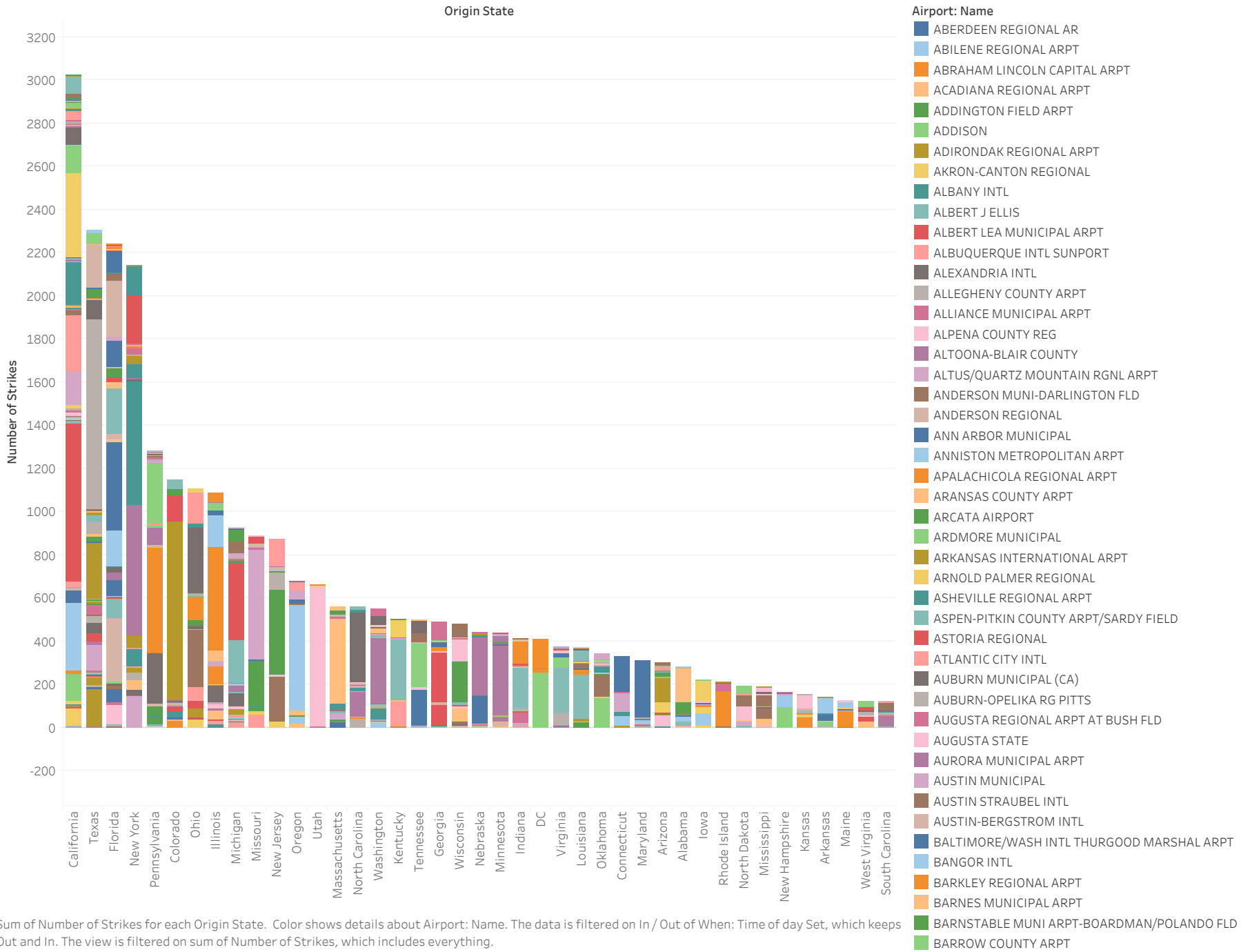
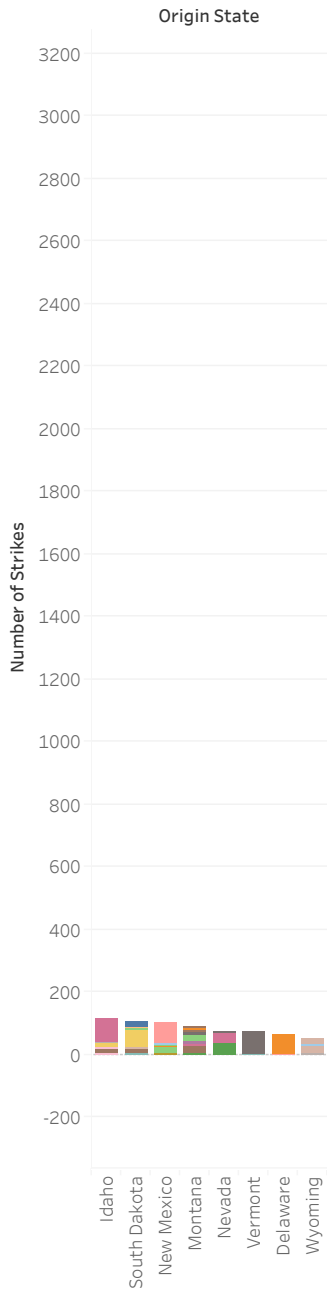


