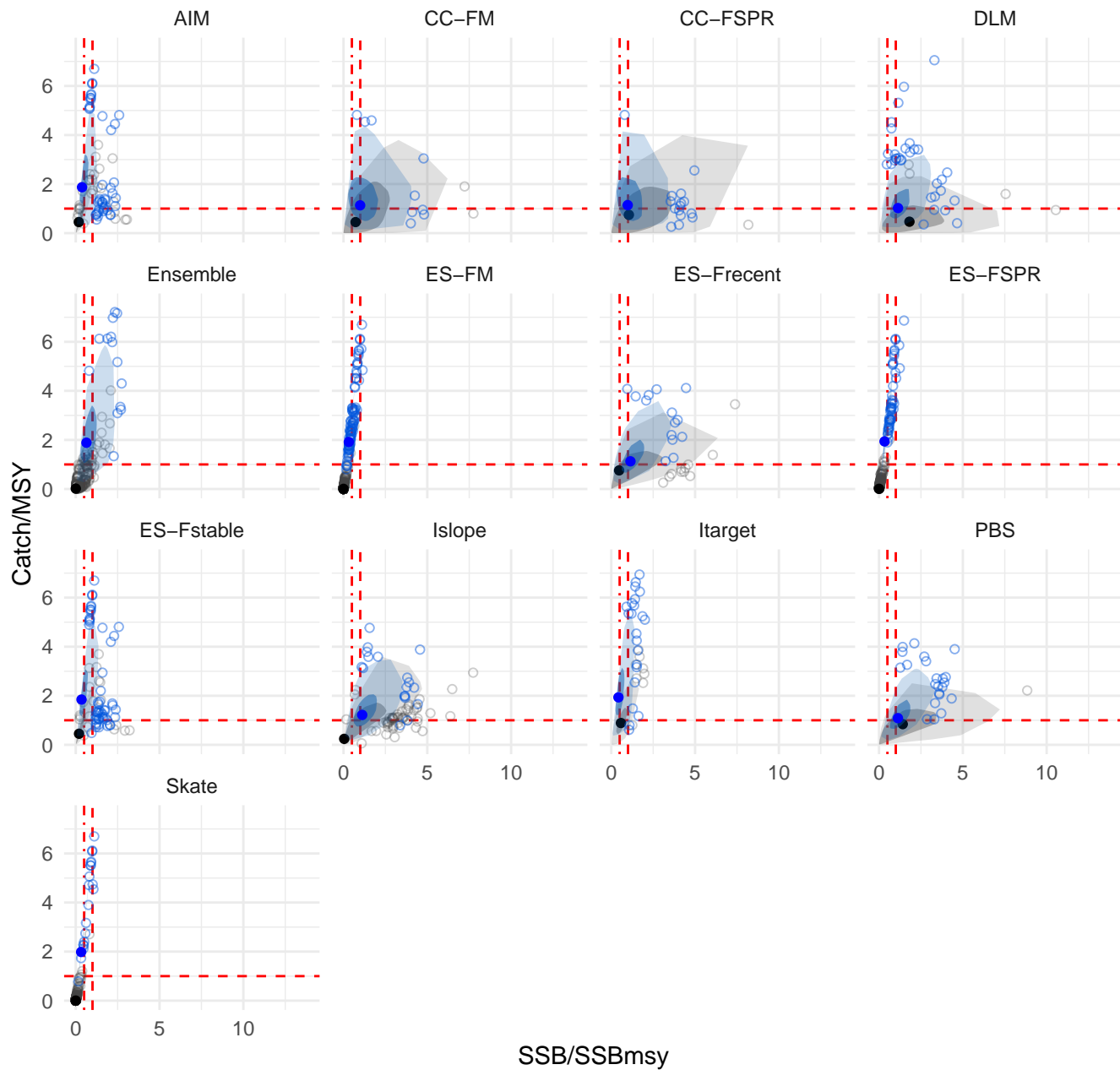
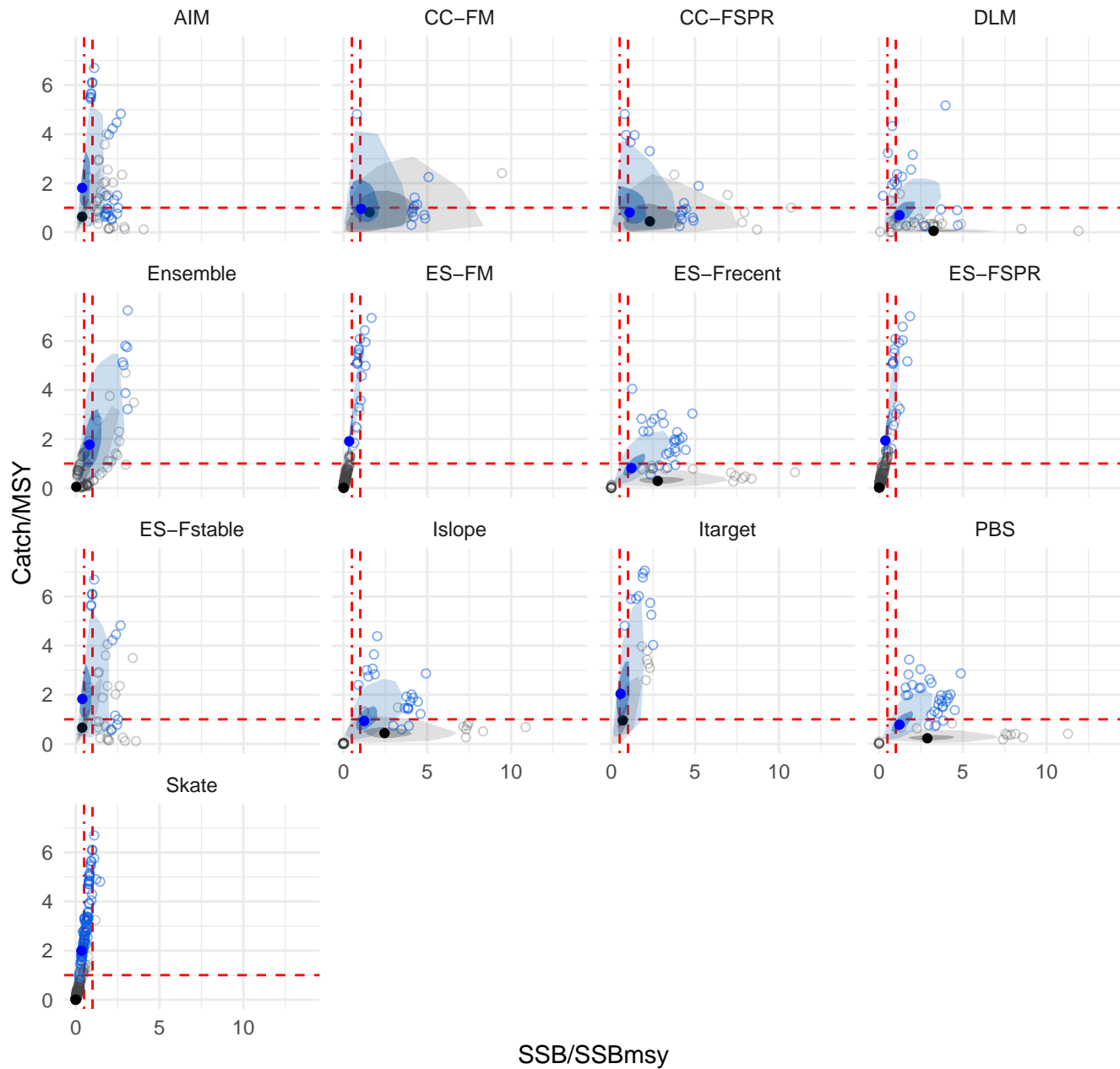


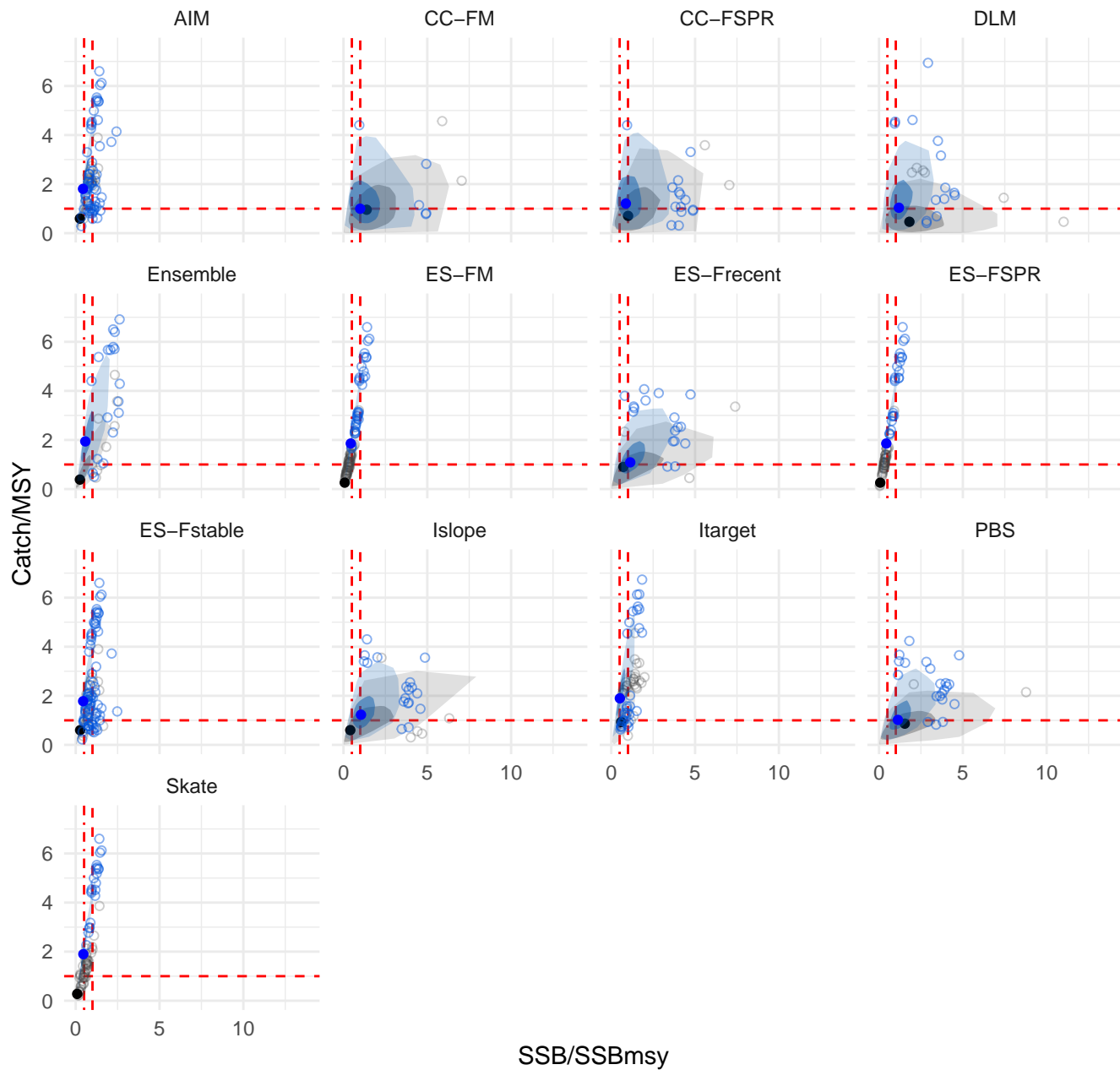
# CF1A (Base scenarios)



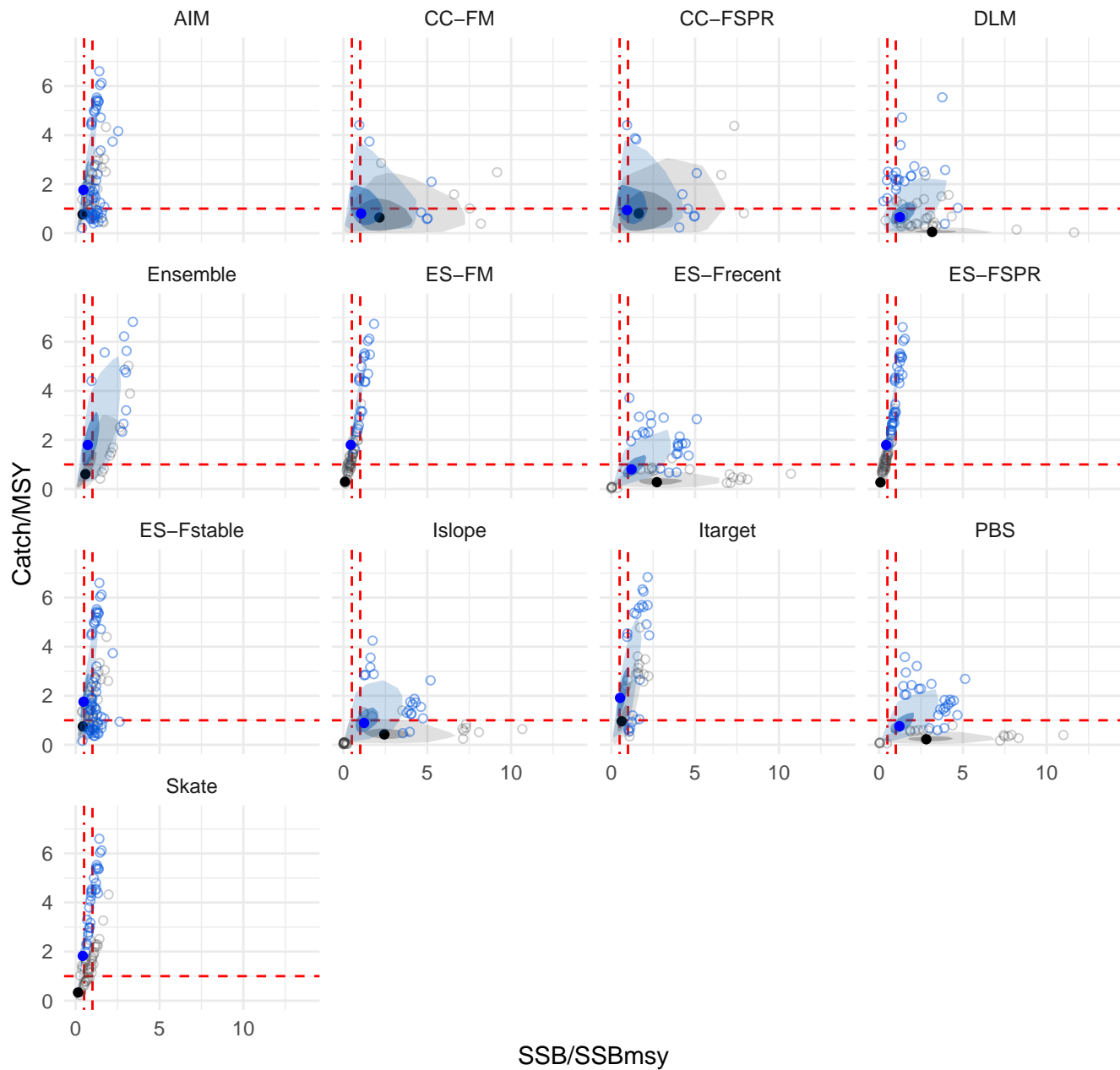
# CF1R (Base scenarios)



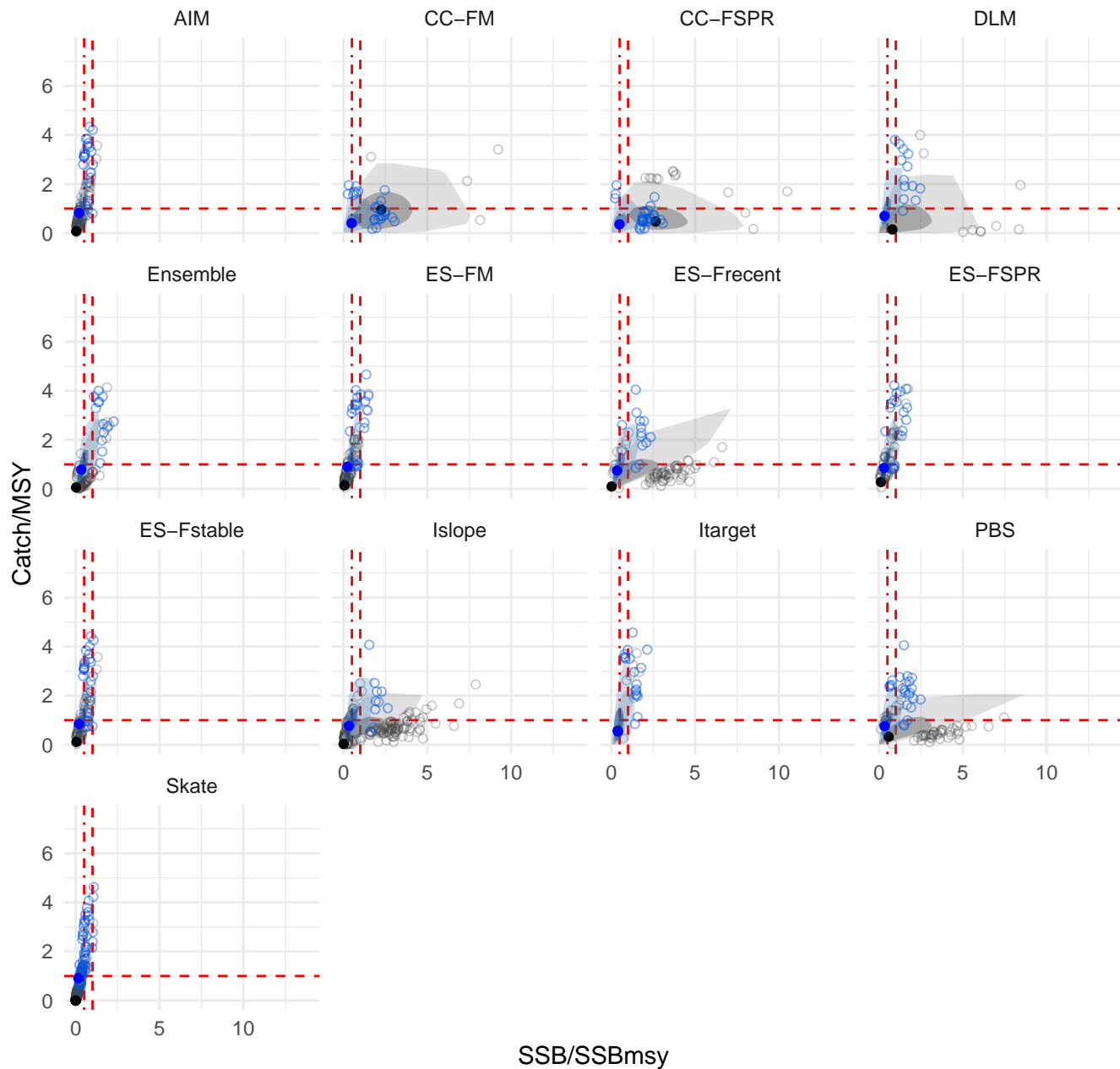
# CF2A (Base scenarios)



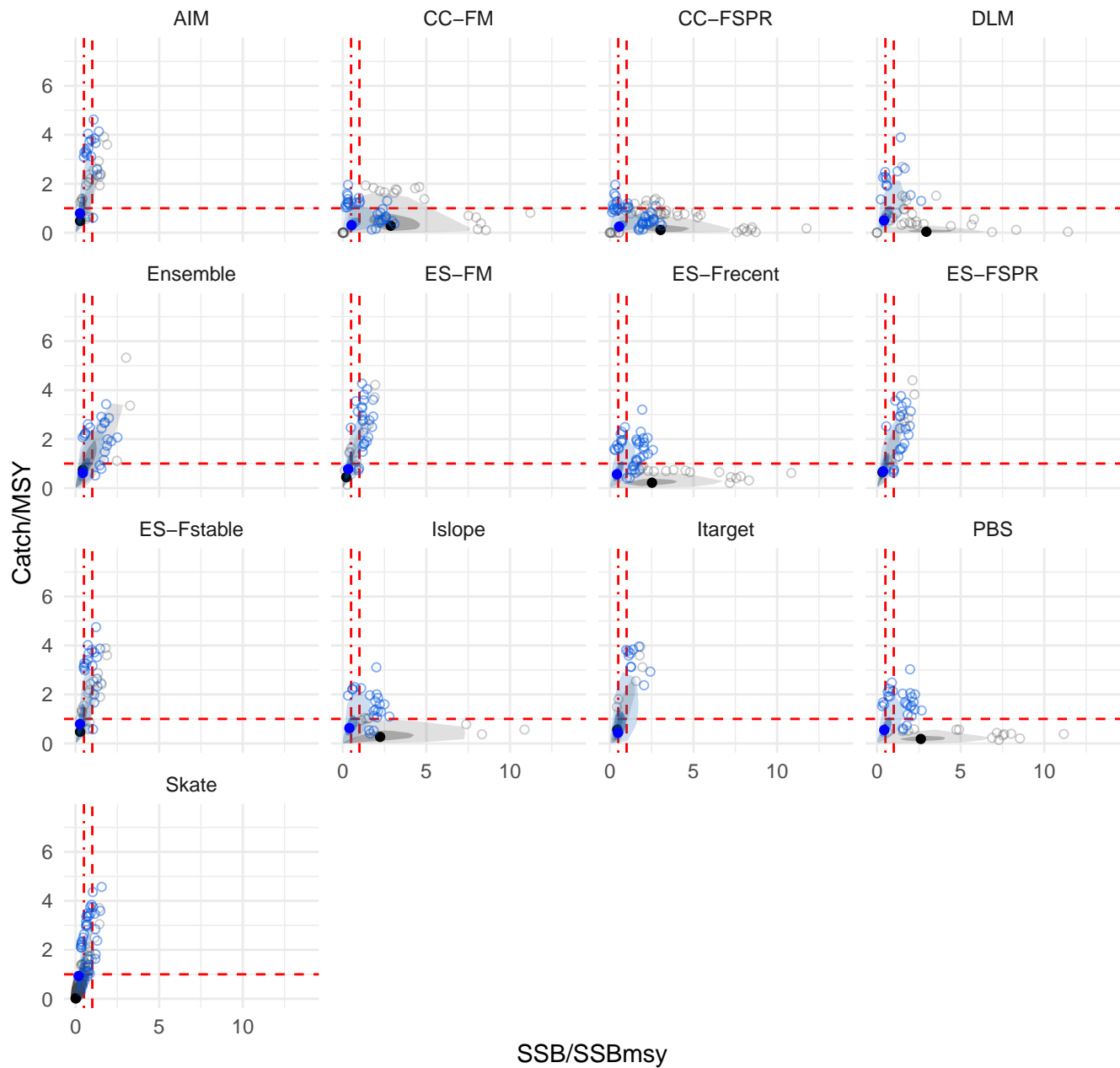
# CF2R (Base scenarios)



