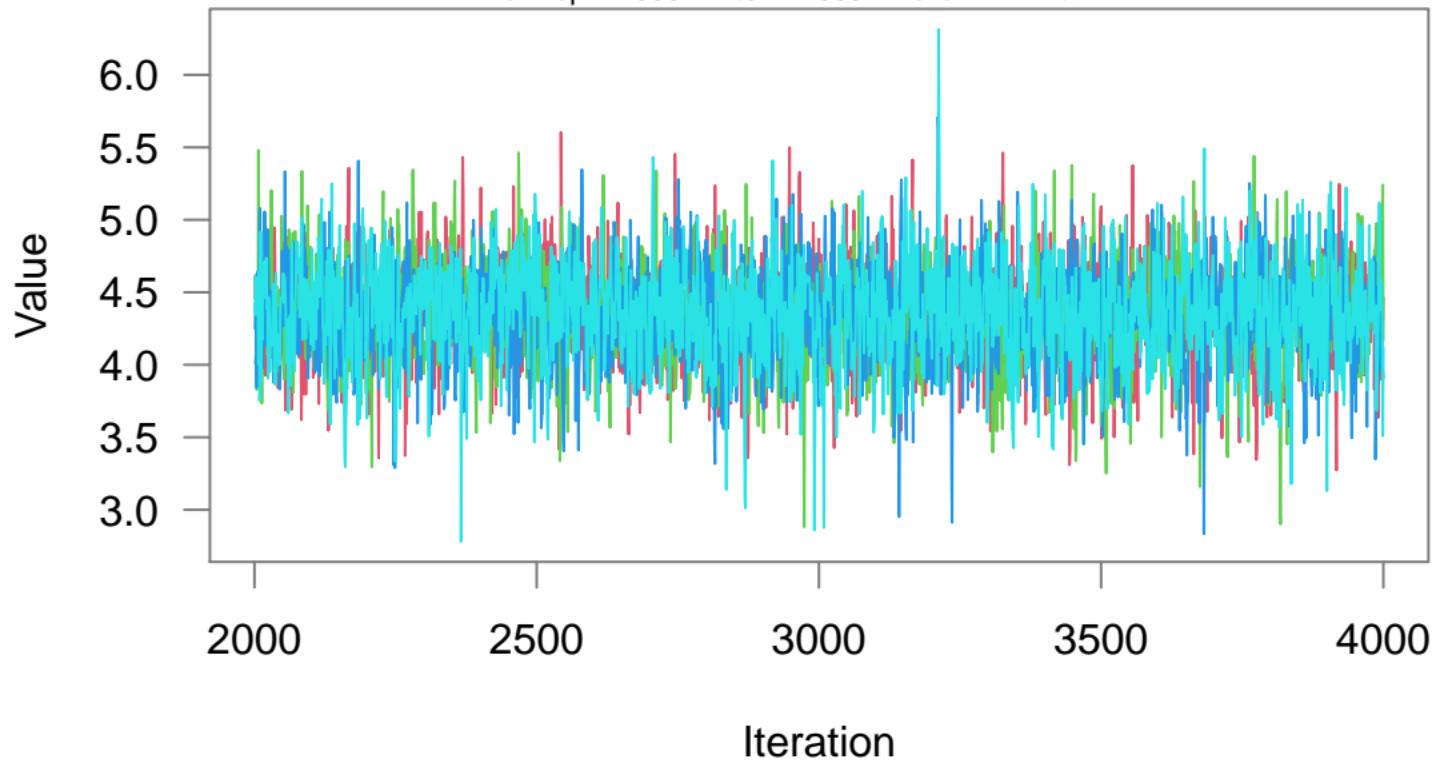


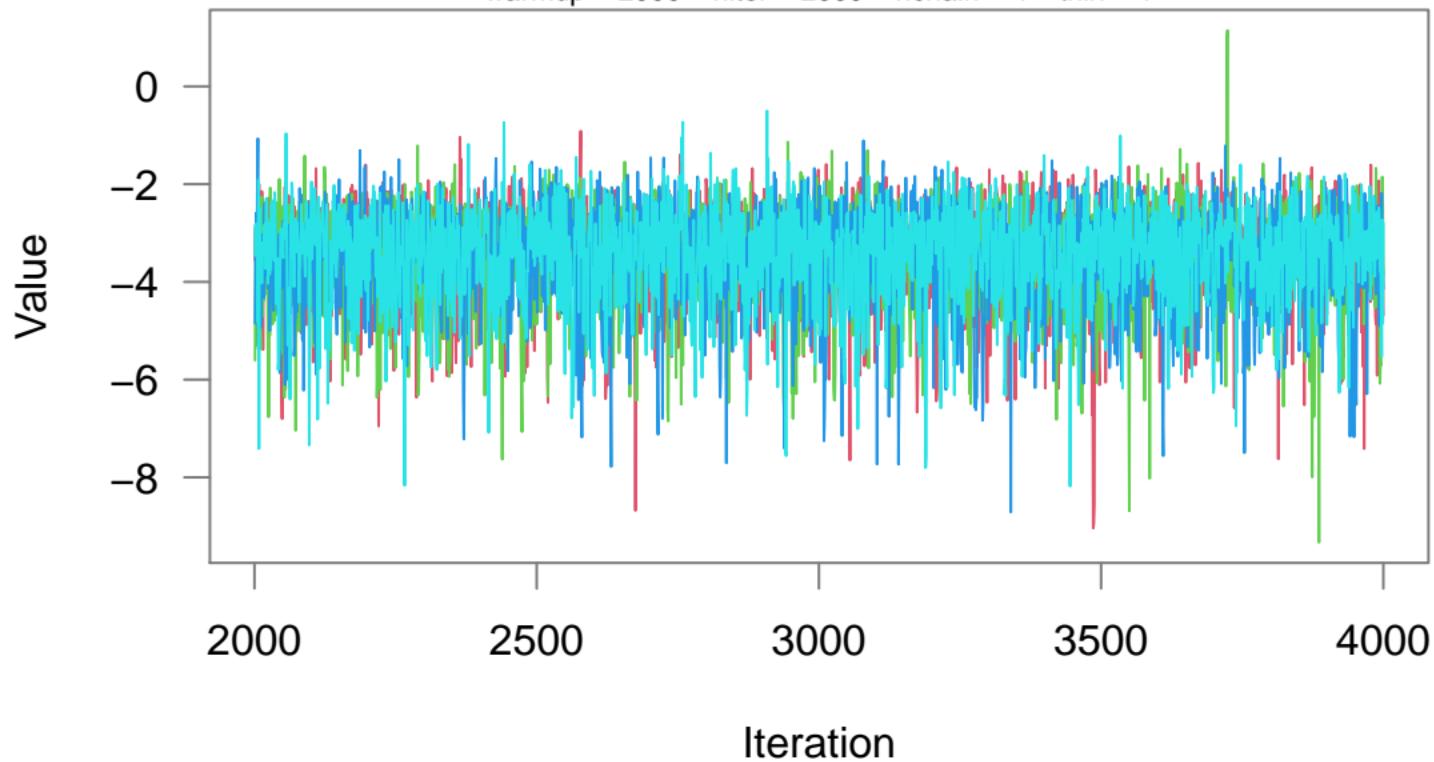
## b\_Intercept

warmup = 2000 niter = 2000 nchain = 4 thin = 1



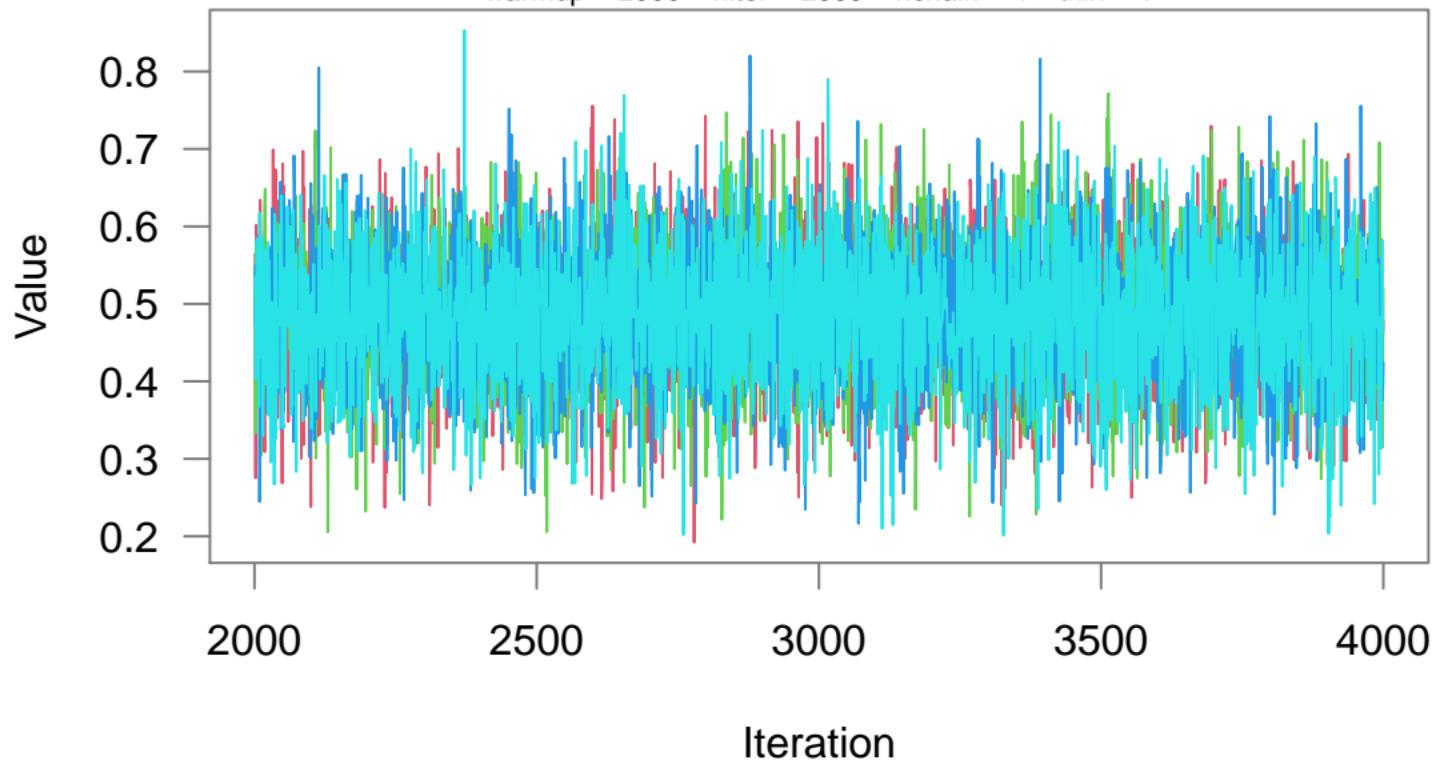
## b\_zi\_Intercept

warmup = 2000 niter = 2000 nchain = 4 thin = 1



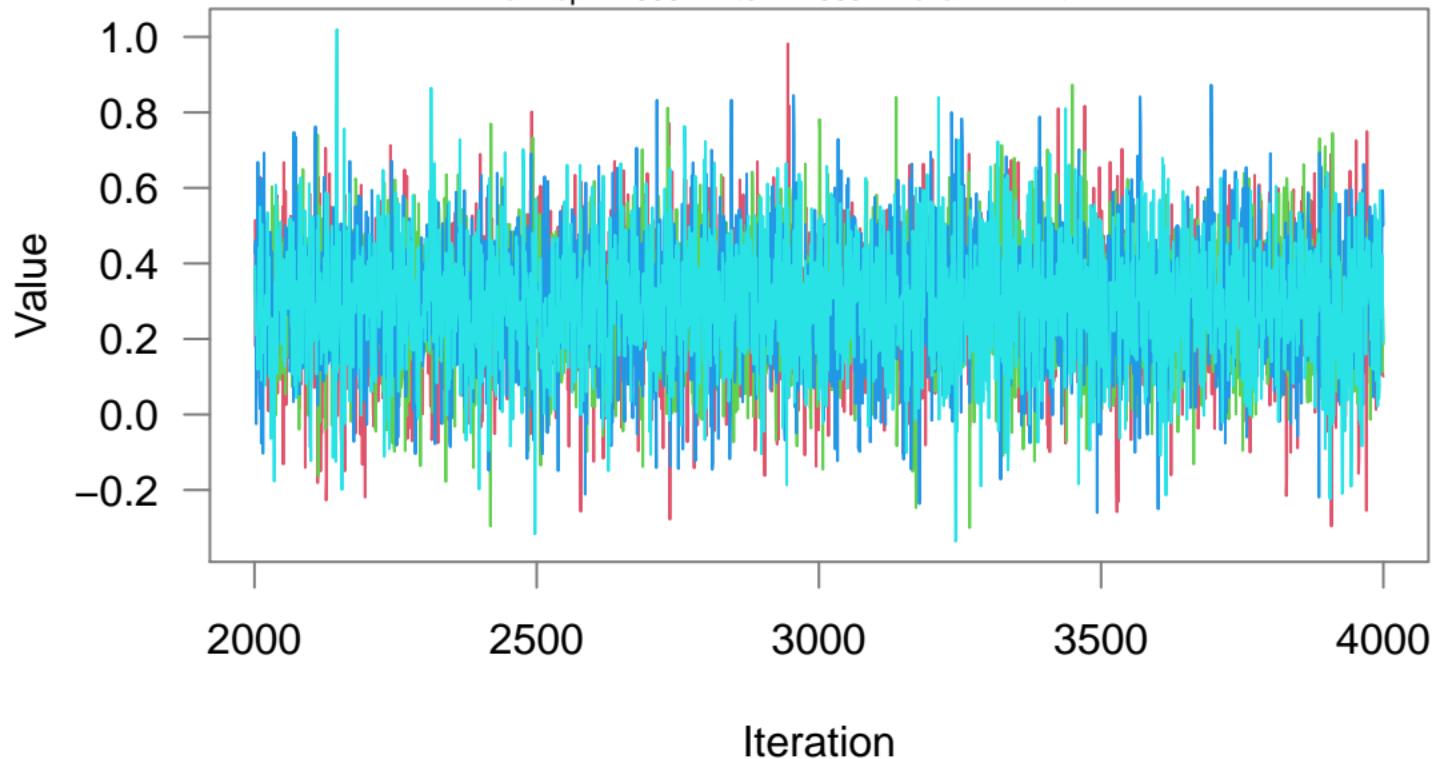
# **bs\_sjulian\_1**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



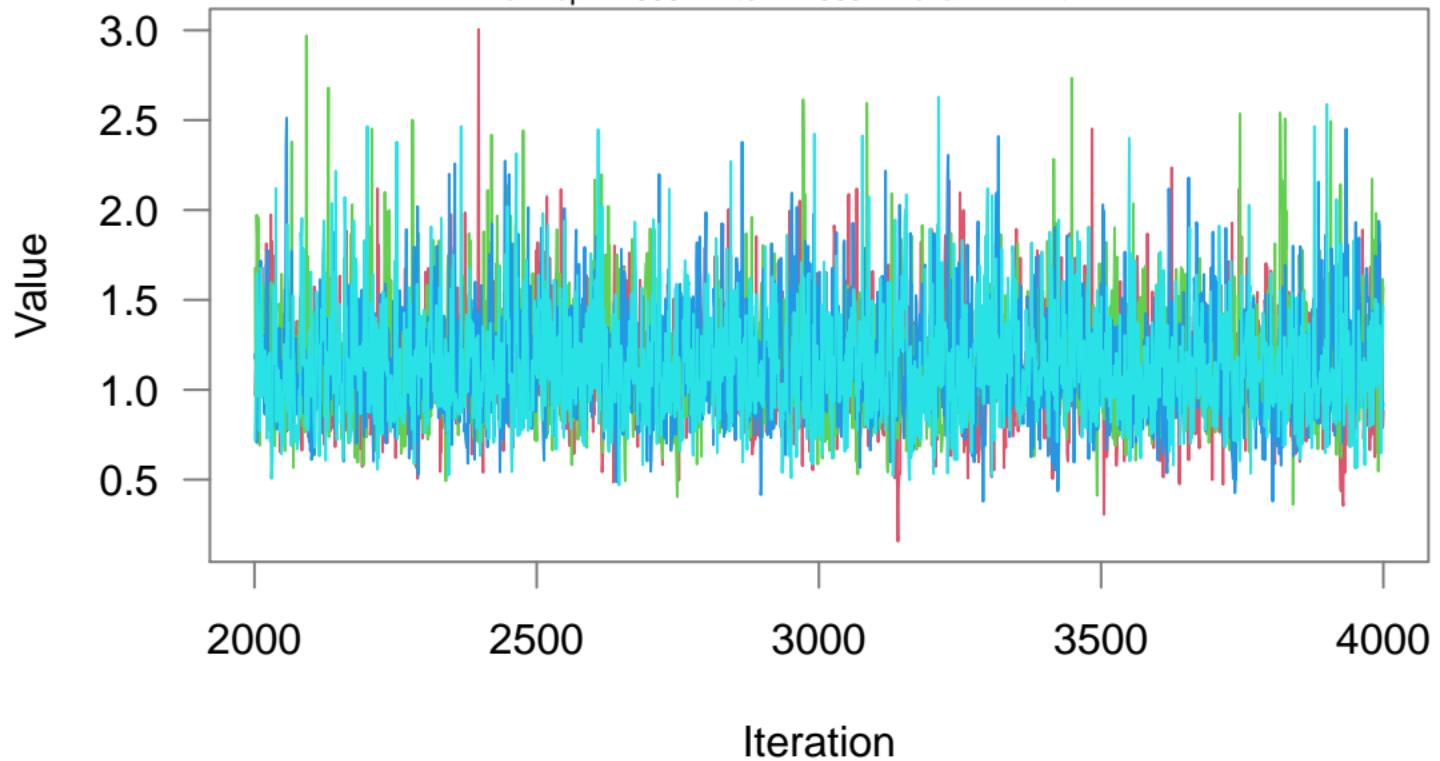
# **bs\_zi\_sjulian\_1**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



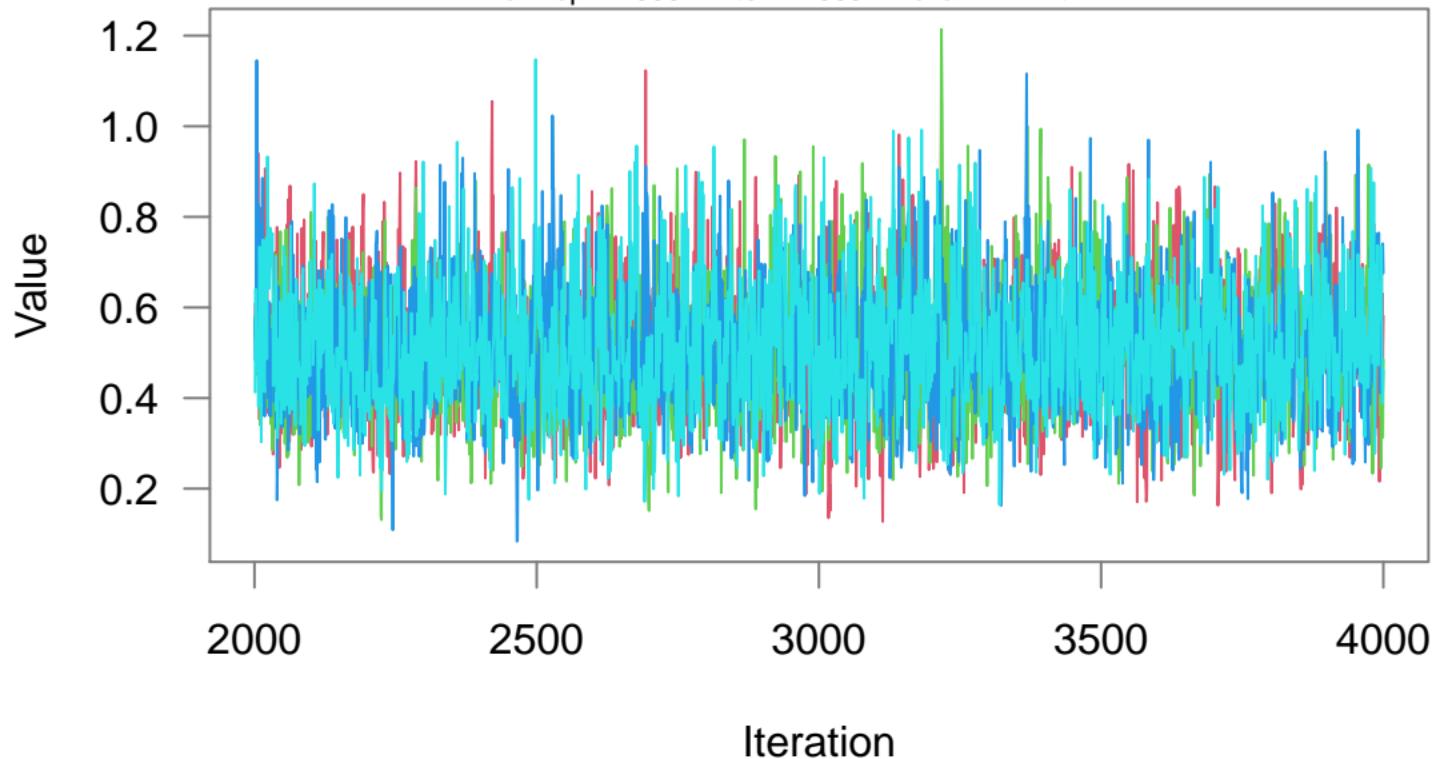
# **sd\_bay\_fac\_Intercept**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



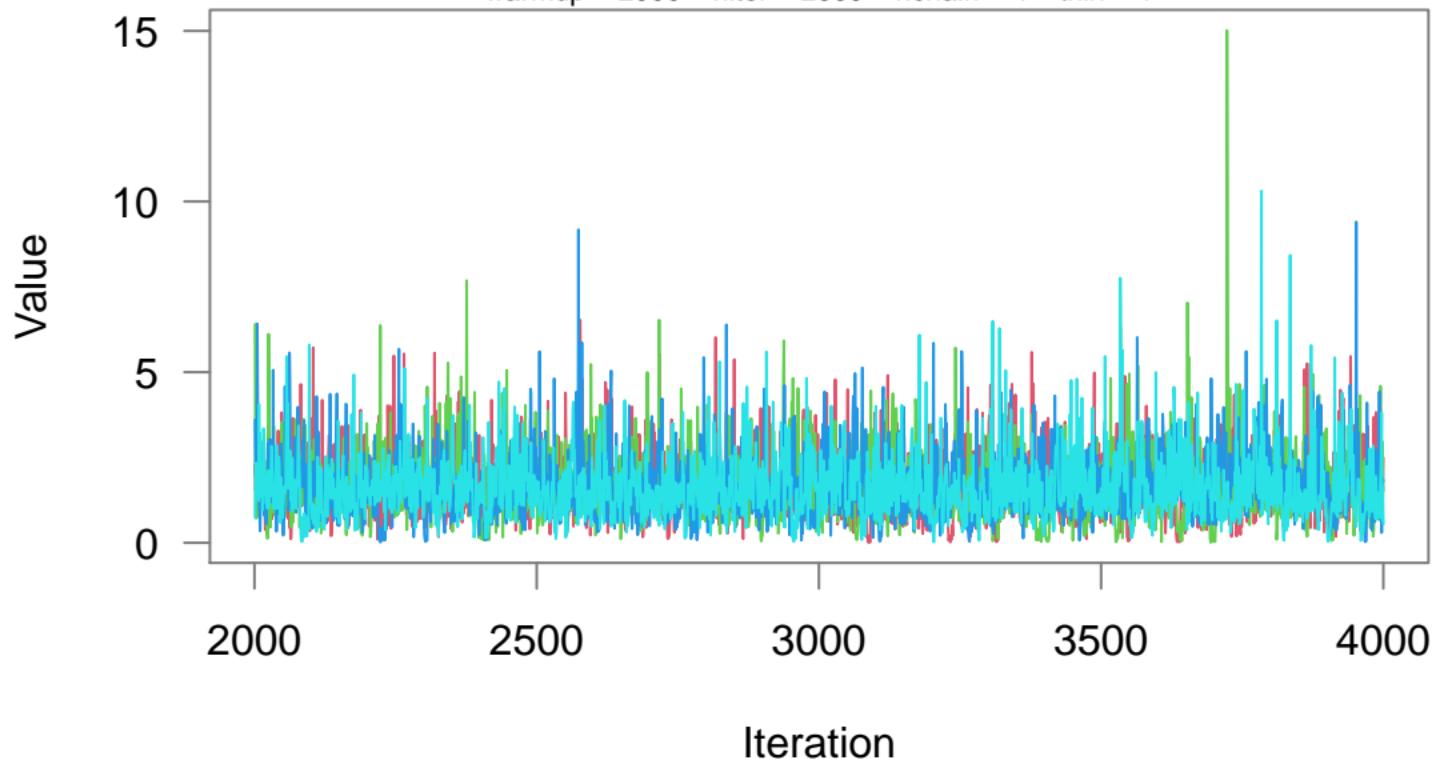
## **sd\_bay\_fac:site\_fac\_\_Intercept**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



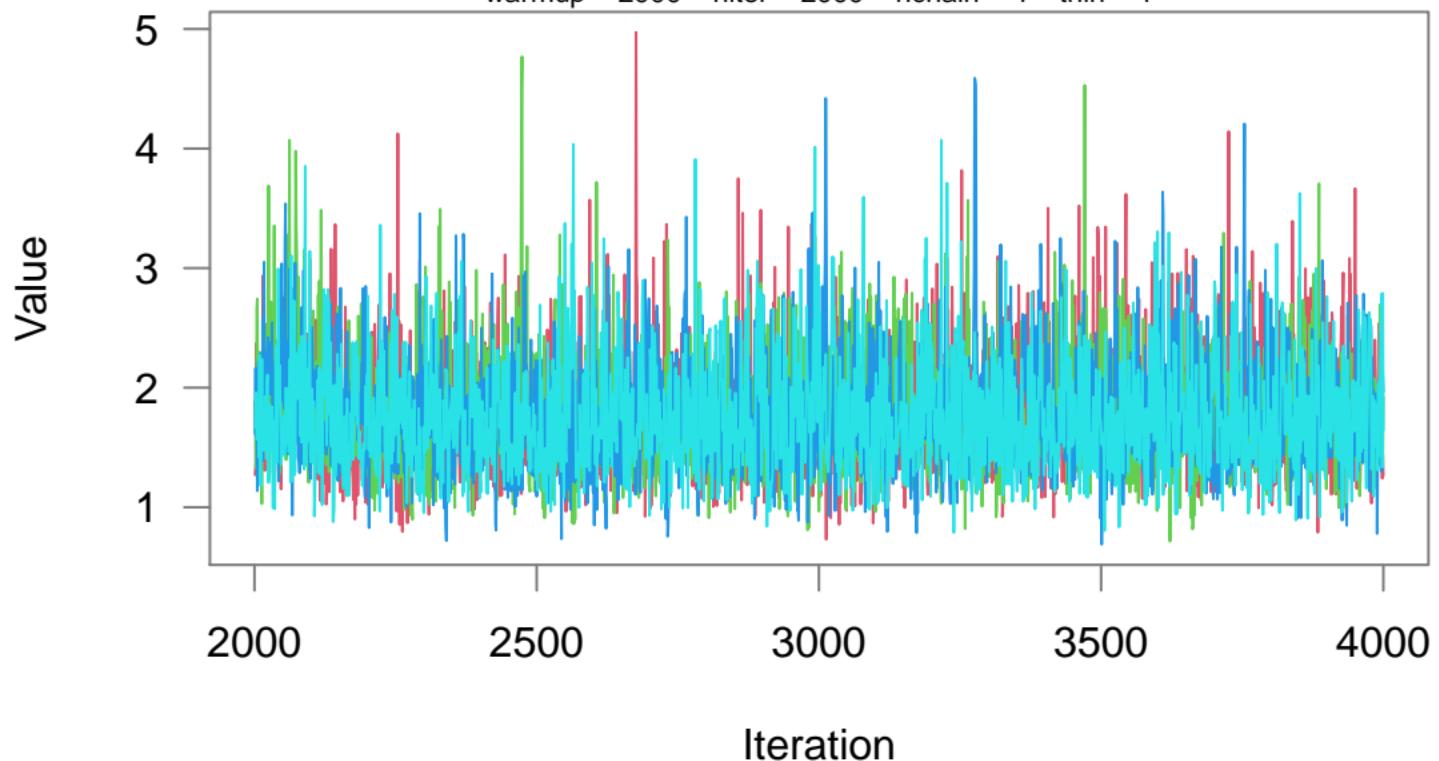
# sd\_bay\_fac\_zi\_Intercept

warmup = 2000 niter = 2000 nchain = 4 thin = 1



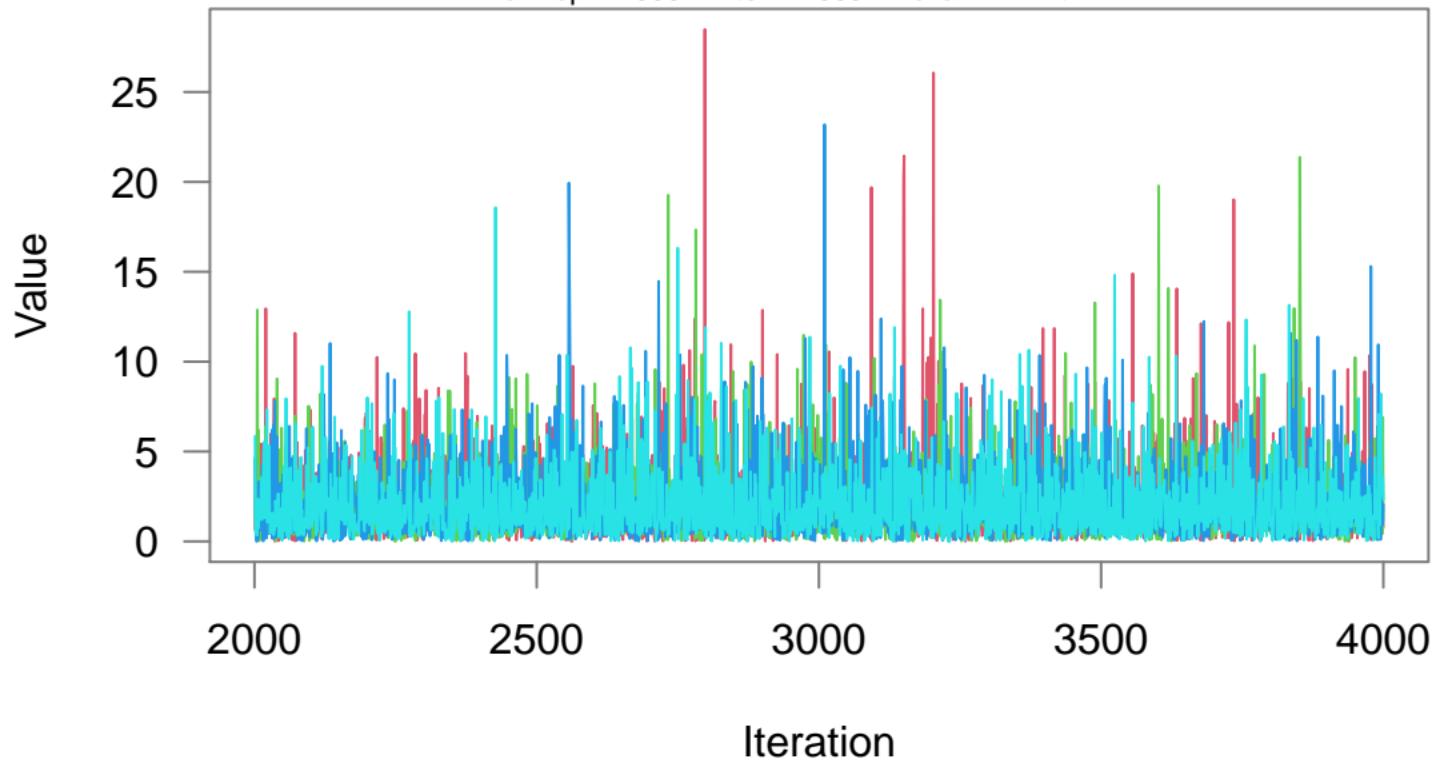
## **sd\_bay\_fac:site\_fac\_\_zi\_Intercept**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



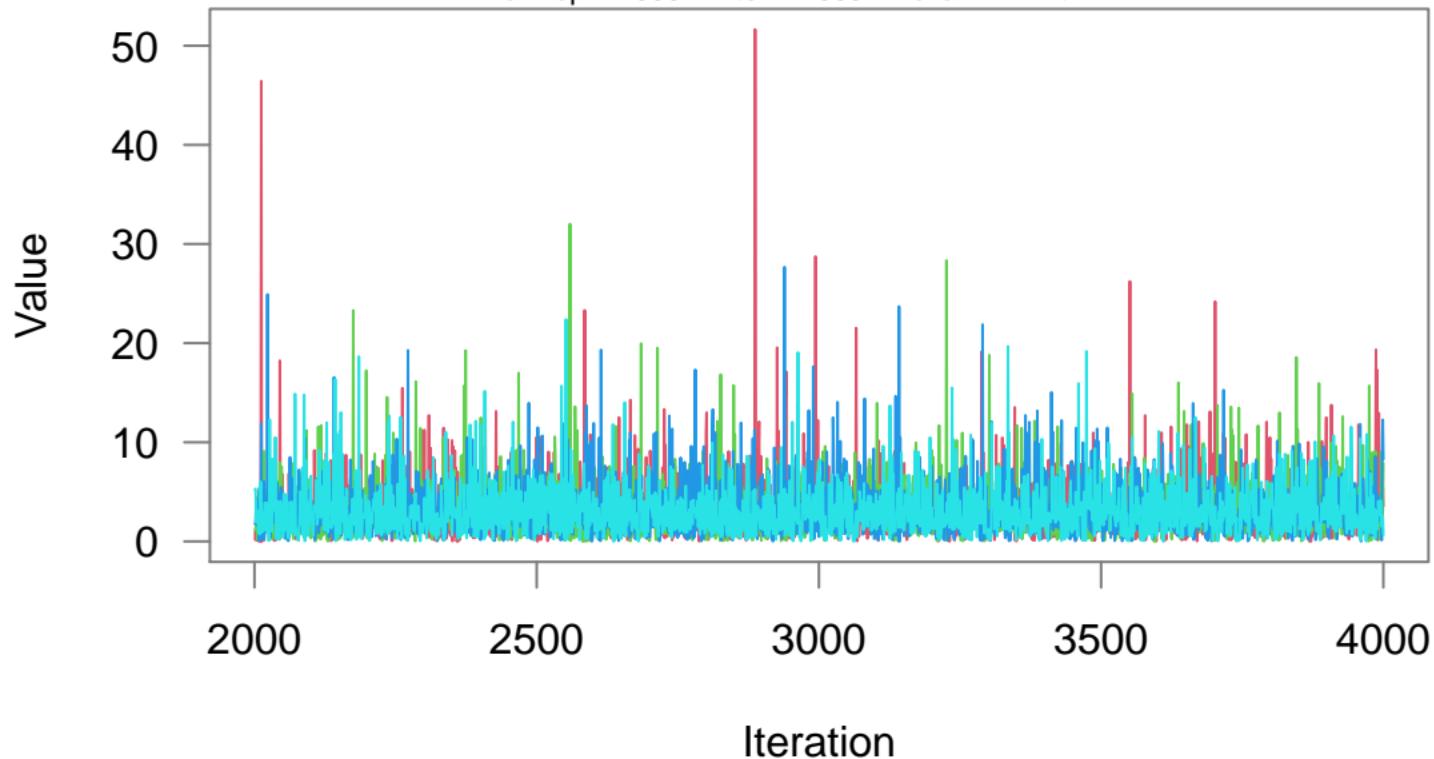
# sds\_sjulian\_1

warmup = 2000 niter = 2000 nchain = 4 thin = 1



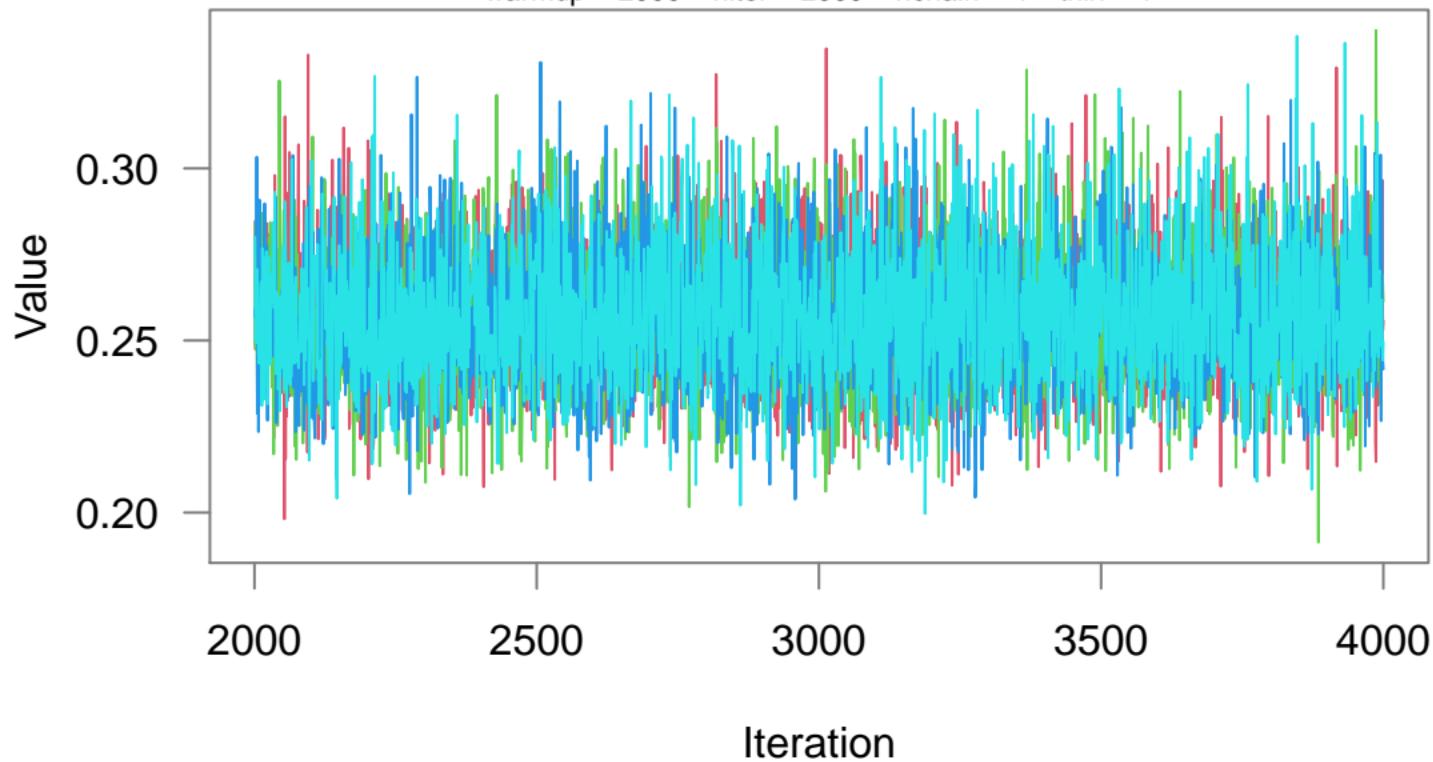
# sds\_zi\_sjulian\_1

warmup = 2000 niter = 2000 nchain = 4 thin = 1



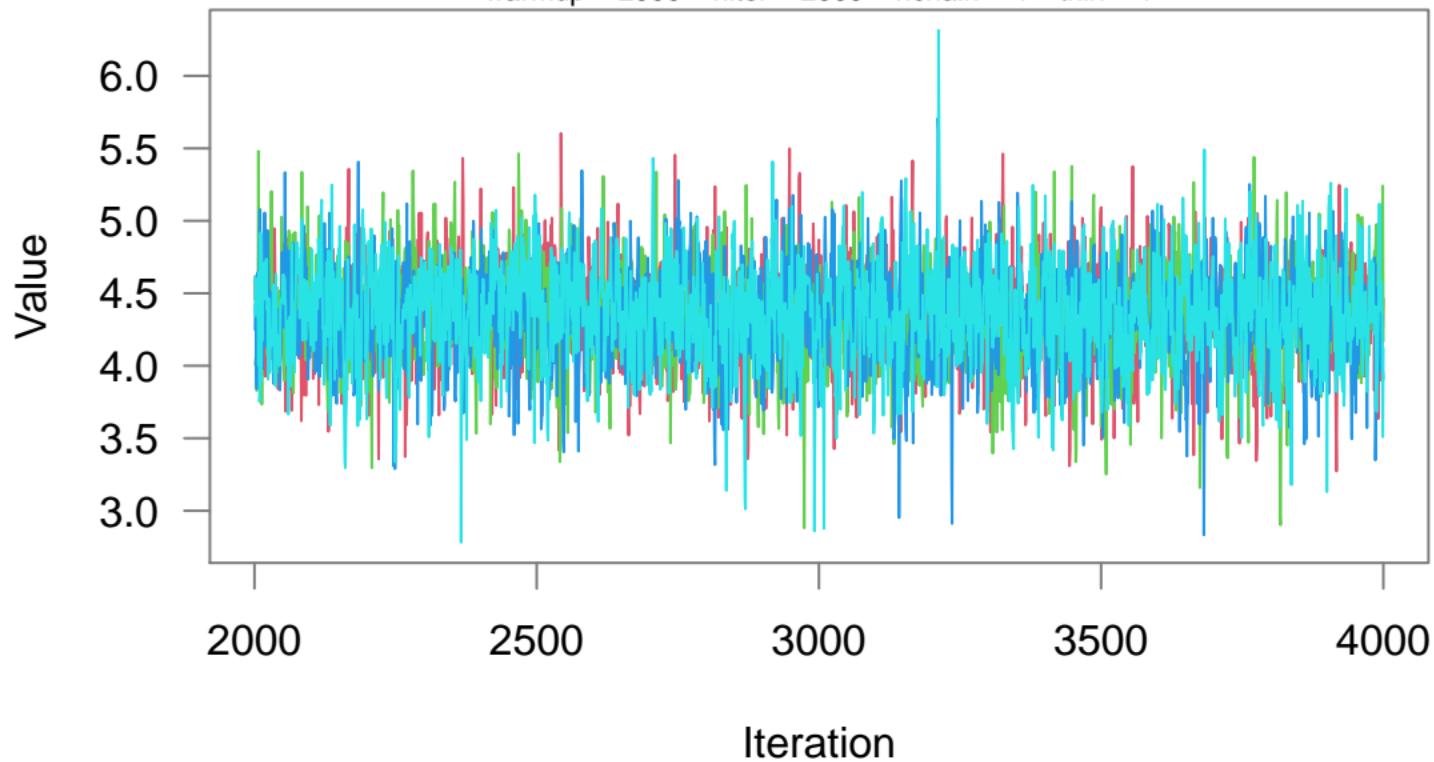
# shape

warmup = 2000 niter = 2000 nchain = 4 thin = 1



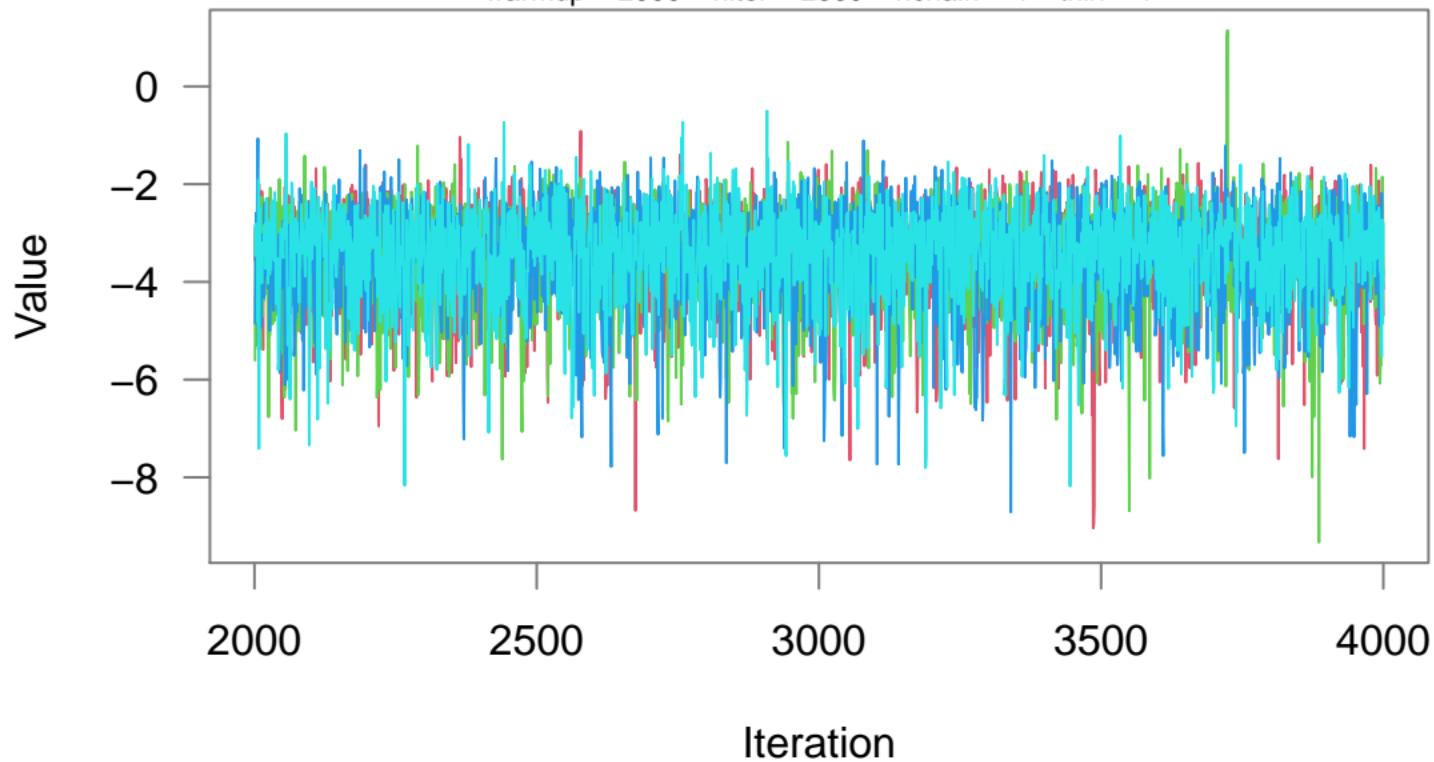
# Intercept

warmup = 2000 niter = 2000 nchain = 4 thin = 1



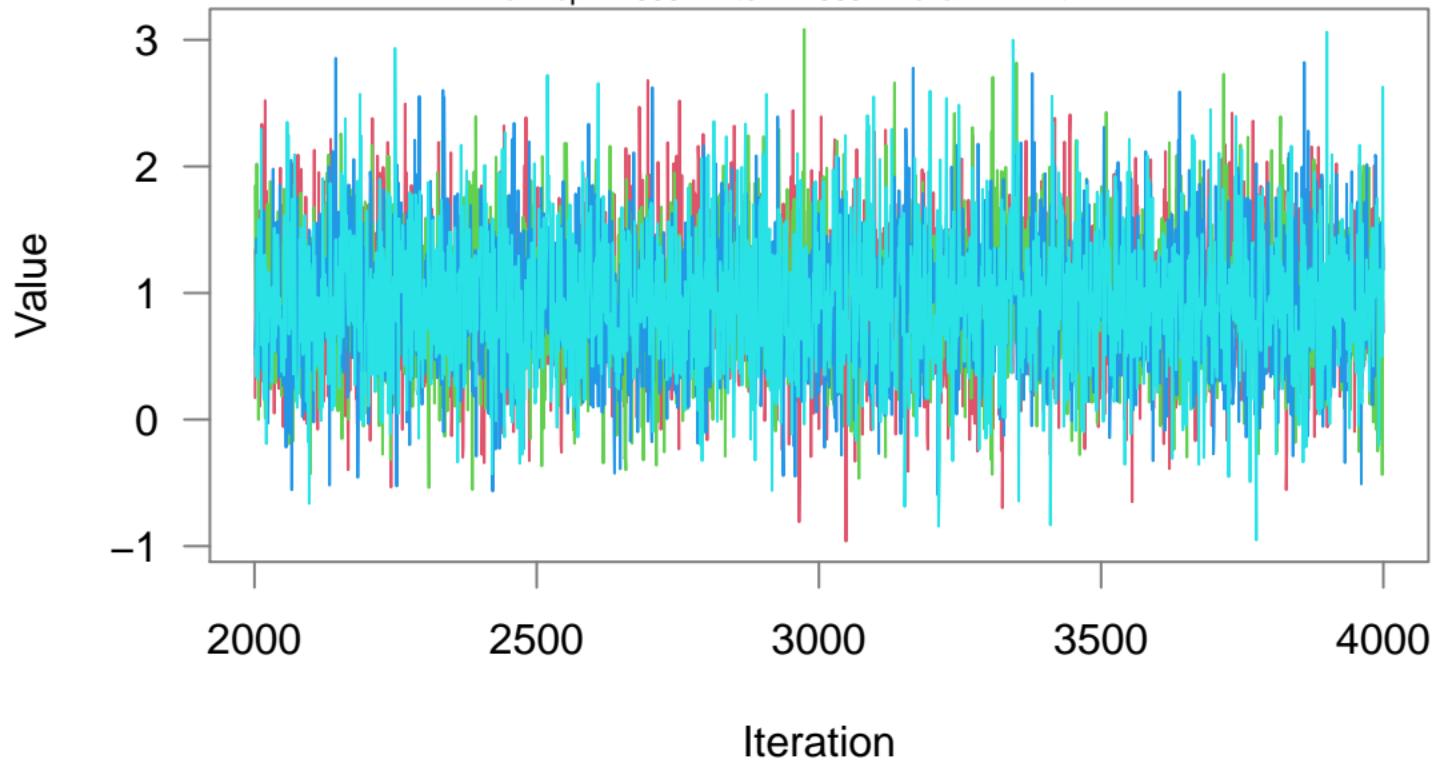
# Intercept\_zi

warmup = 2000 niter = 2000 nchain = 4 thin = 1



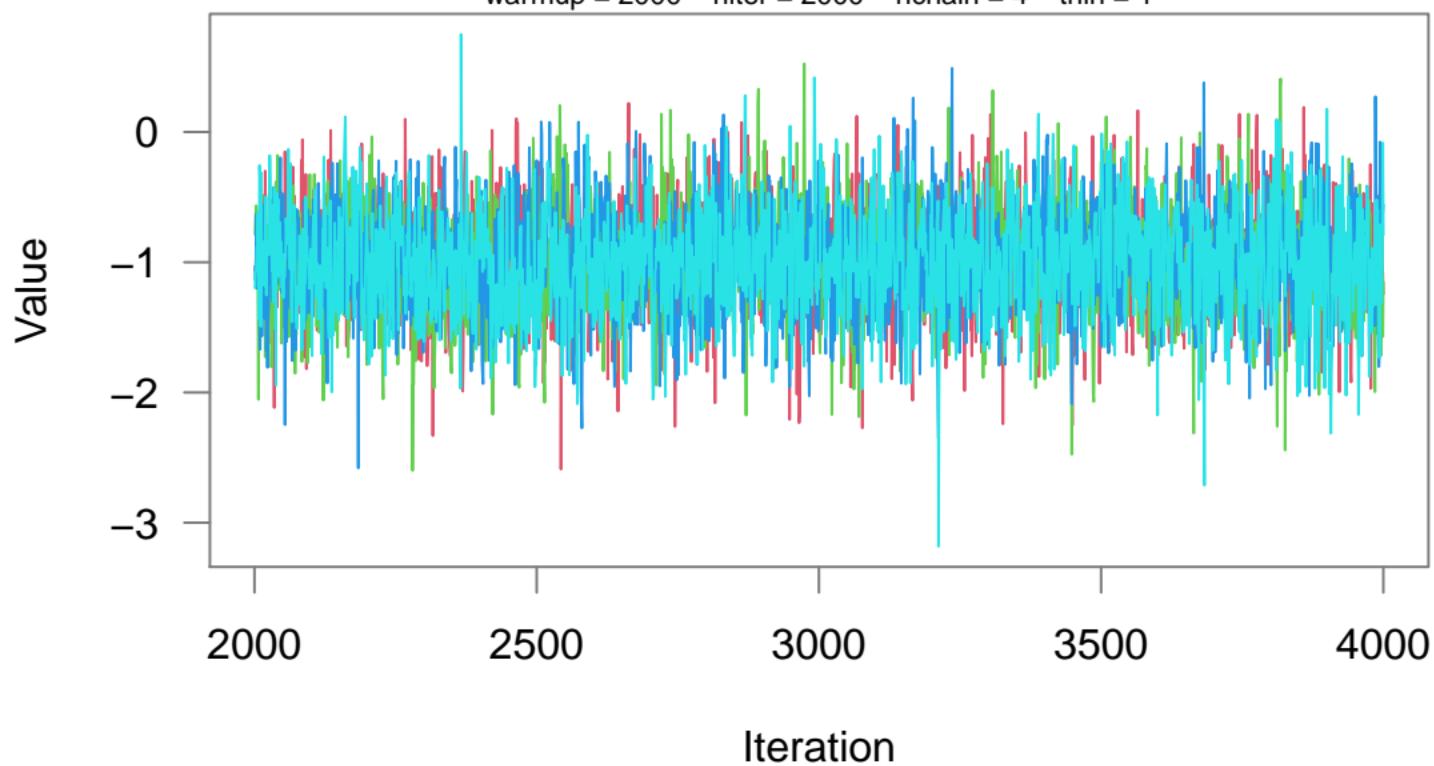
## r\_bay\_fac[Agripina,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



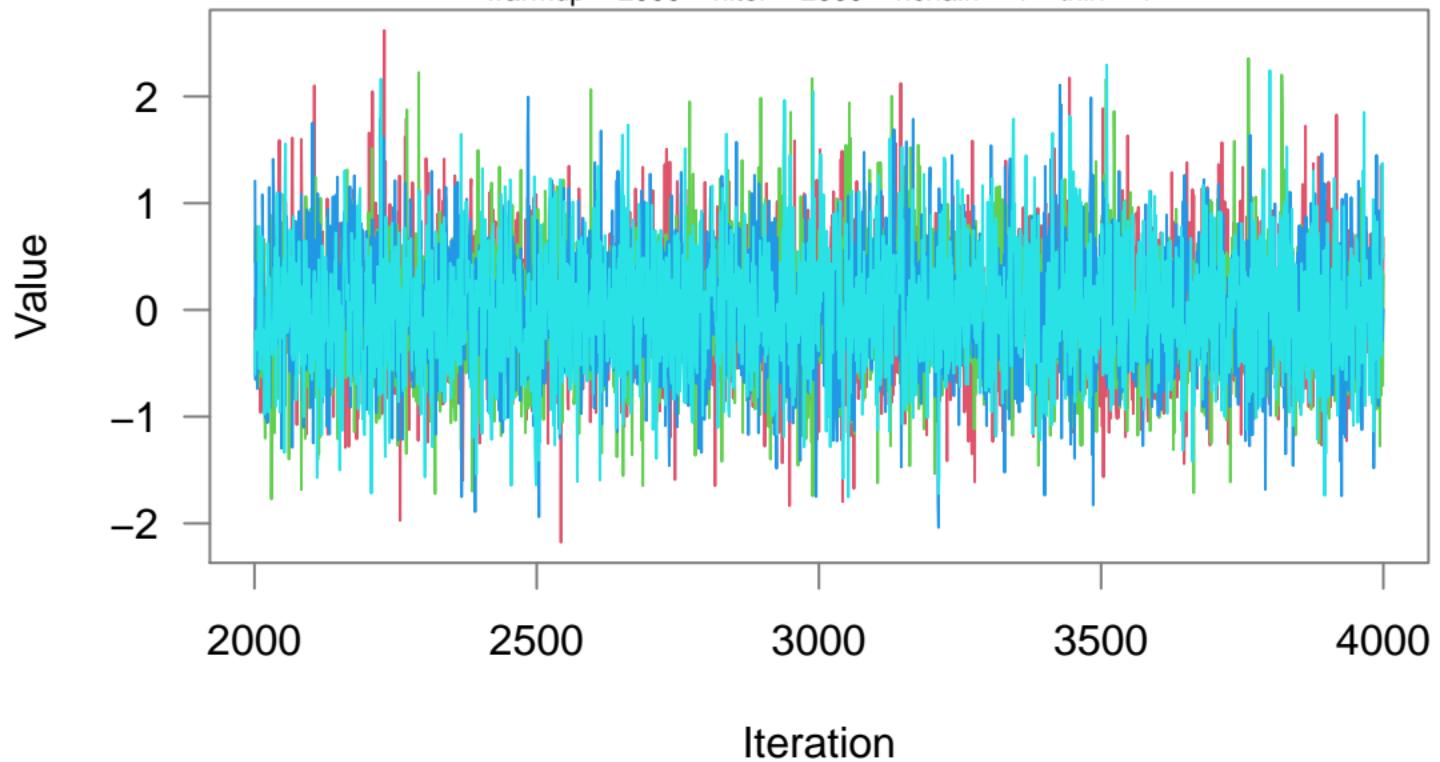
## r\_bay\_fac[Anton.Larson.Bay,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



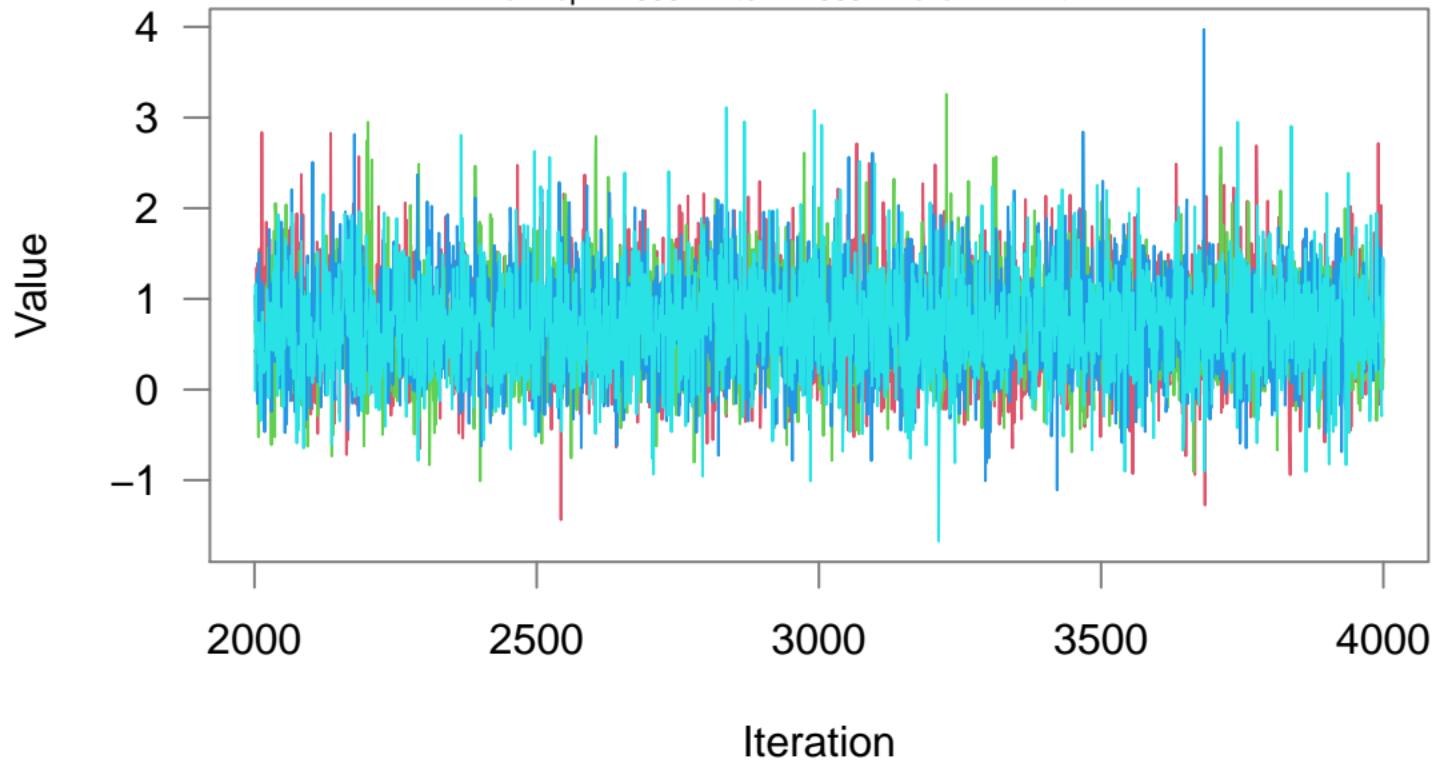
## r\_bay\_fac[Balboa,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



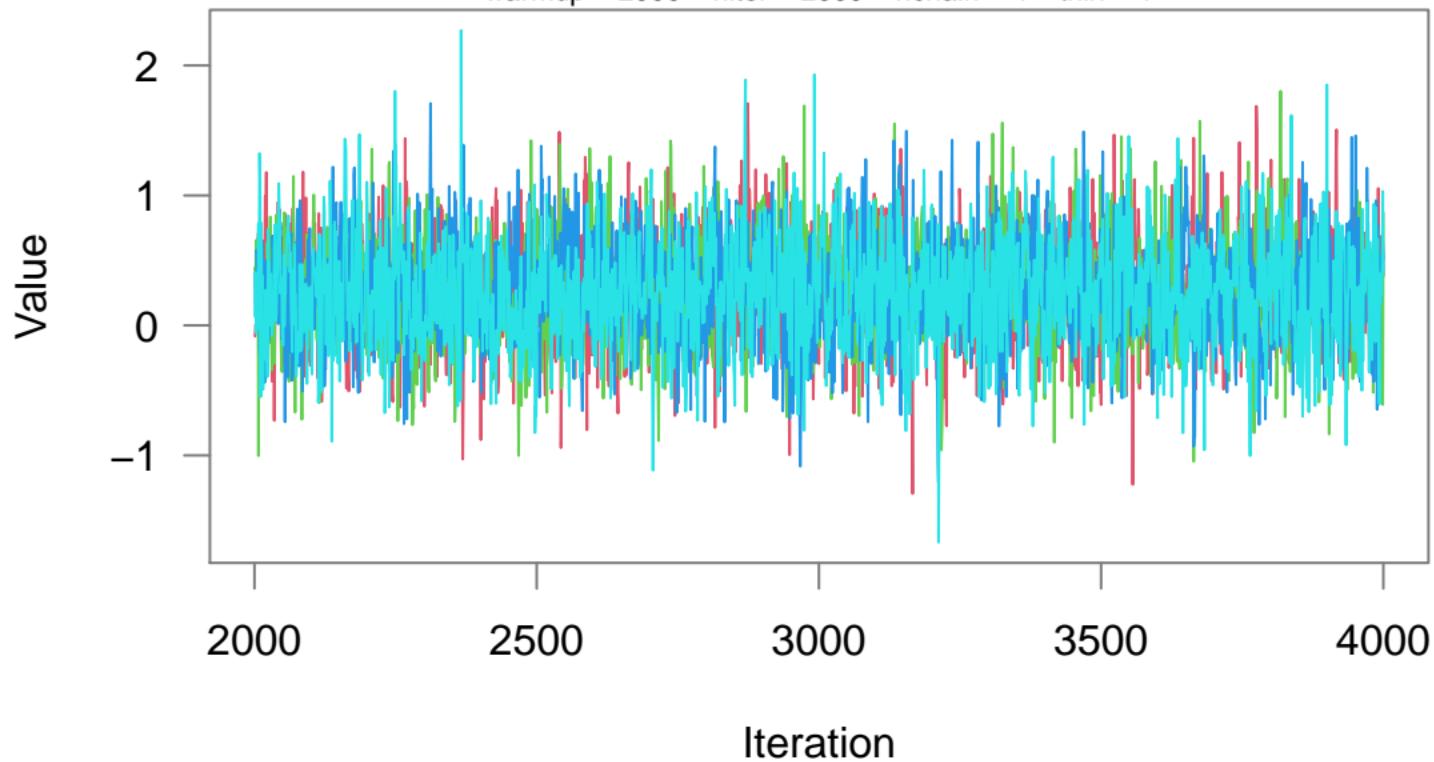
## r\_bay\_fac[Baralof,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



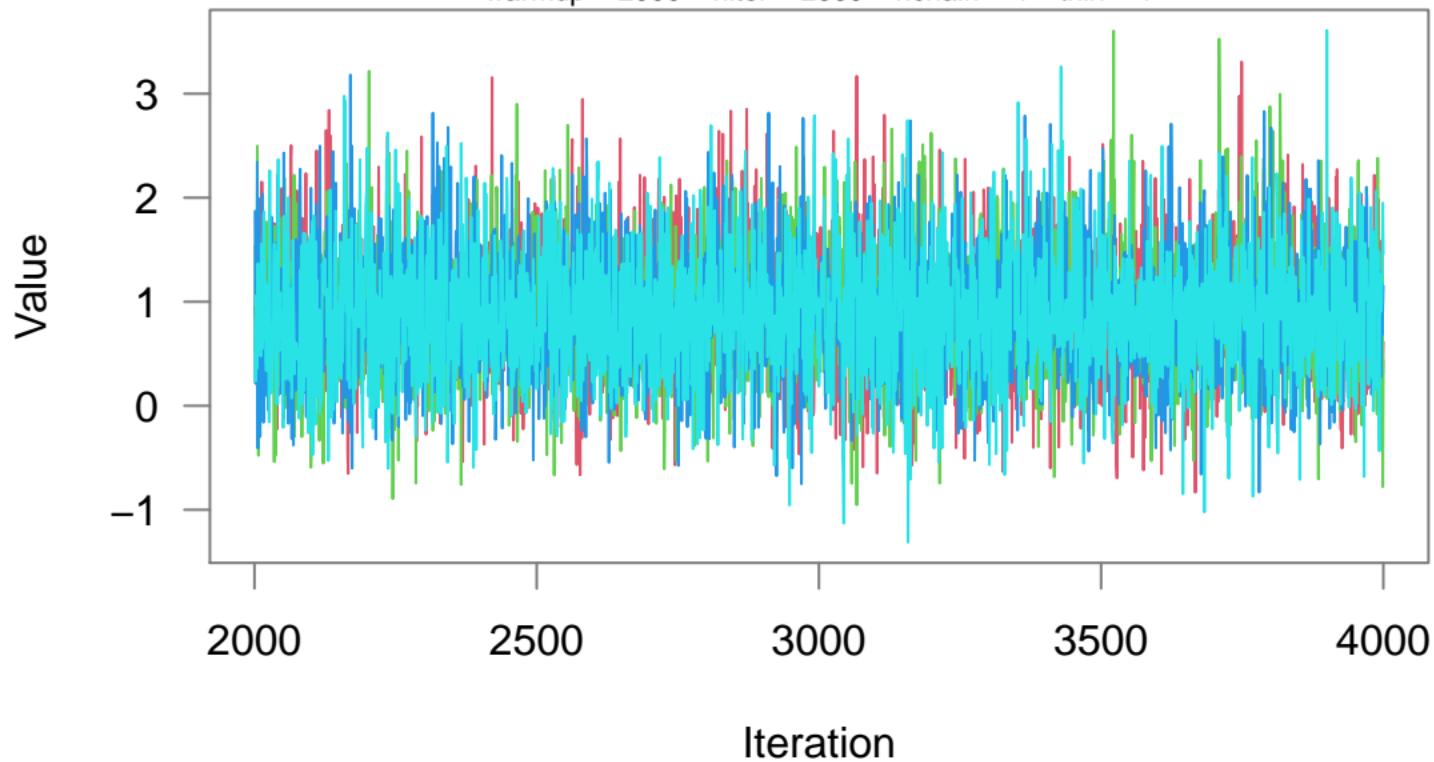
## r\_bay\_fac[Cook.Bay,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



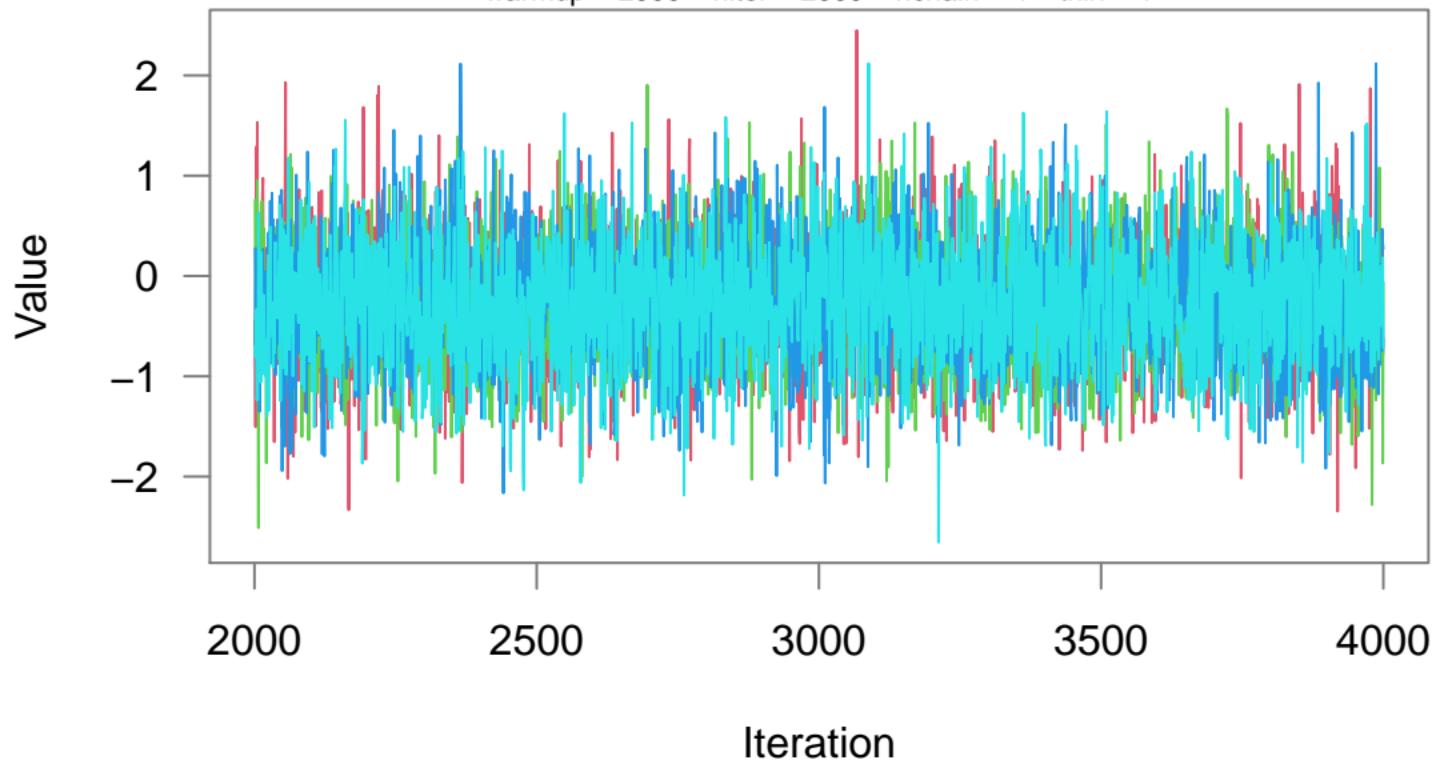
## r\_bay\_fac[Falmouth,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



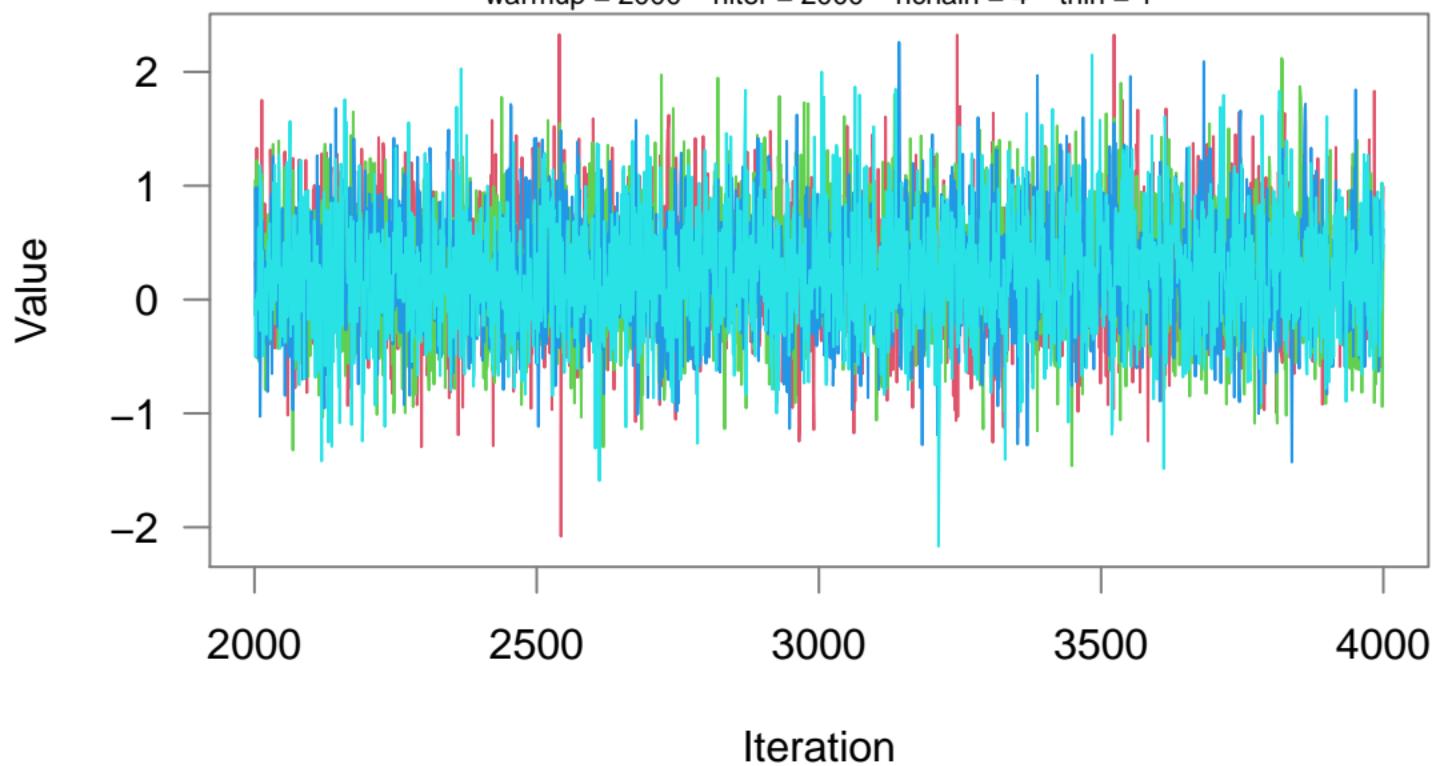
## r\_bay\_fac[Fox,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



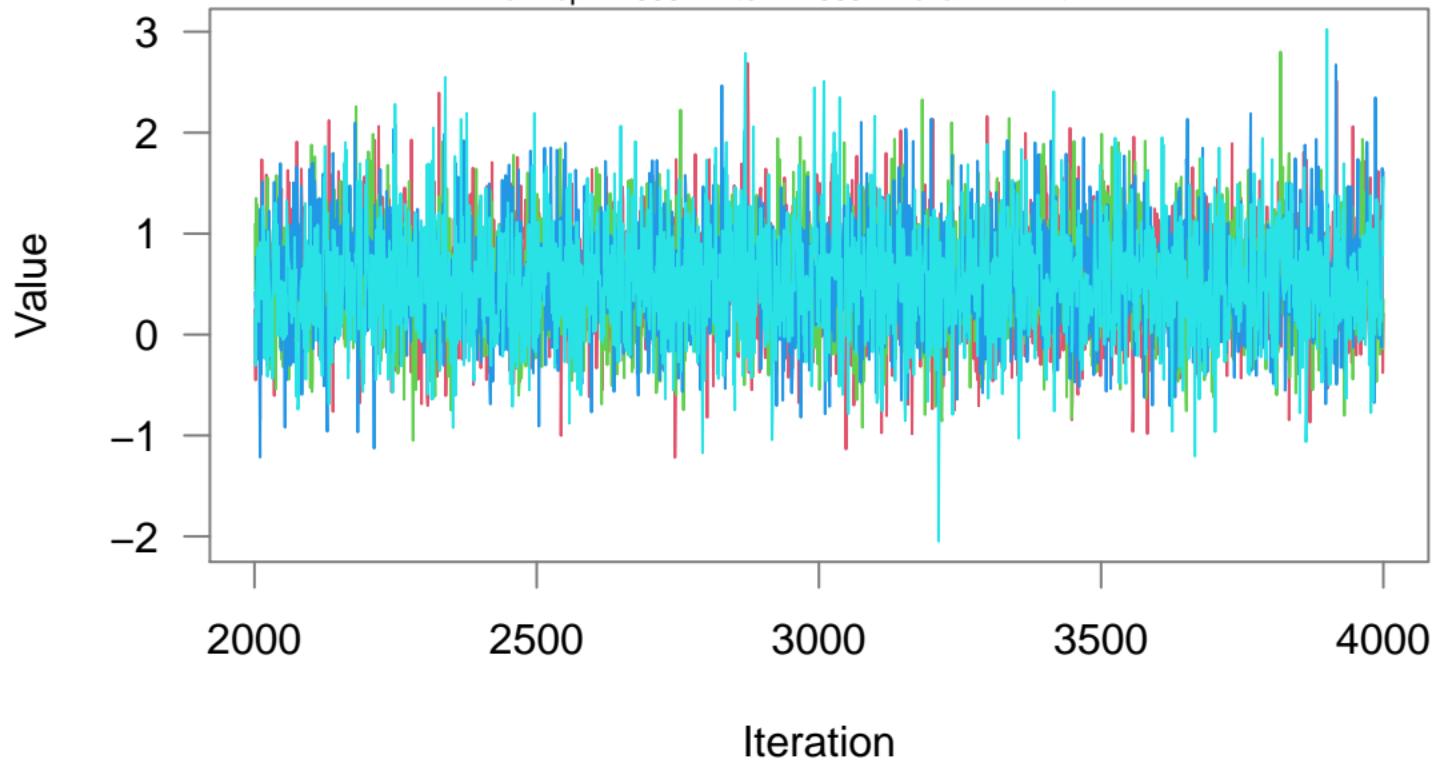
## r\_bay\_fac[Japanese,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



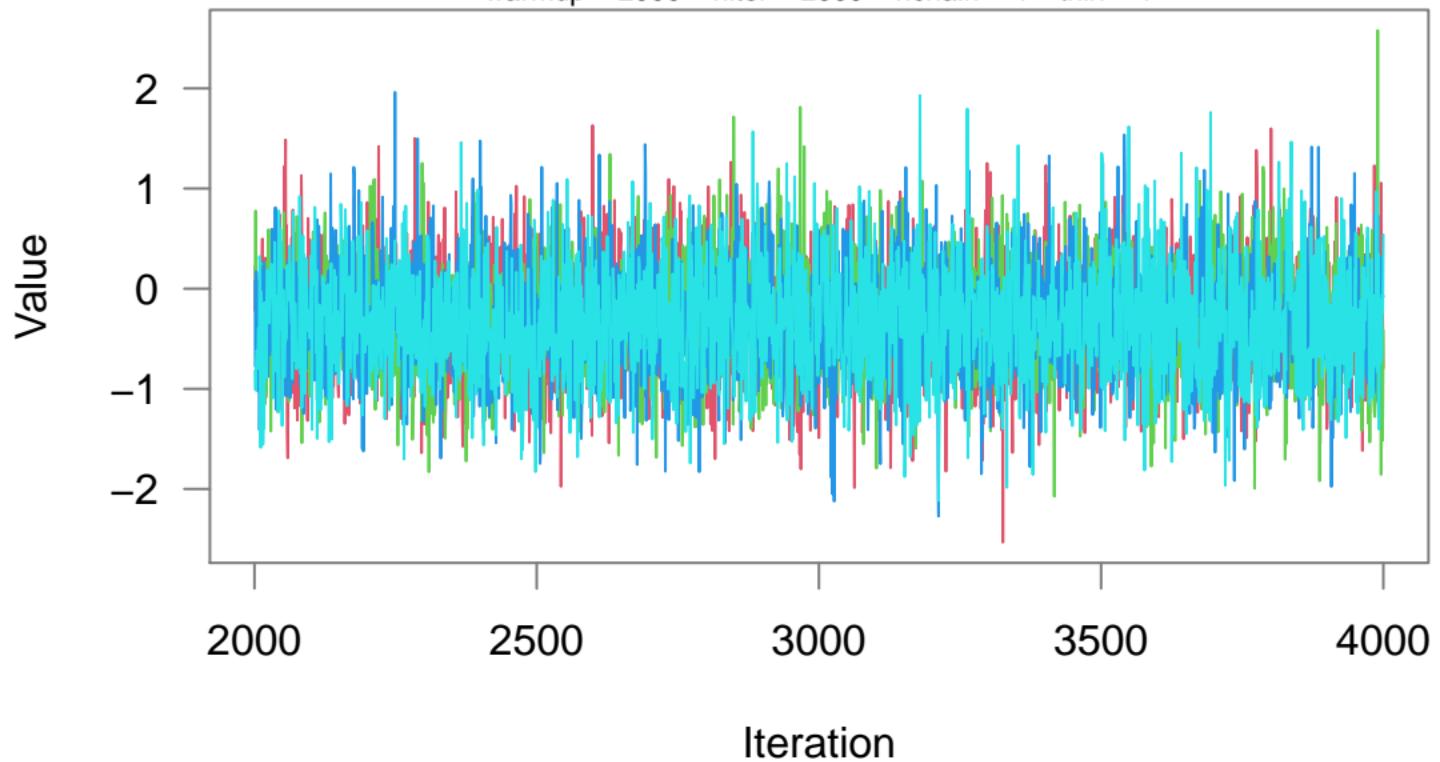
## r\_bay\_fac[Kaiugnak,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



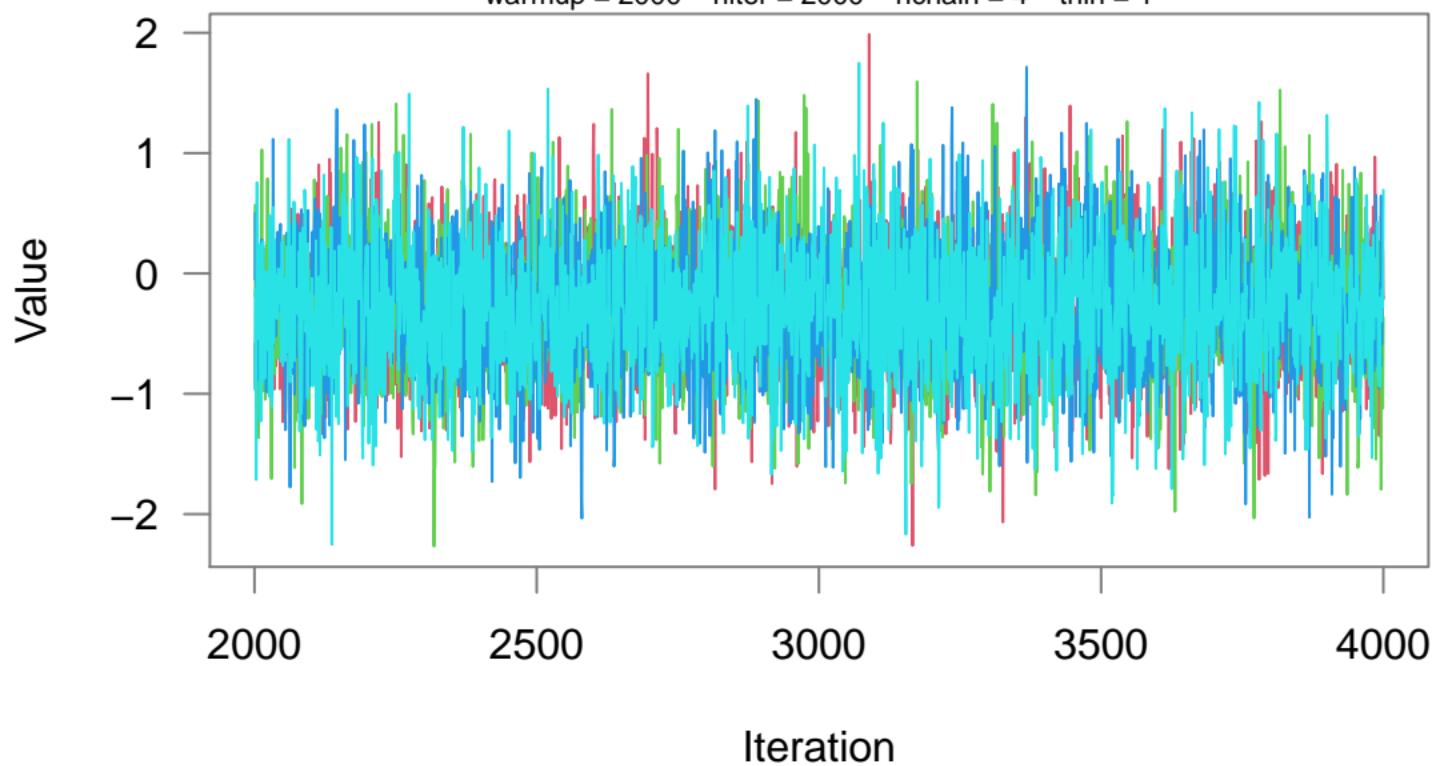
## r\_bay\_fac[Kiluida,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



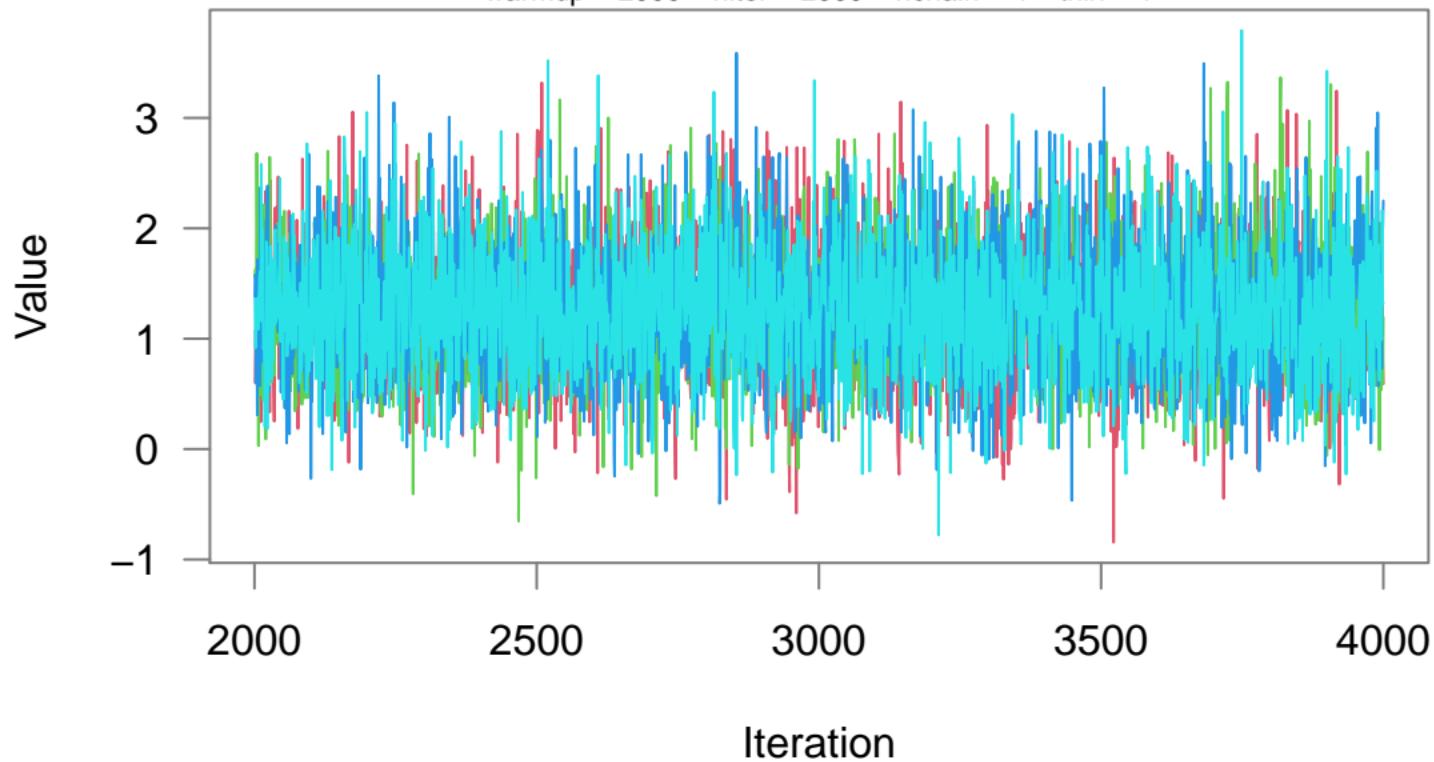
## r\_bay\_fac[Mitrofania,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

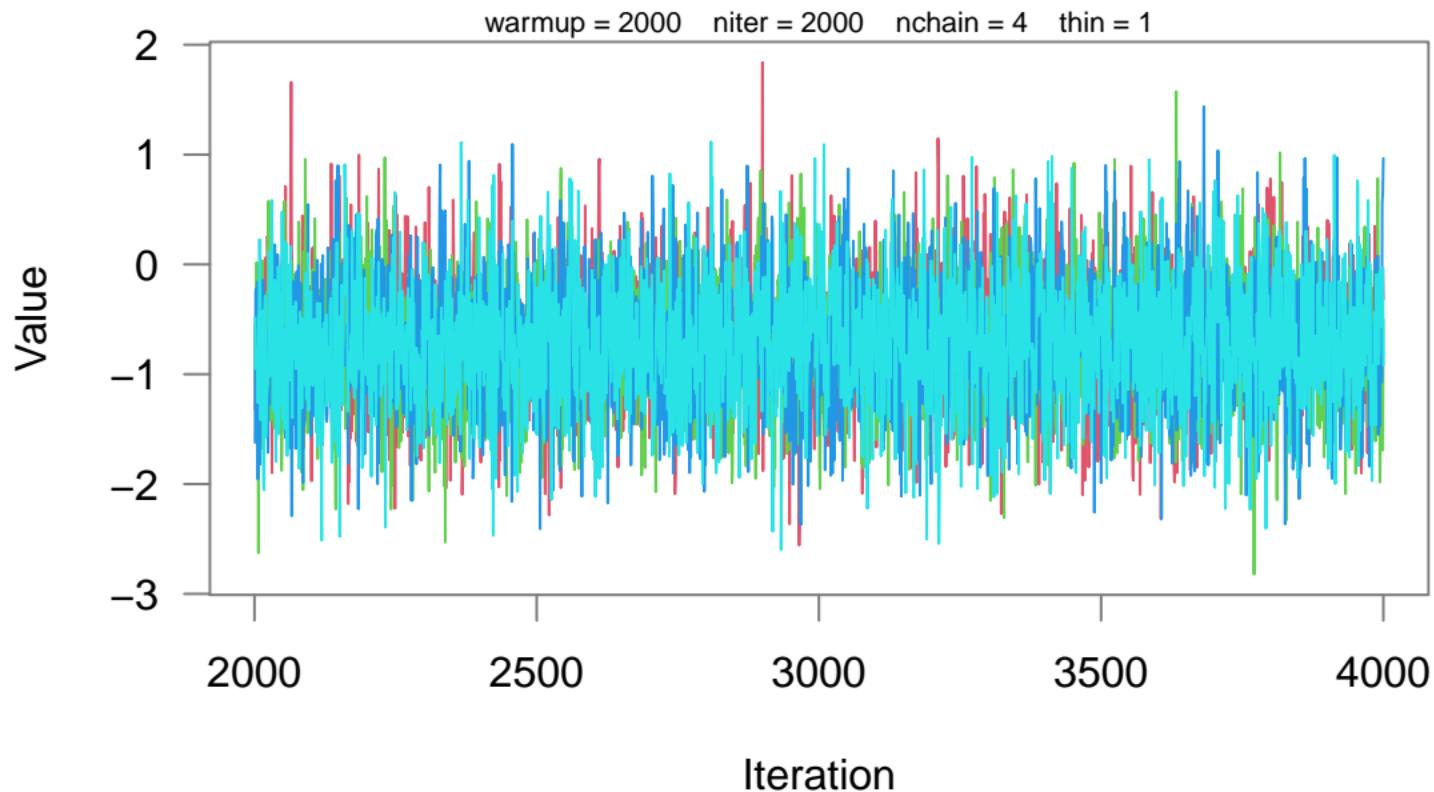


## r\_bay\_fac[Port.Wrangell,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

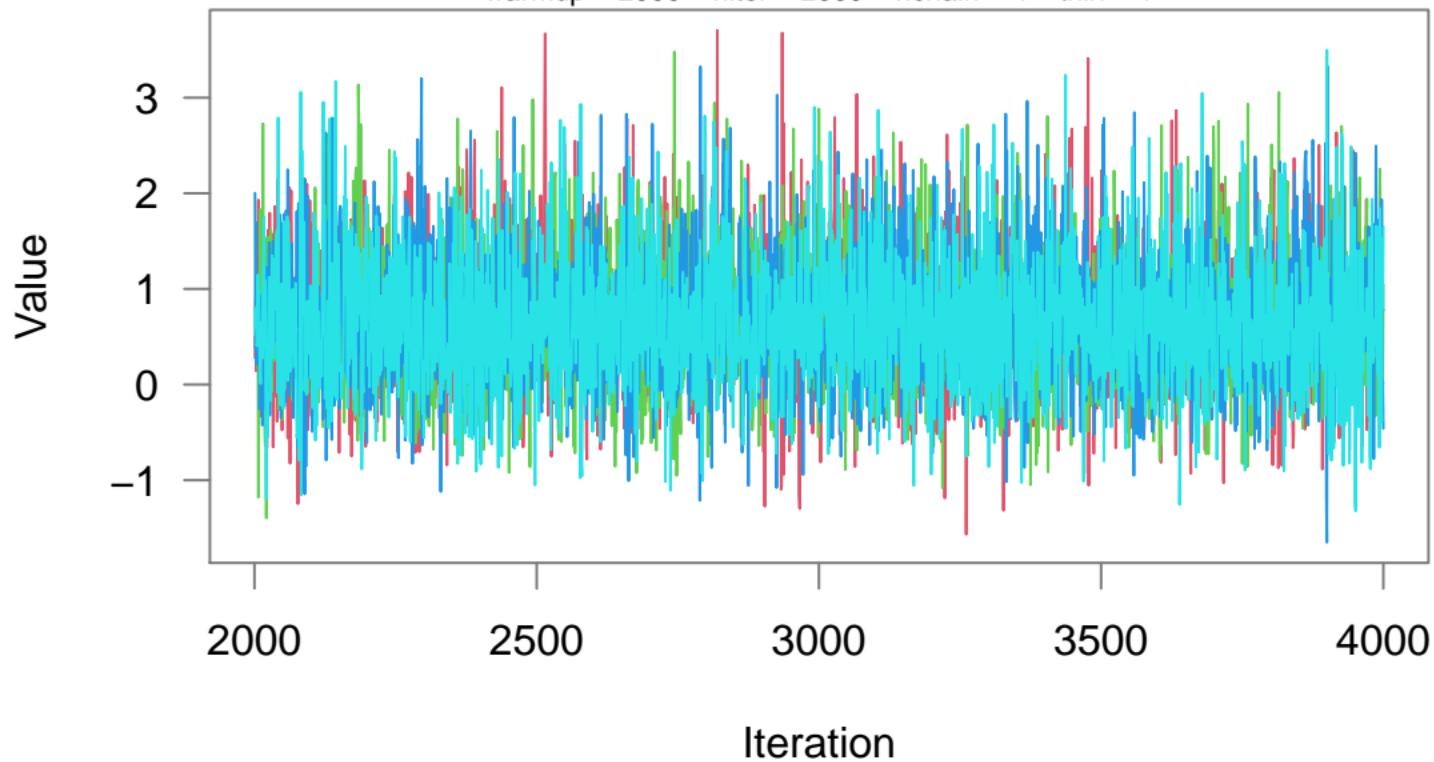


## r\_bay\_fac[Rodman.Reach,Intercept]



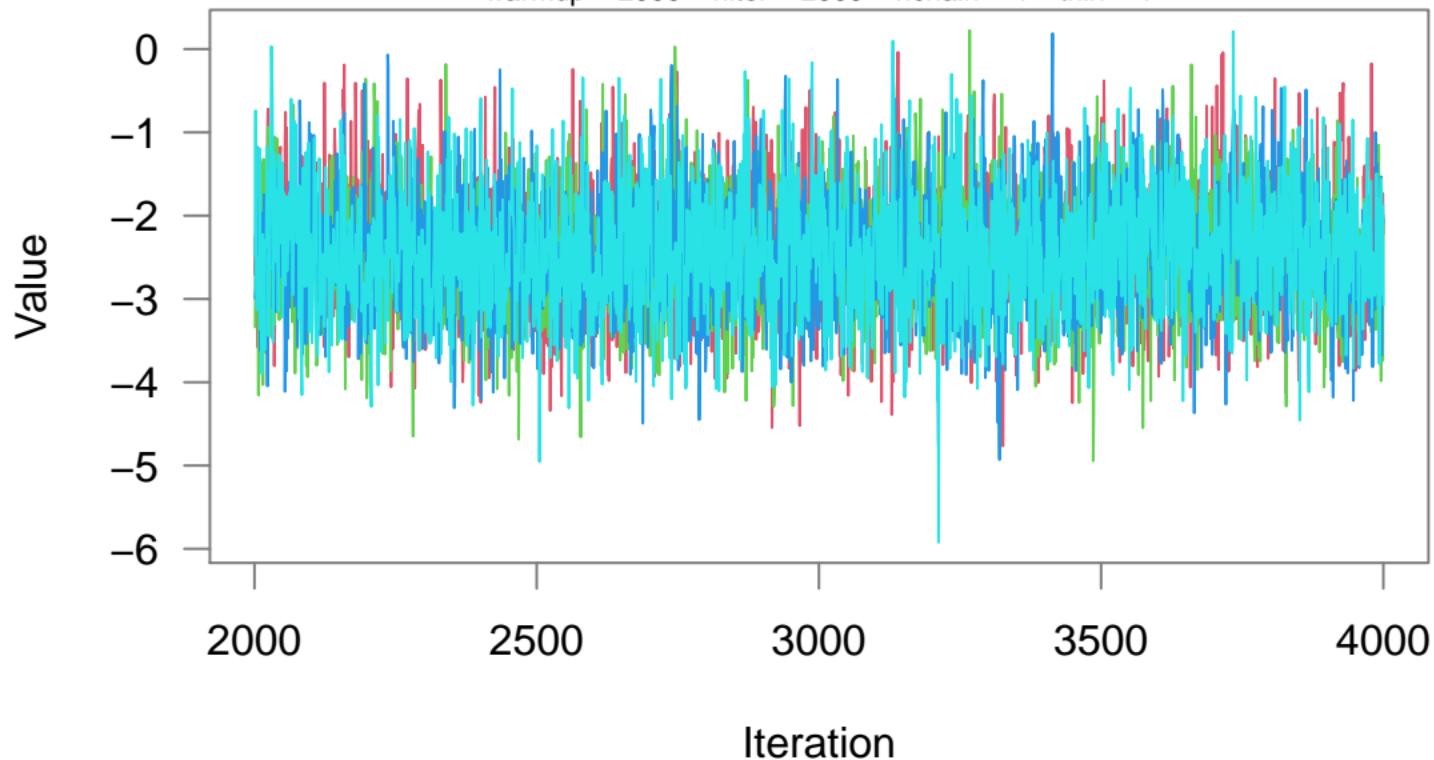
## r\_bay\_fac[Sand.Point,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



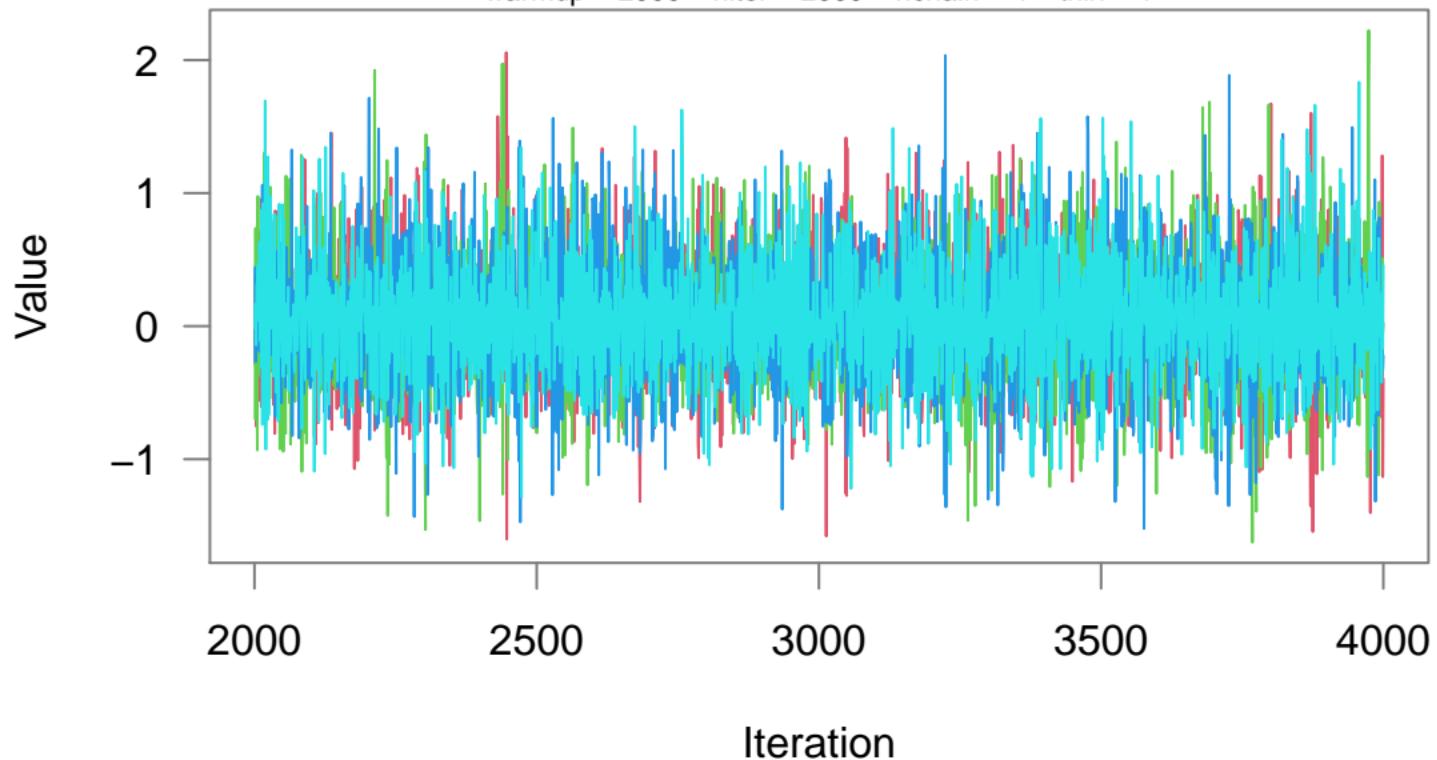
## r\_bay\_fac[Ugak,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



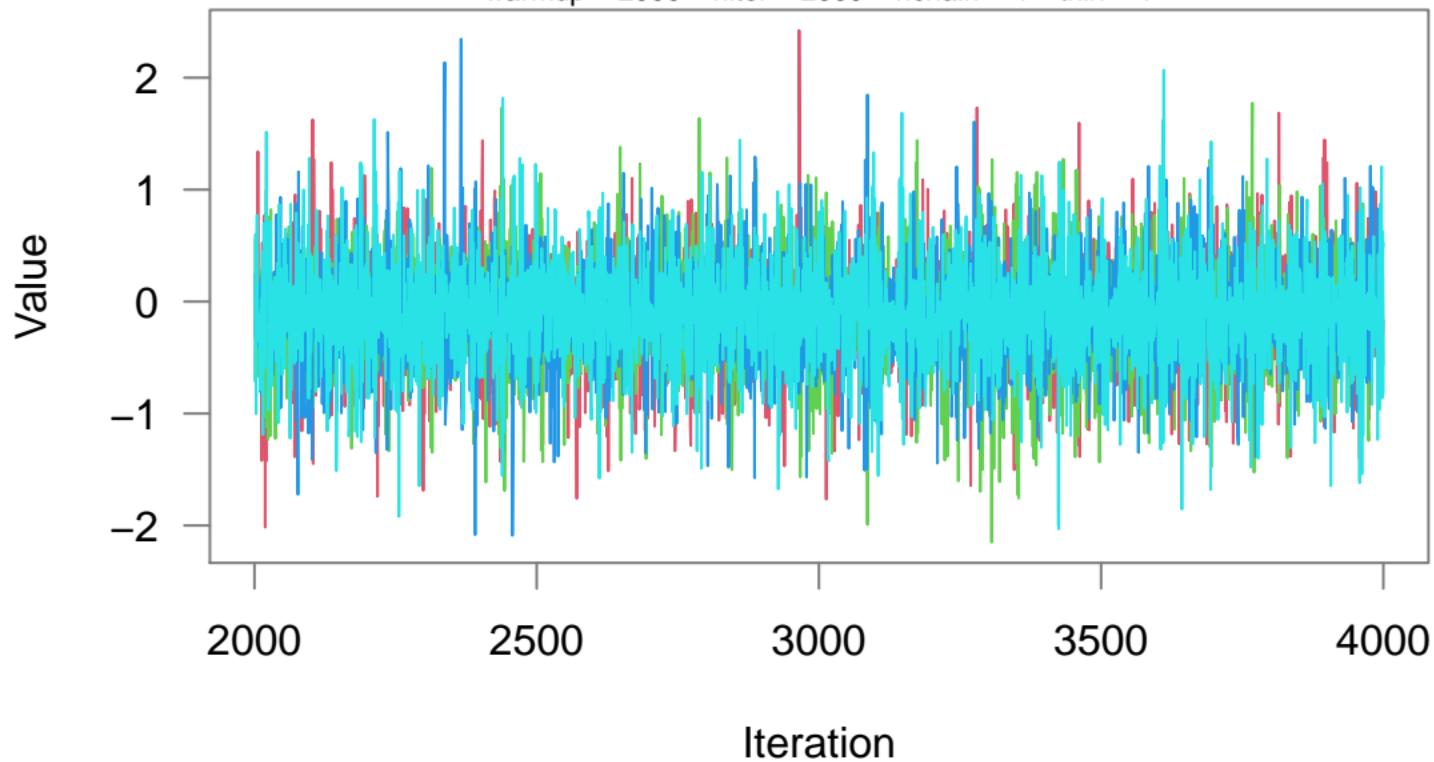
# r\_bay\_fac:site\_fac[Agripina\_AG-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



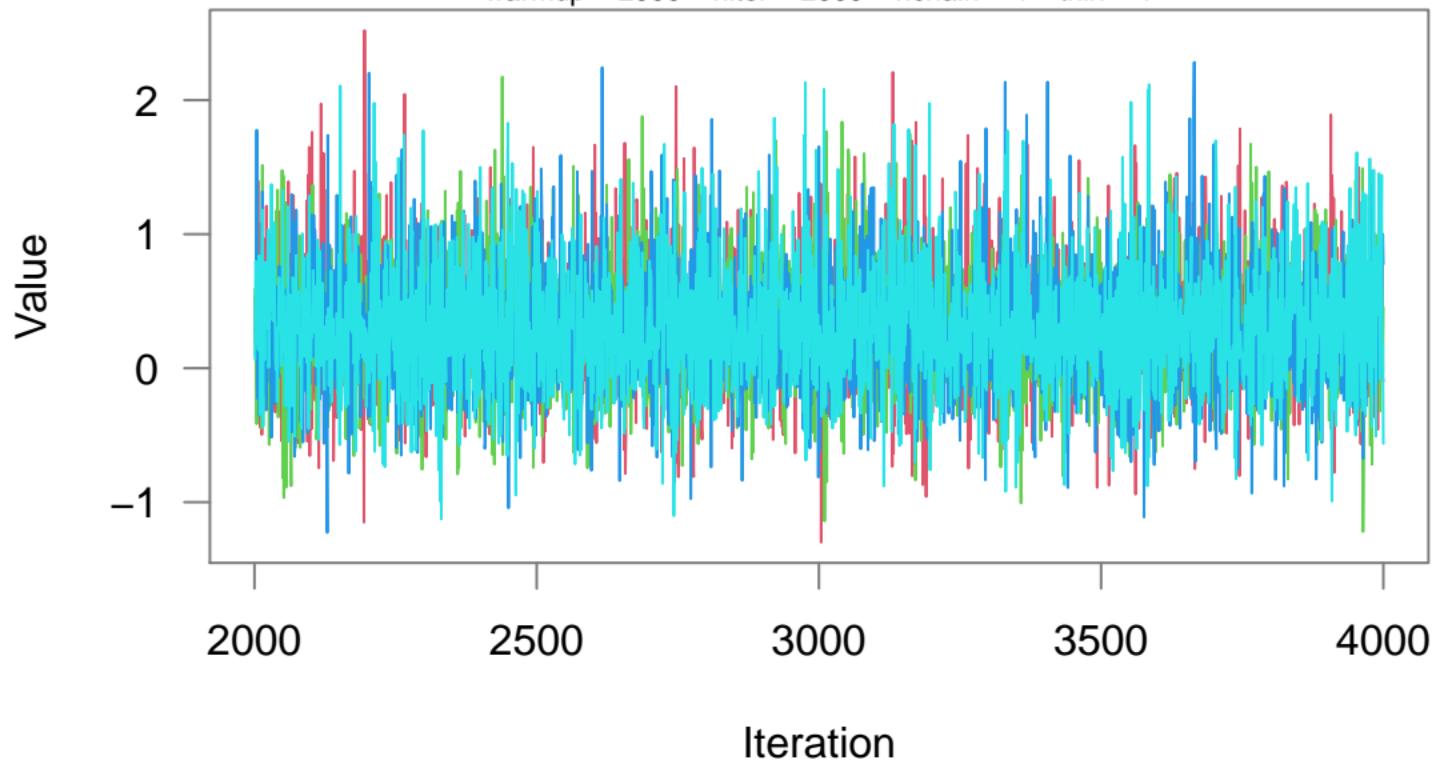
# r\_bay\_fac:site\_fac[Agripina\_AG-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



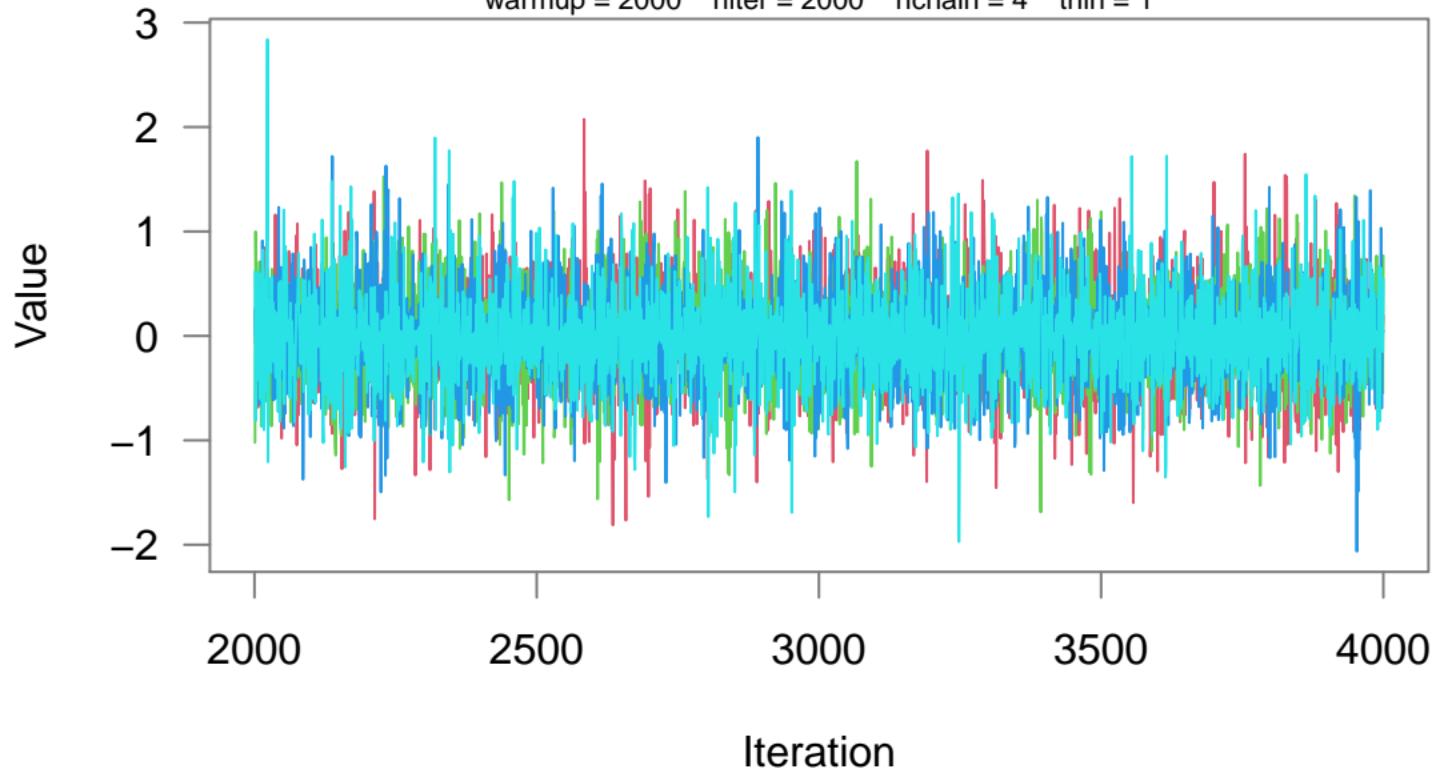
# r\_bay\_fac:site\_fac[Agripina\_AG-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



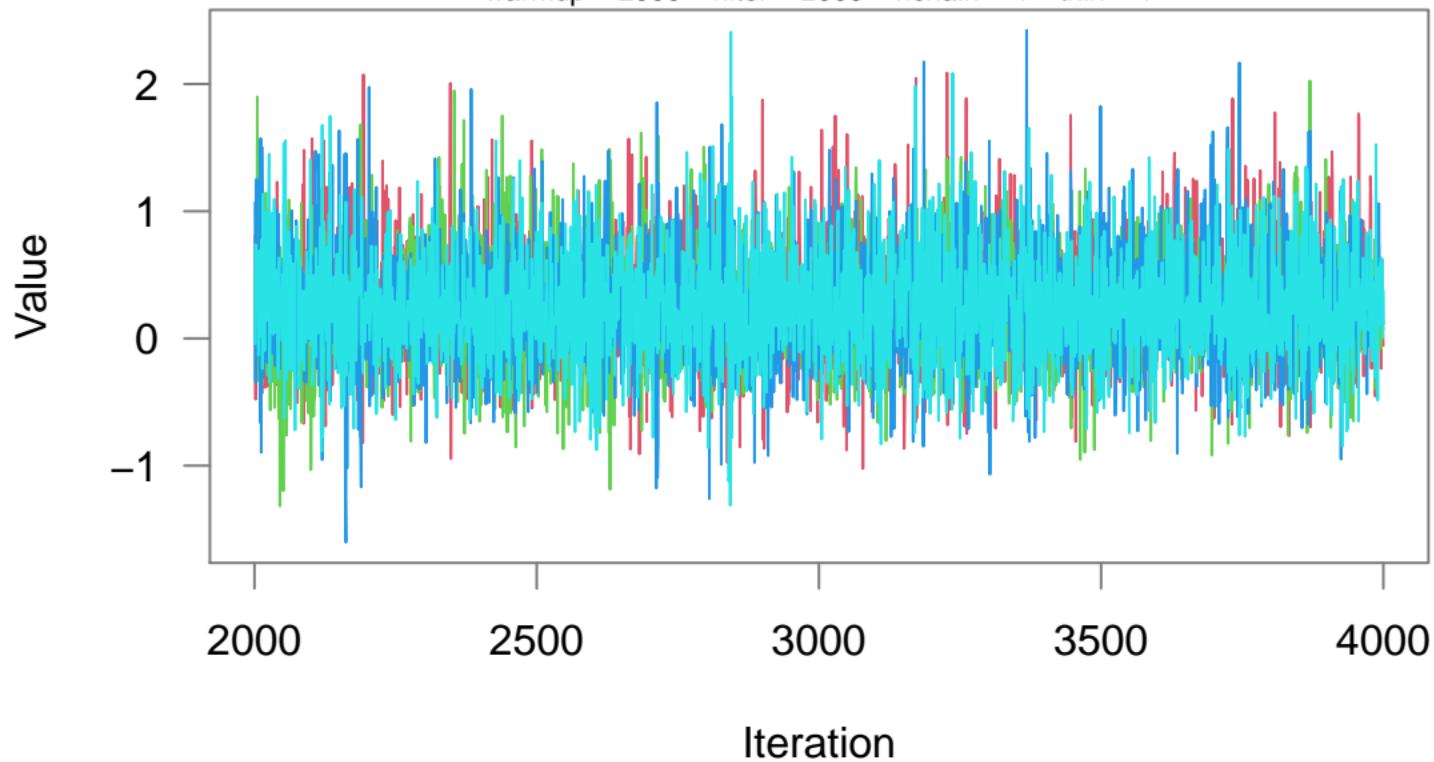
## r\_bay\_fac:site\_fac[Agripina\_AG-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

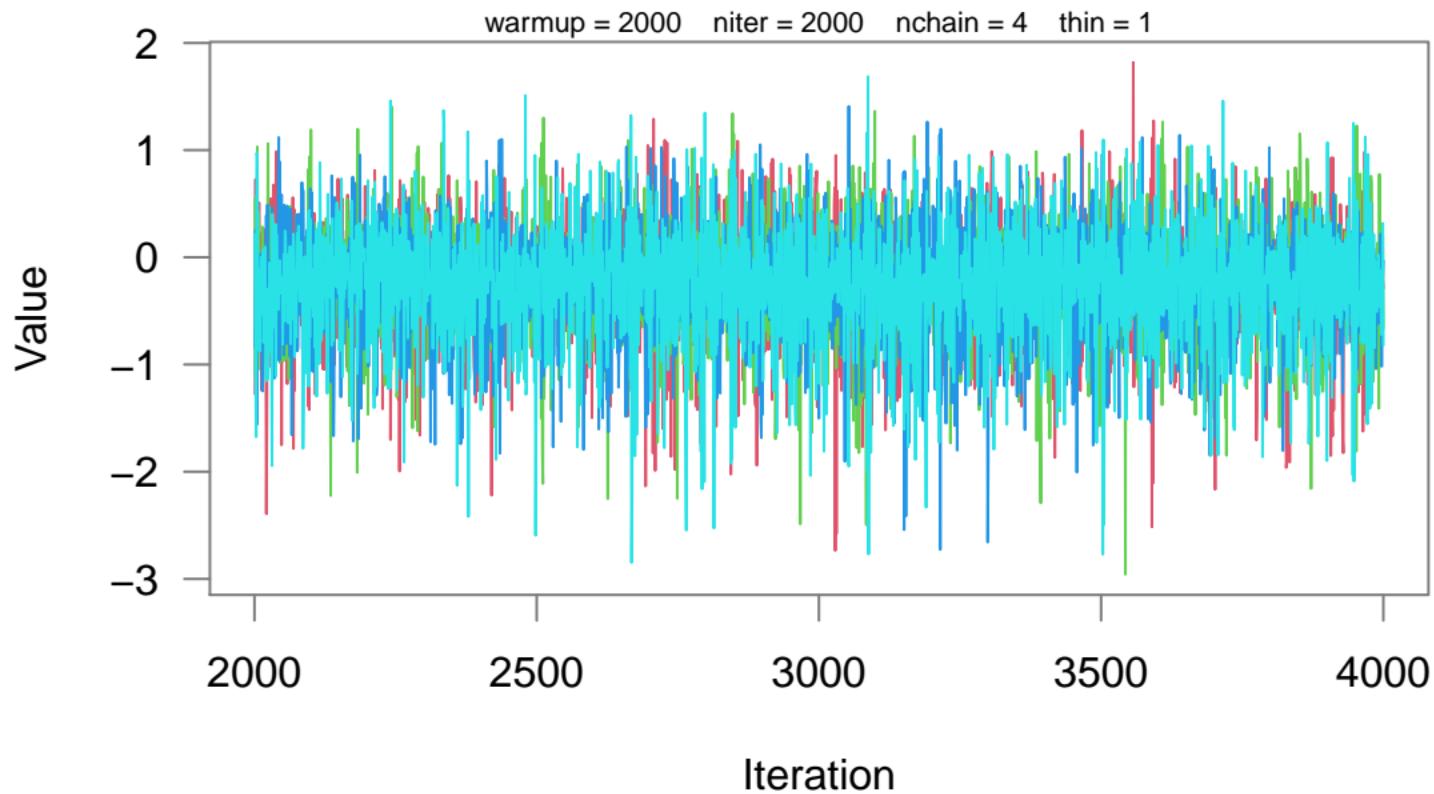


# r\_bay\_fac:site\_fac[Agripina\_AG-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

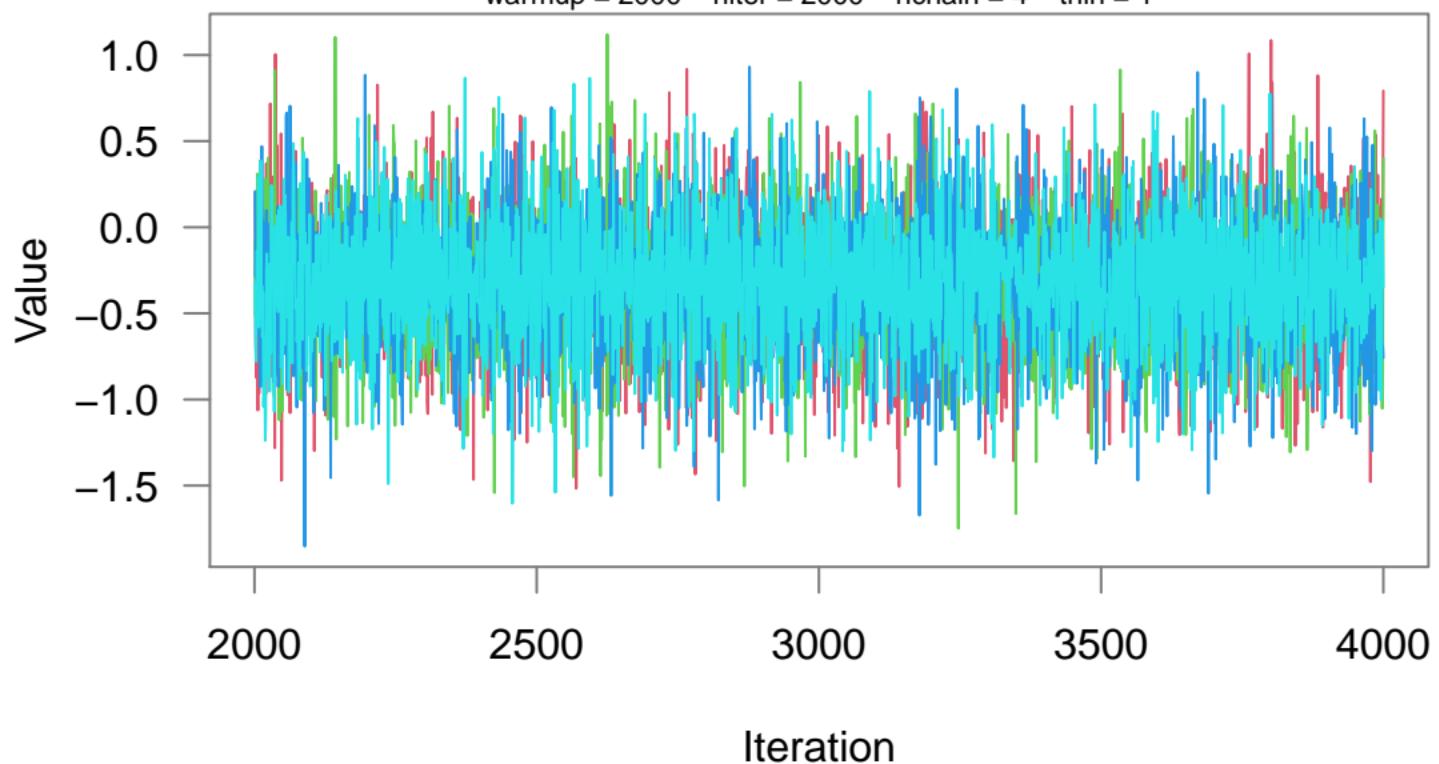


# r\_bay\_fac:site\_fac[Agripina\_AG-6,Intercept]



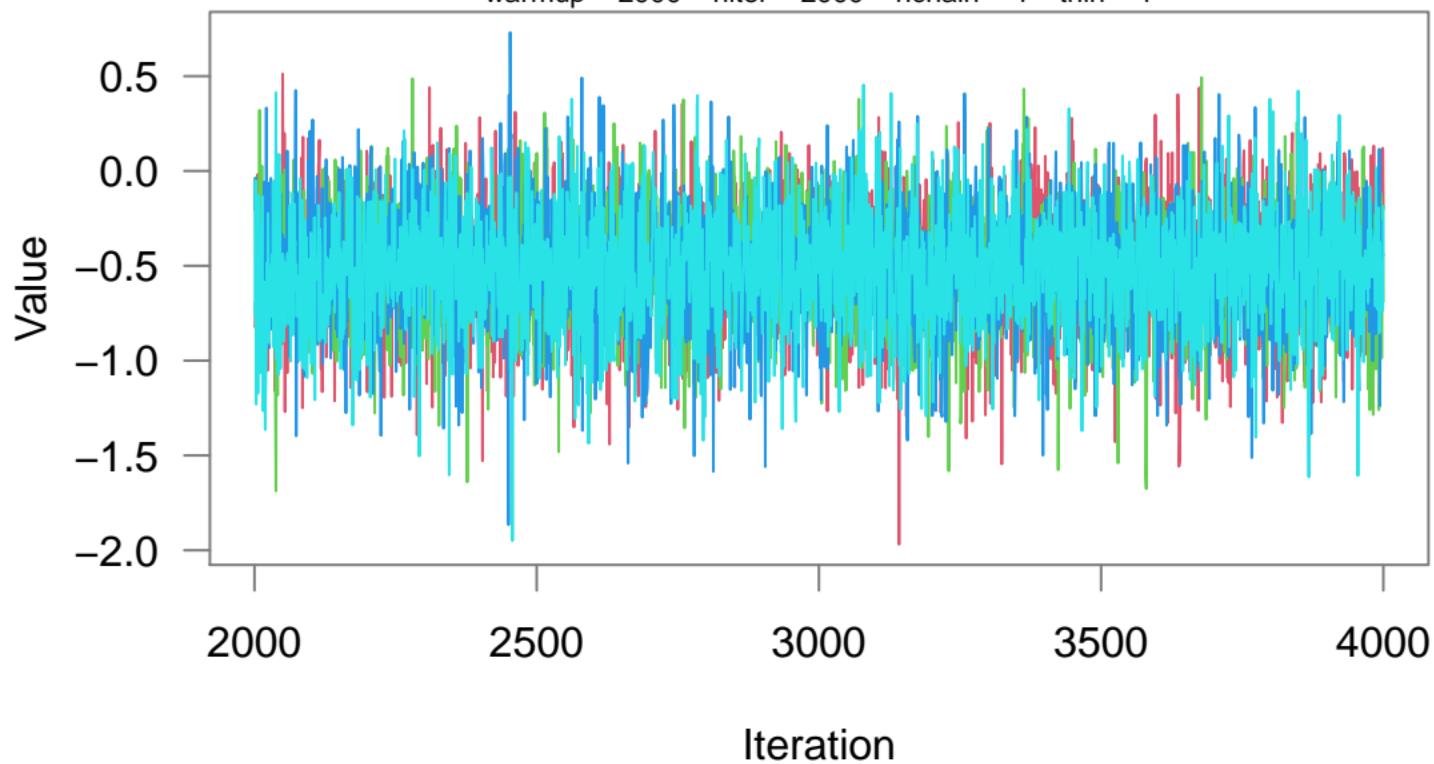
# r\_bay\_fac:site\_fac[Anton.Larson.Bay\_Back.Bay.eelgrass,Interce

warmup = 2000 niter = 2000 nchain = 4 thin = 1



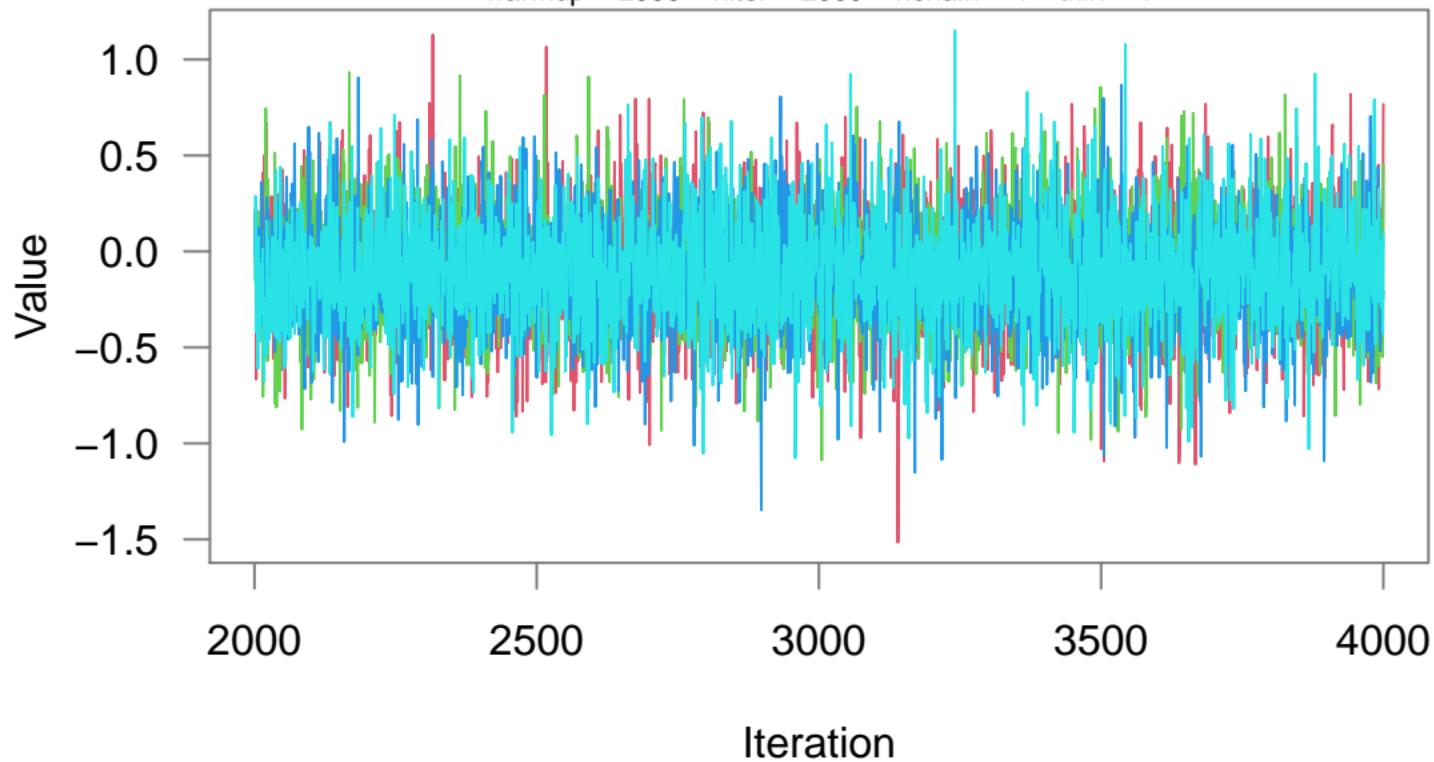
# r\_bay\_fac:site\_fac[Anton.Larson.Bay\_Cobble.point,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

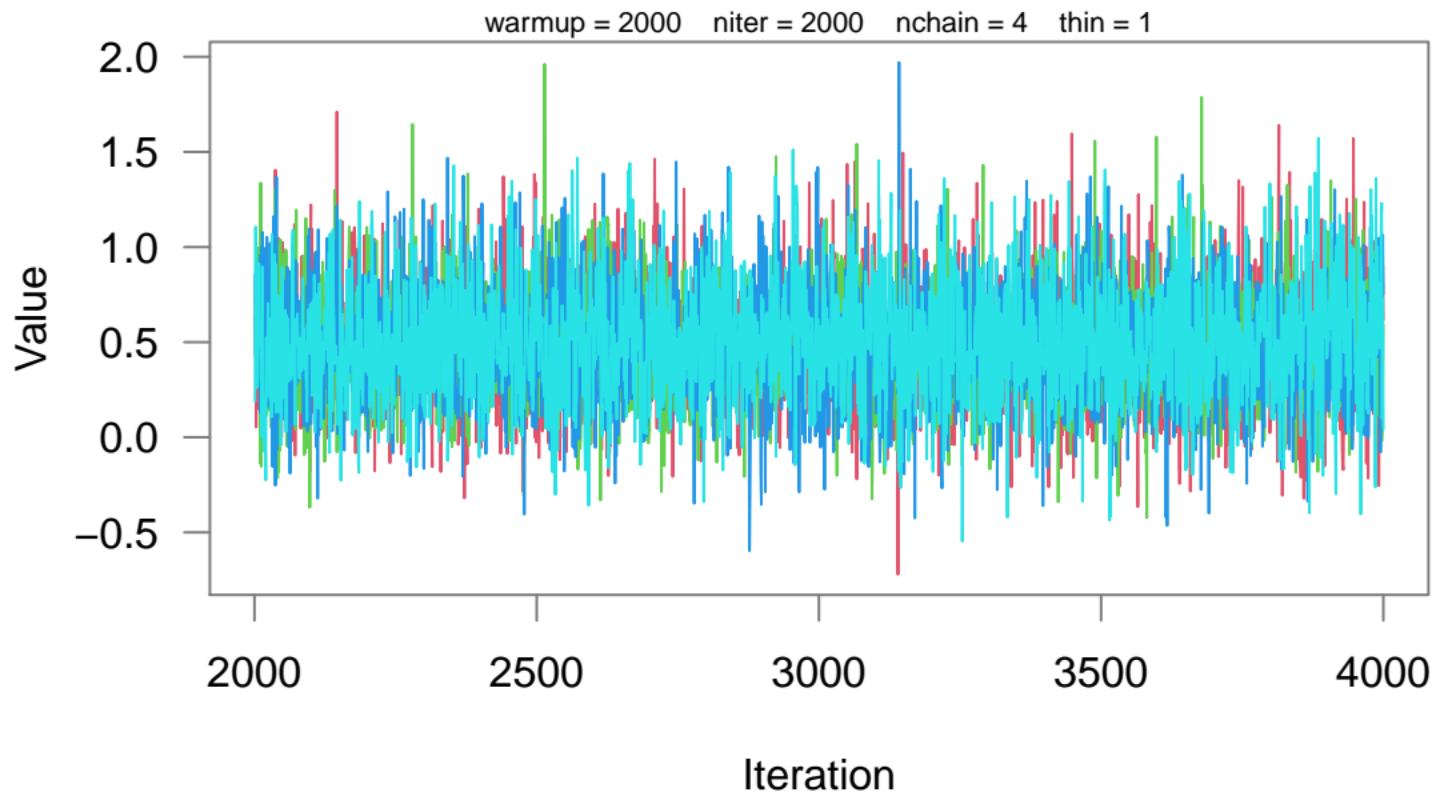


# r\_bay\_fac:site\_fac[Anton.Larson.Bay\_Eelgrass.patches,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

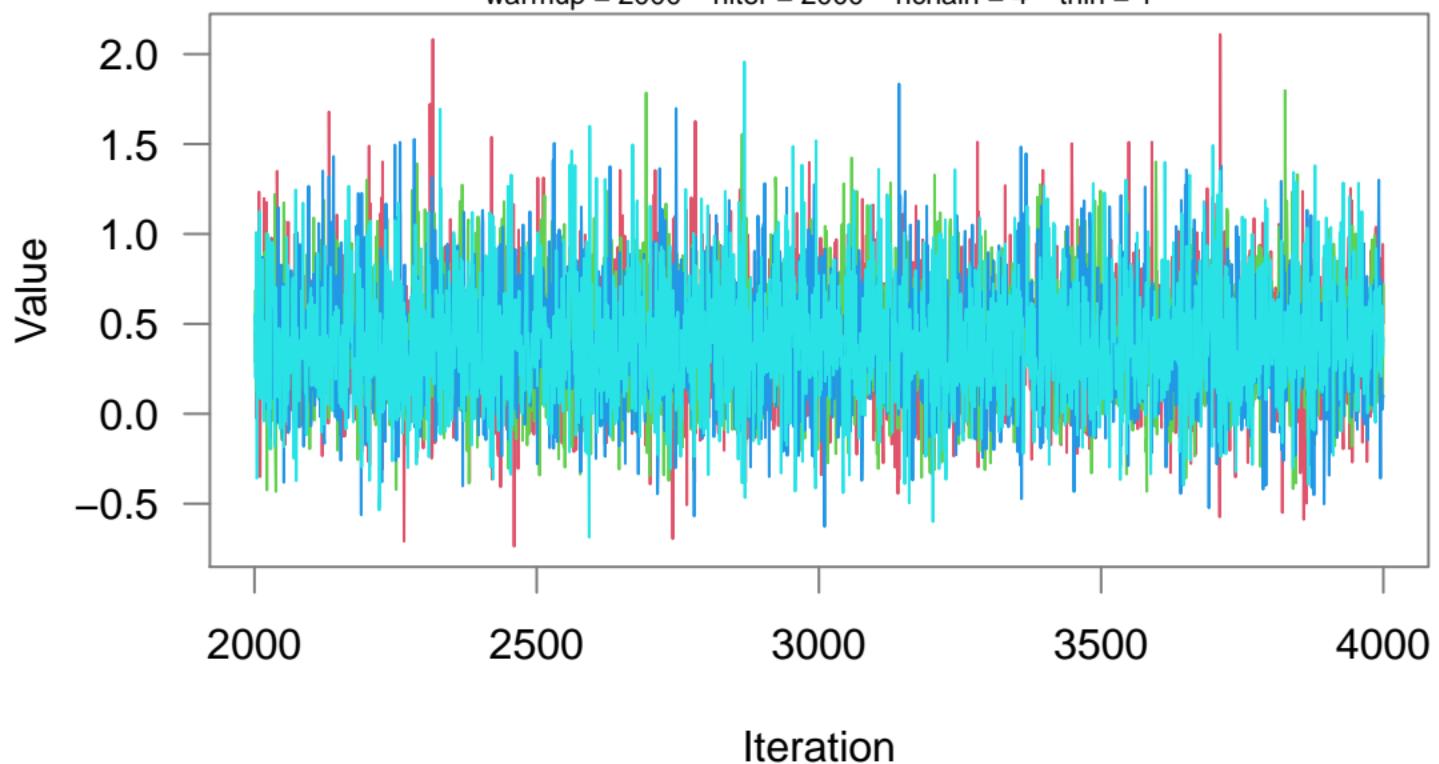


# r\_bay\_fac:site\_fac[Anton.Larson.Bay\_Eelgrass.point,Intercept]

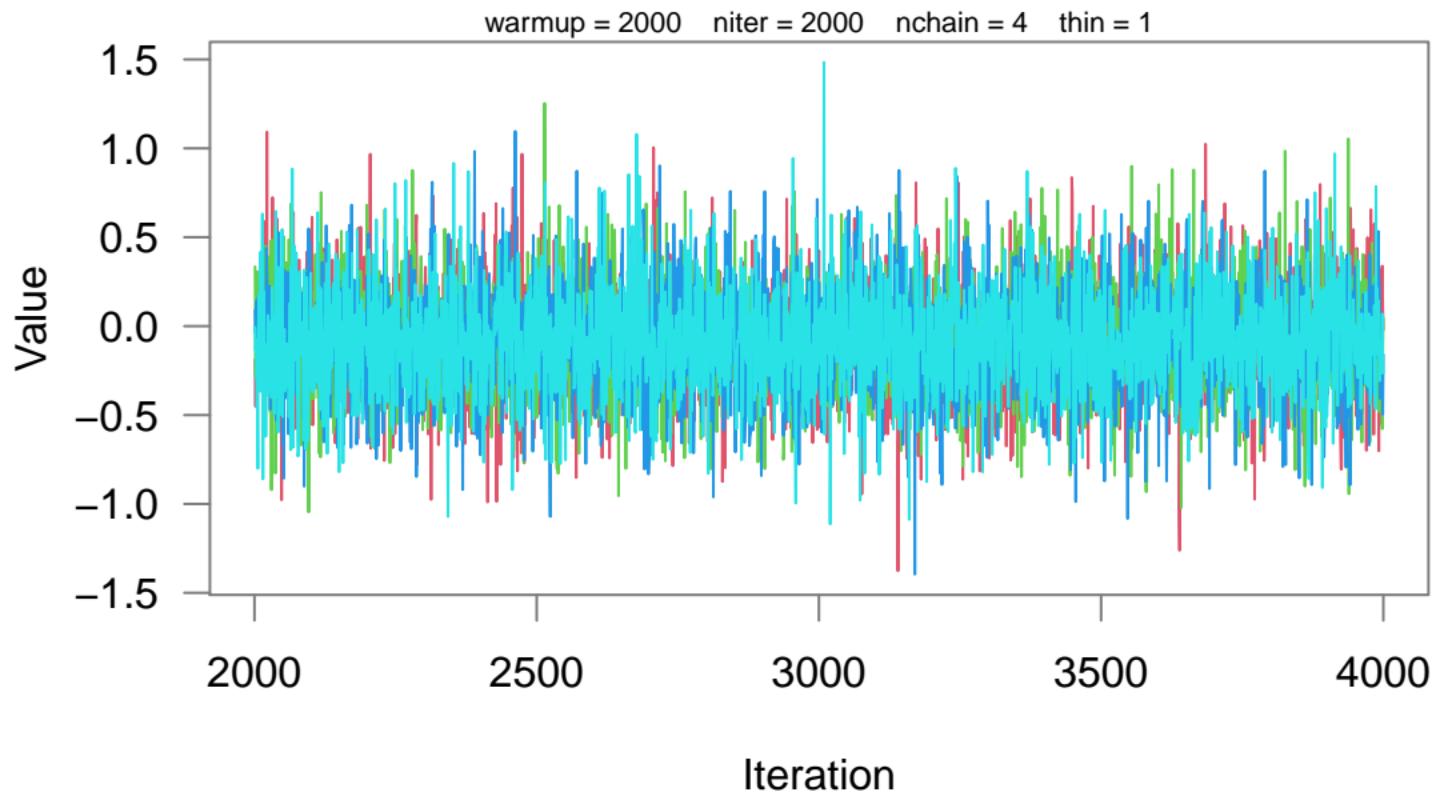


# r\_bay\_fac:site\_fac[Anton.Larson.Bay\_Laminaria.#2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

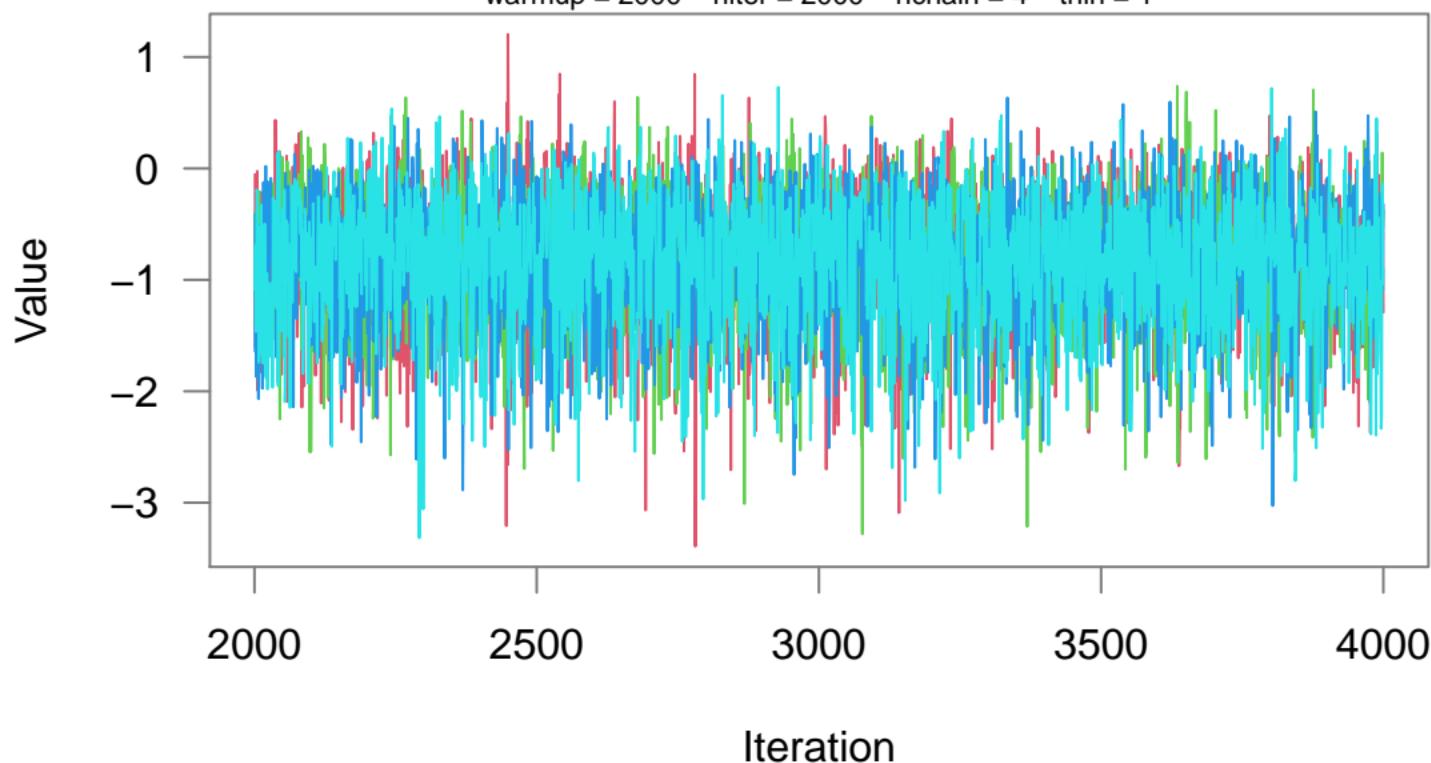


# r\_bay\_fac:site\_fac[Anton.Larson.Bay\_Laminaria.Point,Intercep



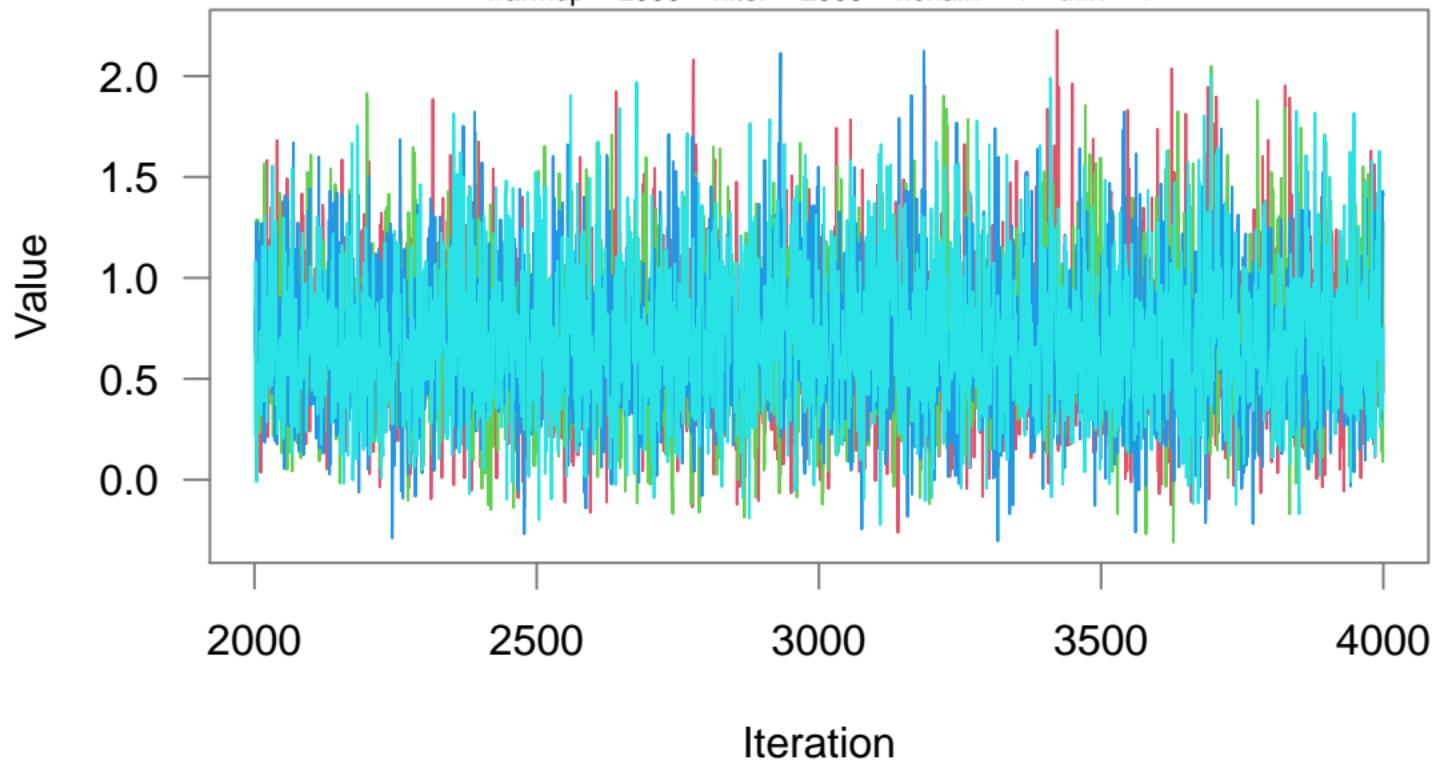
# r\_bay\_fac:site\_fac[Anton.Larson.Bay\_White.rock,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



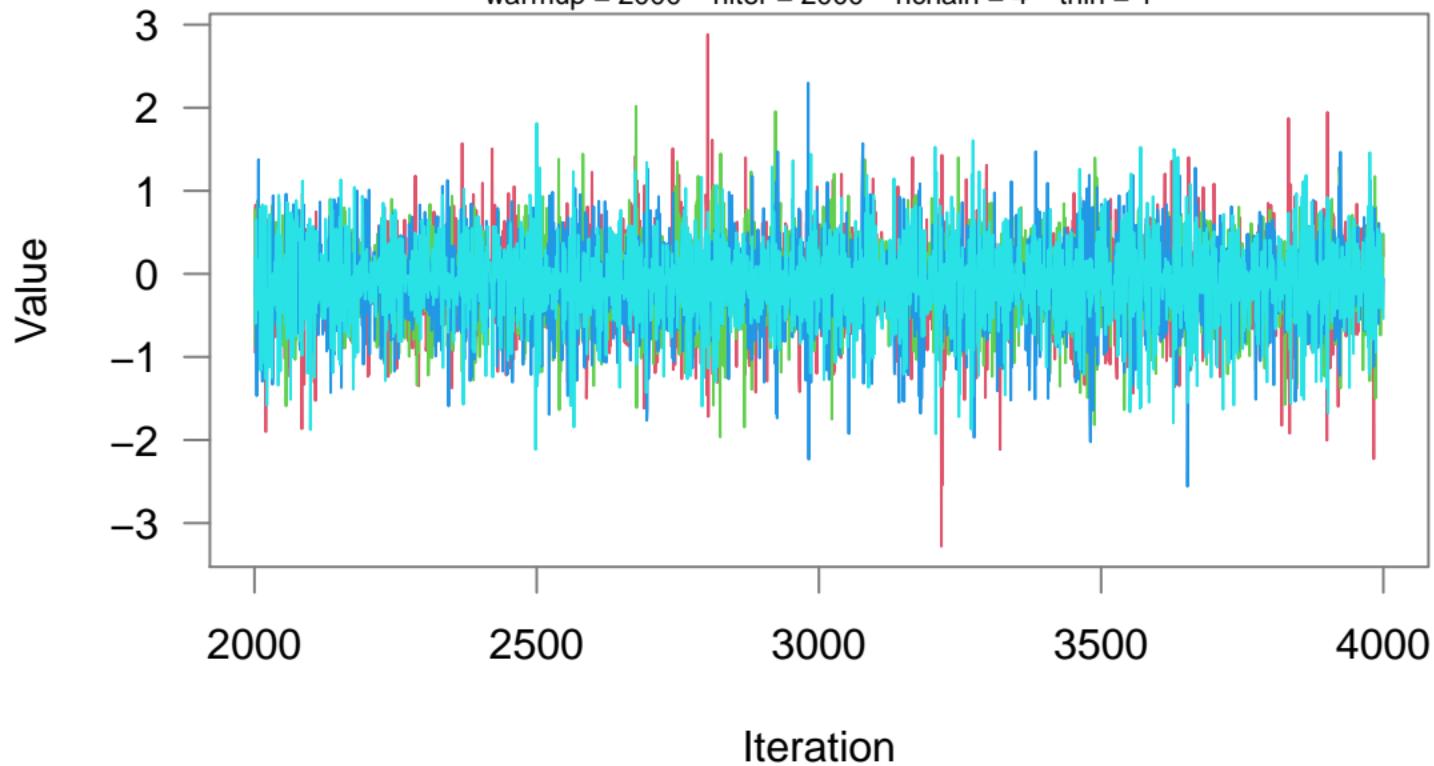
# r\_bay\_fac:site\_fac[Anton.Larson.Bay\_Wooden.boat,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

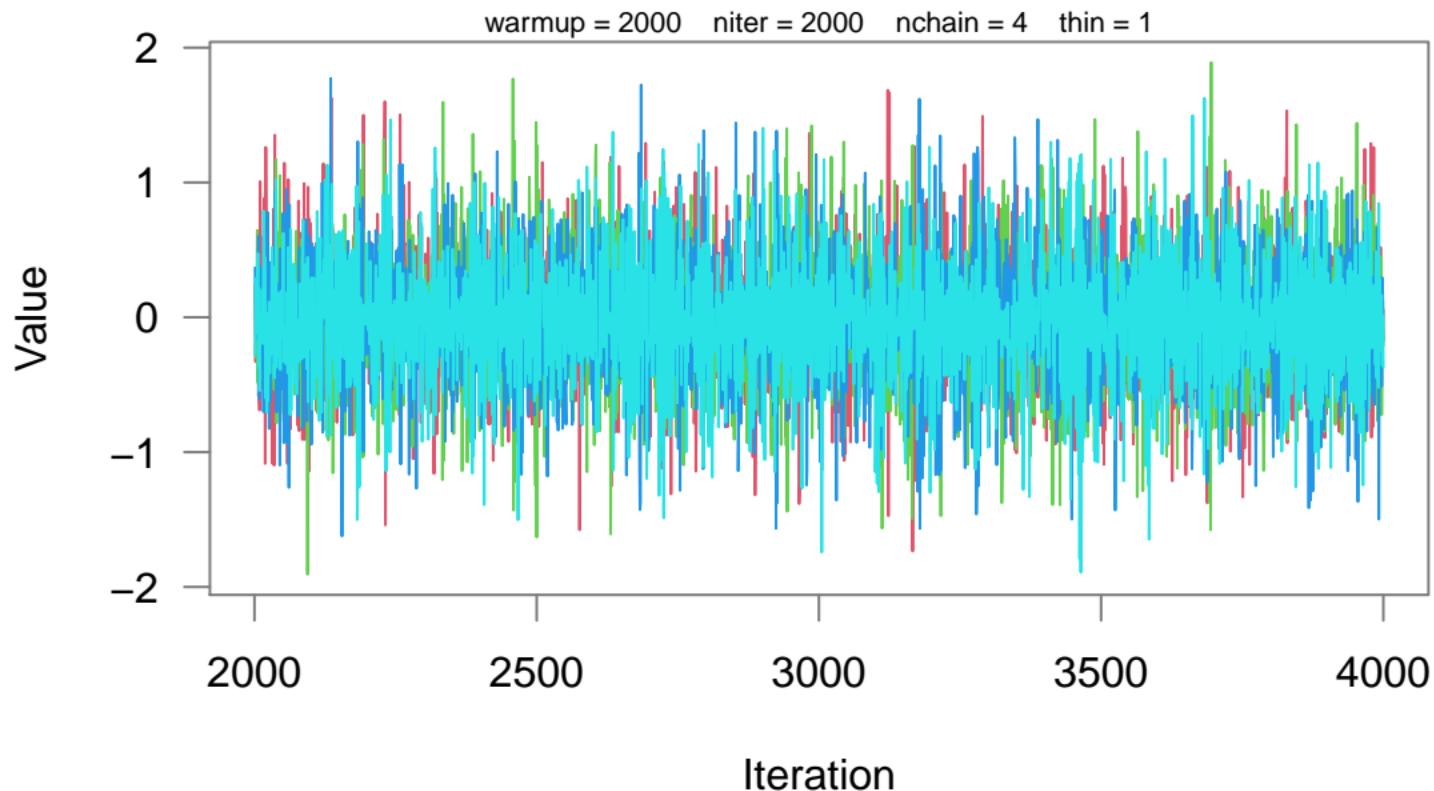


## r\_bay\_fac:site\_fac[Balboa\_BB-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

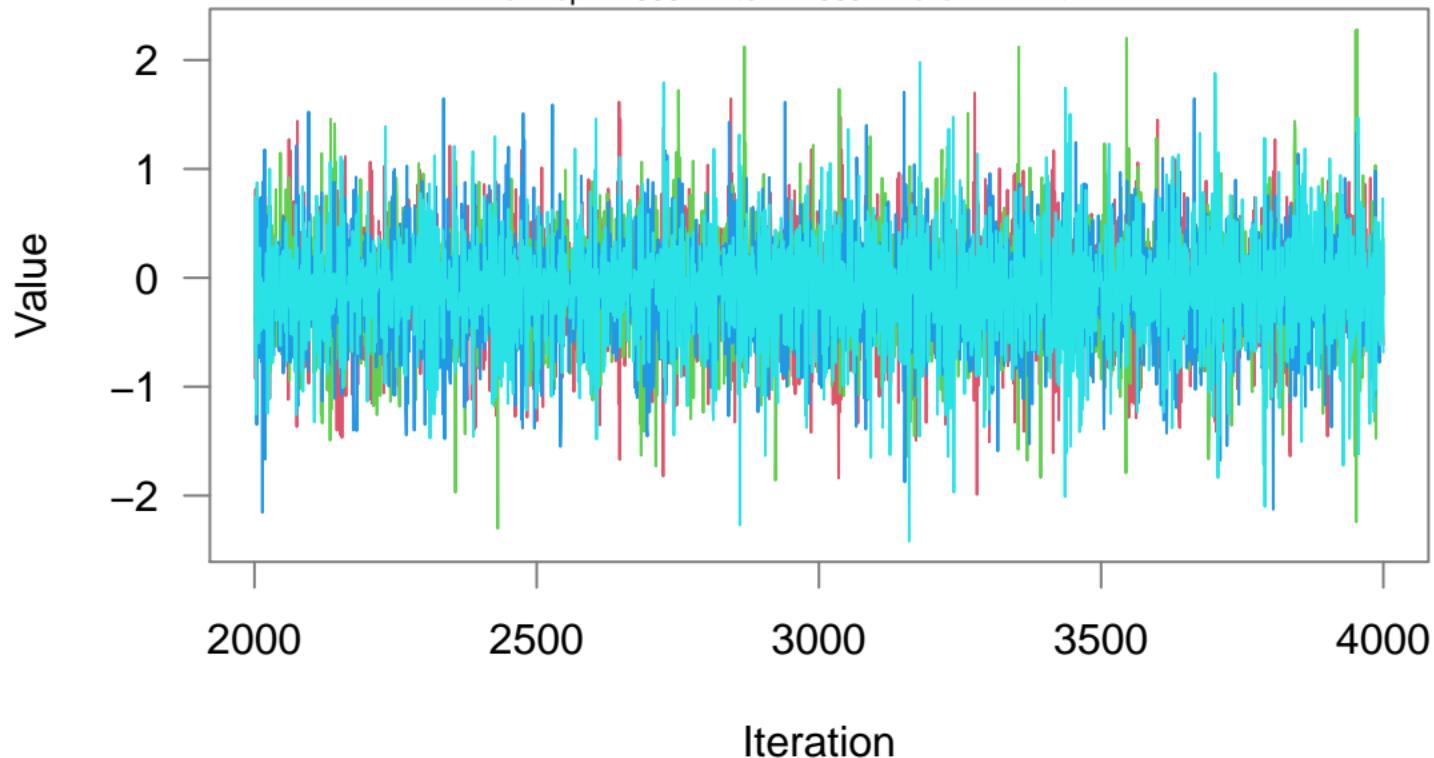


## r\_bay\_fac:site\_fac[Balboa\_BB-2,Intercept]



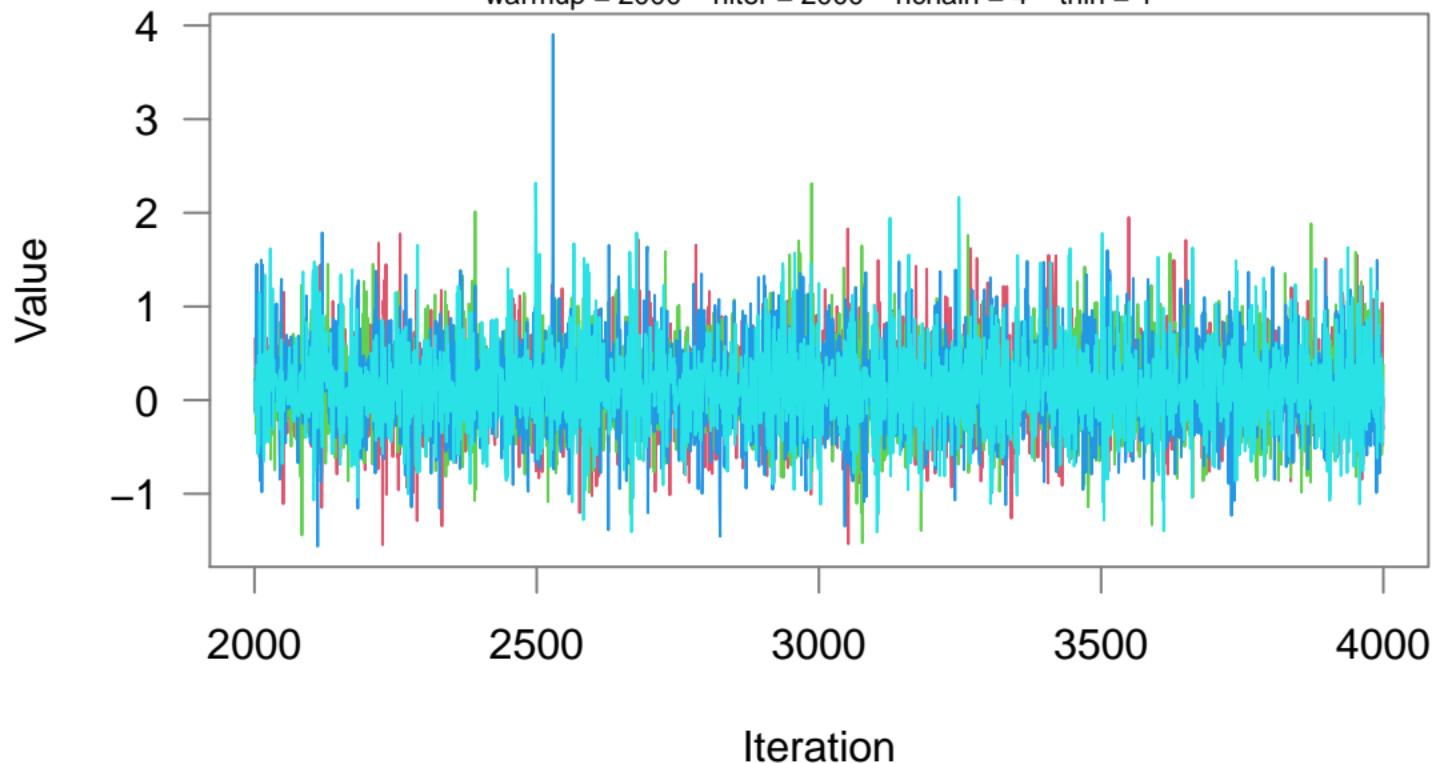
## r\_bay\_fac:site\_fac[Balboa\_BB-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



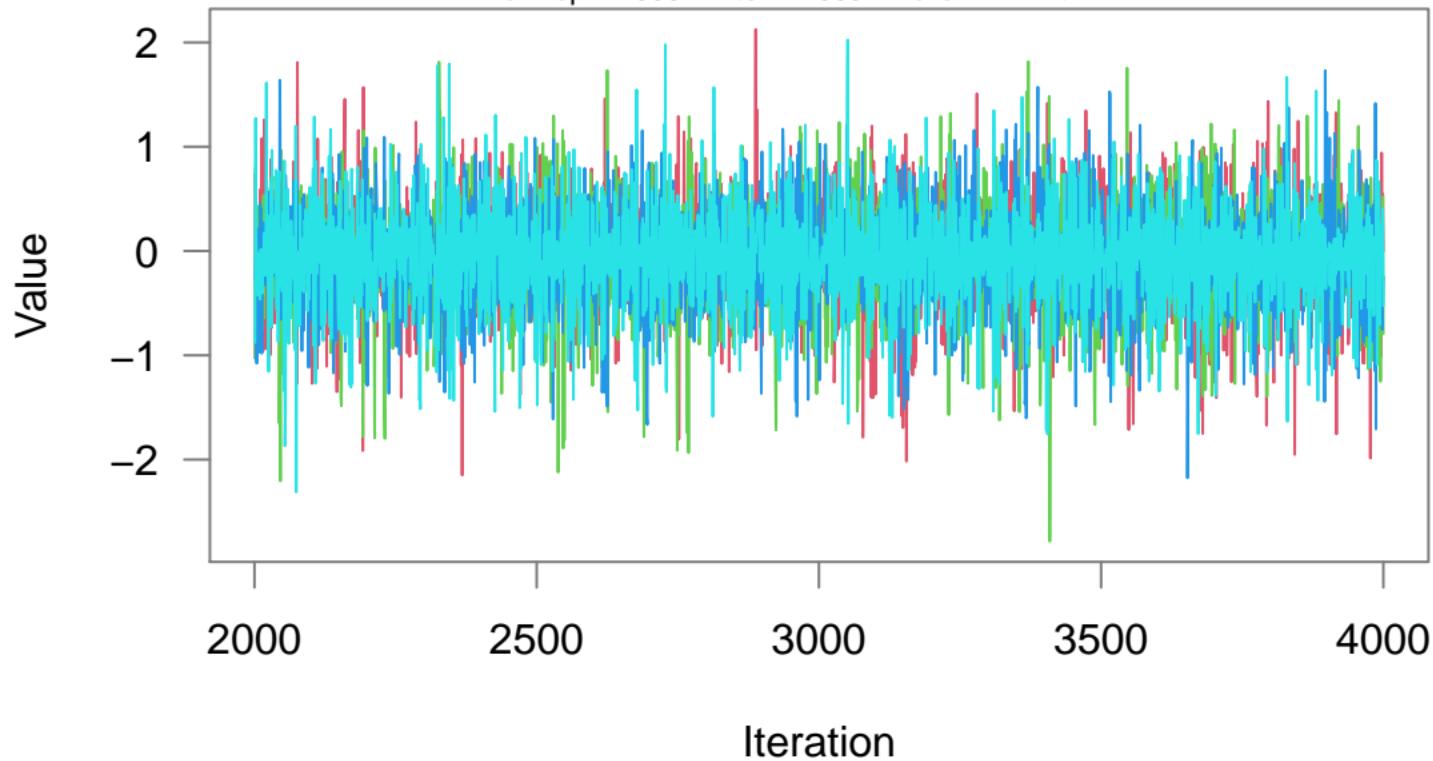
## r\_bay\_fac:site\_fac[Balboa\_BB-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



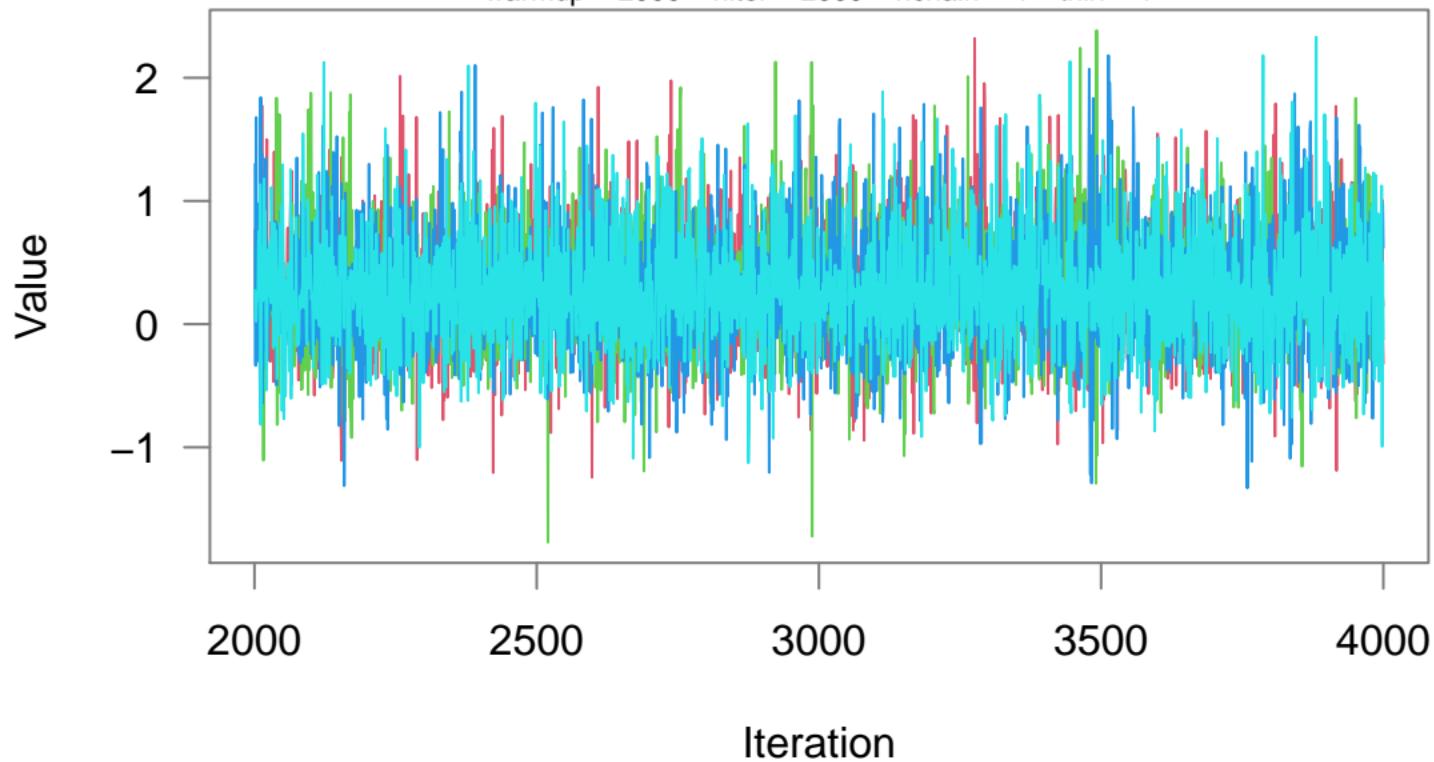
## r\_bay\_fac:site\_fac[Balboa\_BB-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



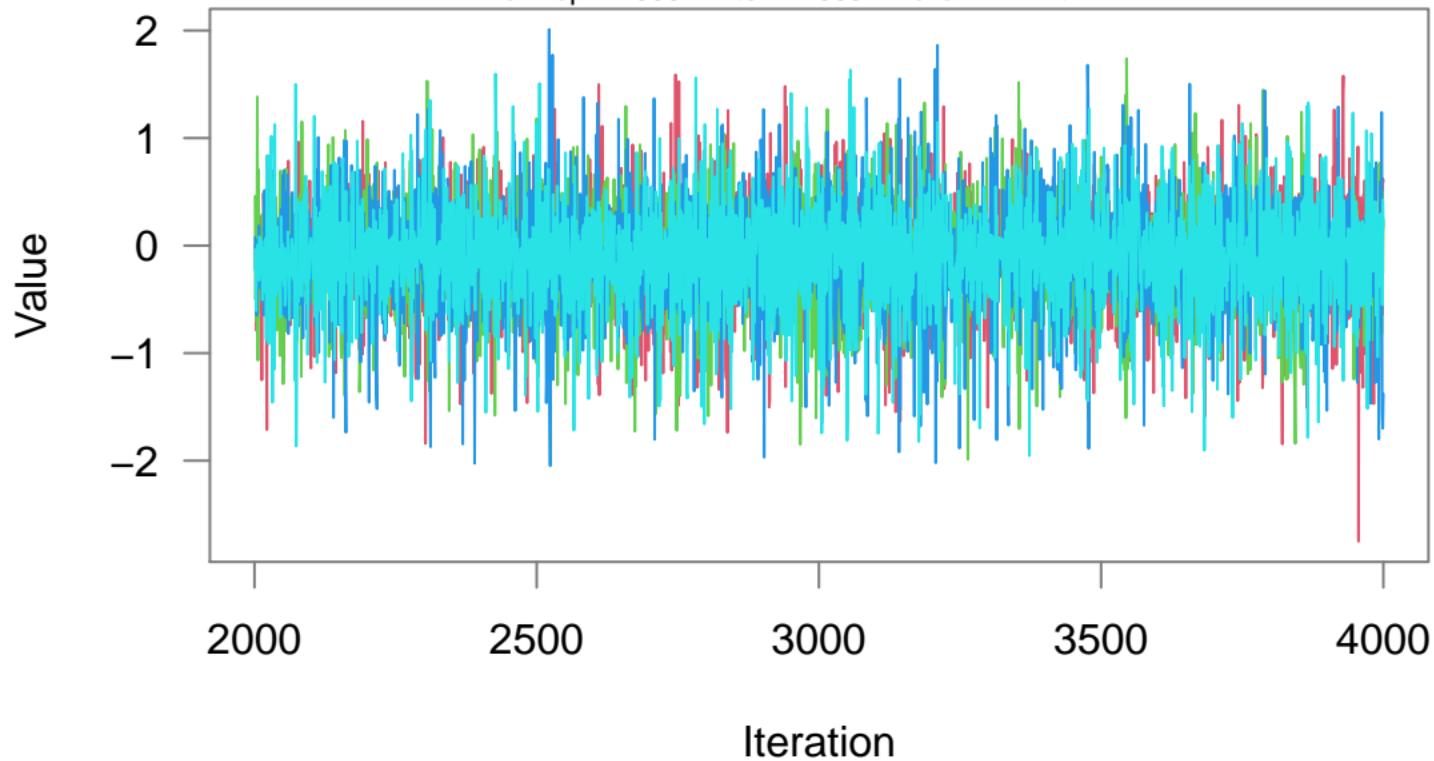
# r\_bay\_fac:site\_fac[Balboa\_BB-6,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



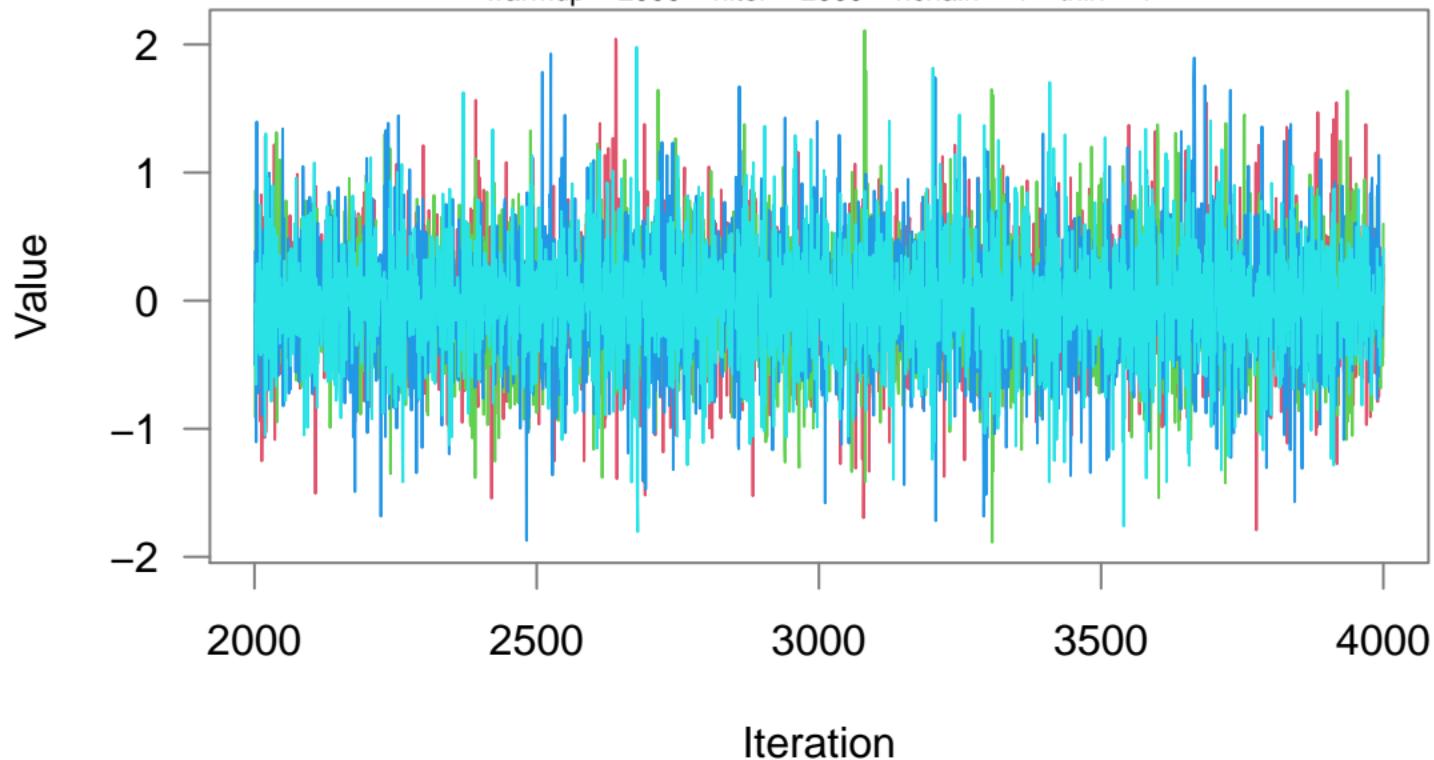
## r\_bay\_fac:site\_fac[Balboa\_BB-7,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



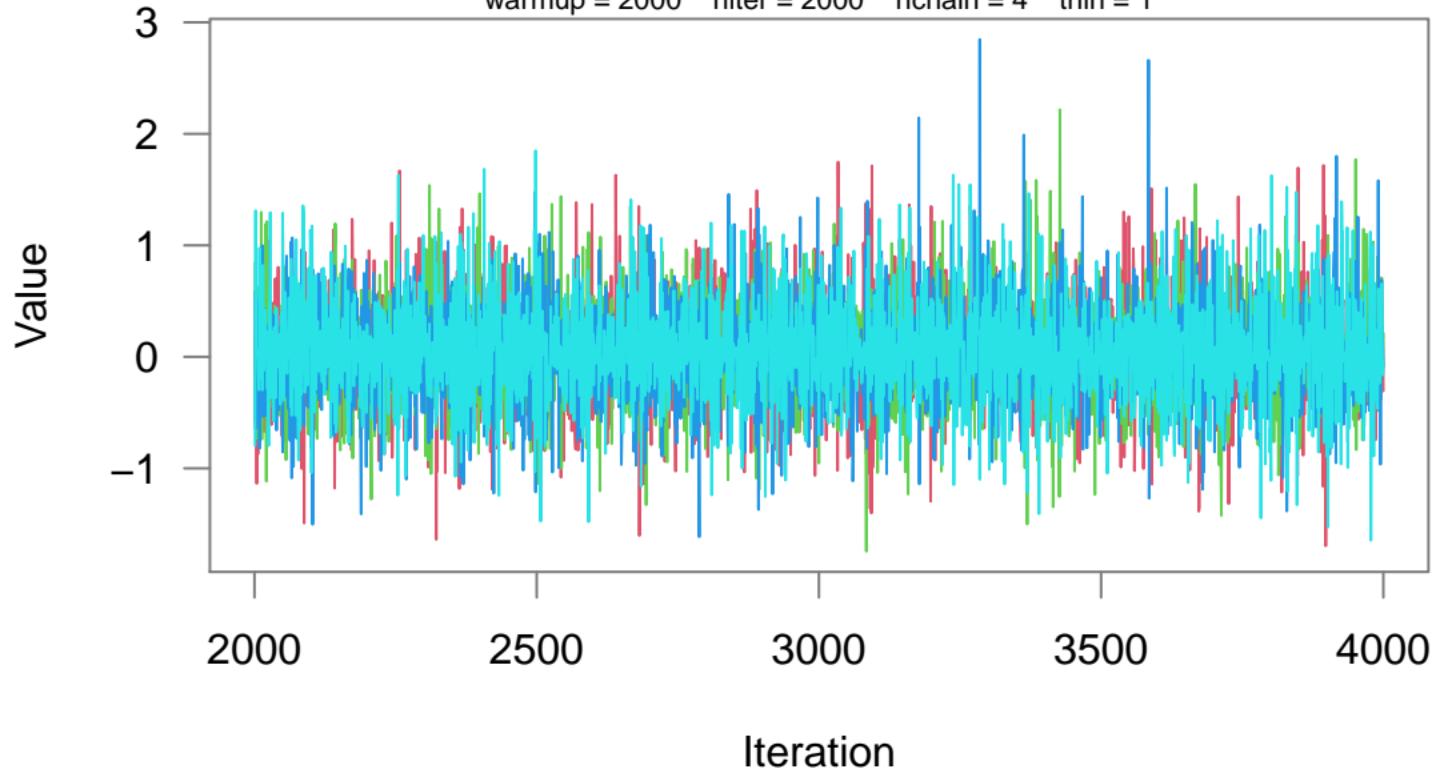
# r\_bay\_fac:site\_fac[Baralof\_Bar-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



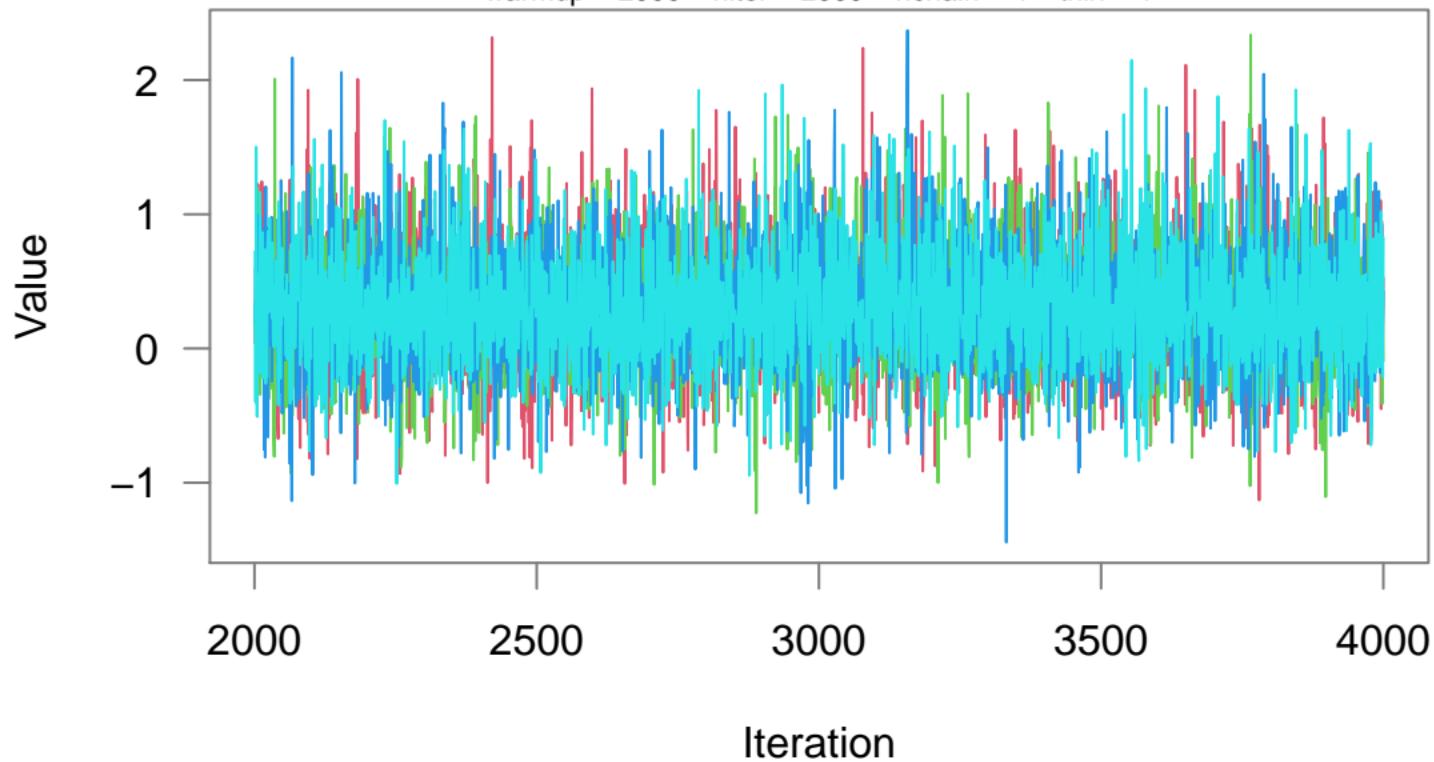
# r\_bay\_fac:site\_fac[Baralof\_Bar-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



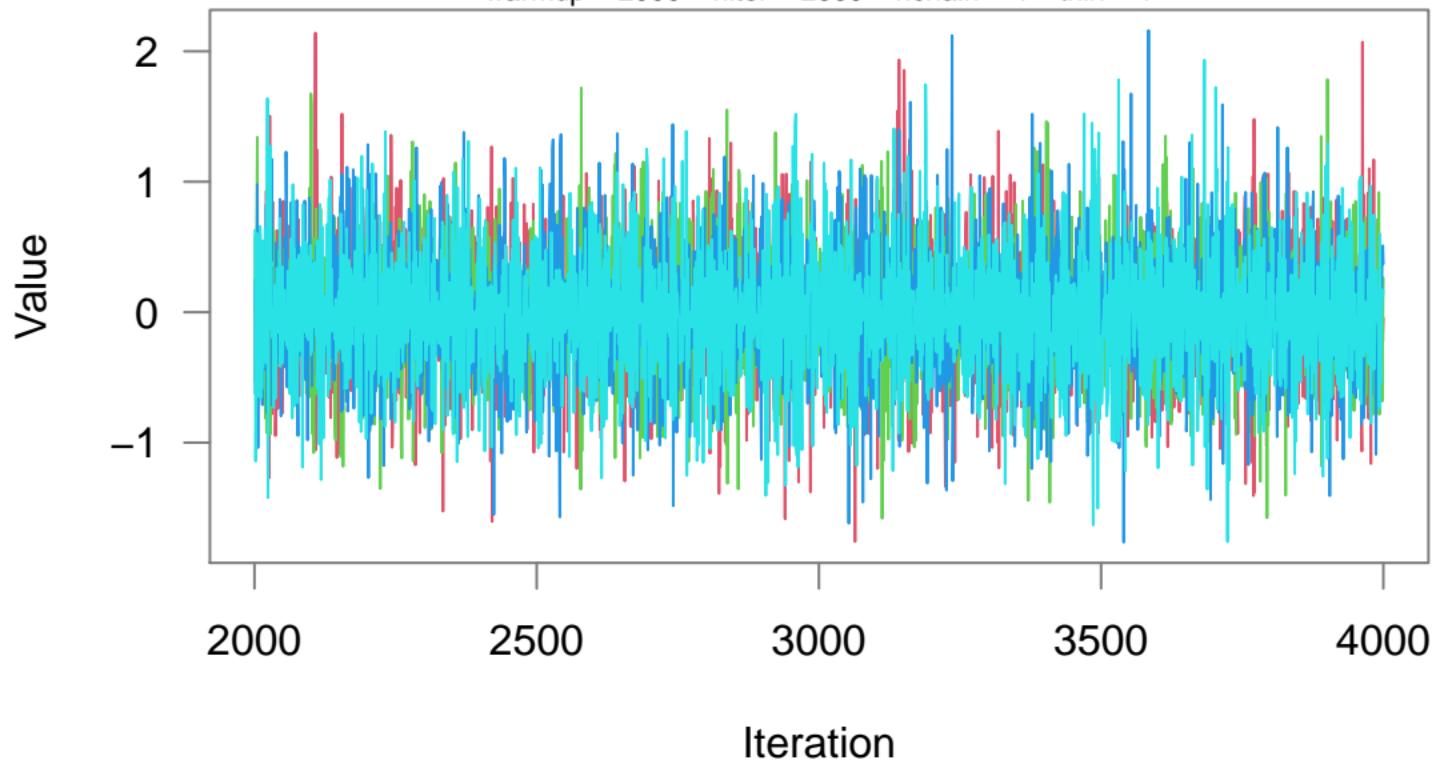
# r\_bay\_fac:site\_fac[Baralof\_Bar-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



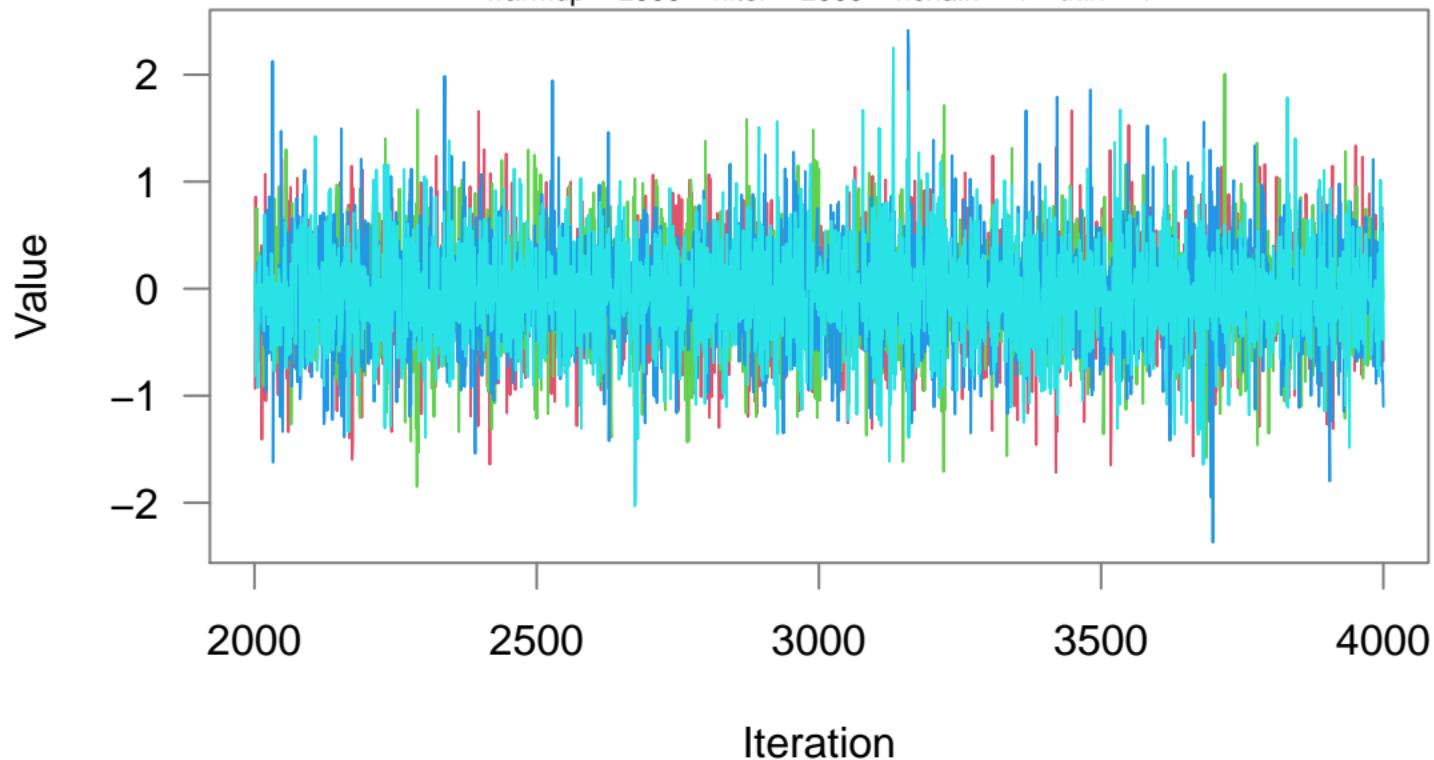
# r\_bay\_fac:site\_fac[Baralof\_Bar-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



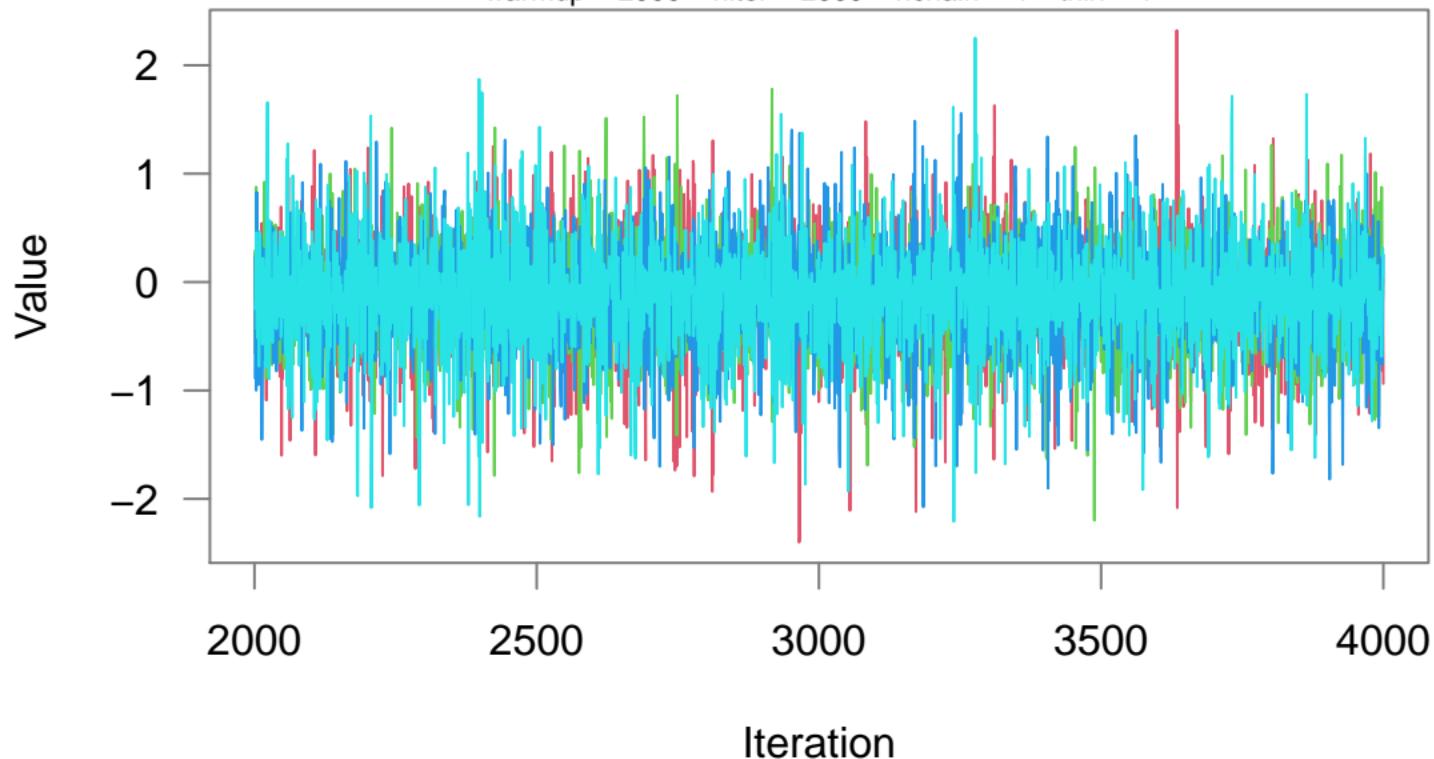
# r\_bay\_fac:site\_fac[Baralof\_Bar-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



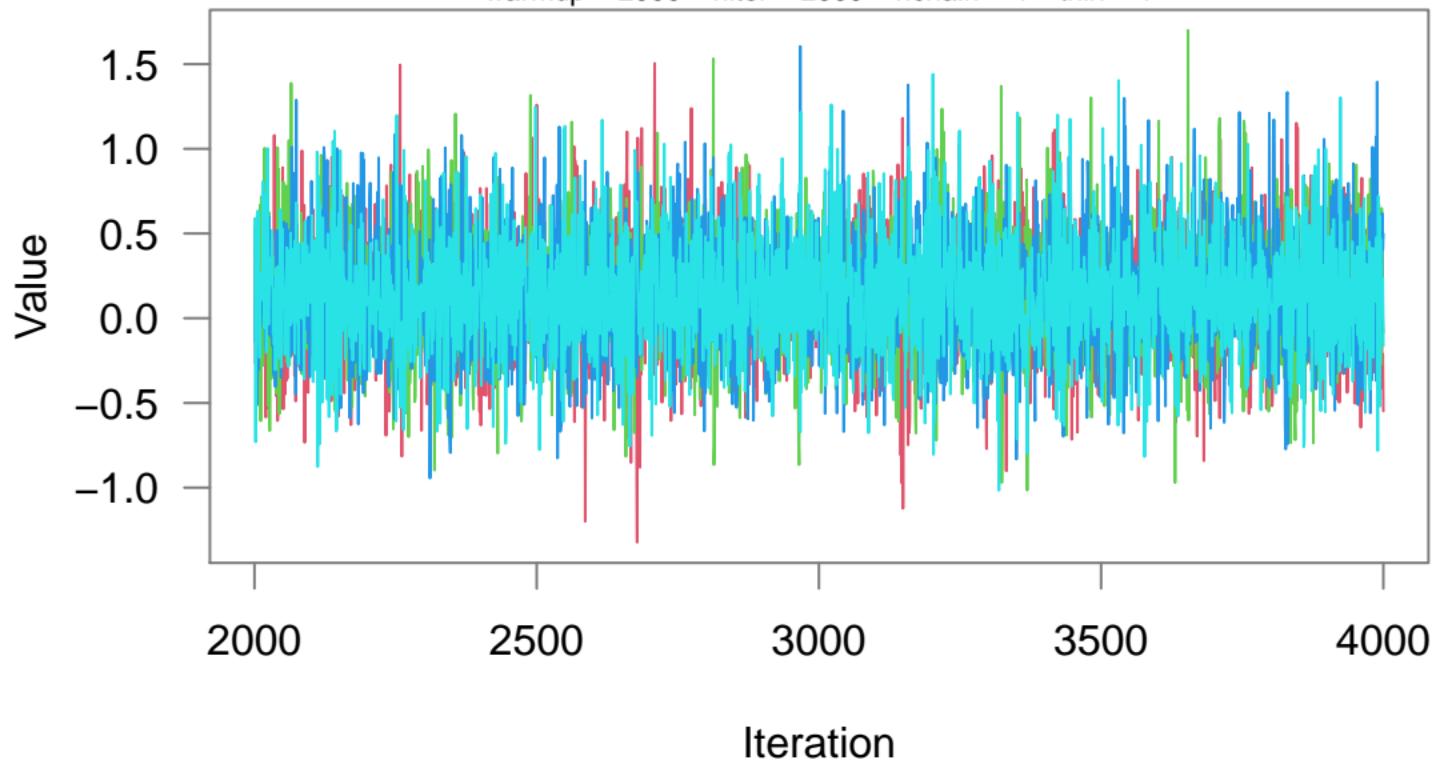
# r\_bay\_fac:site\_fac[Baralof\_Bar-6,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



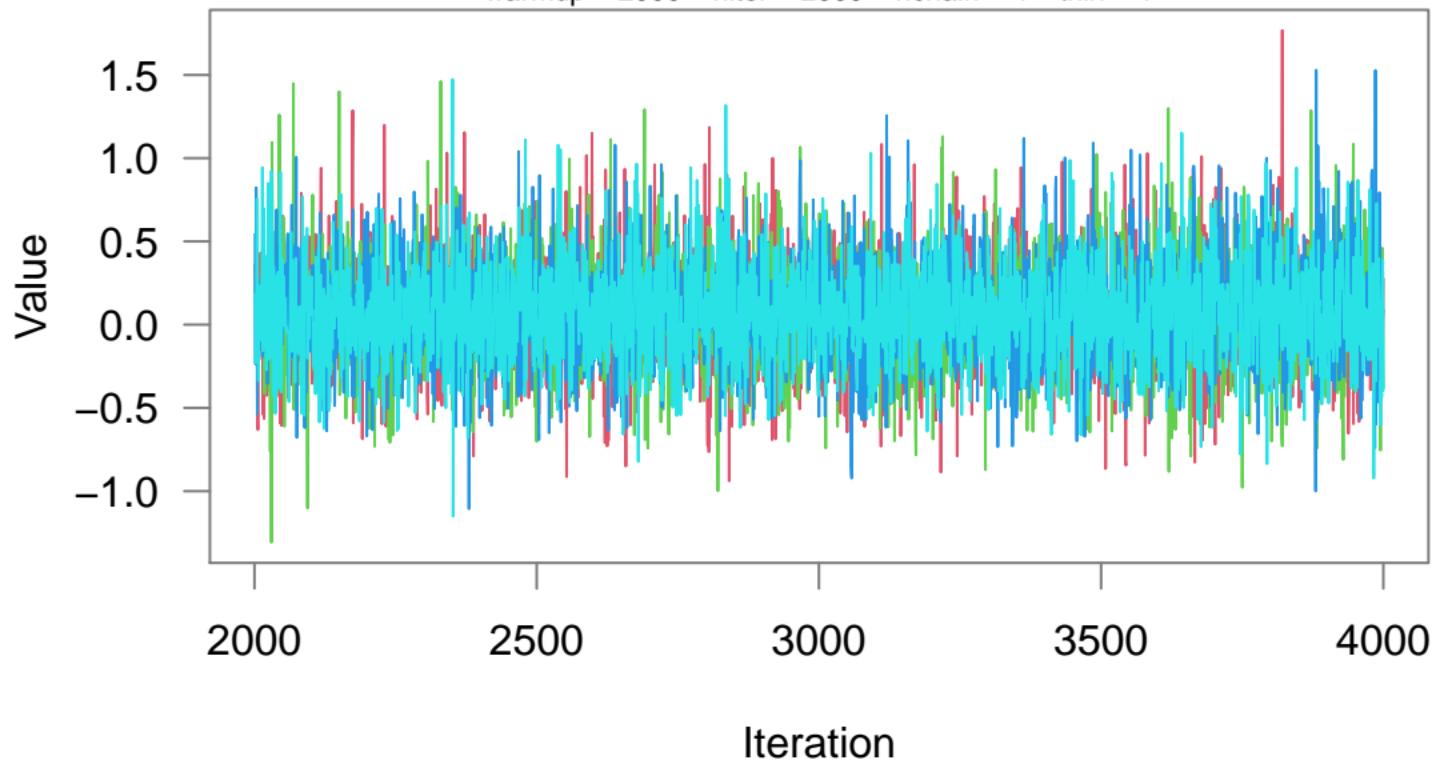
# r\_bay\_fac:site\_fac[Cook.Bay\_Bare.North,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

