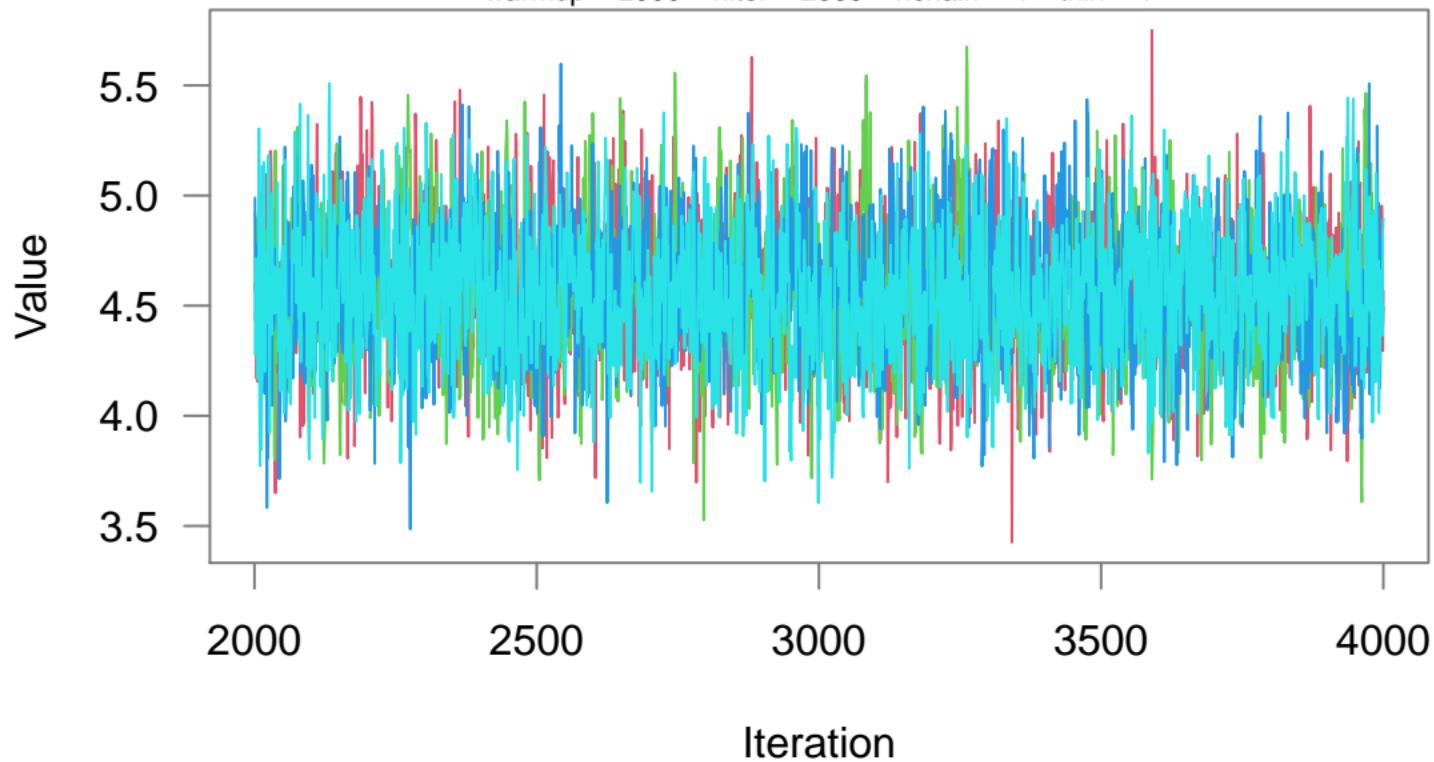


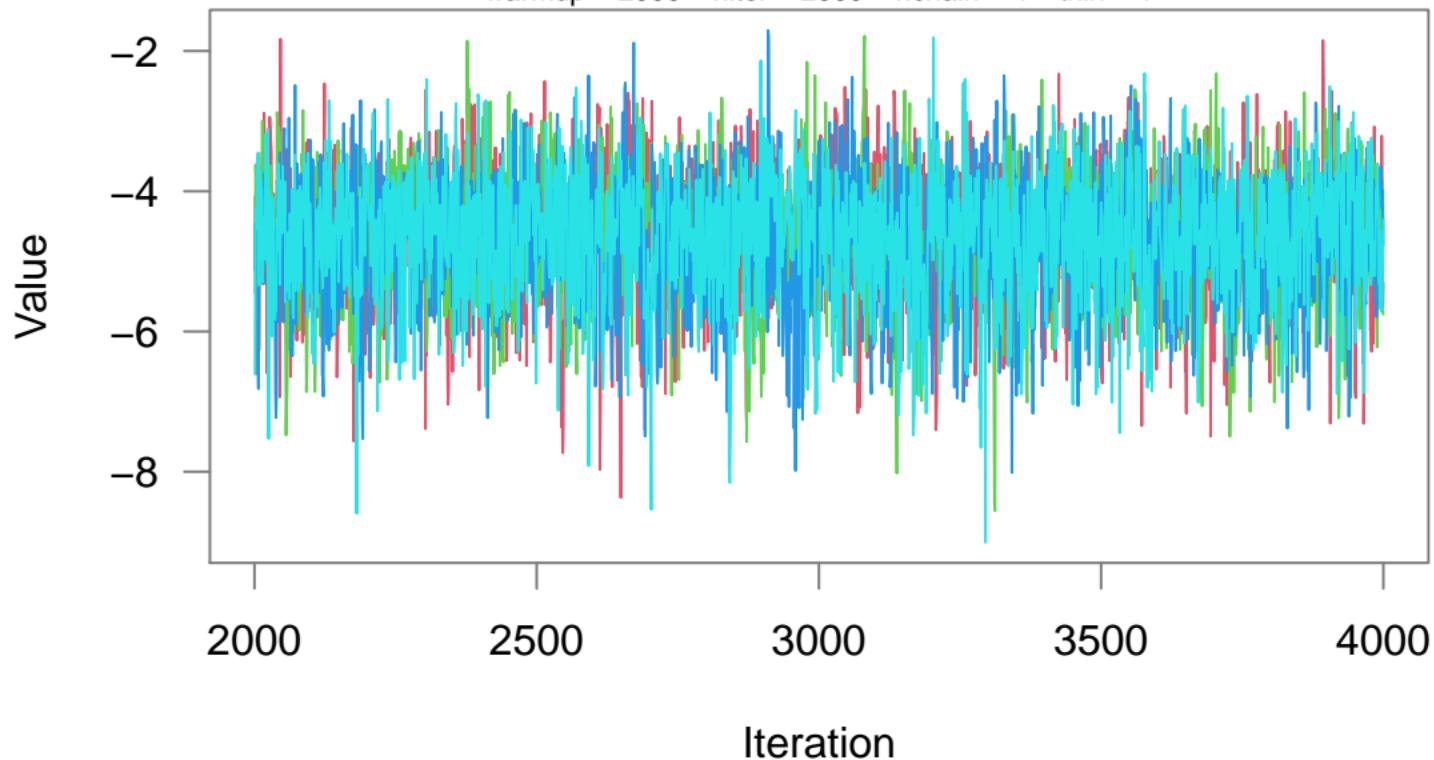
## b\_Intercept

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



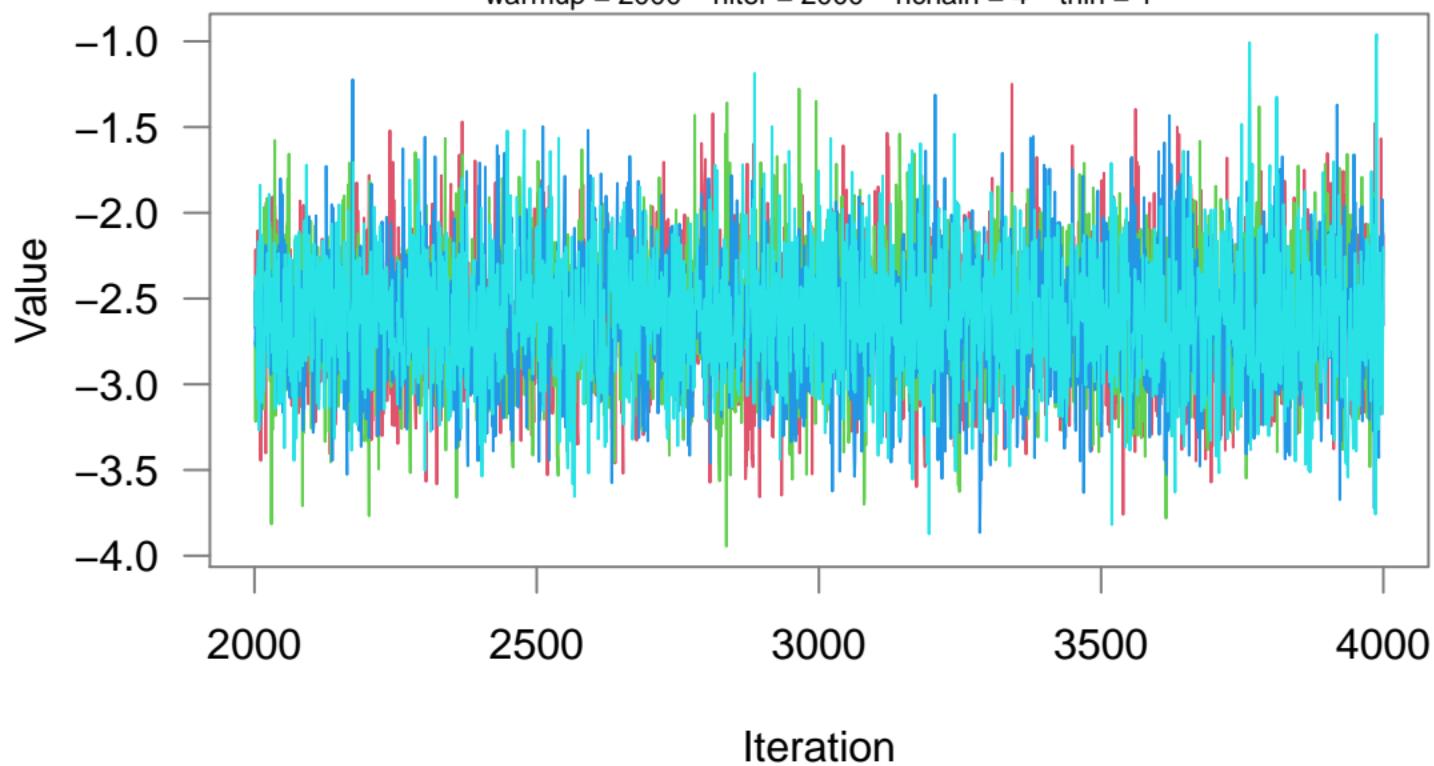
# b\_zi\_Intercept

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



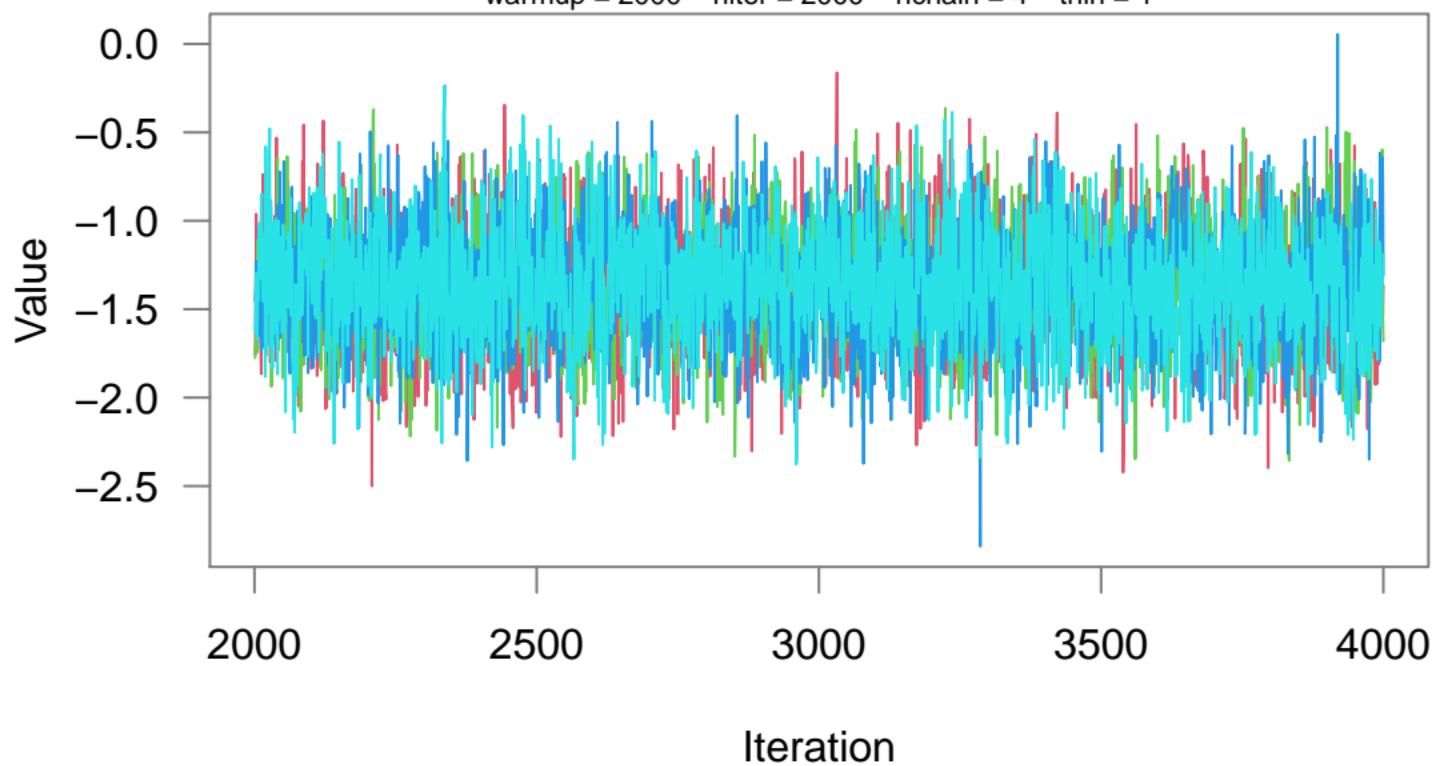
# b\_year\_fac2007

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



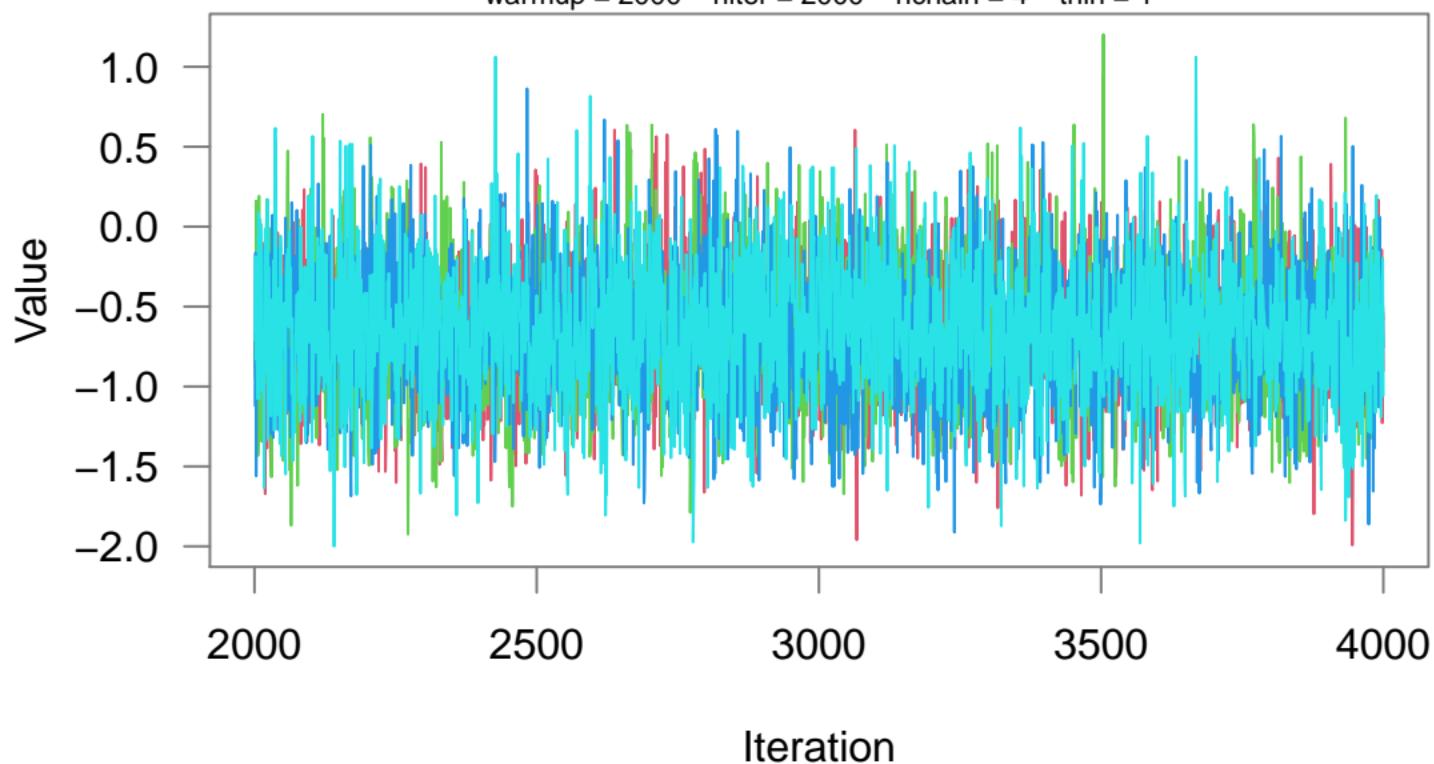
# b\_year\_fac2008

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



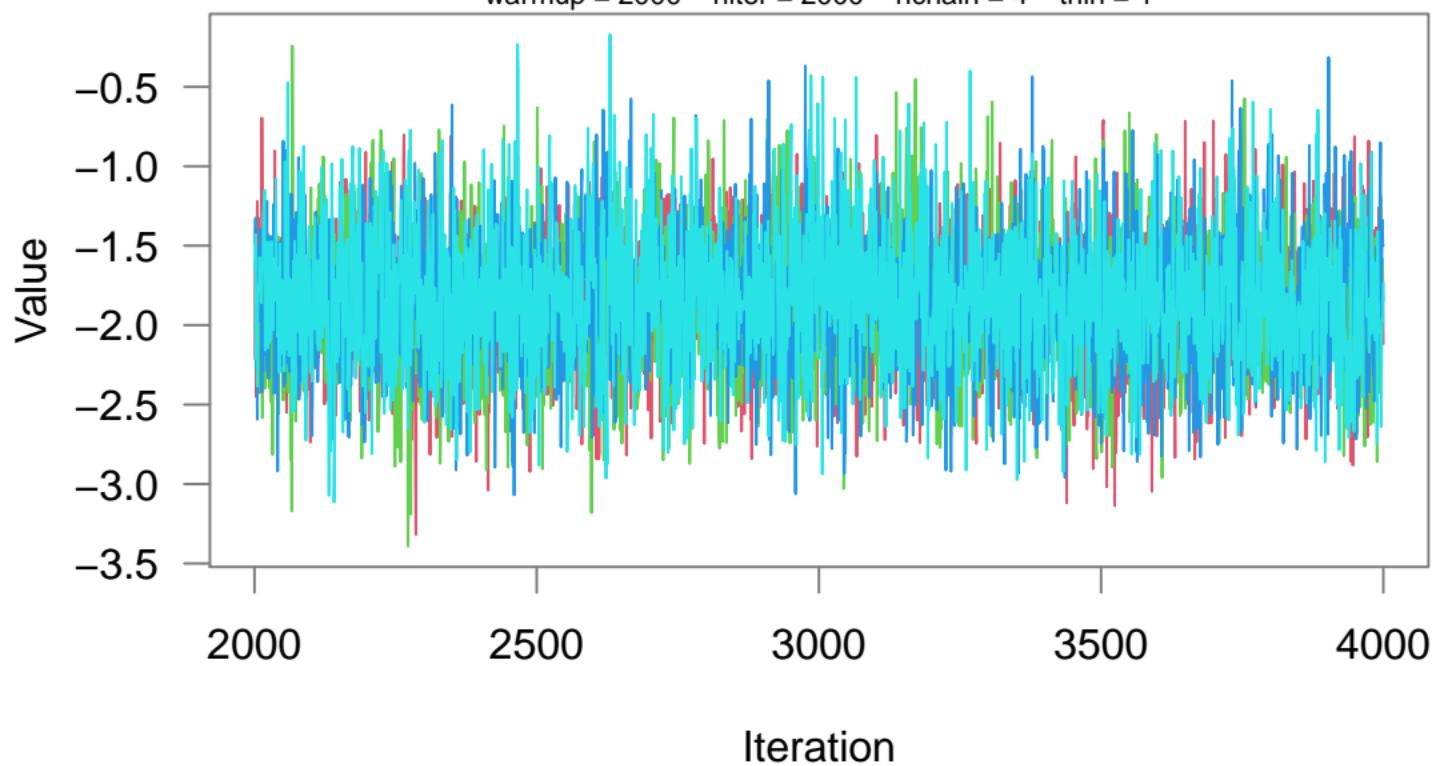
# b\_year\_fac2009

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

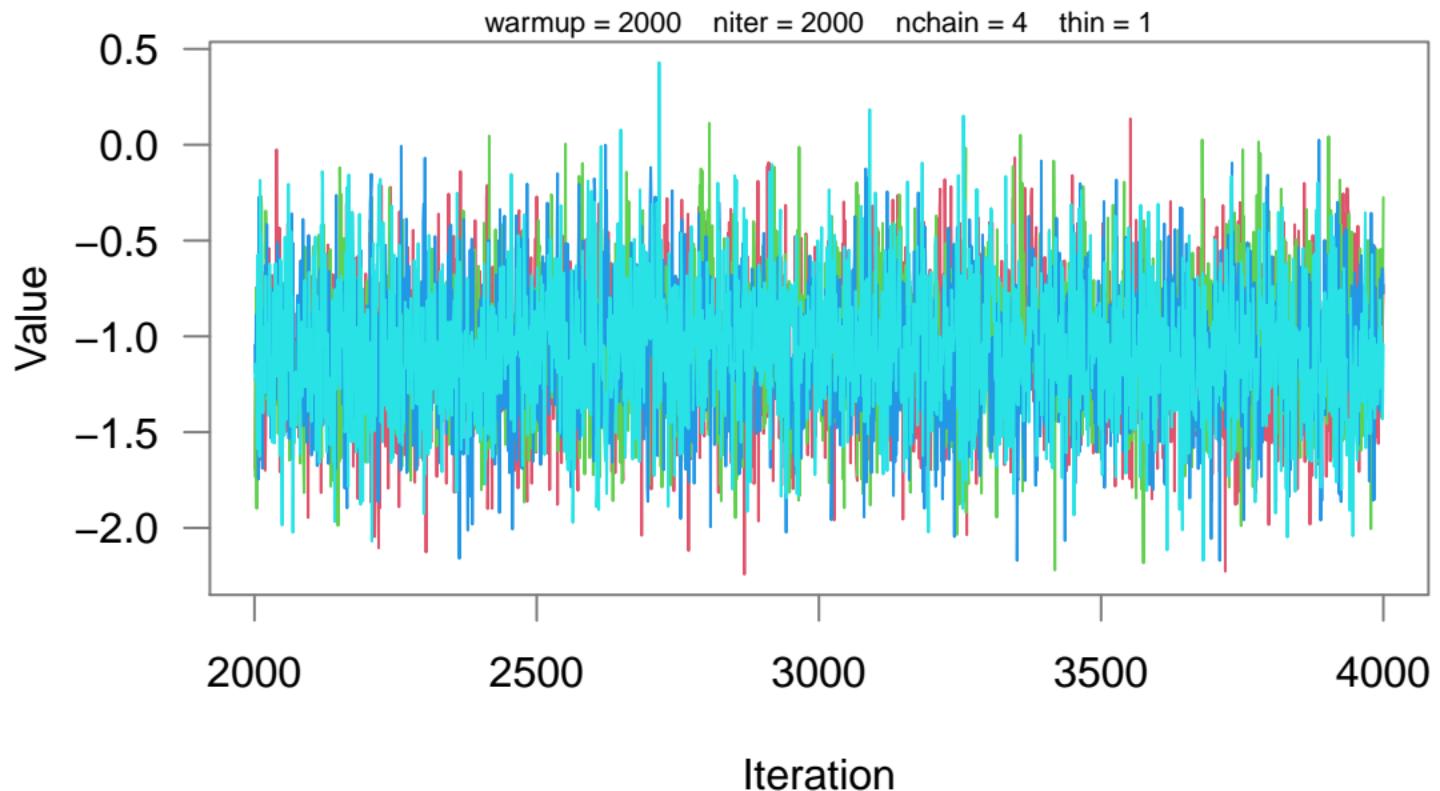


# b\_year\_fac2010

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

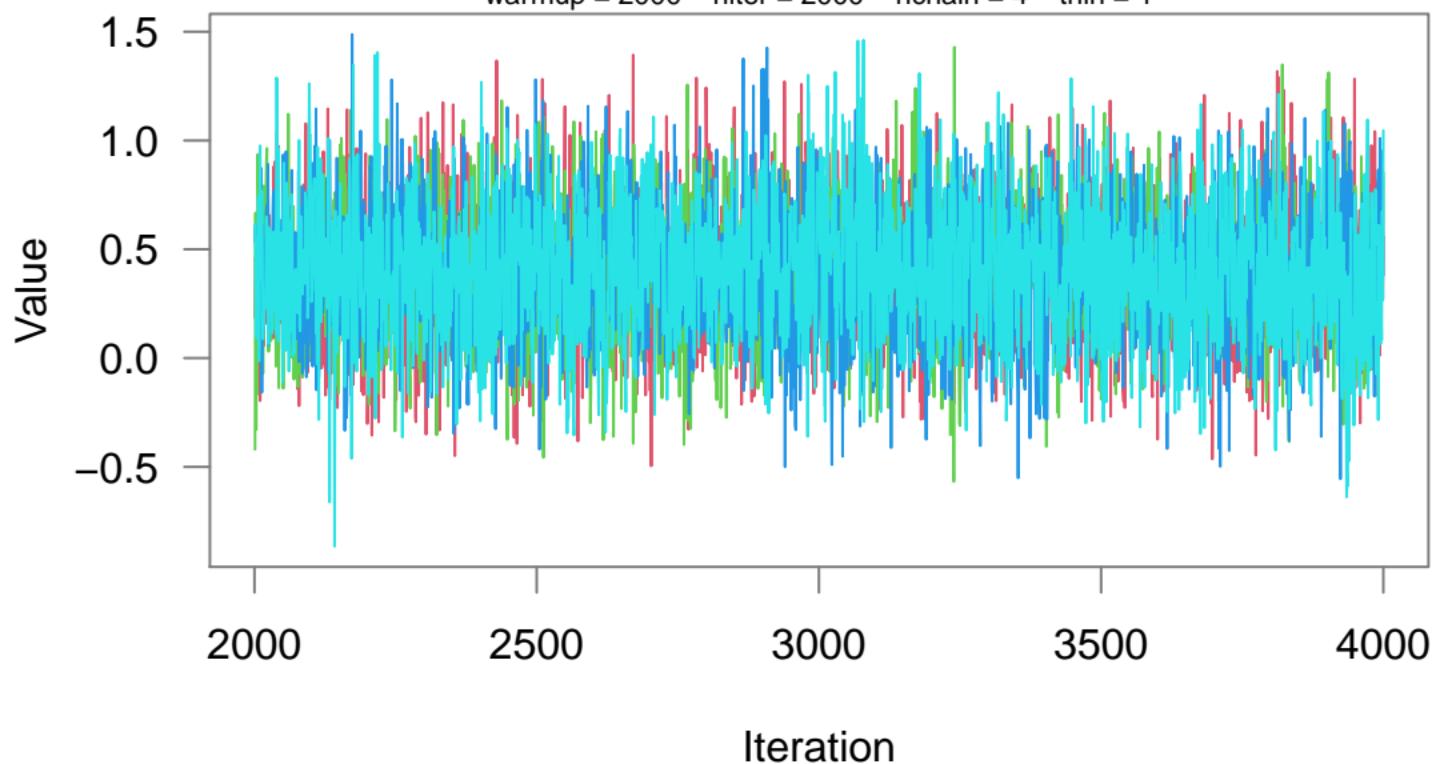


# b\_year\_fac2011



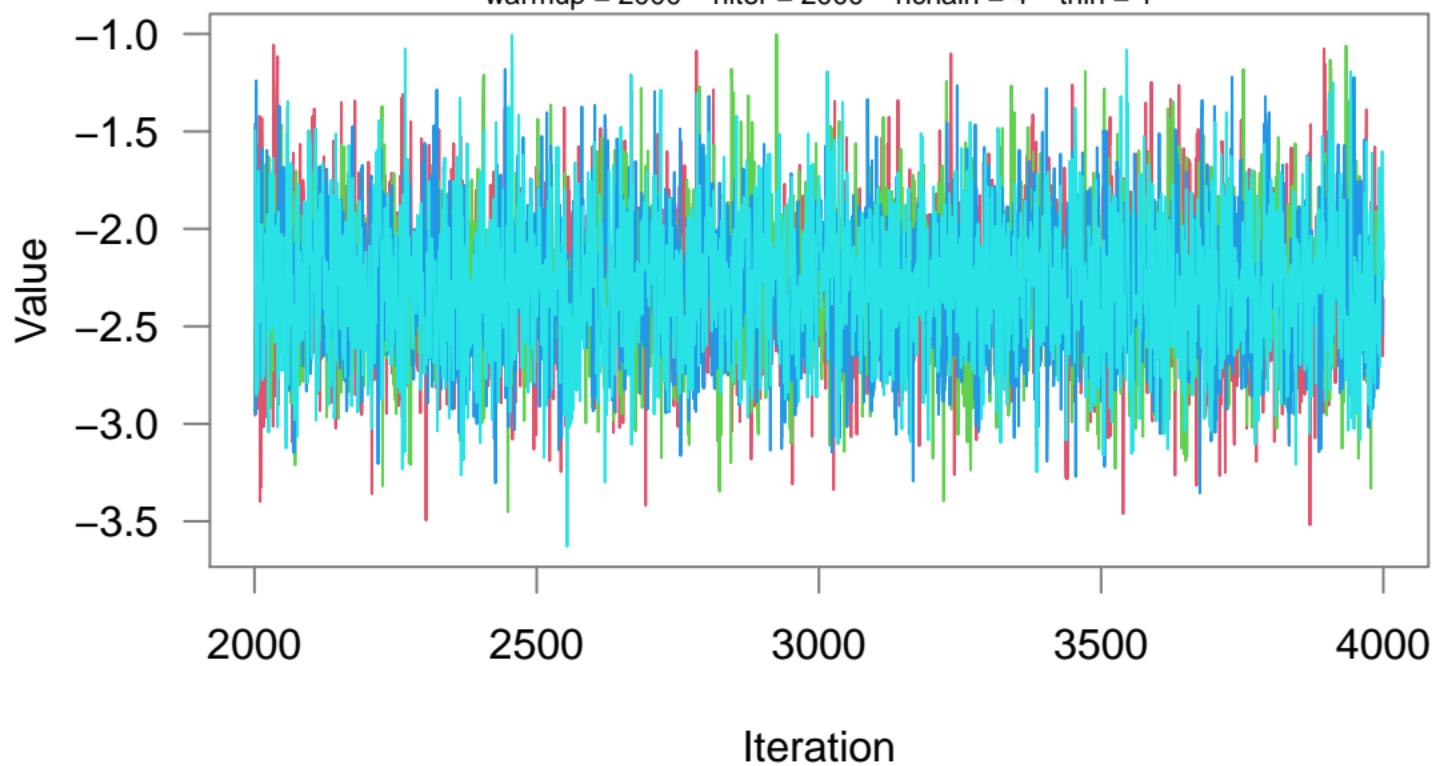
## b\_year\_fac2012

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



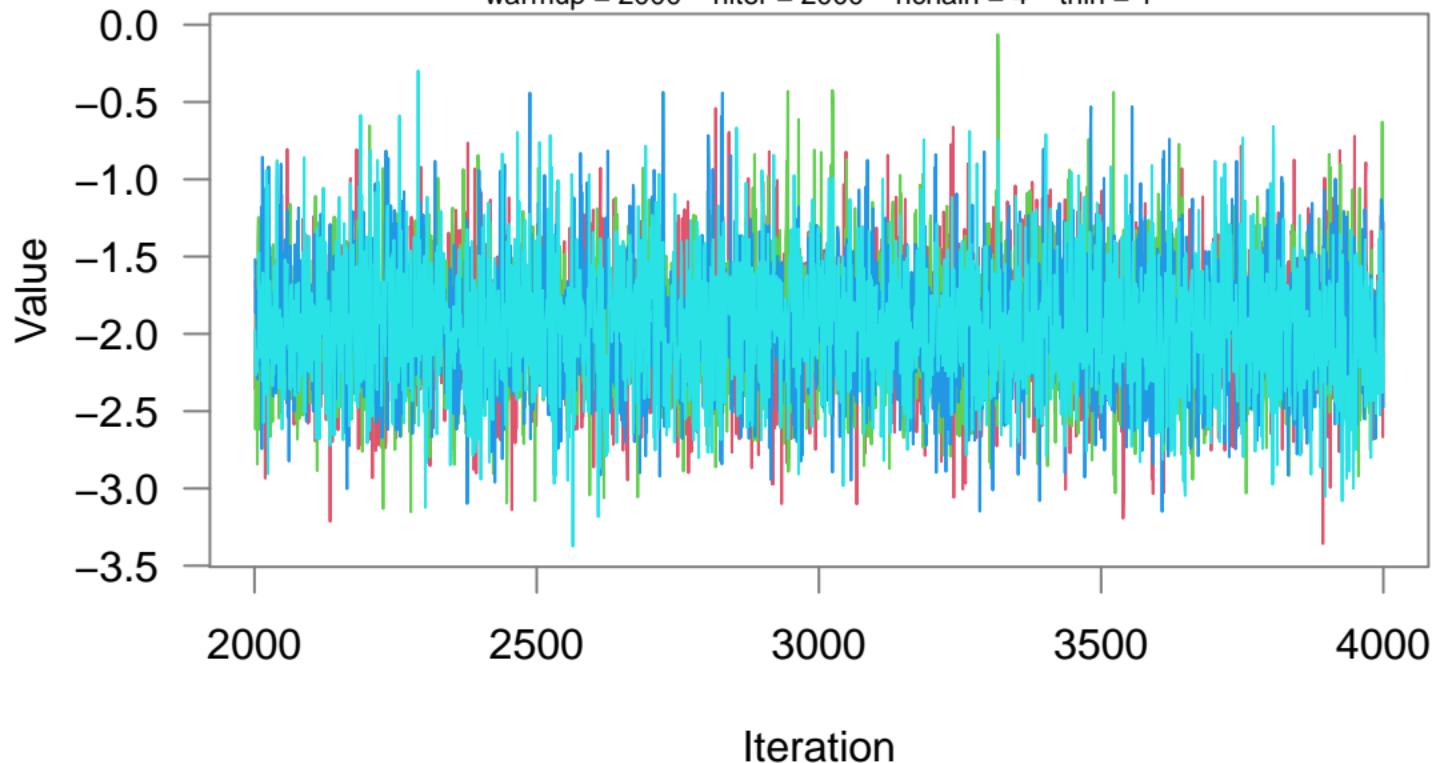
# b\_year\_fac2013

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



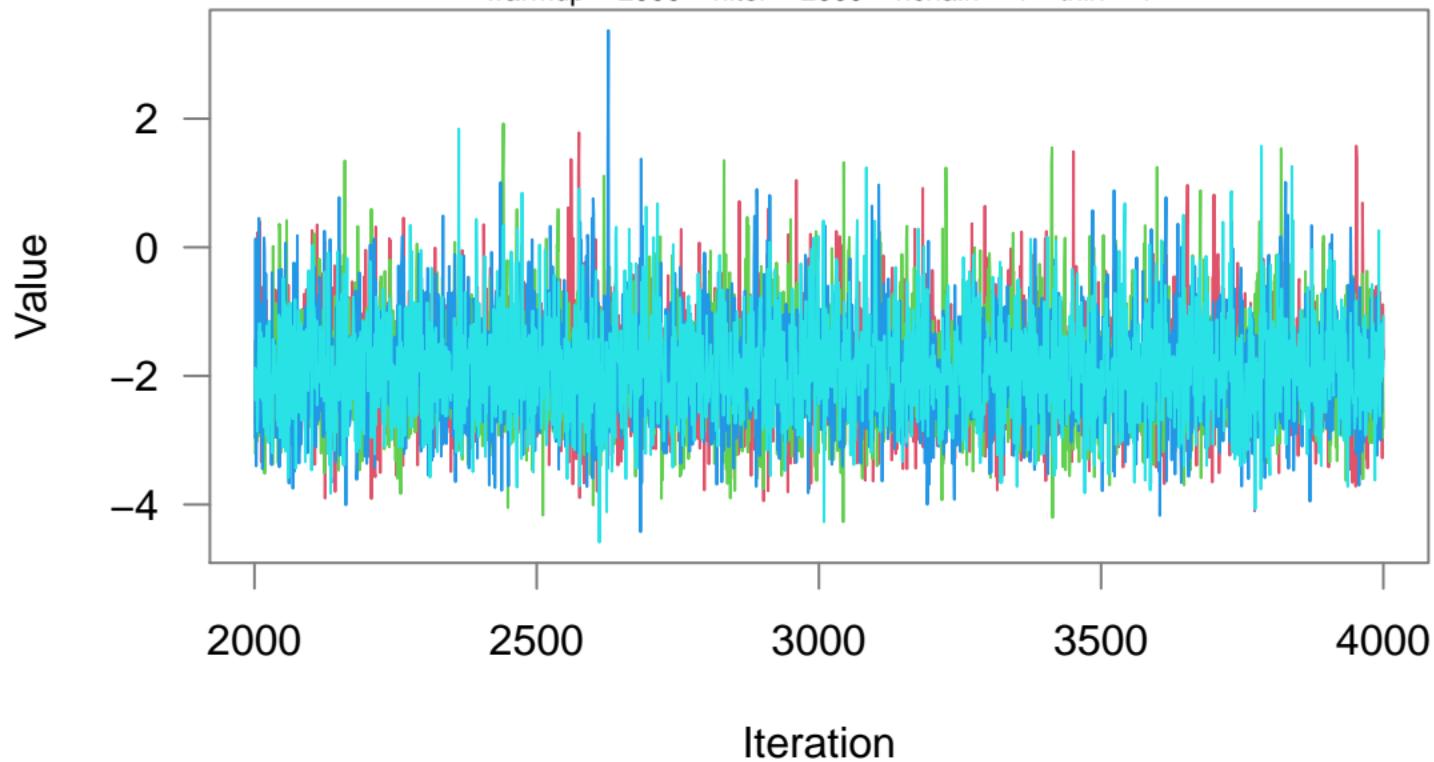
# b\_year\_fac2014

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



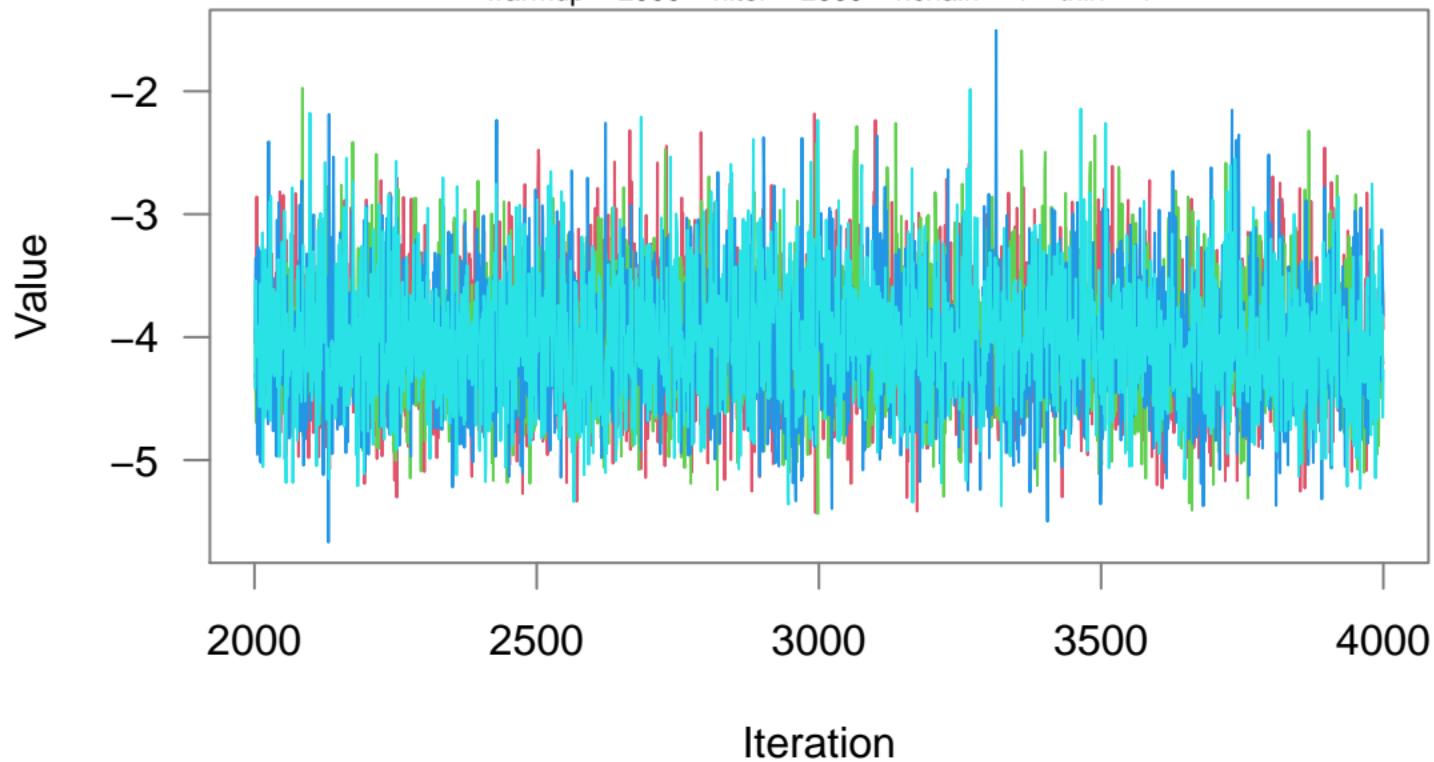
# b\_year\_fac2015

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



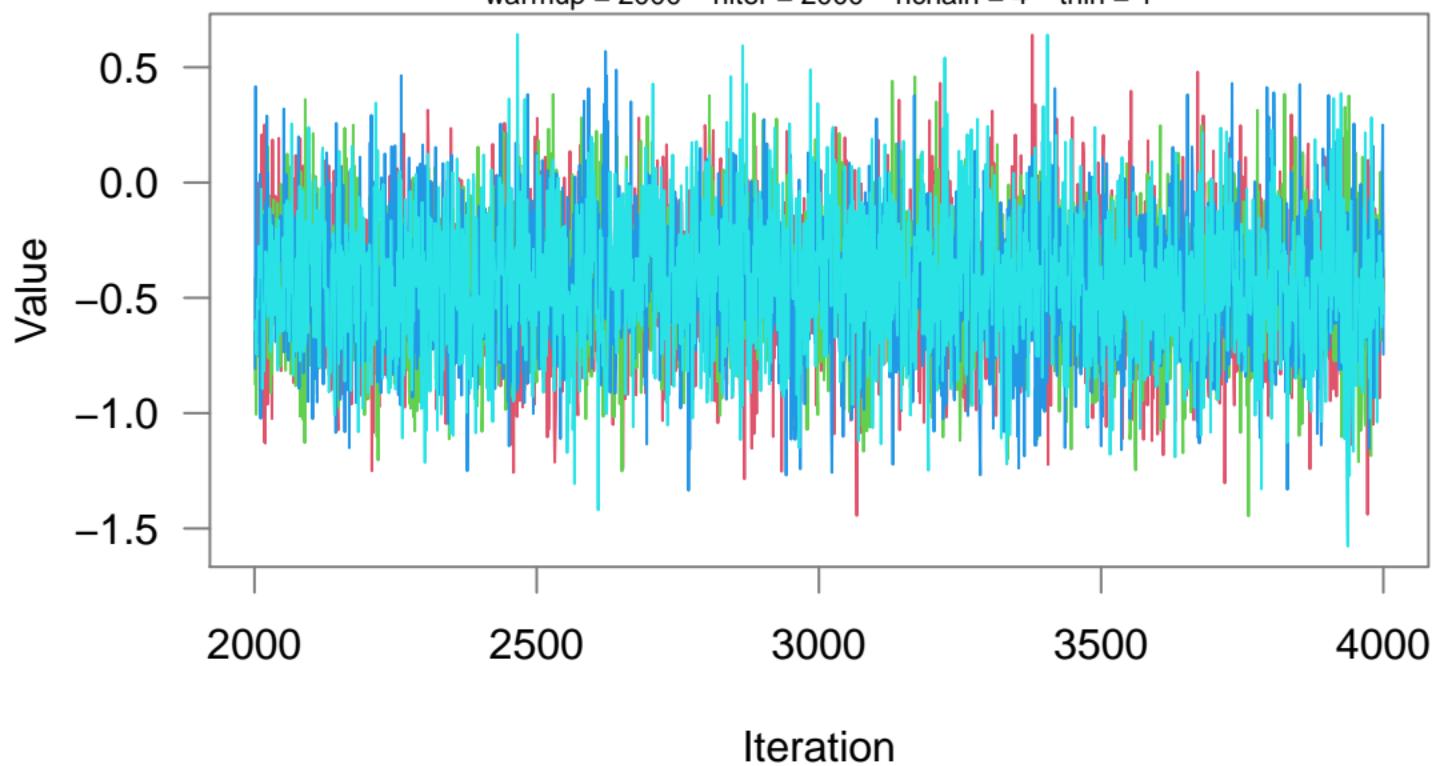
# b\_year\_fac2016

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



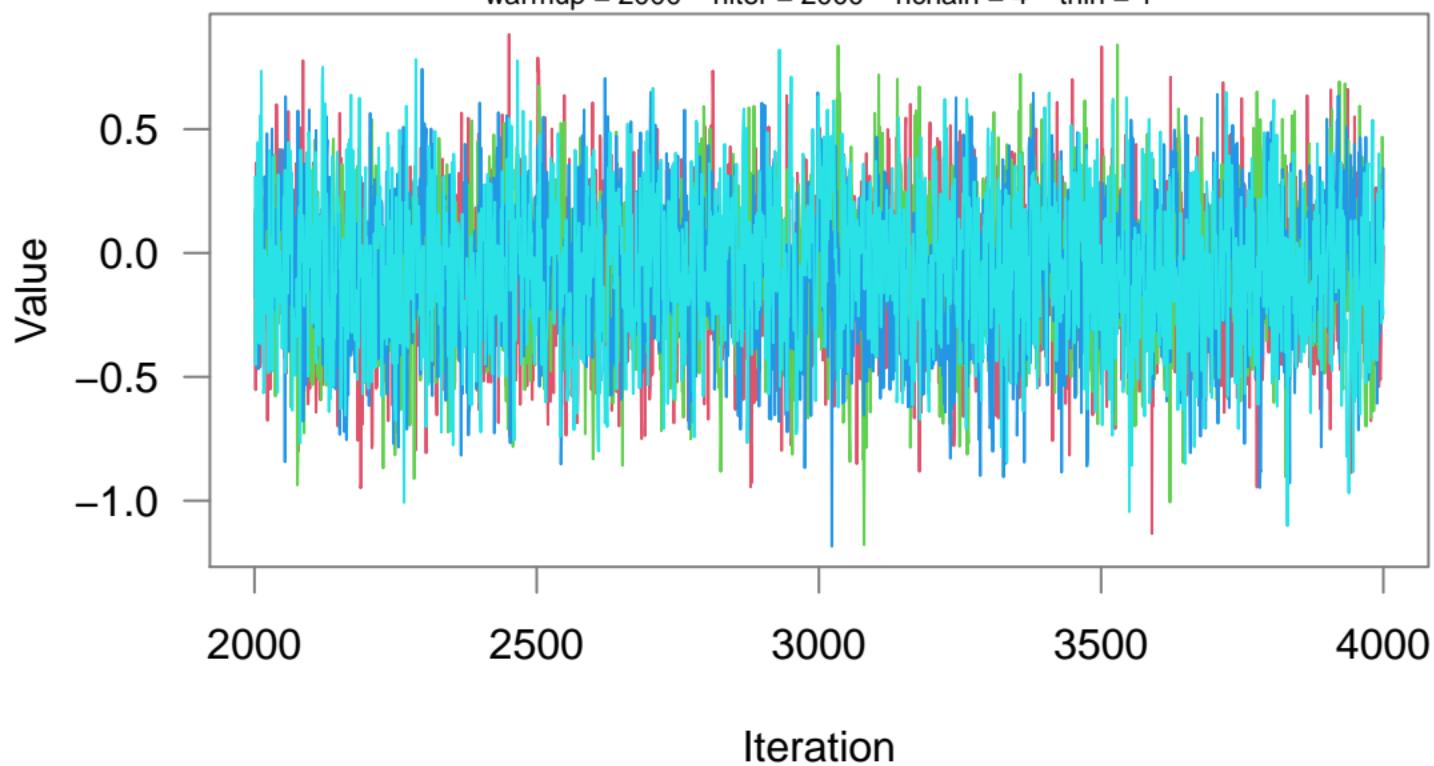
# b\_year\_fac2017

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



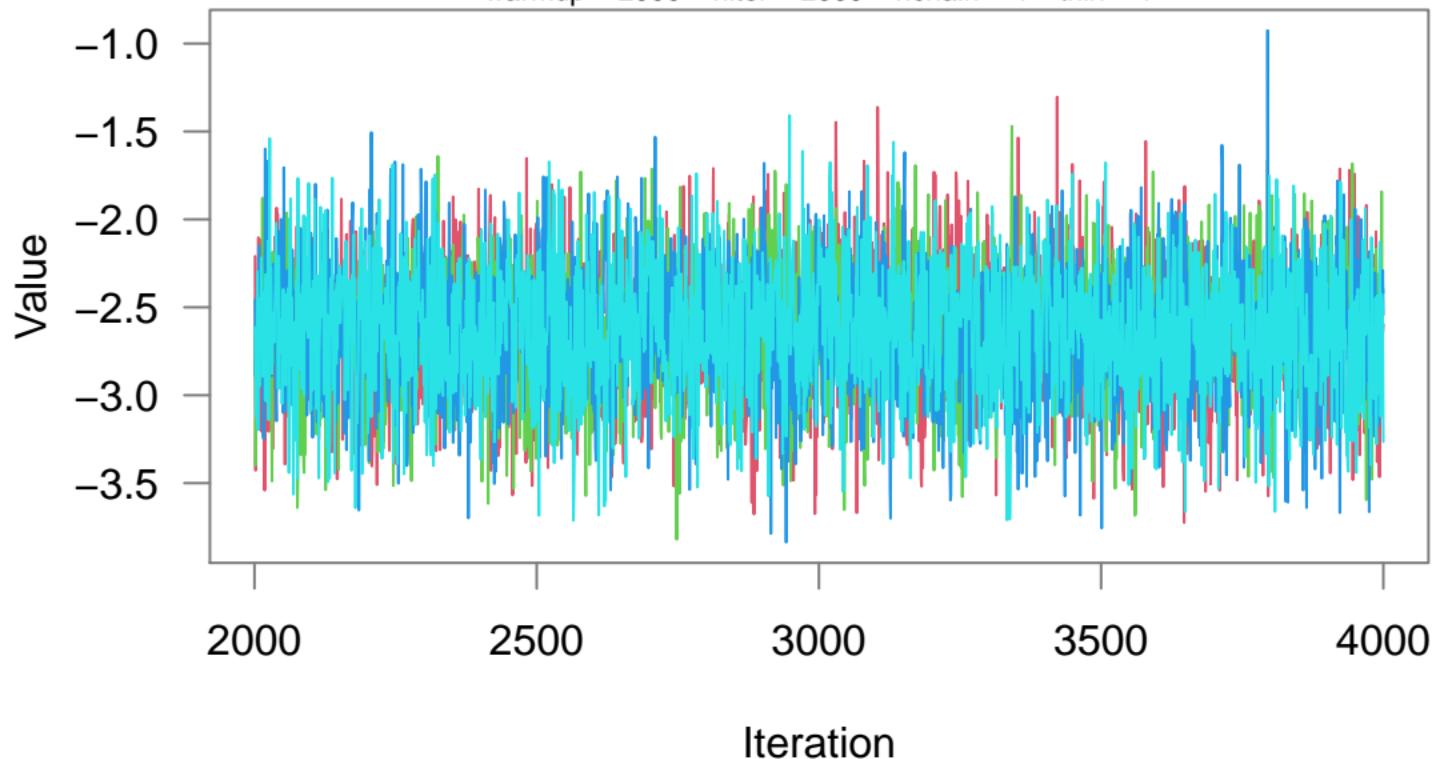
# b\_year\_fac2018

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



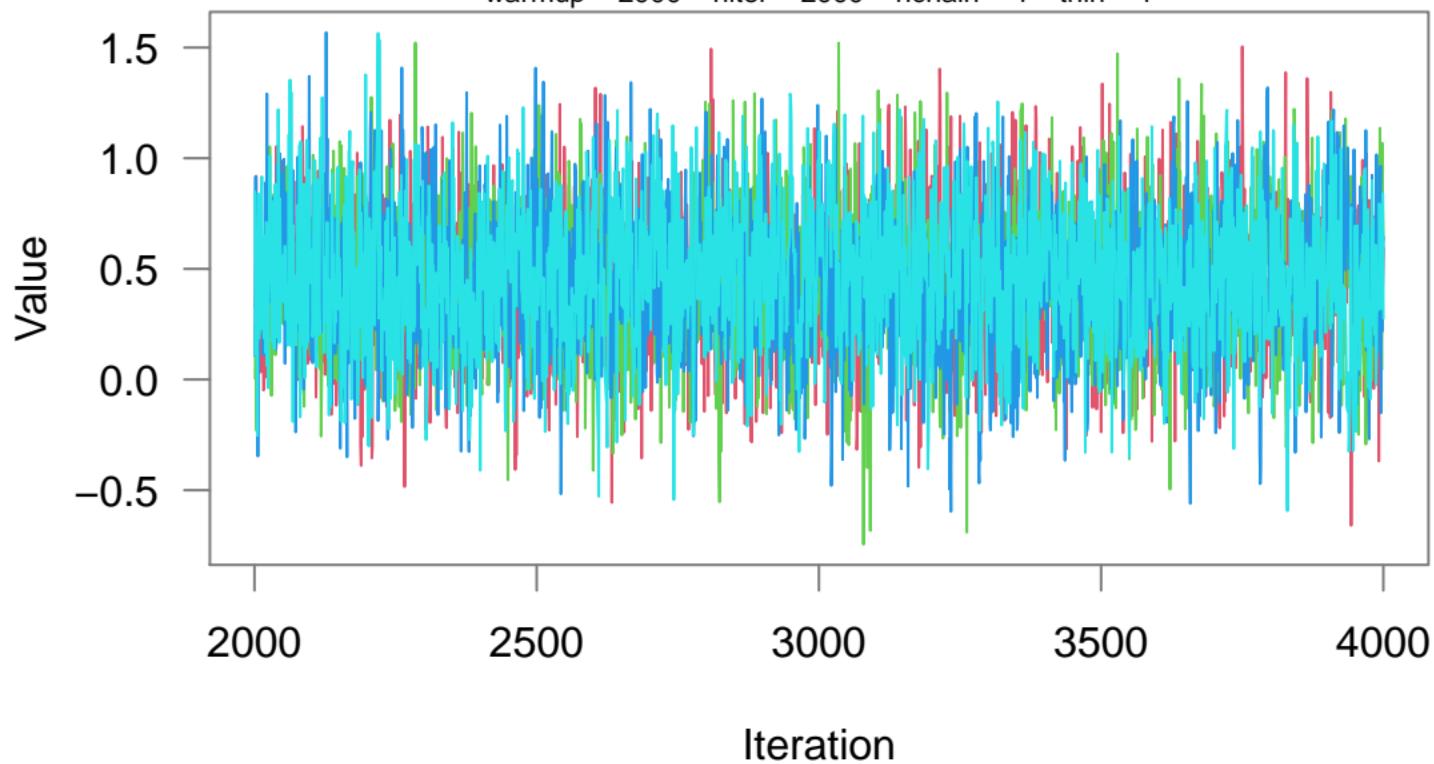
# b\_year\_fac2019

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



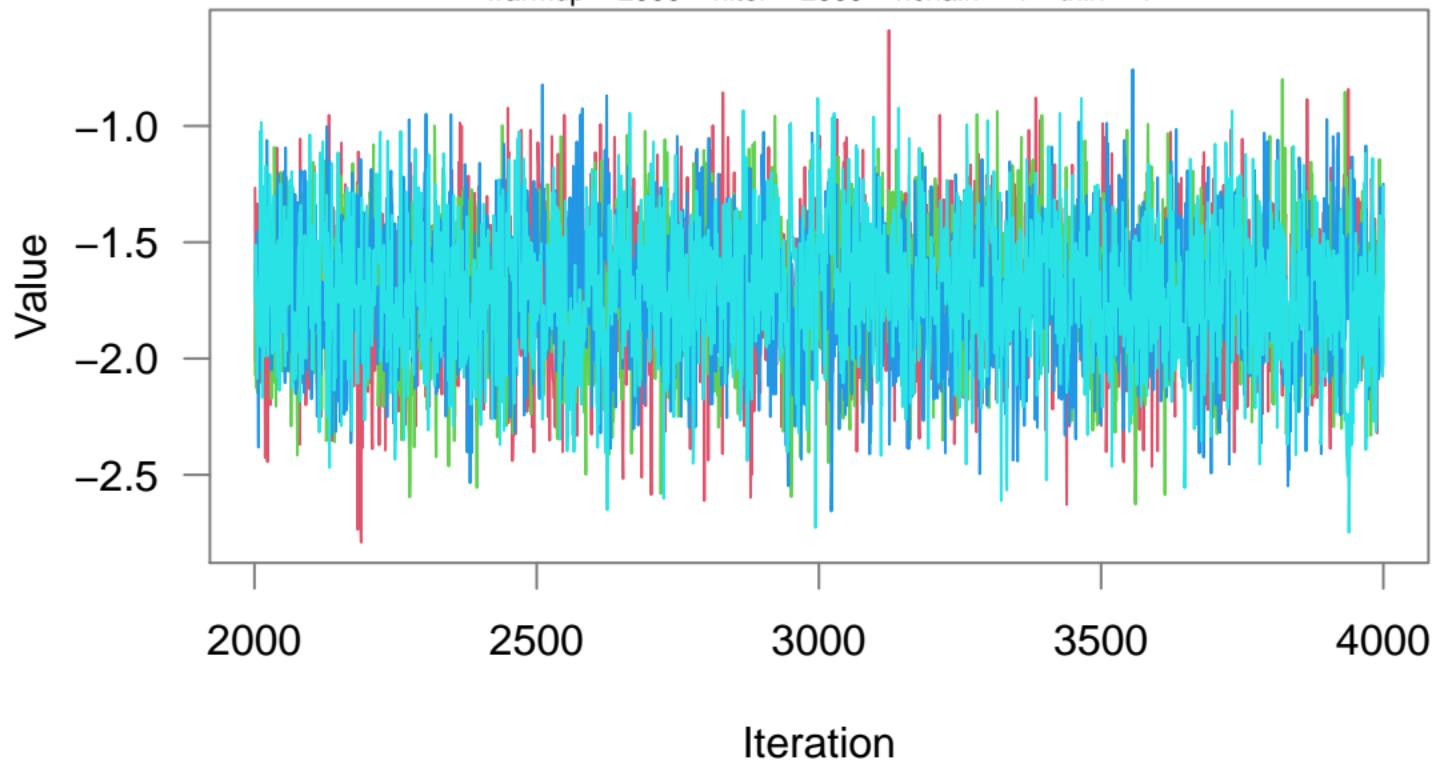
# b\_year\_fac2020

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



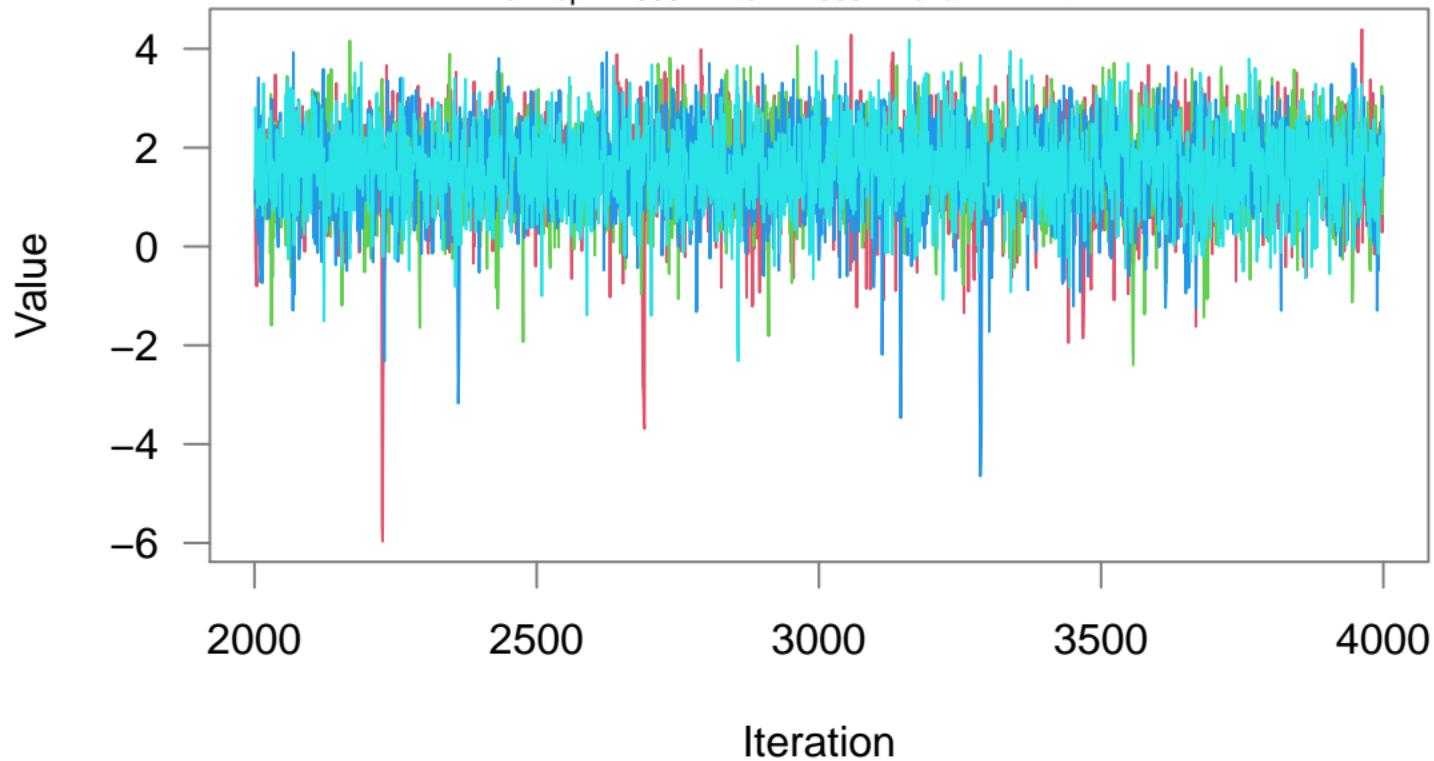
# b\_year\_fac2021

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



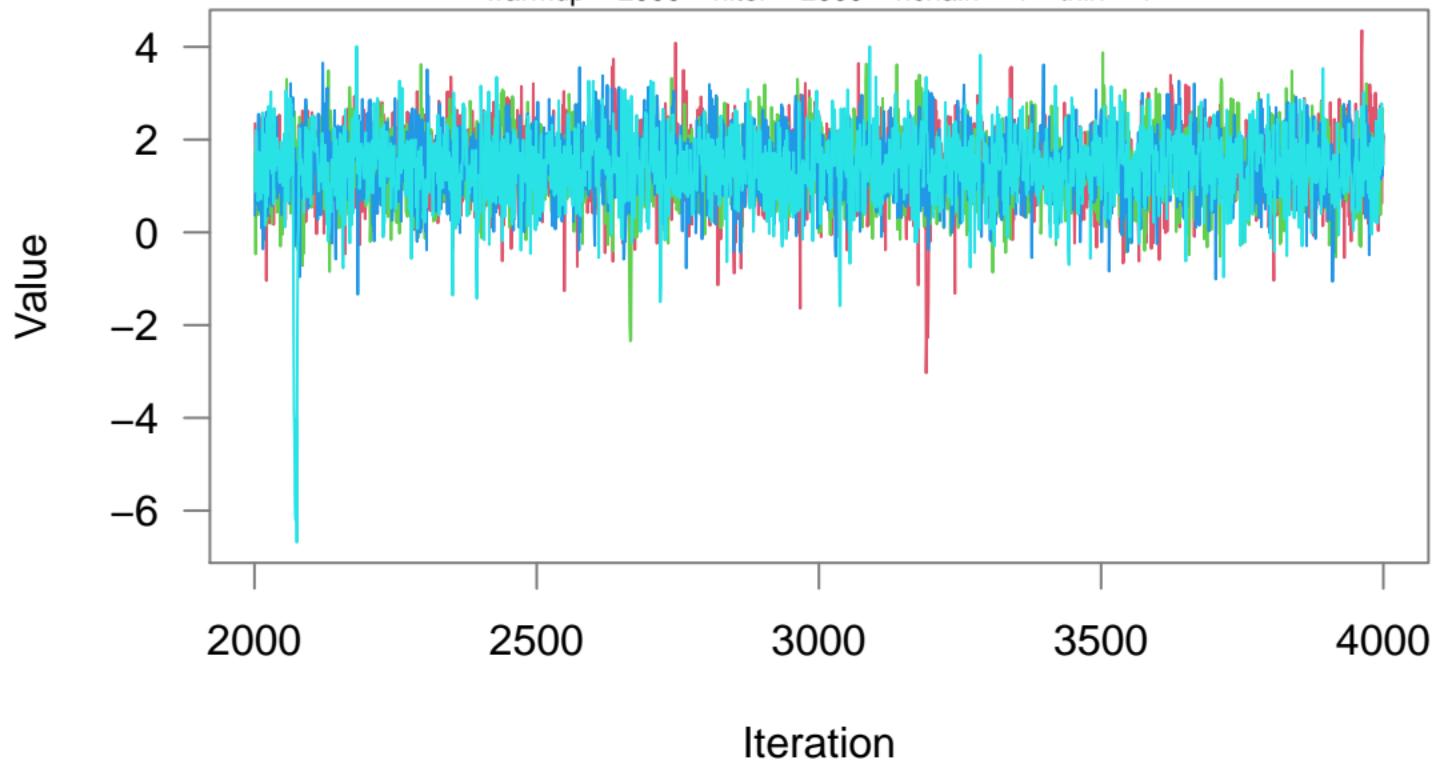
# b\_zi\_year\_fac2007

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



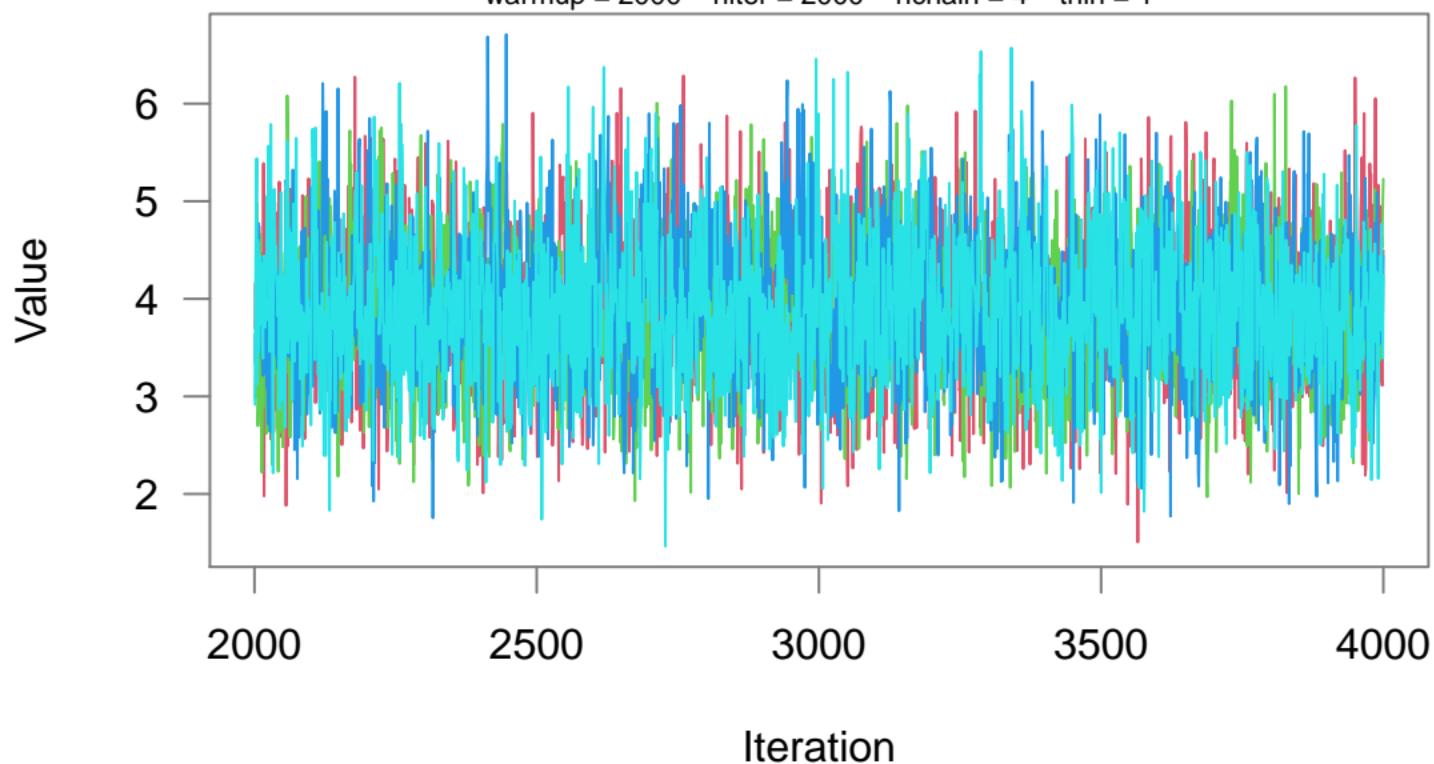
# **b\_zi\_year\_fac2008**

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



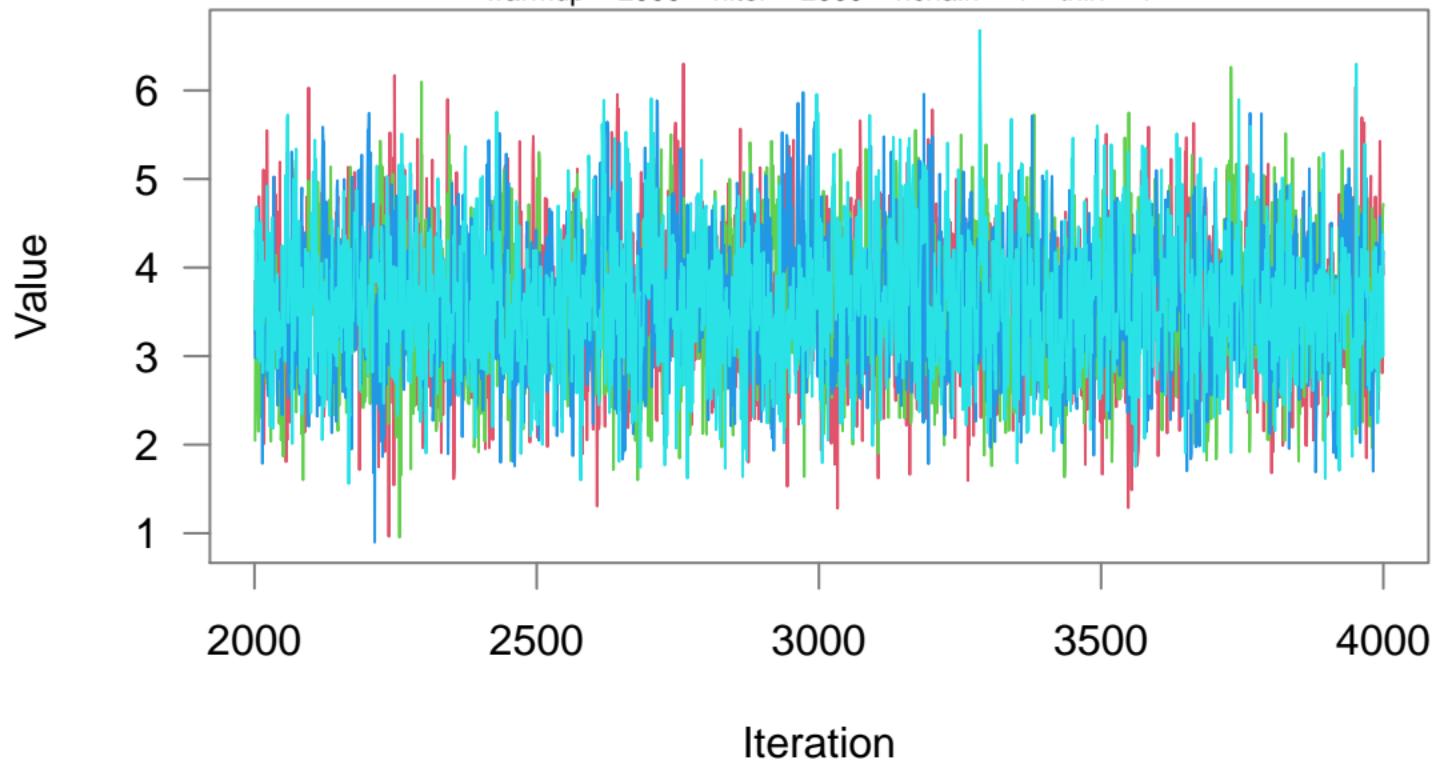
# b\_zi\_year\_fac2009

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



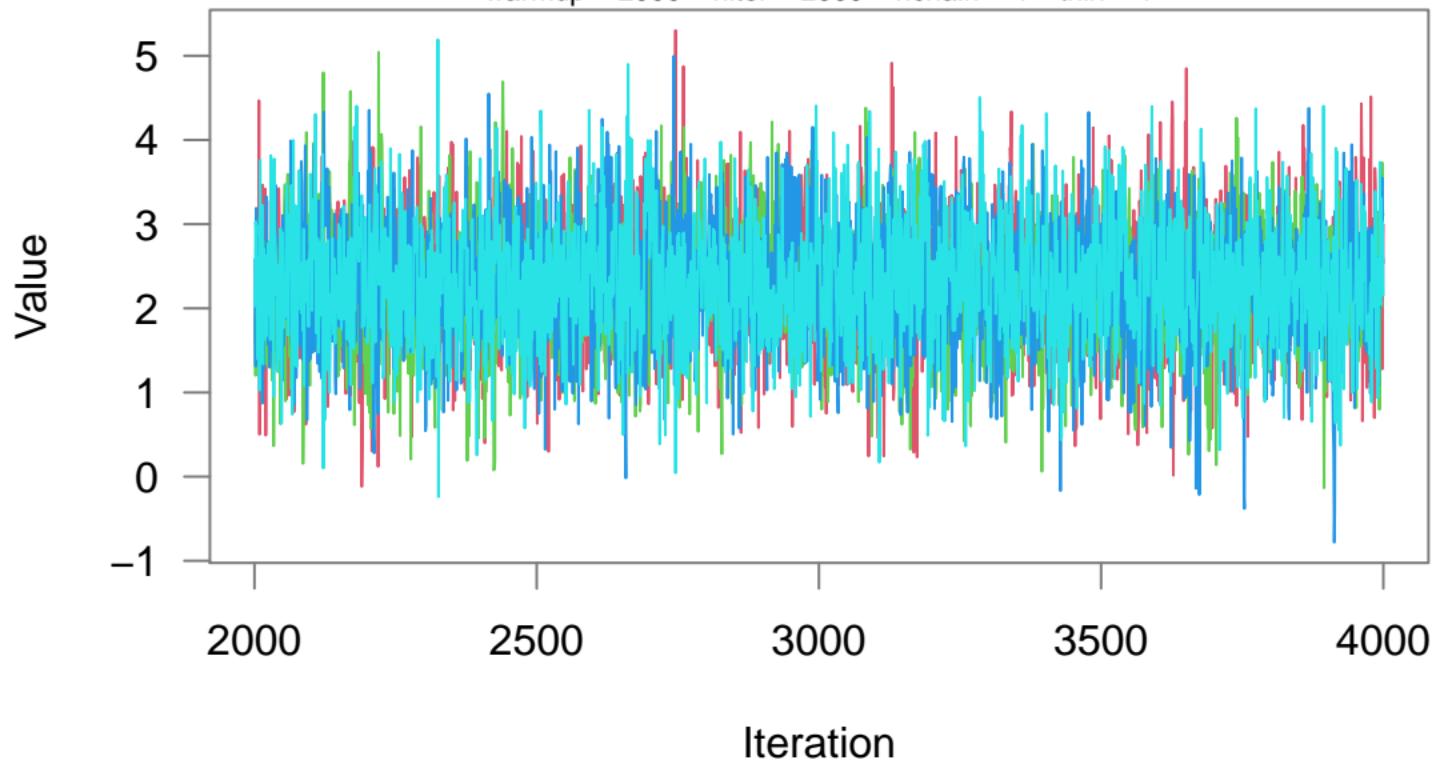
# b\_zi\_year\_fac2010

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



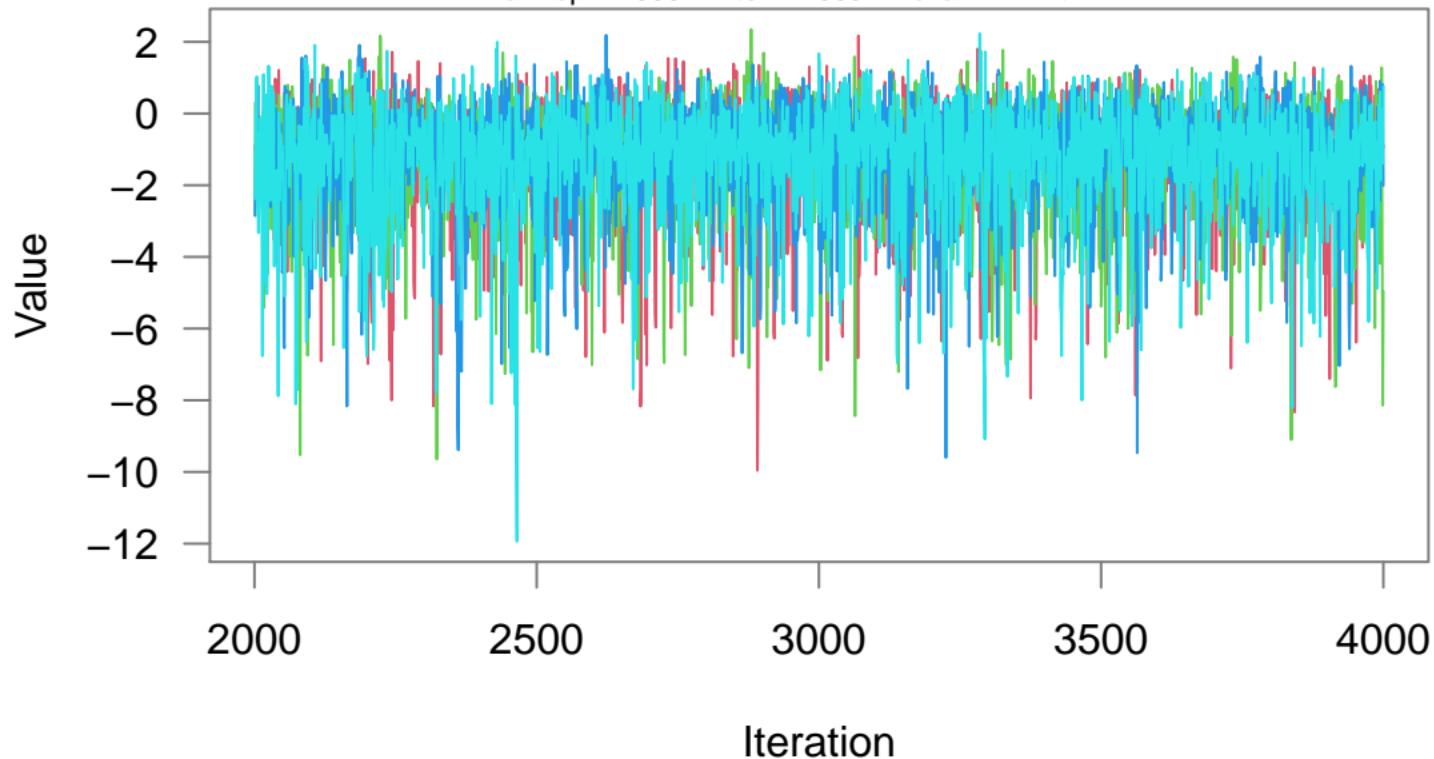
# b\_zi\_year\_fac2011

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



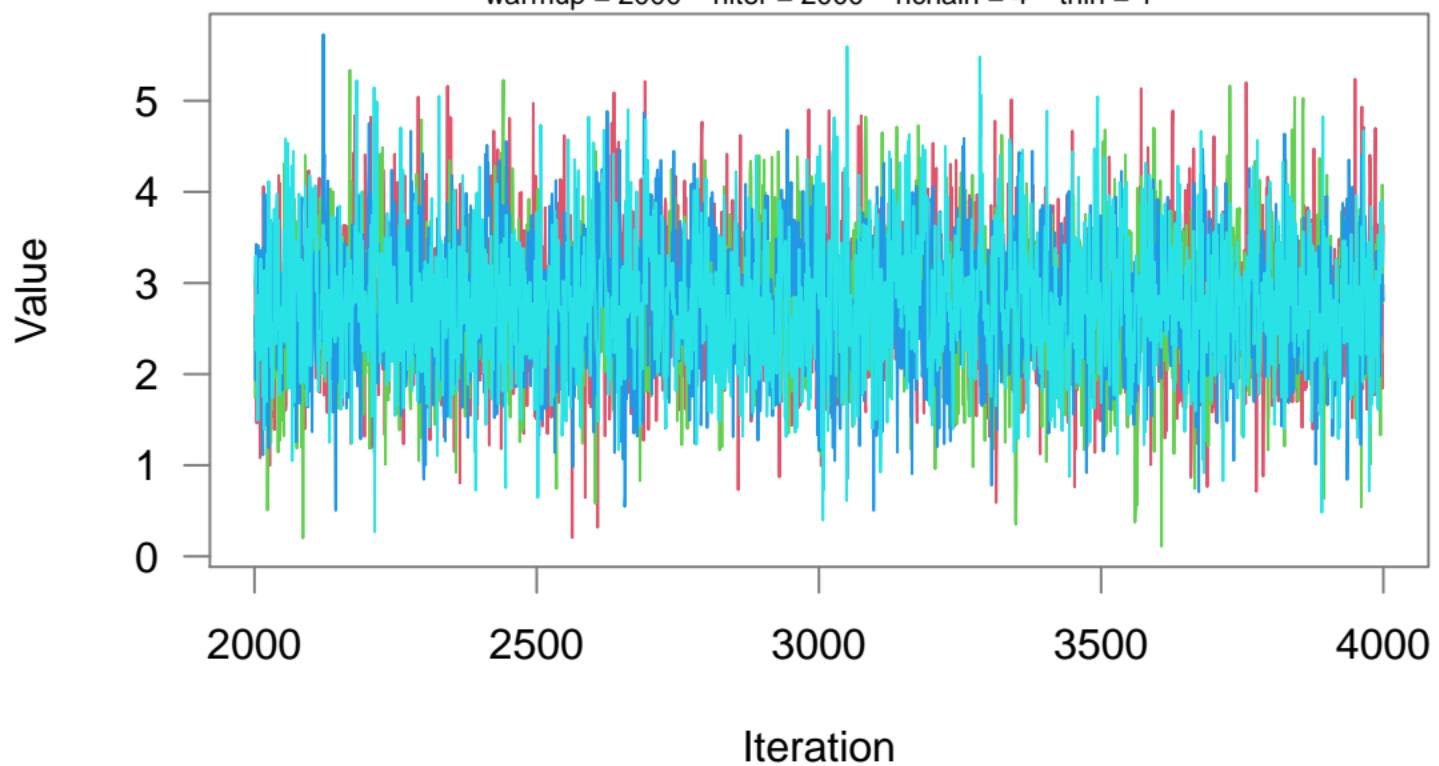
# b\_zi\_year\_fac2012

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



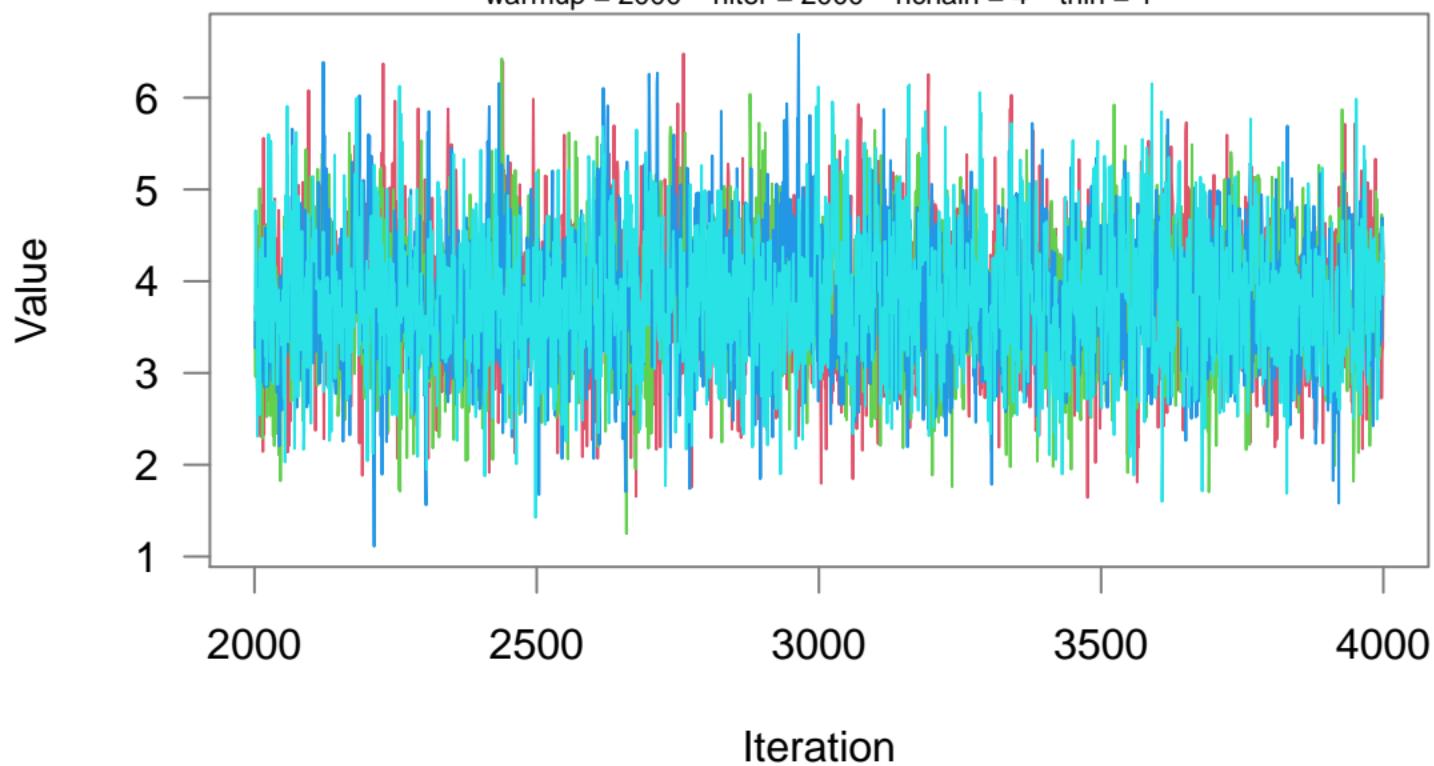
# b\_zi\_year\_fac2013

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



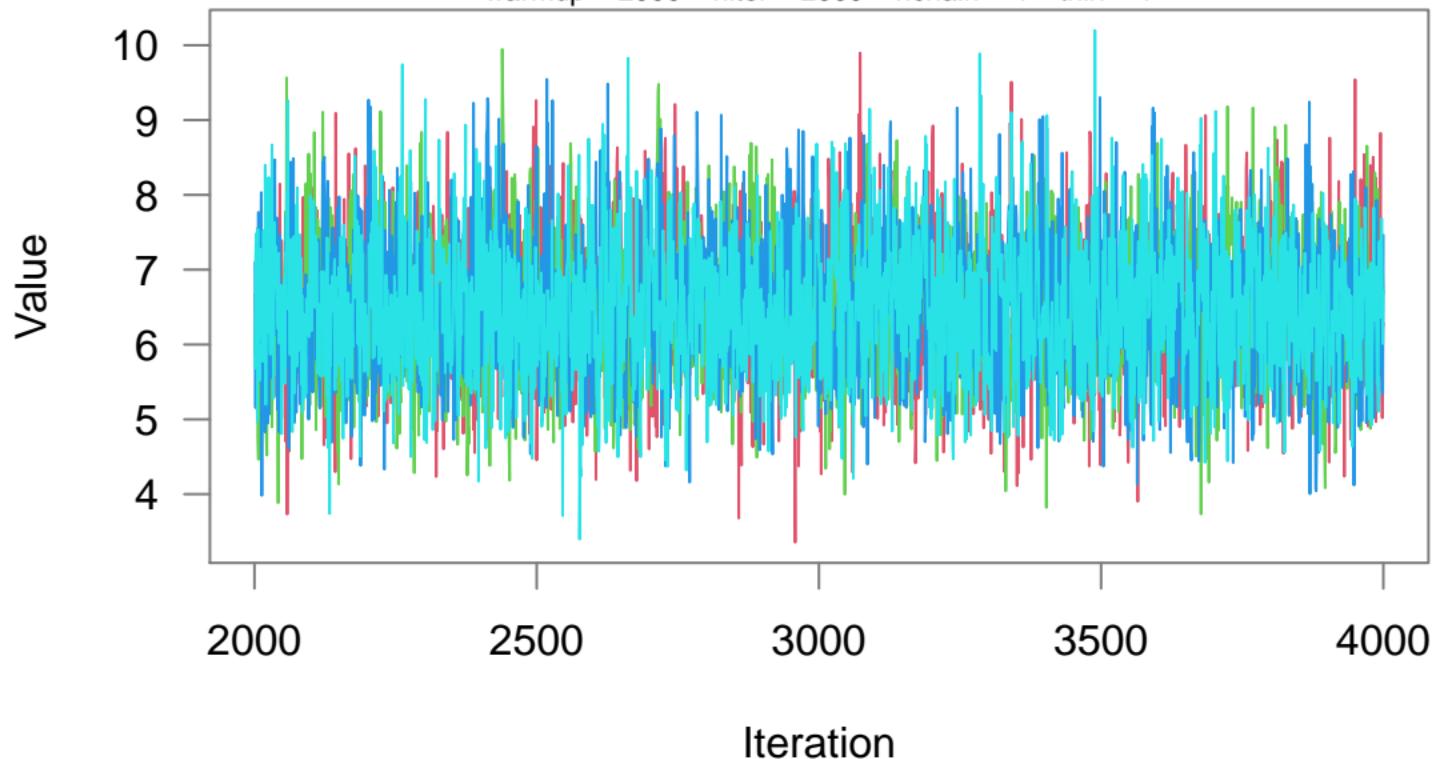
# b\_zi\_year\_fac2014

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



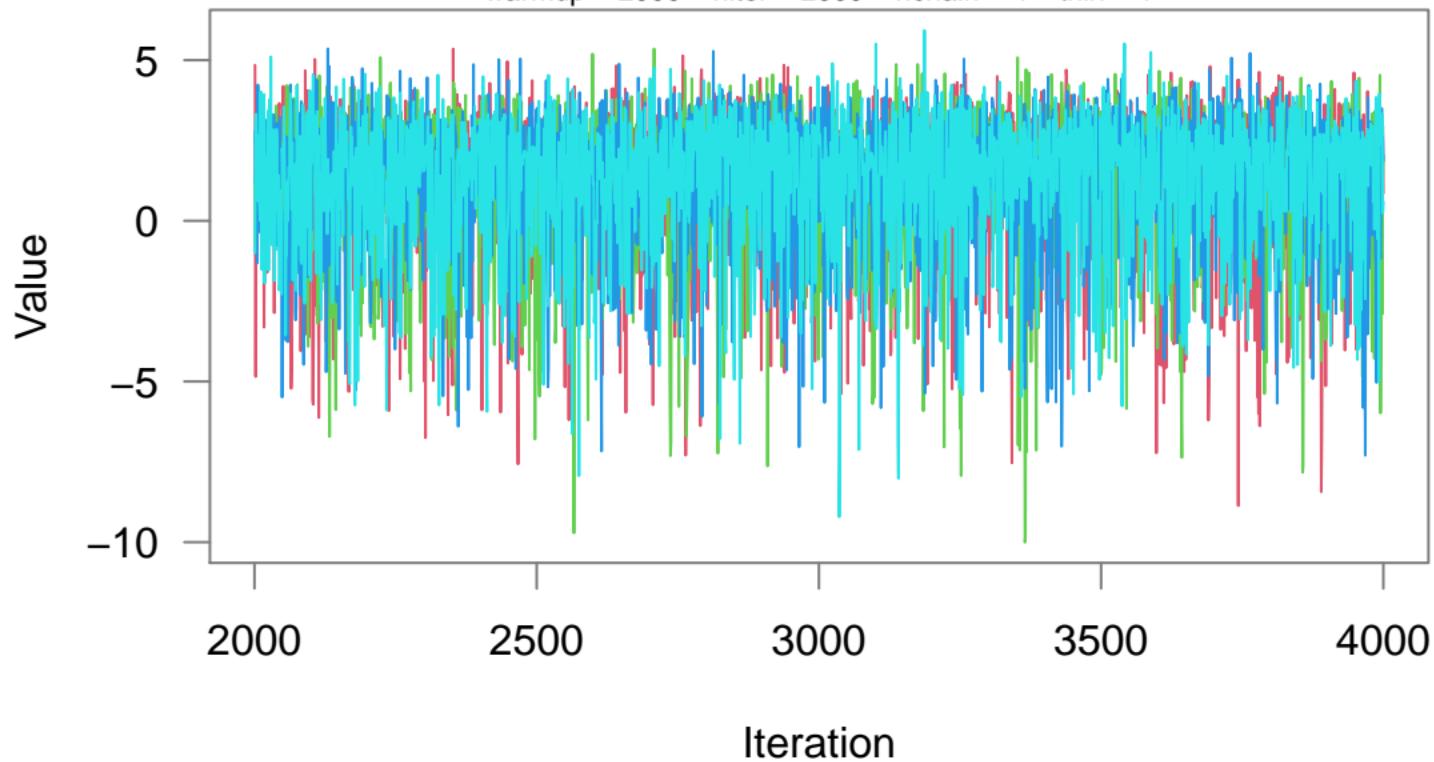
# b\_zi\_year\_fac2015

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



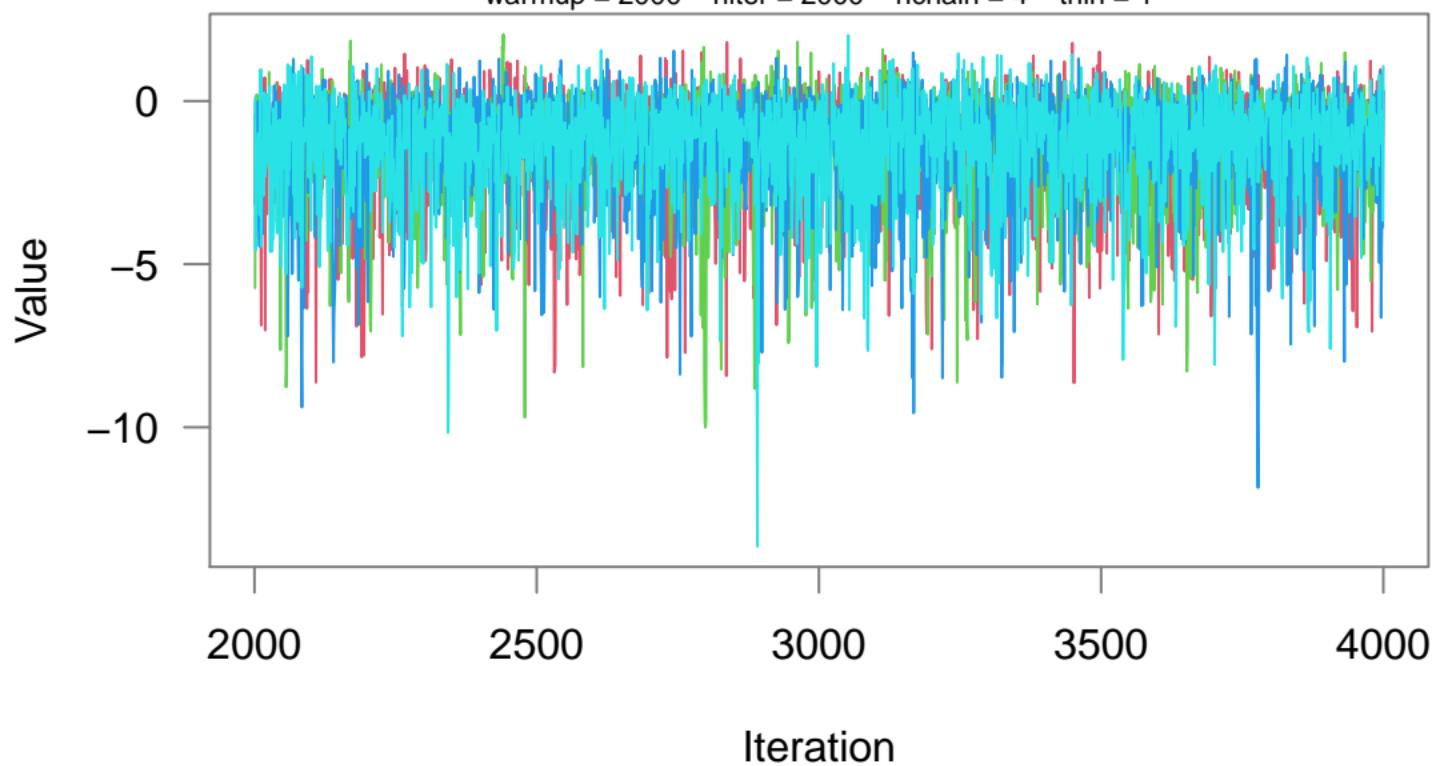
# b\_zi\_year\_fac2016

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



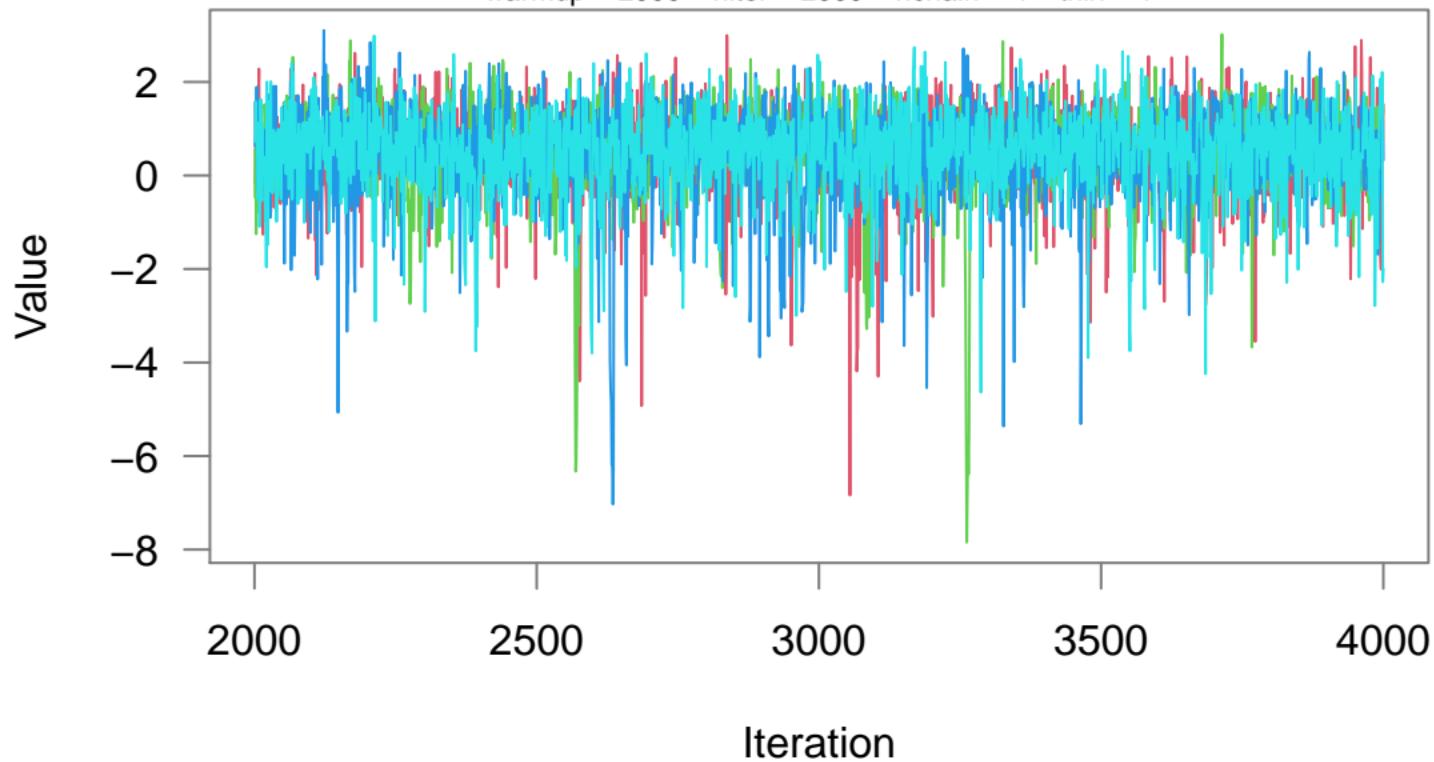
# b\_zi\_year\_fac2017

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



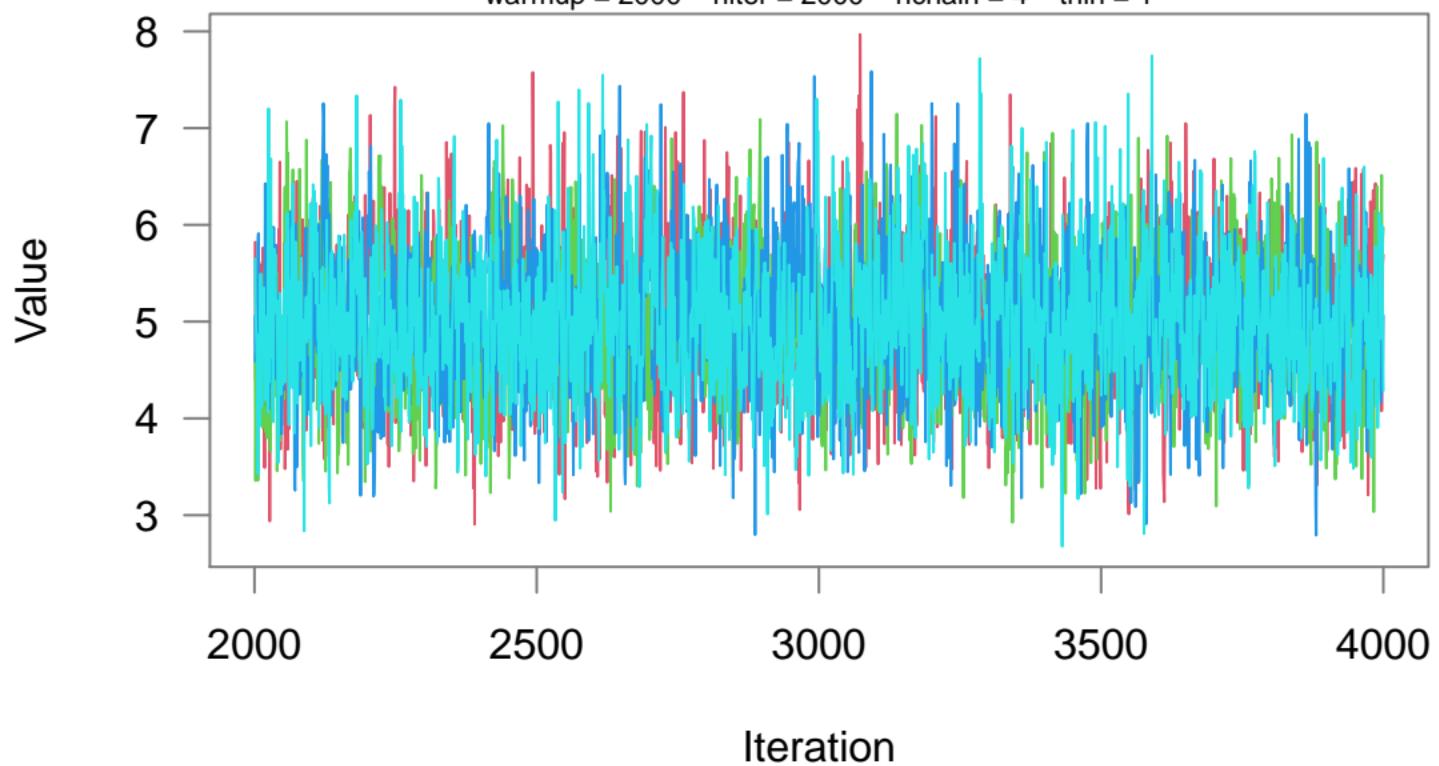
# b\_zi\_year\_fac2018

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



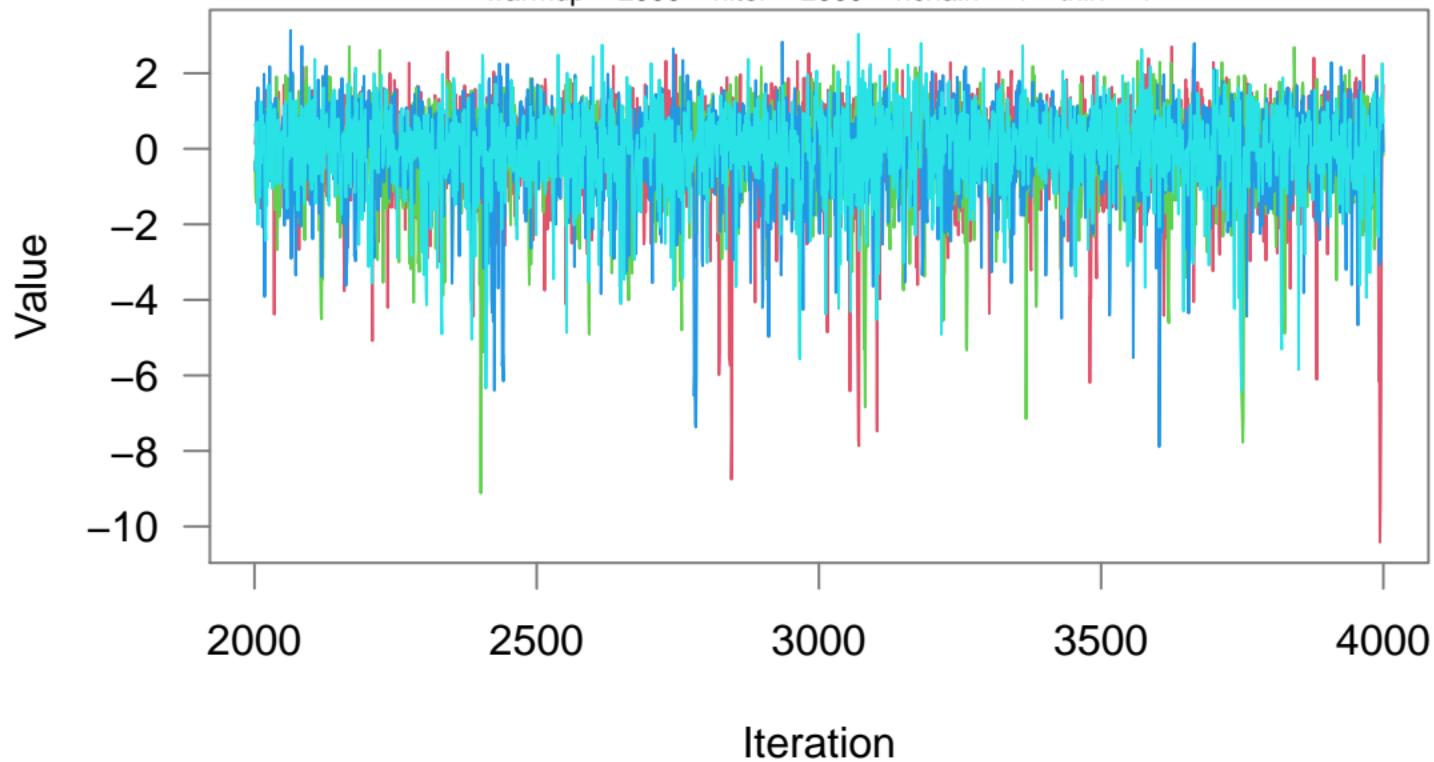
# b\_zi\_year\_fac2019

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



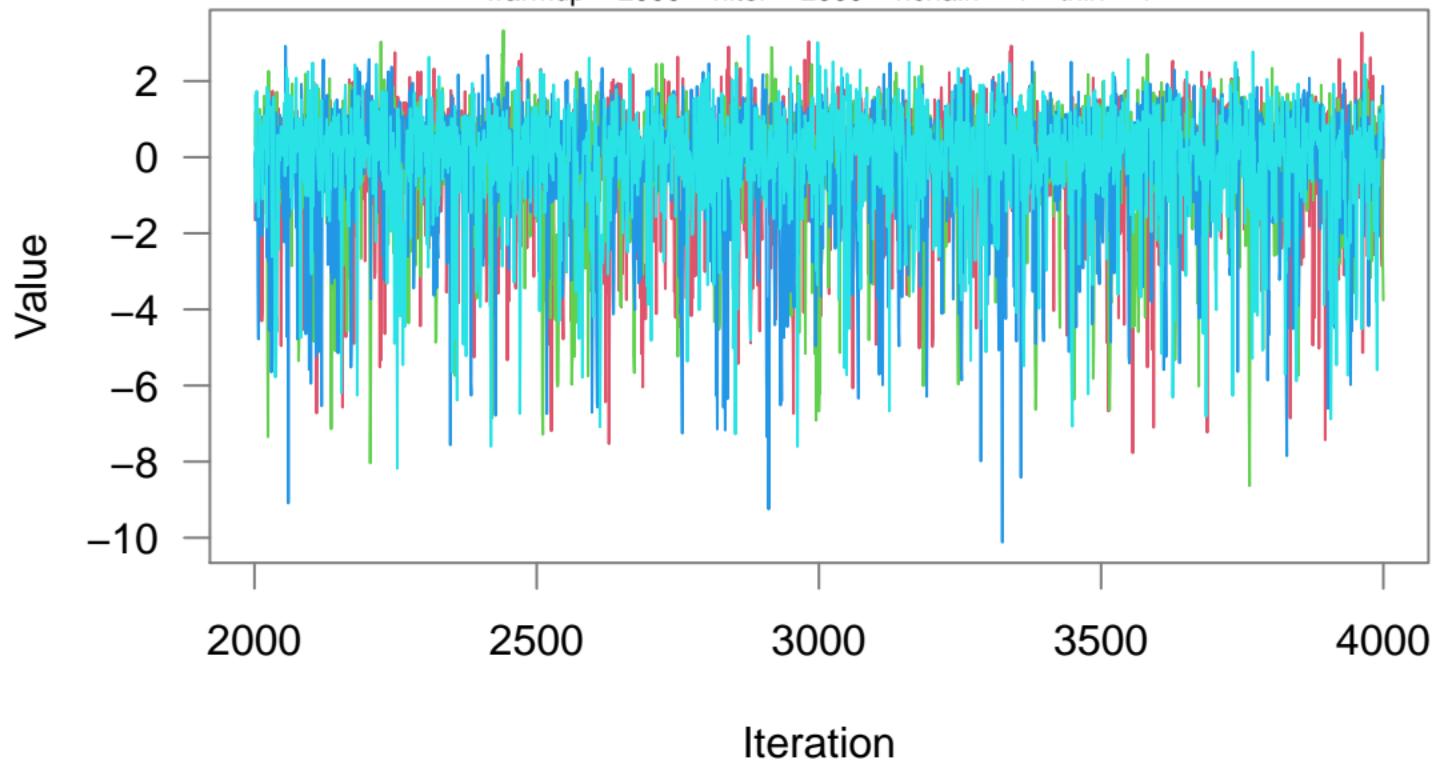
# b\_zi\_year\_fac2020

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



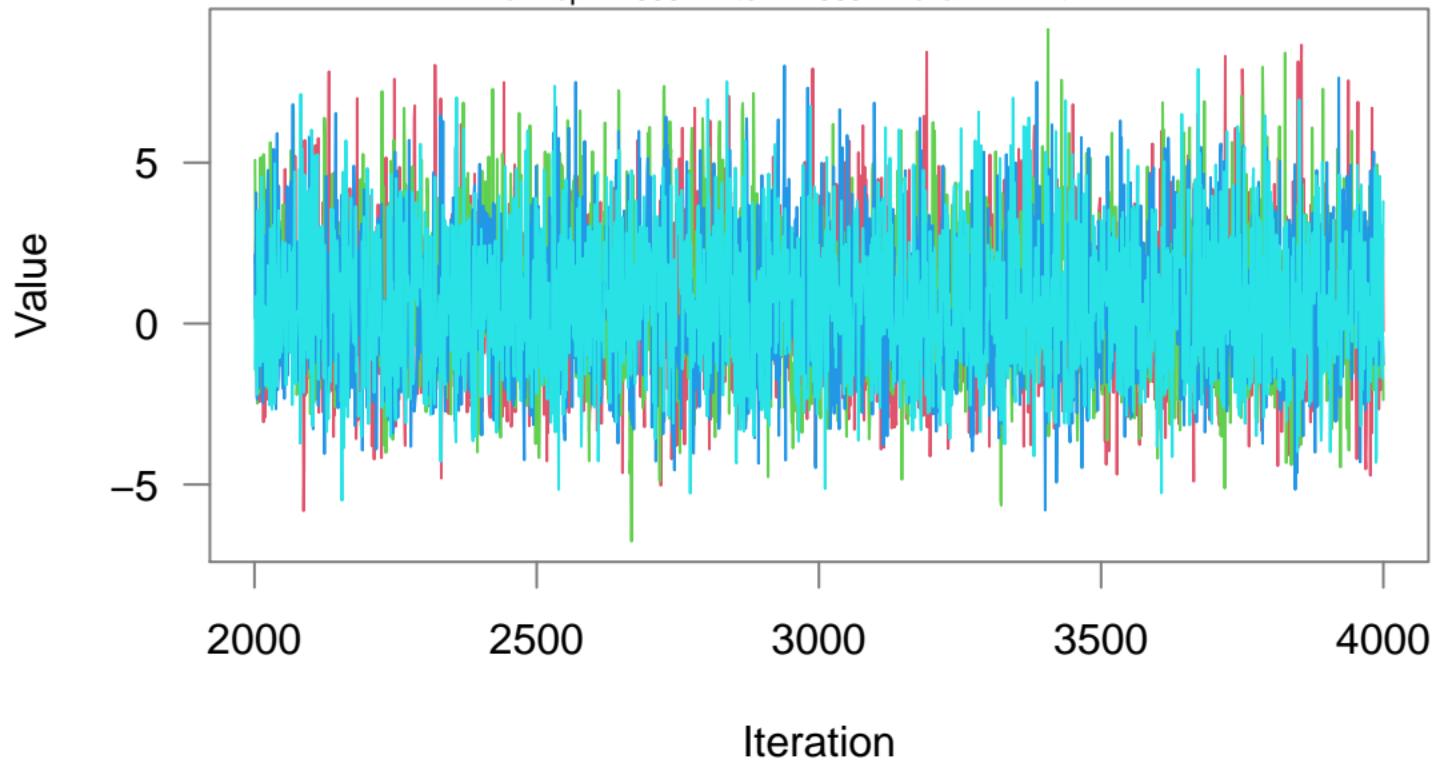
# b\_zi\_year\_fac2021

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



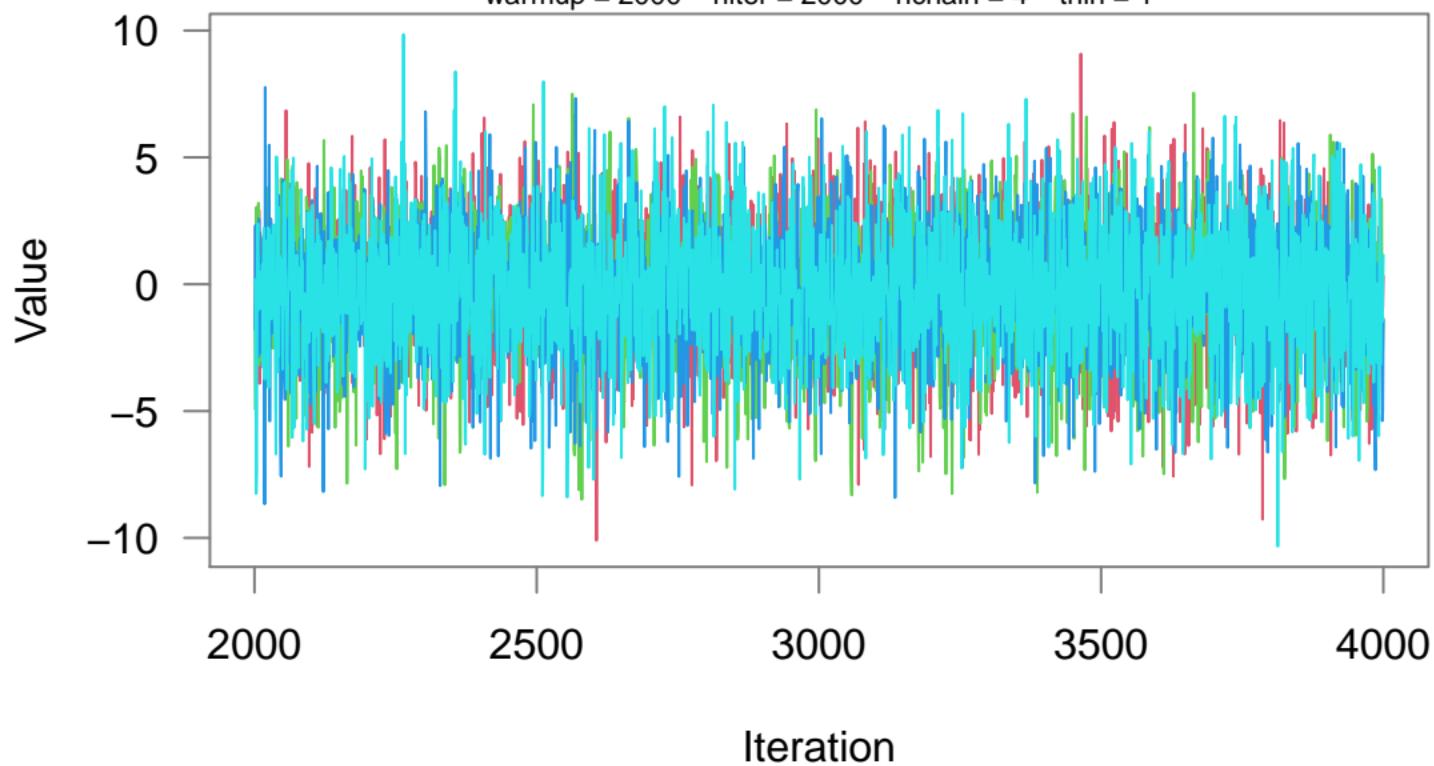
# **bs\_sjulian\_1**

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



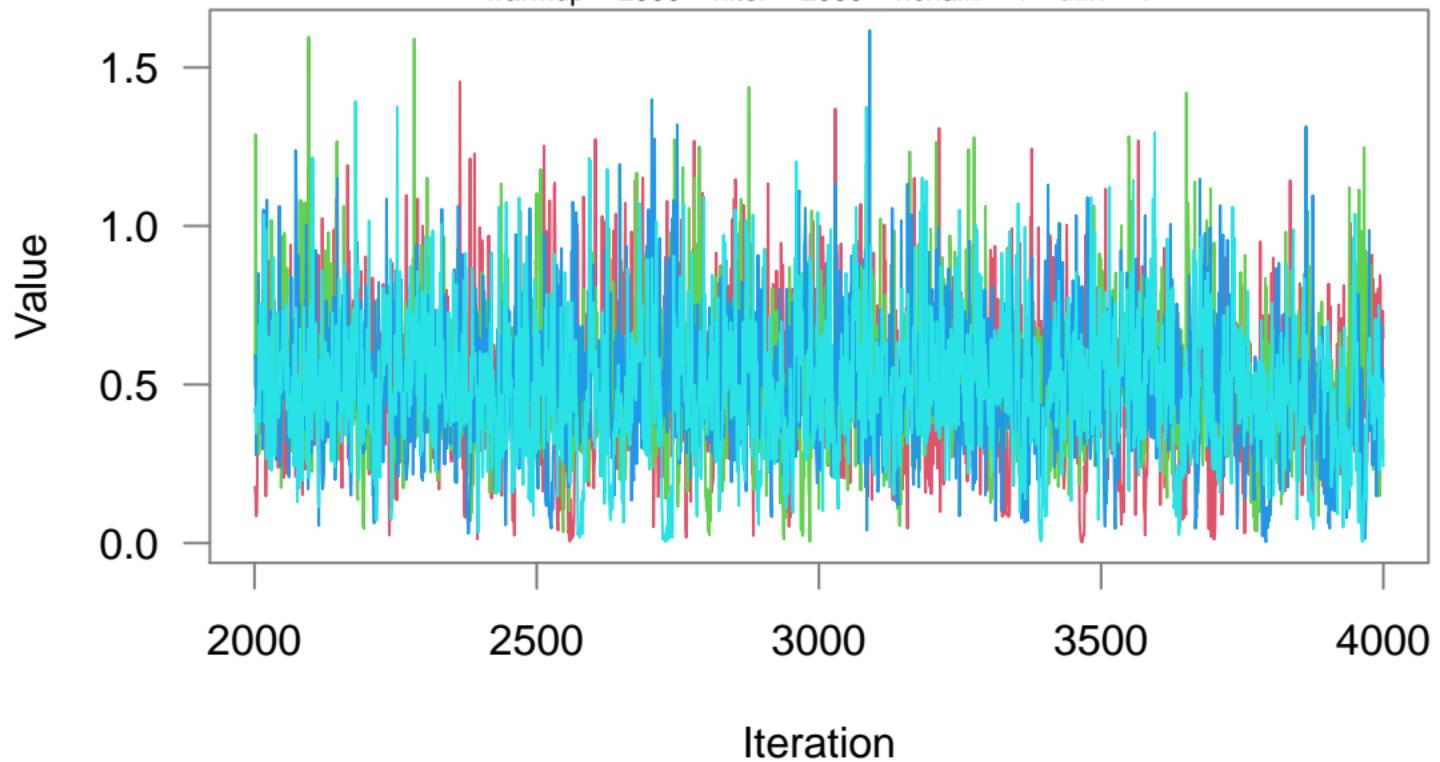
# **bs\_zi\_sjulian\_1**

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



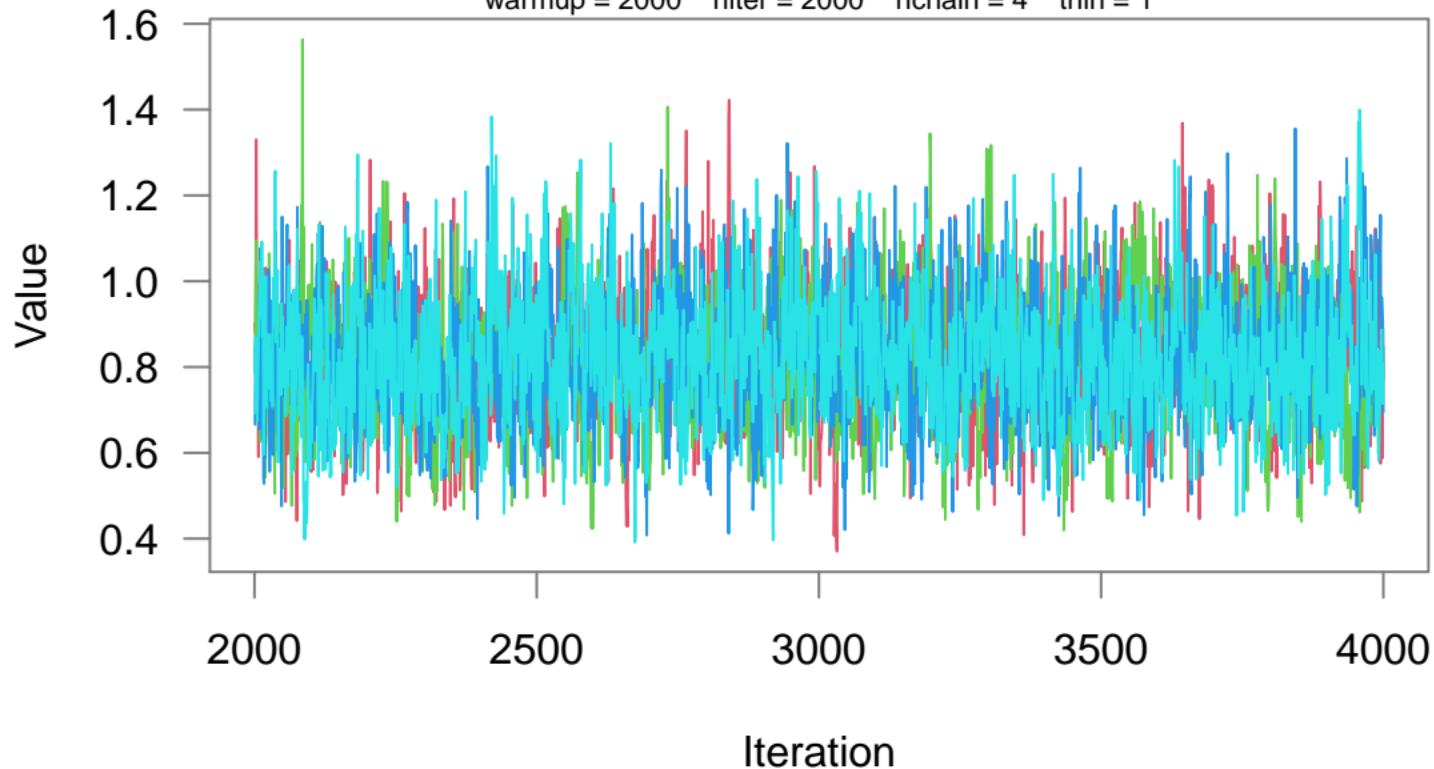
# **sd\_bay\_fac\_Intercept**

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



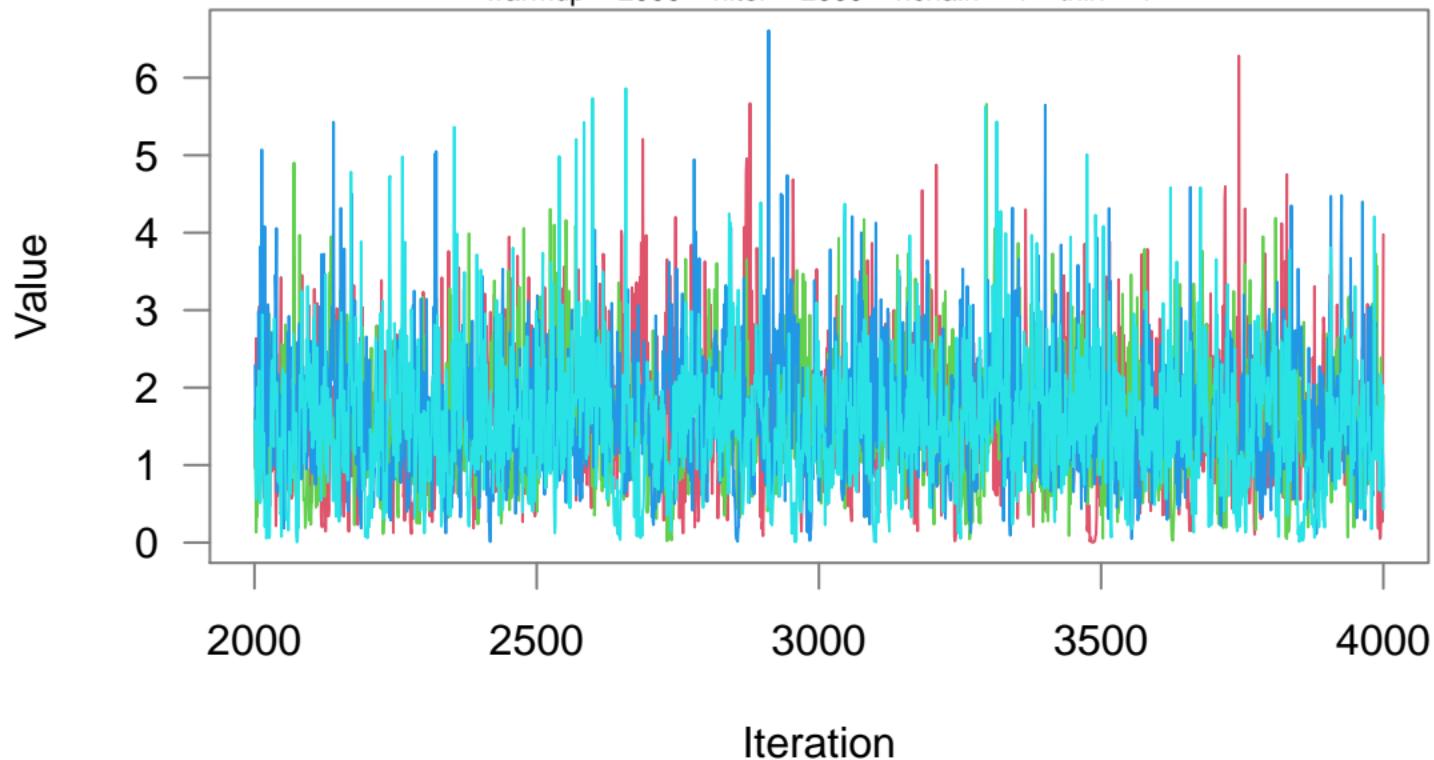
## **sd\_bay\_fac:site\_fac\_\_Intercept**

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



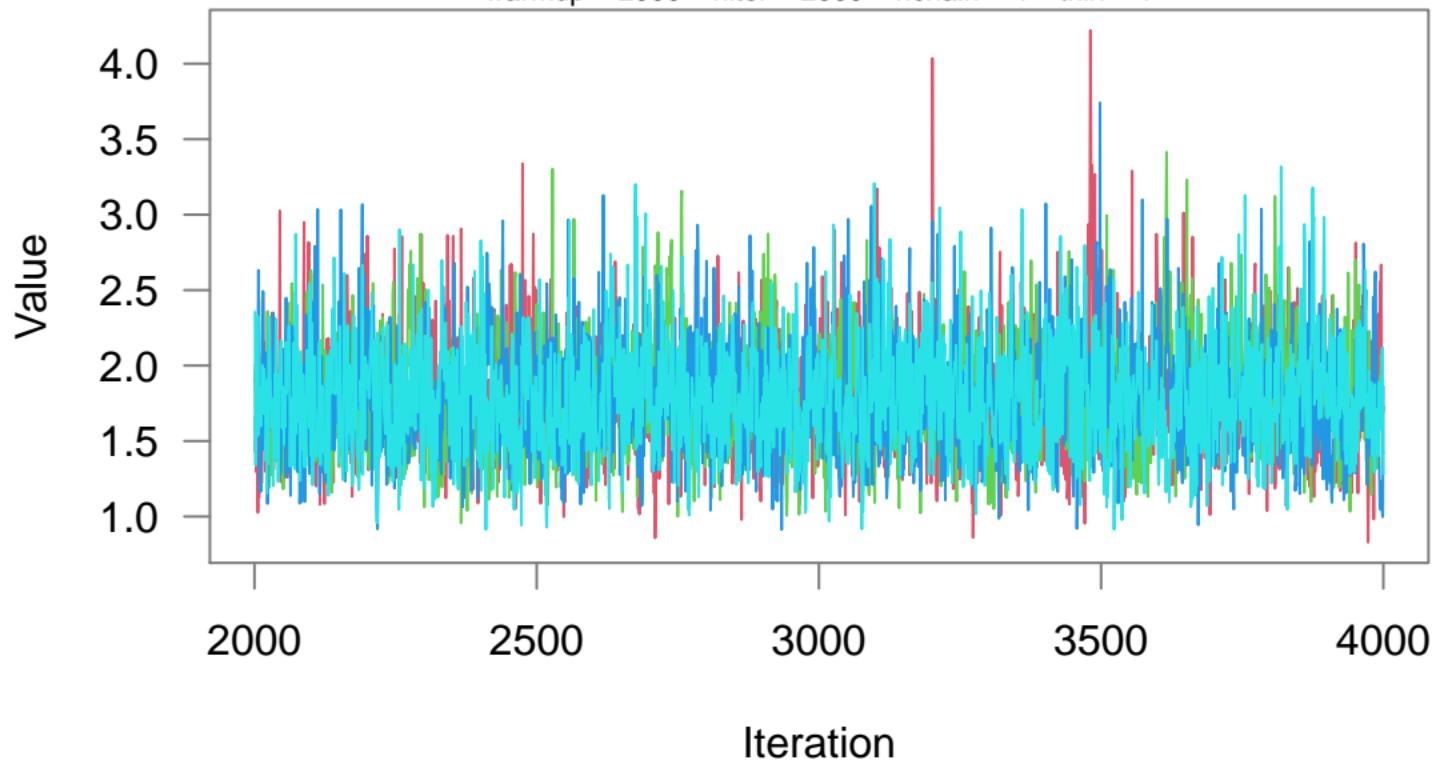
# **sd\_bay\_fac\_zi\_Intercept**

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



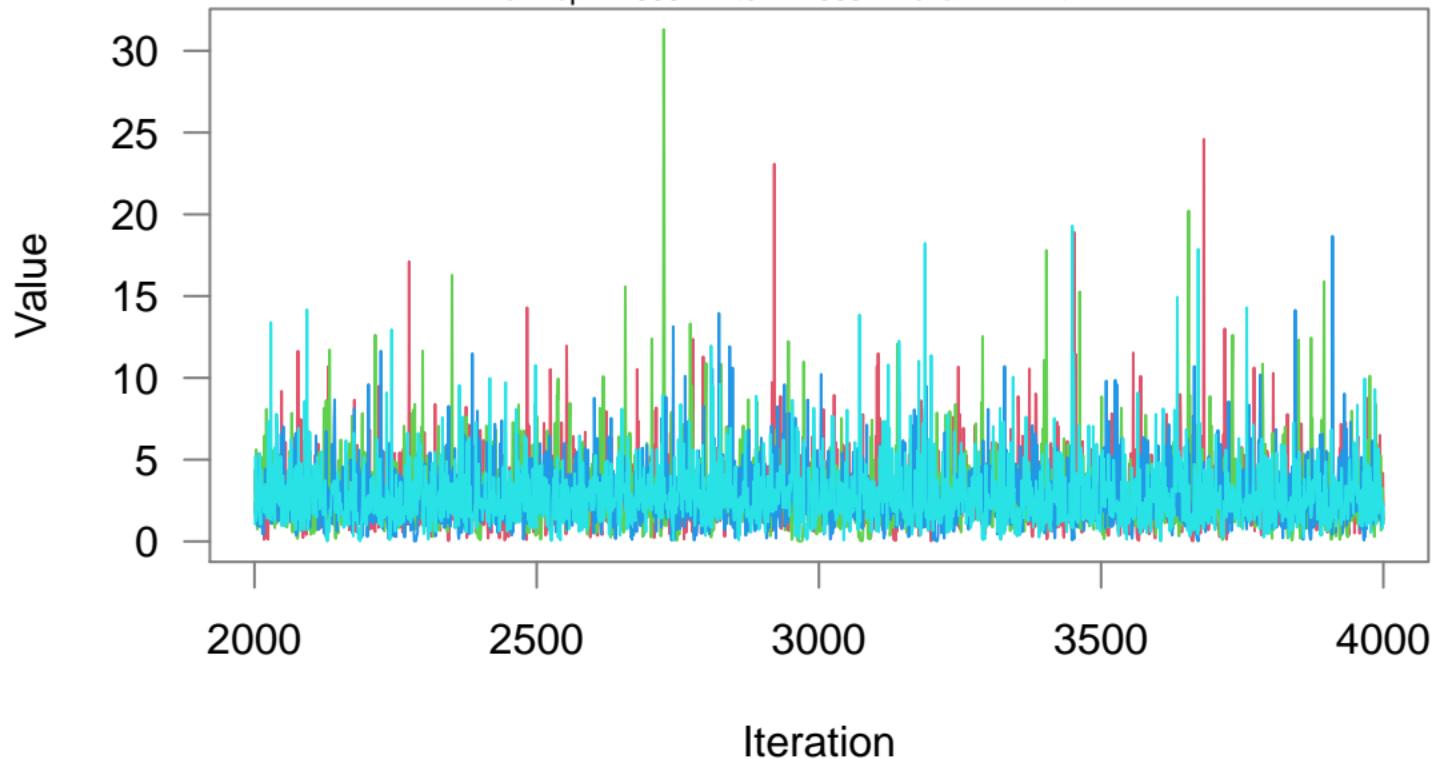
## **sd\_bay\_fac:site\_fac\_\_zi\_Intercept**

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



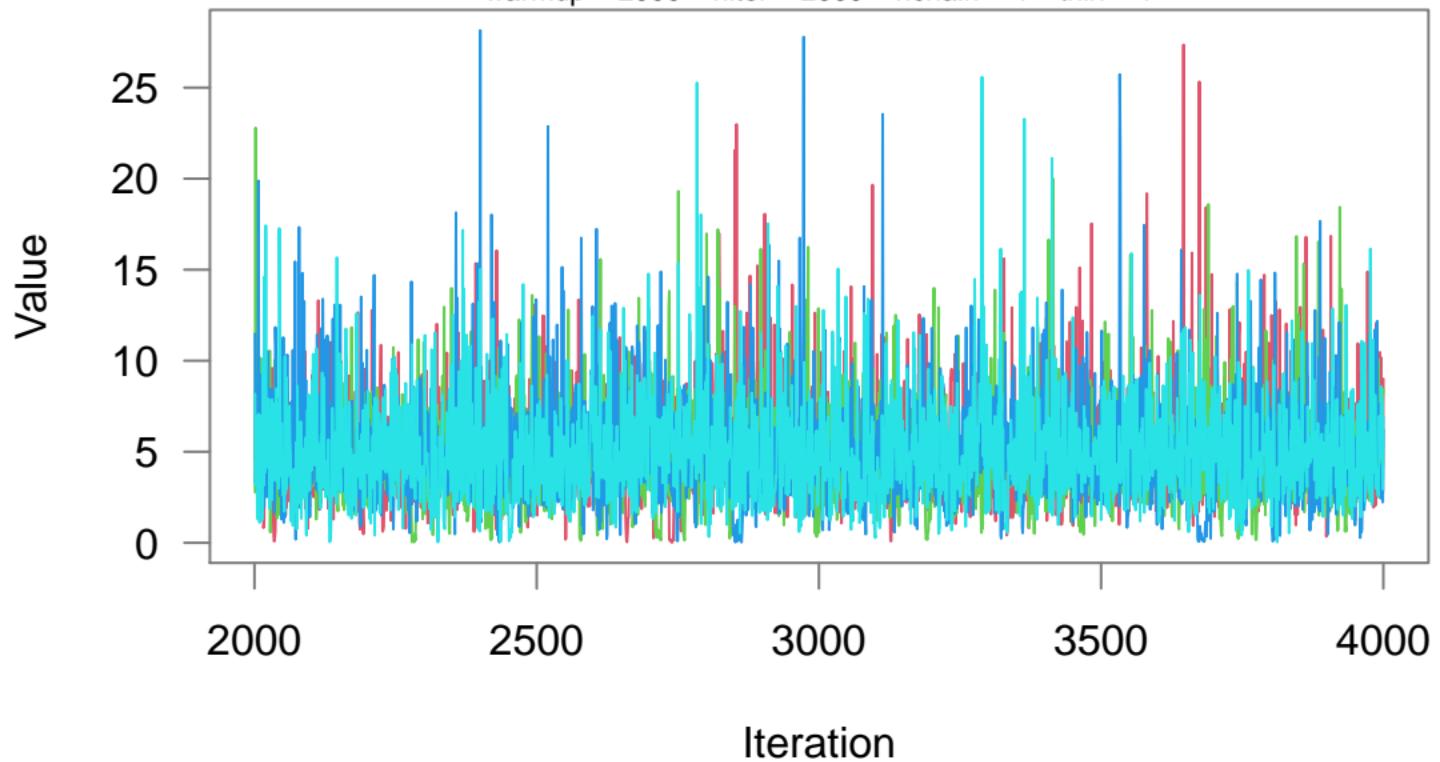
# sds\_sjulian\_1

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



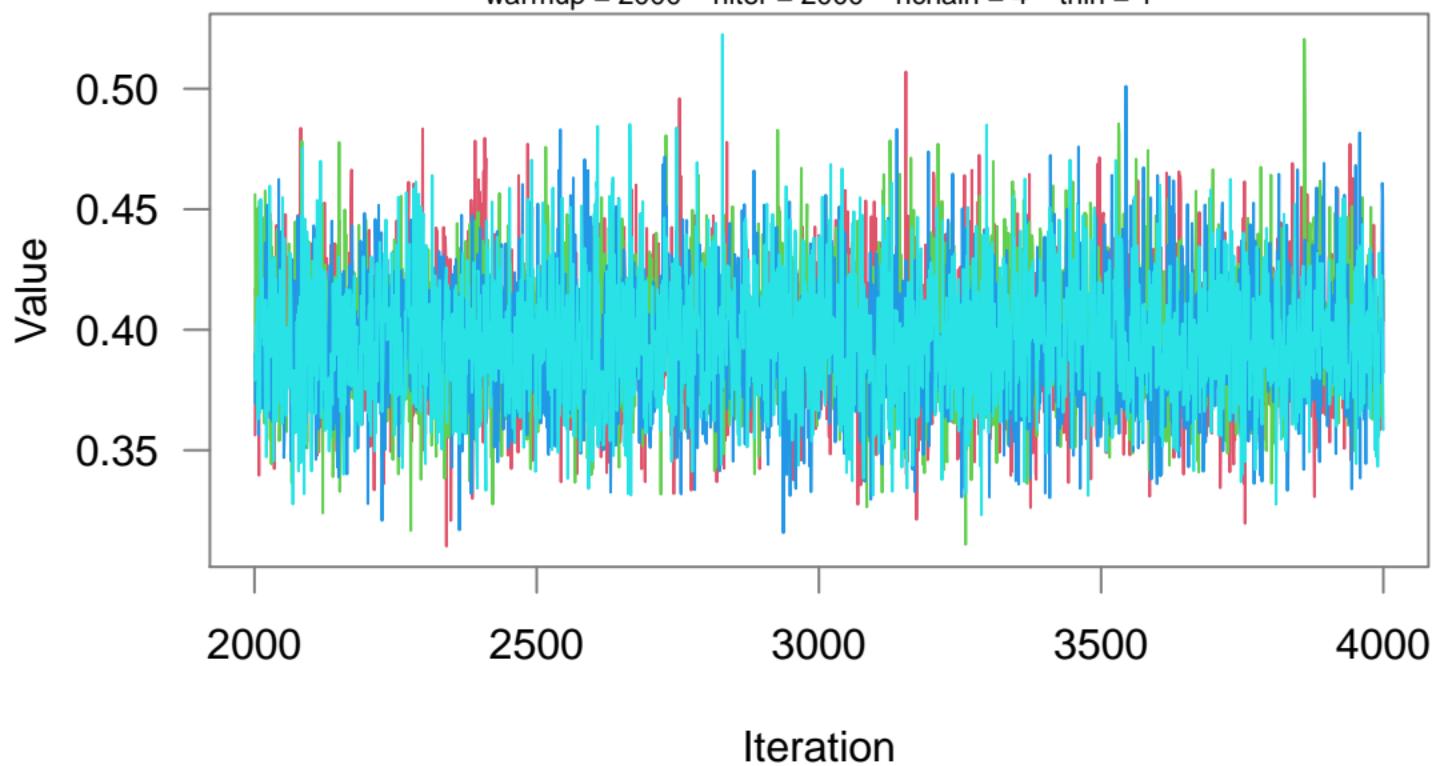
# sds\_zi\_sjulian\_1

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



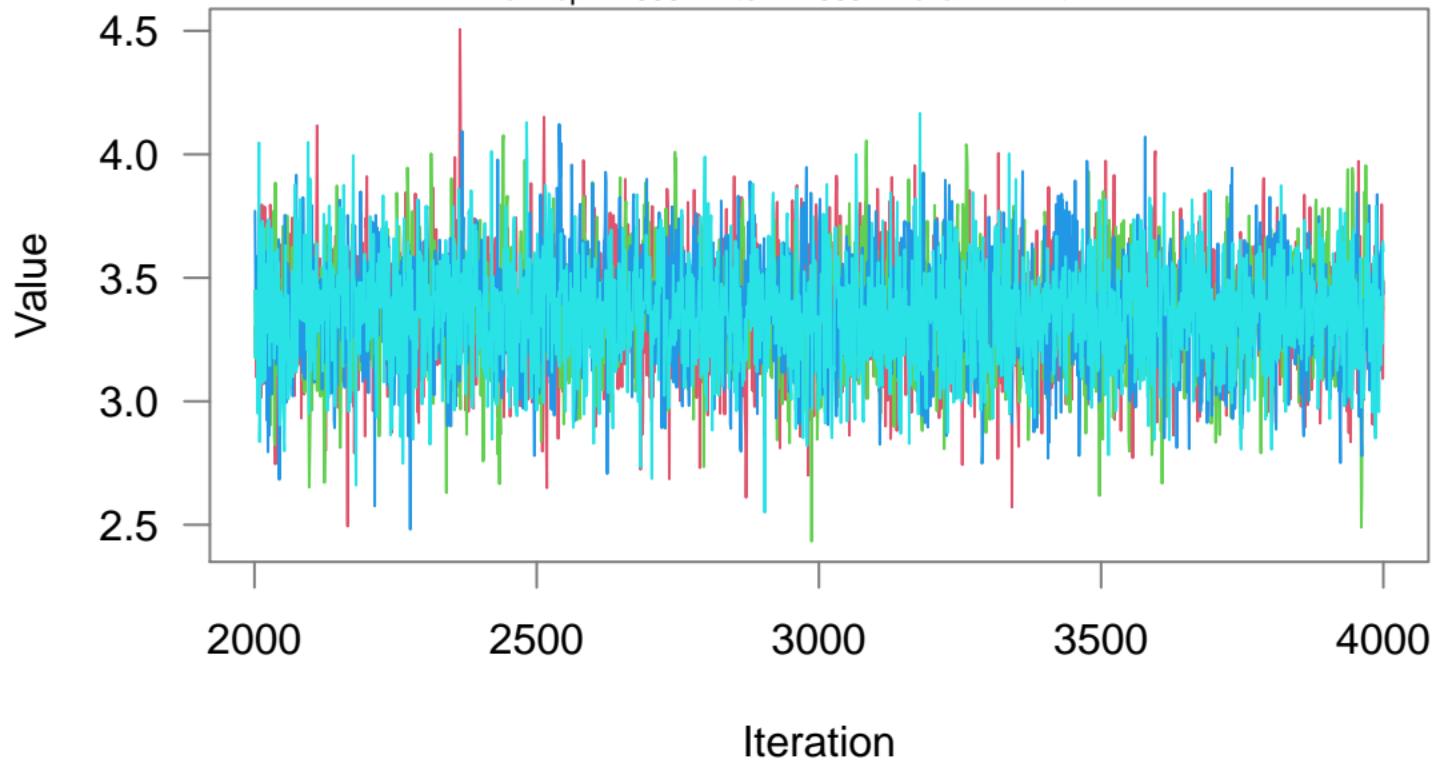
# shape

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



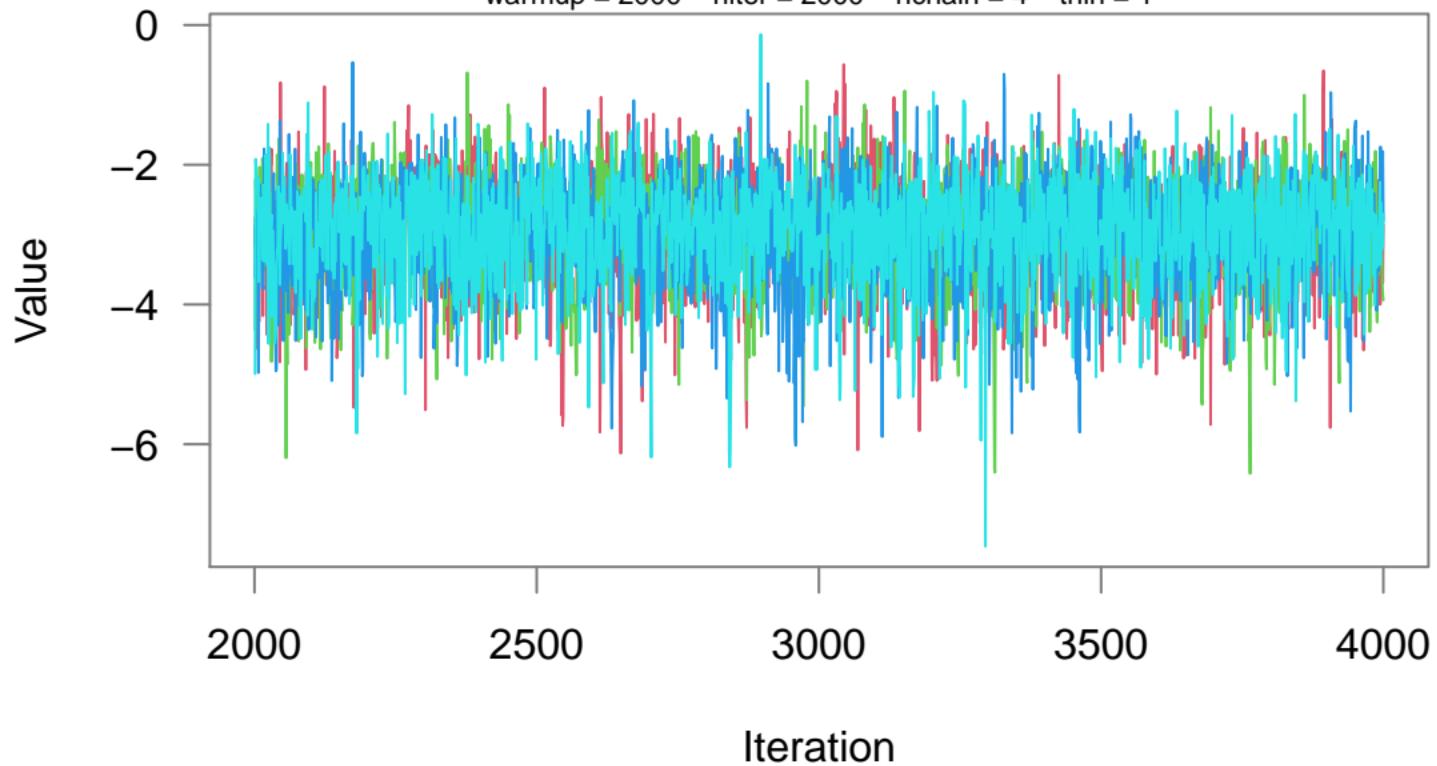
# Intercept

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



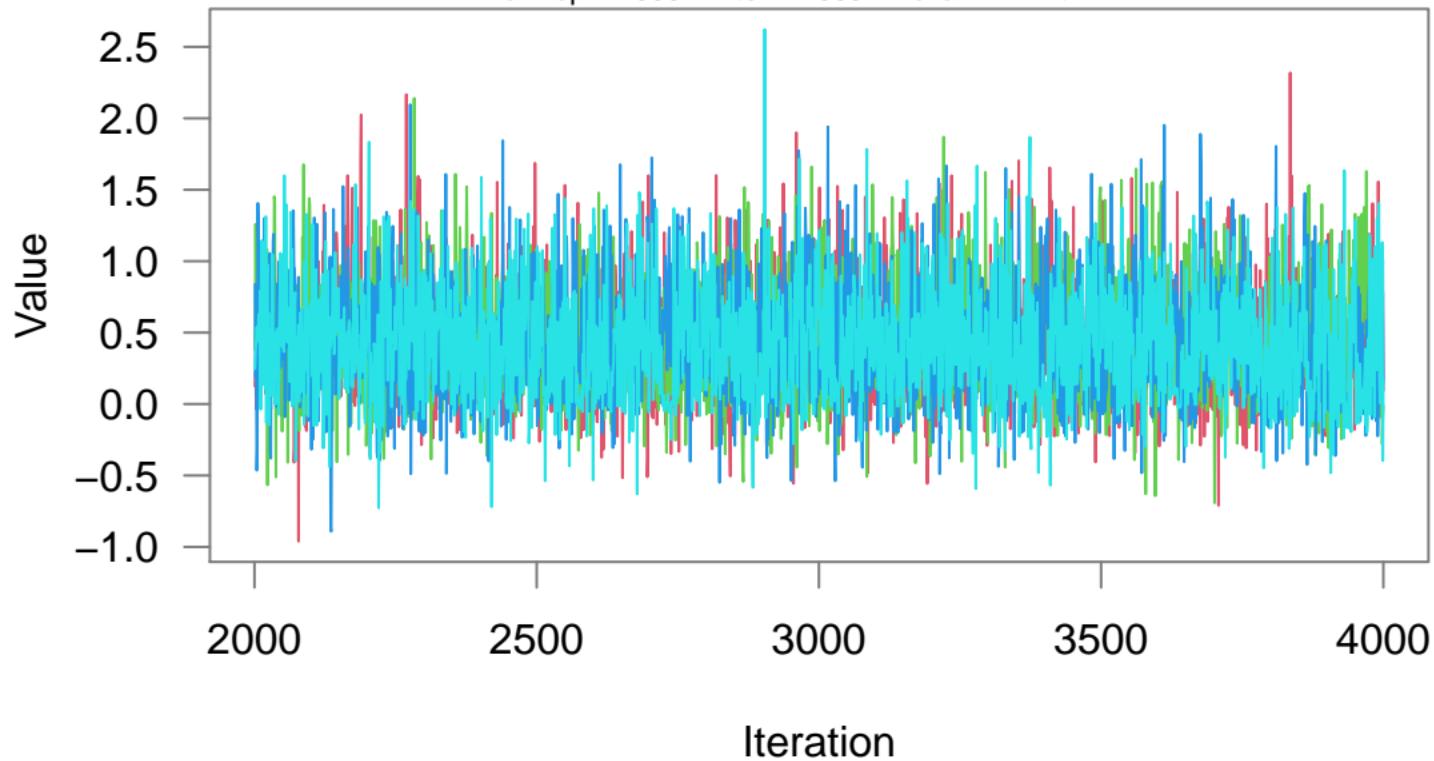
# Intercept\_zi

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



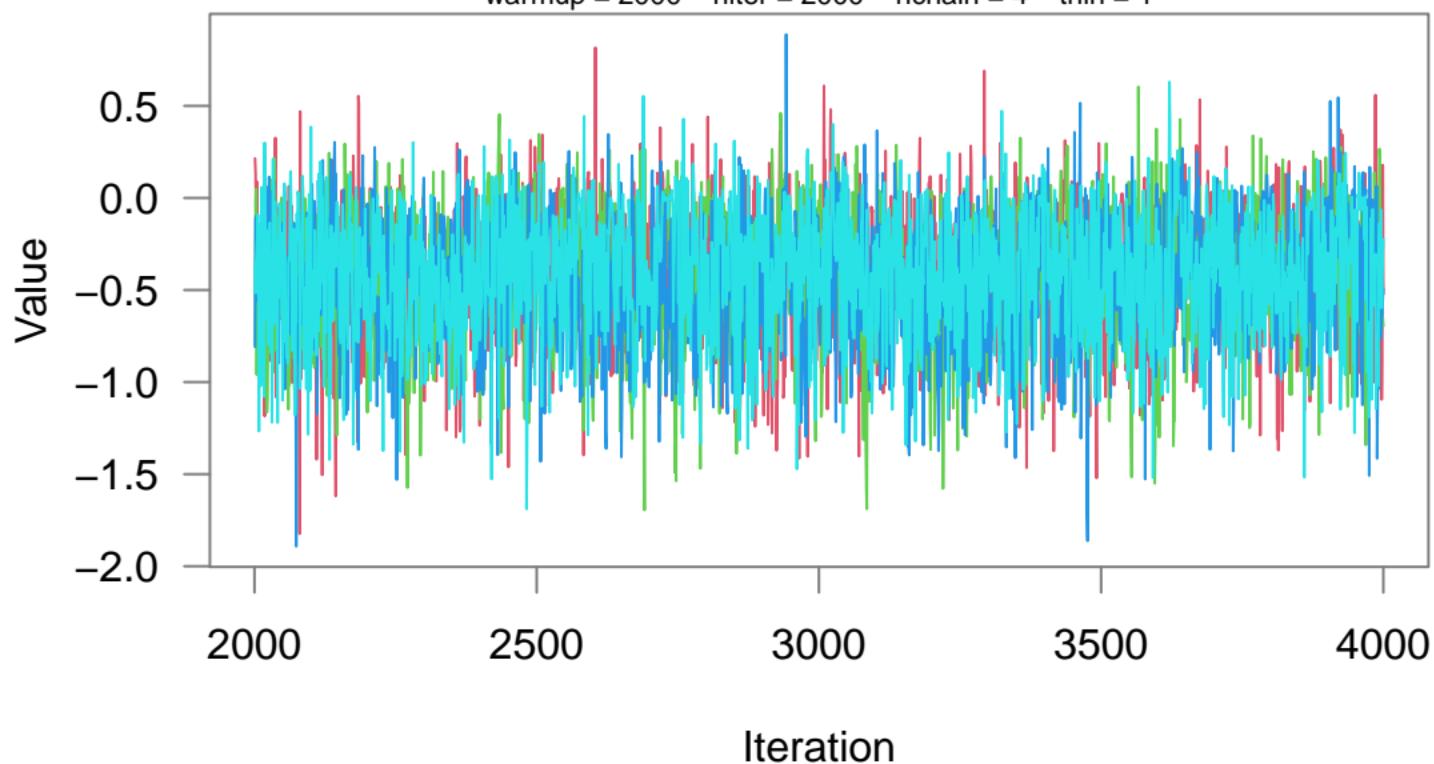
## r\_bay\_fac[Agripina,Intercept]