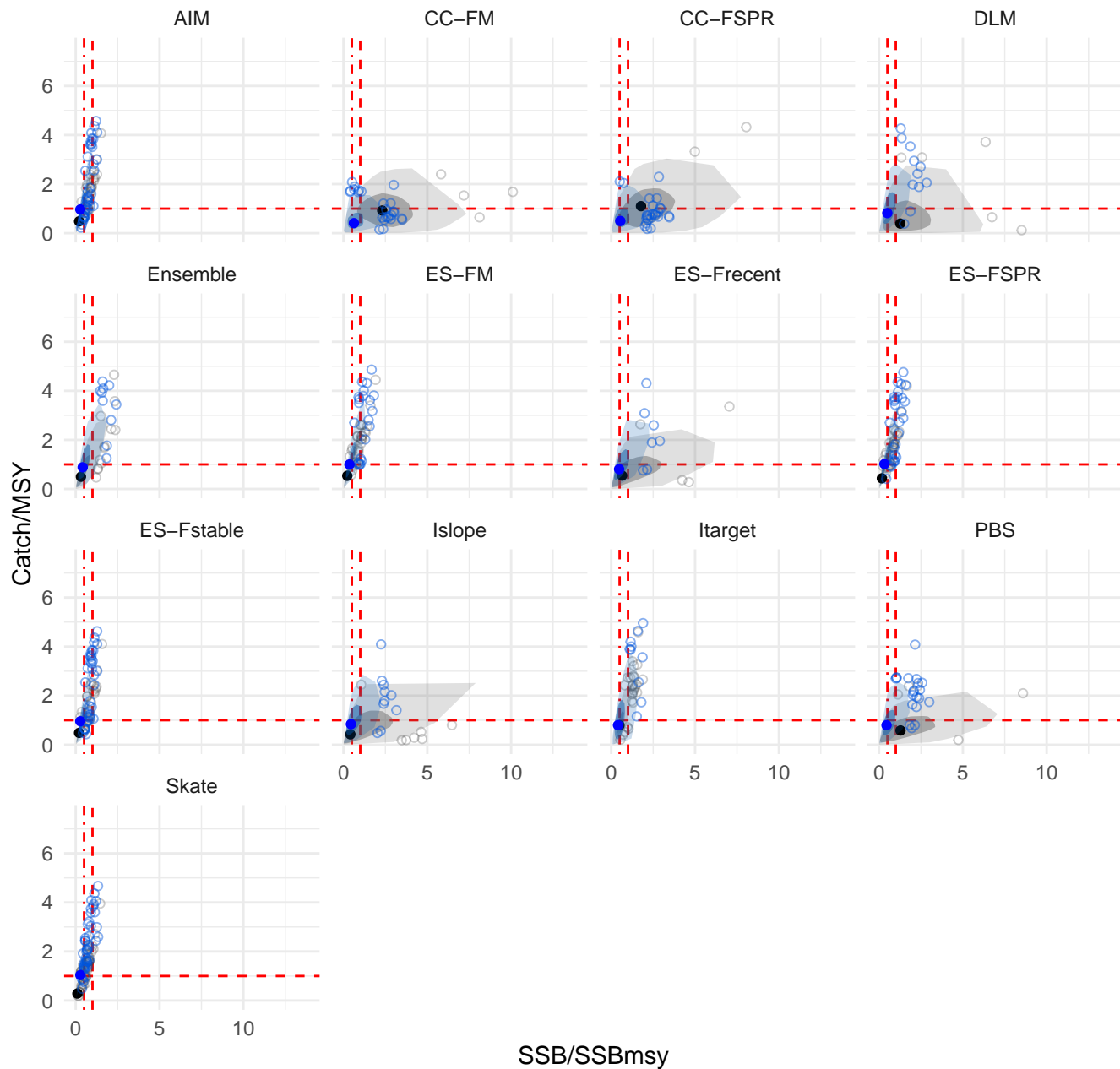
# CO1A (Base scenarios)



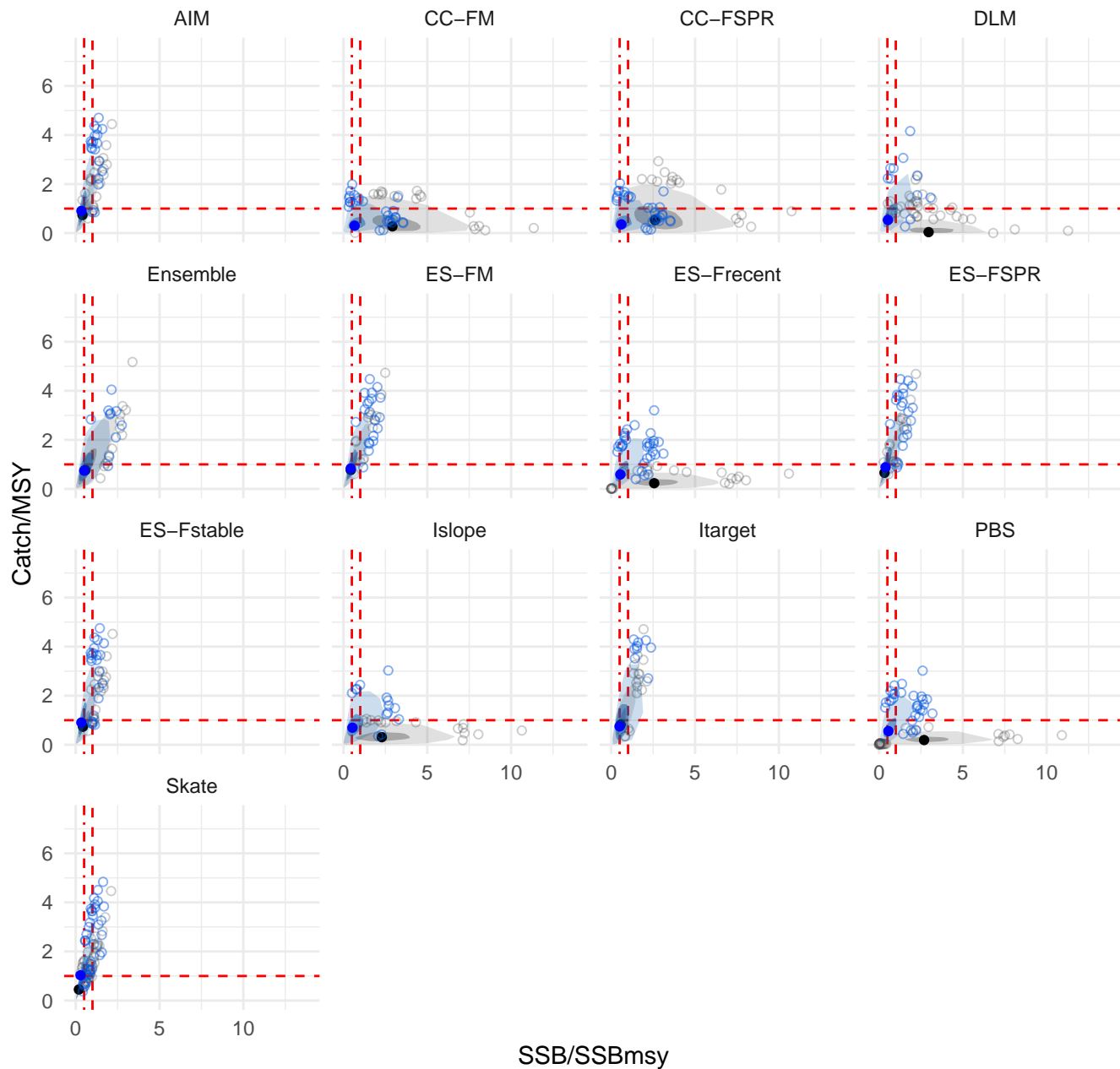
# CO1R (Base scenarios)



# CO2A (Base scenarios)

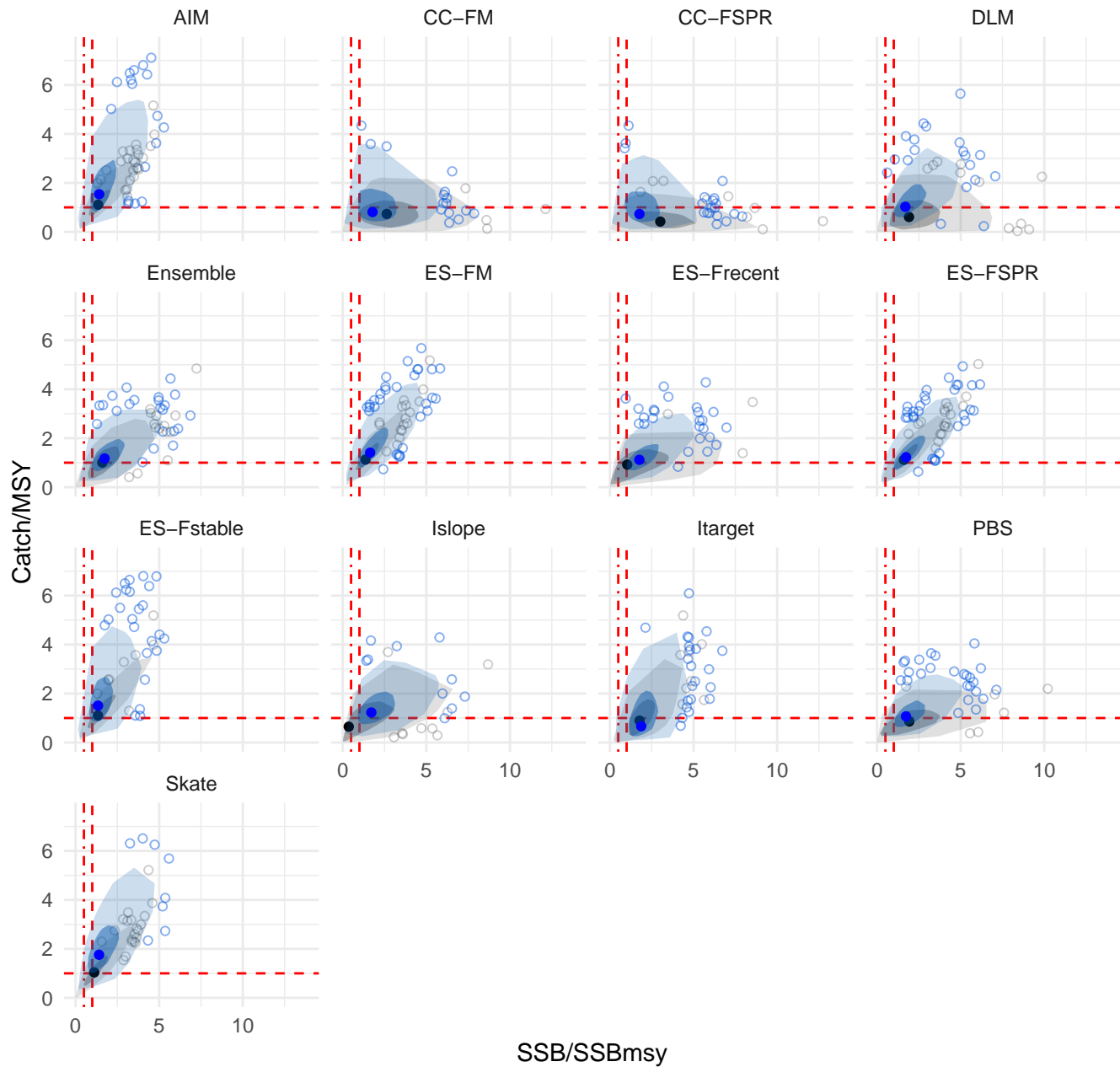


# CO2R (Base scenarios)

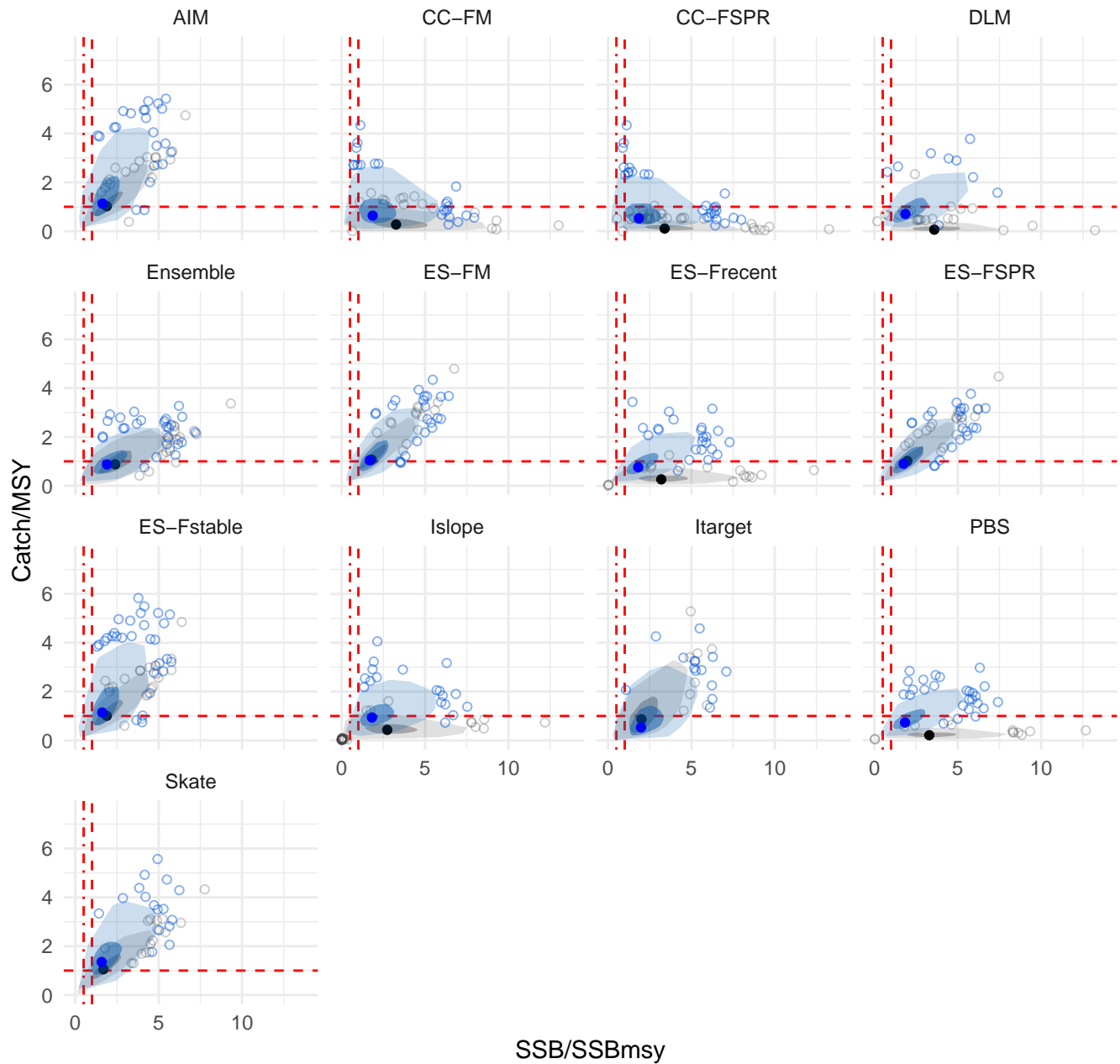




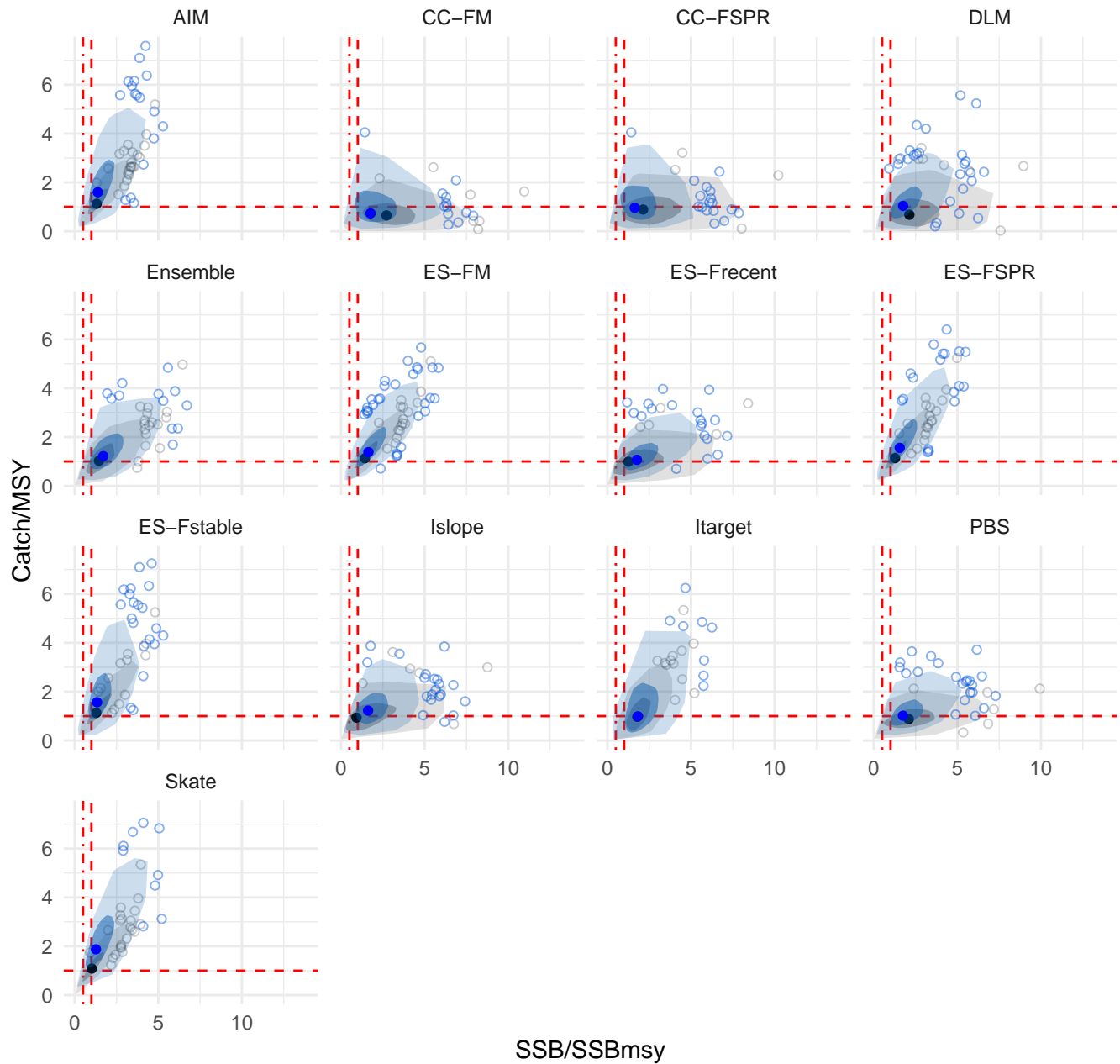
# MF1A (Base scenarios)



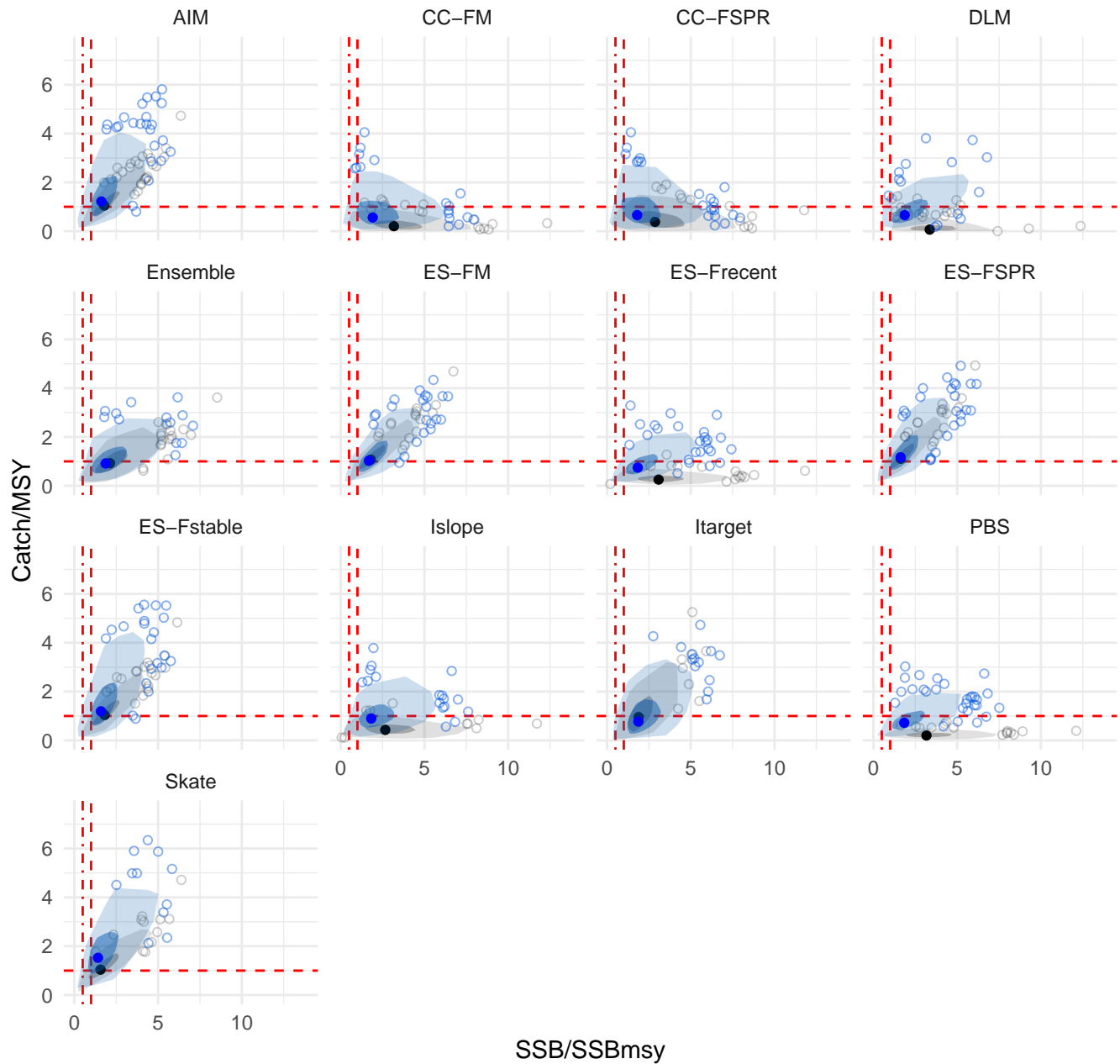
# MF1R (Base scenarios)