Descending Number of Strikes Graph



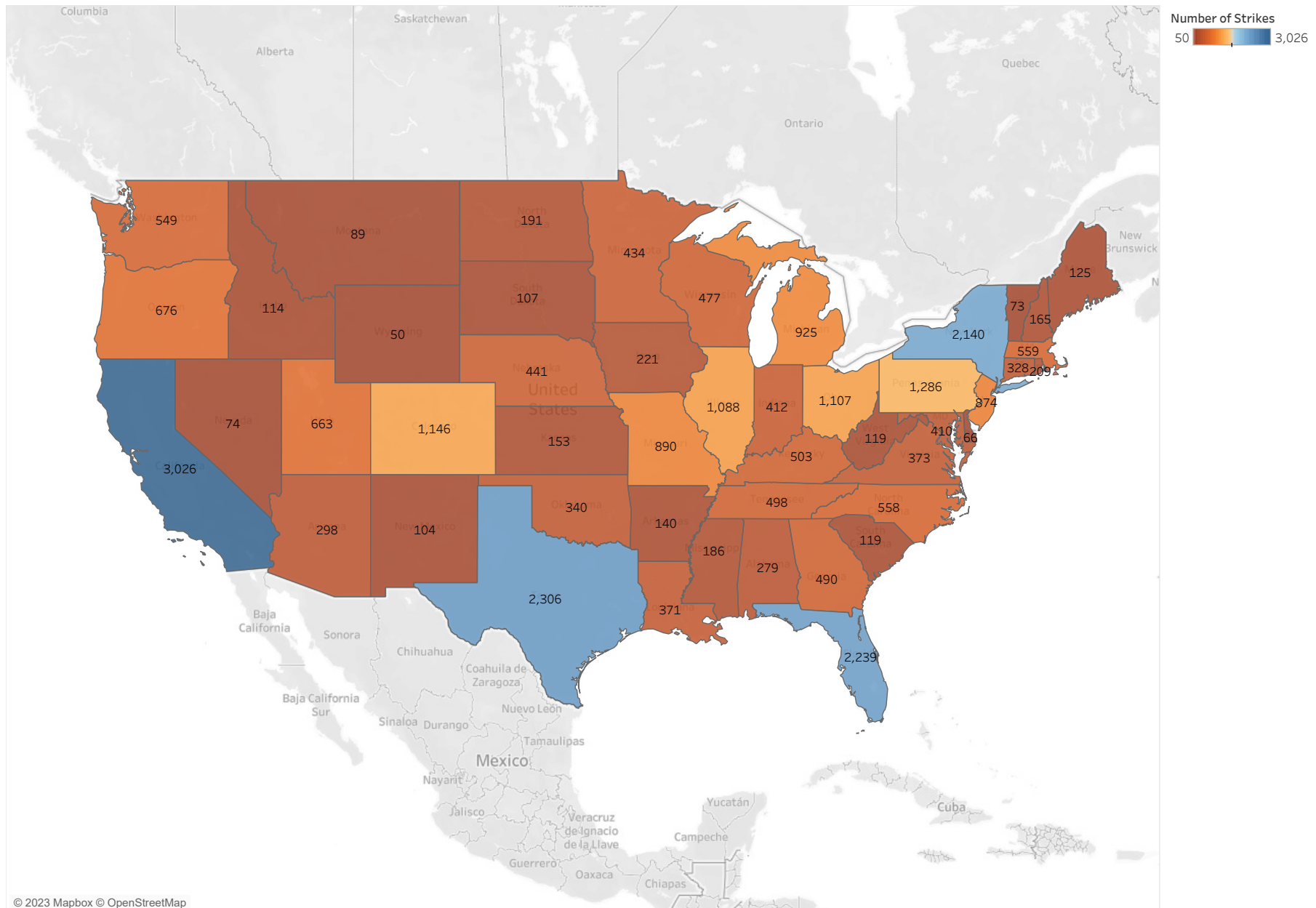
Descending Number of Strikes Graph



- Airport: Name
- ABERDEEN REGIONAL AR
 - ABILENE REGIONAL ARPT
 - ABRAHAM LINCOLN CAPITAL ARPT
 - ACADIANA REGIONAL ARPT
 - ADDINGTON FIELD ARPT
 - ADDISON
 - ADIRONDAK REGIONAL ARPT
 - AKRON-CANTON REGIONAL
 - ALBANY INTL
 - ALBERT J ELLIS
 - ALBERT LEA MUNICIPAL ARPT
 - ALBUQUERQUE INTL SUNPORT
 - ALEXANDRIA INTL
 - ALLEGHENY COUNTY ARPT
 - ALLIANCE MUNICIPAL ARPT
 - ALPENA COUNTY REG
 - ALTOONA-BLAIR COUNTY
 - ALTUS/QUARTZ MOUNTAIN RGNL ARPT
 - ANDERSON MUNI-DARLINGTON FLD
 - ANDERSON REGIONAL
 - ANN ARBOR MUNICIPAL
 - ANNISTON METROPOLITAN ARPT
 - APALACHICOLA REGIONAL ARPT
 - ARANSAS COUNTY ARPT
 - ARCATA AIRPORT
 - ARDMORE MUNICIPAL
 - ARKANSAS INTERNATIONAL ARPT
 - ARNOLD PALMER REGIONAL
 - ASHEVILLE REGIONAL ARPT
 - ASPEN-PITKIN COUNTY ARPT/SARDY FIELD
 - ASTORIA REGIONAL
 - ATLANTIC CITY INTL
 - AUBURN MUNICIPAL (CA)
 - AUBURN-OPELIKA RG PITTS
 - AUGUSTA REGIONAL ARPT AT BUSH FLD
 - AUGUSTA STATE
 - AURORA MUNICIPAL ARPT
 - AUSTIN MUNICIPAL
 - AUSTIN STRAUBEL INTL
 - AUSTIN-BERGSTROM INTL
 - BALTIMORE/WASH INTL THURGOOD MARSHAL ARPT
 - BANGOR INTL
 - BARKLEY REGIONAL ARPT
 - BARNES MUNICIPAL ARPT
 - BARNSTABLE MUNI ARPT-BOARDMAN/POLANDO FLD
 - BARROW COUNTY ARPT

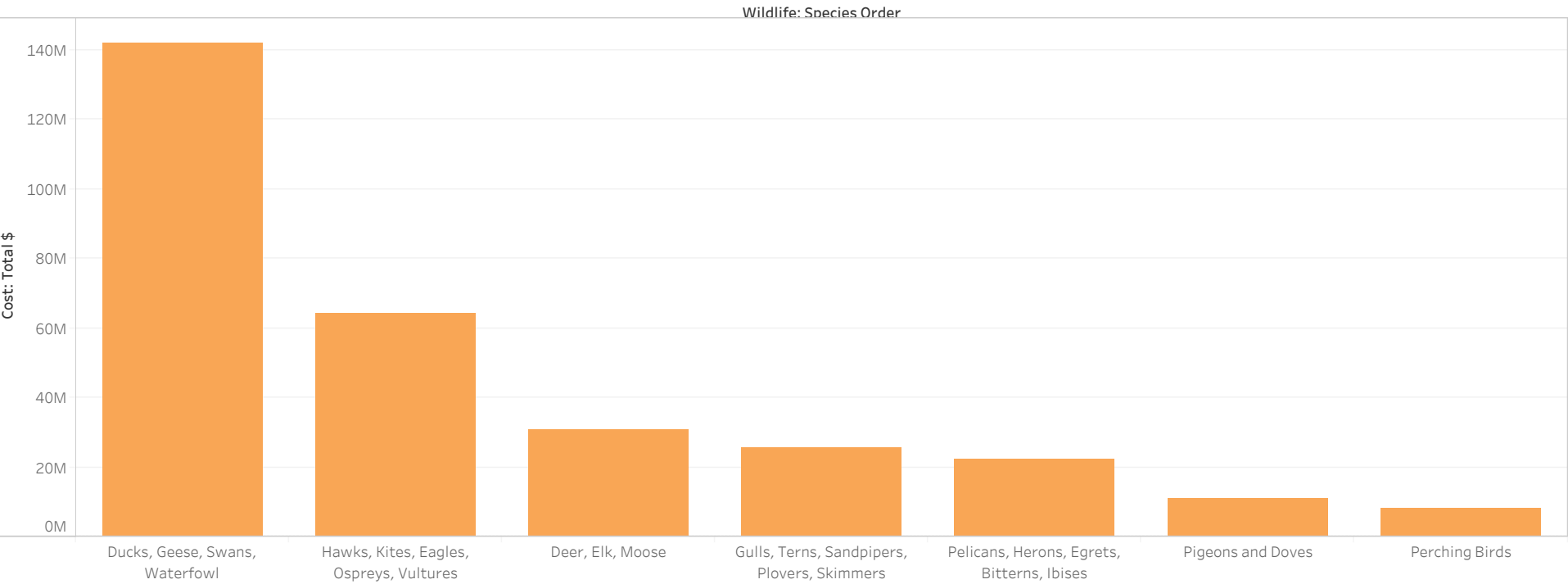
Sum of Number of Strikes for each Origin State. Color shows details about Airport: Name. The data is filtered on In / Out of When: Time of day Set, which keeps Out and In. The view is filtered on sum of Number of Strikes, which includes everything.