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



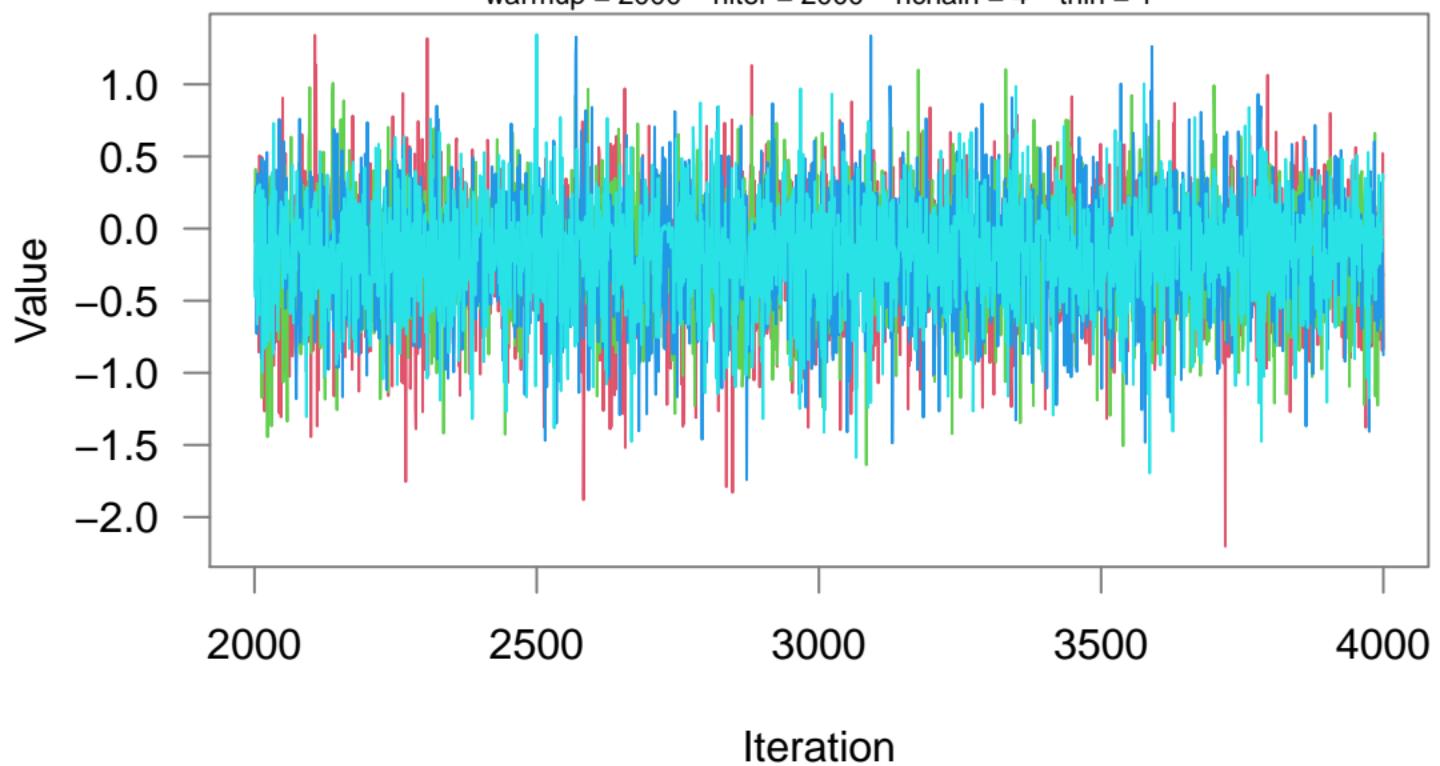
## r\_bay\_fac[Anton.Larson,Intercept]

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



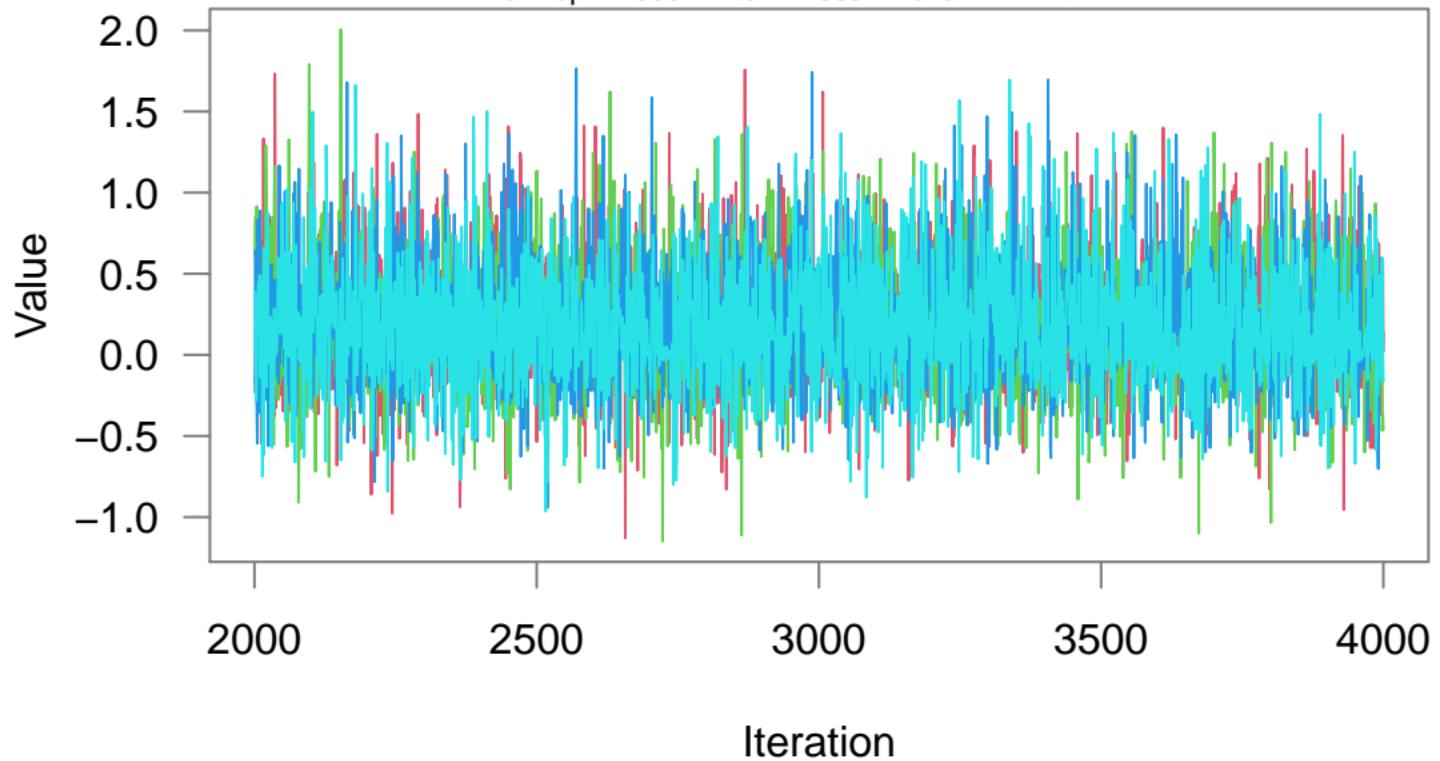
## r\_bay\_fac[Balboa,Intercept]

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



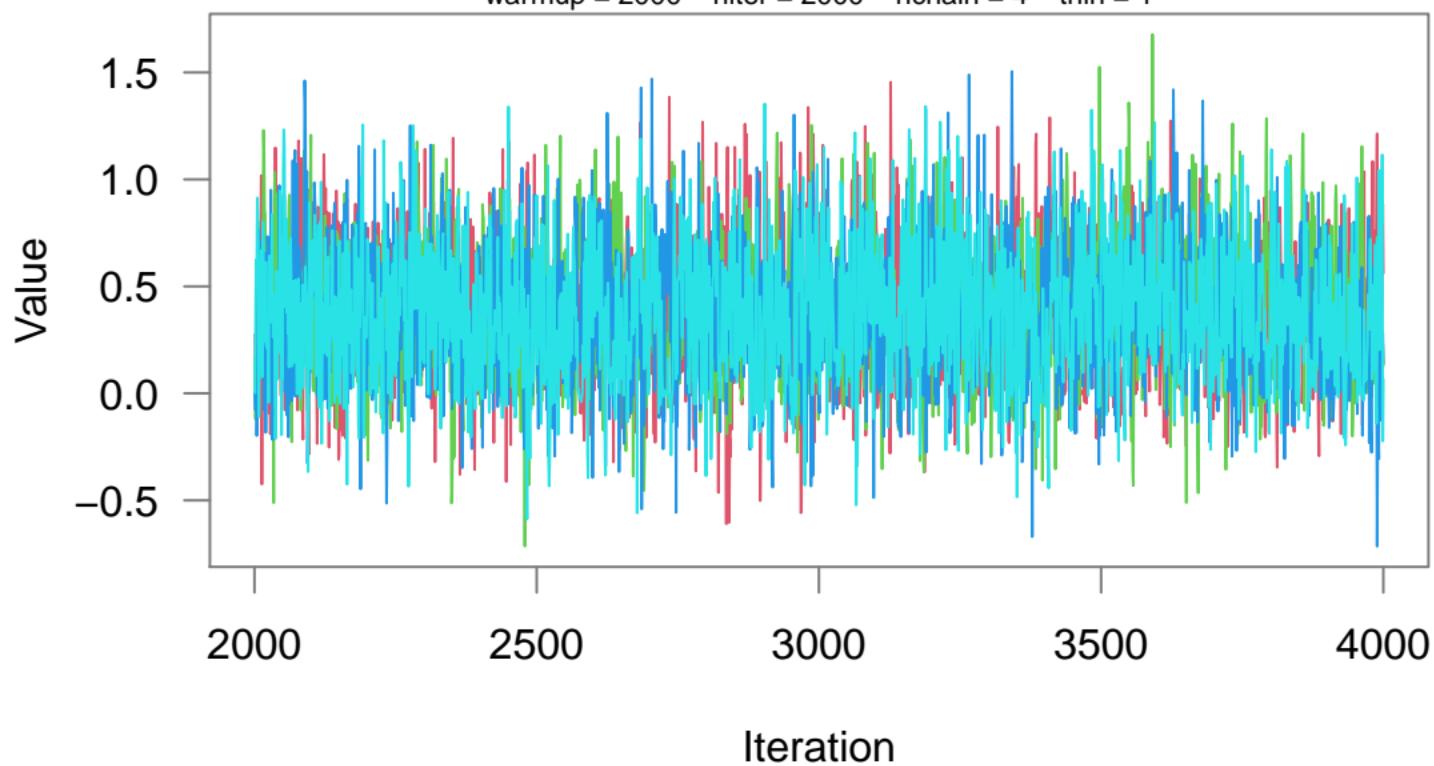
## r\_bay\_fac[Baralof,Intercept]

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



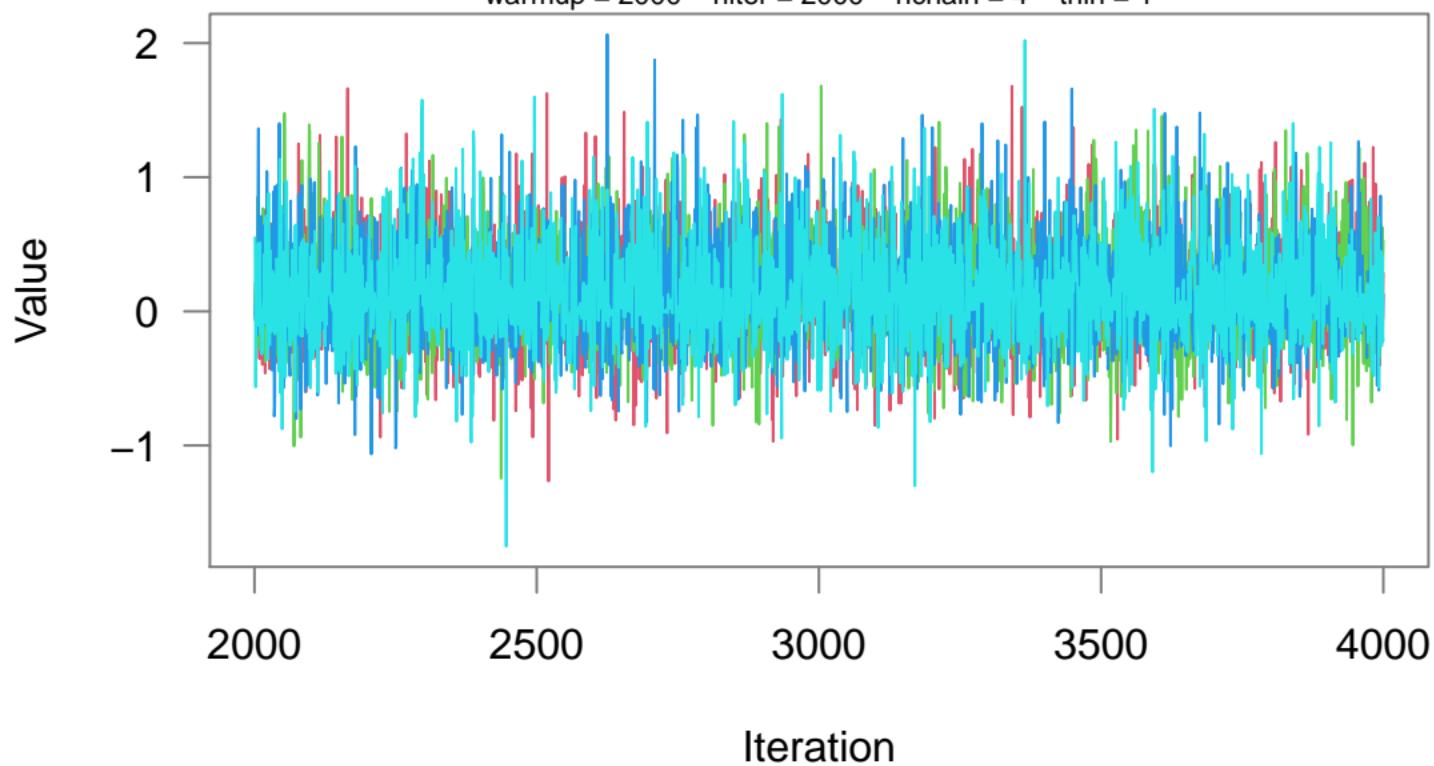
## r\_bay\_fac[Cook,Intercept]

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



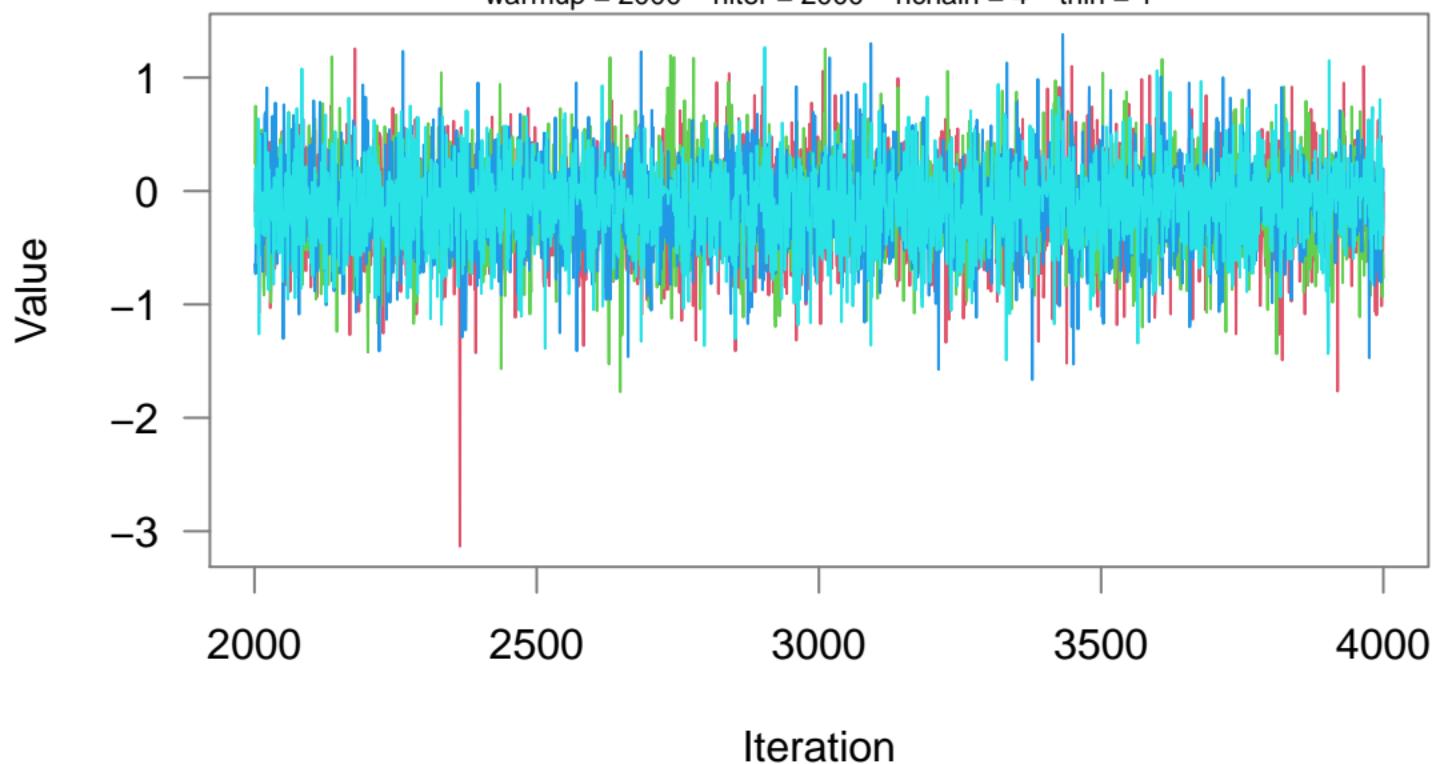
## r\_bay\_fac[Falmouth,Intercept]

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



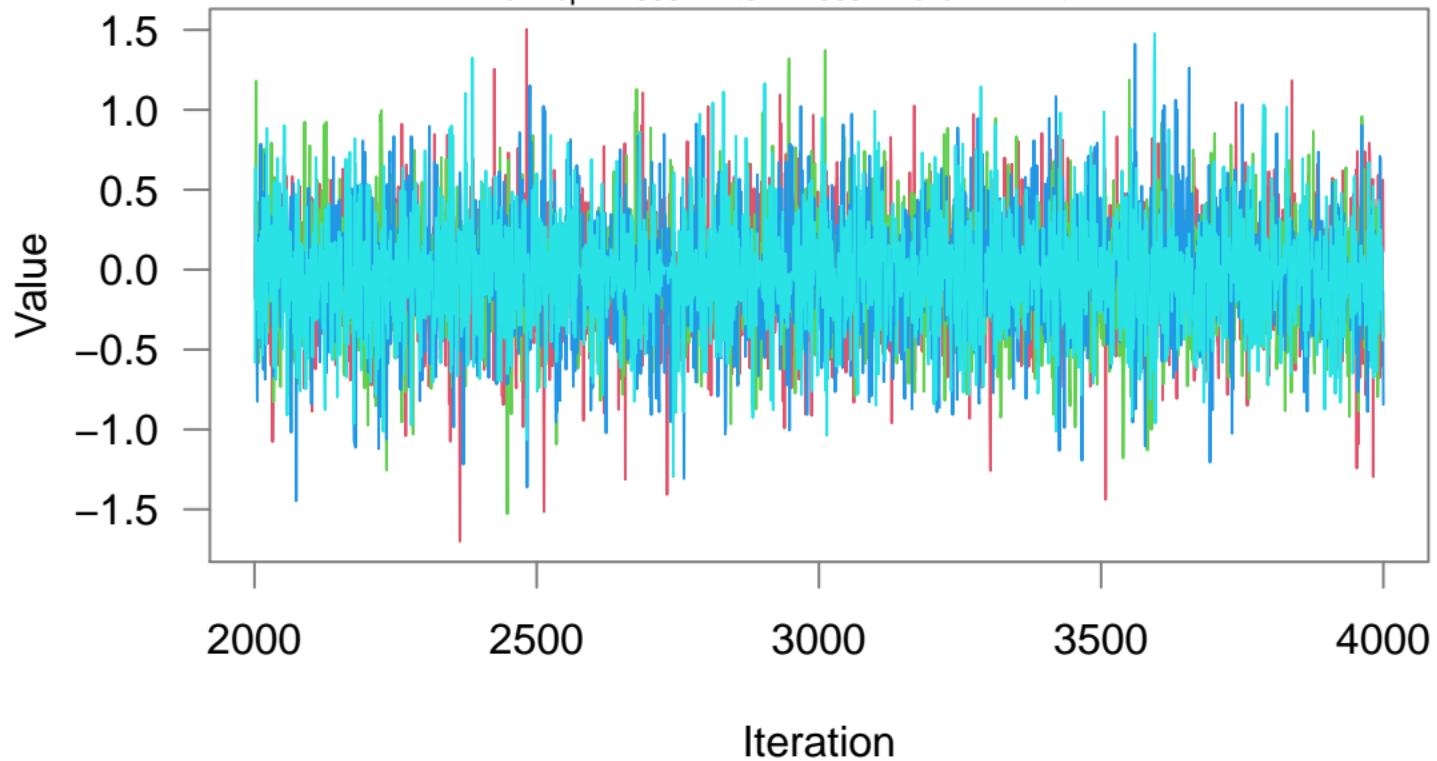
## r\_bay\_fac[Fox,Intercept]

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



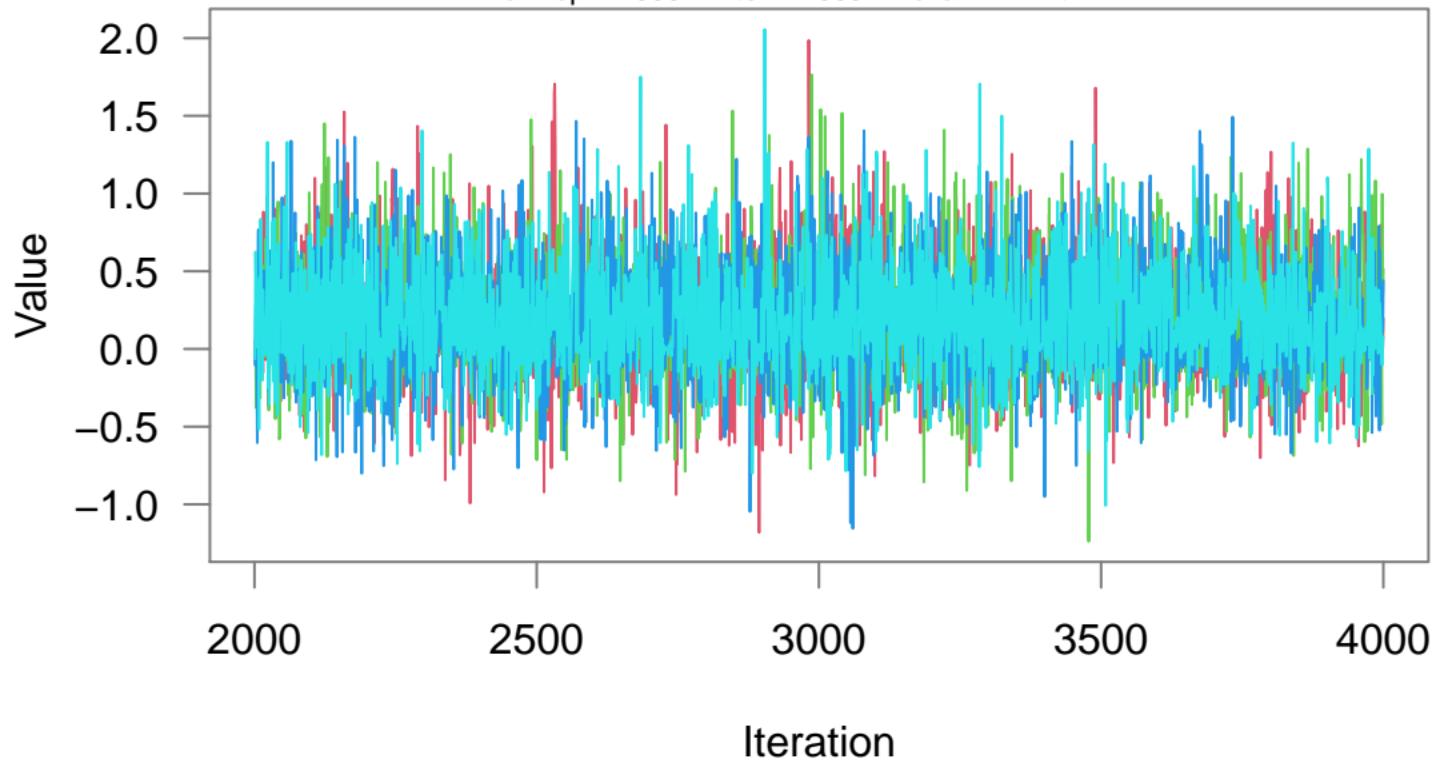
## r\_bay\_fac[Japanese,Intercept]

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



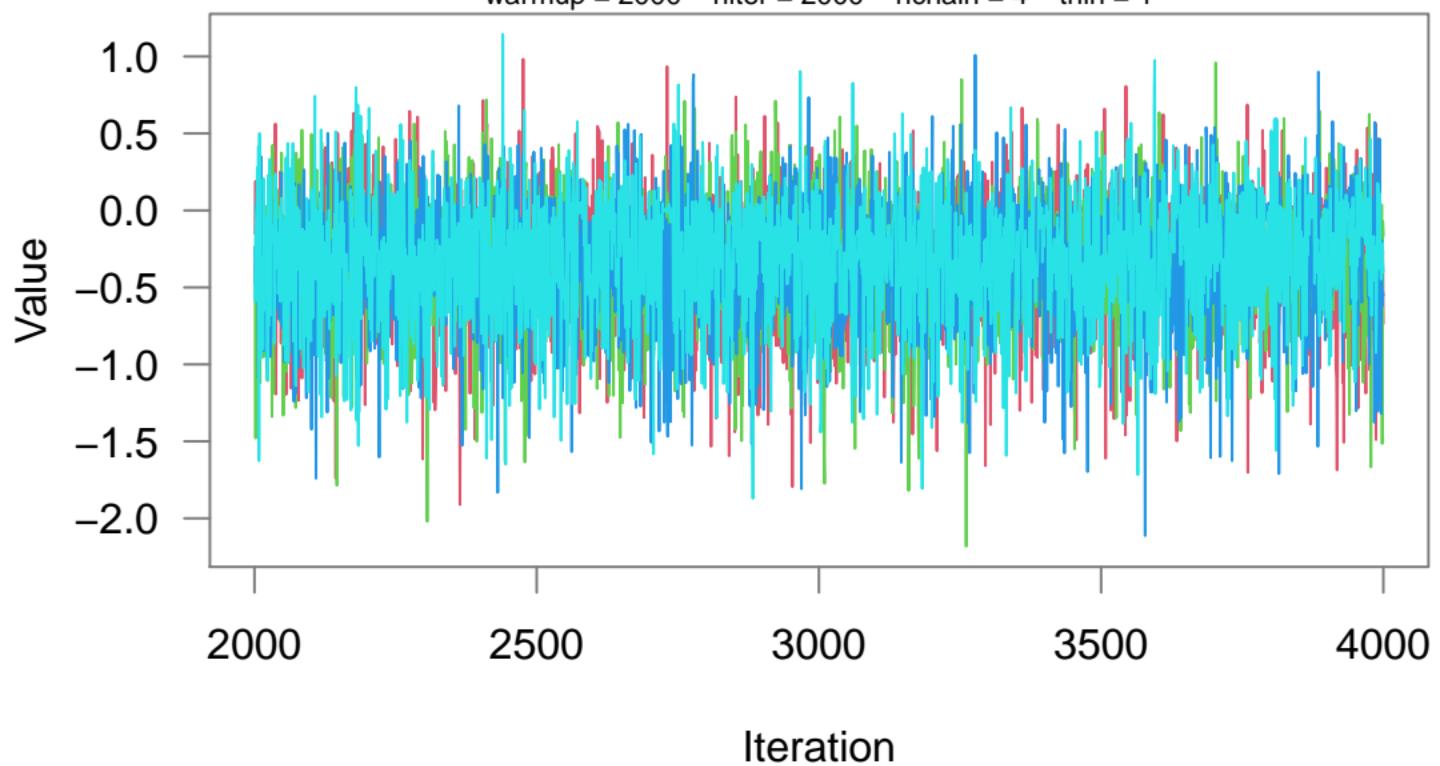
## r\_bay\_fac[Kaiugnak,Intercept]

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



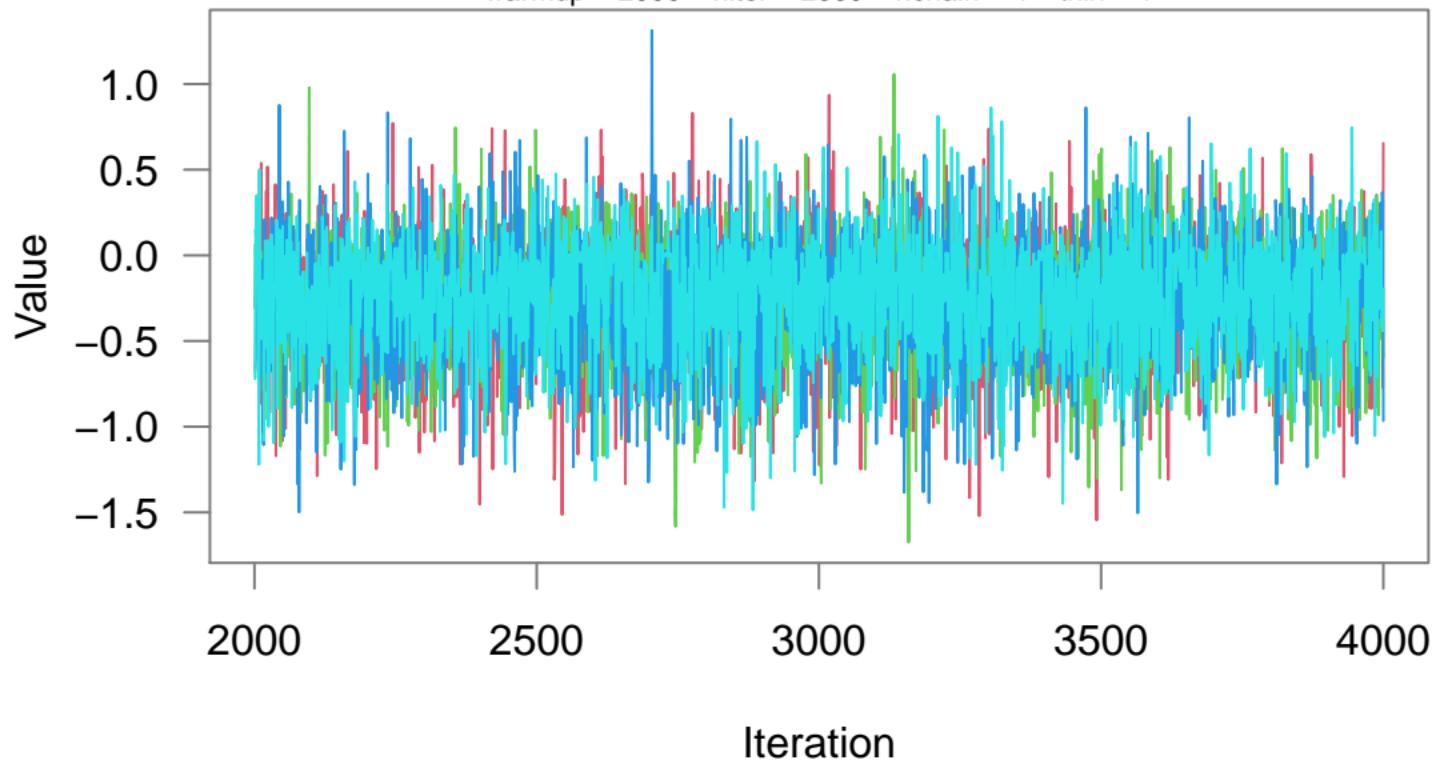
## r\_bay\_fac[Kiluida,Intercept]

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



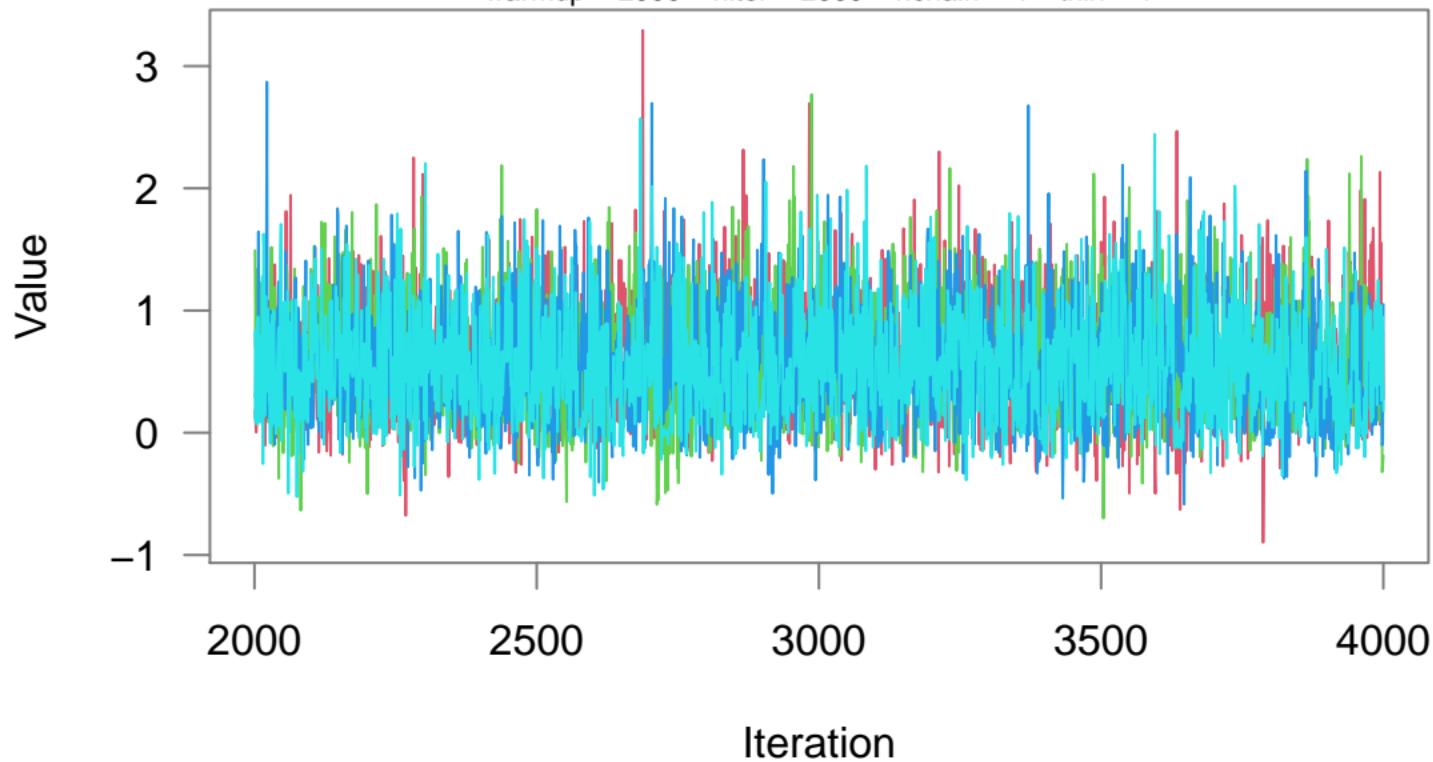
## r\_bay\_fac[Mitrofania,Intercept]

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



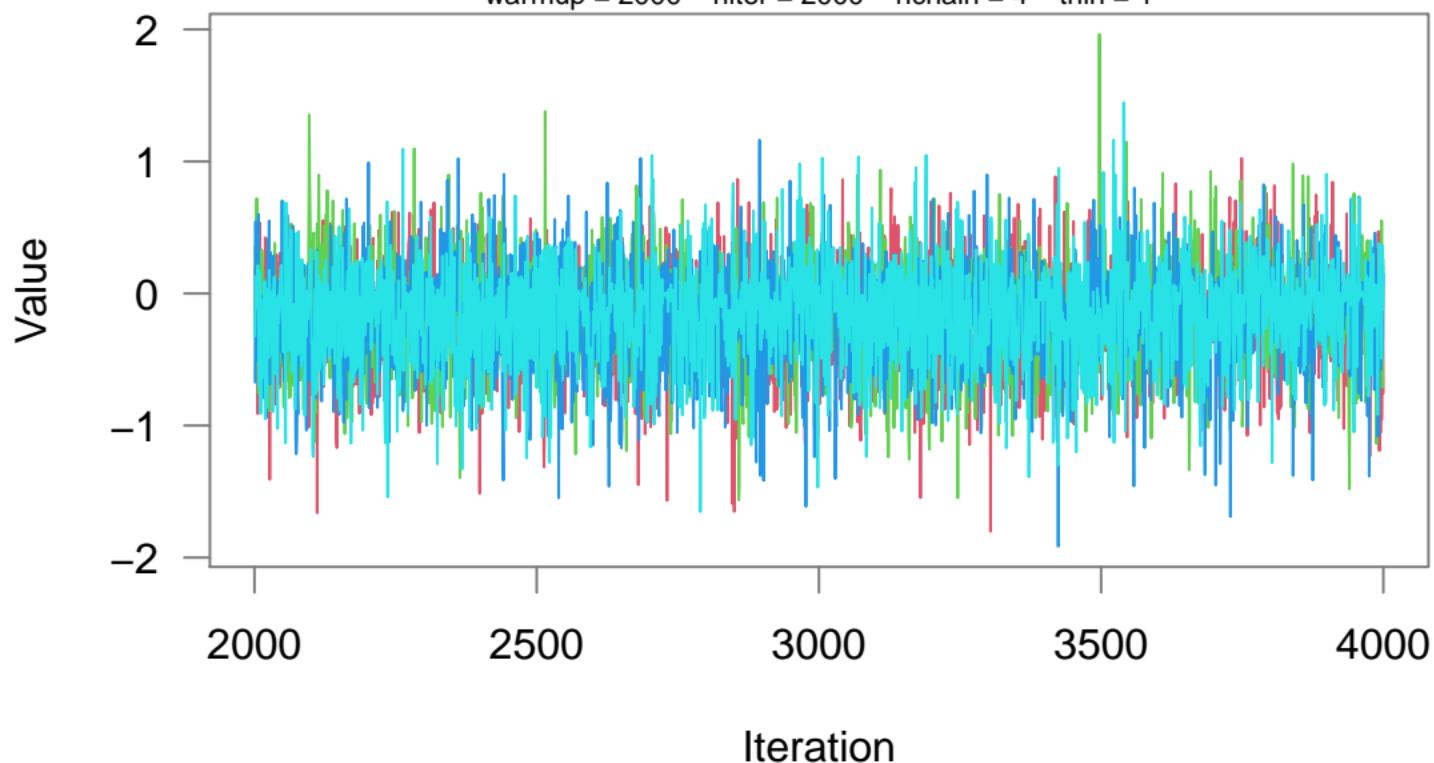
## r\_bay\_fac[Port.Wrangell,Intercept]

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



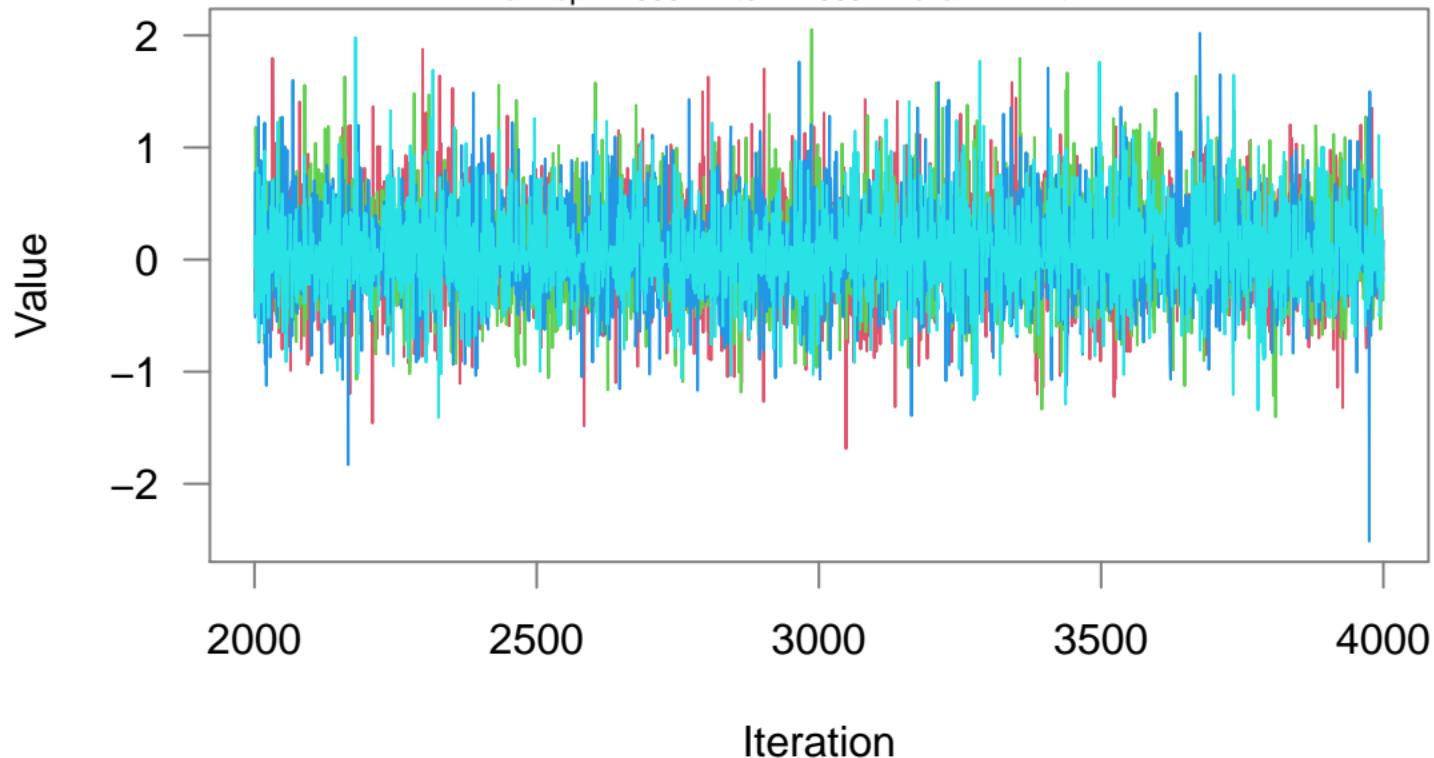
## r\_bay\_fac[Rodman.Reach,Intercept]

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



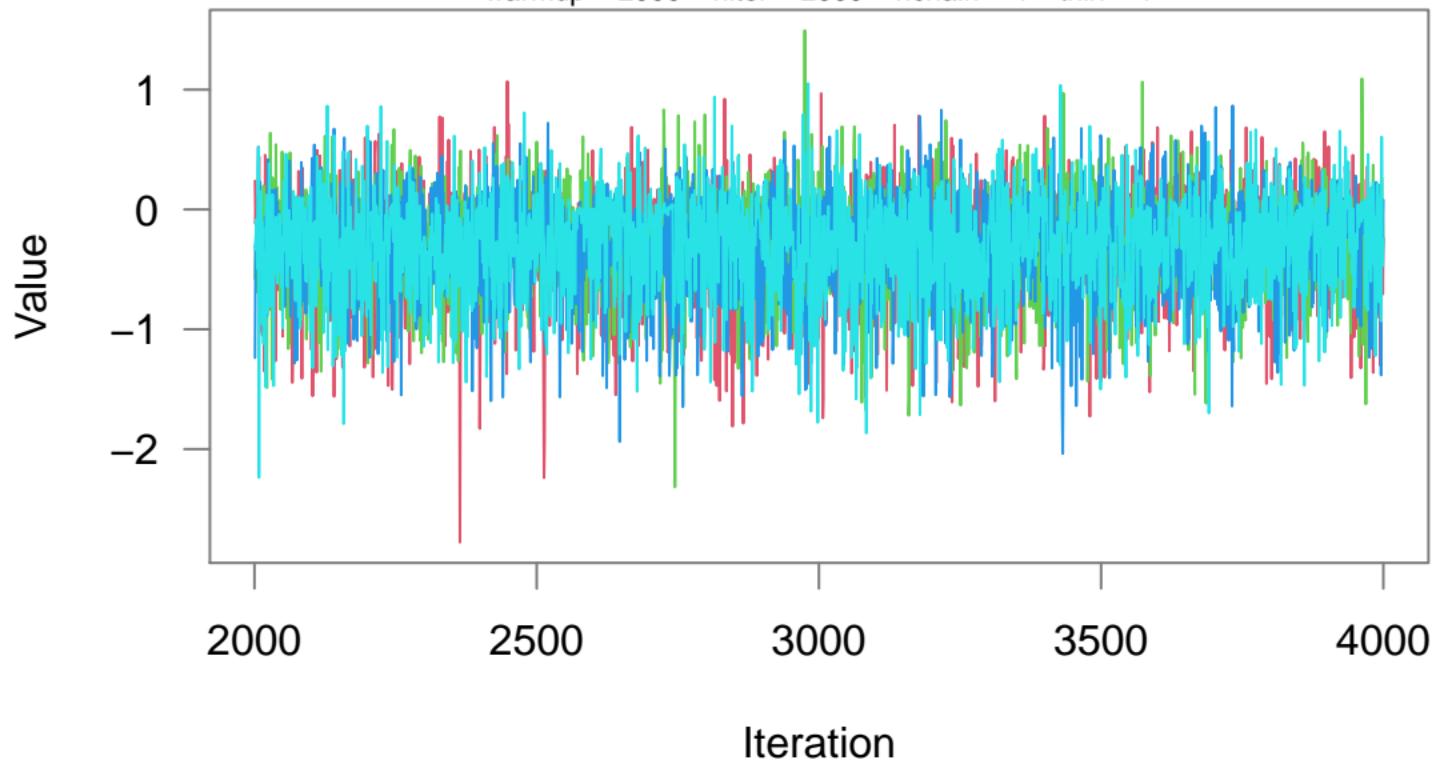
## r\_bay\_fac[Sand.Point,Intercept]

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



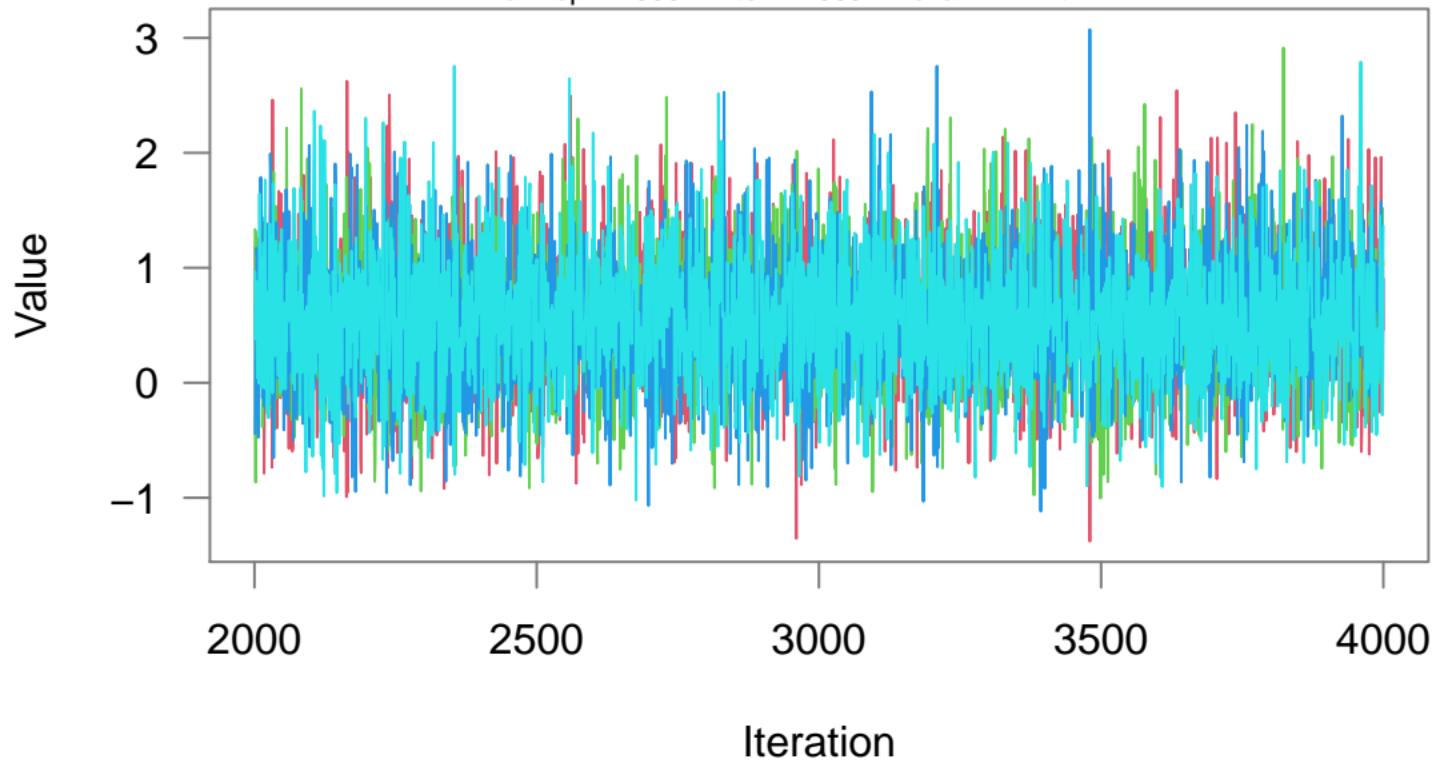
# r\_bay\_fac[Ugak,Intercept]

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



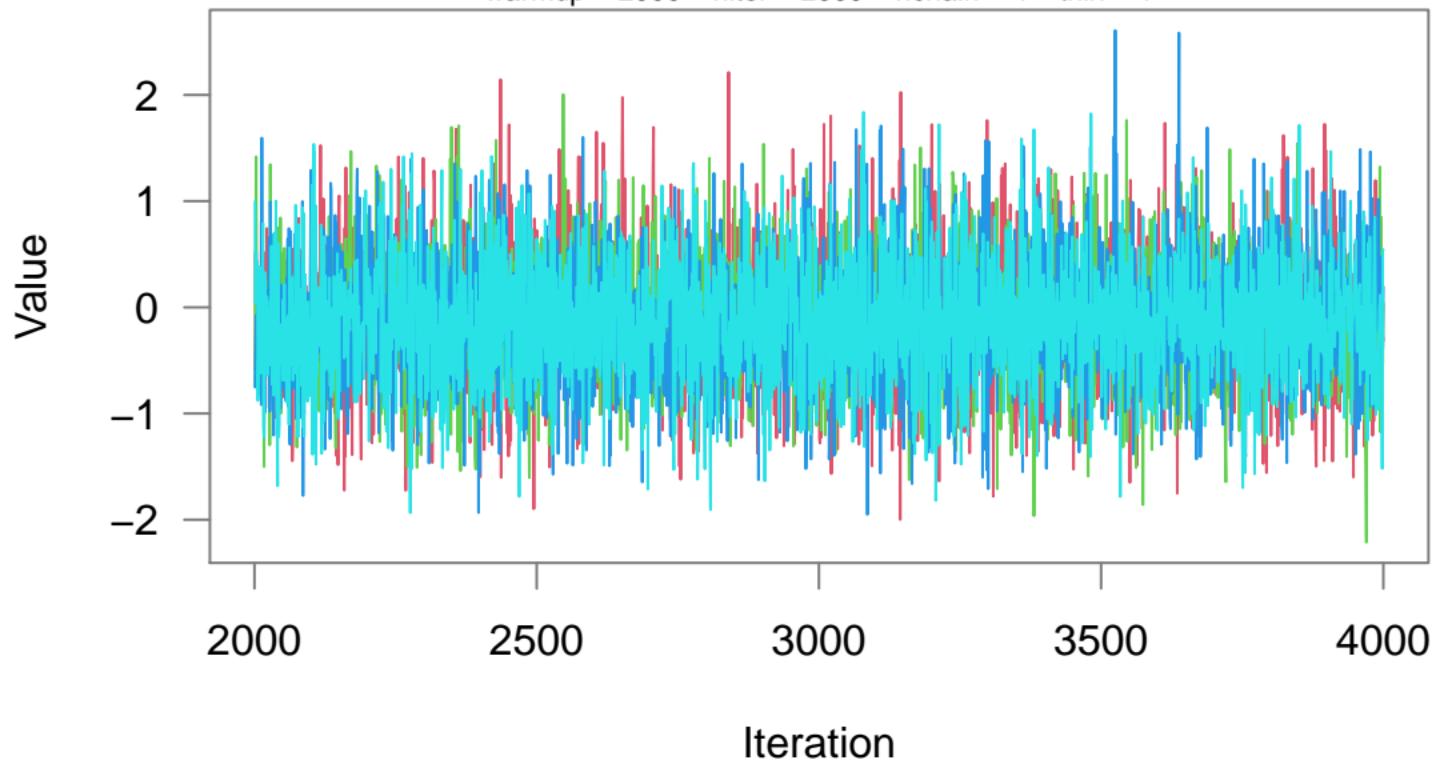
# r\_bay\_fac:site\_fac[Agripina\_AG-1,Intercept]

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



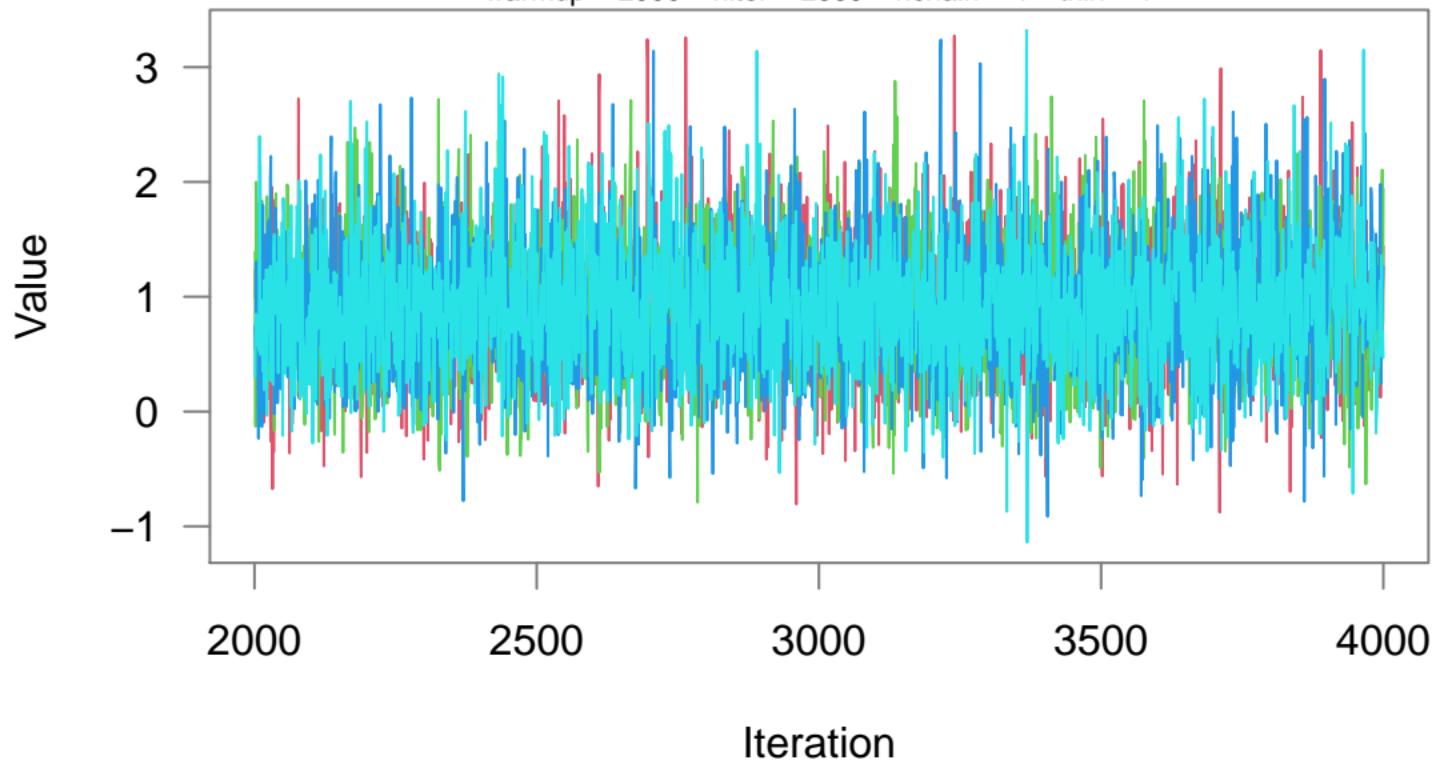
# r\_bay\_fac:site\_fac[Agripina\_AG-2,Intercept]

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



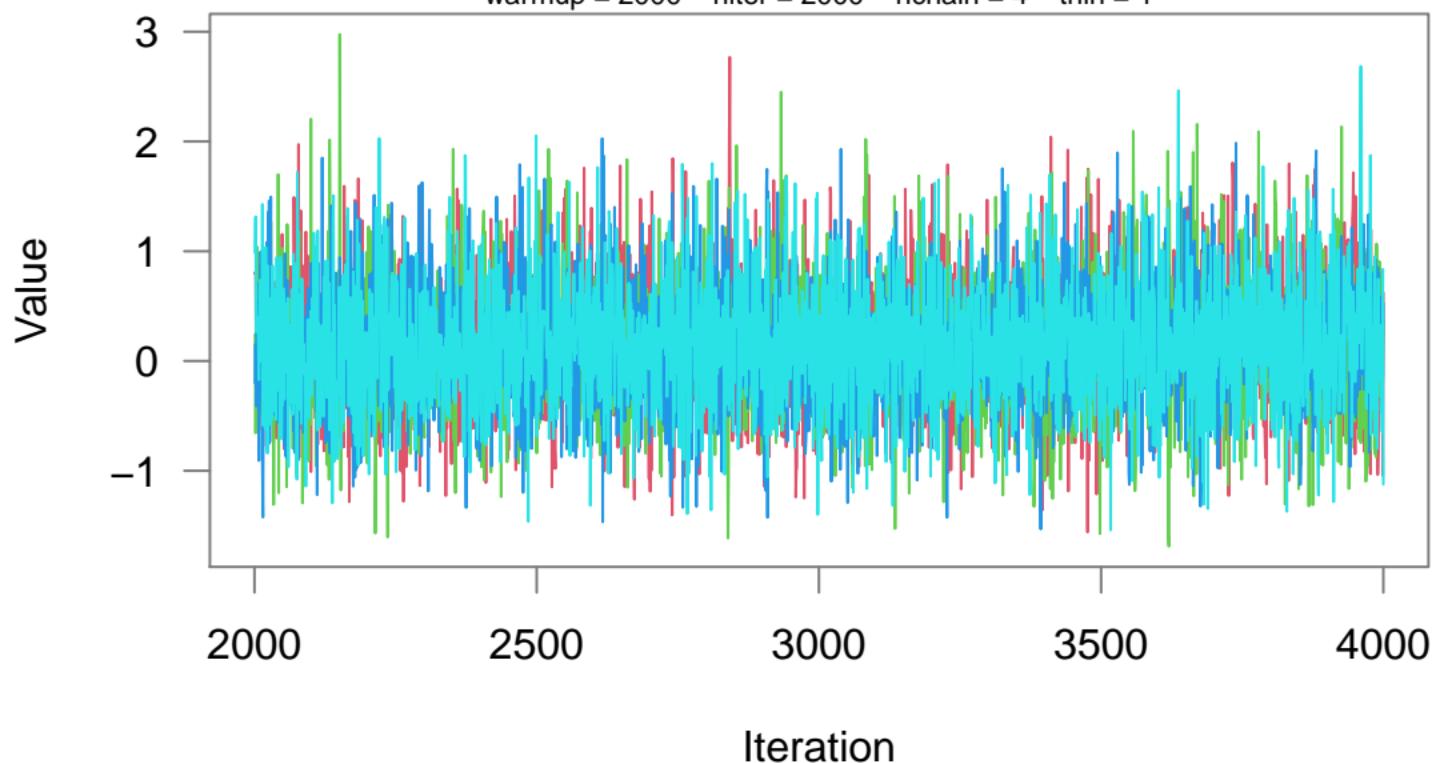
# r\_bay\_fac:site\_fac[Agripina\_AG-3,Intercept]

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



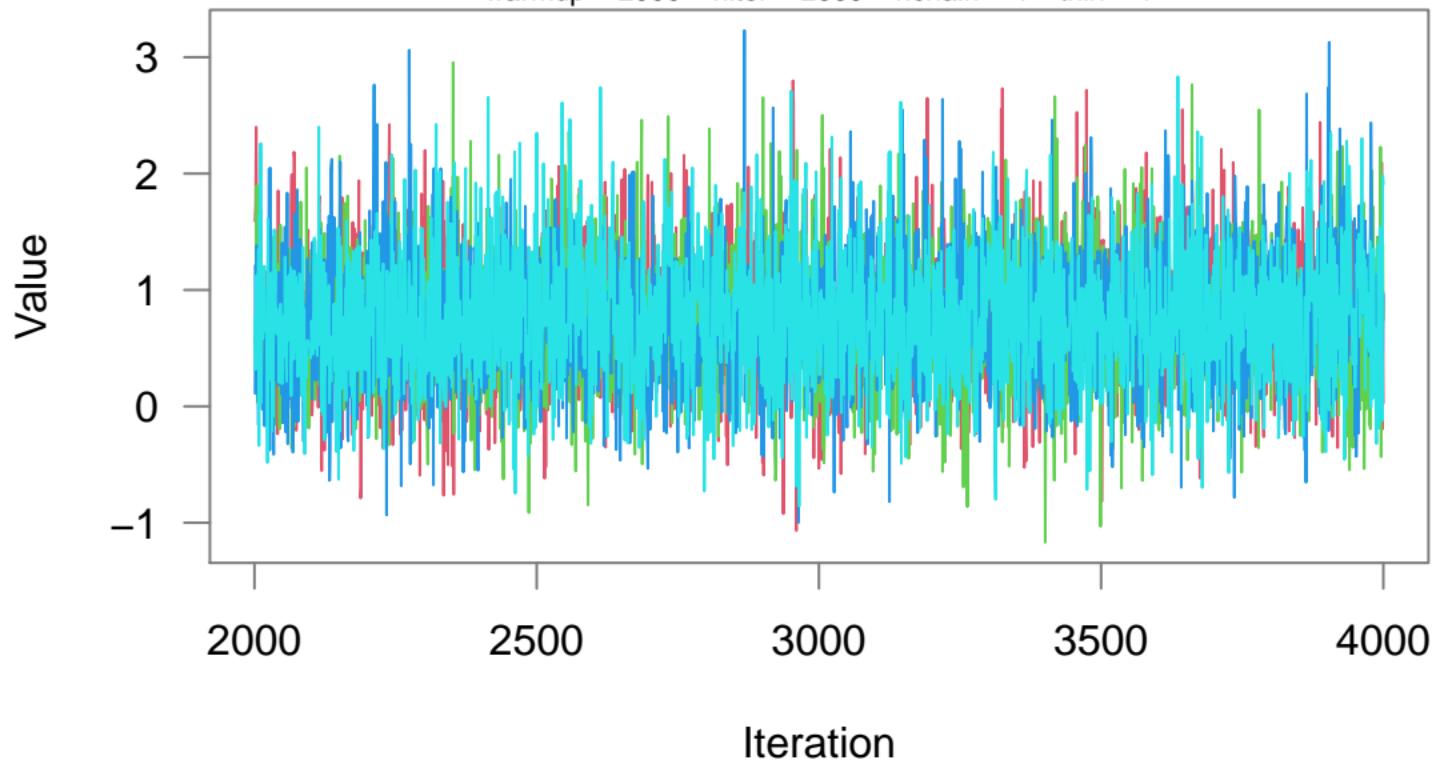
# r\_bay\_fac:site\_fac[Agripina\_AG-4,Intercept]

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



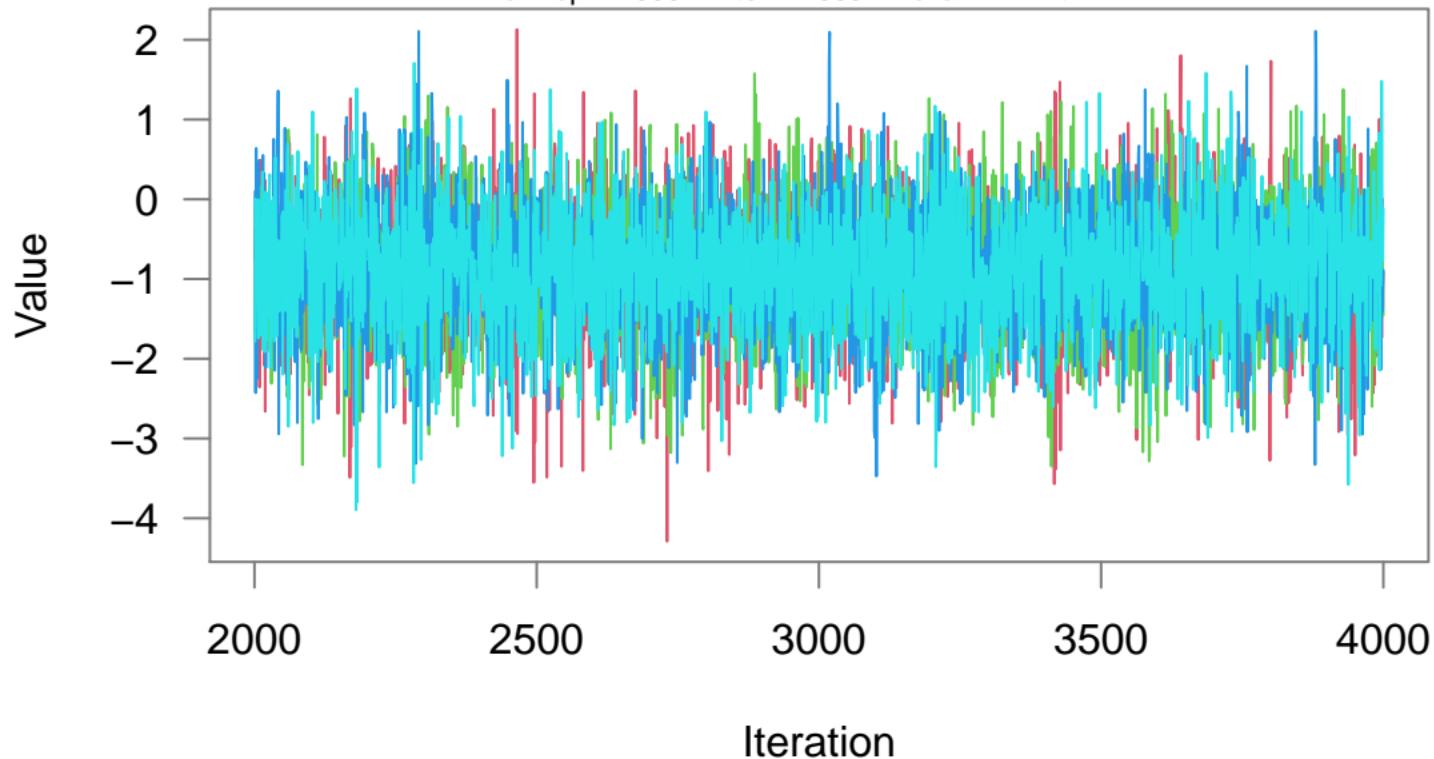
# r\_bay\_fac:site\_fac[Agripina\_AG-5,Intercept]

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



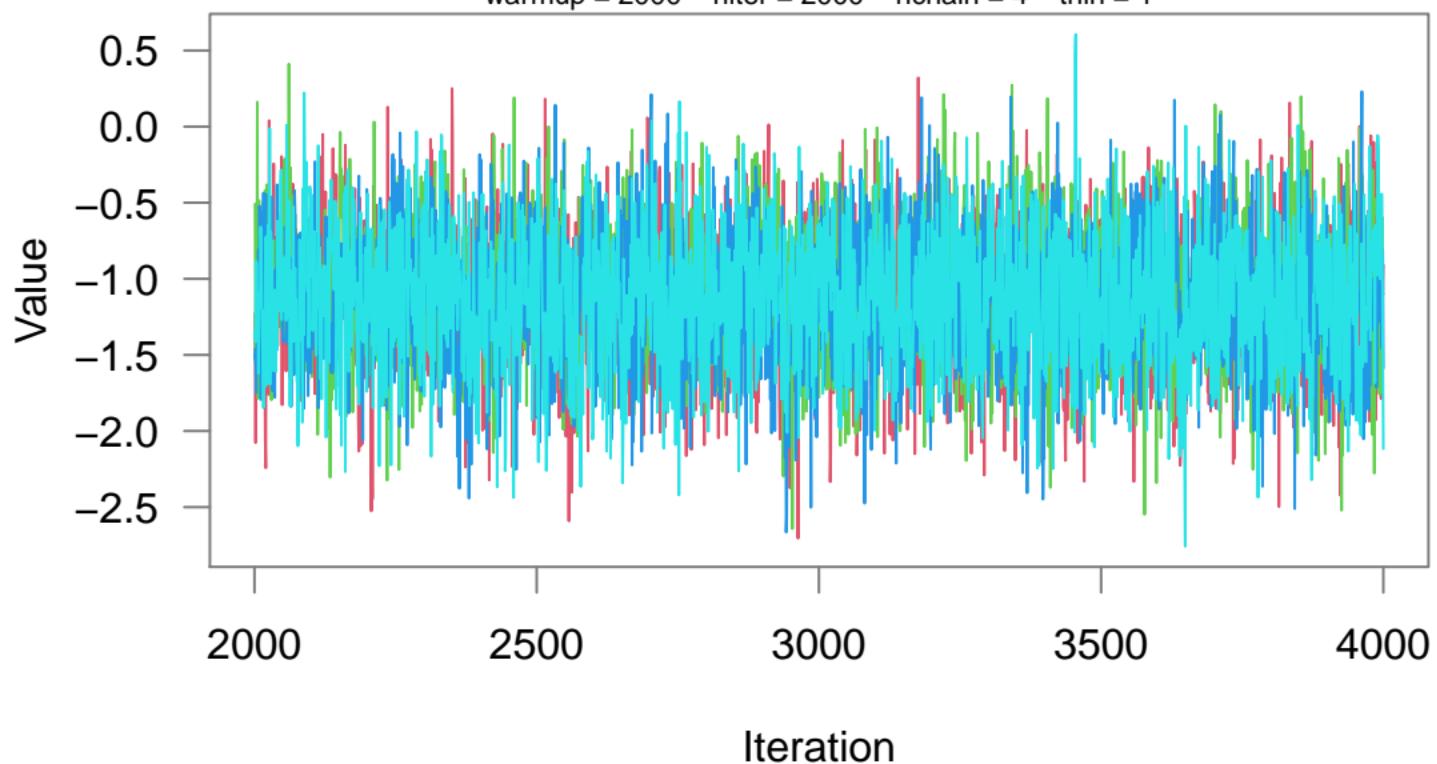
# r\_bay\_fac:site\_fac[Agripina\_AG-6,Intercept]

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

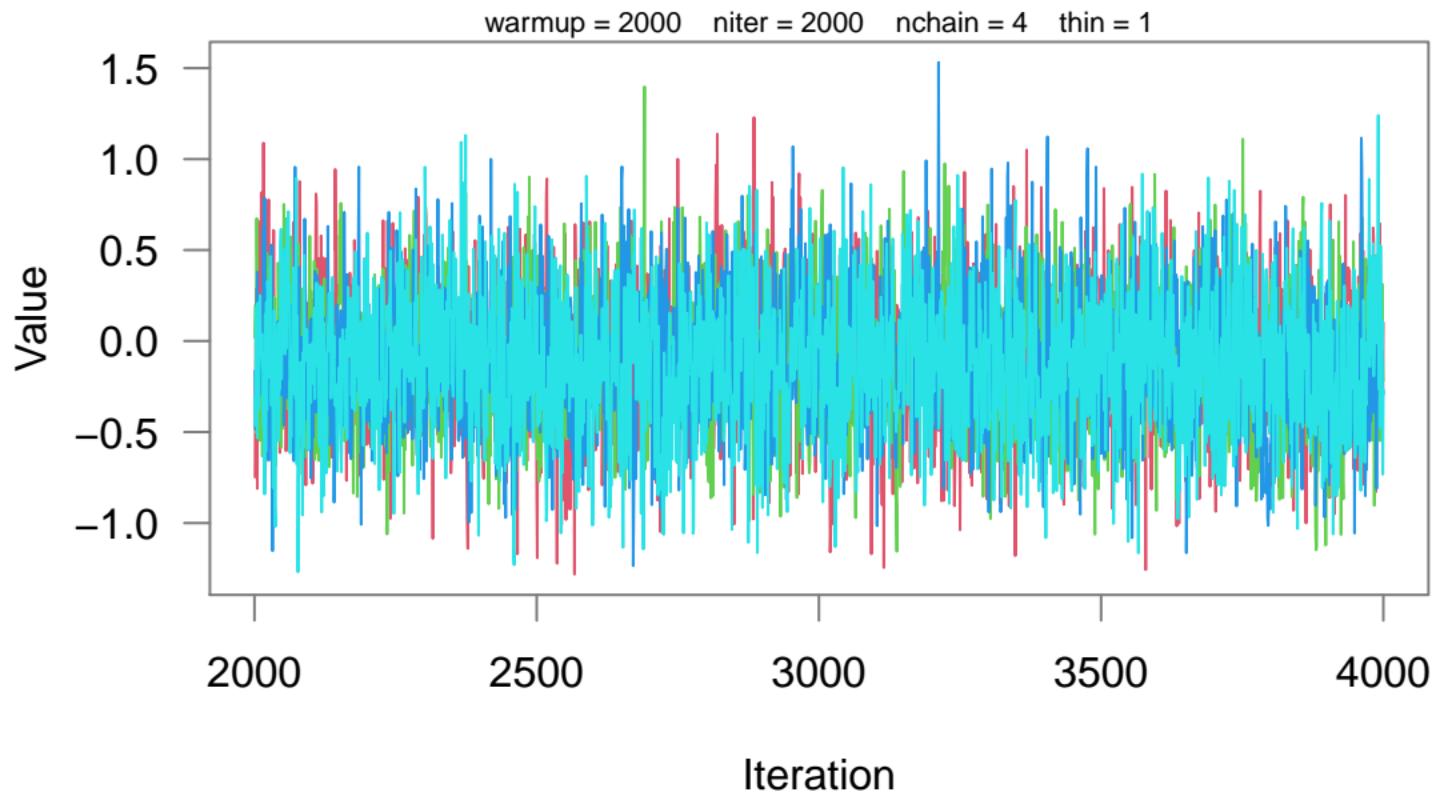


# r\_bay\_fac:site\_fac[Anton.Larson\_Back.Bay.eelgrass,Intercept]

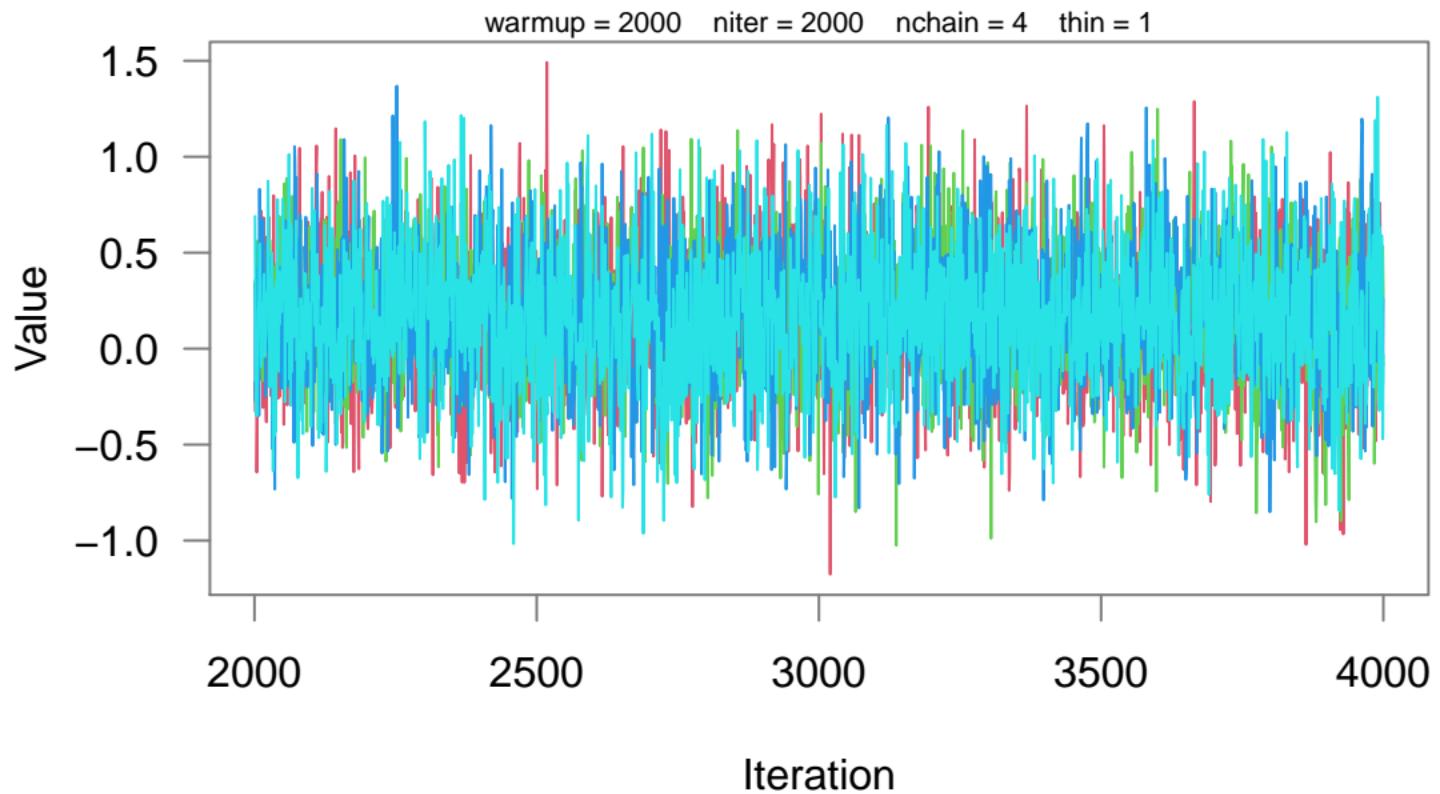
warmup = 2000 niter = 2000 nchain = 4 thin = 1



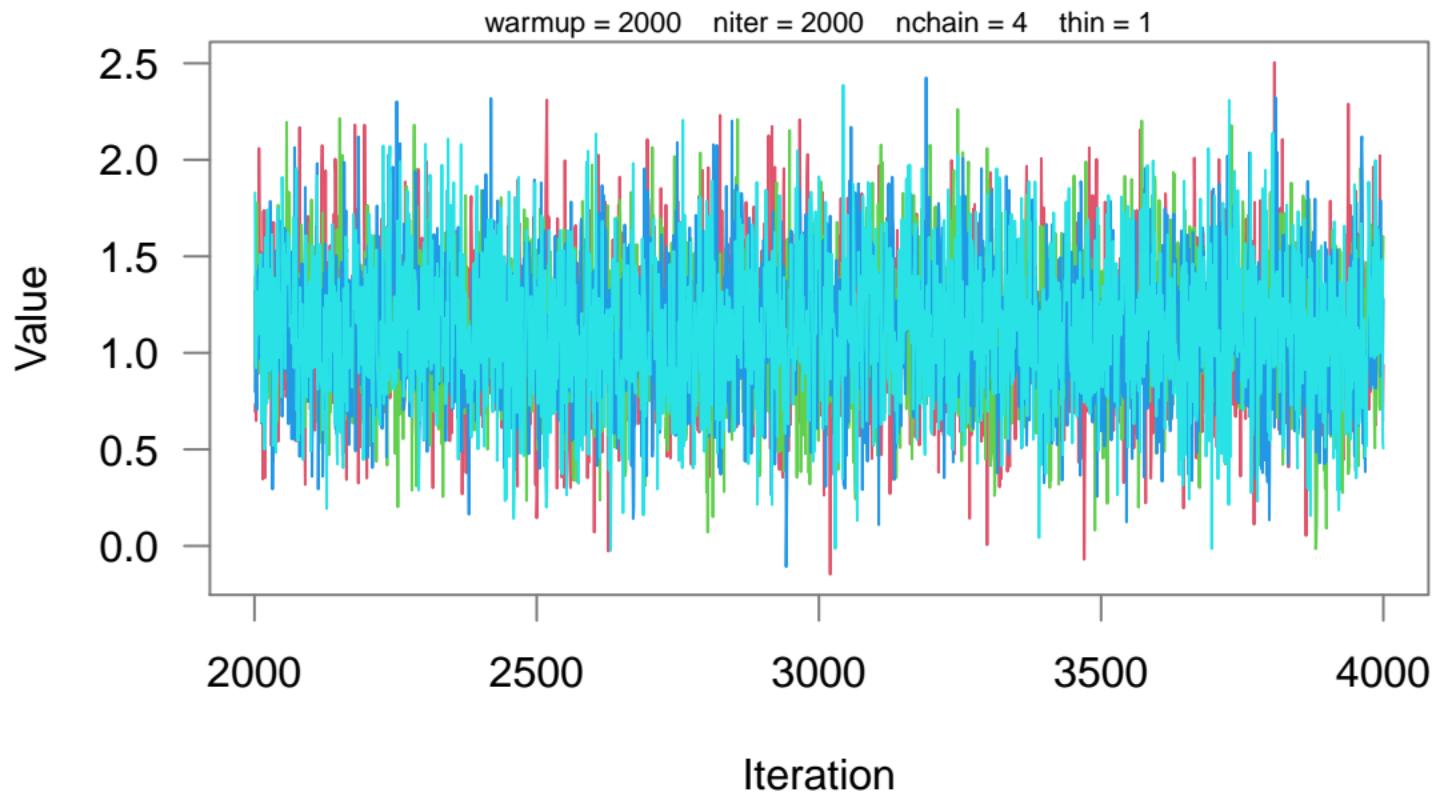
# r\_bay\_fac:site\_fac[Anton.Larson\_Cobble.point,Intercept]



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

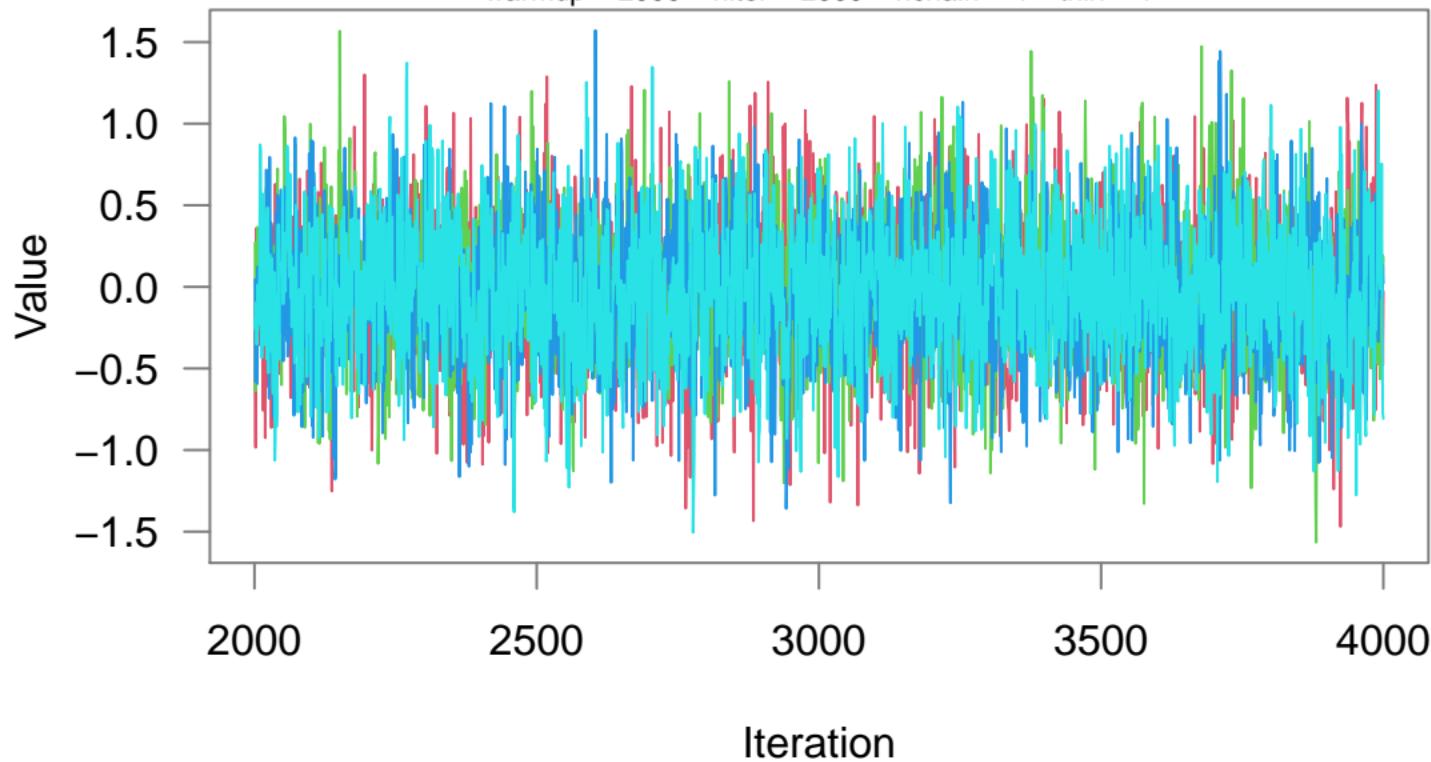


# r\_bay\_fac:site\_fac[Anton.Larson\_Eelgrass.point,Intercept]

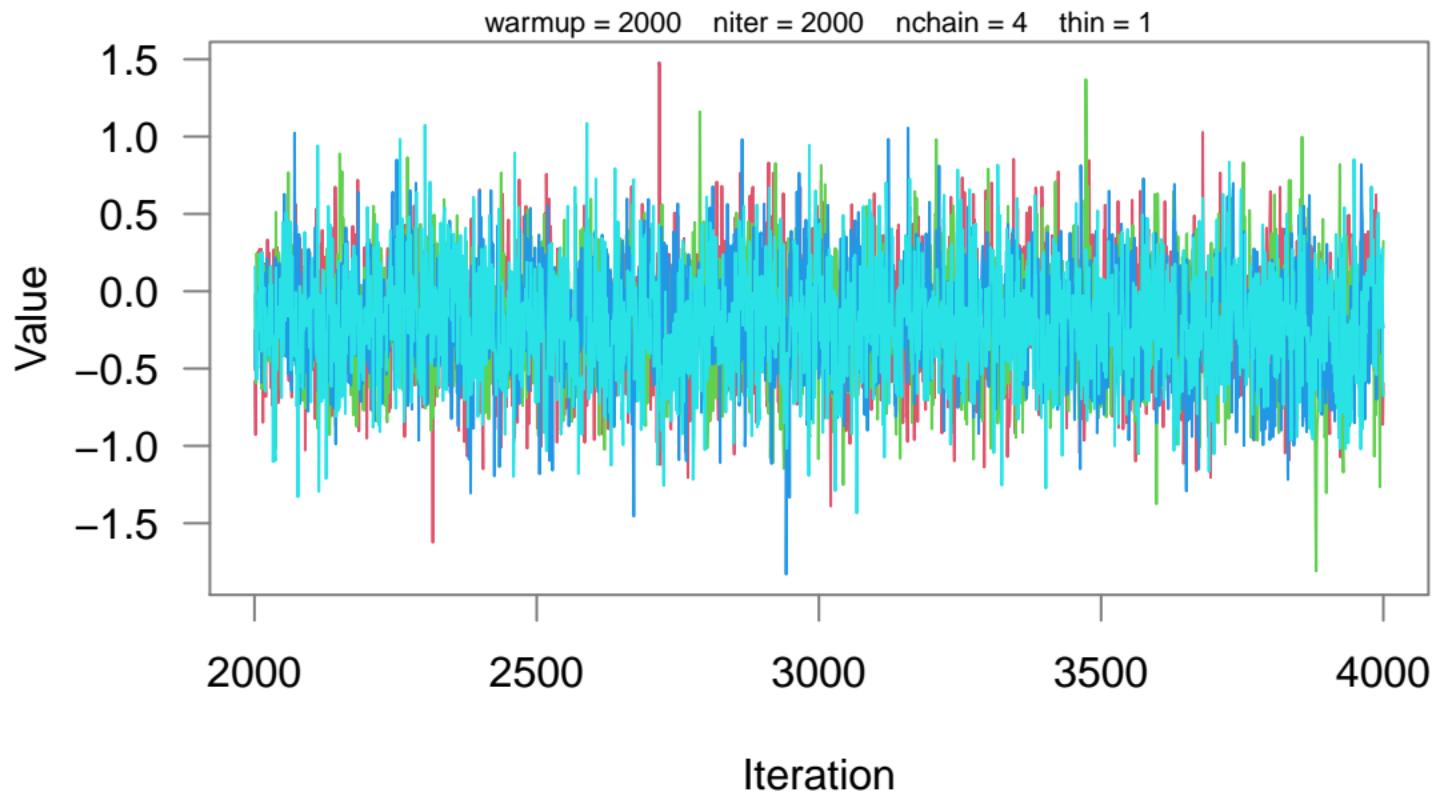


# r\_bay\_fac:site\_fac[Anton.Larson\_Laminaria.#2,Intercept]

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

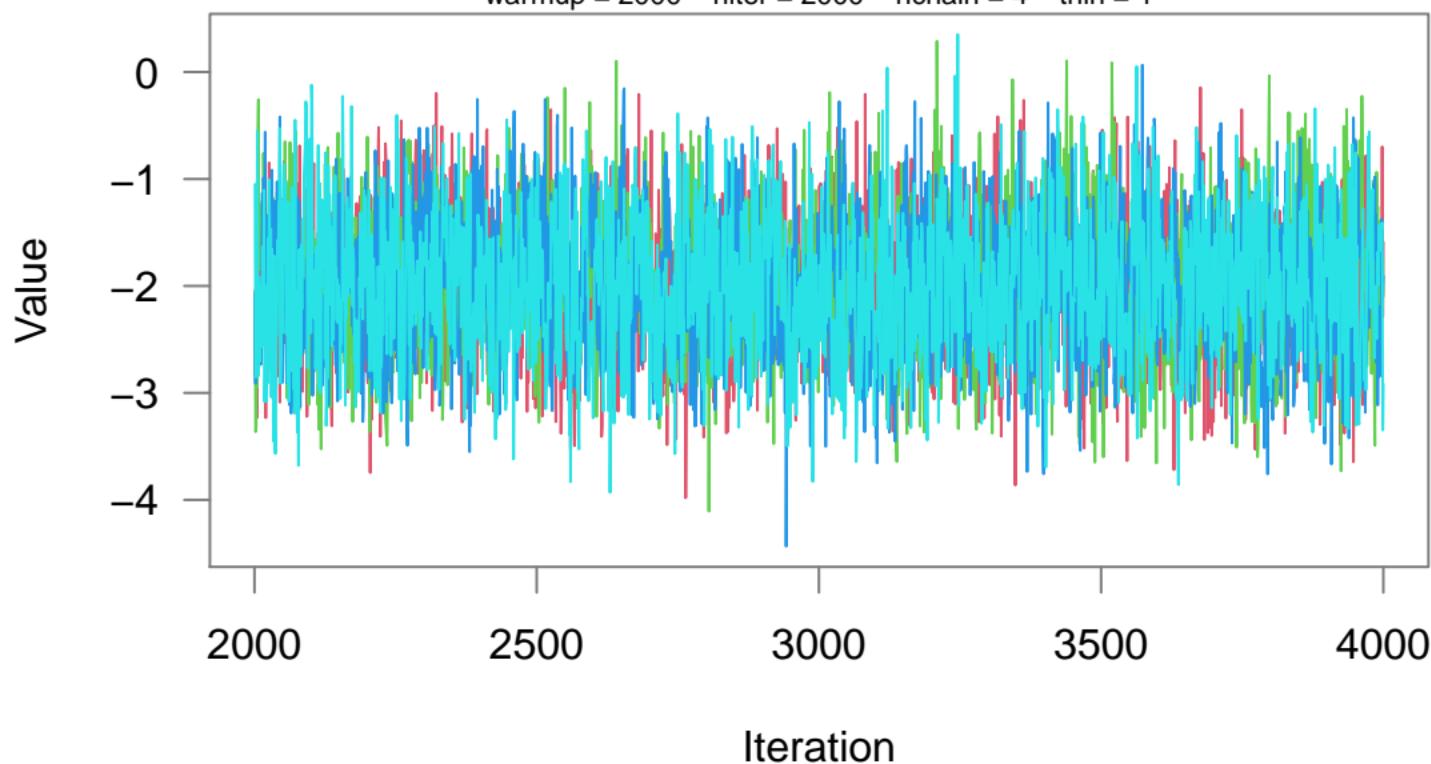


# r\_bay\_fac:site\_fac[Anton.Larson\_Laminaria.Point,Intercept]



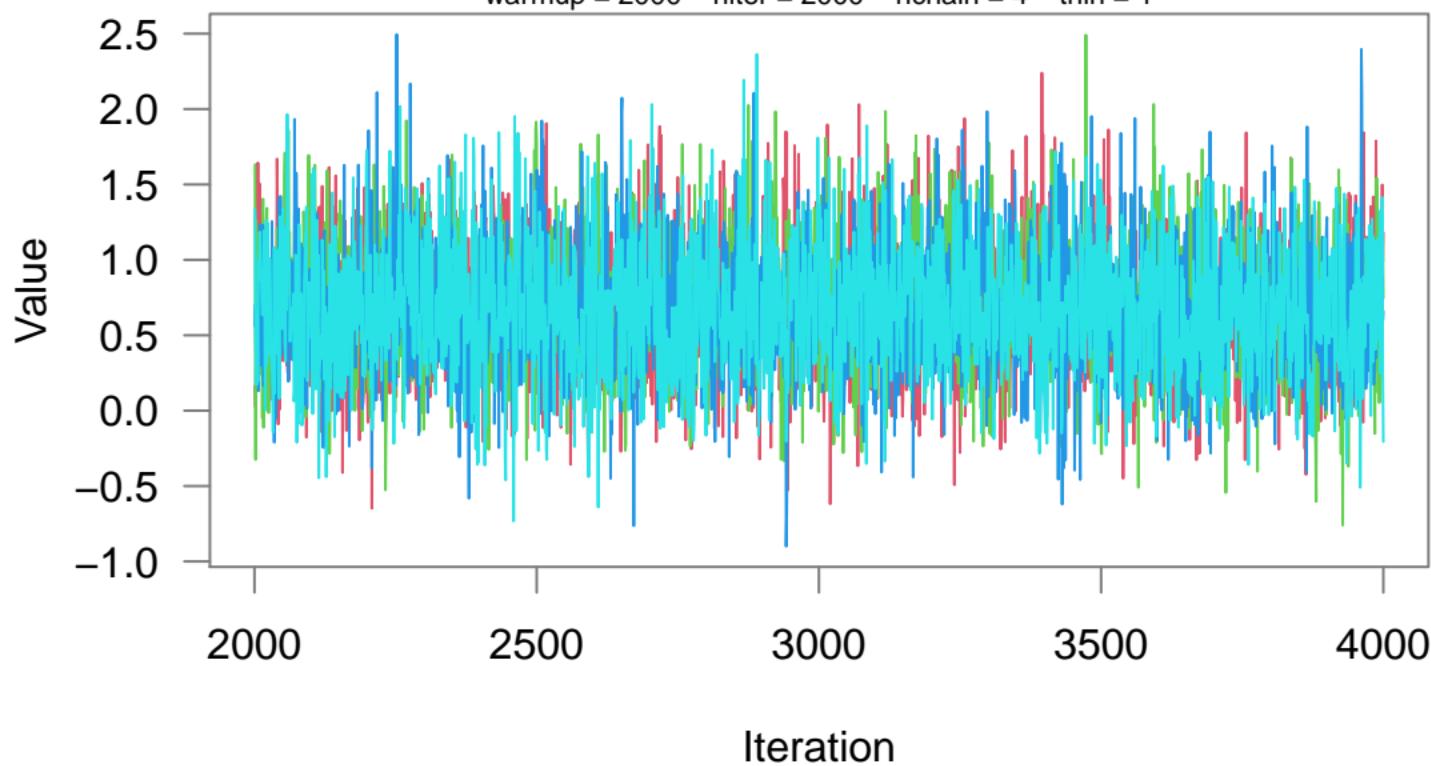
# r\_bay\_fac:site\_fac[Anton.Larson\_White.rock,Intercept]

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



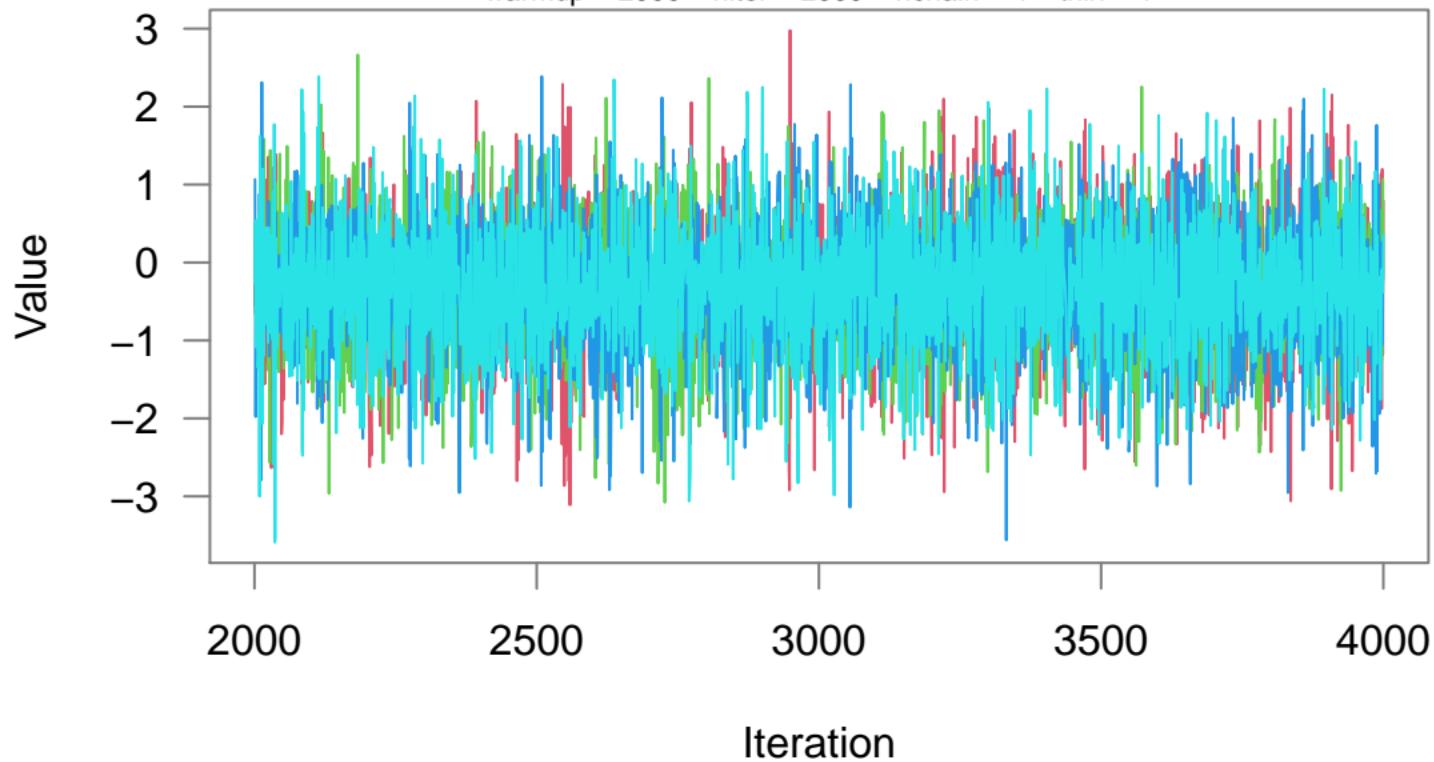
# r\_bay\_fac:site\_fac[Anton.Larson\_Wooden.boat,Intercept]

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



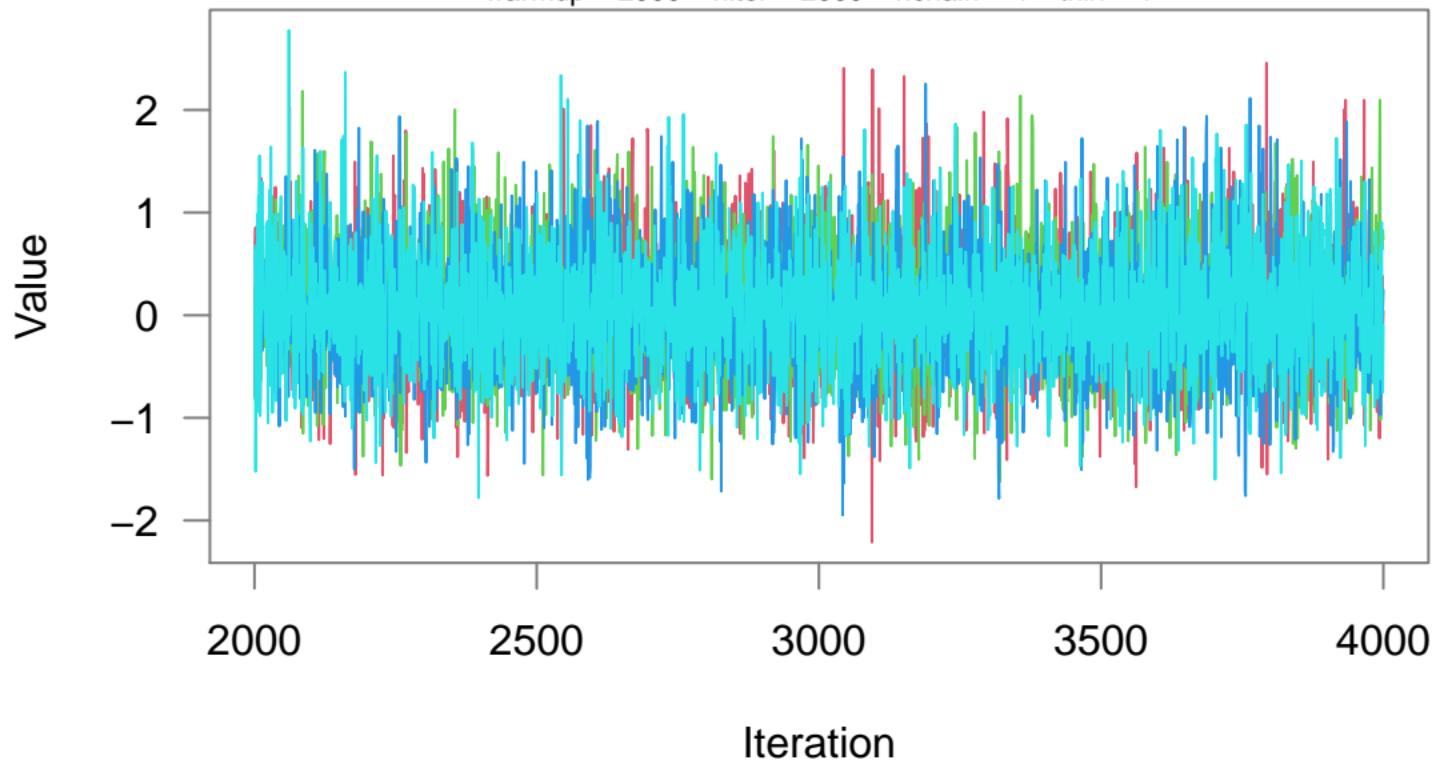
## r\_bay\_fac:site\_fac[Balboa\_BB-1,Intercept]

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



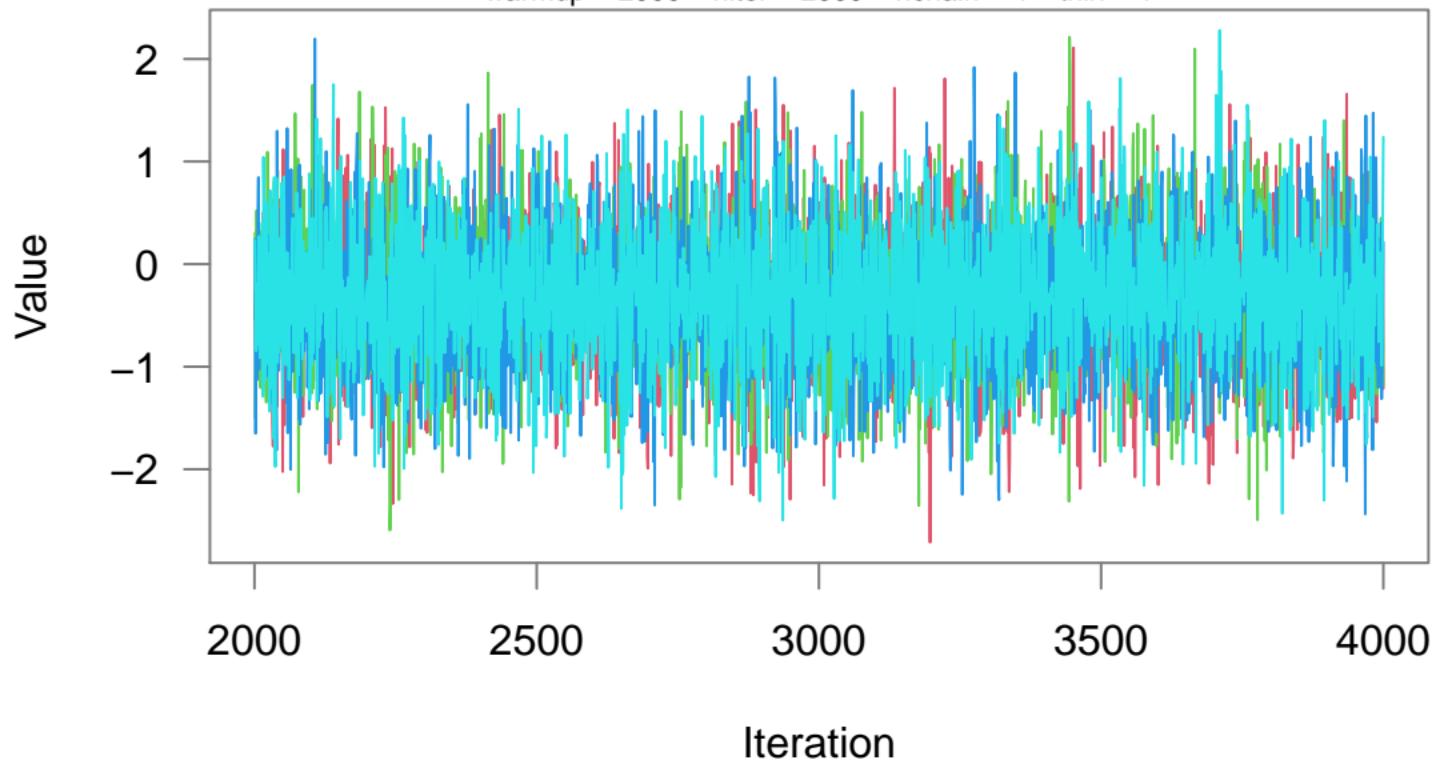
## r\_bay\_fac:site\_fac[Balboa\_BB-2,Intercept]

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



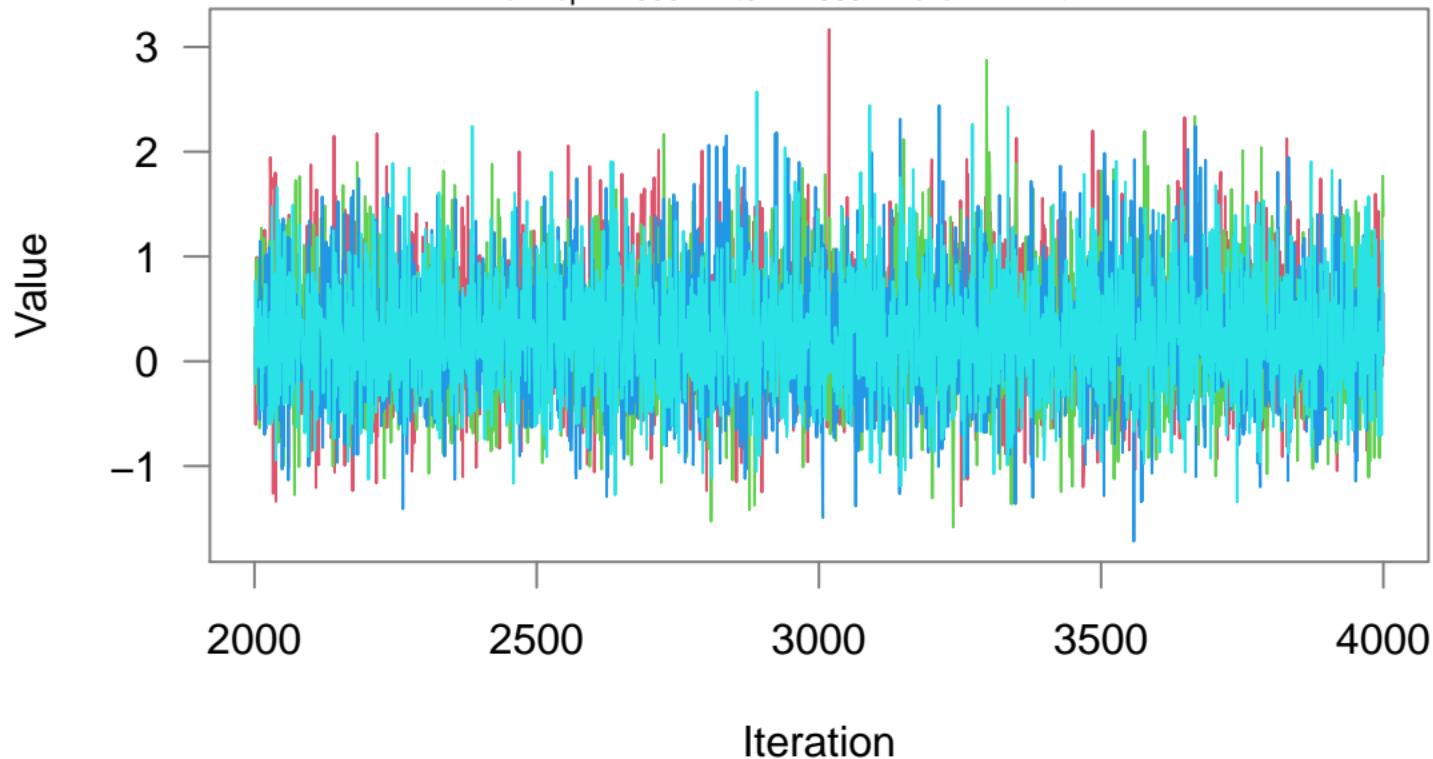
## r\_bay\_fac:site\_fac[Balboa\_BB-3,Intercept]

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



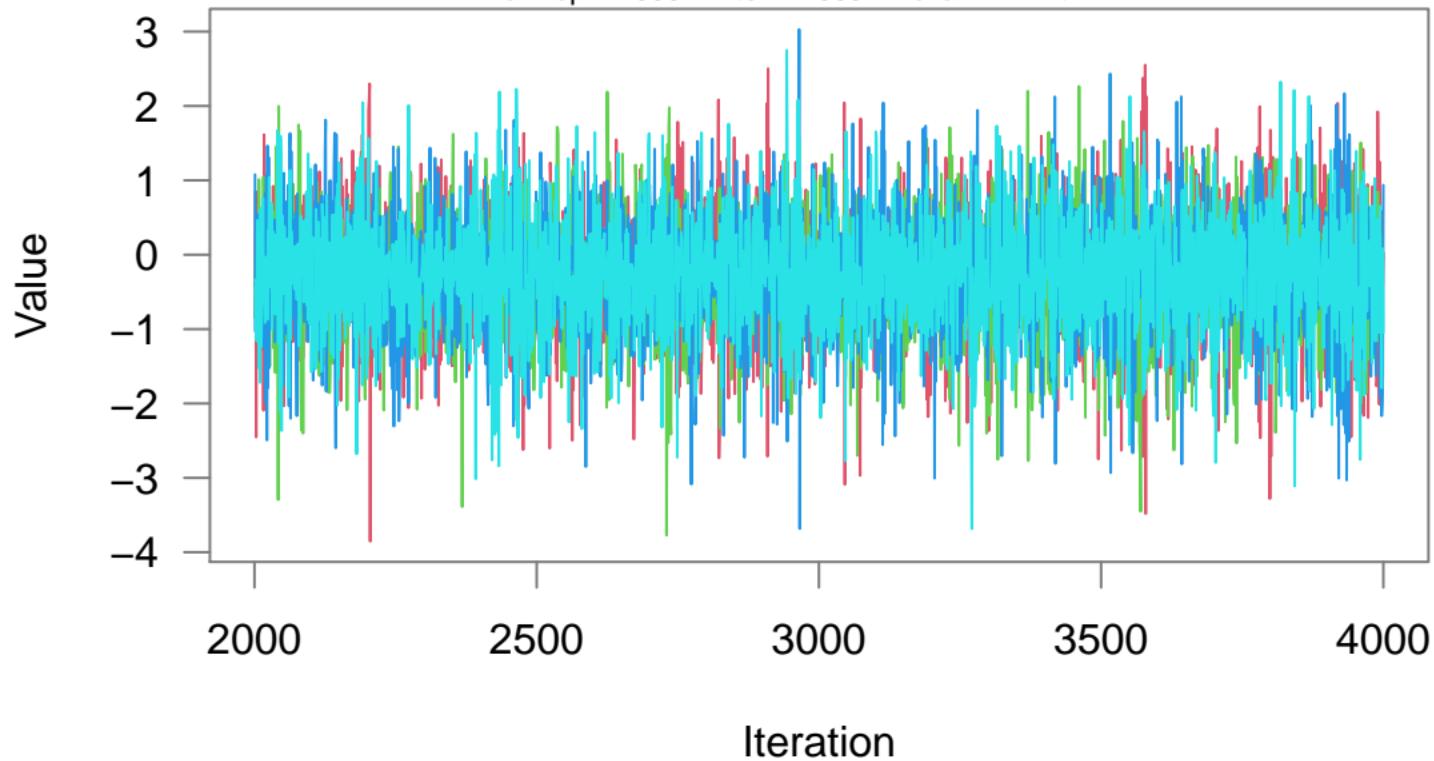
## r\_bay\_fac:site\_fac[Balboa\_BB-4,Intercept]

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



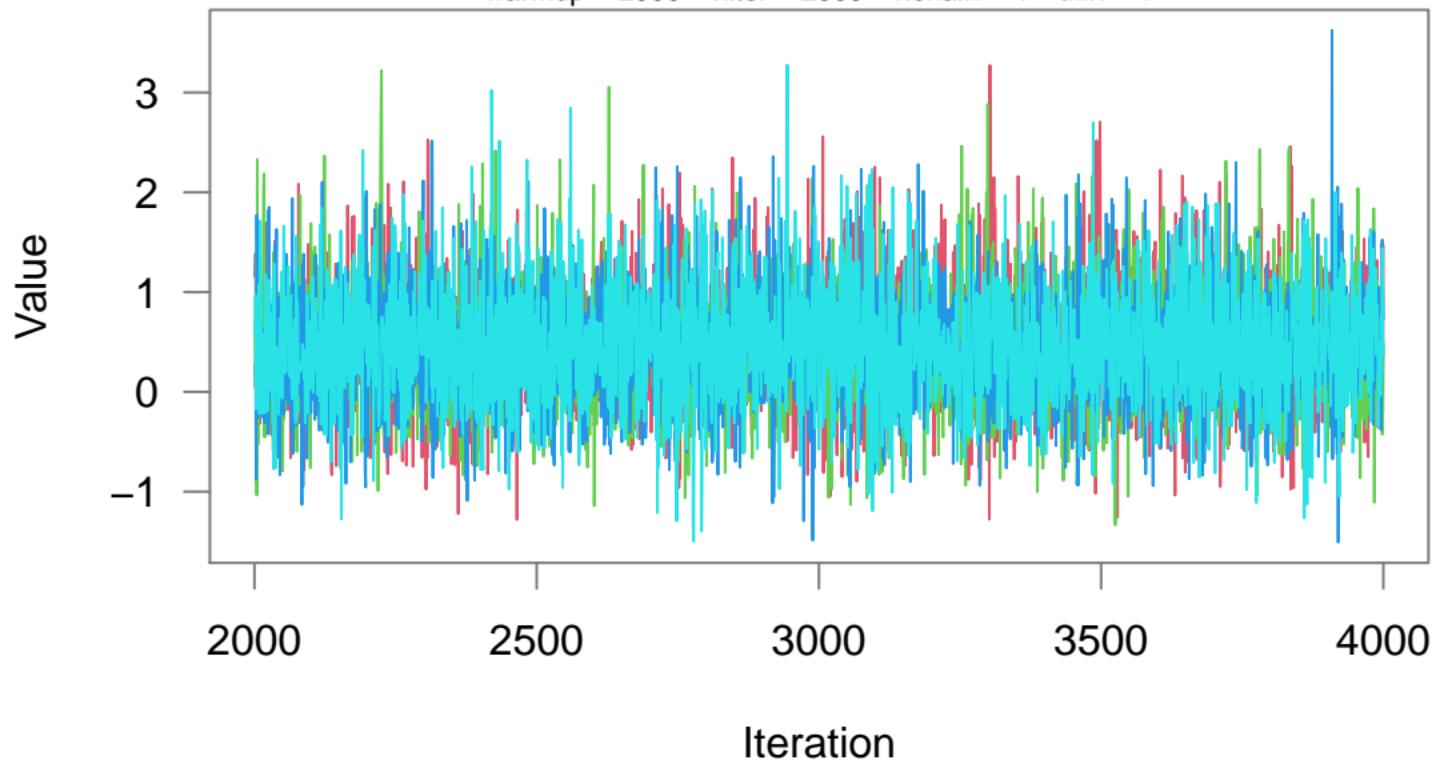
## r\_bay\_fac:site\_fac[Balboa\_BB-5,Intercept]

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



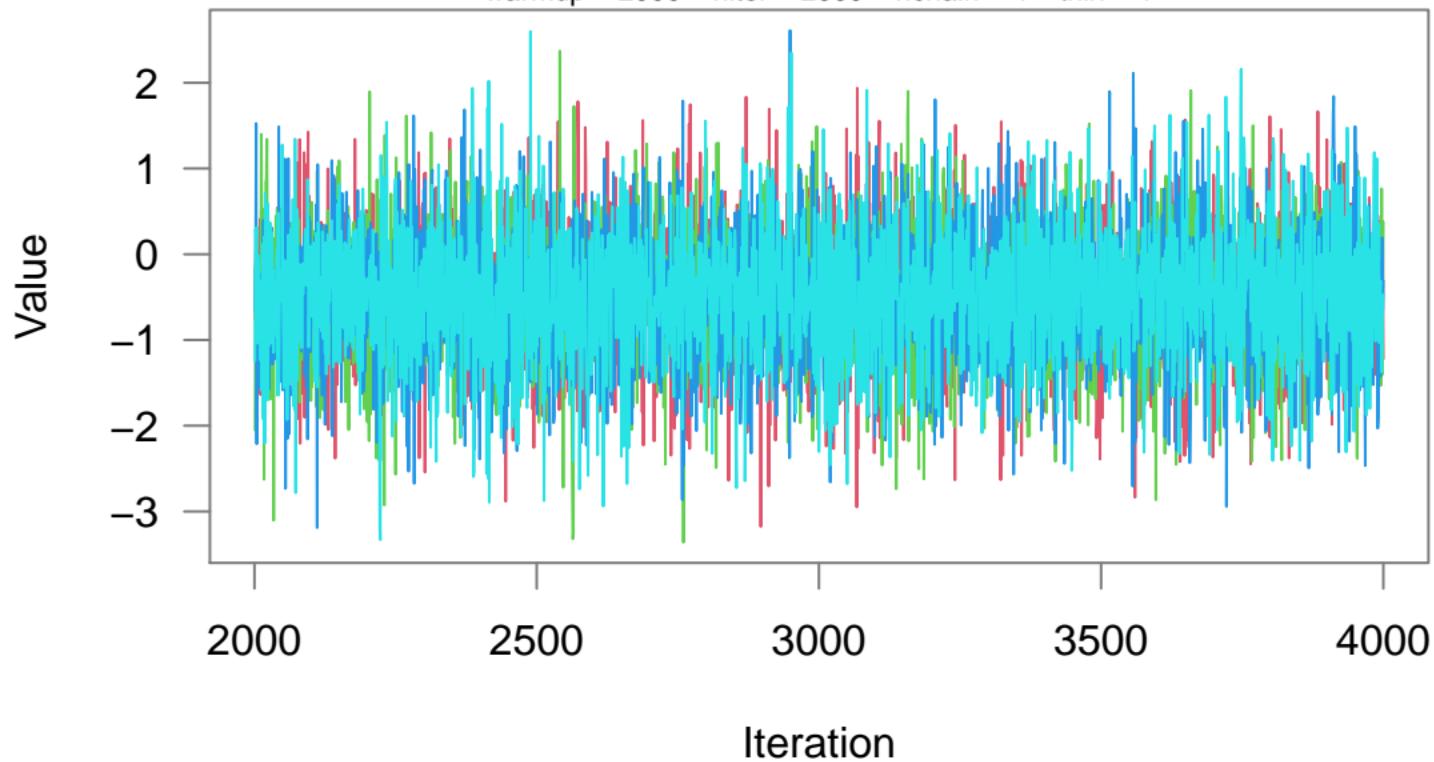
# r\_bay\_fac:site\_fac[Balboa\_BB-6,Intercept]

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



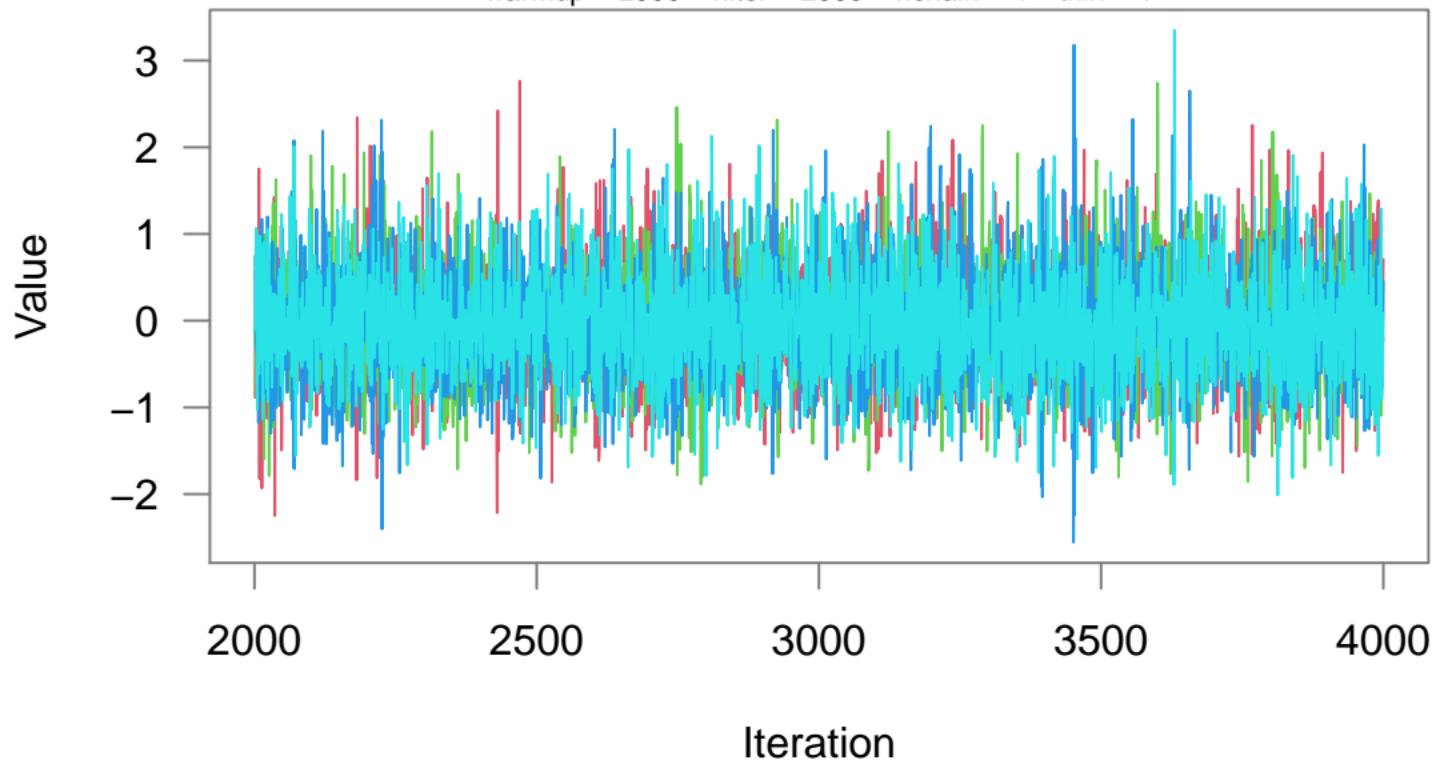
# r\_bay\_fac:site\_fac[Balboa\_BB-7,Intercept]

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



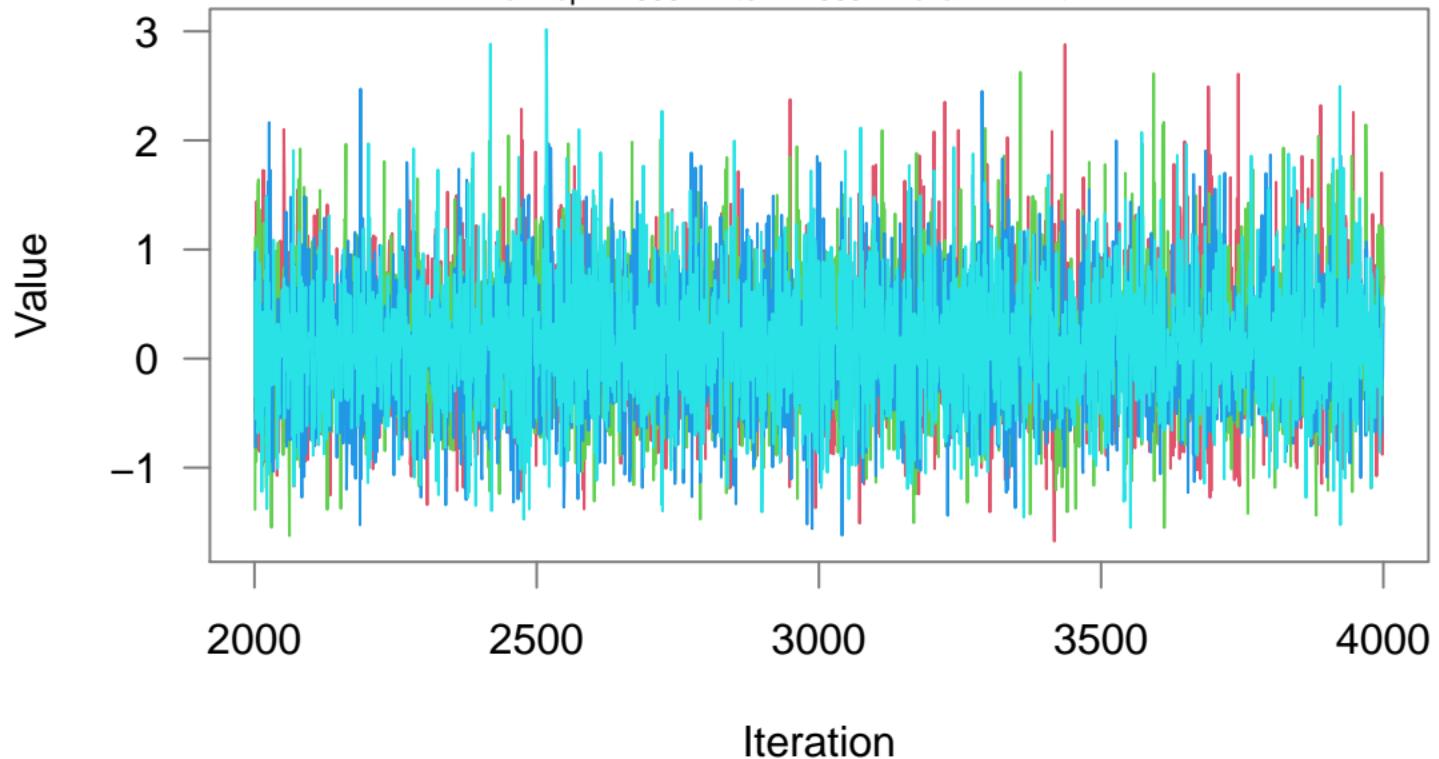
# r\_bay\_fac:site\_fac[Baralof\_Bar-1,Intercept]

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



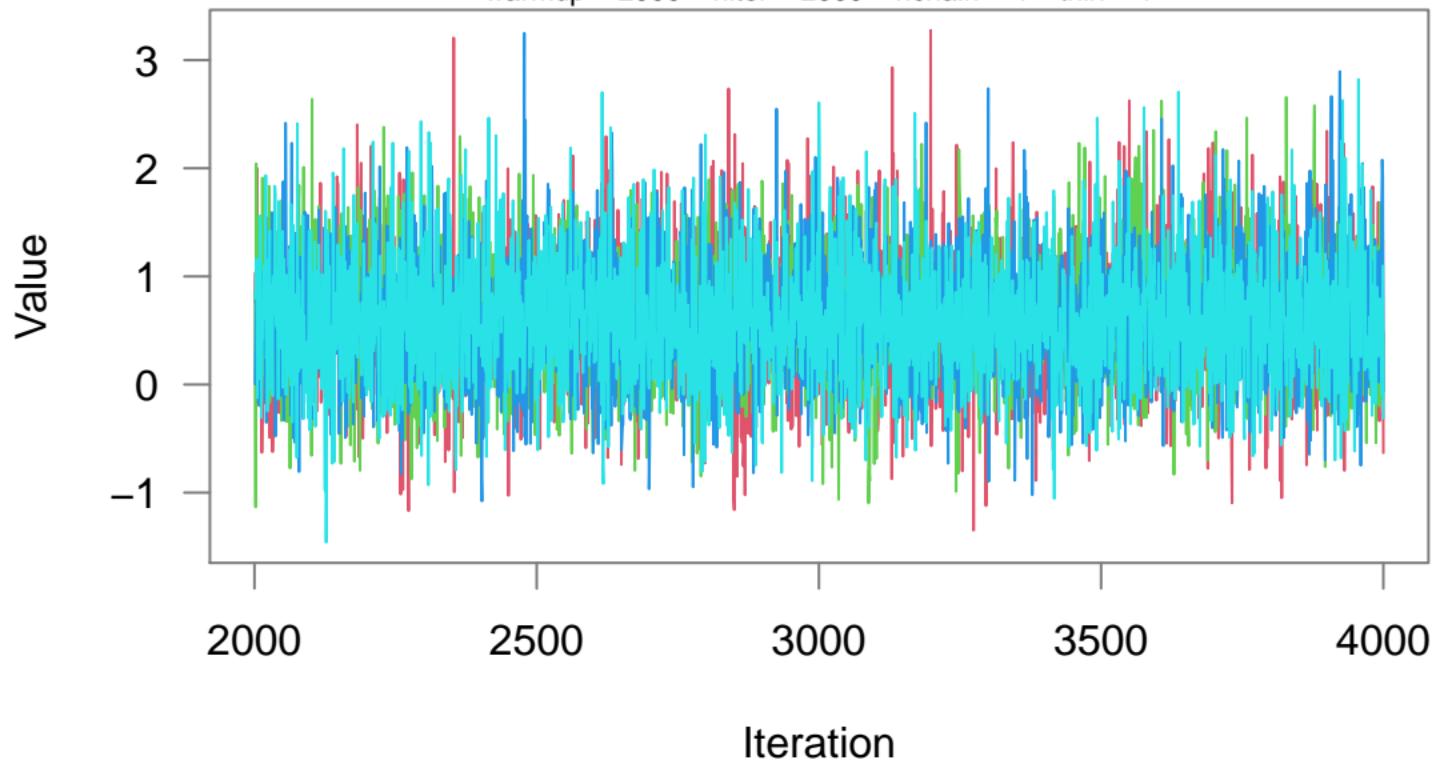
# r\_bay\_fac:site\_fac[Baralof\_Bar-2,Intercept]

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

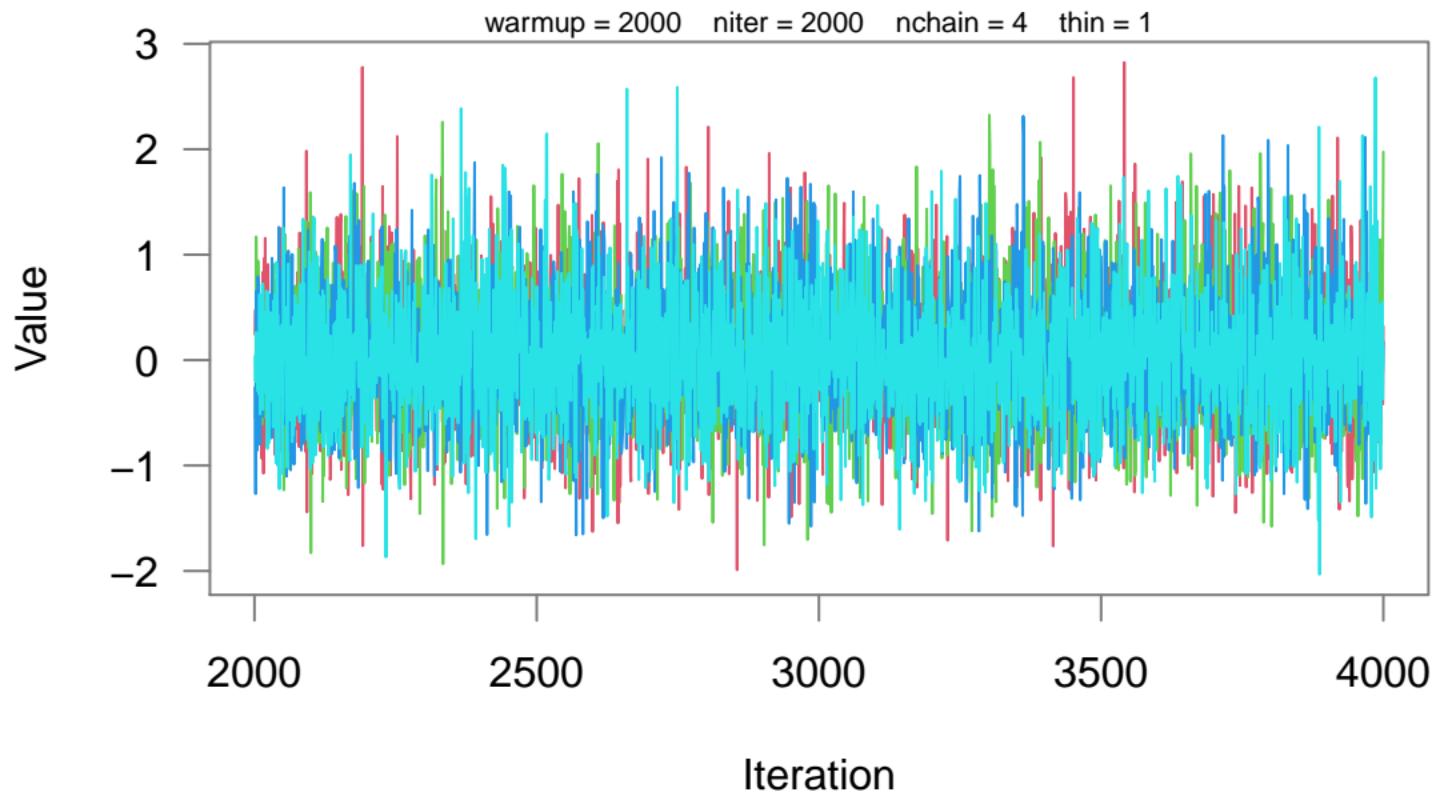


# r\_bay\_fac:site\_fac[Baralof\_Bar-3,Intercept]

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

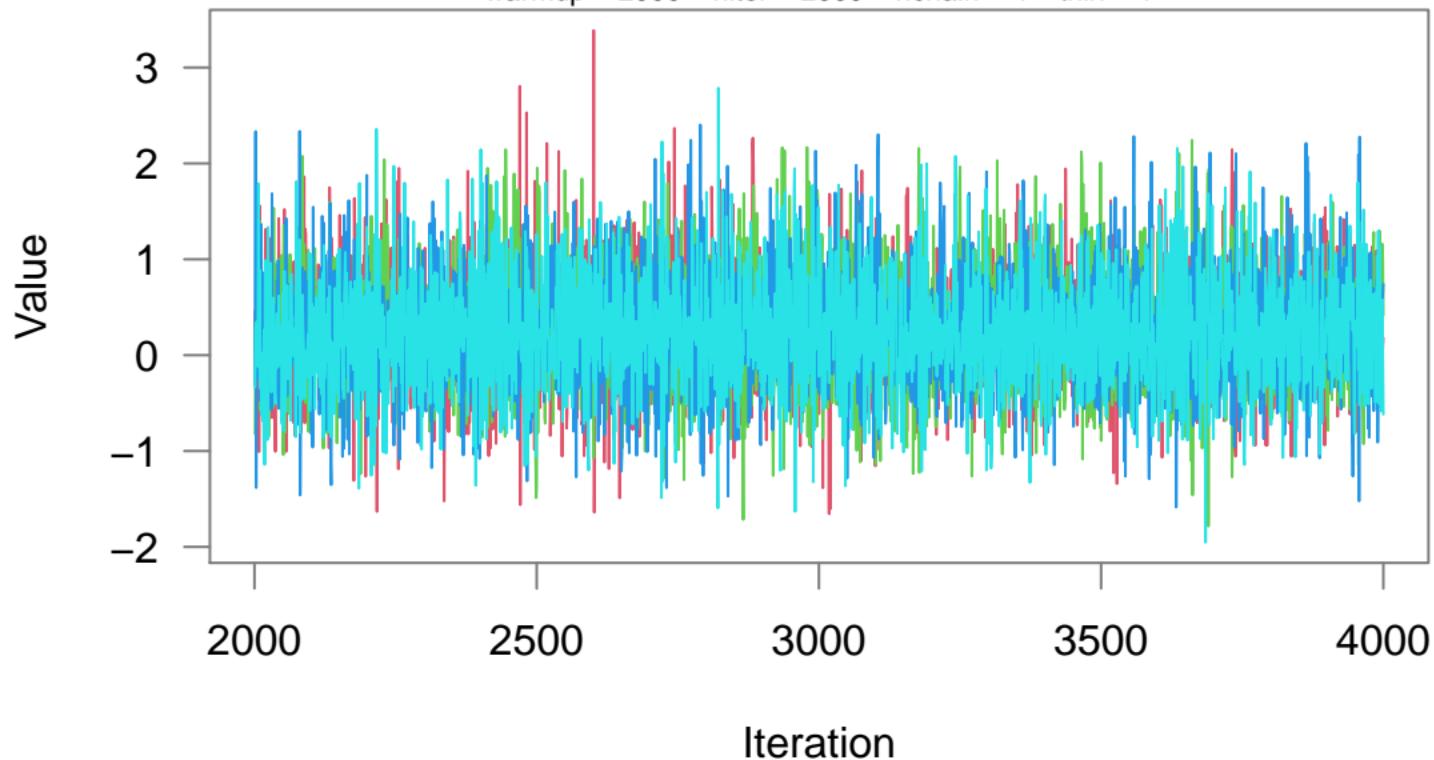


## r\_bay\_fac:site\_fac[Baralof\_Bar-4,Intercept]



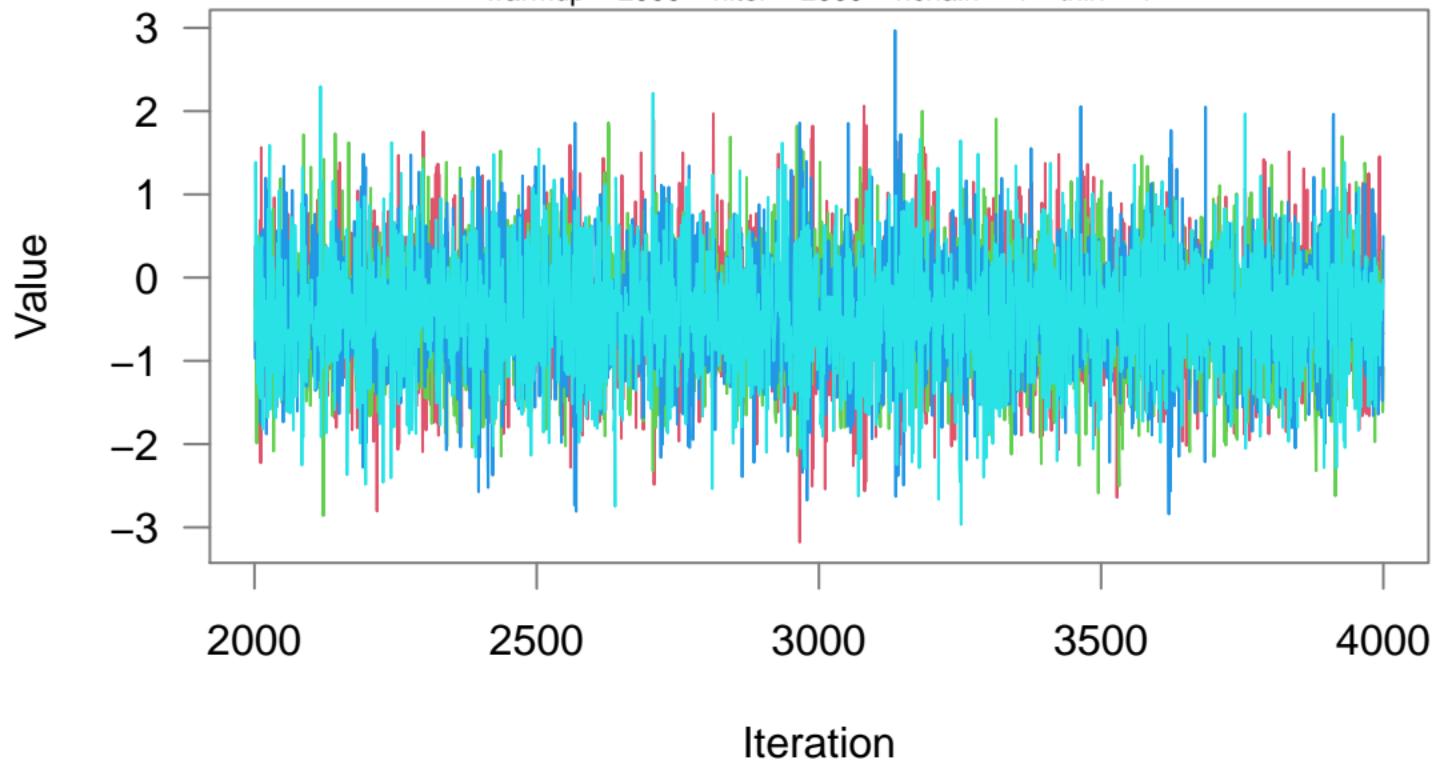
# r\_bay\_fac:site\_fac[Baralof\_Bar-5,Intercept]