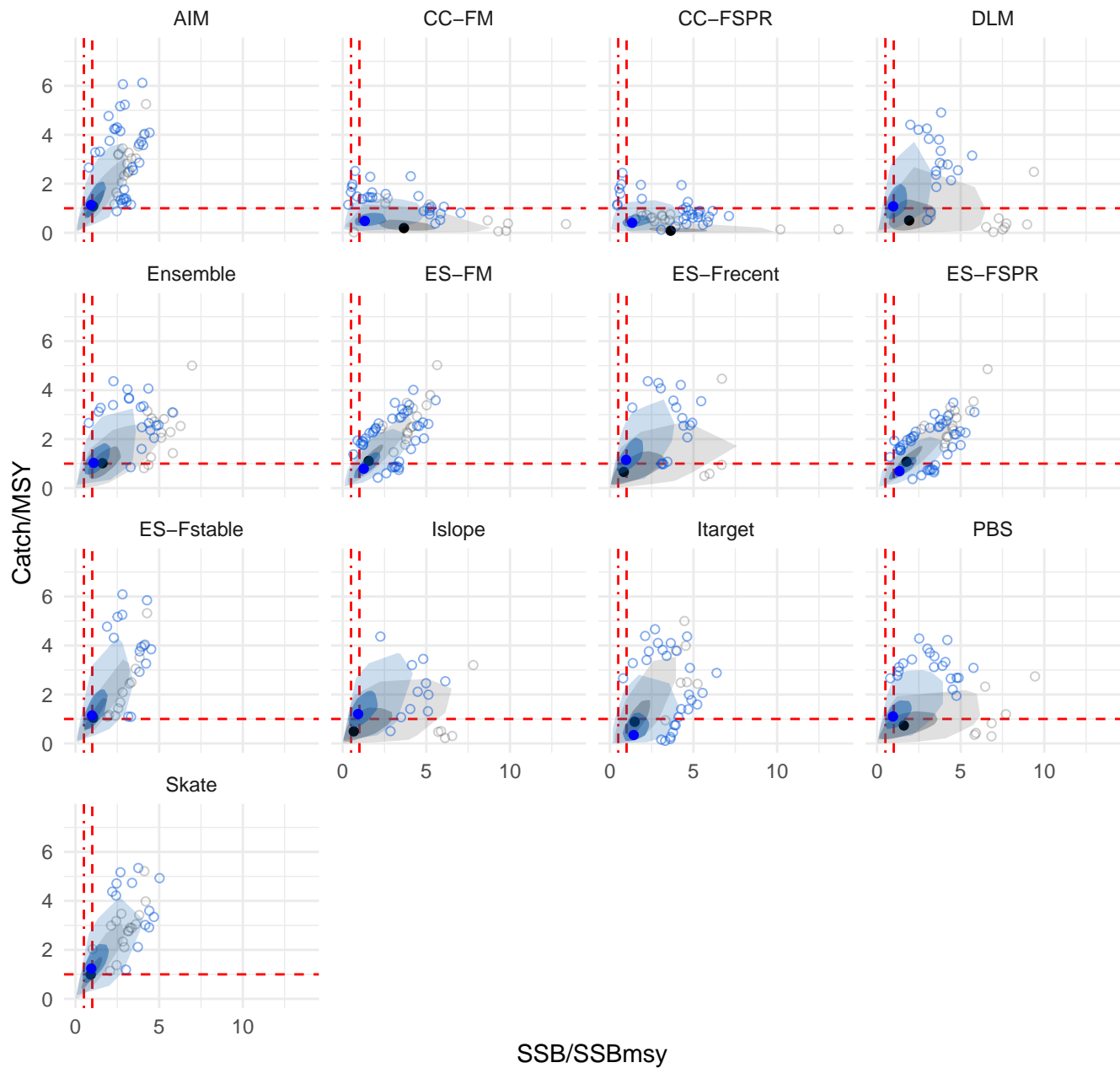
# MF2A (Base scenarios)



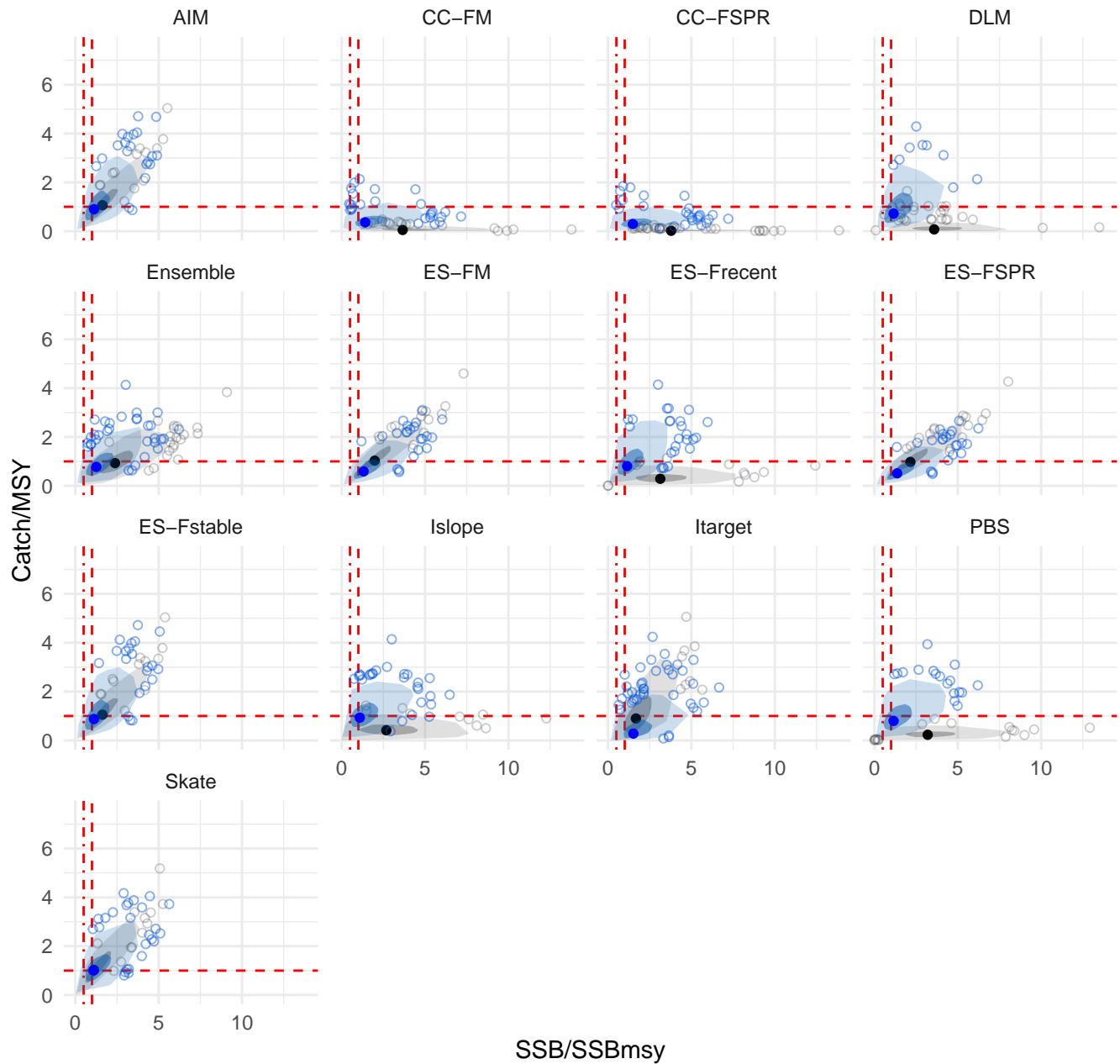
# MF2R (Base scenarios)



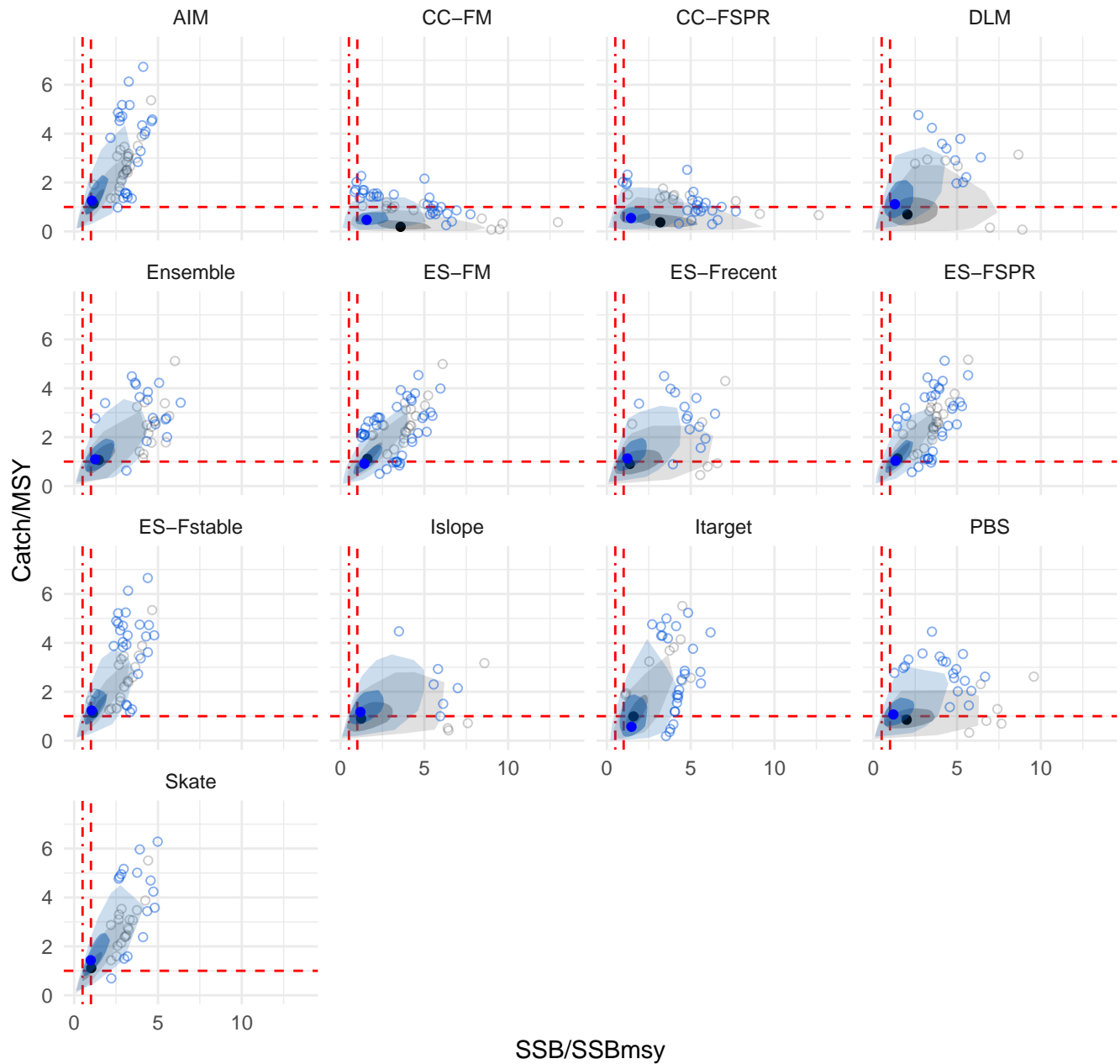
# MO1A (Base scenarios)



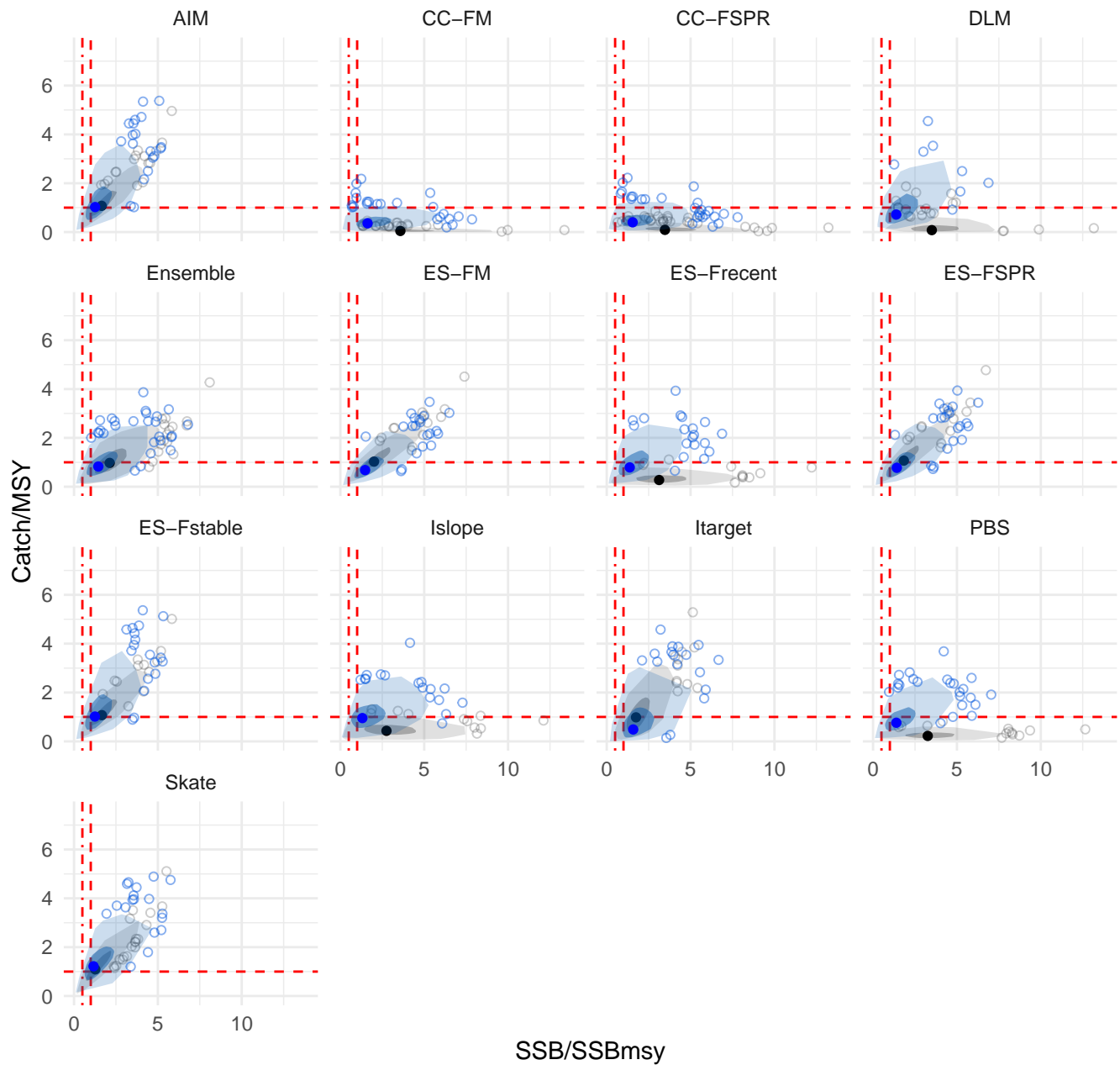
# MO1R (Base scenarios)