Number of Strikes by State



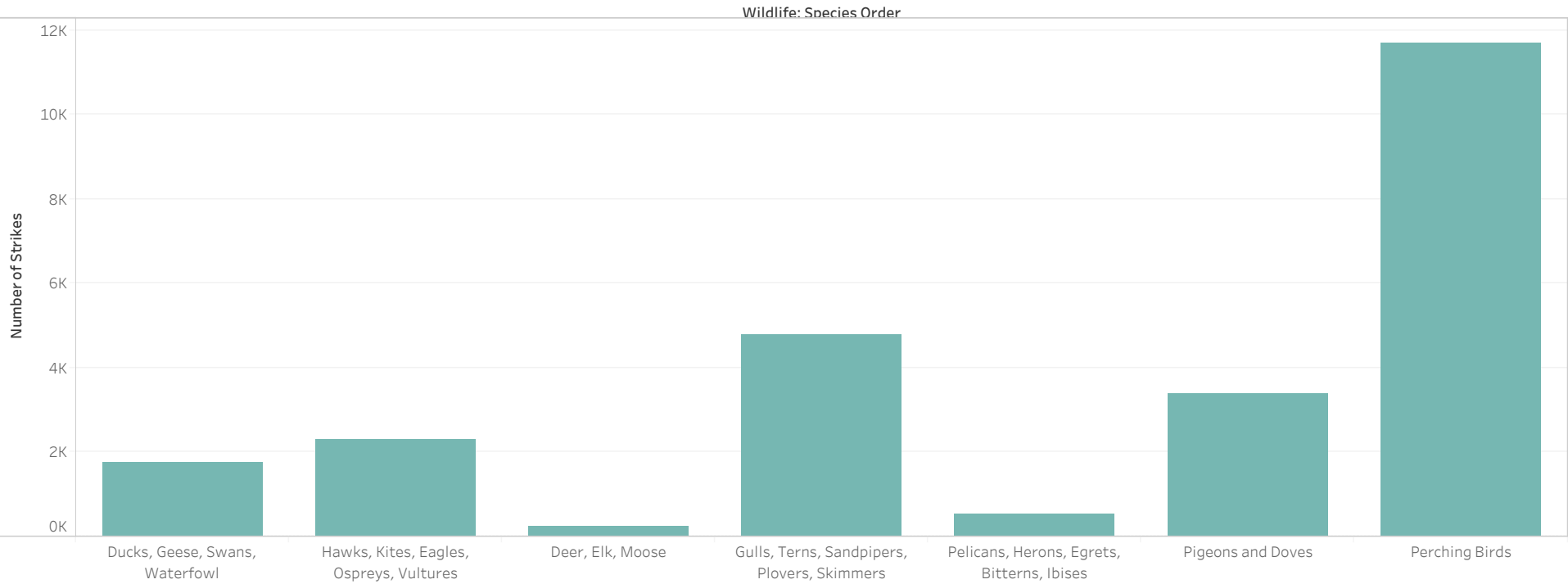
Map based on Longitude (generated) and Latitude (generated). Color shows sum of Number of Strikes. The marks are labeled by sum of Number of Strikes. Details are shown for various dimensions. The data is filtered on Effect: Amount of damage (detailed), Wildlife: Species Group, Collision Date and Time Month, In / Out of Wildlife: Species Group Set and In / Out of When: Time of day Set. The Effect: Amount of damage (detailed) filter keeps Destroyed, Medium, Minor, None and Substantial. The Wildlife: Species Group filter keeps 87 of 87 members. The Collision Date and Time Month filter ranges from January 2000 to May 2015. The In / Out of Wildlife: Species Group Set filter keeps Out and In. The In / Out of When: Time of day Set filter keeps Out and In. The view is filtered on Origin State, which keeps 49 of 49 members.

Strikes and Costs with Species



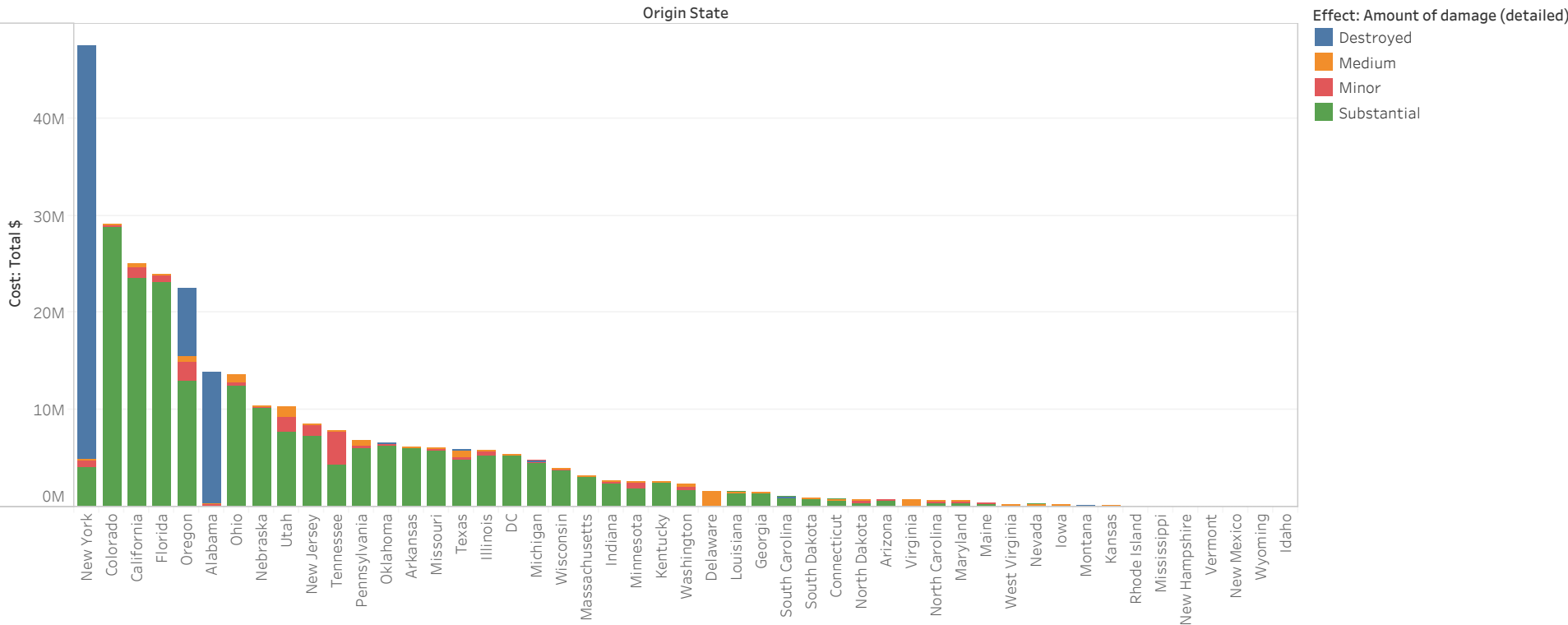
Sum of Cost: Total \$ and sum of Number of Strikes for each Wildlife: Species Order. The data is filtered on In / Out of When: Time of day Set, which keeps Out and In. The view is filtered on sum of Number of Strikes and sum of Cost: Total \$. The sum of Number of Strikes filter ranges from 225 to 11,697. The sum of Cost: Total \$ filter ranges from 5,000,000 to 142,131,222.

