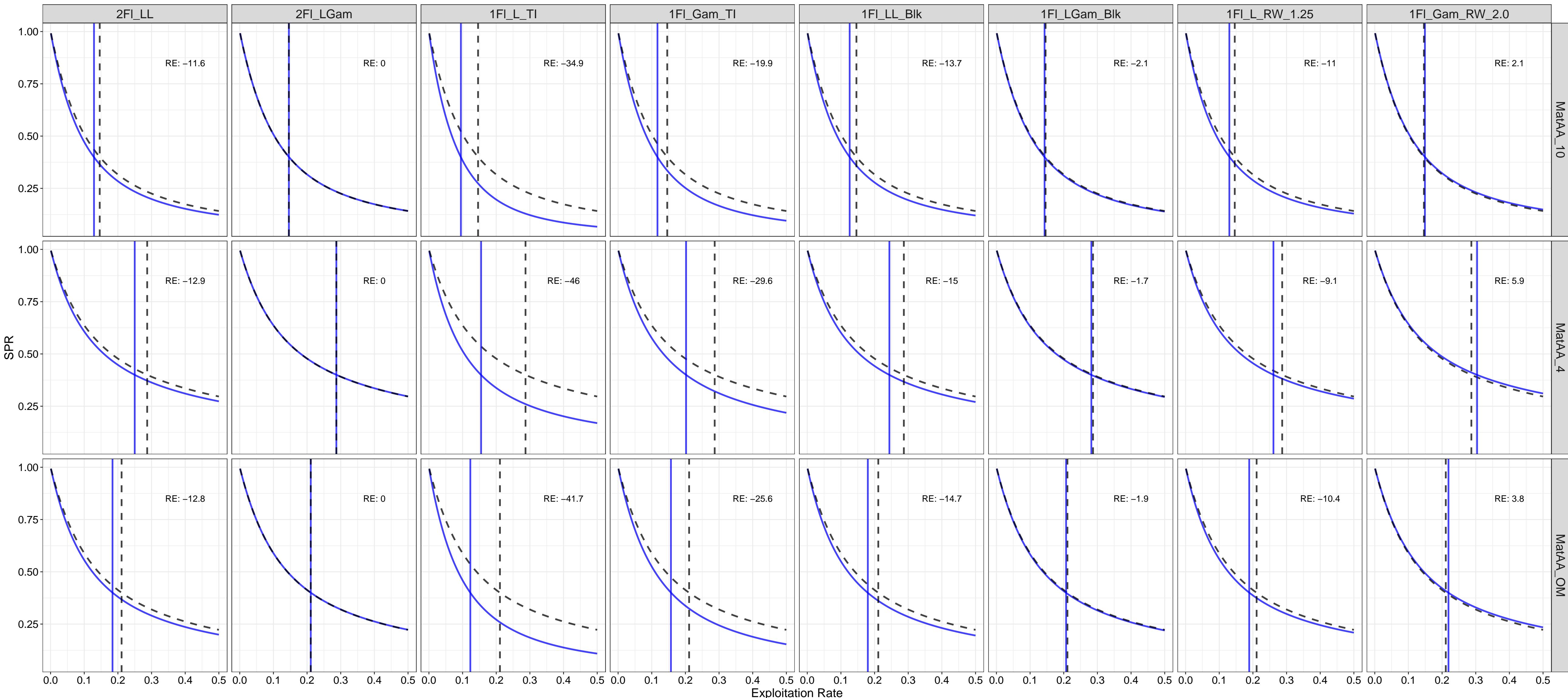


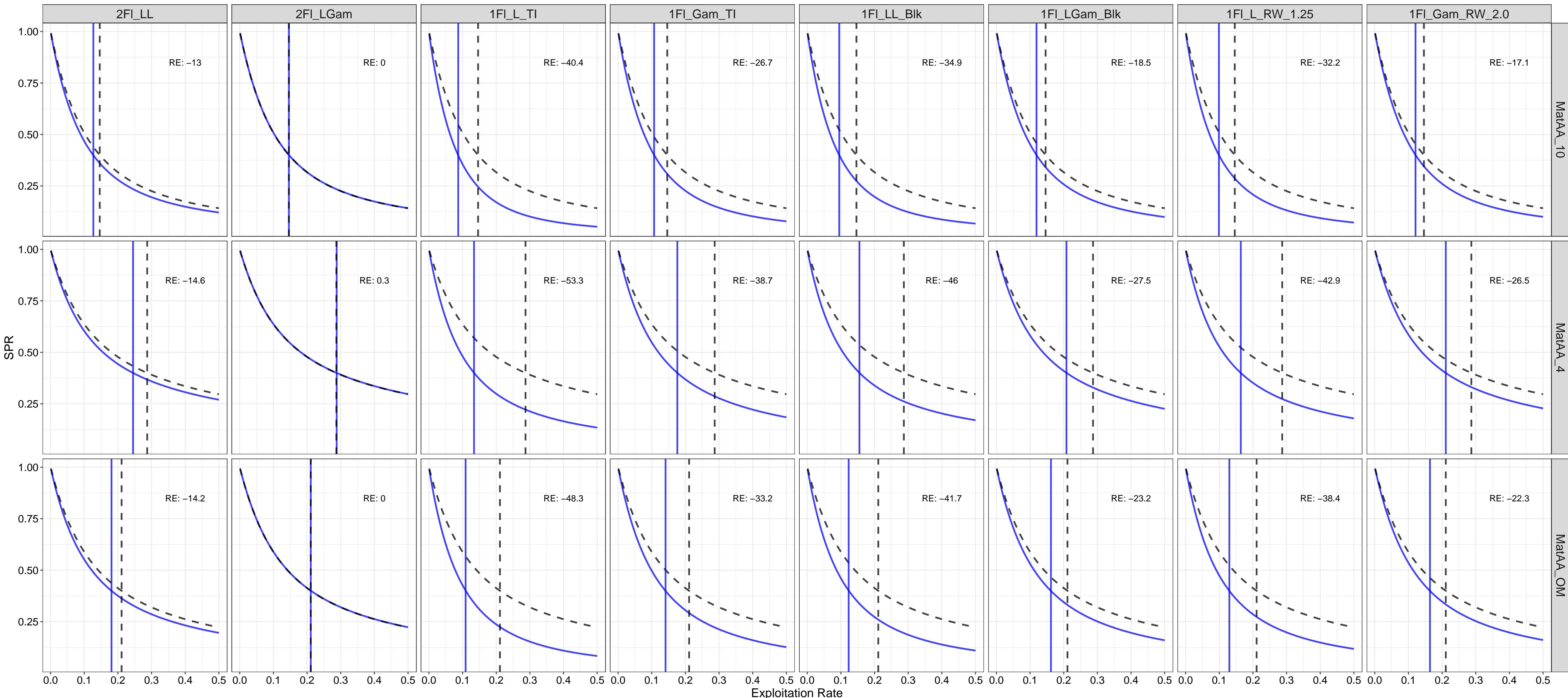
# Fast\_LG\_O\_High Terminal

Estimated + True



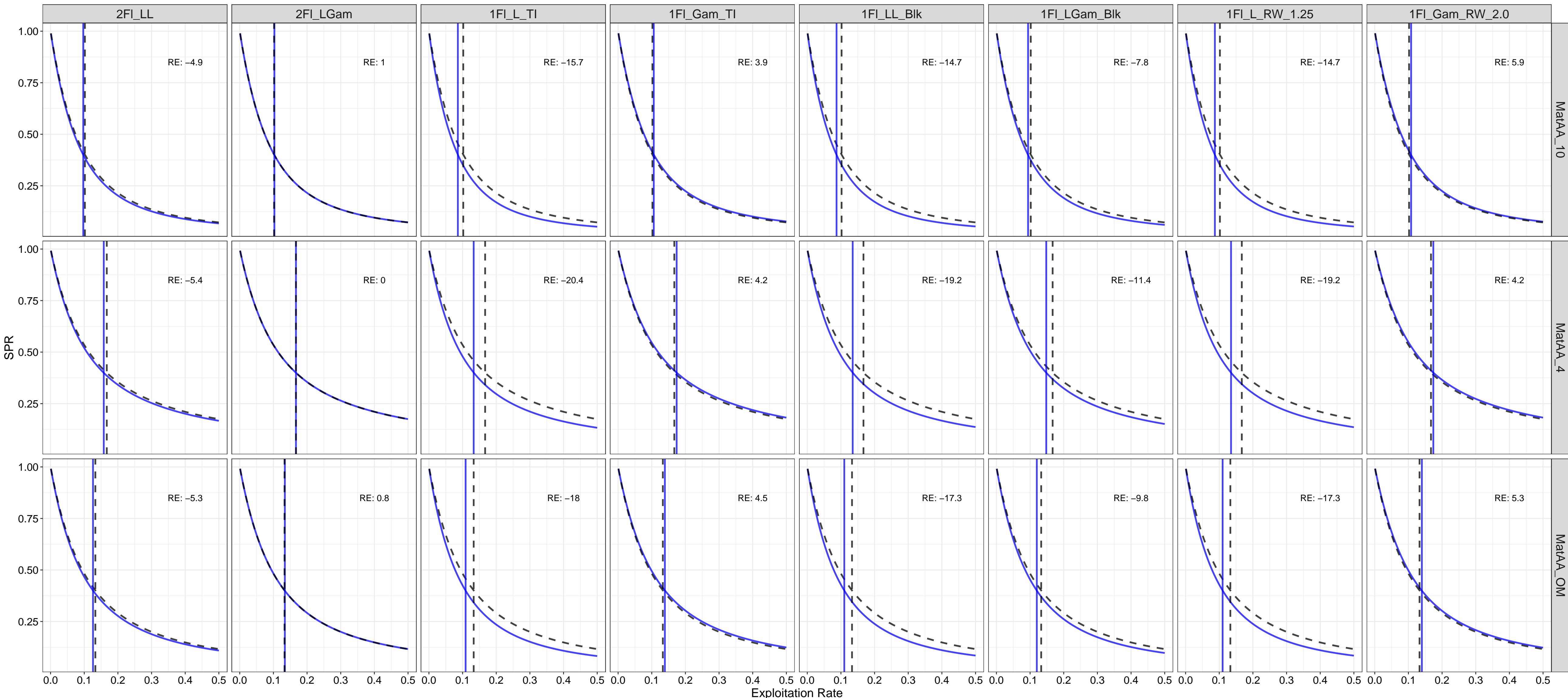
# Fast\_LG\_O\_High Fleet Trans End

Estimated + True



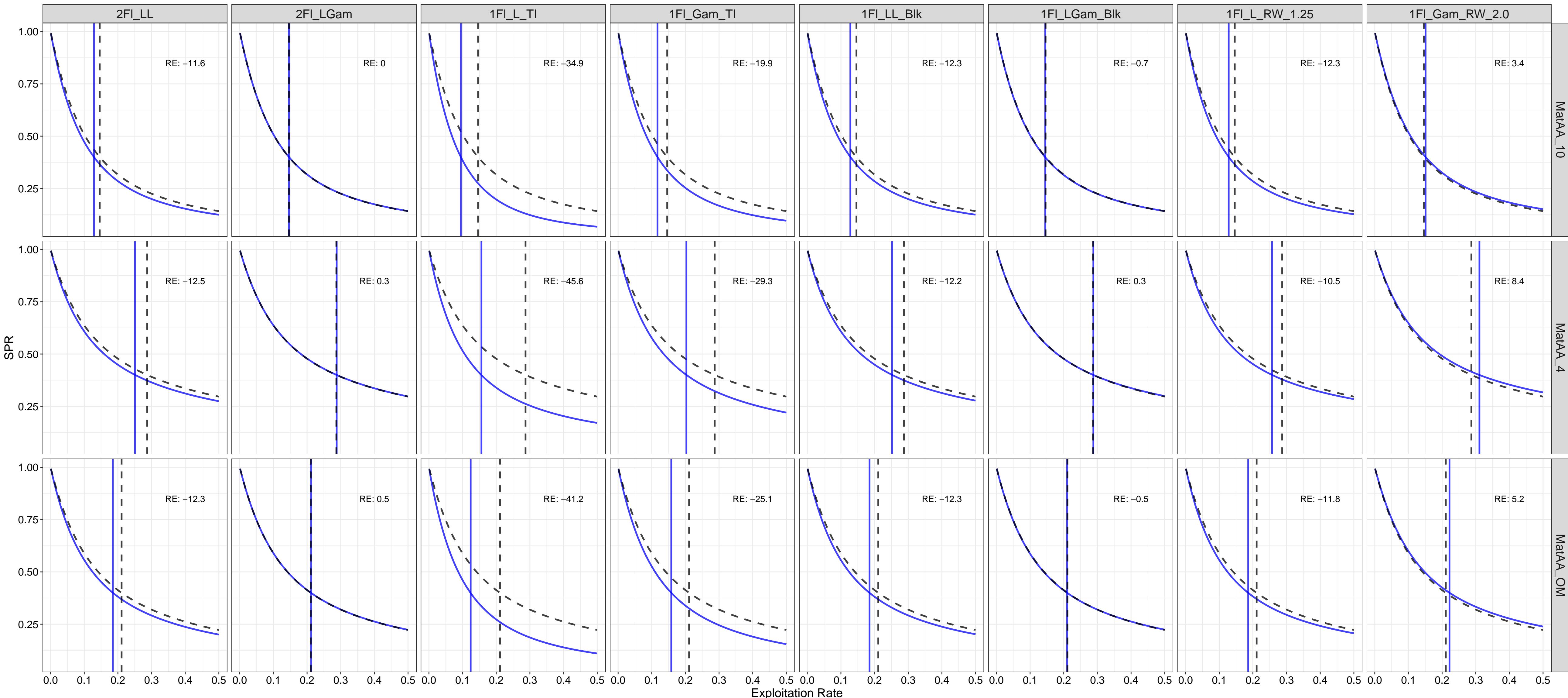
# Fast\_LG\_O\_High Fleet Intersect

Estimated + True



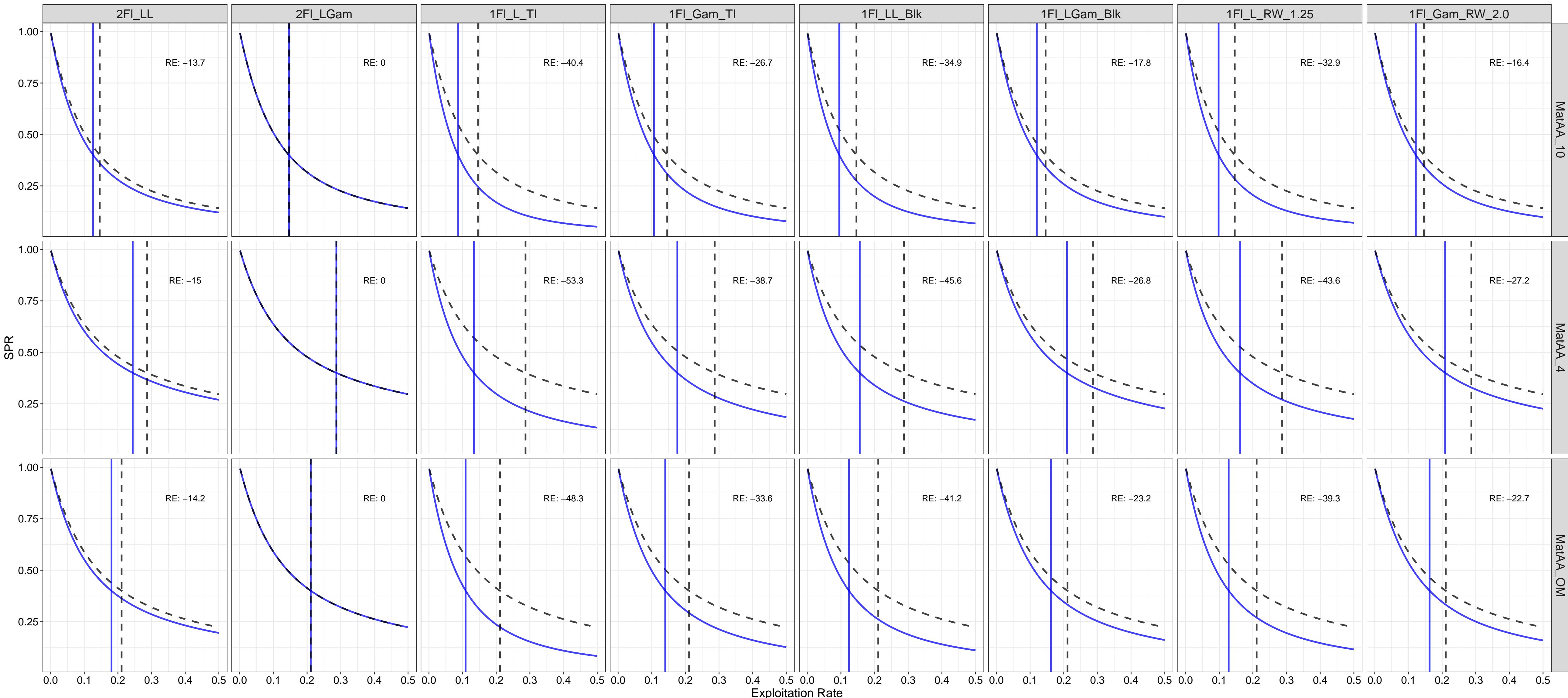
# Fast\_LG\_O\_Low Terminal

Estimated + True



