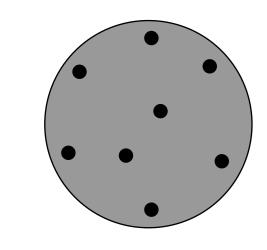
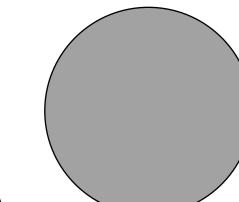


A. In Place Bedrock

Apparent (G)rain Size

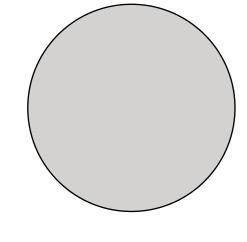


1. Grains Visible e.g., candidate sandstone

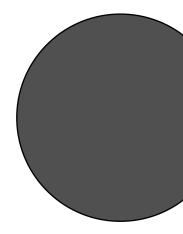


2. Grains Not Visible e.g., candidate mudstone

(T)onality

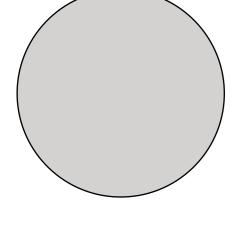


1. Light Toned

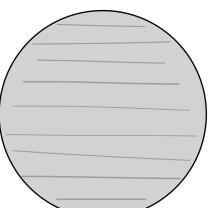


2. Dark Toned

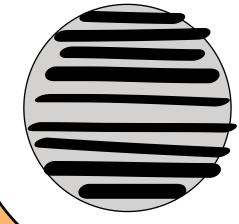