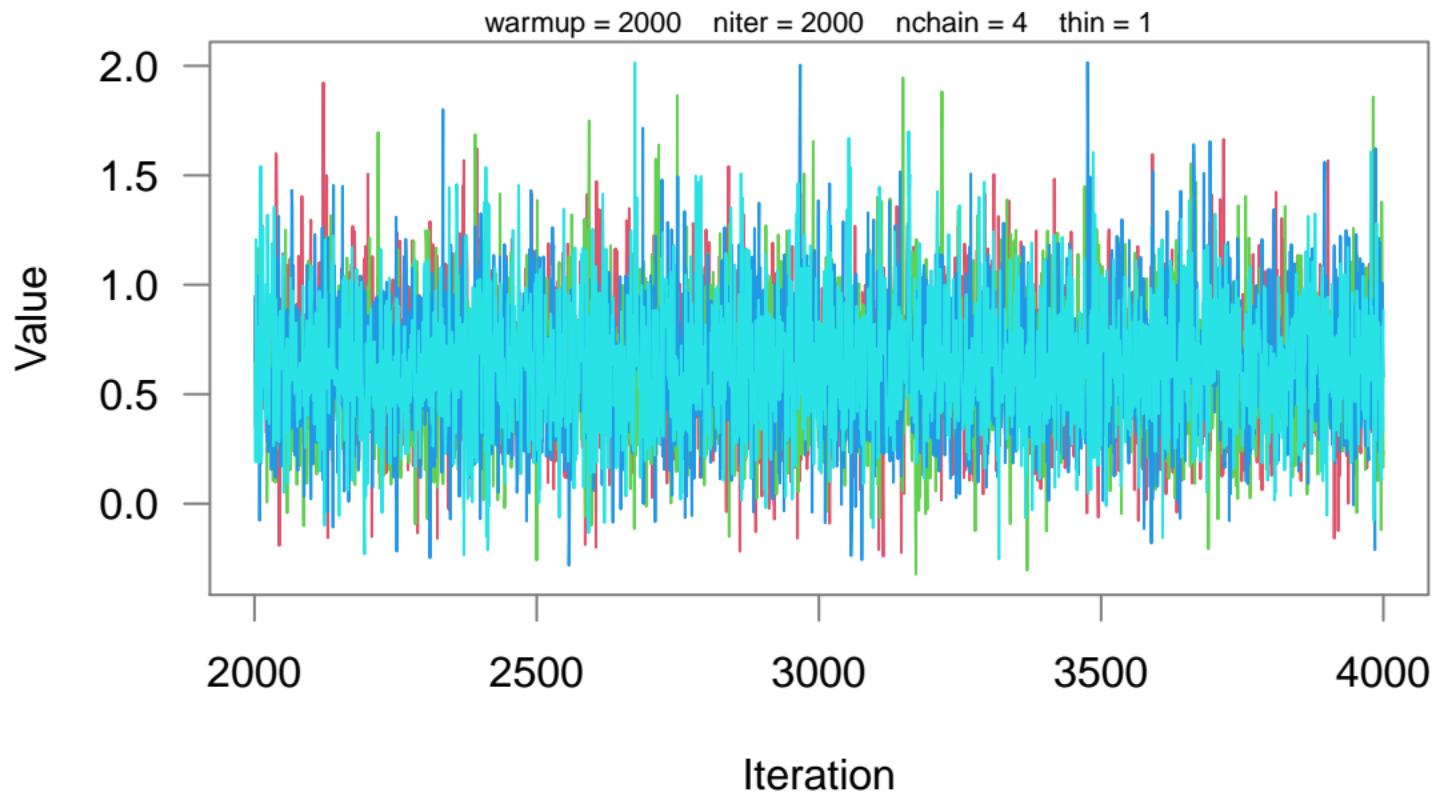


# r\_bay\_fac:site\_fac[Cook.Bay\_Eelgrass.North,Intercept]

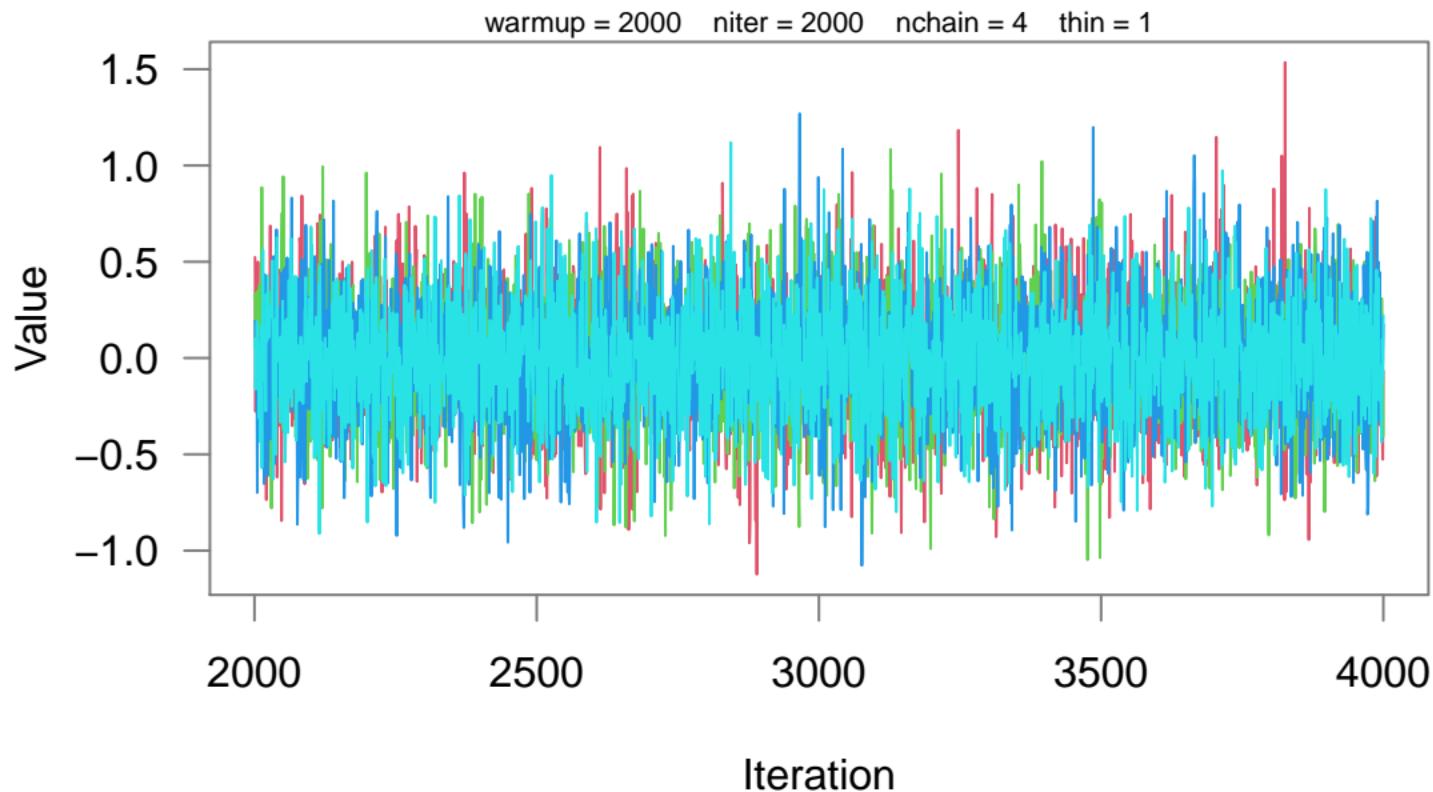
warmup = 2000 niter = 2000 nchain = 4 thin = 1



# r\_bay\_fac:site\_fac[Cook.Bay\_Eelgrass.South,Intercept]

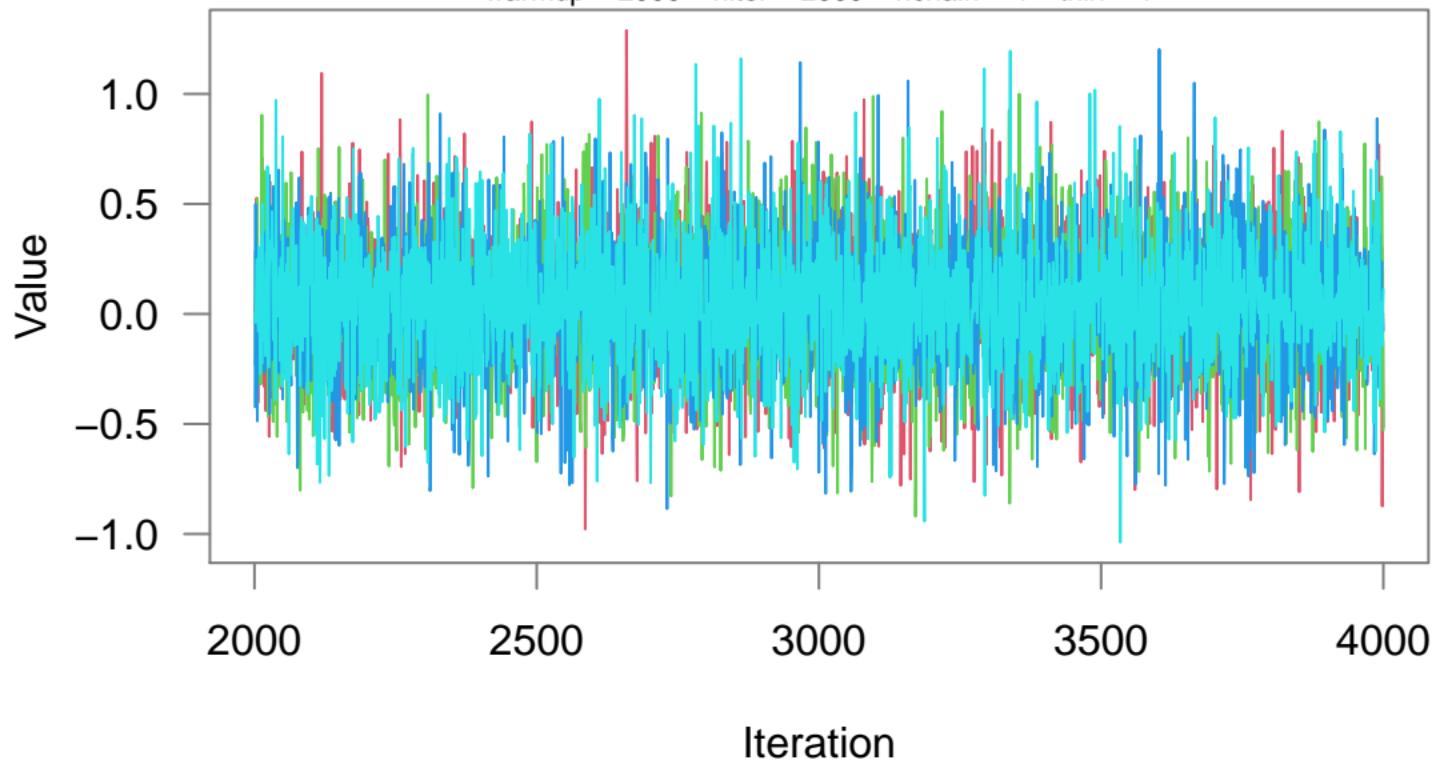


# r\_bay\_fac:site\_fac[Cook.Bay\_Eelgrass.West,Intercept]



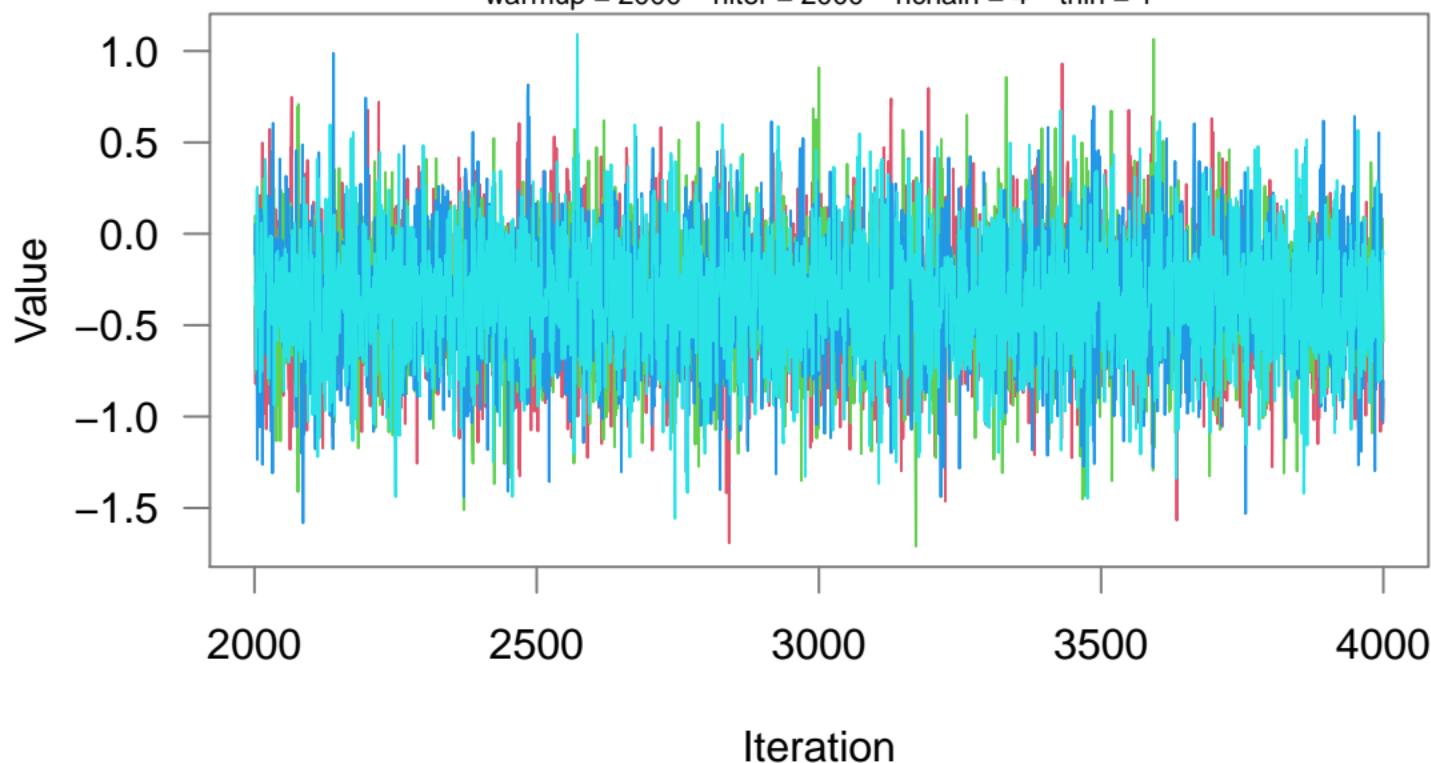
# r\_bay\_fac:site\_fac[Cook.Bay\_Laminaria.East,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



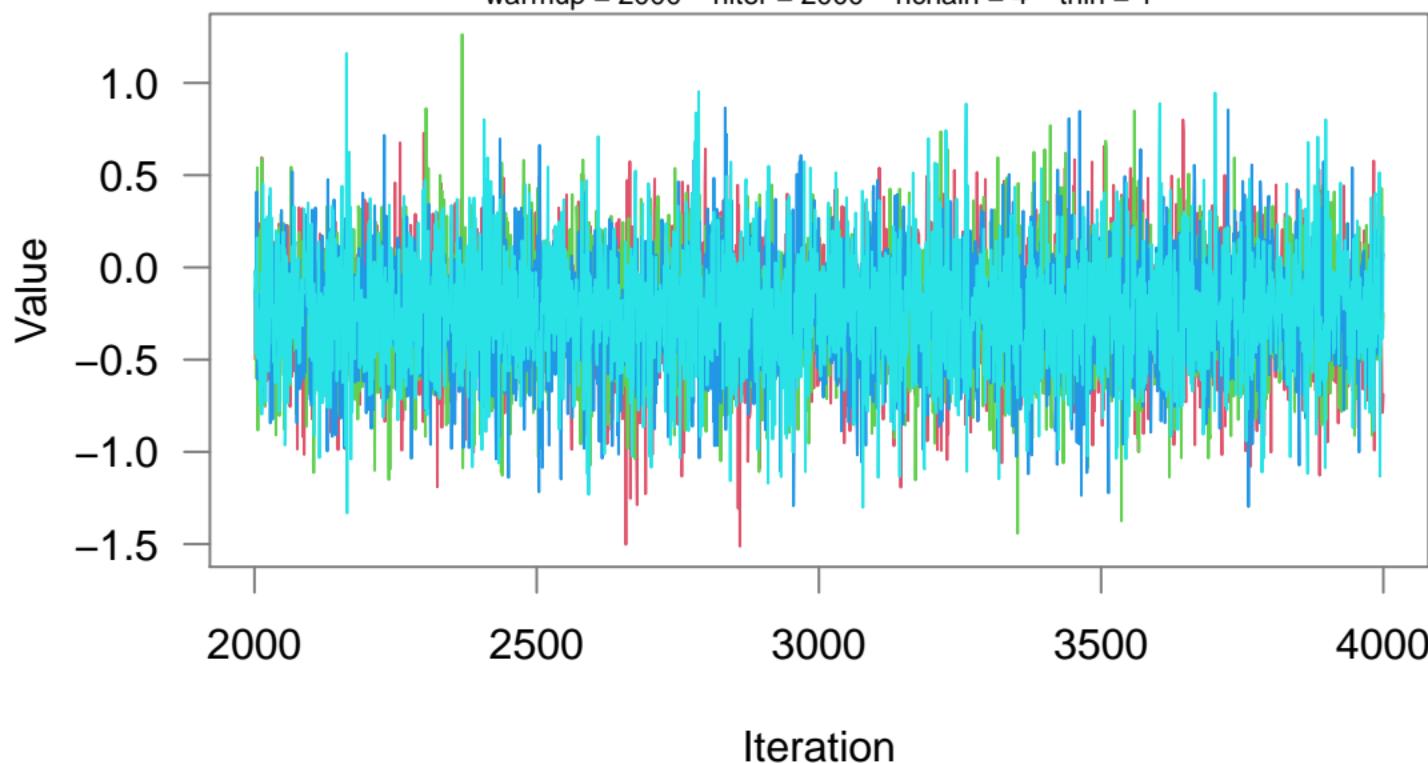
# r\_bay\_fac:site\_fac[Cook.Bay\_Laminaria.North,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

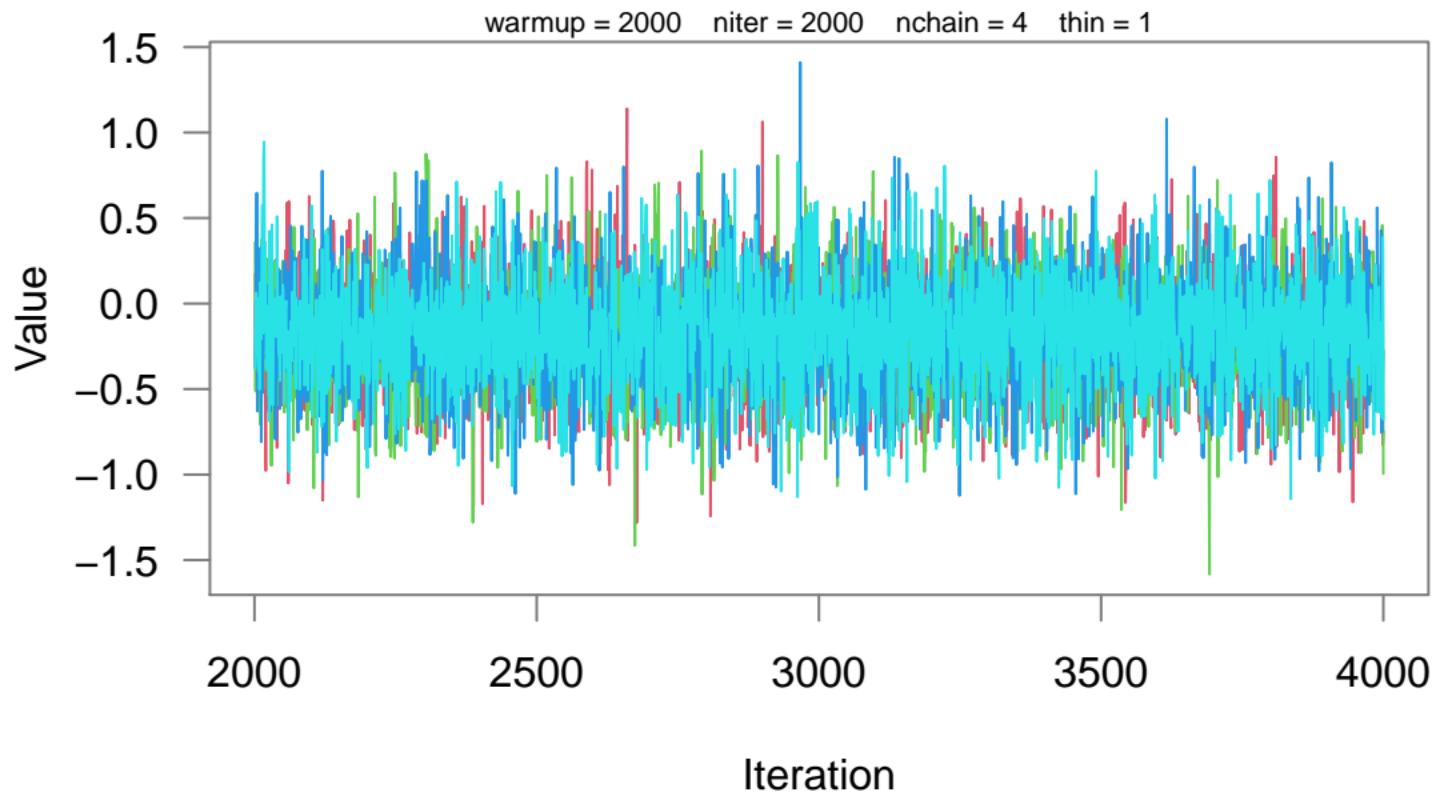


## r\_bay\_fac:site\_fac[Cook.Bay\_Laminaria.South,Intercept]

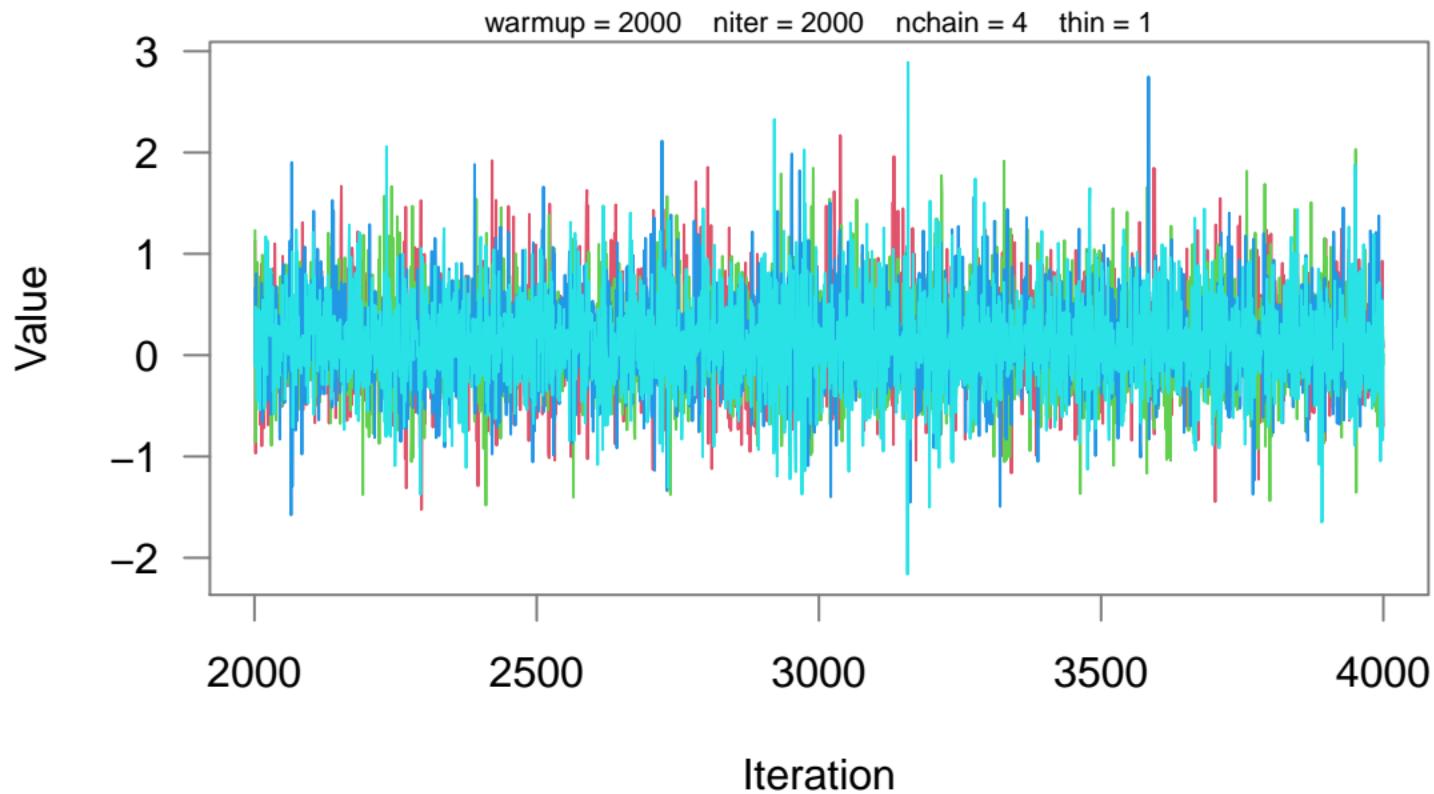
warmup = 2000 niter = 2000 nchain = 4 thin = 1



# r\_bay\_fac:site\_fac[Cook.Bay\_Middle.Cove,Intercept]

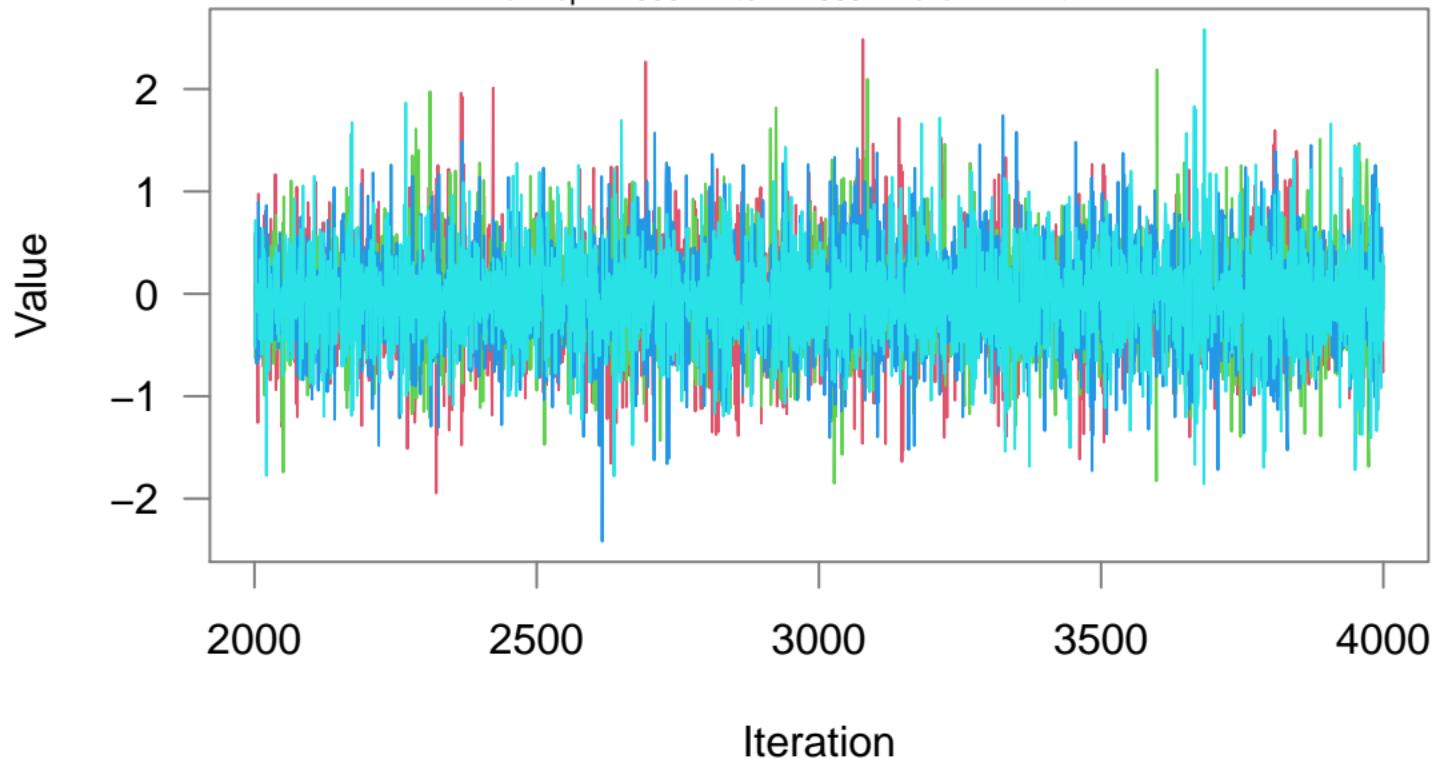


# r\_bay\_fac:site\_fac[Falmouth\_Fal-1,Intercept]

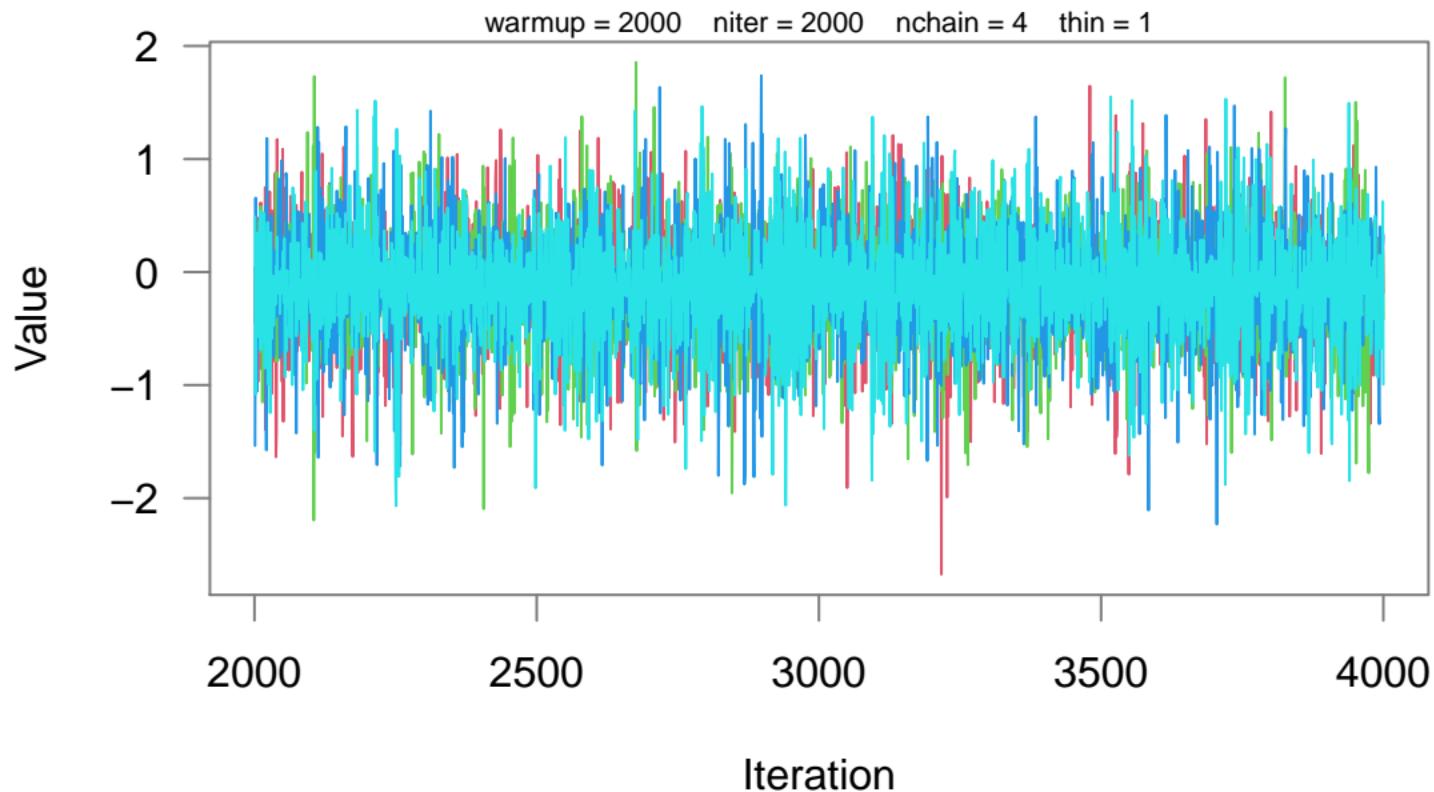


# r\_bay\_fac:site\_fac[Falmouth\_Fal-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

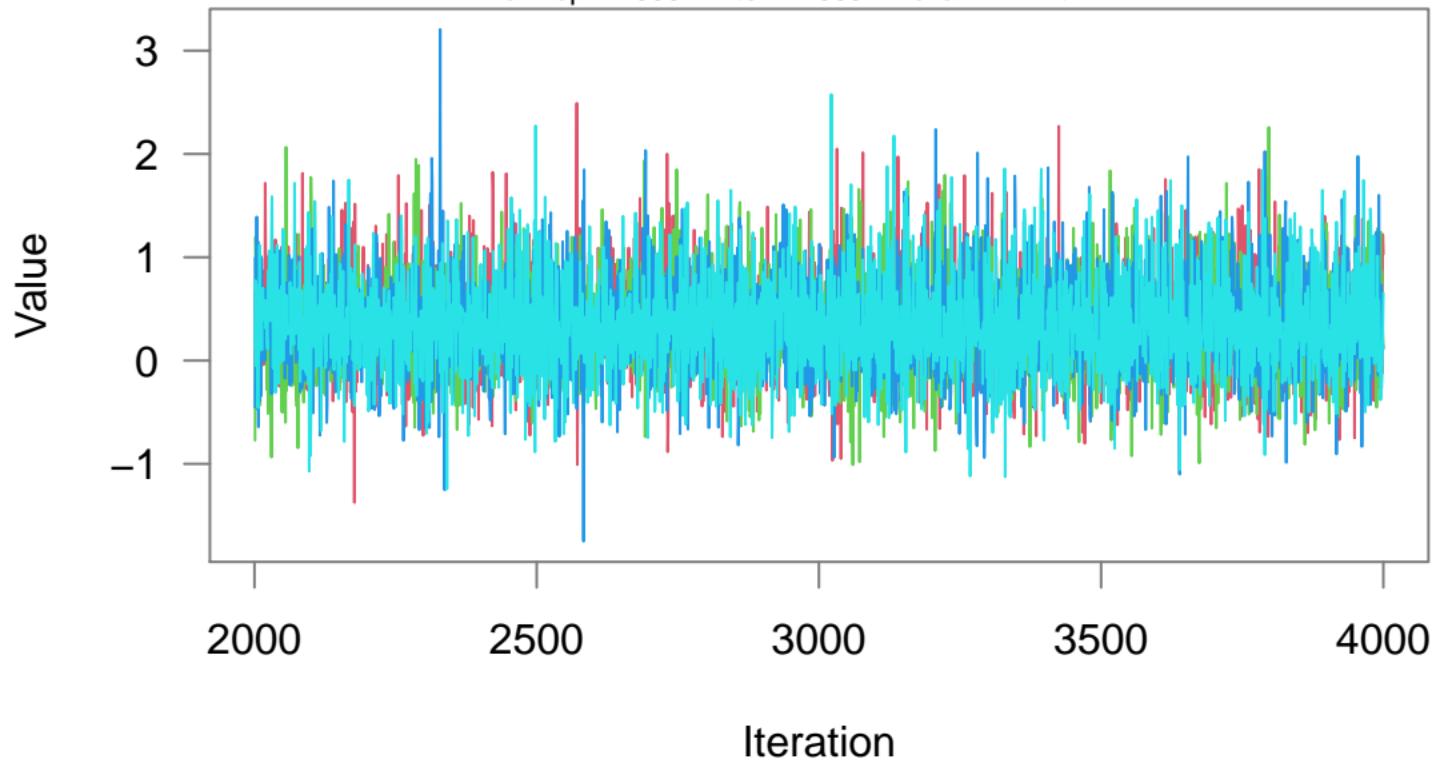


# r\_bay\_fac:site\_fac[Falmouth\_Fal-3,Intercept]



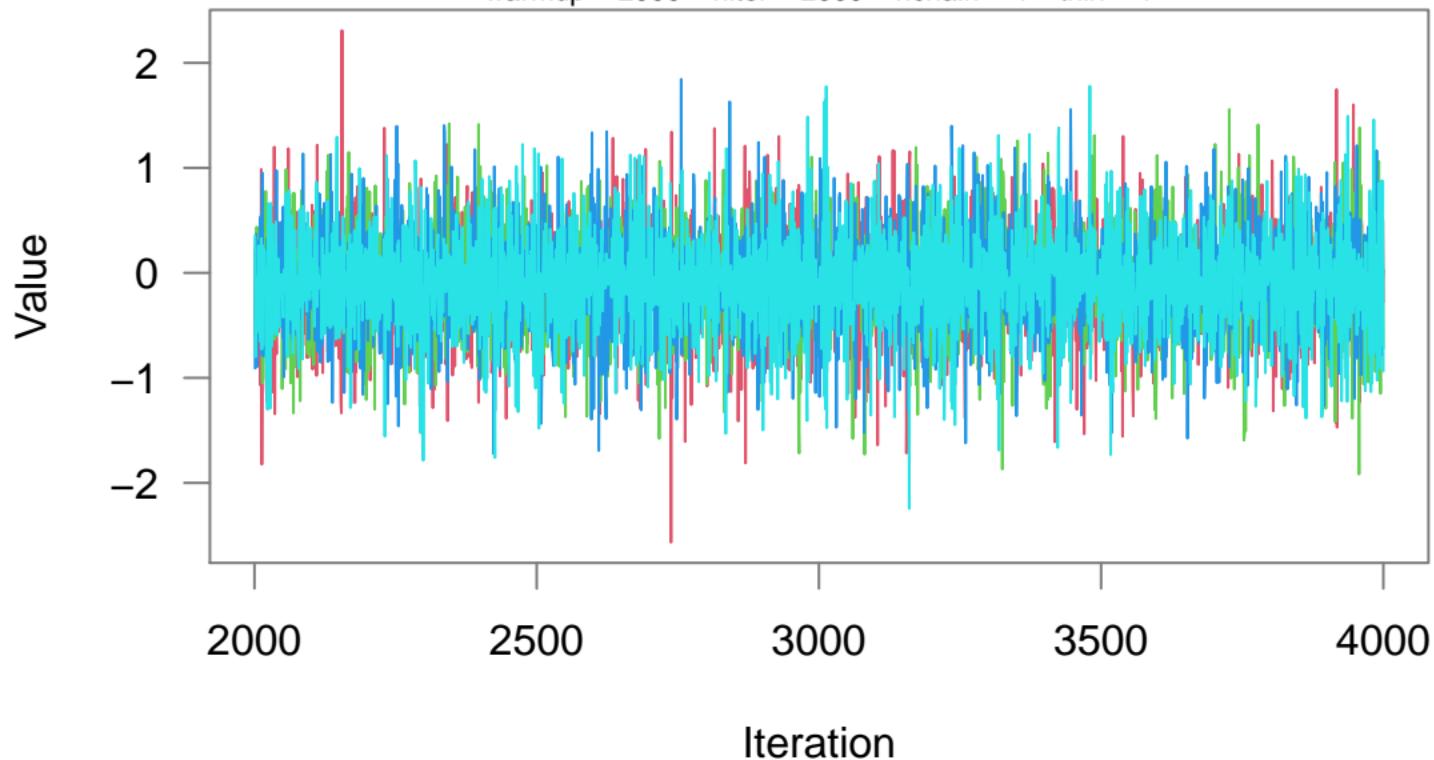
# r\_bay\_fac:site\_fac[Falmouth\_Fal-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



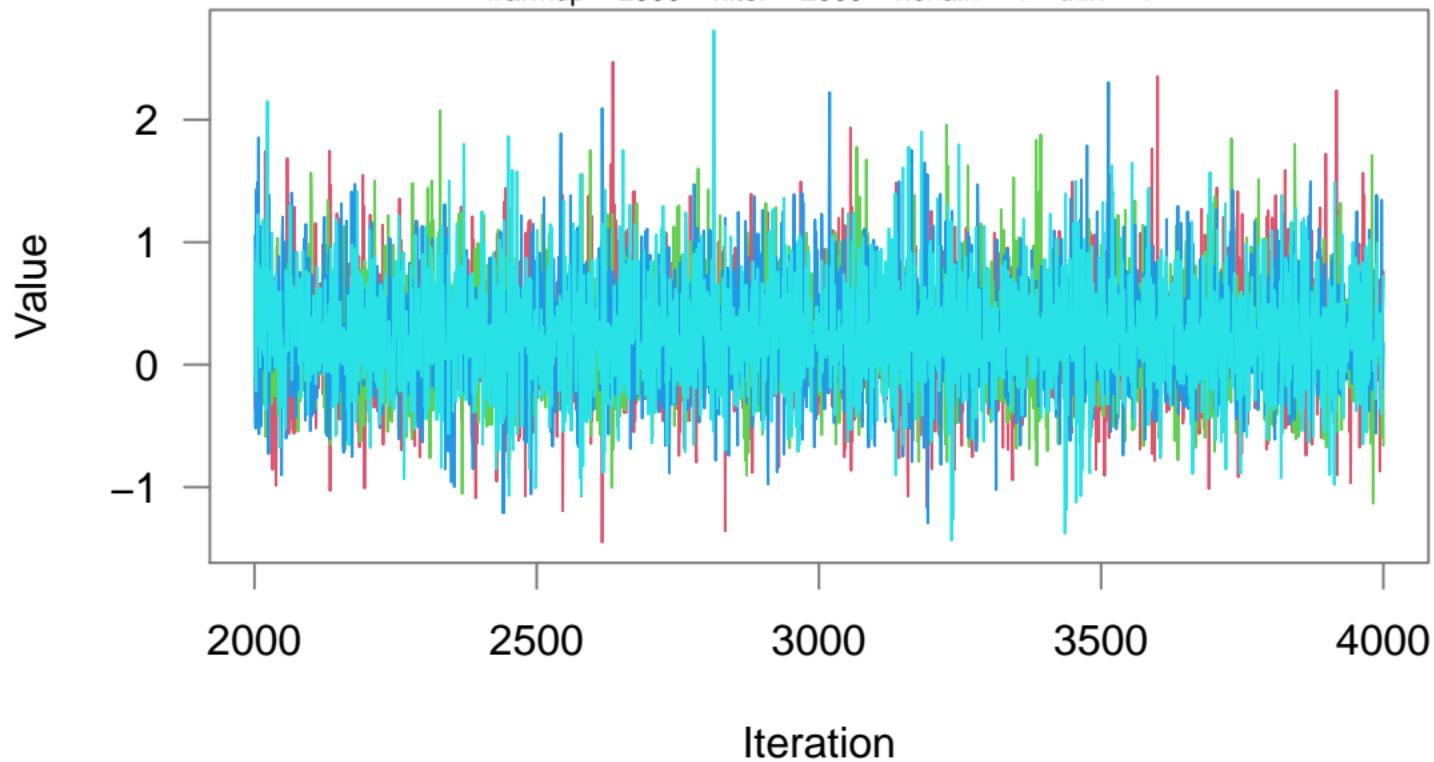
# r\_bay\_fac:site\_fac[Falmouth\_Fal-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

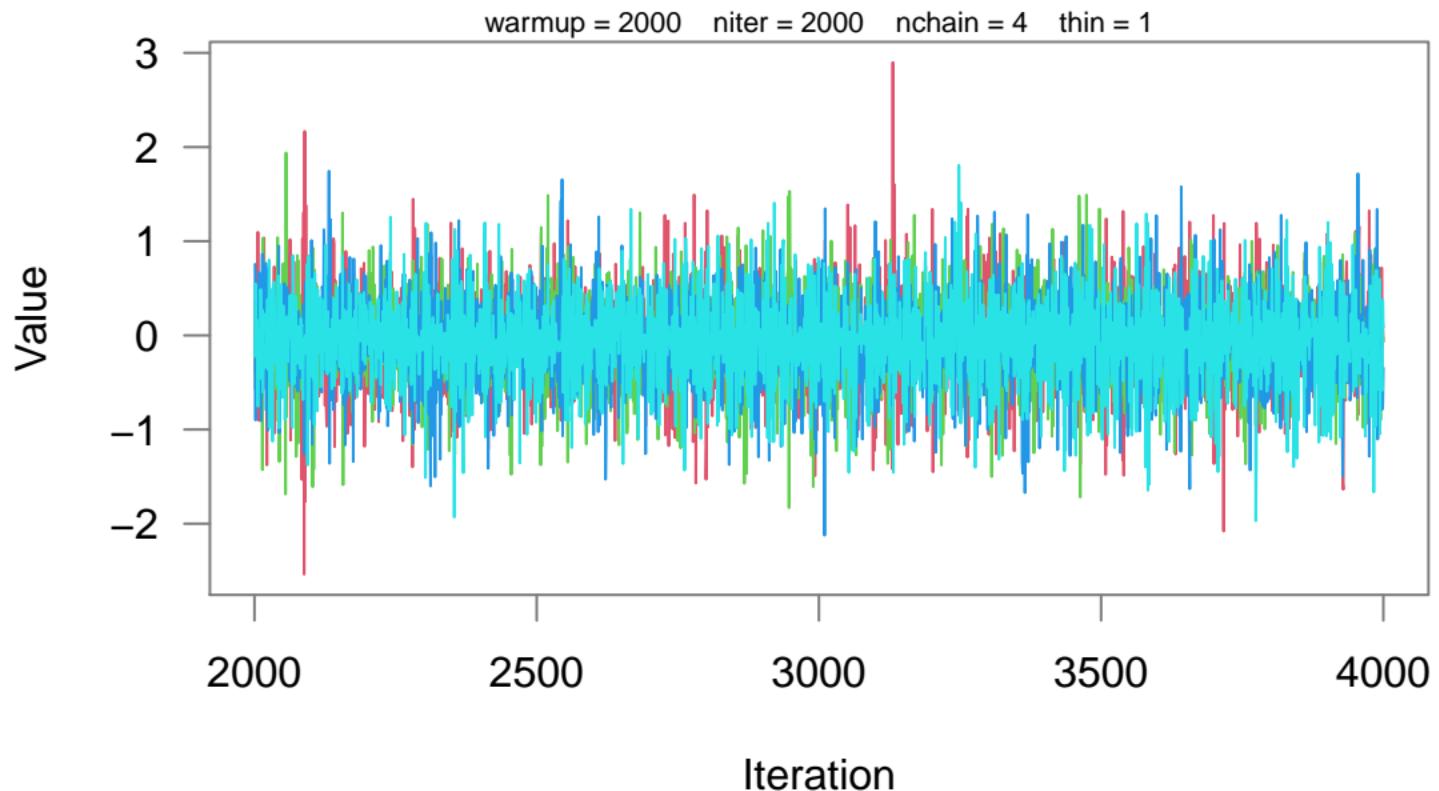


## r\_bay\_fac:site\_fac[Fox\_Fox-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

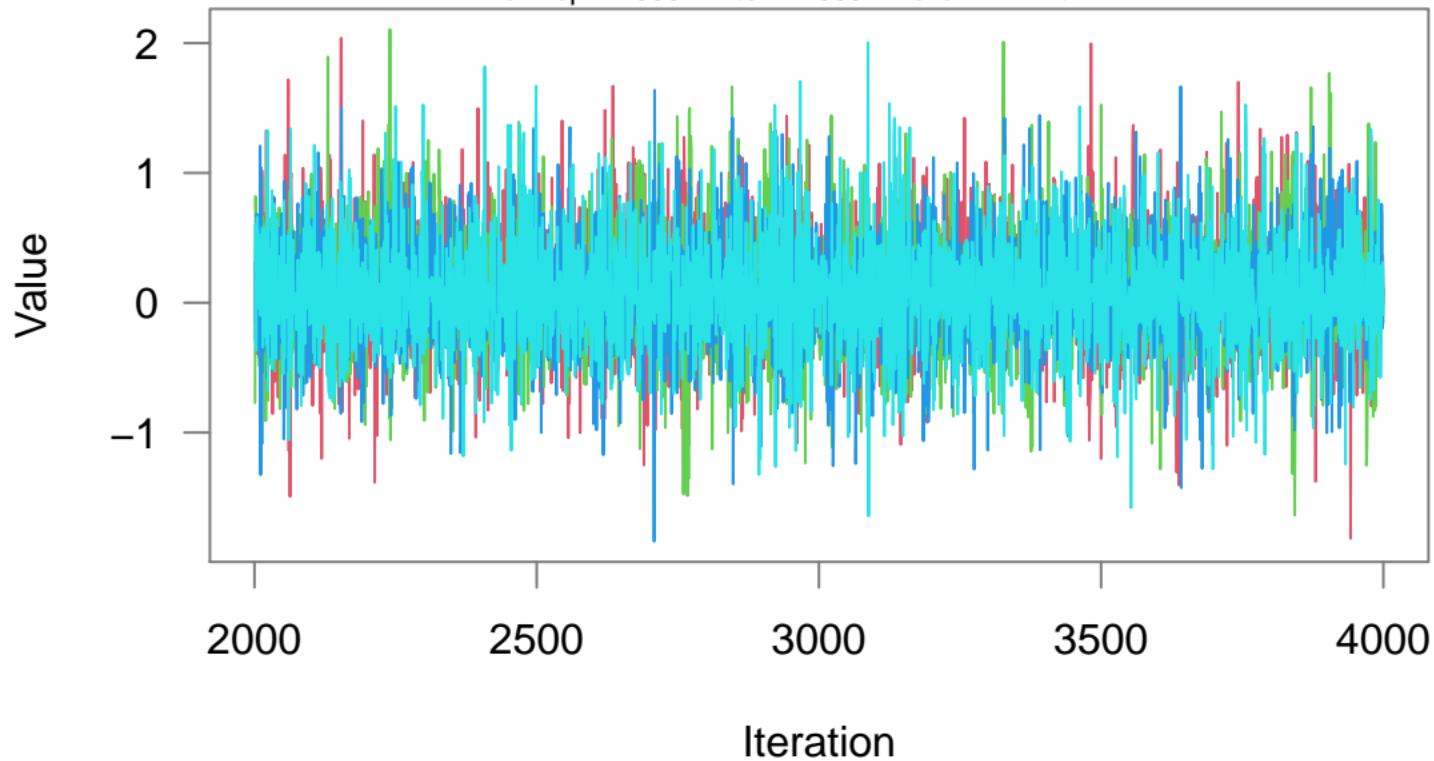


## r\_bay\_fac:site\_fac[Fox\_Fox-2,Intercept]



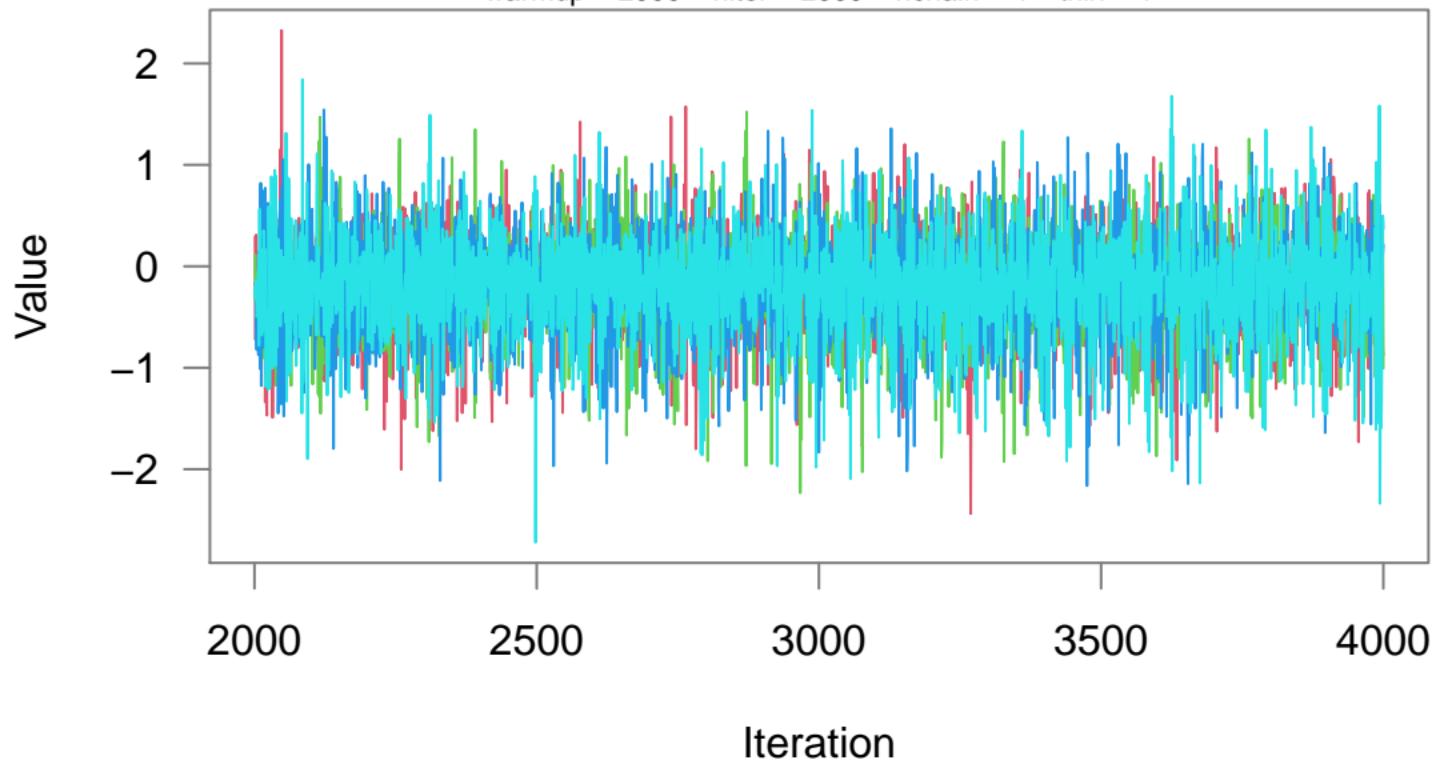
## r\_bay\_fac:site\_fac[Fox\_Fox-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



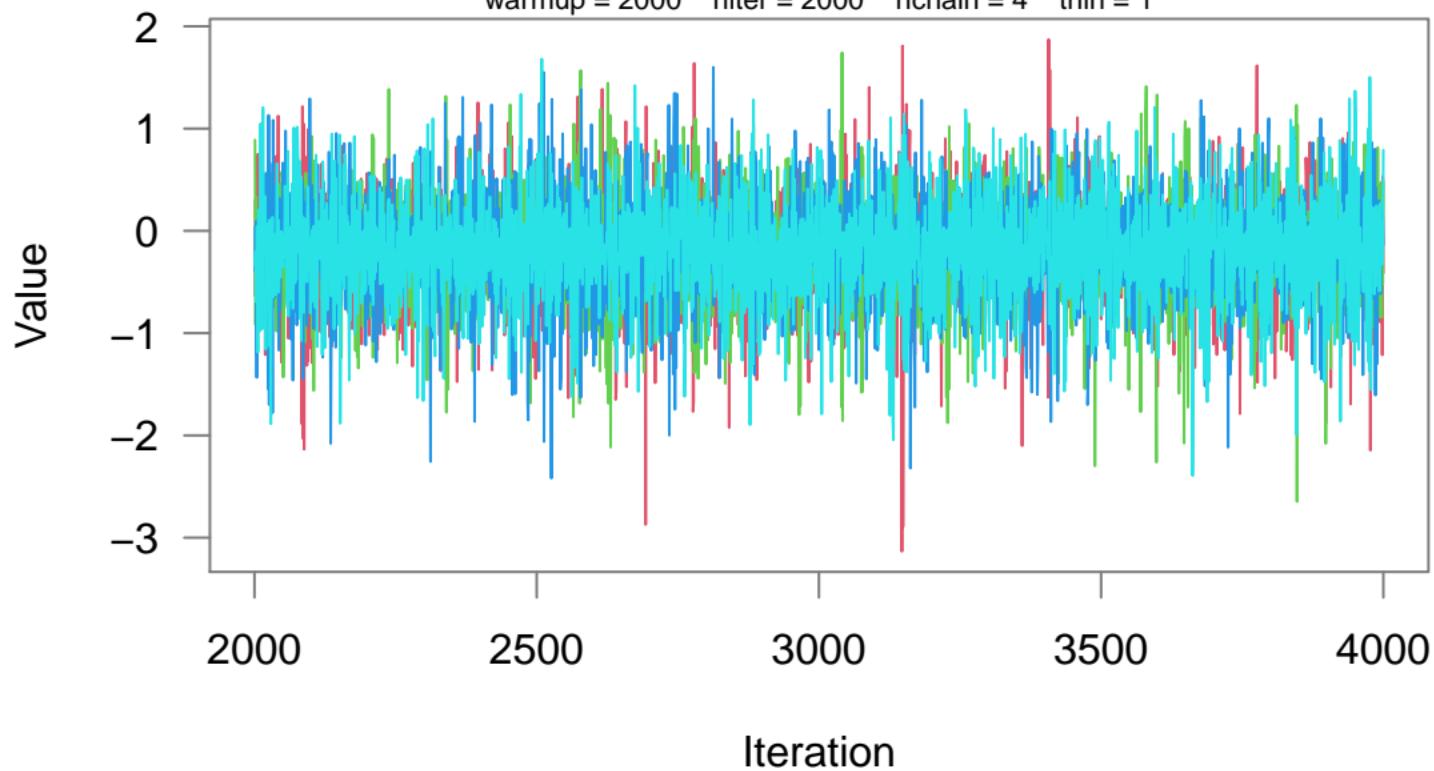
## r\_bay\_fac:site\_fac[Fox\_Fox-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



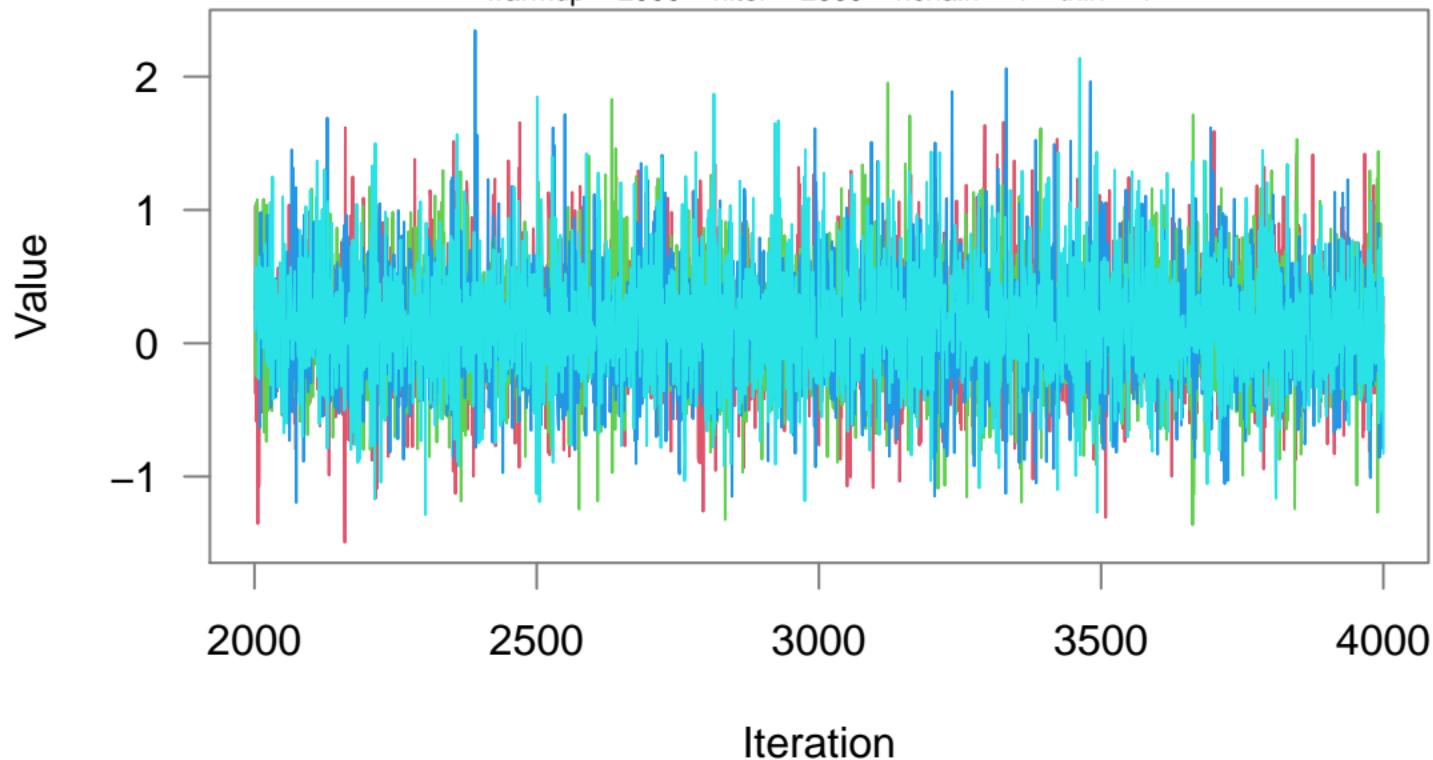
## r\_bay\_fac:site\_fac[Fox\_Fox-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



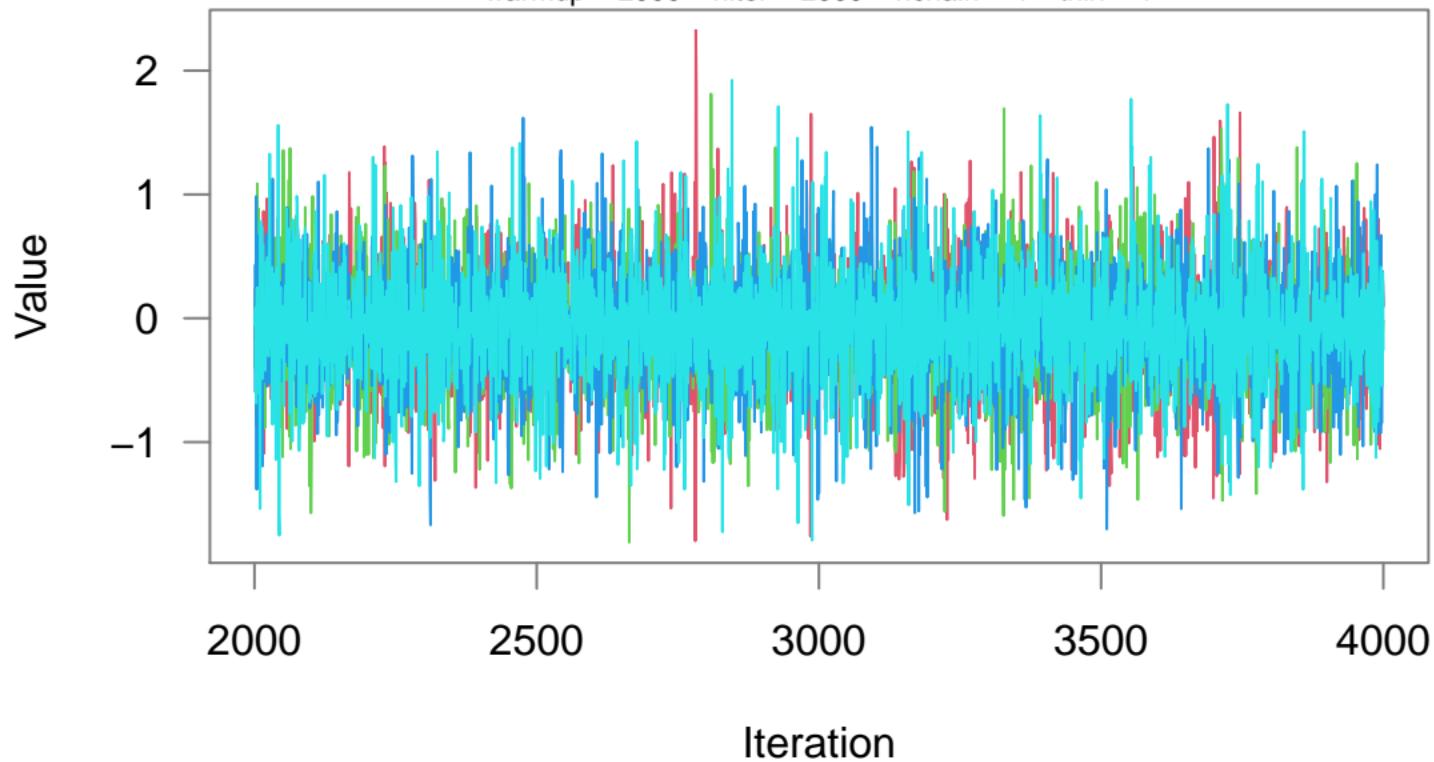
# r\_bay\_fac:site\_fac[Japanese\_Jap-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



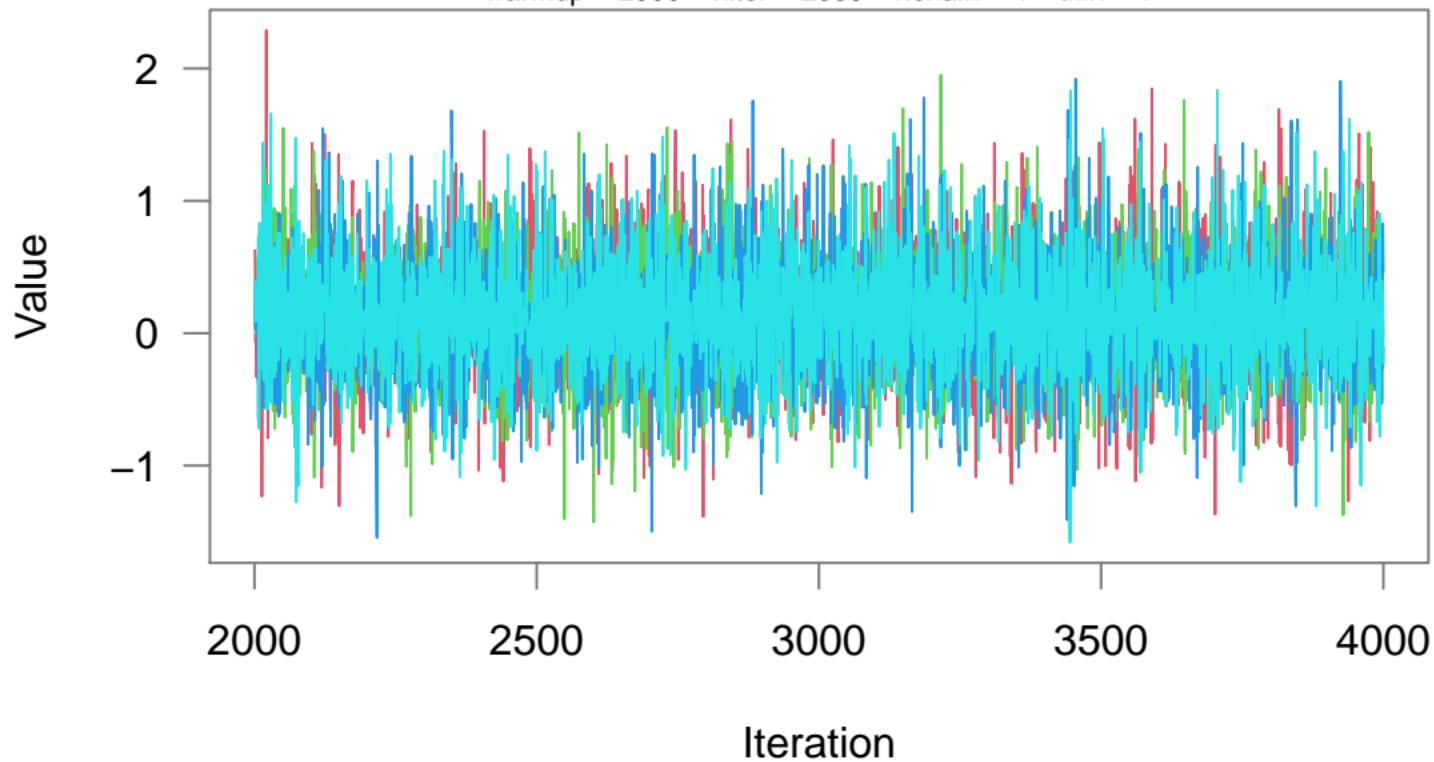
# r\_bay\_fac:site\_fac[Japanese\_Jap-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



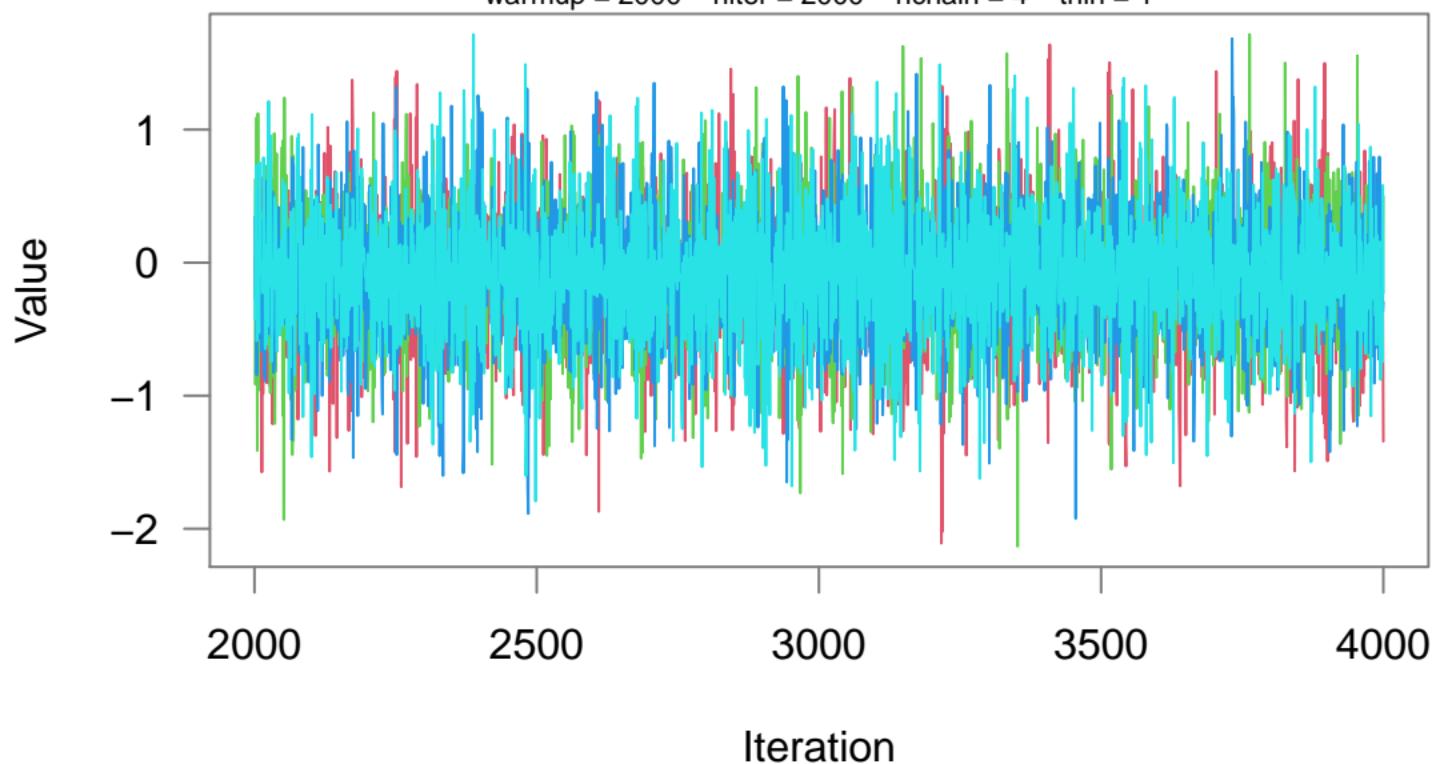
# r\_bay\_fac:site\_fac[Japanese\_Jap-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



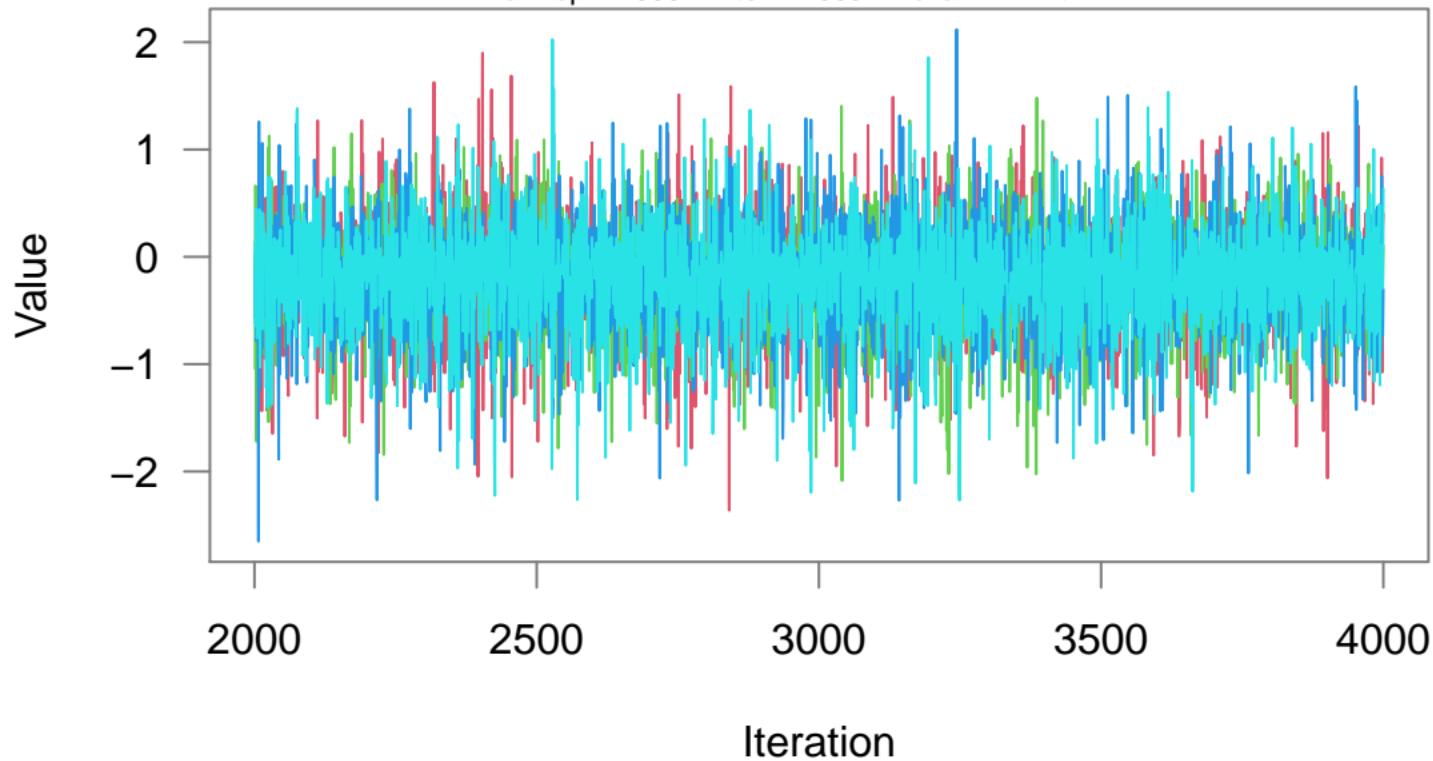
# r\_bay\_fac:site\_fac[Japanese\_Jap-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



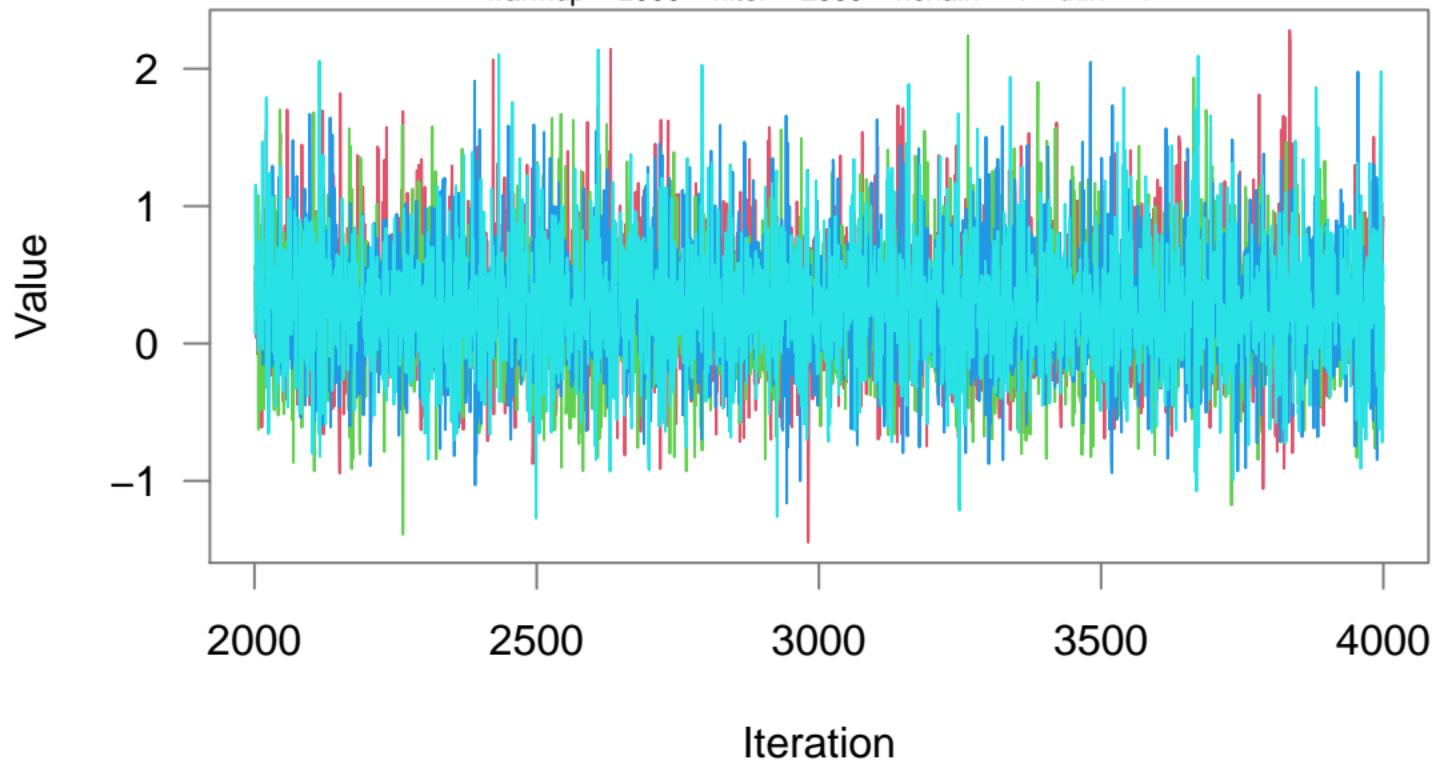
# r\_bay\_fac:site\_fac[Japanese\_Jap-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



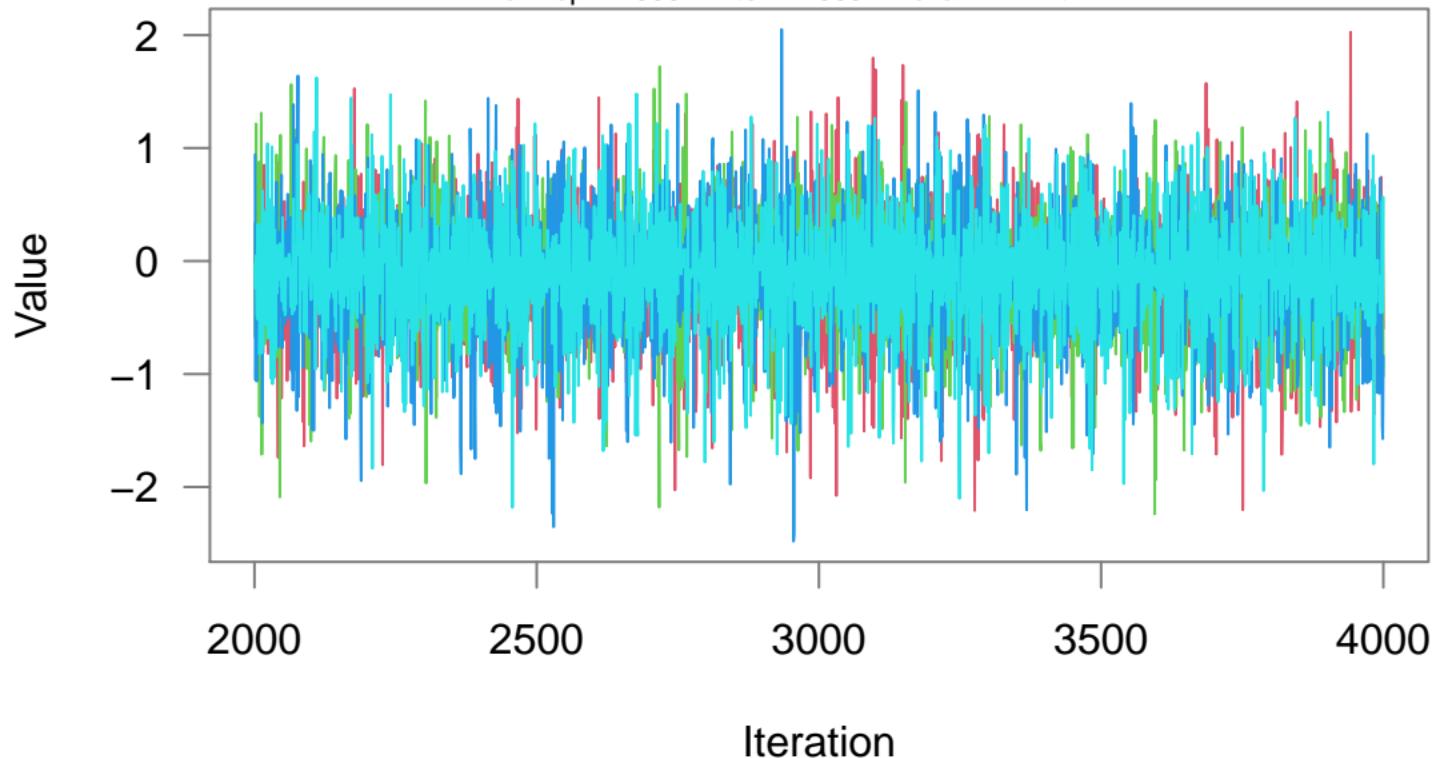
# r\_bay\_fac:site\_fac[Japanese\_Jap-6,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



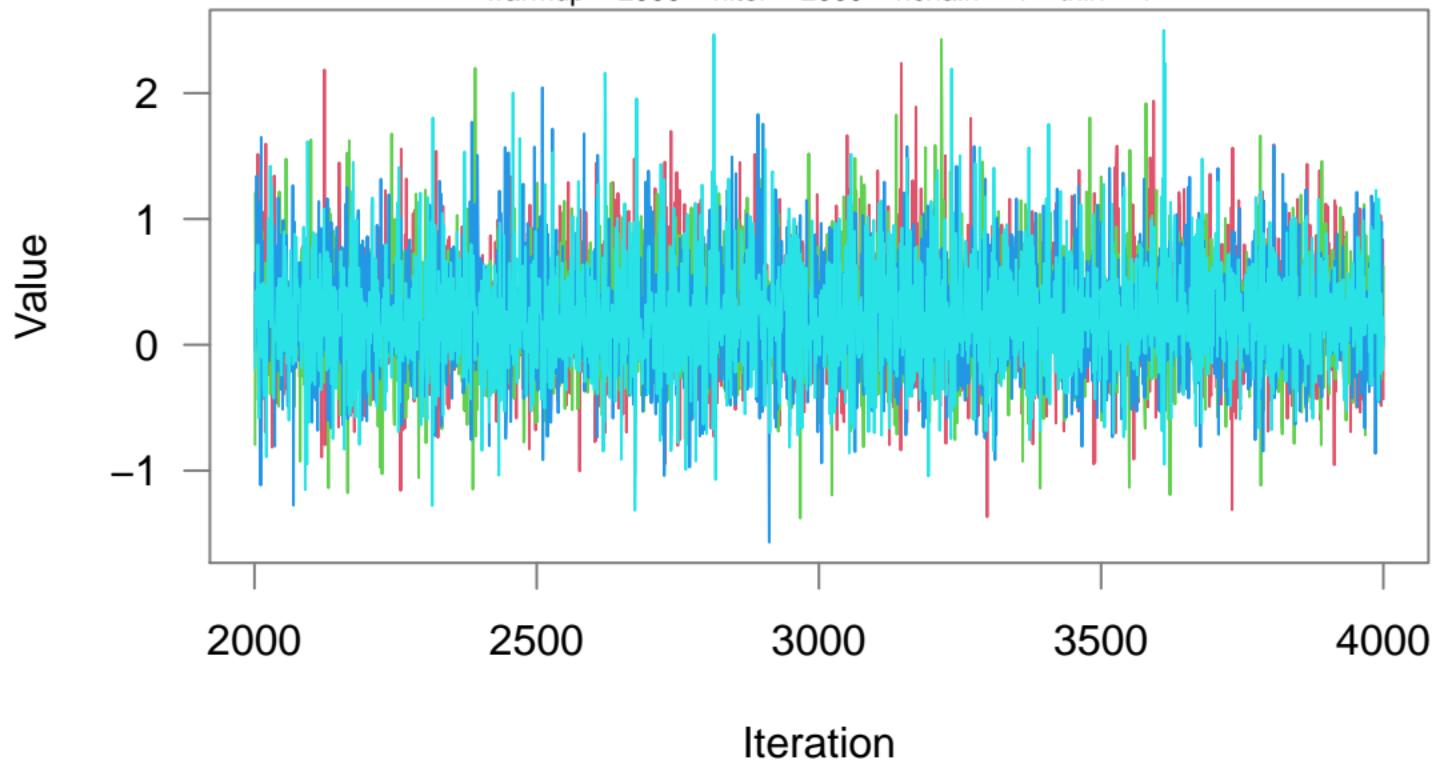
## r\_bay\_fac:site\_fac[Japanese\_Jap-7,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



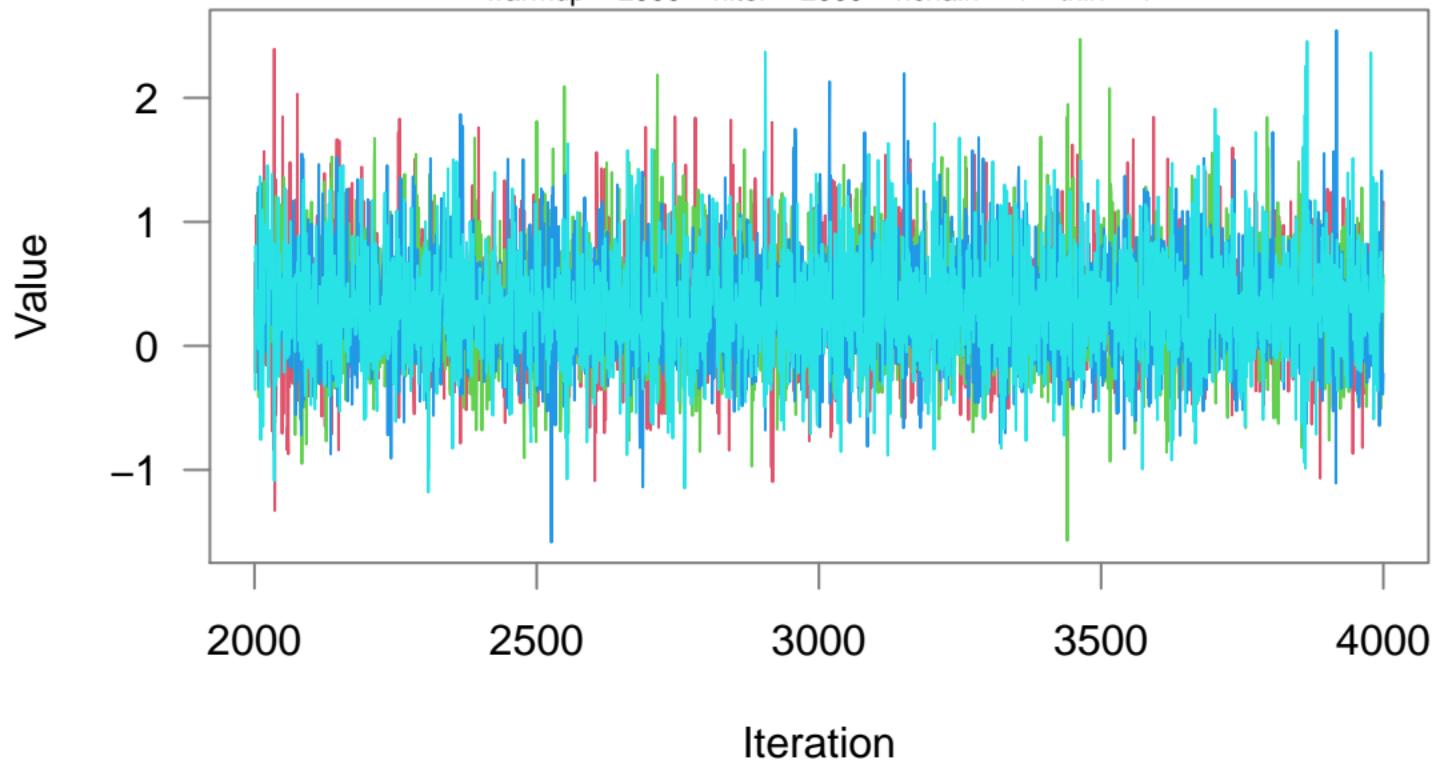
# r\_bay\_fac:site\_fac[Kaiugnak\_Kai-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



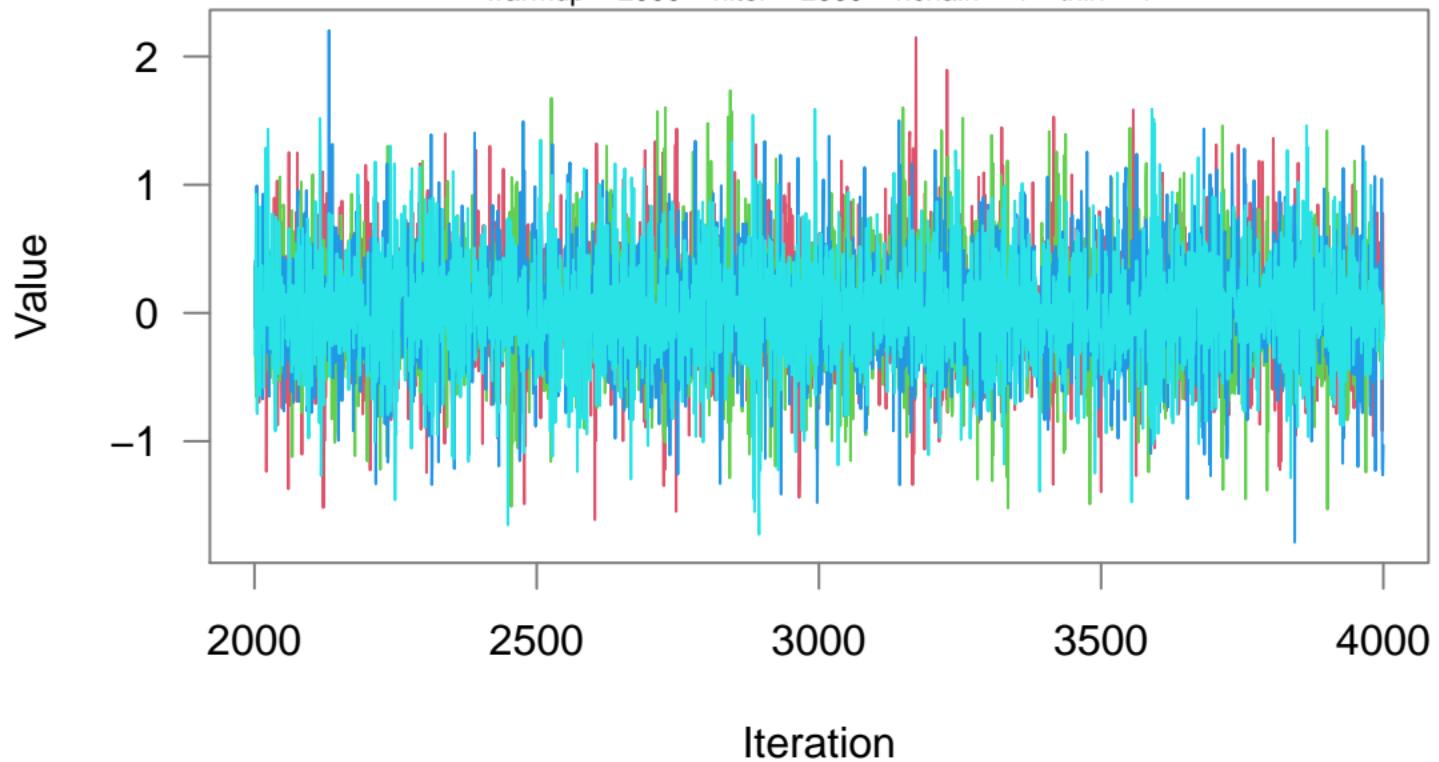
# r\_bay\_fac:site\_fac[Kaiugnak\_Kai-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



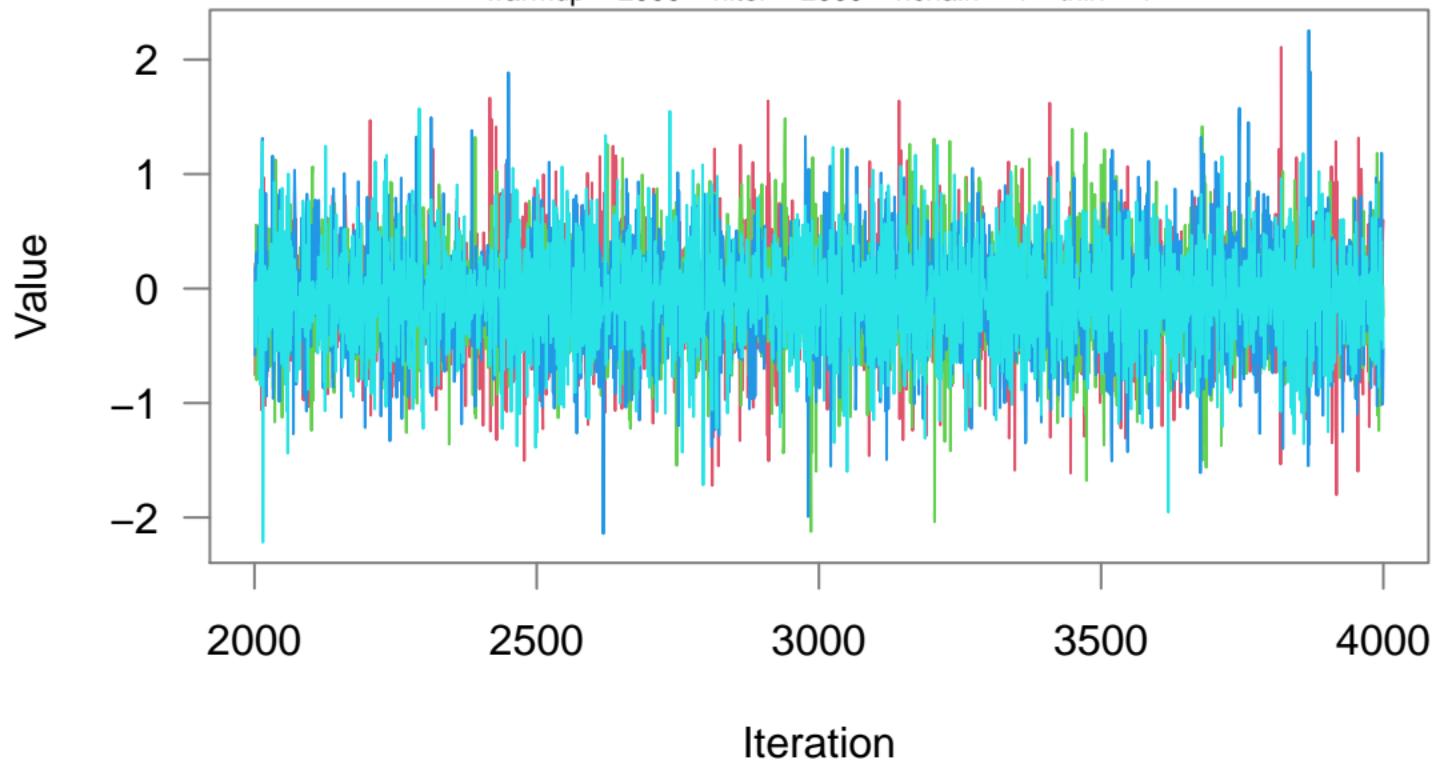
# r\_bay\_fac:site\_fac[Kaiugnak\_Kai-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



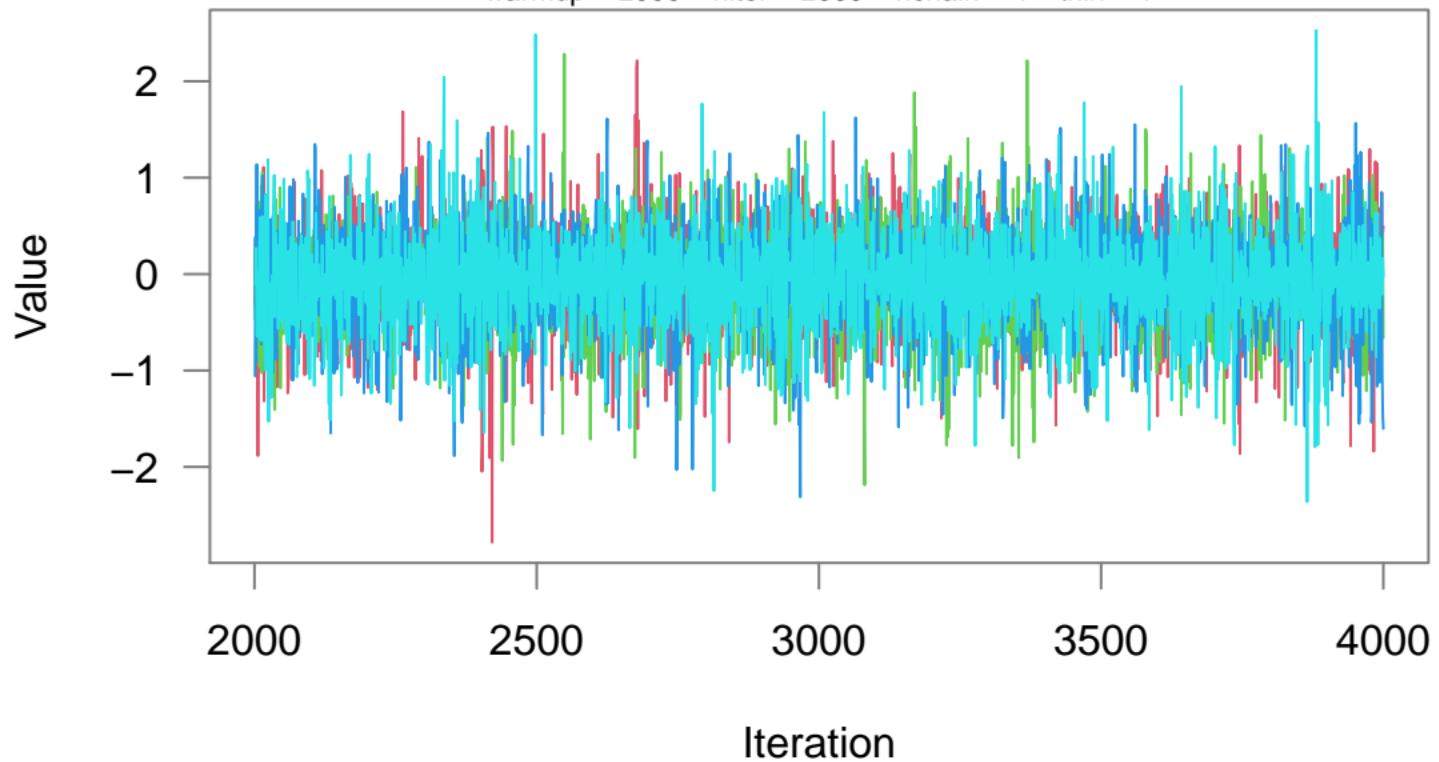
# r\_bay\_fac:site\_fac[Kaiugnak\_Kai-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



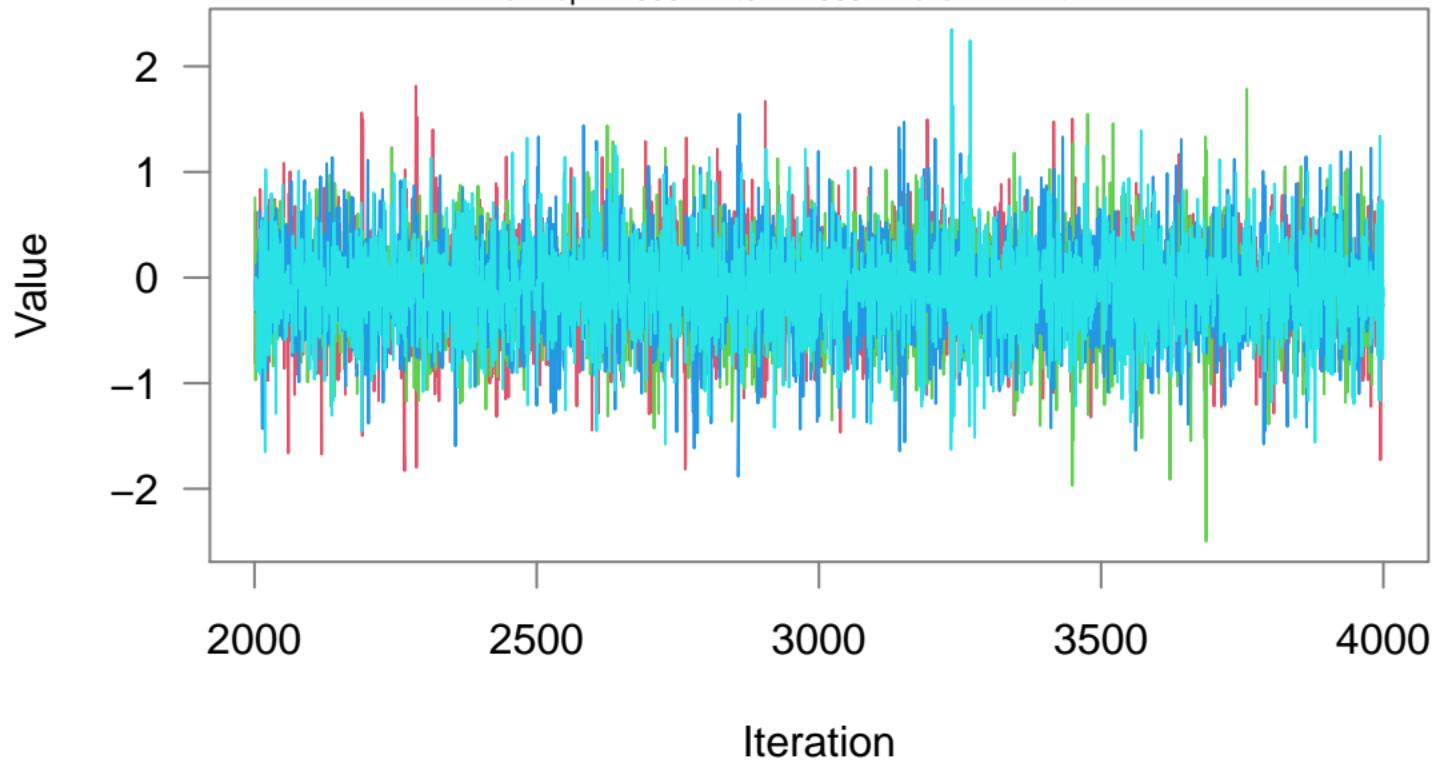
# r\_bay\_fac:site\_fac[Kaiugnak\_Kai-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



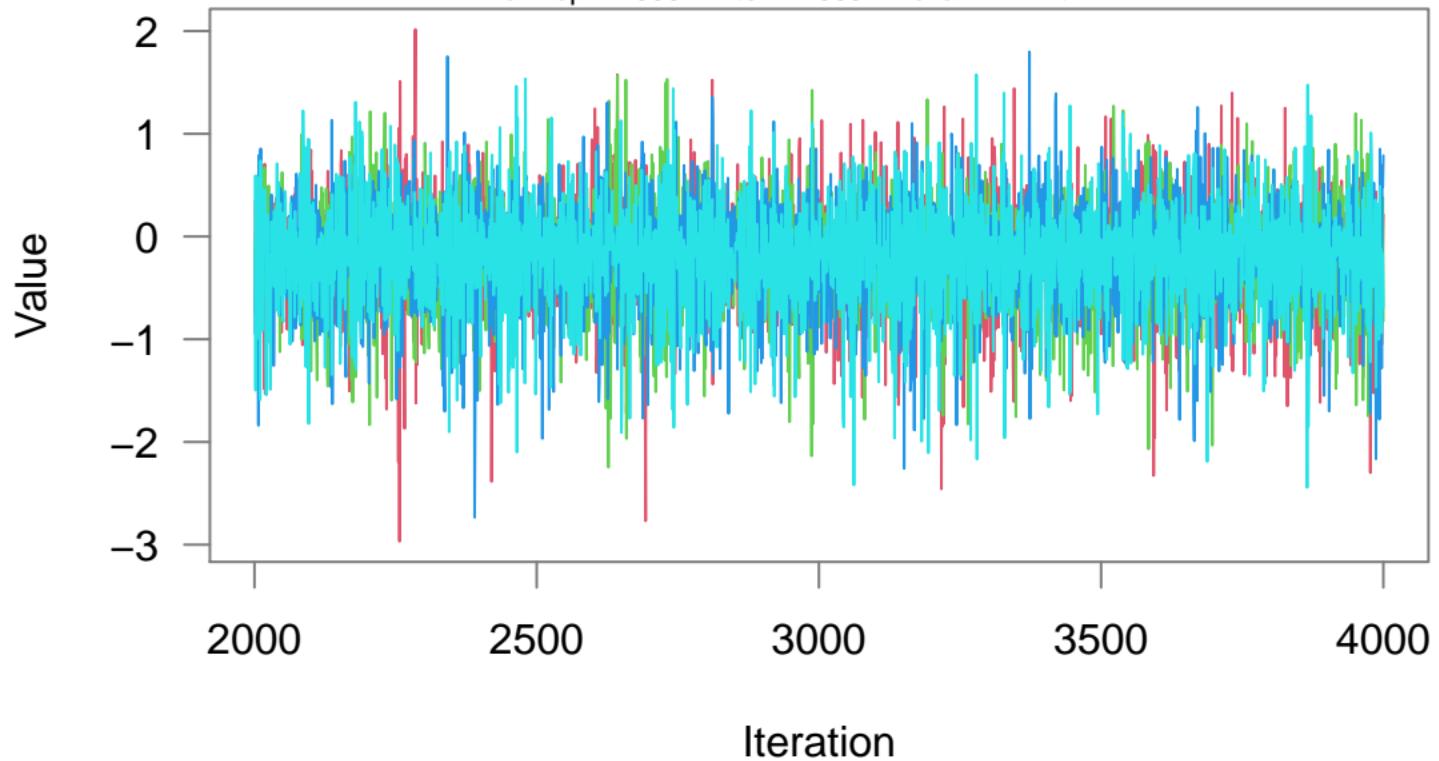
# r\_bay\_fac:site\_fac[Kaiugnak\_Kai-6,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



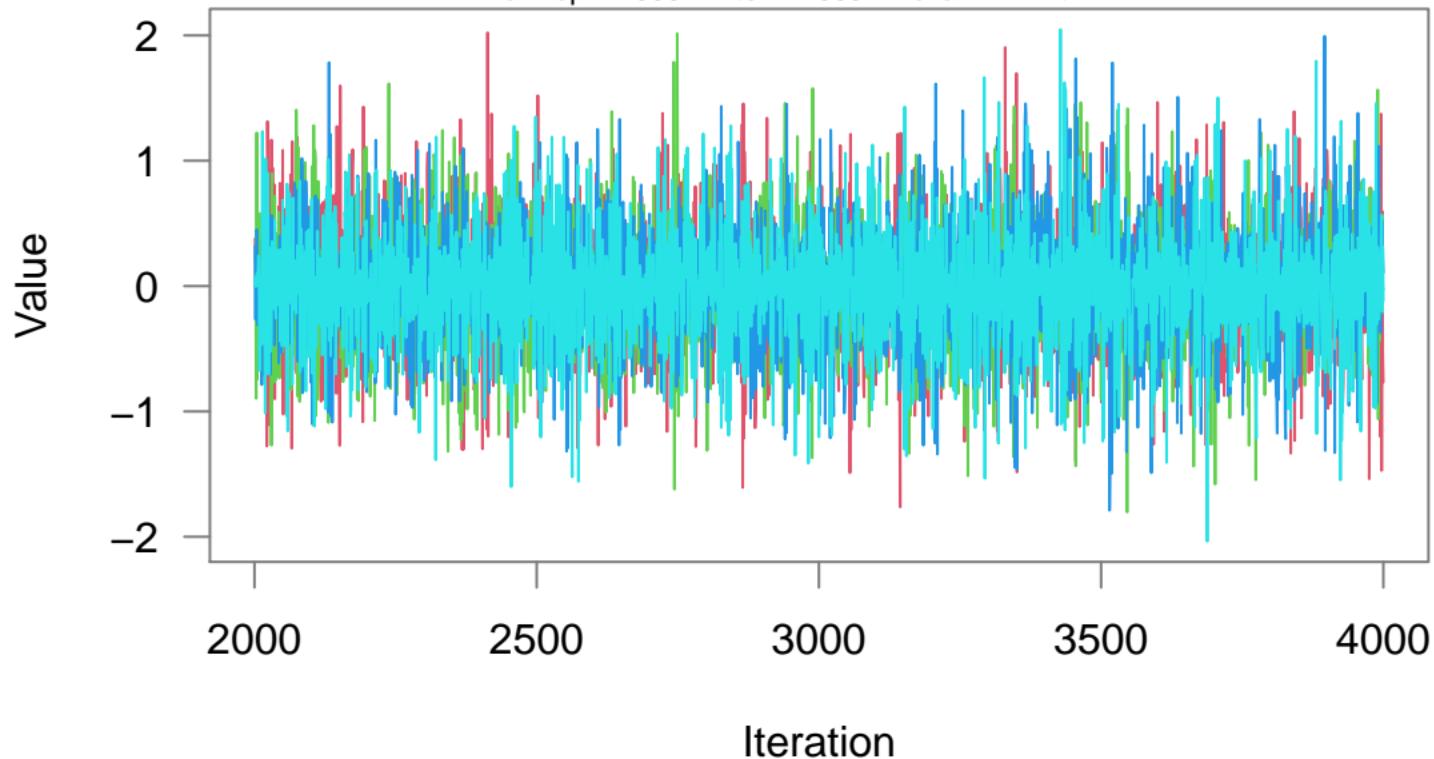
# r\_bay\_fac:site\_fac[Kaiugnak\_Kai-7,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



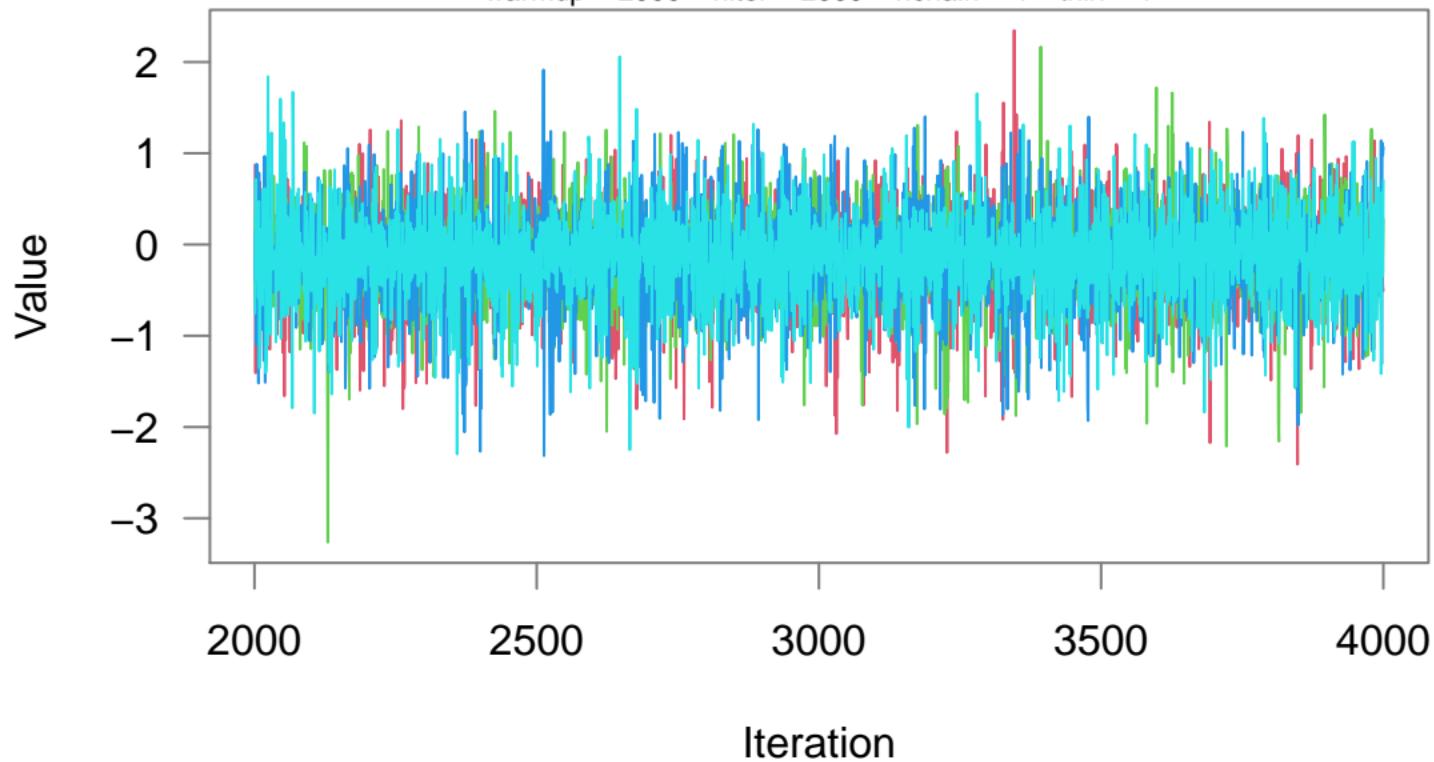
# r\_bay\_fac:site\_fac[Kiluida\_Kilu-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



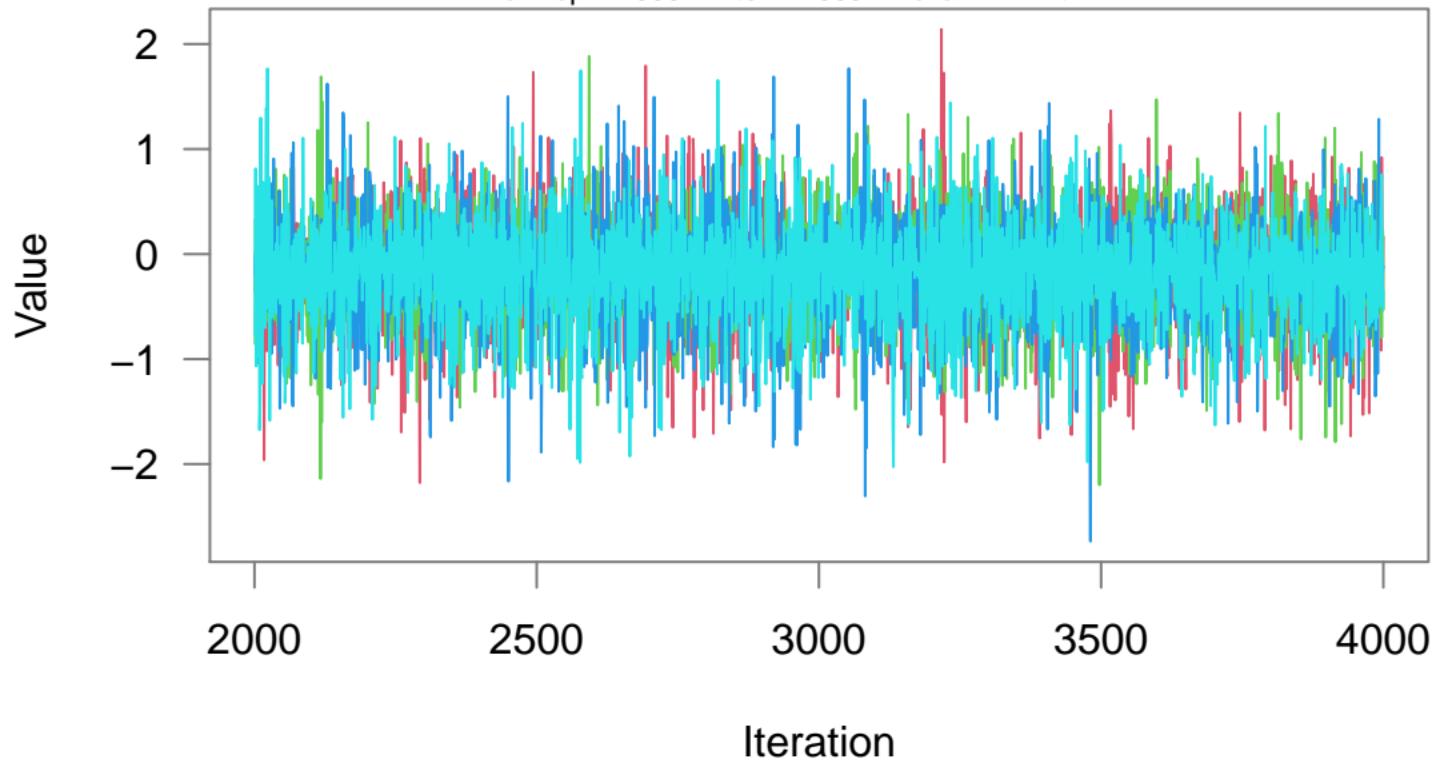
# r\_bay\_fac:site\_fac[Kiluida\_Kilu-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



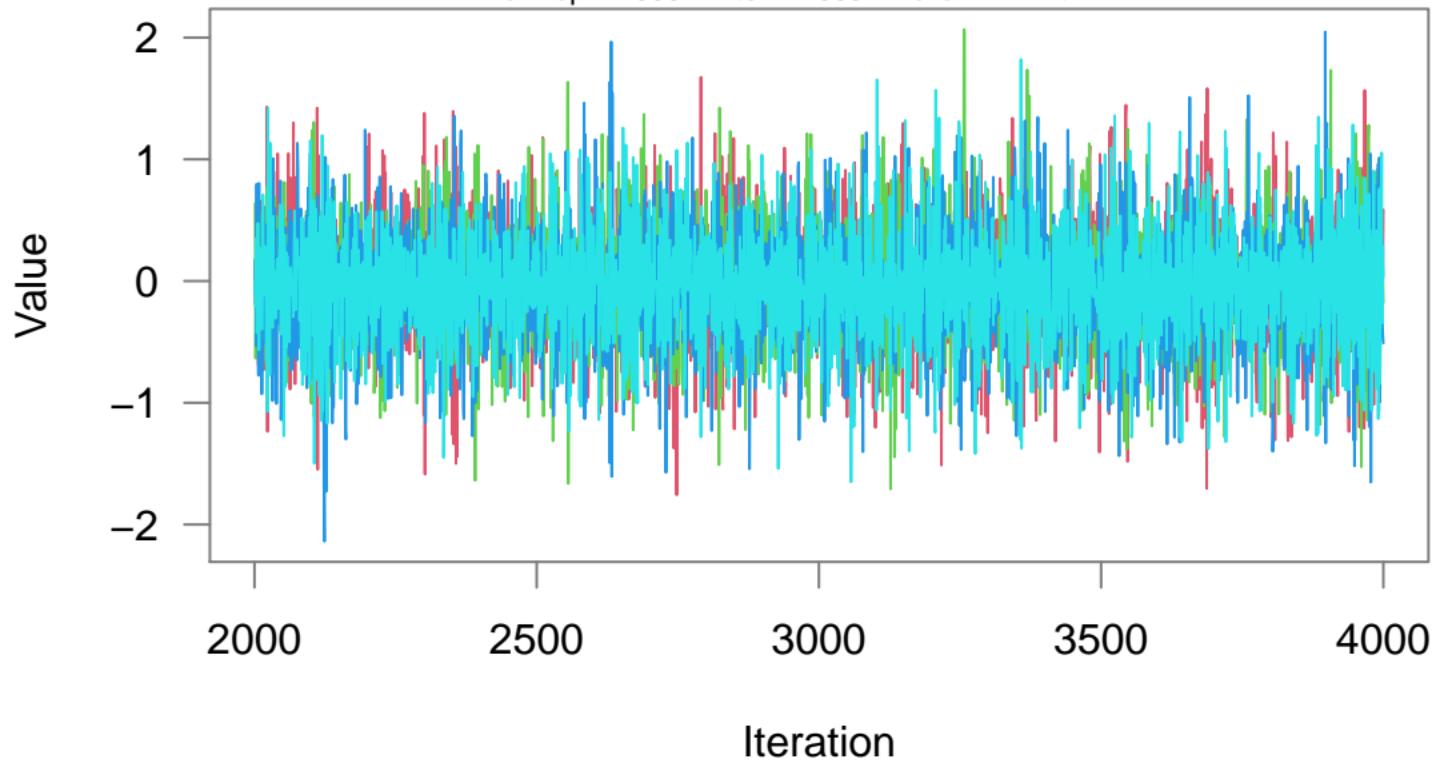
# r\_bay\_fac:site\_fac[Kiluida\_Kilu-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



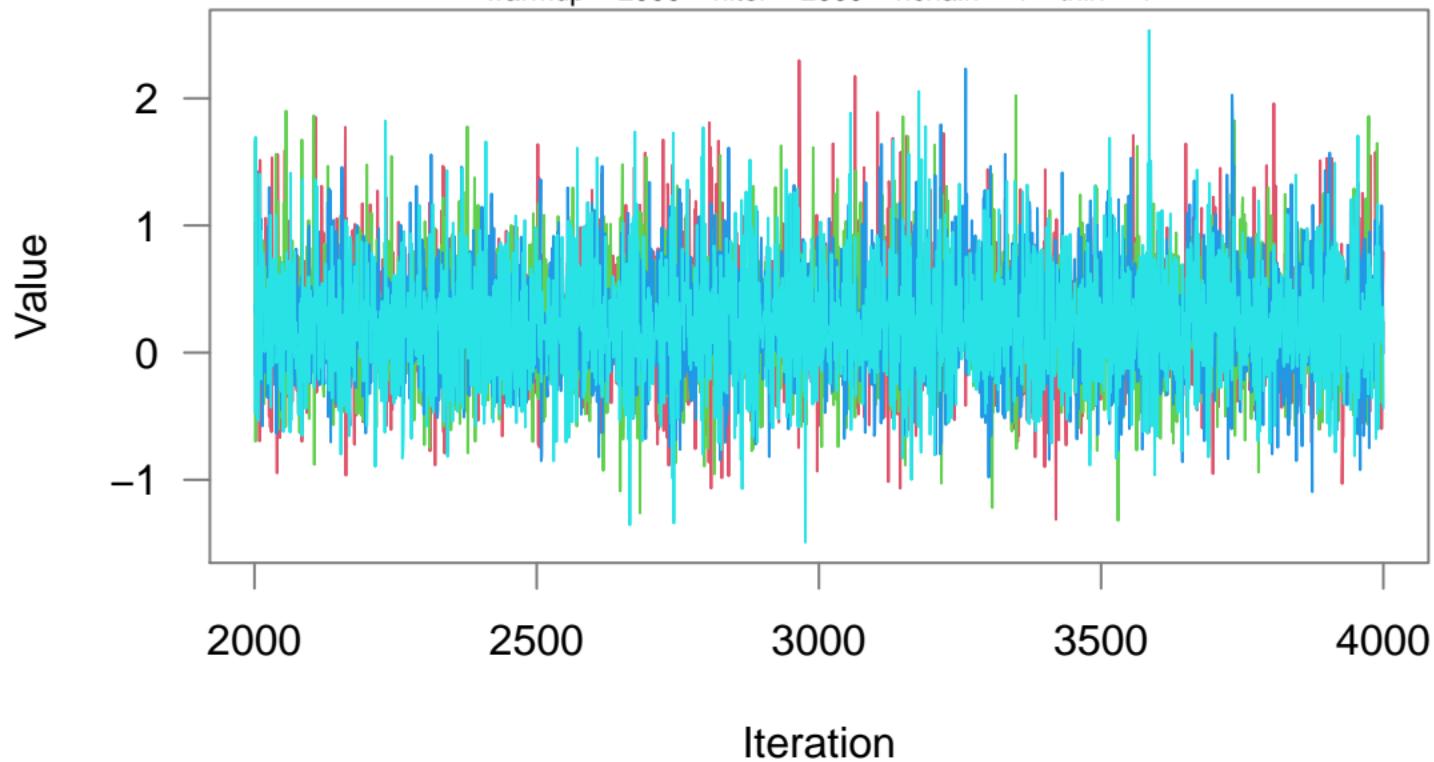
# r\_bay\_fac:site\_fac[Kiluida\_Kilu-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



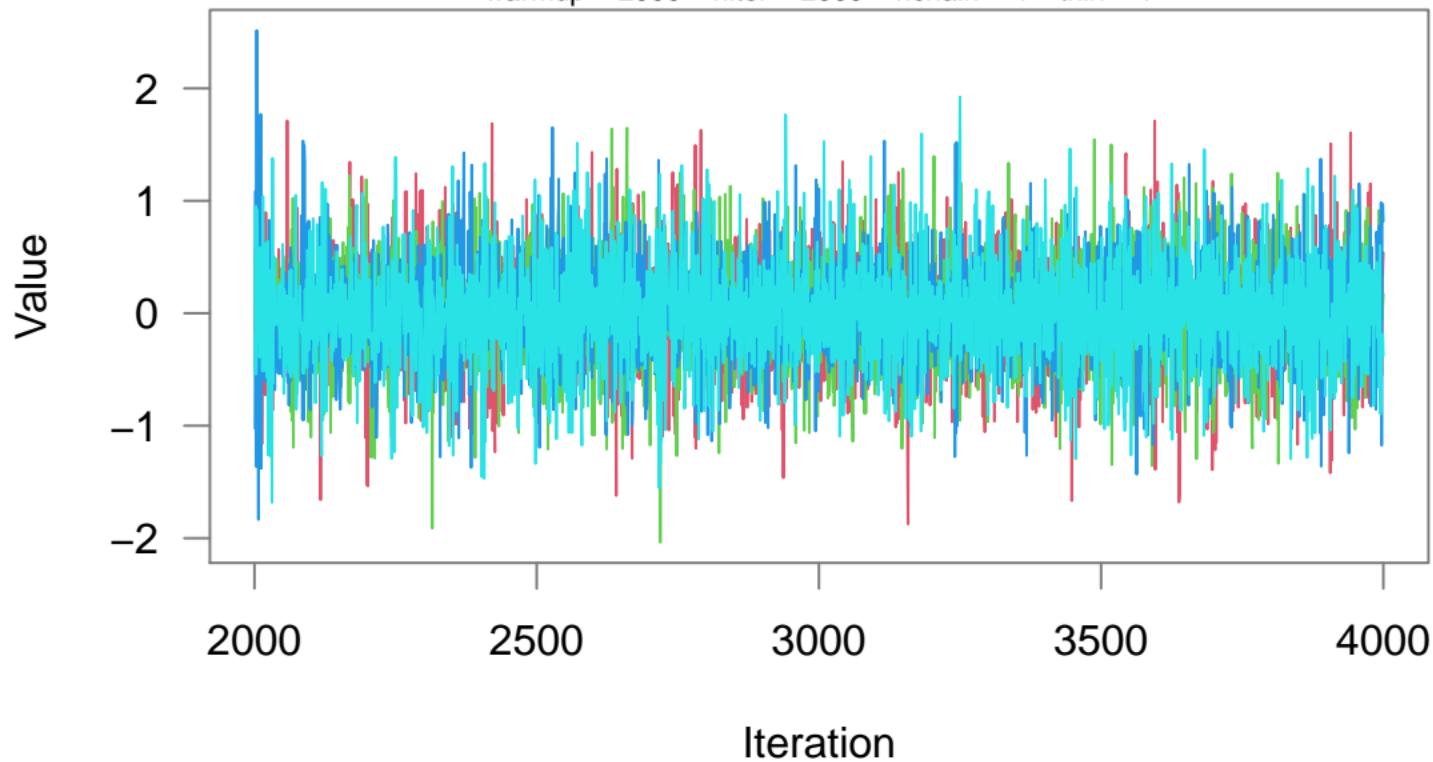
# r\_bay\_fac:site\_fac[Kiluida\_Kilu-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



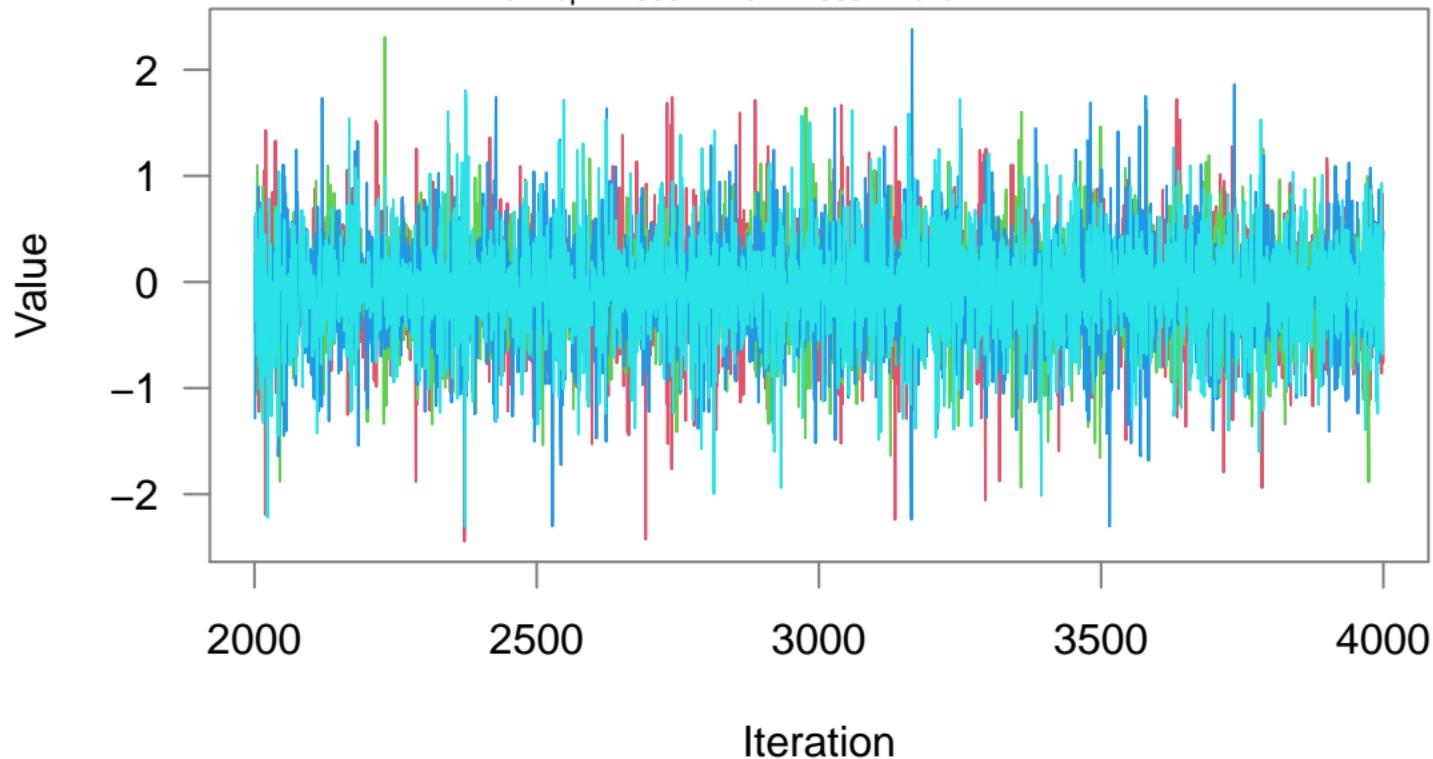
# r\_bay\_fac:site\_fac[Kiluida\_Kilu-6,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



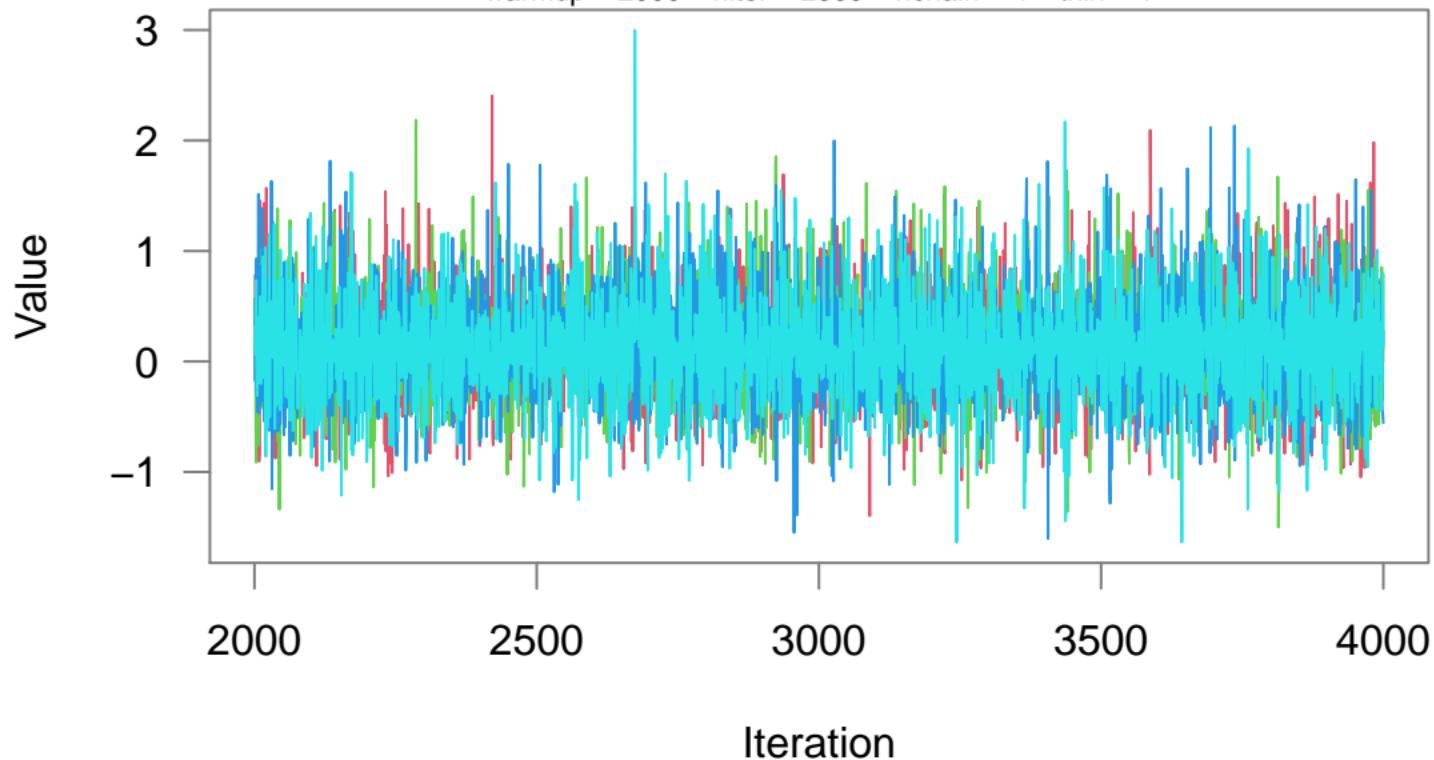
# r\_bay\_fac:site\_fac[Kiluida\_Kilu-7,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



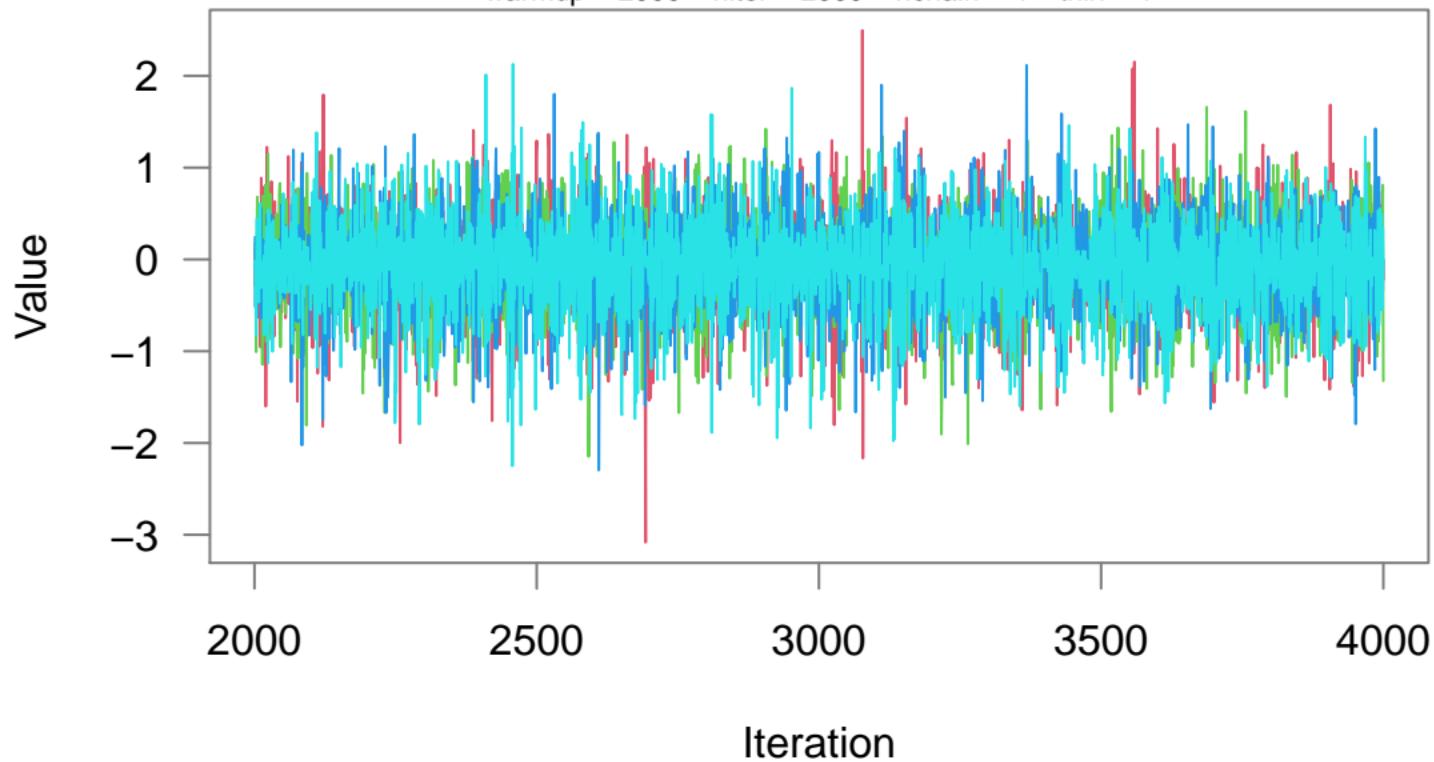
# r\_bay\_fac:site\_fac[Kiluida\_Kilu-8,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



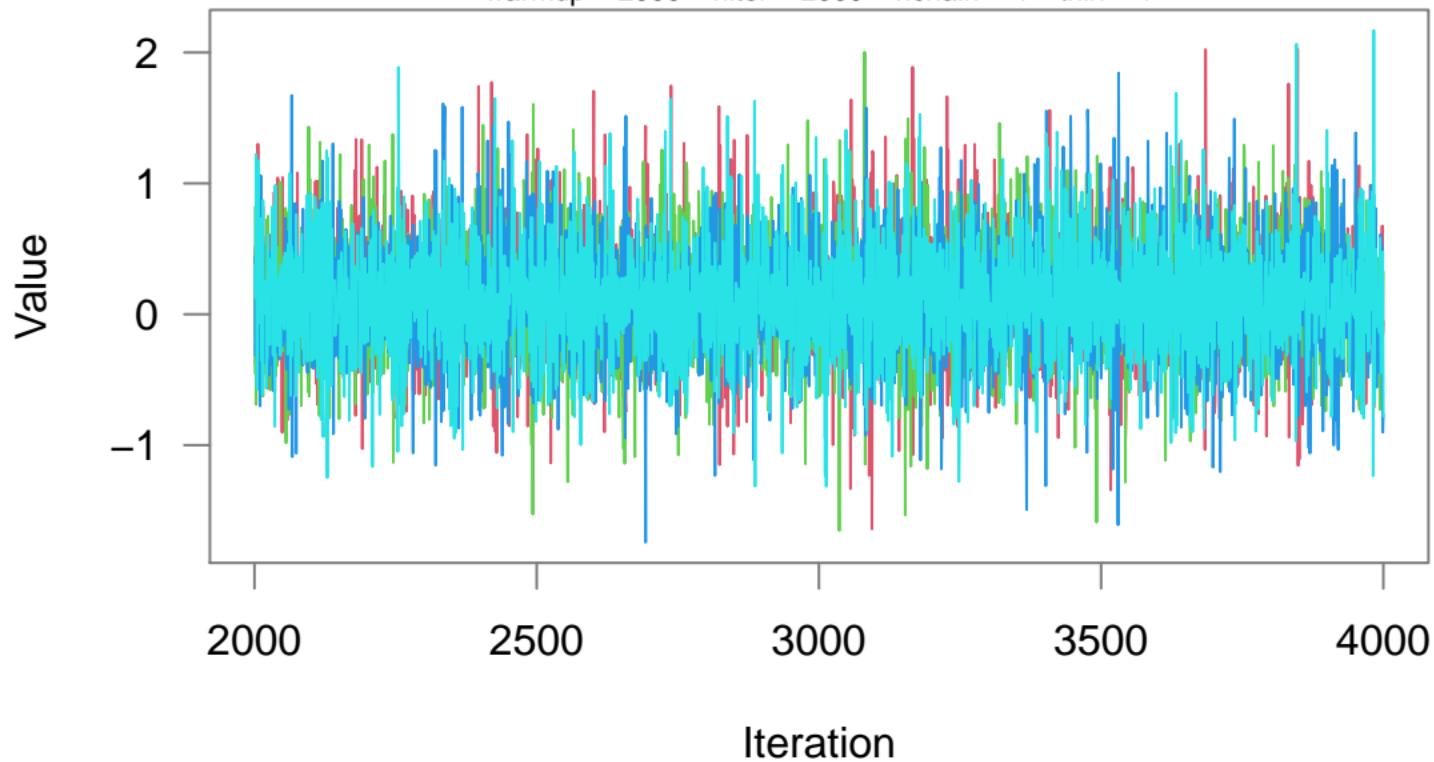
# r\_bay\_fac:site\_fac[Kiluida\_Kilu-9,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



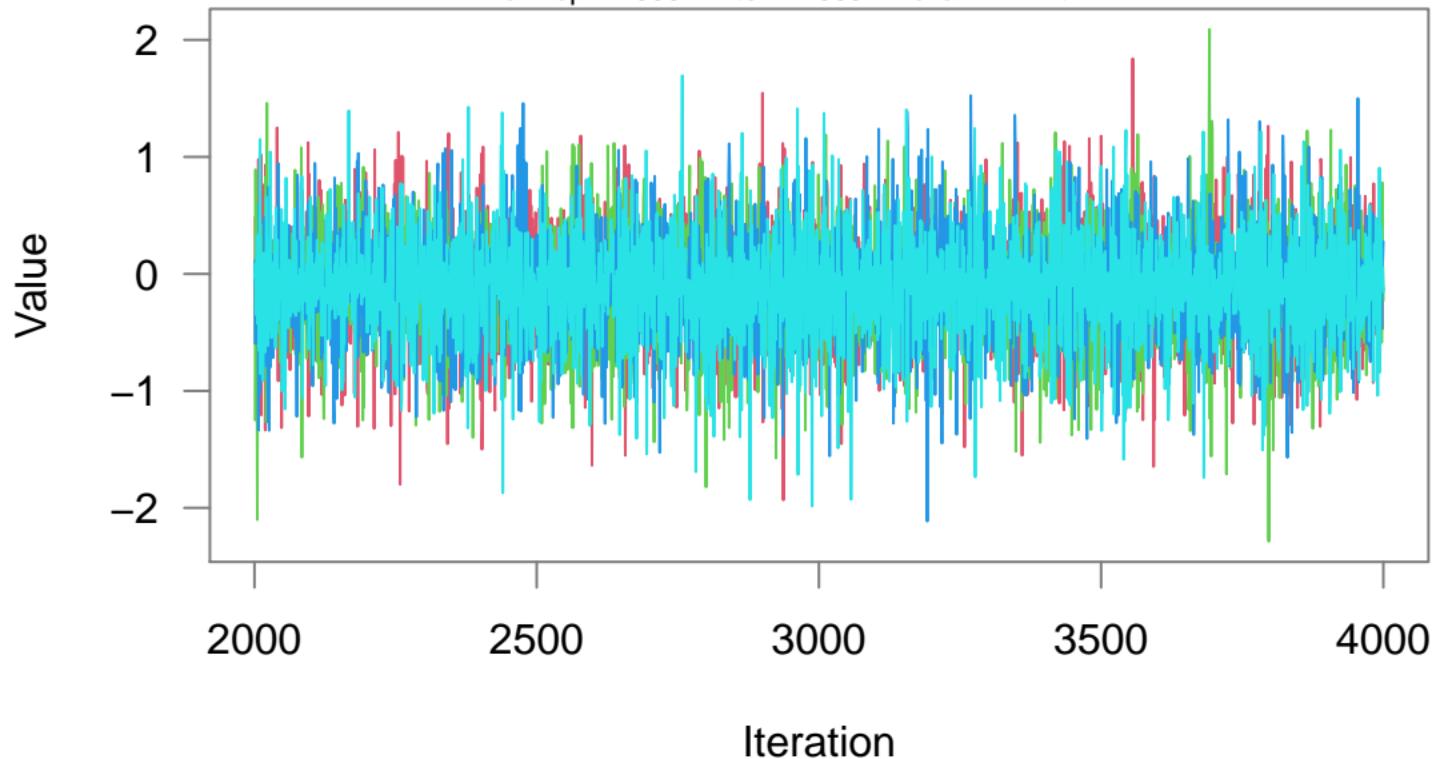
## r\_bay\_fac:site\_fac[Mitrofania\_Mit-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



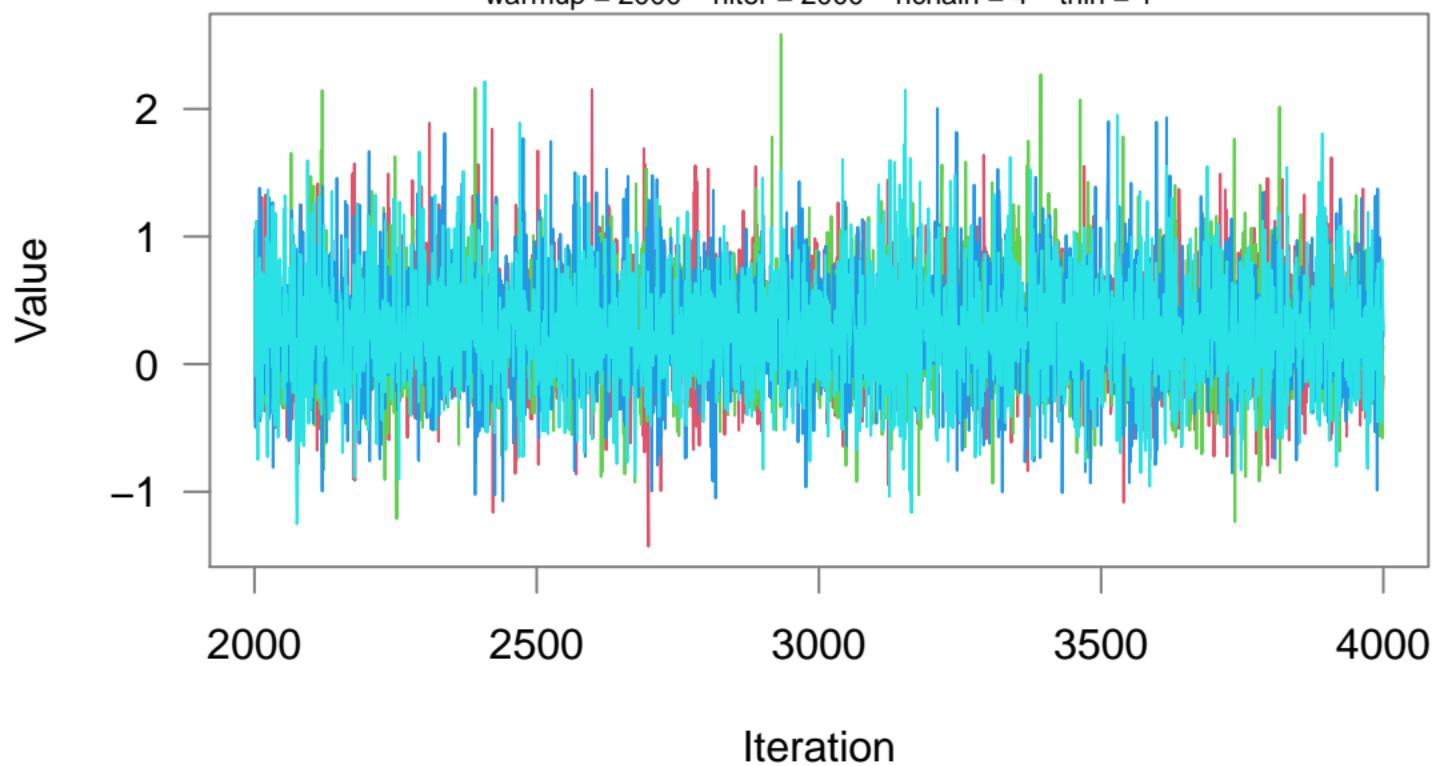
## r\_bay\_fac:site\_fac[Mitrofania\_Mit-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



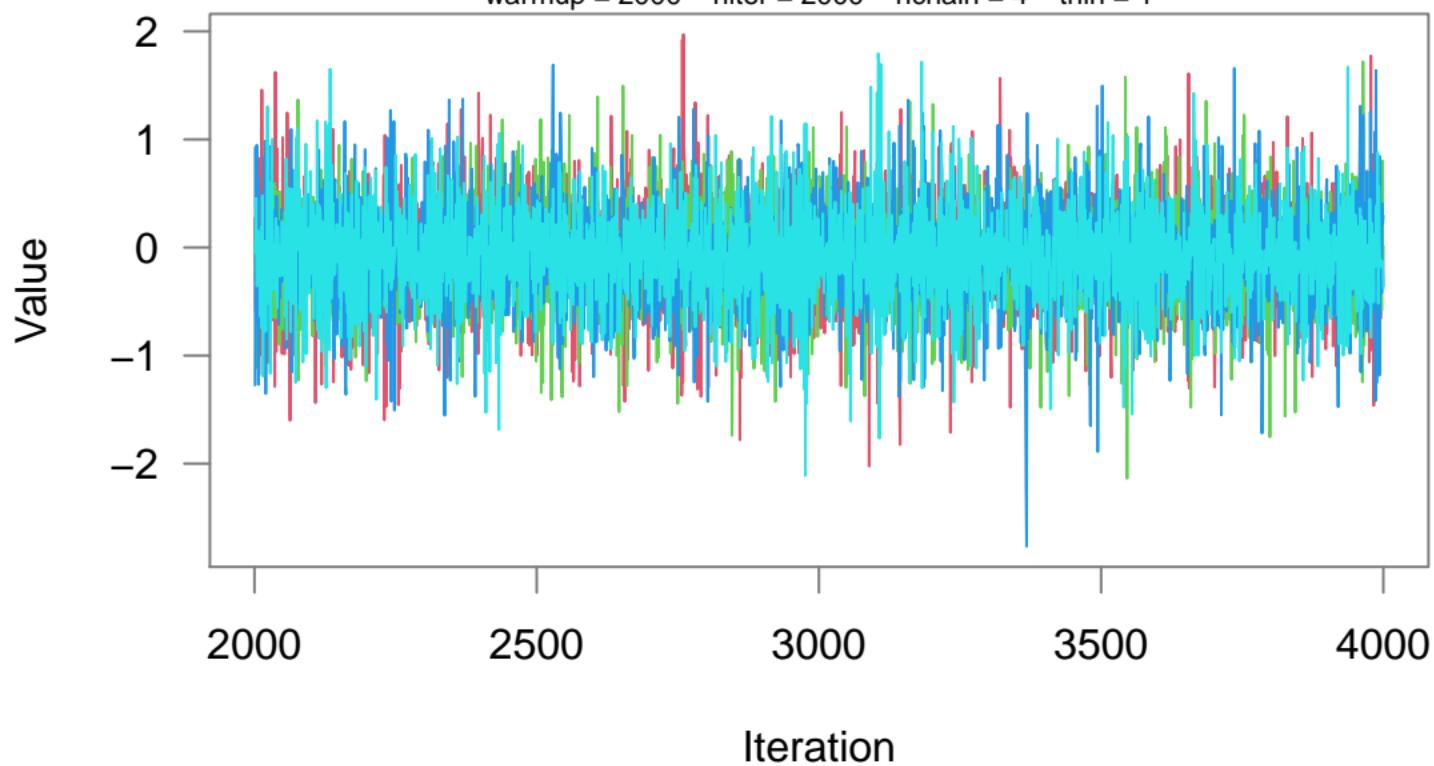
## r\_bay\_fac:site\_fac[Mitrofania\_Mit-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



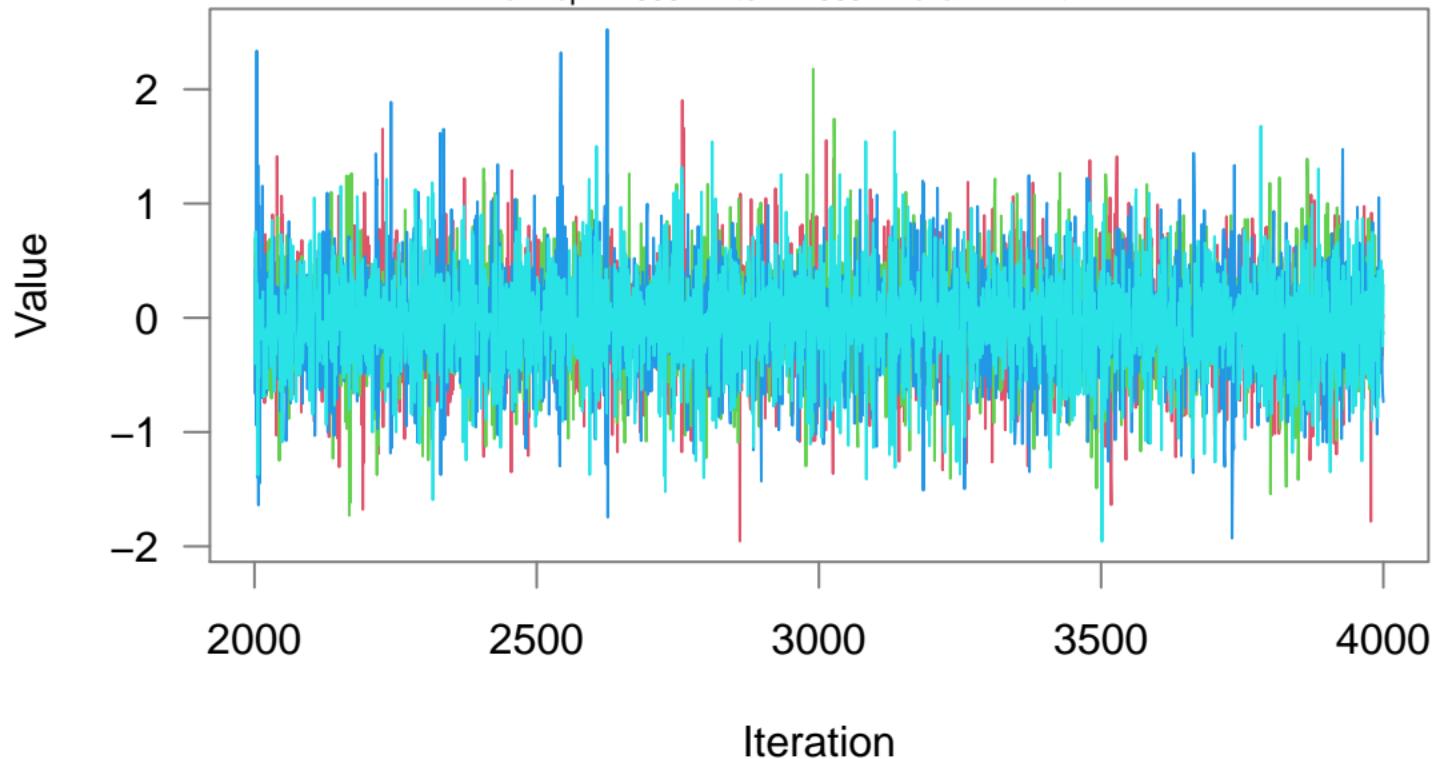
## r\_bay\_fac:site\_fac[Mitrofania\_Mit-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



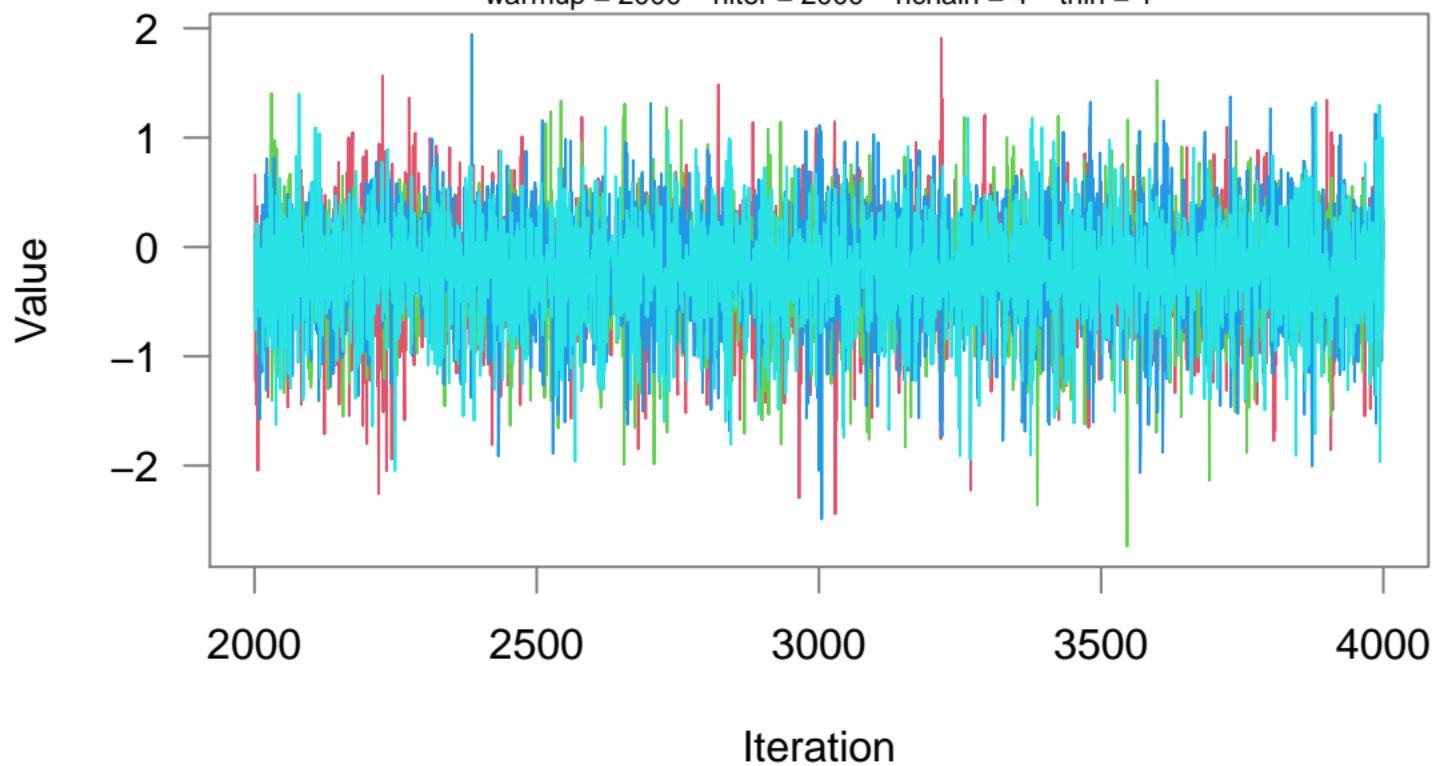
# r\_bay\_fac:site\_fac[Mitrofania\_Mit-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



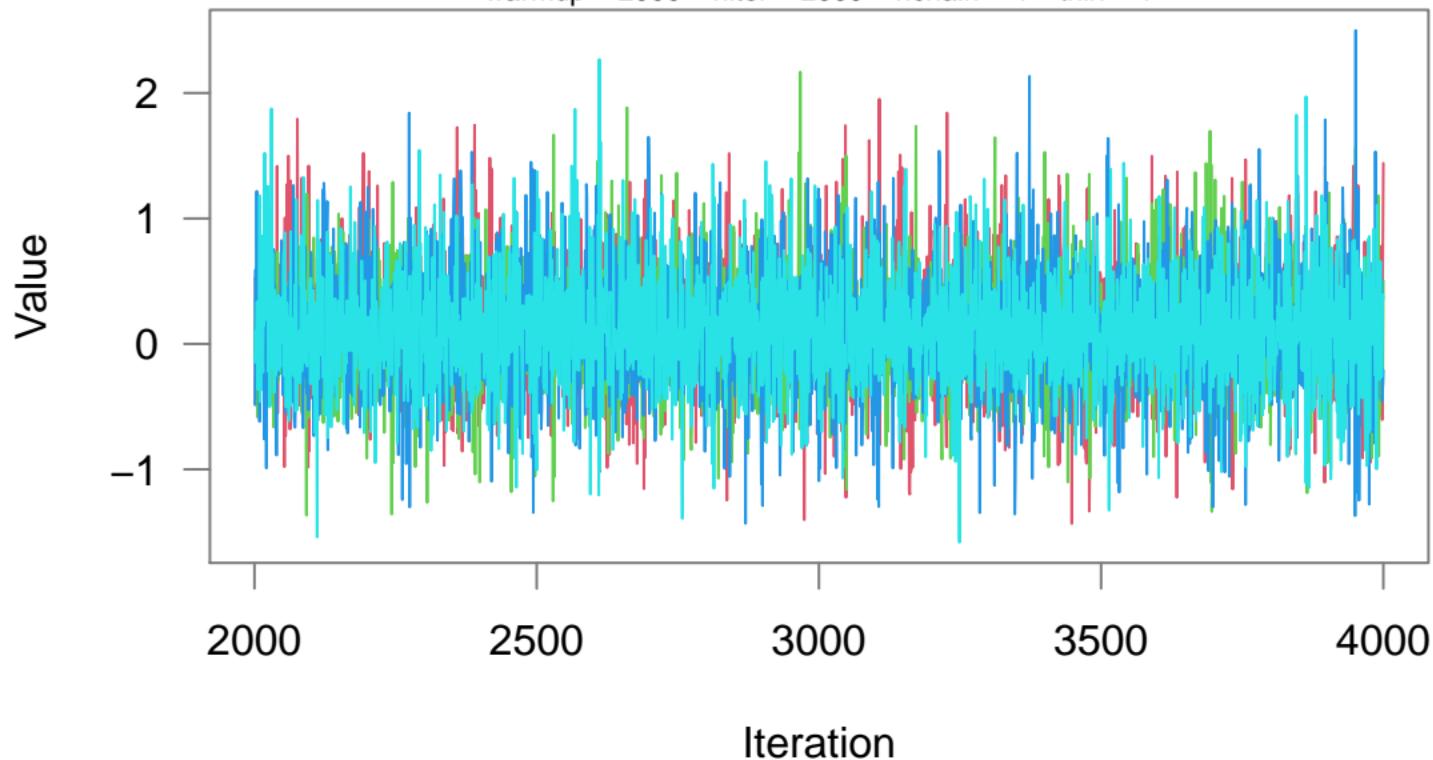
## r\_bay\_fac:site\_fac[Mitrofania\_Mit-6,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



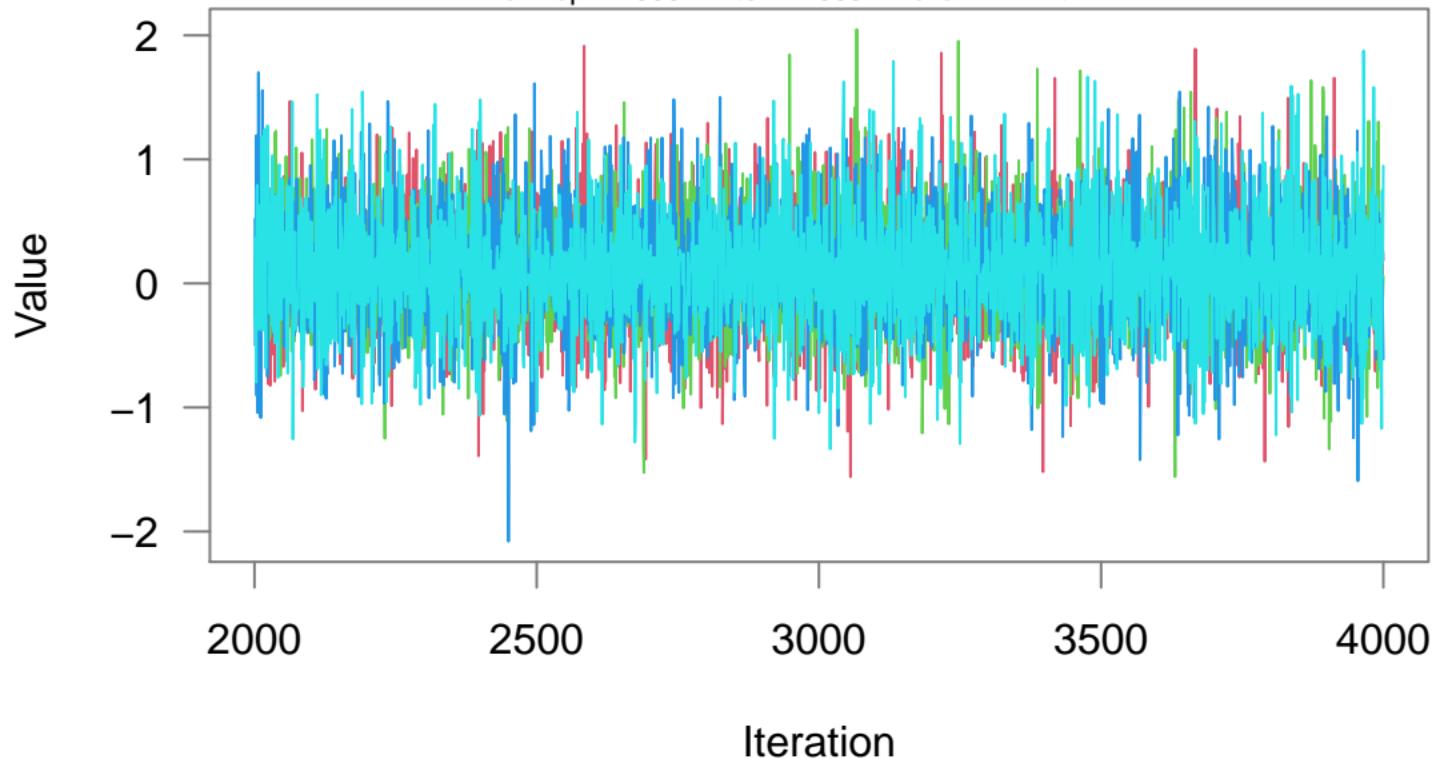
# r\_bay\_fac:site\_fac[Port.Wrangell\_PW-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



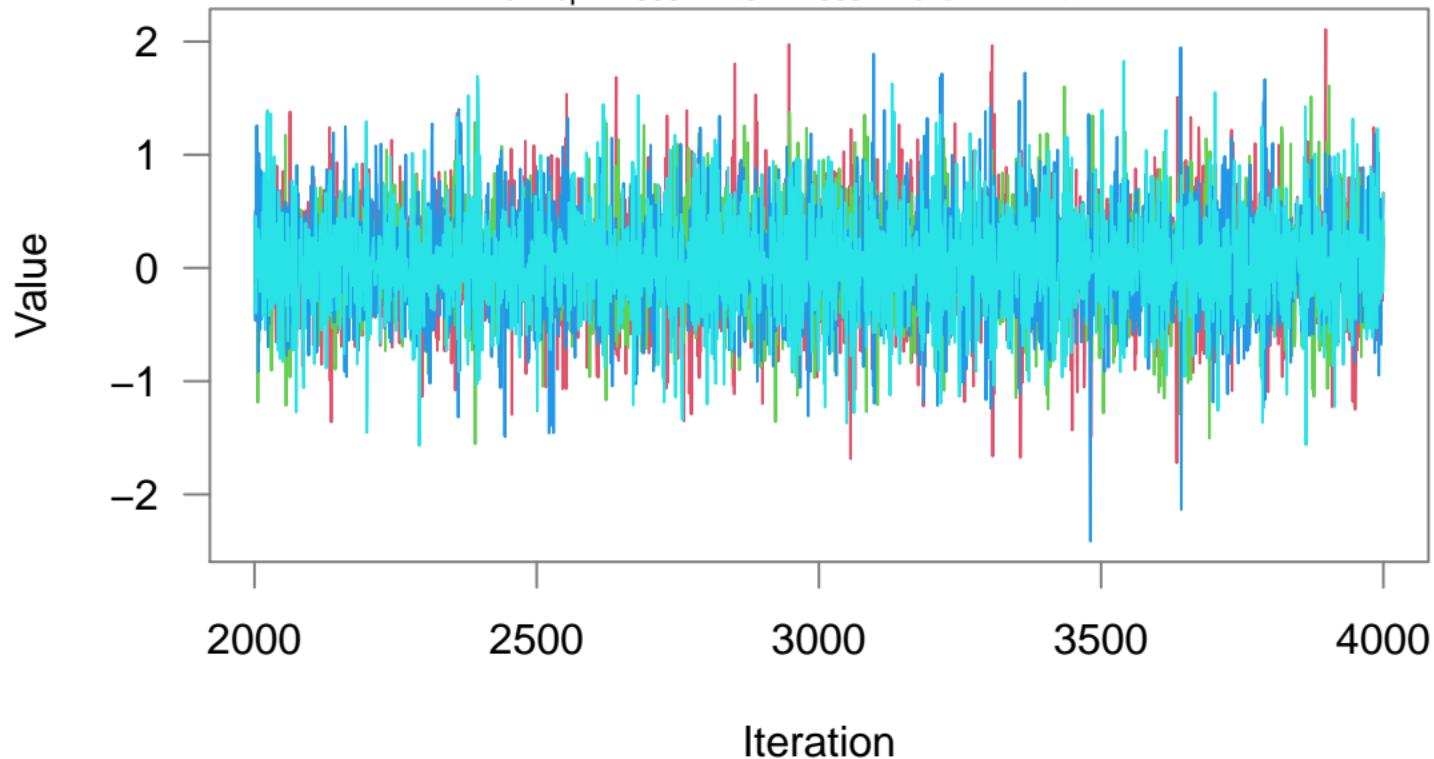
# r\_bay\_fac:site\_fac[Port.Wrangell\_PW-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



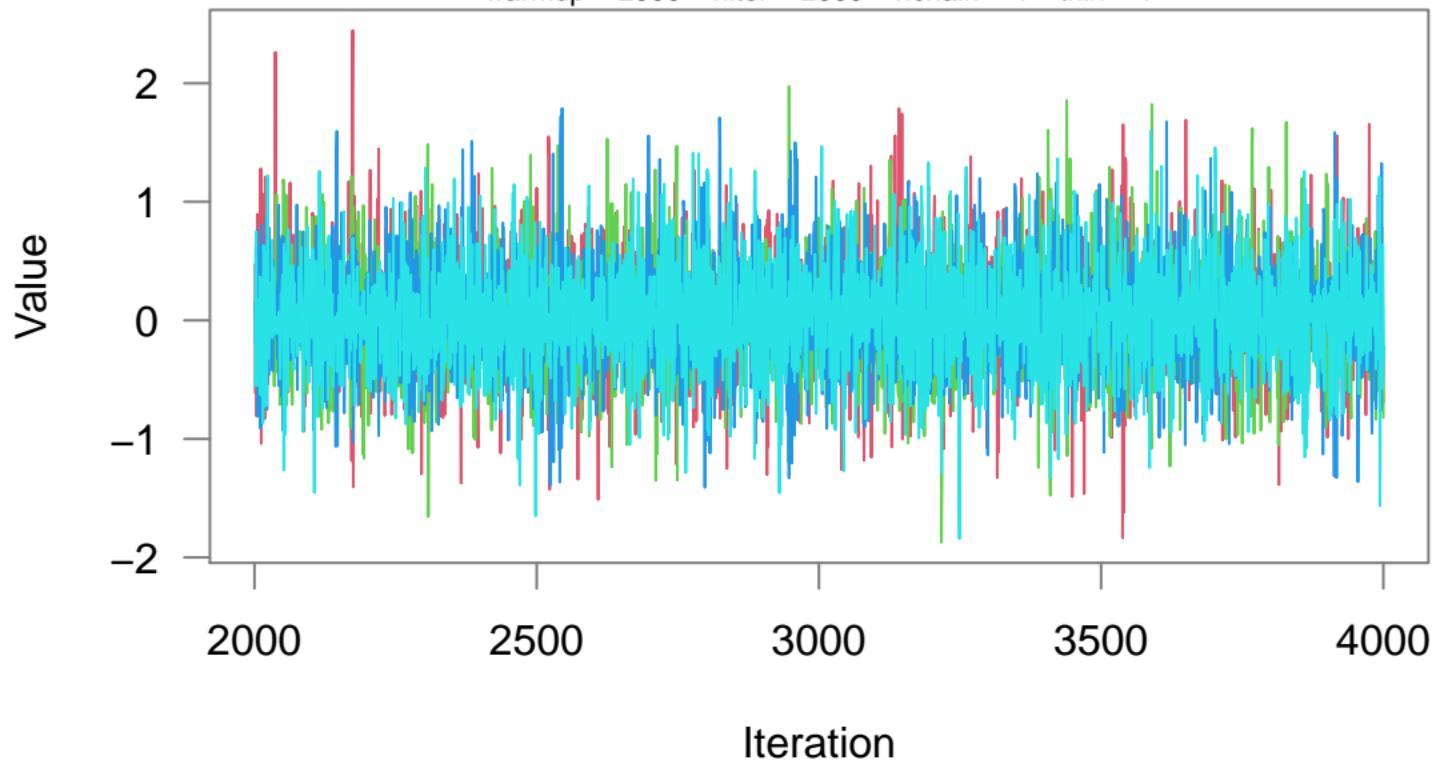
## r\_bay\_fac:site\_fac[Port.Wrangell\_PW-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



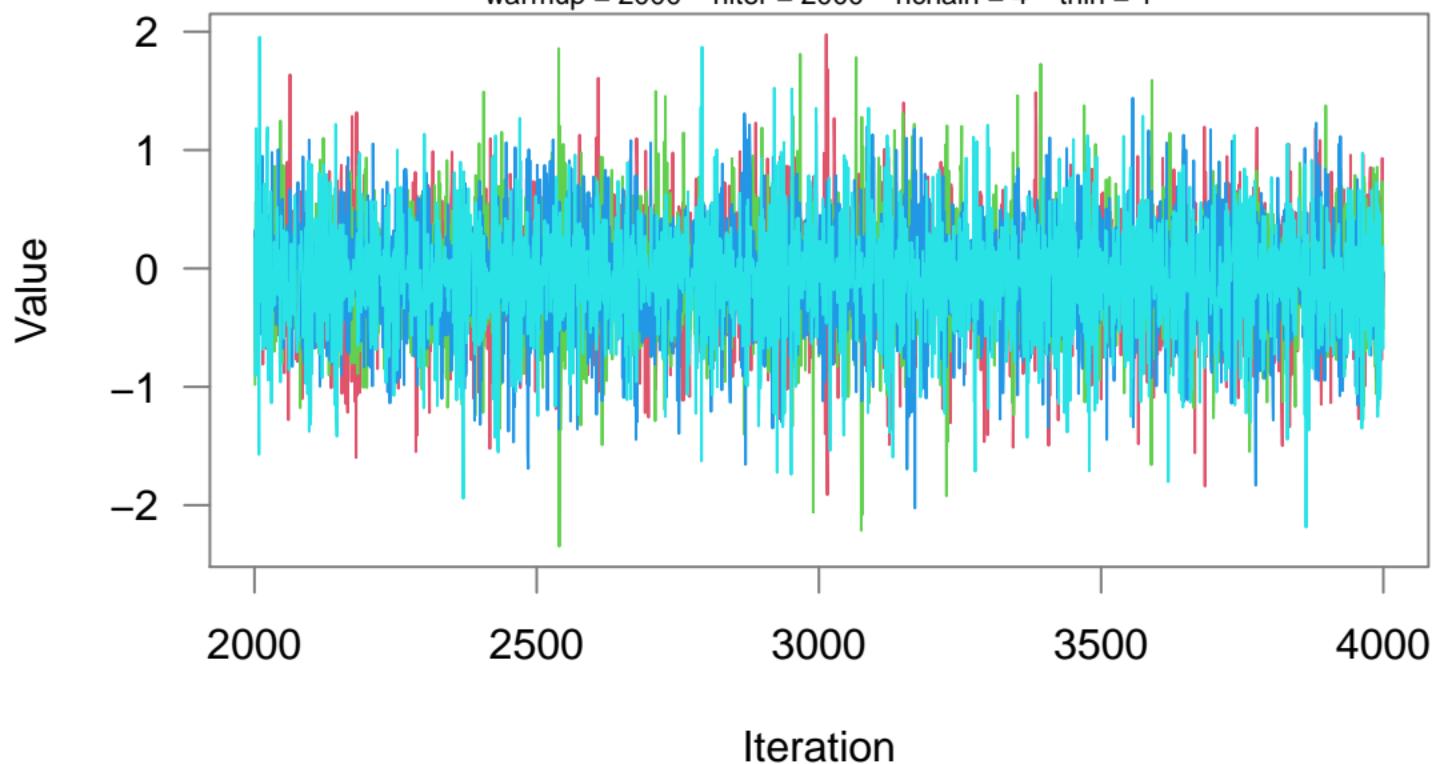
## r\_bay\_fac:site\_fac[Port.Wrangell\_PW-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



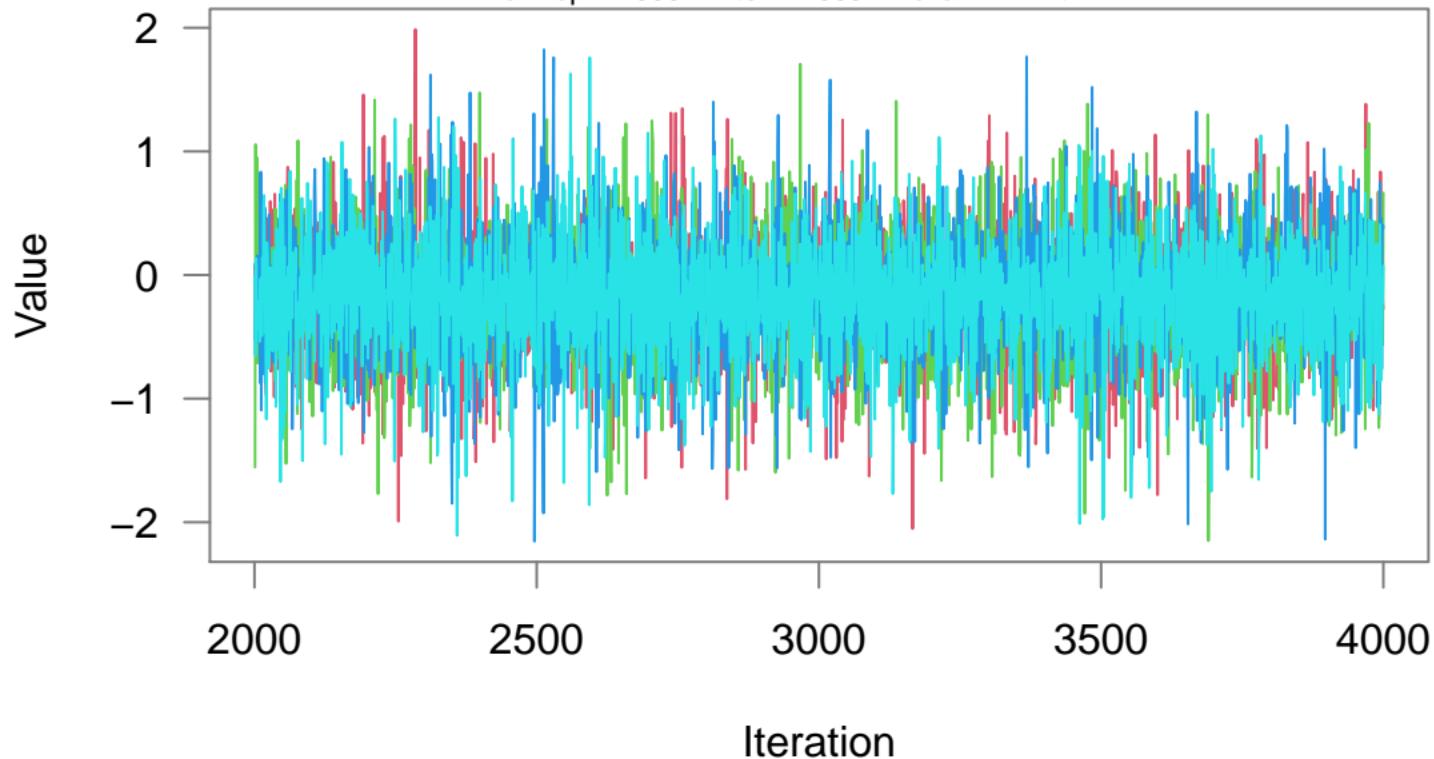
# **r\_bay\_fac:site\_fac[Rodman.Reach\_RR-1,Intercept]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

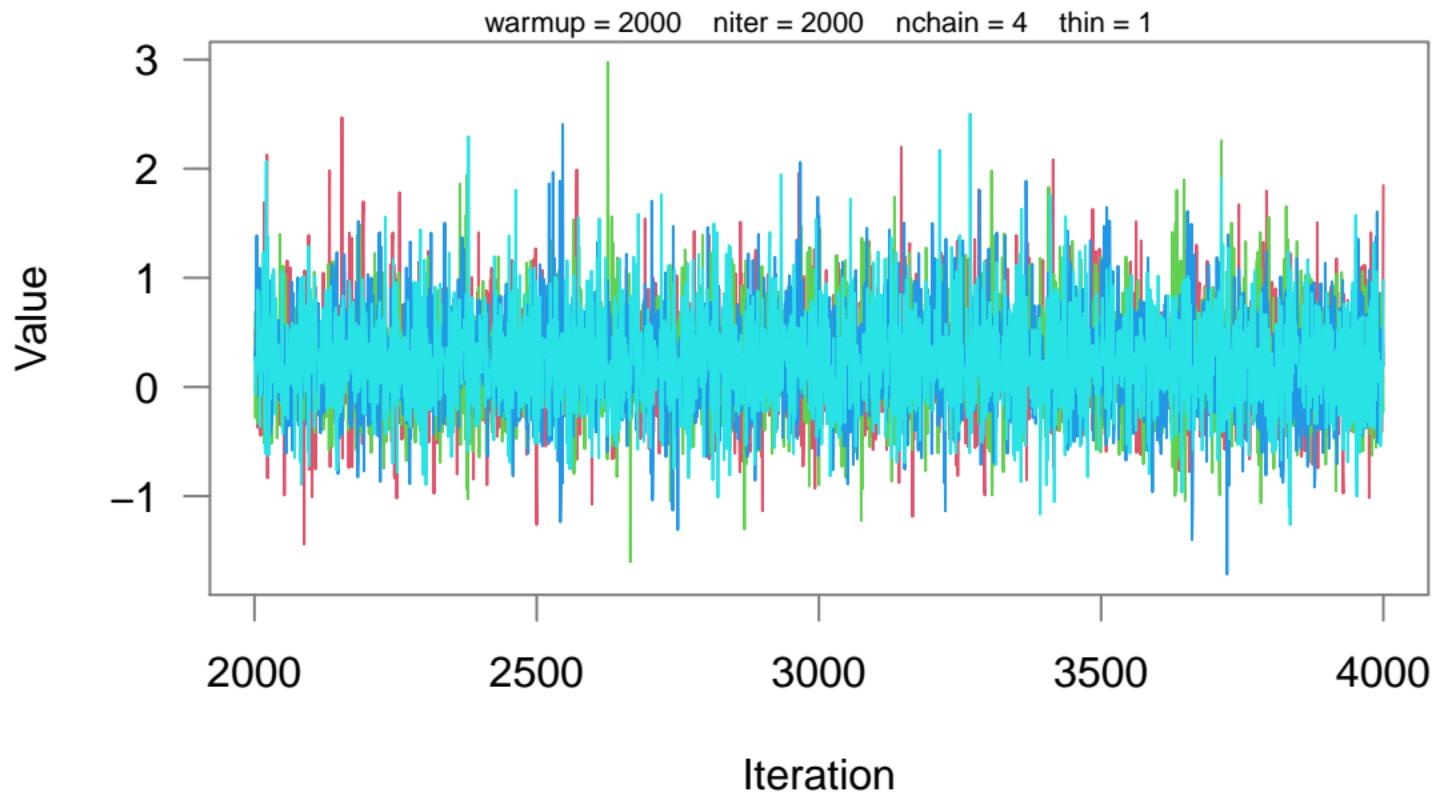


# r\_bay\_fac:site\_fac[Rodman.Reach\_RR-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

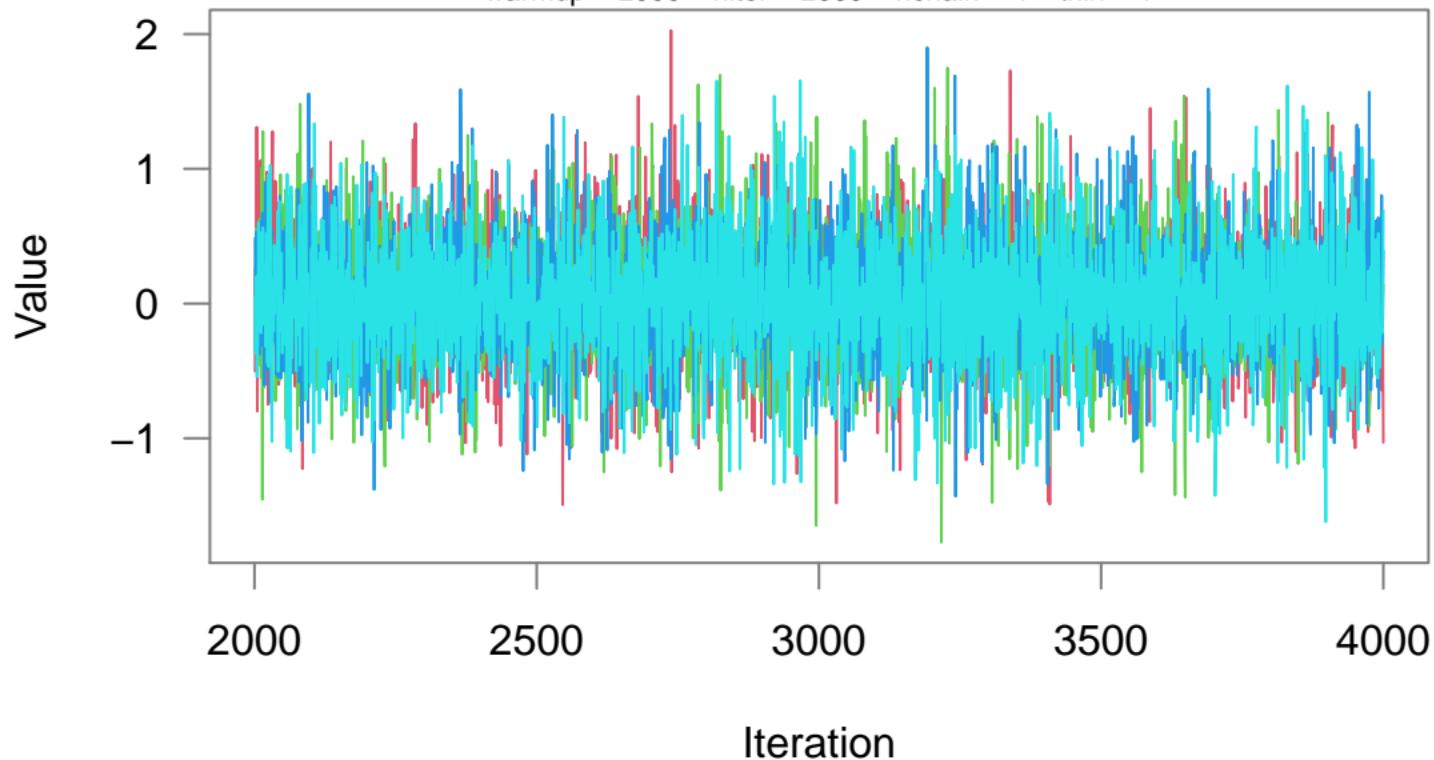


# r\_bay\_fac:site\_fac[Rodman.Reach\_RR-3,Intercept]



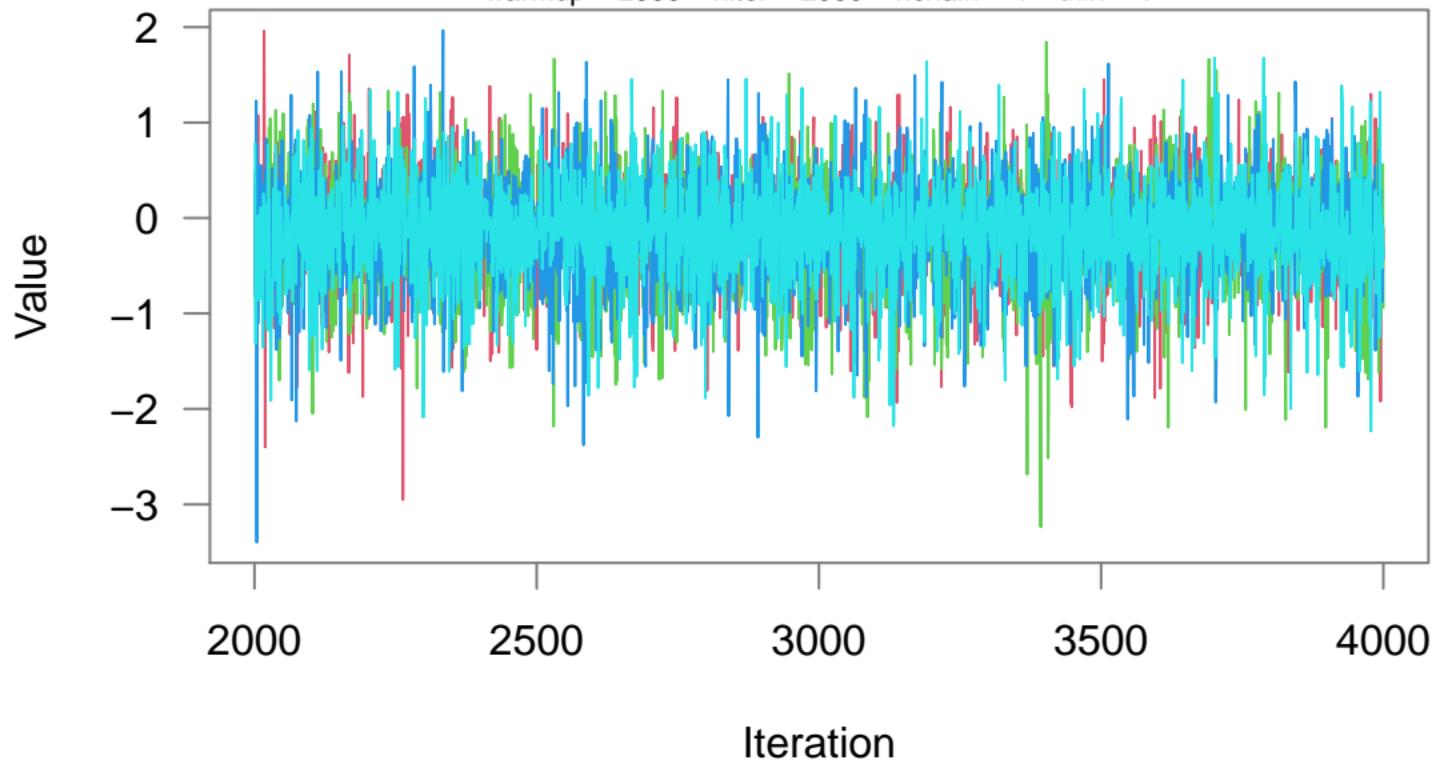
# r\_bay\_fac:site\_fac[Rodman.Reach\_RR-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



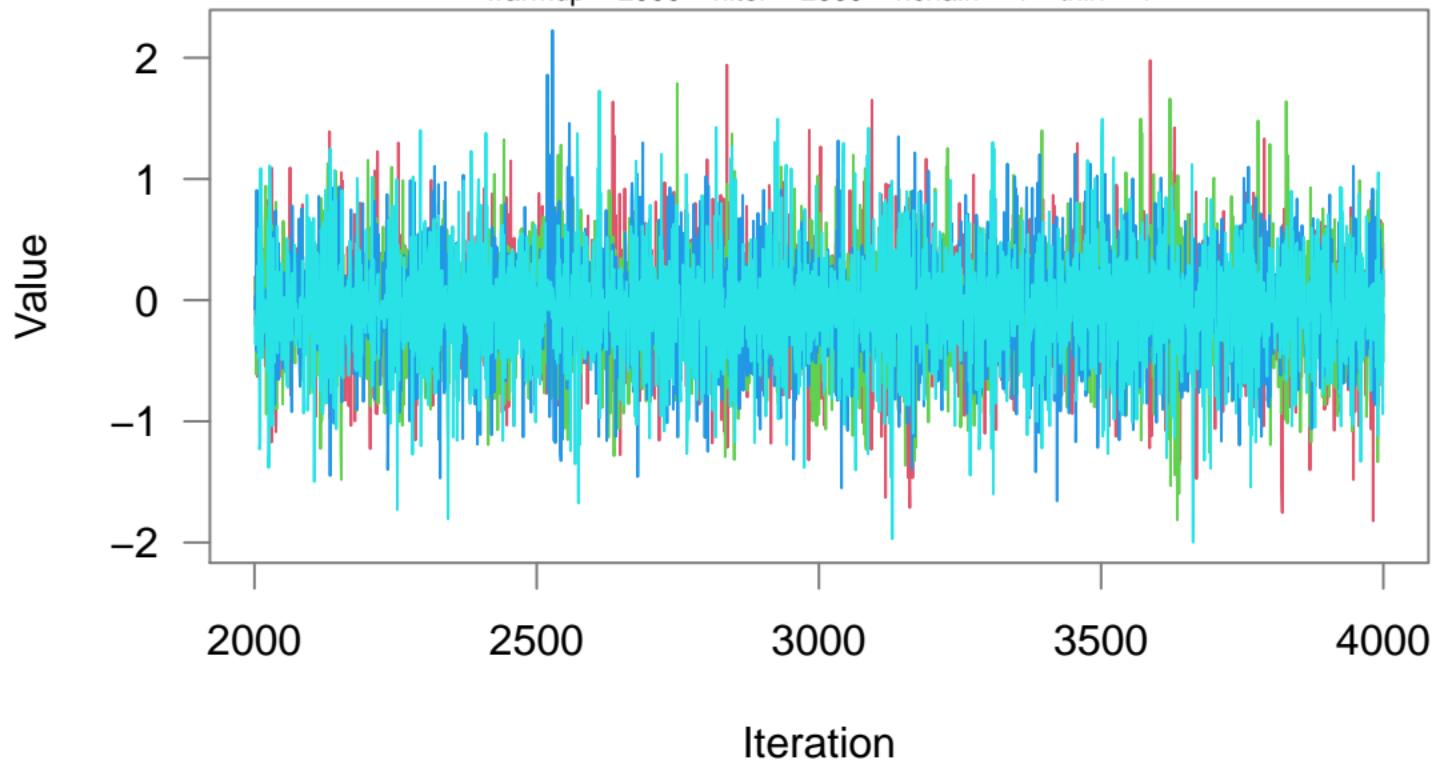
# r\_bay\_fac:site\_fac[Rodman.Reach\_RR-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



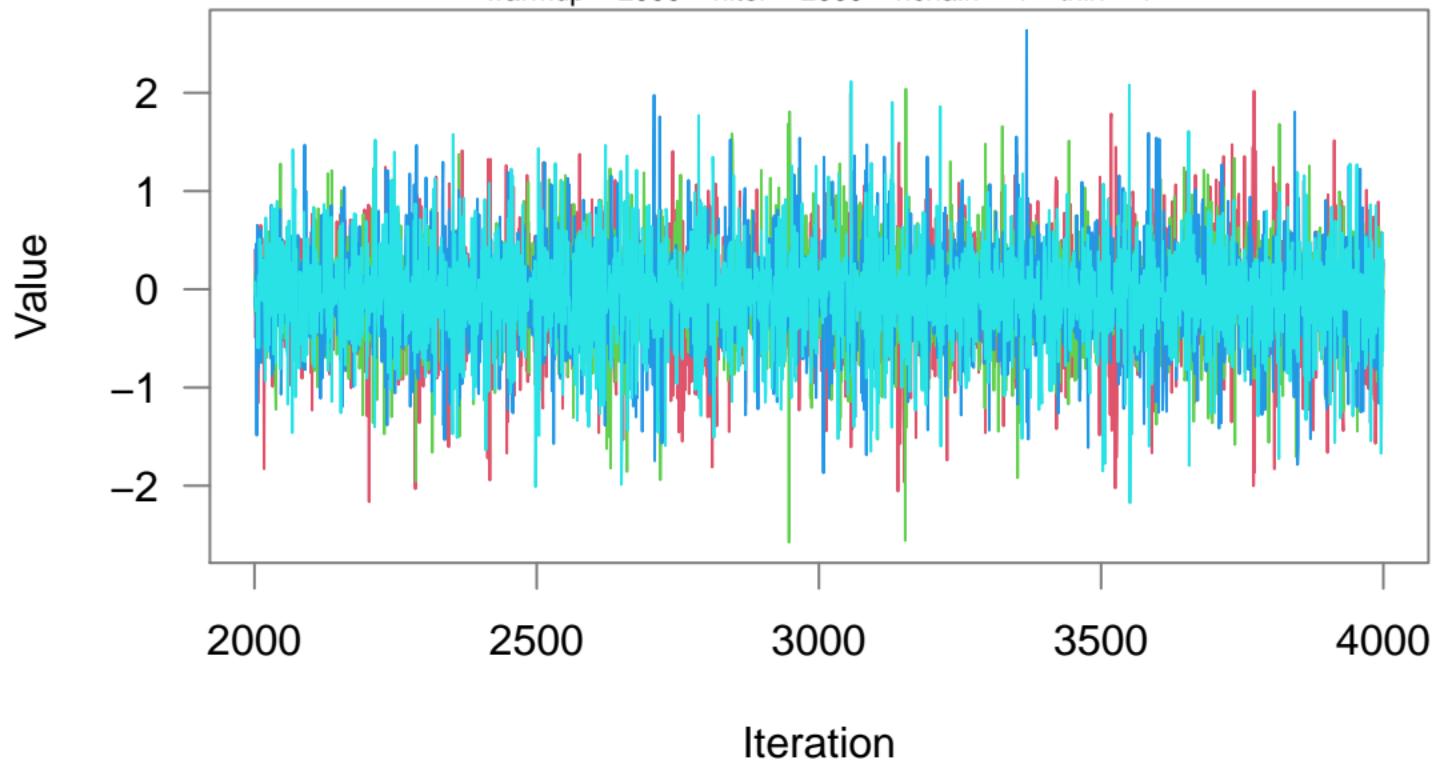
# r\_bay\_fac:site\_fac[Rodman.Reach\_RR-6,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