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



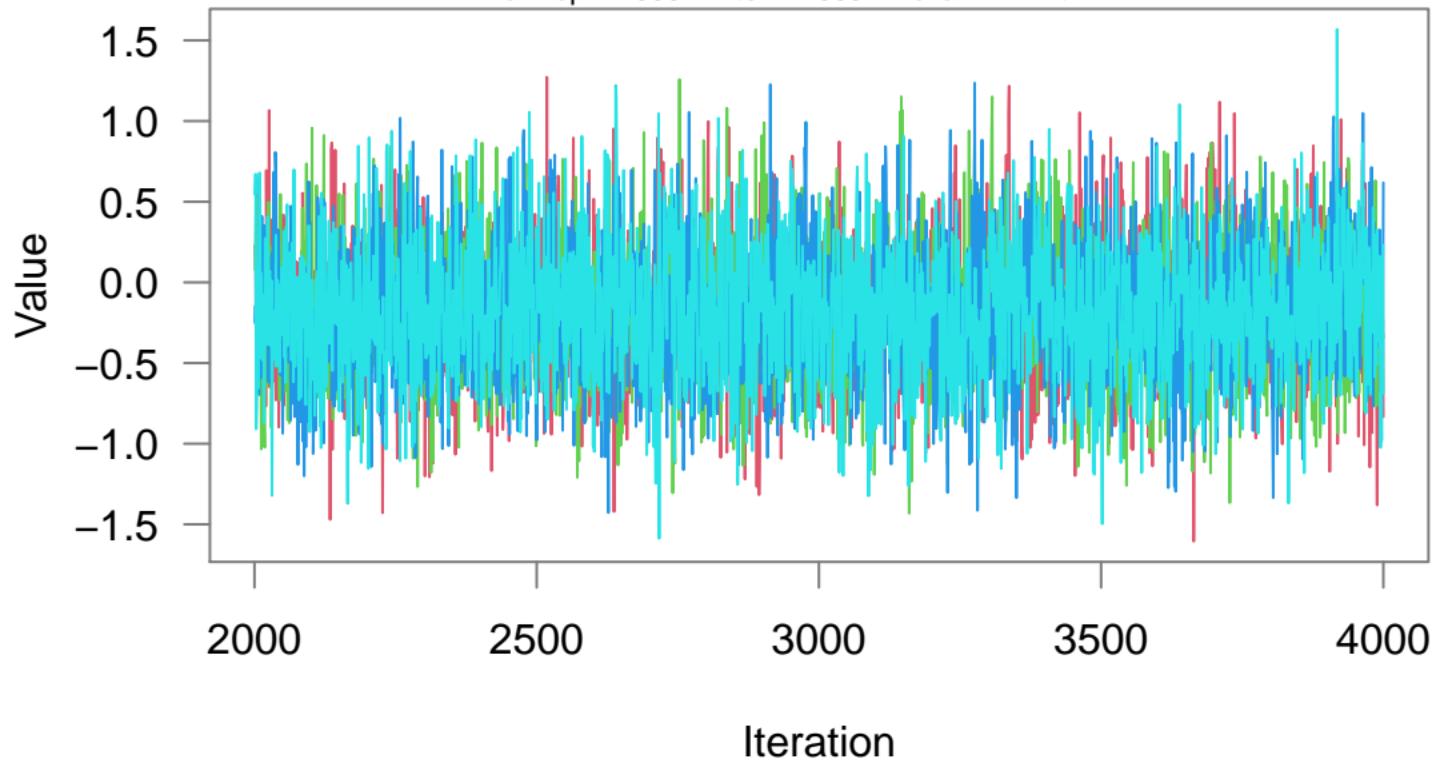
## r\_bay\_fac:site\_fac[Baralof\_Bar-6,Intercept]

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



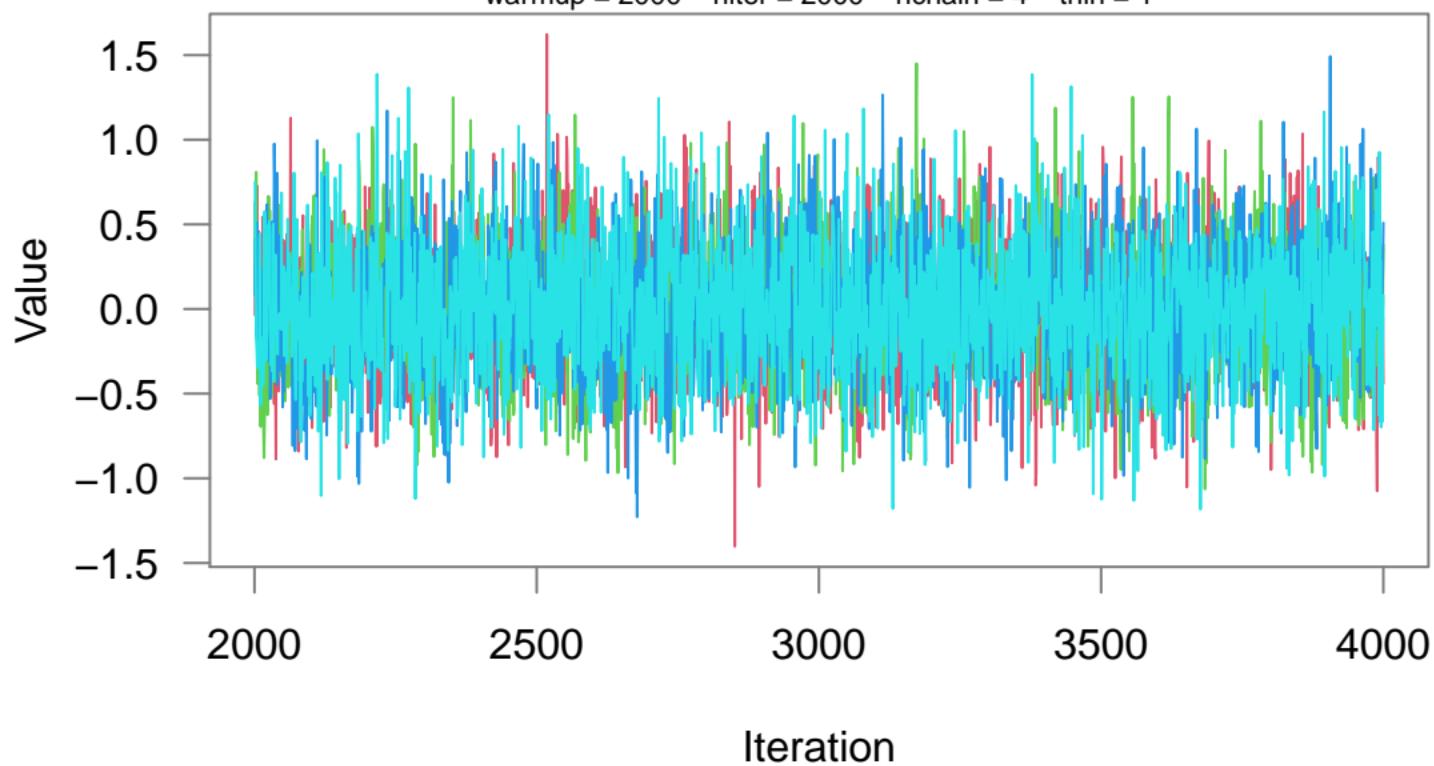
# r\_bay\_fac:site\_fac[Cook\_Bare.North,Intercept]

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

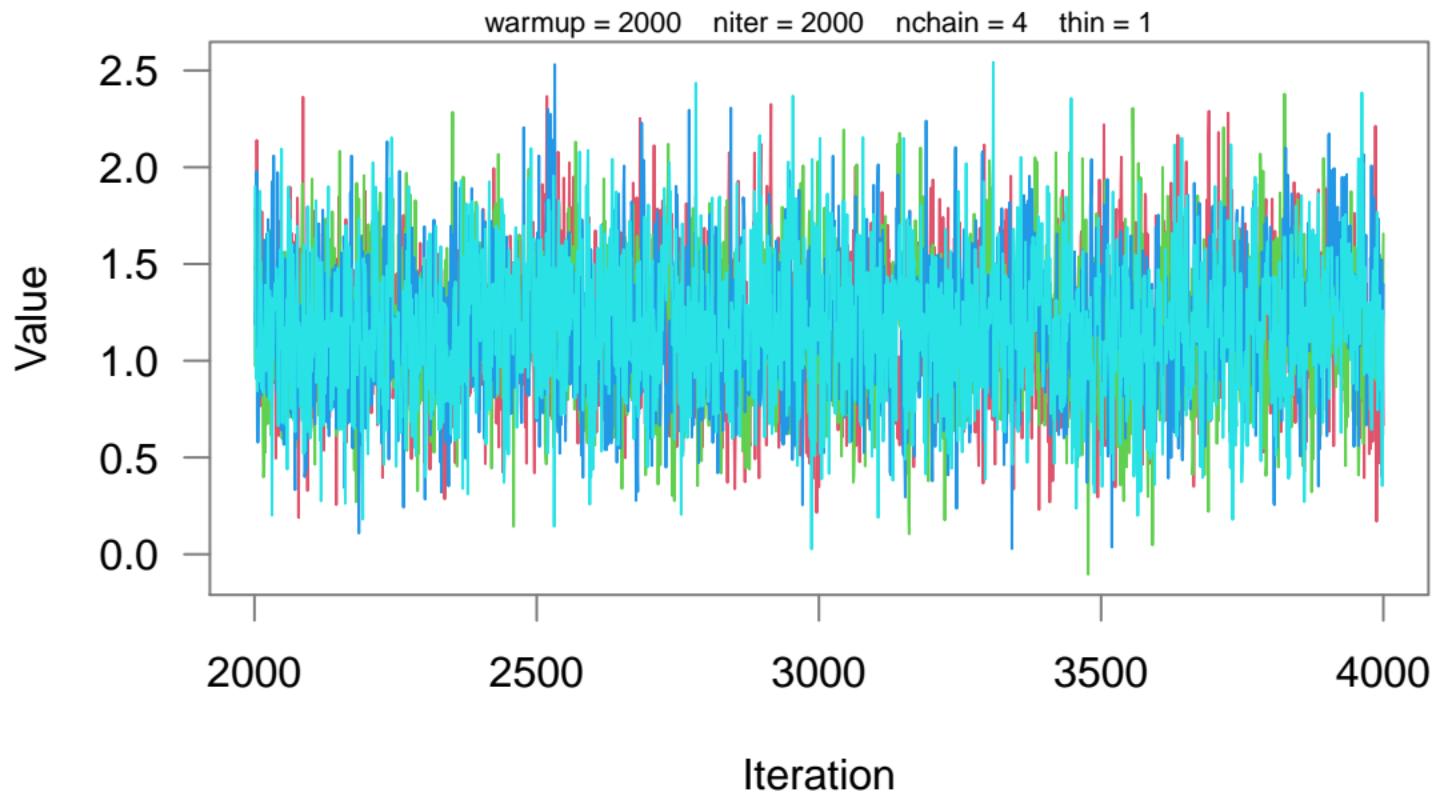


# r\_bay\_fac:site\_fac[Cook\_Eelgrass.North,Intercept]

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

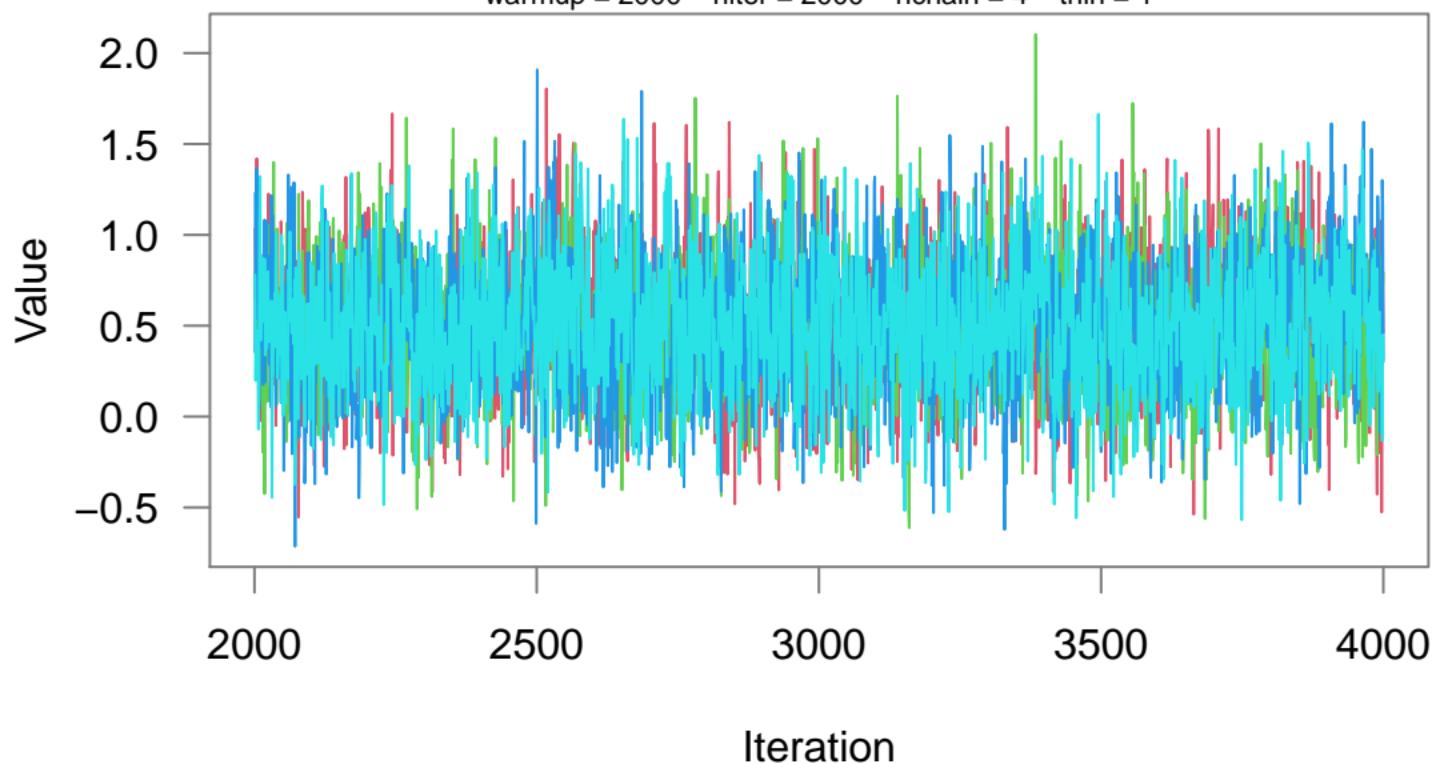


# r\_bay\_fac:site\_fac[Cook\_Eelgrass.South,Intercept]



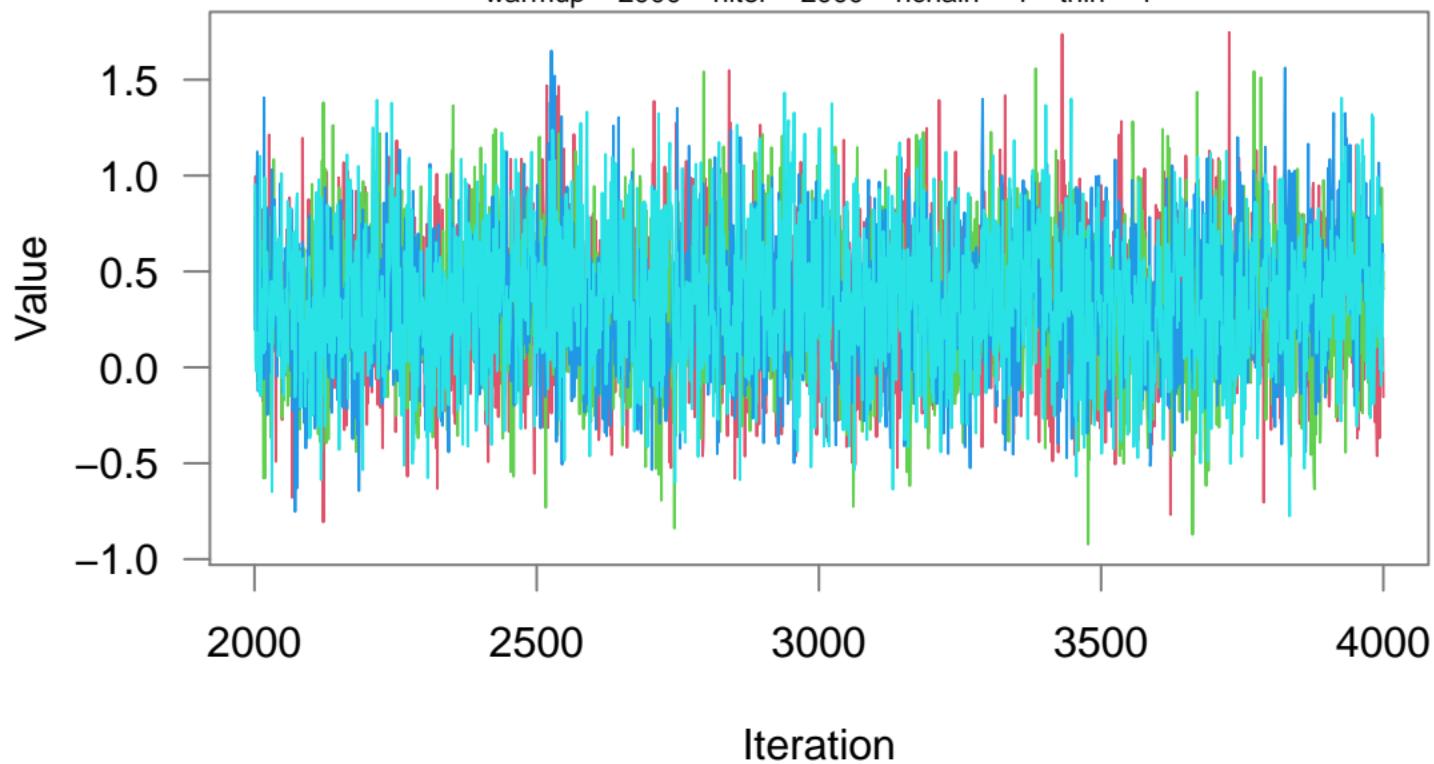
# r\_bay\_fac:site\_fac[Cook\_Eelgrass.West,Intercept]

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



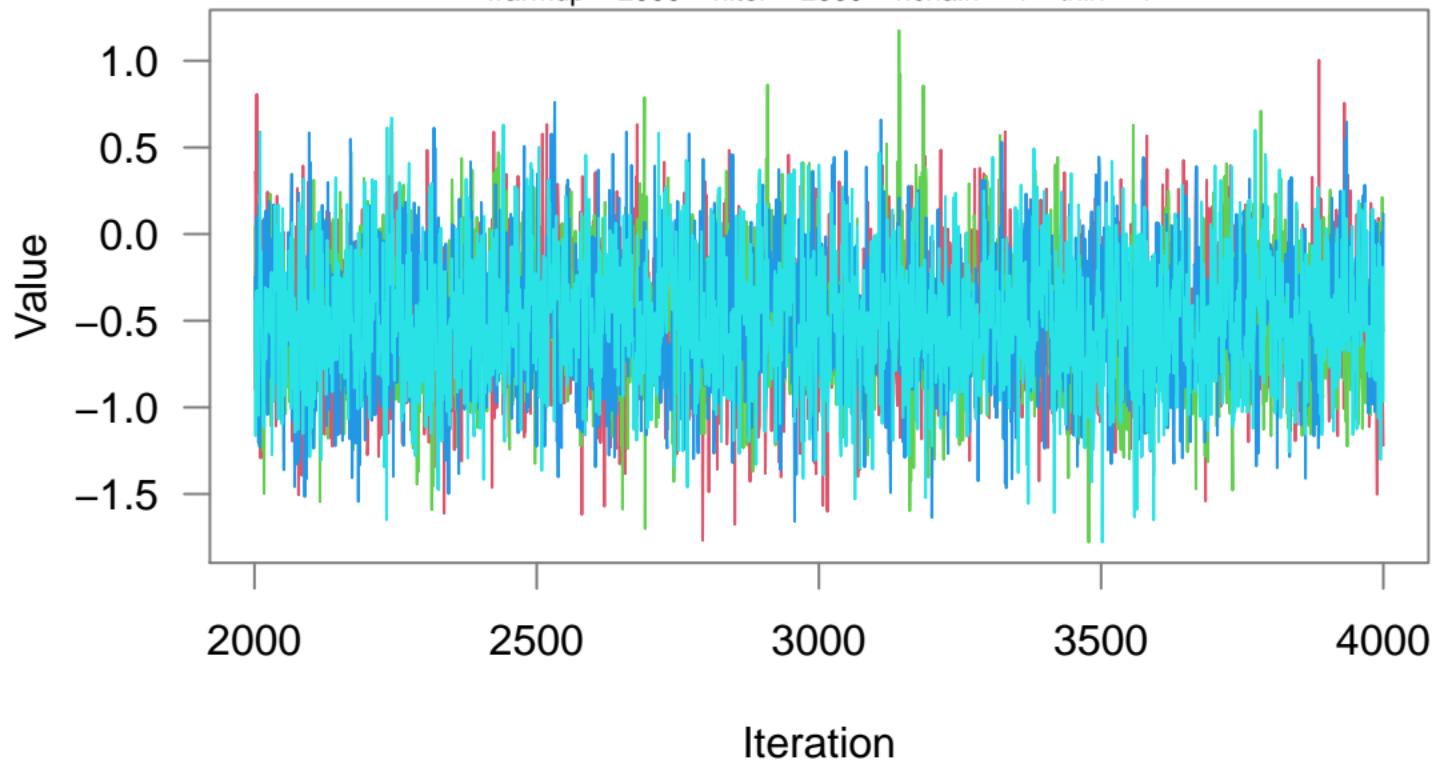
# r\_bay\_fac:site\_fac[Cook\_Laminaria.East,Intercept]

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



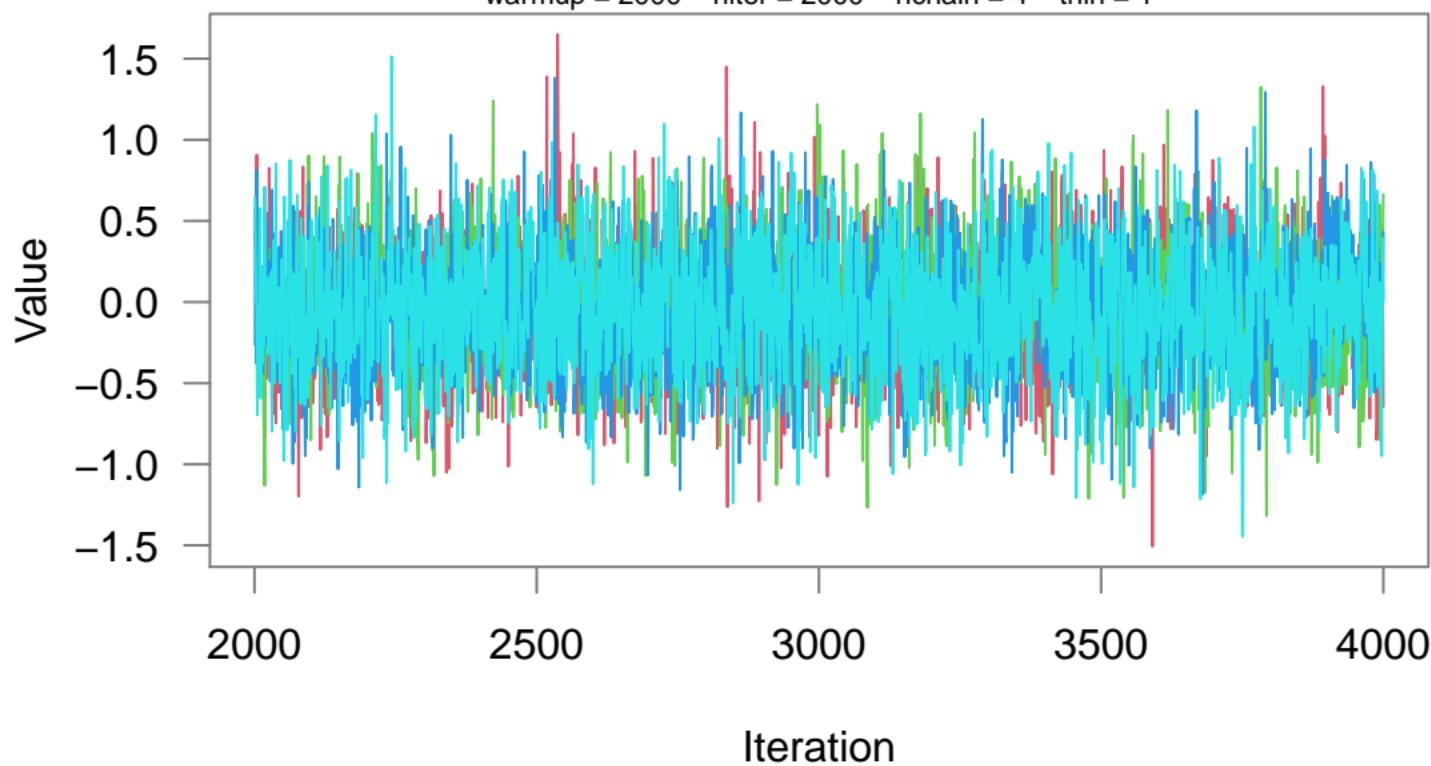
# r\_bay\_fac:site\_fac[Cook\_Laminaria.North,Intercept]

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



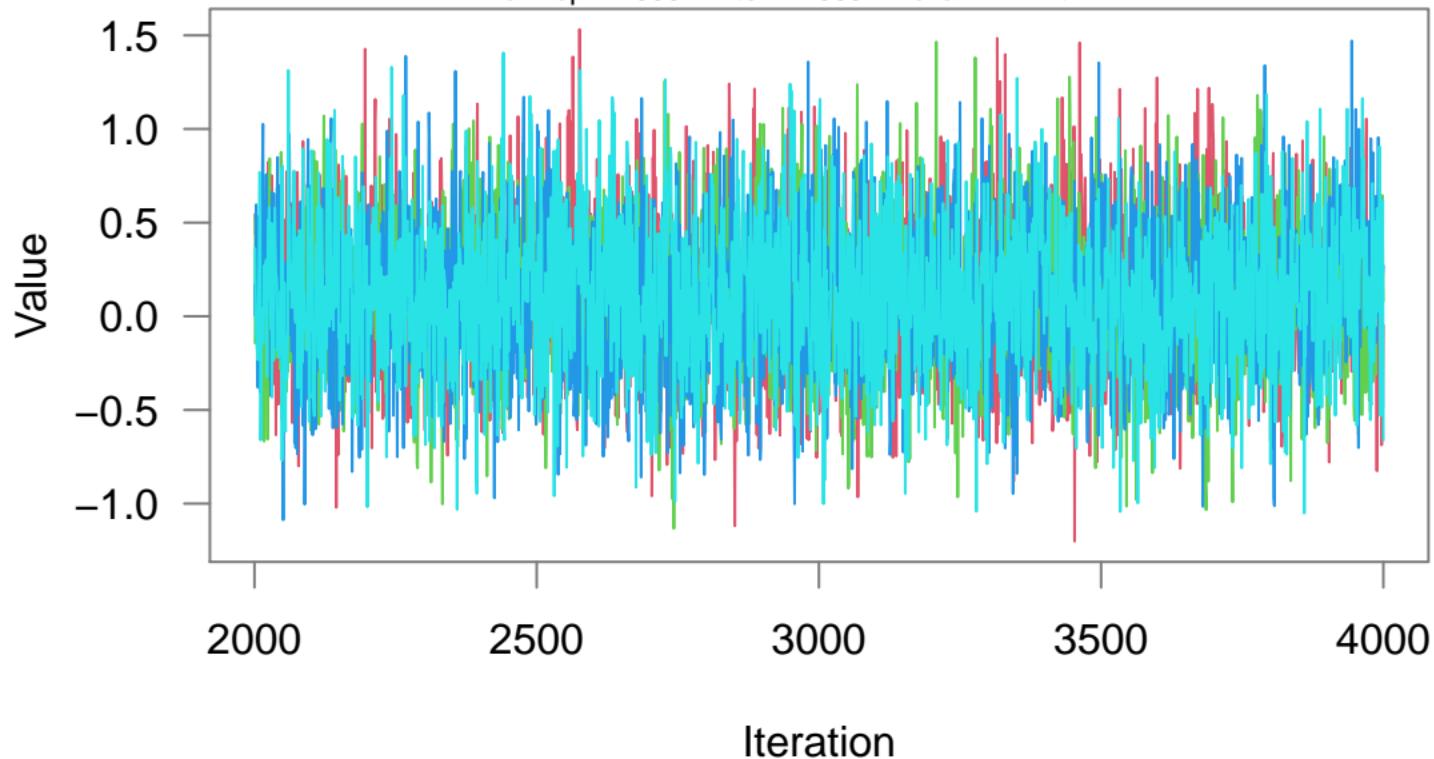
# r\_bay\_fac:site\_fac[Cook\_Laminaria.South,Intercept]

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



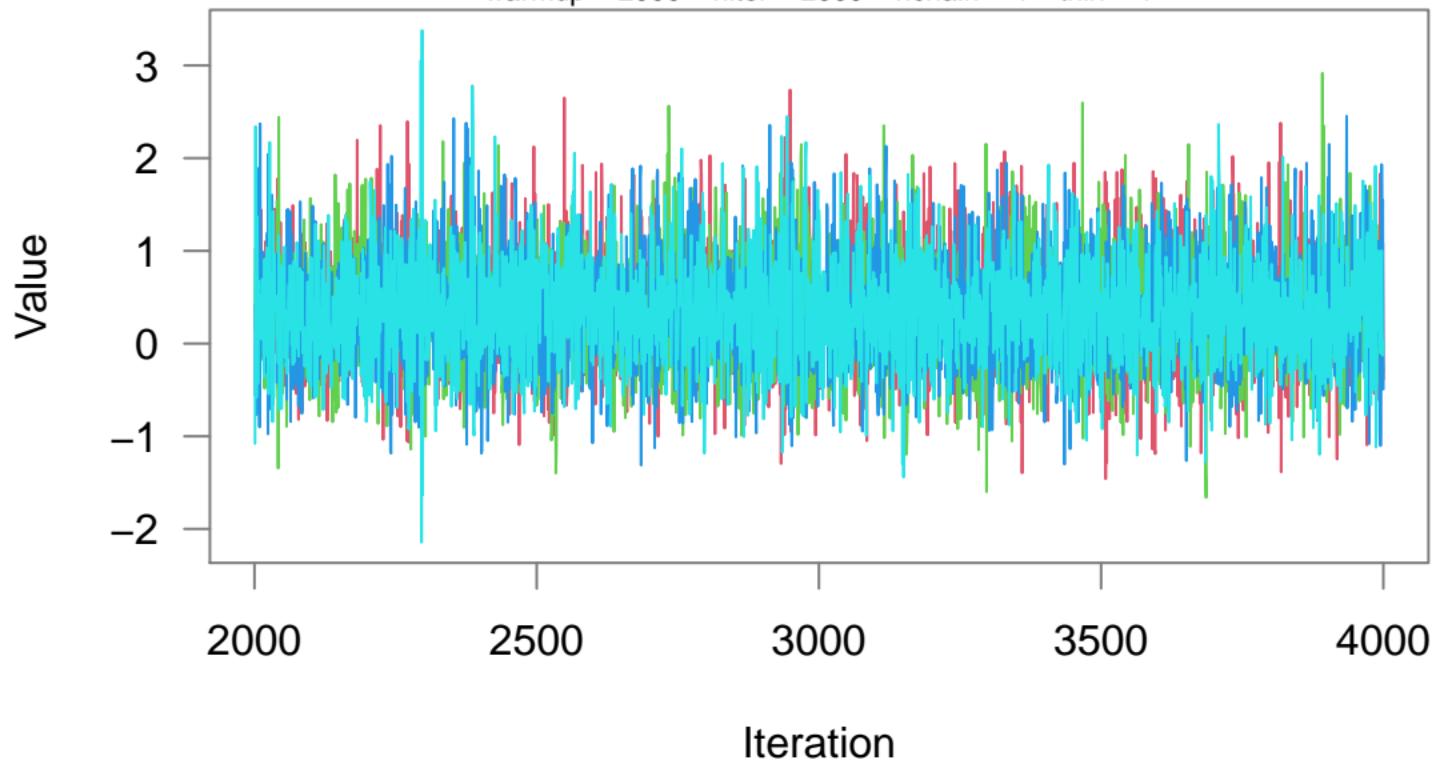
## **r\_bay\_fac:site\_fac[Cook\_Middle.Cove,Intercept]**

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



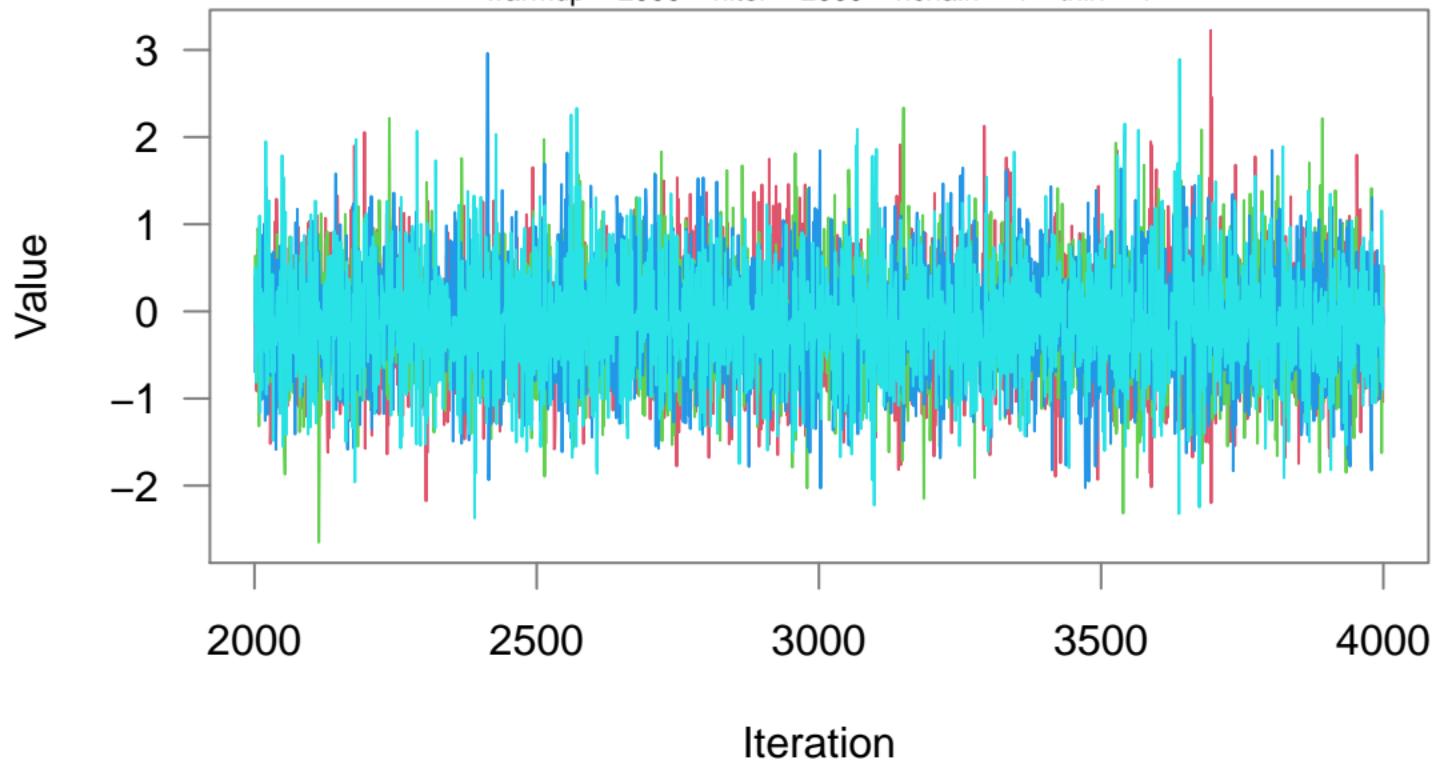
# r\_bay\_fac:site\_fac[Falmouth\_Fal-1,Intercept]

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



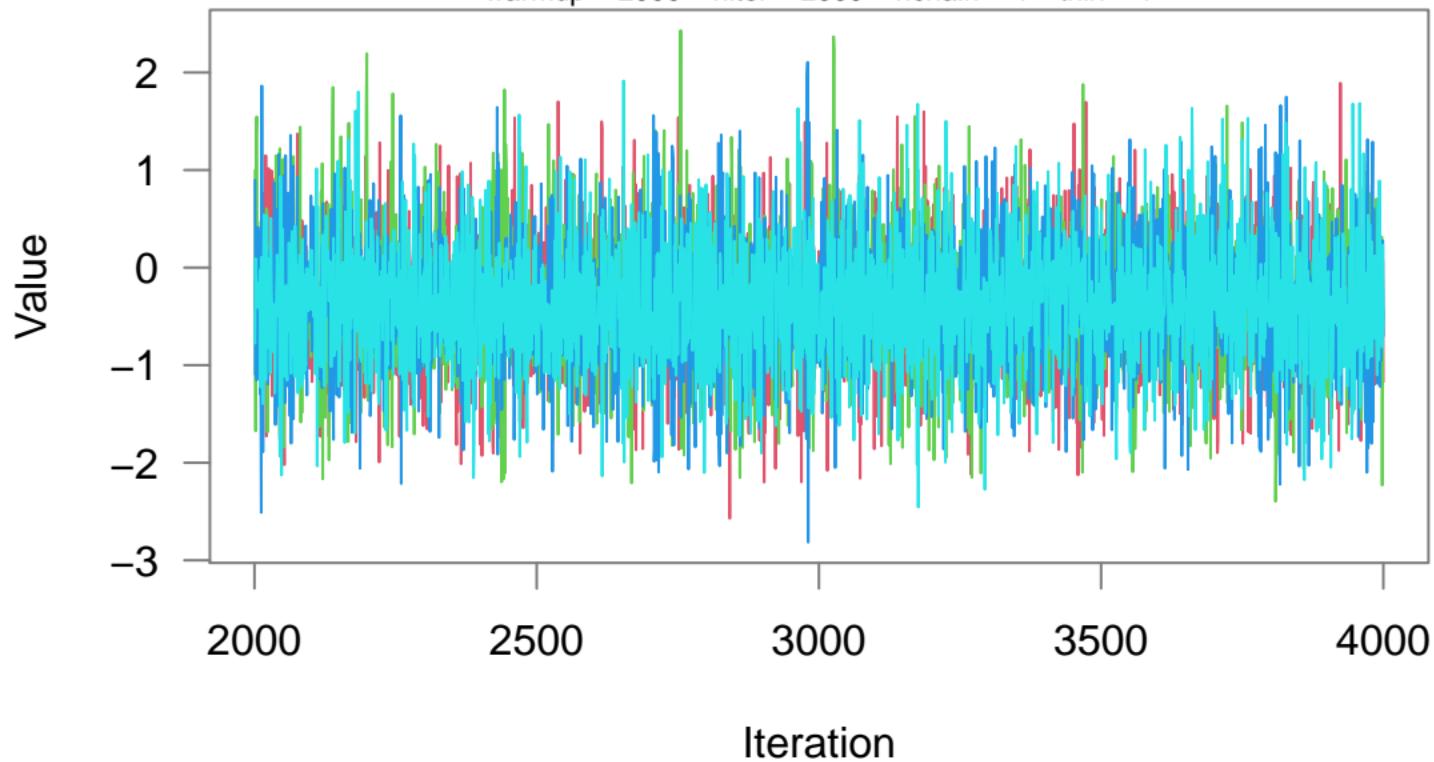
# r\_bay\_fac:site\_fac[Falmouth\_Fal-2,Intercept]

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



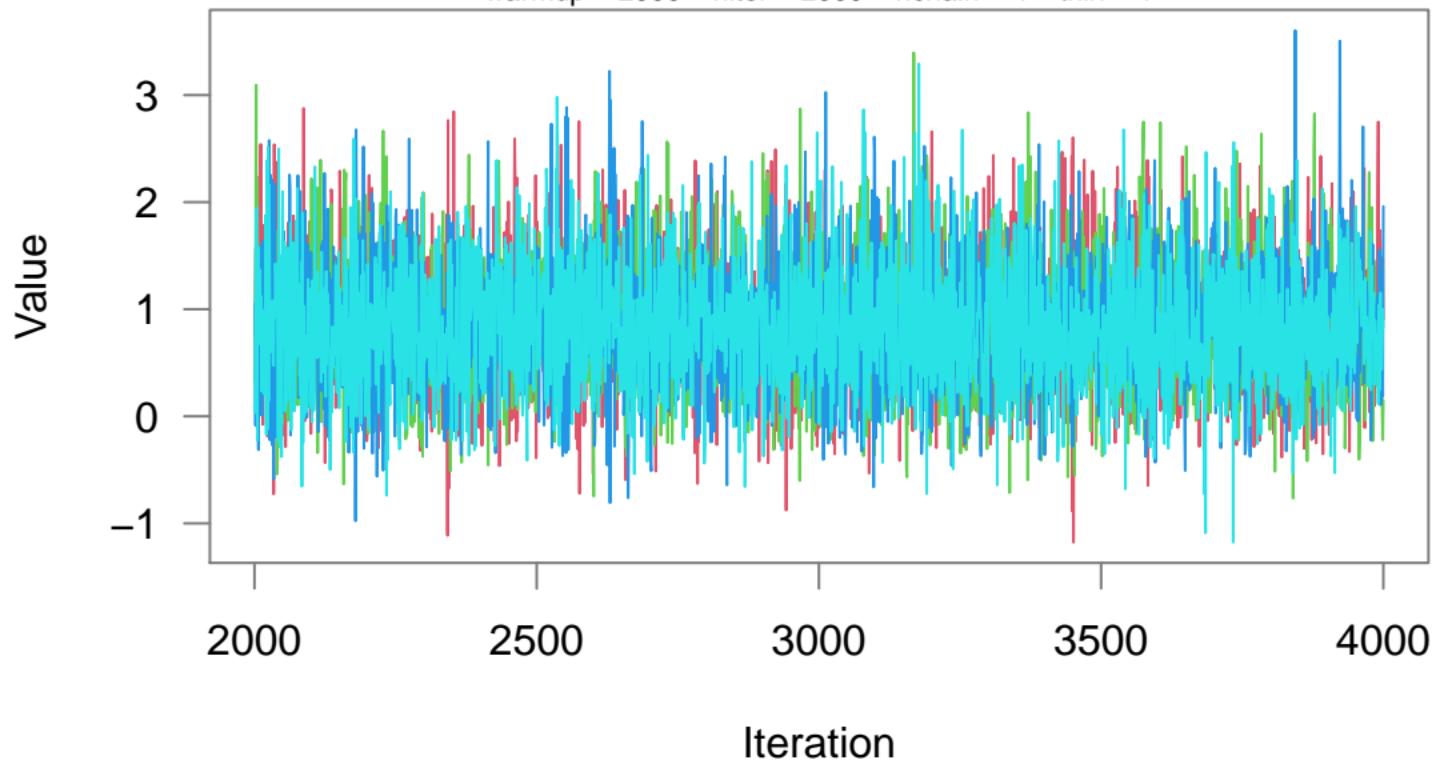
# r\_bay\_fac:site\_fac[Falmouth\_Fal-3,Intercept]

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



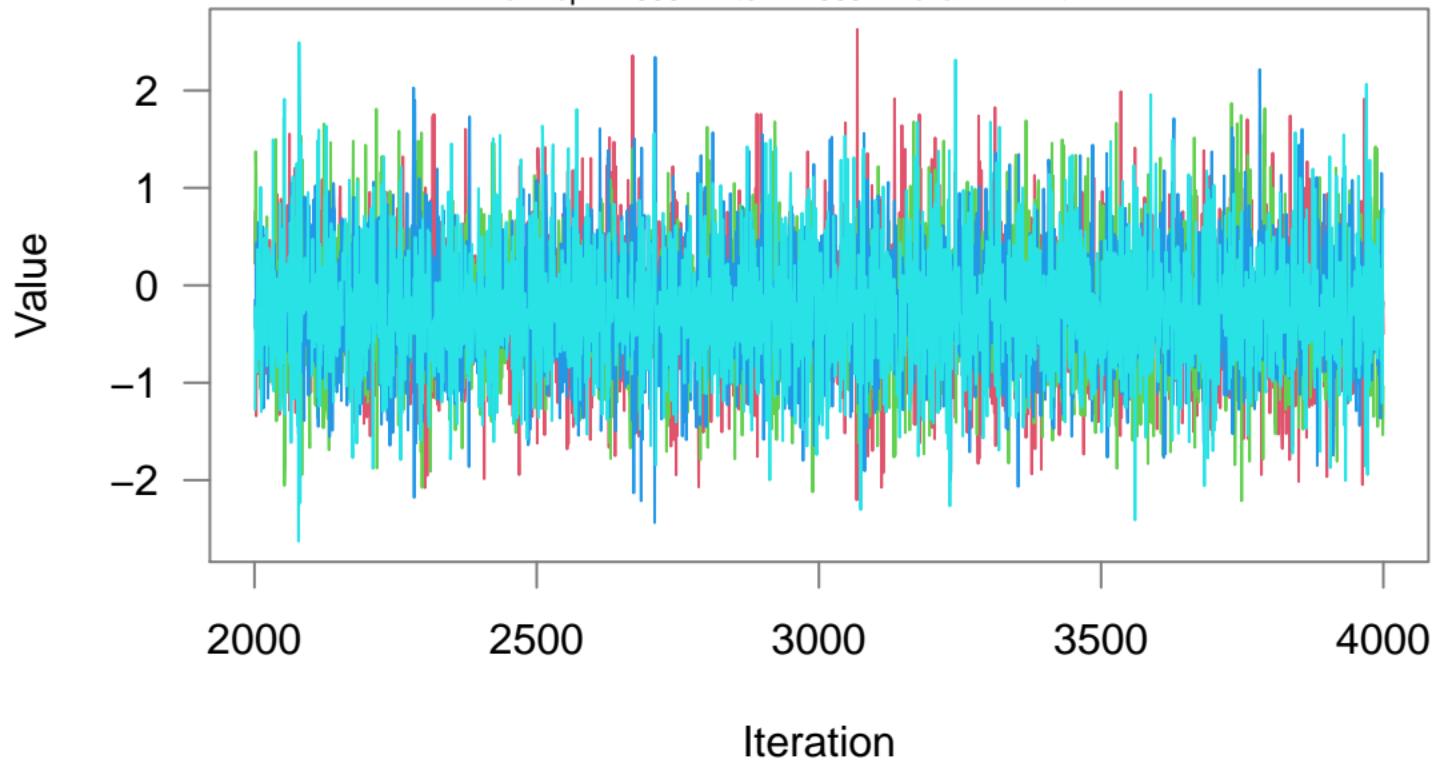
# r\_bay\_fac:site\_fac[Falmouth\_Fal-4,Intercept]

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



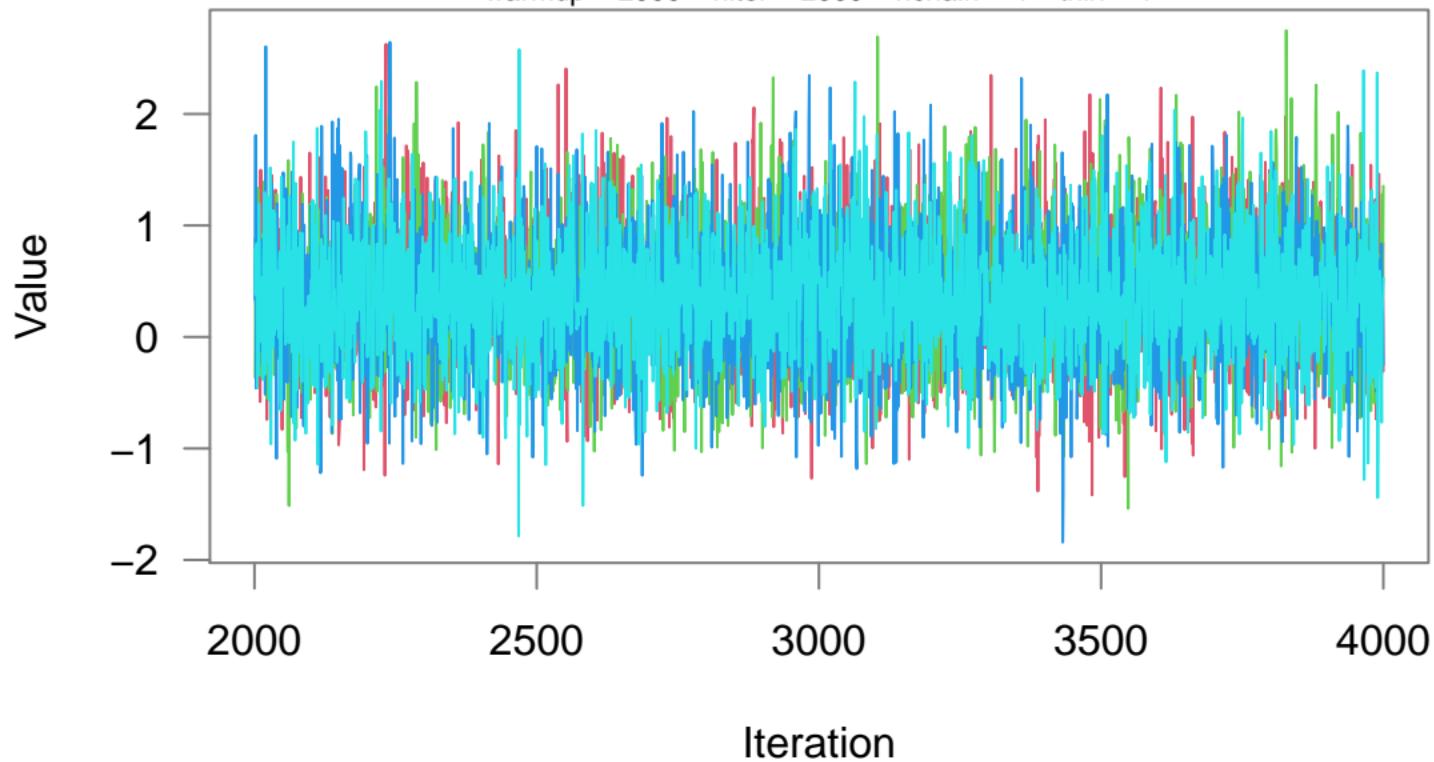
# r\_bay\_fac:site\_fac[Falmouth\_Fal-5,Intercept]

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



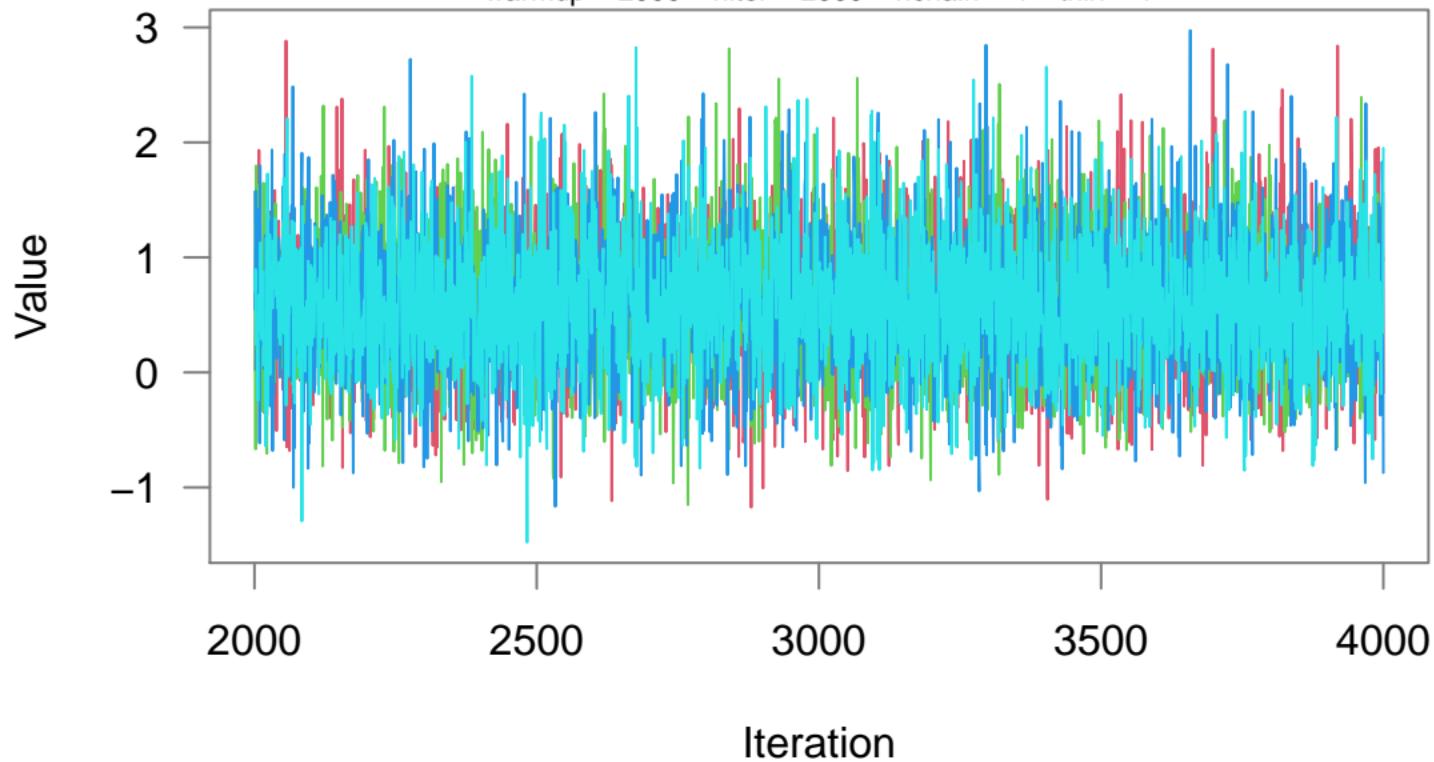
## r\_bay\_fac:site\_fac[Fox\_Fox-1,Intercept]

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



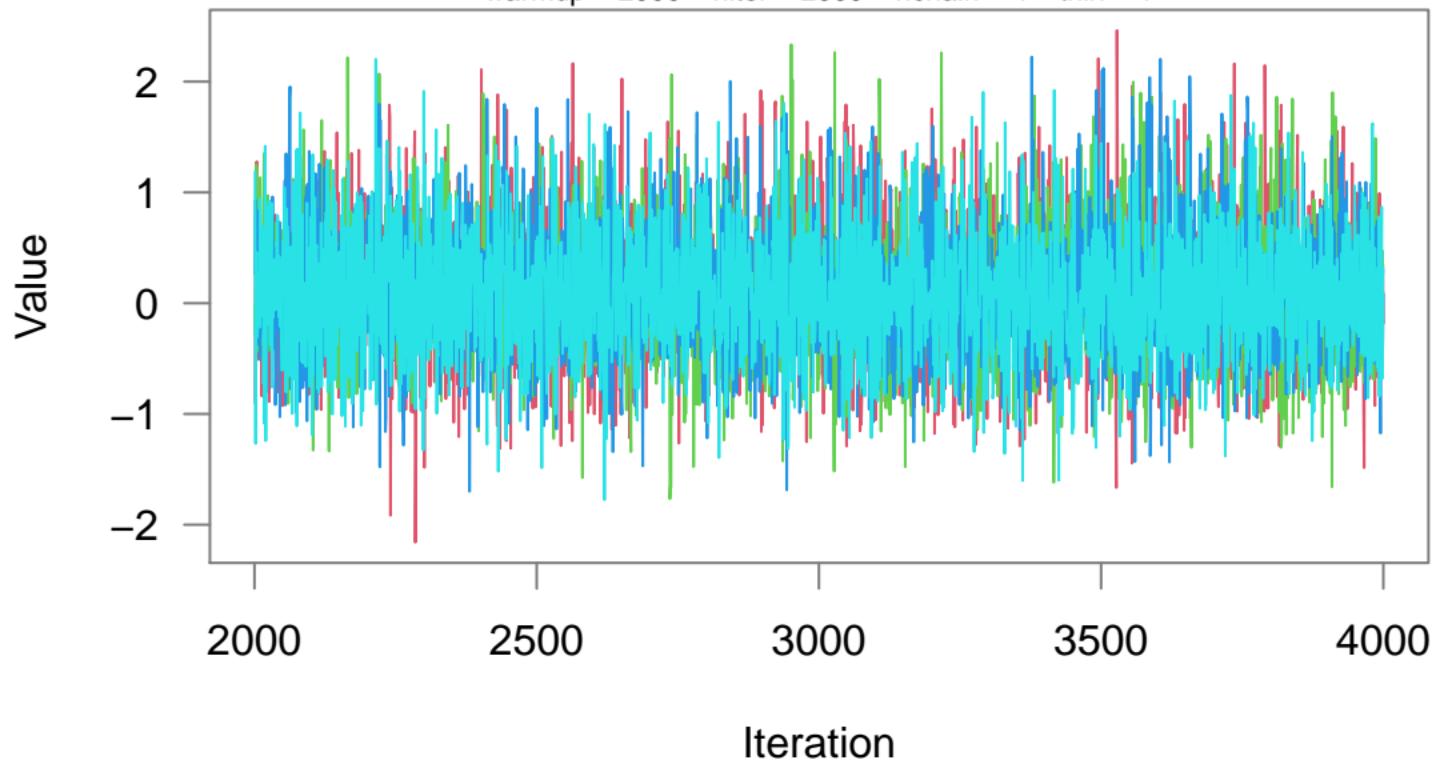
## r\_bay\_fac:site\_fac[Fox\_Fox-2,Intercept]

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

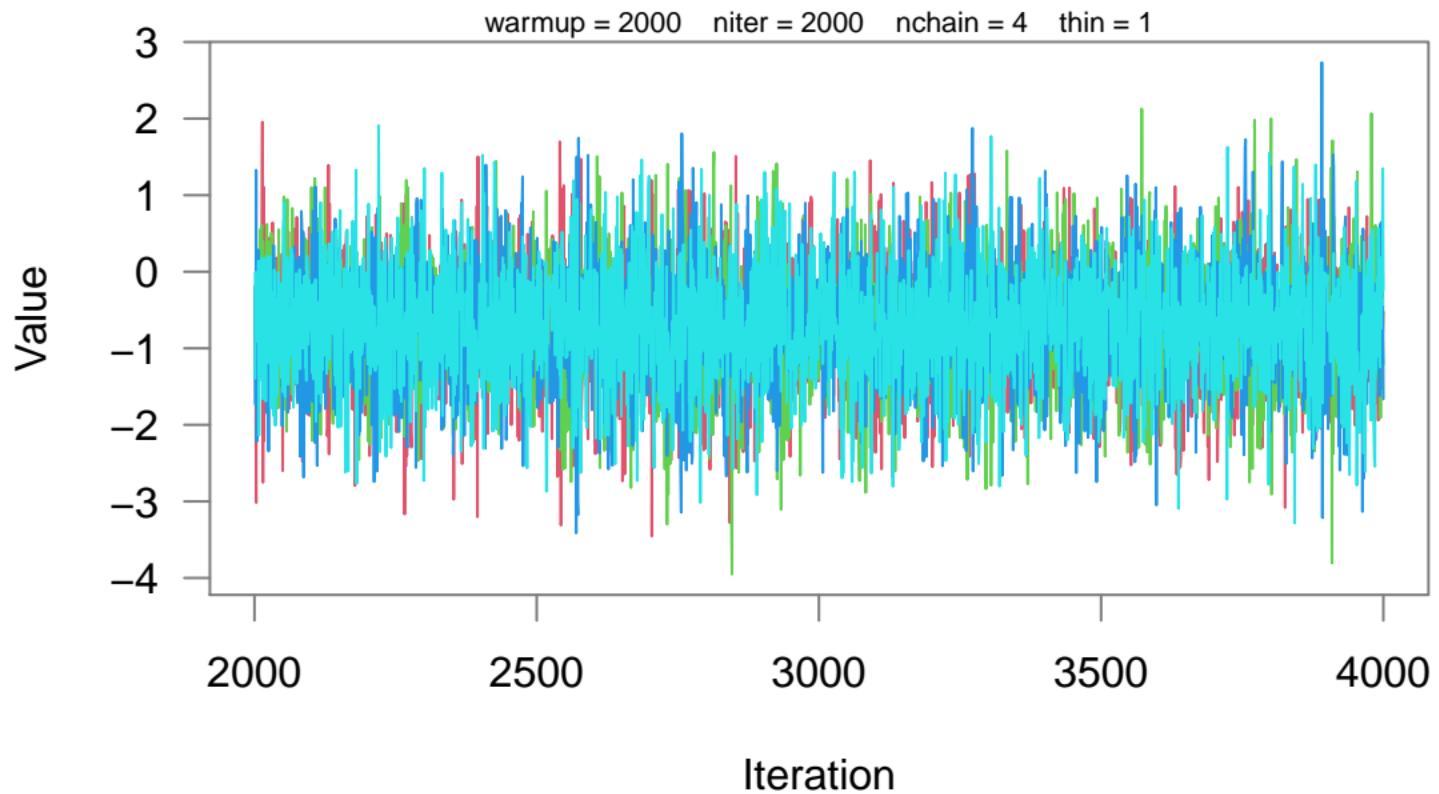


## r\_bay\_fac:site\_fac[Fox\_Fox-3,Intercept]

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

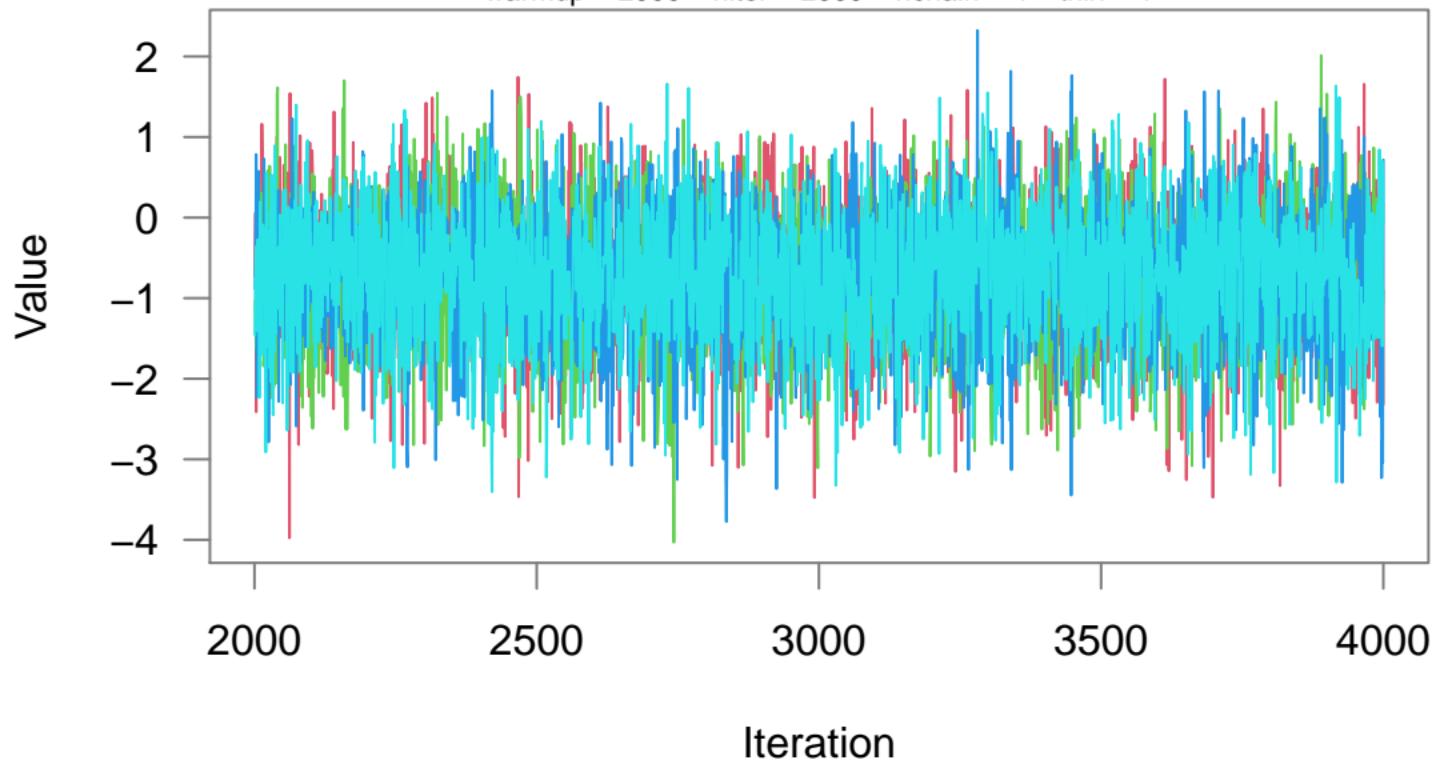


## r\_bay\_fac:site\_fac[Fox\_Fox-4,Intercept]



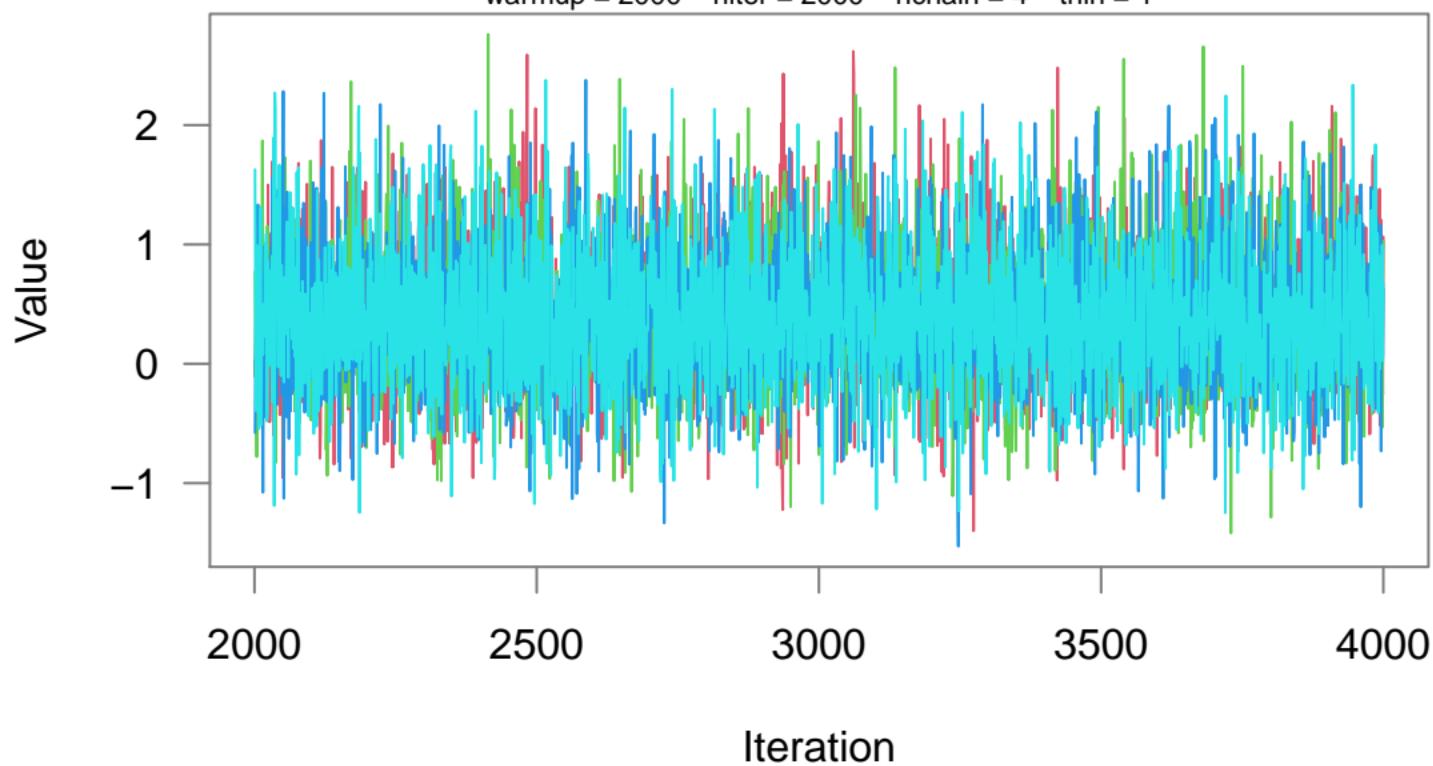
## r\_bay\_fac:site\_fac[Fox\_Fox-5,Intercept]

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



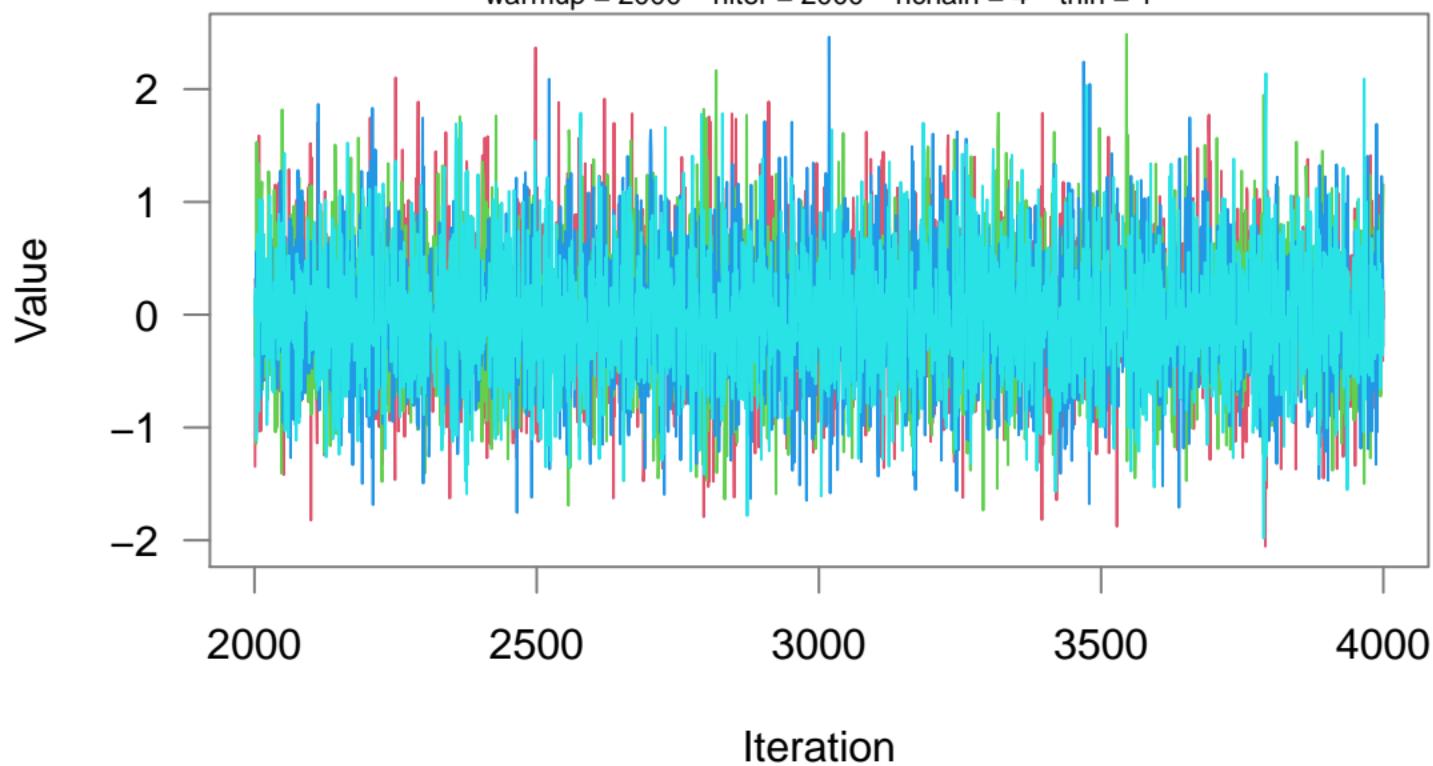
# r\_bay\_fac:site\_fac[Japanese\_Jap-1,Intercept]

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



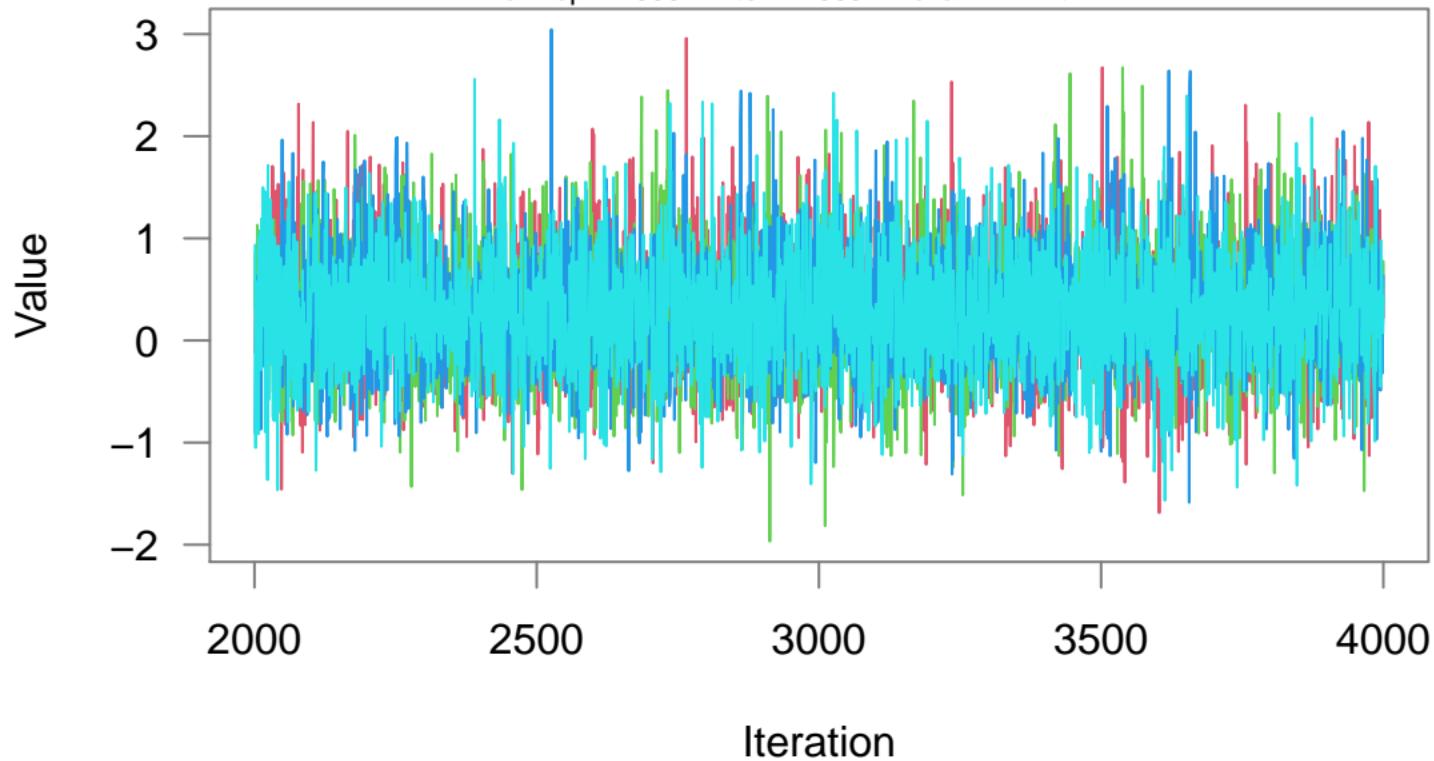
# r\_bay\_fac:site\_fac[Japanese\_Jap-2,Intercept]

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



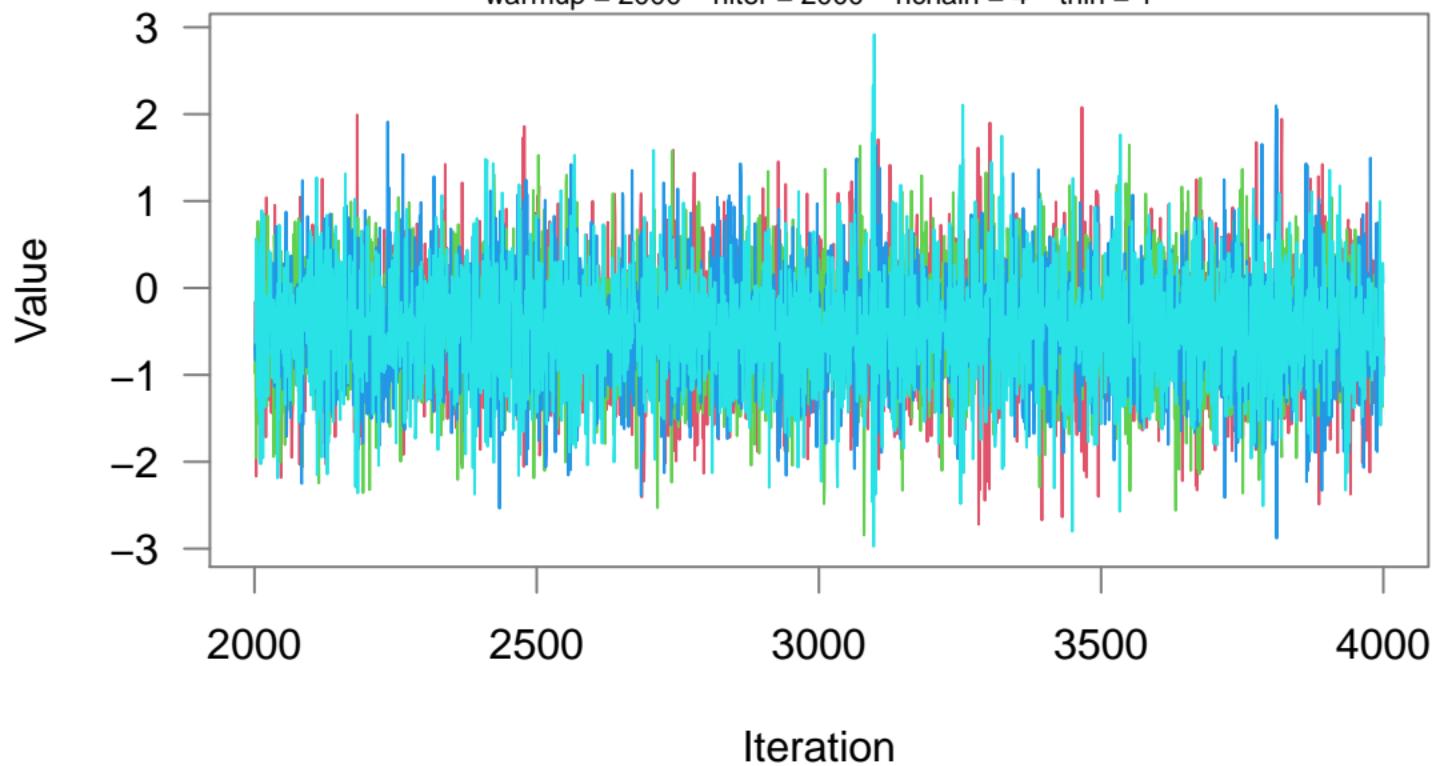
# r\_bay\_fac:site\_fac[Japanese\_Jap-3,Intercept]

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



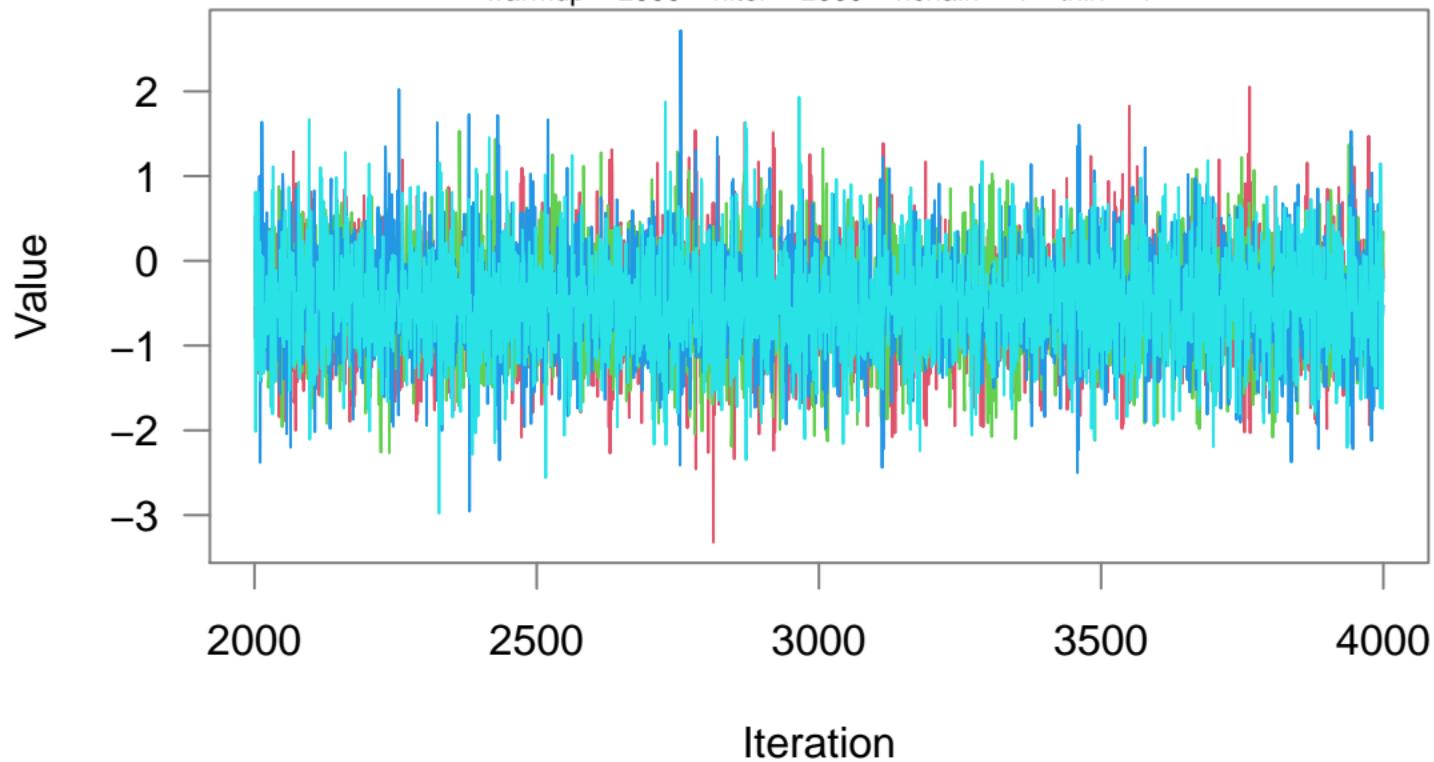
# r\_bay\_fac:site\_fac[Japanese\_Jap-4,Intercept]

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



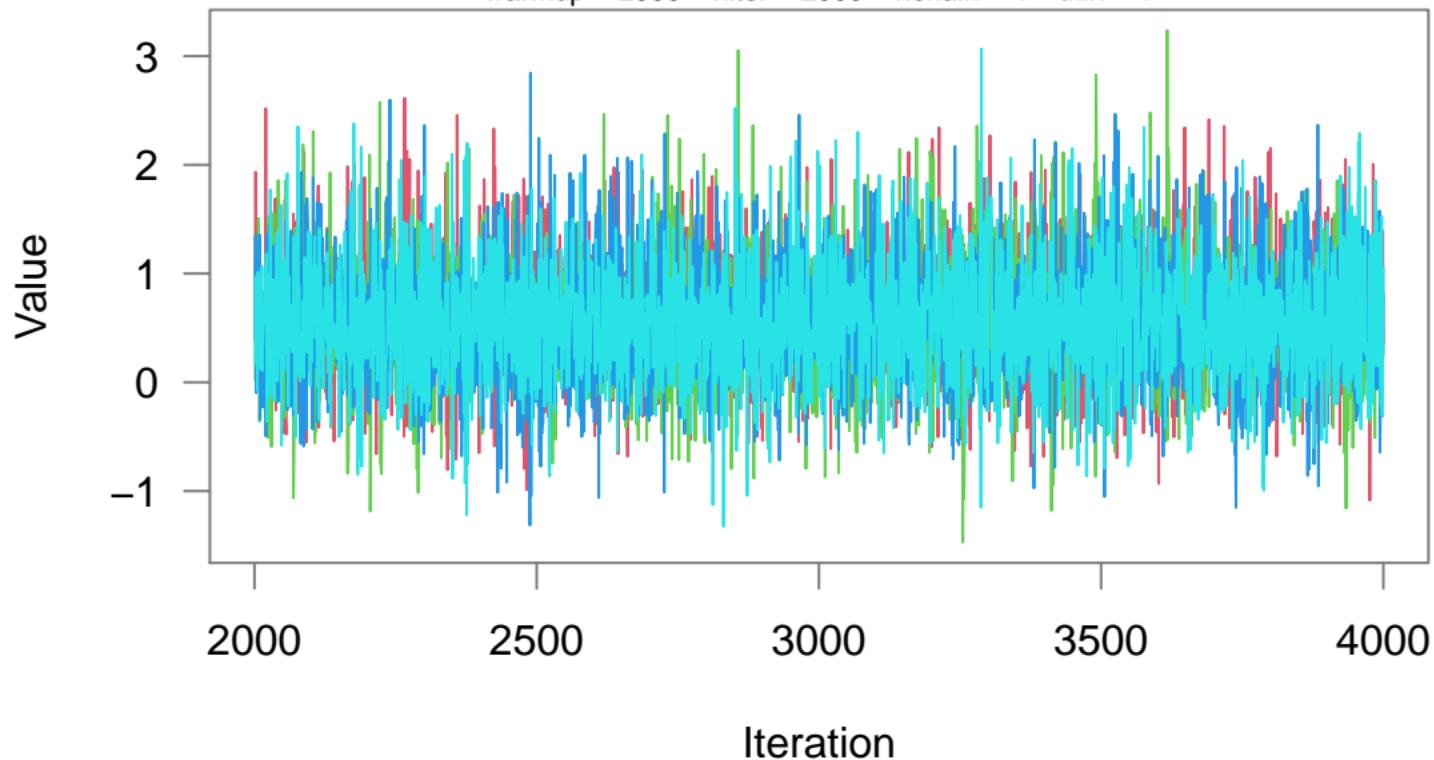
# r\_bay\_fac:site\_fac[Japanese\_Jap-5,Intercept]

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



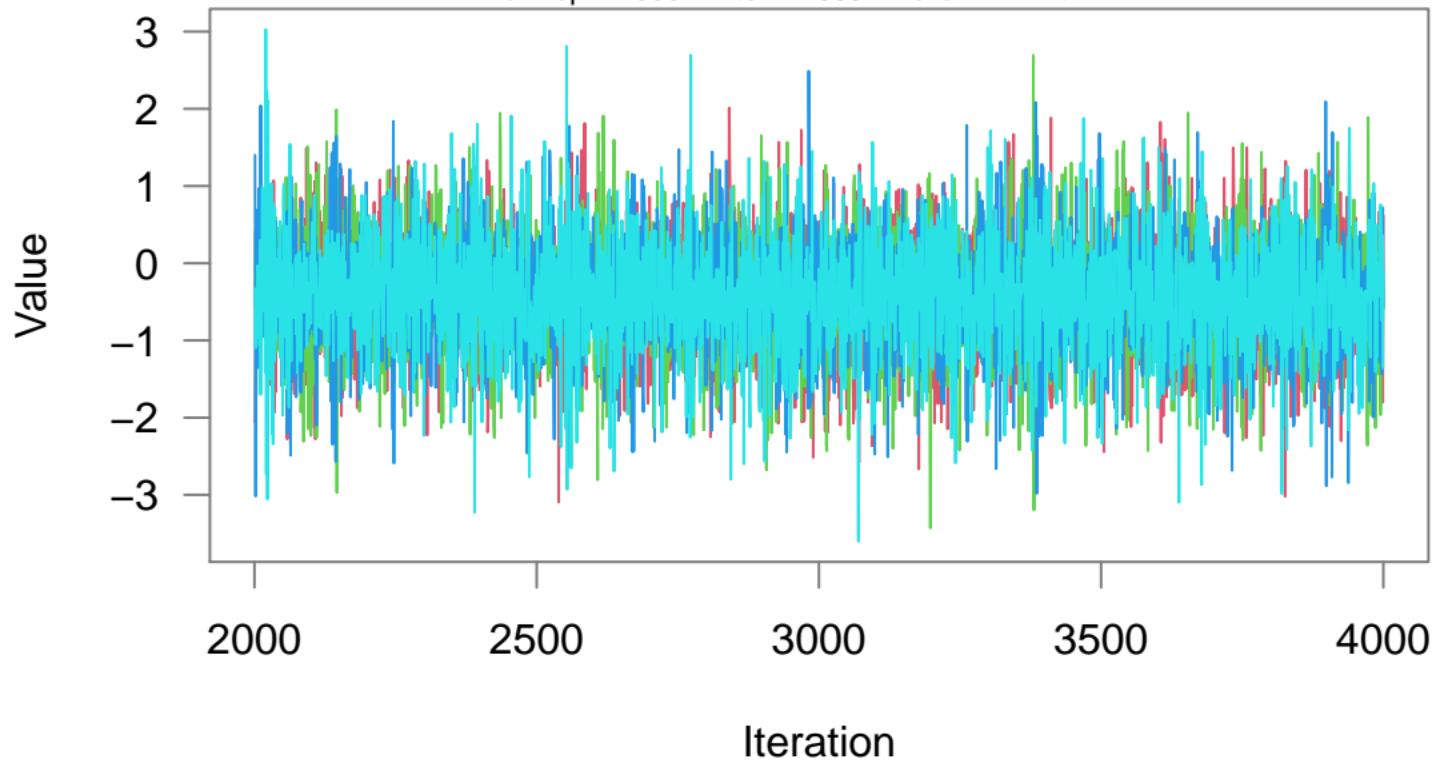
# r\_bay\_fac:site\_fac[Japanese\_Jap-6,Intercept]

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



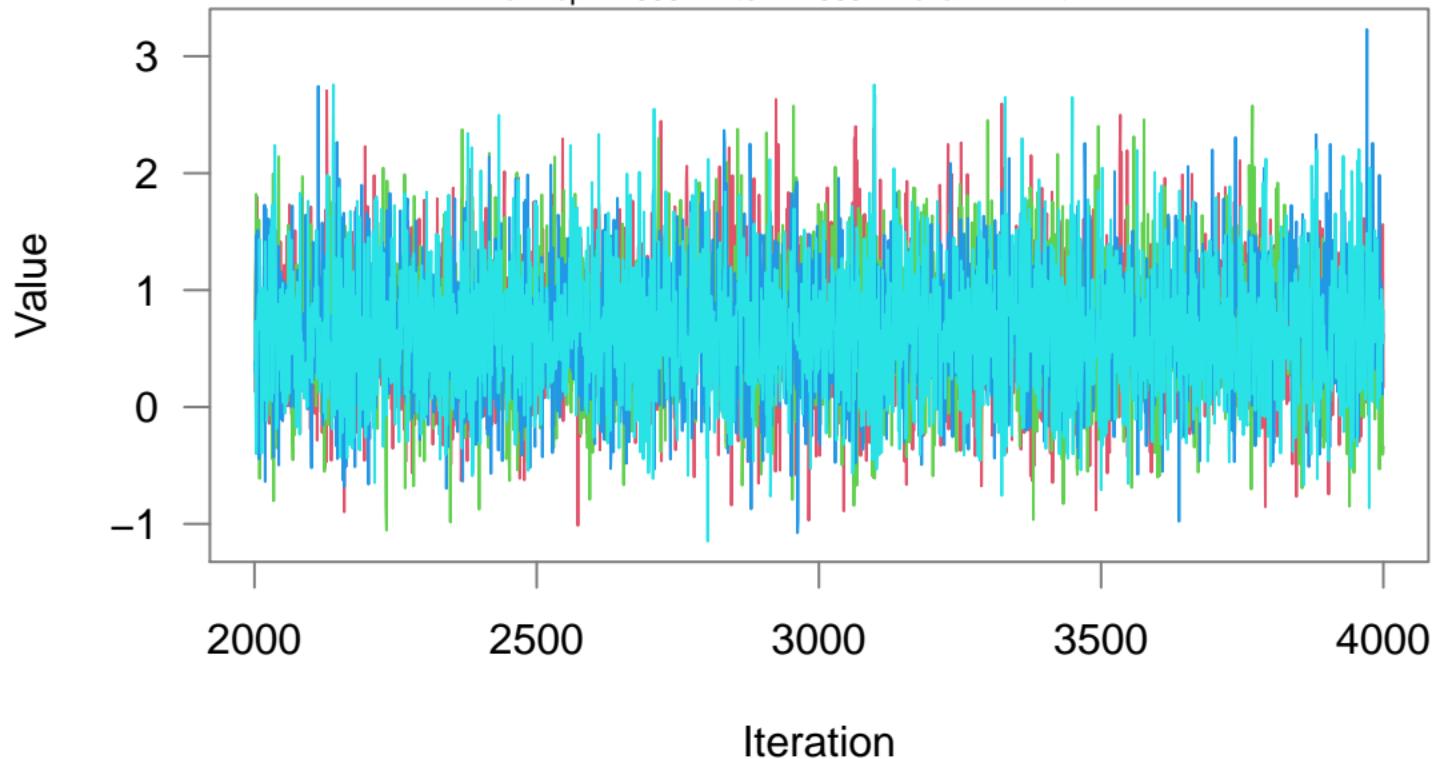
# r\_bay\_fac:site\_fac[Japanese\_Jap-7,Intercept]

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



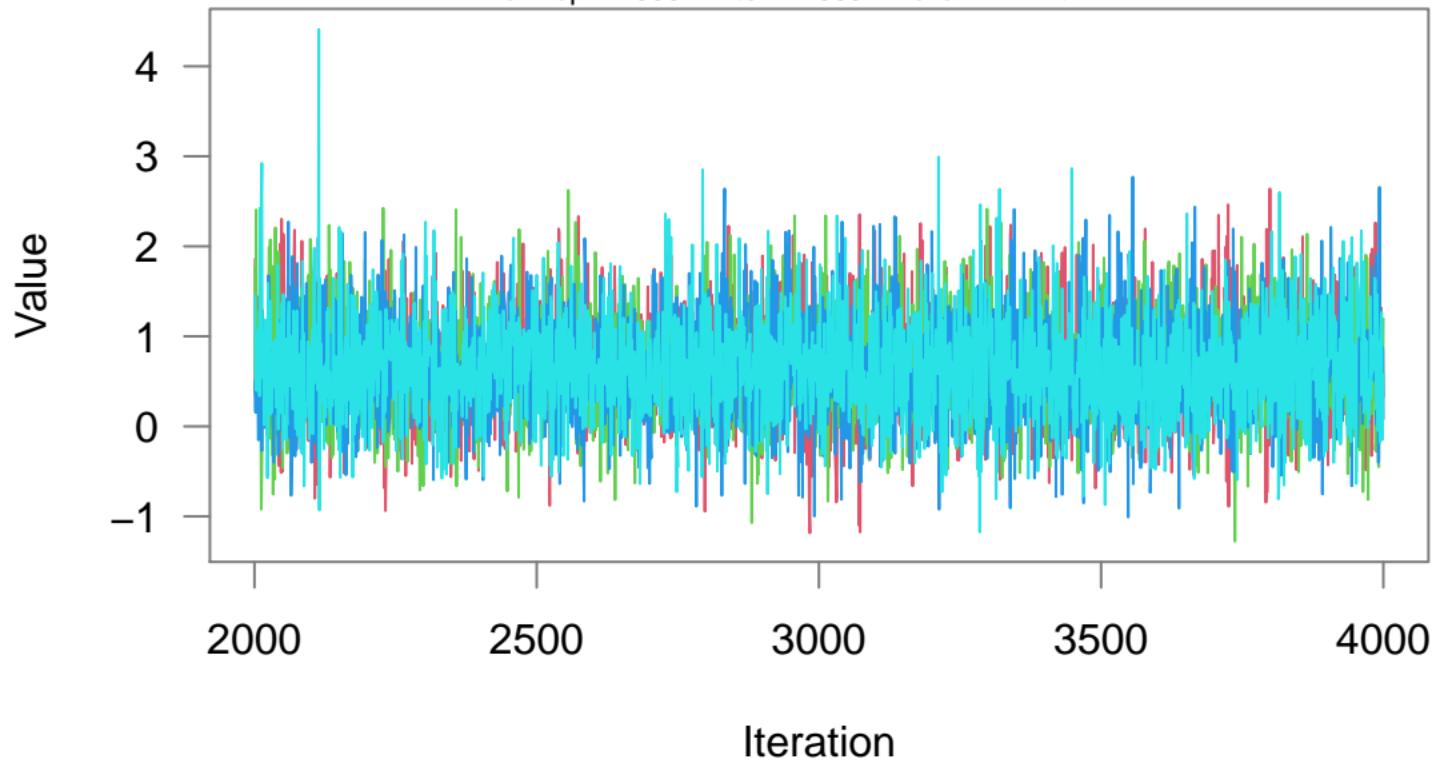
# r\_bay\_fac:site\_fac[Kaiugnak\_Kai-1,Intercept]

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



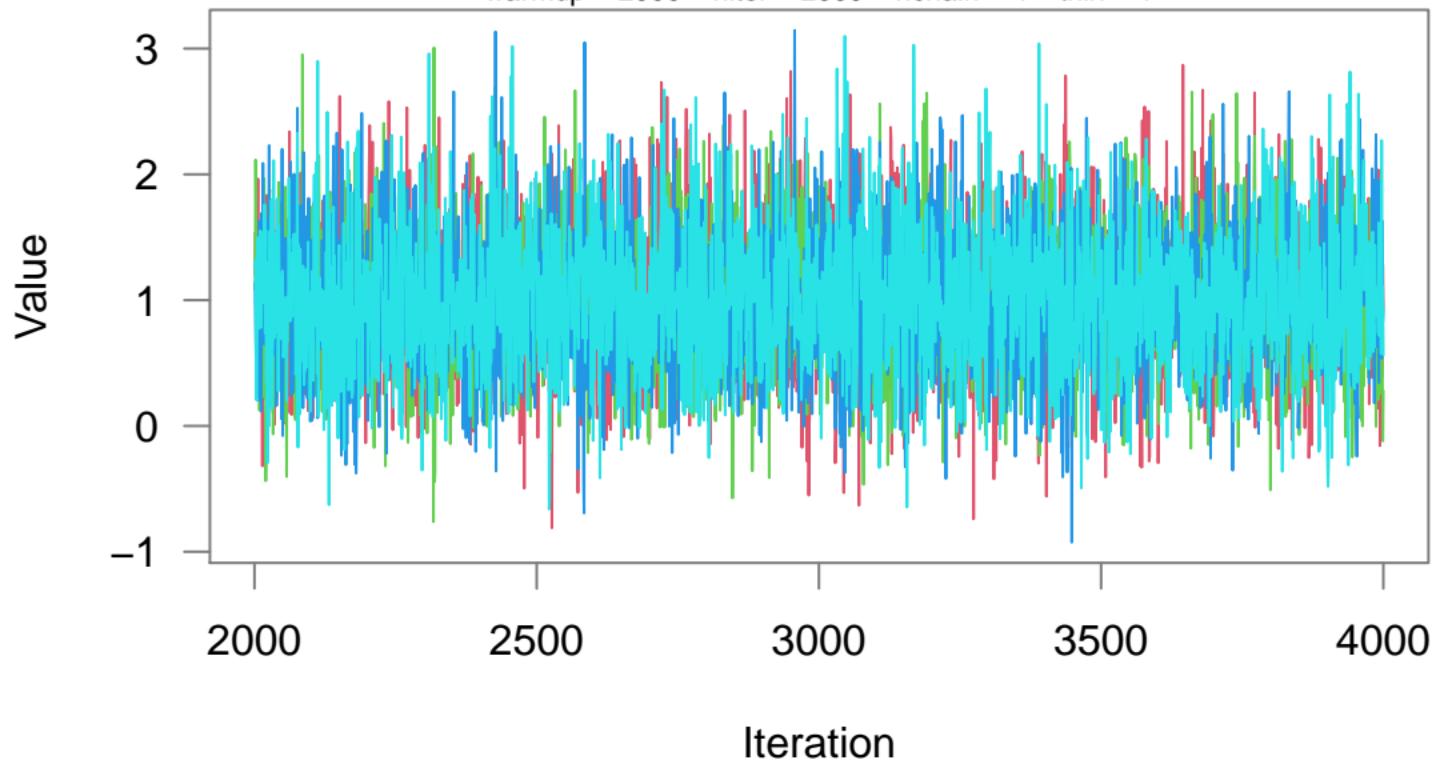
# r\_bay\_fac:site\_fac[Kaiugnak\_Kai-2,Intercept]

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



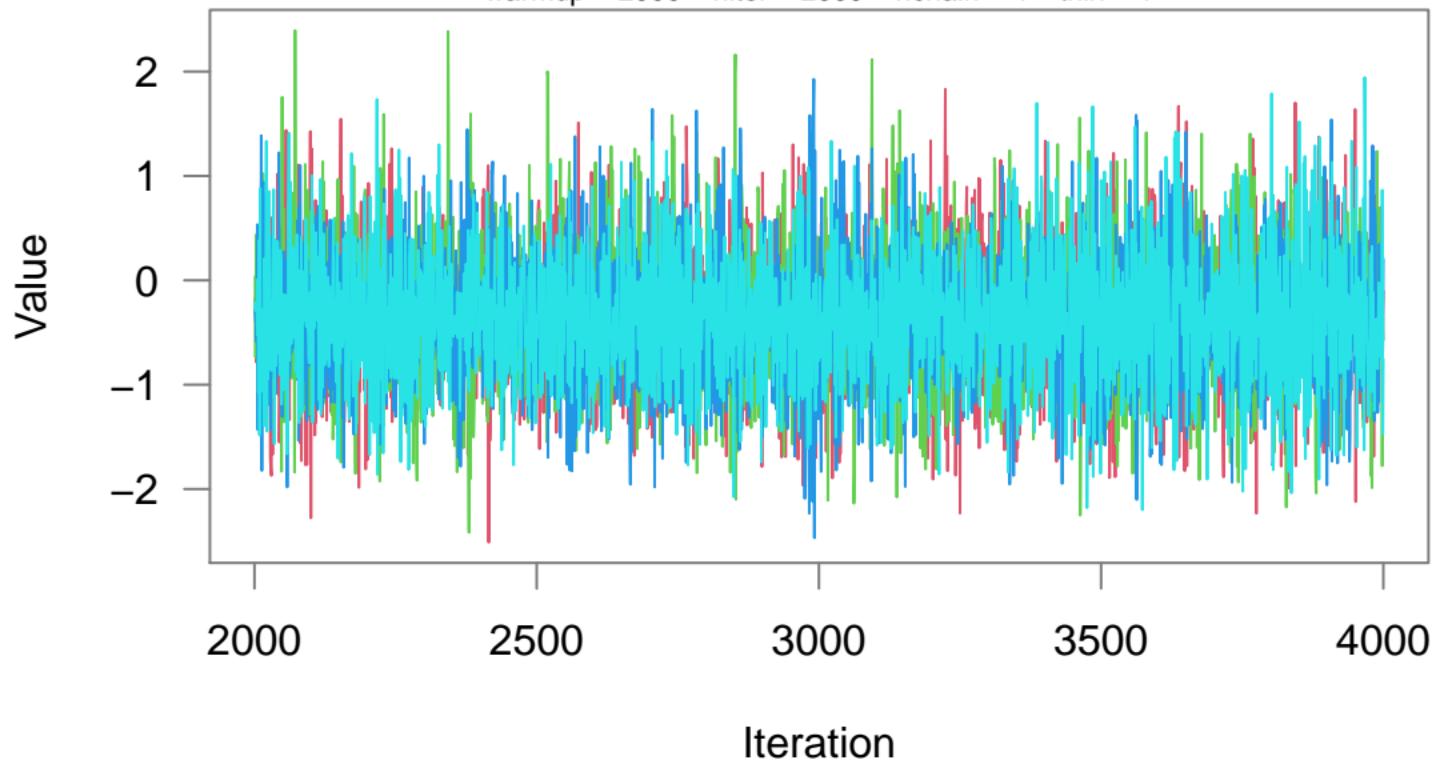
# r\_bay\_fac:site\_fac[Kaiugnak\_Kai-3,Intercept]

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

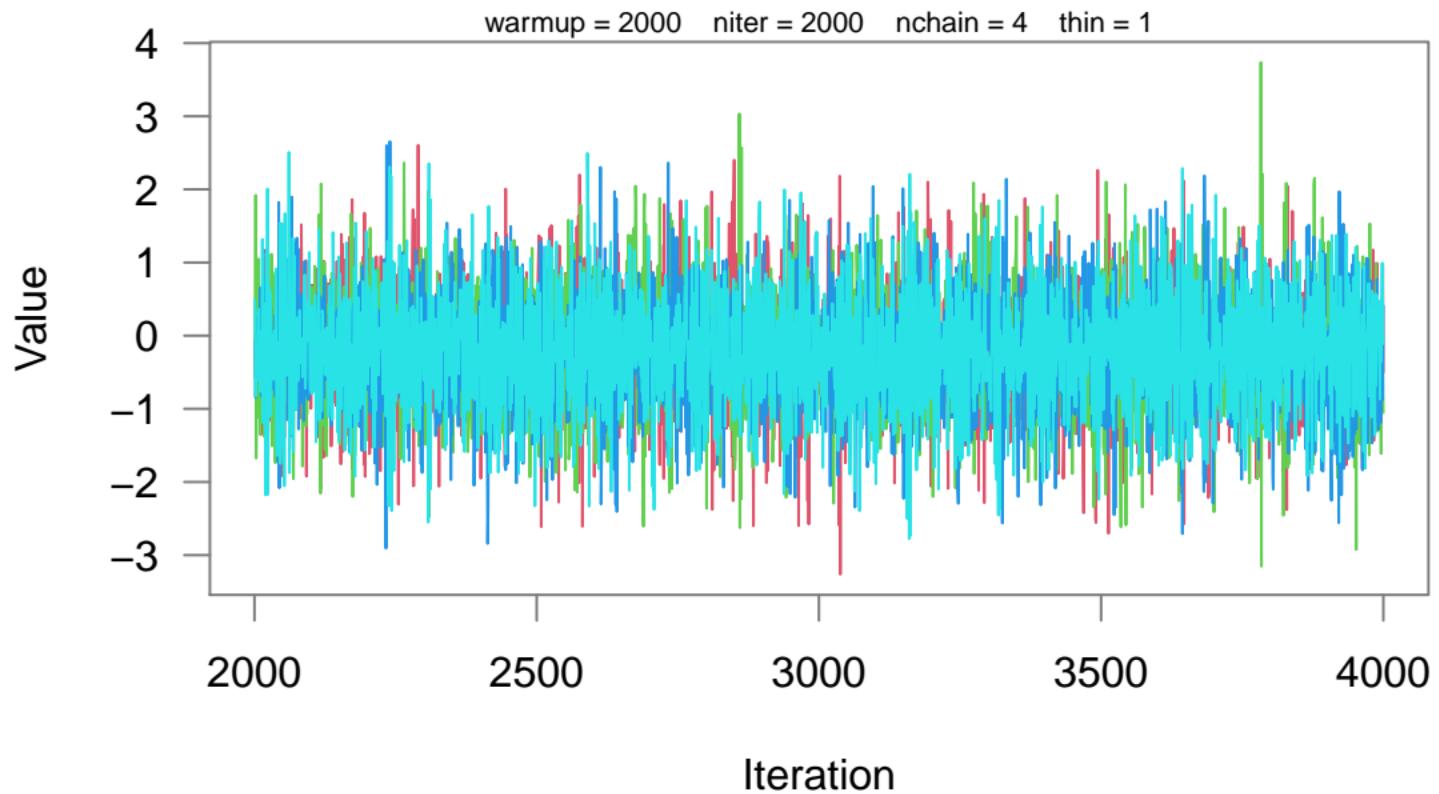


# r\_bay\_fac:site\_fac[Kaiugnak\_Kai-4,Intercept]

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

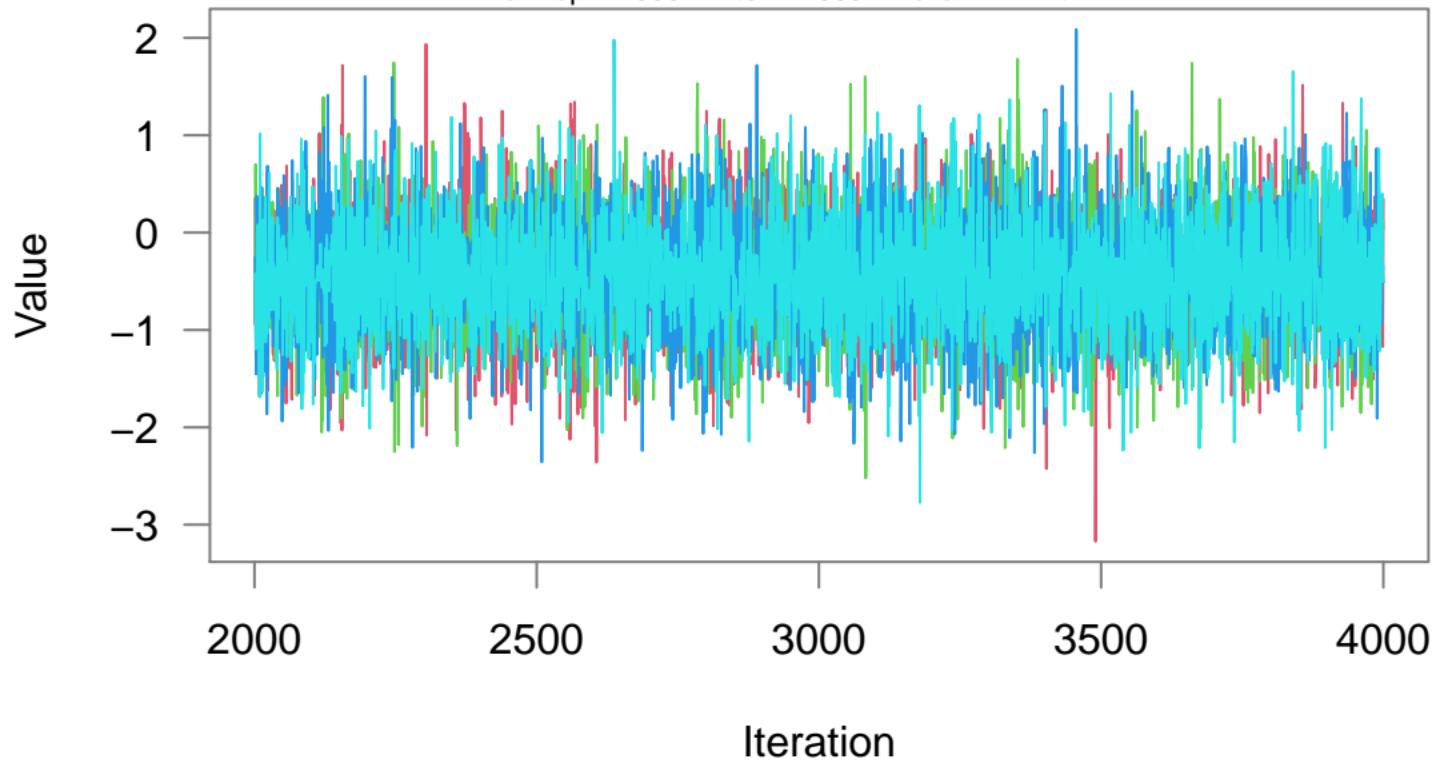


# r\_bay\_fac:site\_fac[Kaiugnak\_Kai-5,Intercept]



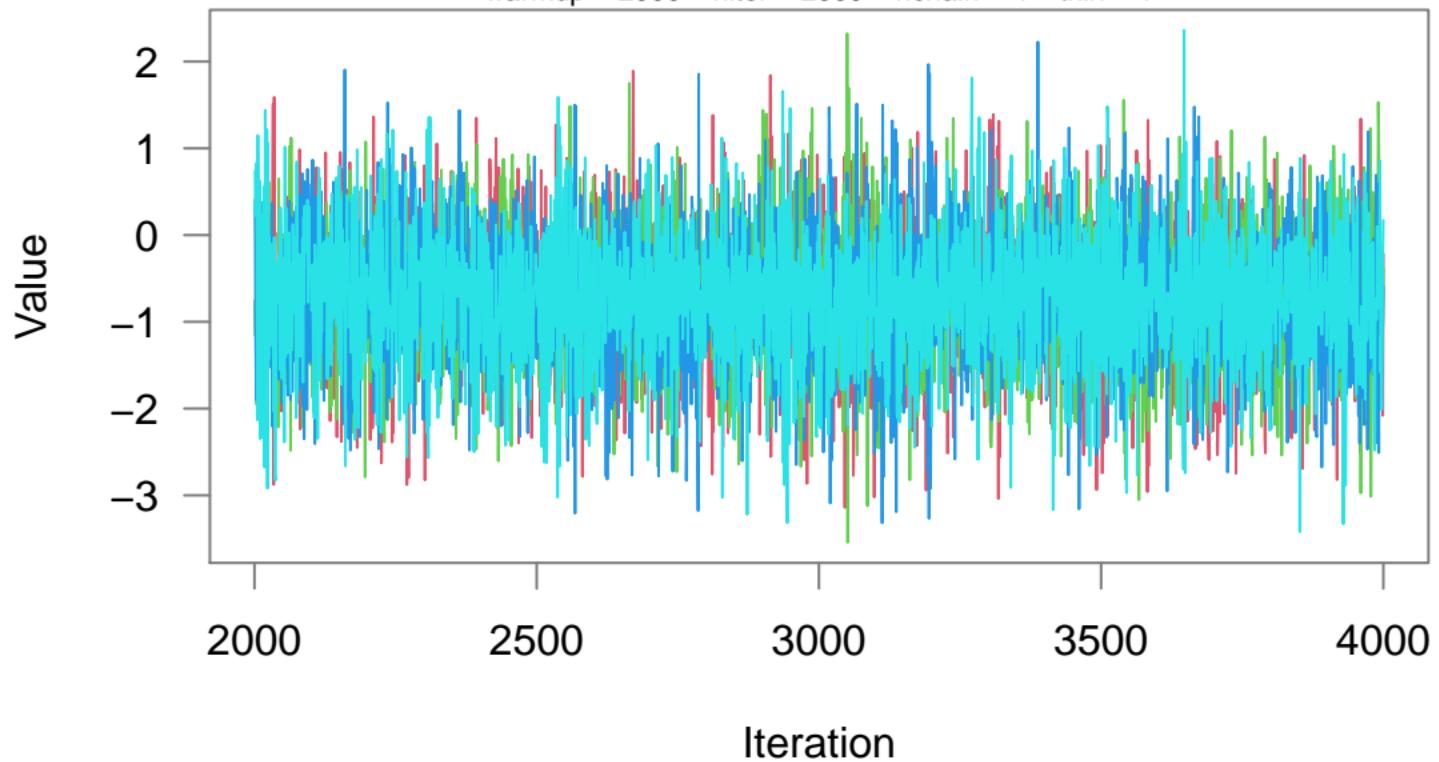
# r\_bay\_fac:site\_fac[Kaiugnak\_Kai-6,Intercept]

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



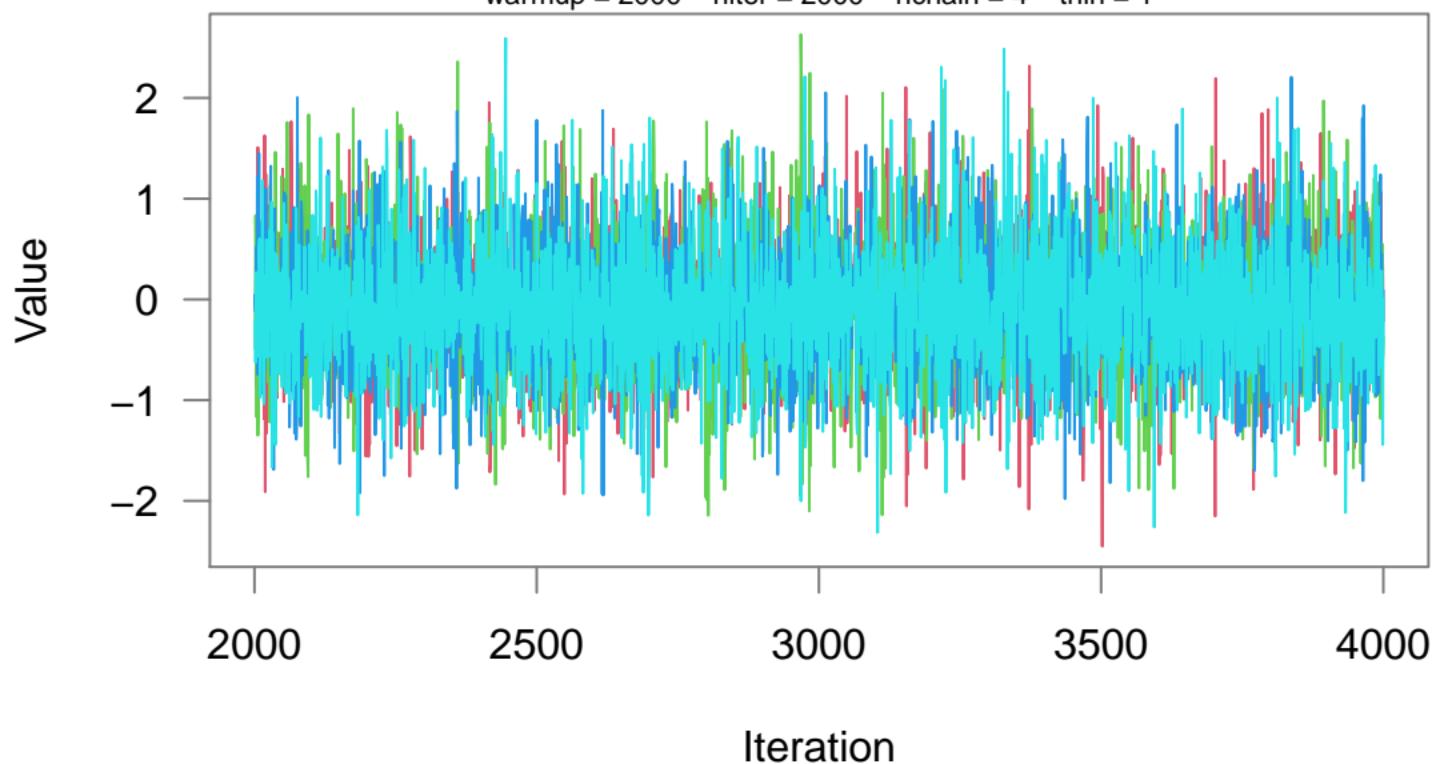
# r\_bay\_fac:site\_fac[Kaiugnak\_Kai-7,Intercept]

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



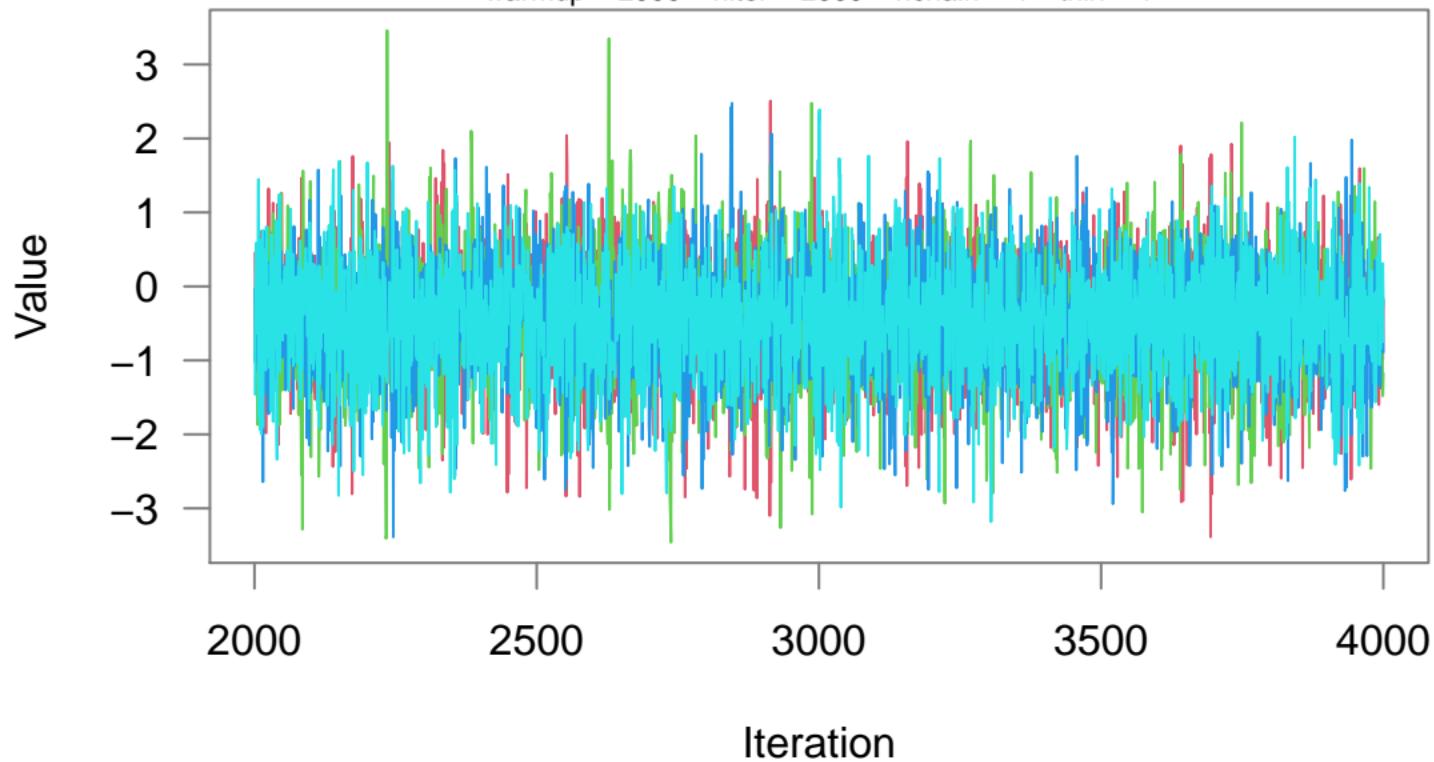
# r\_bay\_fac:site\_fac[Kiluida\_Kilu-1,Intercept]

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



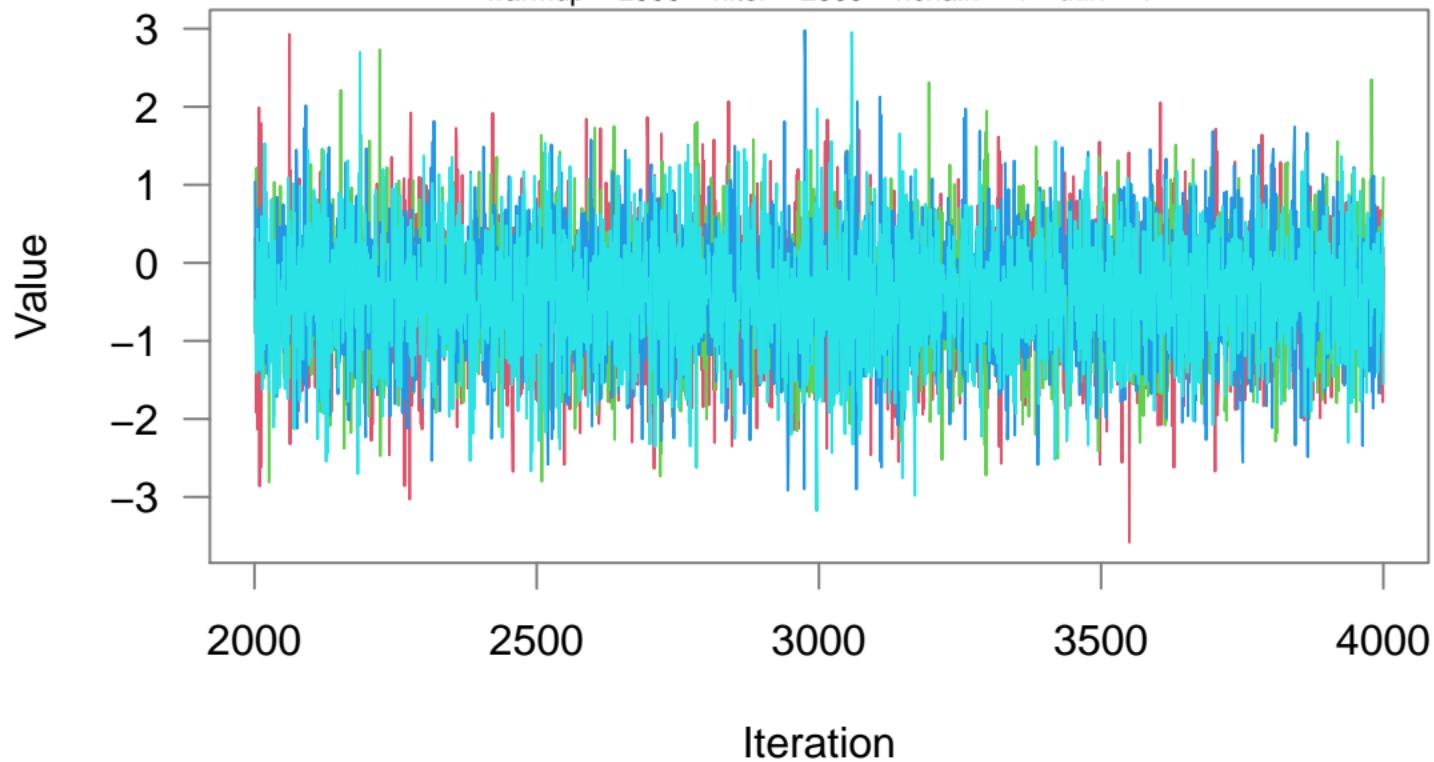
# r\_bay\_fac:site\_fac[Kiluida\_Kilu-2,Intercept]

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

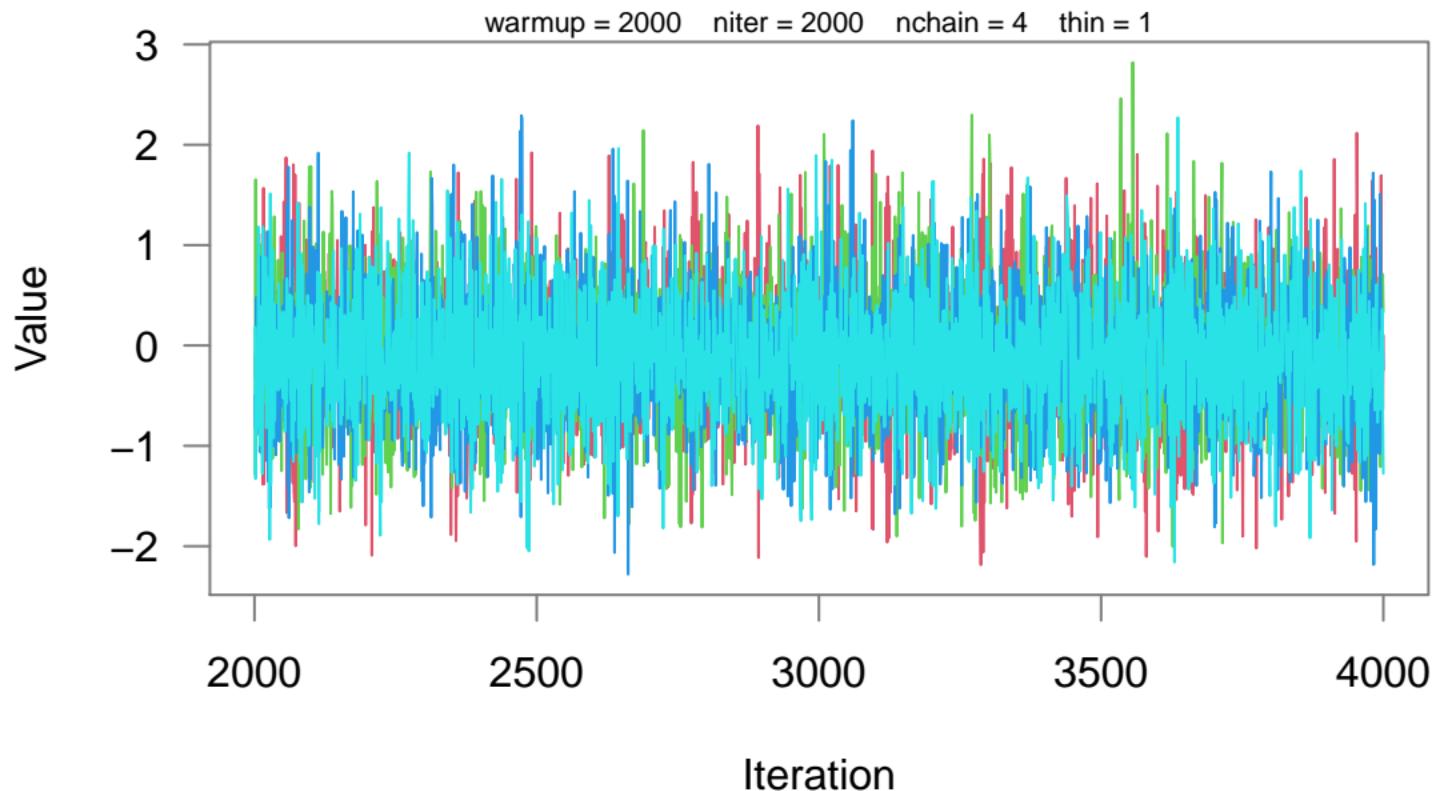


# r\_bay\_fac:site\_fac[Kiluida\_Kilu-3,Intercept]

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

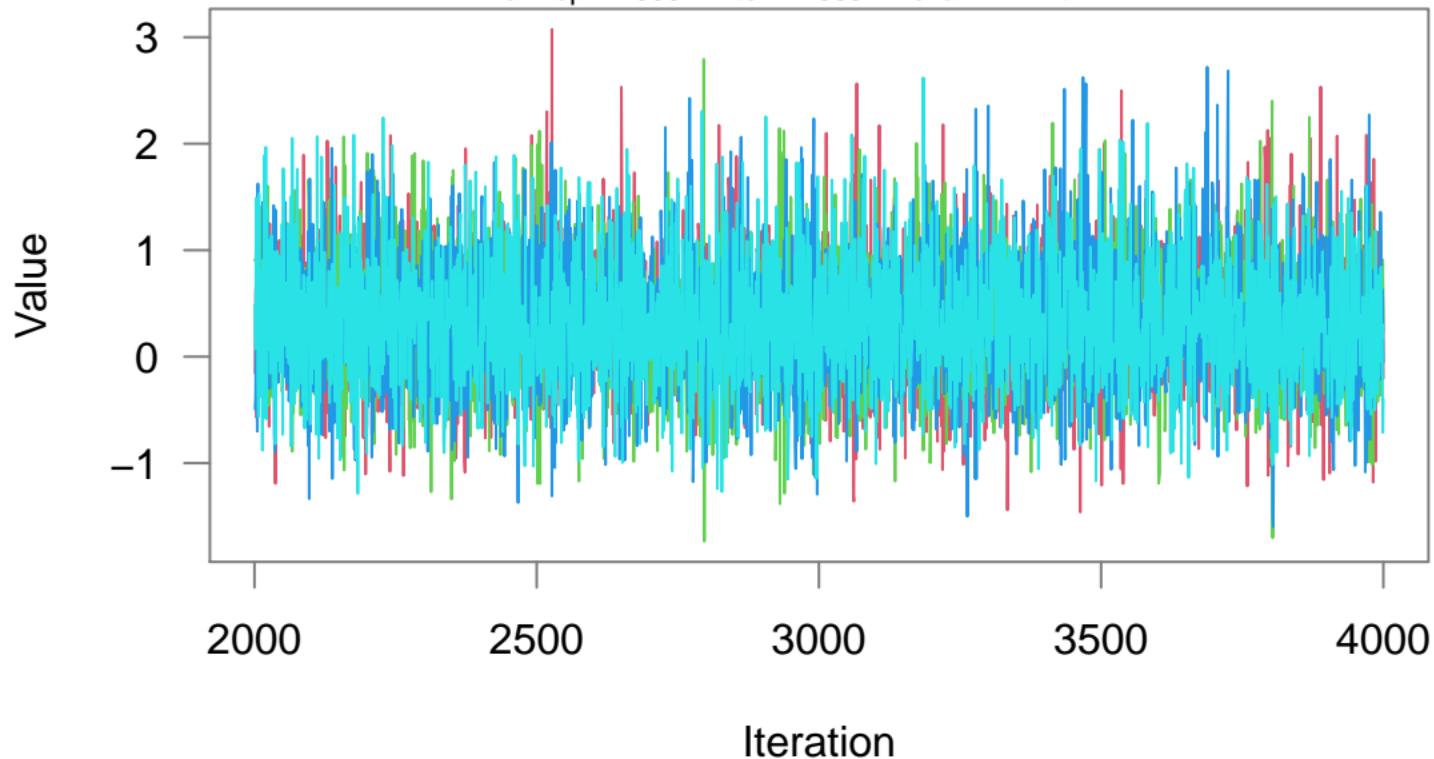


# r\_bay\_fac:site\_fac[Kiluida\_Kilu-4,Intercept]



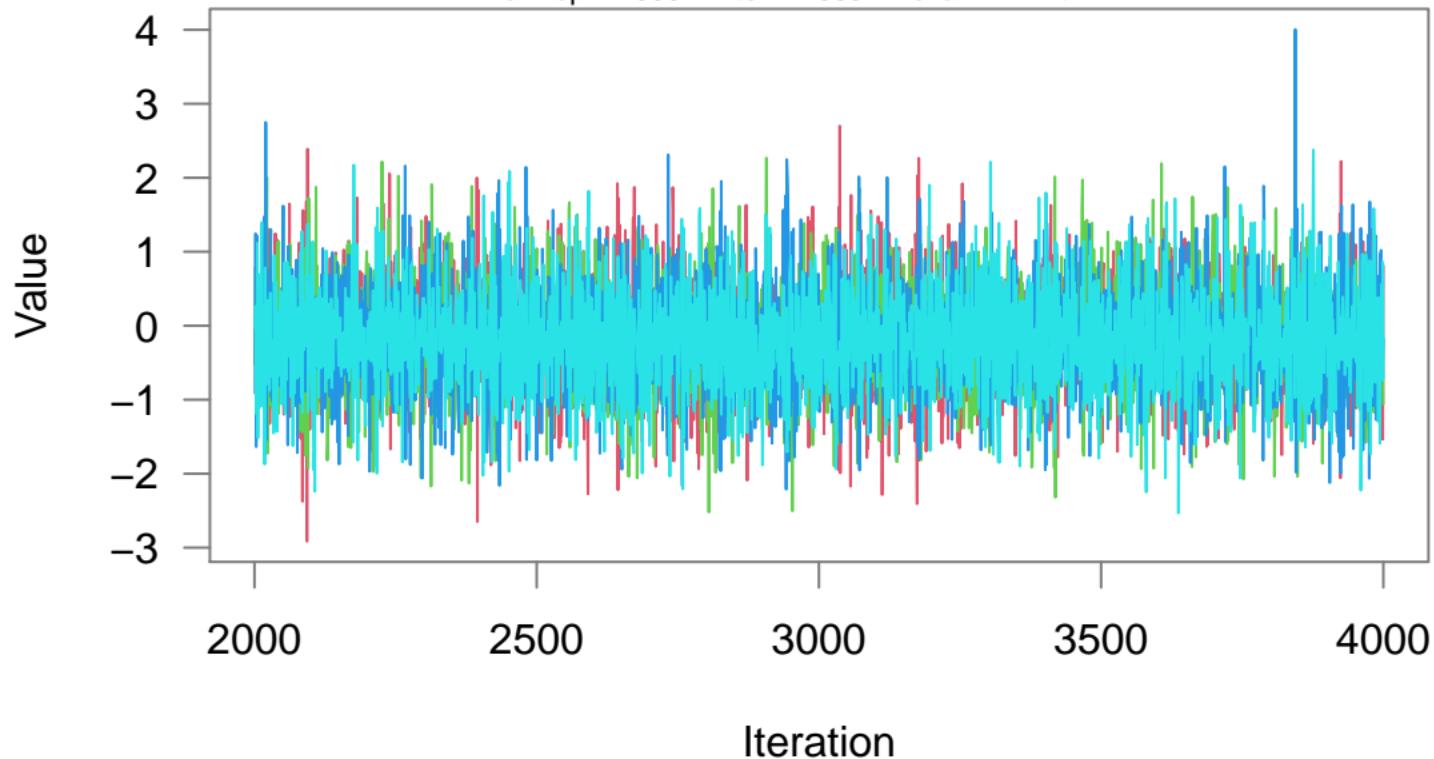
# r\_bay\_fac:site\_fac[Kiluida\_Kilu-5,Intercept]

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



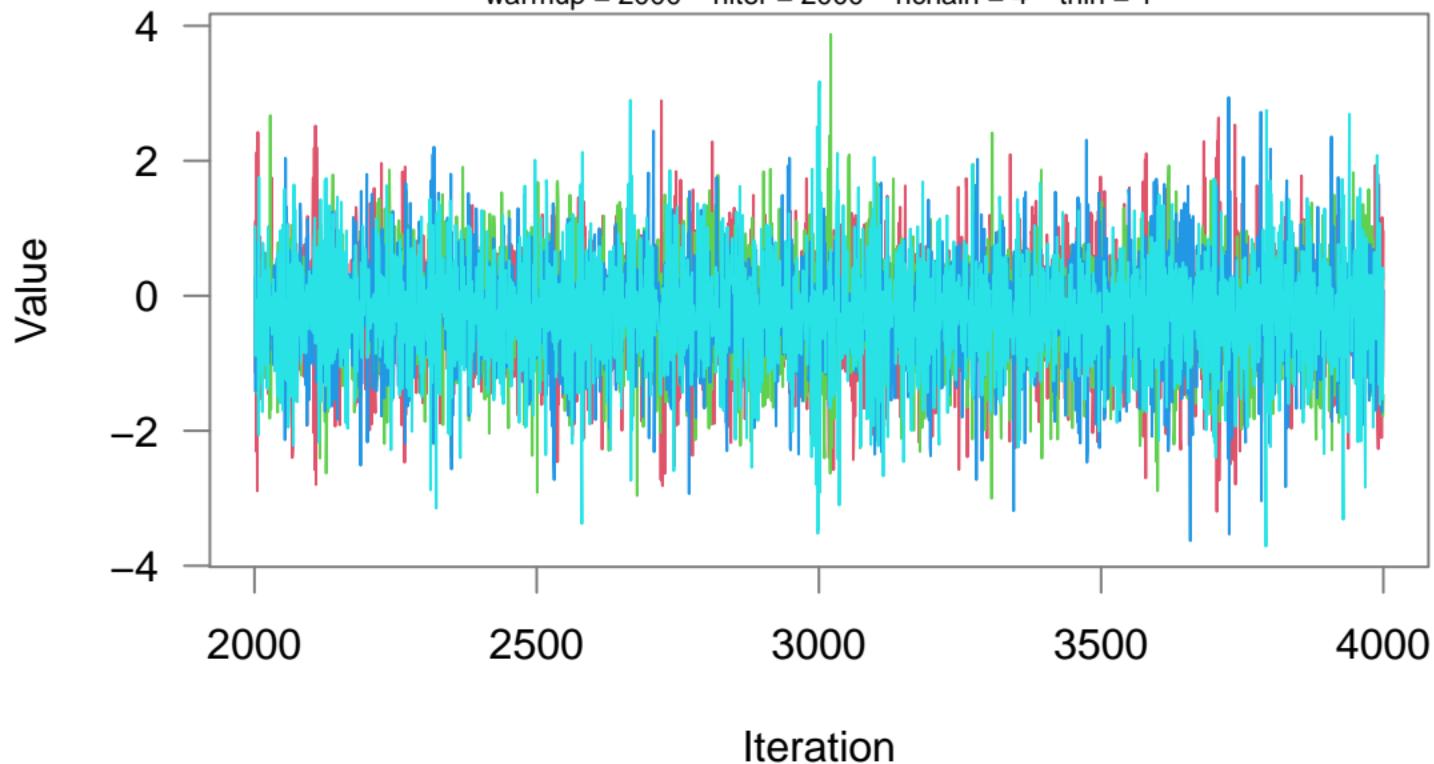
# r\_bay\_fac:site\_fac[Kiluida\_Kilu-6,Intercept]

