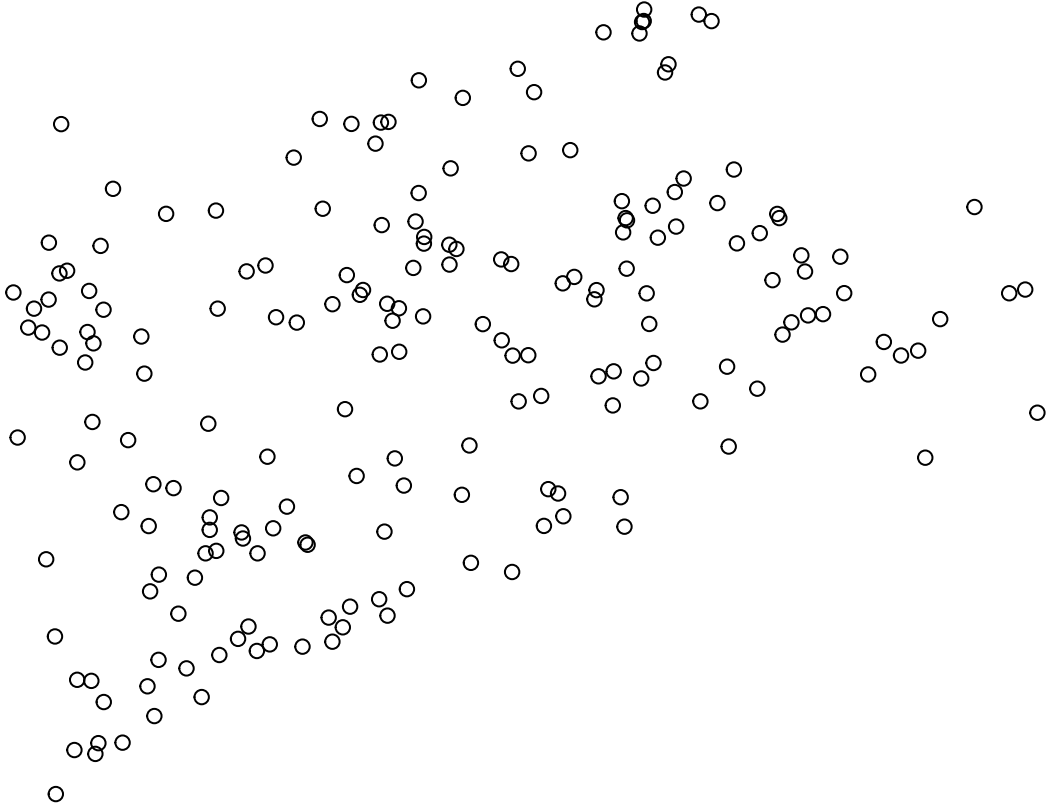


~ 1



~ ELEV\_CAT



low

high

~ ELEV\_CAT



low

high

~ ELEV\_CAT:AREA\_CAT



low:small

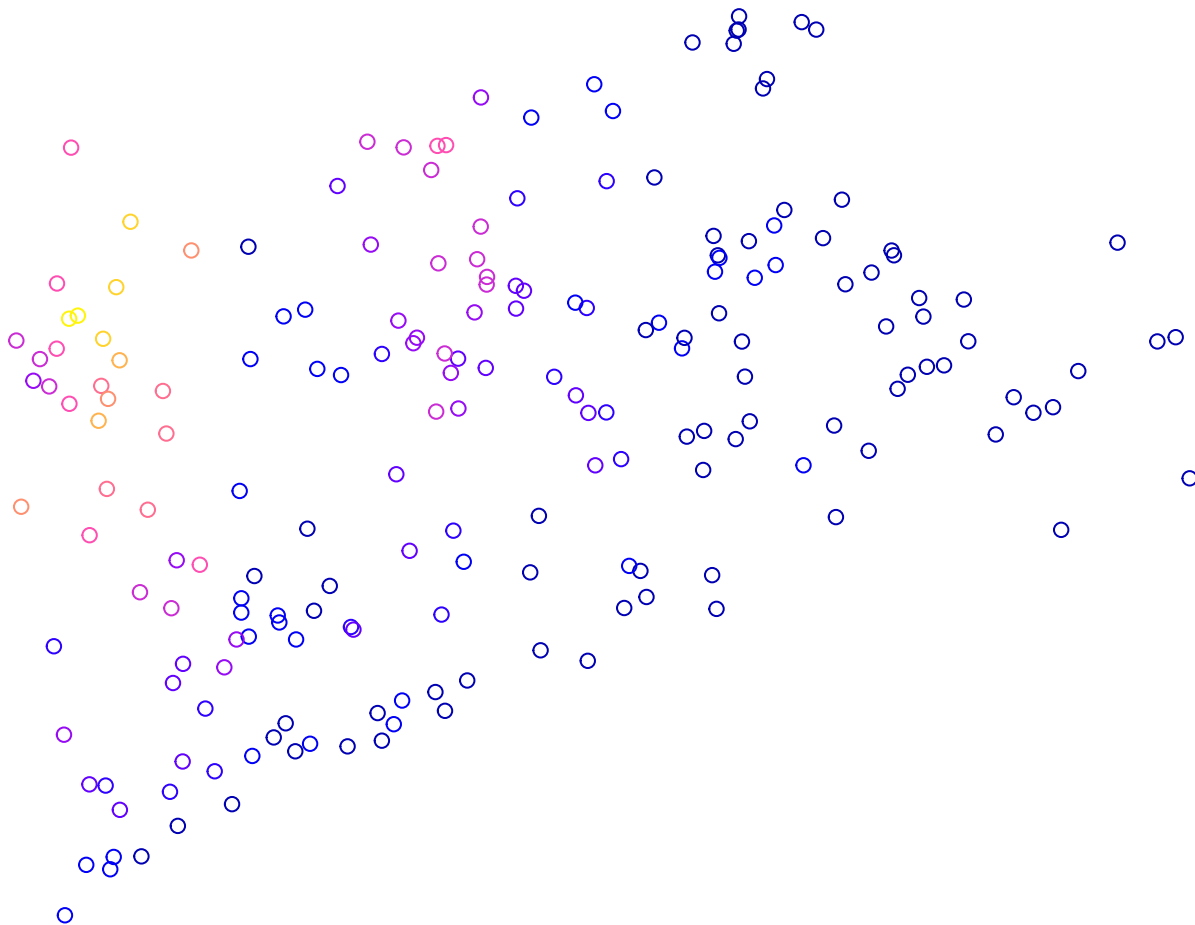
high:small

low:large

high:large



~ ELEV



100

200

300

400

500

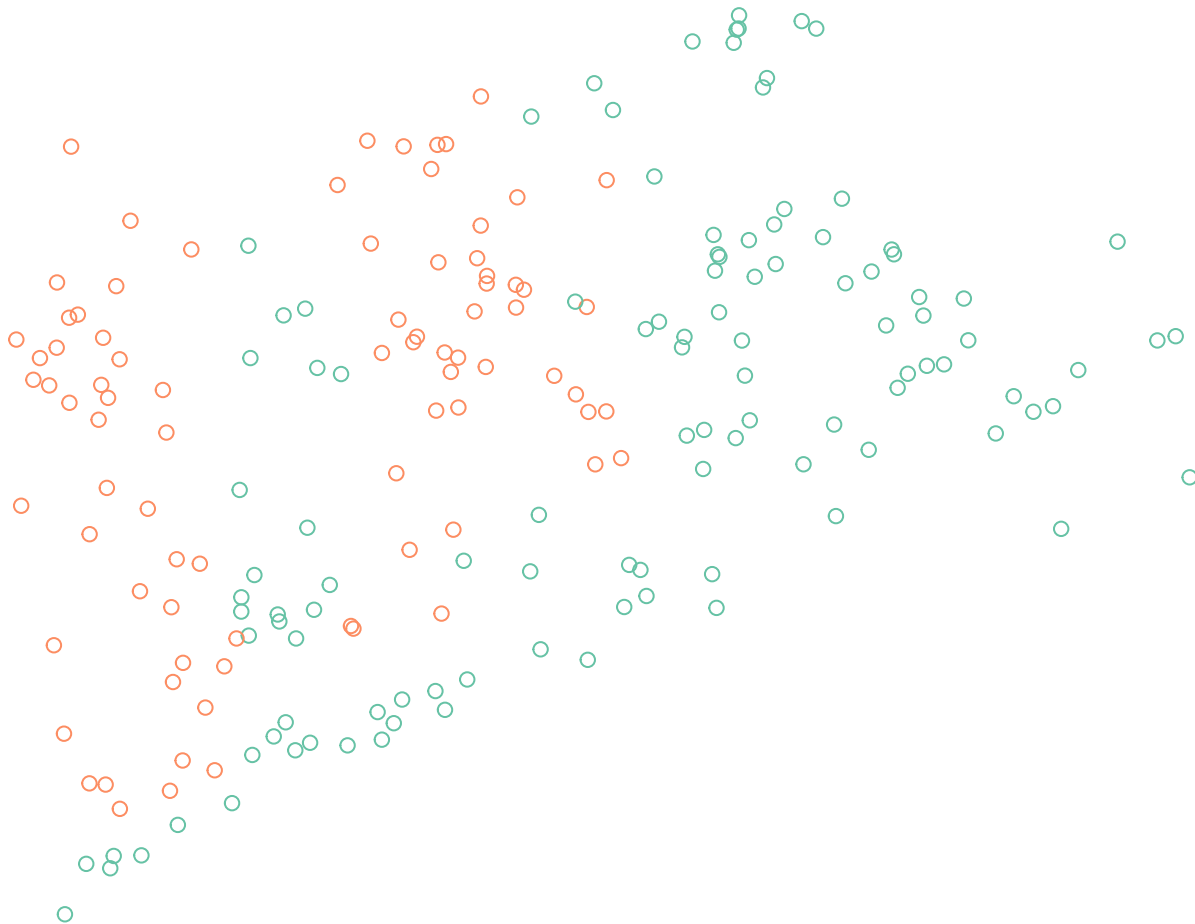
~ ELEV\_CAT



low

high

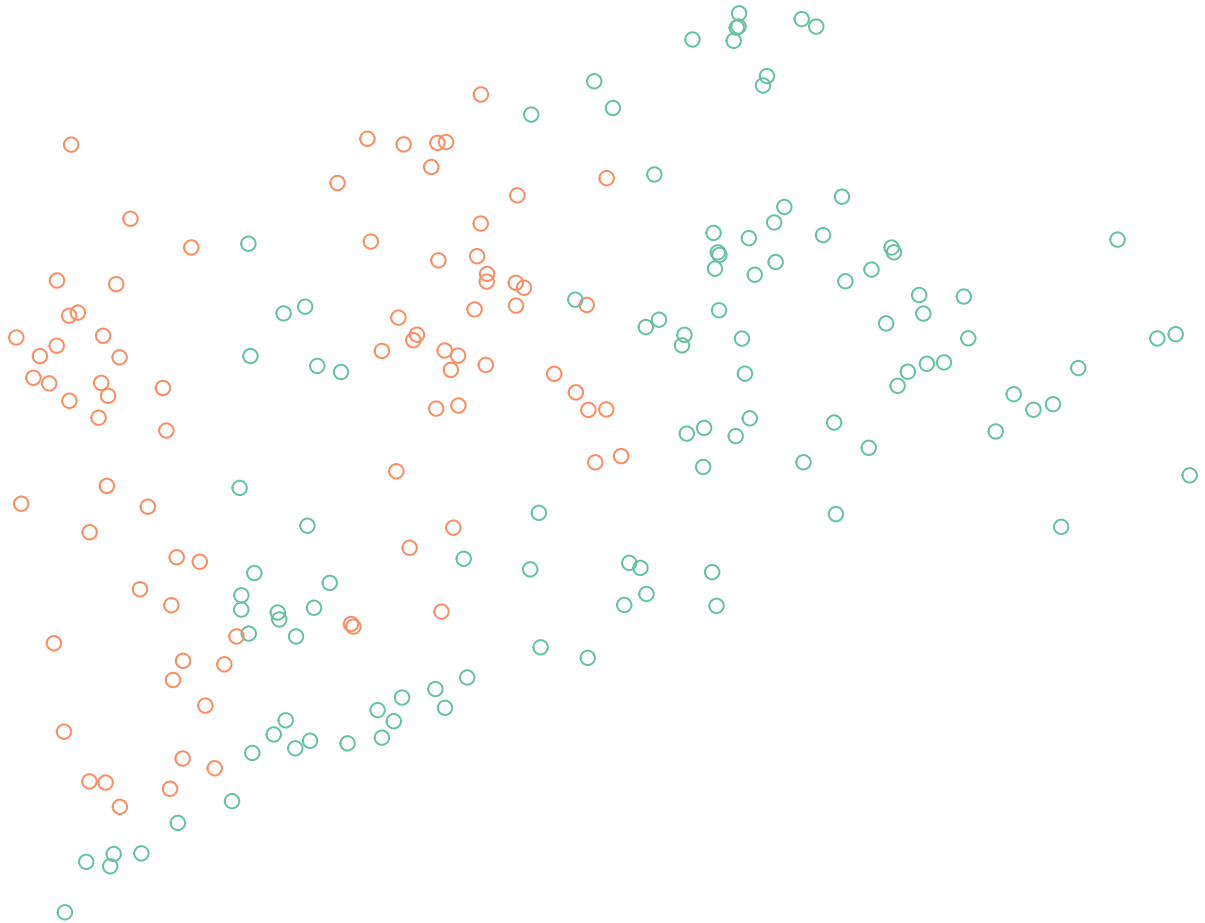
# maintest



low

high

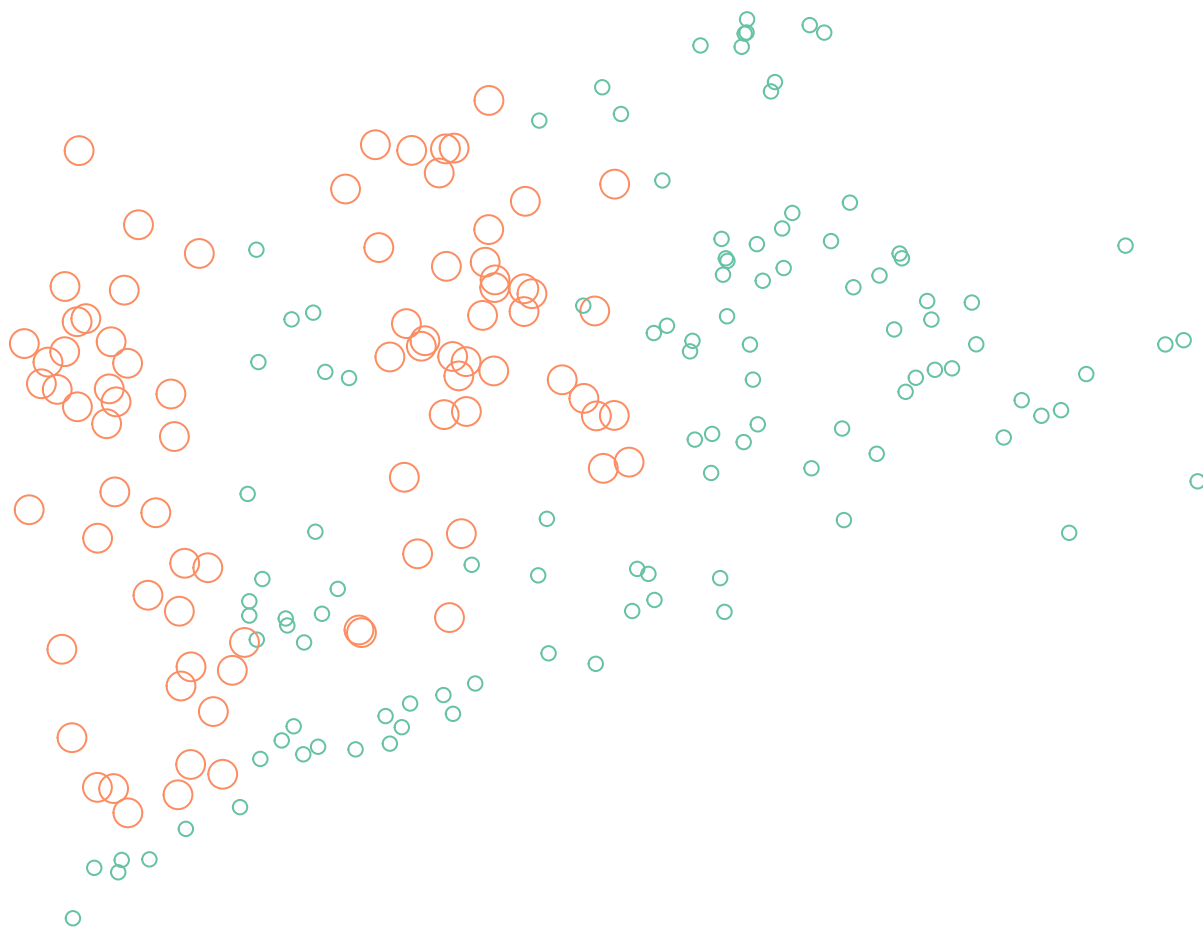
~ ELEV\_CAT



low

high

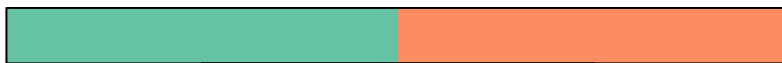
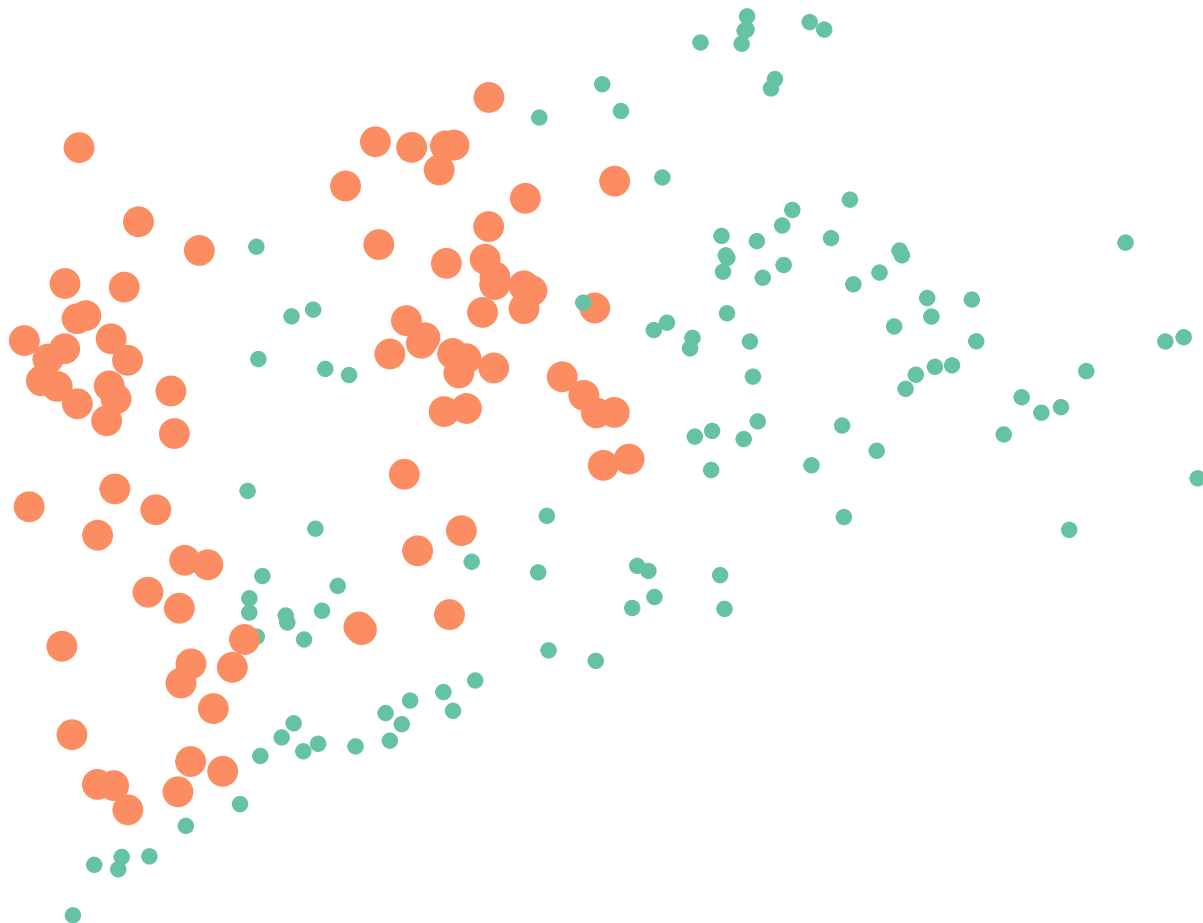
~ ELEV\_CAT



low

high

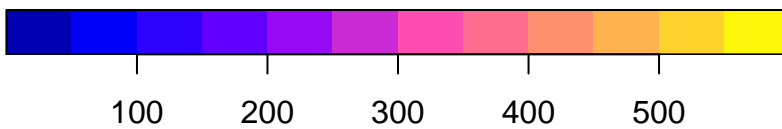
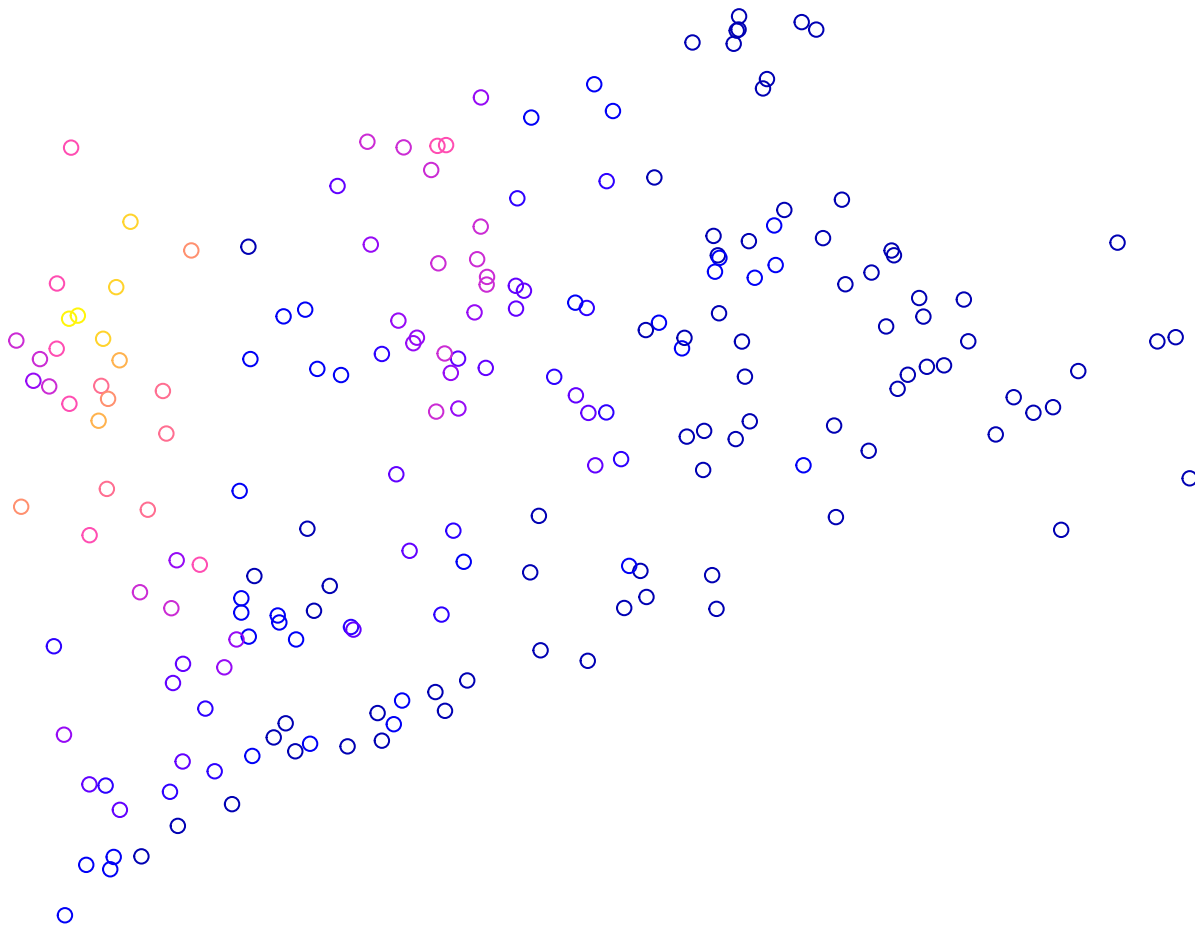
# maintest



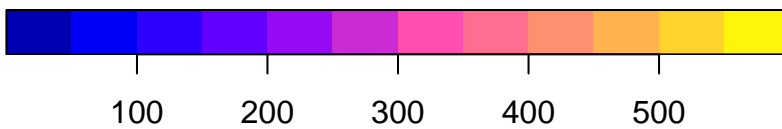
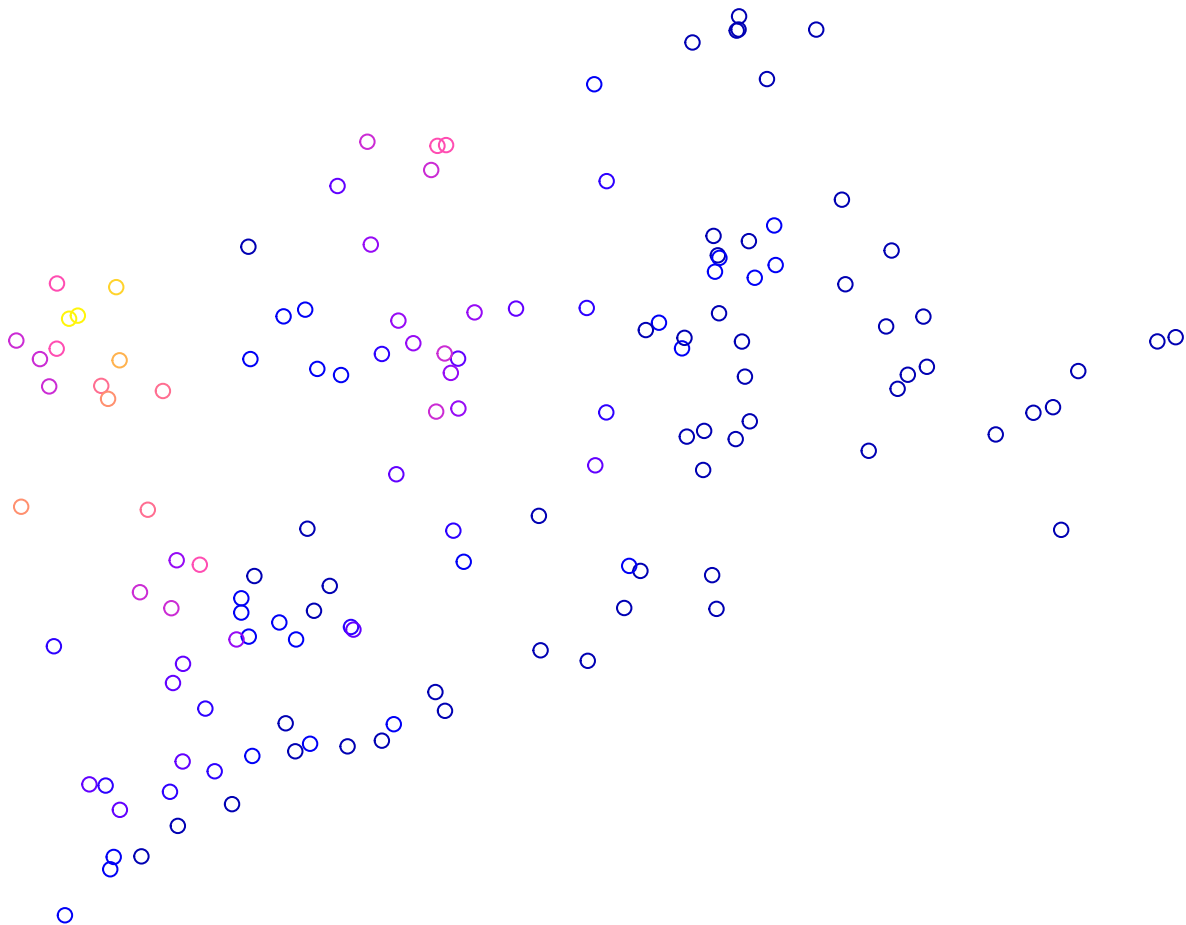
low

high

ELEV ~ 1

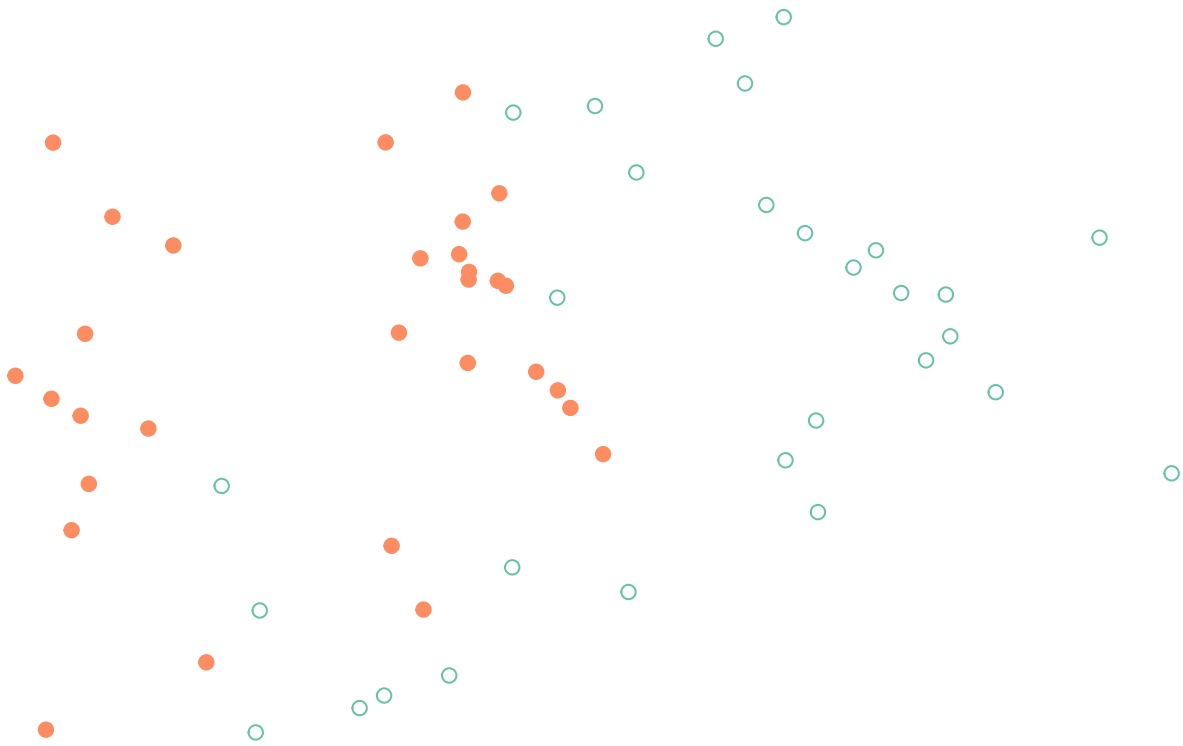


# ELEV ~ AREA\_CAT (small)





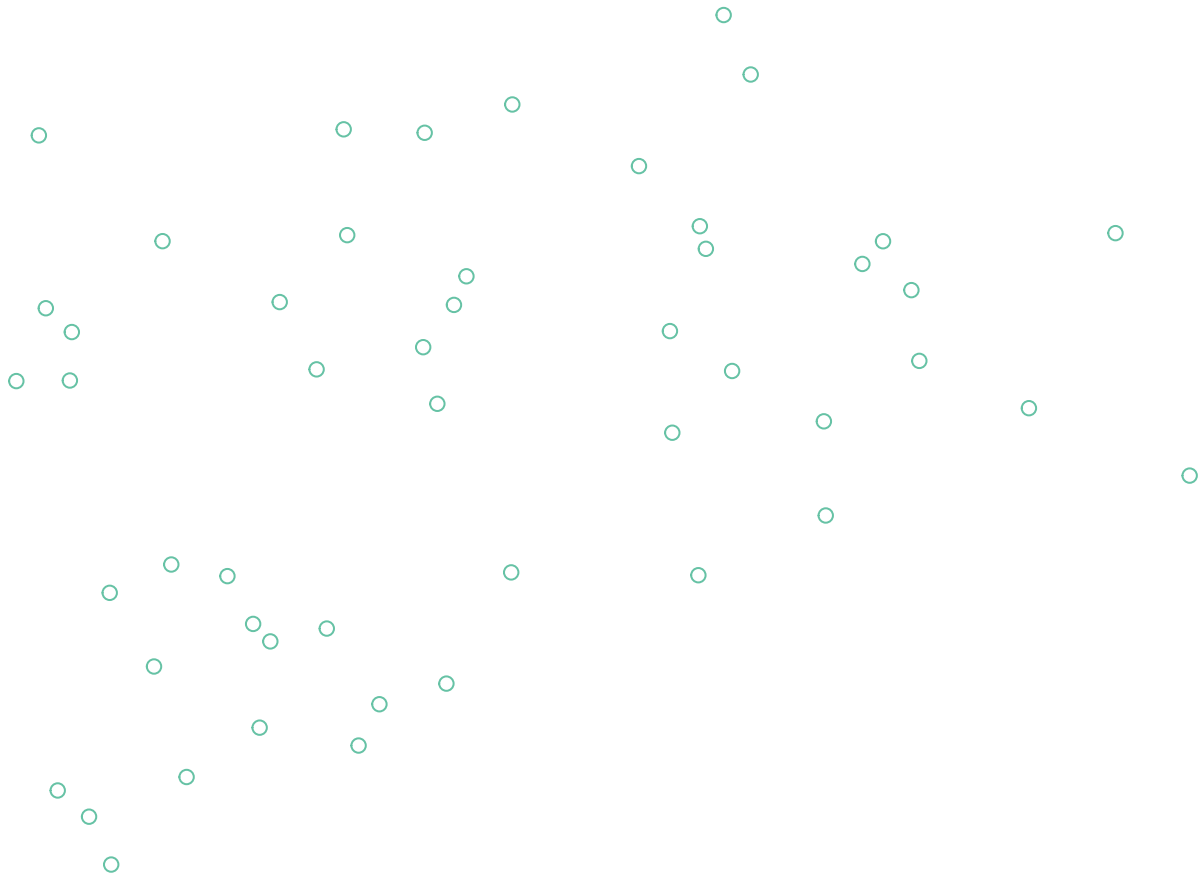
# ELEV\_CAT ~ AREA\_CAT (large)