# MO2A (Base scenarios)

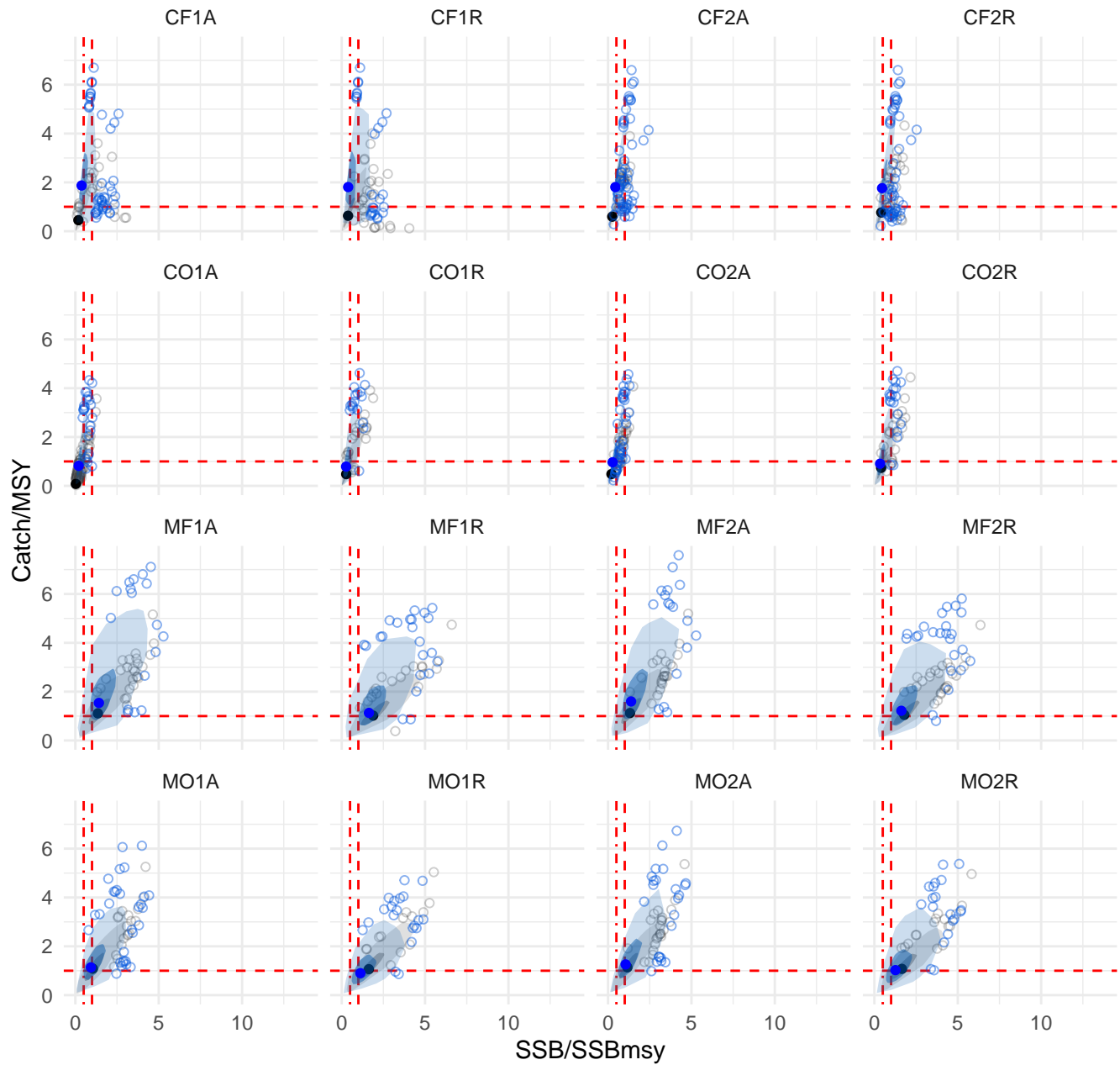


# MO2R (Base scenarios)

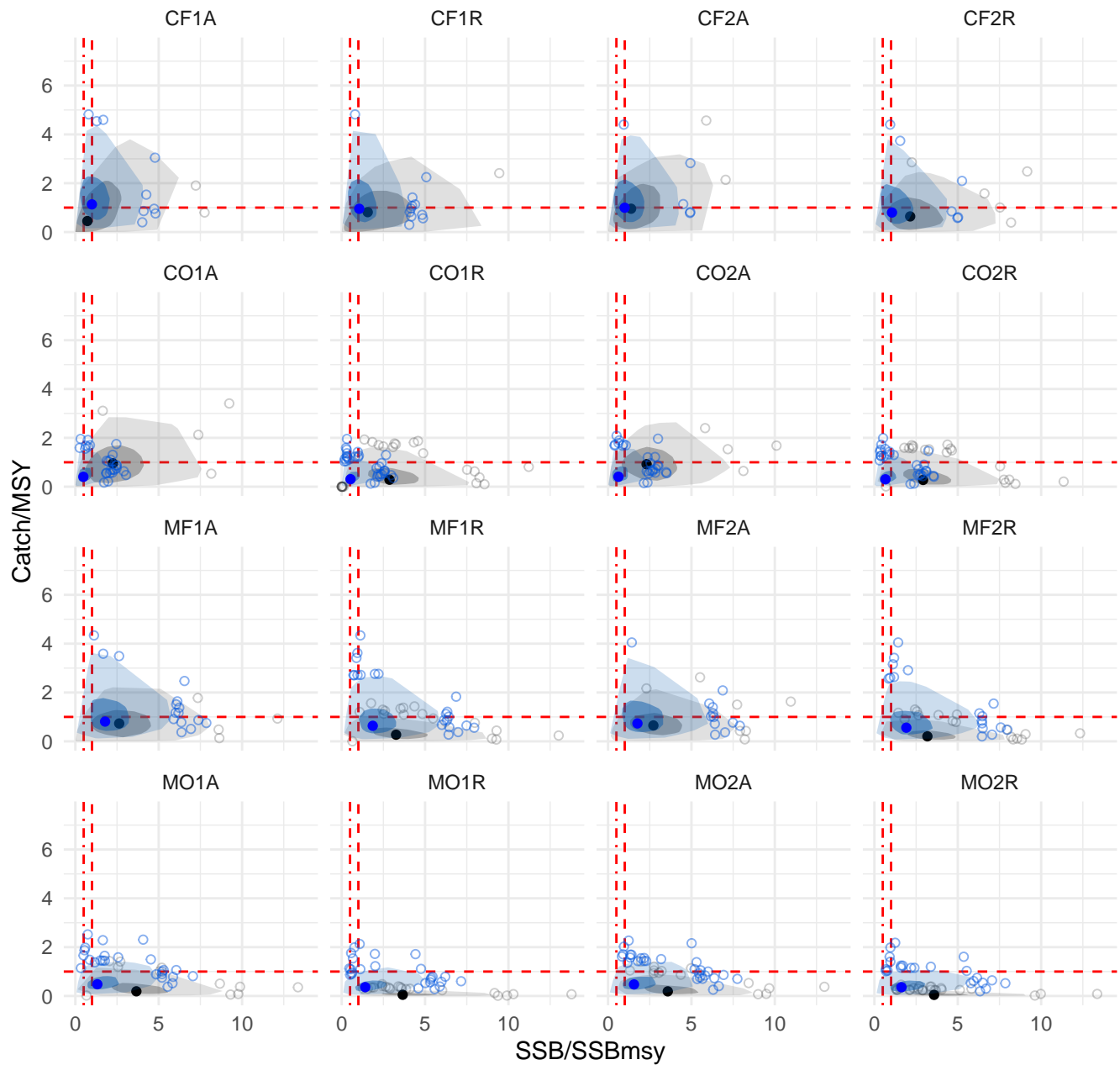




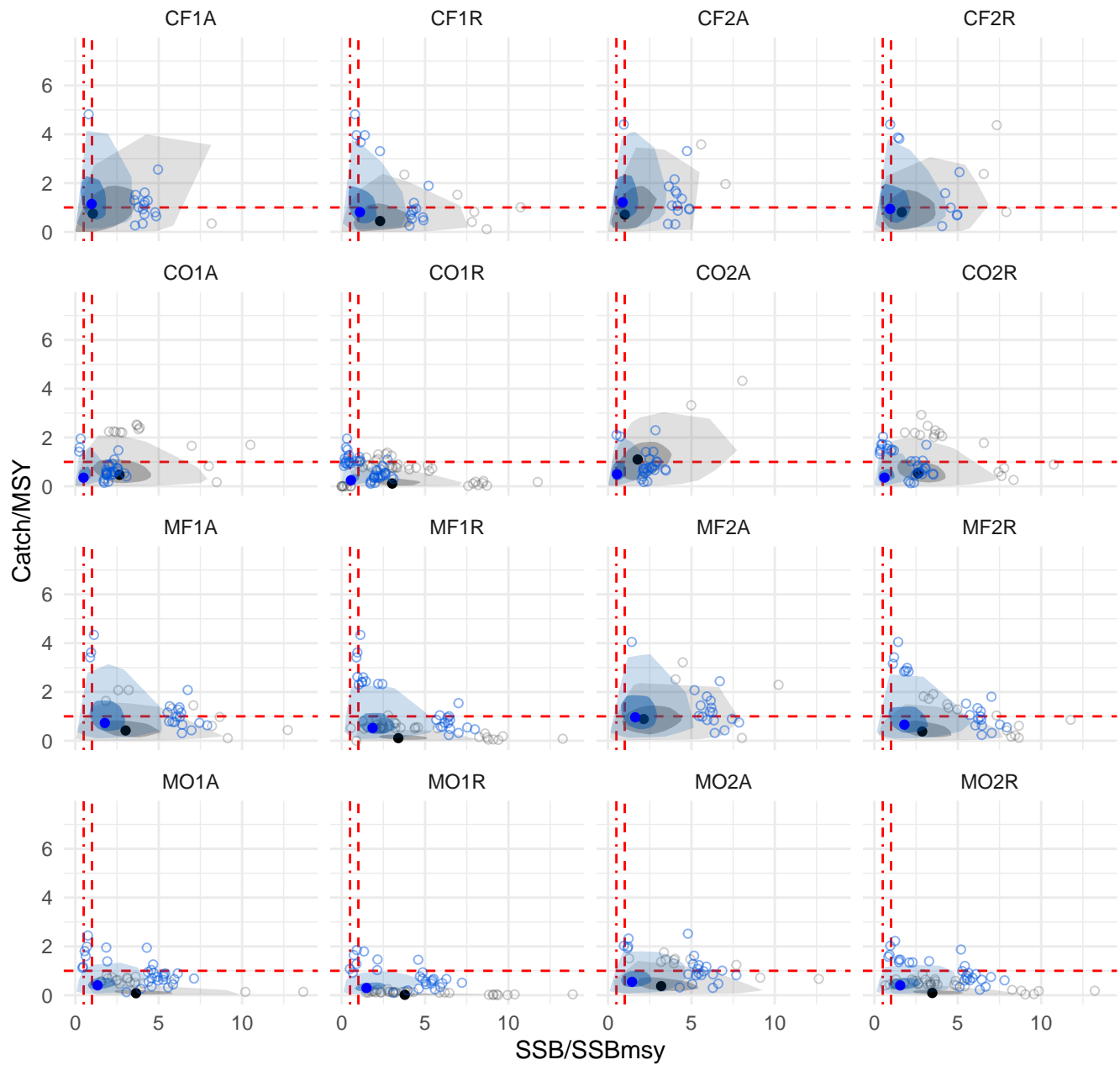
# AIM (Base scenarios)



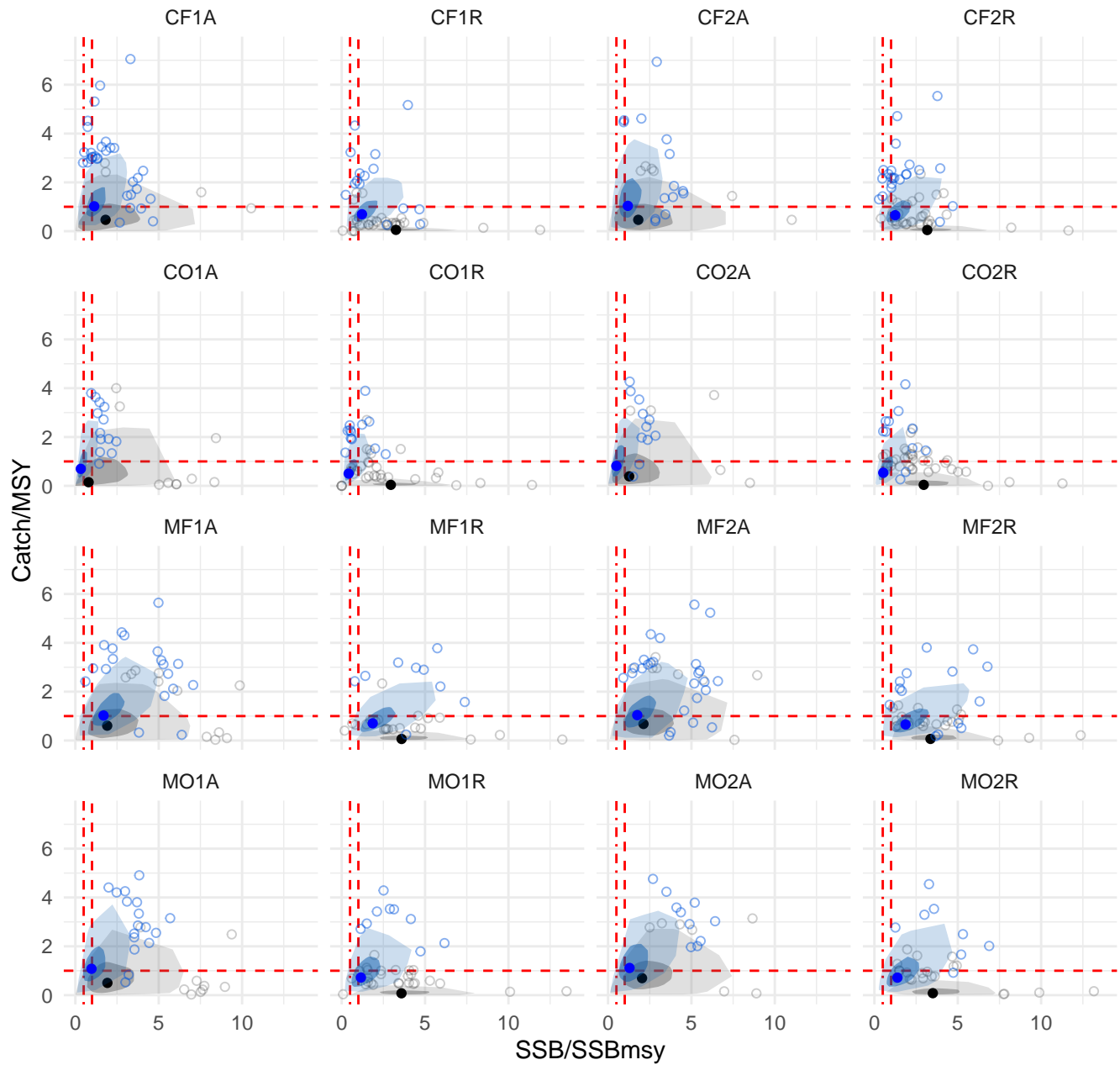
# CC-FM (Base scenarios)



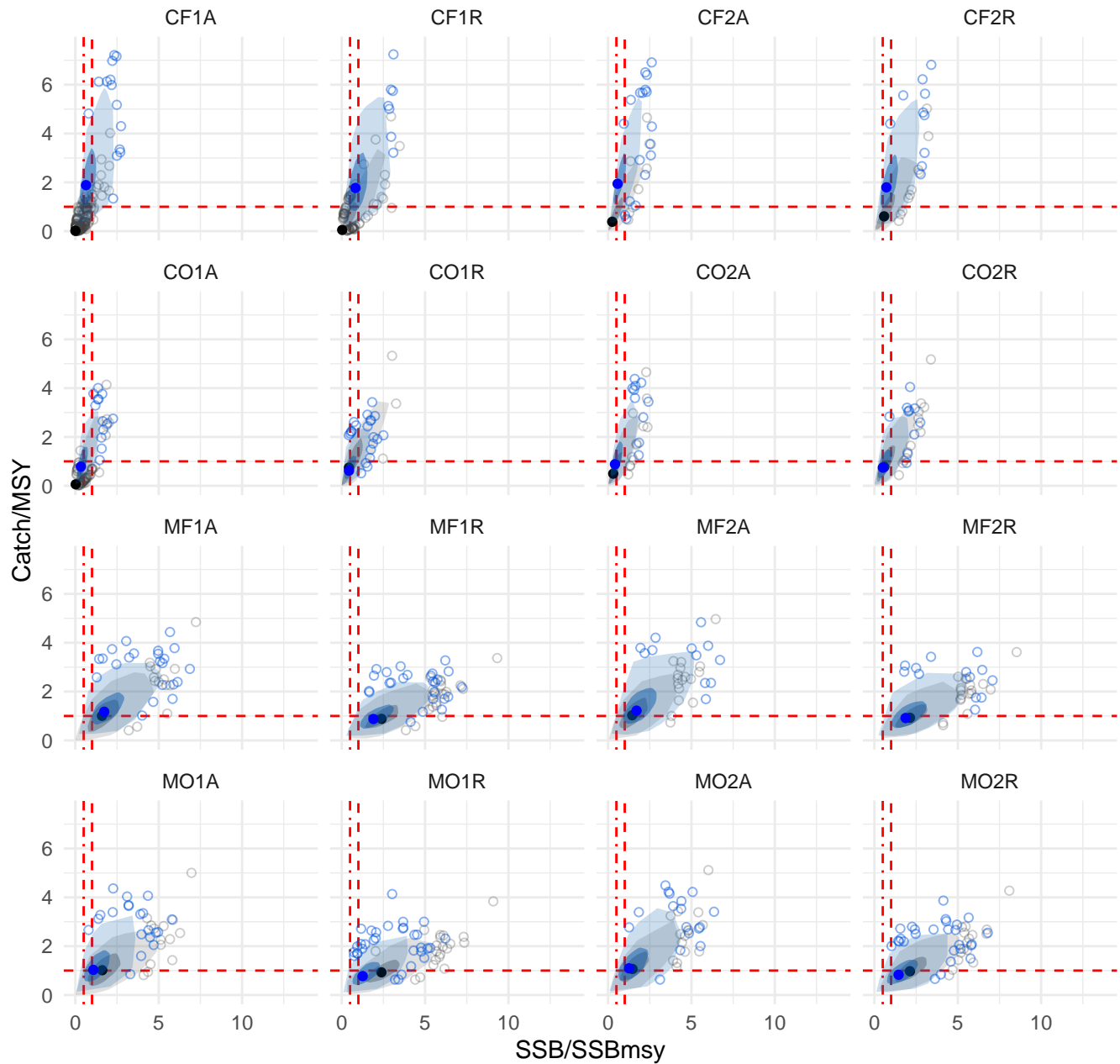
# CC-FSPR (Base scenarios)



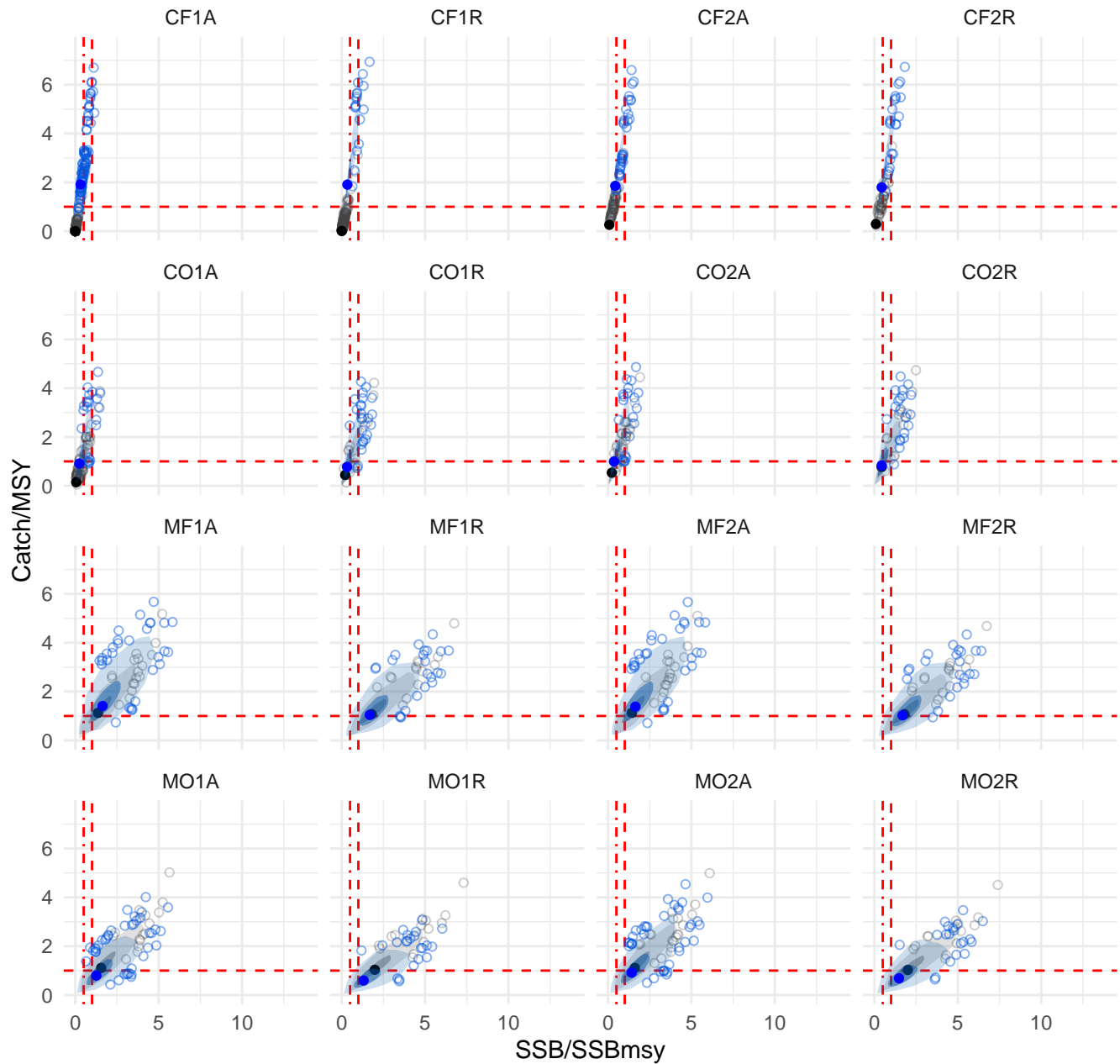
# DLM (Base scenarios)



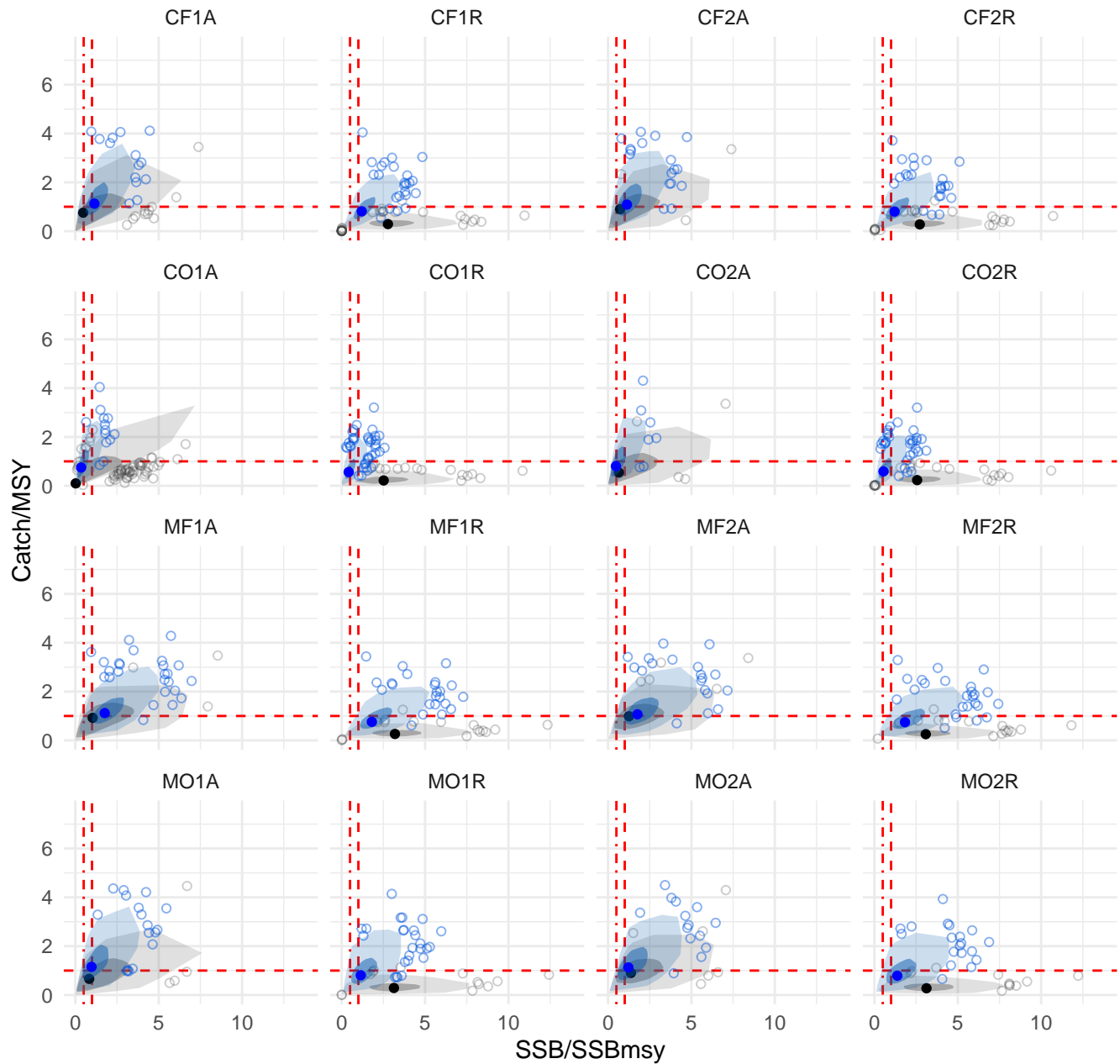
# Ensemble (Base scenarios)