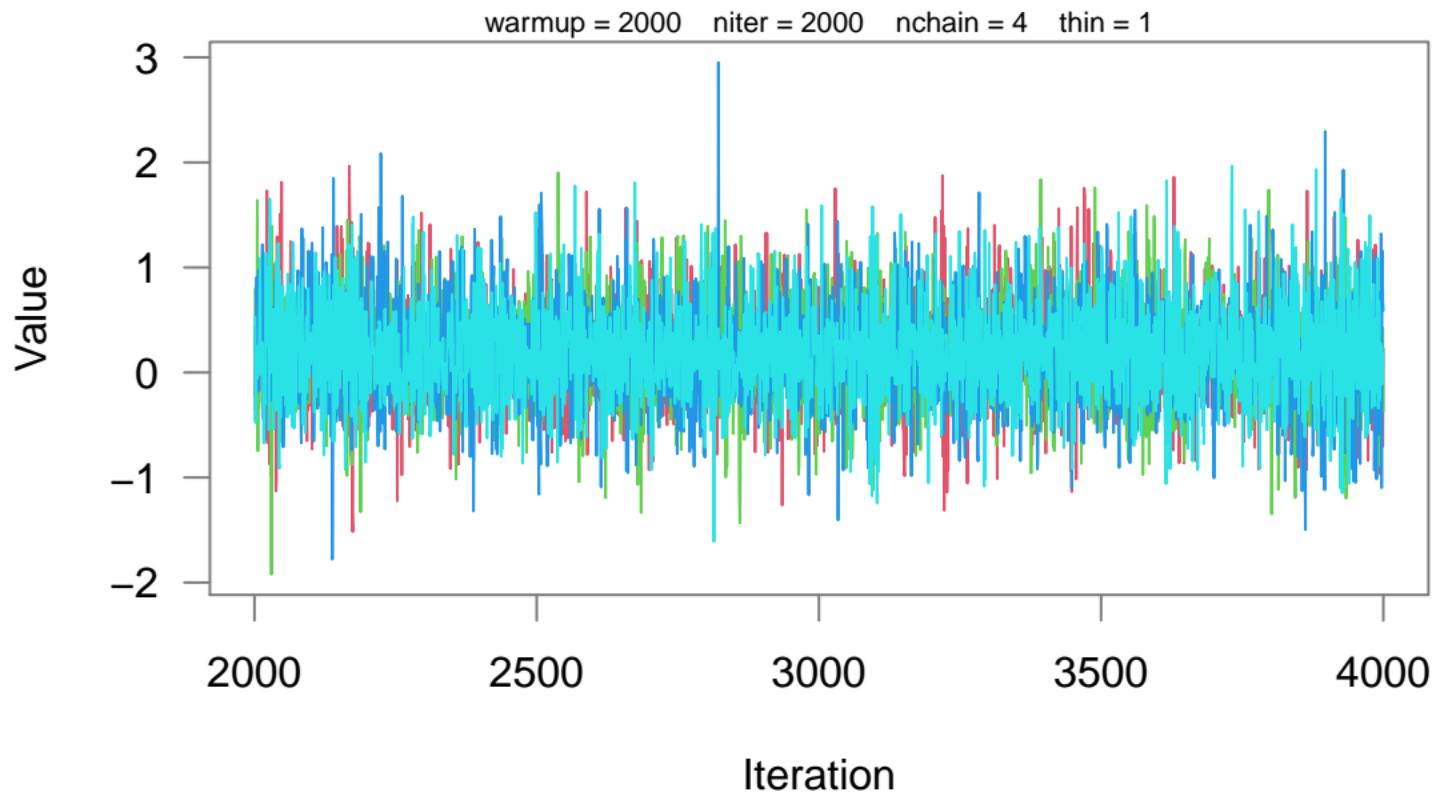


## r\_bay\_fac:site\_fac[Sand.Point\_Sand-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

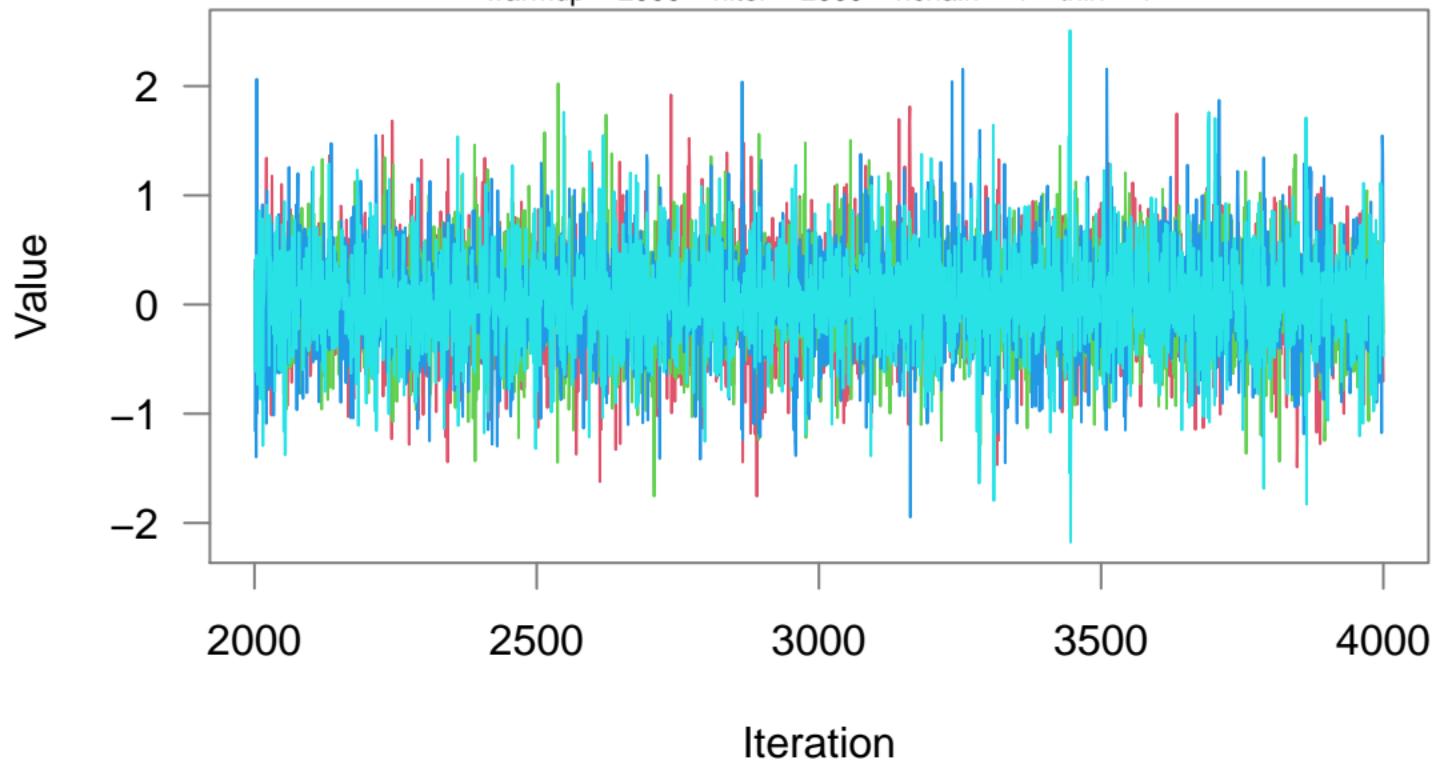


## r\_bay\_fac:site\_fac[Sand.Point\_Sand-2,Intercept]



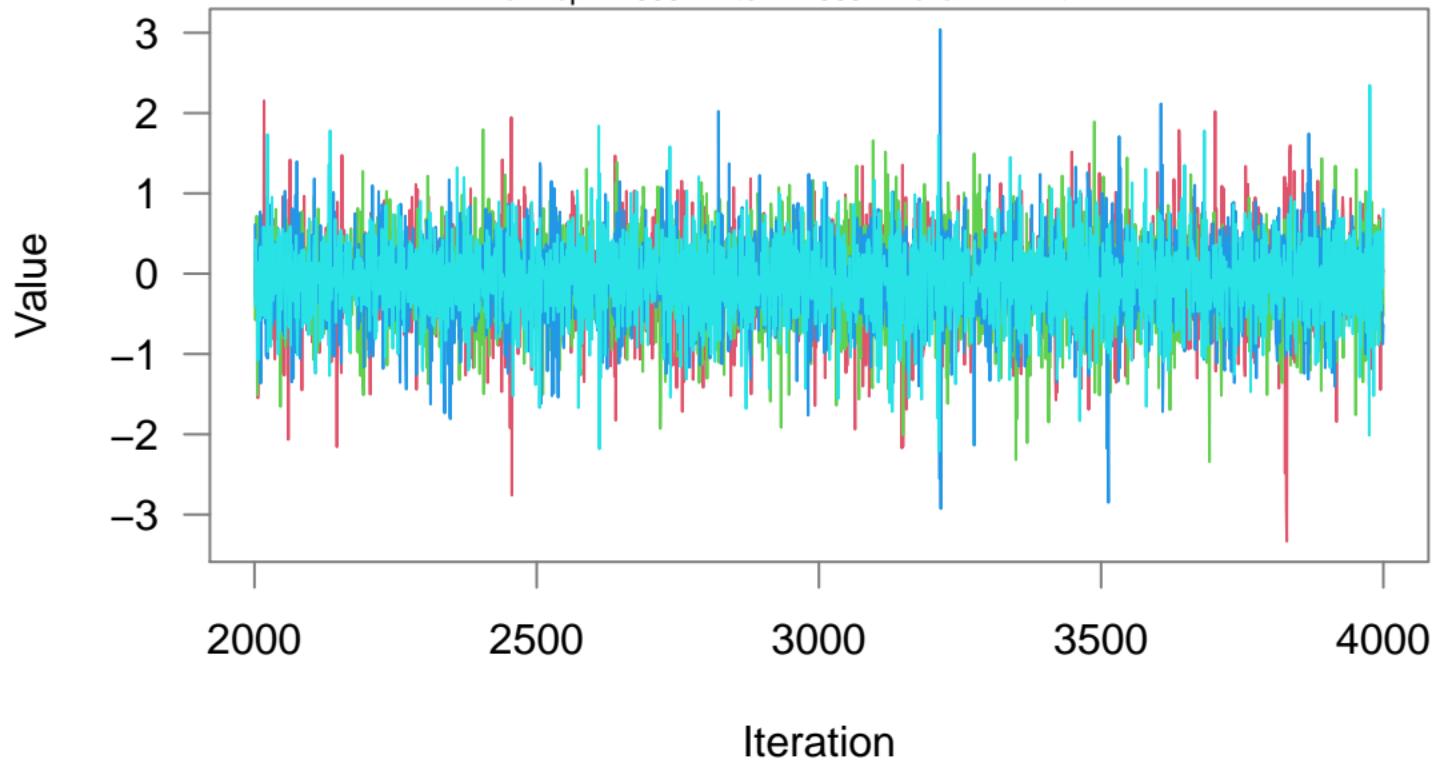
# r\_bay\_fac:site\_fac[Sand.Point\_Sand-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



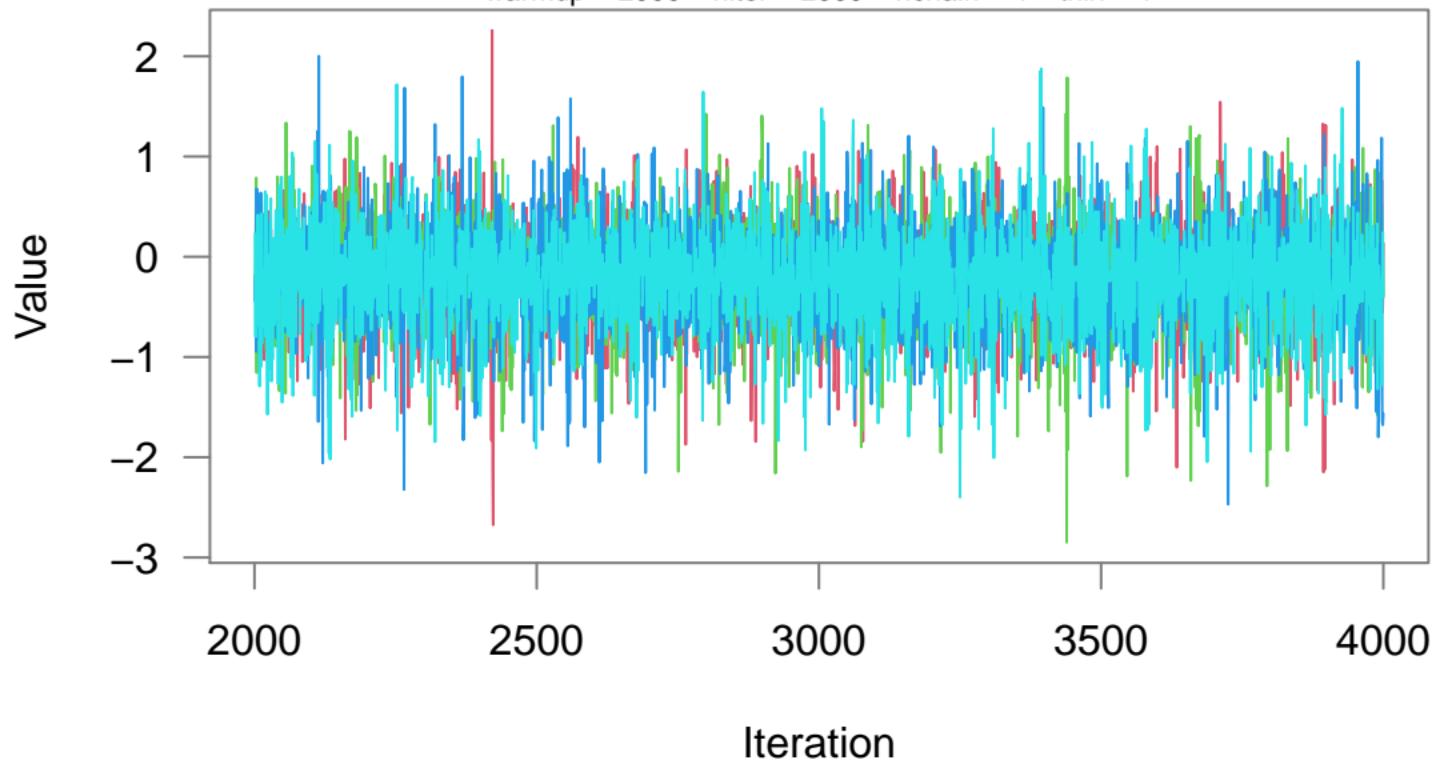
# r\_bay\_fac:site\_fac[Ugak\_Ugak-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



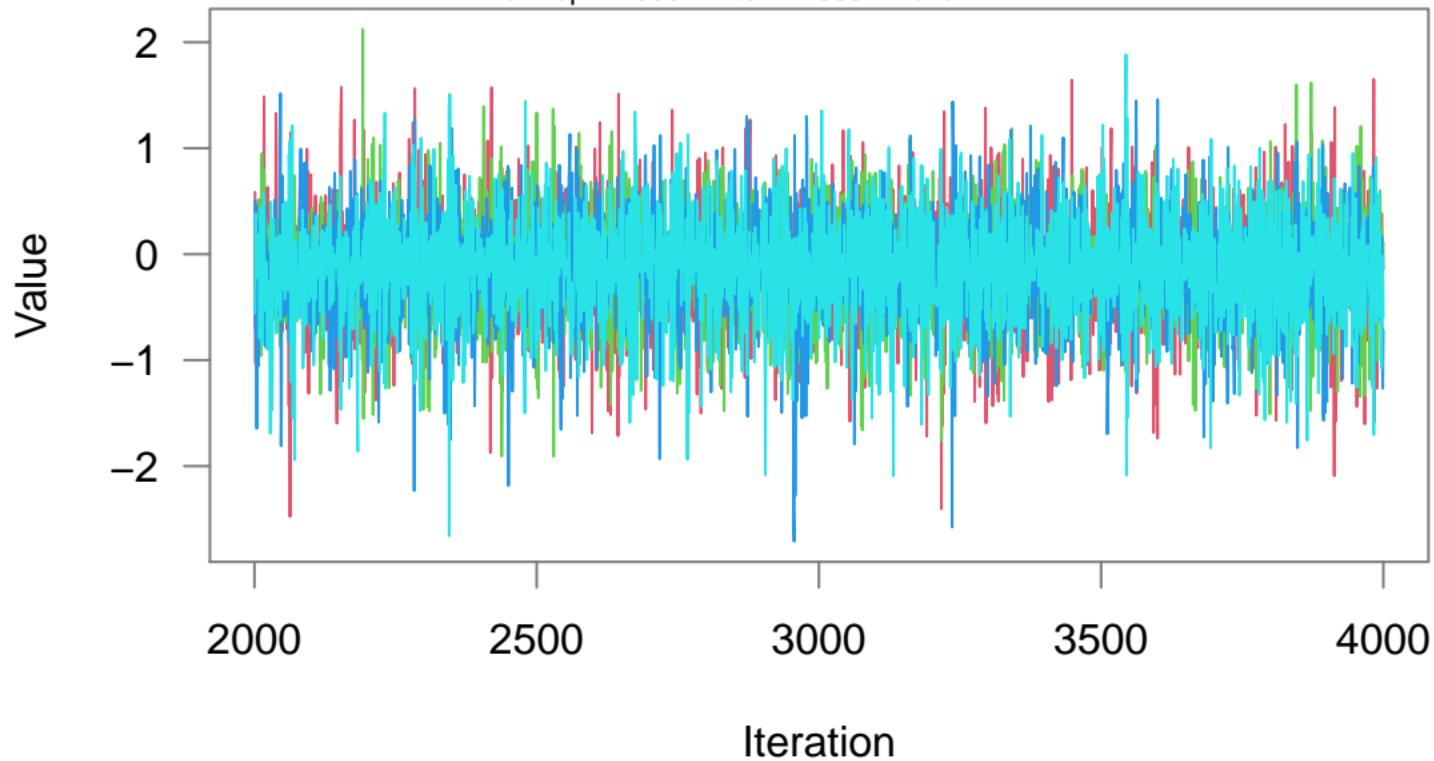
# r\_bay\_fac:site\_fac[Ugak\_Ugak-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



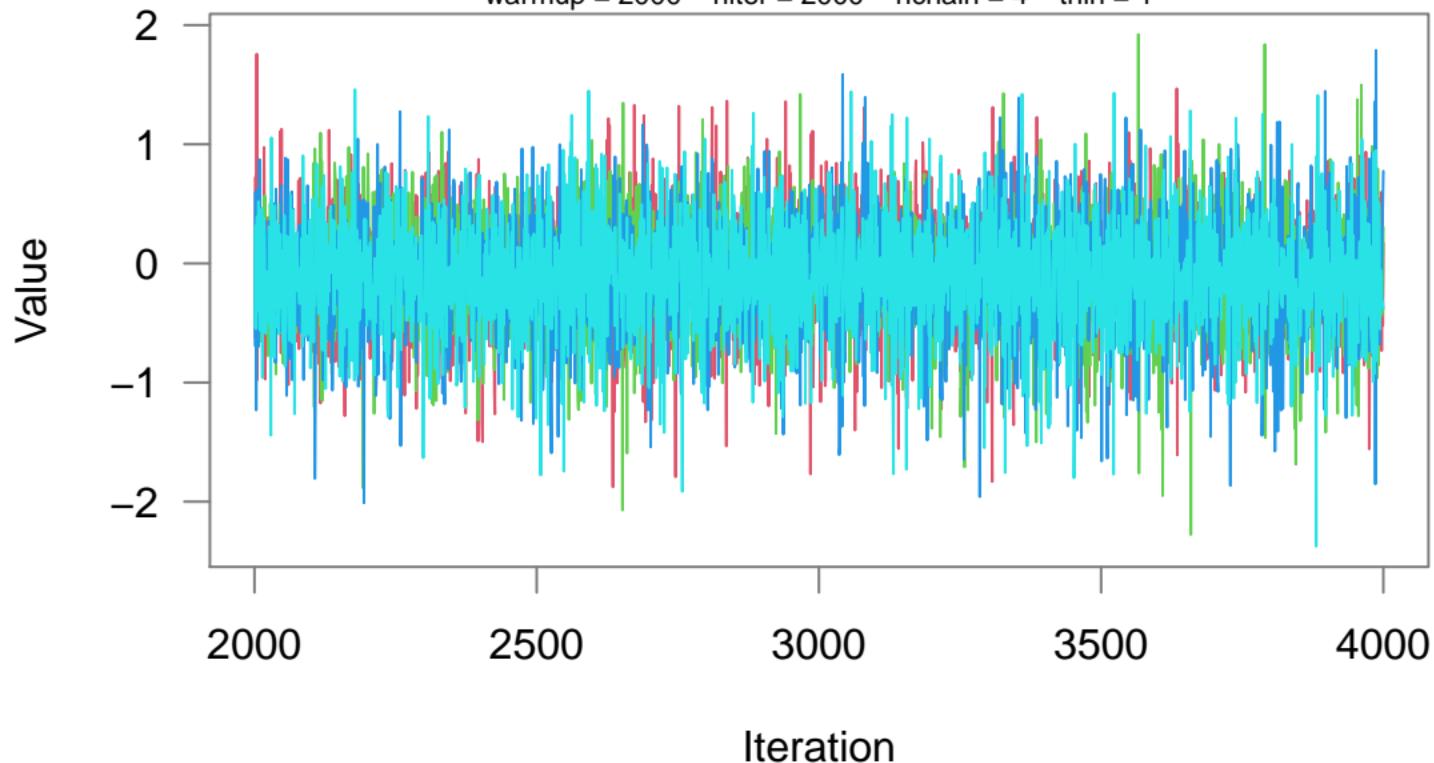
## r\_bay\_fac:site\_fac[Ugak\_Ugak-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



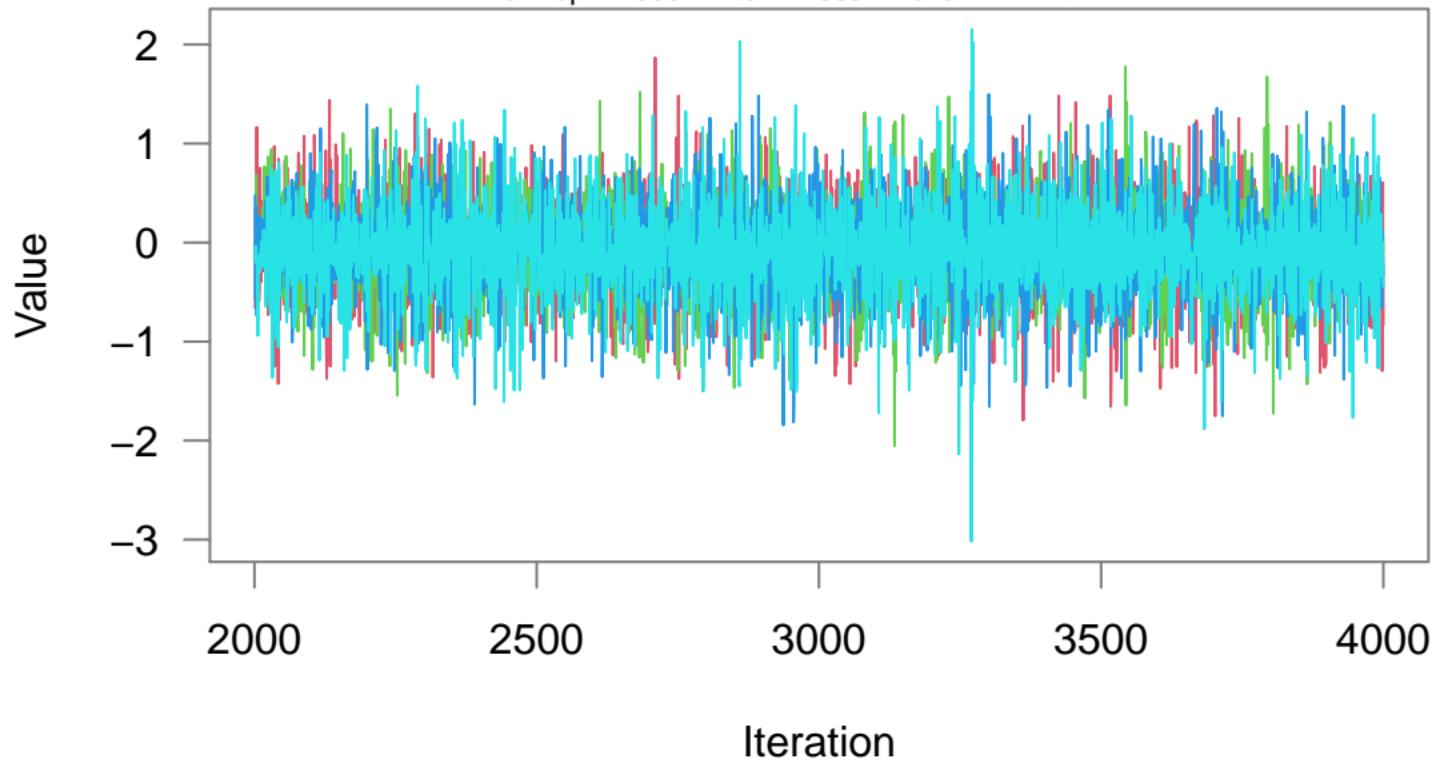
## r\_bay\_fac:site\_fac[Ugak\_Ugak-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



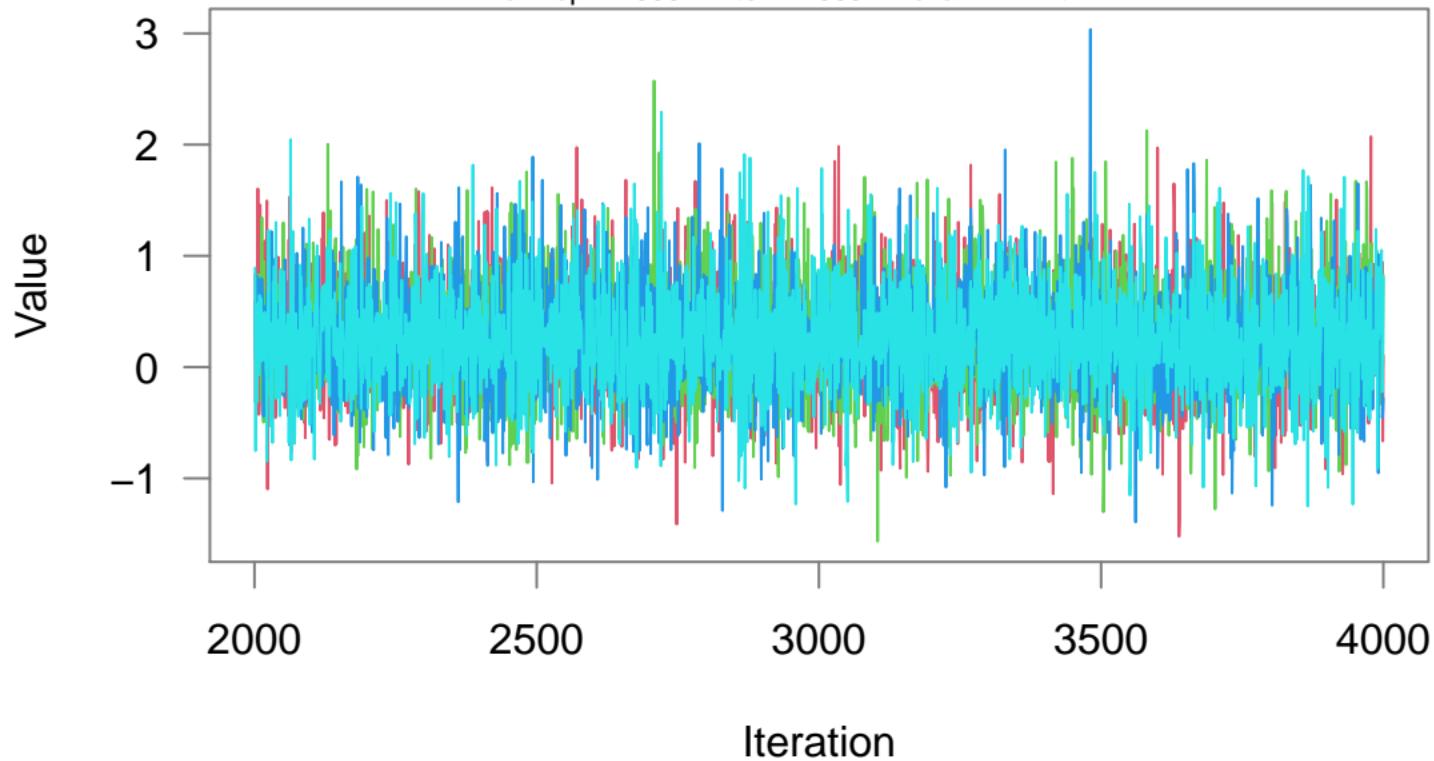
# r\_bay\_fac:site\_fac[Ugak\_Ugak-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



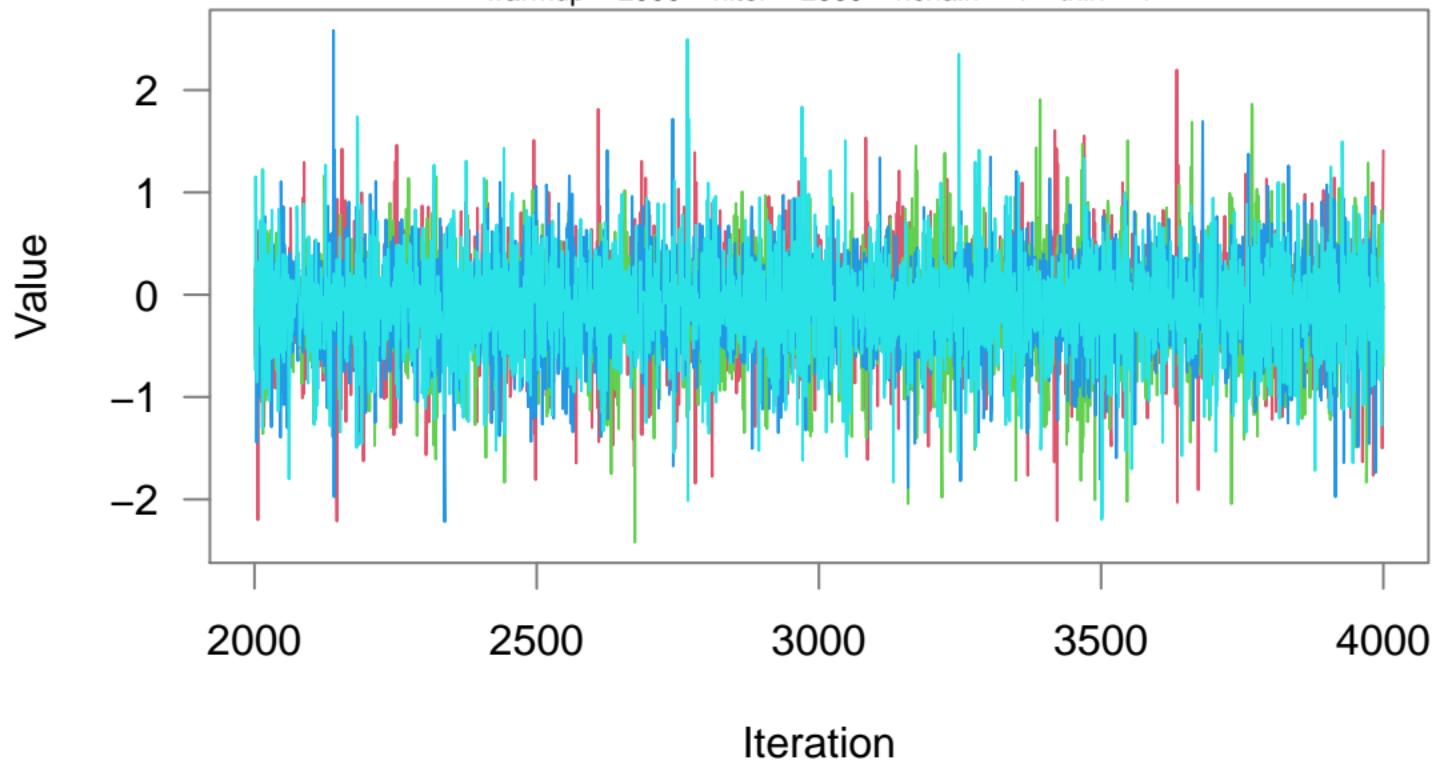
# r\_bay\_fac:site\_fac[Ugak\_Ugak-6,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



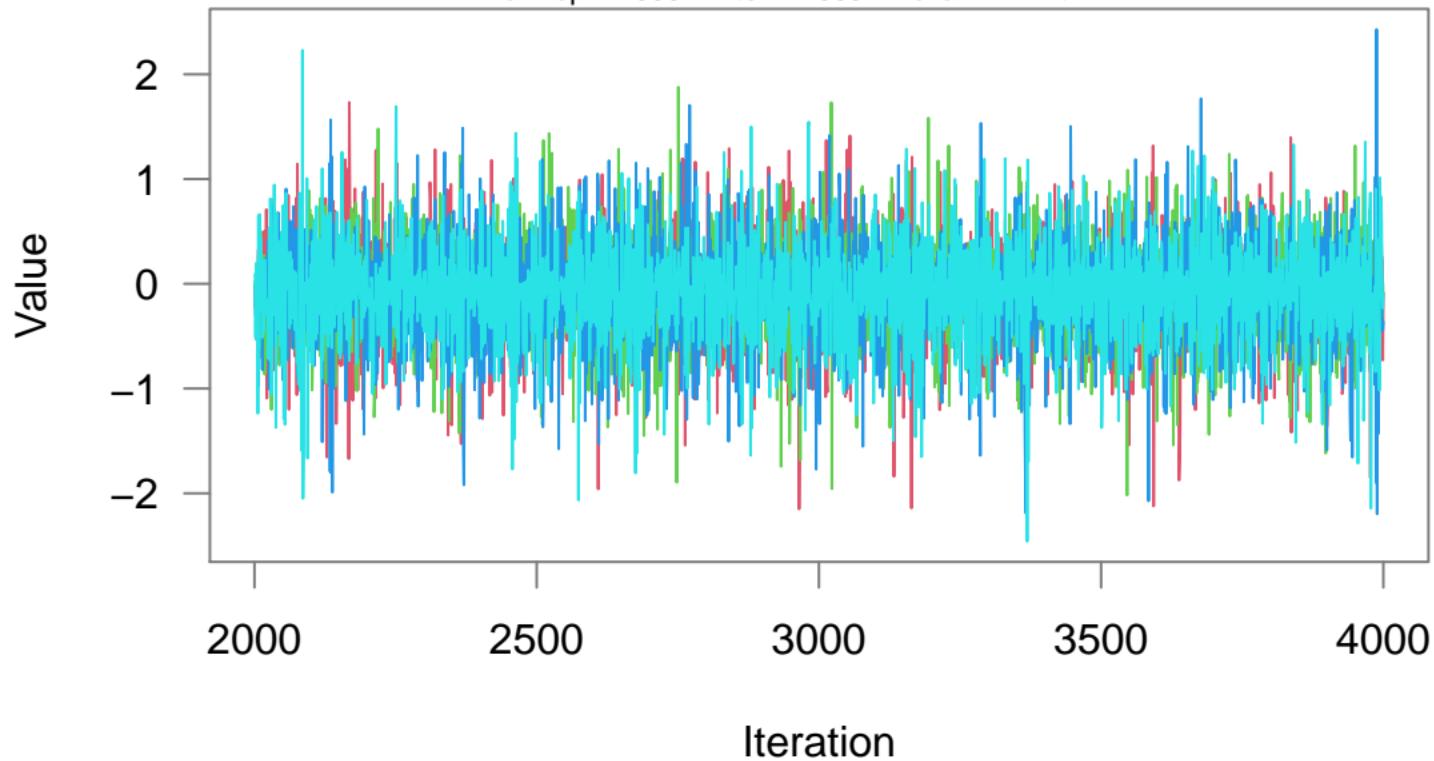
## r\_bay\_fac:site\_fac[Ugak\_Ugak-7,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



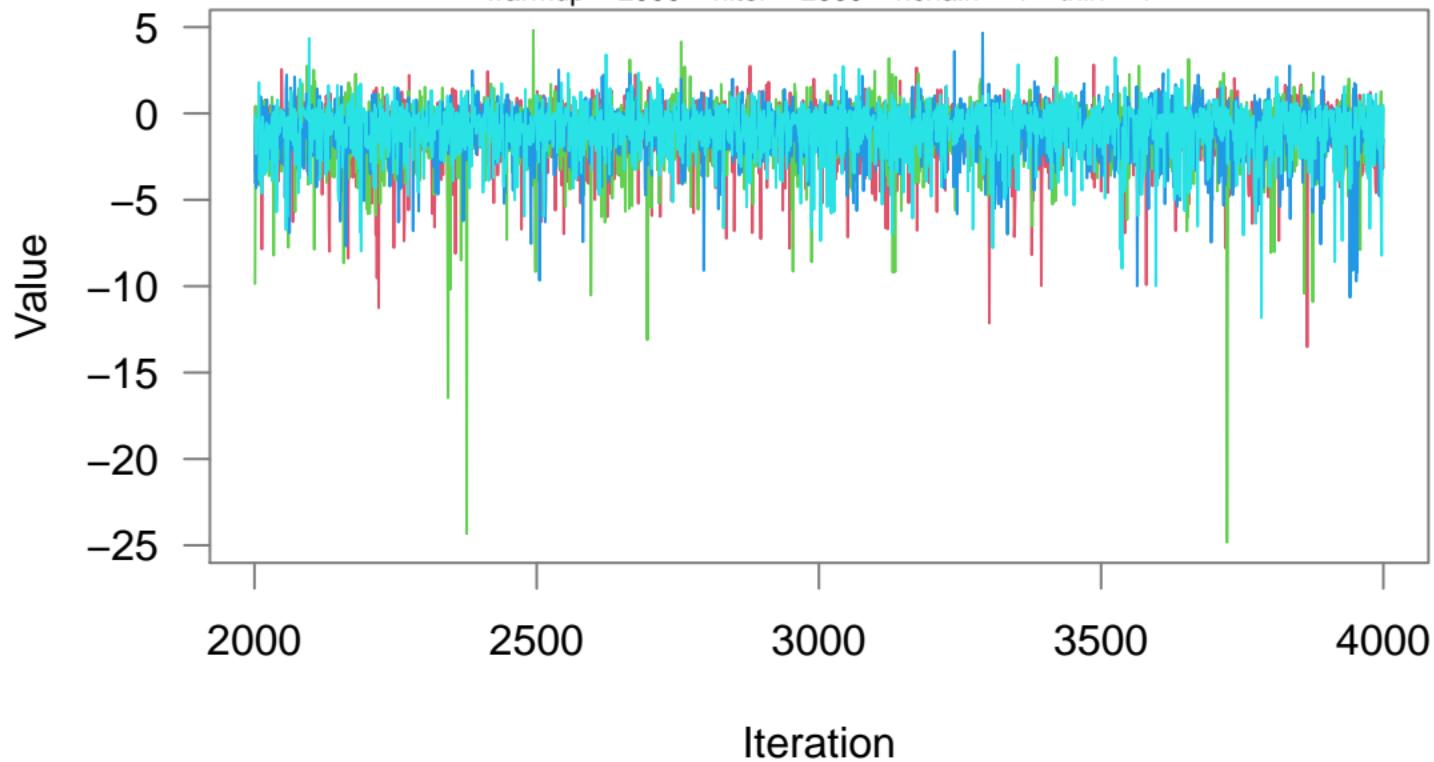
# r\_bay\_fac:site\_fac[Ugak\_Ugak-8,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



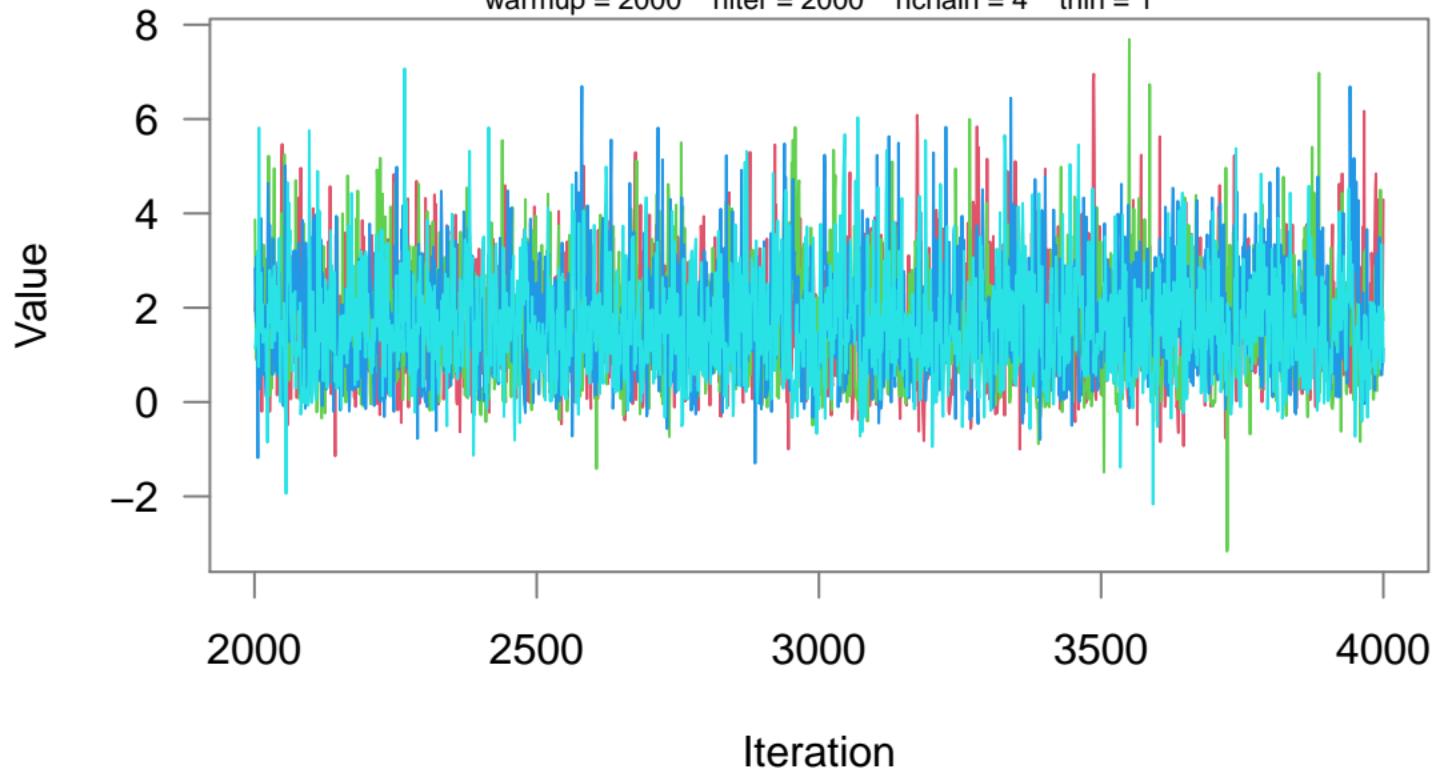
## **r\_bay\_fac\_zi[Agripina,Intercept]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



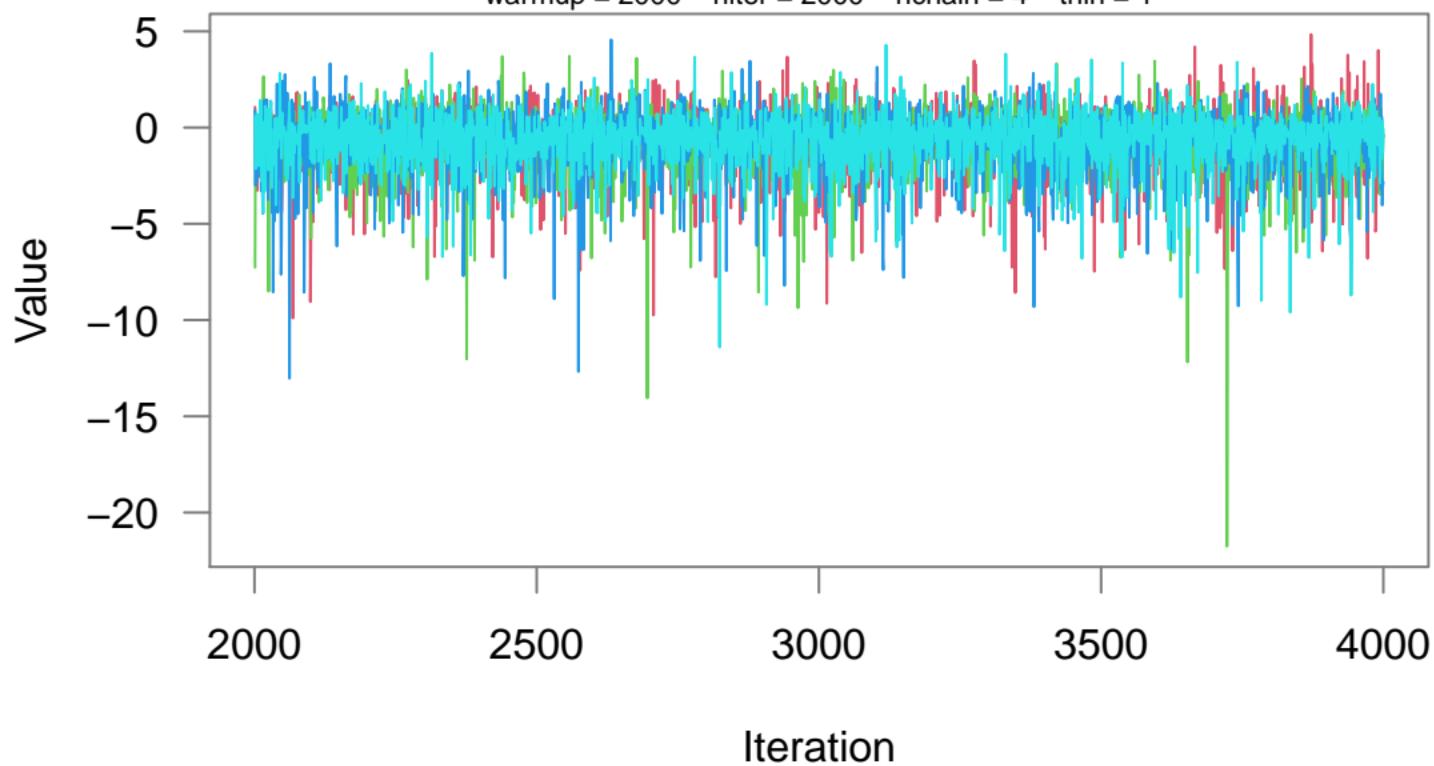
# r\_bay\_fac\_zi[Anton.Larson.Bay,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



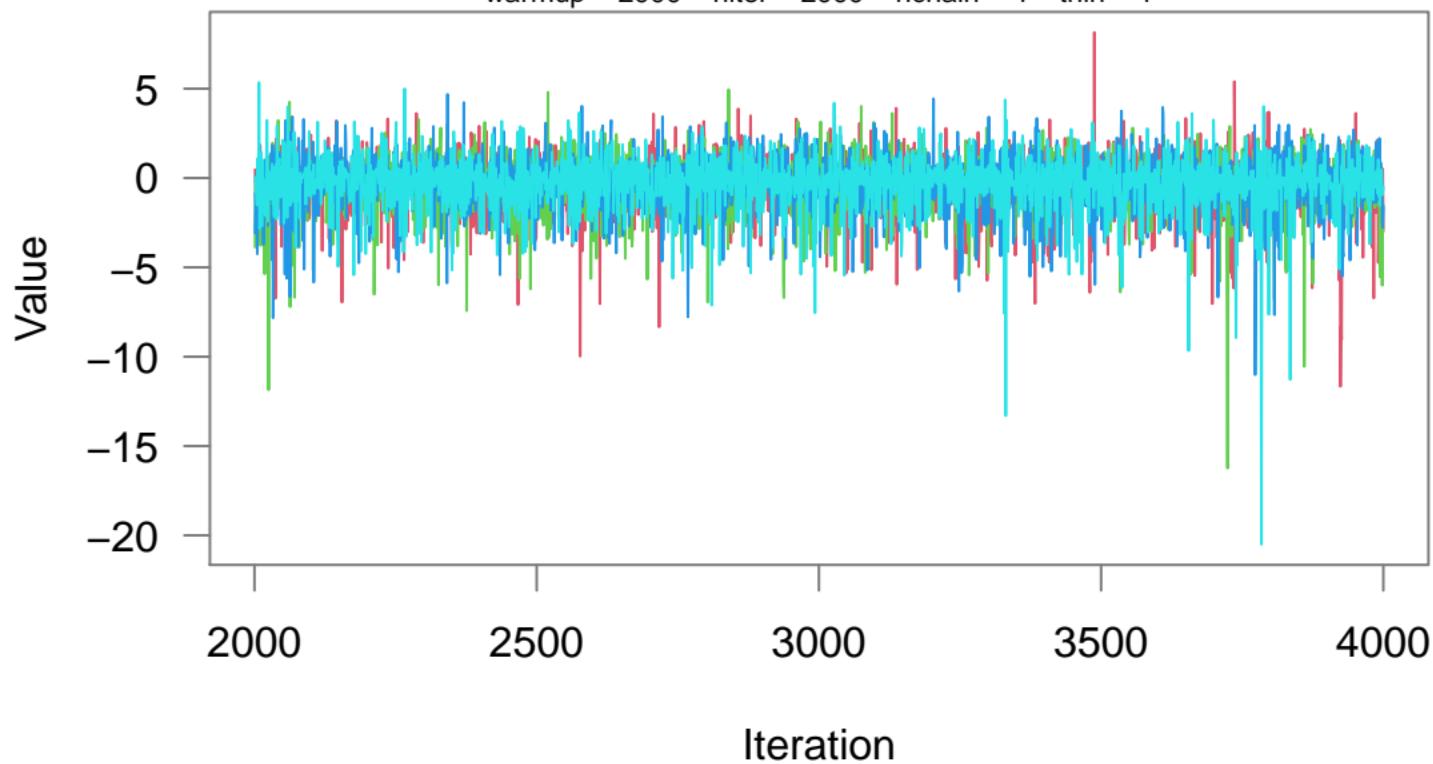
## r\_bay\_fac\_zi[Balboa,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



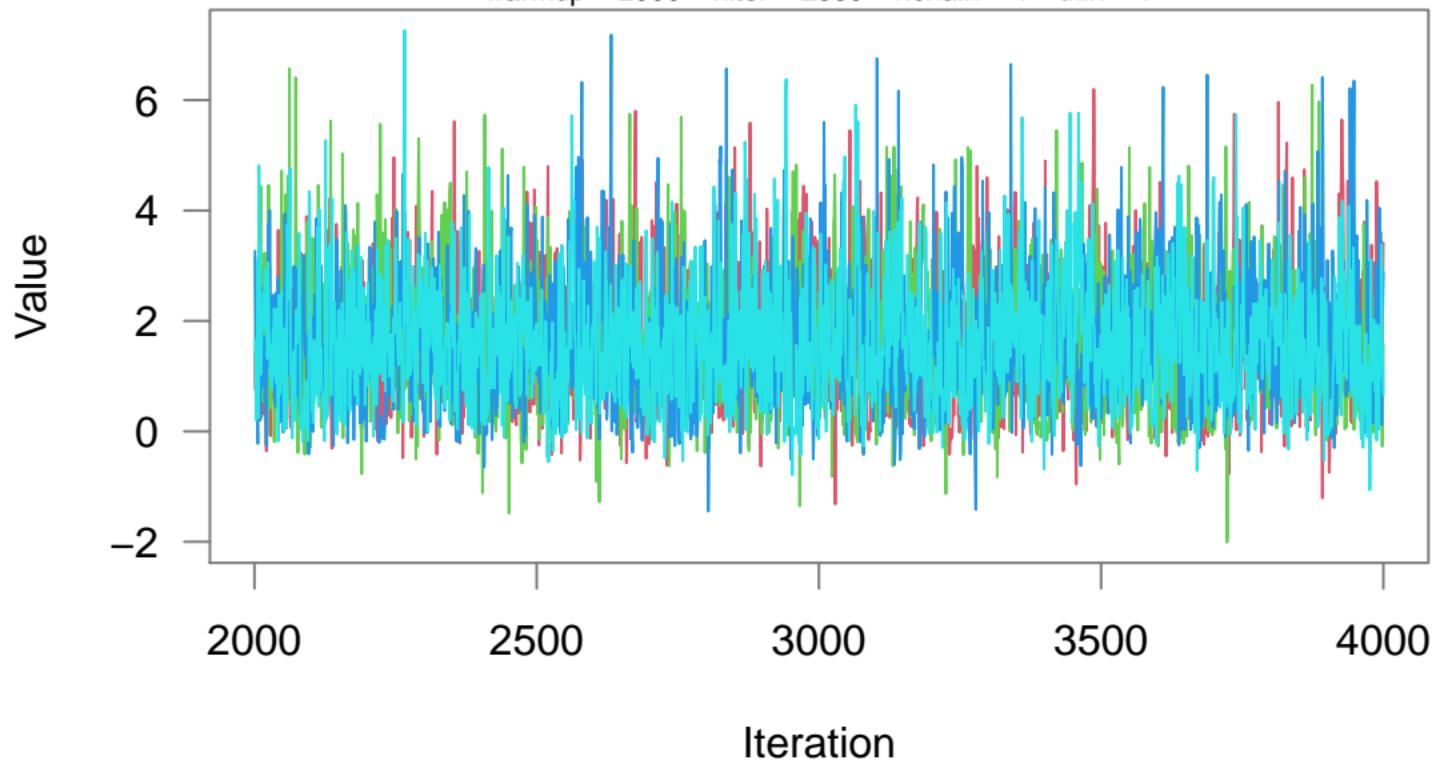
## r\_bay\_fac\_zi[Baralof,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



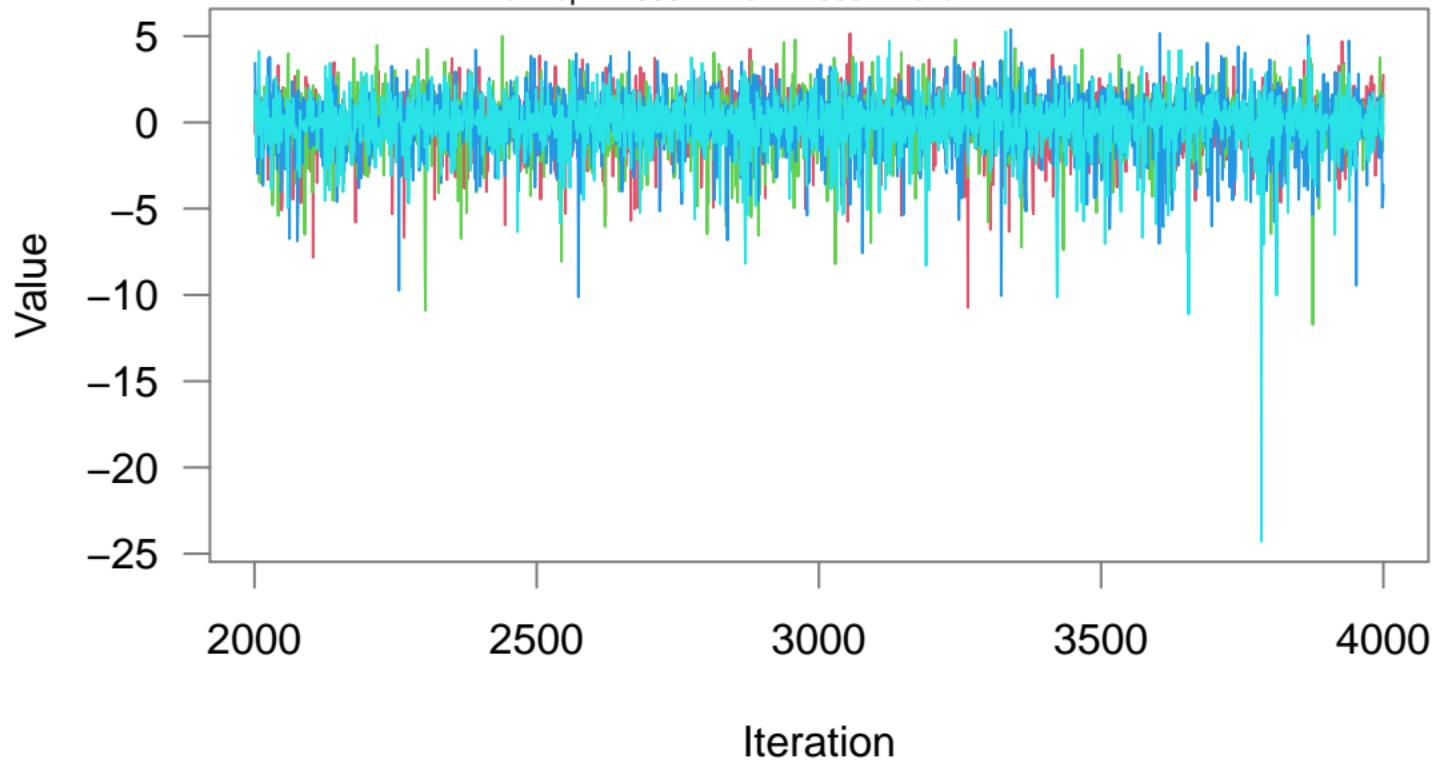
## r\_bay\_fac\_zi[Cook.Bay,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



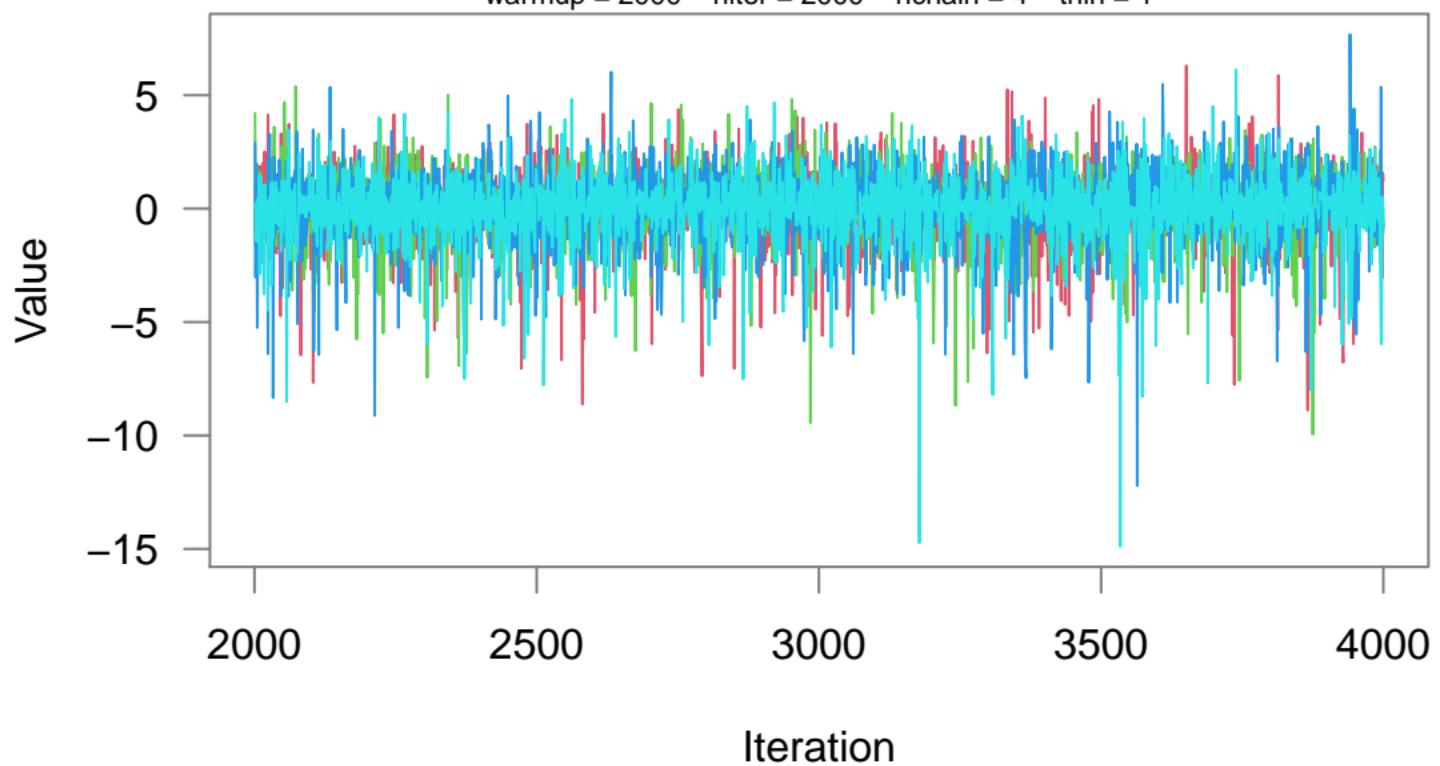
## r\_bay\_fac\_zi[Falmouth,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



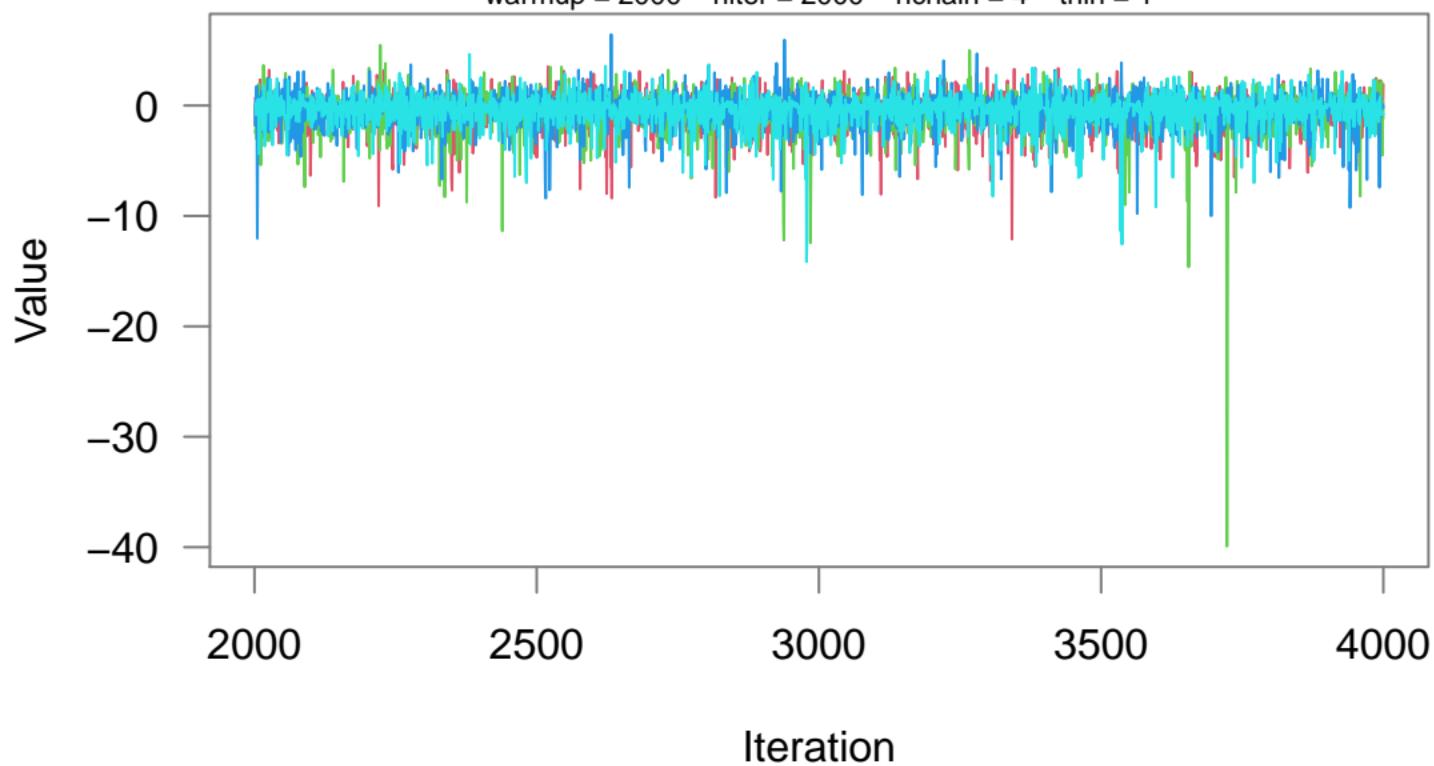
# r\_bay\_fac\_zi[Fox,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



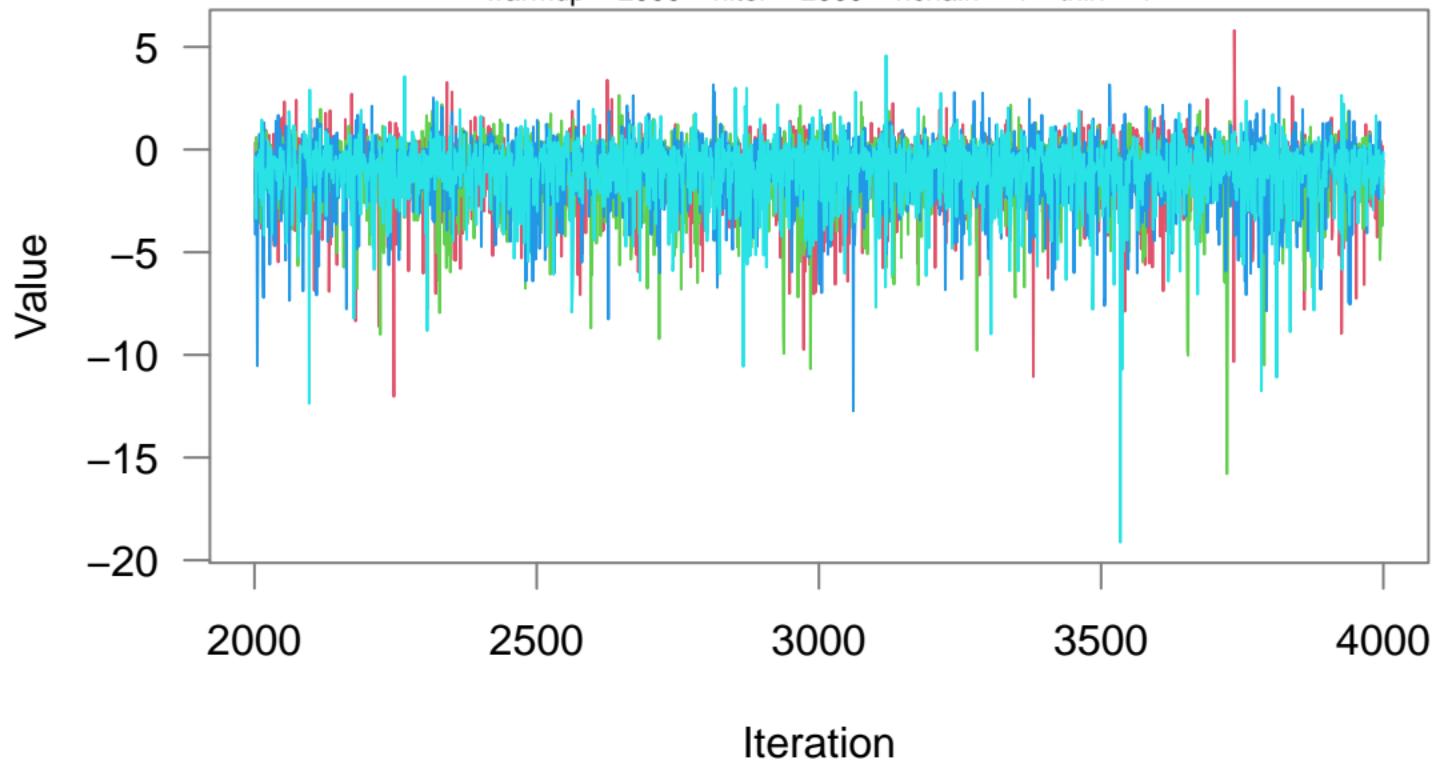
## r\_bay\_fac\_zi[Japanese,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



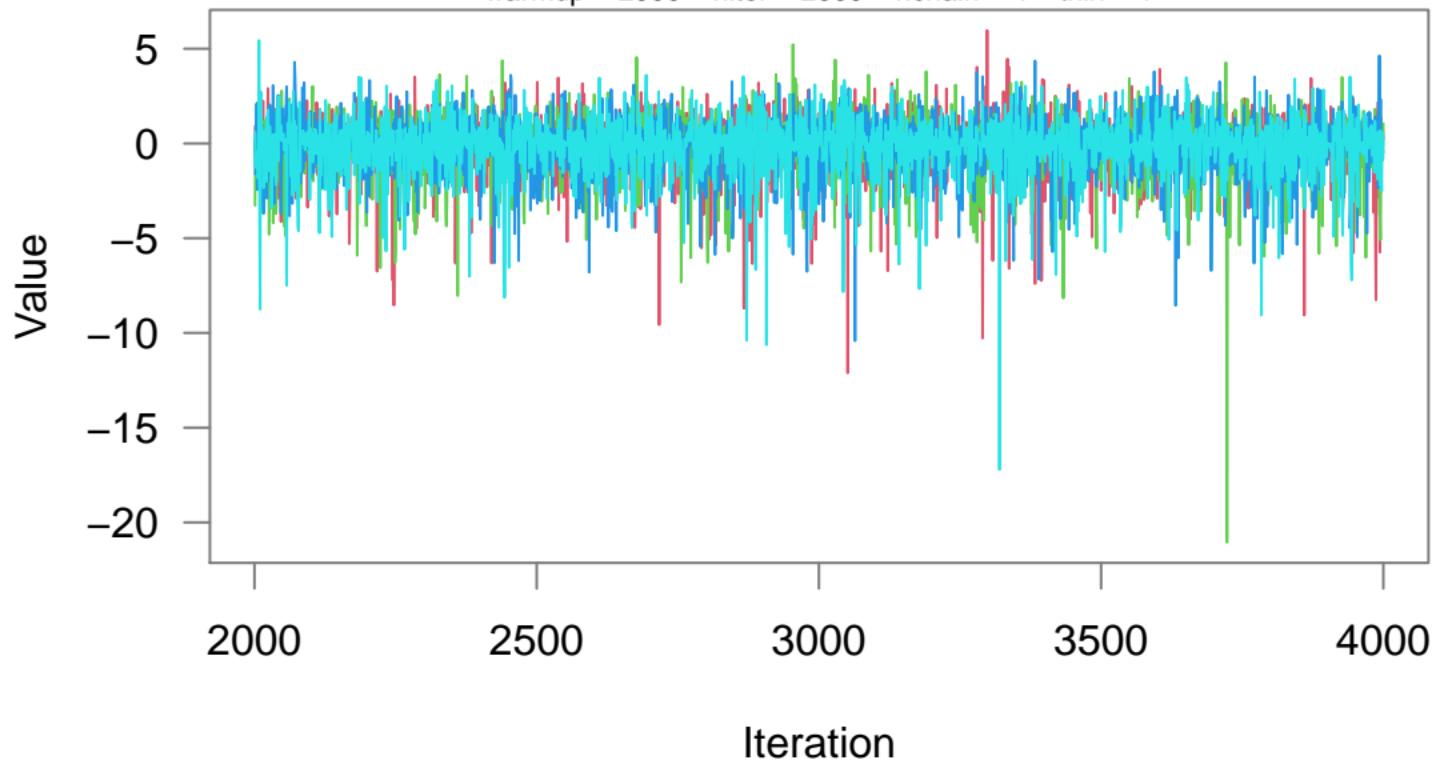
## r\_bay\_fac\_zi[Kaiugnak,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



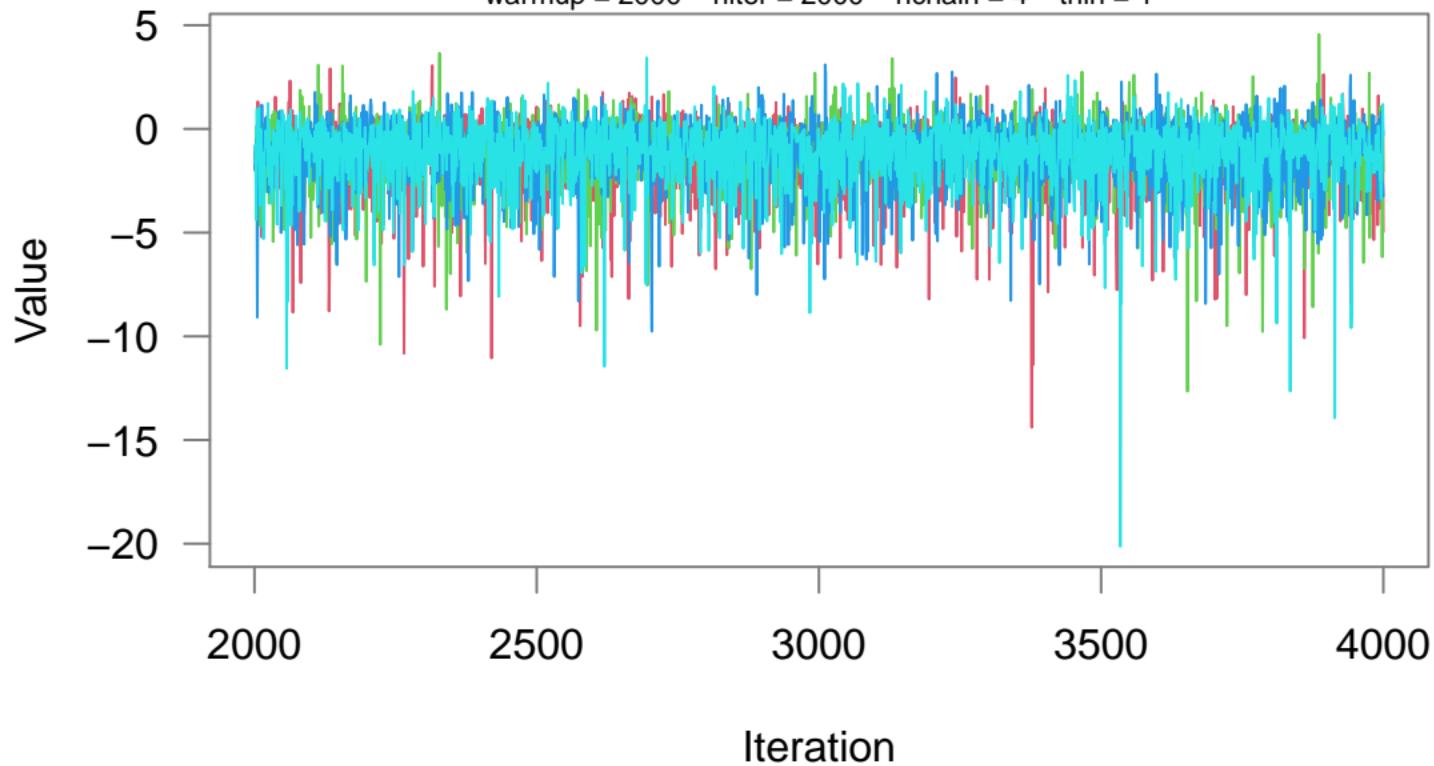
## **r\_bay\_fac\_zi[Kiluida,Intercept]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



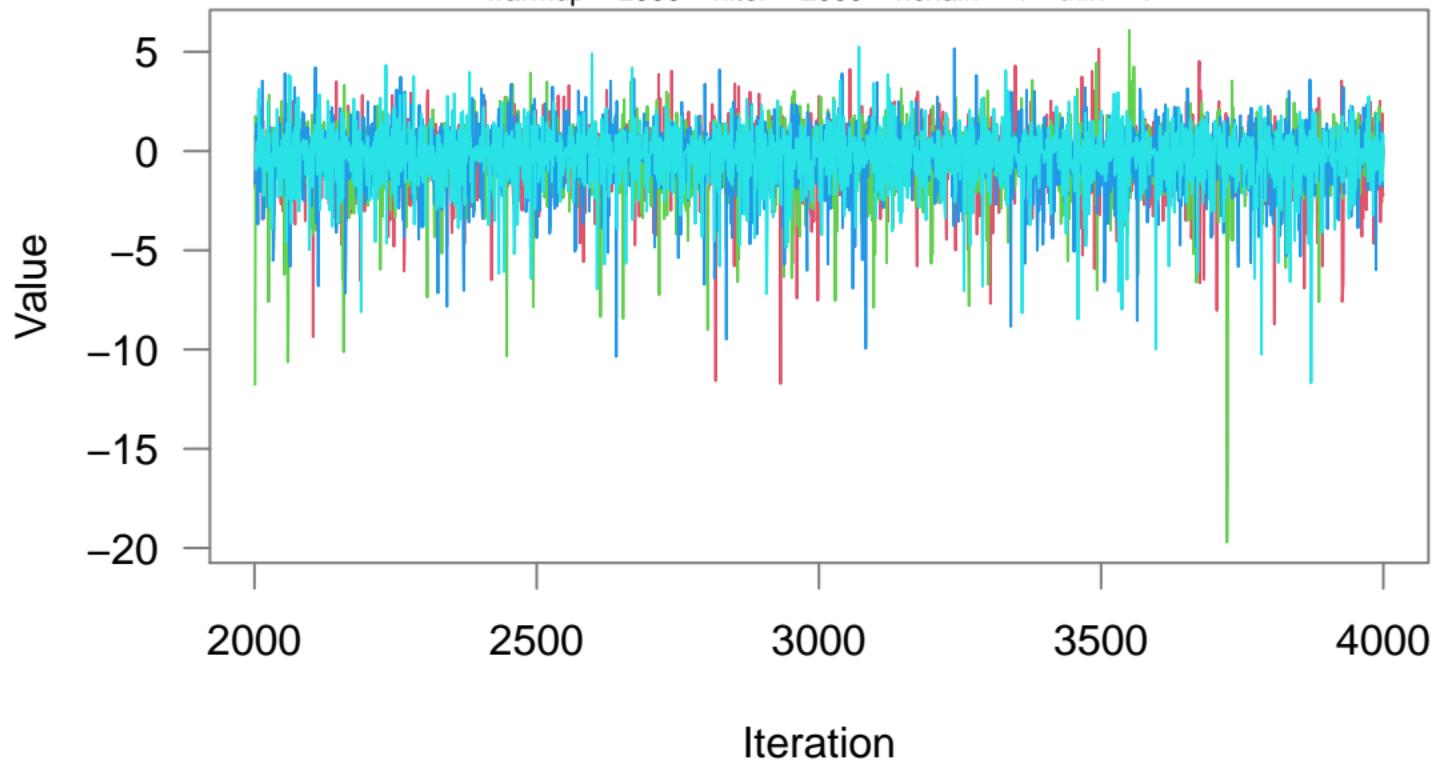
## r\_bay\_fac\_zi[Mitrofania,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



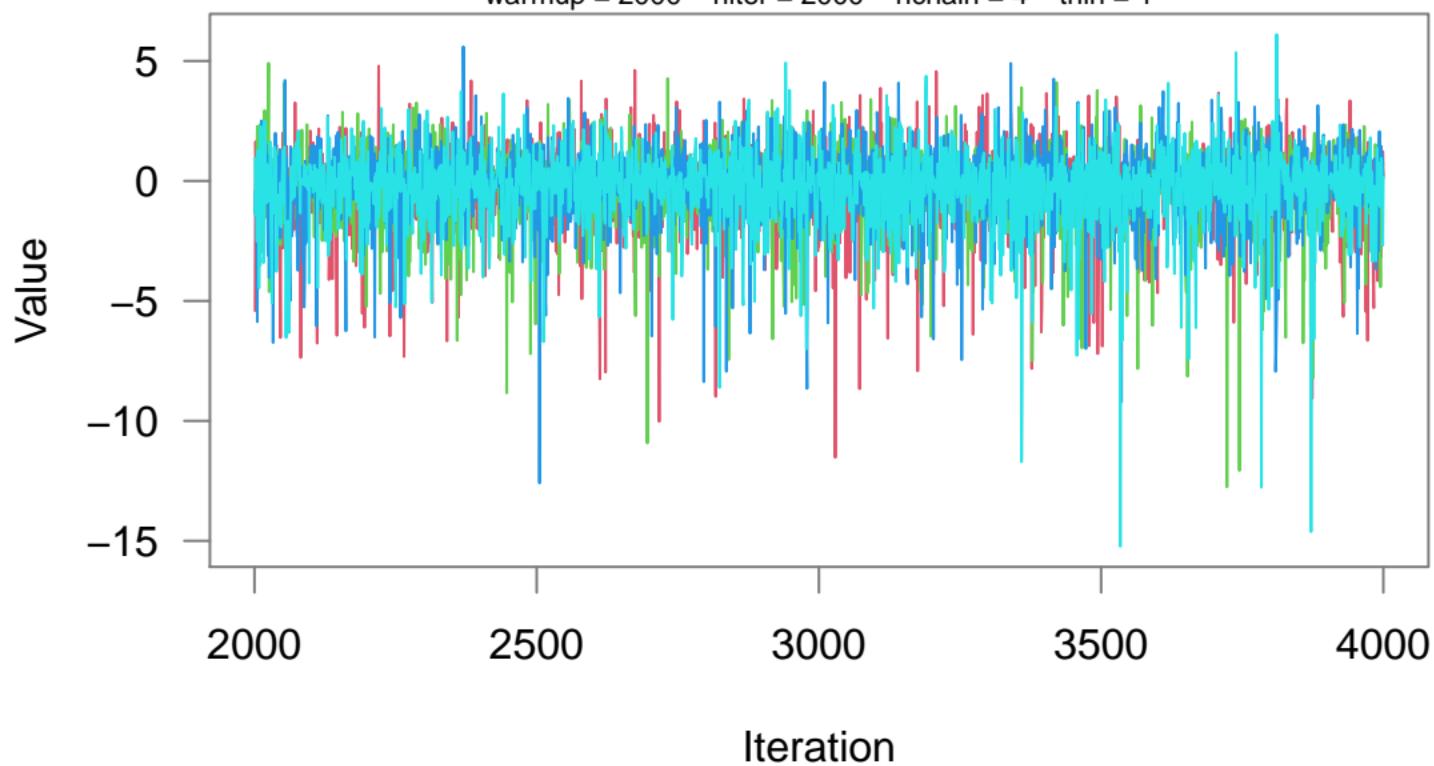
## r\_bay\_fac\_\_zi[Port.Wrangell,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



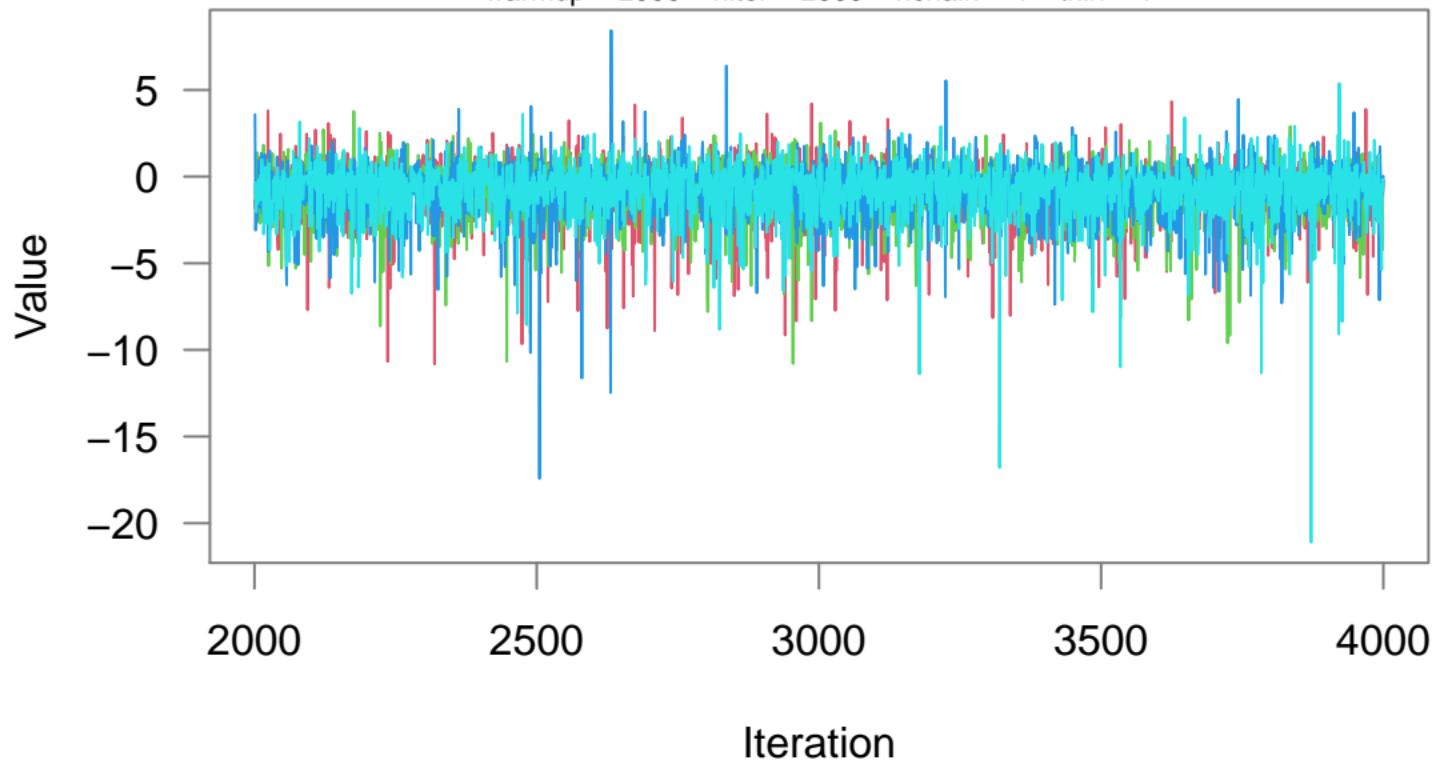
## r\_bay\_fac\_zi[Rodman.Reach,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



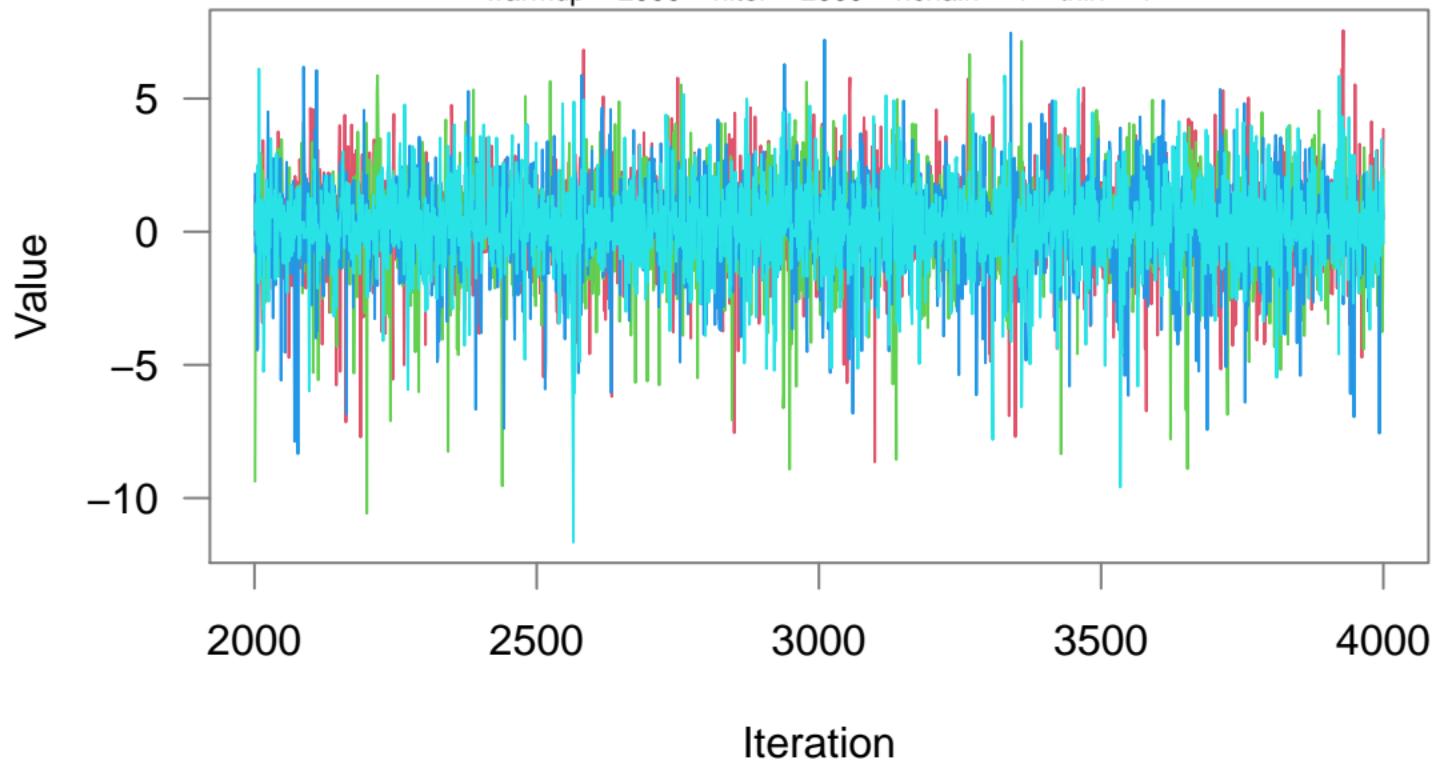
# r\_bay\_fac\_zi[Sand.Point,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



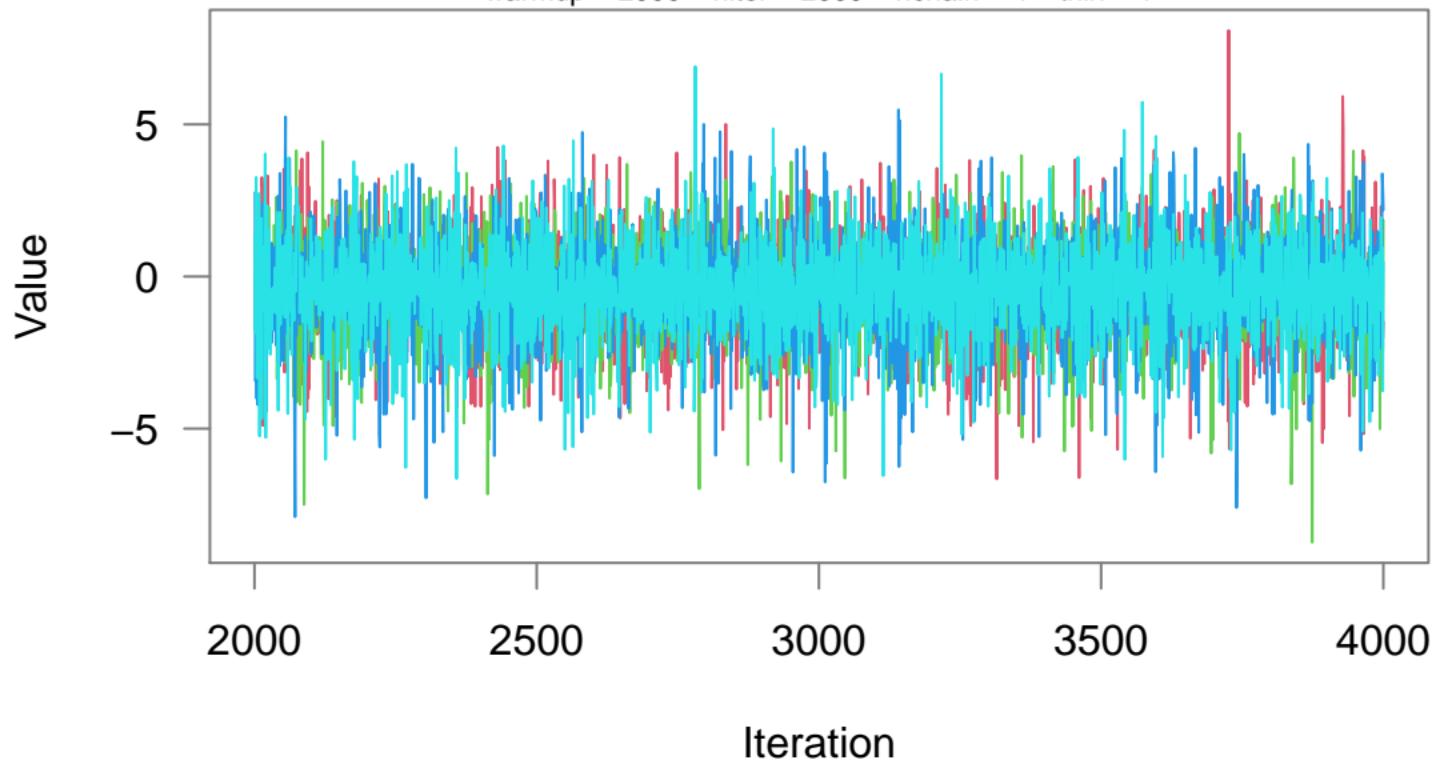
## r\_bay\_fac\_\_zi[Ugak,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



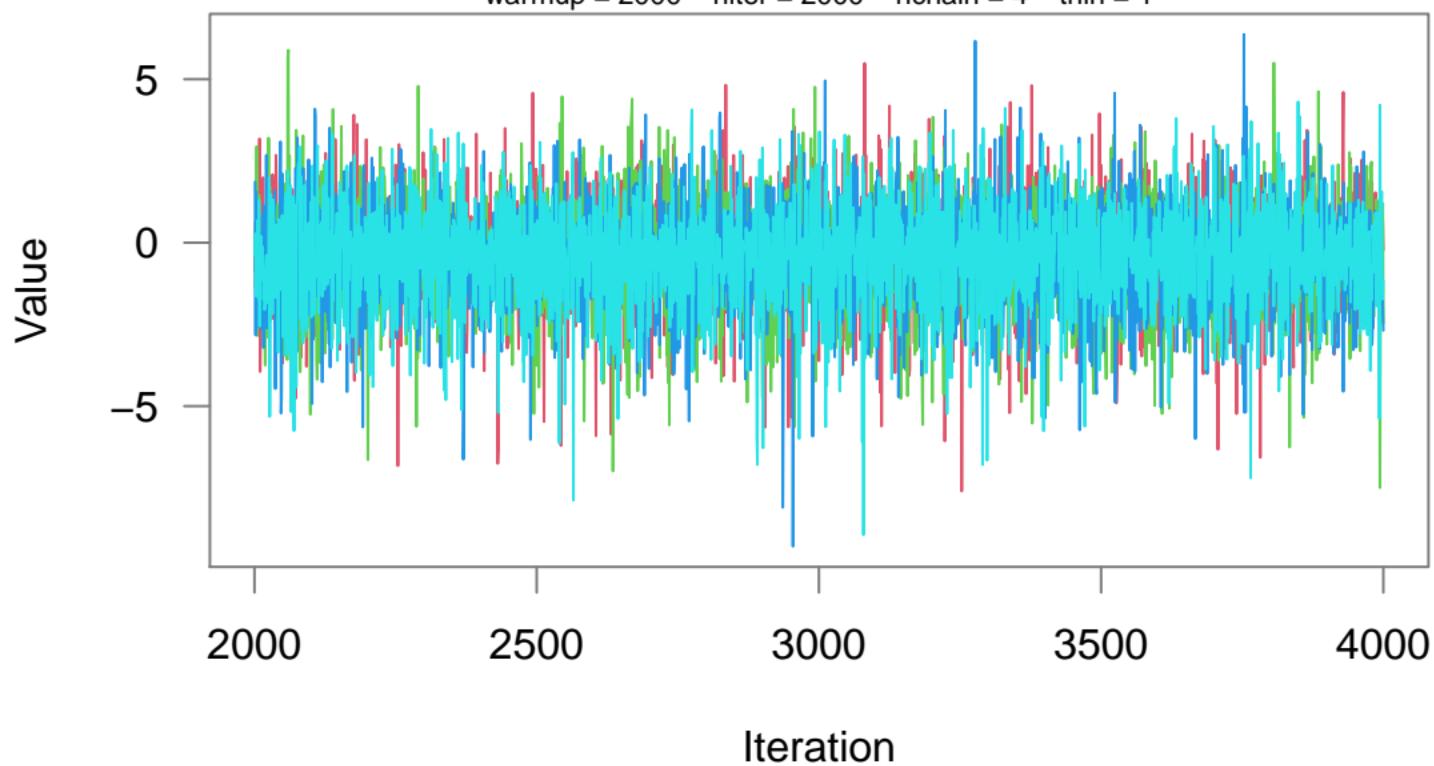
# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



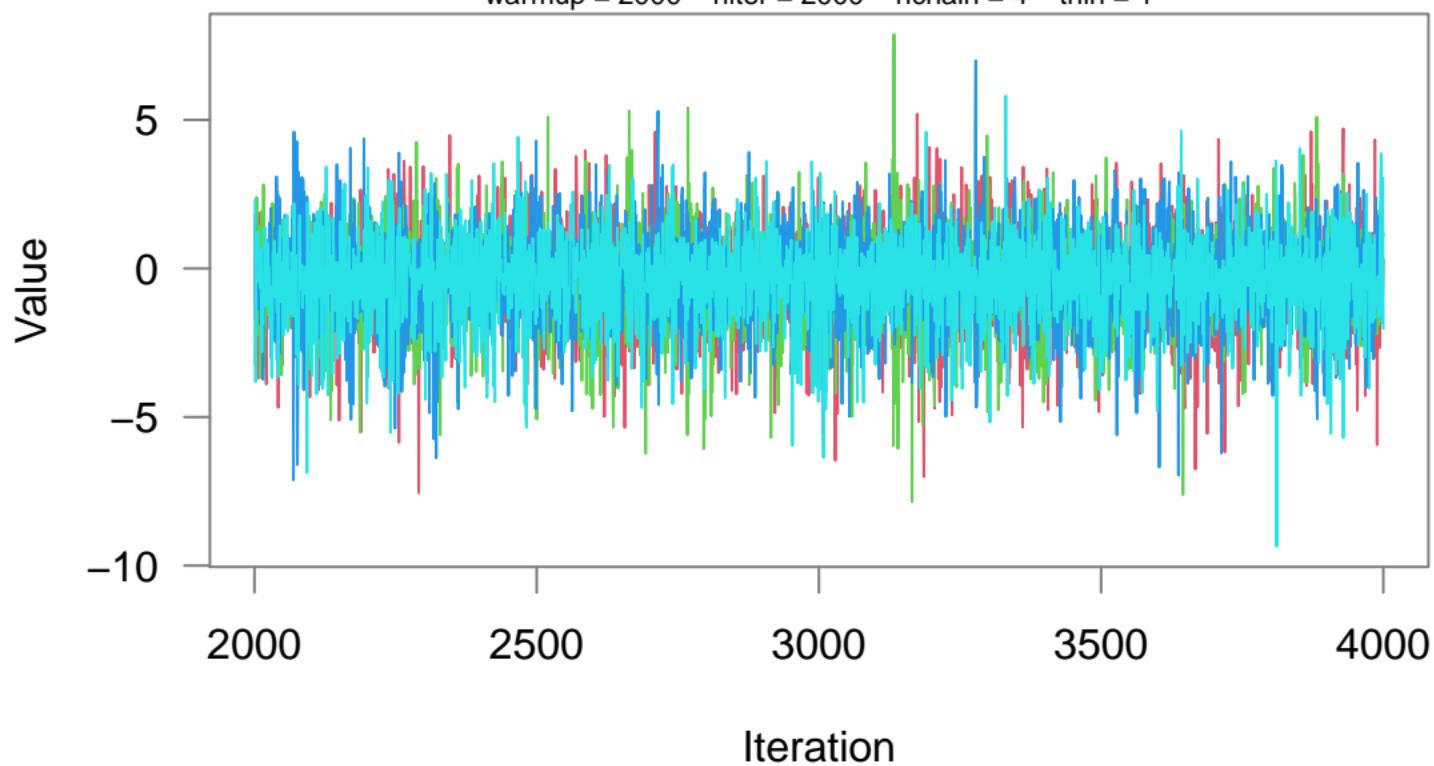
# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



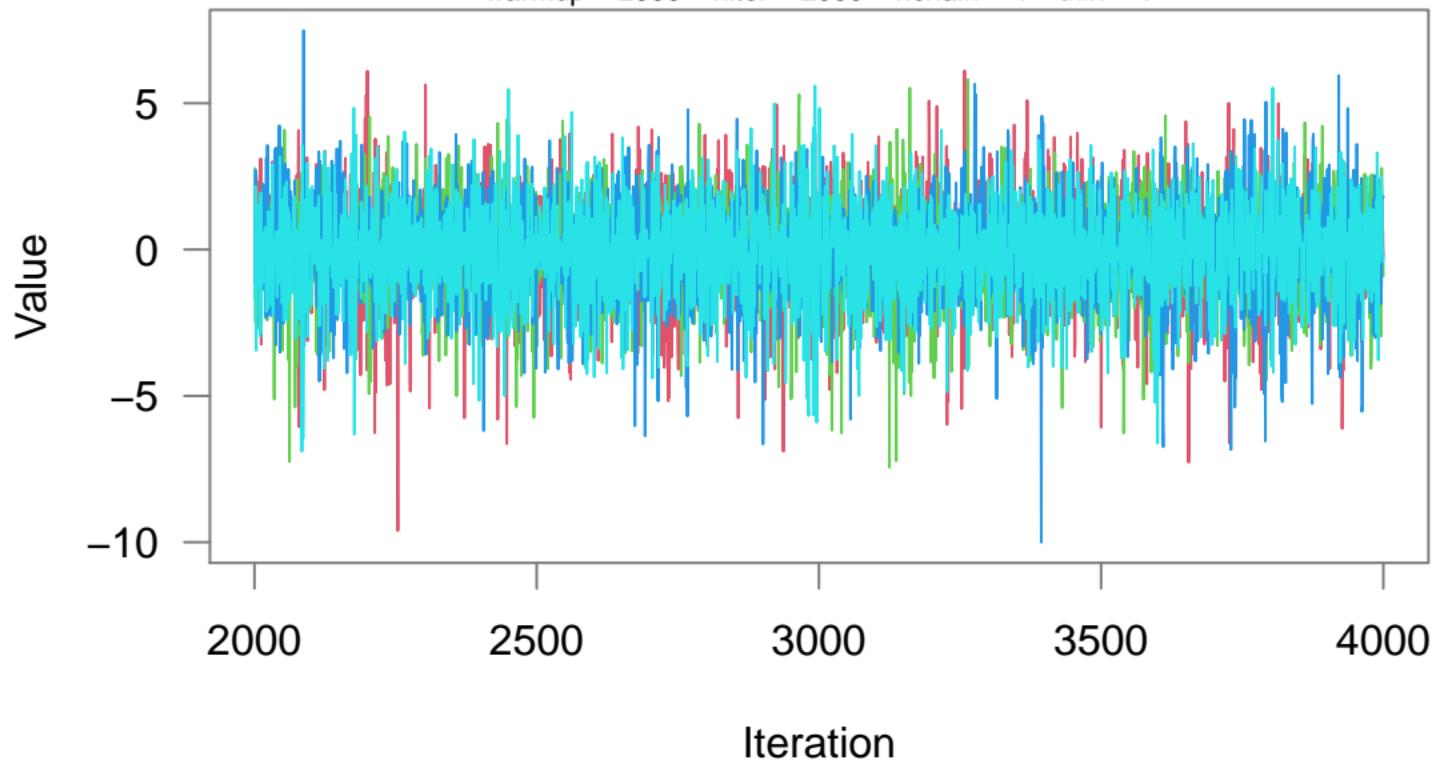
# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



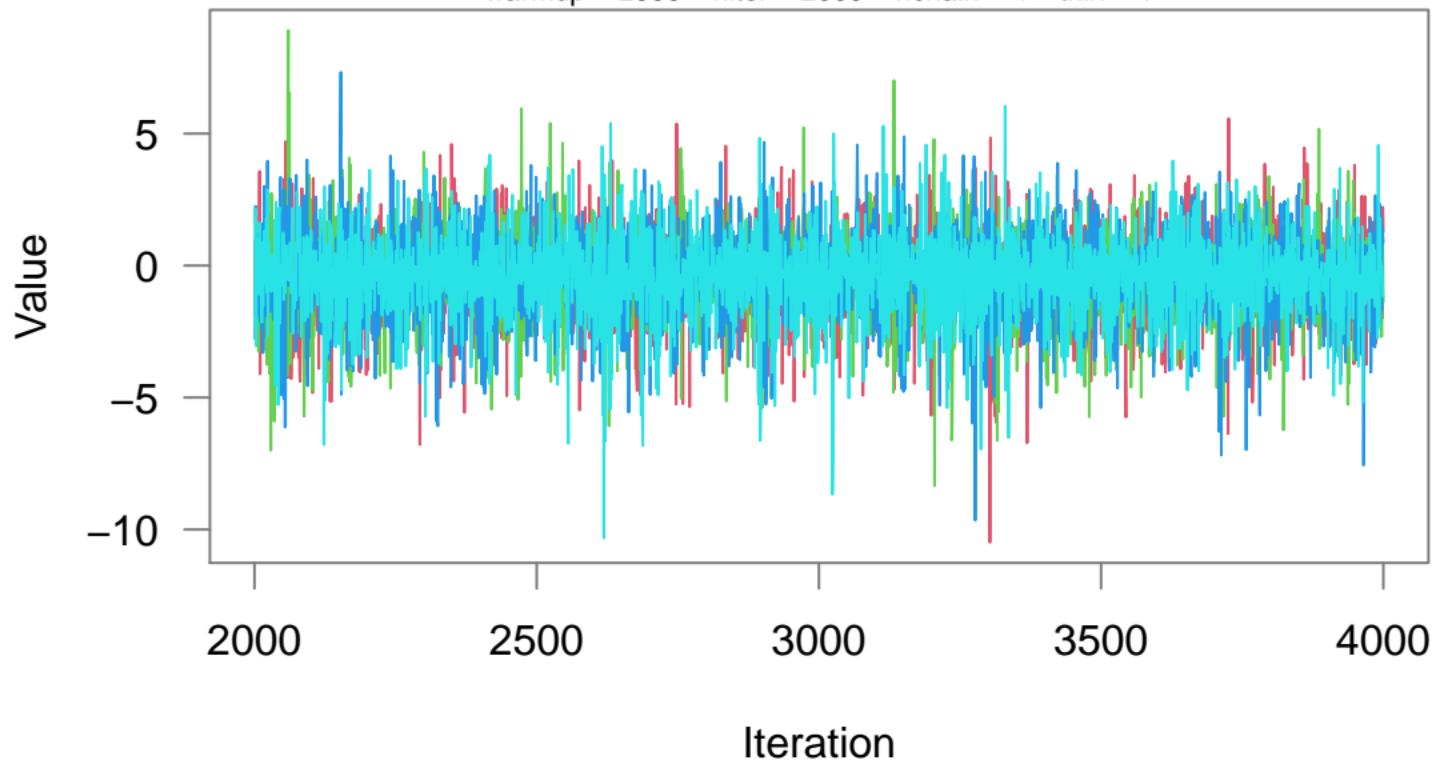
# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

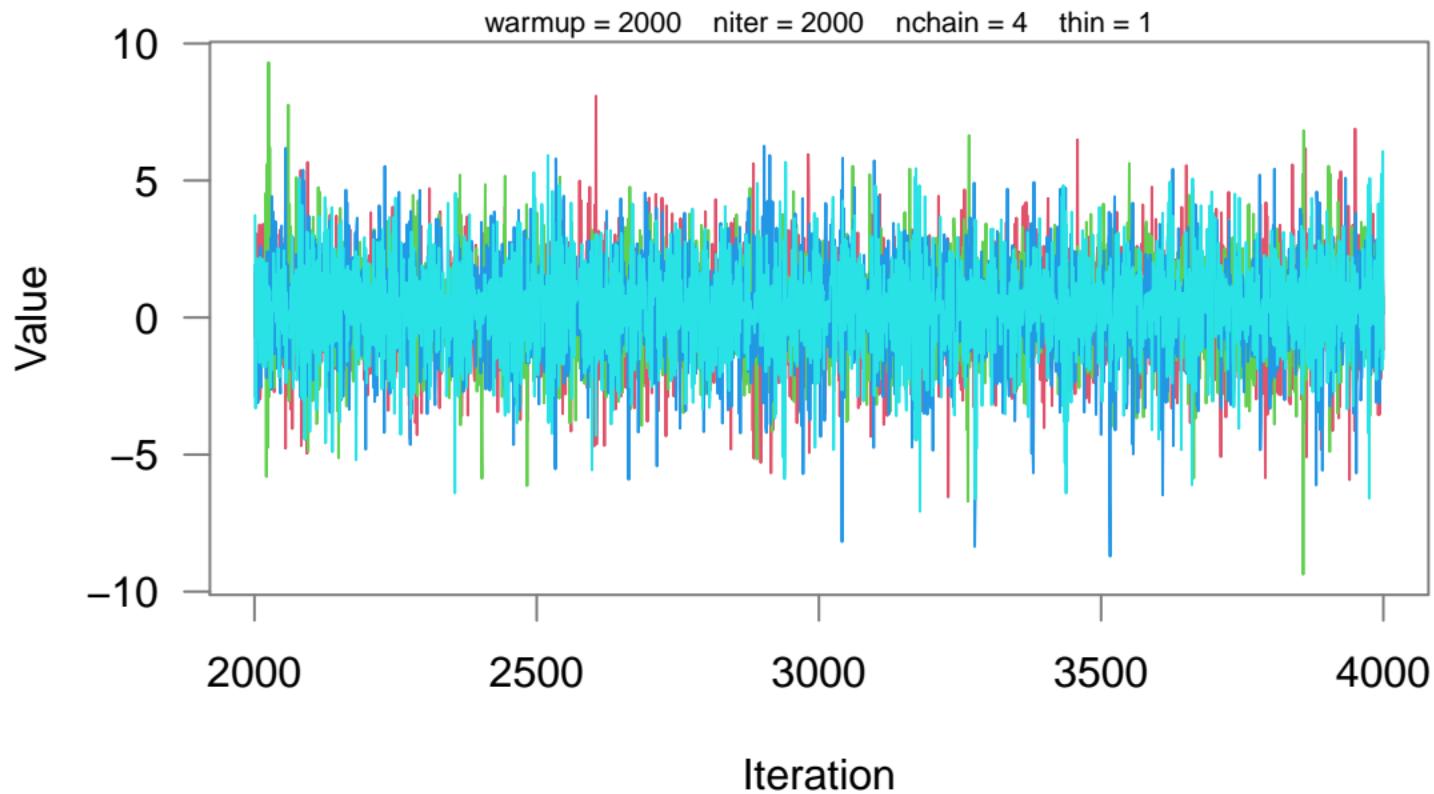


# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

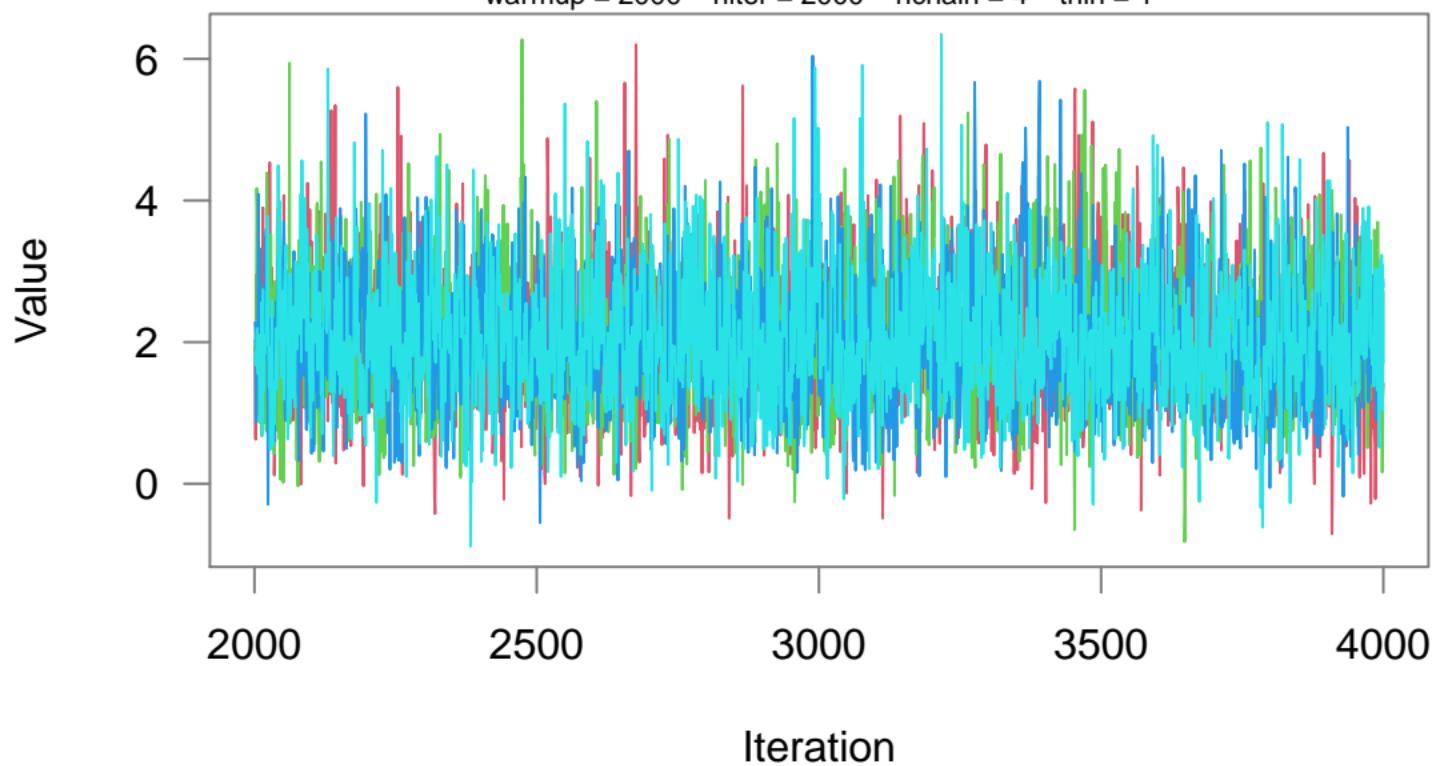


# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-6,Intercept]

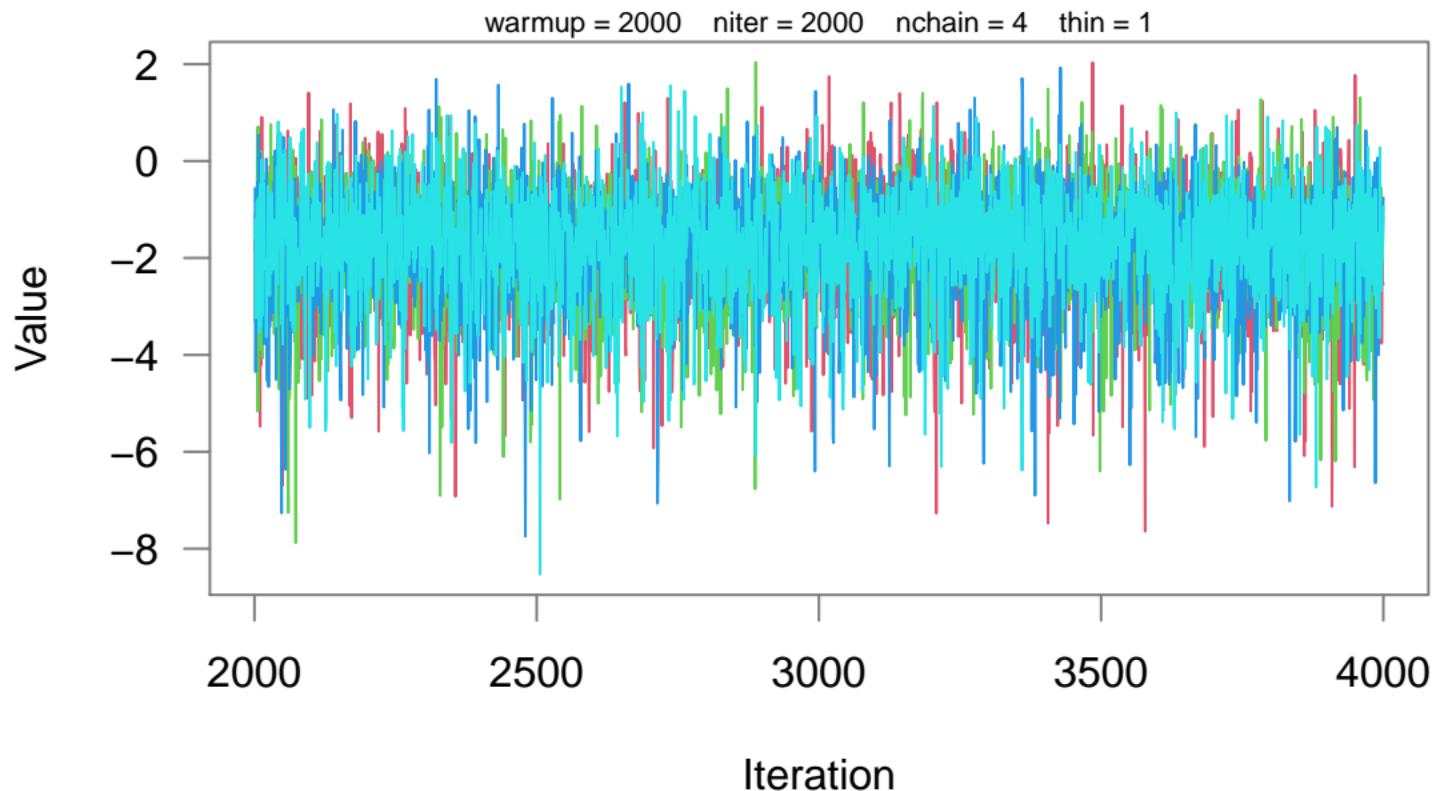


\_bay\_fac:site\_fac\_\_zi[Anton.Larson.Bay\_Back.Bay.eelgrass,Inter

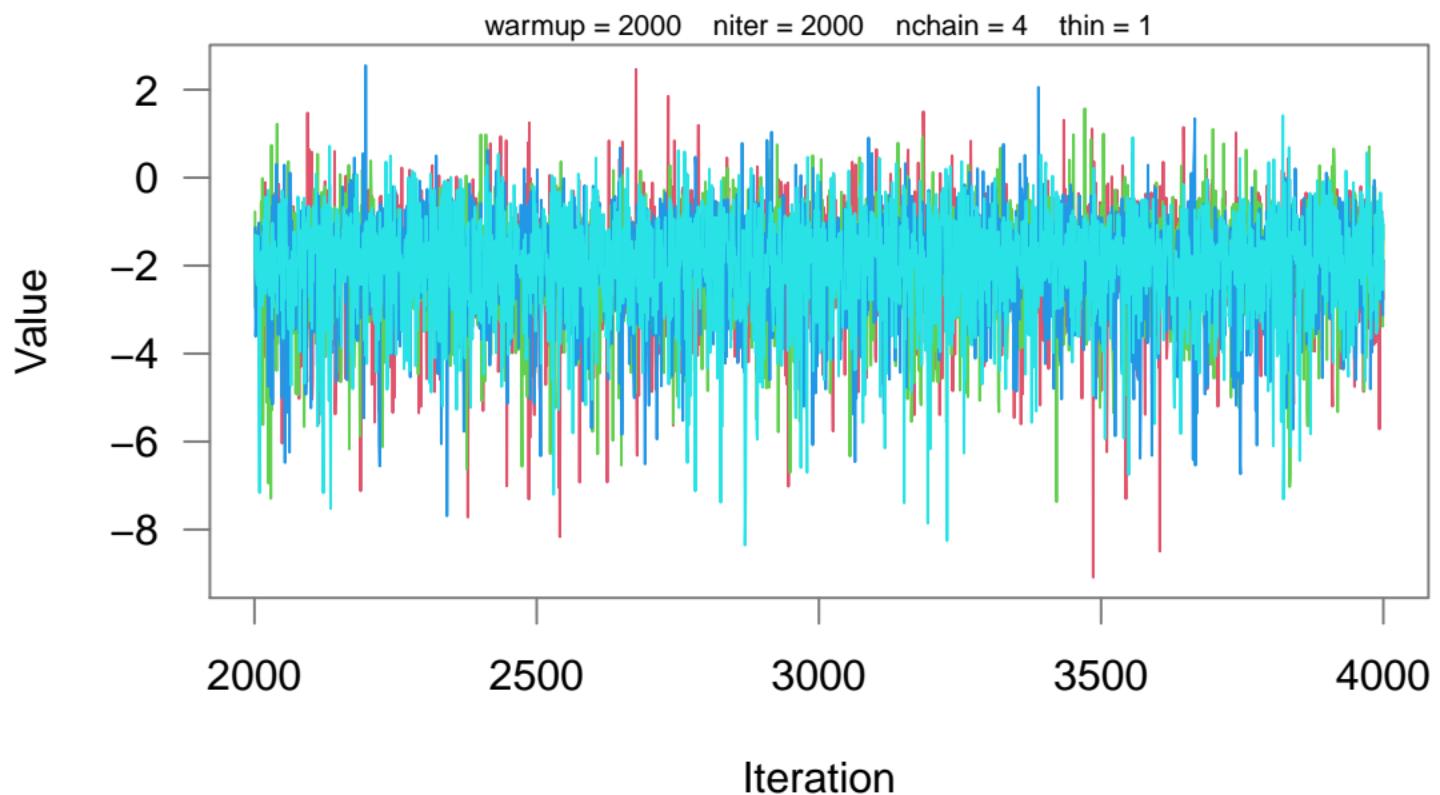
warmup = 2000 niter = 2000 nchain = 4 thin = 1



# r\_bay\_fac:site\_fac\_\_zi[Anton.Larson.Bay\_Cobble.point,Intercept]

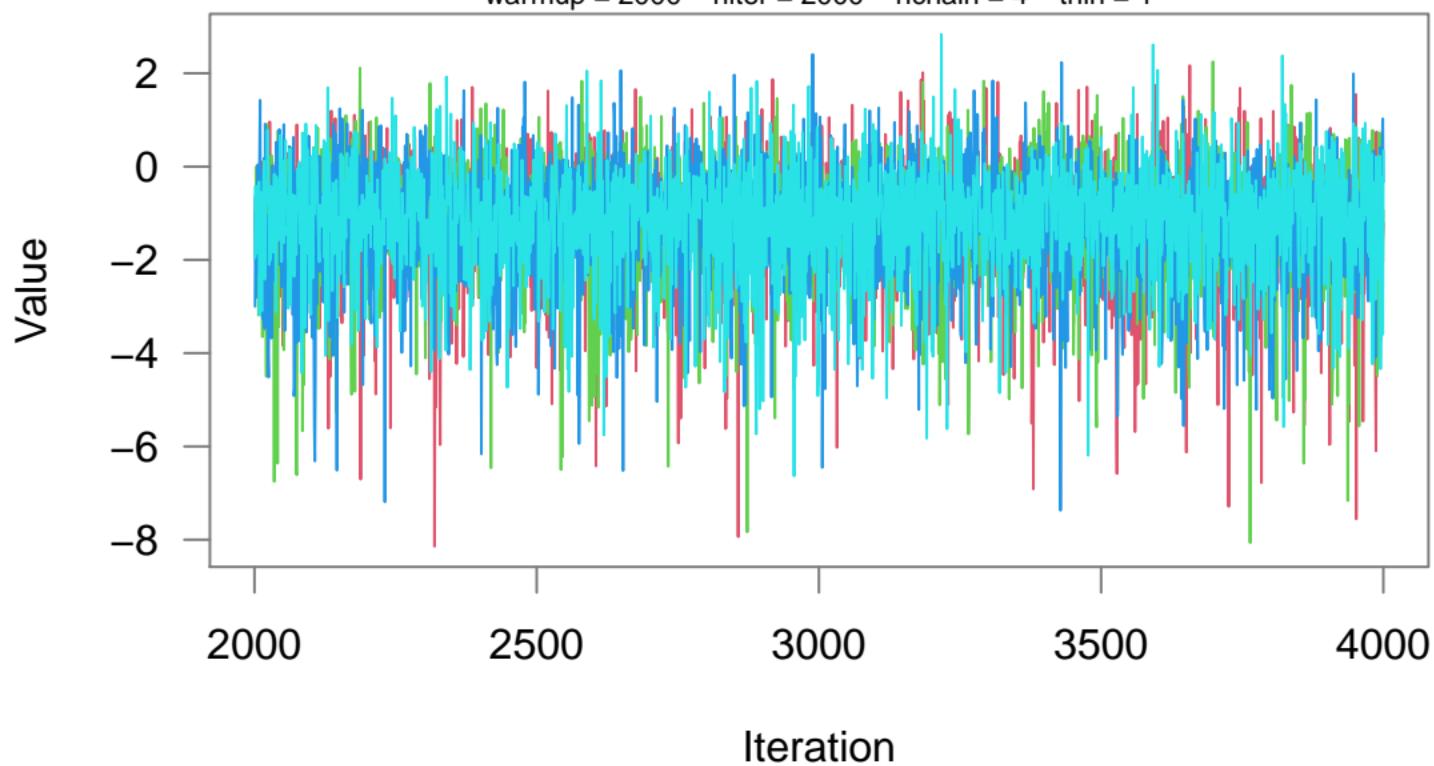


r\_bay\_fac:site\_fac\_\_zi[Anton.Larson.Bay\_Eelgrass.patches,Inter



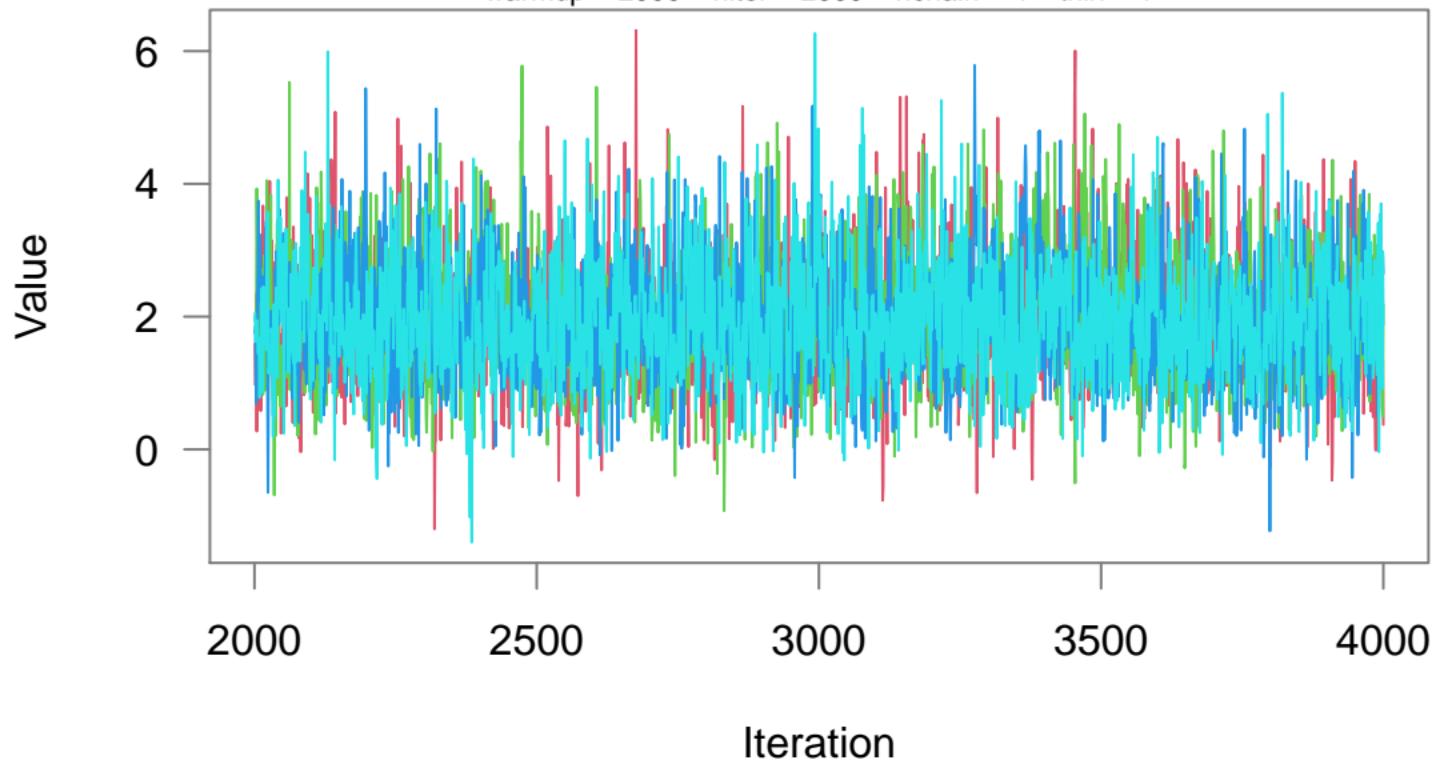
# r\_bay\_fac:site\_fac\_\_zi[Anton.Larson.Bay\_Eelgrass.point,Interce

warmup = 2000 niter = 2000 nchain = 4 thin = 1

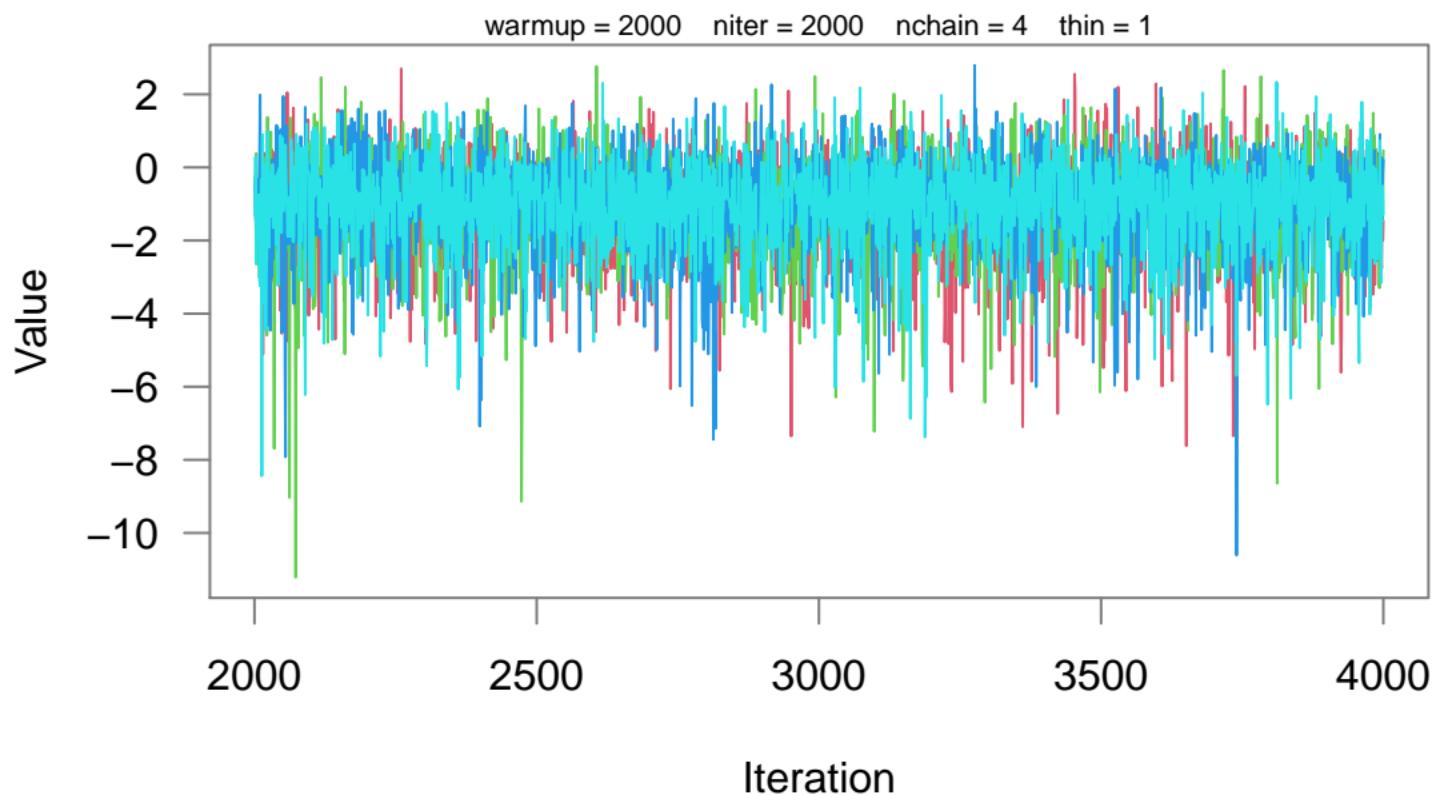


# r\_bay\_fac:site\_fac\_\_zi[Anton.Larson.Bay\_Laminaria.#2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

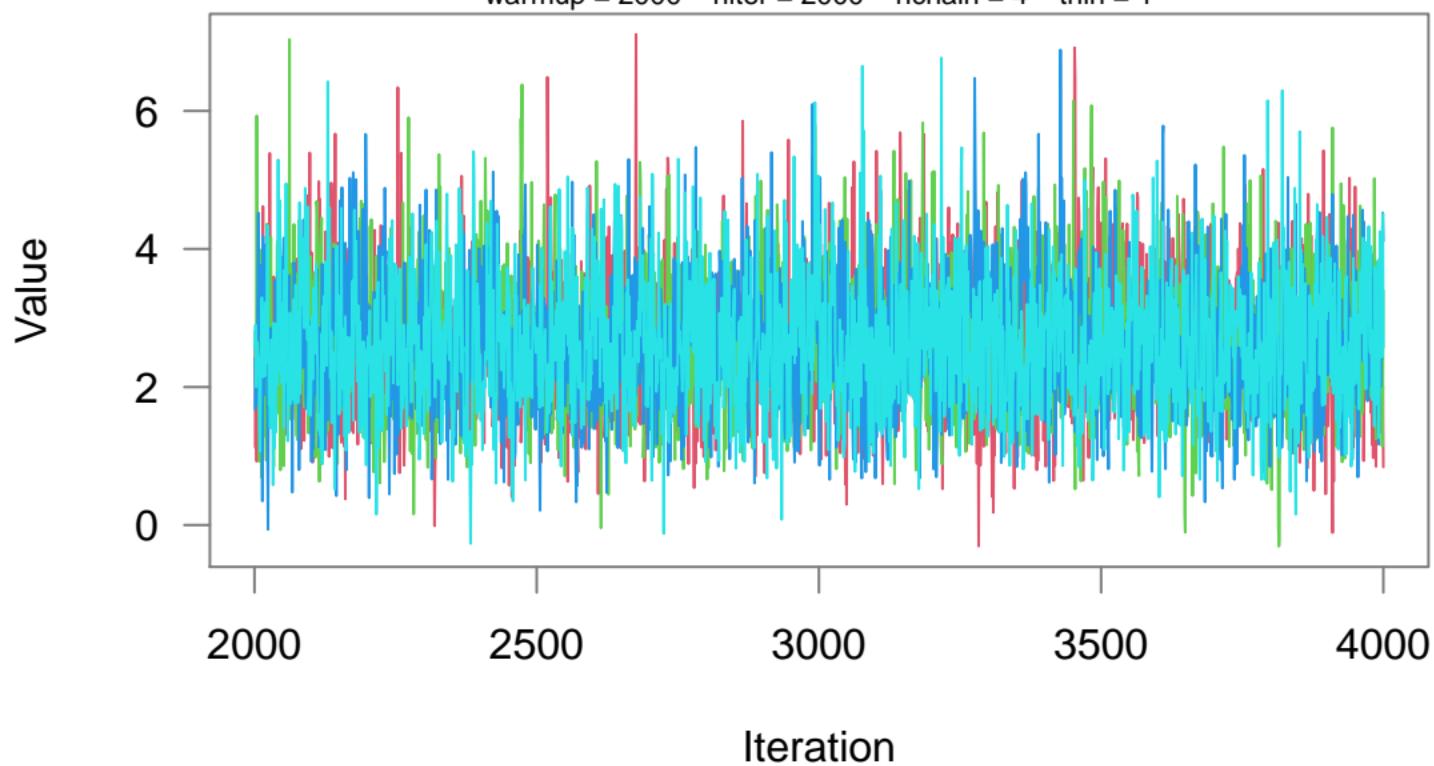


# r\_bay\_fac:site\_fac\_\_zi[Anton.Larson.Bay\_Laminaria.Point,Interc]



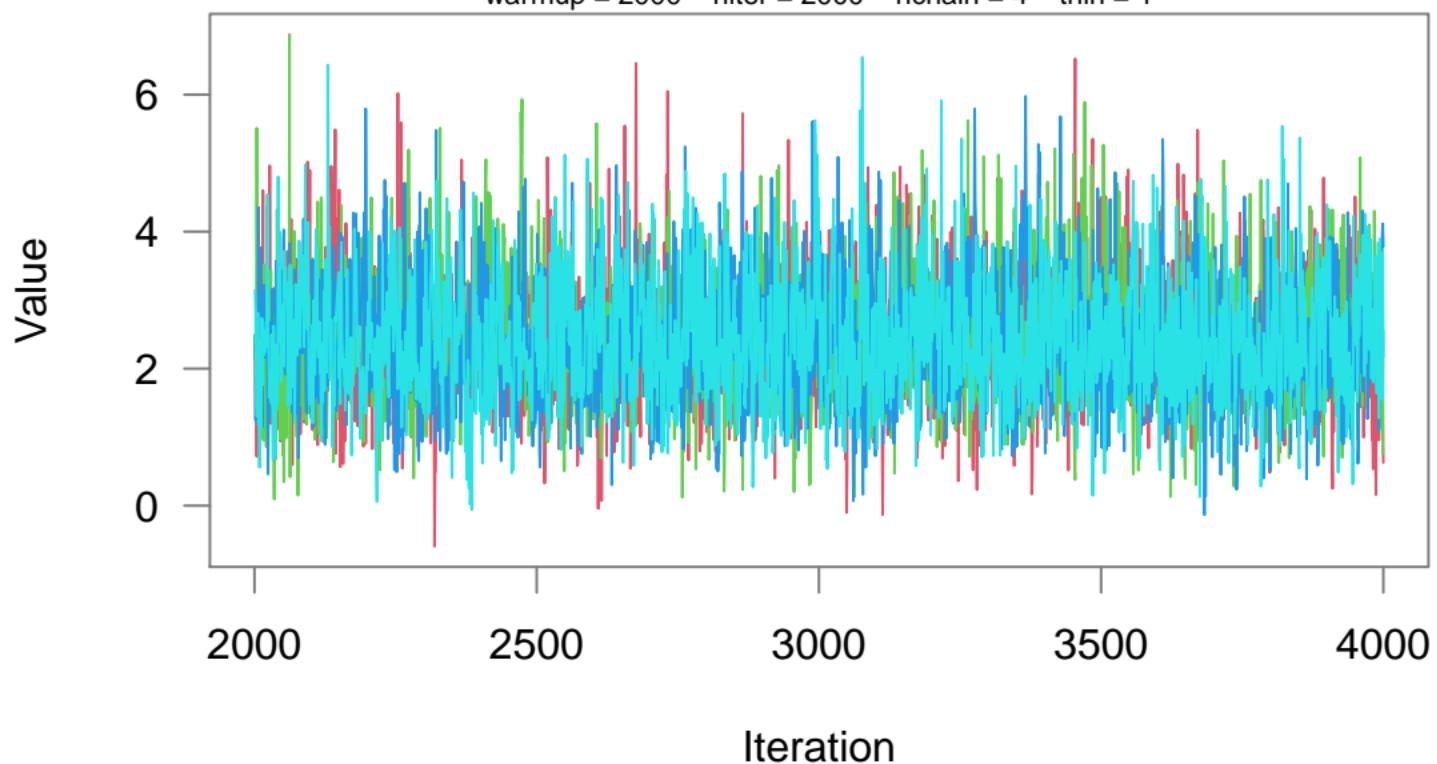
# r\_bay\_fac:site\_fac\_zi[Anton.Larson.Bay\_White.rock,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



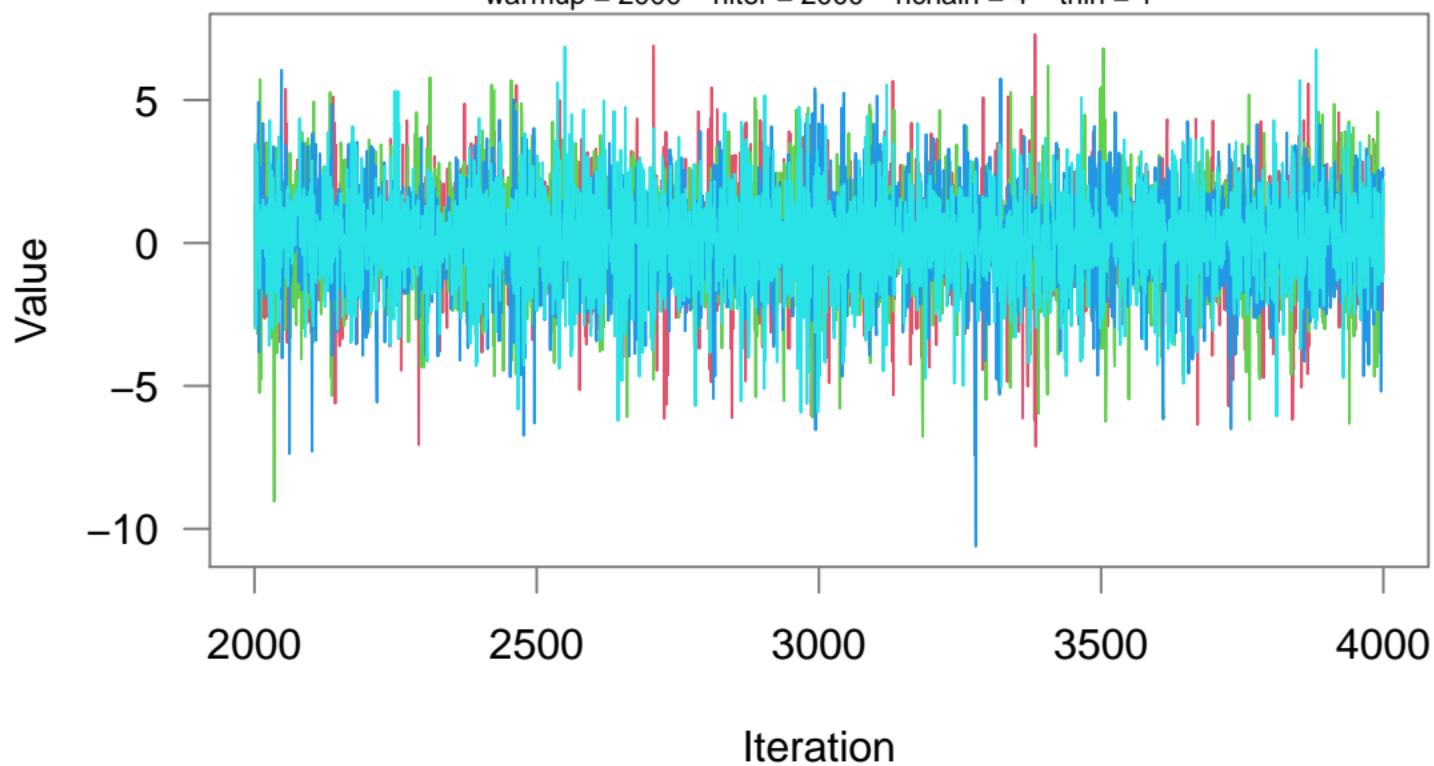
# r\_bay\_fac:site\_fac\_\_zi[Anton.Larson.Bay\_Wooden.boat,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



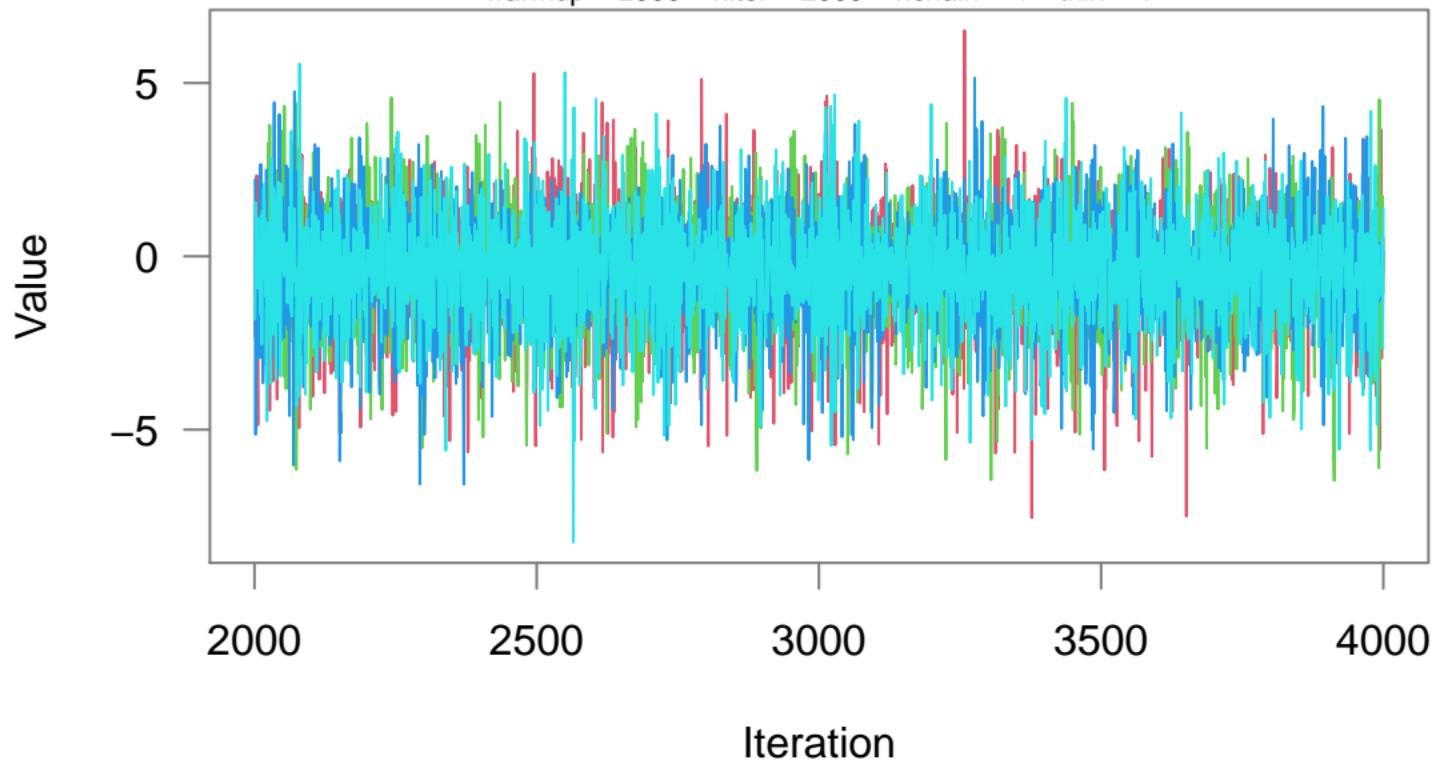
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



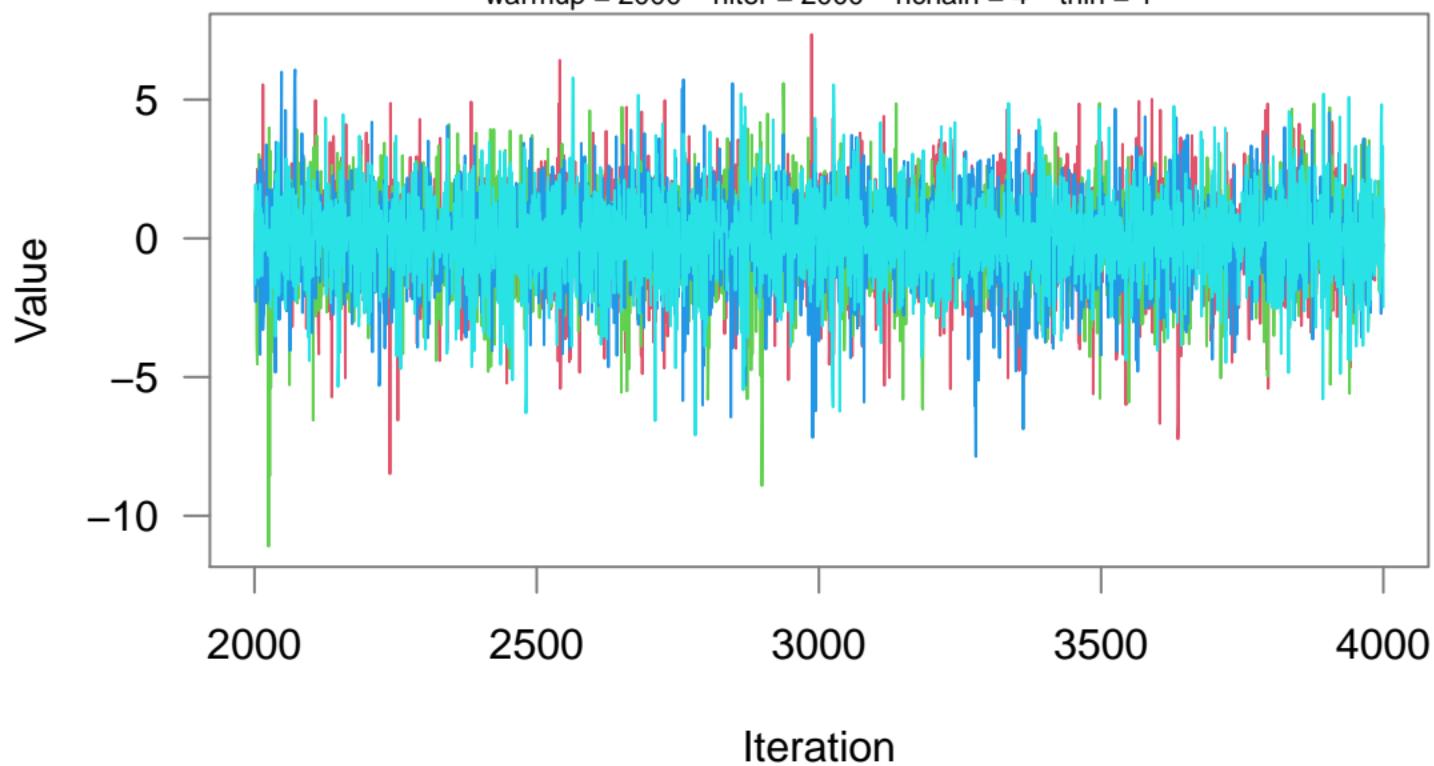
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



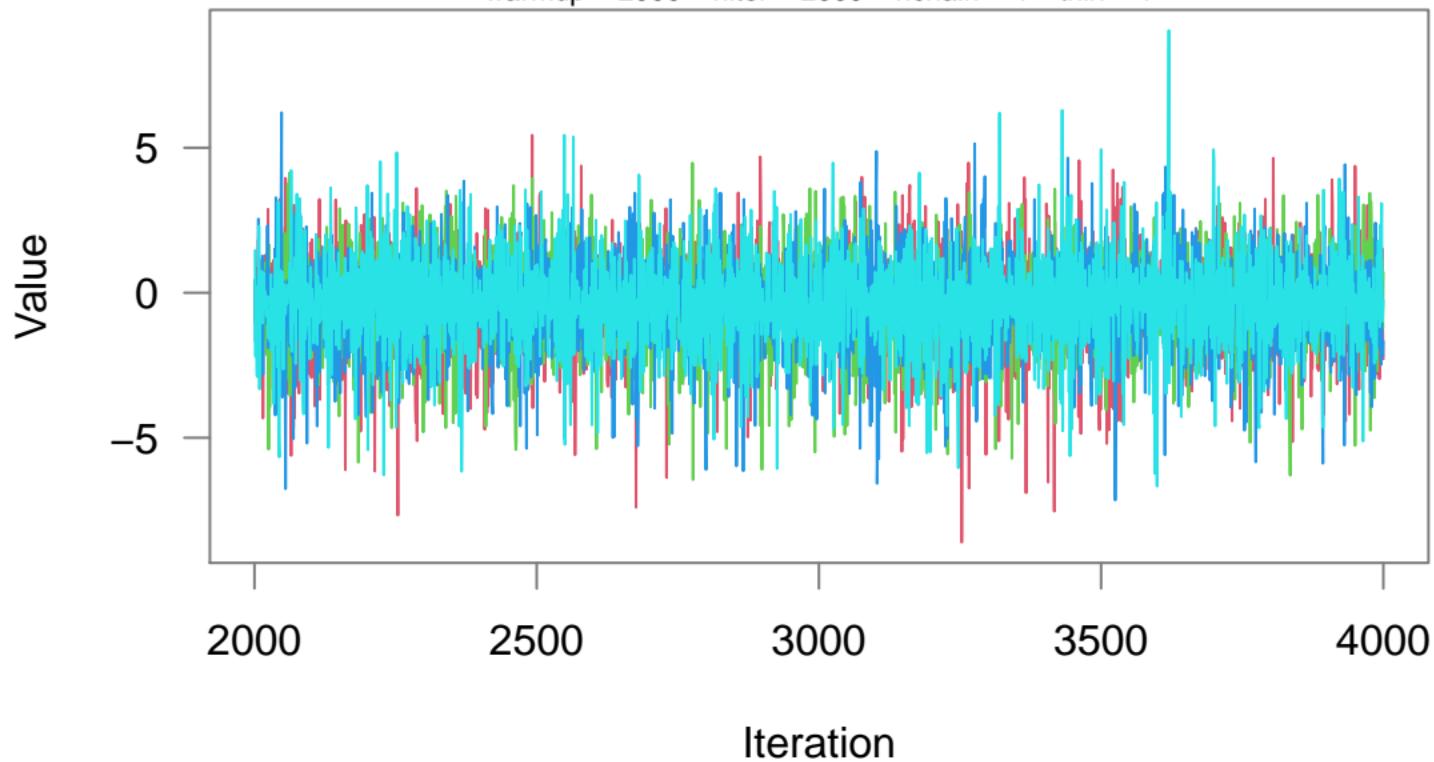
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



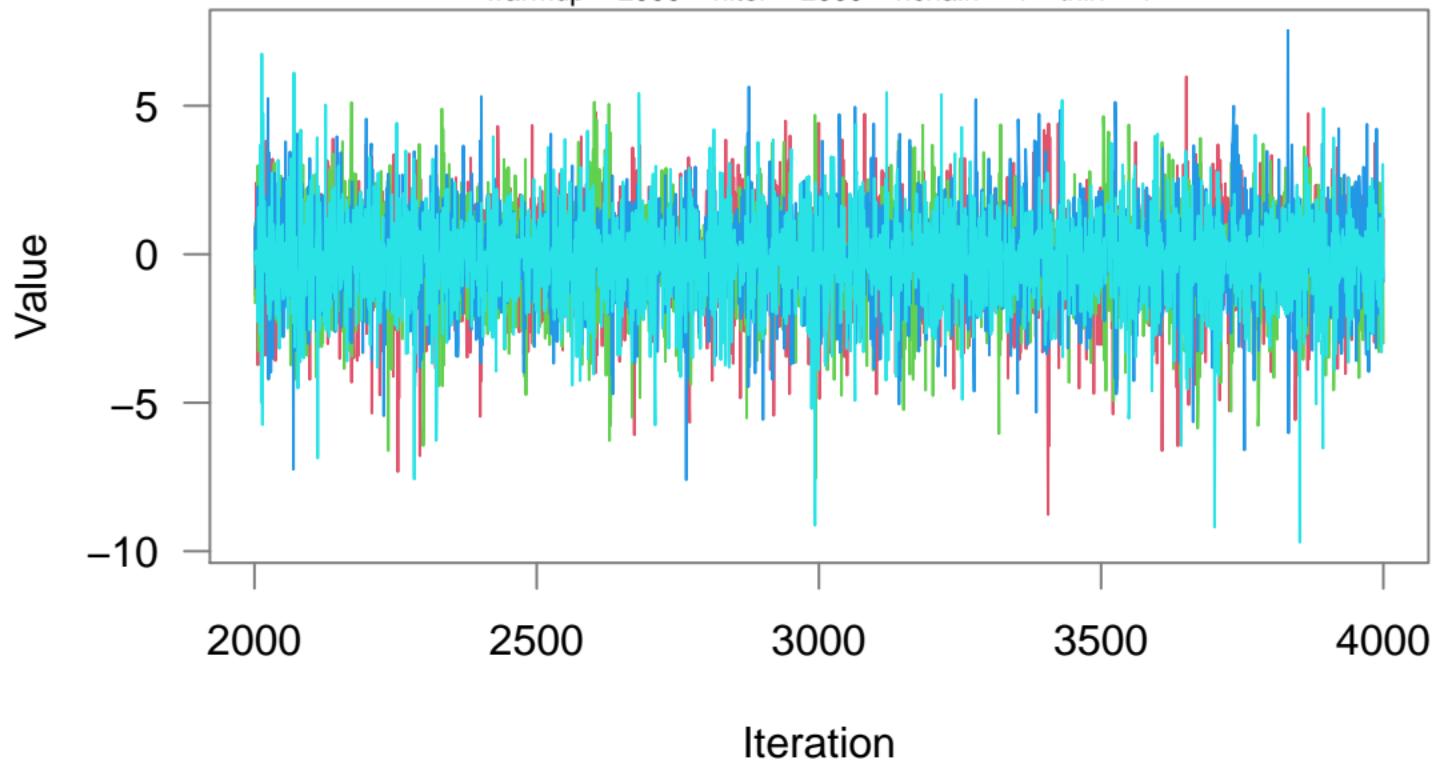
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



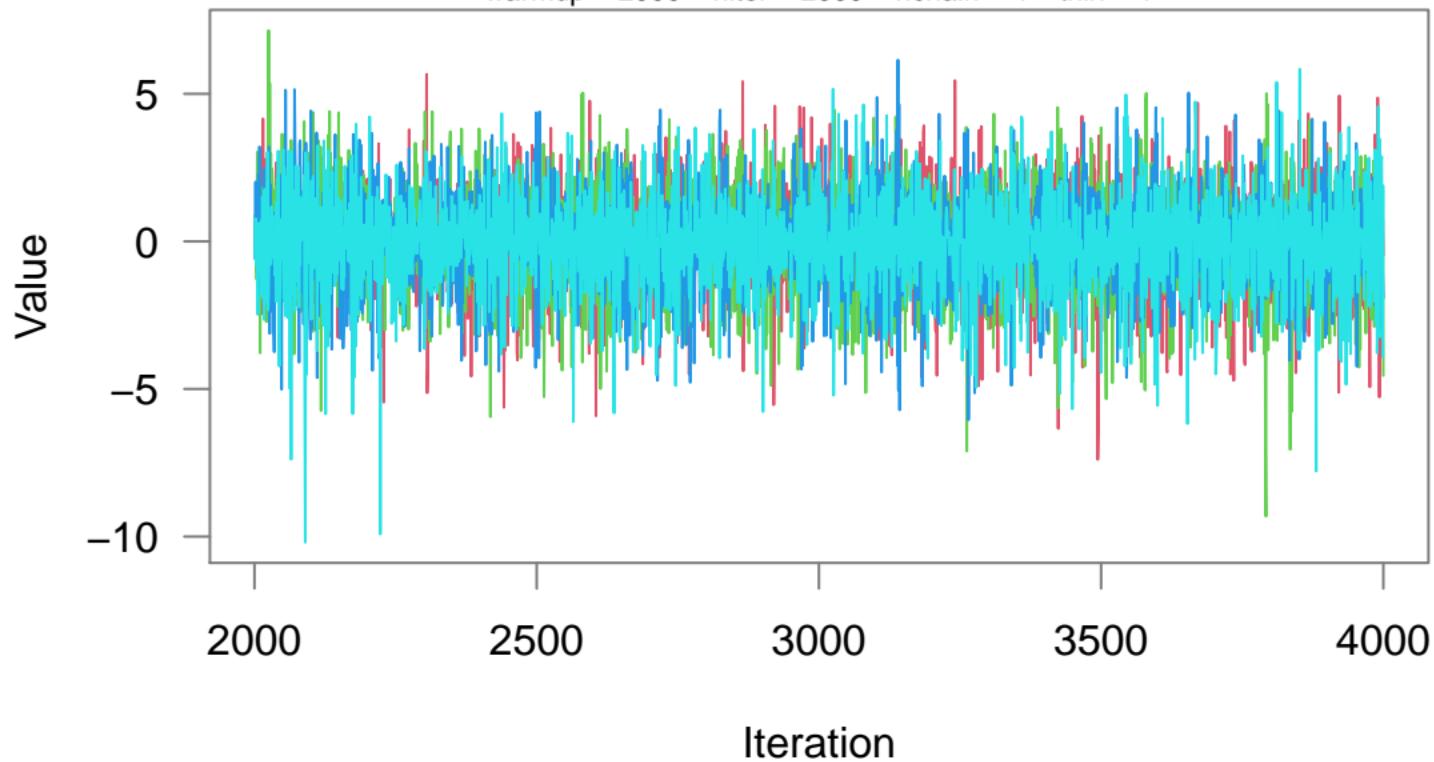
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



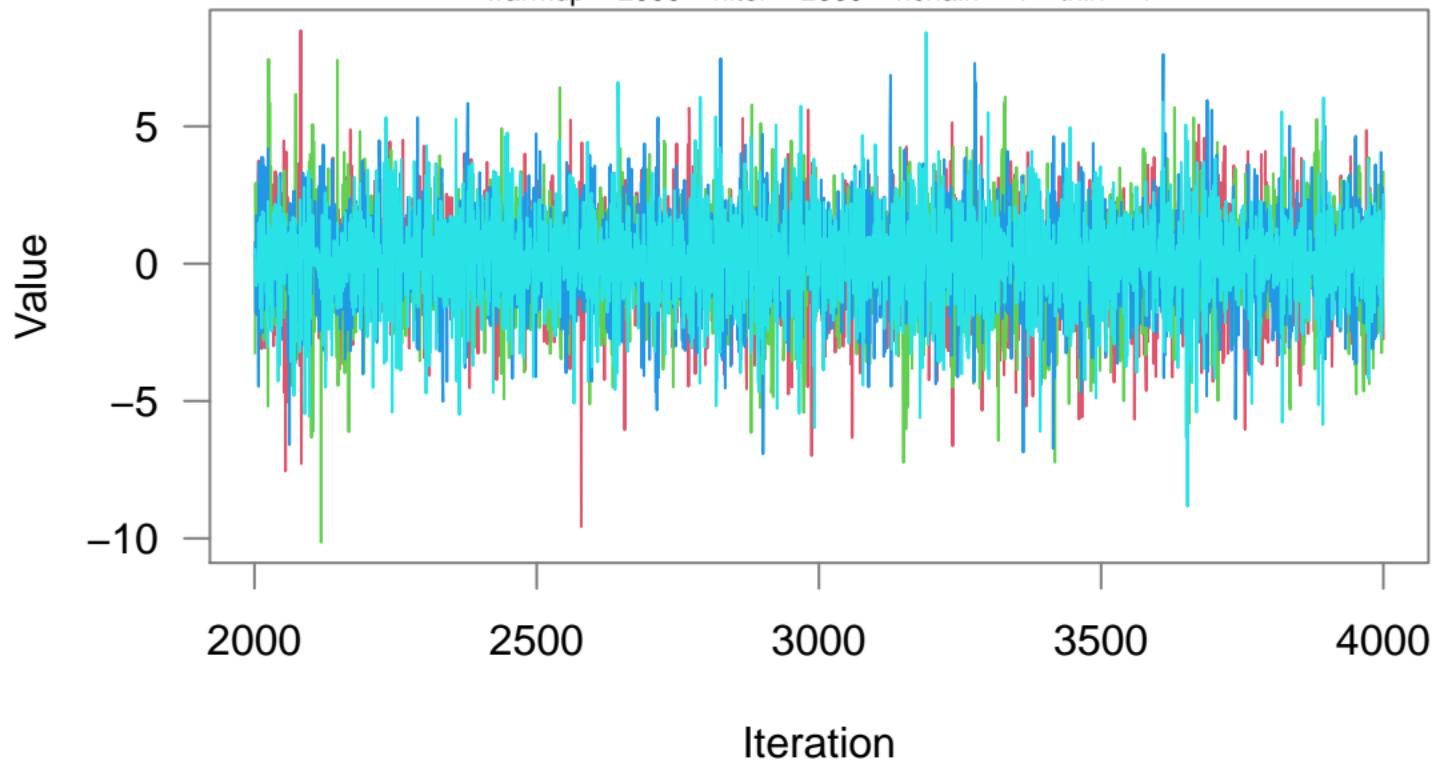
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-6,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



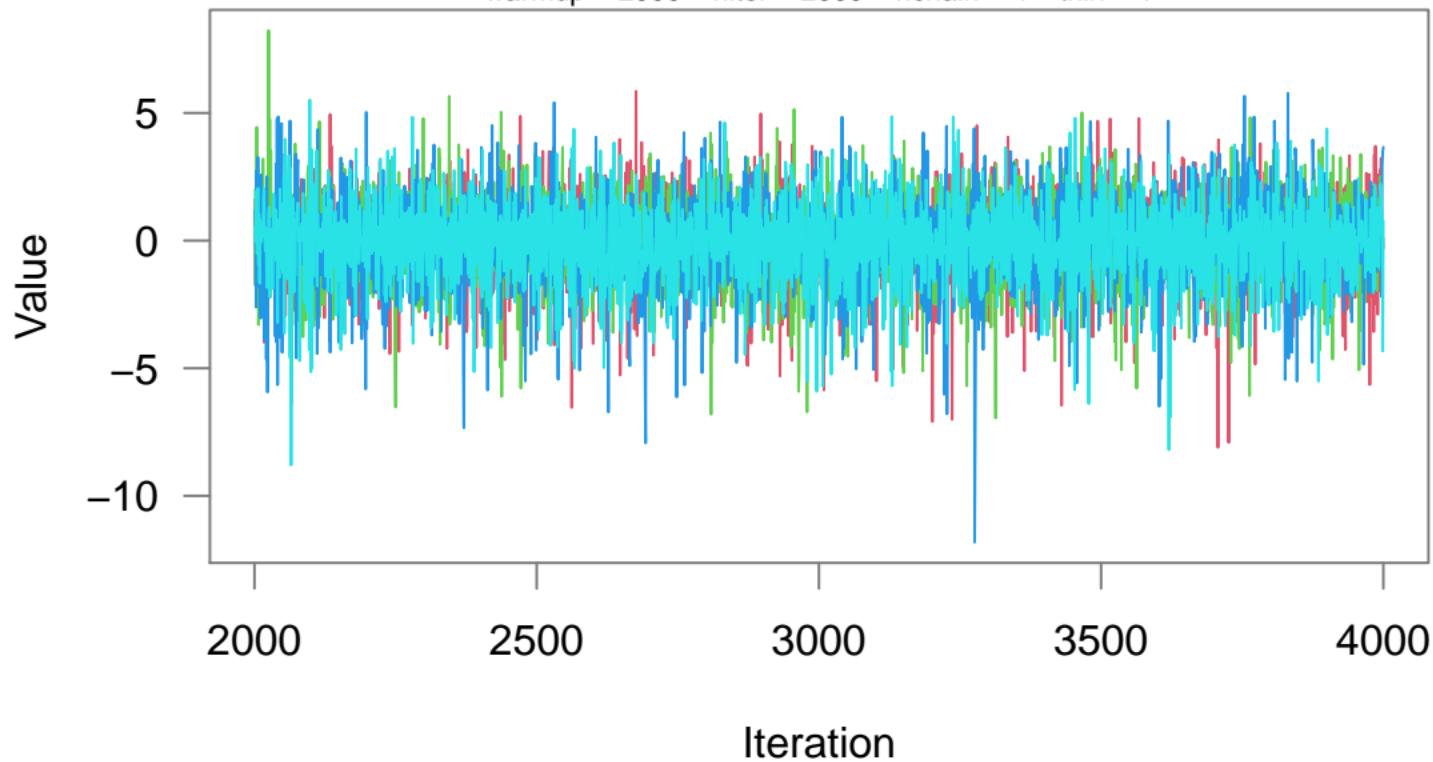
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-7,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



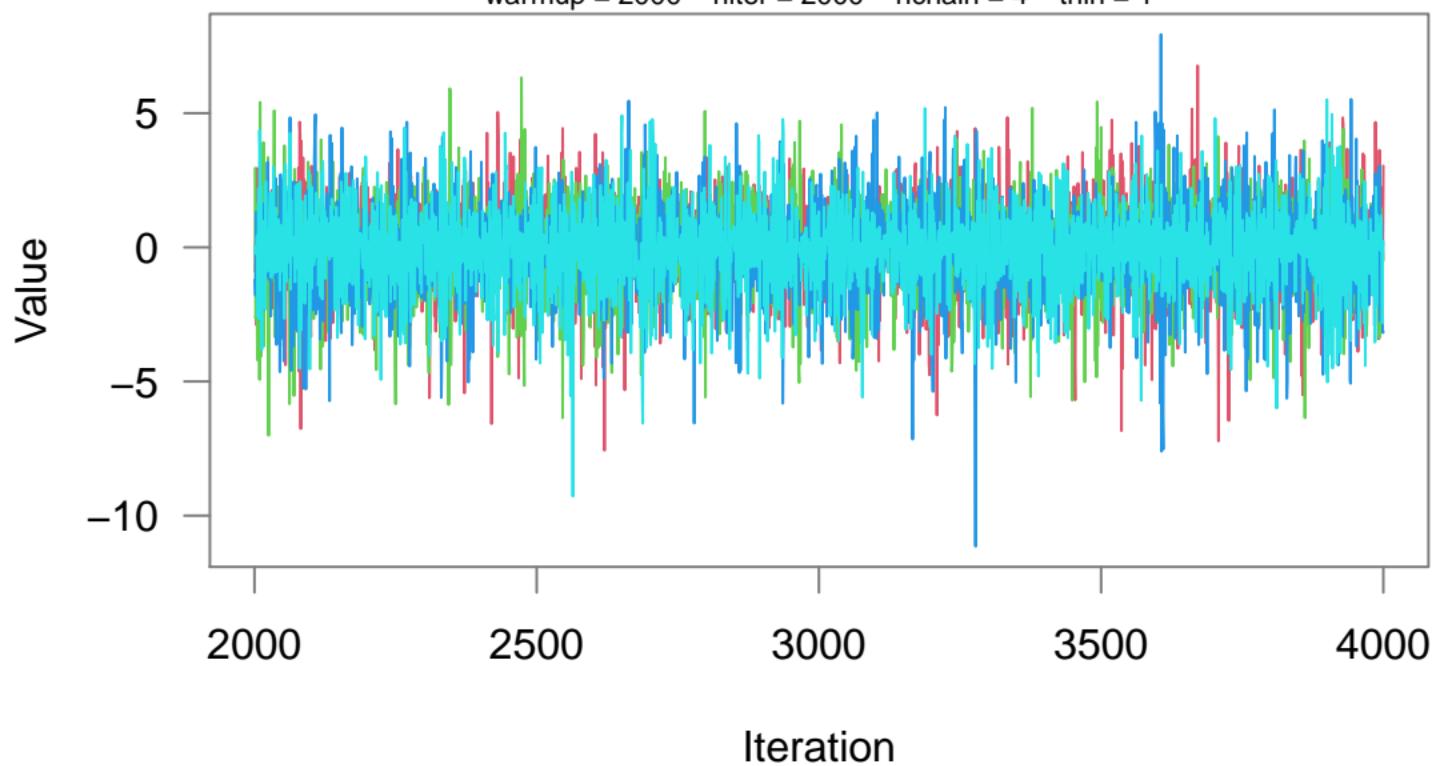
## r\_bay\_fac:site\_fac\_\_zi[Baralof\_Bar-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

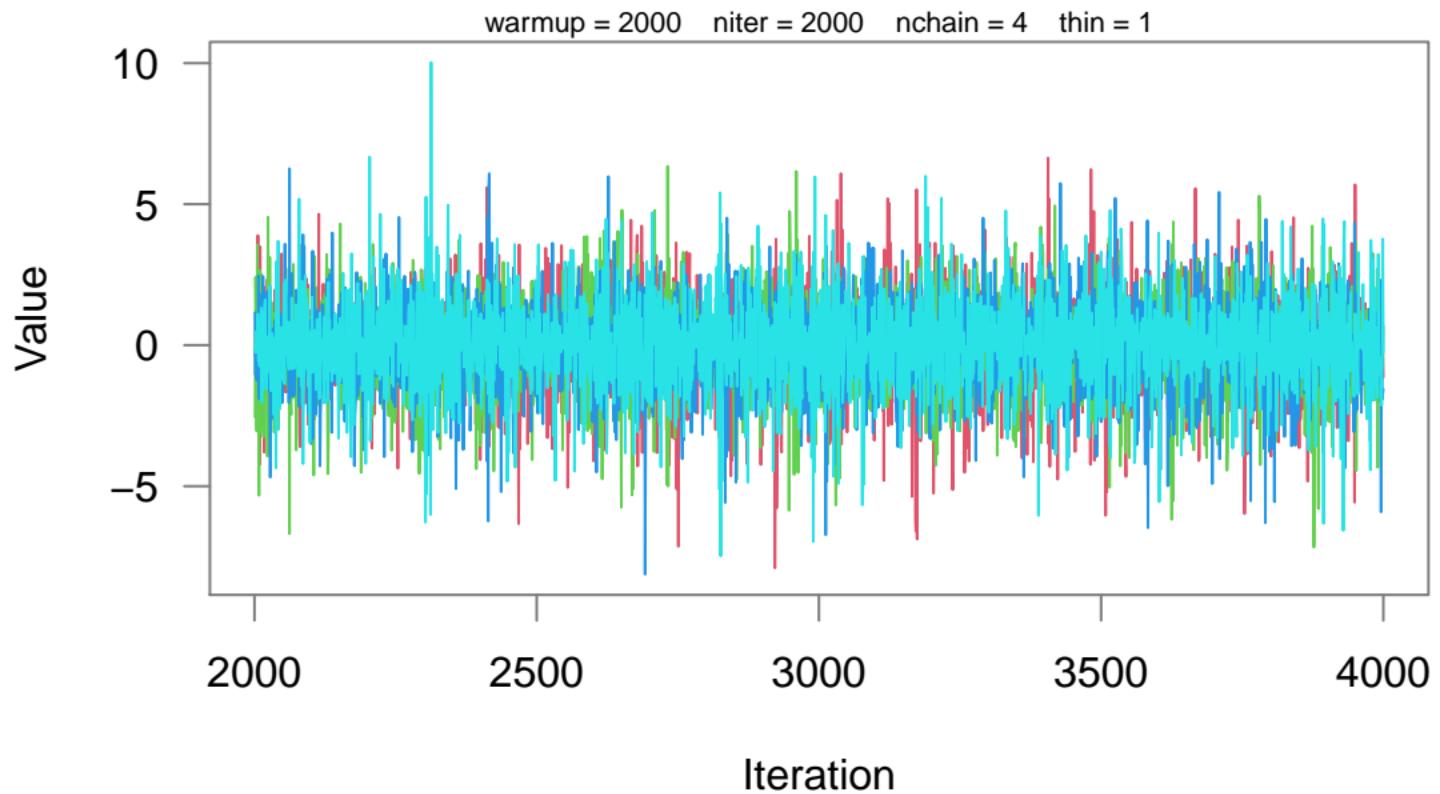


# r\_bay\_fac:site\_fac\_\_zi[Baralof\_Bar-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

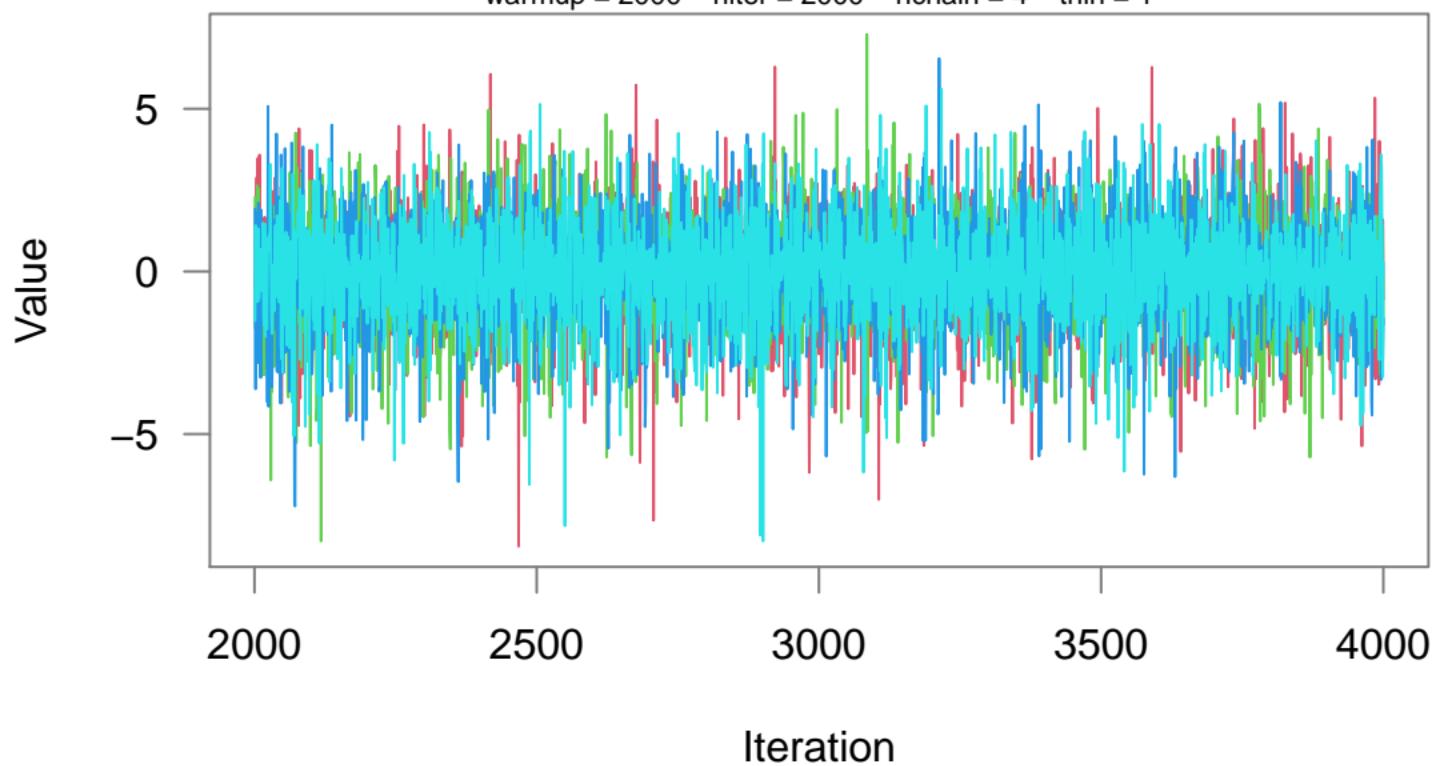


## r\_bay\_fac:site\_fac\_\_zi[Baralof\_Bar-3,Intercept]



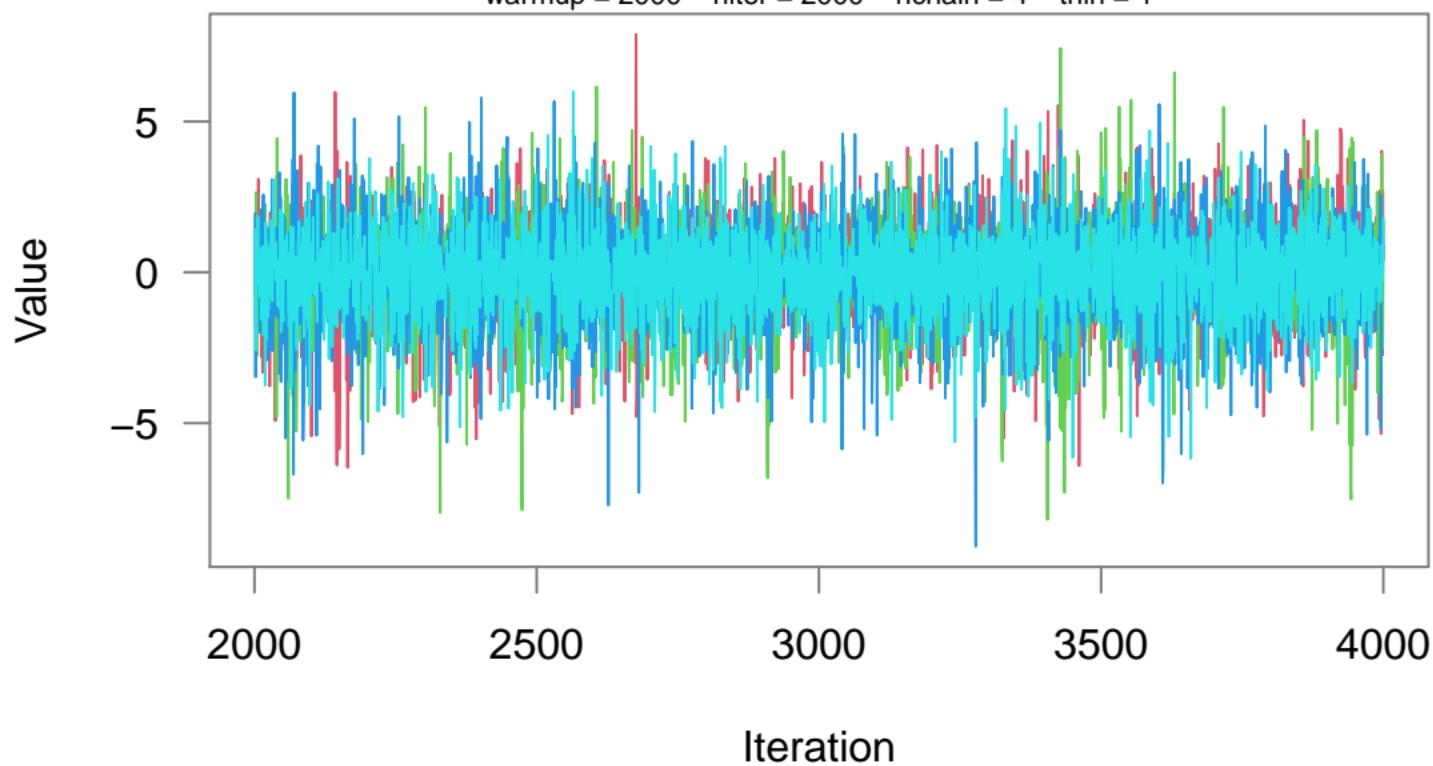
## r\_bay\_fac:site\_fac\_\_zi[Baralof\_Bar-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



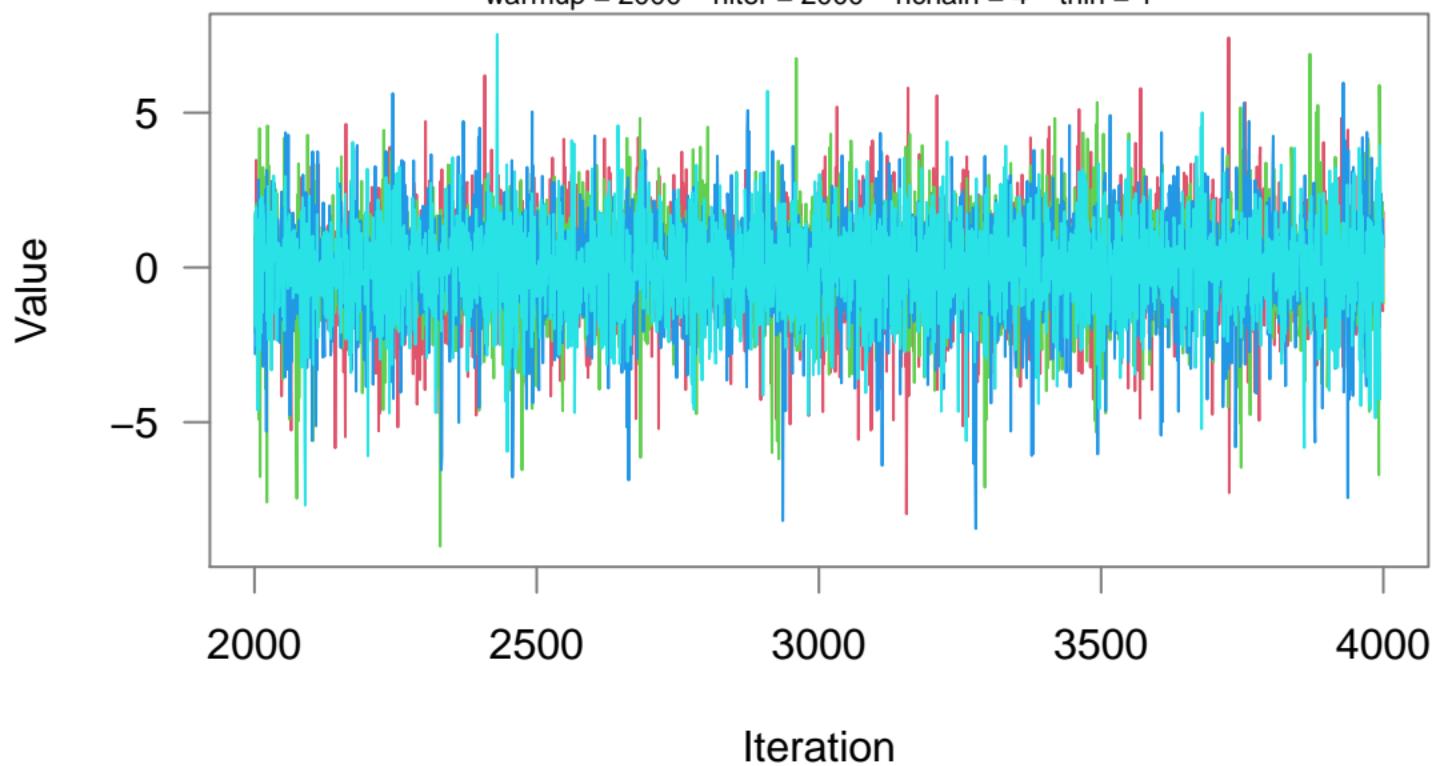
# r\_bay\_fac:site\_fac\_\_zi[Baralof\_Bar-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



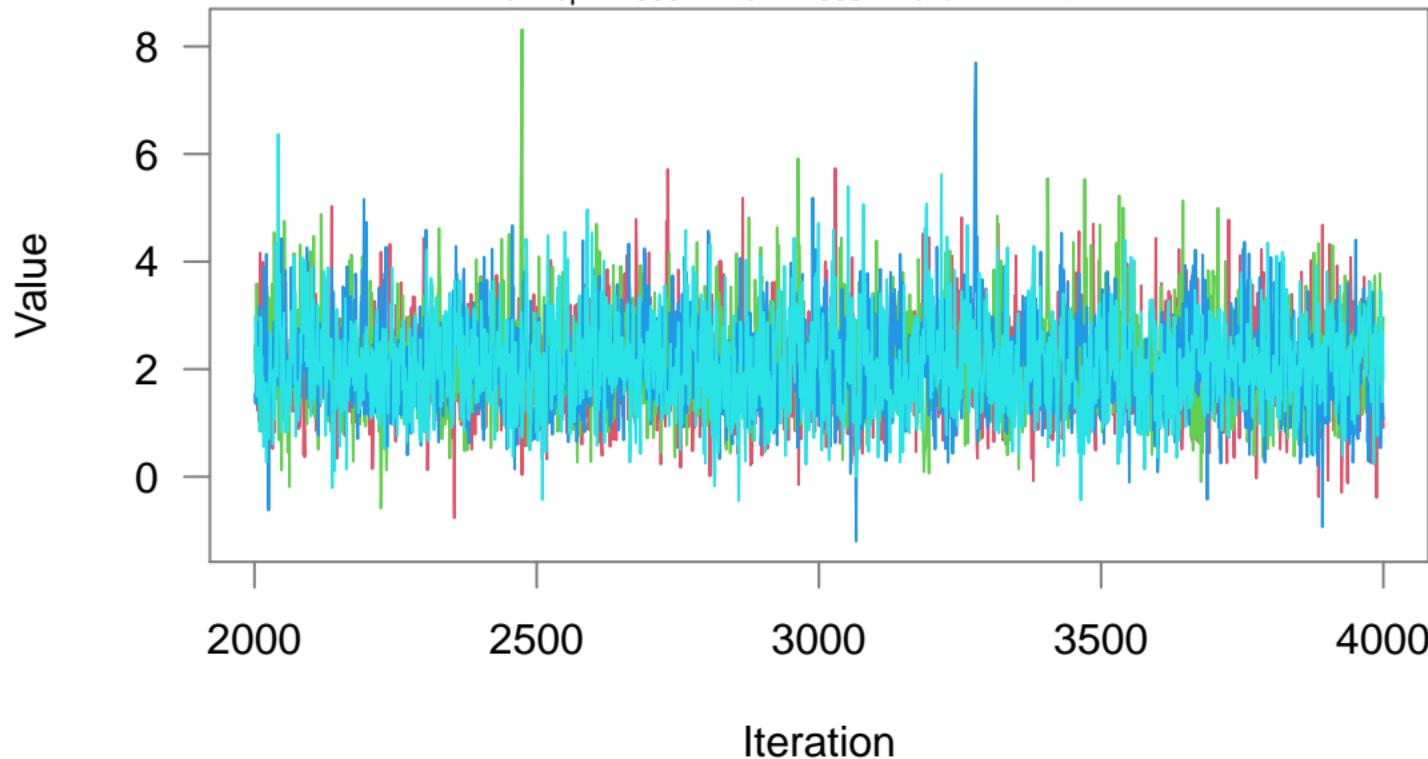
# r\_bay\_fac:site\_fac\_\_zi[Baralof\_Bar-6,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

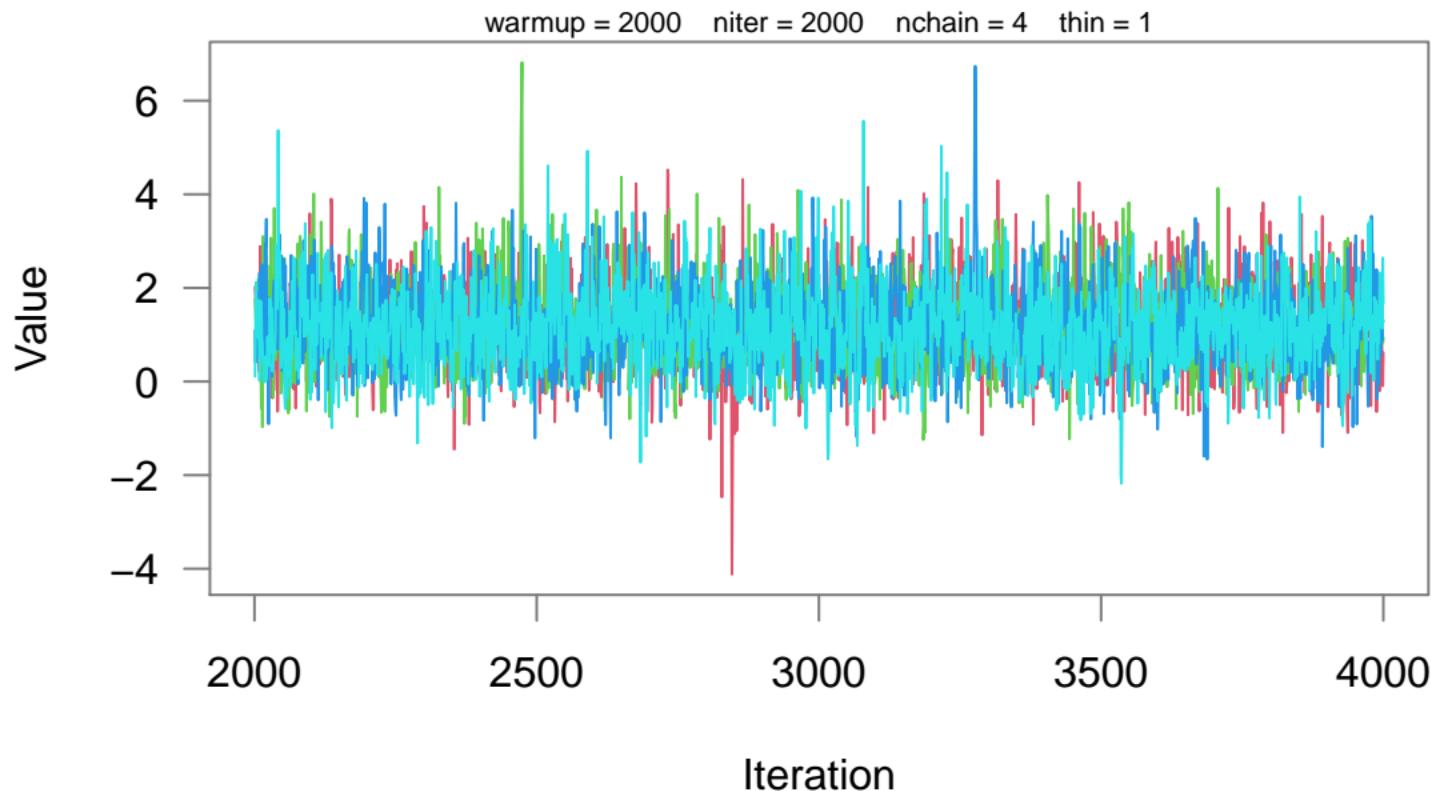


# r\_bay\_fac:site\_fac\_\_zi[Cook.Bay\_Bare.North,Intercept]

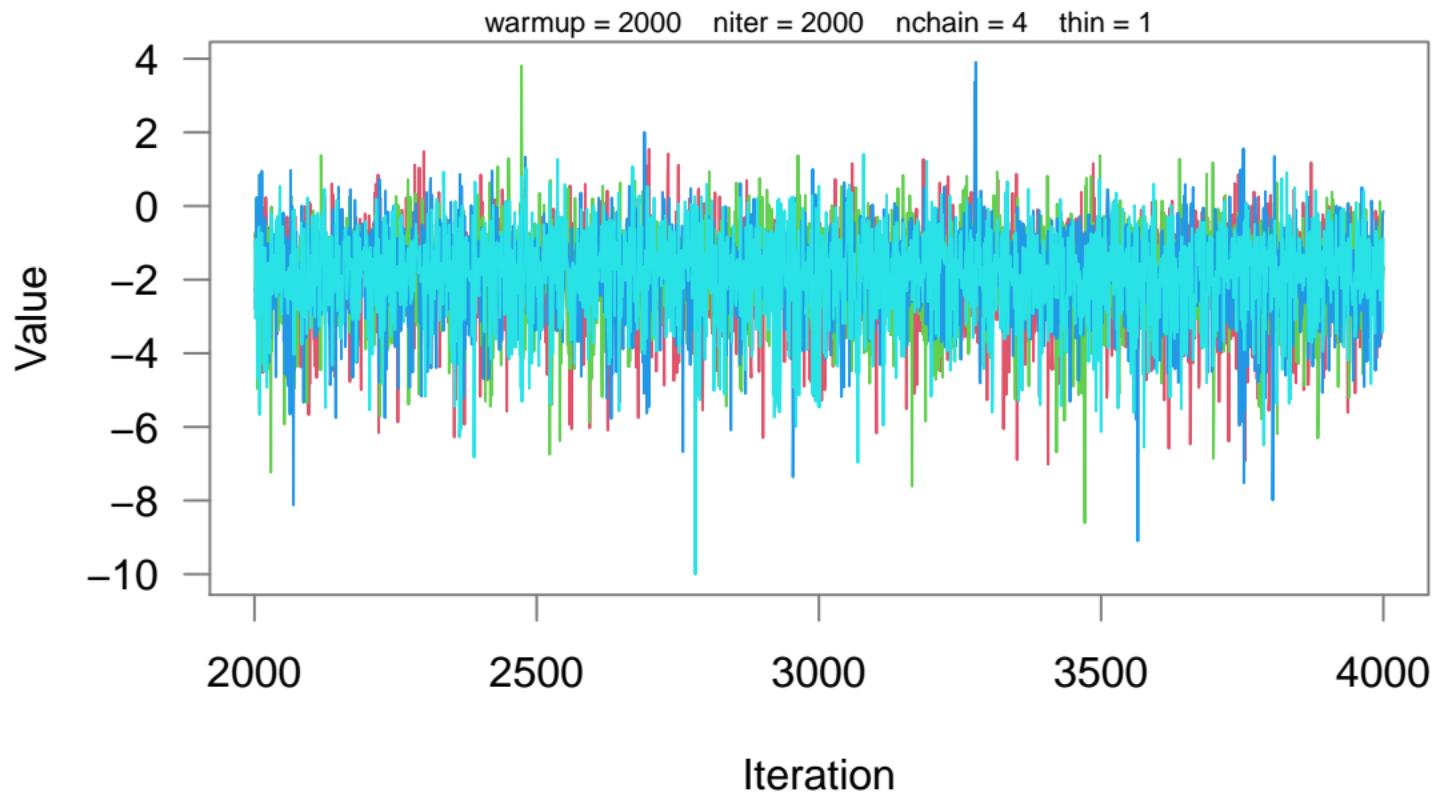
warmup = 2000 niter = 2000 nchain = 4 thin = 1



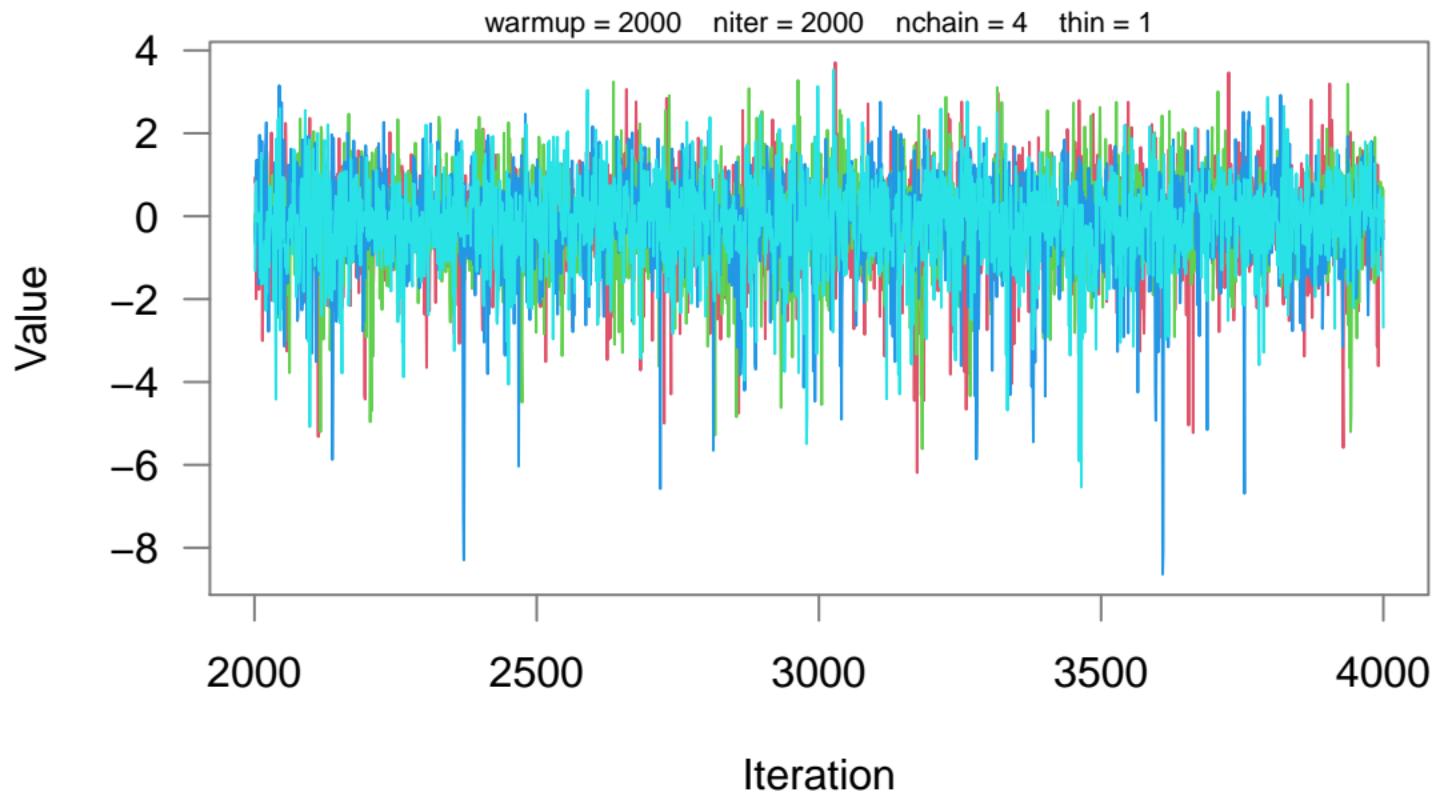
# r\_bay\_fac:site\_fac\_\_zi[Cook.Bay\_Eelgrass.North,Intercept]



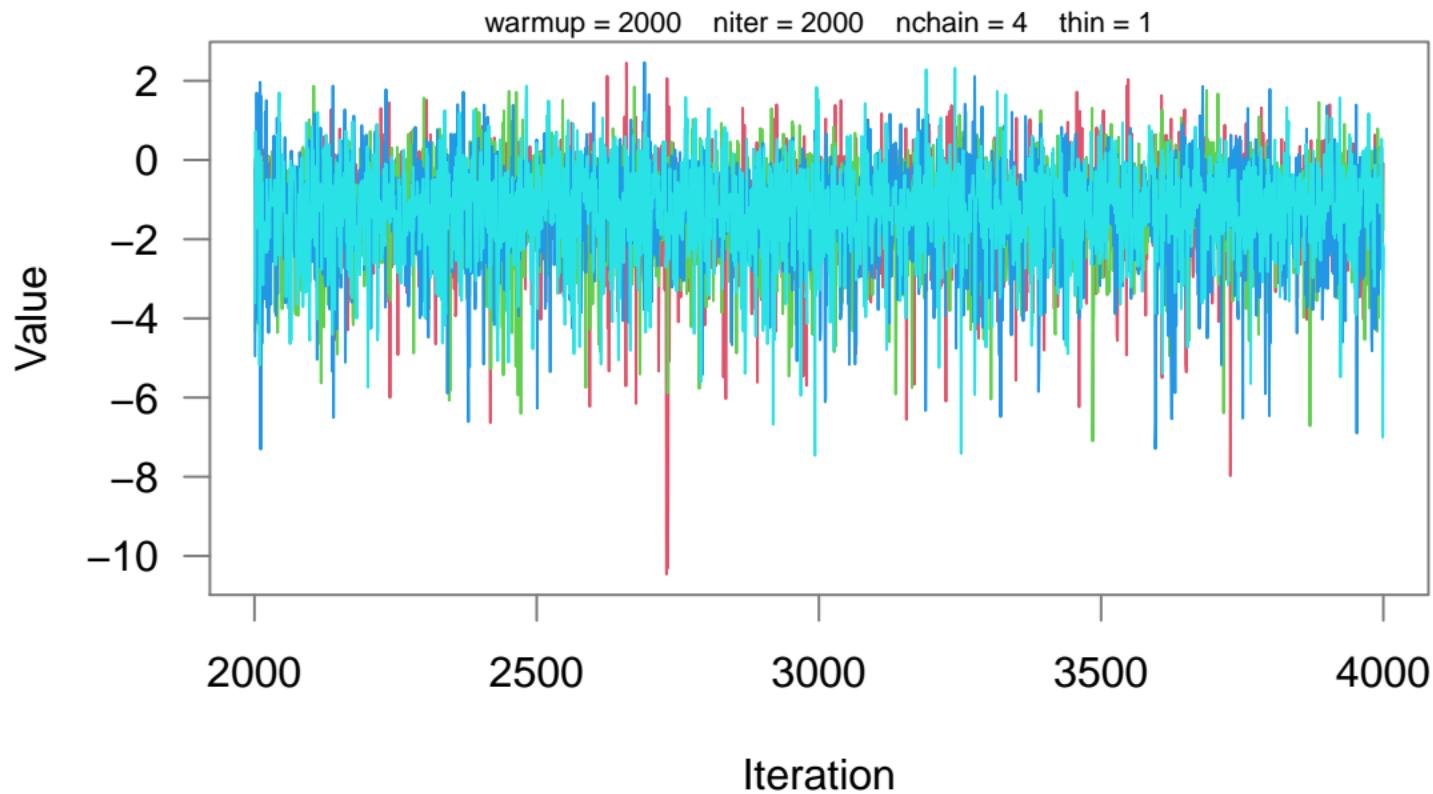
# r\_bay\_fac:site\_fac\_\_zi[Cook.Bay\_Eelgrass.South,Intercept]