low

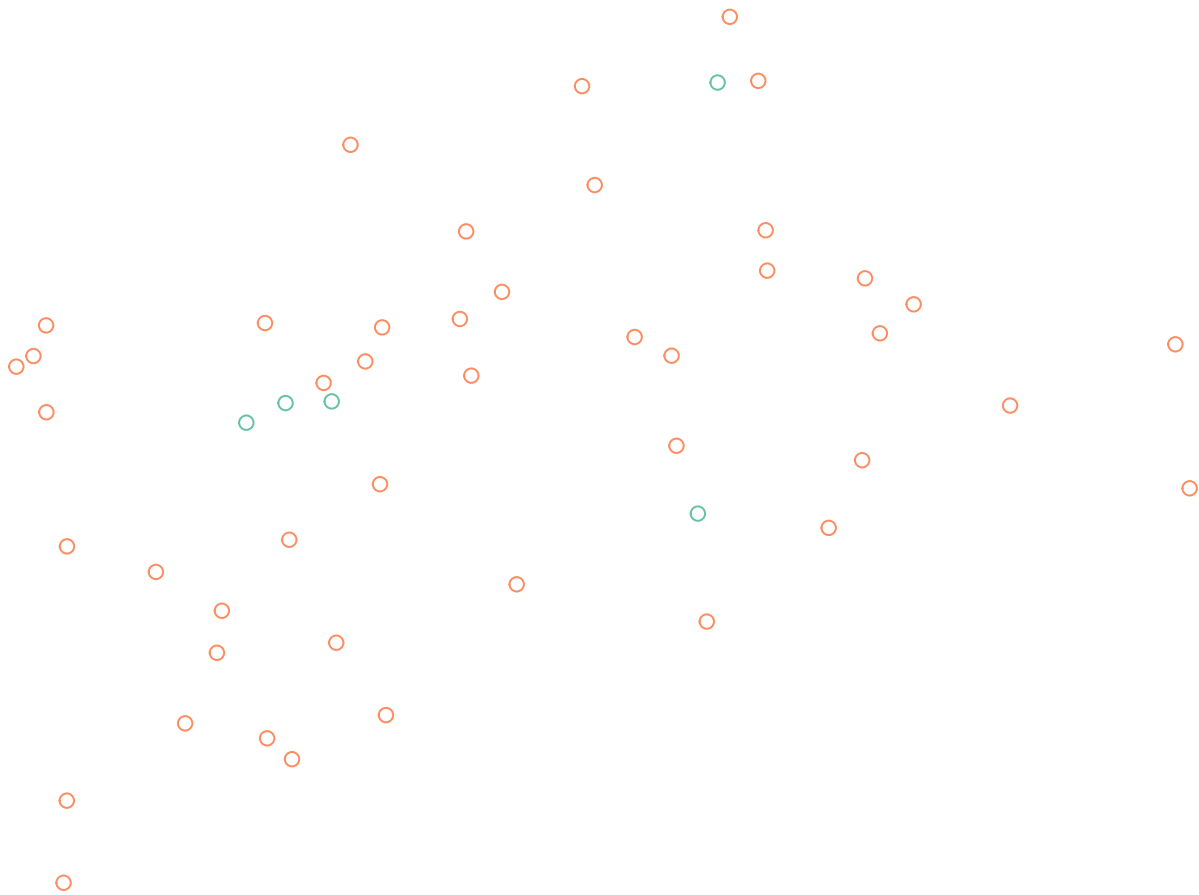
high

~ siteuse



Base

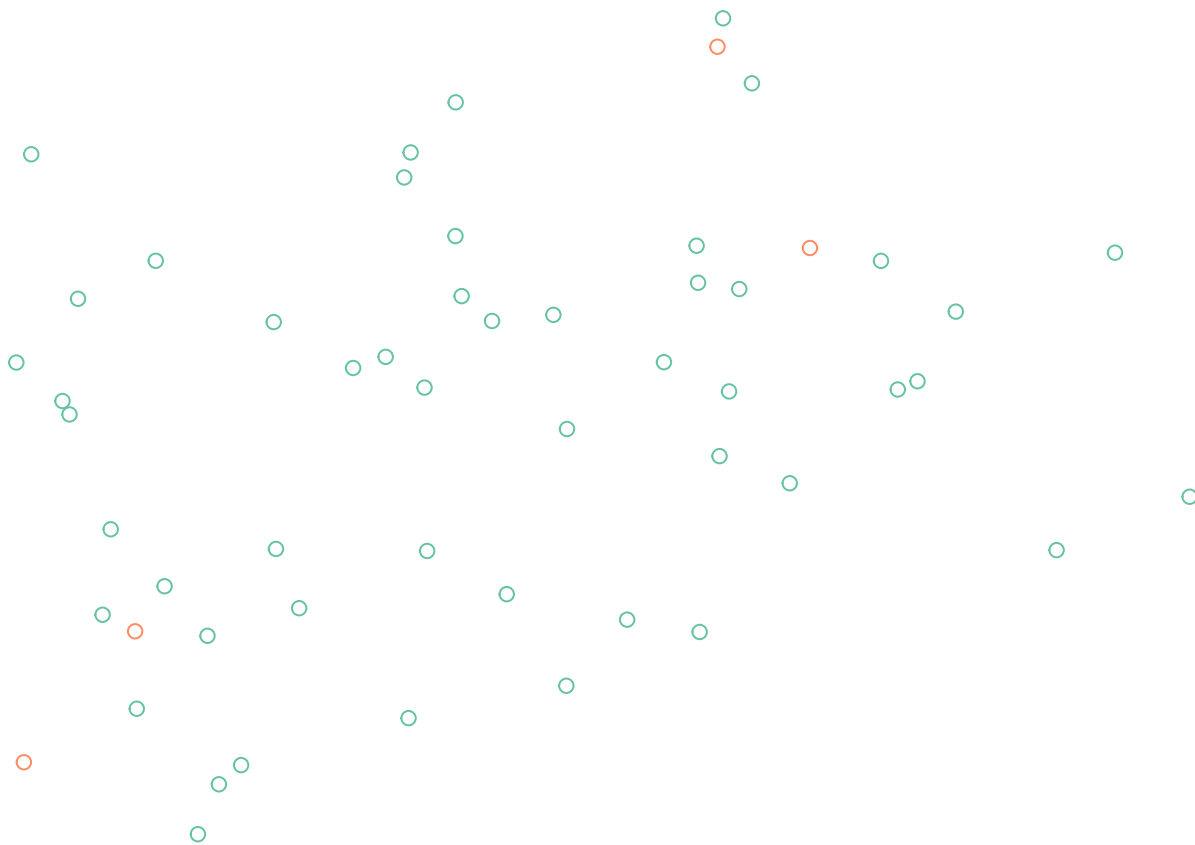
~ siteuse



Legacy

Base

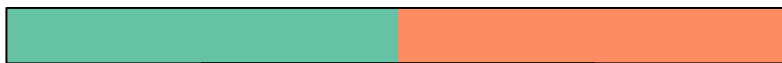
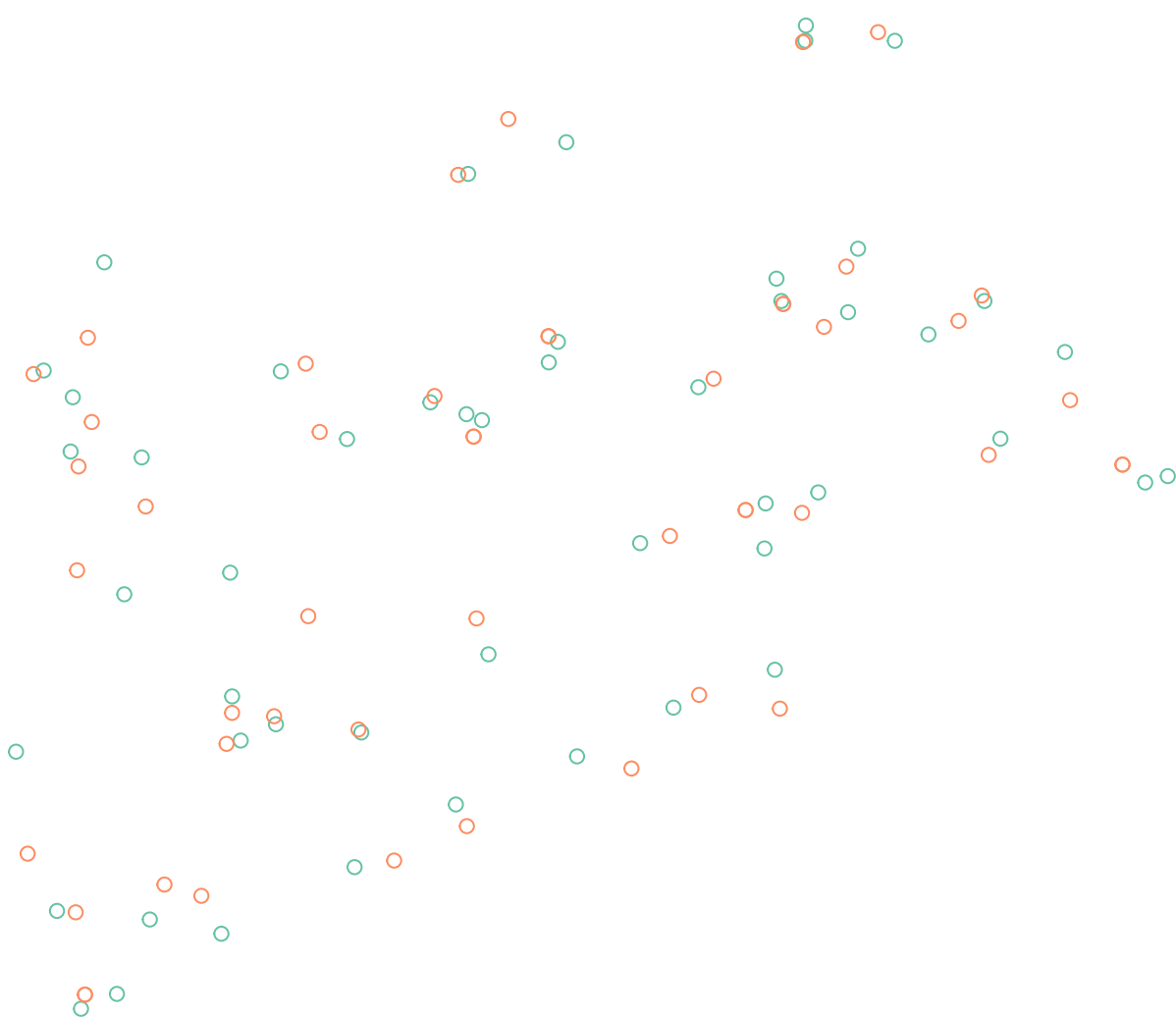
~ siteuse



Base

Over

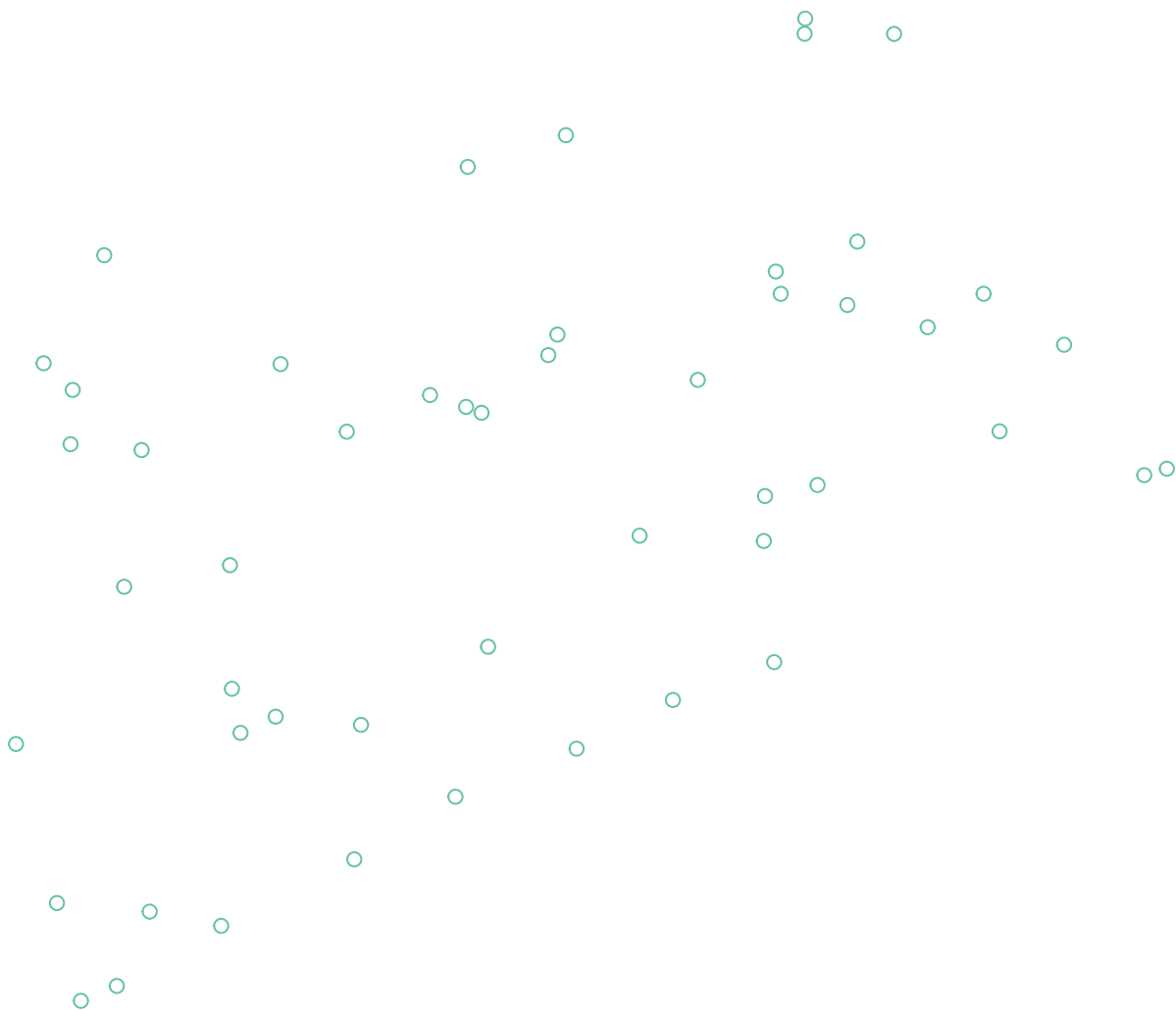
~ siteuse



Base

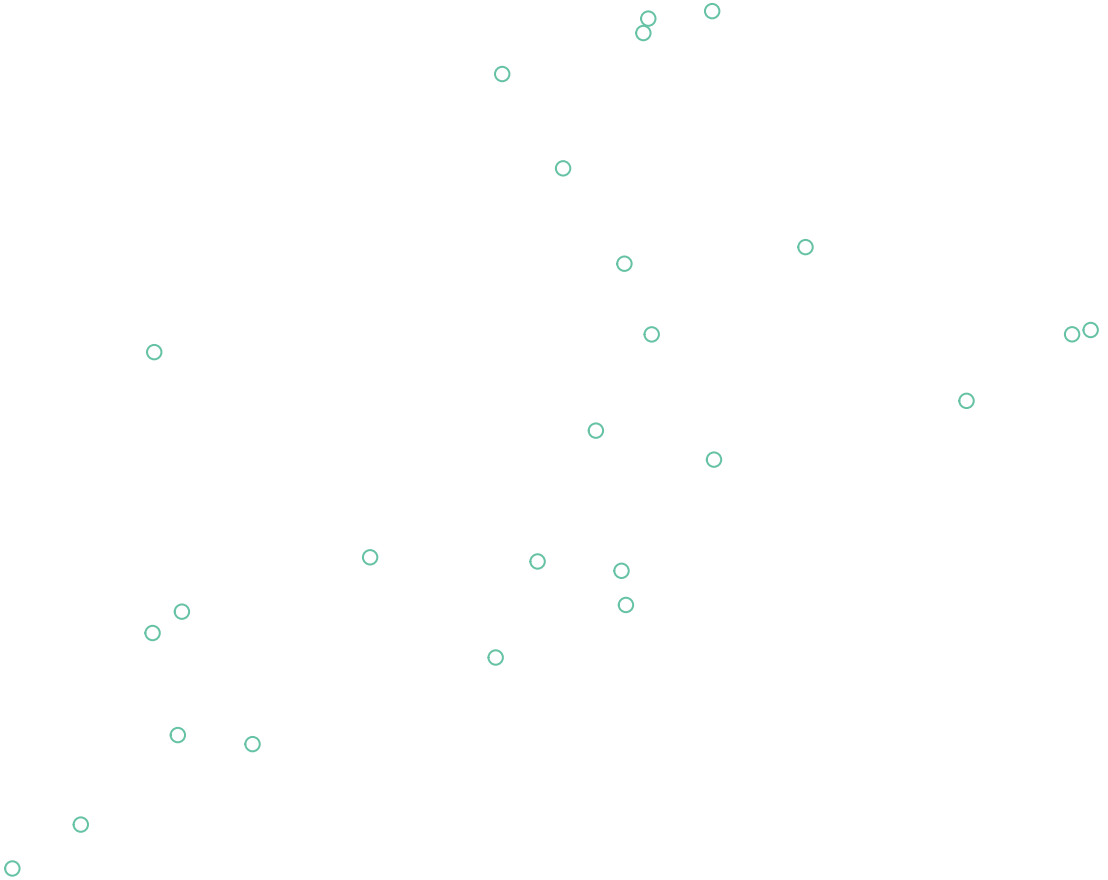
Near

~ siteuse



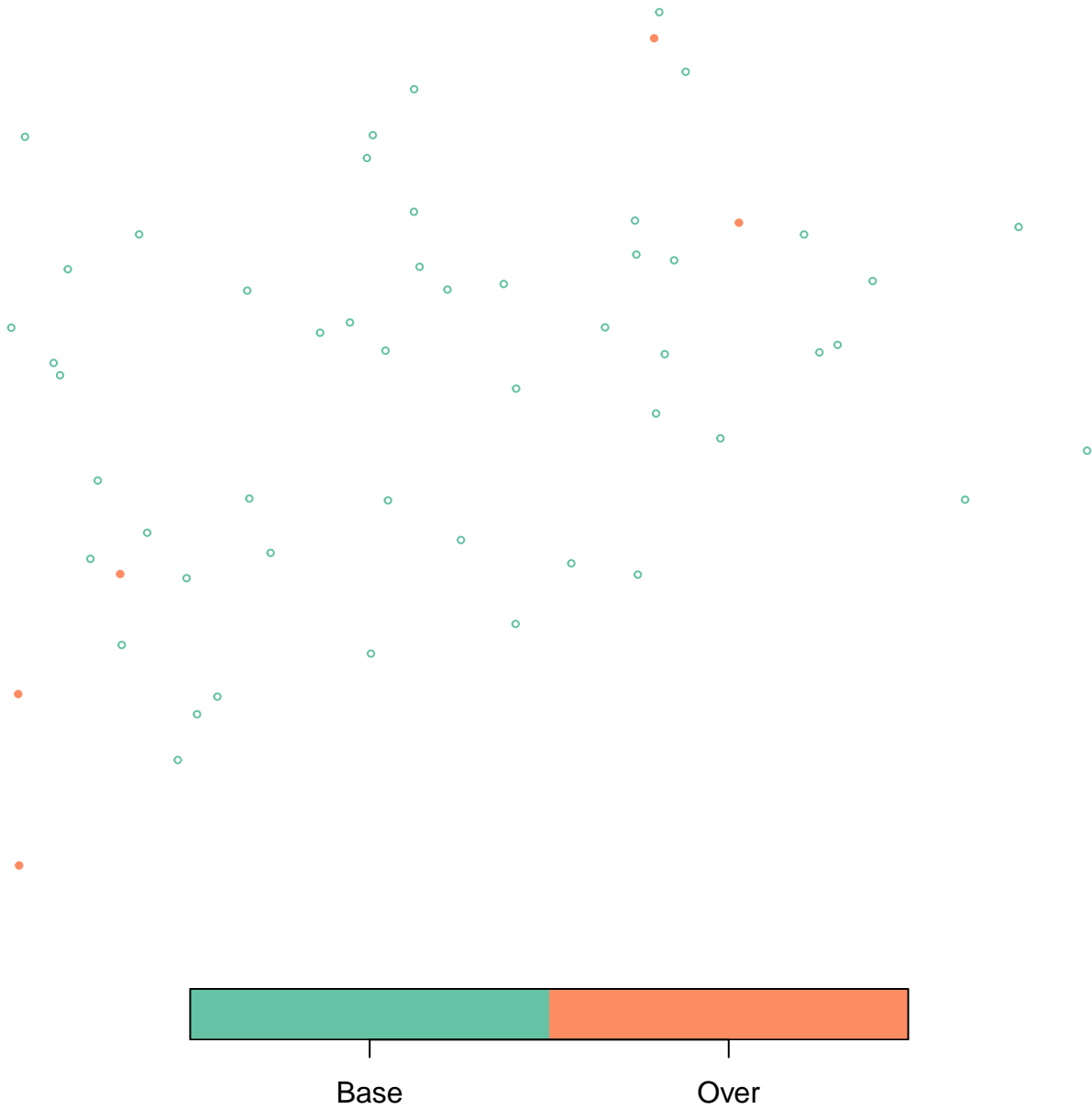
Base

siteuse ~ stratum (low)



Base

# maintest

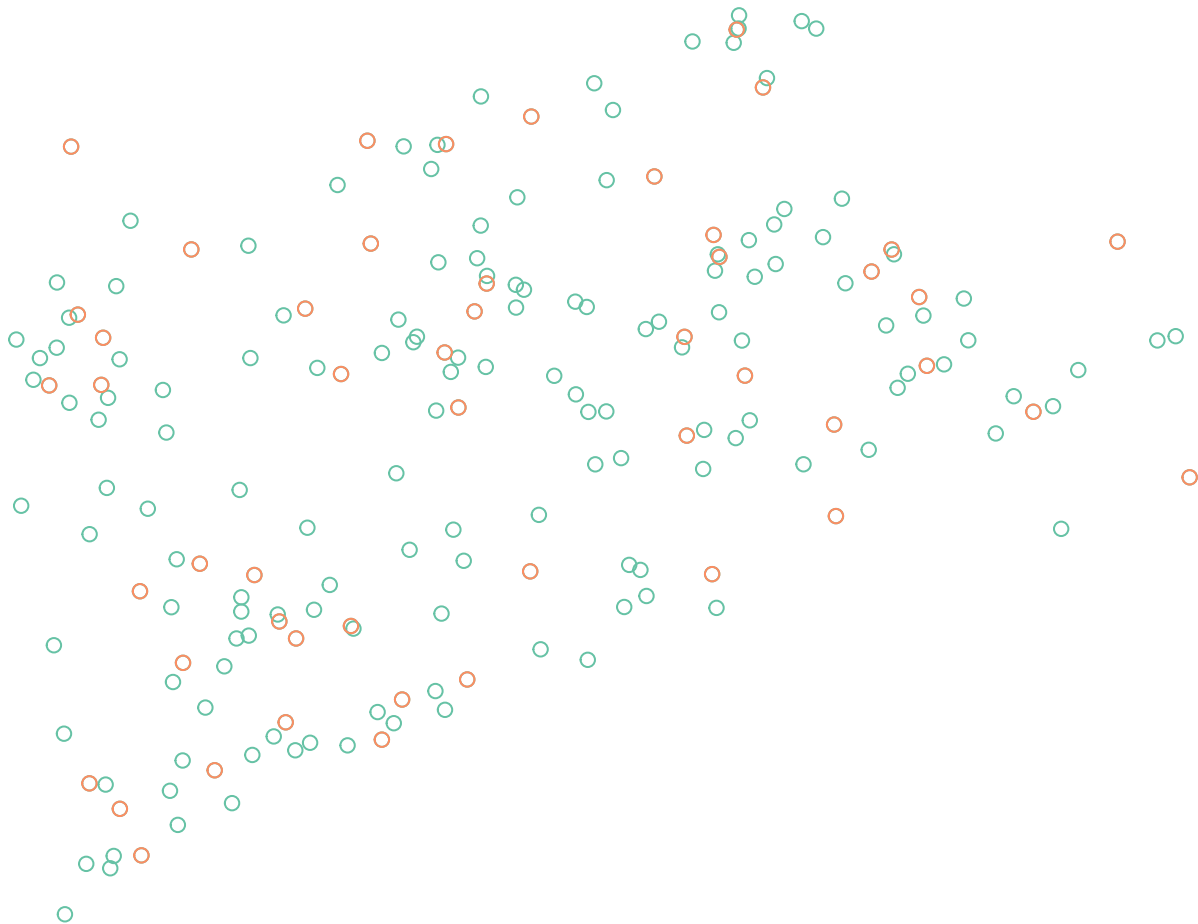




siteuse ~ ELEV\_CAT (low)



