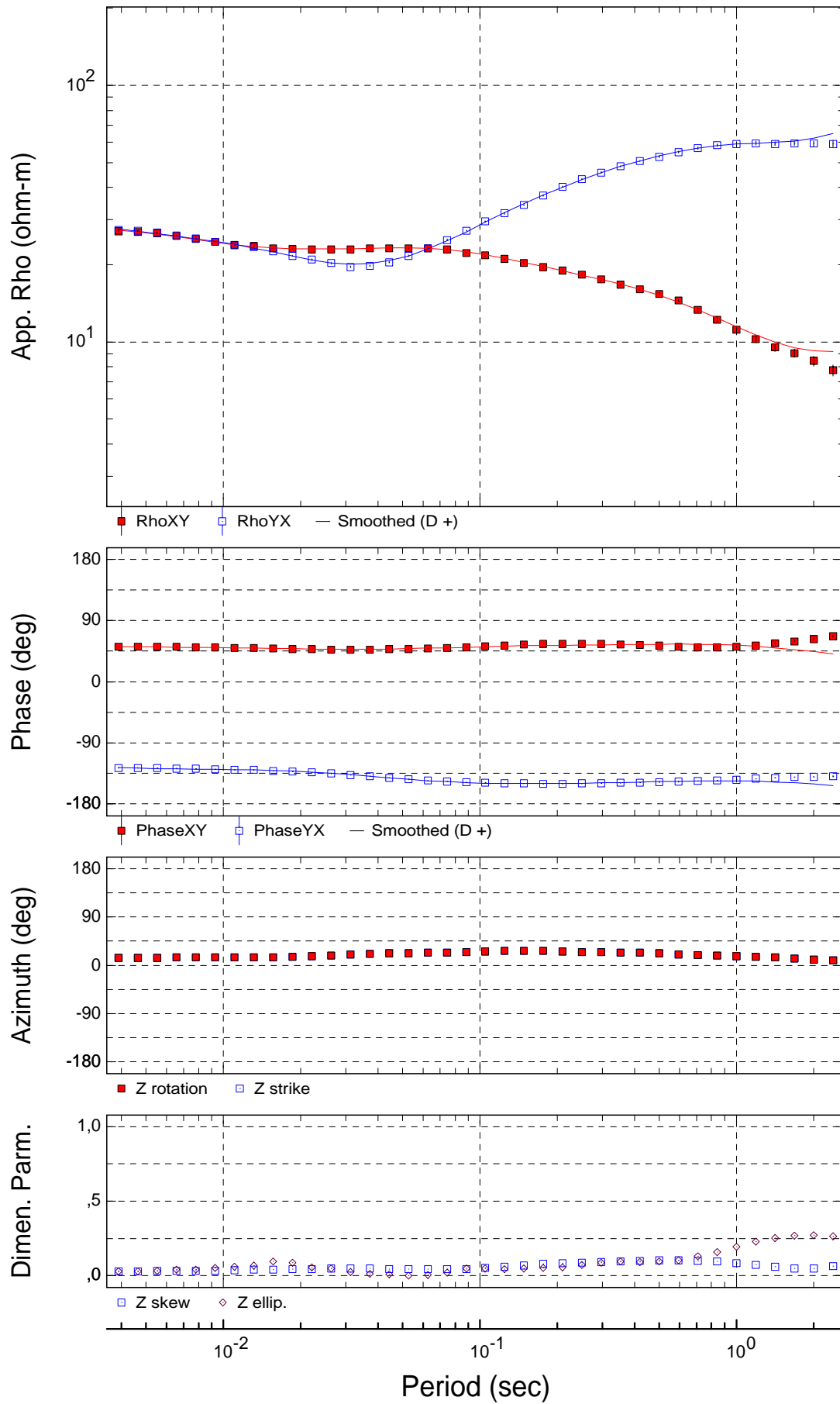


# Sounding c02-av

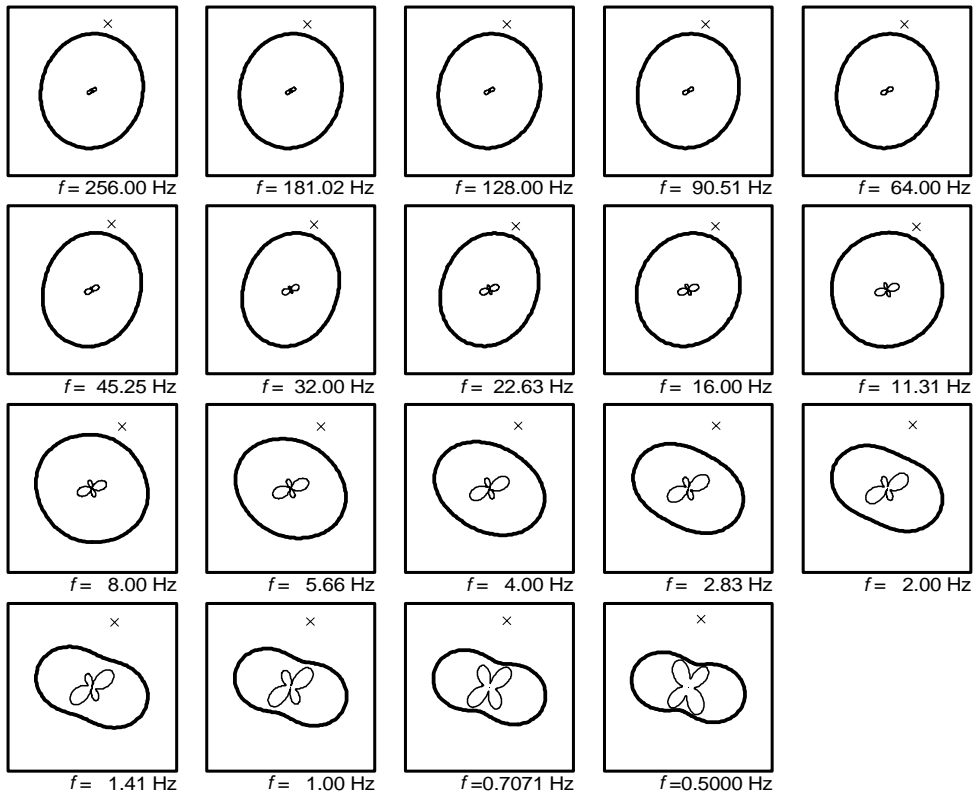





— = Zxy Impedance  
 — = Zxx Impedance  
 x = Impedance Strike

# Sounding c03-av-ri

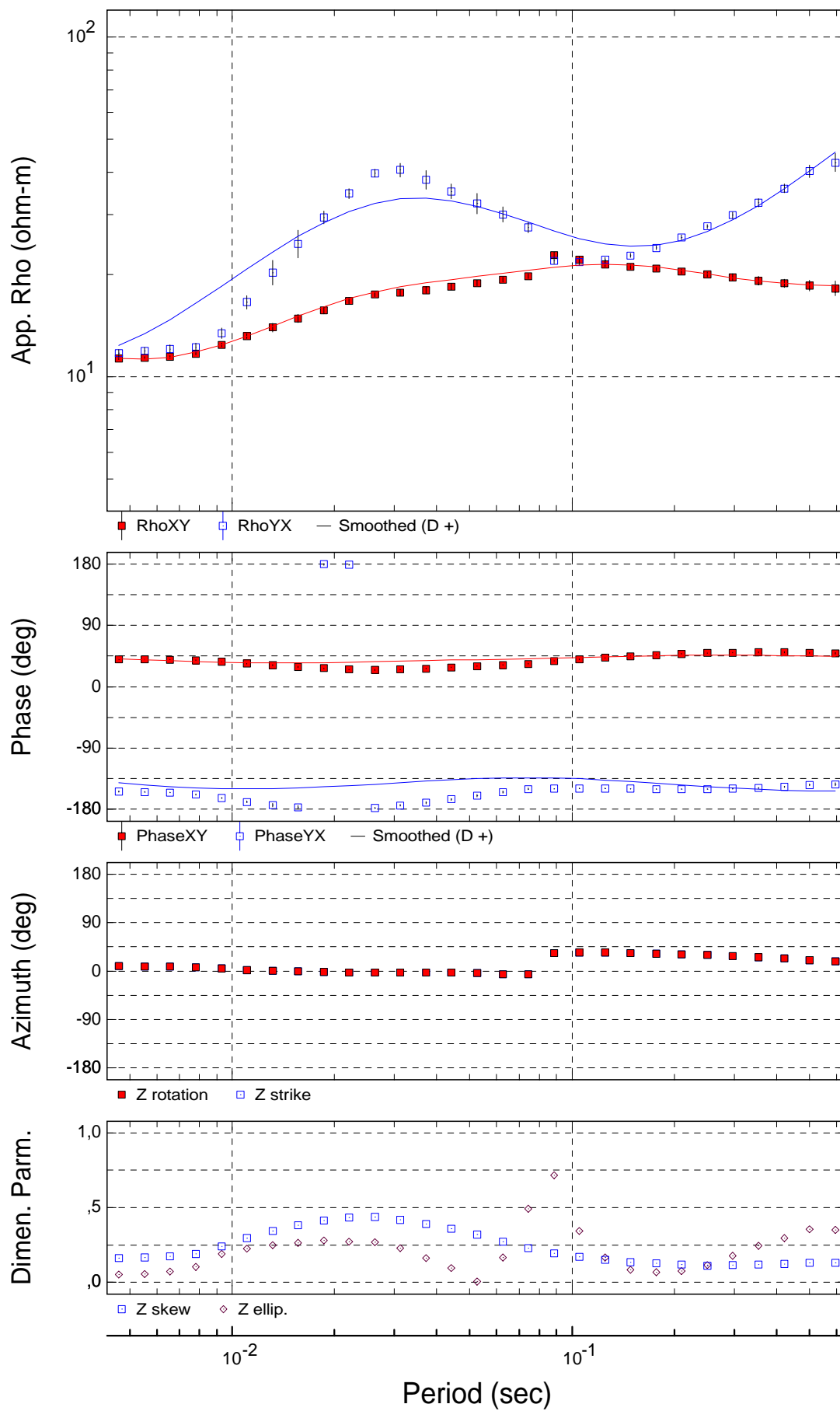


# Sounding c03-av-ri

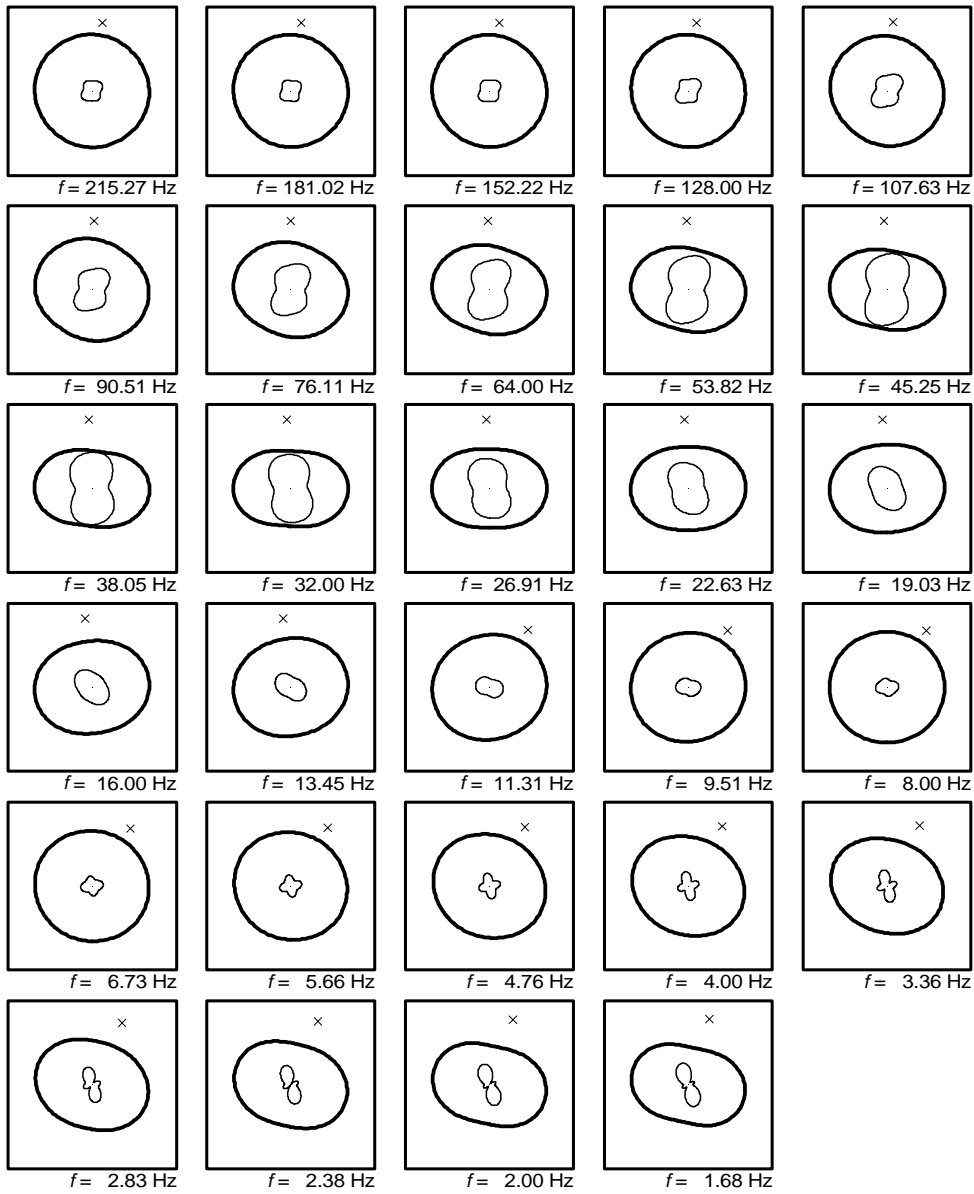