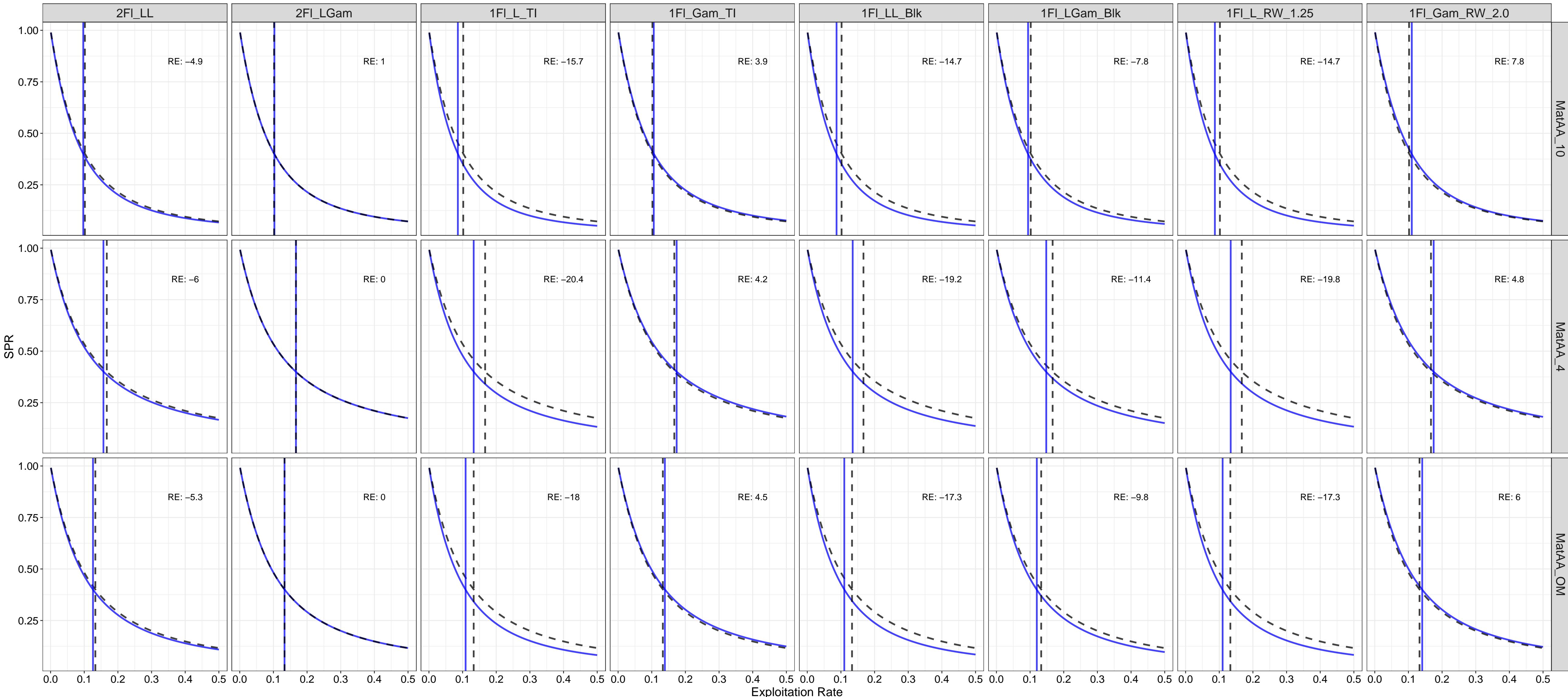
# Fast\_LG\_O\_Low Fleet Trans End

Estimated + True



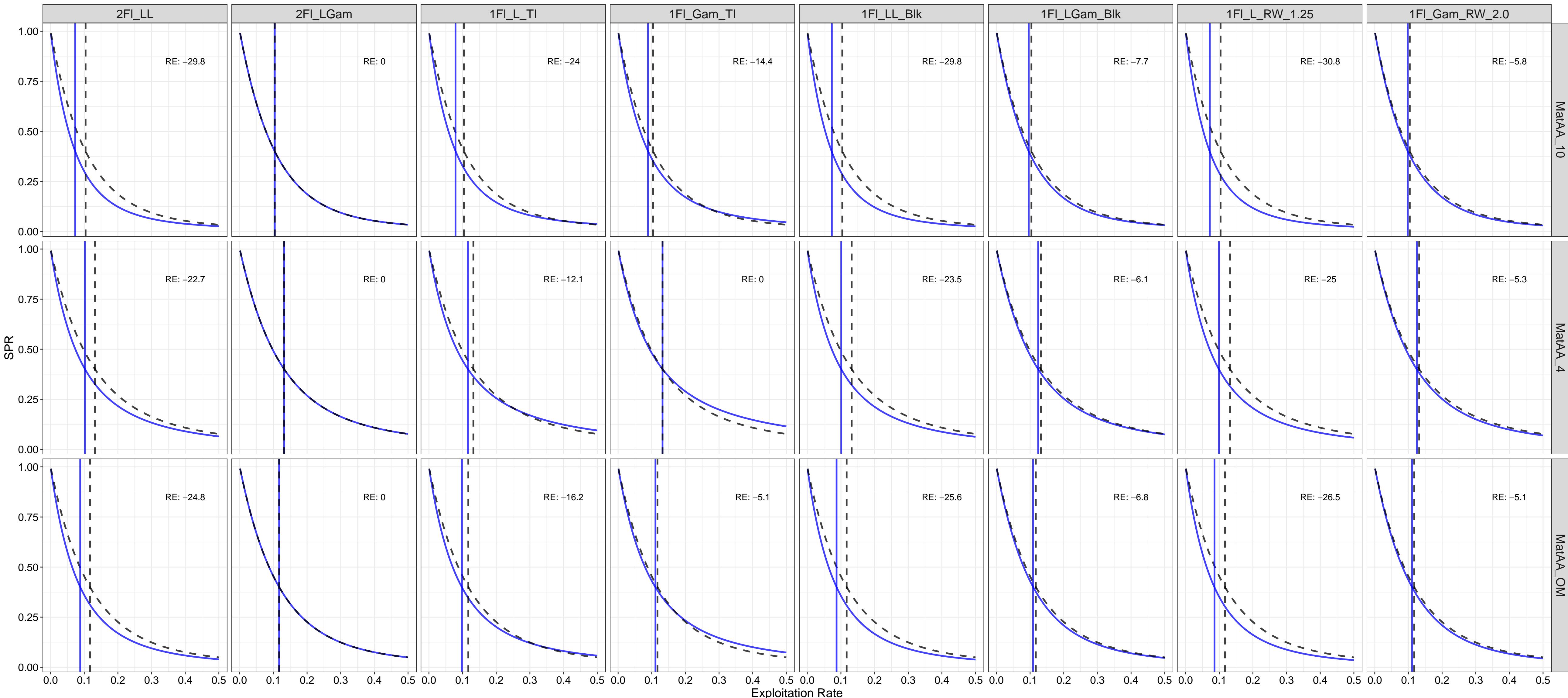
# Fast\_LG\_O\_Low Fleet Intersect

Estimated + True



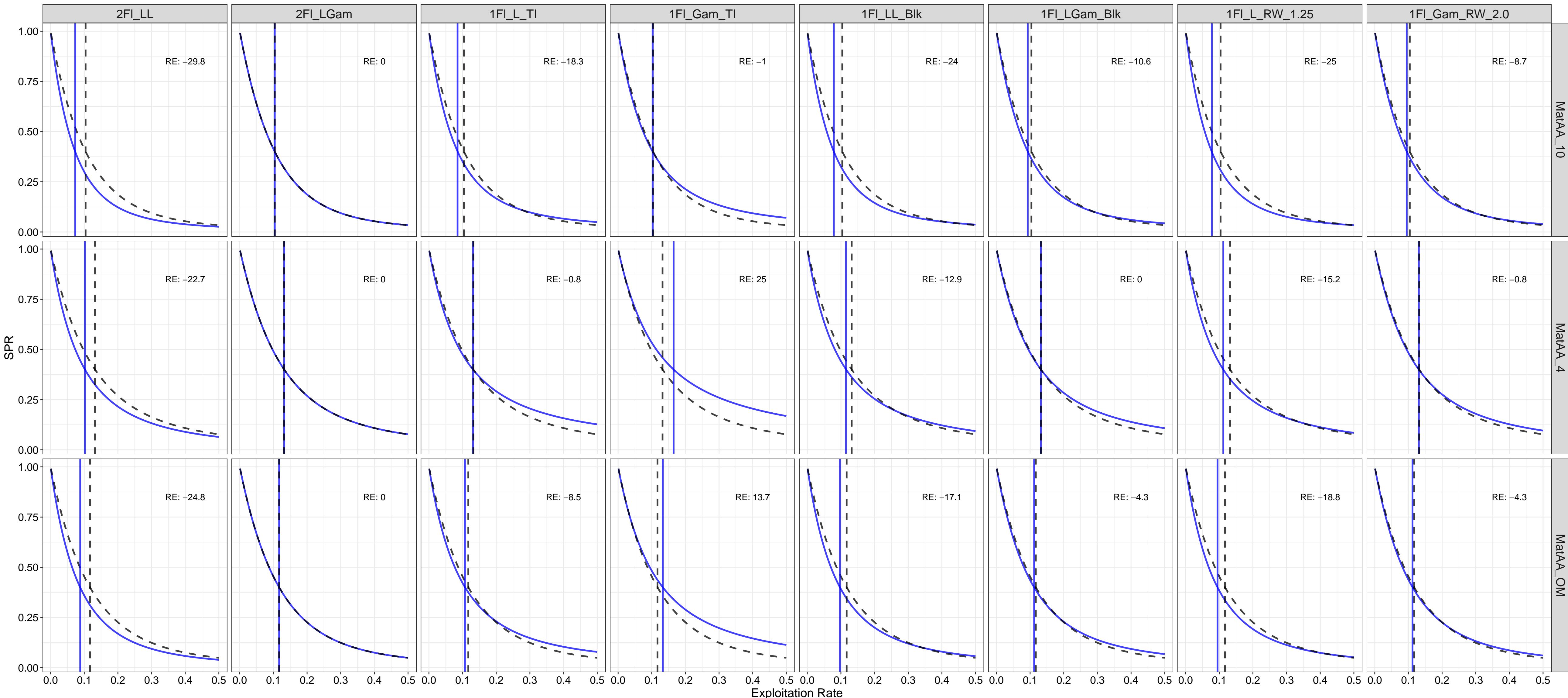
# Fast\_LG\_Y\_High Terminal

Estimated + True



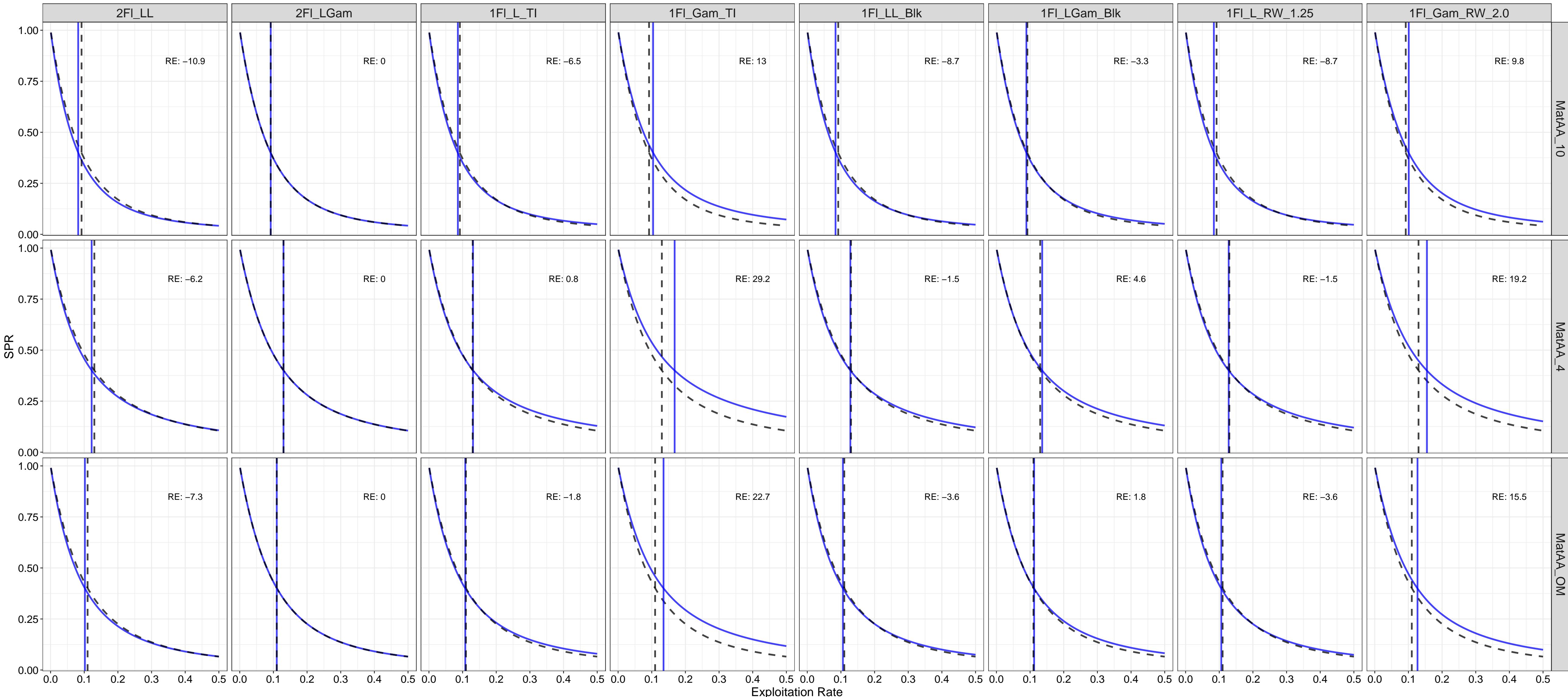
# Fast\_LG\_Y\_High Fleet Trans End

Estimated + True



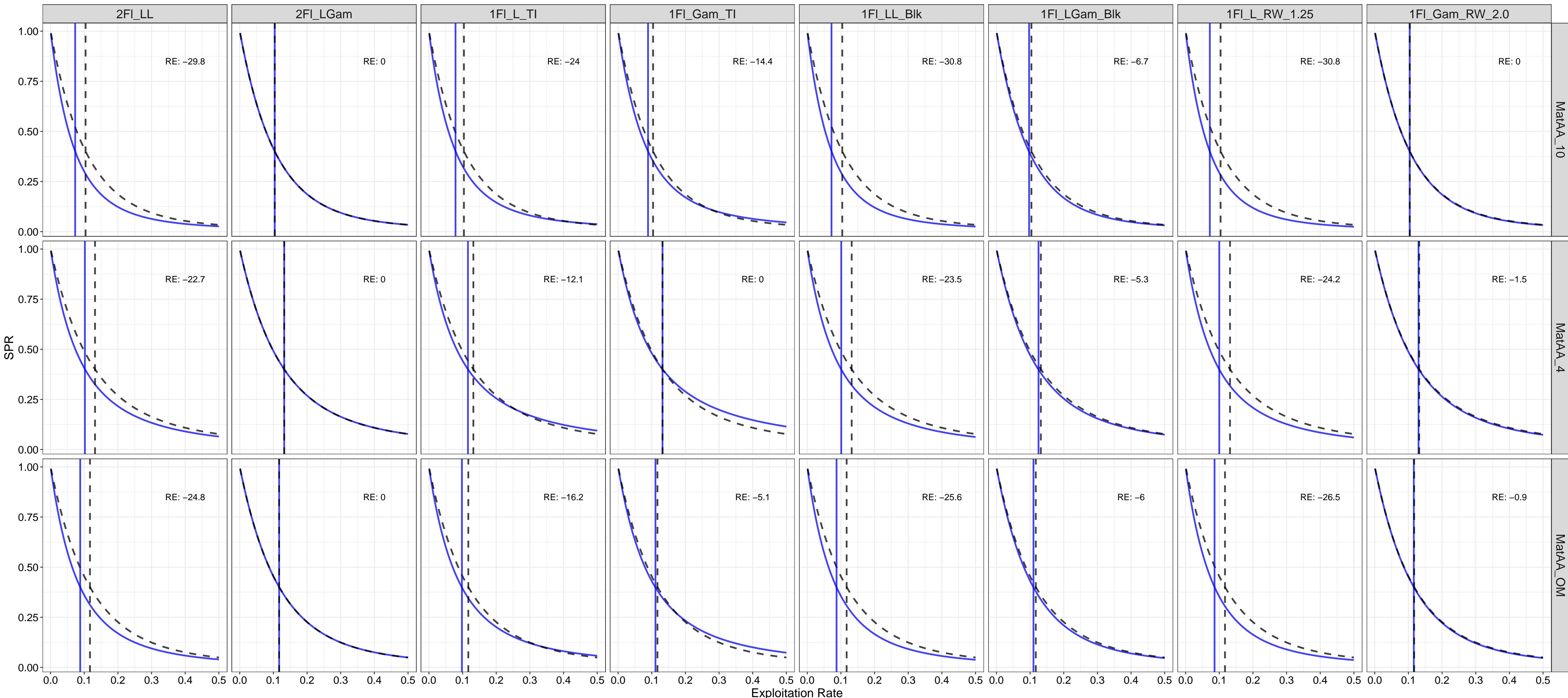
