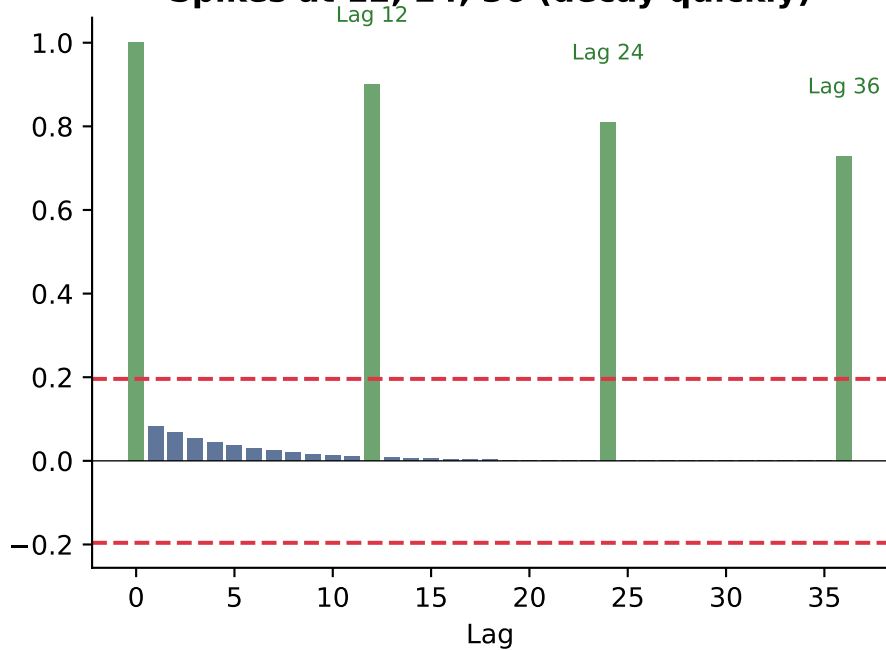


**Stationary Seasonal  
Spikes at 12, 24, 36 (decay quickly)**



**Seasonal Unit Root (D=1 needed)  
Slow decay at seasonal lags**