# r\_bay\_fac:site\_fac\_\_zi[Cook.Bay\_Eelgrass.West,Intercept]

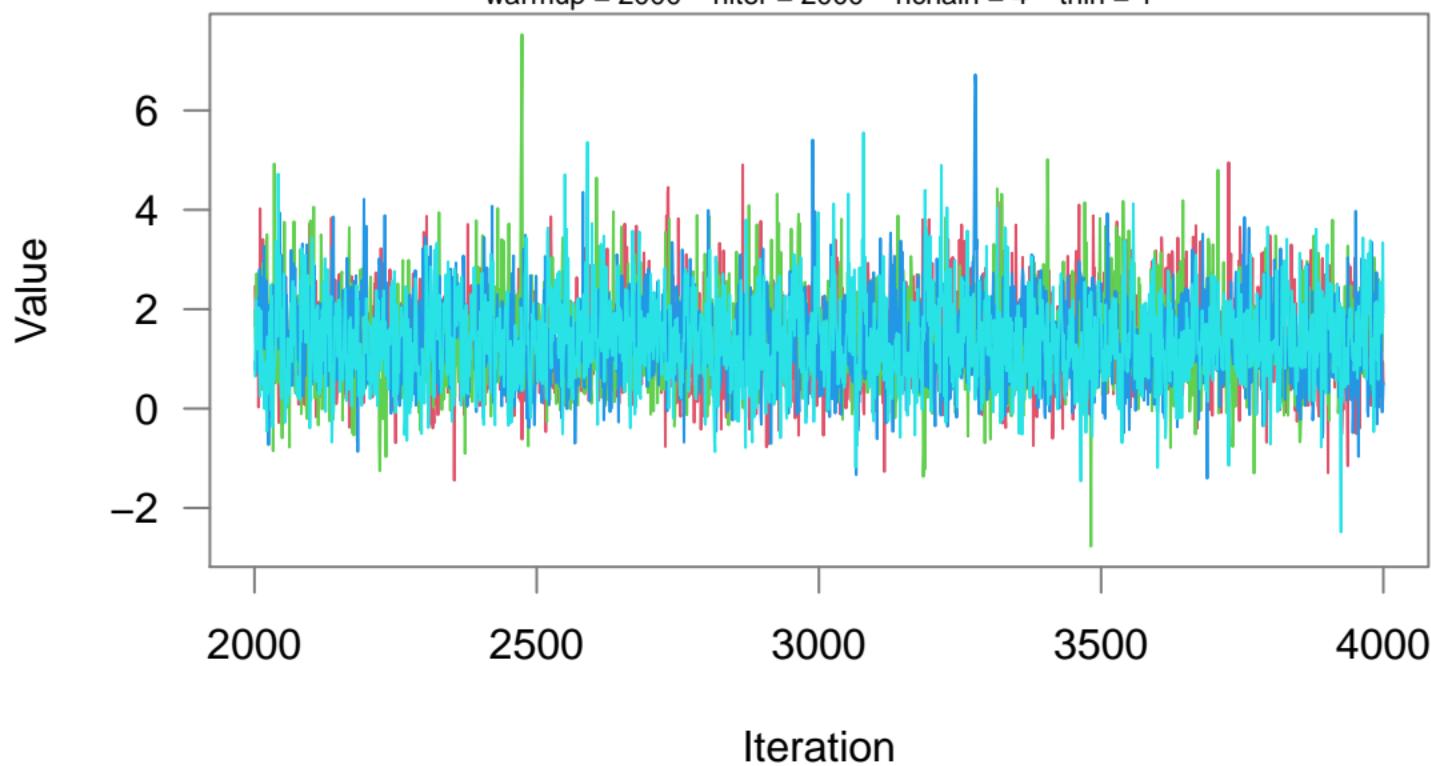


# r\_bay\_fac:site\_fac\_\_zi[Cook.Bay\_Laminaria.East,Intercept]



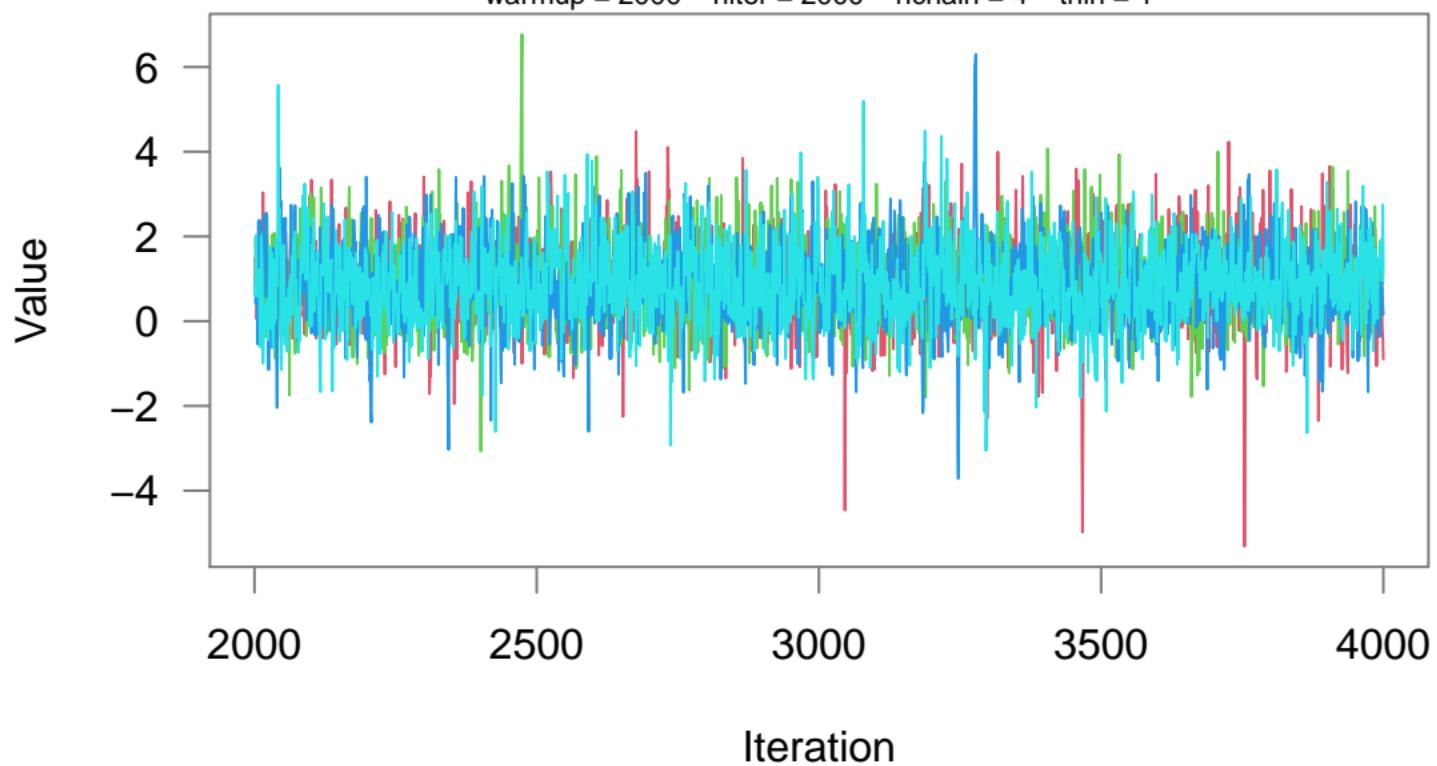
# r\_bay\_fac:site\_fac\_\_zi[Cook.Bay\_Laminaria.North,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



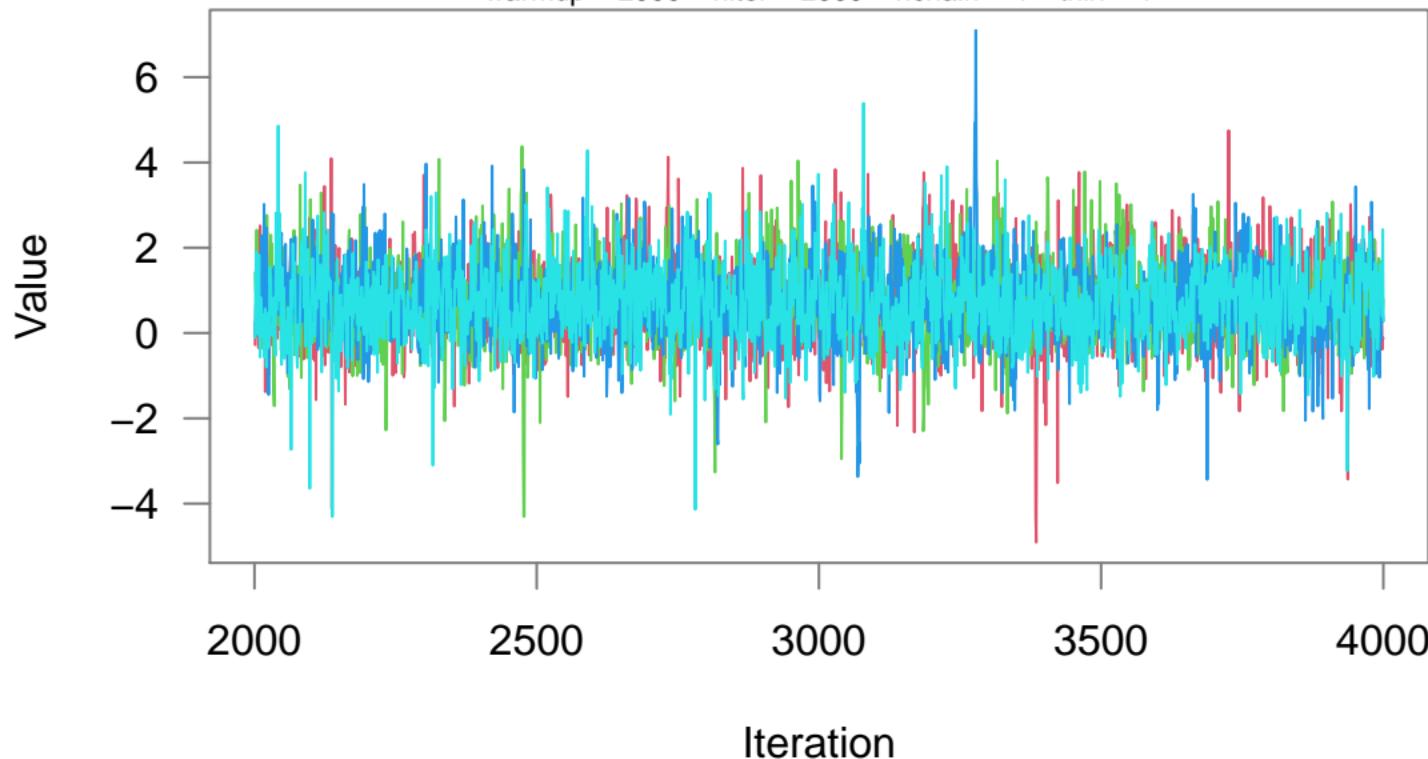
# r\_bay\_fac:site\_fac\_\_zi[Cook.Bay\_Laminaria.South,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



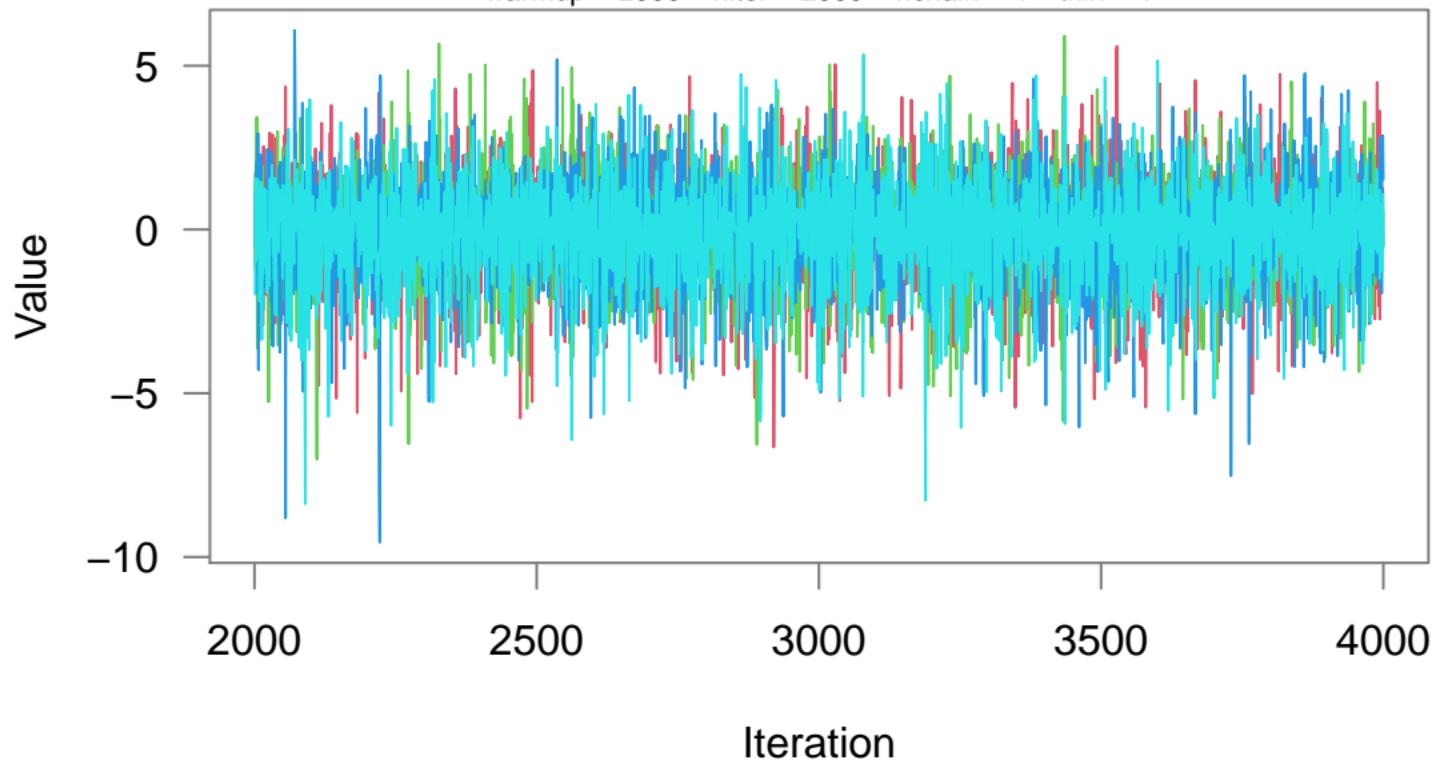
# r\_bay\_fac:site\_fac\_\_zi[Cook.Bay\_Middle.Cove,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



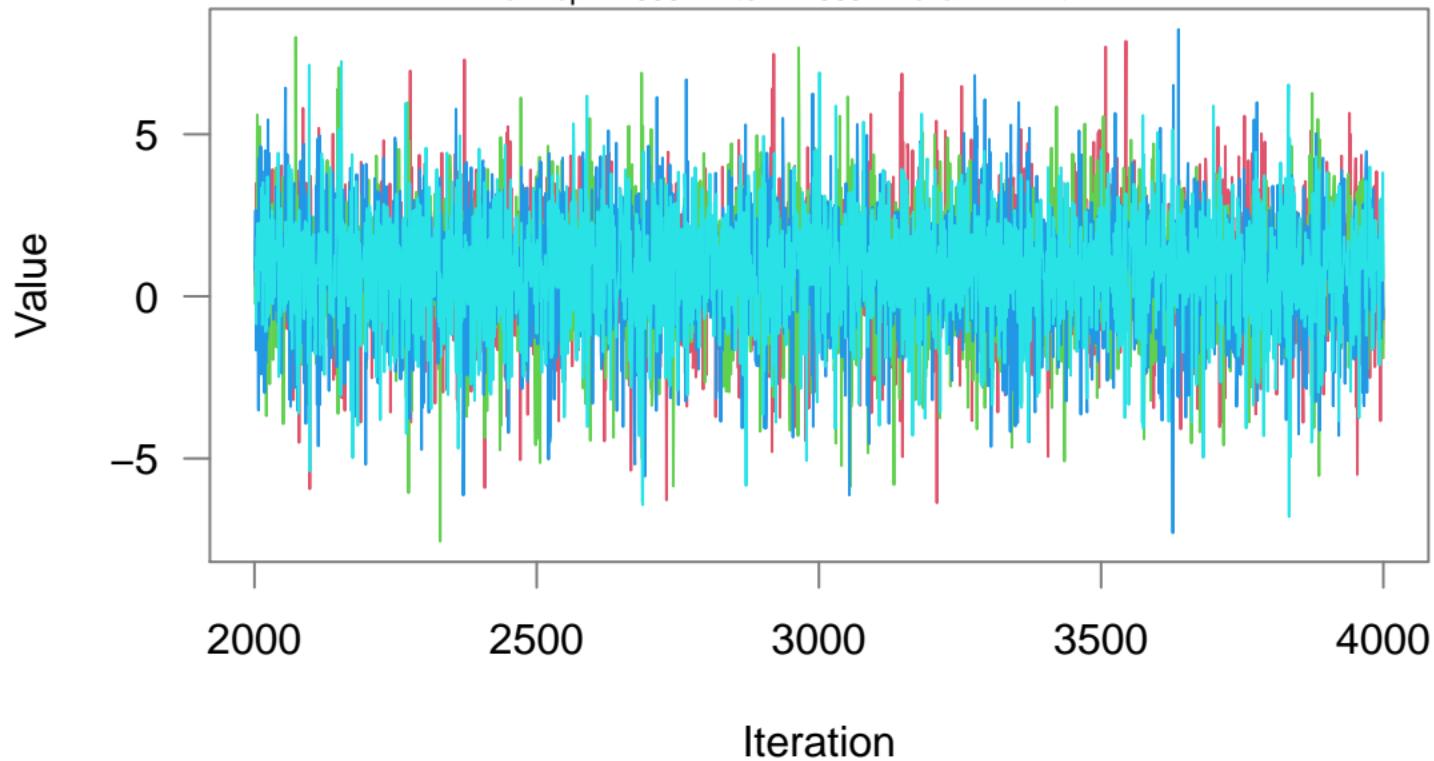
## r\_bay\_fac:site\_fac\_\_zi[Falmouth\_Fal-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



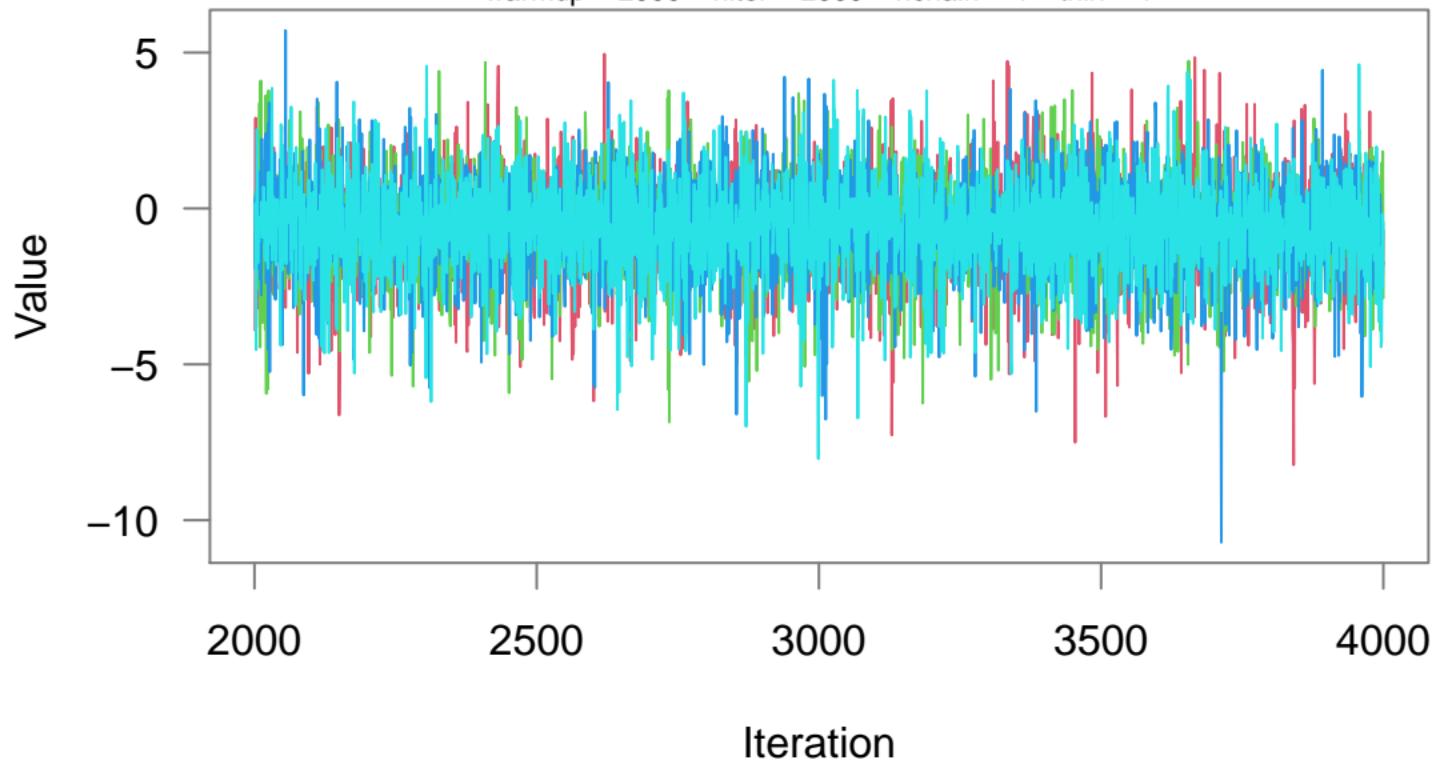
# r\_bay\_fac:site\_fac\_\_zi[Falmouth\_Fal-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



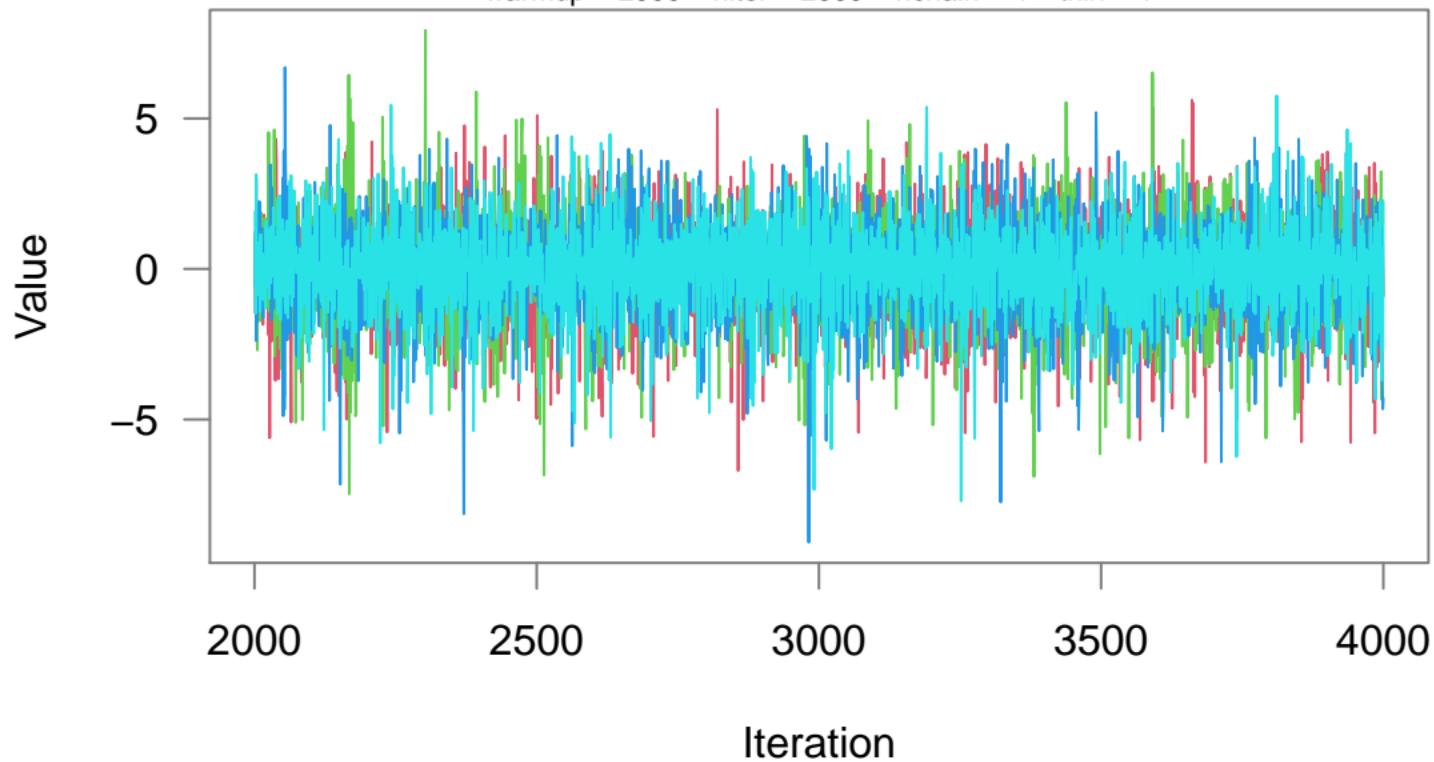
# r\_bay\_fac:site\_fac\_\_zi[Falmouth\_Fal-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



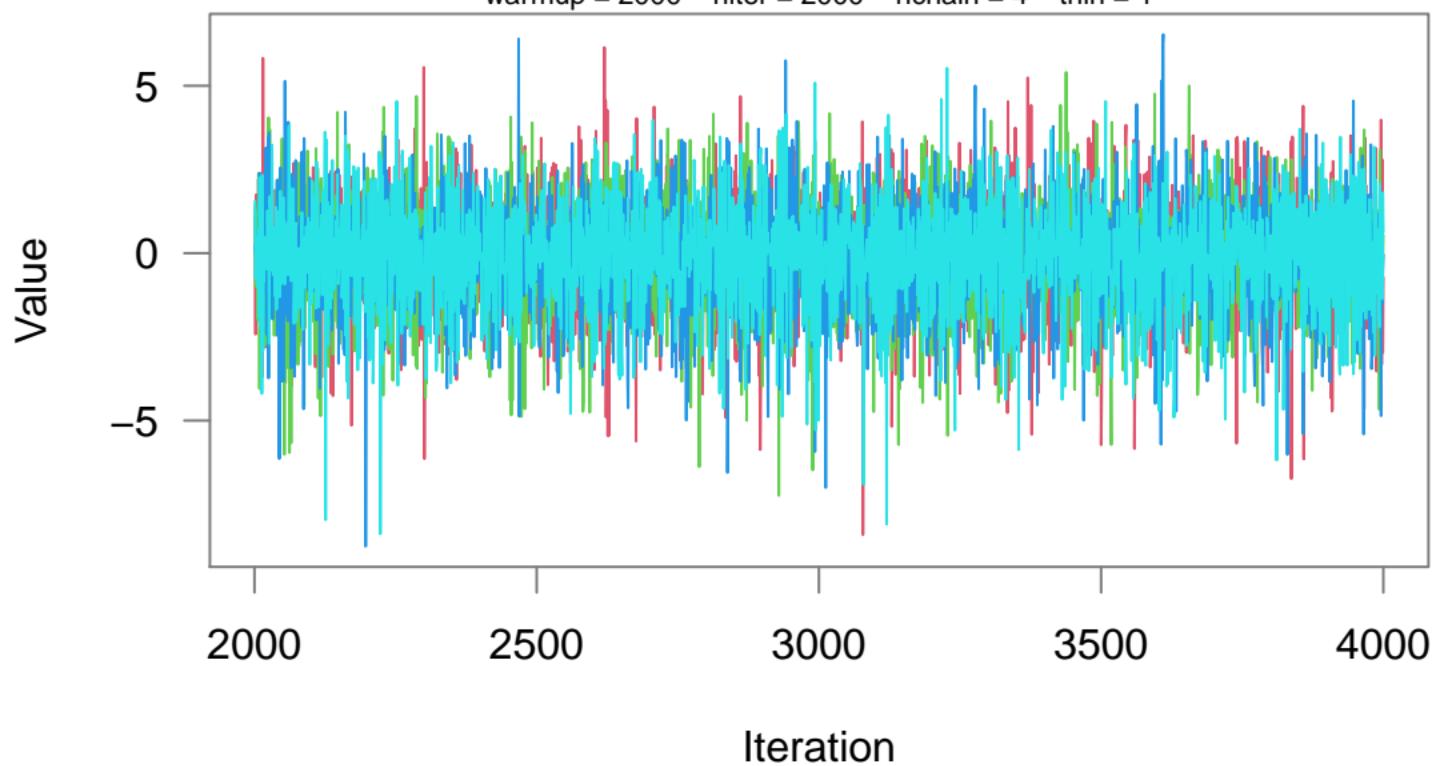
# r\_bay\_fac:site\_fac\_\_zi[Falmouth\_Fal-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



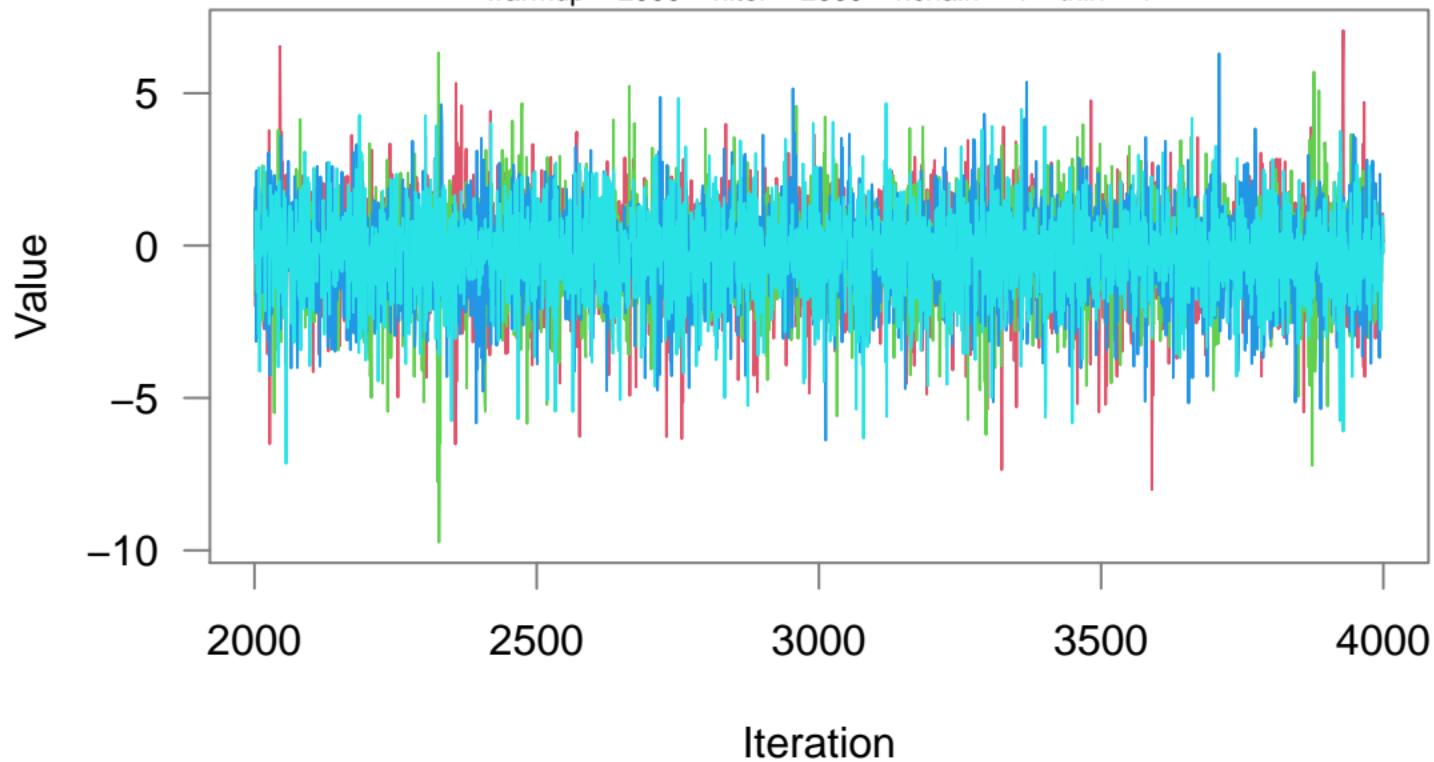
# r\_bay\_fac:site\_fac\_\_zi[Falmouth\_Fal-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



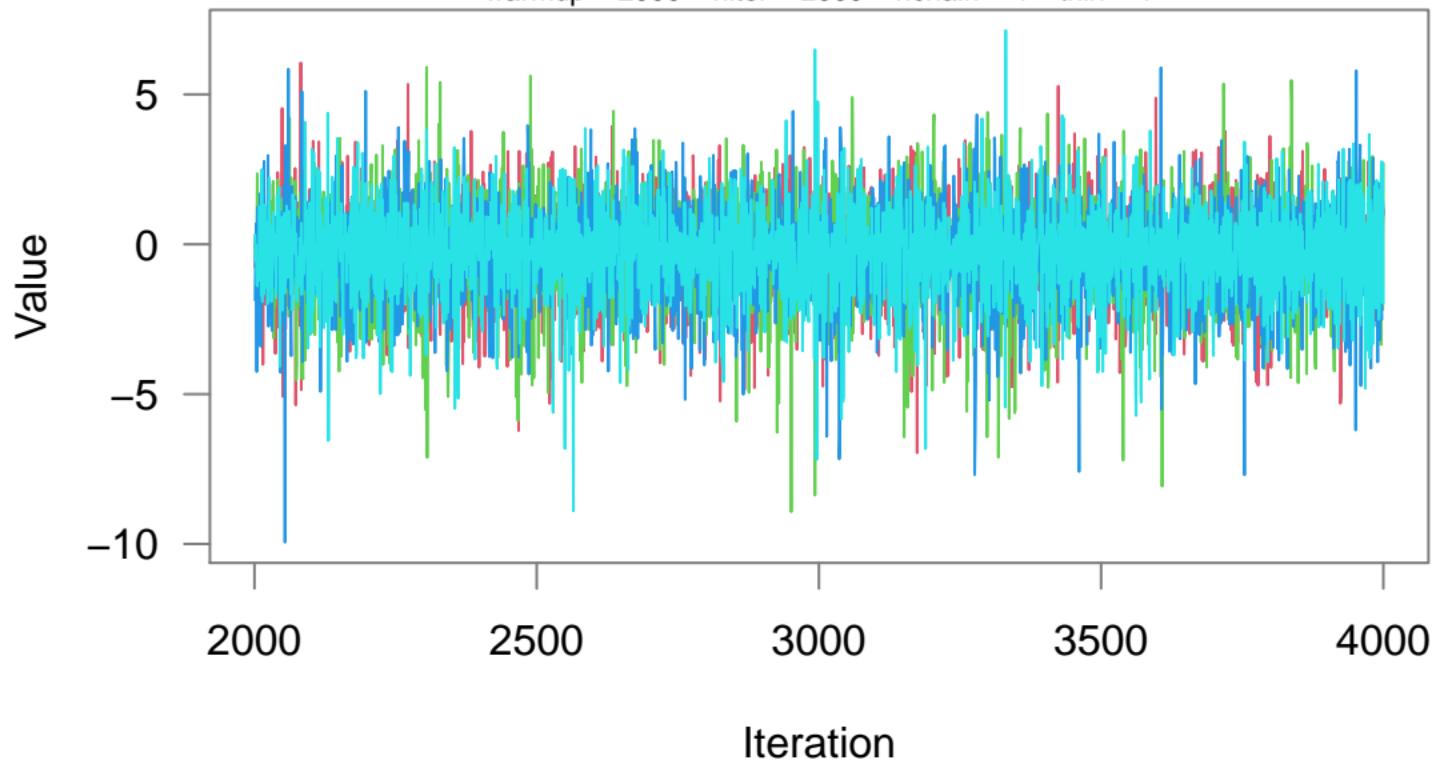
# r\_bay\_fac:site\_fac\_\_zi[Fox\_Fox-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



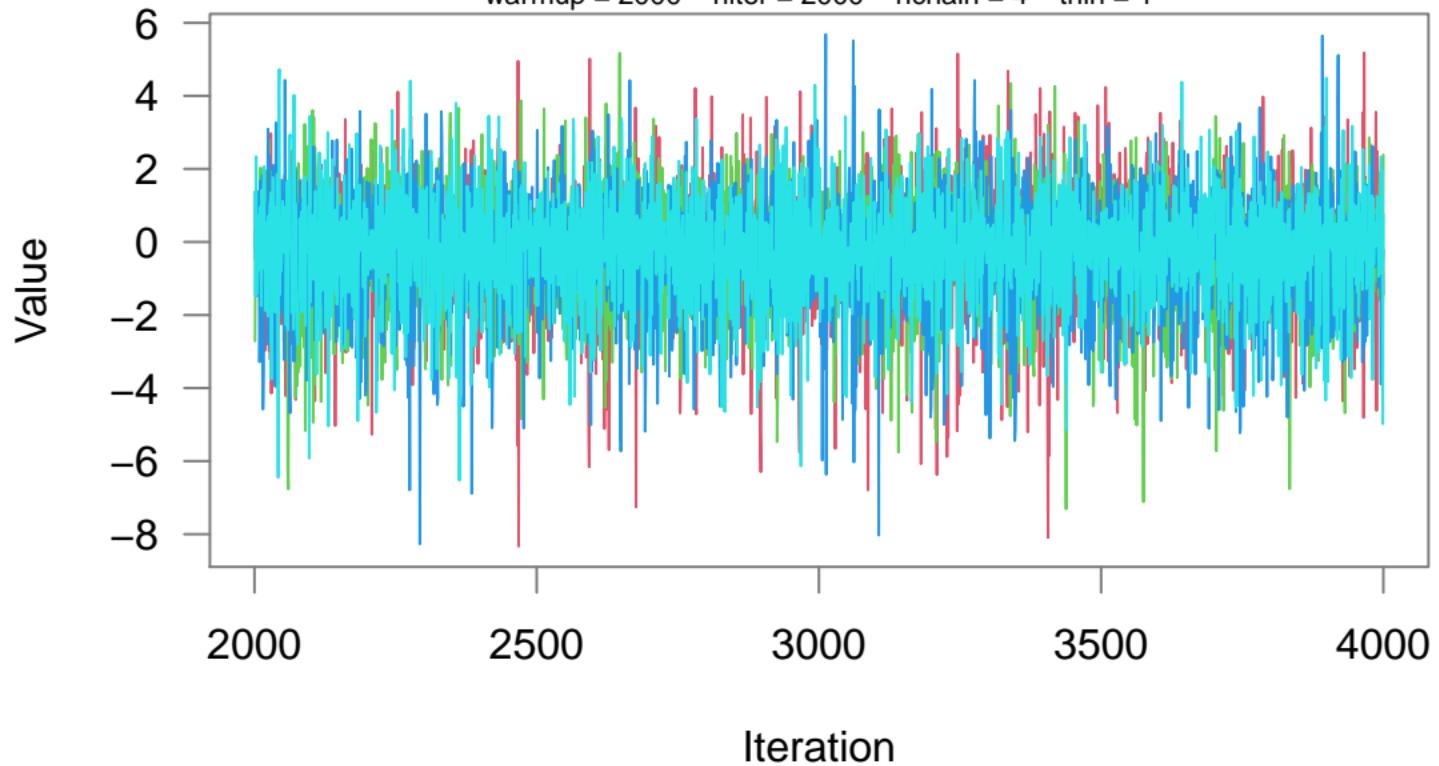
# r\_bay\_fac:site\_fac\_\_zi[Fox\_Fox-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



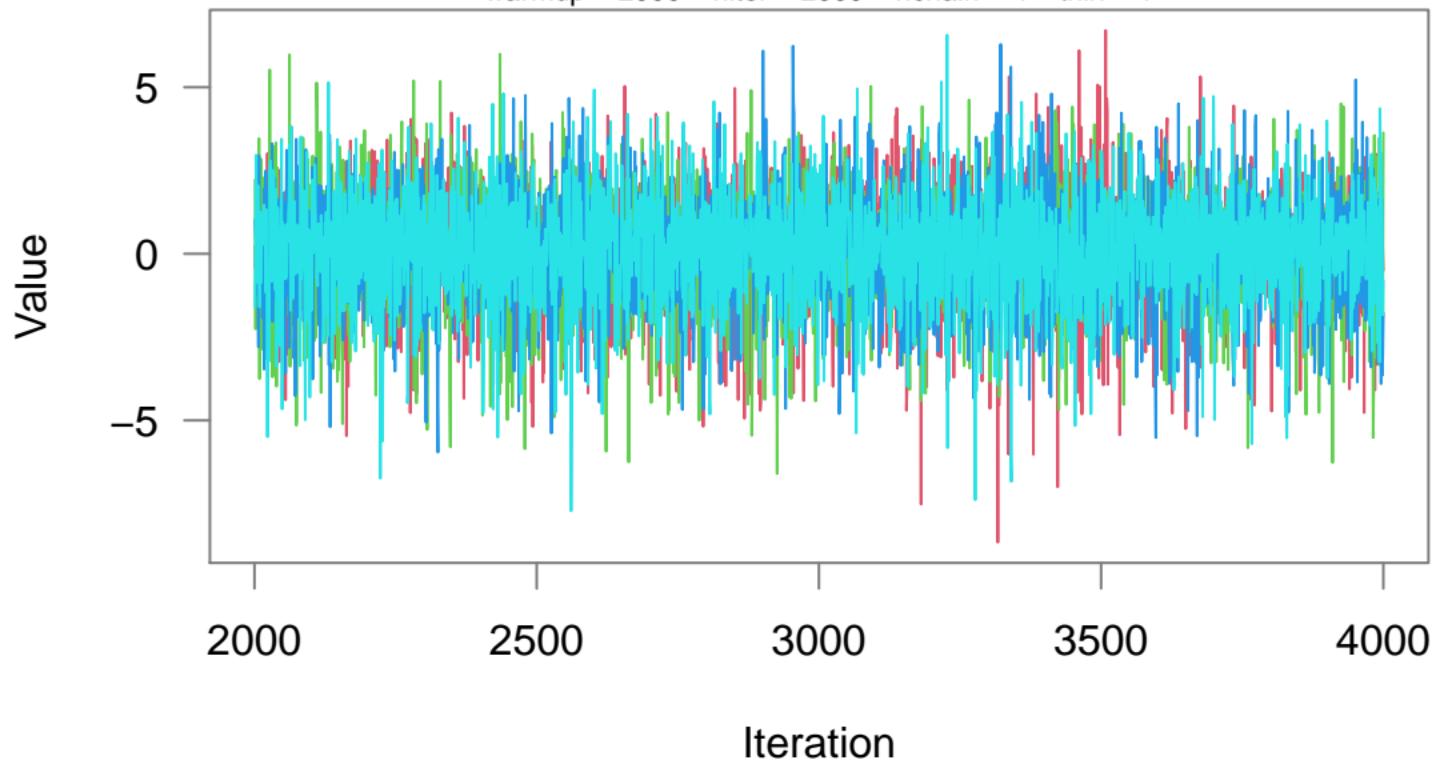
# r\_bay\_fac:site\_fac\_\_zi[Fox\_Fox-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



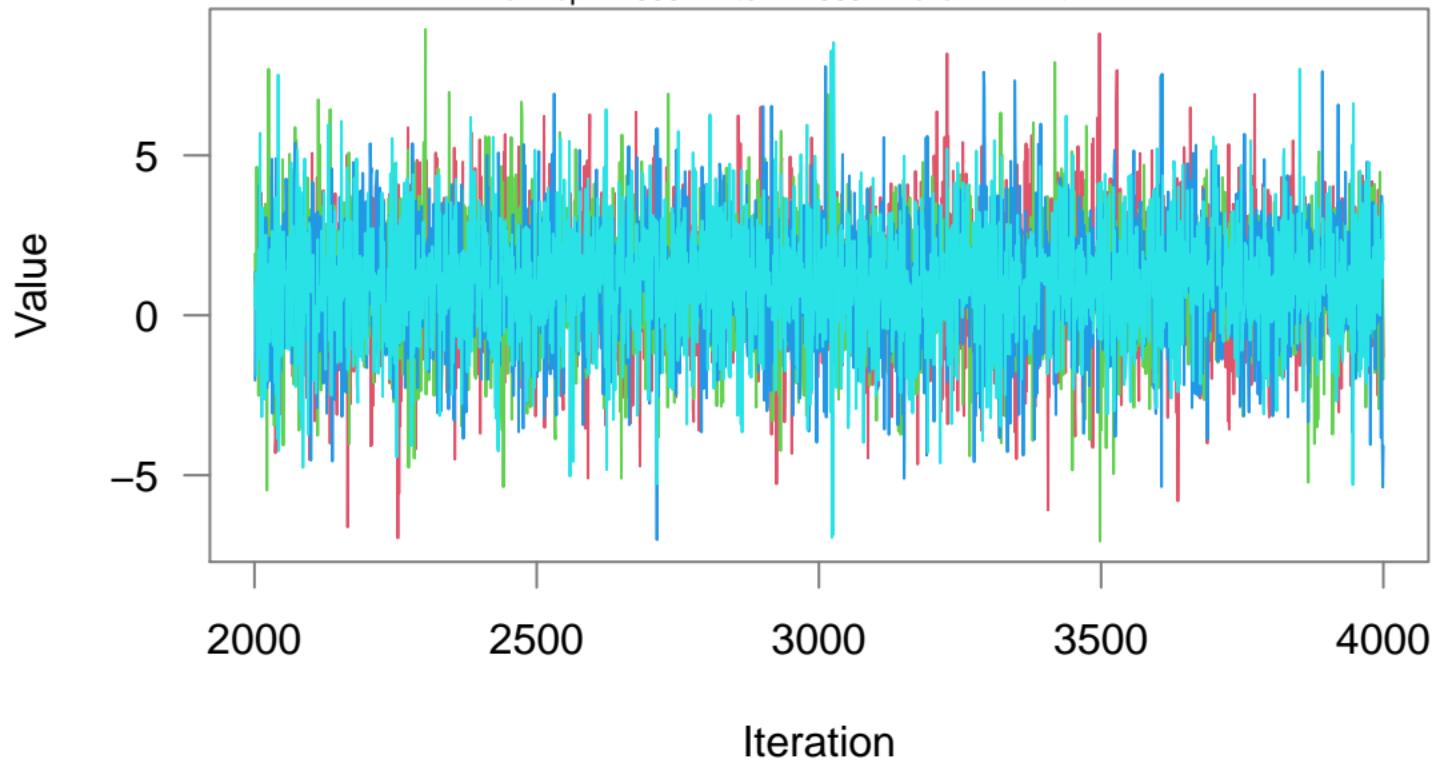
# r\_bay\_fac:site\_fac\_\_zi[Fox\_Fox-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



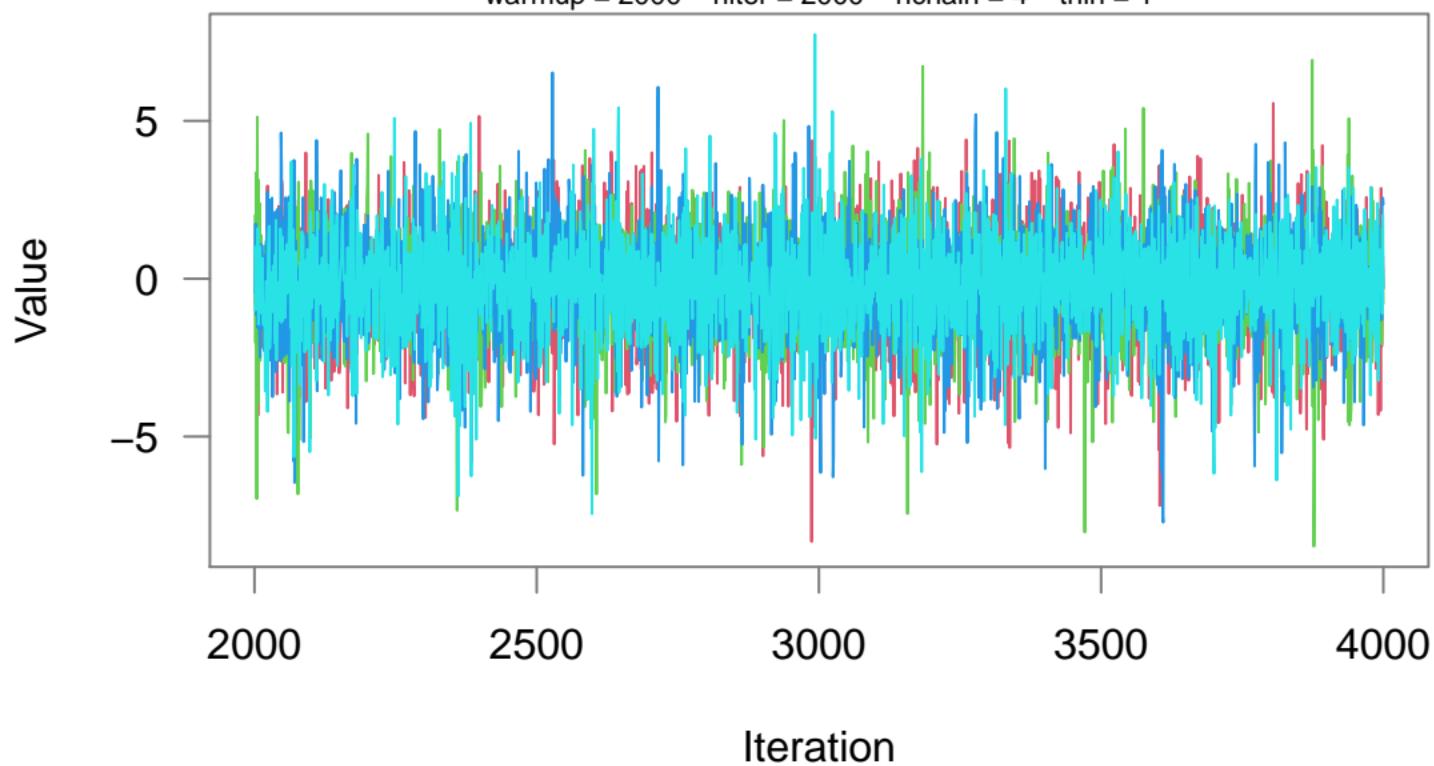
# r\_bay\_fac:site\_fac\_\_zi[Fox\_Fox-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



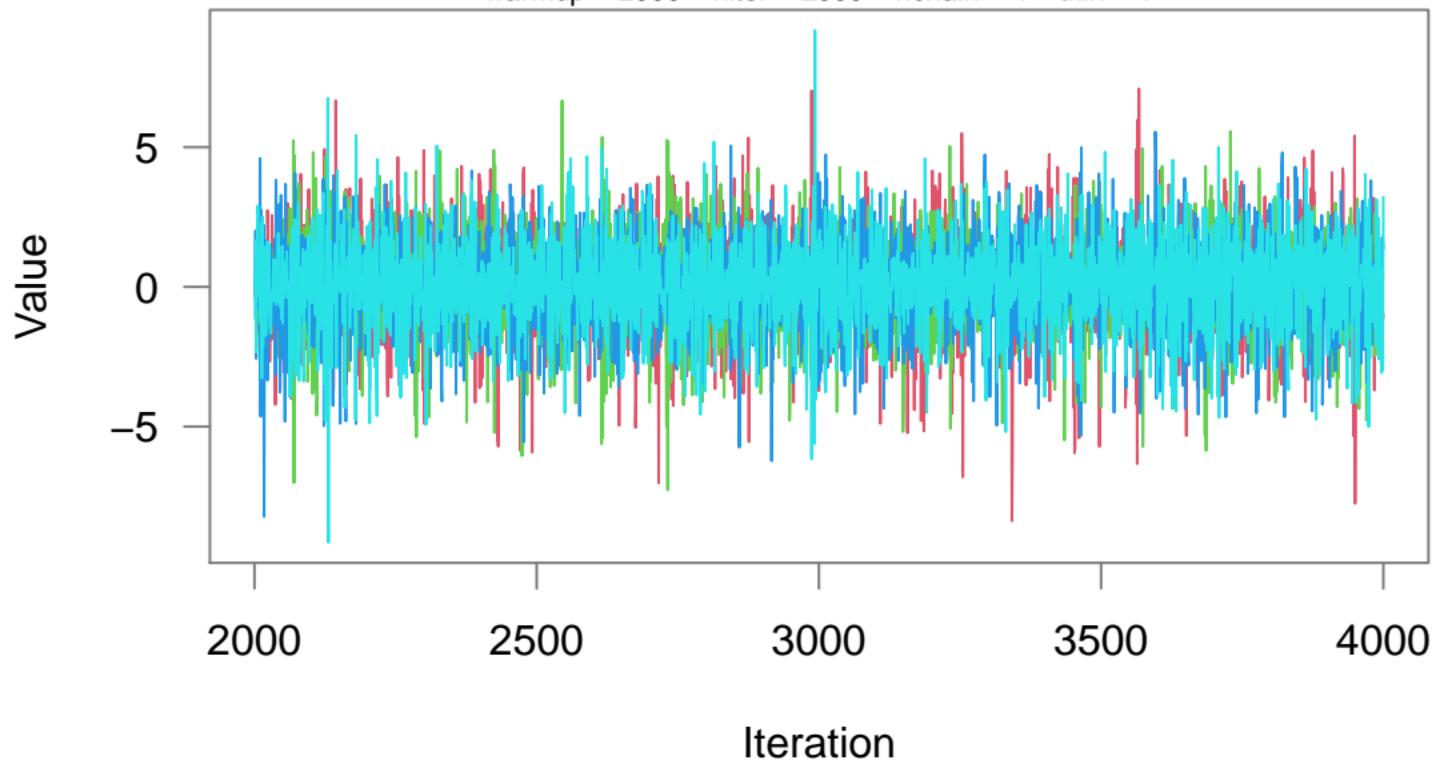
# r\_bay\_fac:site\_fac\_\_zi[Japanese\_Jap-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



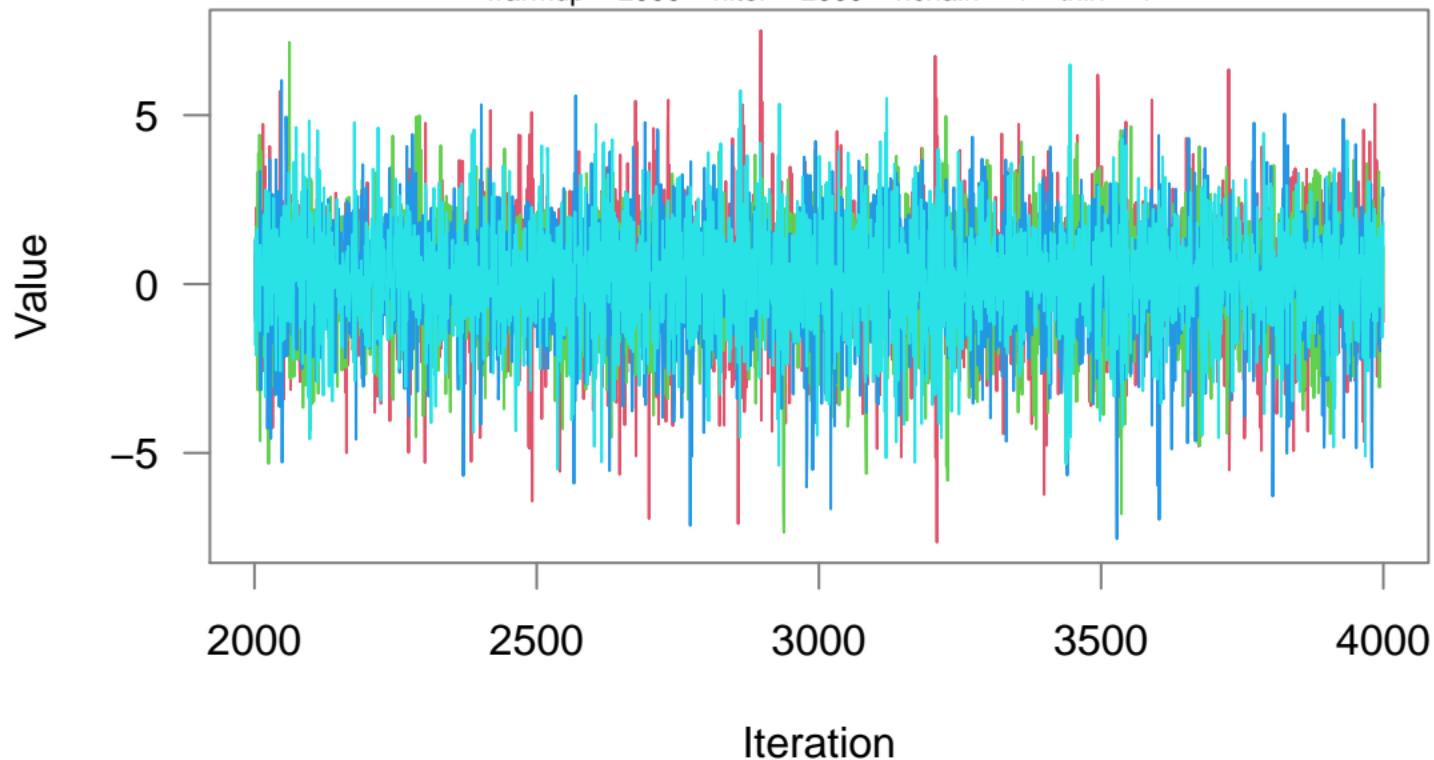
# r\_bay\_fac:site\_fac\_\_zi[Japanese\_Jap-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



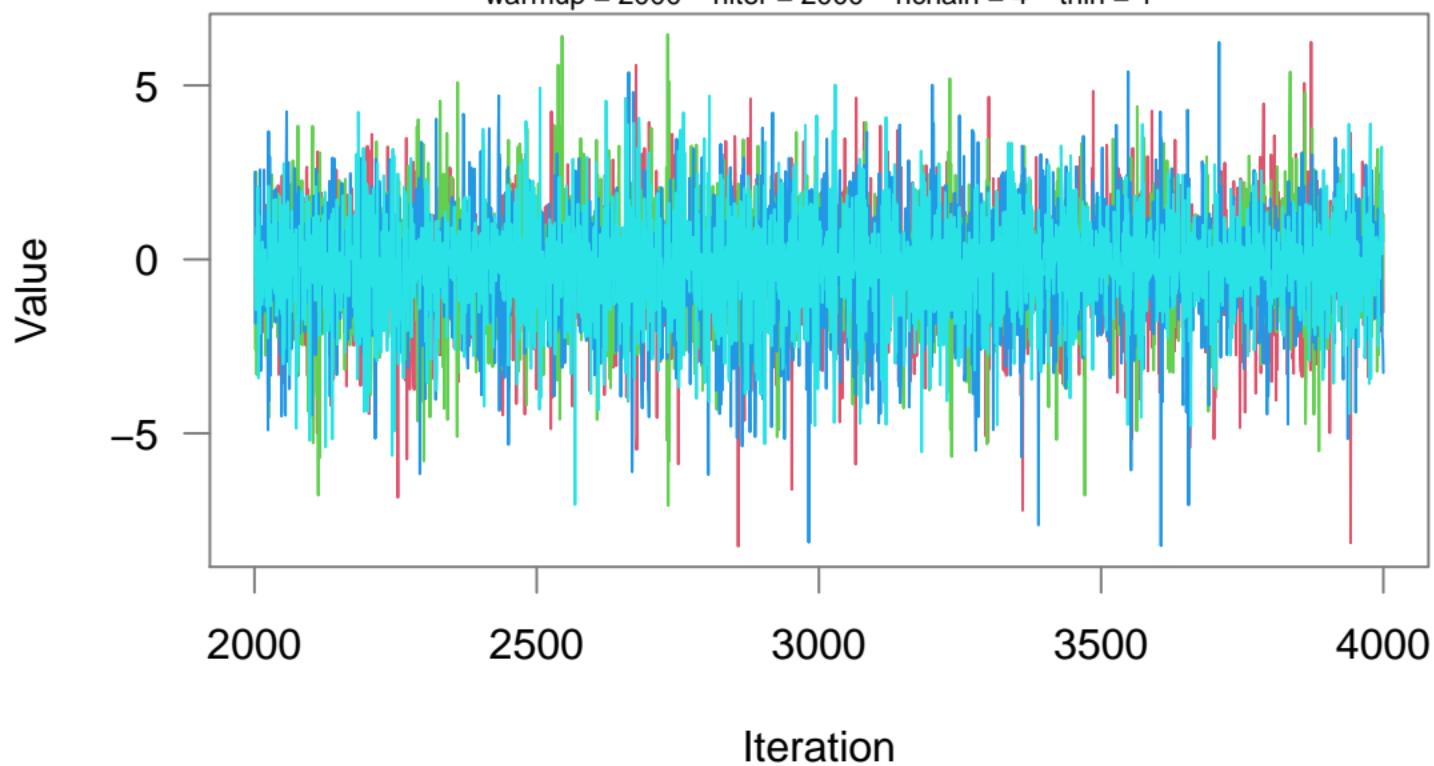
# r\_bay\_fac:site\_fac\_\_zi[Japanese\_Jap-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



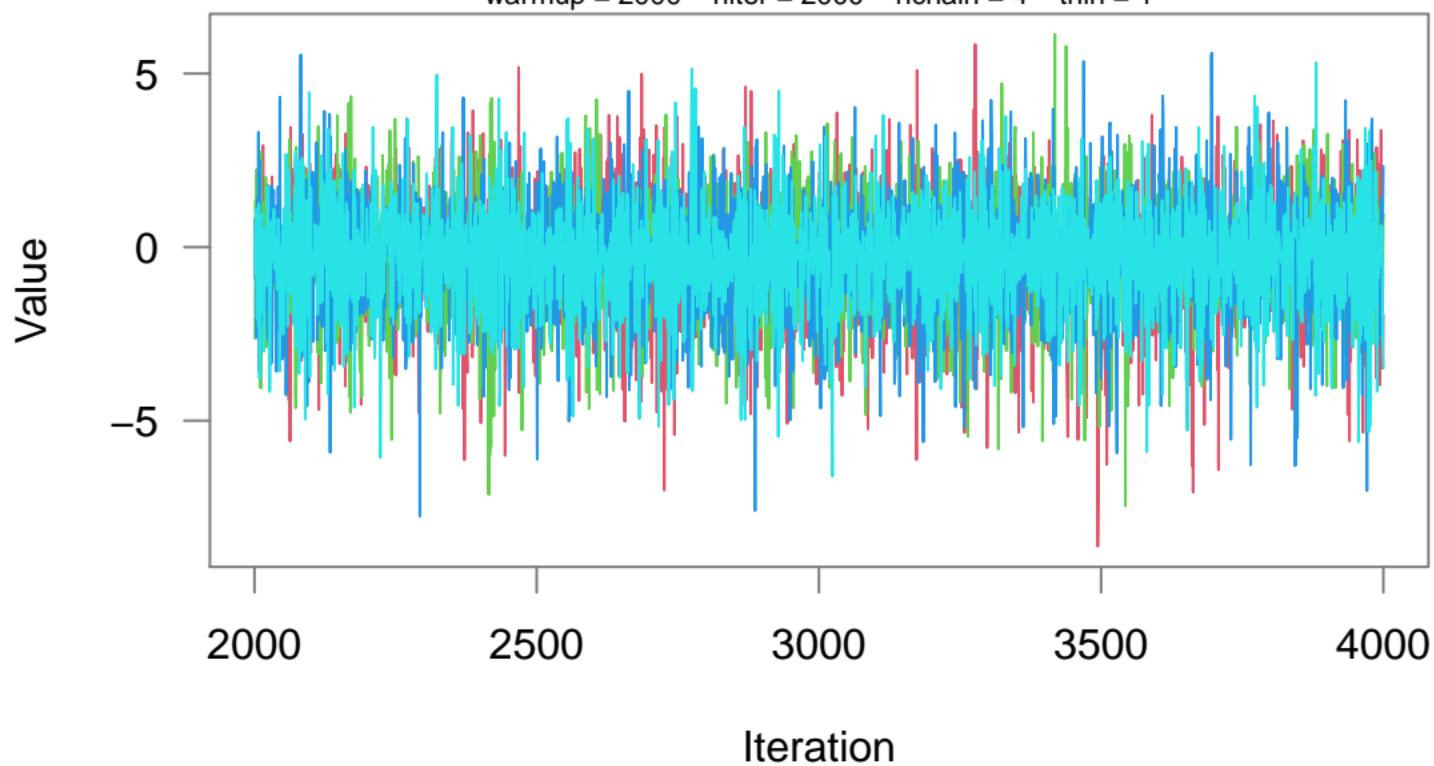
# r\_bay\_fac:site\_fac\_\_zi[Japanese\_Jap-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



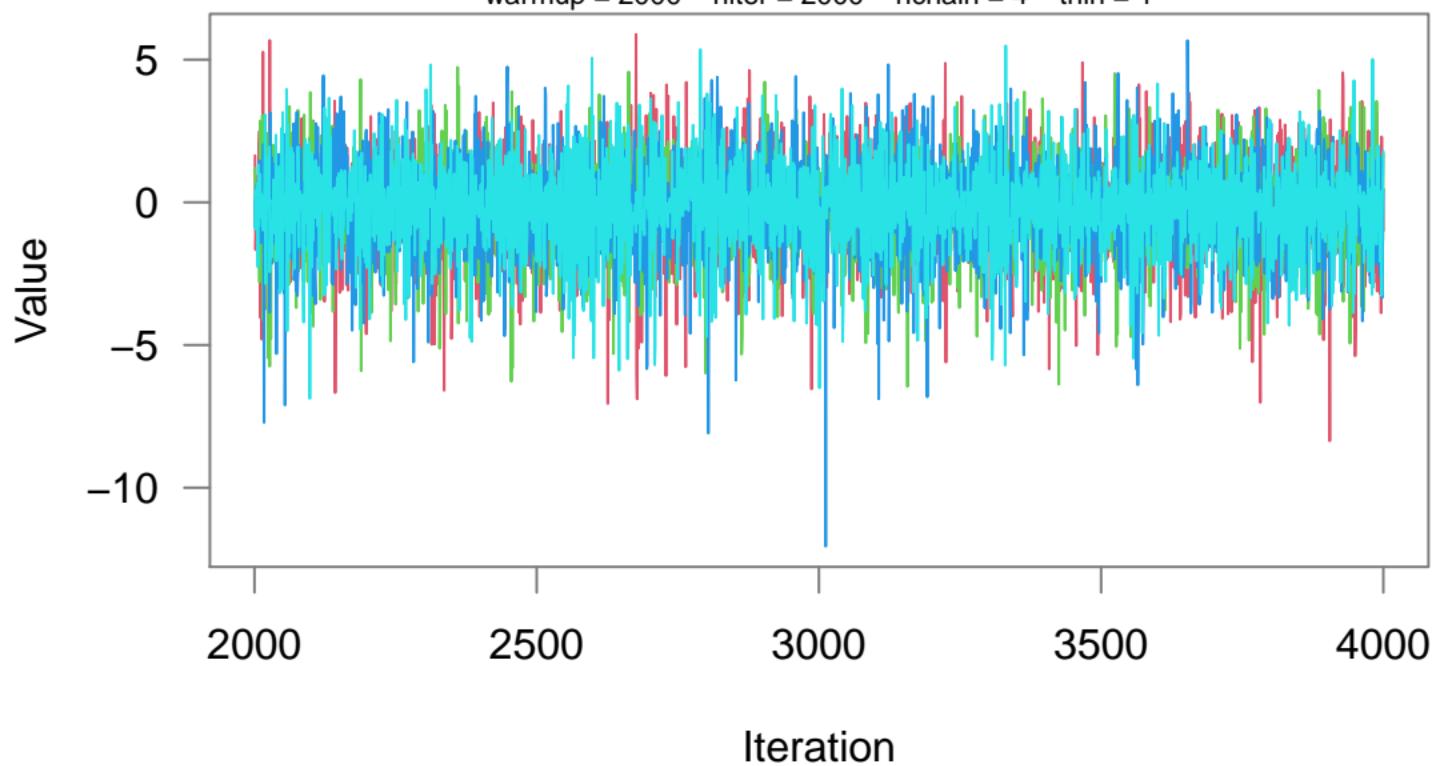
# r\_bay\_fac:site\_fac\_\_zi[Japanese\_Jap-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



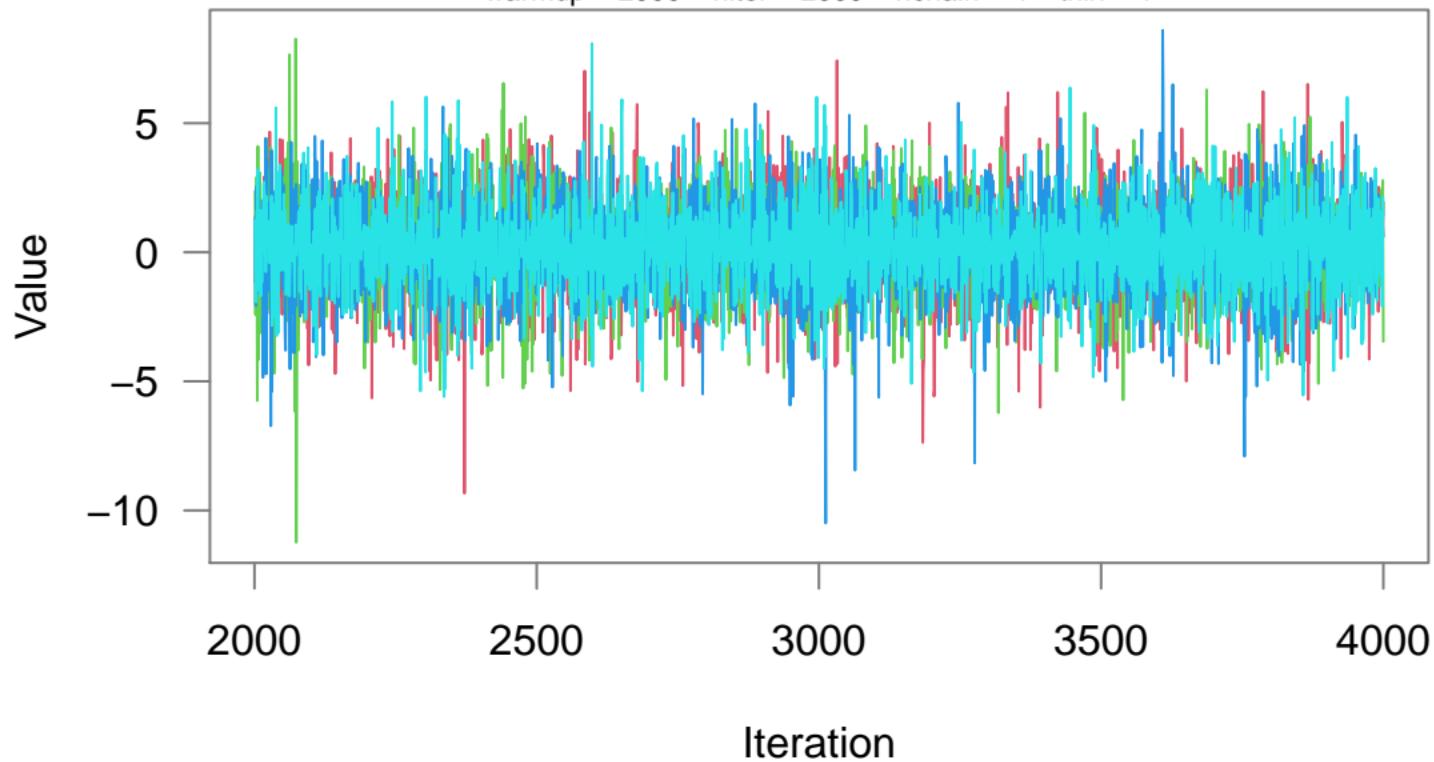
# r\_bay\_fac:site\_fac\_\_zi[Japanese\_Jap-6,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



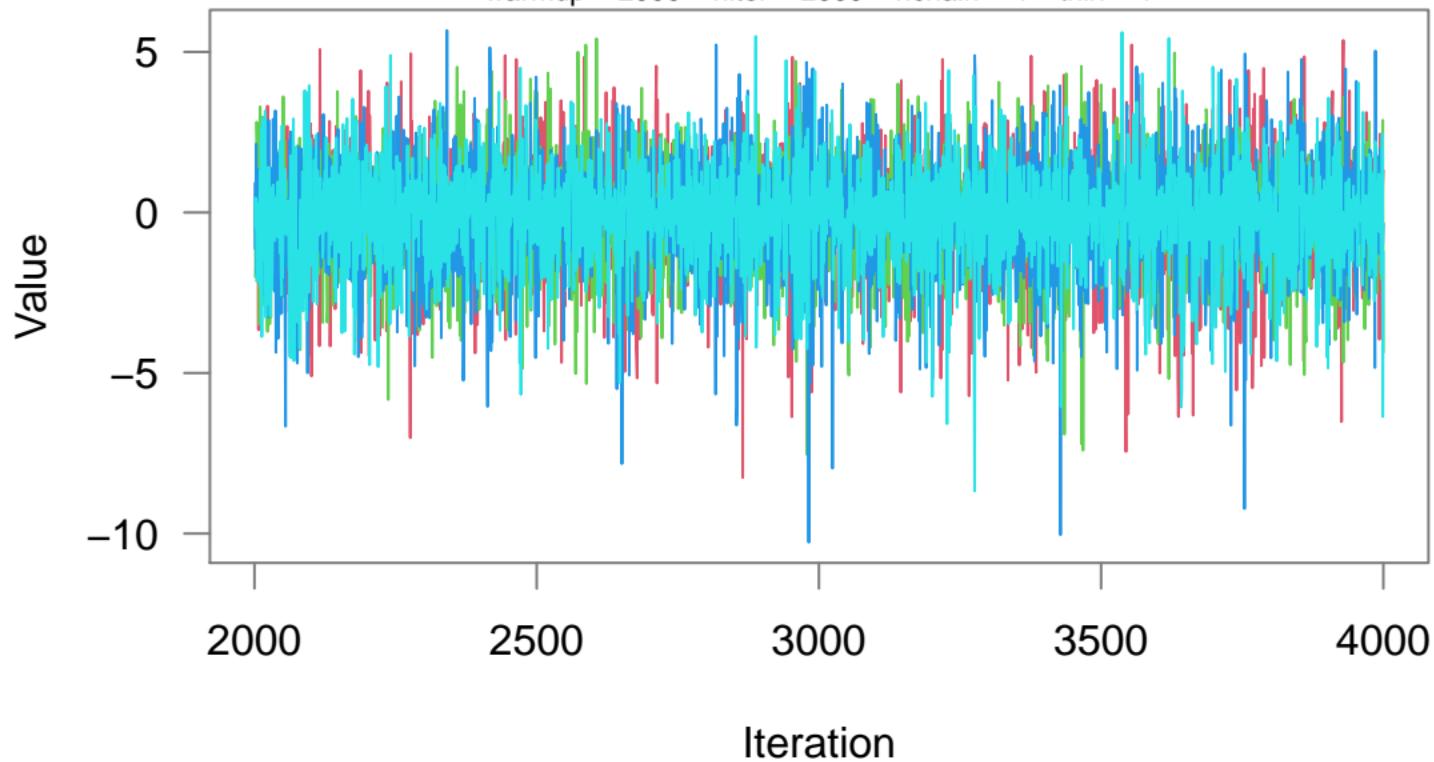
# r\_bay\_fac:site\_fac\_\_zi[Japanese\_Jap-7,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



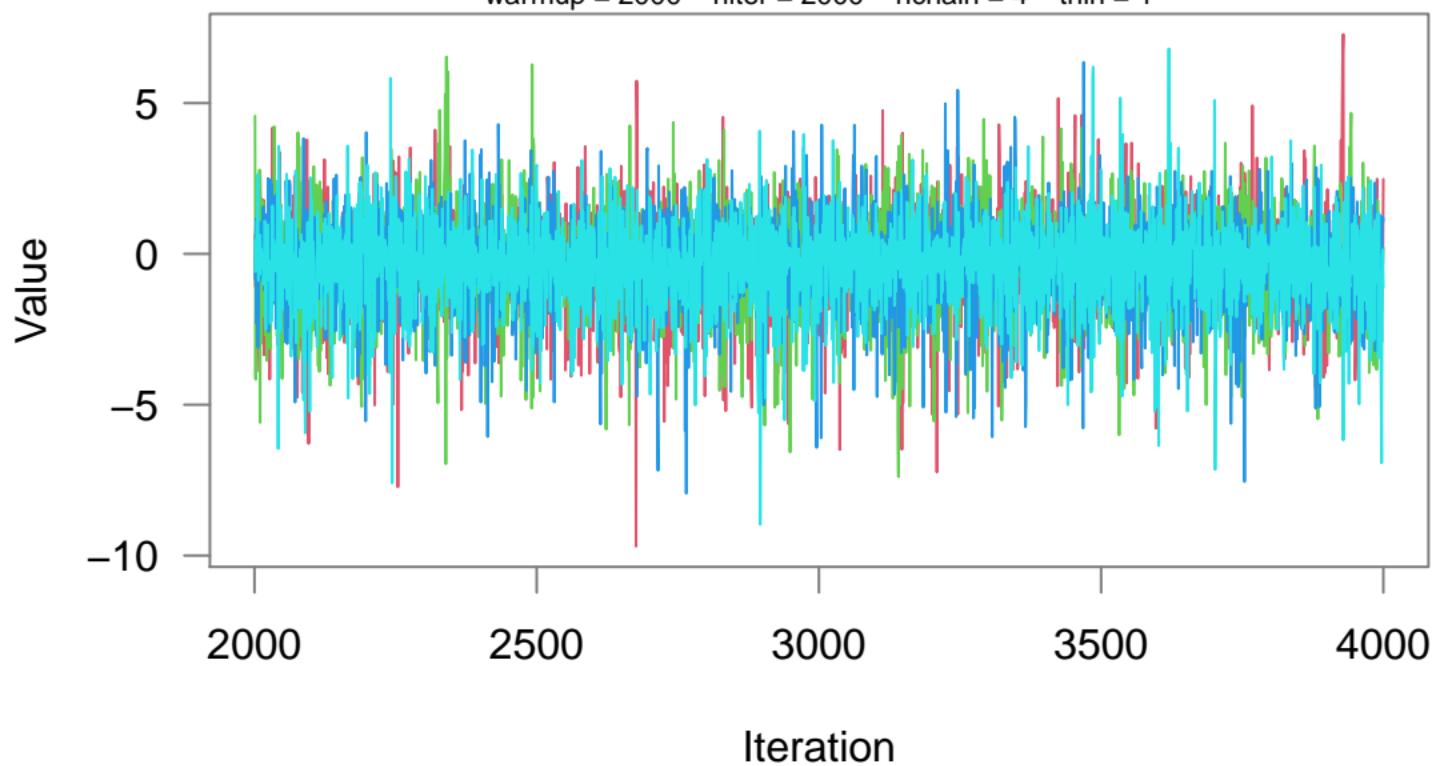
# r\_bay\_fac:site\_fac\_\_zi[Kaiugnak\_Kai-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



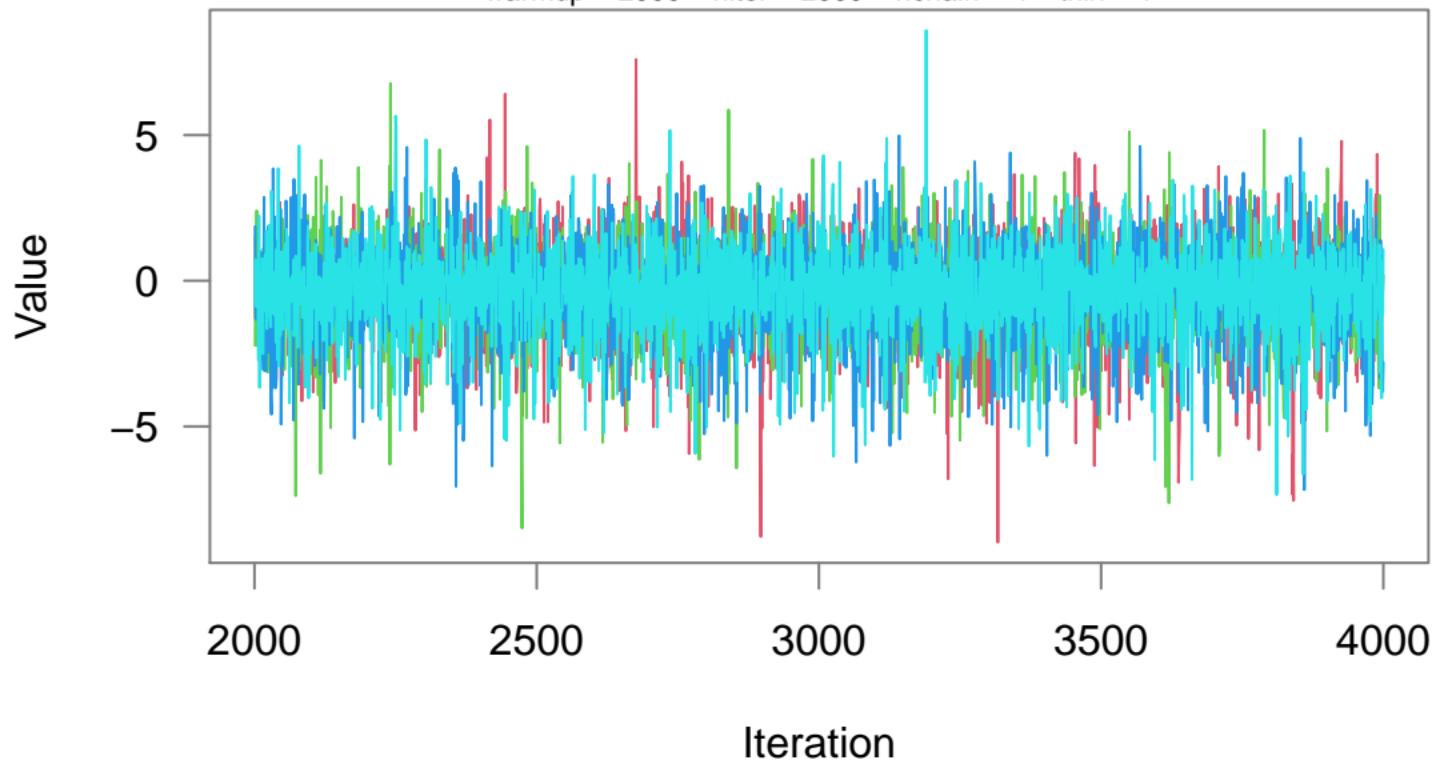
# r\_bay\_fac:site\_fac\_\_zi[Kaiugnak\_Kai-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



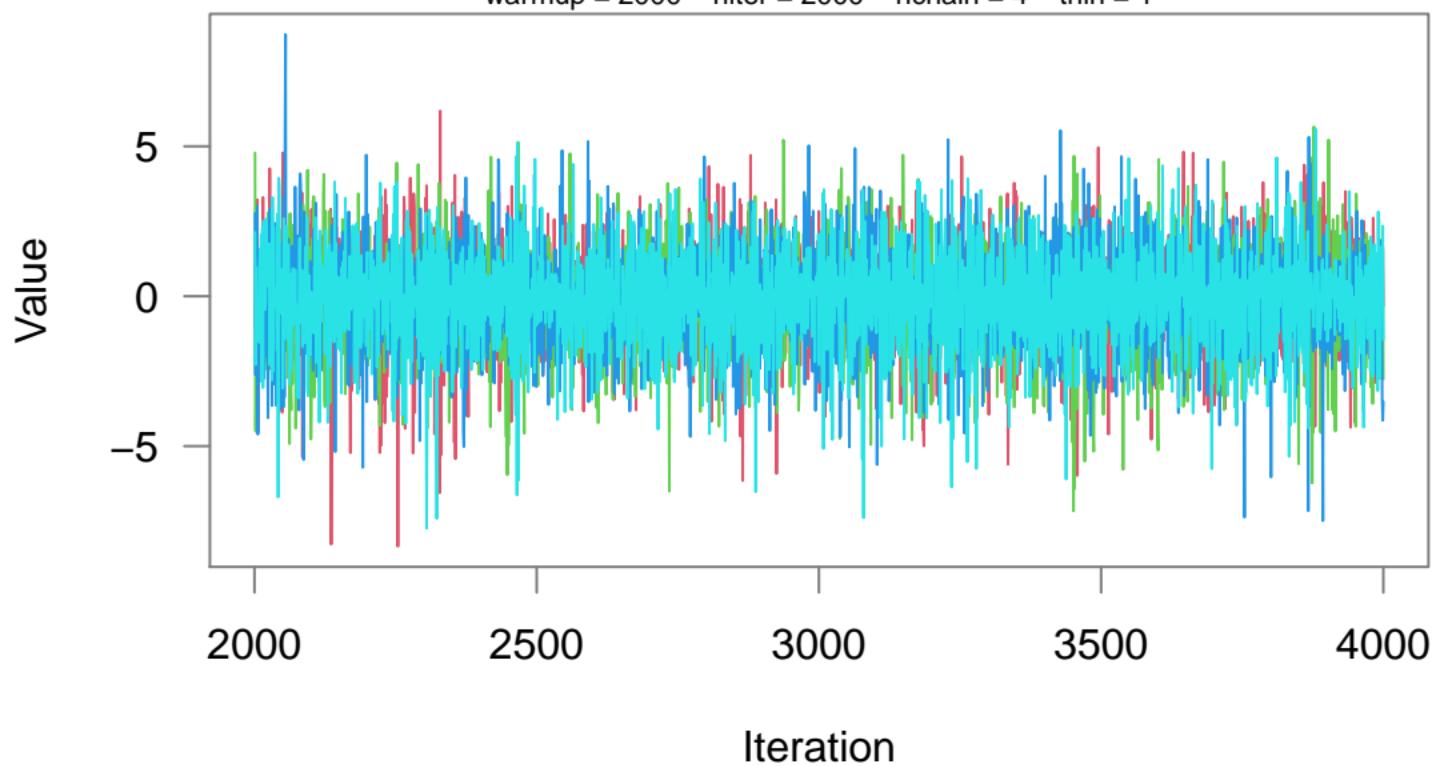
# r\_bay\_fac:site\_fac\_\_zi[Kaiugnak\_Kai-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



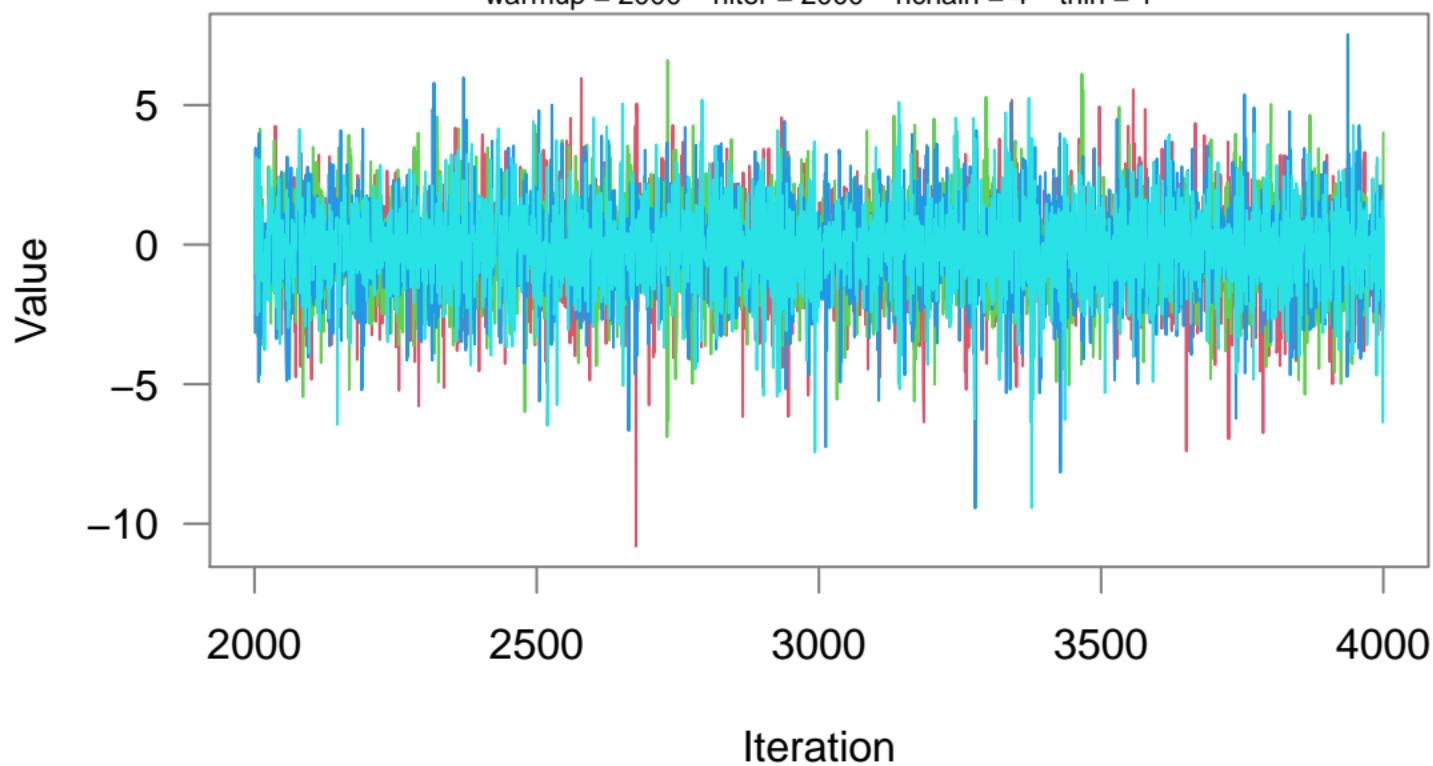
# r\_bay\_fac:site\_fac\_\_zi[Kaiugnak\_Kai-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



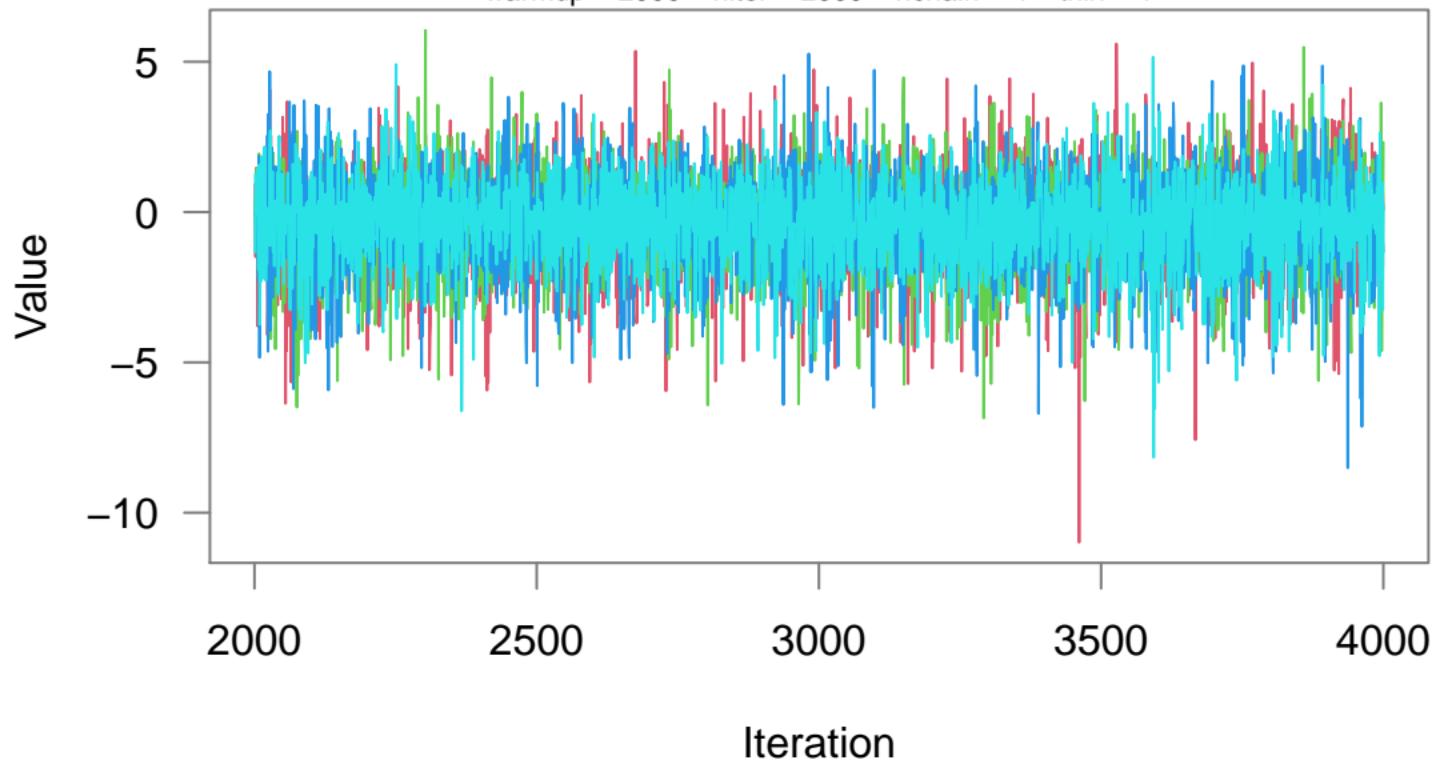
# r\_bay\_fac:site\_fac\_\_zi[Kaiugnak\_Kai-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



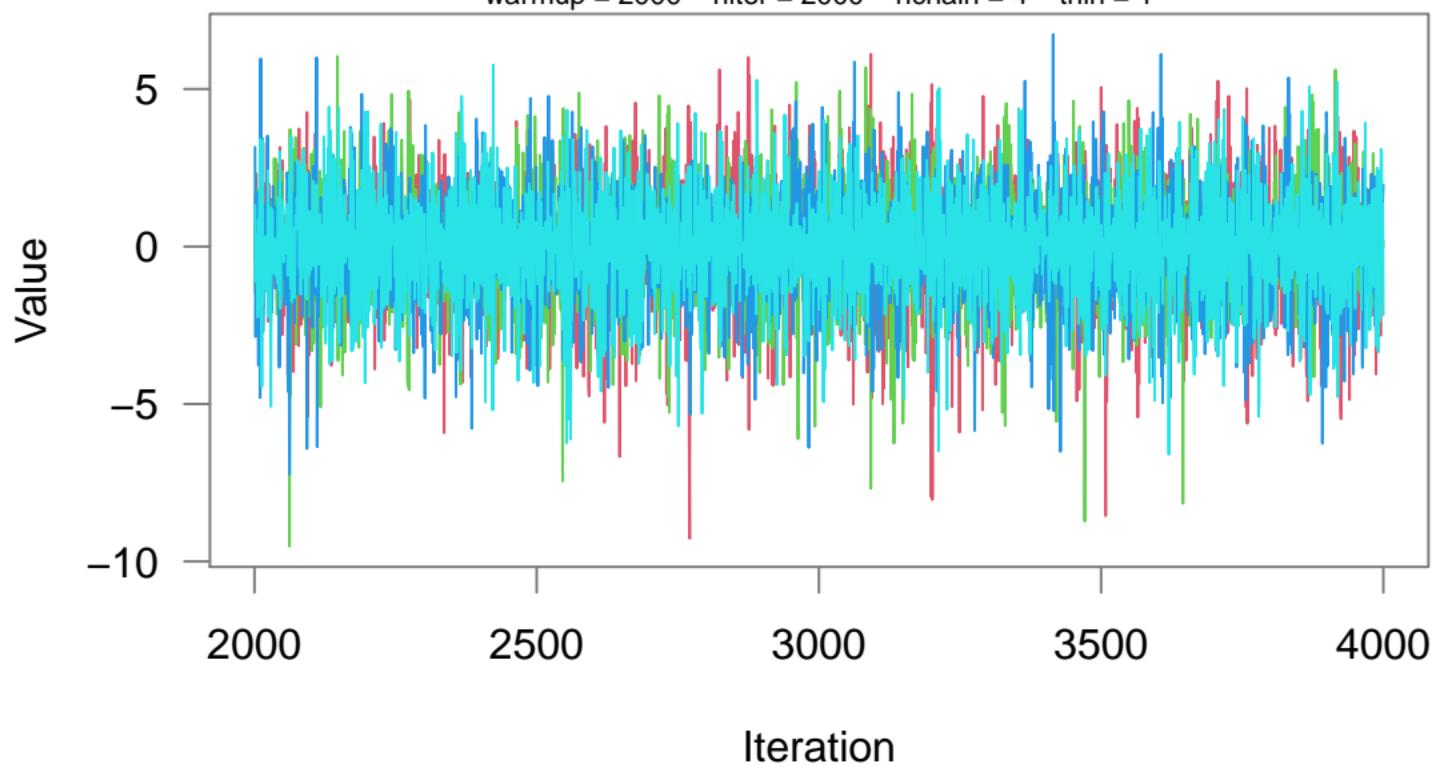
# r\_bay\_fac:site\_fac\_\_zi[Kaiugnak\_Kai-6,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



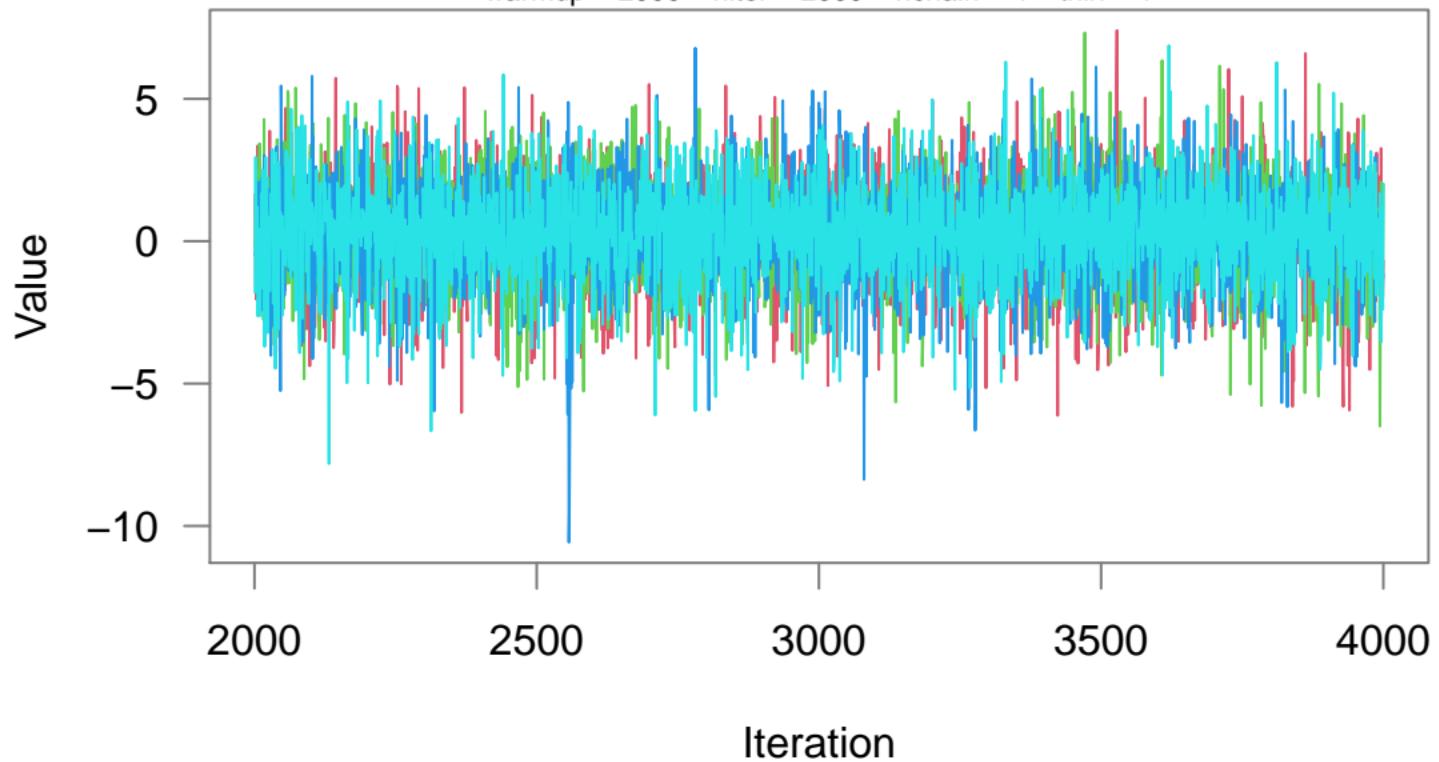
# r\_bay\_fac:site\_fac\_\_zi[Kaiugnak\_Kai-7,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



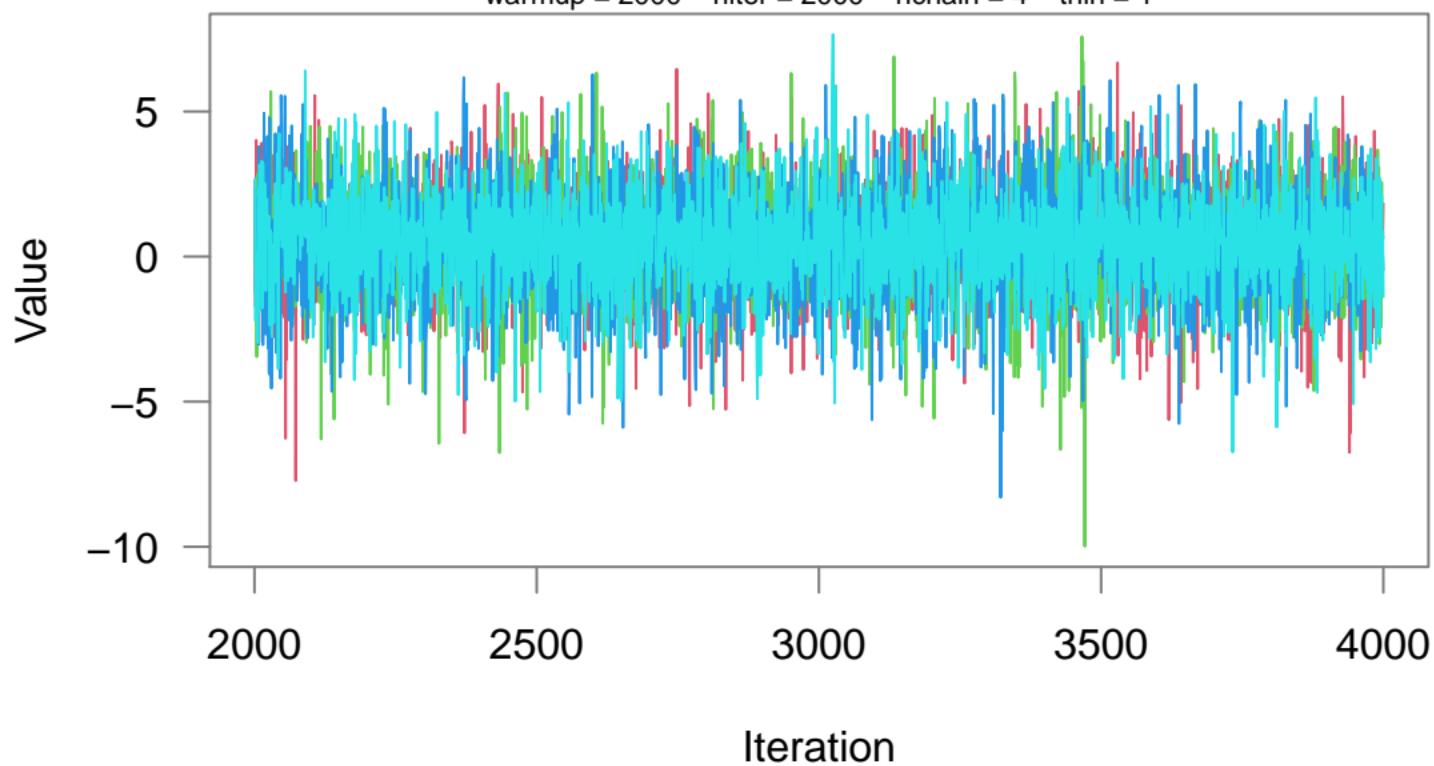
# r\_bay\_fac:site\_fac\_\_zi[Kiluida\_Kilu-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



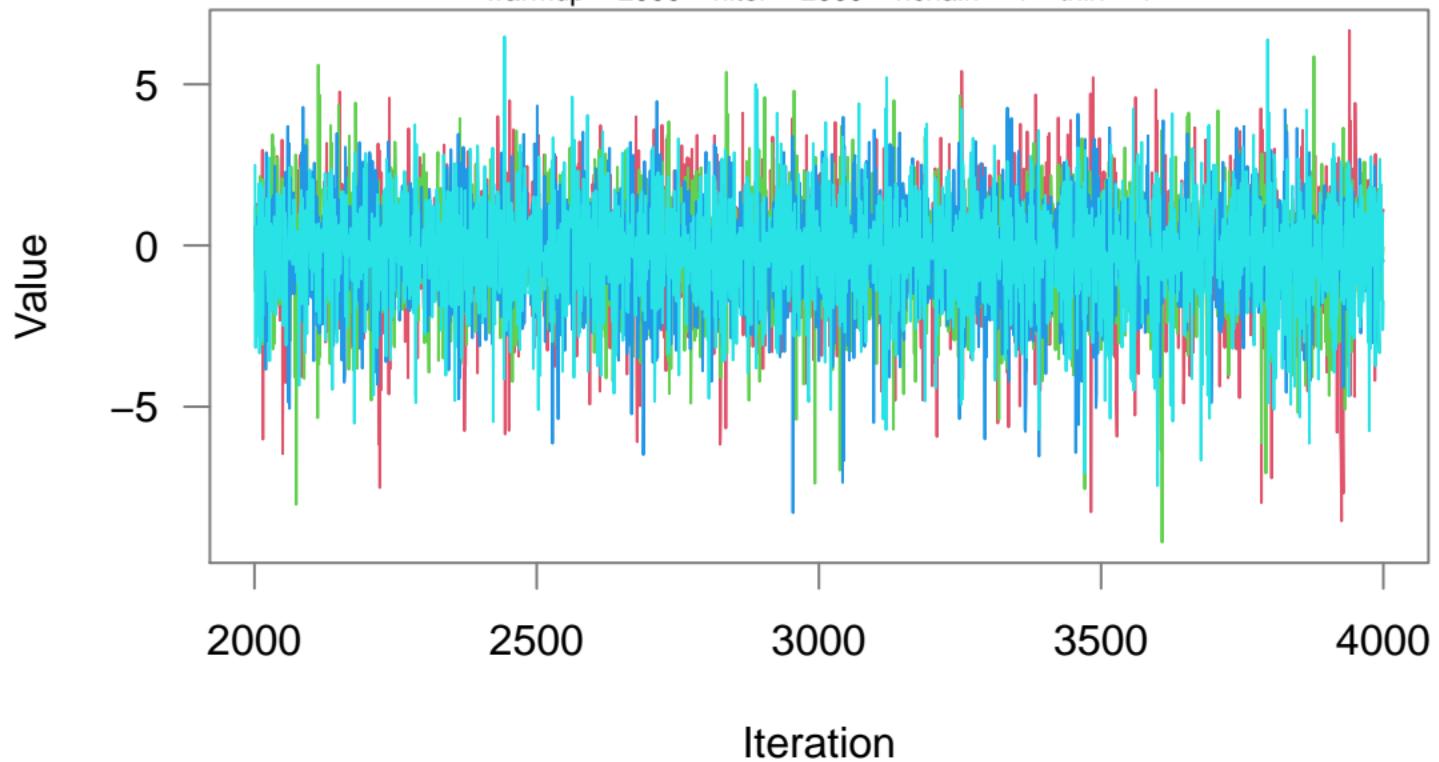
# r\_bay\_fac:site\_fac\_\_zi[Kiluida\_Kilu-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



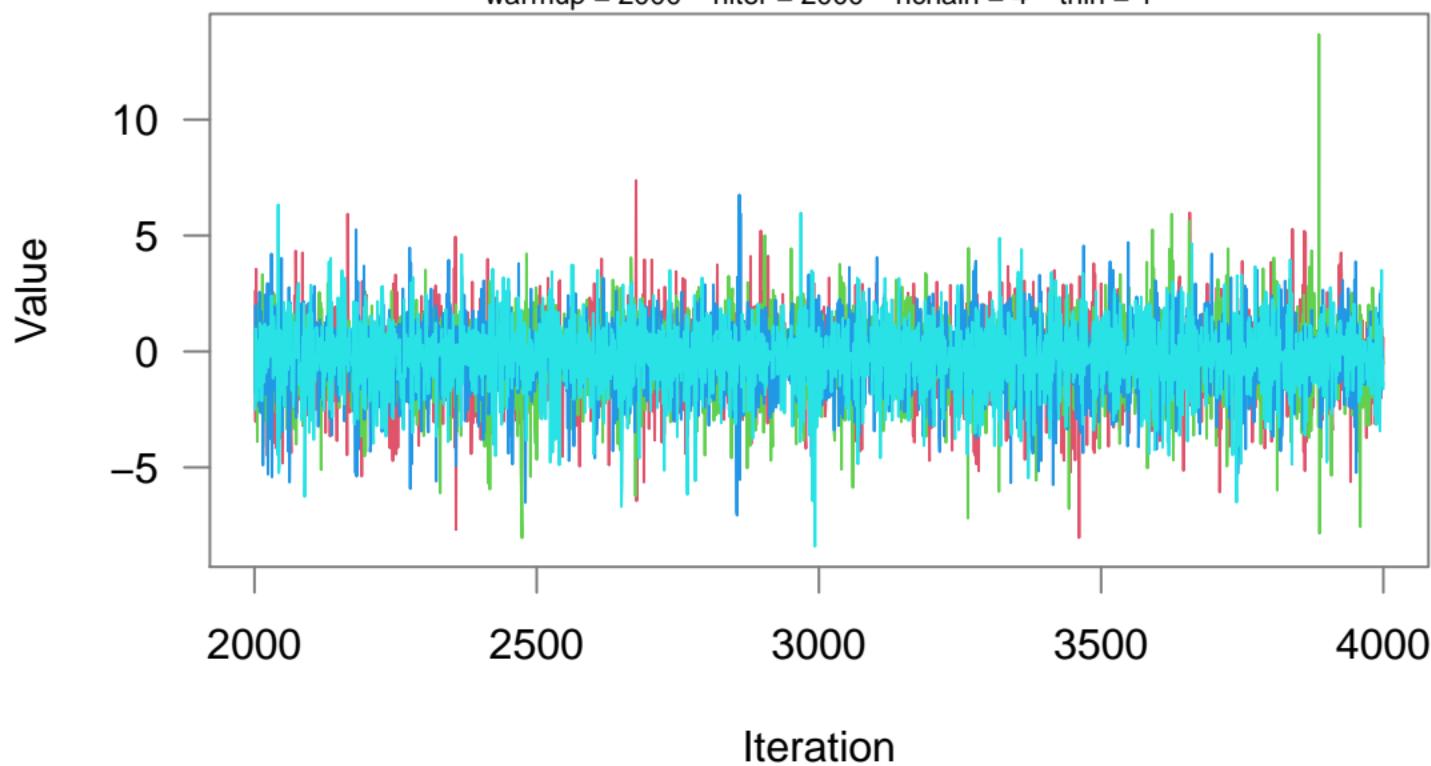
# r\_bay\_fac:site\_fac\_\_zi[Kiluida\_Kilu-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



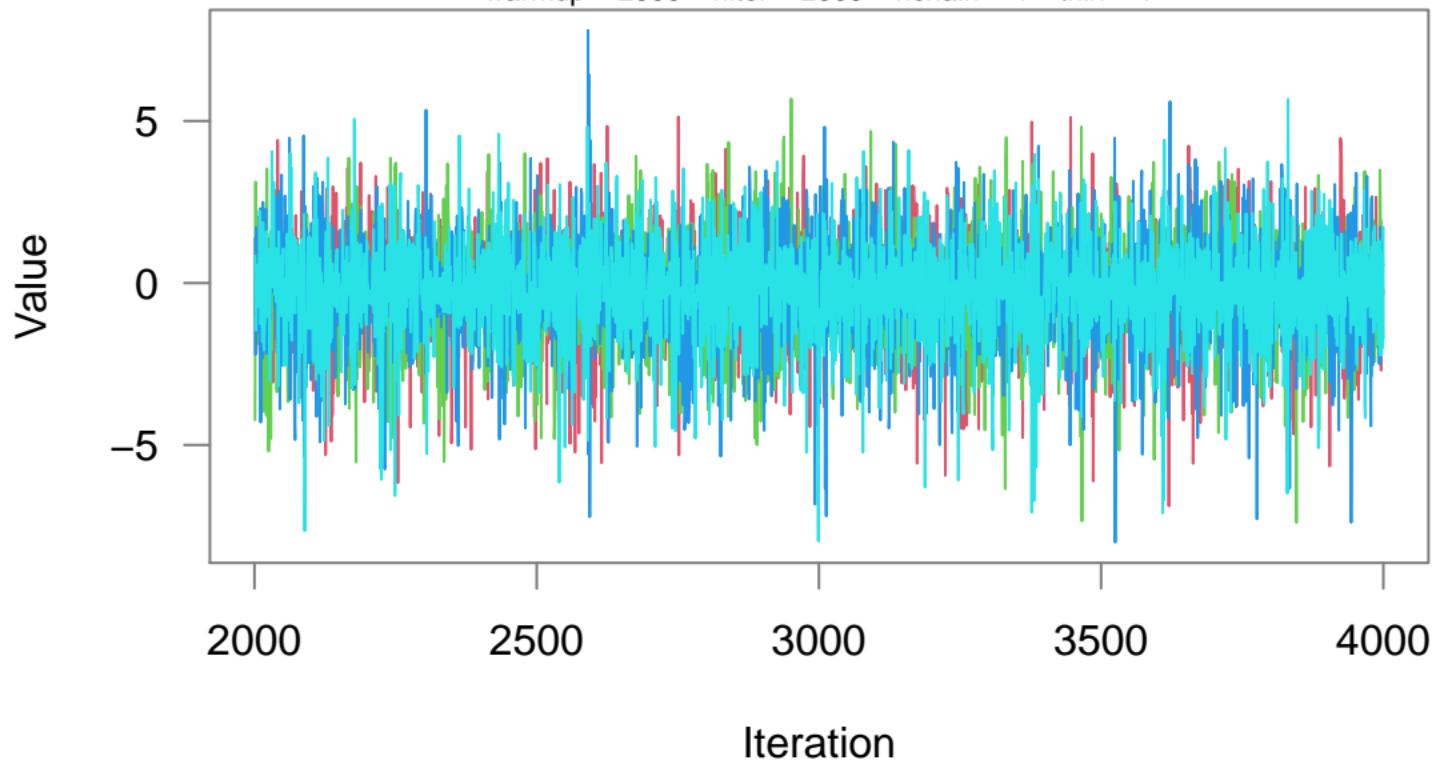
# r\_bay\_fac:site\_fac\_\_zi[Kiluida\_Kilu-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



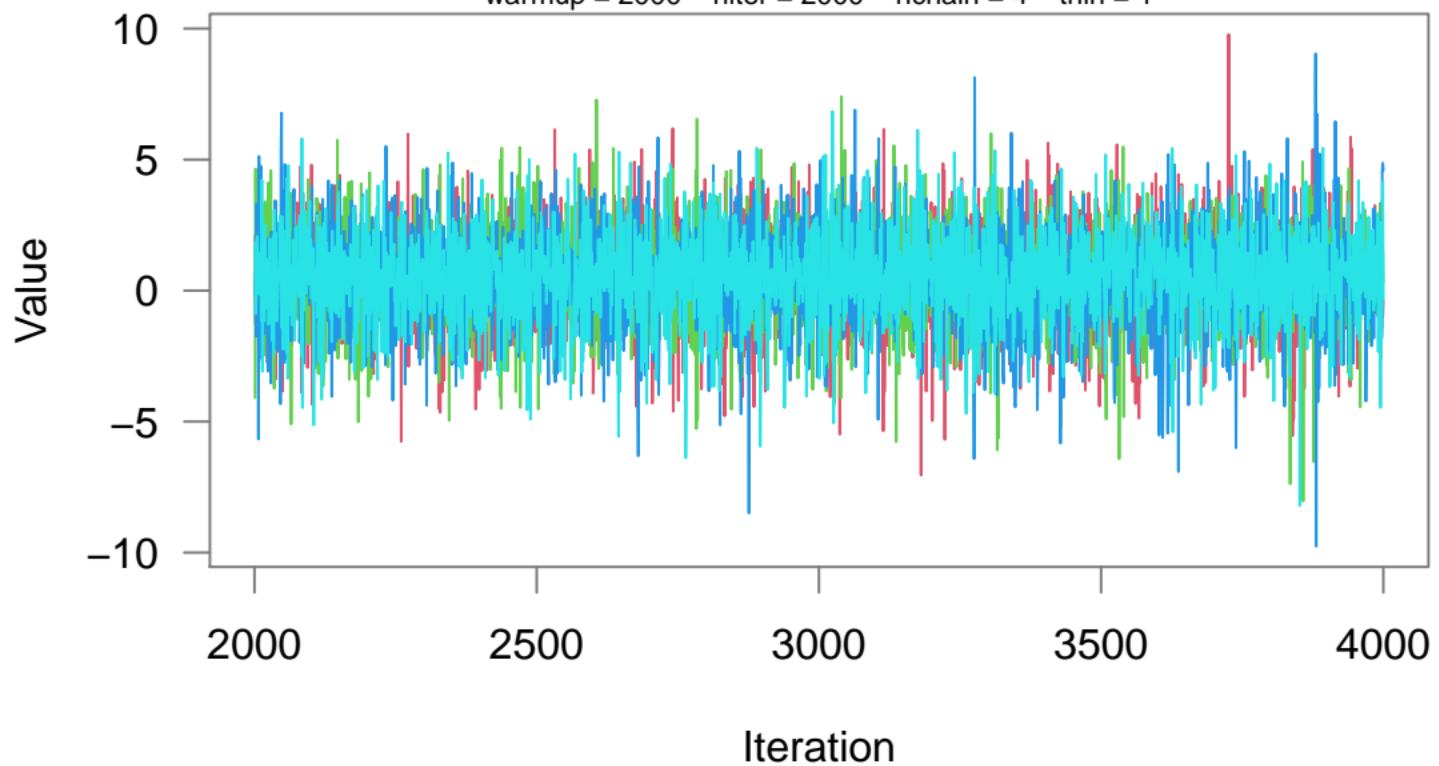
# r\_bay\_fac:site\_fac\_\_zi[Kiluida\_Kilu-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



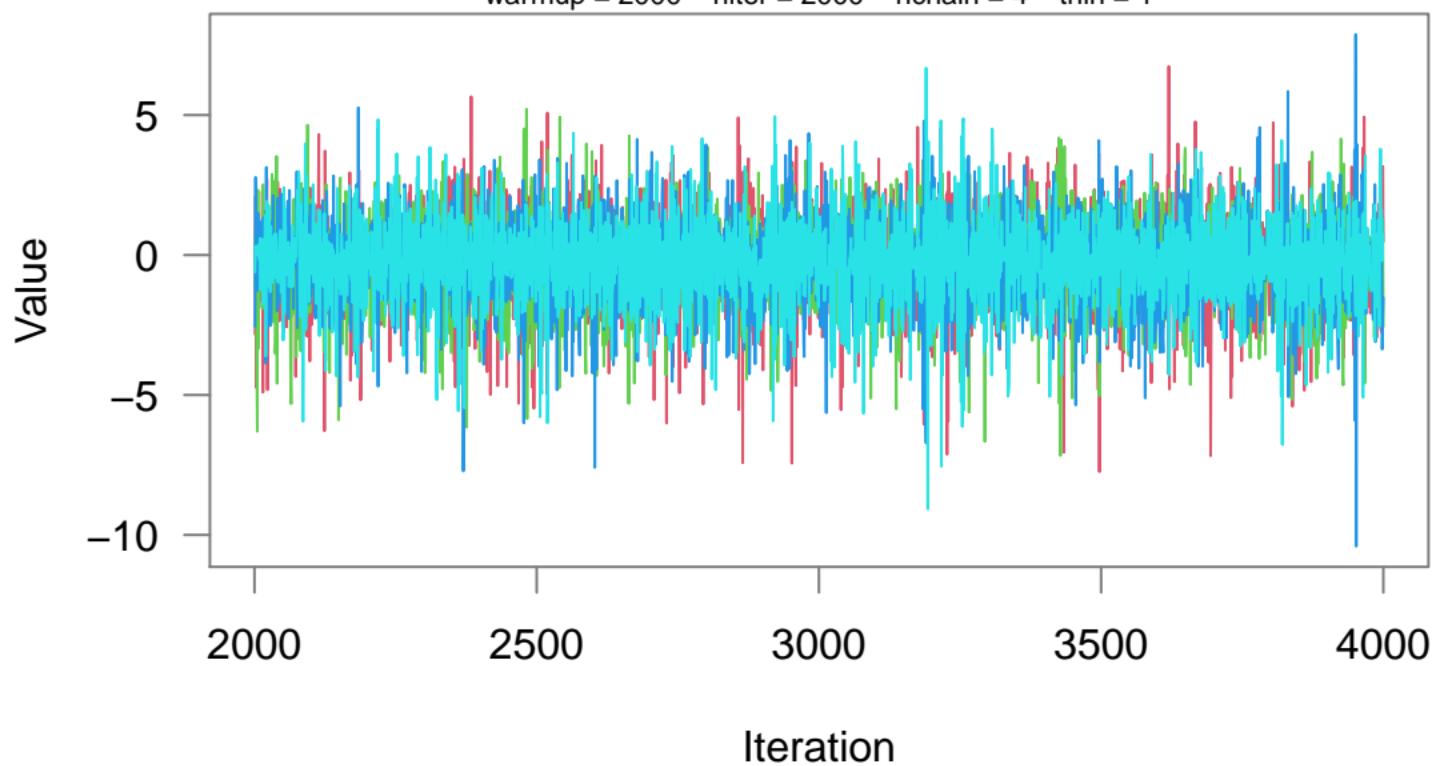
# r\_bay\_fac:site\_fac\_\_zi[Kiluida\_Kilu-6,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



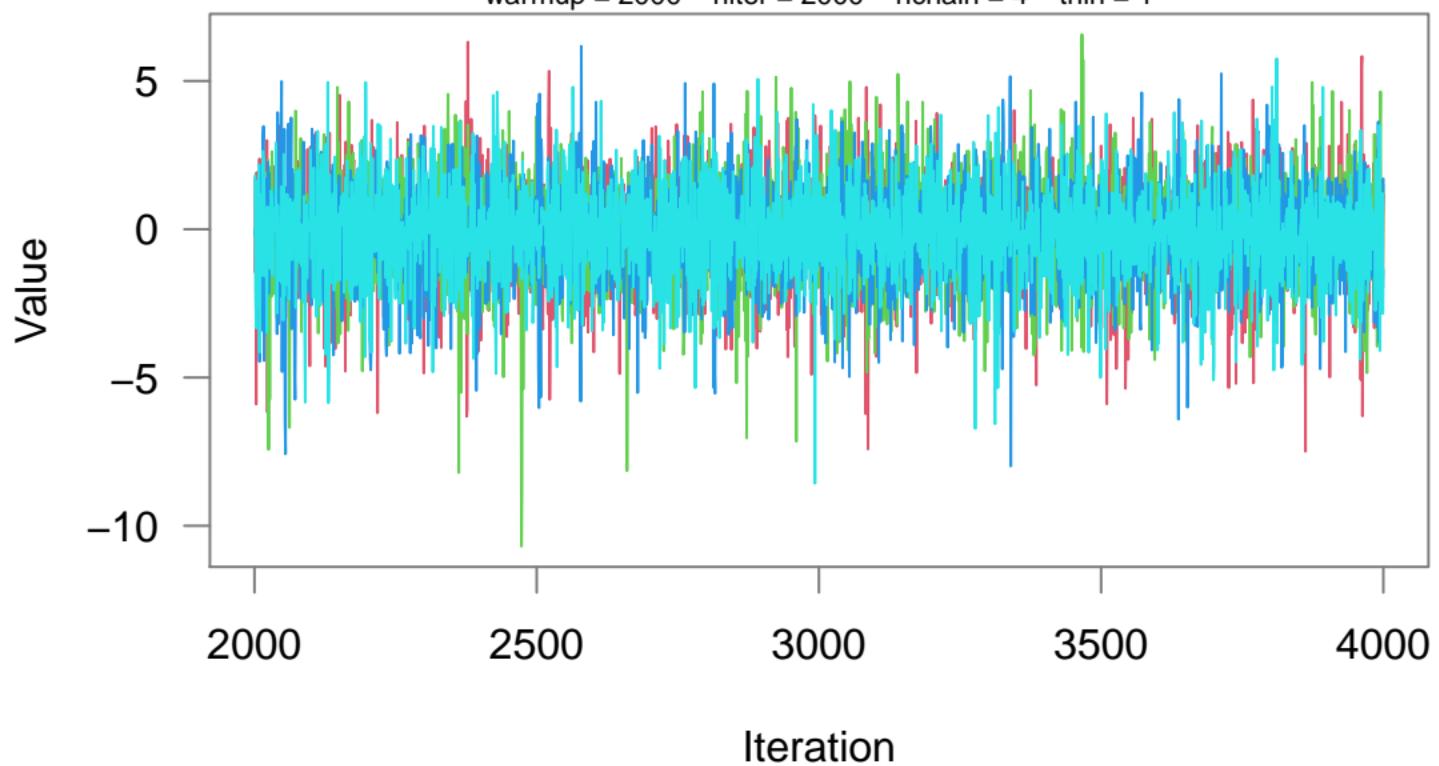
# r\_bay\_fac:site\_fac\_\_zi[Kiluida\_Kilu-7,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



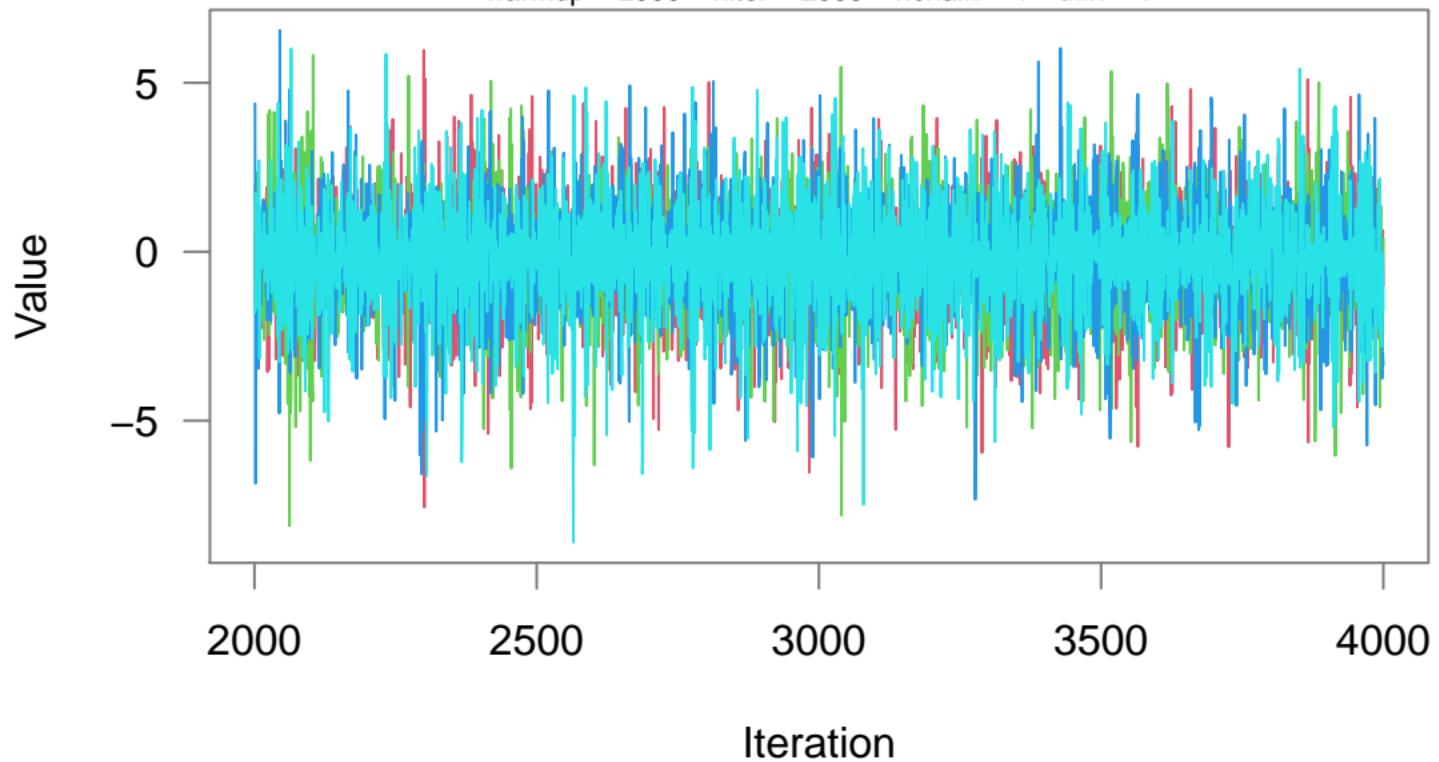
# r\_bay\_fac:site\_fac\_\_zi[Kiluida\_Kilu-8,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



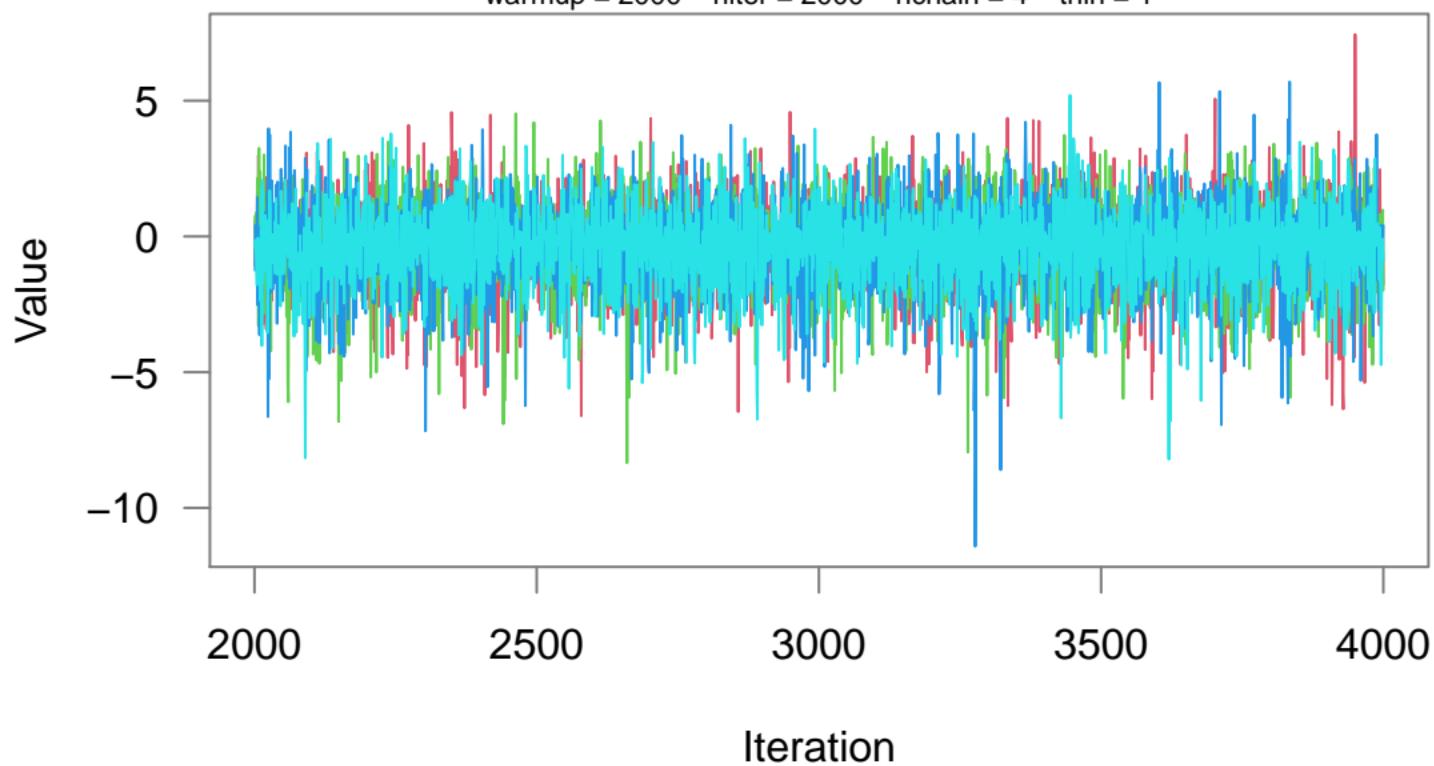
# r\_bay\_fac:site\_fac\_\_zi[Kiluida\_Kilu-9,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



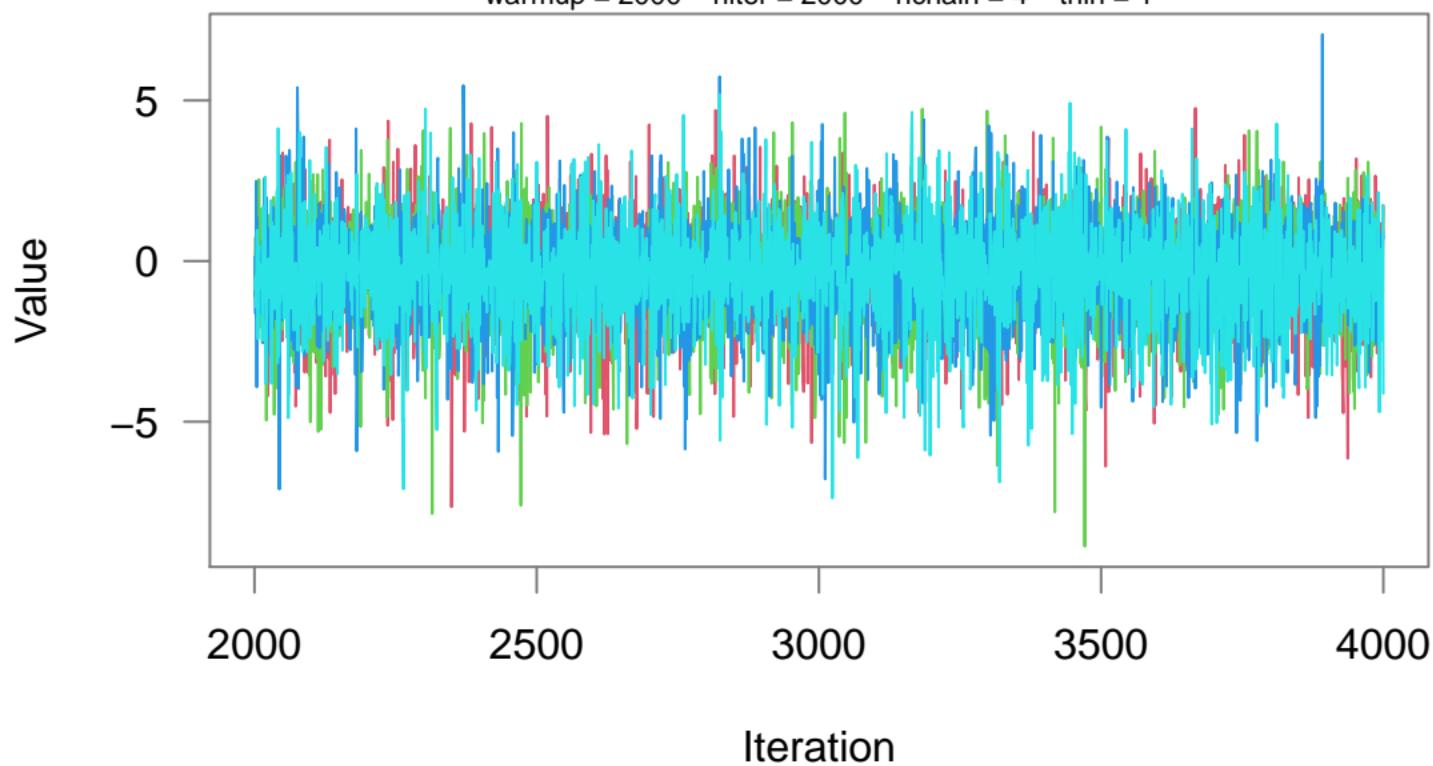
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



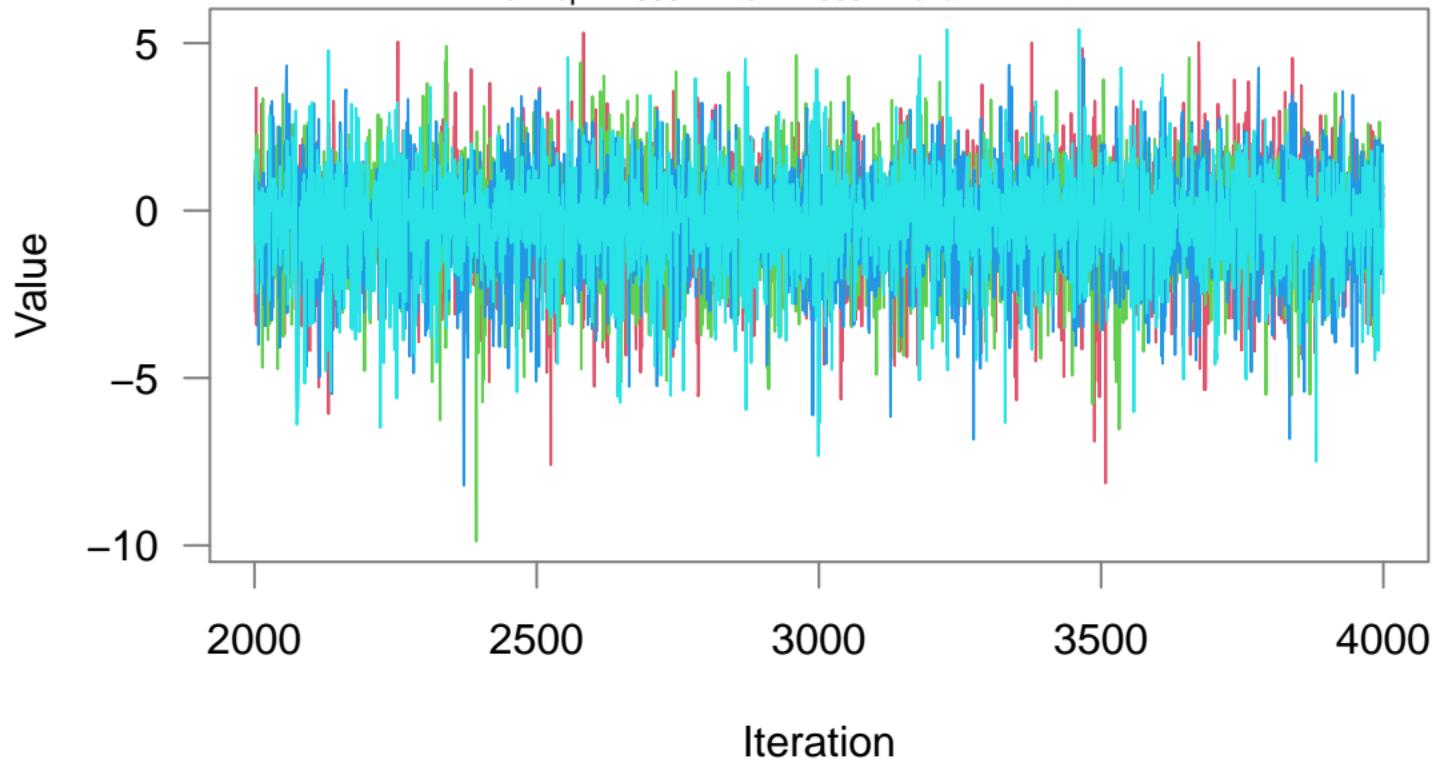
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



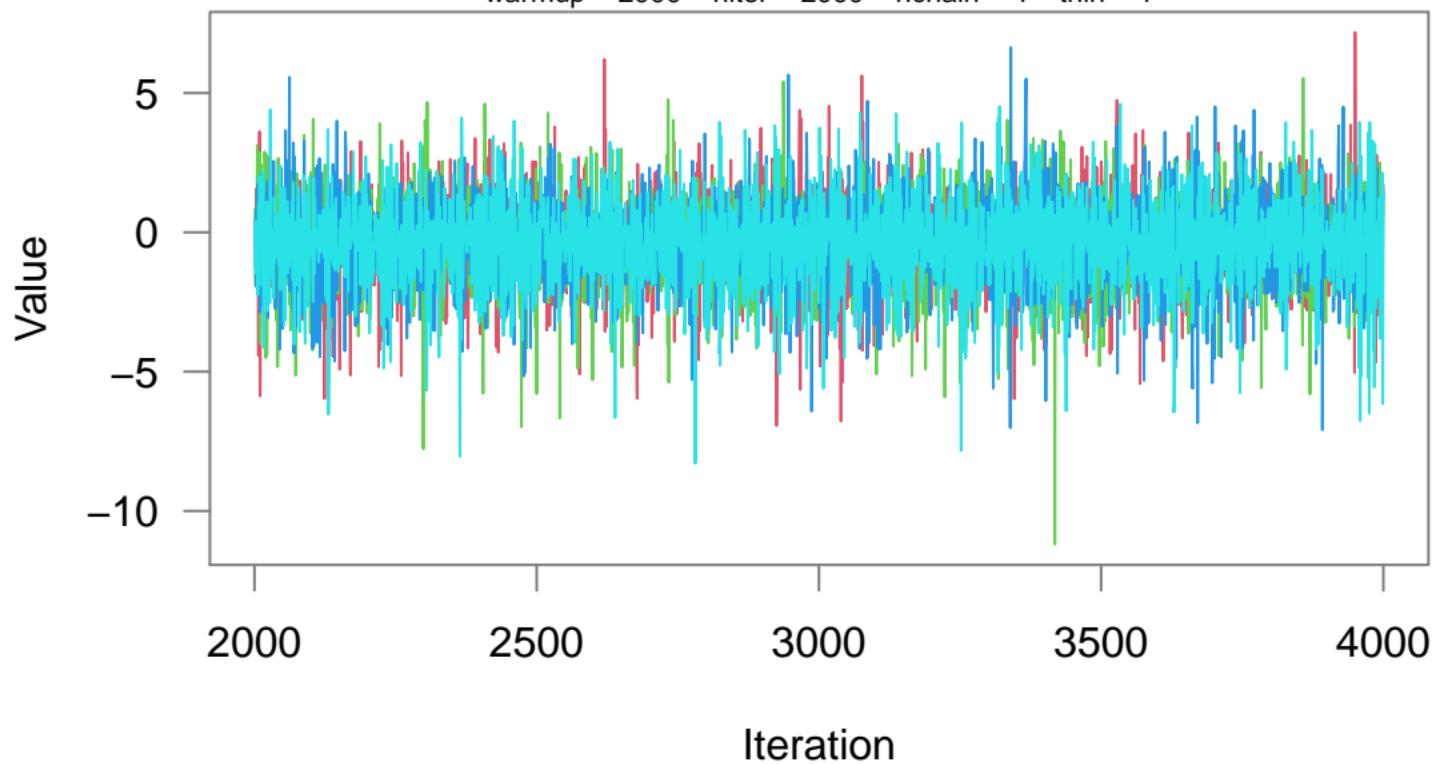
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



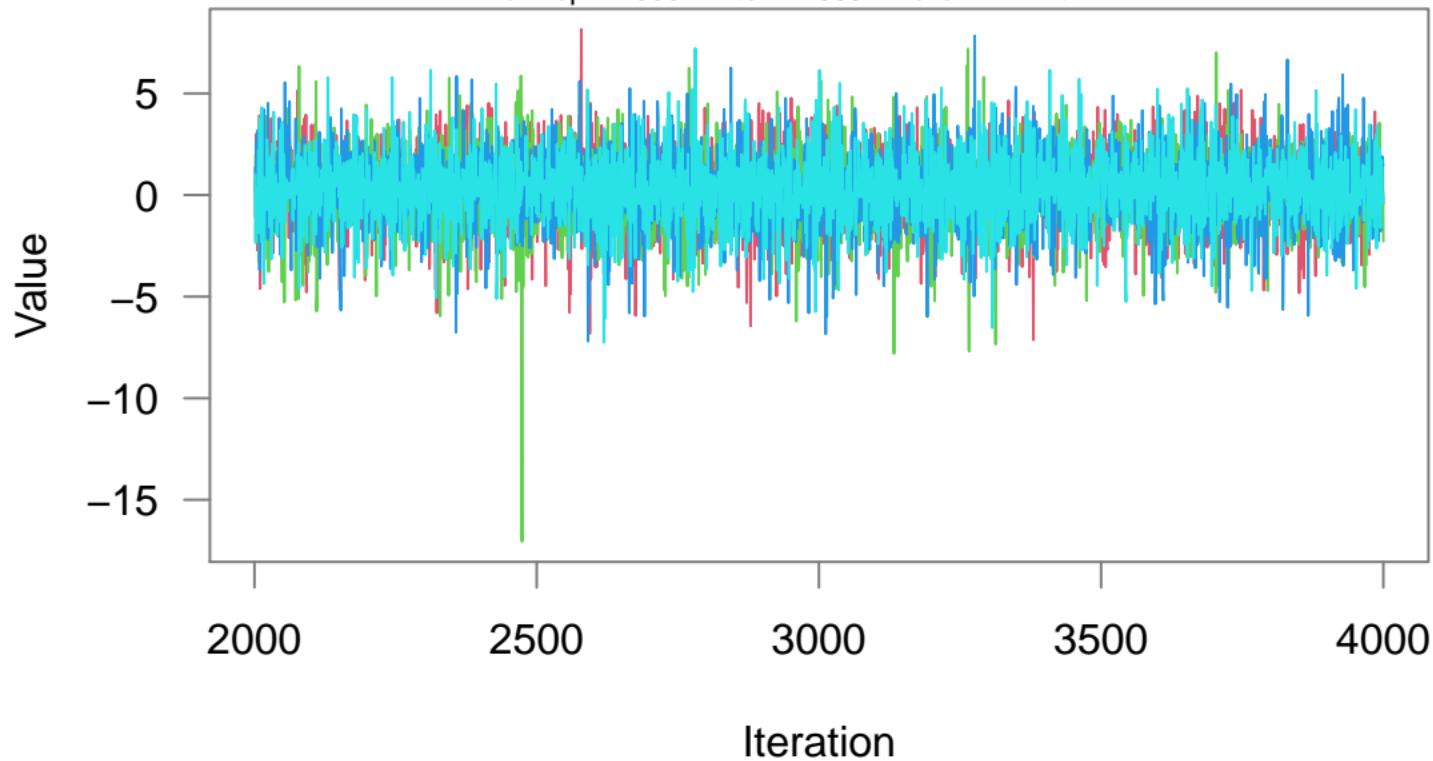
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



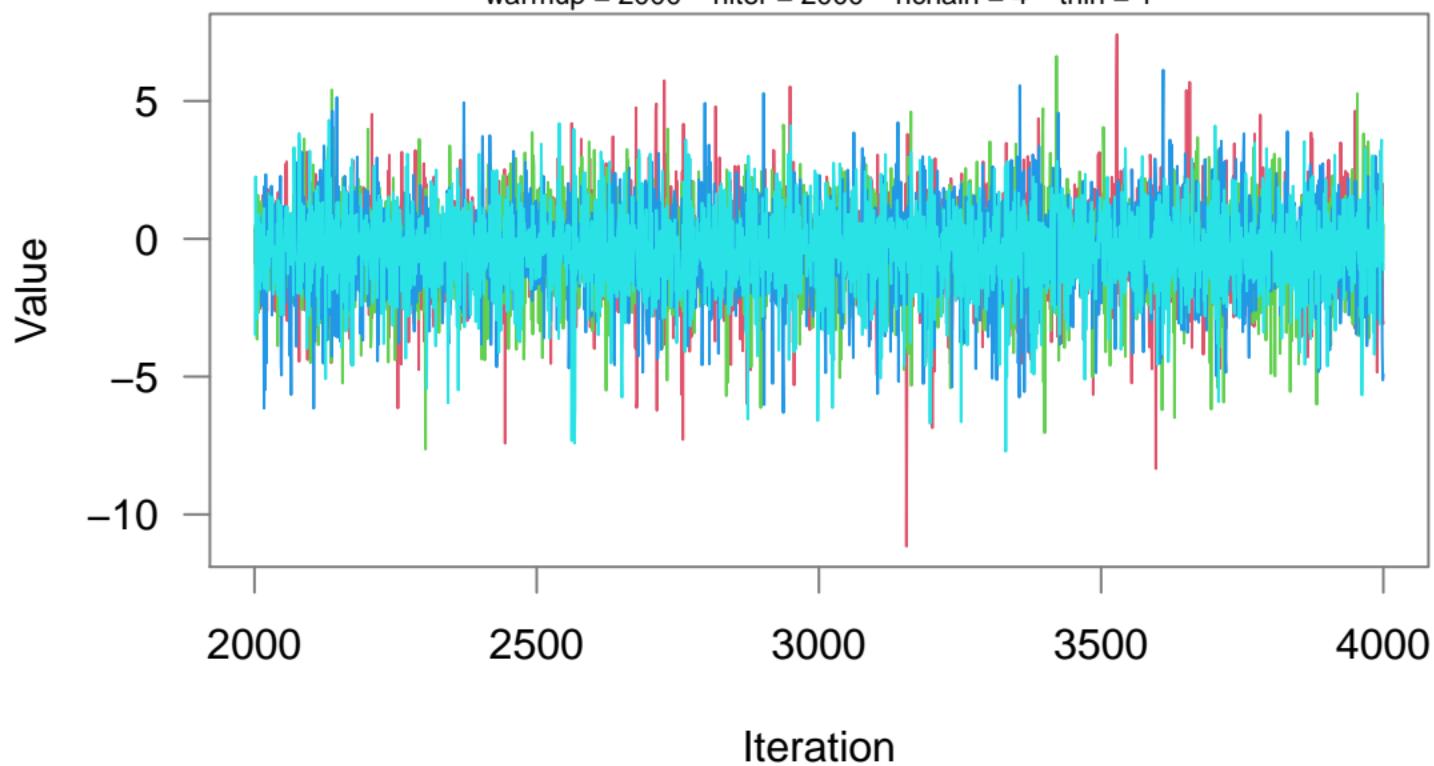
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



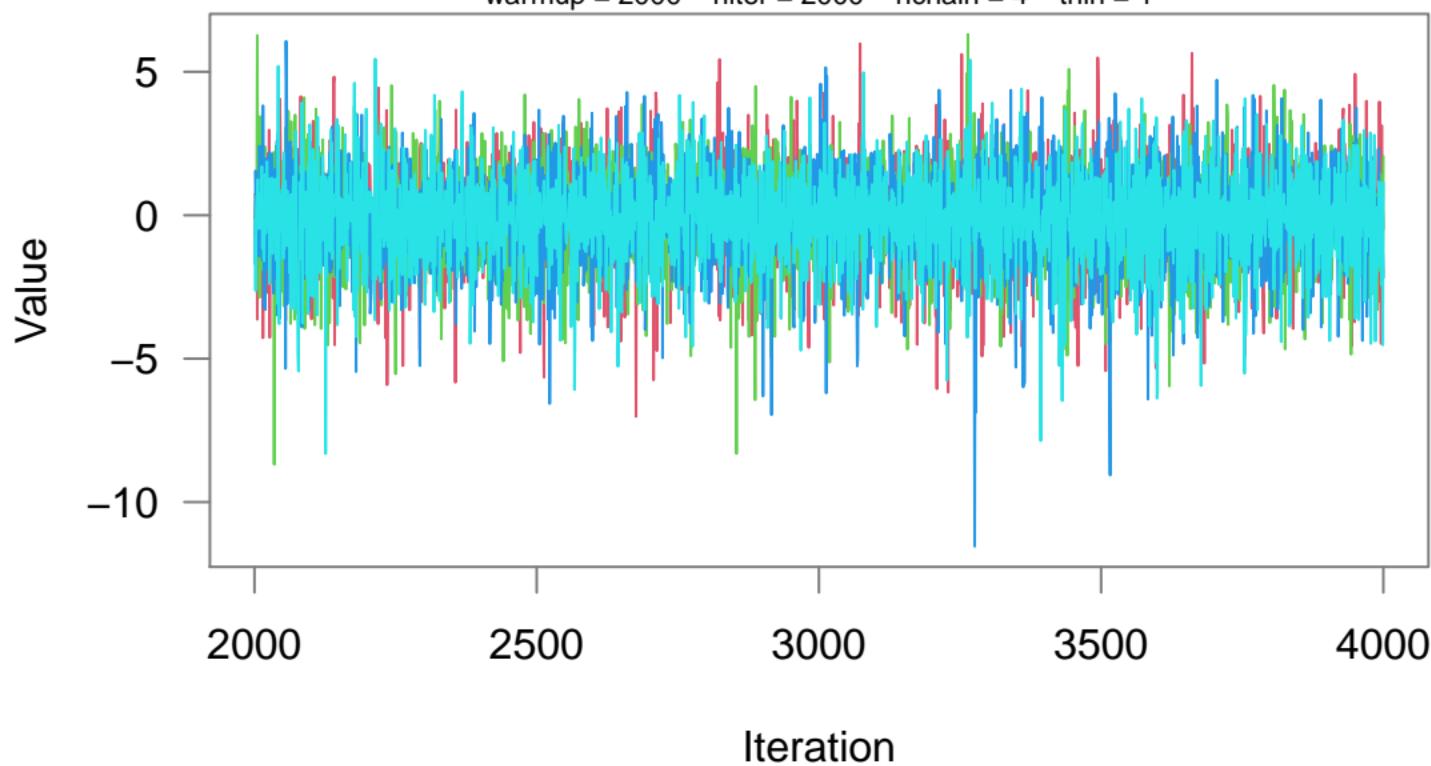
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-6,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



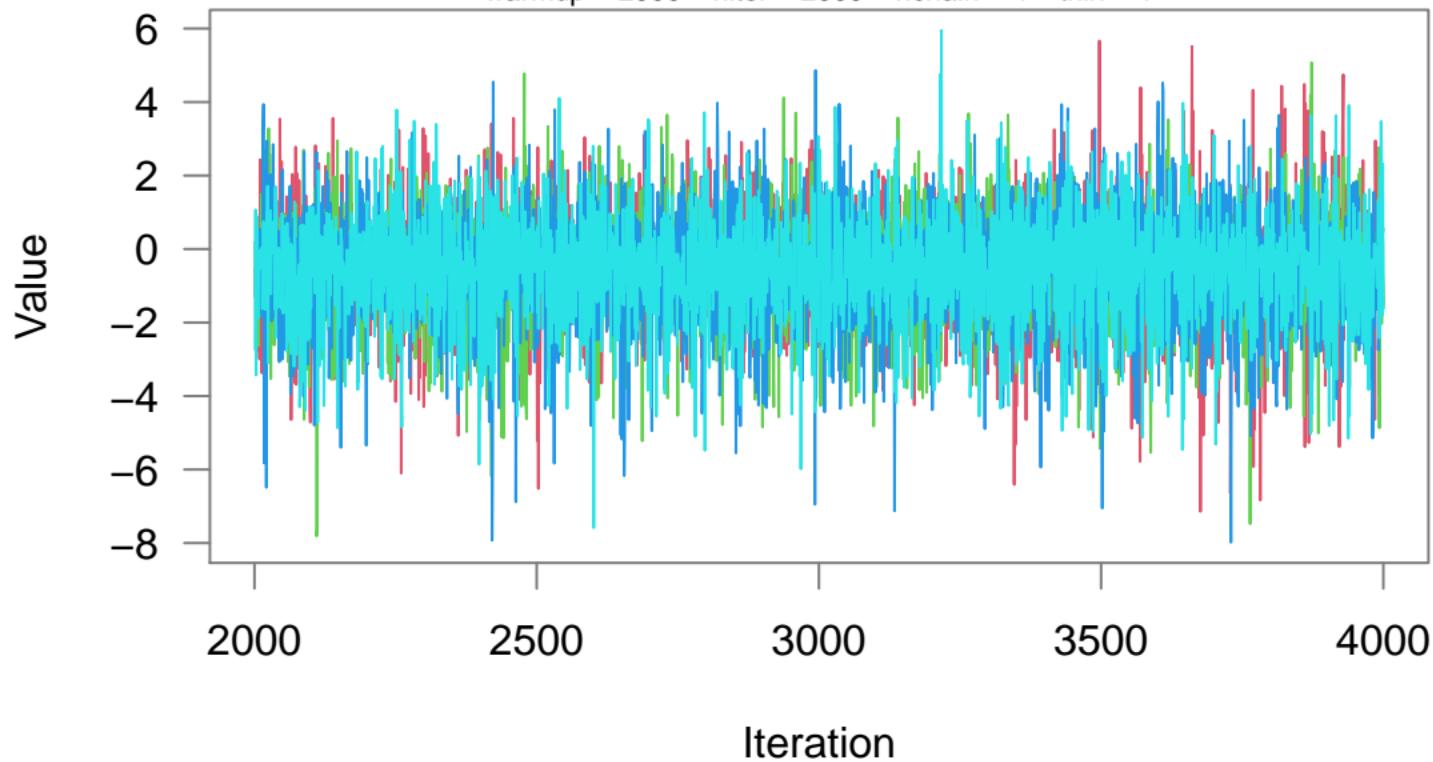
# r\_bay\_fac:site\_fac\_zi[Port.Wrangell\_PW-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

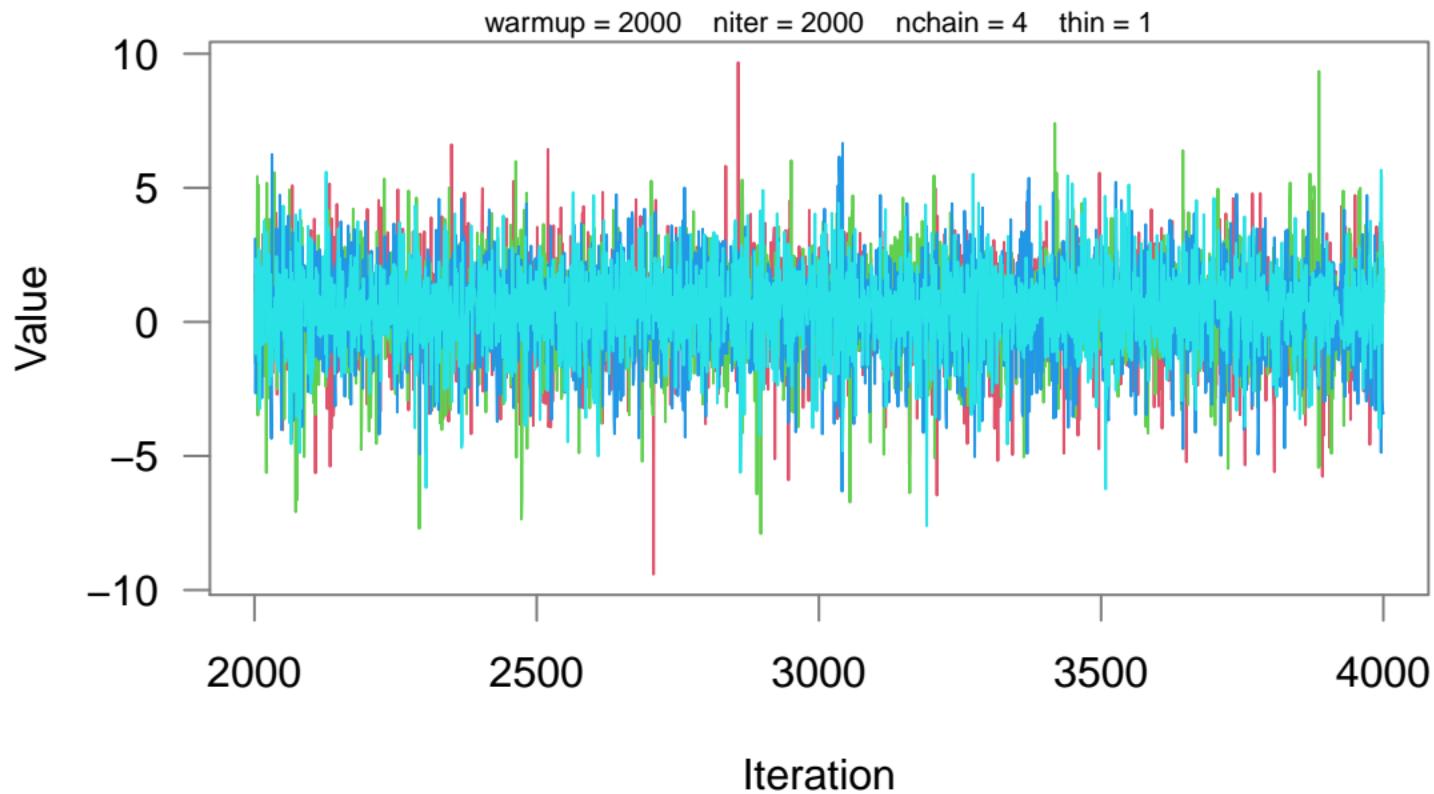


# r\_bay\_fac:site\_fac\_zi[Port.Wrangell\_PW-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1

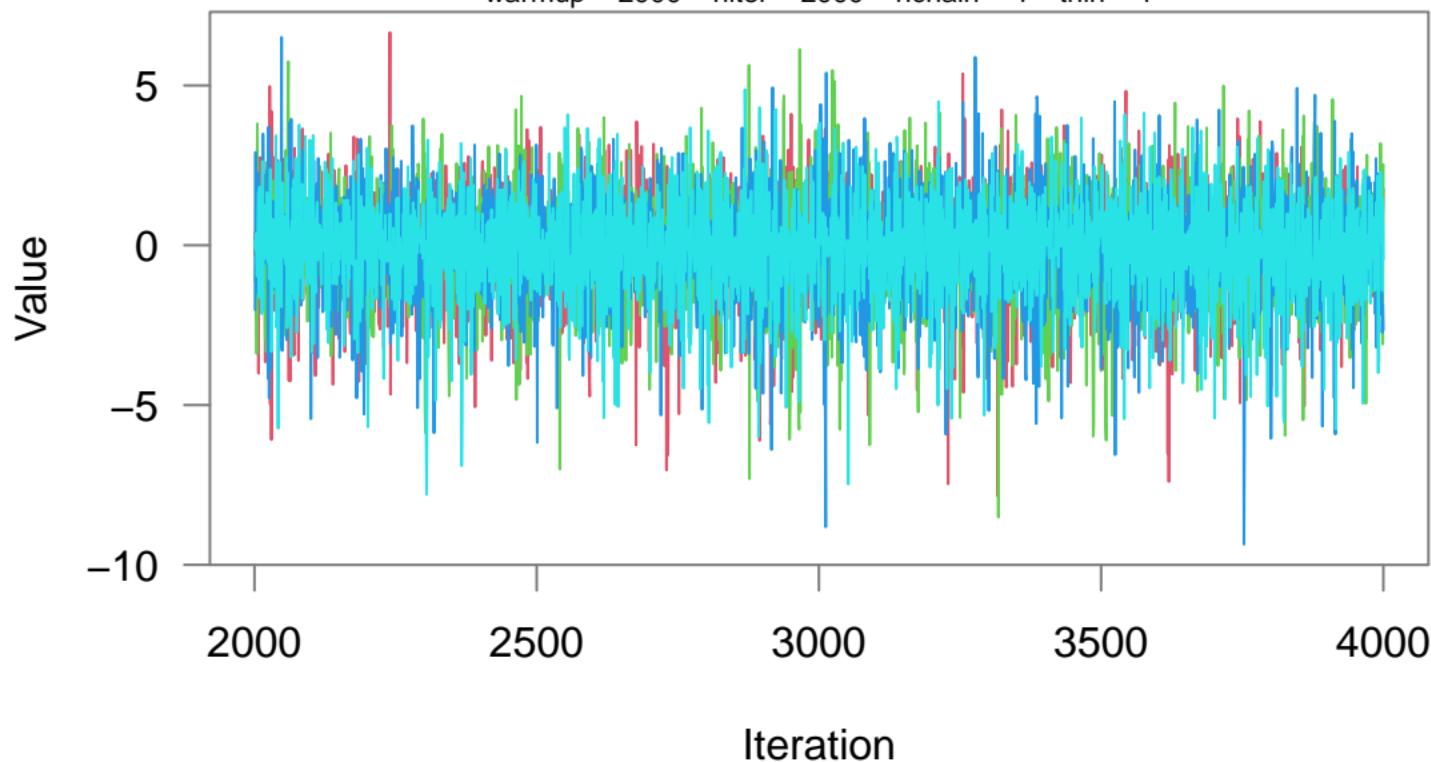


# r\_bay\_fac:site\_fac\_zi[Port.Wrangell\_PW-3,Intercept]



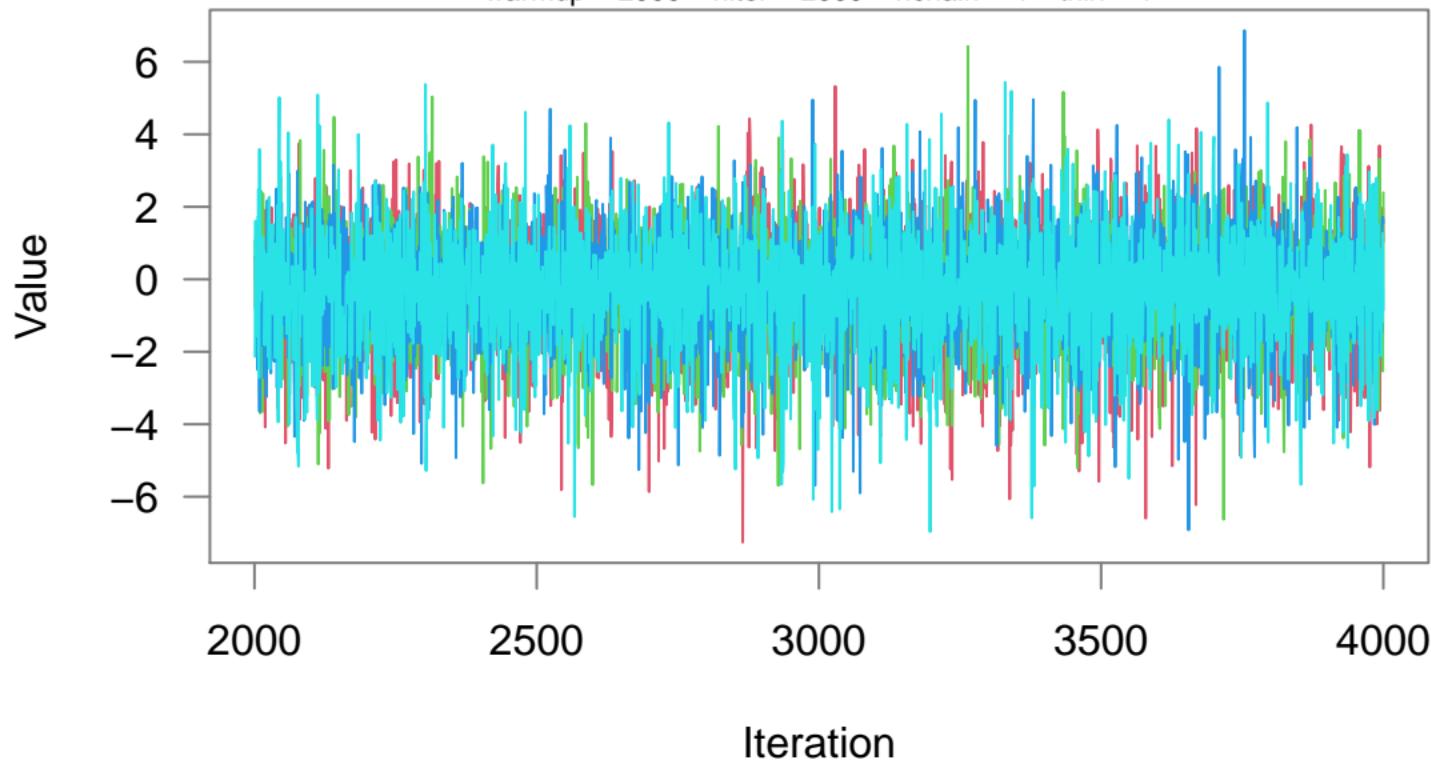
# r\_bay\_fac:site\_fac\_zi[Port.Wrangell\_PW-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



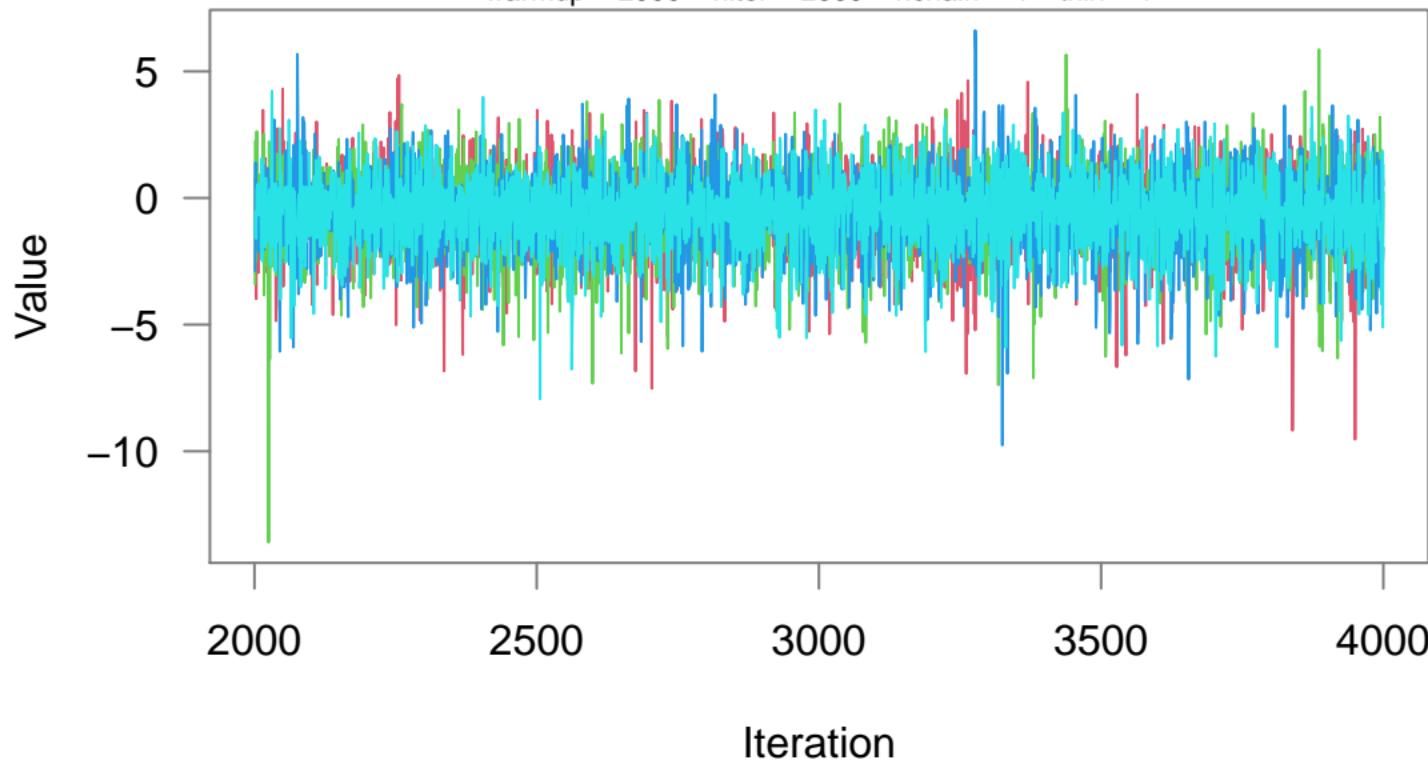
# r\_bay\_fac:site\_fac\_\_zi[Rodman.Reach\_RR-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



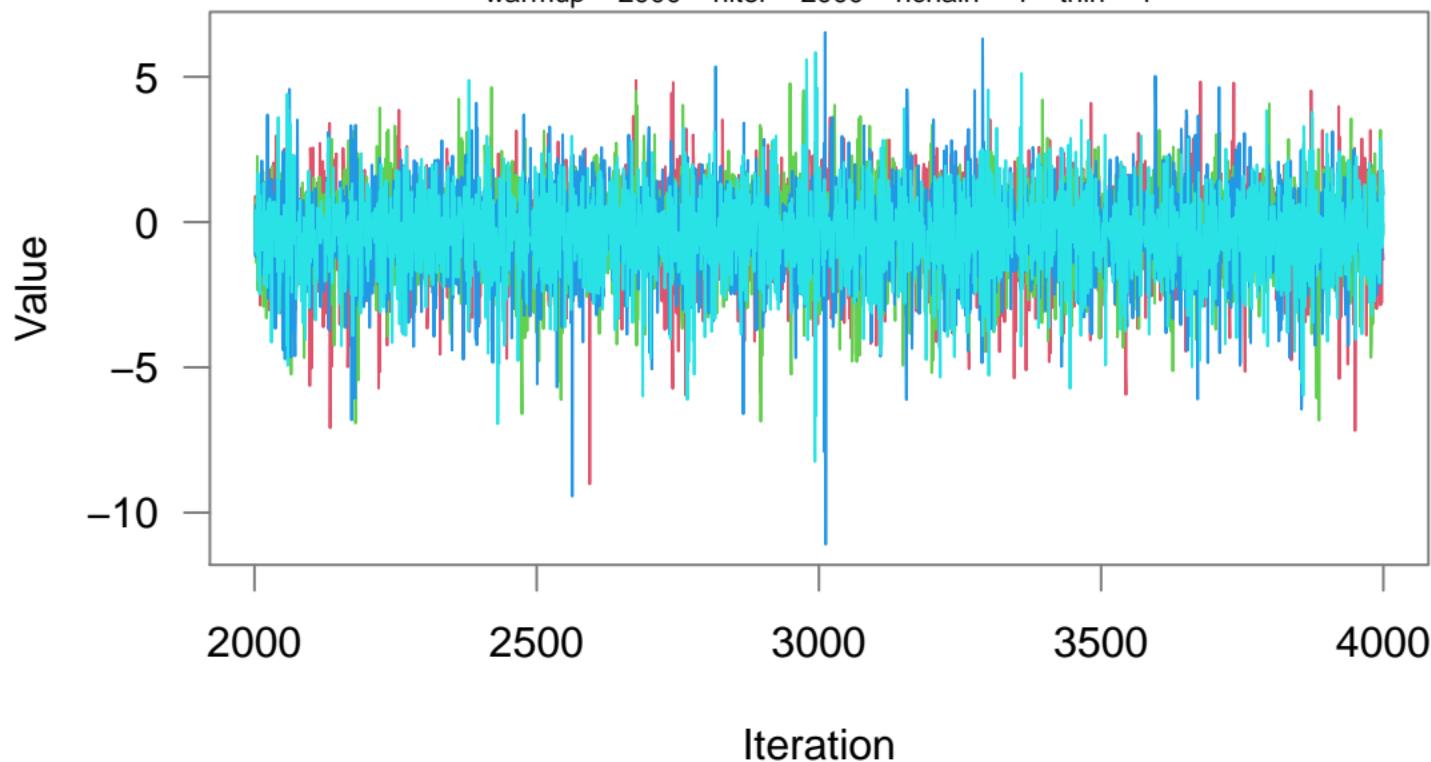
# r\_bay\_fac:site\_fac\_\_zi[Rodman.Reach\_RR-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



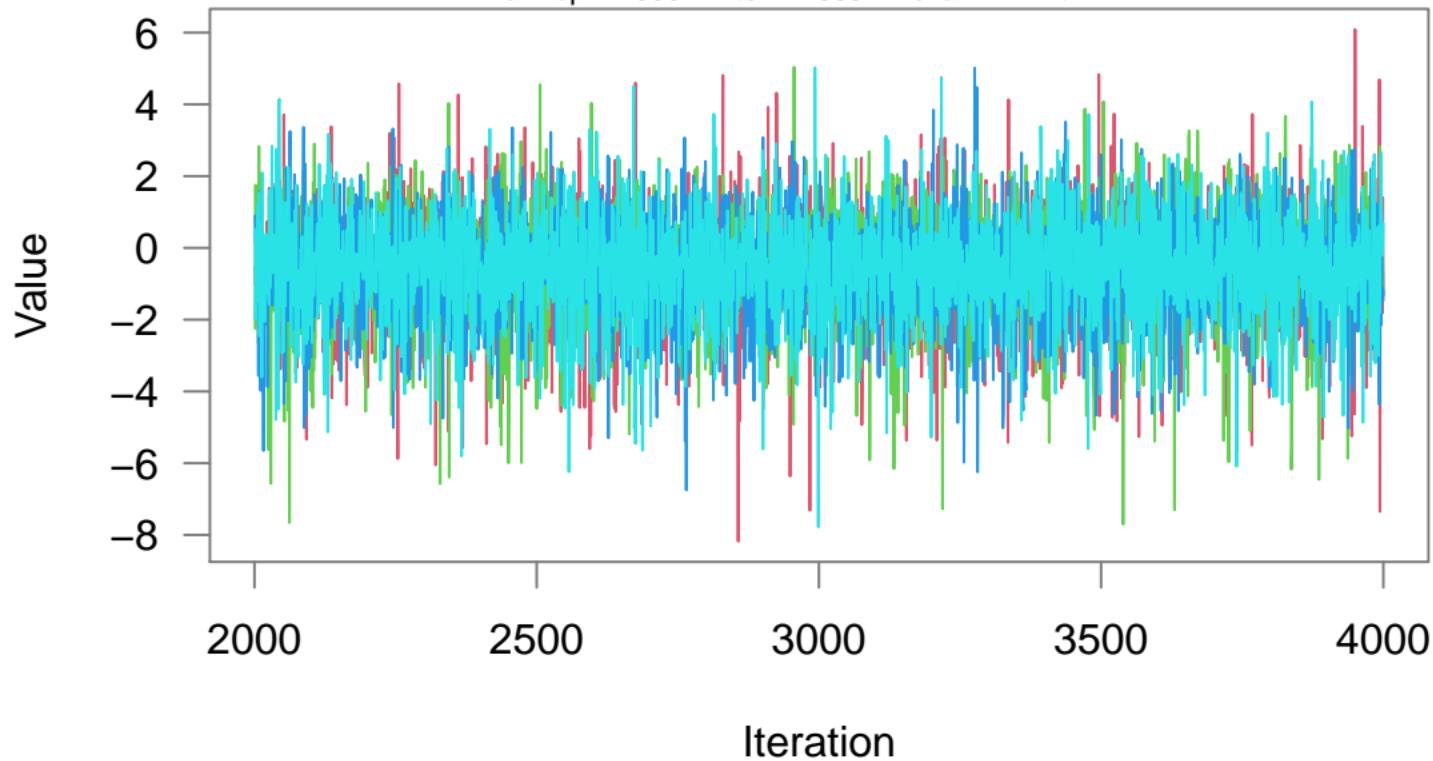
# r\_bay\_fac:site\_fac\_\_zi[Rodman.Reach\_RR-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



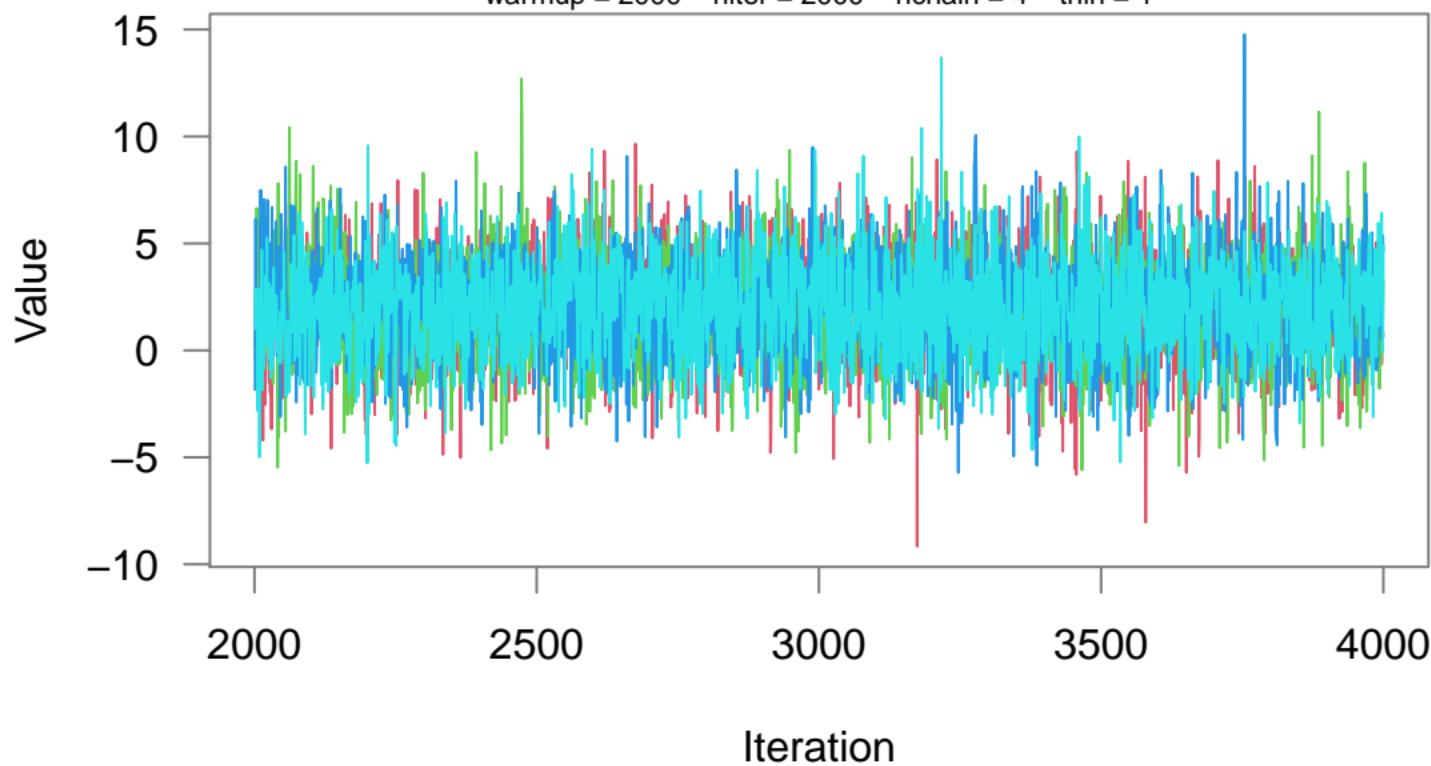
# r\_bay\_fac:site\_fac\_\_zi[Rodman.Reach\_RR-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



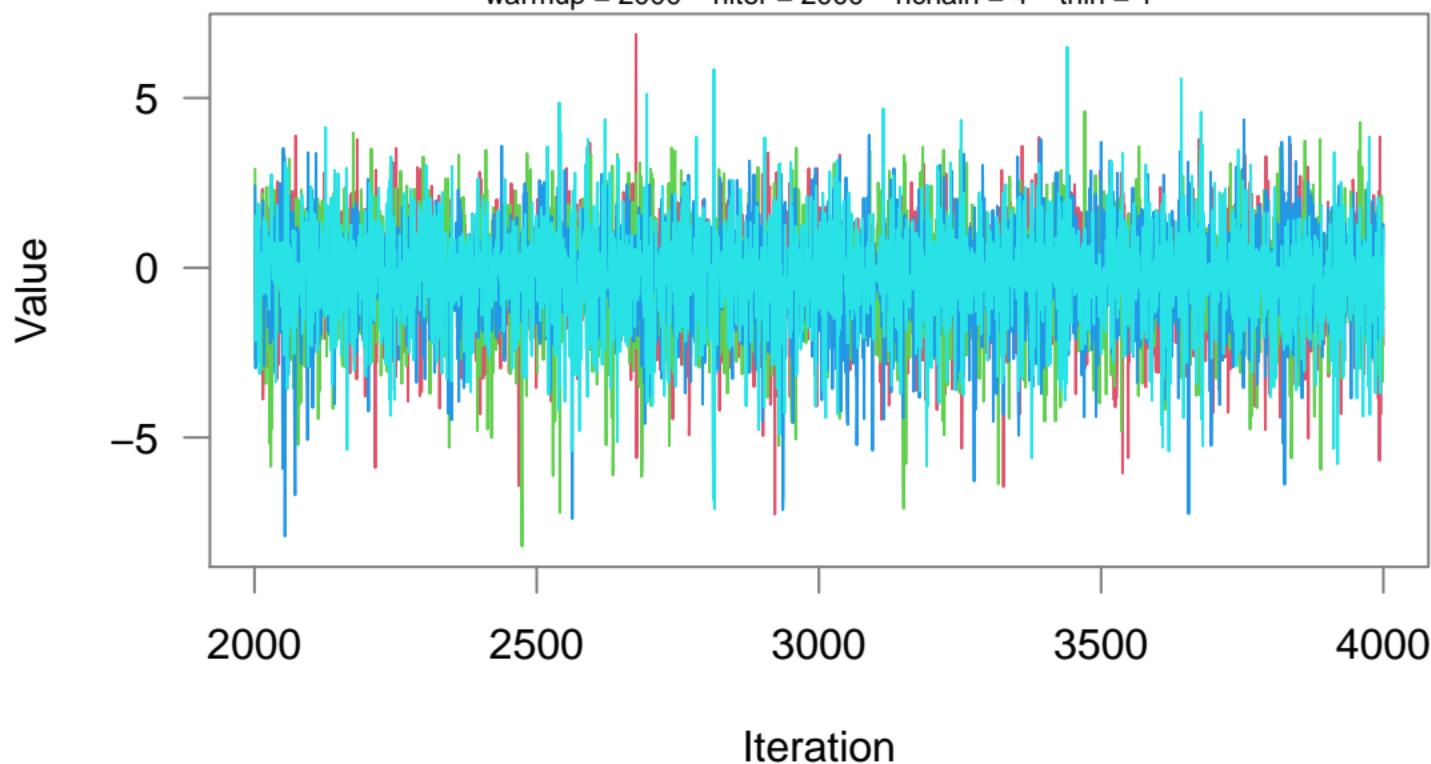
# r\_bay\_fac:site\_fac\_\_zi[Rodman.Reach\_RR-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



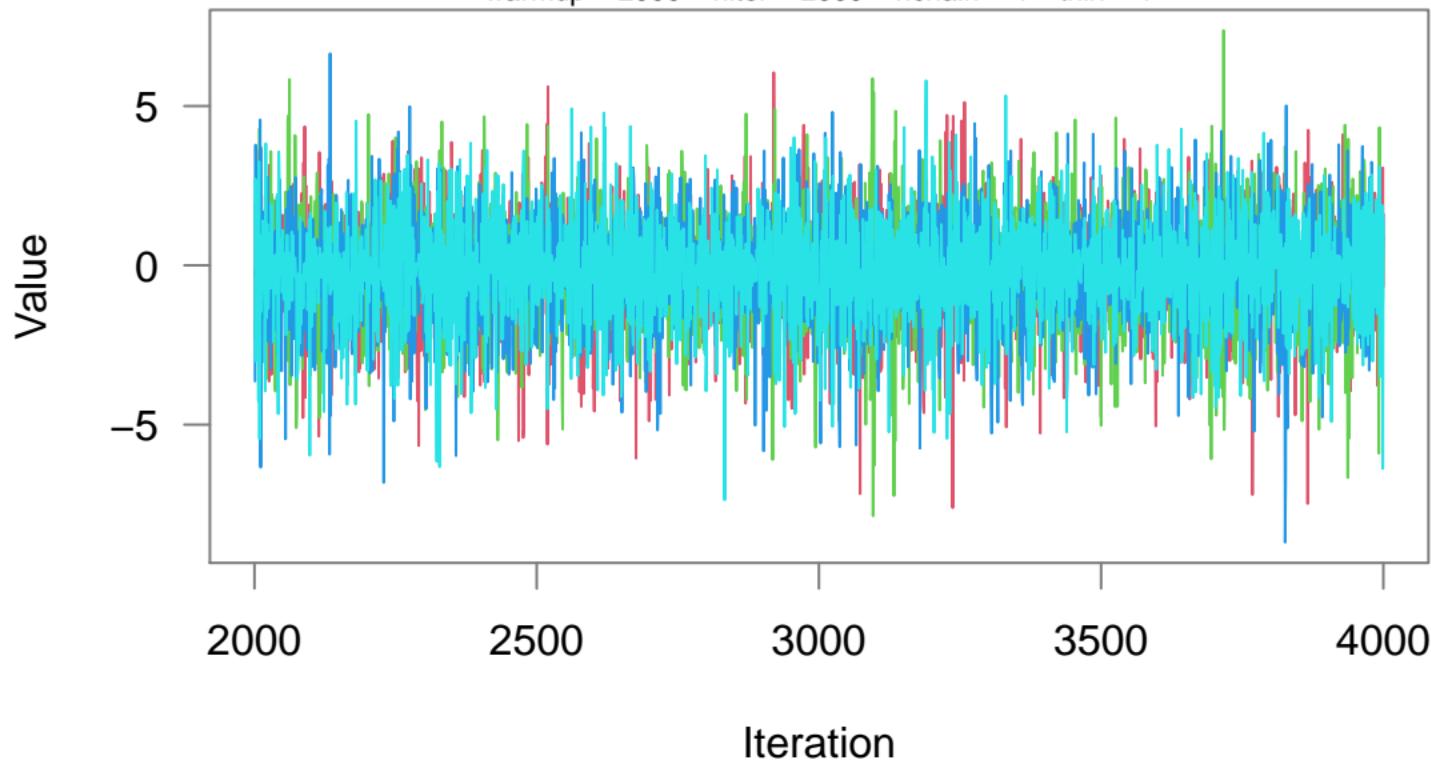
# r\_bay\_fac:site\_fac\_\_zi[Rodman.Reach\_RR-6,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



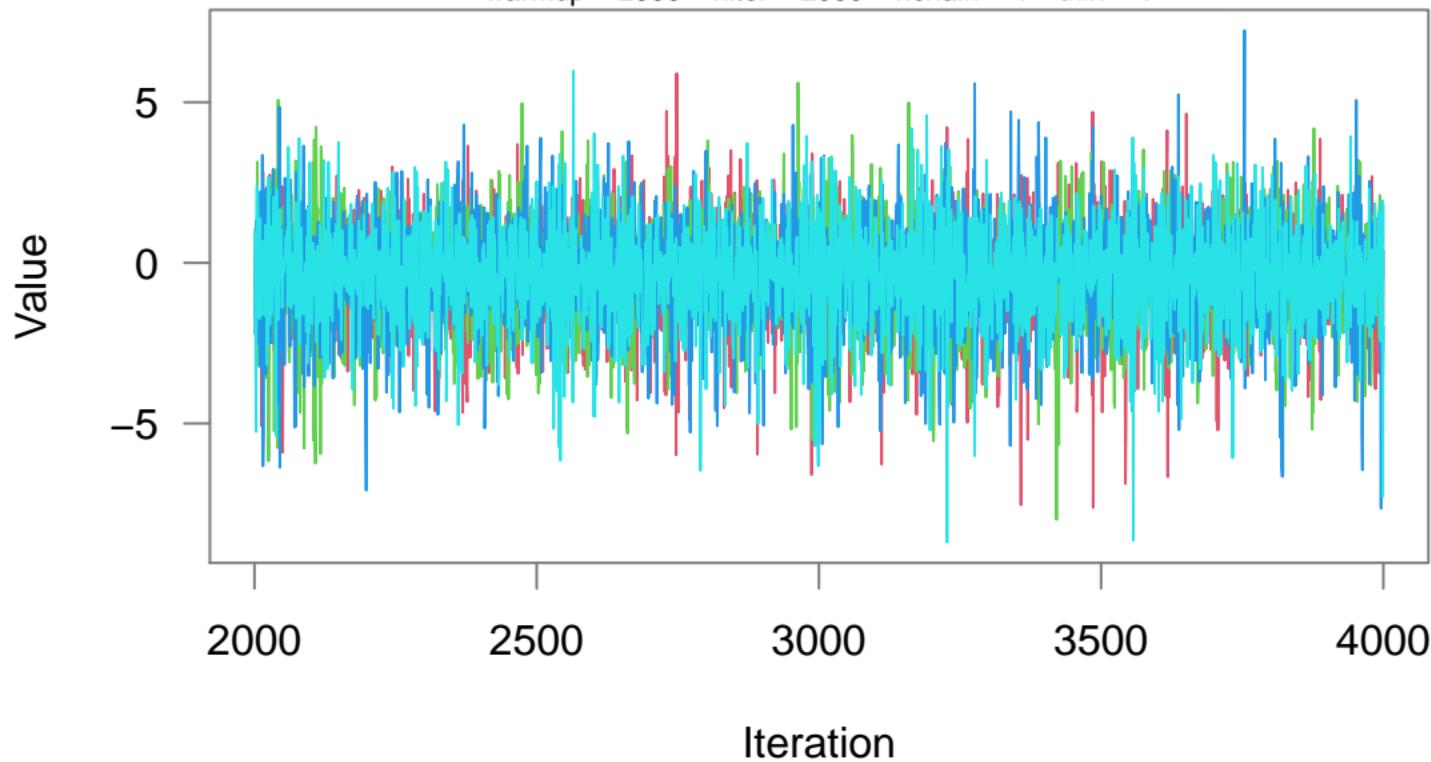
# r\_bay\_fac:site\_fac\_\_zi[Sand.Point\_Sand-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



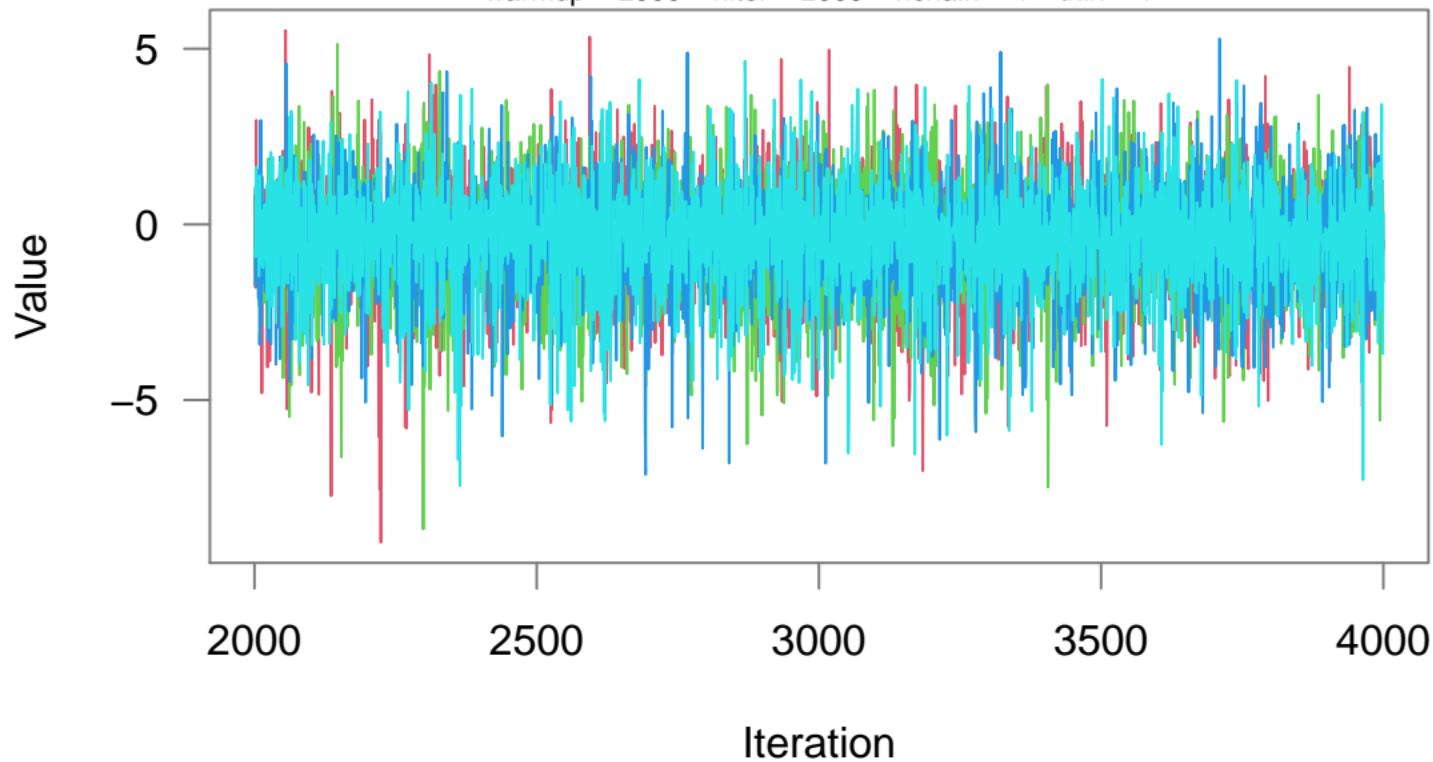
# r\_bay\_fac:site\_fac\_\_zi[Sand.Point\_Sand-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



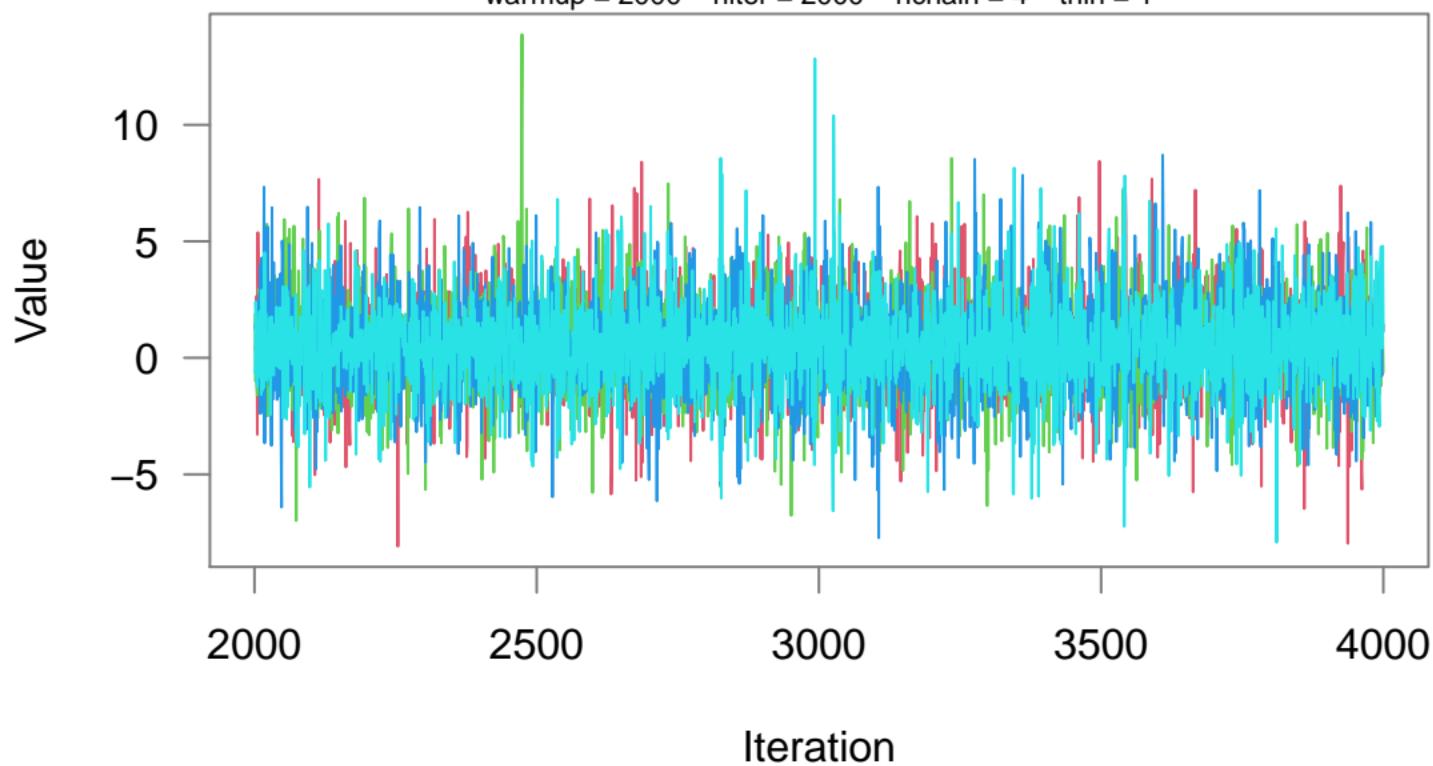
# r\_bay\_fac:site\_fac\_\_zi[Sand.Point\_Sand-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



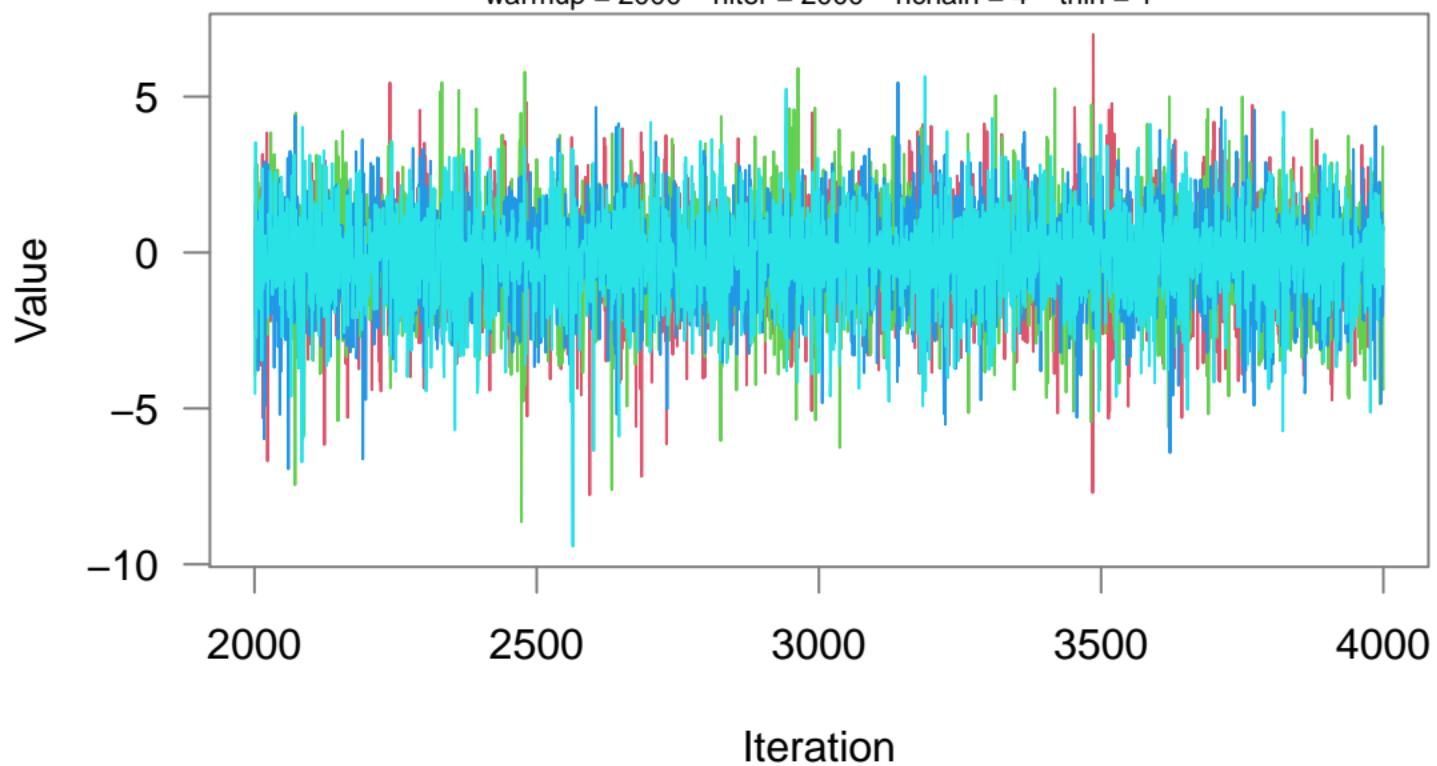
# r\_bay\_fac:site\_fac\_\_zi[Ugak\_Ugak-1,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



