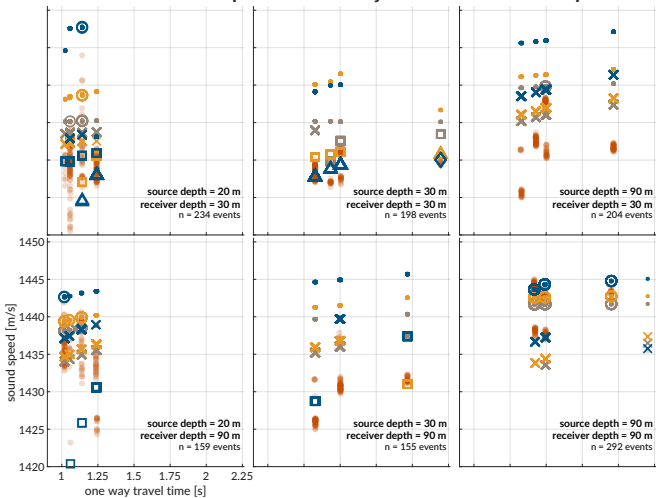


# Effective sound speed estimates by source and receiver depths



## SOUND SPEED SOURCE

- Isovelocity
- HYCOM
- Baseline
- Chosen Weights

## MINIMAL BOUNCE CRITERIA

- Minimal bounce

## NEAREST BOUNCE CRITERIA

- Direct path
- 1 bounce
- 2 bounces
- 3 bounces
- 4 bounces

## IMPLIED SPEED

- GPS range divided by OWTT