 =  $Z_{xy}$  Impedance  
 =  $Z_{xx}$  Impedance  
 = Impedance Strike

# Sounding c04-av

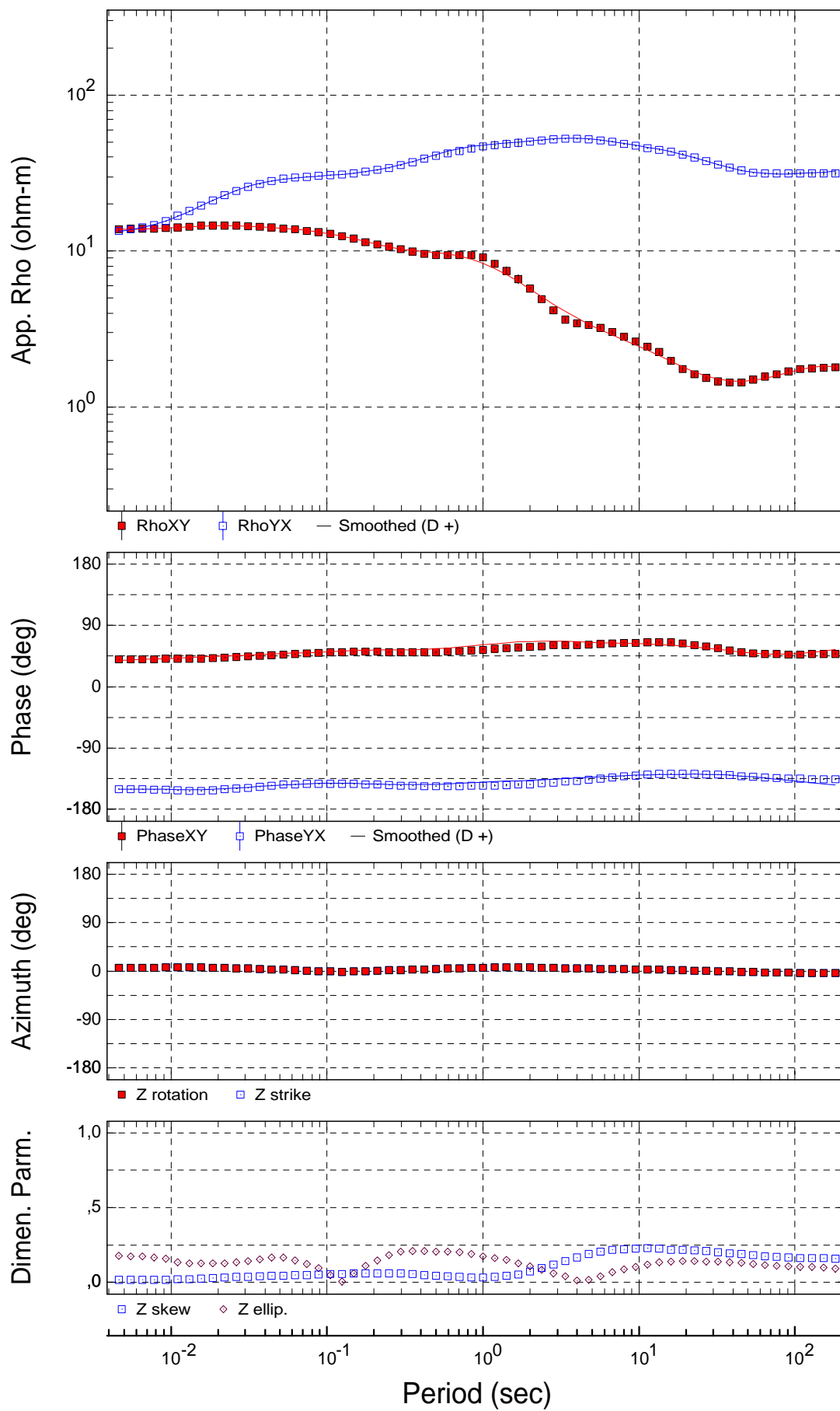


# Sounding c04-av

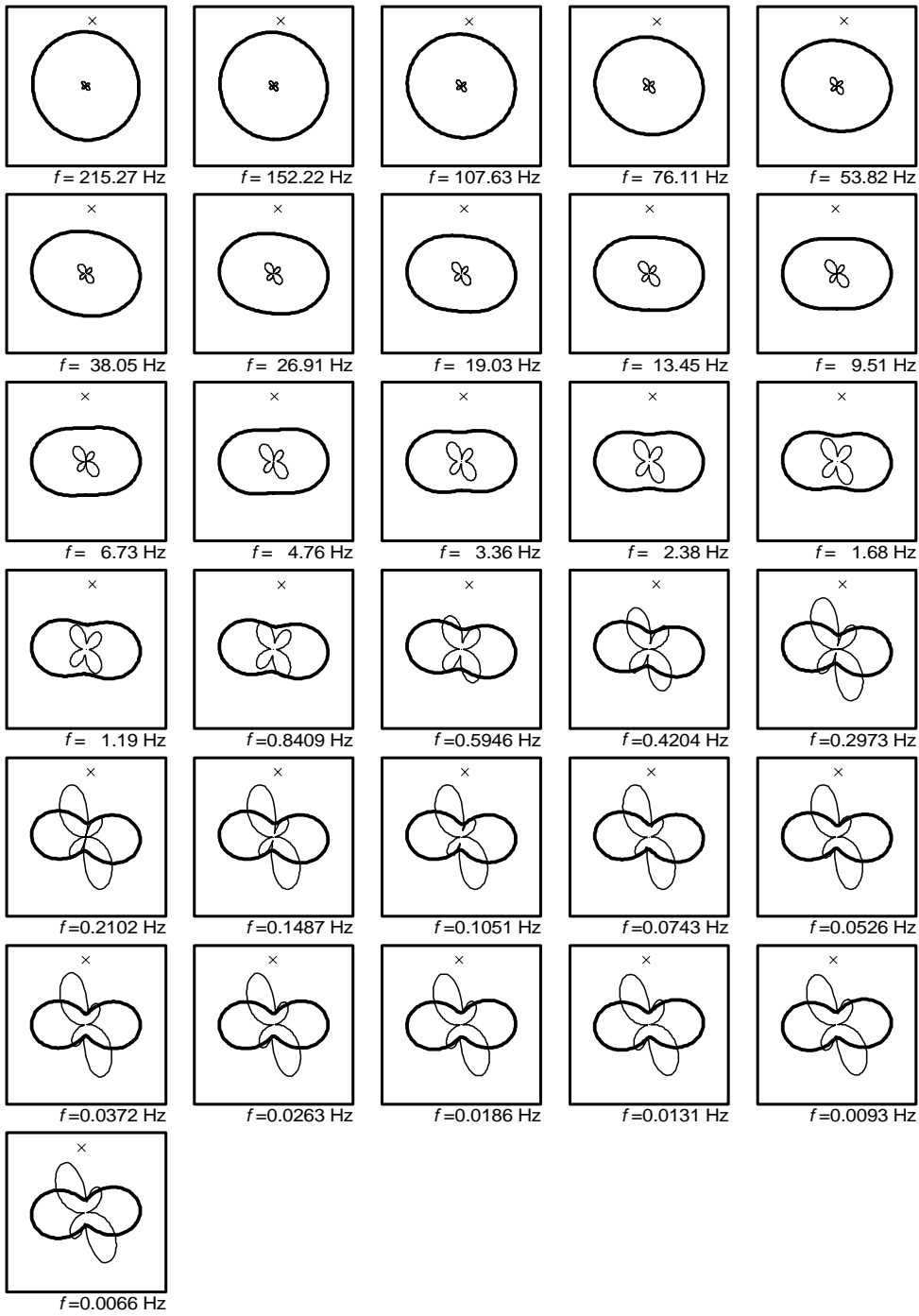


————— = Zxy Impedance  
 ————— = Zxx Impedance  
 x = Impedance Strike

