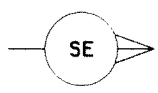
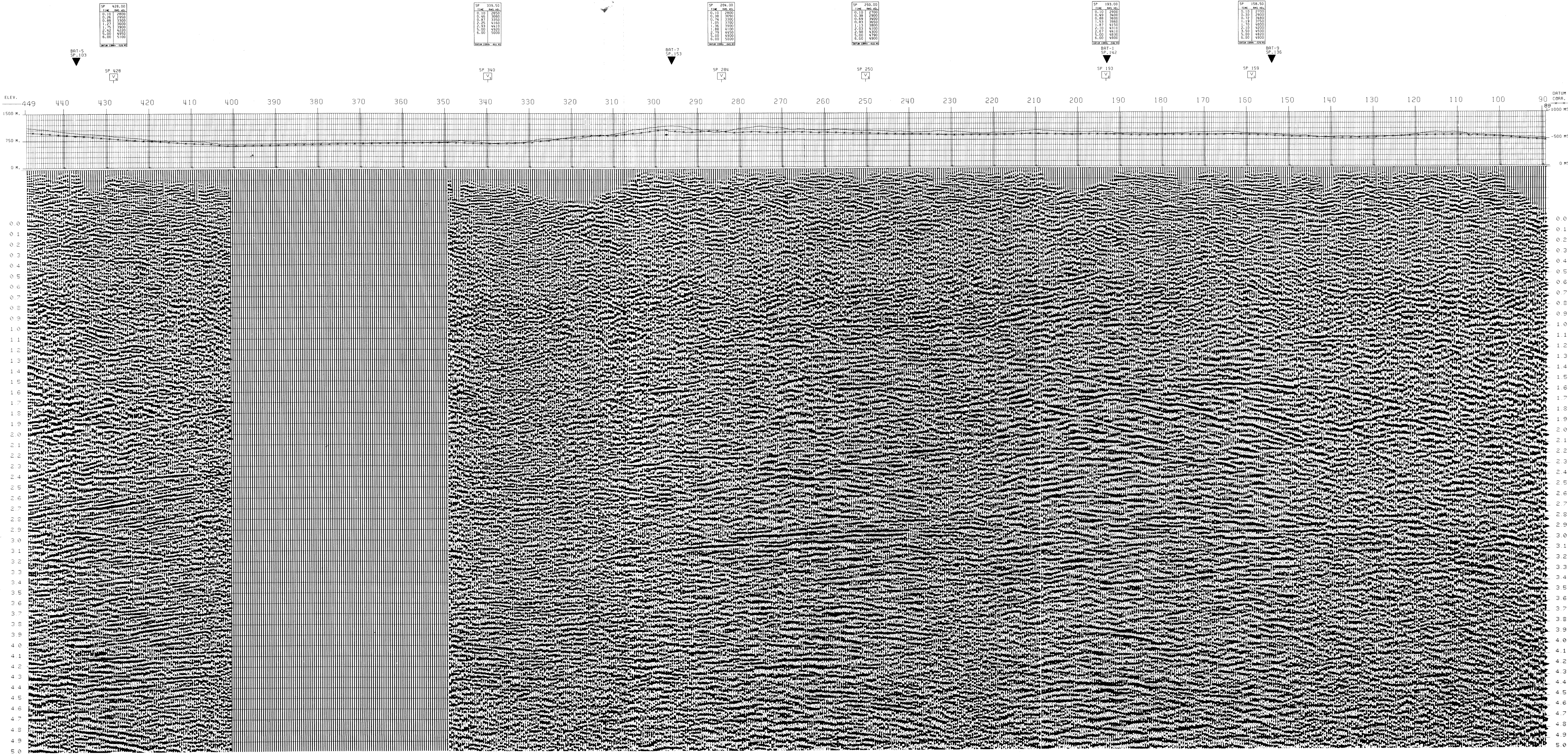