(L)amination Strength



1. Laminations Absent

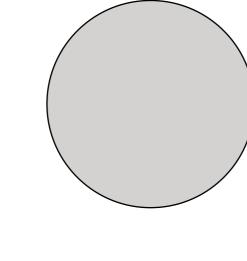


2. Weakly Laminated

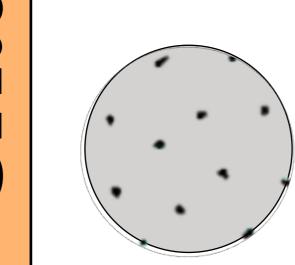


3. Strongly Laminated

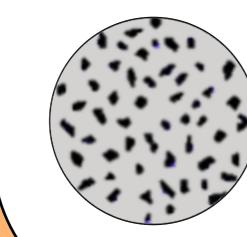
(N)odule Pervasiveness



1. Nodules Absent



2. Weakly Pervasive Nodules

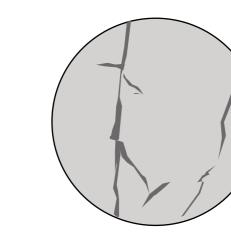


3. Strongly Pervasive Nodules

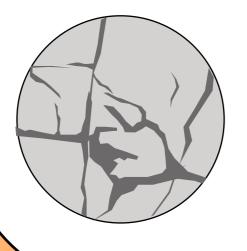
(F)racture Pervasiveness



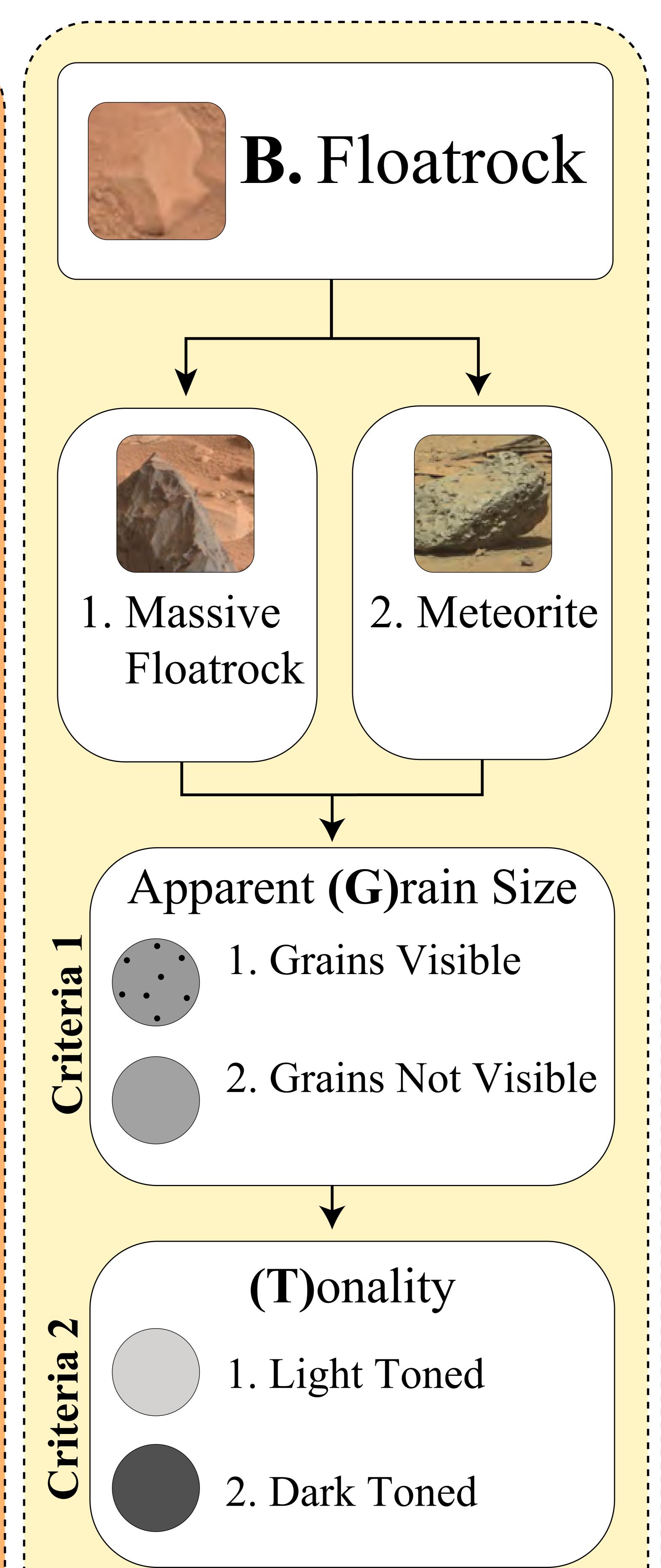