# Sounding c05-av

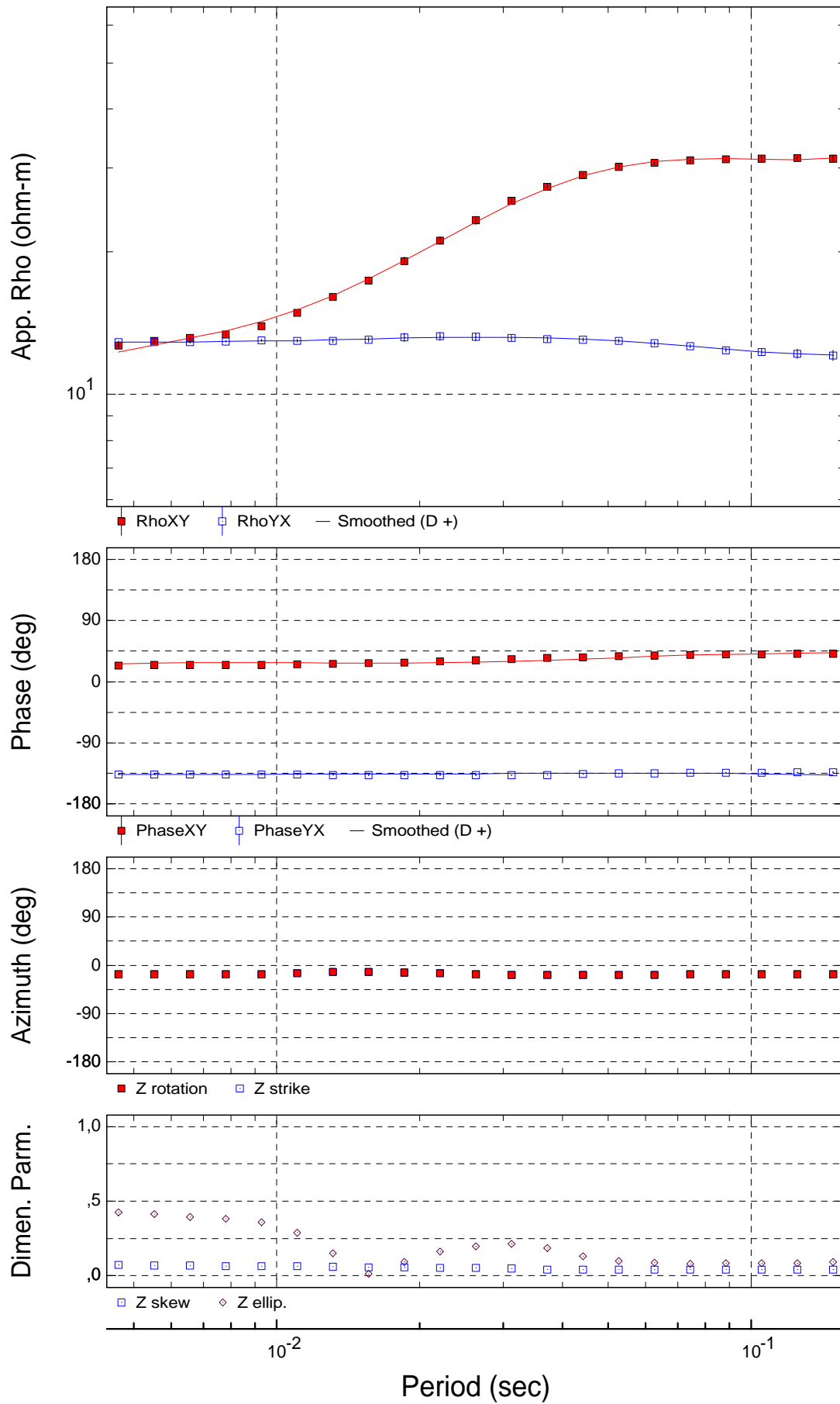


# Sounding c05-av

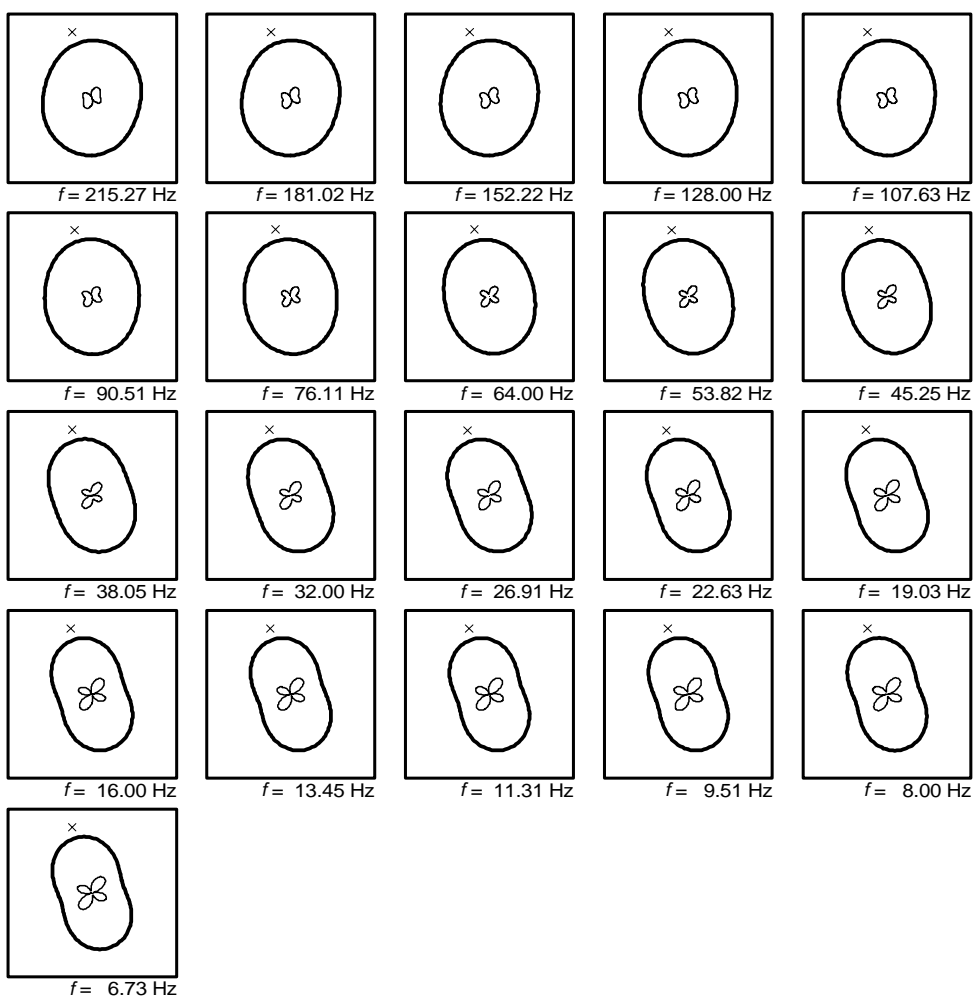





————— = Zxy Impedance  
 ————— = Zxx Impedance  
 x = Impedance Strike

# Sounding c06-avs

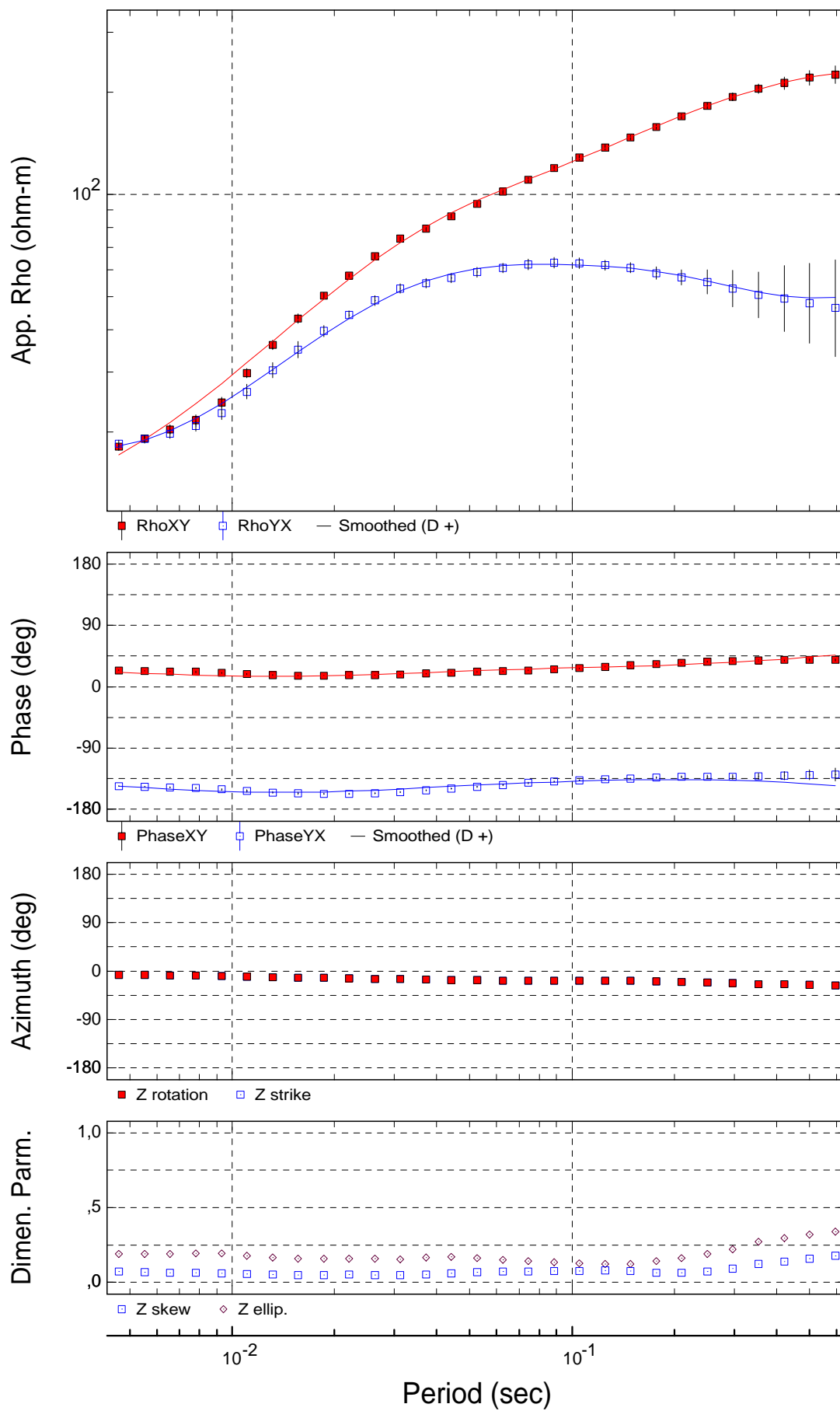


# Sounding c06-avs

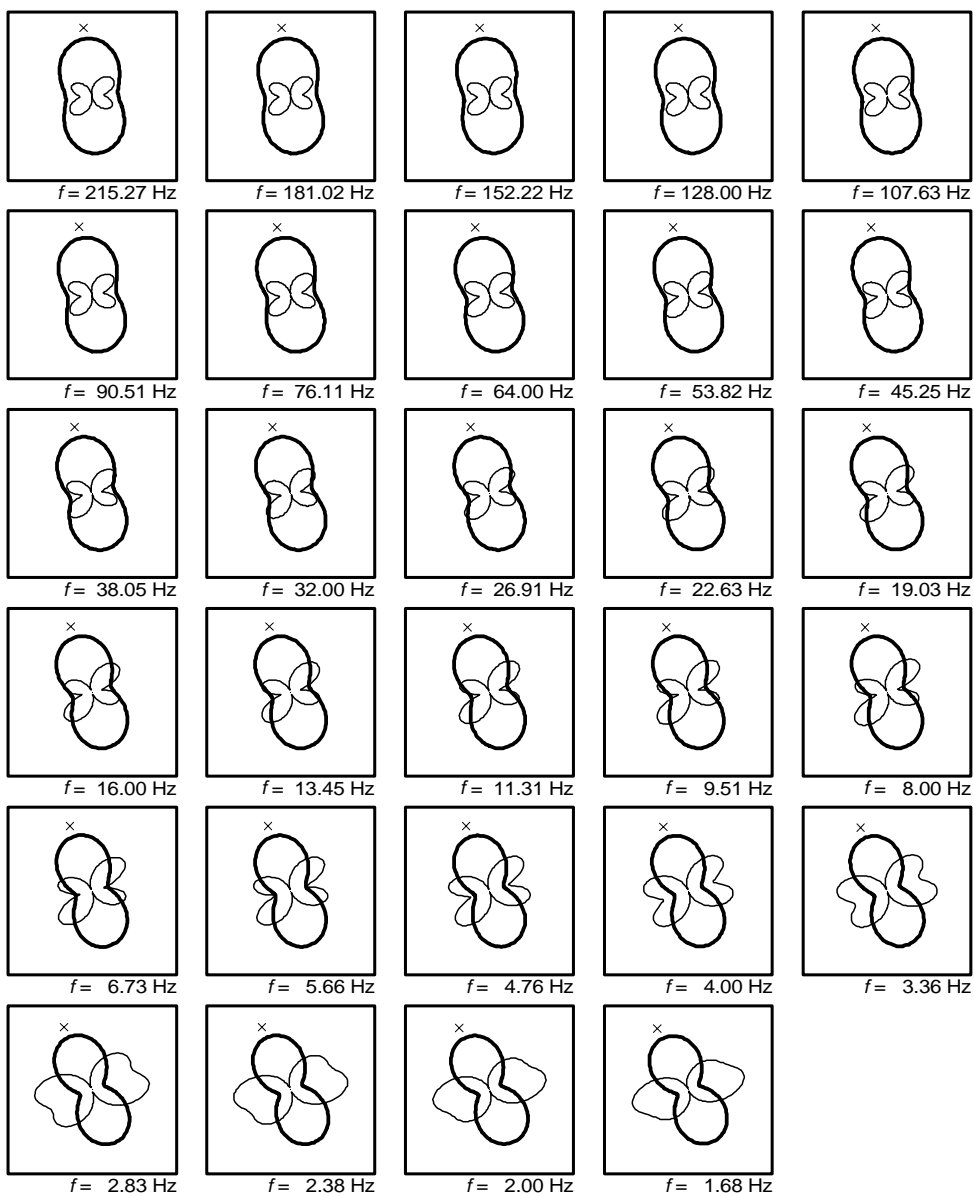