BAT-11  
S.P. 449 TO S.P. 89



600PCT DBS-TVf-RPF



SP 428.00

TIME	AMPL.
0.10	3000
0.20	3000
0.30	3000
0.40	3000
0.50	3000
0.60	3000
0.70	3000
0.80	3000
0.90	3000
1.00	3000

SP 339.50

TIME	AMPL.
0.10	3000
0.20	3000
0.30	3000
0.40	3000
0.50	3000
0.60	3000
0.70	3000
0.80	3000
0.90	3000
1.00	3000

SP 284.00

TIME	AMPL.
0.10	3000
0.20	3000
0.30	3000
0.40	3000
0.50	3000
0.60	3000
0.70	3000
0.80	3000
0.90	3000
1.00	3000

SP 250.00

TIME	AMPL.
0.10	3000
0.20	3000
0.30	3000
0.40	3000
0.50	3000
0.60	3000
0.70	3000
0.80	3000
0.90	3000
1.00	3000

SP 193.00

TIME	AMPL.
0.10	3000
0.20	3000
0.30	3000
0.40	3000
0.50	3000
0.60	3000
0.70	3000
0.80	3000
0.90	3000
1.00	3000

SP 159.50

TIME	AMPL.
0.10	3000
0.20	3000
0.30	3000
0.40	3000
0.50	3000
0.60	3000
0.70	3000
0.80	3000
0.90	3000
1.00	3000

**AGIP**  
WESTERN RICERCHE GEOFISICHE  
MILAN - ITALY

AREA ITALIA  
PROSPECT PIEVE S. STEFANO

DATE SHOT: ..... 1998  
DATE PROCESSED: ..... 1998

RECORDING DATA	PROCESSING SEQUENCE
SHOT NUMBER: 000-101	1. EDIT DEE AMPL. S.R. SPS - SSEC
RECORDING FILTER: 0.10 Hz	2. PREFILTER
RECORD LENGTH/SAMPLE RATE: 6.000/200	3. 1.00 Hz ON OR
GROUP SYSTEM: 0.1000	4. 0.01 Hz ON OR
NUMBER OF GROUPS: 04	5. RMS GAIN
GROUP VELOCITY: 2500 M/S	6. PREPROCESSOR/DECOR
DATUM PLANE: 0	7. 200 Hz HIGHPASS FILTER
GROUPS CHECKED: 04/04 - NEGATIVE AMPL. ON TOP	8. 100 Hz HIGHPASS FILTER
SPREAD DIMENSIONS	9. SURF CONSISTENT RES. STATISTICS
LINE NO: 1	10. VELOCITY ANALYSIS
START TIME: 00:00:00	11. RMS STATISTICS WITH APPLICATIONS
STOP TIME: 00:00:00	12. STRETCH MOVE TARGET
STARTING POINT: 449	13. SURF CONSISTENT RES. STATISTICS
STOPPING POINT: 90	14. CMP CONSISTENT RES. STATISTICS
SPACING: 100	15. RPF FILTER
DEPTH: 0	16. TIME VARIANT FILTER
DEPTH INFEEDBACK: 0	17. WRITING INTERSECTION
DEPTH INFEEDBACK: 0	18. 100 Hz ON OR CHANGED
DEPTH INFEEDBACK: 0	19. 100 Hz ON OR CHANGED
DEPTH INFEEDBACK: 0	20. 100 Hz ON OR CHANGED
DEPTH INFEEDBACK: 0	21. RMS GAIN
DEPTH INFEEDBACK: 0	22. PLAYBACK
DEPTH INFEEDBACK: 0	23. PLAYBACK
DEPTH INFEEDBACK: 0	24. PLAYBACK
DEPTH INFEEDBACK: 0	25. PLAYBACK
DEPTH INFEEDBACK: 0	26. PLAYBACK
DEPTH INFEEDBACK: 0	27. PLAYBACK
DEPTH INFEEDBACK: 0	28. PLAYBACK
DEPTH INFEEDBACK: 0	29. PLAYBACK
DEPTH INFEEDBACK: 0	30. PLAYBACK
DEPTH INFEEDBACK: 0	31. PLAYBACK
DEPTH INFEEDBACK: 0	32. PLAYBACK
DEPTH INFEEDBACK: 0	33. PLAYBACK
DEPTH INFEEDBACK: 0	34. PLAYBACK
DEPTH INFEEDBACK: 0	35. PLAYBACK
DEPTH INFEEDBACK: 0	36. PLAYBACK
DEPTH INFEEDBACK: 0	37. PLAYBACK
DEPTH INFEEDBACK: 0	38. PLAYBACK
DEPTH INFEEDBACK: 0	39. PLAYBACK
DEPTH INFEEDBACK: 0	40. PLAYBACK
DEPTH INFEEDBACK: 0	41. PLAYBACK
DEPTH INFEEDBACK: 0	42. PLAYBACK
DEPTH INFEEDBACK: 0	43. PLAYBACK
DEPTH INFEEDBACK: 0	44. PLAYBACK
DEPTH INFEEDBACK: 0	45. PLAYBACK
DEPTH INFEEDBACK: 0	46. PLAYBACK
DEPTH INFEEDBACK: 0	47. PLAYBACK
DEPTH INFEEDBACK: 0	48. PLAYBACK
DEPTH INFEEDBACK: 0	49. PLAYBACK
DEPTH INFEEDBACK: 0	50. PLAYBACK

LEGEND

- VELOCITY ANALYSIS
- INTERSECTIONS

LINE LOCATION MAP