# Fast\_LG\_Y\_High Fleet Intersect

Estimated + True



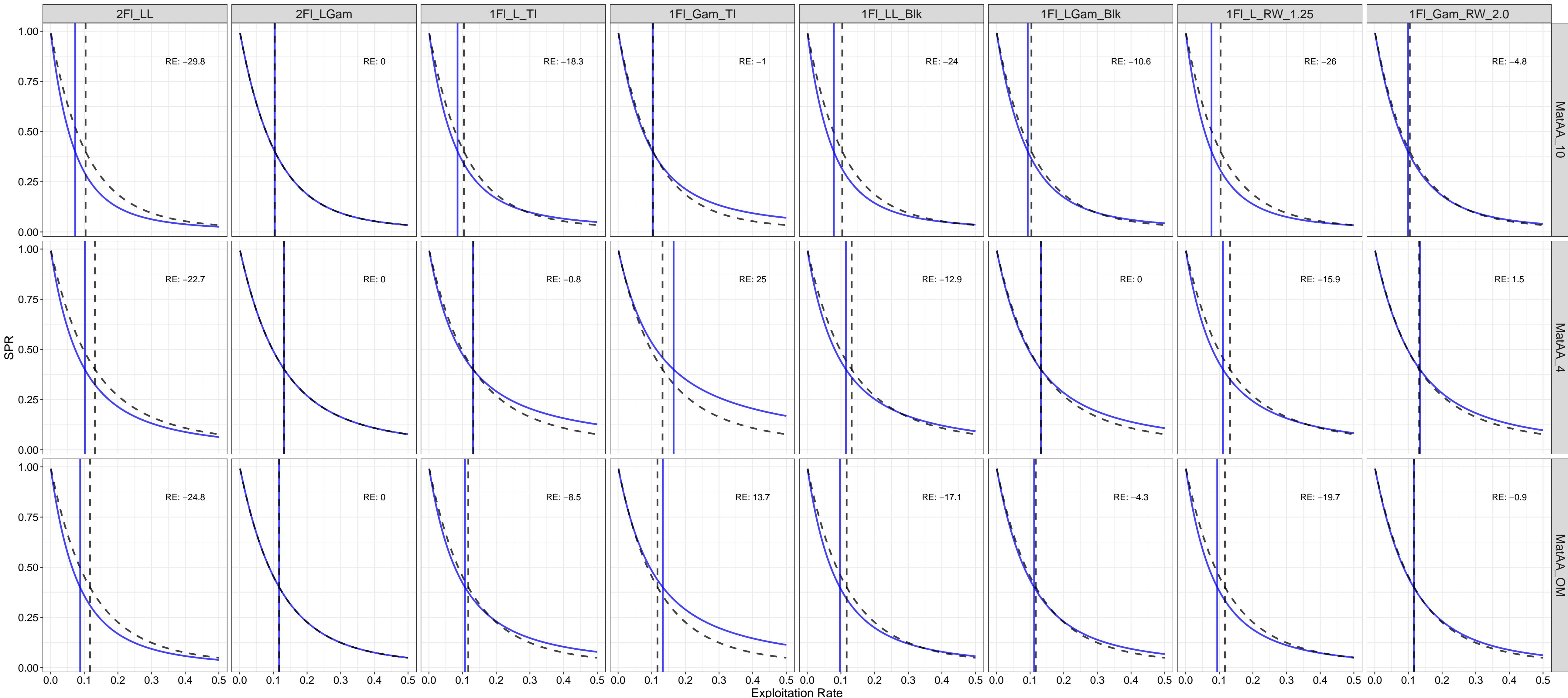
# Fast\_LG\_Y\_Low Terminal

Estimated + True



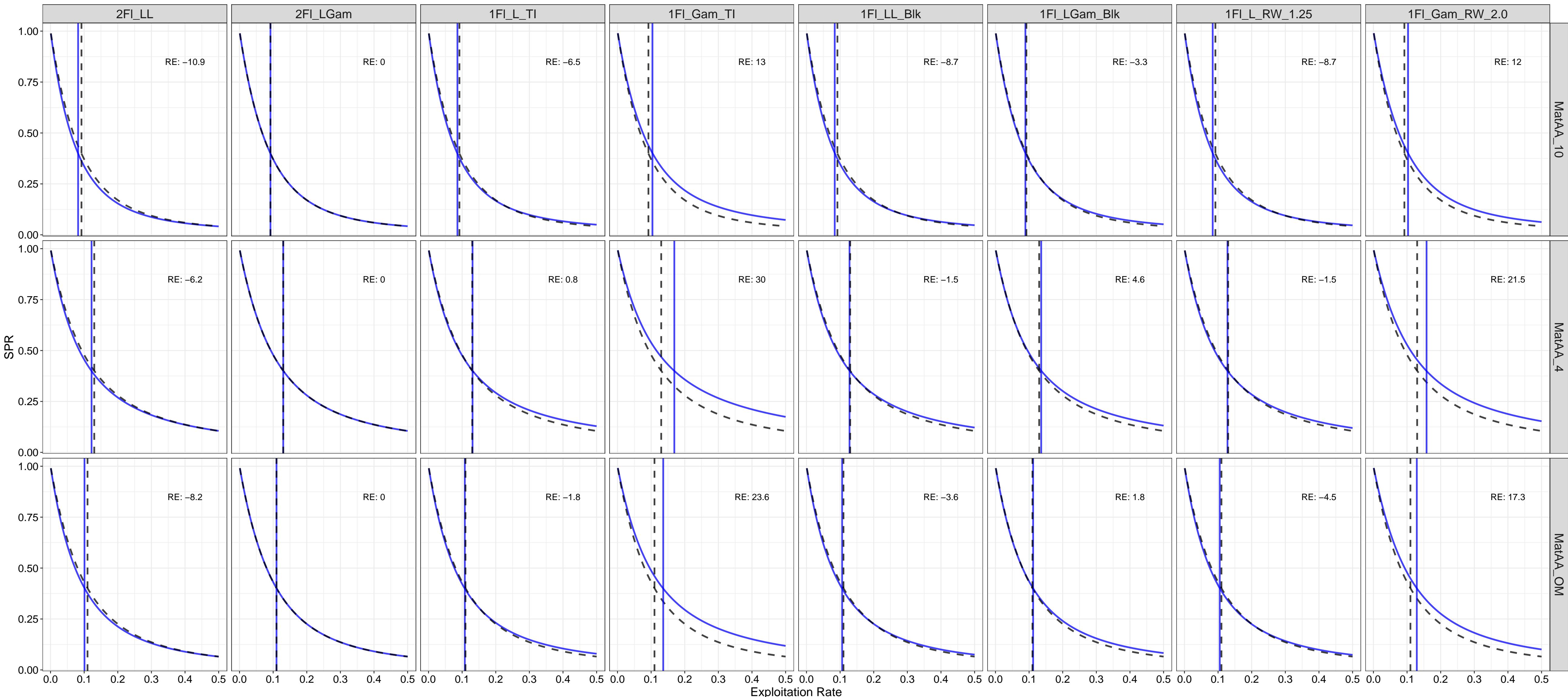
# Fast\_LG\_Y\_Low Fleet Trans End

Estimated + True

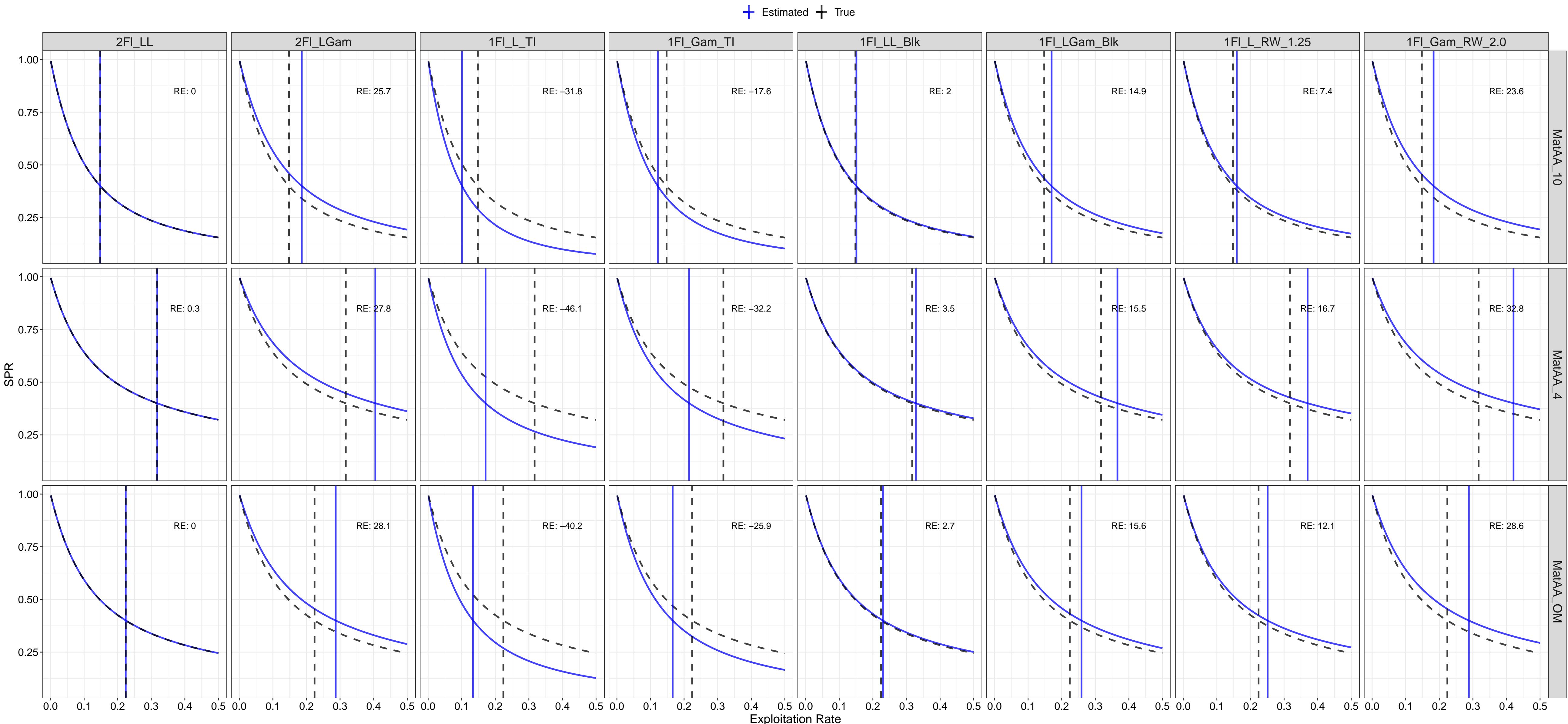


# Fast\_LG\_Y\_Low Fleet Intersect

Estimated + True

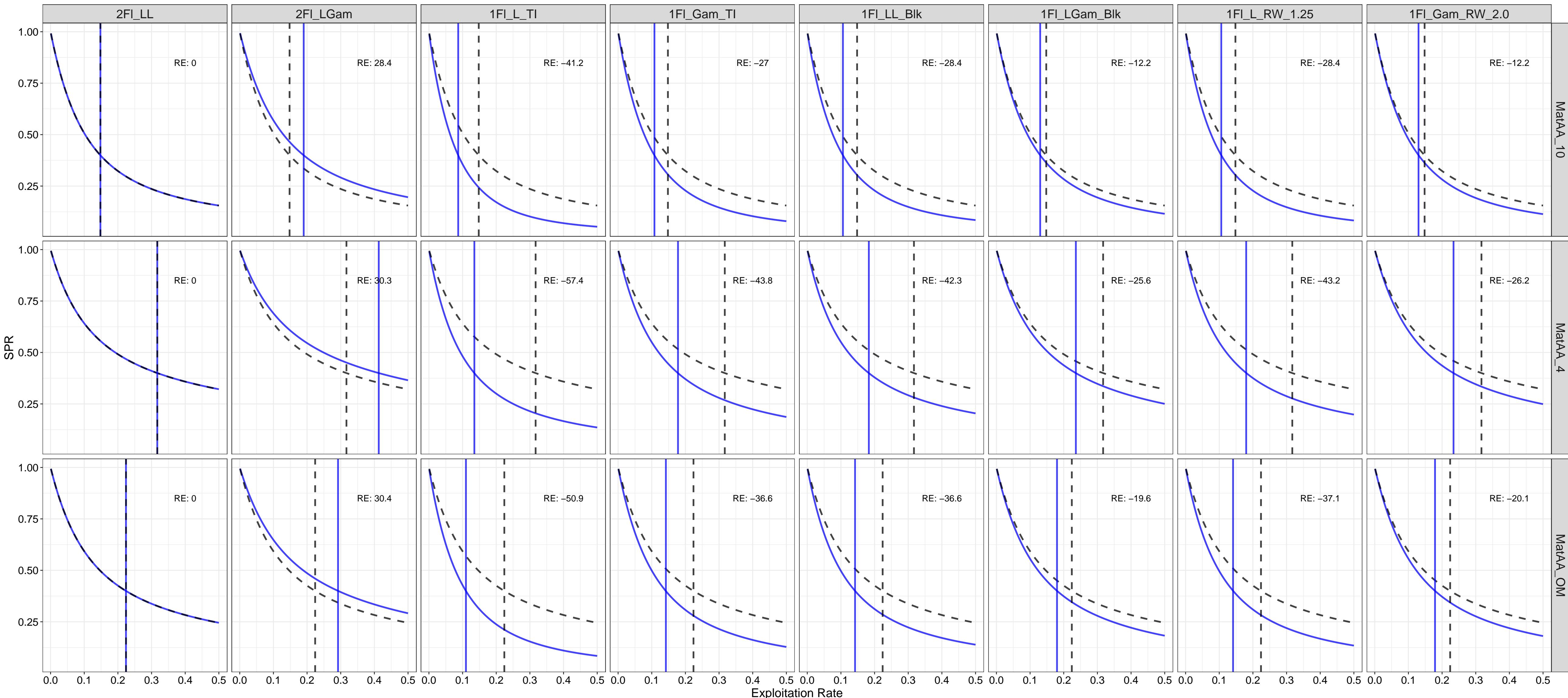