 = Zxy Impedance  
 = Zxx Impedance  
 = Impedance Strike

# Sounding c08-av

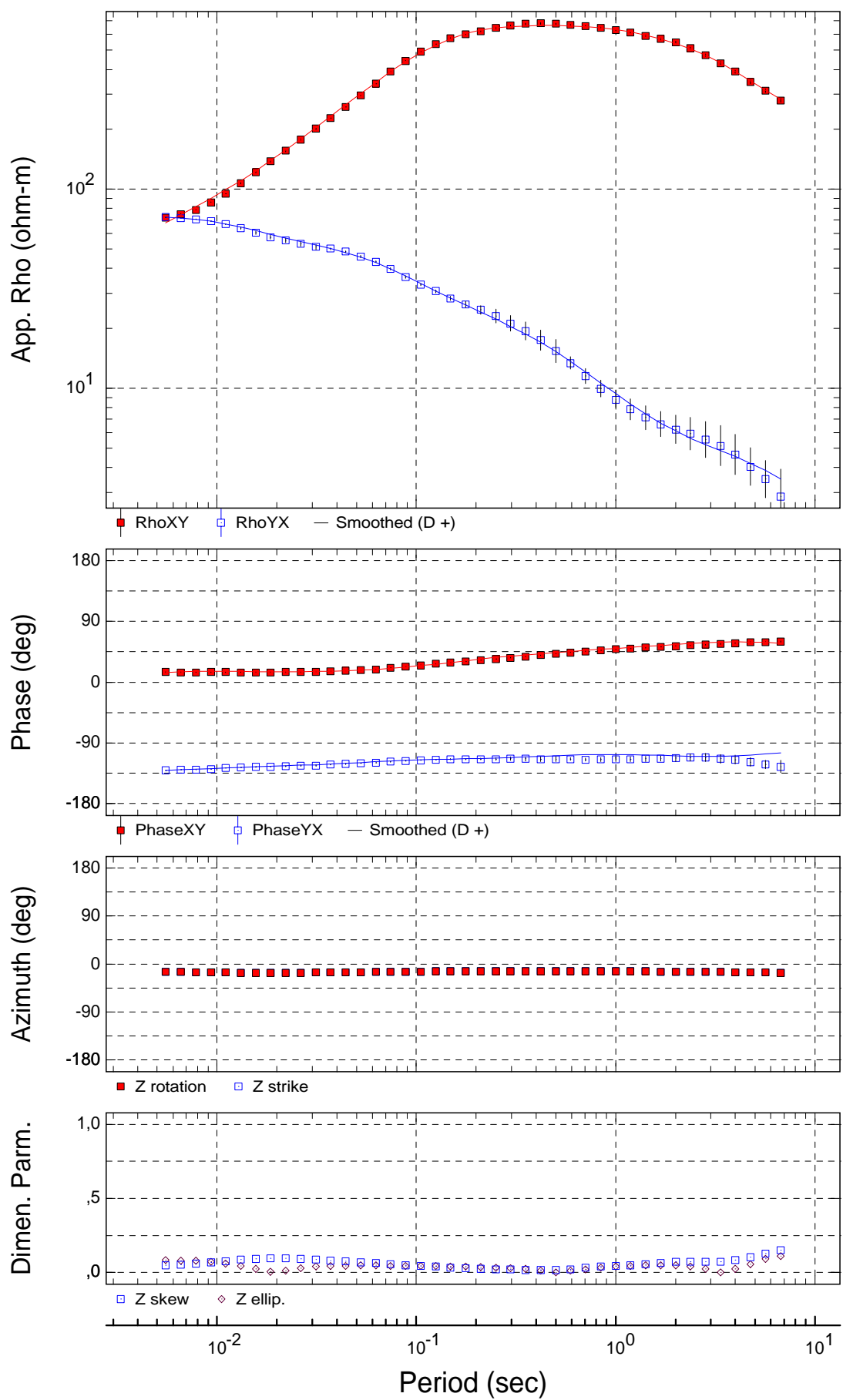


# Sounding c08-av

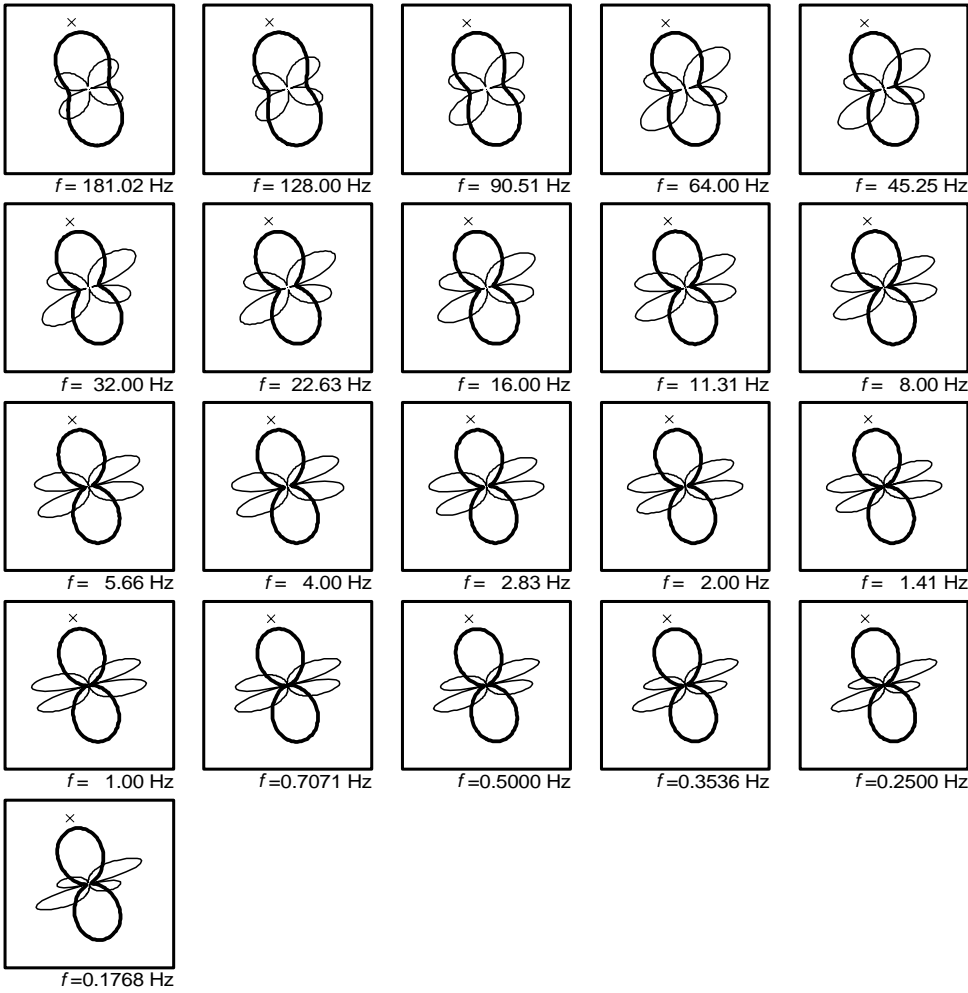


— = Zxy Impedance  
 - - - = Zxx Impedance  
 x = Impedance Strike

Sounding c09-255

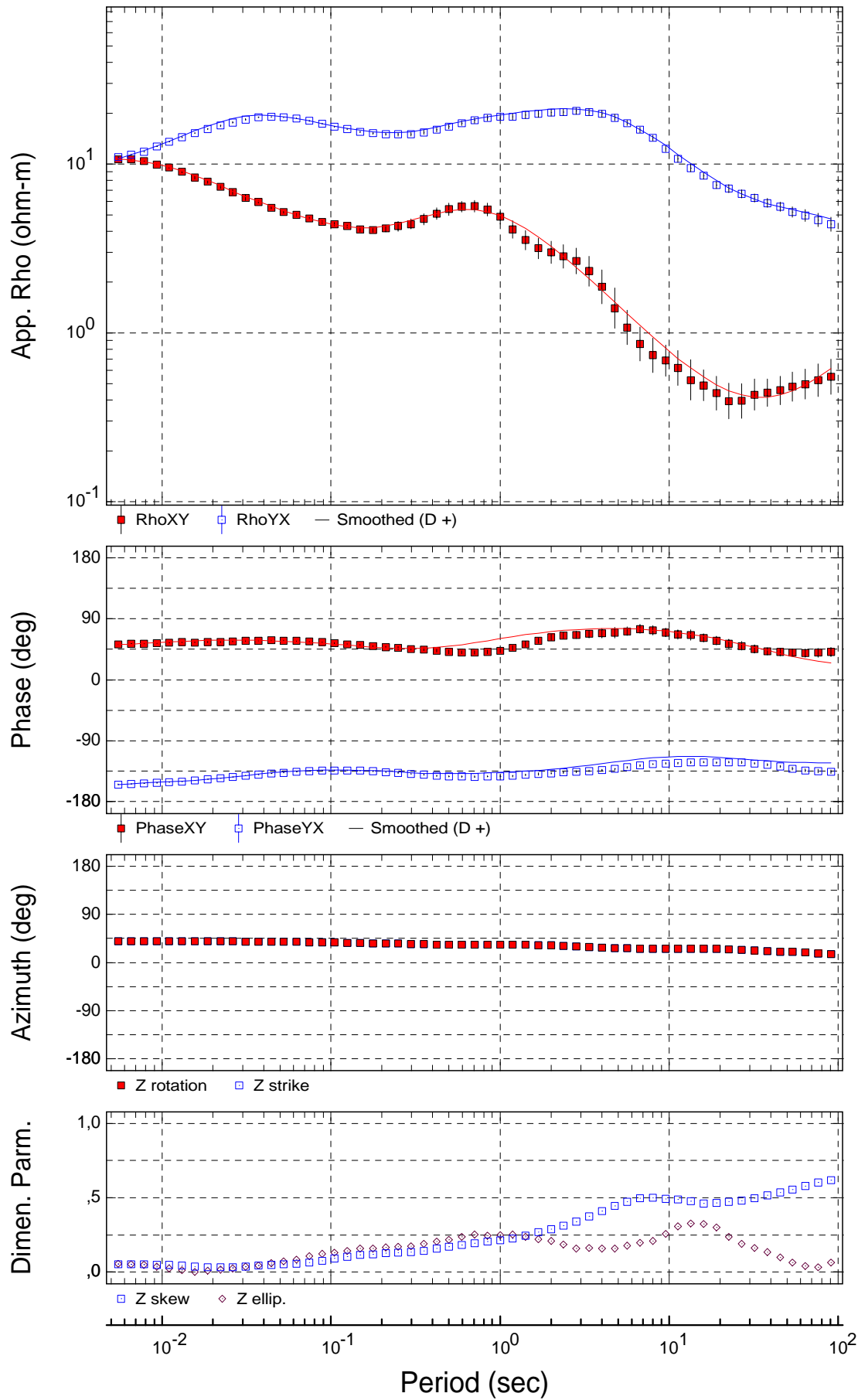