Strikes and Costs with Species



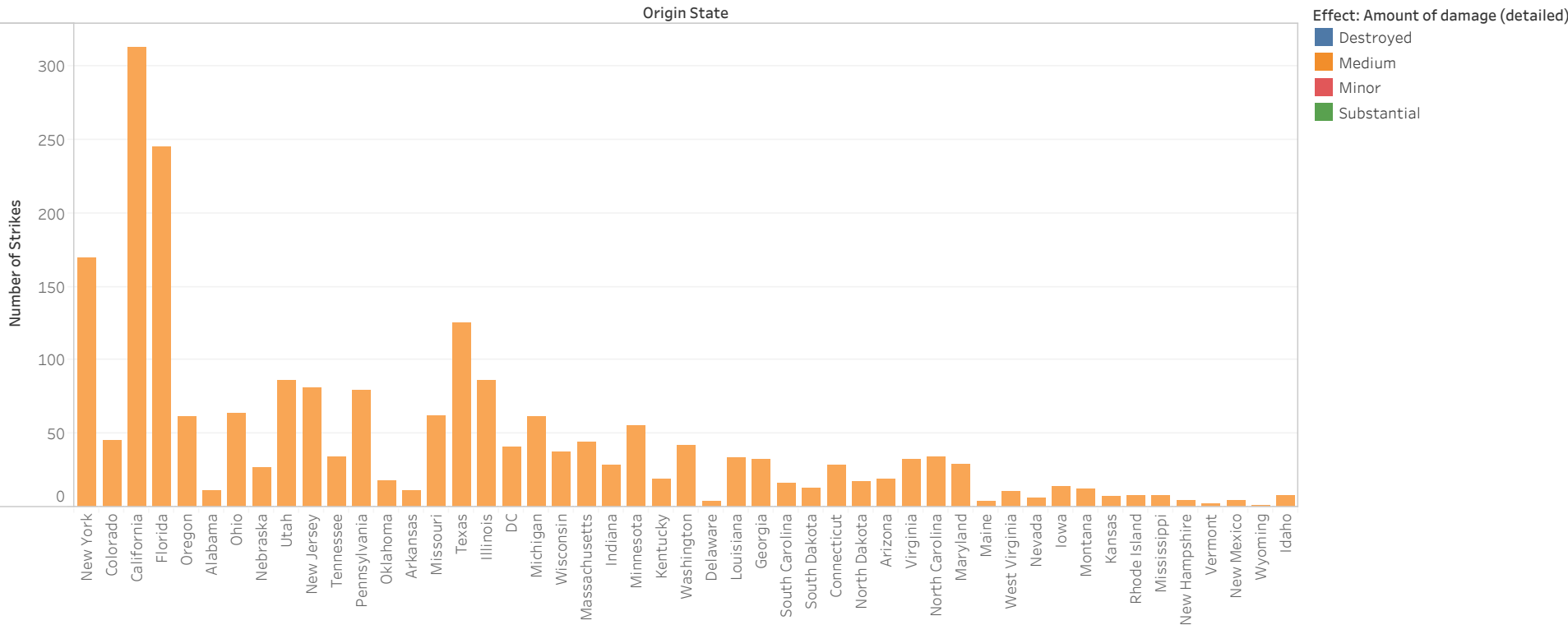
Sum of Cost: Total \$ and sum of Number of Strikes for each Wildlife: Species Order. The data is filtered on In / Out of When: Time of day Set, which keeps Out and In. The view is filtered on sum of Number of Strikes and sum of Cost: Total \$. The sum of Number of Strikes filter ranges from 225 to 11,697. The sum of Cost: Total \$ filter ranges from 5,000,000 to 142,131,222.