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

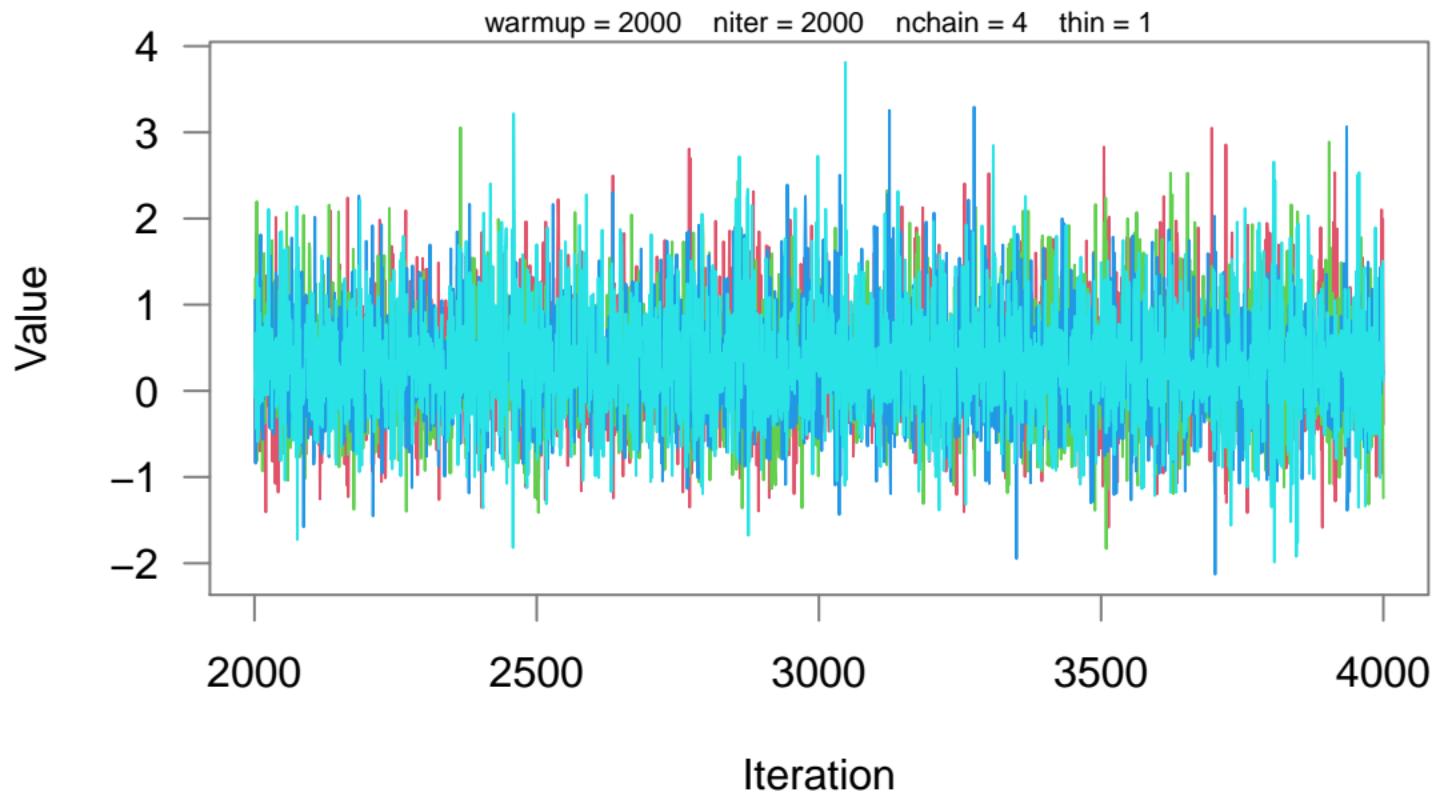


# r\_bay\_fac:site\_fac[Kiluida\_Kilu-7,Intercept]

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

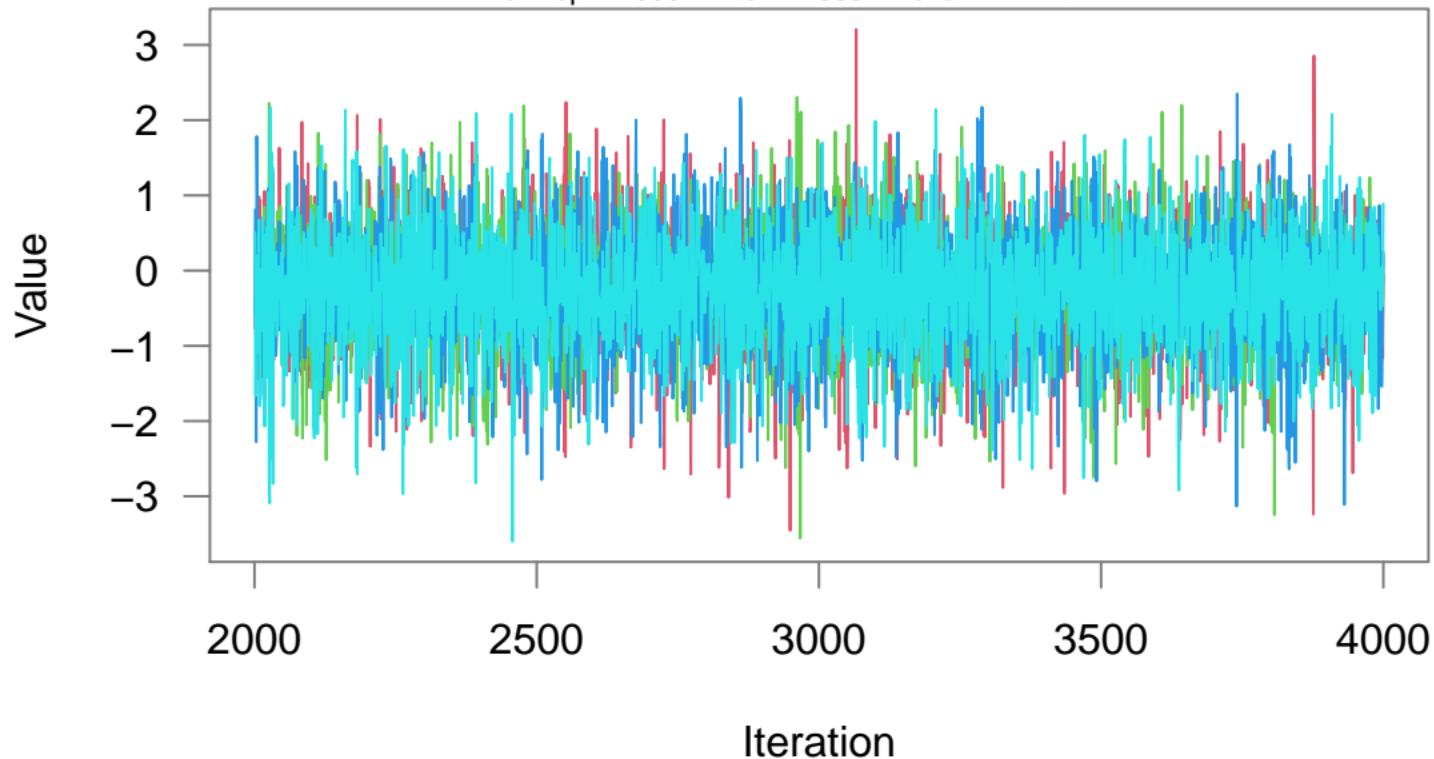


# r\_bay\_fac:site\_fac[Kiluida\_Kilu-8,Intercept]



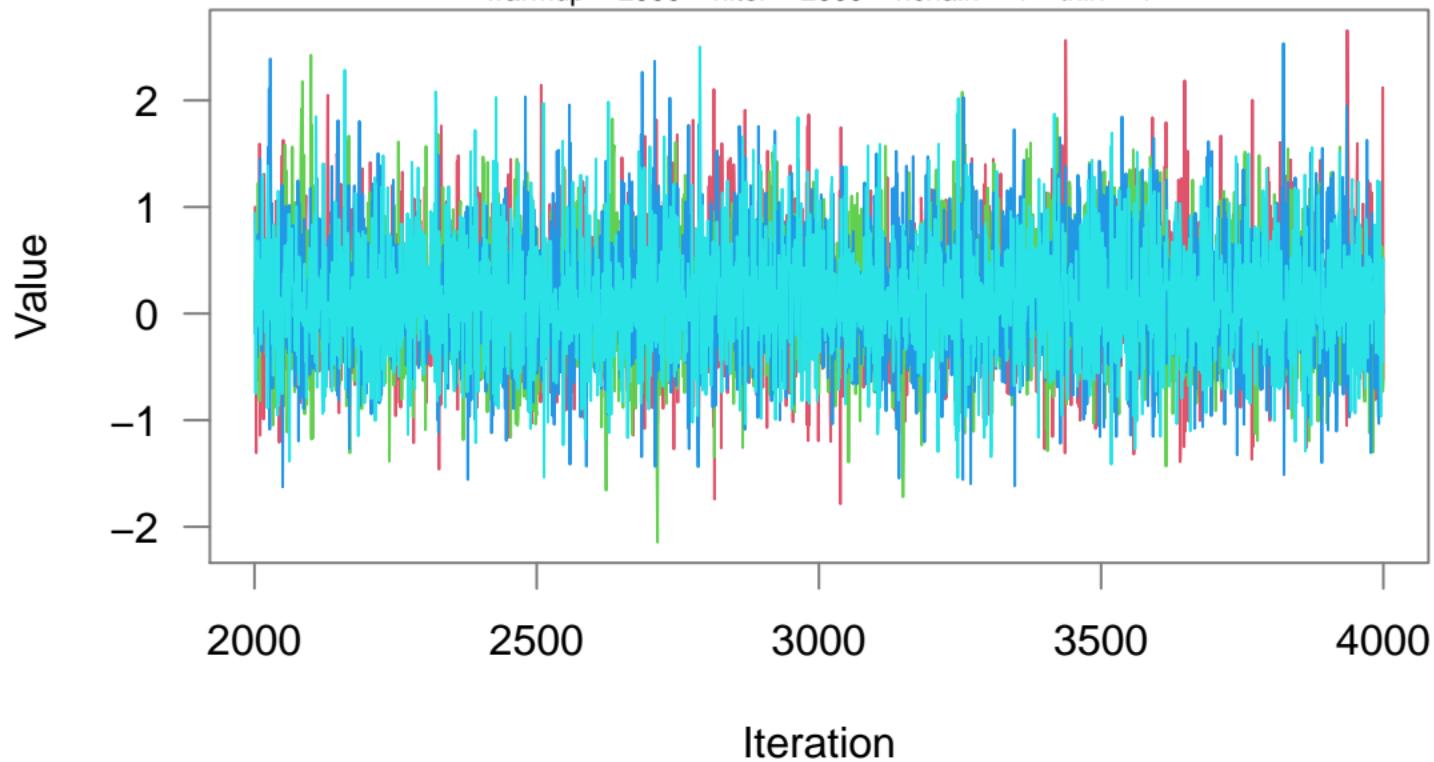
# r\_bay\_fac:site\_fac[Kiluida\_Kilu-9,Intercept]

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



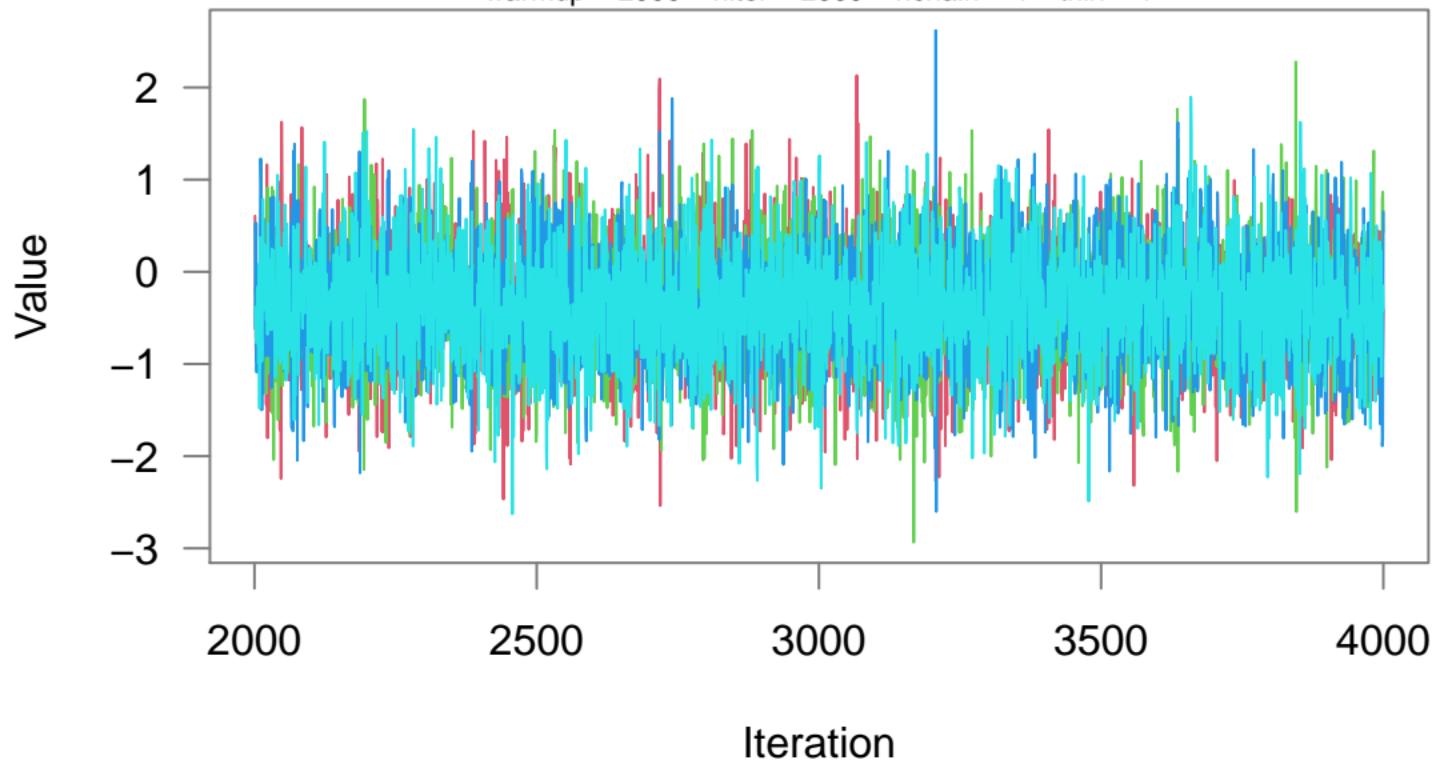
# r\_bay\_fac:site\_fac[Mitrofania\_Mit-1,Intercept]

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



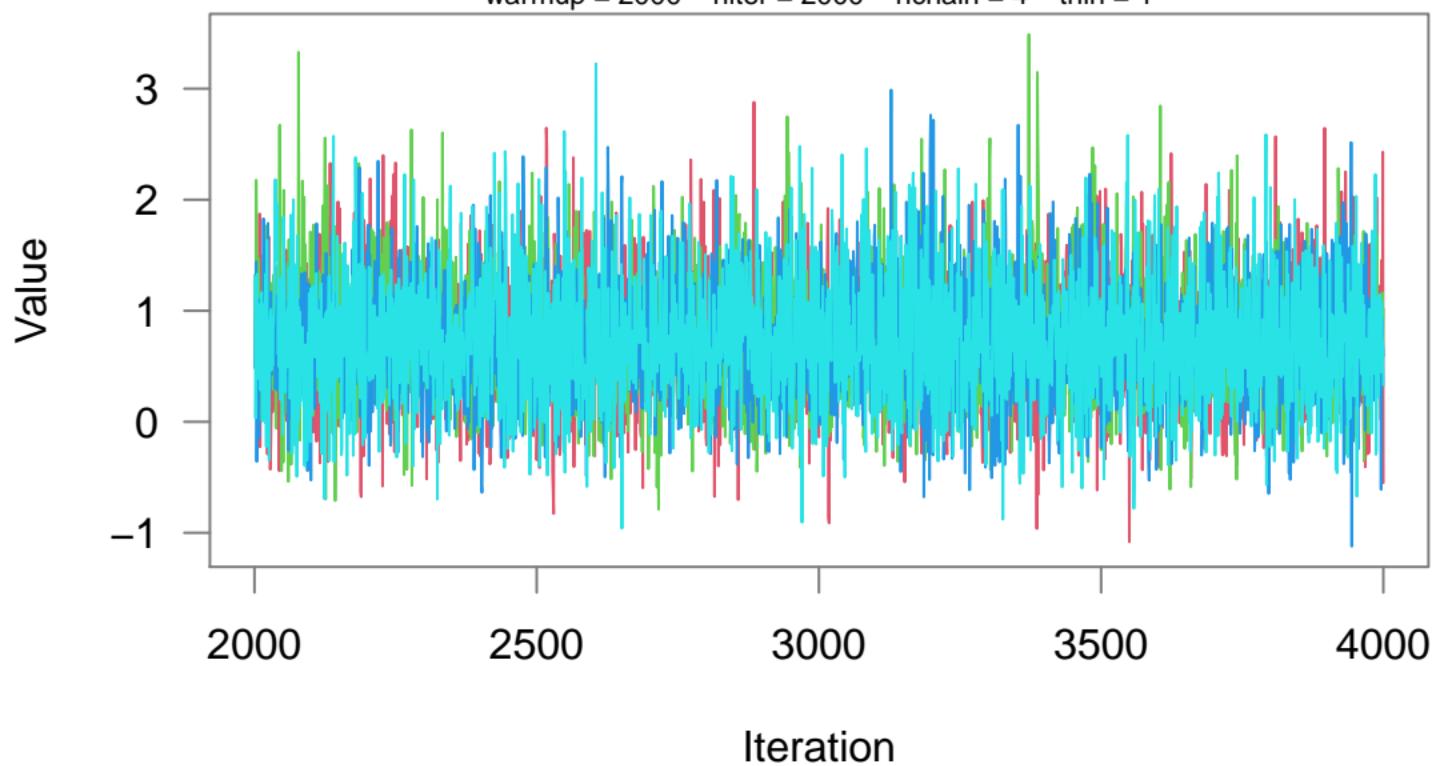
# r\_bay\_fac:site\_fac[Mitrofania\_Mit-2,Intercept]

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



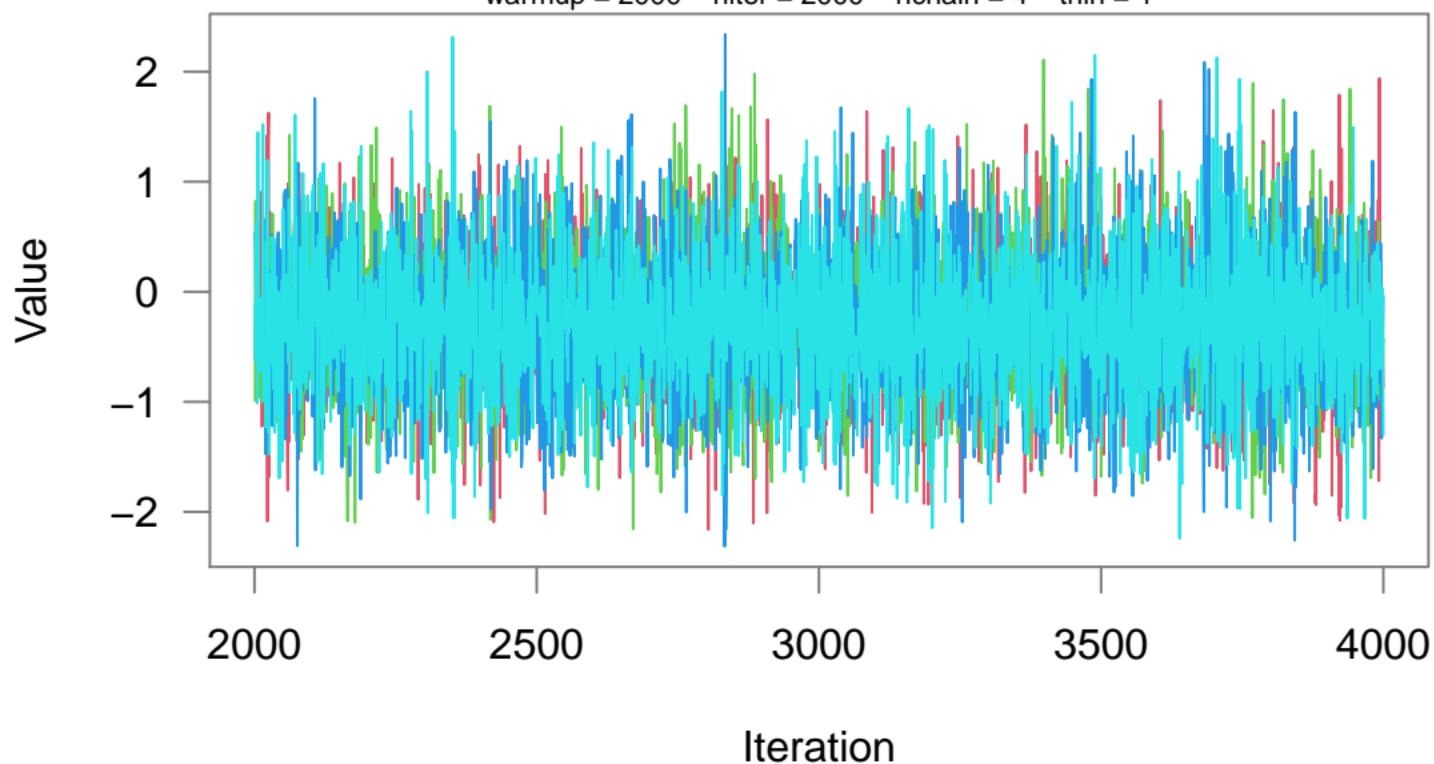
## r\_bay\_fac:site\_fac[Mitrofania\_Mit-3,Intercept]

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



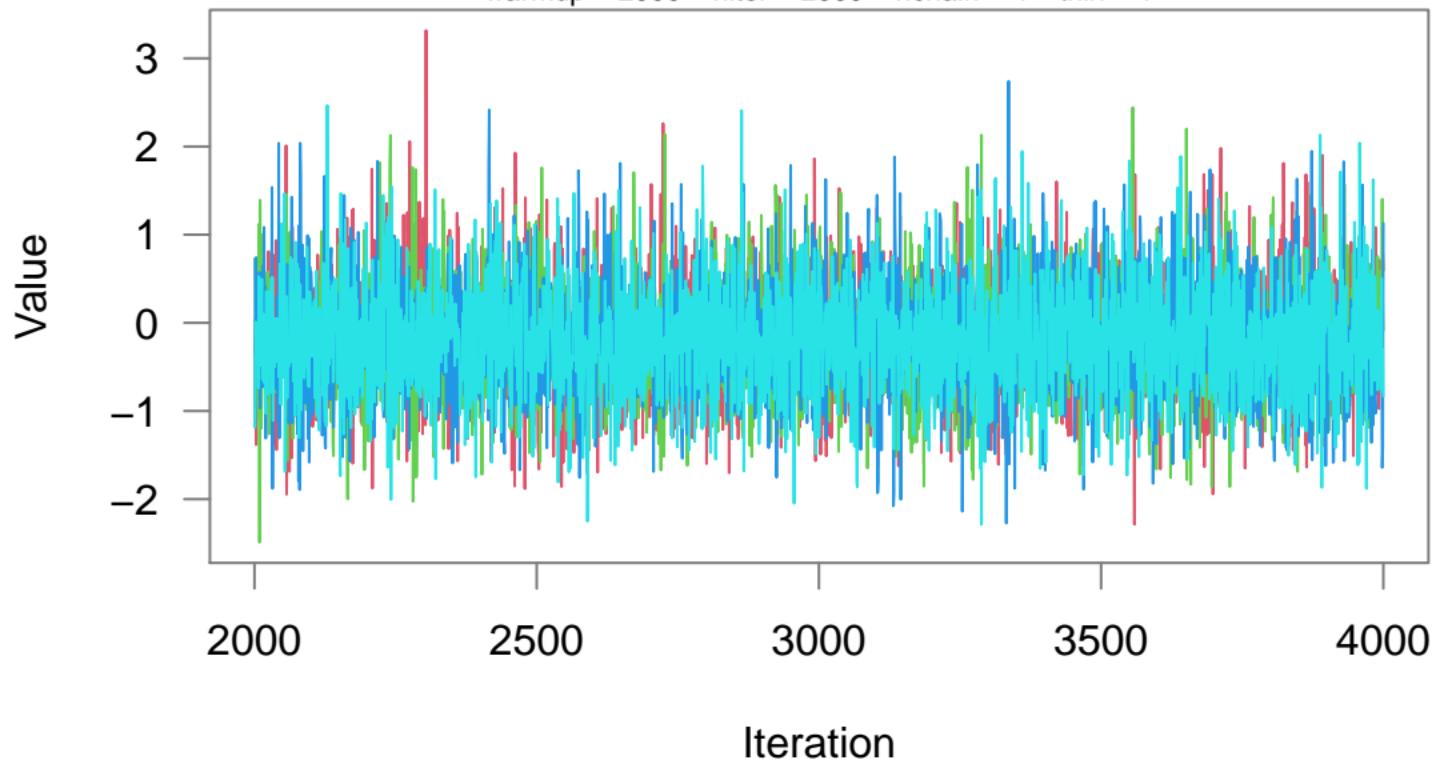
# r\_bay\_fac:site\_fac[Mitrofania\_Mit-4,Intercept]

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



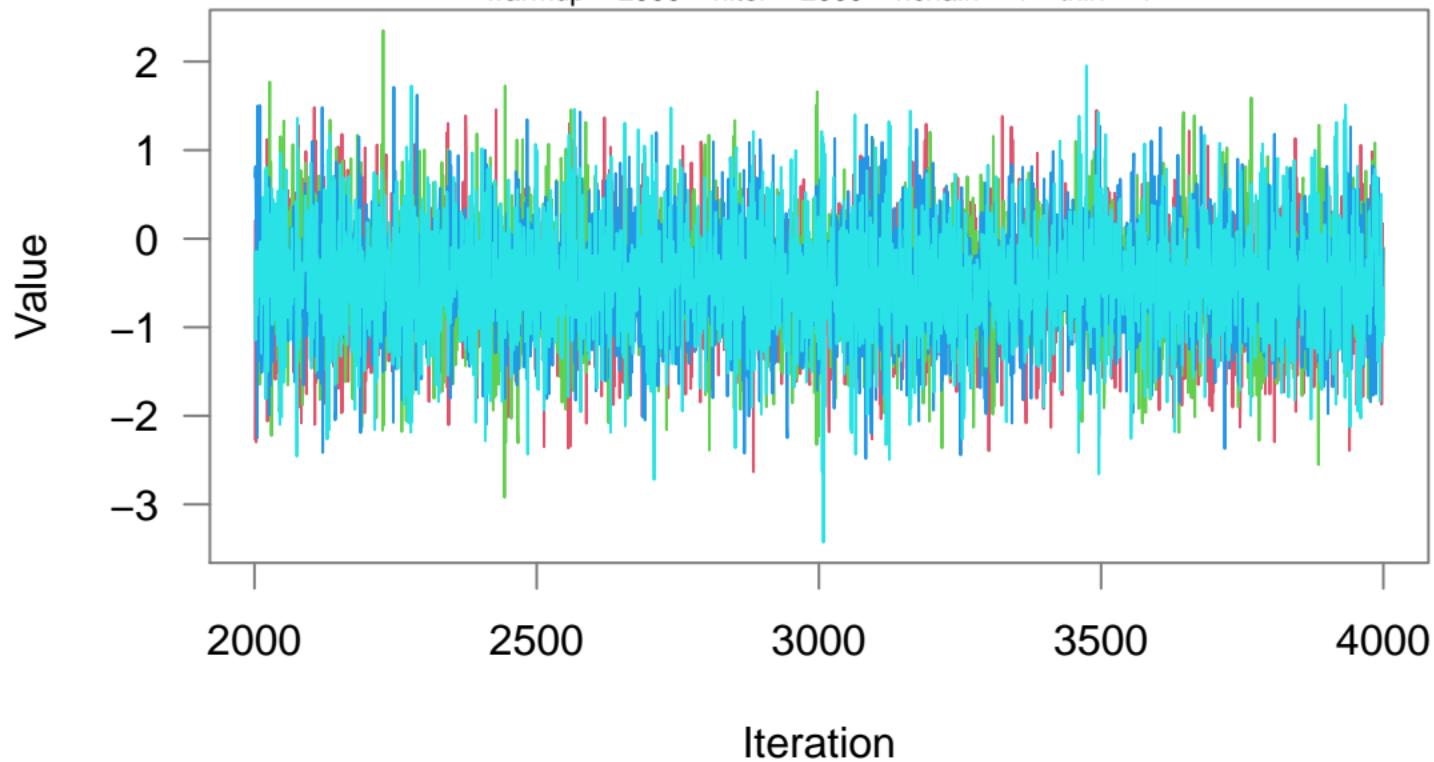
## r\_bay\_fac:site\_fac[Mitrofania\_Mit-5,Intercept]

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



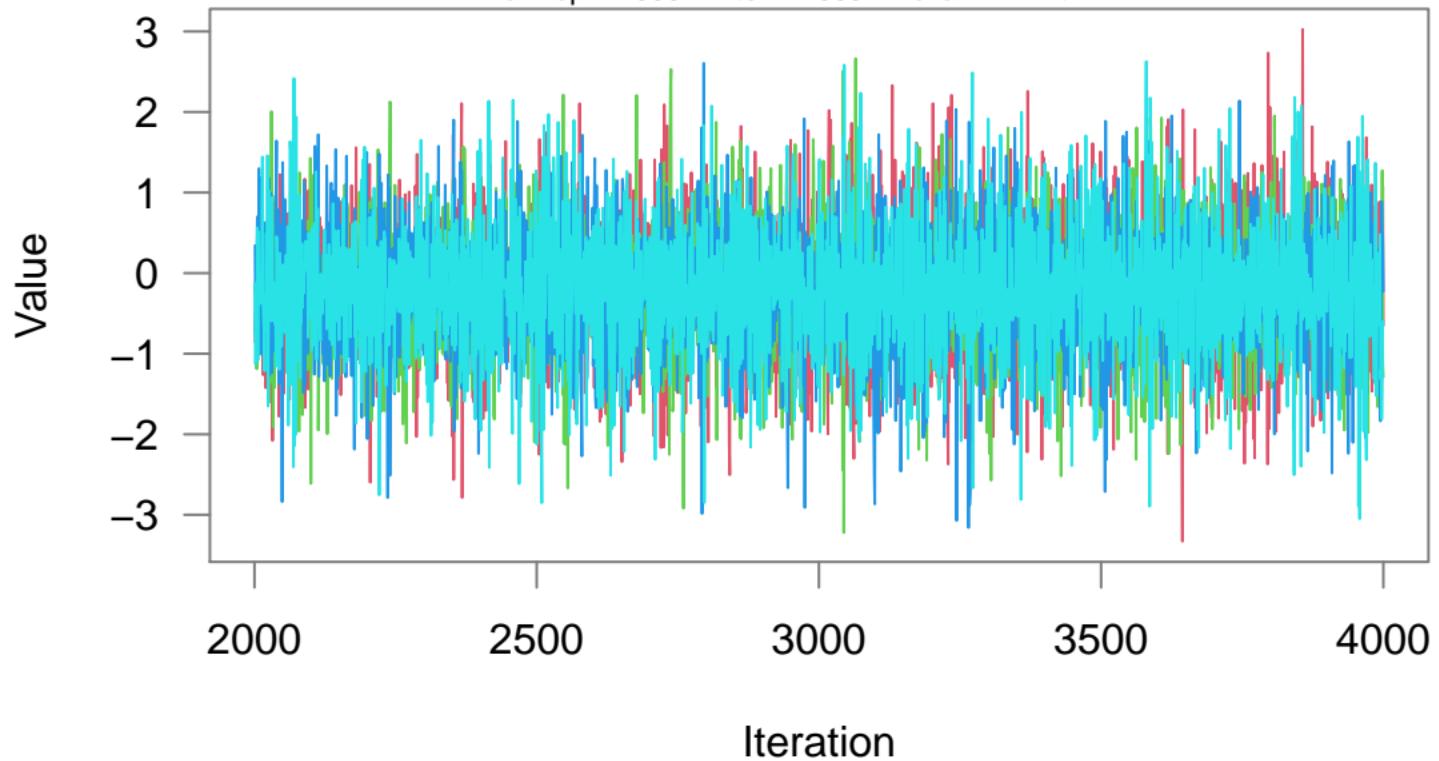
## r\_bay\_fac:site\_fac[Mitrofania\_Mit-6,Intercept]

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



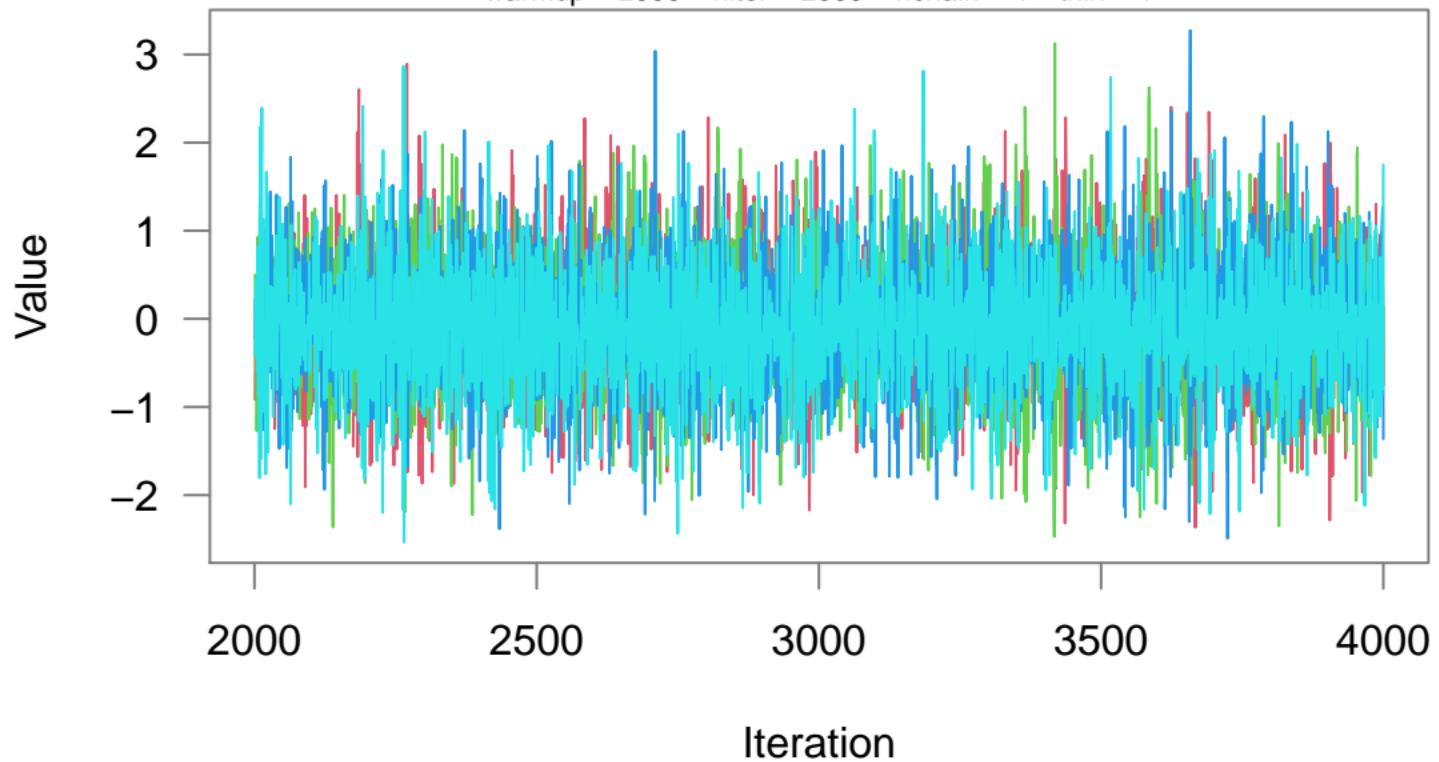
# r\_bay\_fac:site\_fac[Mitrofania\_Mitro-1,Intercept]

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



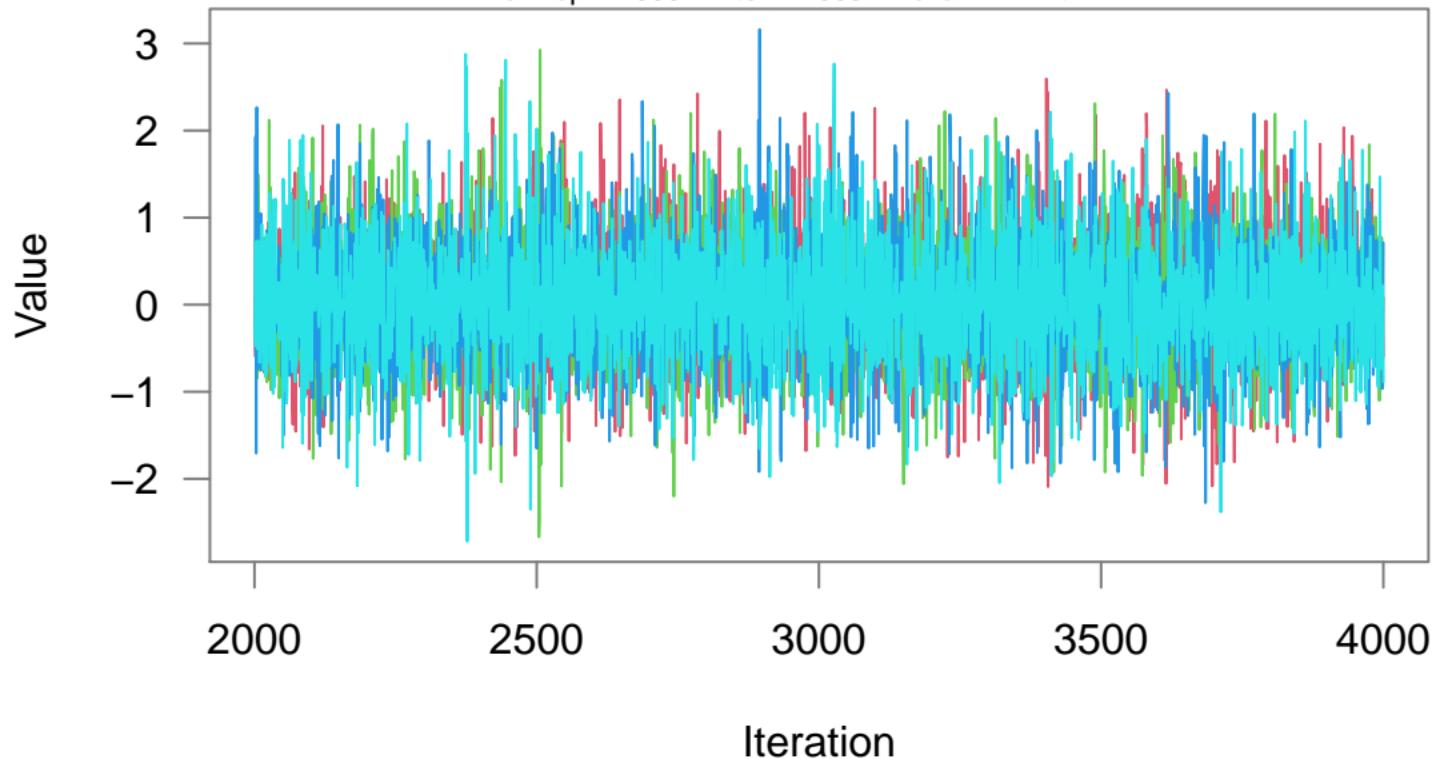
# r\_bay\_fac:site\_fac[Mitrofania\_Mitro-2,Intercept]

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



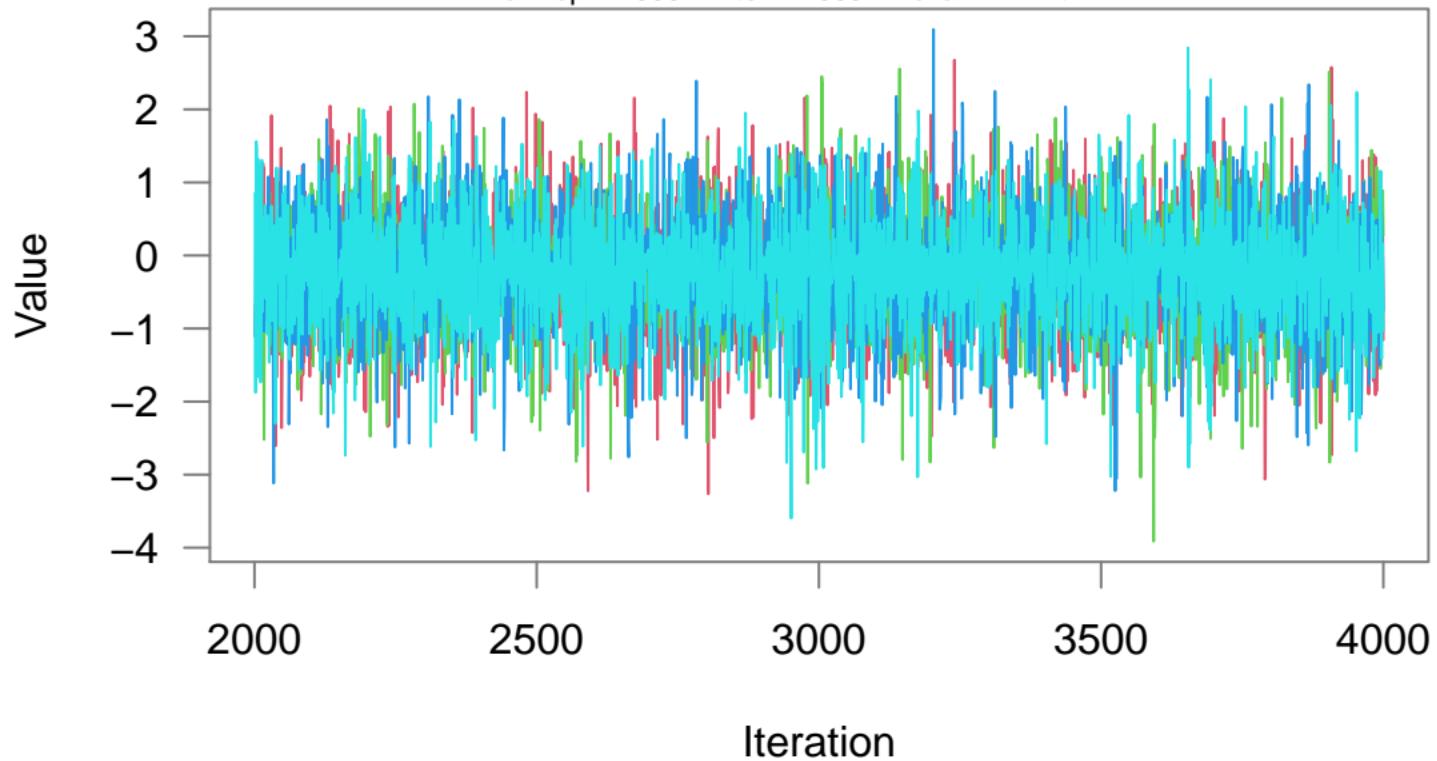
## r\_bay\_fac:site\_fac[Mitrofania\_Mitro-3,Intercept]

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



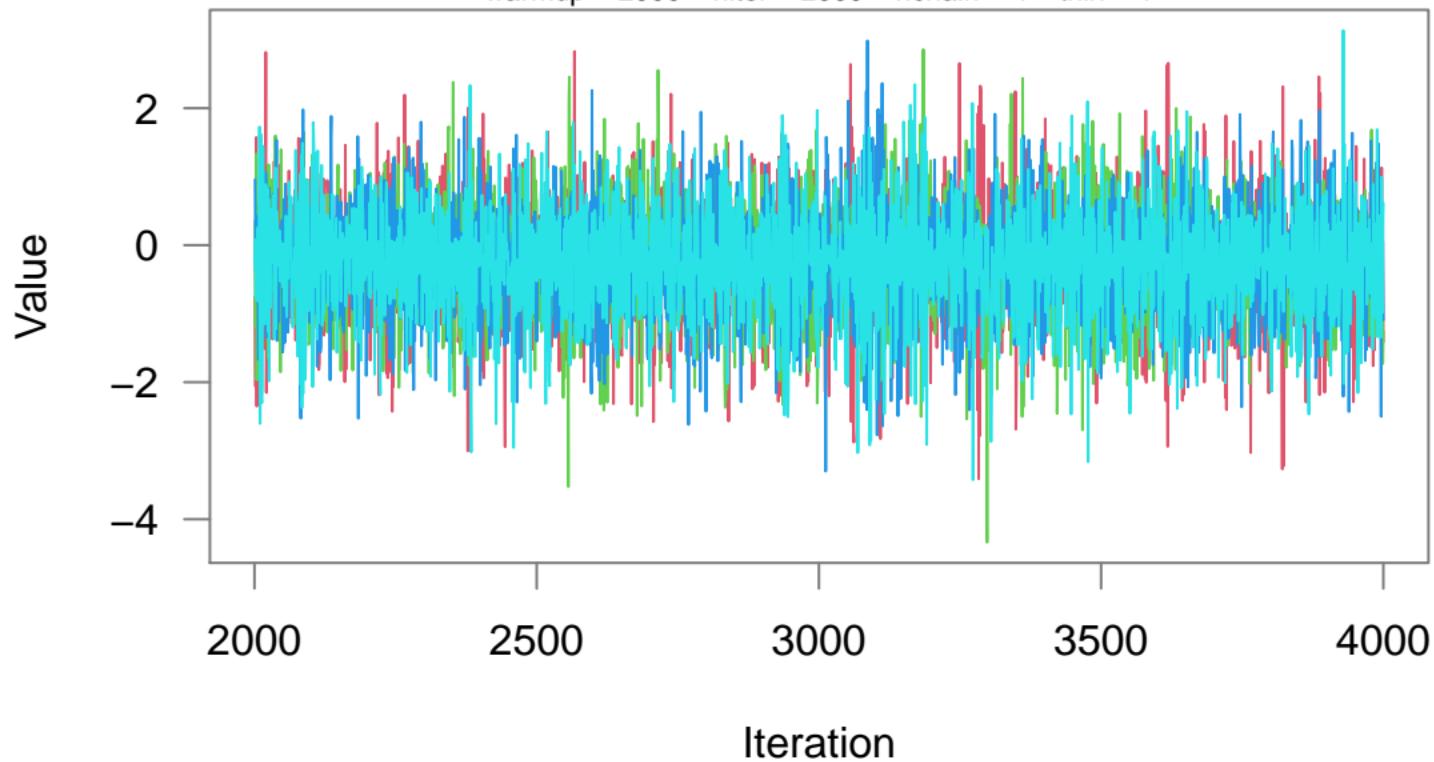
## r\_bay\_fac:site\_fac[Mitrofania\_Mitro-4,Intercept]

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



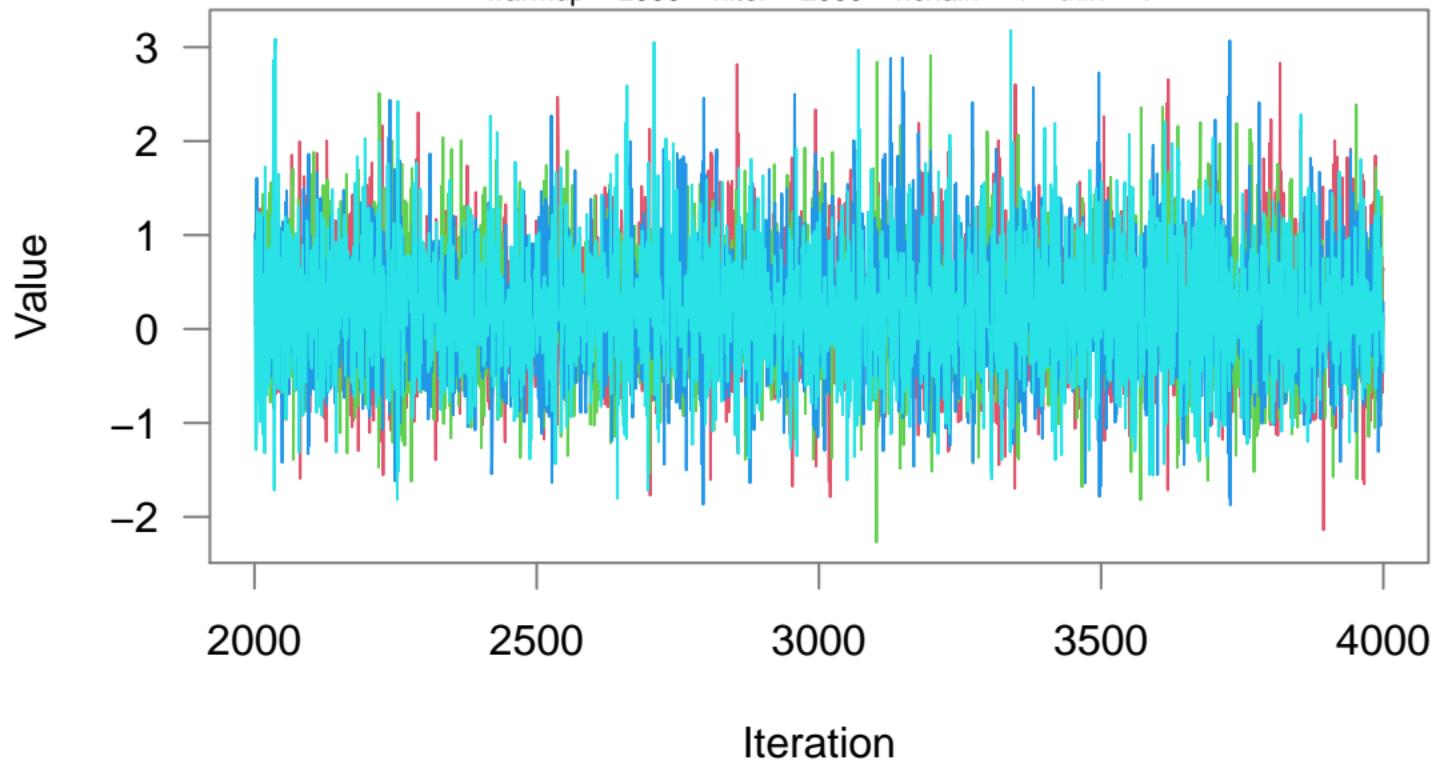
# r\_bay\_fac:site\_fac[Mitrofania\_Mitro-5,Intercept]

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

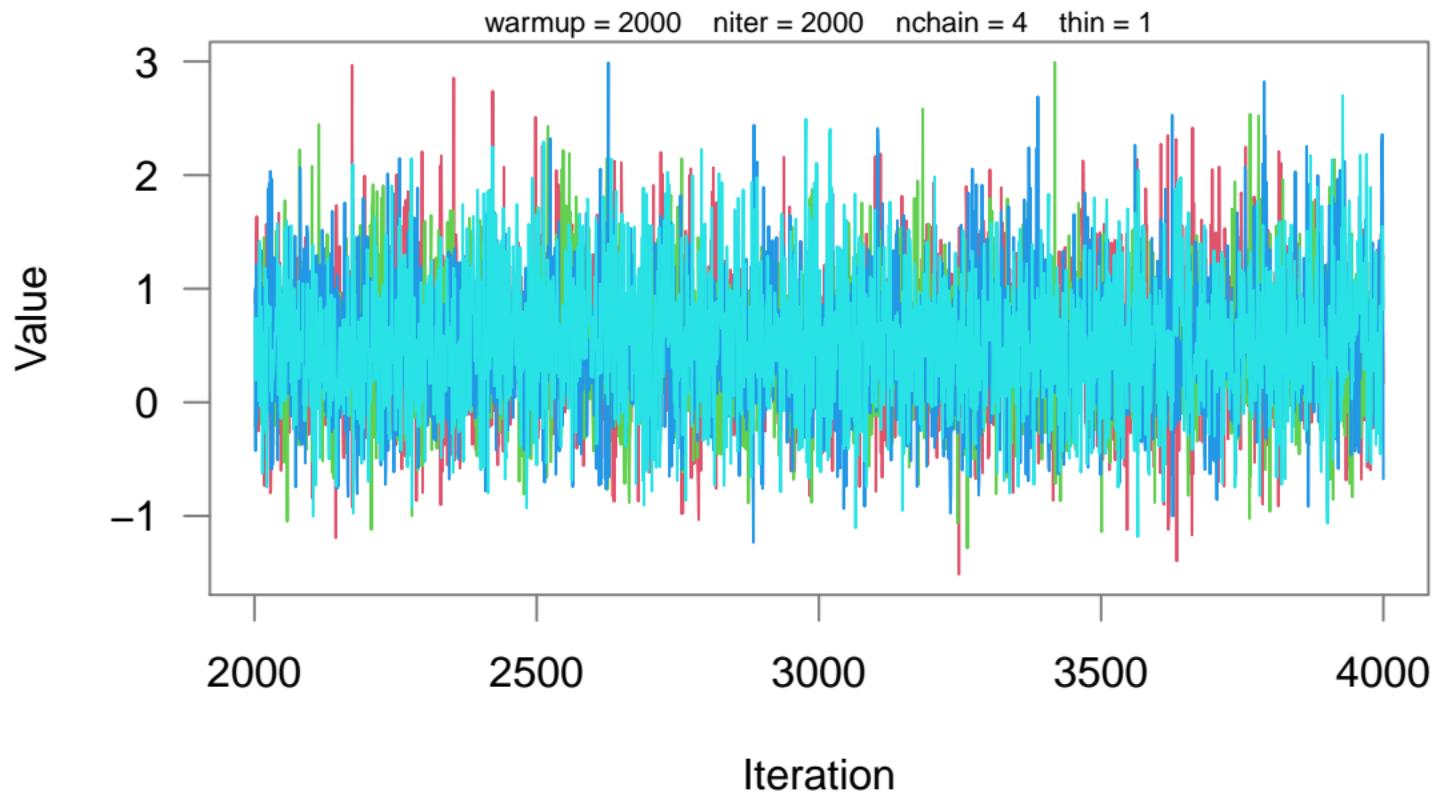


# r\_bay\_fac:site\_fac[Mitrofania\_Mitro-6,Intercept]

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

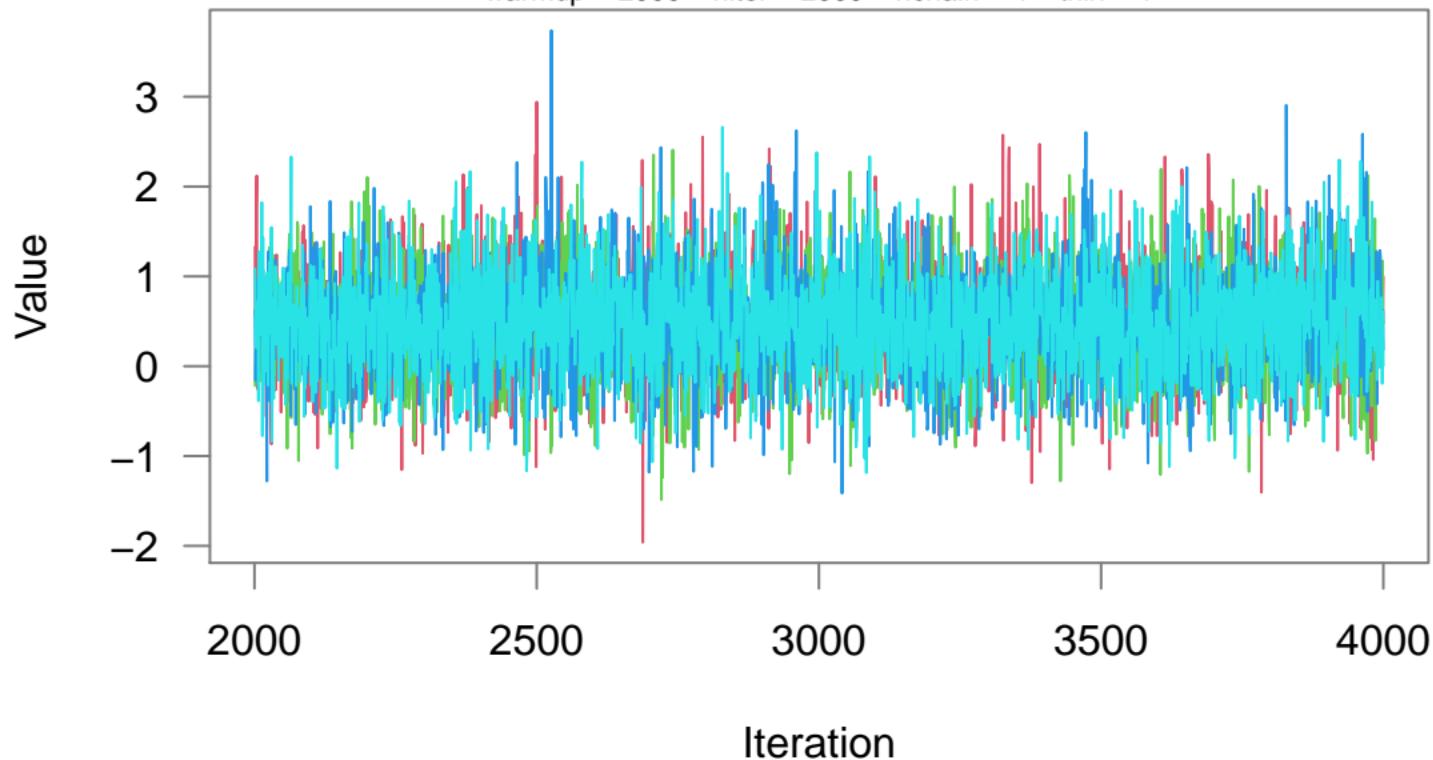


## r\_bay\_fac:site\_fac[Port.Wrangell\_PW-1,Intercept]



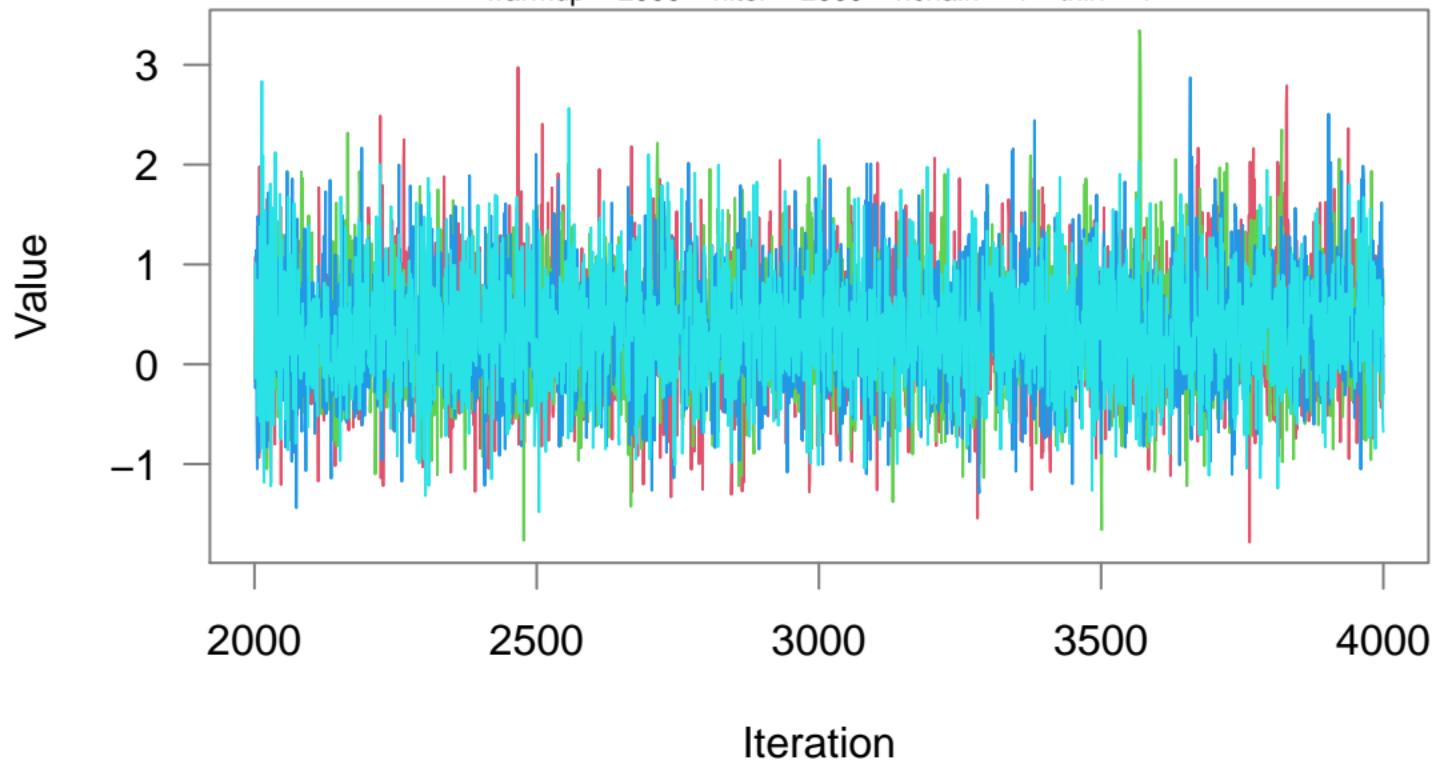
# r\_bay\_fac:site\_fac[Port.Wrangell\_PW-2,Intercept]

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

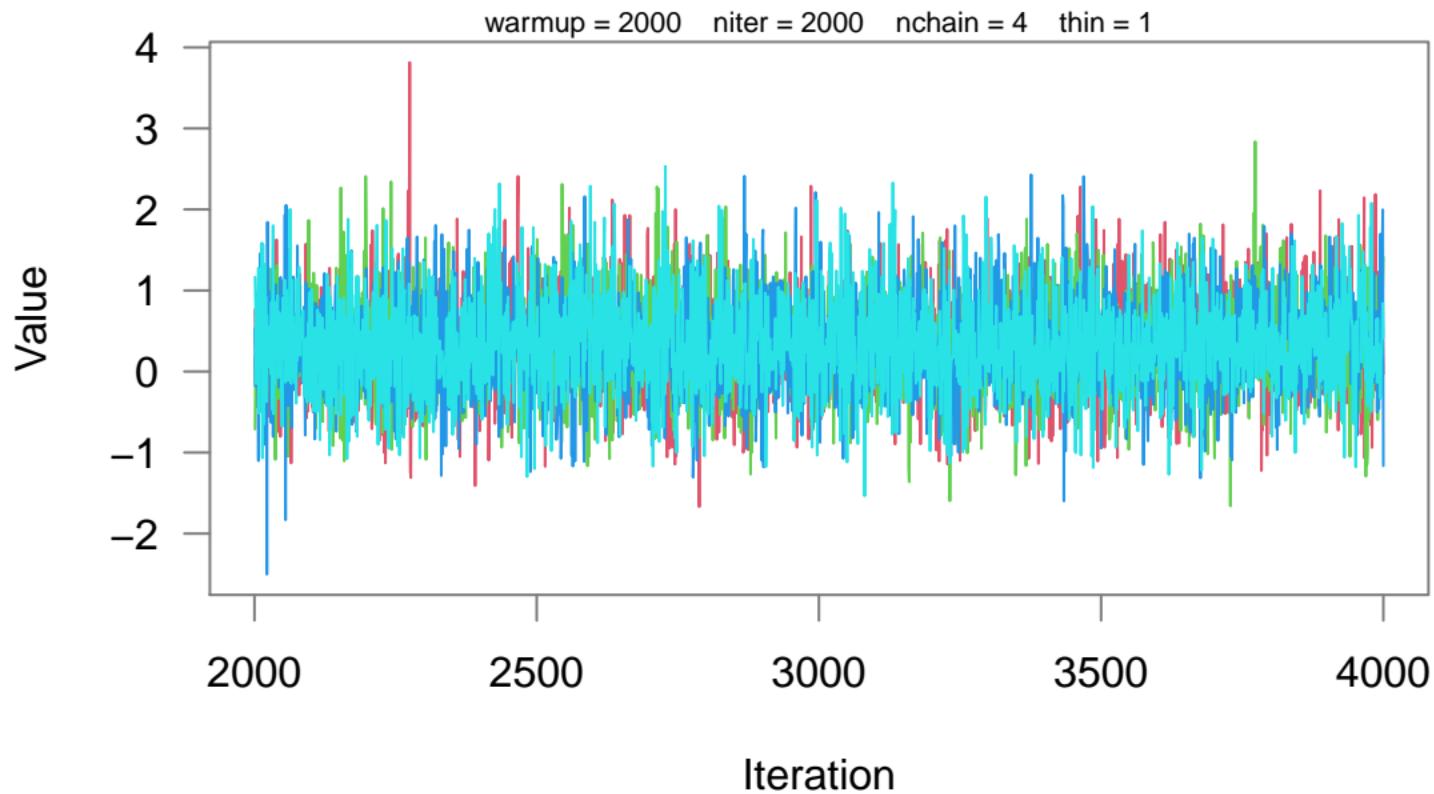


# r\_bay\_fac:site\_fac[Port.Wrangell\_PW-3,Intercept]

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

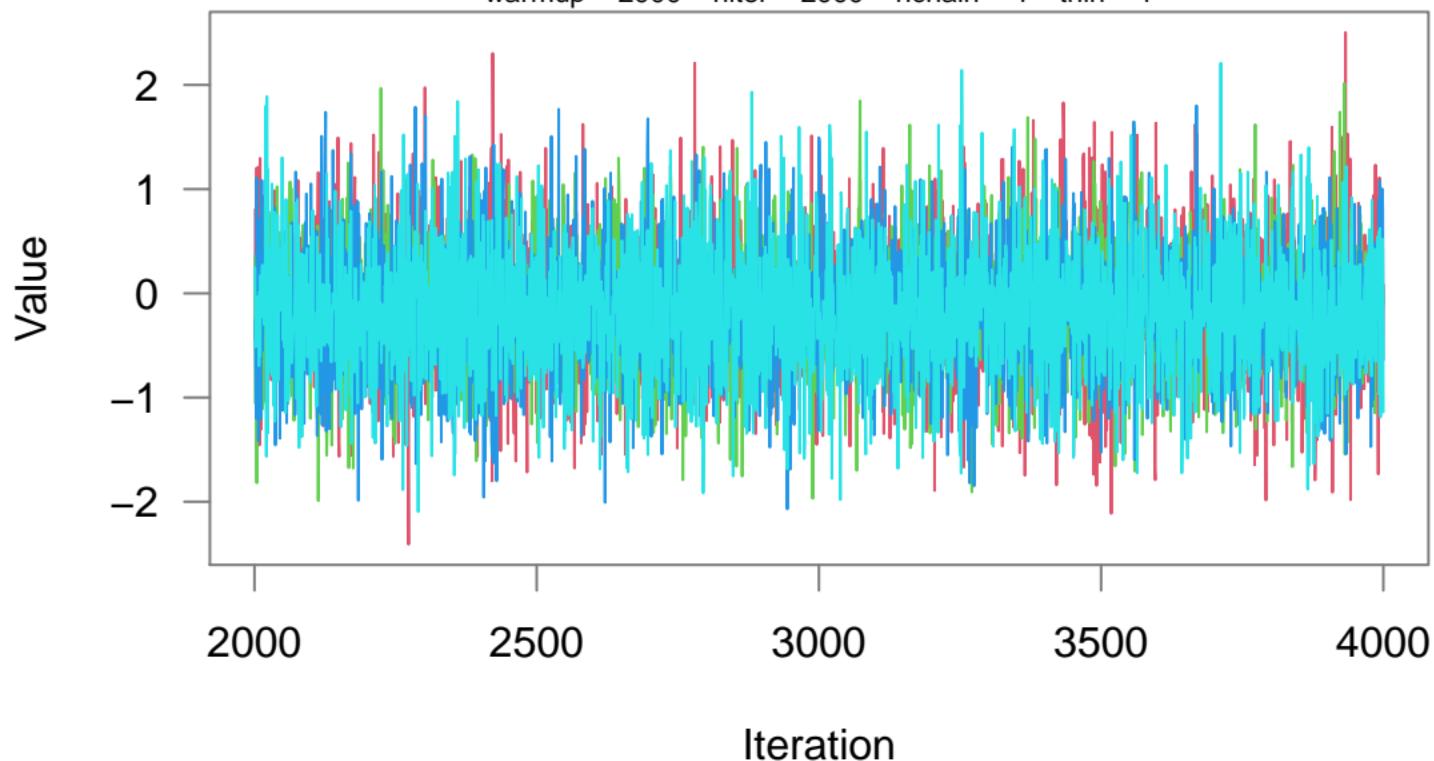


## r\_bay\_fac:site\_fac[Port.Wrangell\_PW-4,Intercept]



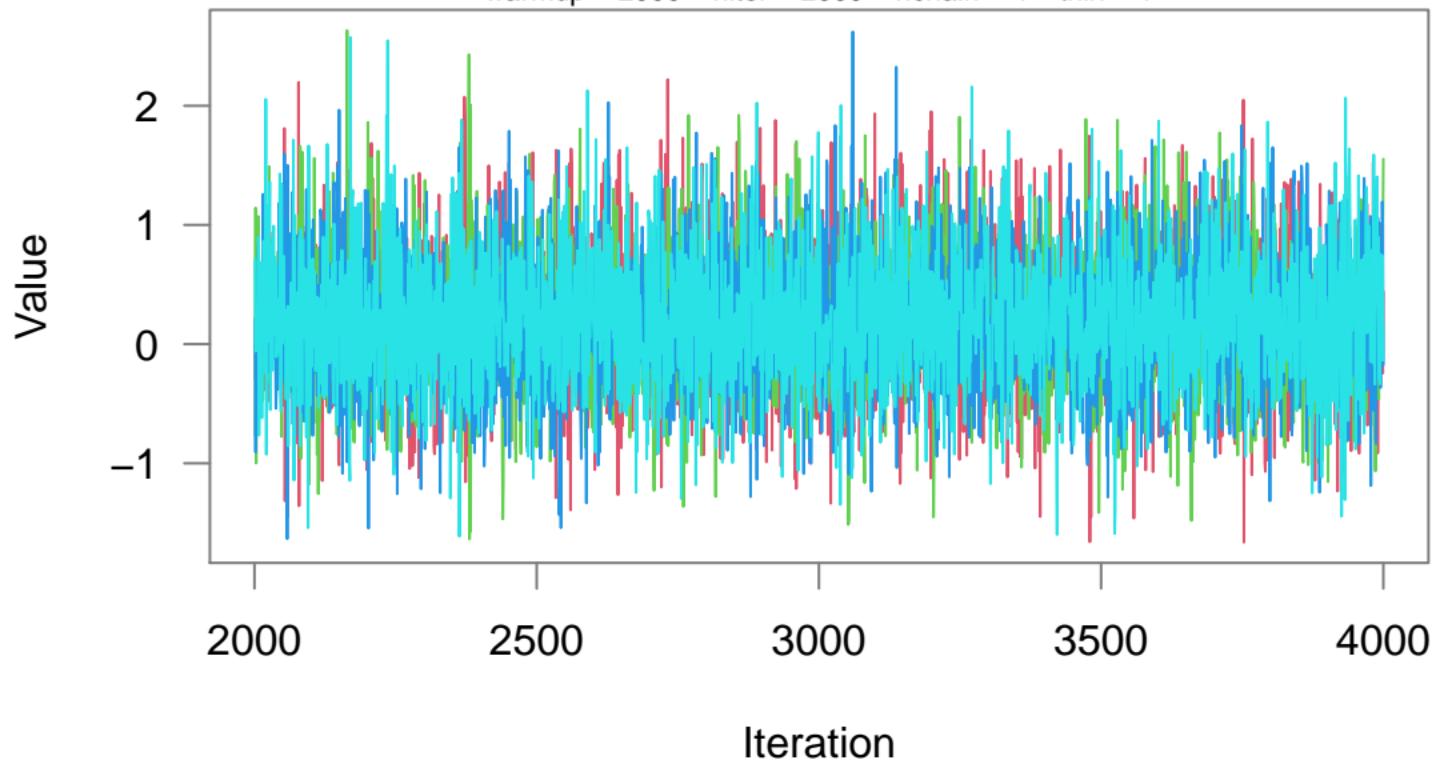
# **r\_bay\_fac:site\_fac[Rodman.Reach\_RR-1,Intercept]**

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



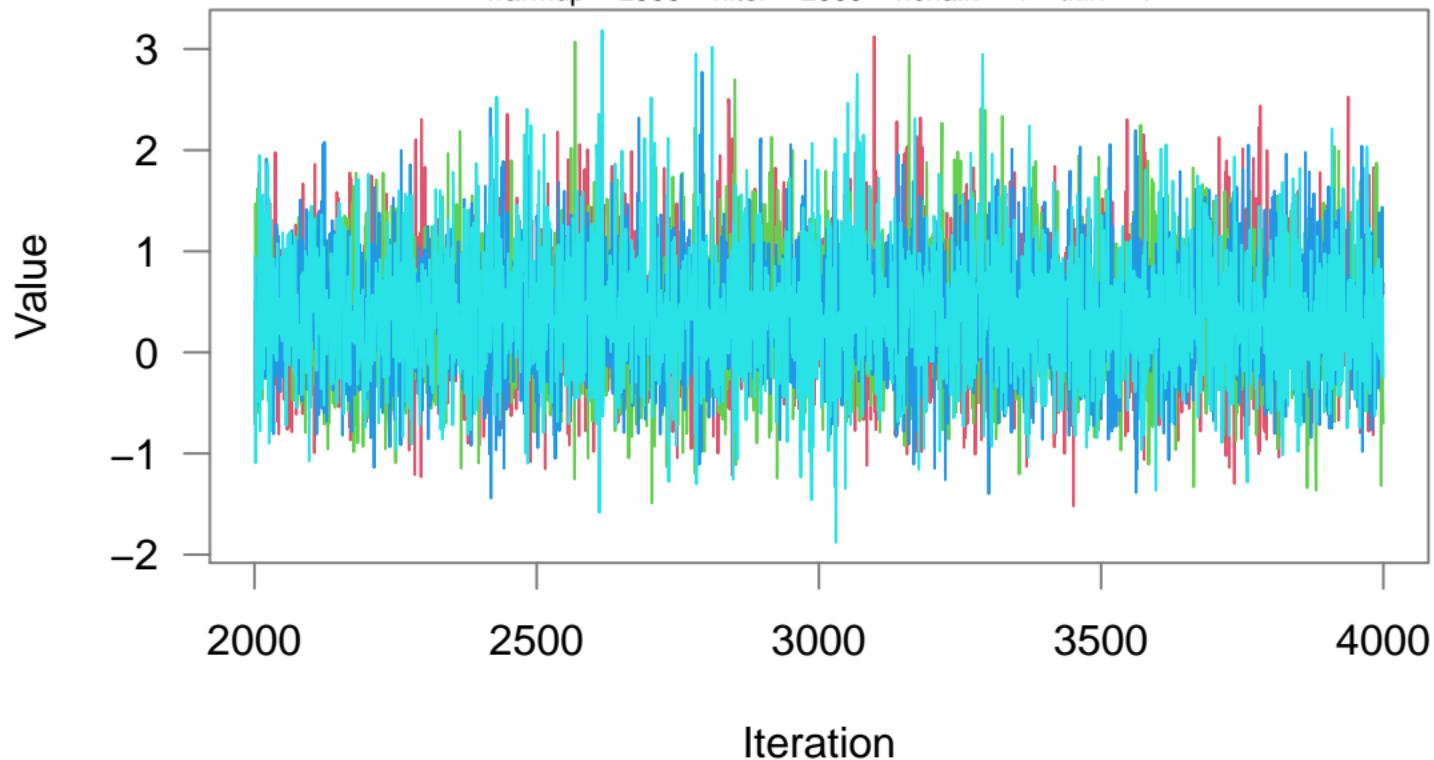
# r\_bay\_fac:site\_fac[Rodman.Reach\_RR-2,Intercept]

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



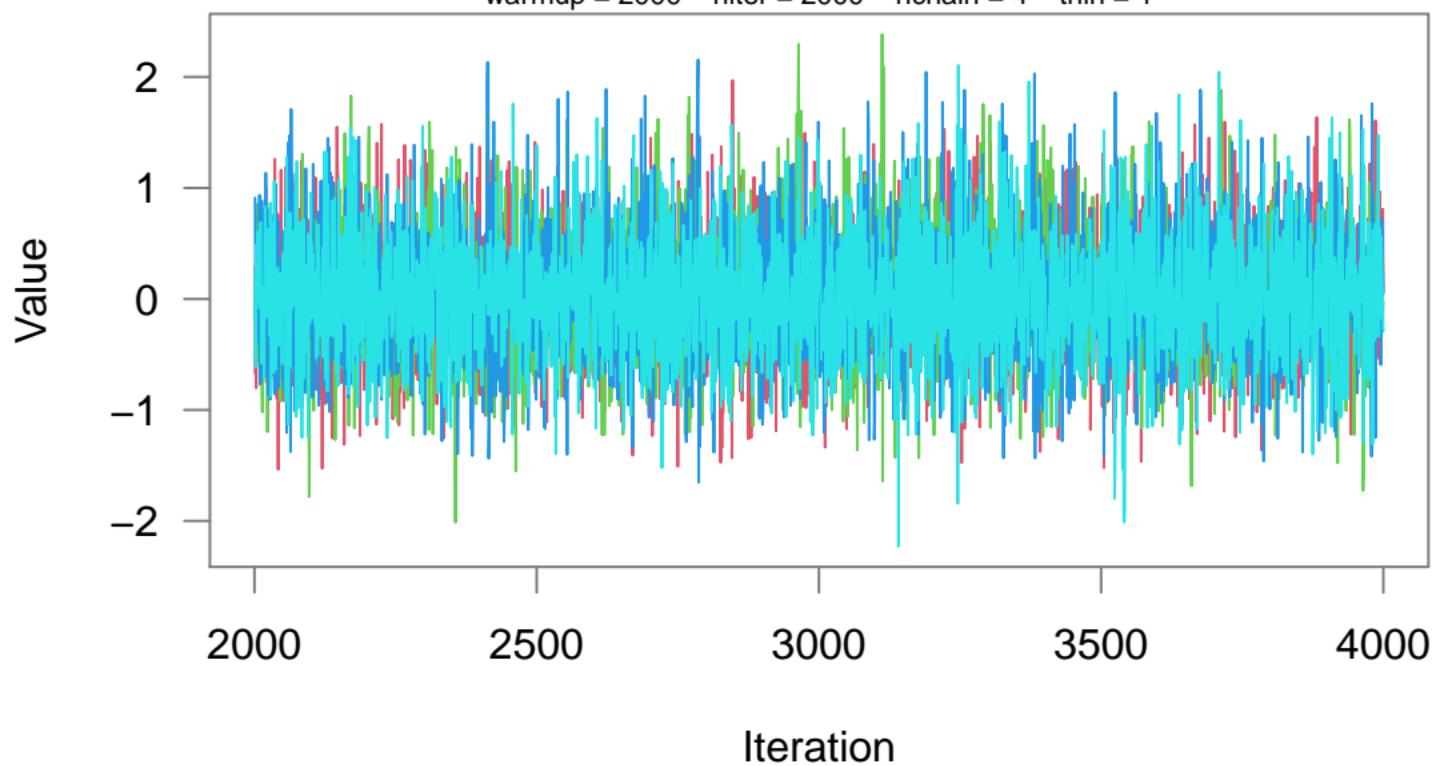
# r\_bay\_fac:site\_fac[Rodman.Reach\_RR-3,Intercept]

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



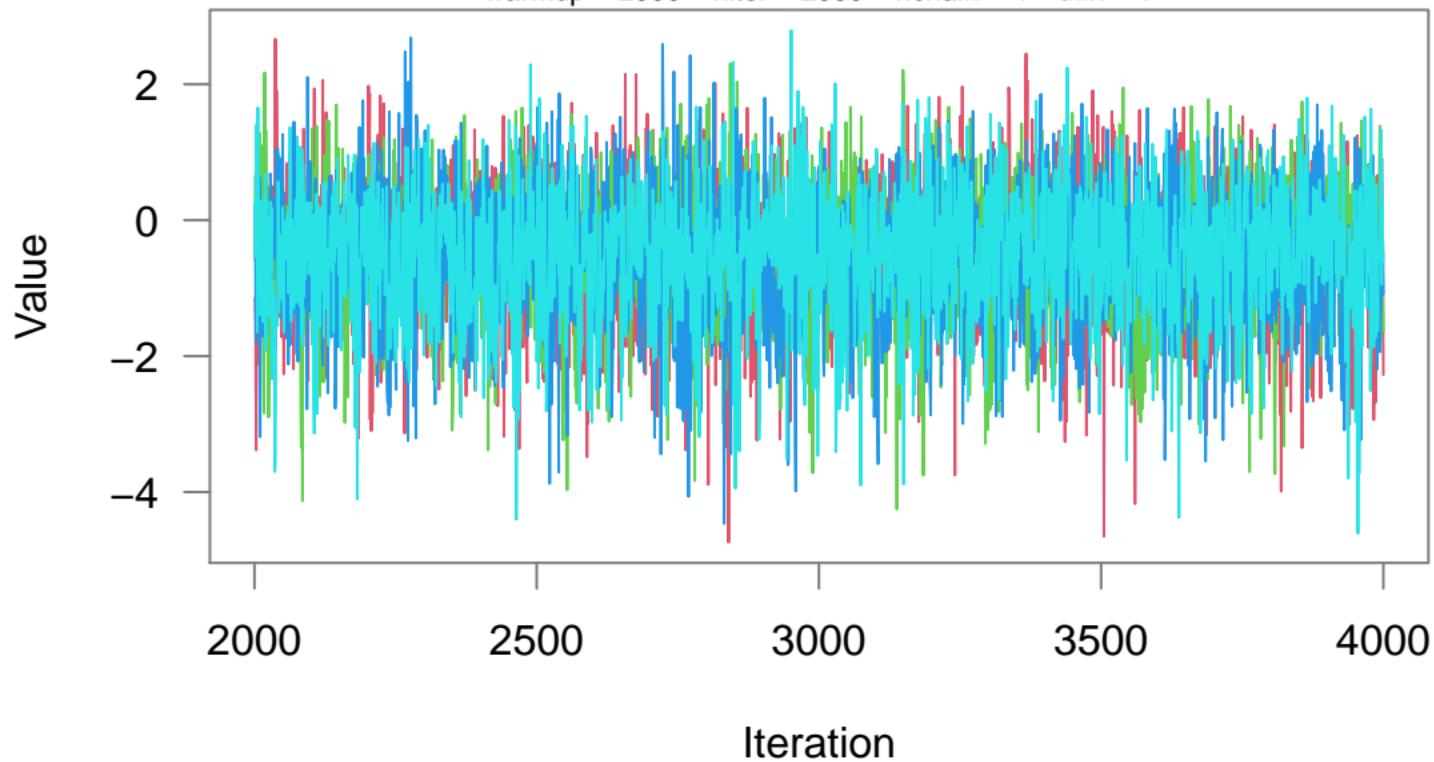
# r\_bay\_fac:site\_fac[Rodman.Reach\_RR-4,Intercept]

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



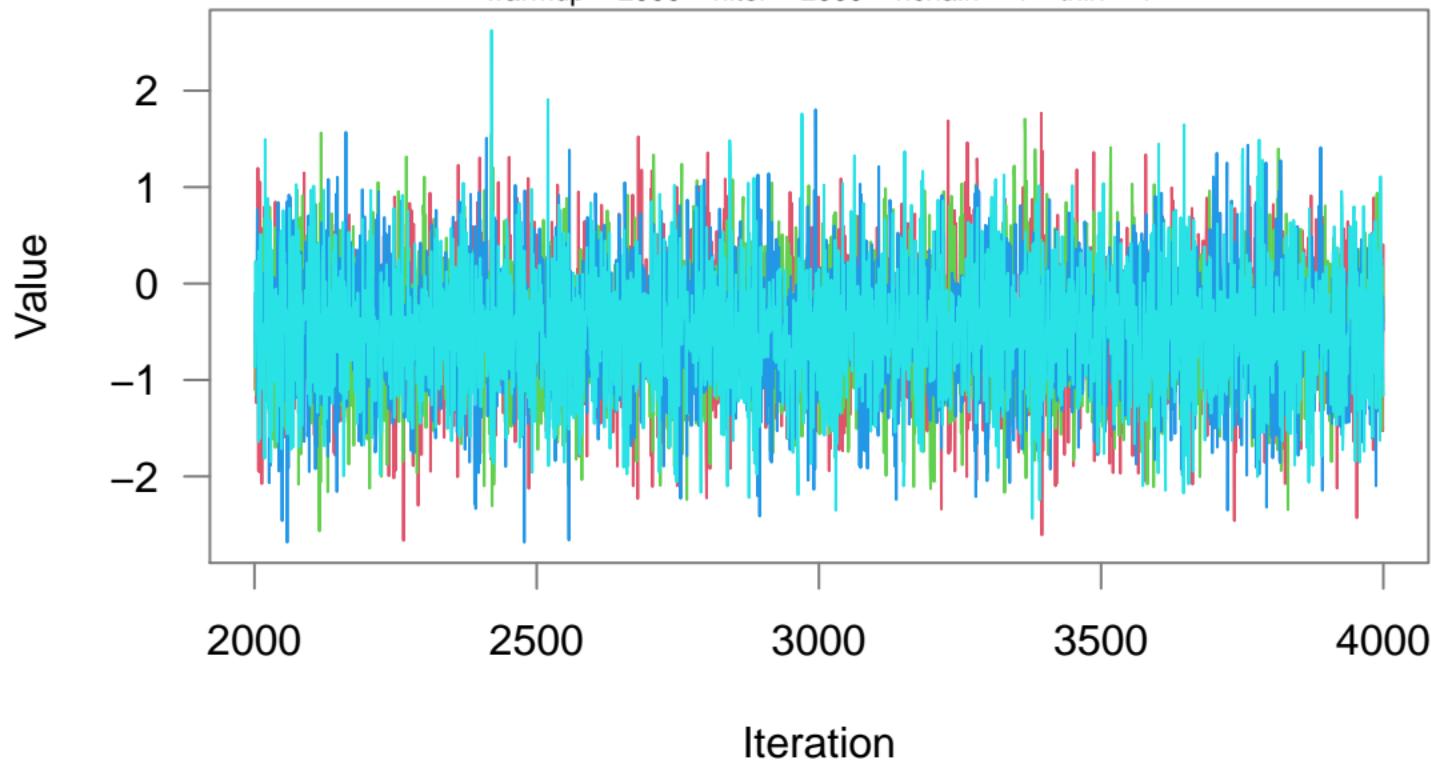
# r\_bay\_fac:site\_fac[Rodman.Reach\_RR-5,Intercept]

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



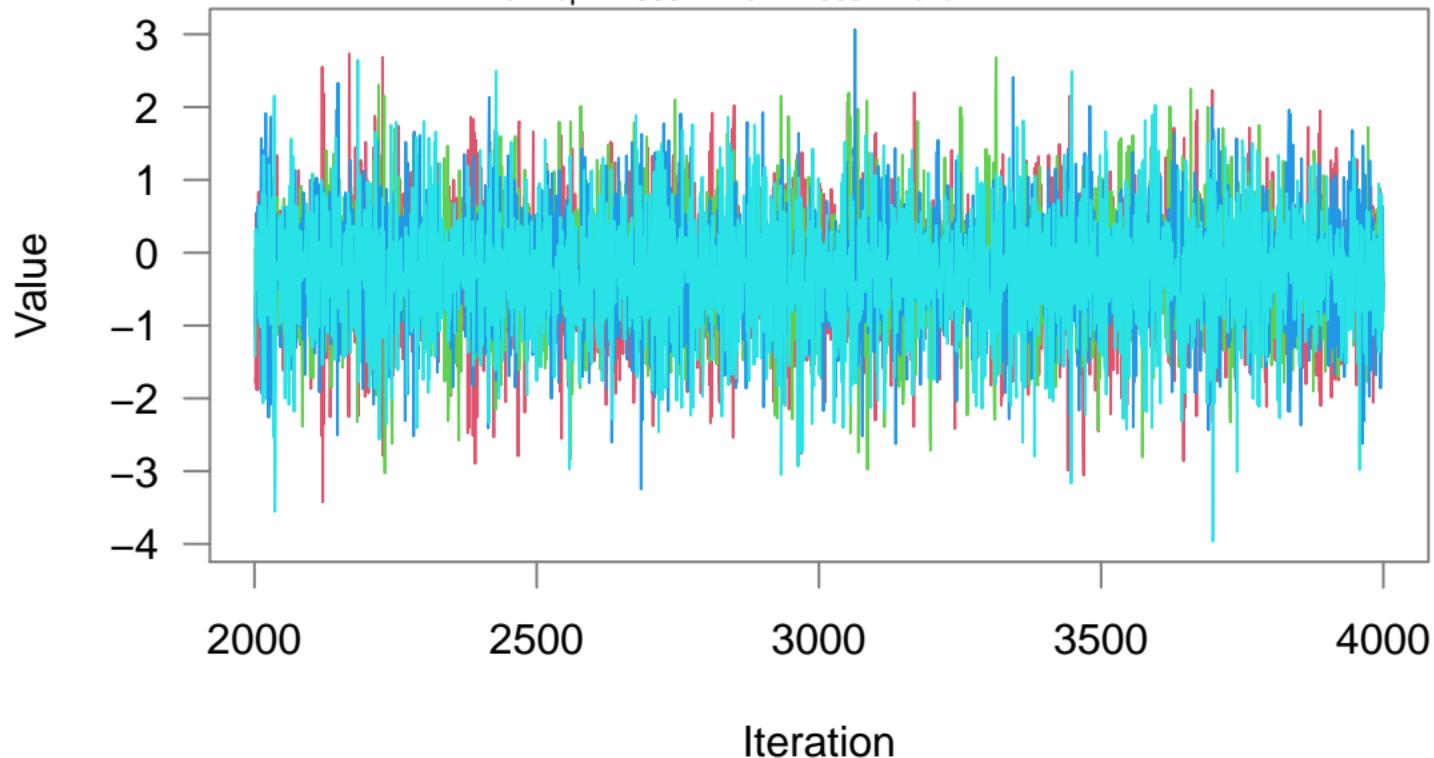
# r\_bay\_fac:site\_fac[Rodman.Reach\_RR-6,Intercept]

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



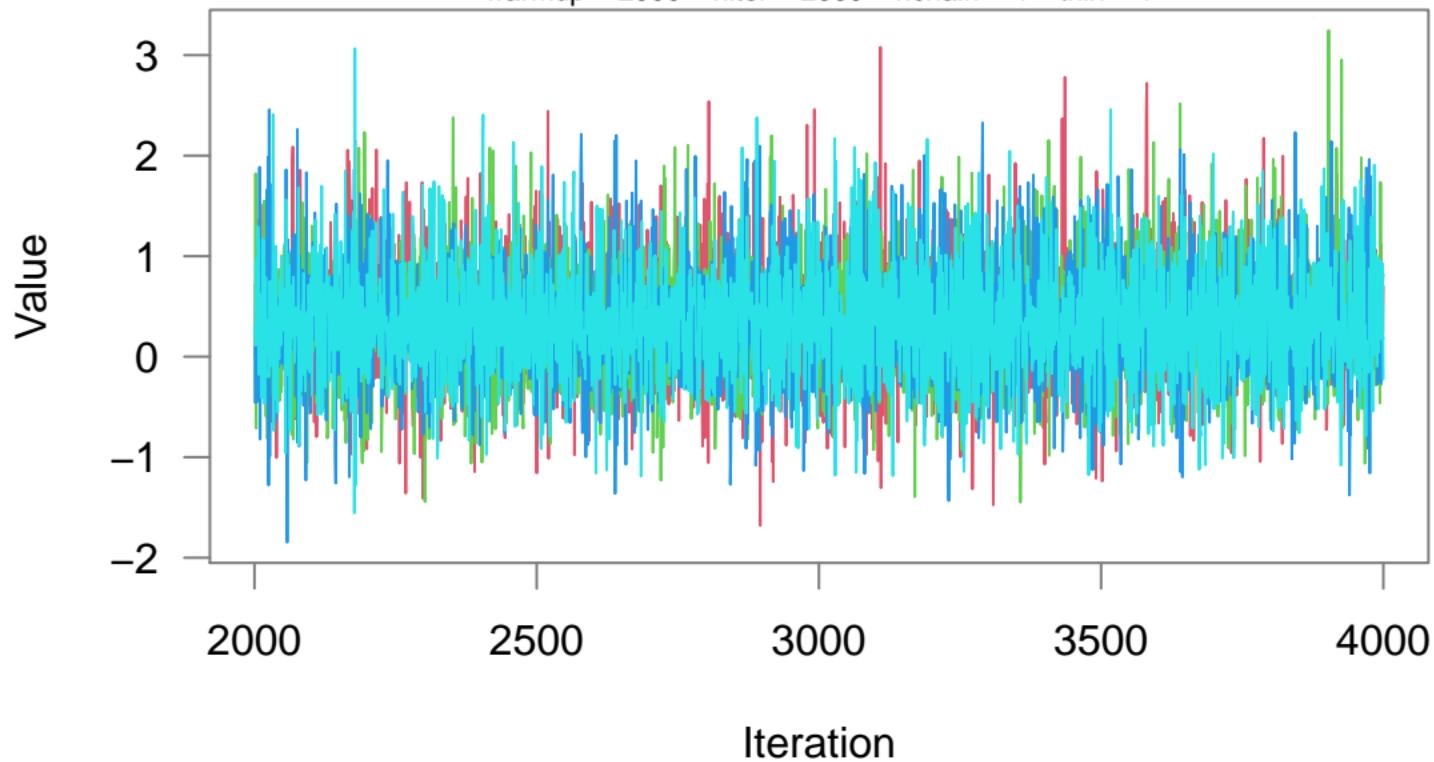
## r\_bay\_fac:site\_fac[Sand.Point\_Sand-1,Intercept]

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

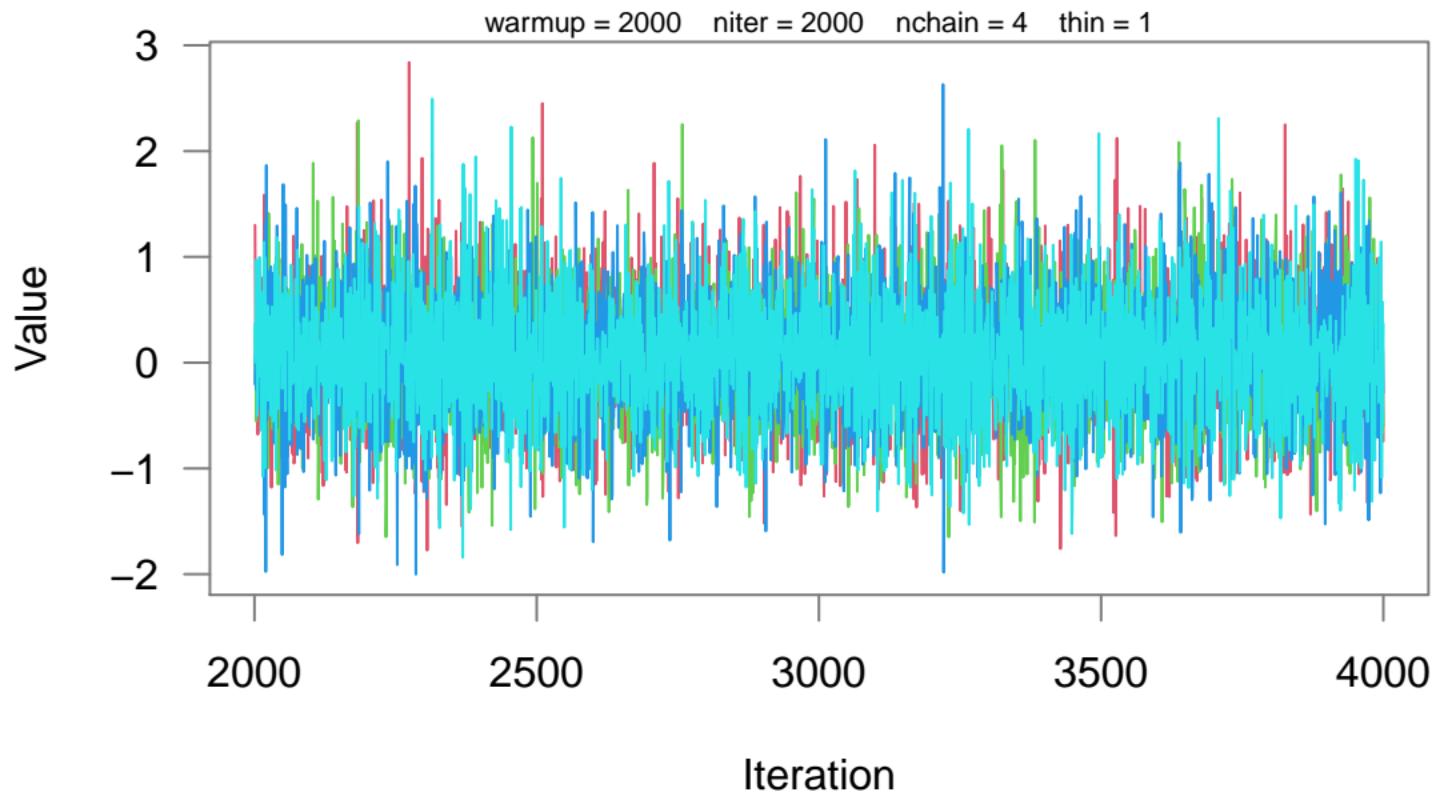


## r\_bay\_fac:site\_fac[Sand.Point\_Sand-2,Intercept]

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

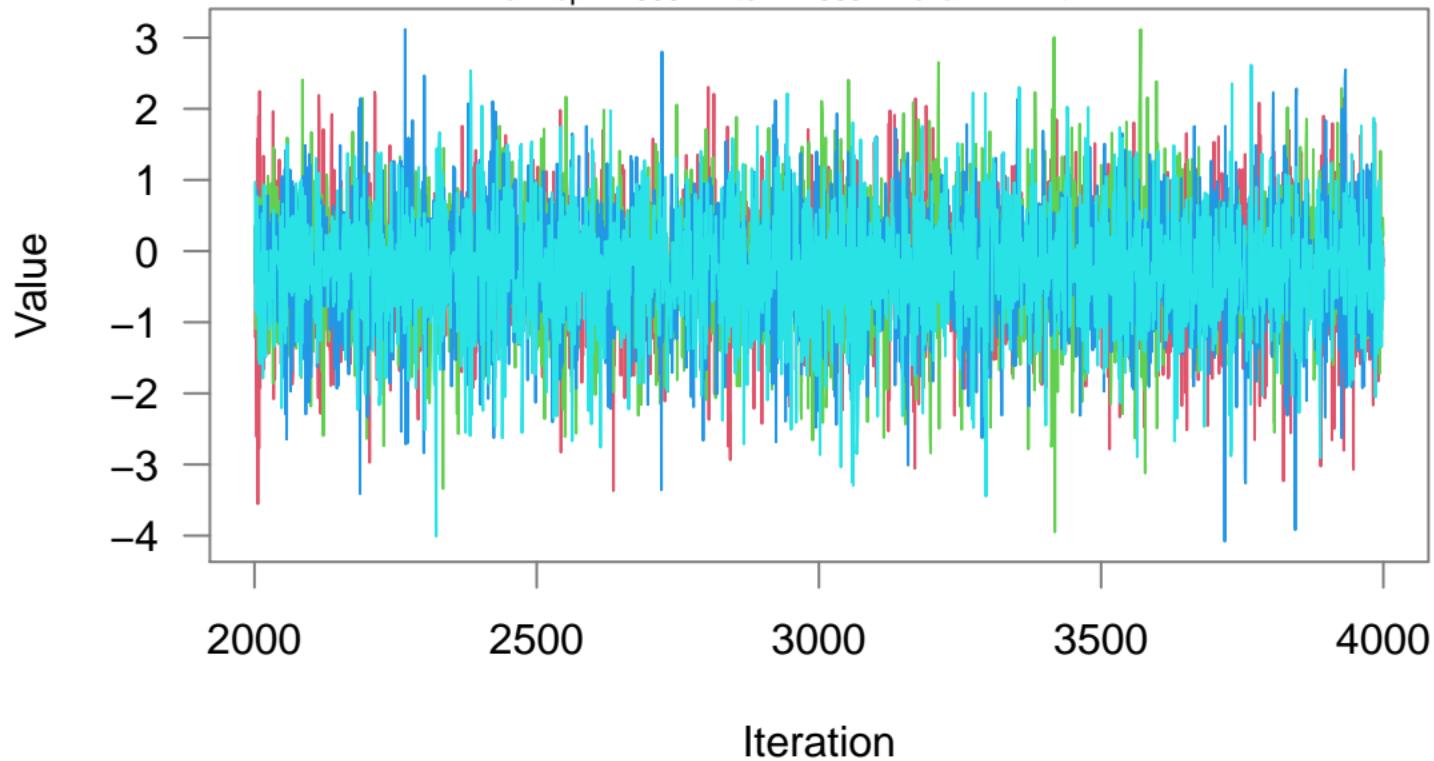


## r\_bay\_fac:site\_fac[Sand.Point\_Sand-3,Intercept]



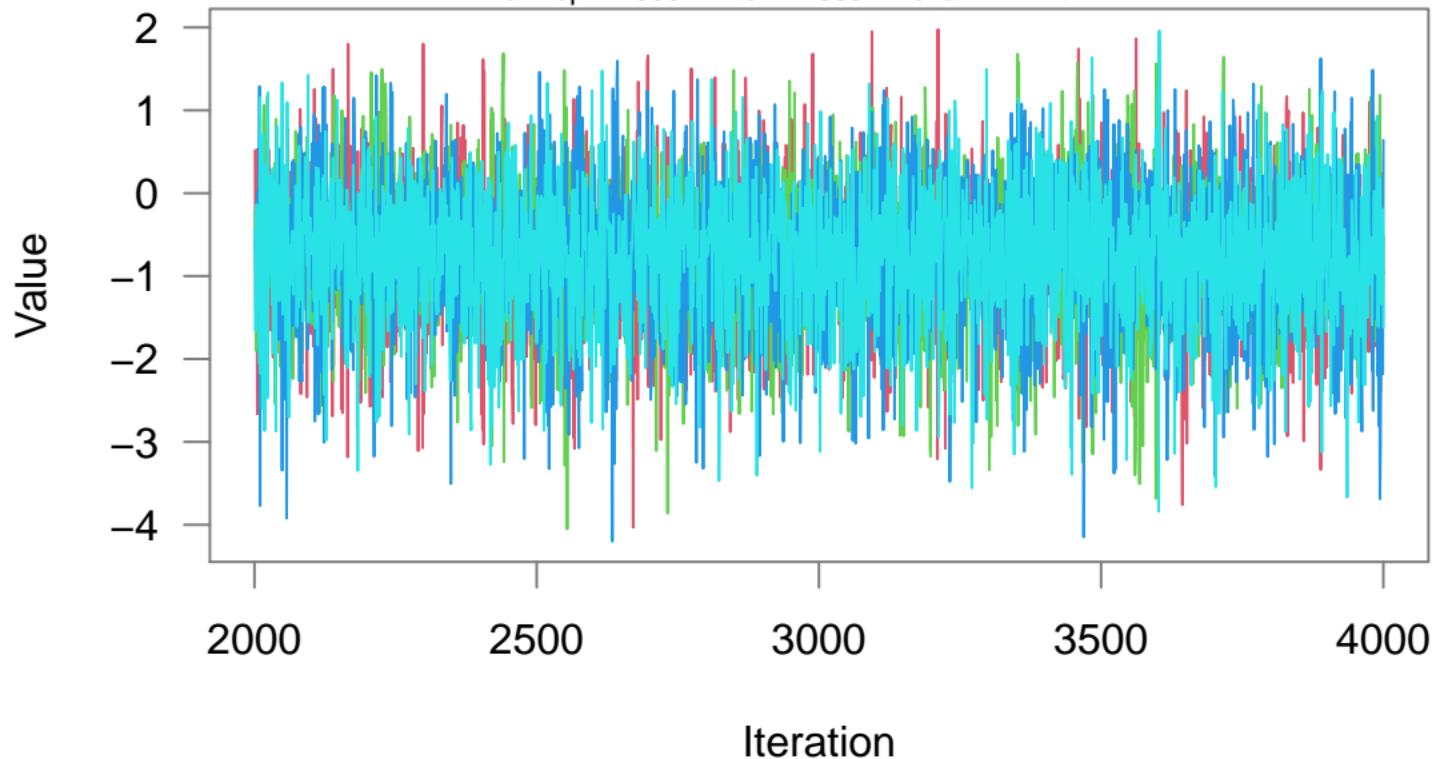
# r\_bay\_fac:site\_fac[Ugak\_Ugak-1,Intercept]

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



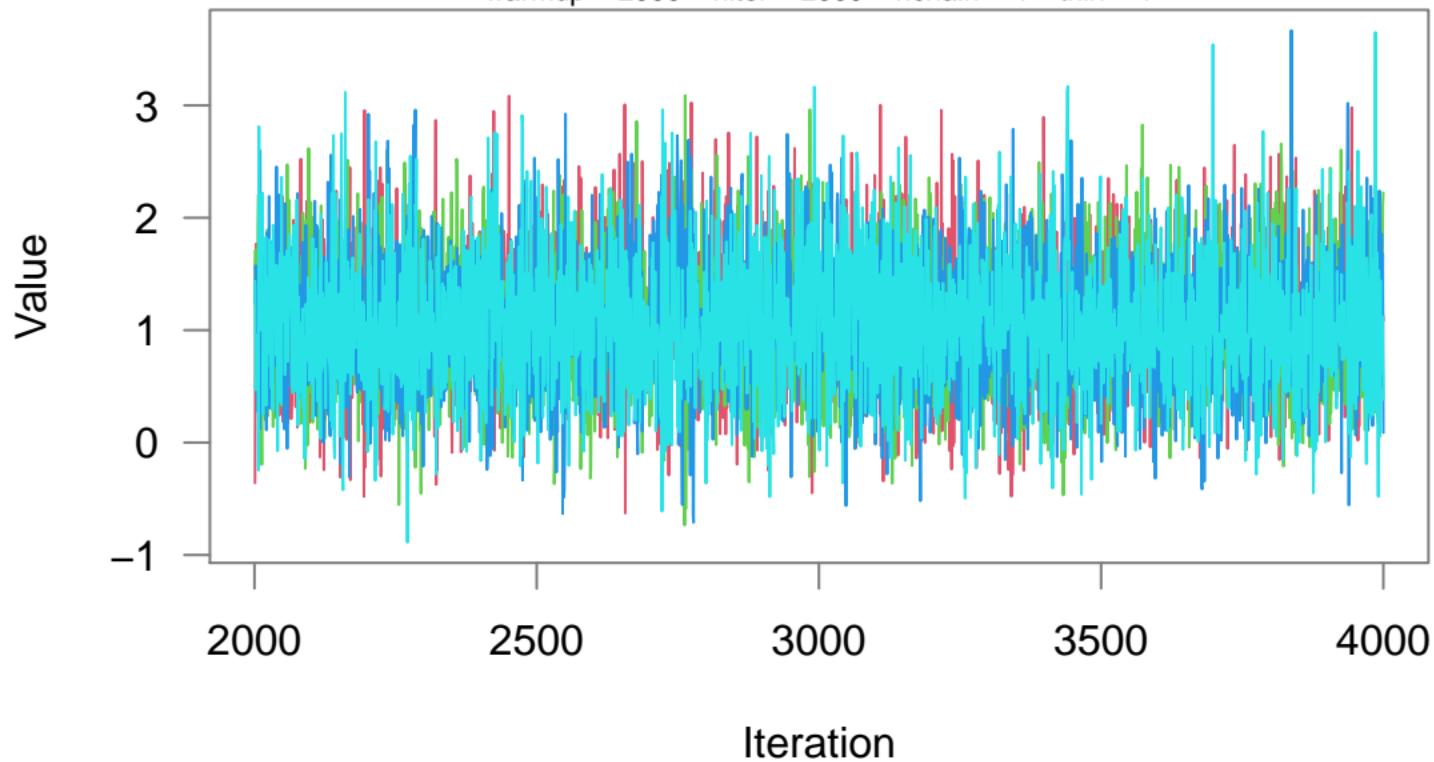
## r\_bay\_fac:site\_fac[Ugak\_Ugak-2,Intercept]

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



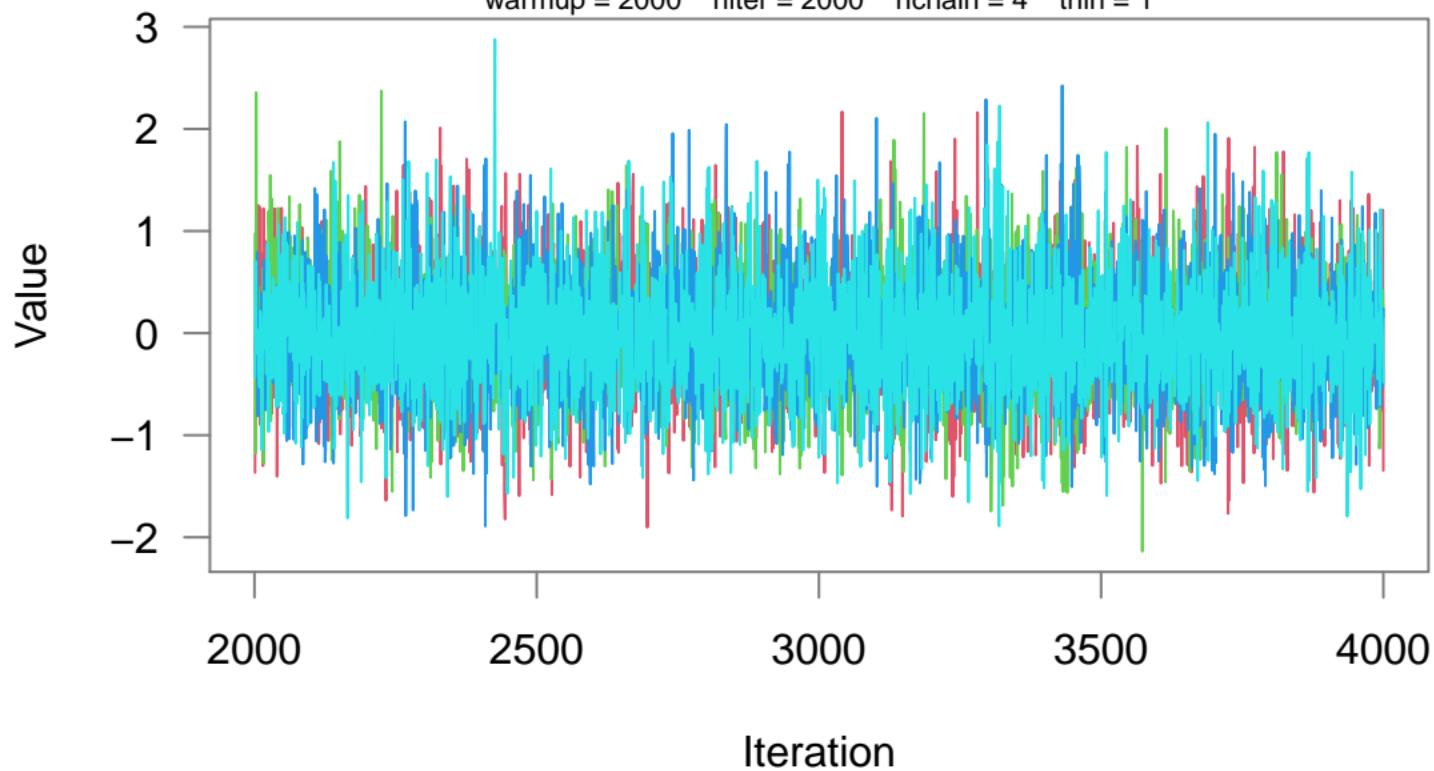
# r\_bay\_fac:site\_fac[Ugak\_Ugak-3,Intercept]

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



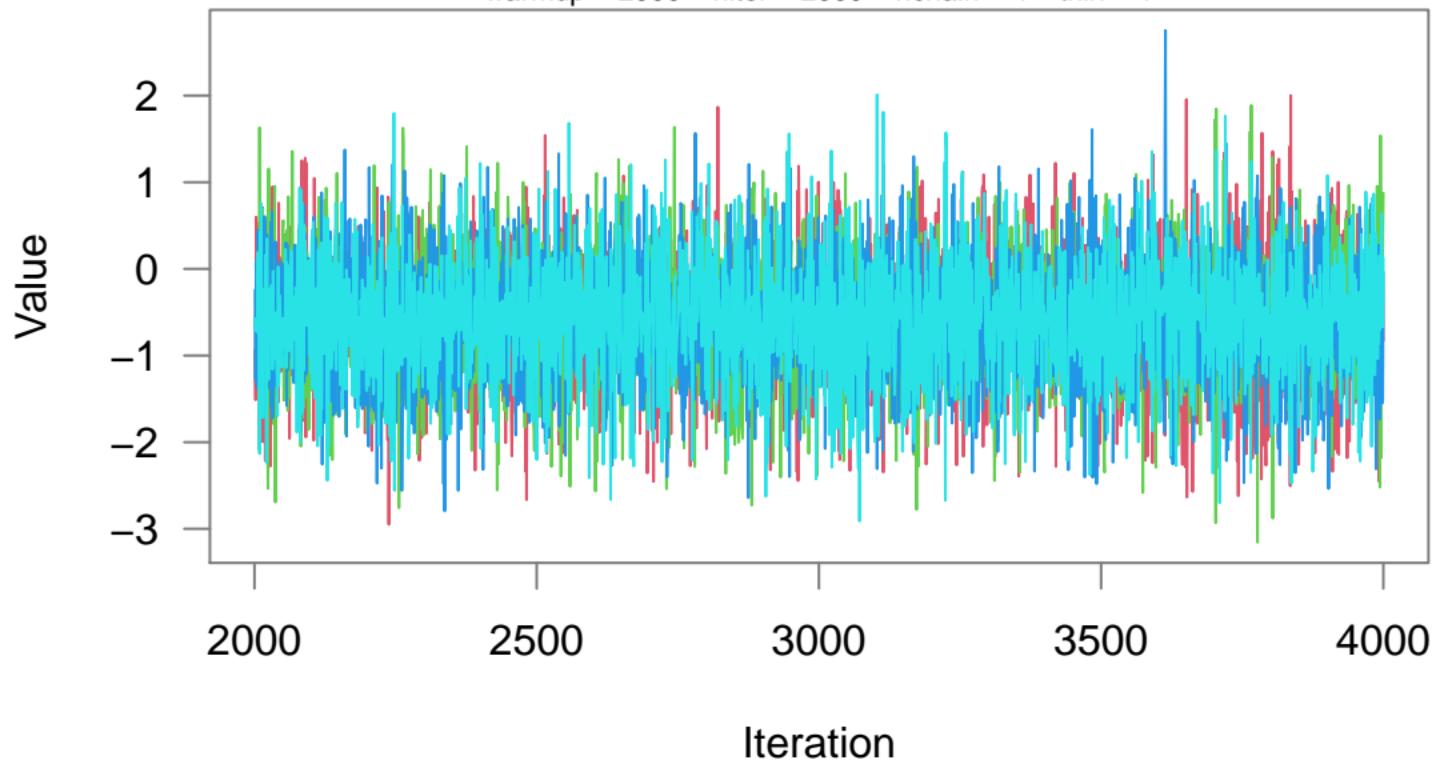
# r\_bay\_fac:site\_fac[Ugak\_Ugak-4,Intercept]

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



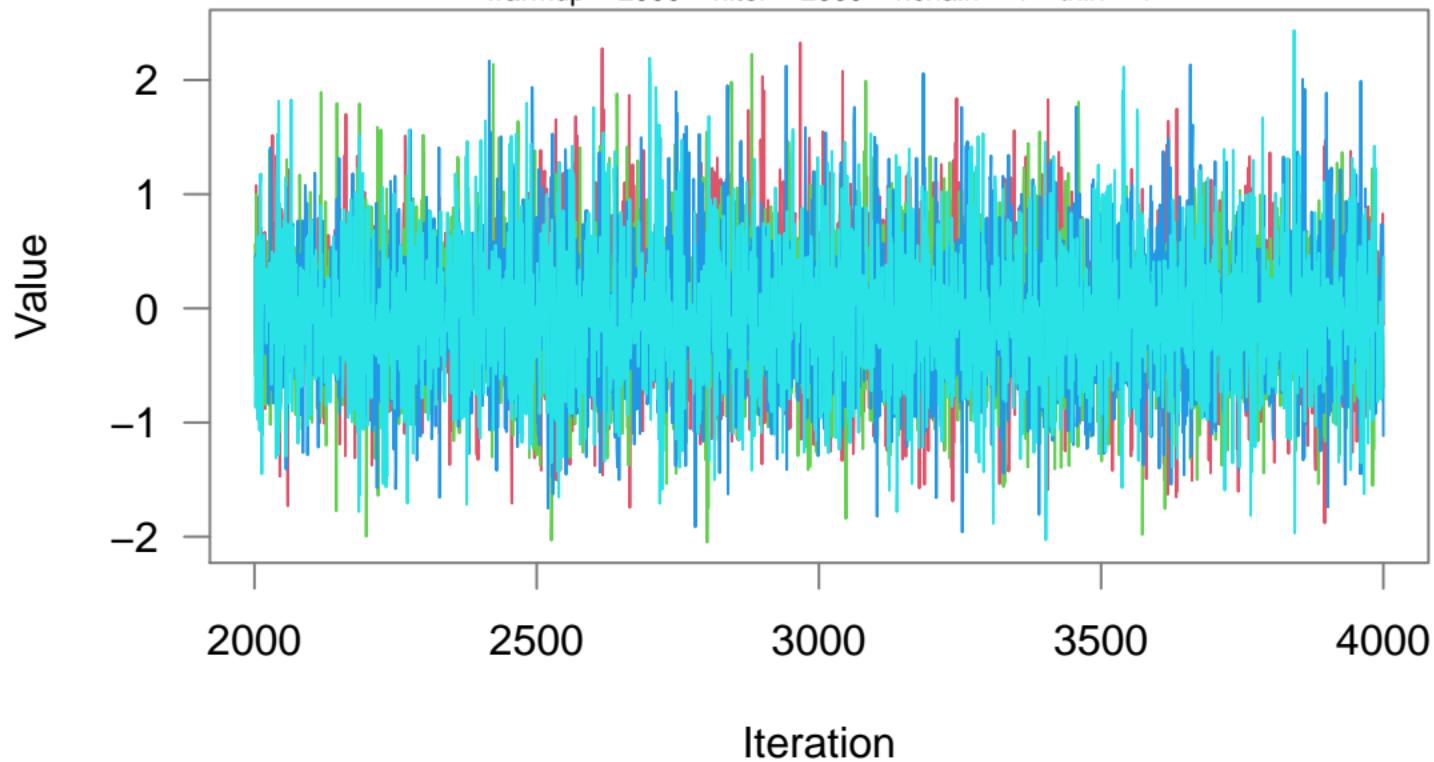
# r\_bay\_fac:site\_fac[Ugak\_Ugak-5,Intercept]

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



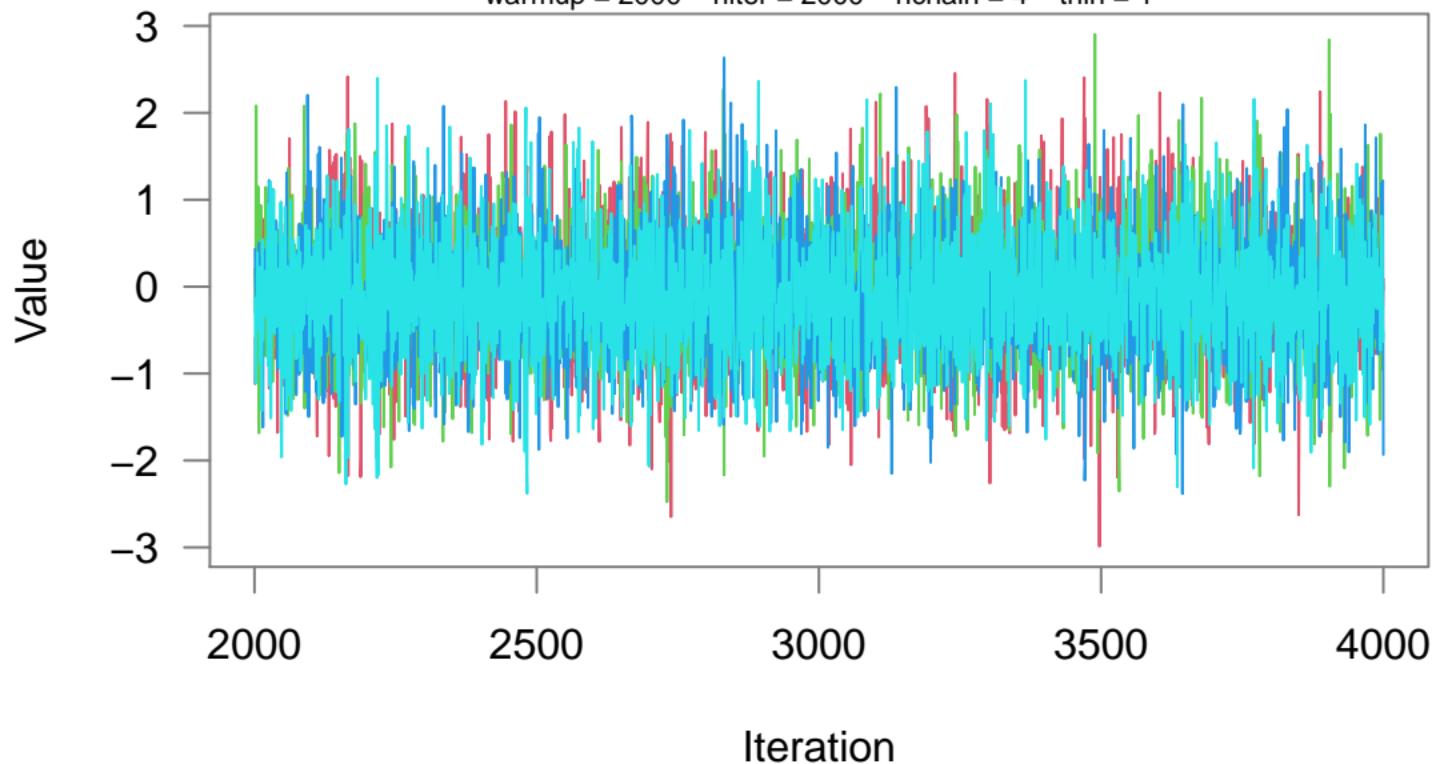
# r\_bay\_fac:site\_fac[Ugak\_Ugak-6,Intercept]

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



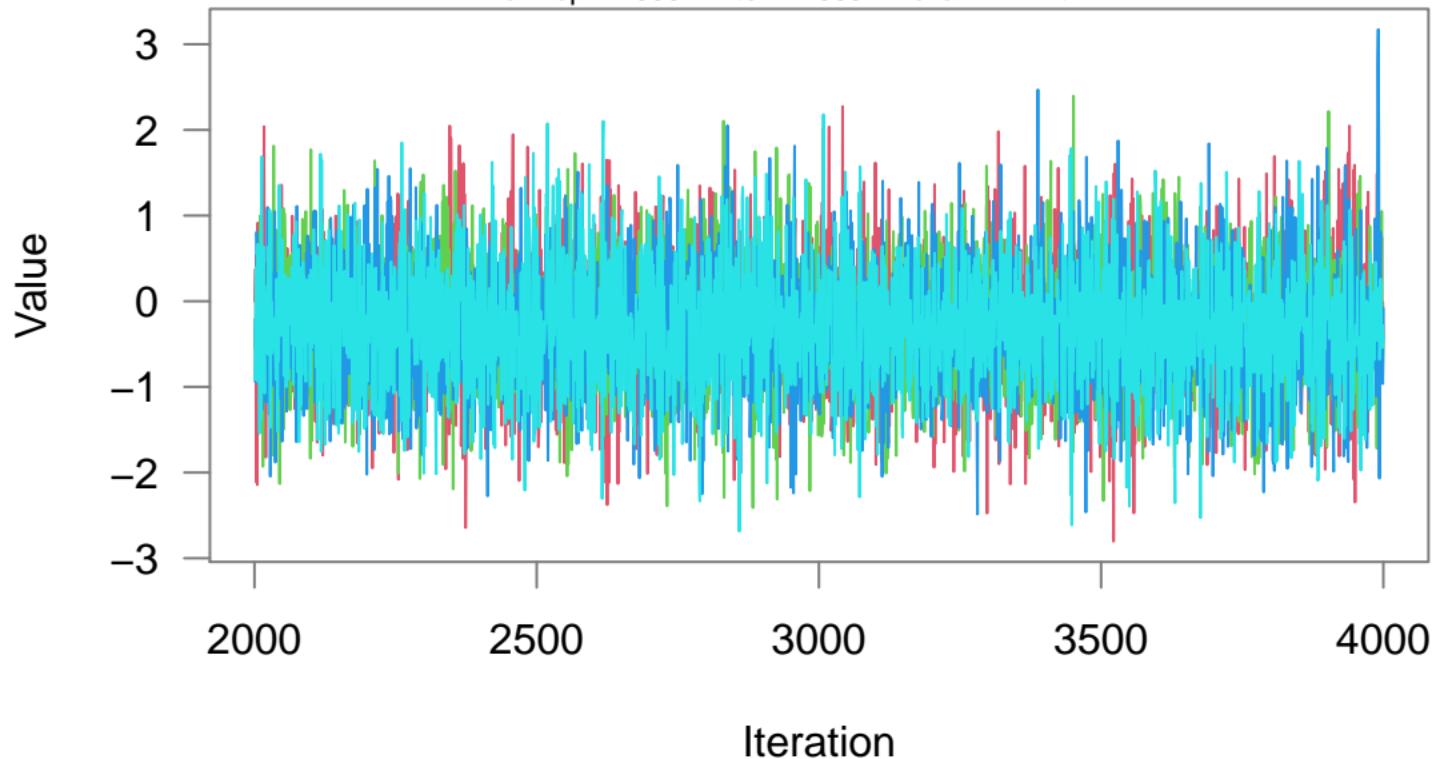
## r\_bay\_fac:site\_fac[Ugak\_Ugak-7,Intercept]

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



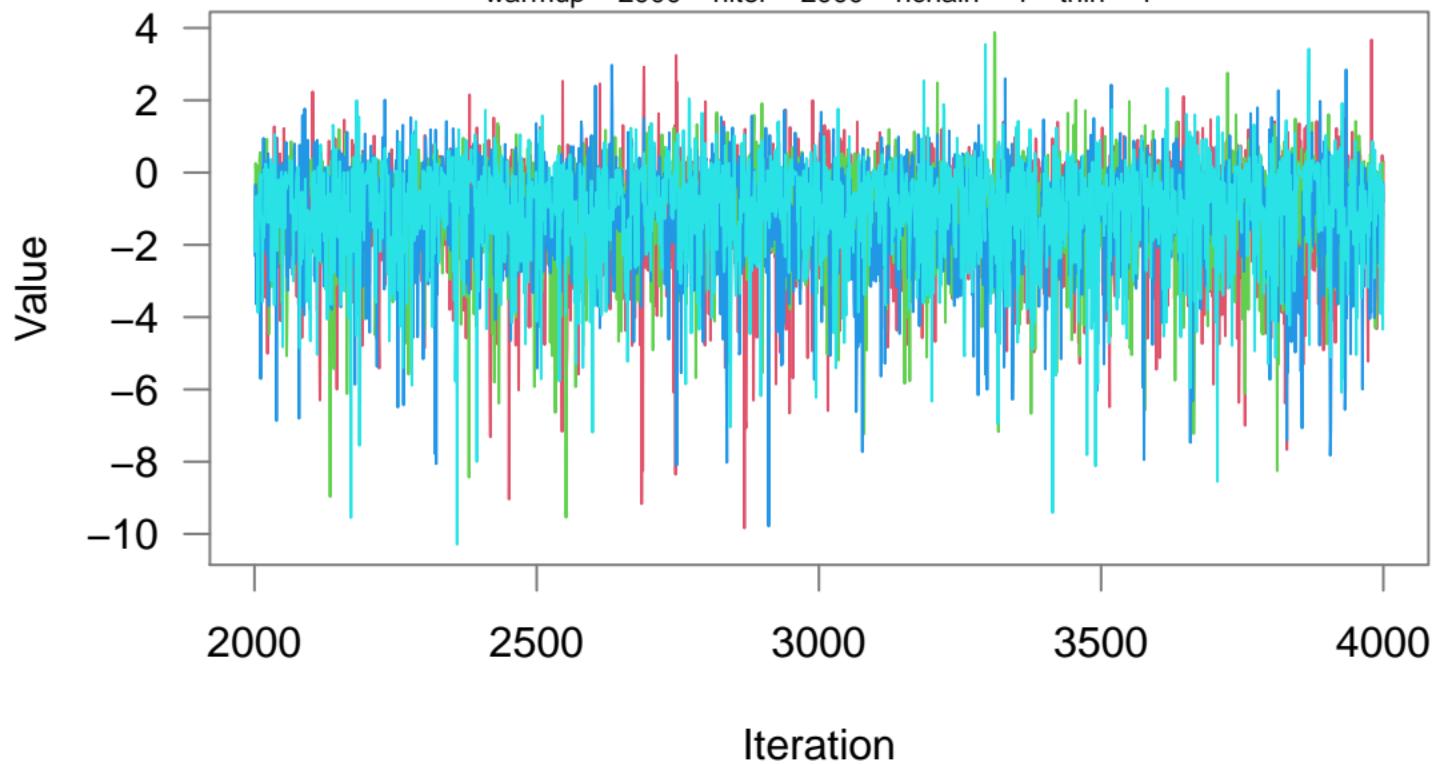
# r\_bay\_fac:site\_fac[Ugak\_Ugak-8,Intercept]

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



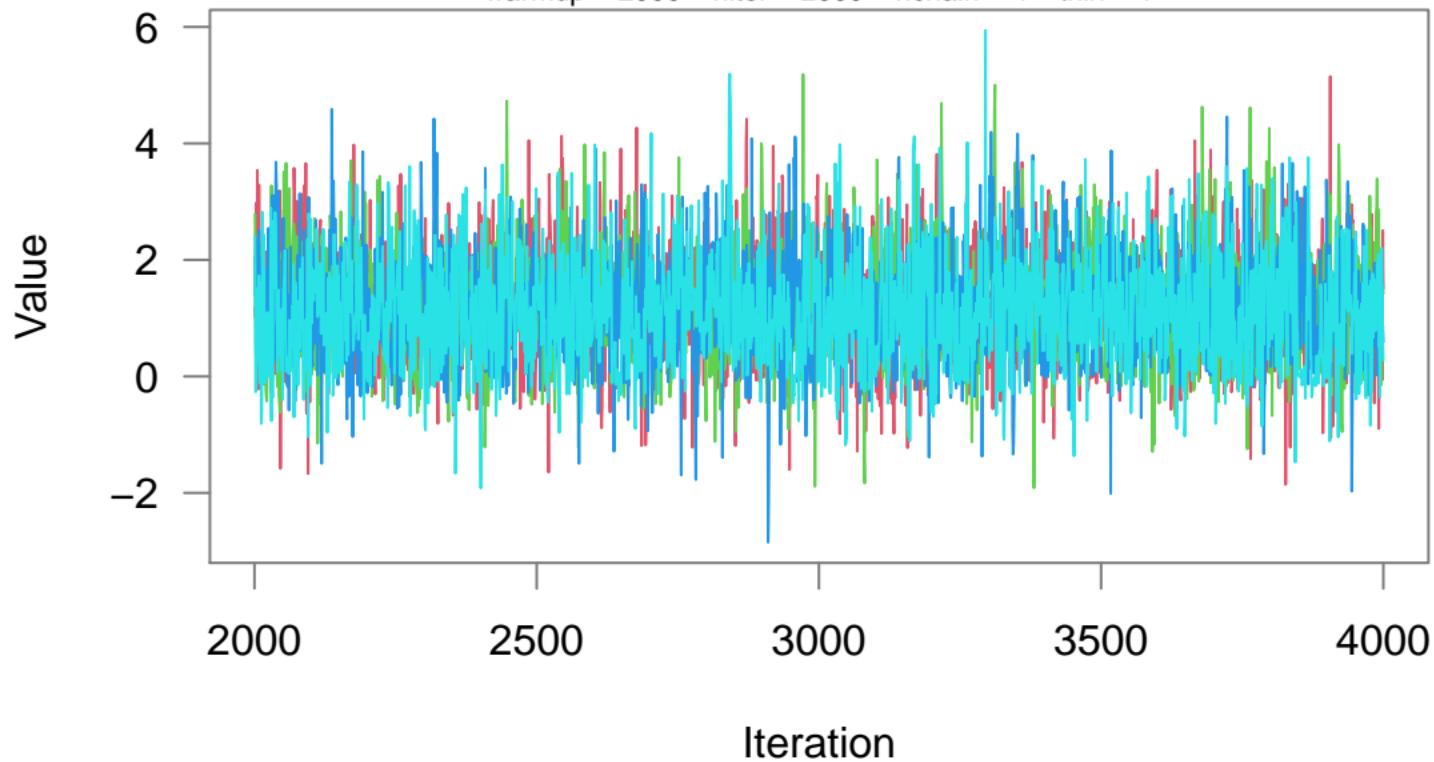
## r\_bay\_fac\_zi[Agripina,Intercept]

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



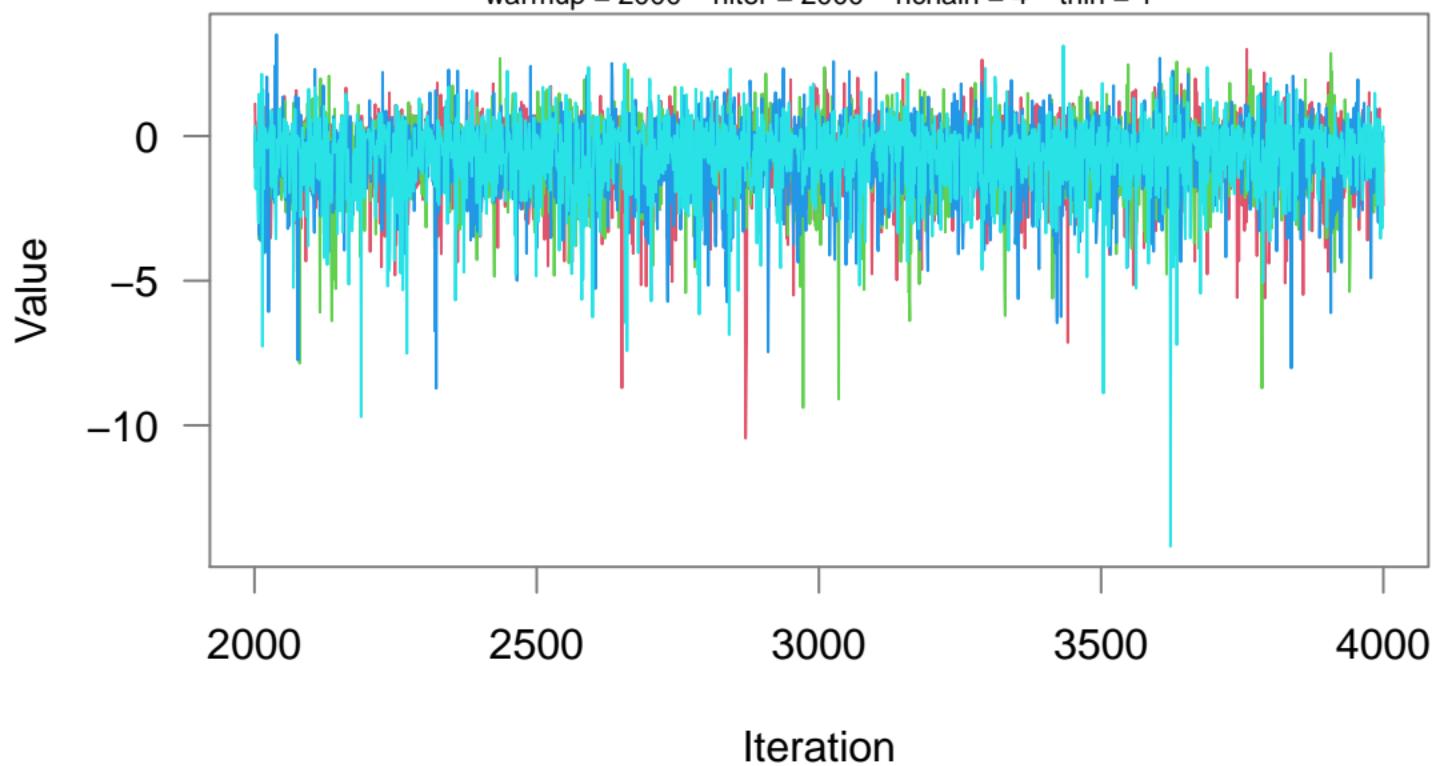
## r\_bay\_fac\_\_zi[Anton.Larson,Intercept]

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



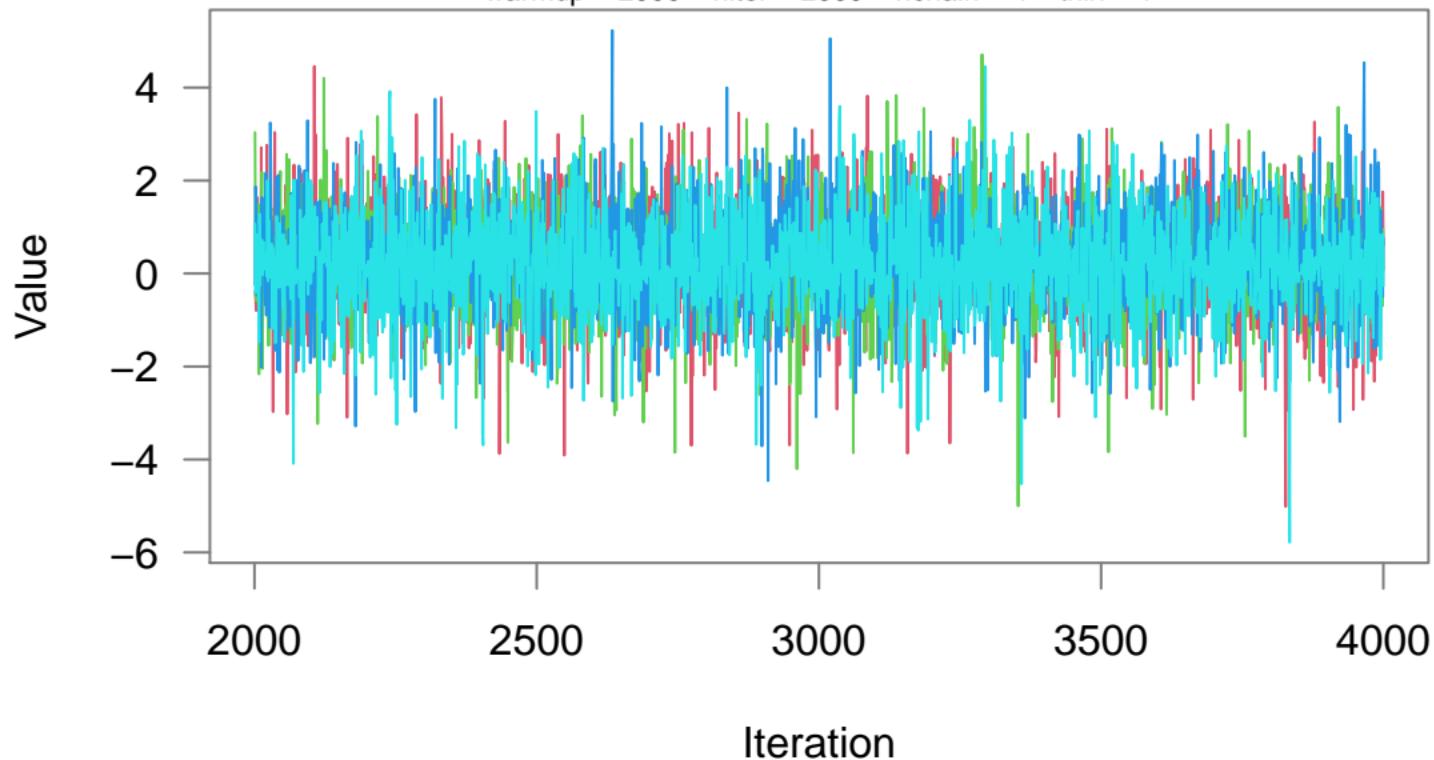
## r\_bay\_fac\_zi[Balboa,Intercept]

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



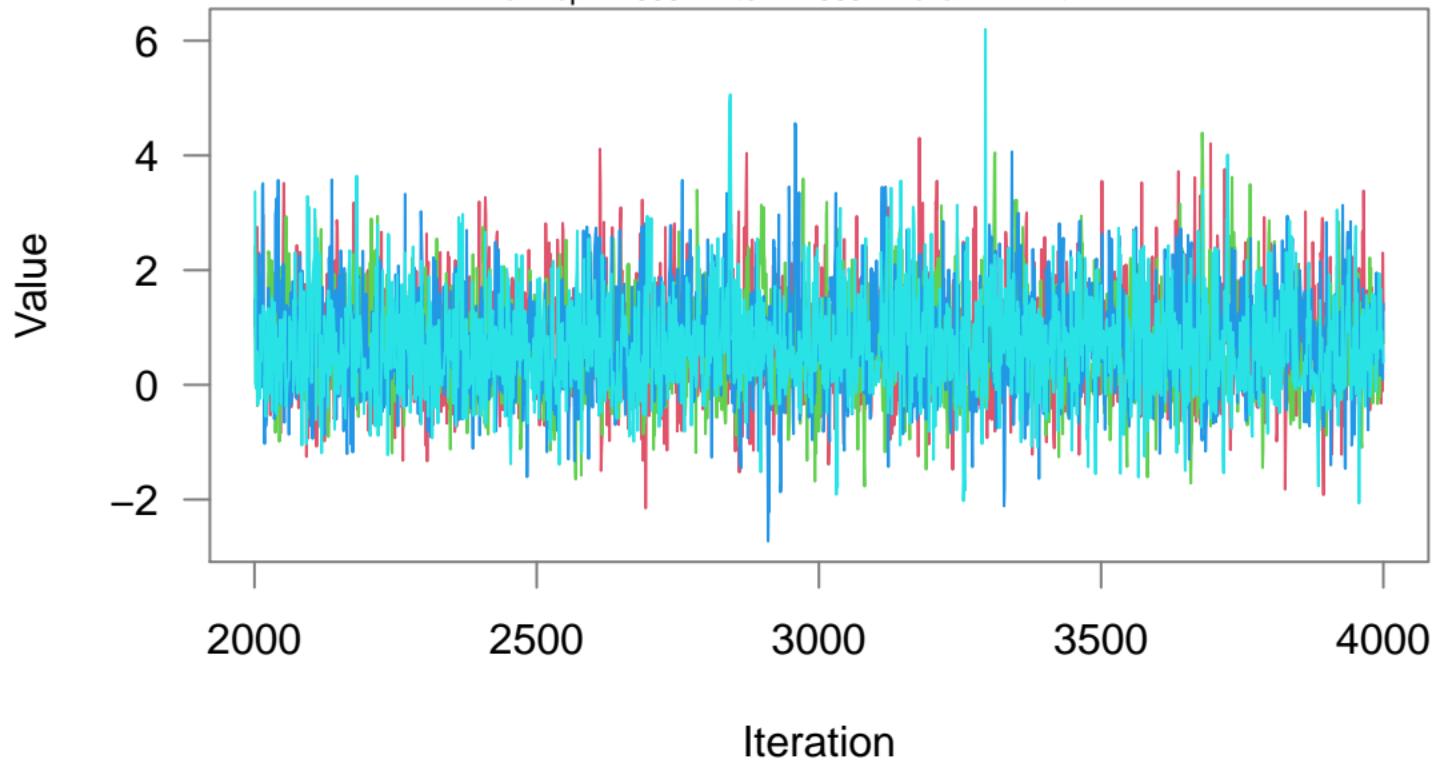
# r\_bay\_fac\_zi[Baralof,Intercept]

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



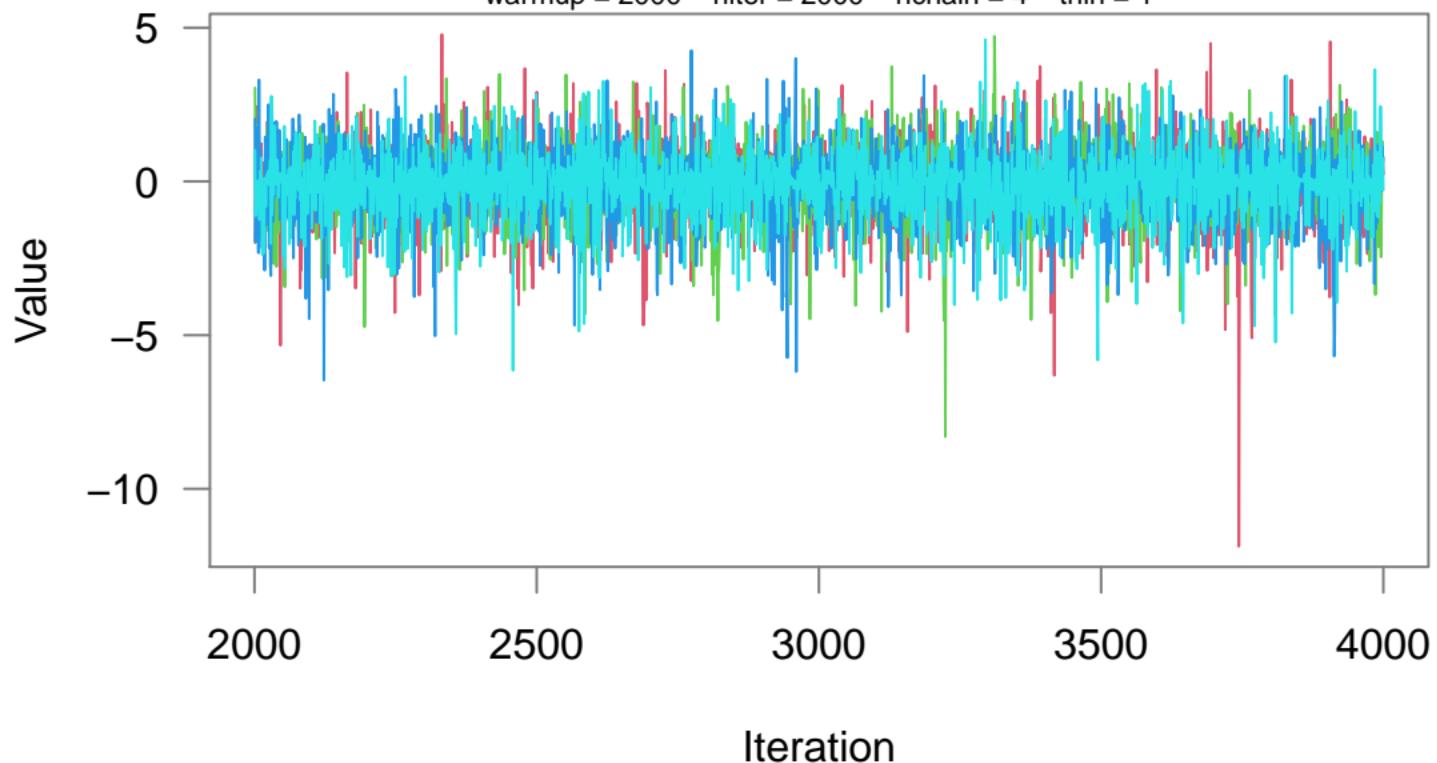
## r\_bay\_fac\_\_zi[Cook,Intercept]

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



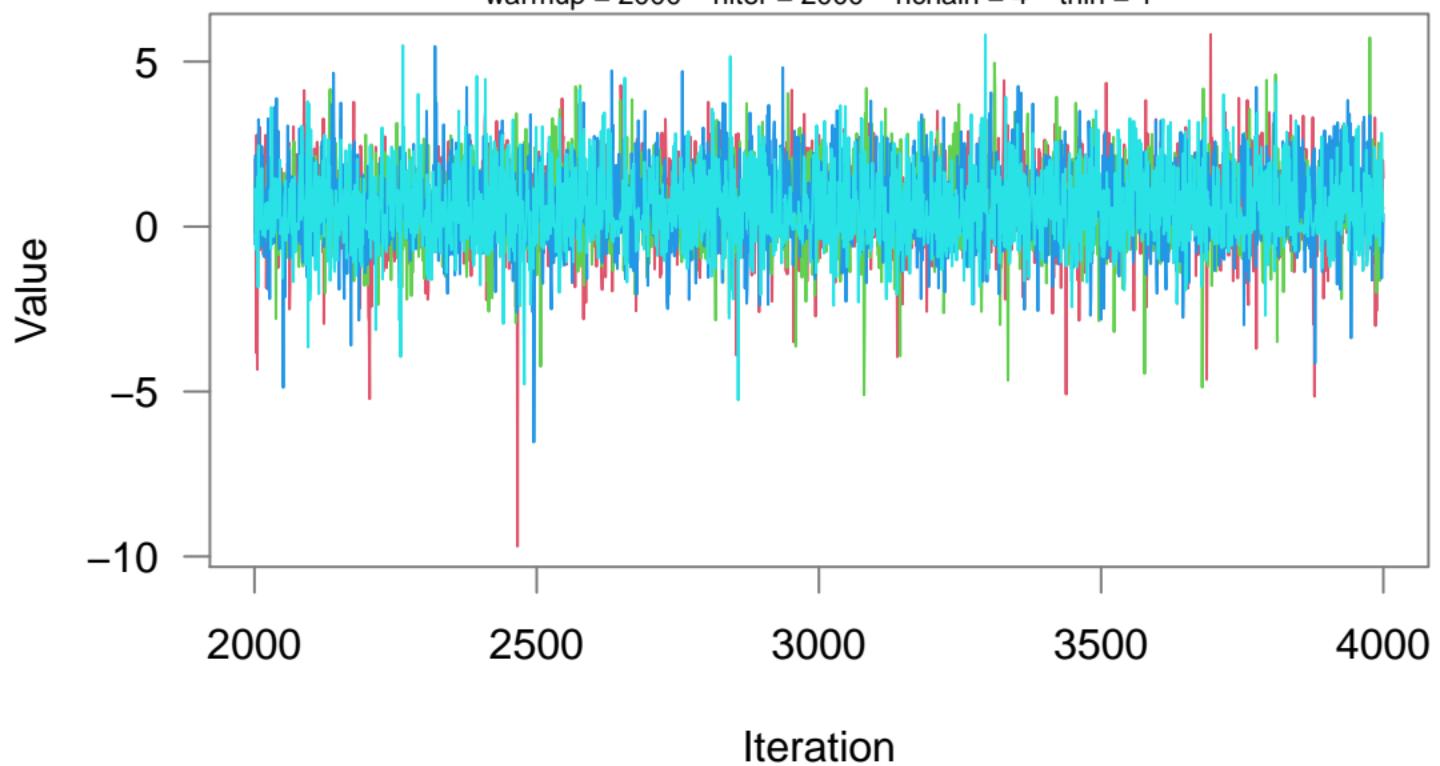
## r\_bay\_fac\_zi[Falmouth,Intercept]

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



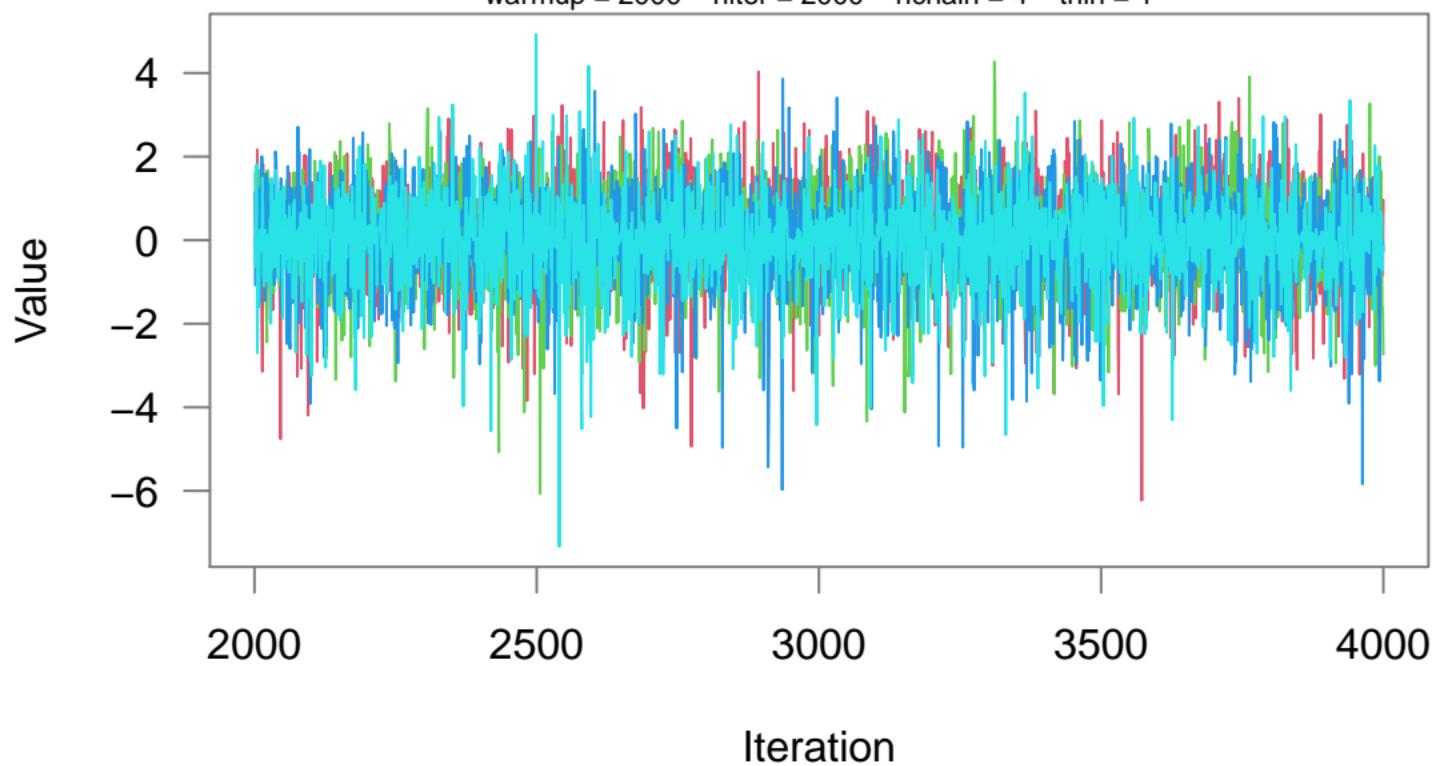
## r\_bay\_fac\_zi[Fox,Intercept]