Sounding c09-255

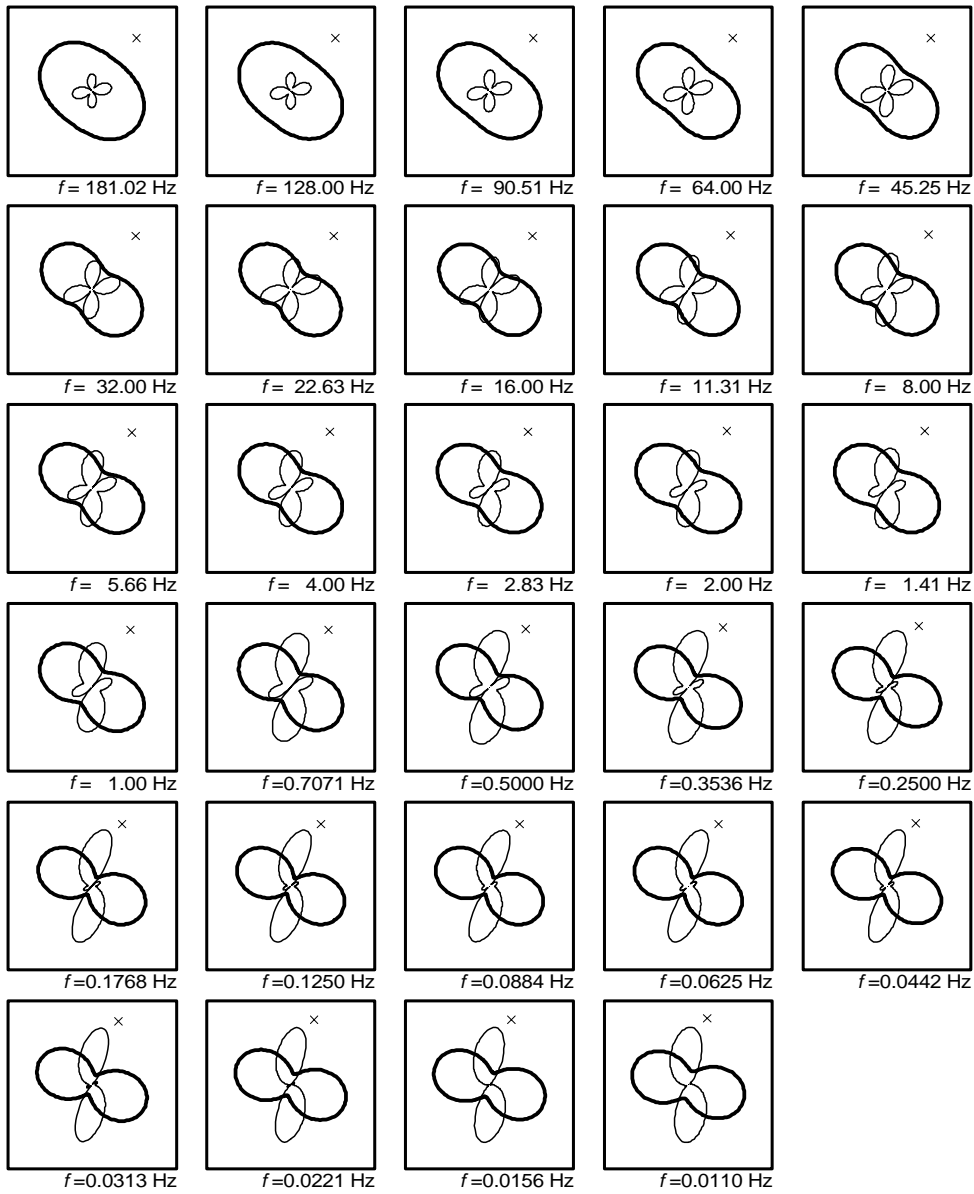





— = Zxy Impedance  
— = Zxx Impedance  
x = Impedance Strike

Sounding d00-255

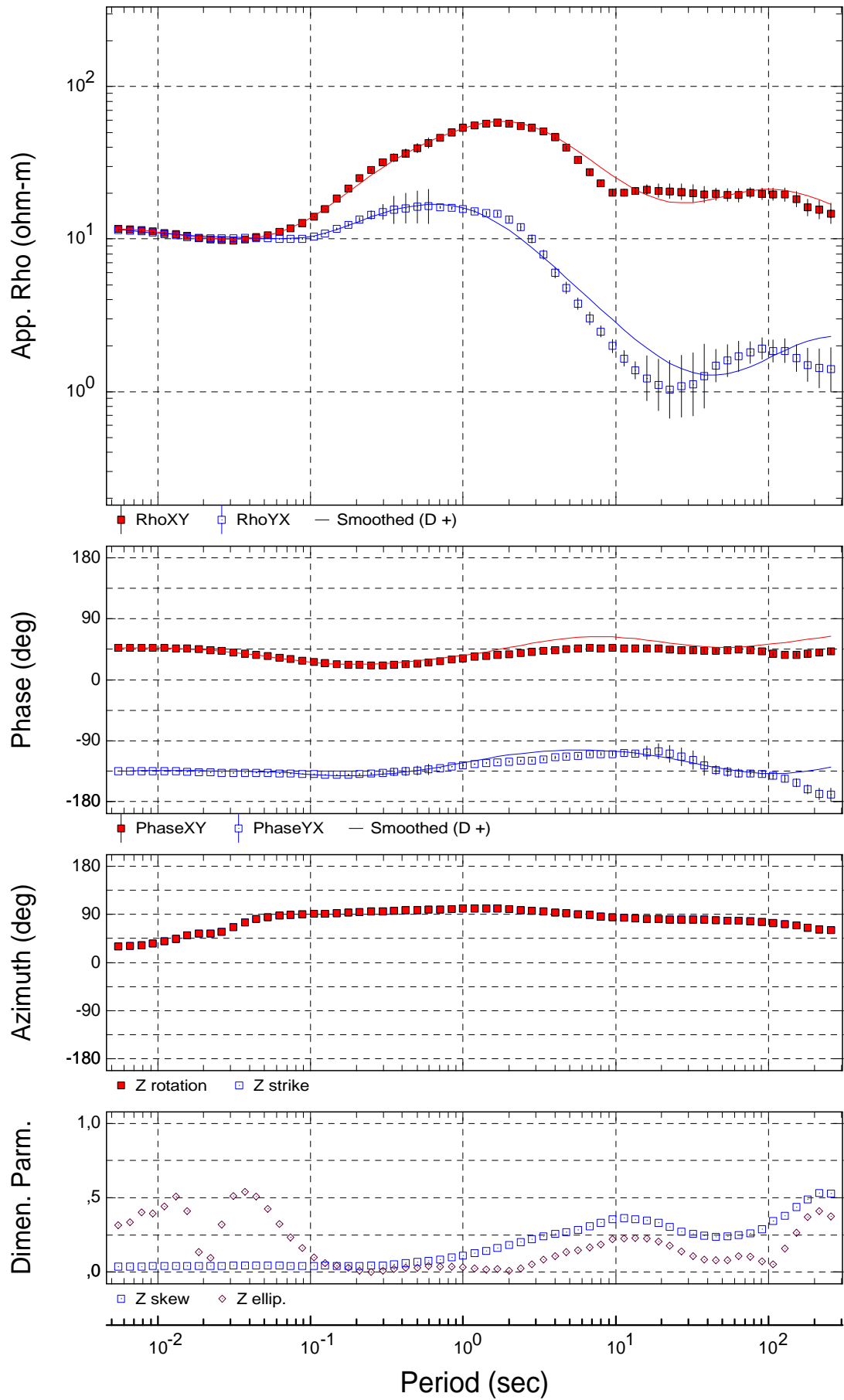


# Sounding d00-255

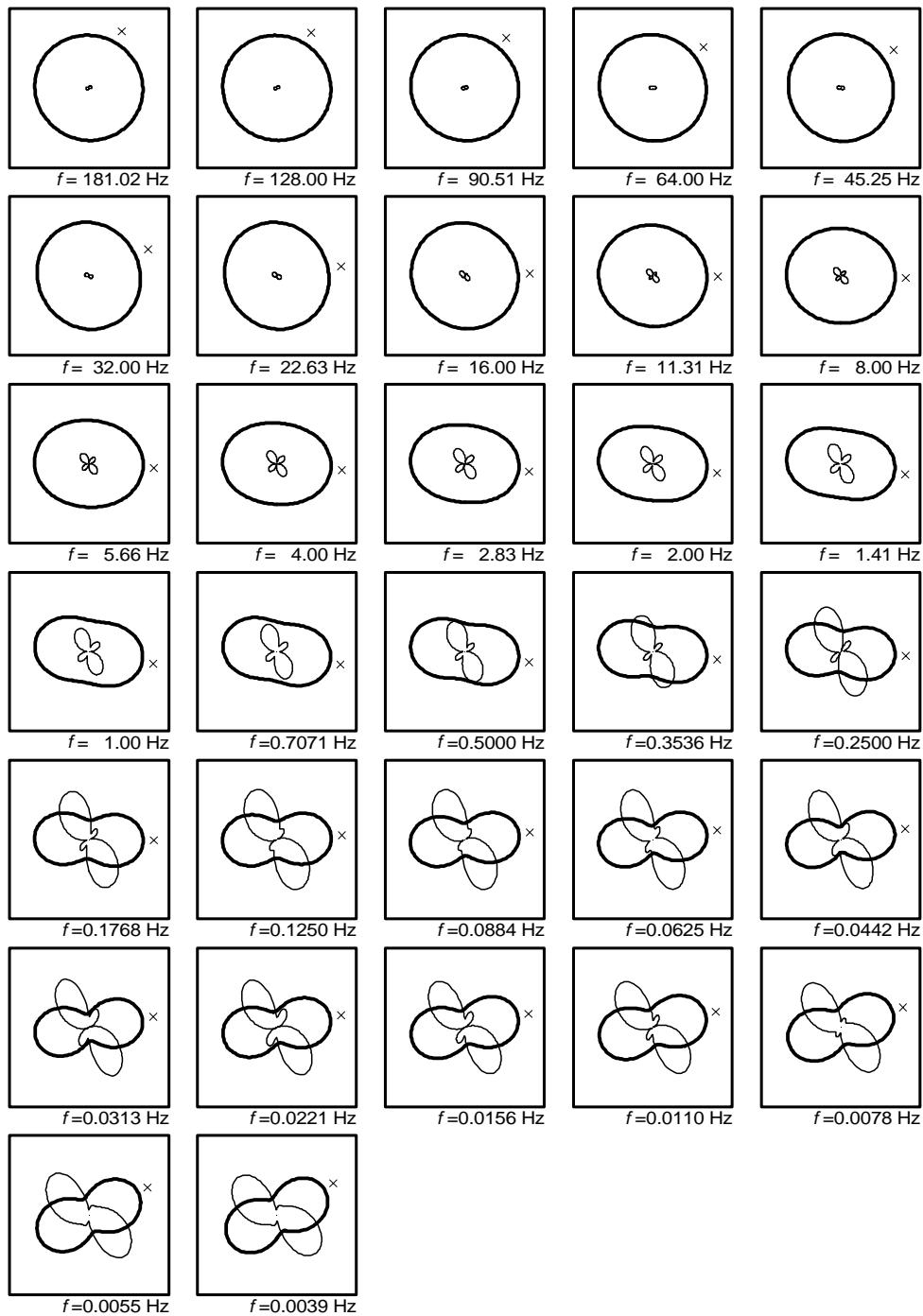





 = Zxy Impedance  
