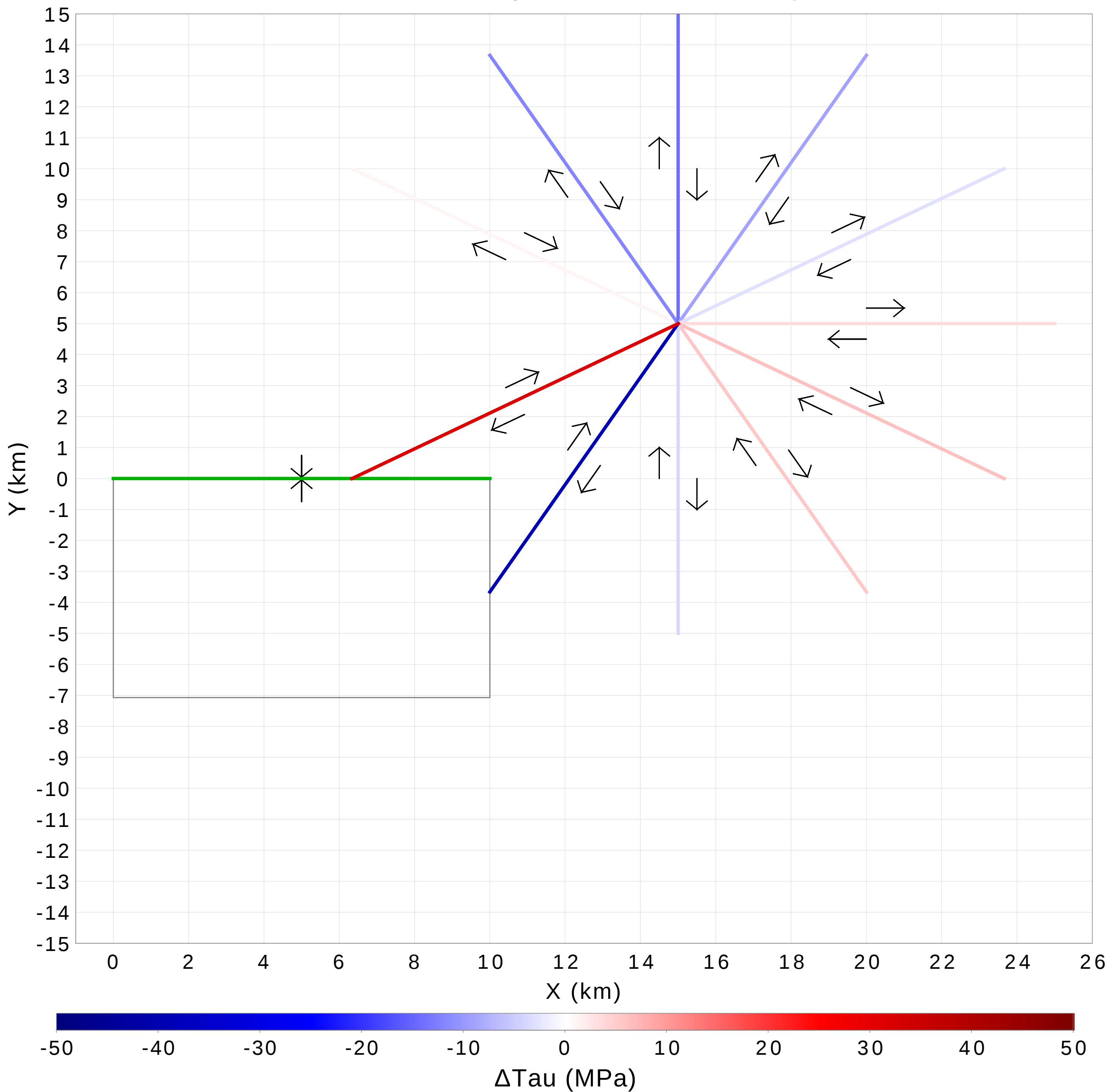


# Reverse -> Right-Lateral Strike-Slip



DATASET #1 (line: Solid, width=1.0; color: 128,128,128)

DATASET #2 (line: Solid, width=1.0; color: 0,0,0)

DATASET #3 (line: Solid, width=1.0; color: 0,0,0)

DATASET #4 (line: Solid, width=3.0; color: 0,178,0)

DATASET #5 (line: Solid, width=1.0; color: 0,0,0)

DATASET #6 (line: Solid, width=1.0; color: 0,0,0)

DATASET #7 (line: Solid, width=3.0; color: 255,245,245)

DATASET #8 (line: Solid, width=1.0; color: 0,0,0)

DATASET #9 (line: Solid, width=1.0; color: 0,0,0)

DATASET #10 (line: Solid, width=3.0; color: 133,133,255)

DATASET #11 (line: Solid, width=1.0; color: 0,0,0)

DATASET #12 (line: Solid, width=1.0; color: 0,0,0)

DATASET #13 (line: Solid, width=3.0; color: 110,110,255)

DATASET #14 (line: Solid, width=1.0; color: 0,0,0)

DATASET #15 (line: Solid, width=1.0; color: 0,0,0)

DATASET #16 (line: Solid, width=3.0; color: 163,163,255)

DATASET #17 (line: Solid, width=1.0; color: 0,0,0)

DATASET #18 (line: Solid, width=1.0; color: 0,0,0)

DATASET #19 (line: Solid, width=3.0; color: 224,224,255)

DATASET #20 (line: Solid, width=1.0; color: 0,0,0)

DATASET #21 (line: Solid, width=1.0; color: 0,0,0)

DATASET #22 (line: Solid, width=3.0; color: 255,221,221)

DATASET #23 (line: Solid, width=1.0; color: 0,0,0)

DATASET #24 (line: Solid, width=1.0; color: 0,0,0)

DATASET #25 (line: Solid, width=3.0; color: 255,192,192)

DATASET #26 (line: Solid, width=1.0; color: 0,0,0)

DATASET #27 (line: Solid, width=1.0; color: 0,0,0)

DATASET #28 (line: Solid, width=3.0; color: 255,199,199)

DATASET #29 (line: Solid, width=1.0; color: 0,0,0)

DATASET #30 (line: Solid, width=1.0; color: 0,0,0)

DATASET #31 (line: Solid, width=3.0; color: 215,215,255)

DATASET #32 (line: Solid, width=1.0; color: 0,0,0)

DATASET #33 (line: Solid, width=1.0; color: 0,0,0)

DATASET #34 (line: Solid, width=3.0; color: 0,0,179)

DATASET #35 (line: Solid, width=1.0; color: 0,0,0)

DATASET #36 (line: Solid, width=1.0; color: 0,0,0)

DATASET #37 (line: Solid, width=3.0; color: 222,0,0)