Number of Strikes and Cost by State



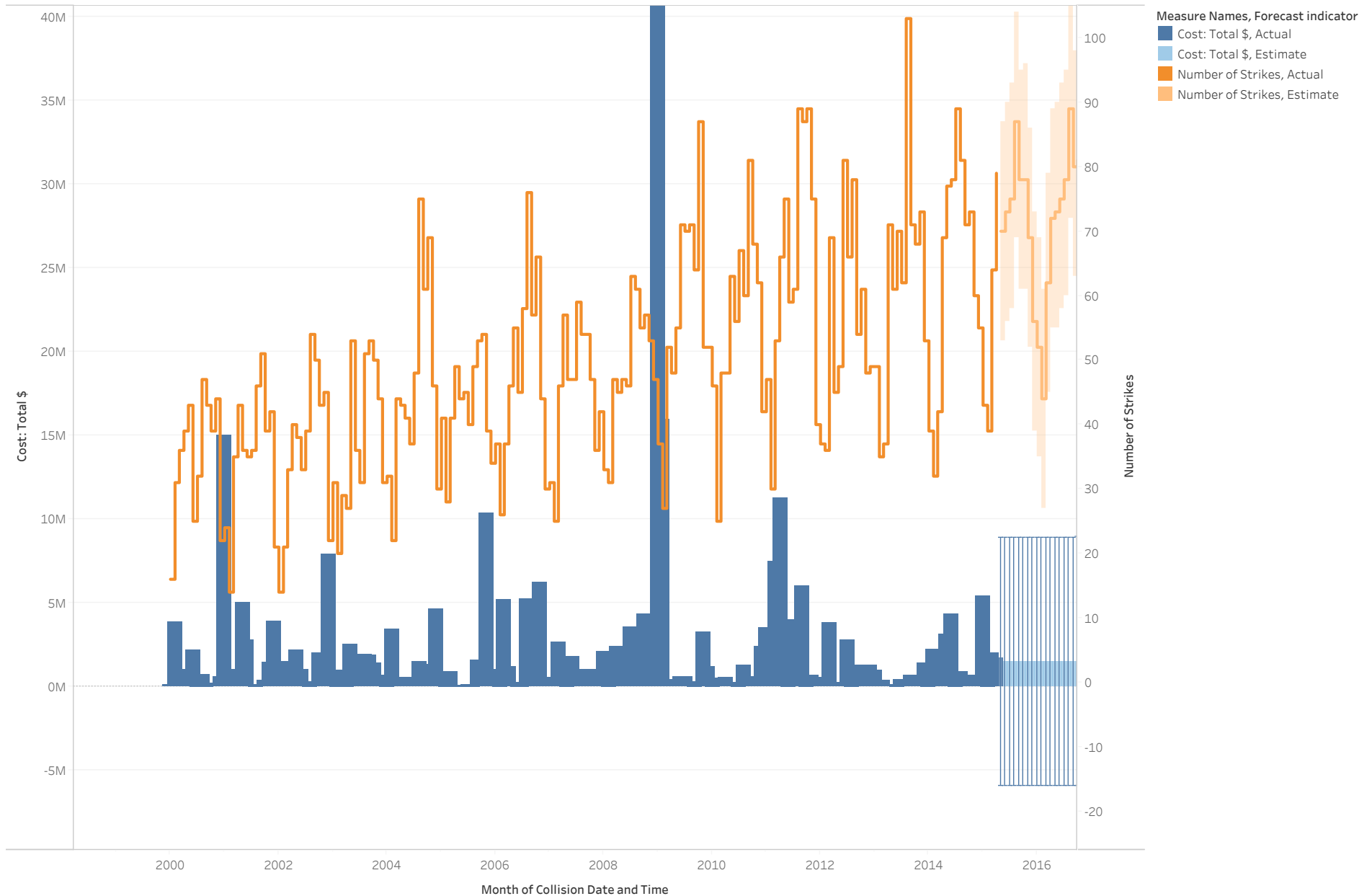
Sum of Cost: Total \$ and sum of Number of Strikes for each Origin State. For pane Sum of Cost: Total \$: Color shows details about Effect: Amount of damage (detailed). The data is filtered on When: Time of day Set, Wildlife: Species Group Set, Effect: Indicated Damage, Effect: Impact to flight Set and In / Out of When: Time of day Set. The When: Time of day Set filter keeps 4 members. The Wildlife: Species Group Set filter keeps 10 members. The Effect: Indicated Damage filter keeps Caused damage. The Effect: Impact to flight Set filter keeps 5 members. The In / Out of When: Time of day Set filter keeps Out and In. The view is filtered on Origin State, which keeps 49 of 49 members.

Number of Strikes and Cost by State



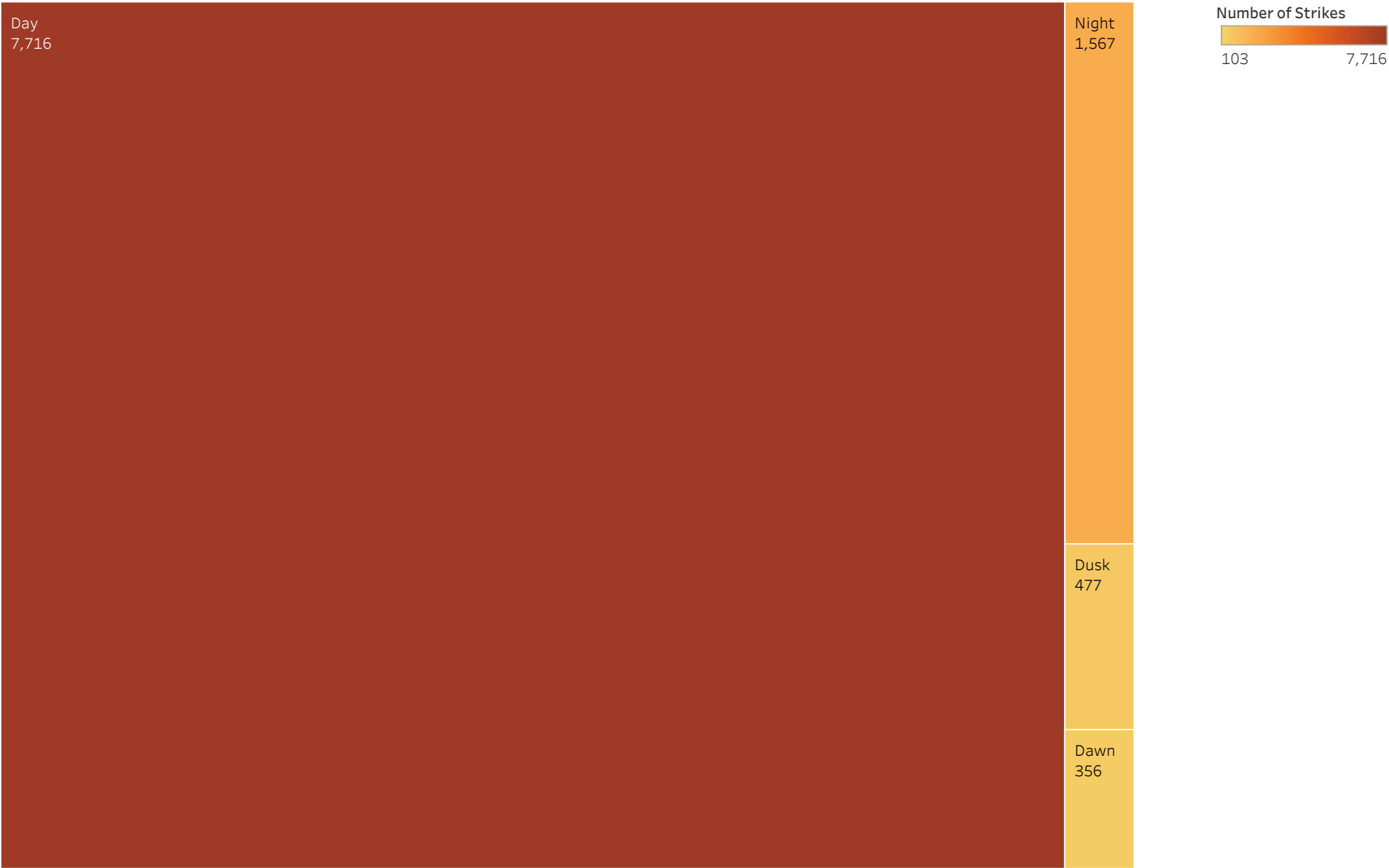
Sum of Cost: Total \$ and sum of Number of Strikes for each Origin State. For pane Sum of Cost: Total \$: Color shows details about Effect: Amount of damage (detailed). The data is filtered on When: Time of day Set, Wildlife: Species Group Set, Effect: Indicated Damage, Effect: Impact to flight Set and In / Out of When: Time of day Set. The When: Time of day Set filter keeps 4 members. The Wildlife: Species Group Set filter keeps 10 members. The Effect: Indicated Damage filter keeps Caused damage. The Effect: Impact to flight Set filter keeps 5 members. The In / Out of When: Time of day Set filter keeps Out and In. The view is filtered on Origin State, which keeps 49 of 49 members.