 = Zxx Impedance  
 = Impedance Strike

Sounding d01-253

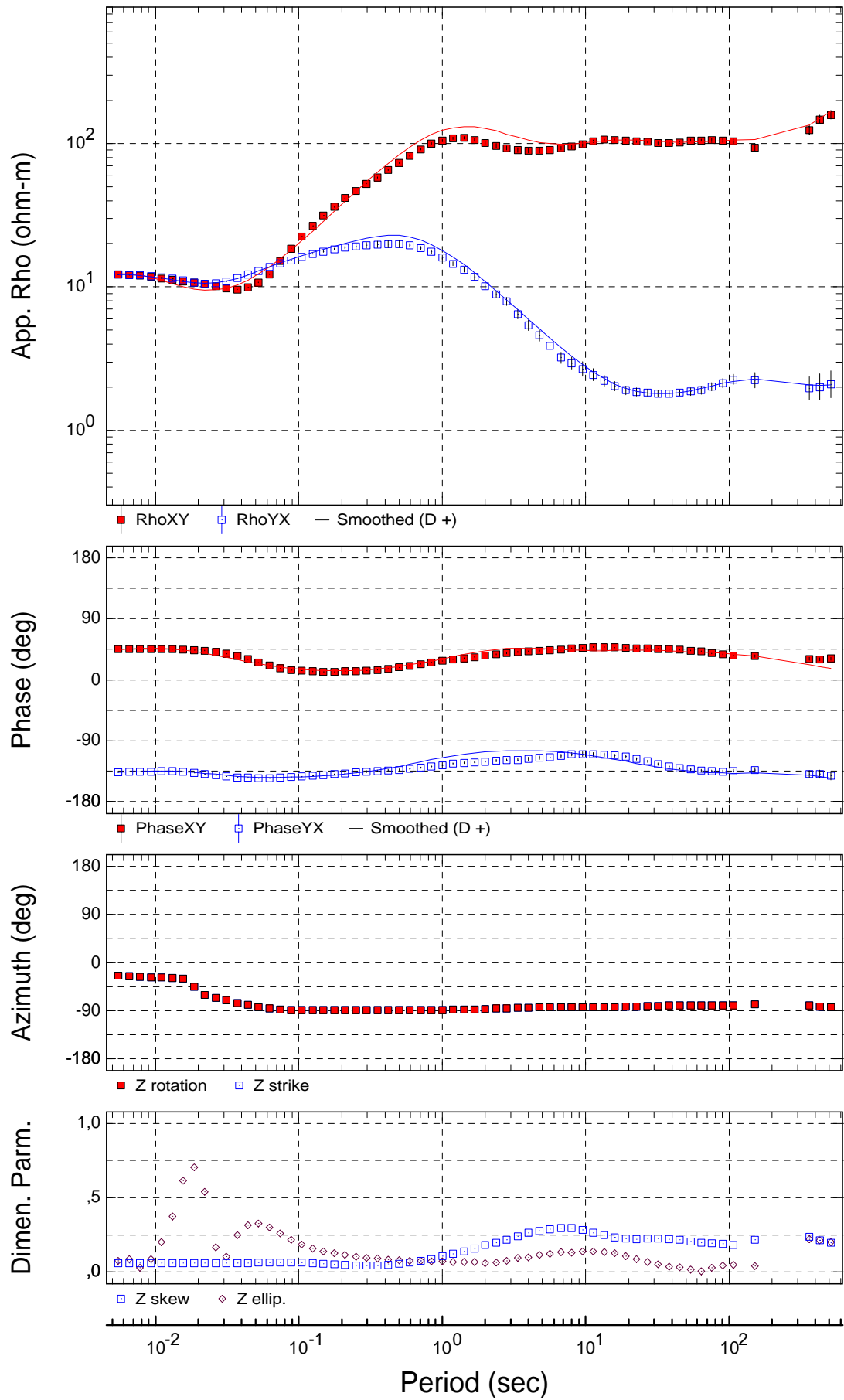


# Sounding d01-253

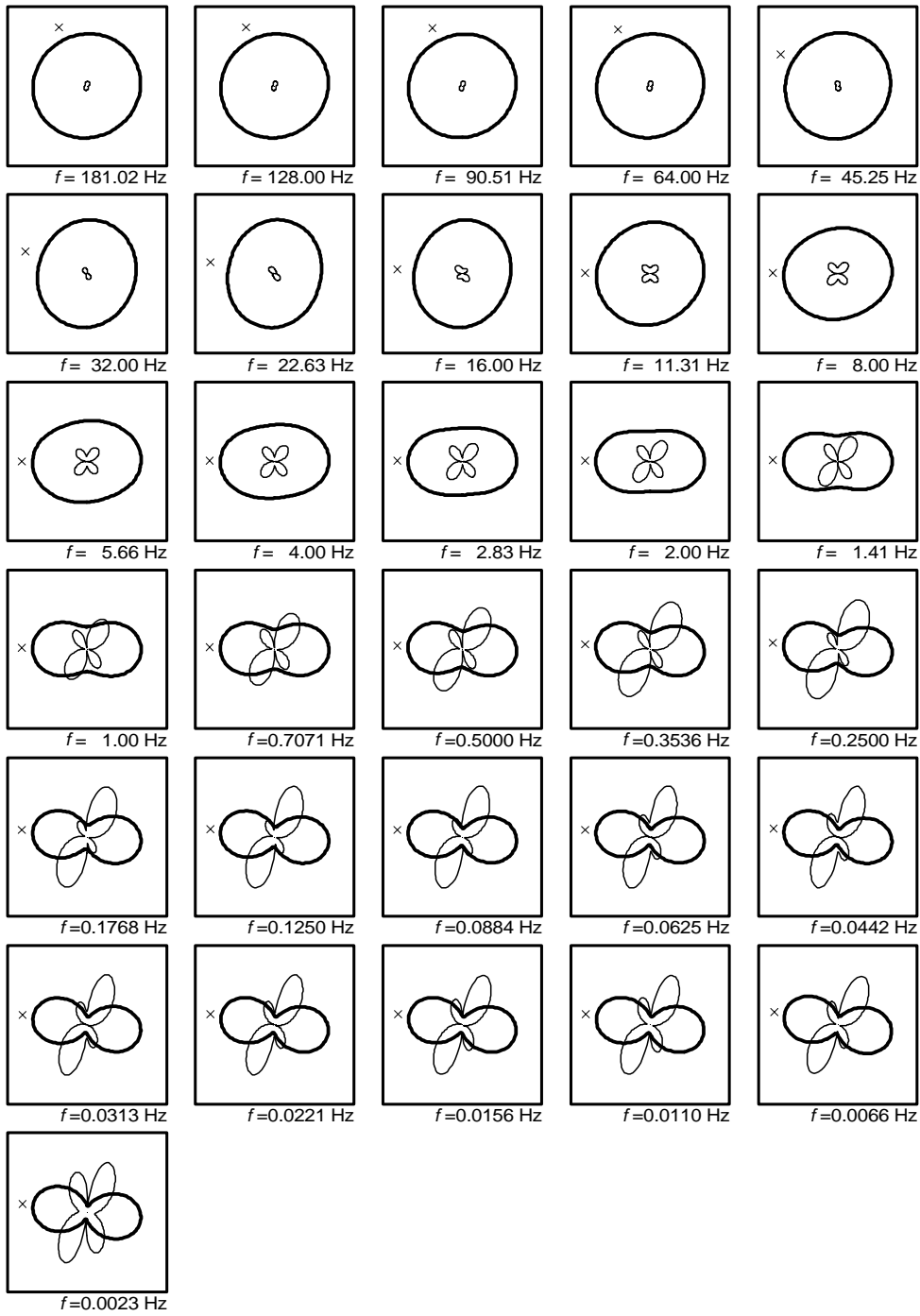


 = Zxy Impedance  
 = Zxx Impedance  
 = Impedance Strike

Sounding d02-254

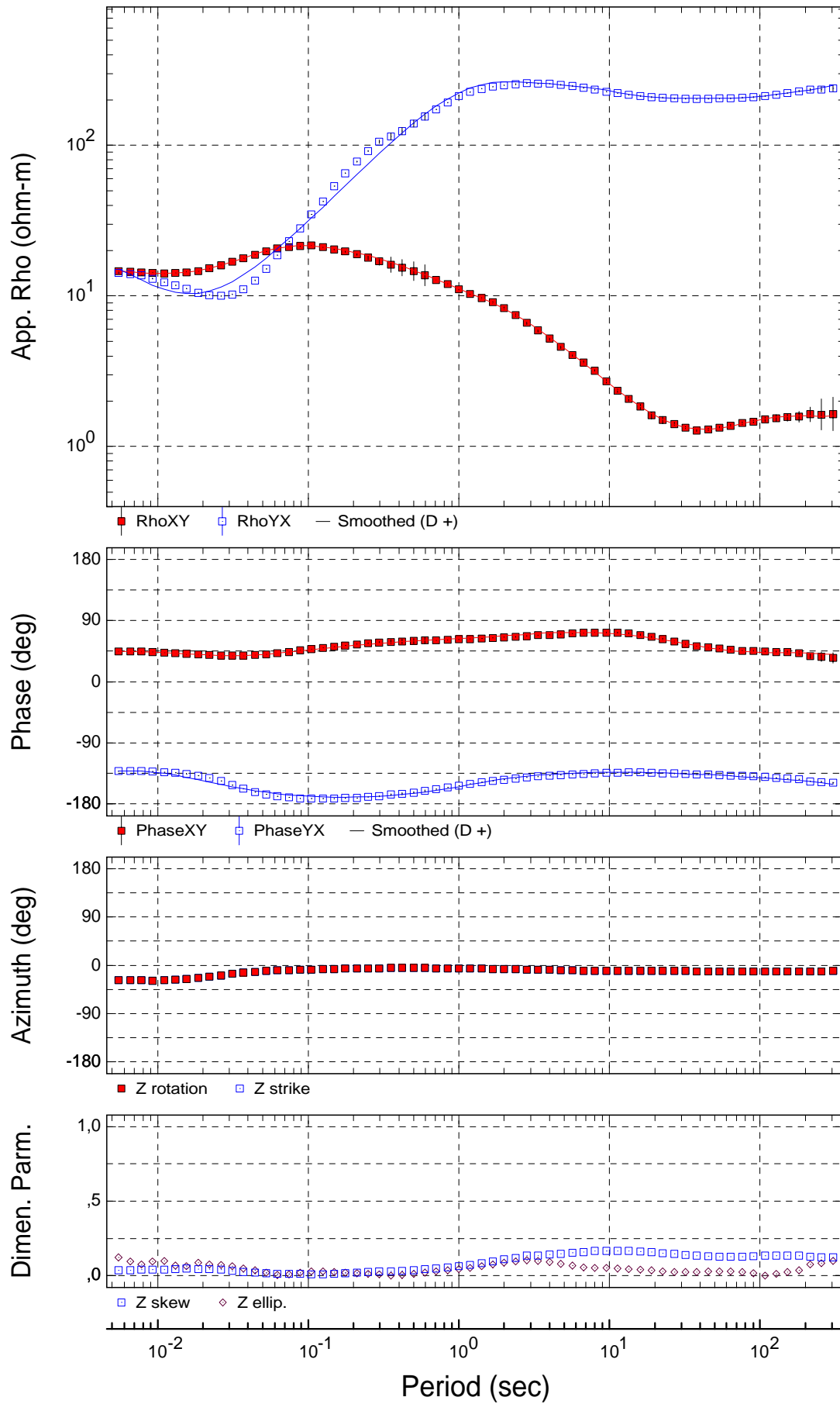