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



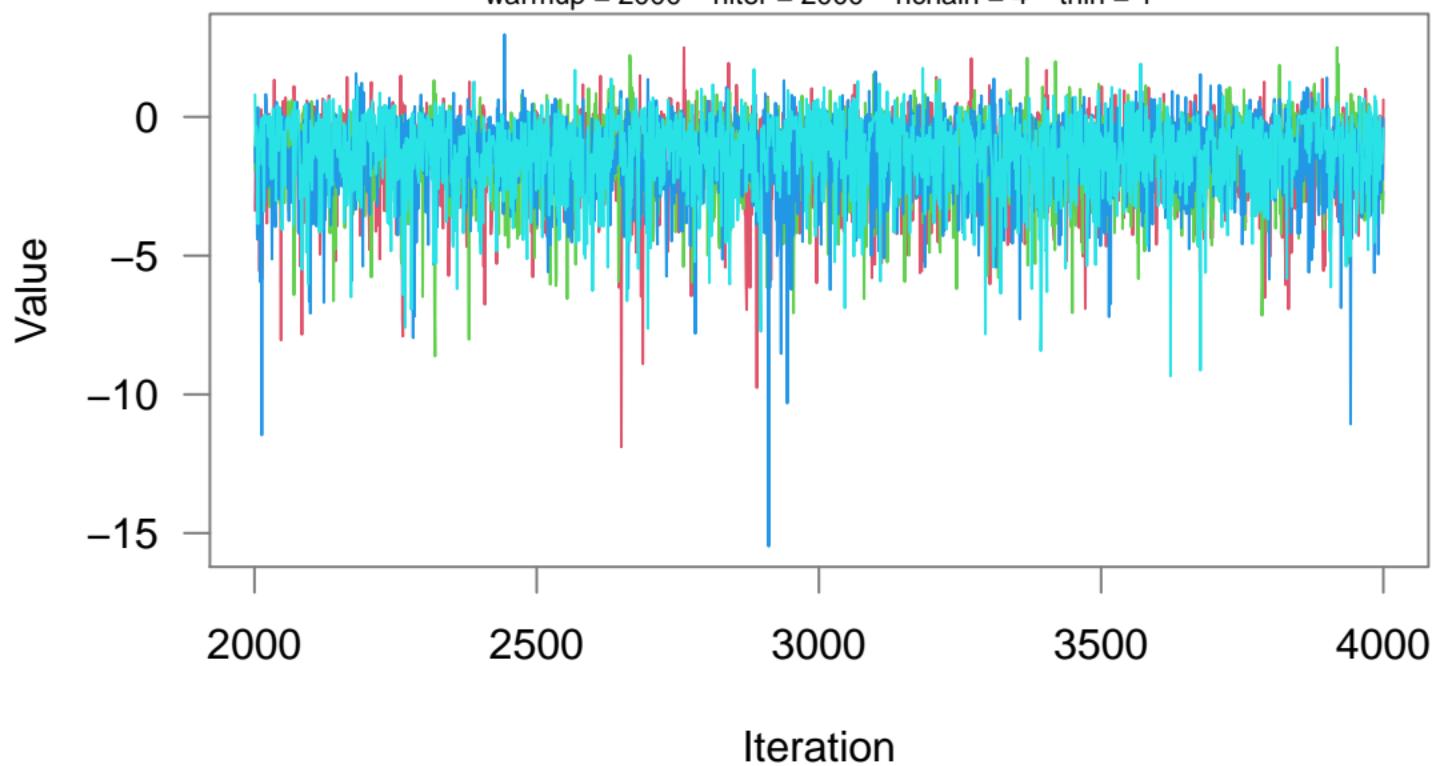
## r\_bay\_fac\_zi[Japanese,Intercept]

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



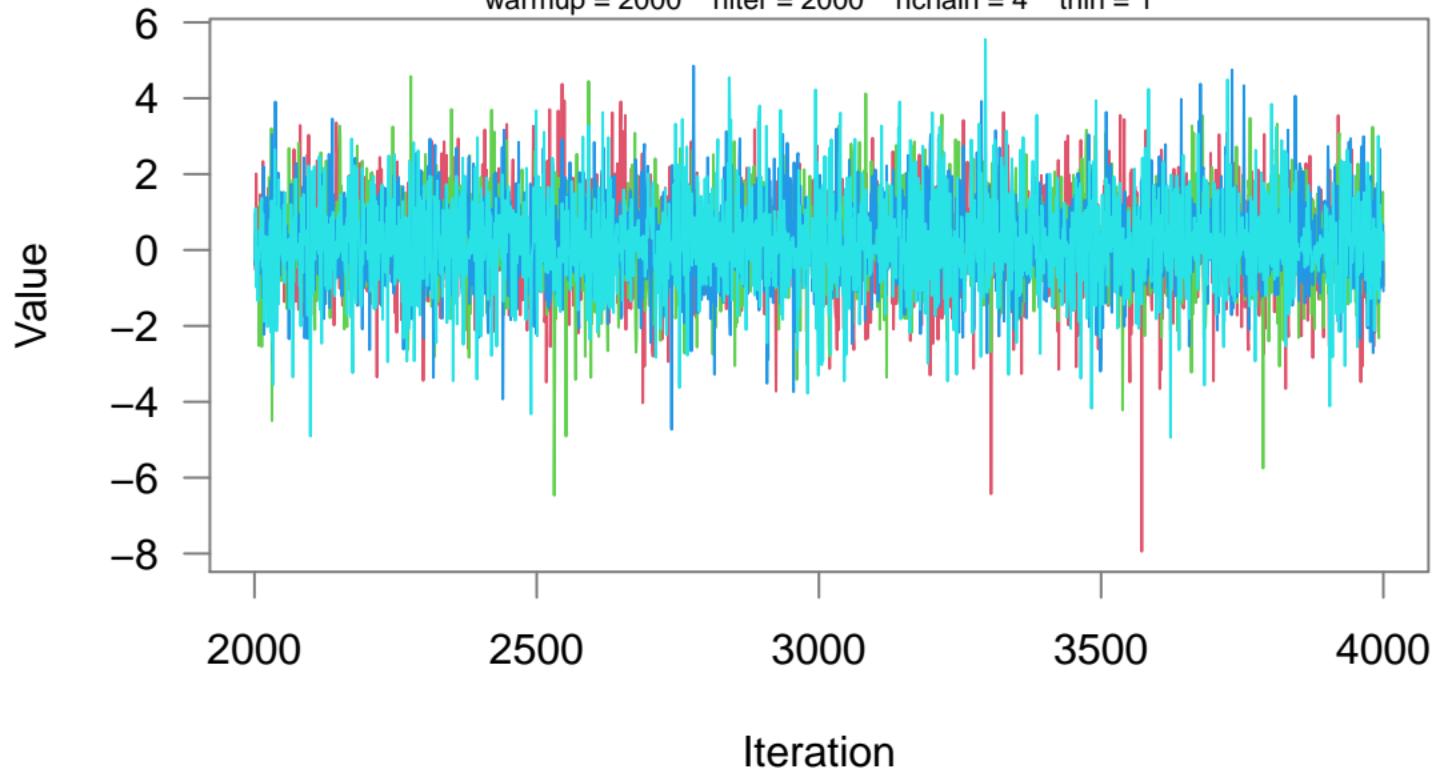
## r\_bay\_fac\_zi[Kaiugnak,Intercept]

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



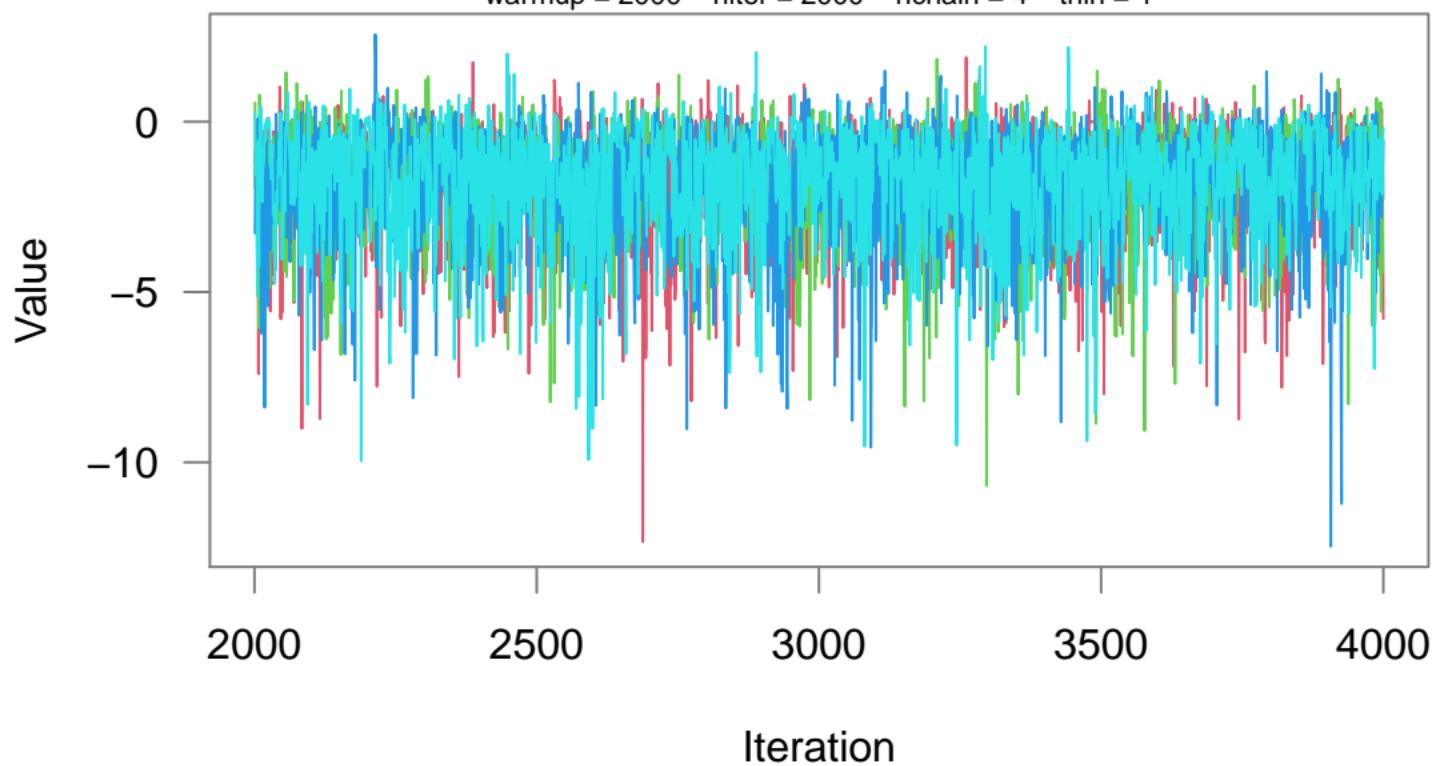
## **r\_bay\_fac\_zi[Kiluida,Intercept]**

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

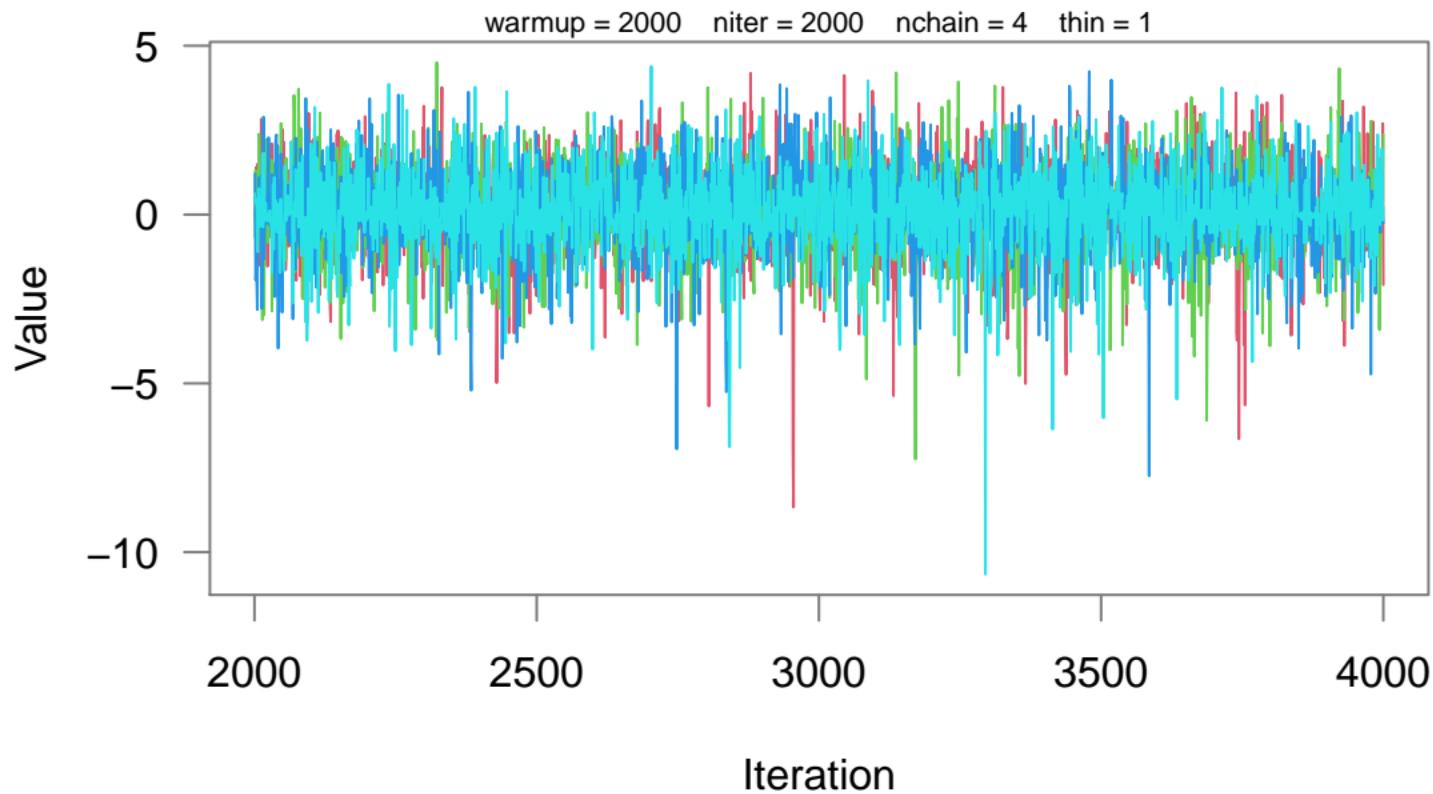


## r\_bay\_fac\_zi[Mitrofania,Intercept]

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

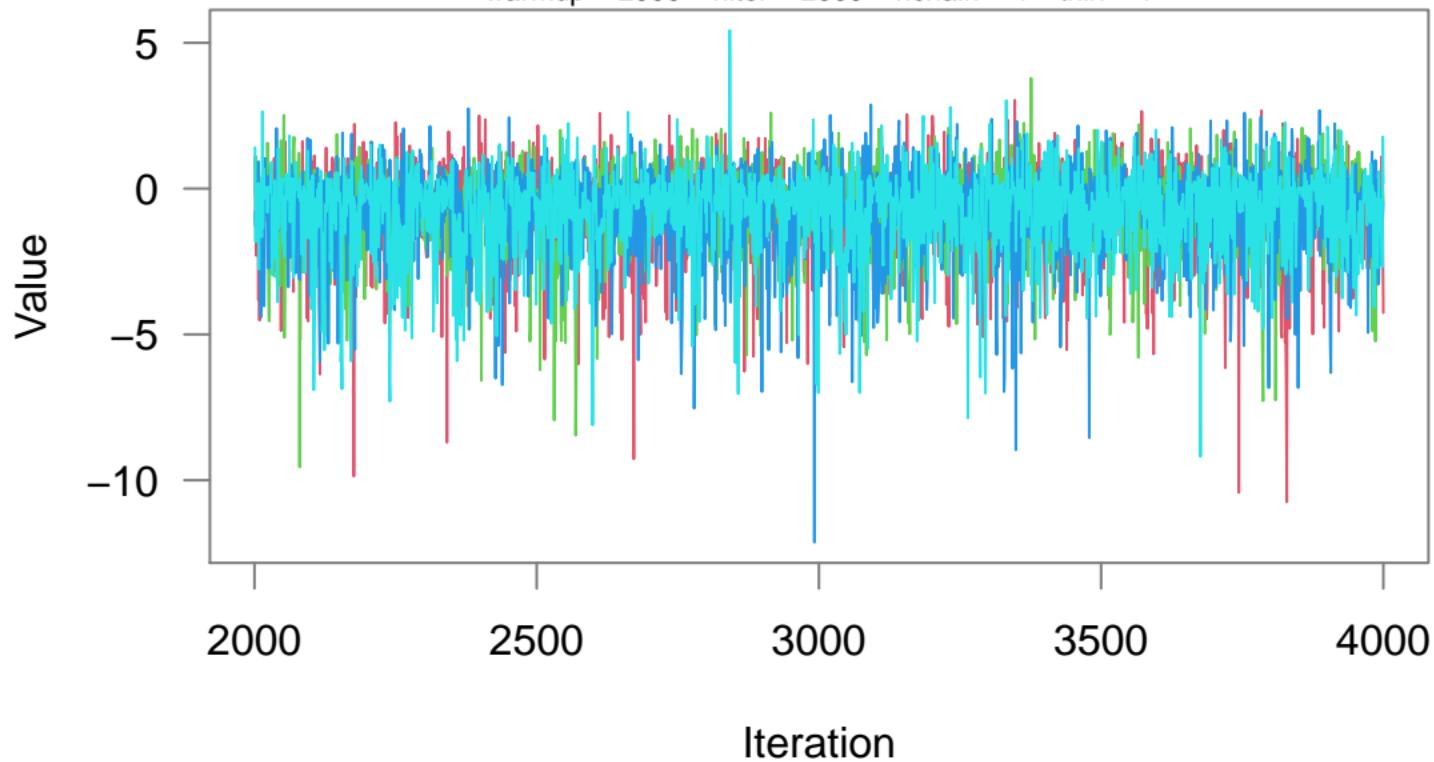


## r\_bay\_fac\_\_zi[Port.Wrangell,Intercept]



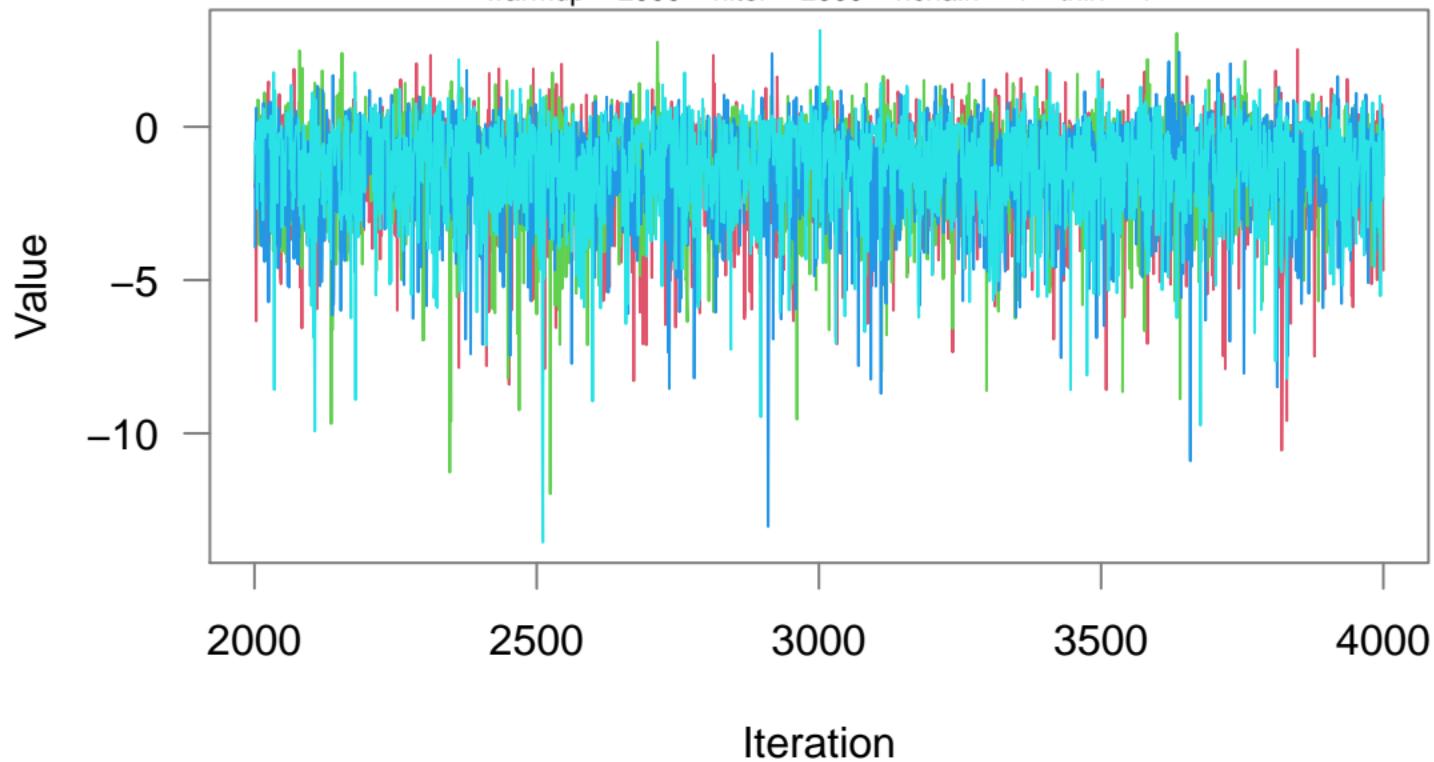
## r\_bay\_fac\_zi[Rodman.Reach,Intercept]

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



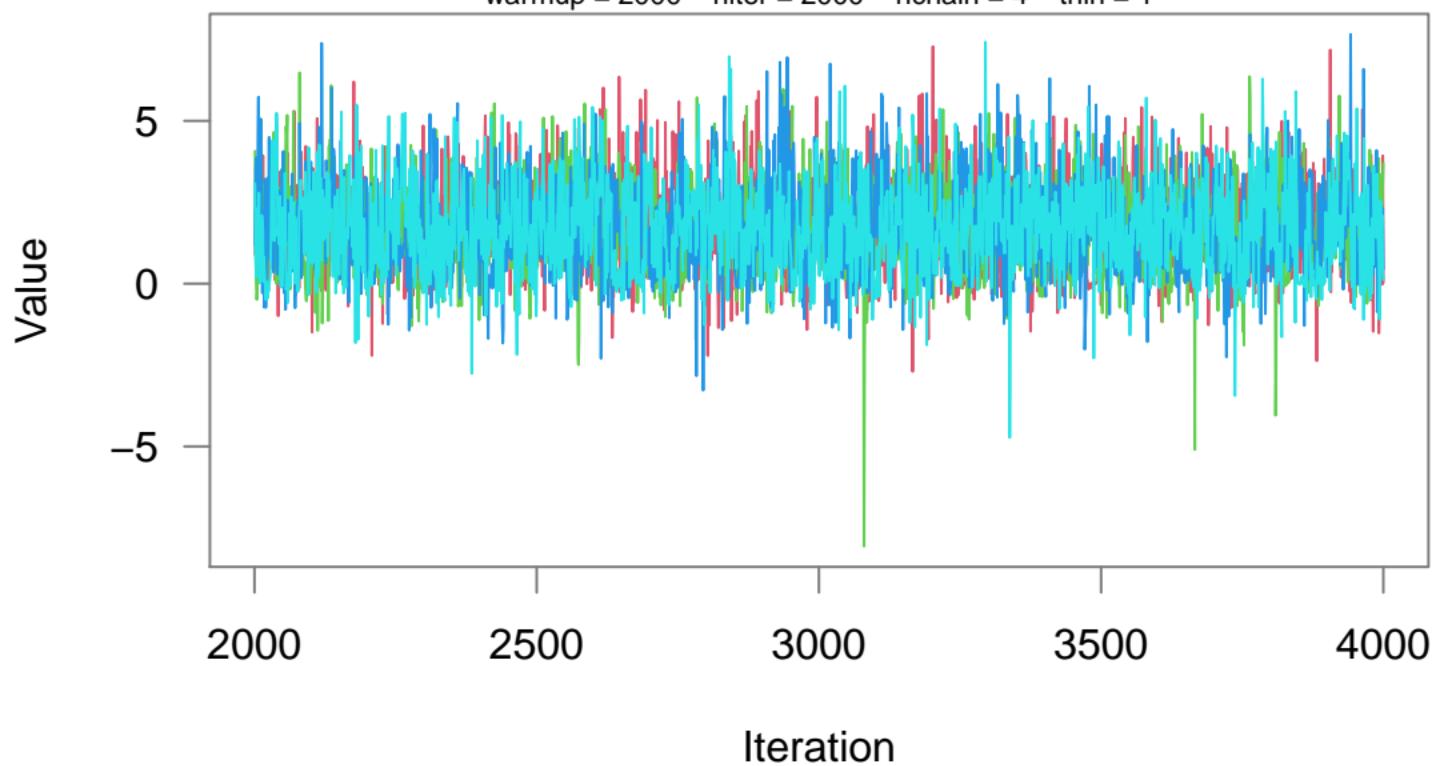
# r\_bay\_fac\_zi[Sand.Point,Intercept]

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



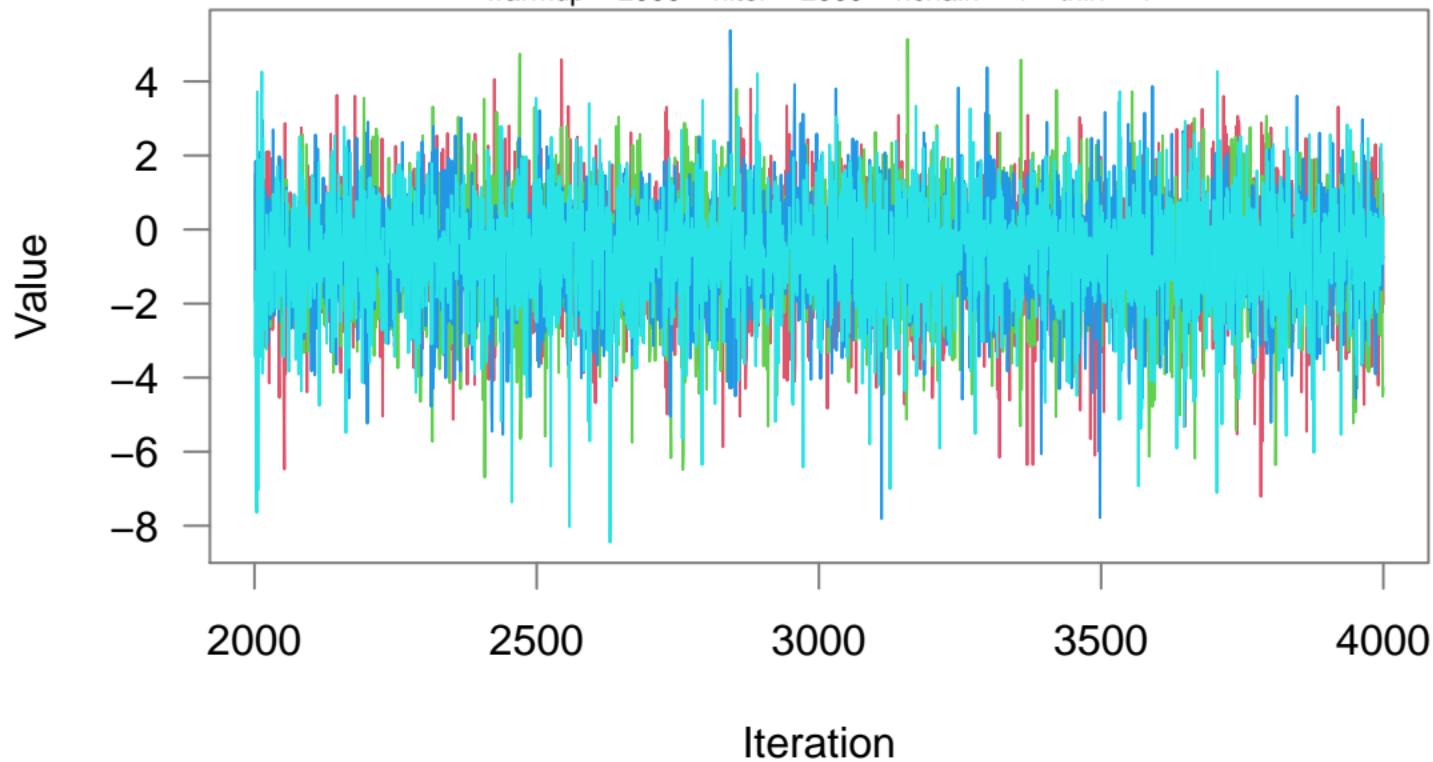
# r\_bay\_fac\_zi[Ugak,Intercept]

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



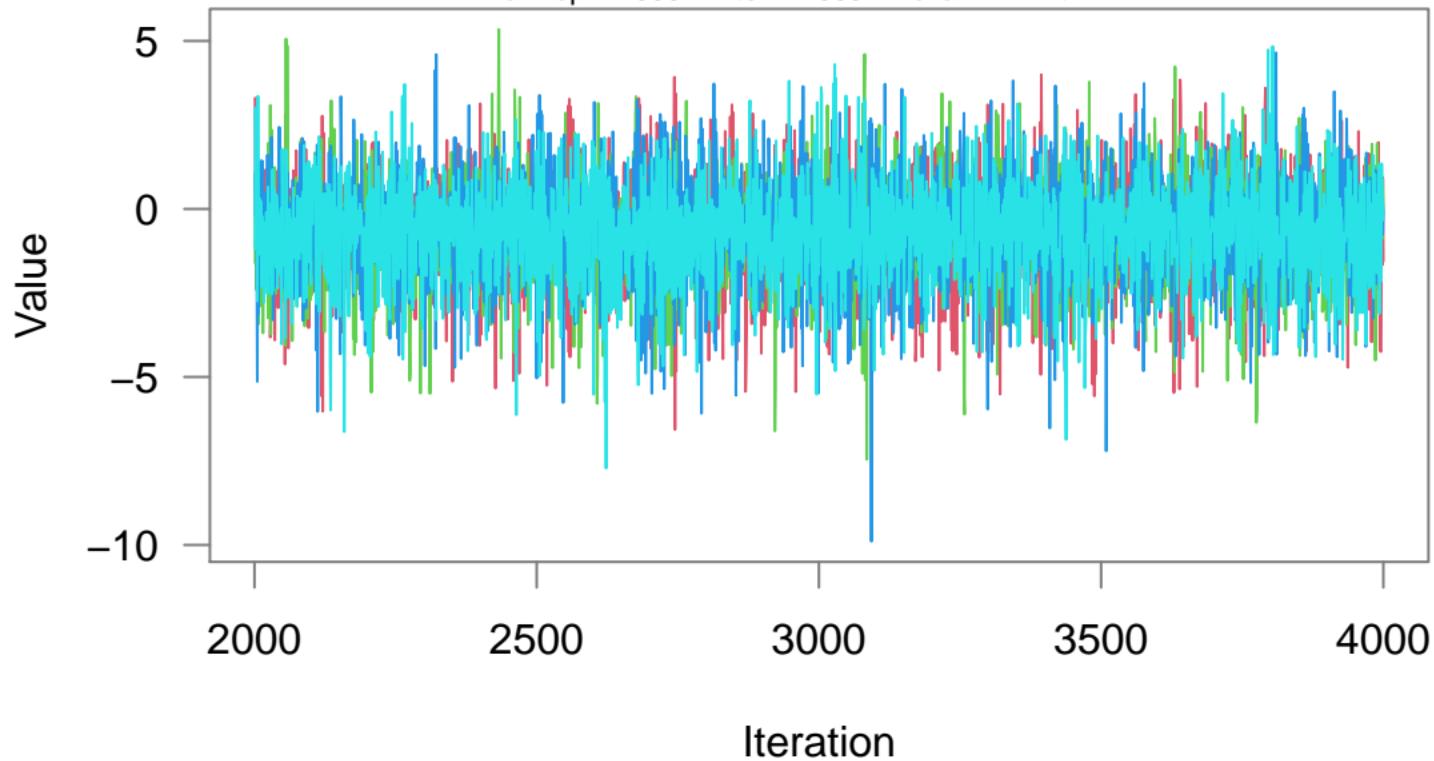
# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-1,Intercept]

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



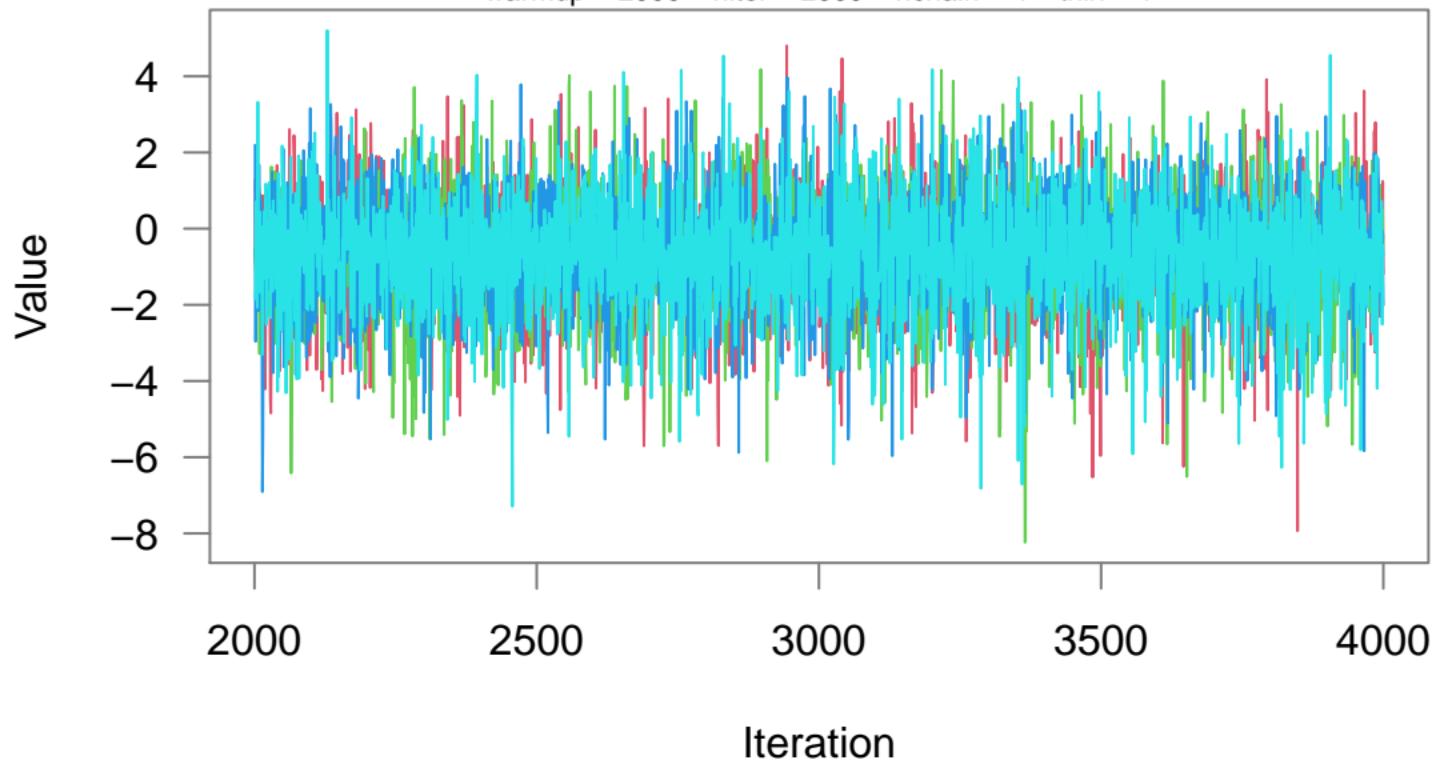
# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-2,Intercept]

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



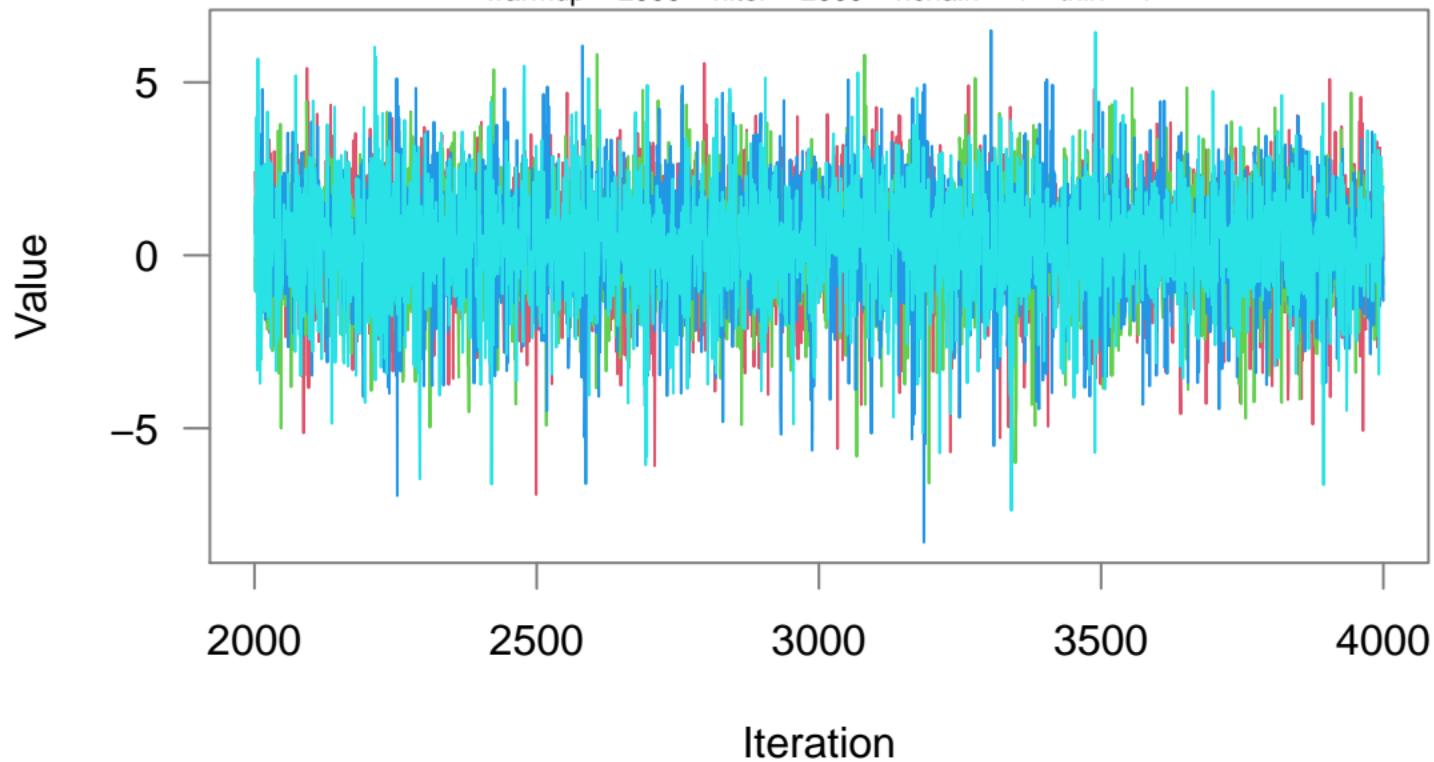
# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-3,Intercept]

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



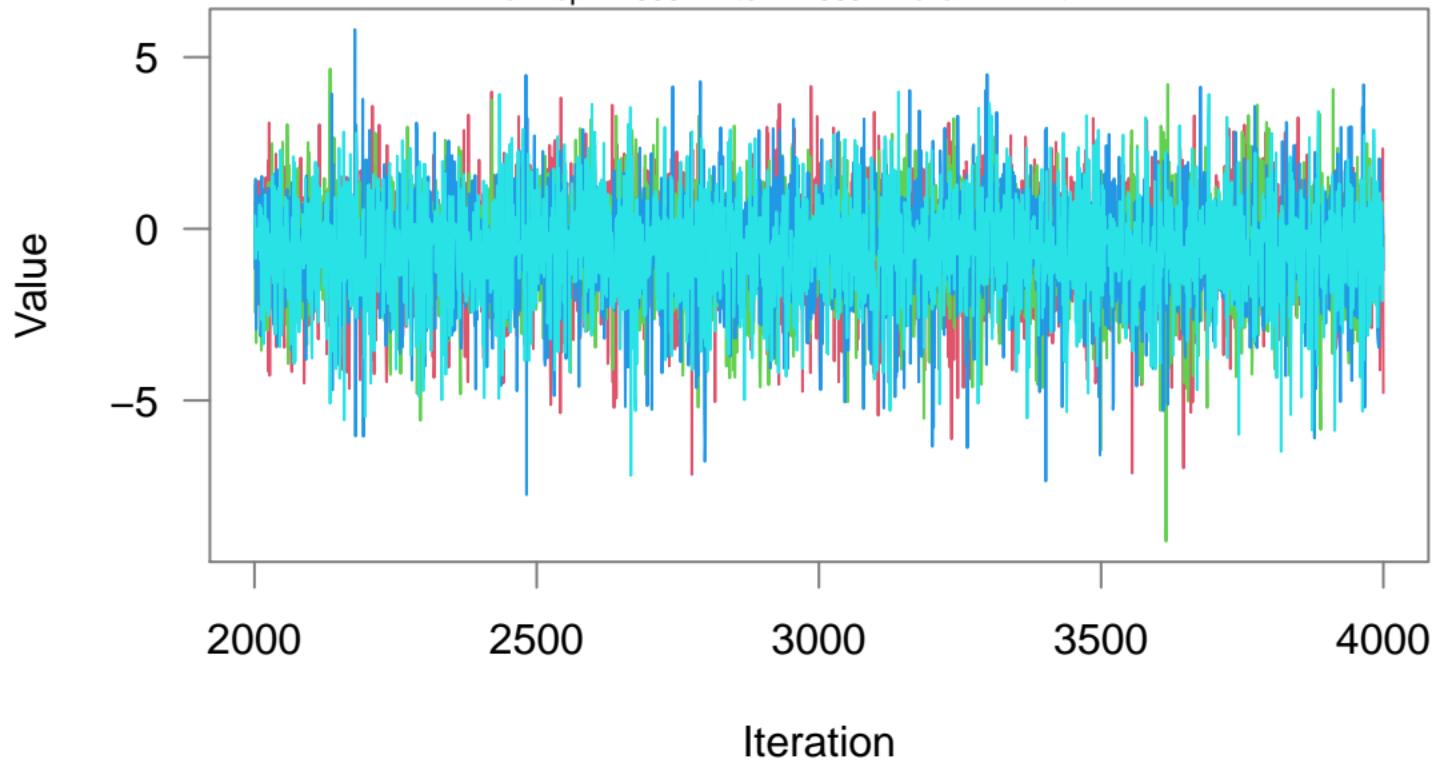
# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-4,Intercept]

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



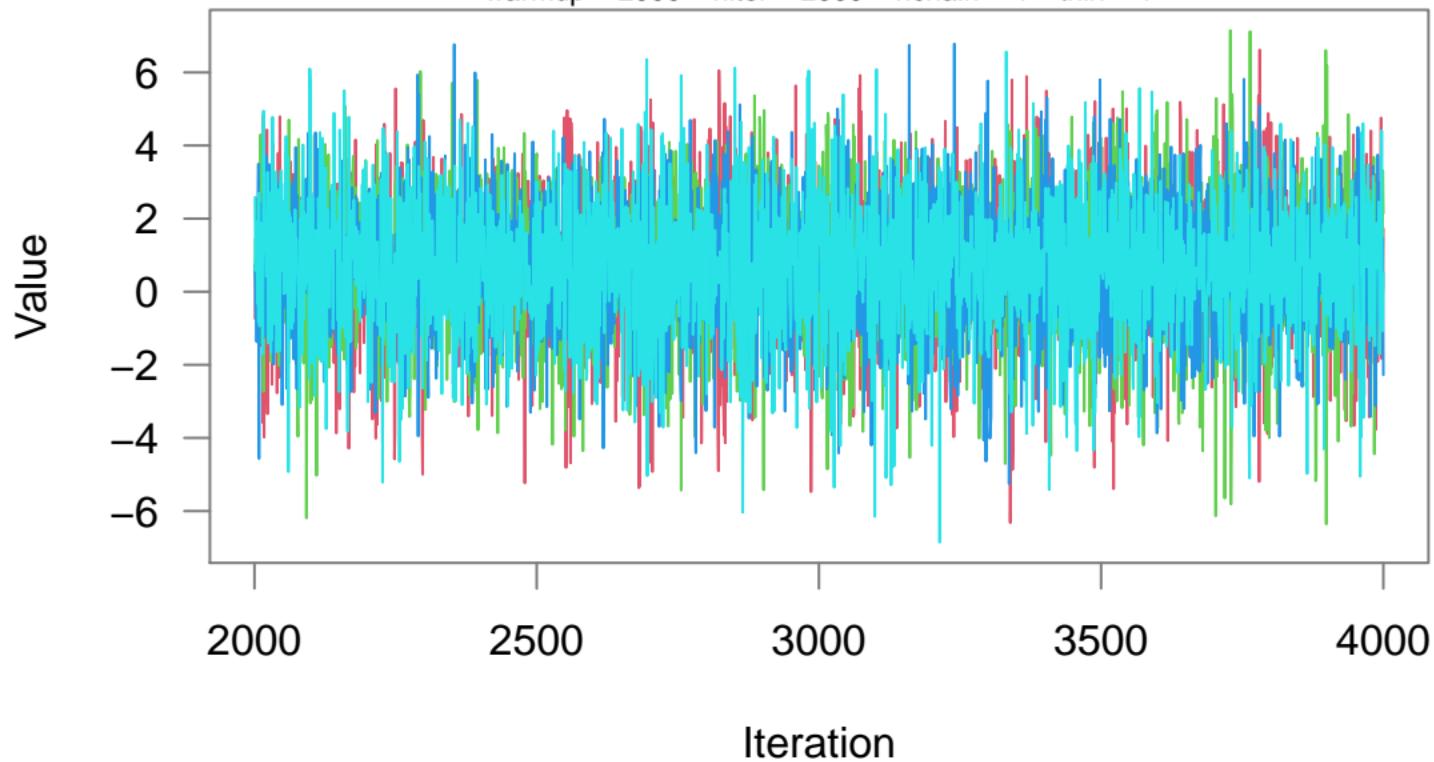
# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-5,Intercept]

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

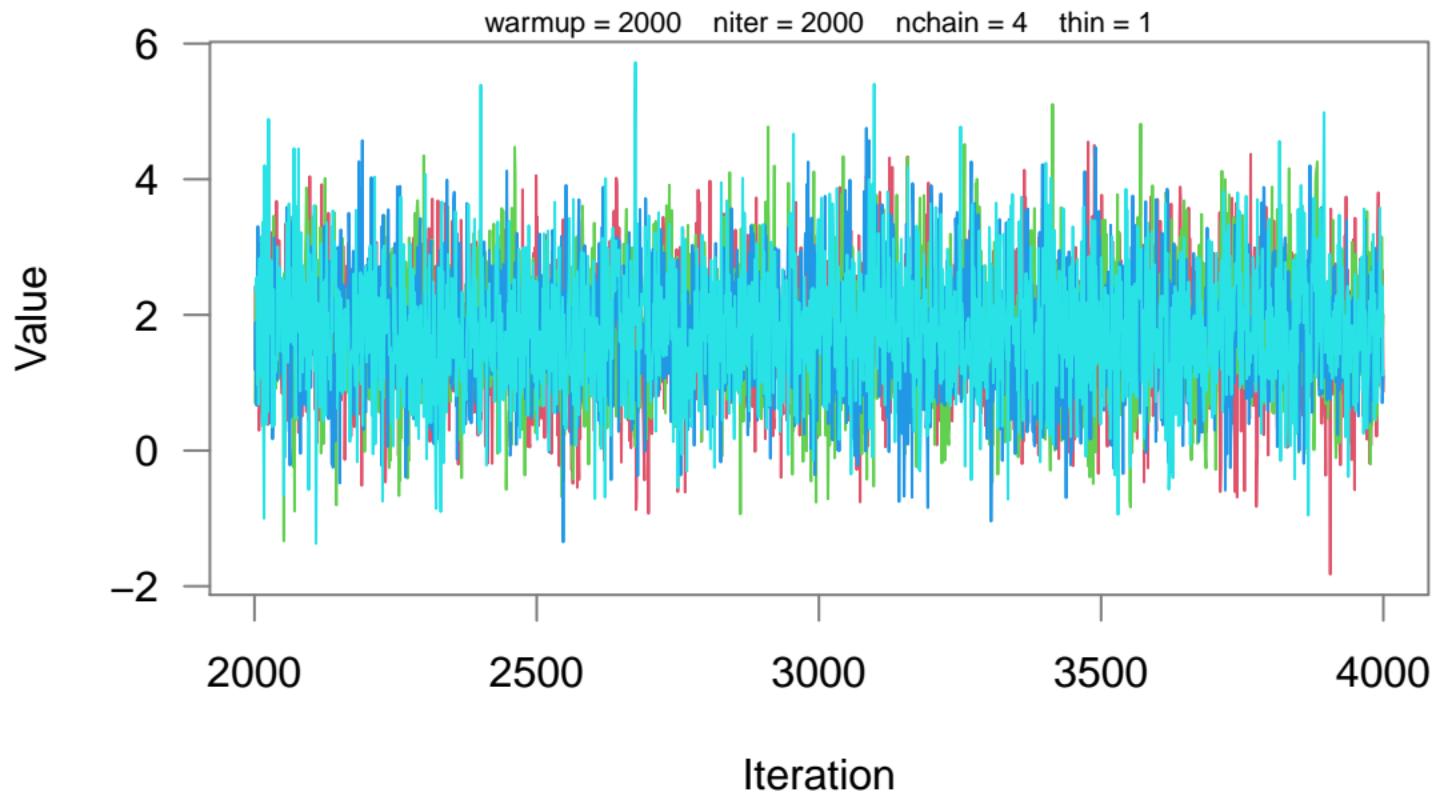


# r\_bay\_fac:site\_fac\_\_zi[Agripina\_AG-6,Intercept]

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

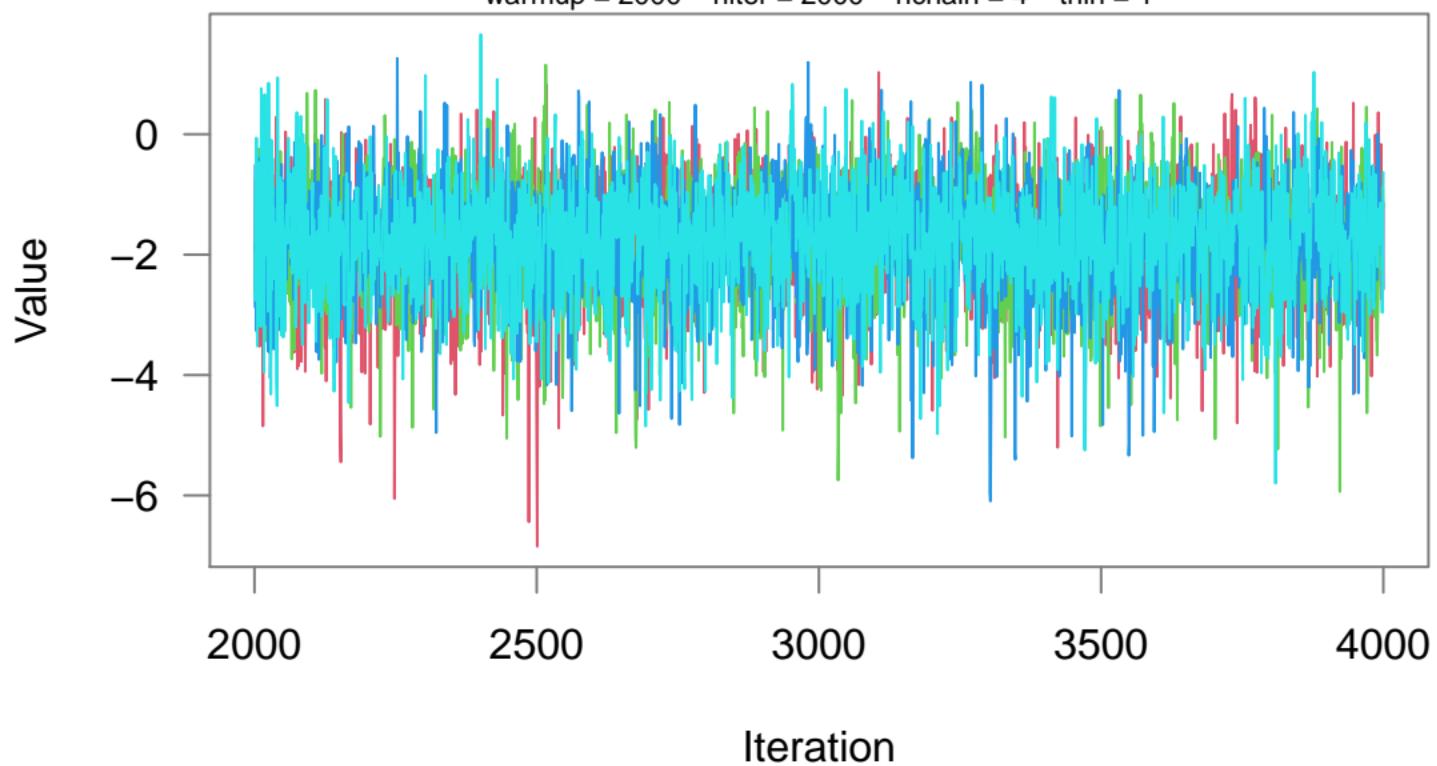


# r\_bay\_fac:site\_fac\_\_zi[Anton.Larson\_Back.Bay.eelgrass,Interce



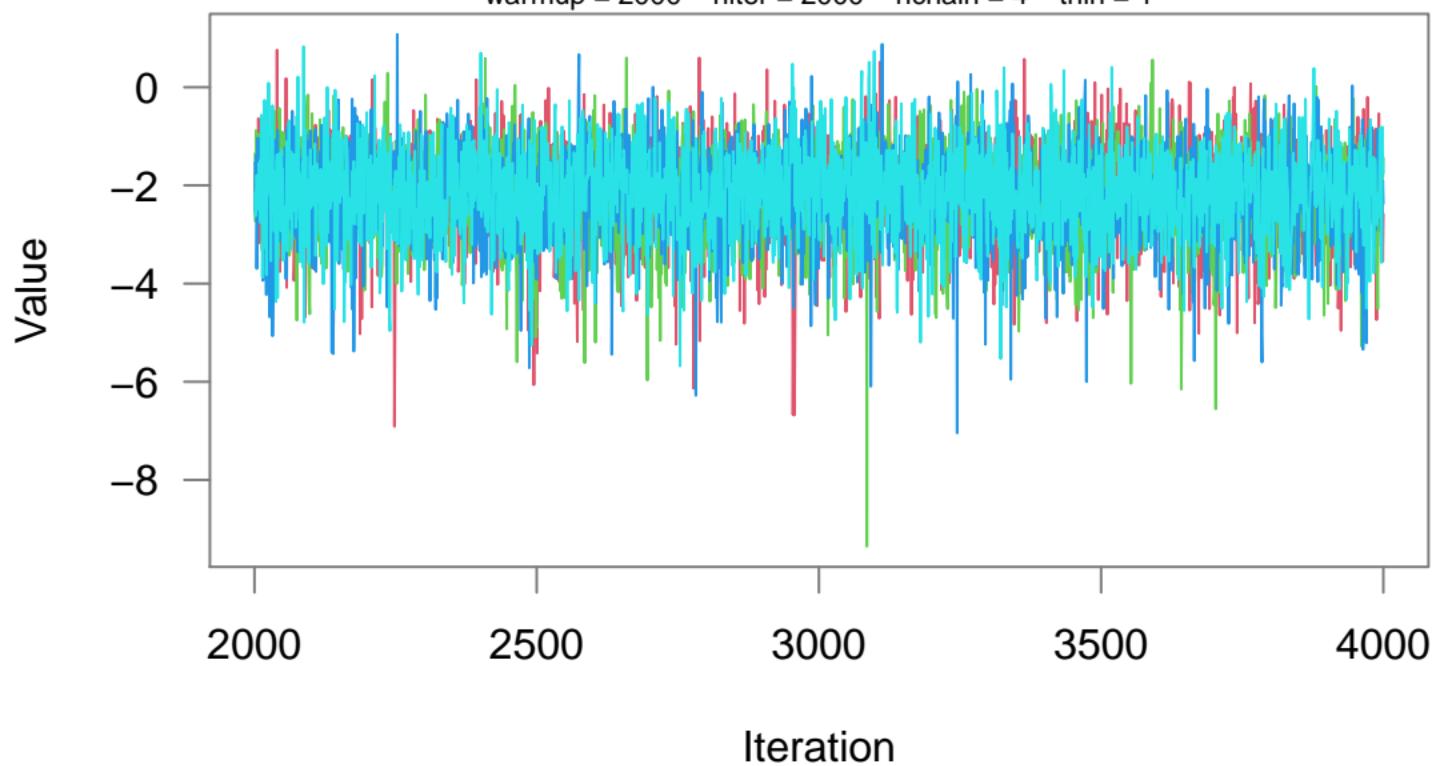
# r\_bay\_fac:site\_fac\_\_zi[Anton.Larson\_Cobble.point,Intercept]

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



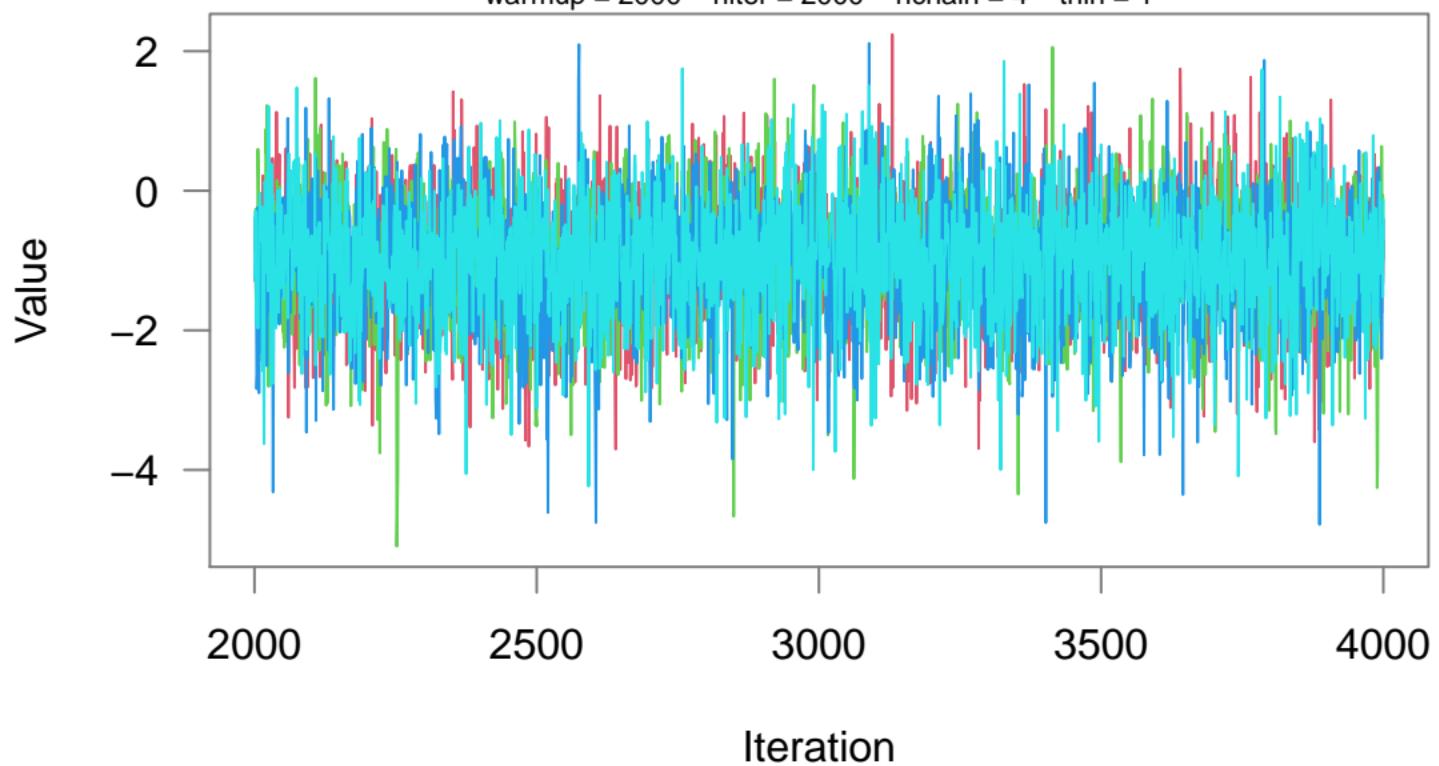
# r\_bay\_fac:site\_fac\_\_zi[Anton.Larson\_Eelgrass.patches,Intercept]

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

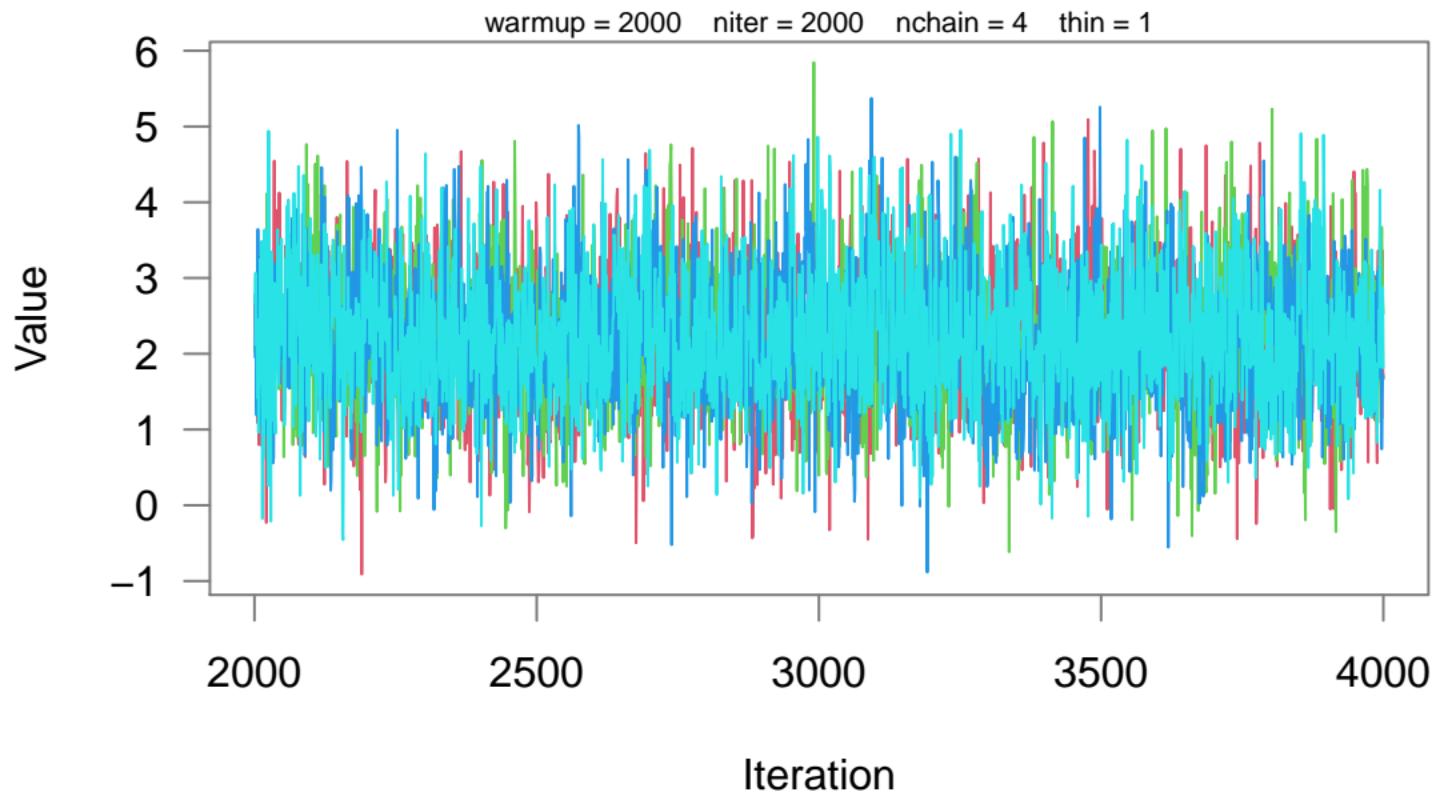


# r\_bay\_fac:site\_fac\_\_zi[Anton.Larson\_Eelgrass.point,Intercept]

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

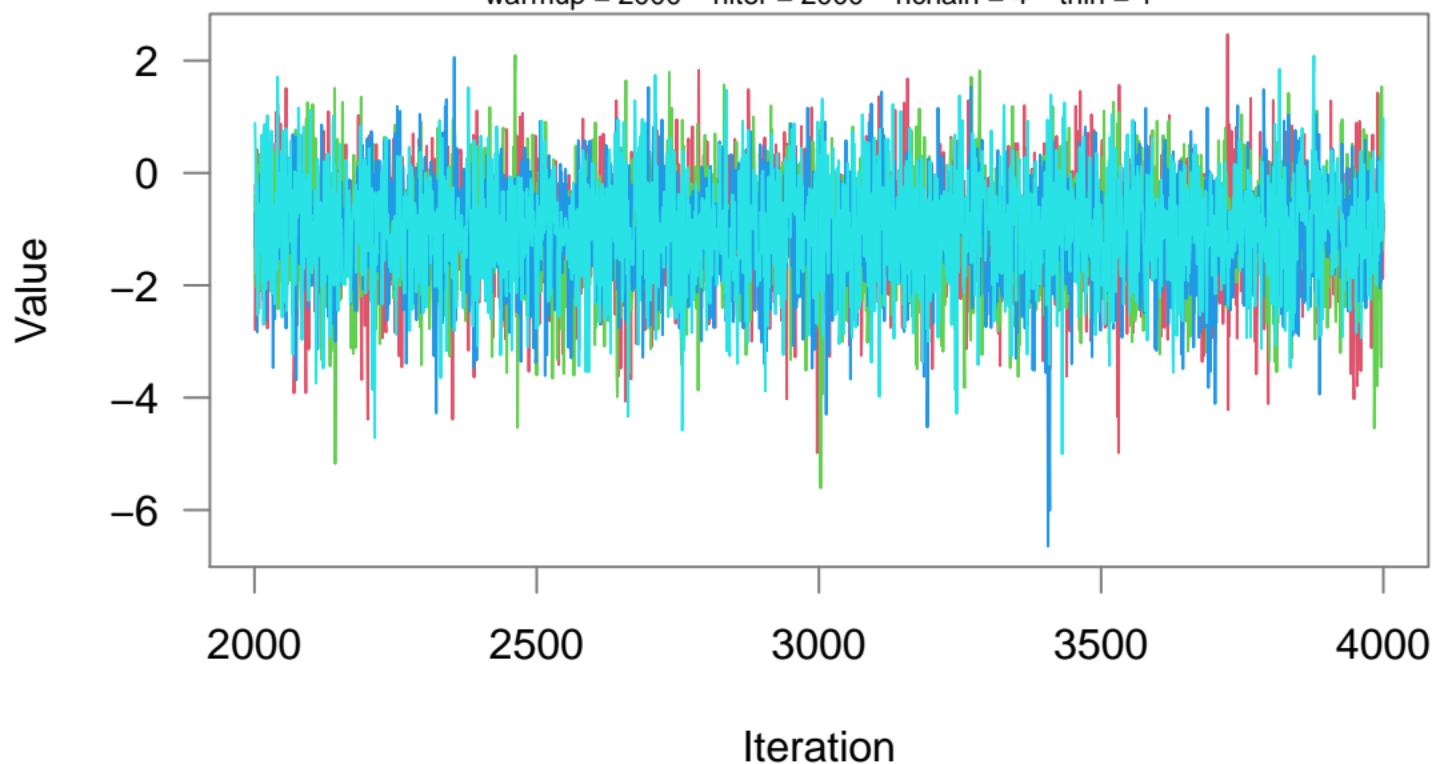


# r\_bay\_fac:site\_fac\_\_zi[Anton.Larson\_Laminaria.#2,Intercept]

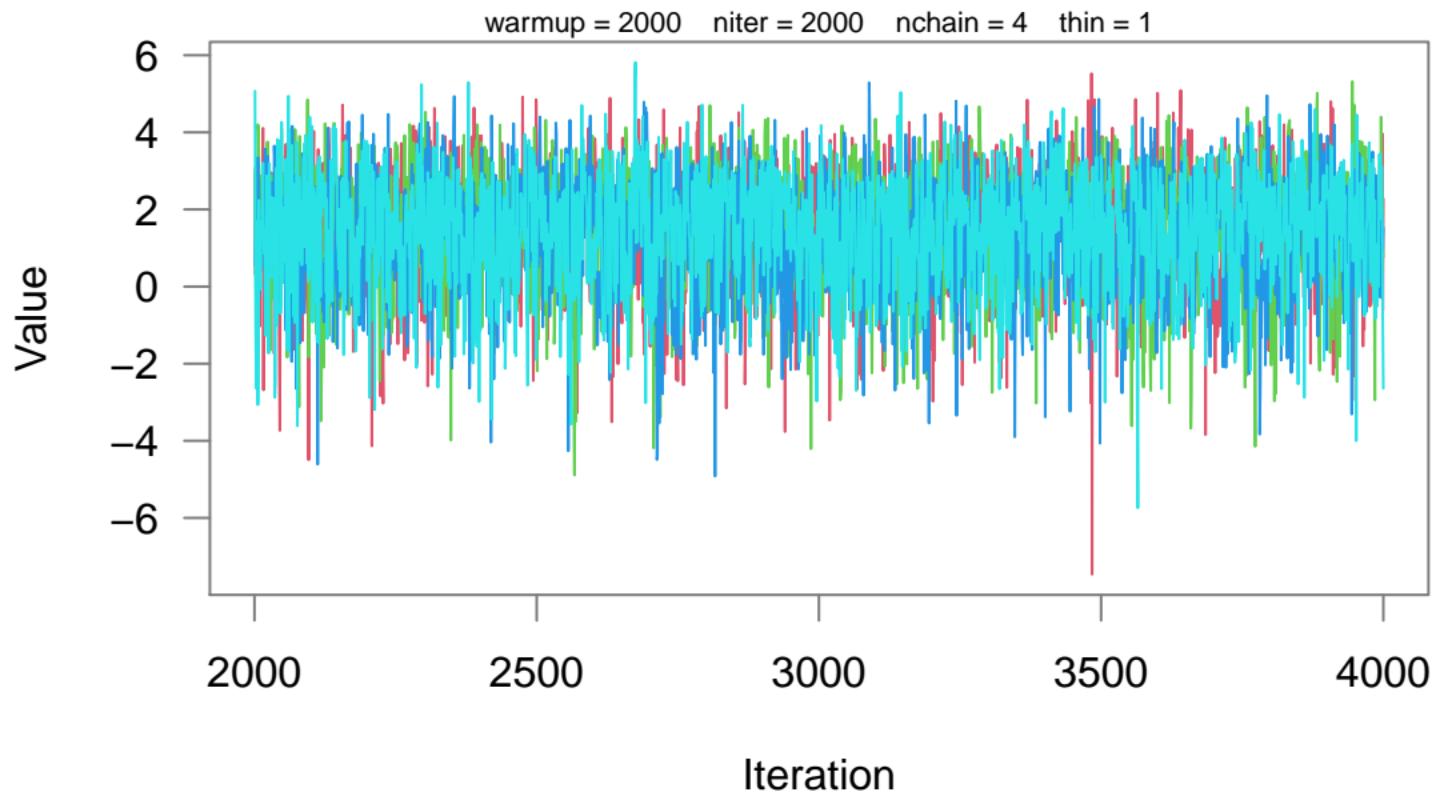


# r\_bay\_fac:site\_fac\_\_zi[Anton.Larson\_Laminaria.Point,Intercep

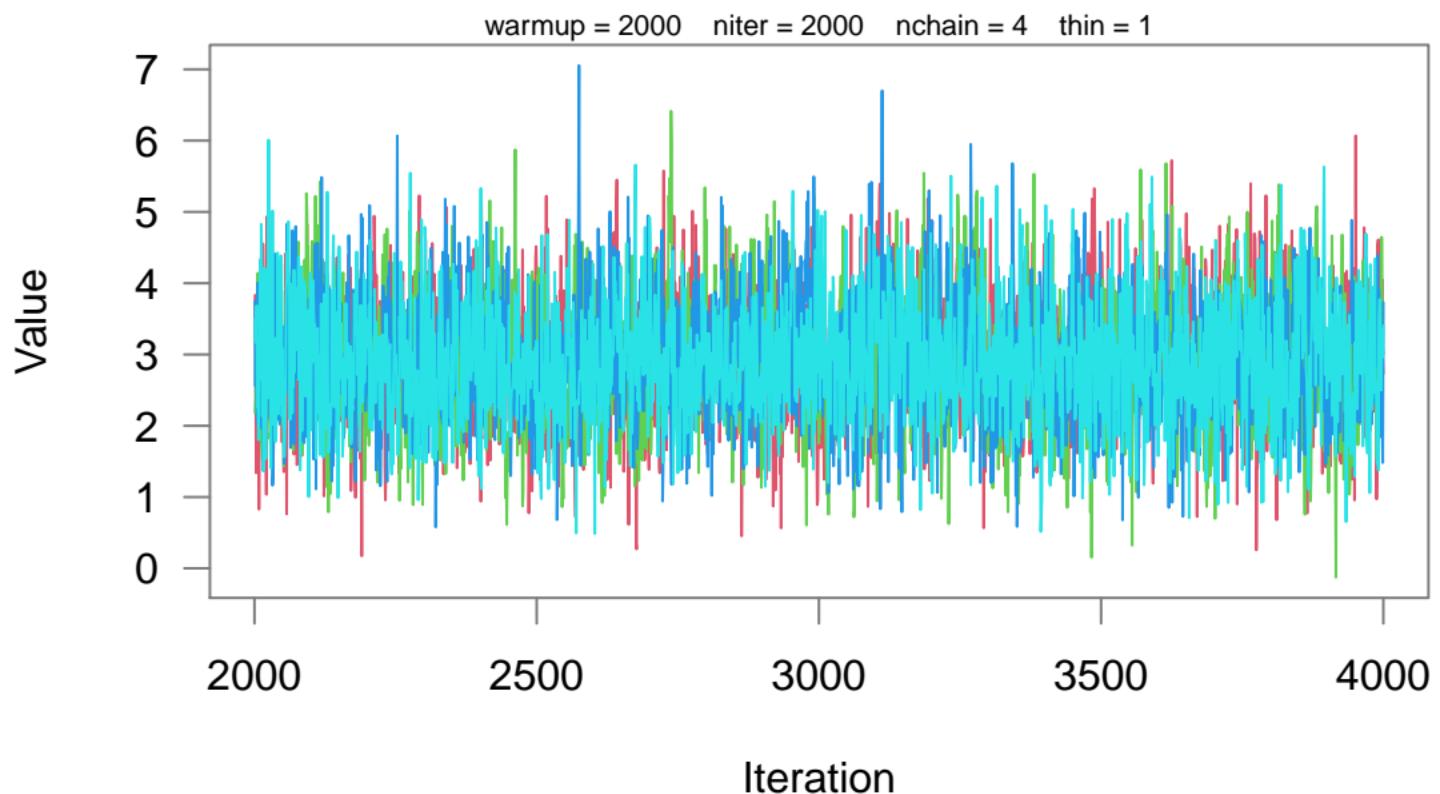
warmup = 2000 niter = 2000 nchain = 4 thin = 1



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

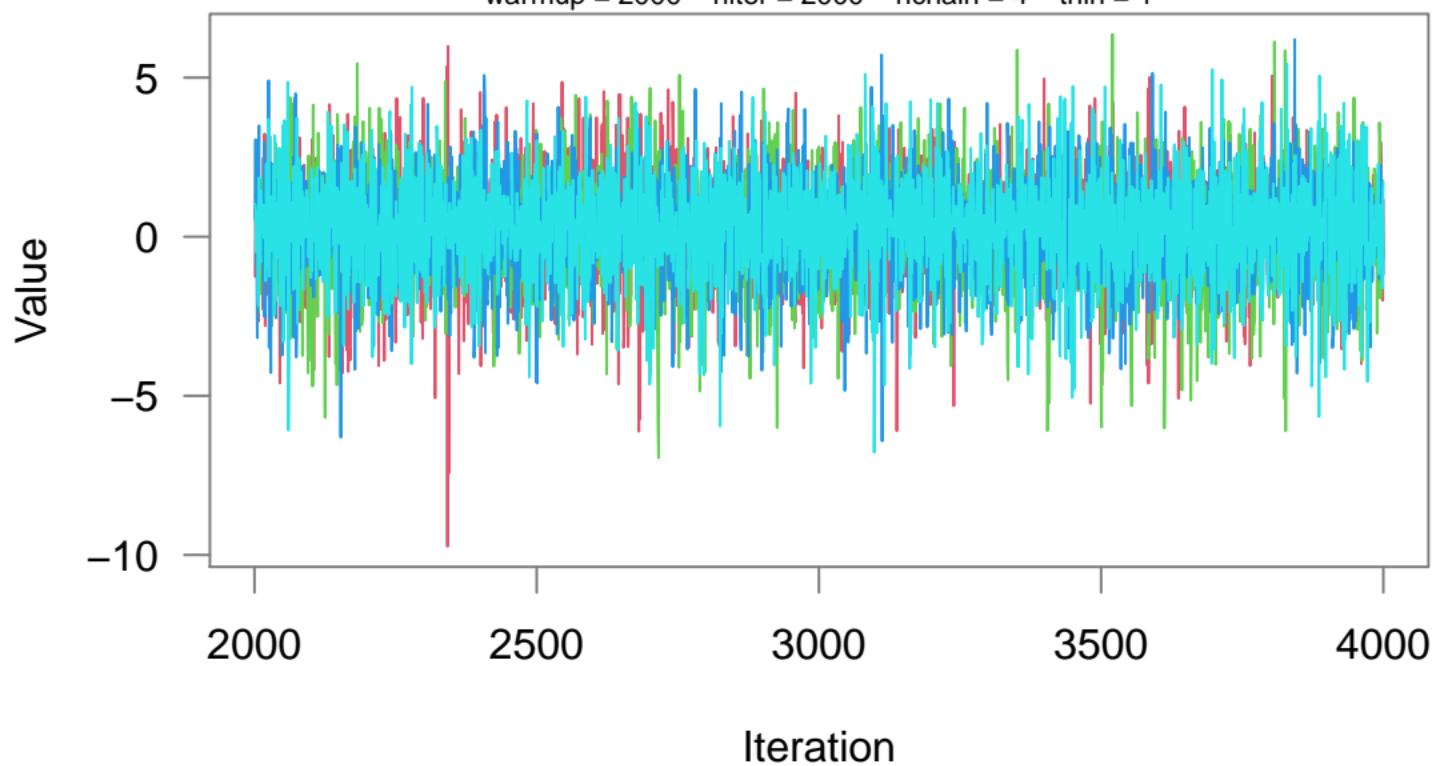


# r\_bay\_fac:site\_fac\_\_zi[Anton.Larson\_Wooden.boat,Intercept]



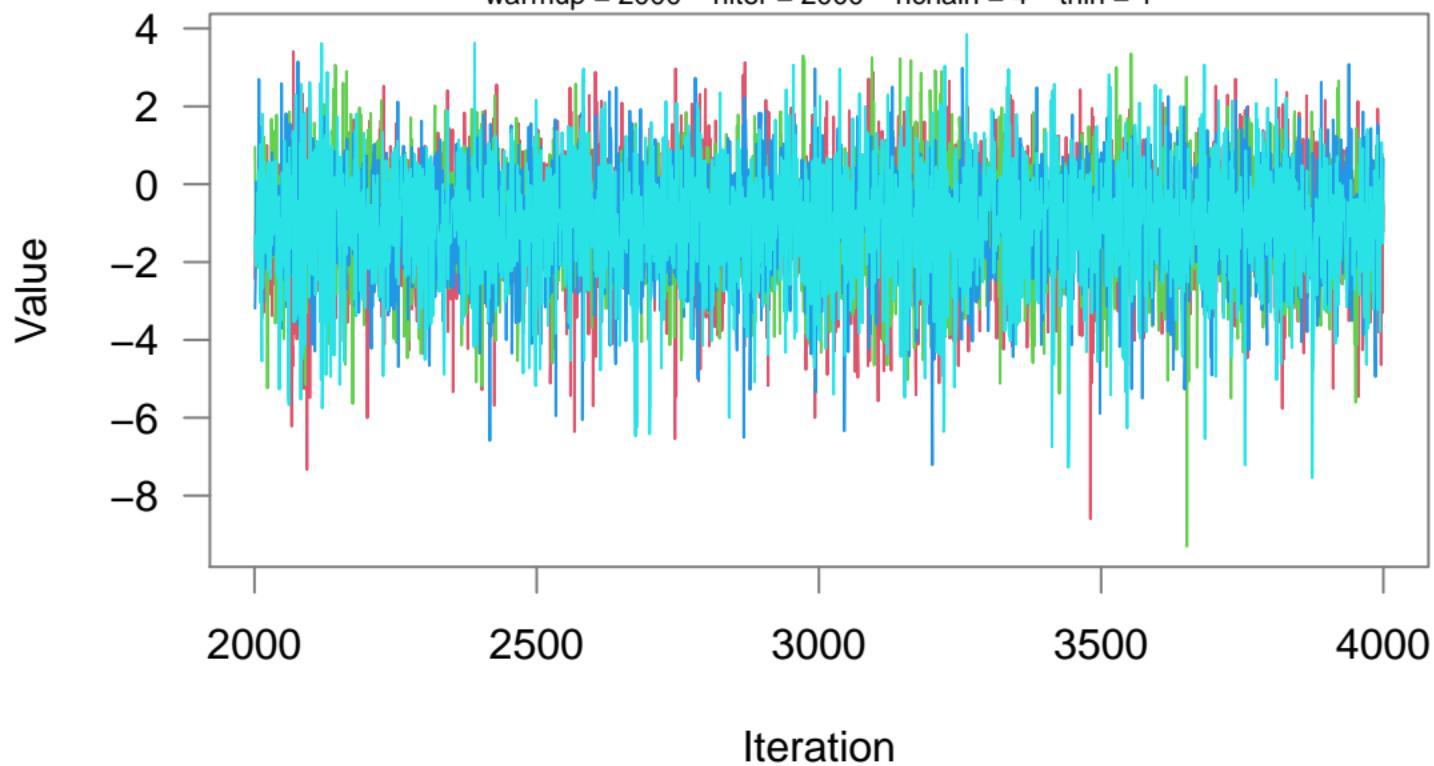
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-1,Intercept]

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



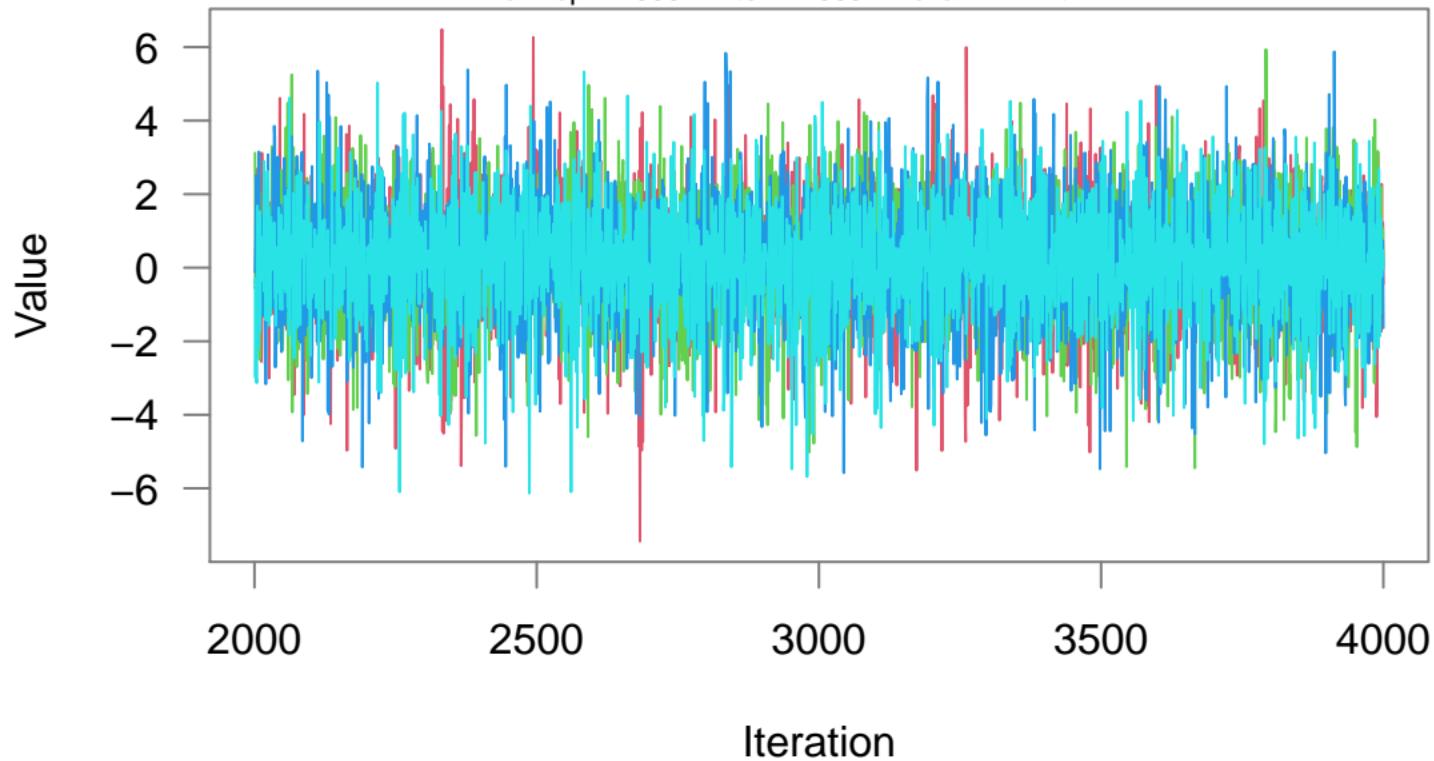
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-2,Intercept]

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



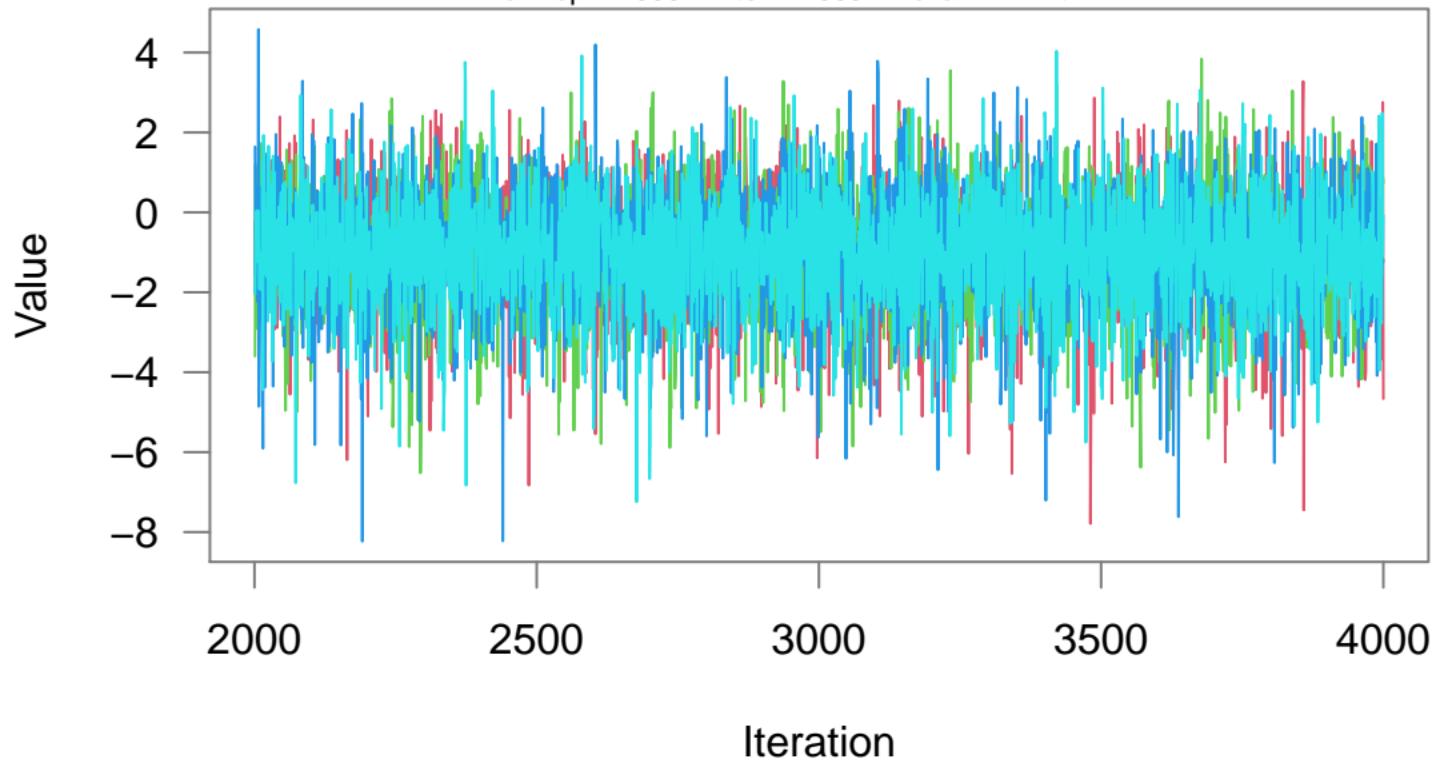
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-3,Intercept]

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



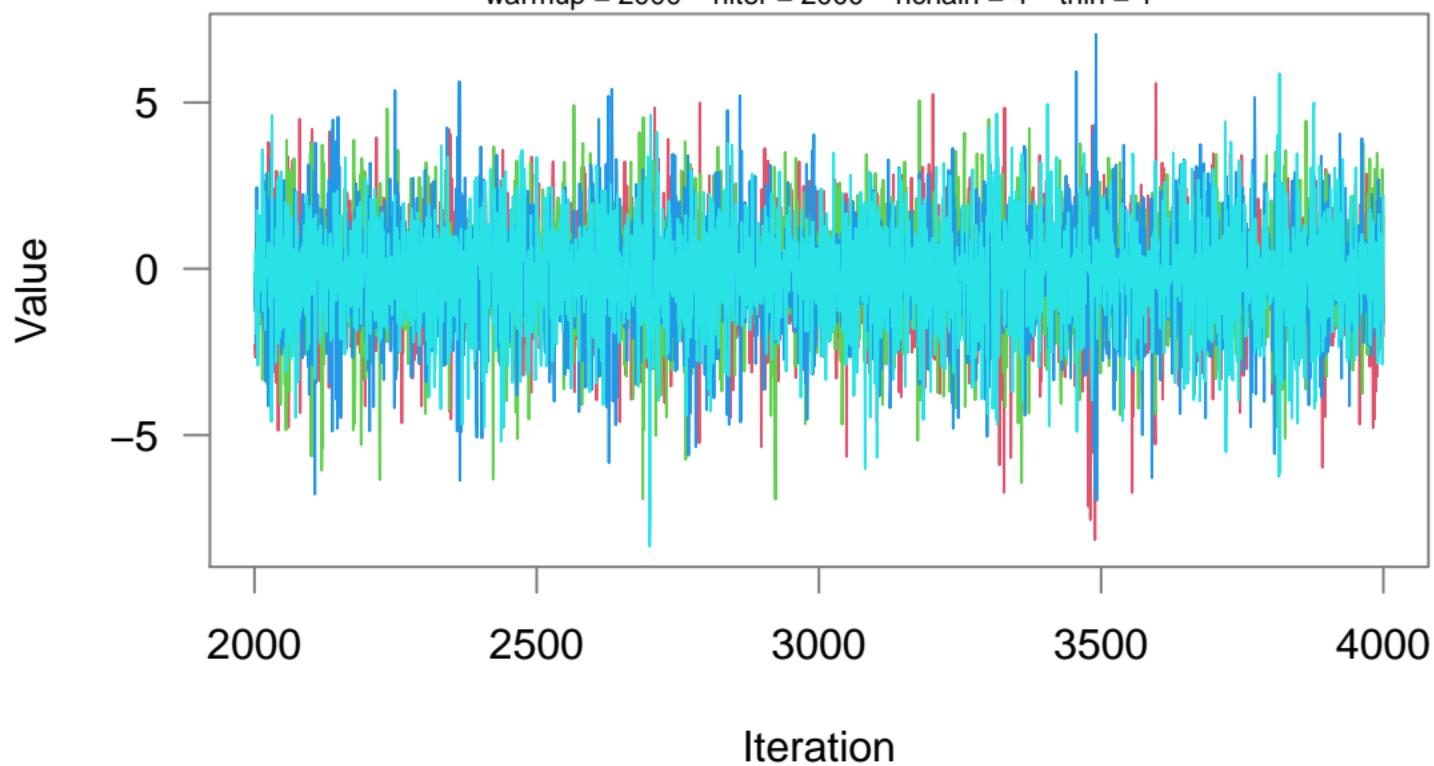
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-4,Intercept]

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



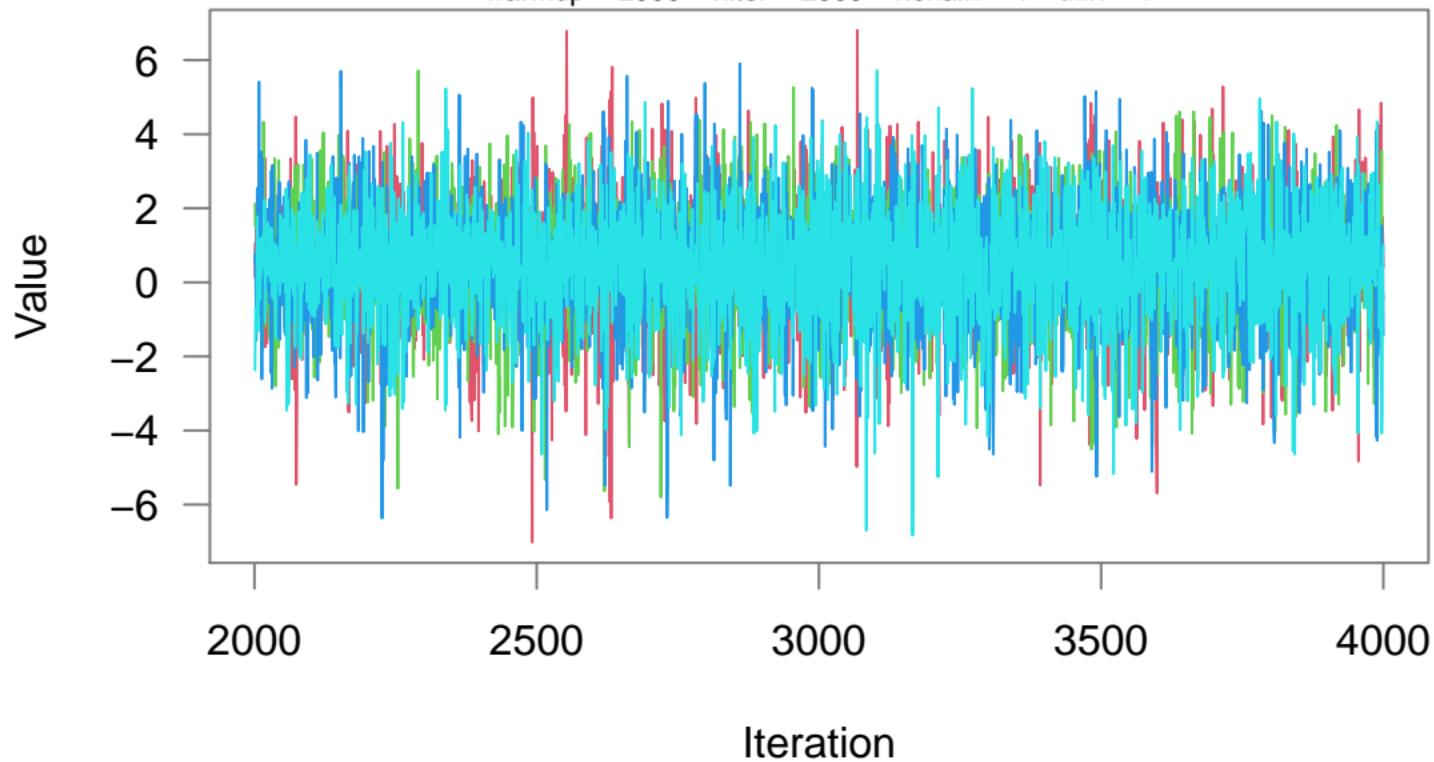
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-5,Intercept]

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



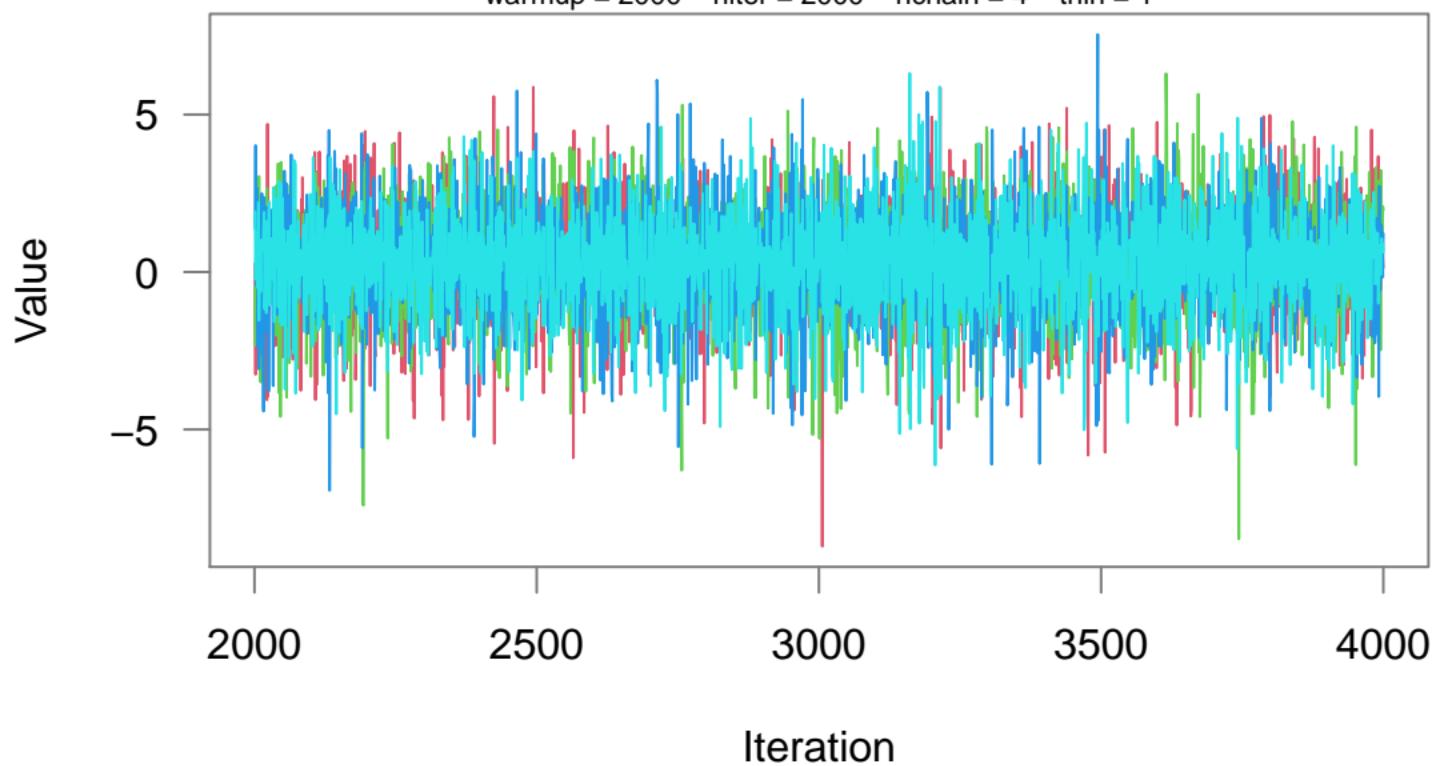
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-6,Intercept]

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



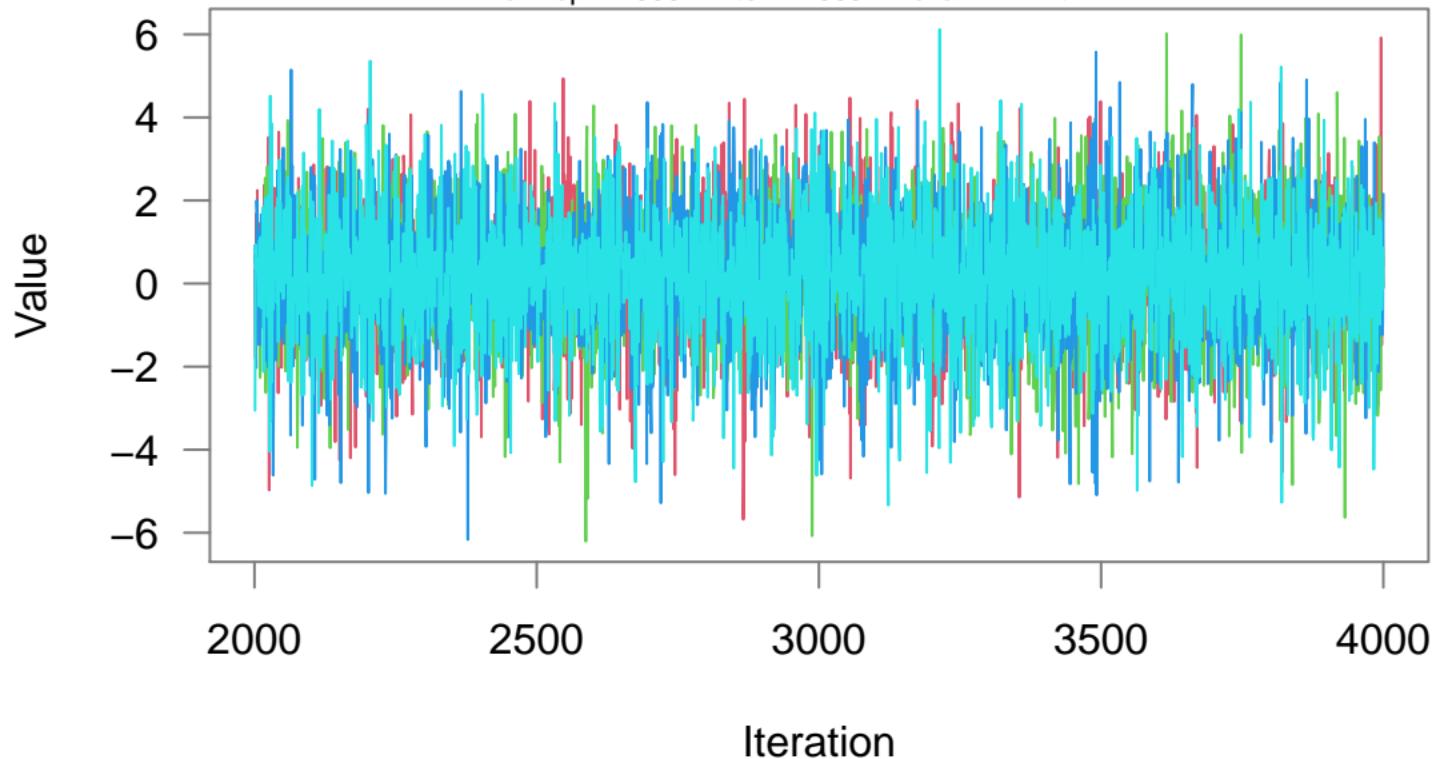
# r\_bay\_fac:site\_fac\_\_zi[Balboa\_BB-7,Intercept]

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



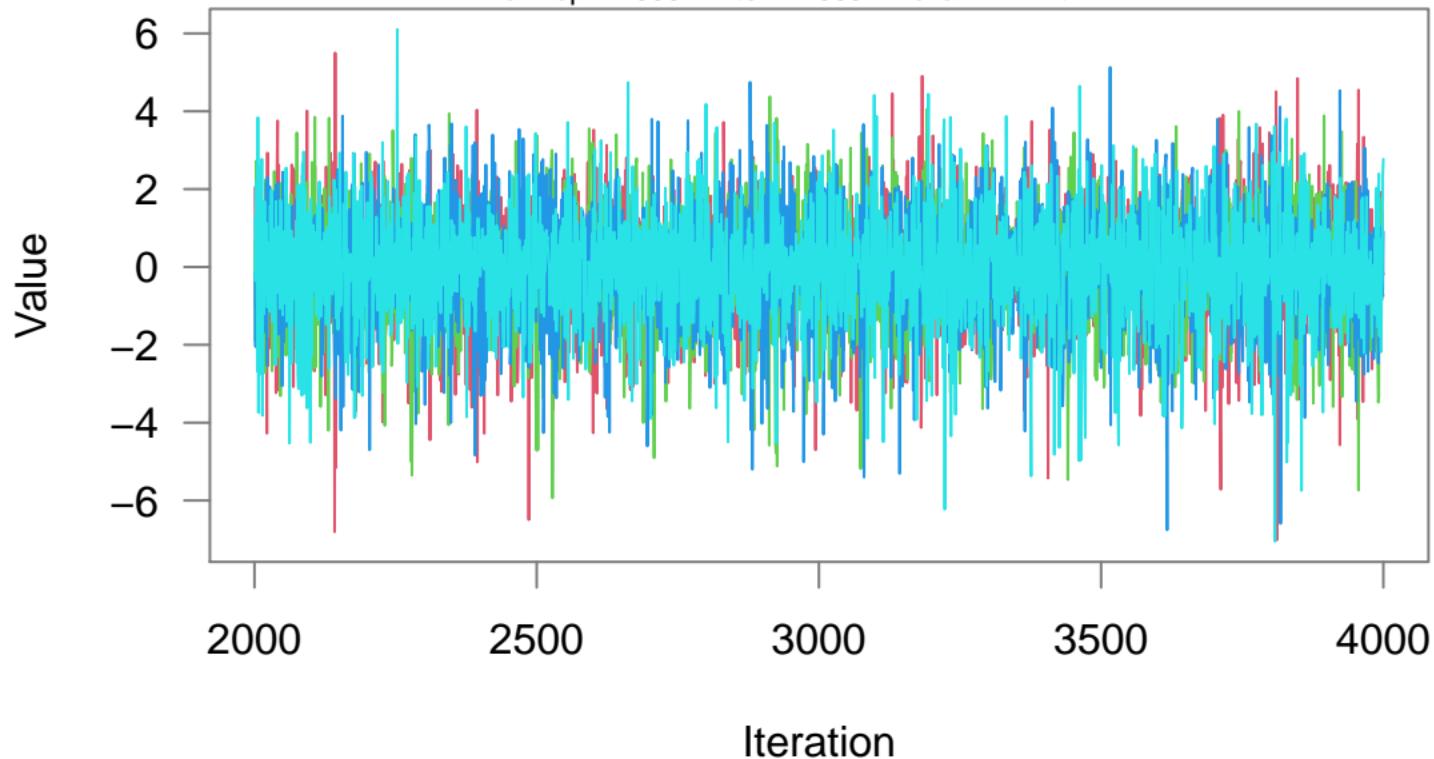
## r\_bay\_fac:site\_fac\_\_zi[Baralof\_Bar-1,Intercept]

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



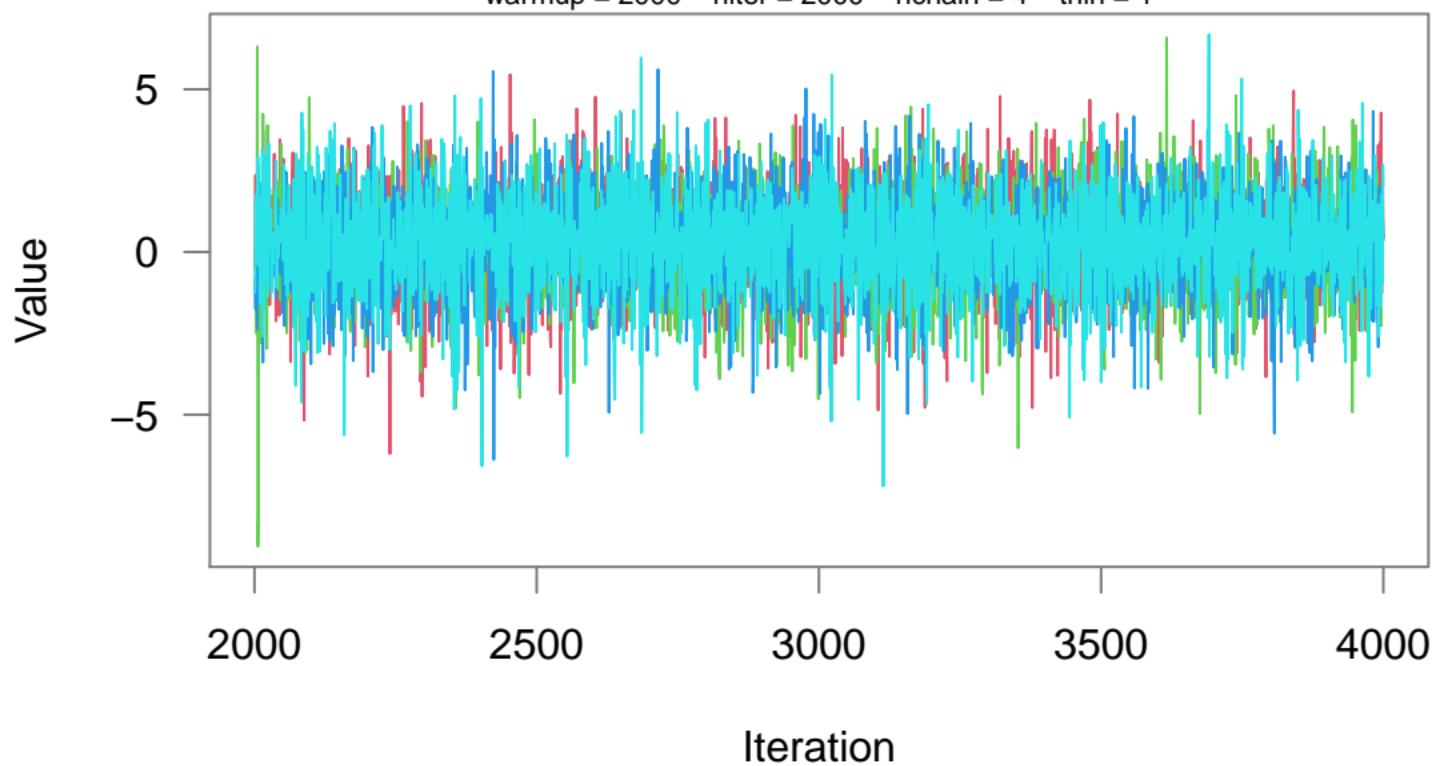
# r\_bay\_fac:site\_fac\_\_zi[Baralof\_Bar-2,Intercept]

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



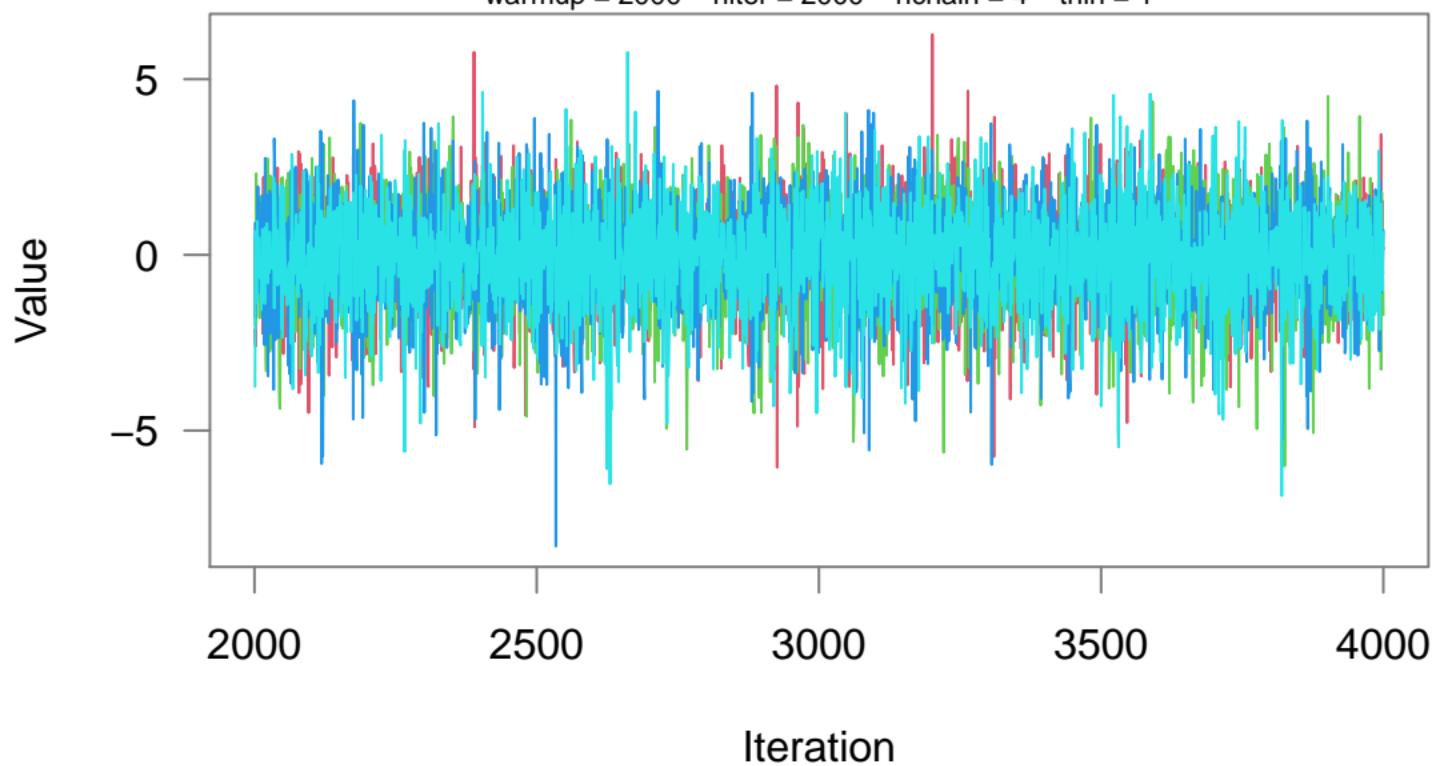
# r\_bay\_fac:site\_fac\_\_zi[Baralof\_Bar-3,Intercept]

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

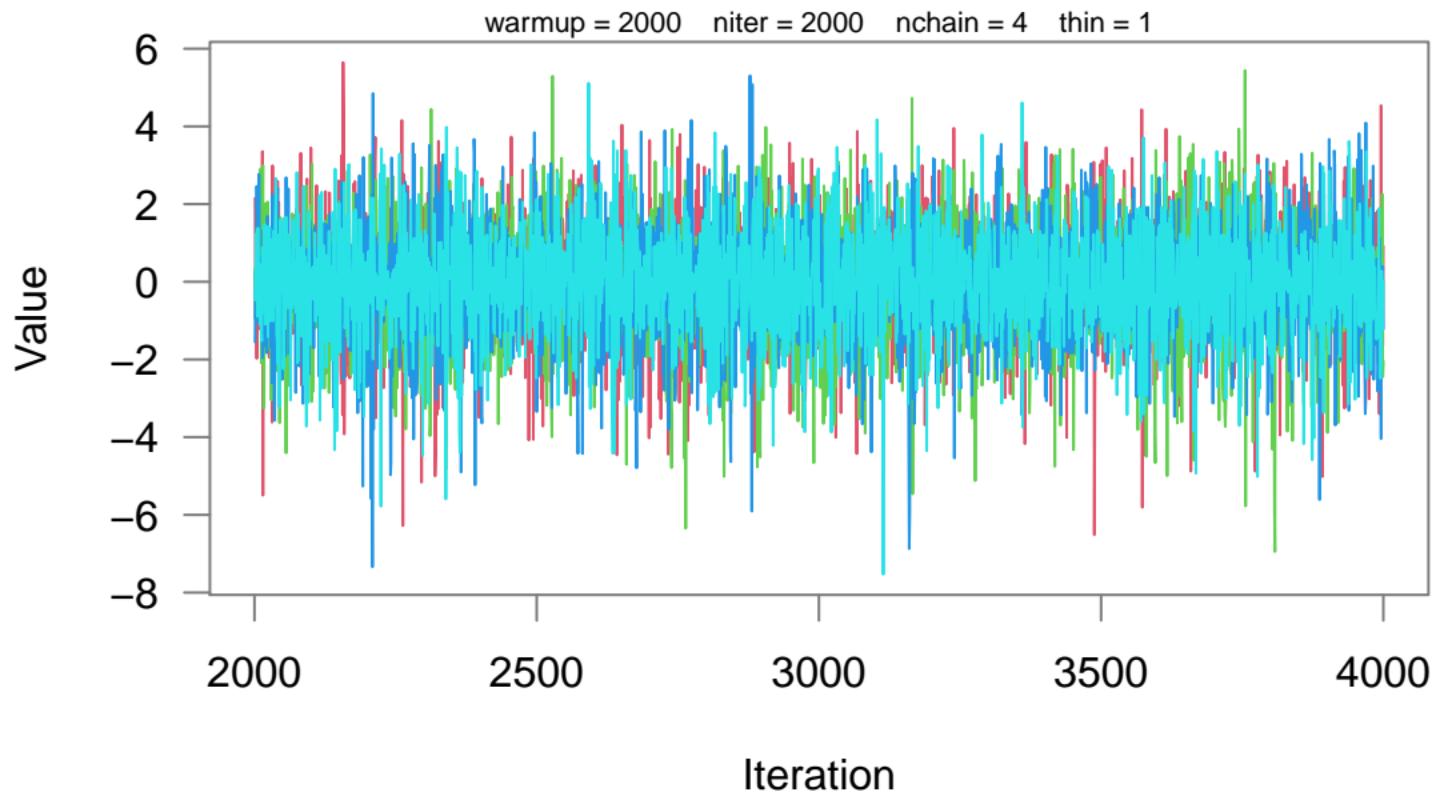


# r\_bay\_fac:site\_fac\_\_zi[Baralof\_Bar-4,Intercept]

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

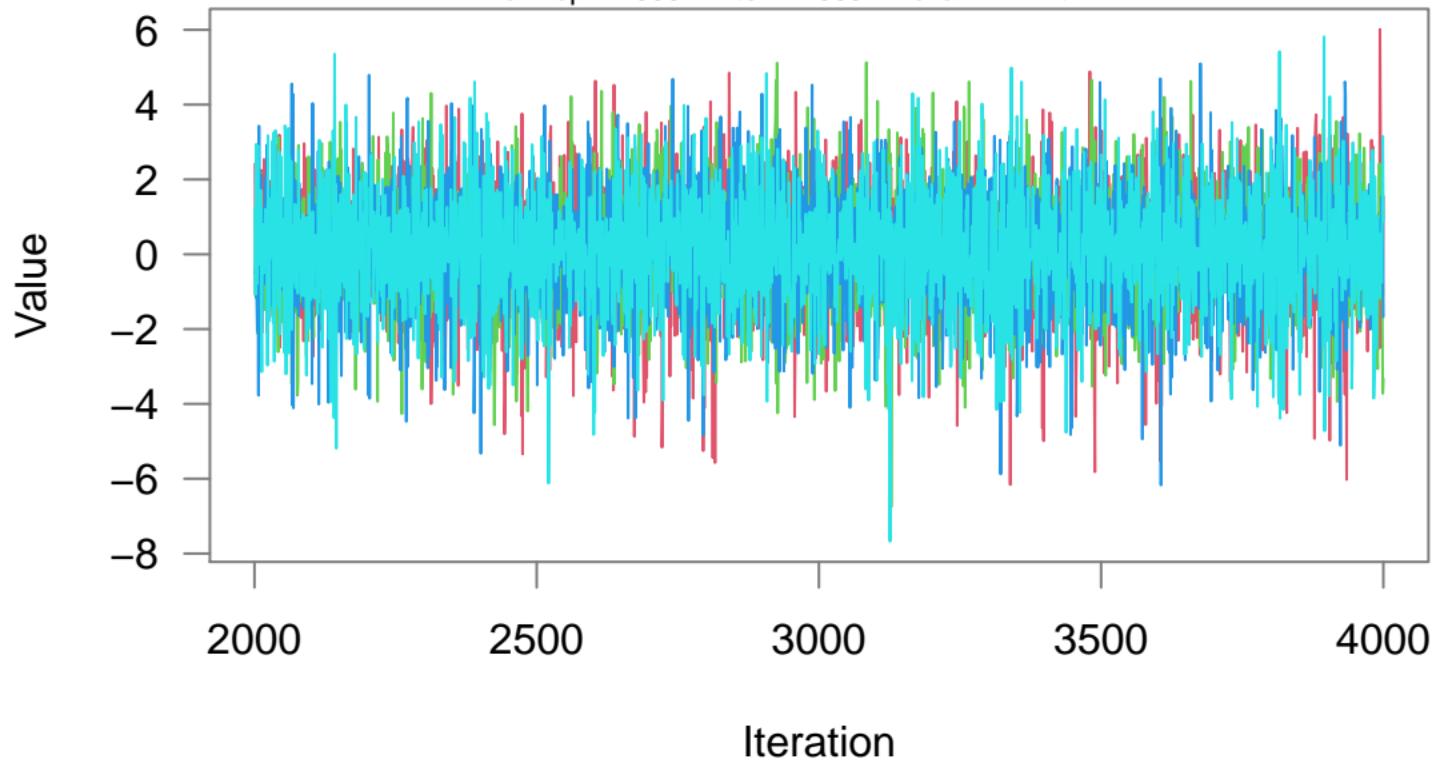


# r\_bay\_fac:site\_fac\_\_zi[Baralof\_Bar-5,Intercept]



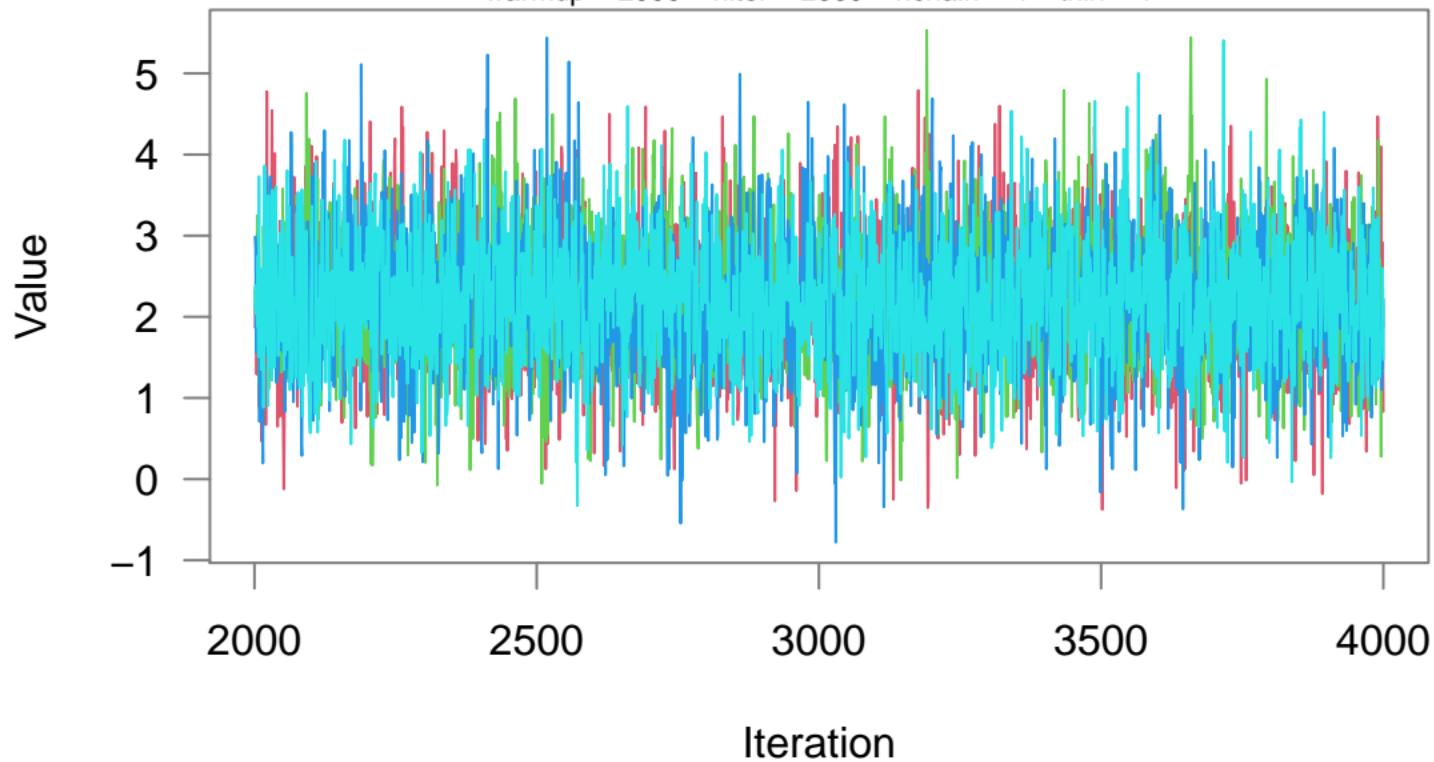
# r\_bay\_fac:site\_fac\_\_zi[Baralof\_Bar-6,Intercept]

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

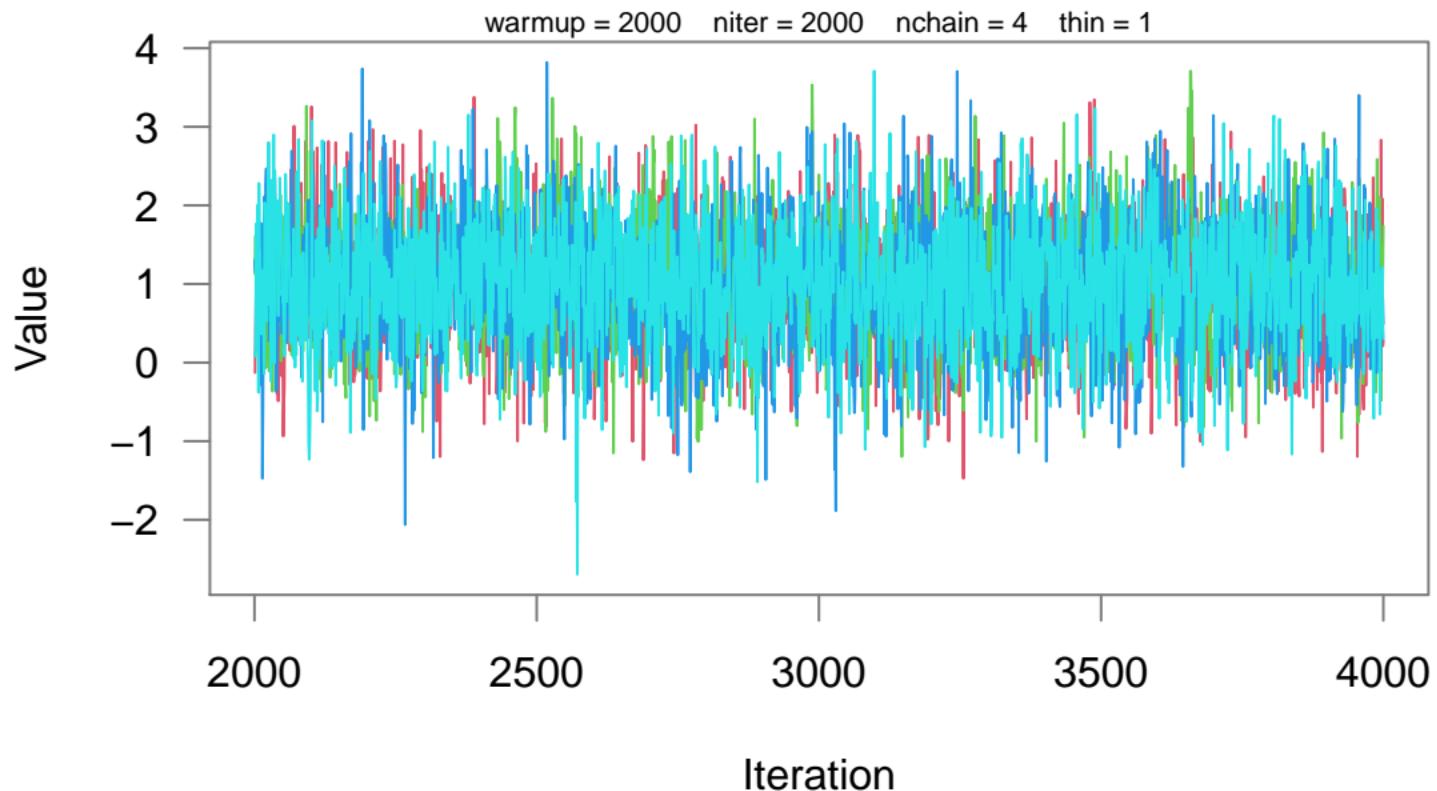


# r\_bay\_fac:site\_fac\_\_zi[Cook\_Bare.North,Intercept]

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

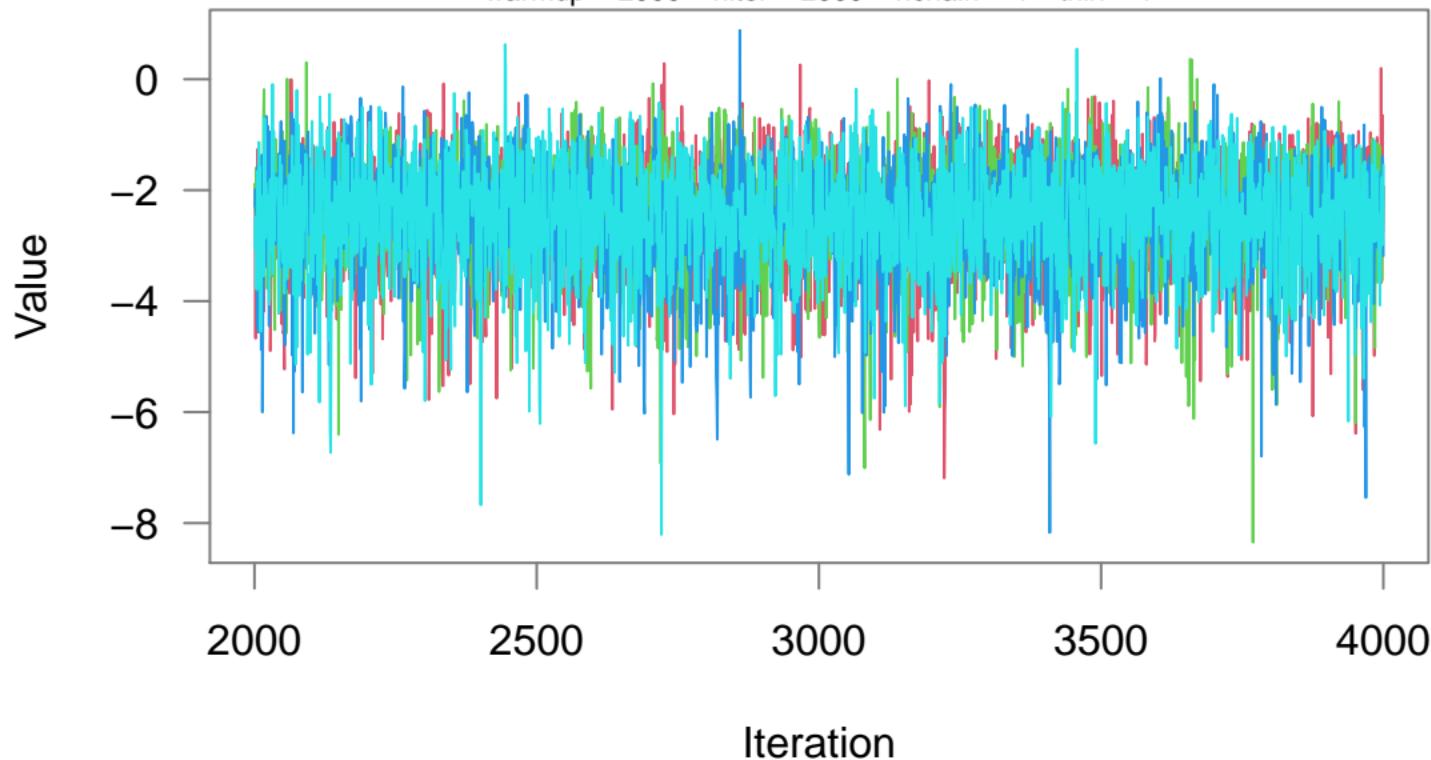


# r\_bay\_fac:site\_fac\_\_zi[Cook\_Eelgrass.North,Intercept]



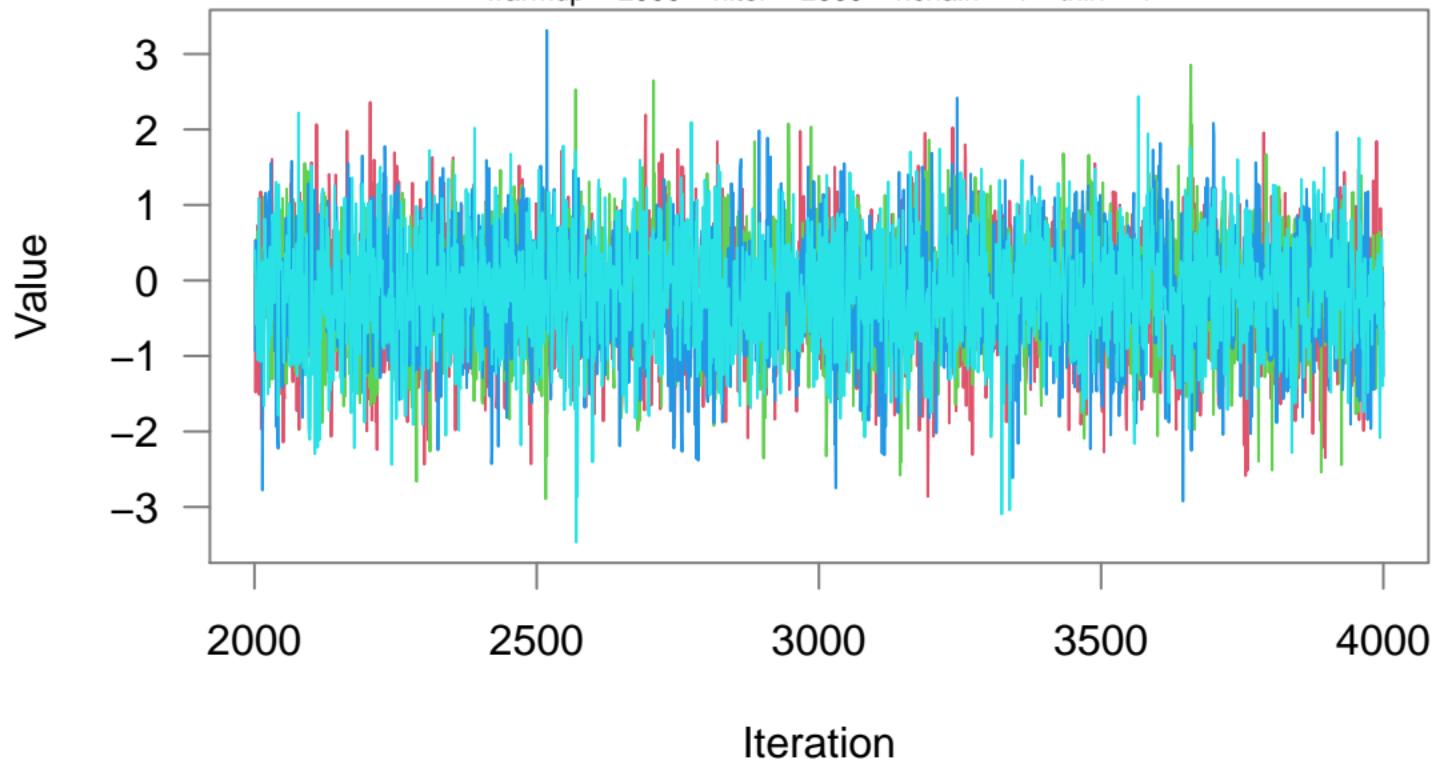
# r\_bay\_fac:site\_fac\_\_zi[Cook\_Eelgrass.South,Intercept]

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



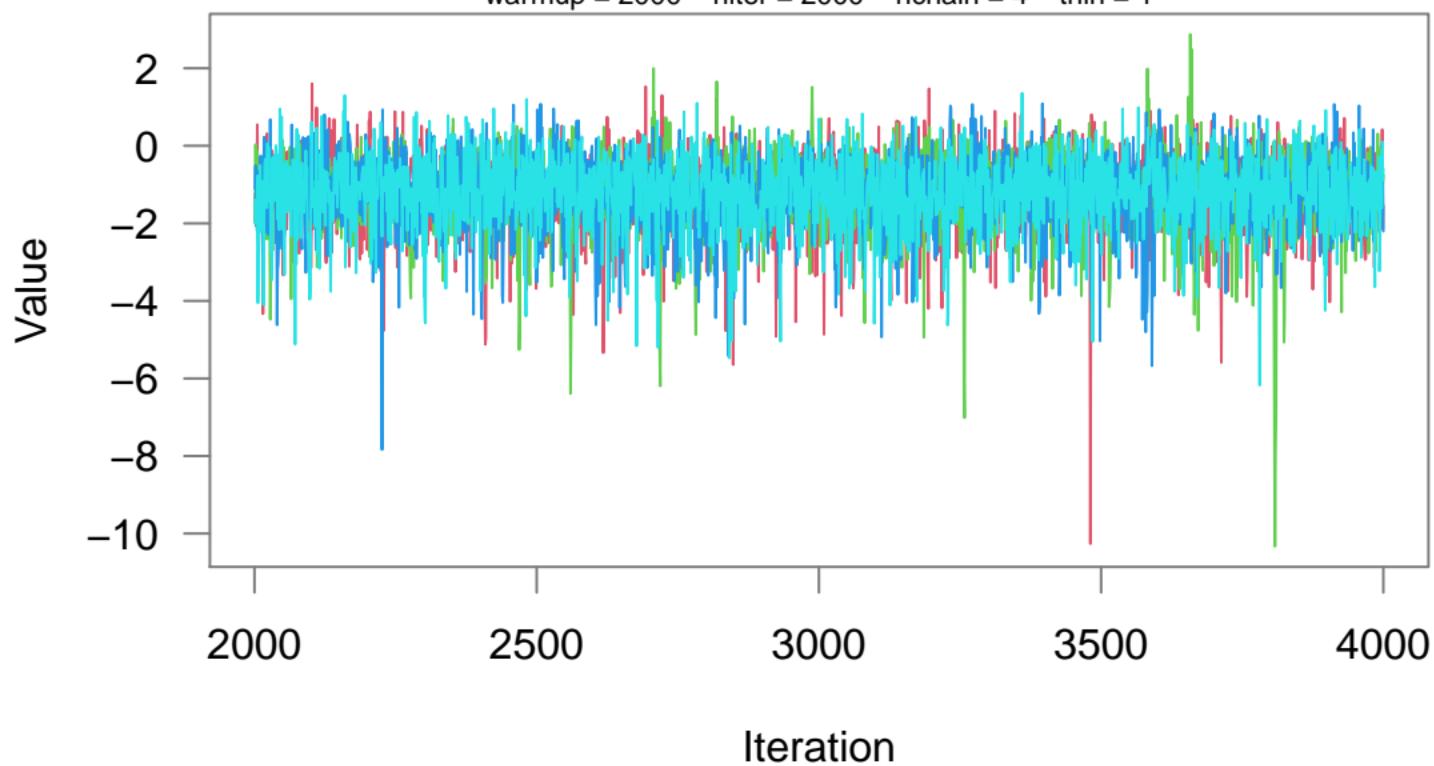
# r\_bay\_fac:site\_fac\_zi[Cook\_Eelgrass.West,Intercept]

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



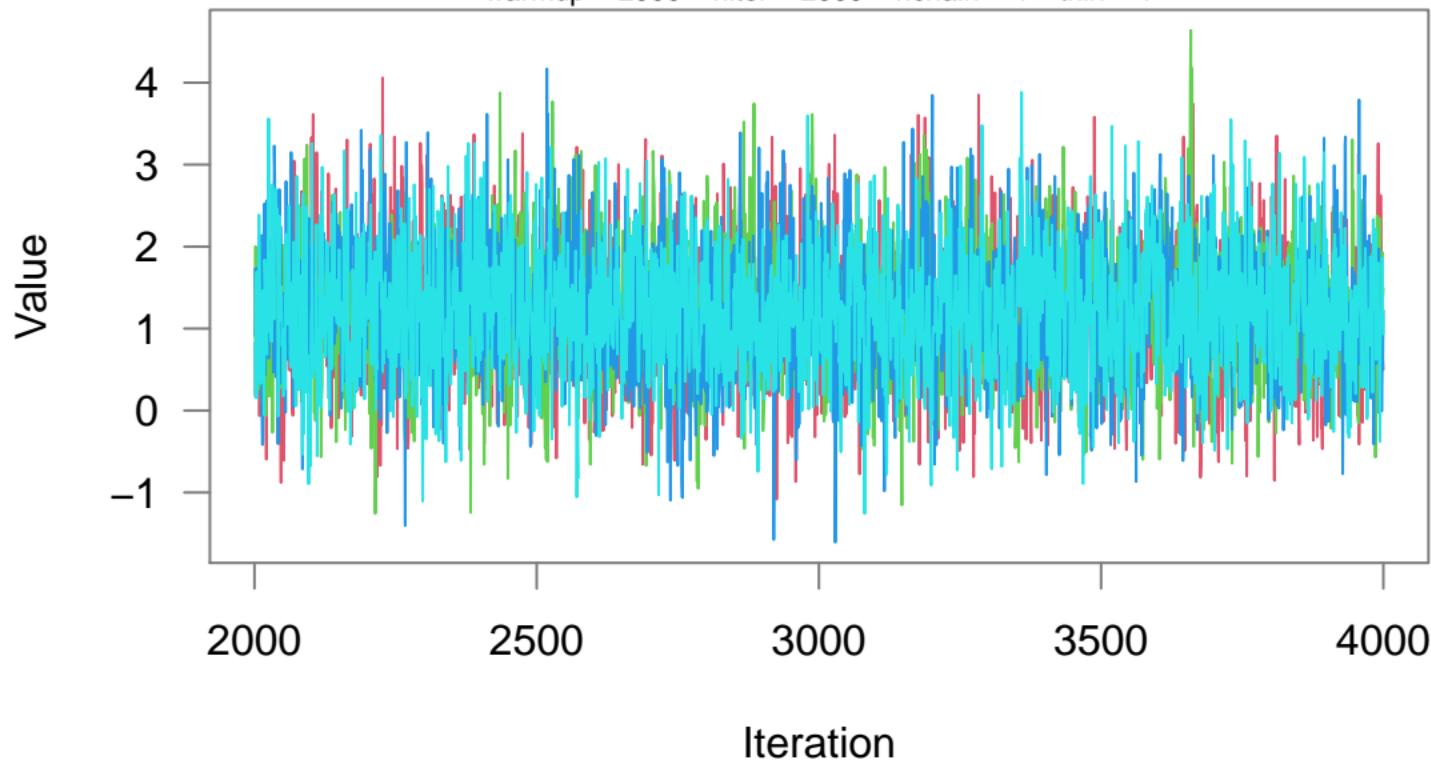
# r\_bay\_fac:site\_fac\_\_zi[Cook\_Laminaria.East,Intercept]

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



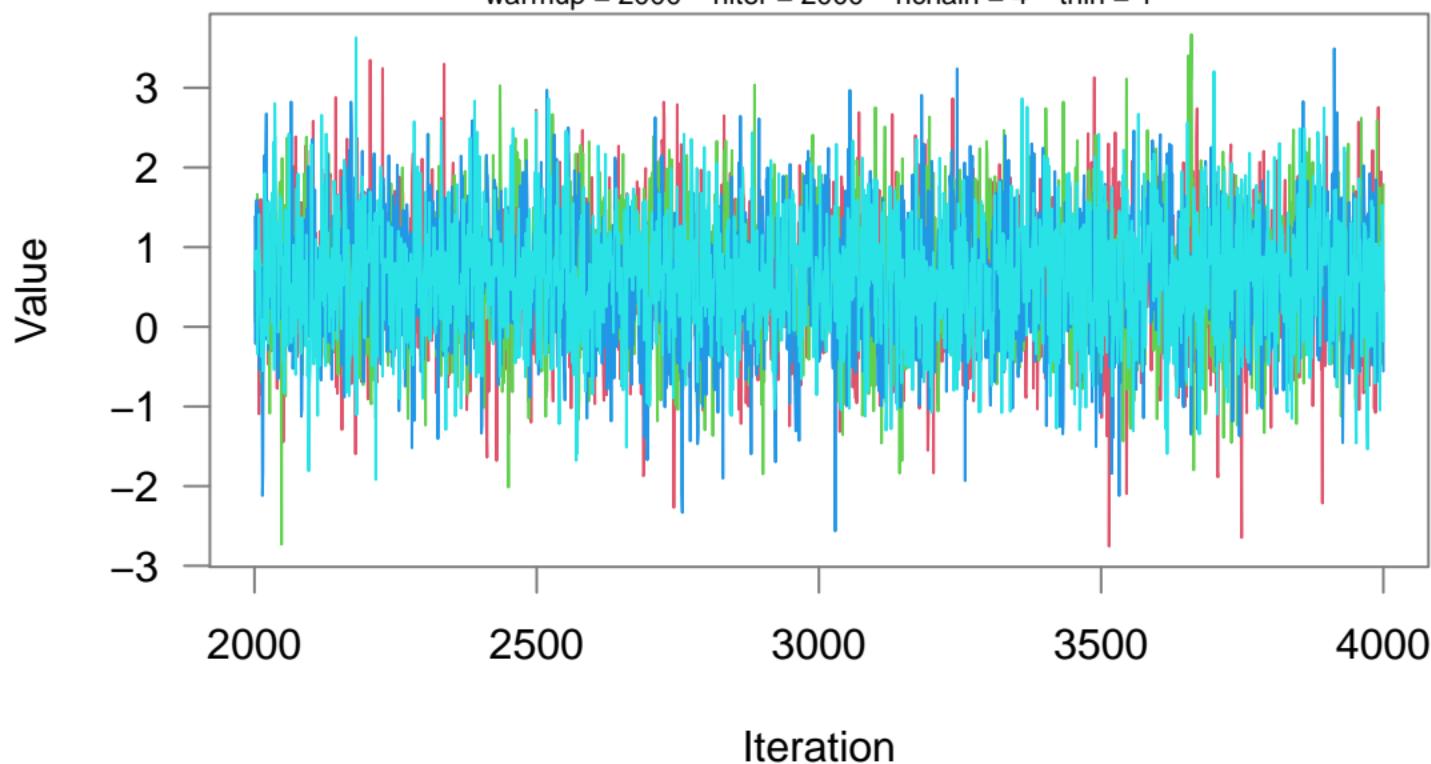
# r\_bay\_fac:site\_fac\_\_zi[Cook\_Laminaria.North,Intercept]

