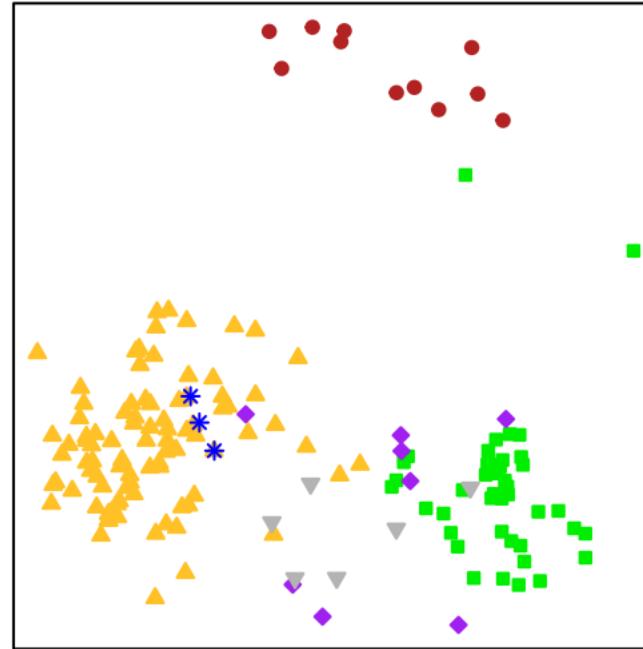


# Character F1: Ridge System Type

MDS1 / MDS2

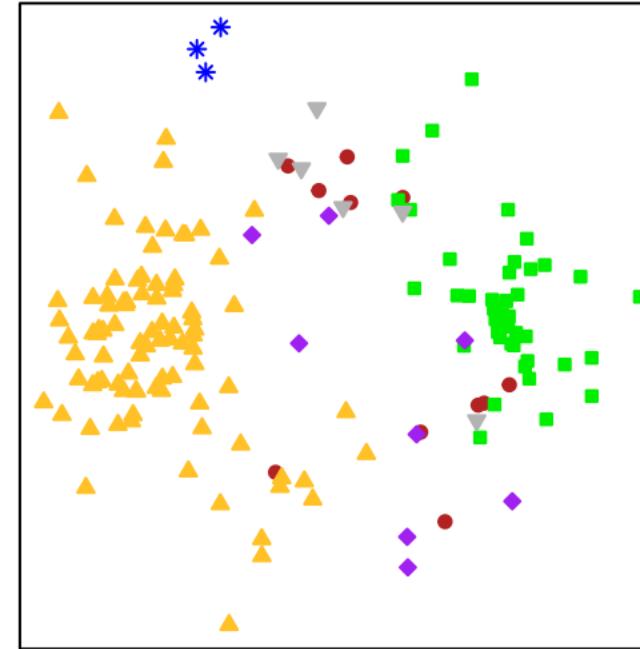
MDS2



MDS1

MDS1 / MDS3

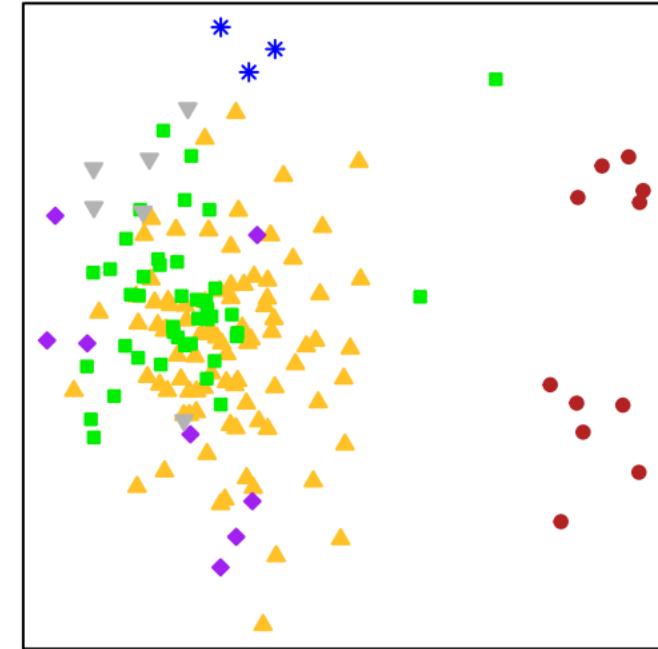
MDS3



MDS1

MDS2 / MDS3

MDS3



MDS2

- Smooth      ▲ Linear      ■ Geometric      ♦ Meandering      \* Spine      ▽ Branching