# Sounding d02-254

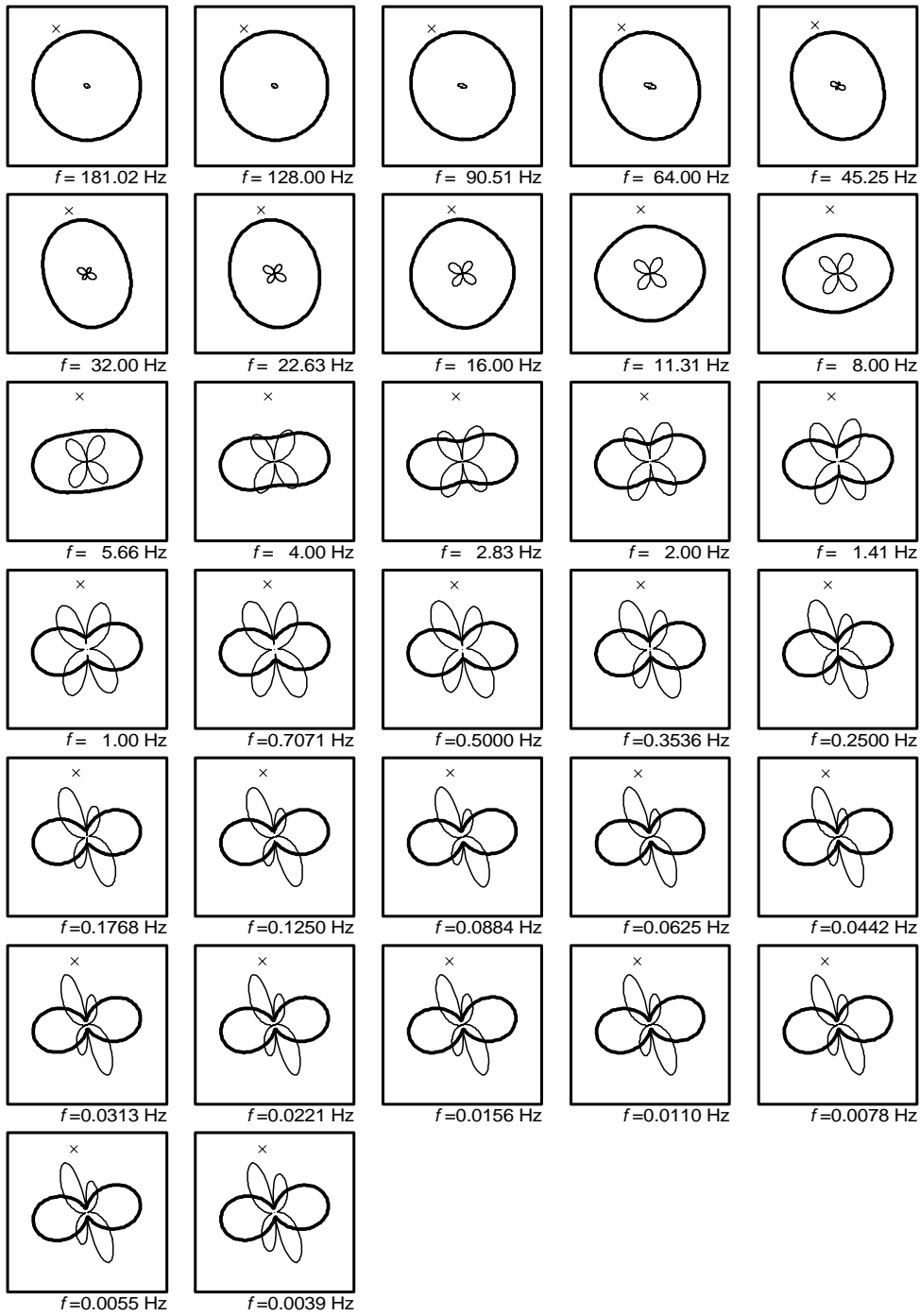





— = Zxy Impedance  
 — = Zxx Impedance  
 x = Impedance Strike

# Sounding d03-25

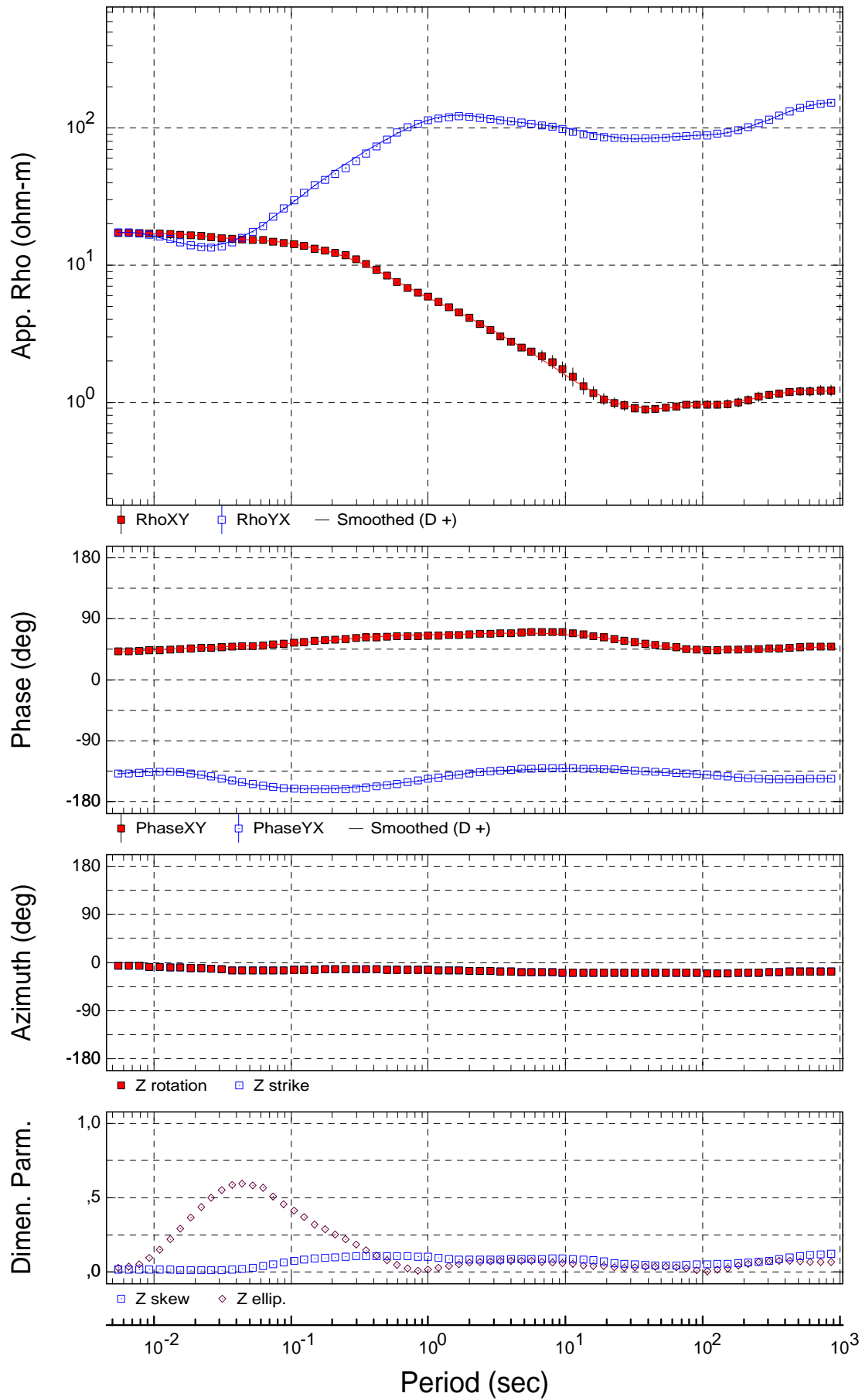


# Sounding d03-25

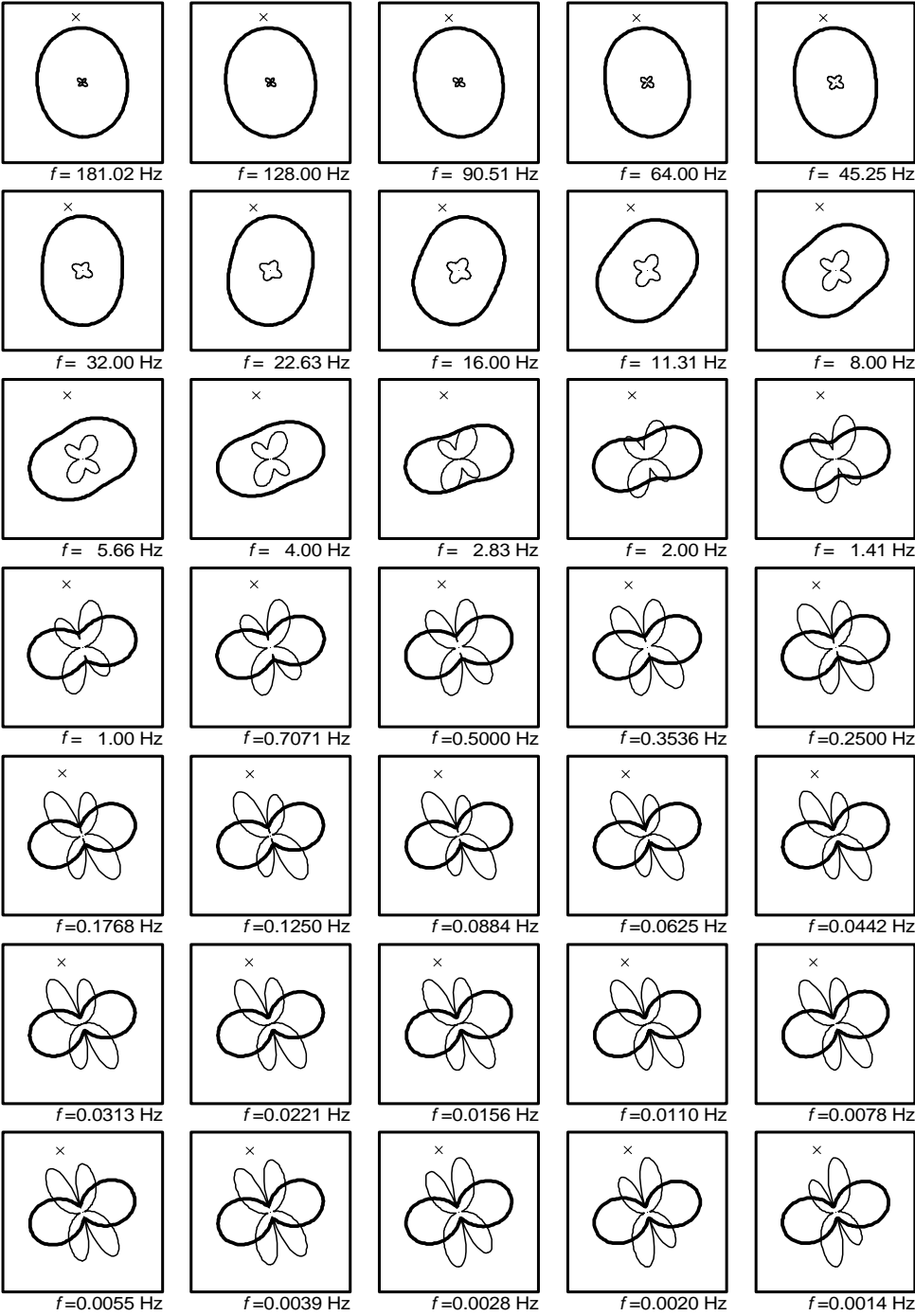


 = Zxy Impedance  
 = Zxx Impedance  
 = Impedance Strike