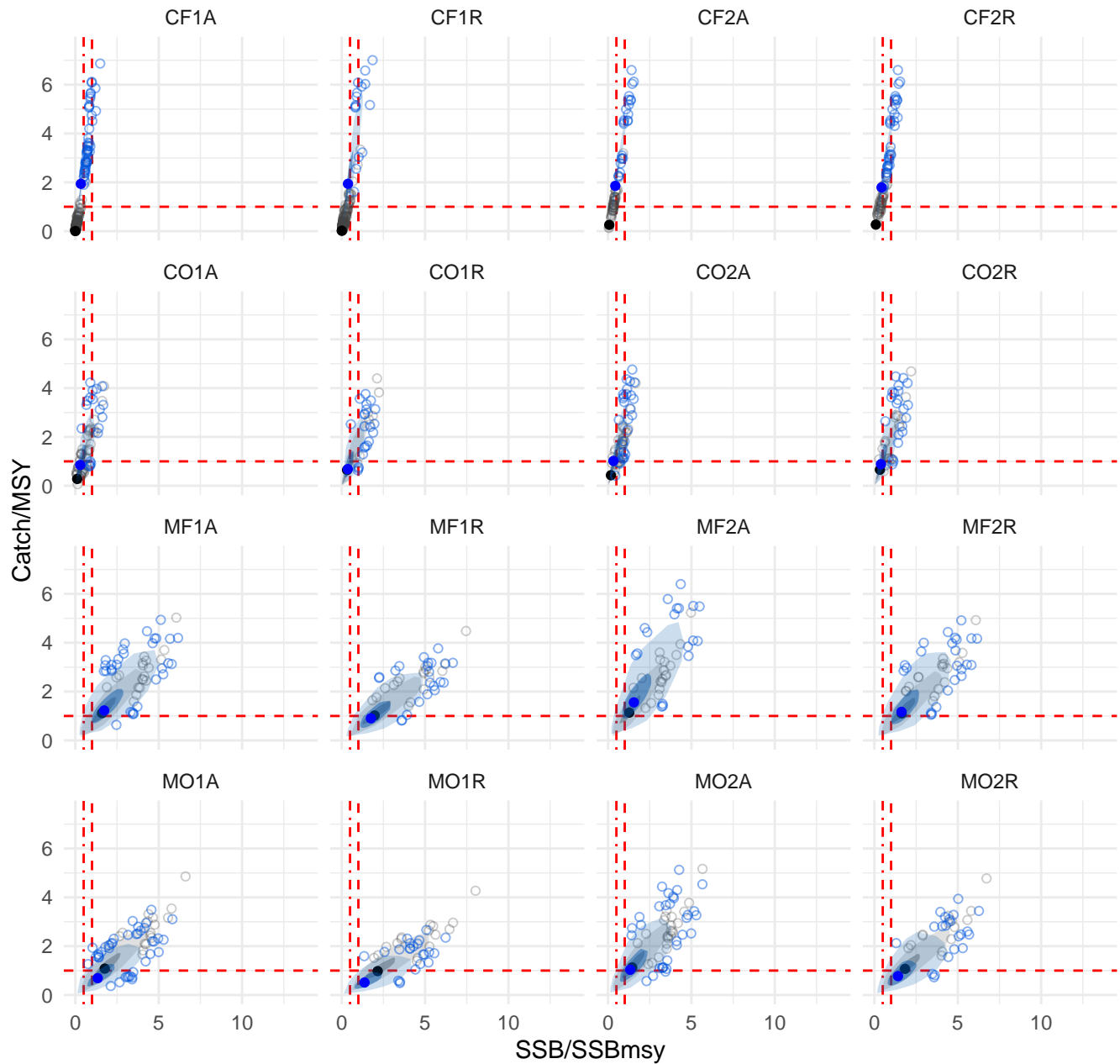
# ES-FM (Base scenarios)



# ES-Frecent (Base scenarios)

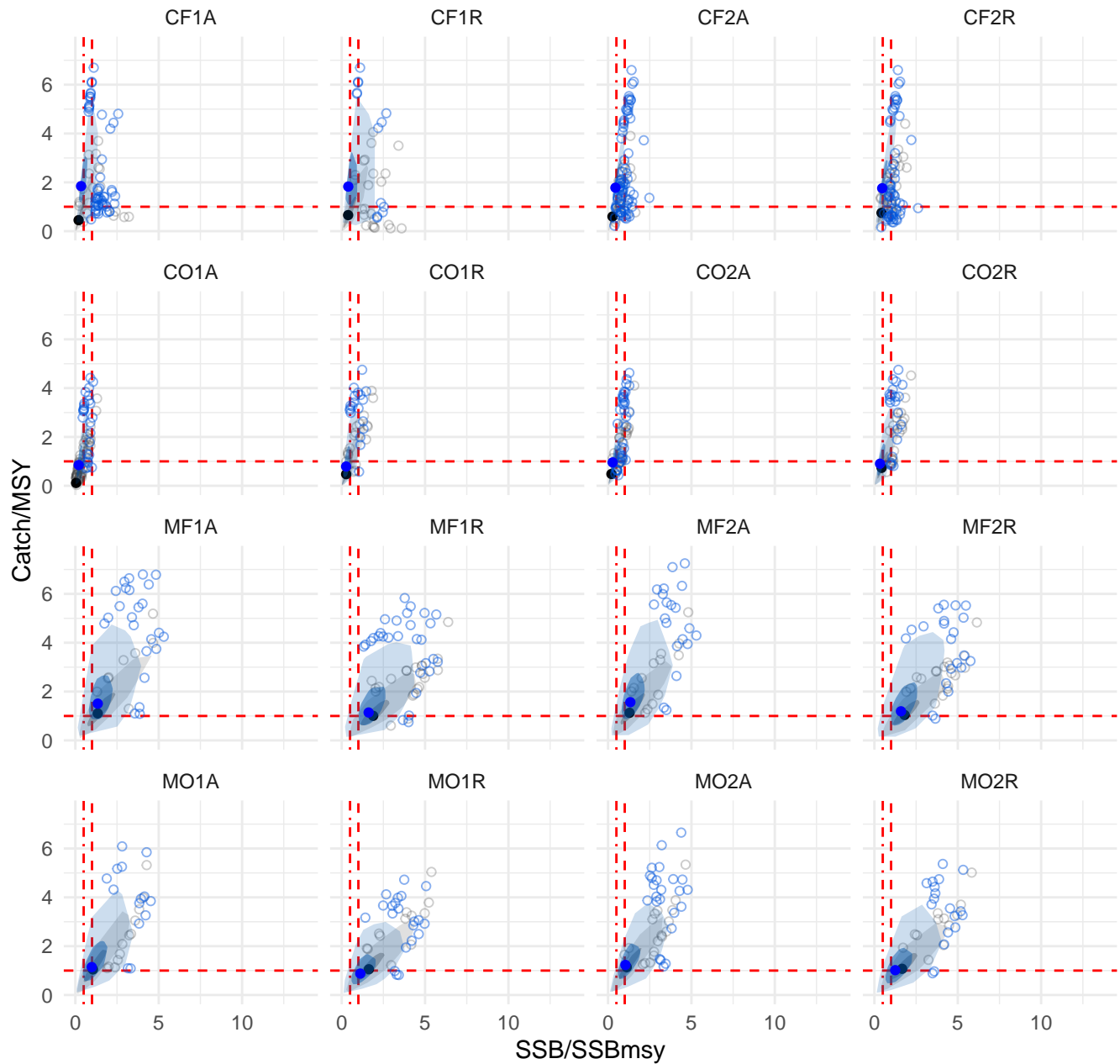


# ES-FSPR (Base scenarios)

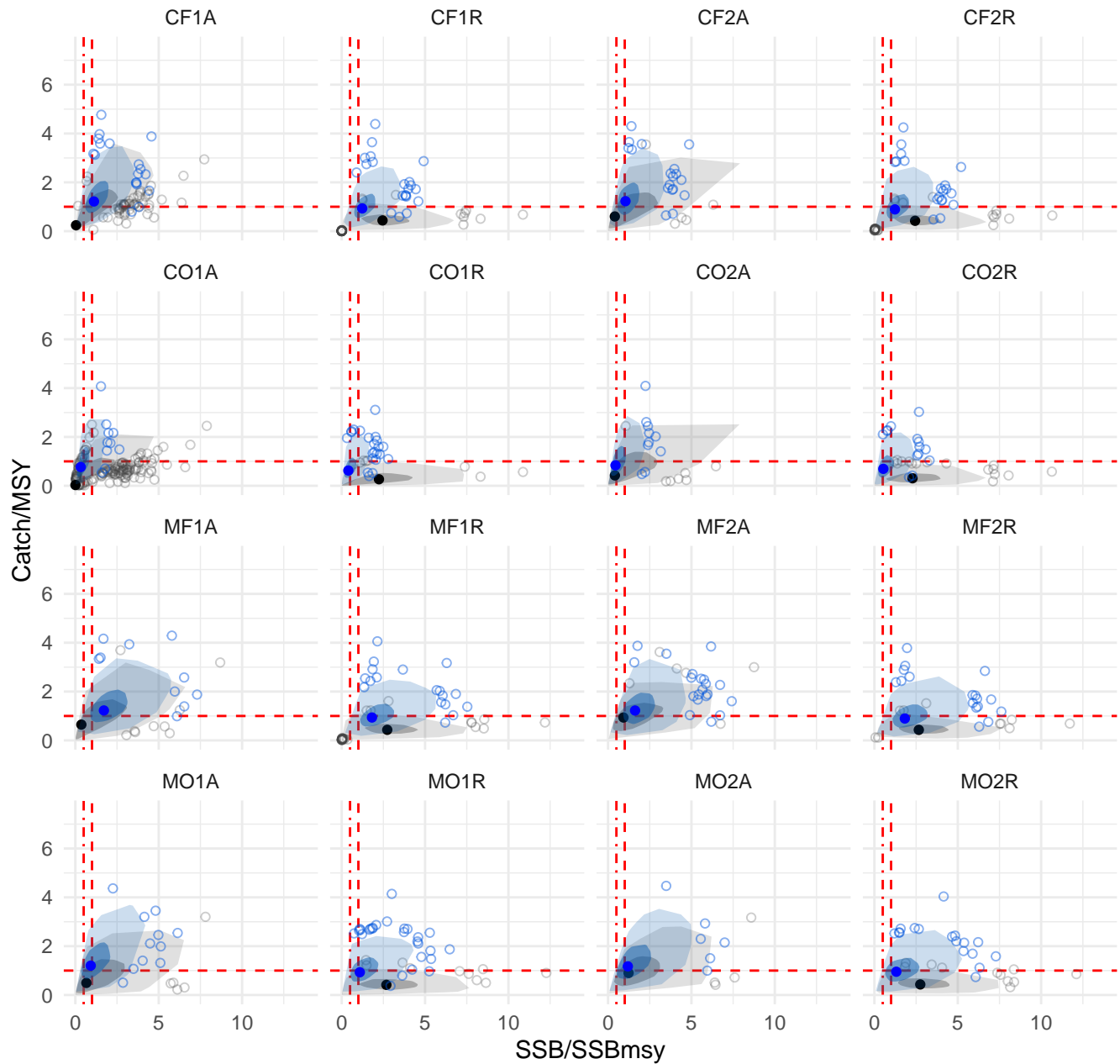




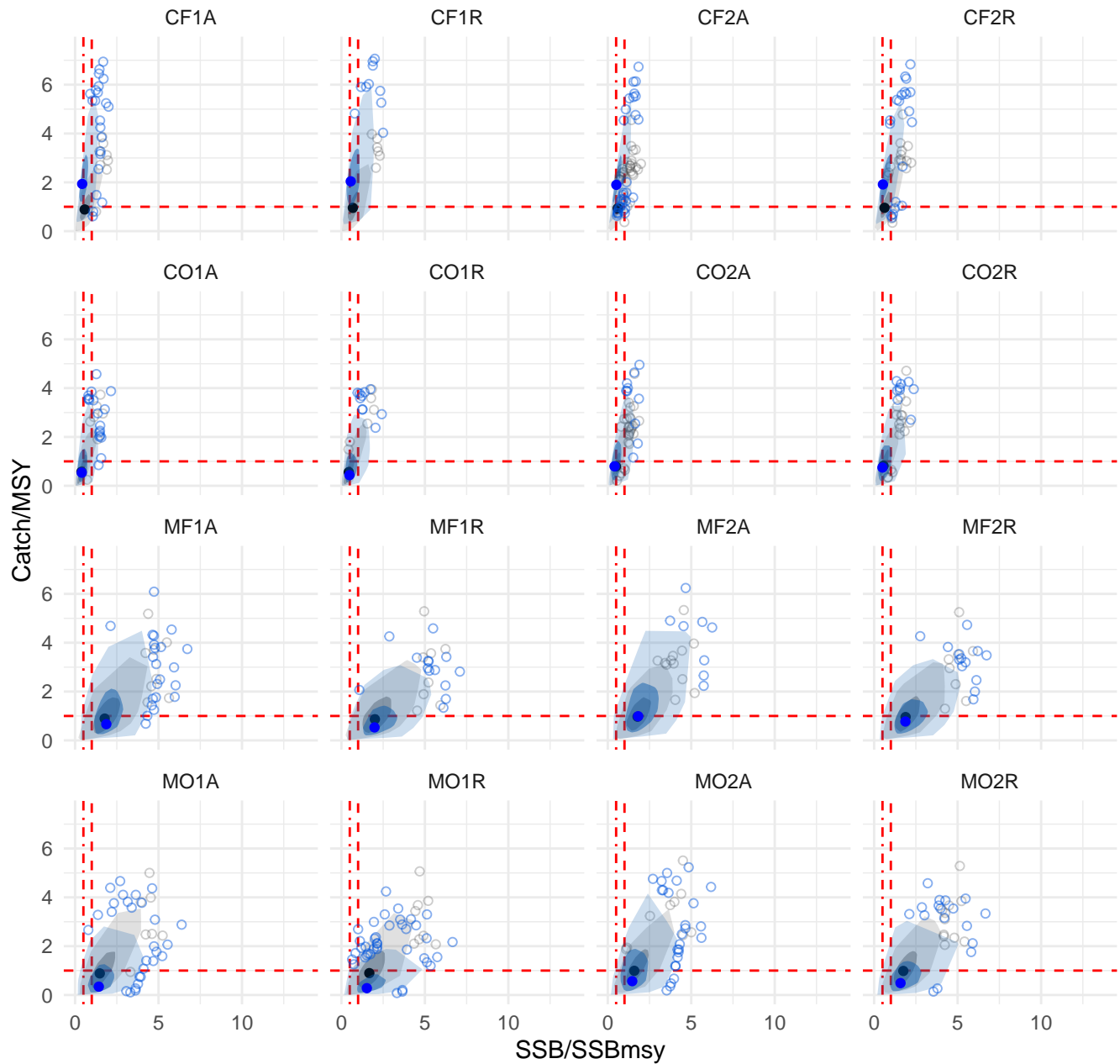
# ES-Fstable (Base scenarios)



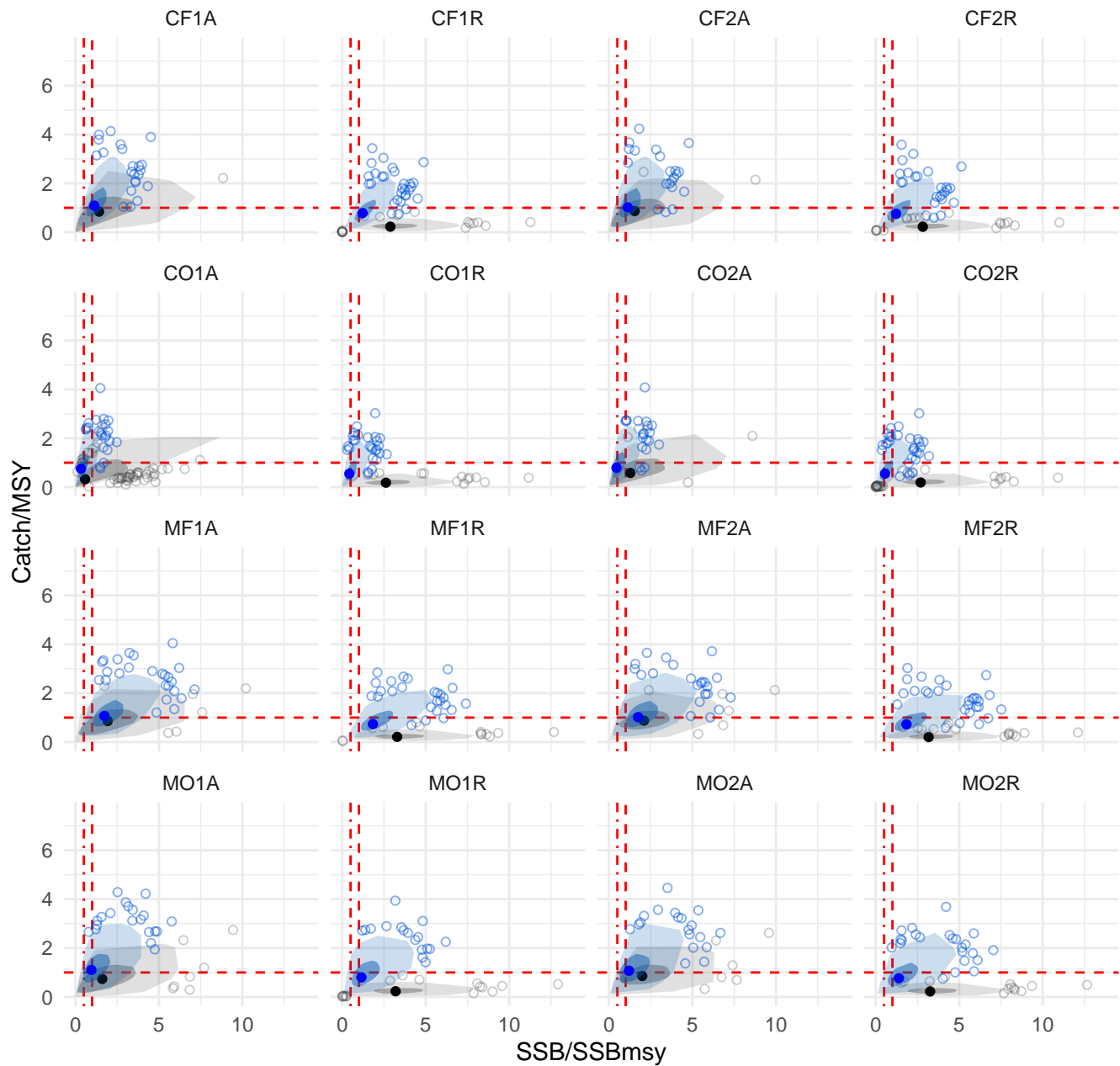
# Islope (Base scenarios)



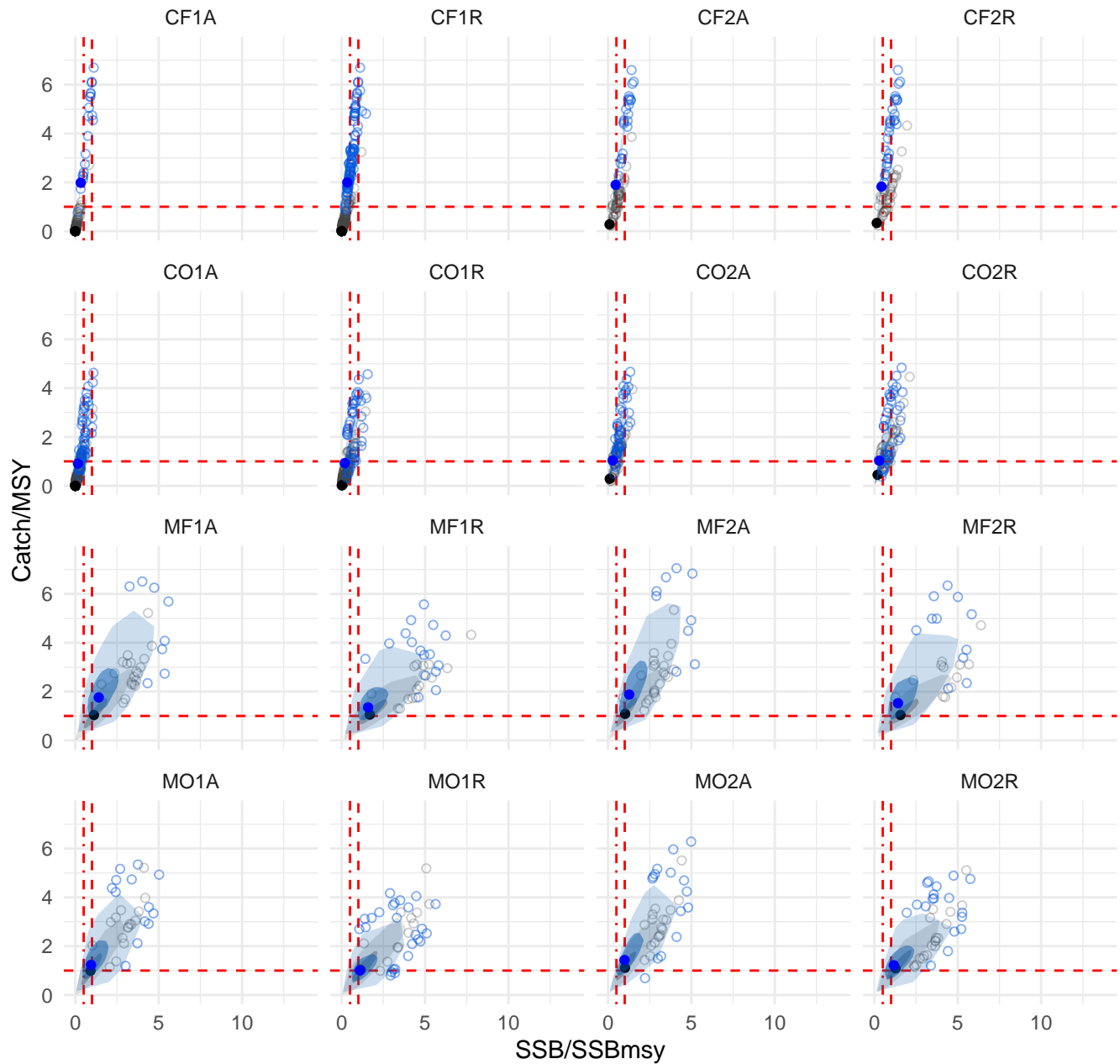
# Itarget (Base scenarios)