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



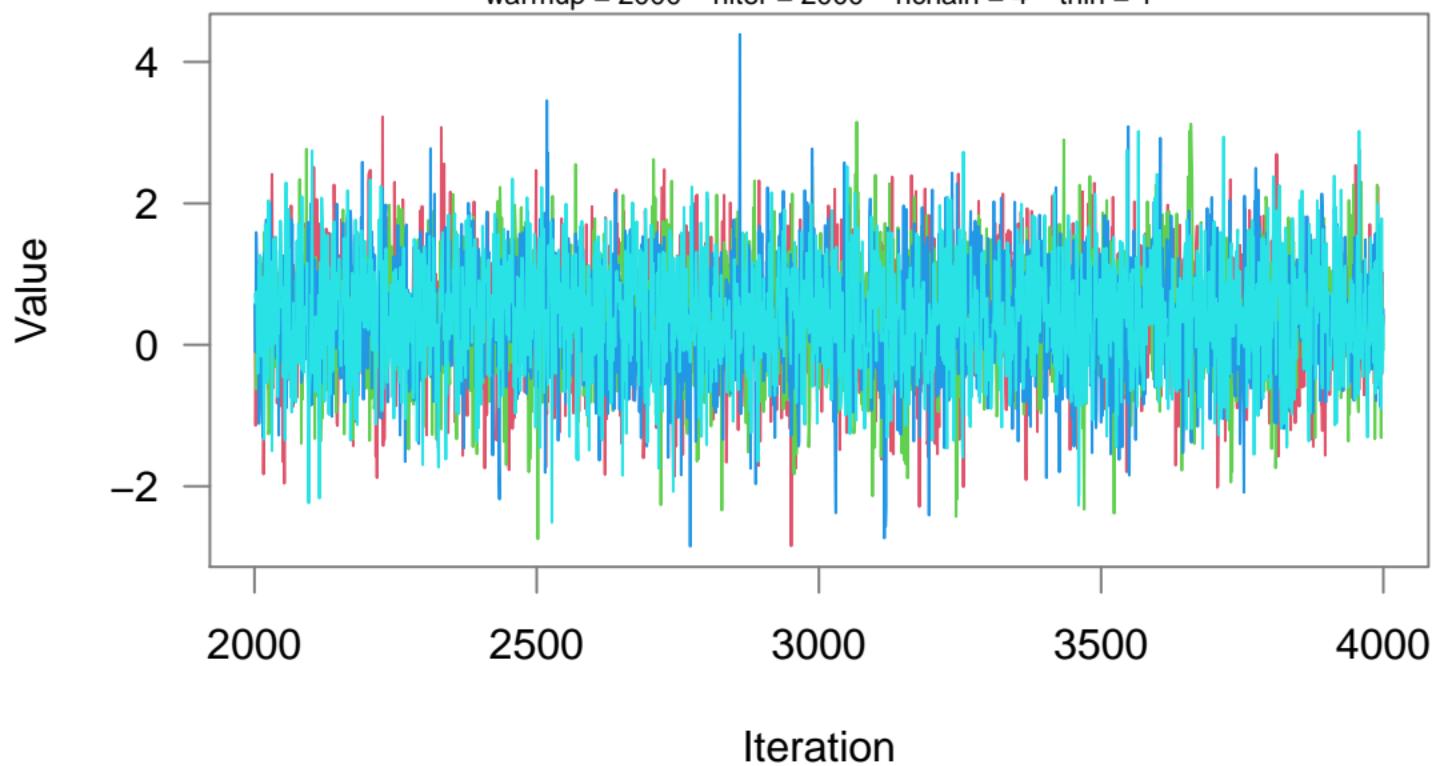
# r\_bay\_fac:site\_fac\_\_zi[Cook\_Laminaria.South,Intercept]

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



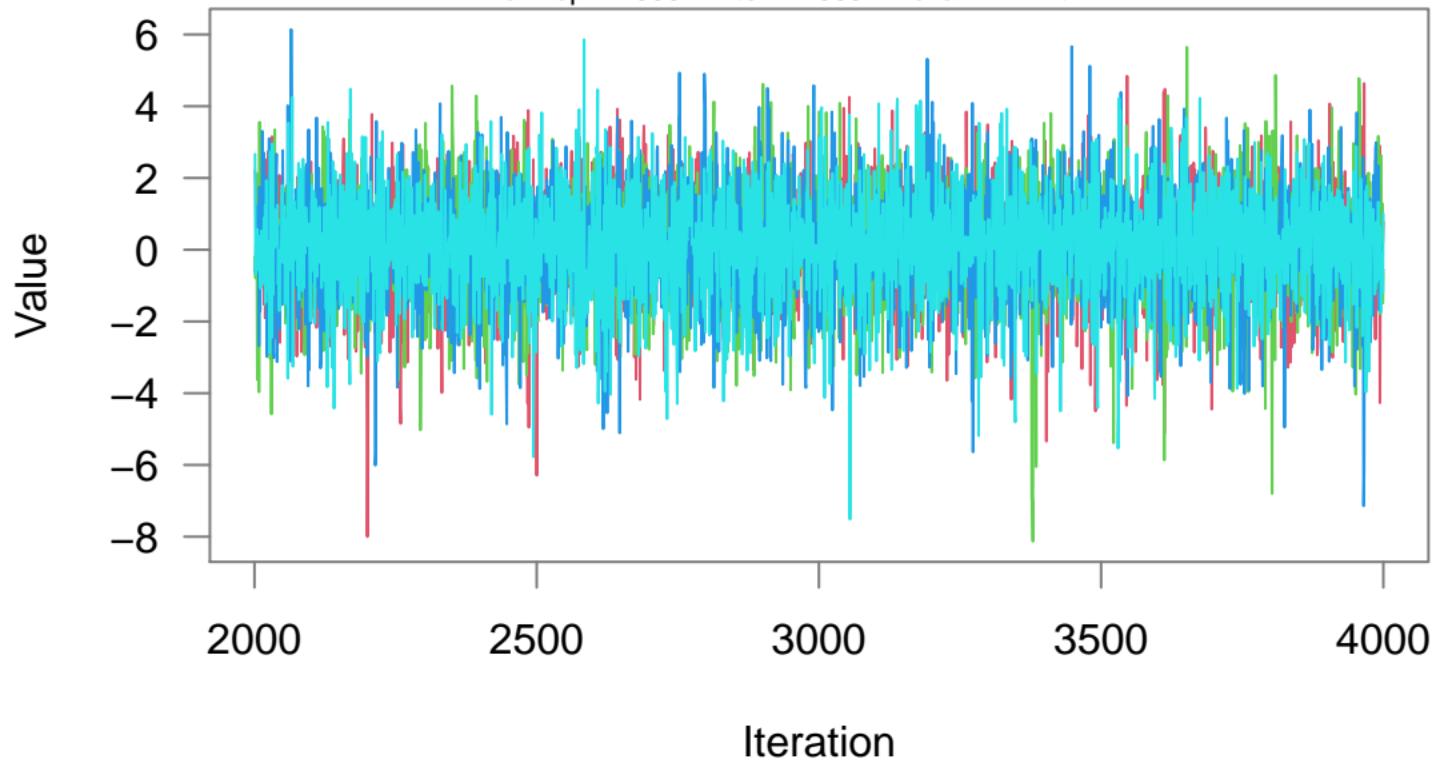
# **r\_bay\_fac:site\_fac\_\_zi[Cook\_Middle.Cove,Intercept]**

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



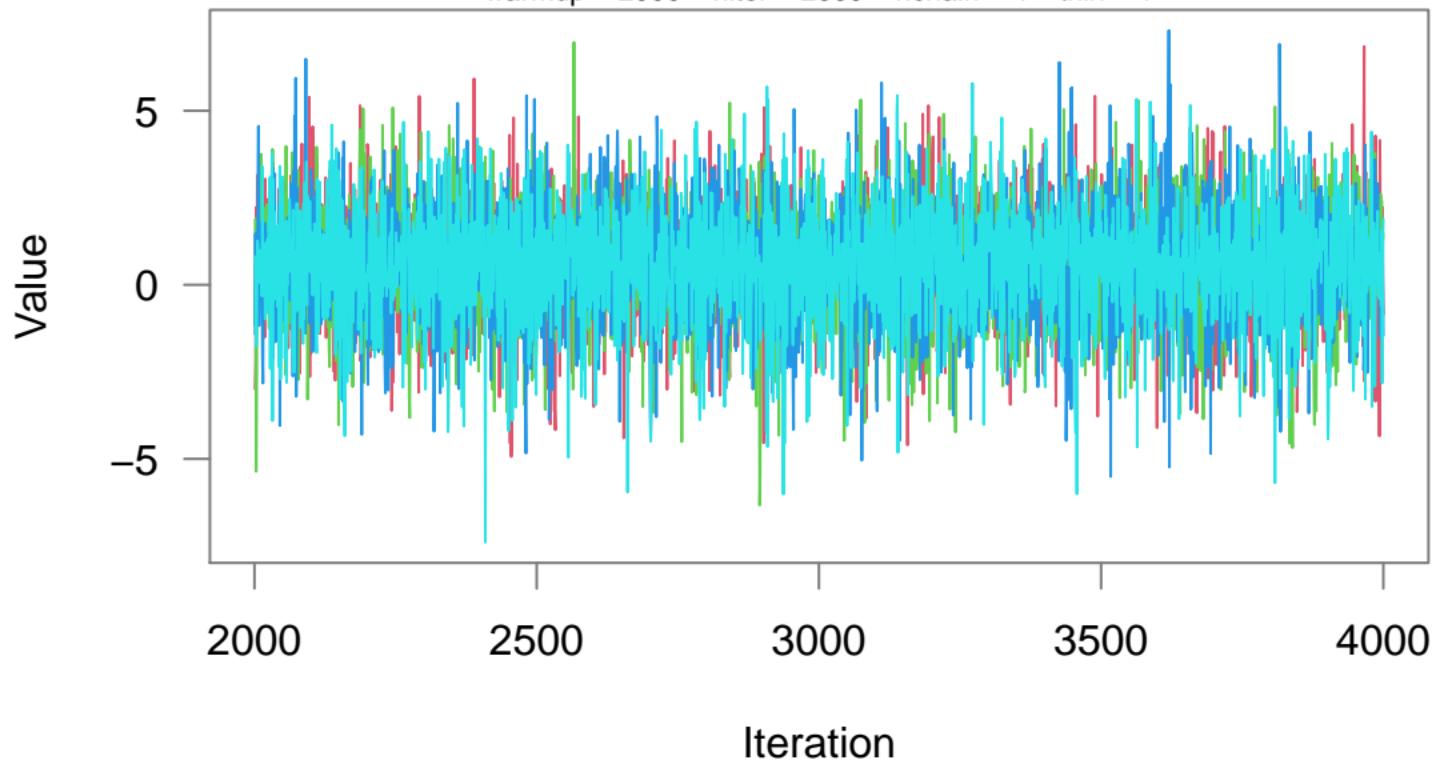
## r\_bay\_fac:site\_fac\_\_zi[Falmouth\_Fal-1,Intercept]

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



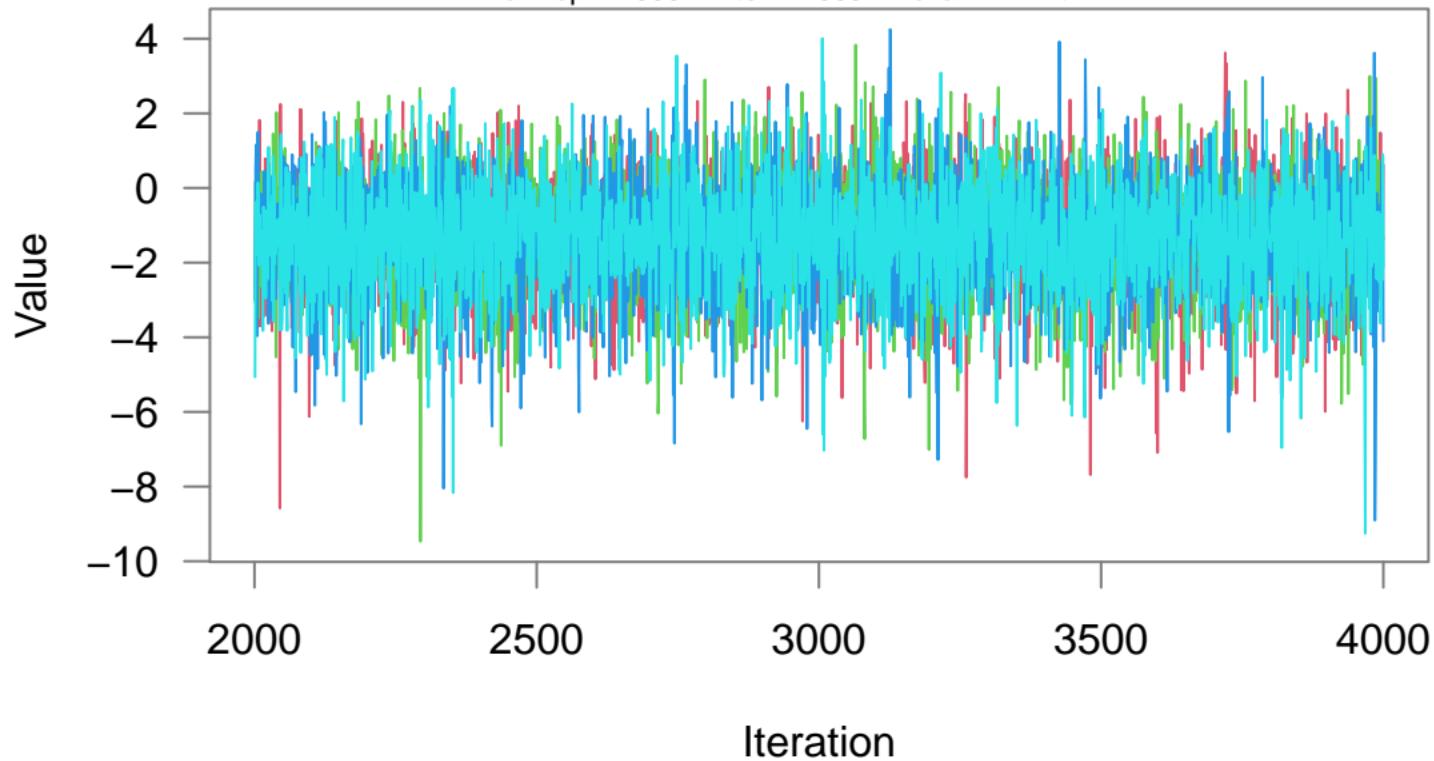
# r\_bay\_fac:site\_fac\_\_zi[Falmouth\_Fal-2,Intercept]

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



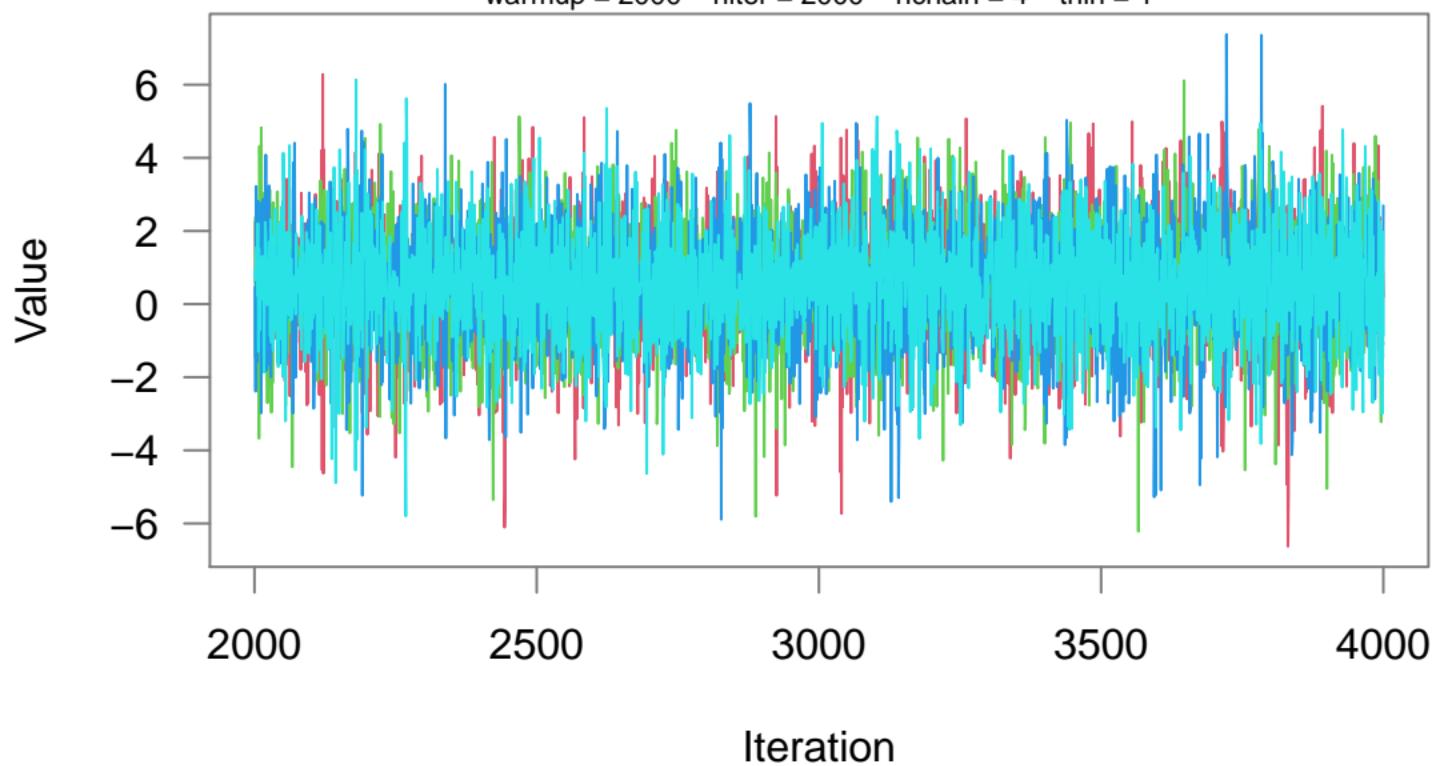
## r\_bay\_fac:site\_fac\_\_zi[Falmouth\_Fal-3,Intercept]

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



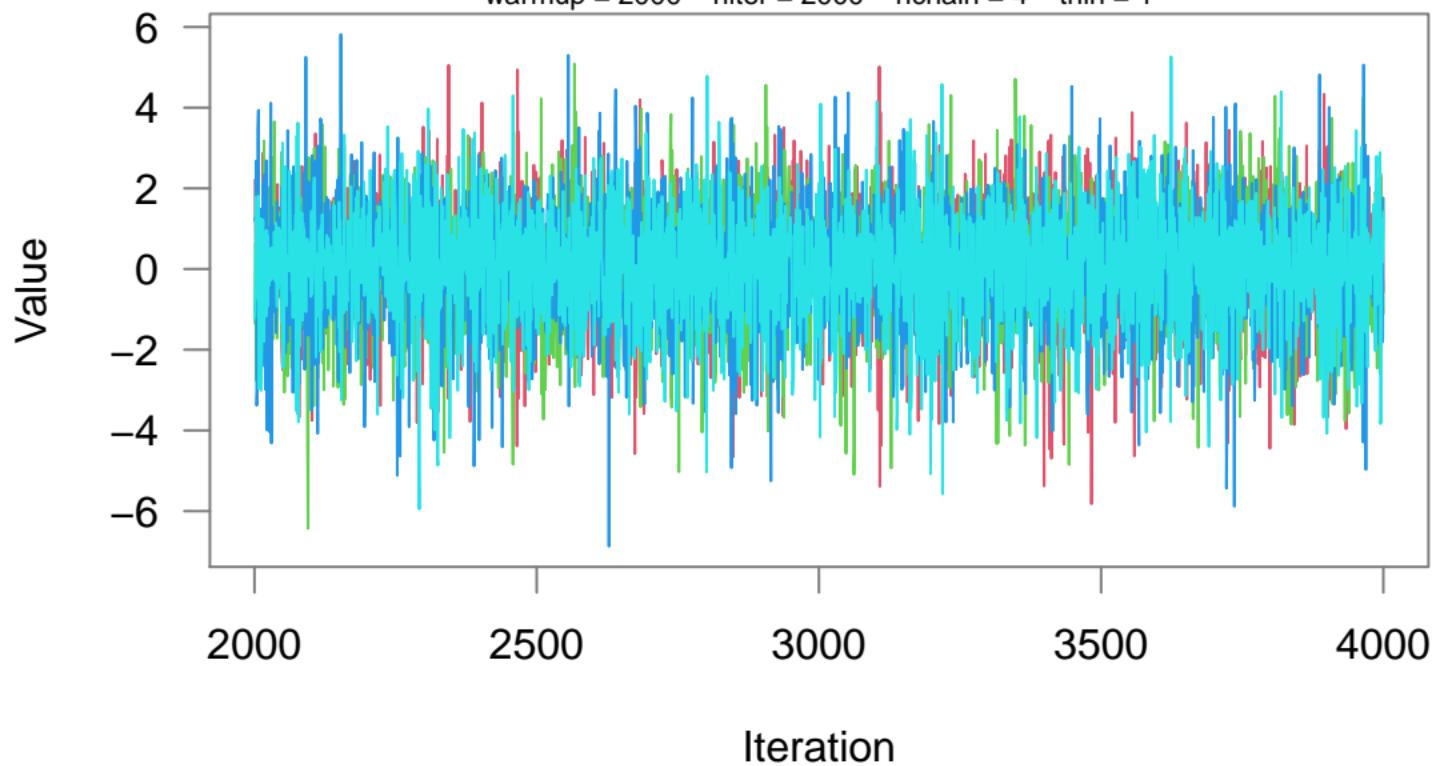
# r\_bay\_fac:site\_fac\_\_zi[Falmouth\_Fal-4,Intercept]

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



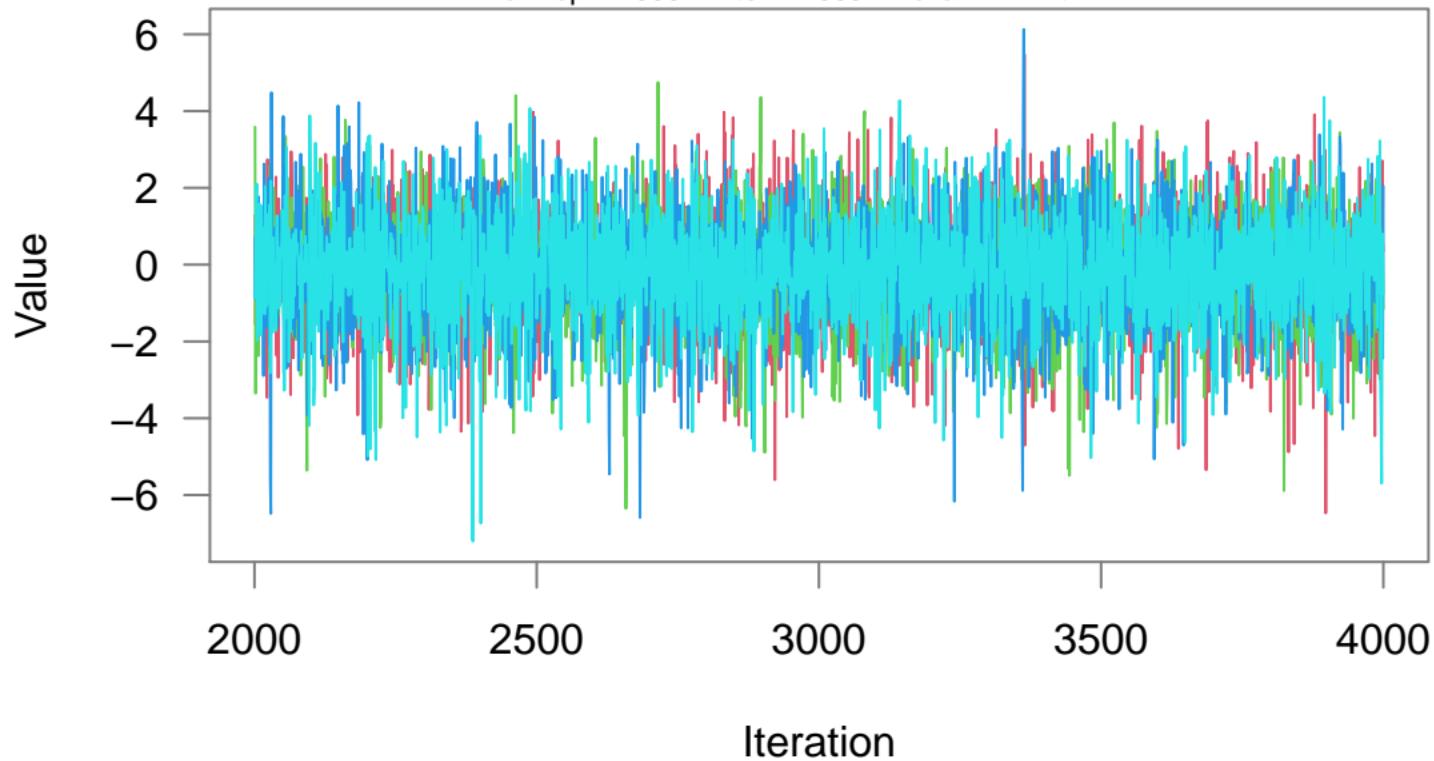
## r\_bay\_fac:site\_fac\_\_zi[Falmouth\_Fal-5,Intercept]

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



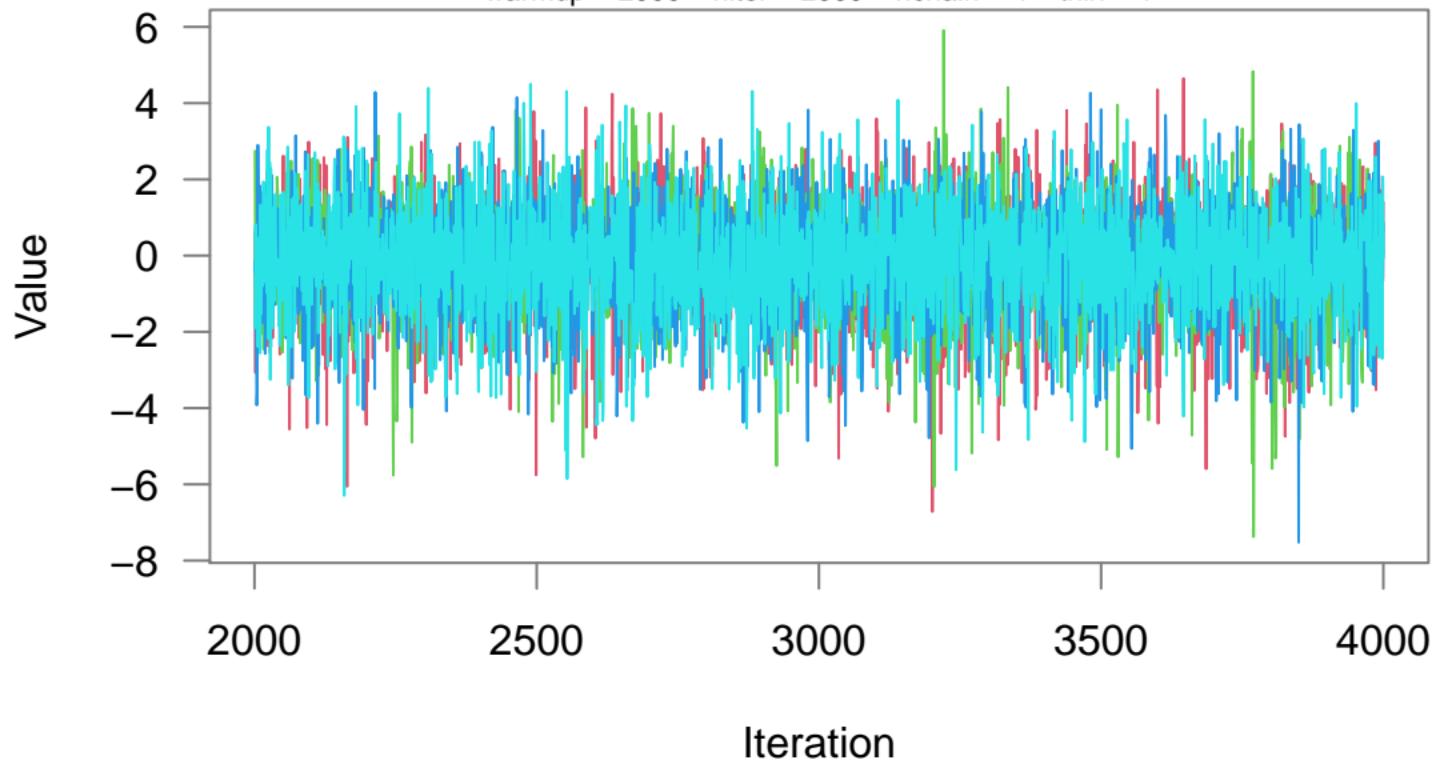
# r\_bay\_fac:site\_fac\_\_zi[Fox\_Fox-1,Intercept]

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



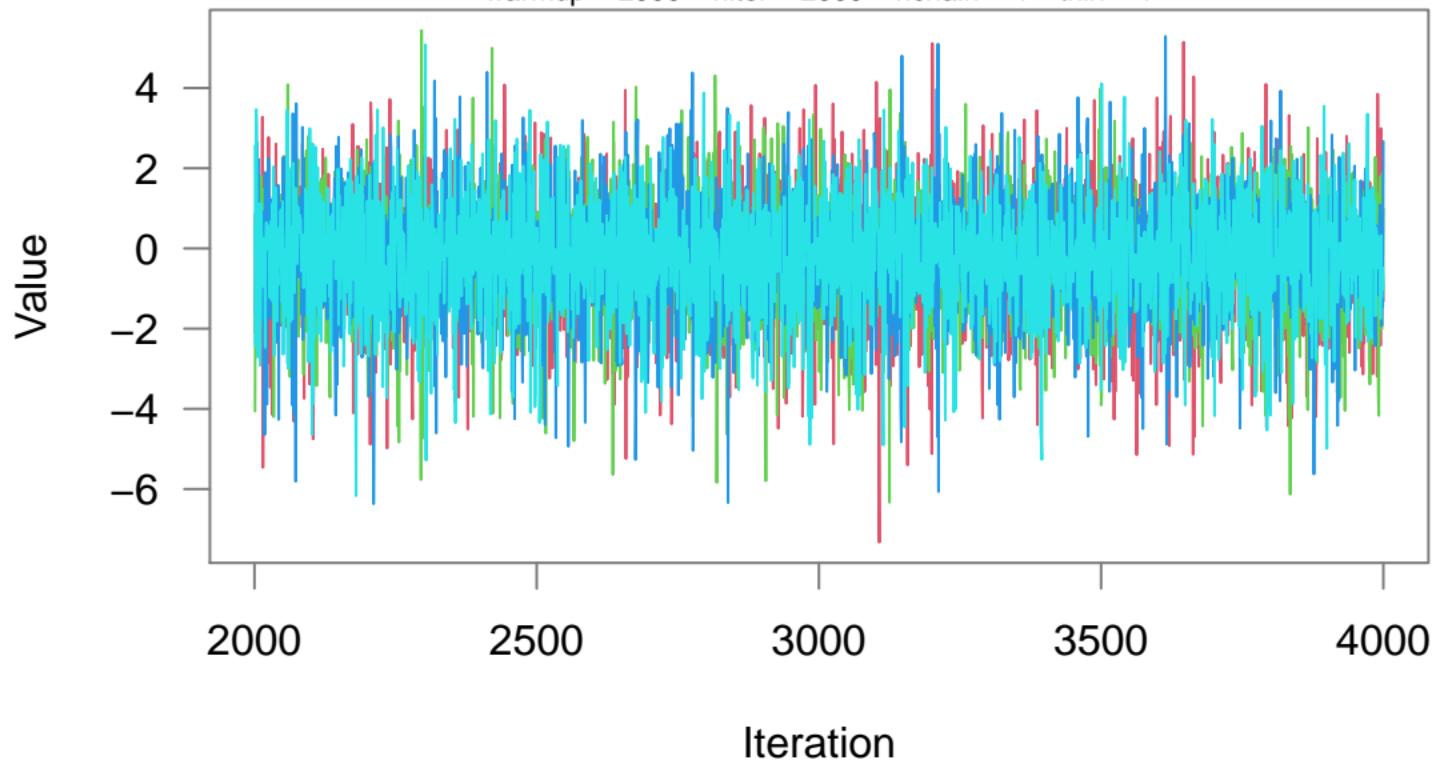
# r\_bay\_fac:site\_fac\_\_zi[Fox\_Fox-2,Intercept]

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



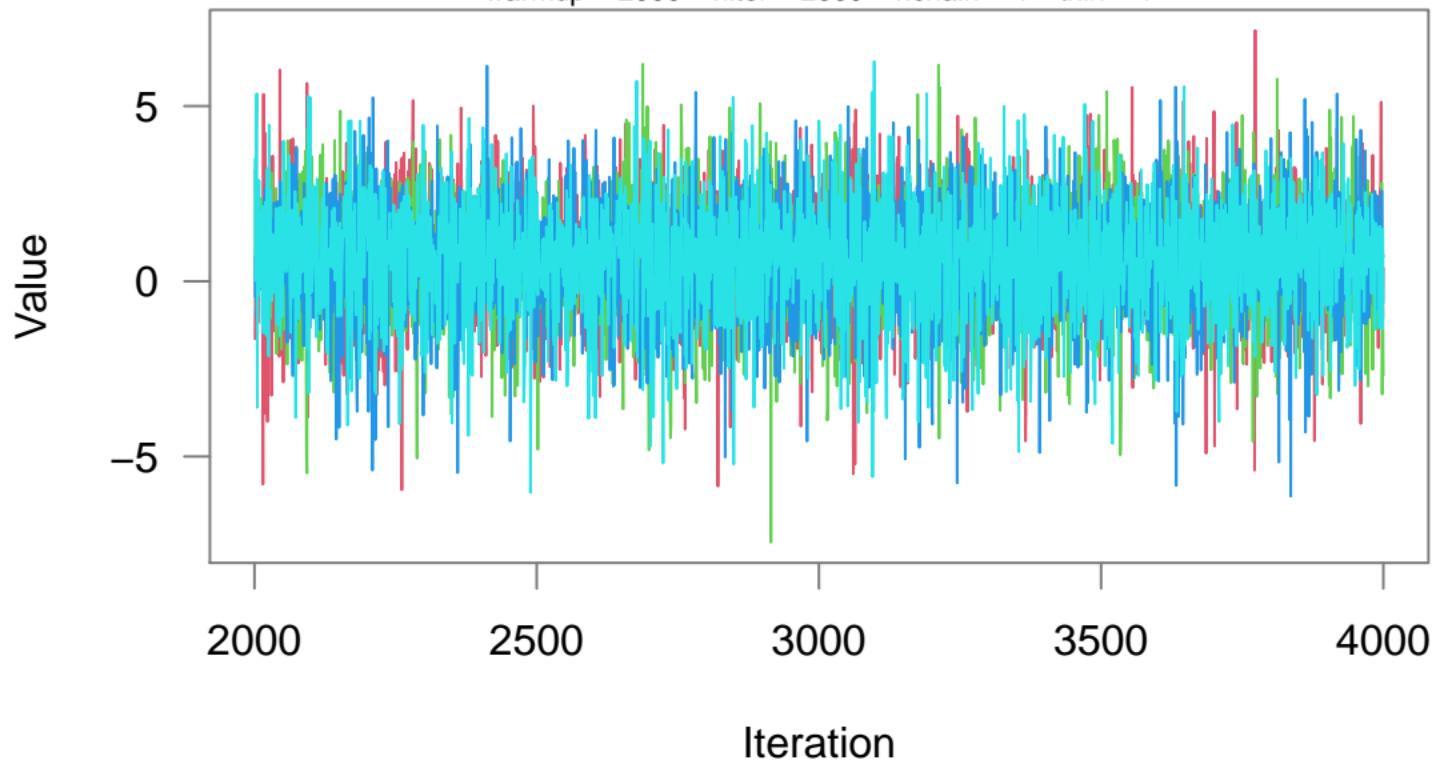
# r\_bay\_fac:site\_fac\_\_zi[Fox\_Fox-3,Intercept]

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



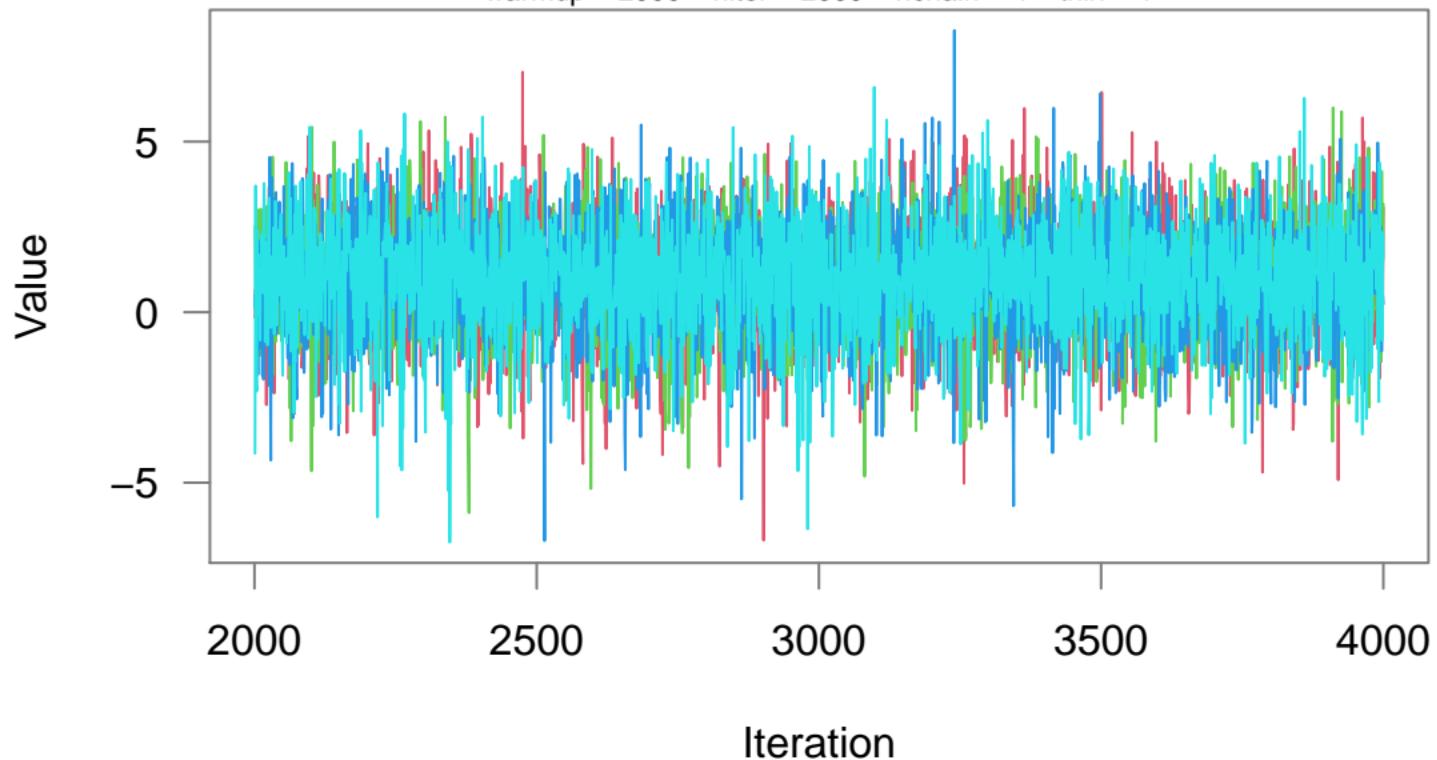
# r\_bay\_fac:site\_fac\_\_zi[Fox\_Fox-4,Intercept]

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

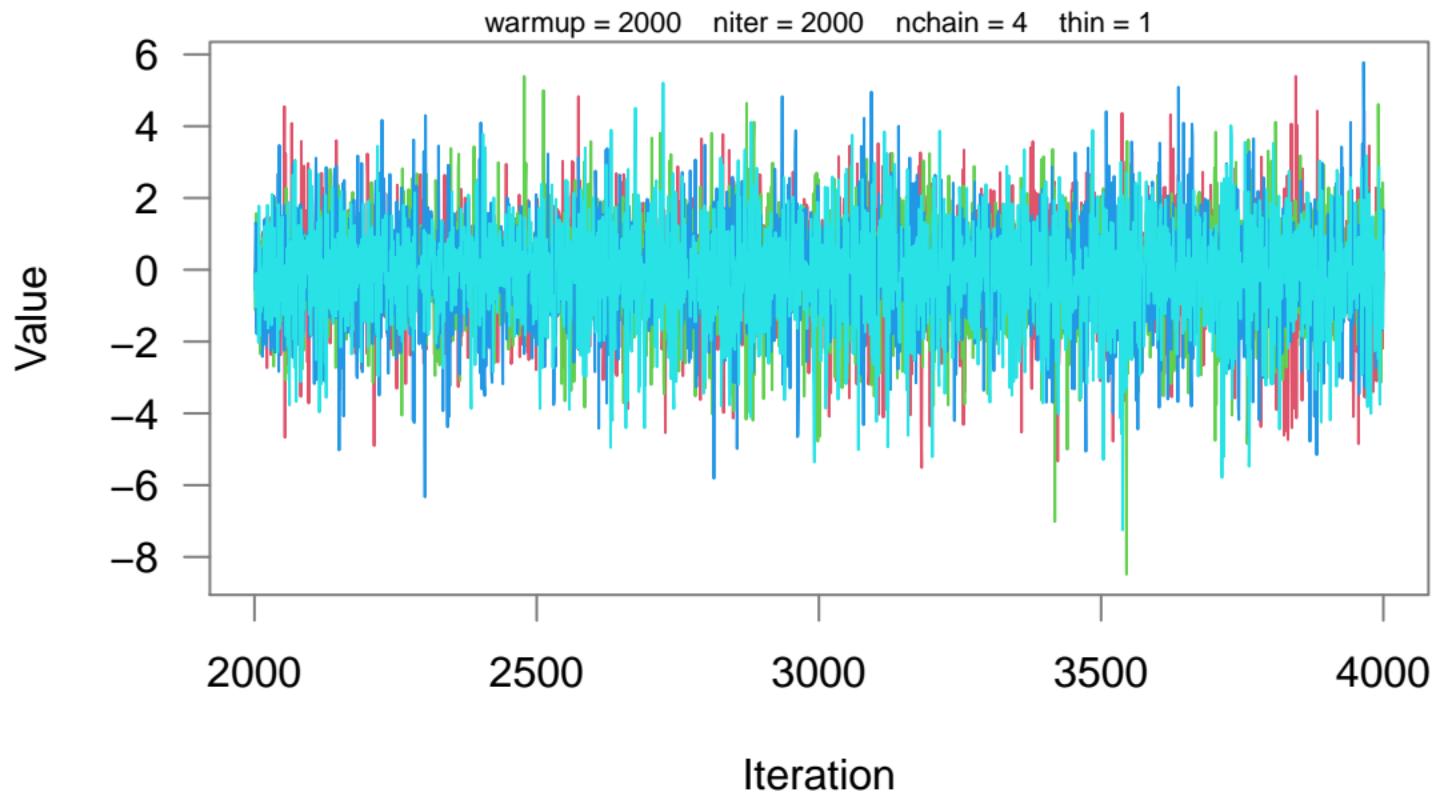


# r\_bay\_fac:site\_fac\_\_zi[Fox\_Fox-5,Intercept]

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

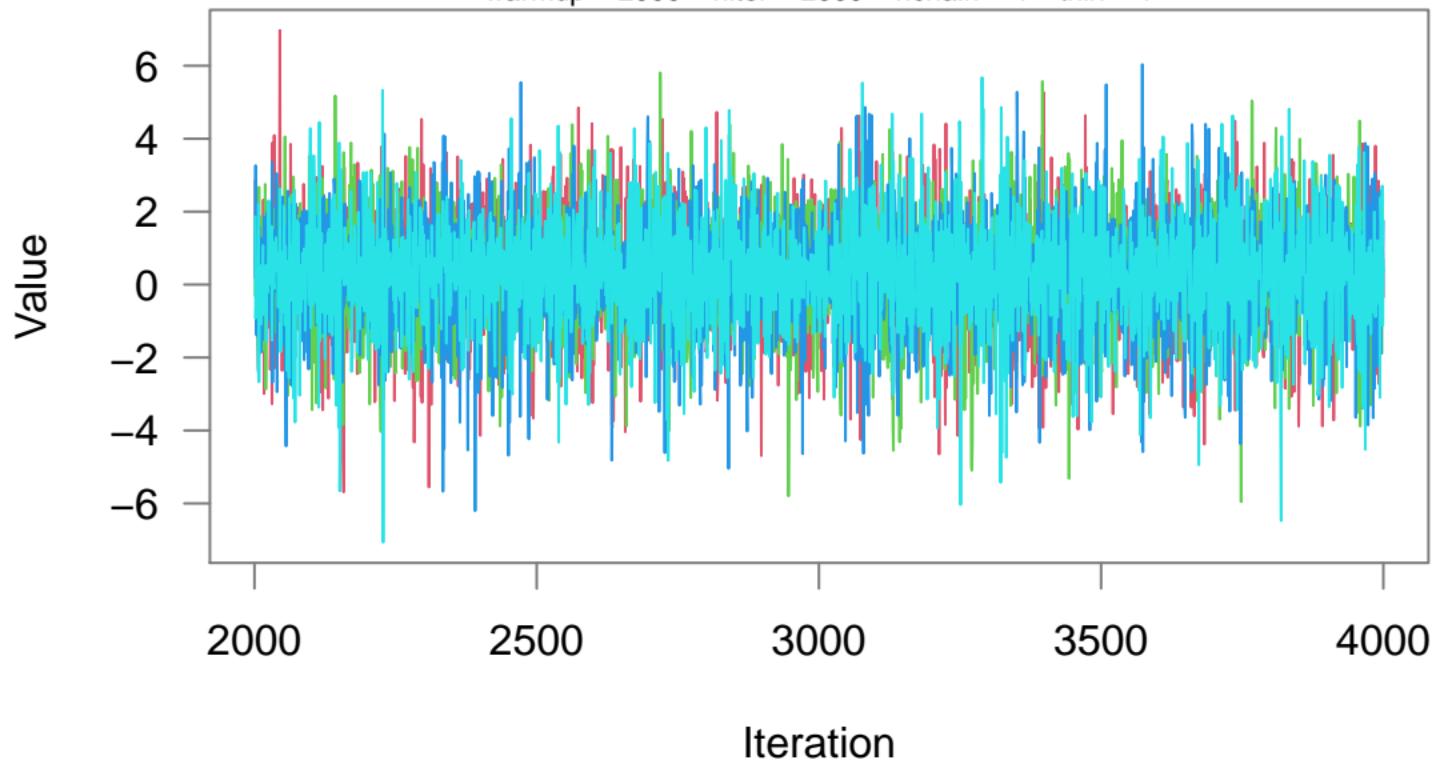


# r\_bay\_fac:site\_fac\_\_zi[Japanese\_Jap-1,Intercept]



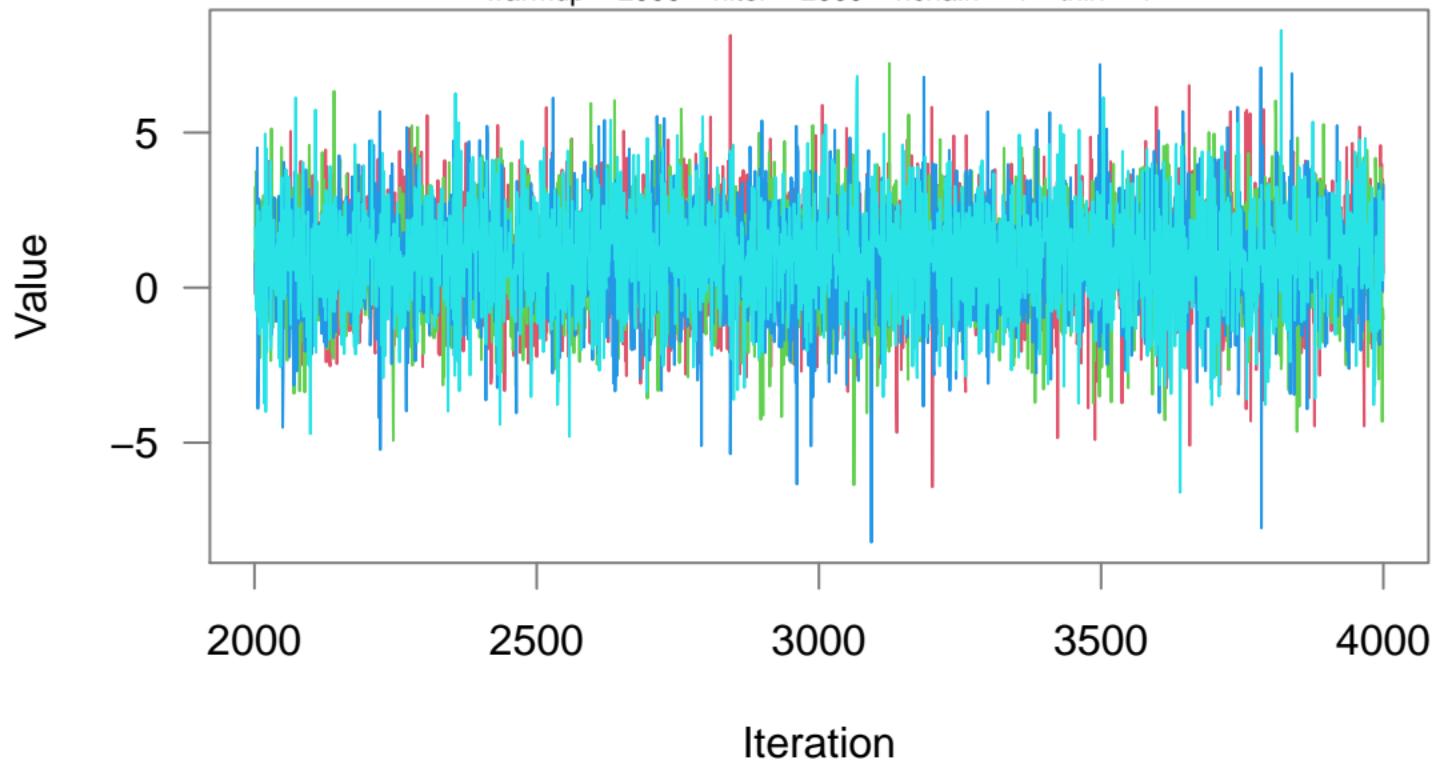
# r\_bay\_fac:site\_fac\_\_zi[Japanese\_Jap-2,Intercept]

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



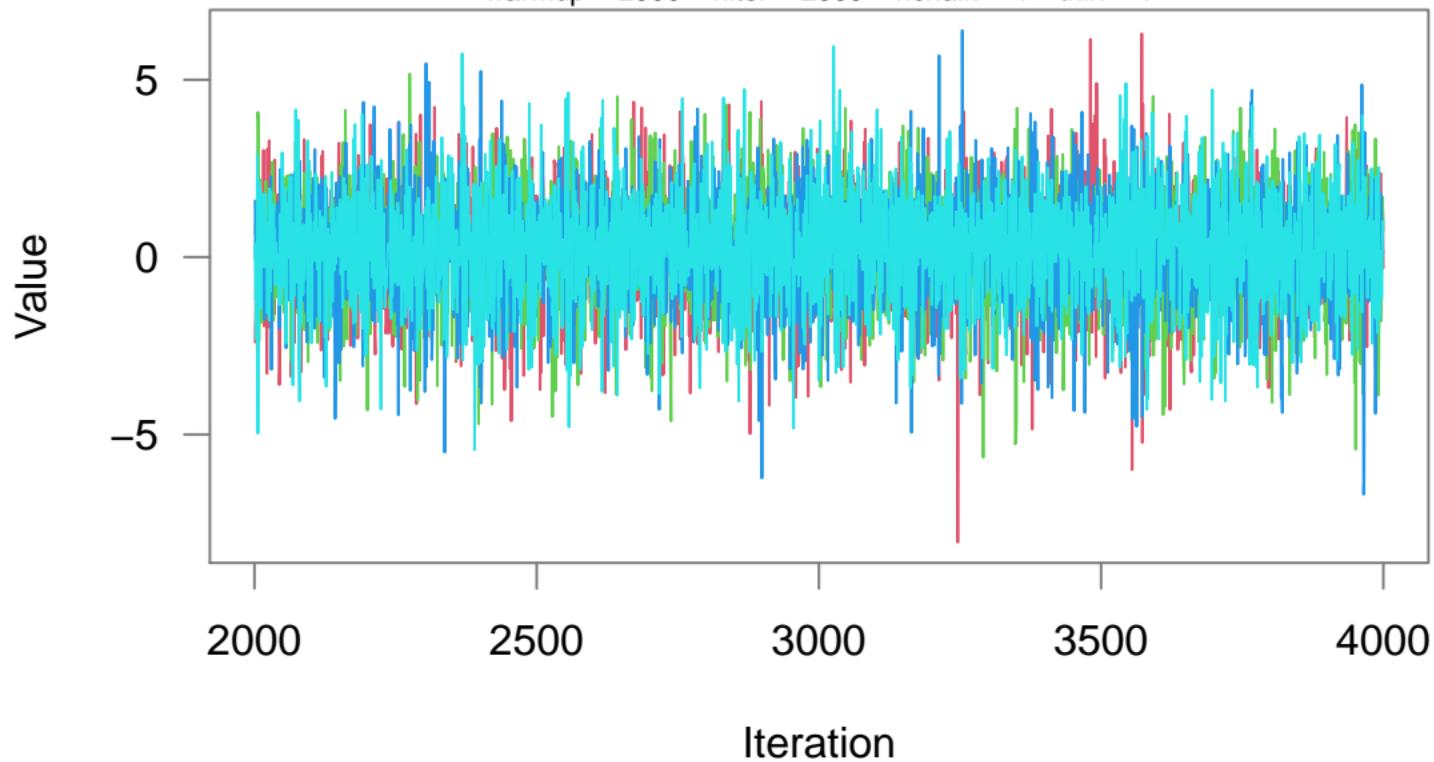
# r\_bay\_fac:site\_fac\_\_zi[Japanese\_Jap-3,Intercept]

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

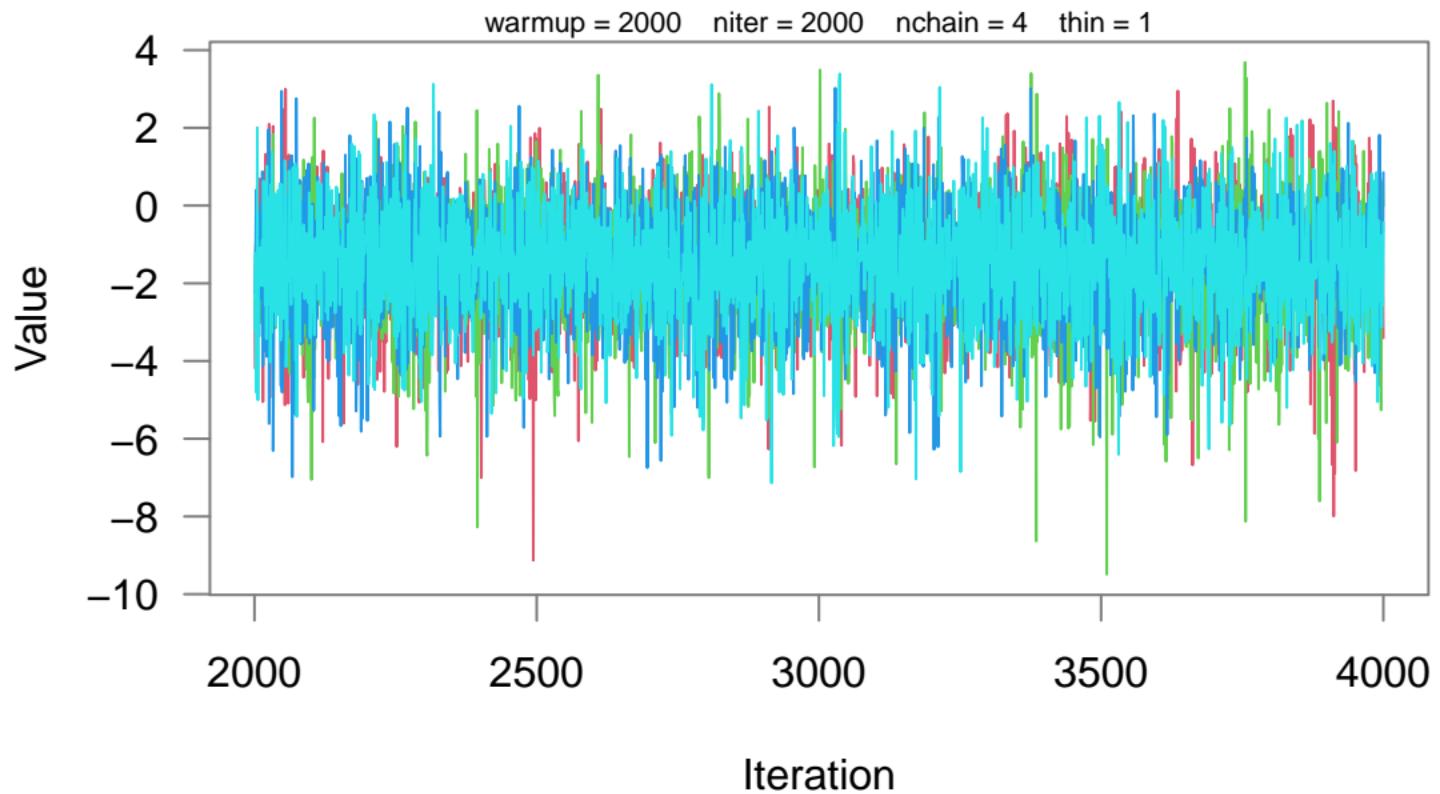


# r\_bay\_fac:site\_fac\_\_zi[Japanese\_Jap-4,Intercept]

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

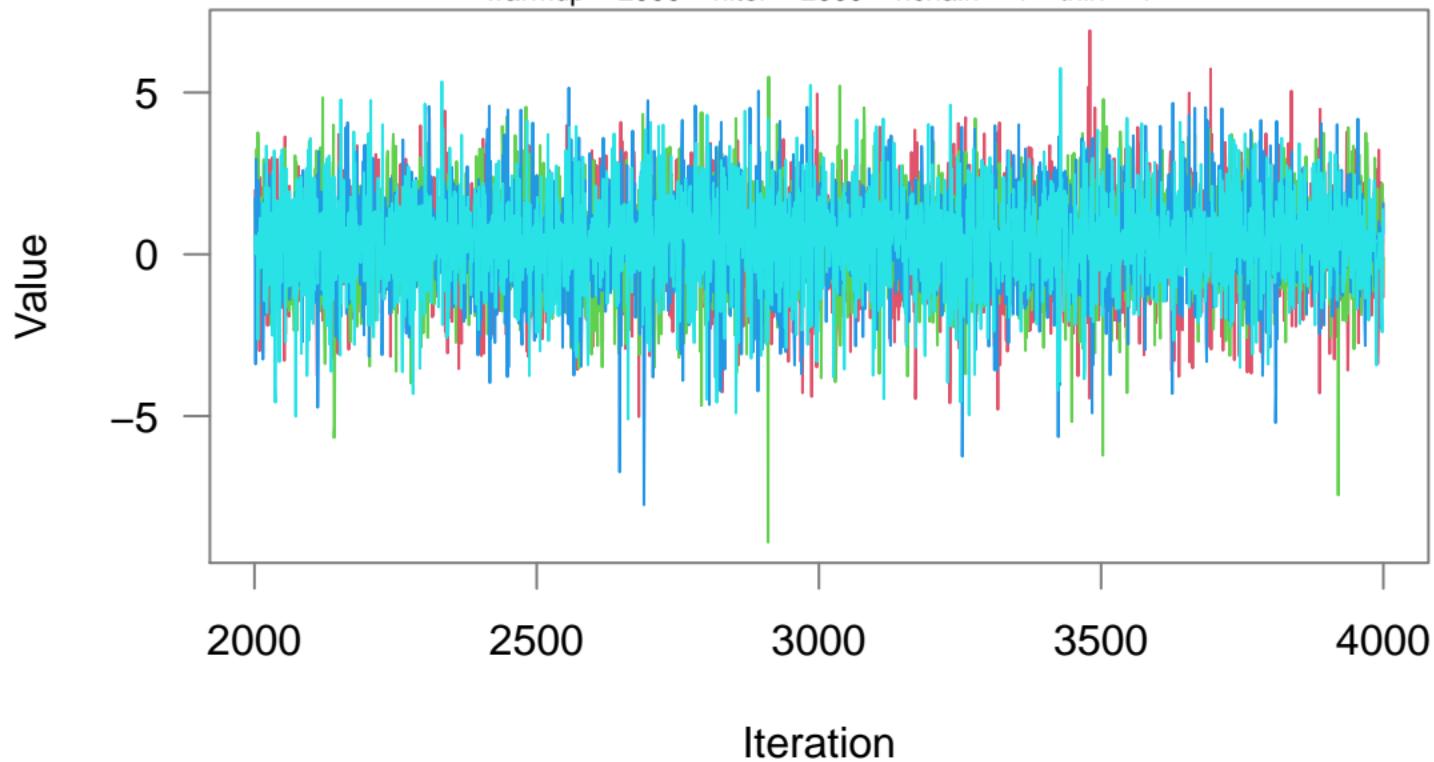


# r\_bay\_fac:site\_fac\_\_zi[Japanese\_Jap-5,Intercept]



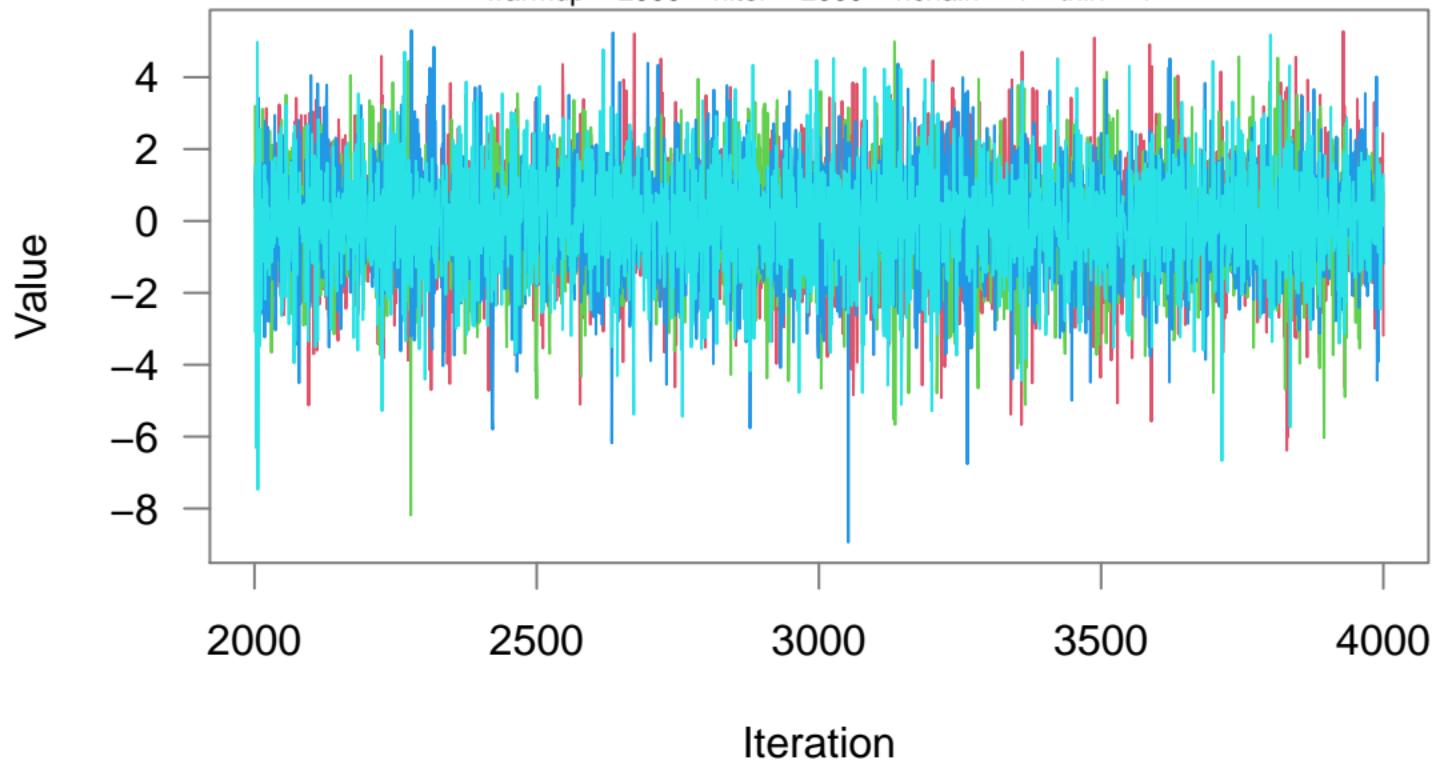
# r\_bay\_fac:site\_fac\_\_zi[Japanese\_Jap-6,Intercept]

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



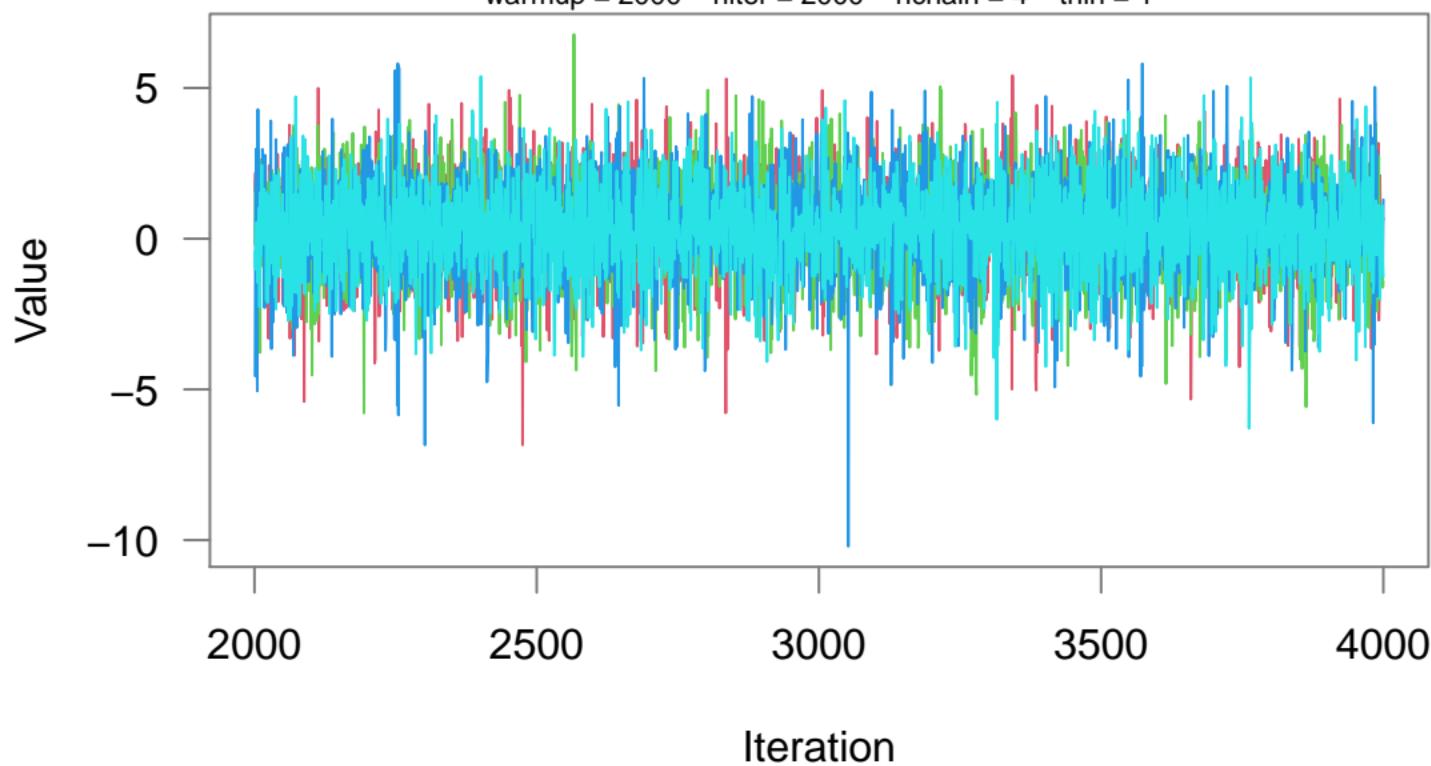
# r\_bay\_fac:site\_fac\_\_zi[Japanese\_Jap-7,Intercept]

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



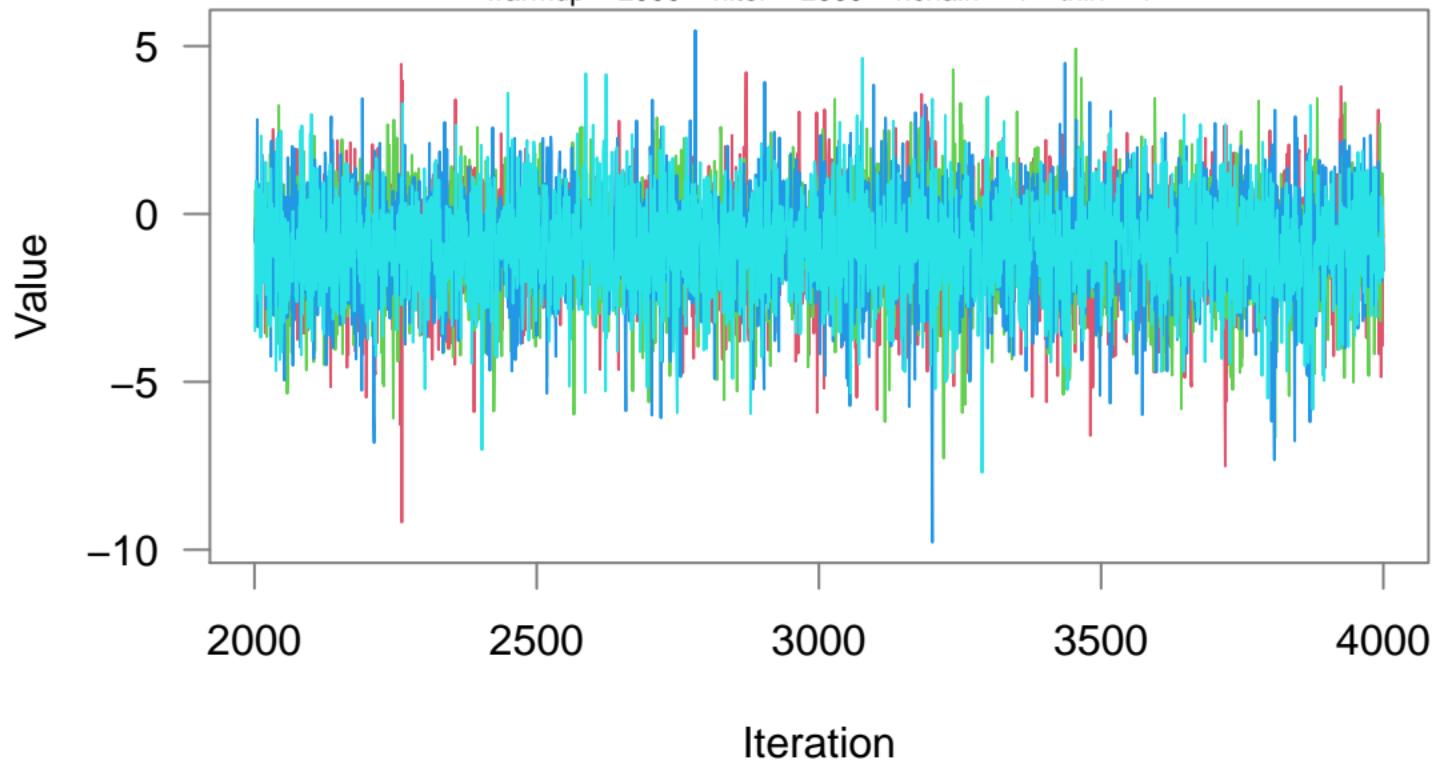
# r\_bay\_fac:site\_fac\_\_zi[Kaiugnak\_Kai-1,Intercept]

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



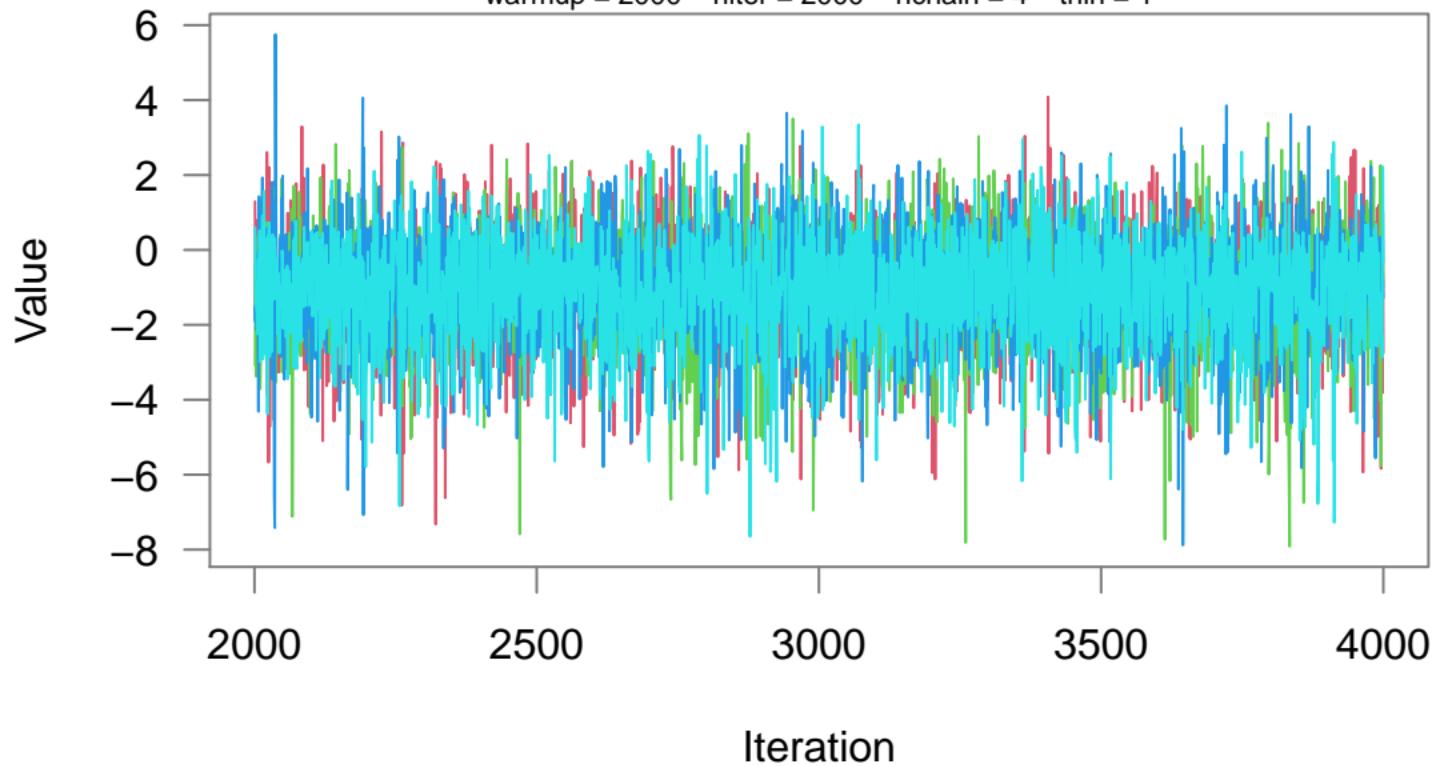
# r\_bay\_fac:site\_fac\_\_zi[Kaiugnak\_Kai-2,Intercept]

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



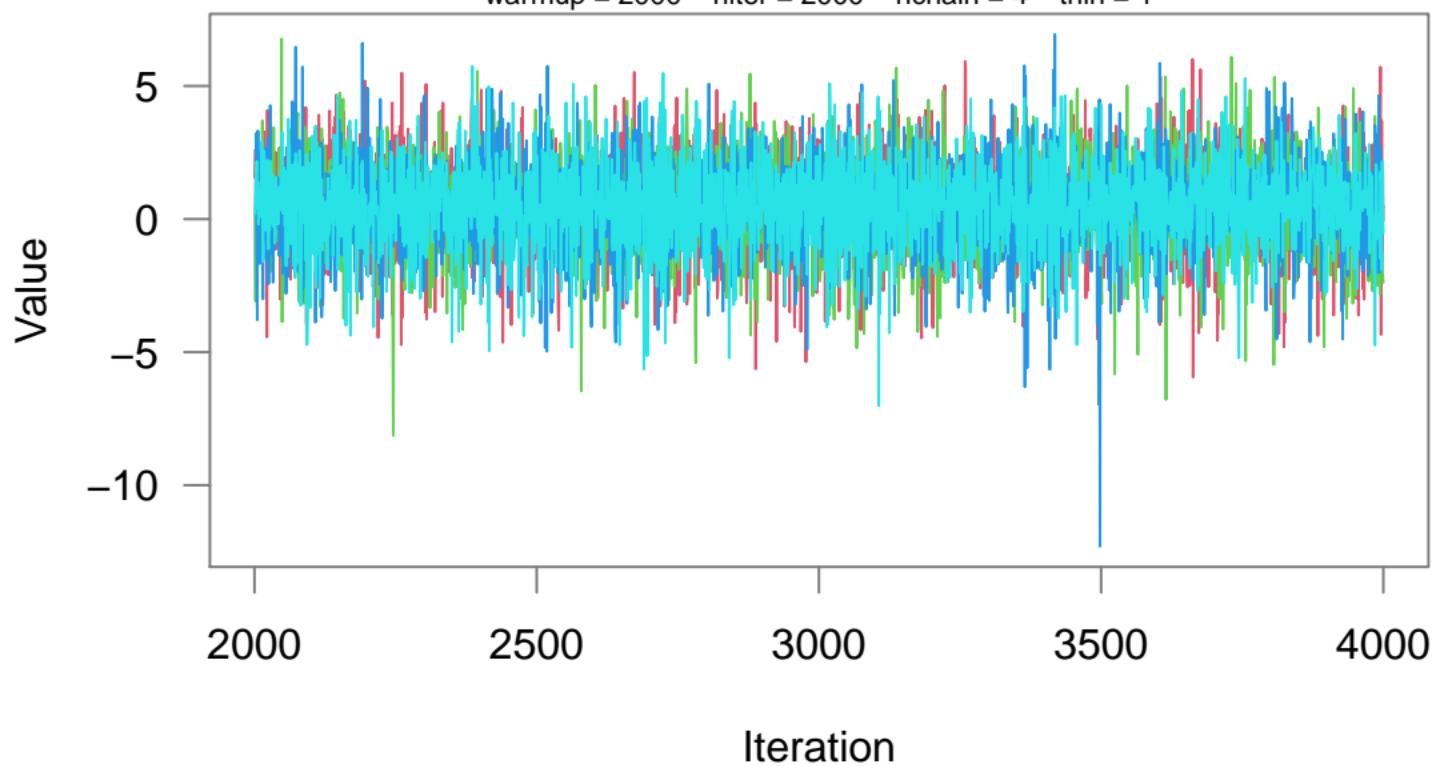
# r\_bay\_fac:site\_fac\_\_zi[Kaiugnak\_Kai-3,Intercept]

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



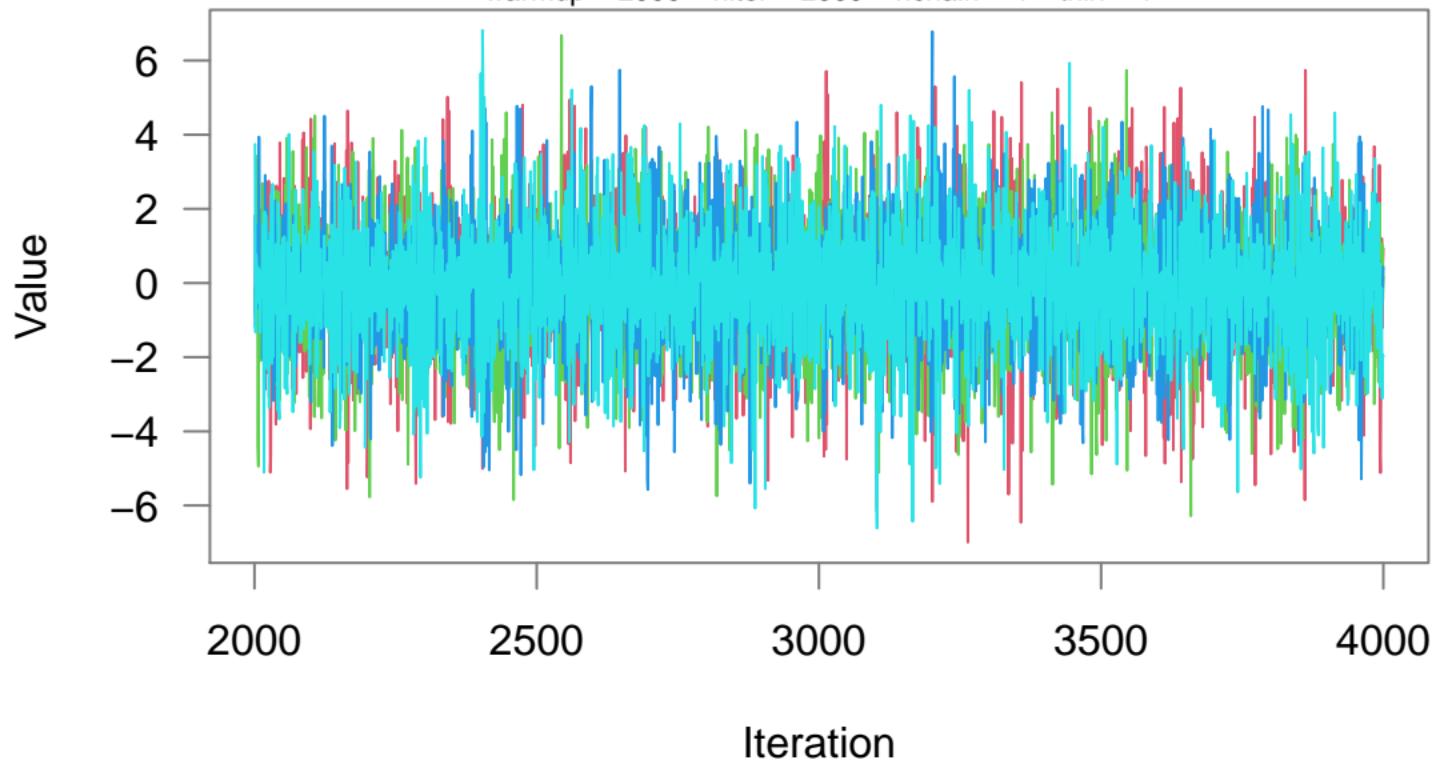
# r\_bay\_fac:site\_fac\_\_zi[Kaiugnak\_Kai-4,Intercept]

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



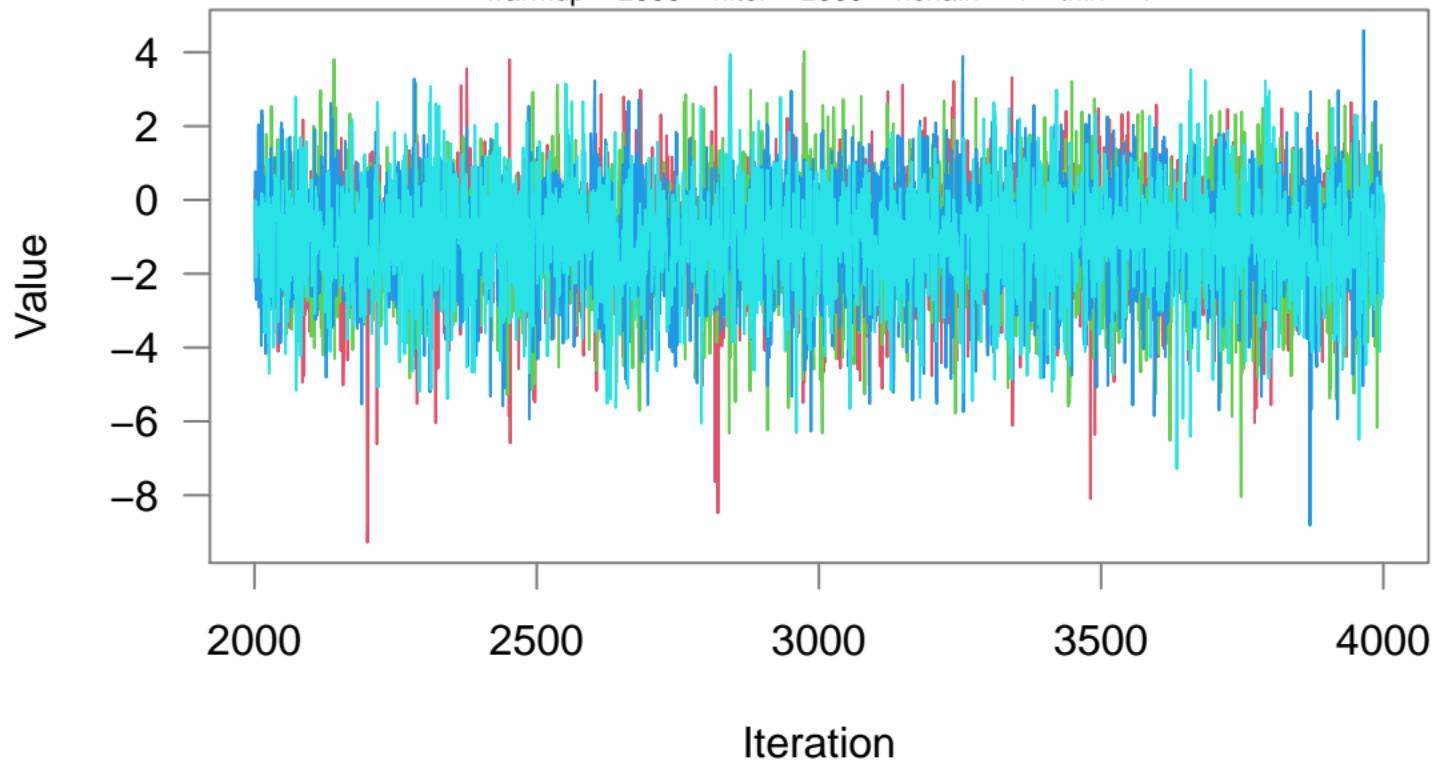
# r\_bay\_fac:site\_fac\_\_zi[Kaiugnak\_Kai-5,Intercept]

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



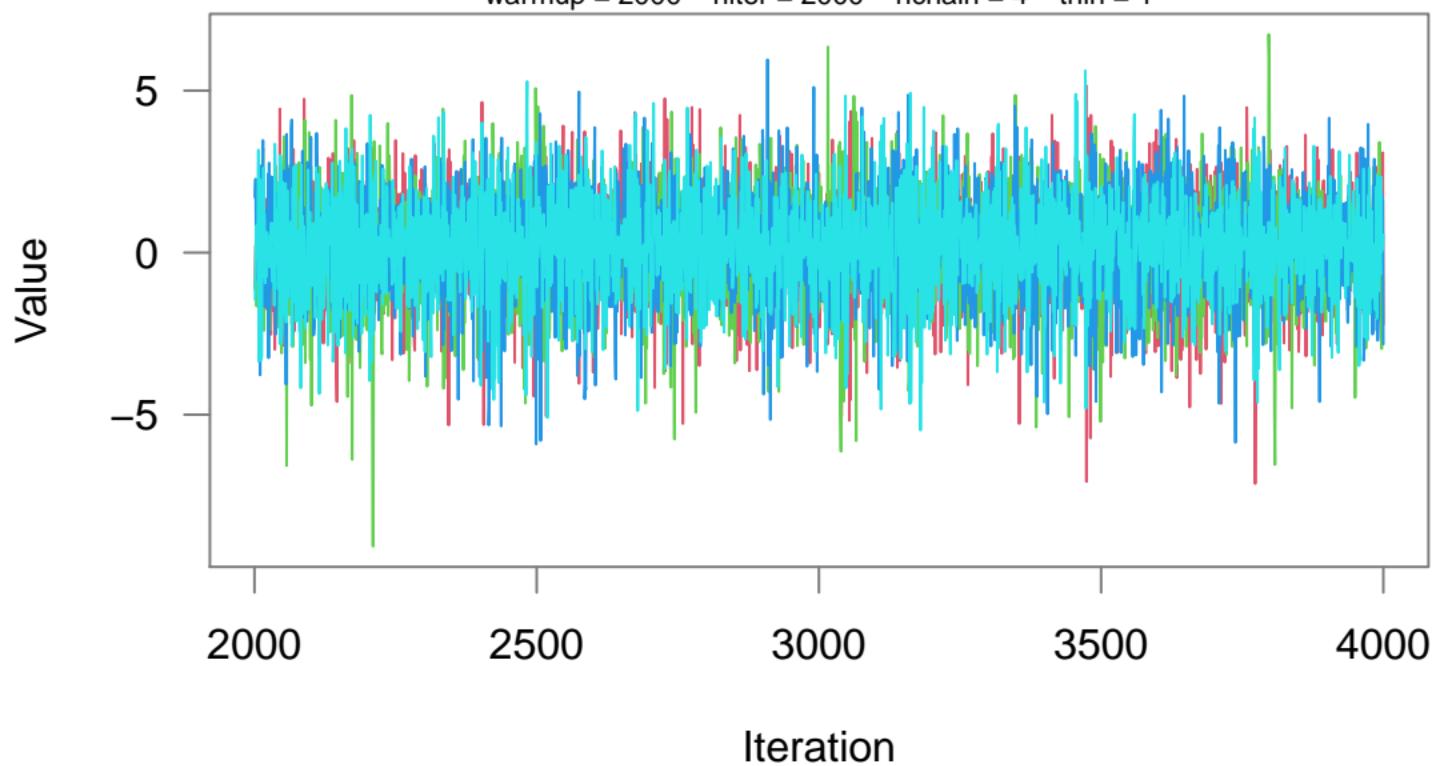
# r\_bay\_fac:site\_fac\_\_zi[Kaiugnak\_Kai-6,Intercept]

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



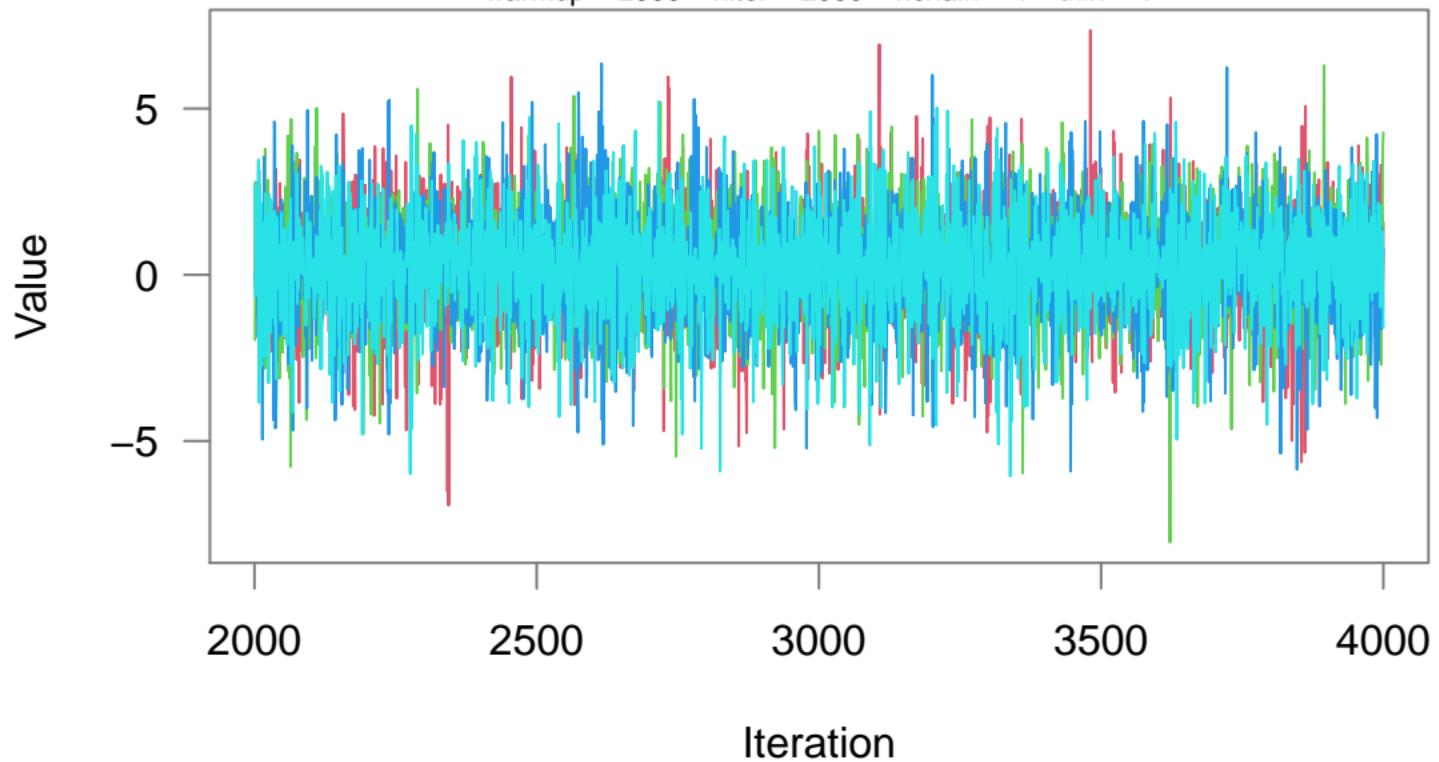
# r\_bay\_fac:site\_fac\_\_zi[Kaiugnak\_Kai-7,Intercept]

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



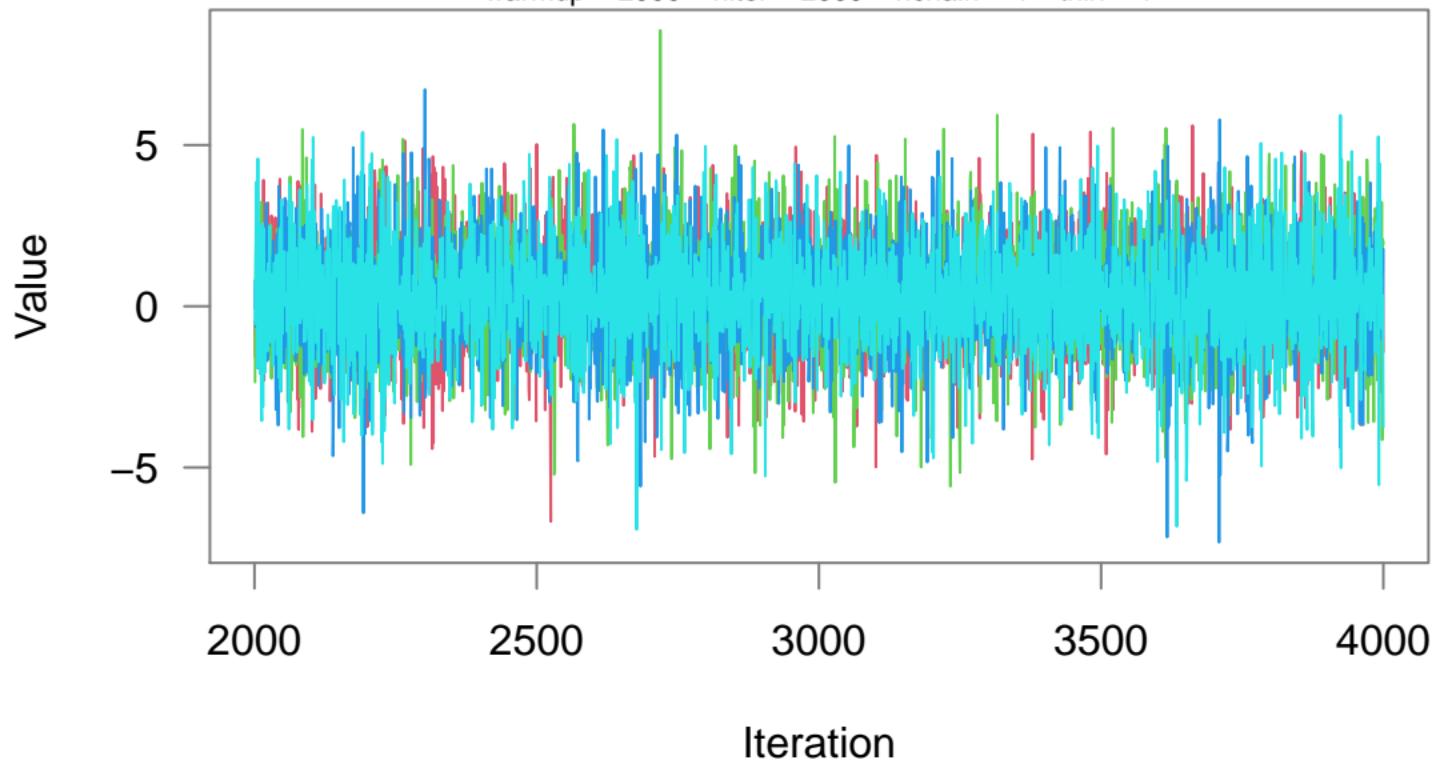
# r\_bay\_fac:site\_fac\_\_zi[Kiluida\_Kilu-1,Intercept]

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



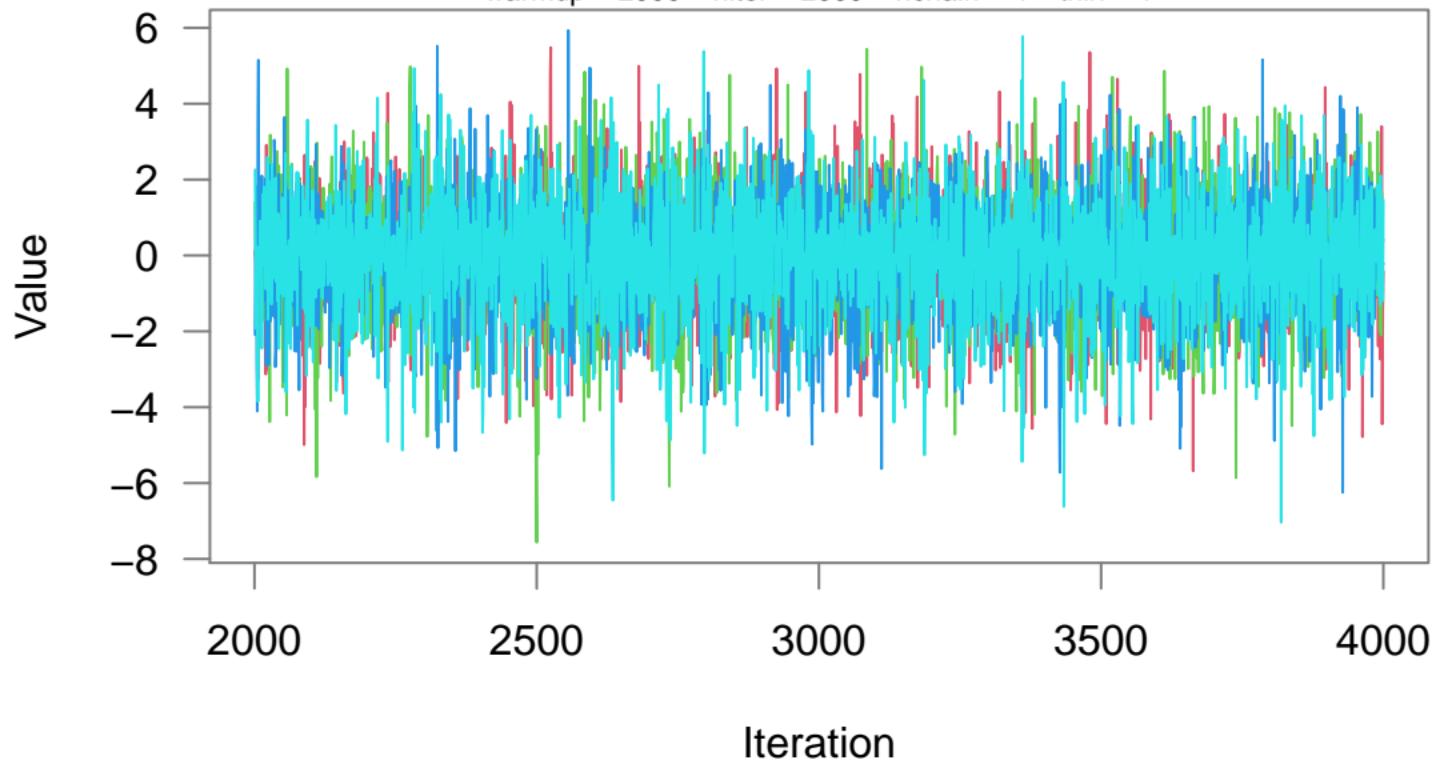
# r\_bay\_fac:site\_fac\_\_zi[Kiluida\_Kilu-2,Intercept]

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

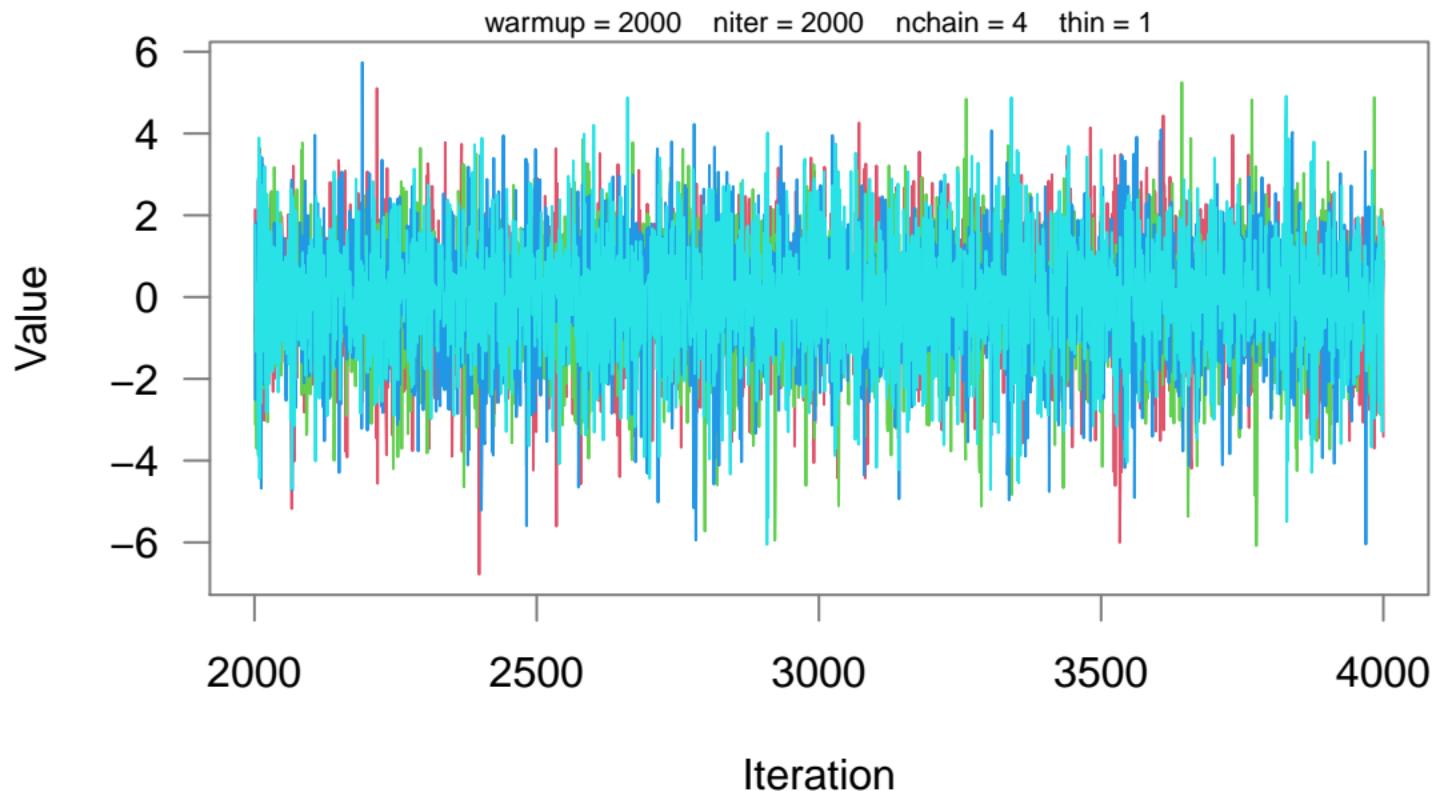


# r\_bay\_fac:site\_fac\_\_zi[Kiluida\_Kilu-3,Intercept]

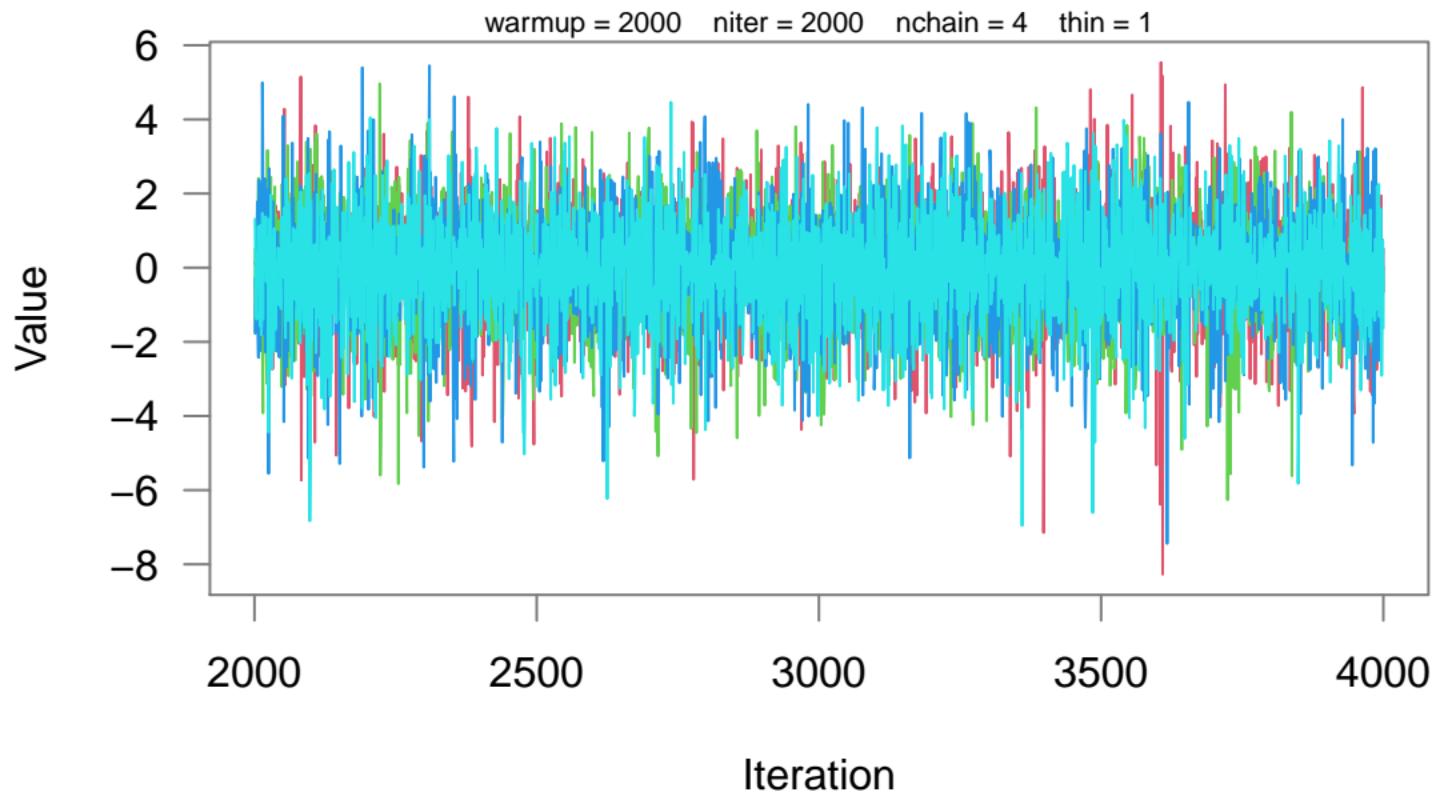
warmup = 2000 niter = 2000 nchain = 4 thin = 1



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

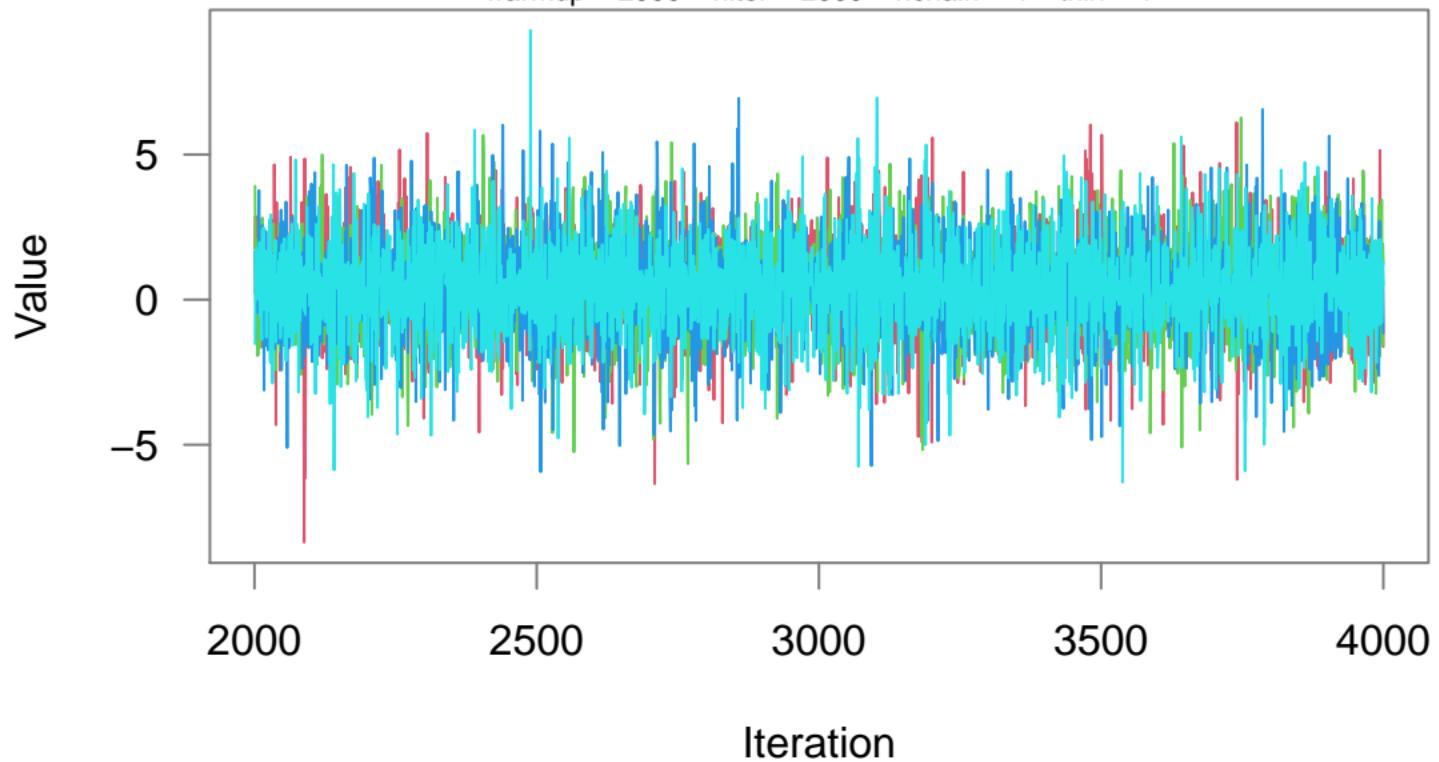


# r\_bay\_fac:site\_fac\_\_zi[Kiluida\_Kilu-5,Intercept]



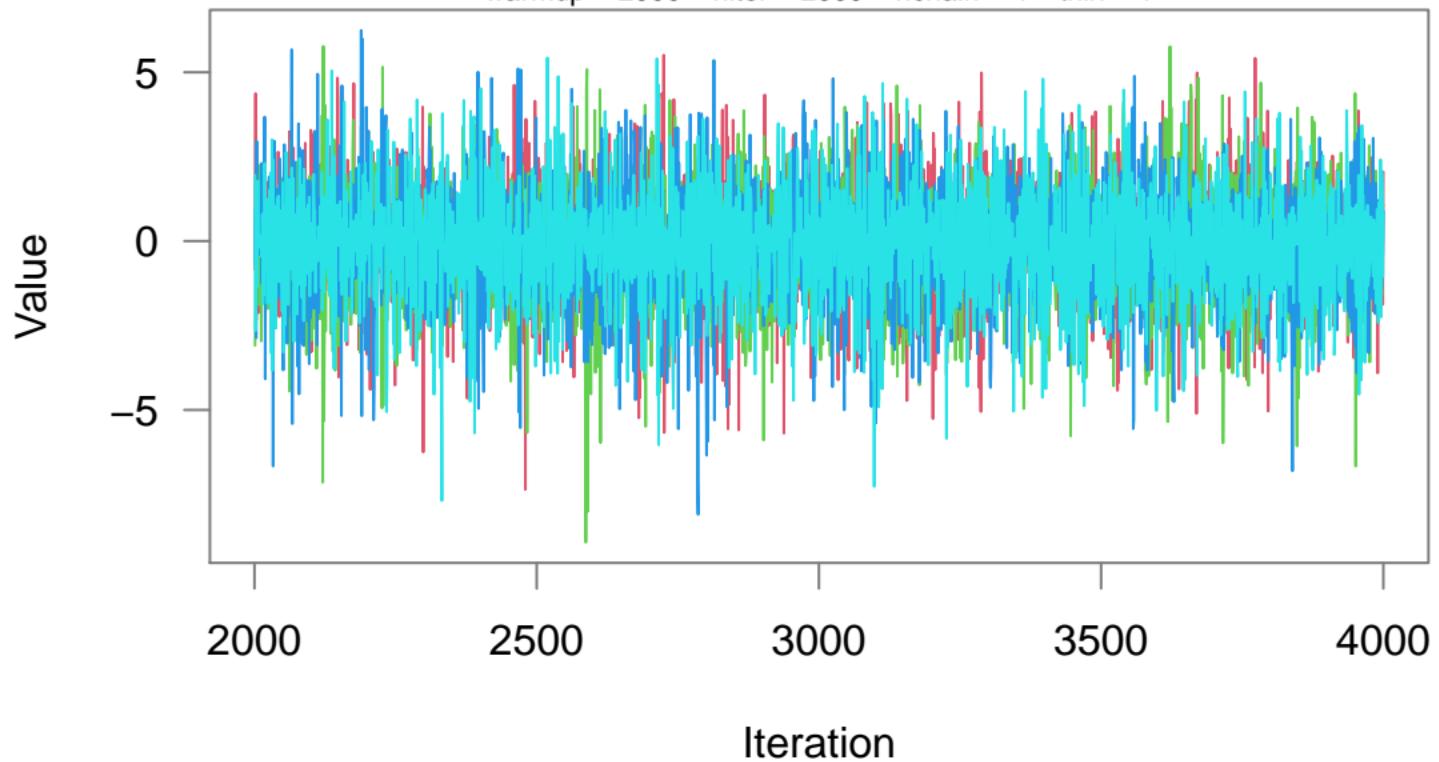
# r\_bay\_fac:site\_fac\_\_zi[Kiluida\_Kilu-6,Intercept]

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



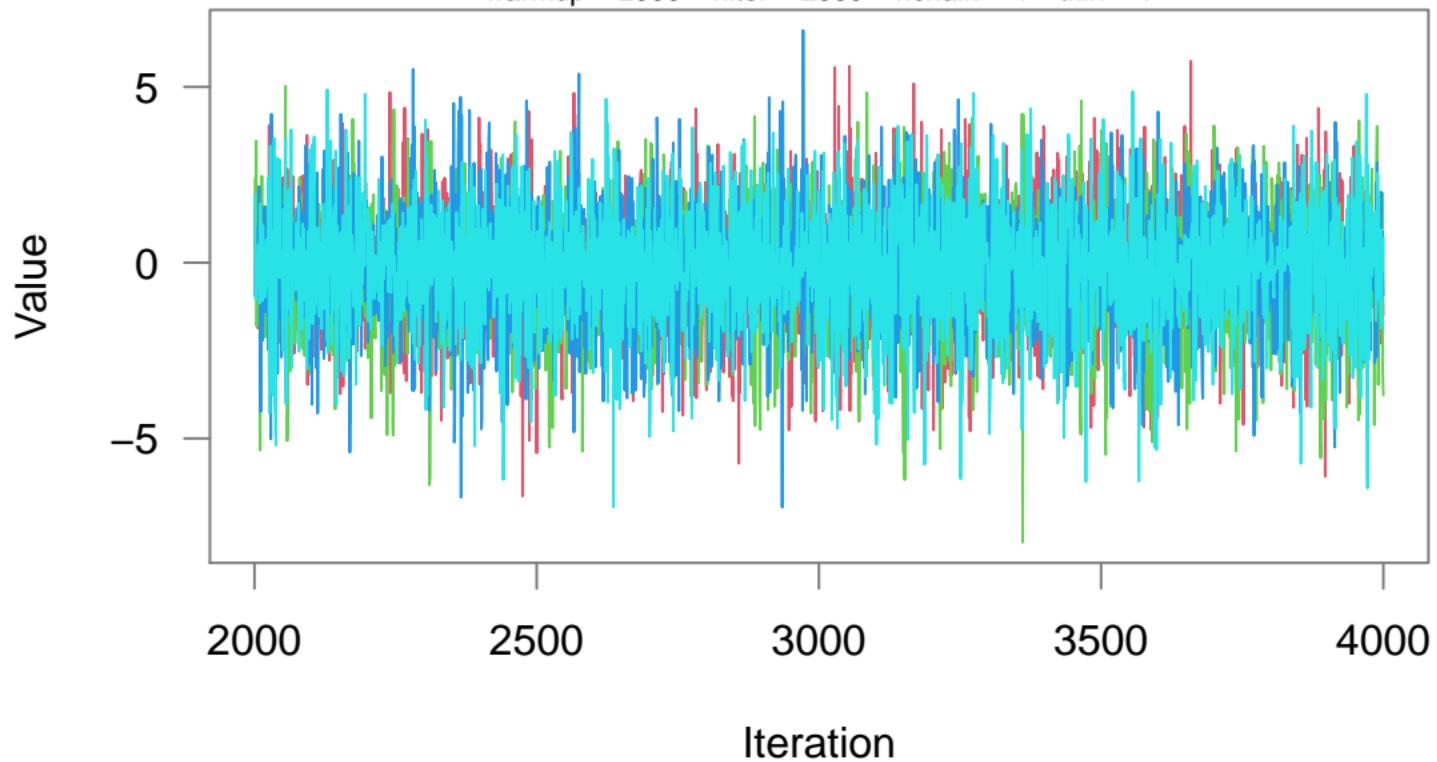
# r\_bay\_fac:site\_fac\_\_zi[Kiluida\_Kilu-7,Intercept]

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



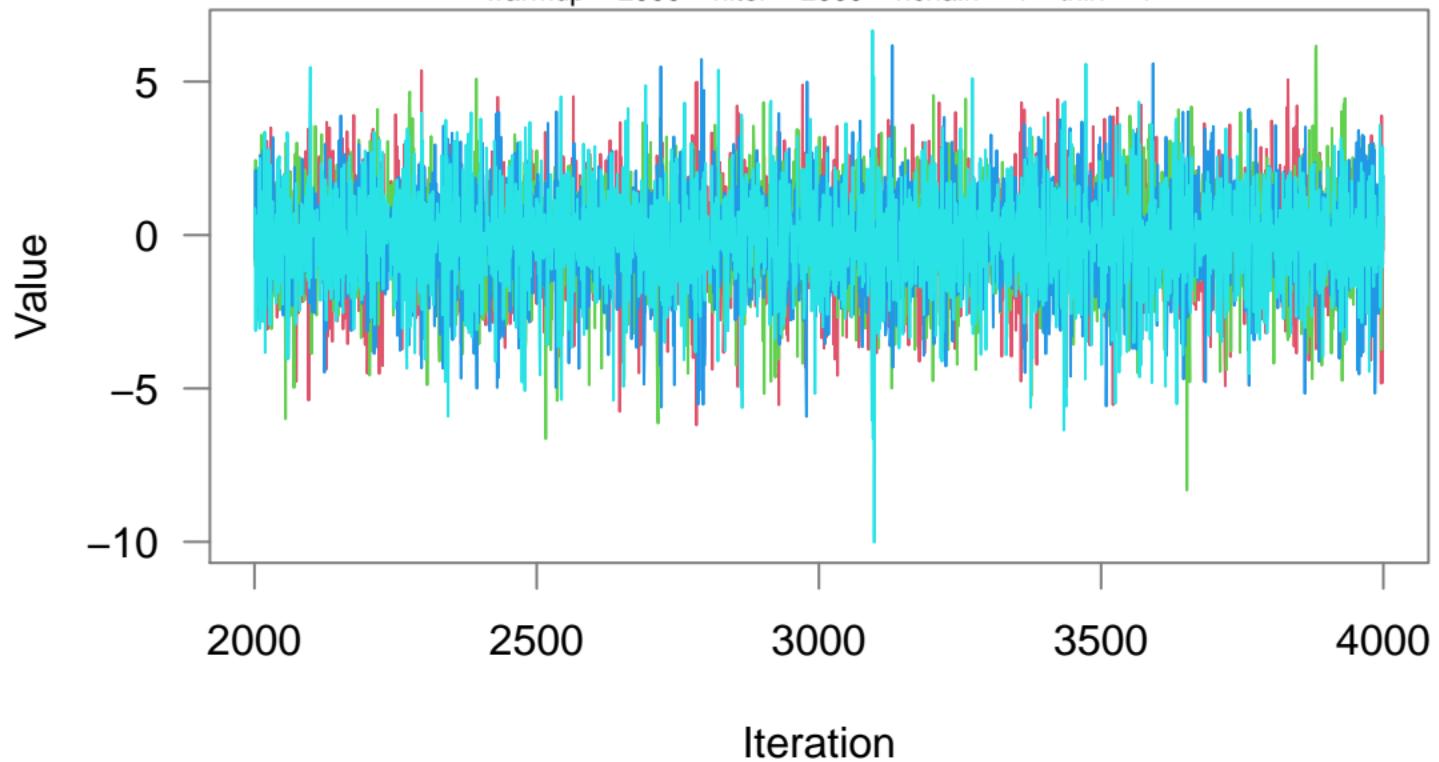
# r\_bay\_fac:site\_fac\_\_zi[Kiluida\_Kilu-8,Intercept]

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



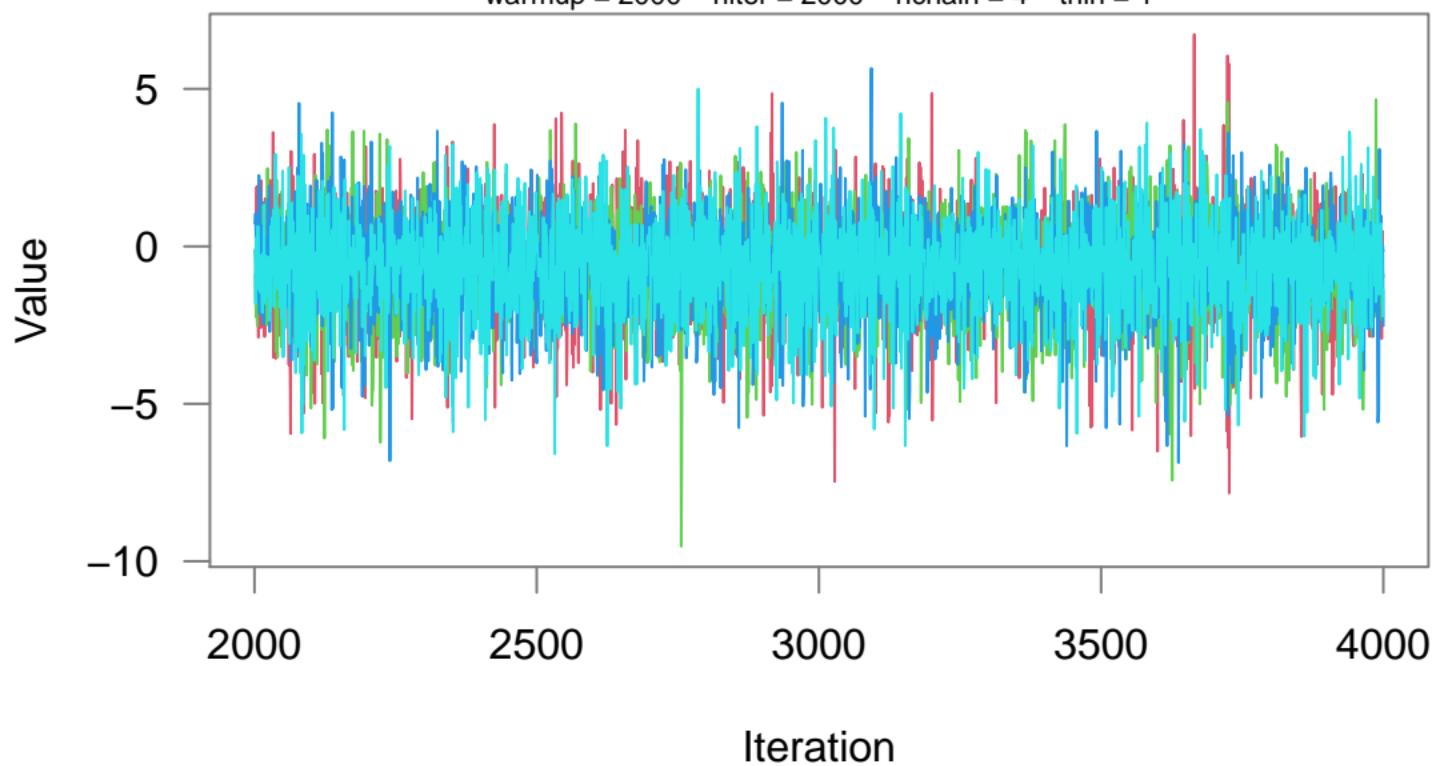
# r\_bay\_fac:site\_fac\_\_zi[Kiluida\_Kilu-9,Intercept]

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



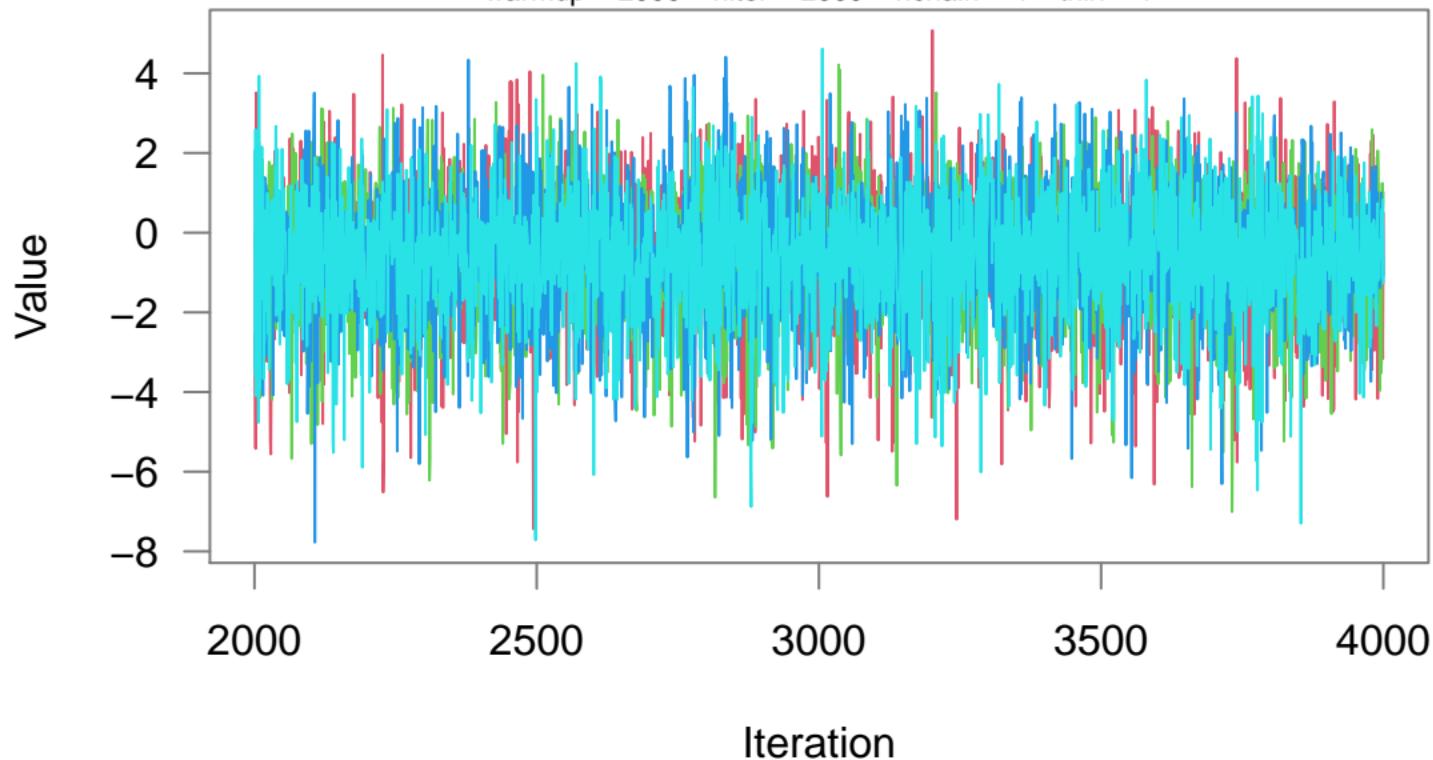
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-1,Intercept]

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



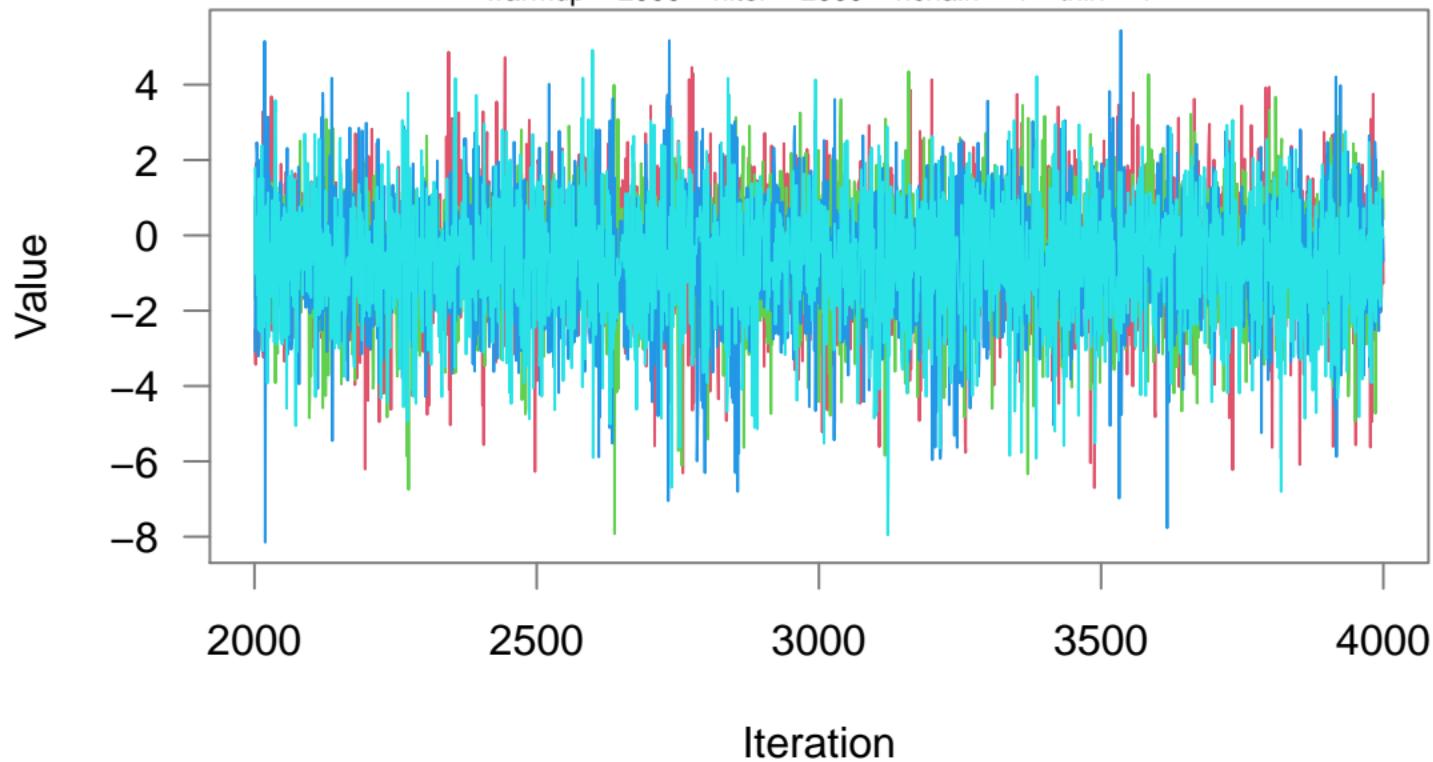
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-2,Intercept]

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



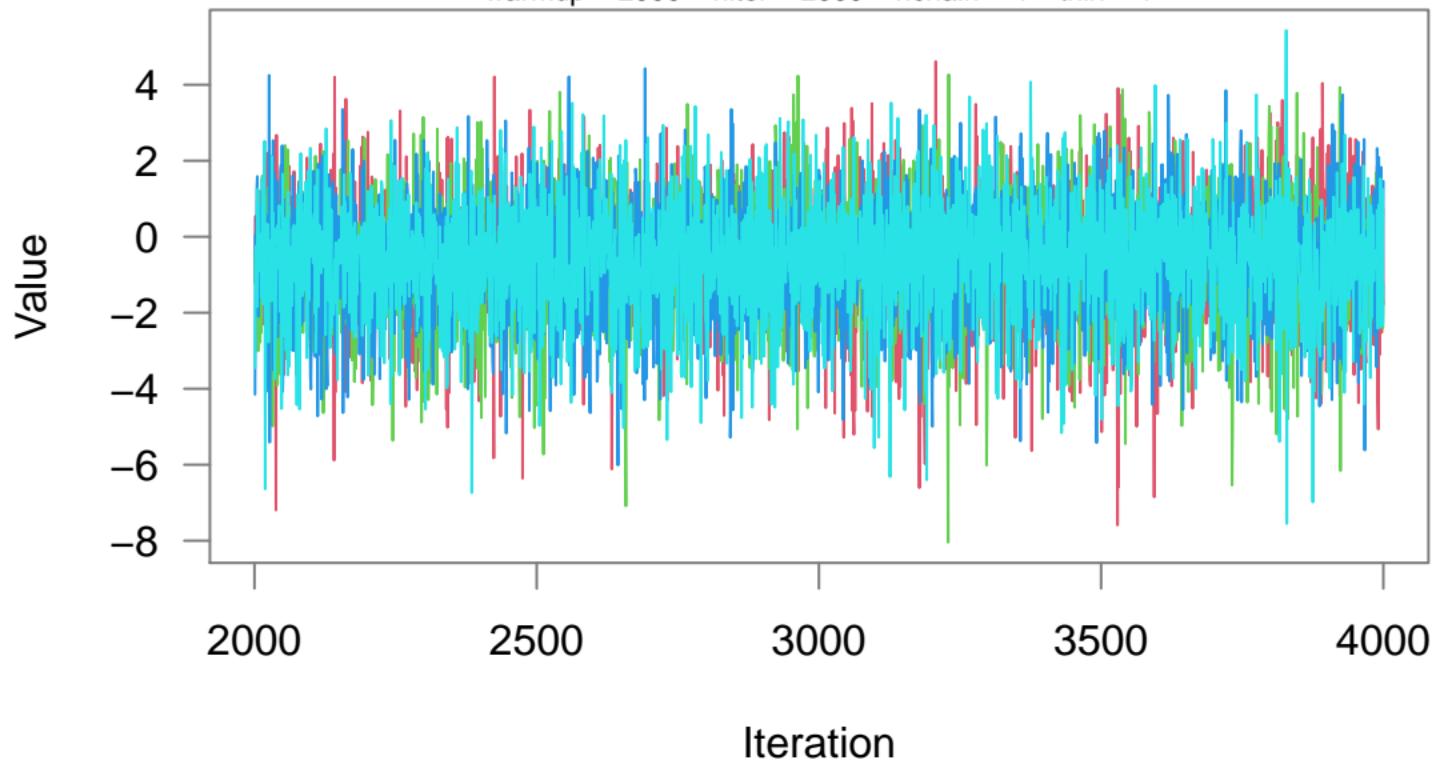
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-3,Intercept]

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



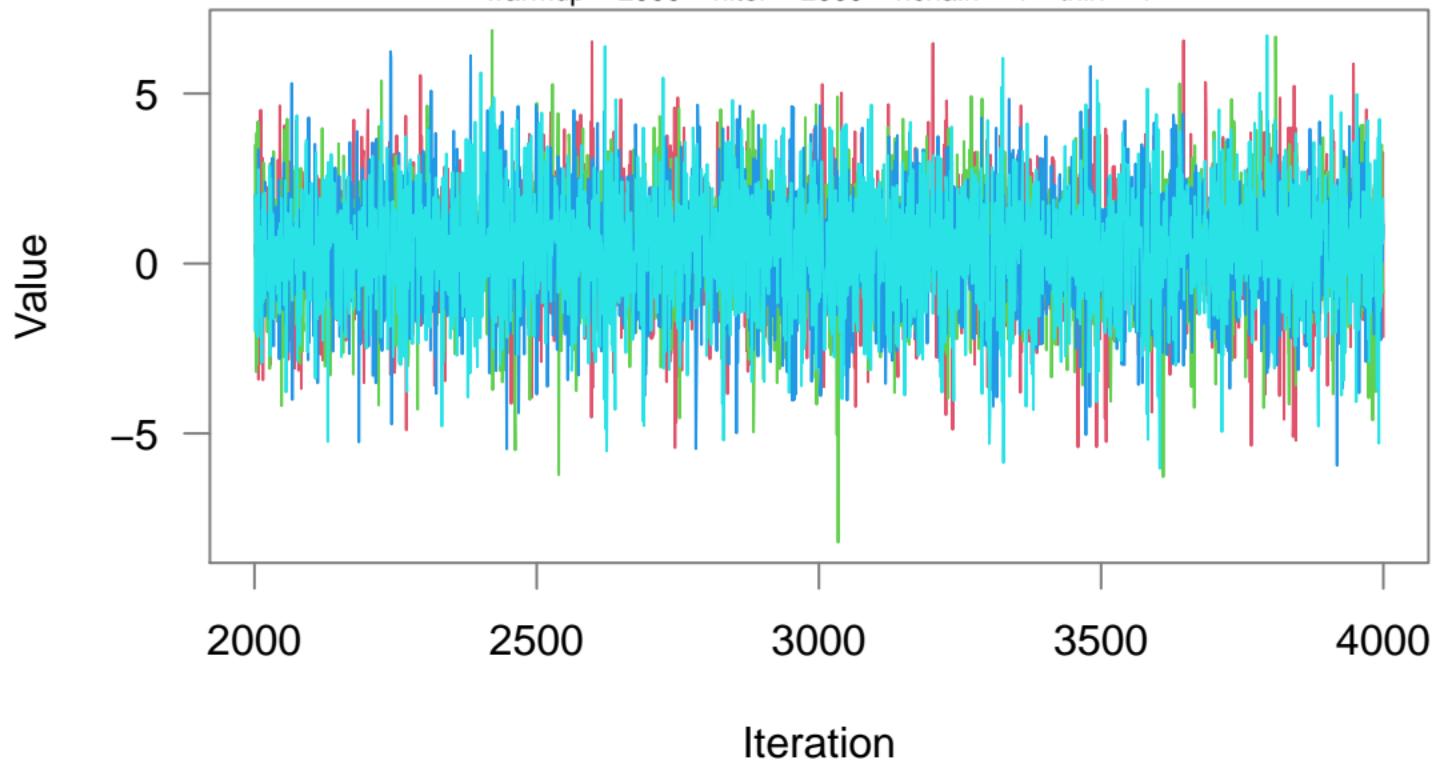
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-4,Intercept]

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



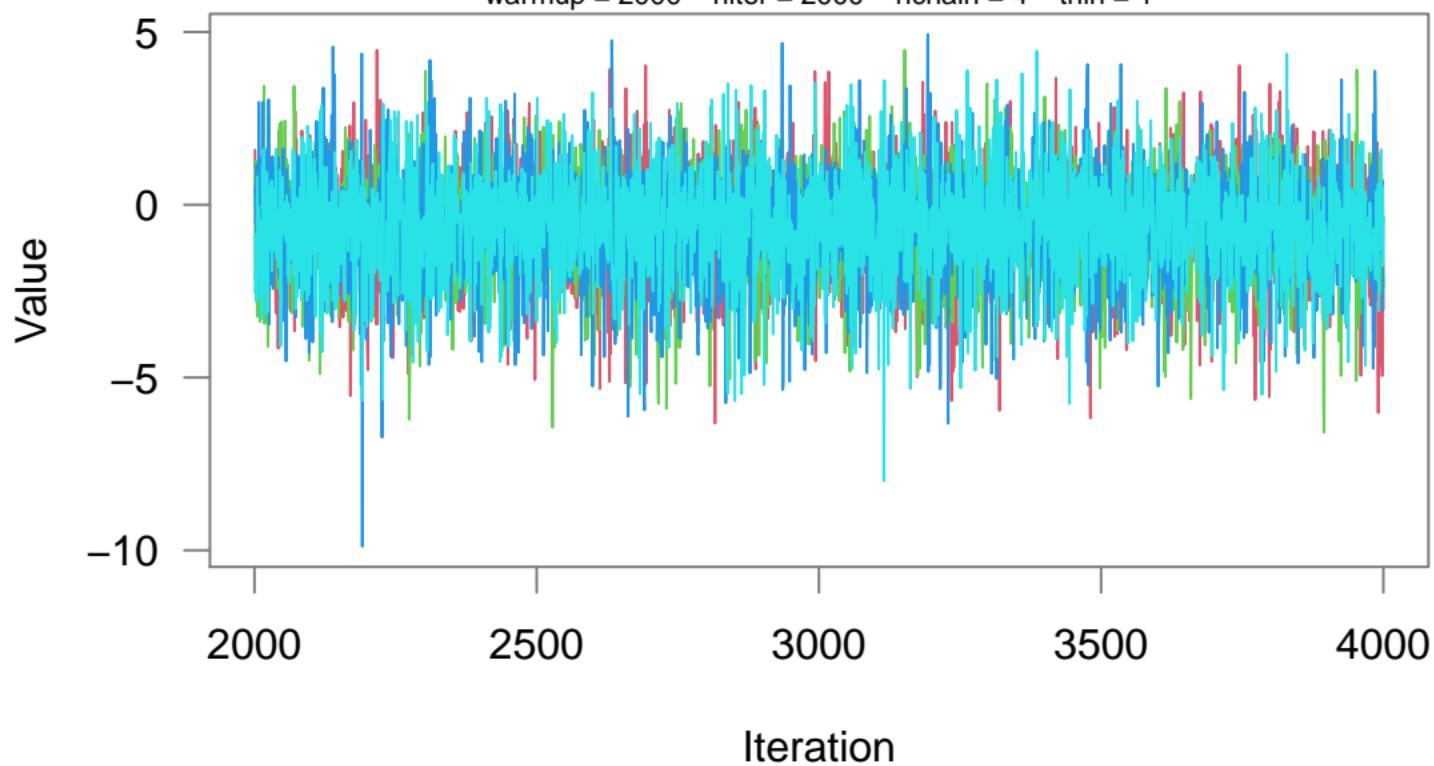
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-5,Intercept]

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



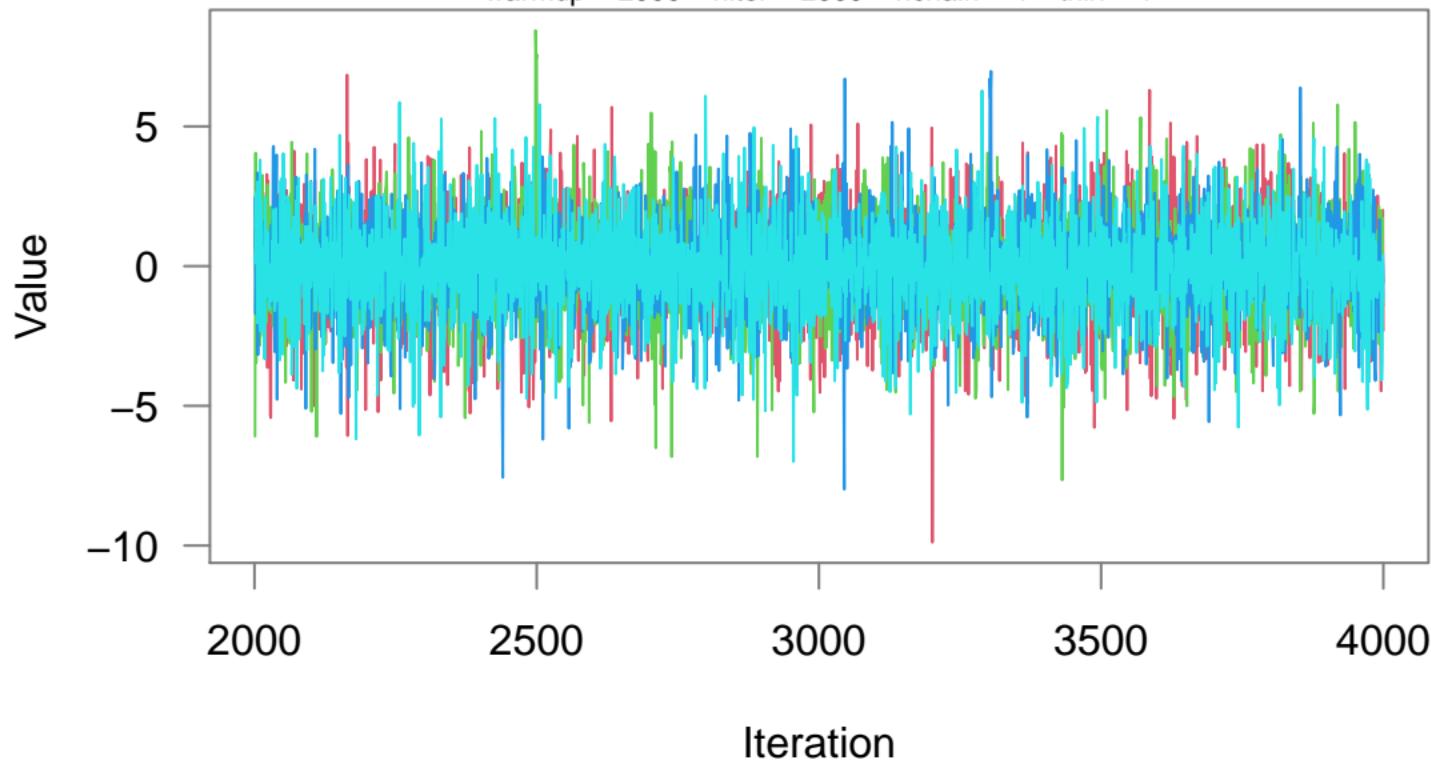
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mit-6,Intercept]

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



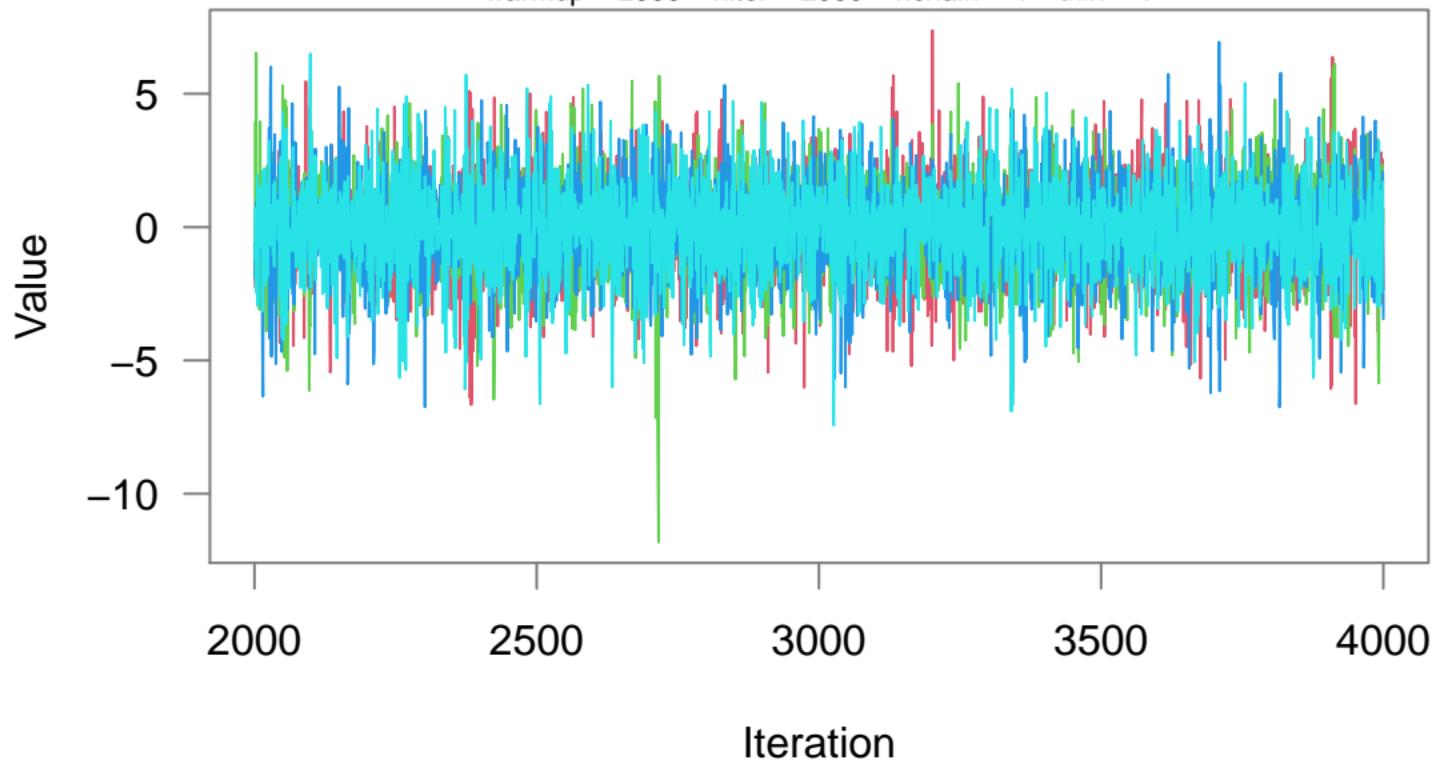
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mitro-1,Intercept]