Sounding d04-254

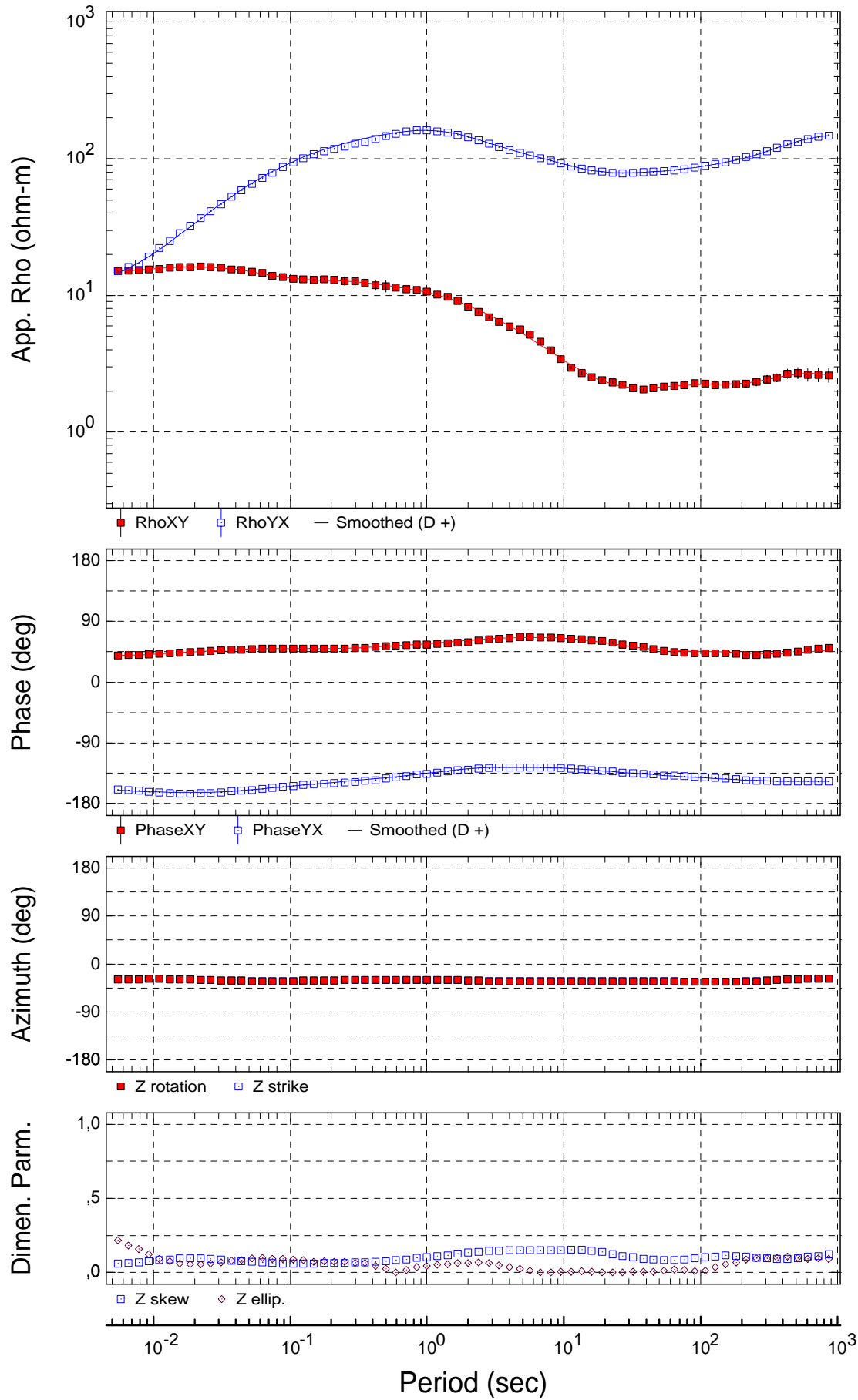


Sounding d04-254

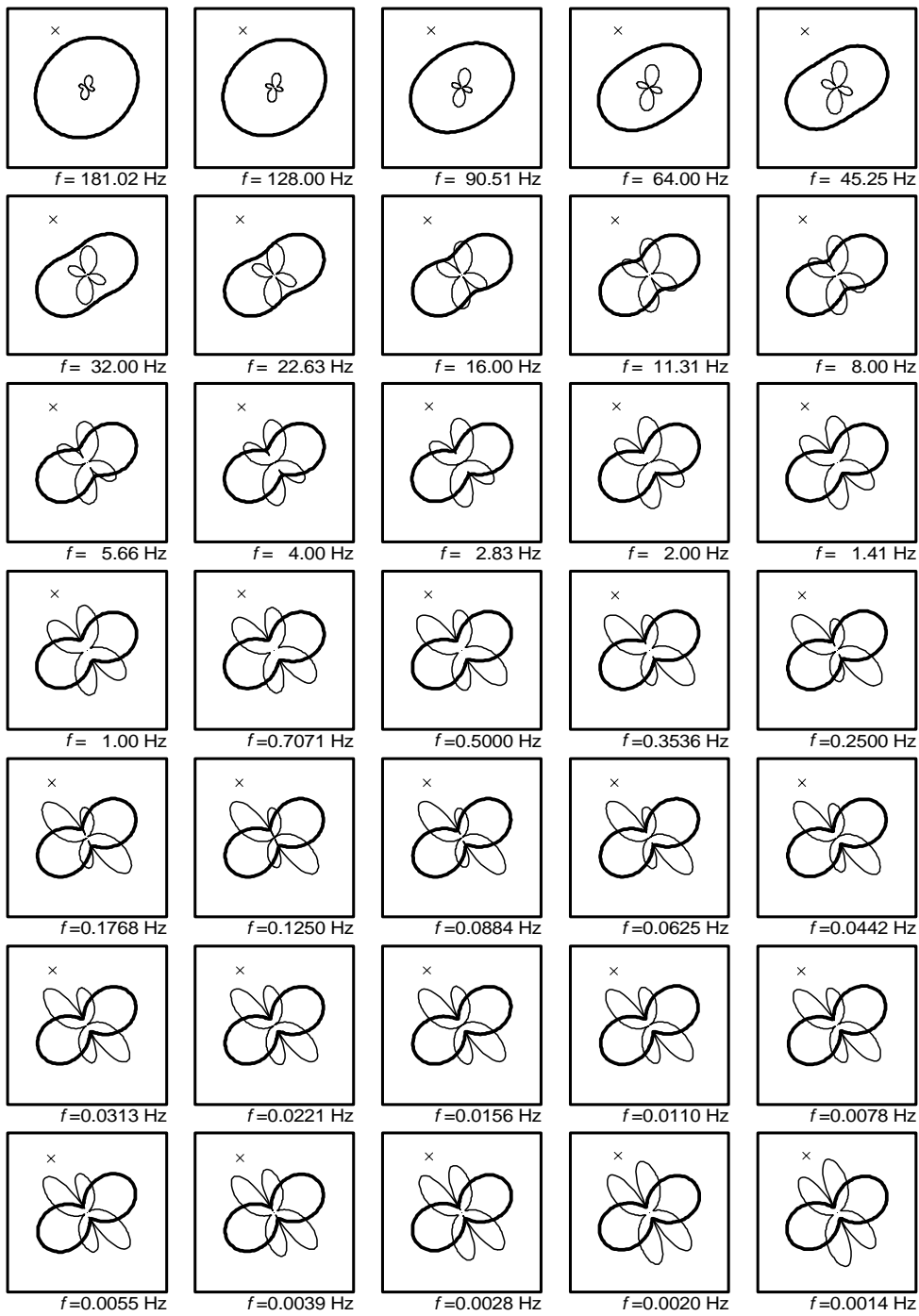





— =  $Z_{xy}$  Impedance  
— =  $Z_{xx}$  Impedance  
x = Impedance Strike

Sounding d05-254



# Sounding d05-254



 = Zxy Impedance  
 = Zxx Impedance  
 = Impedance Strike