Collision cost vs fleet above ground forecast



The trends of Cost: Total \$ and Number of Strikes for Collision Date and Time Month. Color shows details about Cost: Total \$, Number of Strikes and Forecast indicator. The data is filtered on Origin State, When: Time of day Set, Wildlife: Species Group Set, Effect: Amount of damage (detailed), Feet above ground and In / Out of When: Time of day Set. The Origin State filter keeps 49 of 49 members. The When: Time of day Set filter keeps 4 members. The Wildlife: Species Group Set filter keeps 10 members. The Effect: Amount of damage (detailed) filter keeps Destroyed, Medium, Minor, None and Substantial. The Feet above ground filter ranges from 0 to 14000. The In / Out of When: Time of day Set filter keeps Out and In. The view is filtered on Collision Date and Time Month, which ranges from January 2000 to May 2015.

Number of Strikes vs Time of Day



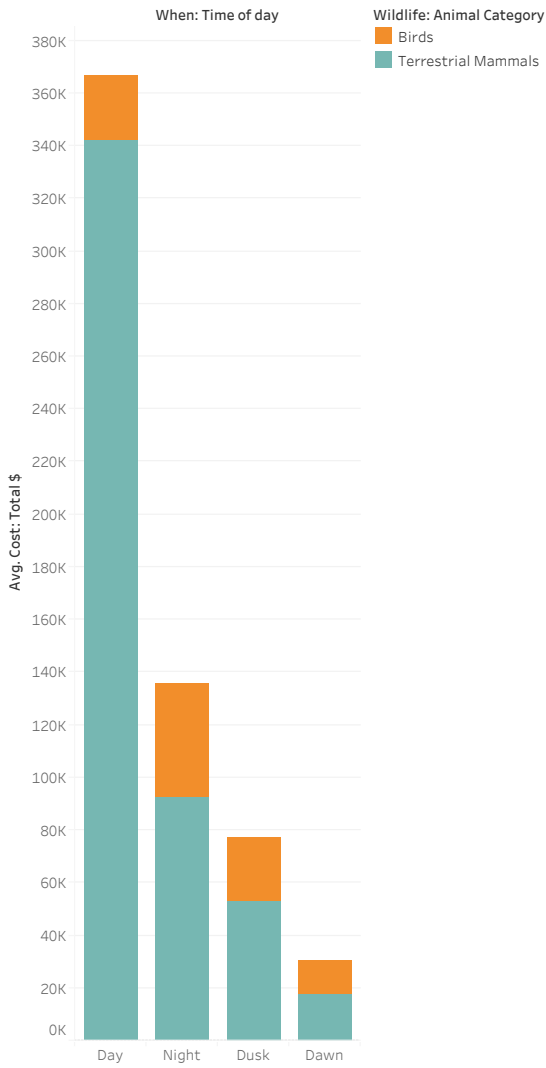
When: Time of day and sum of Number of Strikes. Color shows sum of Number of Strikes. Size shows sum of Number of Strikes. The marks are labeled by When: Time of day and sum of Number of Strikes. The data is filtered on Origin State, Wildlife: Species Group Set, Effect: Amount of damage (detailed), Collision Date and Time Month and In / Out of When: Time of day Set. The Origin State filter keeps 49 of 49 members. The Wildlife: Species Group Set filter keeps 10 members. The Effect: Amount of damage (detailed) filter keeps Destroyed, Medium, Minor, None and Substantial. The Collision Date and Time Month filter keeps 12 of 12 members. The In / Out of When: Time of day Set filter keeps Out and In. The view is filtered on When: Time of day, which keeps Null, Dawn, Day, Dusk and Night.

Number of Strikes vs Time of Day



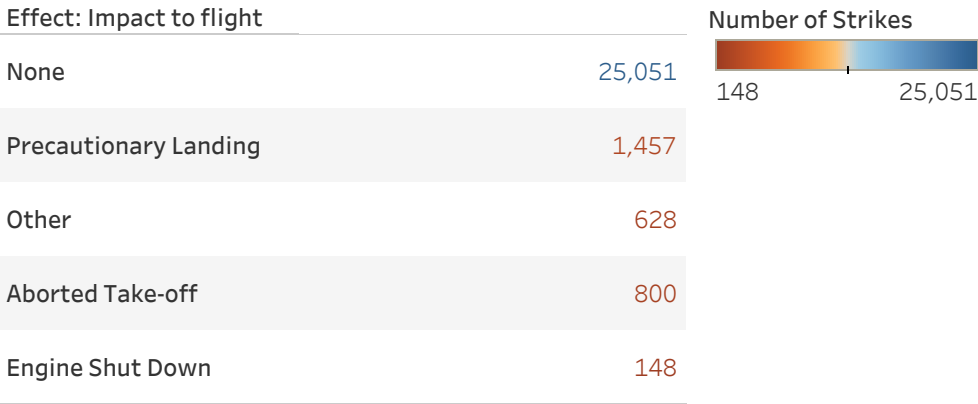
When: Time of day and sum of Number of Strikes. Color shows sum of Number of Strikes. Size shows sum of Number of Strikes. The marks are labeled by When: Time of day and sum of Number of Strikes. The data is filtered on Origin State, Wildlife: Species Group Set, Effect: Amount of damage (detailed), Collision Date and Time Month and In / Out of When: Time of day Set. The Origin State filter keeps 49 of 49 members. The Wildlife: Species Group Set filter keeps 10 members. The Effect: Amount of damage (detailed) filter keeps Destroyed, Medium, Minor, None and Substantial. The Collision Date and Time Month filter keeps 12 of 12 members. The In / Out of When: Time of day Set filter keeps Out and In. The view is filtered on When: Time of day, which keeps Null, Dawn, Day, Dusk and Night.