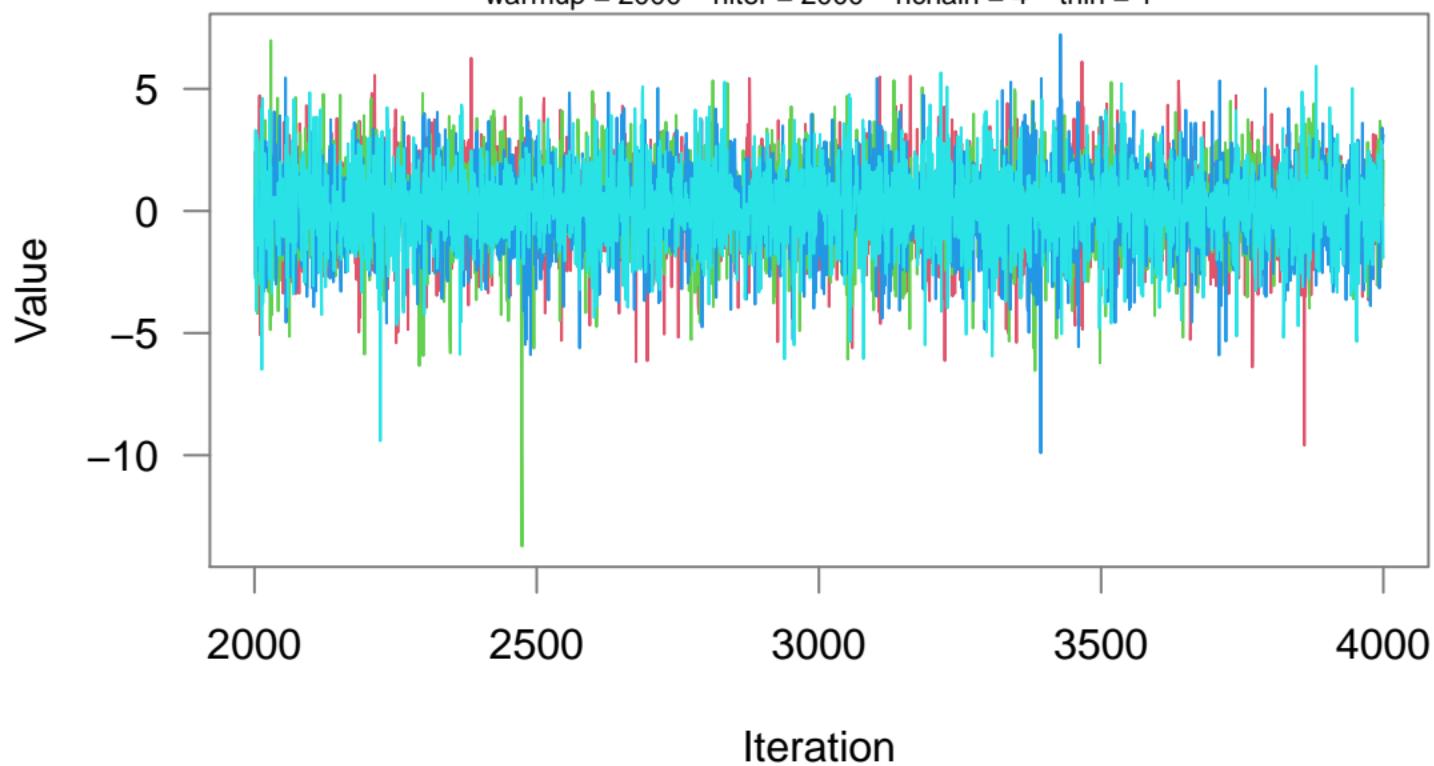
# r\_bay\_fac:site\_fac\_\_zi[Ugak\_Ugak-2,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



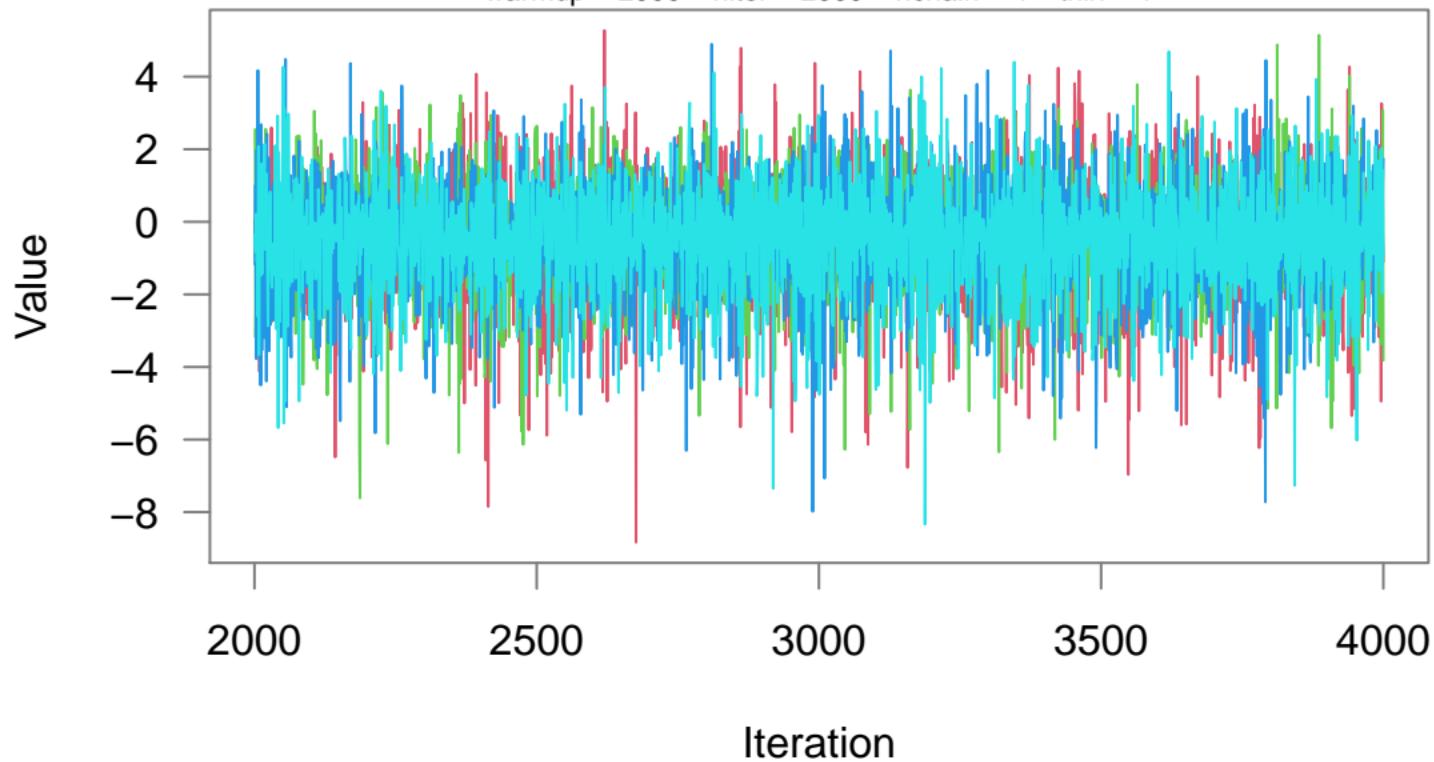
# r\_bay\_fac:site\_fac\_\_zi[Ugak\_Ugak-3,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



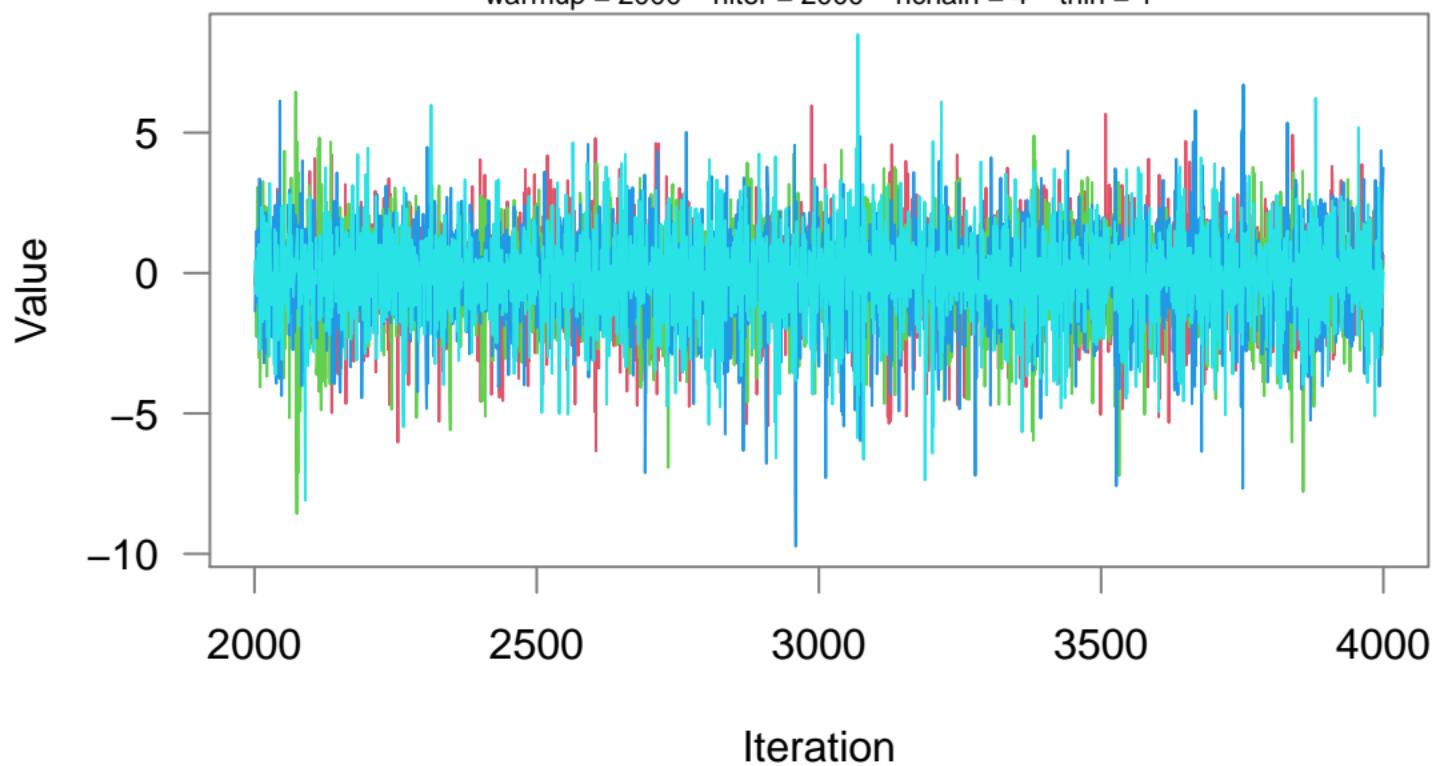
# r\_bay\_fac:site\_fac\_\_zi[Ugak\_Ugak-4,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



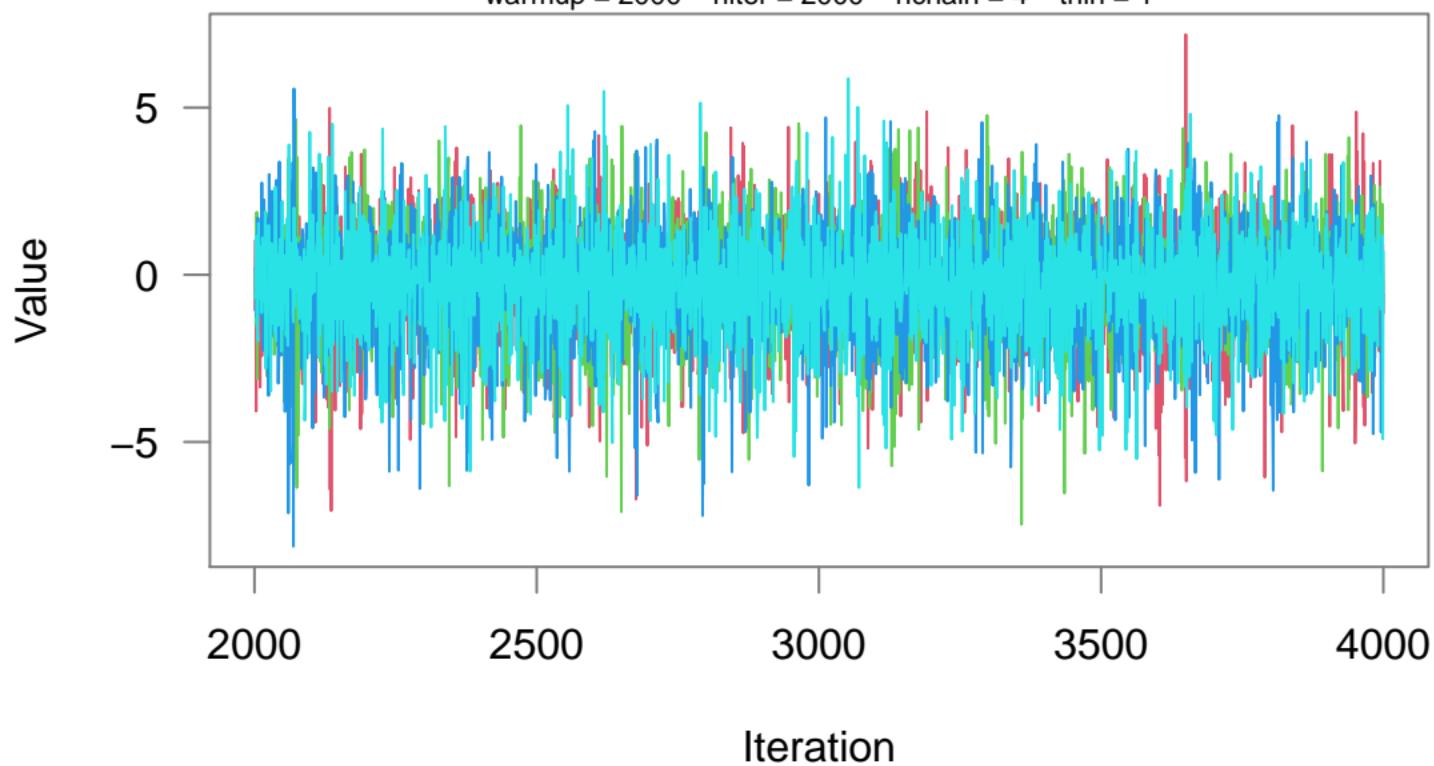
# r\_bay\_fac:site\_fac\_\_zi[Ugak\_Ugak-5,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



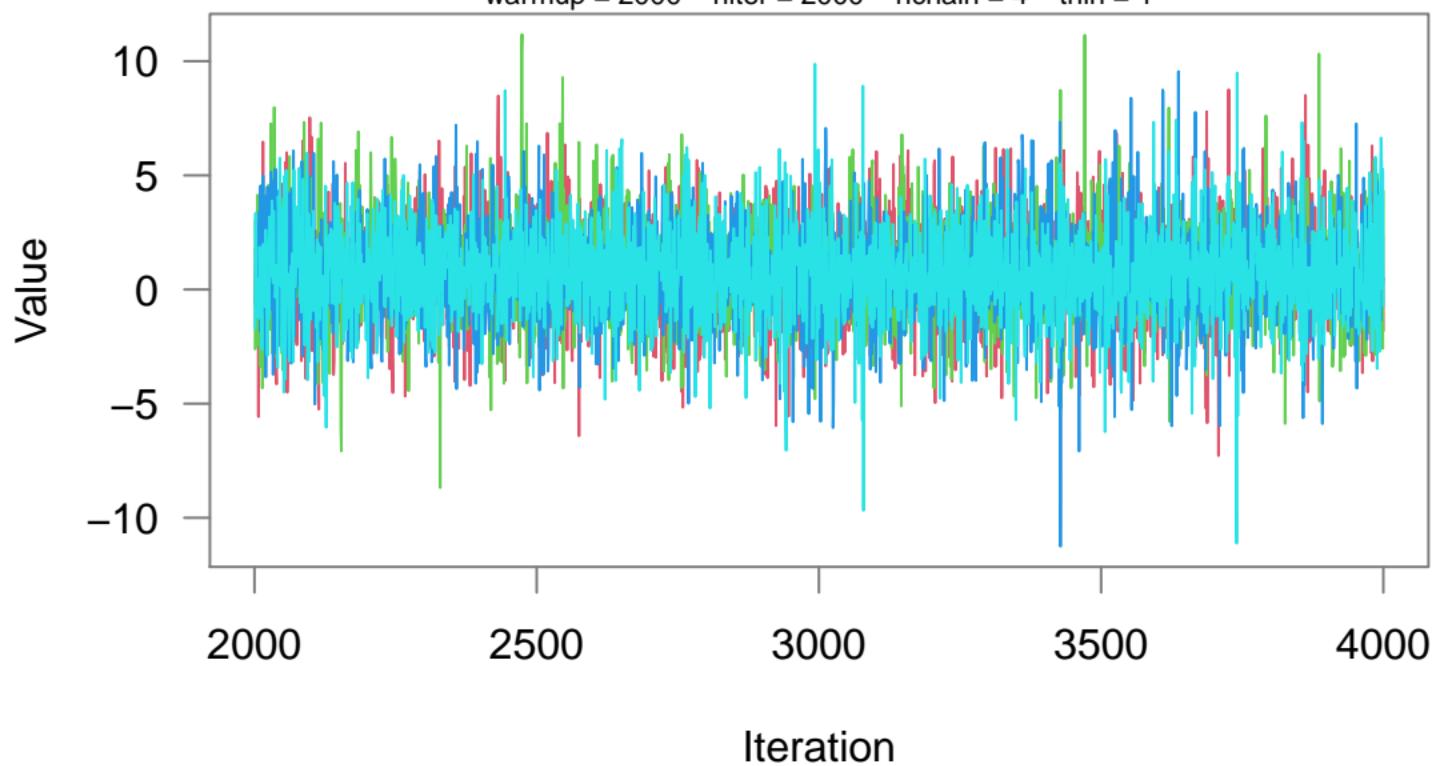
# r\_bay\_fac:site\_fac\_\_zi[Ugak\_Ugak-6,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



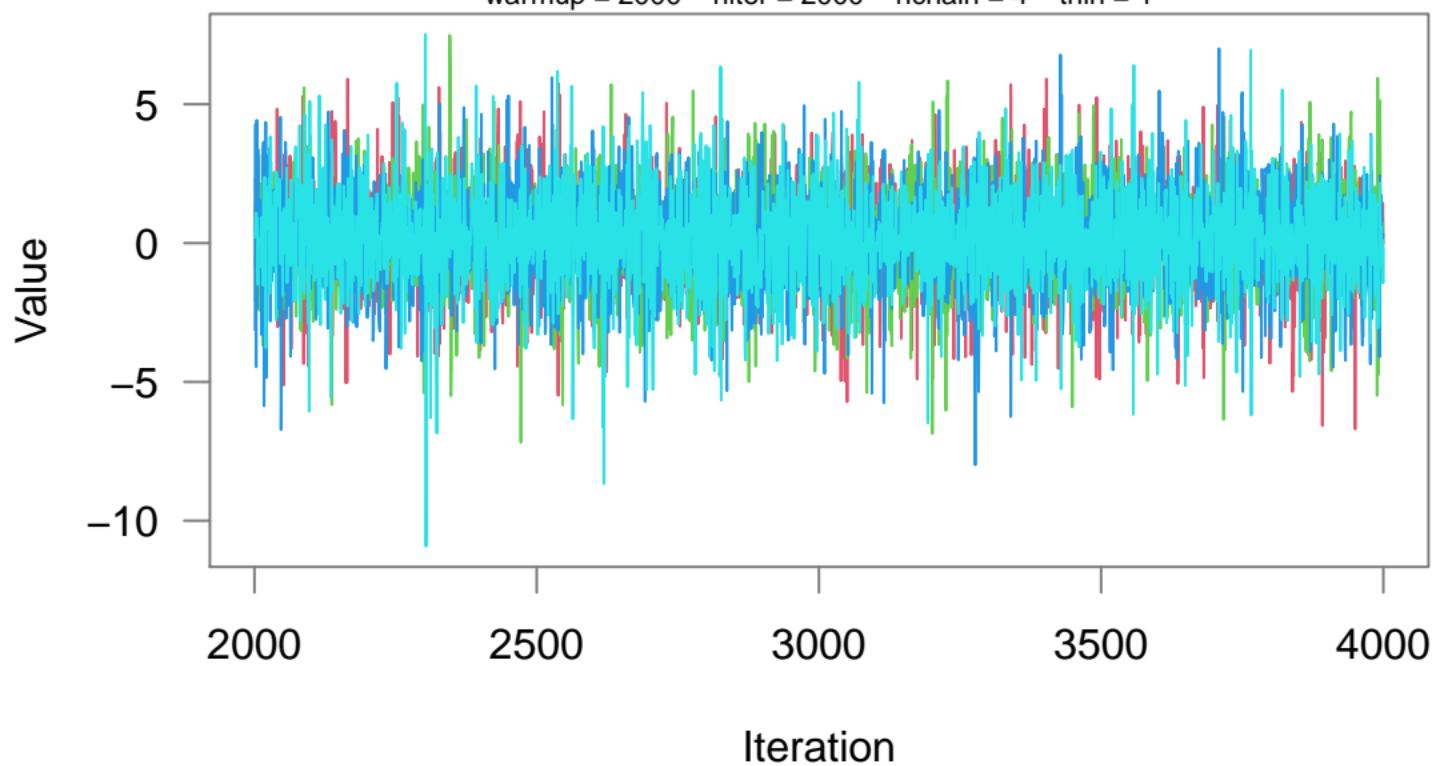
## r\_bay\_fac:site\_fac\_\_zi[Ugak\_Ugak-7,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



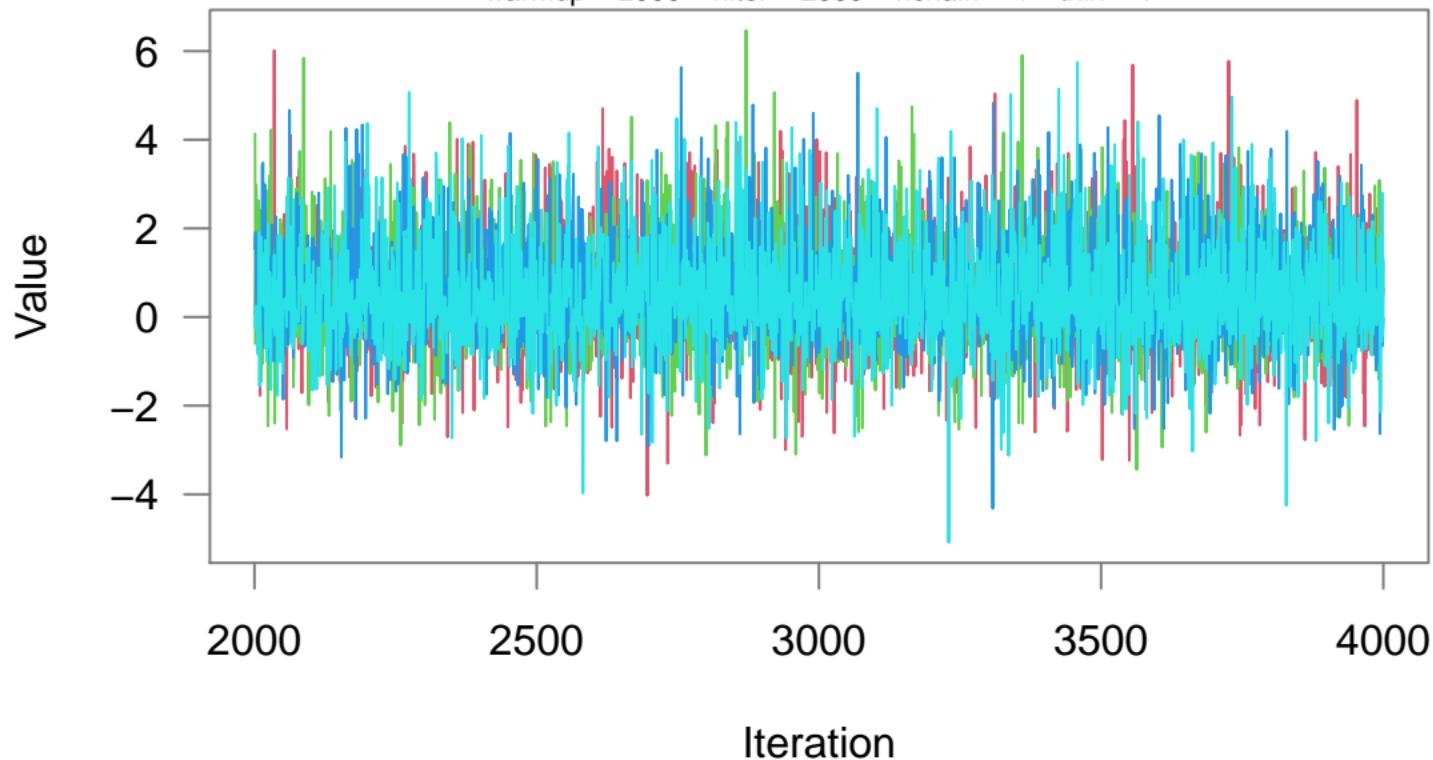
# r\_bay\_fac:site\_fac\_\_zi[Ugak\_Ugak-8,Intercept]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



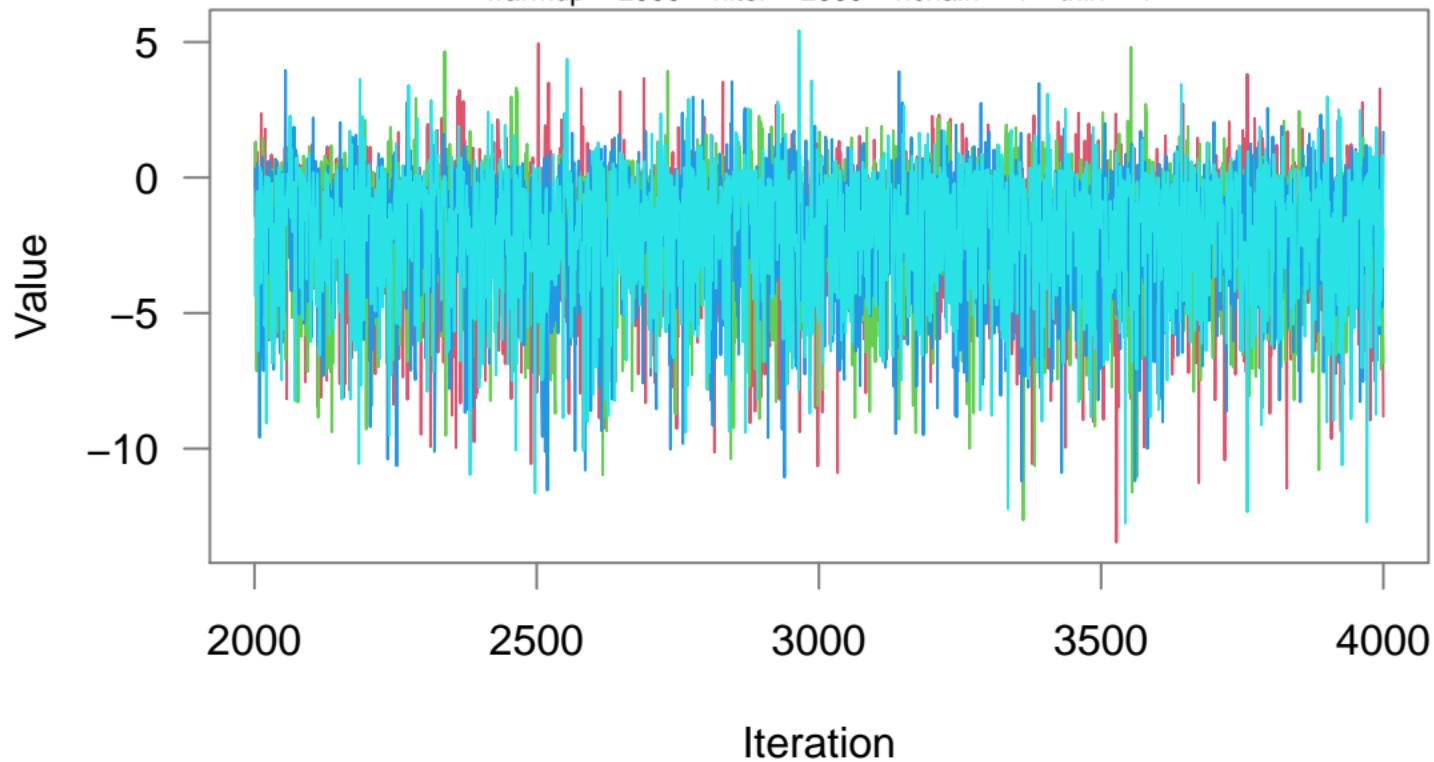
# s\_sjulian\_1[1]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



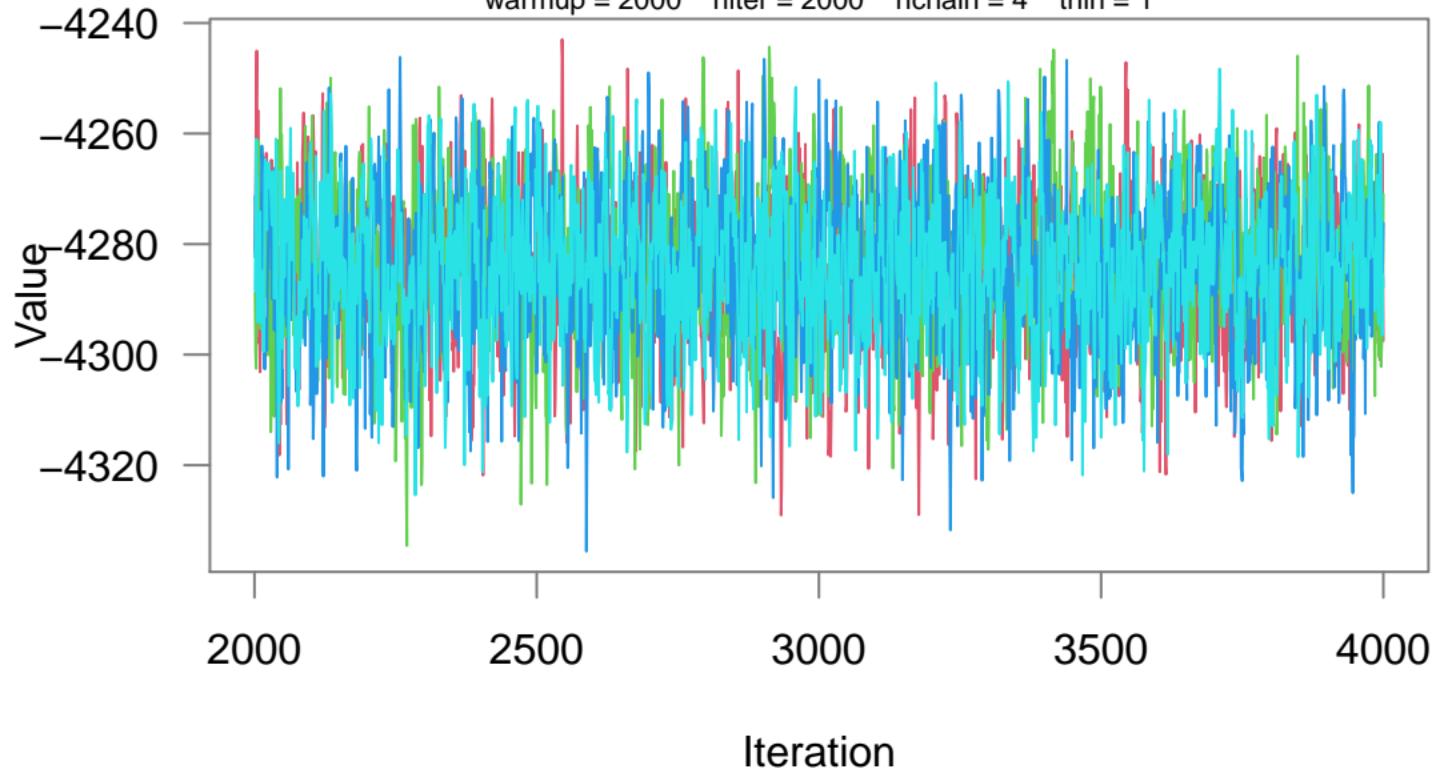
# s\_zi\_sjulian\_1[1]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



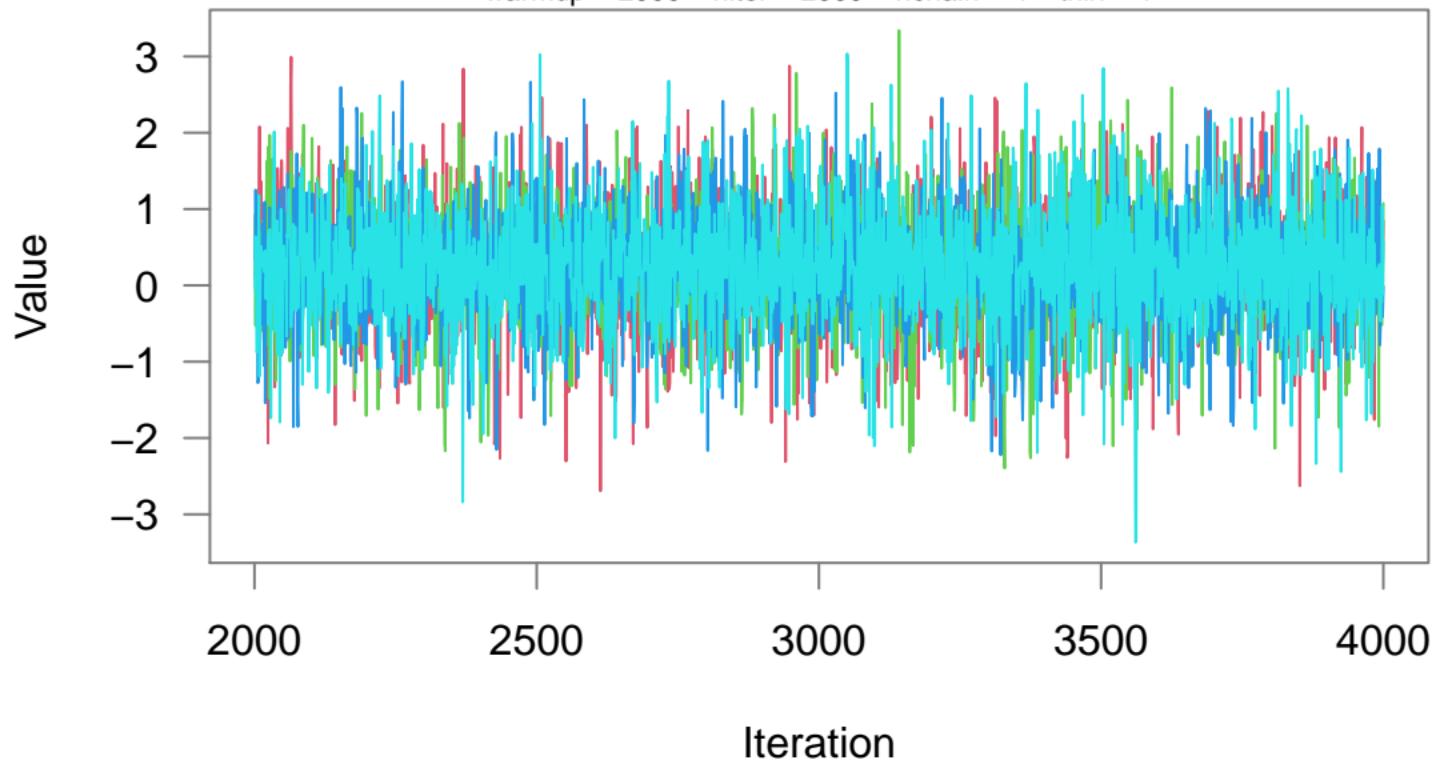
**lp\_**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



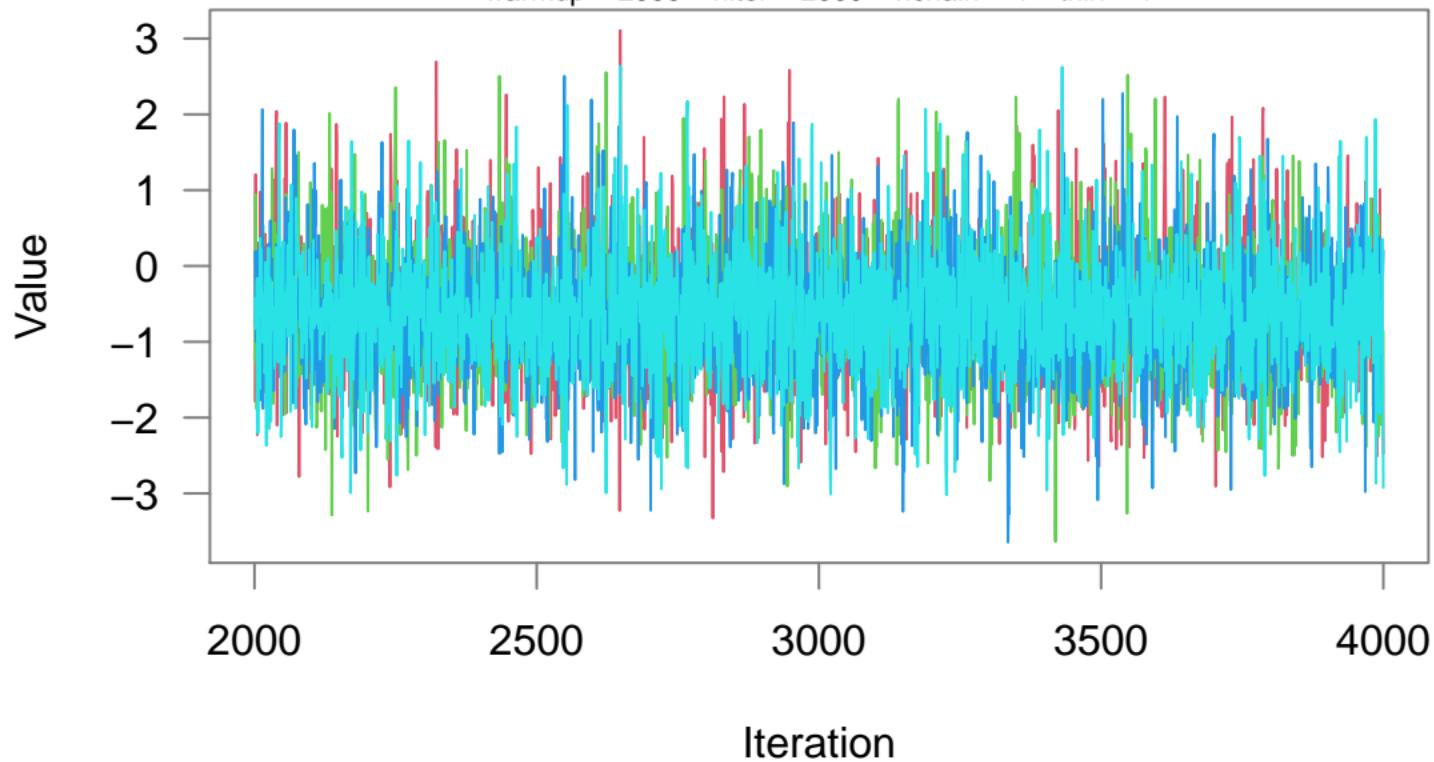
# **zs\_1\_1[1]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



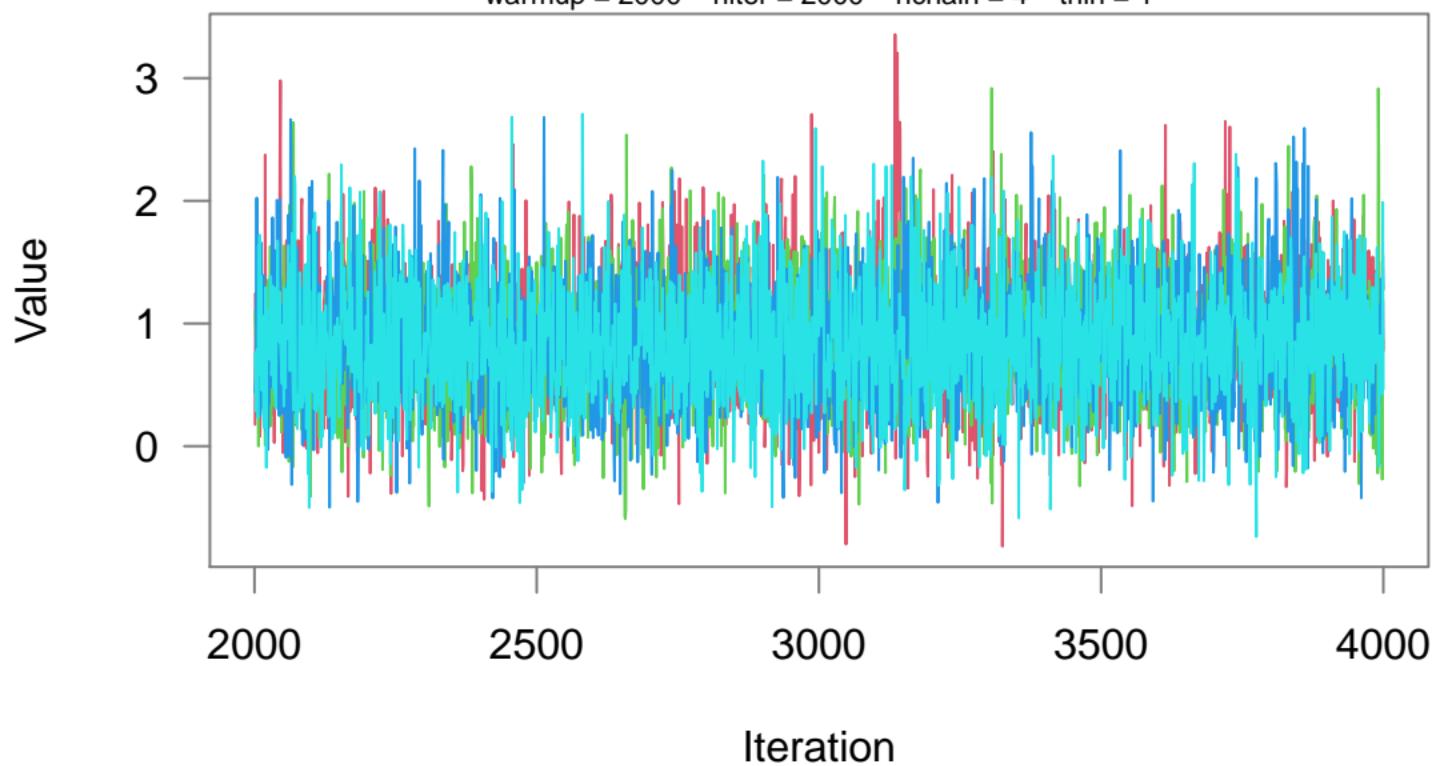
# zs\_zi\_1\_1[1]

warmup = 2000 niter = 2000 nchain = 4 thin = 1



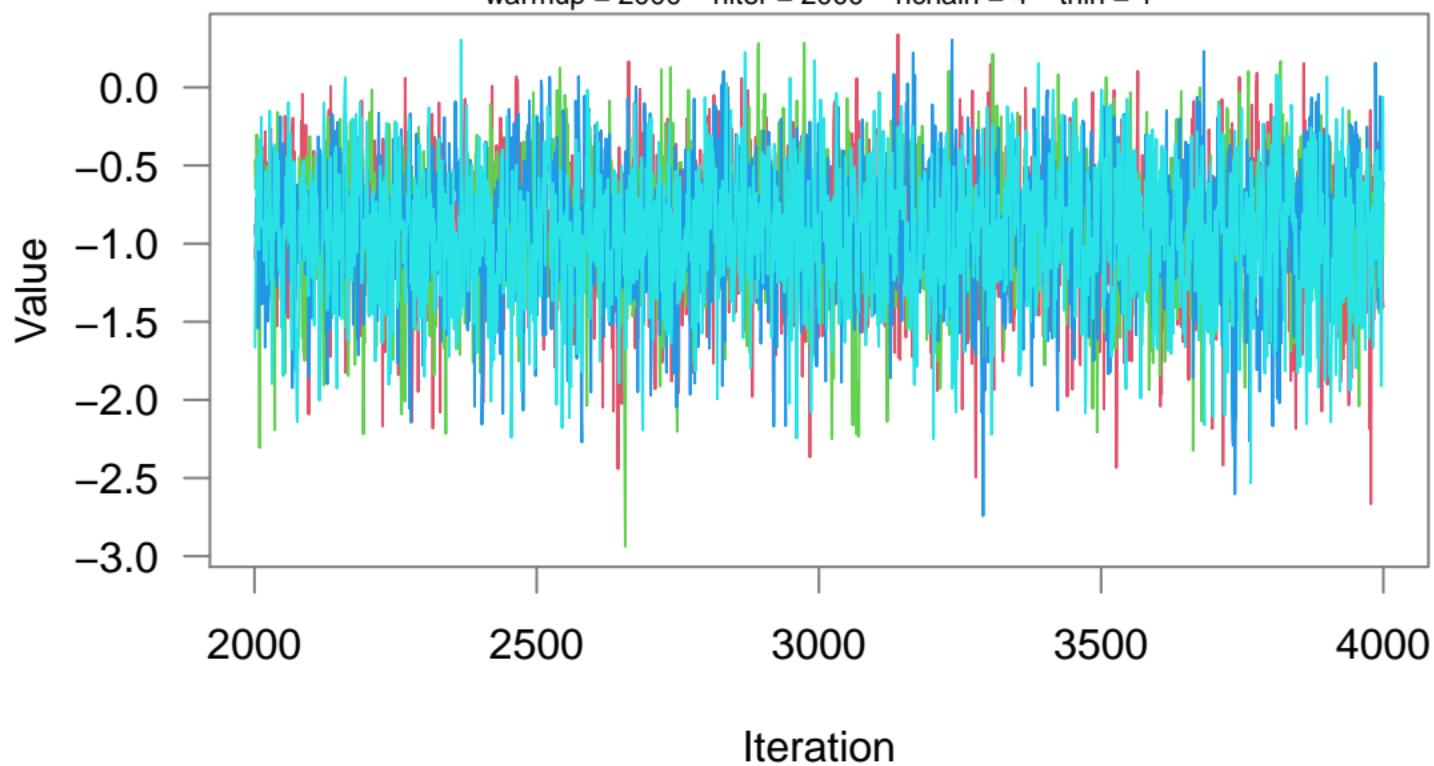
**$z_{-1}[1,1]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



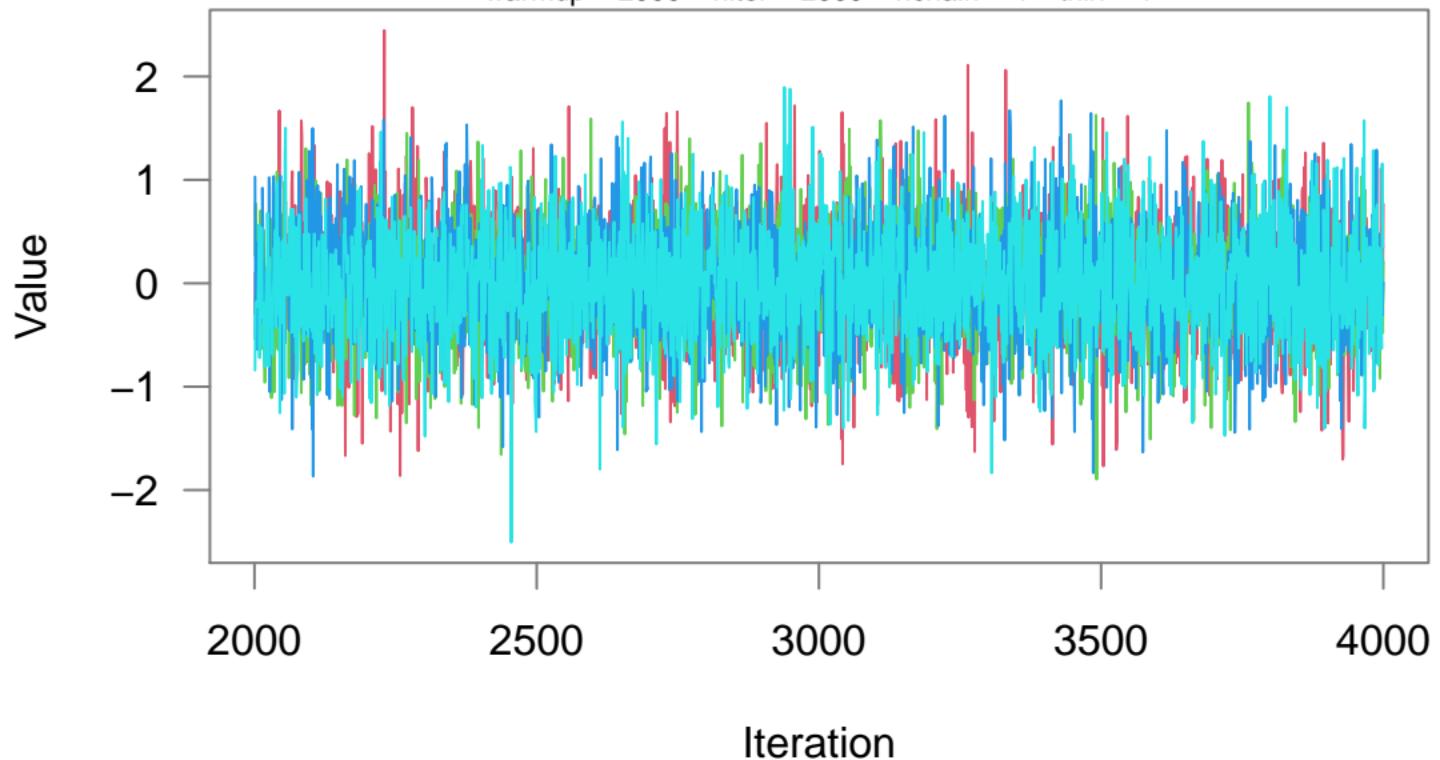
# $z_{-1}[1,2]$

warmup = 2000 niter = 2000 nchain = 4 thin = 1



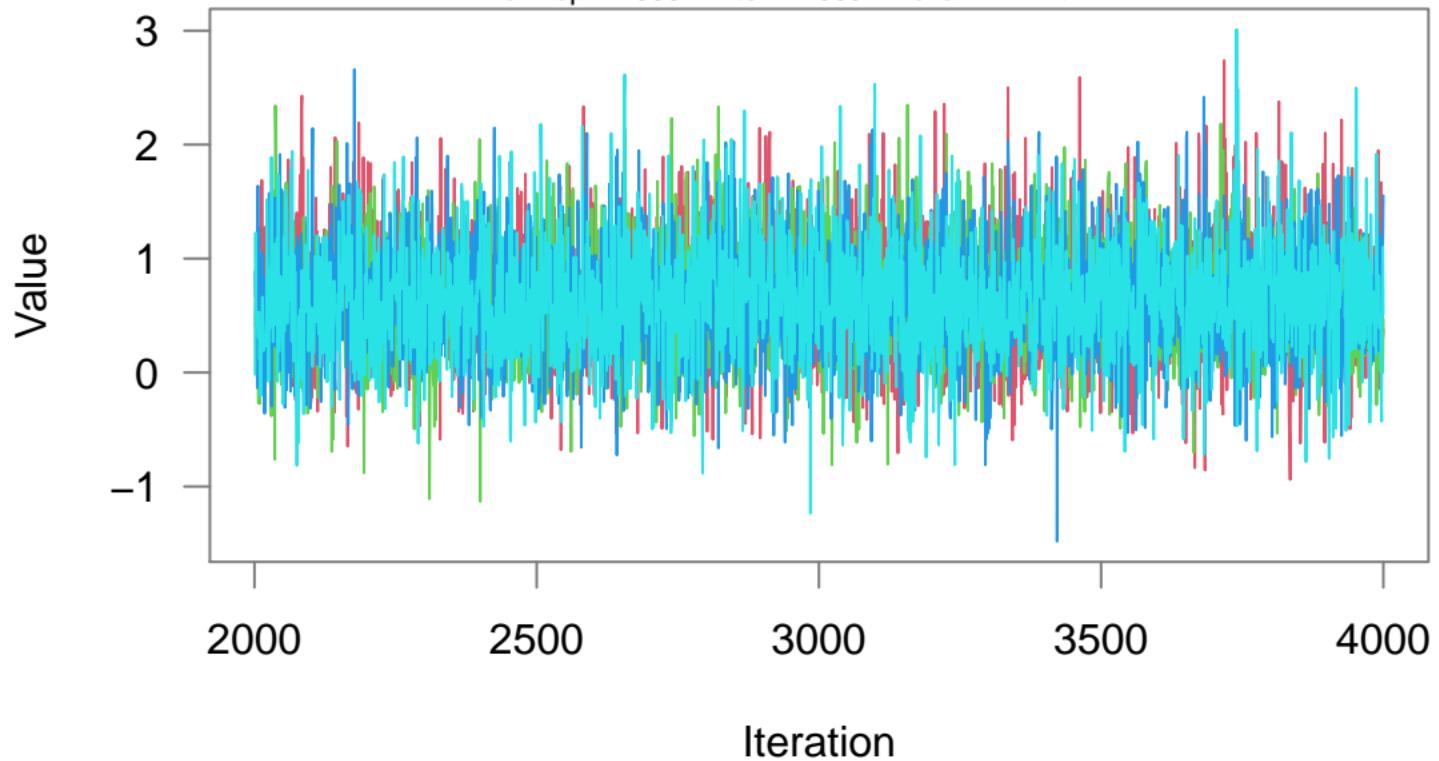
# **z\_1[1,3]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



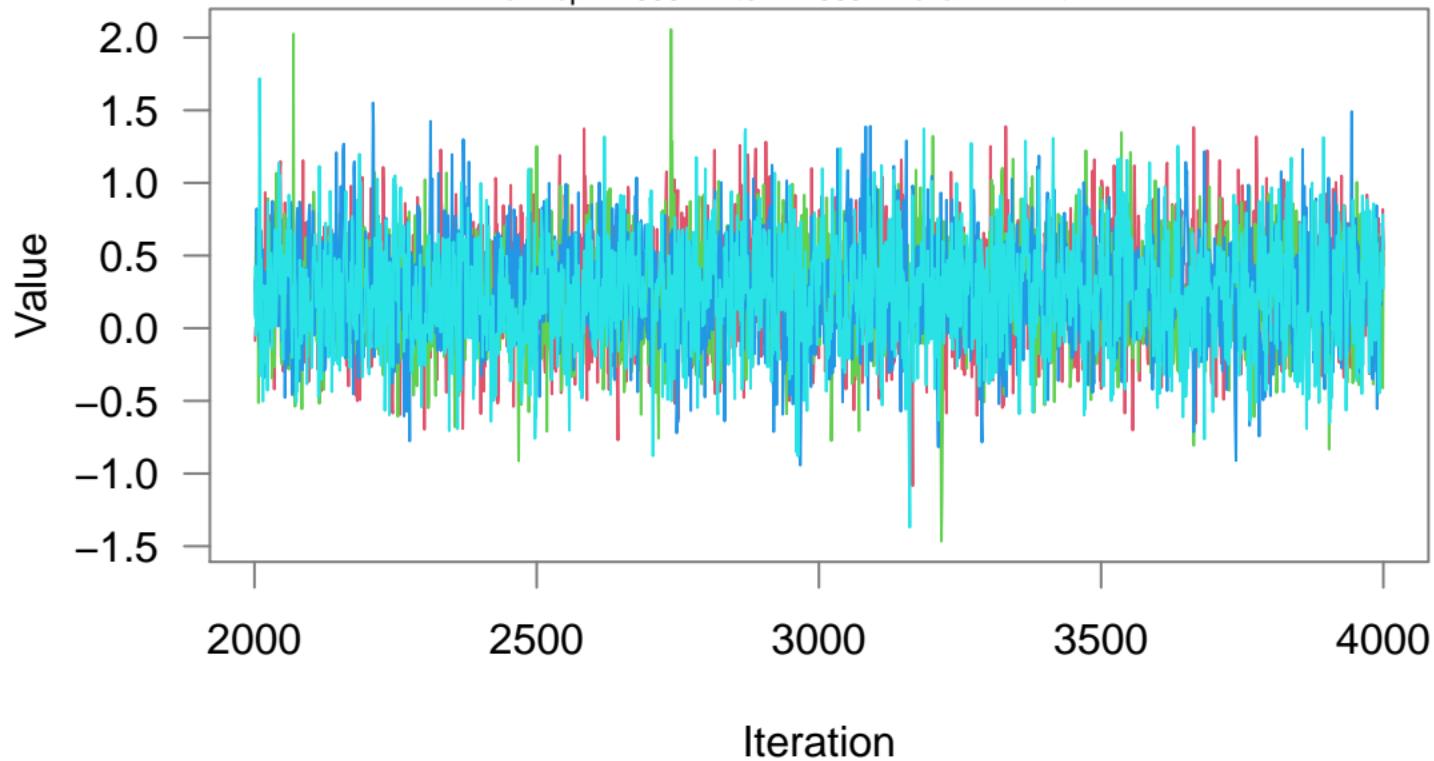
# **$z_{-1}[1,4]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



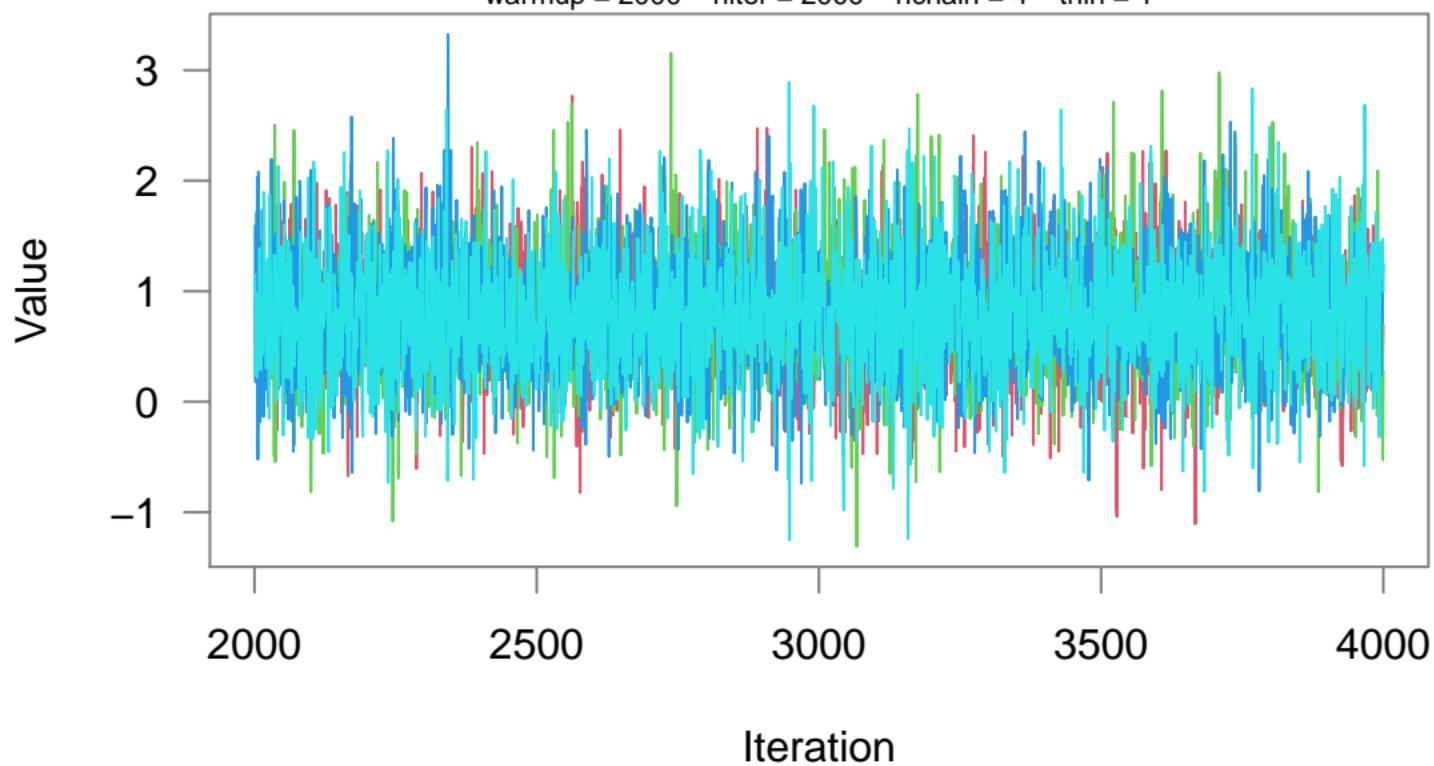
# **$z_{-1}[1,5]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



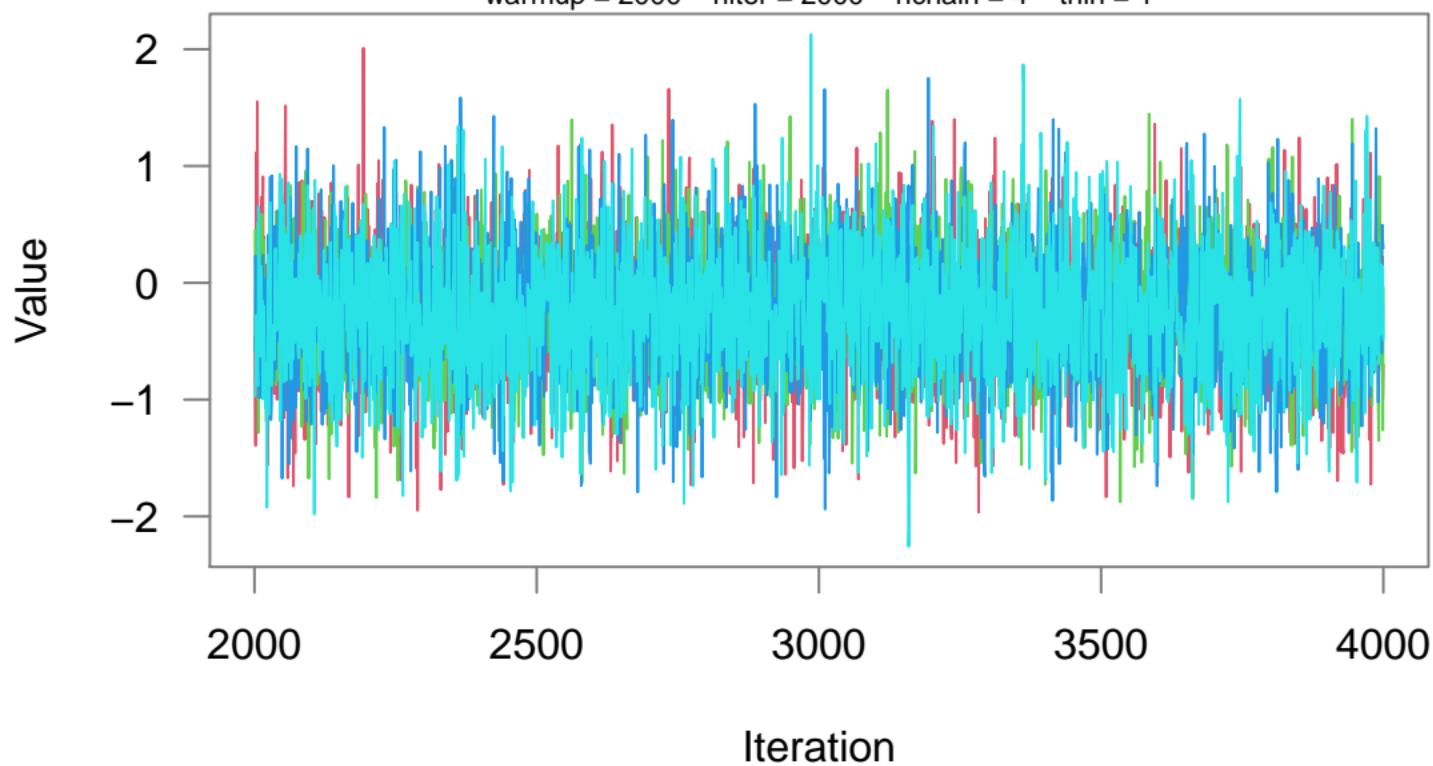
# **$z_{-1}[1,6]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



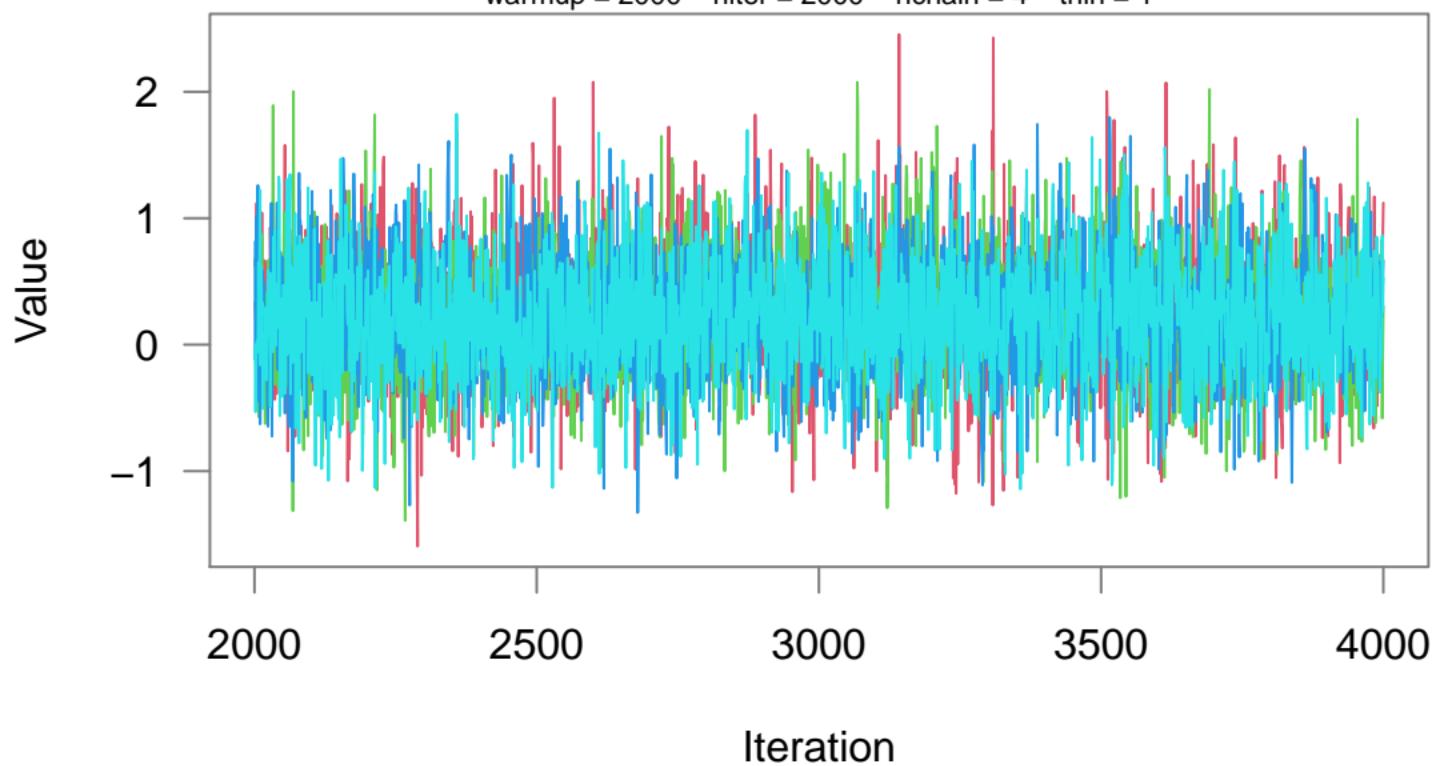
# $z_{-1}[1,7]$

warmup = 2000 niter = 2000 nchain = 4 thin = 1



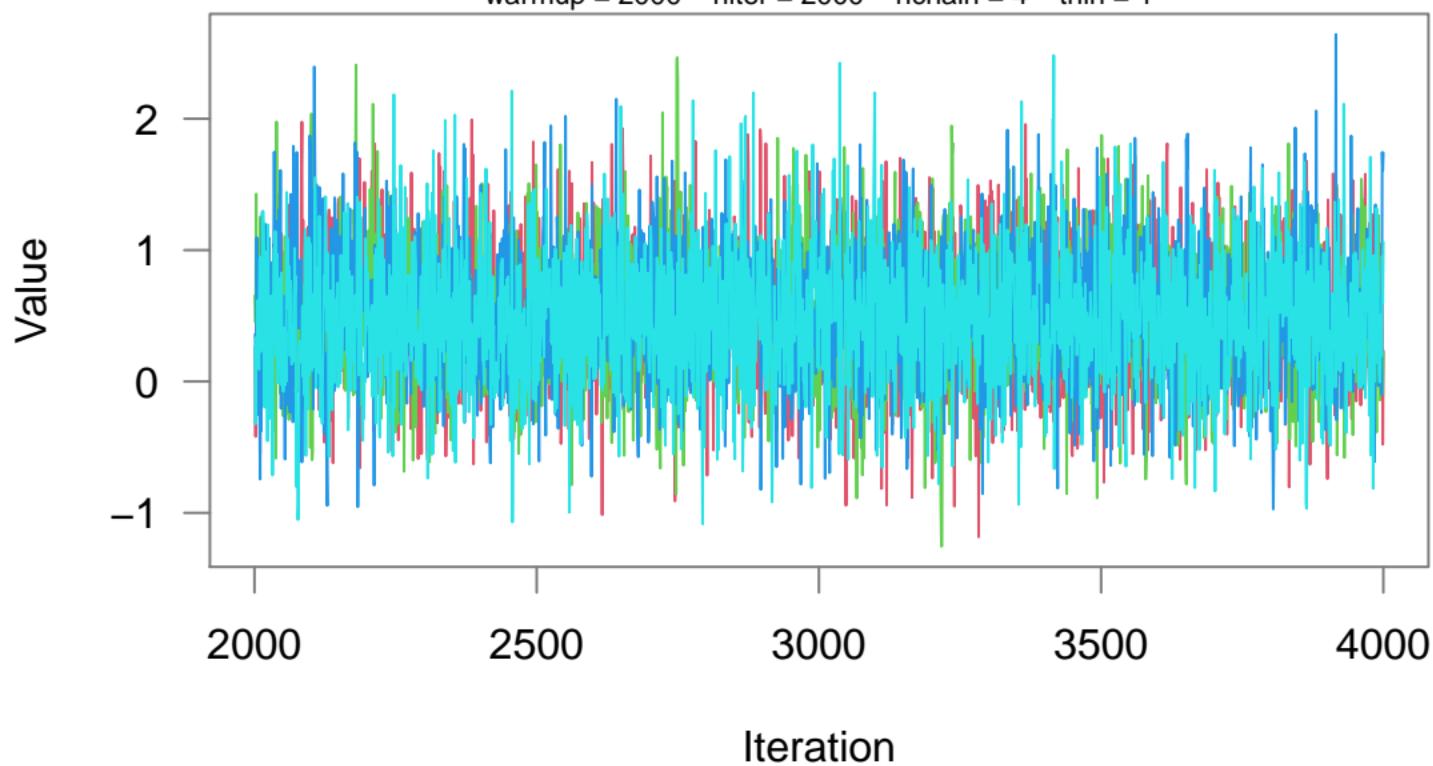
# **z\_1[1,8]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



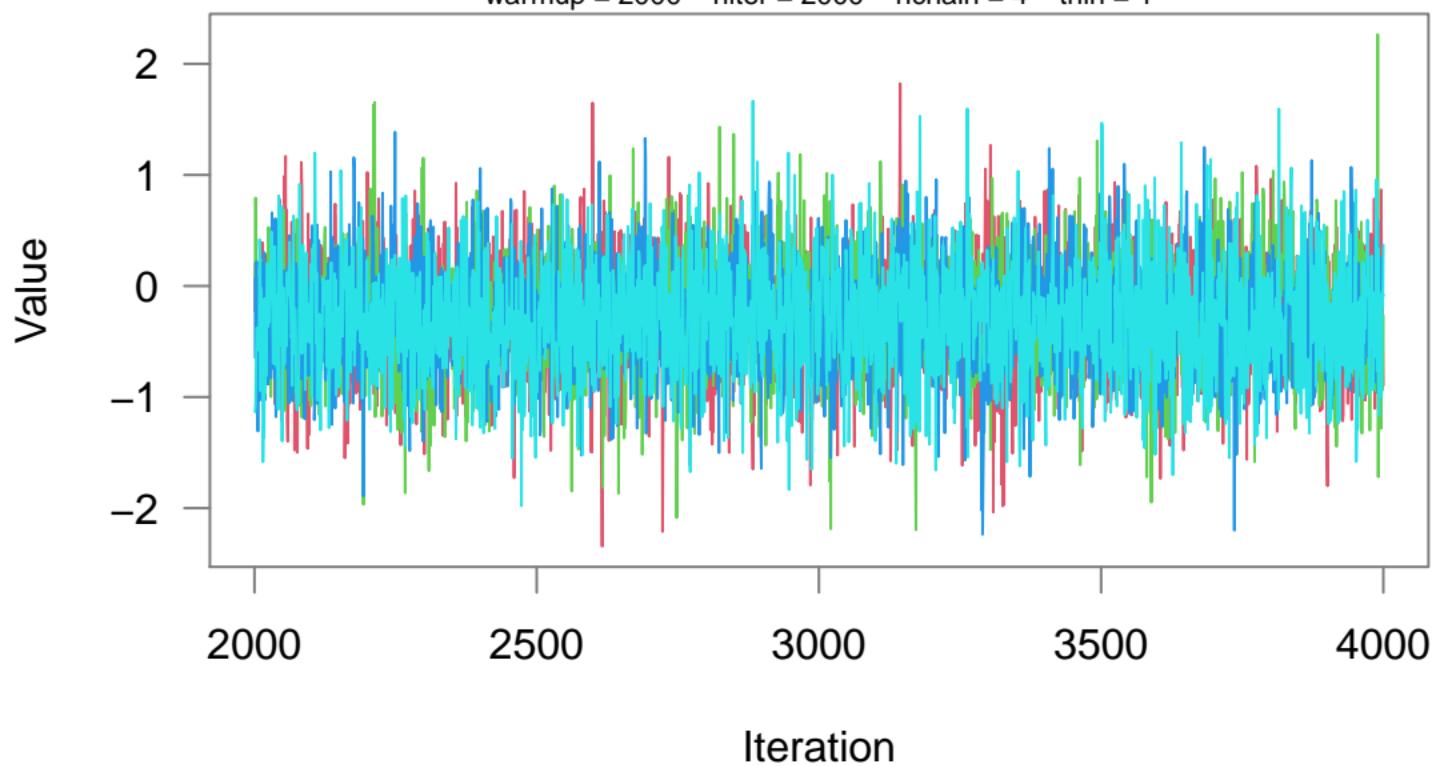
# **$z_{-1}[1,9]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



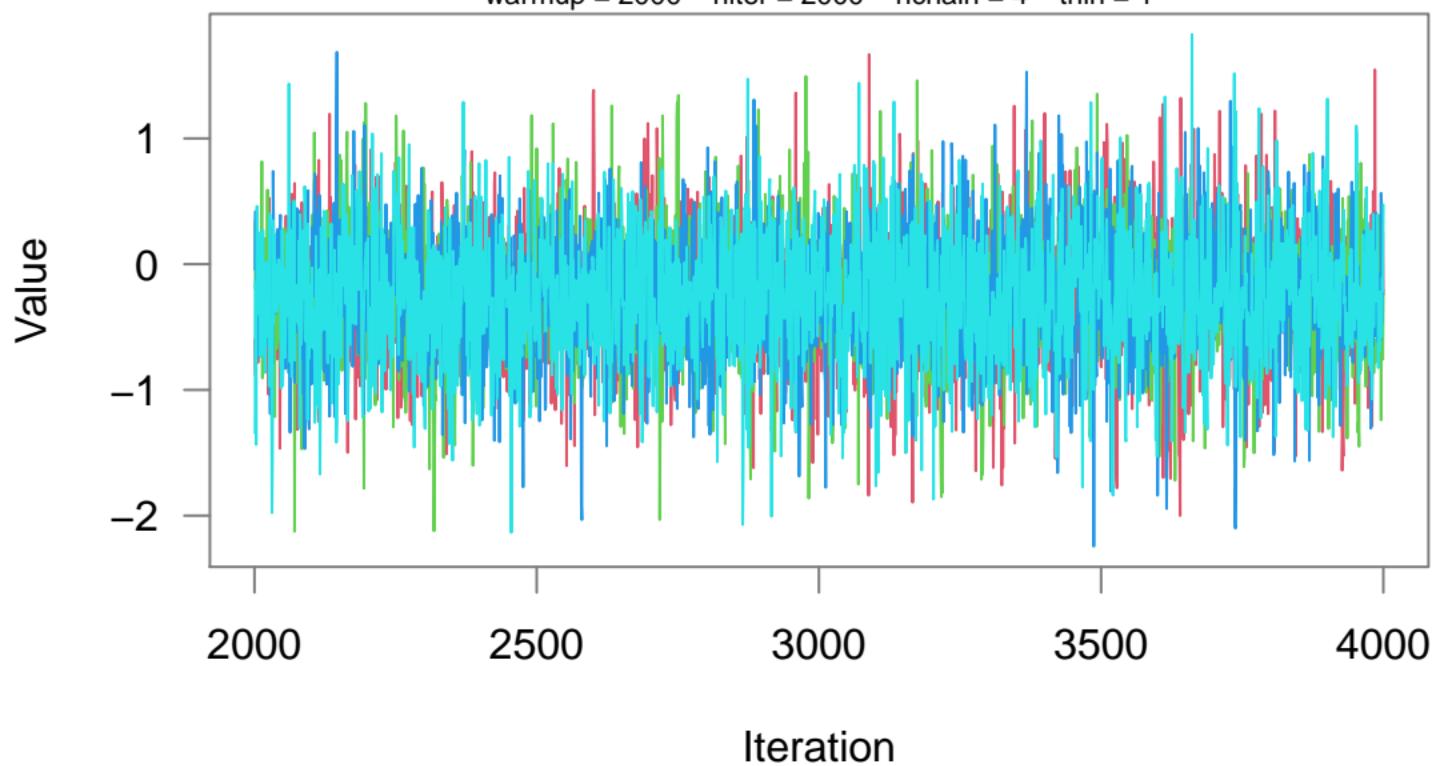
# **$z_{-1}[1,10]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



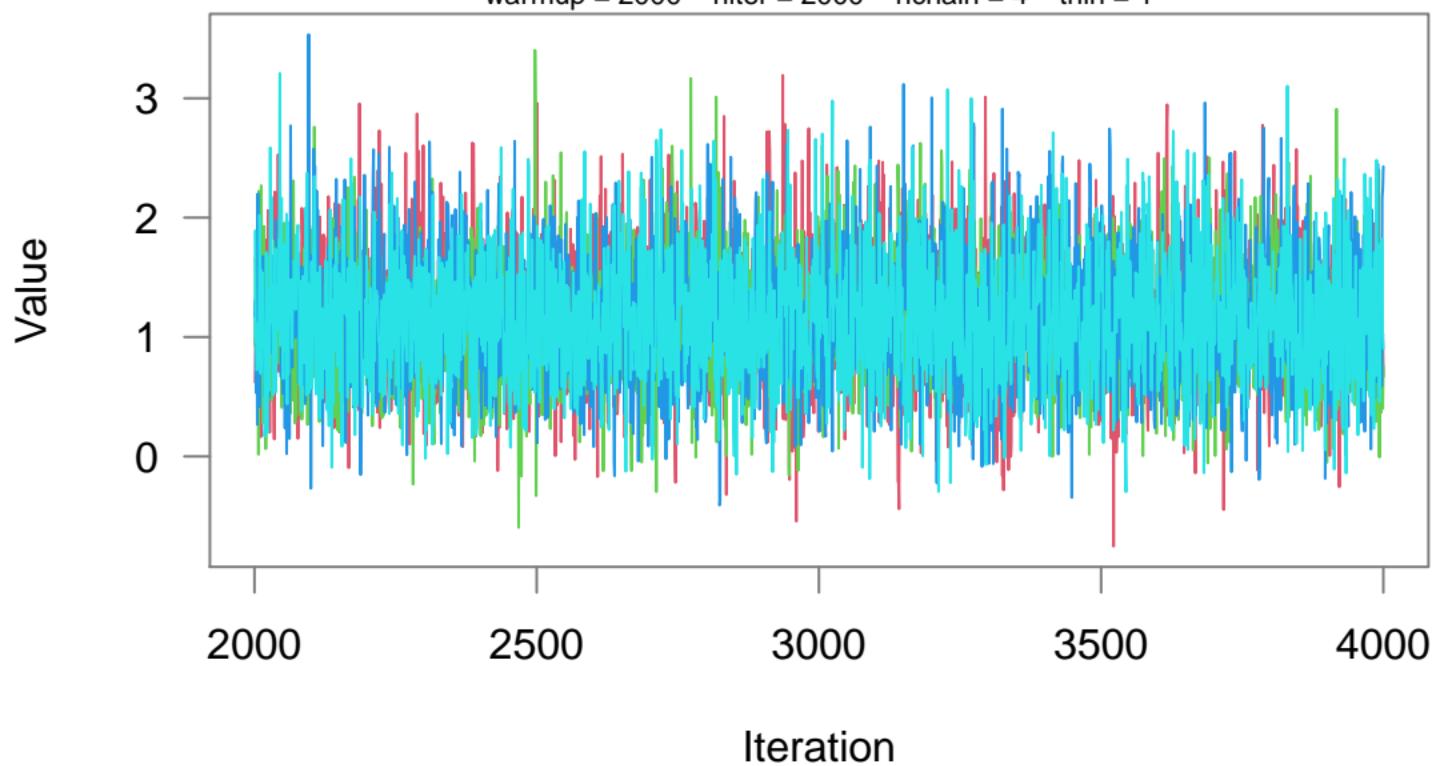
# **$z_{-1}[1,11]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



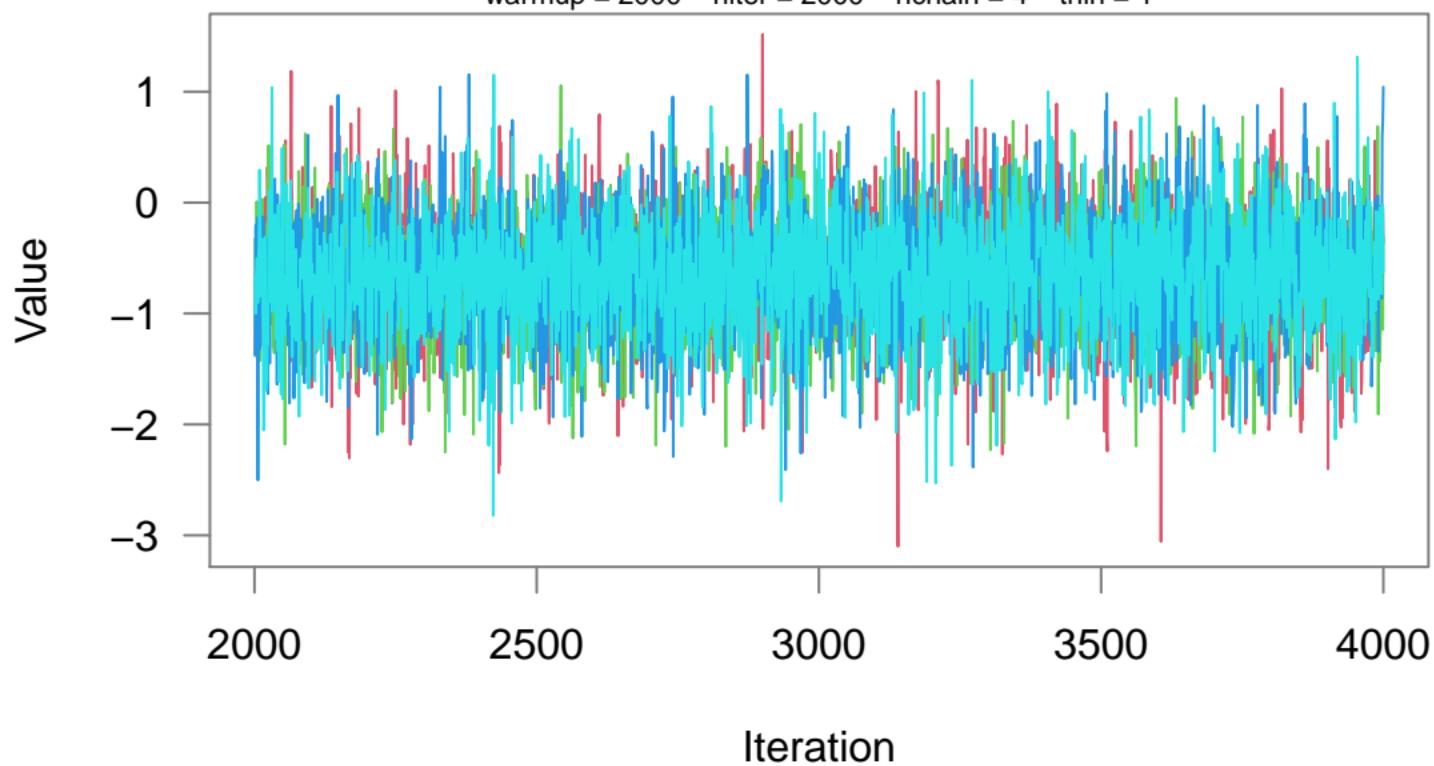
# **z\_1[1,12]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



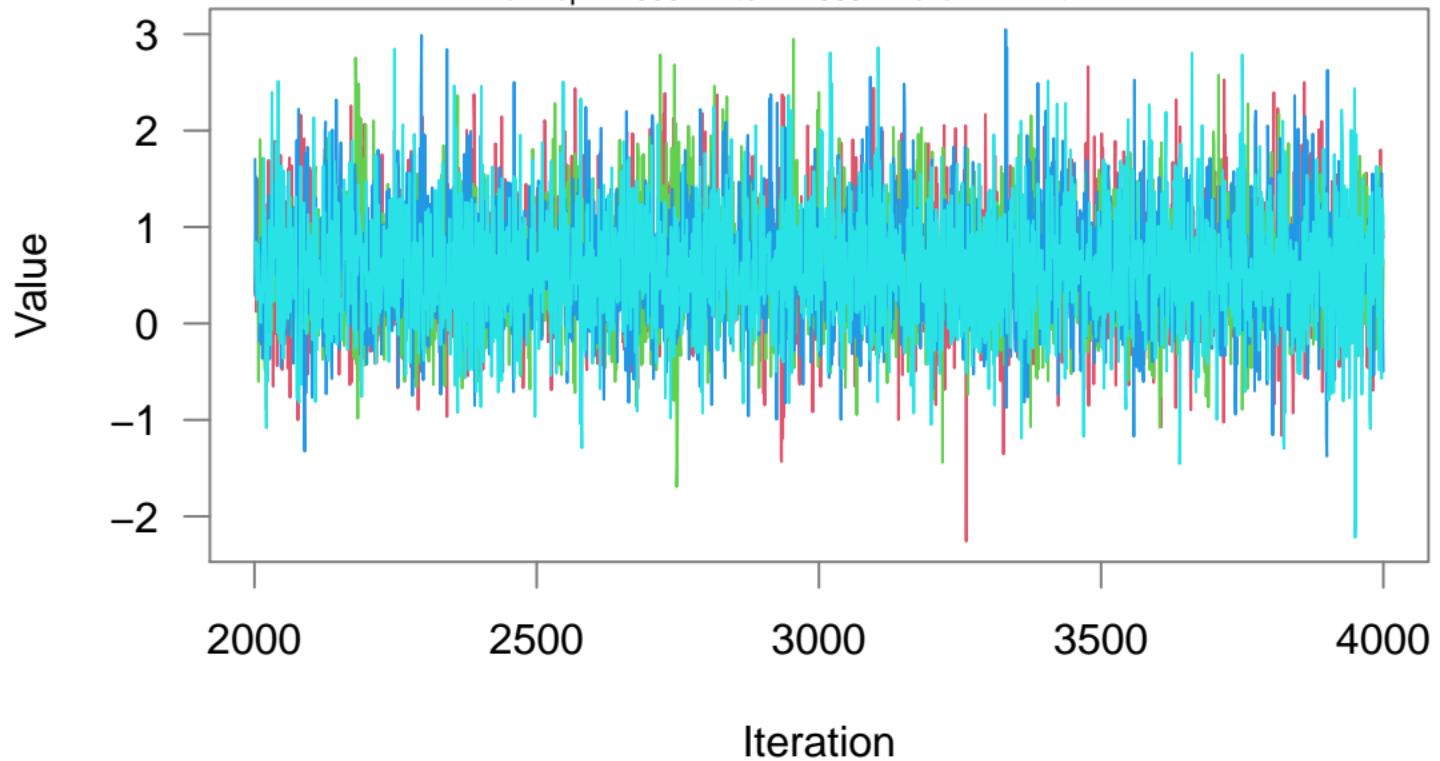
# **z\_1[1,13]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



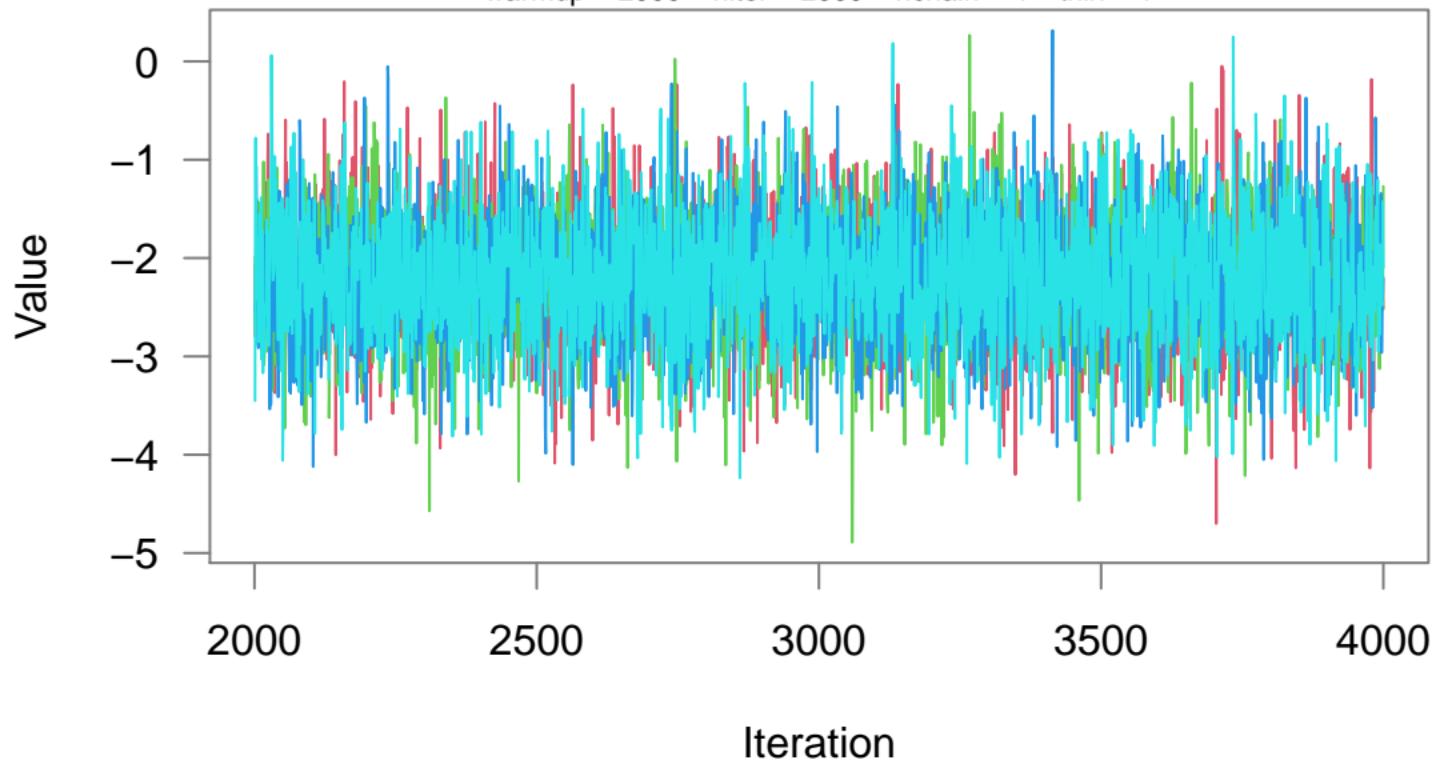
# **z\_1[1,14]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



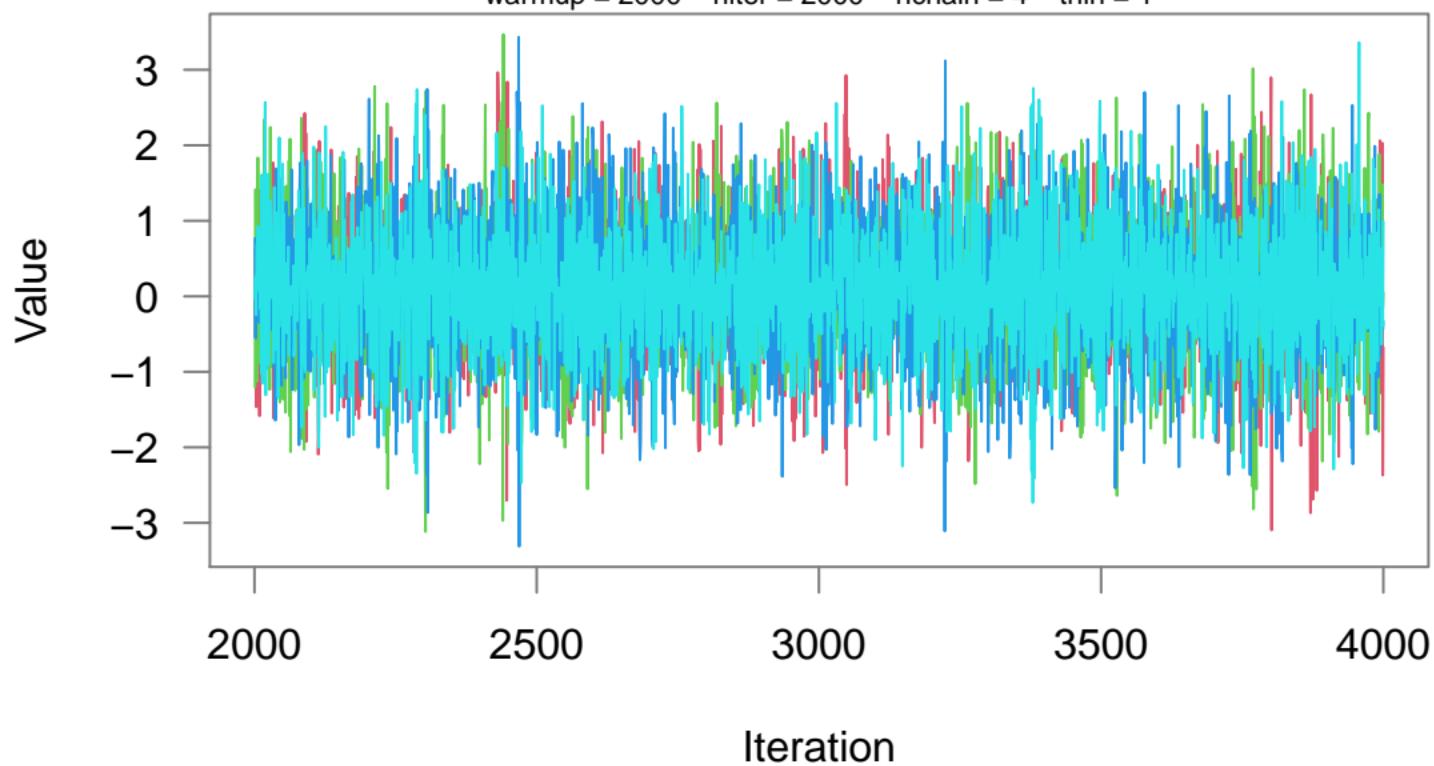
# **$z_{-1}[1,15]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



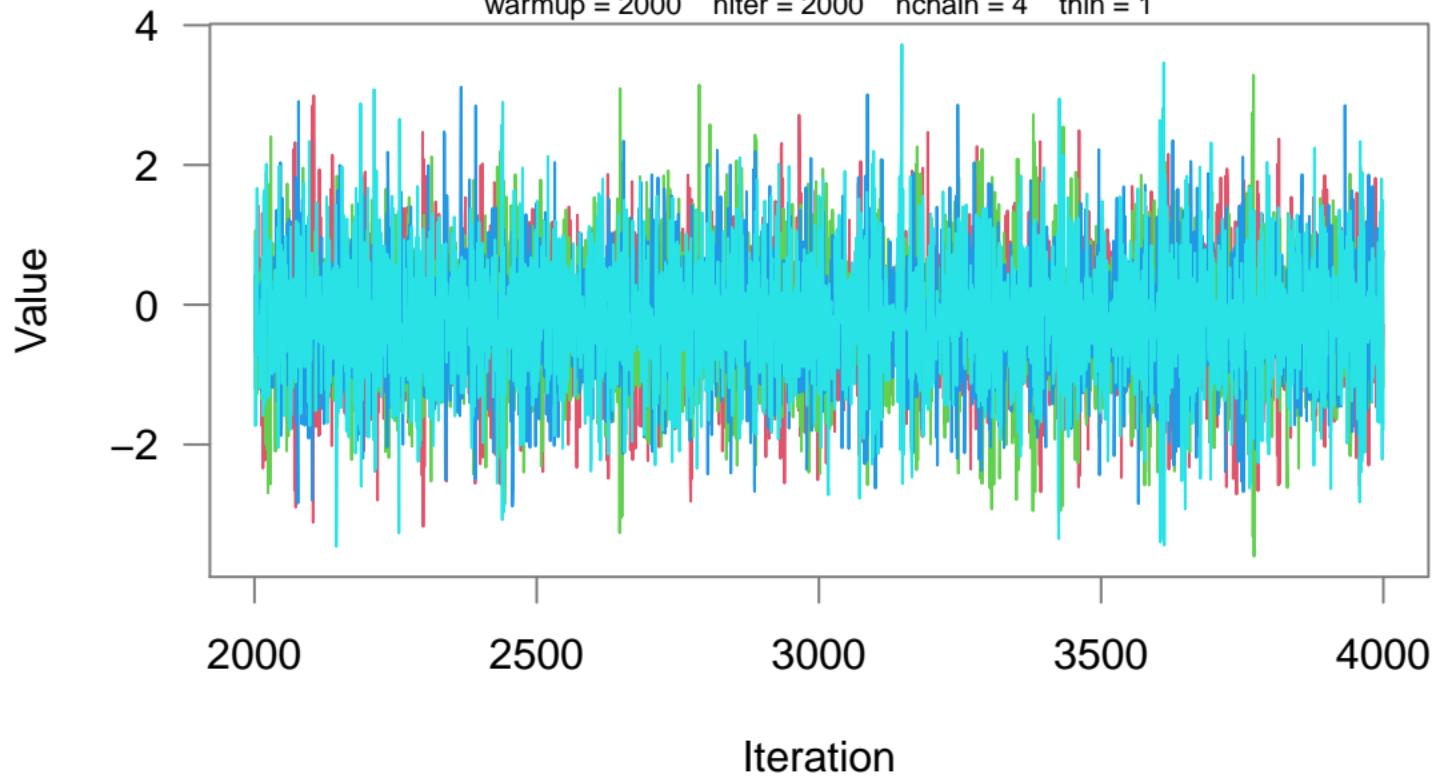
# **$z_{-2[1,1]}$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



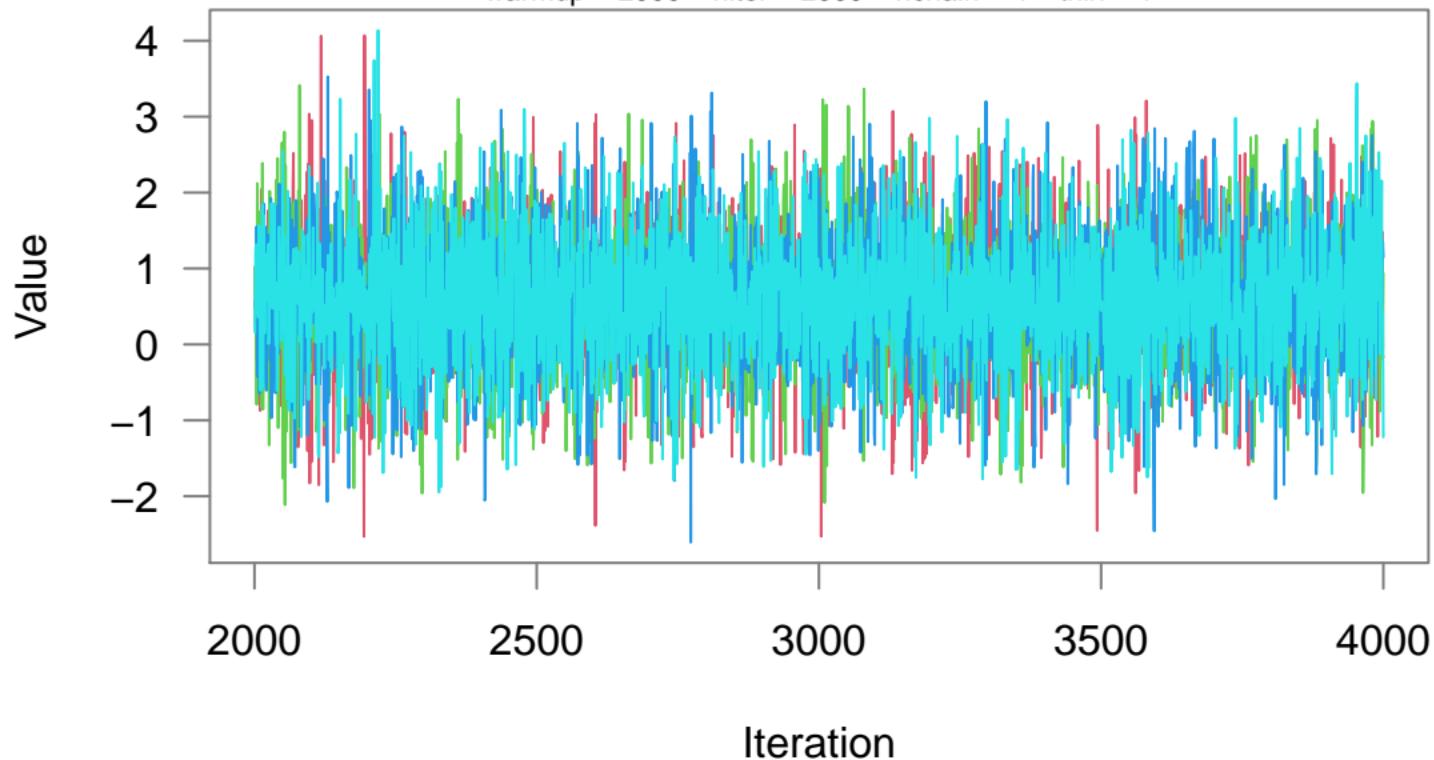
## **$z_{-2[1,2]}$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

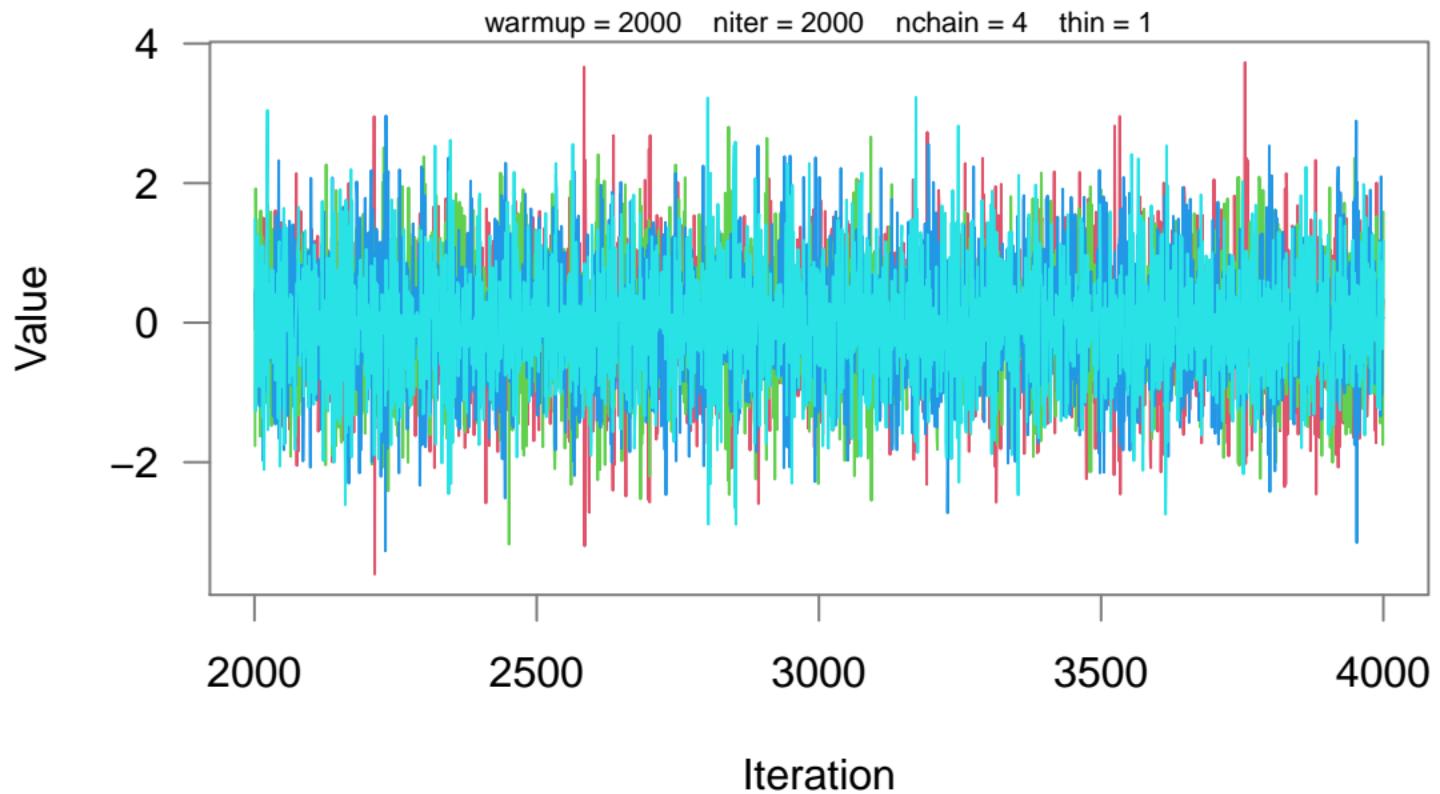


## **z\_2[1,3]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

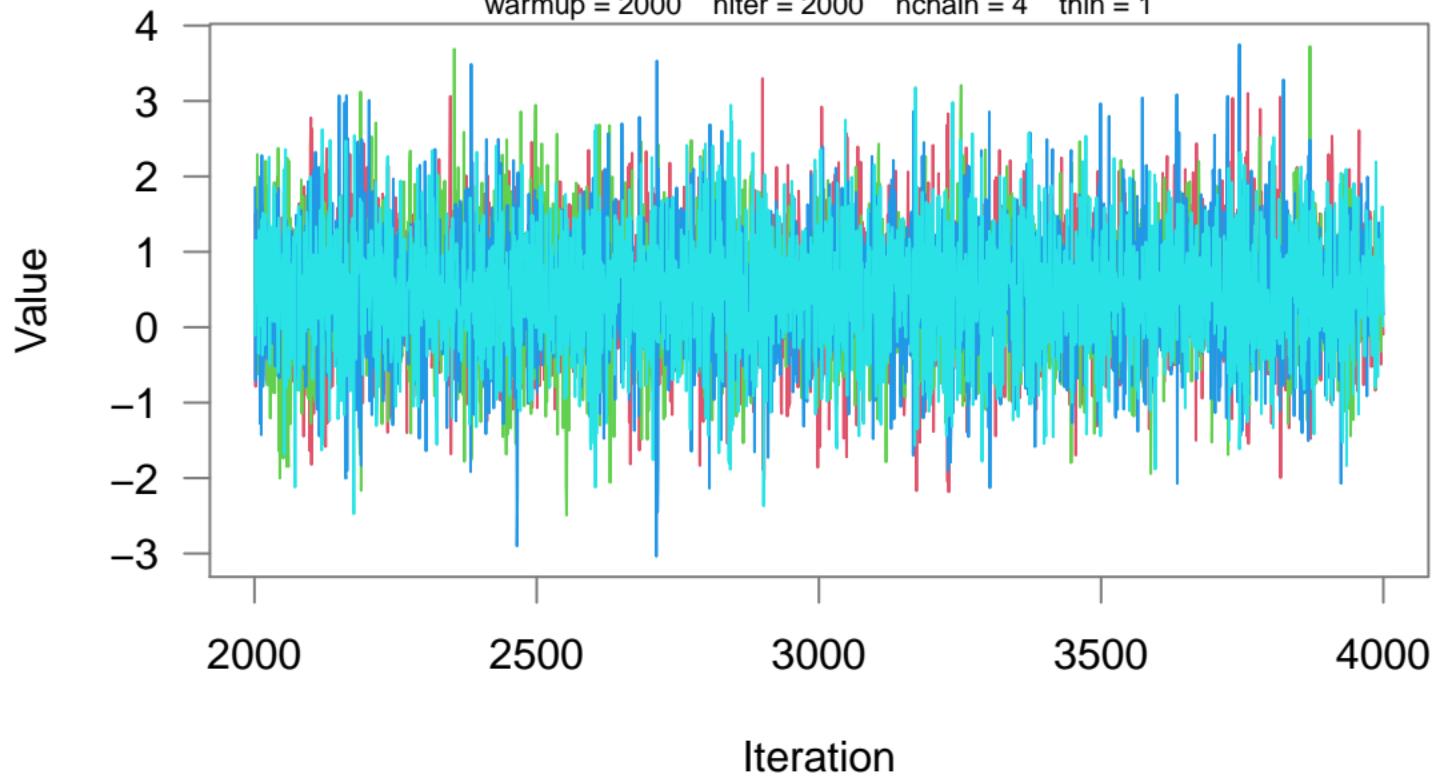


## **$z\_2[1,4]$**



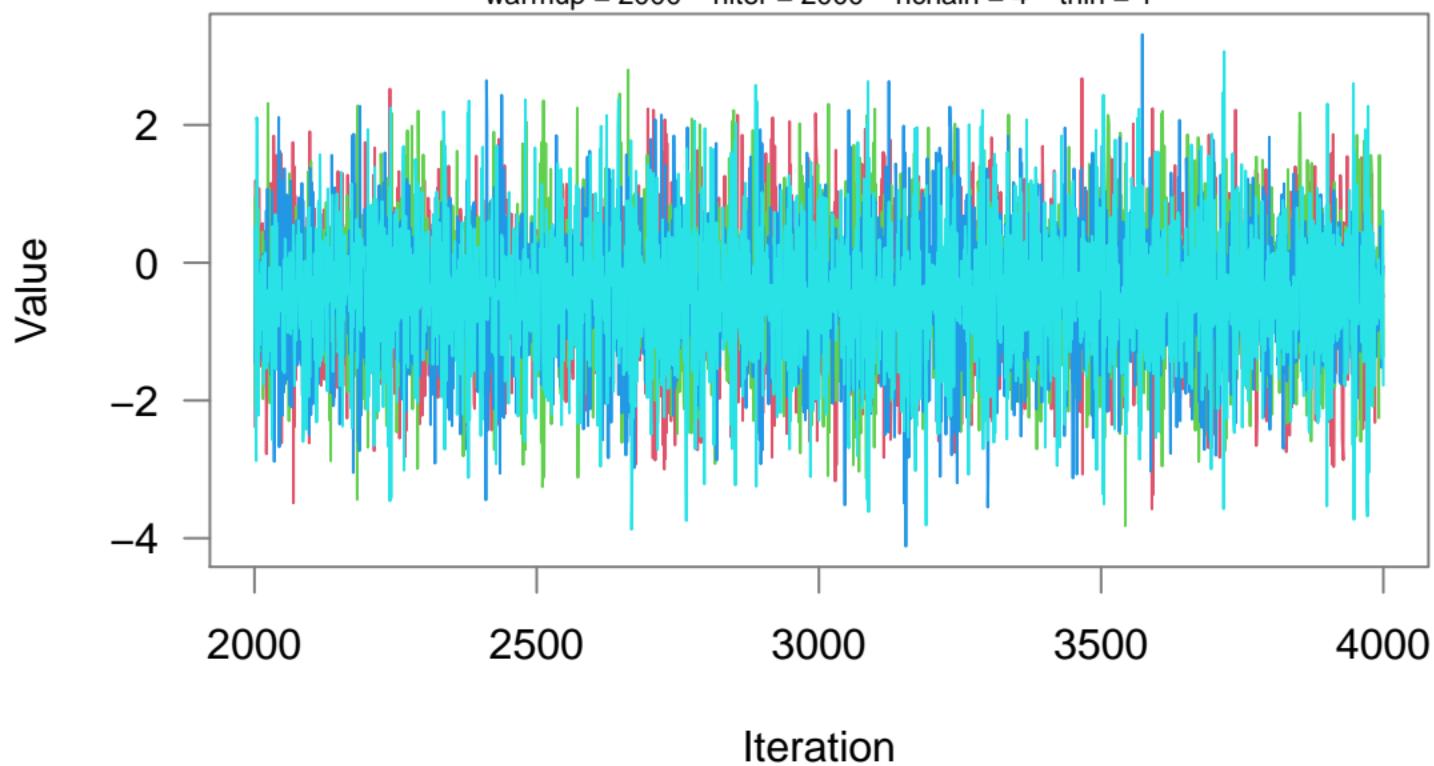
## **z\_2[1,5]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



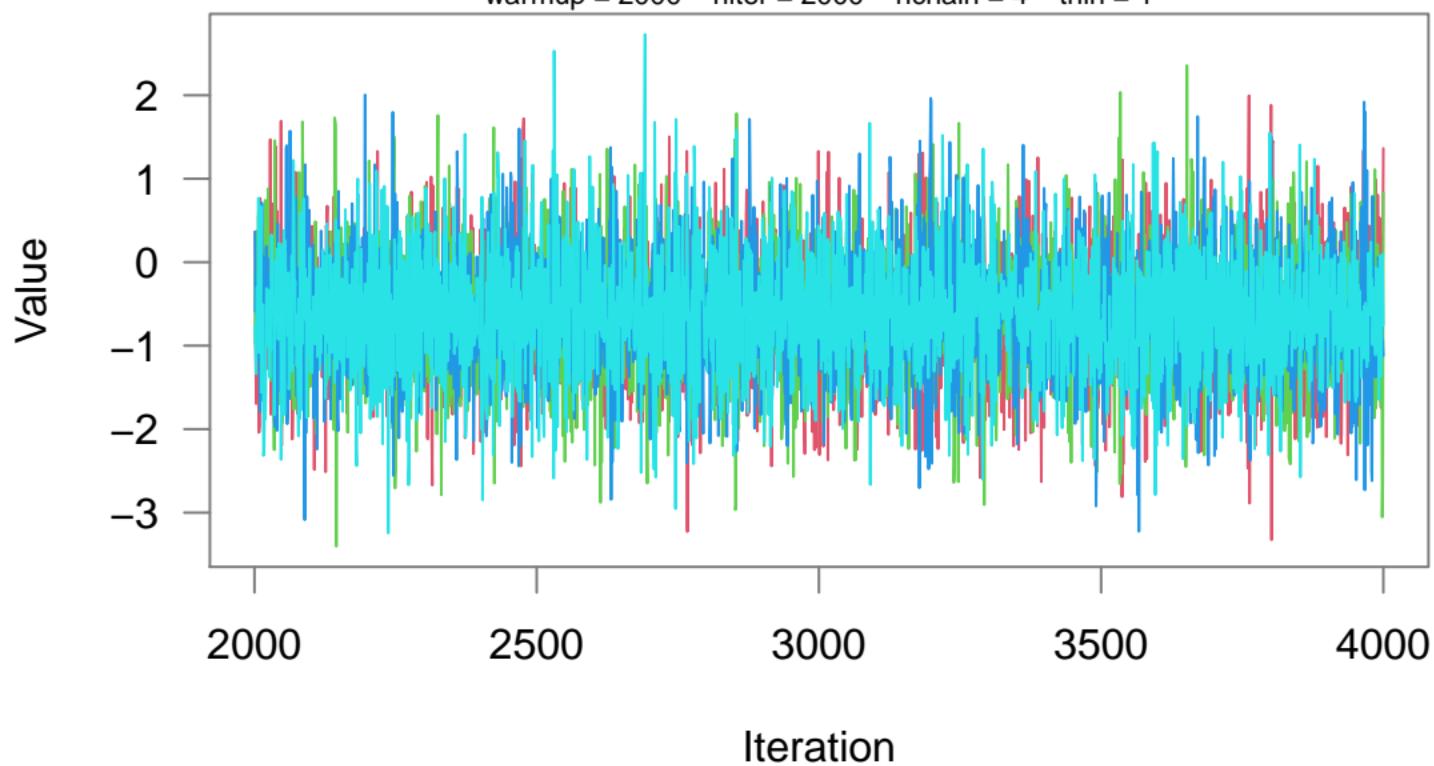
## **z\_2[1,6]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



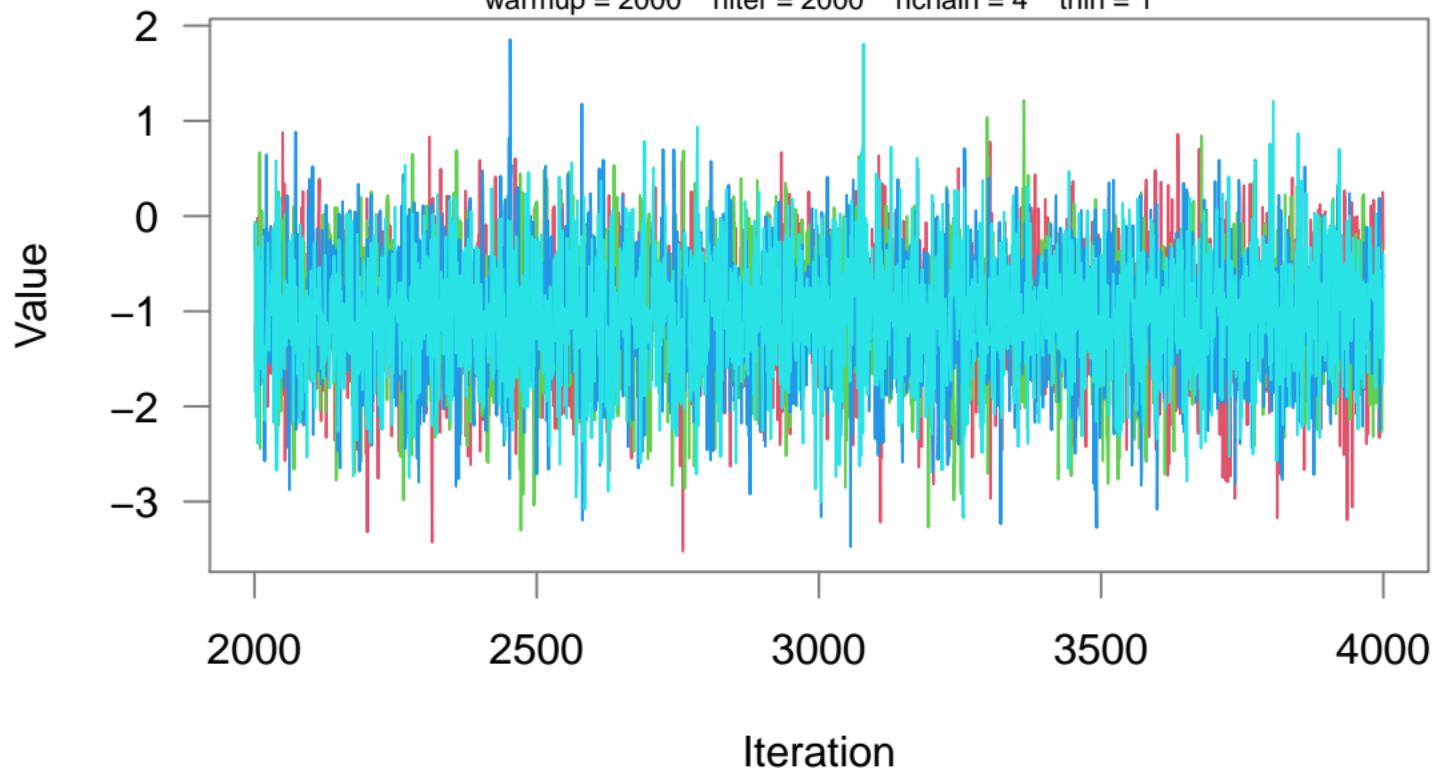
## **$z_2[1,7]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



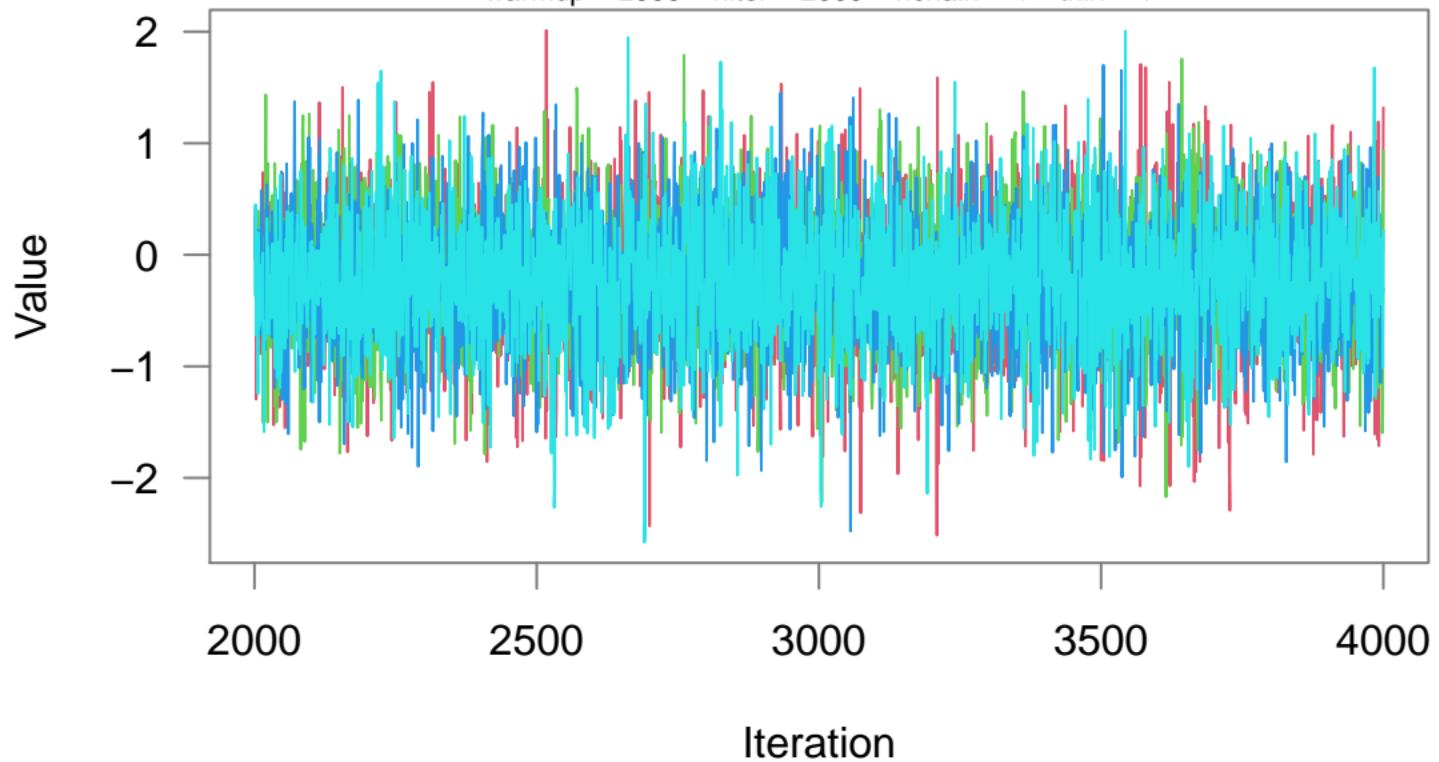
## **z\_2[1,8]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



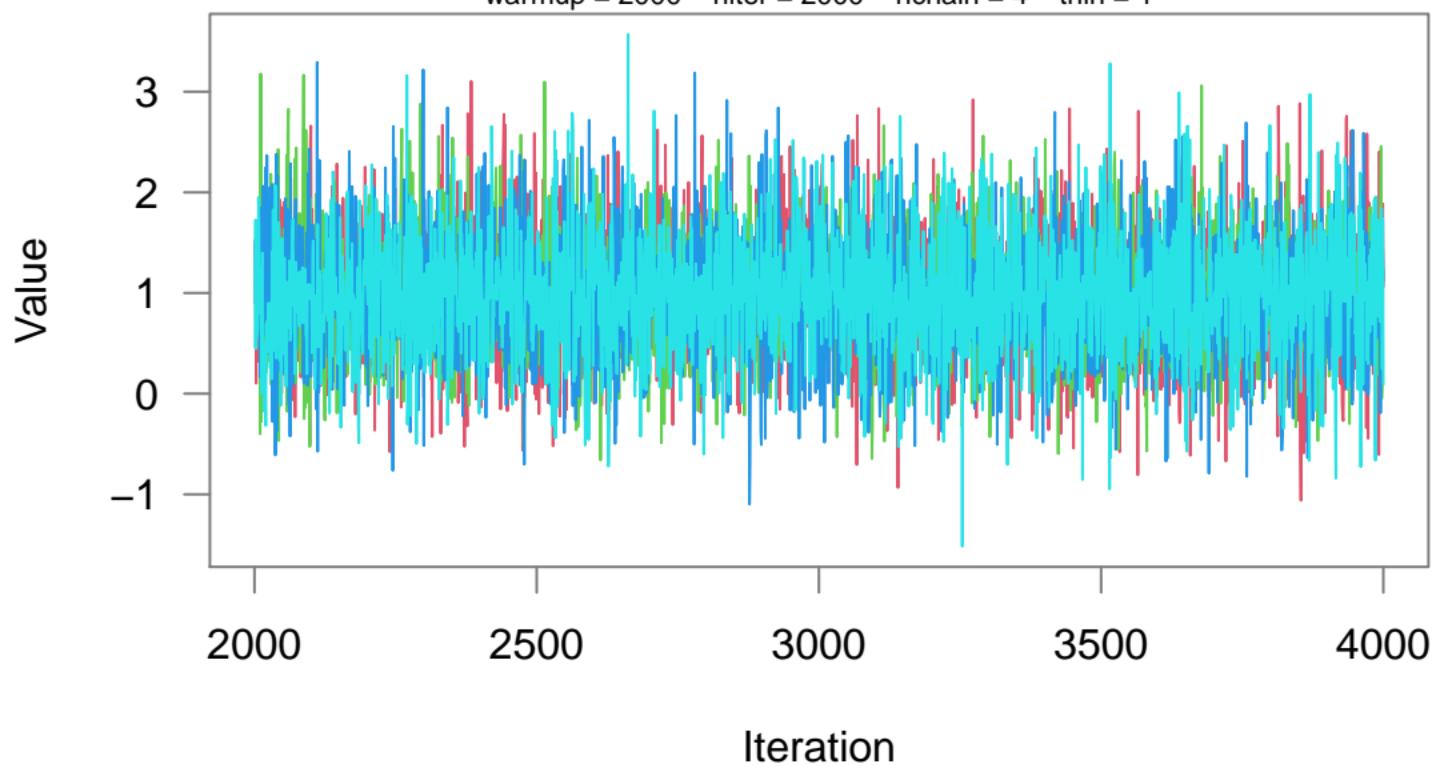
# **z\_2[1,9]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



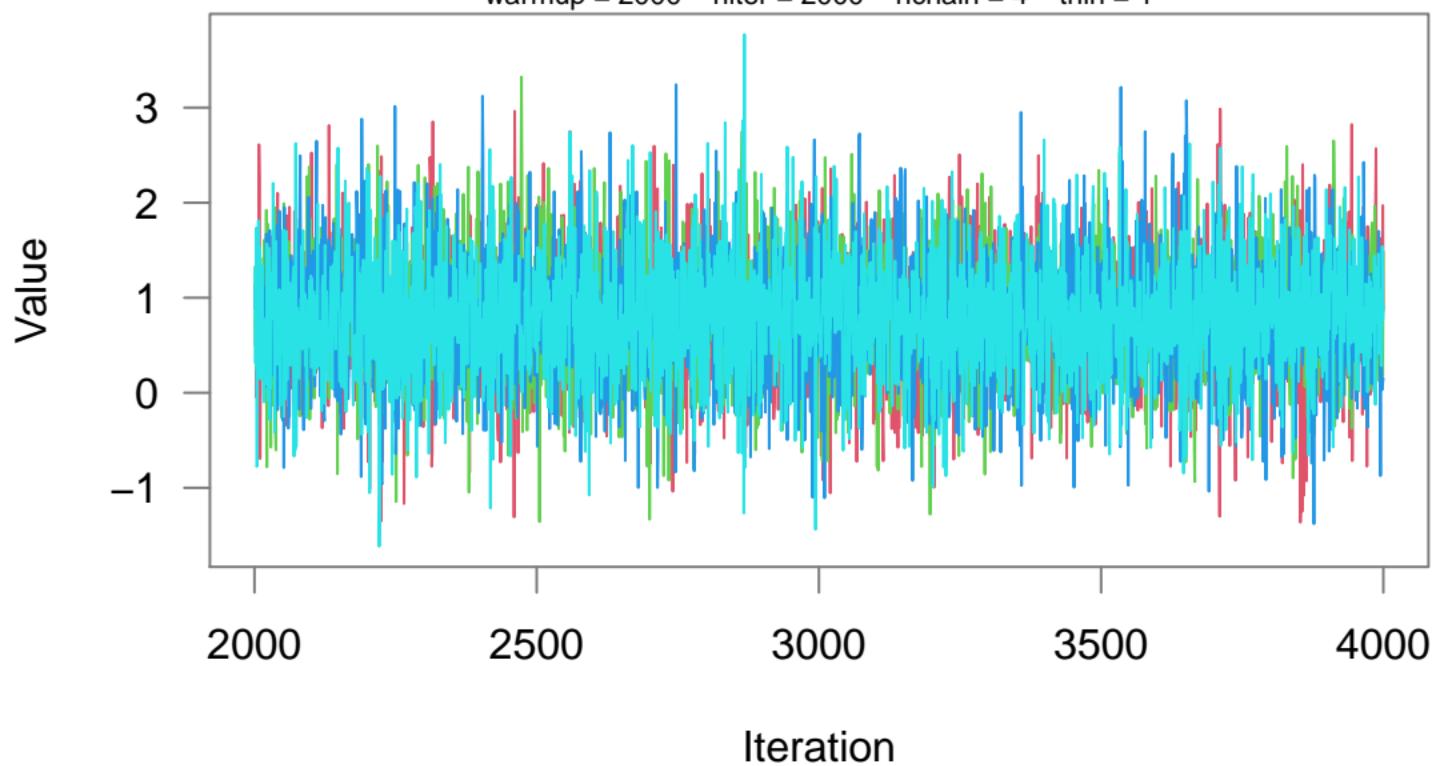
## **$z_2[1,10]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



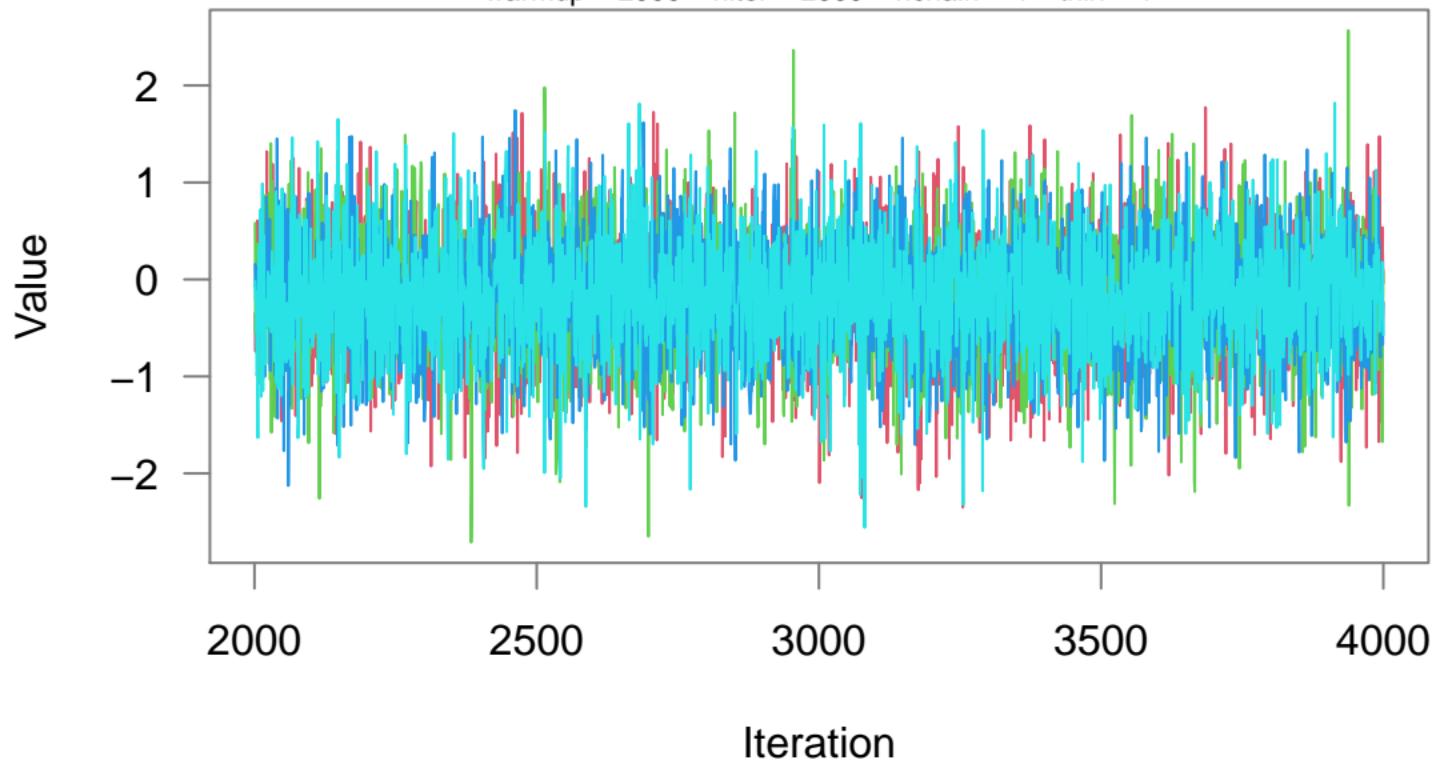
# **z\_2[1,11]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



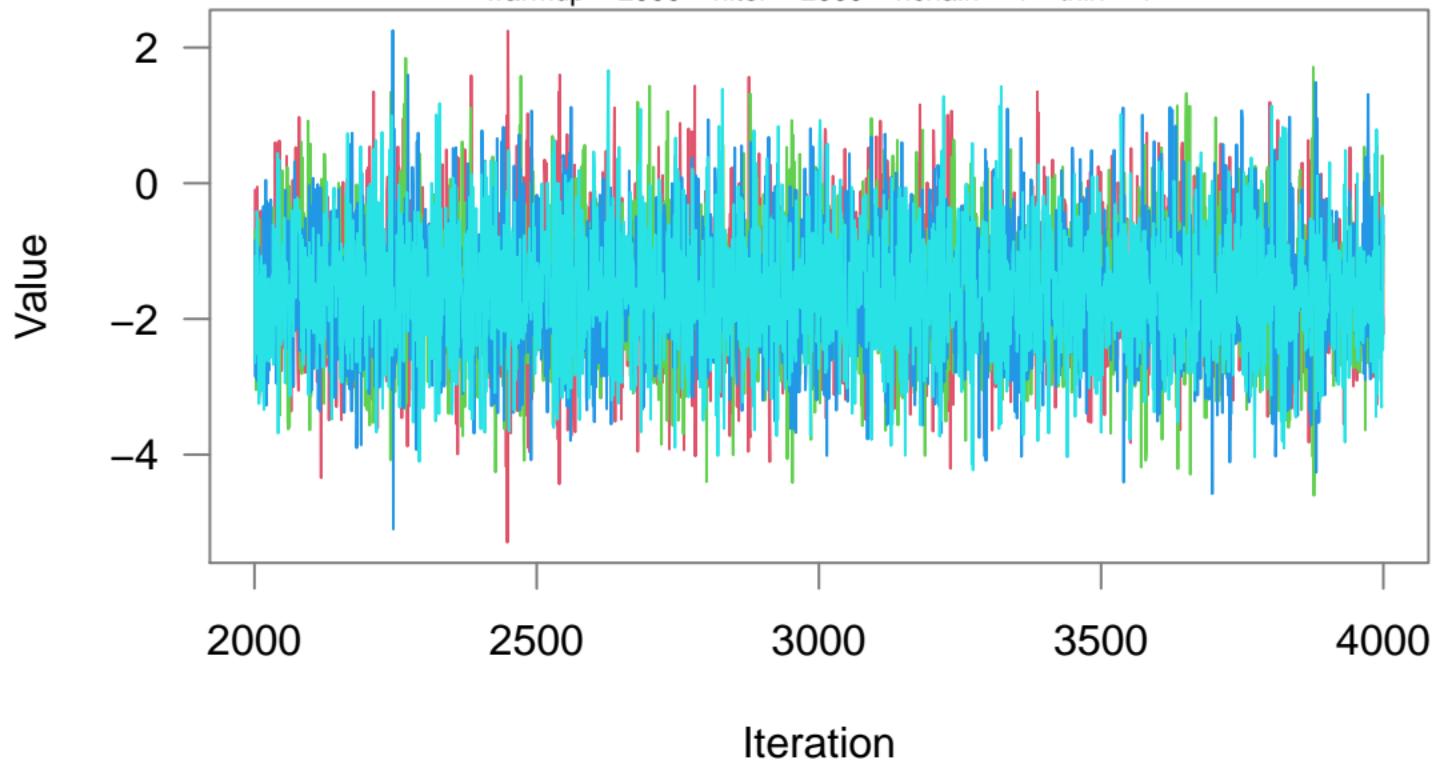
## **$z_2[1,12]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



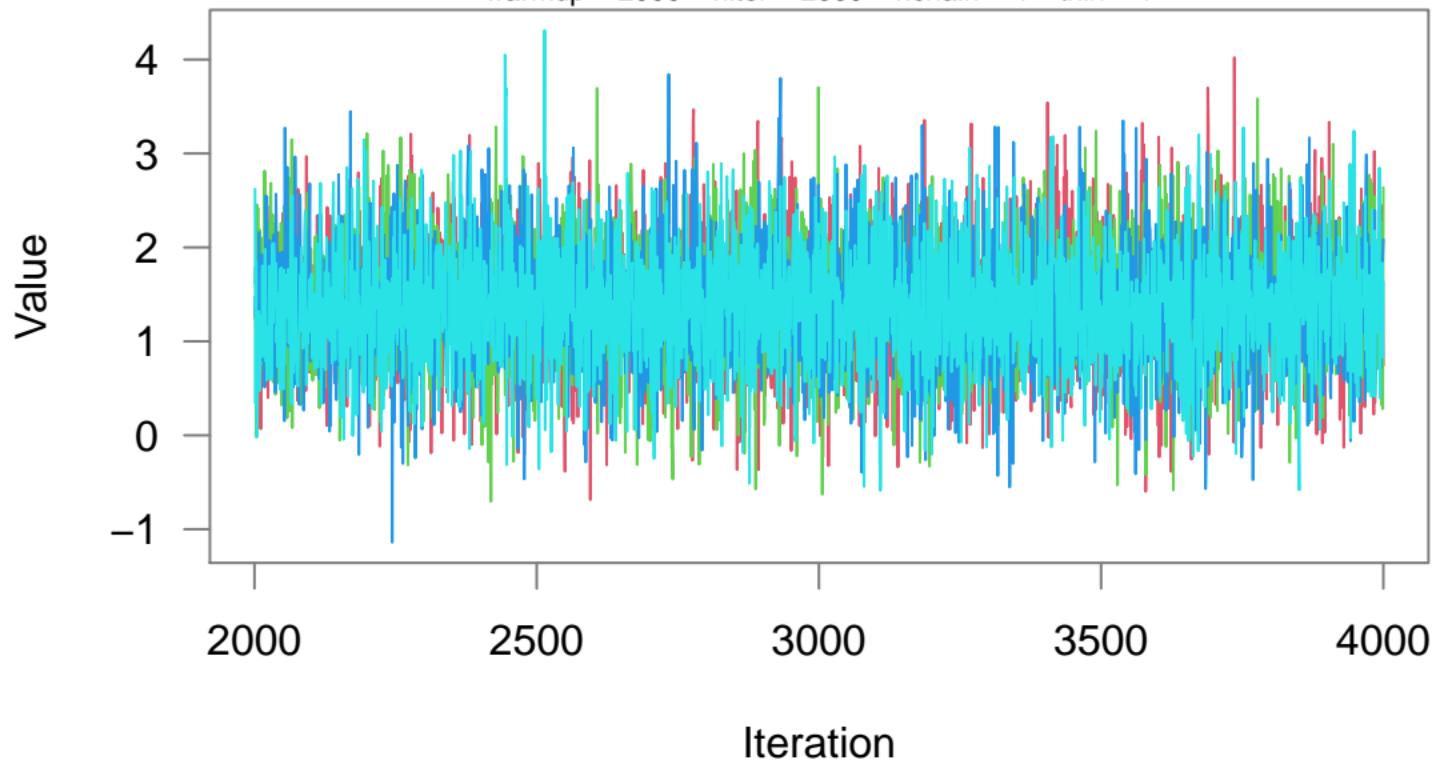
# **z\_2[1,13]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



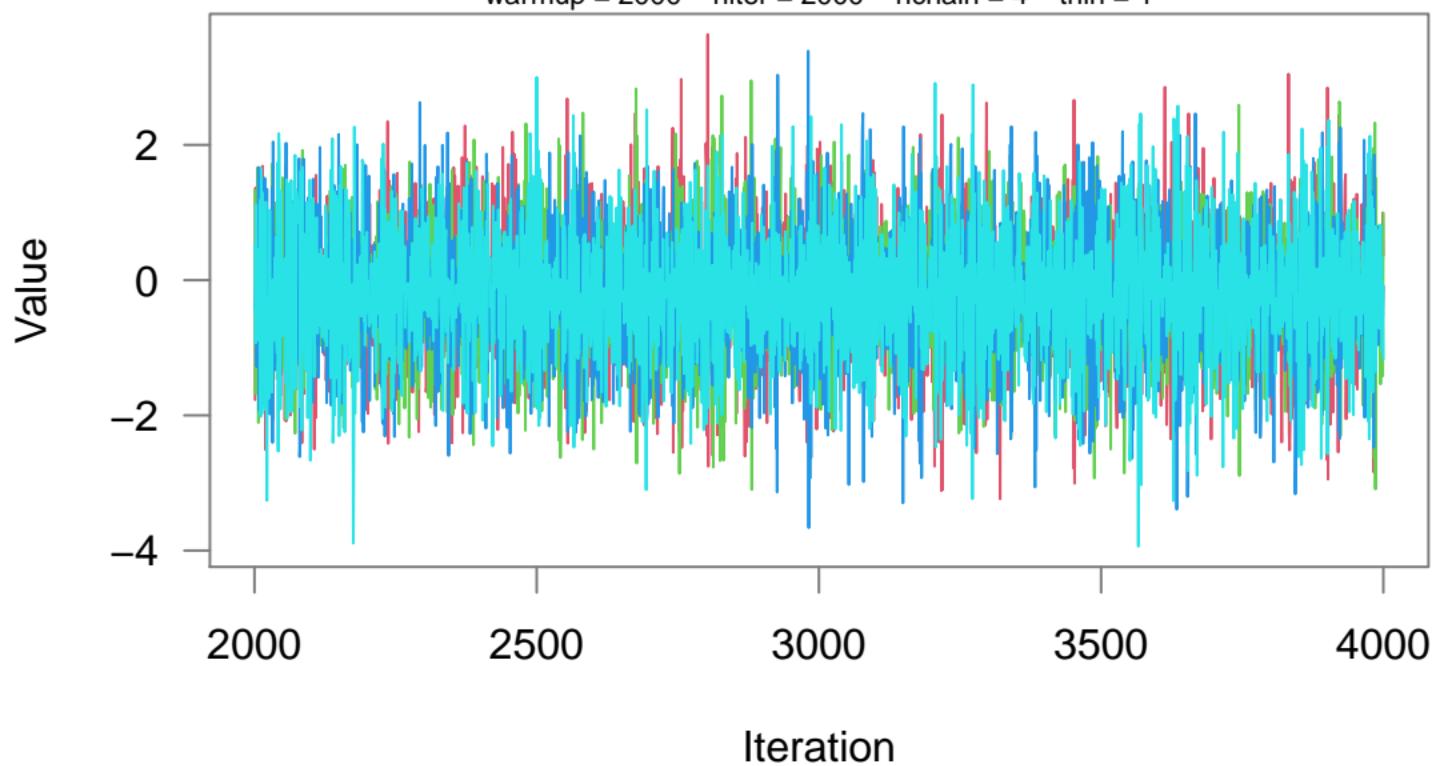
## **z\_2[1,14]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



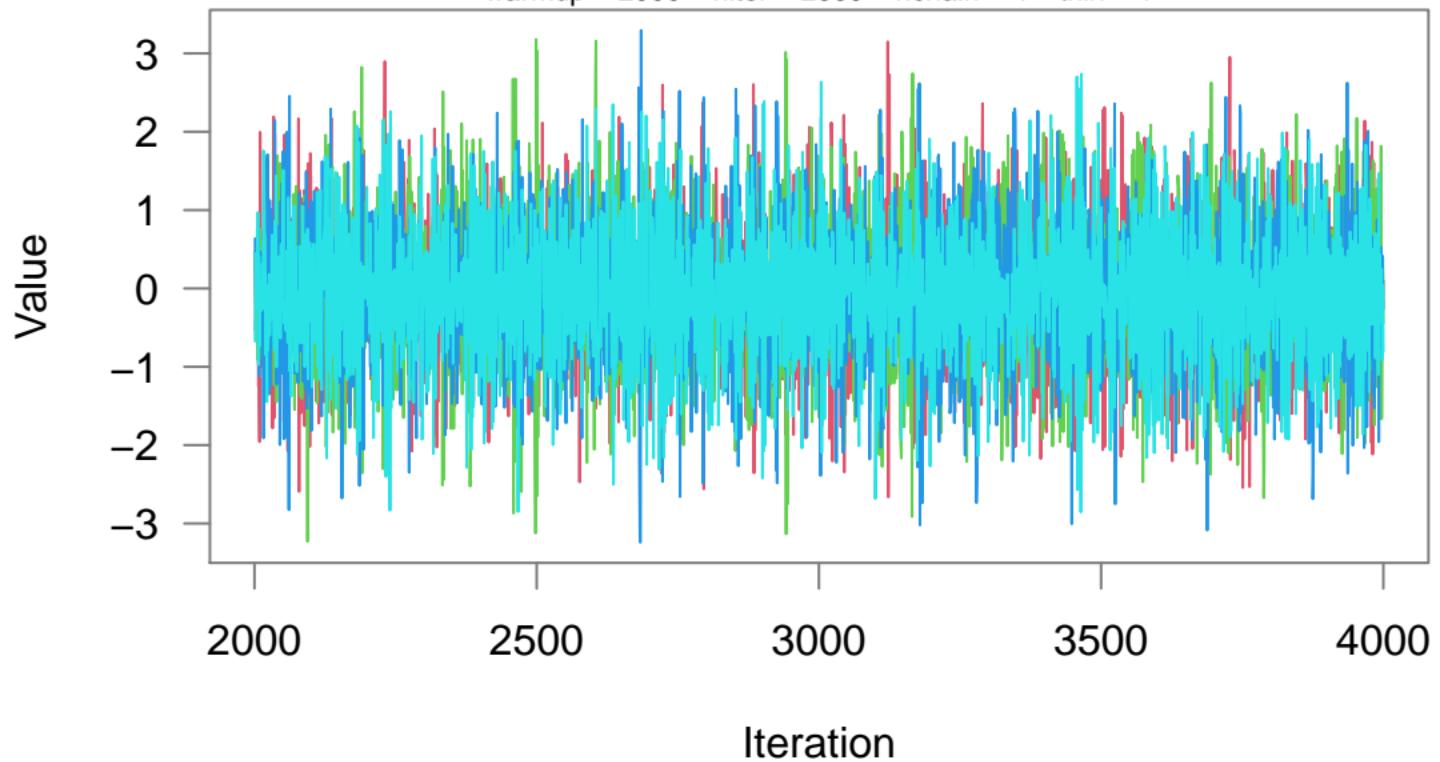
## **z\_2[1,15]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



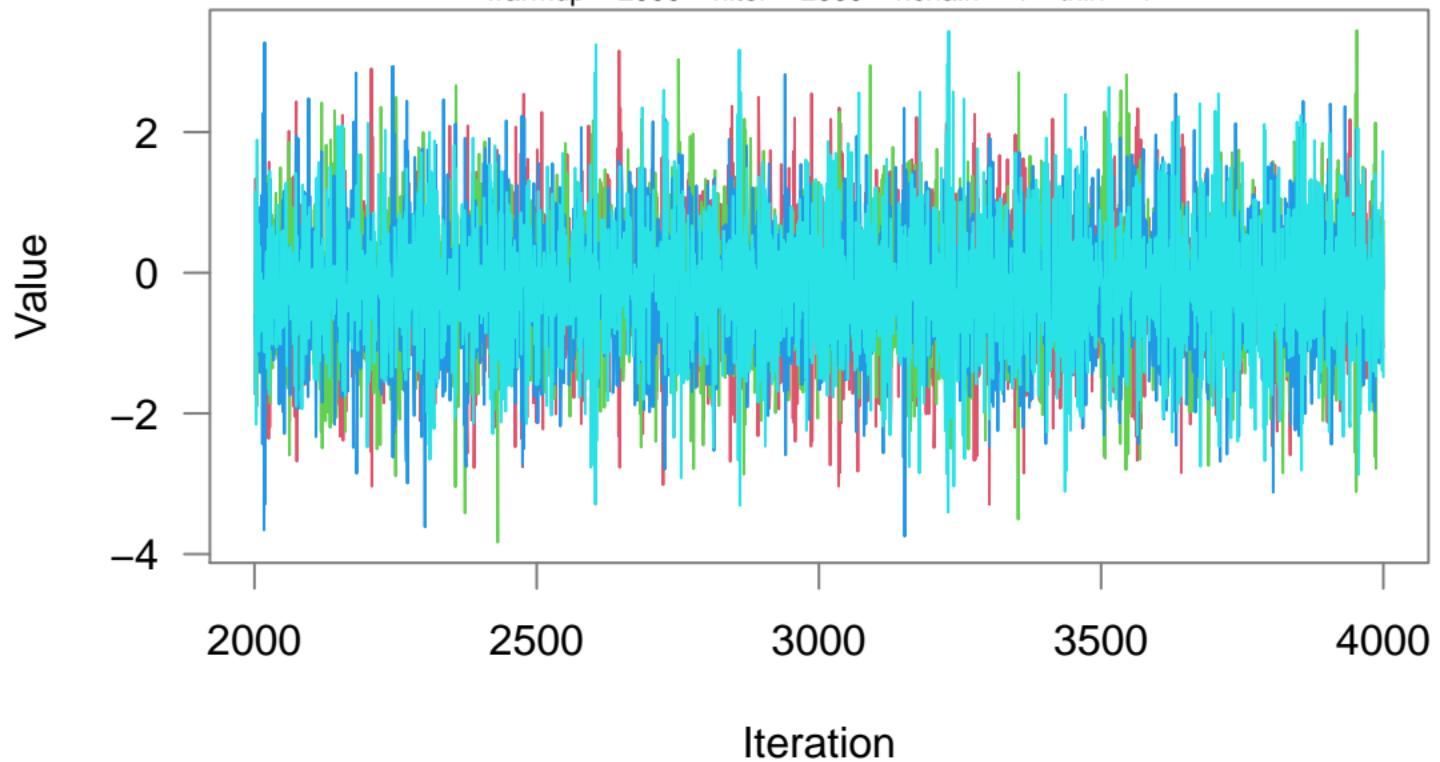
## **z\_2[1,16]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



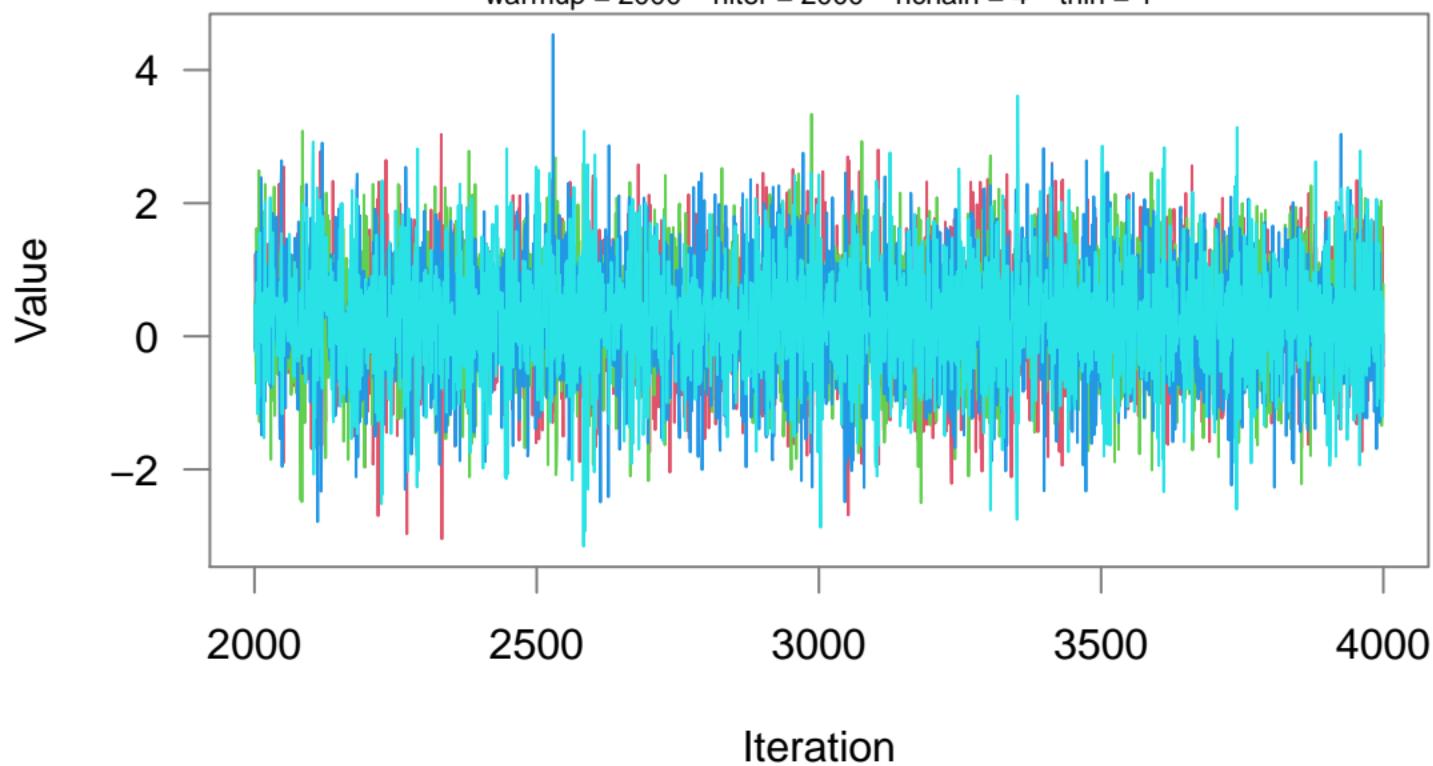
## **$z_2[1,17]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



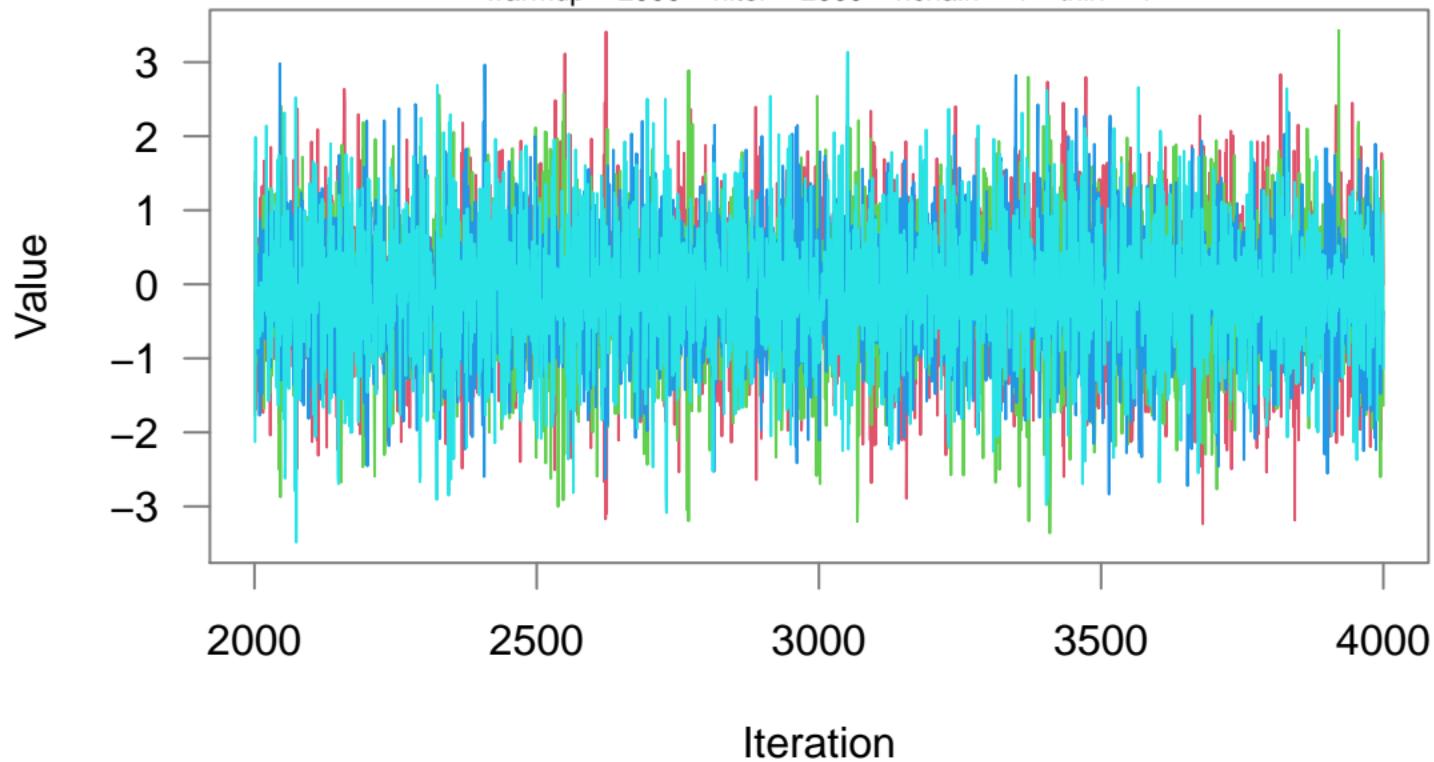
## **z\_2[1,18]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



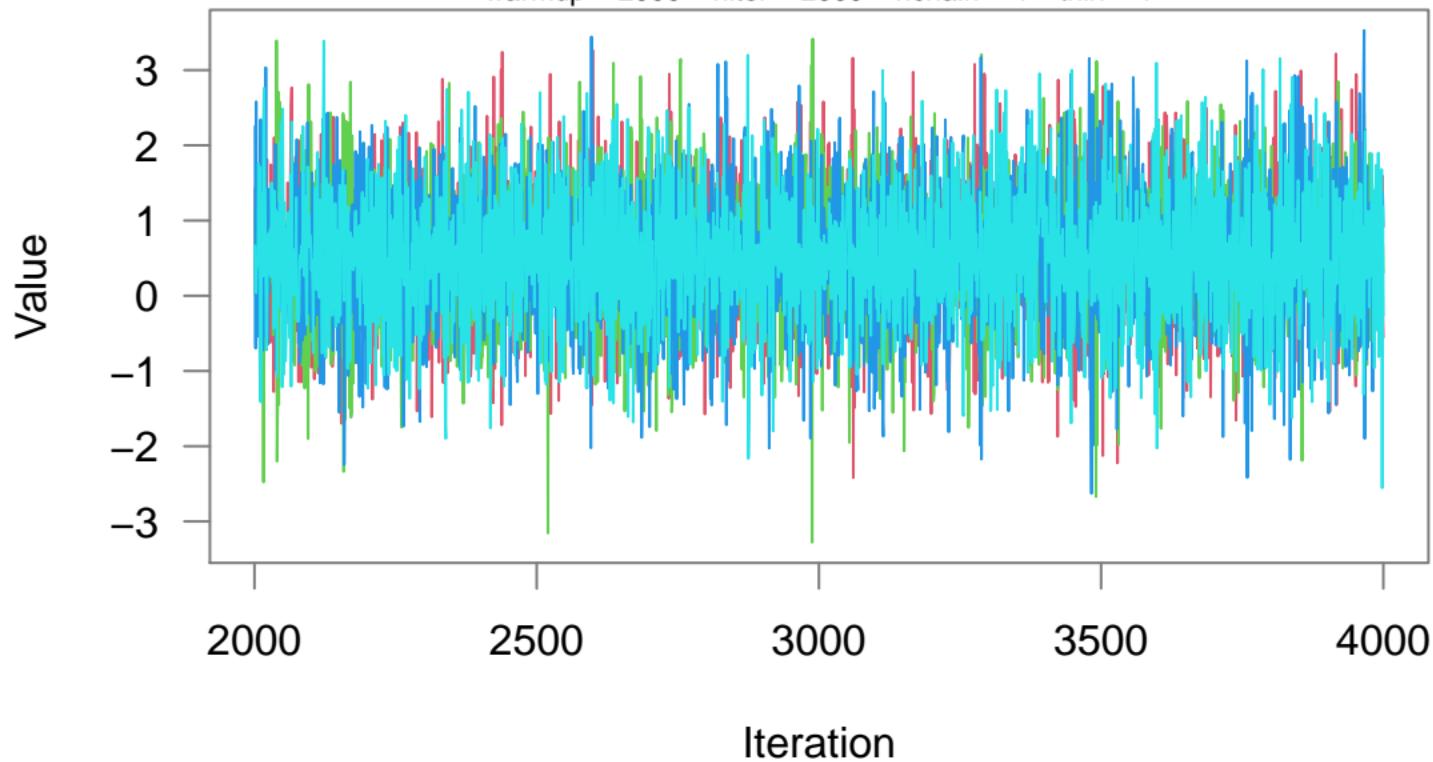
## **$z_2[1,19]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



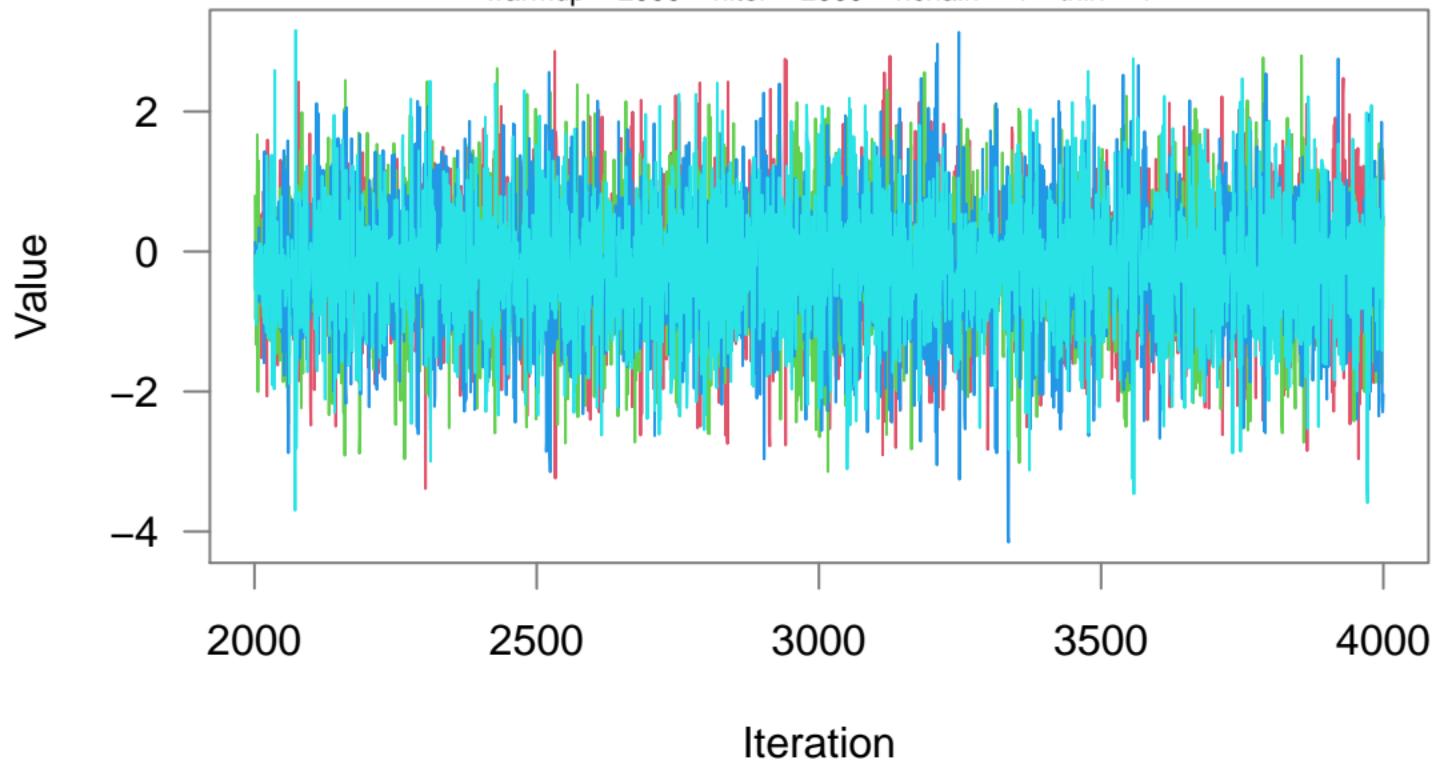
# **z\_2[1,20]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



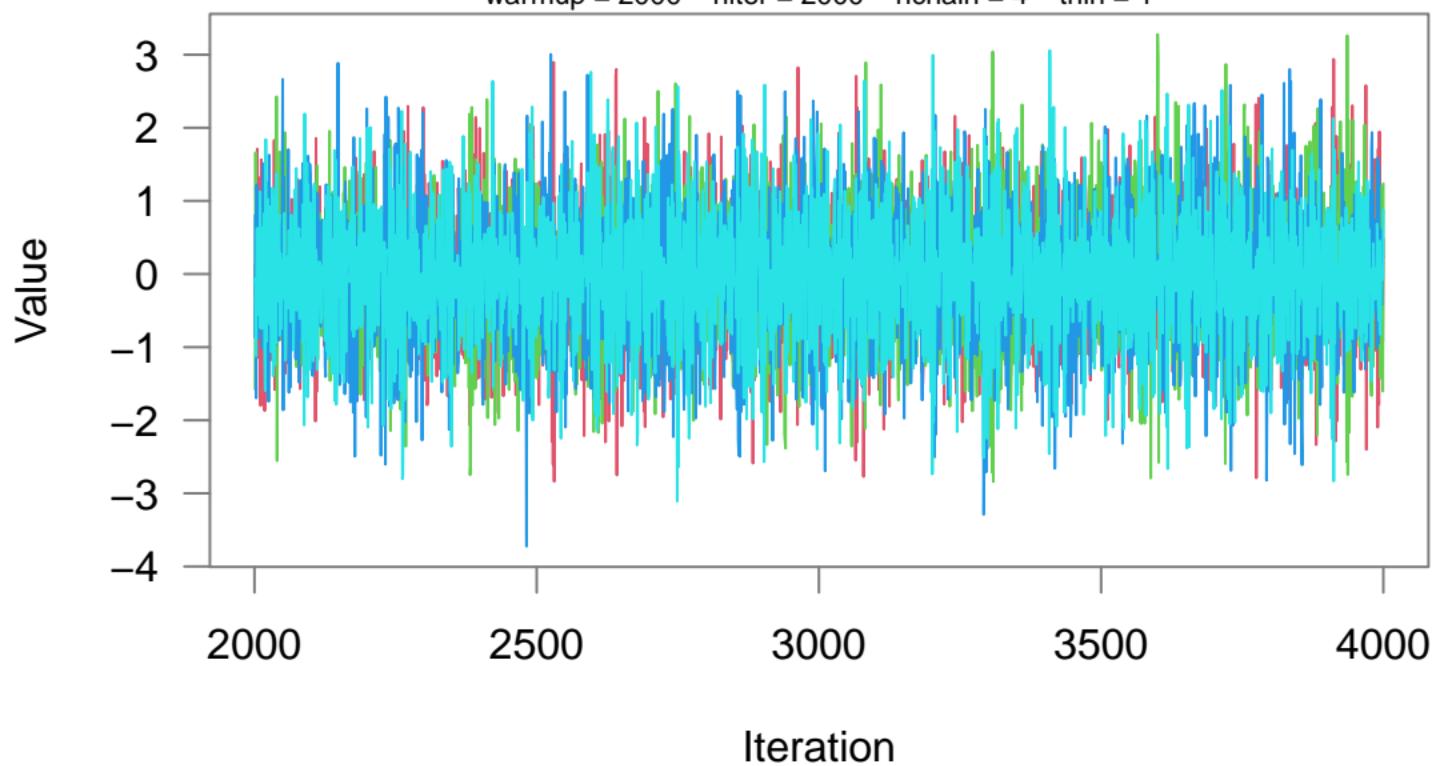
# **z\_2[1,21]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

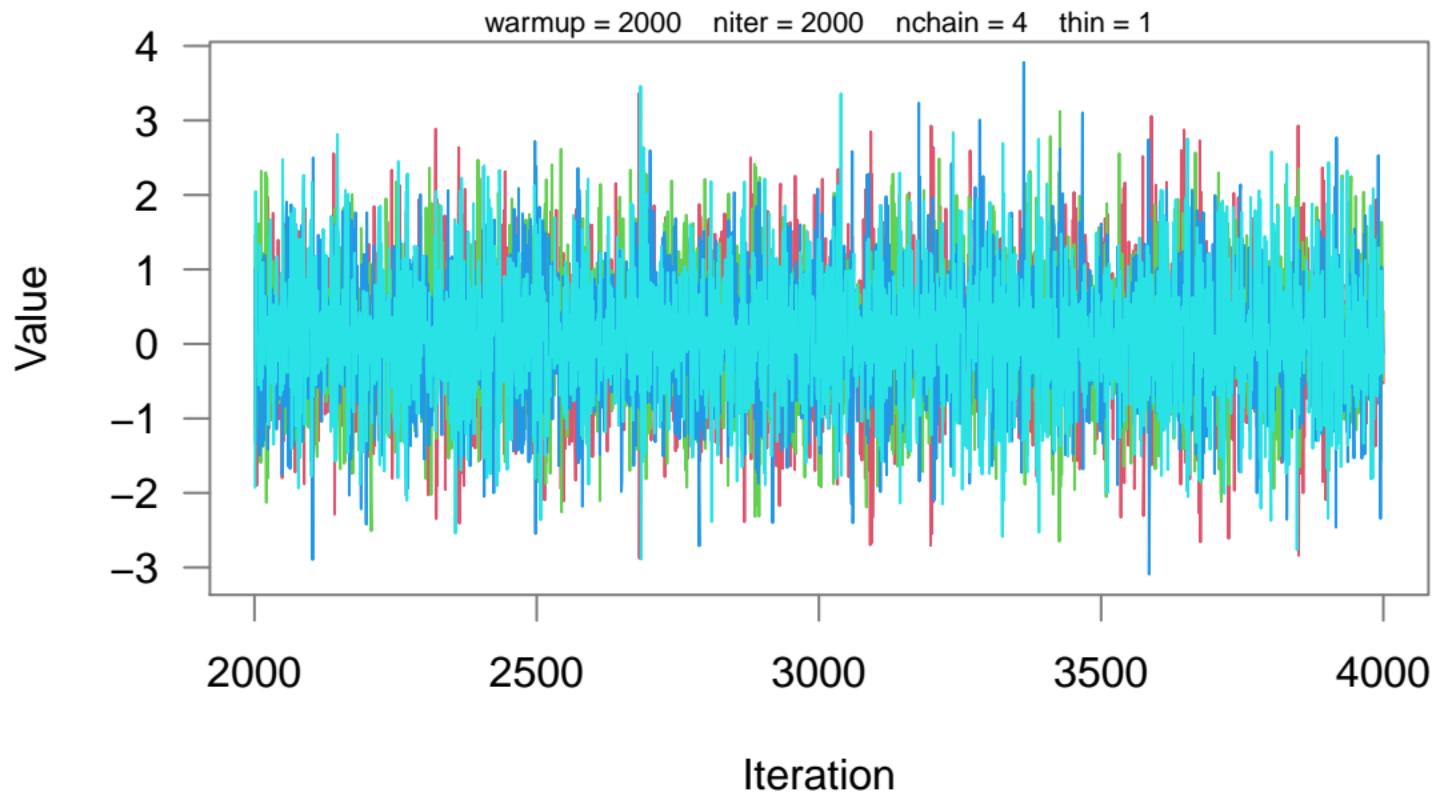


## **$z_{-2}[1,22]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

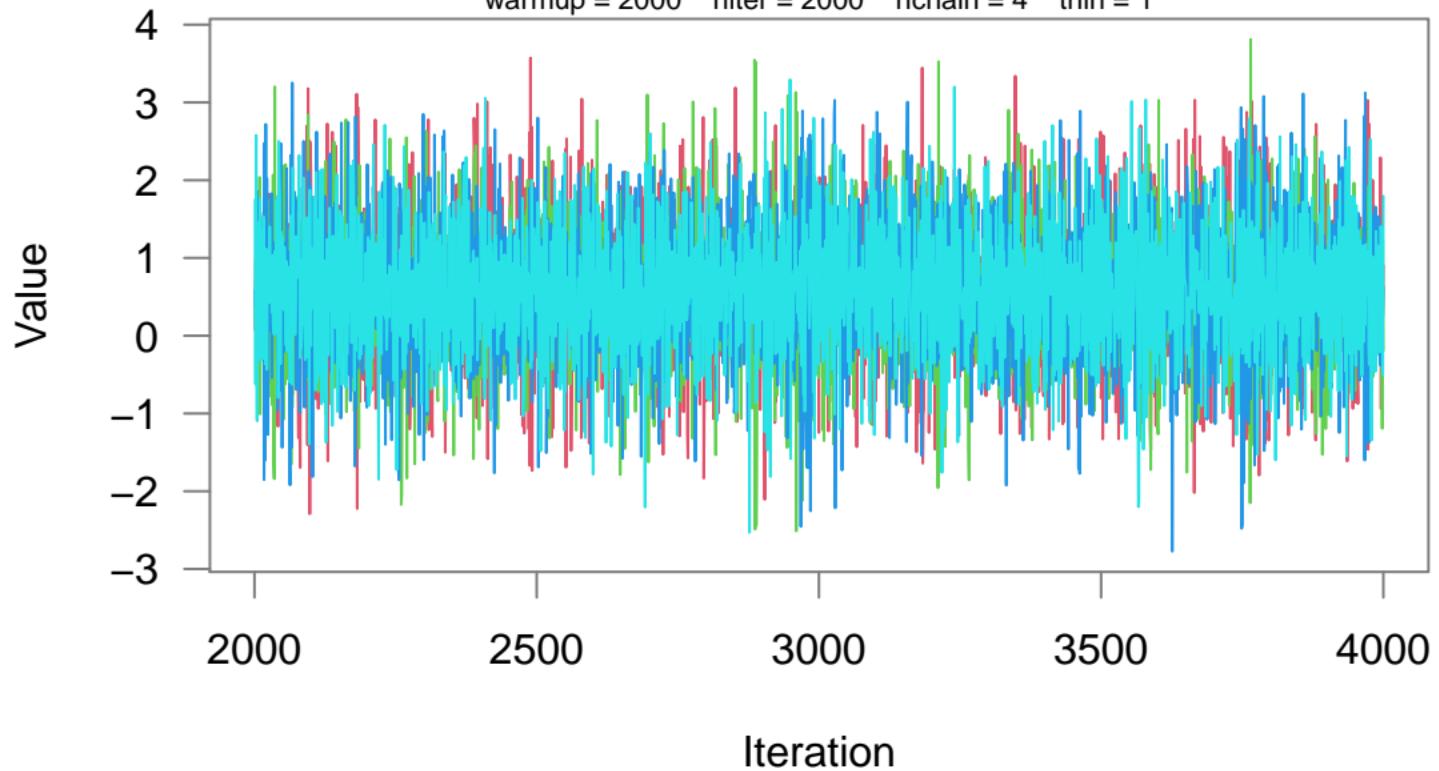


## **$z_2[1,23]$**



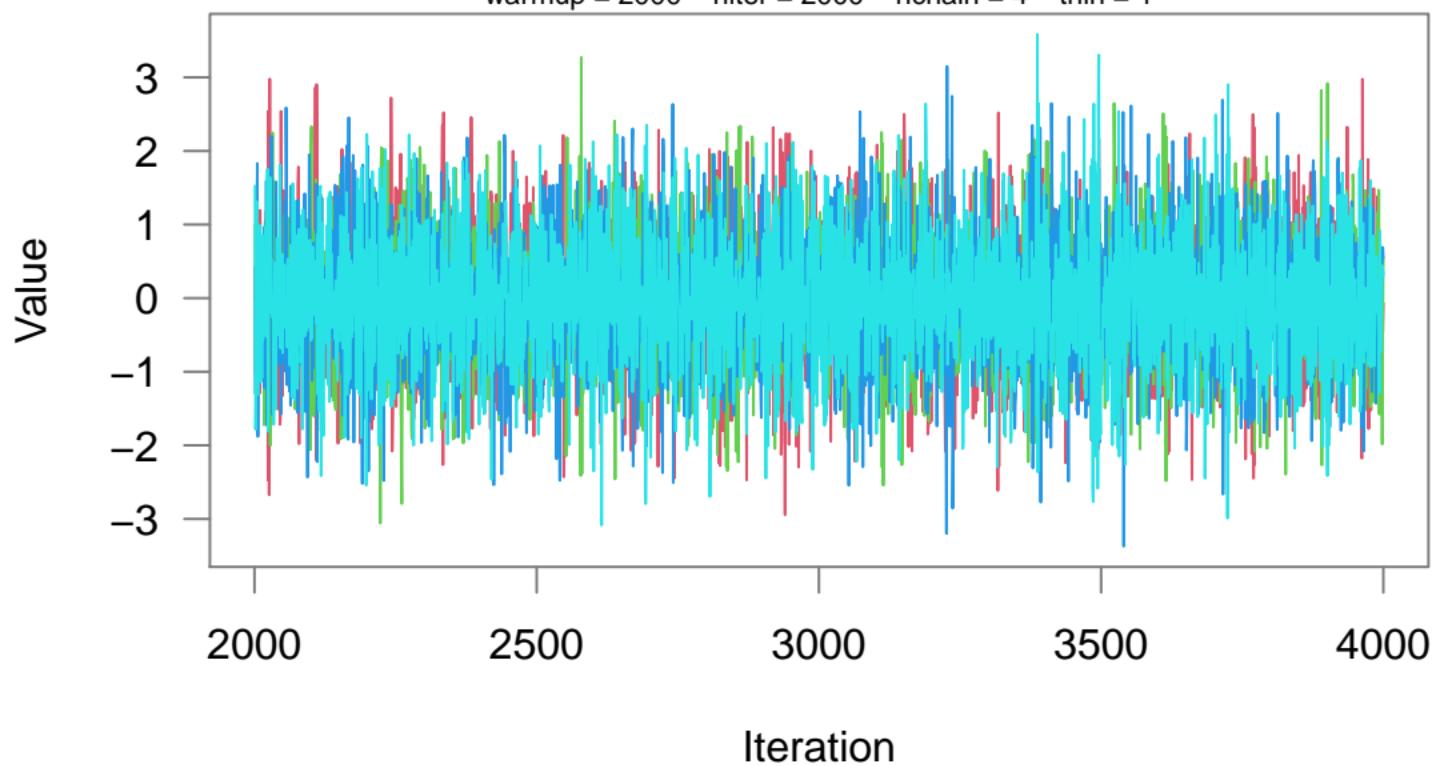
## **$z_2[1,24]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



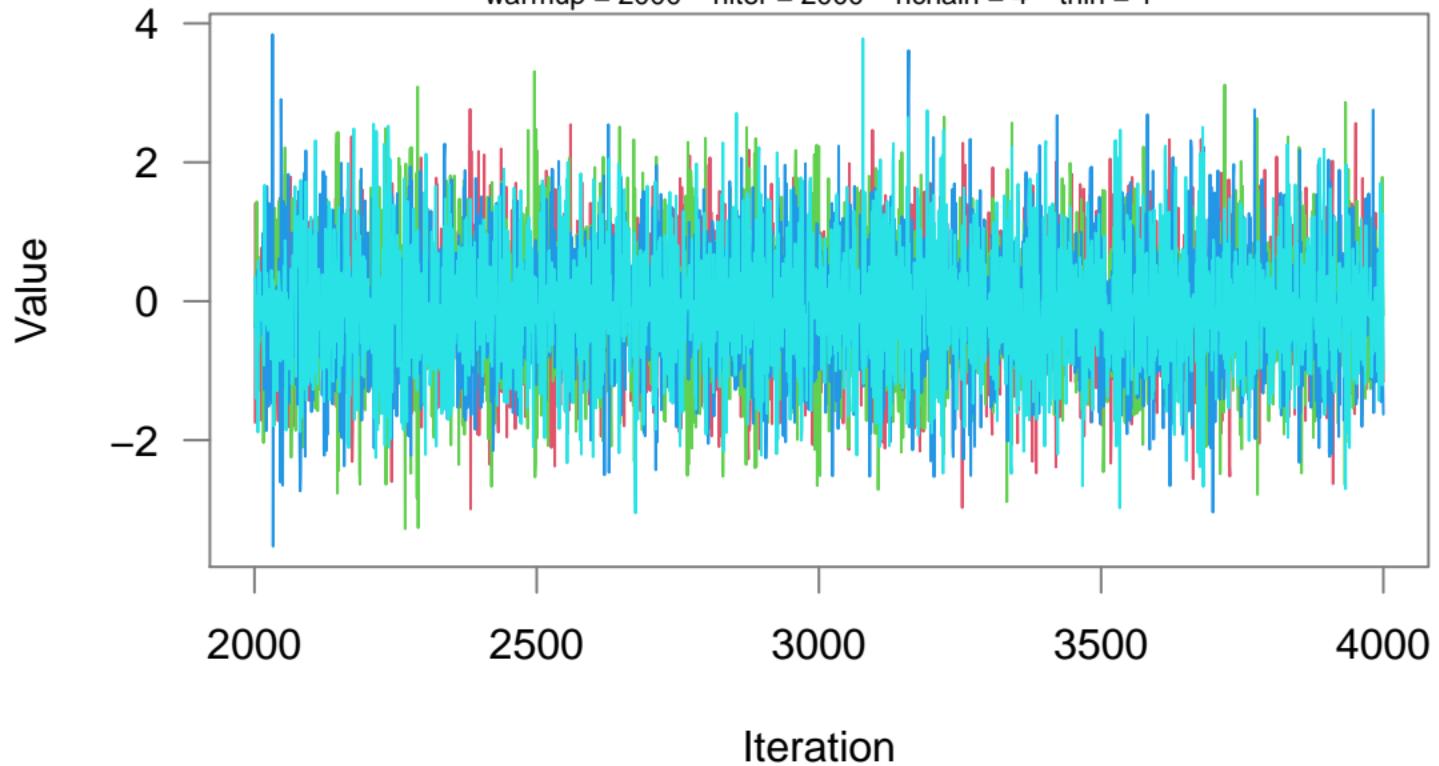
## **z\_2[1,25]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



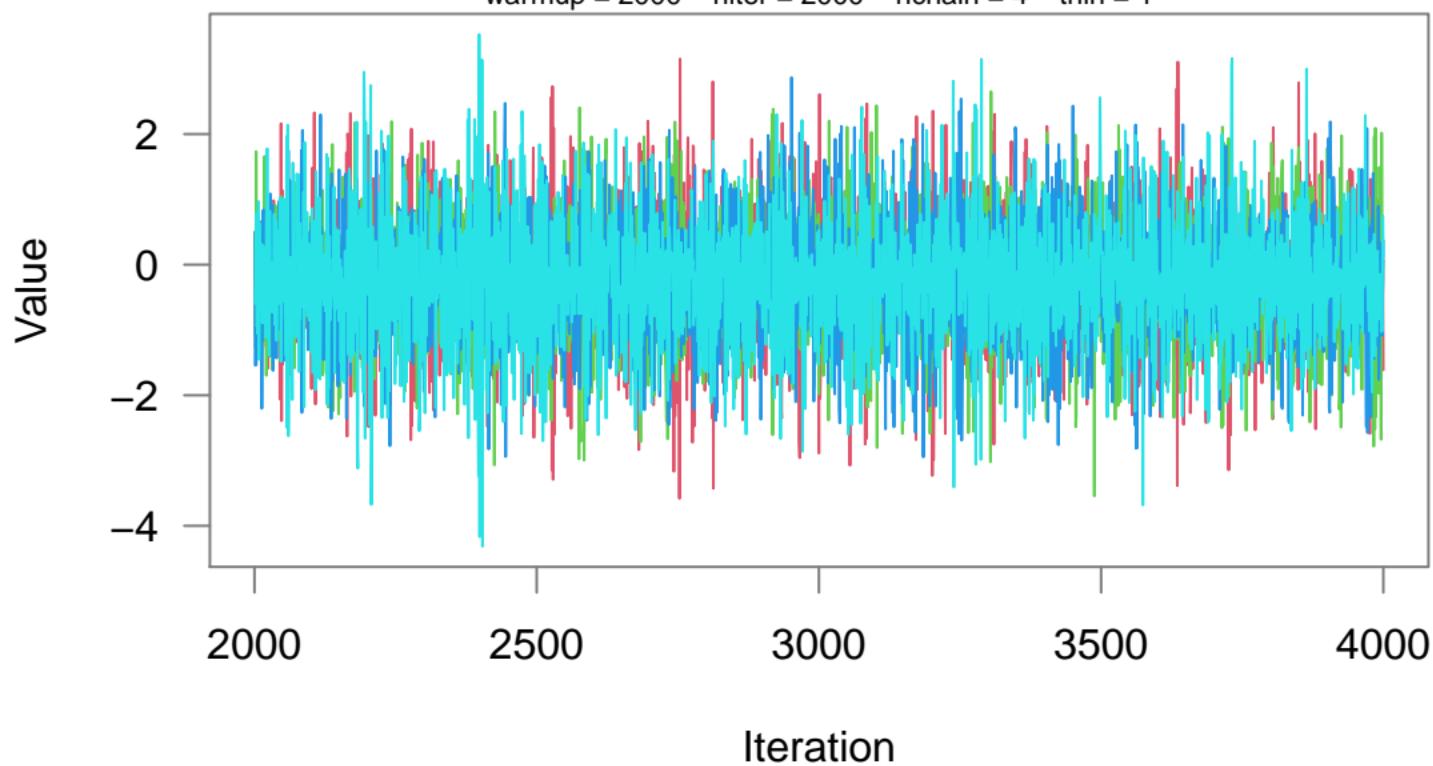
## **$z_2[1,26]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



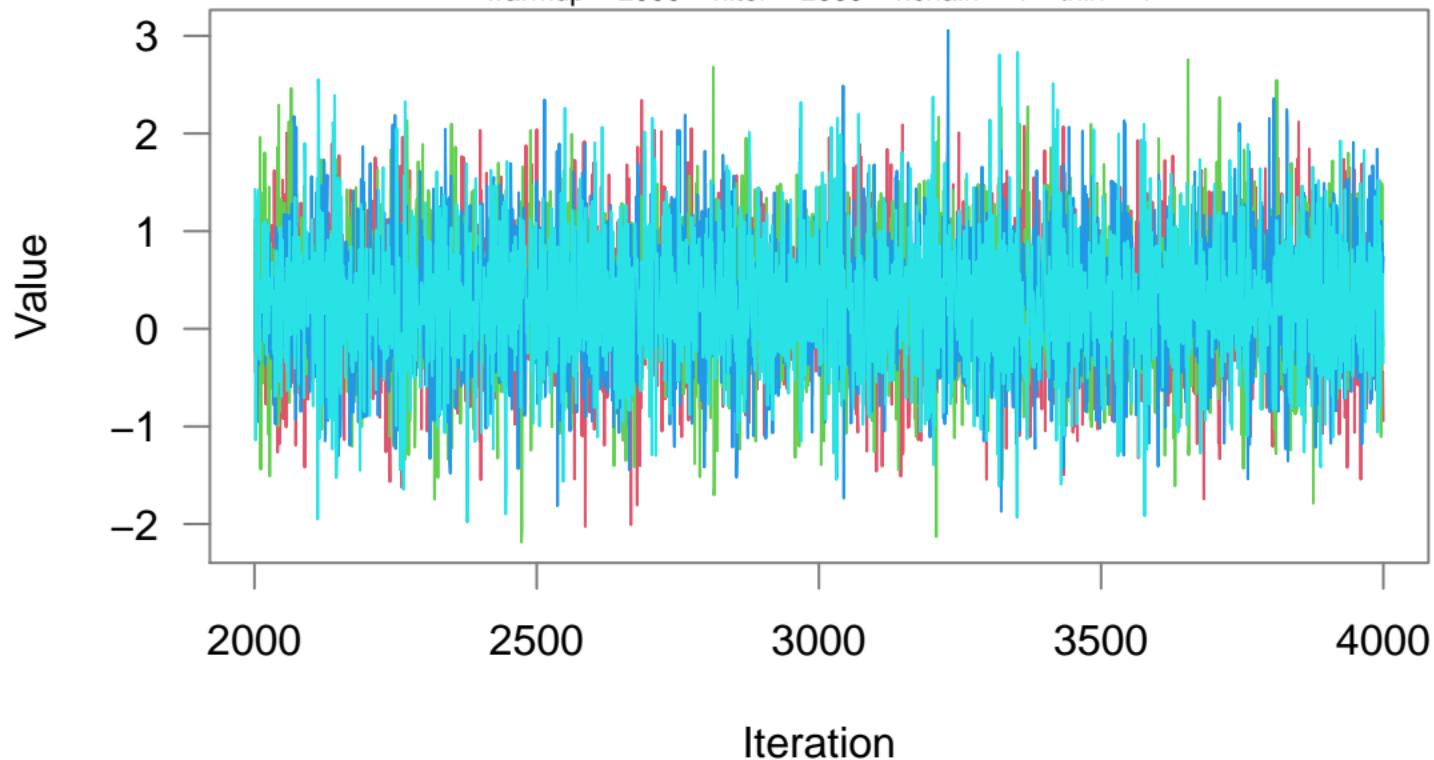
## **$z_{-2}[1,27]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



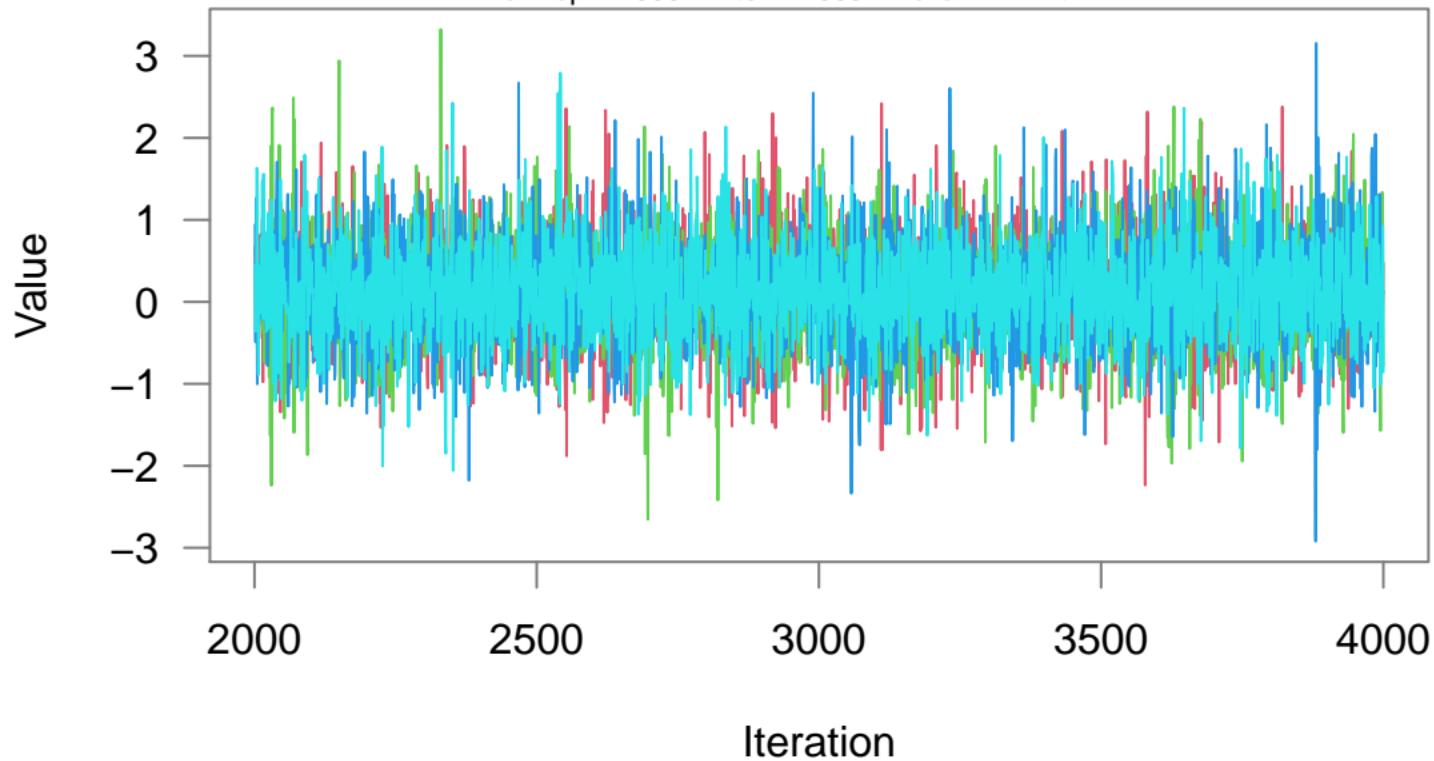
## **$z_2[1,28]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

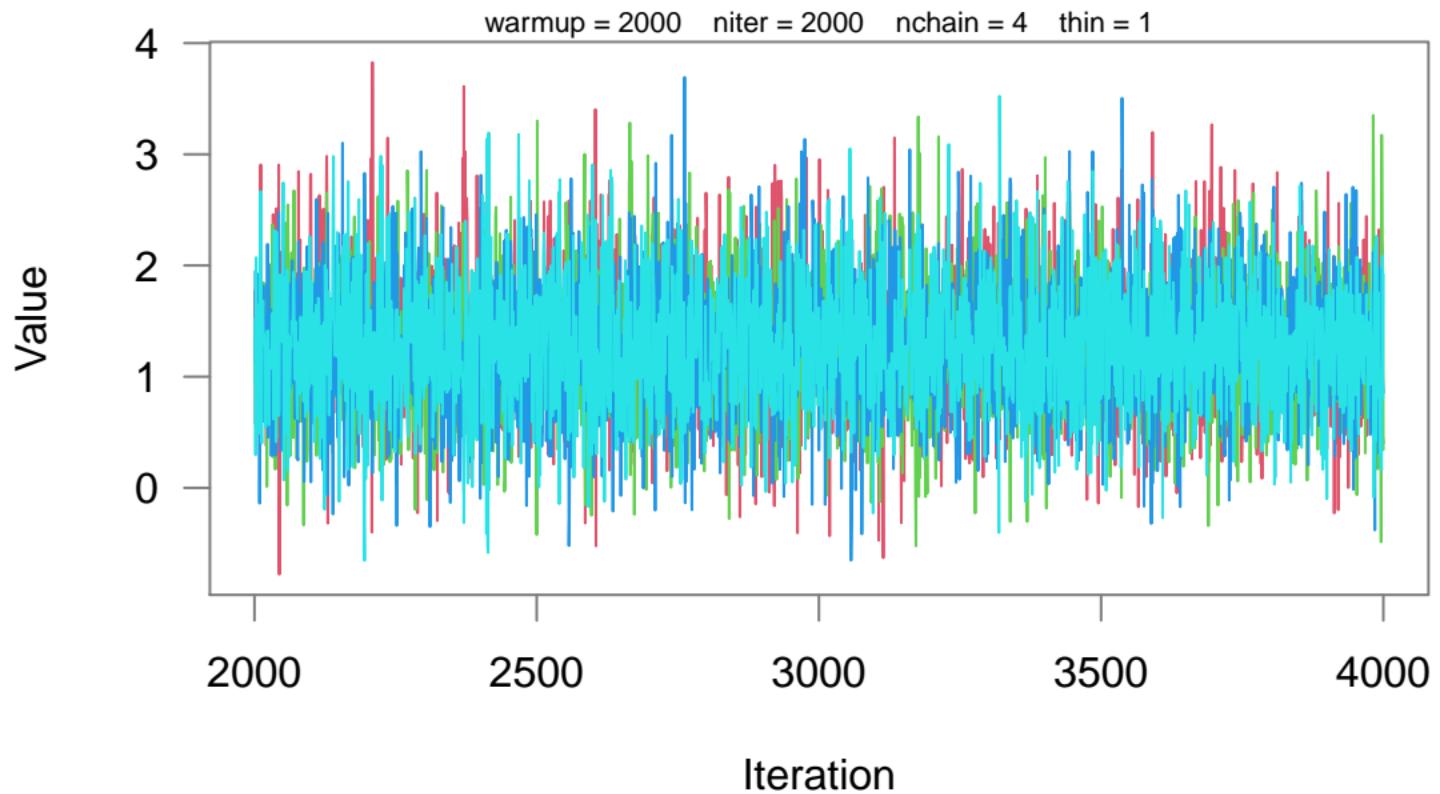


## **z\_2[1,29]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

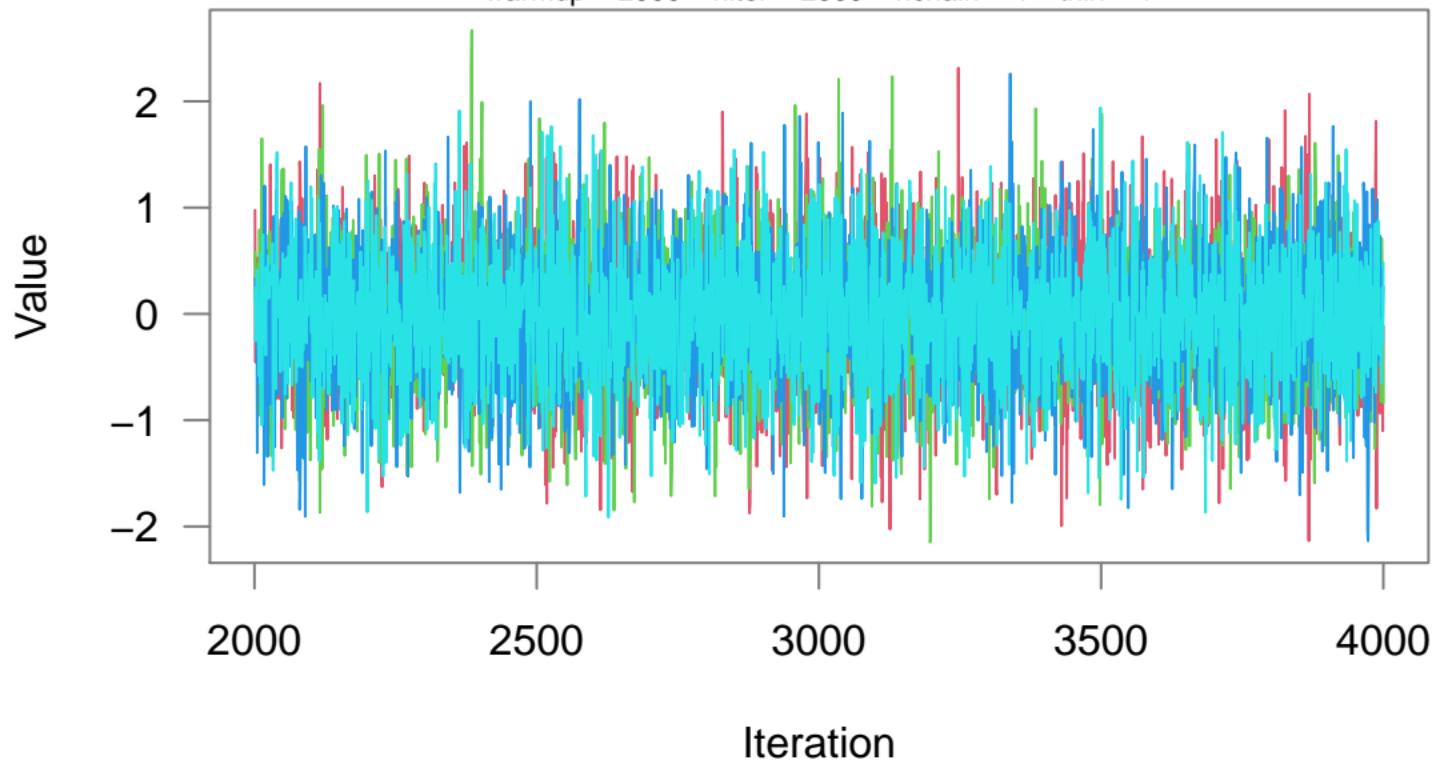


## **$z_2[1,30]$**



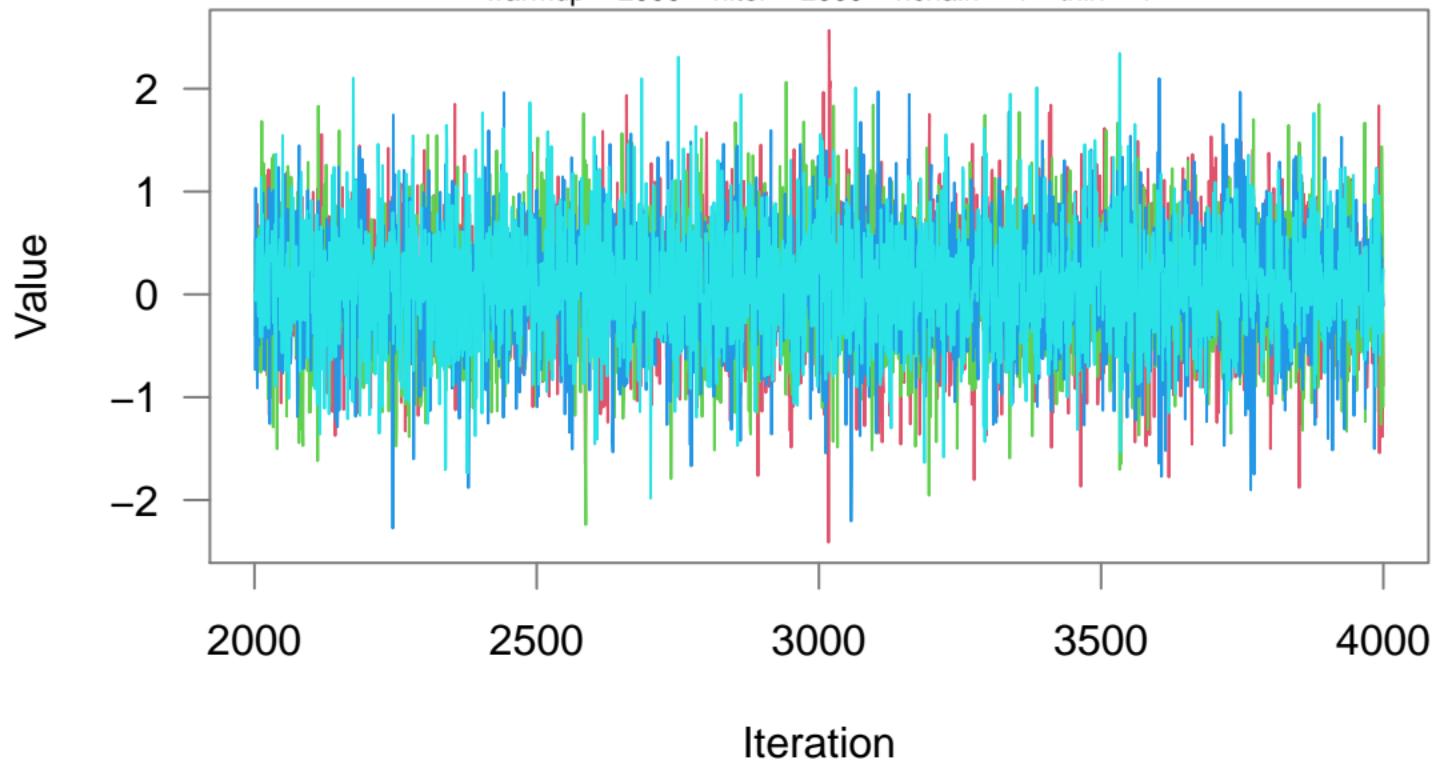
# **z\_2[1,31]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