# Fast\_LL\_High Terminal



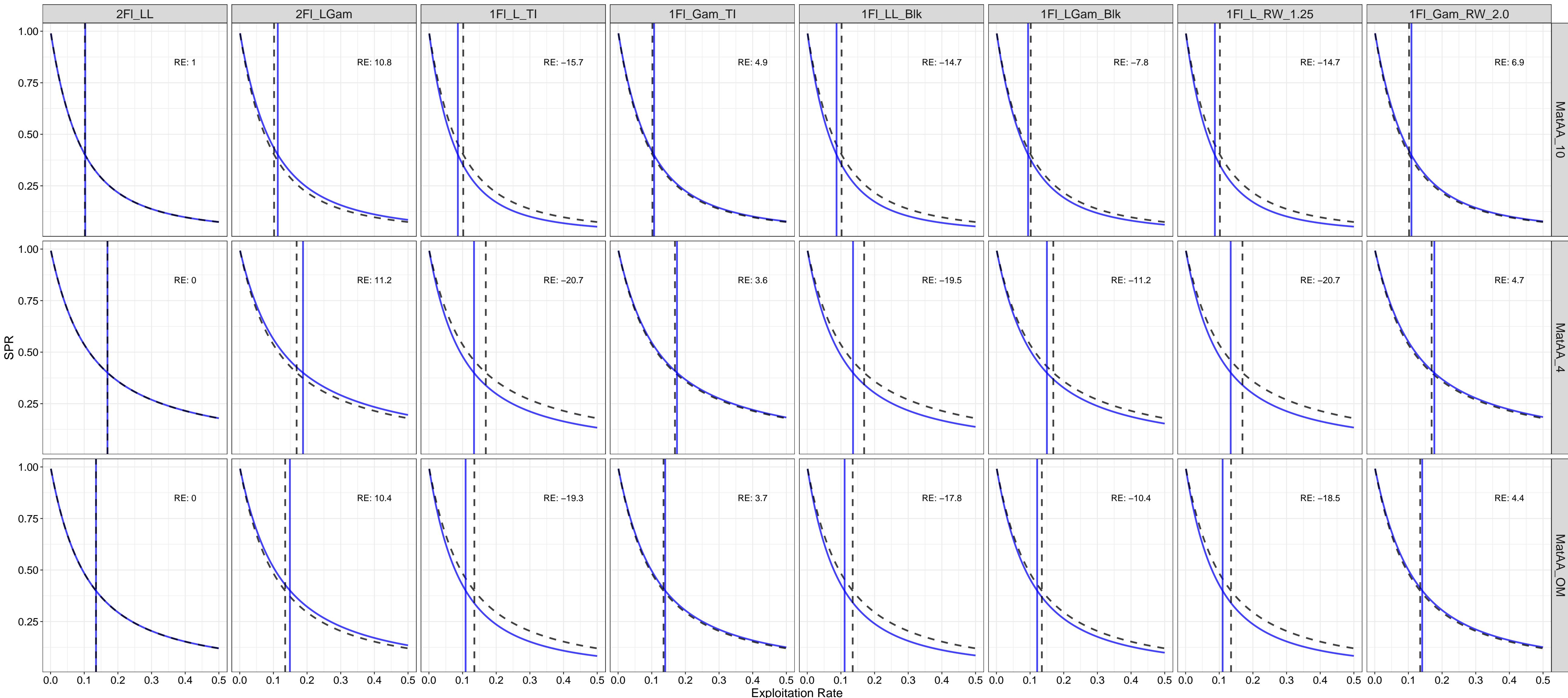
# Fast\_LL\_High Fleet Trans End

Estimated + True



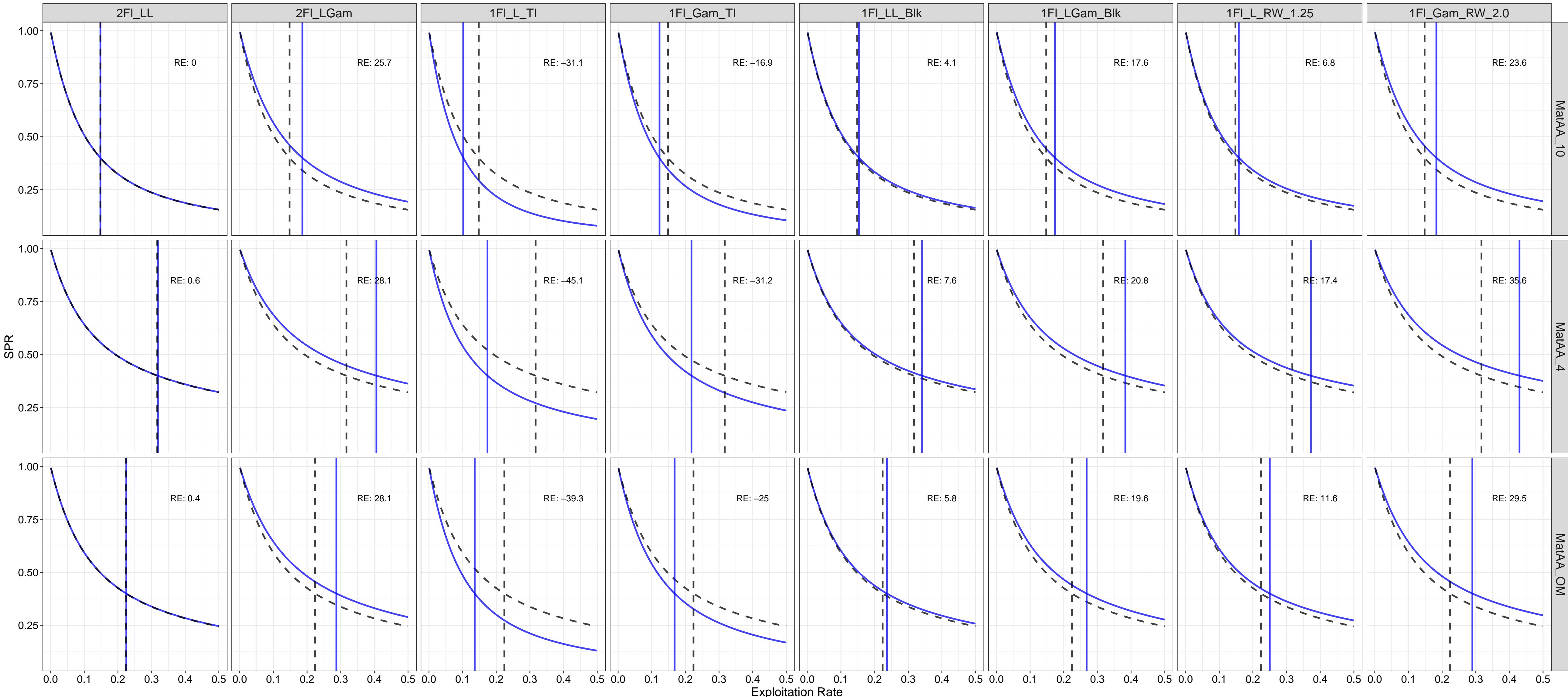
# Fast\_LL\_High Fleet Intersect

Estimated + True



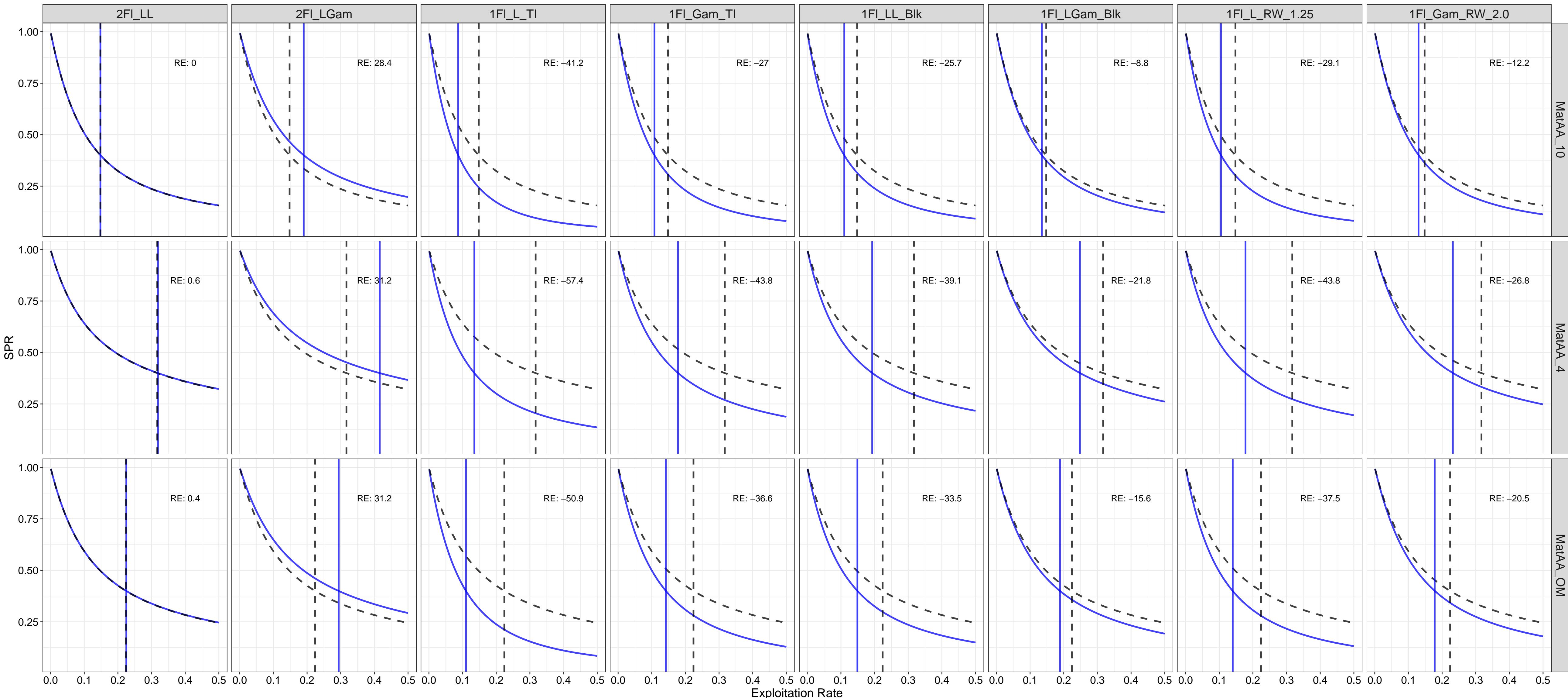
# Fast\_LL\_Low Terminal

Estimated + True



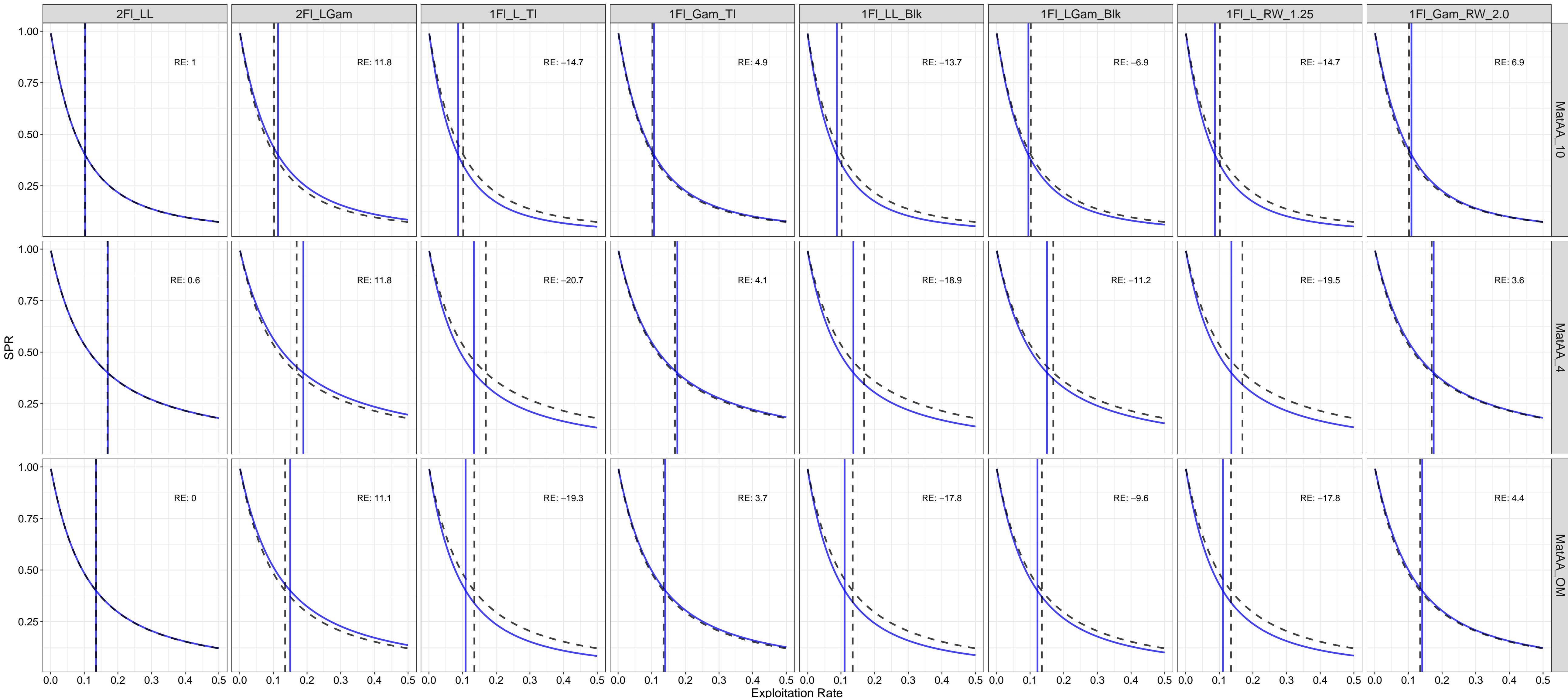
# Fast\_LL\_Low Fleet Trans End

Estimated + True



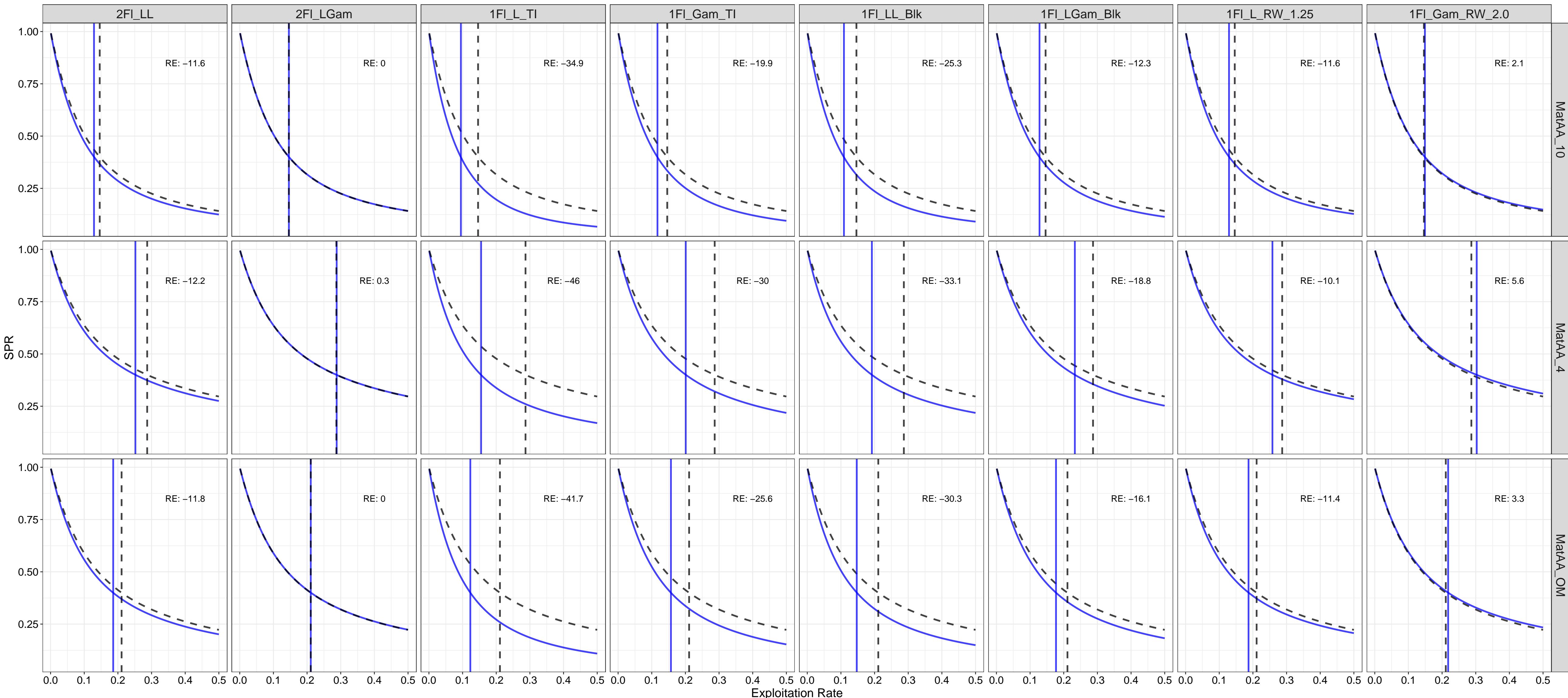