Time of Day vs Avg Cost by
Strike vs animals



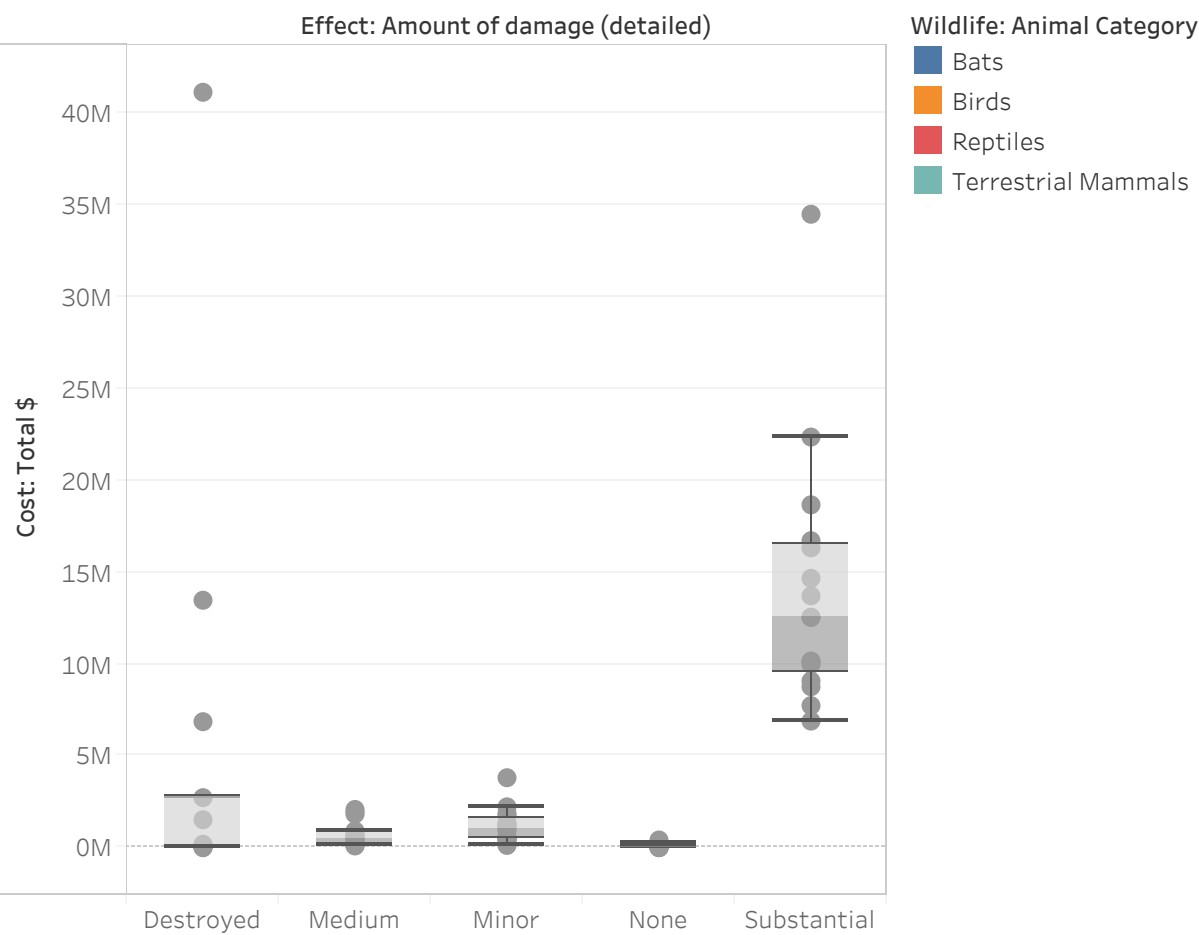
Avg. Cost: Total \$ for each When: Time of day. Color shows details about Wildlife: Animal Category. Details are shown for Avg. Cost: Total \$. The data is filtered on In / Out of When: Time of day Set, Wildlife: Species Group Set, Origin State, Effect: Amount of damage (detailed) and Collision Date and Time Month. The In / Out of When: Time of day Set filter keeps Out and In. The Wildlife: Species Group Set filter keeps 10 members. The Origin State filter keeps 49 of 49 members. The Effect: Amount of damage (detailed) filter keeps Destroyed, Medium, Minor, None and Substantial. The Collision Date and Time Month filter keeps 12 of 12 members. The view is filtered on When: Time of day, which keeps Dawn, Day, Dusk and Night.

Strikes Impact on Flights



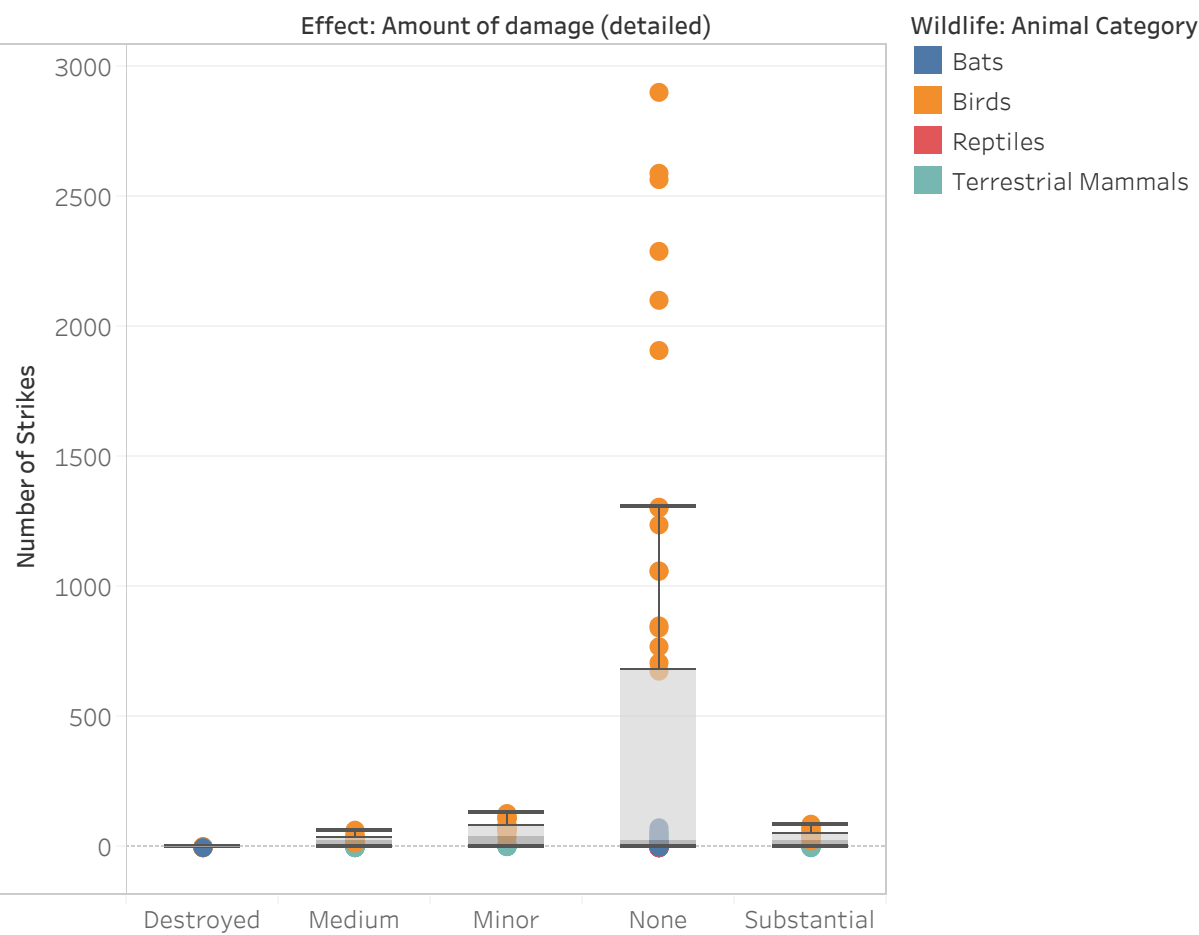
Sum of Number of Strikes broken down by Effect: Impact to flight. Color shows sum of Number of Strikes. The data is filtered on In / Out of When: Time of day Set, Origin State, Wildlife: Species Group, Effect: Amount of damage (detailed) and Effect: Impact to flight Set. The In / Out of When: Time of day Set filter keeps Out and In. The Origin State filter keeps 49 of 49 members. The Wildlife: Species Group filter keeps 87 of 87 members. The Effect: Amount of damage (detailed) filter keeps Destroyed, Medium, Minor, None and Substantial. The Effect: Impact to flight Set filter keeps 5 members.