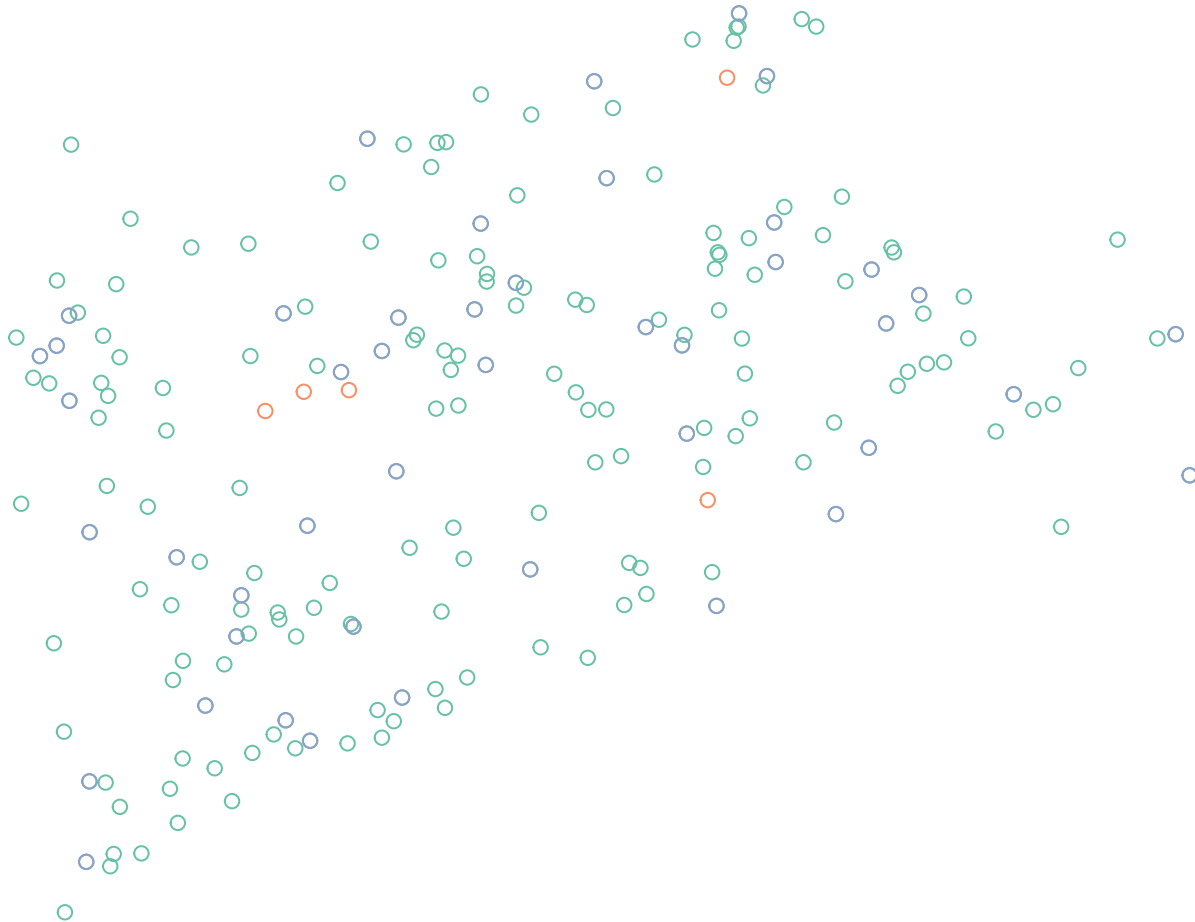
~ siteuse



sframe

Base

~ siteuse

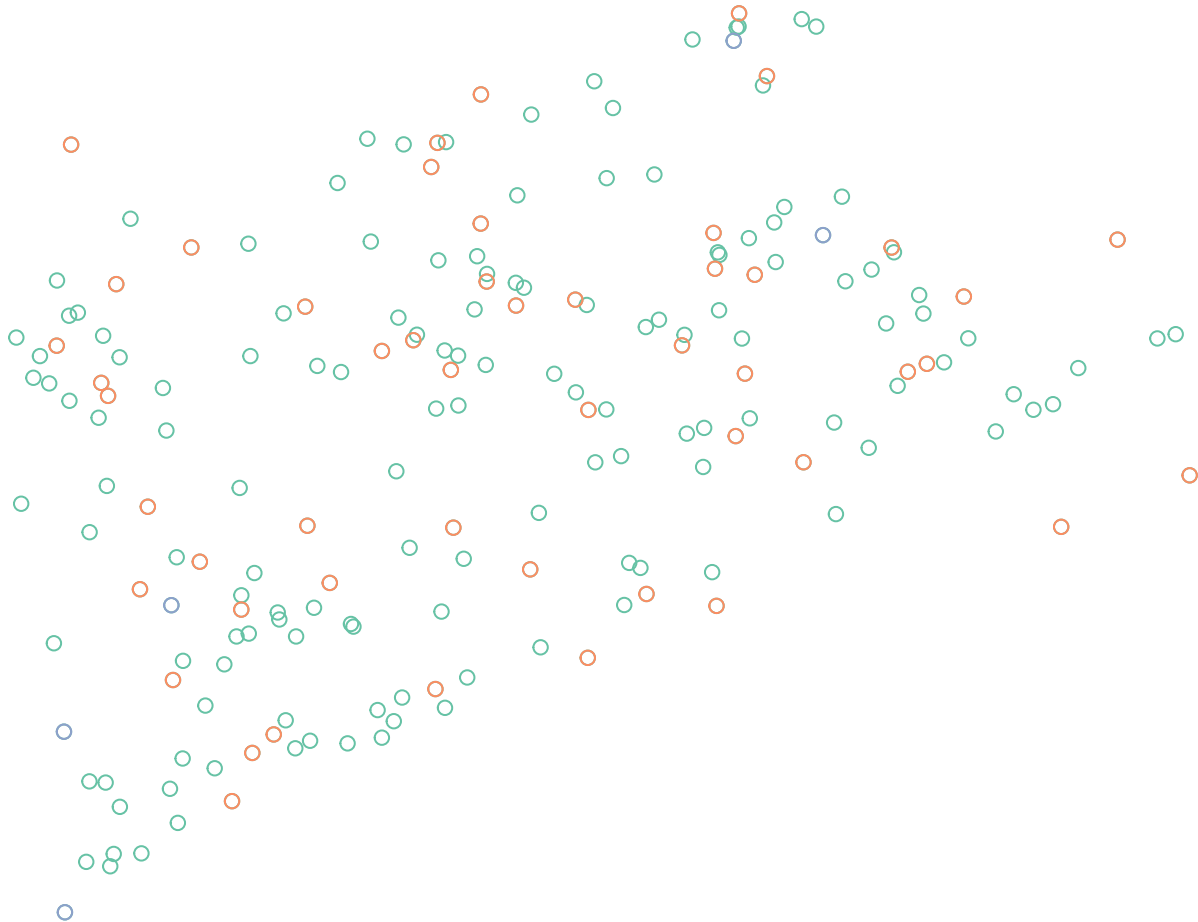


sframe

Legacy

Base

~ siteuse

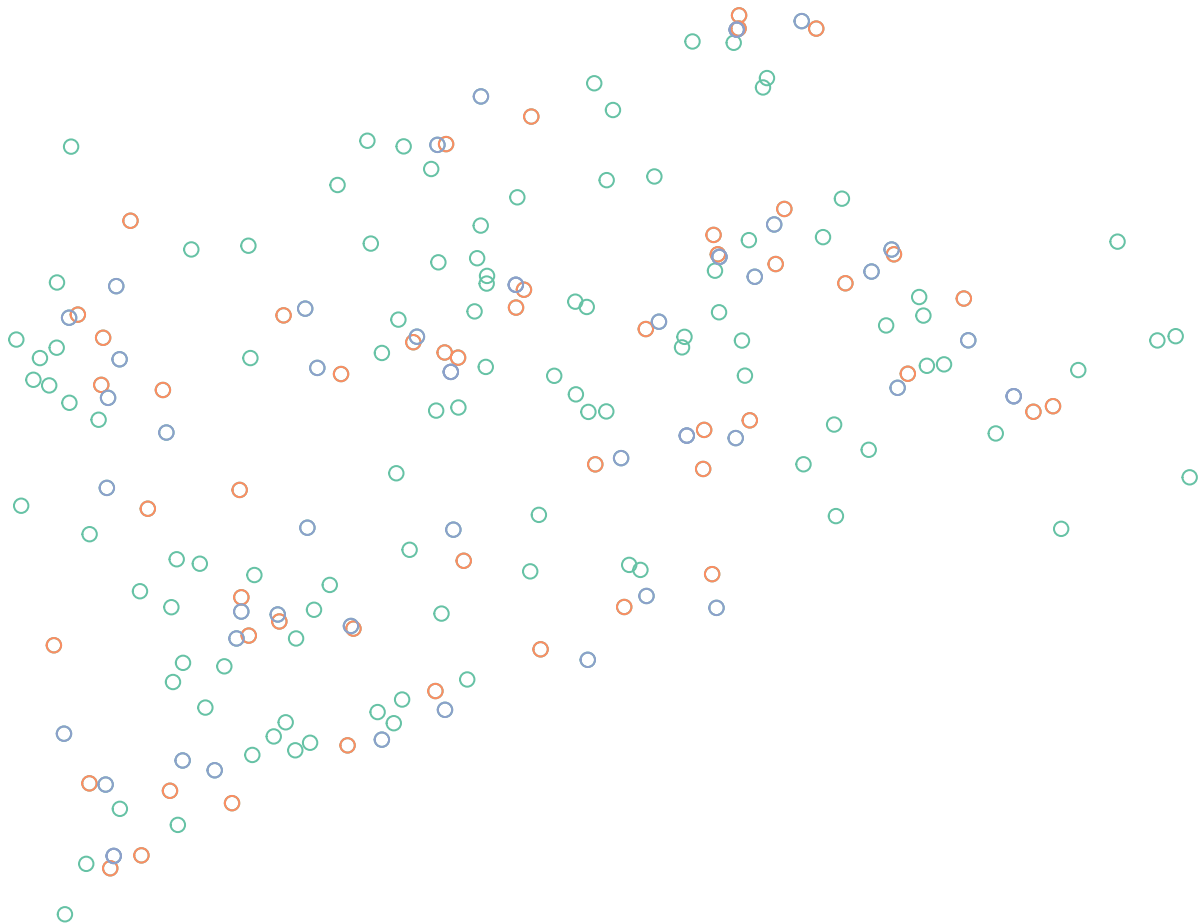


sframe

Base

Over

~ siteuse

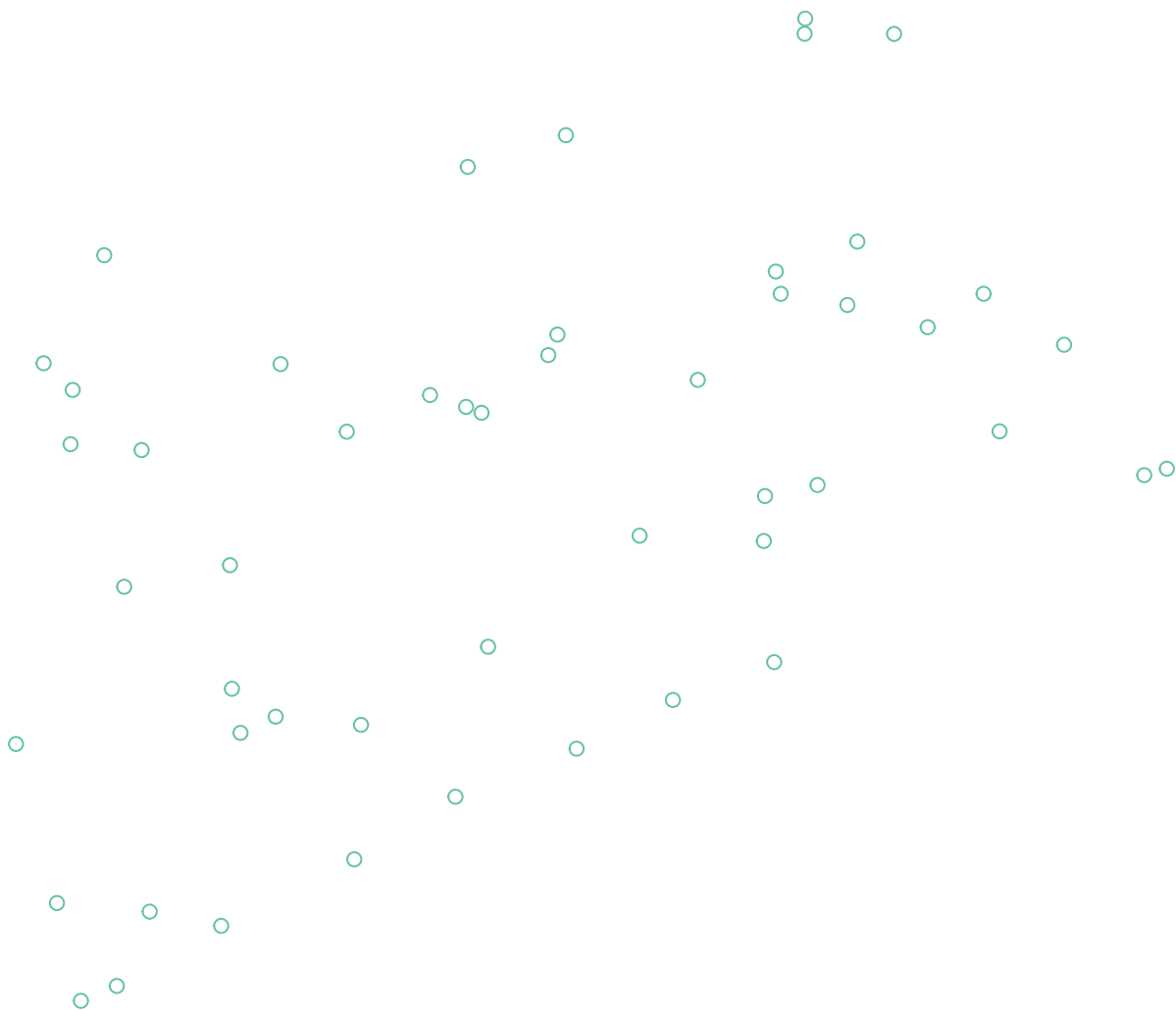


sframe

Base

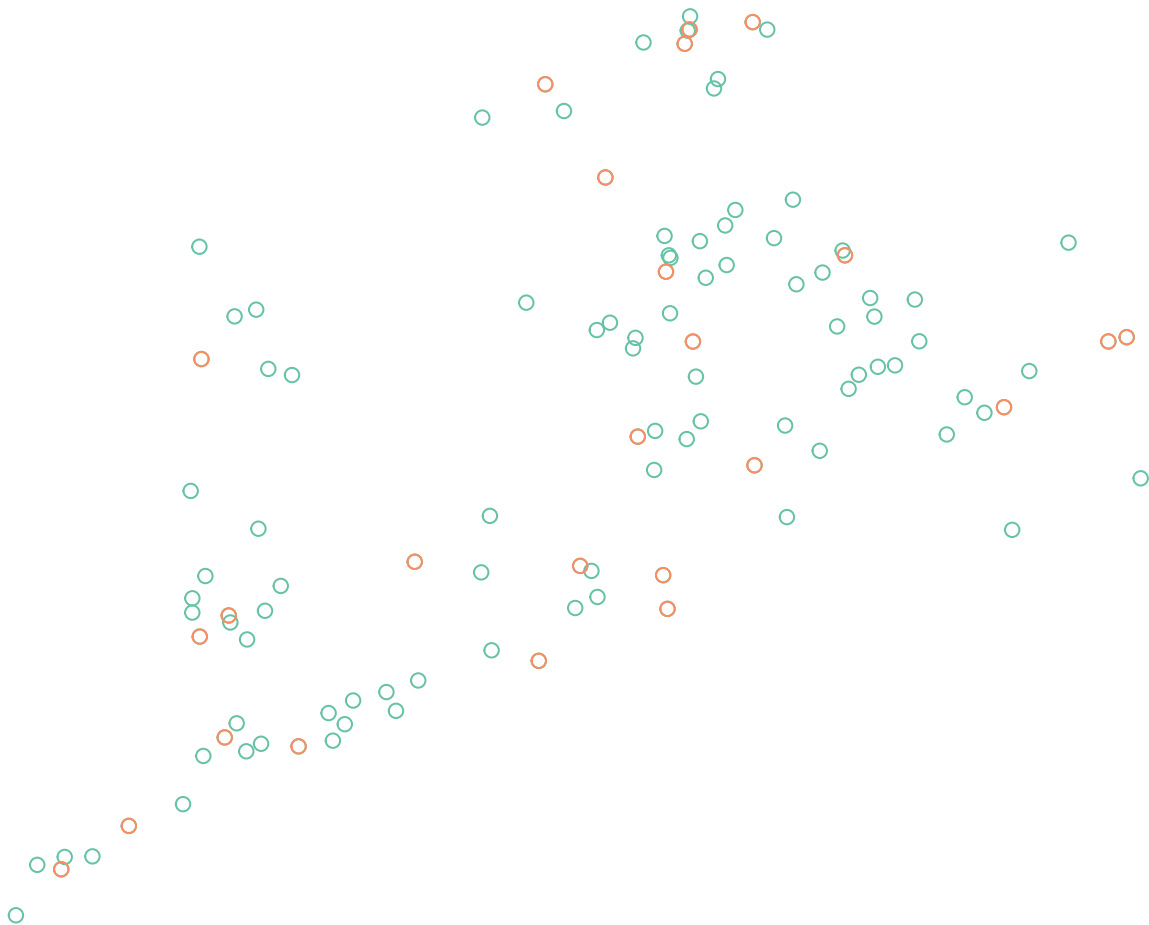
Near

~ siteuse



Base

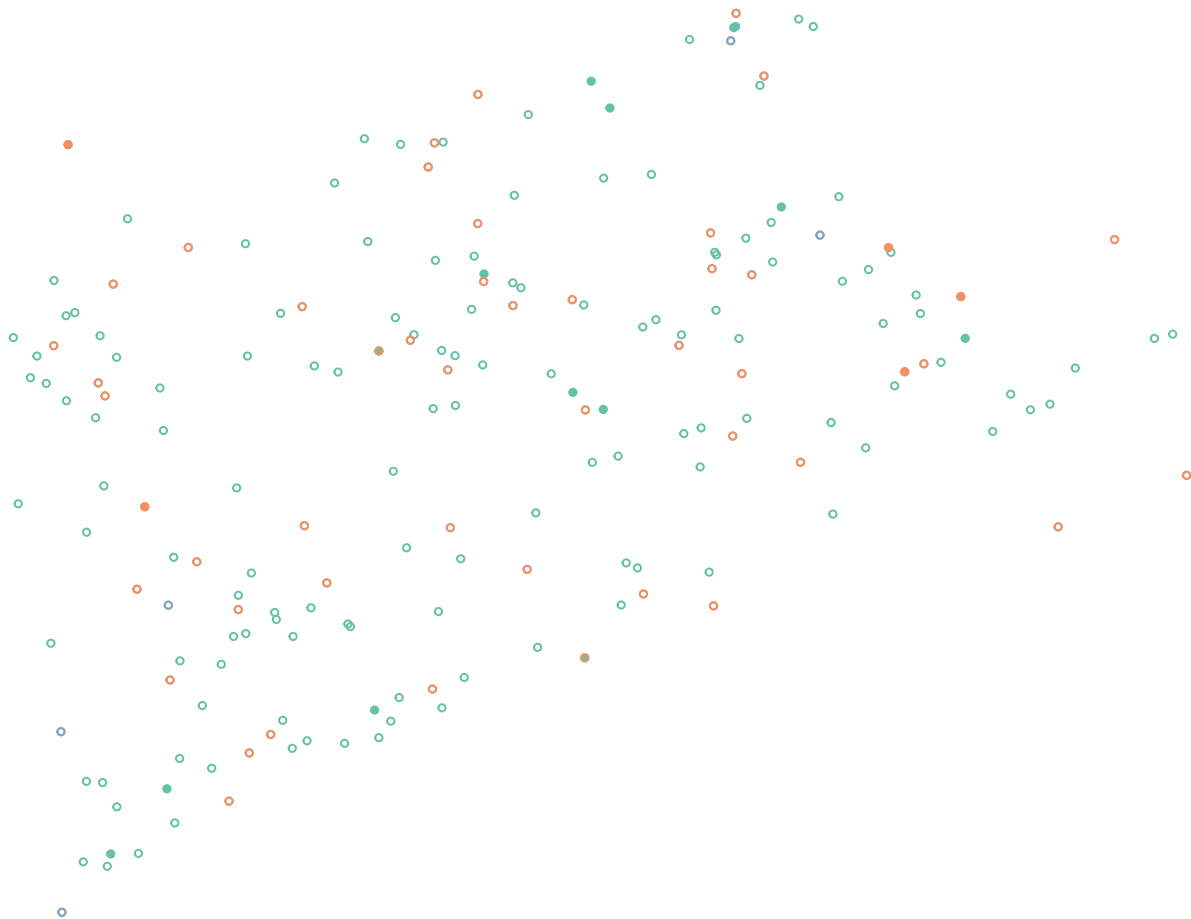
siteuse ~ ELEV\_CAT (low)



sframe

Base

# maintest



sframe

Base

Over

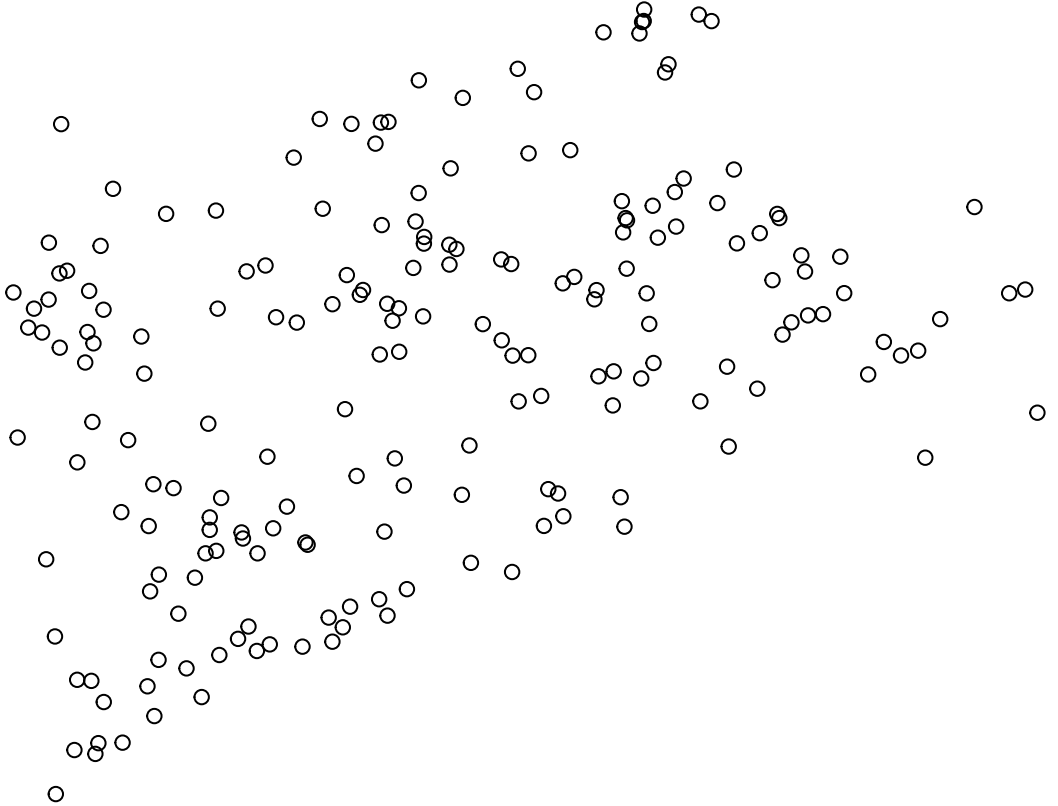


siteuse ~ ELEV\_CAT (low)