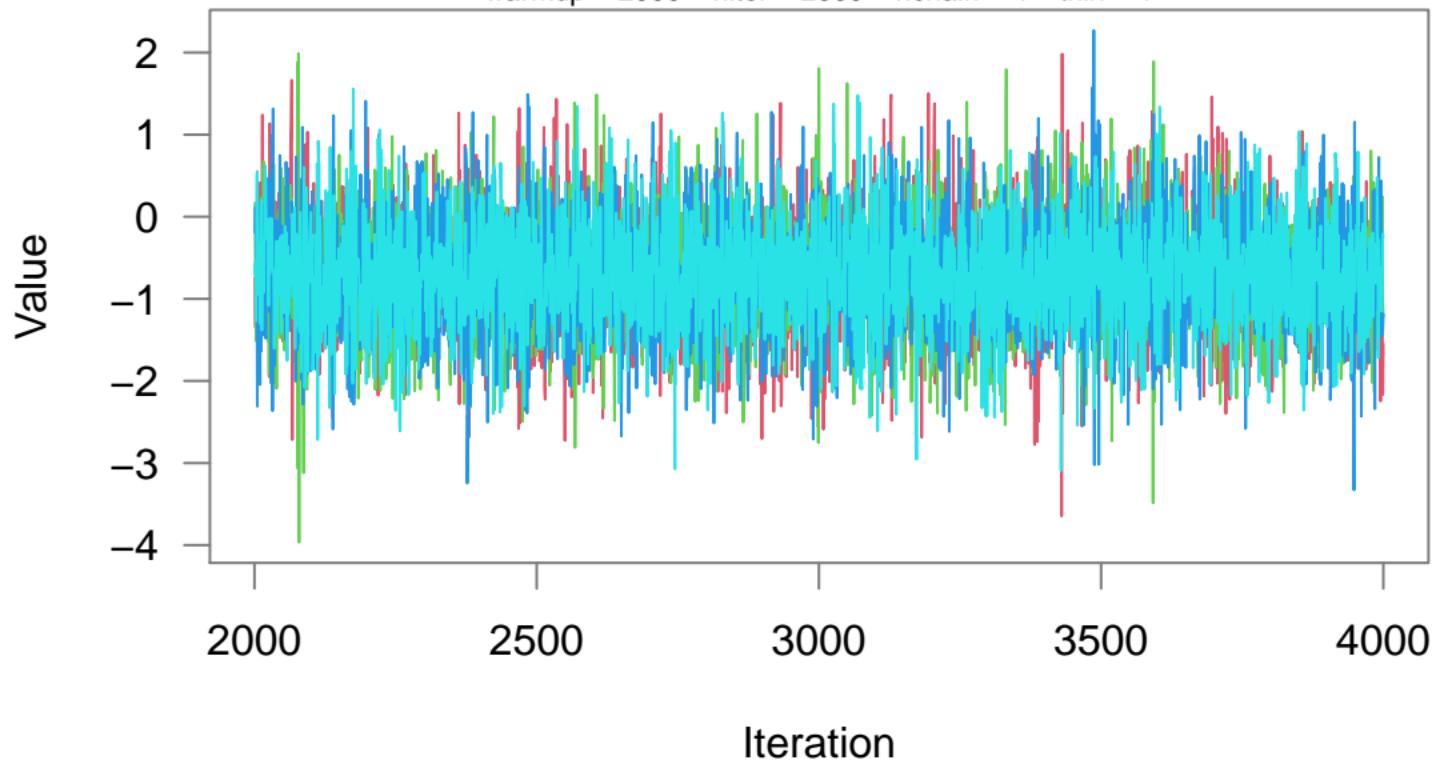
## **$z_2[1,32]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



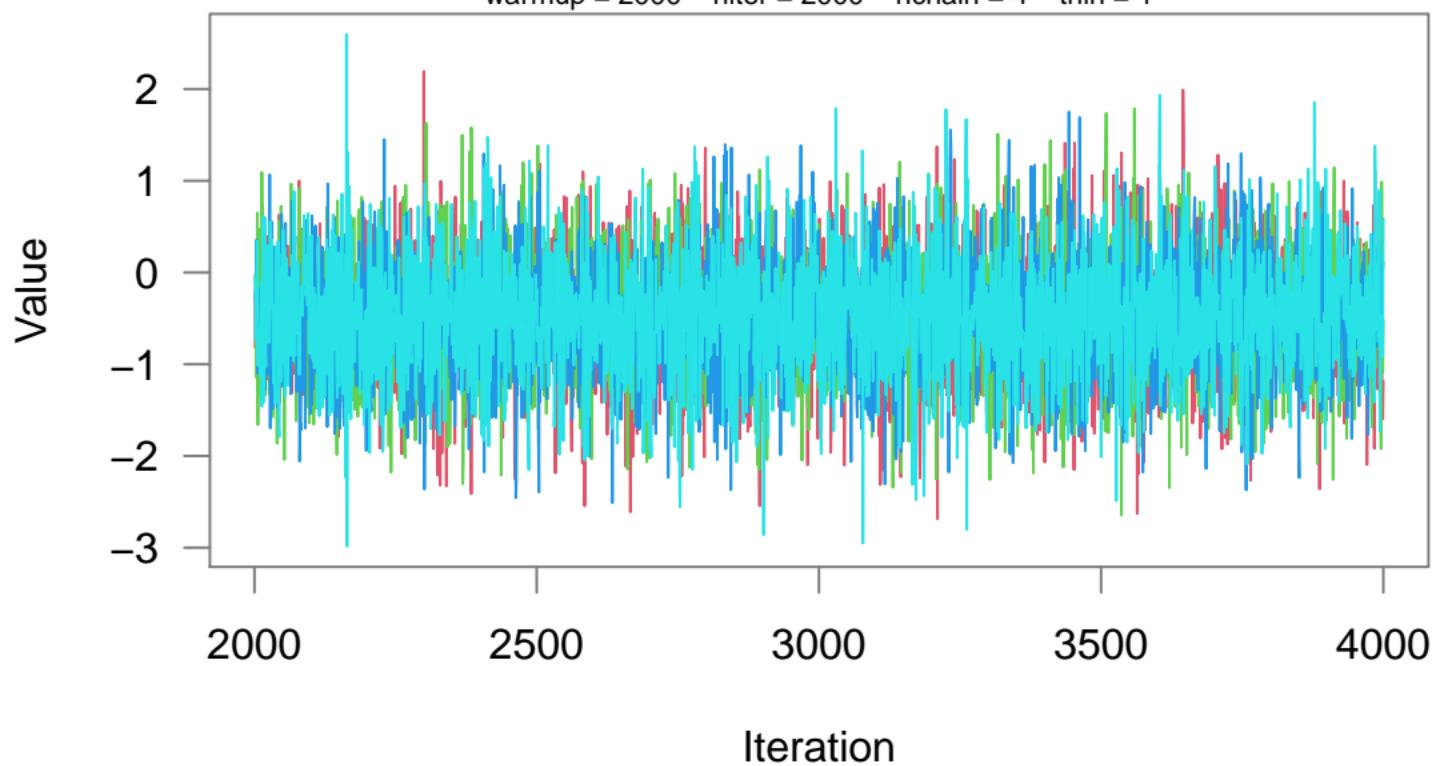
## **z\_2[1,33]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



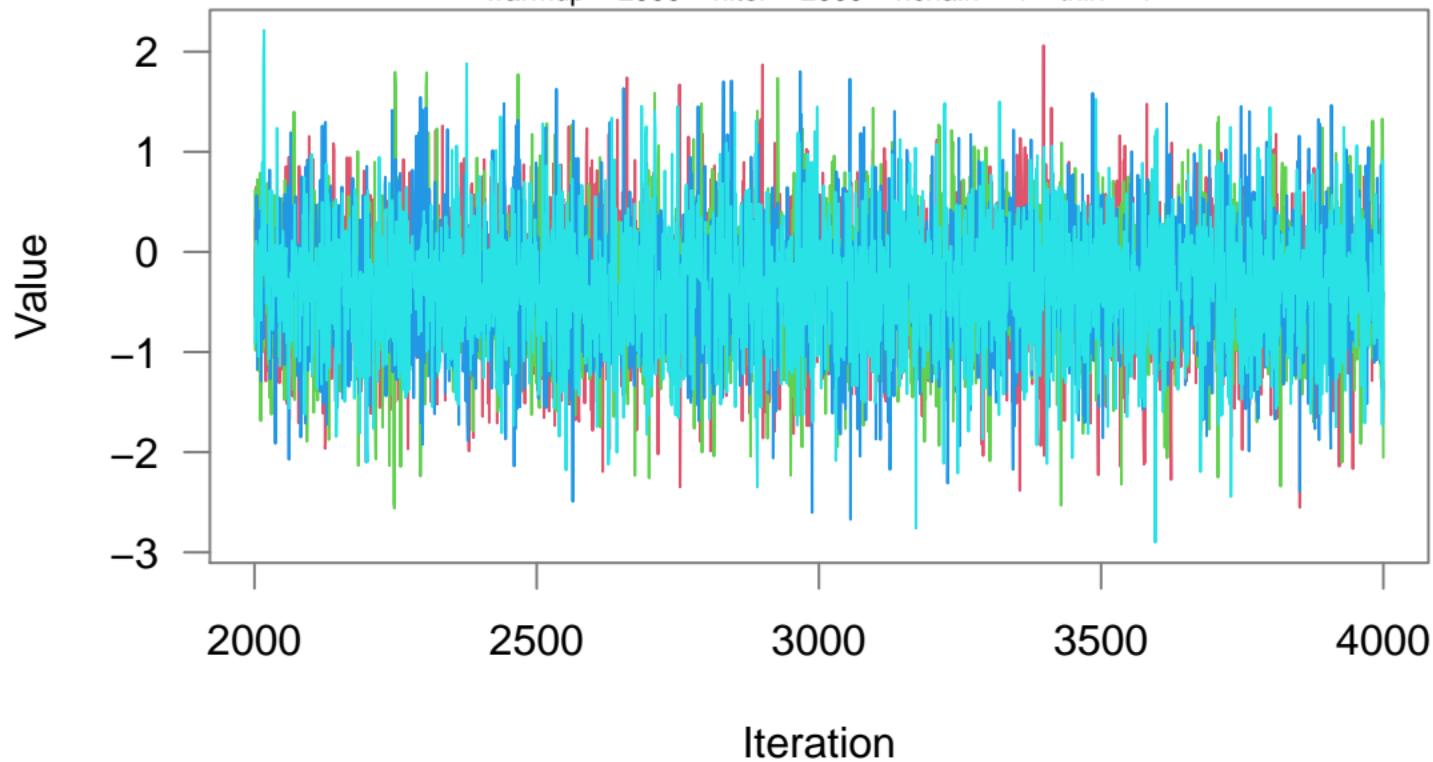
## **z\_2[1,34]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



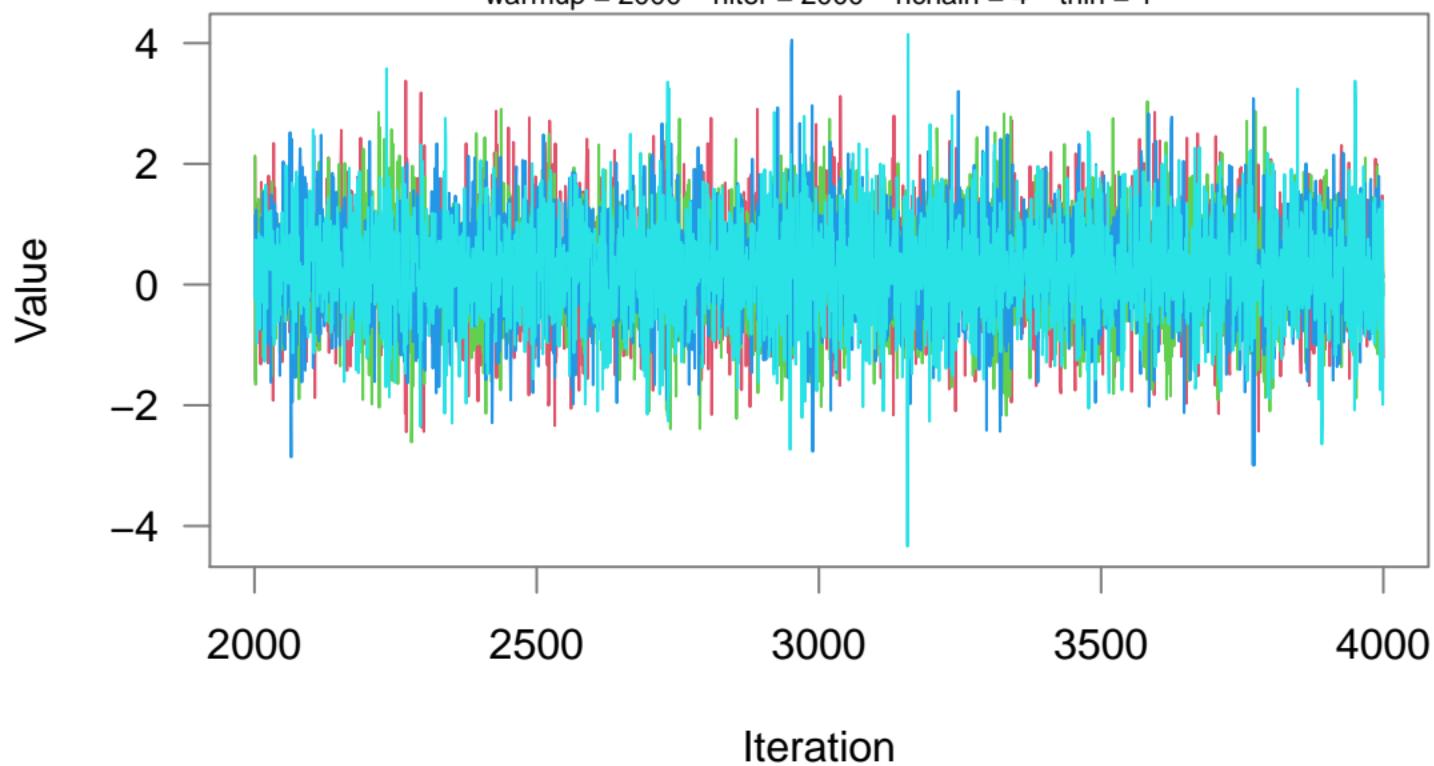
## **z\_2[1,35]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



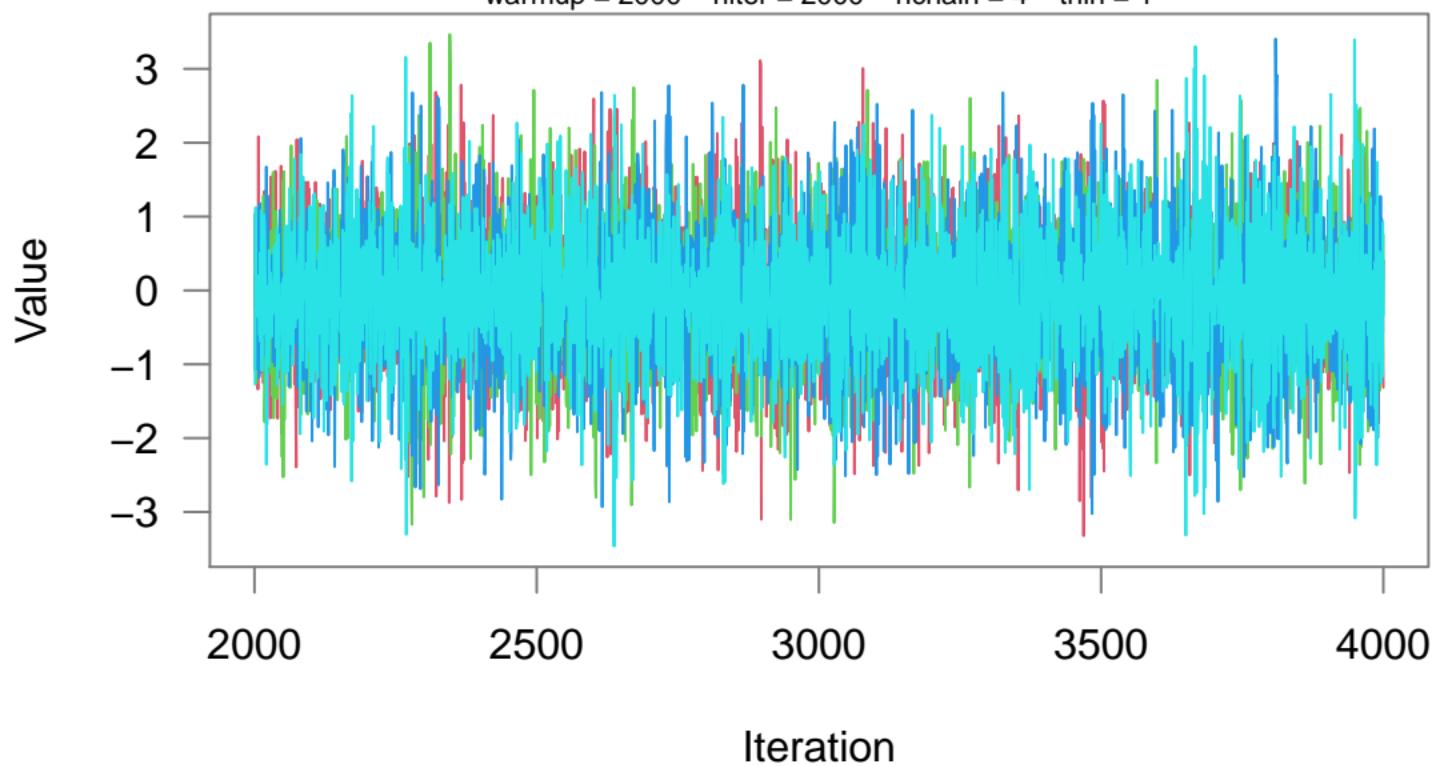
## **z\_2[1,36]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



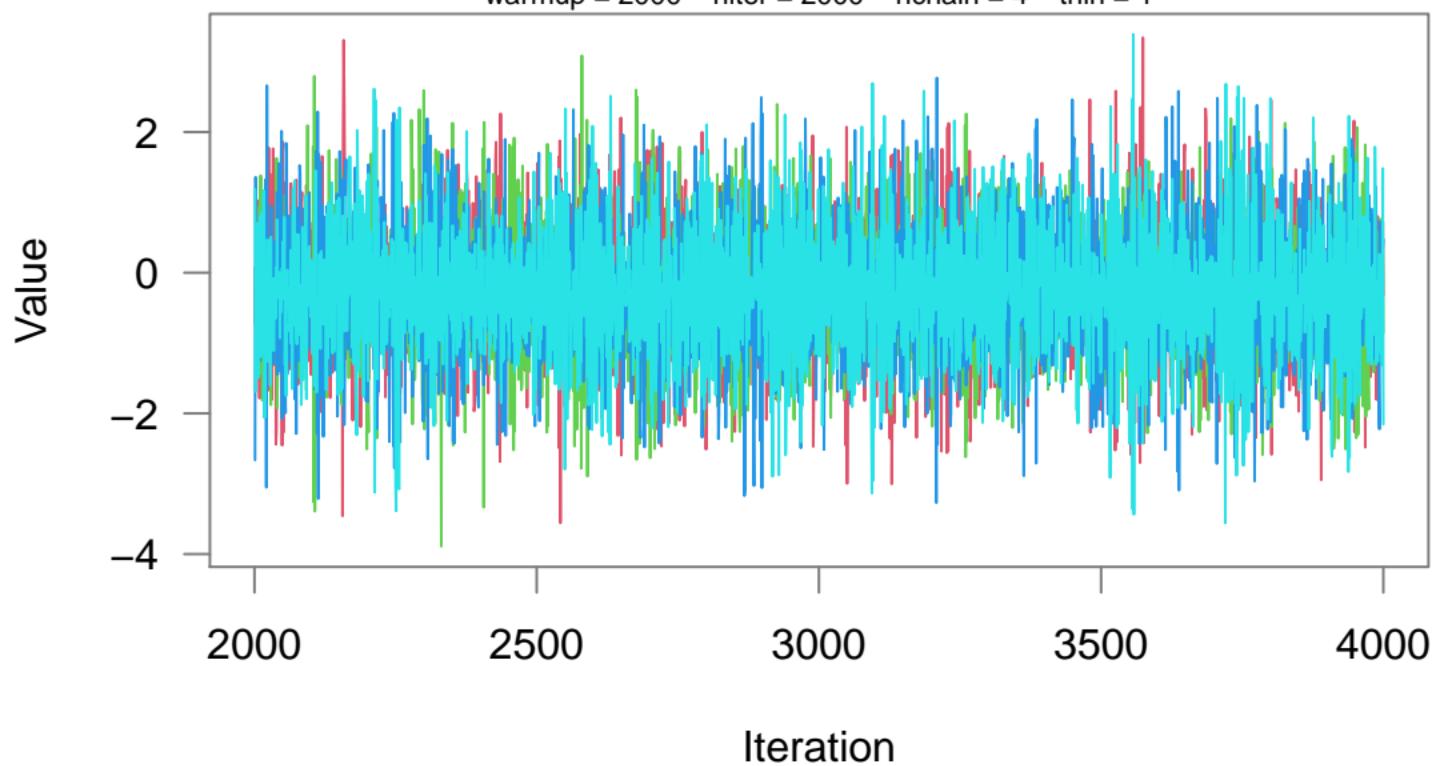
## **z\_2[1,37]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



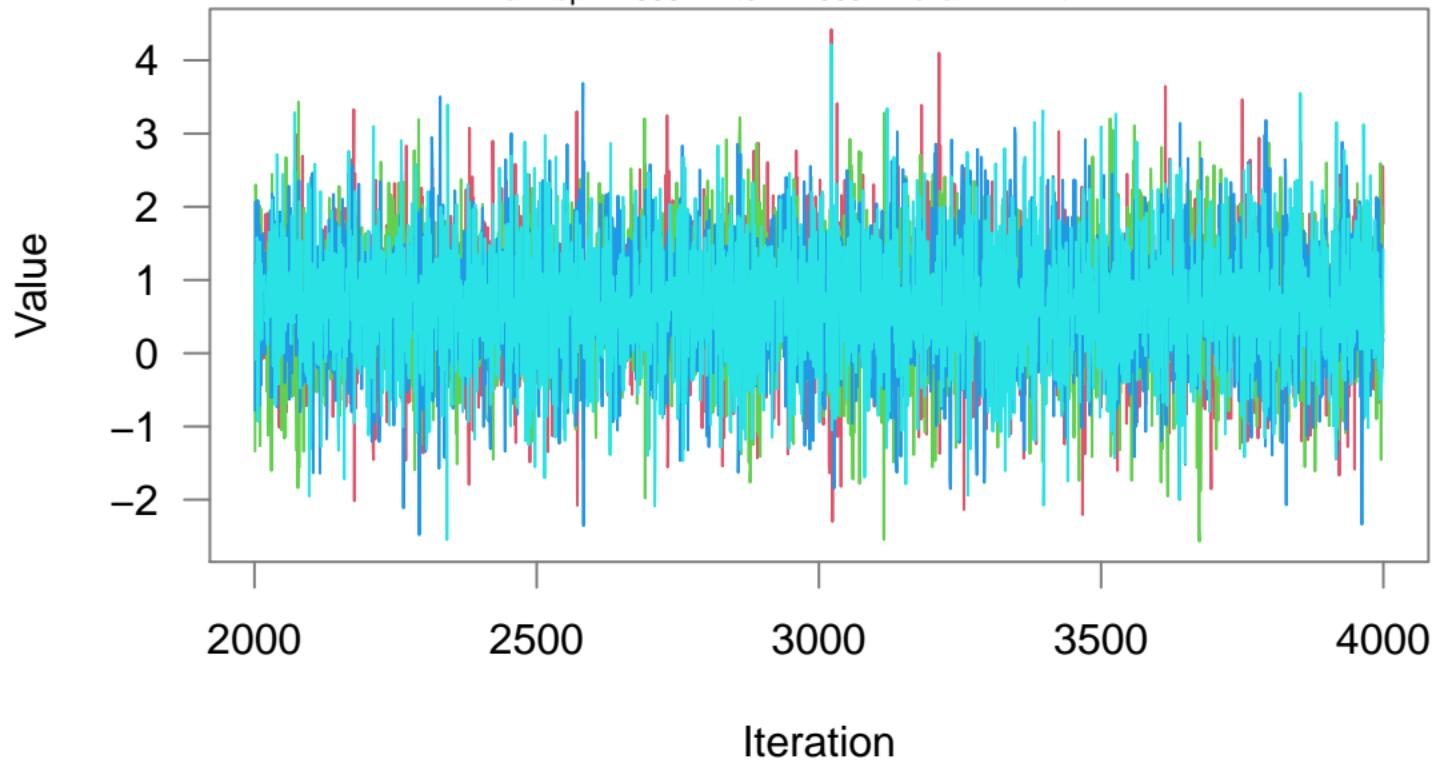
## **z\_2[1,38]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



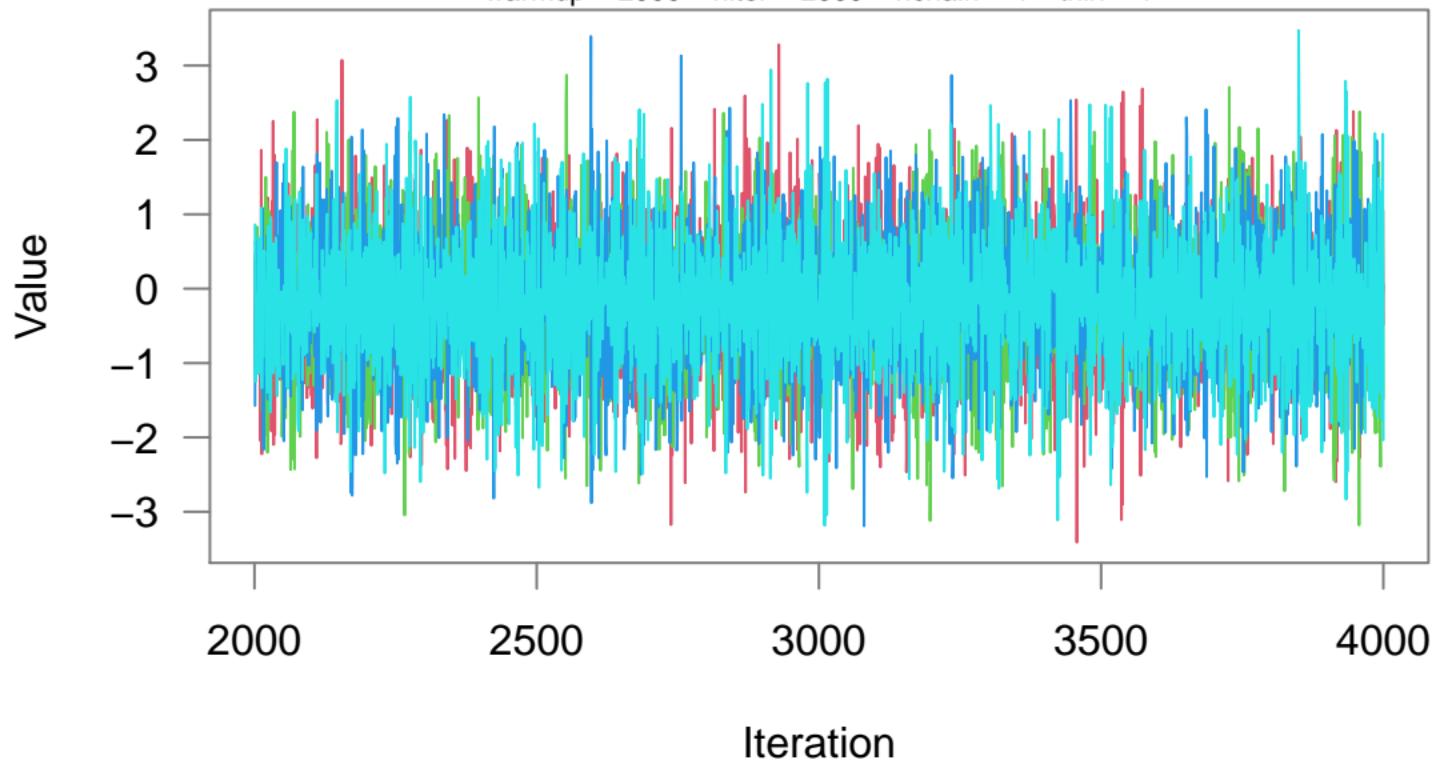
## **z\_2[1,39]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



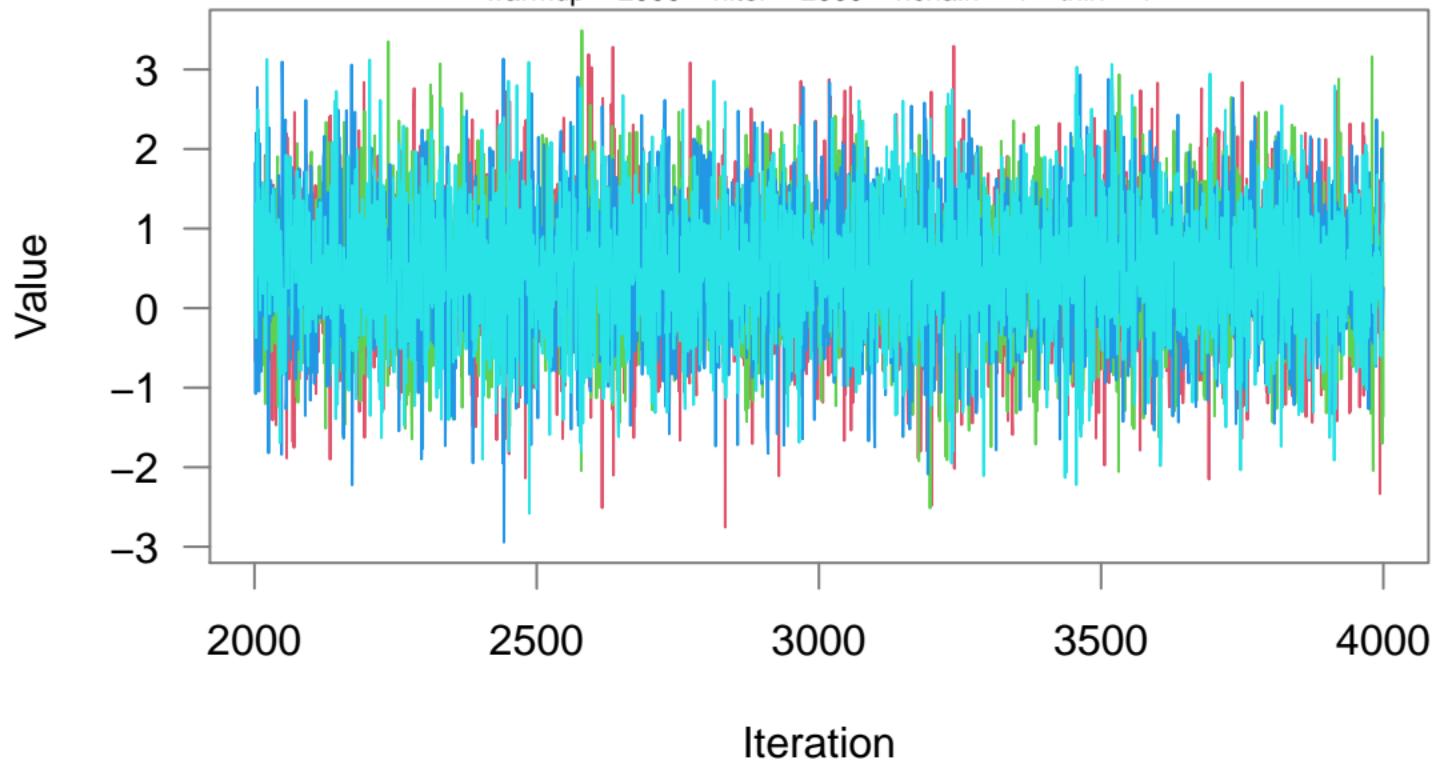
## **z\_2[1,40]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



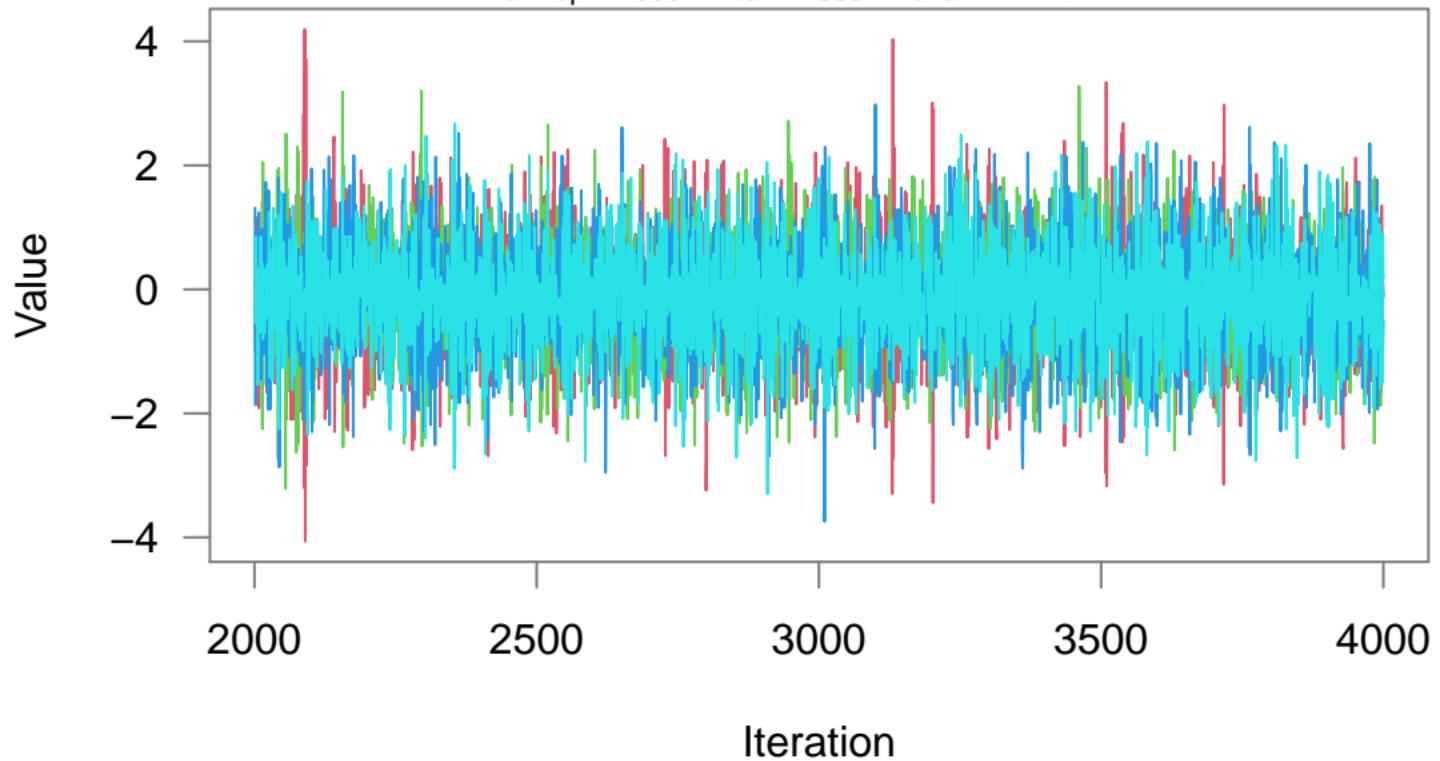
# **z\_2[1,41]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



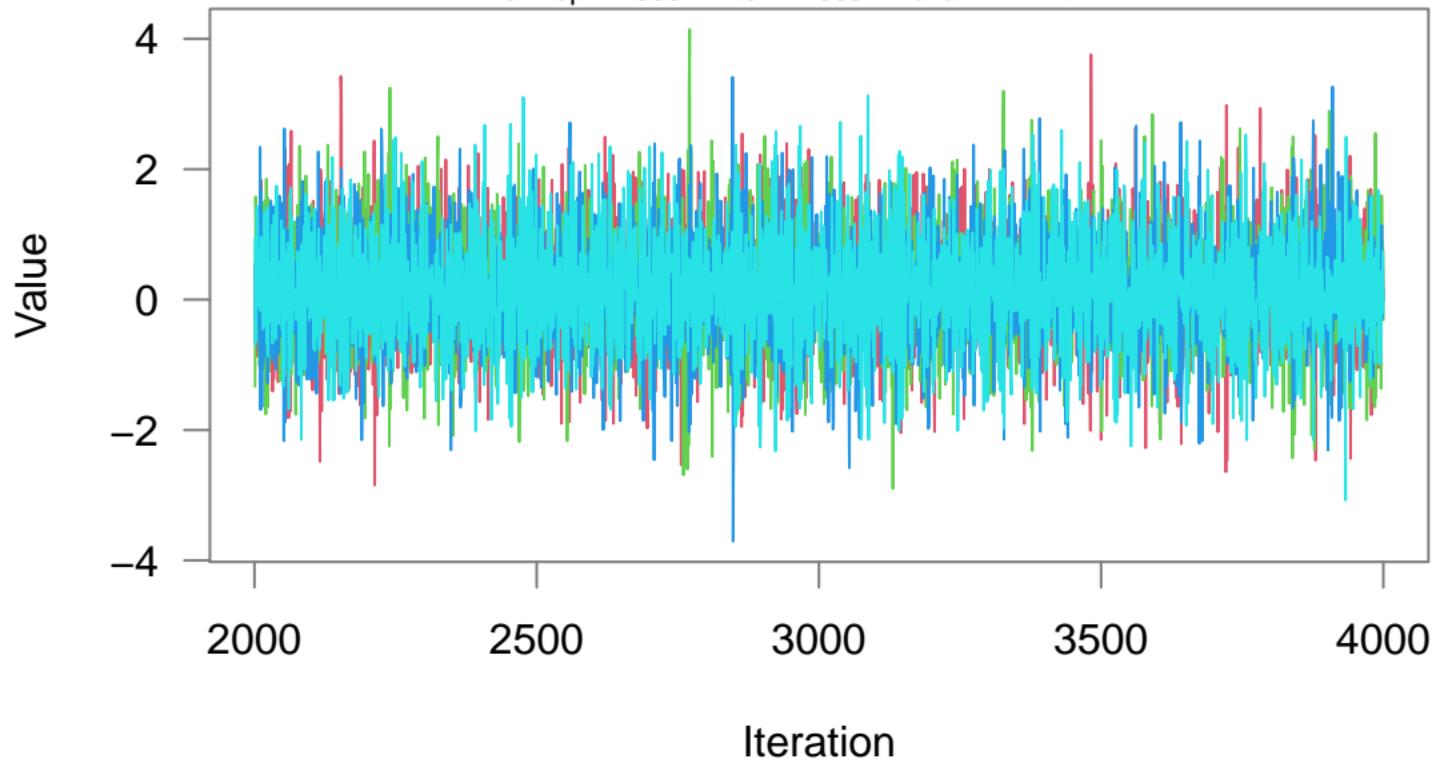
## **$z_2[1,42]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



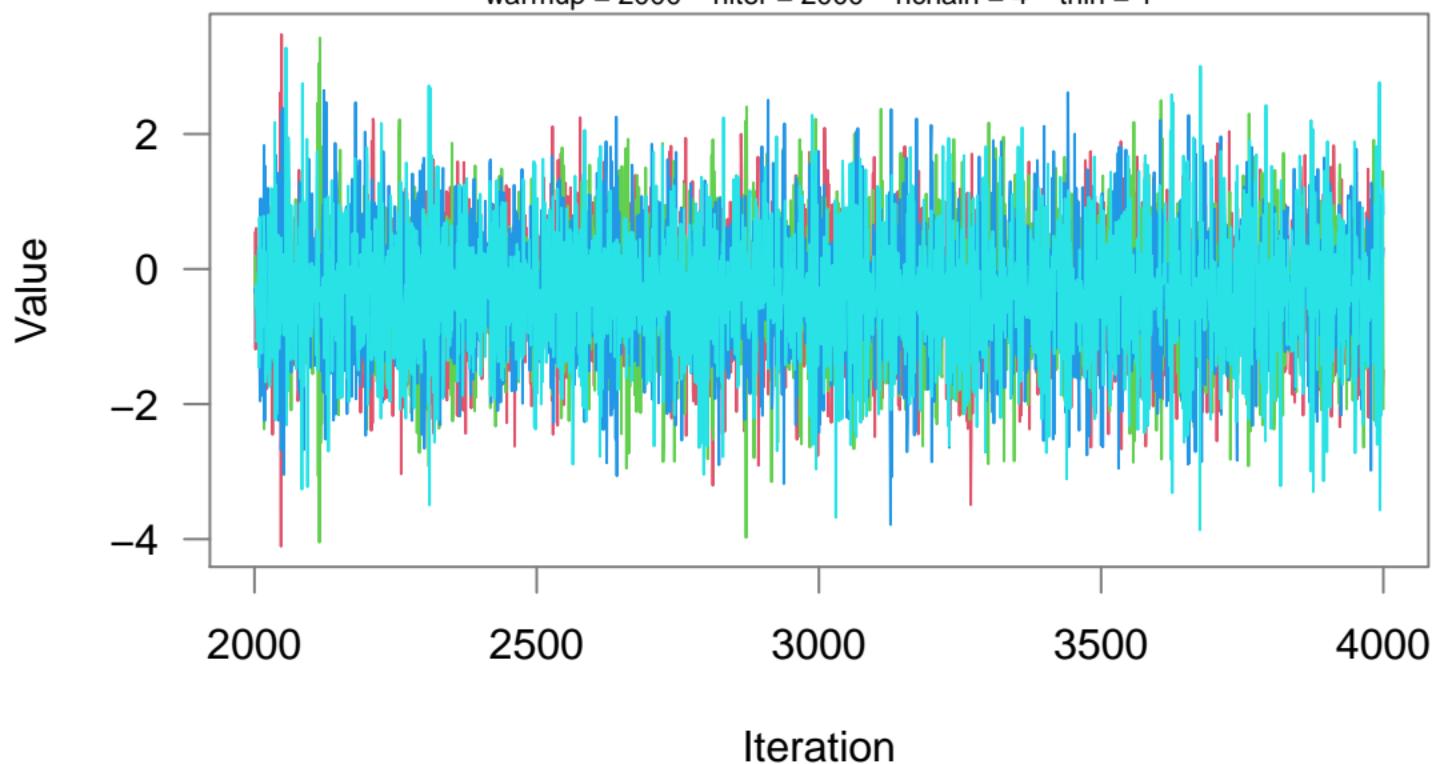
## **z\_2[1,43]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



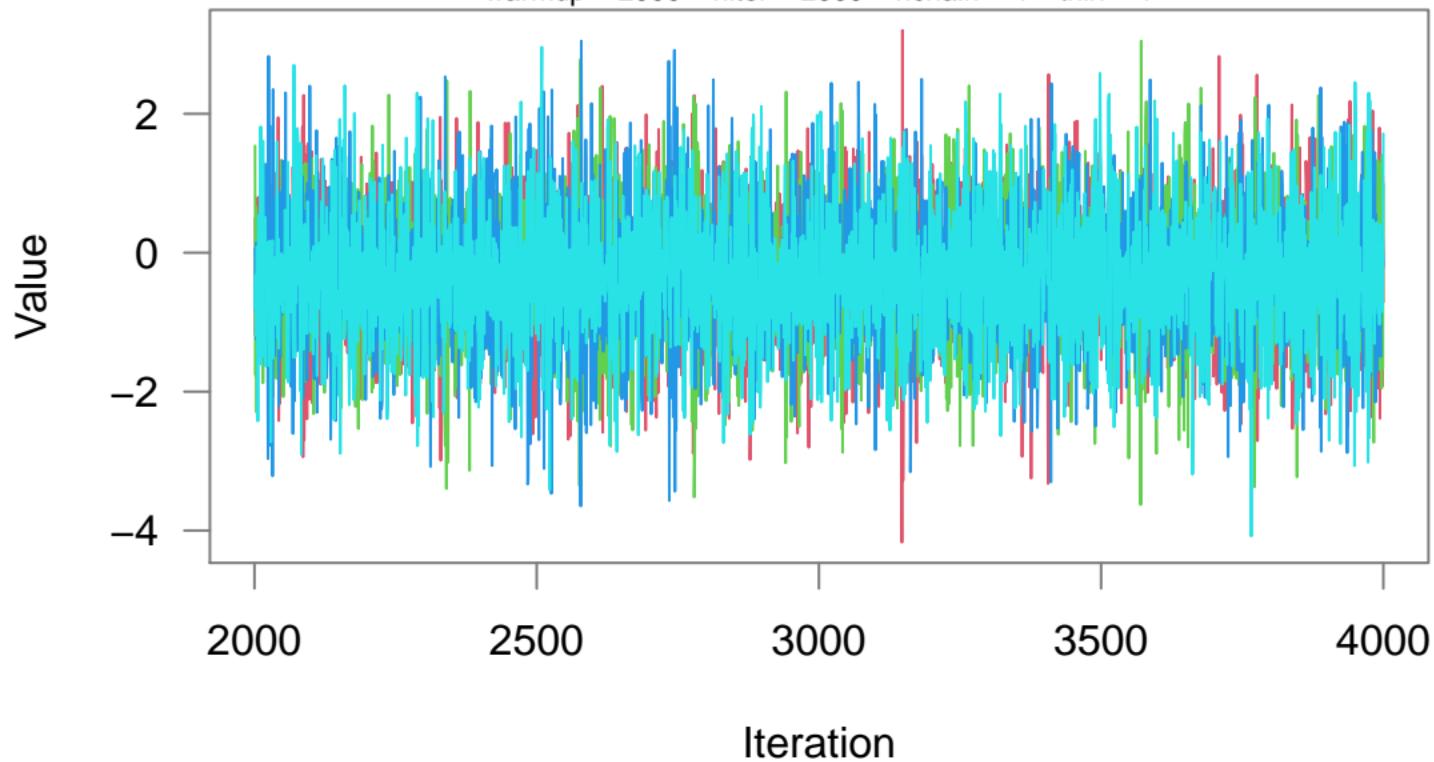
## **z\_2[1,44]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



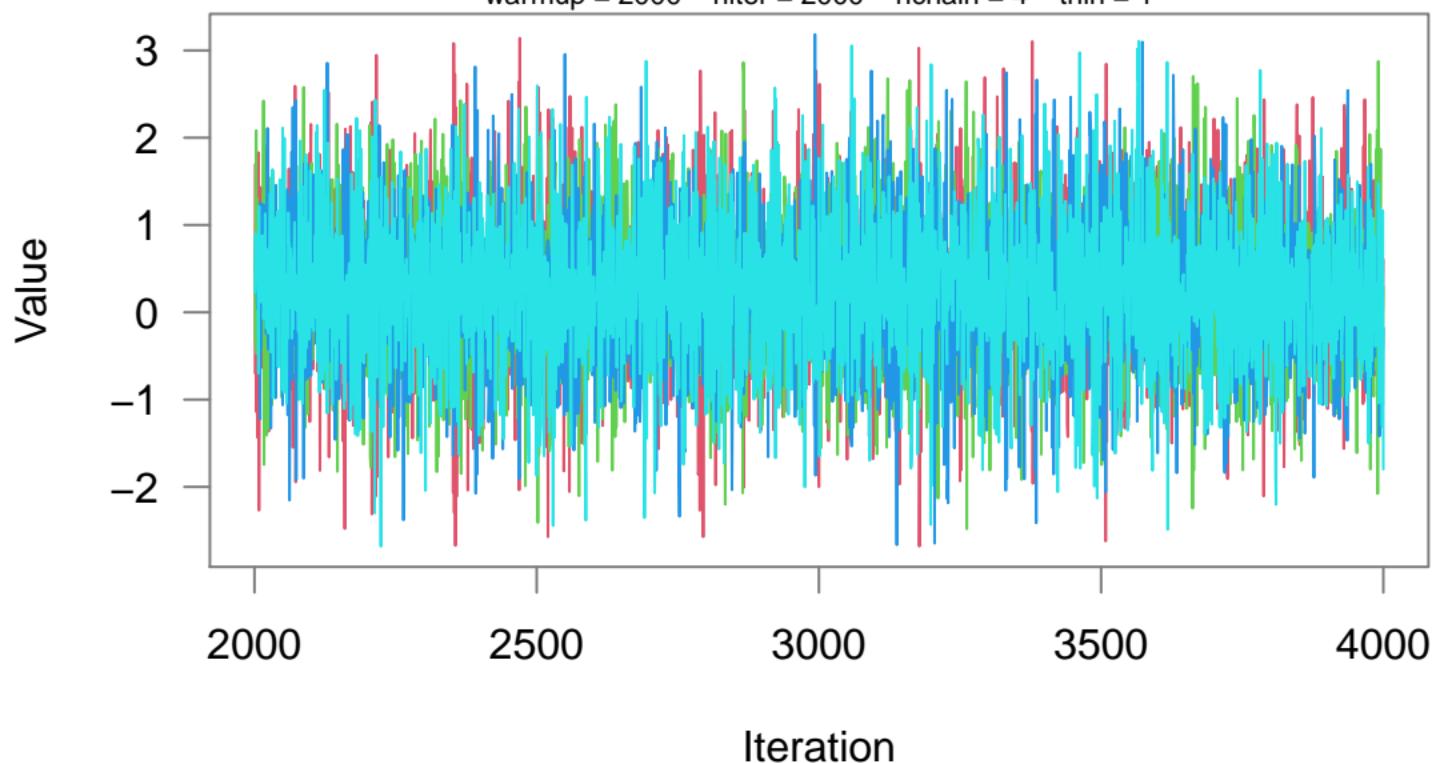
## **z\_2[1,45]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



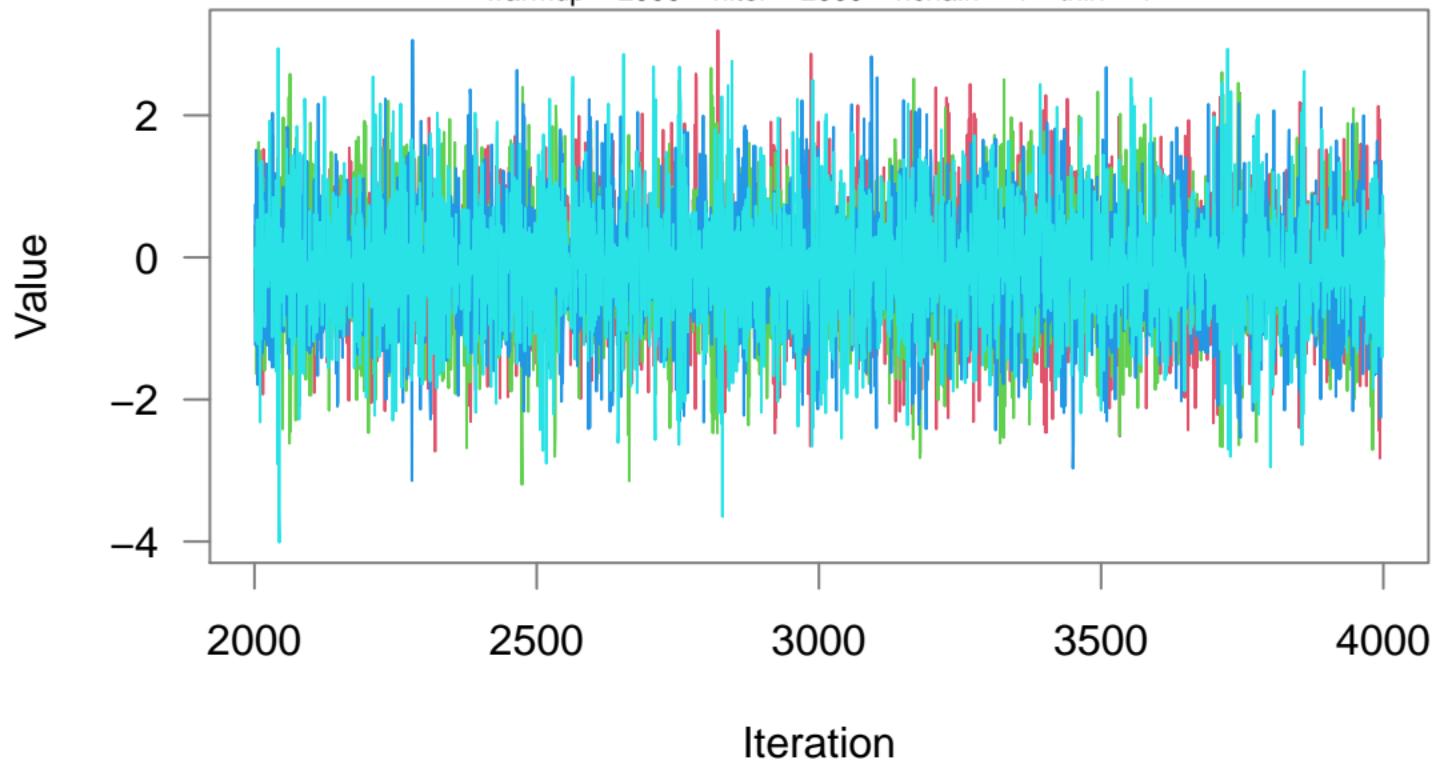
## **$z_2[1,46]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



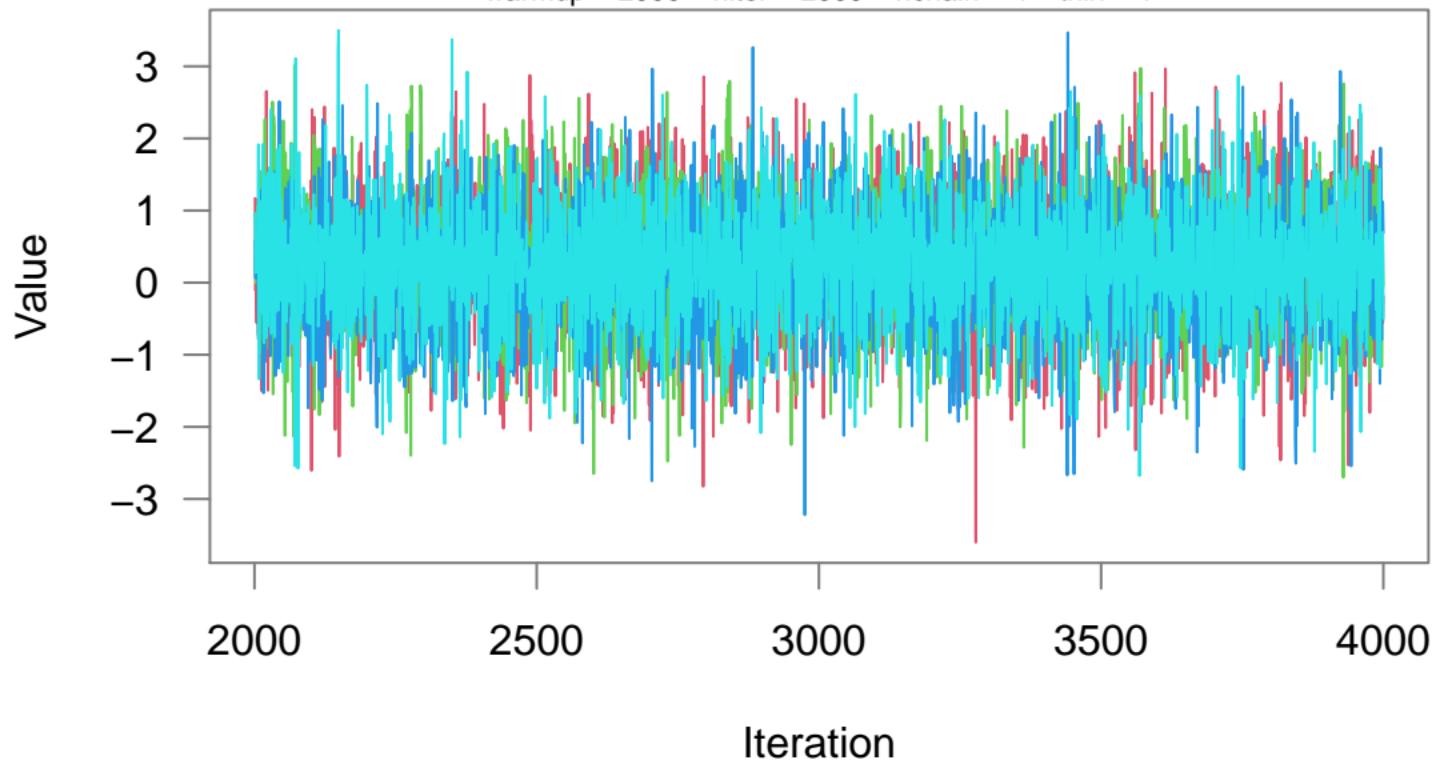
## **$z_2[1,47]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



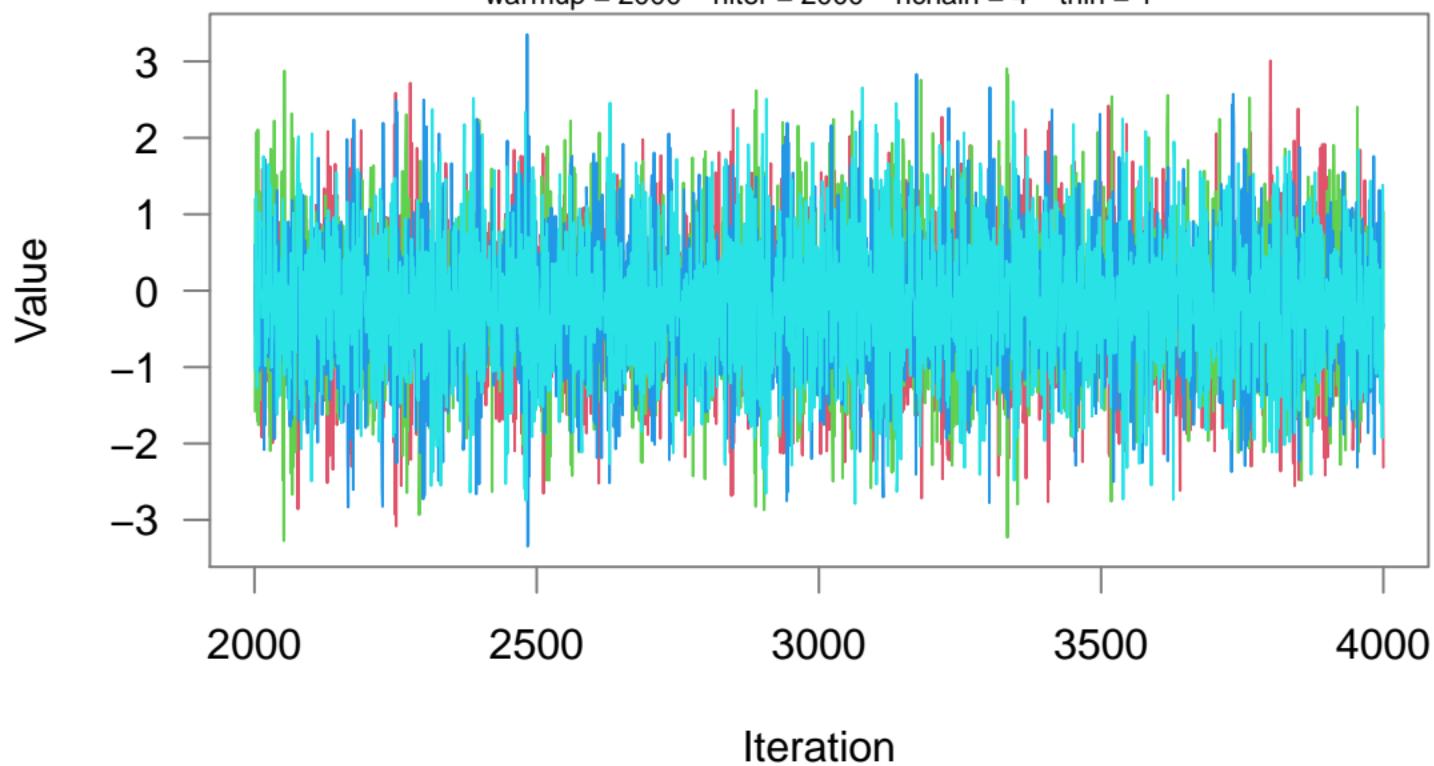
## **z\_2[1,48]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

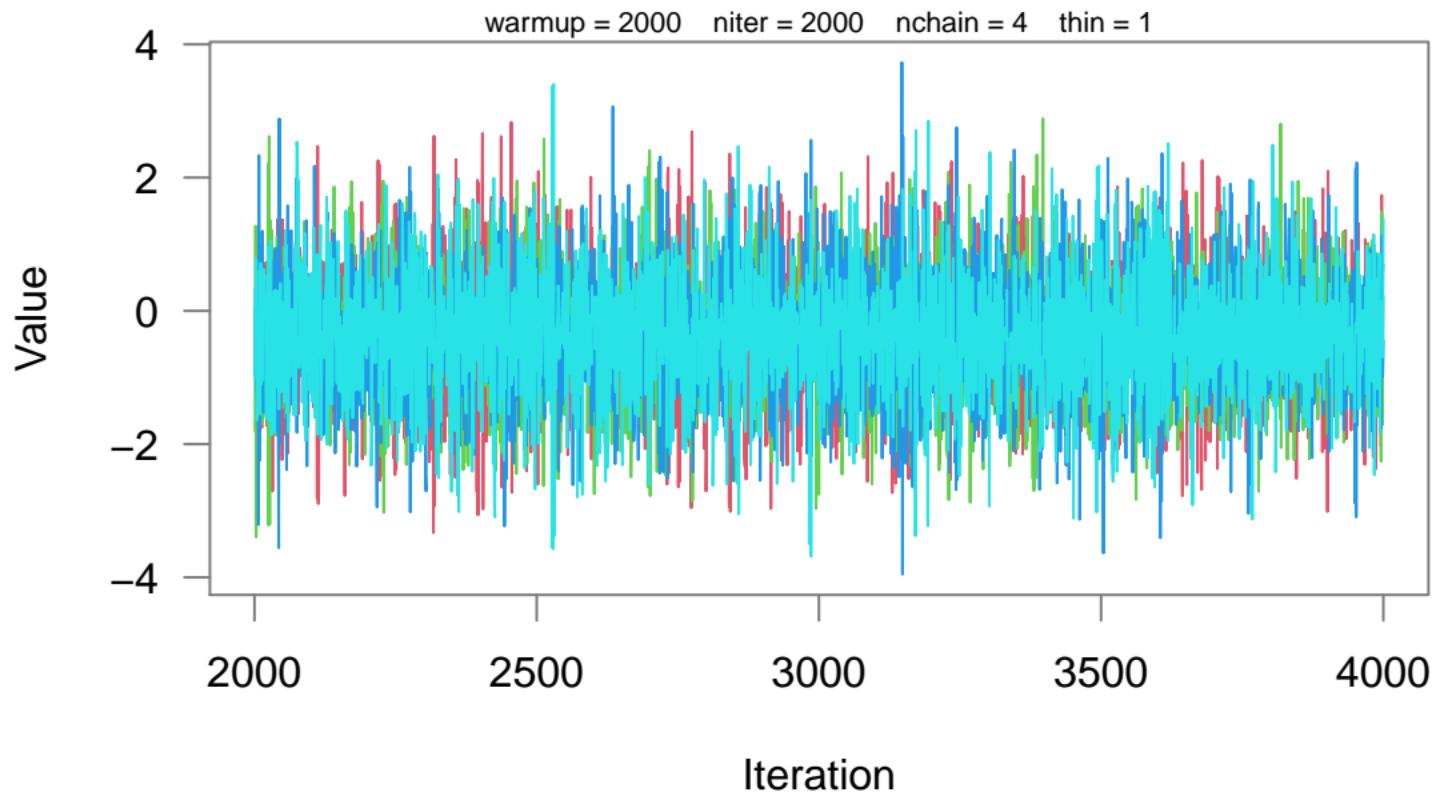


## **z\_2[1,49]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

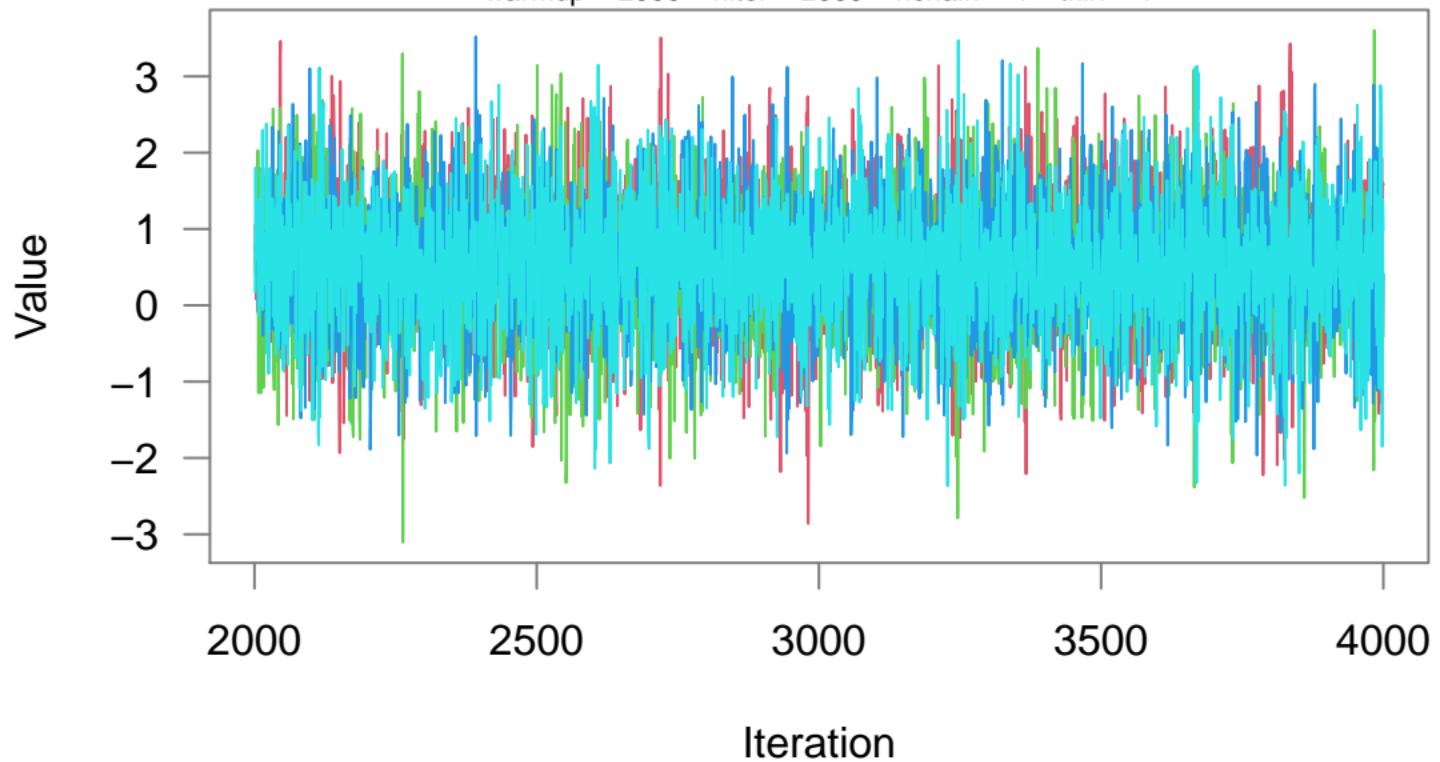


## **z\_2[1,50]**



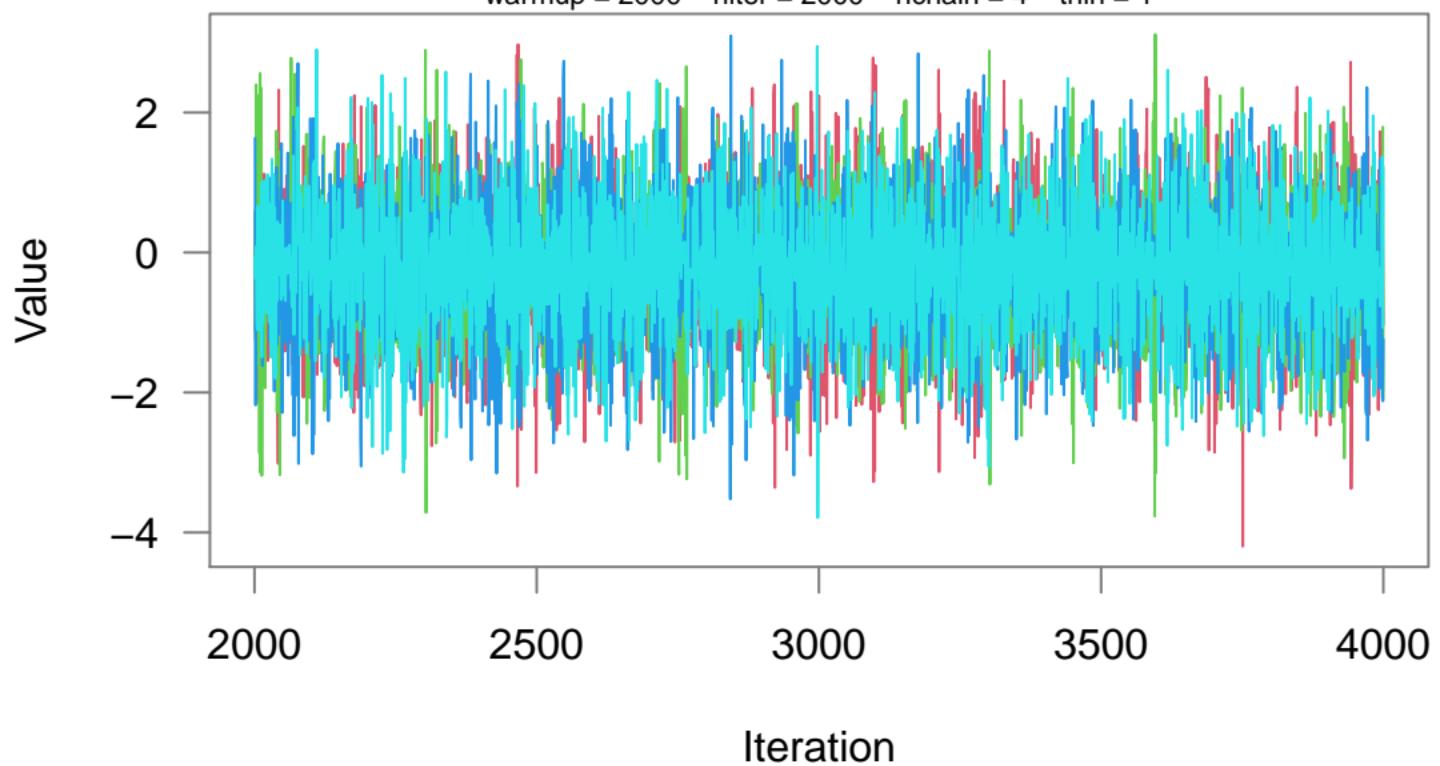
# **$z_2[1,51]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



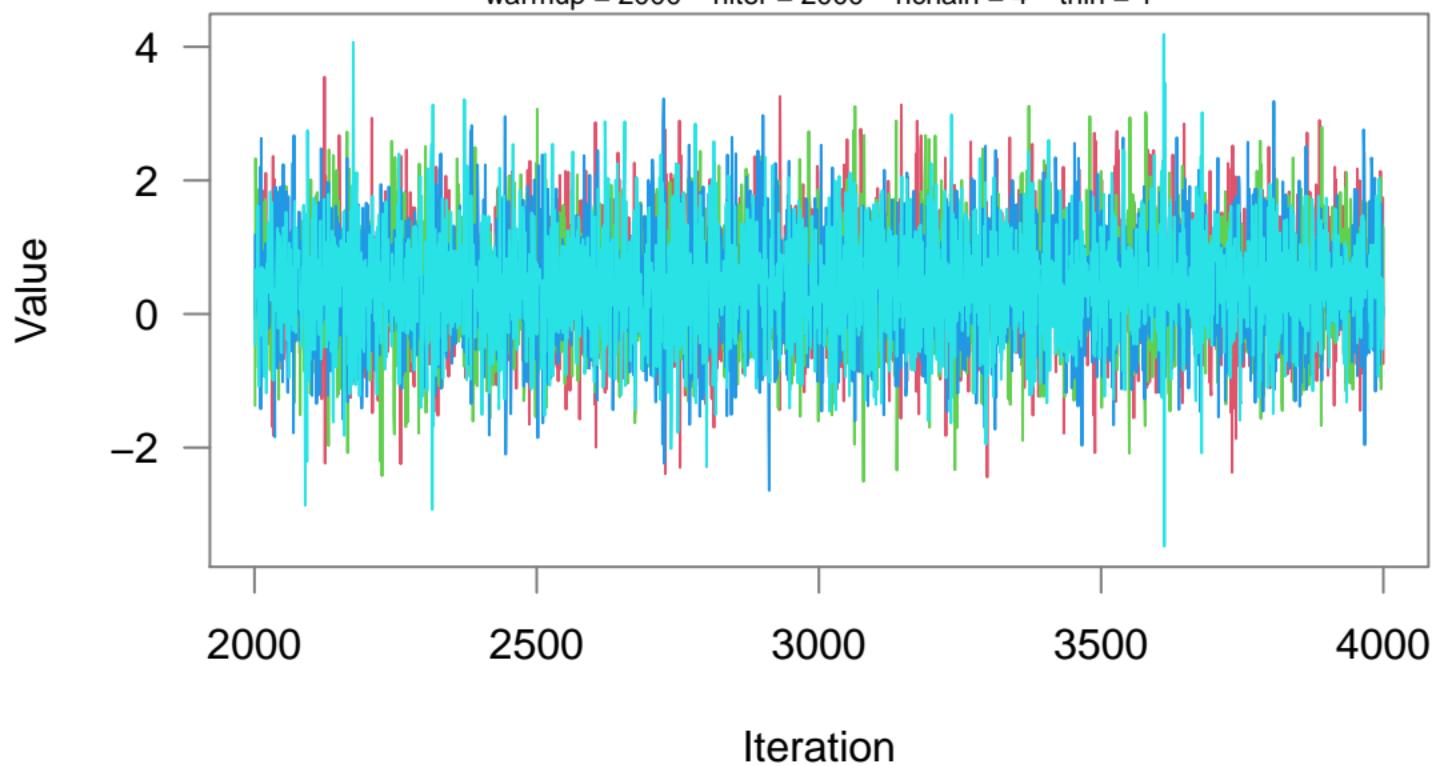
## **$z_{-2}[1,52]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



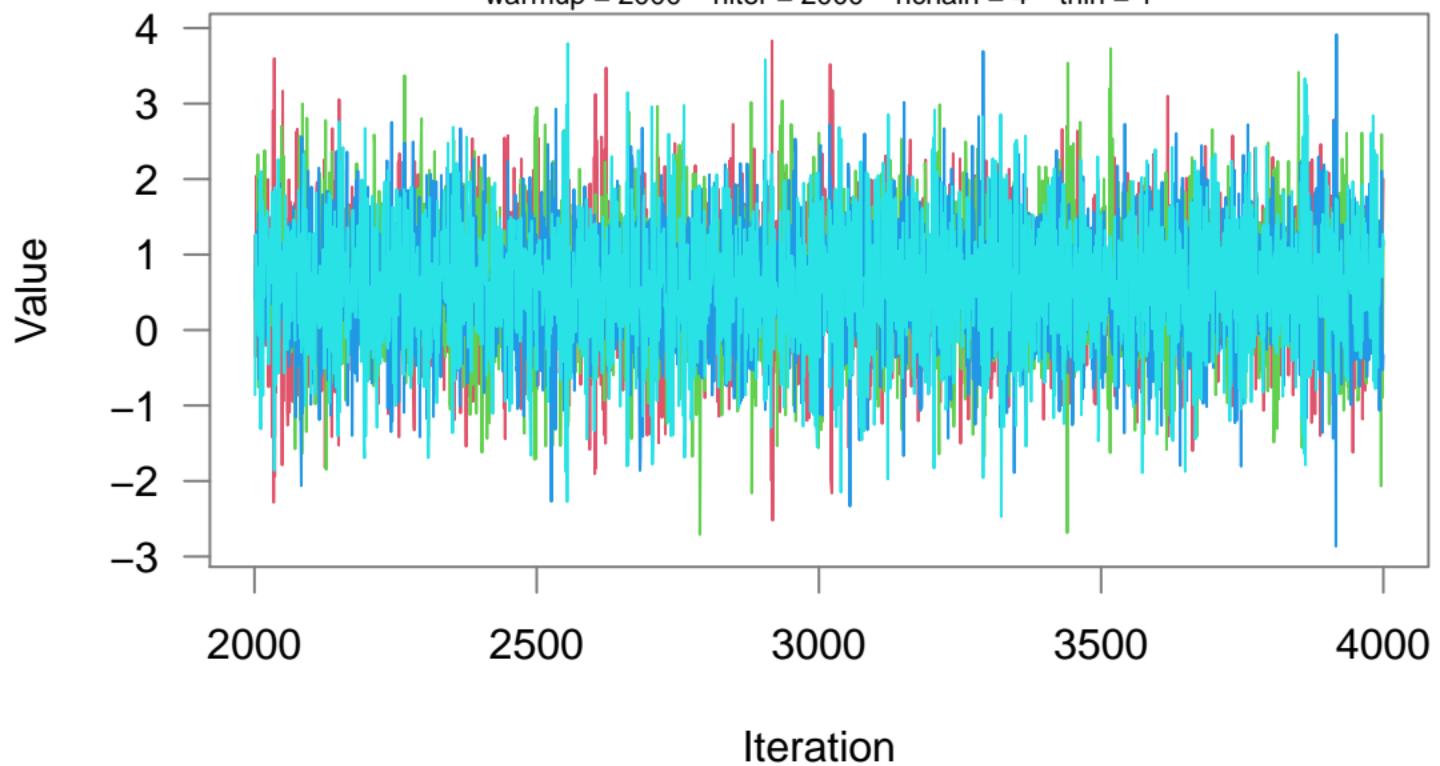
## **$z_2[1,53]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



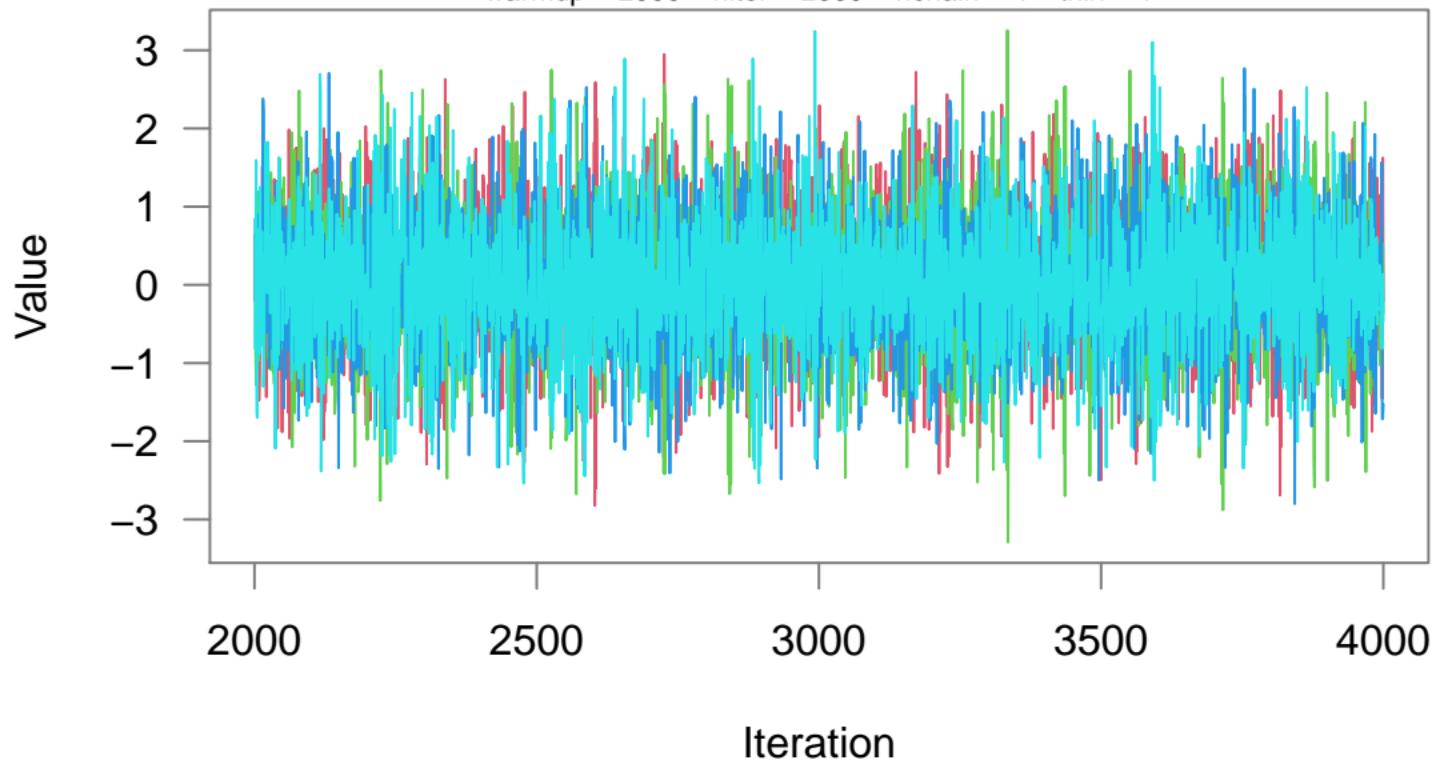
## **z\_2[1,54]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



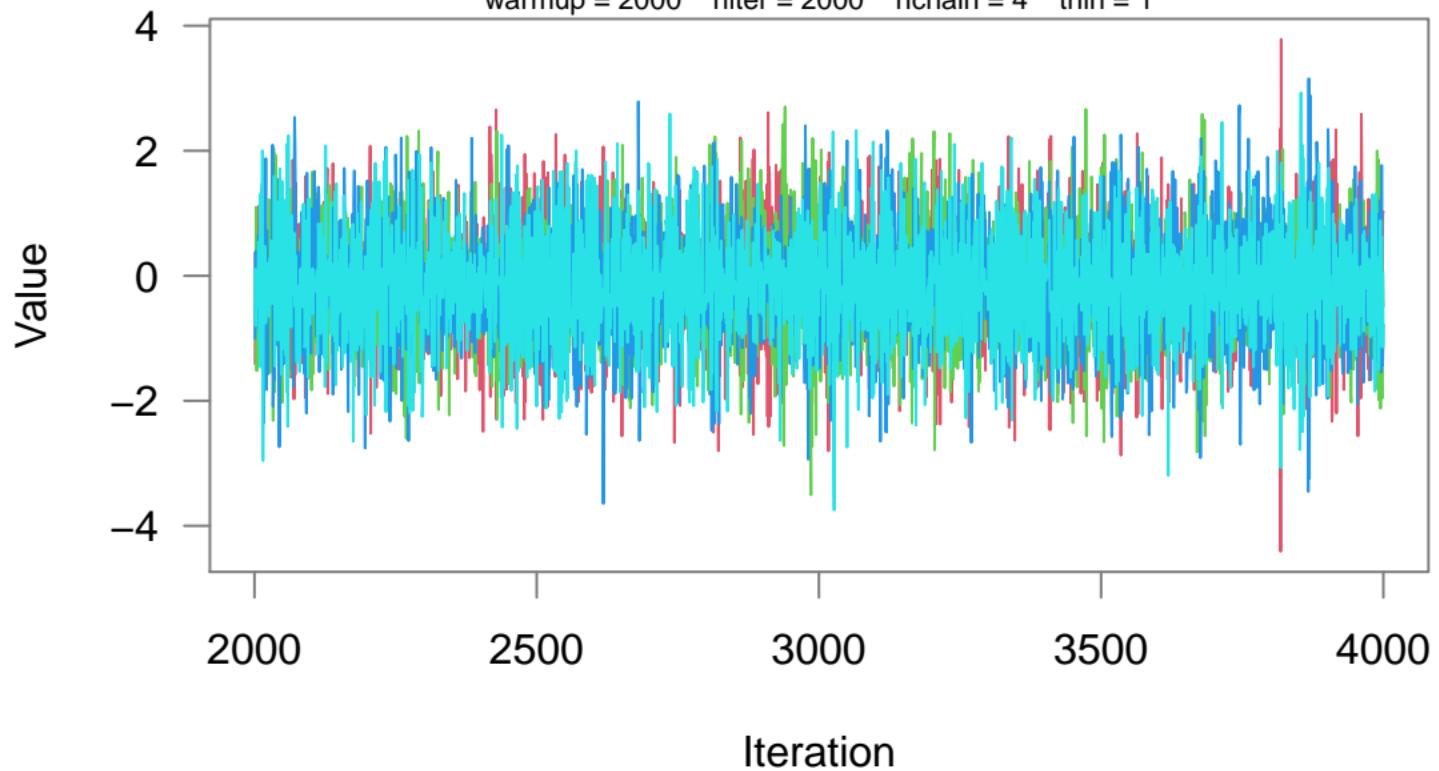
## **$z_2[1,55]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

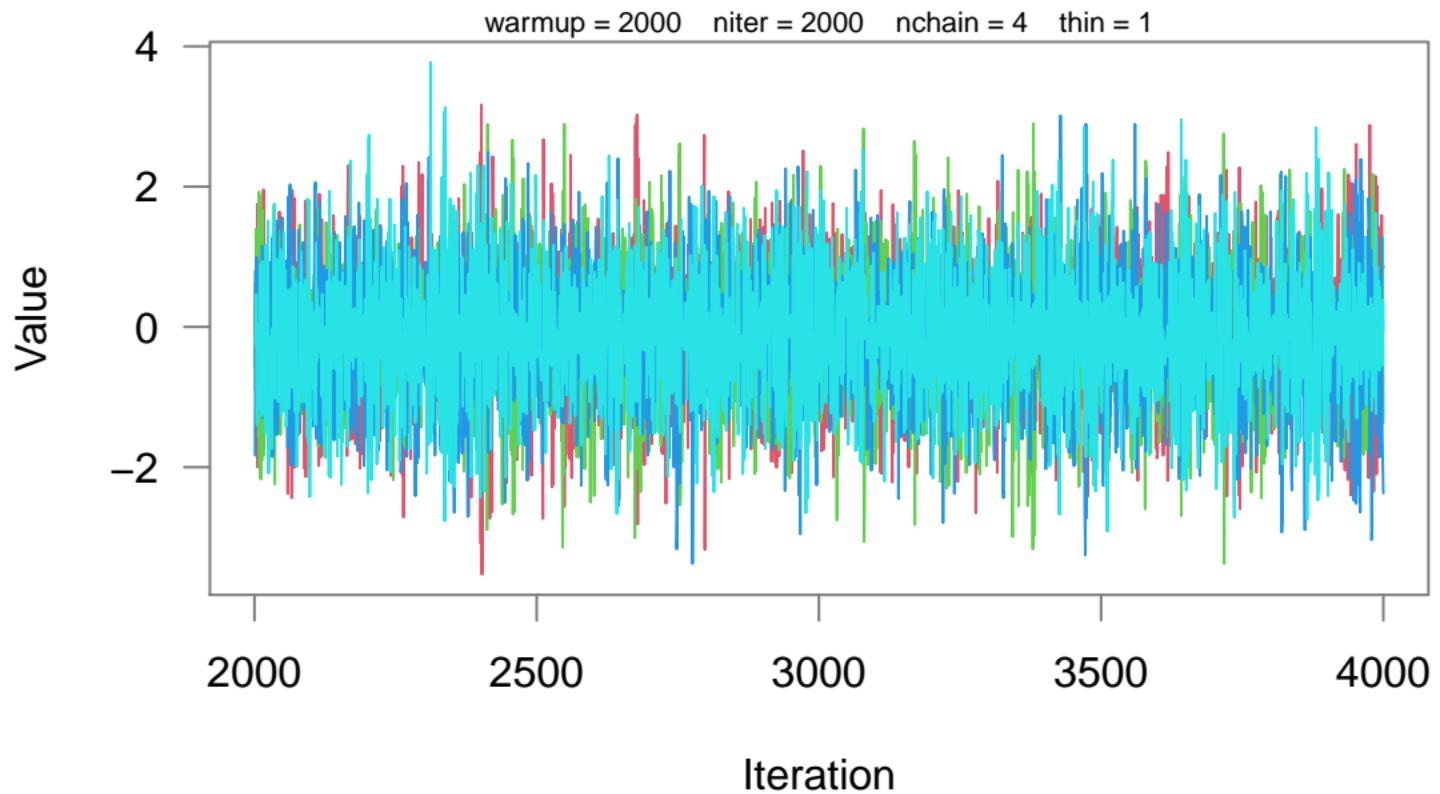


## **z\_2[1,56]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

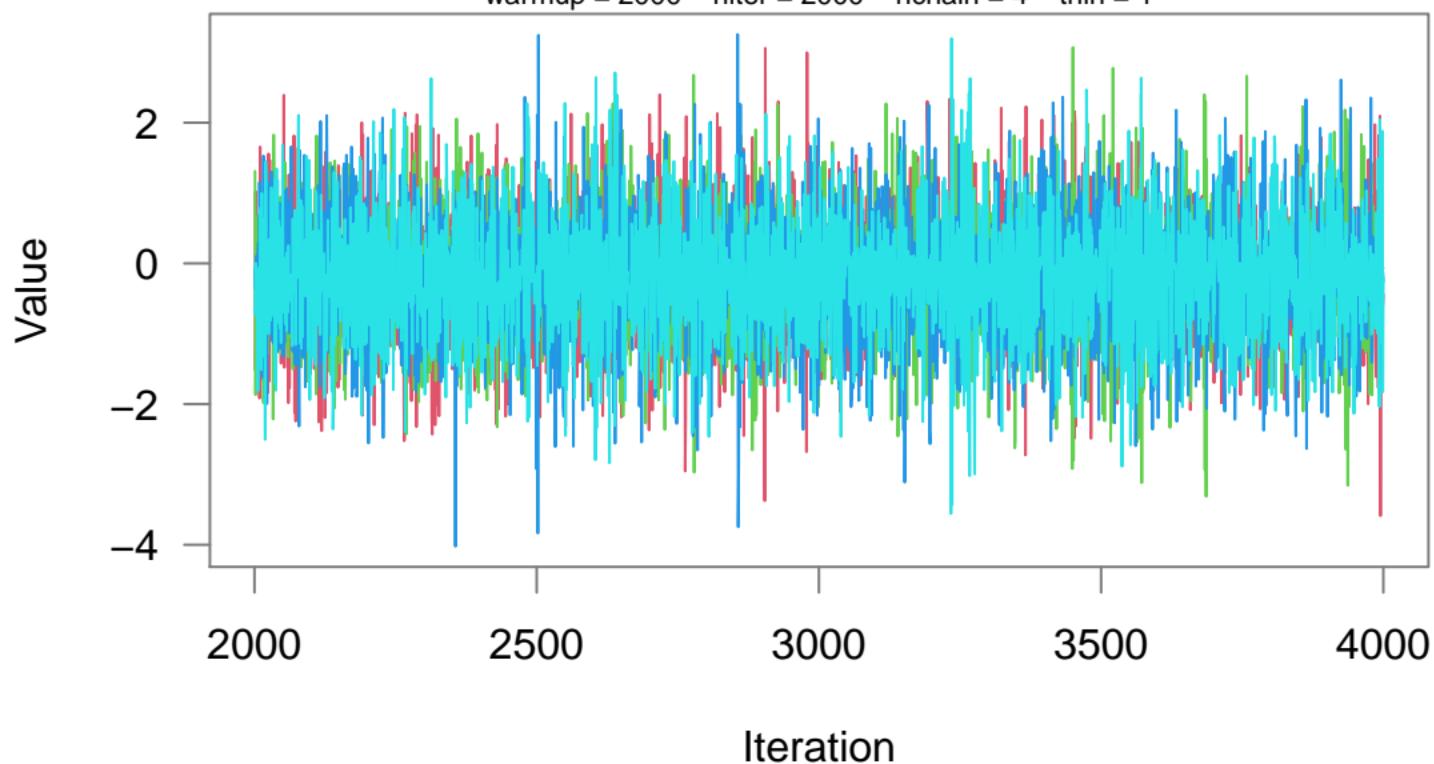


## **z\_2[1,57]**



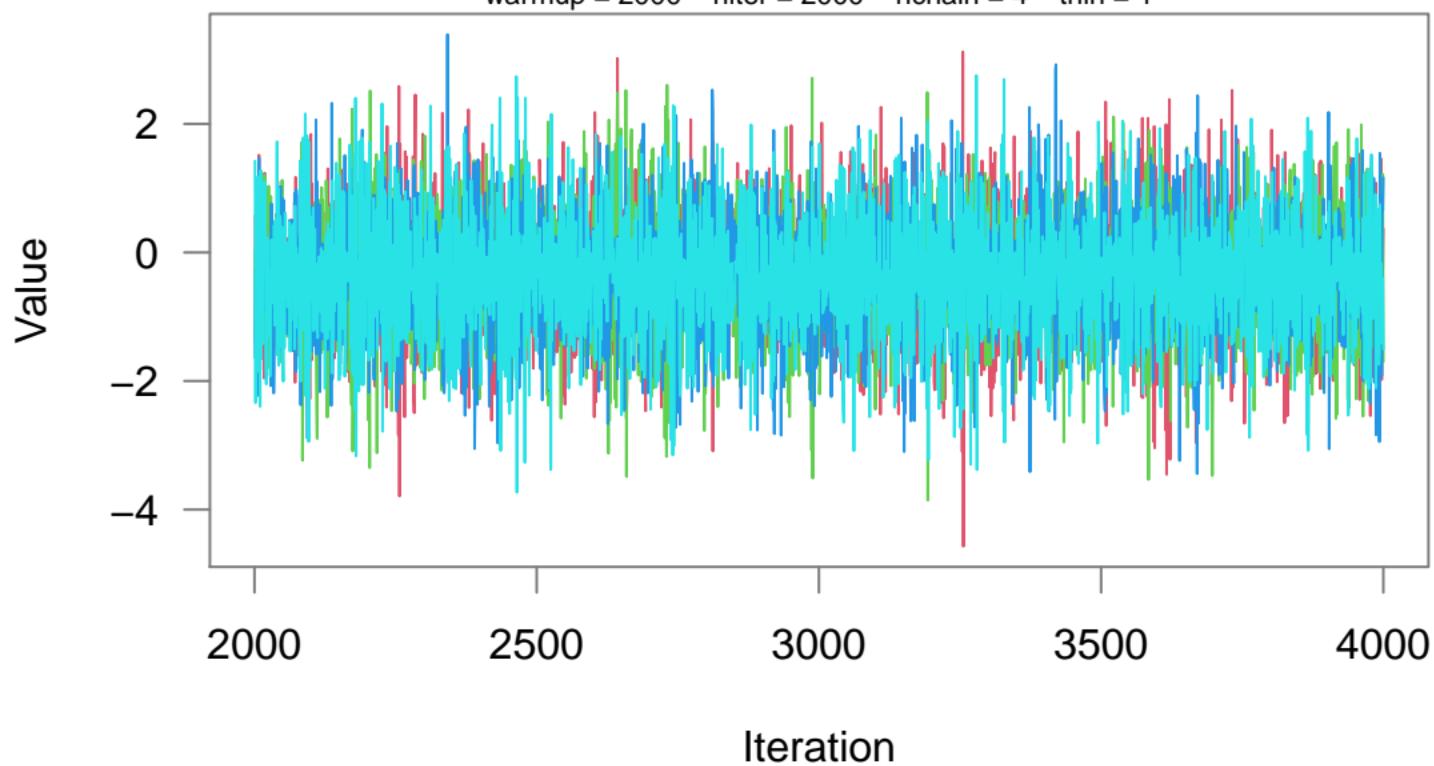
## **$z_2[1,58]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



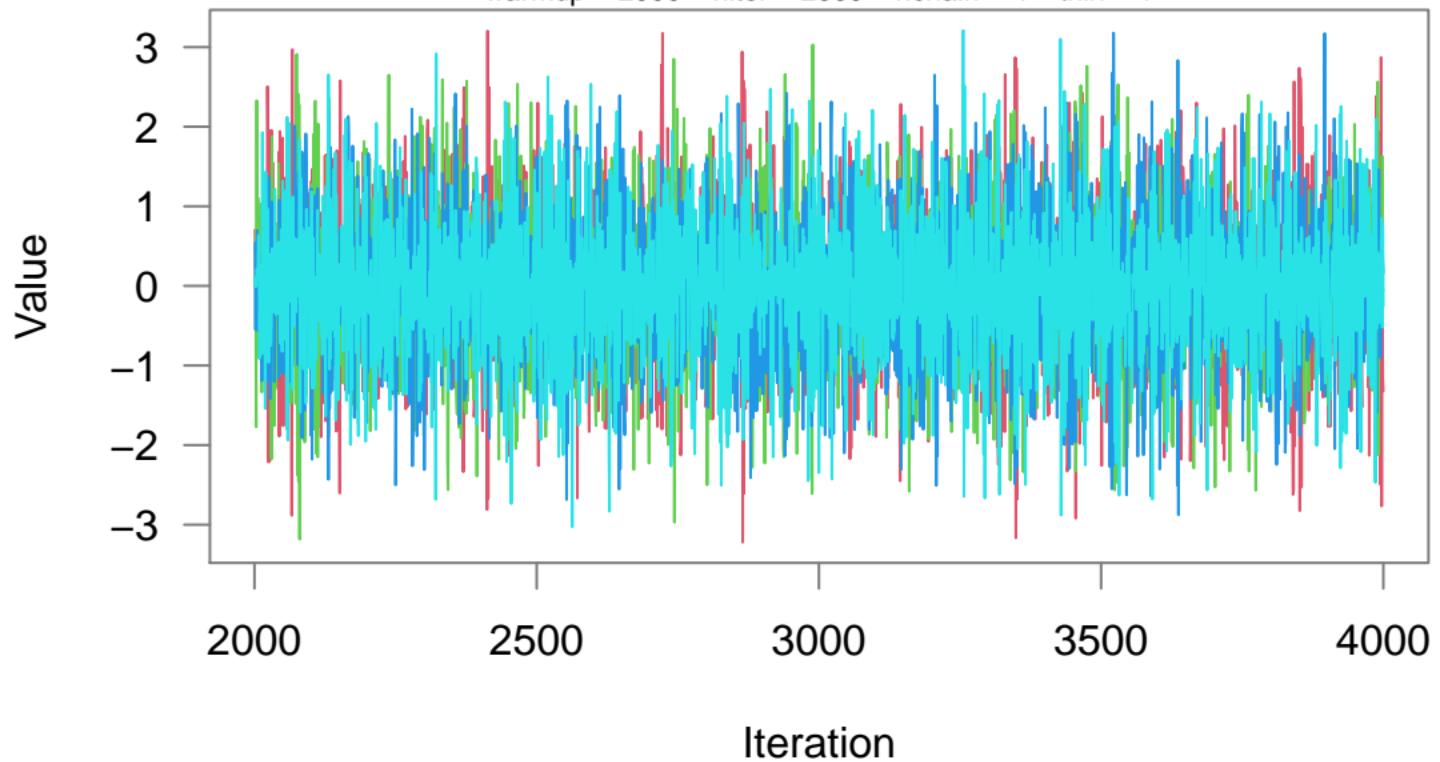
## **z\_2[1,59]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



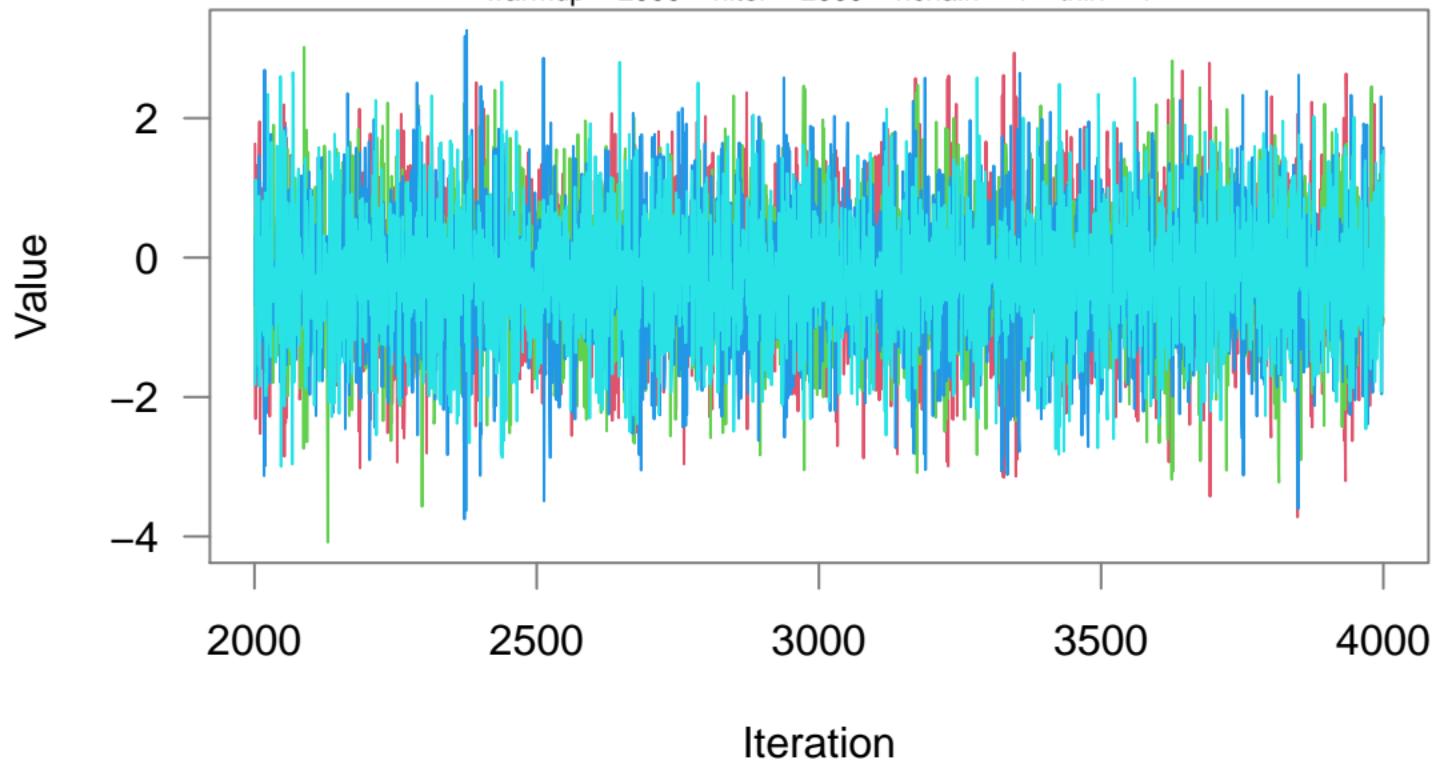
## **$z_2[1,60]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



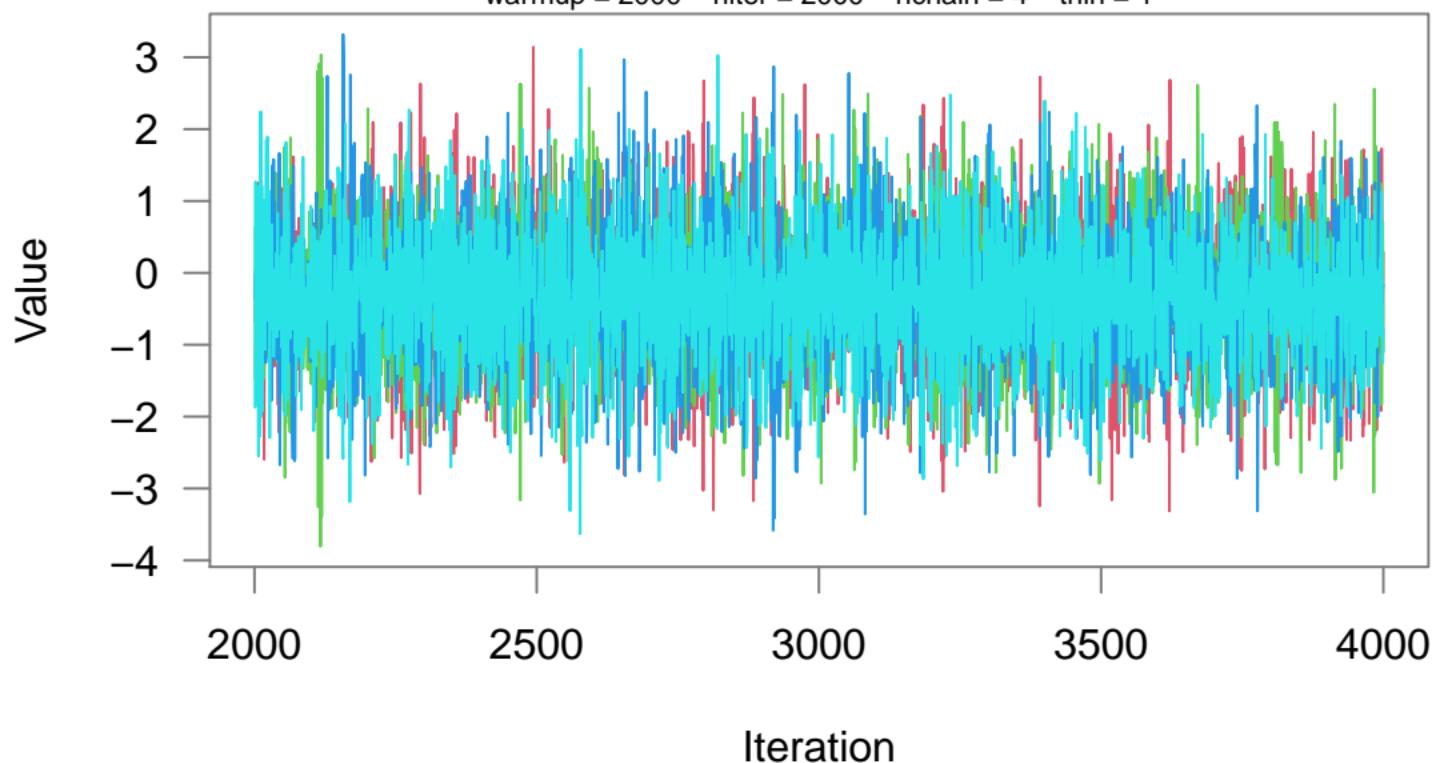
## **z\_2[1,61]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



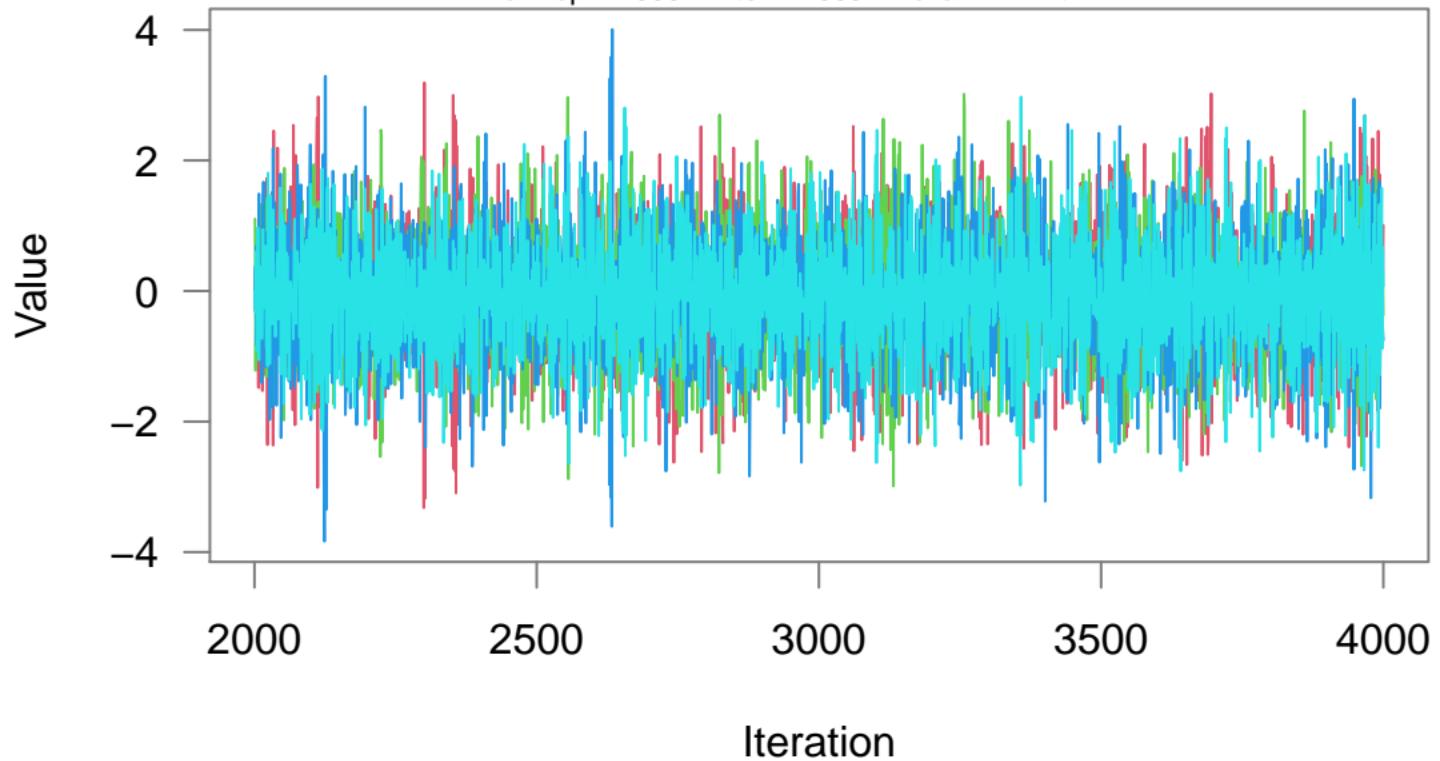
## **z\_2[1,62]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



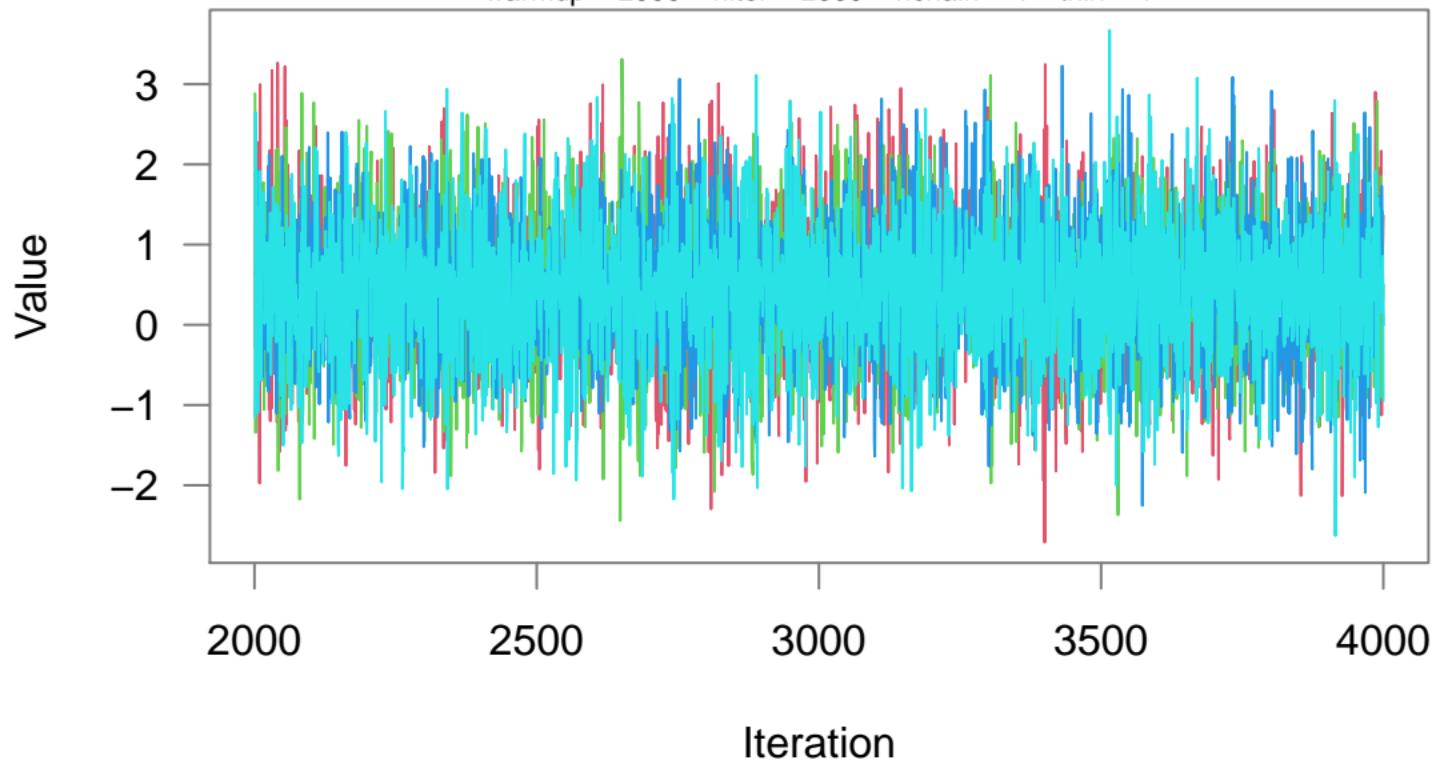
## **z\_2[1,63]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



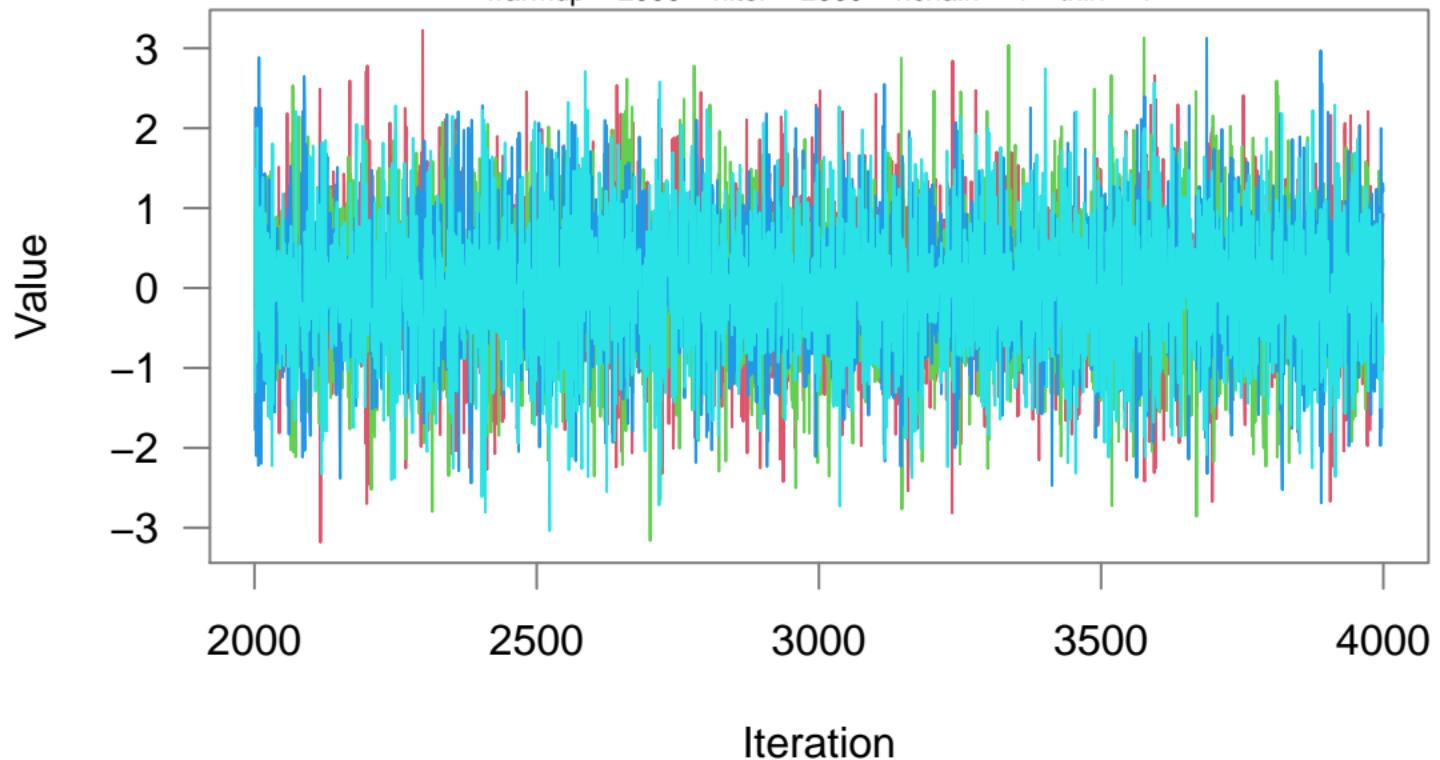
## **$z_2[1,64]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



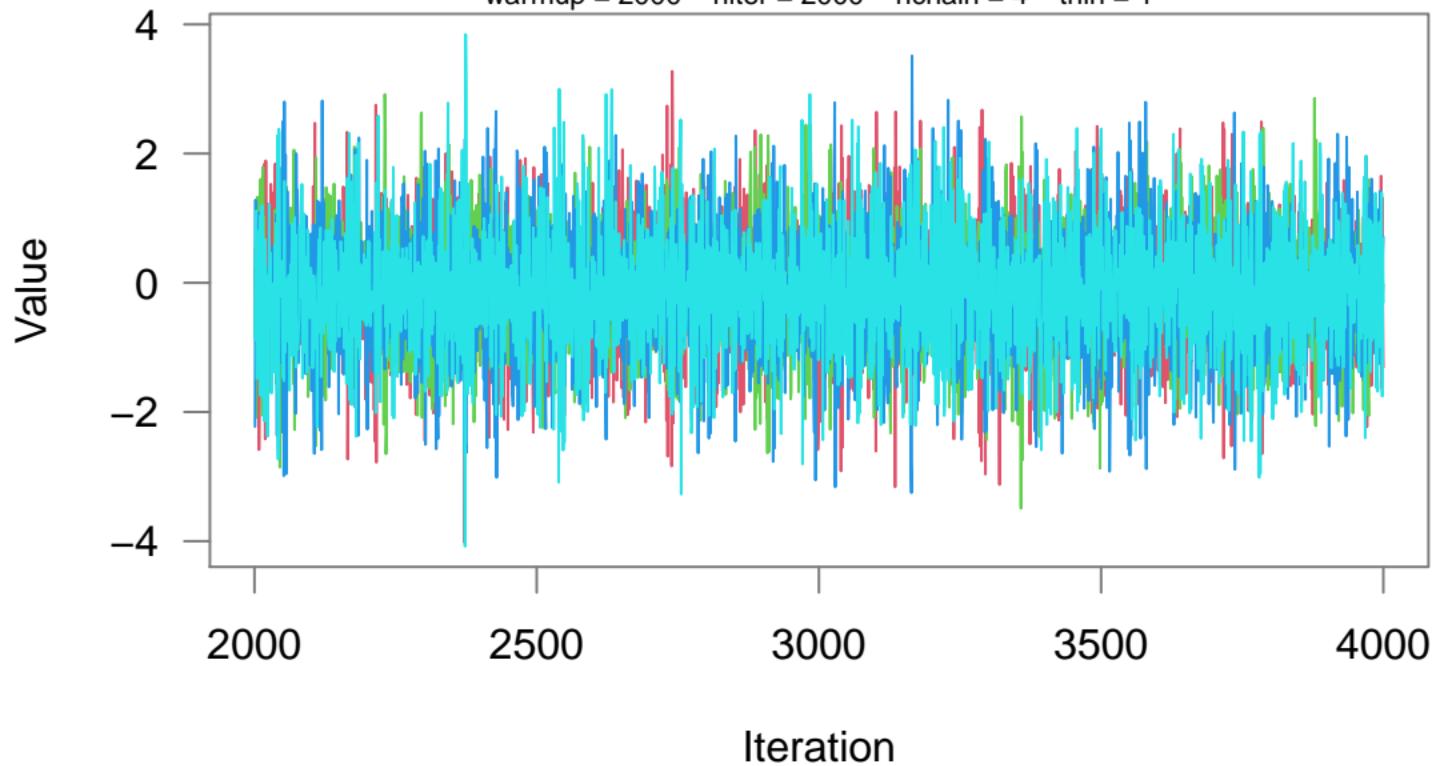
## **z\_2[1,65]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



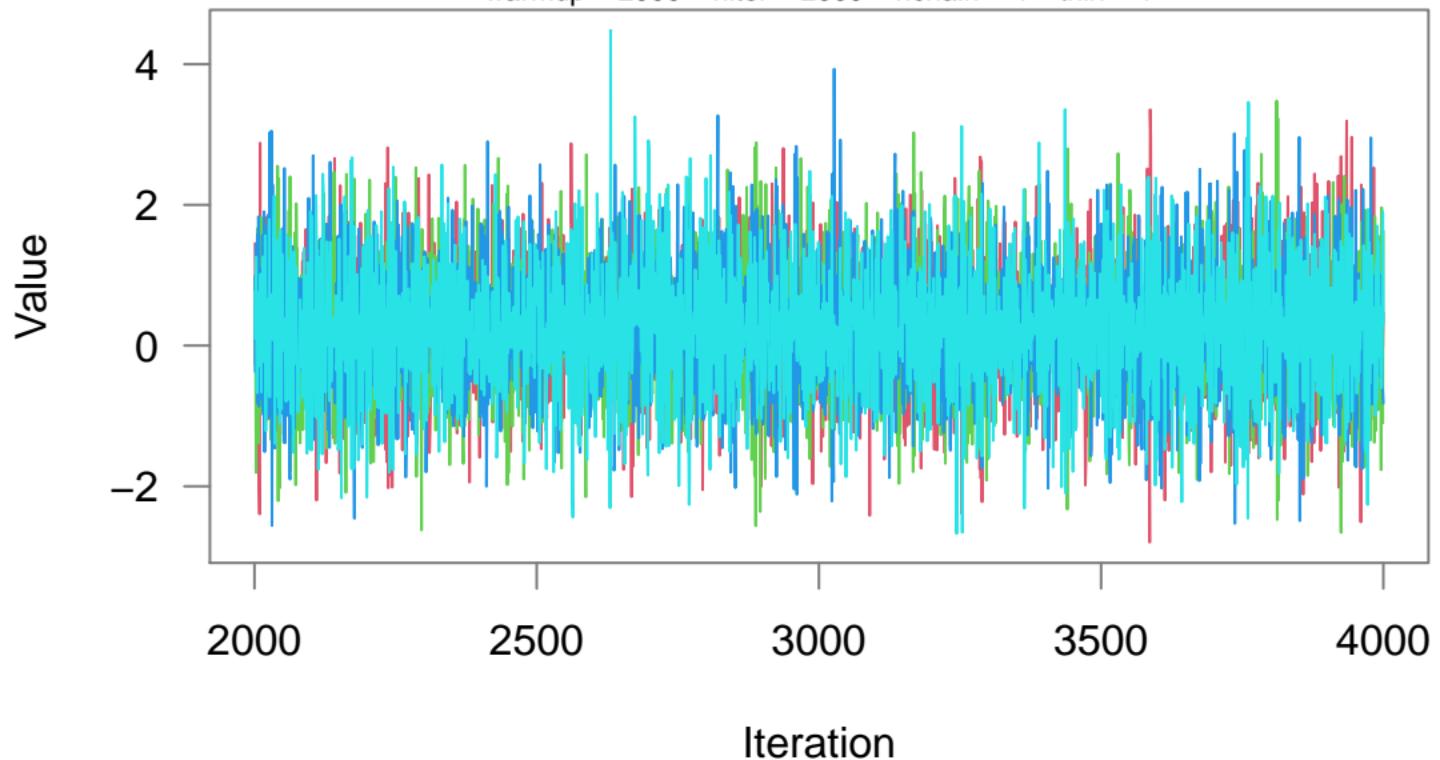
## **z\_2[1,66]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



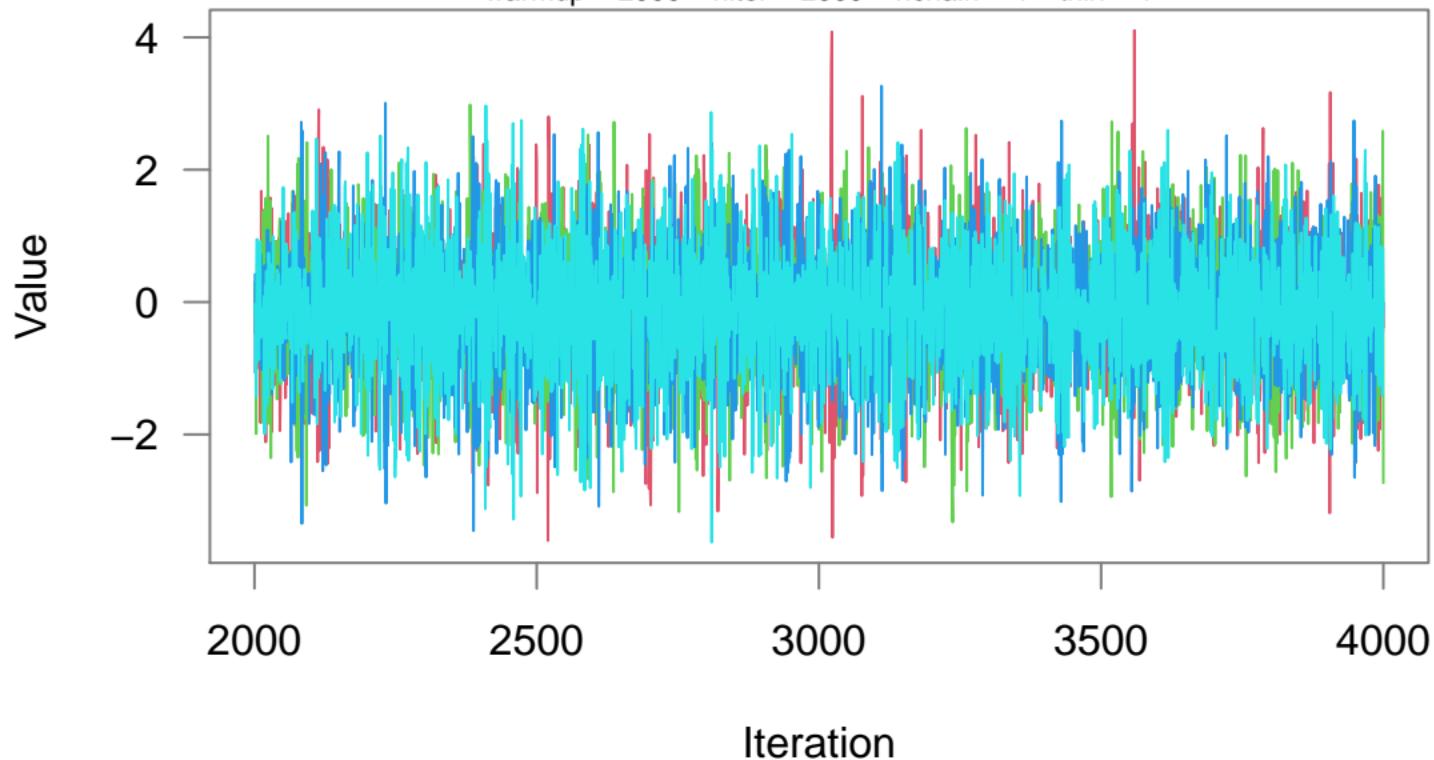
## **z\_2[1,67]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



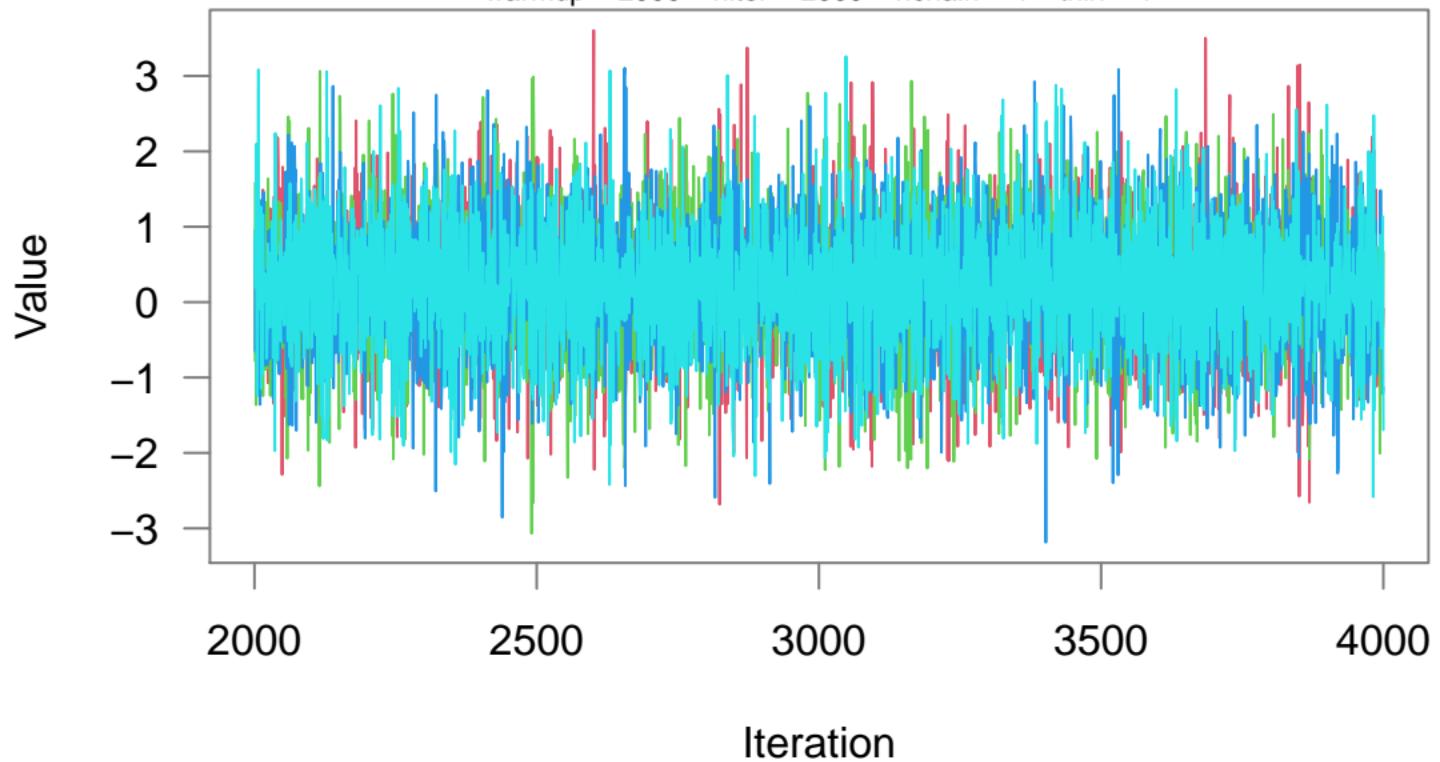
## **z\_2[1,68]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



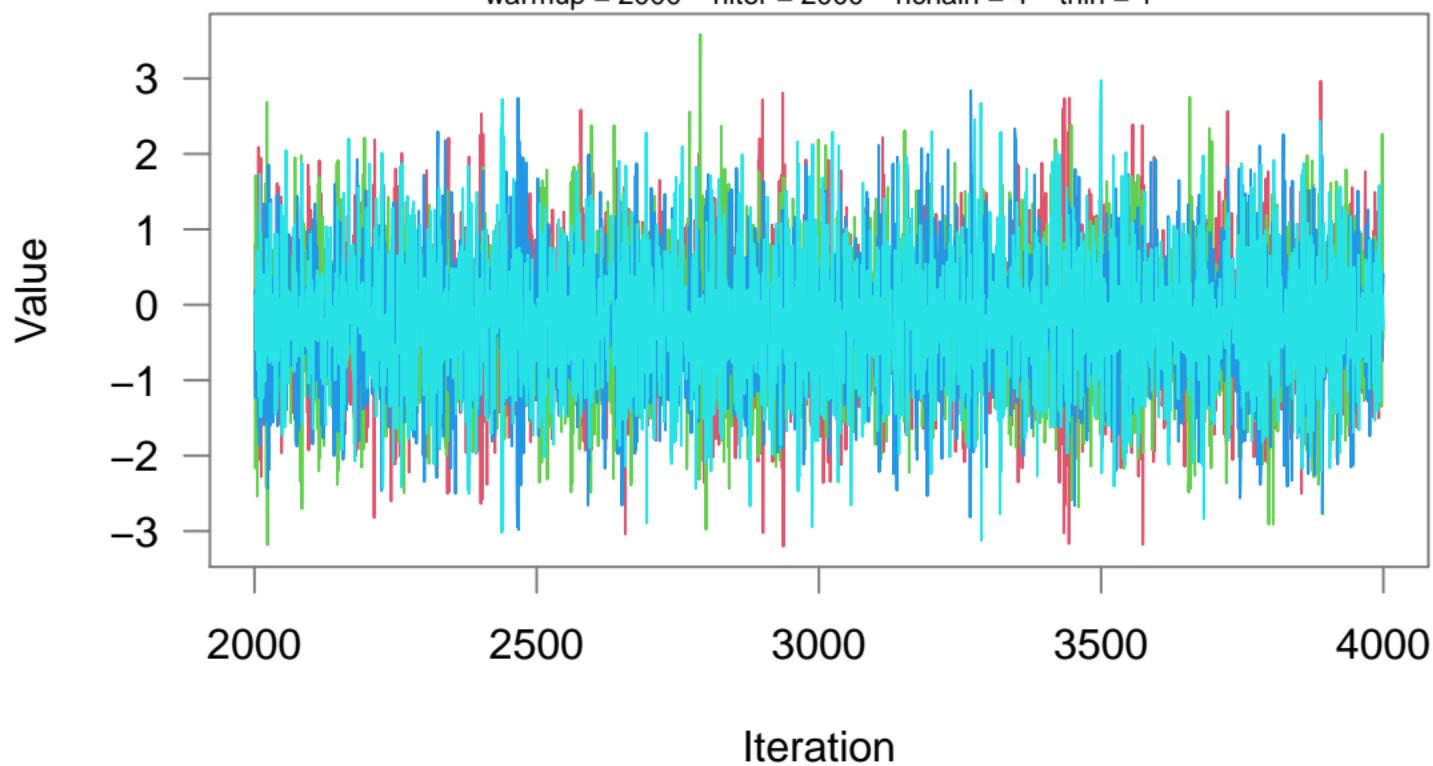
# **$z_2[1,69]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



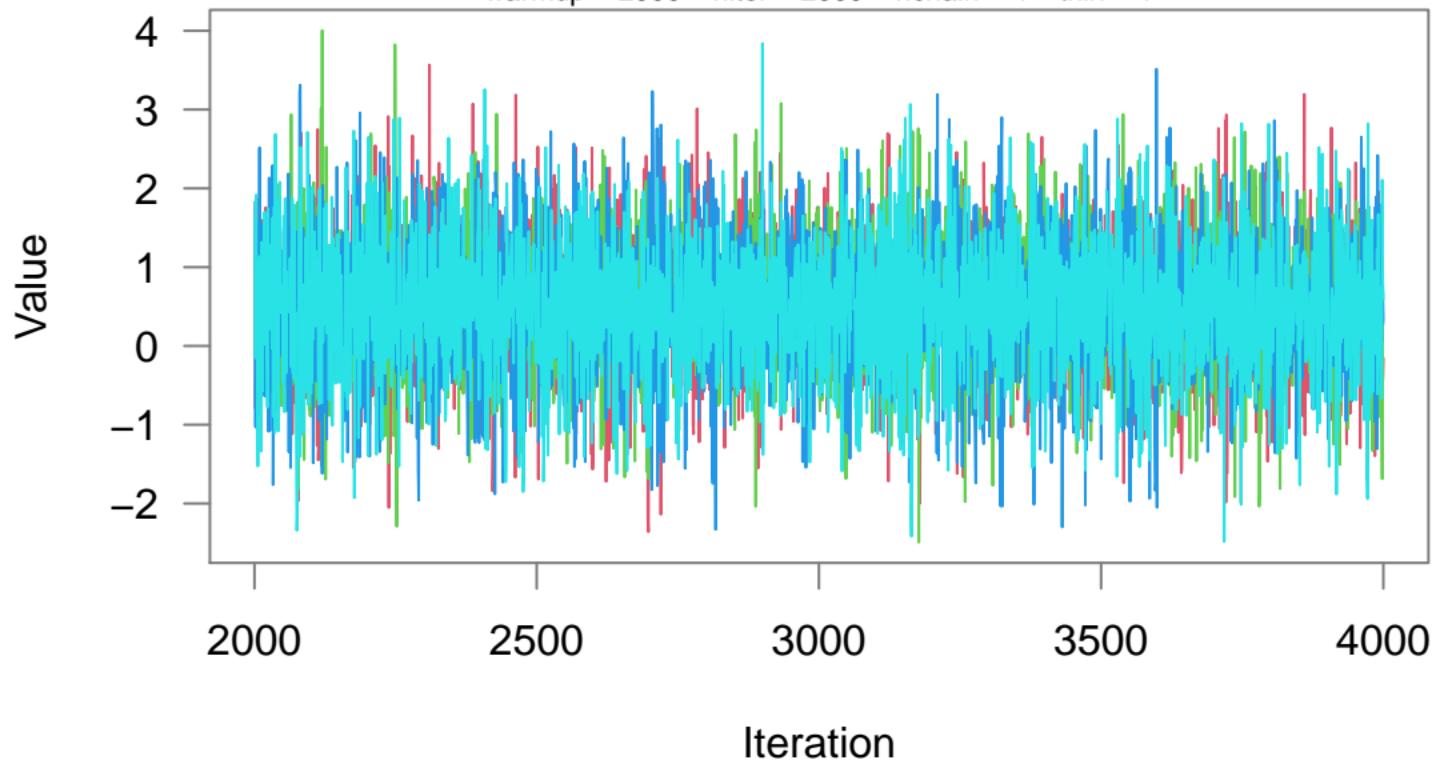
# **z\_2[1,70]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



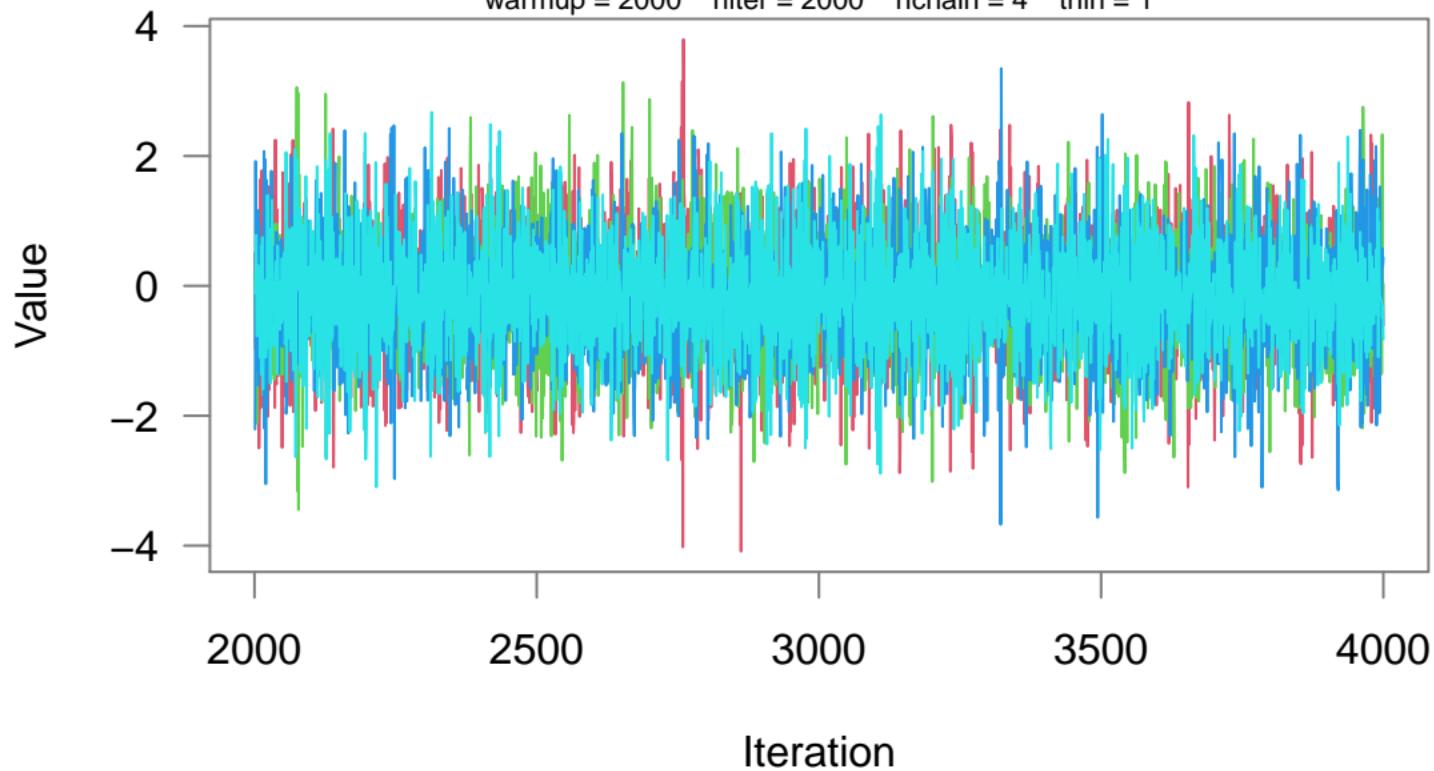
# **z\_2[1,71]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



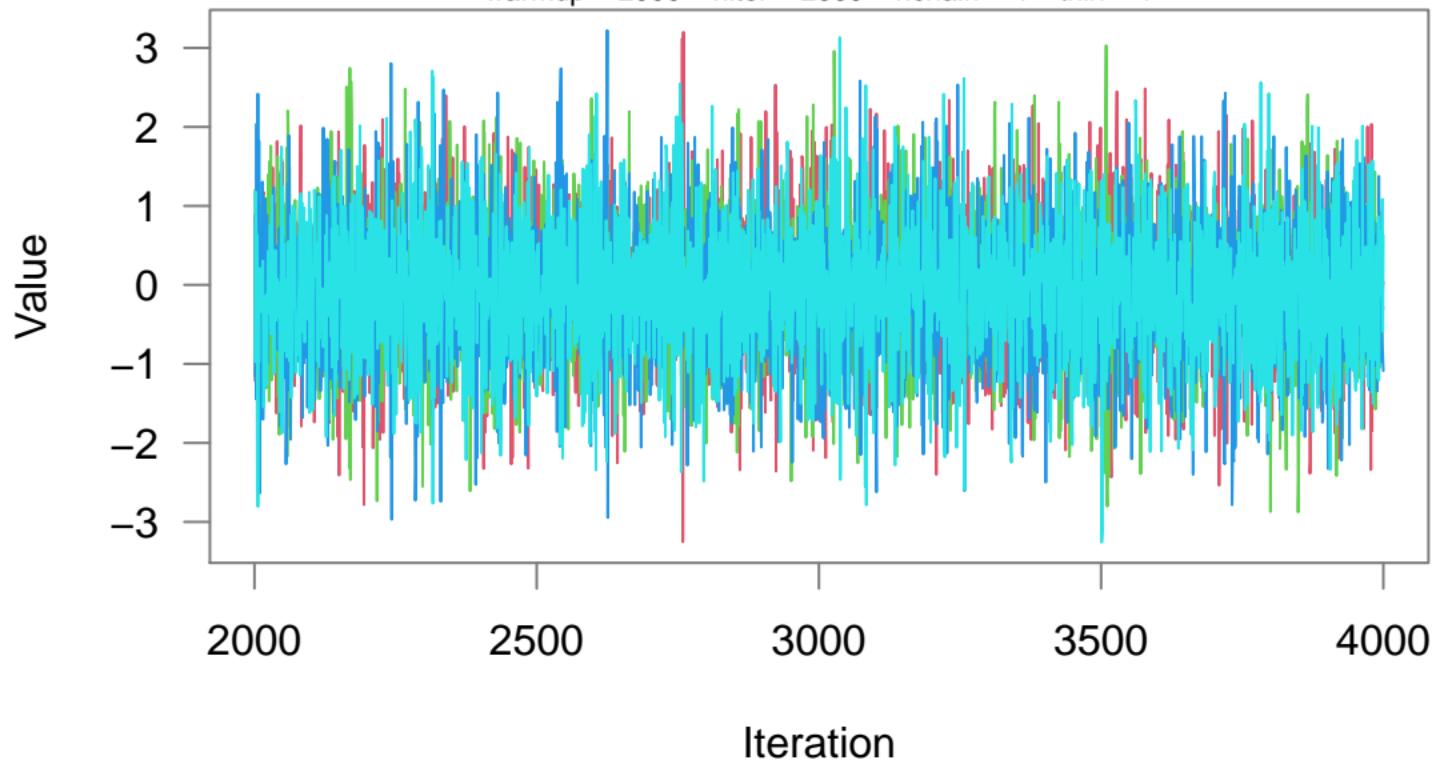
## **$z_2[1,72]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



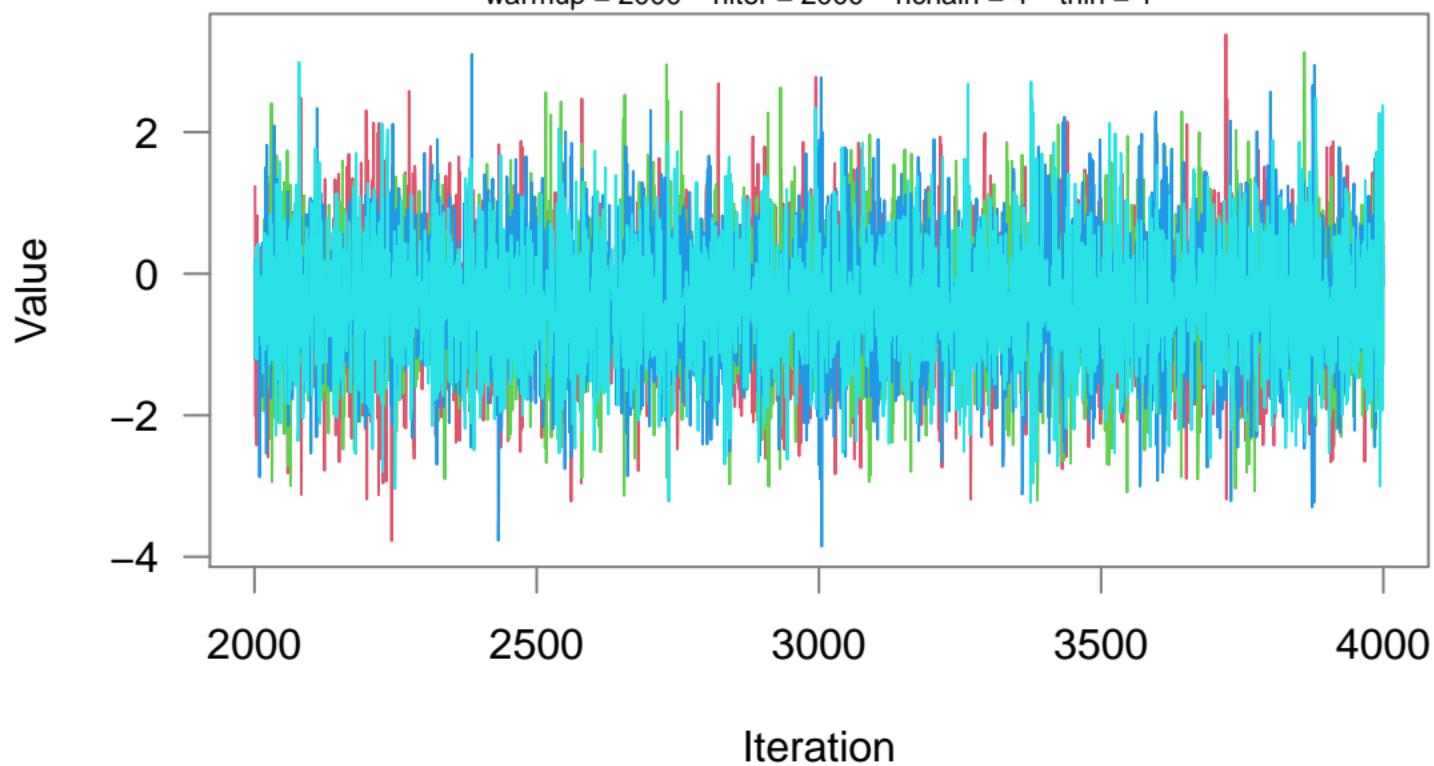
## **z\_2[1,73]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



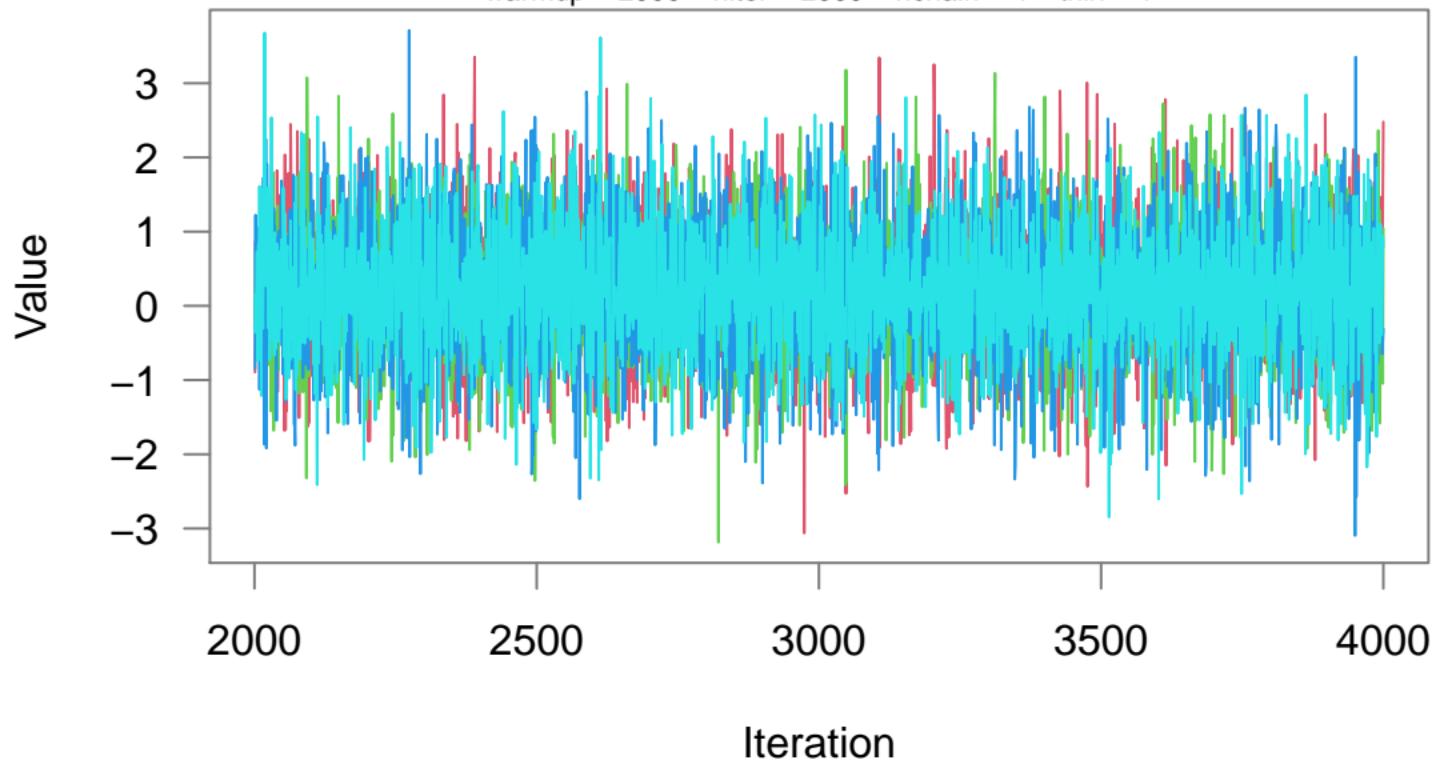
# **$z_2[1,74]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



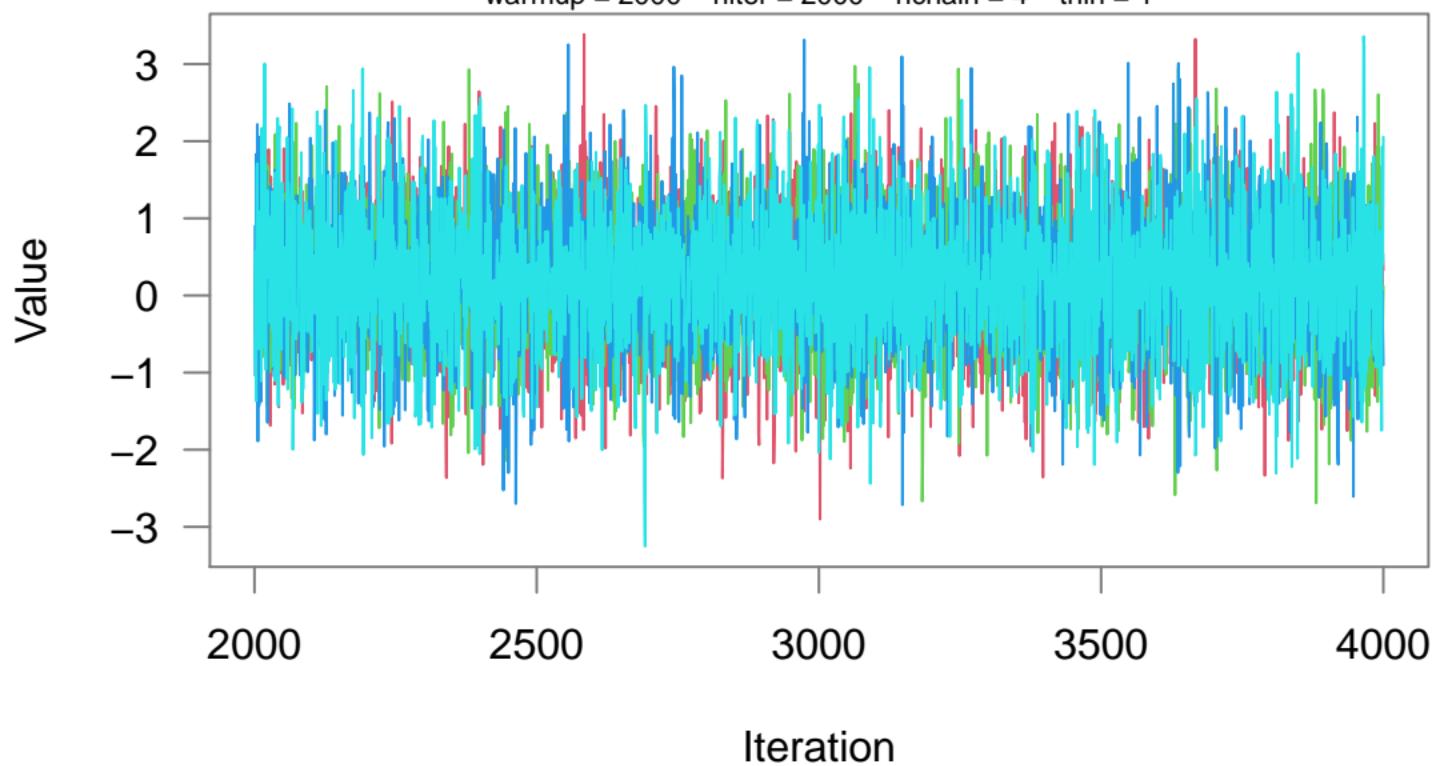
## **$z_2[1,75]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



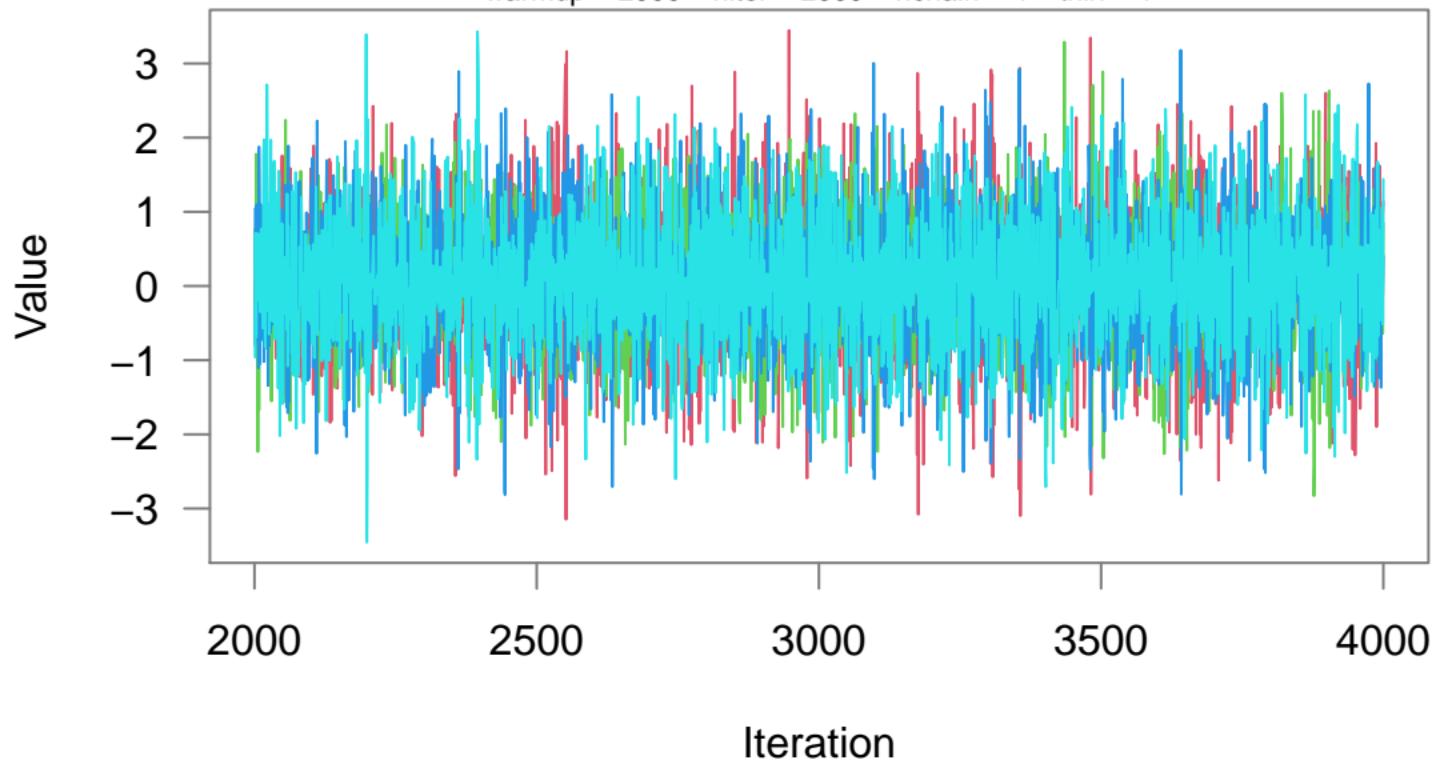
## **$z_2[1,76]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



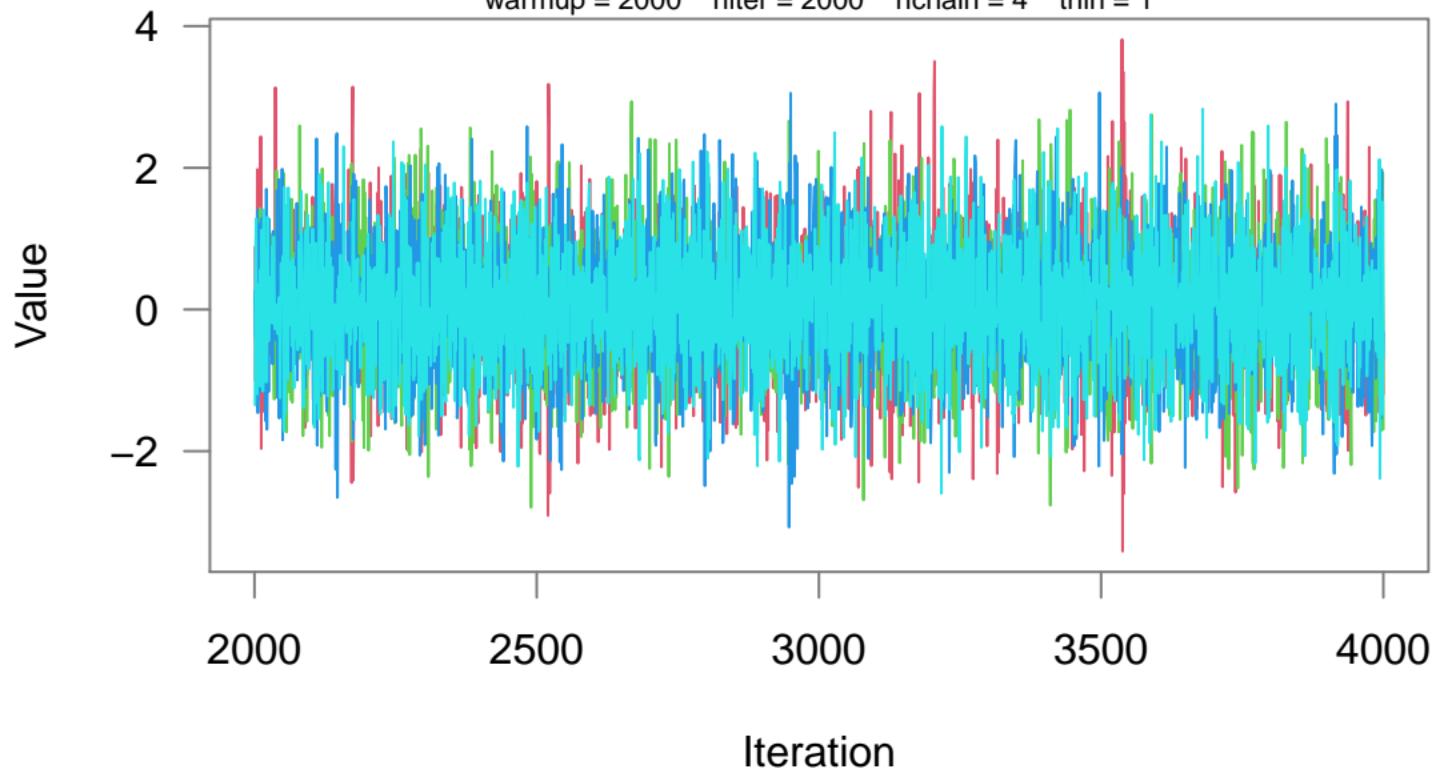
## **$z_2[1,77]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

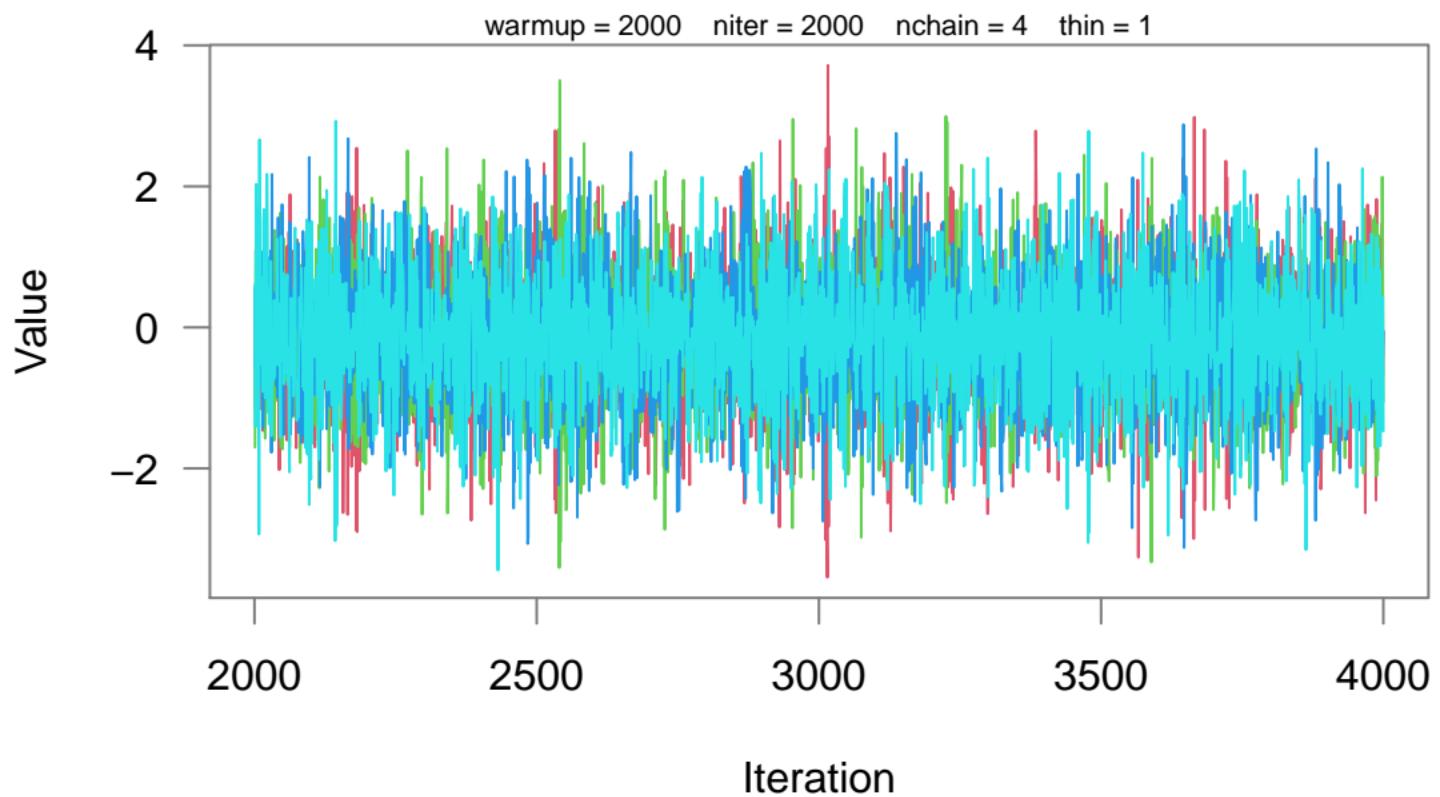


## **z\_2[1,78]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

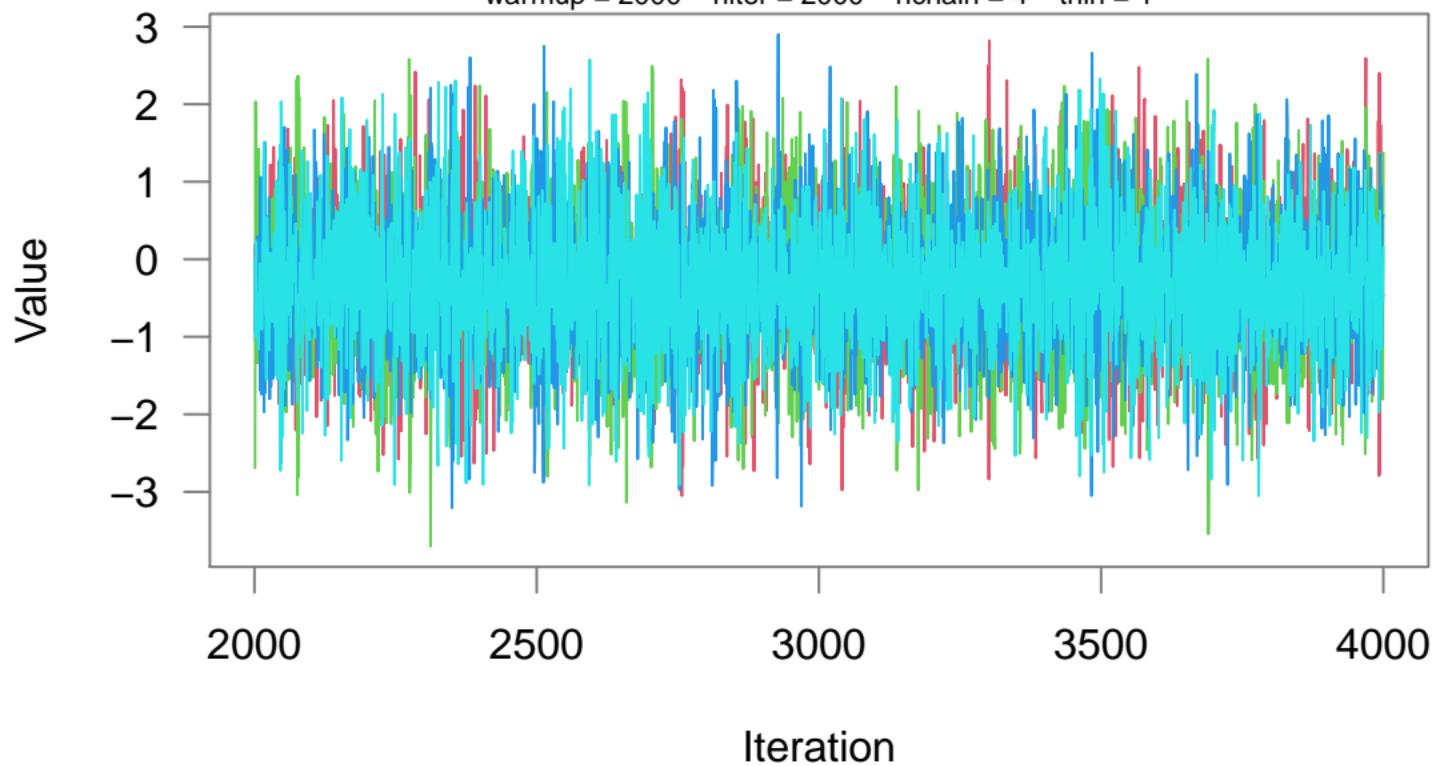


## **$z_2[1,79]$**



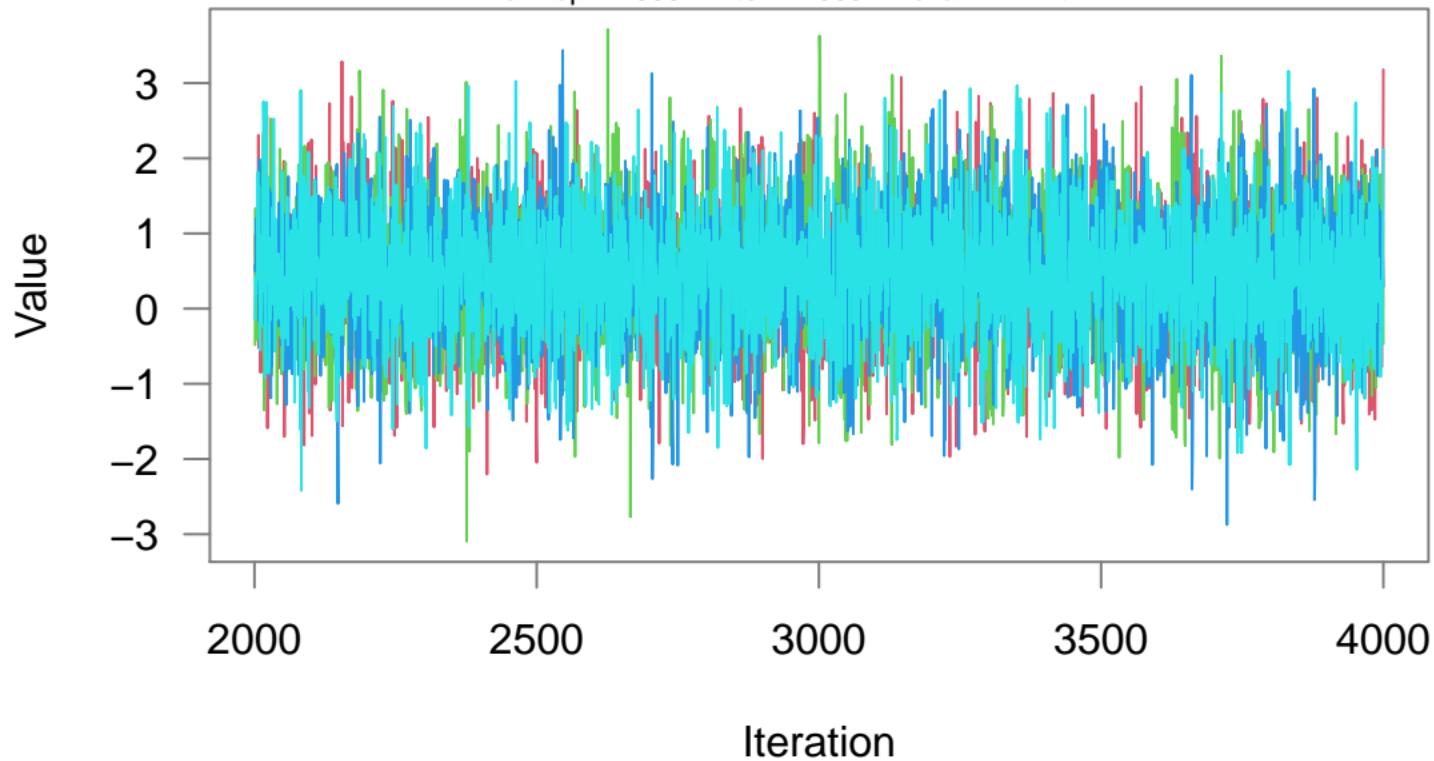
## **$z_2[1,80]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



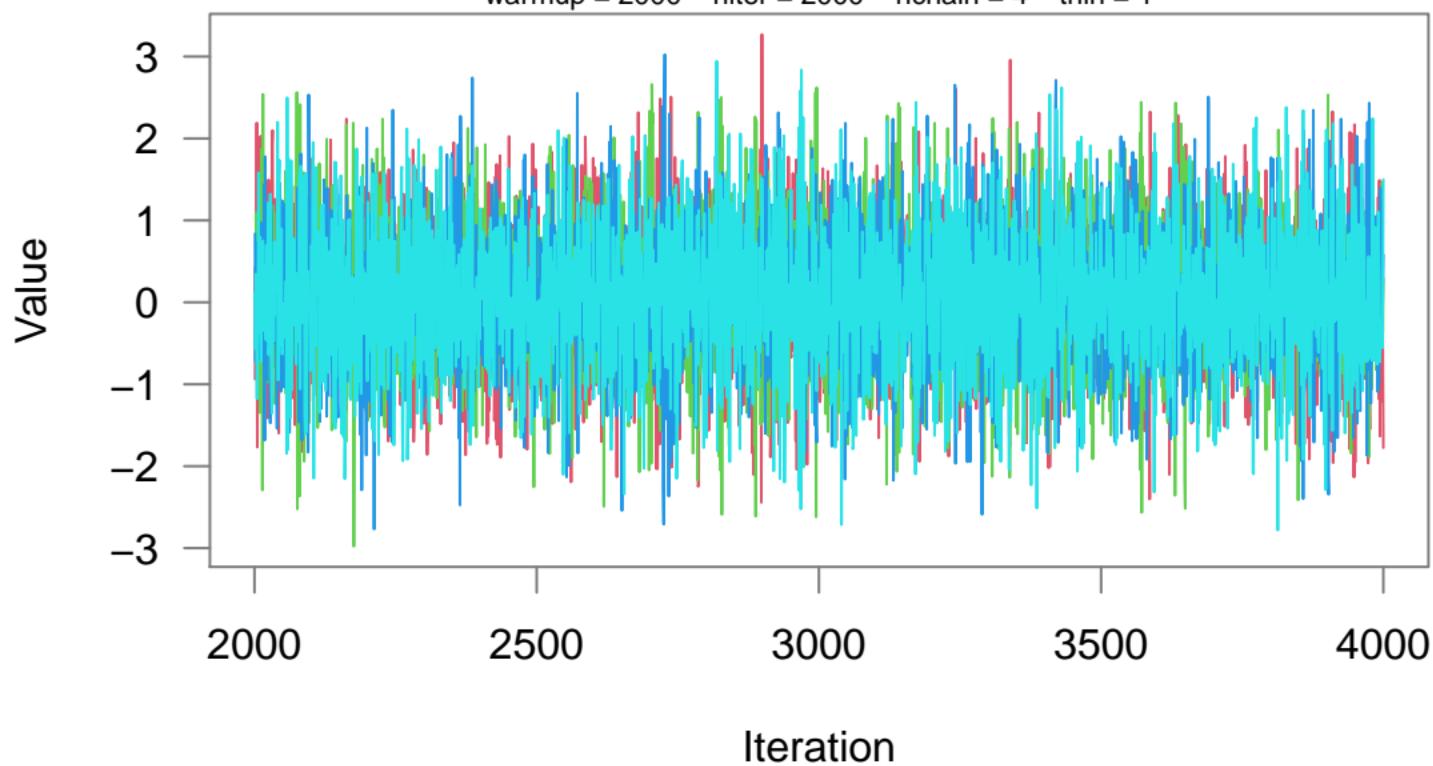
## **z\_2[1,81]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

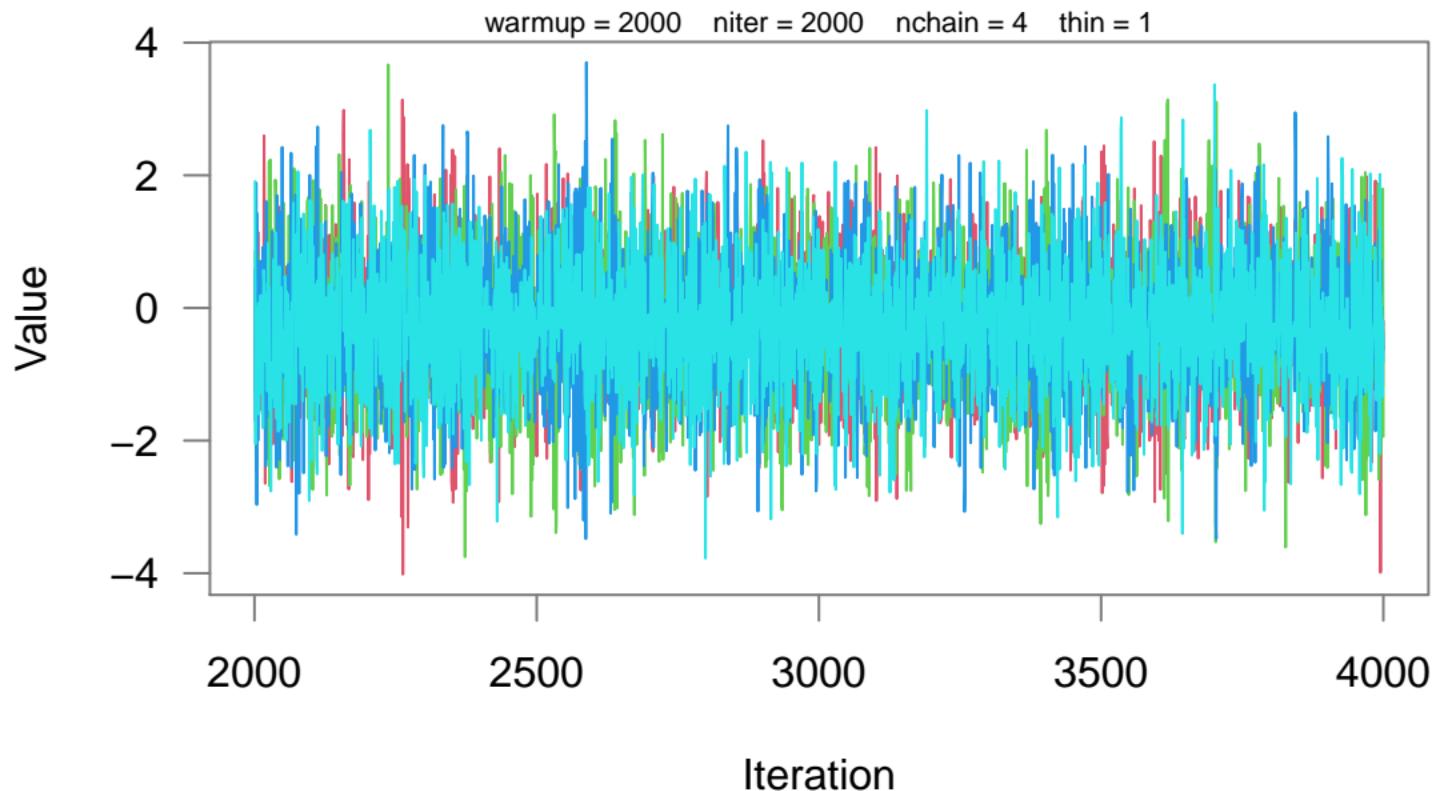


## **z\_2[1,82]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

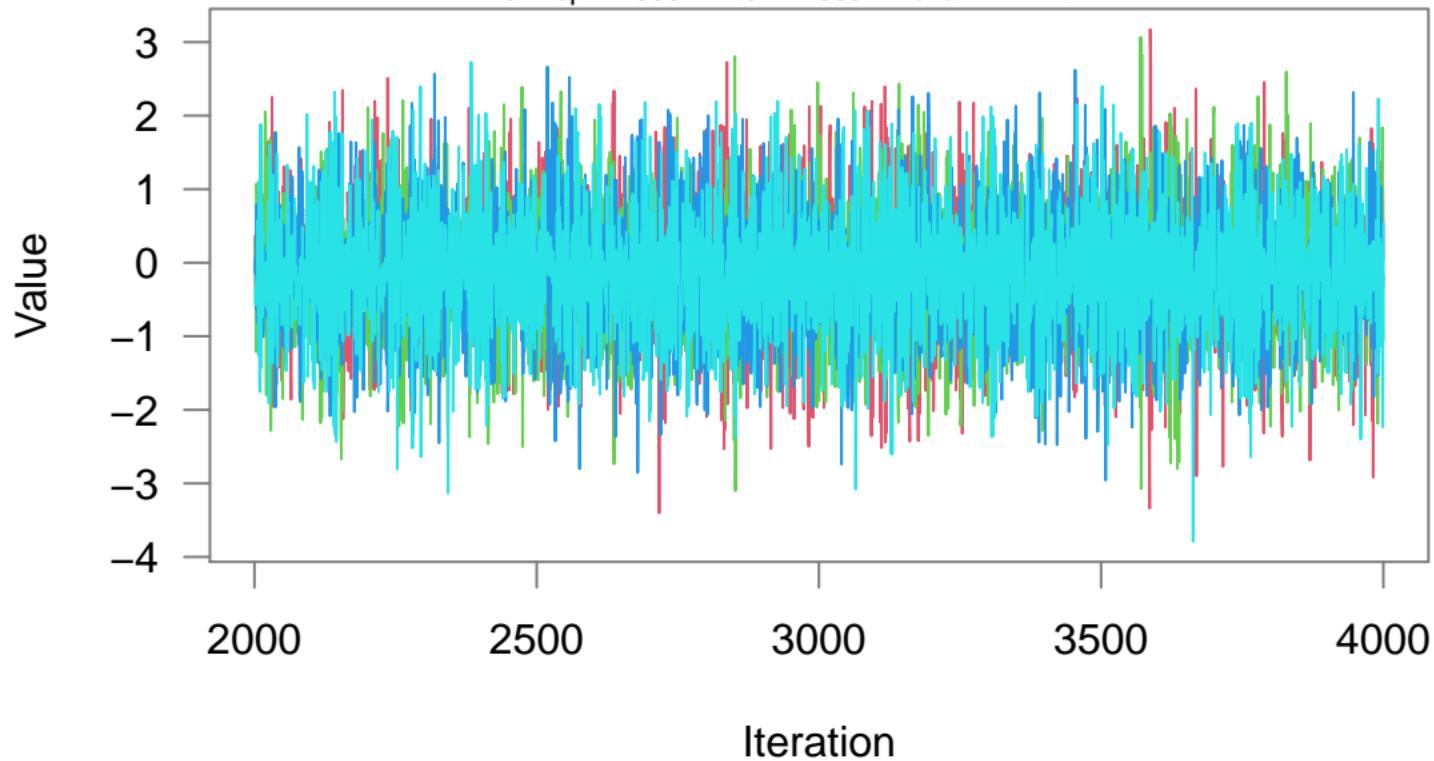


## **$z_2[1,83]$**



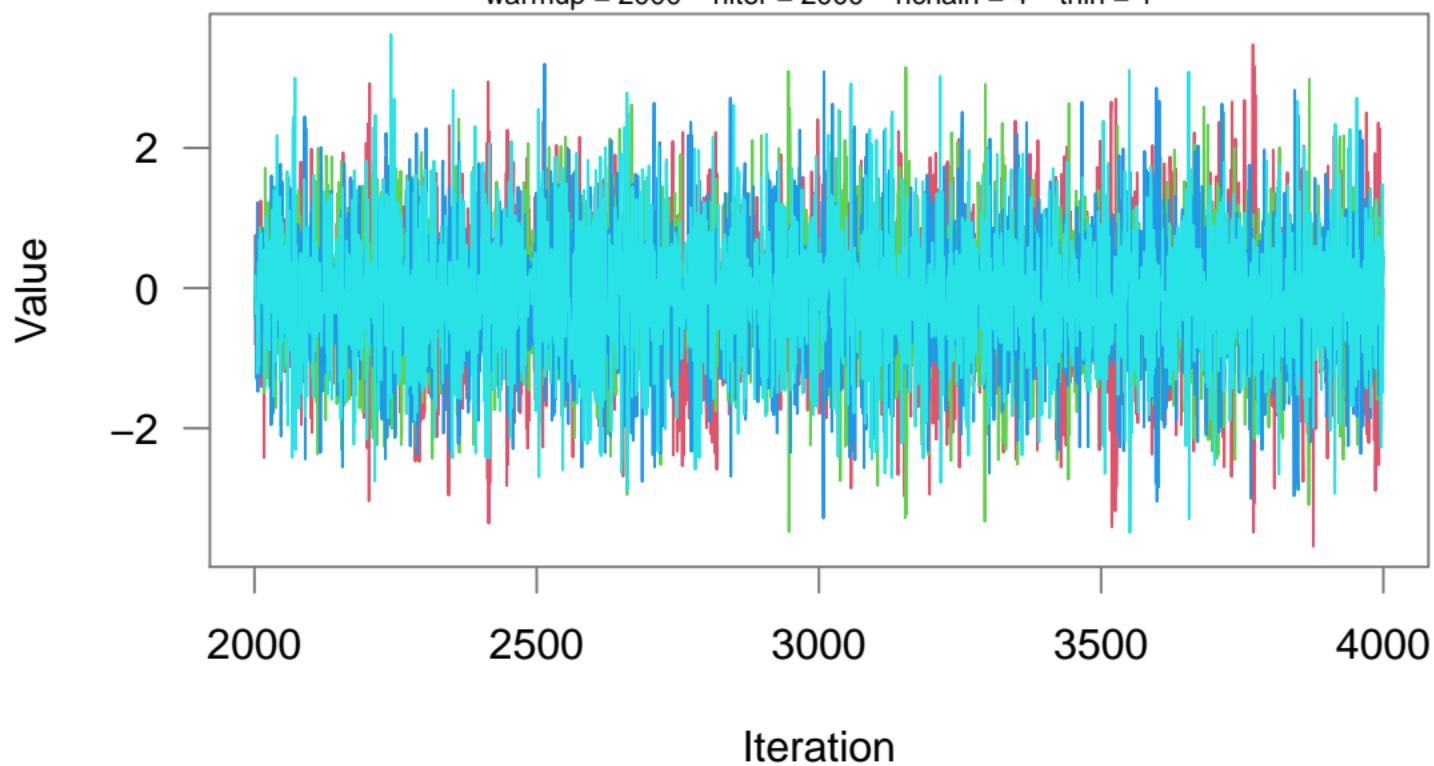
## **z\_2[1,84]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



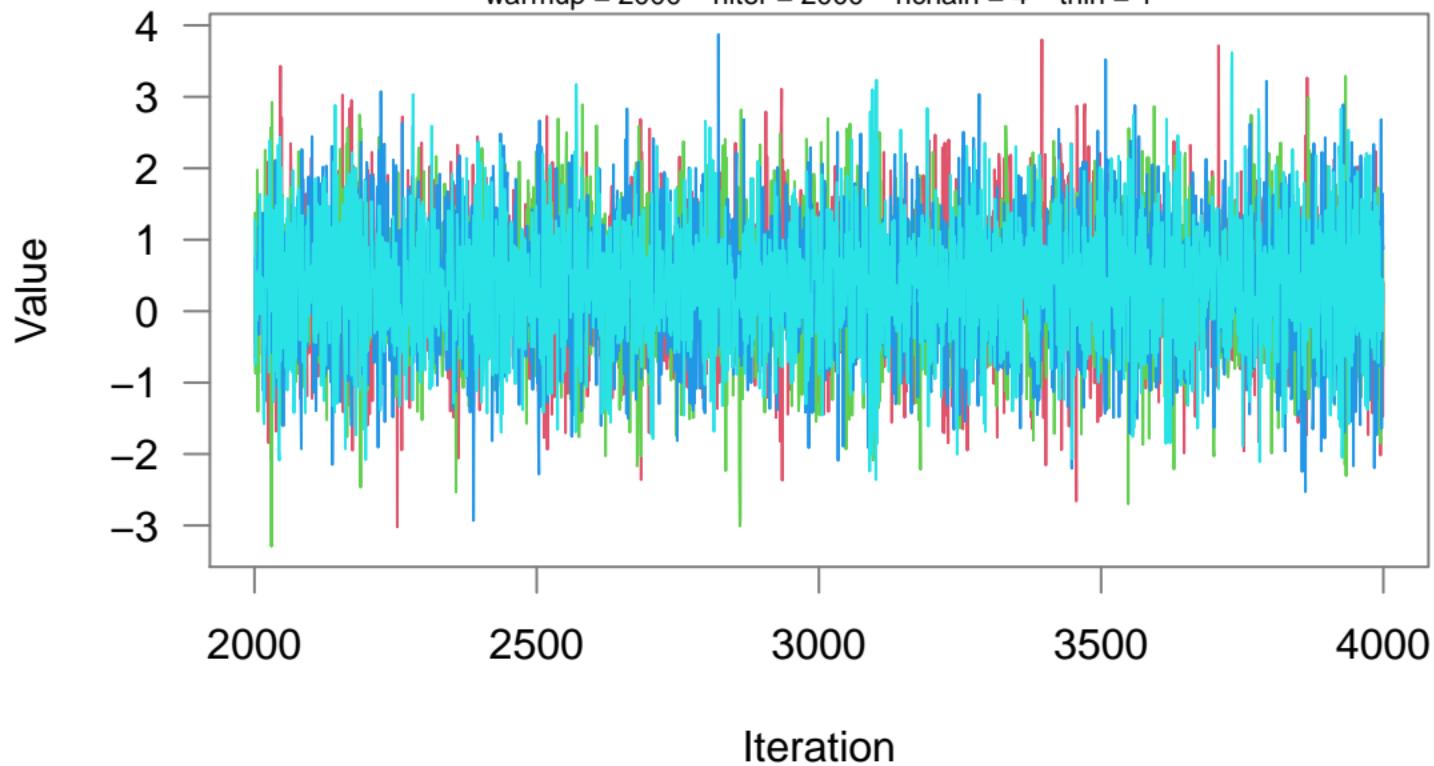
## **z\_2[1,85]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

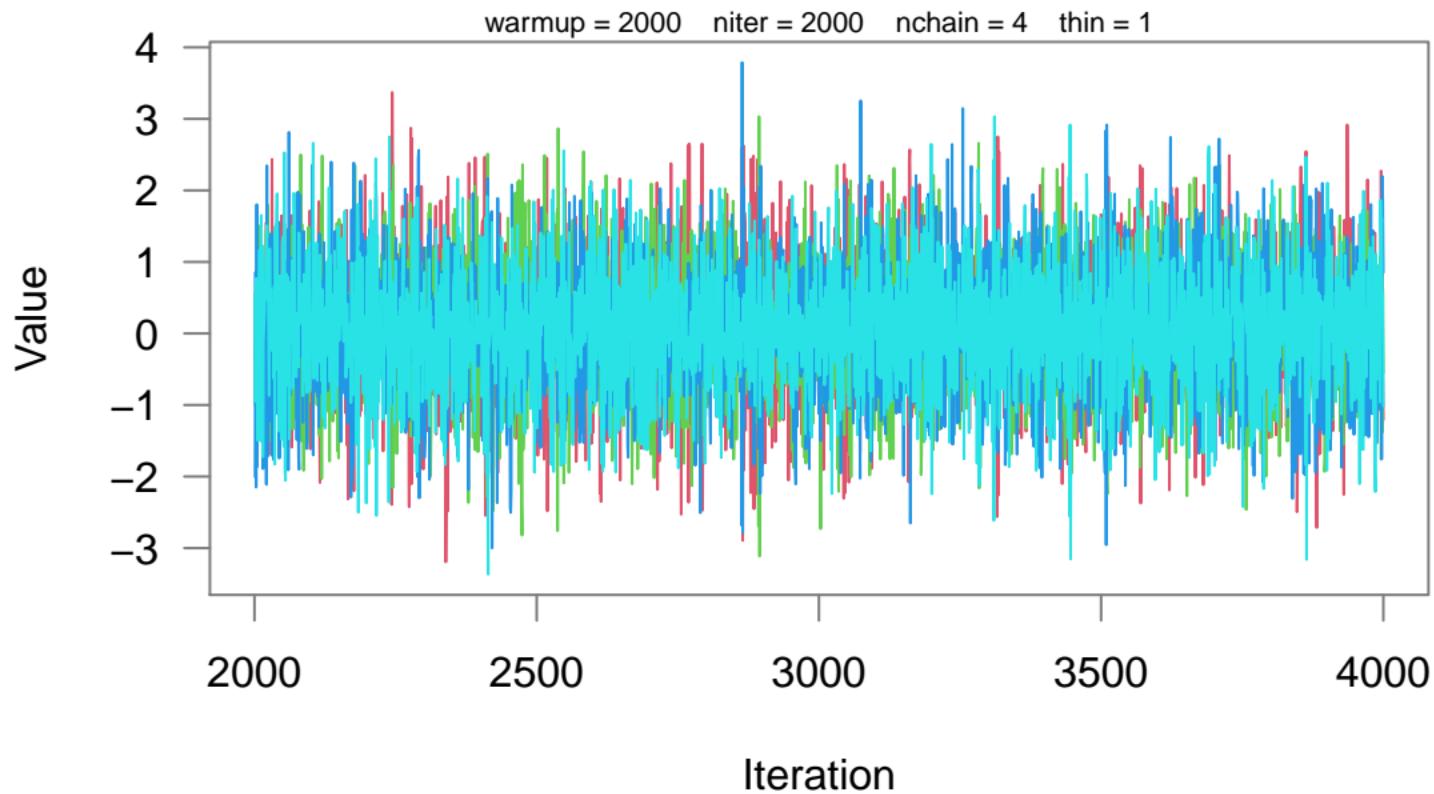


## **z\_2[1,86]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

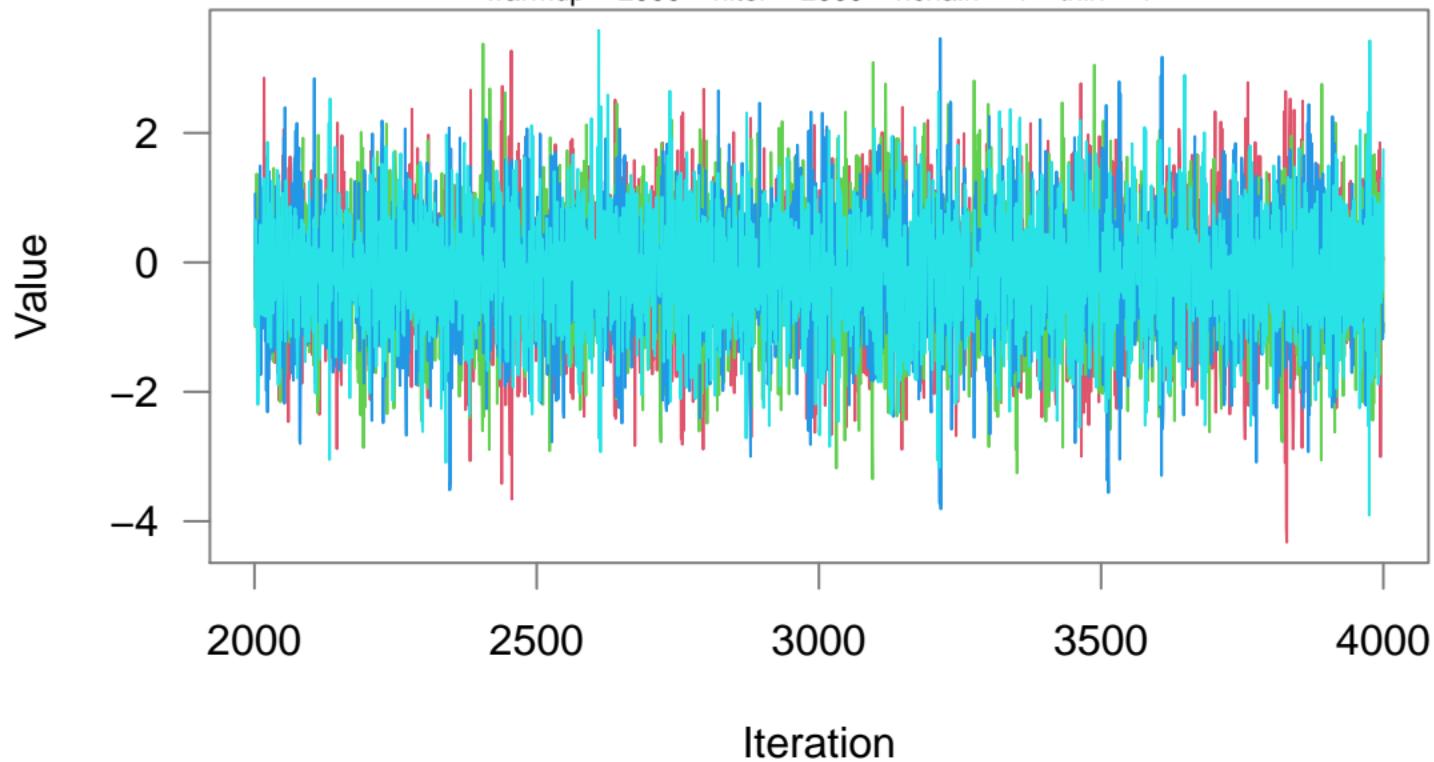


## **z\_2[1,87]**



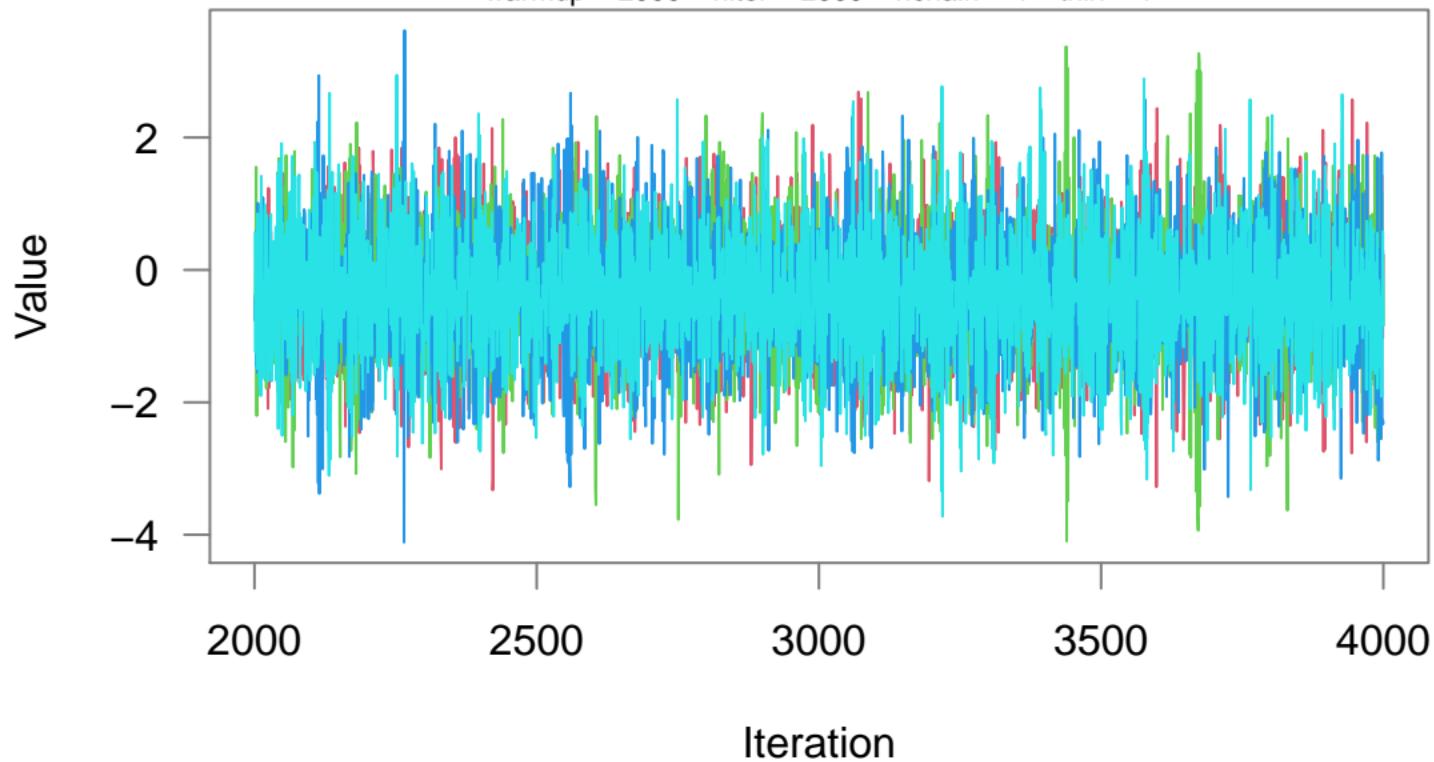
## **z\_2[1,88]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