1. Fractures Absent



2. Weakly Fractured (u)nfilled or (f)illed

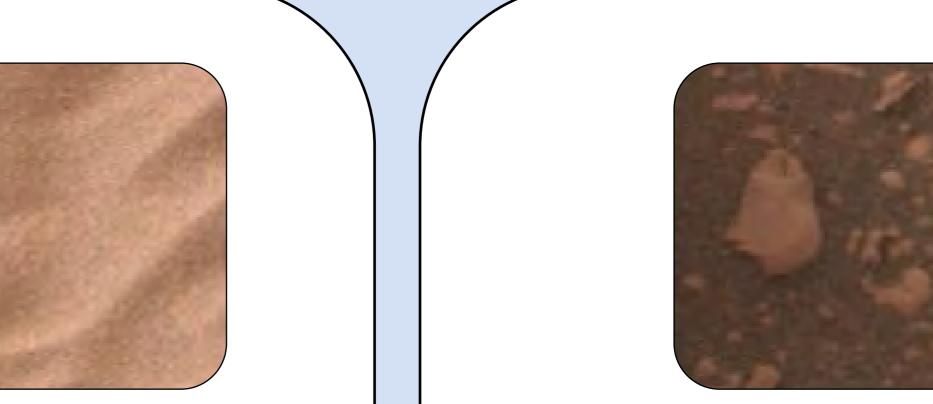


3. Strongly Fractured (u)nfilled or (f)illed





C. Unconsolidated Material

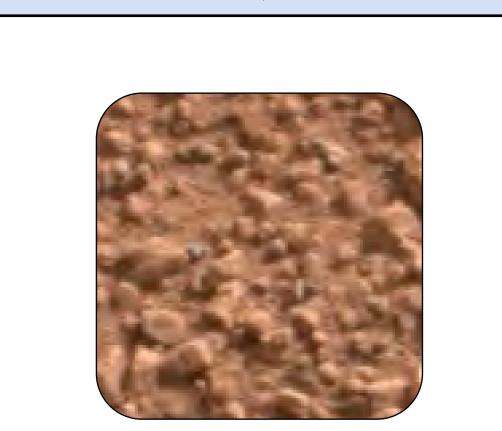


. Sand

2. Mostly Sand

2. Mostly Sand (>50%),
Some Pebbles

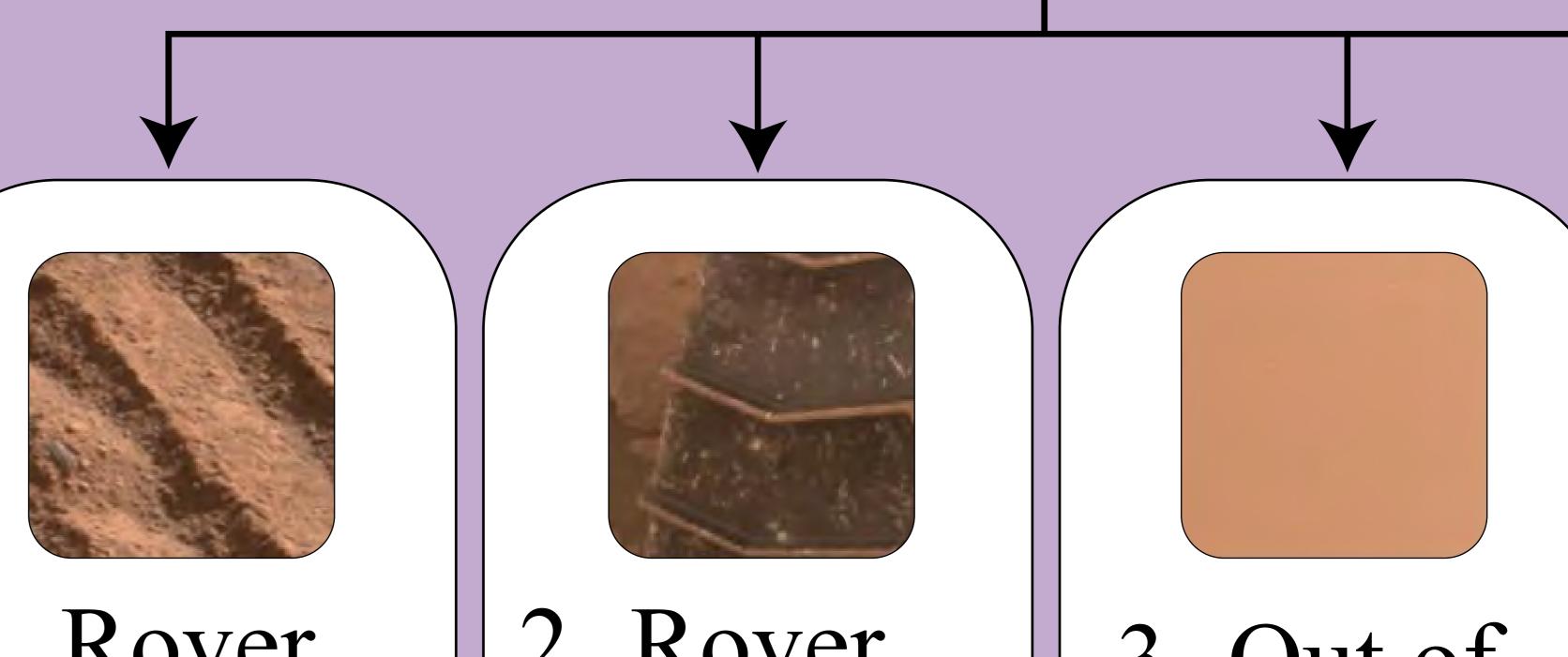
(<50%)



3. Some Sand
(<50%),
Mostly Pebbles
(>50%)



D. Non-Rocky Materials



1. Rover
Tracks

2. Rover Parts

3. Out of Focus

4. Shadow Regions