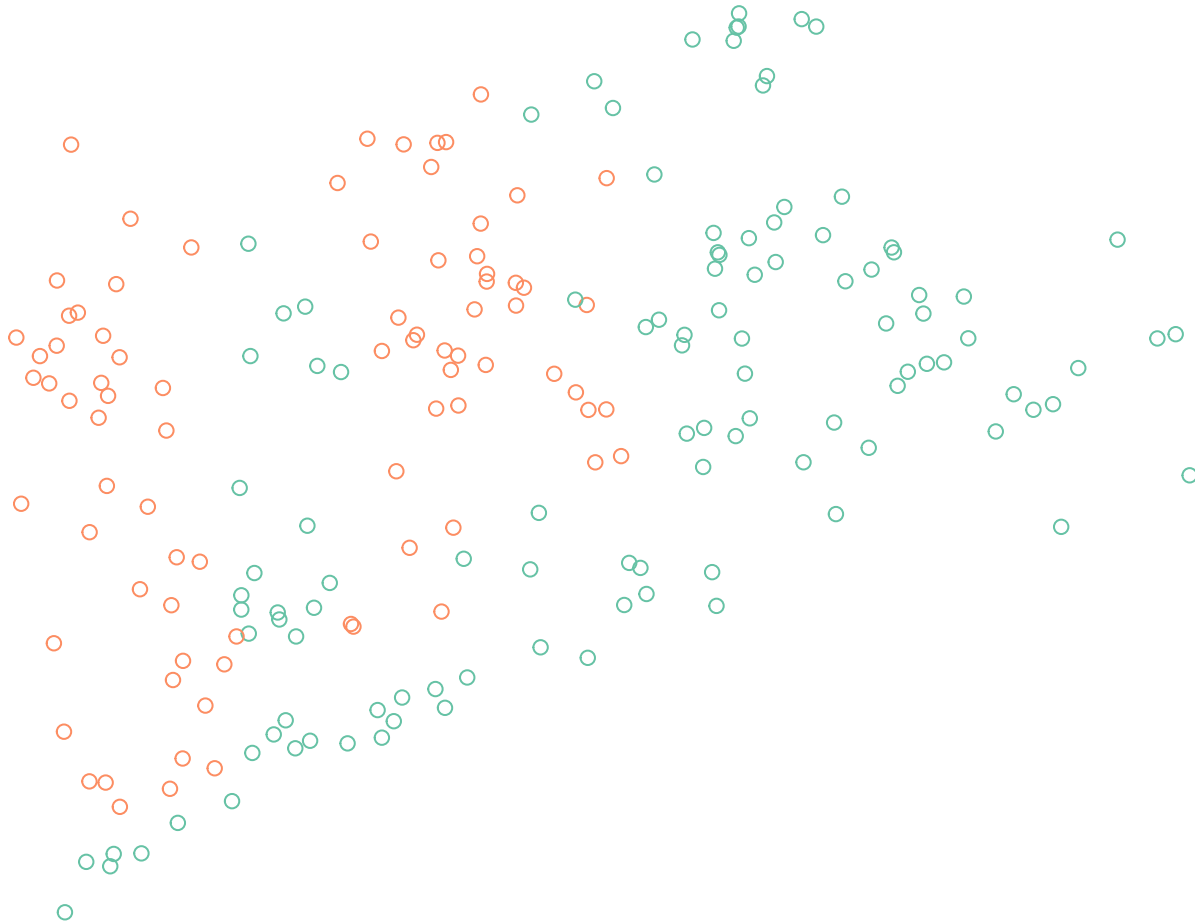


Base

~ 1



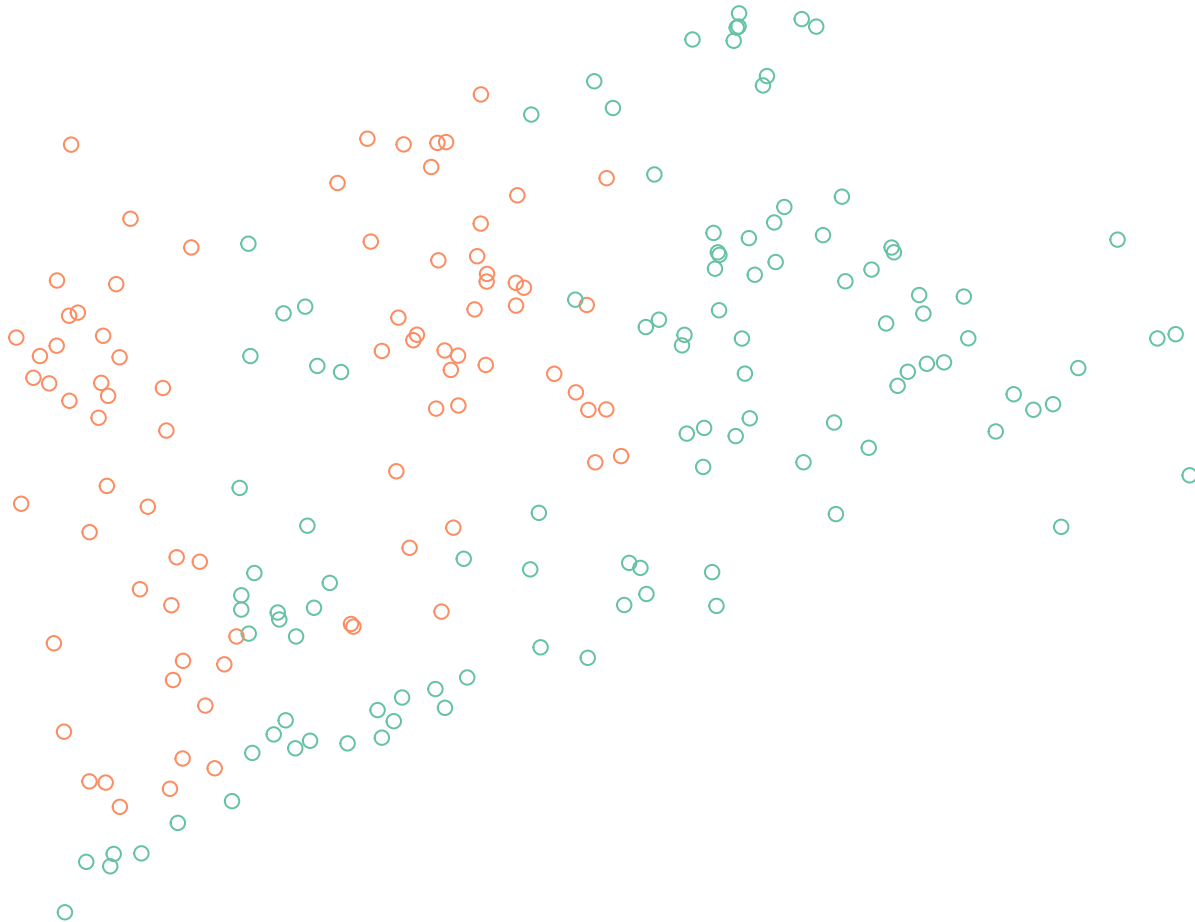
~ ELEV\_CAT



low

high

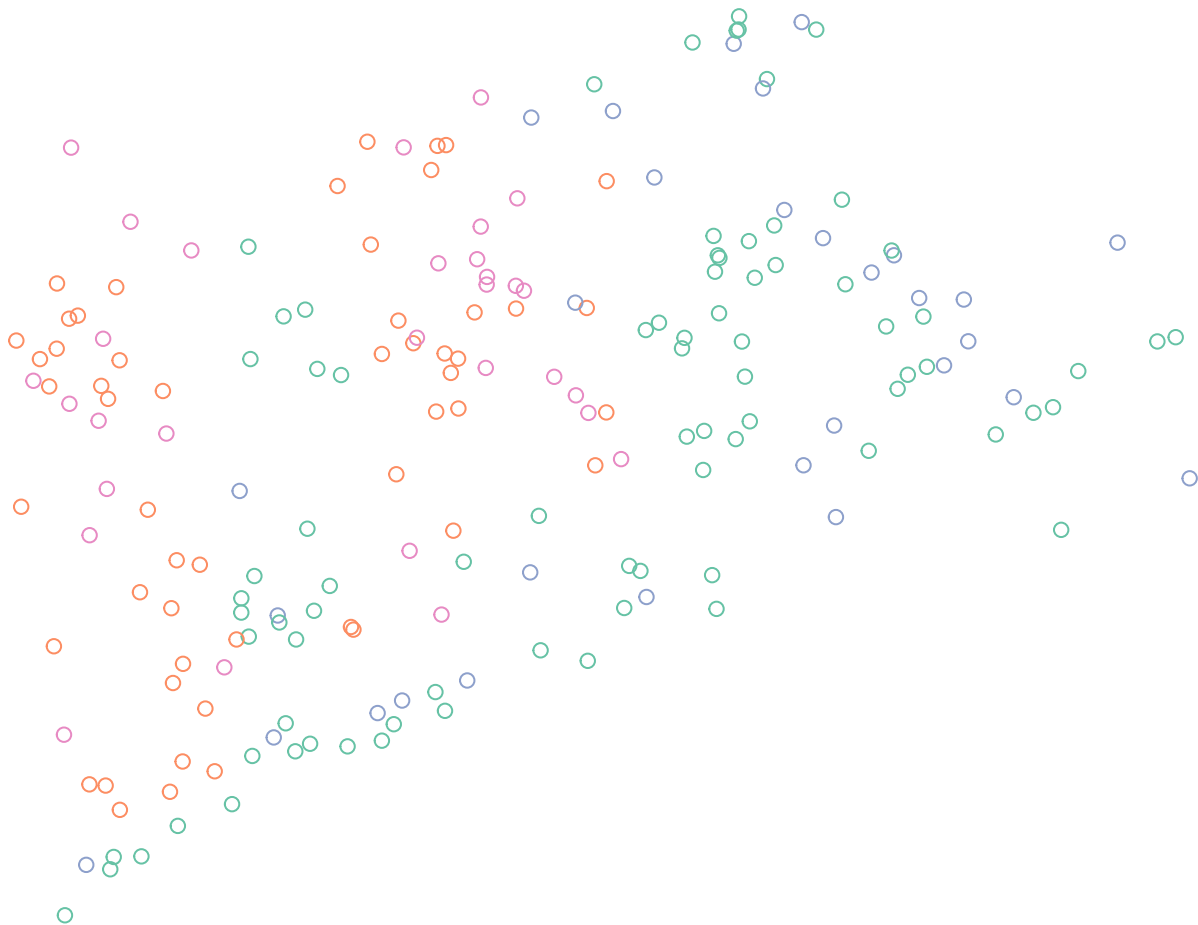
~ ELEV\_CAT



low

high

~ ELEV\_CAT:AREA\_CAT



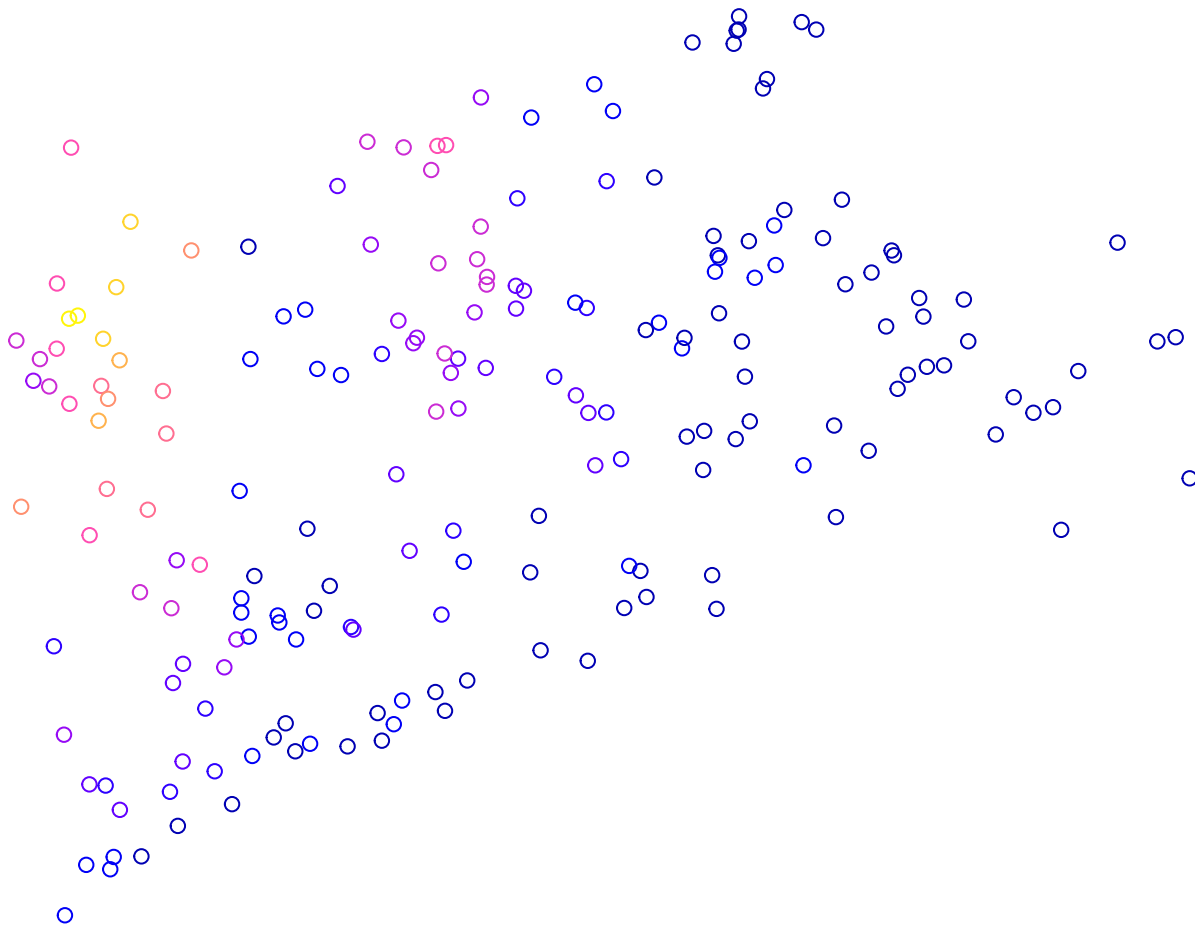
low:small

high:small

low:large

high:large

~ ELEV



100

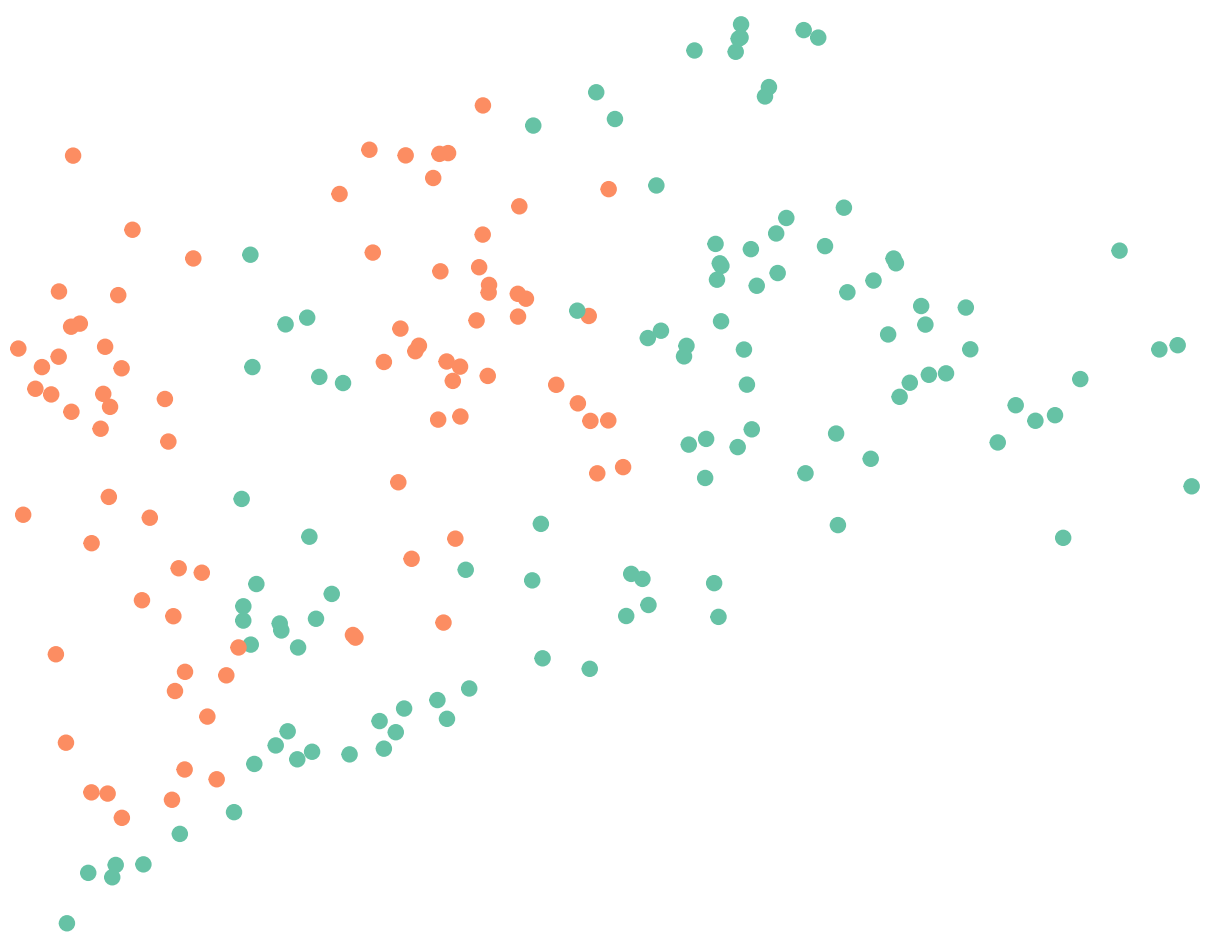
200

300

400

500

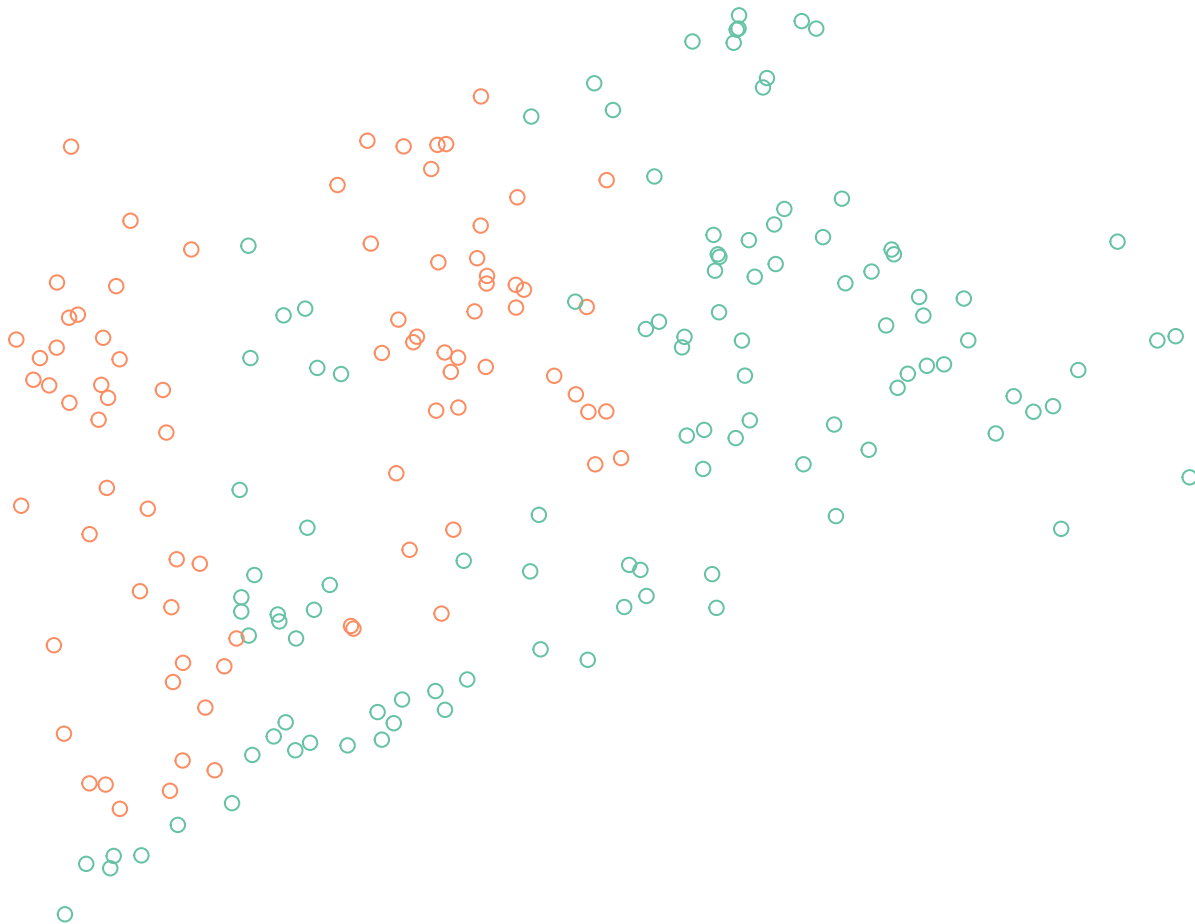
~ ELEV\_CAT



low

high

# maintest

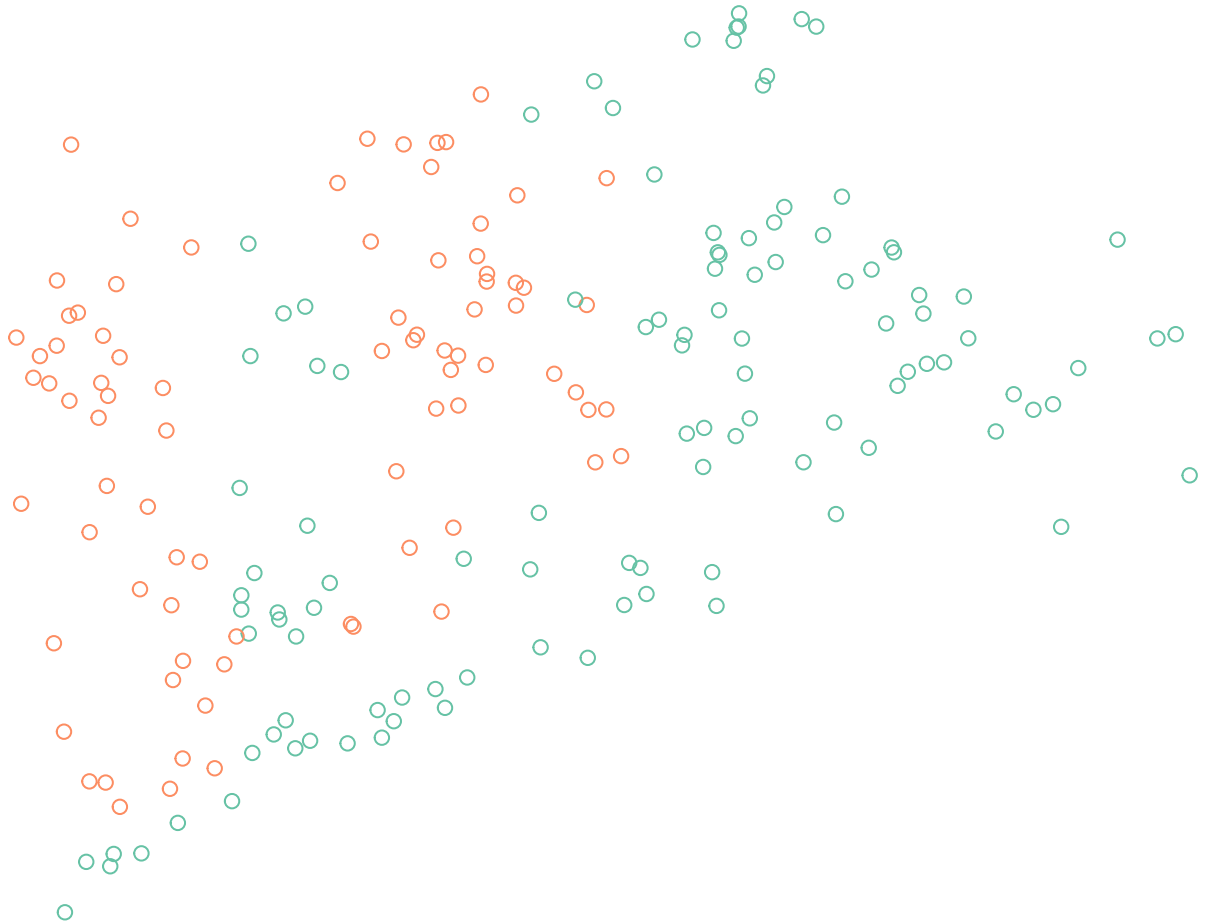


low

high



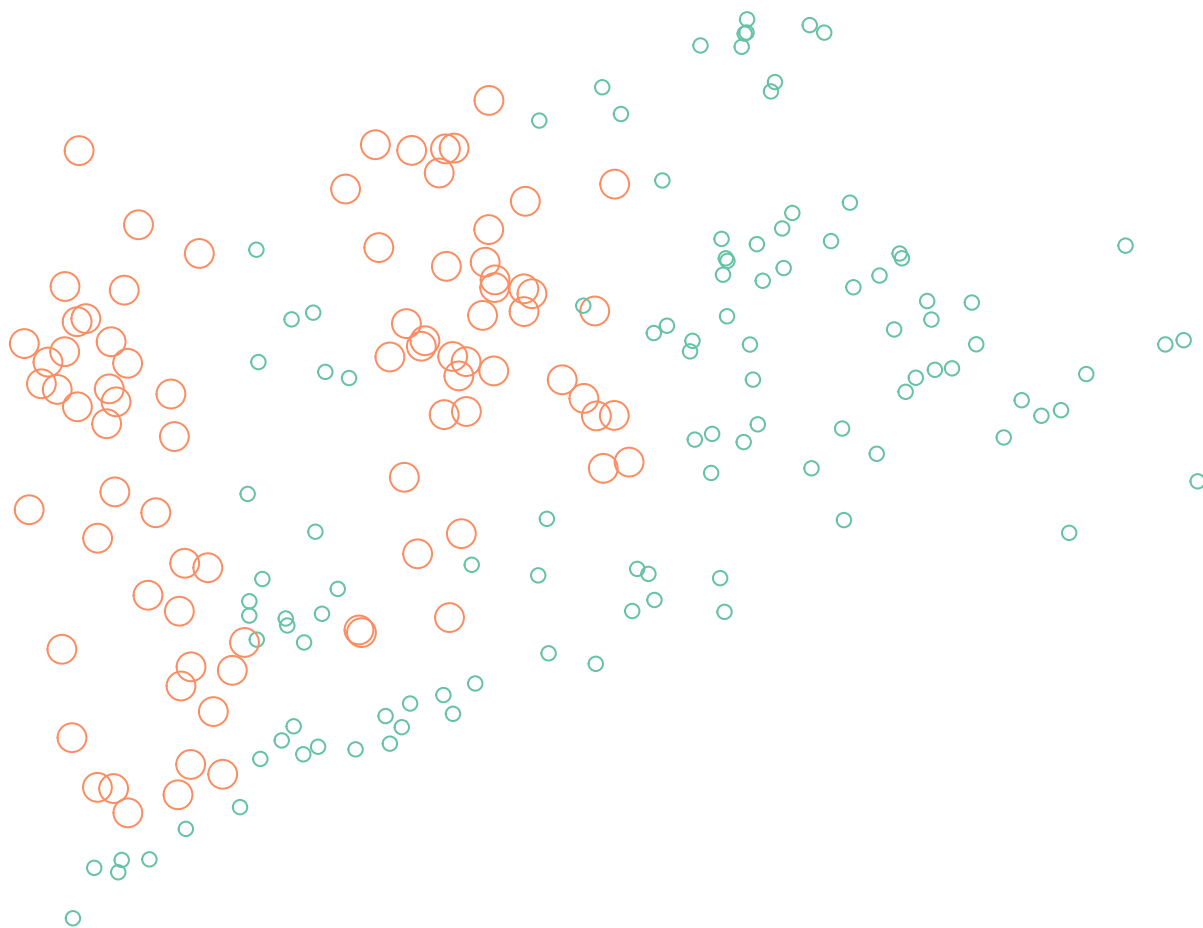
~ ELEV\_CAT



low

high

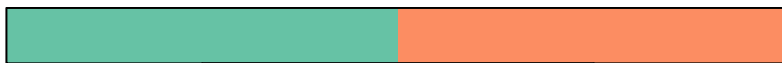
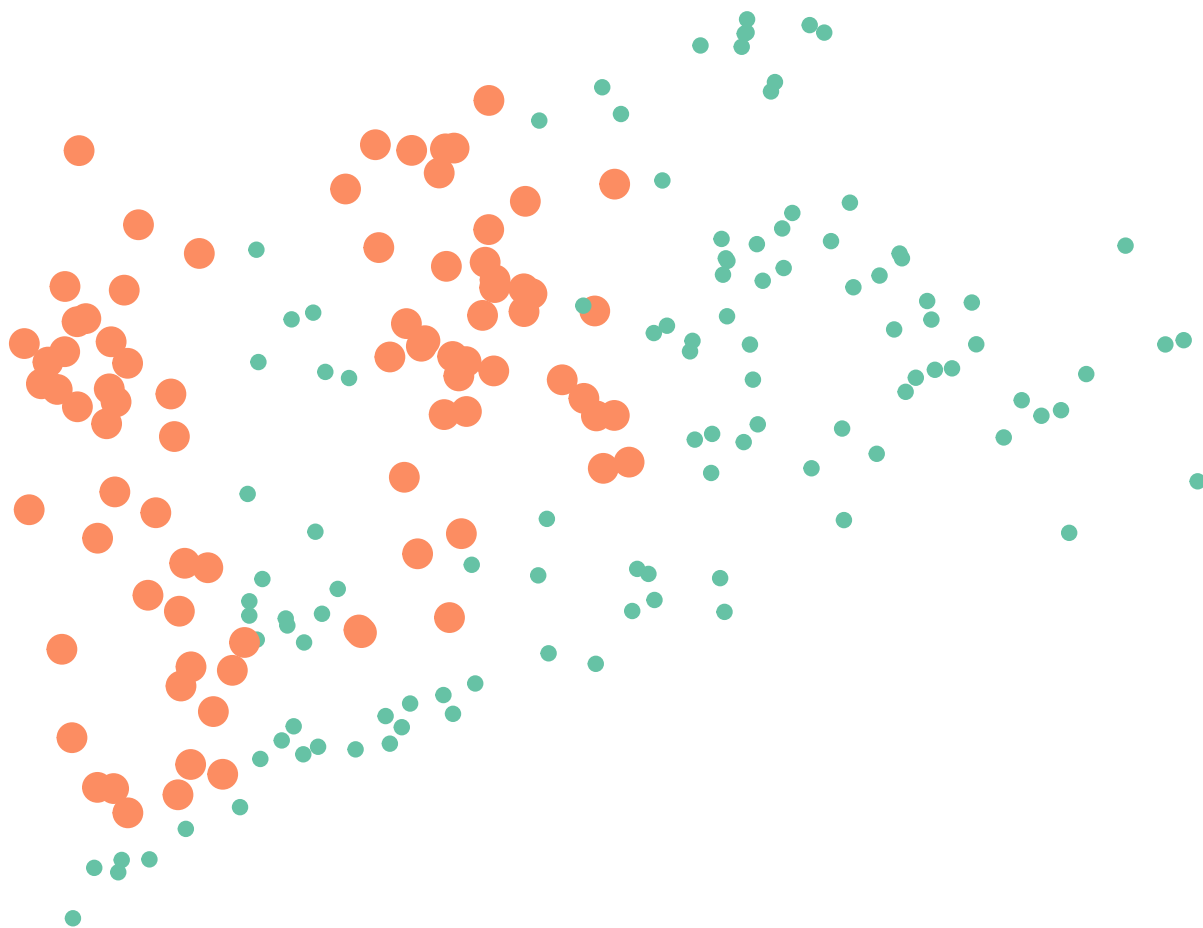
~ ELEV\_CAT



low

high

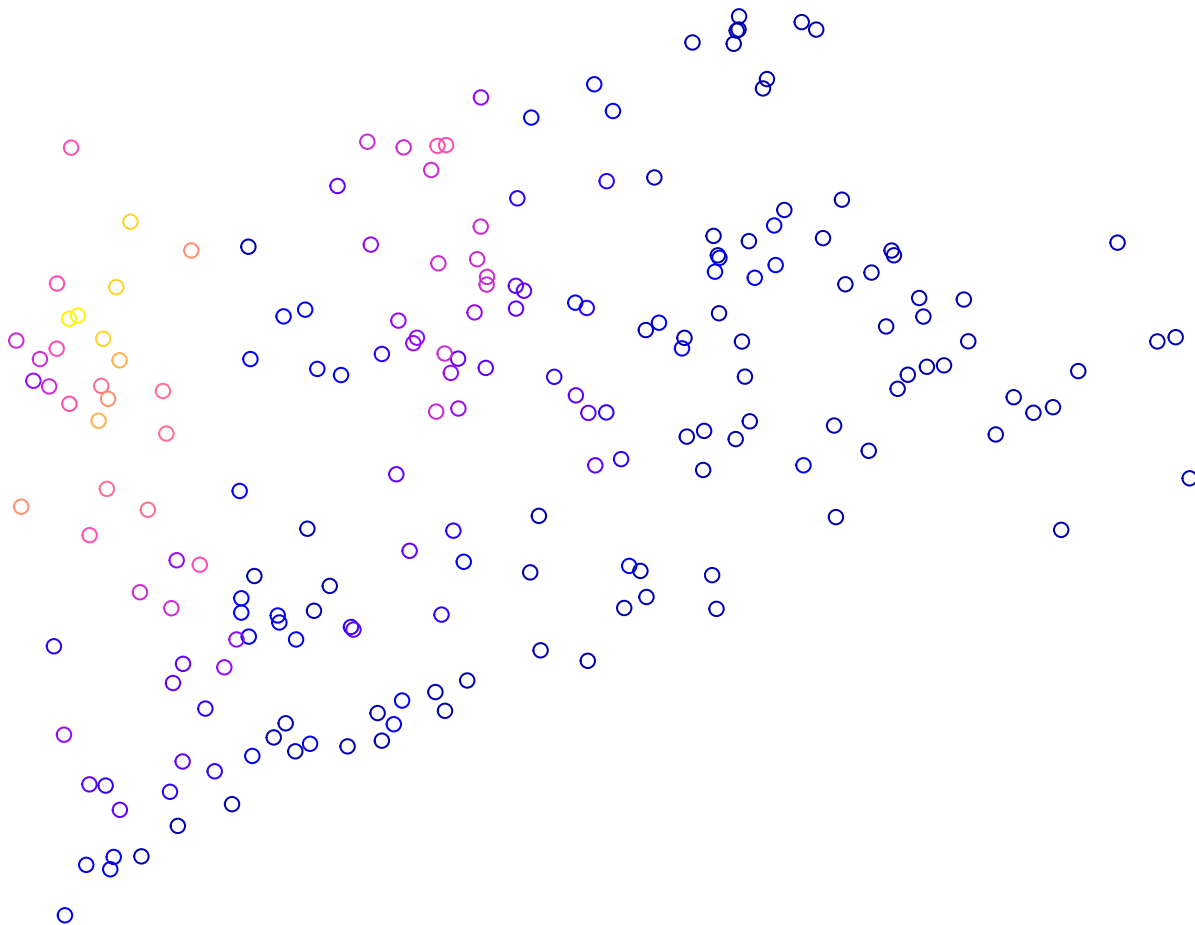
# maintest



low

high

ELEV ~ 1



100

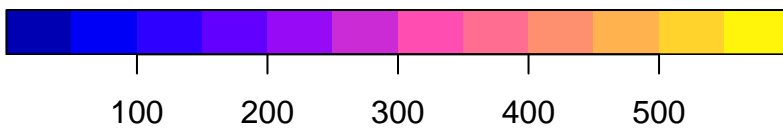
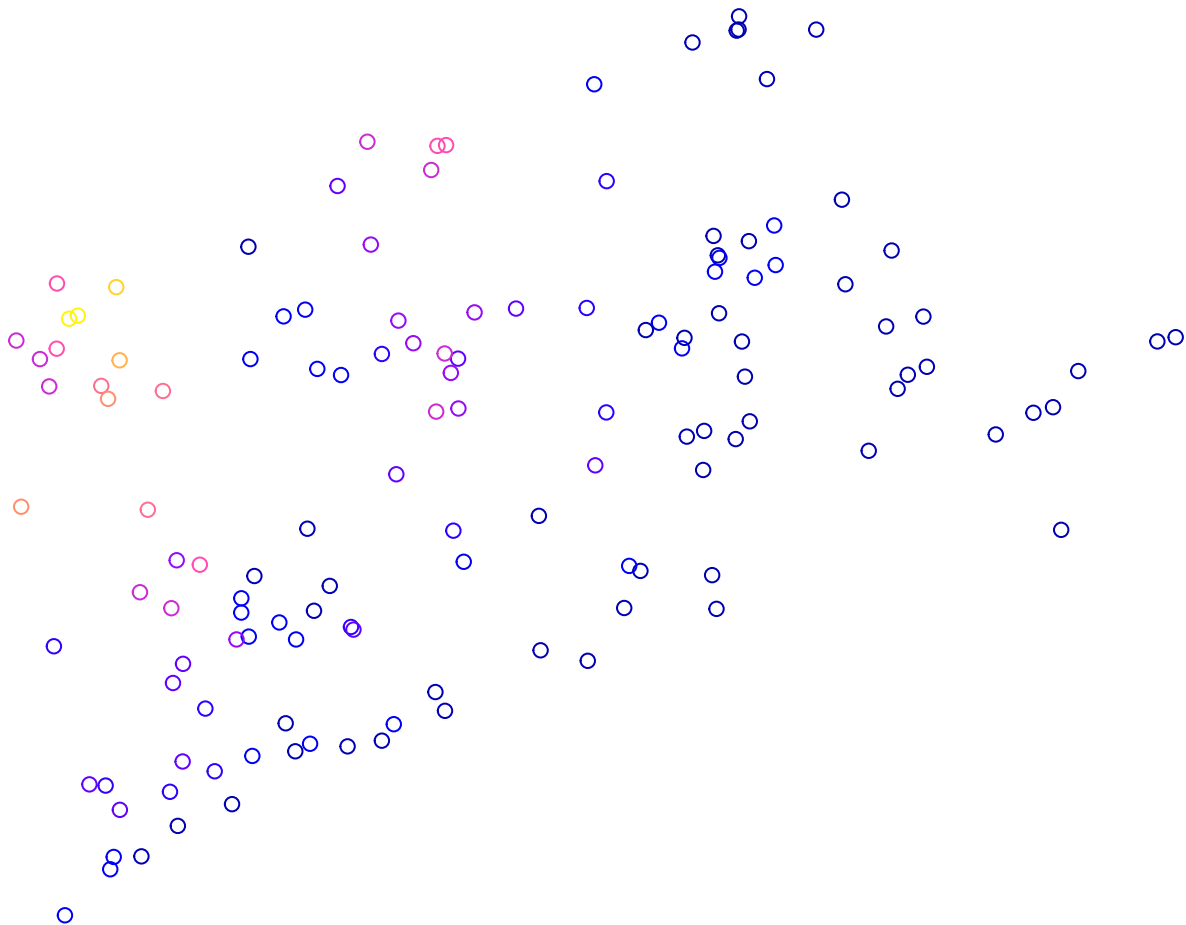
200

300

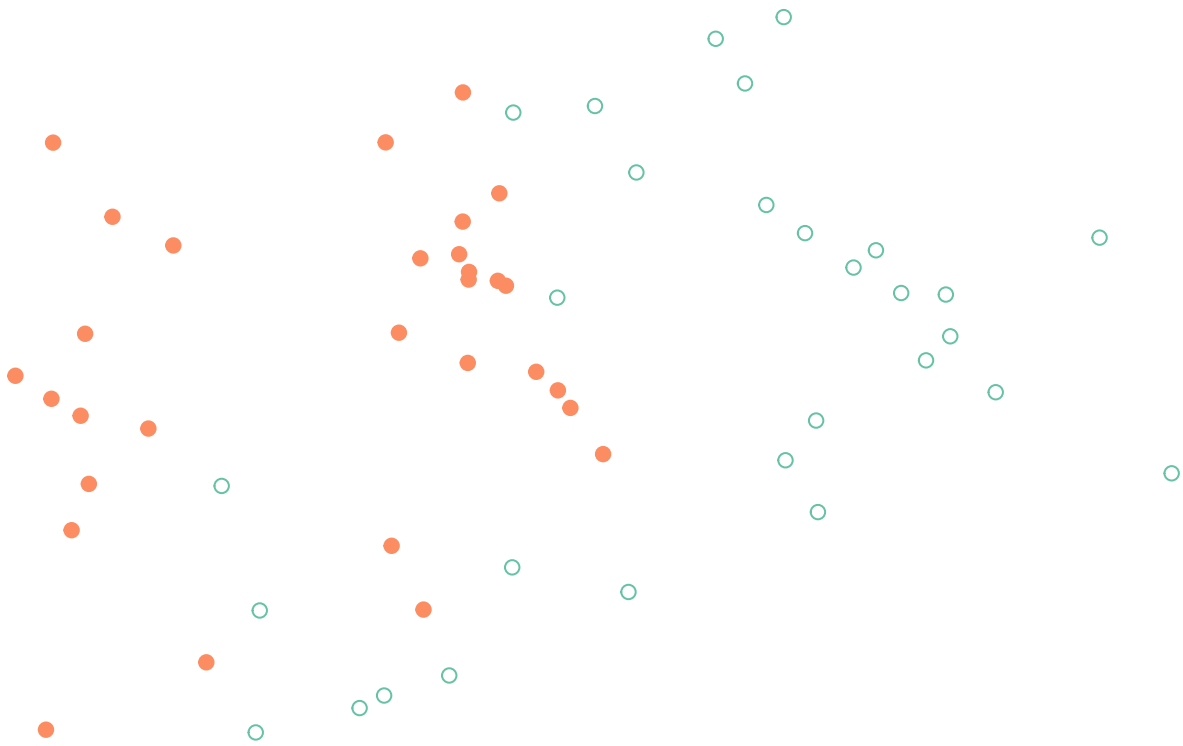
400

500

# ELEV ~ AREA\_CAT (small)

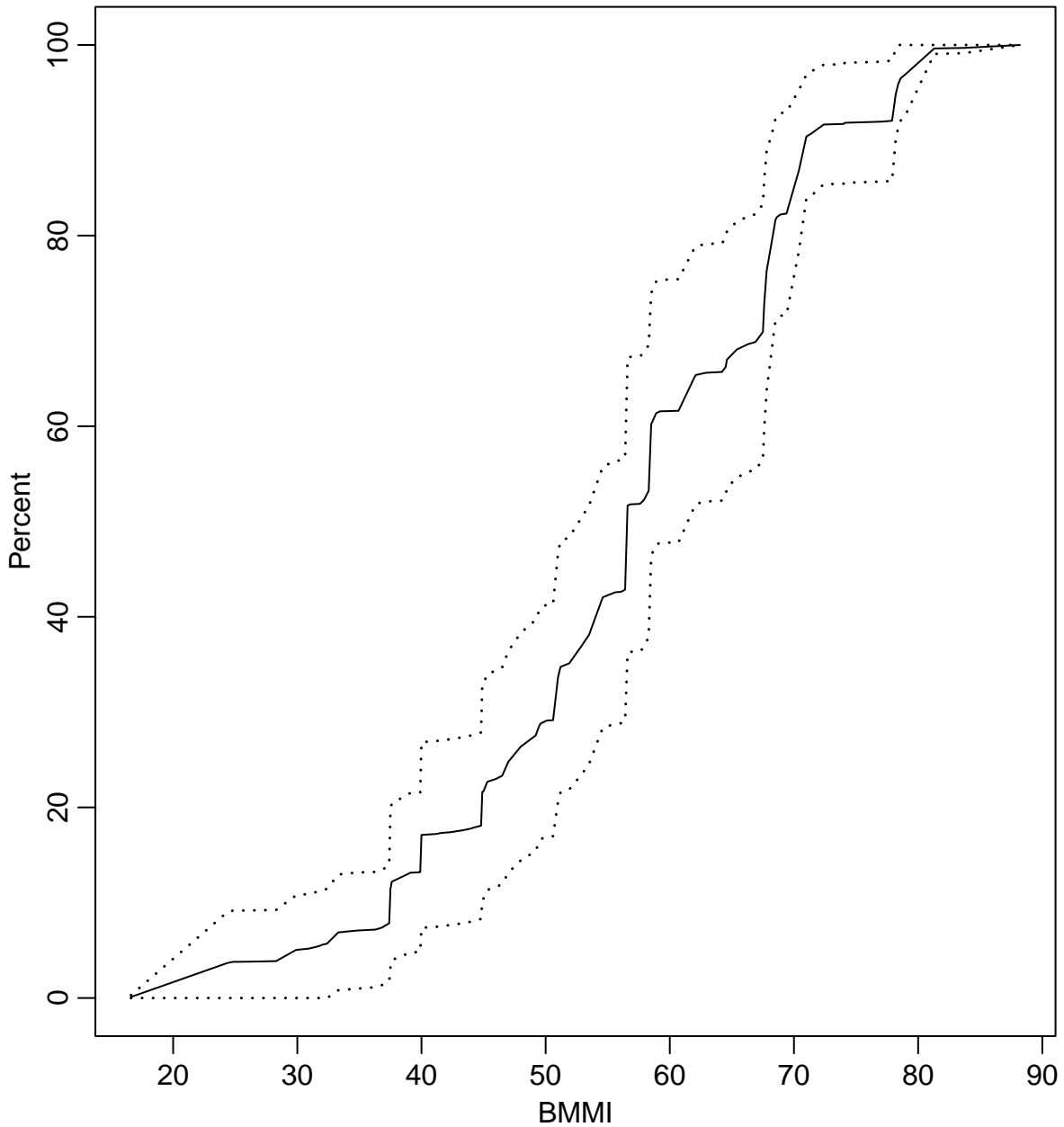


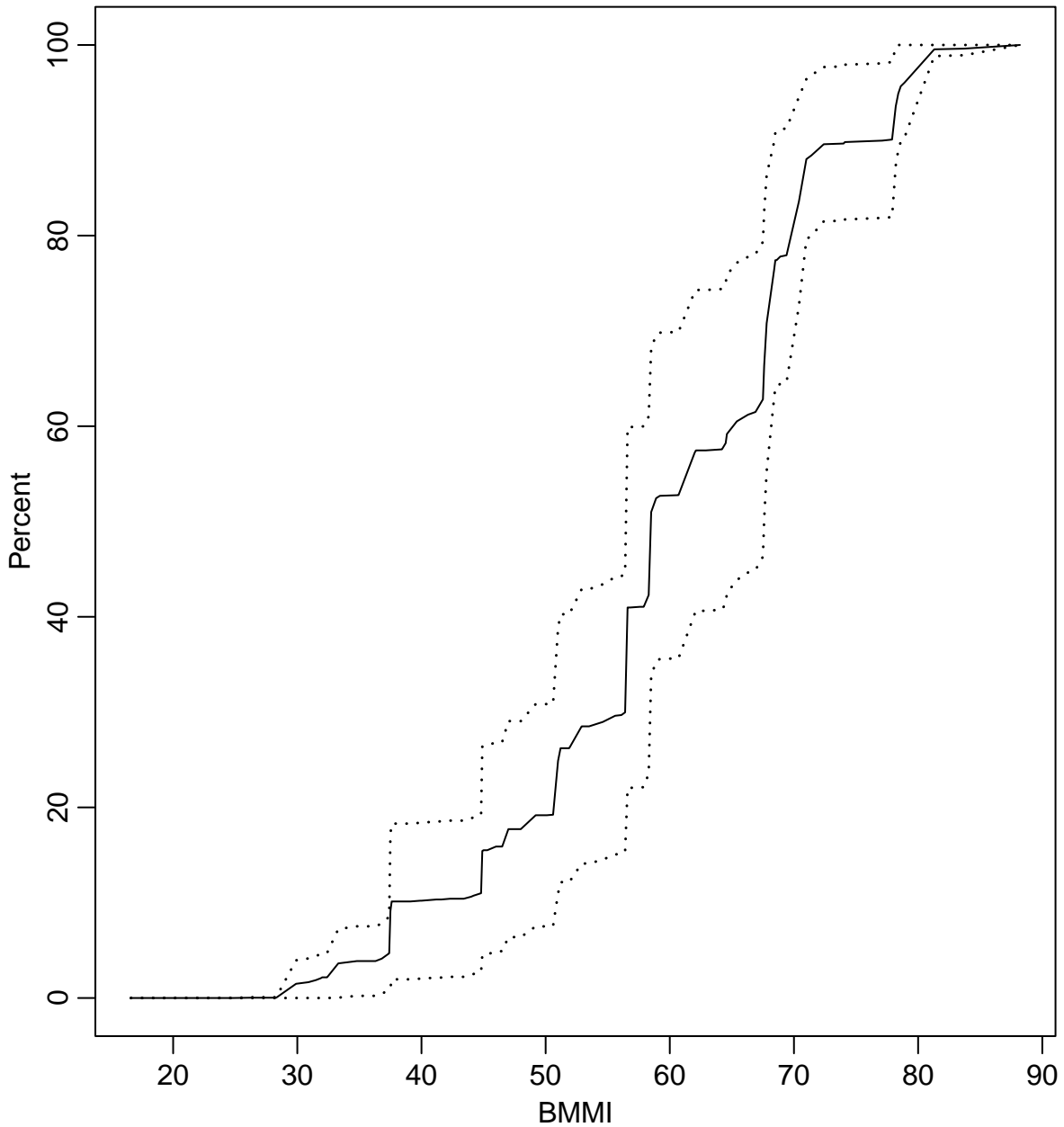
# ELEV\_CAT ~ AREA\_CAT (large)