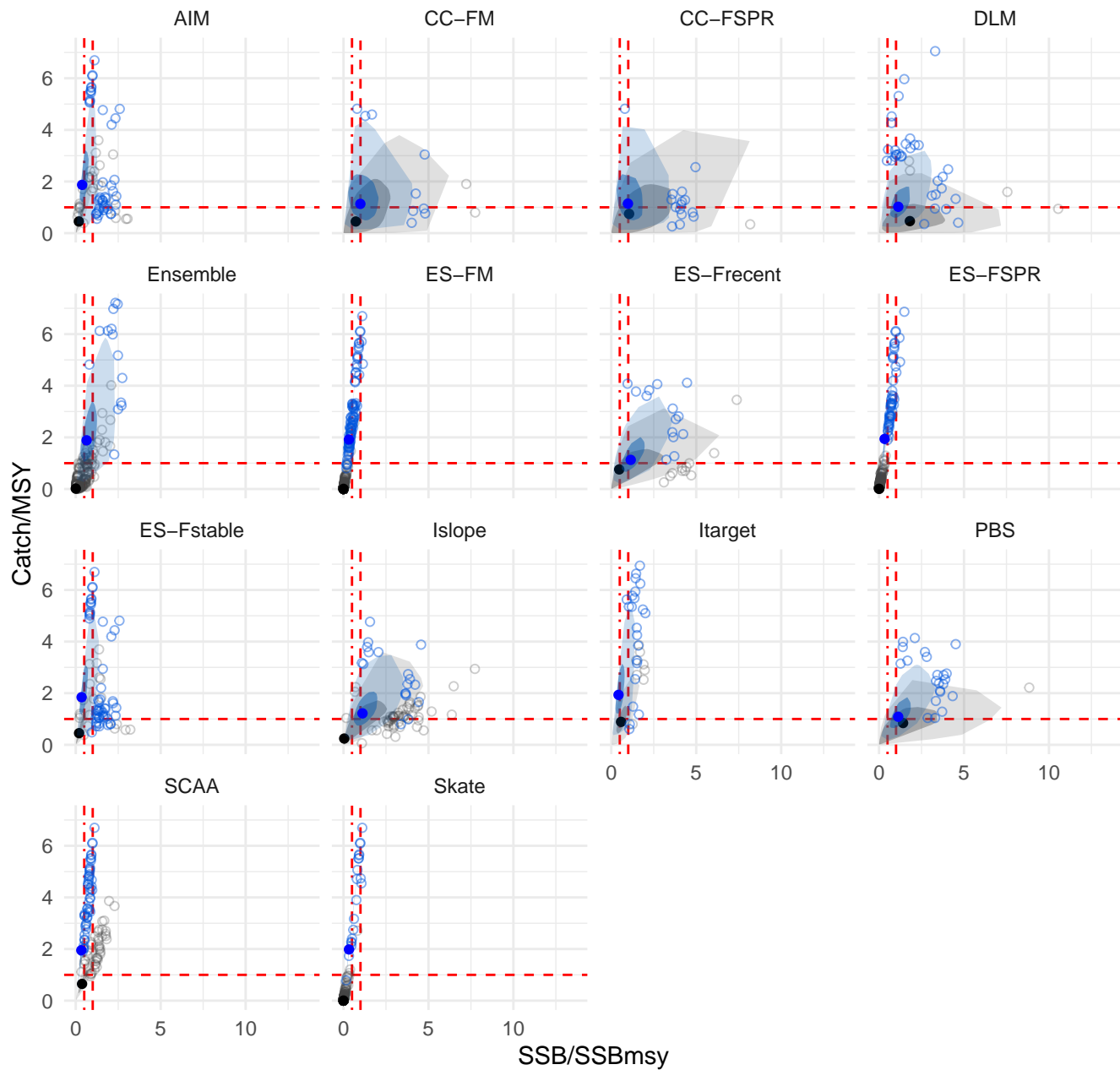
# PBS (Base scenarios)



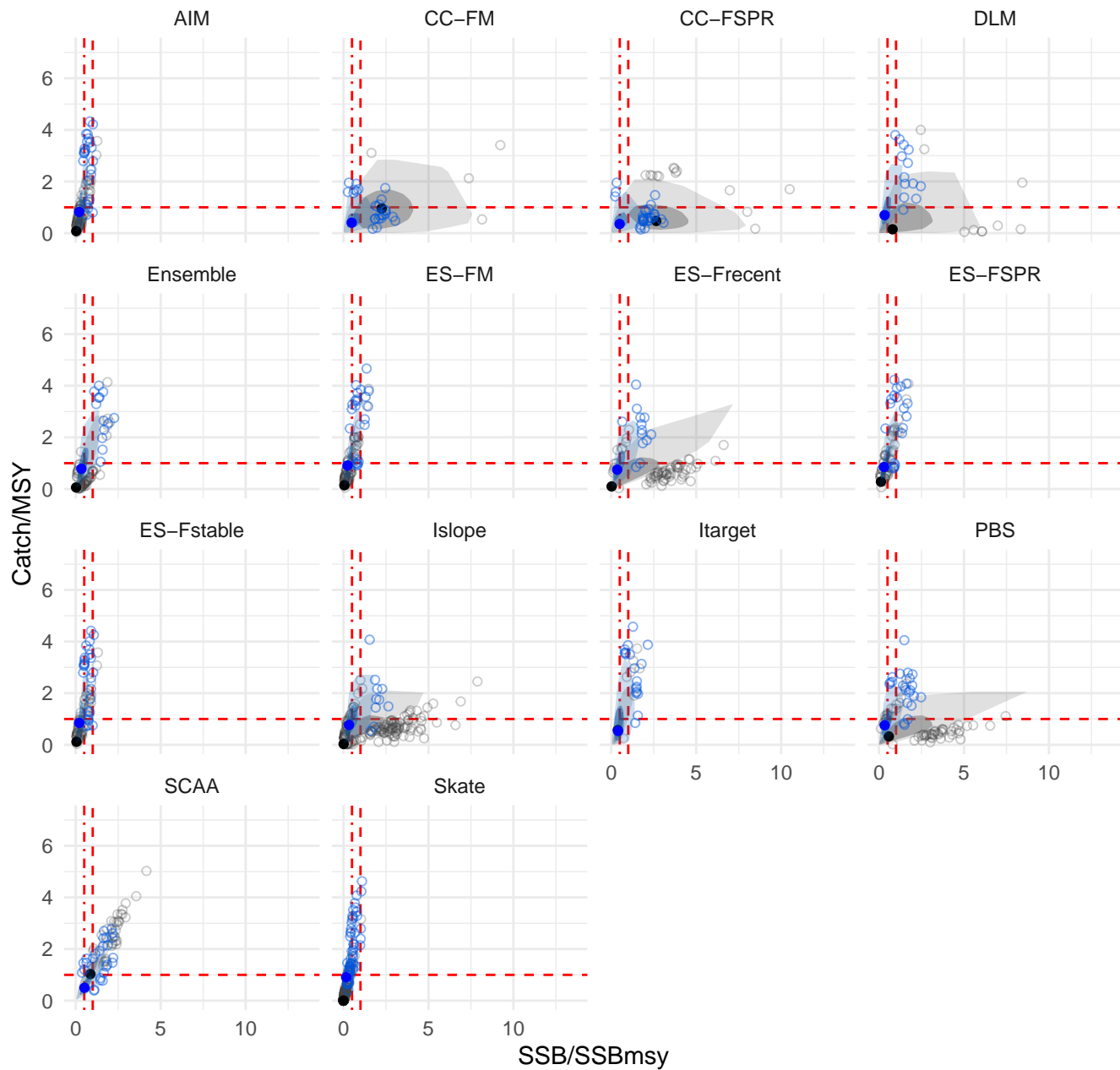
# Skate (Base scenarios)



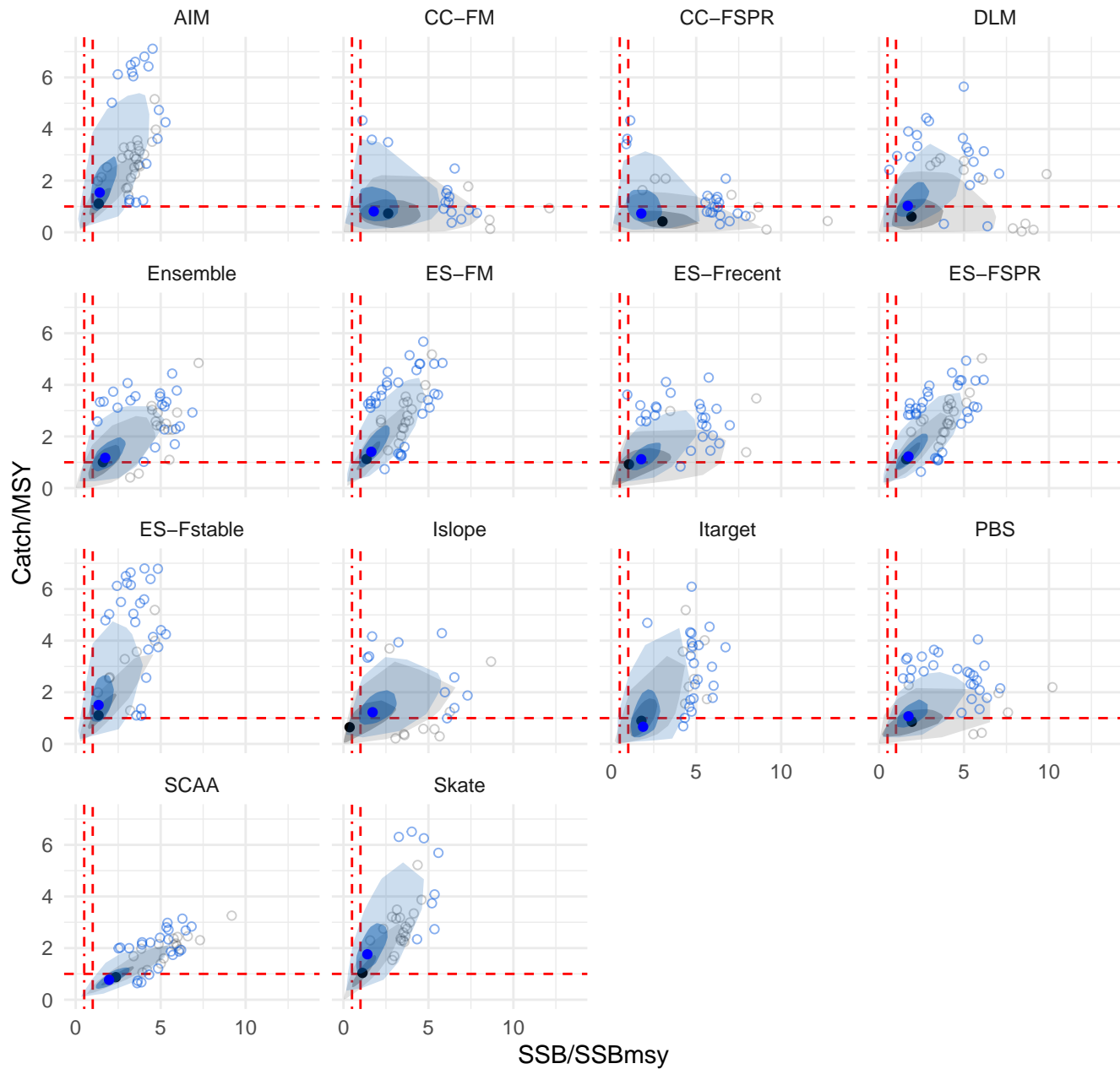
# CF1A (SCAA scenarios)