# Fast\_LL\_Low Fleet Intersect

Estimated + True



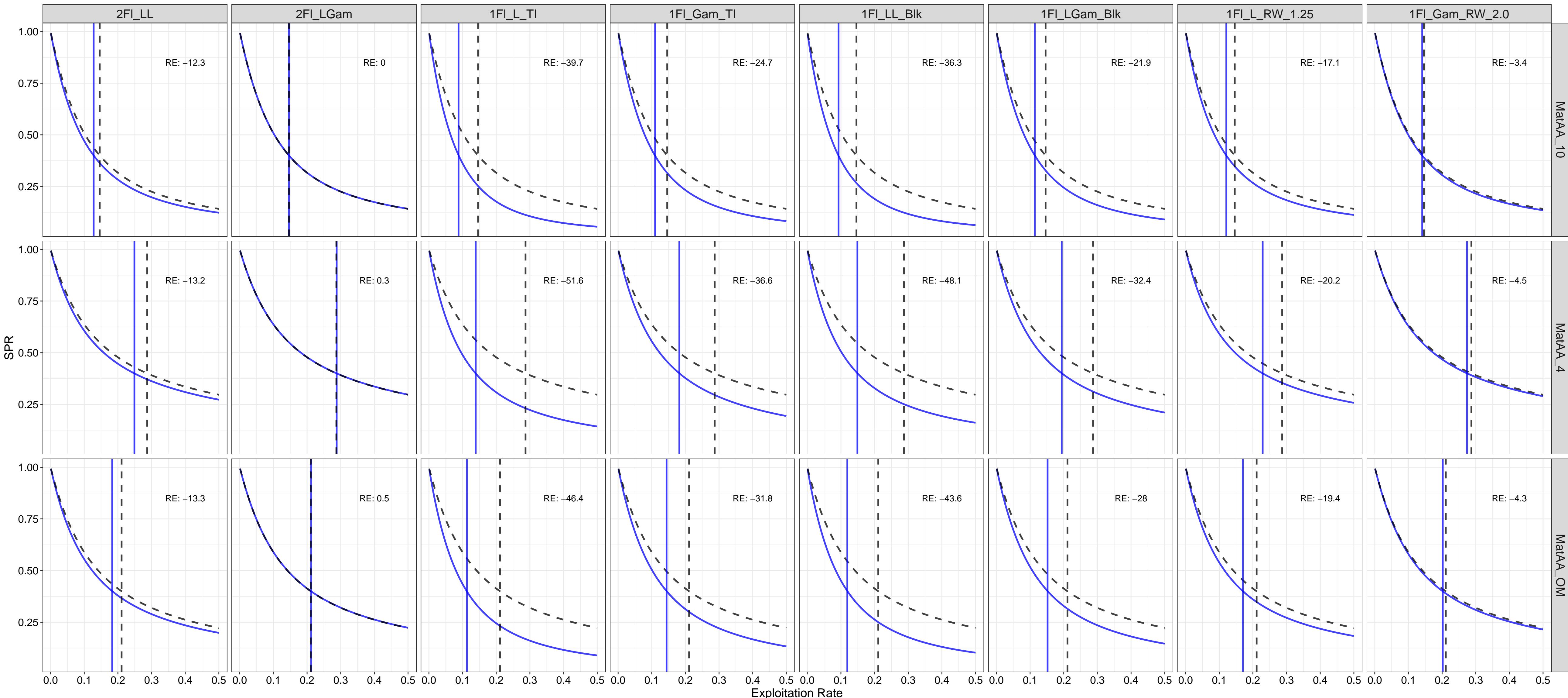
# Slow\_LG\_O\_High Terminal

Estimated + True



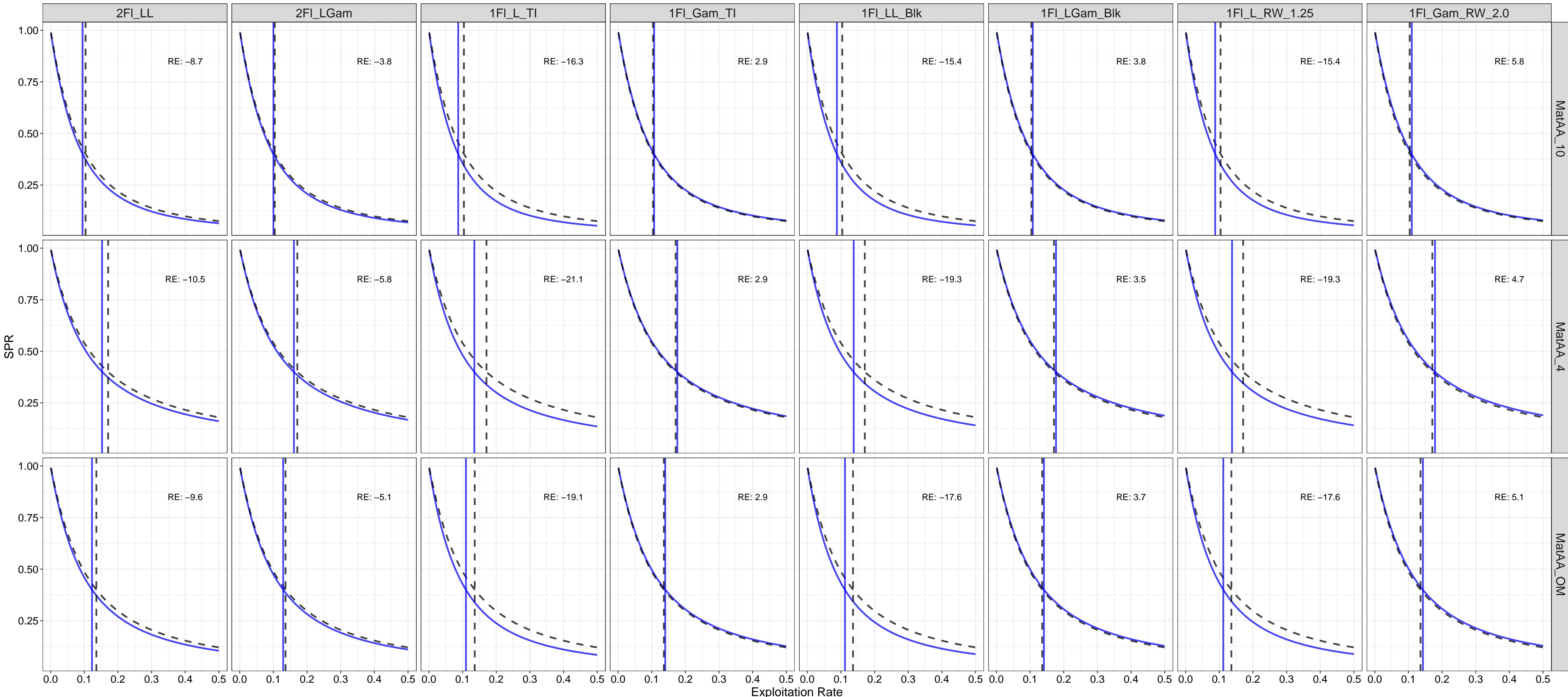
# Slow\_LG\_O\_High Fleet Trans End

Estimated + True



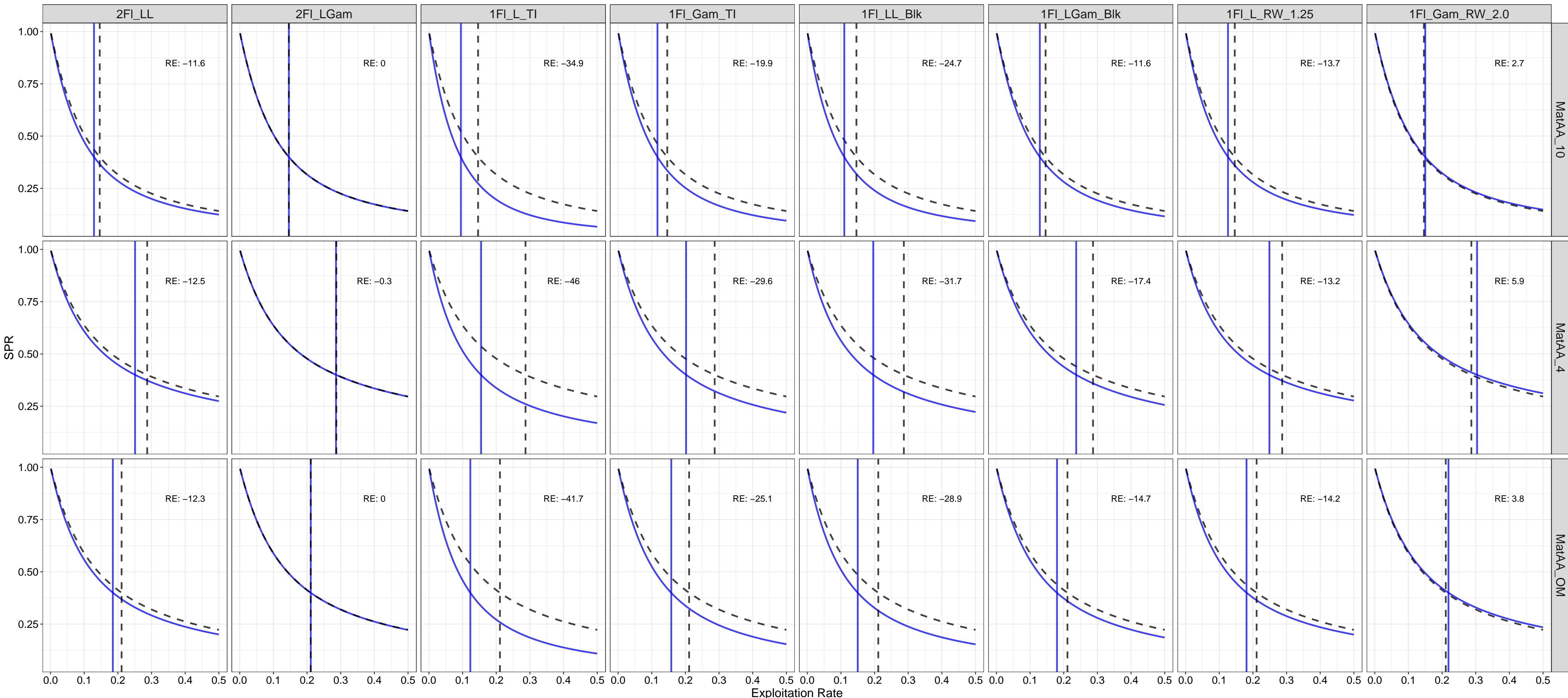
# Slow\_LG\_O\_High Fleet Intersect

Estimated + True



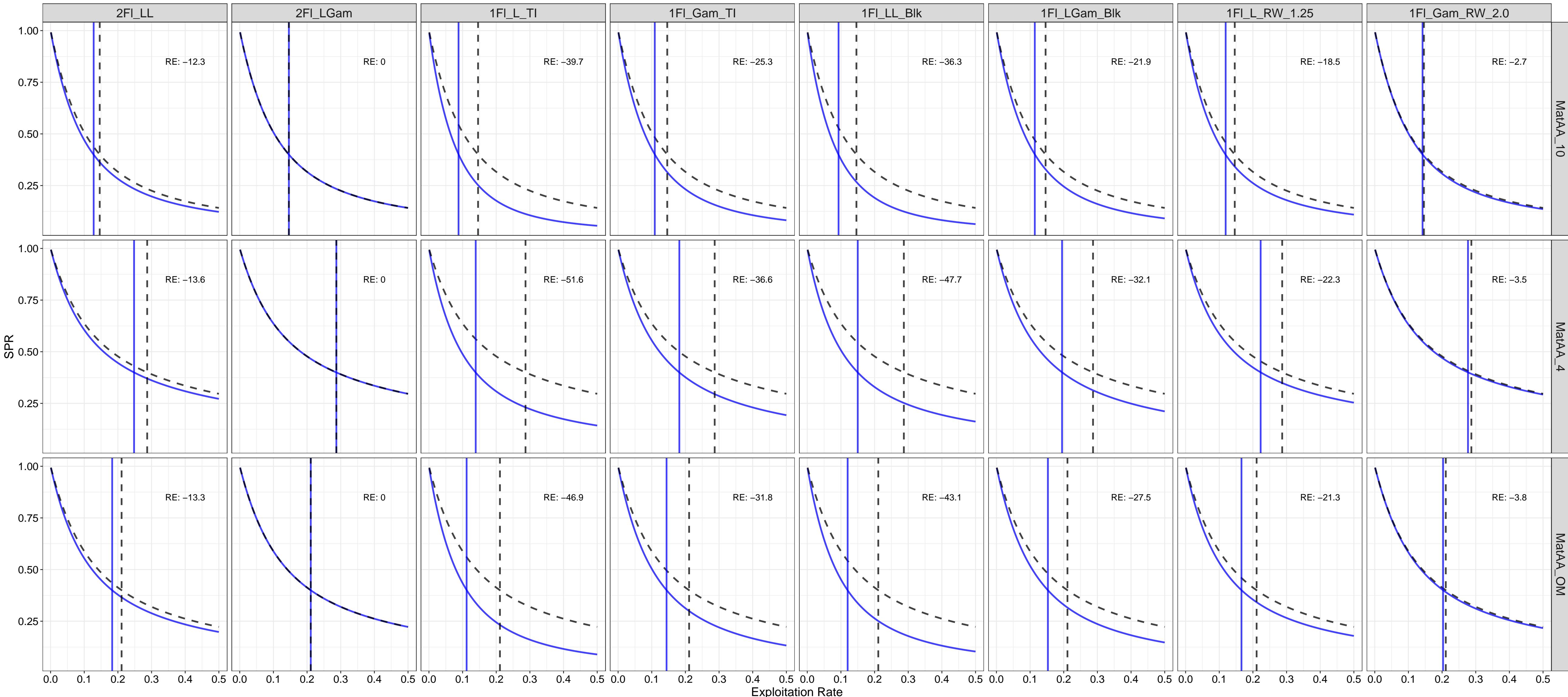
# Slow\_LG\_O\_Low Terminal

Estimated + True