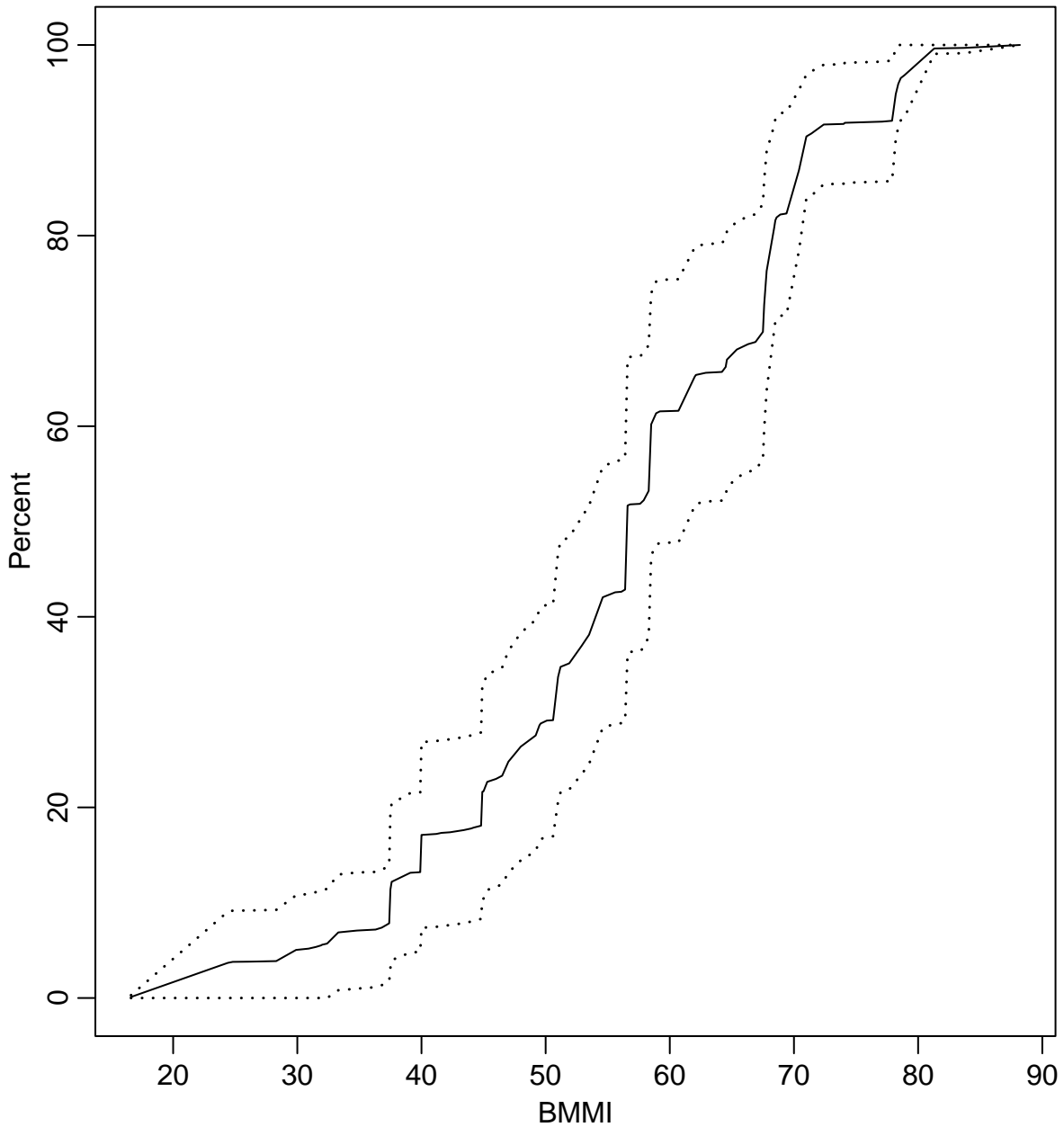
low

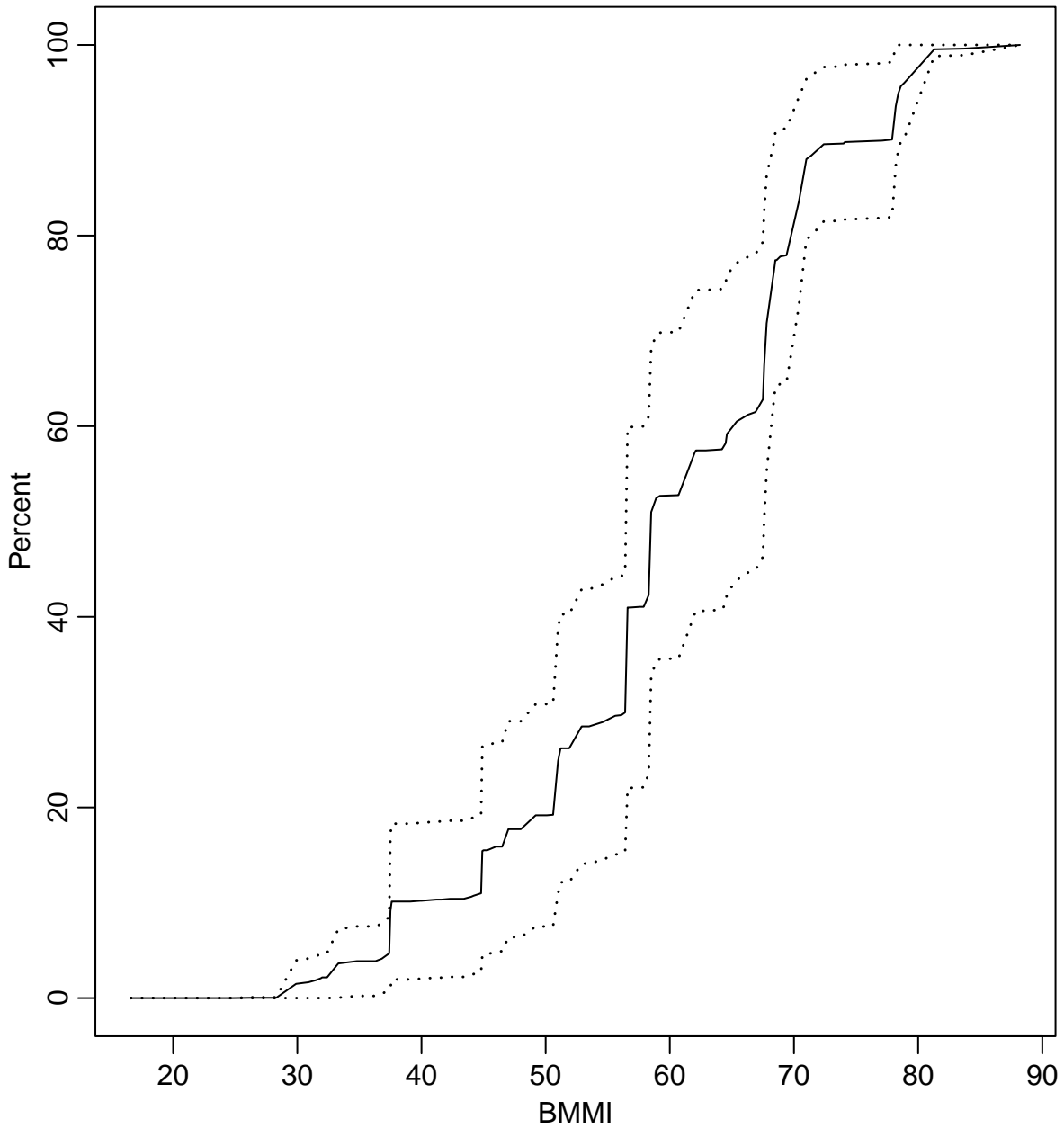
high



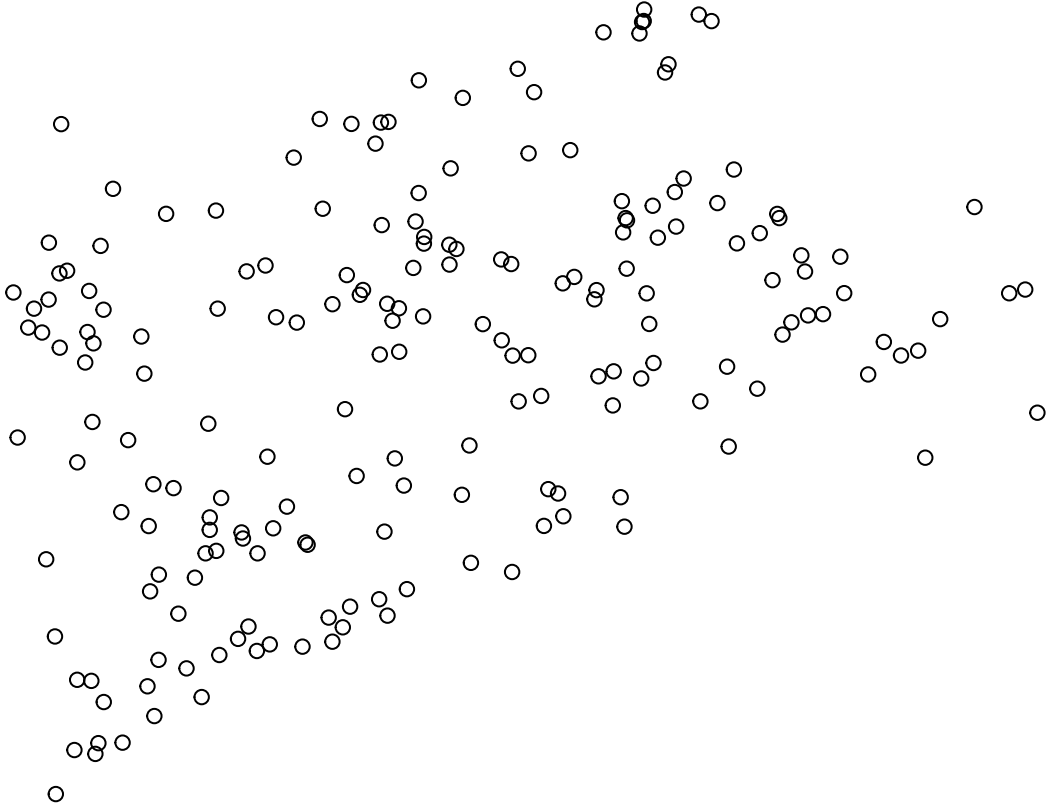




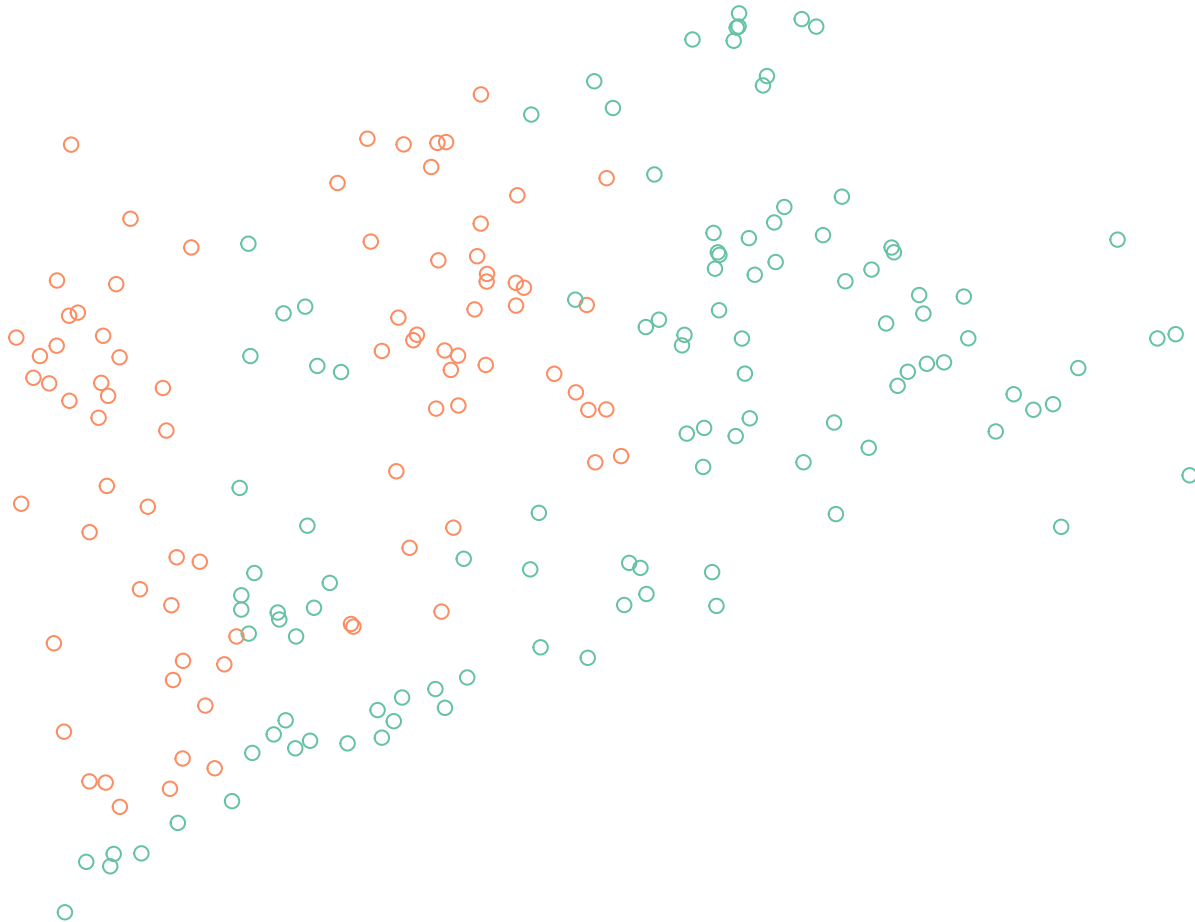




~ 1



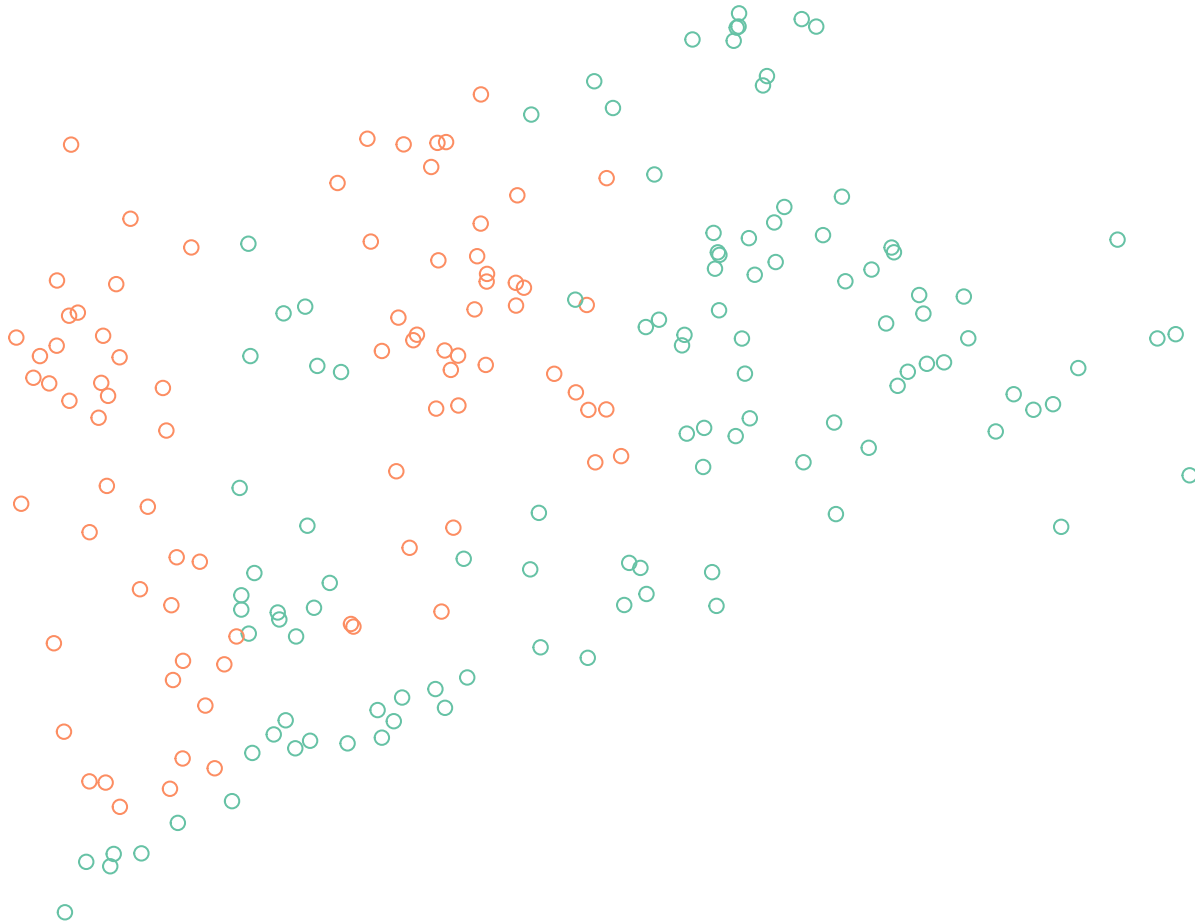
~ ELEV\_CAT



low

high

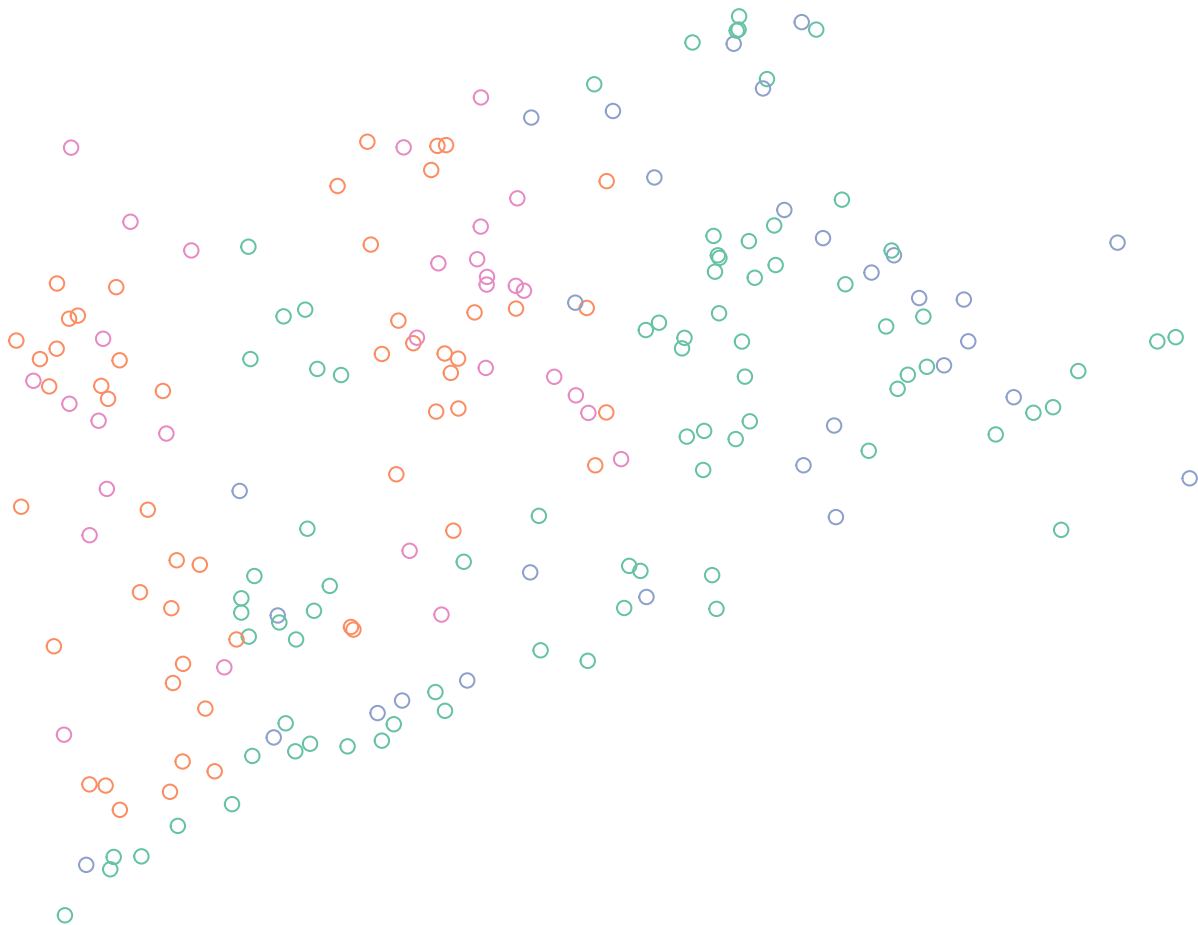
~ ELEV\_CAT



low

high

~ ELEV\_CAT:AREA\_CAT



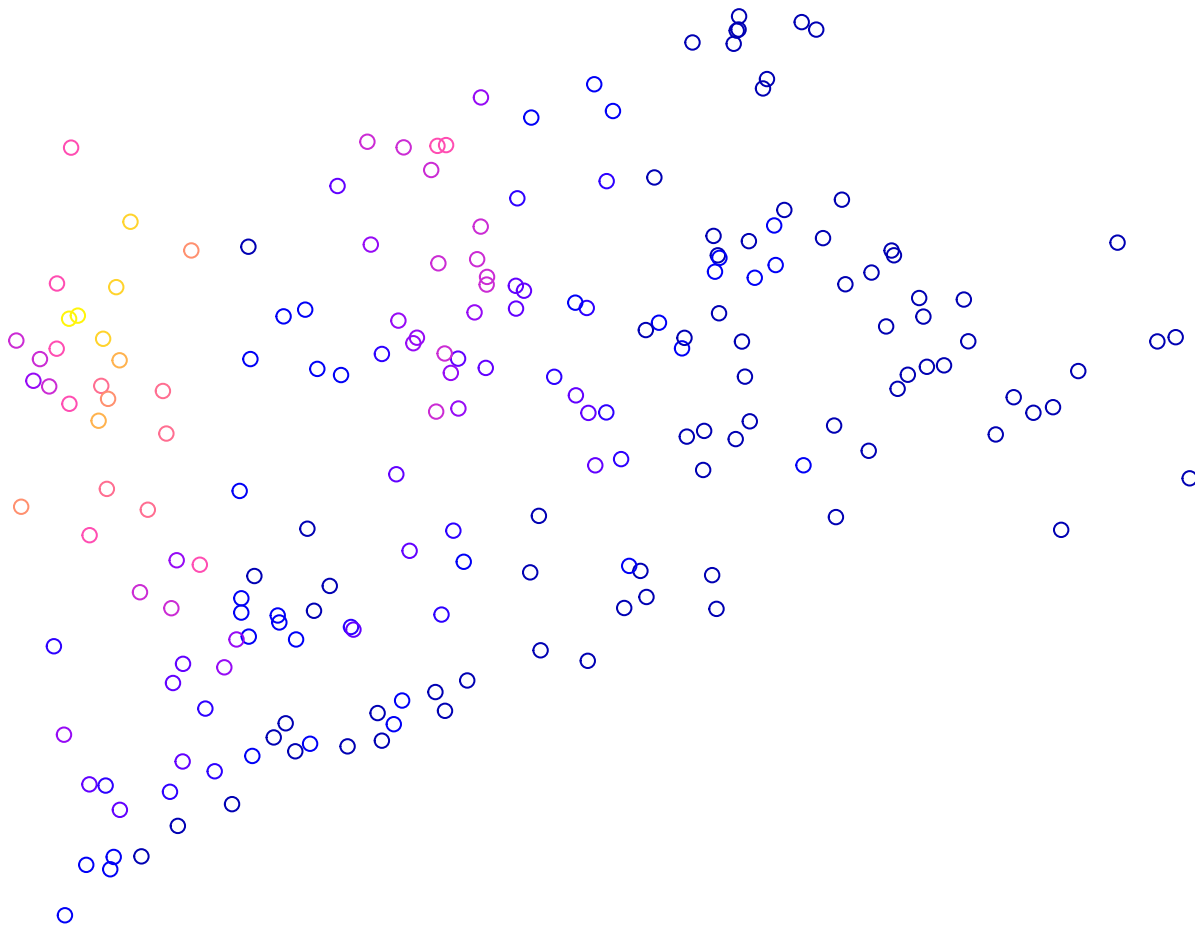
low:small

high:small

low:large

high:large

~ ELEV



100

200

300

400

500

~ ELEV\_CAT



low

high



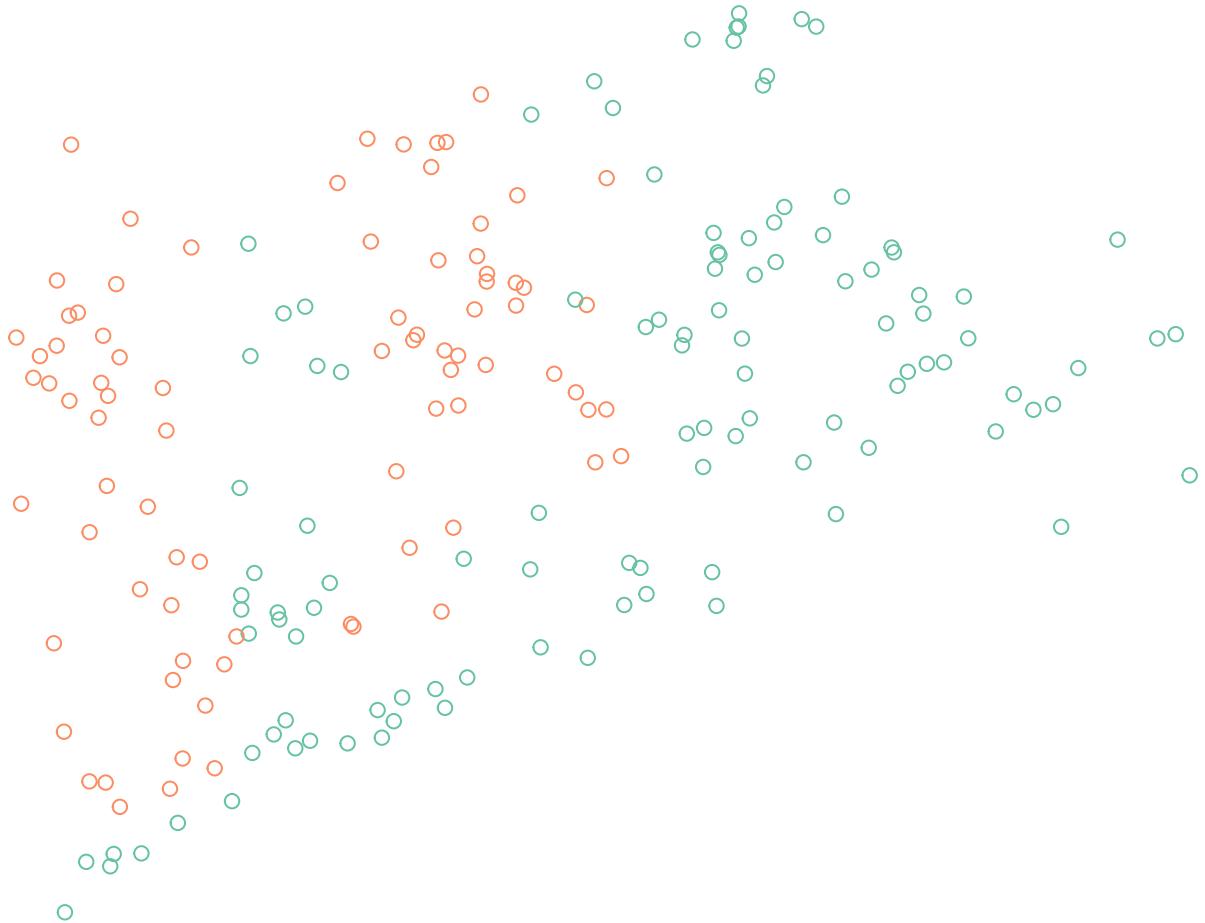
# maintest



low

high

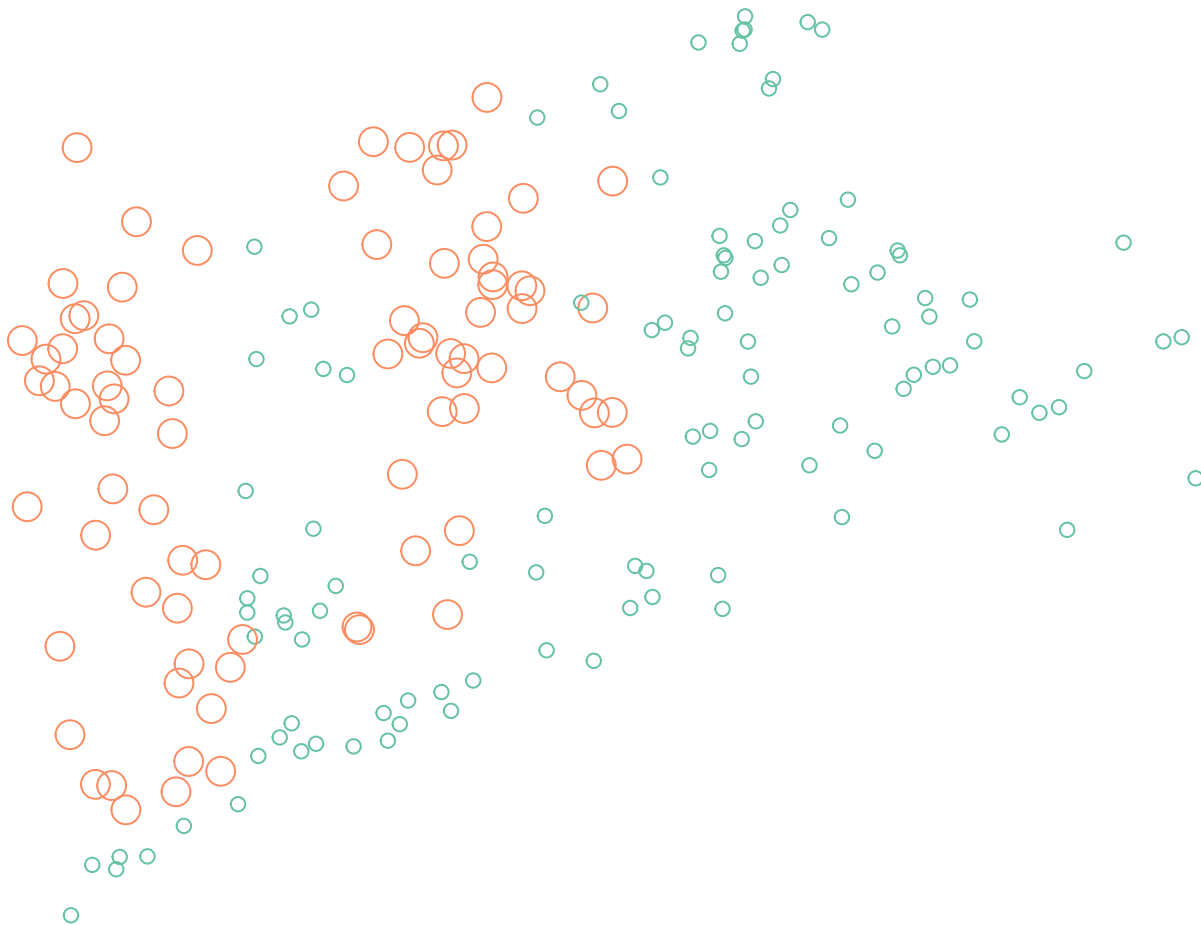
~ ELEV\_CAT



low

high

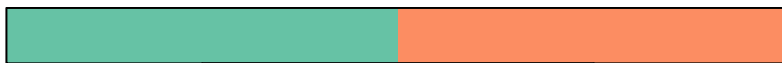
~ ELEV\_CAT



low

high

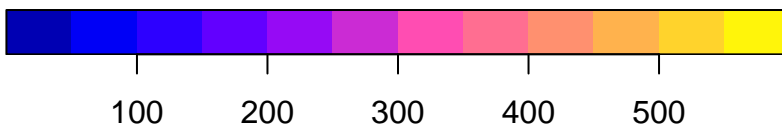
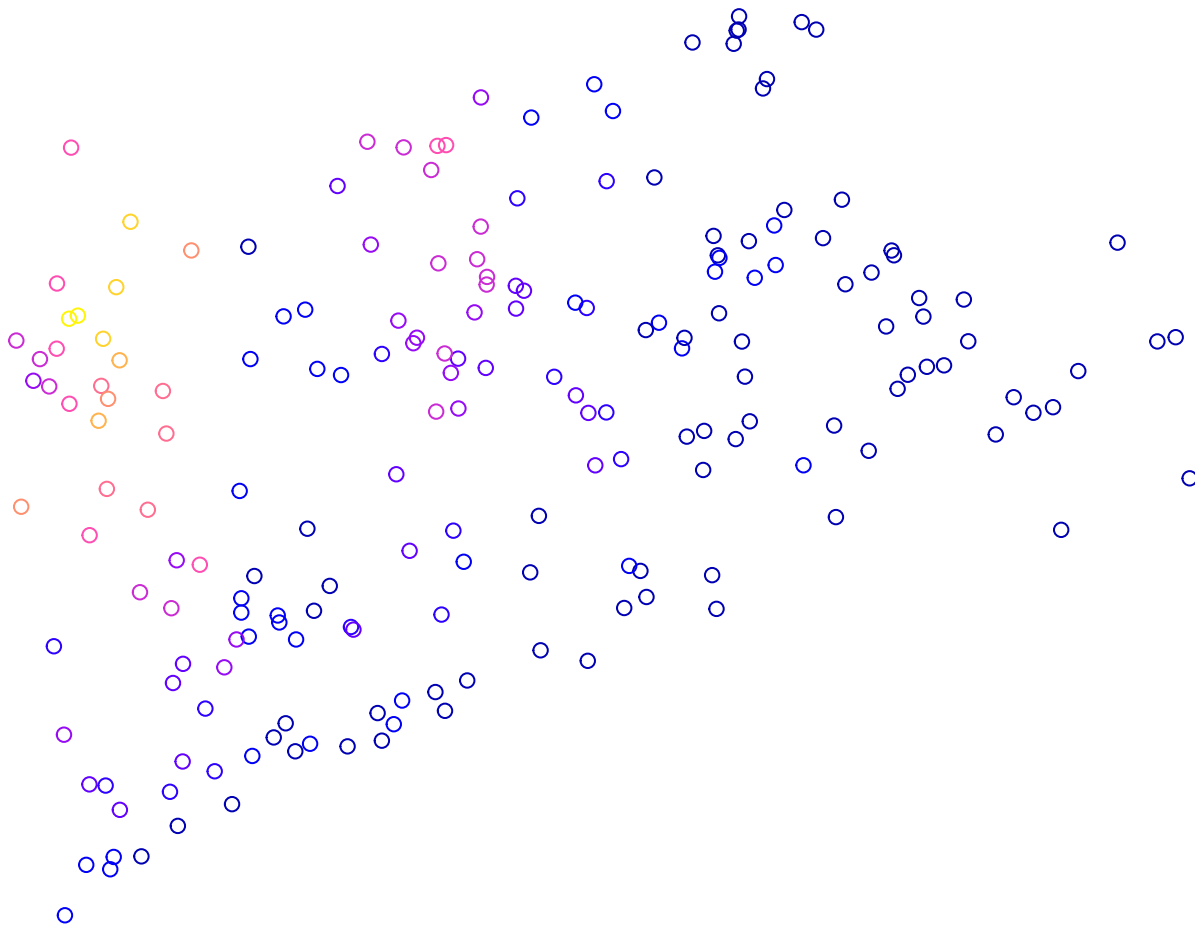
# maintest