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



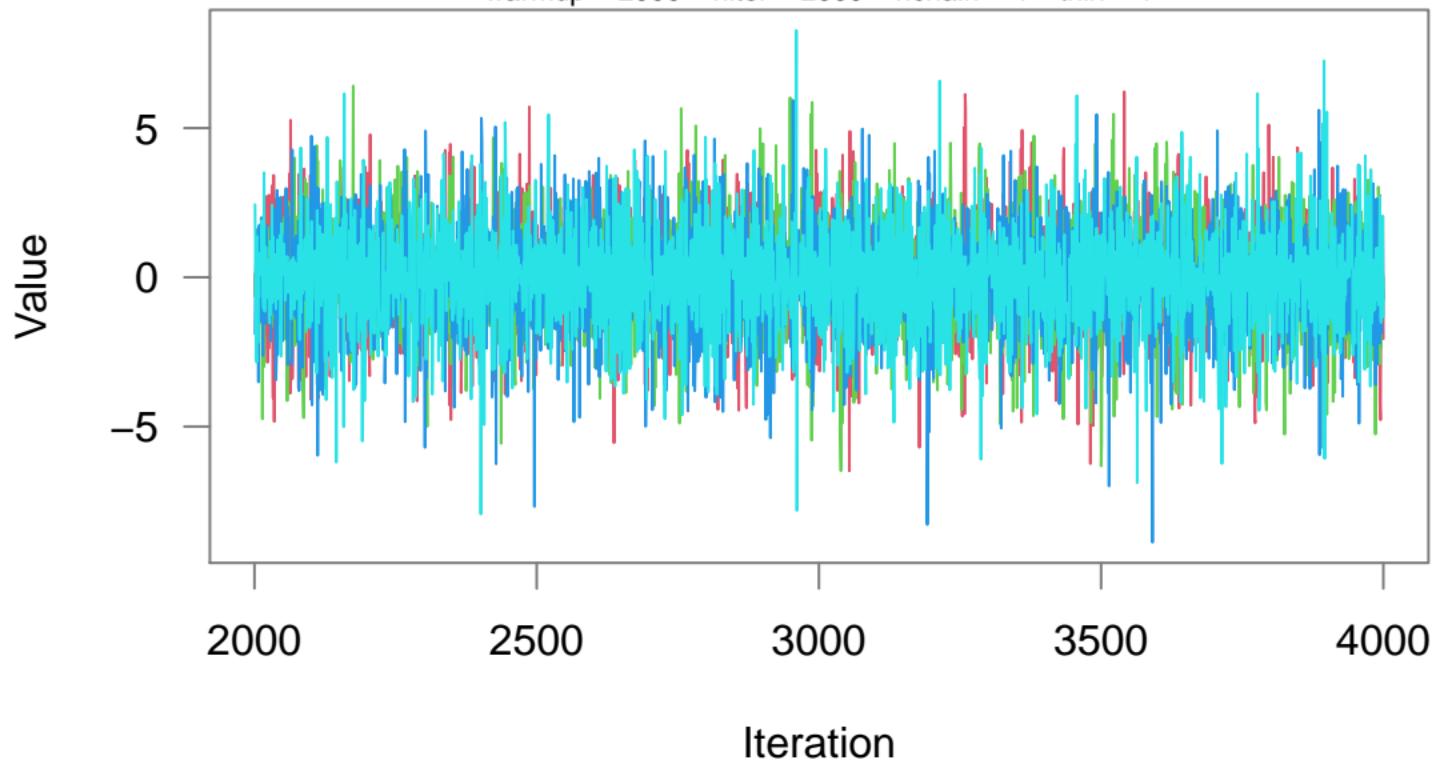
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mitro-2,Intercept]

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



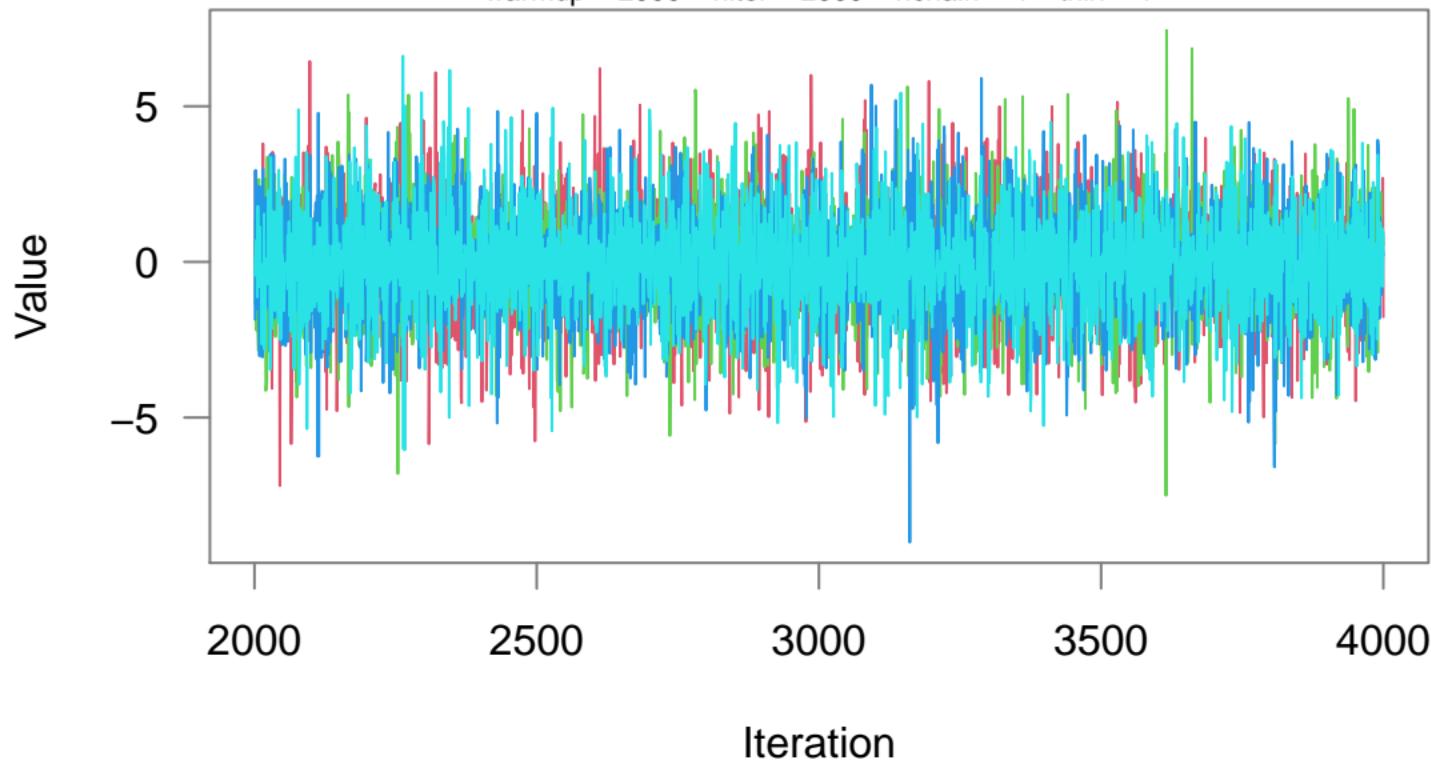
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mitro-3,Intercept]

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



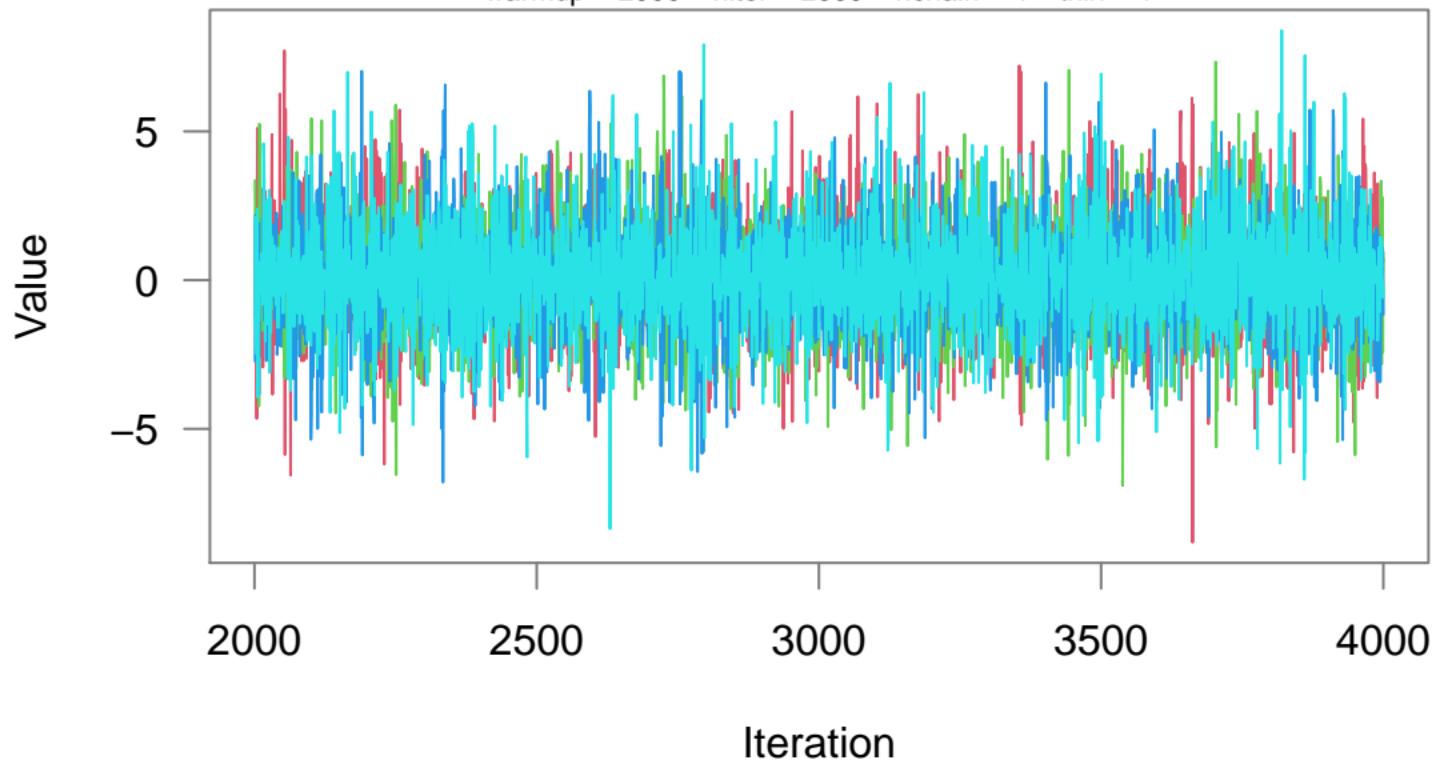
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mitro-4,Intercept]

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



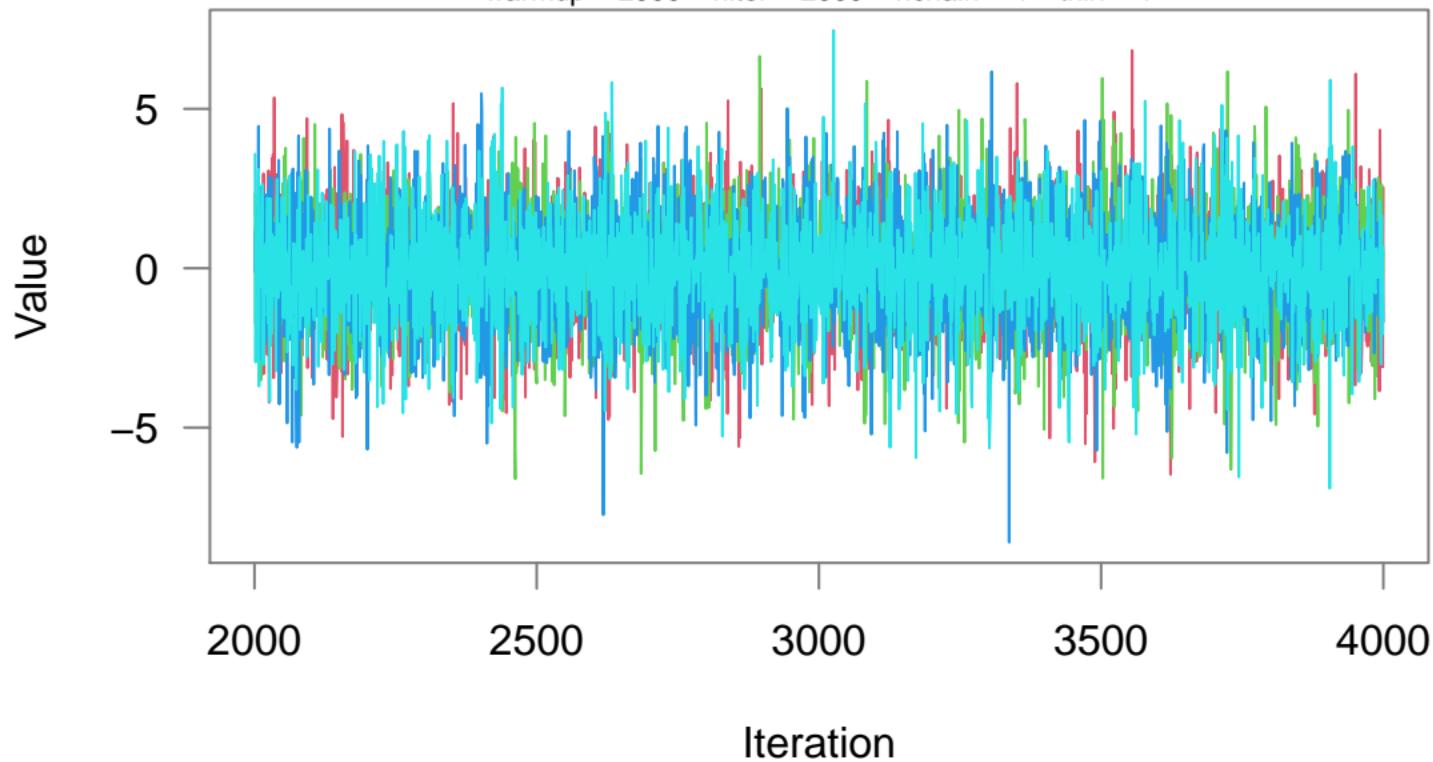
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mitro-5,Intercept]

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



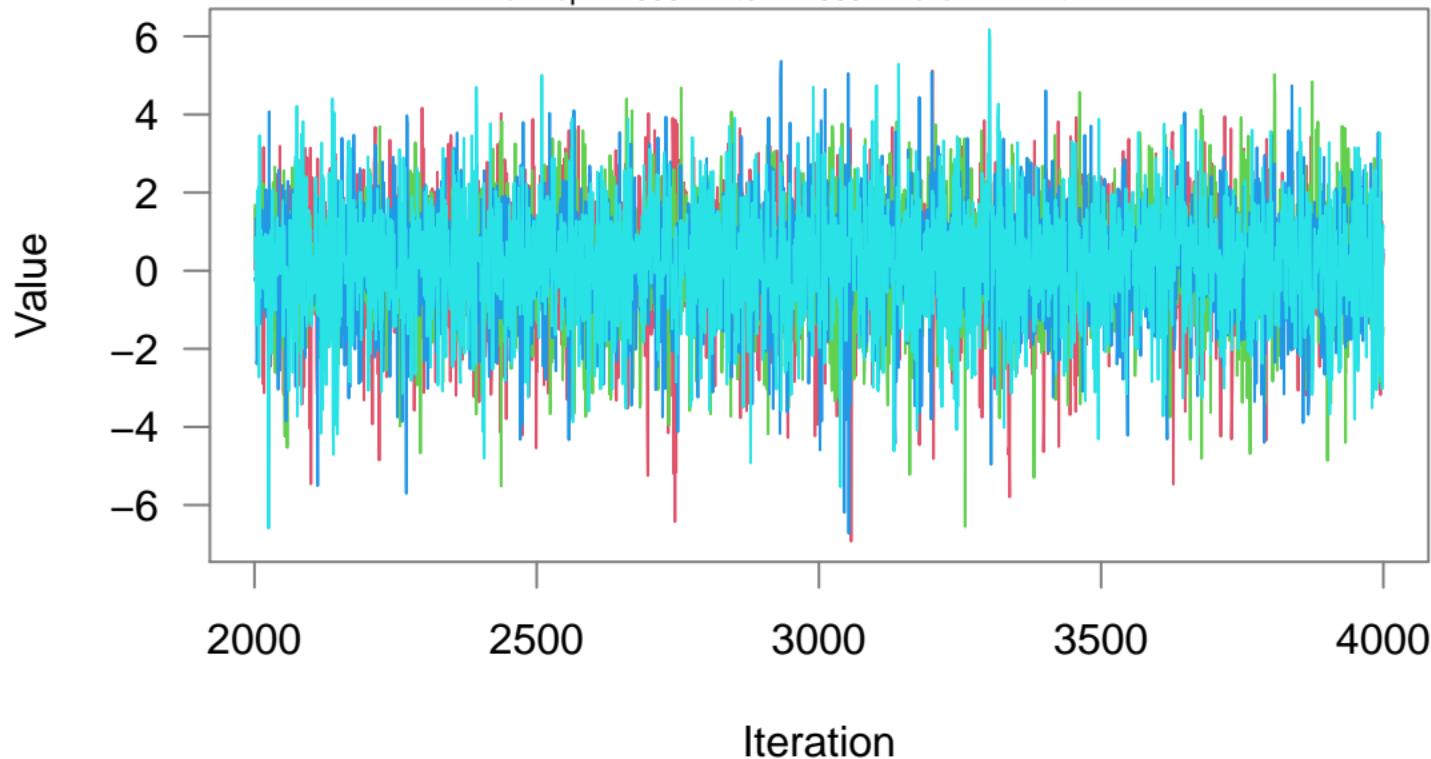
# r\_bay\_fac:site\_fac\_\_zi[Mitrofania\_Mitro-6,Intercept]

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



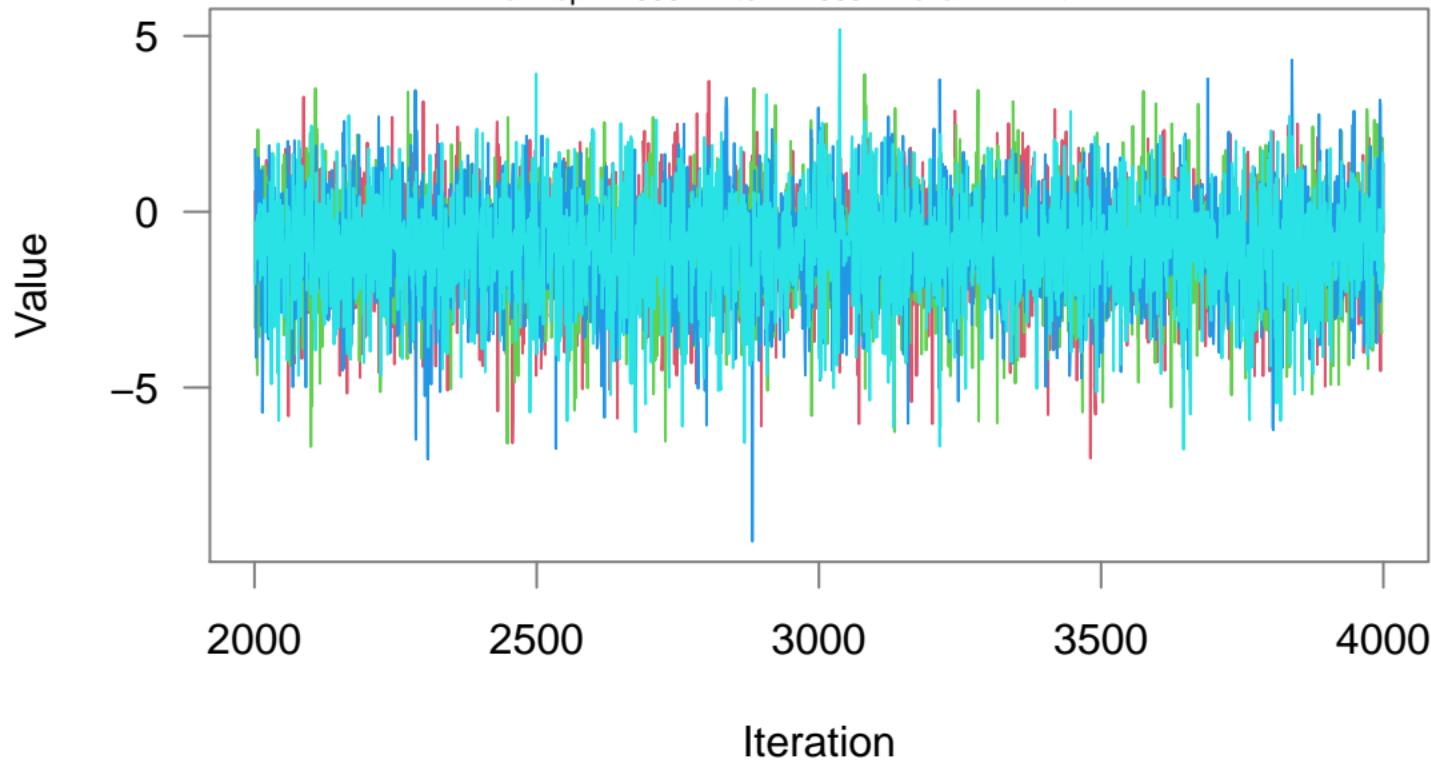
# r\_bay\_fac:site\_fac\_zi[Port.Wrangell\_PW-1,Intercept]

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



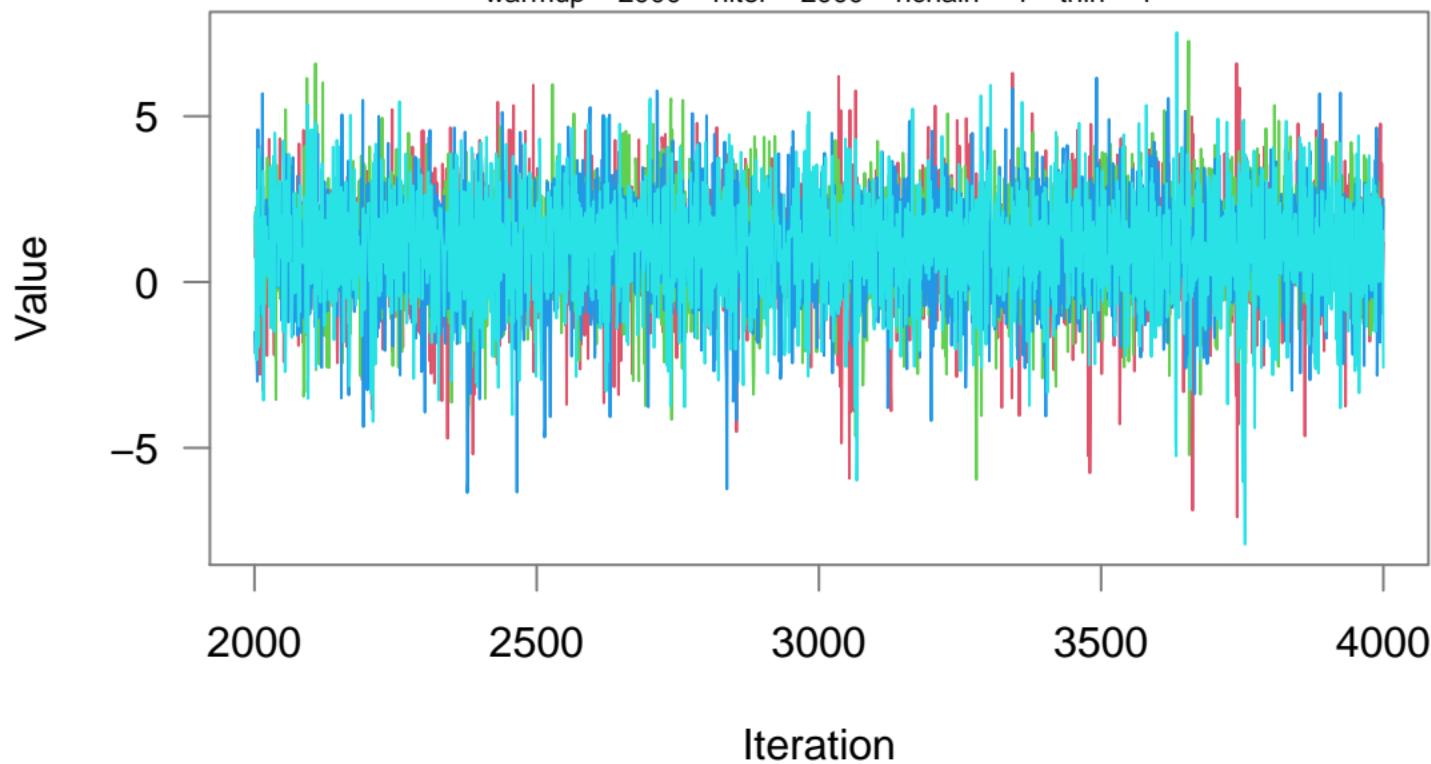
# r\_bay\_fac:site\_fac\_zi[Port.Wrangell\_PW-2,Intercept]

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



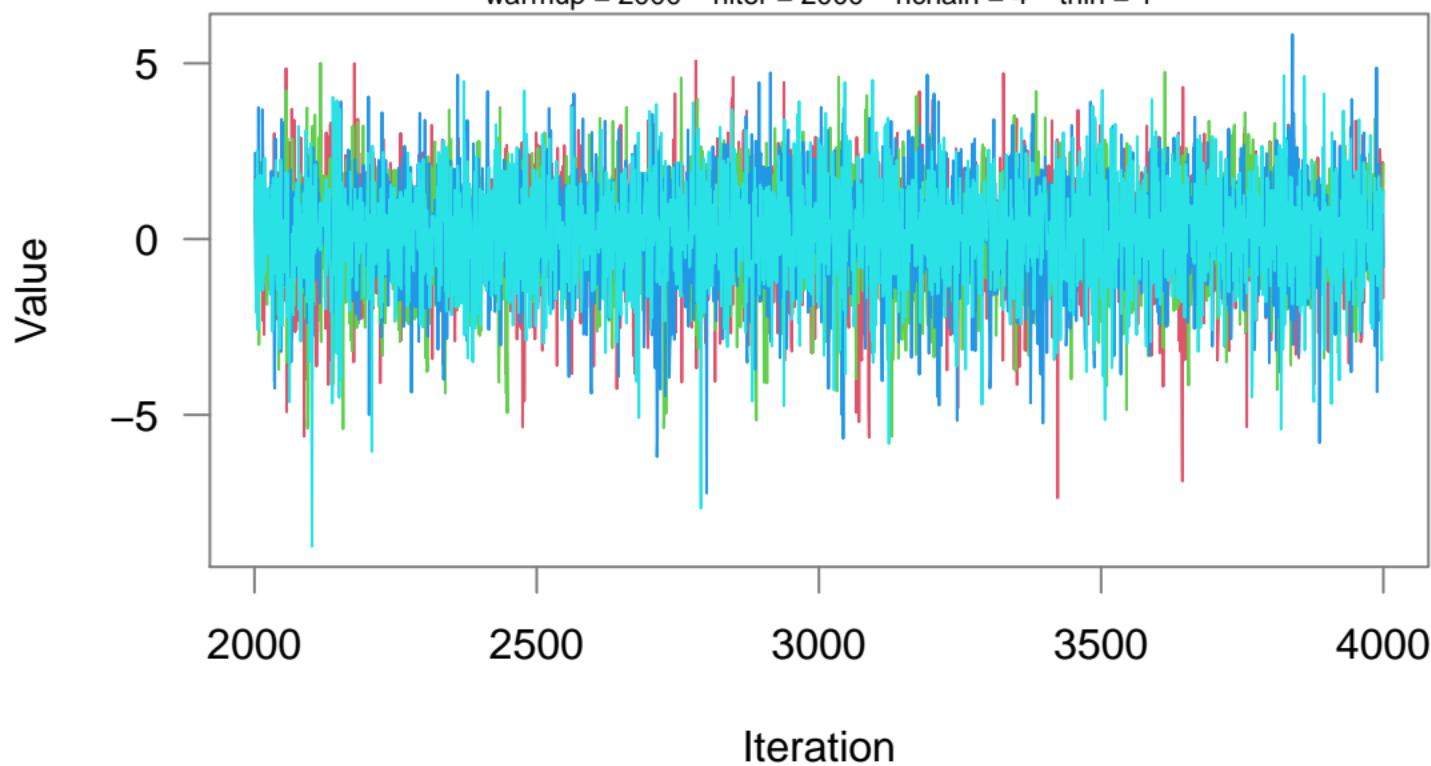
# r\_bay\_fac:site\_fac\_zi[Port.Wrangell\_PW-3,Intercept]

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



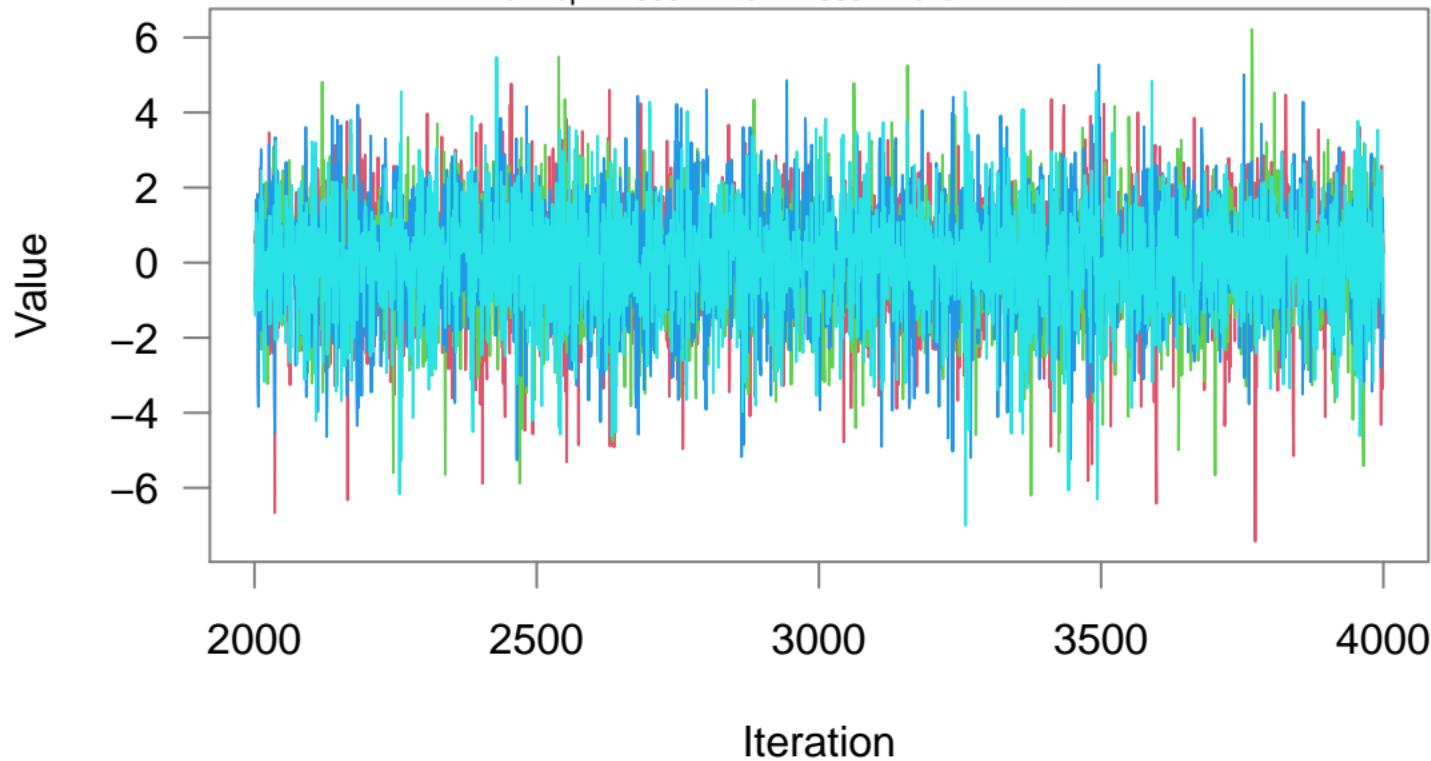
# r\_bay\_fac:site\_fac\_zi[Port.Wrangell\_PW-4,Intercept]

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



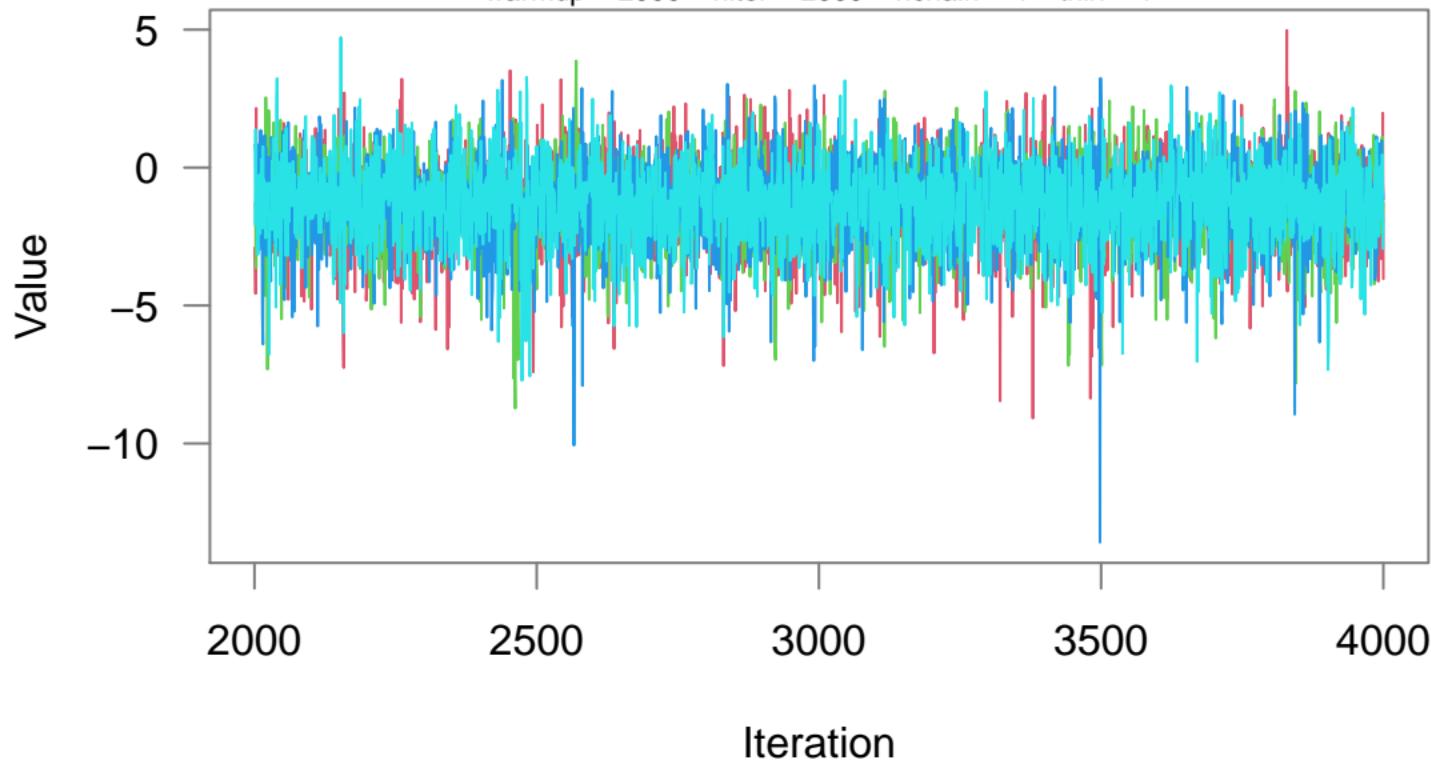
# r\_bay\_fac:site\_fac\_\_zi[Rodman.Reach\_RR-1,Intercept]

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



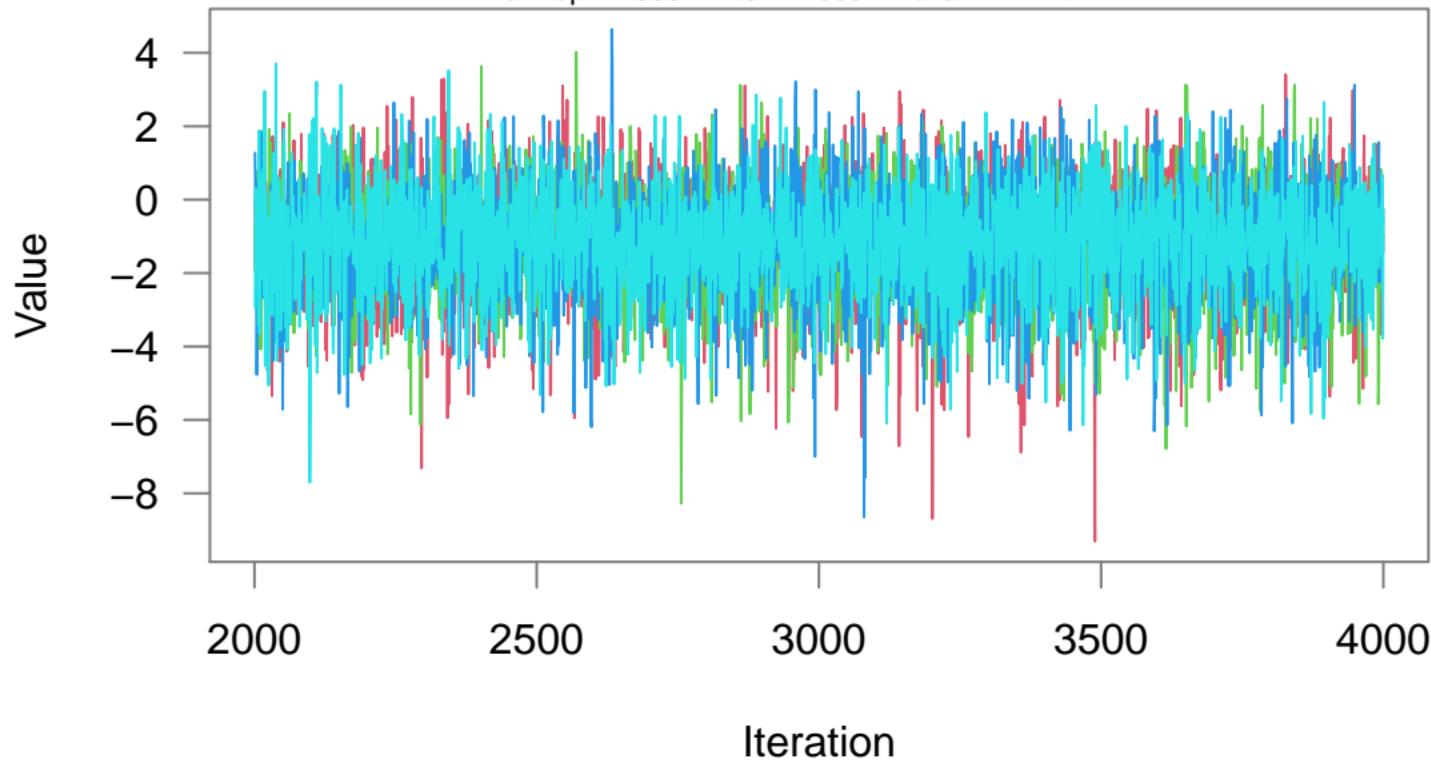
# r\_bay\_fac:site\_fac\_\_zi[Rodman.Reach\_RR-2,Intercept]

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



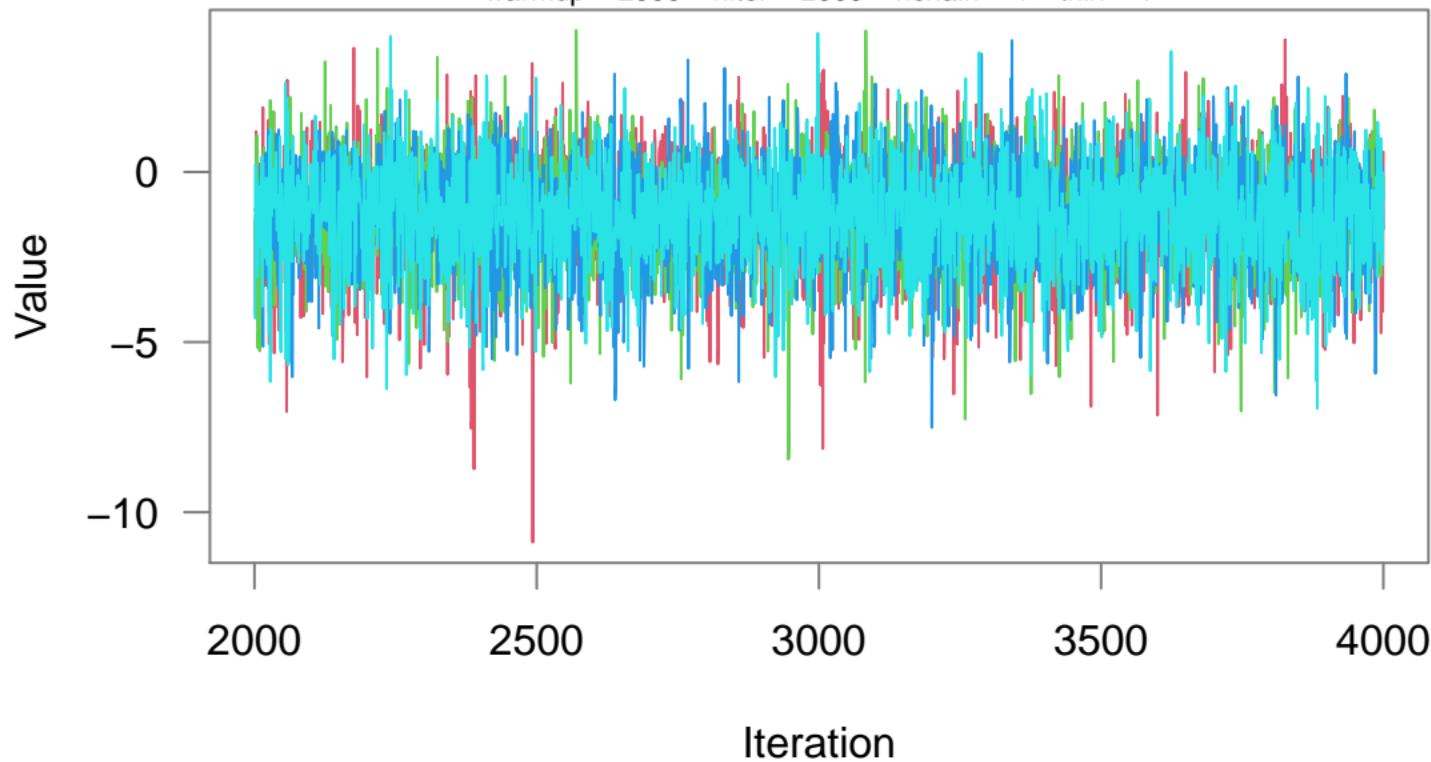
# r\_bay\_fac:site\_fac\_\_zi[Rodman.Reach\_RR-3,Intercept]

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



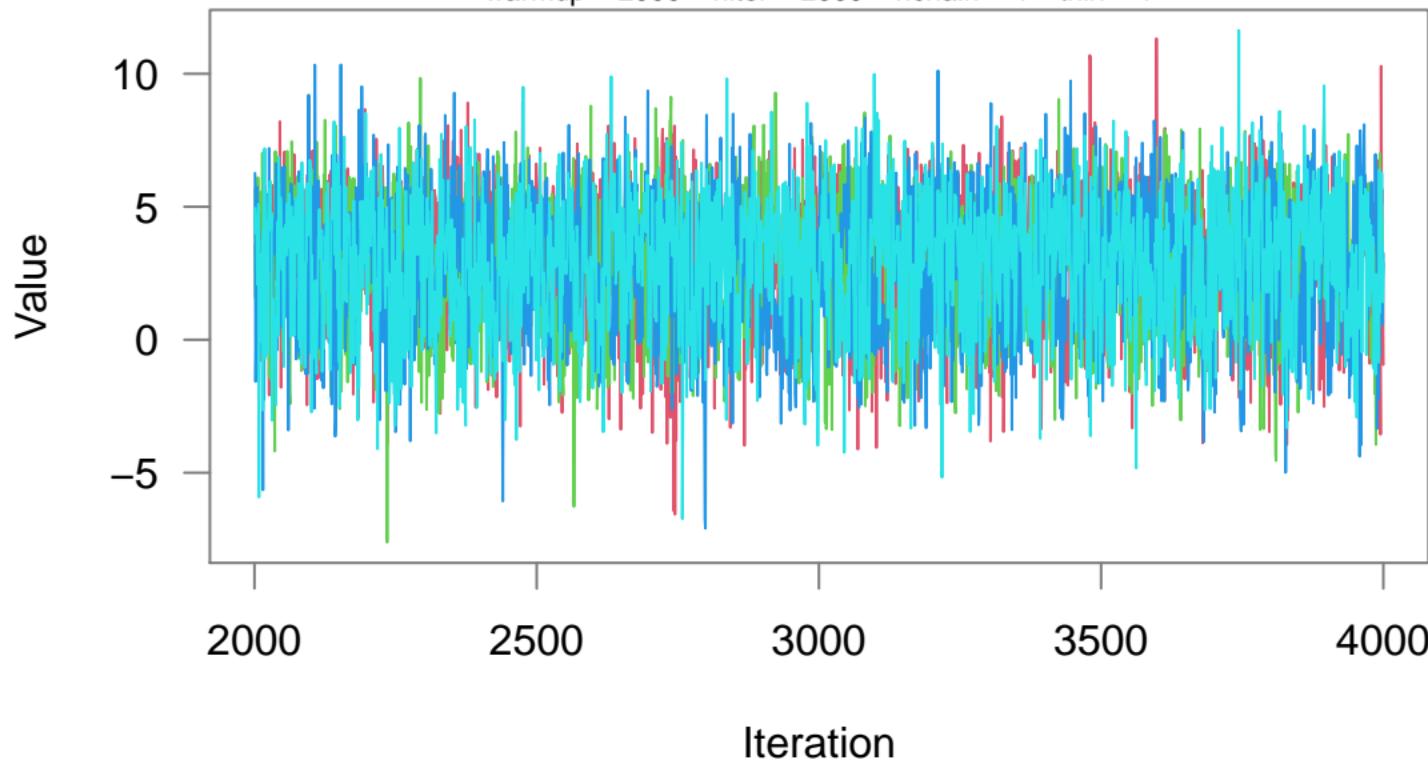
# r\_bay\_fac:site\_fac\_\_zi[Rodman.Reach\_RR-4,Intercept]

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



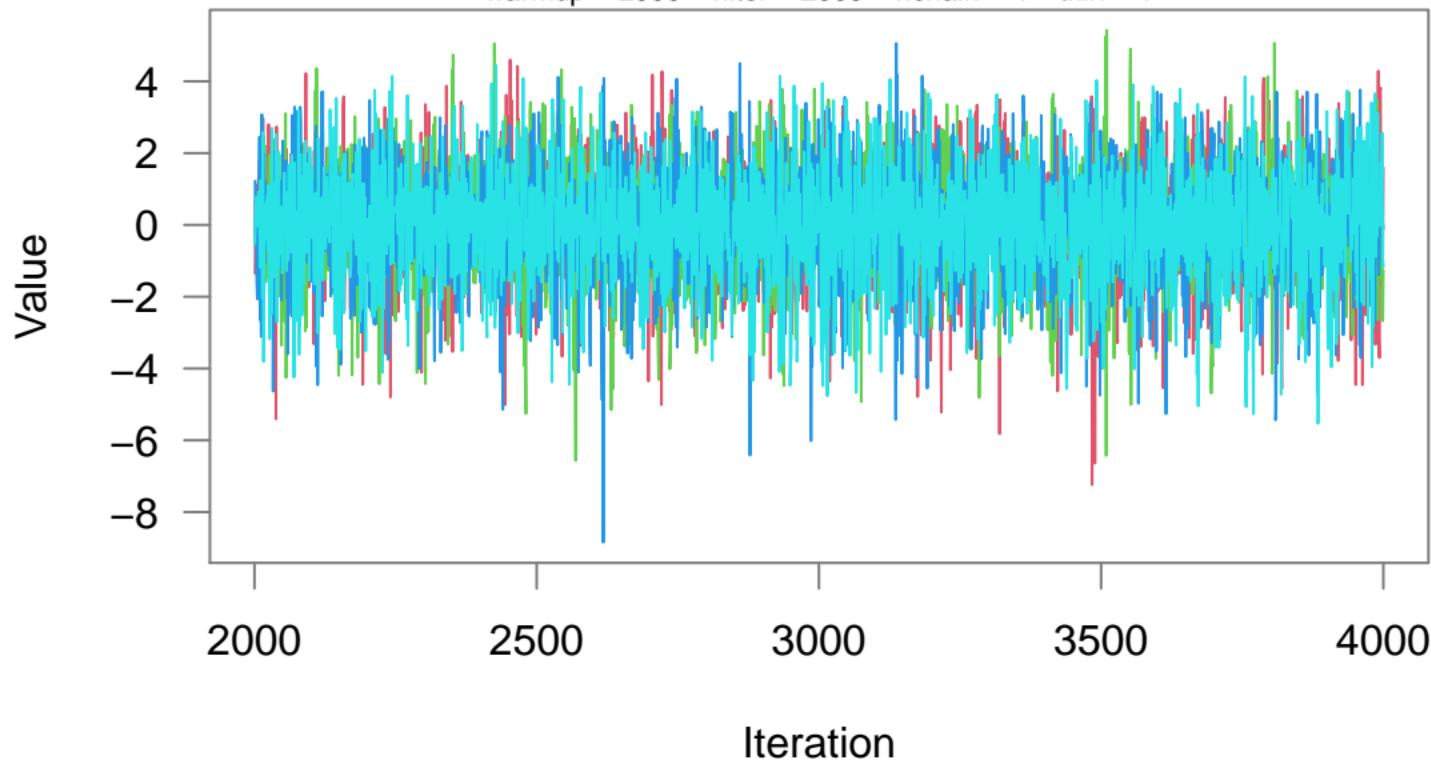
# r\_bay\_fac:site\_fac\_\_zi[Rodman.Reach\_RR-5,Intercept]

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



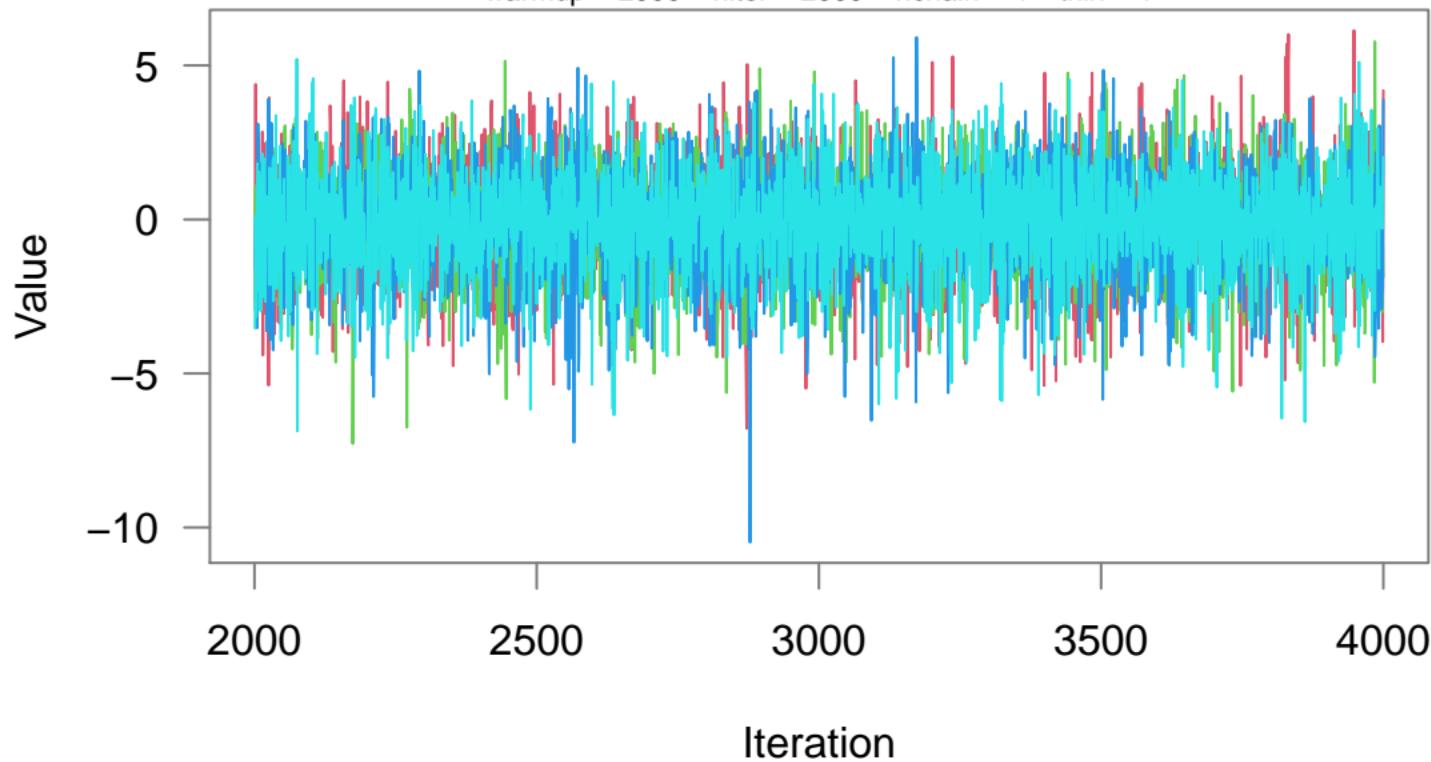
# r\_bay\_fac:site\_fac\_\_zi[Rodman.Reach\_RR-6,Intercept]

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



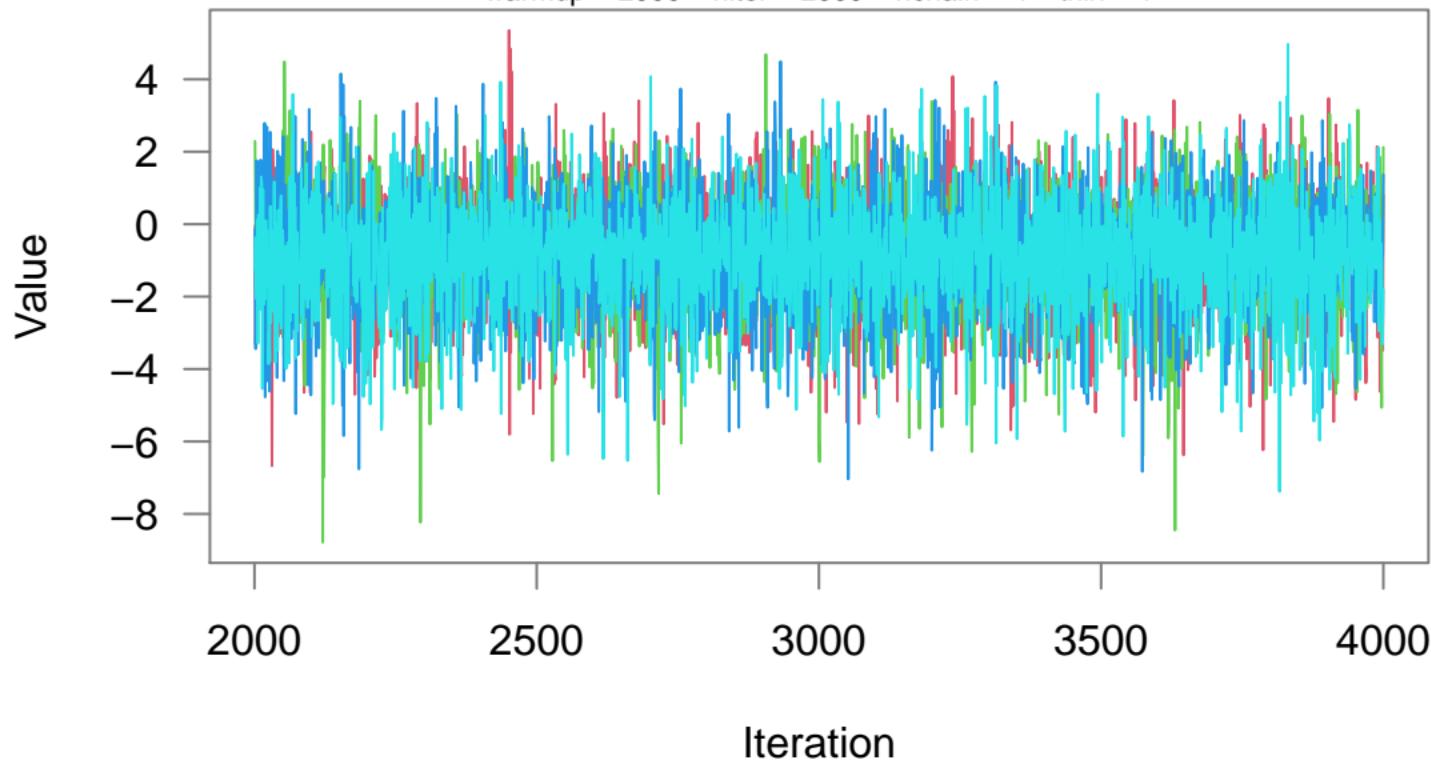
# r\_bay\_fac:site\_fac\_\_zi[Sand.Point\_Sand-1,Intercept]

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



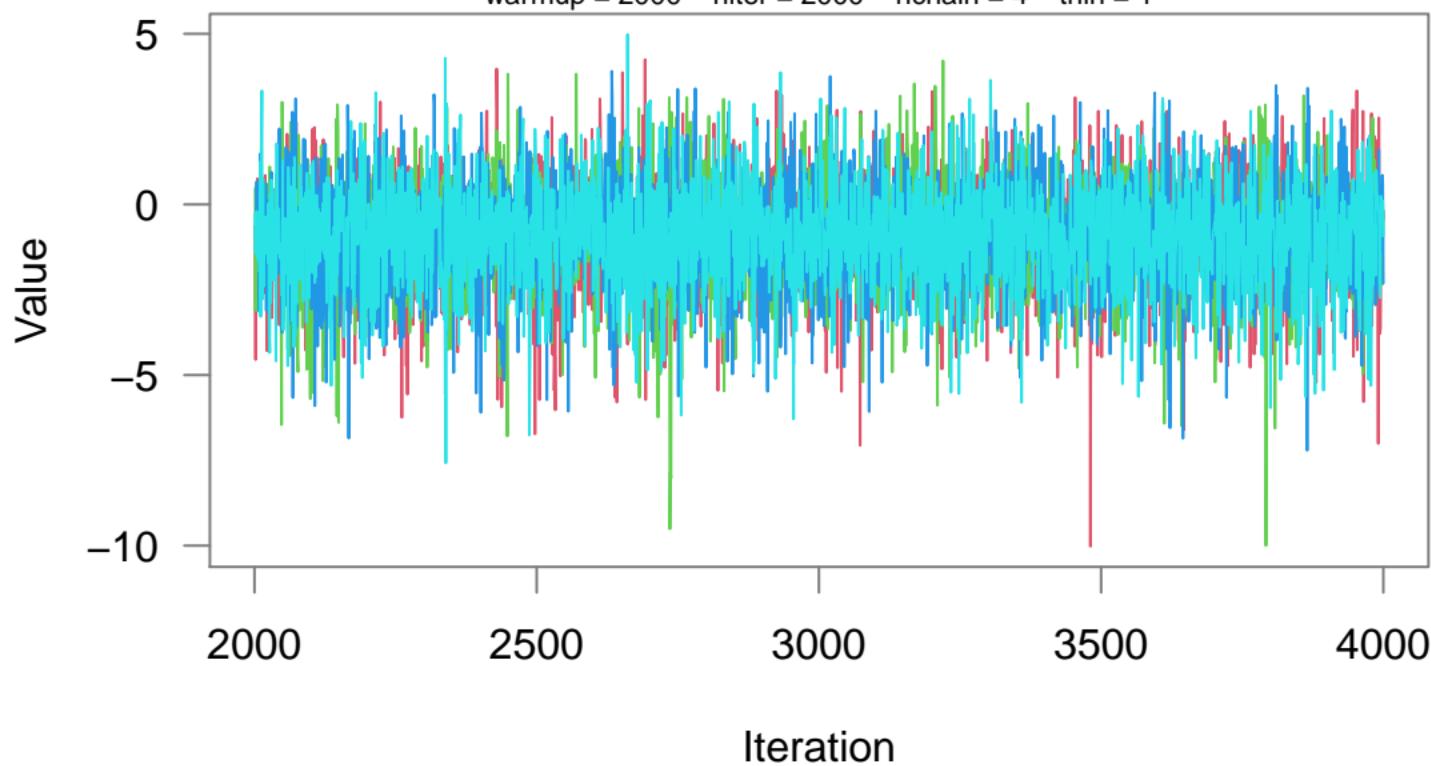
# r\_bay\_fac:site\_fac\_\_zi[Sand.Point\_Sand-2,Intercept]

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



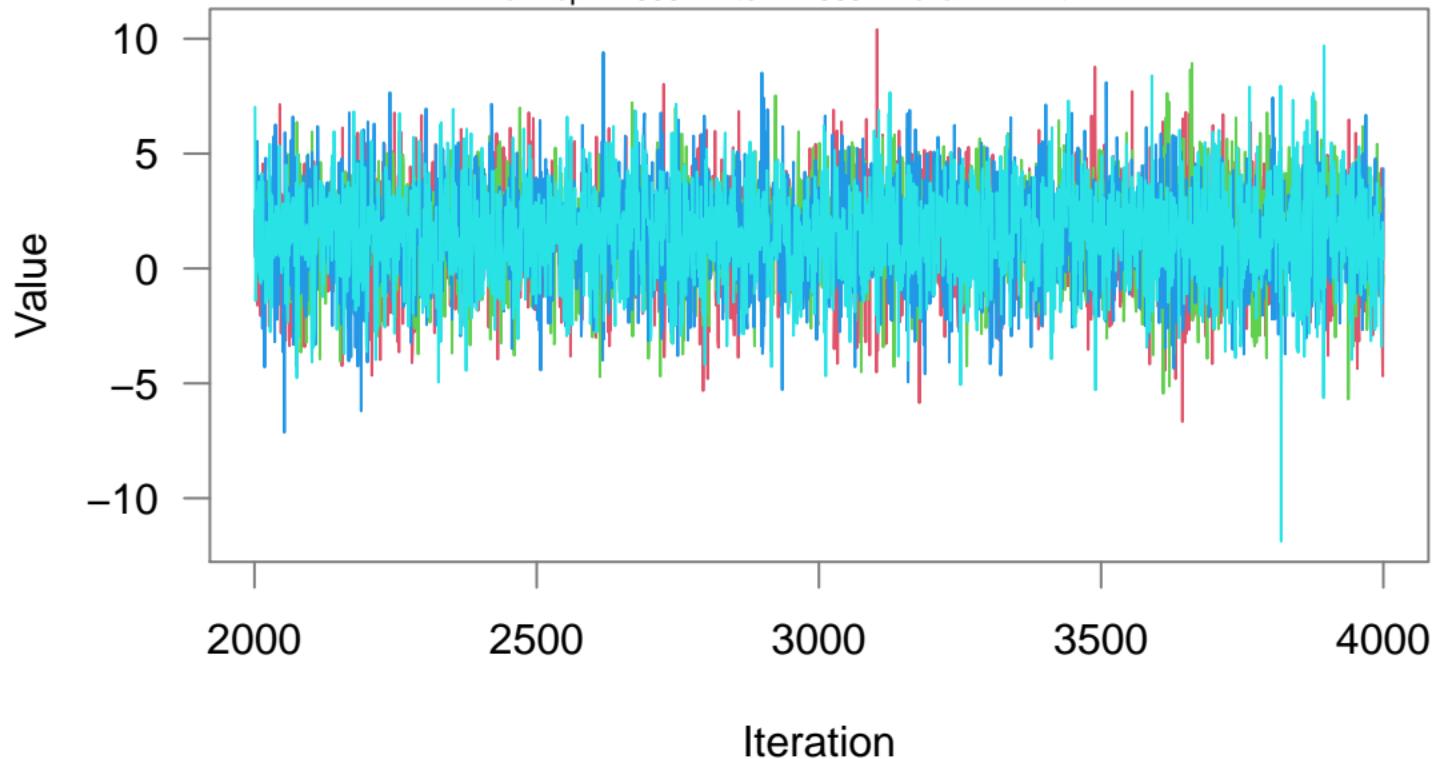
# r\_bay\_fac:site\_fac\_\_zi[Sand.Point\_Sand-3,Intercept]

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



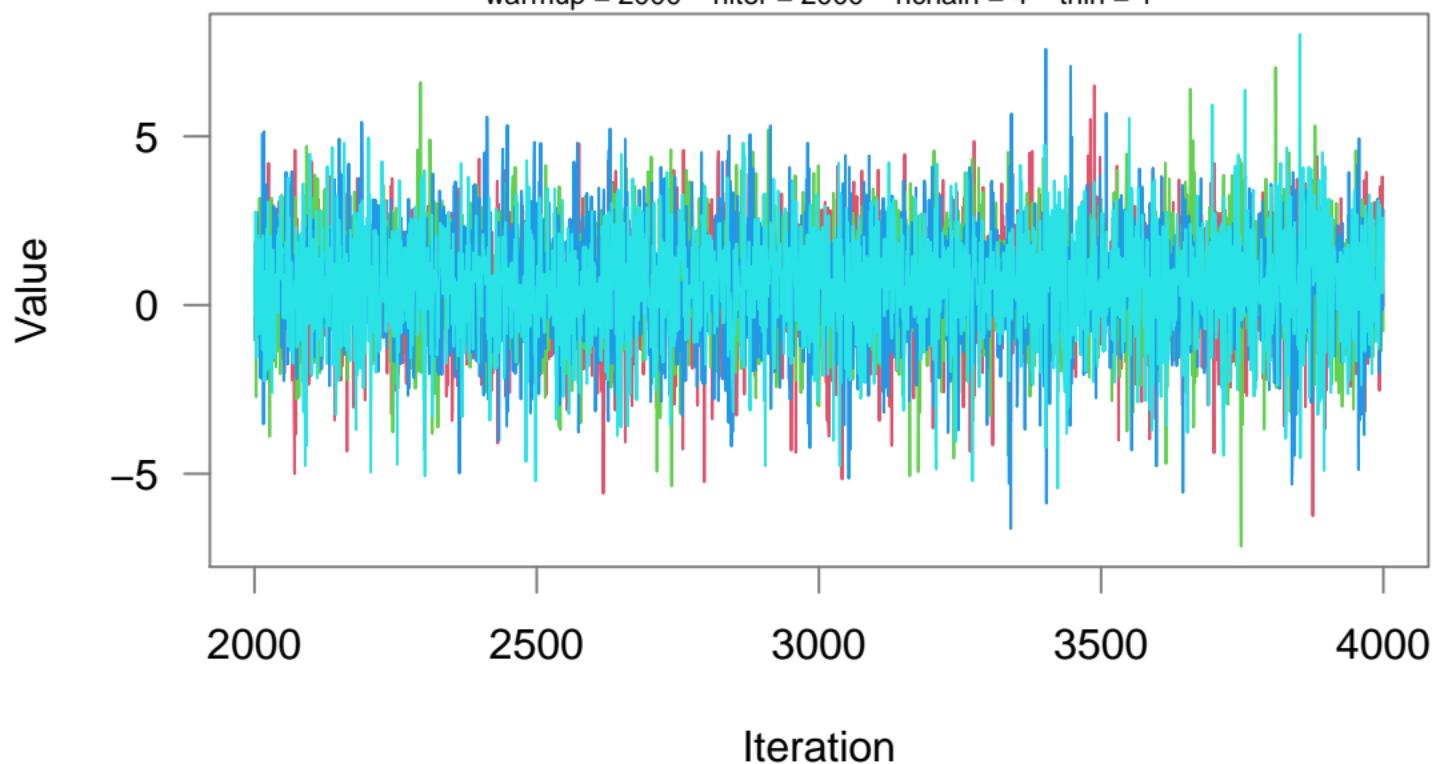
# r\_bay\_fac:site\_fac\_\_zi[Ugak\_Ugak-1,Intercept]

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



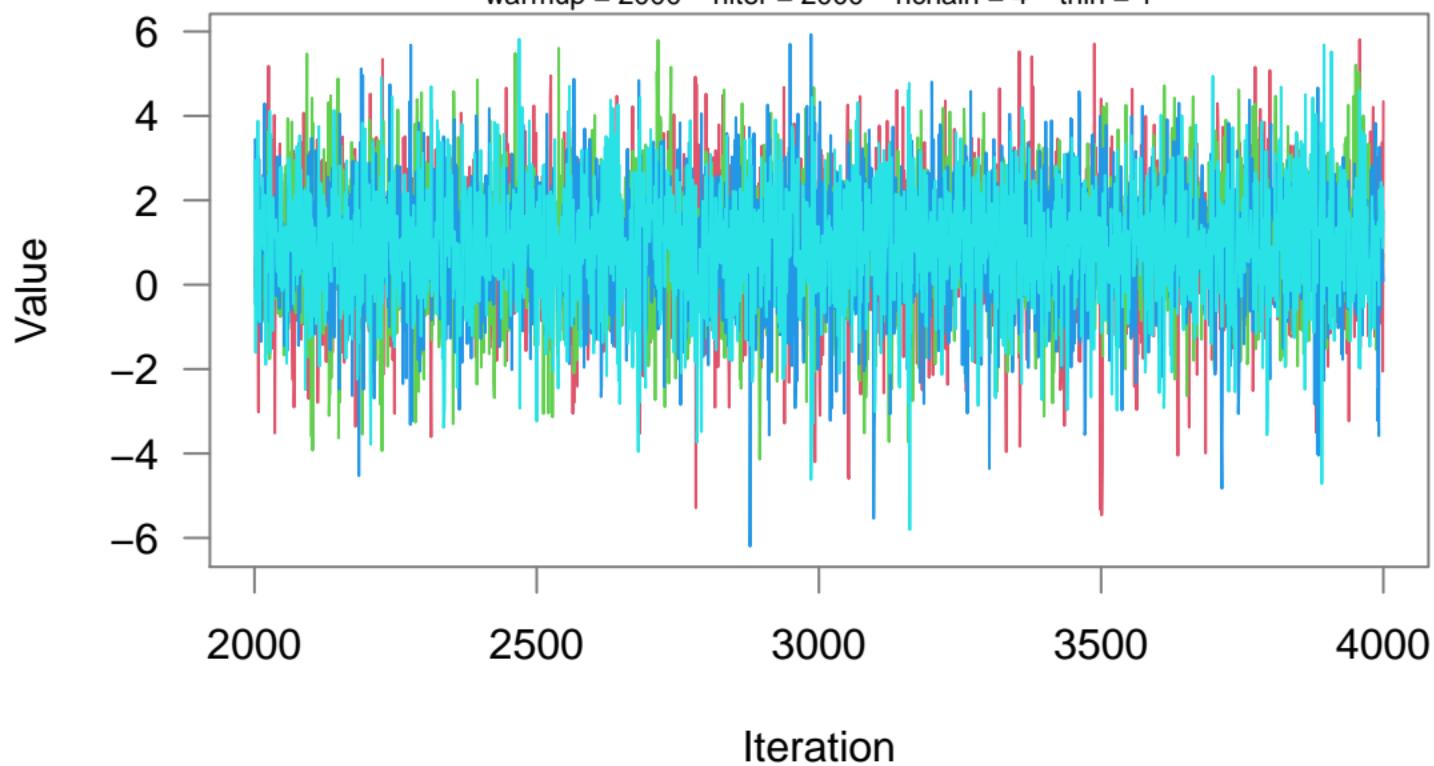
# r\_bay\_fac:site\_fac\_\_zi[Ugak\_Ugak-2,Intercept]

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



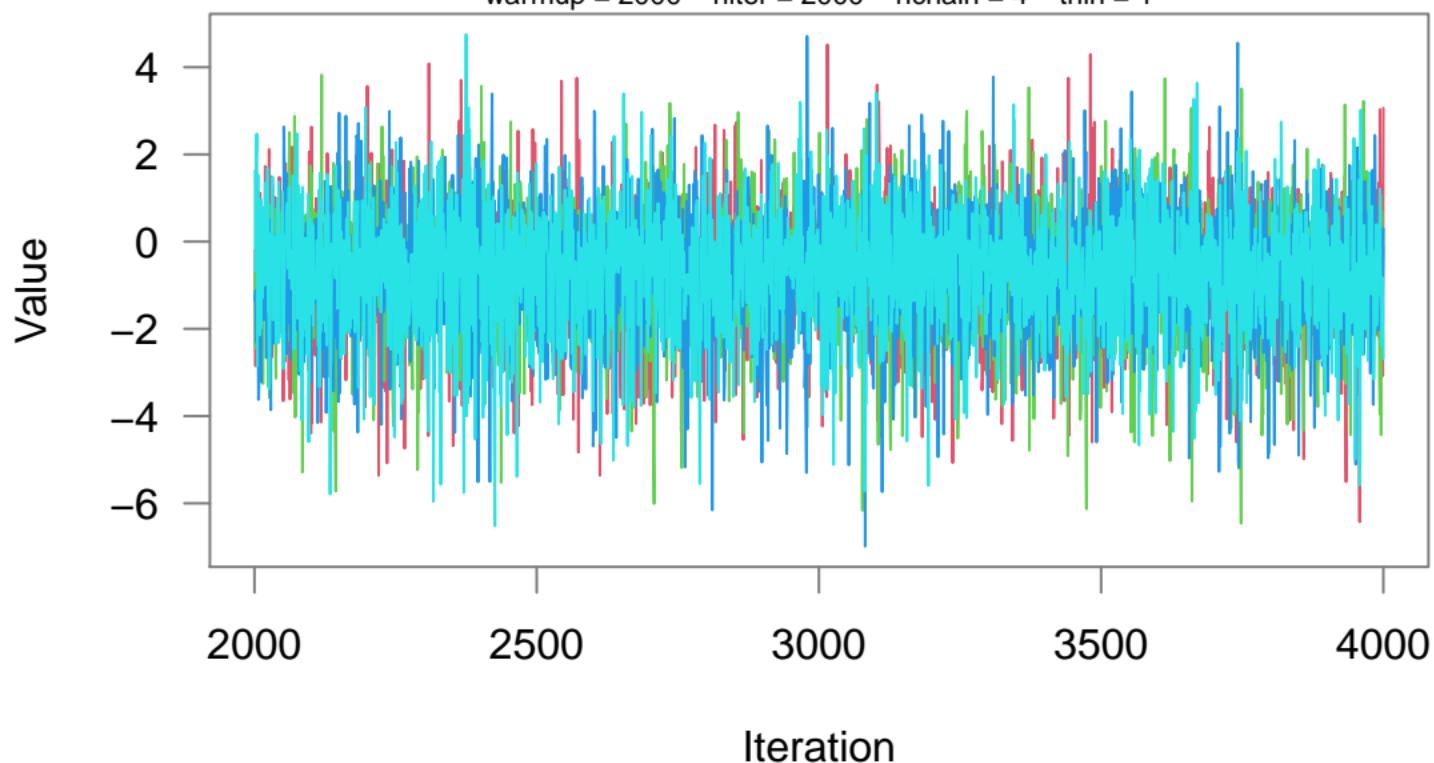
## r\_bay\_fac:site\_fac\_\_zi[Ugak\_Ugak-3,Intercept]

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



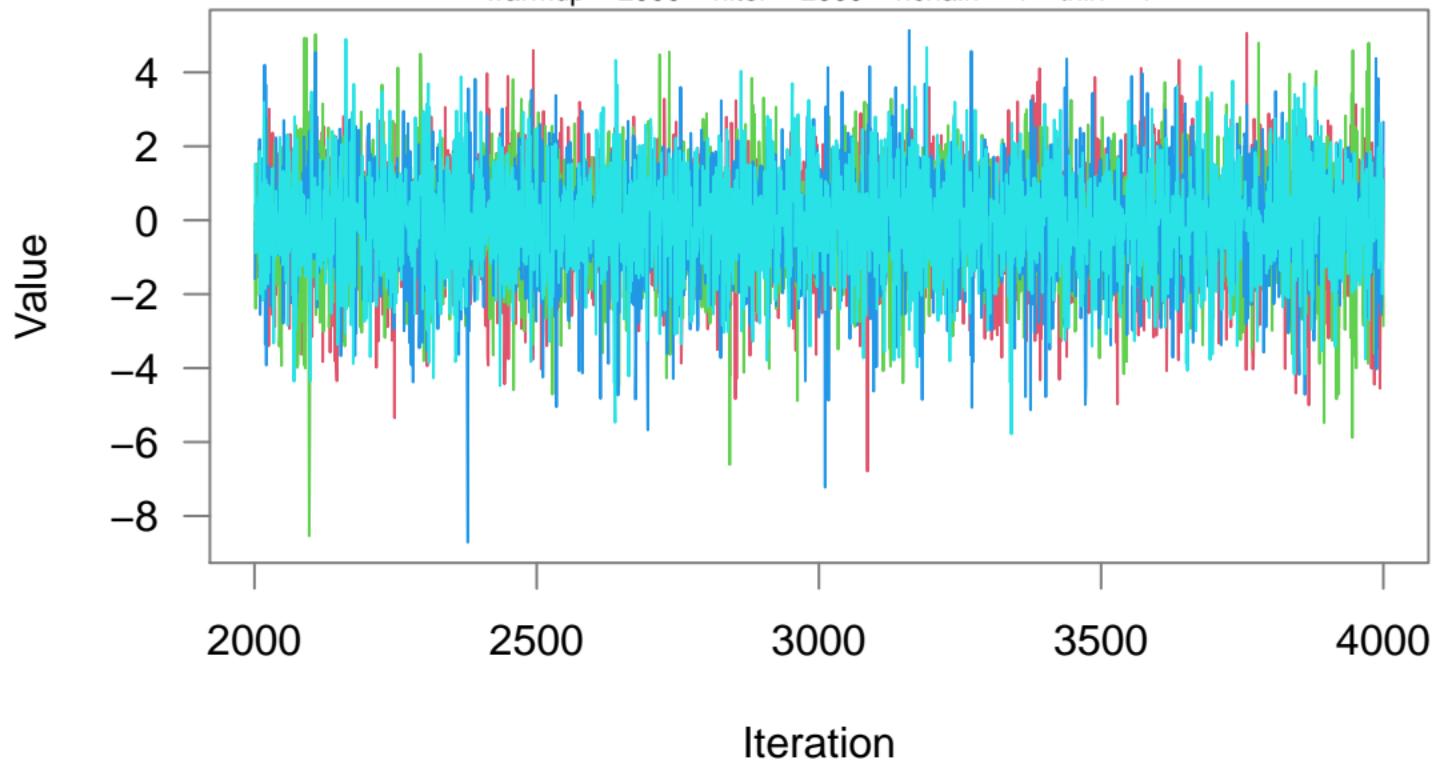
# r\_bay\_fac:site\_fac\_\_zi[Ugak\_Ugak-4,Intercept]

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



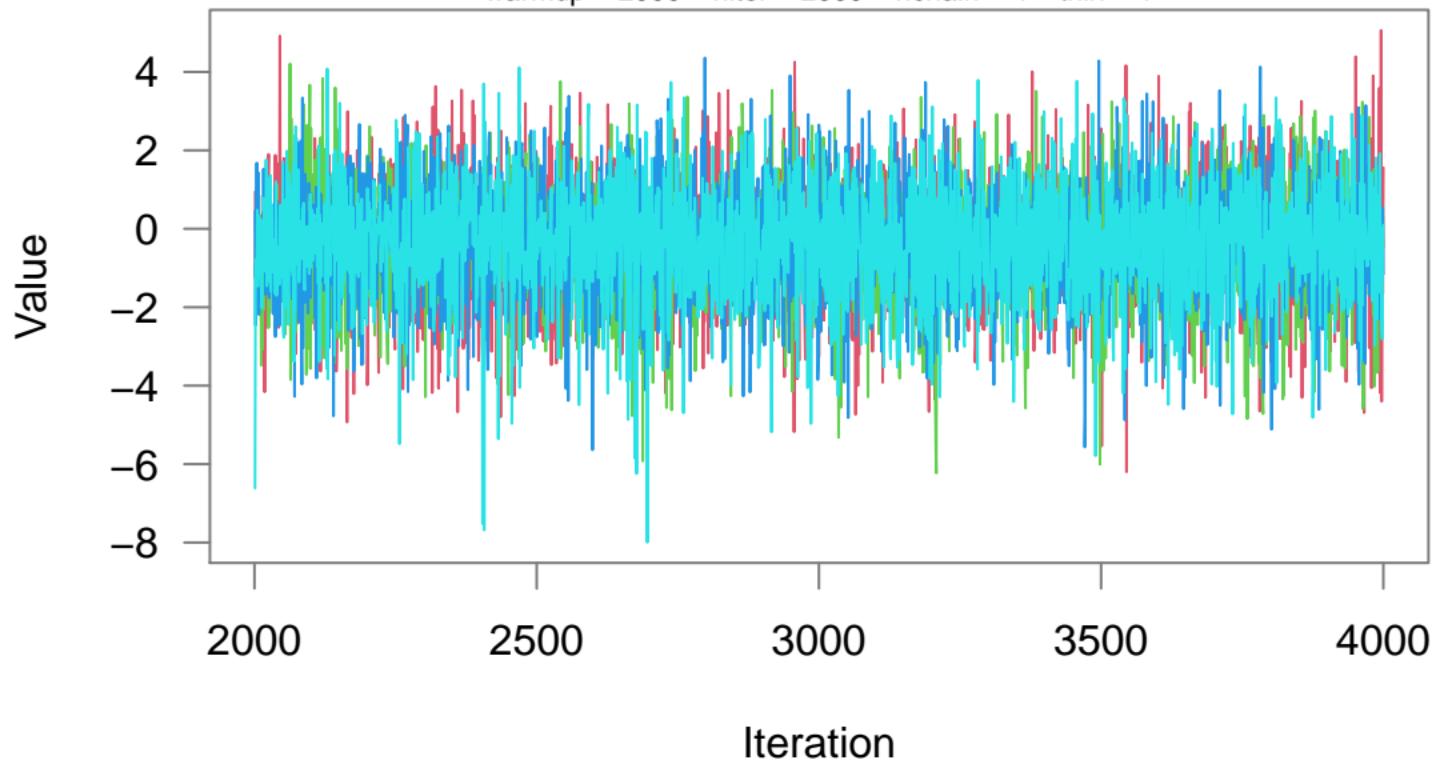
# r\_bay\_fac:site\_fac\_\_zi[Ugak\_Ugak-5,Intercept]

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



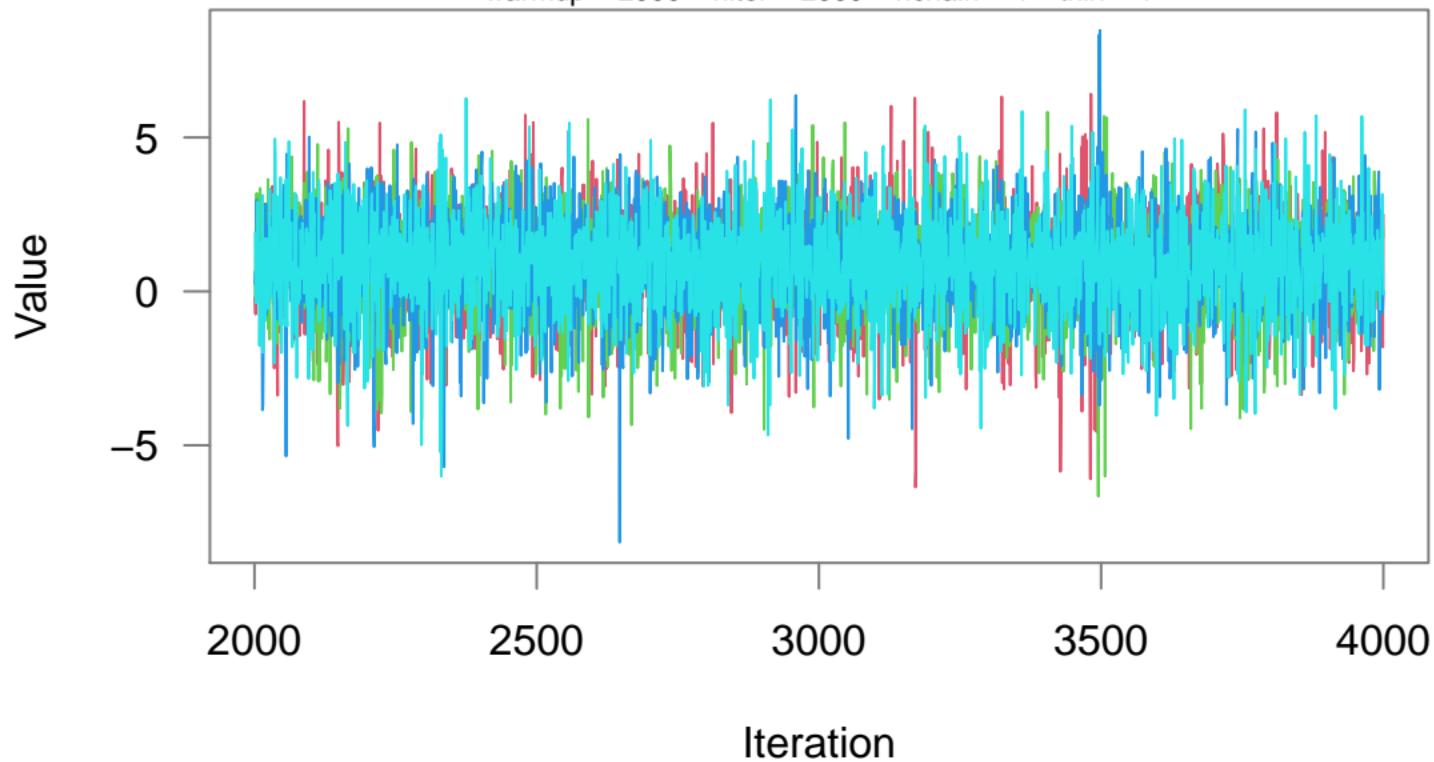
# r\_bay\_fac:site\_fac\_\_zi[Ugak\_Ugak-6,Intercept]

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



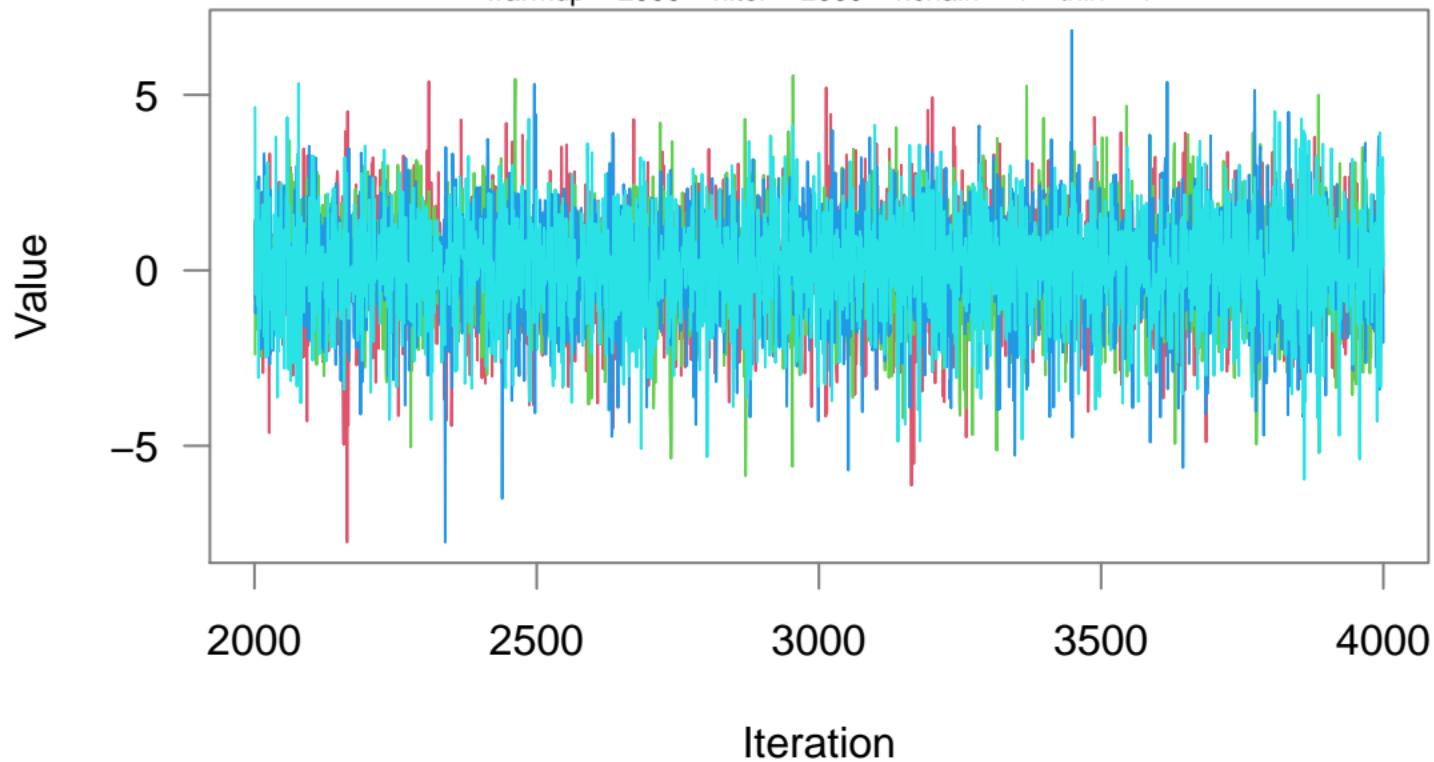
# r\_bay\_fac:site\_fac\_\_zi[Ugak\_Ugak-7,Intercept]

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



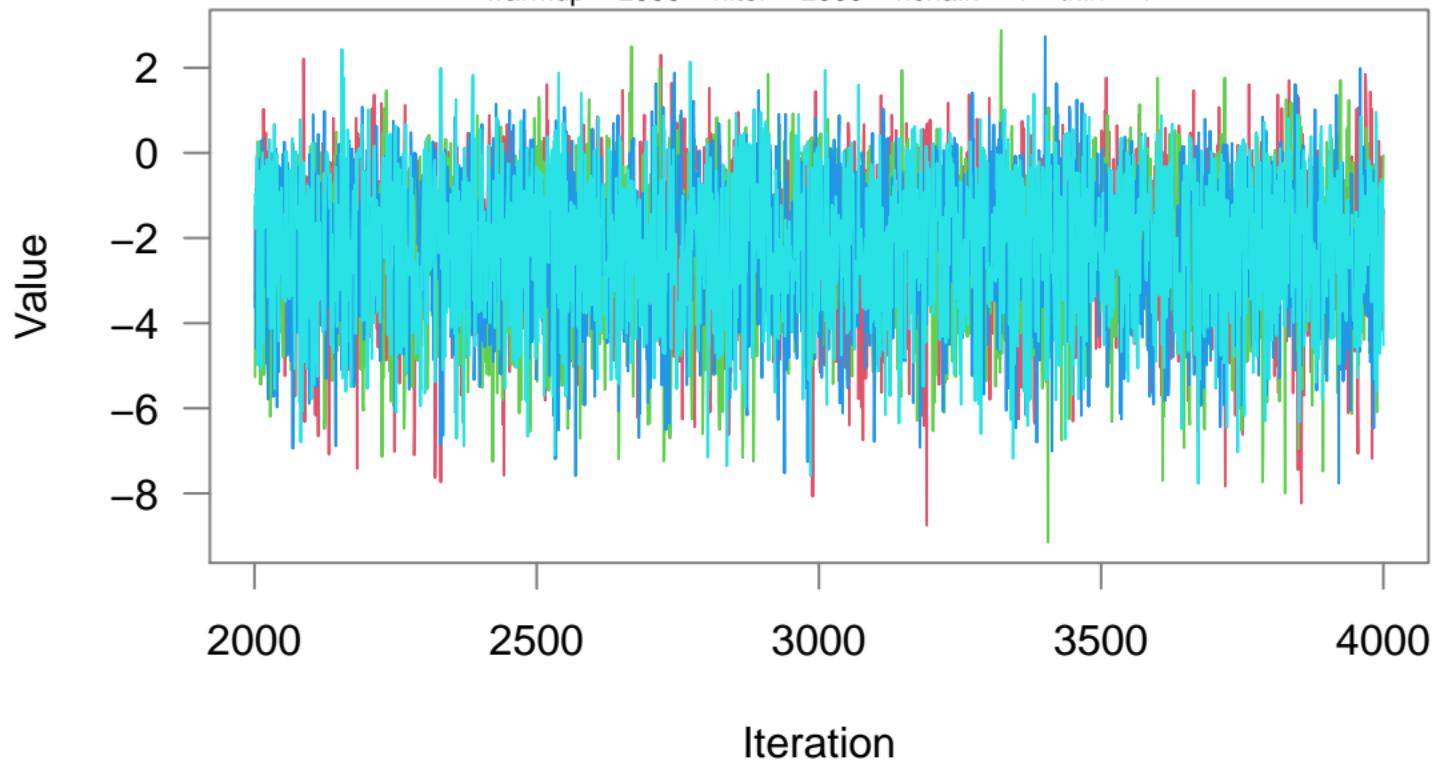
# r\_bay\_fac:site\_fac\_\_zi[Ugak\_Ugak-8,Intercept]

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



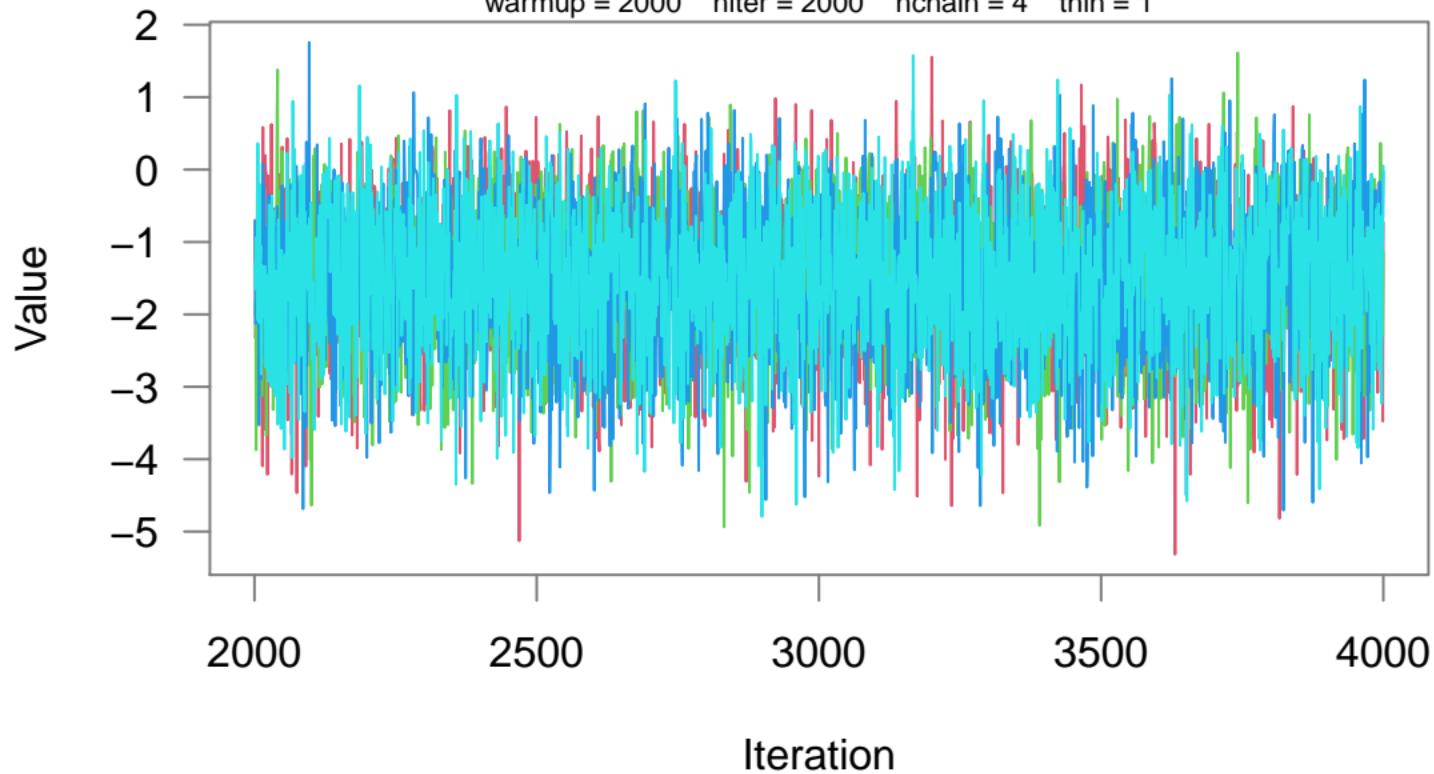
# s\_sjulian\_1[1]

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



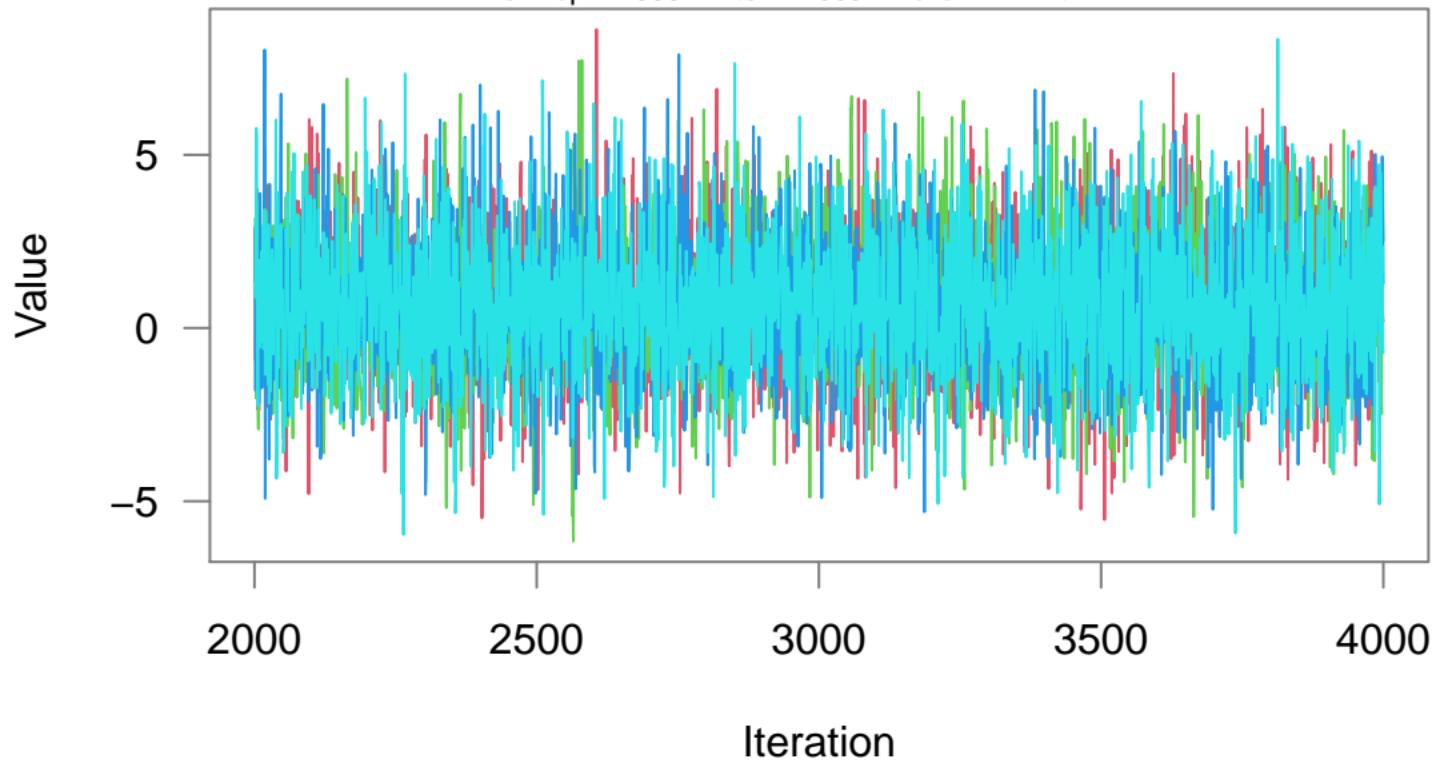
## s\_sjulian\_1[2]

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



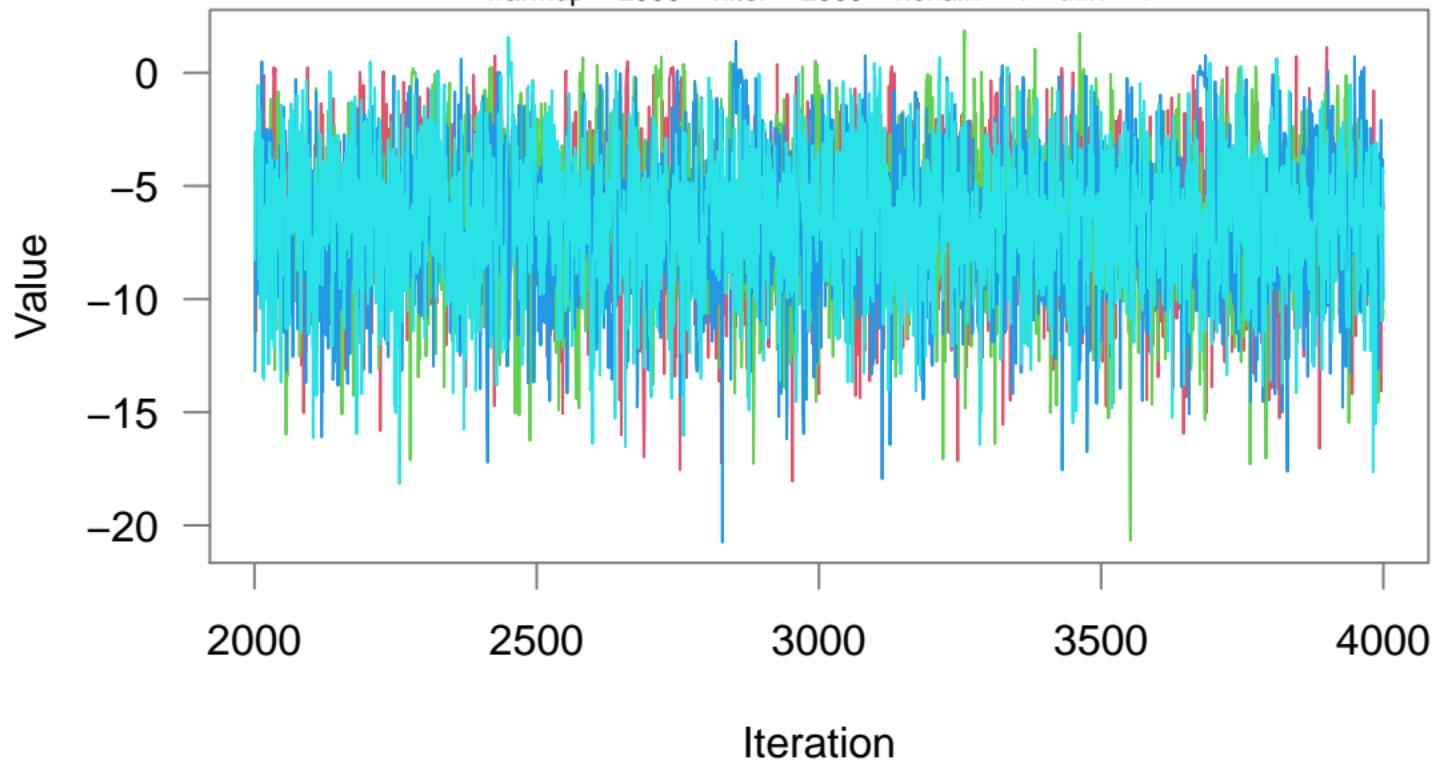
# s\_zi\_sjulian\_1[1]

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



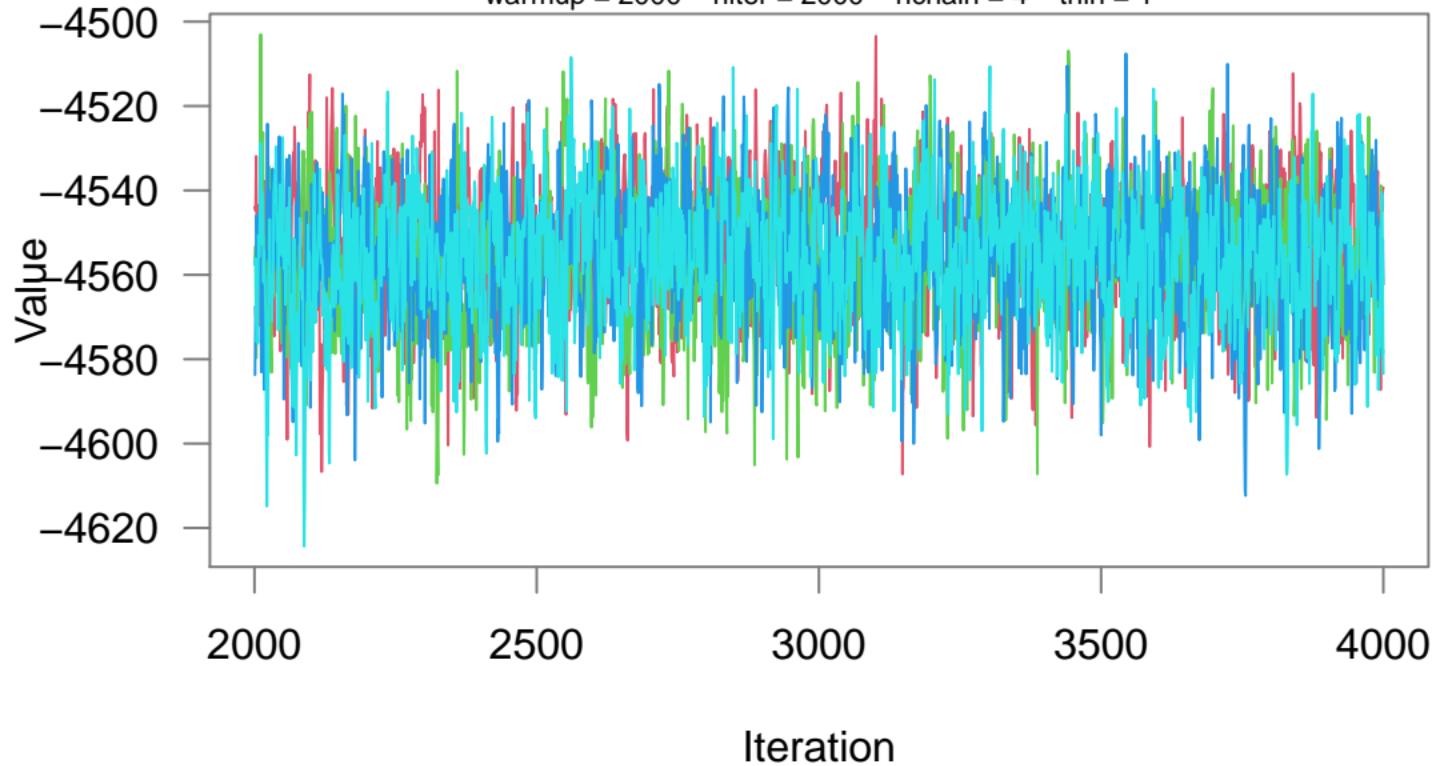
# s\_zi\_sjulian\_1[2]

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



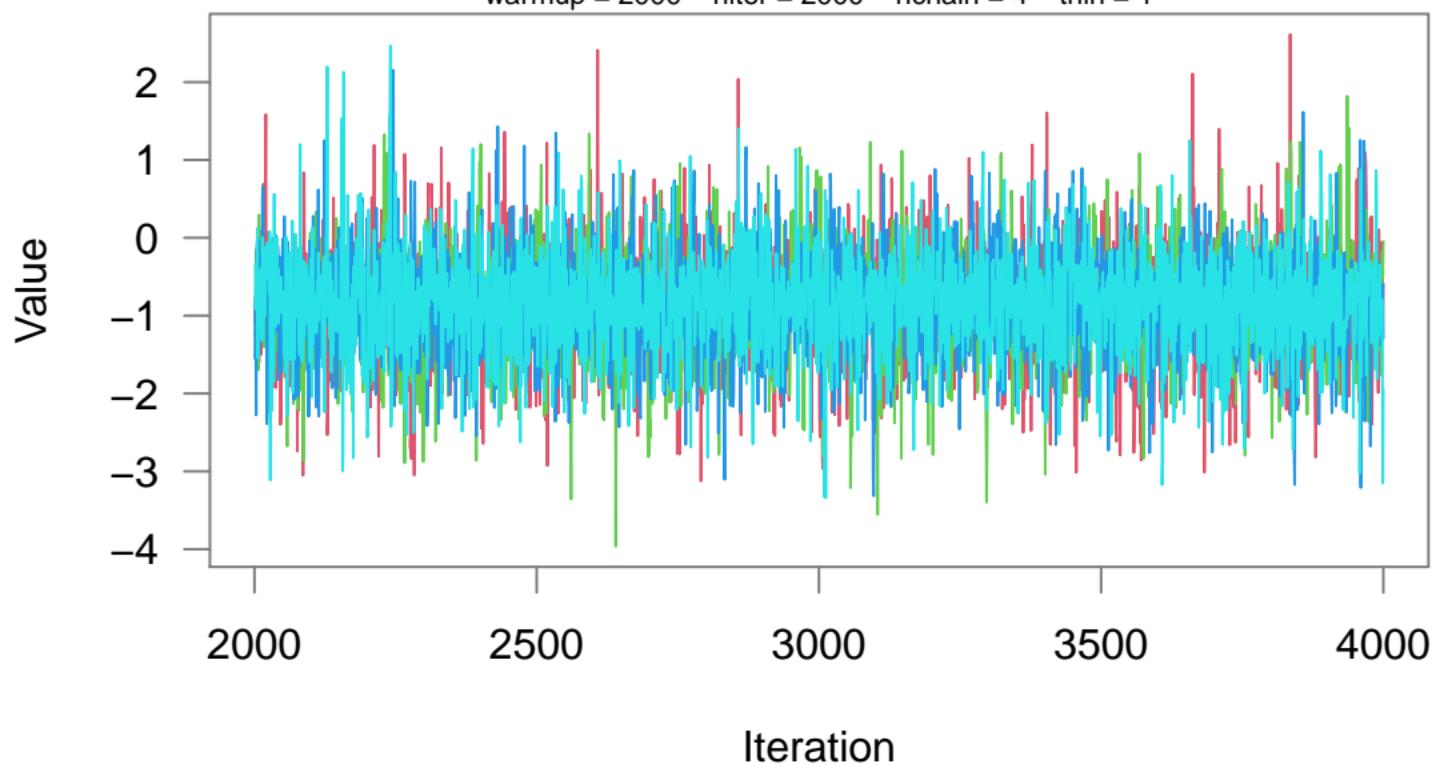
**lp\_**

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



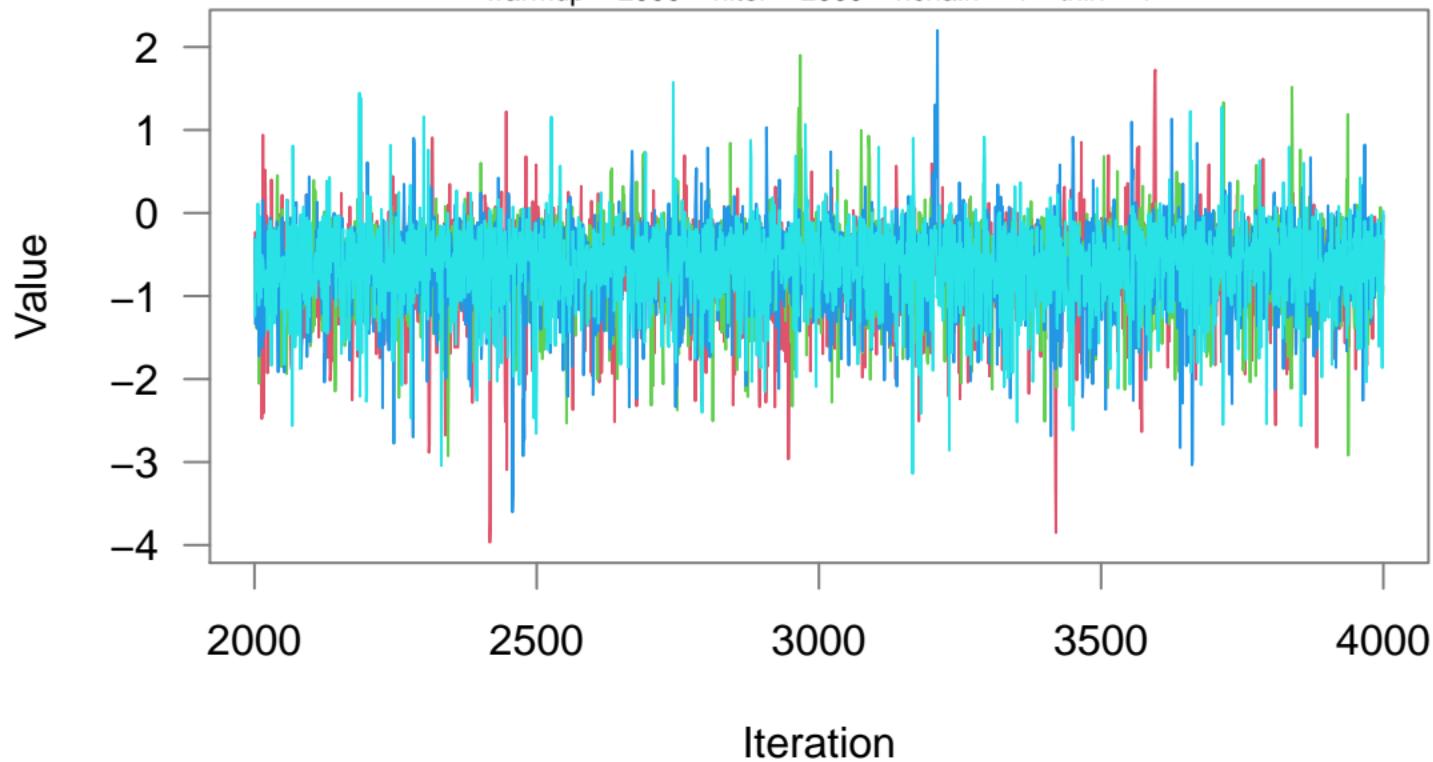
# **zs\_1\_1[1]**

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



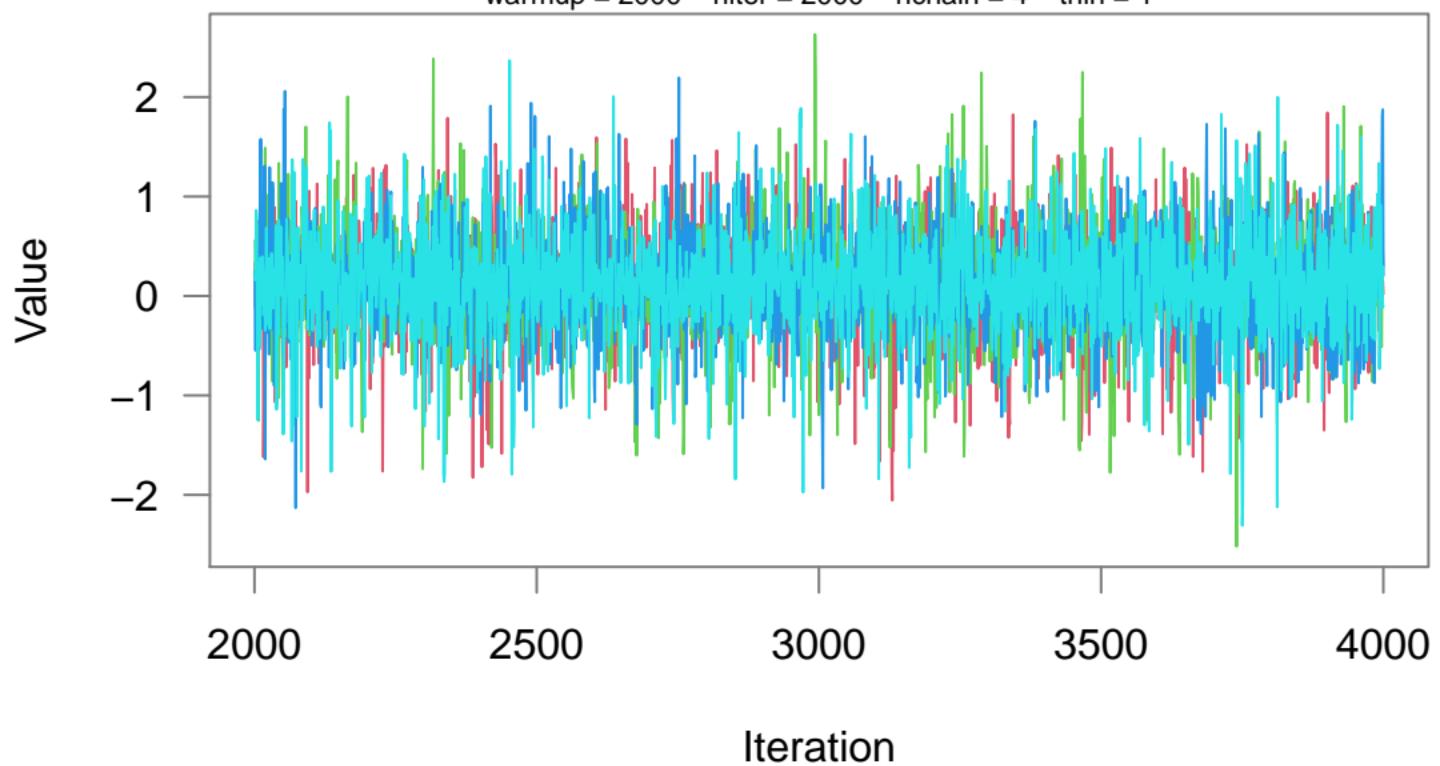
# zs\_1\_1[2]

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



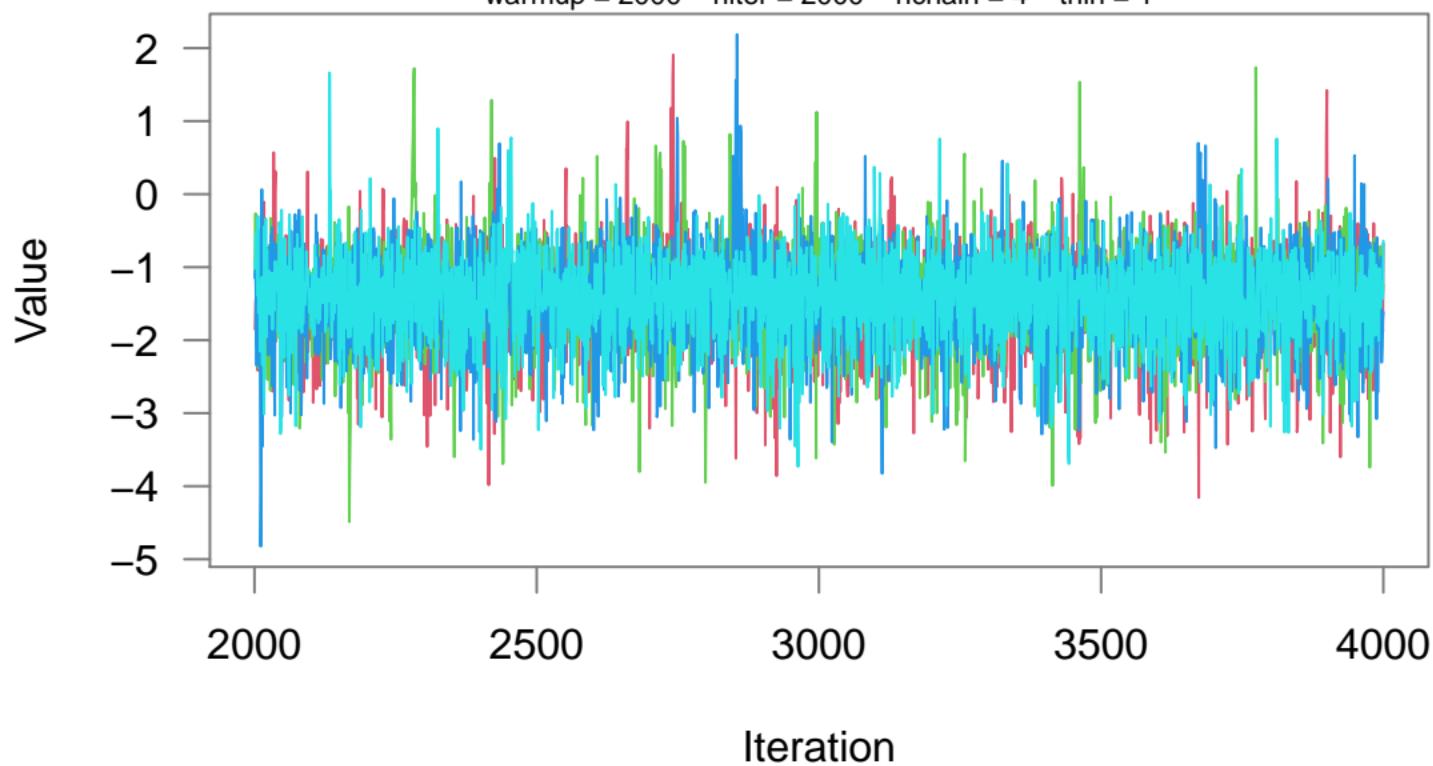
# zs\_zi\_1\_1[1]

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



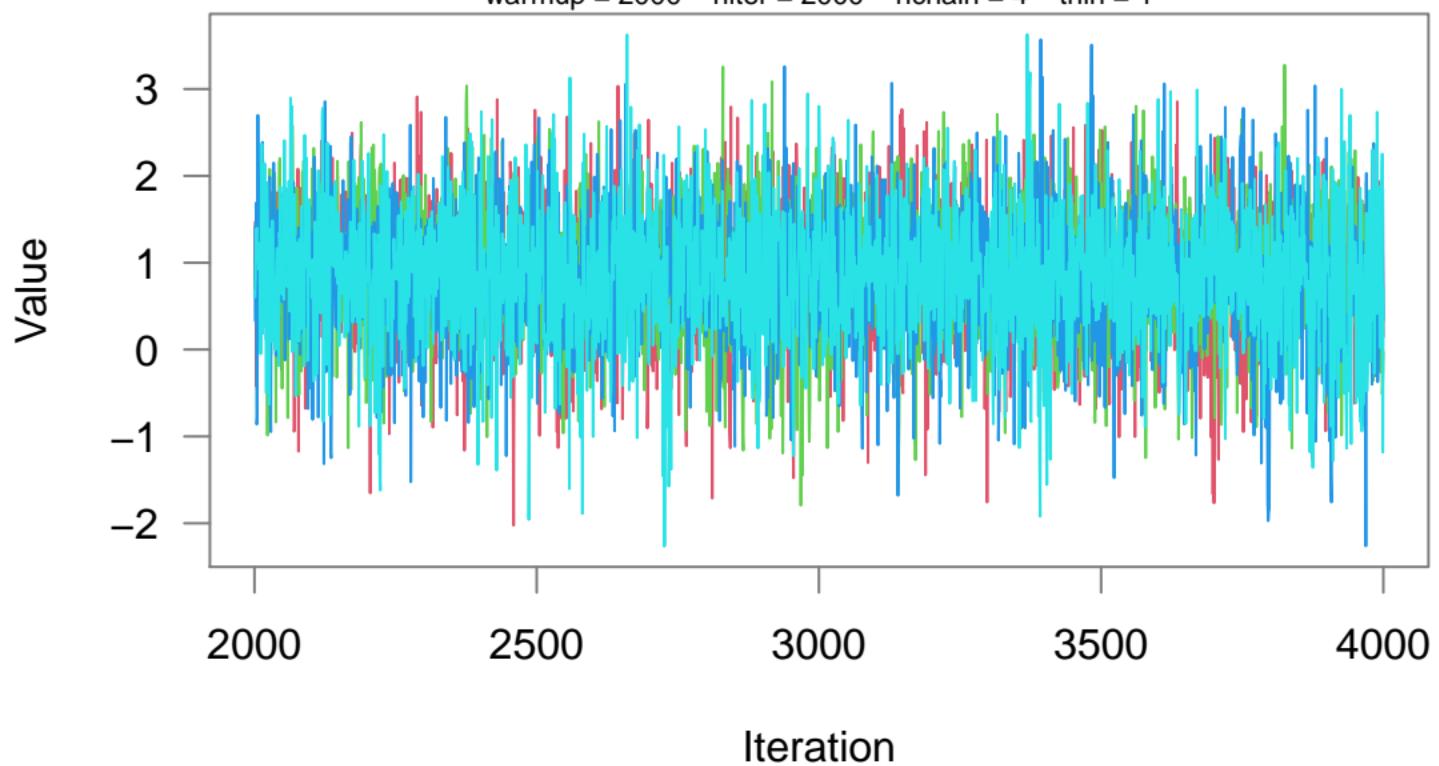
## zs\_zi\_1\_1[2]