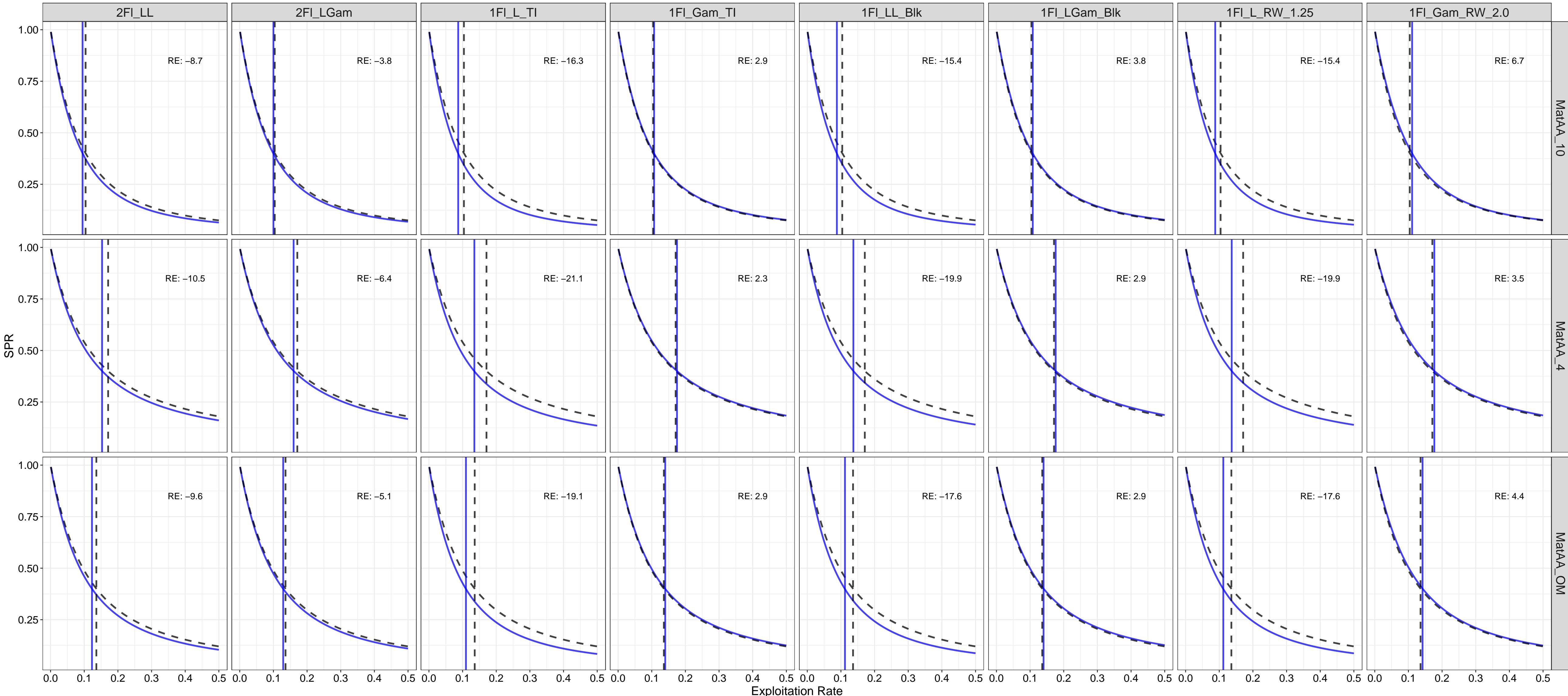
# Slow\_LG\_O\_Low Fleet Trans End

Estimated + True



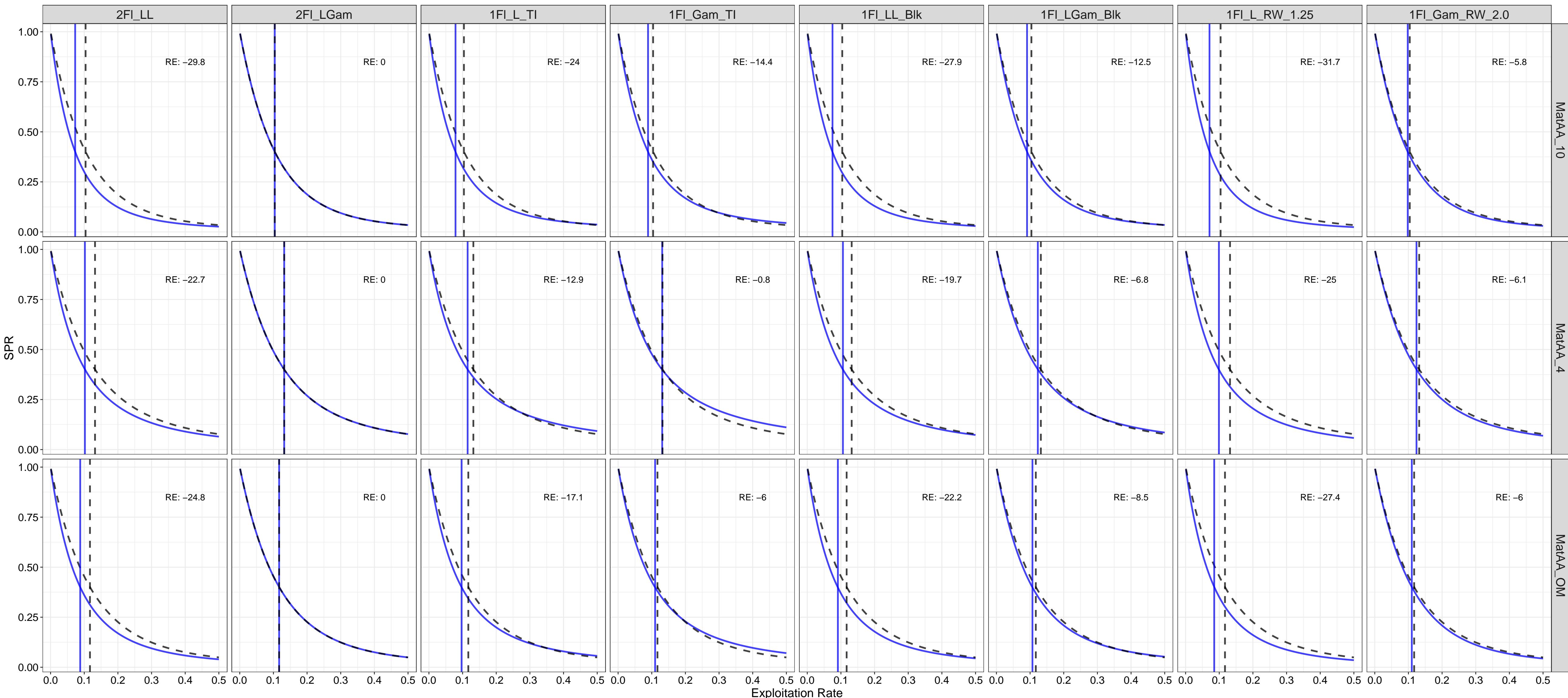
# Slow\_LG\_O\_Low Fleet Intersect

Estimated + True



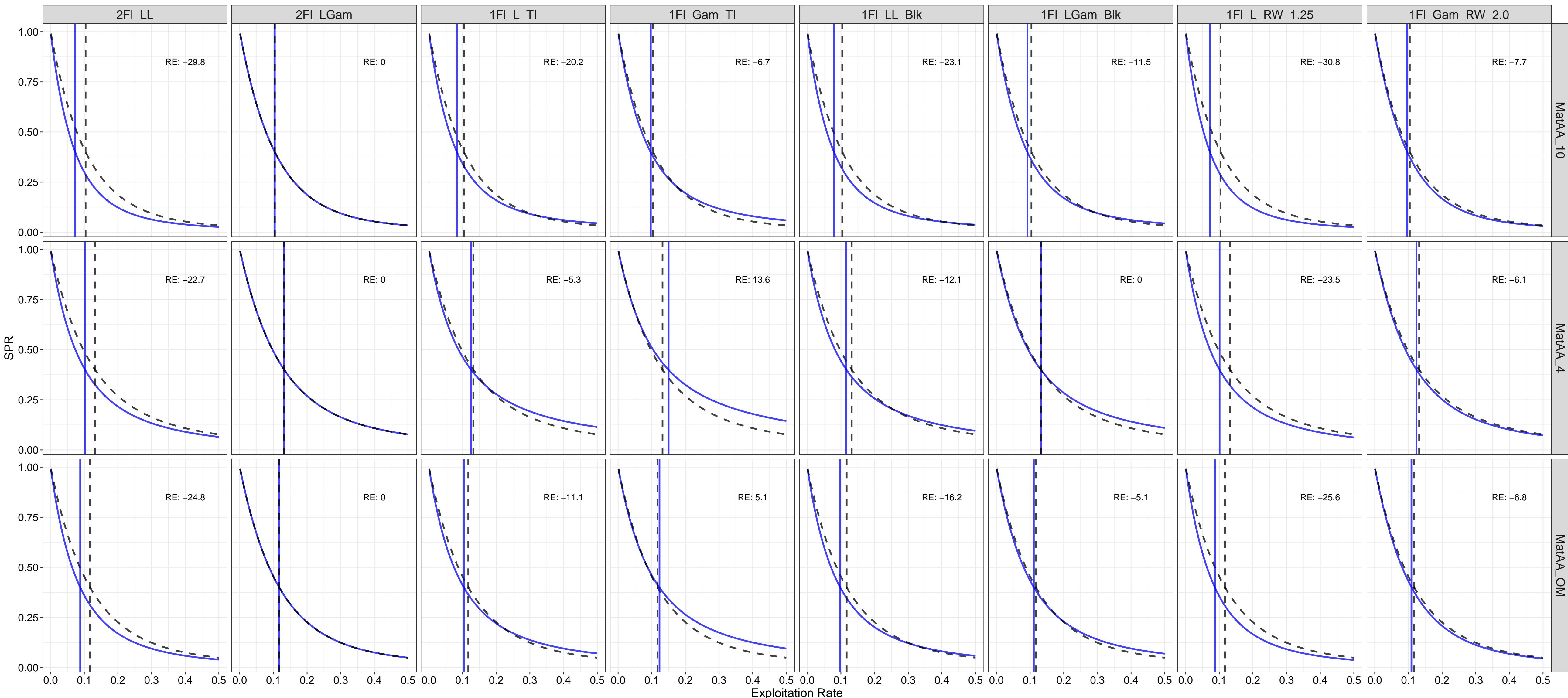
# Slow\_LG\_Y\_High Terminal

Estimated + True



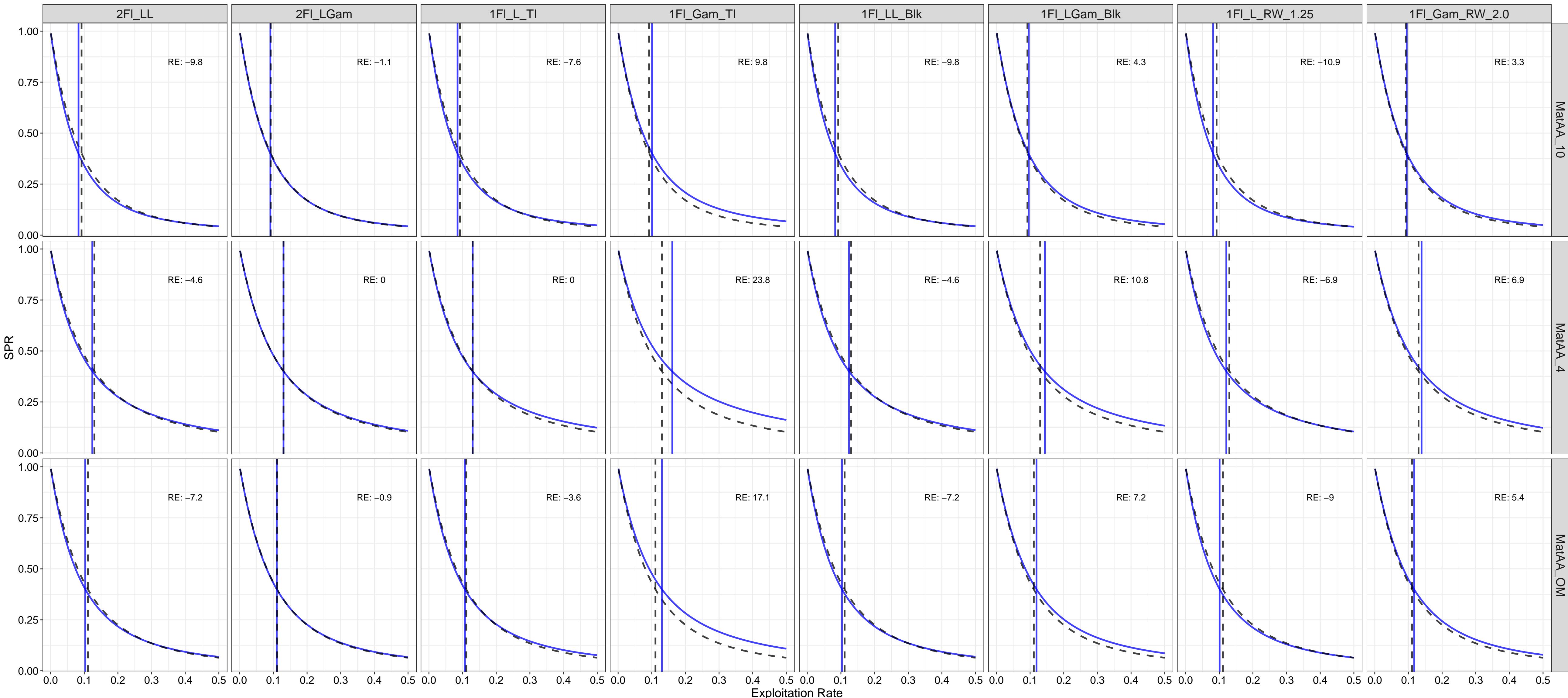
# Slow\_LG\_Y\_High Fleet Trans End

+ Estimated + True