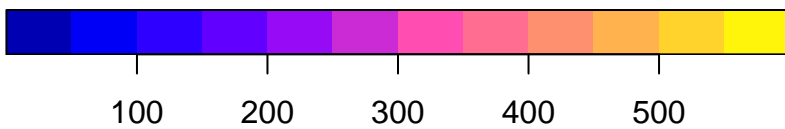
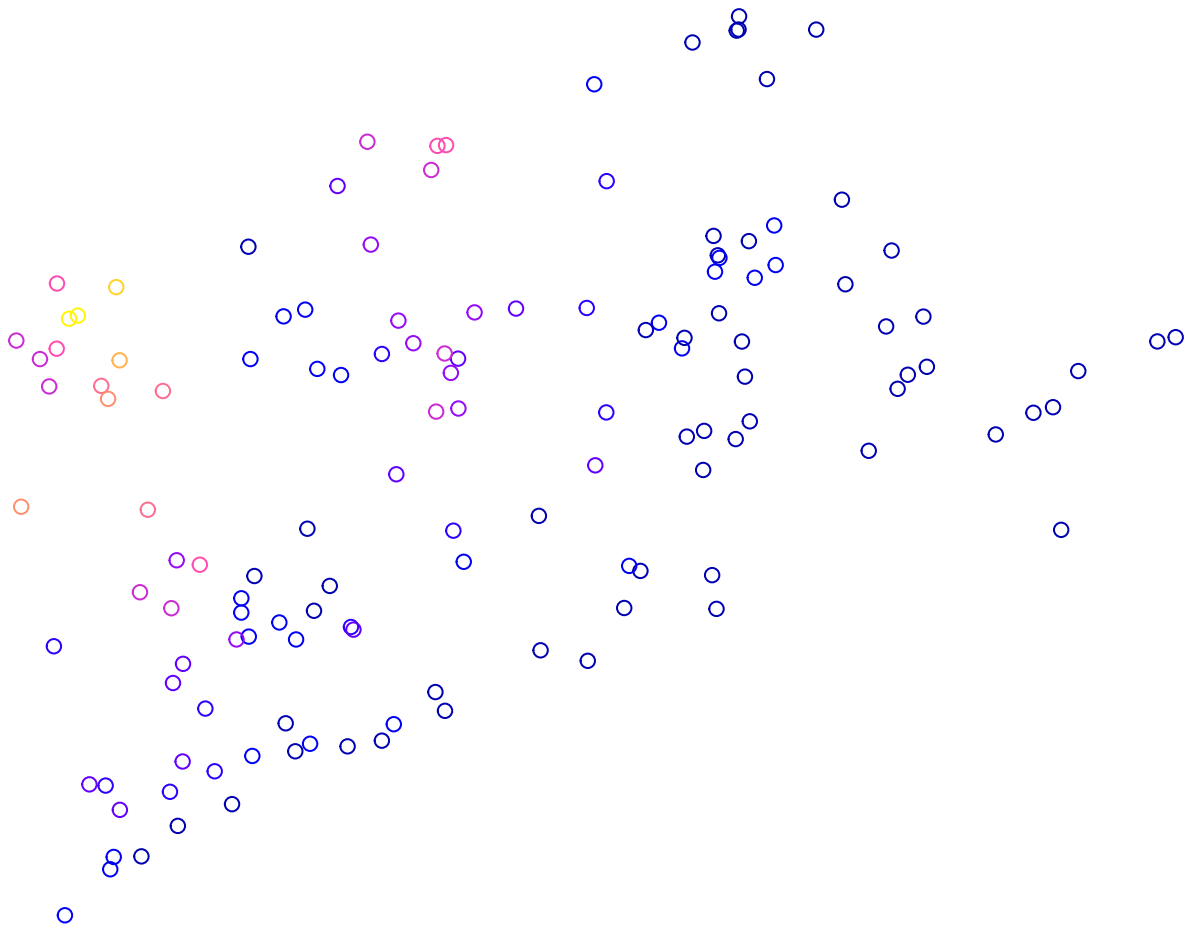
low

high

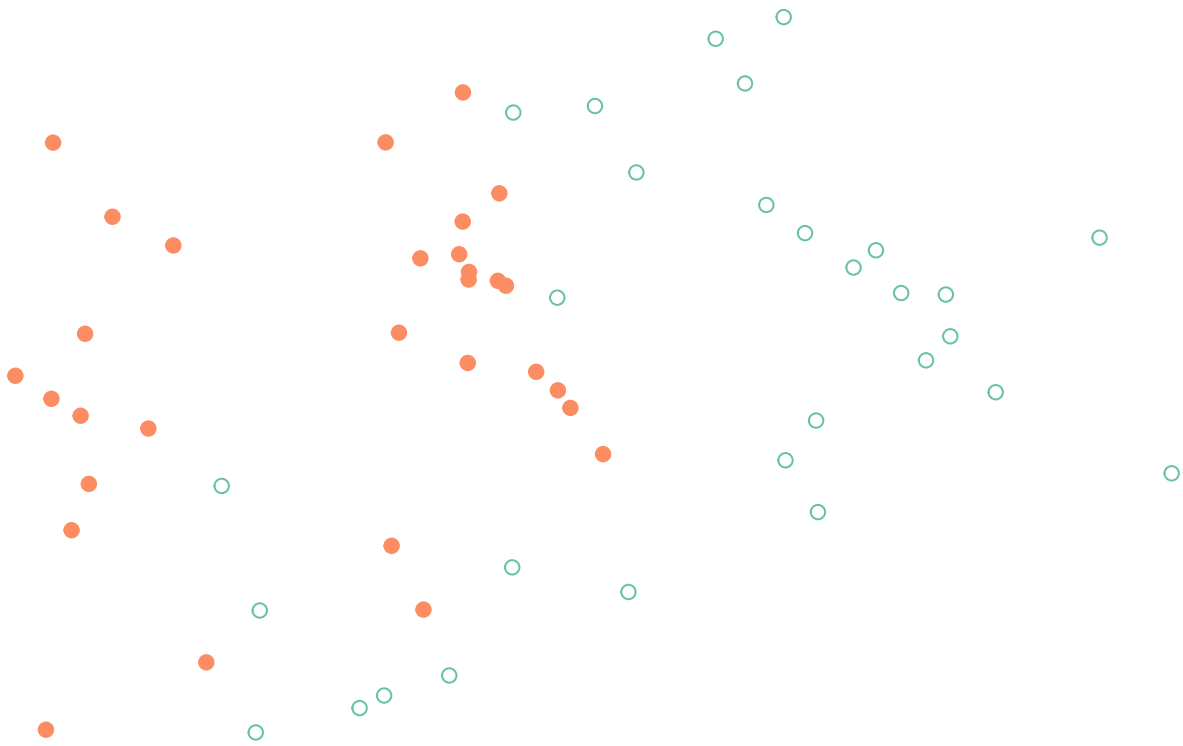
# ELEV ~ 1



# ELEV ~ AREA\_CAT (small)



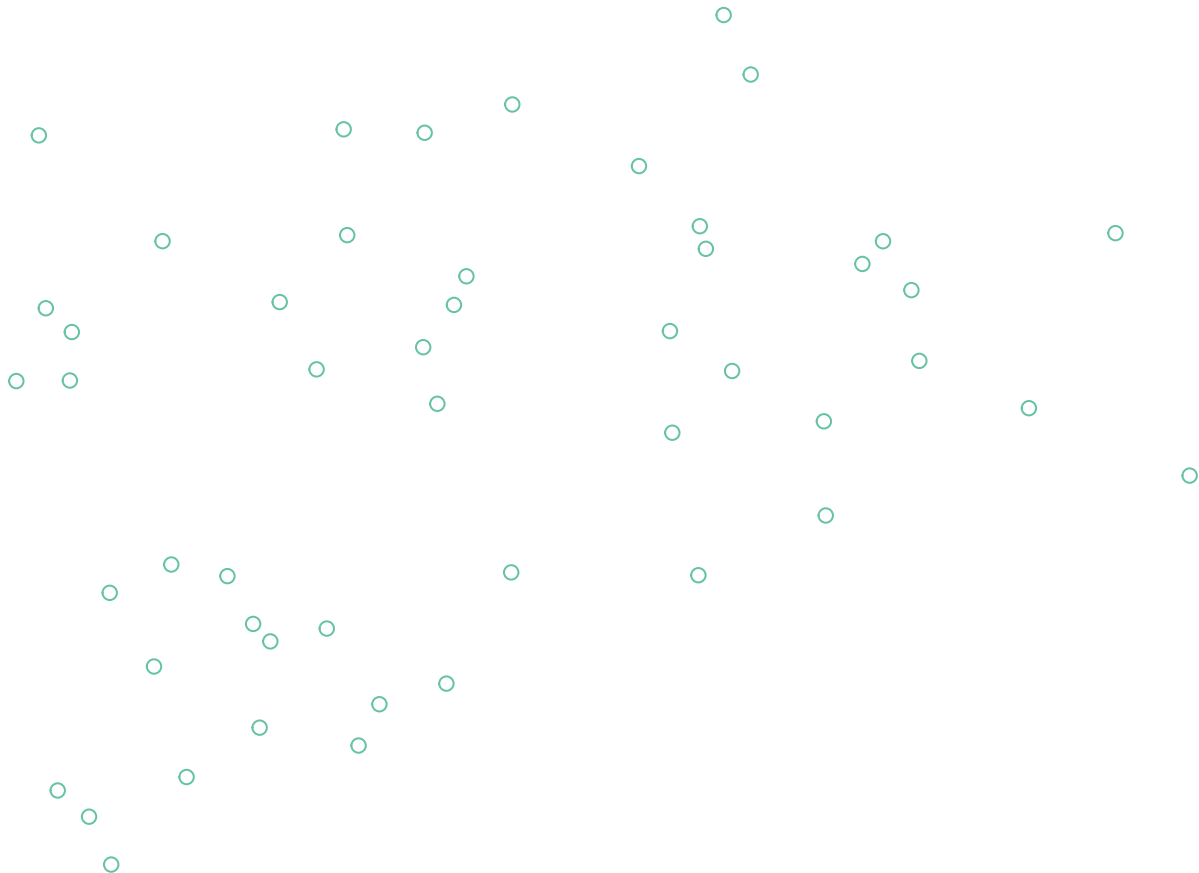
# ELEV\_CAT ~ AREA\_CAT (large)



low

high

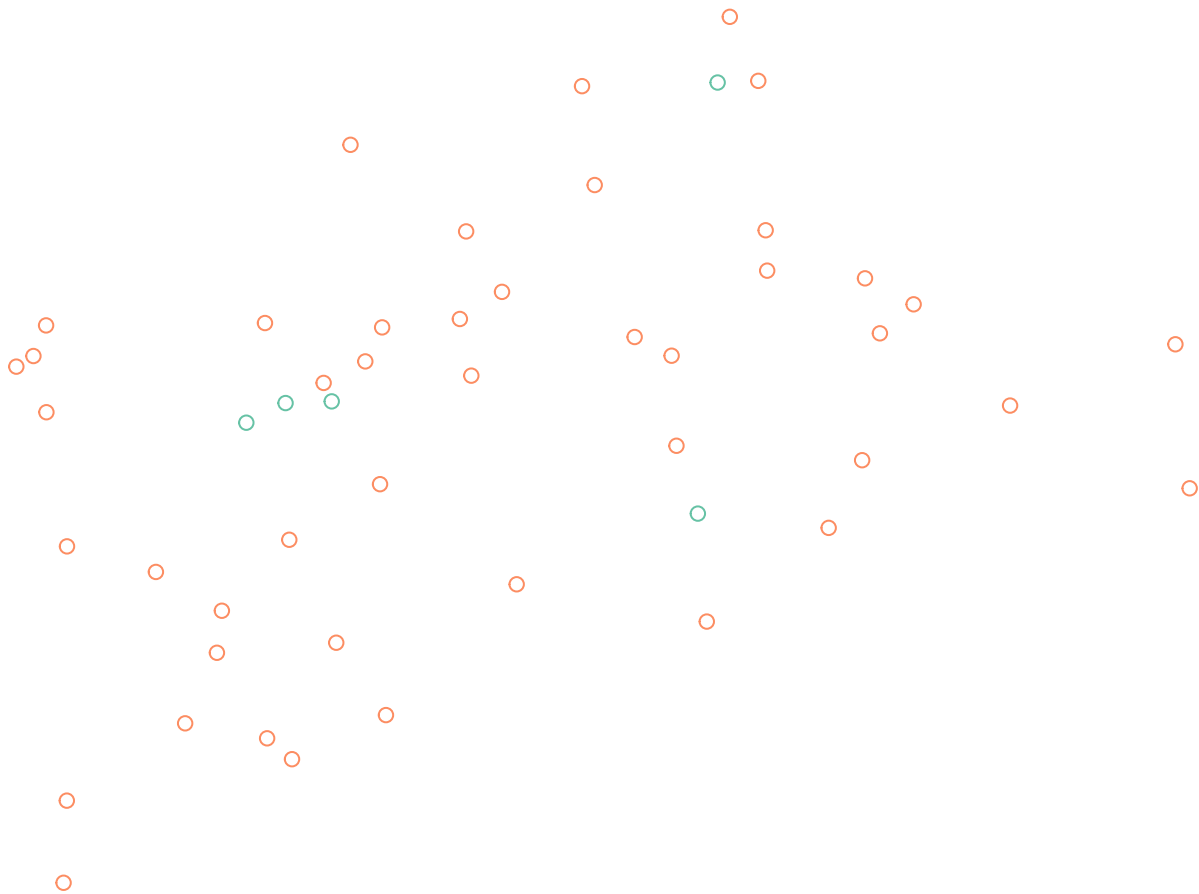
~ siteuse



Base



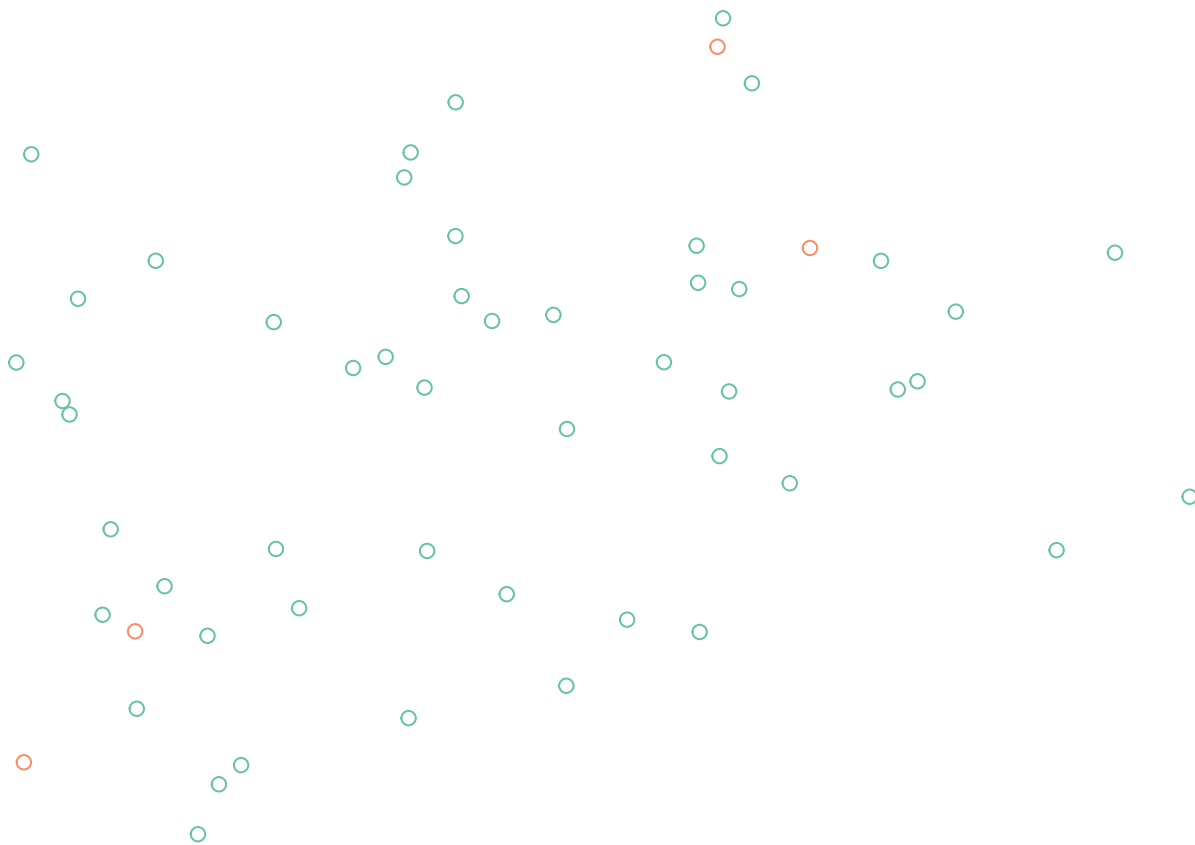
~ siteuse



Legacy

Base

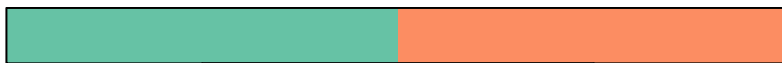
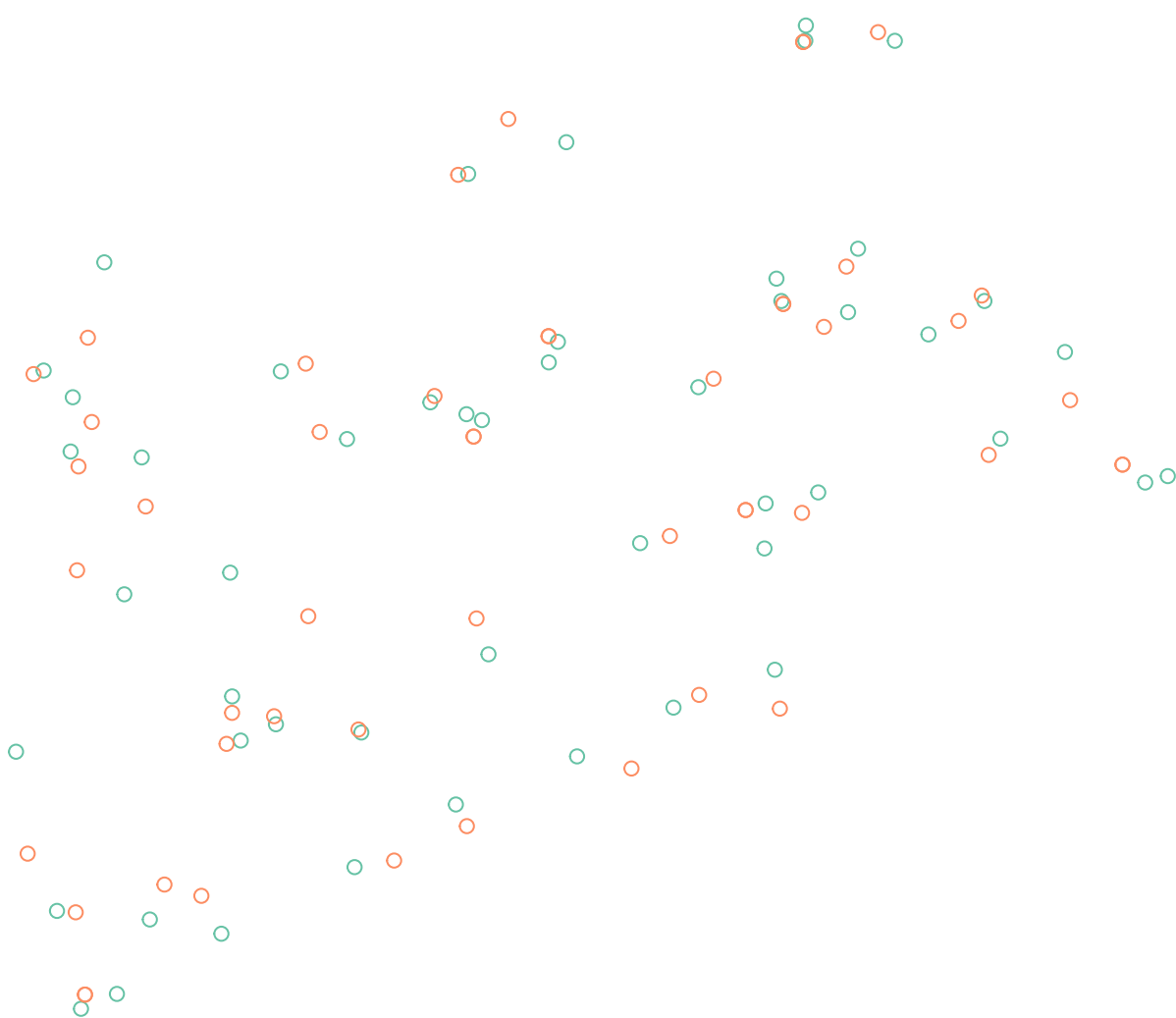
~ siteuse



Base

Over

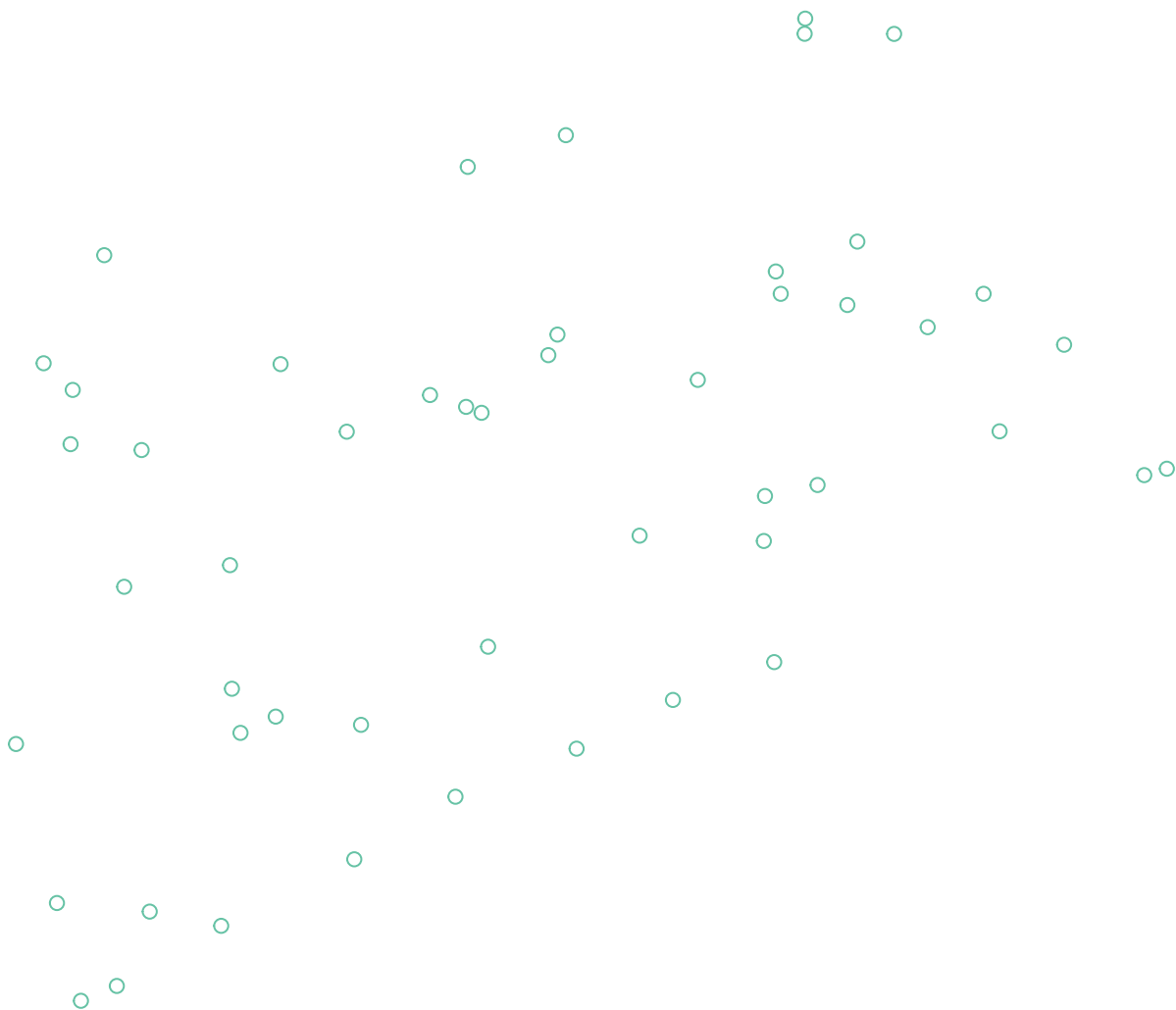
~ siteuse



Base

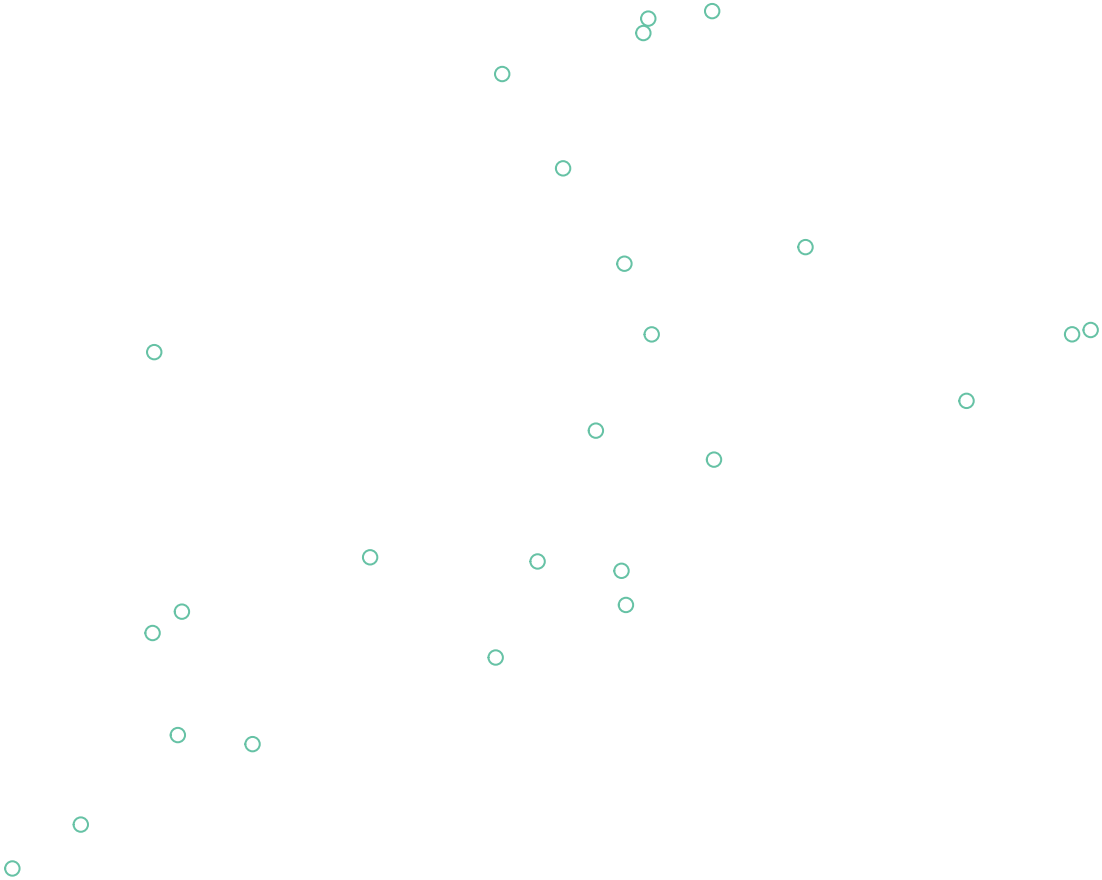
Near

~ siteuse



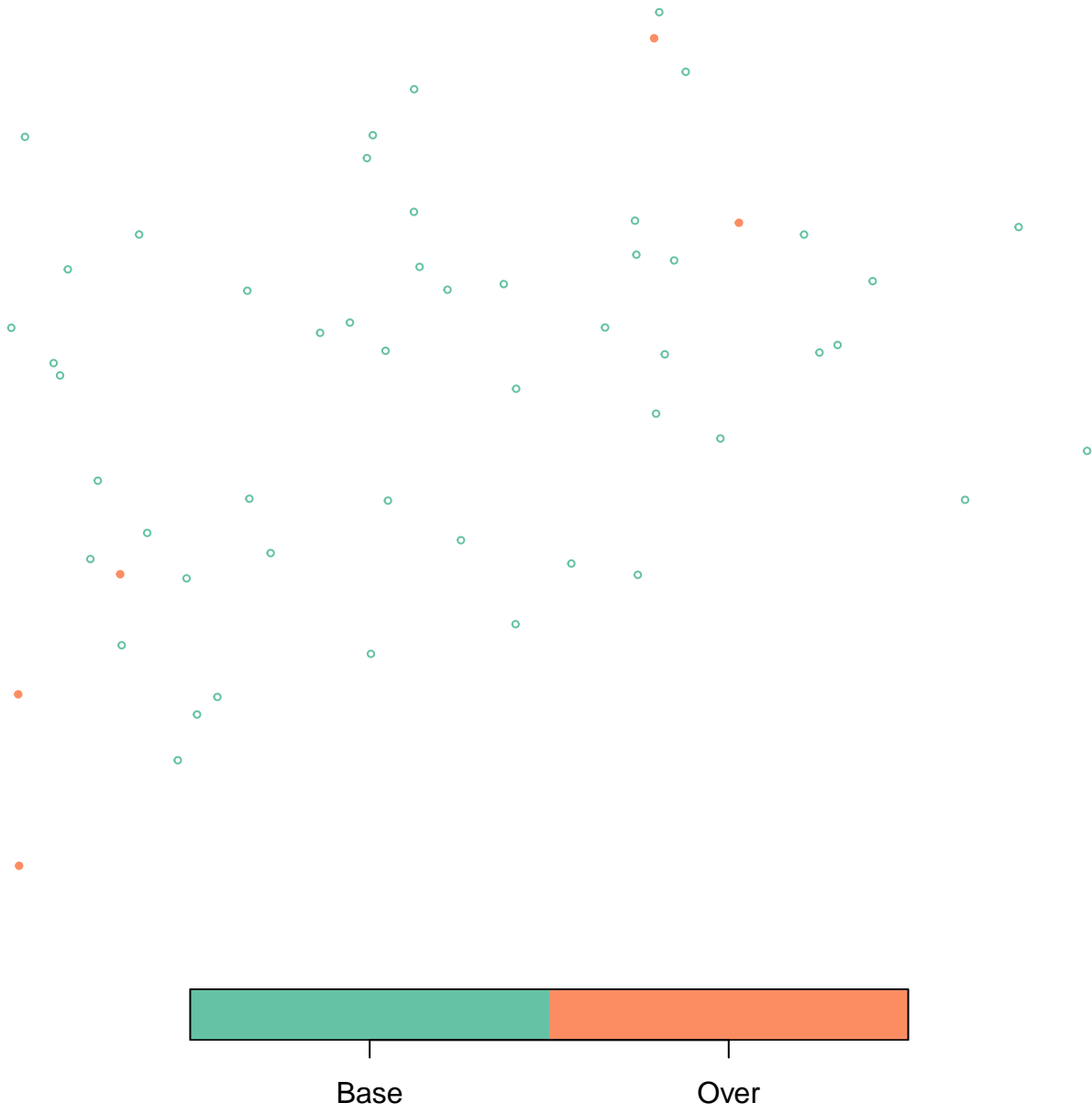
Base

siteuse ~ stratum (low)