# CO1A (SCAA scenarios)

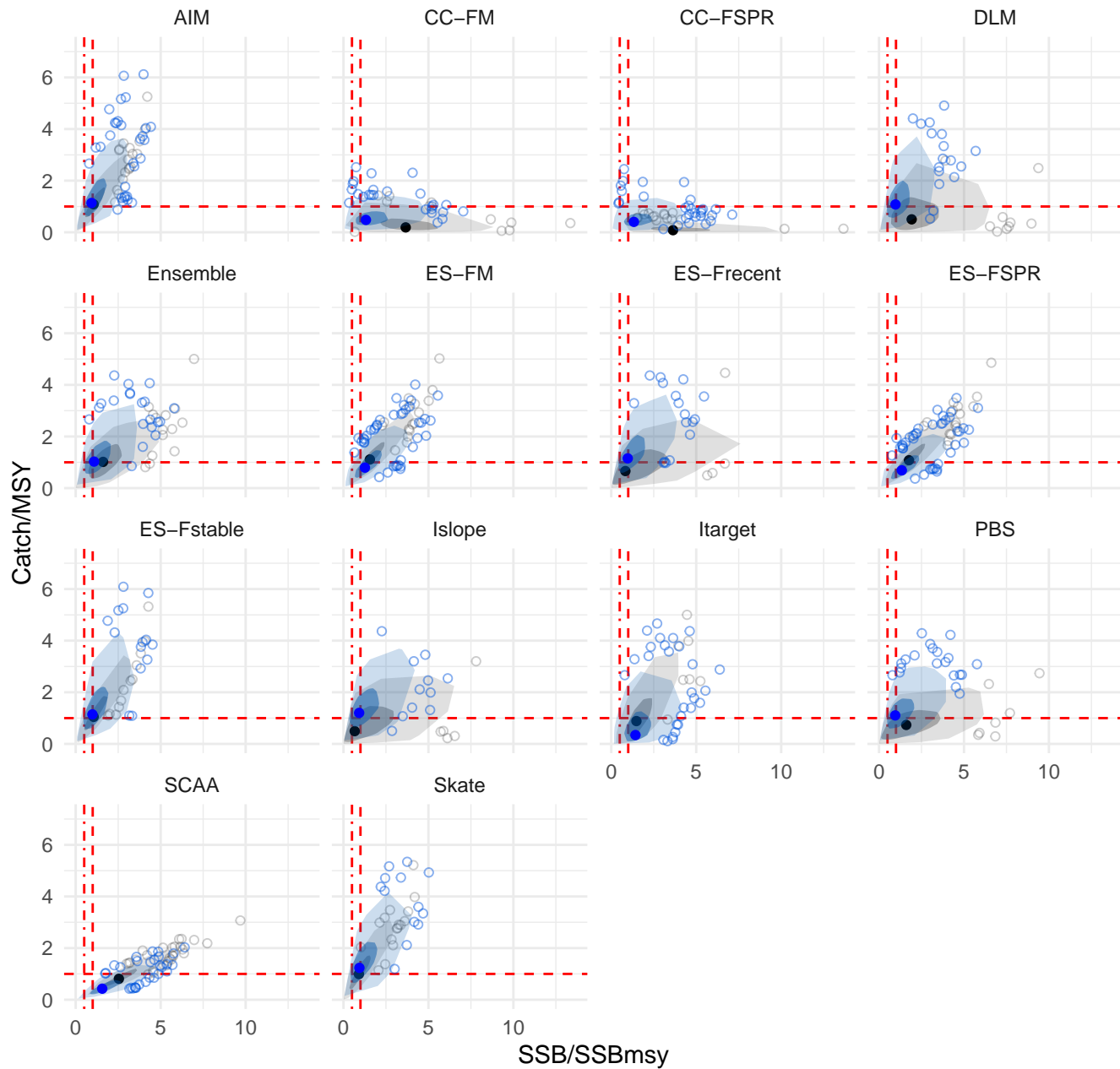


# MF1A (SCAA scenarios)



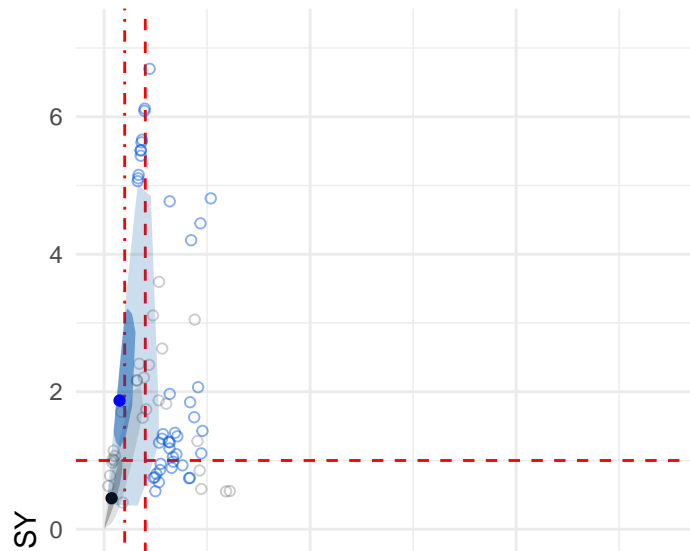


# MO1A (SCAA scenarios)



# AIM (SCAA scenarios)

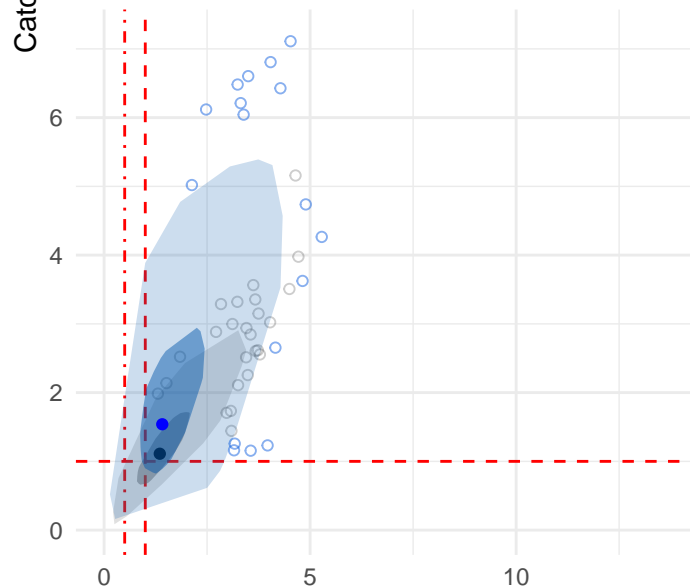
CF1A



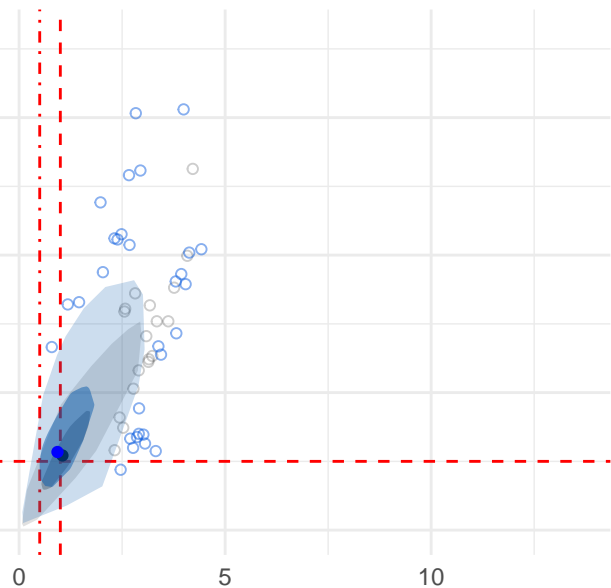
CO1A



MF1A

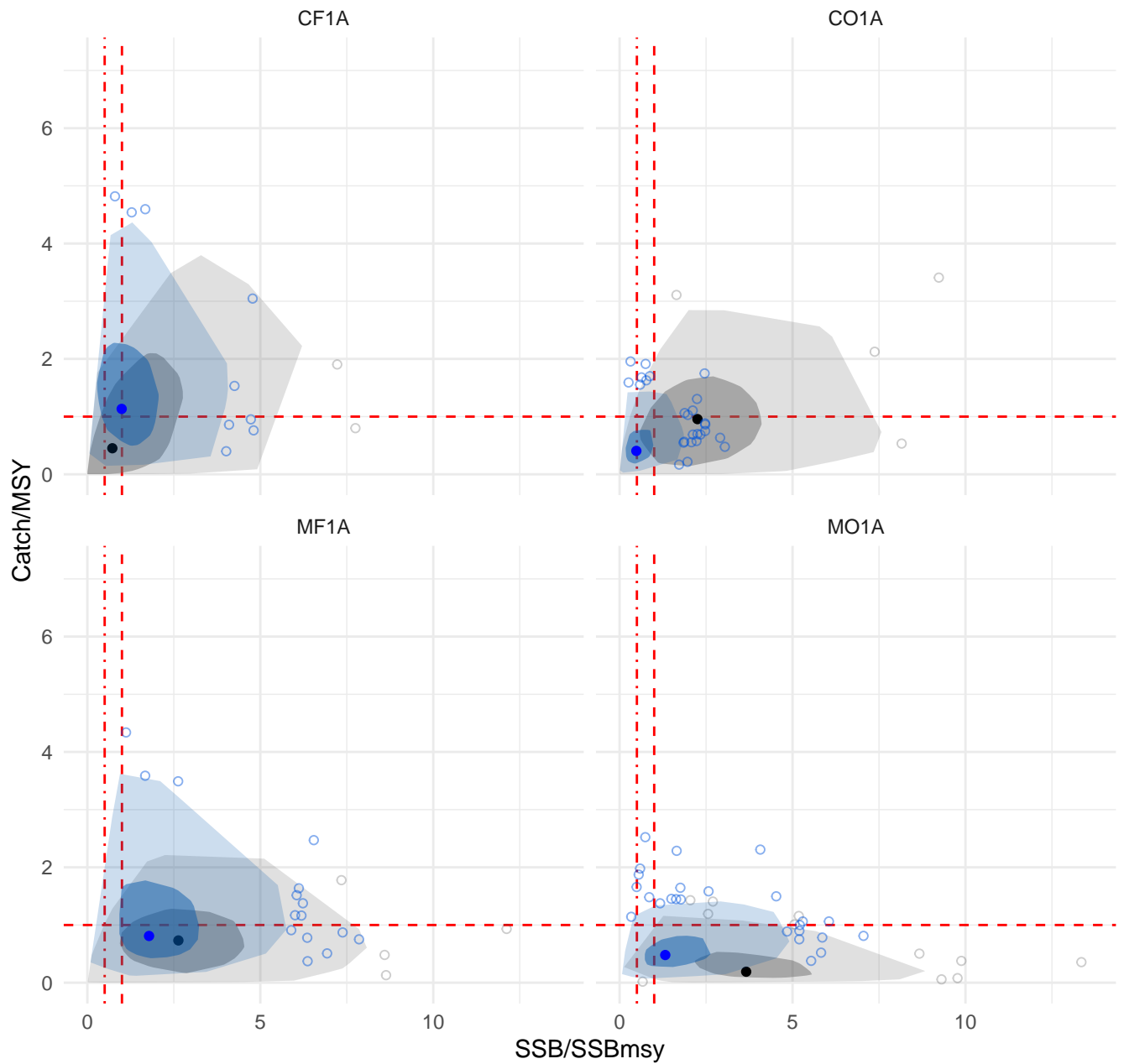


MO1A

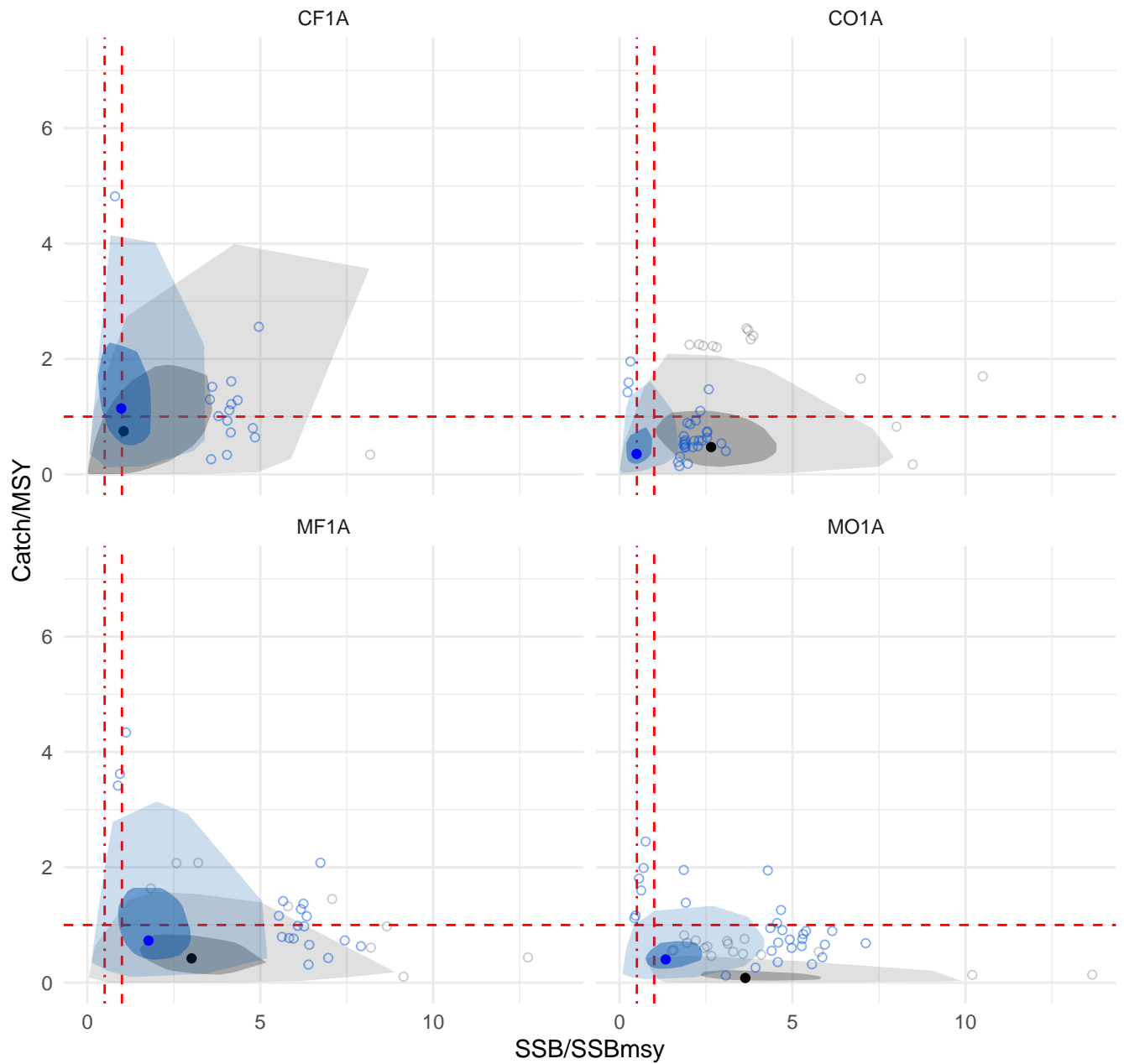


SSB/SSBmsy

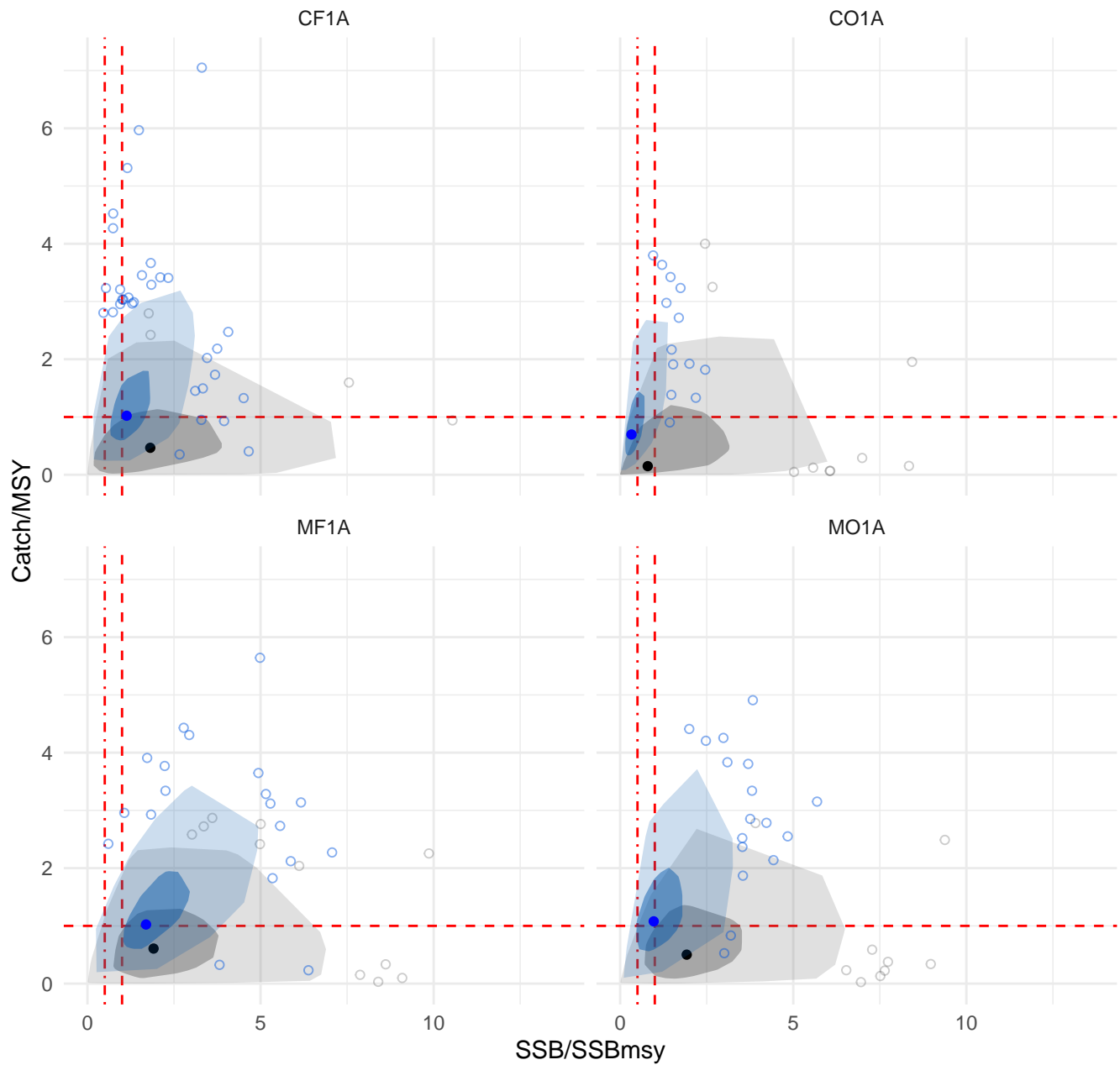
# CC-FM (SCAA scenarios)



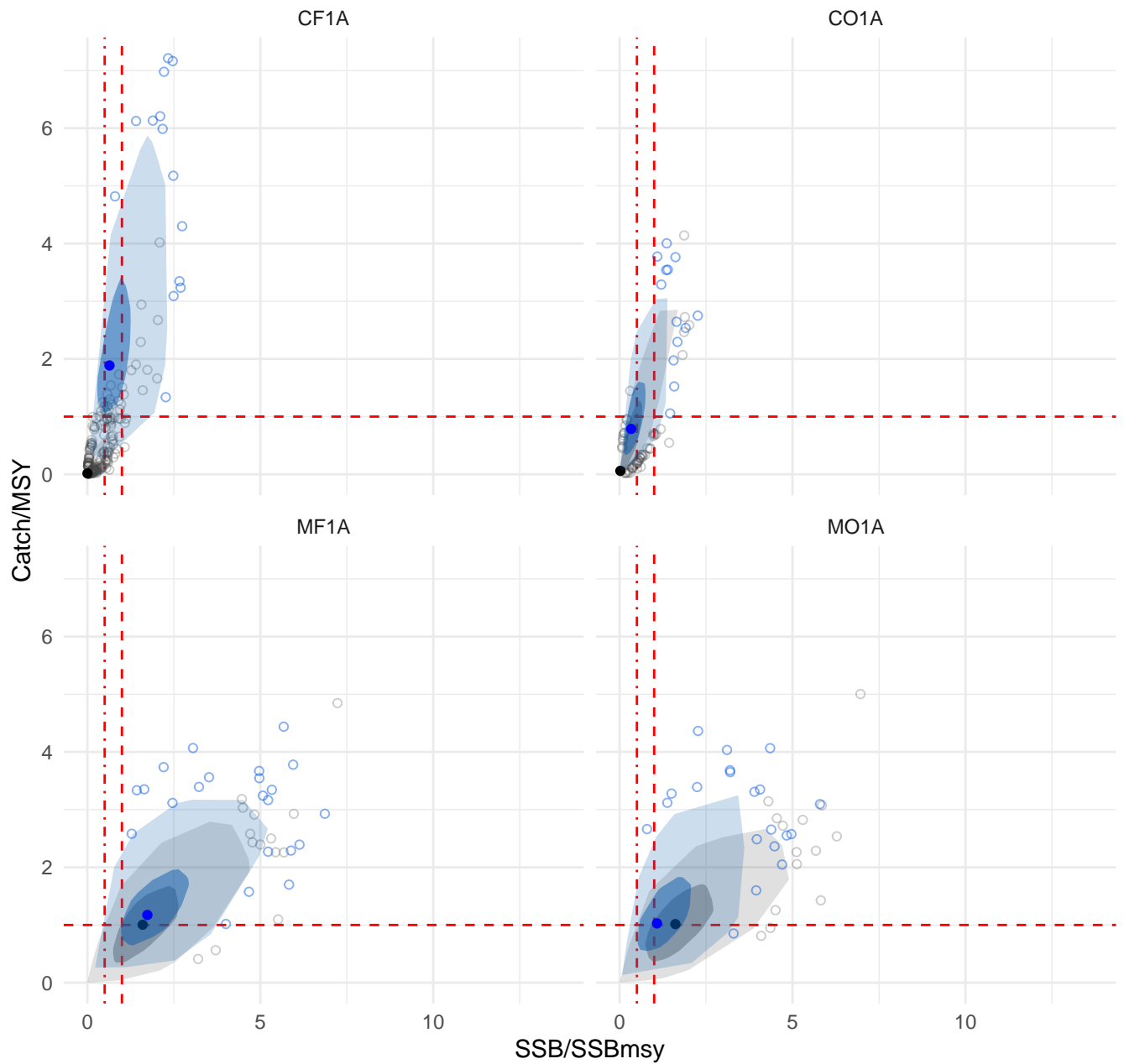
# CC-FSPR (SCAA scenarios)



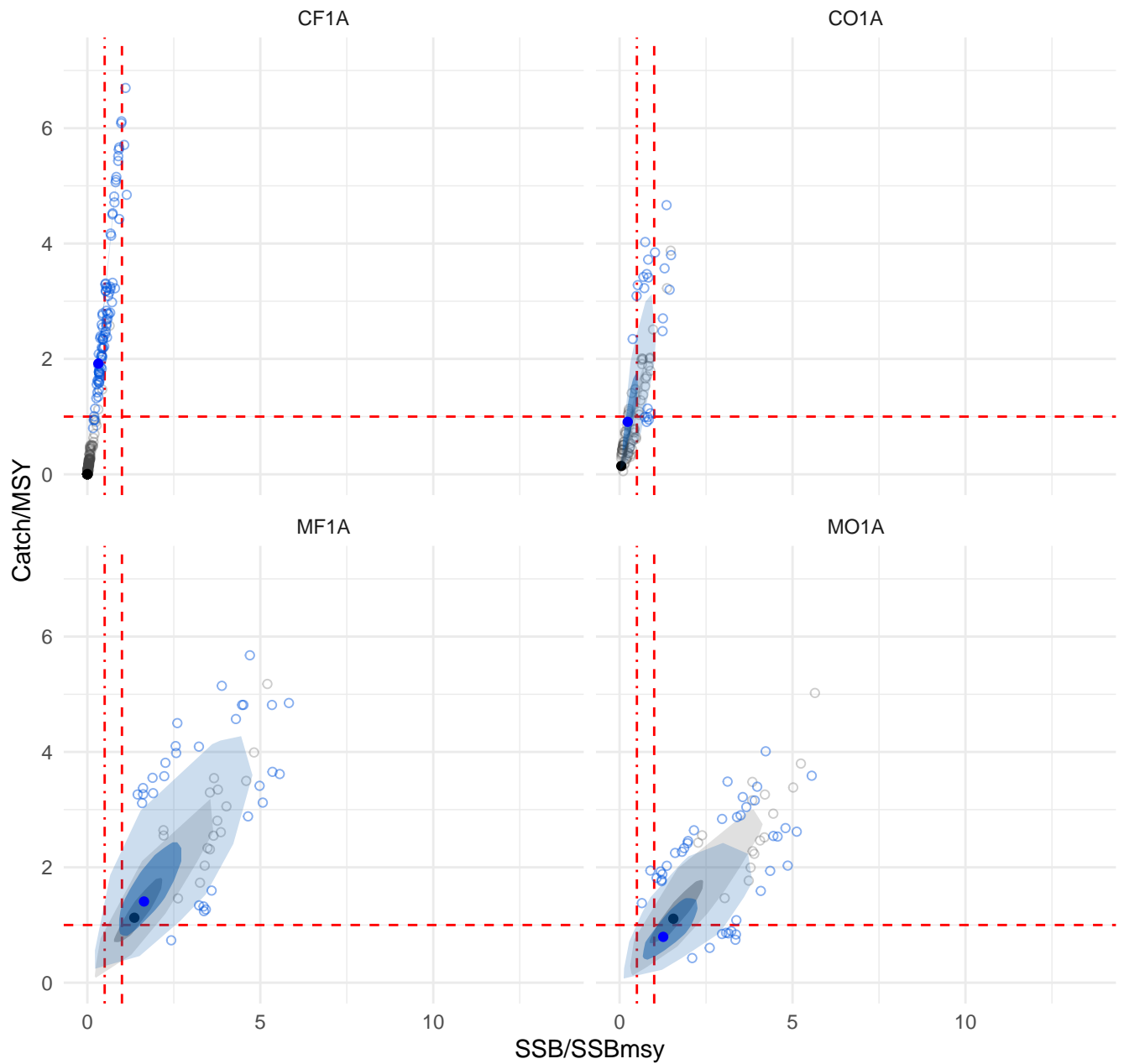
# DLM (SCAA scenarios)



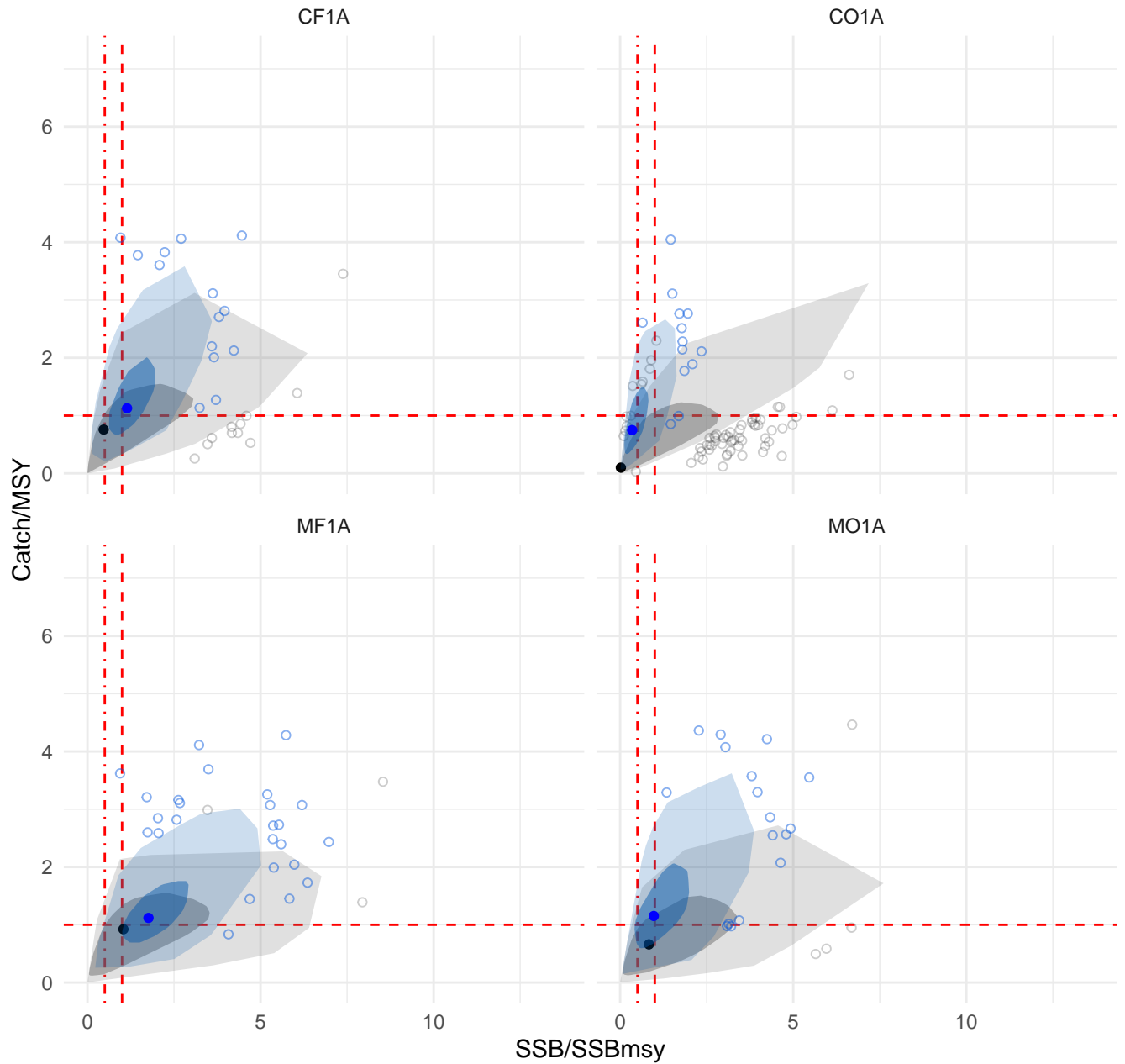
# Ensemble (SCAA scenarios)