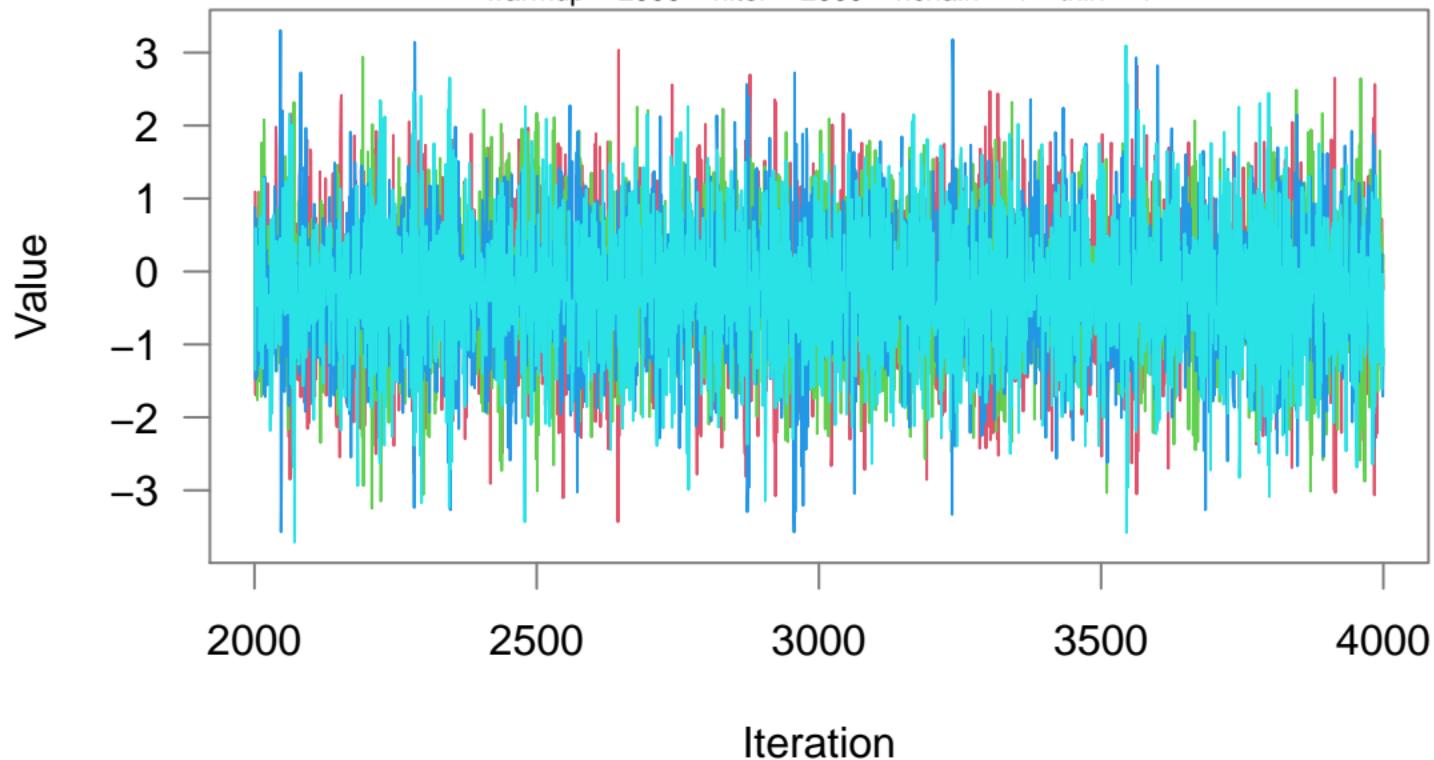
## **$z_2[1,89]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



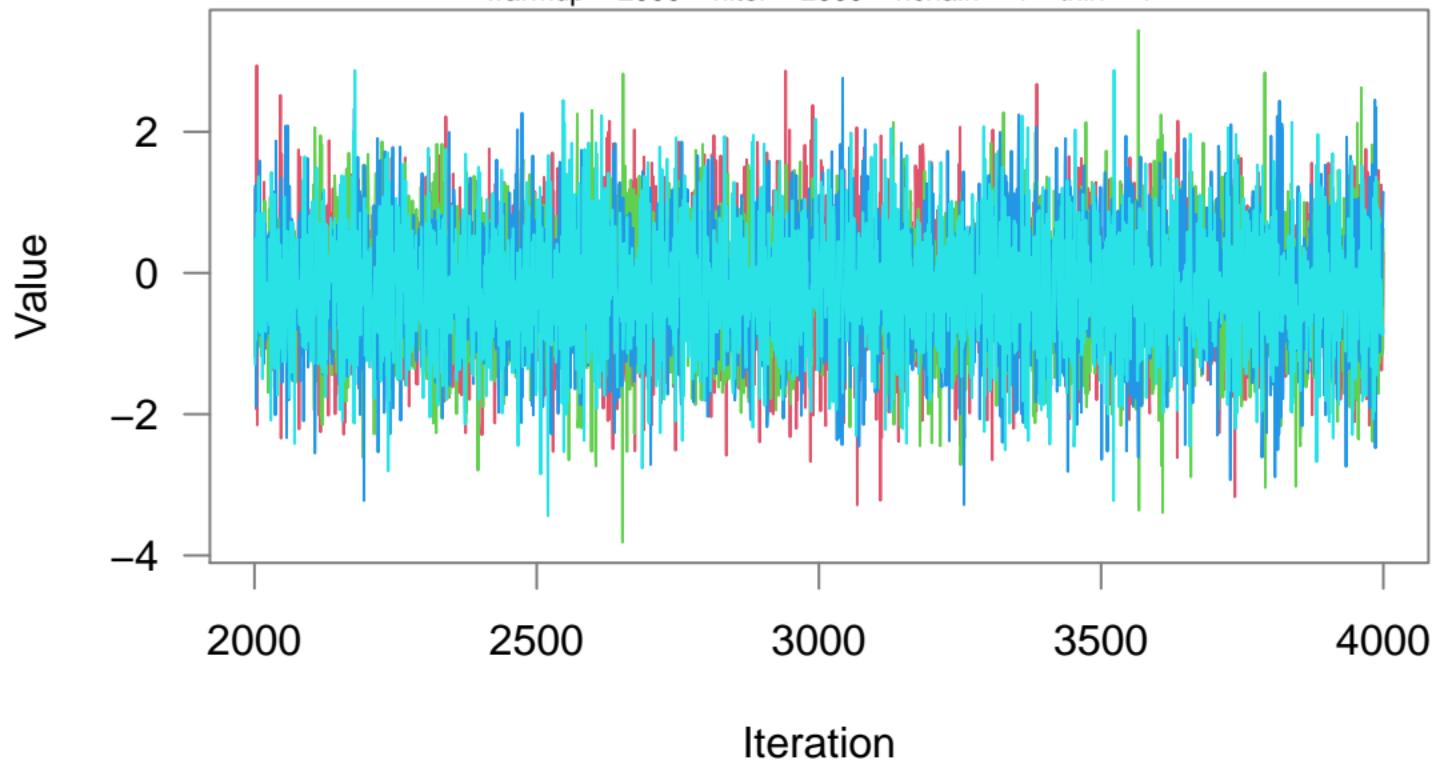
## **$z_2[1,90]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



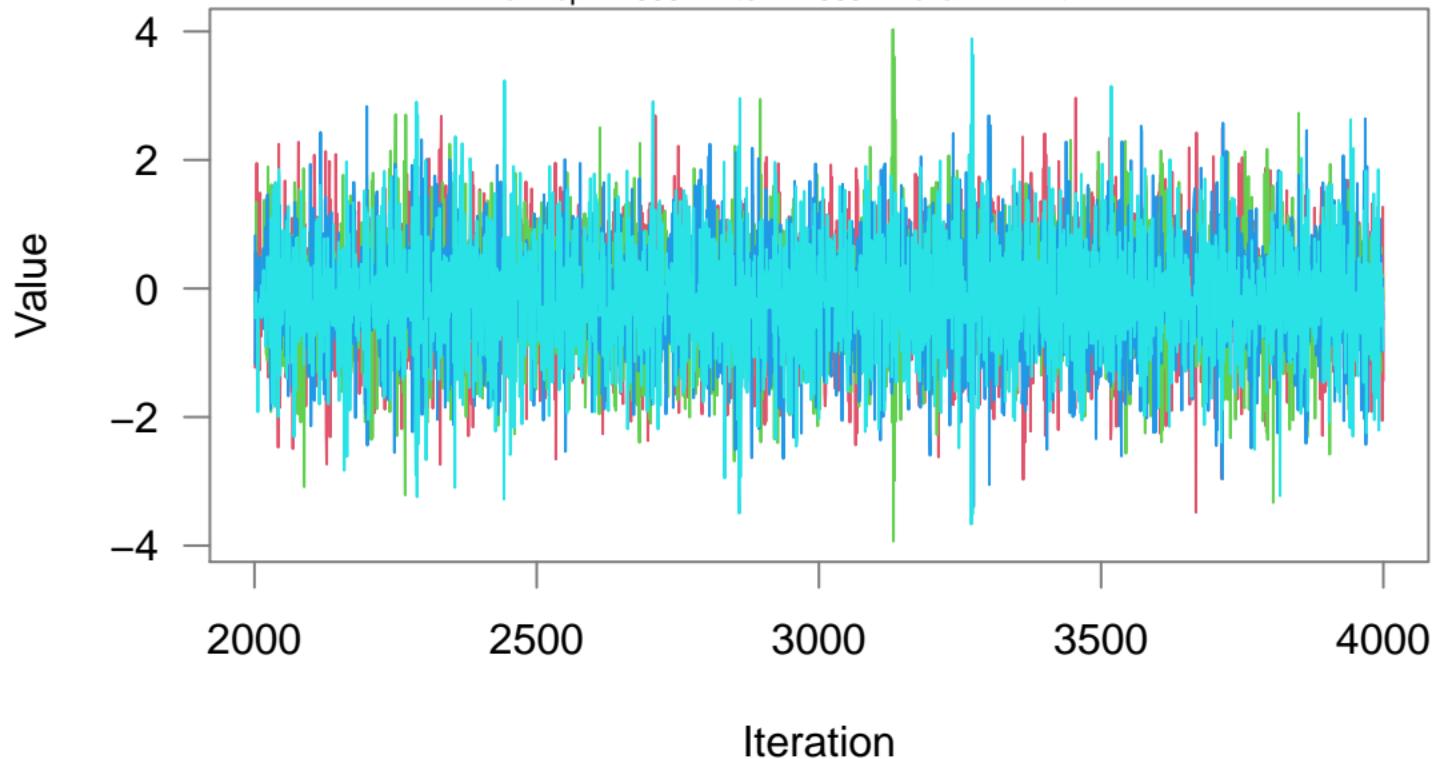
## **$z_2[1,91]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



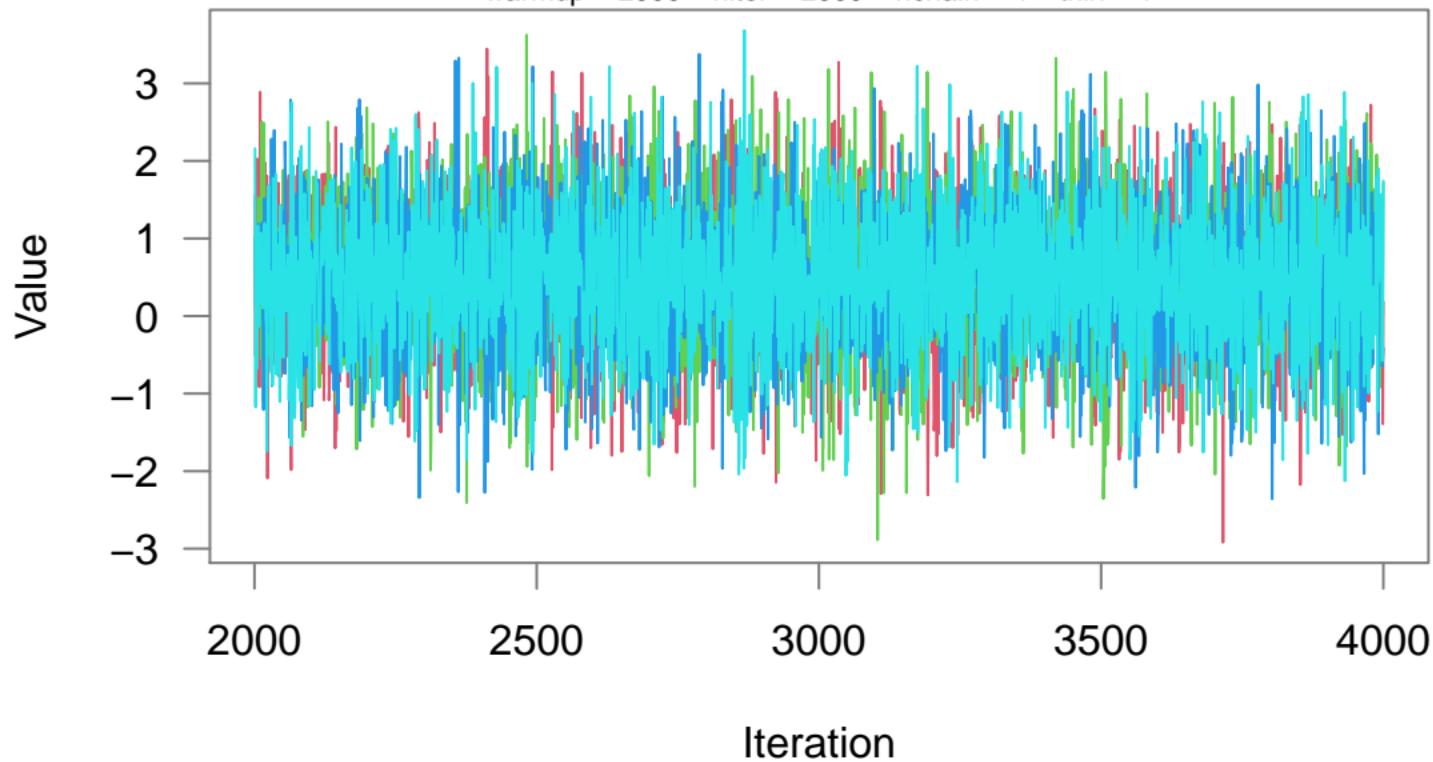
## **z\_2[1,92]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



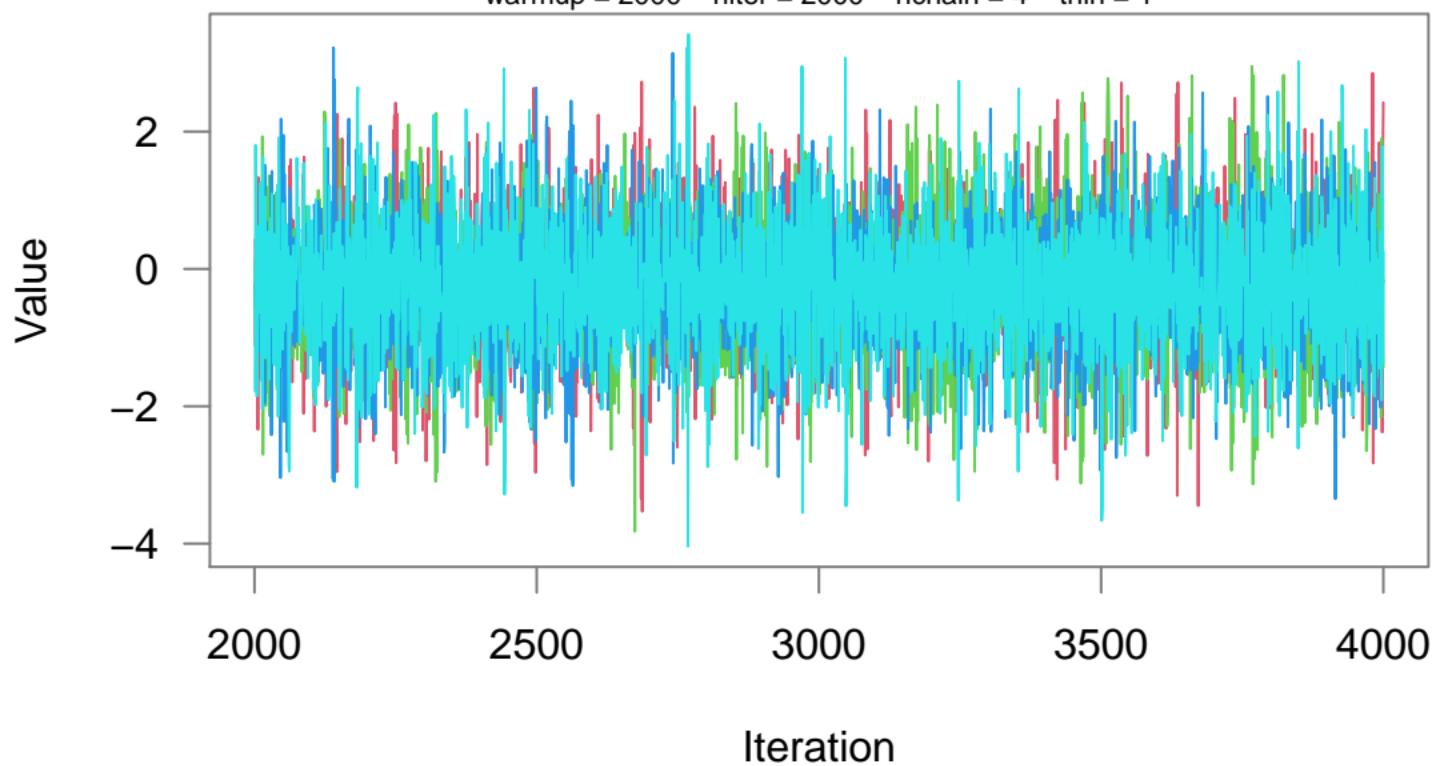
## **z\_2[1,93]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



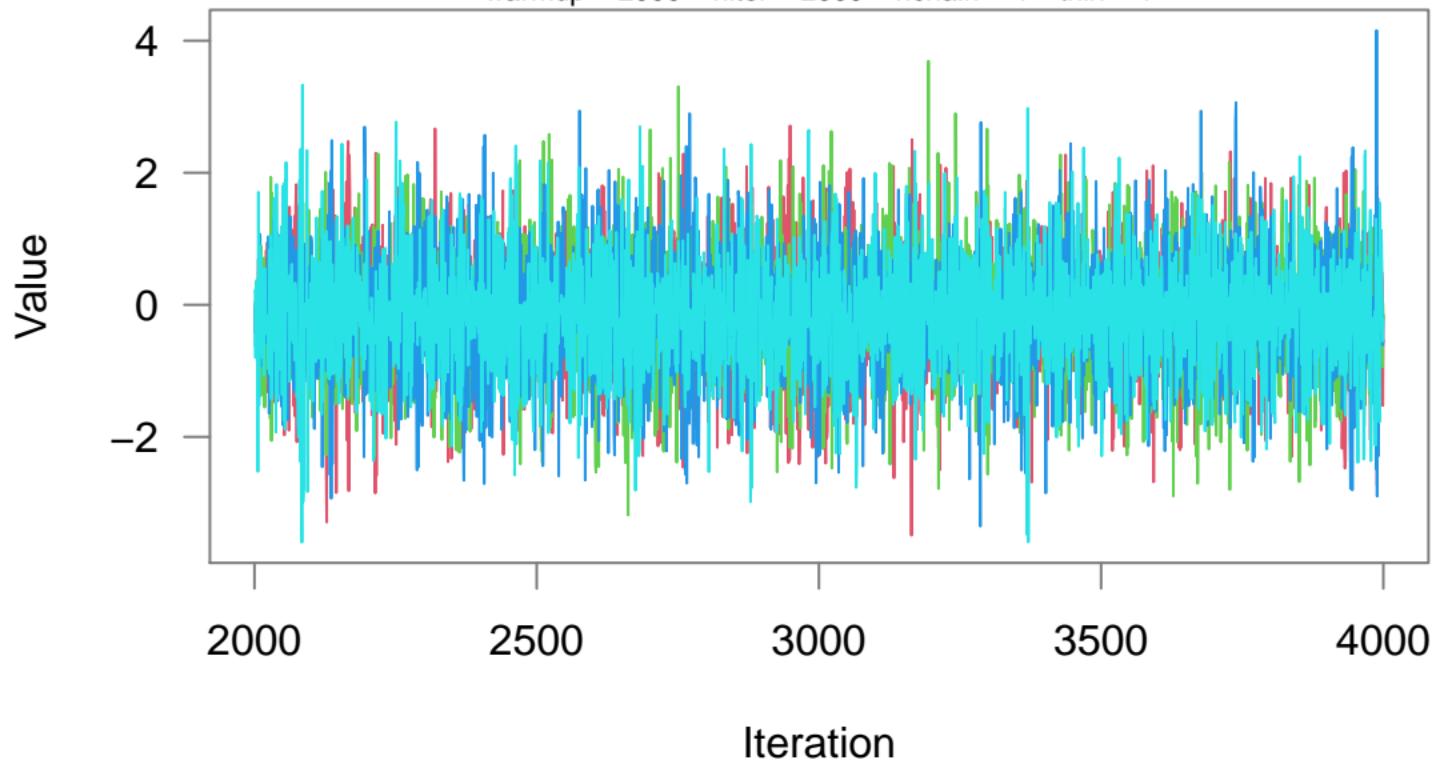
## **z\_2[1,94]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



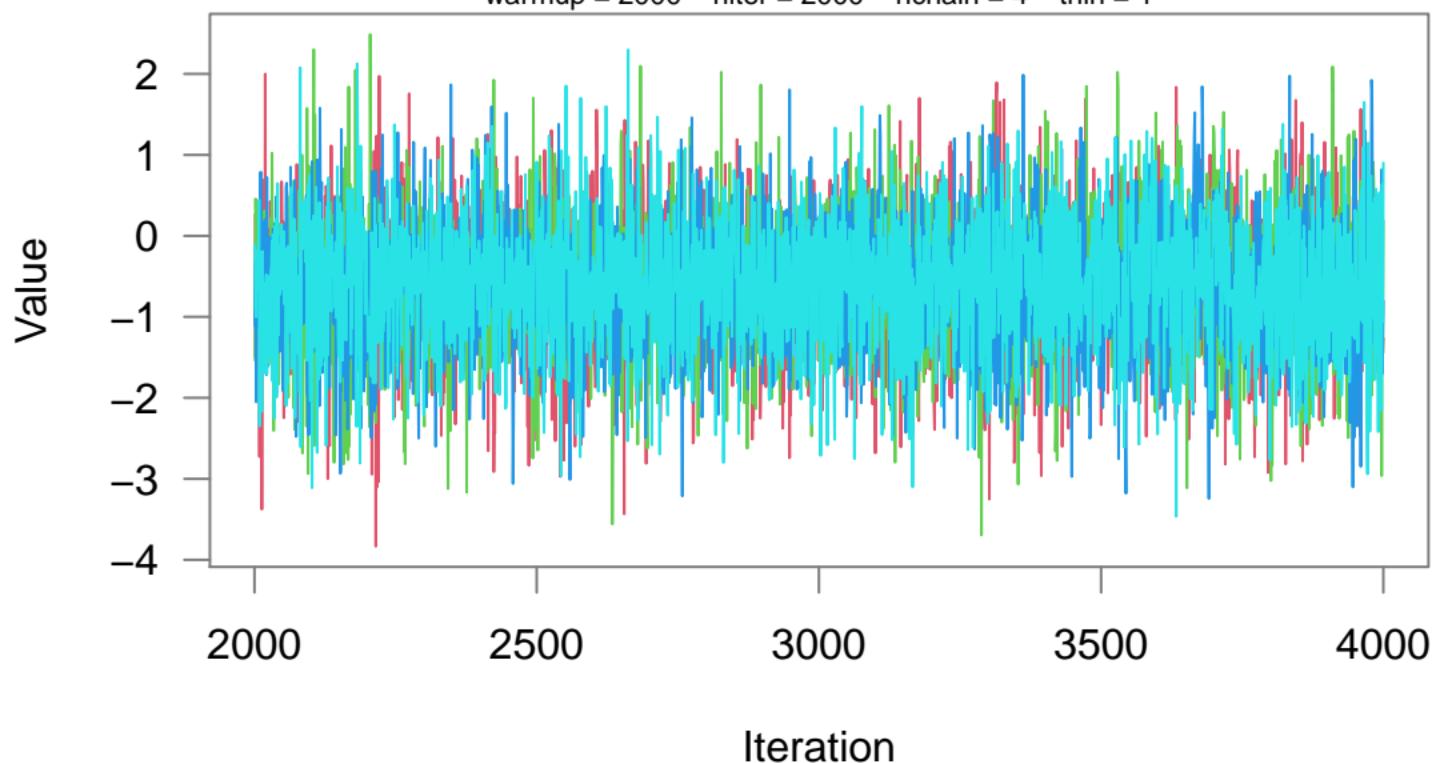
## **z\_2[1,95]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



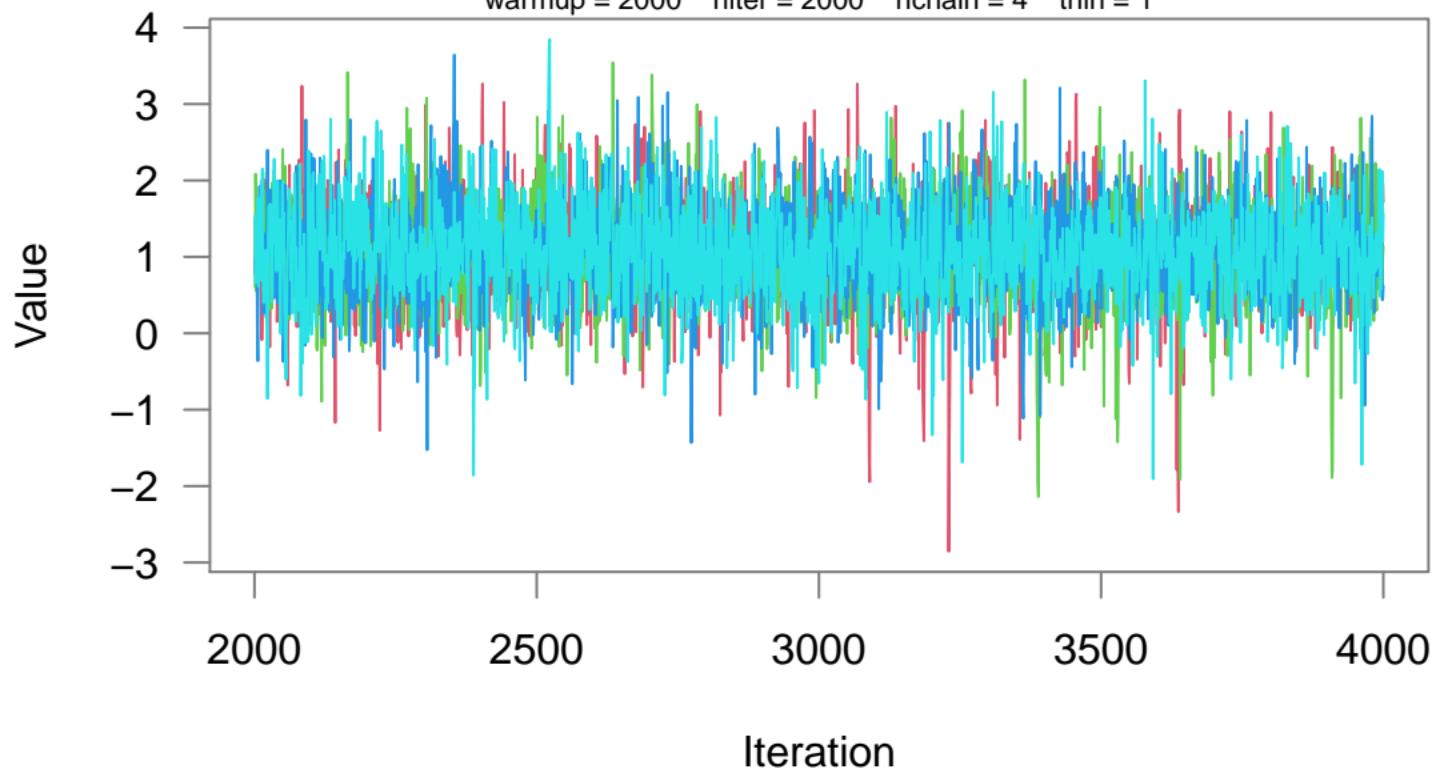
# **z\_3[1,1]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



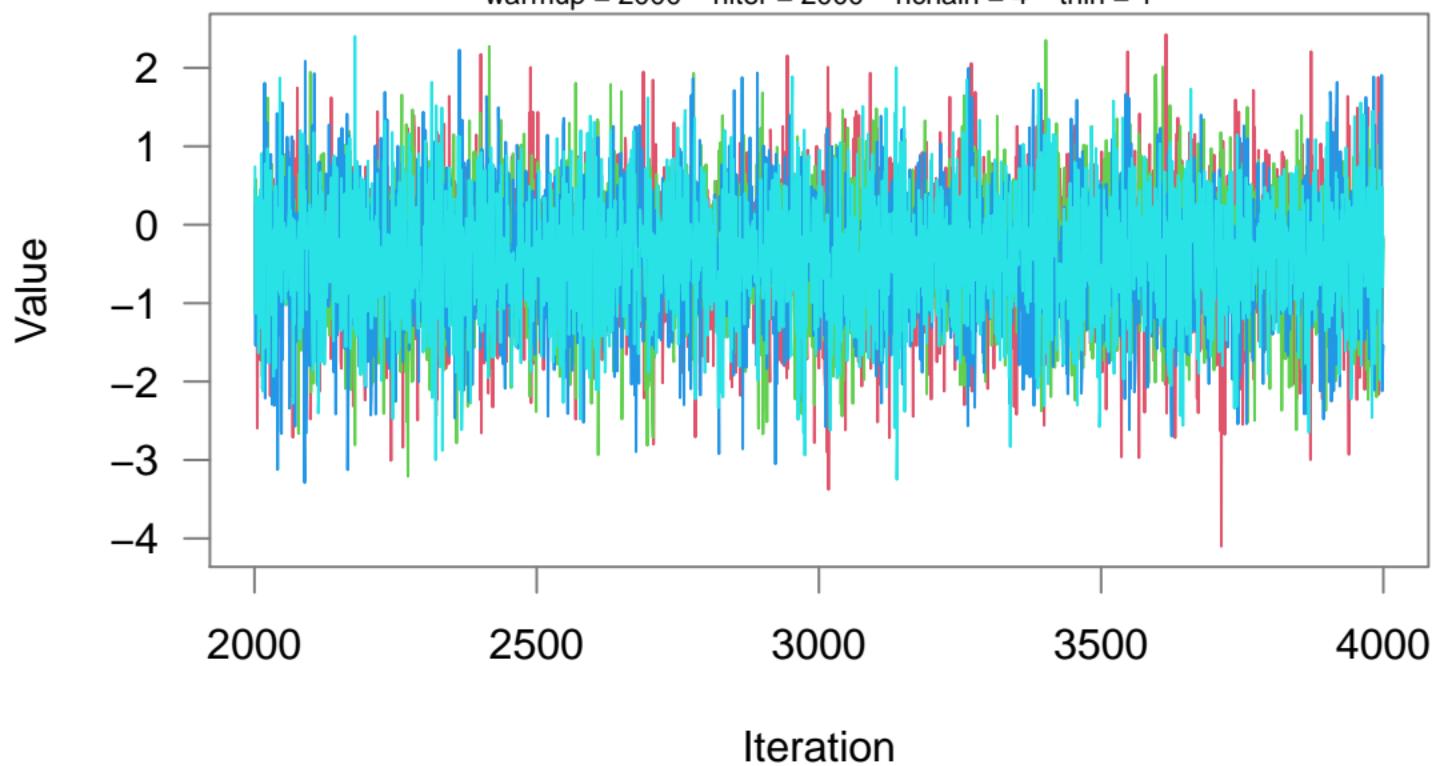
# **z\_3[1,2]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



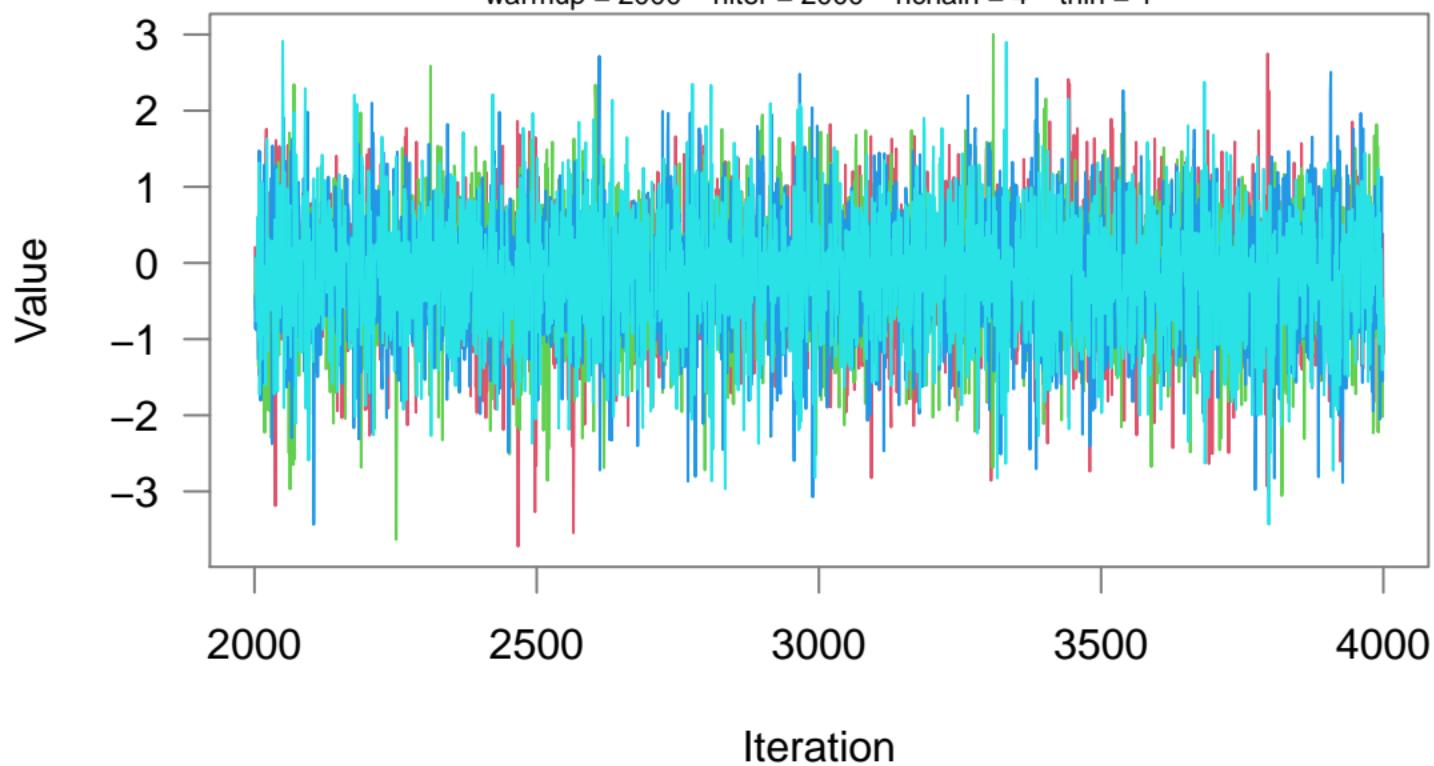
# **z\_3[1,3]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



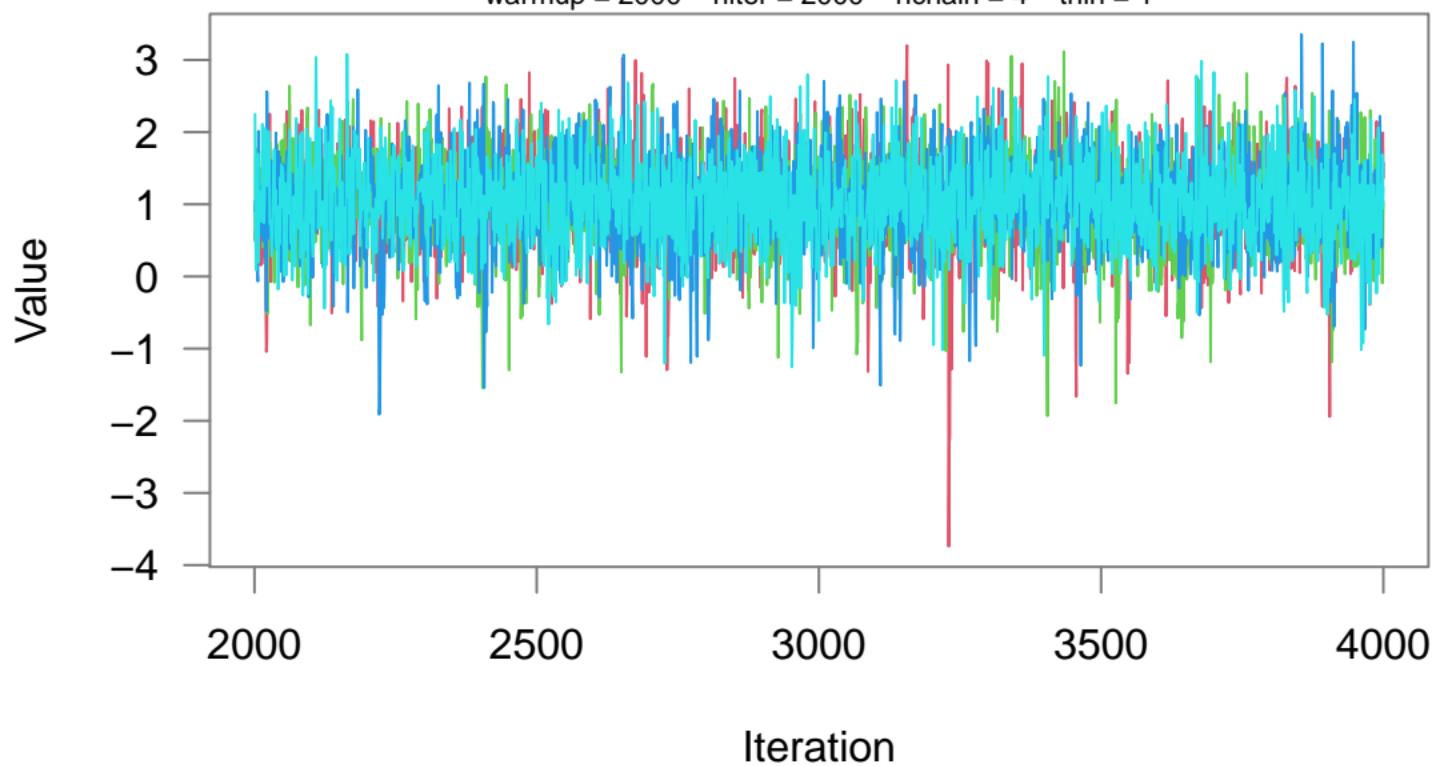
# **z\_3[1,4]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



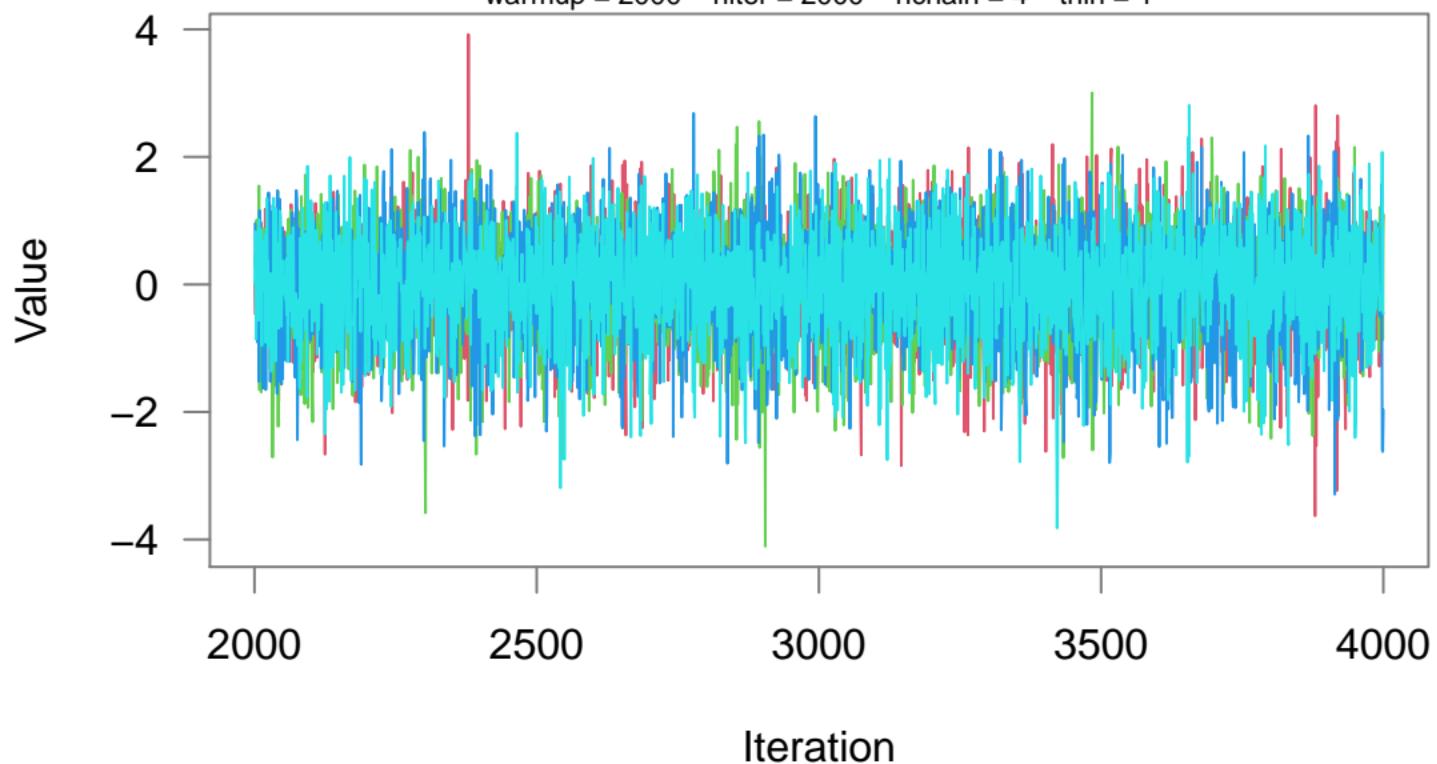
# **z\_3[1,5]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



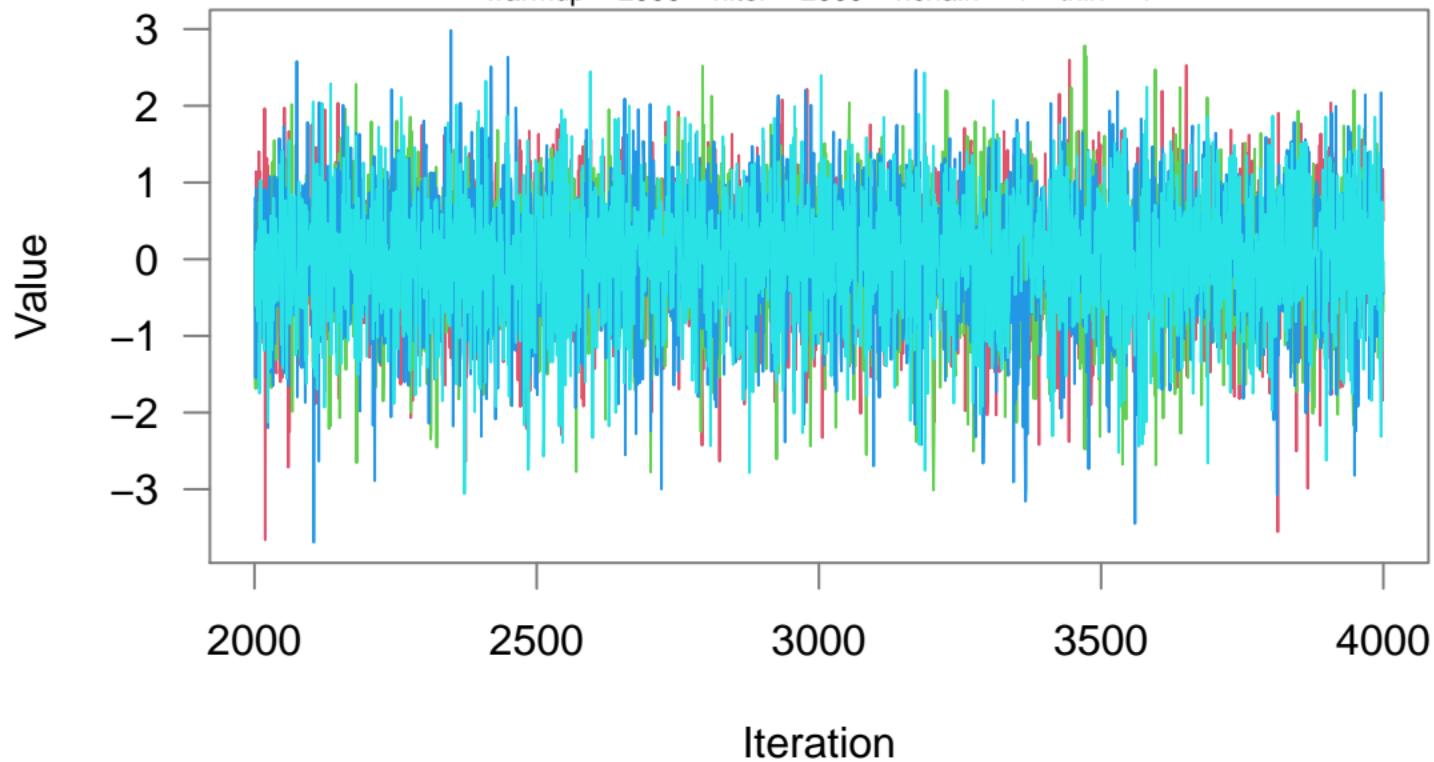
# **z\_3[1,6]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



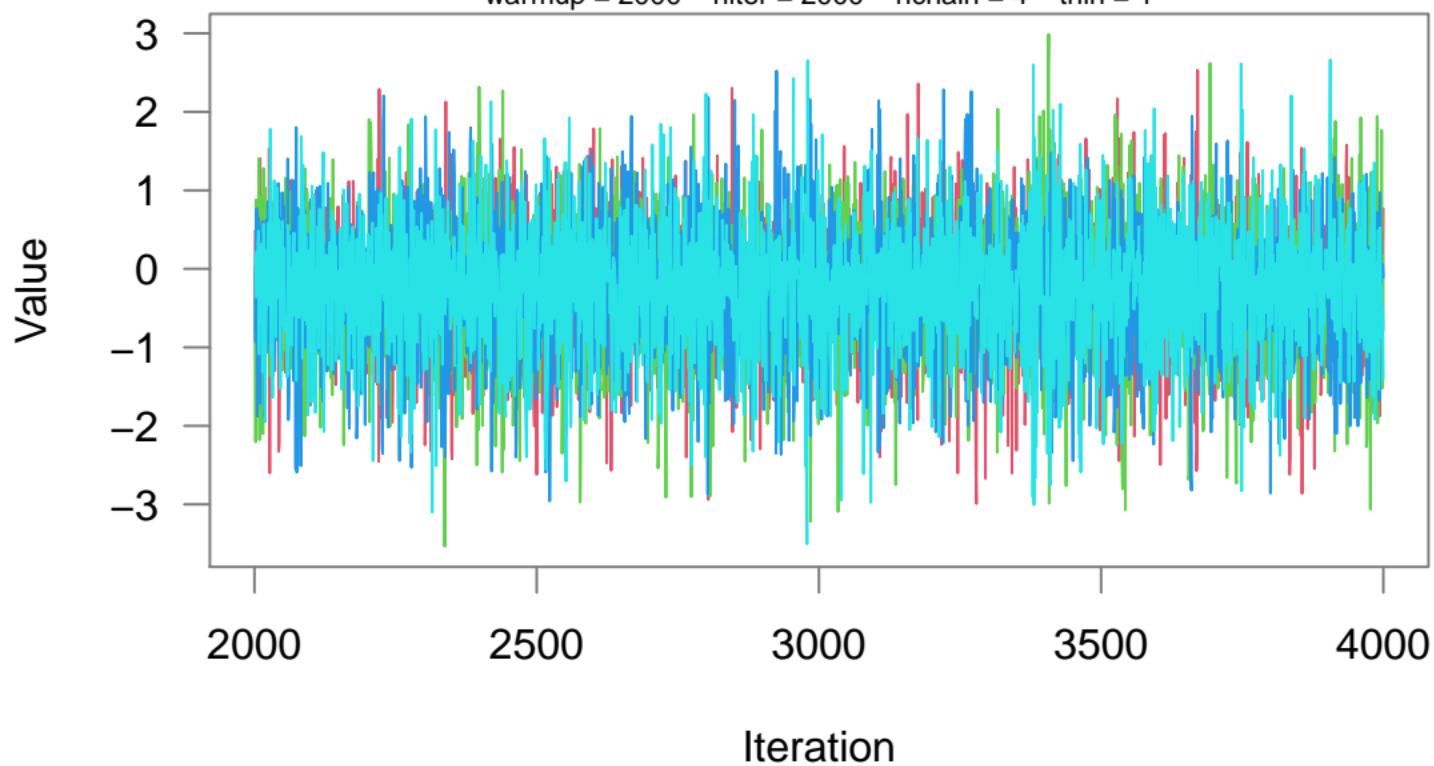
## **z\_3[1,7]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



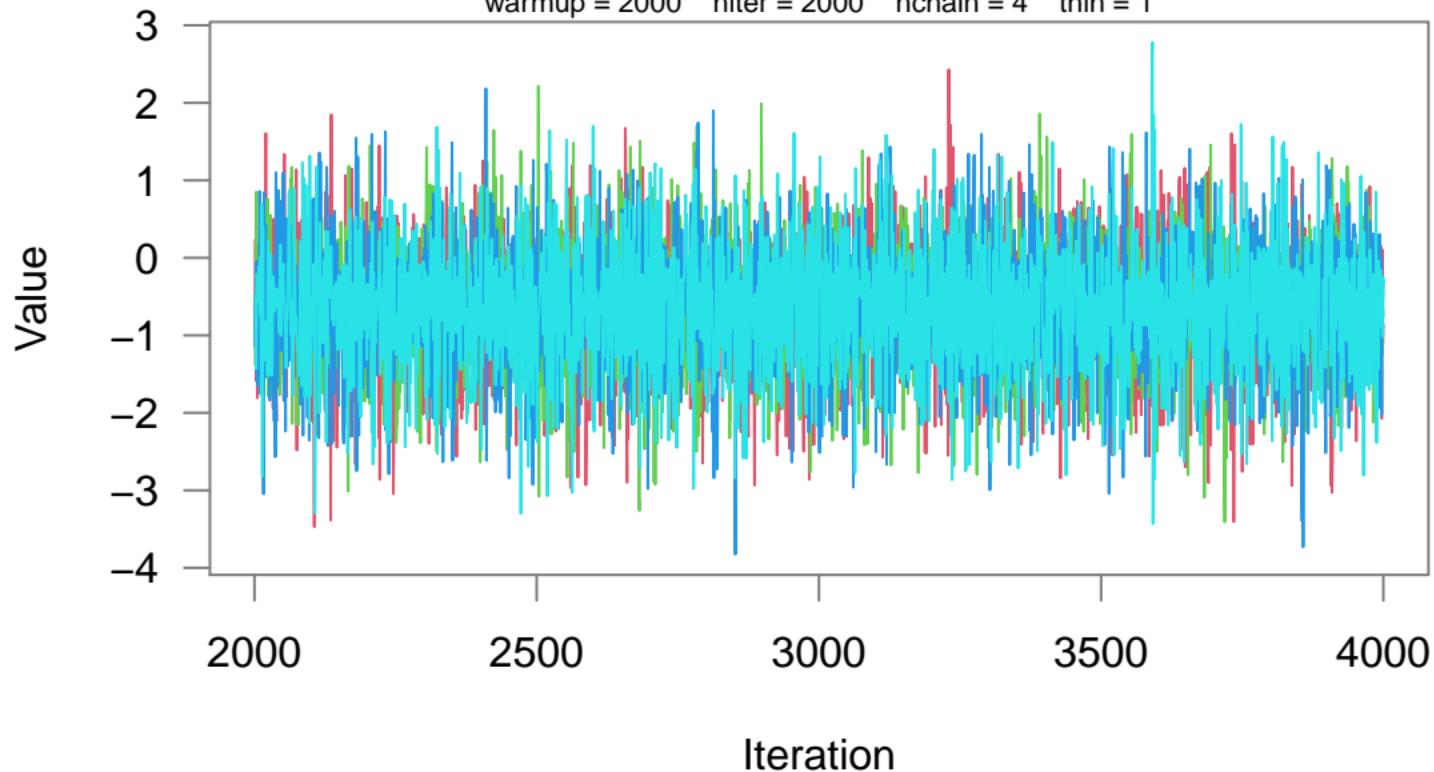
## **z\_3[1,8]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



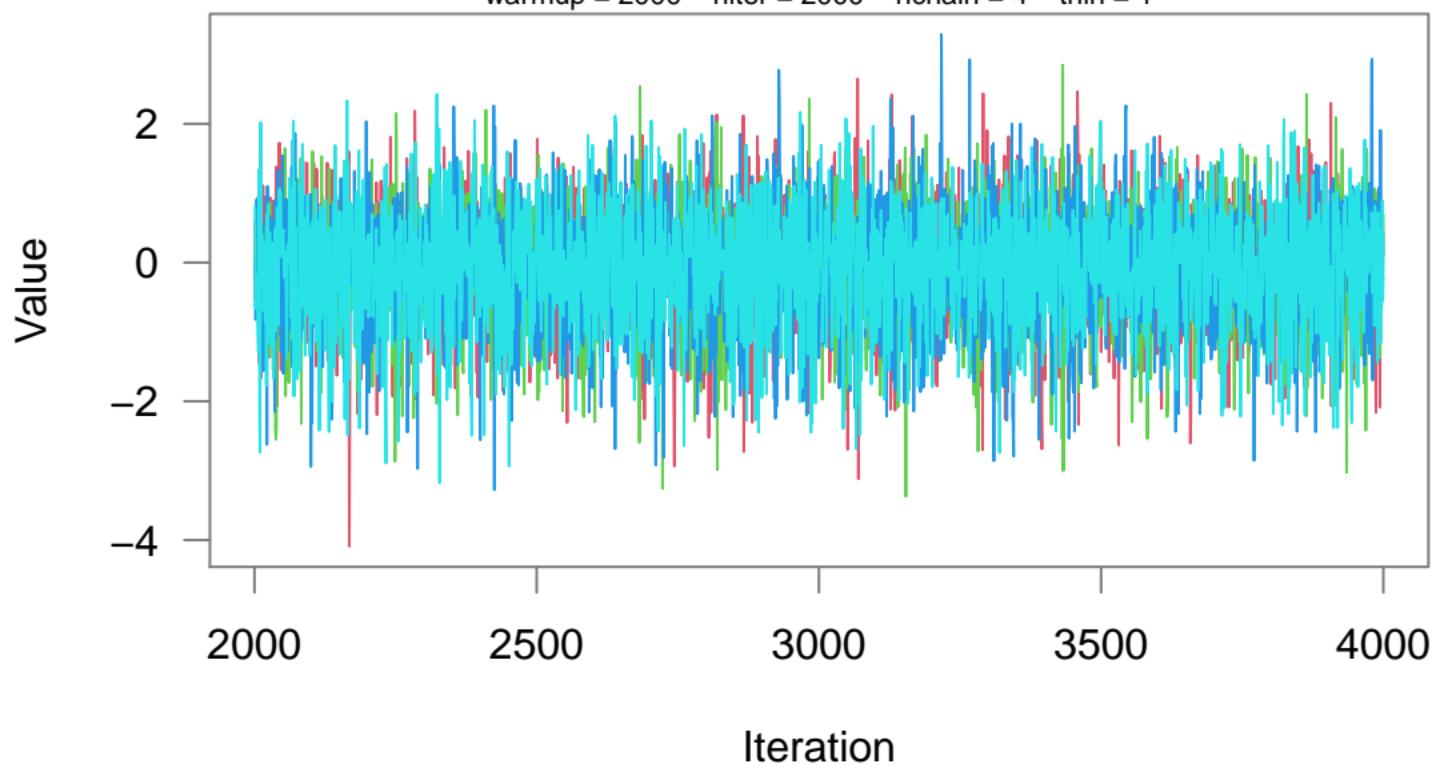
# **z\_3[1,9]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



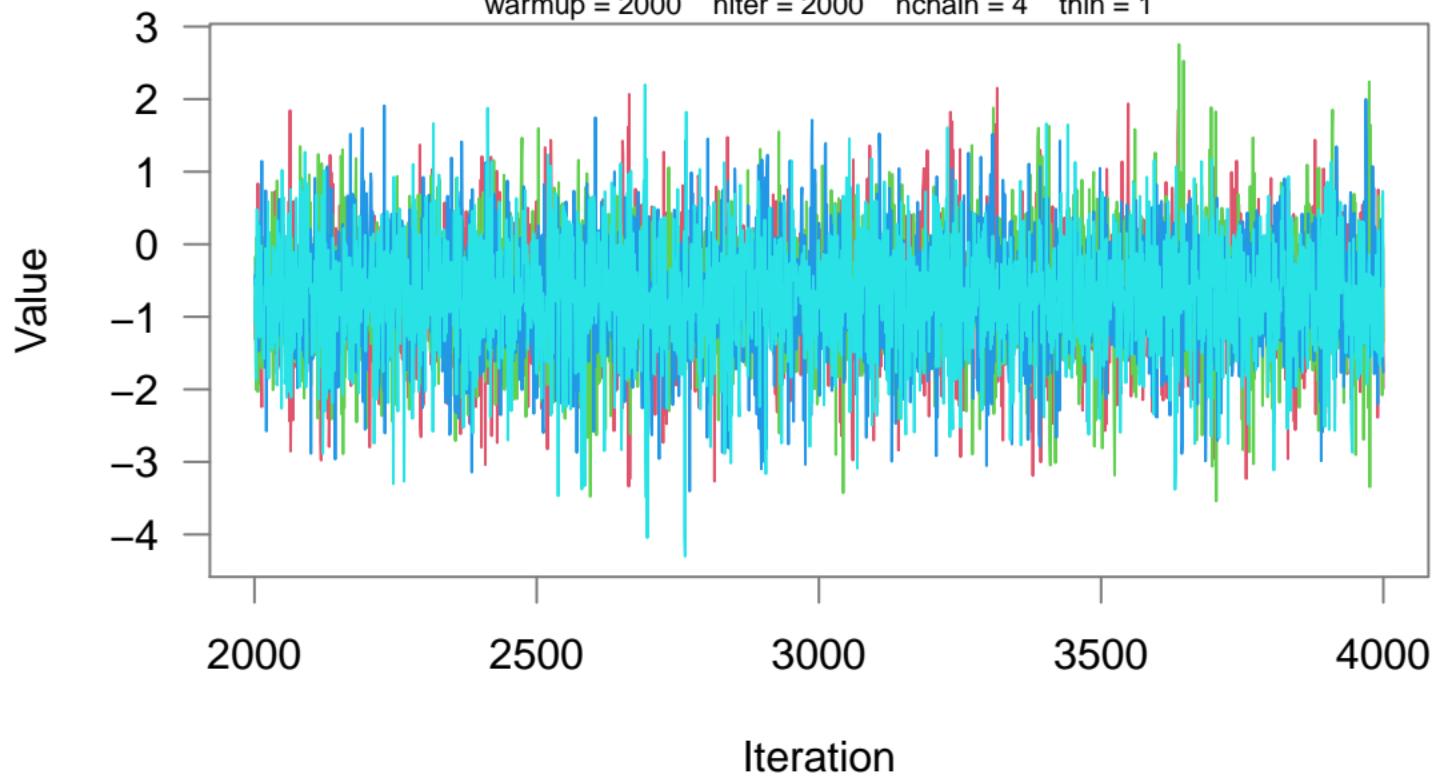
# **z\_3[1,10]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



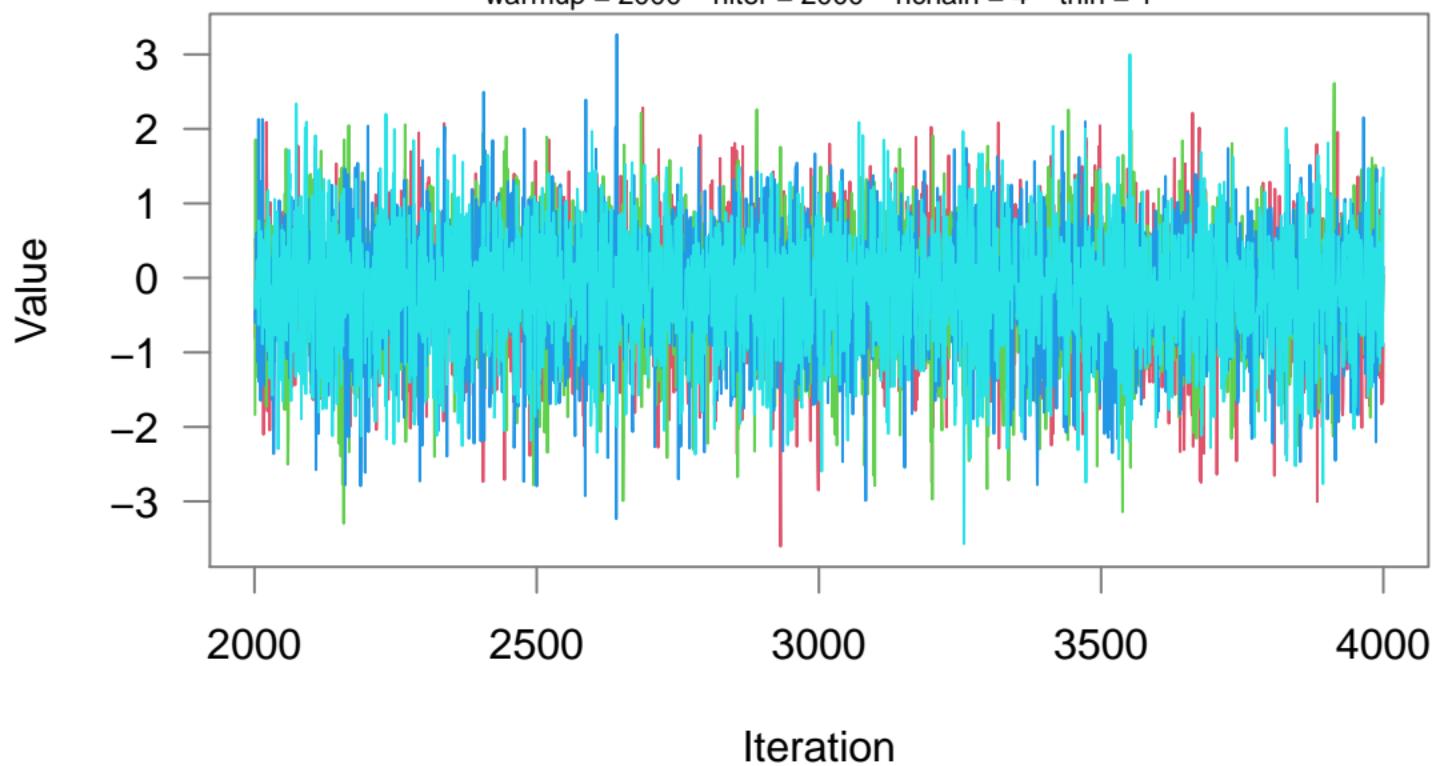
# **z\_3[1,11]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



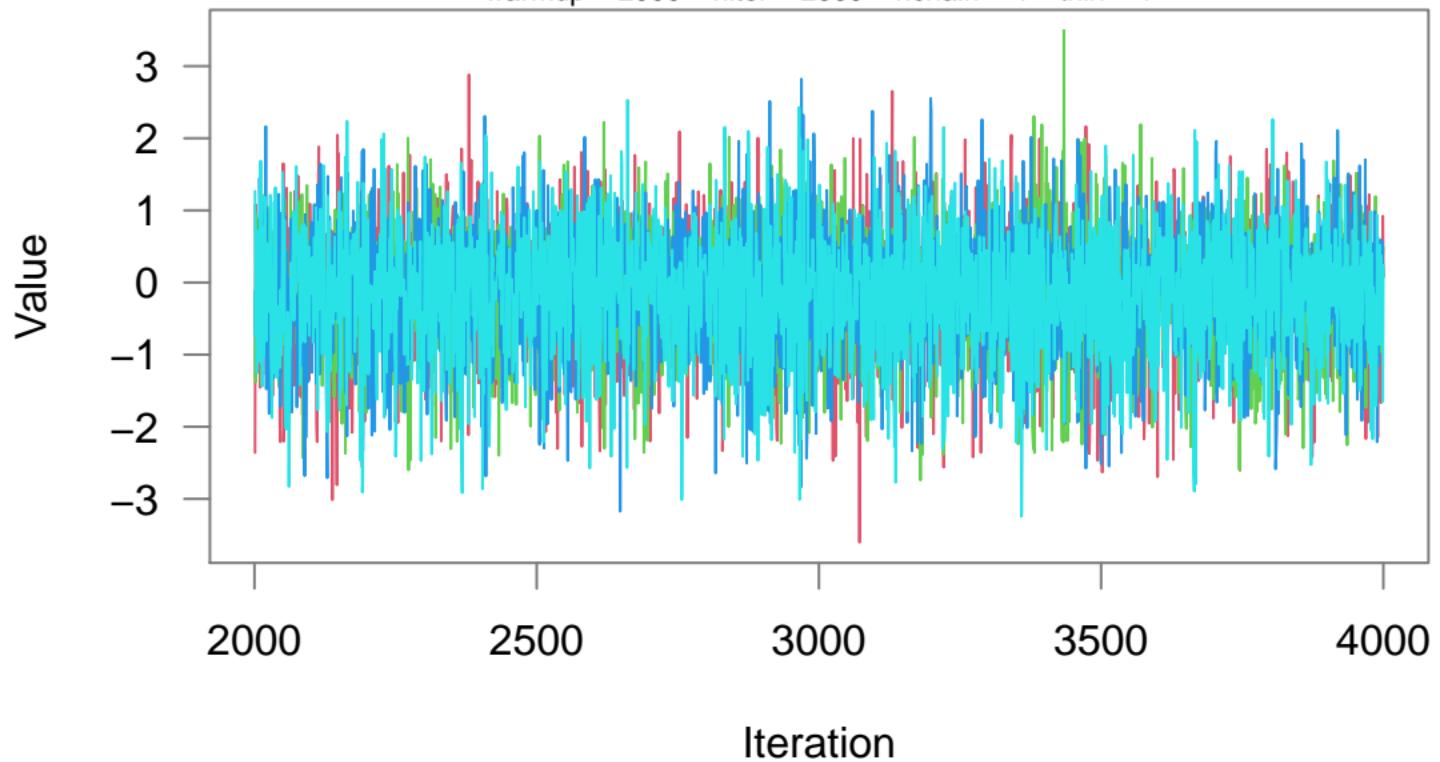
# **z\_3[1,12]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



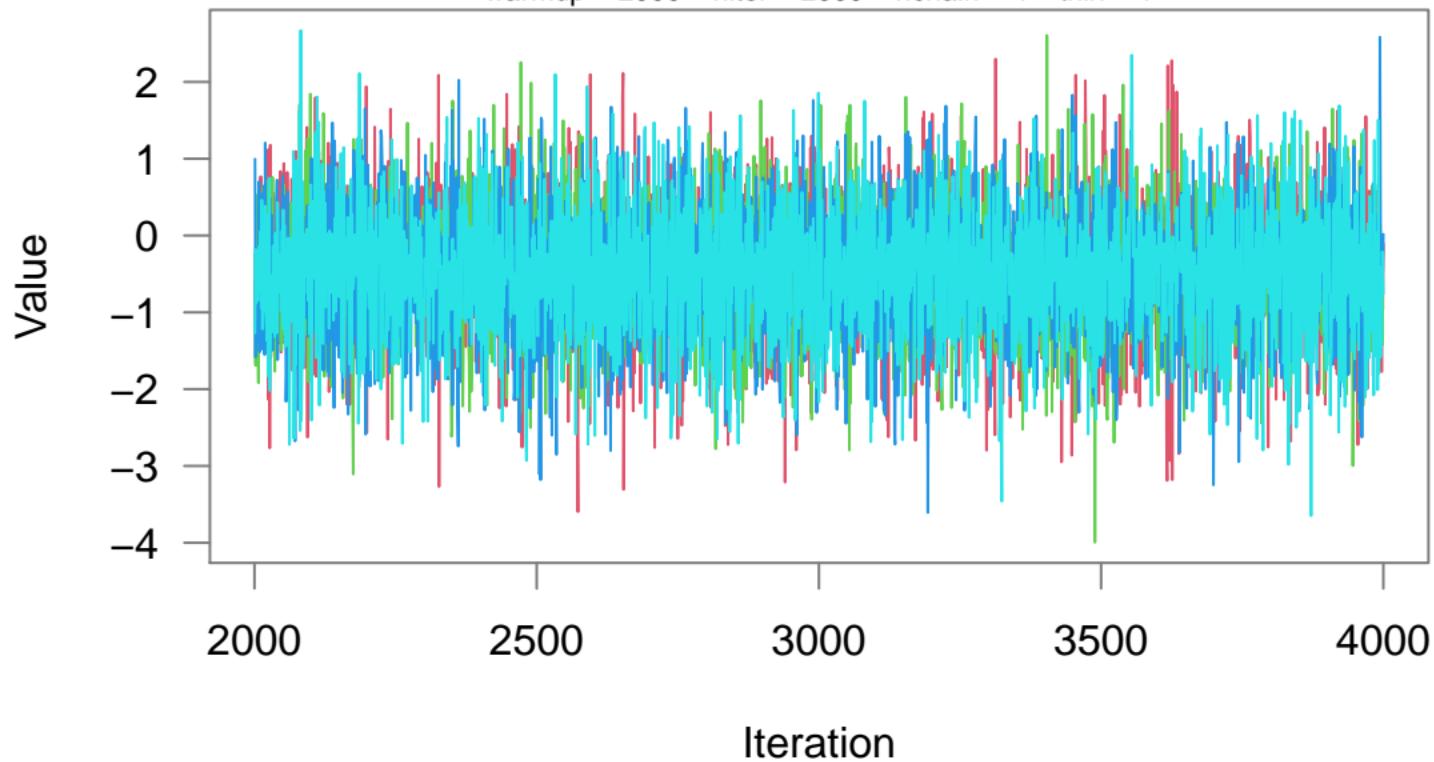
# **z\_3[1,13]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



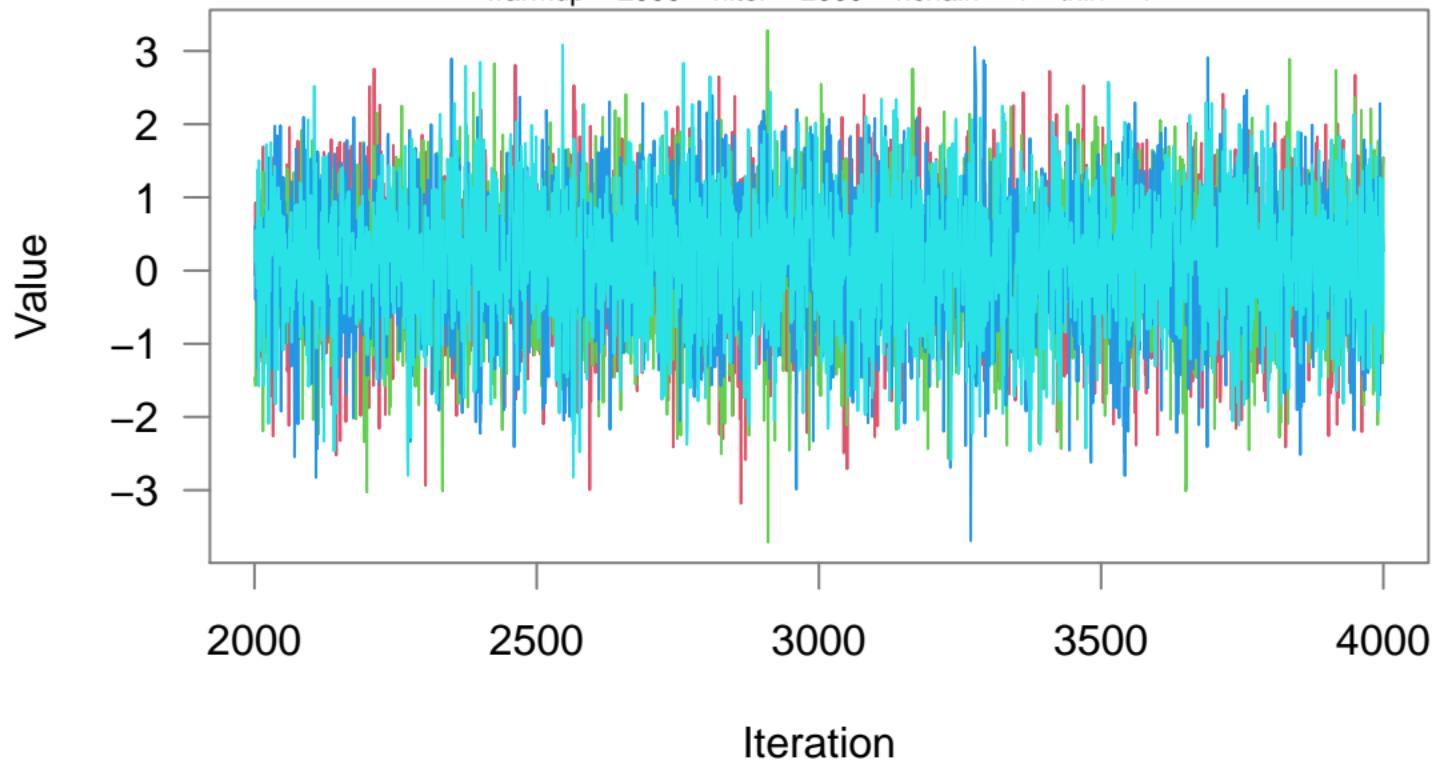
# **z\_3[1,14]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



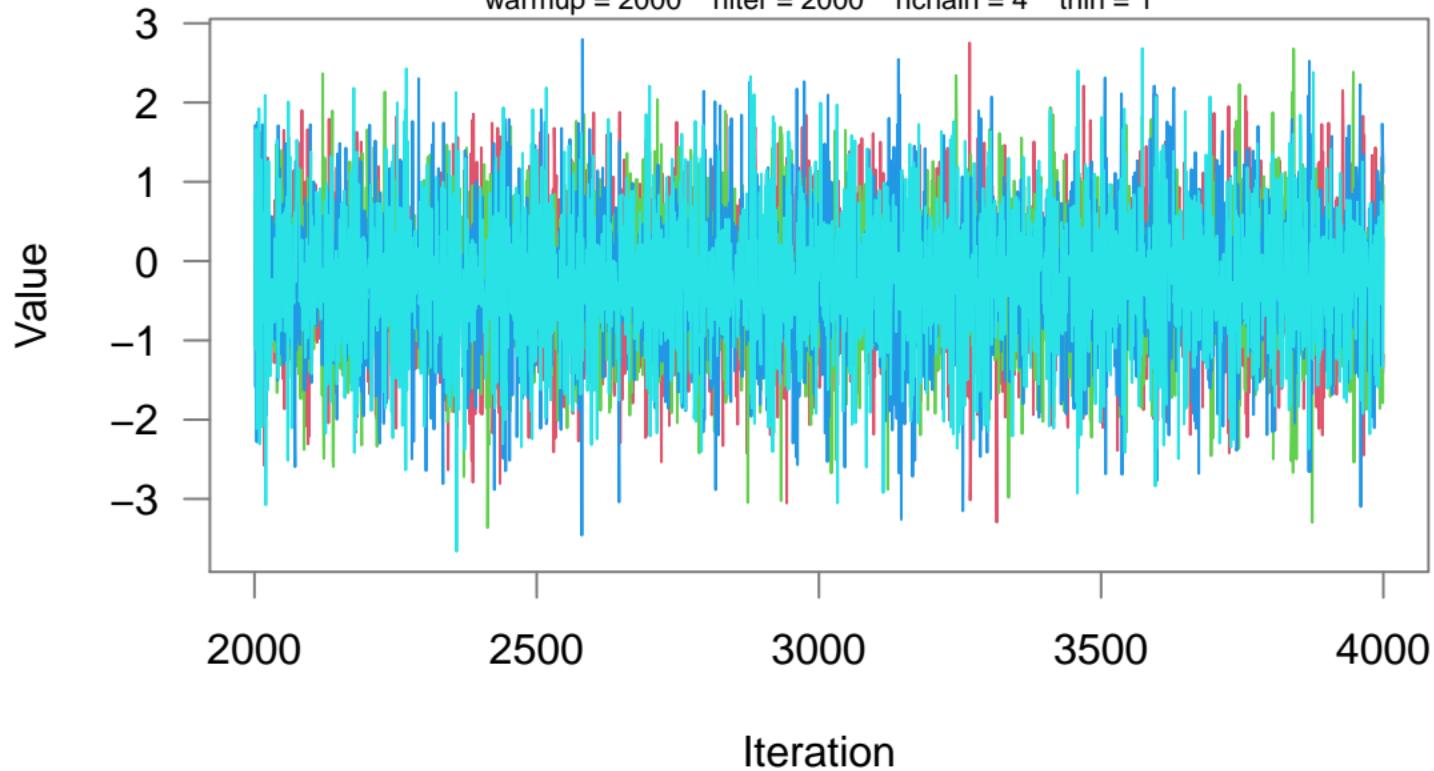
# **z\_3[1,15]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



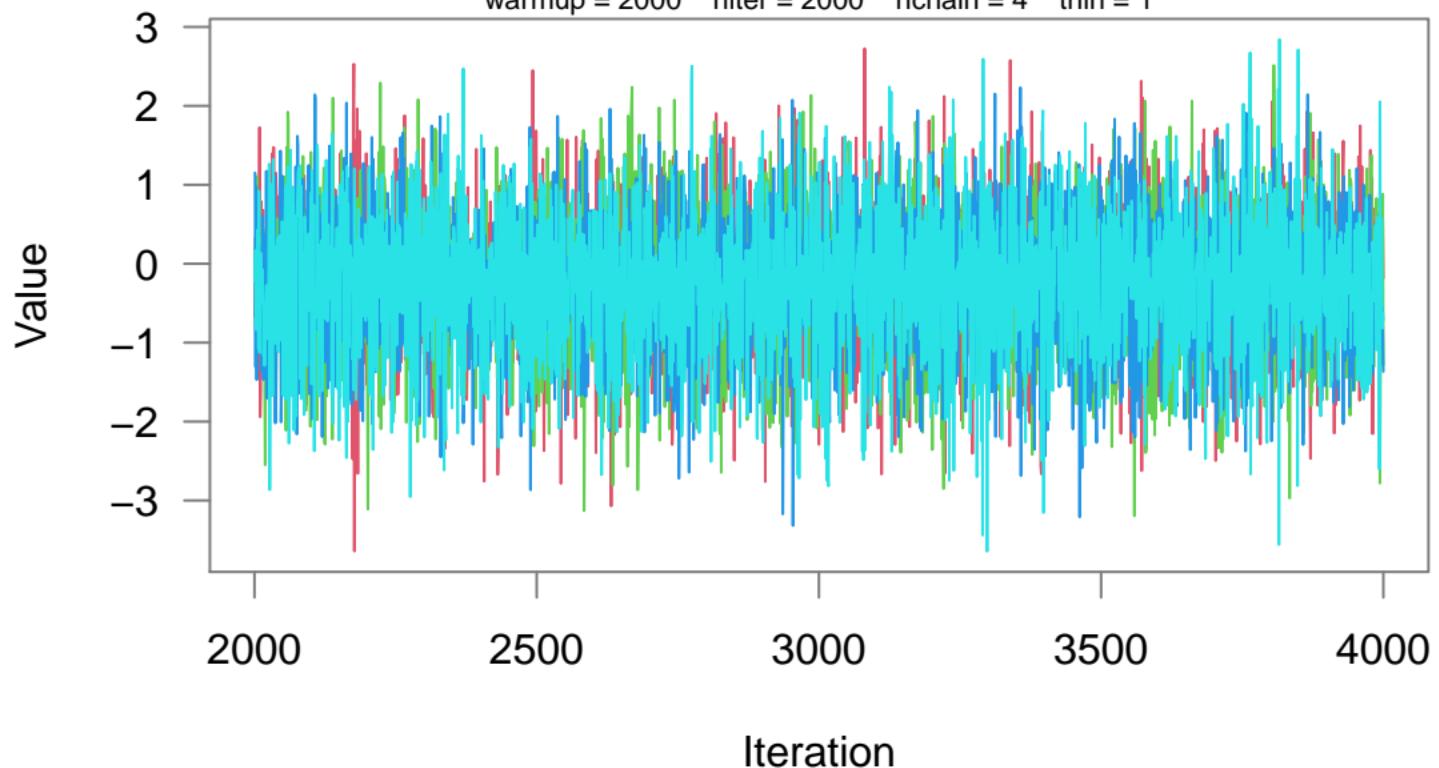
**$z_{-4}[1,1]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



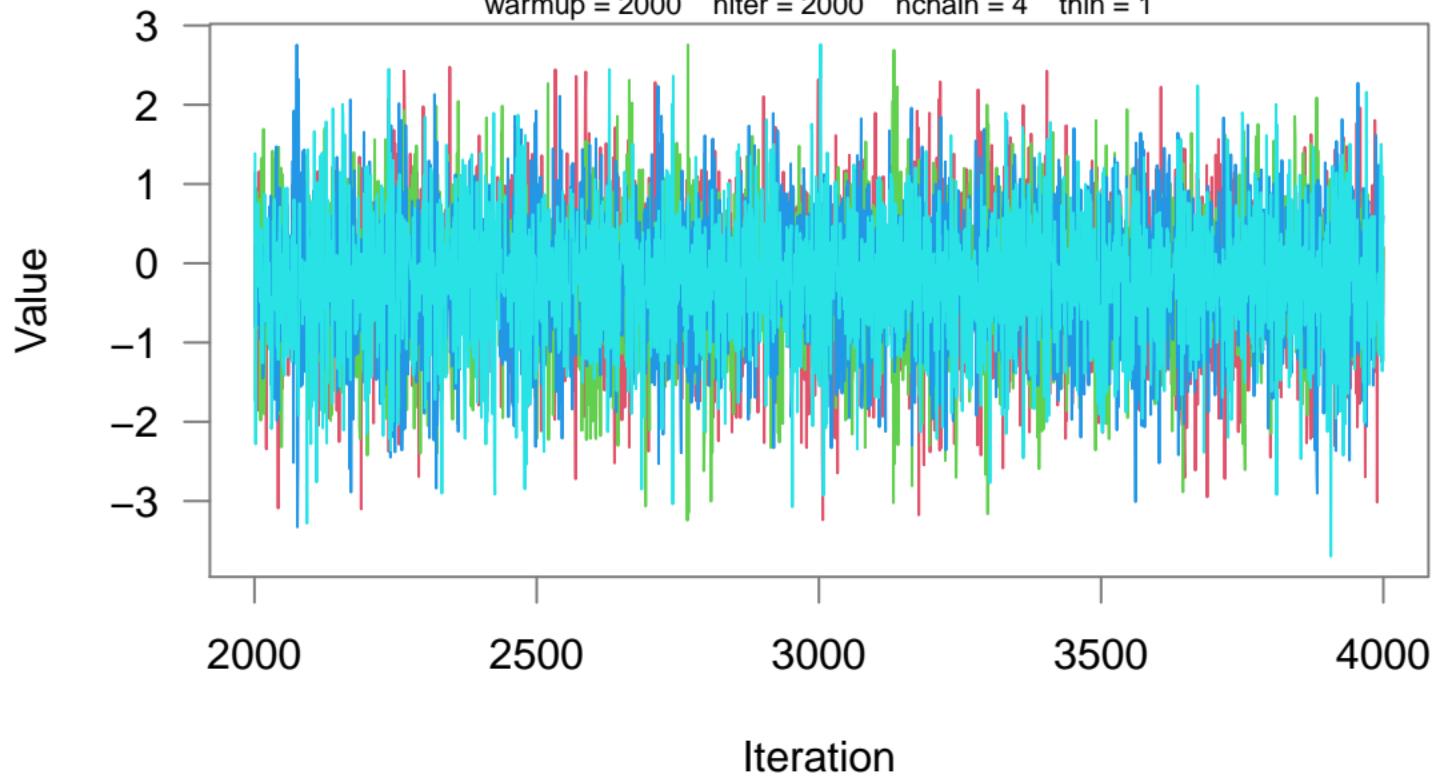
# **$z_{-4}[1,2]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



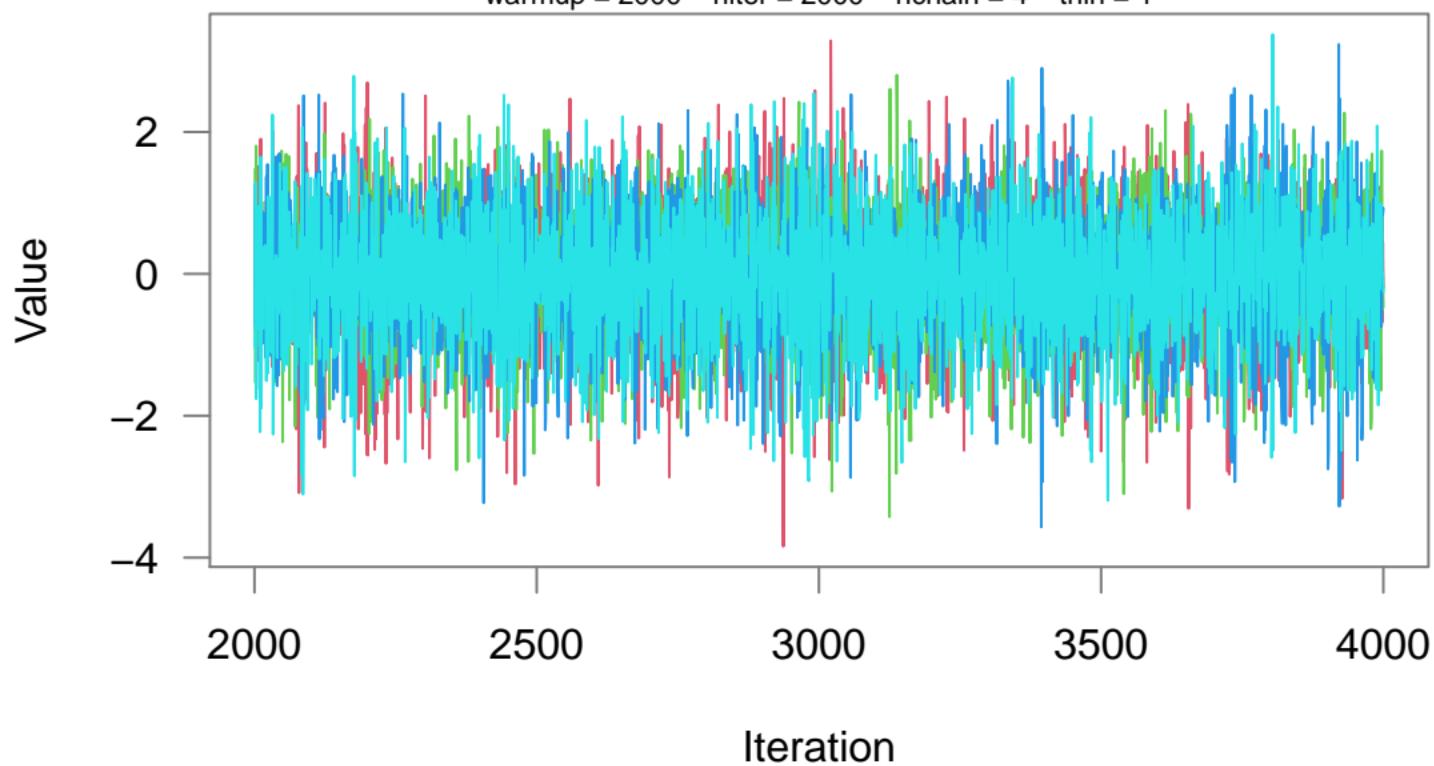
# **$z_4[1,3]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



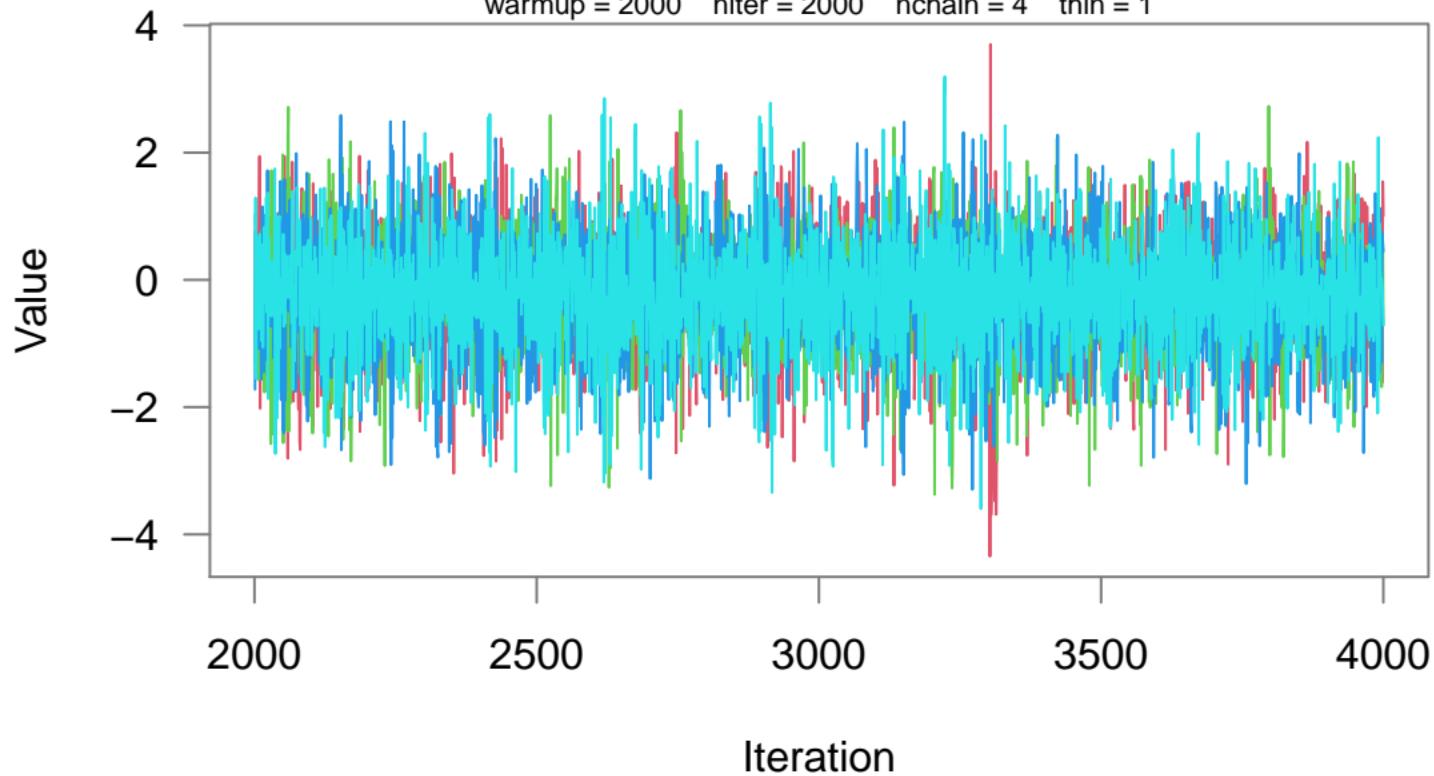
# **$z_4[1,4]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



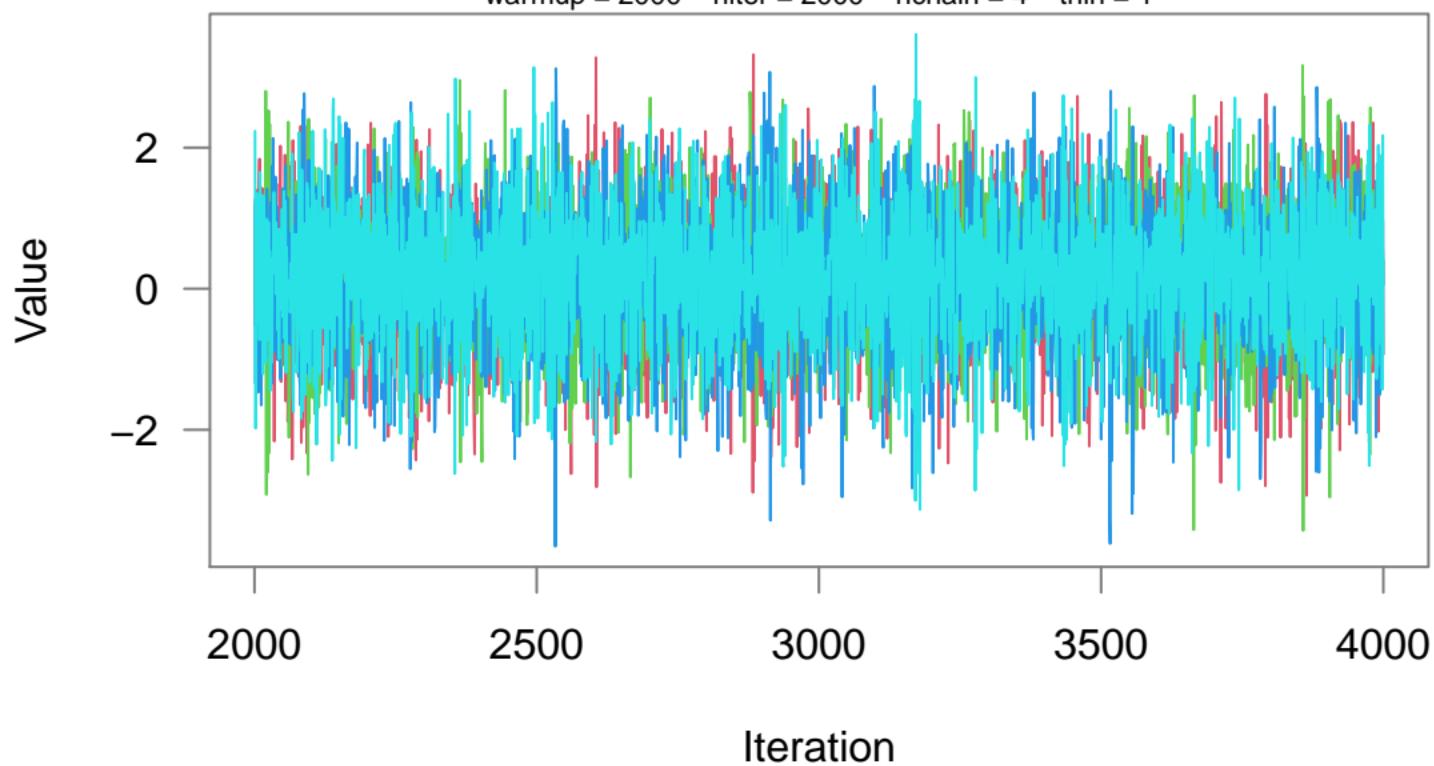
## **$z_{-4}[1,5]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



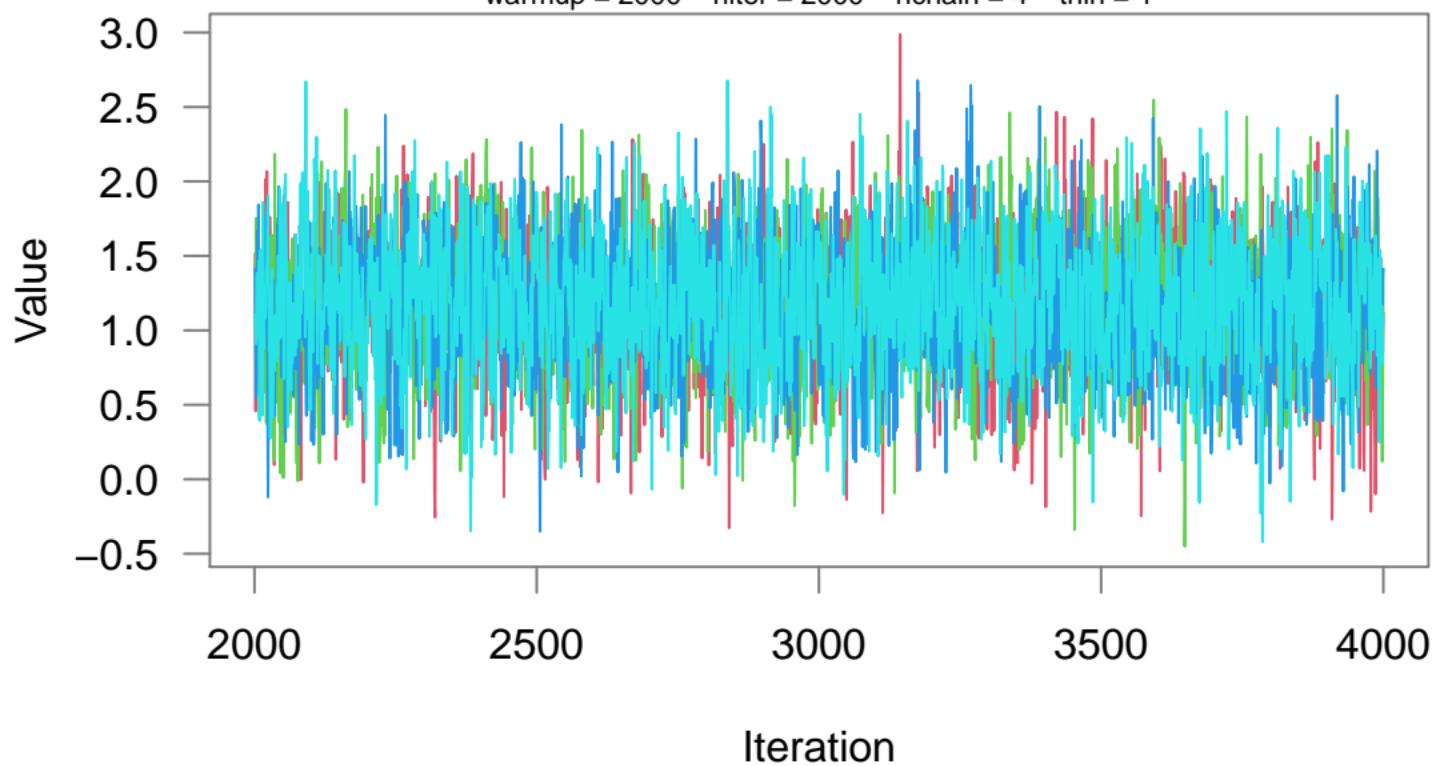
# **$z_4[1,6]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



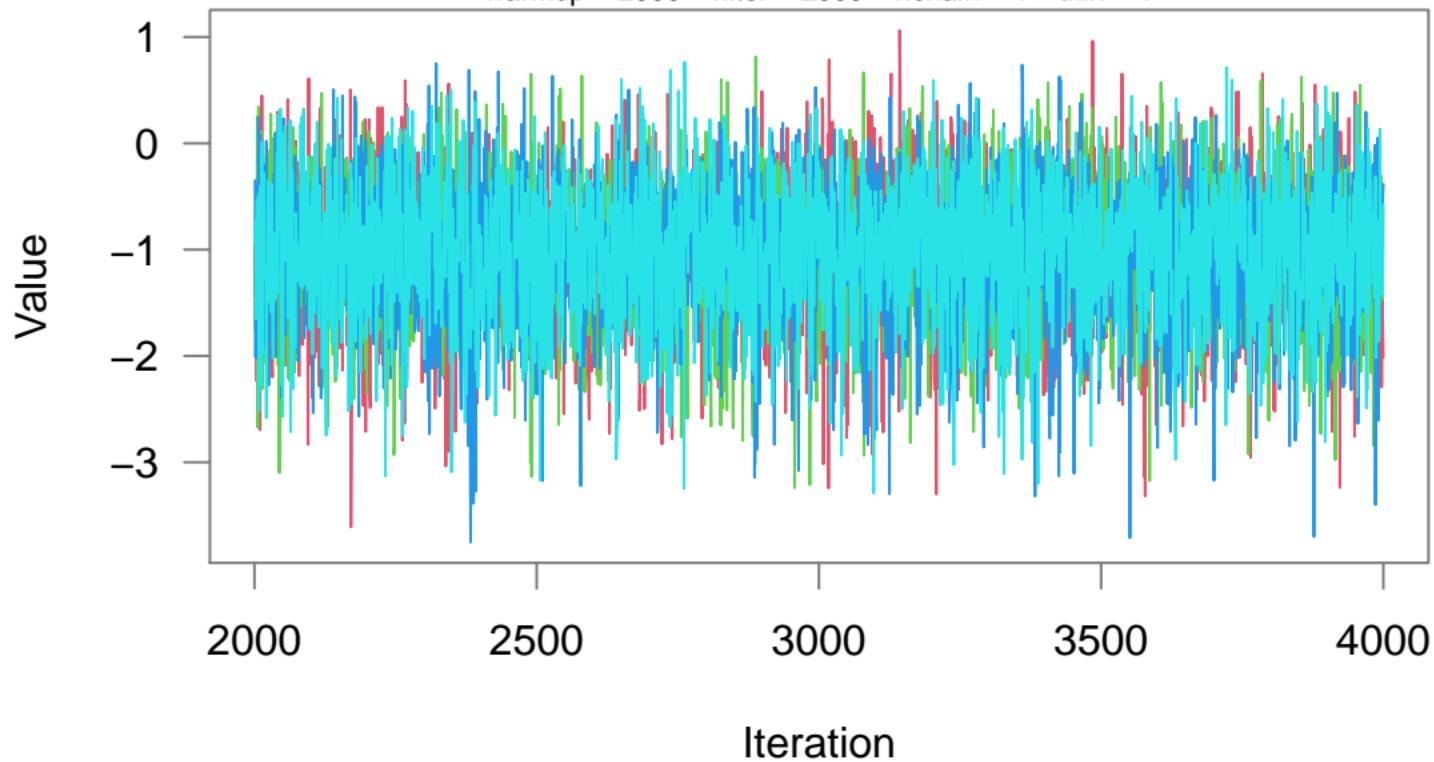
# **$z_{-4}[1,7]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



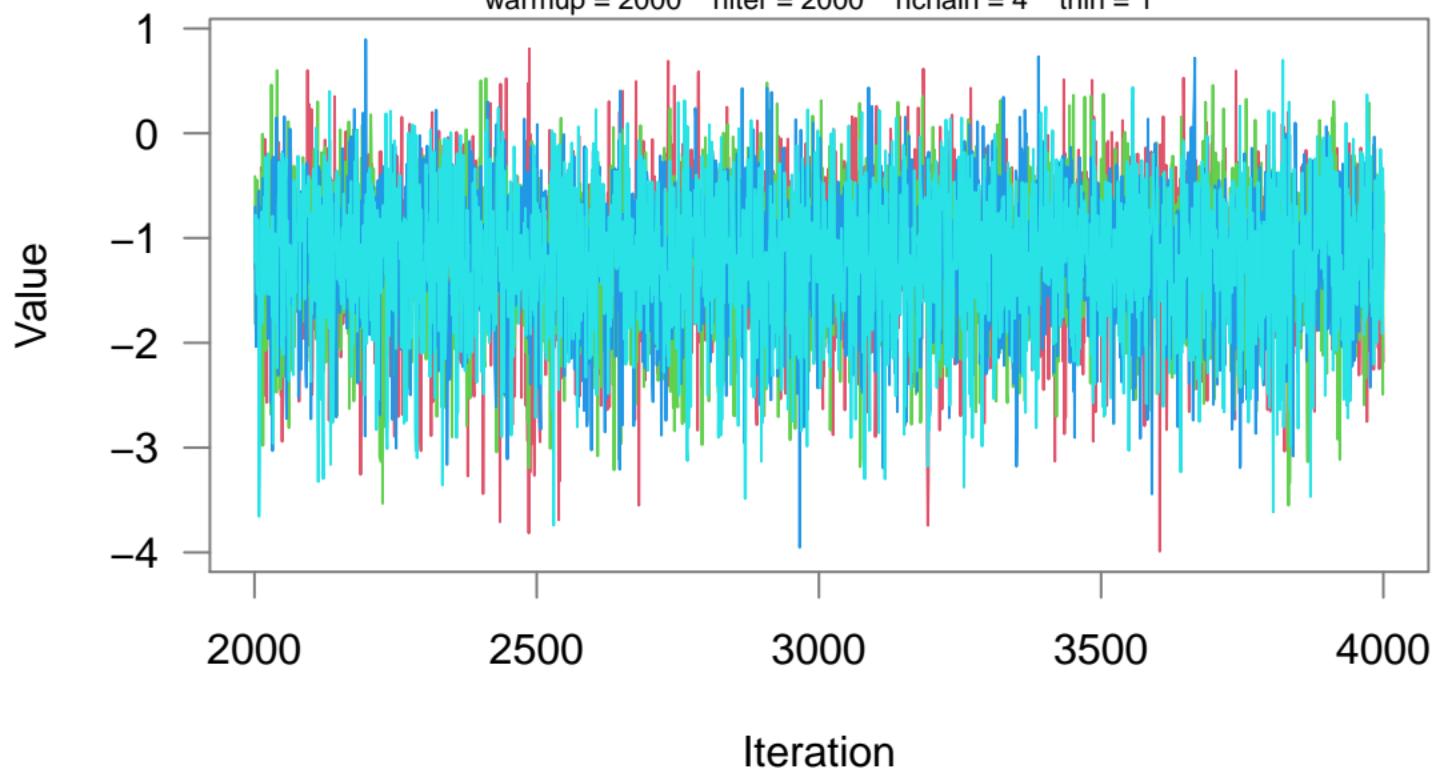
# **$z_4[1,8]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



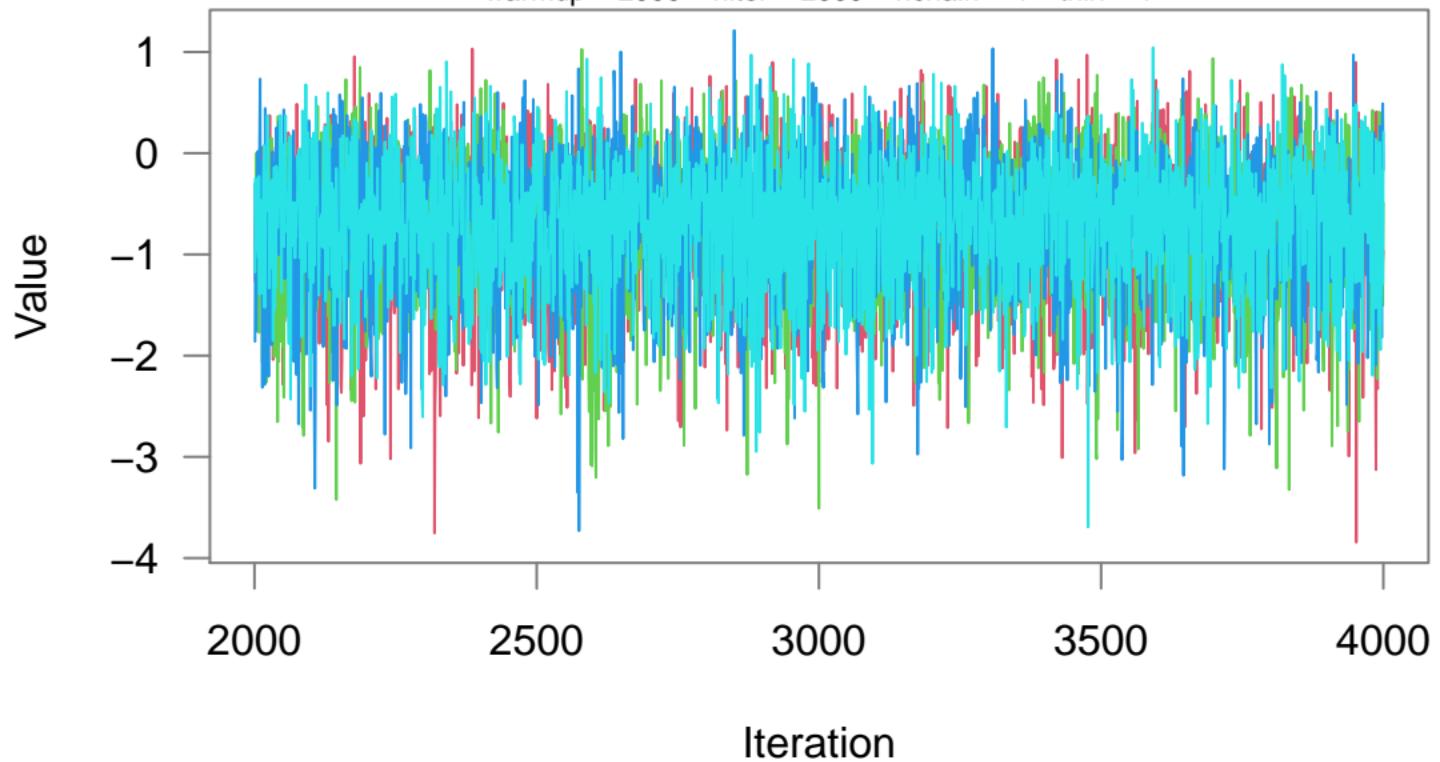
# **$z_4[1,9]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



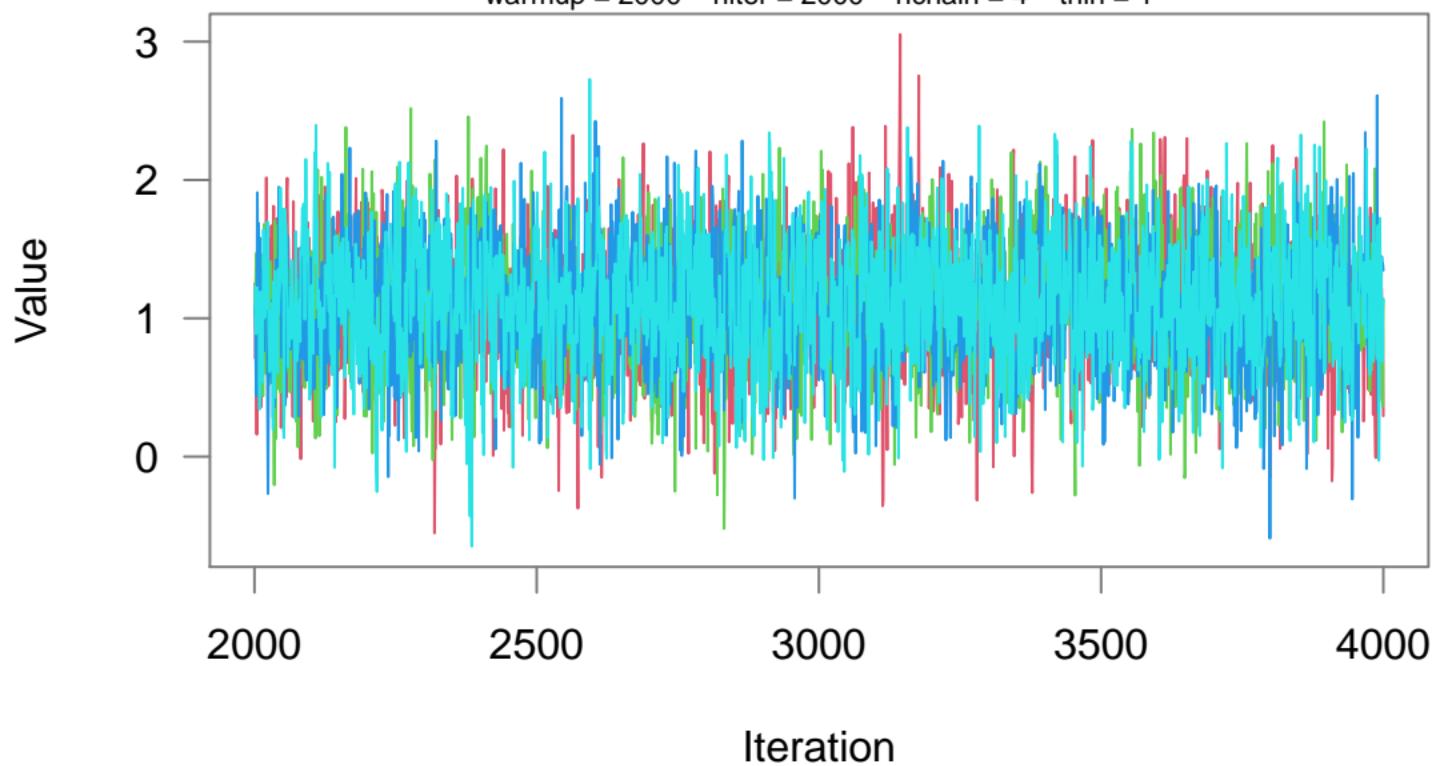
# **z\_4[1,10]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



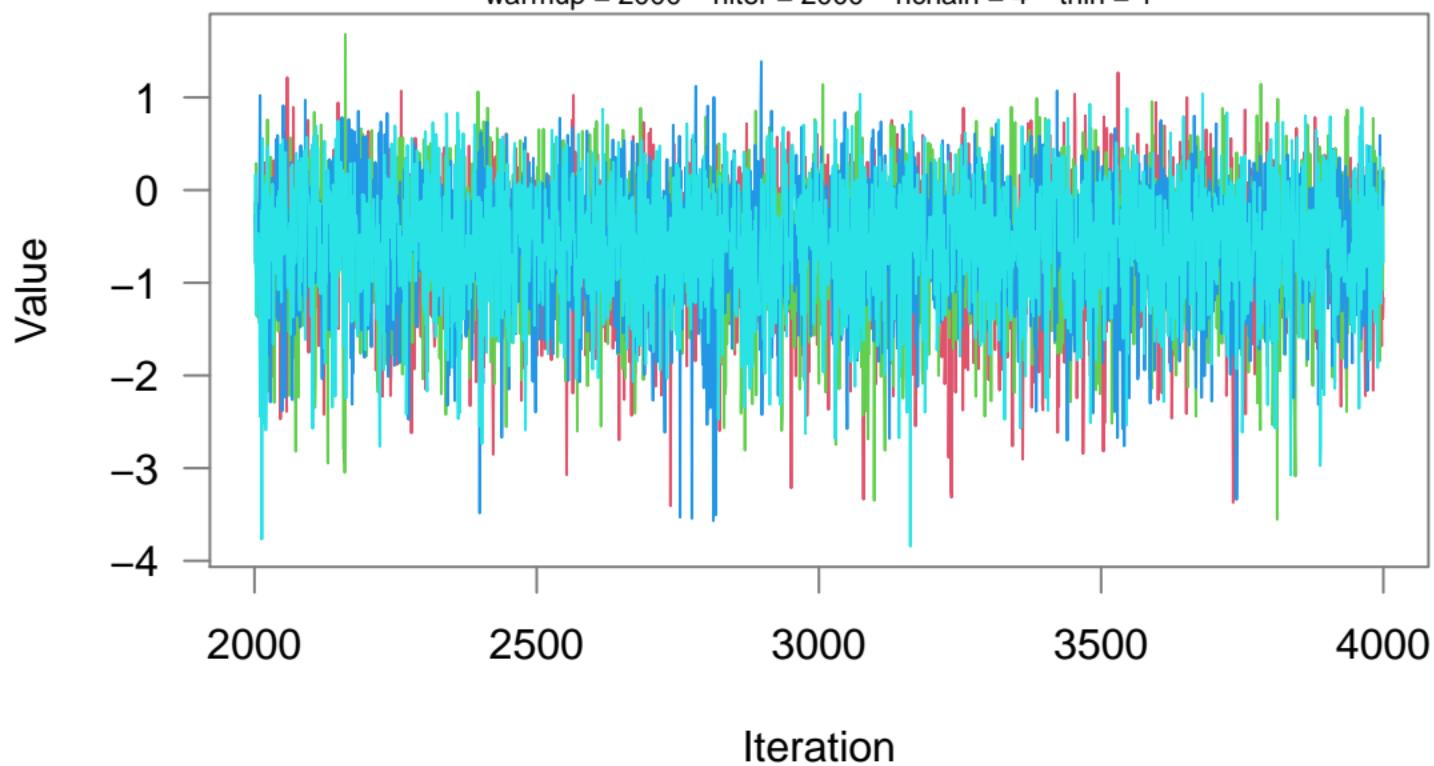
# **z\_4[1,11]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



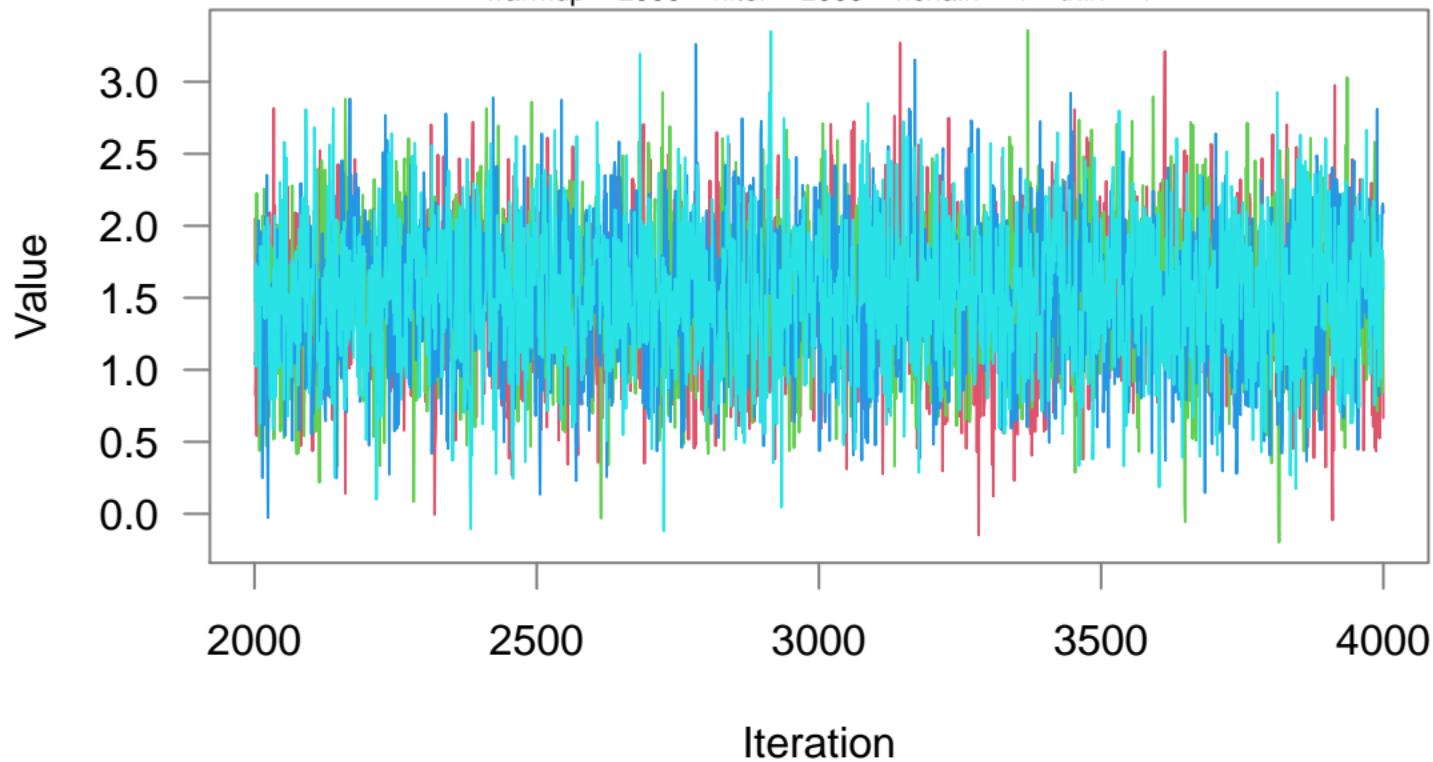
# **z\_4[1,12]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



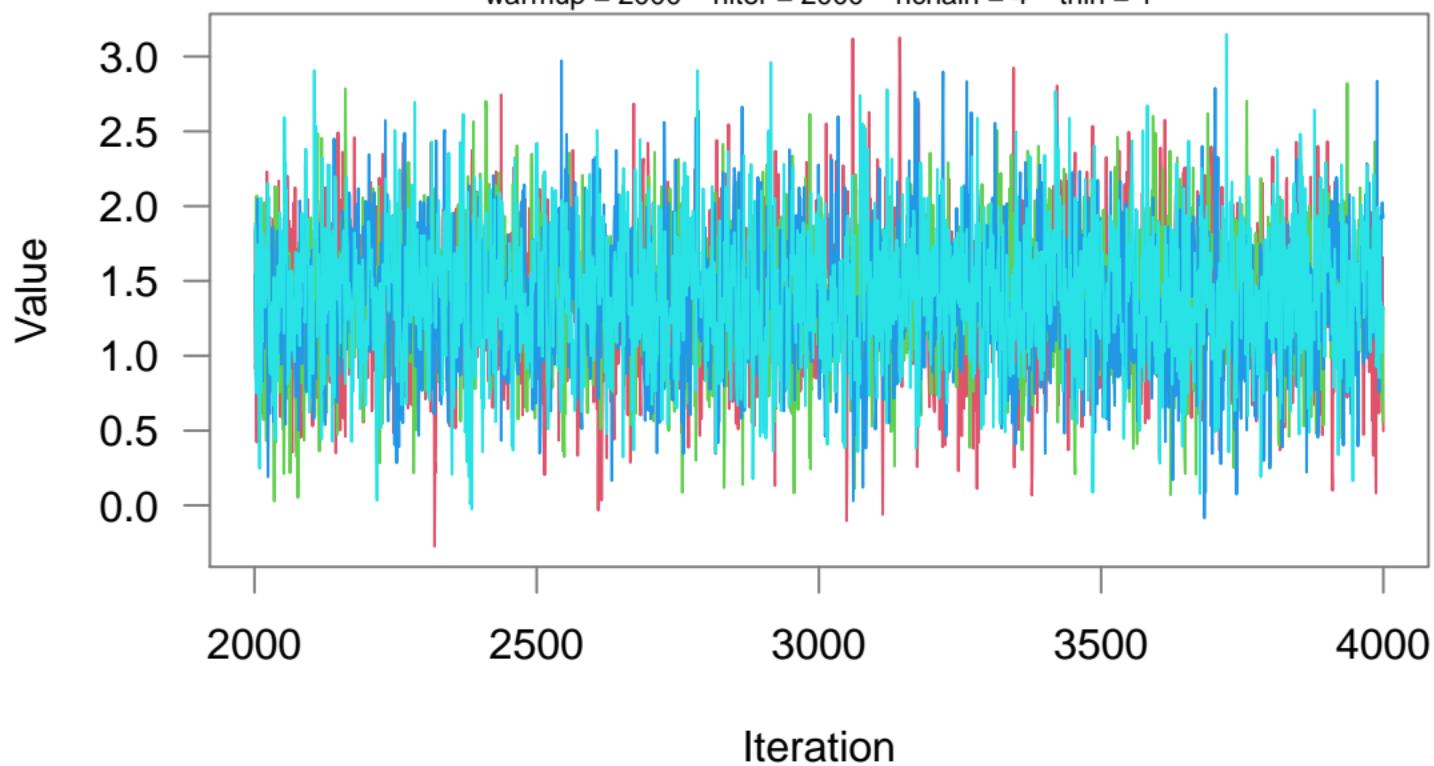
# **z\_4[1,13]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



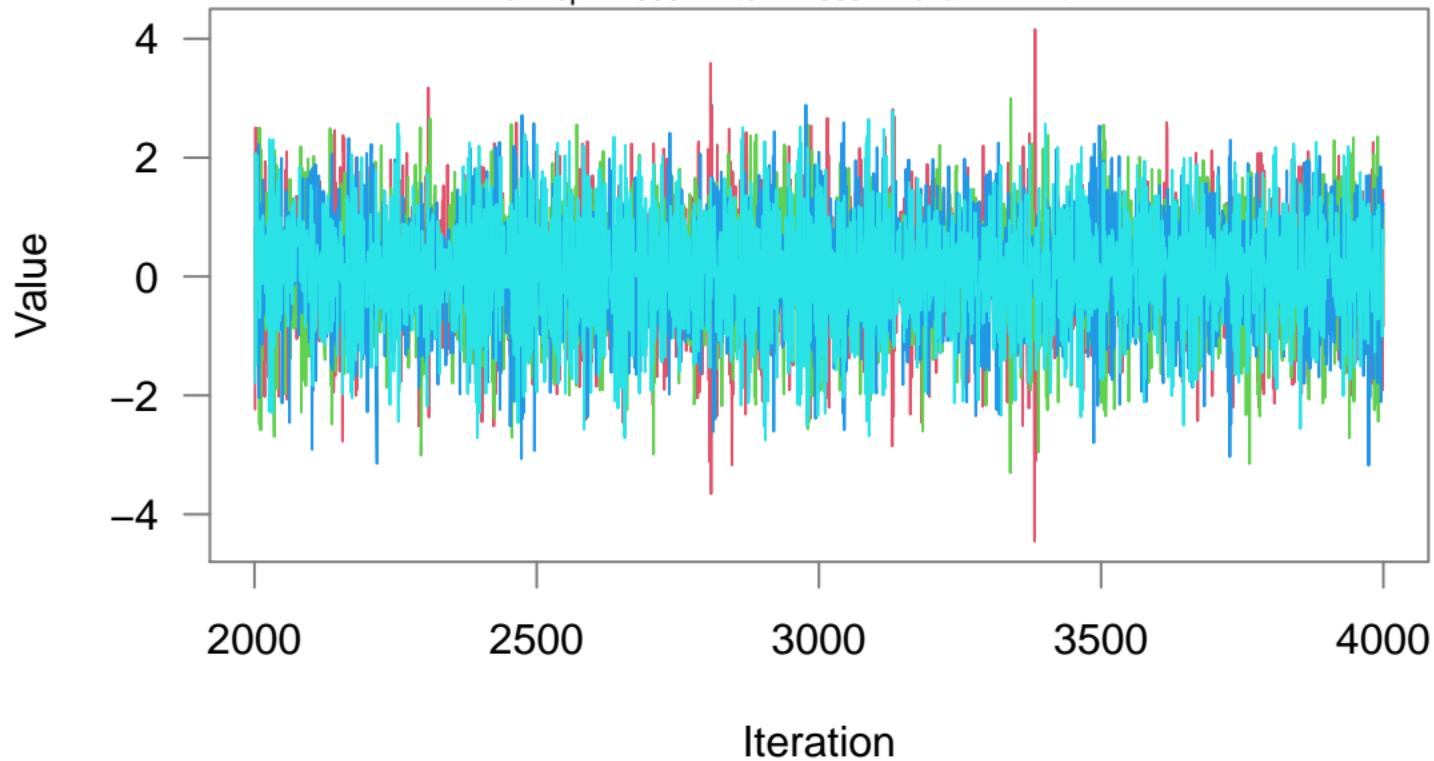
# **z\_4[1,14]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



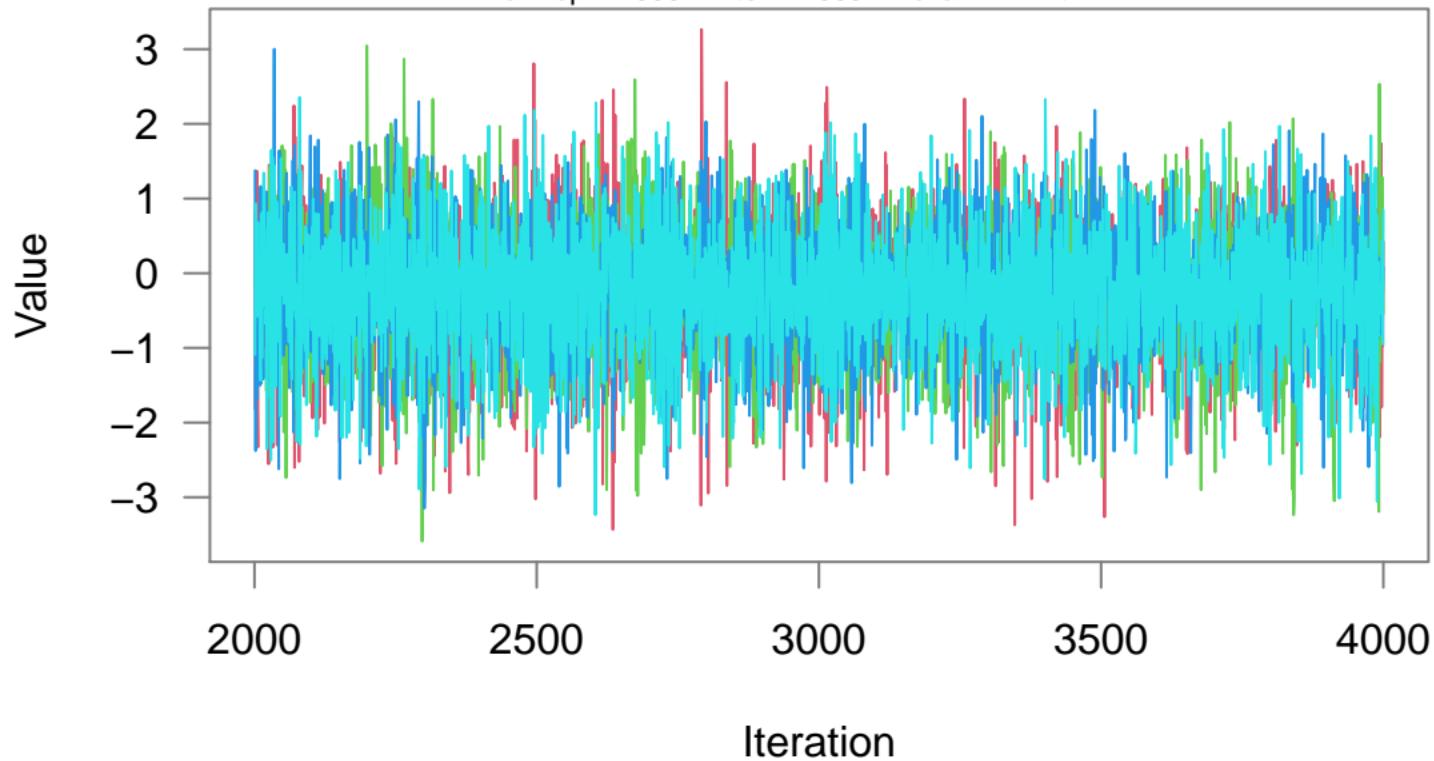
# **z\_4[1,15]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

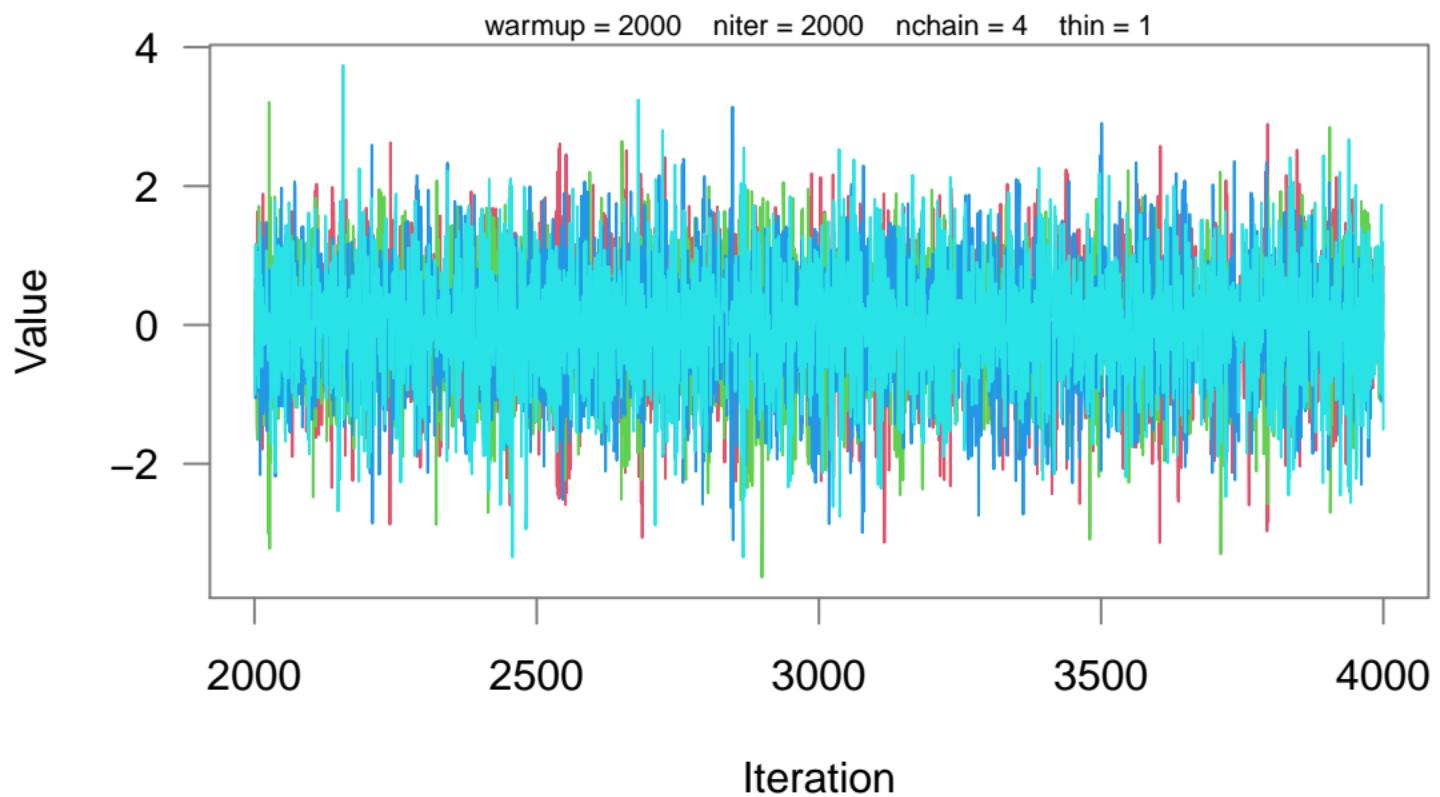


# **z\_4[1,16]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

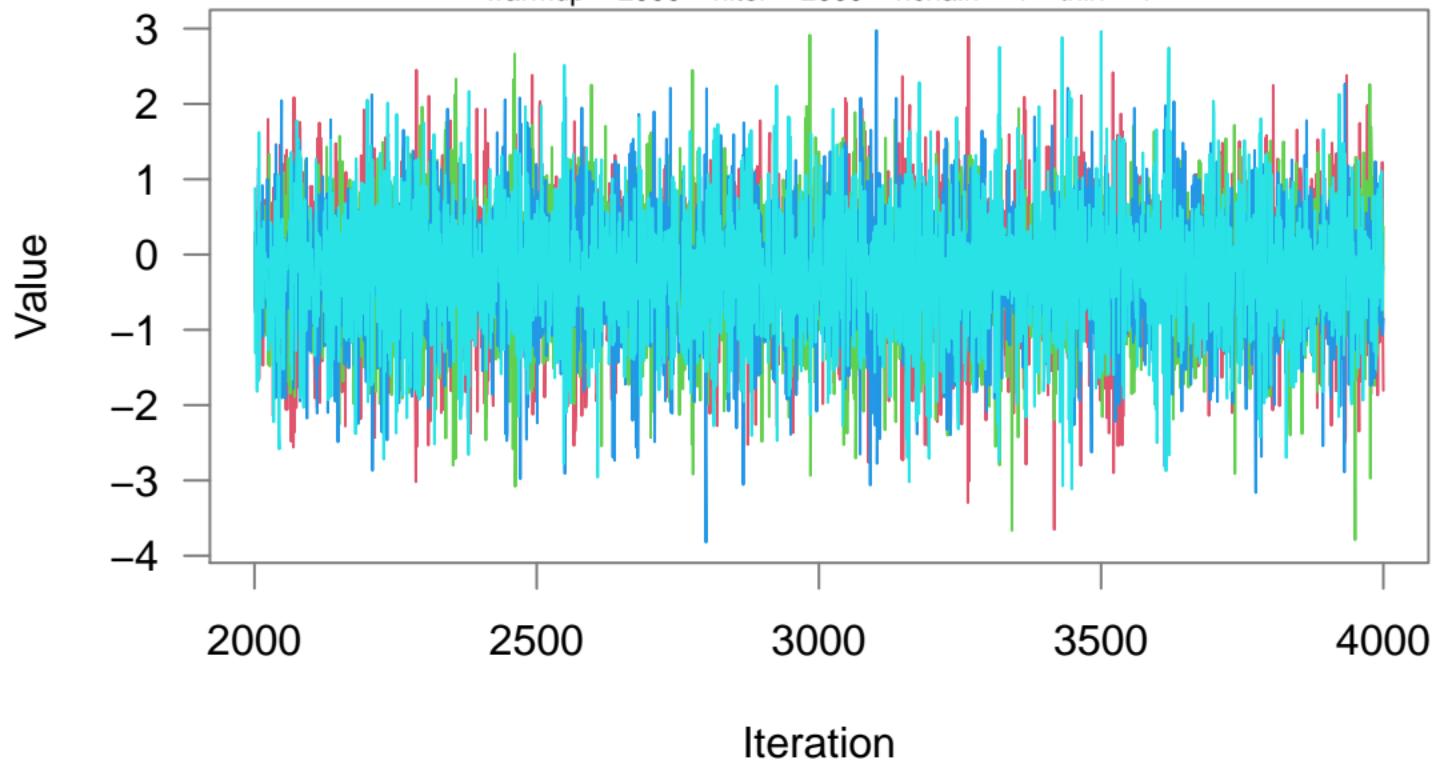


# **z\_4[1,17]**



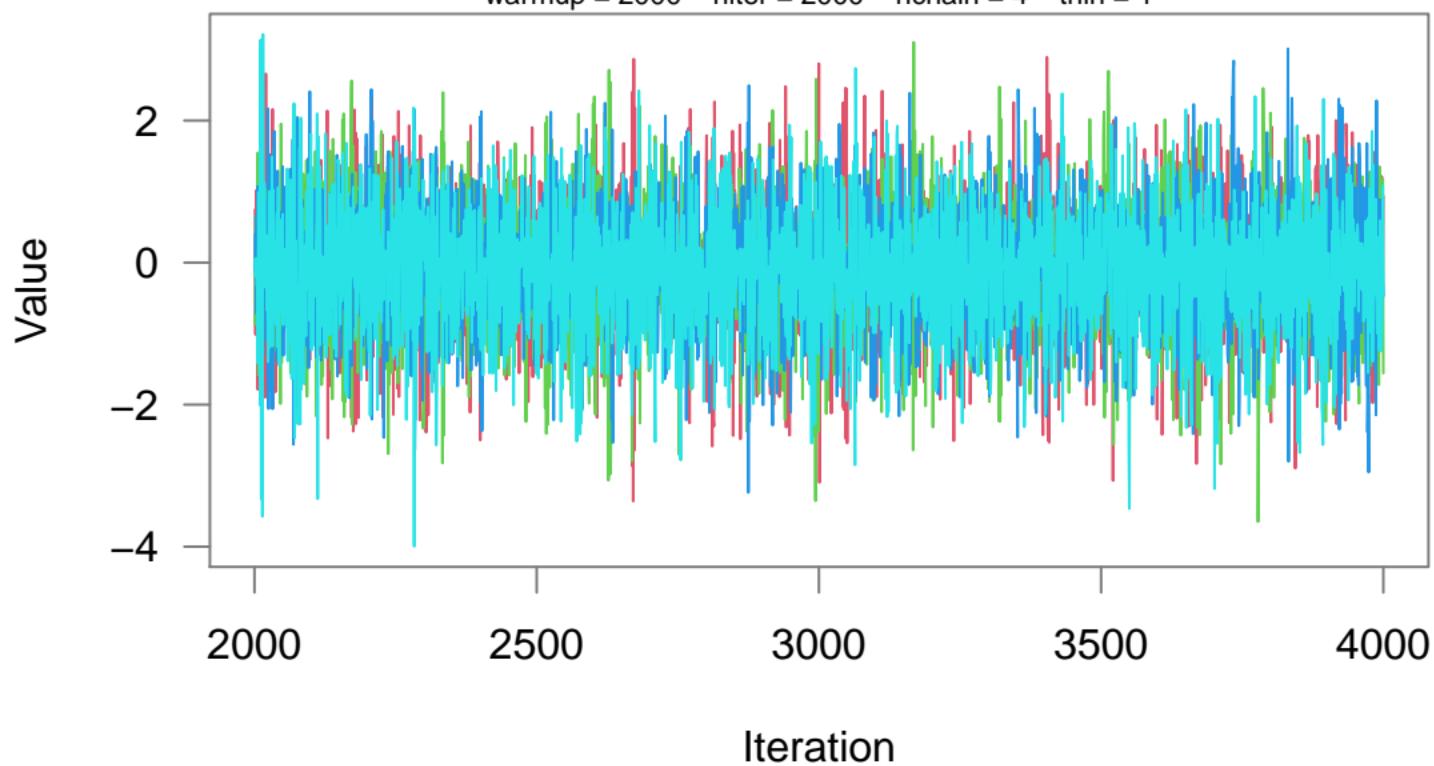
# **z\_4[1,18]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



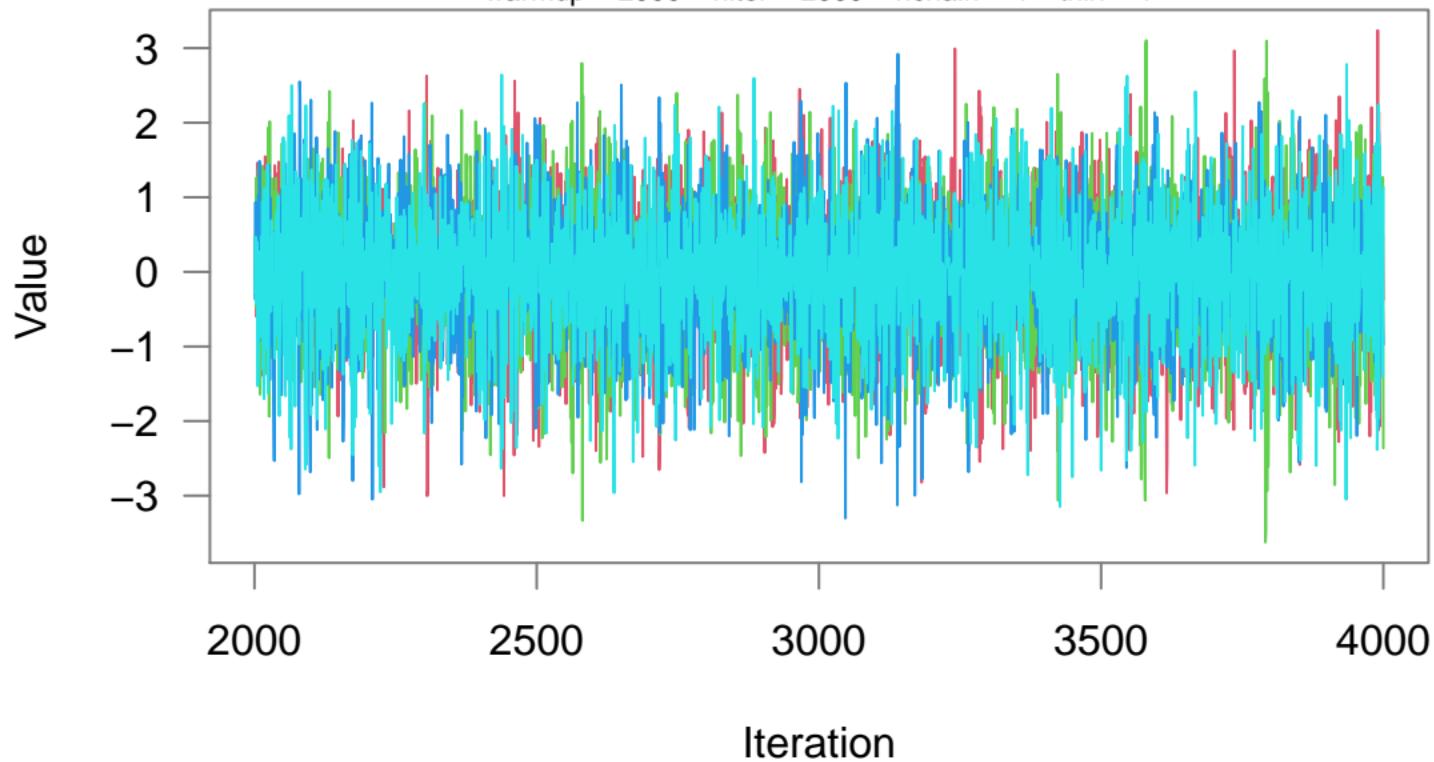
# **z\_4[1,19]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



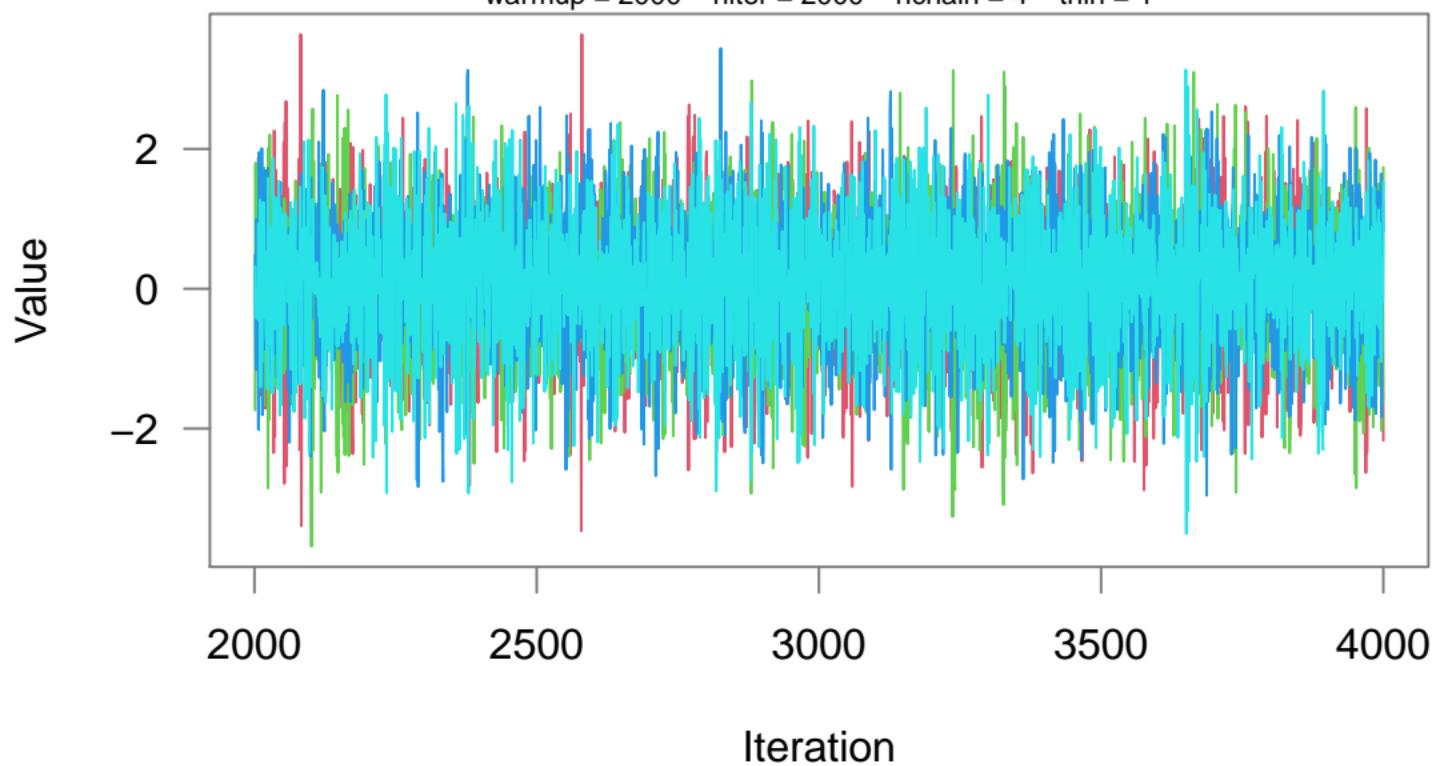
# **z\_4[1,20]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



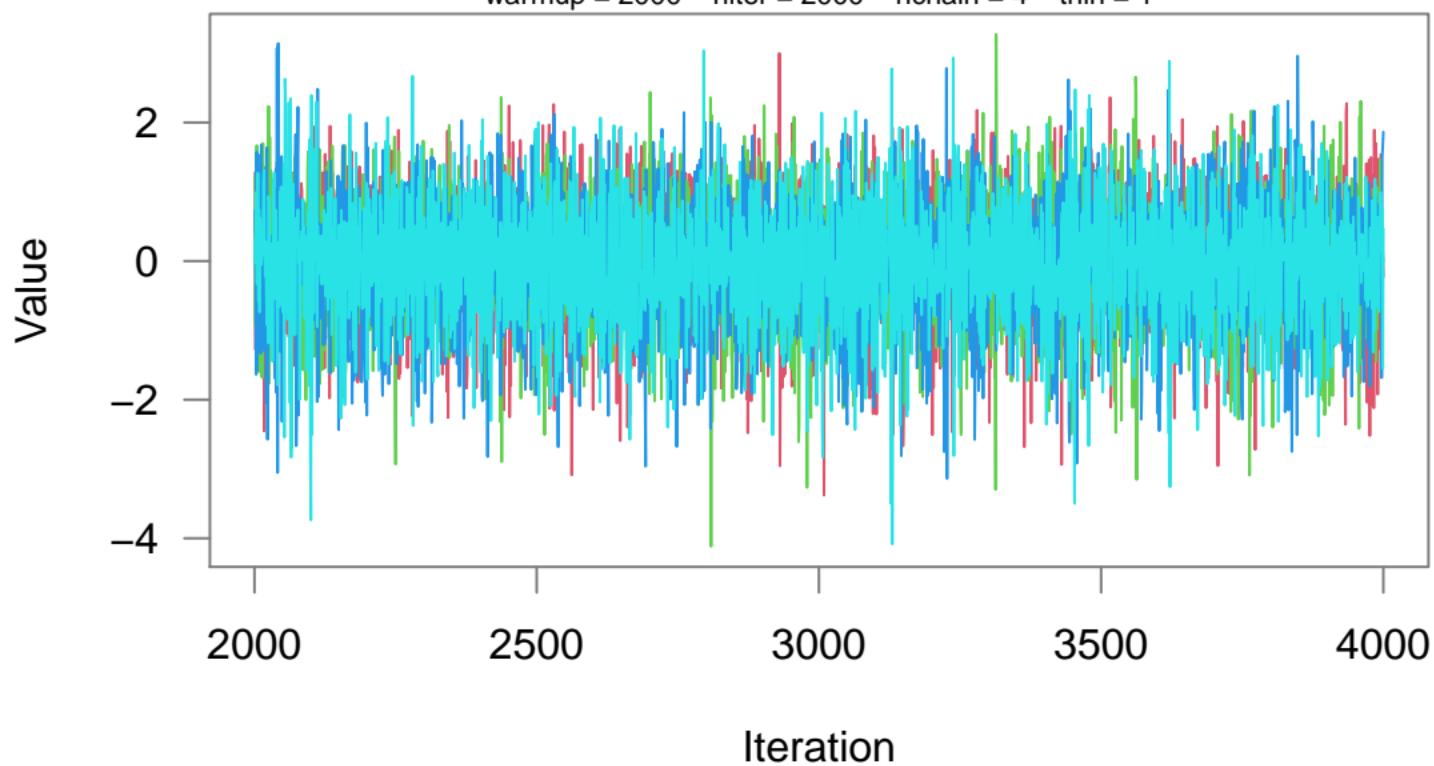
# **z\_4[1,21]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



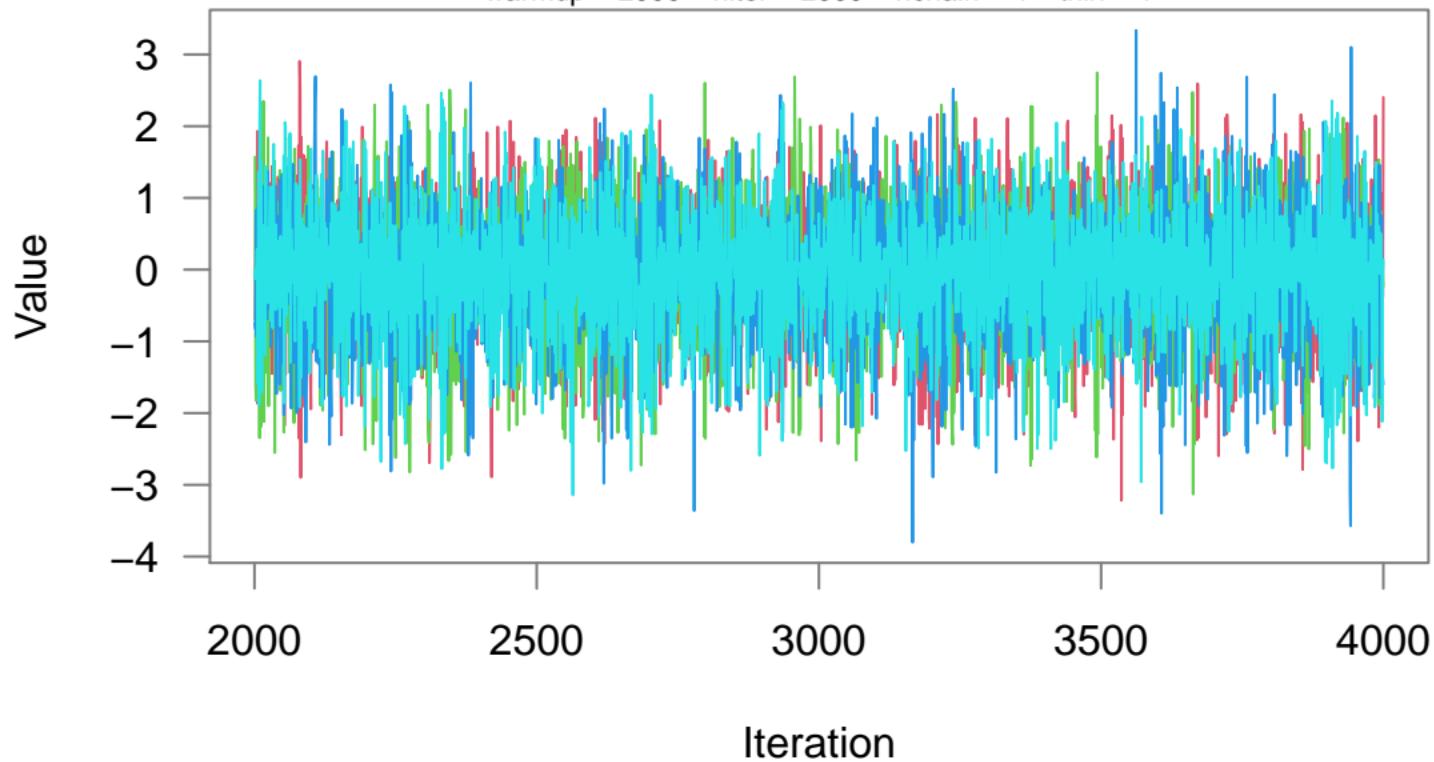
# **z\_4[1,22]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

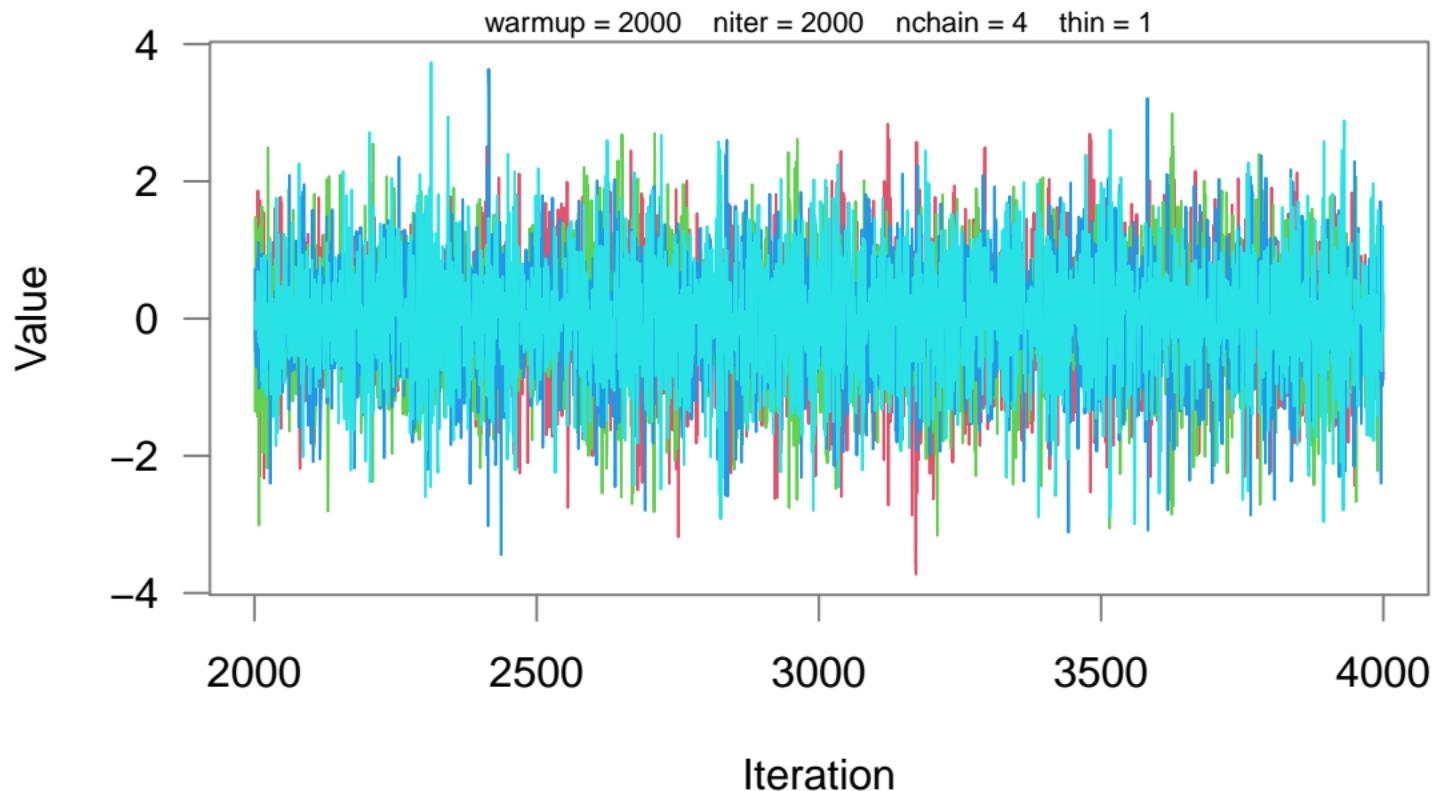


# **z\_4[1,23]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

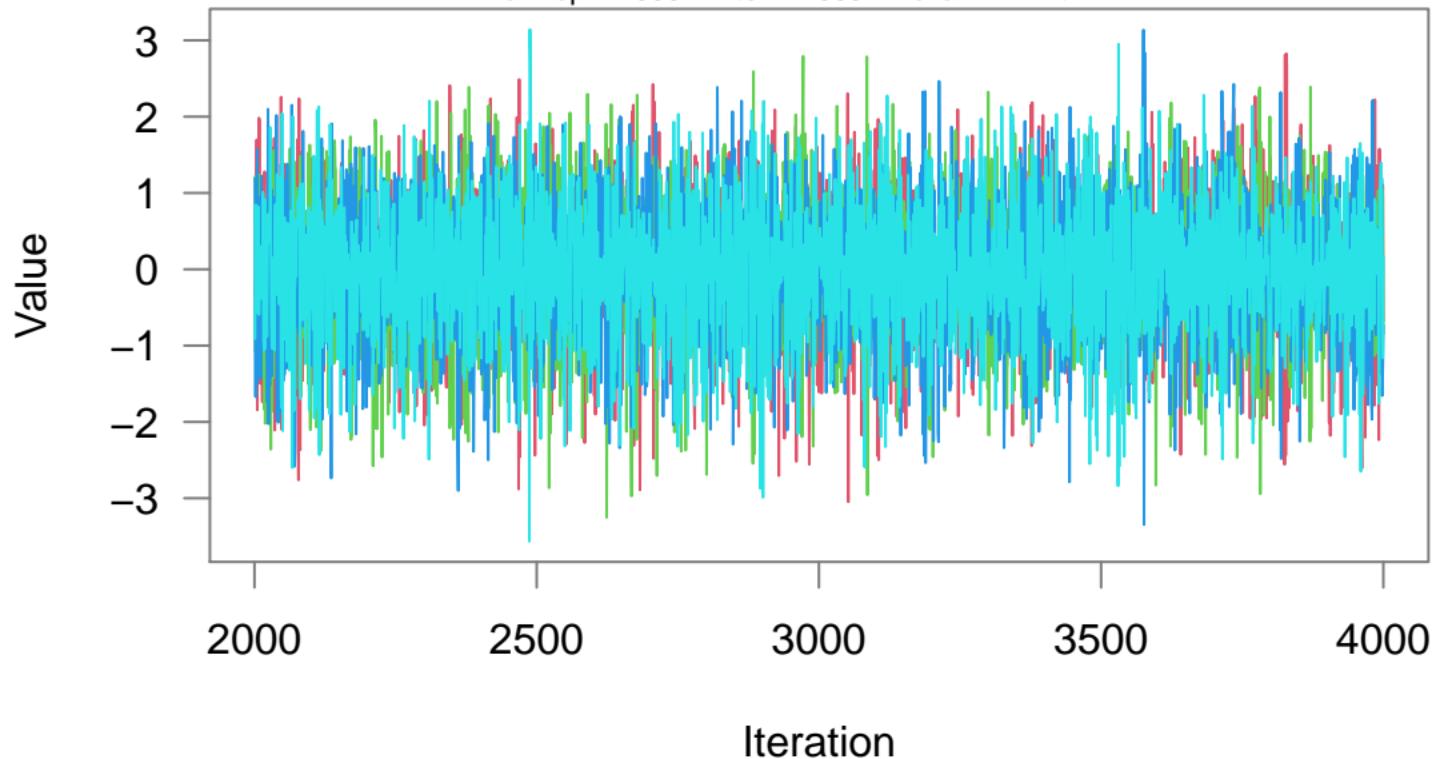


# **z\_4[1,24]**



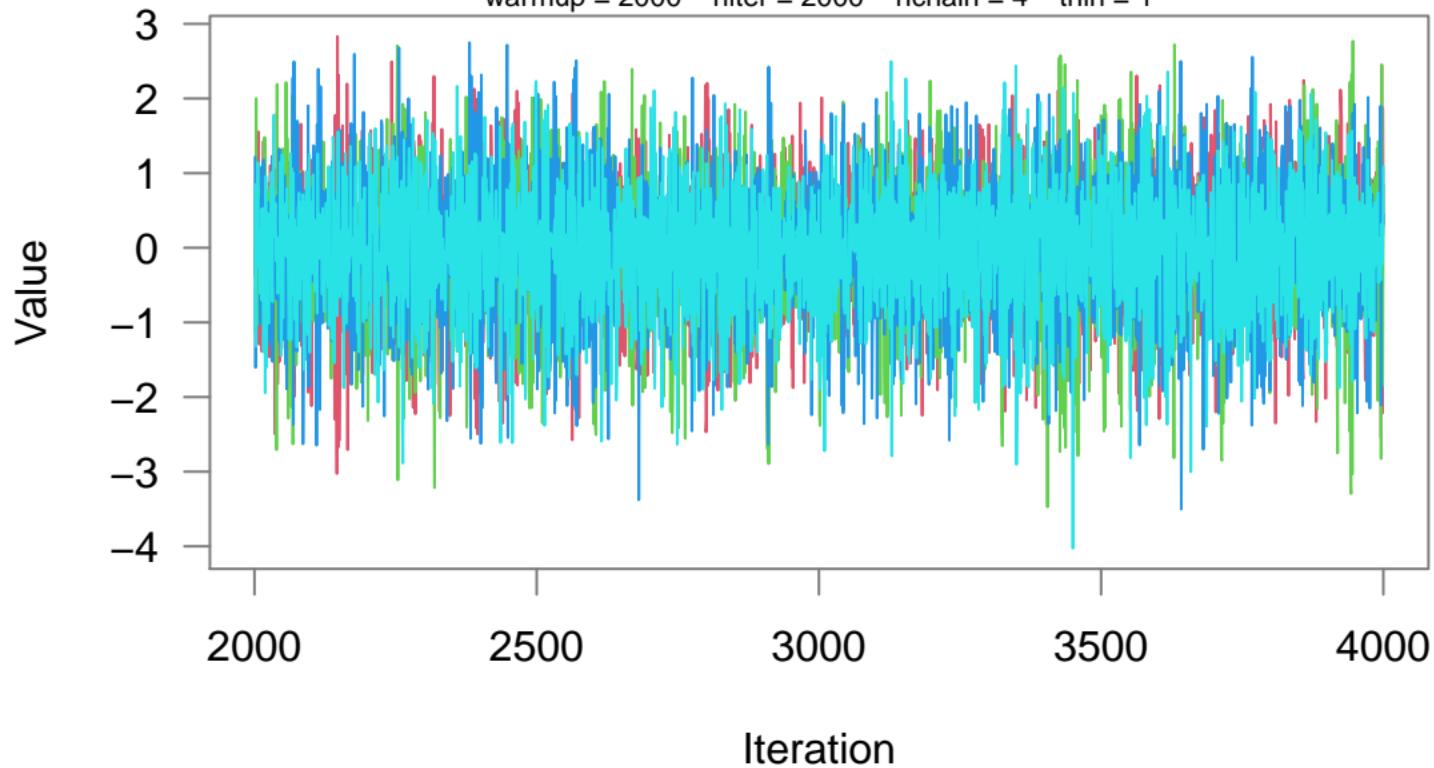
# **z\_4[1,25]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



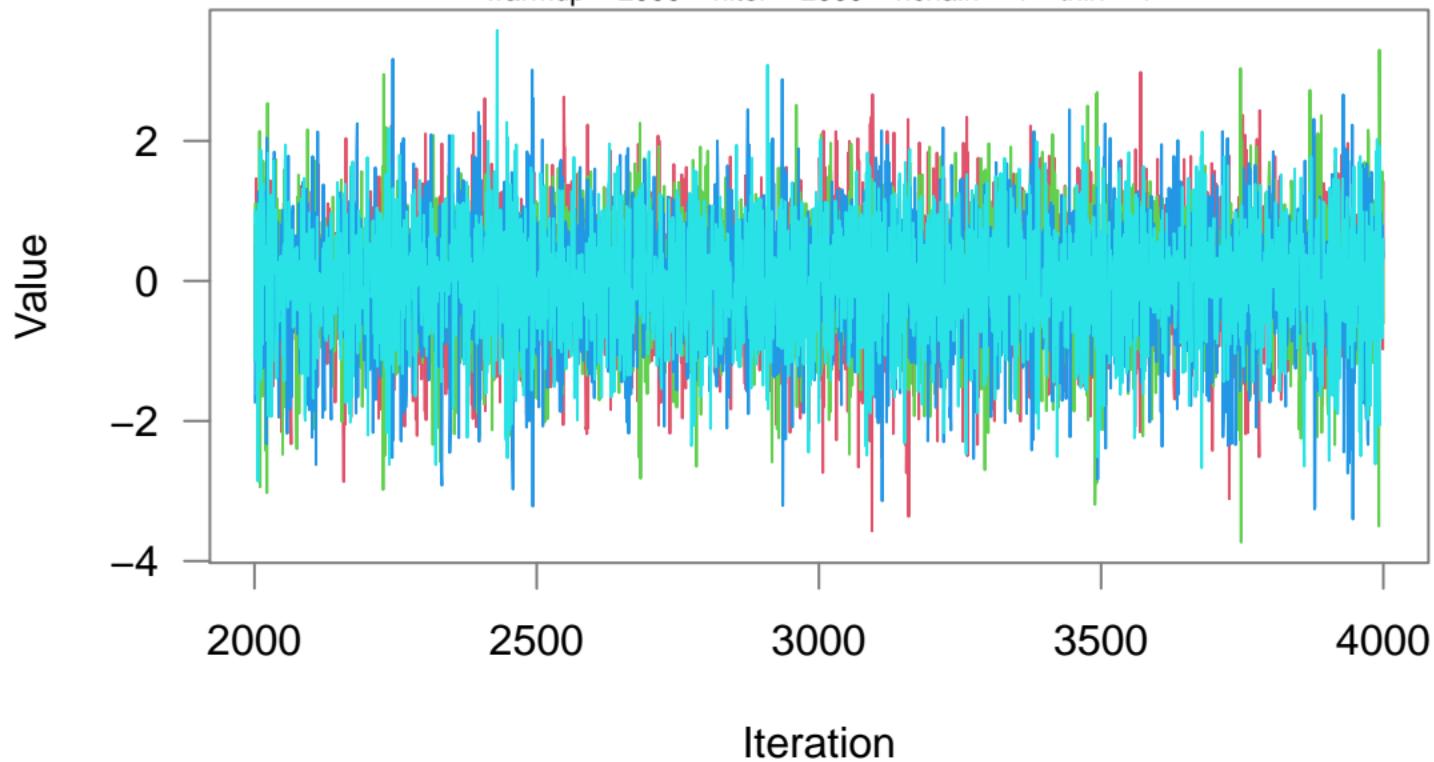
# **z\_4[1,26]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



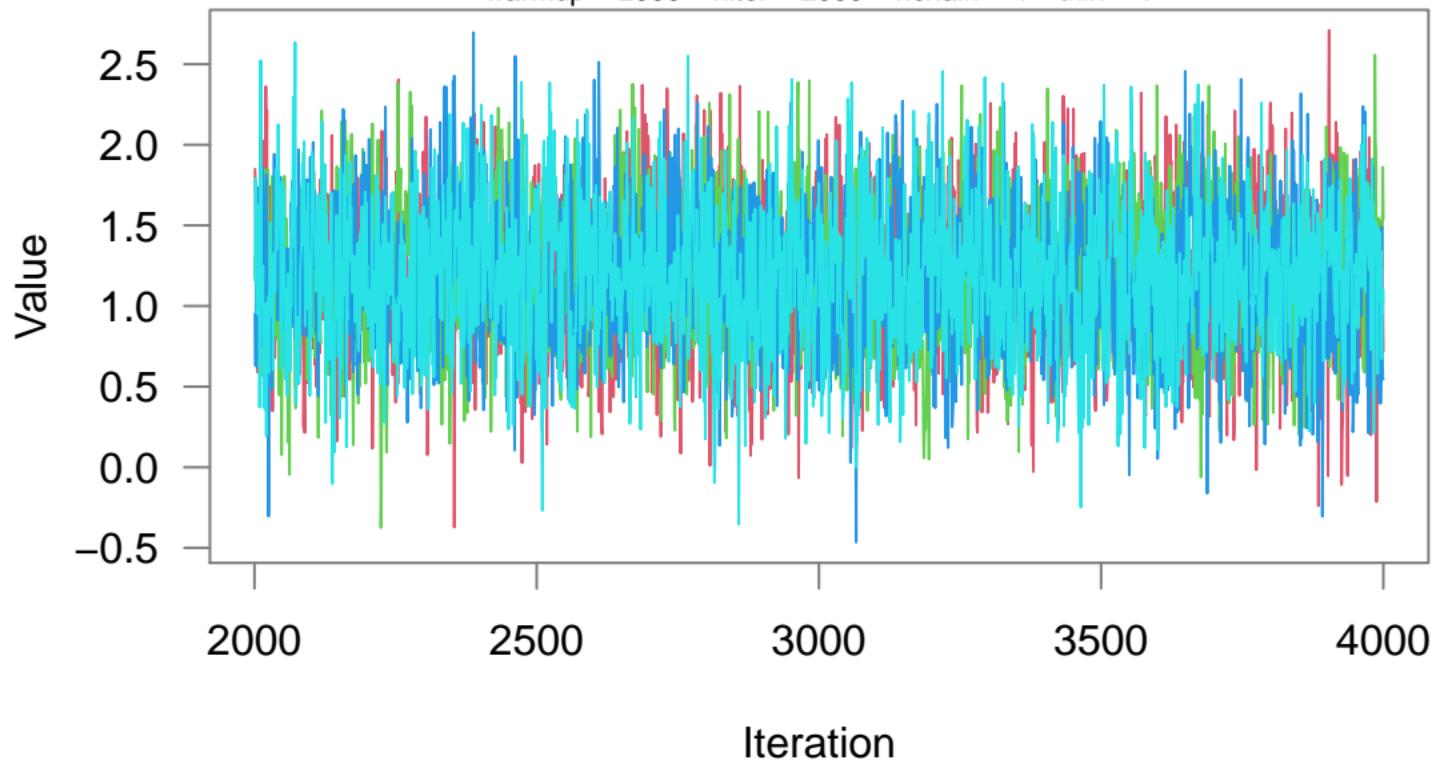
# **z\_4[1,27]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



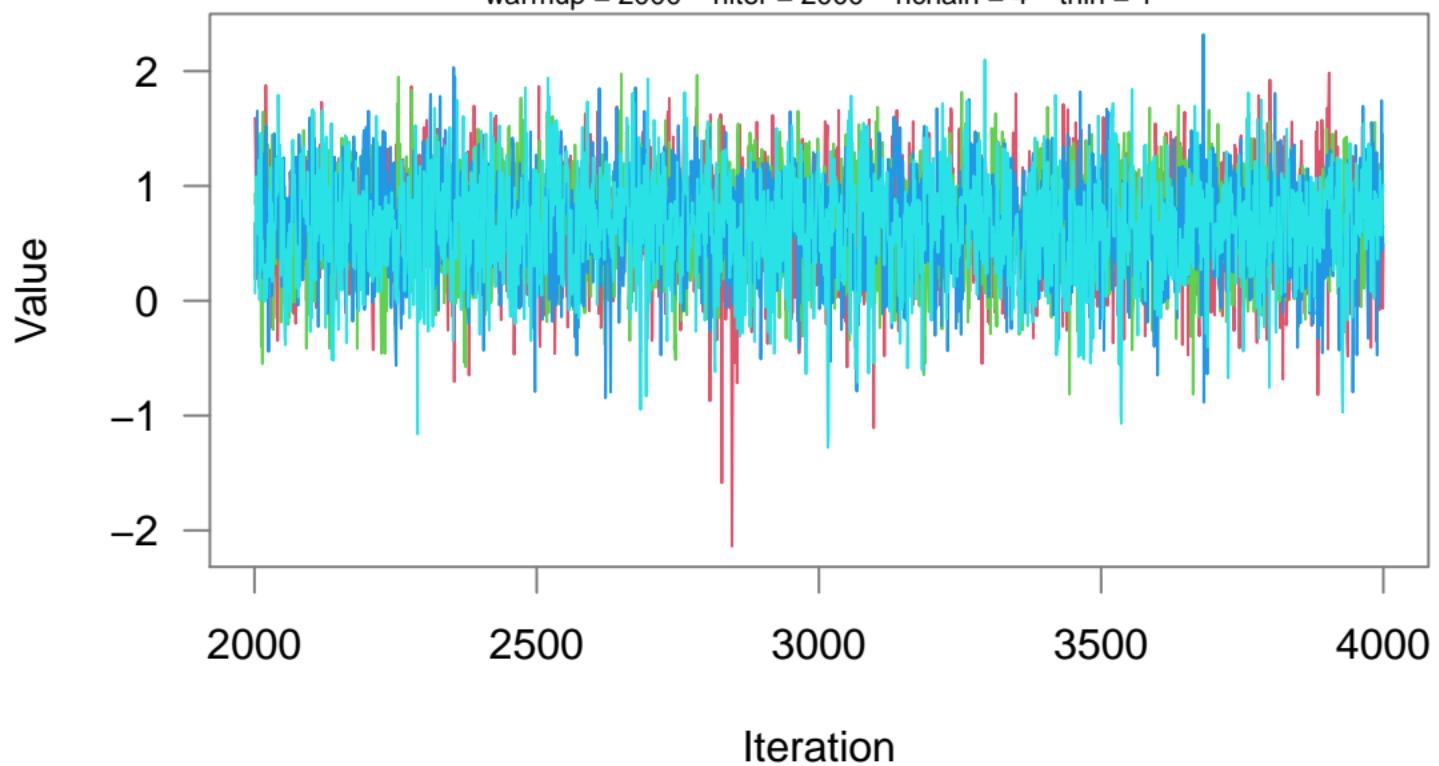
# **z\_4[1,28]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



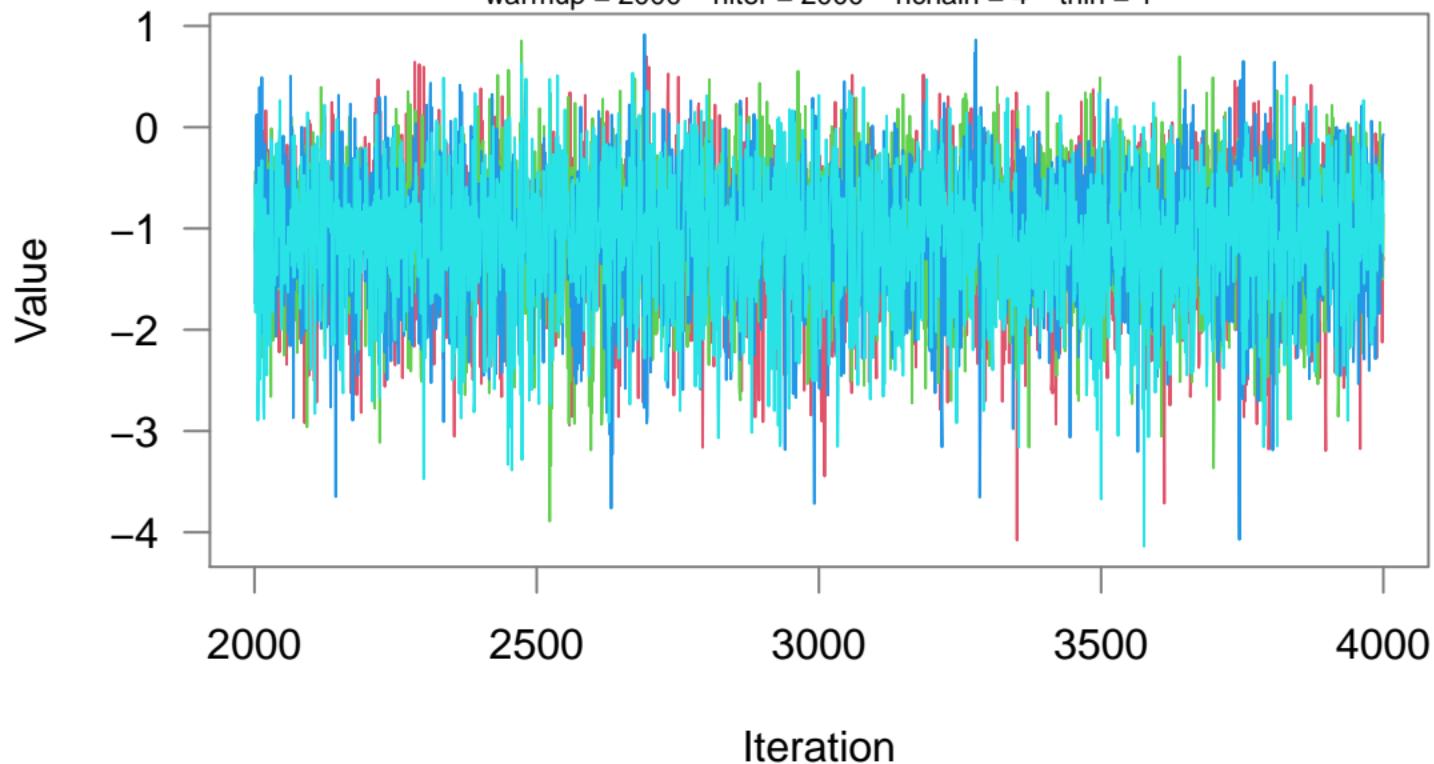
# **z\_4[1,29]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



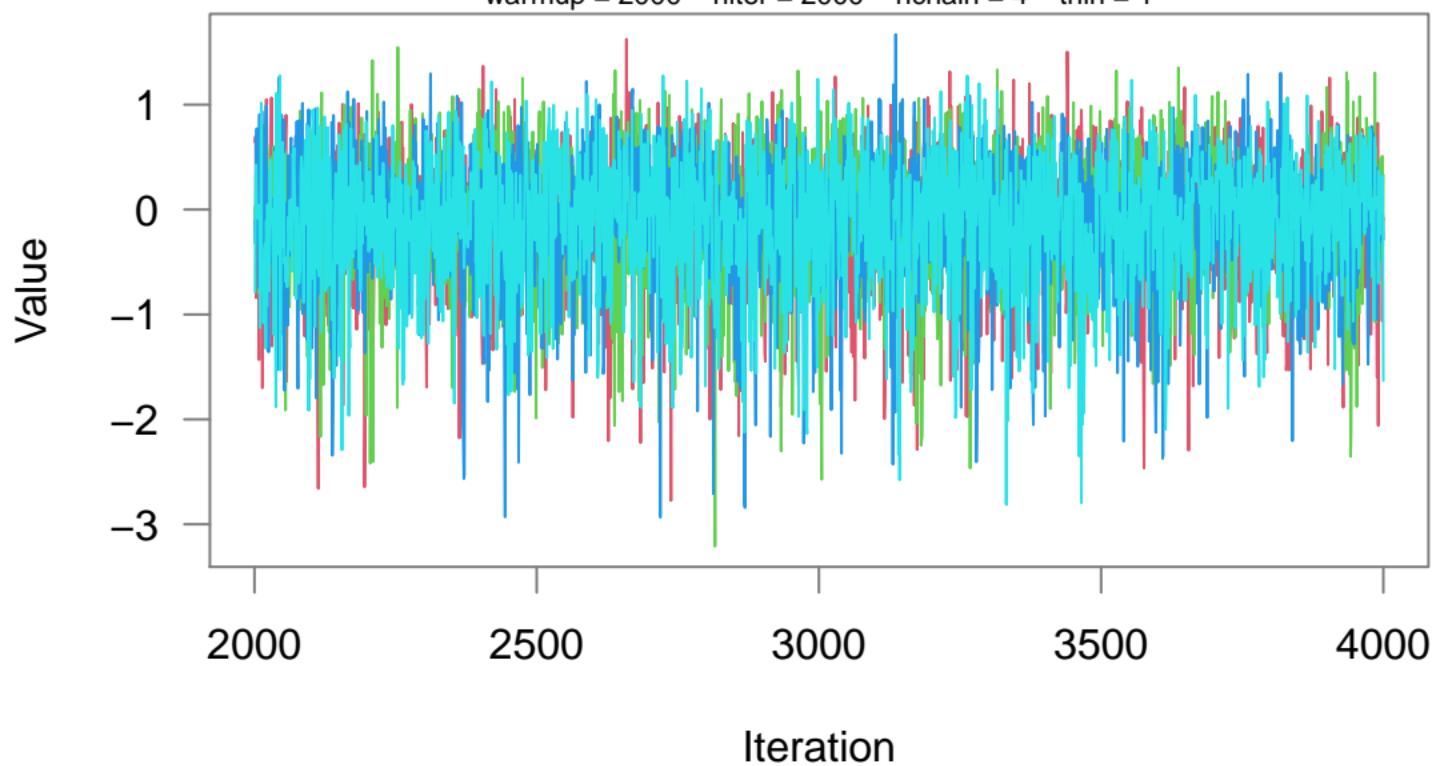
# **z\_4[1,30]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



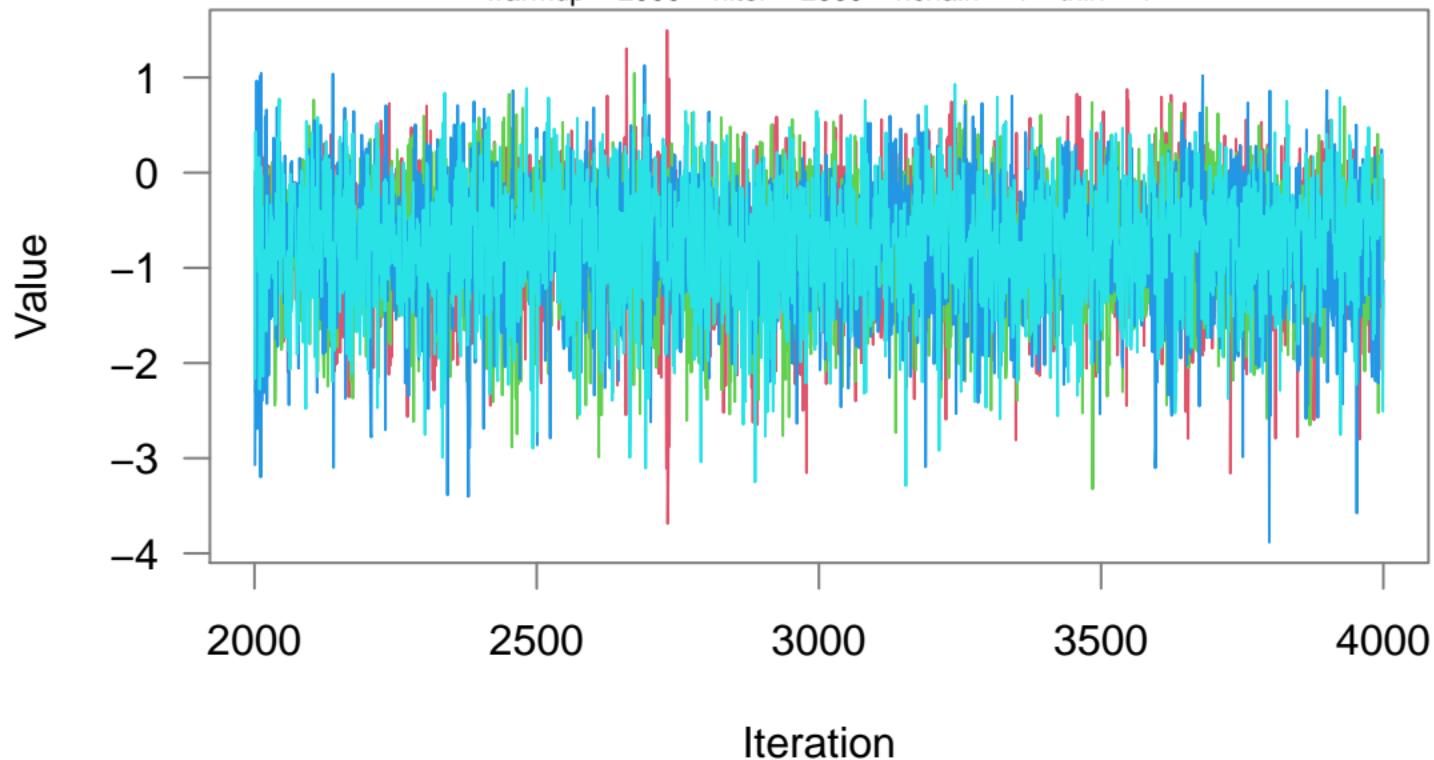
# **z\_4[1,31]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



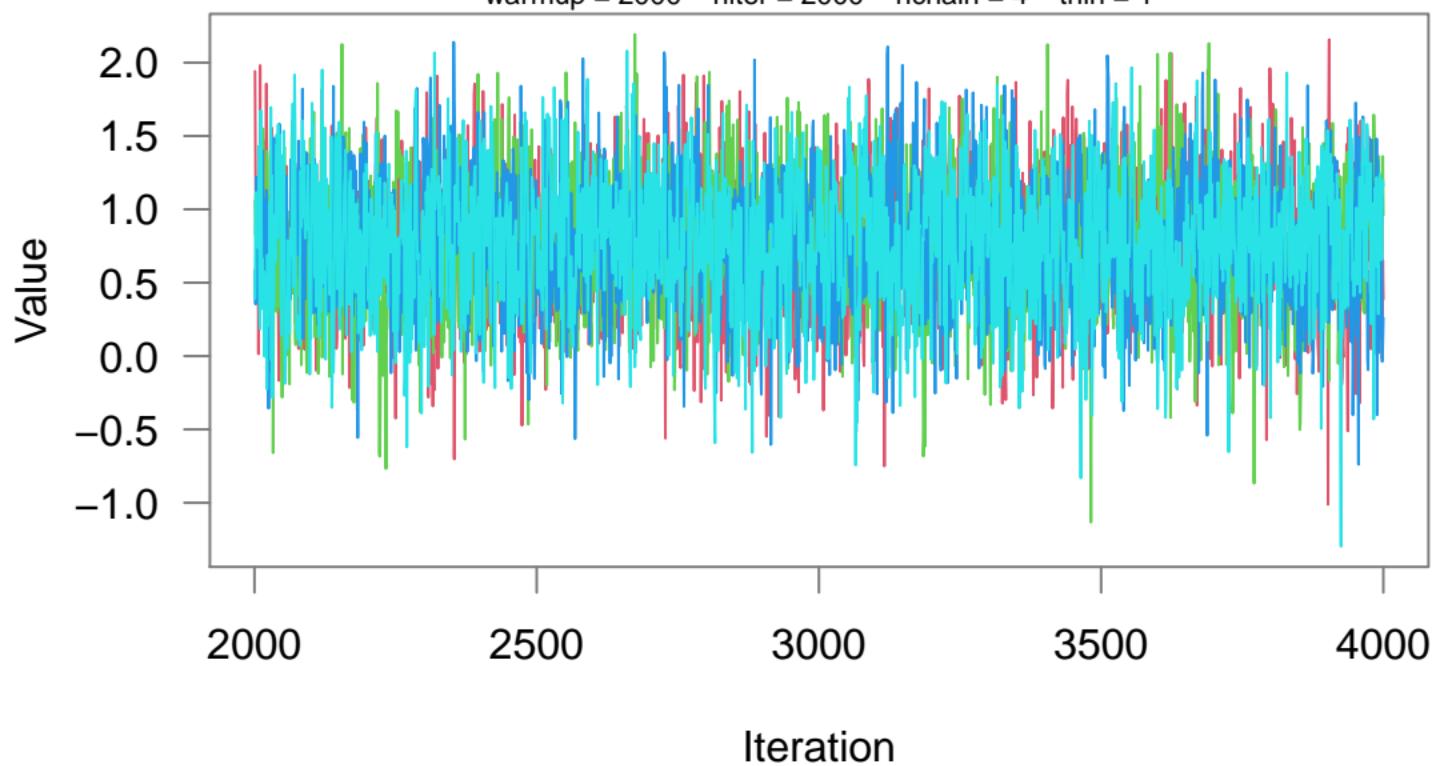
# **z\_4[1,32]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



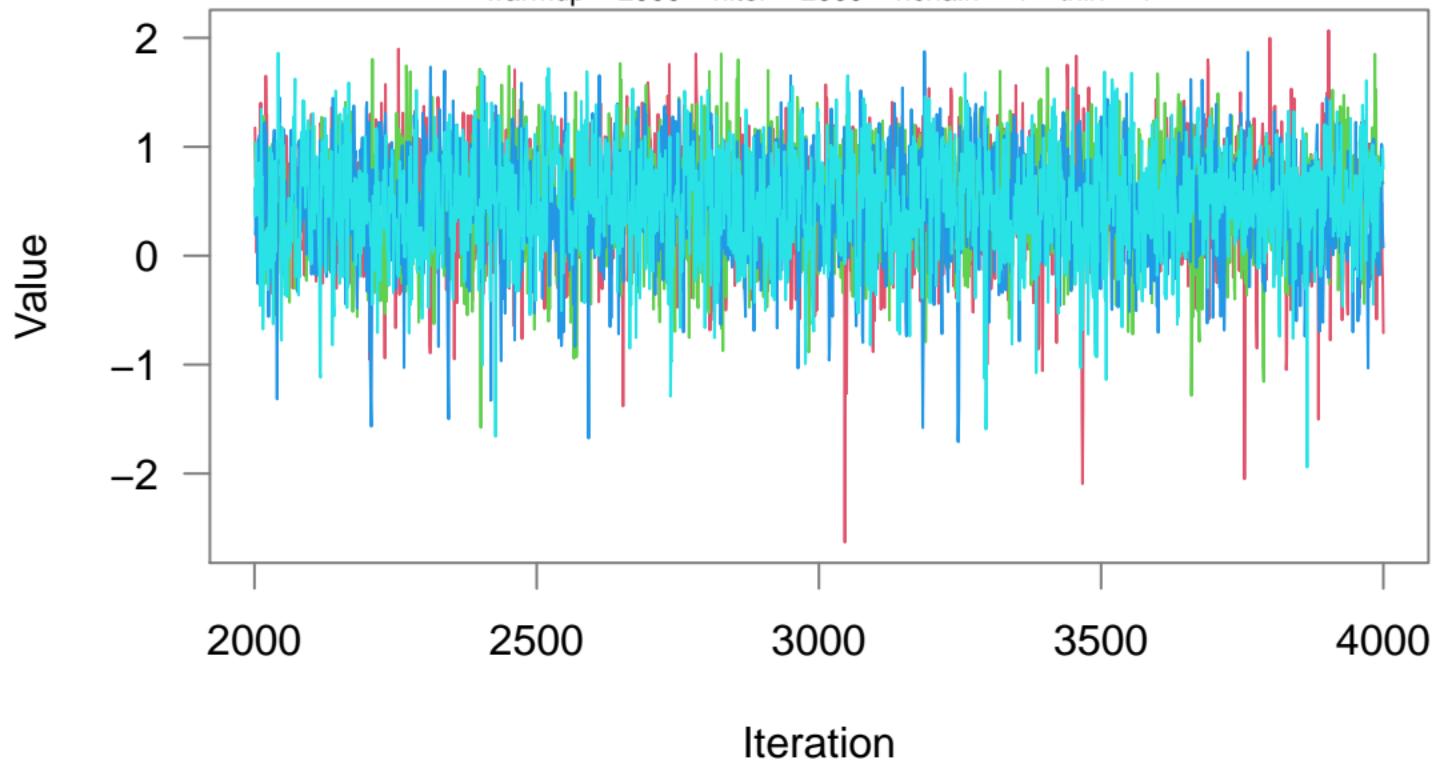
# **z\_4[1,33]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



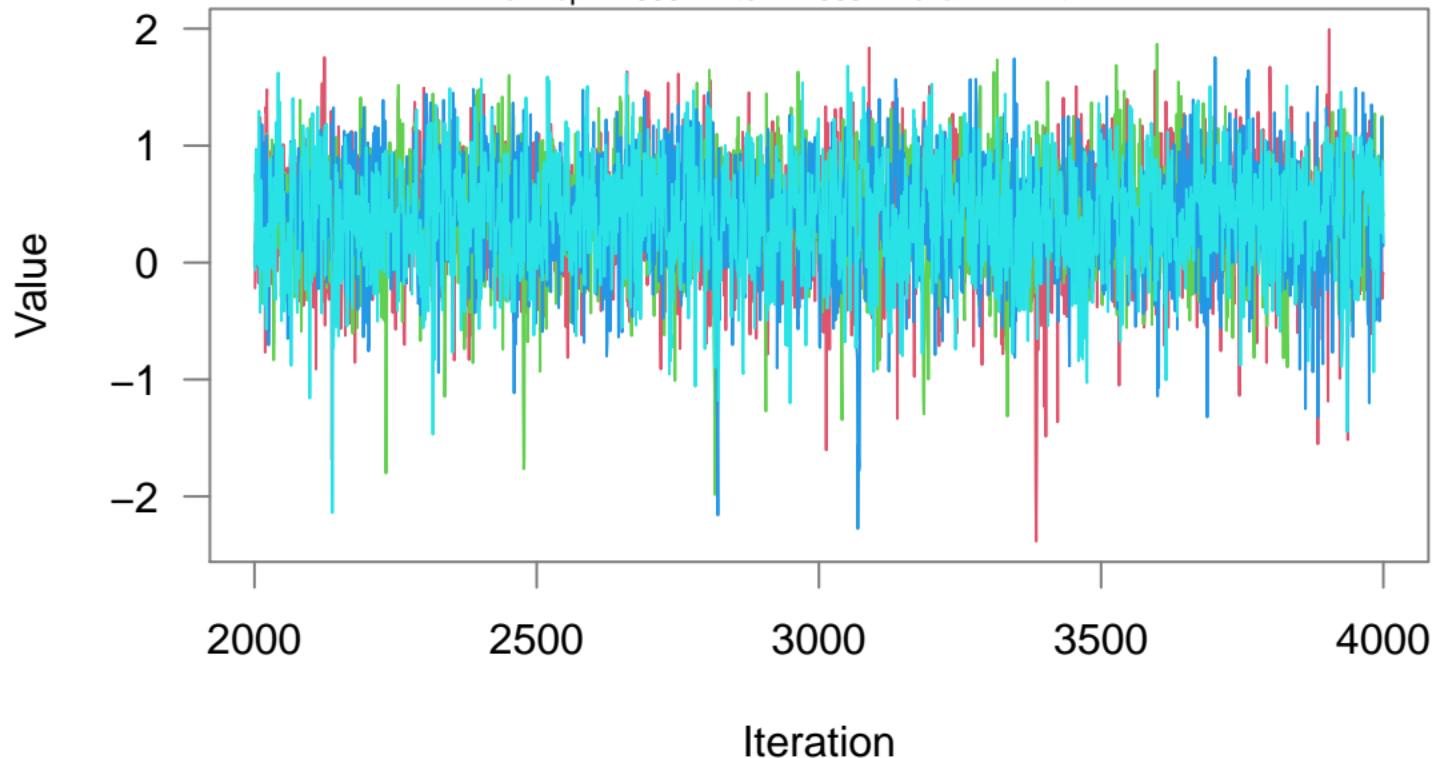
# **z\_4[1,34]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



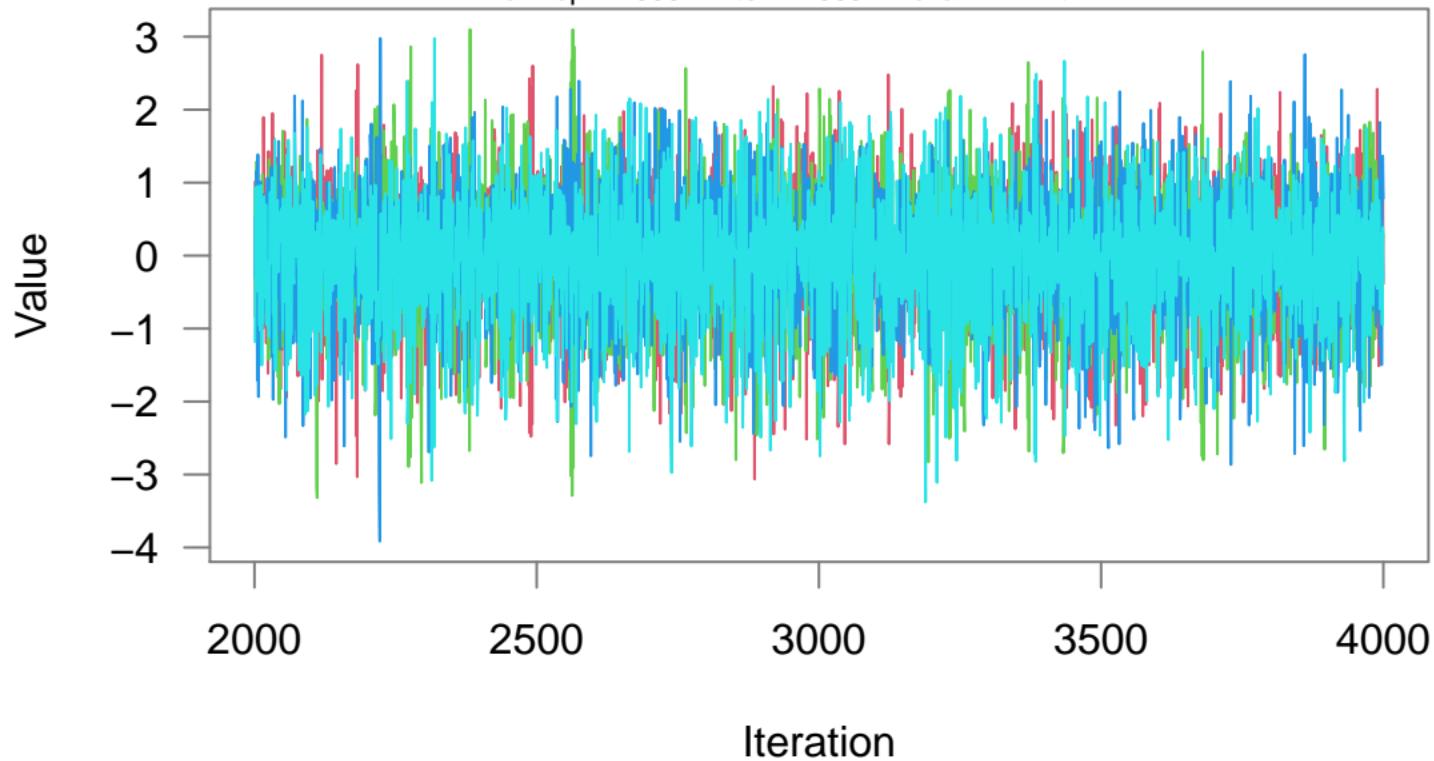
# **z\_4[1,35]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