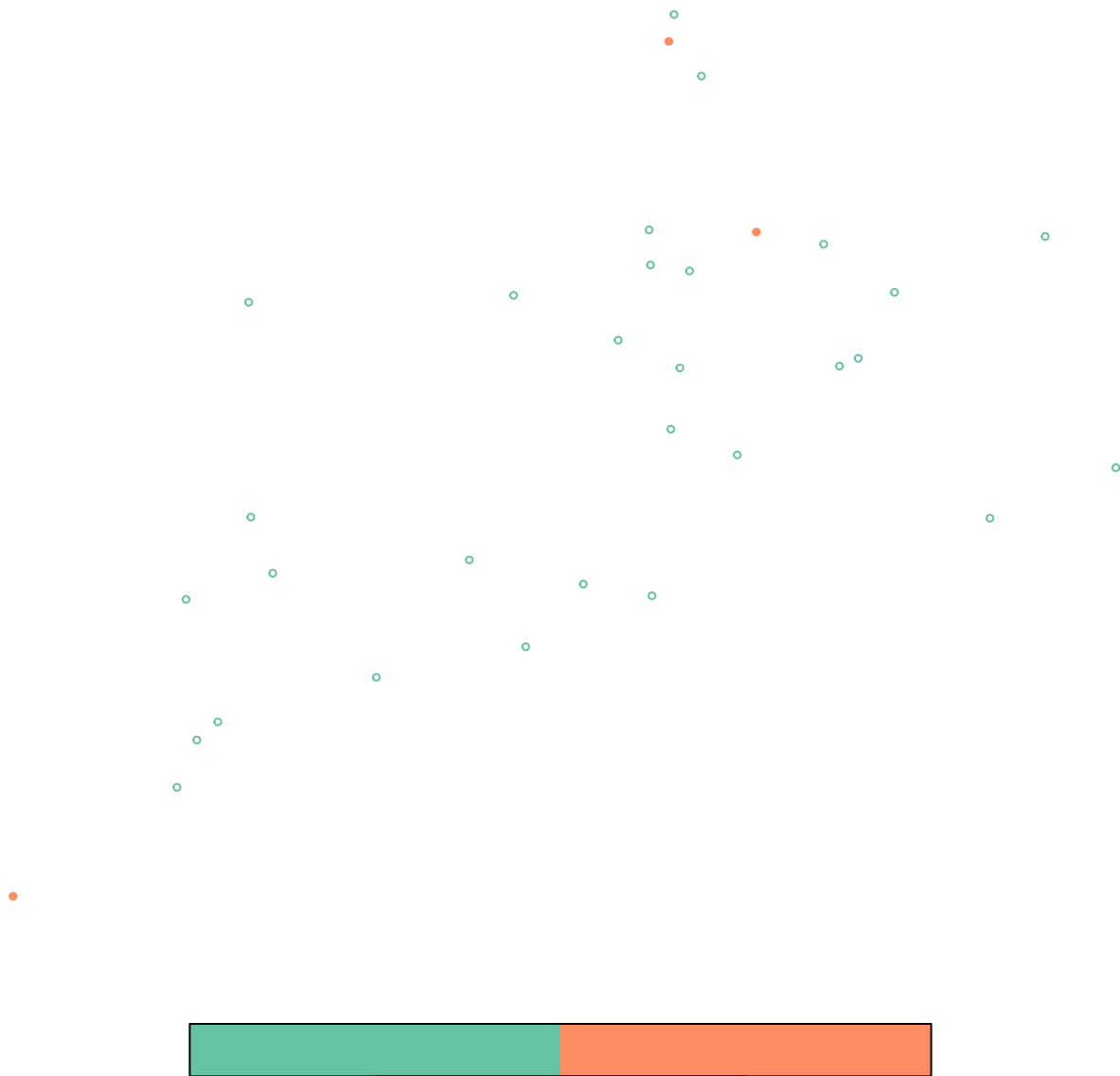


Base

# maintest



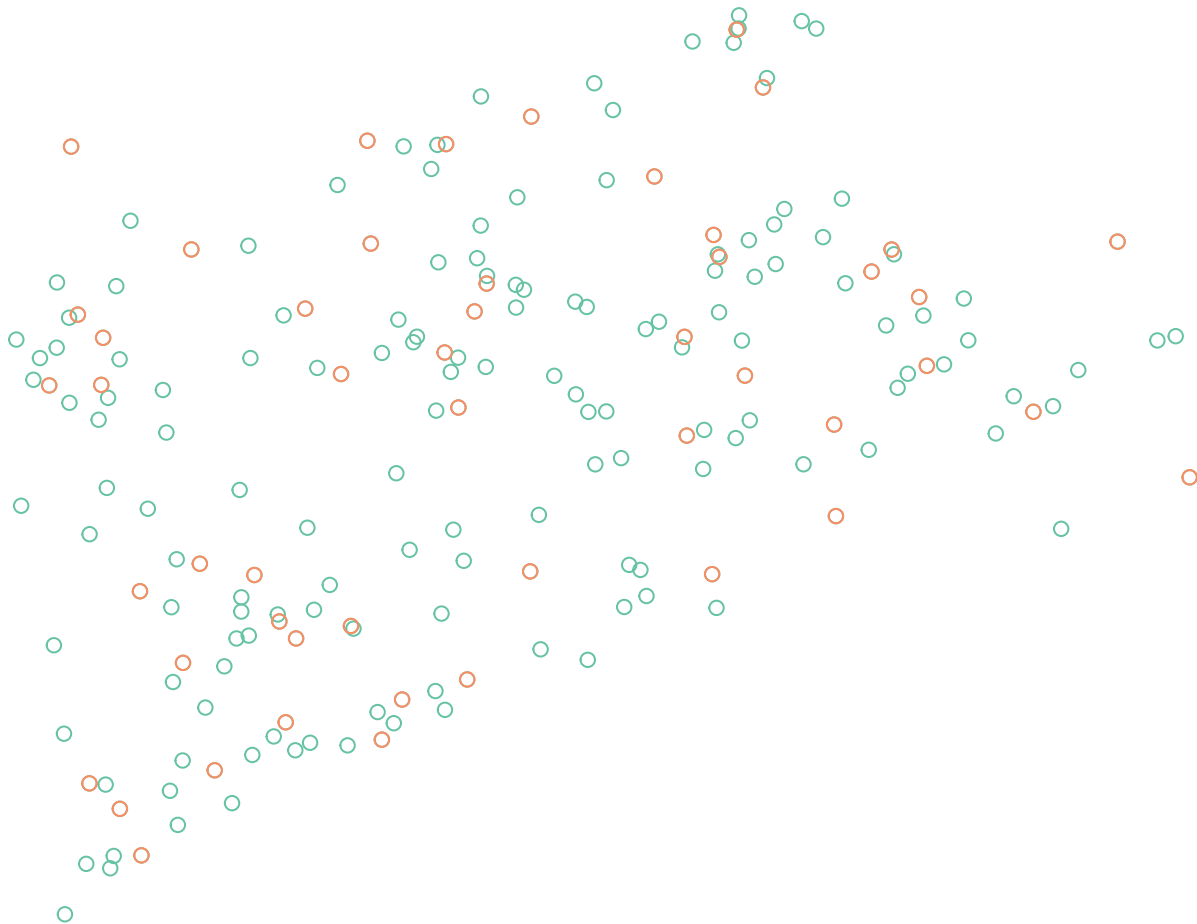
siteuse ~ ELEV\_CAT (low)



Base

Over

~ siteuse

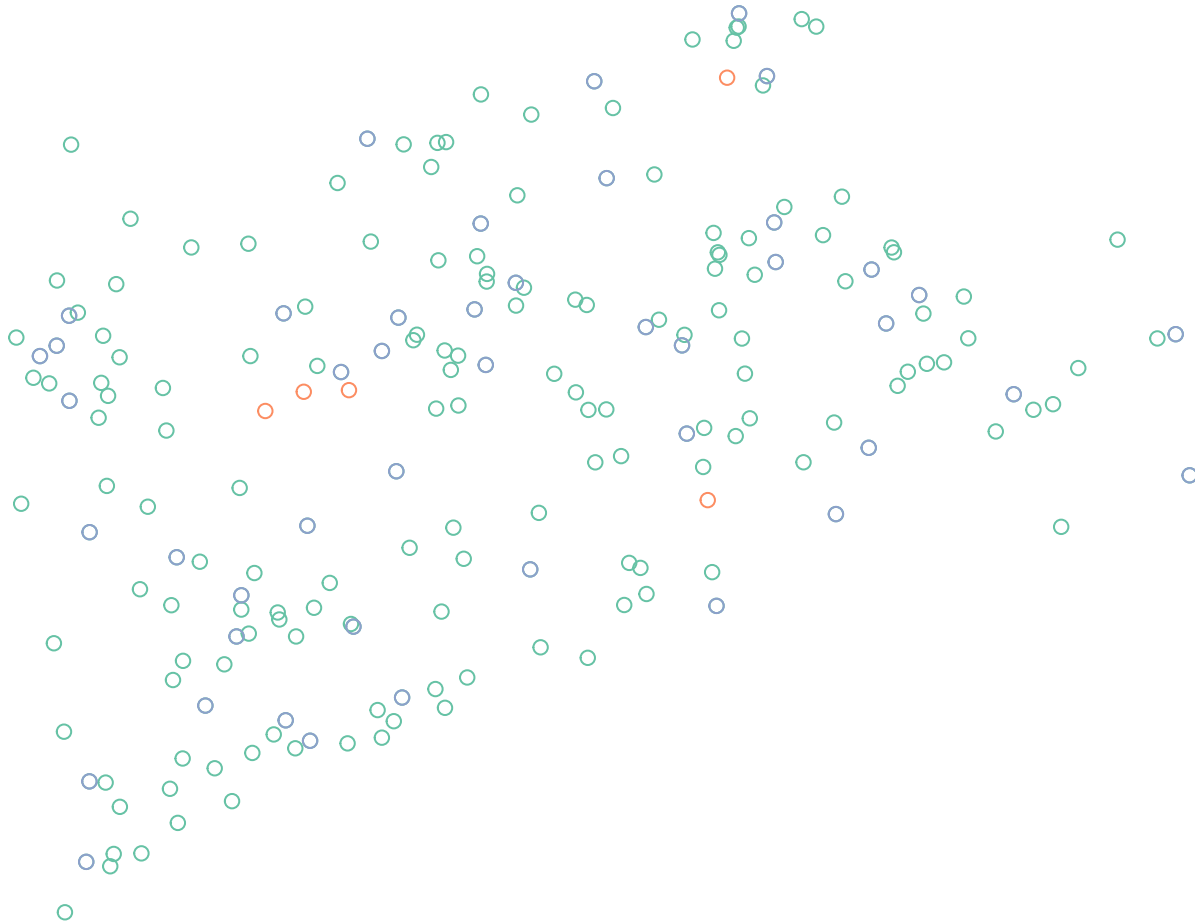


sframe

Base



~ siteuse

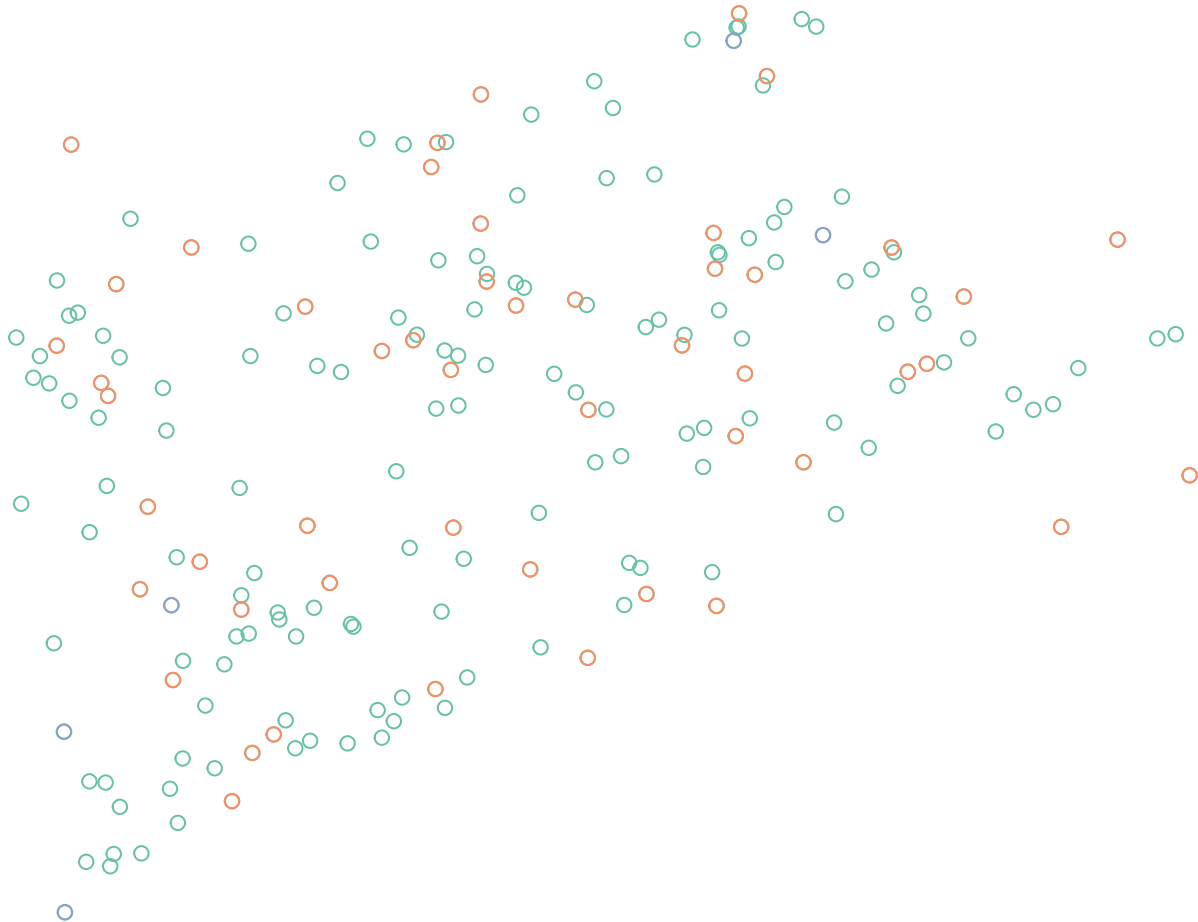


sframe

Legacy

Base

~ siteuse

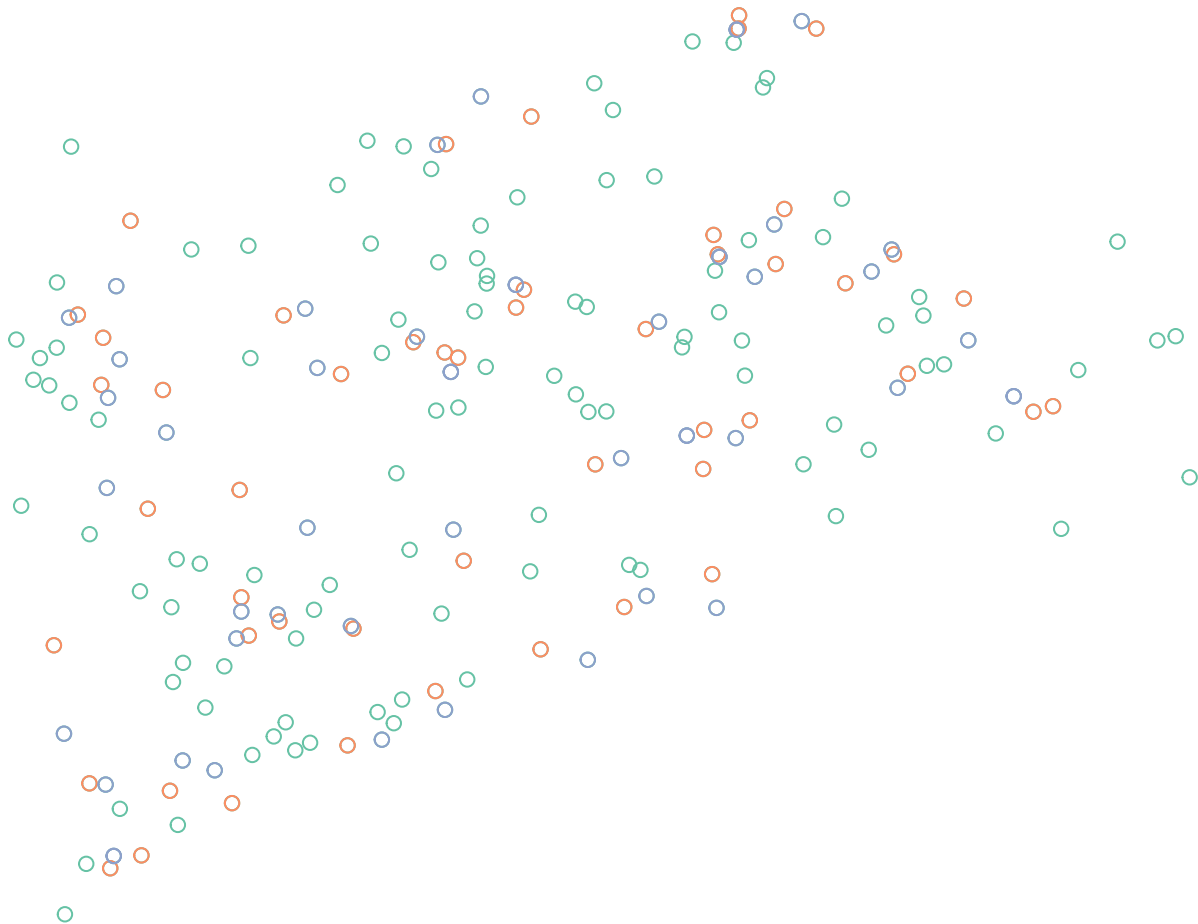


sframe

Base

Over

~ siteuse

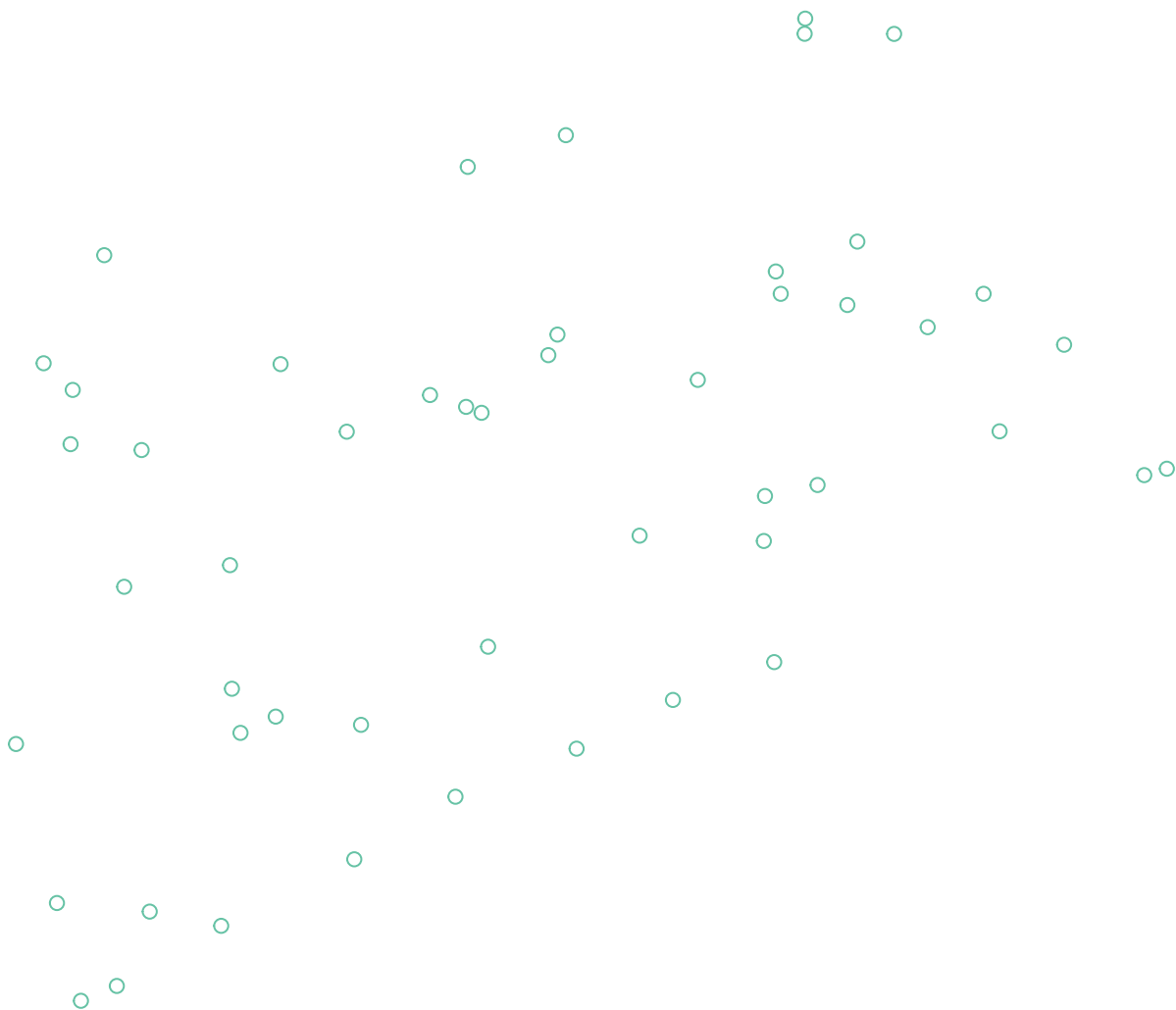


sframe

Base

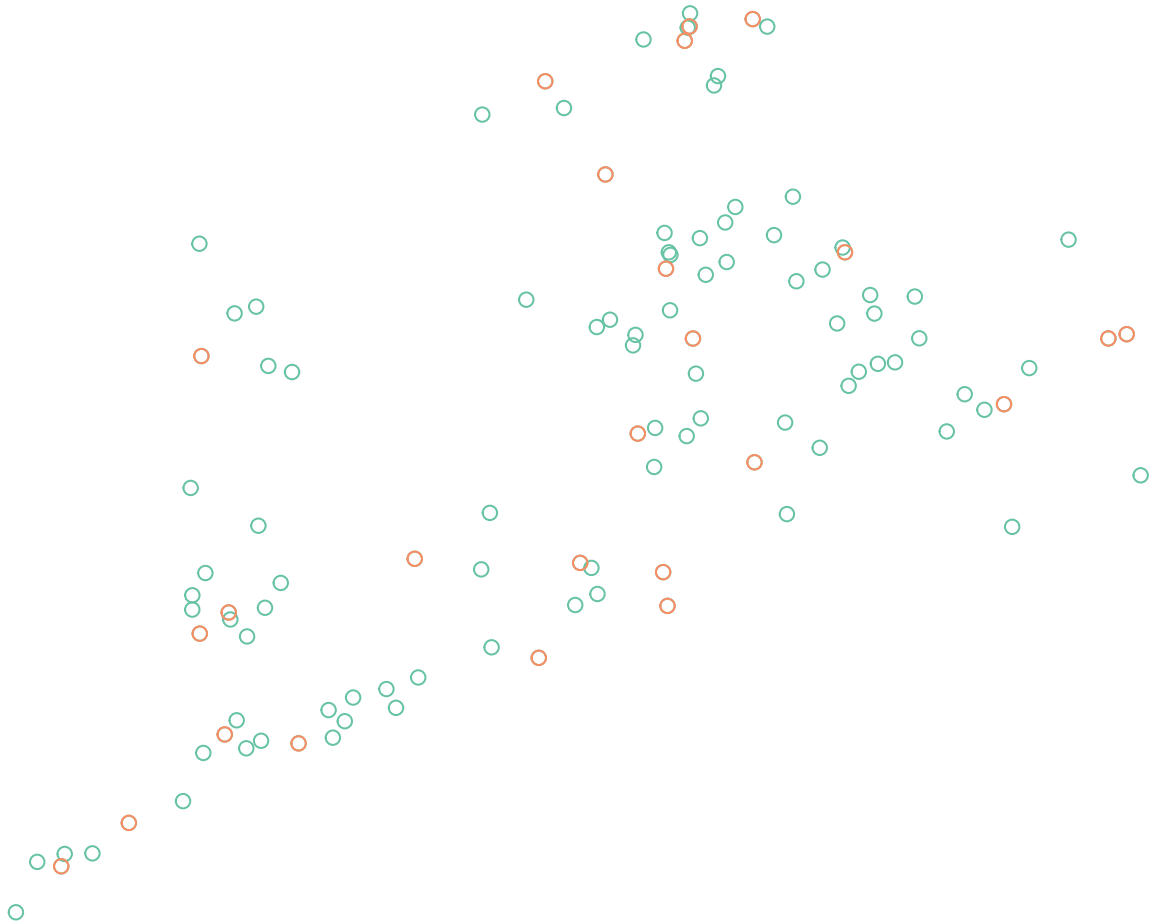
Near

~ siteuse



Base

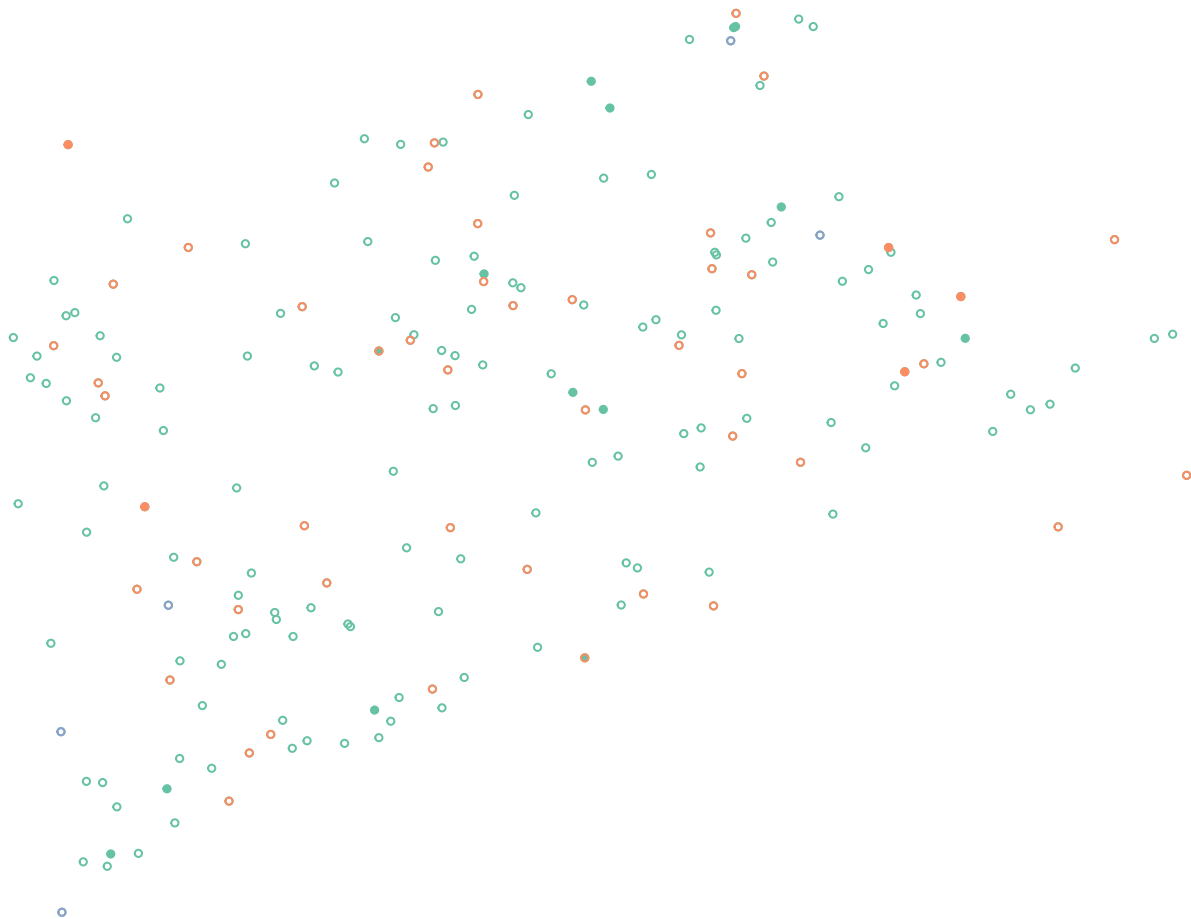
siteuse ~ ELEV\_CAT (low)



sframe

Base

# maintest



sframe

Base

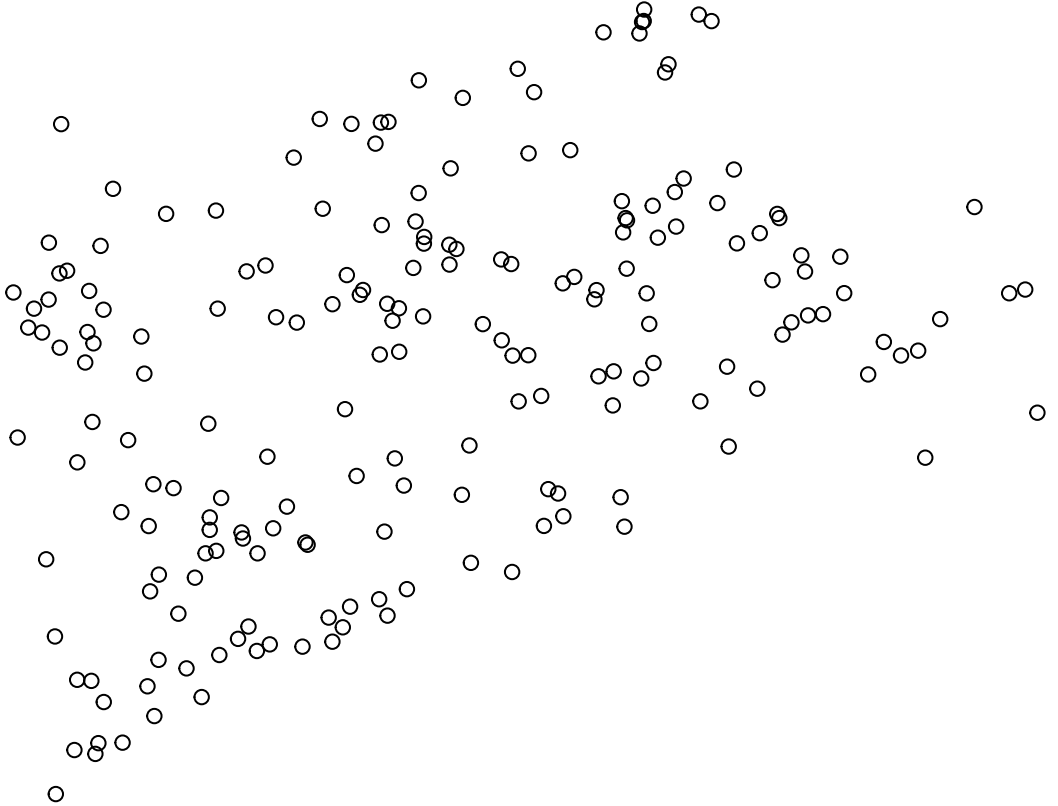
Over

siteuse ~ ELEV\_CAT (low)