# ES-FM (SCAA scenarios)

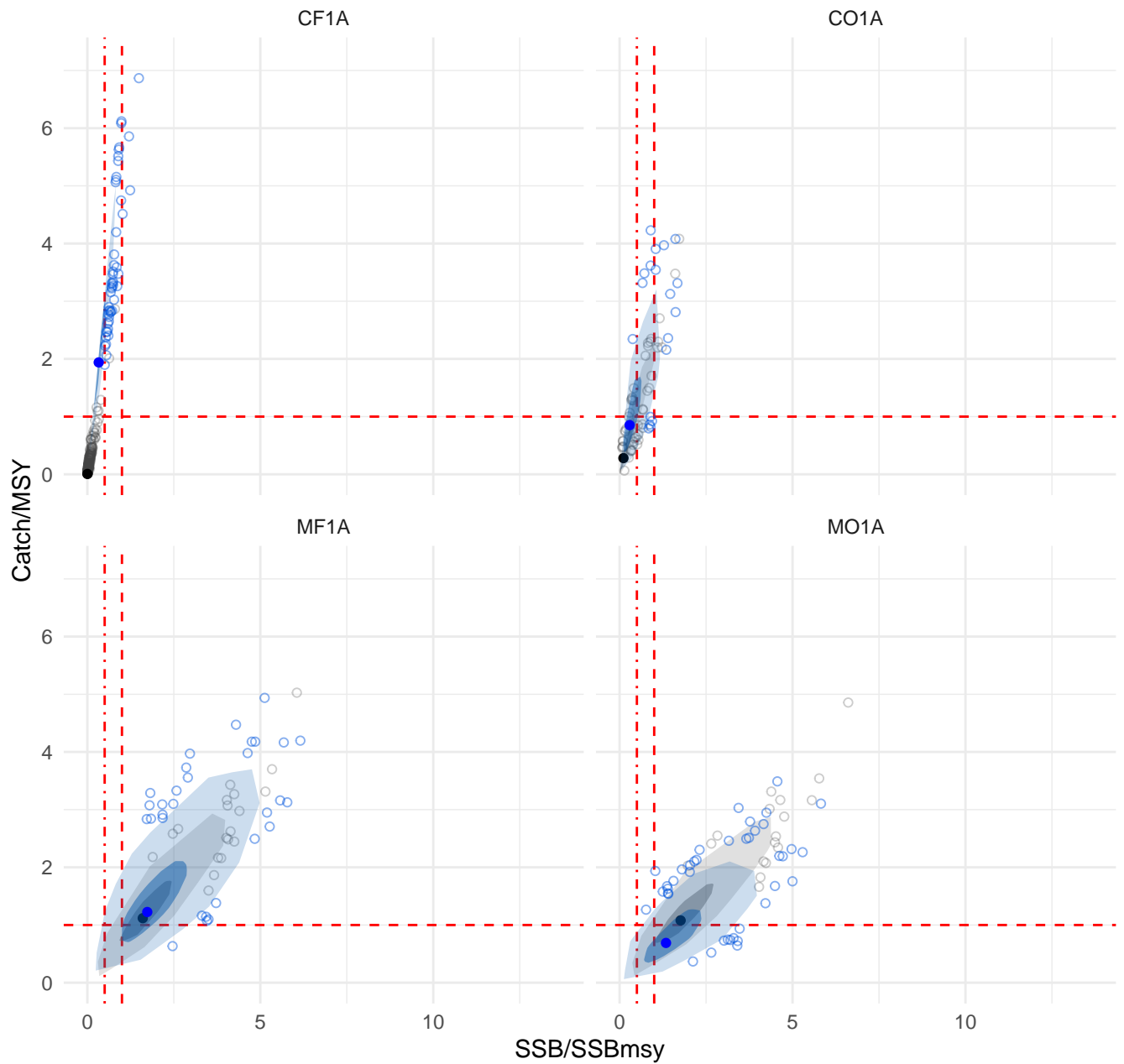


# ES-Frecent (SCAA scenarios)

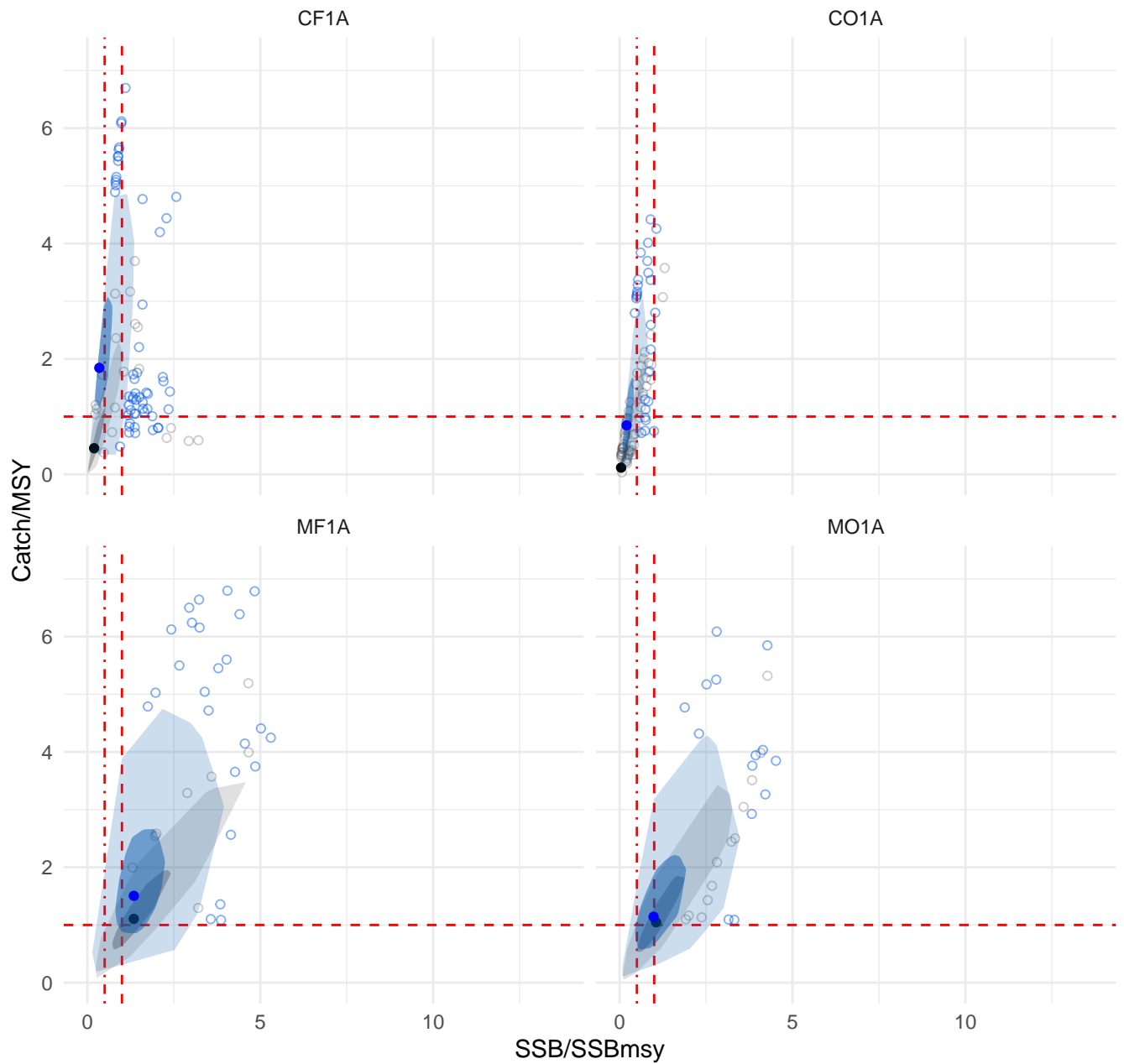




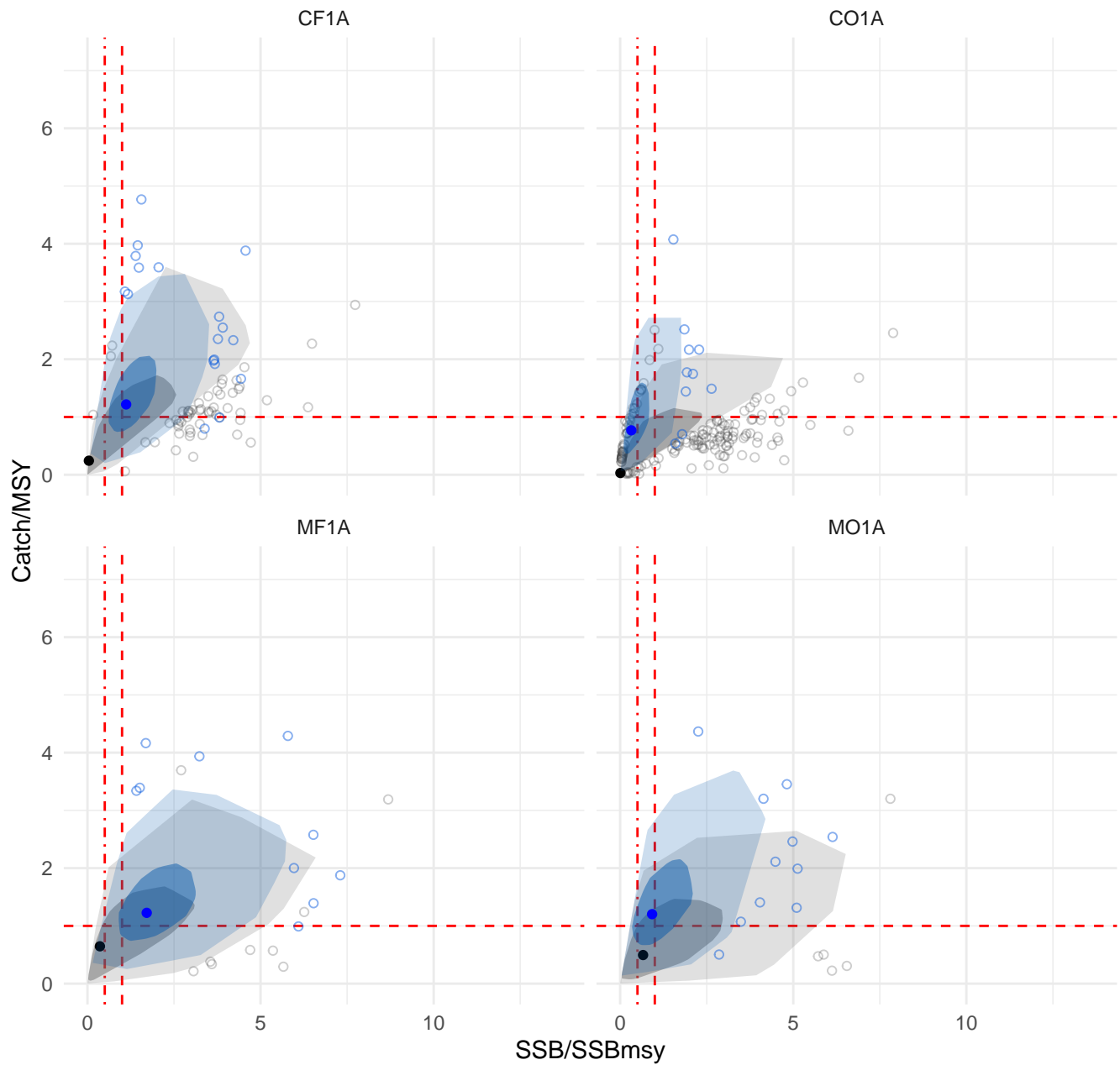
# ES-FSPR (SCAA scenarios)



# ES-Fstable (SCAA scenarios)

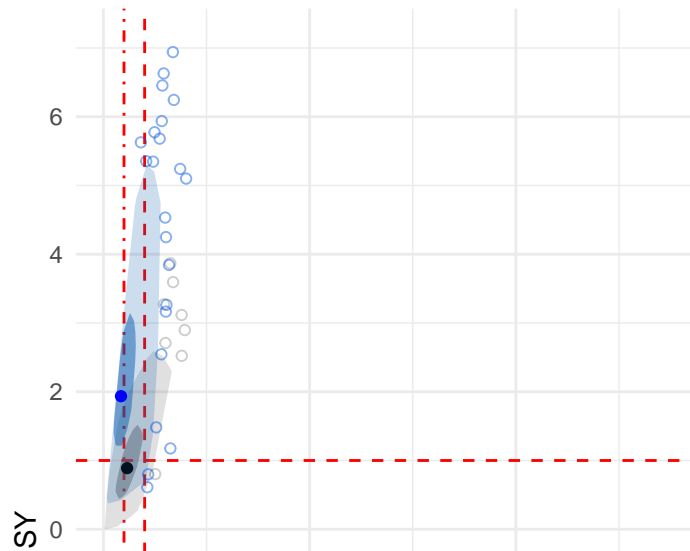


# Islope (SCAA scenarios)

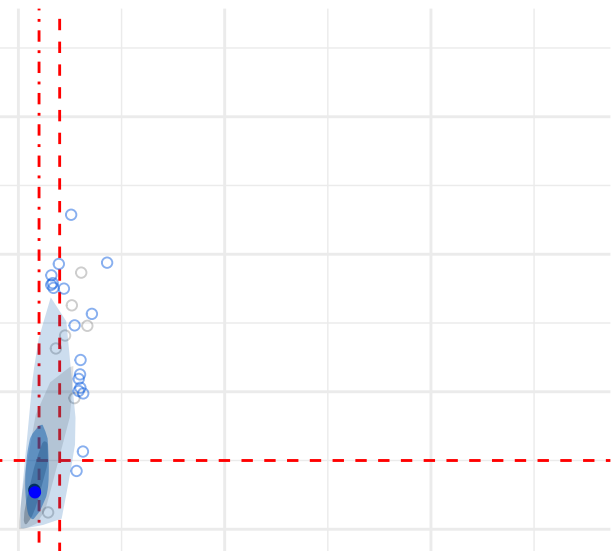


# Itarget (SCAA scenarios)

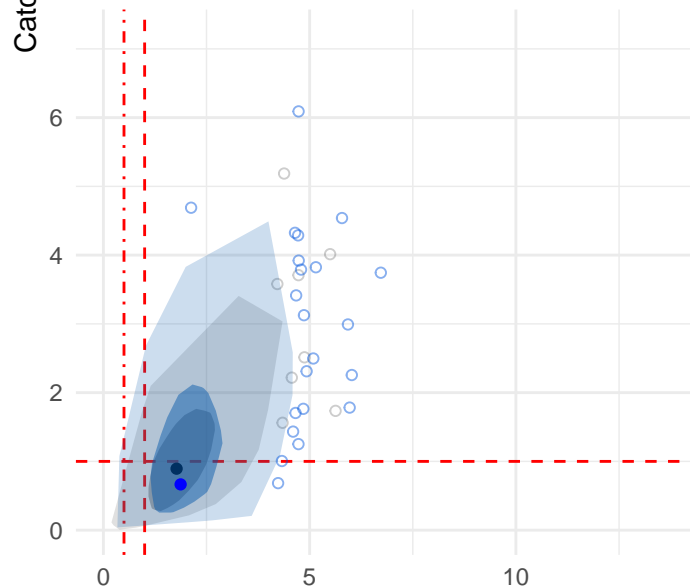
CF1A



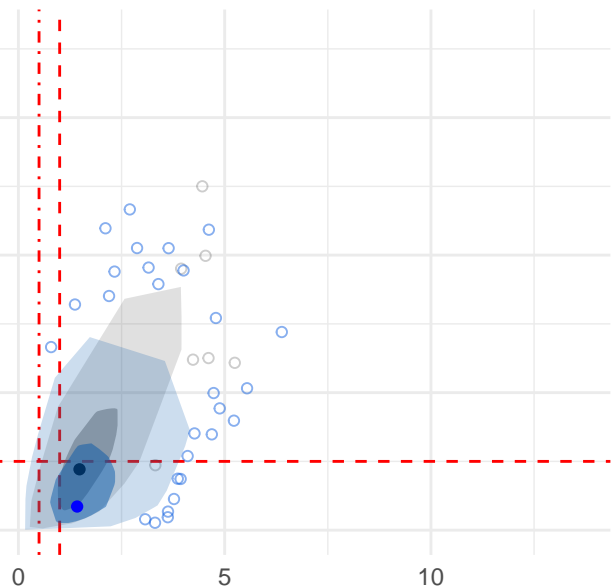
CO1A



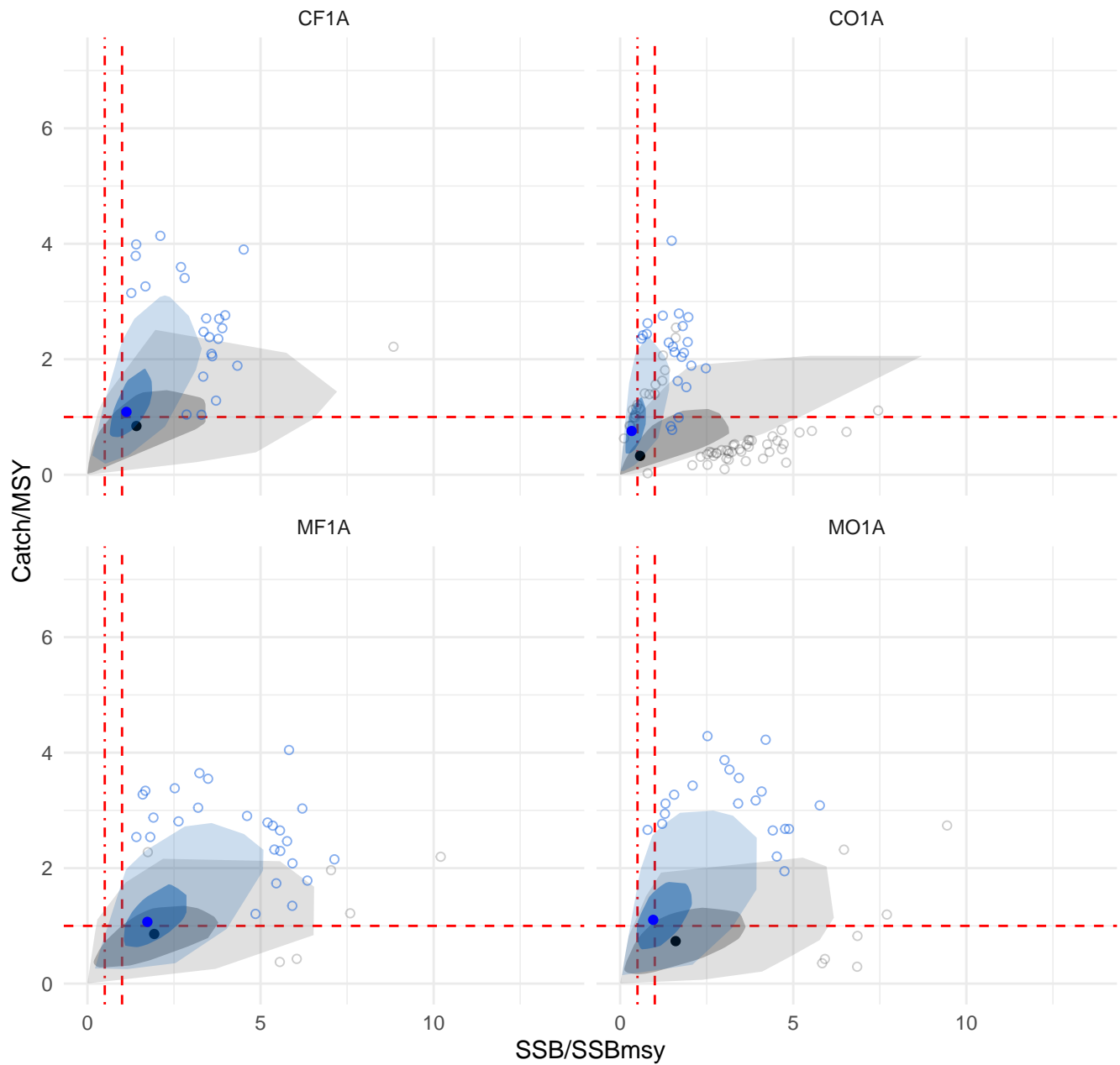
MF1A



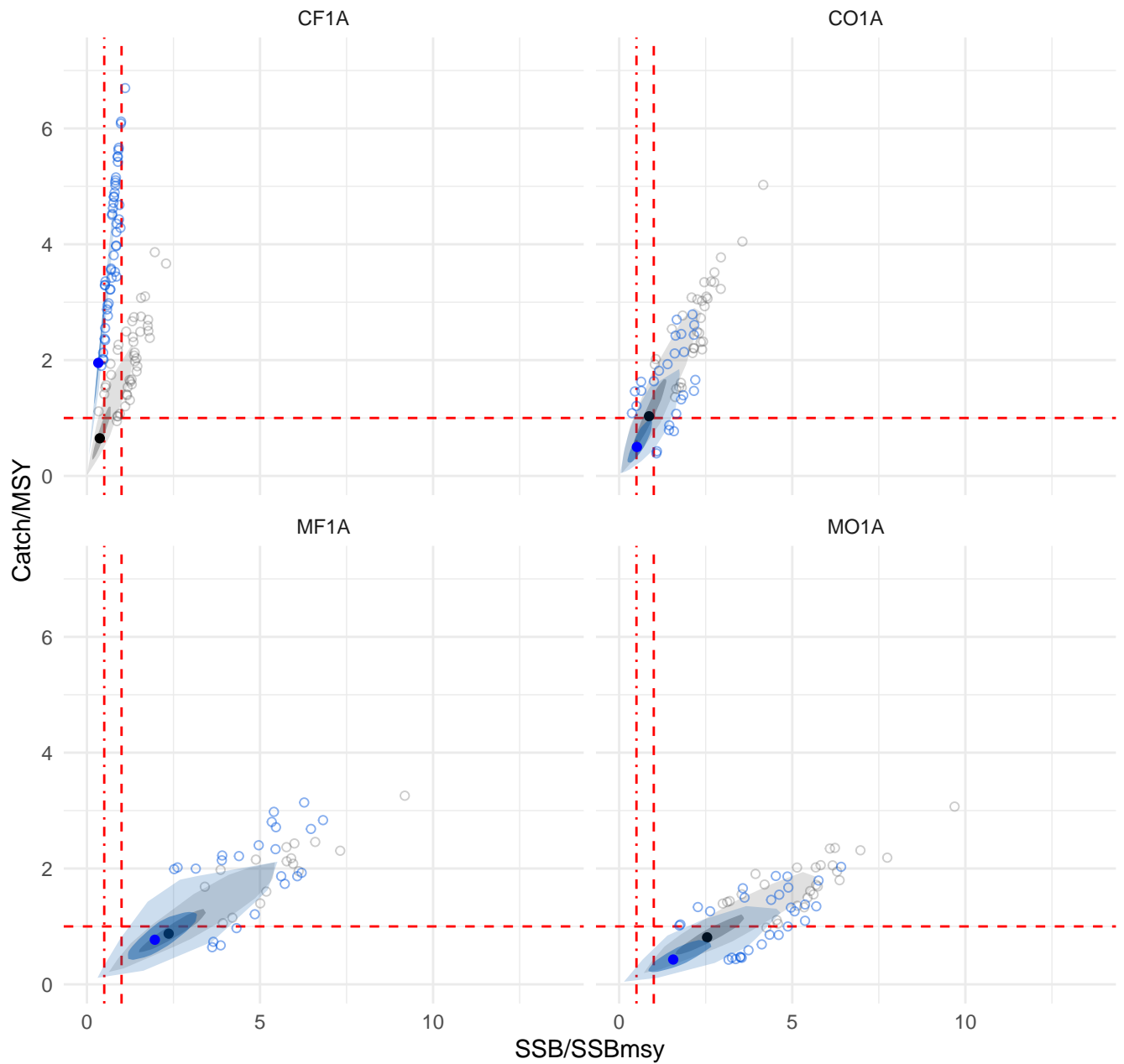
MO1A



# PBS (SCAA scenarios)



# SCAA (SCAA scenarios)



# Skate (SCAA scenarios)