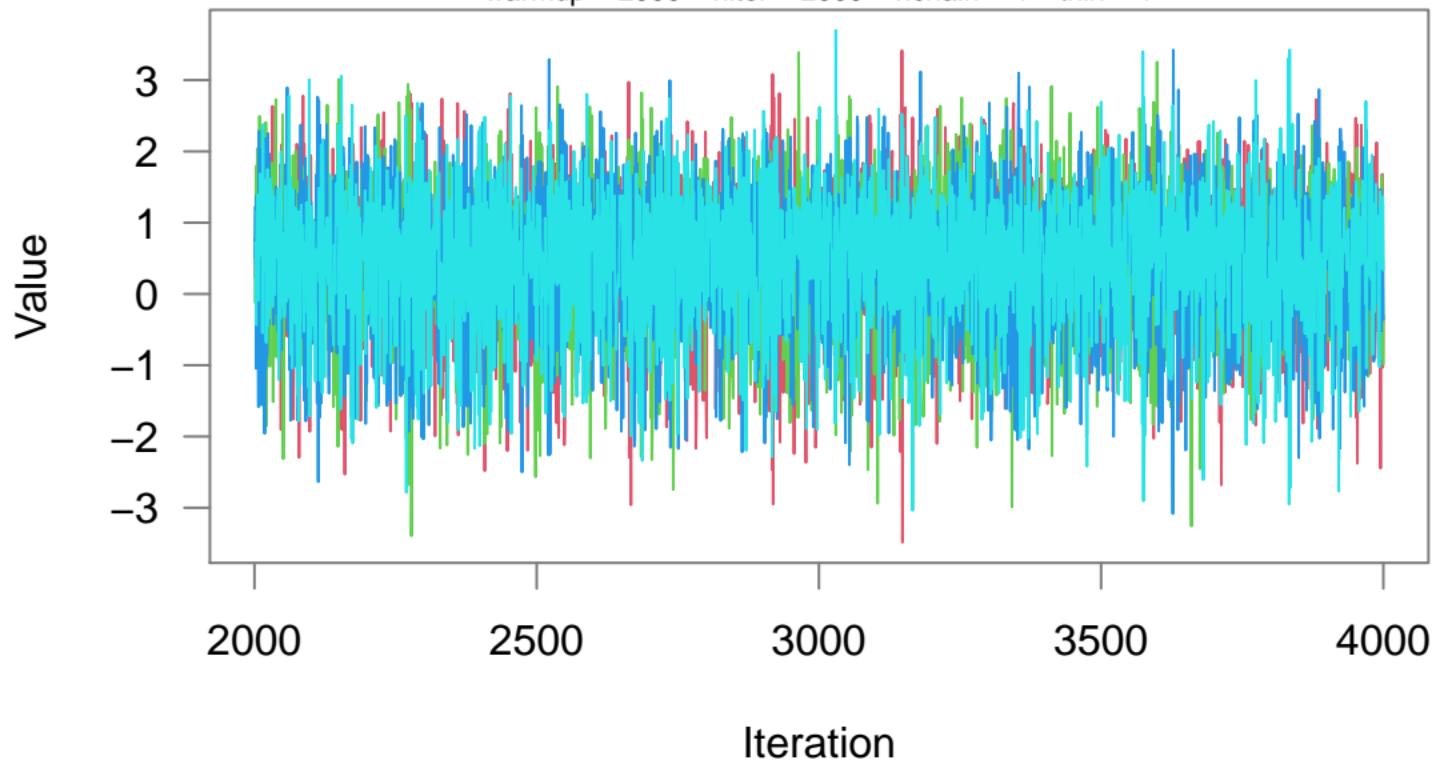
## **z\_4[1,36]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

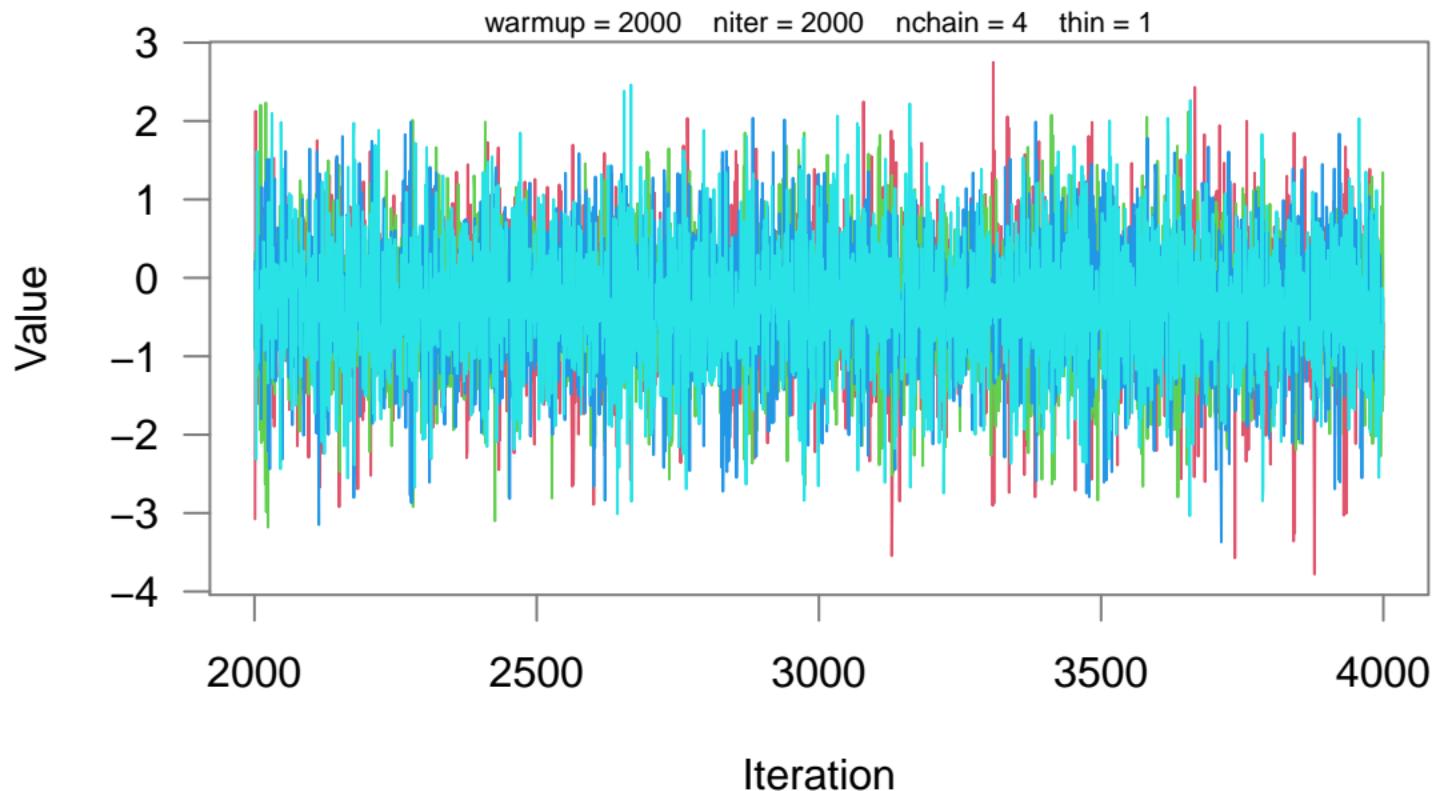


# **z\_4[1,37]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

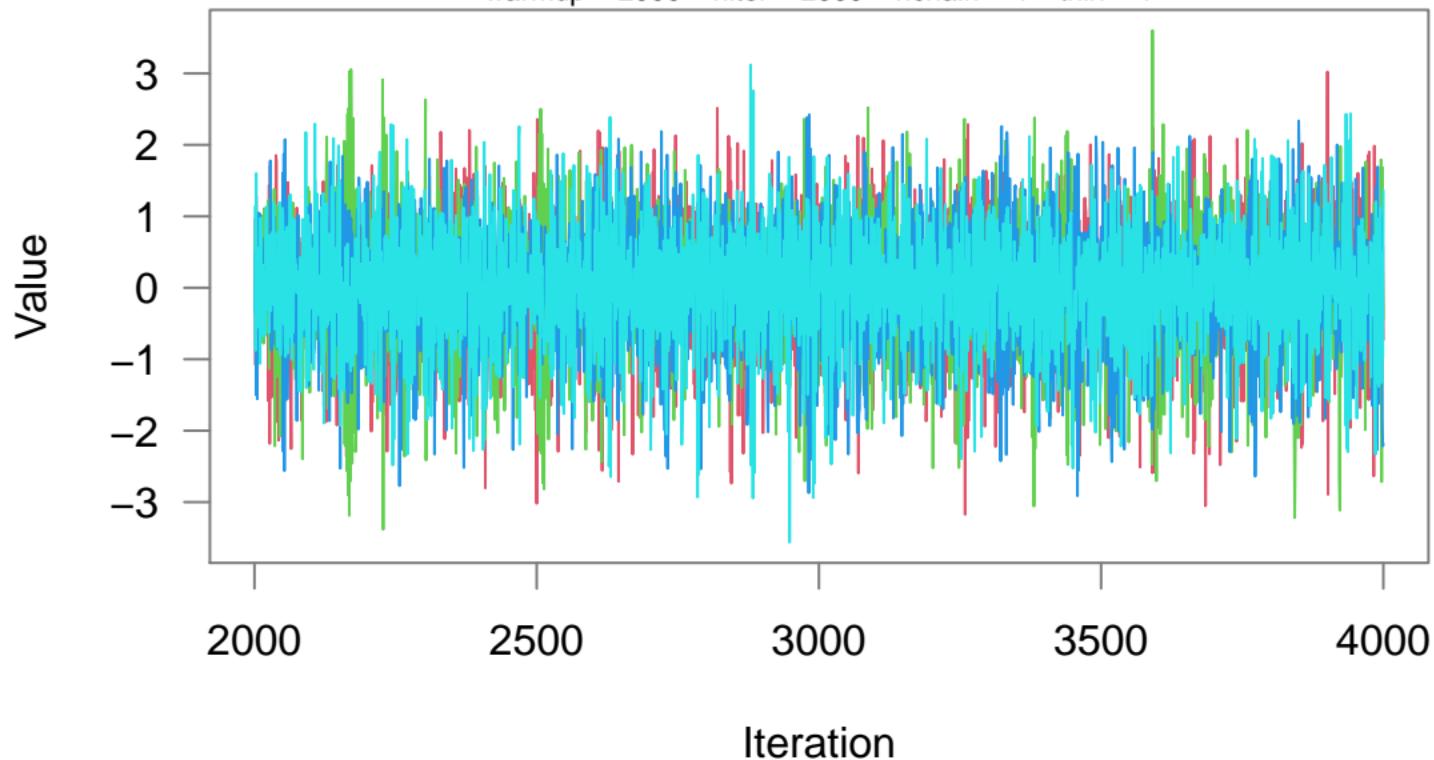


## **z\_4[1,38]**



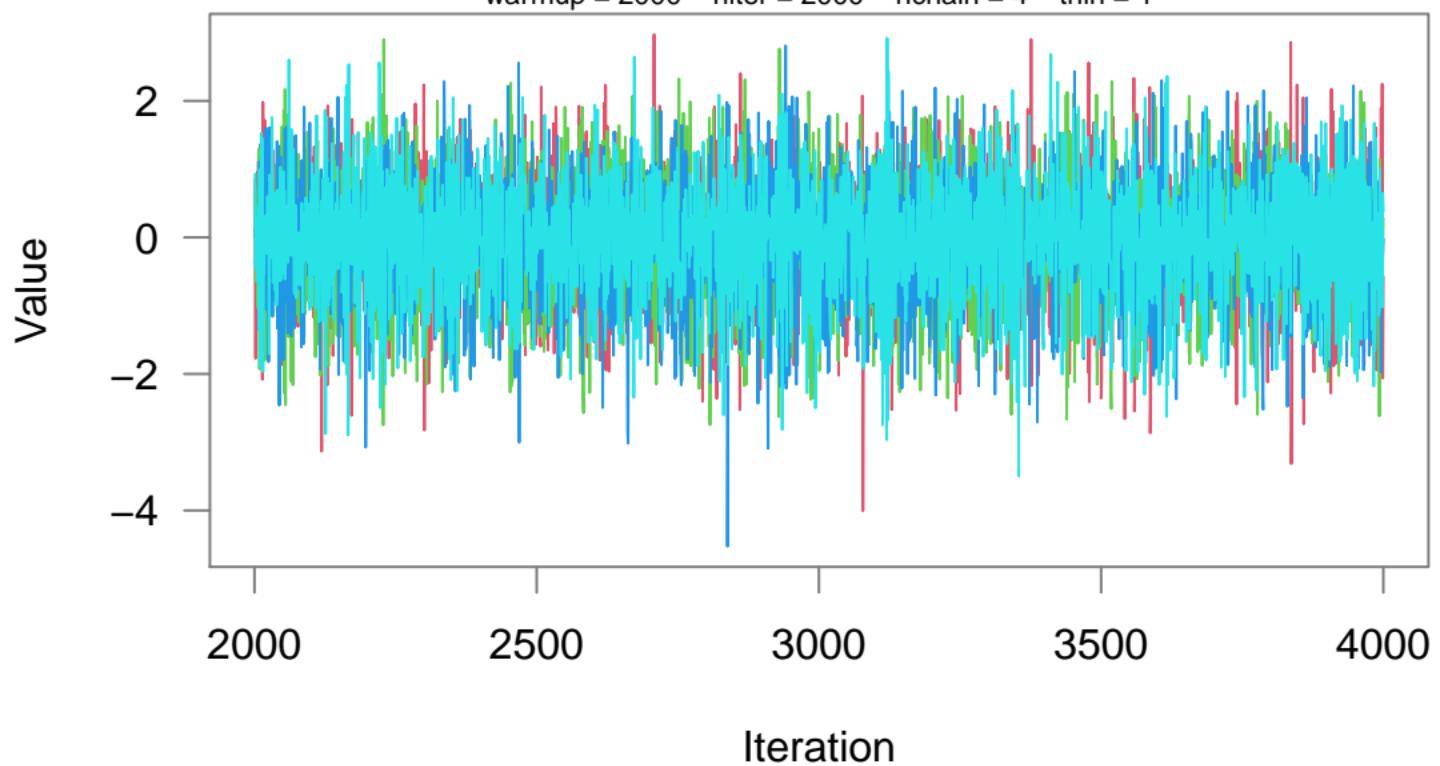
# **z\_4[1,39]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



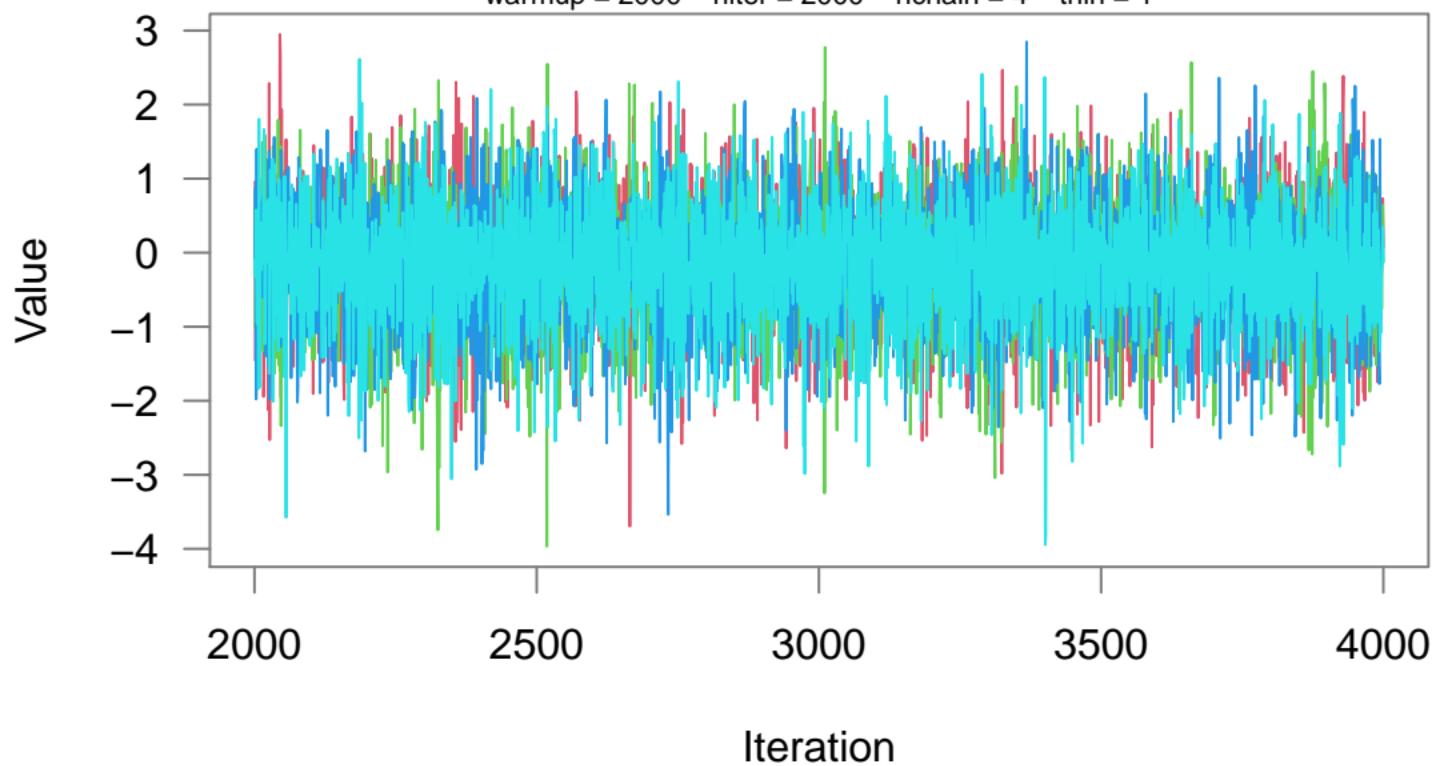
## **z\_4[1,40]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



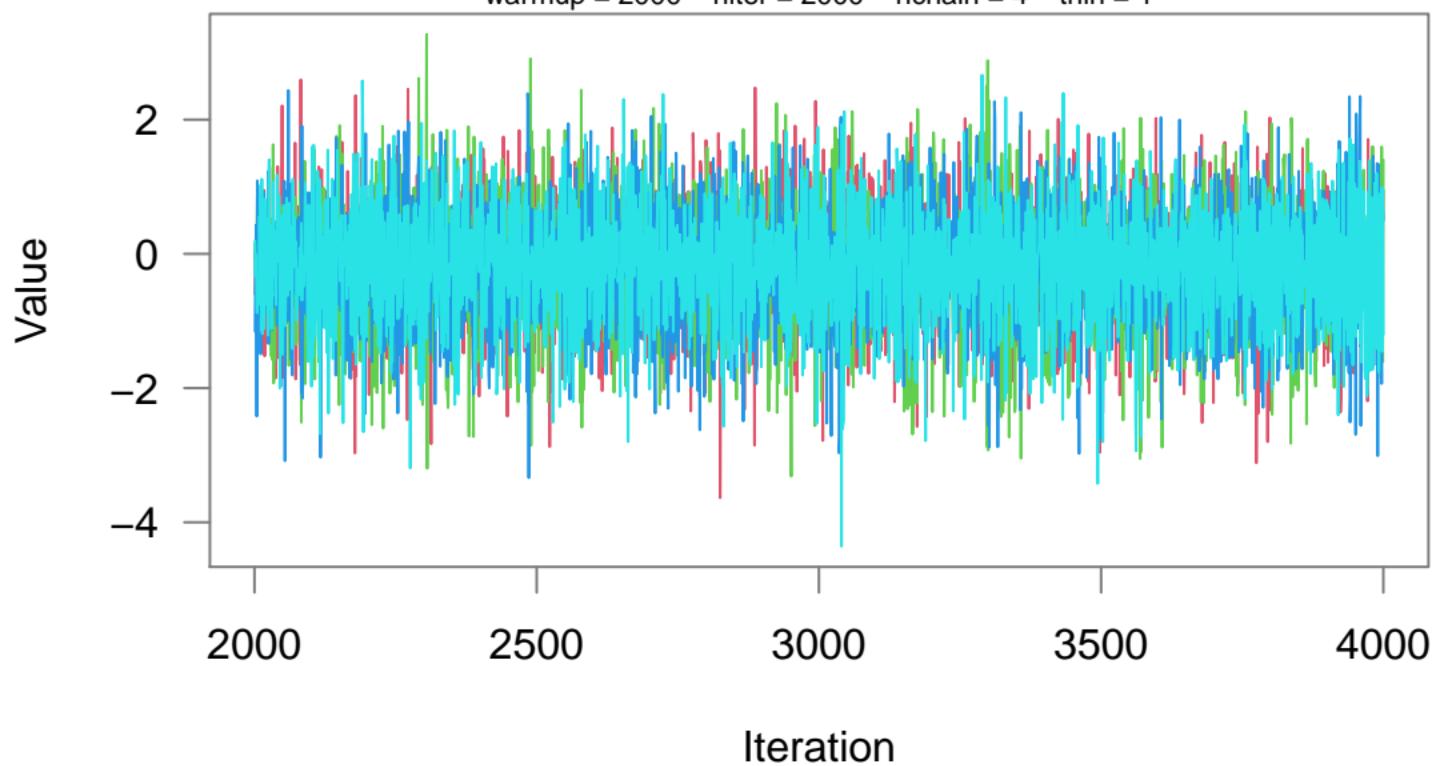
# **z\_4[1,41]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



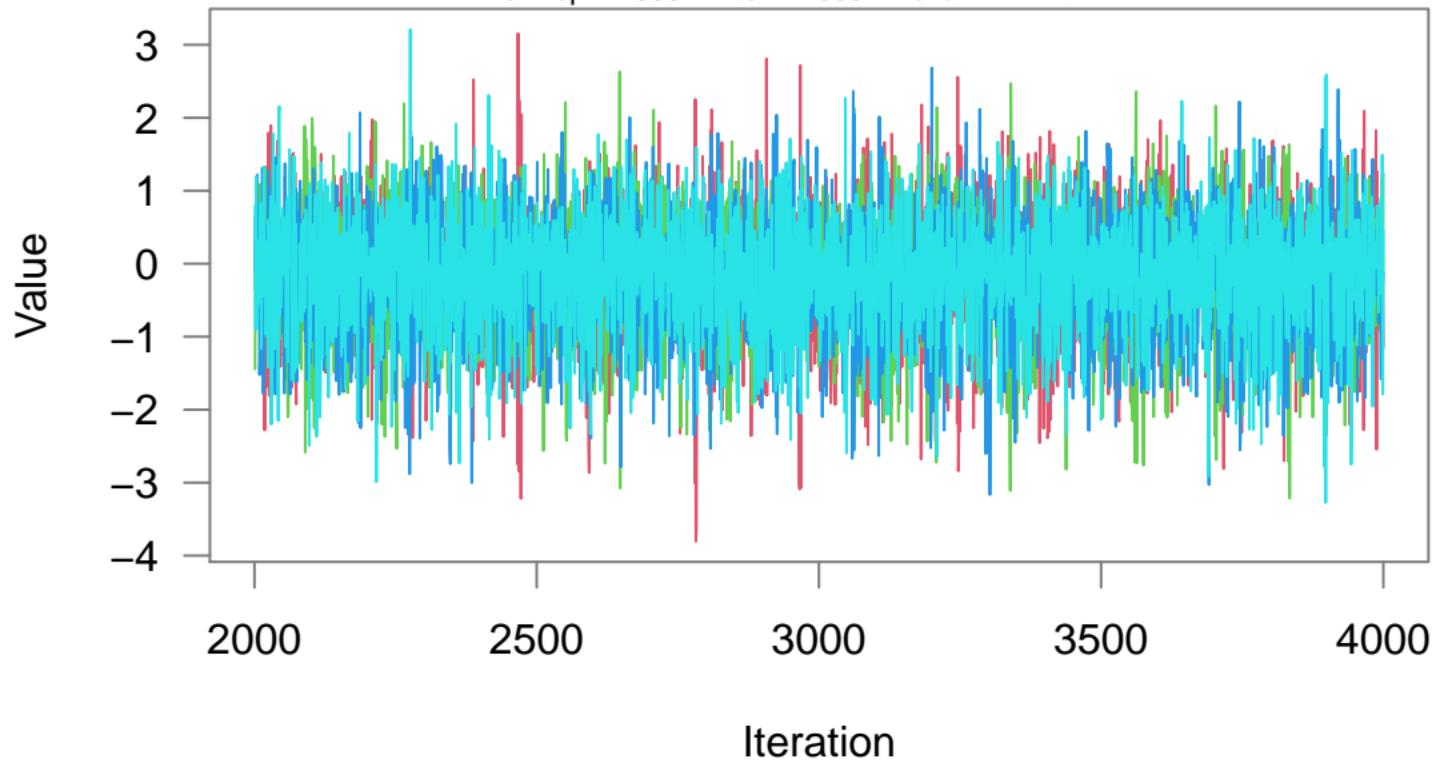
# **z\_4[1,42]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



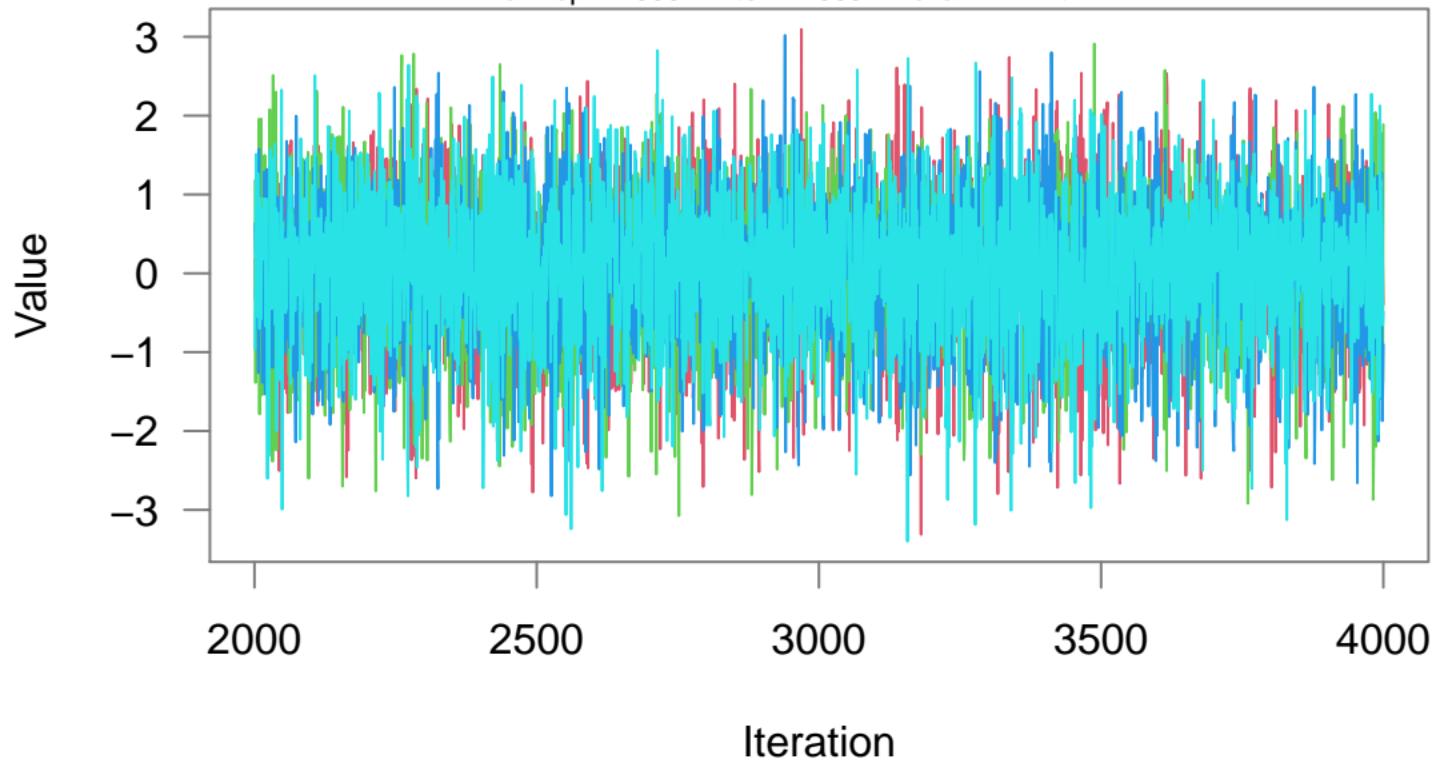
# **z\_4[1,43]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



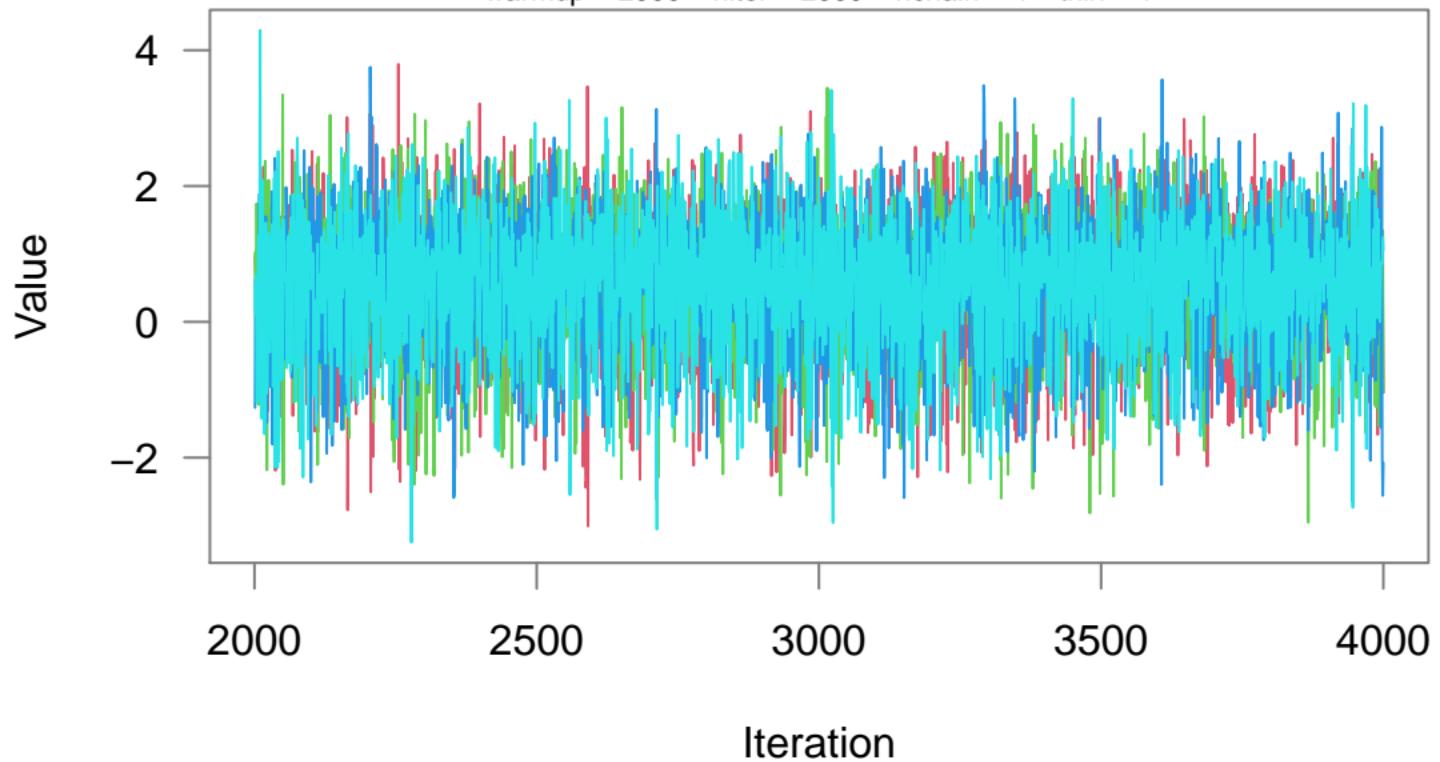
# **z\_4[1,44]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



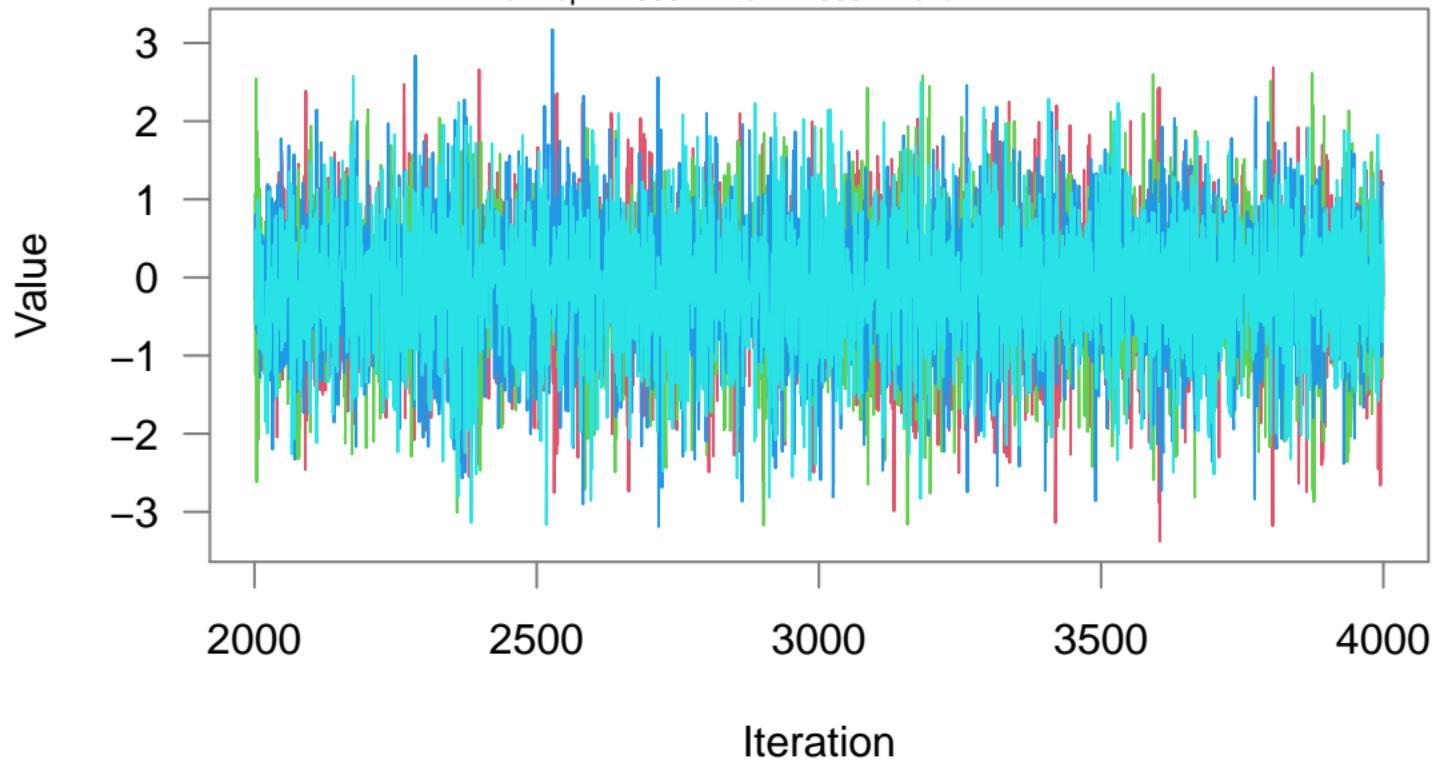
# **z\_4[1,45]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



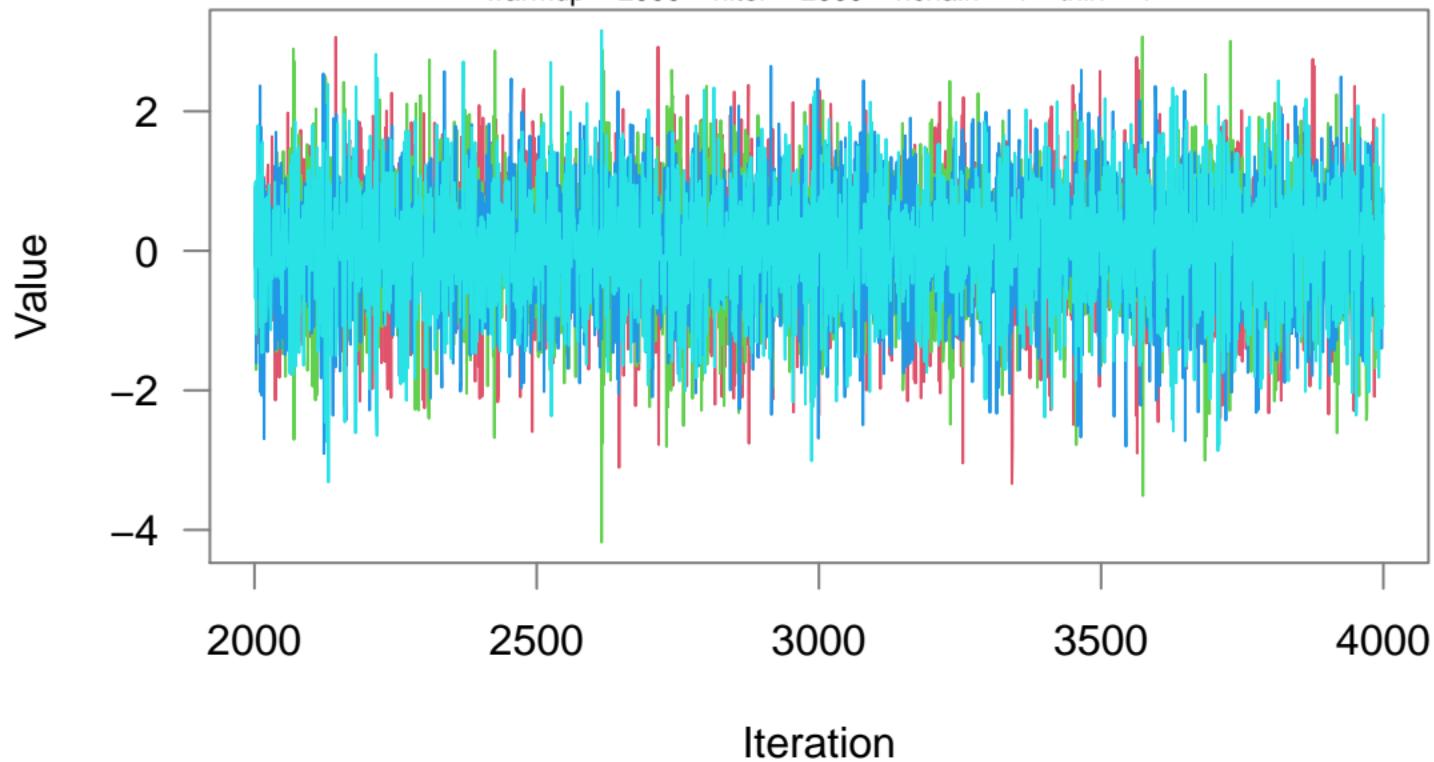
# **z\_4[1,46]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



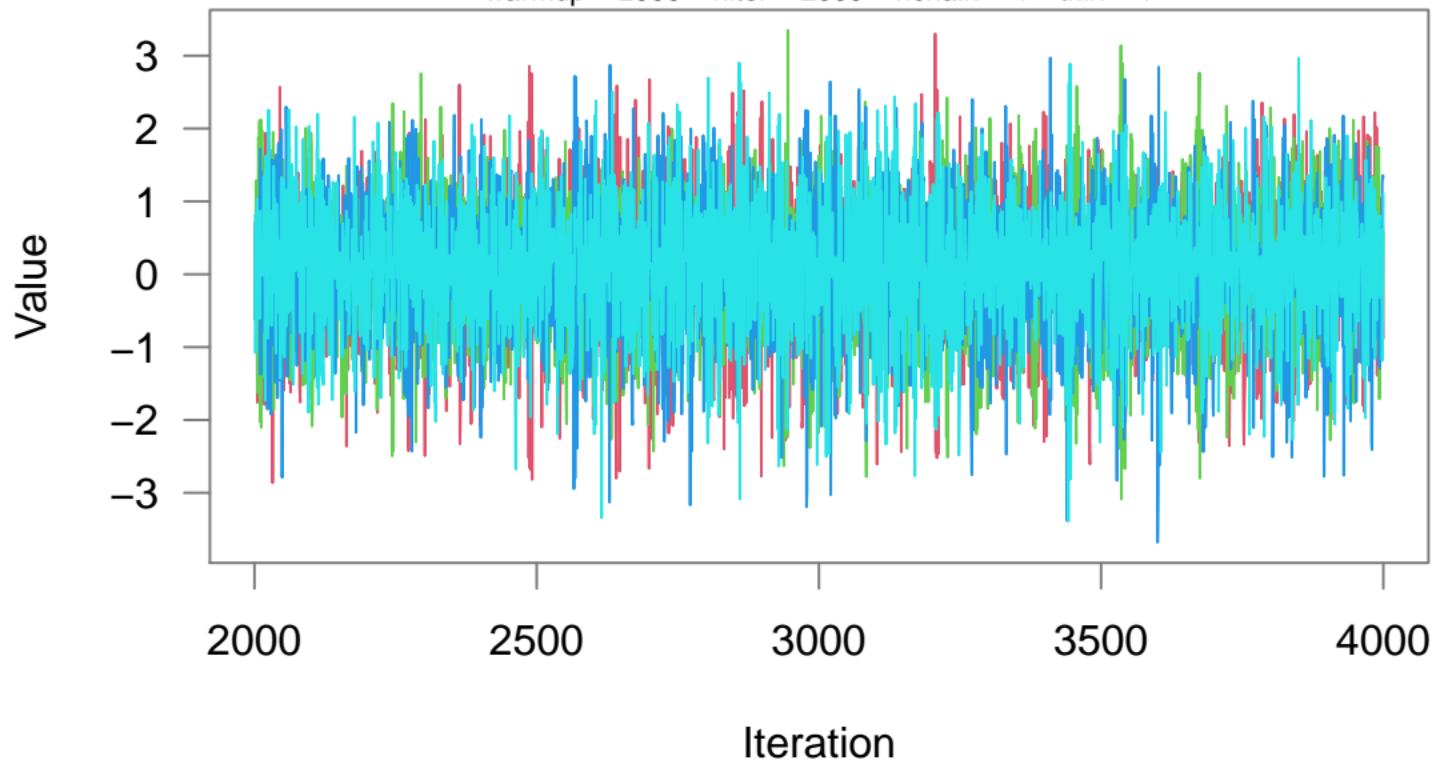
# **z\_4[1,47]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



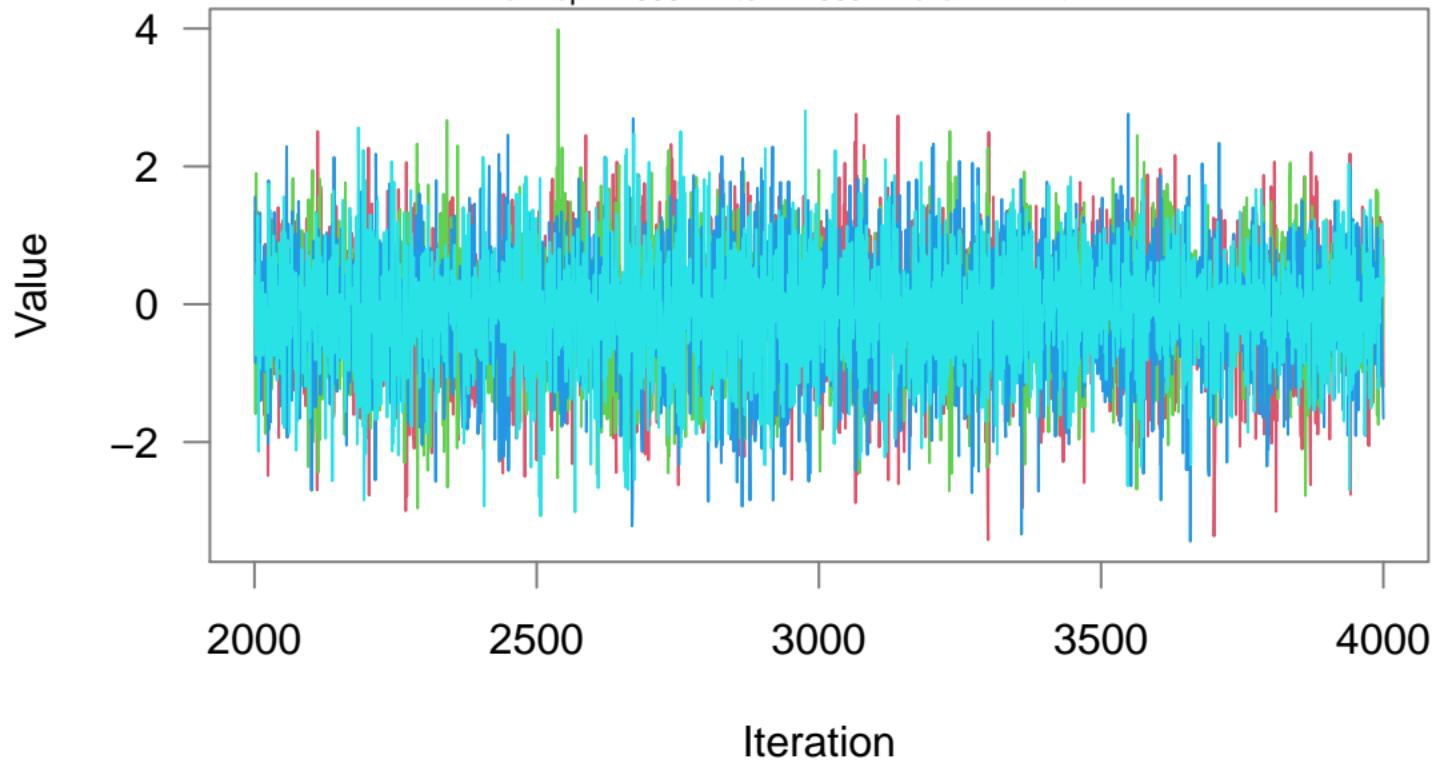
# **z\_4[1,48]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



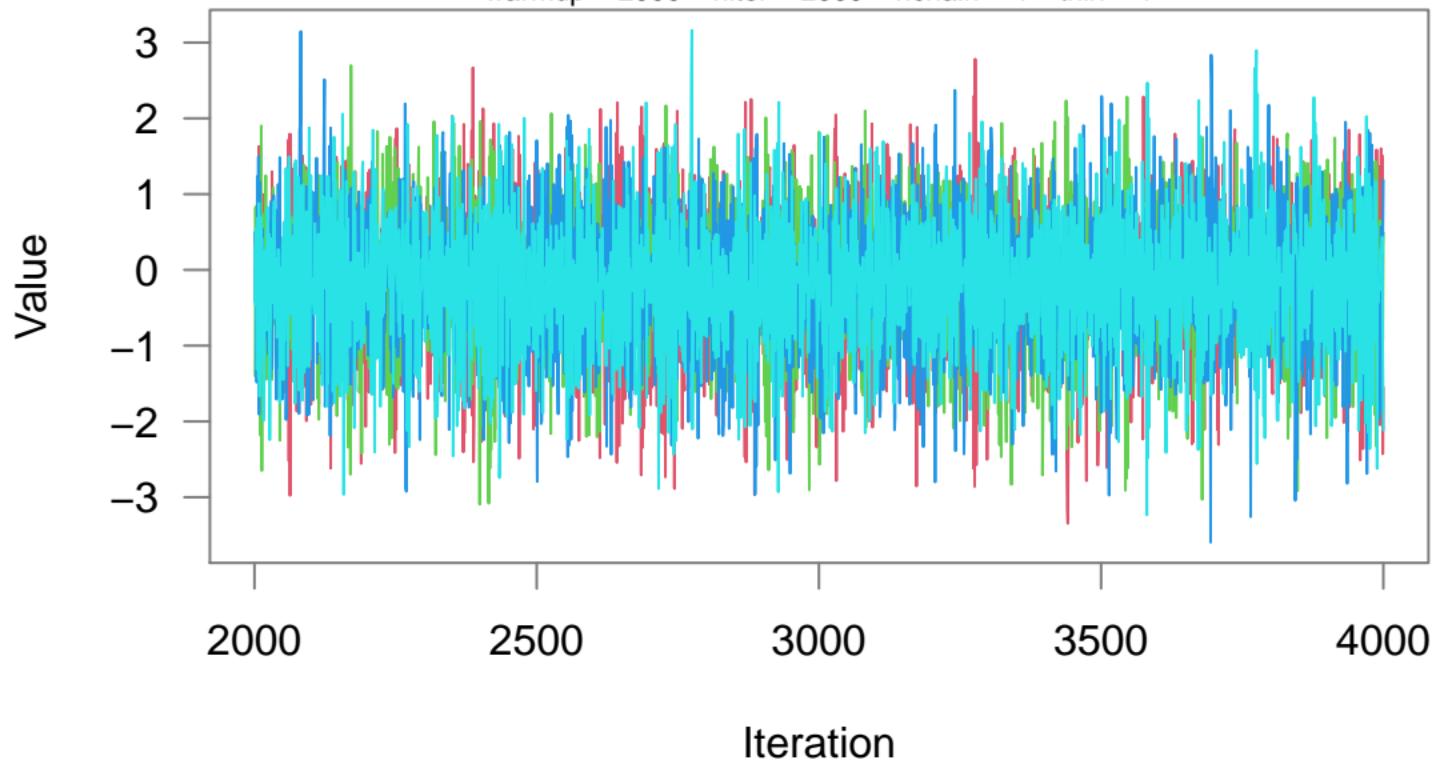
# **z\_4[1,49]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



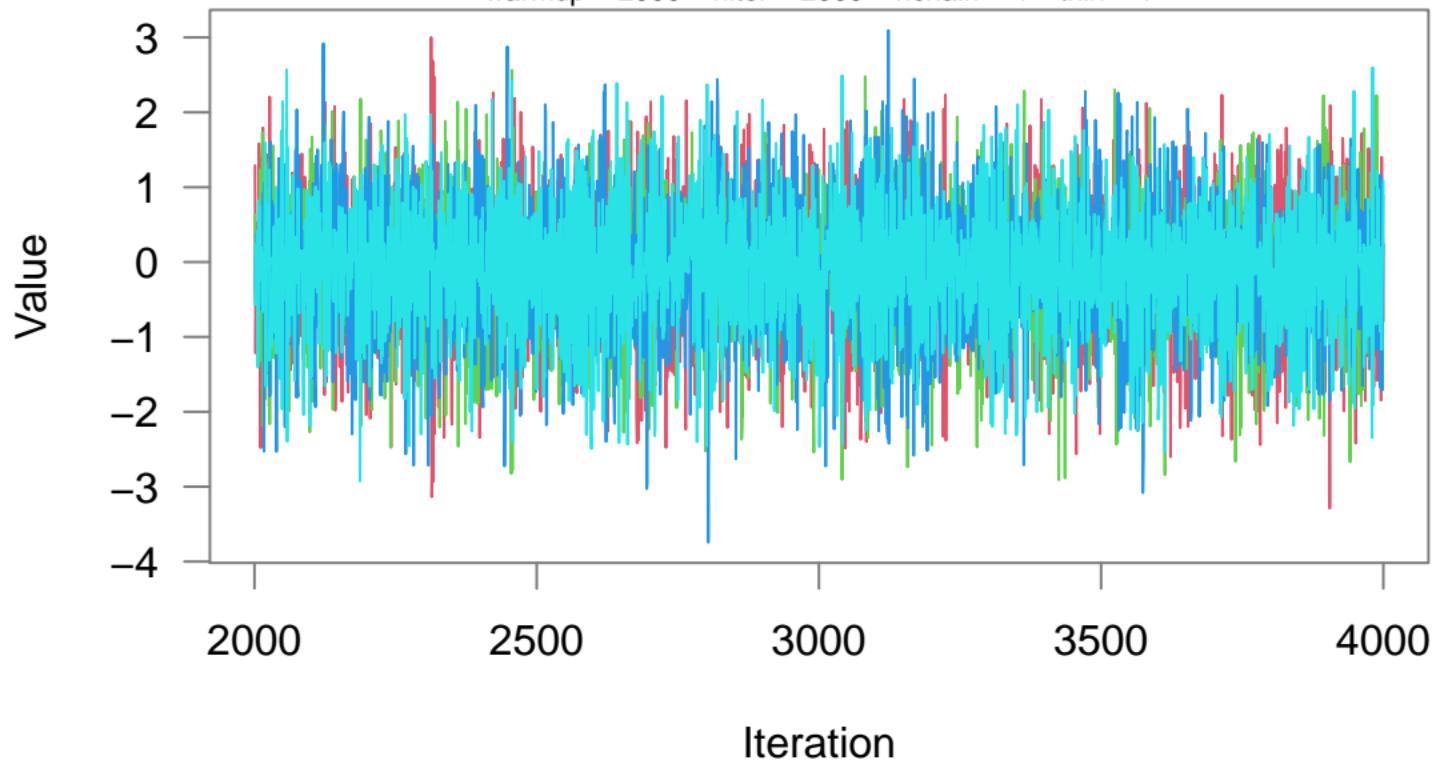
# **z\_4[1,50]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



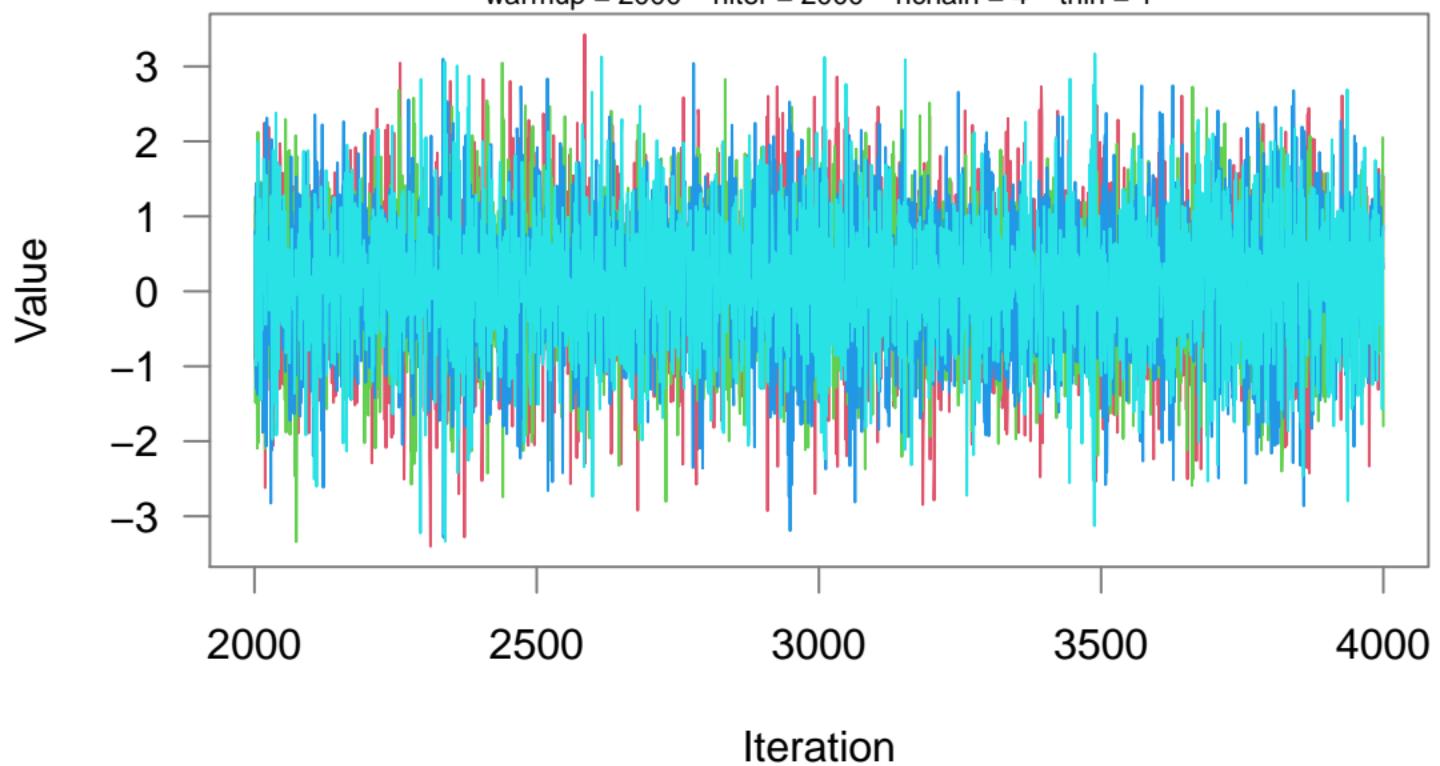
# **z\_4[1,51]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



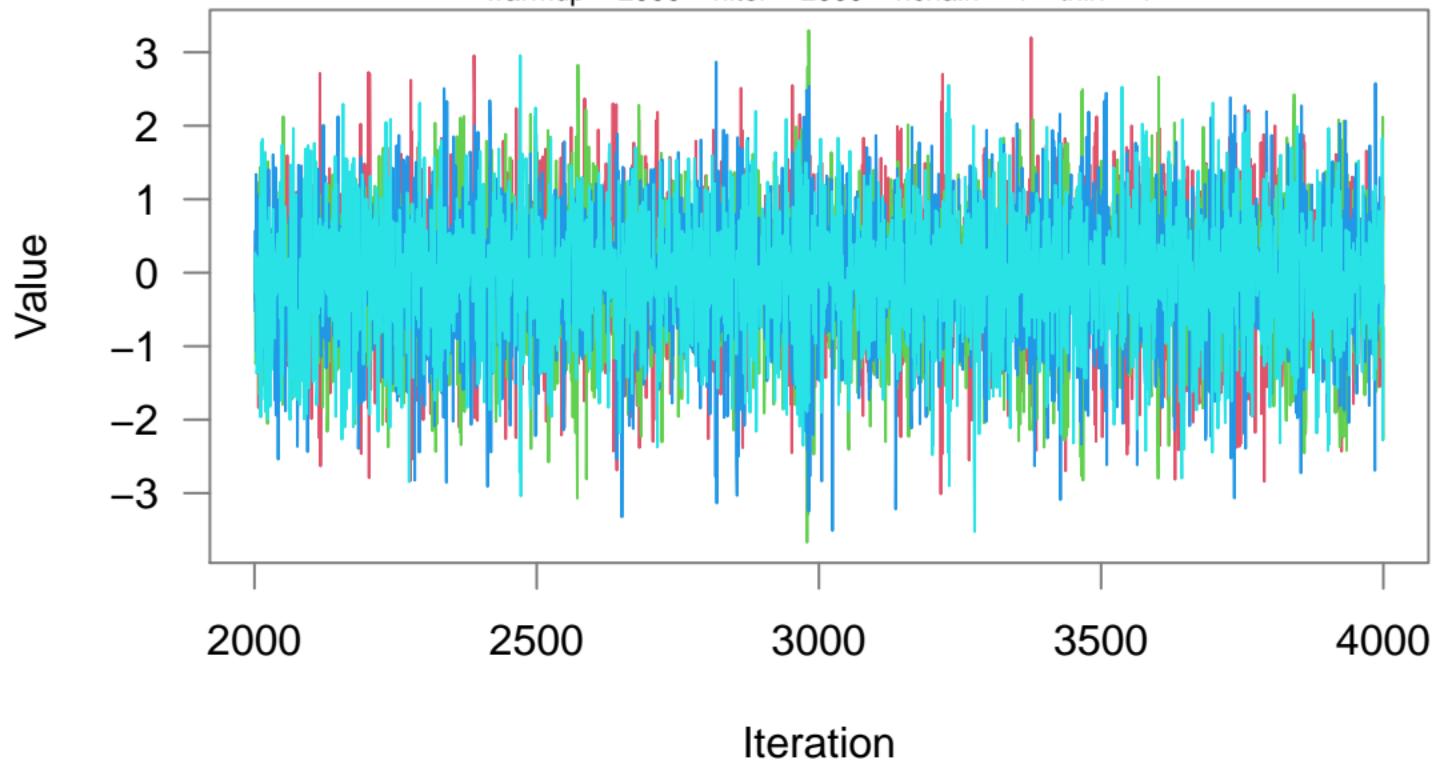
## **z\_4[1,52]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



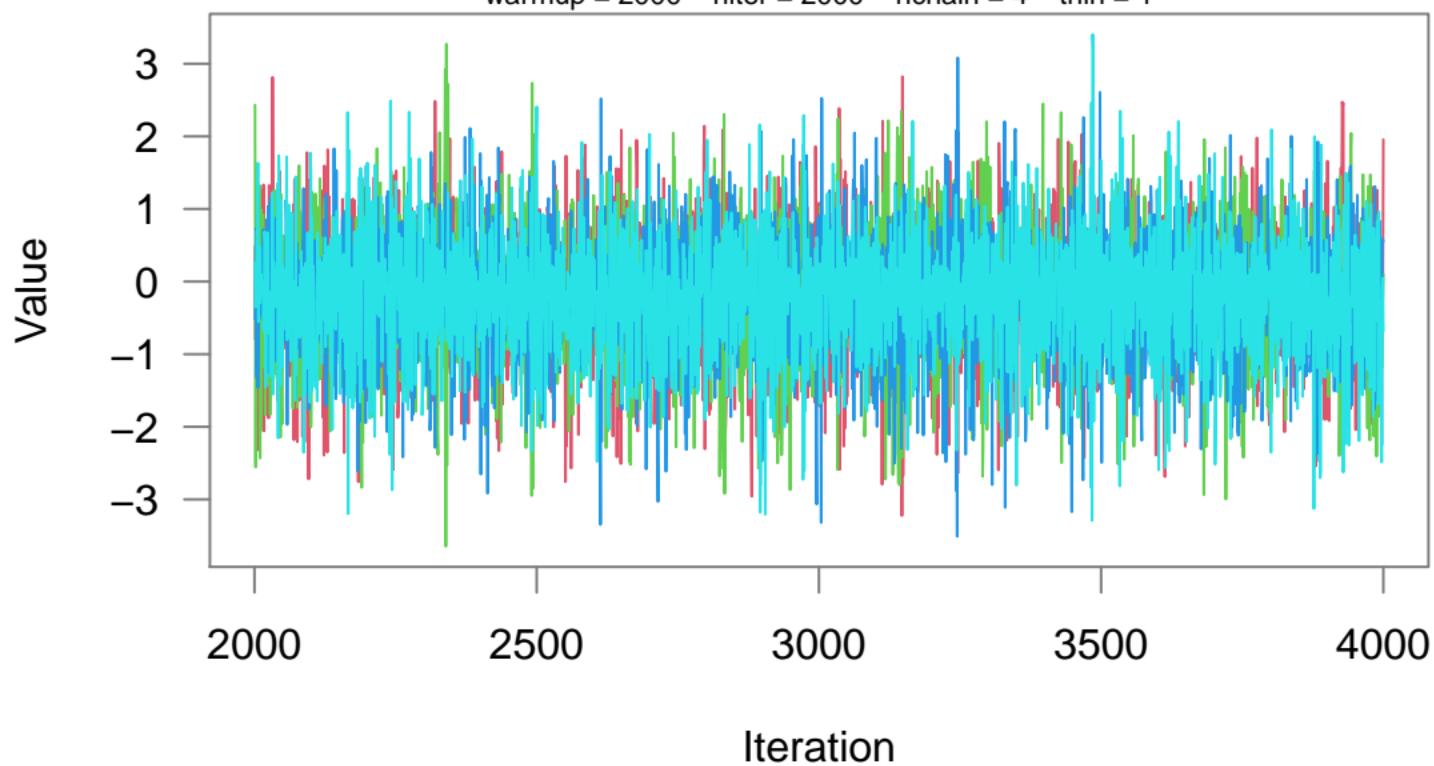
# **z\_4[1,53]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



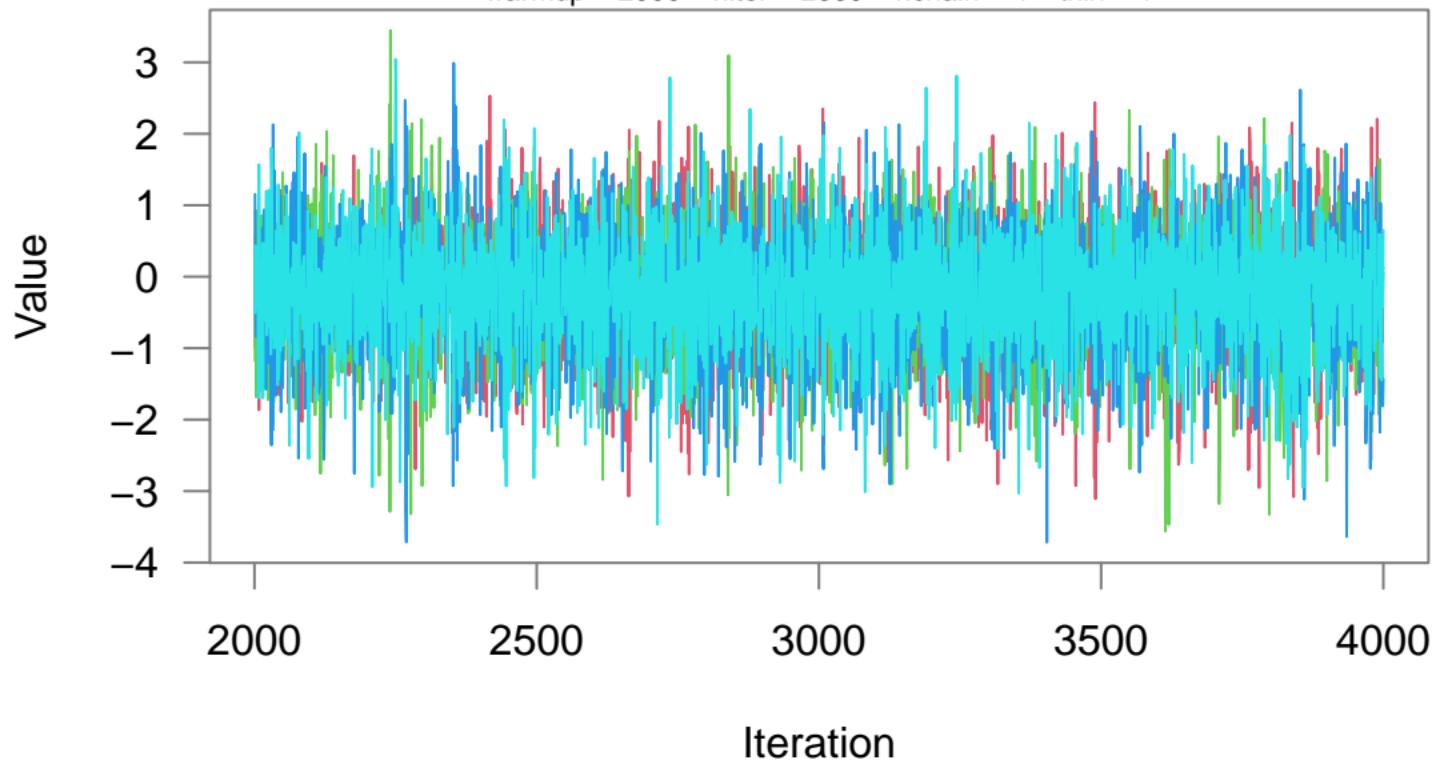
# **z\_4[1,54]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



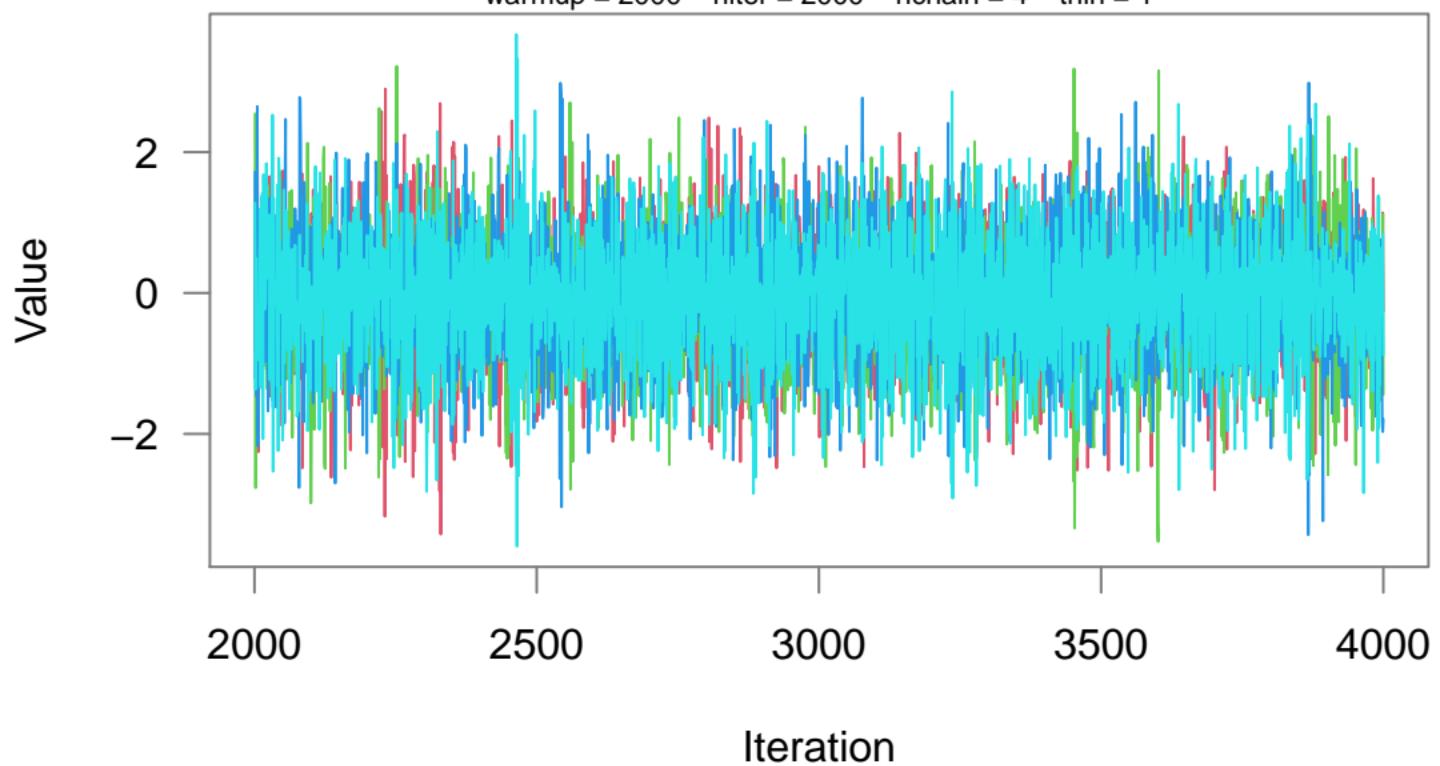
# **z\_4[1,55]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



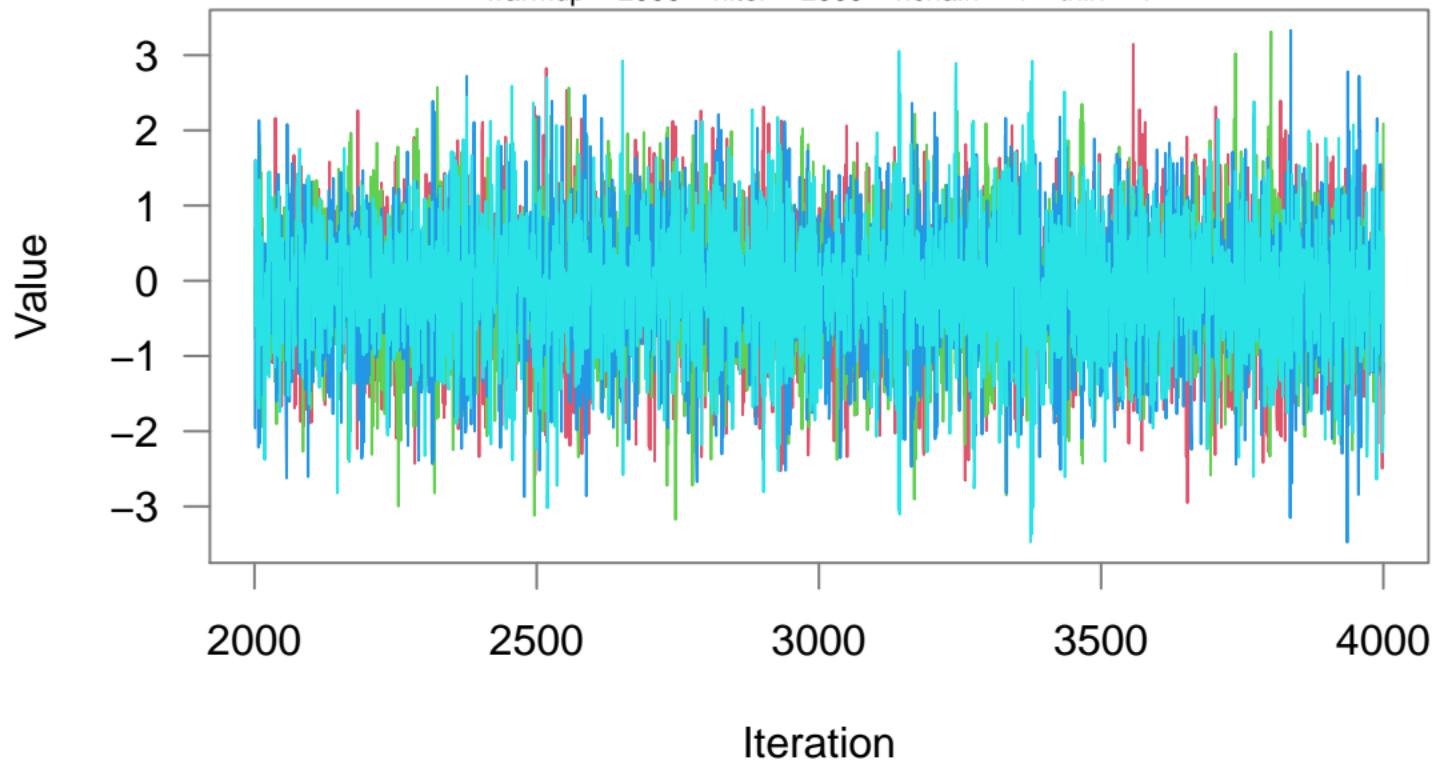
# **z\_4[1,56]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



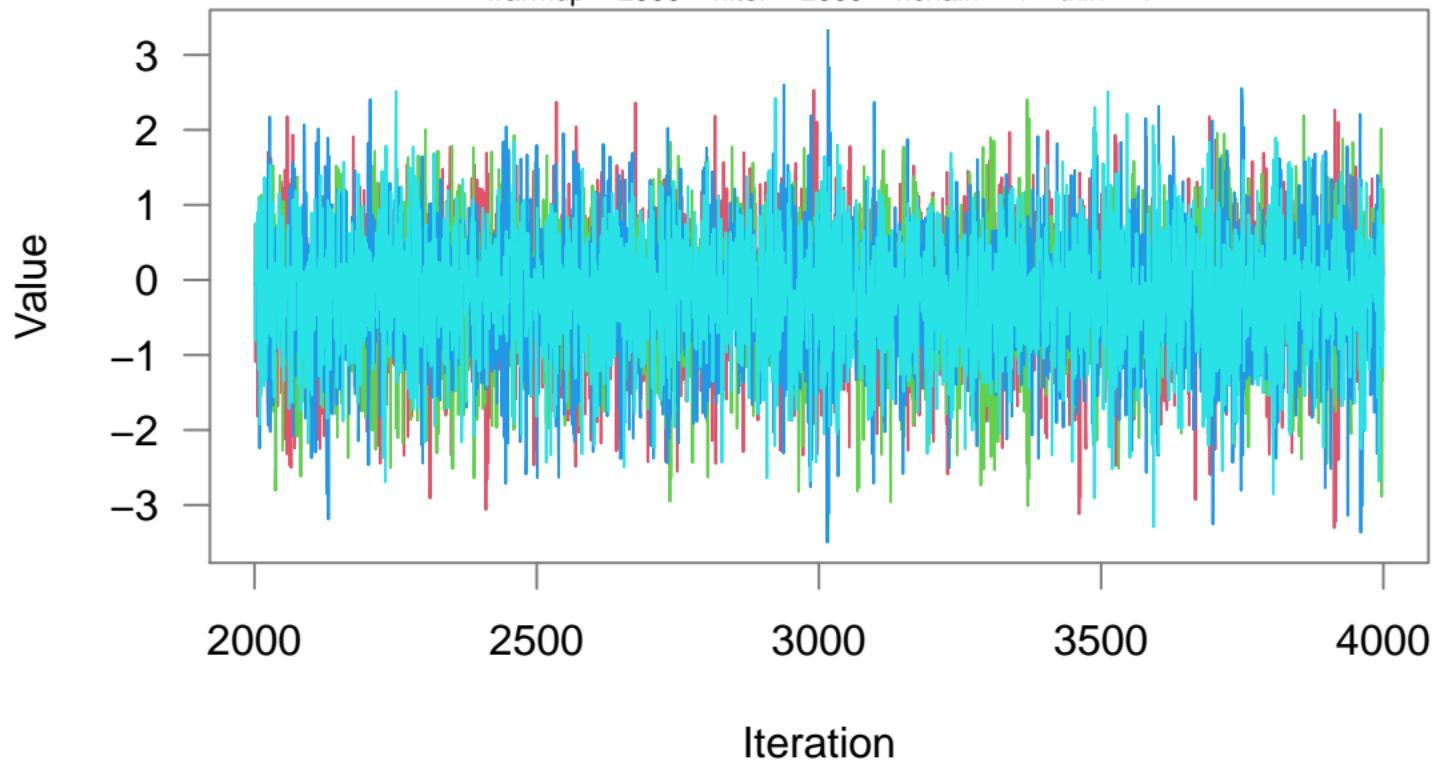
# **z\_4[1,57]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



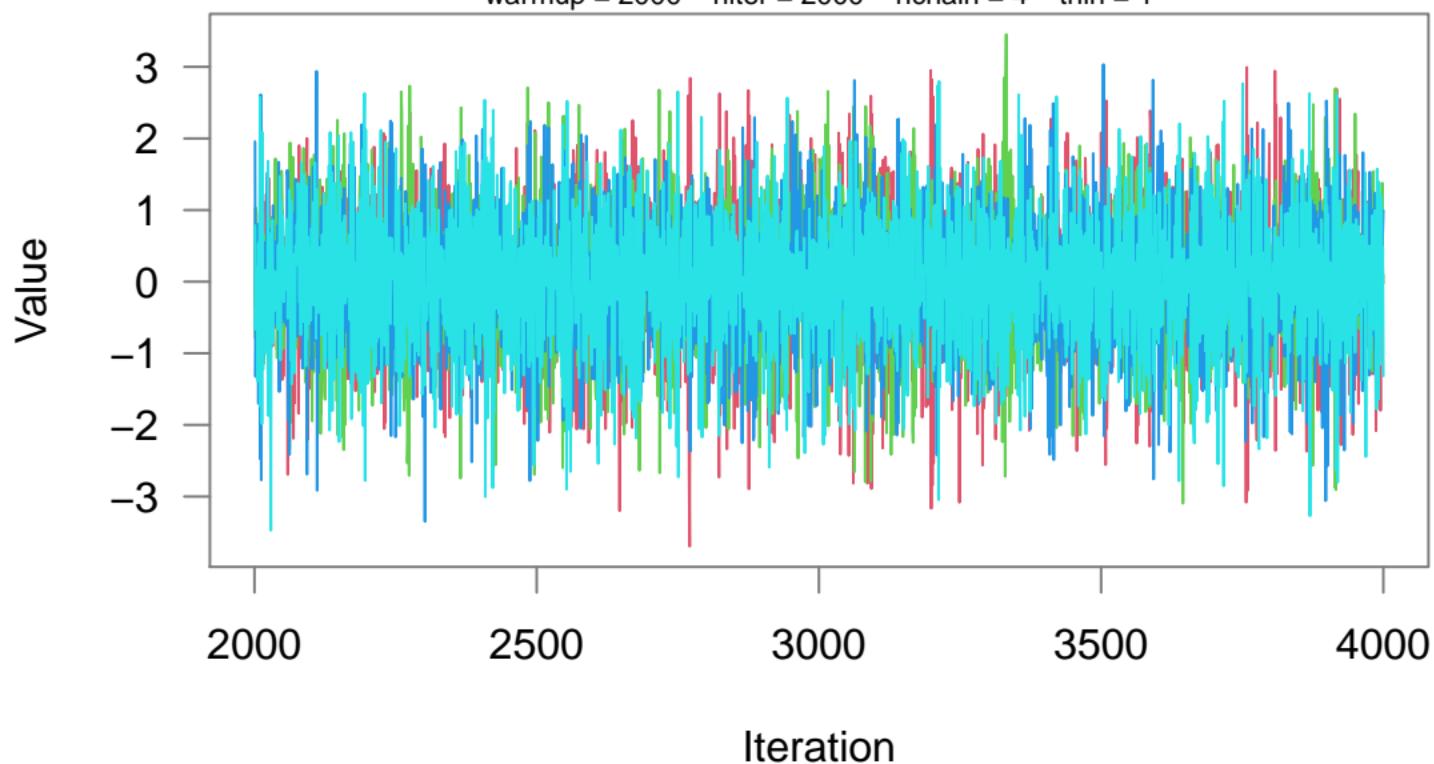
# **z\_4[1,58]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



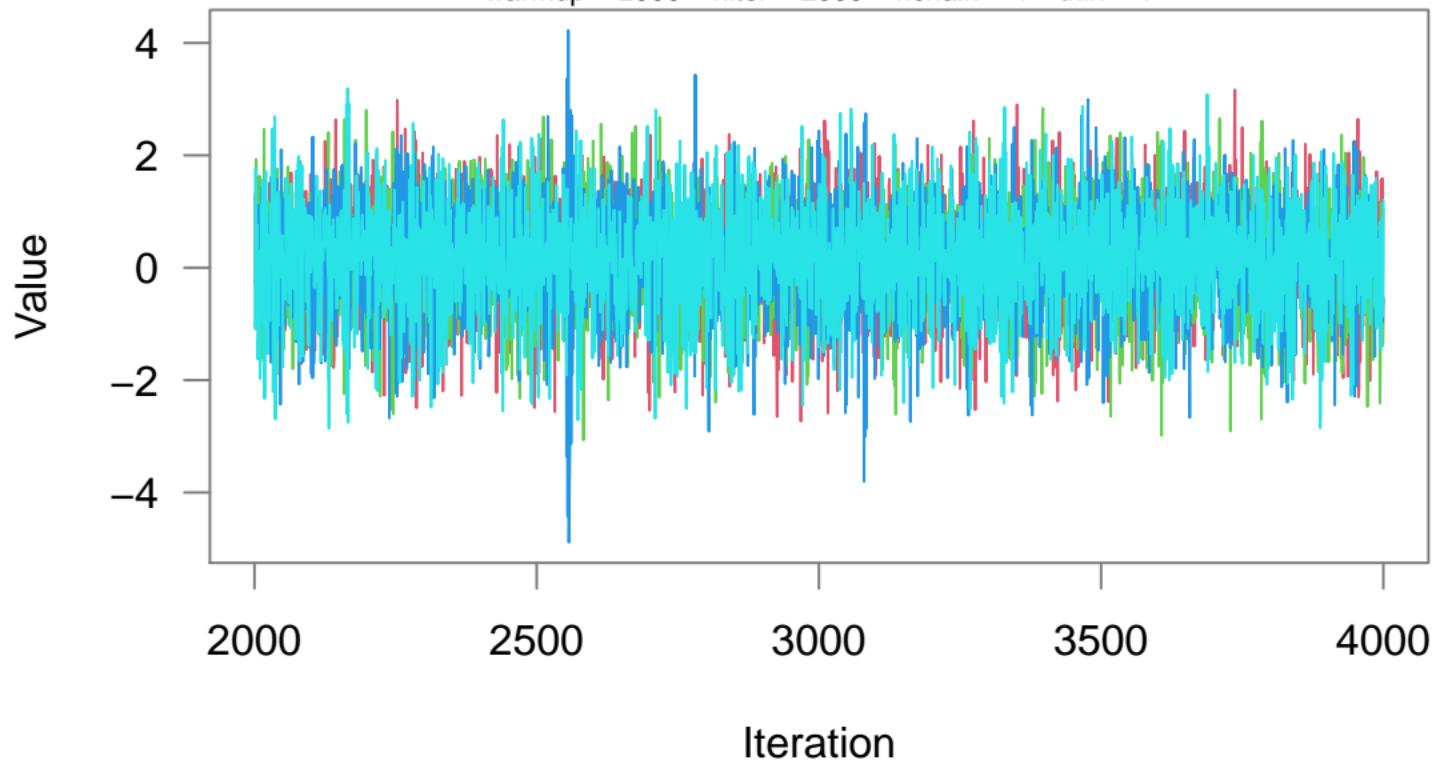
# **z\_4[1,59]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



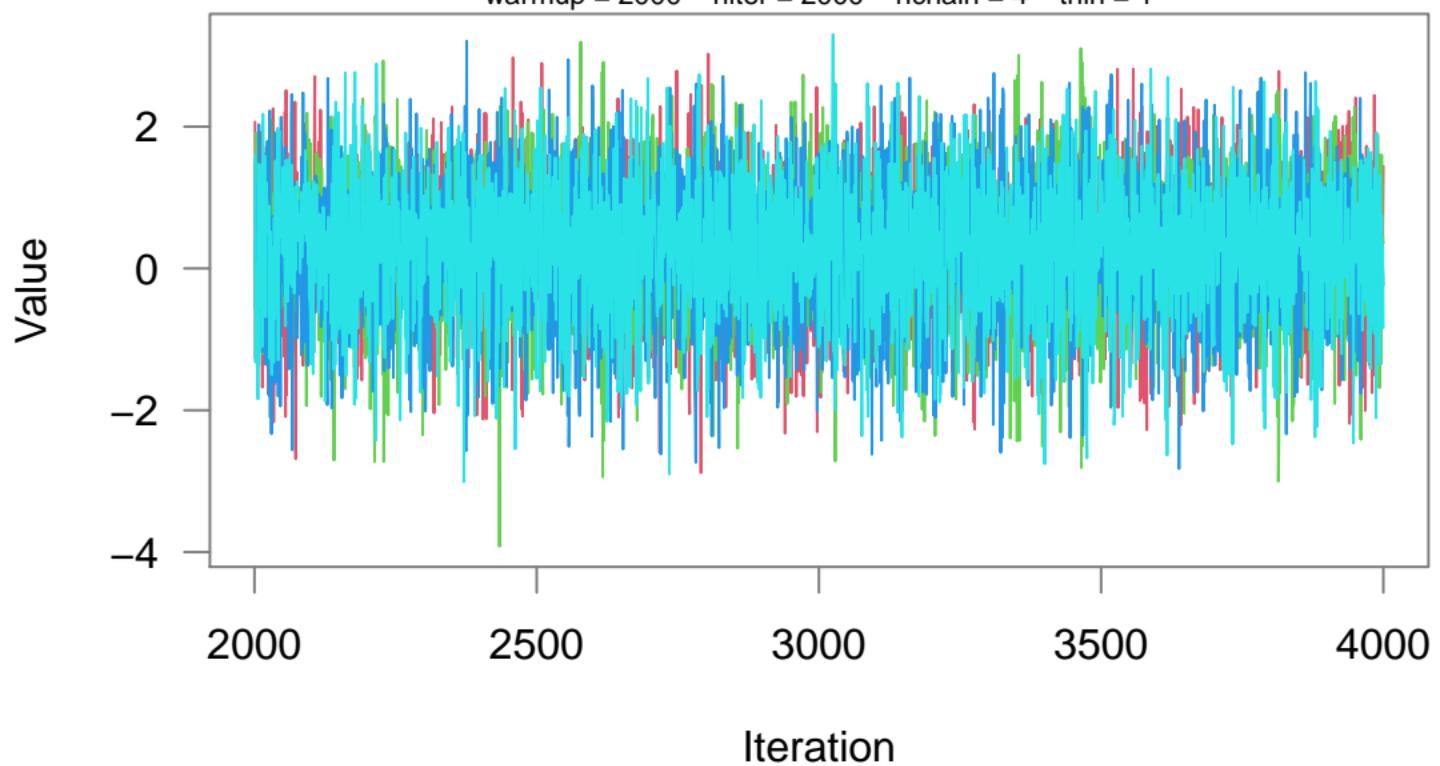
# **z\_4[1,60]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



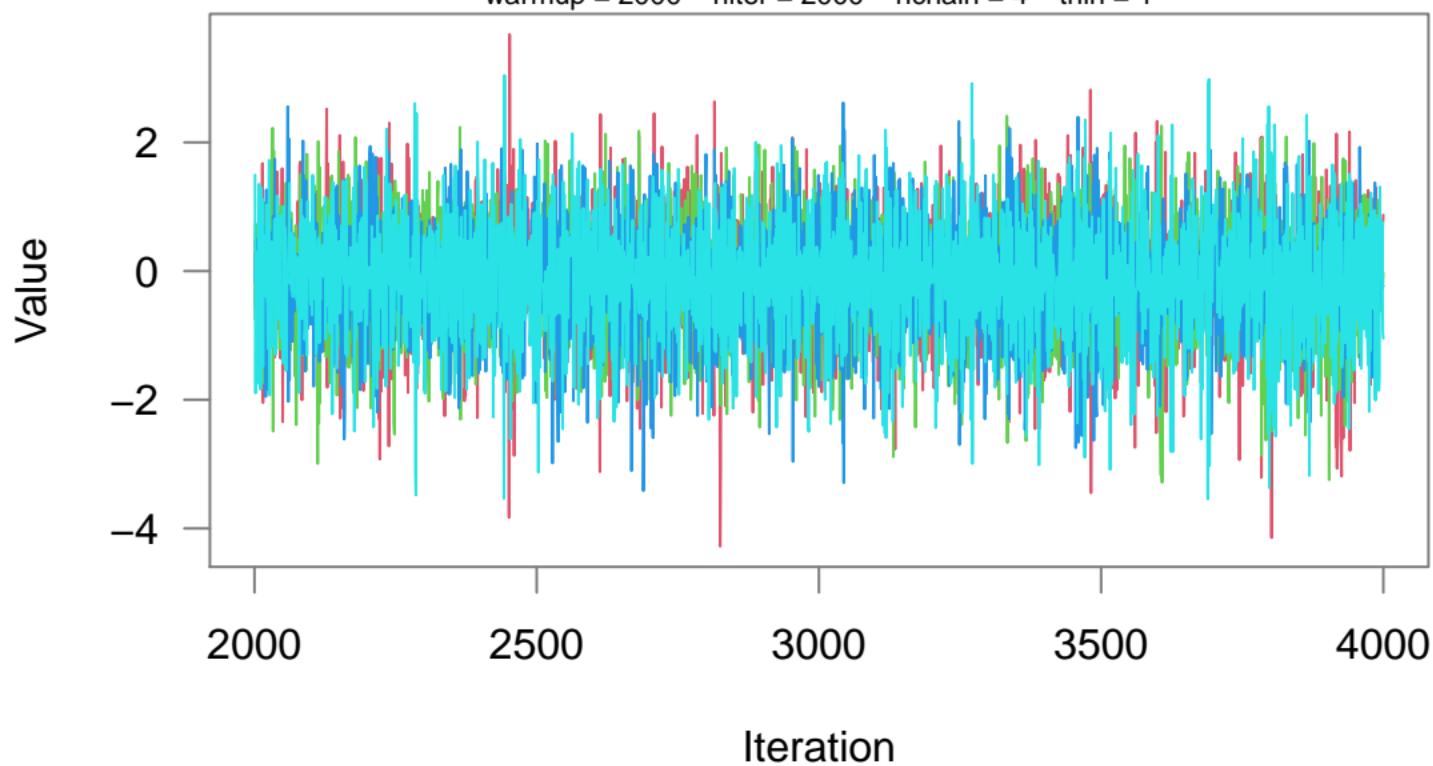
# **z\_4[1,61]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



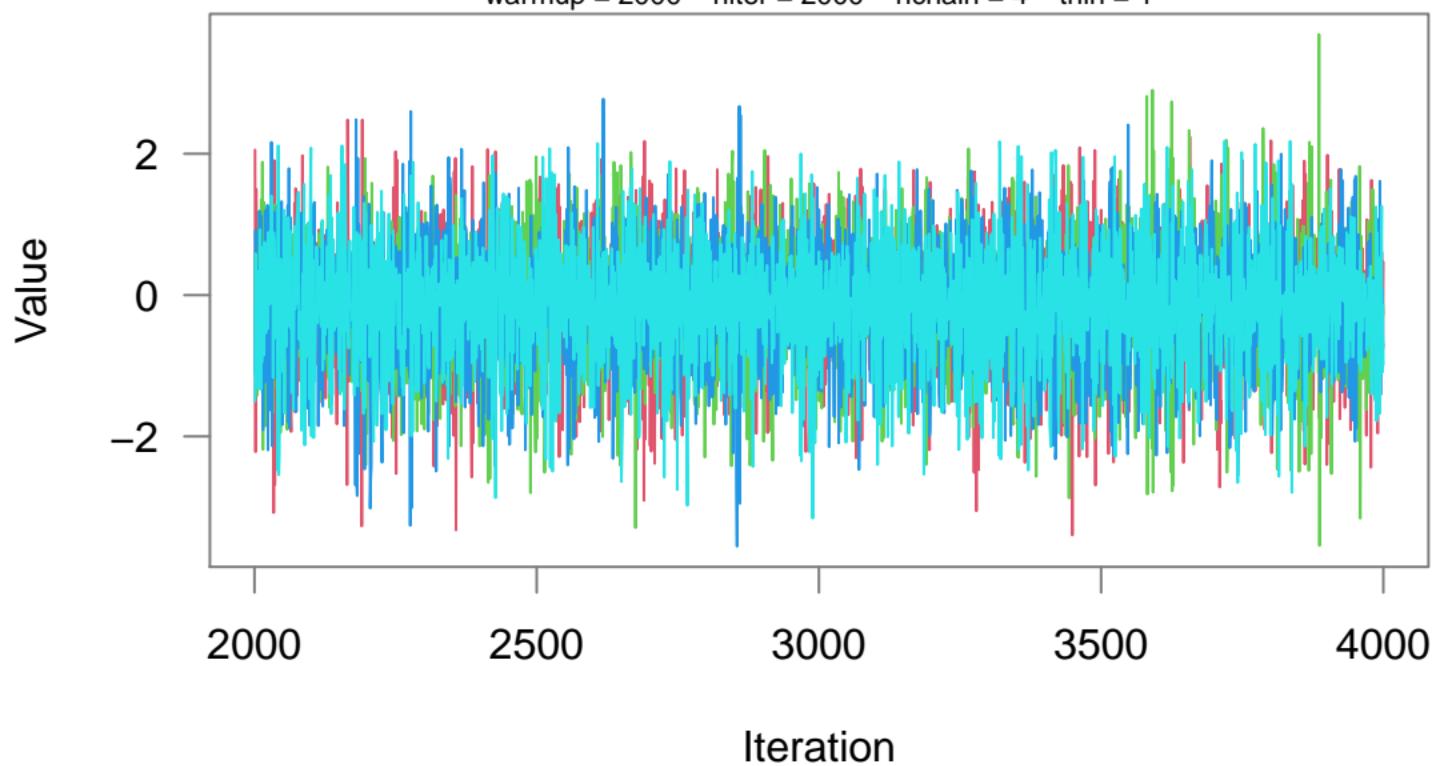
# **z\_4[1,62]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



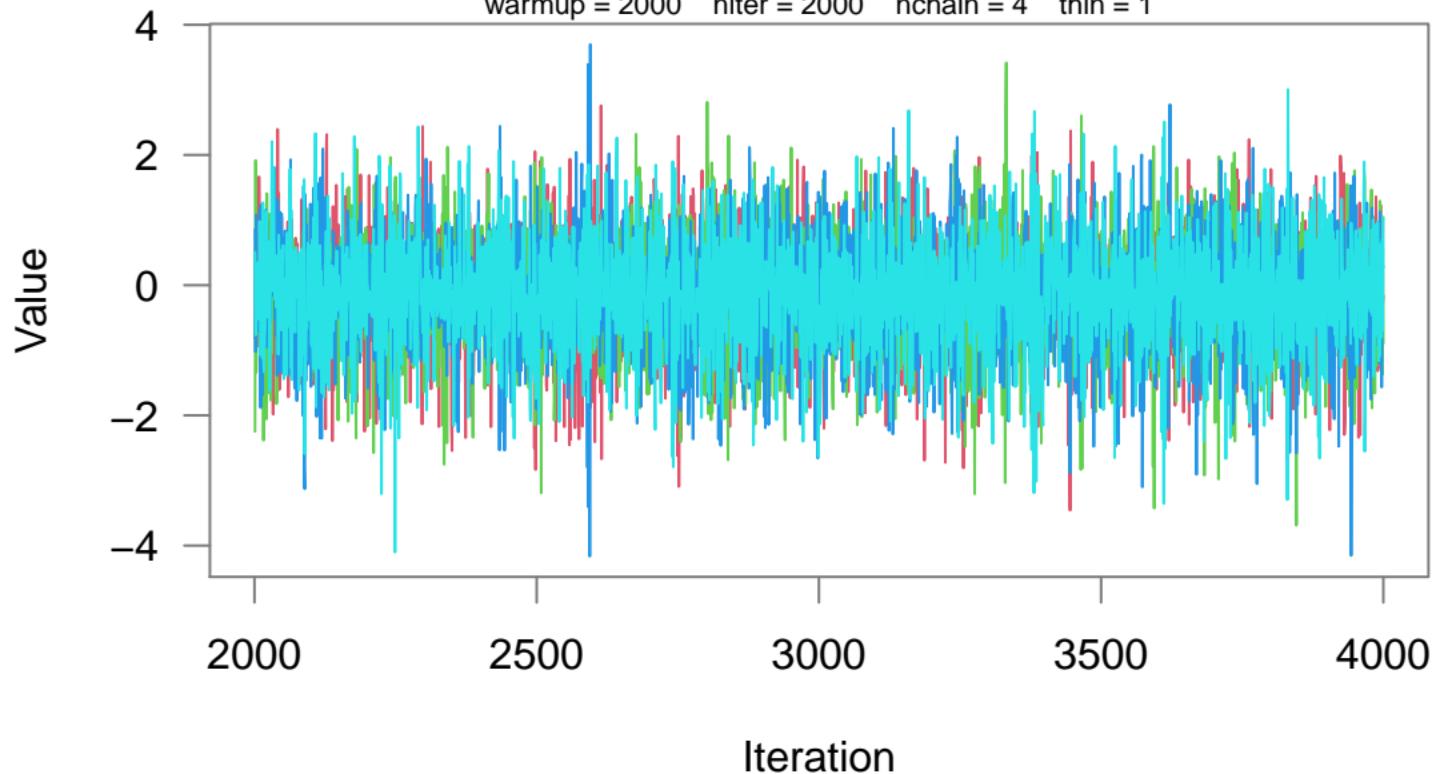
# **z\_4[1,63]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



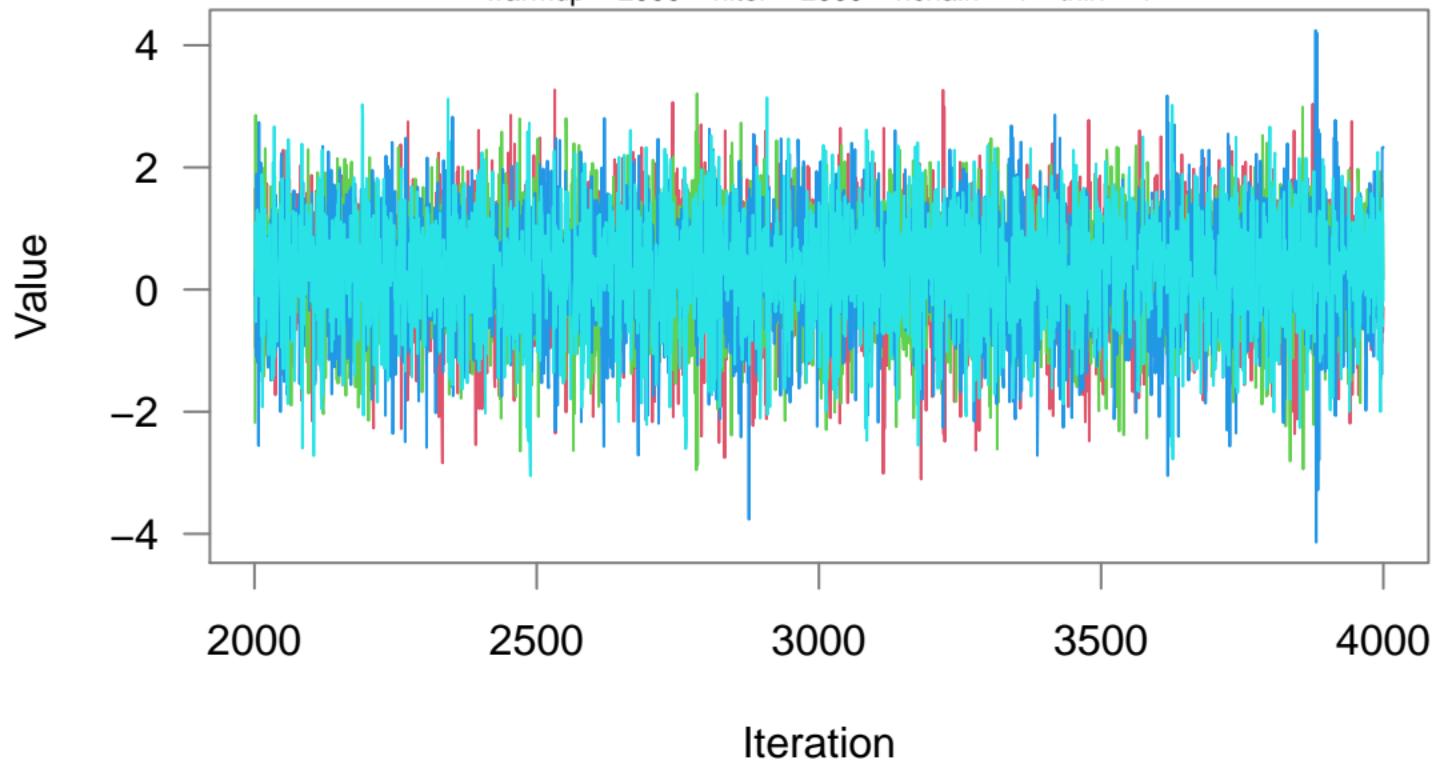
# **z\_4[1,64]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



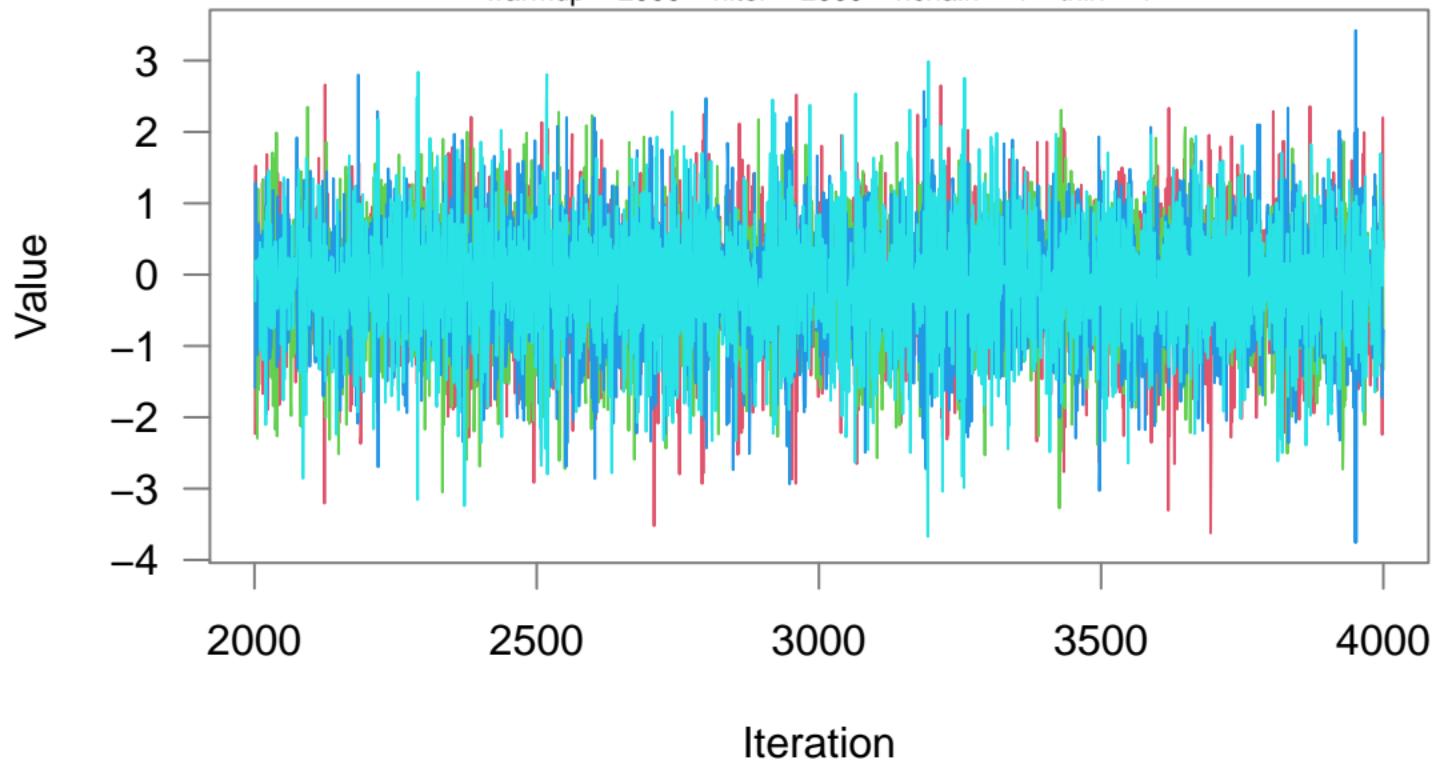
# **z\_4[1,65]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



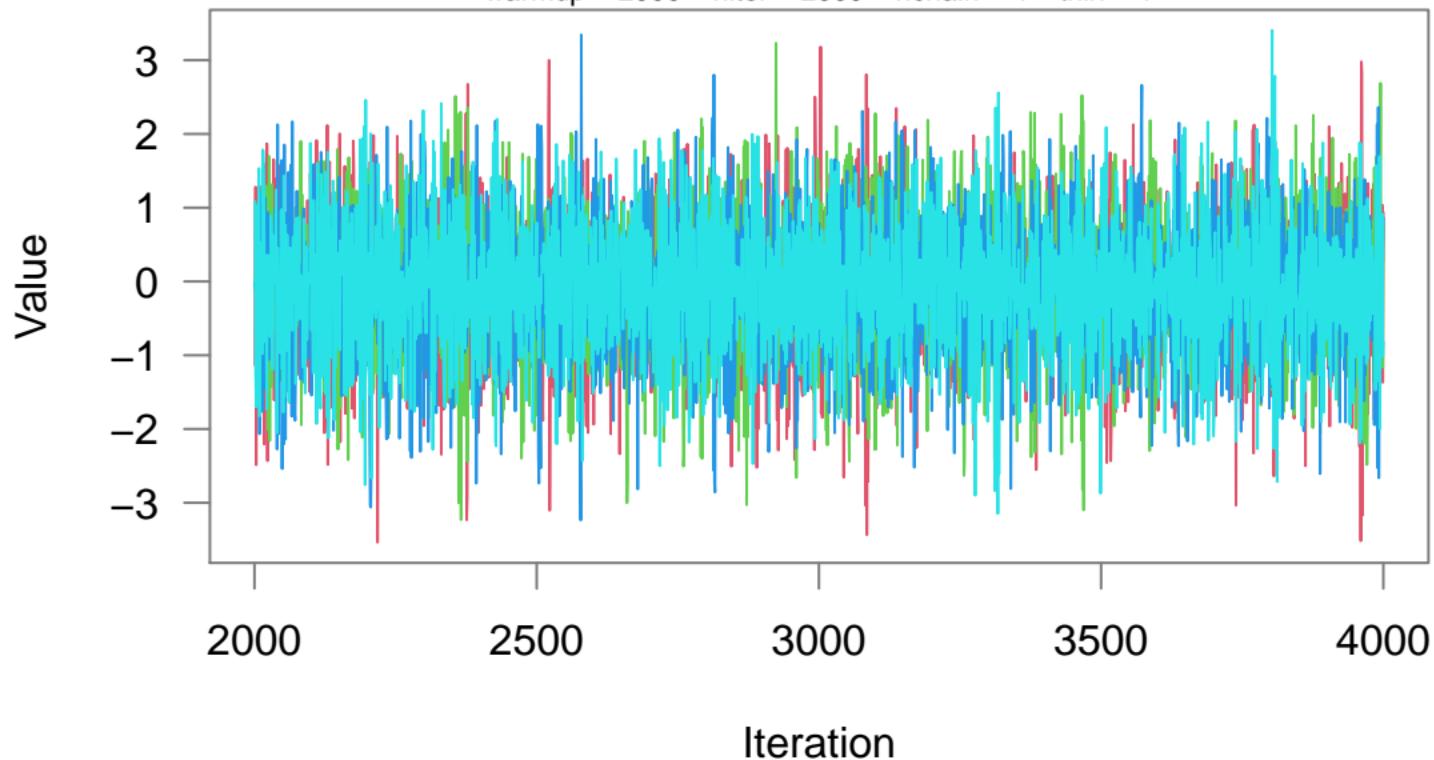
# **z\_4[1,66]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



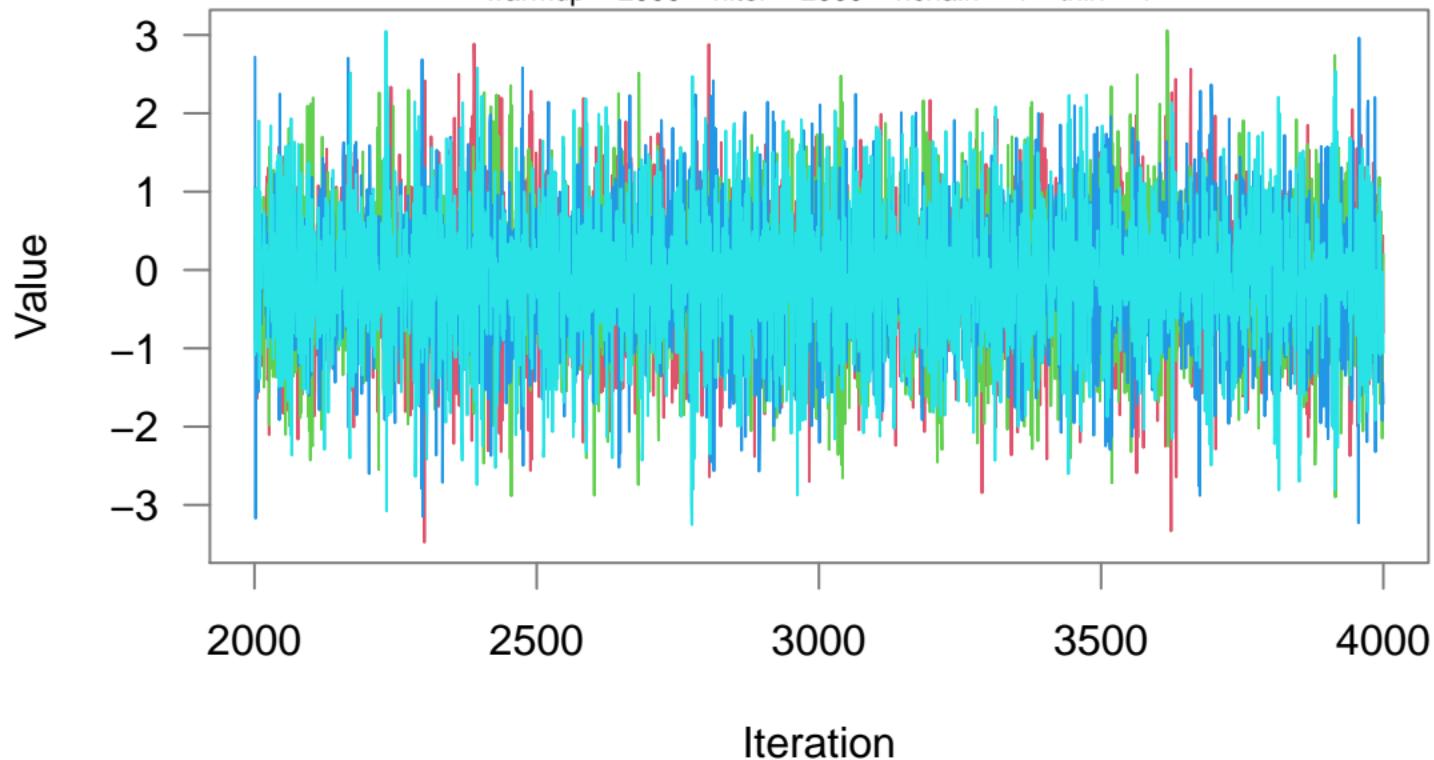
# **z\_4[1,67]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



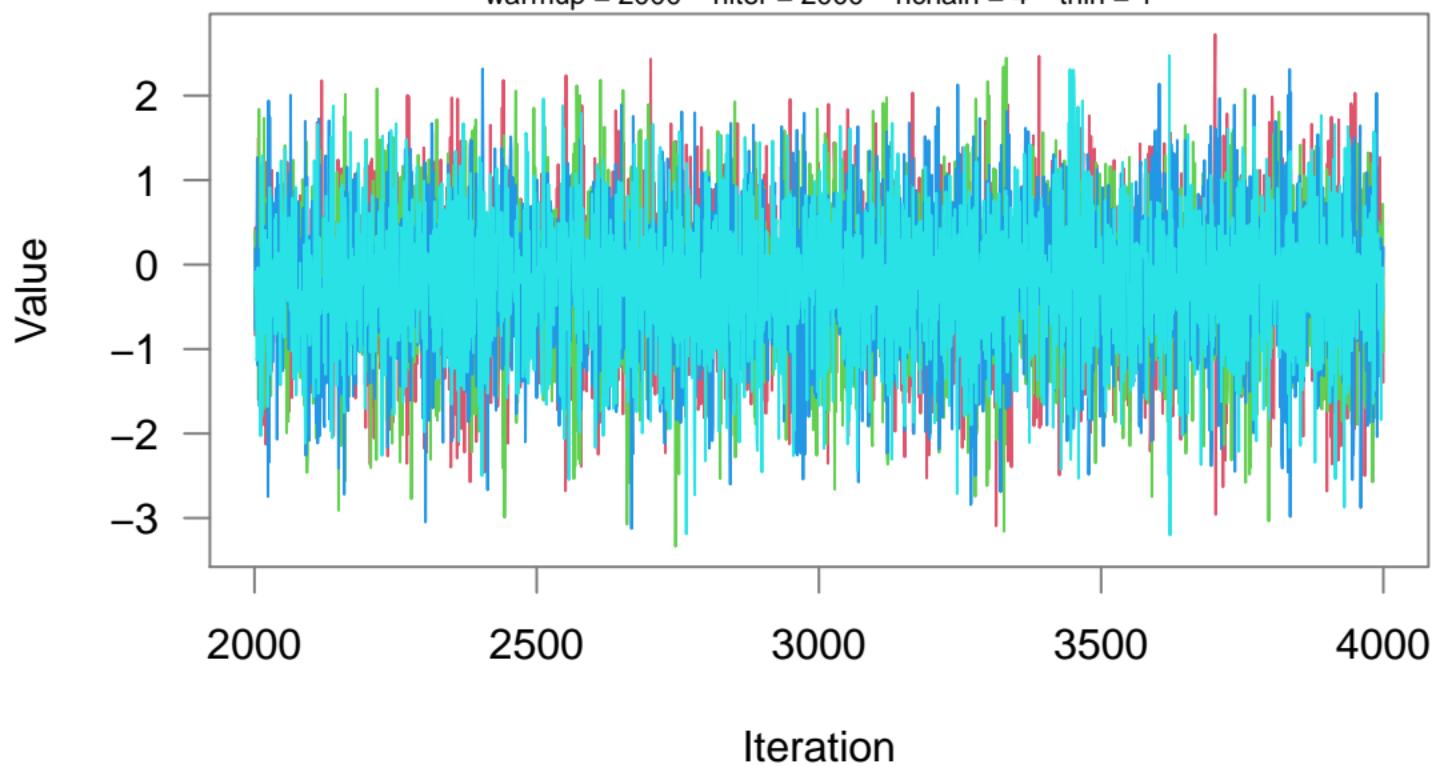
# **z\_4[1,68]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



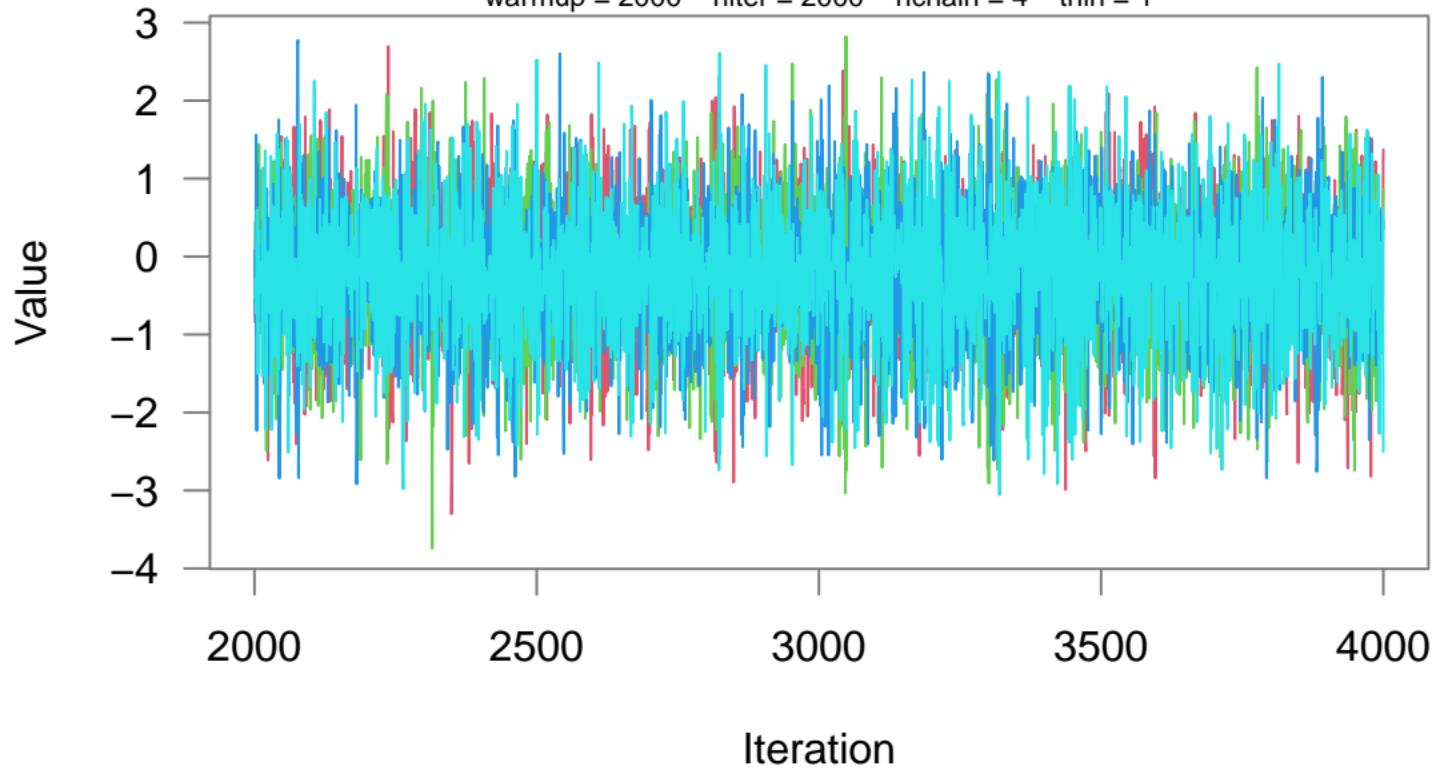
## **z\_4[1,69]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



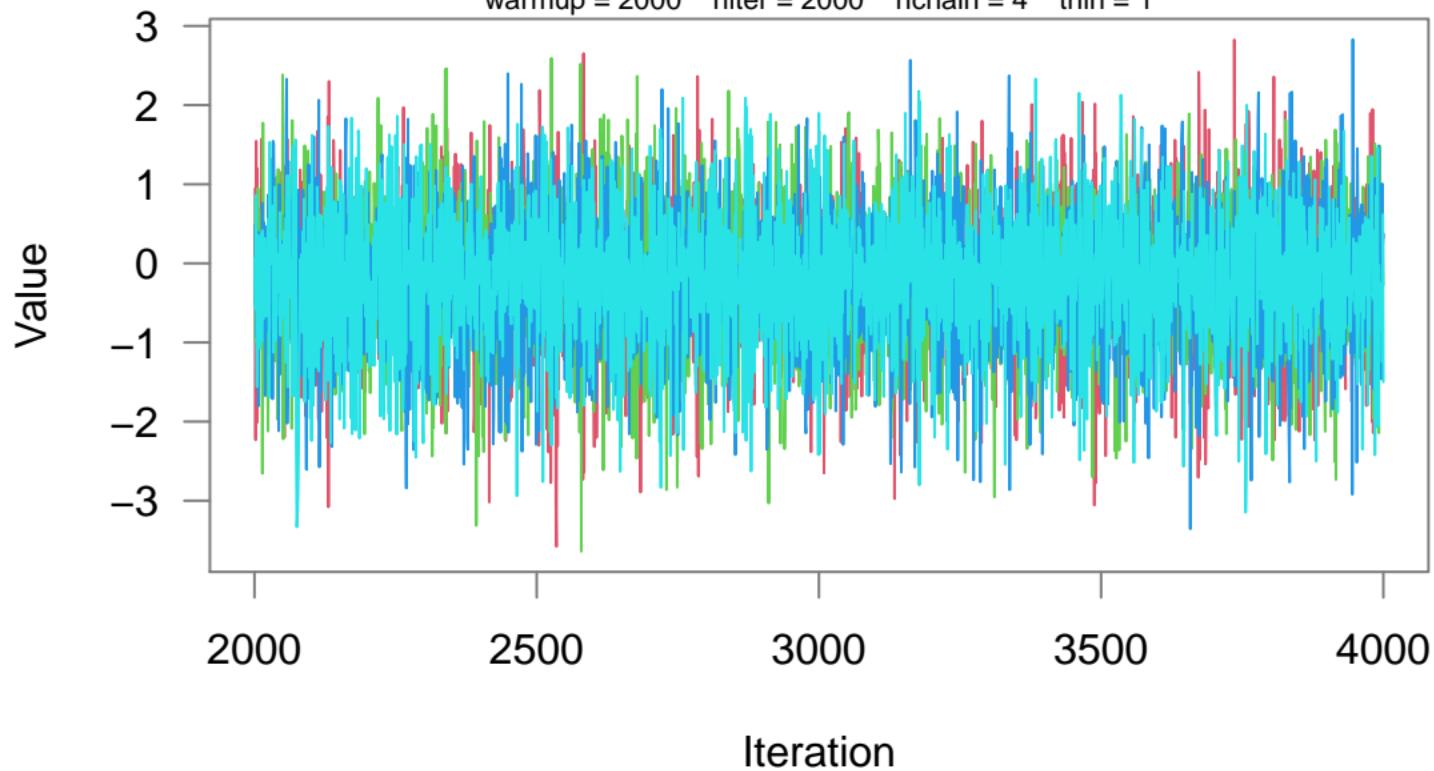
## **z\_4[1,70]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



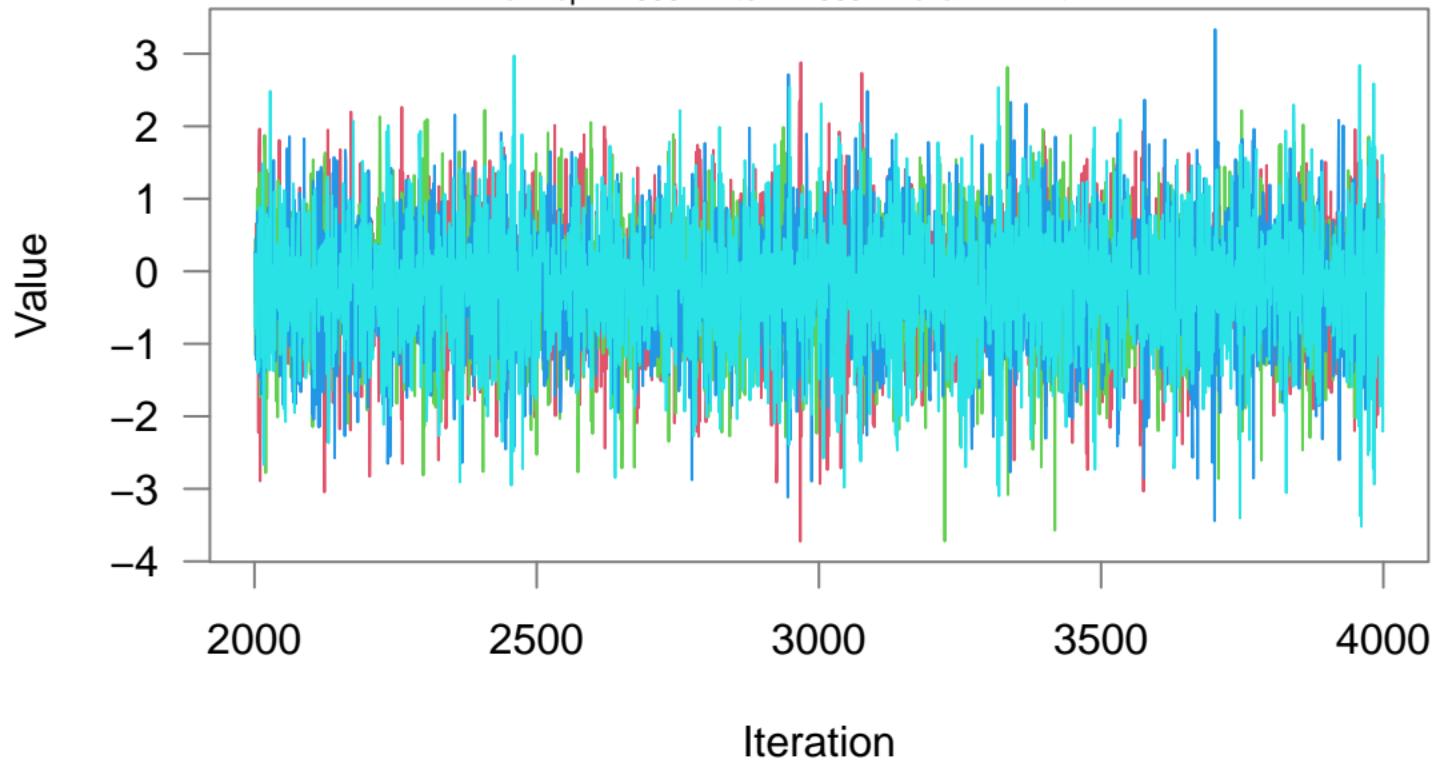
# **z\_4[1,71]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



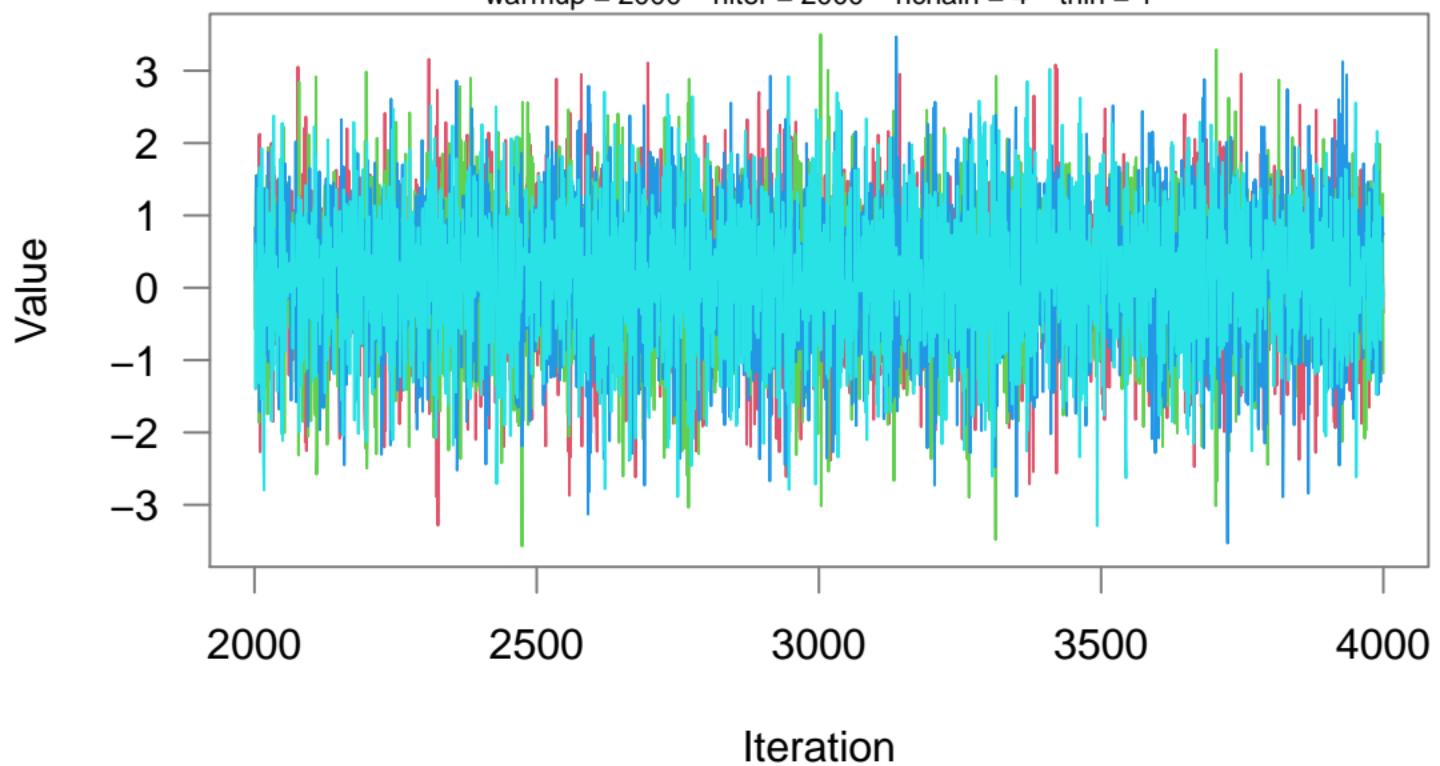
# **z\_4[1,72]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



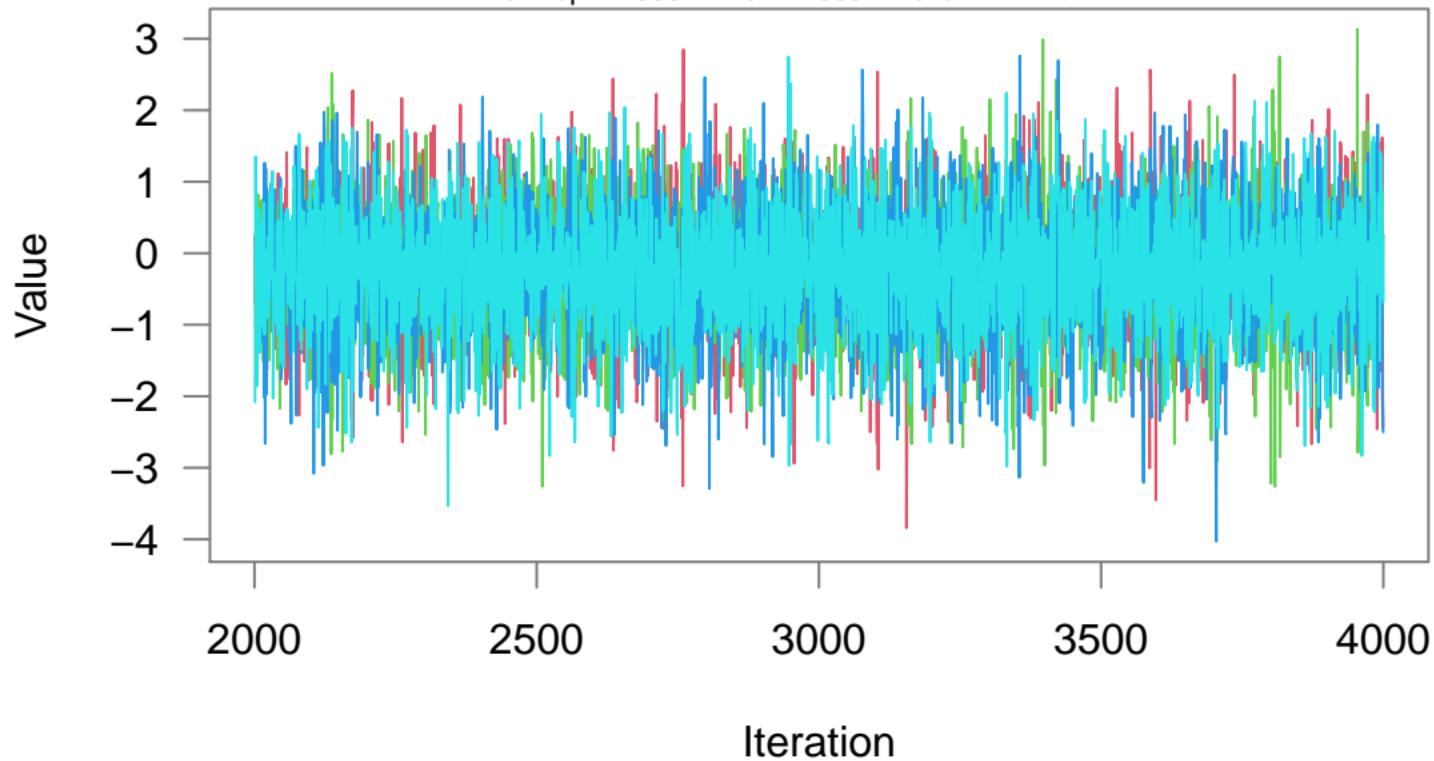
# **z\_4[1,73]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



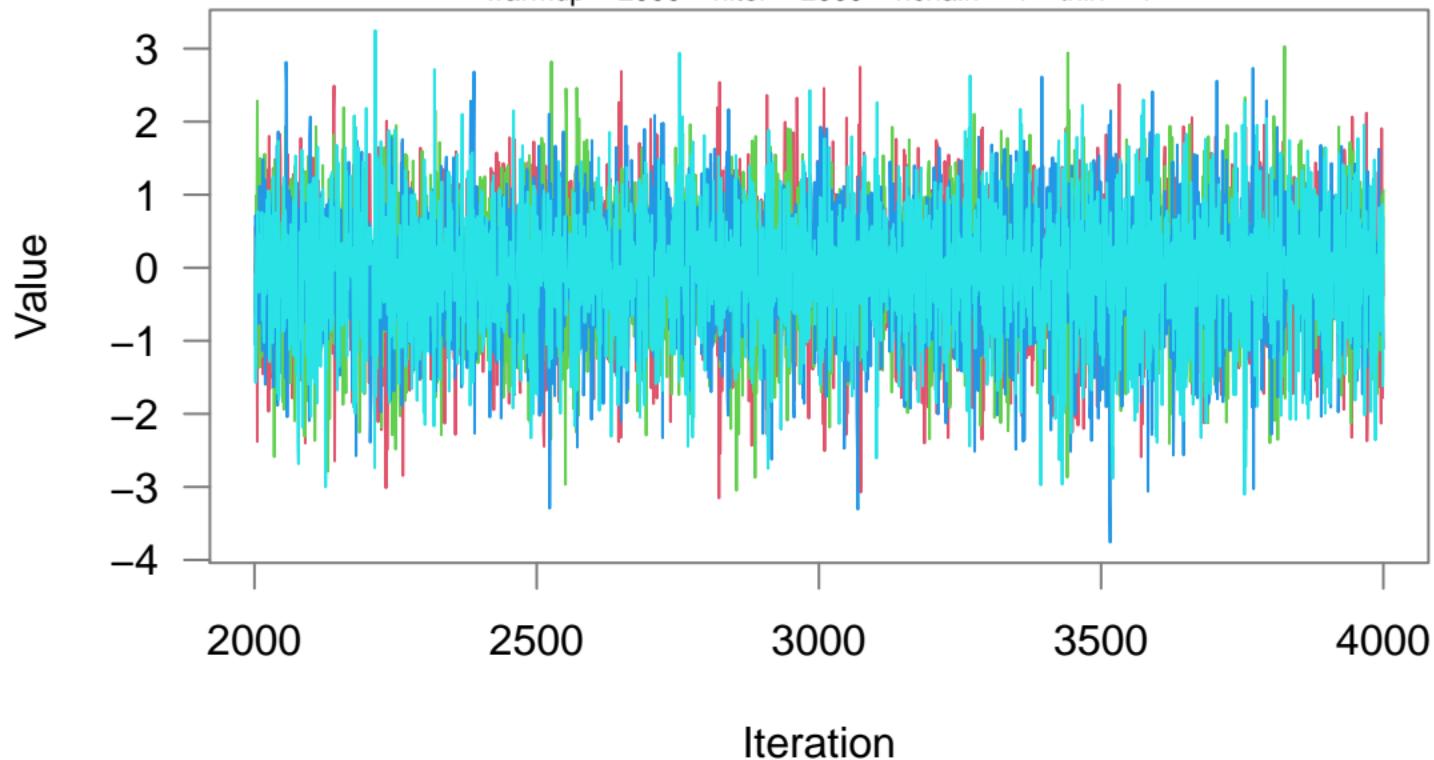
# **z\_4[1,74]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



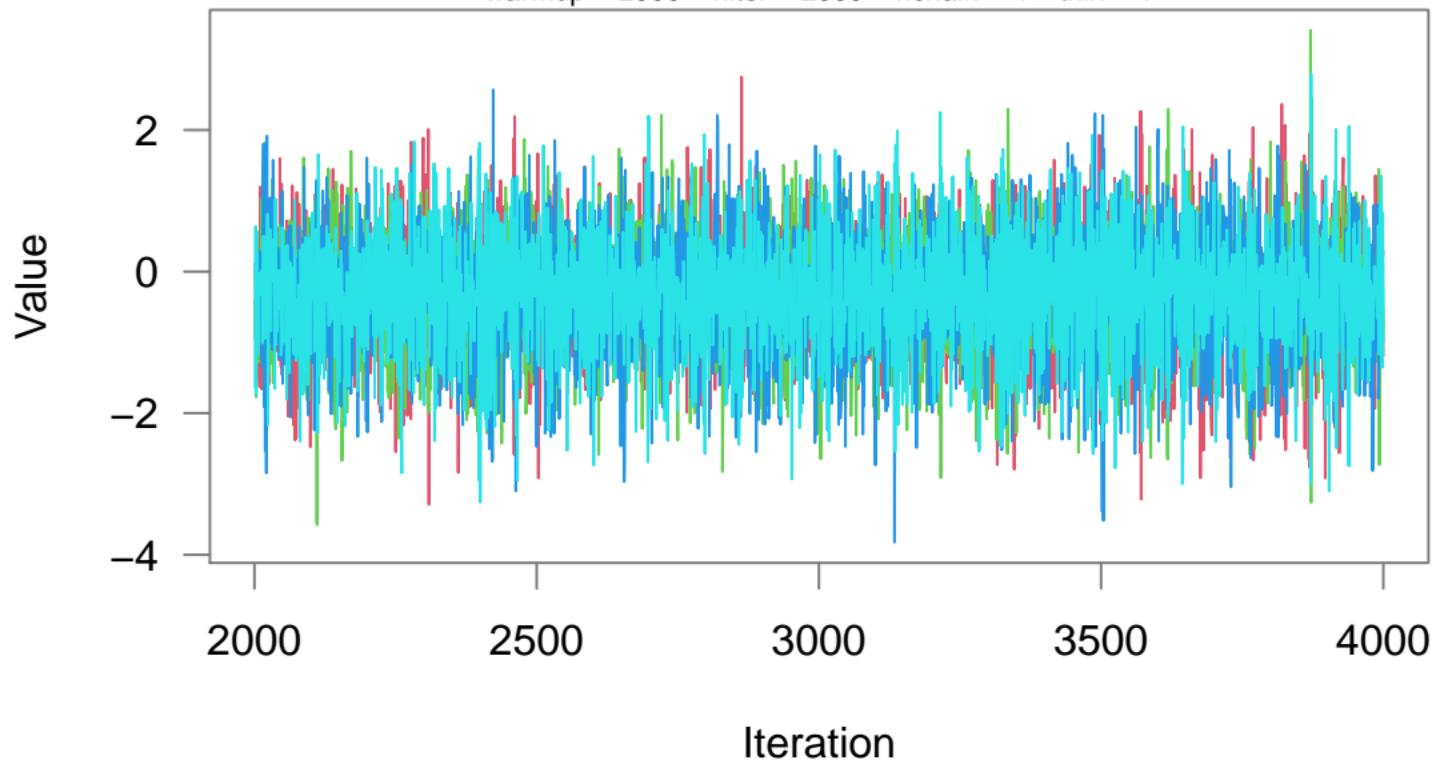
# **z\_4[1,75]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



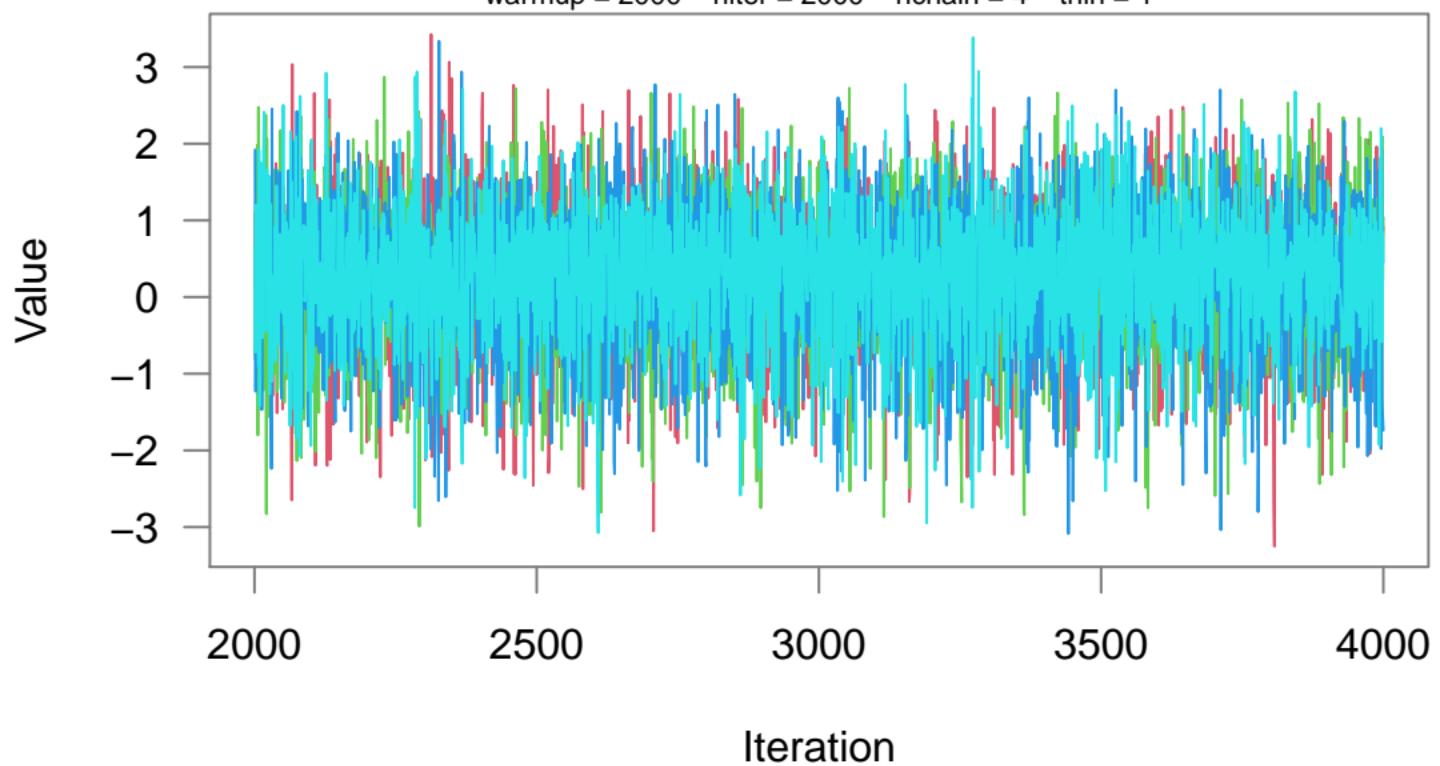
# **z\_4[1,76]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



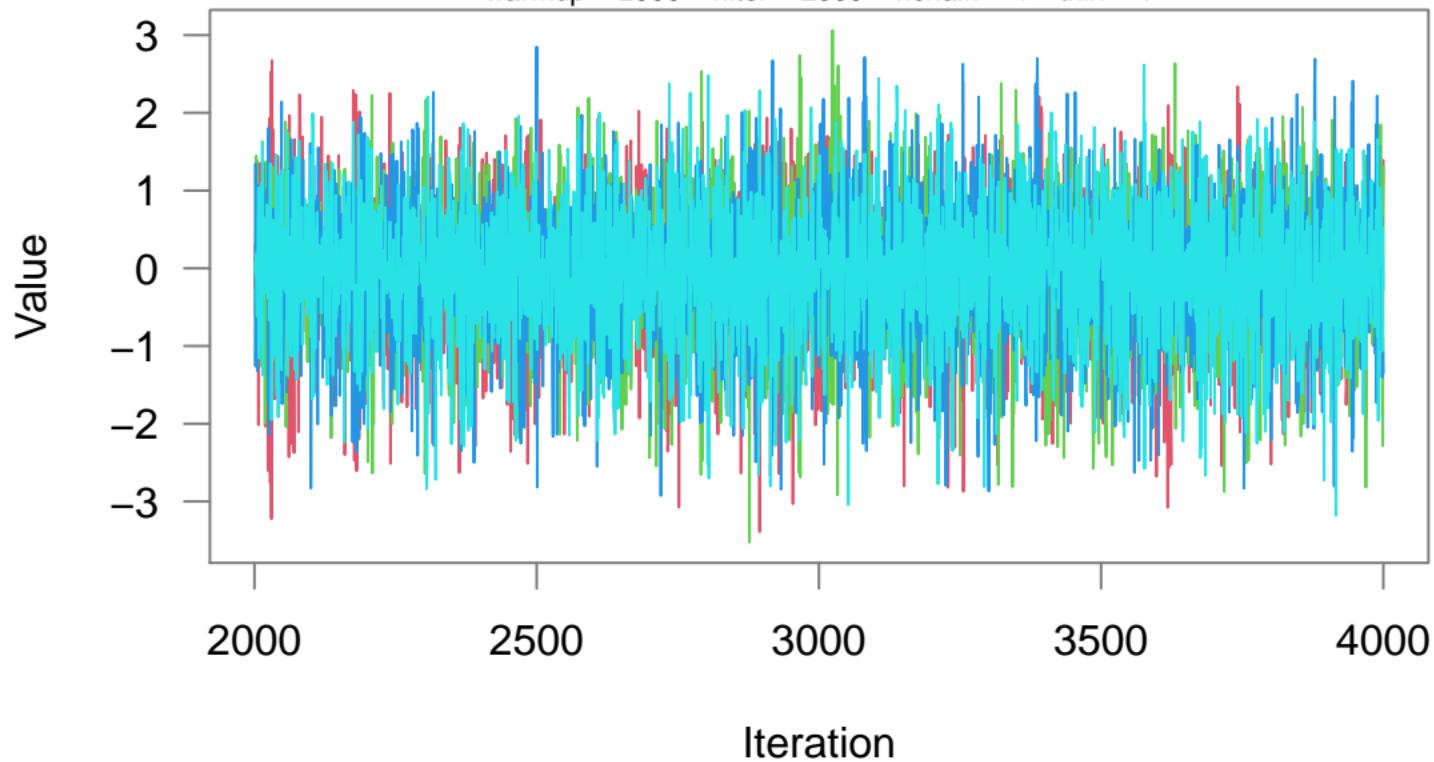
# **z\_4[1,77]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



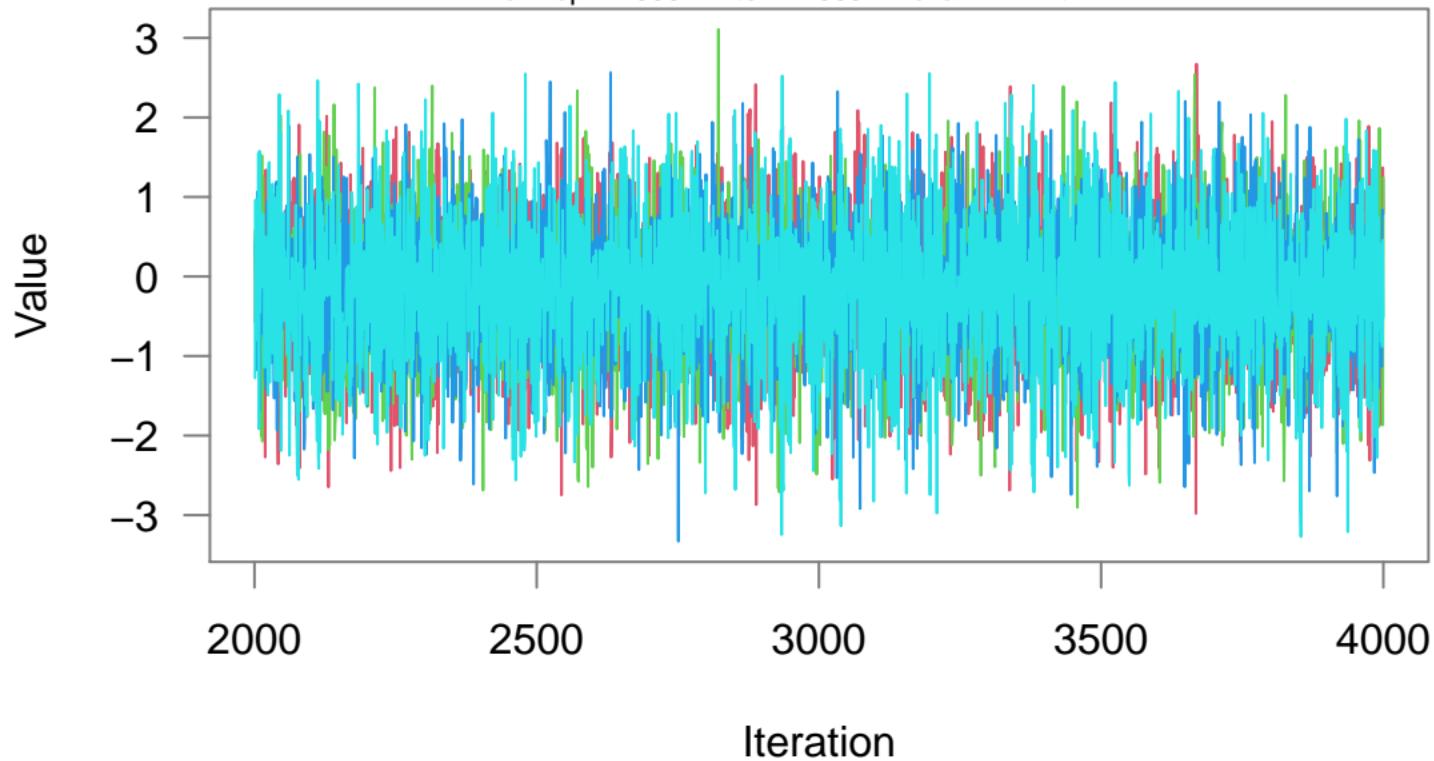
## **z\_4[1,78]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



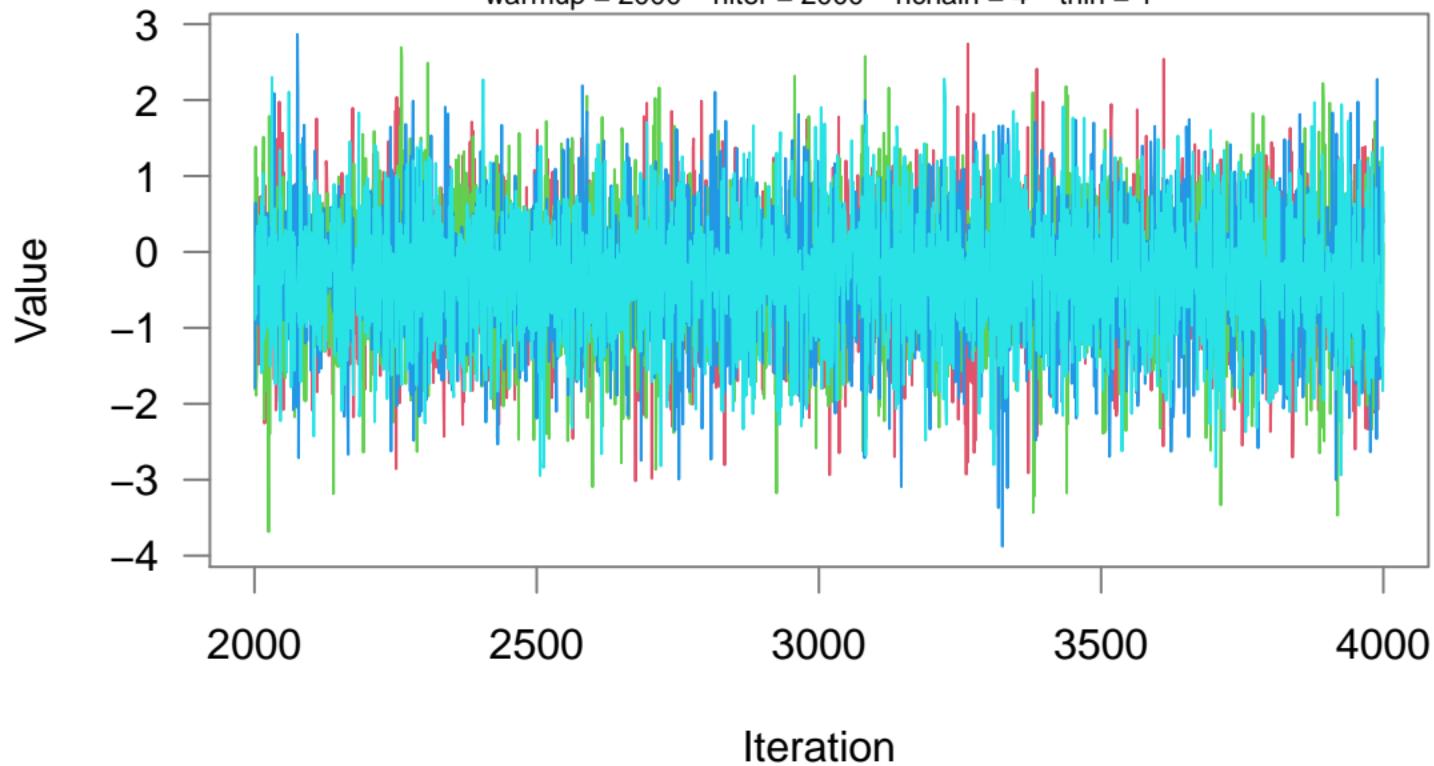
# **z\_4[1,79]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



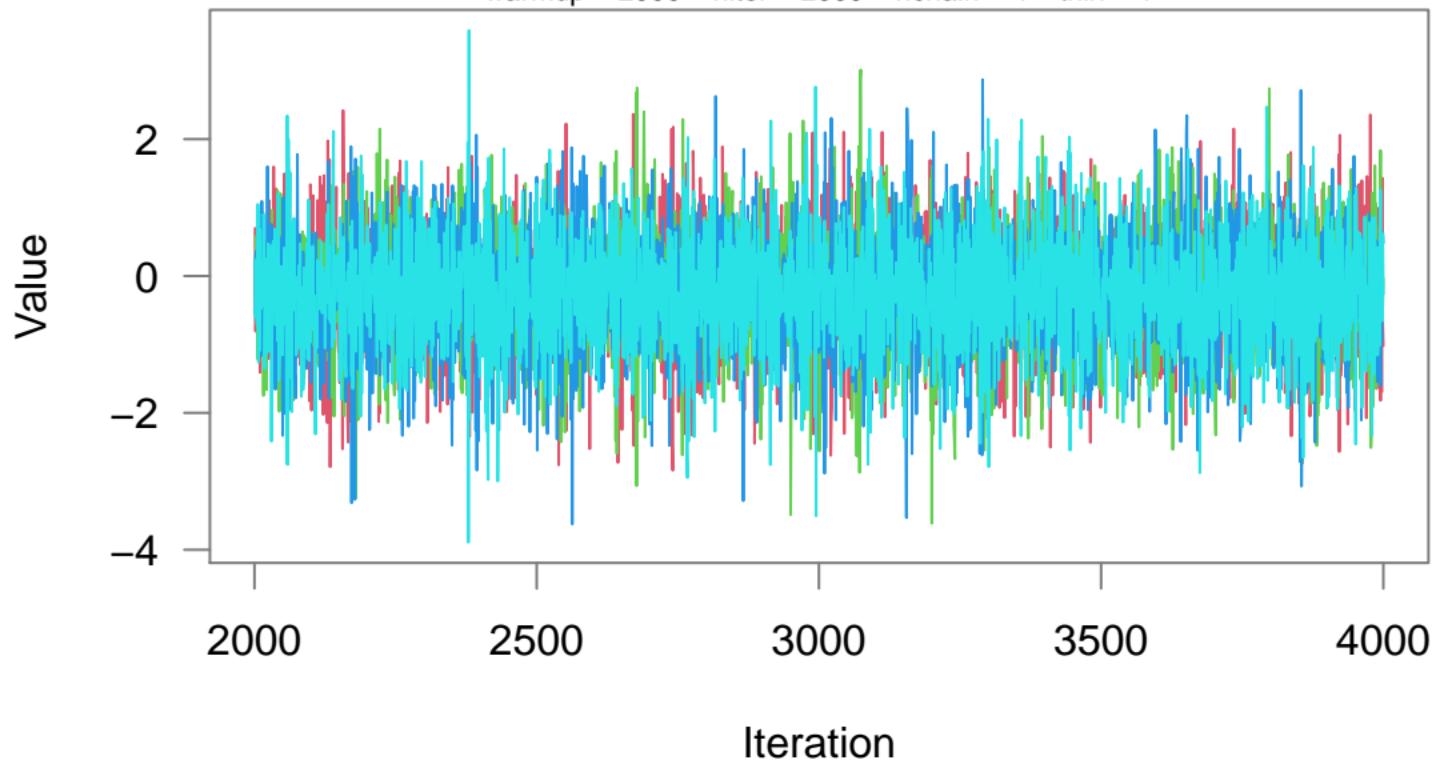
## **z\_4[1,80]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



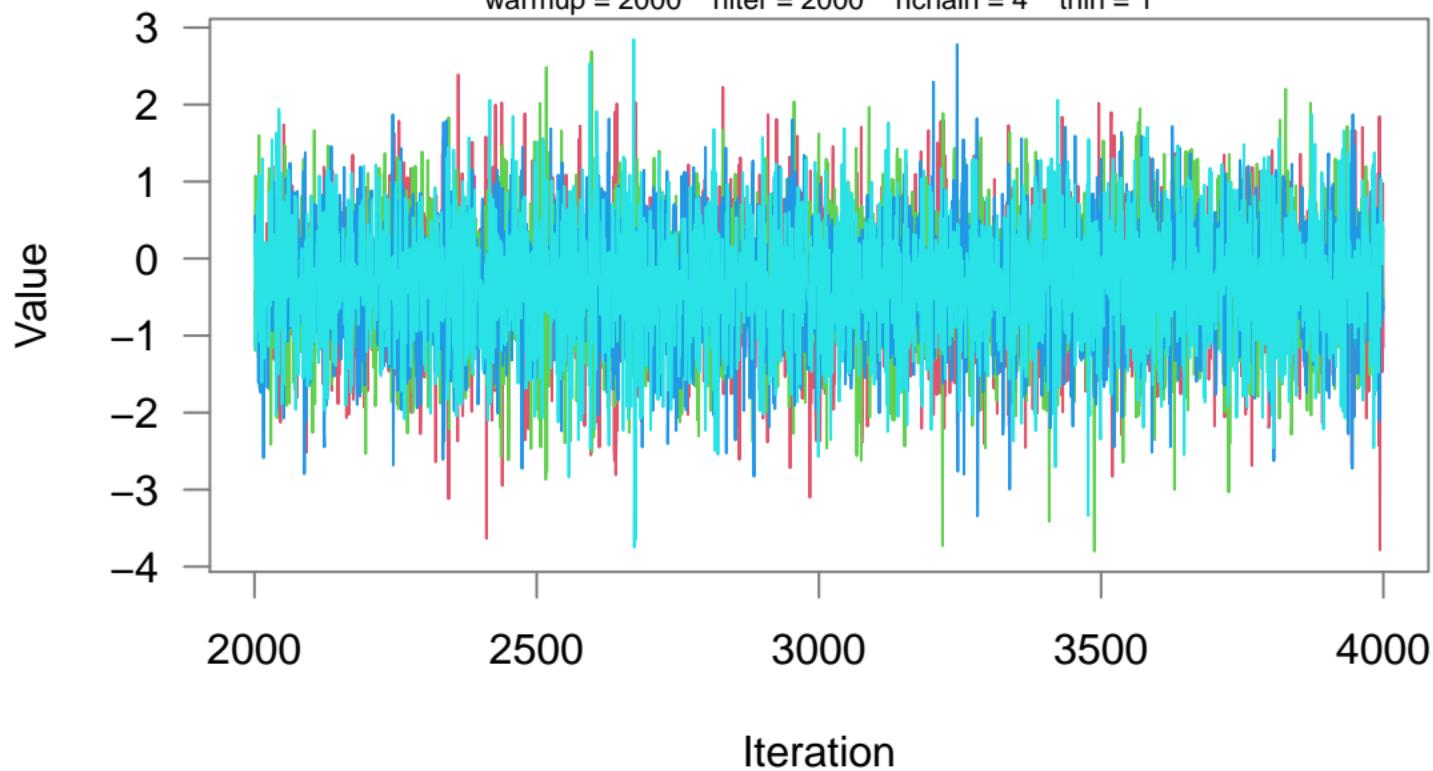
# **z\_4[1,81]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



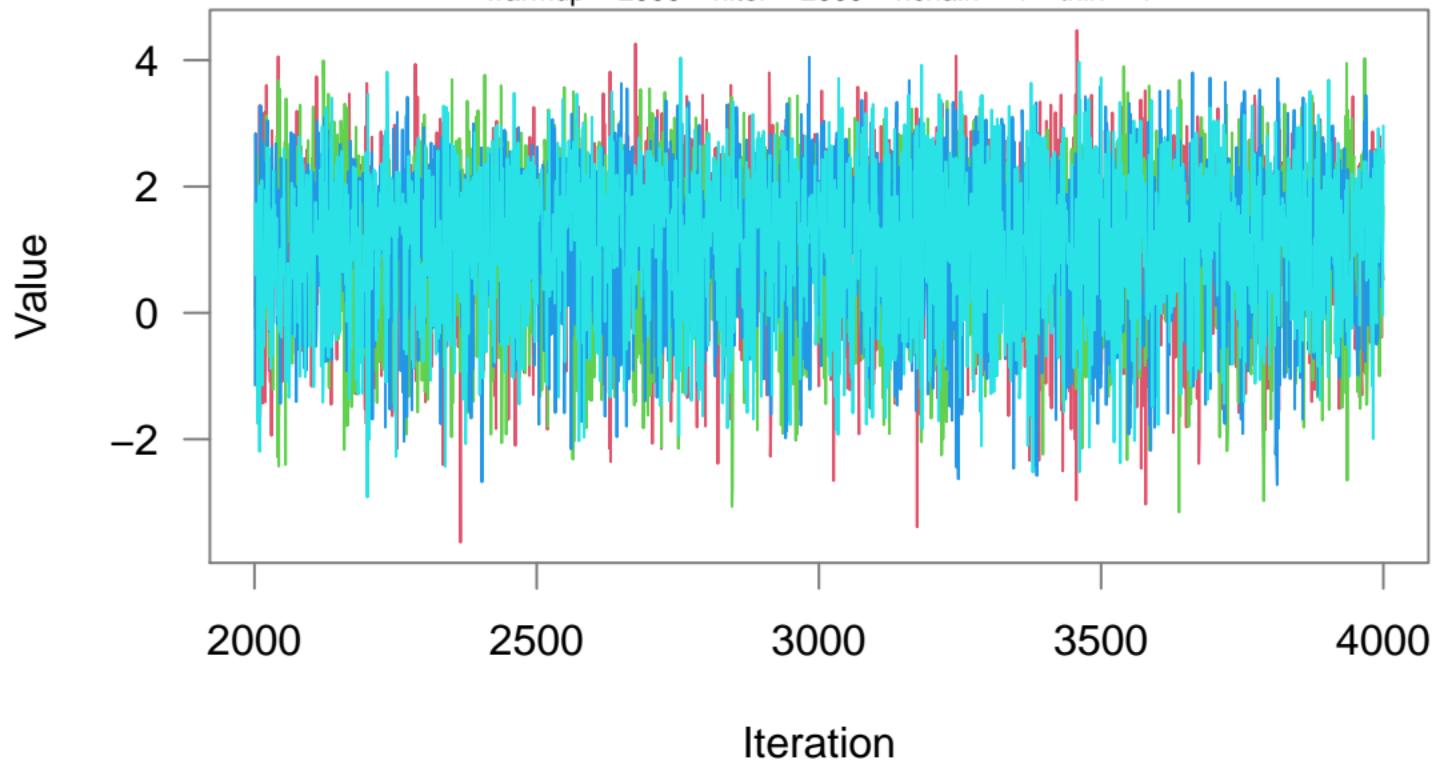
## **z\_4[1,82]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



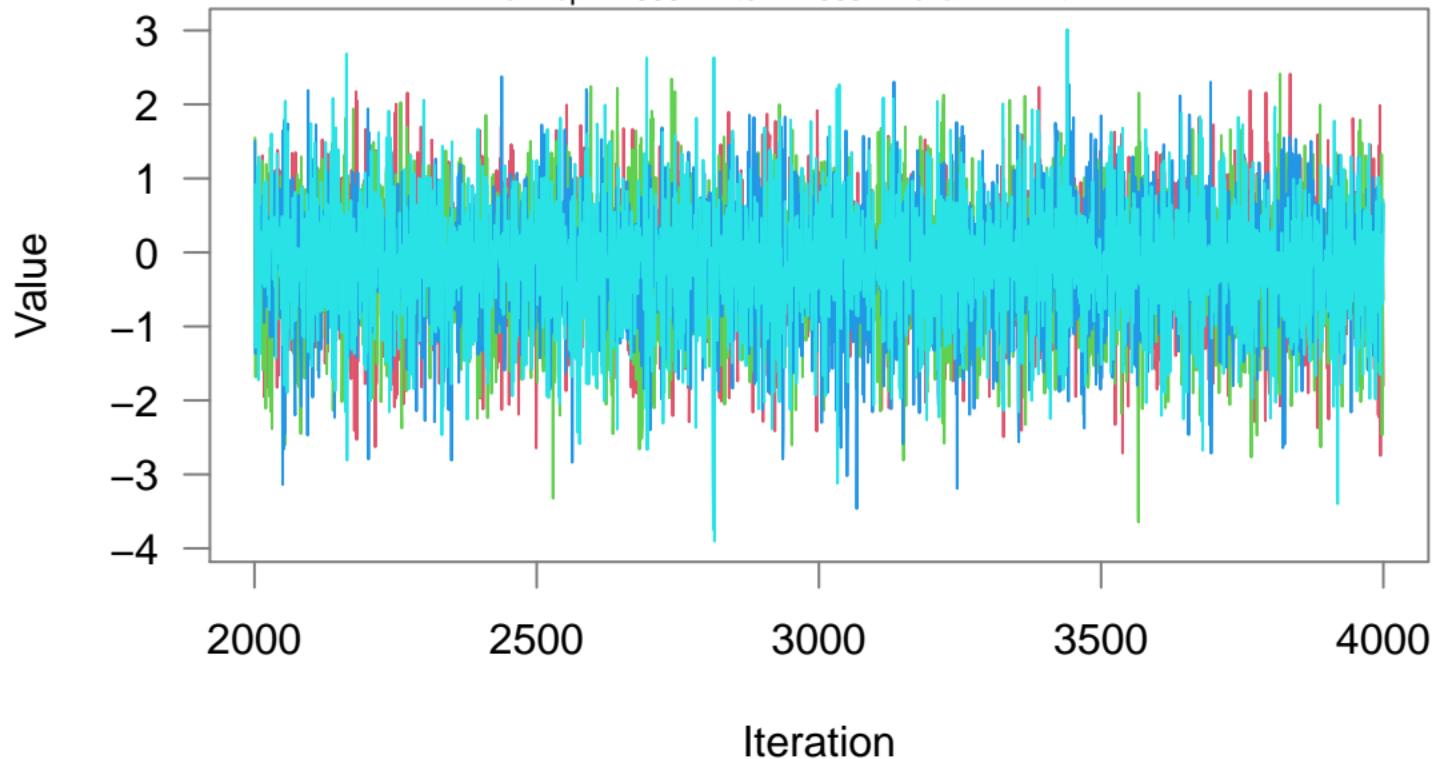
# **z\_4[1,83]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



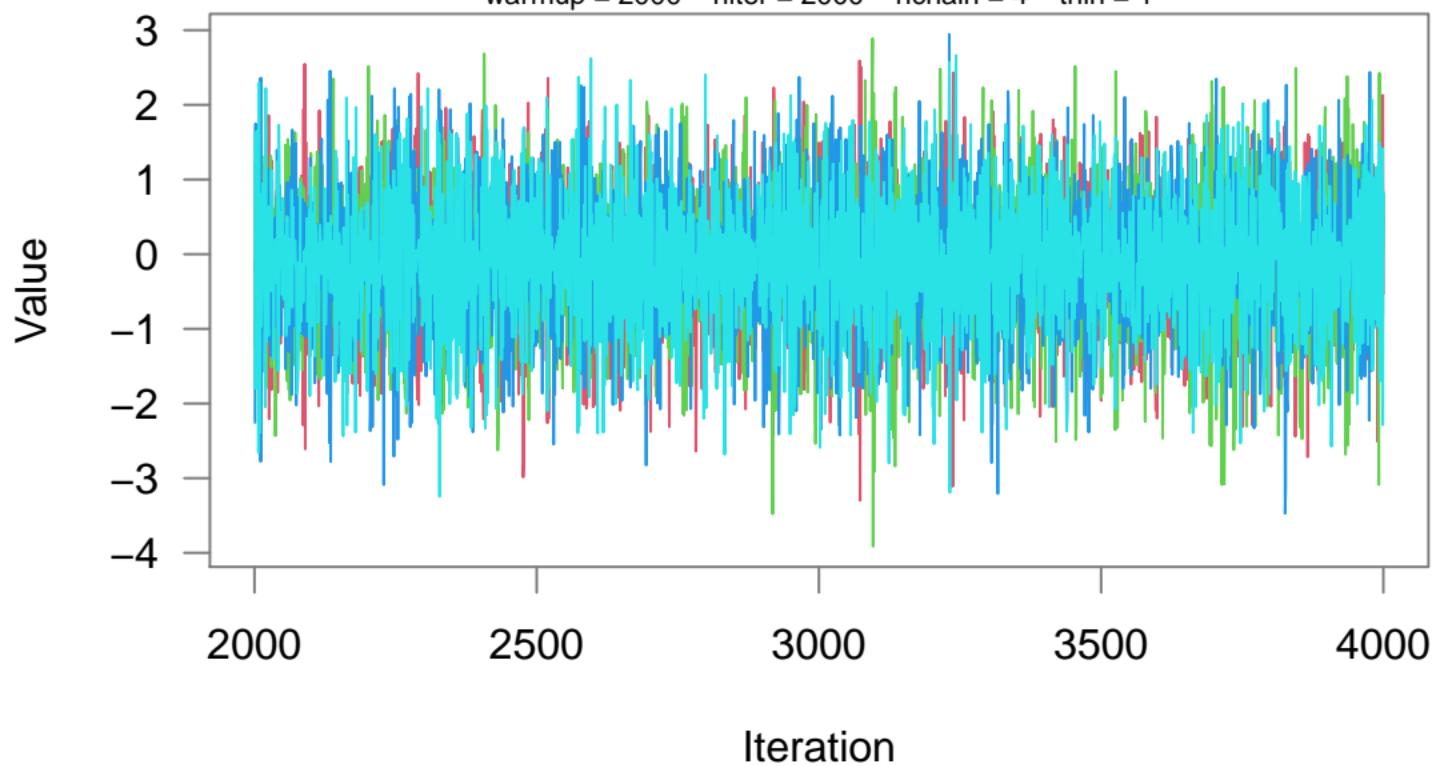
# **z\_4[1,84]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



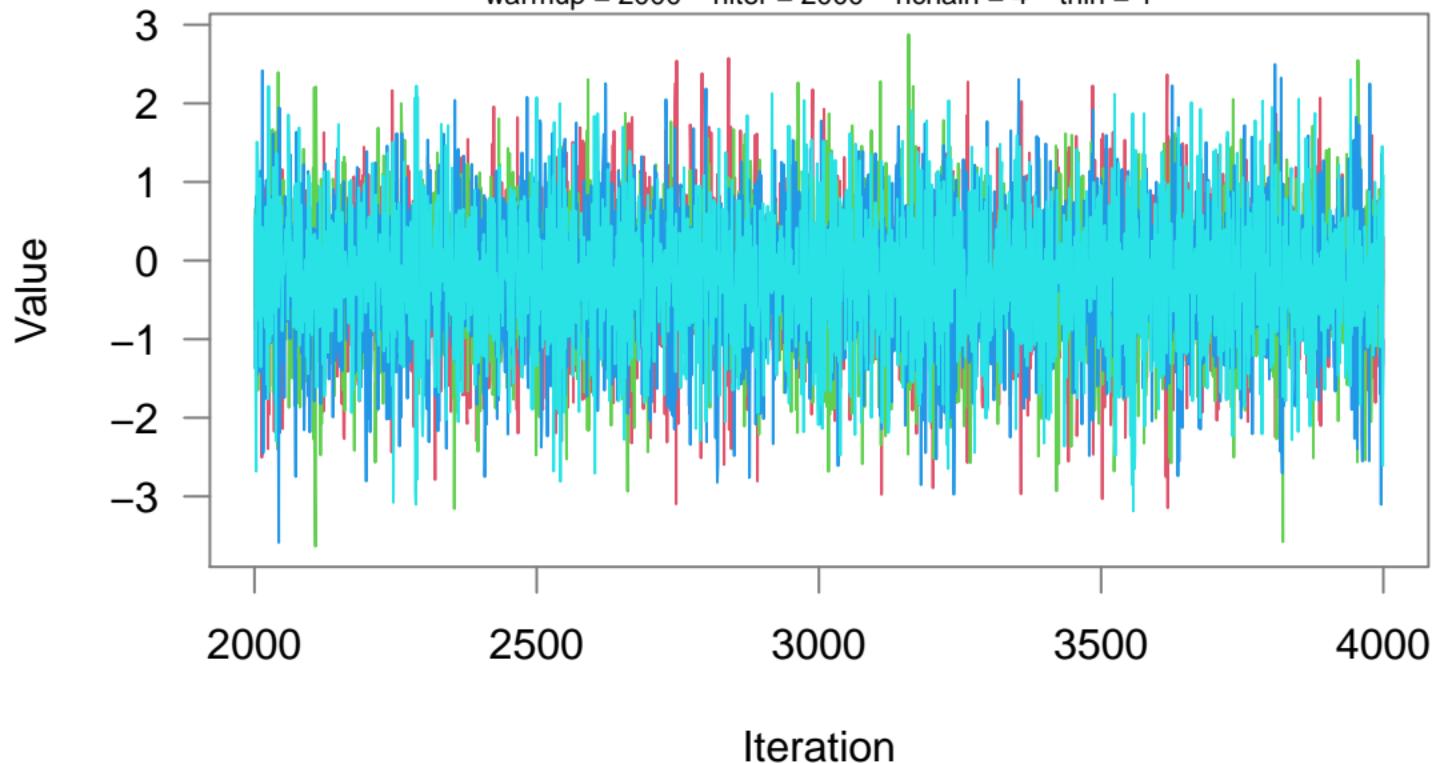
# **z\_4[1,85]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



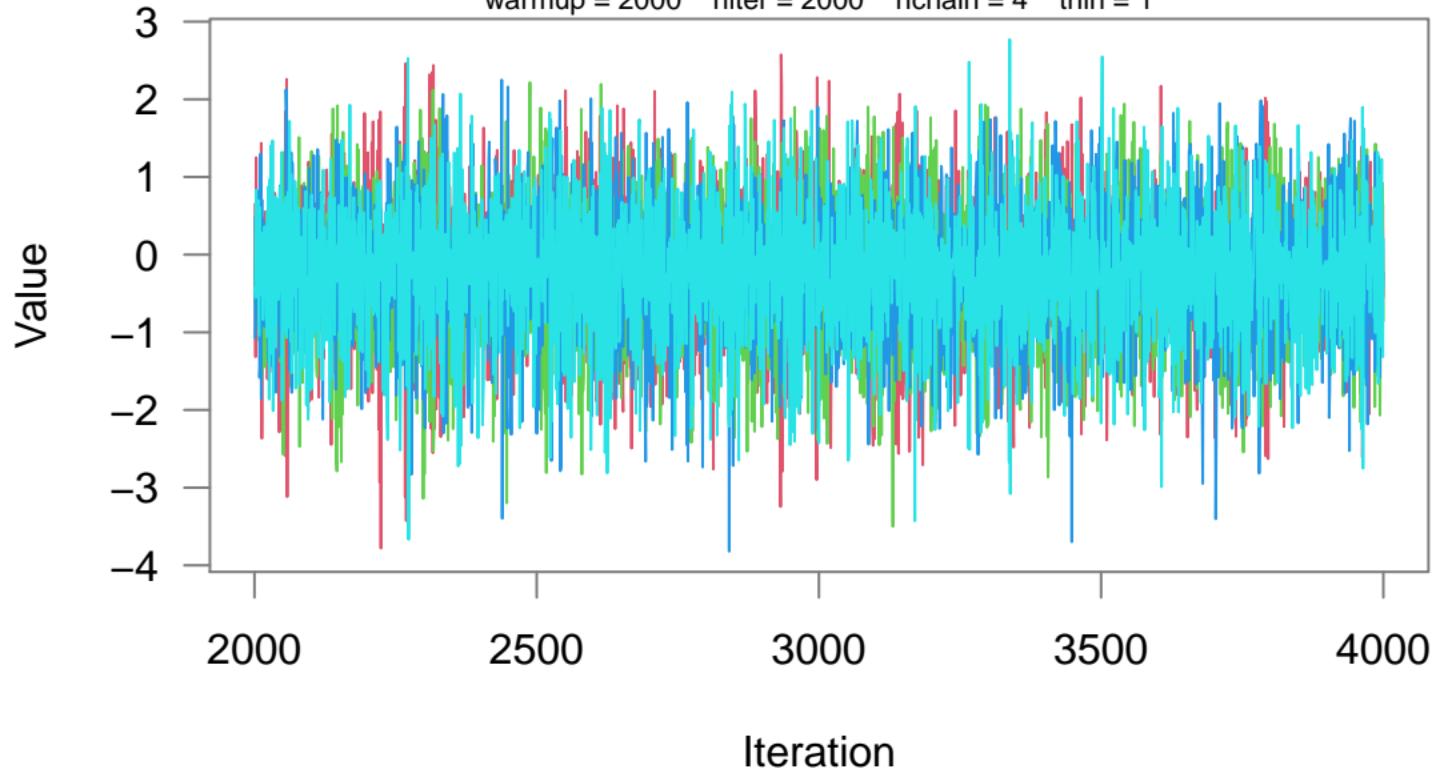
## **z\_4[1,86]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



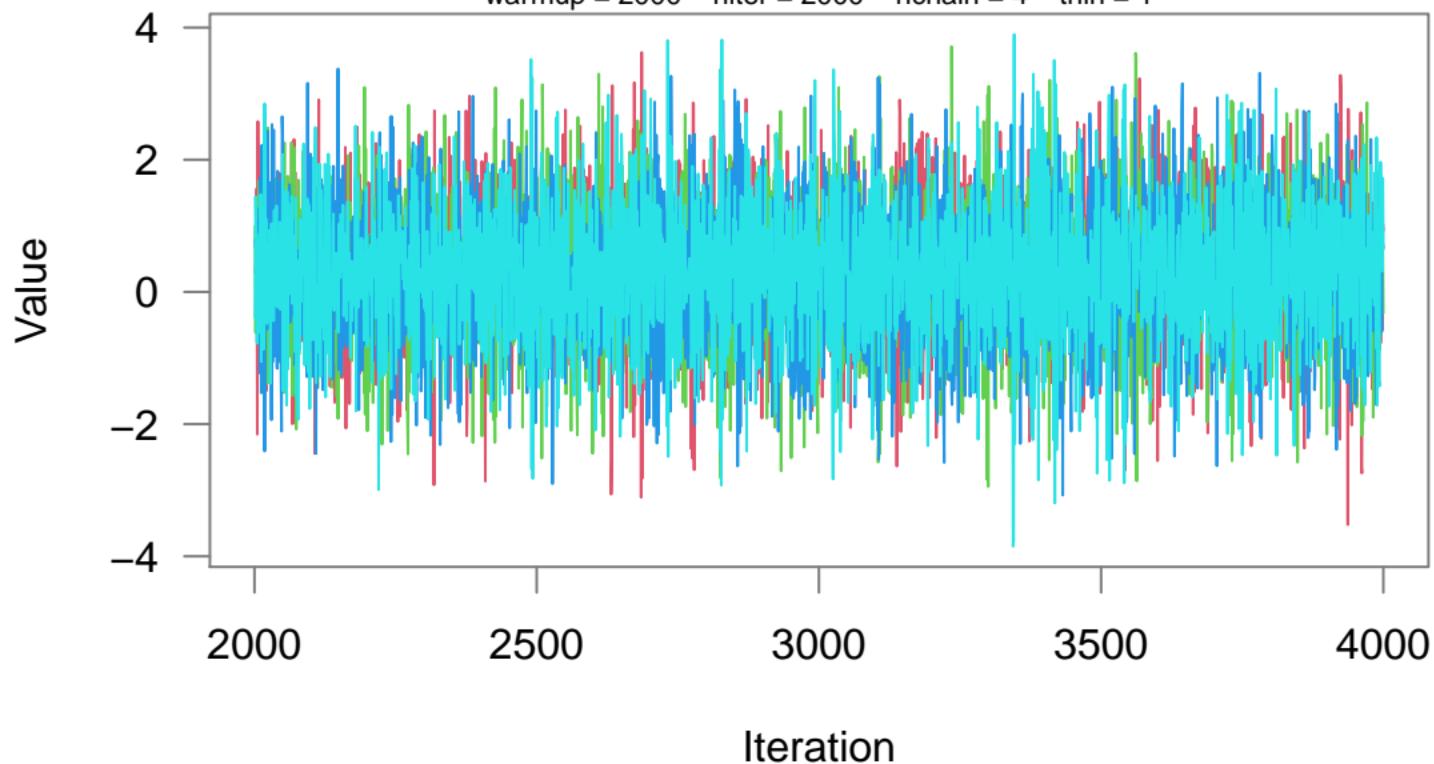
## **z\_4[1,87]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



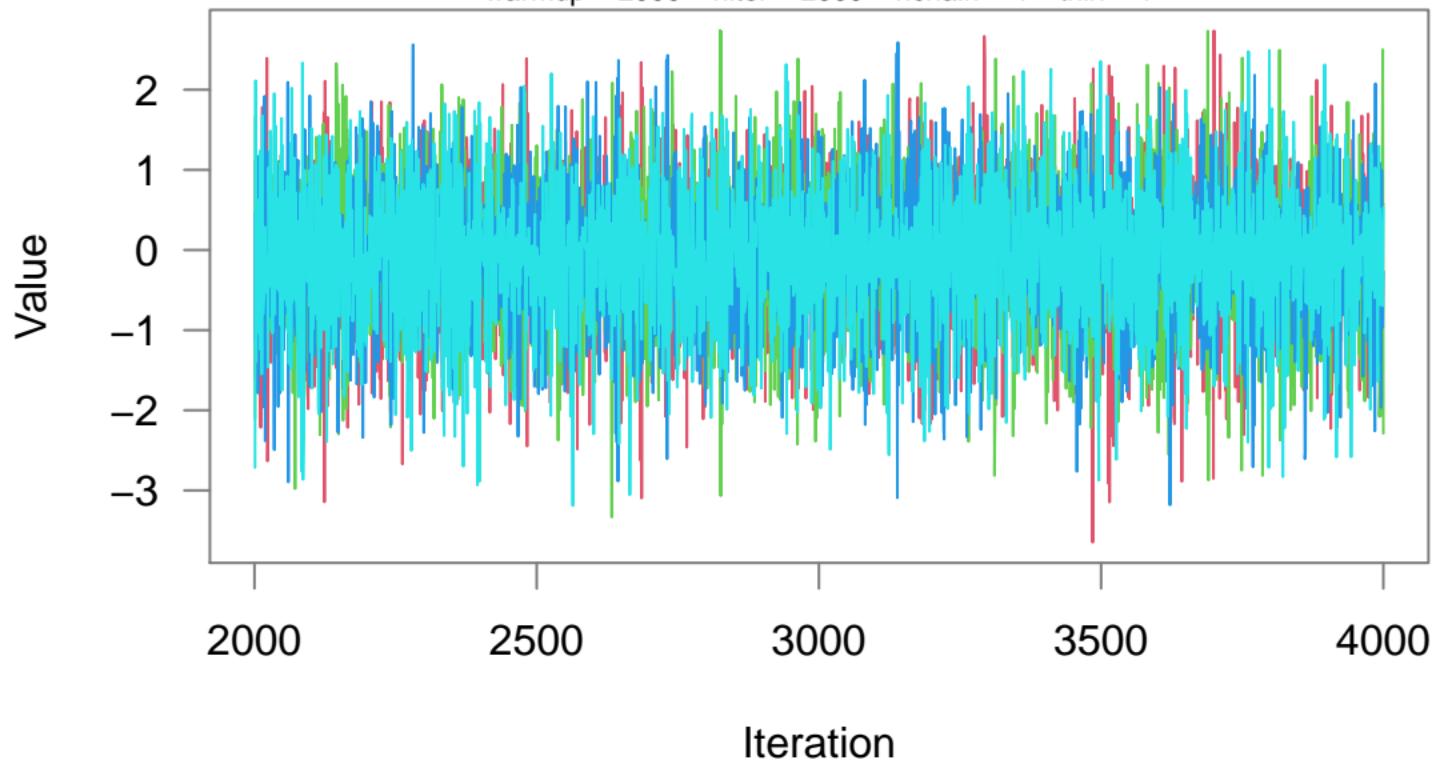
## **z\_4[1,88]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



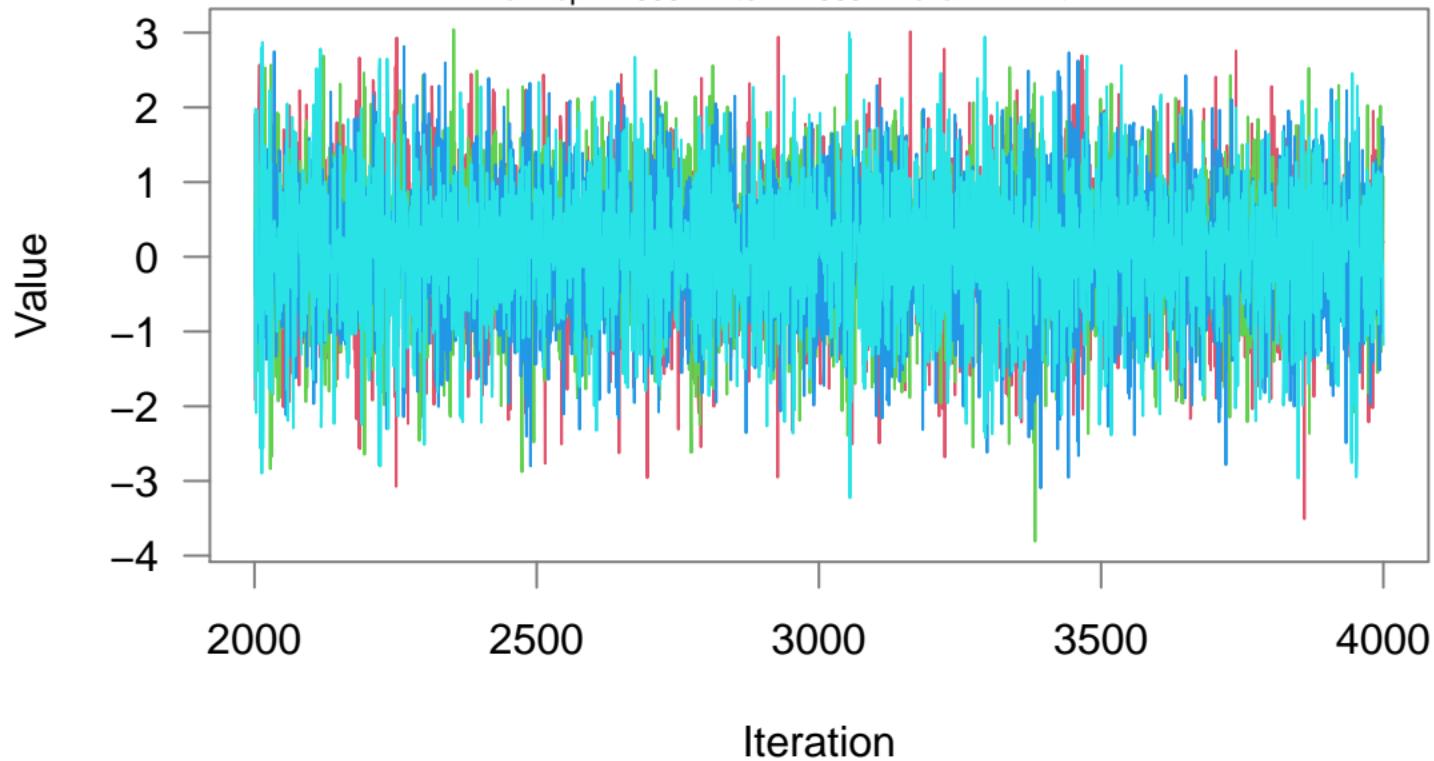
# **z\_4[1,89]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



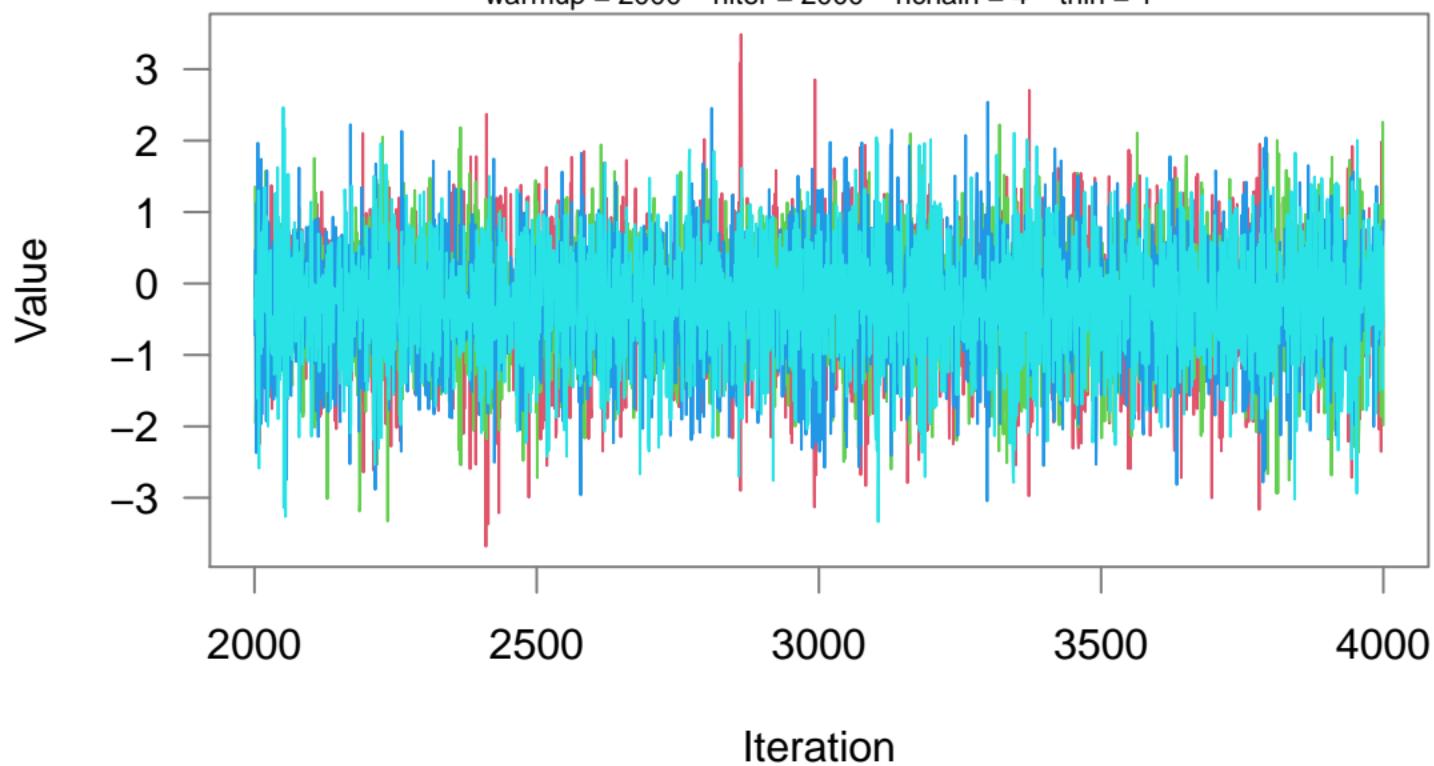
# **z\_4[1,90]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



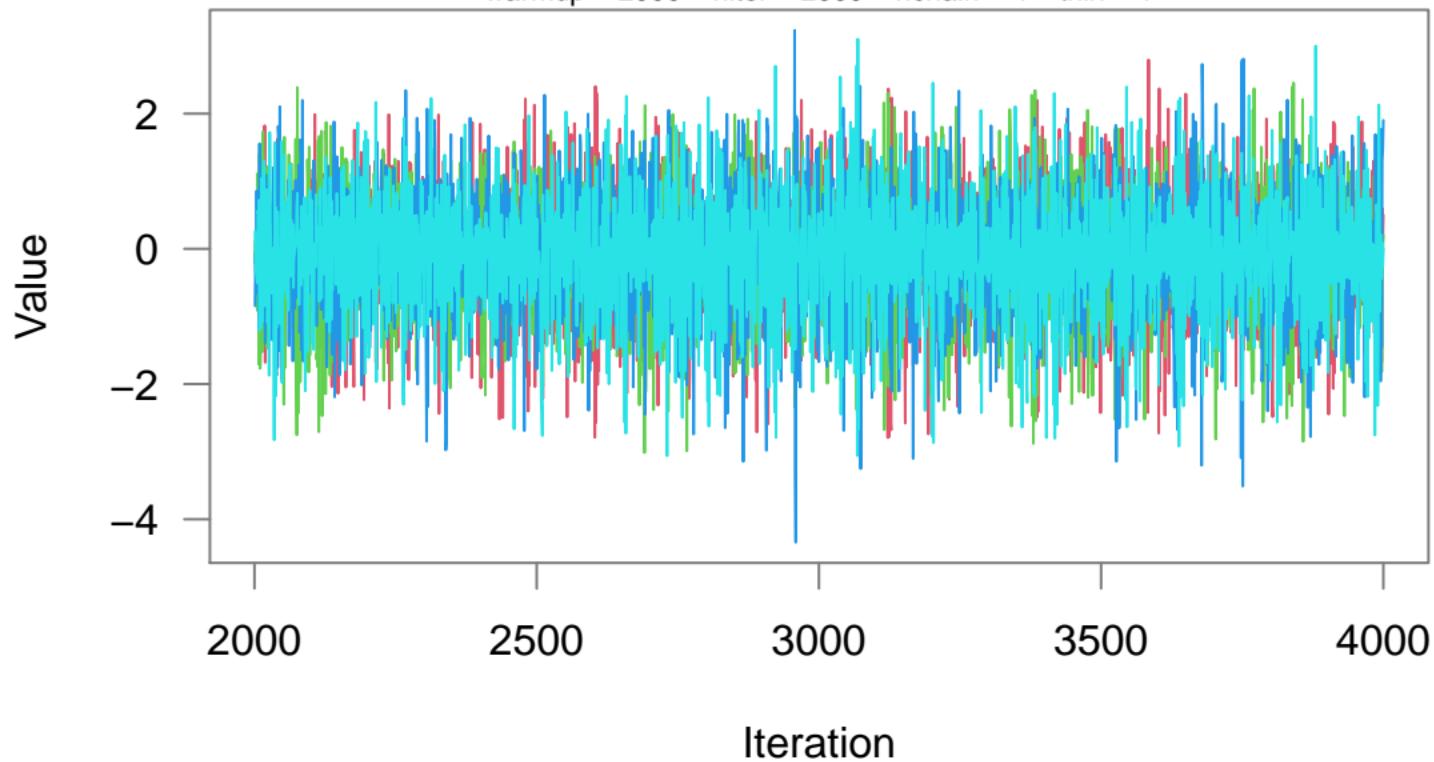
# **z\_4[1,91]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



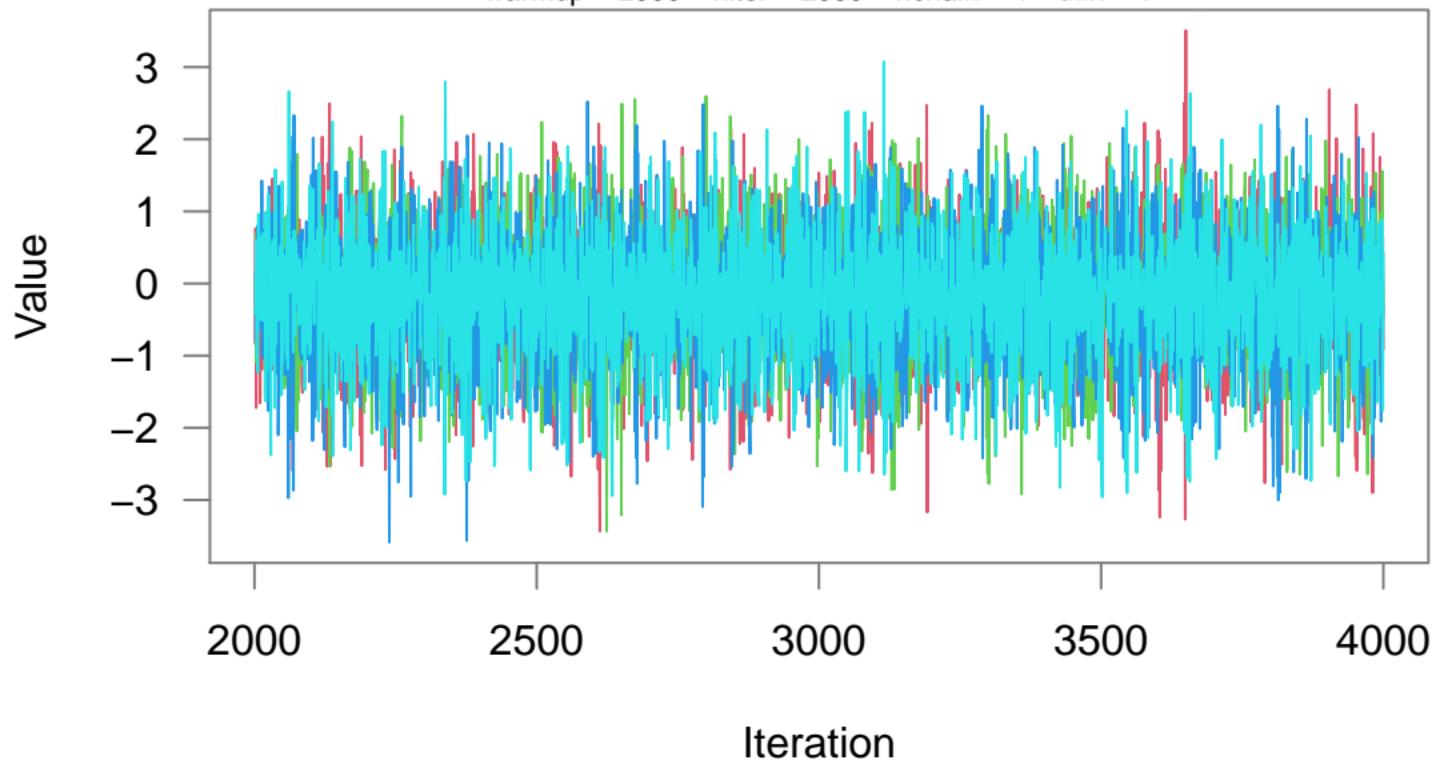
# **z\_4[1,92]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



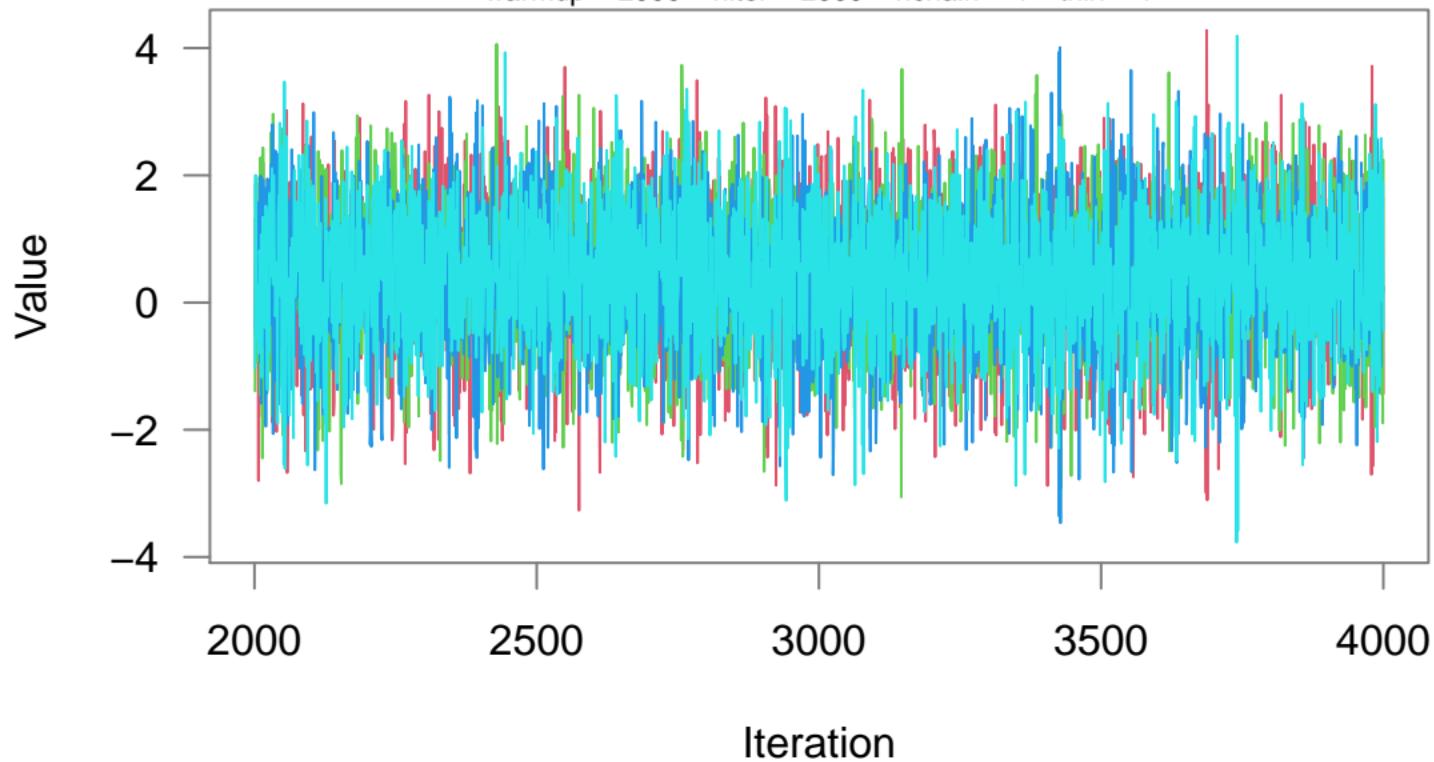
# **z\_4[1,93]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



# **z\_4[1,94]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



# **z\_4[1,95]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