Base

~ 1





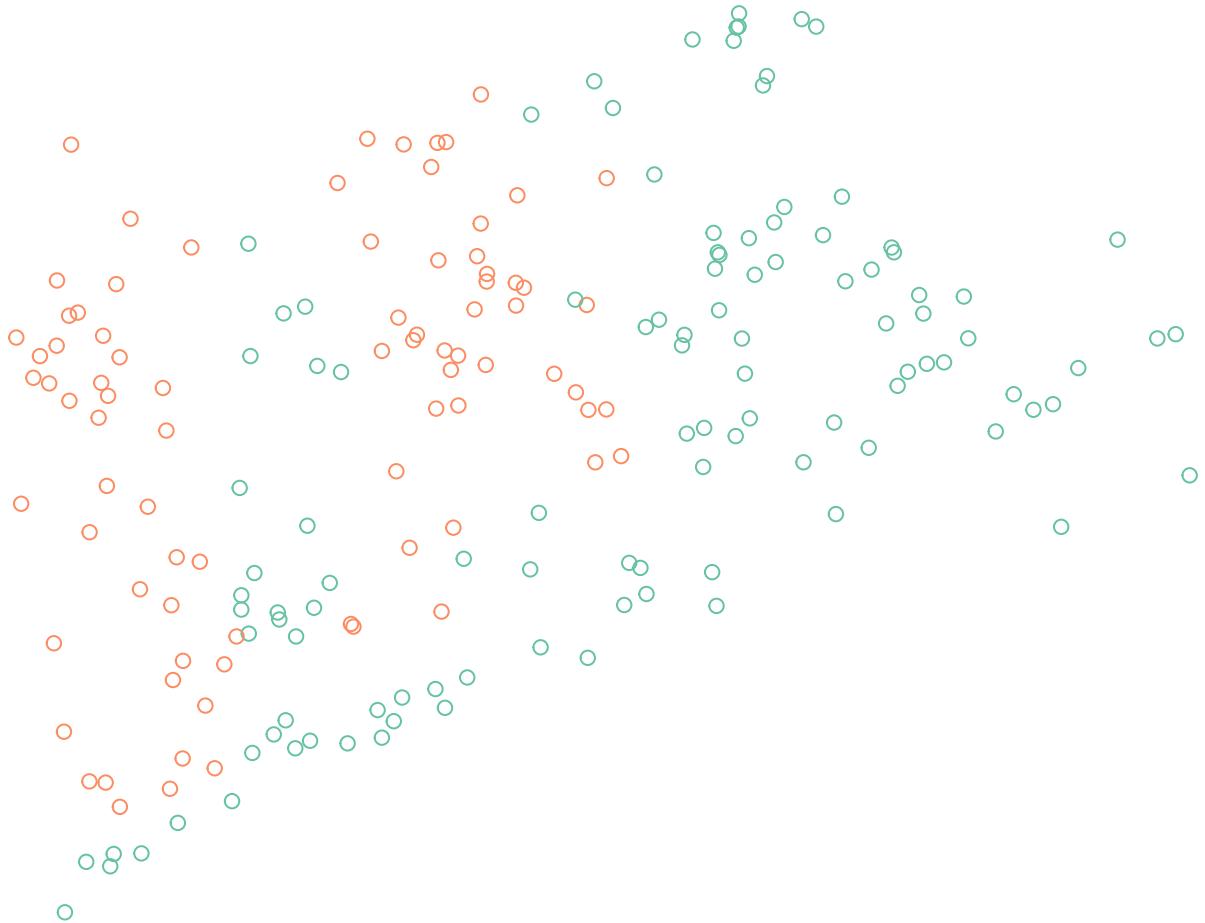
~ ELEV\_CAT



low

high

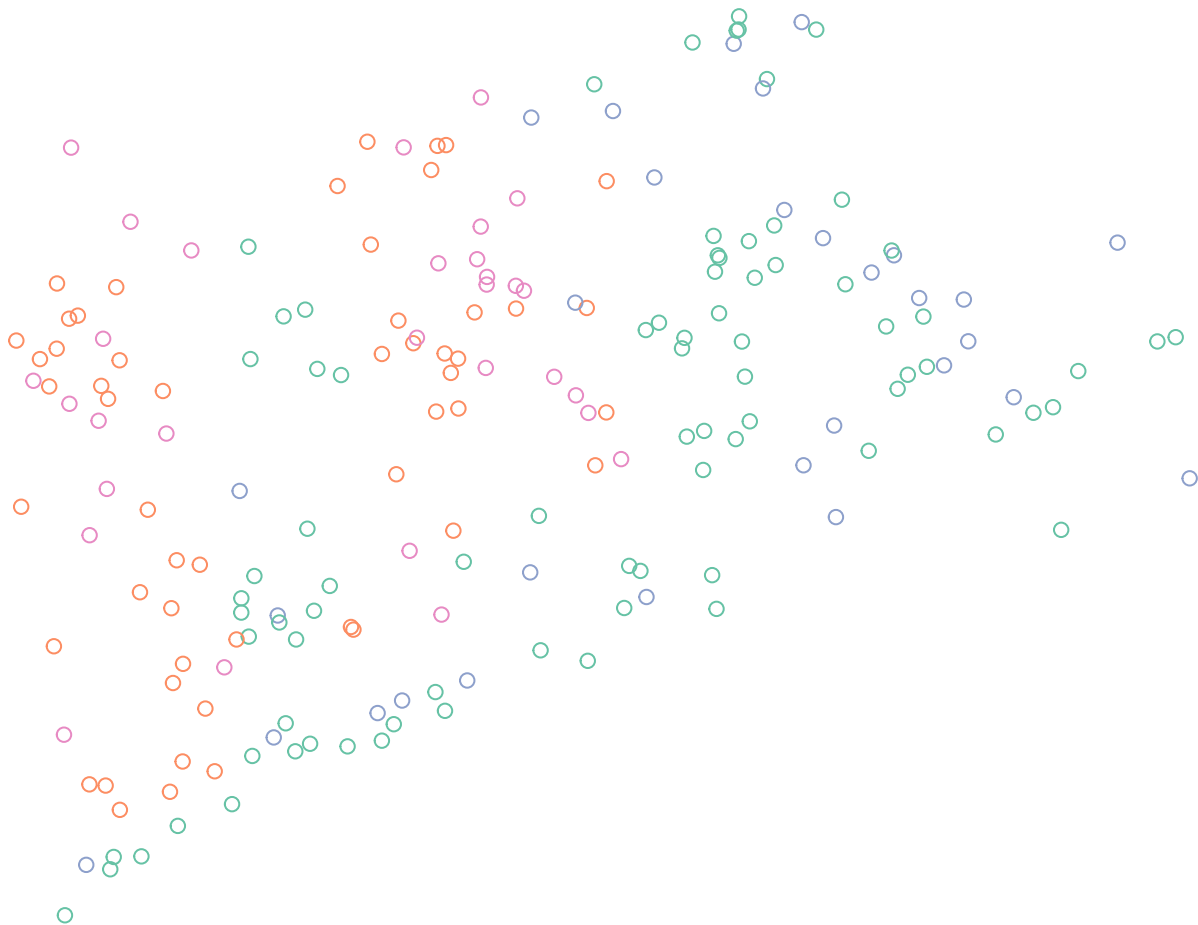
~ ELEV\_CAT



low

high

~ ELEV\_CAT:AREA\_CAT



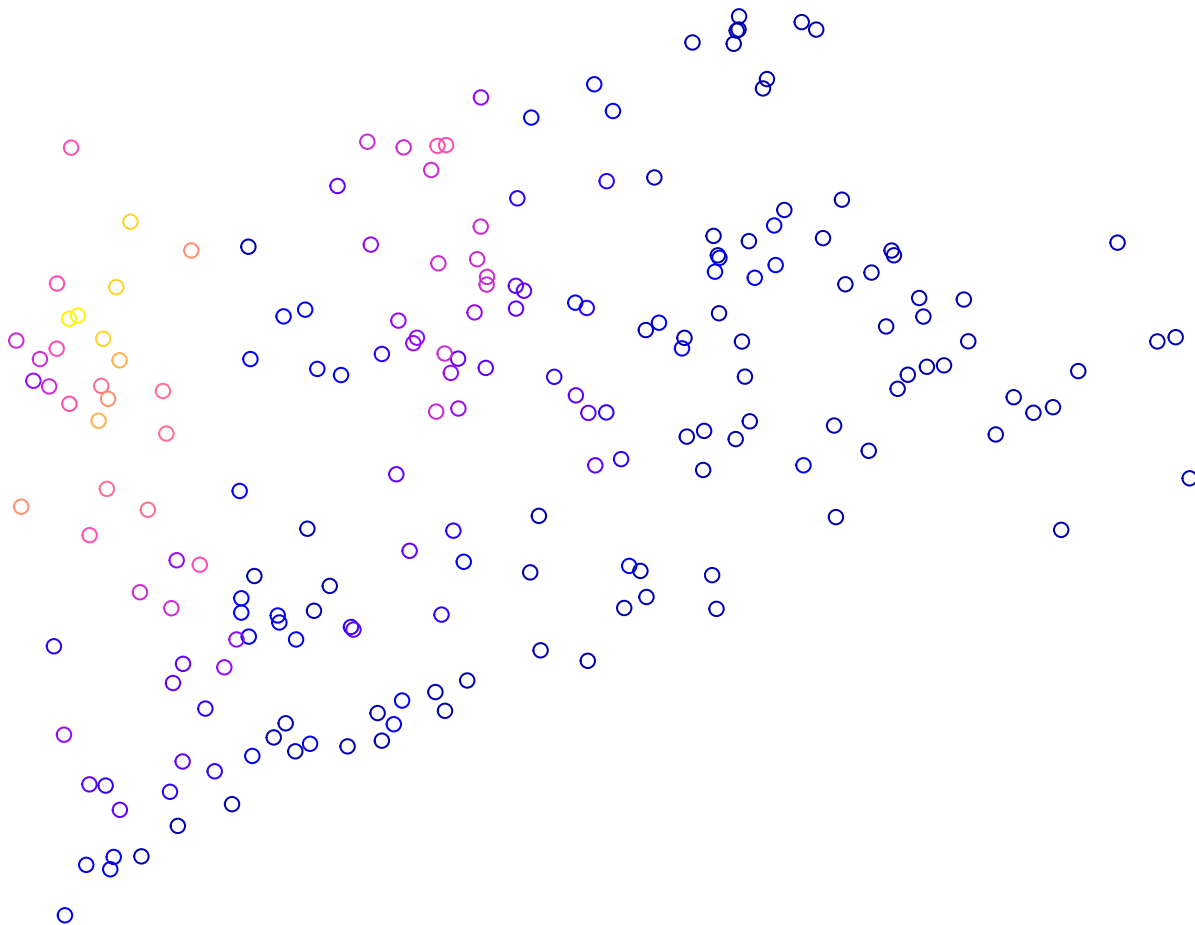
low:small

high:small

low:large

high:large

~ ELEV



100

200

300

400

500

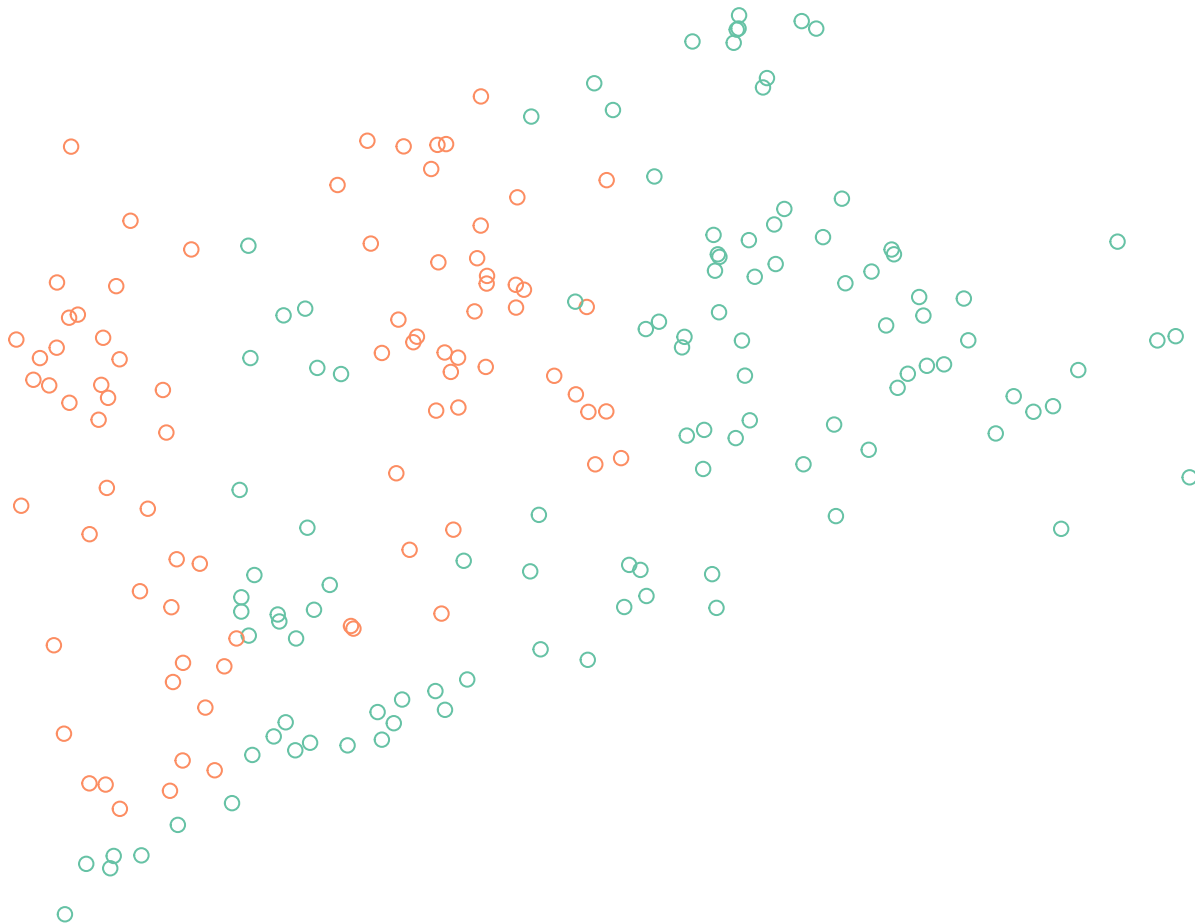
~ ELEV\_CAT



low

high

# maintest



low

high

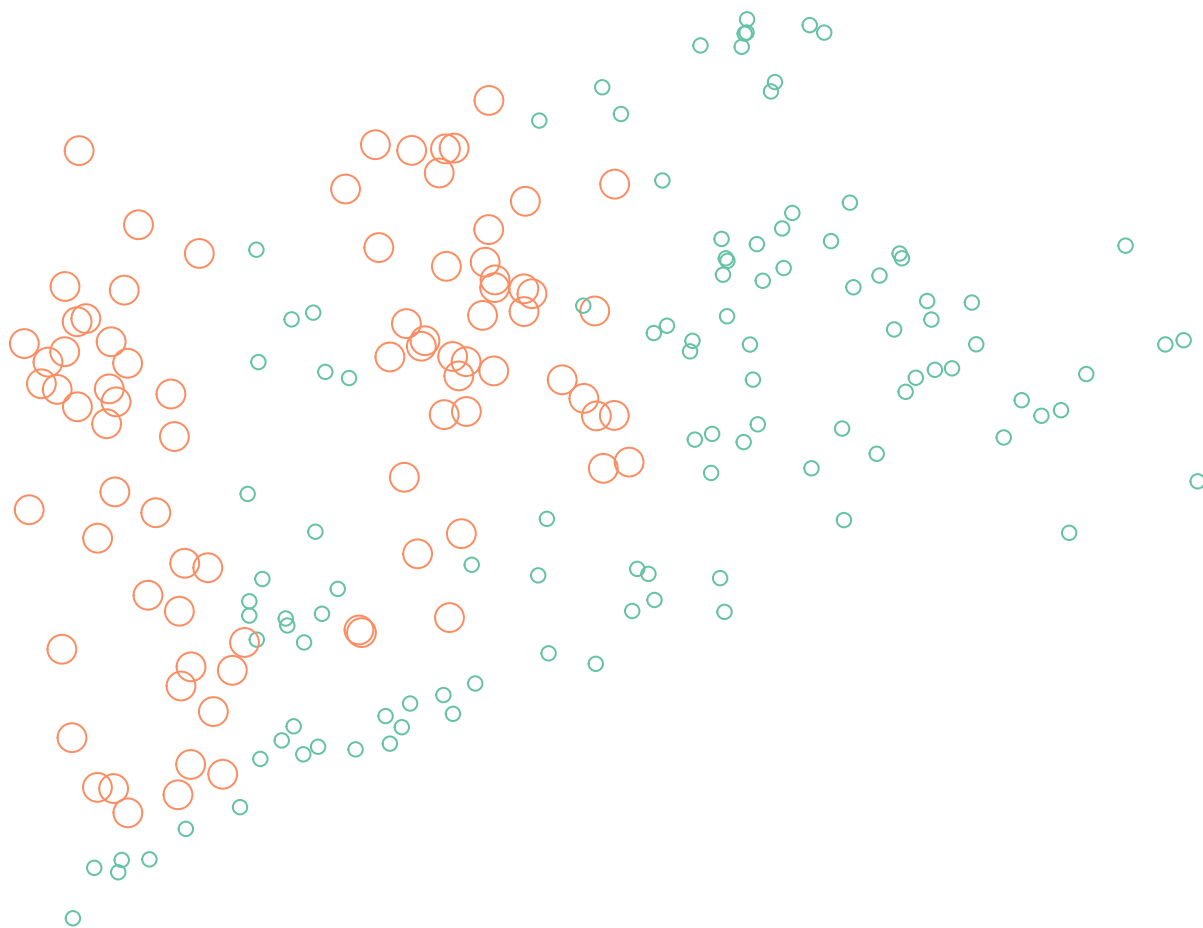
~ ELEV\_CAT



low

high

~ ELEV\_CAT

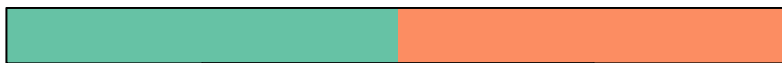
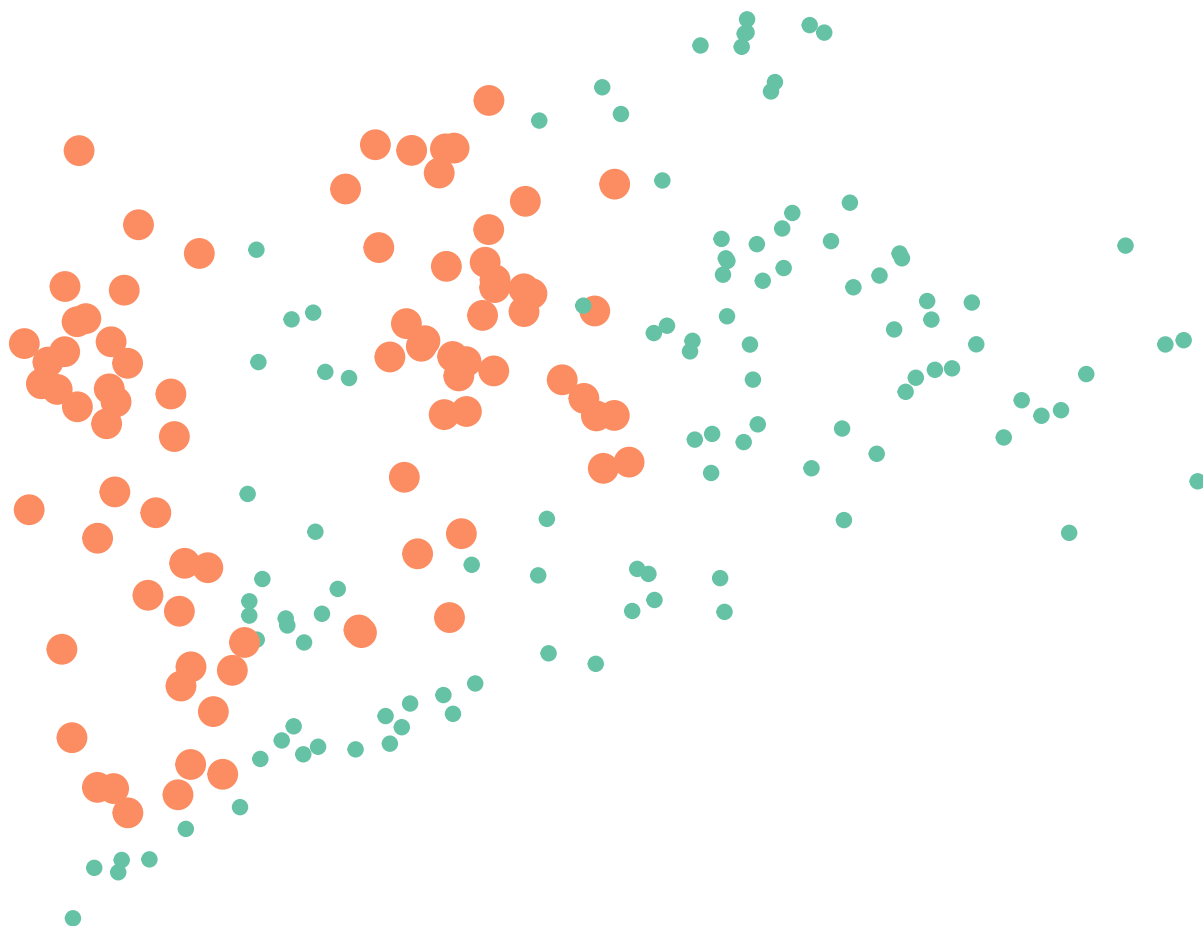


low

high



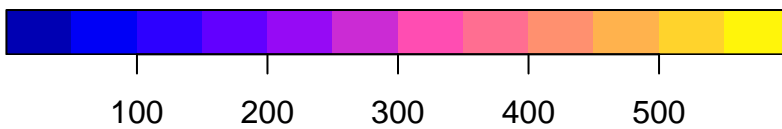
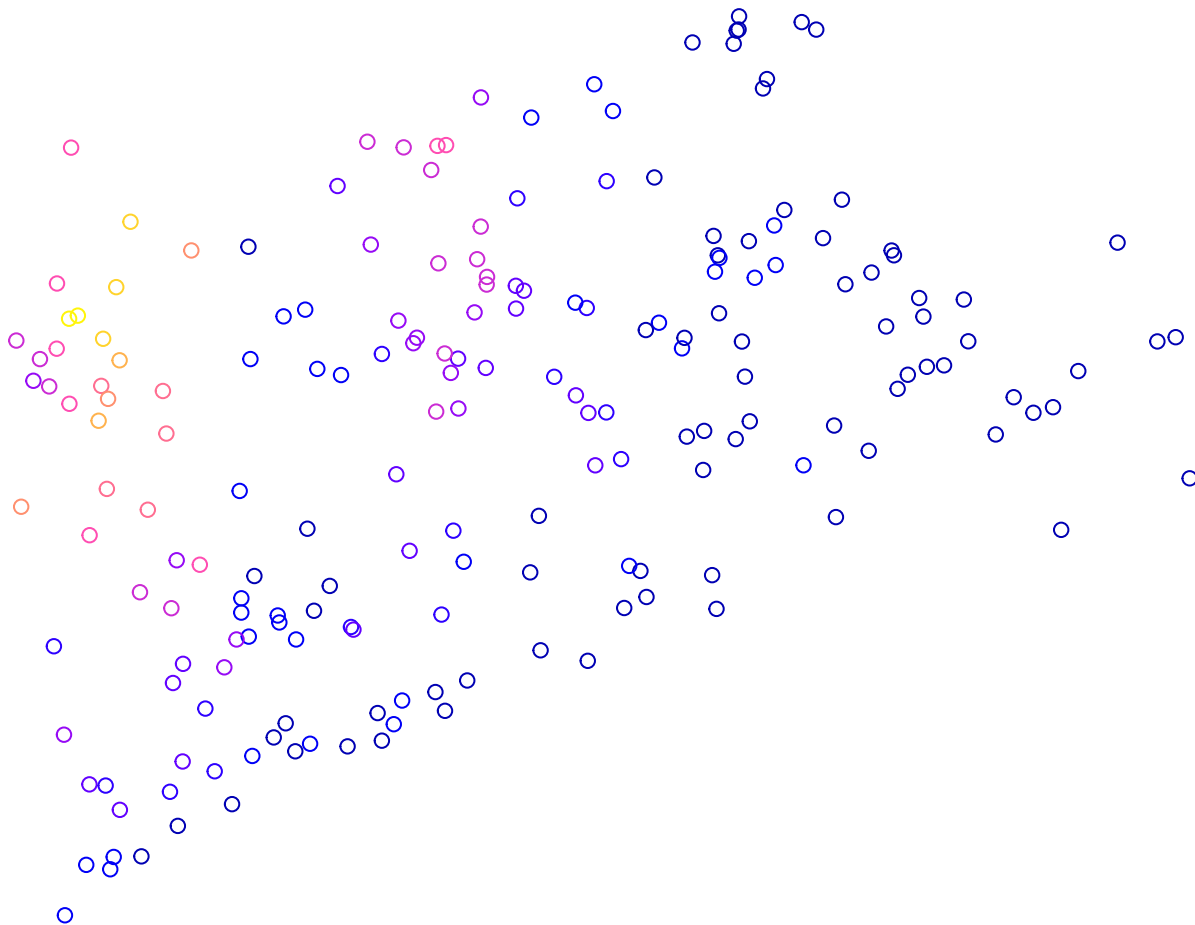
# maintest



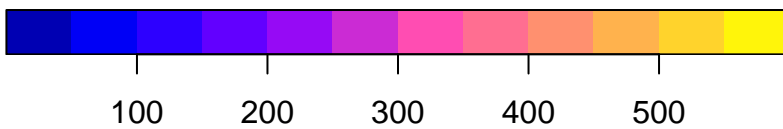
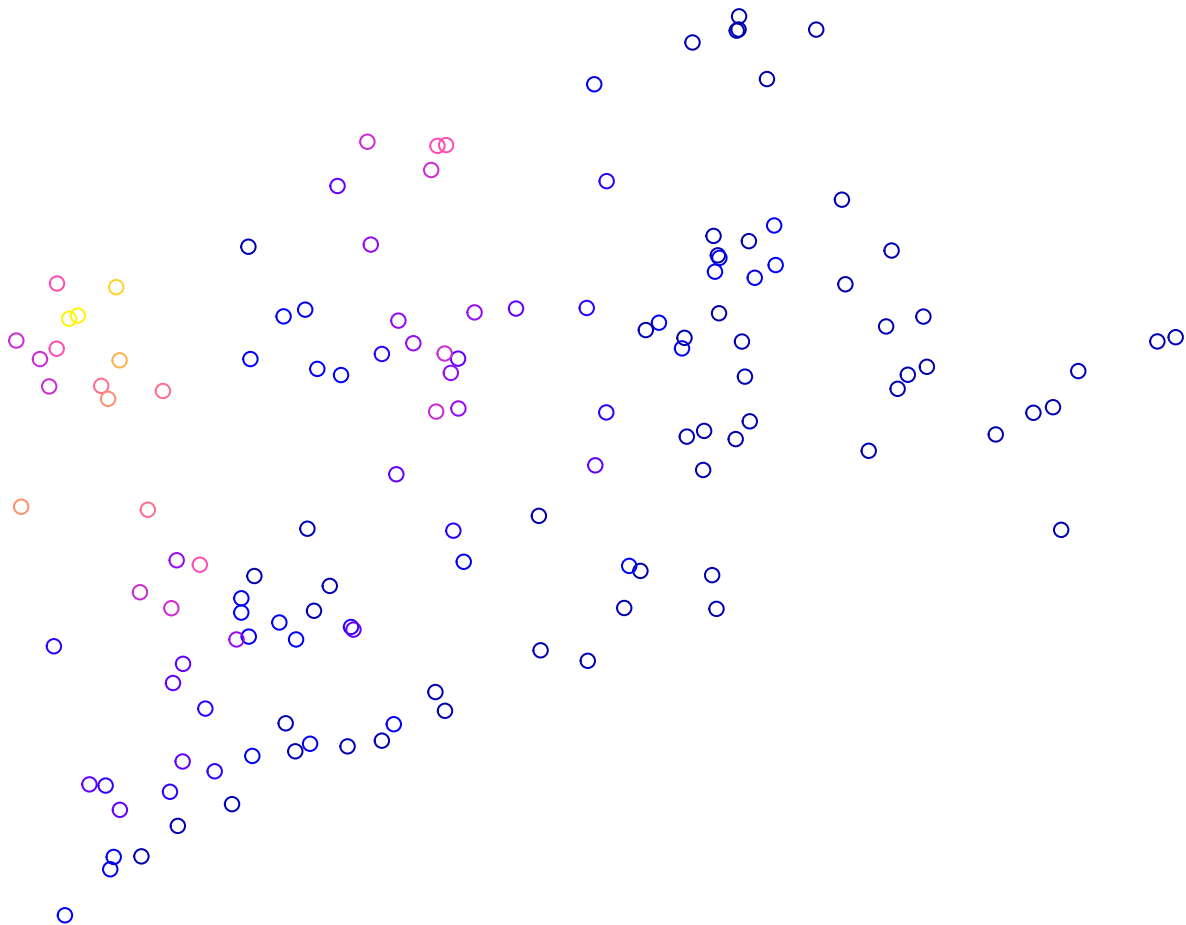
low

high

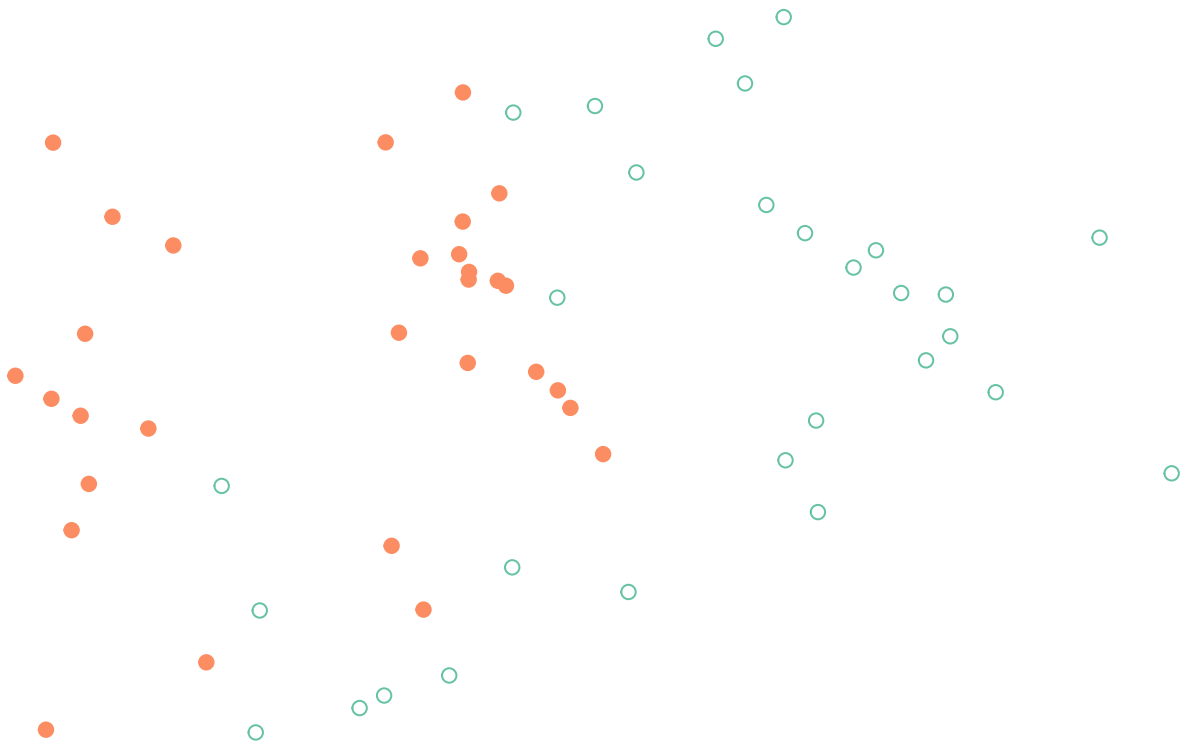
# ELEV ~ 1



# ELEV ~ AREA\_CAT (small)



# ELEV\_CAT ~ AREA\_CAT (large)



low

high