Overall Analysis



Sum of Cost: Total \$ and sum of Number of Strikes for each Effect: Amount of damage (detailed). Details are shown for Collision Date and Time Year. For pane Sum of Number of Strikes: Color shows details about Wildlife: Animal Category. The data is filtered on Origin State, In / Out of When: Time of day Set, Wildlife: Species Group and Collision Date and Time Month. The Origin State filter keeps 49 of 49 members. The In / Out of When: Time of day Set filter keeps Out and In. The Wildlife: Species Group filter keeps 87 of 87 members. The Collision Date and Time Month filter keeps 12 of 12 members.

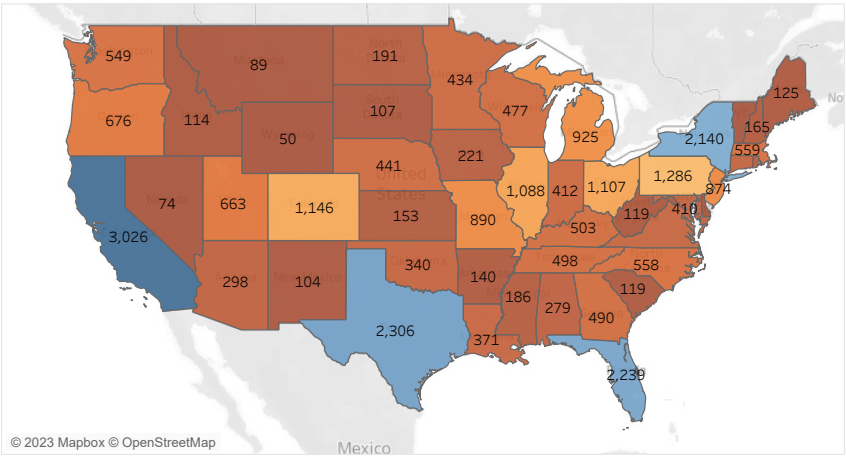
Overall Analysis



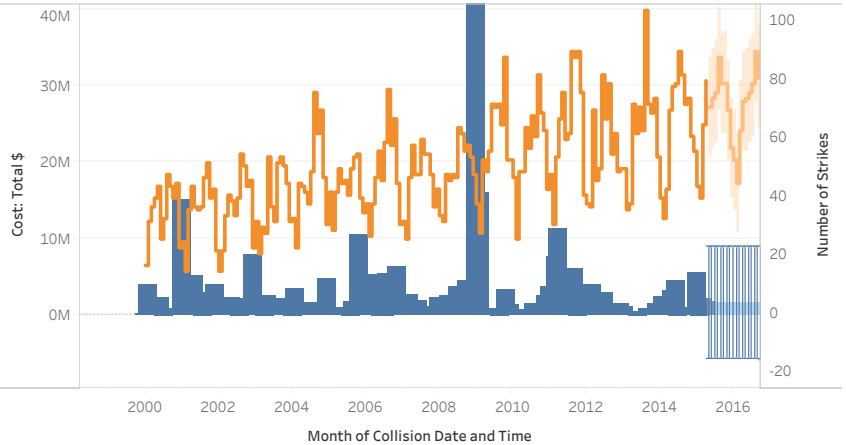
Sum of Cost: Total \$ and sum of Number of Strikes for each Effect: Amount of damage (detailed). Details are shown for Collision Date and Time Year. For pane Sum of Number of Strikes: Color shows details about Wildlife: Animal Category. The data is filtered on Origin State, In / Out of When: Time of day Set, Wildlife: Species Group and Collision Date and Time Month. The Origin State filter keeps 49 of 49 members. The In / Out of When: Time of day Set filter keeps Out and In. The Wildlife: Species Group filter keeps 87 of 87 members. The Collision Date and Time Month filter keeps 12 of 12 members.



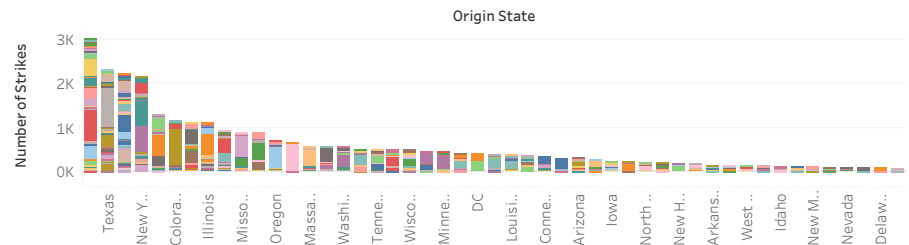
Number of Strikes by State



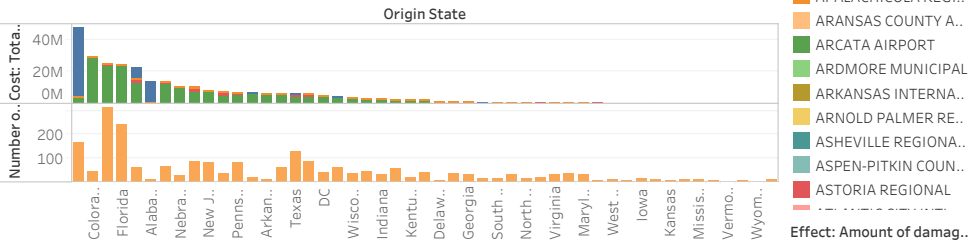
Collision cost vs fleet above ground forecast



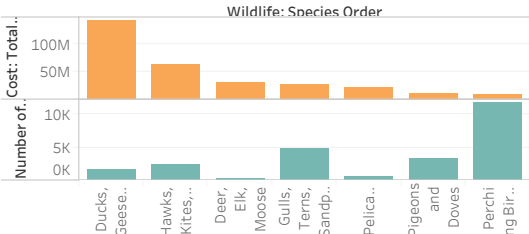
Descending Number of Strikes Graph



Number of Strikes and Cost by State



Strikes and Costs with Species



Number of Strikes vs Time of Day



Time of Day vs Avg Cost by Strike vs animals