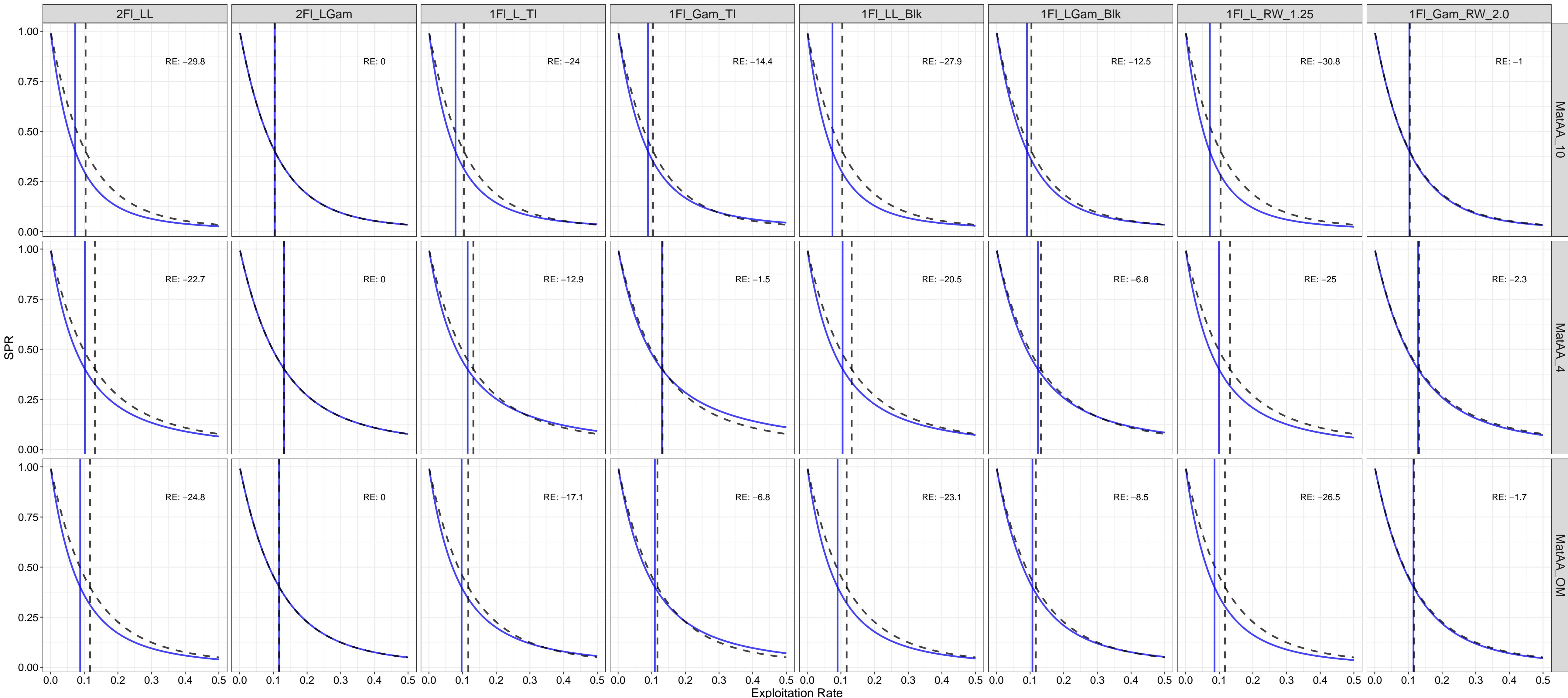
# Slow\_LG\_Y\_High Fleet Intersect

Estimated + True



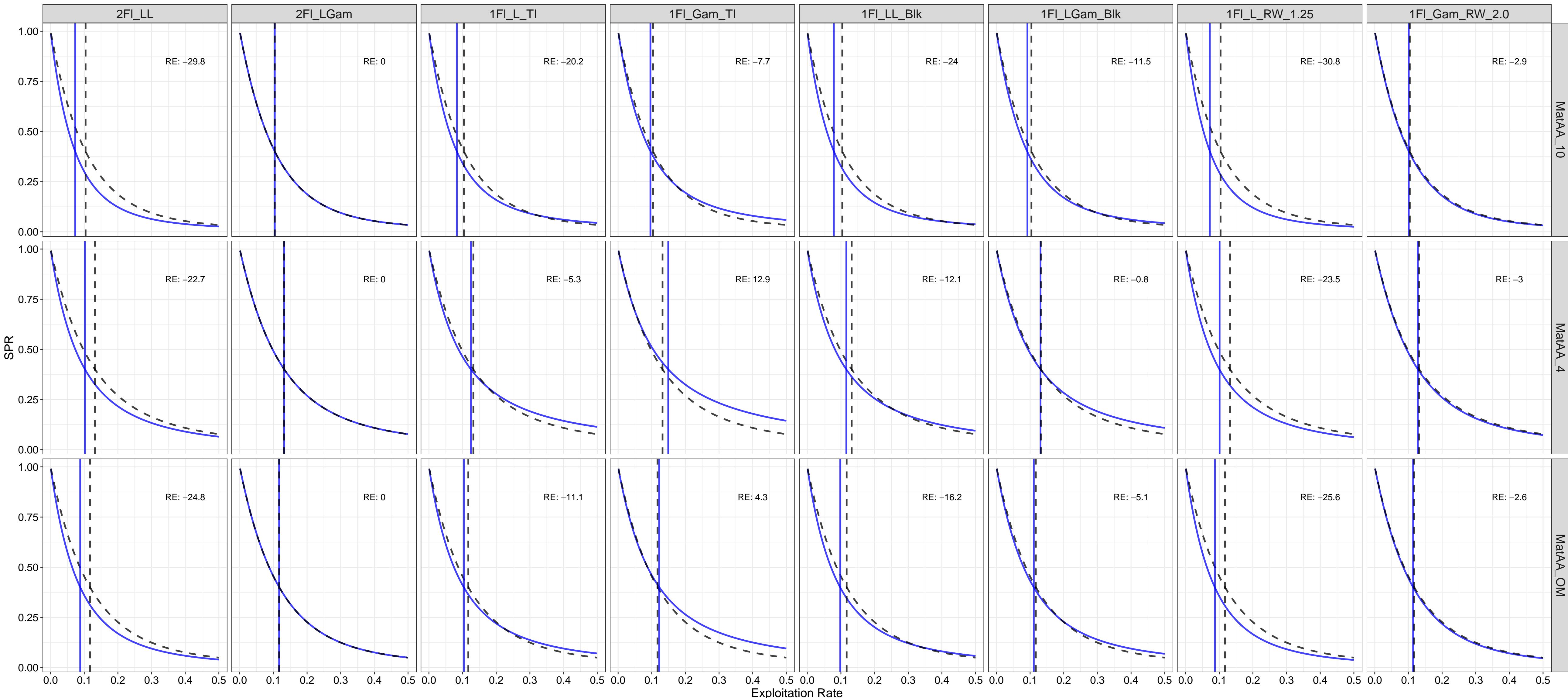
# Slow\_LG\_Y\_Low Terminal

Estimated + True



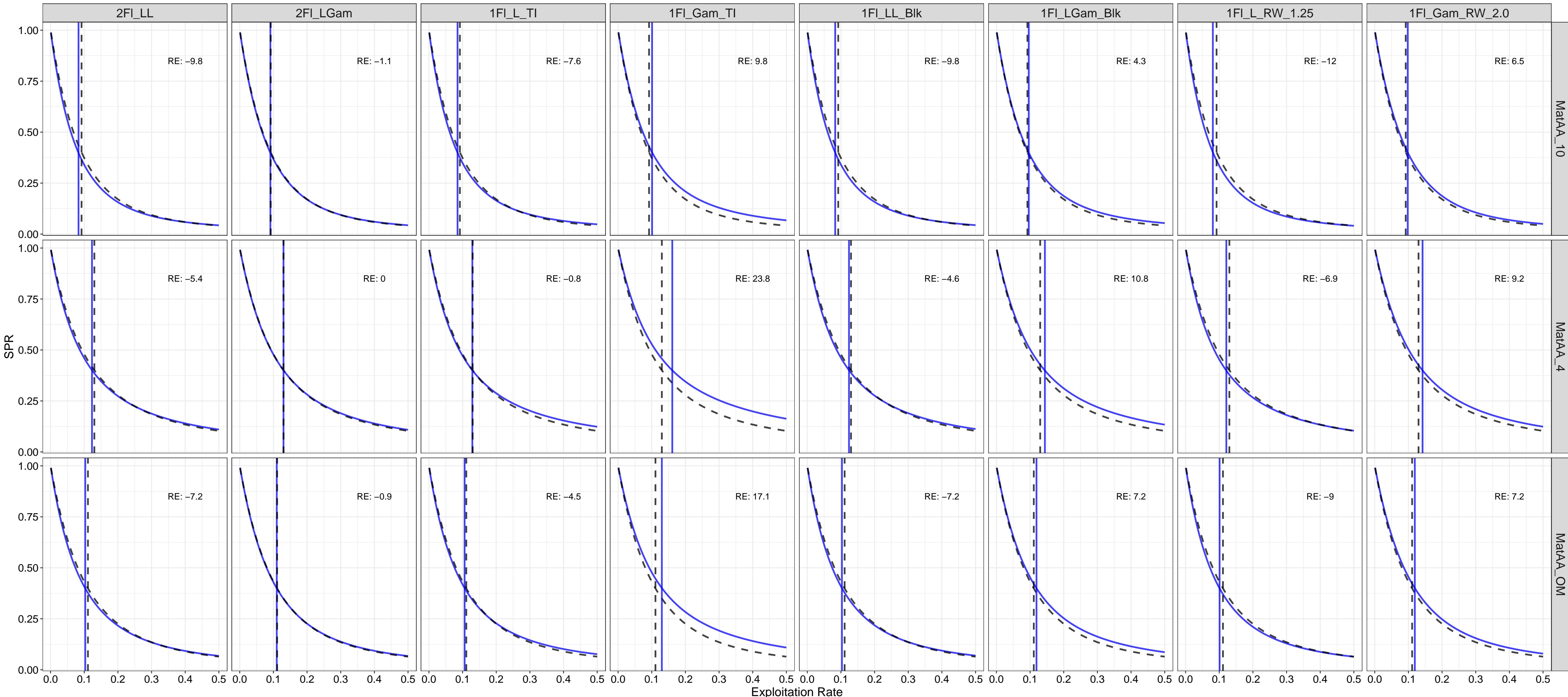
# Slow\_LG\_Y\_Low Fleet Trans End

Estimated + True



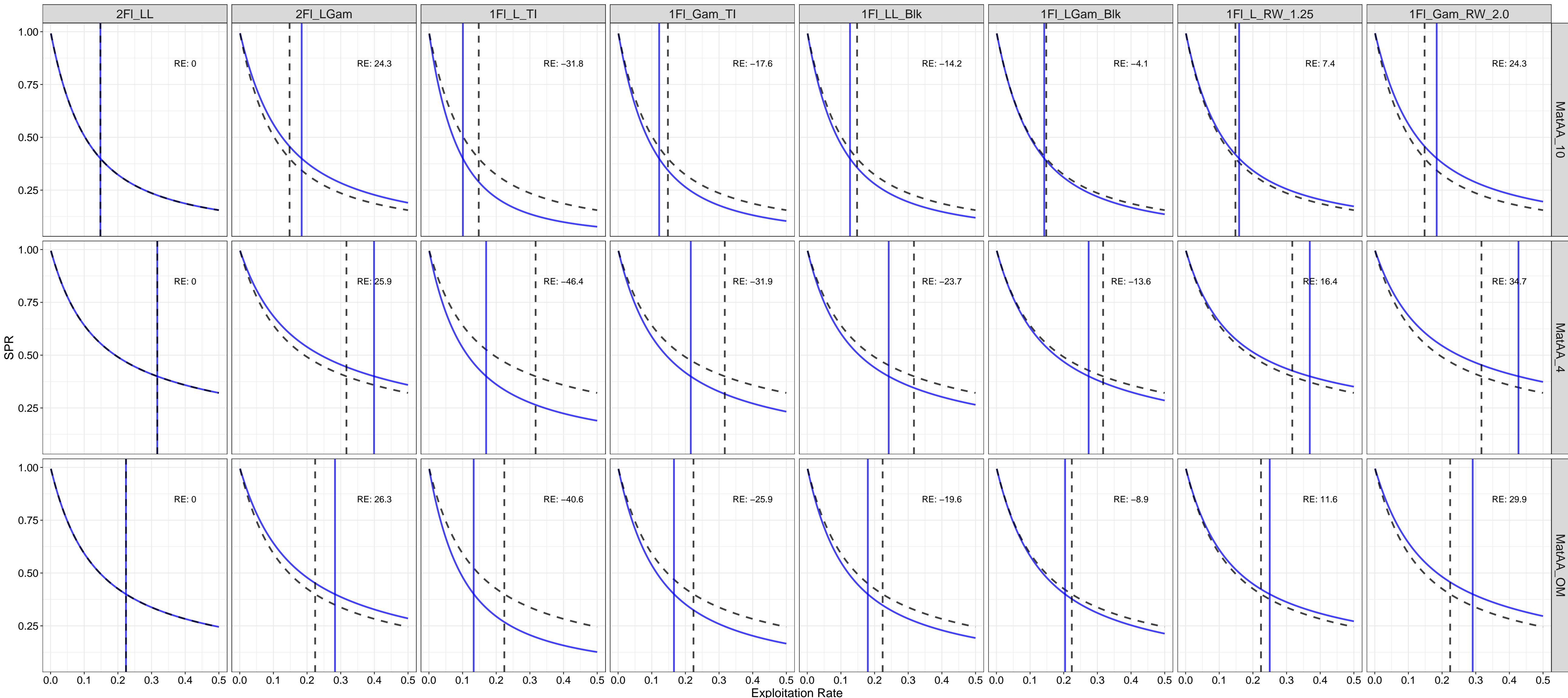
# Slow\_LG\_Y\_Low Fleet Intersect

Estimated + True



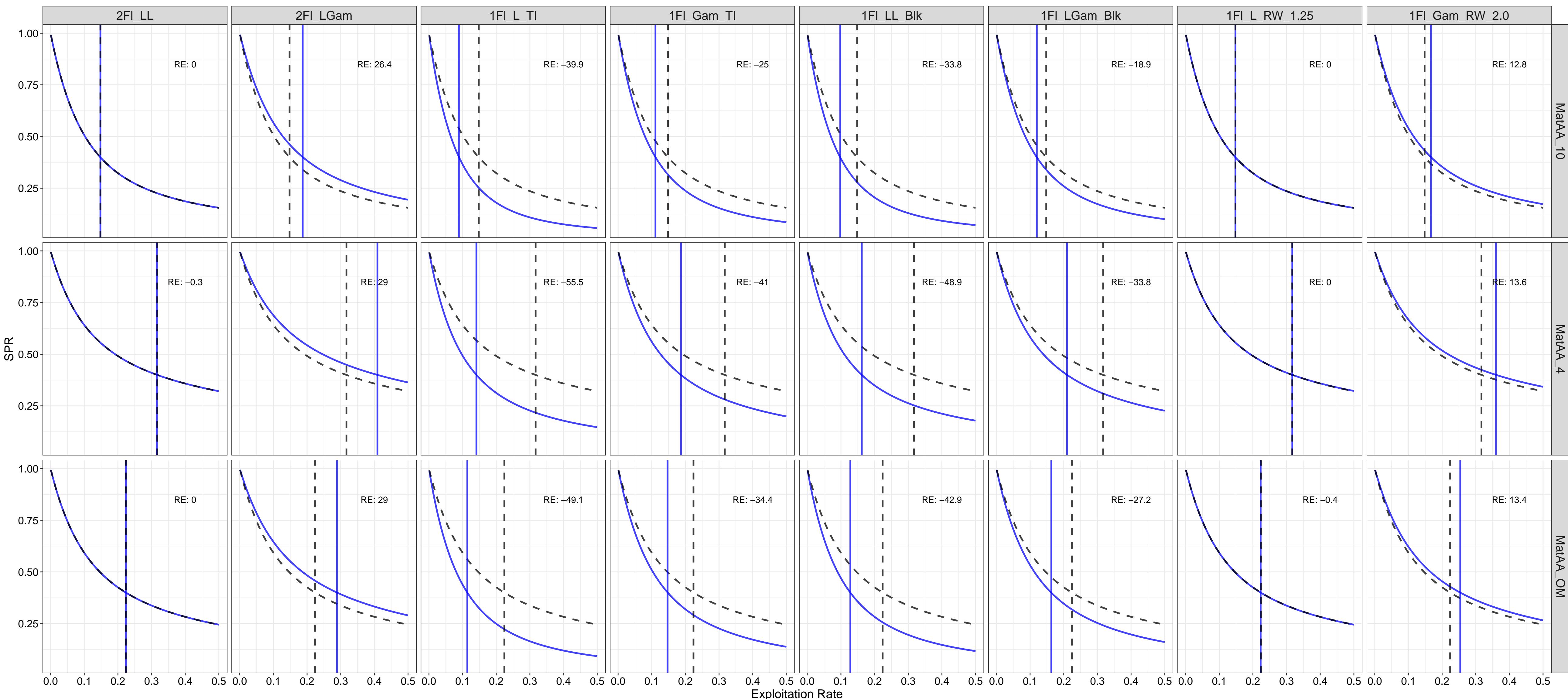
