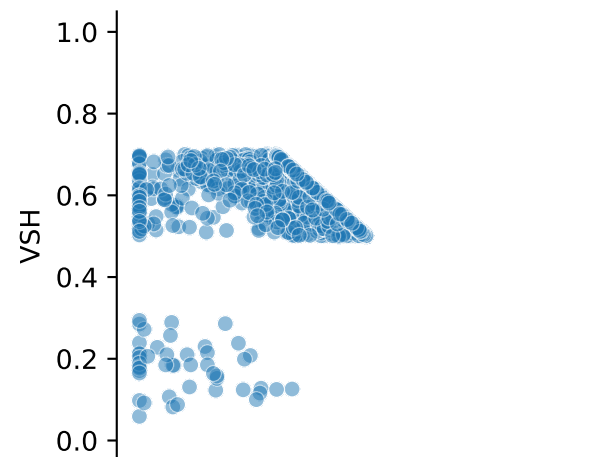
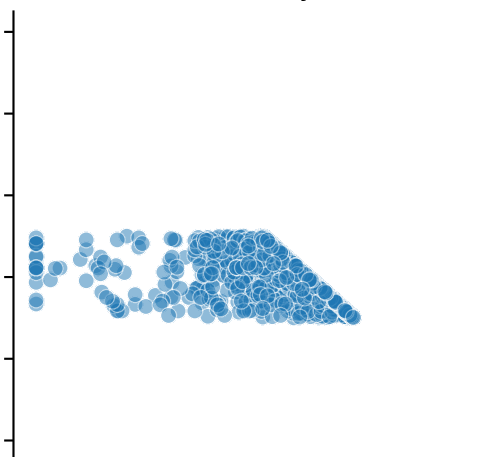


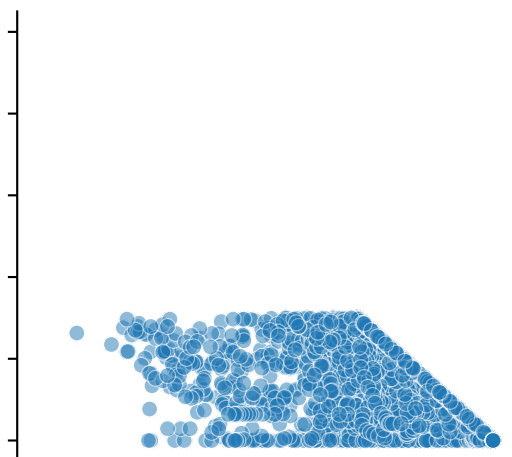
LITH = Shale



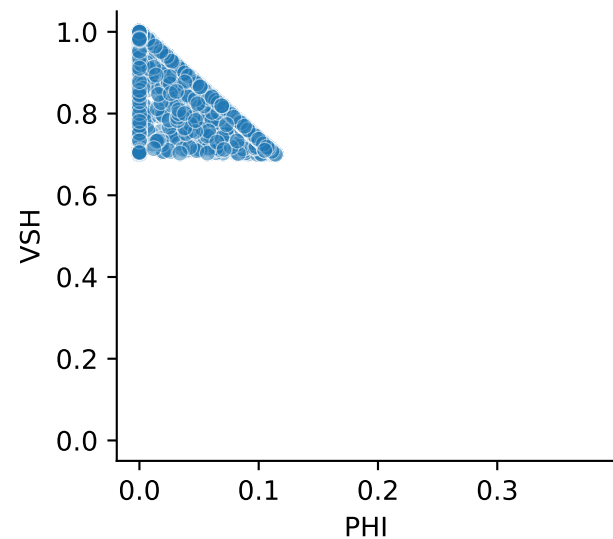
LITH = ShalySand



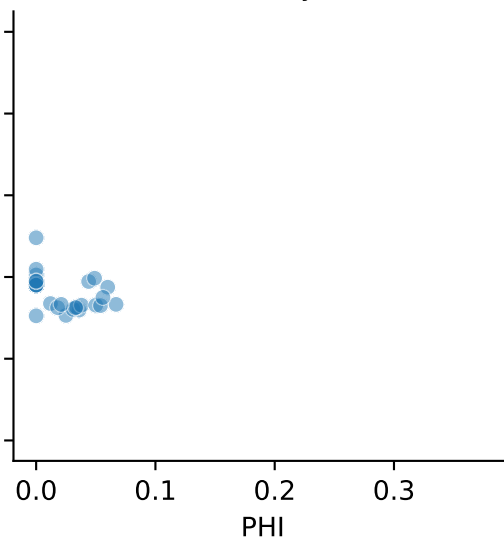
LITH = Sand



LITH = Coal



LITH = SandyShale



LITH = CementedSand