# Slow\_LL\_High Terminal

Estimated + True



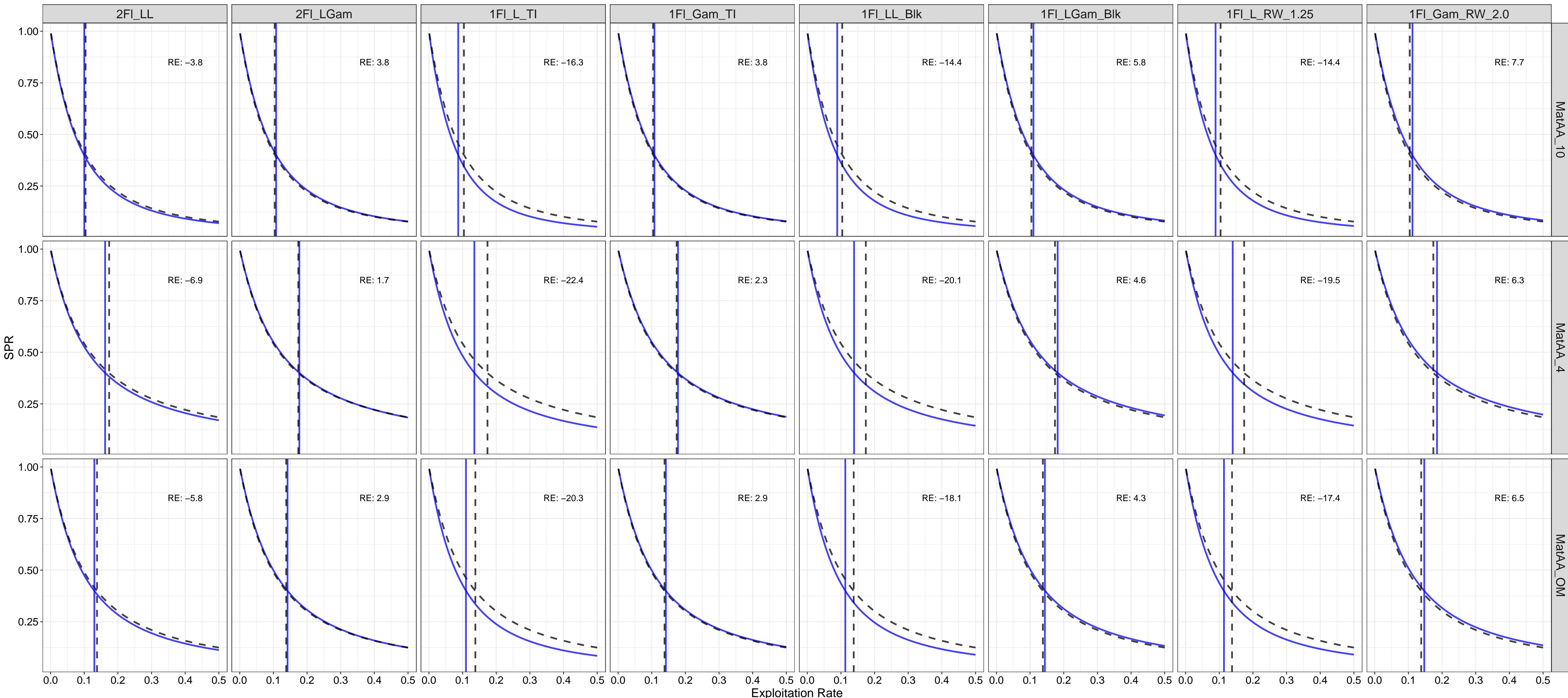
# Slow\_LL\_High Fleet Trans End

Estimated + True



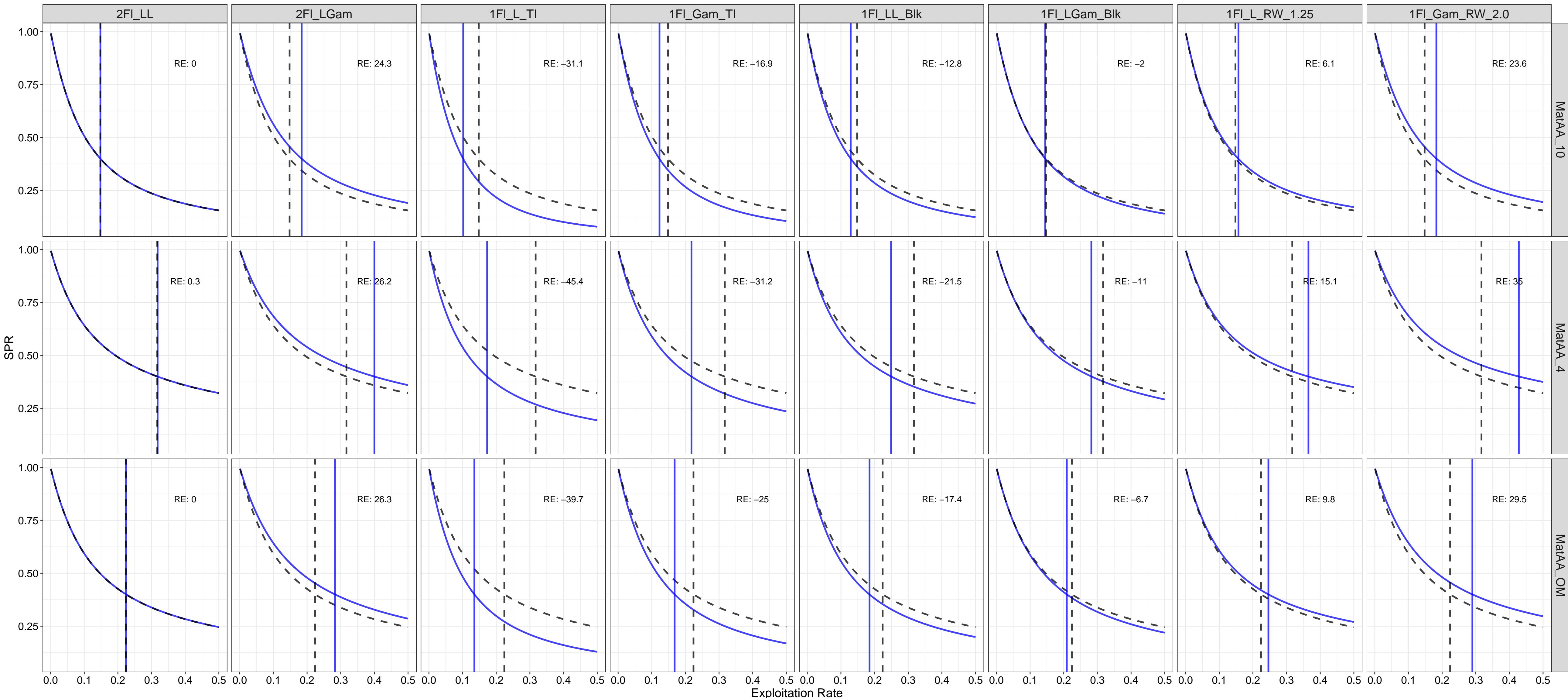
# Slow\_LL\_High Fleet Intersect

Estimated + True



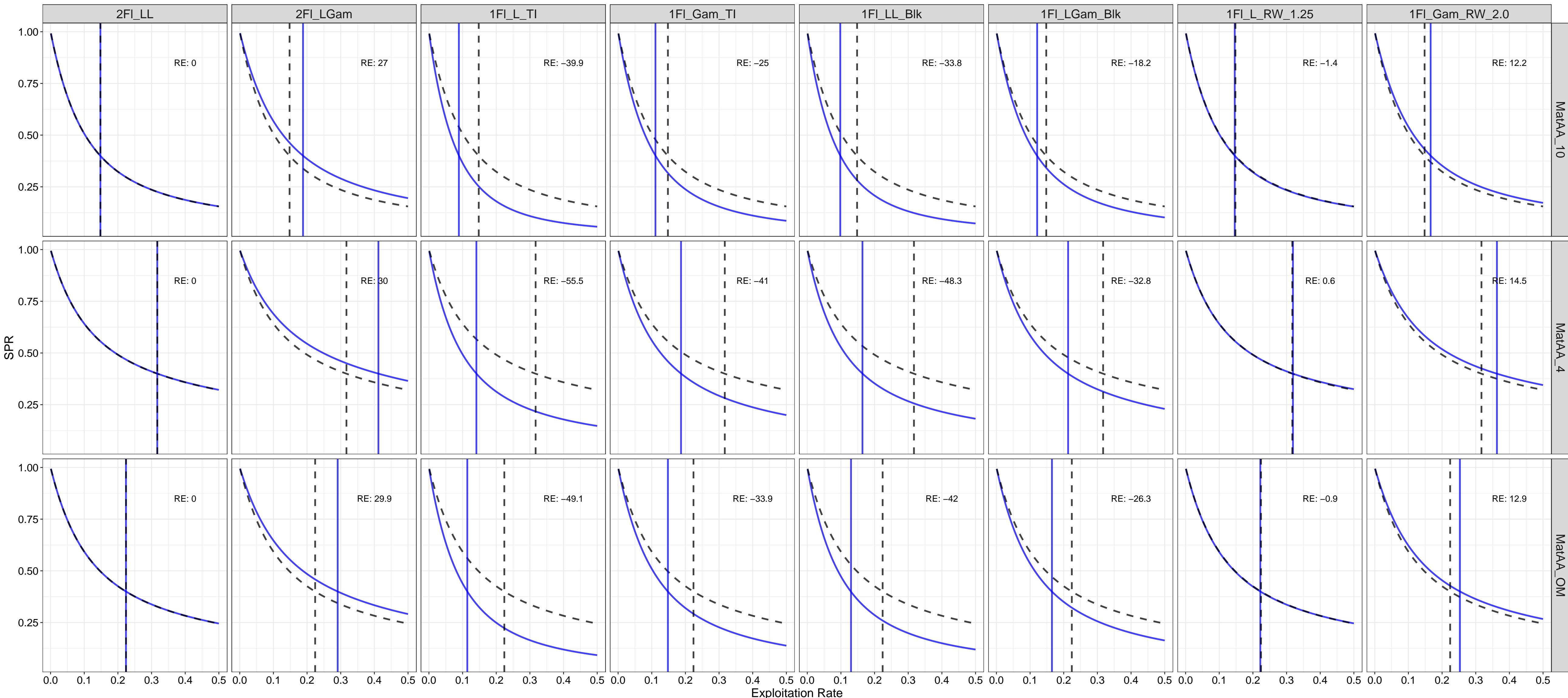
# Slow\_LL\_Low Terminal

Estimated + True



# Slow\_LL\_Low Fleet Trans End

Estimated + True



# Slow\_LL\_Low Fleet Intersect

Estimated + True