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



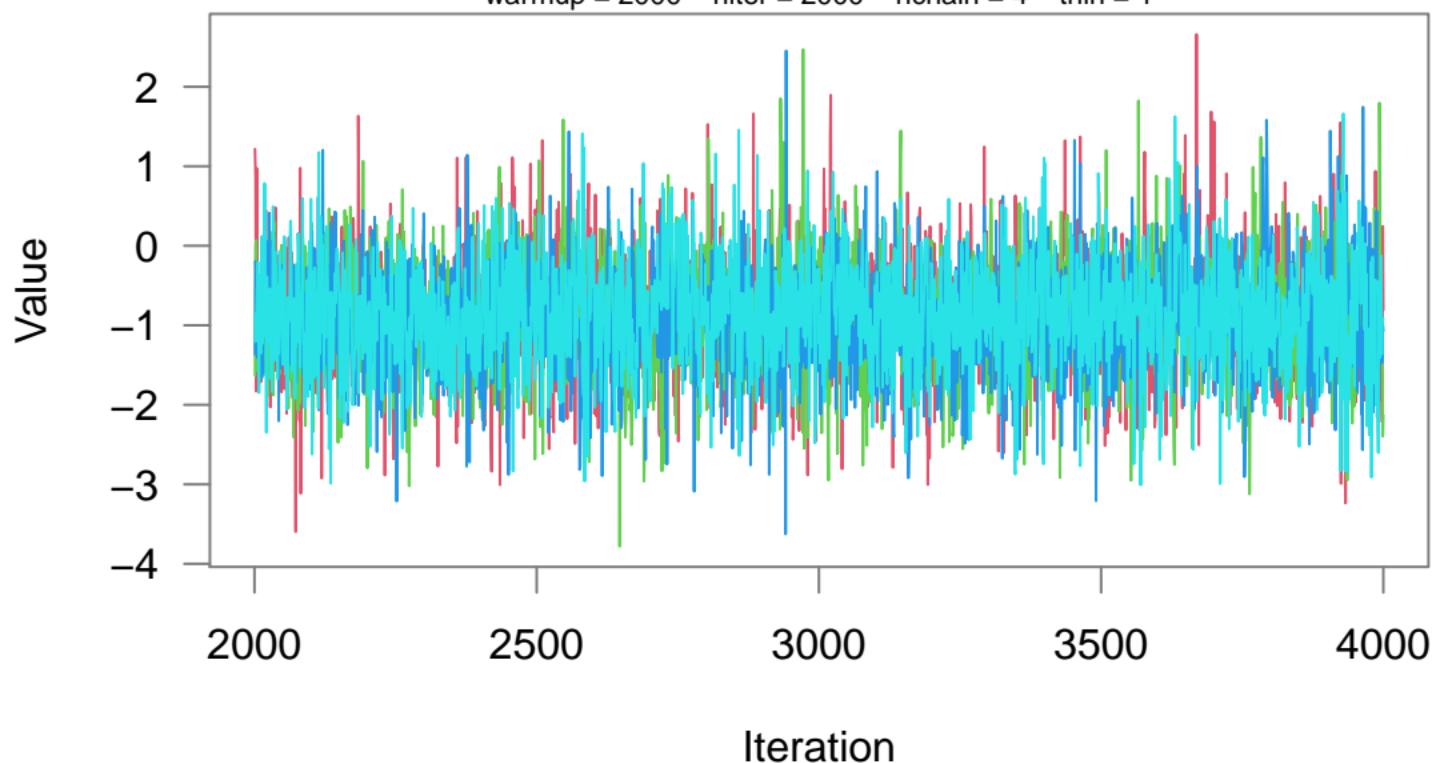
**$z_{-1}[1,1]$**

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



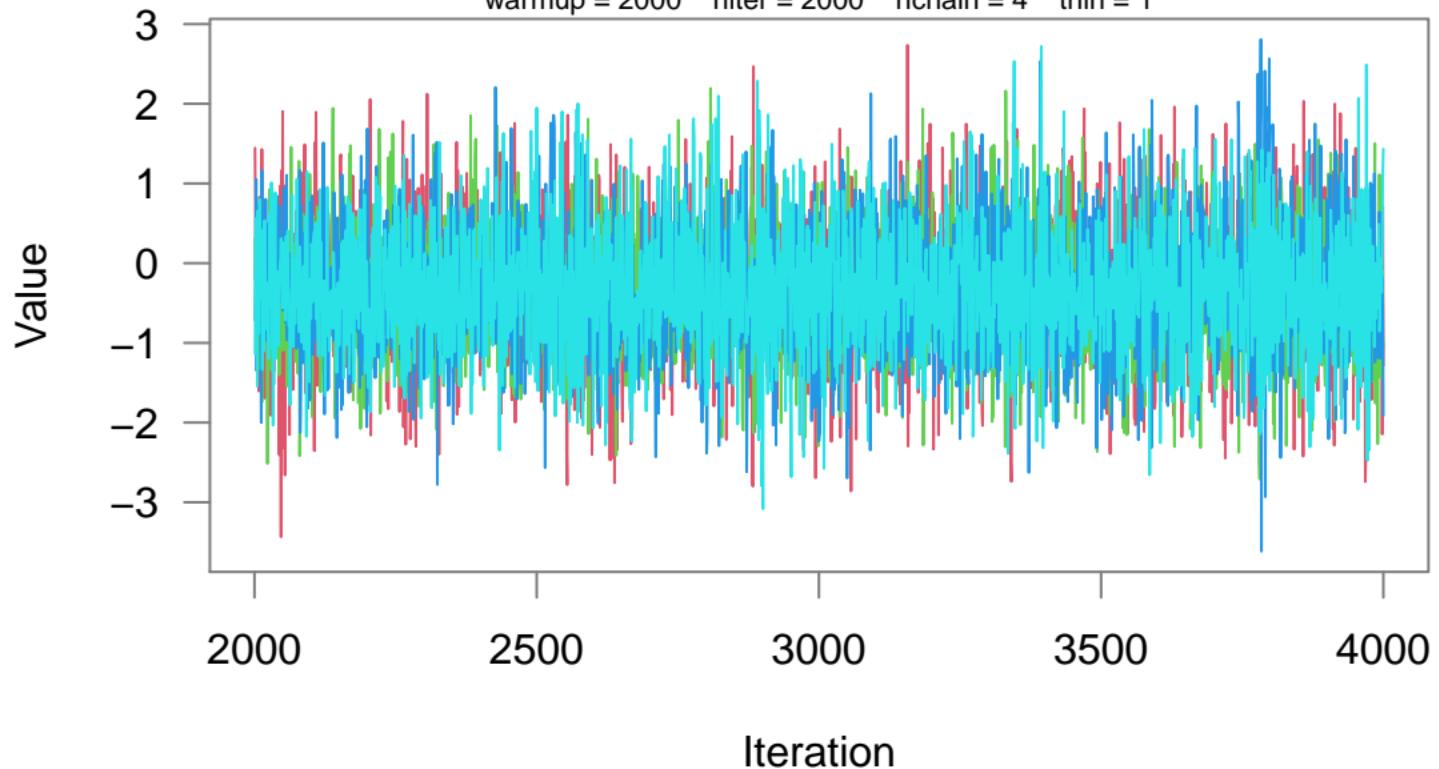
# $z_{-1}[1,2]$

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



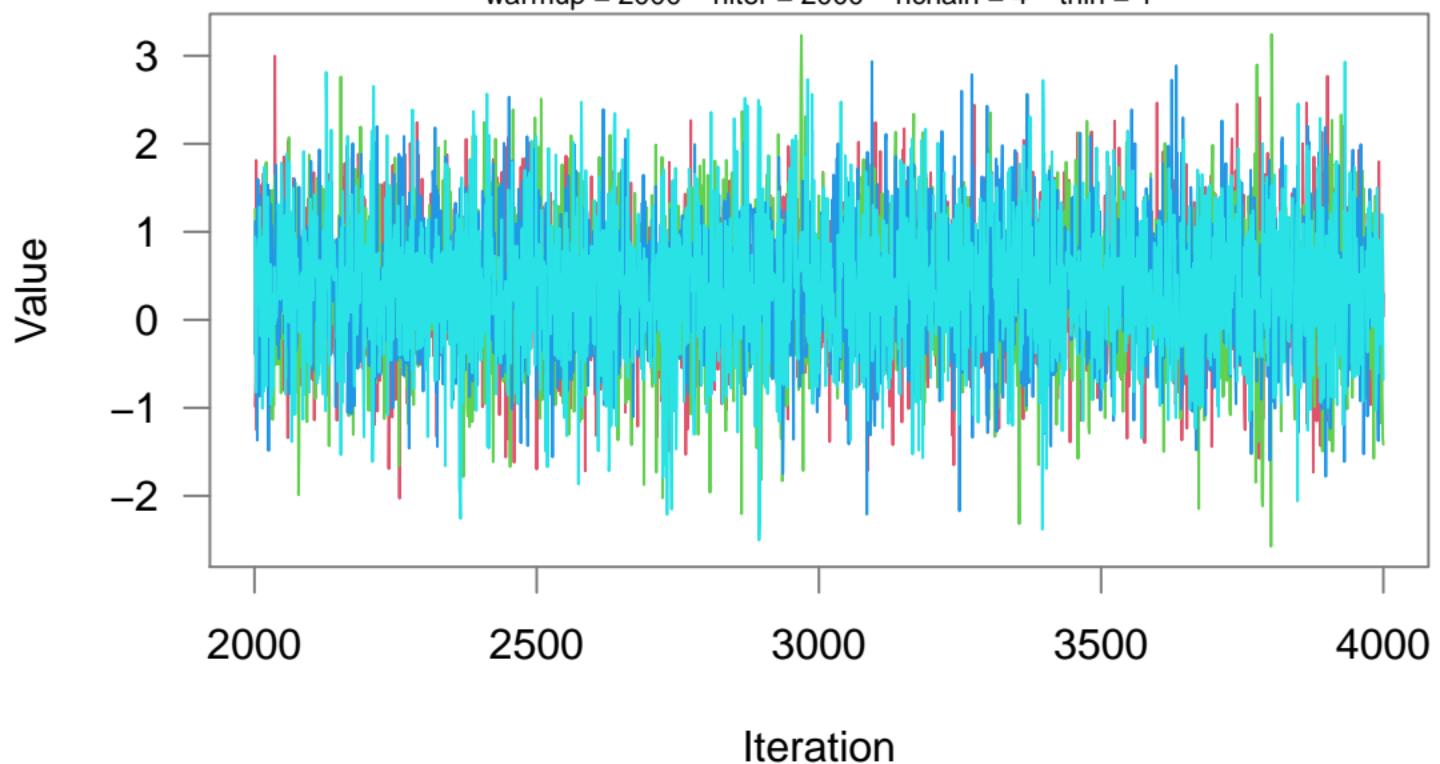
**z\_1[1,3]**

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



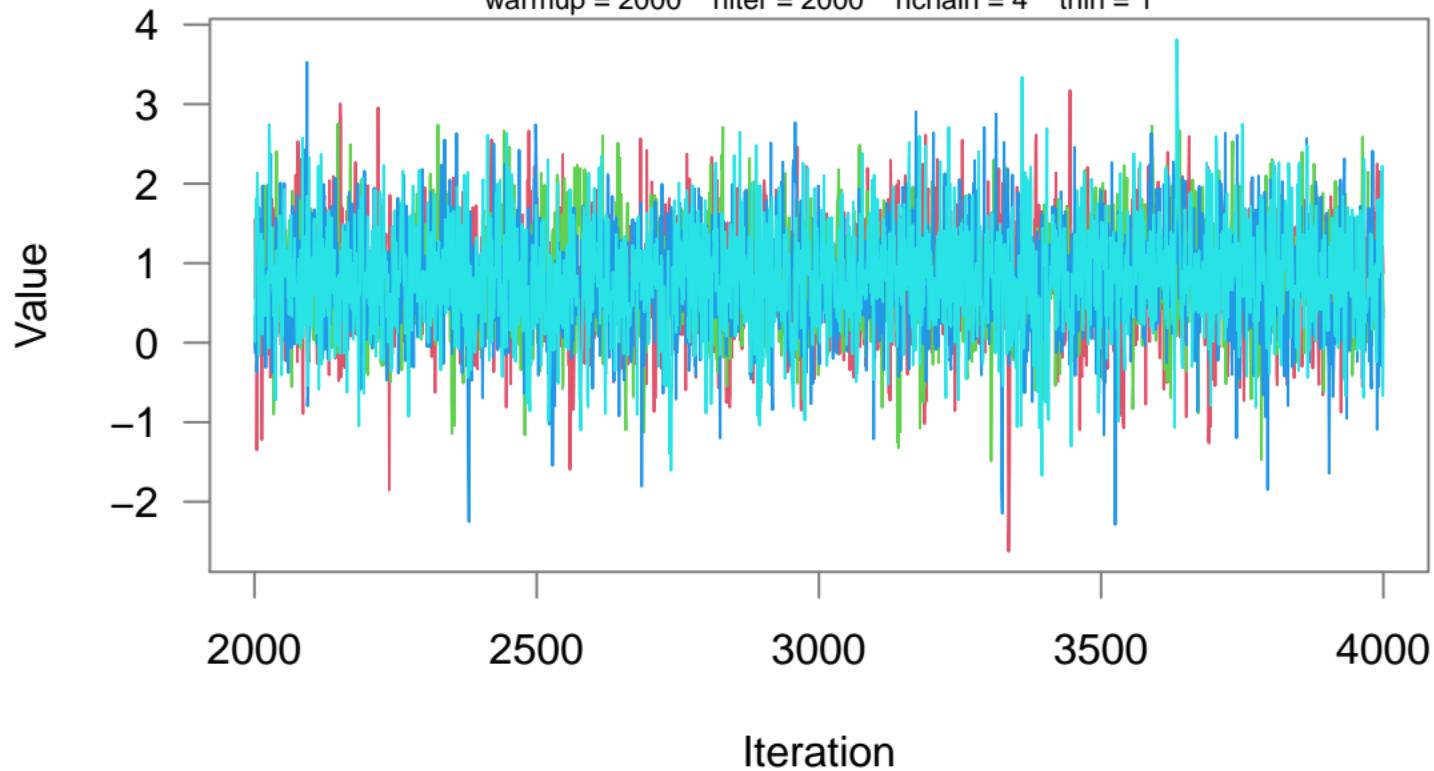
**$z_{-1}[1,4]$**

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



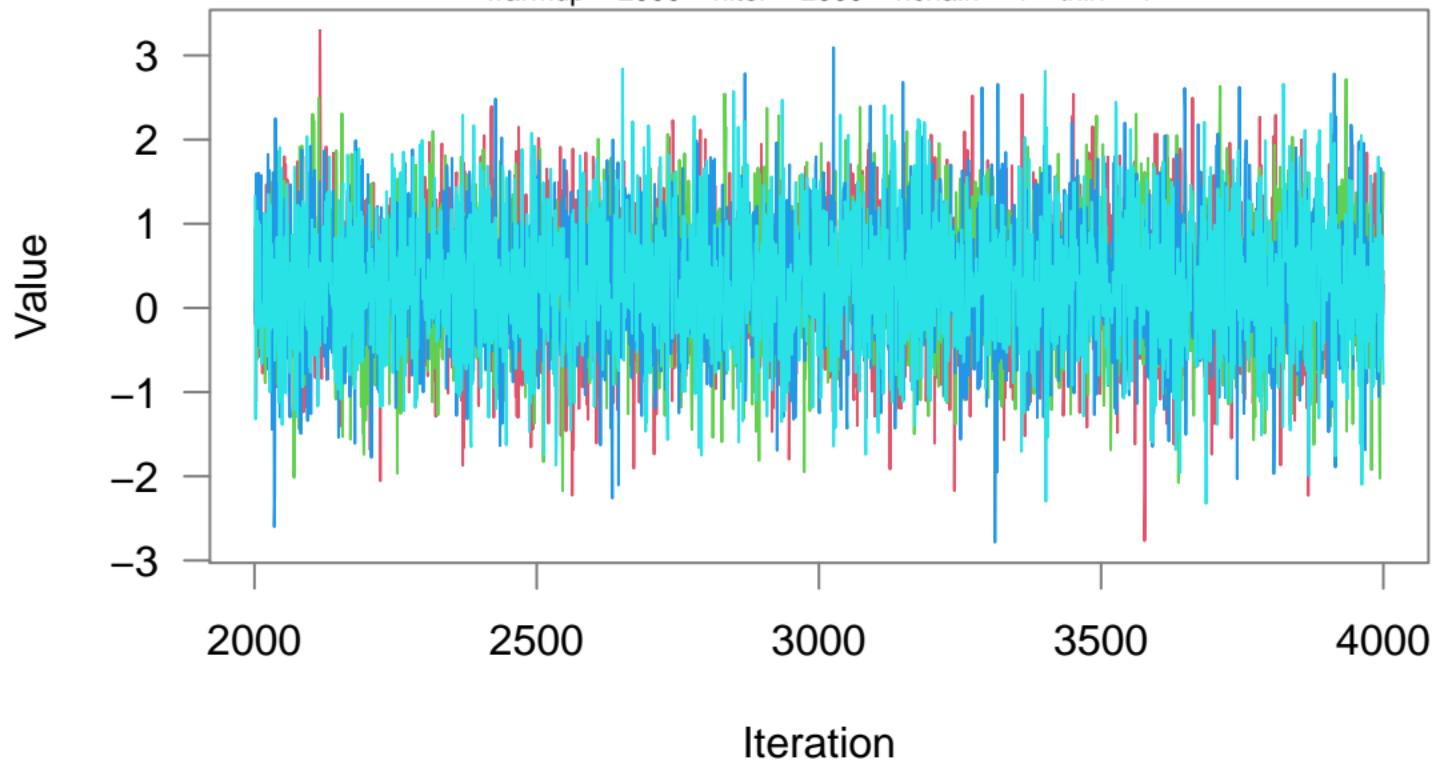
**z\_1[1,5]**

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



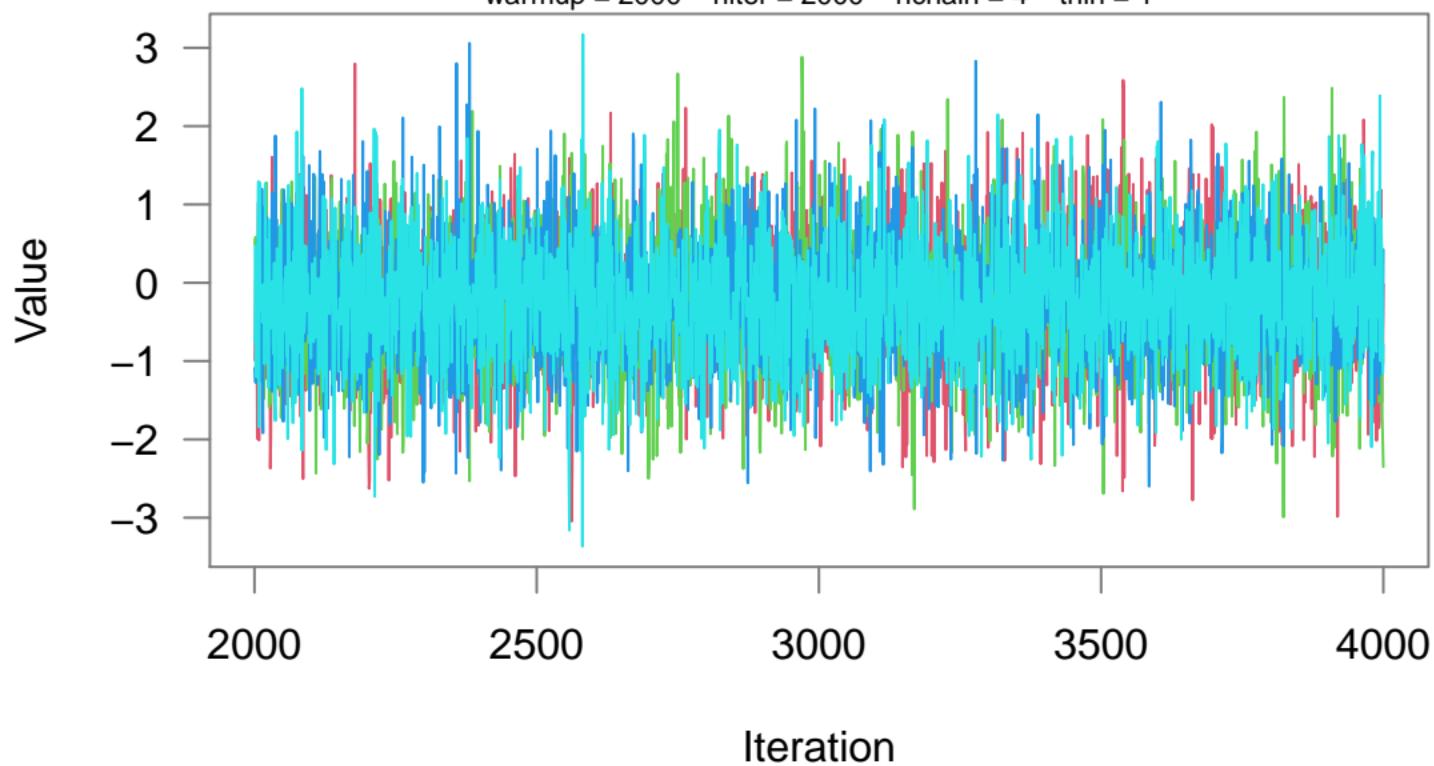
# **$z_{-1}[1,6]$**

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



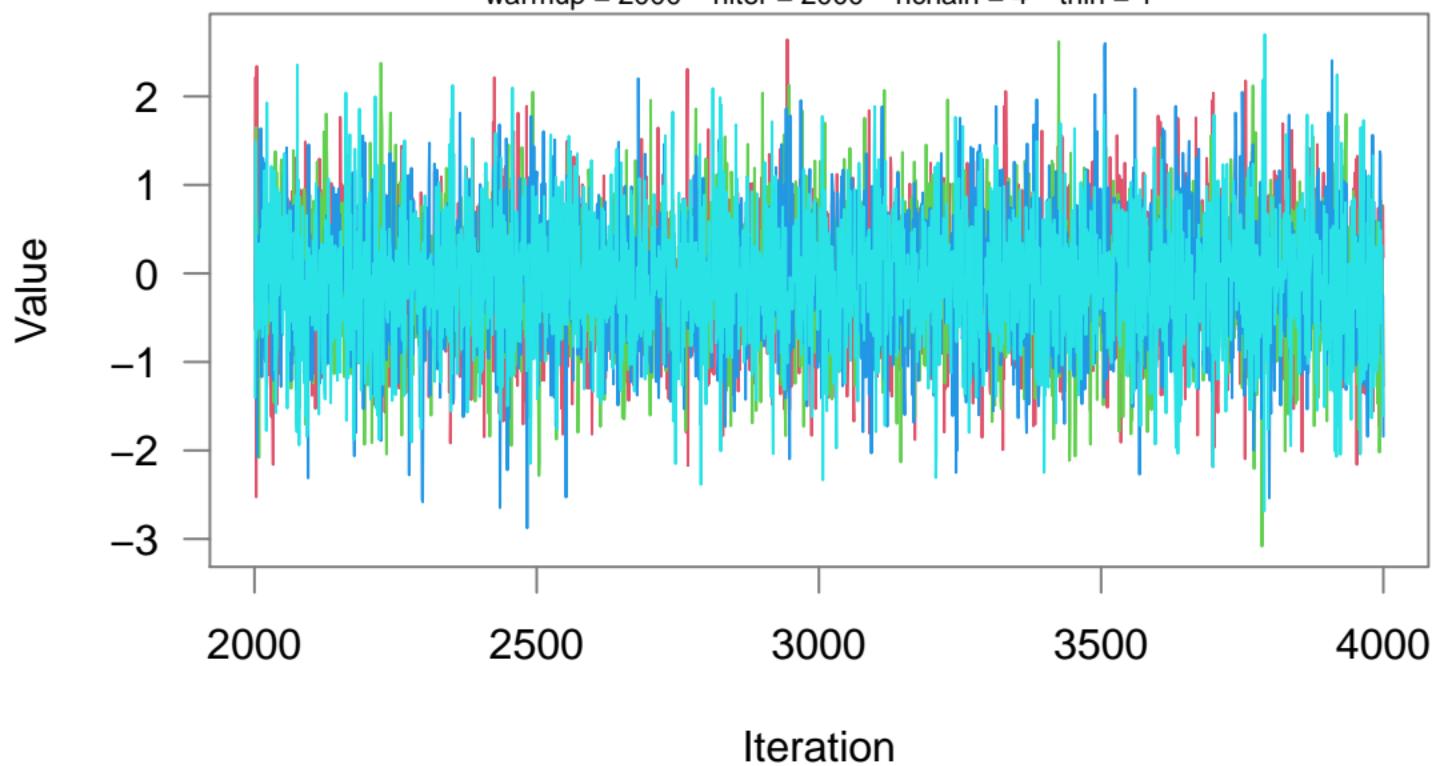
# **$z_{-1}[1,7]$**

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



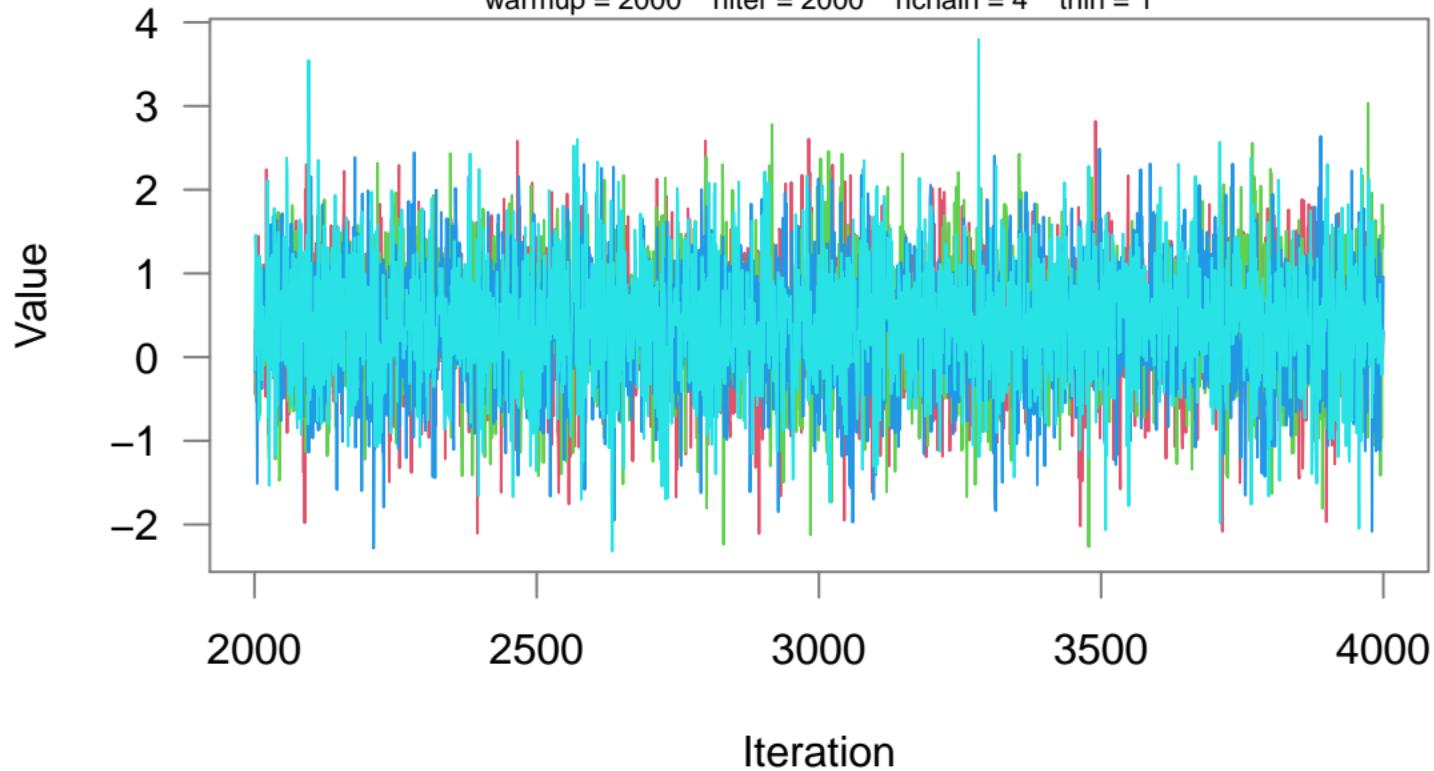
# **z\_1[1,8]**

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



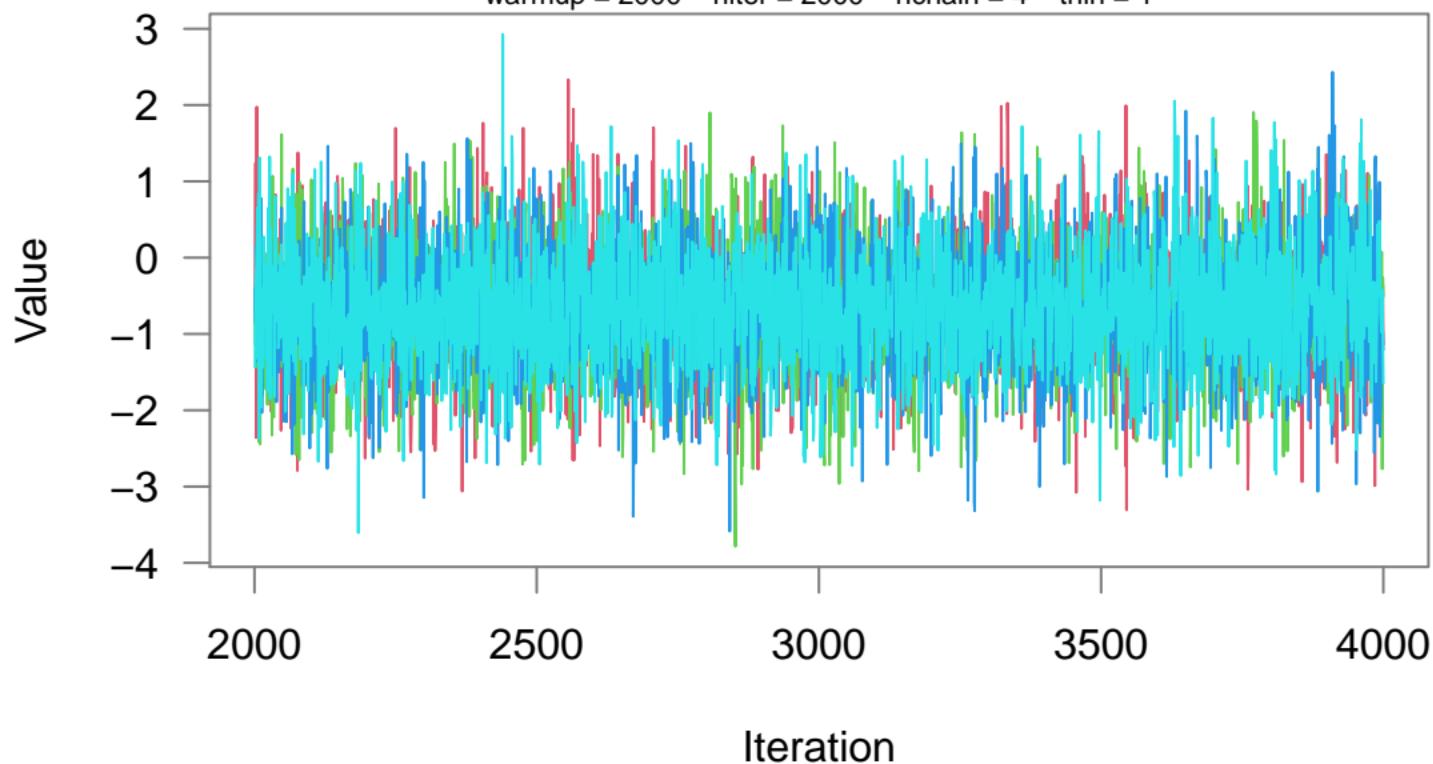
**z\_1[1,9]**

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



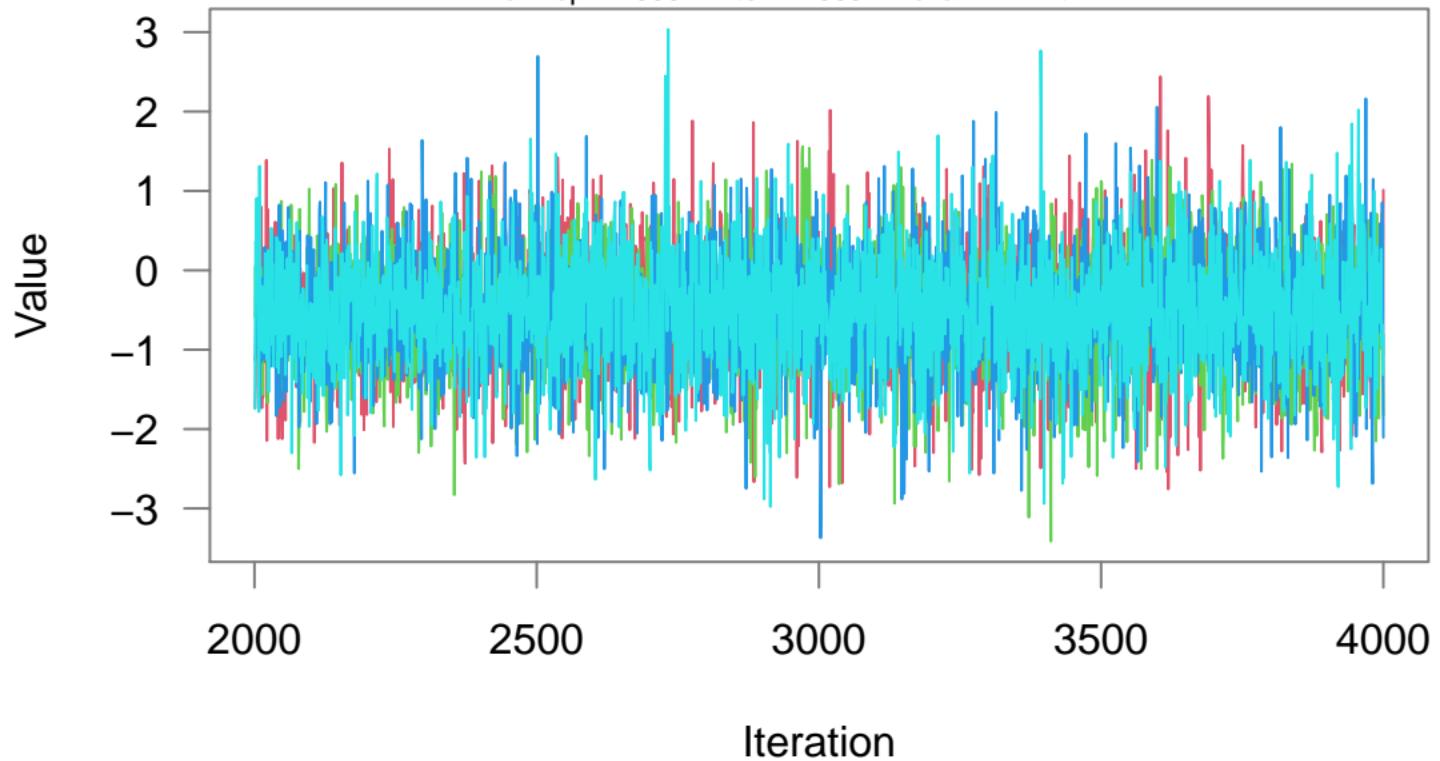
# **z\_1[1,10]**

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



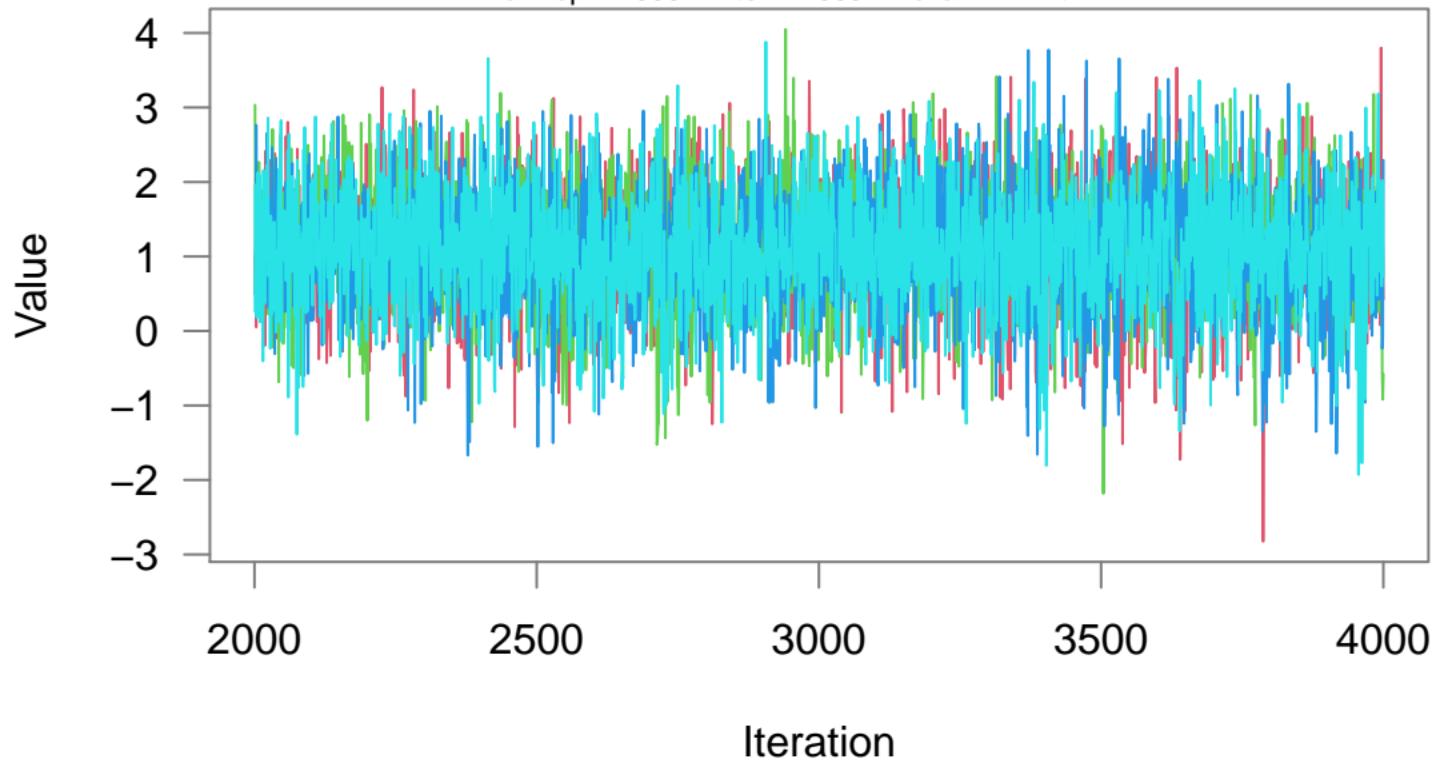
# **$z_{-1}[1,11]$**

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



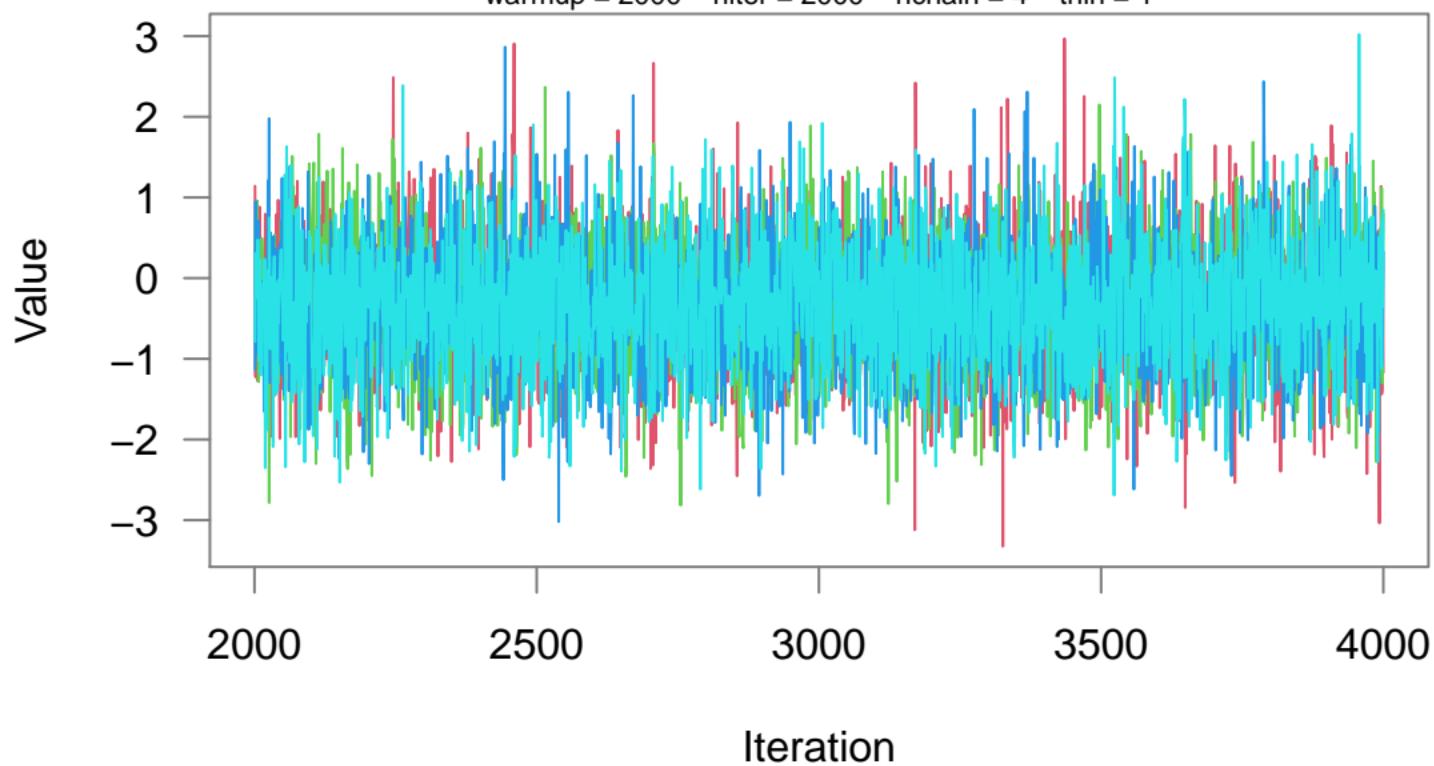
# **z\_1[1,12]**

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



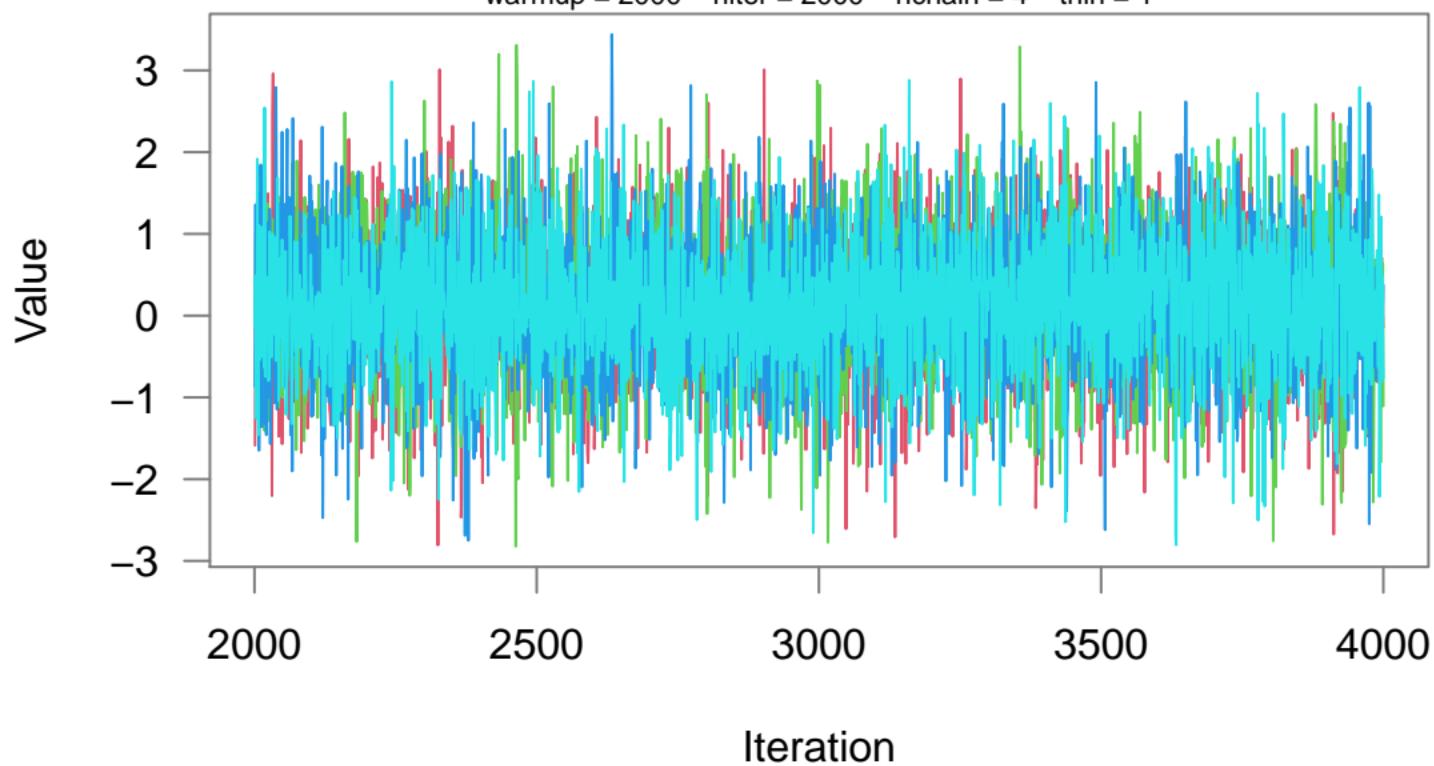
# **z\_1[1,13]**

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



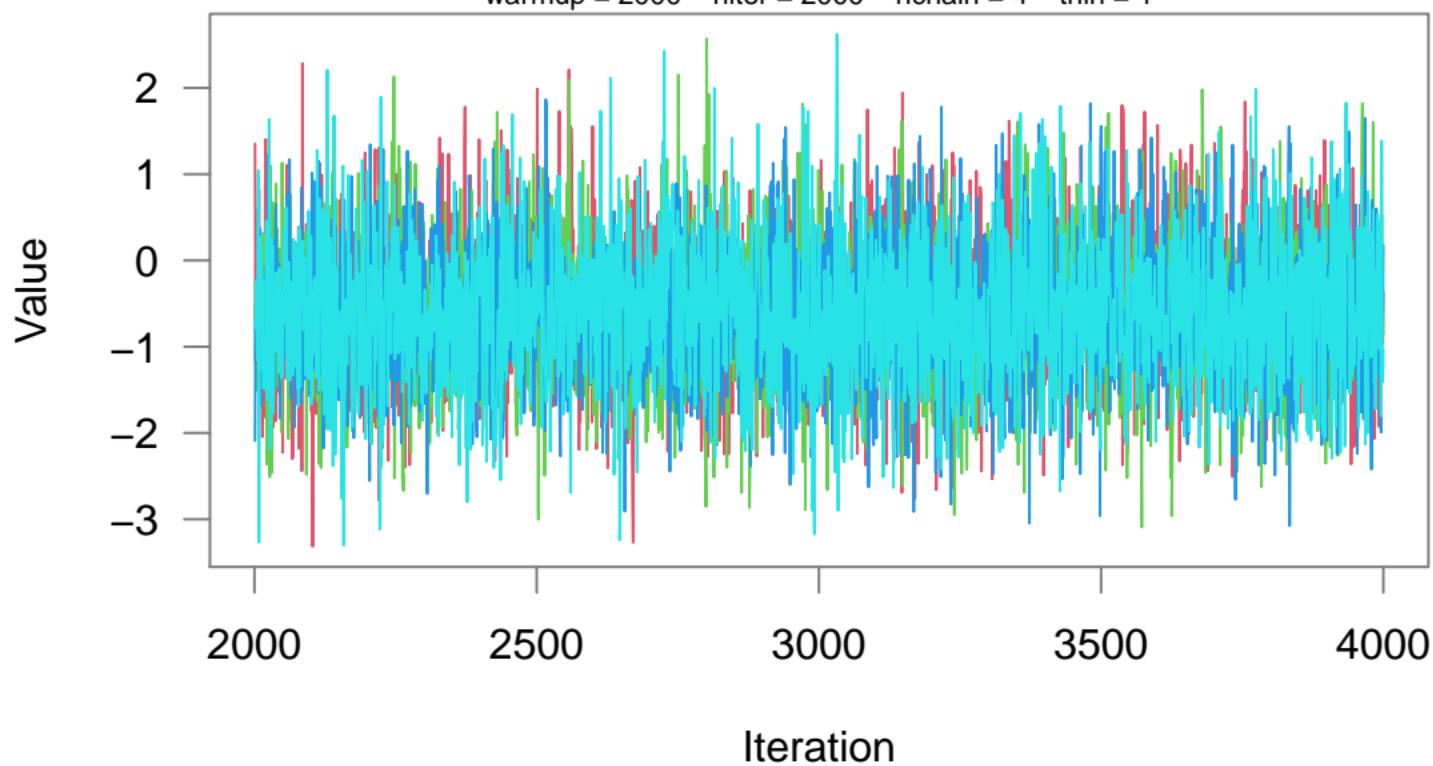
# **z\_1[1,14]**

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



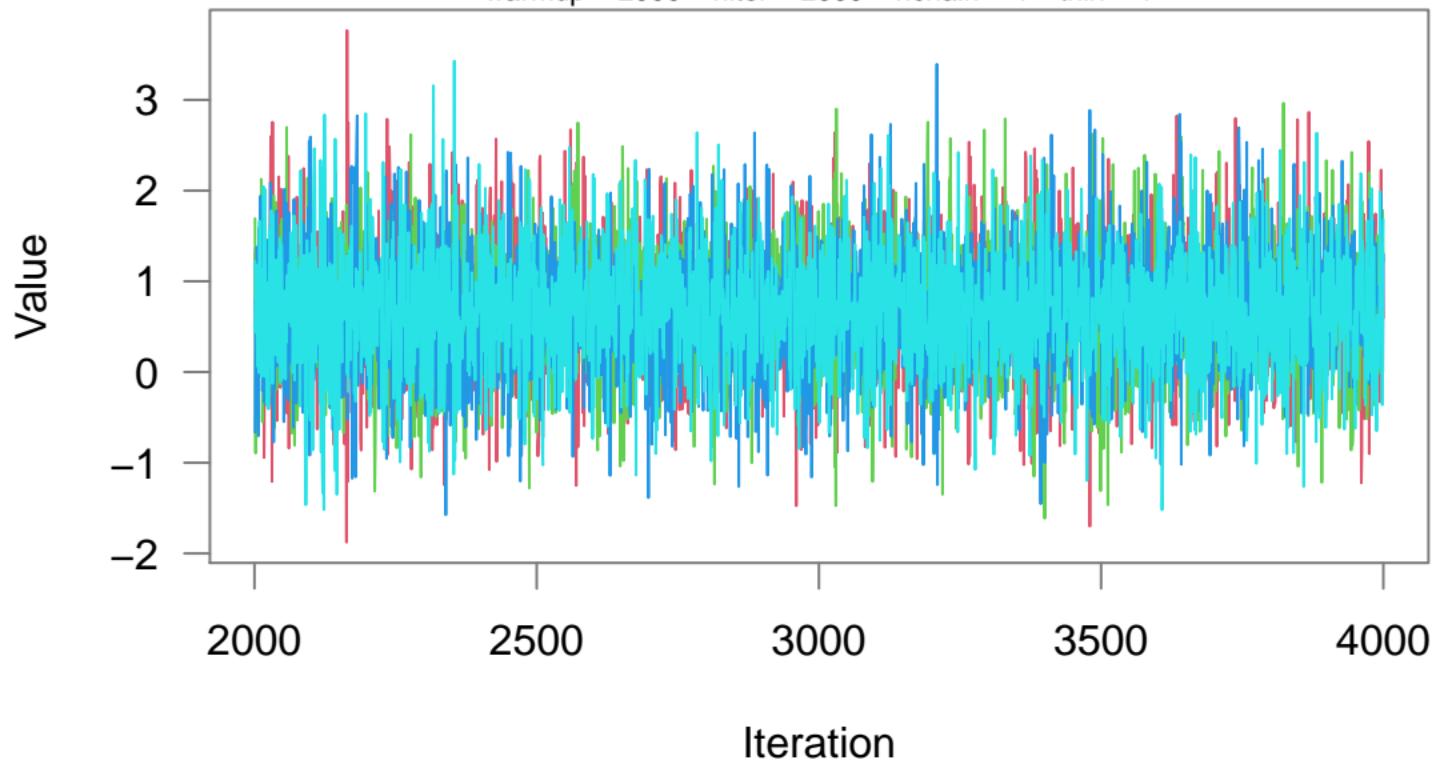
# **z\_1[1,15]**

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



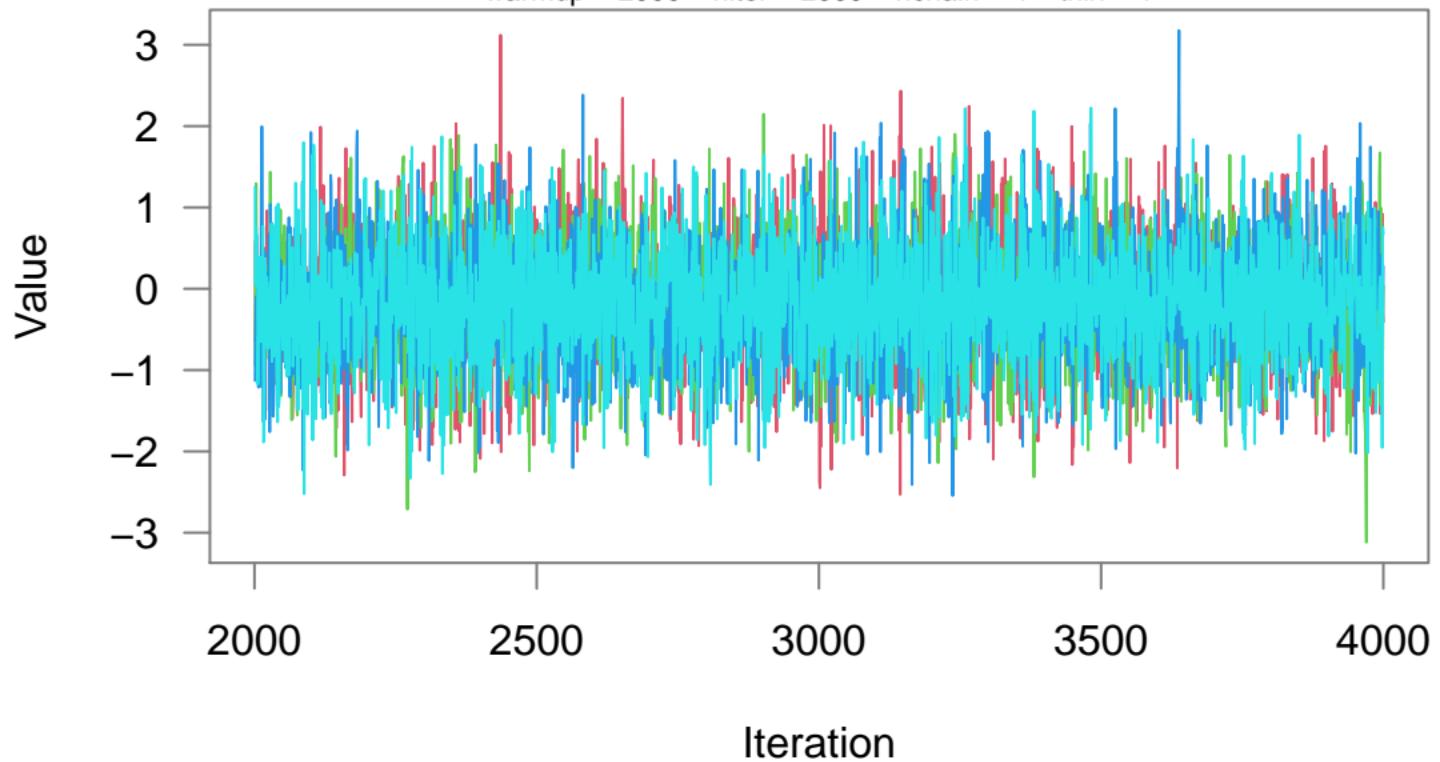
# **$z_{-2[1,1]}$**

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



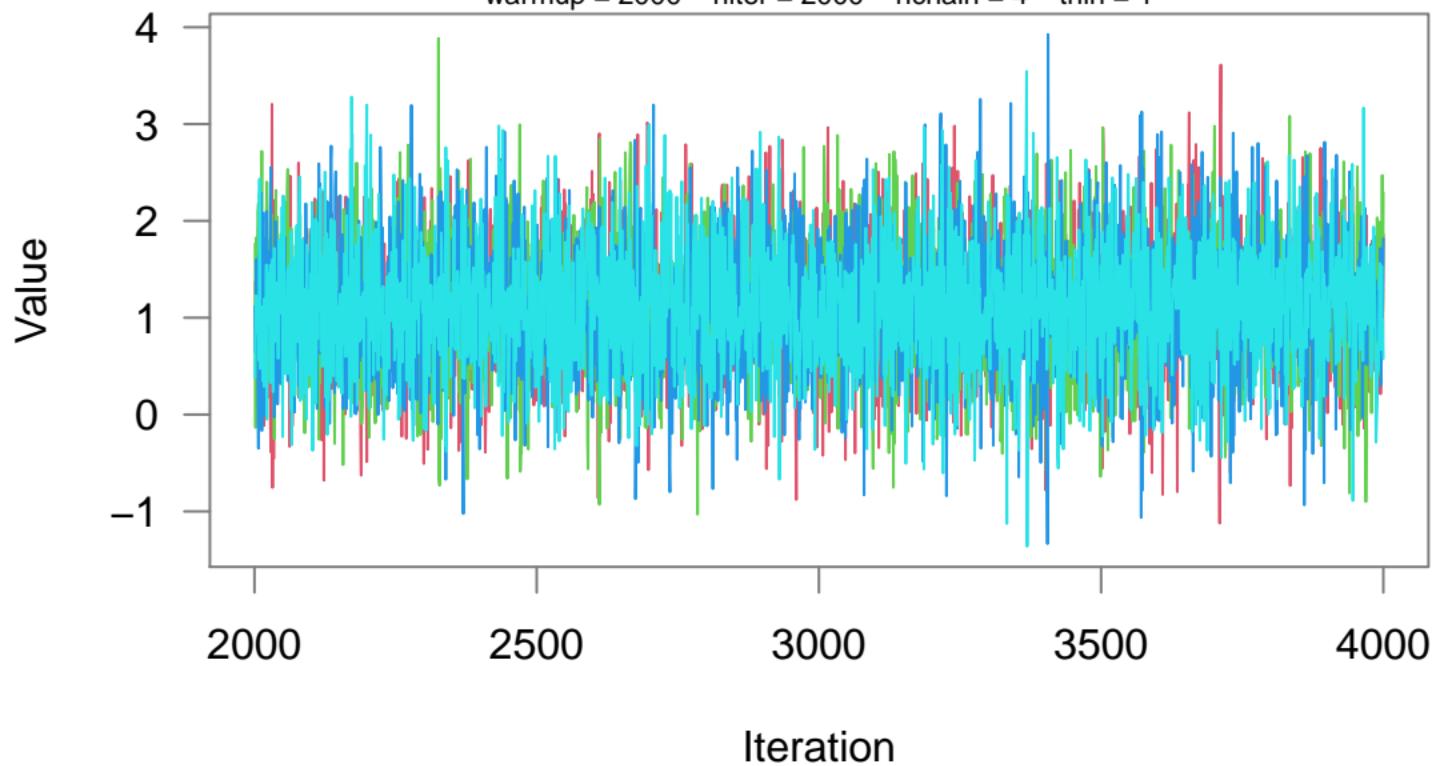
## **z\_2[1,2]**

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



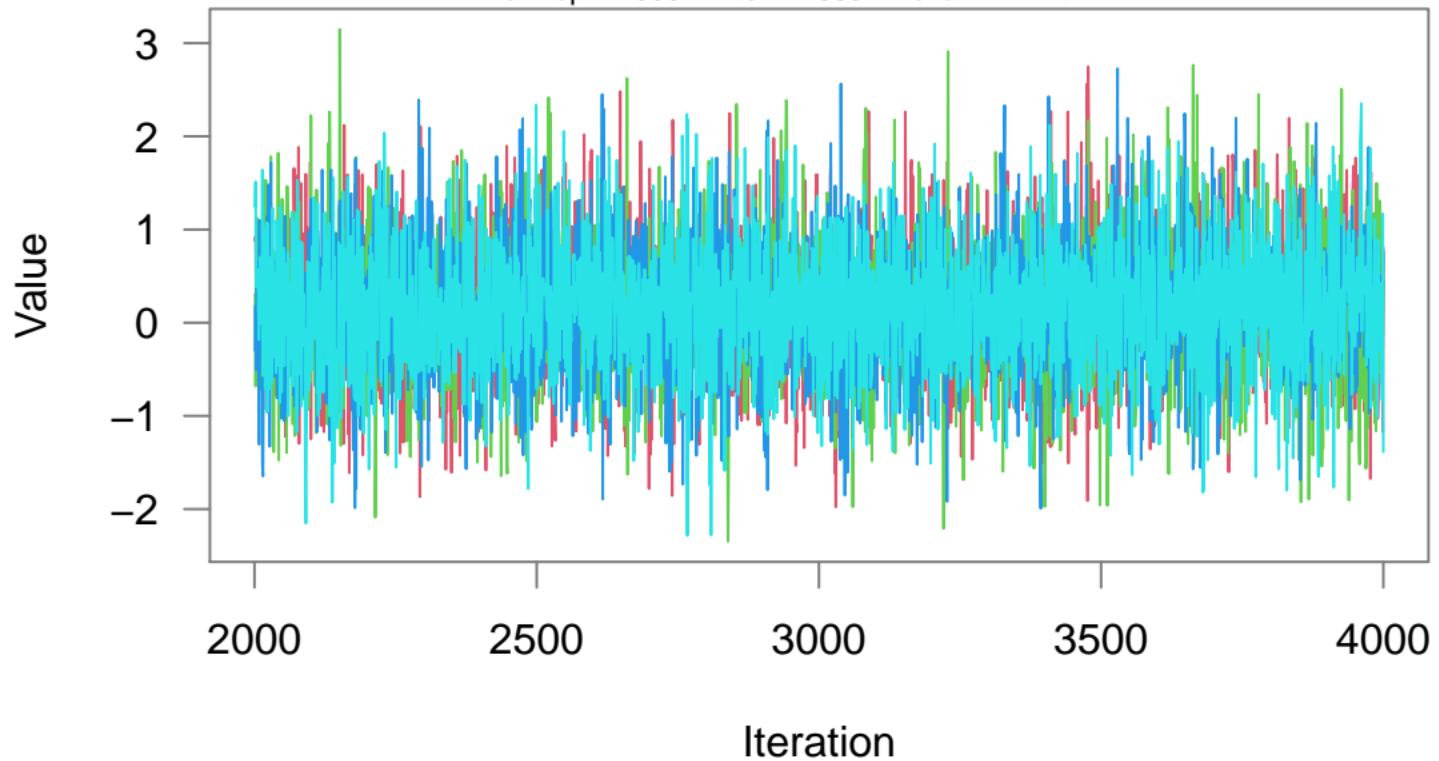
## **z\_2[1,3]**

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



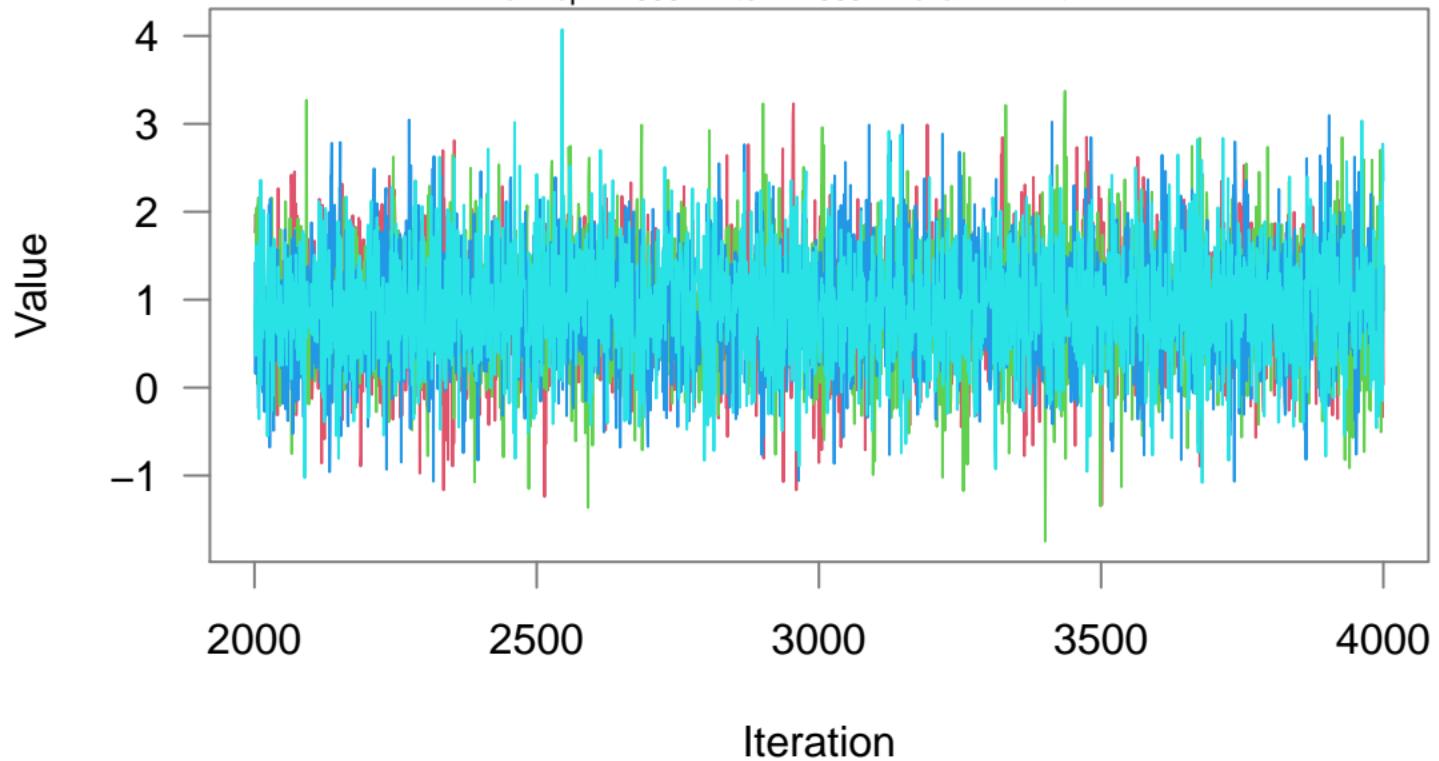
## **z\_2[1,4]**

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



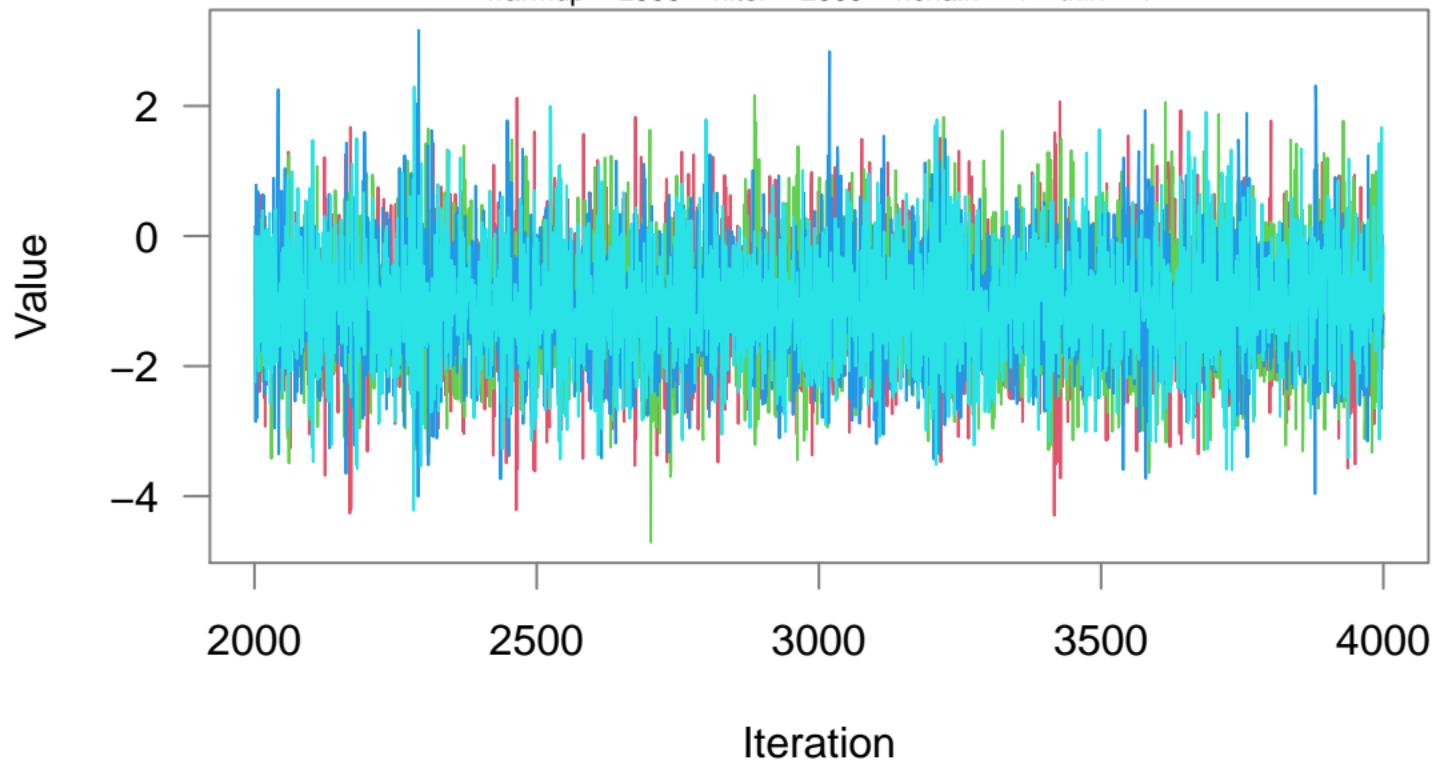
## **z\_2[1,5]**

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



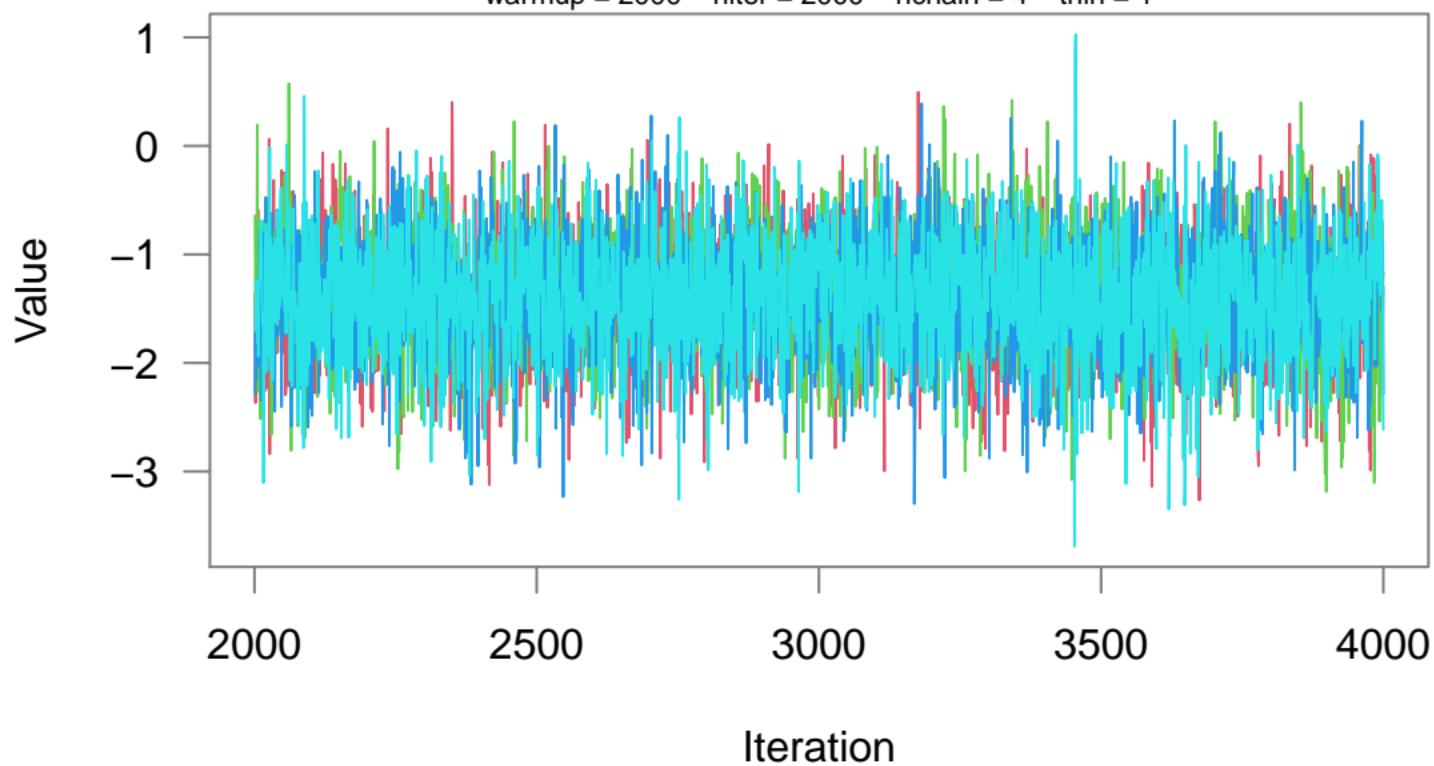
## **z\_2[1,6]**

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



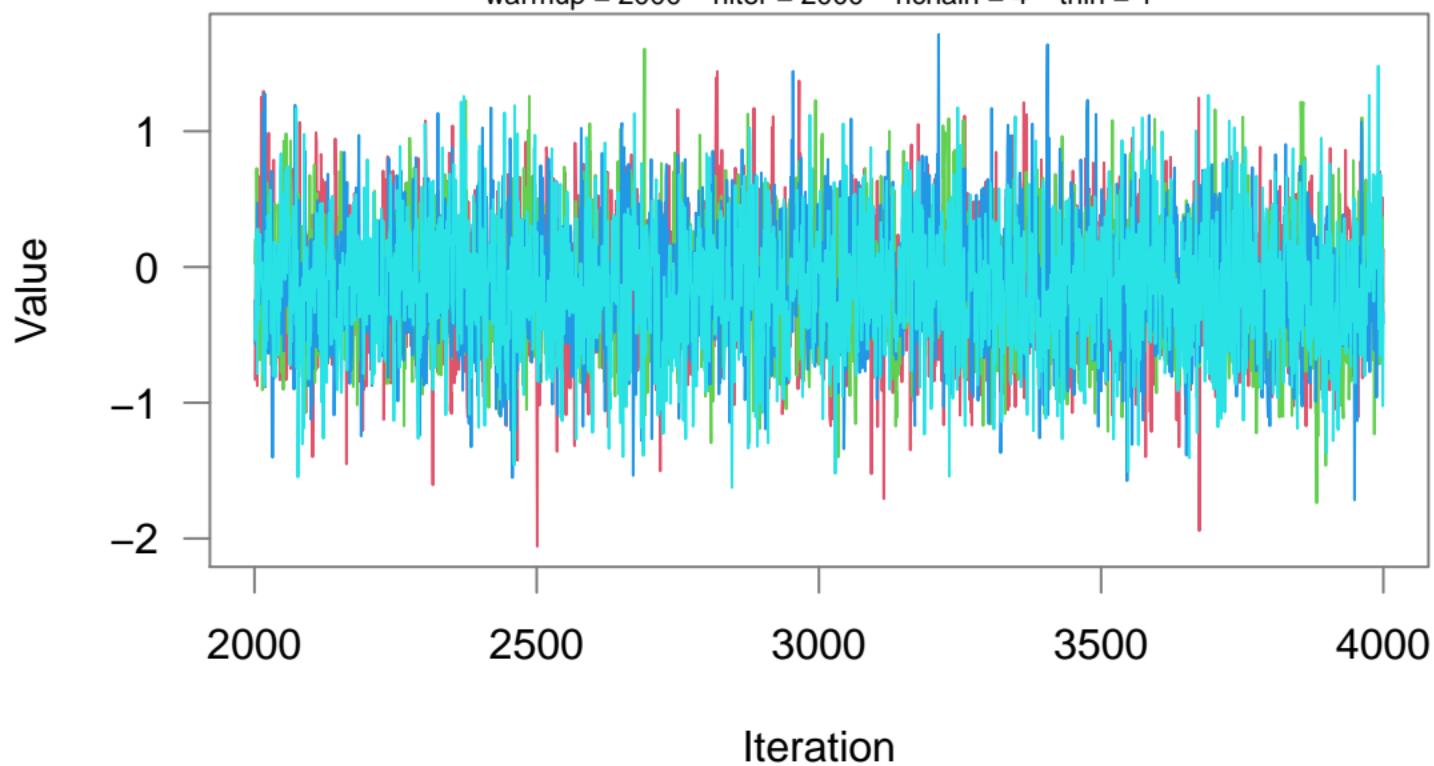
## **$z_{-2}[1,7]$**

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



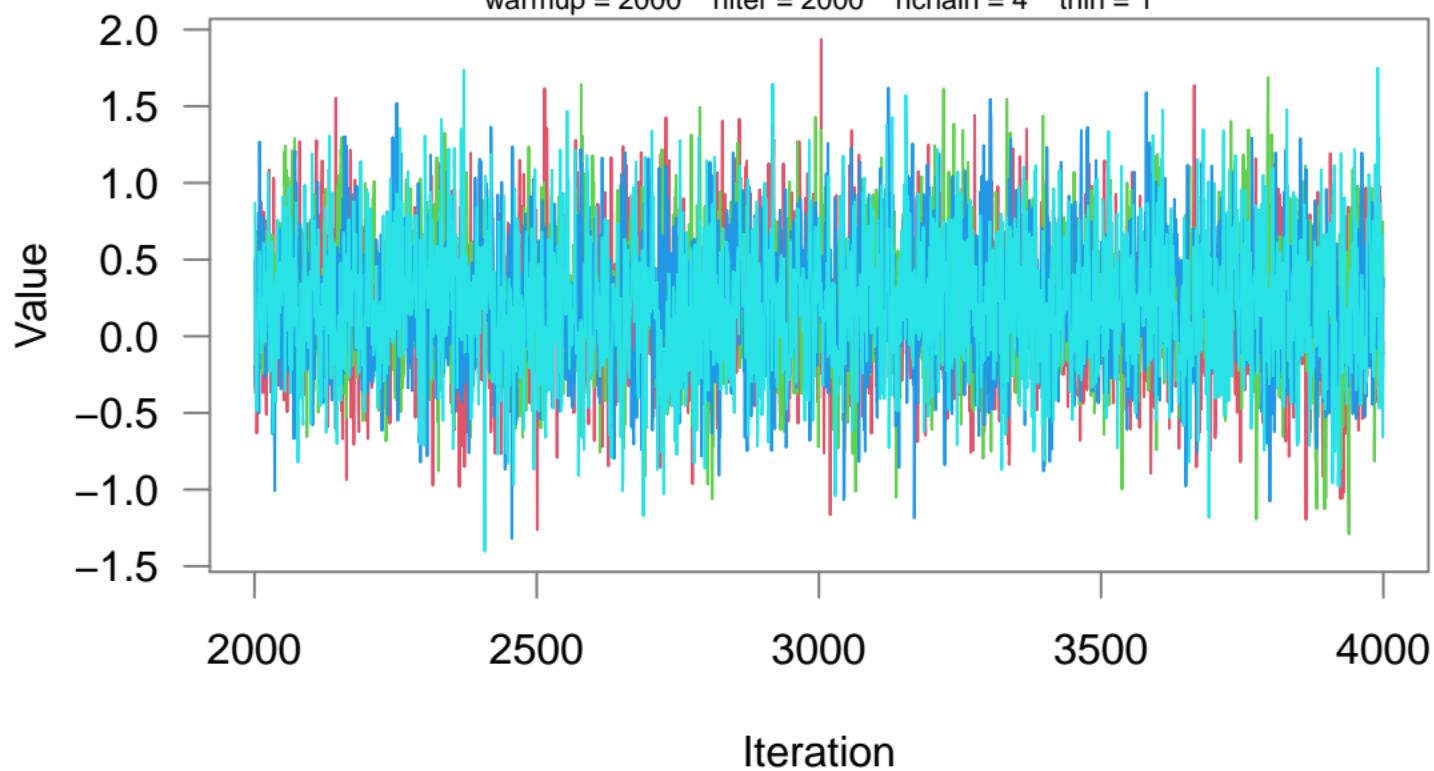
## **z\_2[1,8]**

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



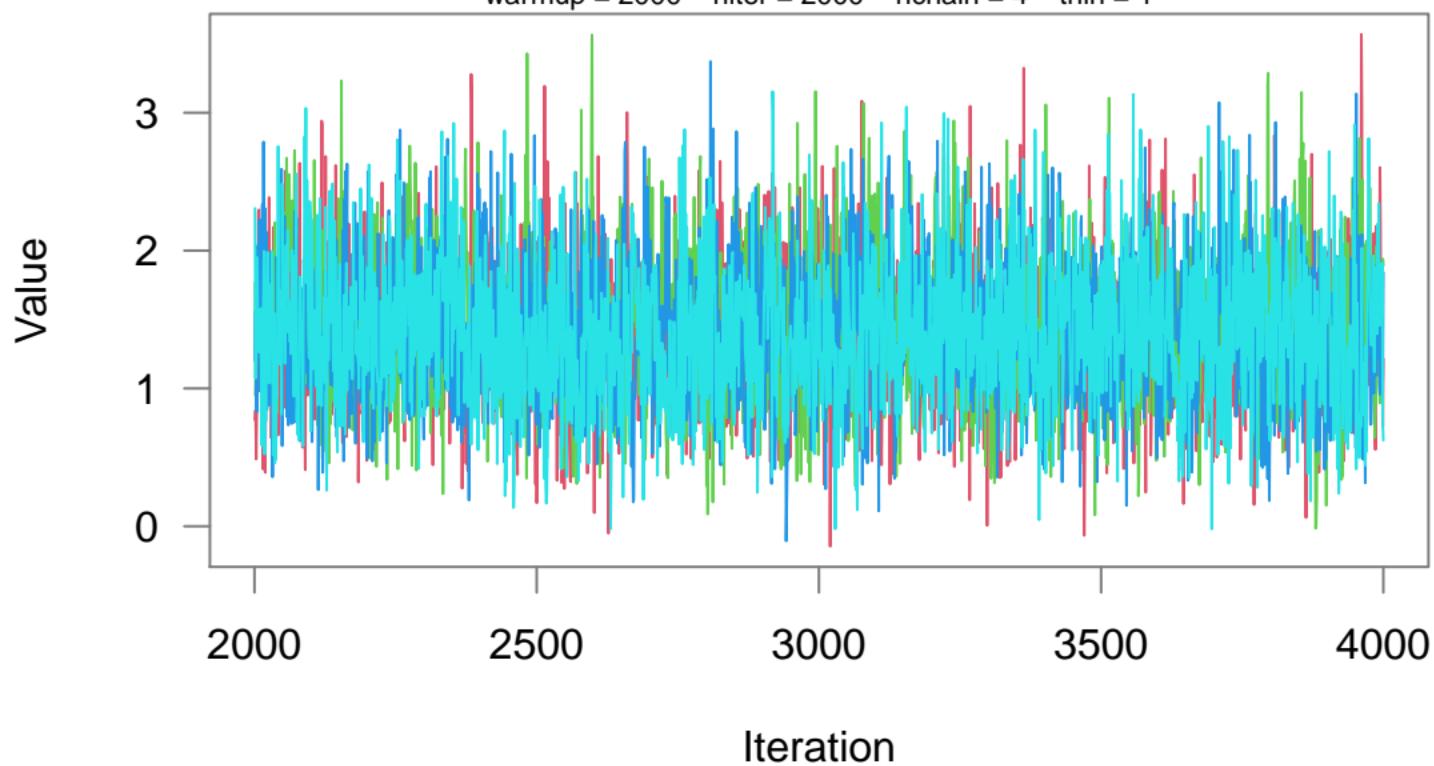
## **z\_2[1,9]**

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



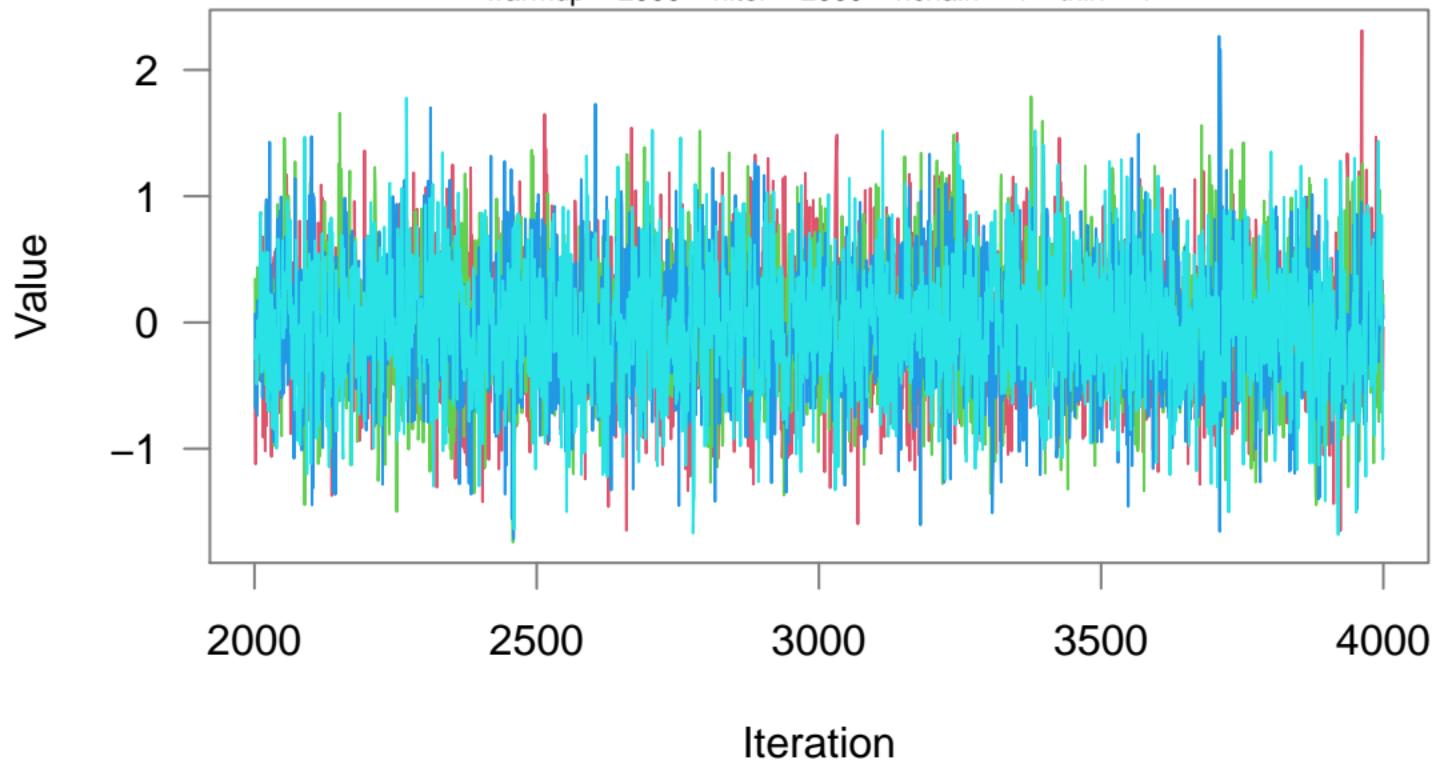
# **z\_2[1,10]**

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



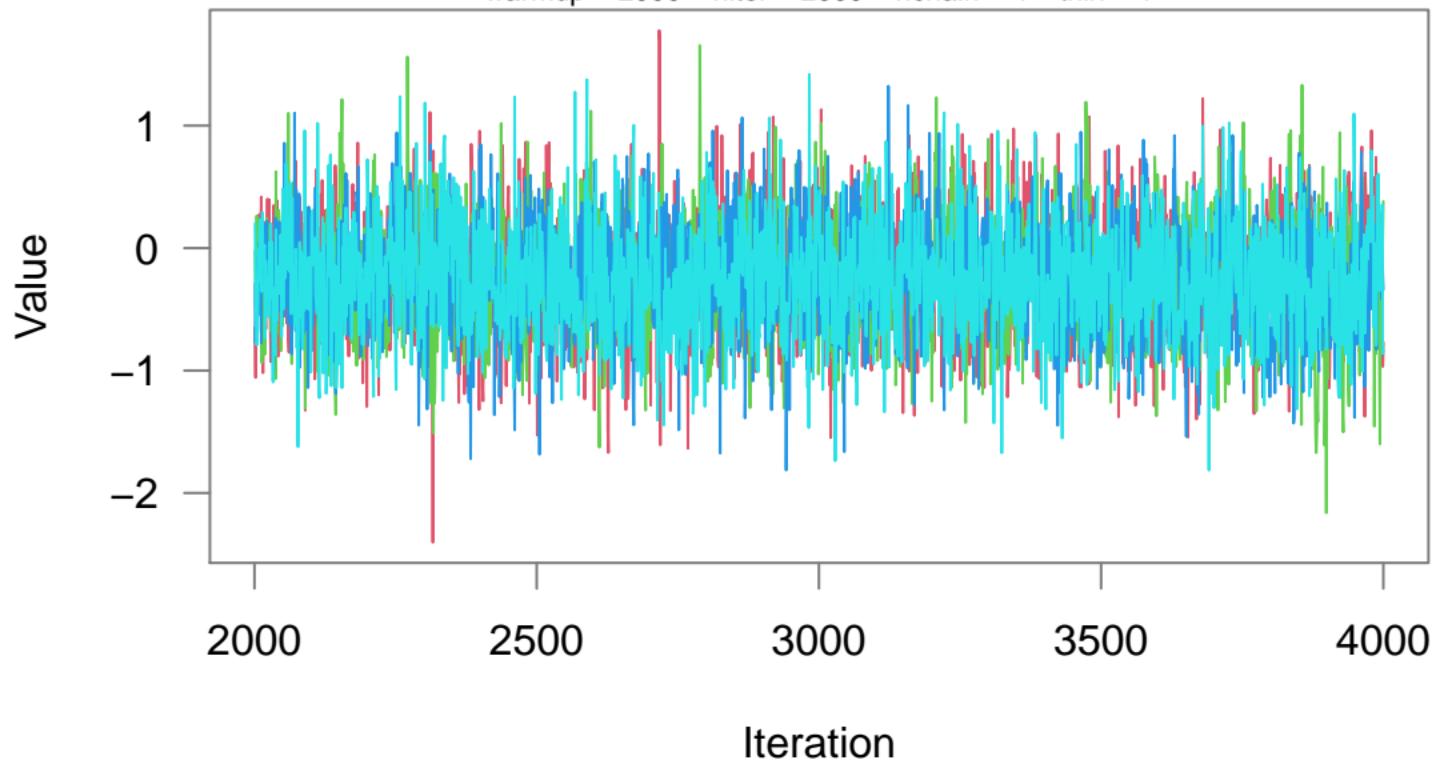
# **z\_2[1,11]**

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



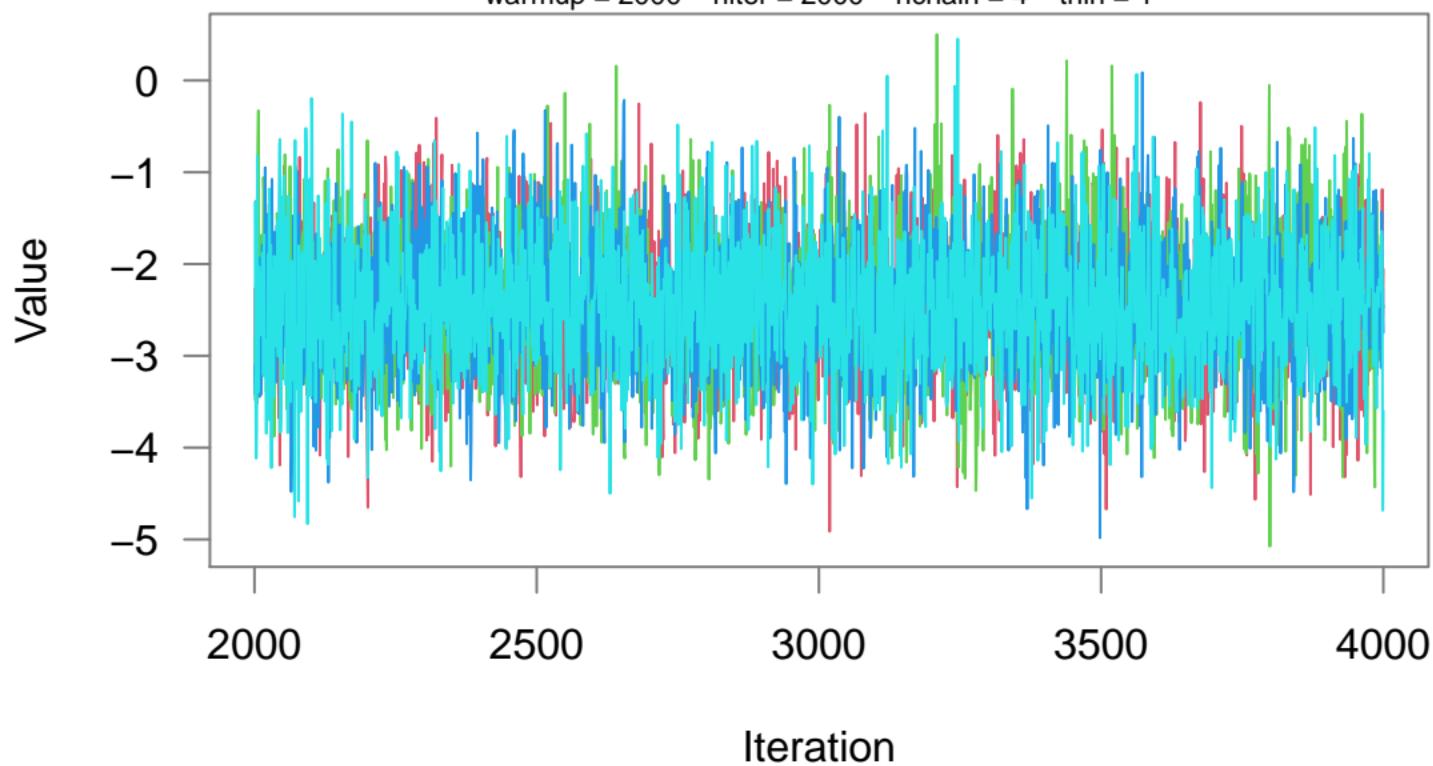
## **z\_2[1,12]**

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



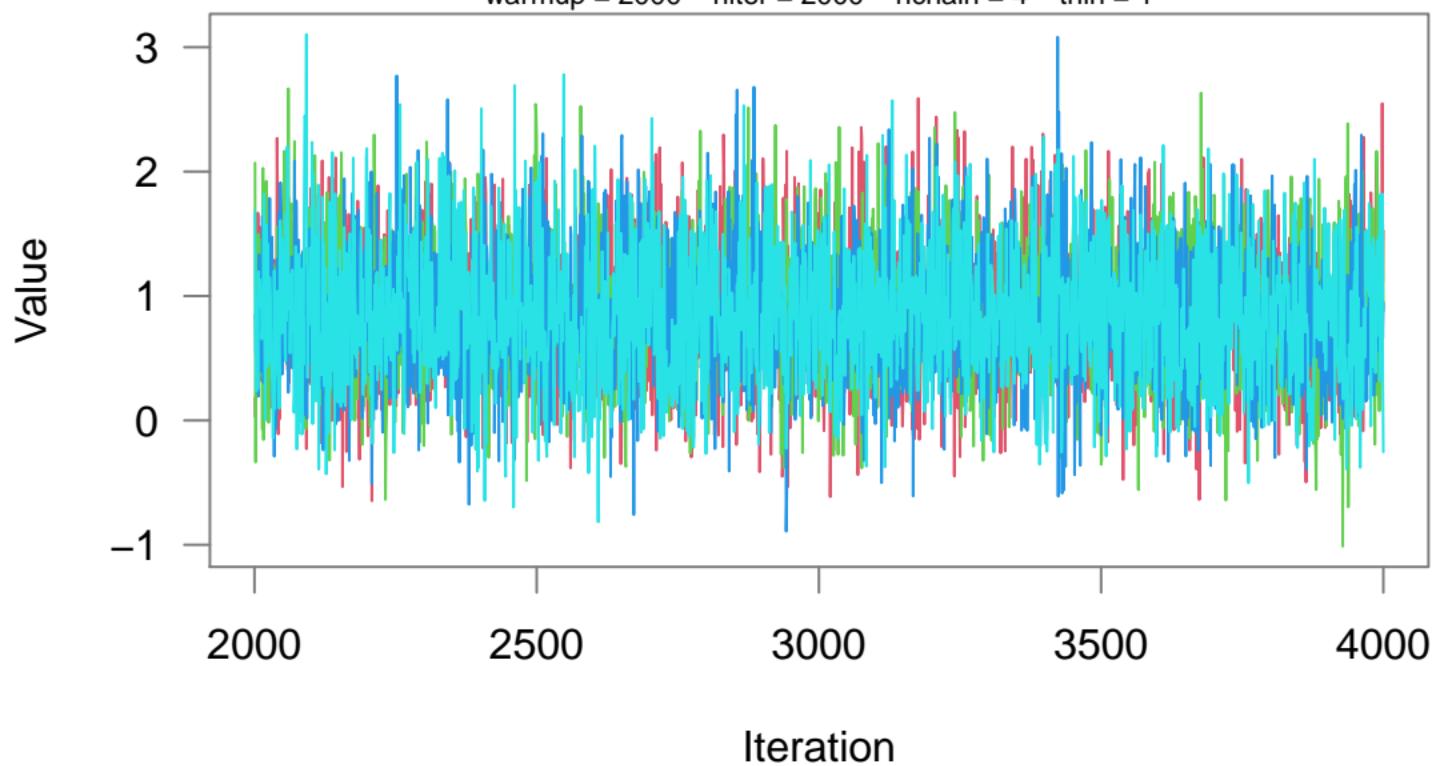
## **z\_2[1,13]**

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



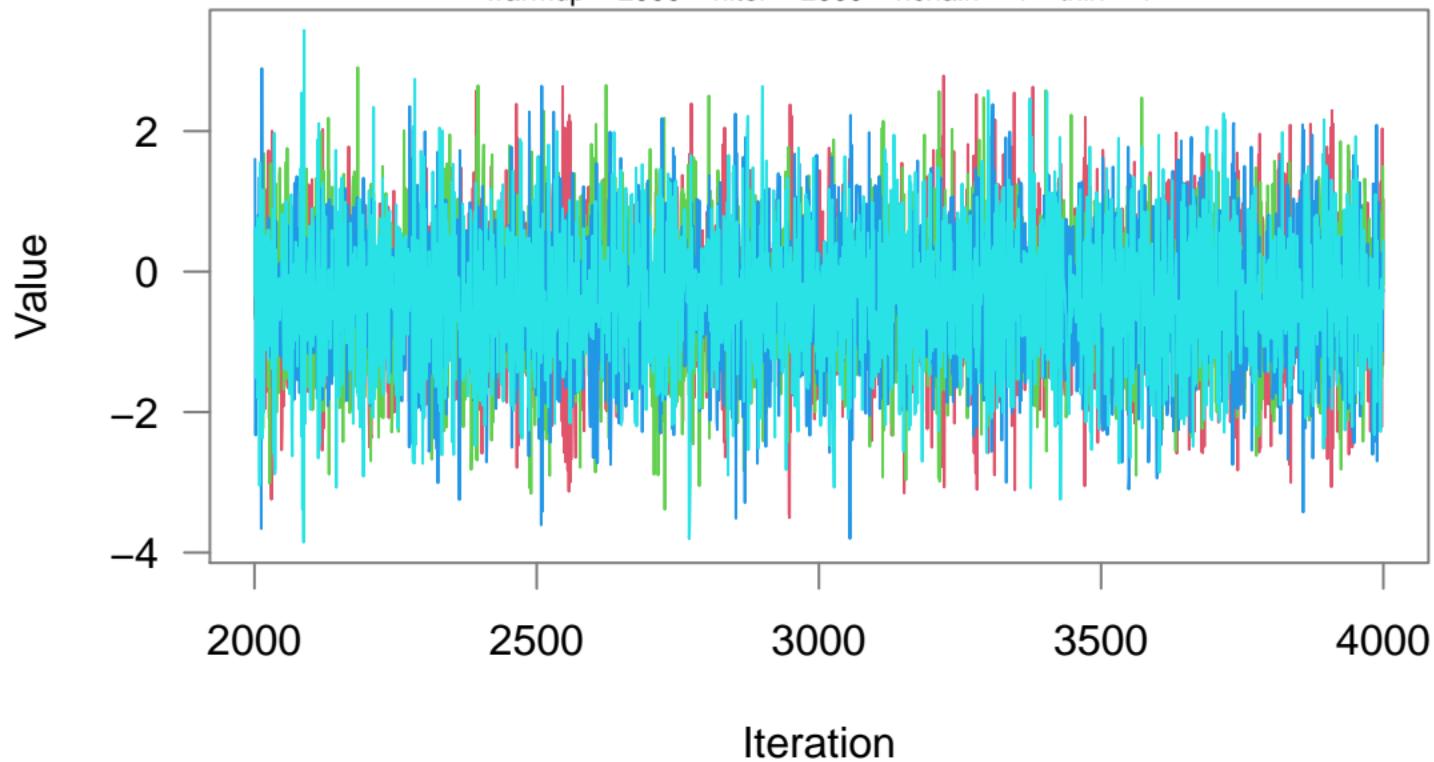
## **z\_2[1,14]**

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



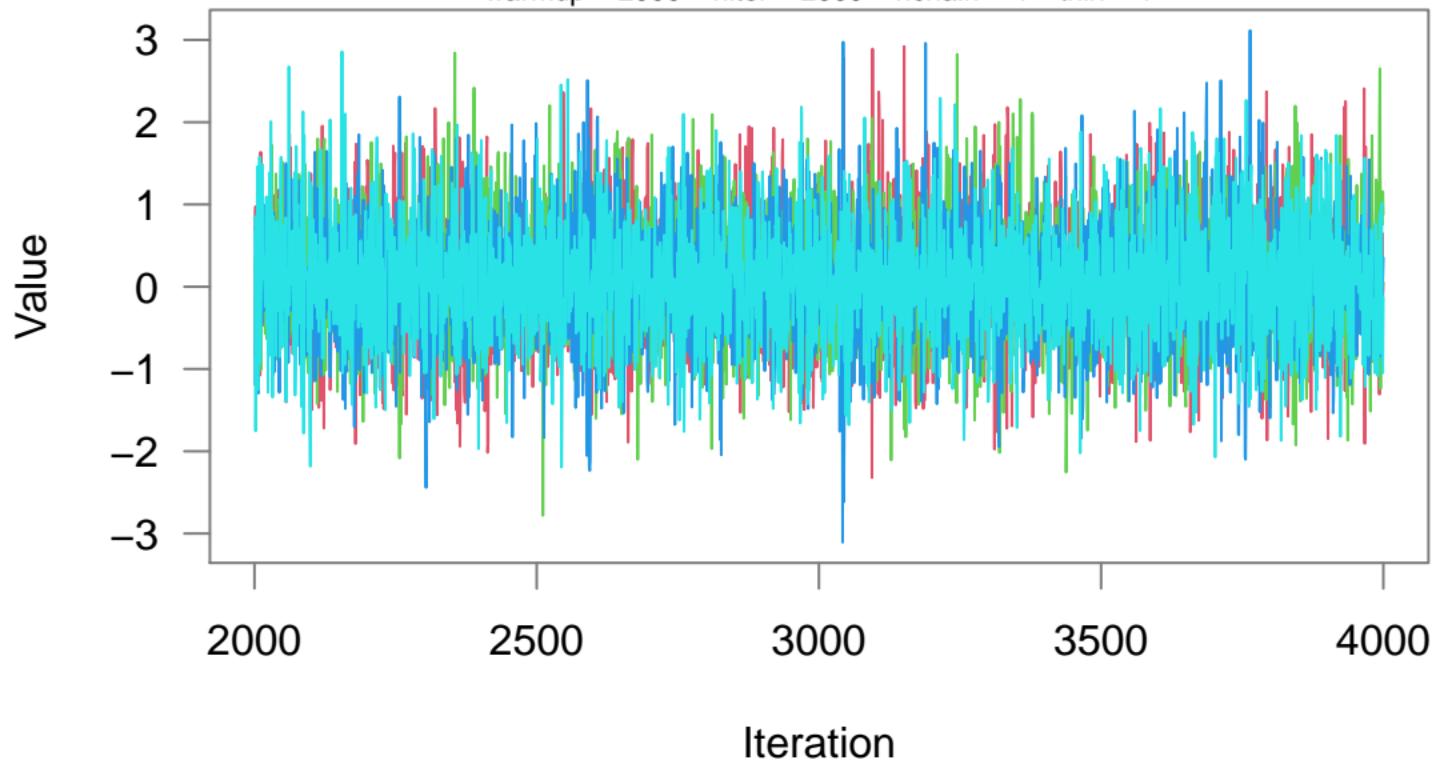
# **z\_2[1,15]**

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



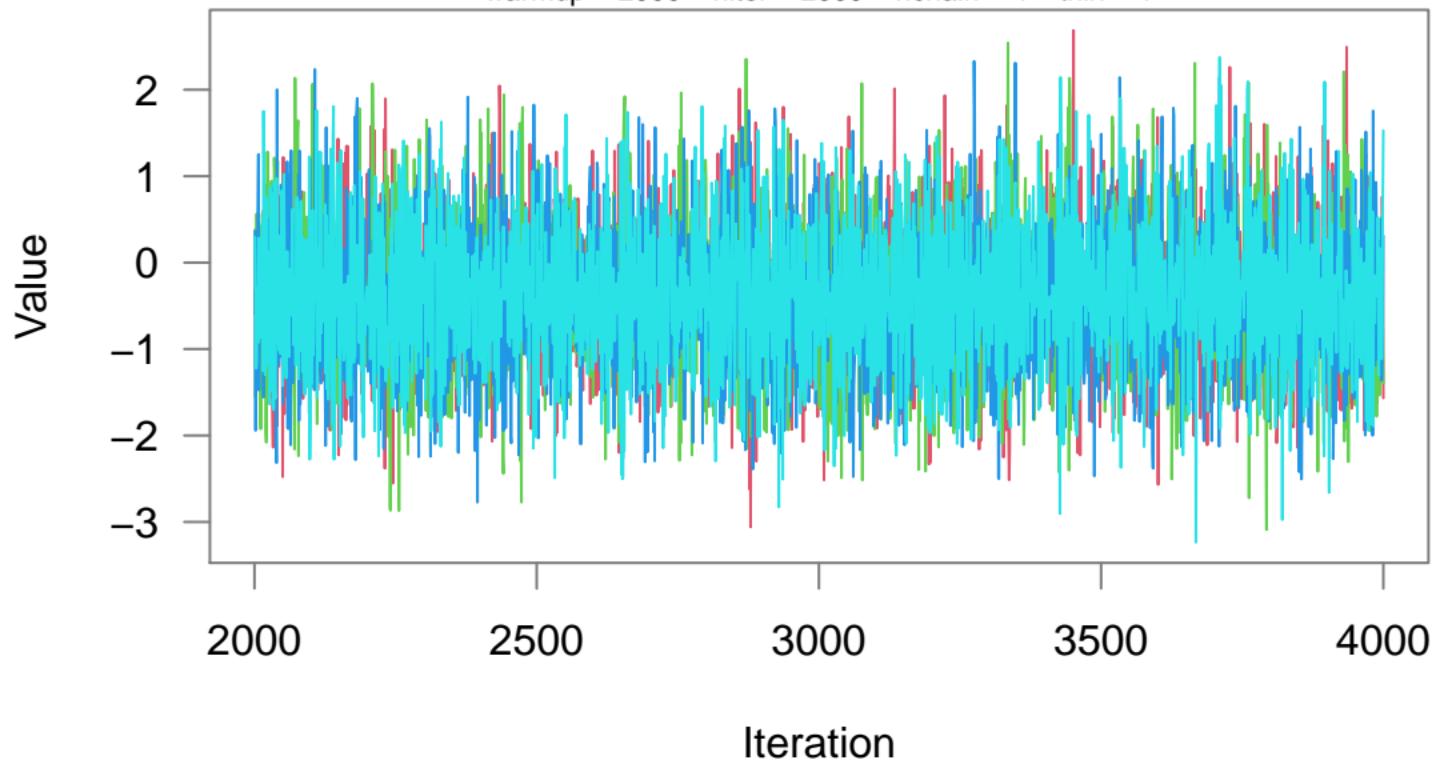
## **z\_2[1,16]**

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



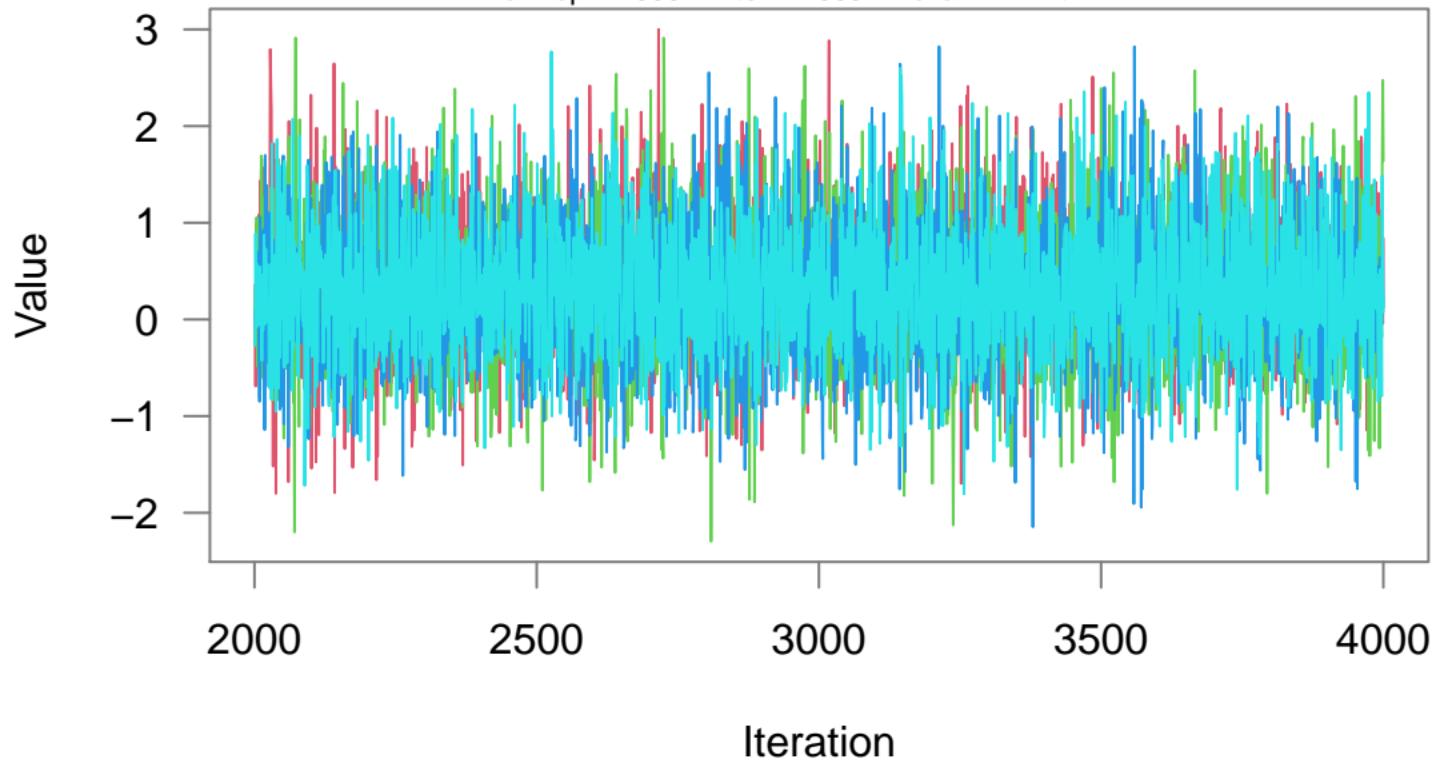
## **$z_2[1,17]$**

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



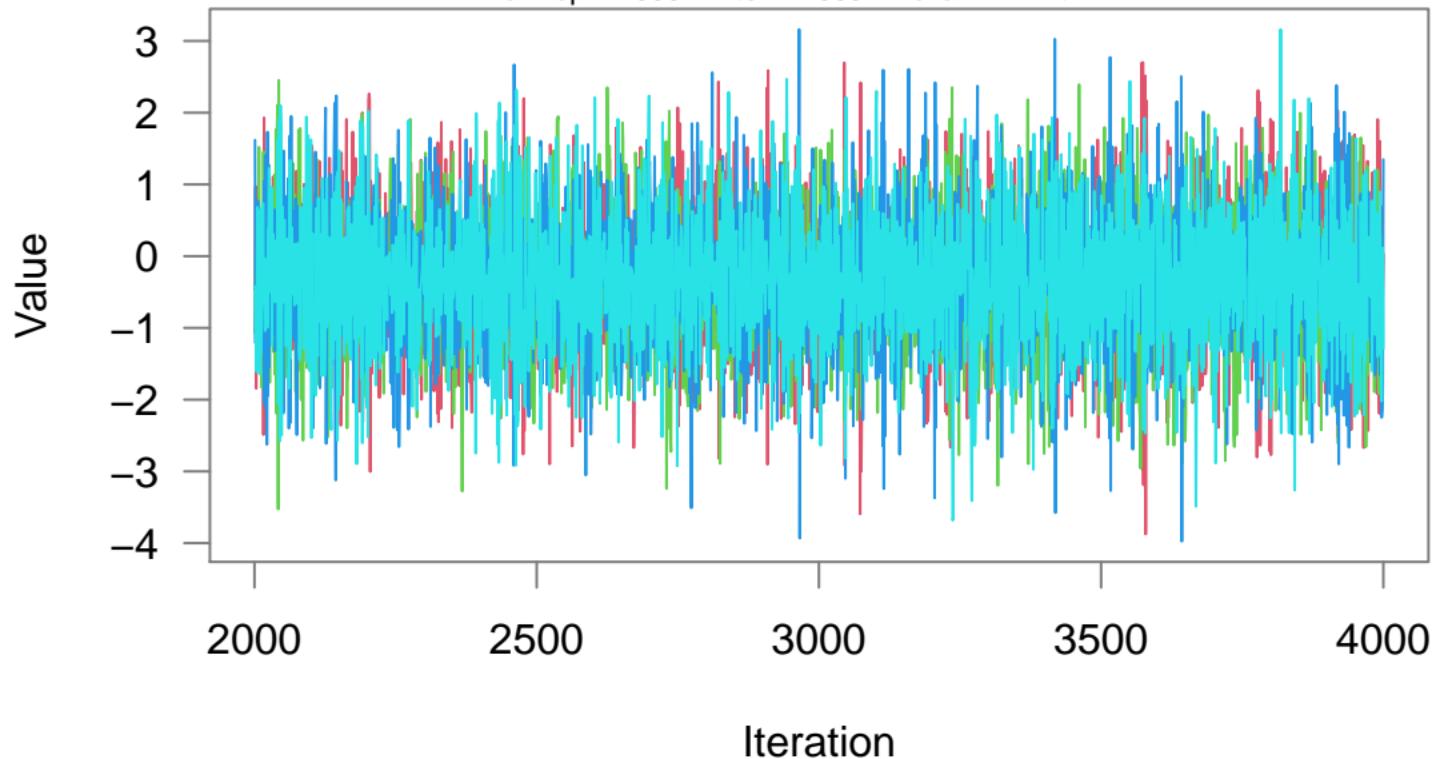
## **z\_2[1,18]**

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



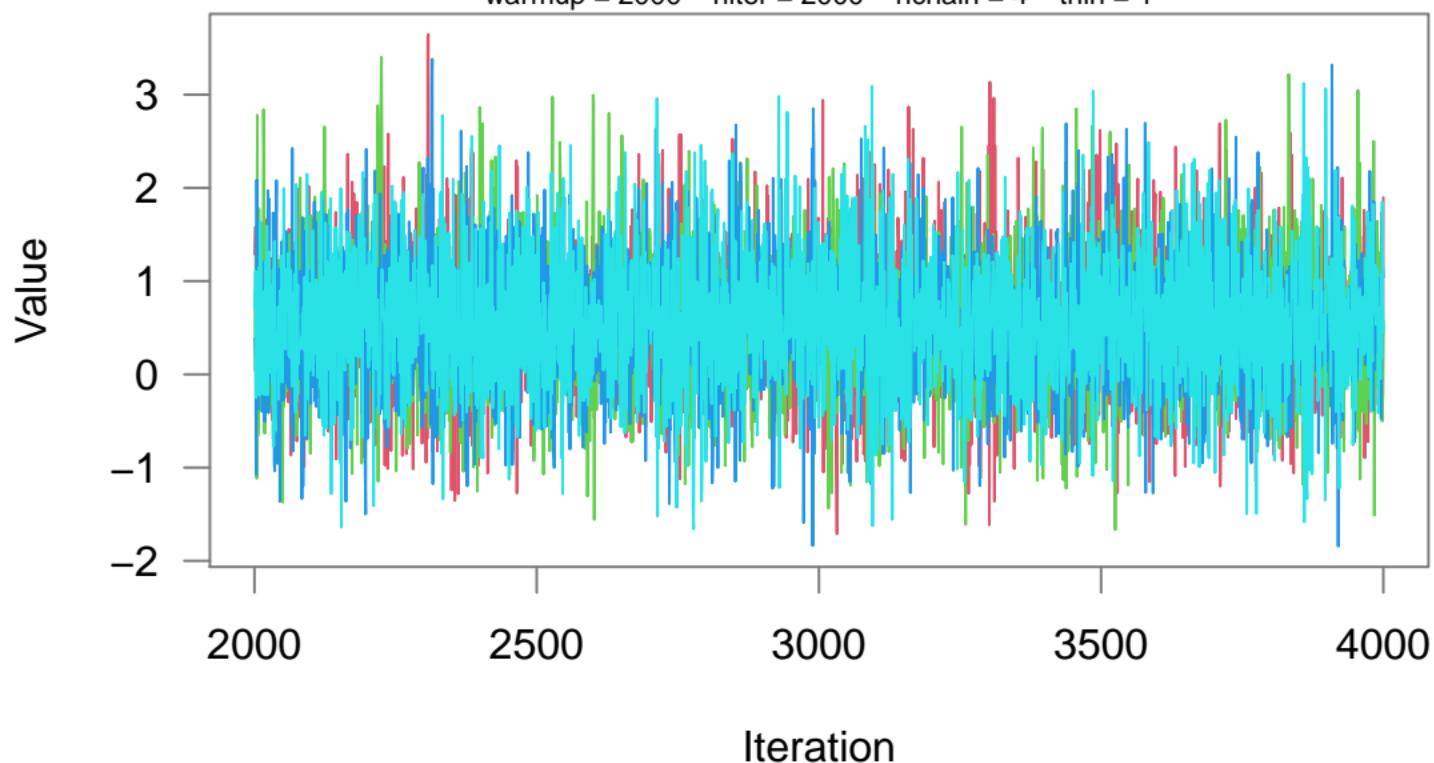
## **z\_2[1,19]**

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



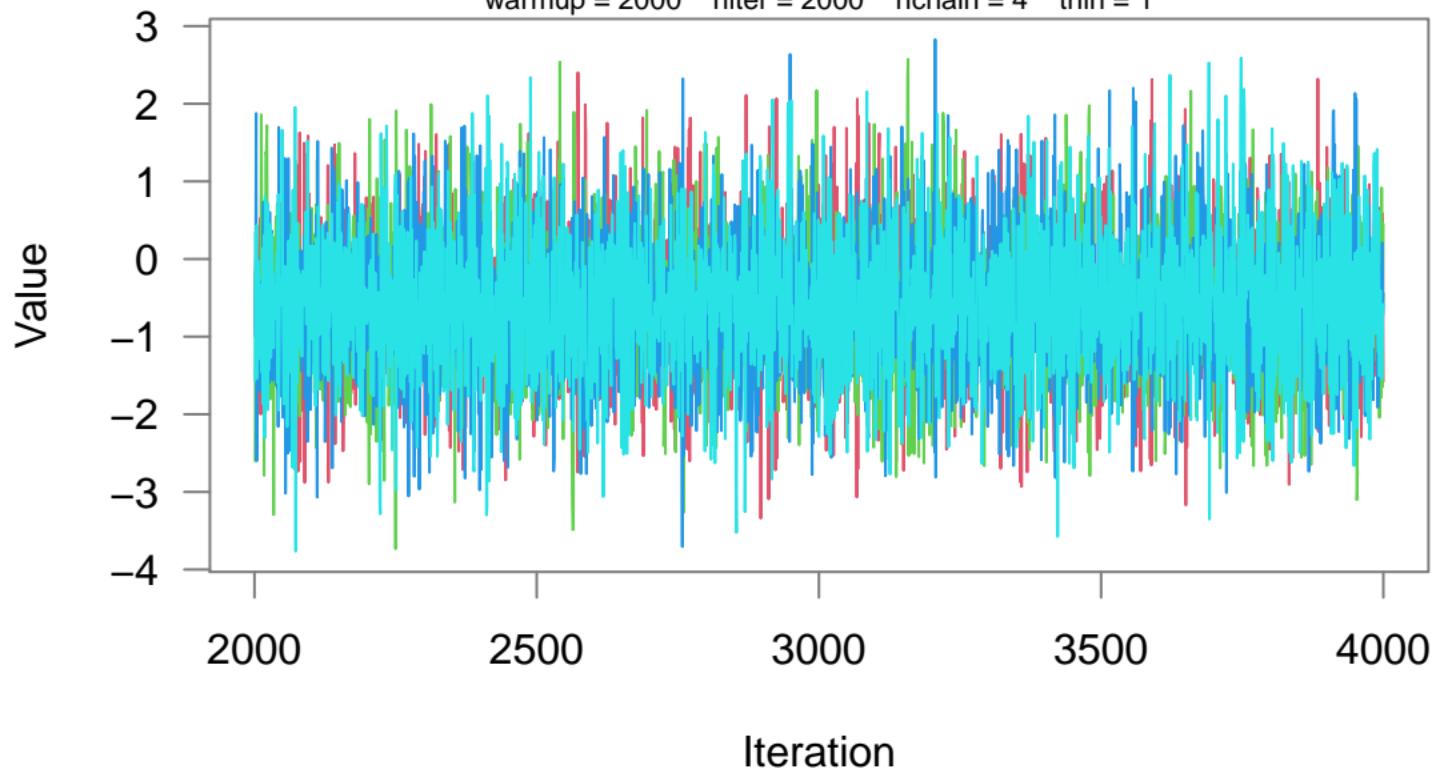
# **$z_2[1,20]$**

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



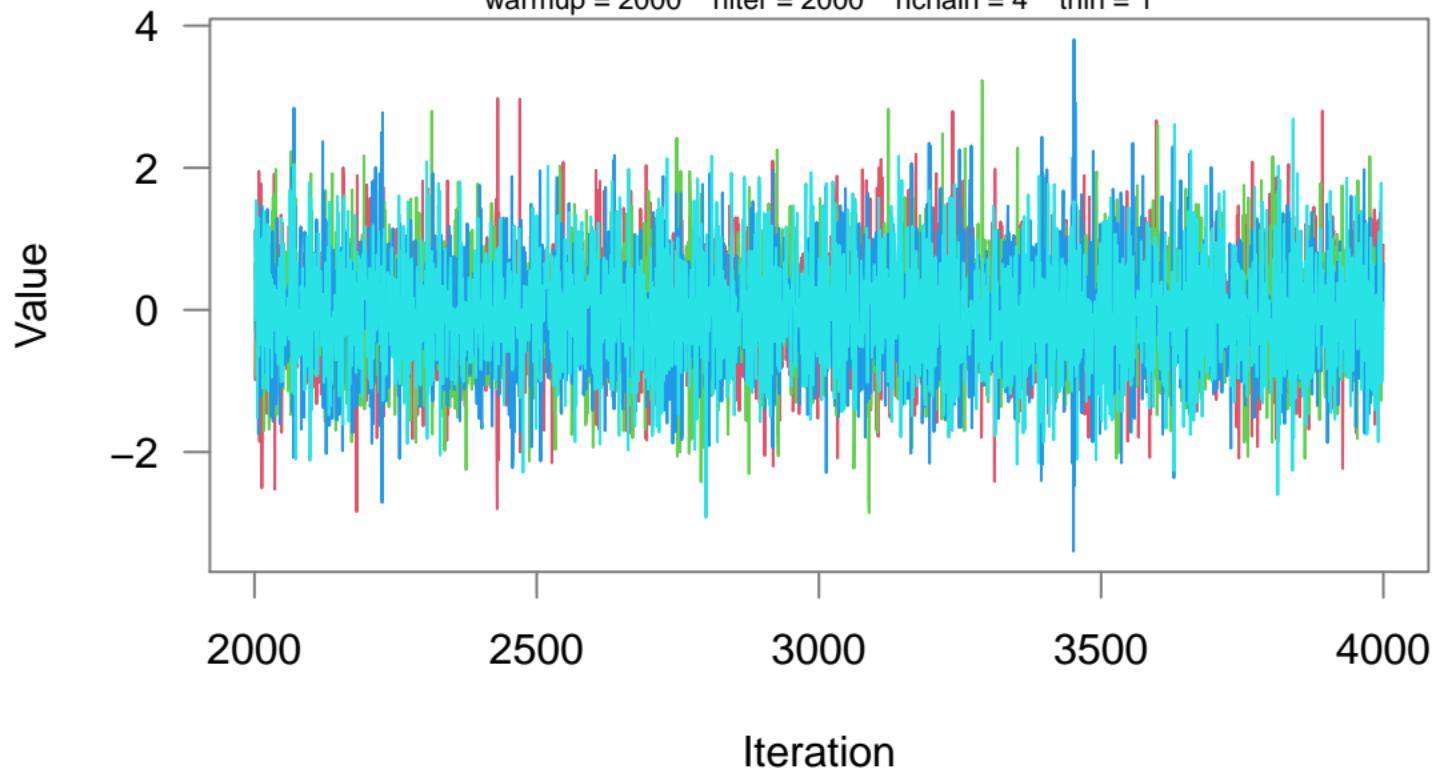
## **z\_2[1,21]**

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



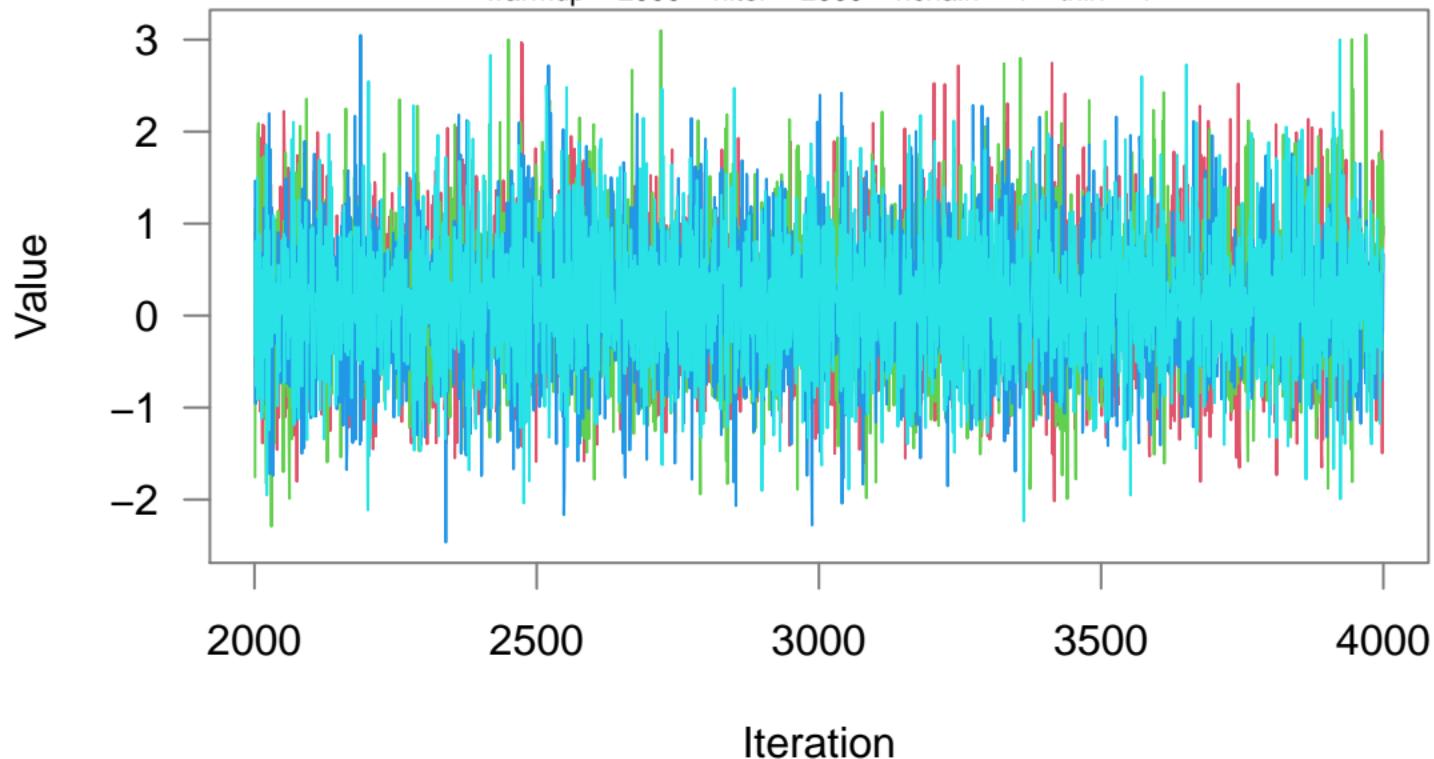
## **z\_2[1,22]**

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



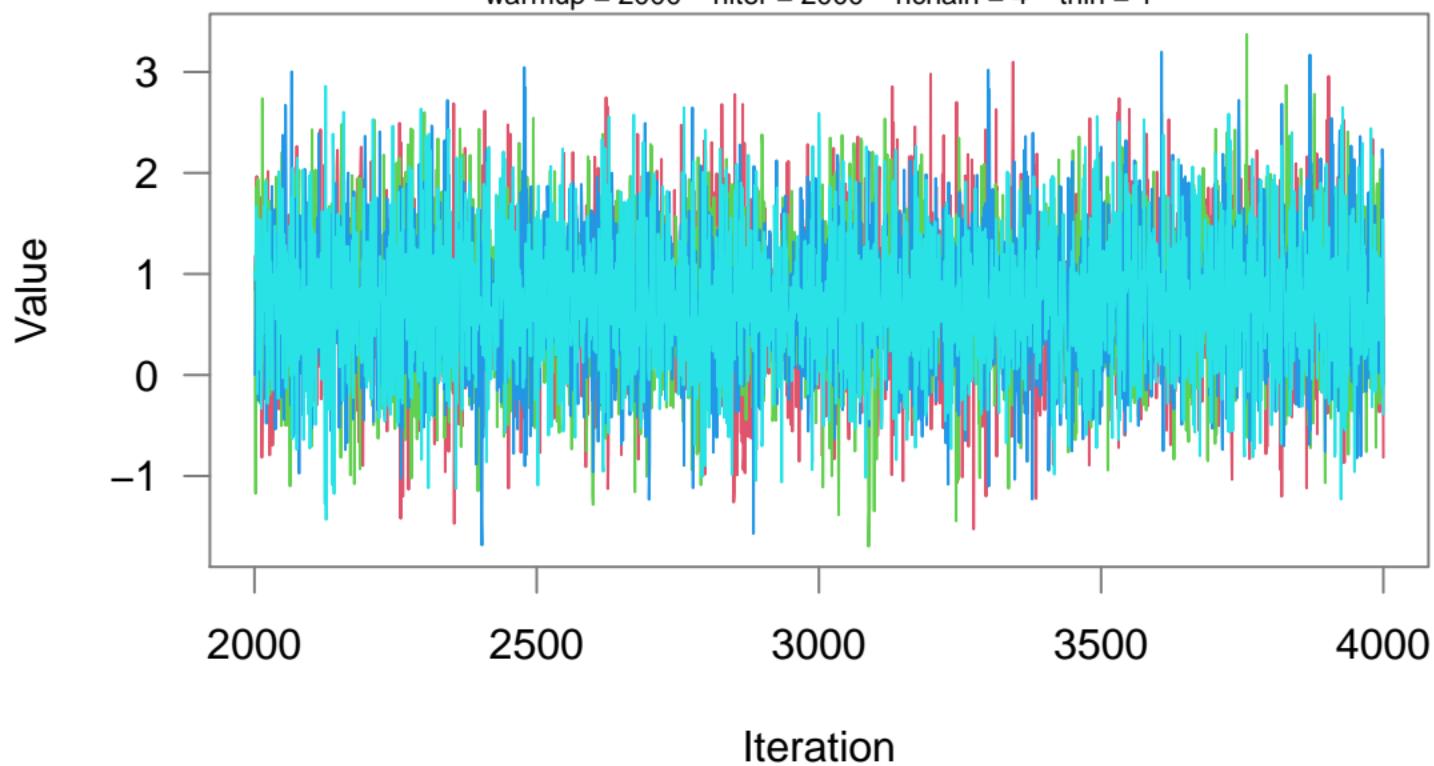
## **z\_2[1,23]**

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



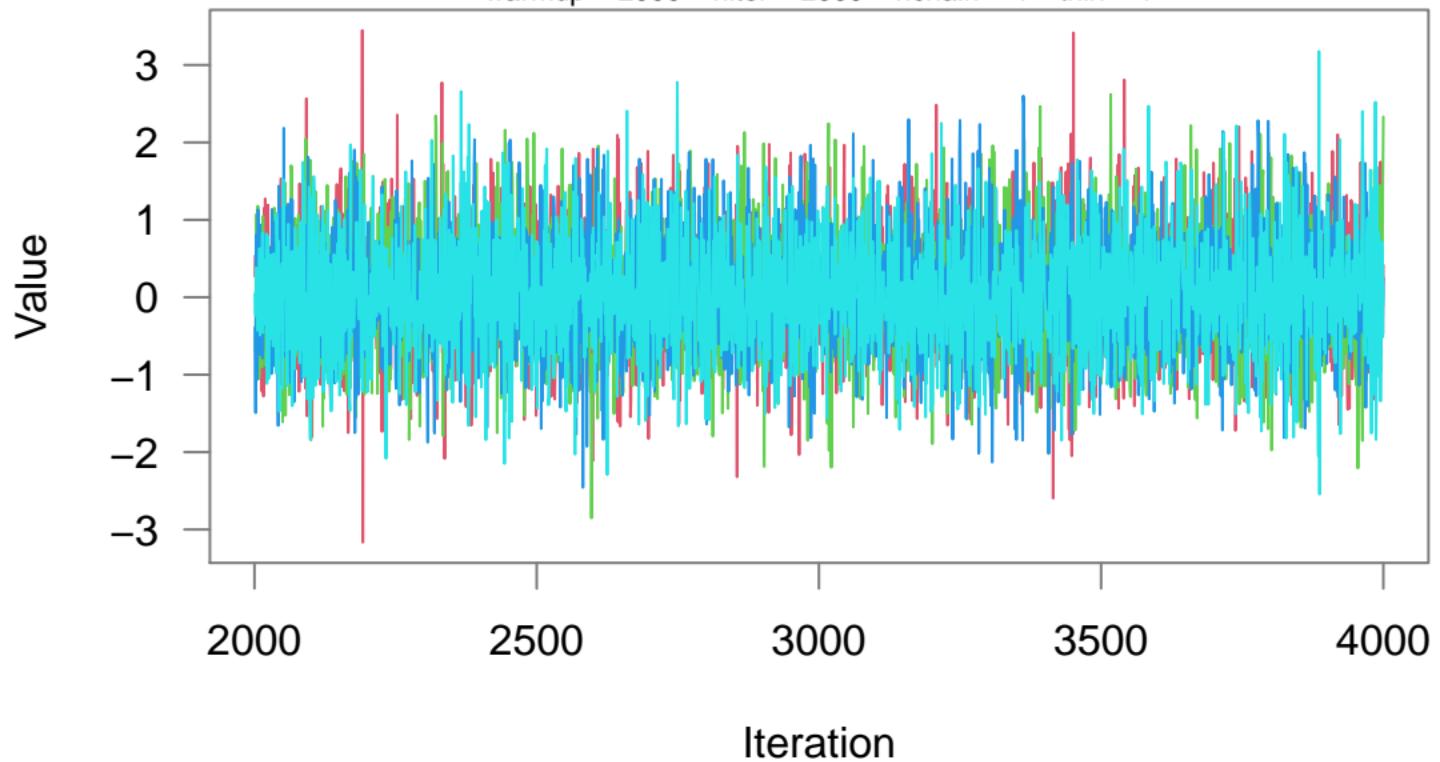
# **z\_2[1,24]**

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



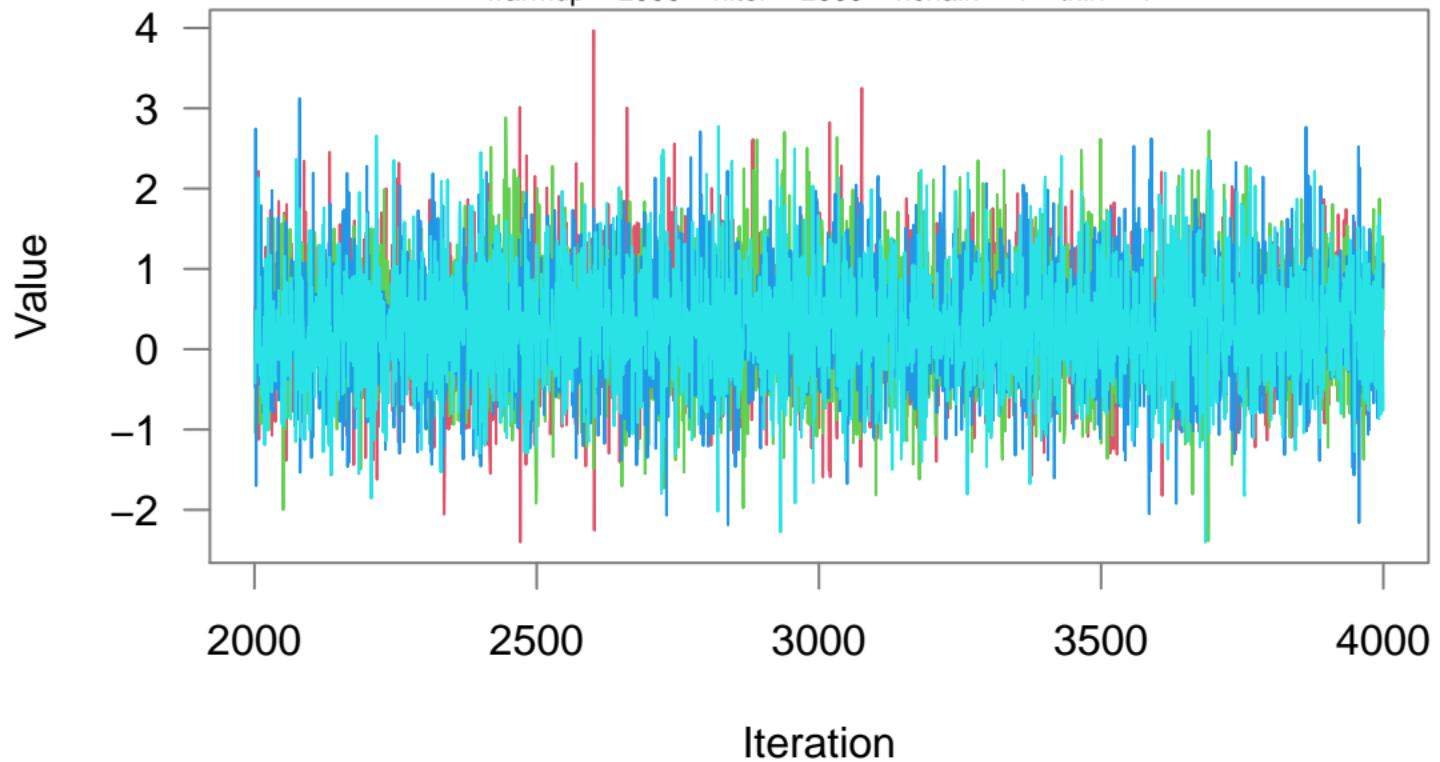
## **z\_2[1,25]**

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



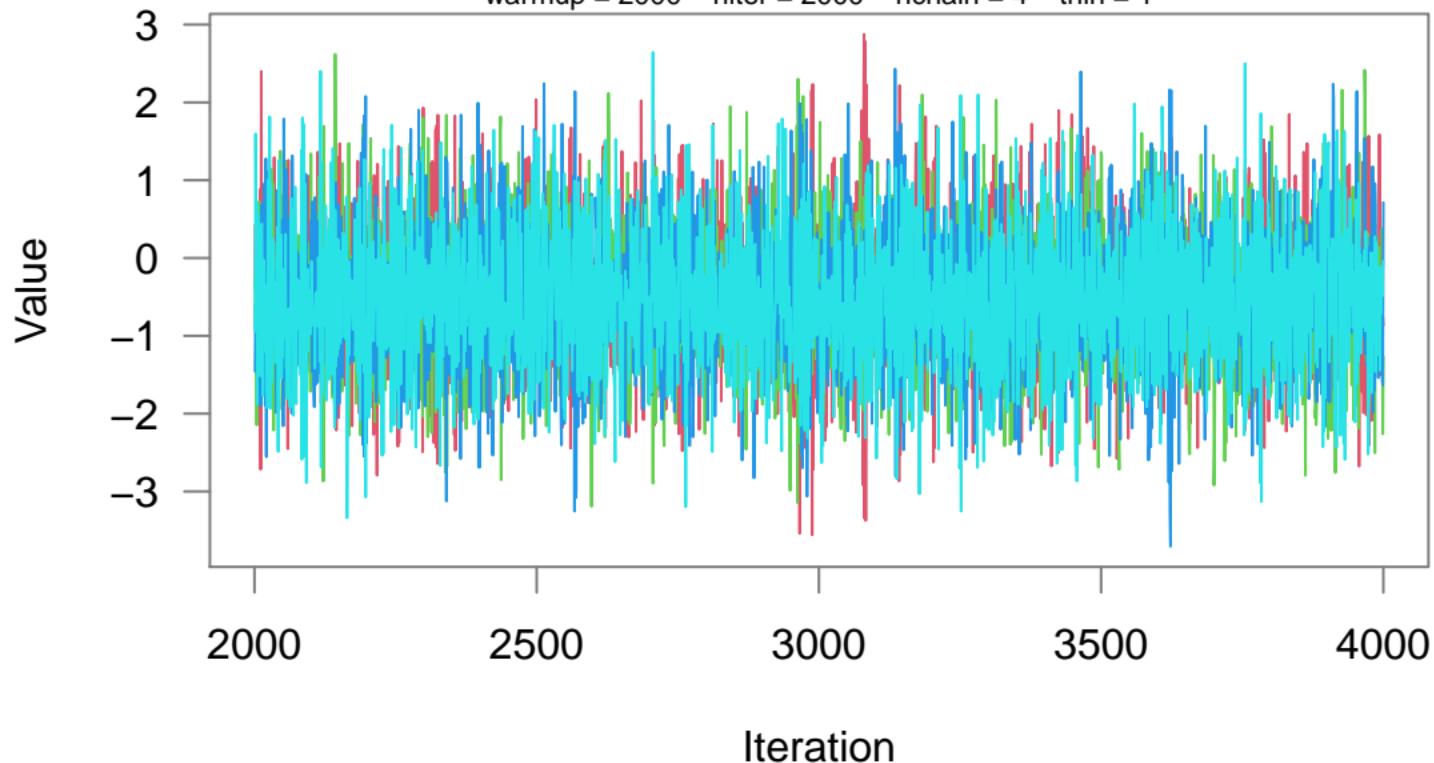
## **z\_2[1,26]**

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



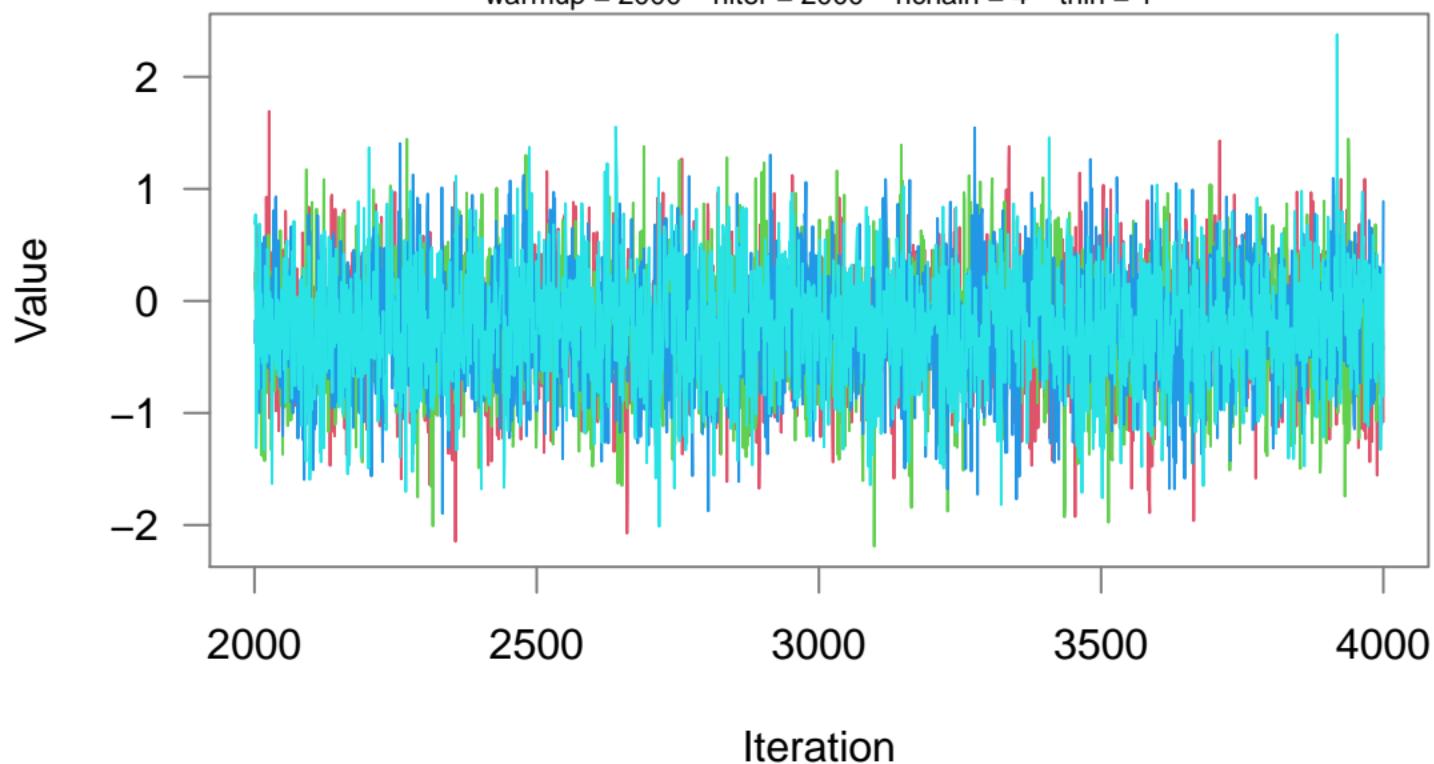
## **$z_2[1,27]$**

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



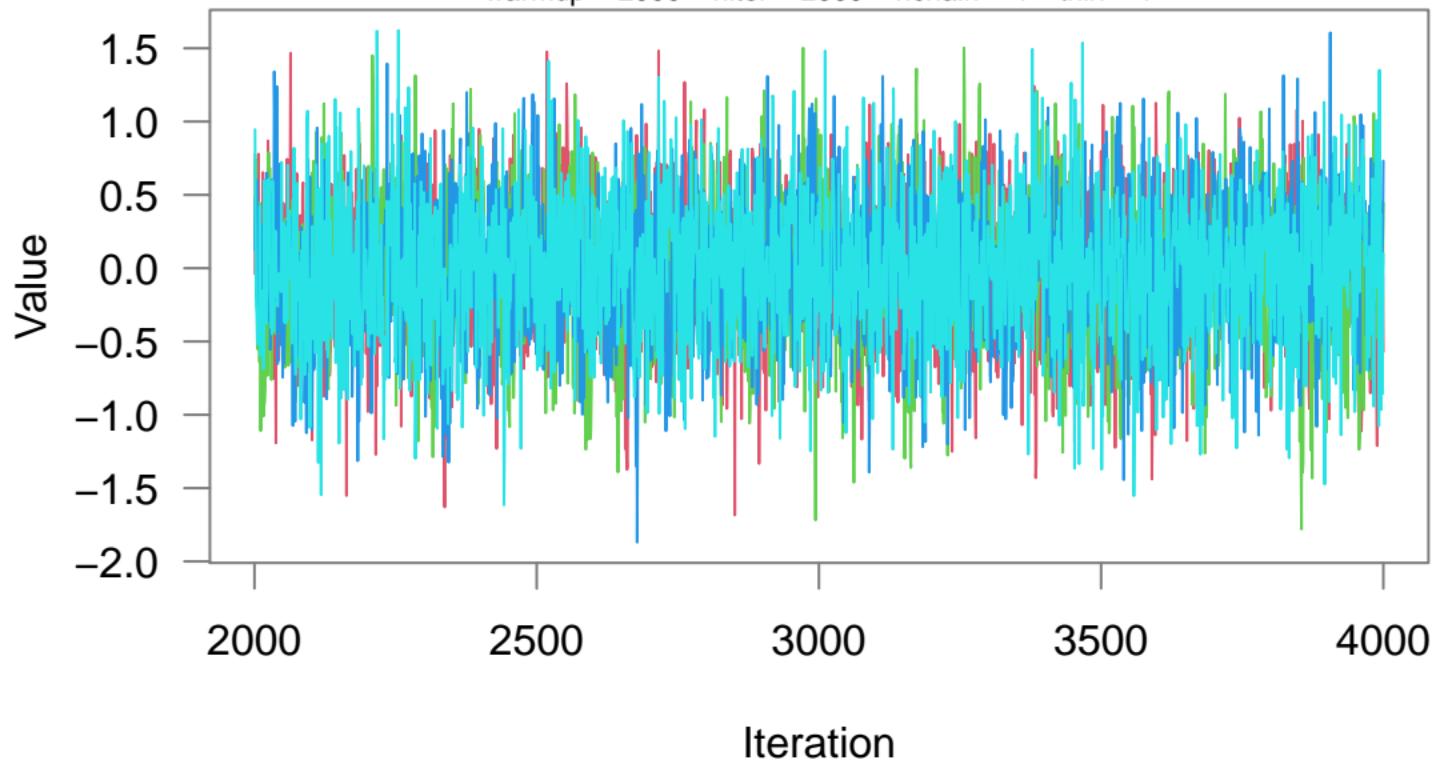
## **z\_2[1,28]**

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



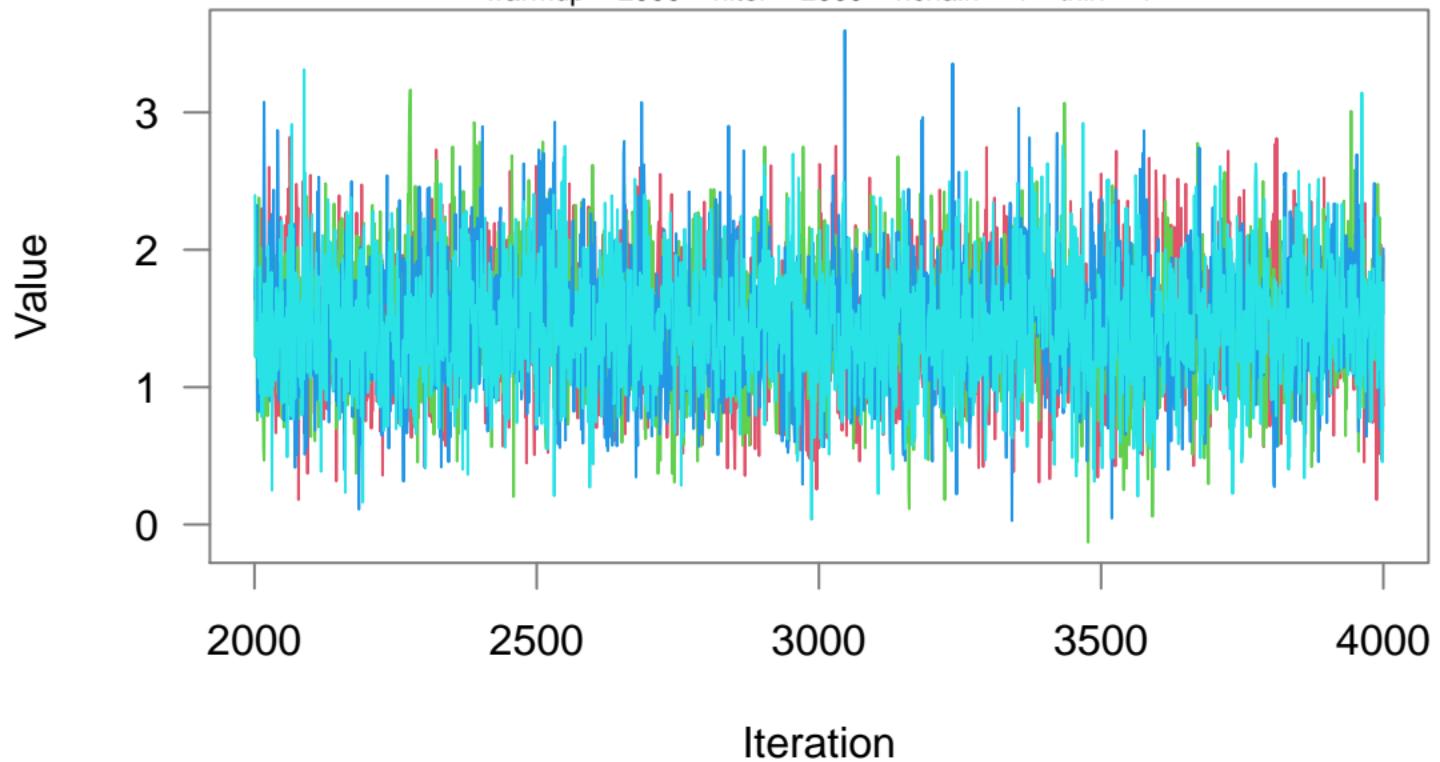
## **$z_2[1,29]$**

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



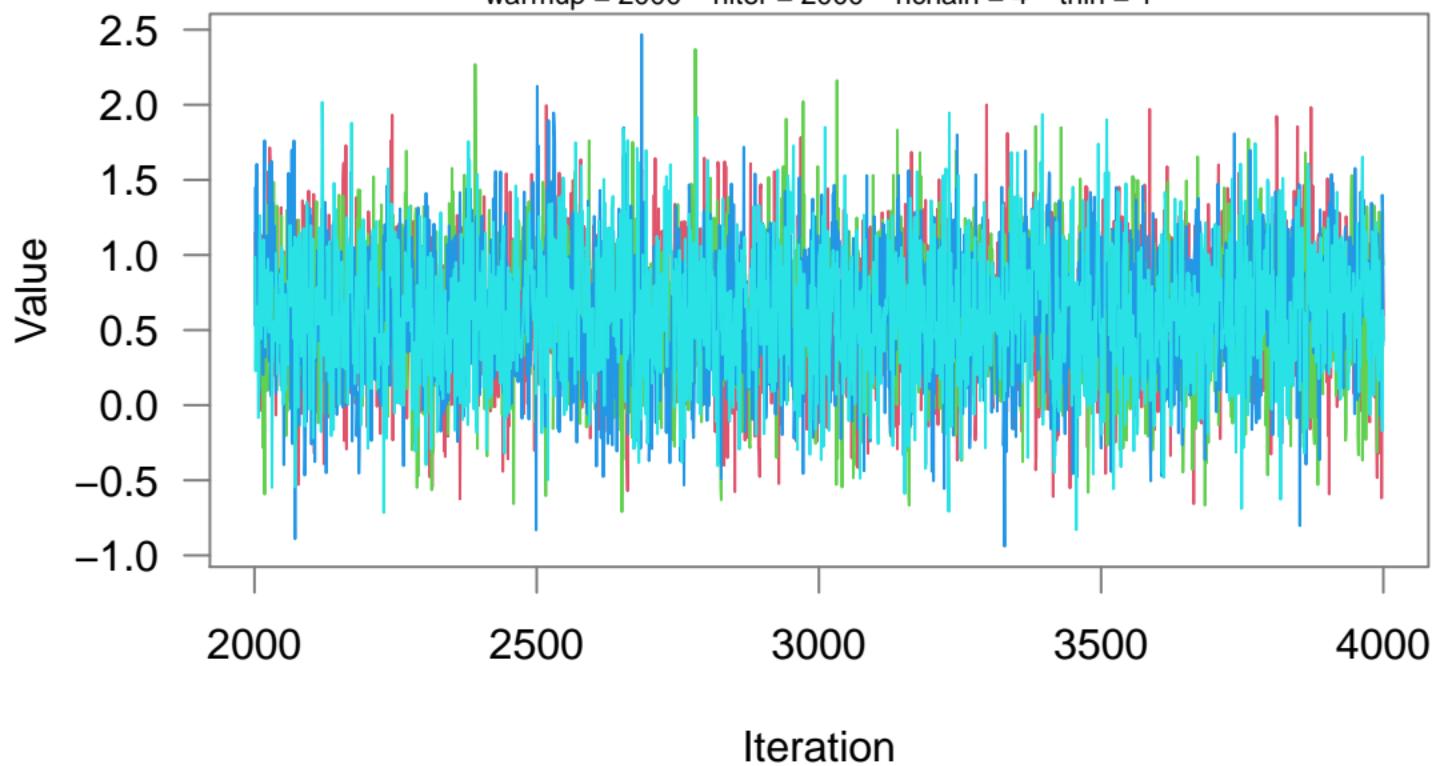
## **z\_2[1,30]**

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



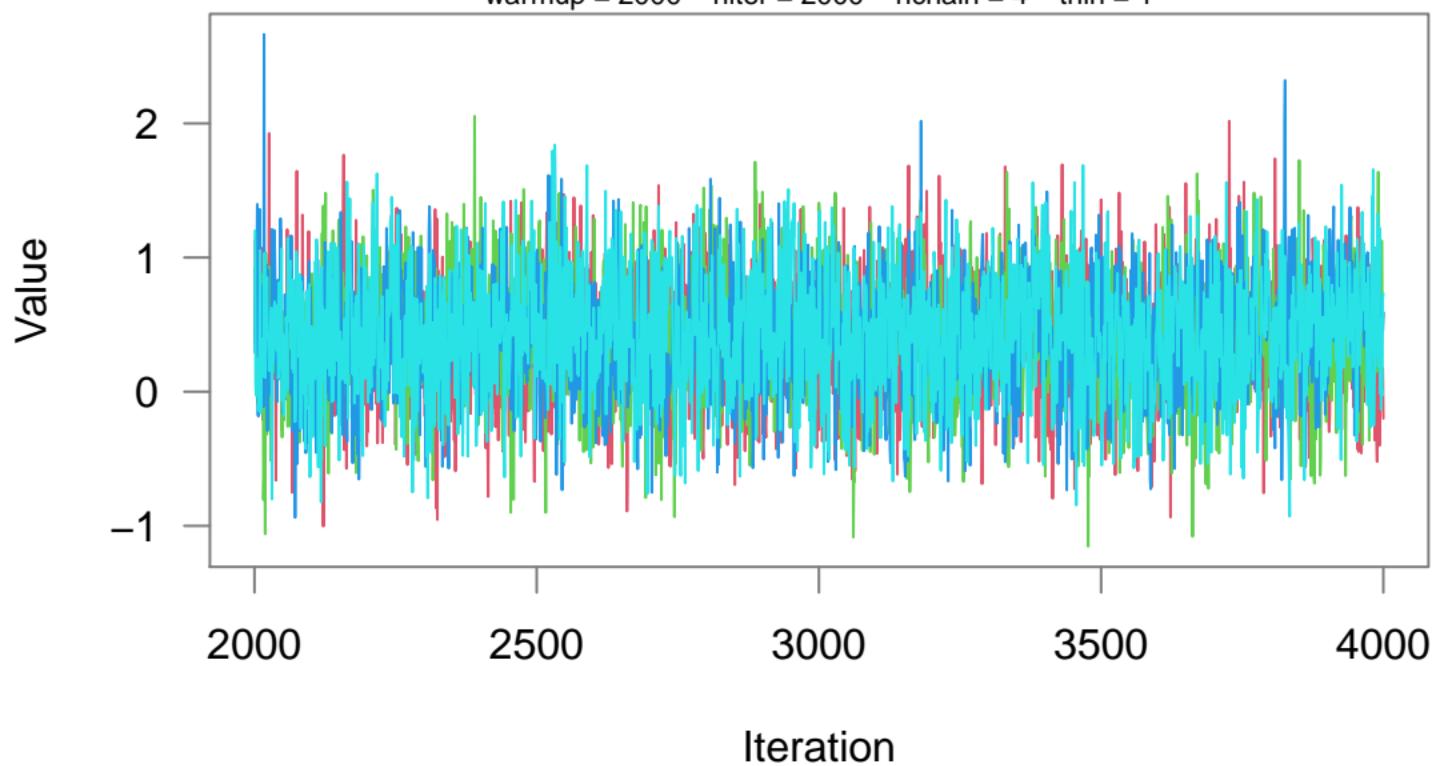
## **z\_2[1,31]**

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



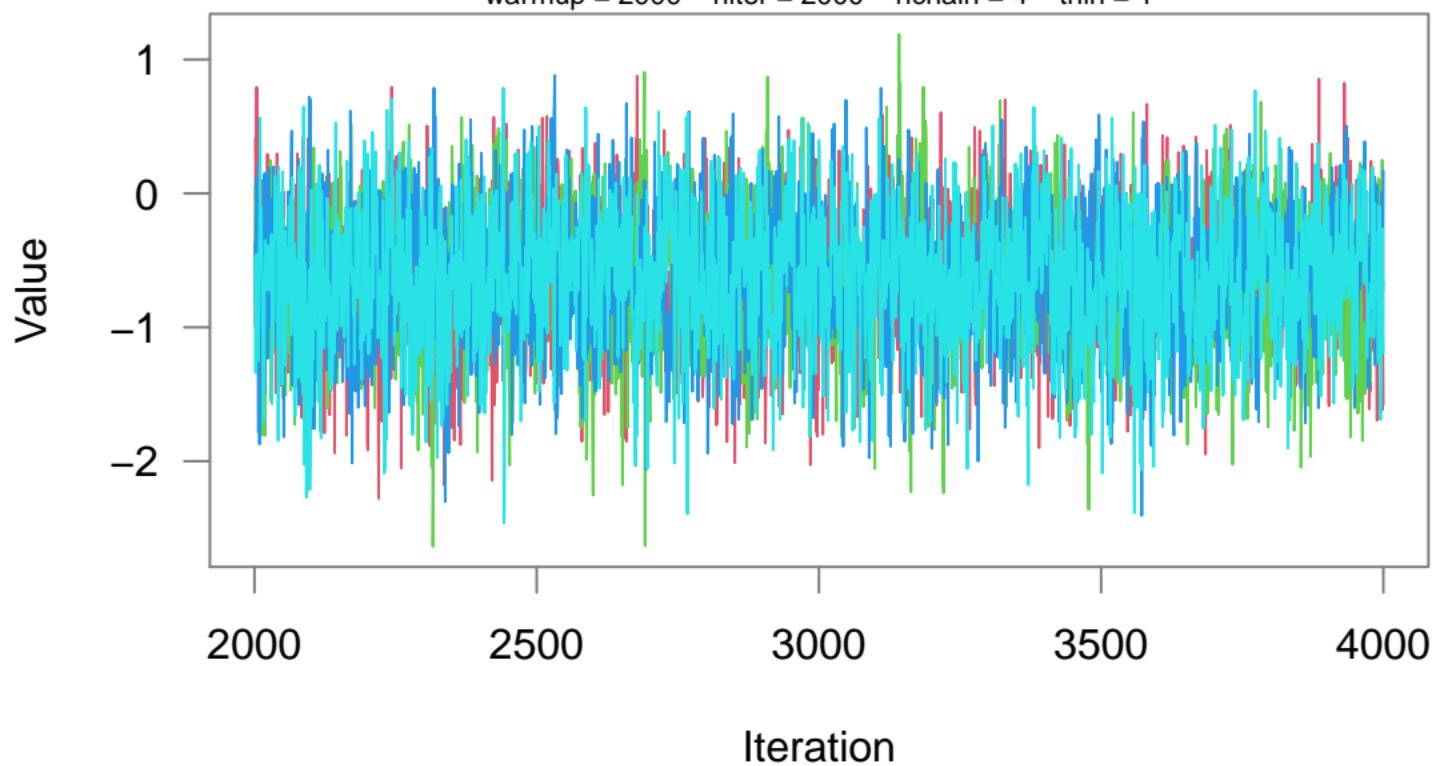
## **z\_2[1,32]**

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



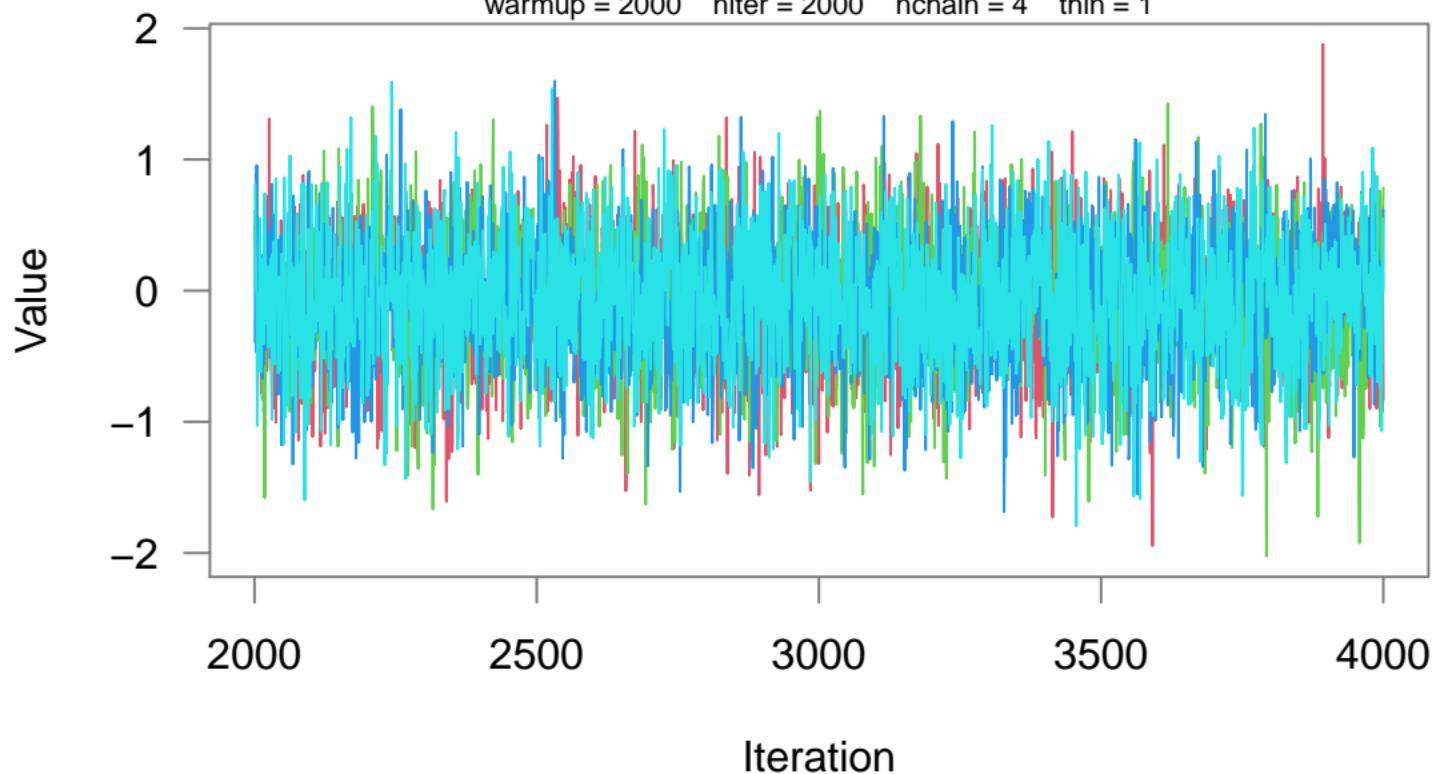
## **$z_2[1,33]$**

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



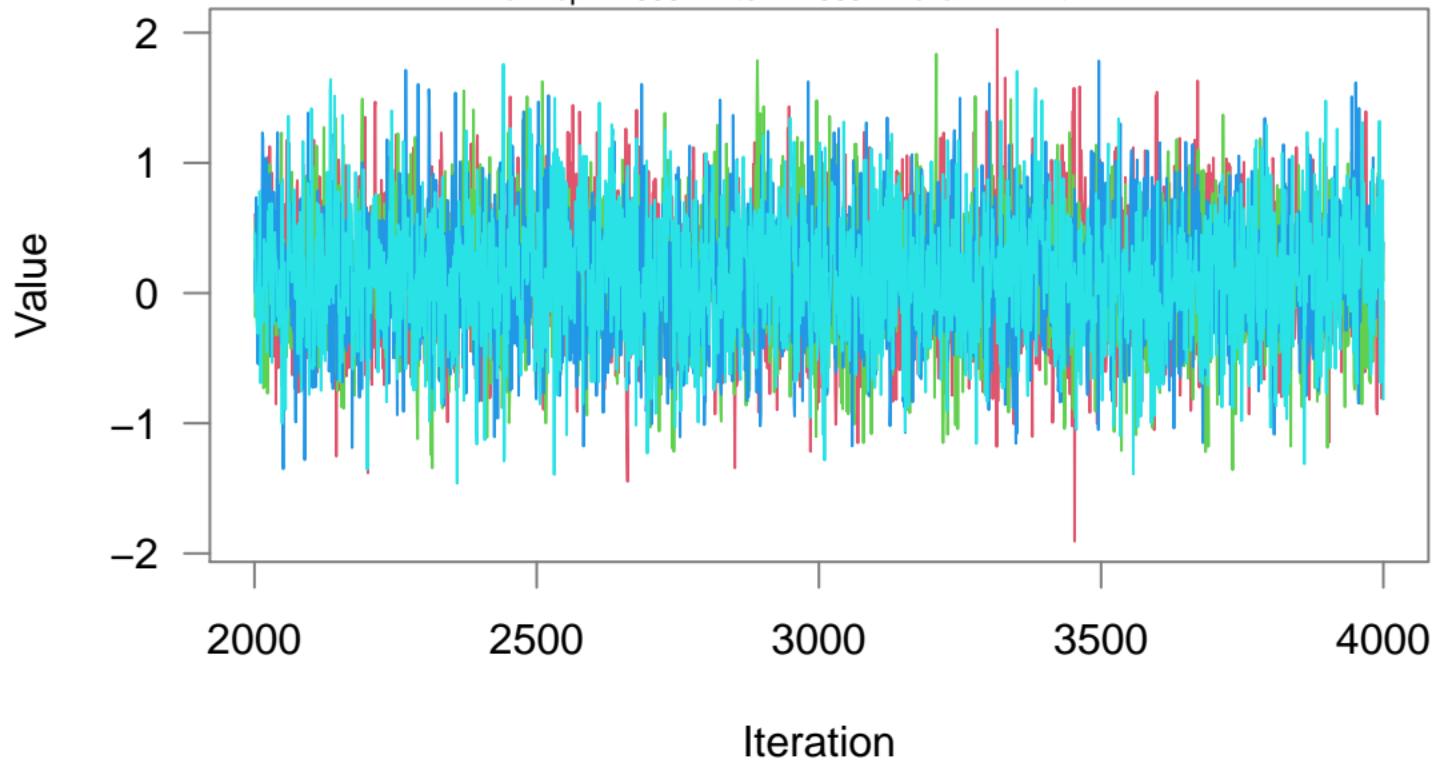
## **z\_2[1,34]**

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



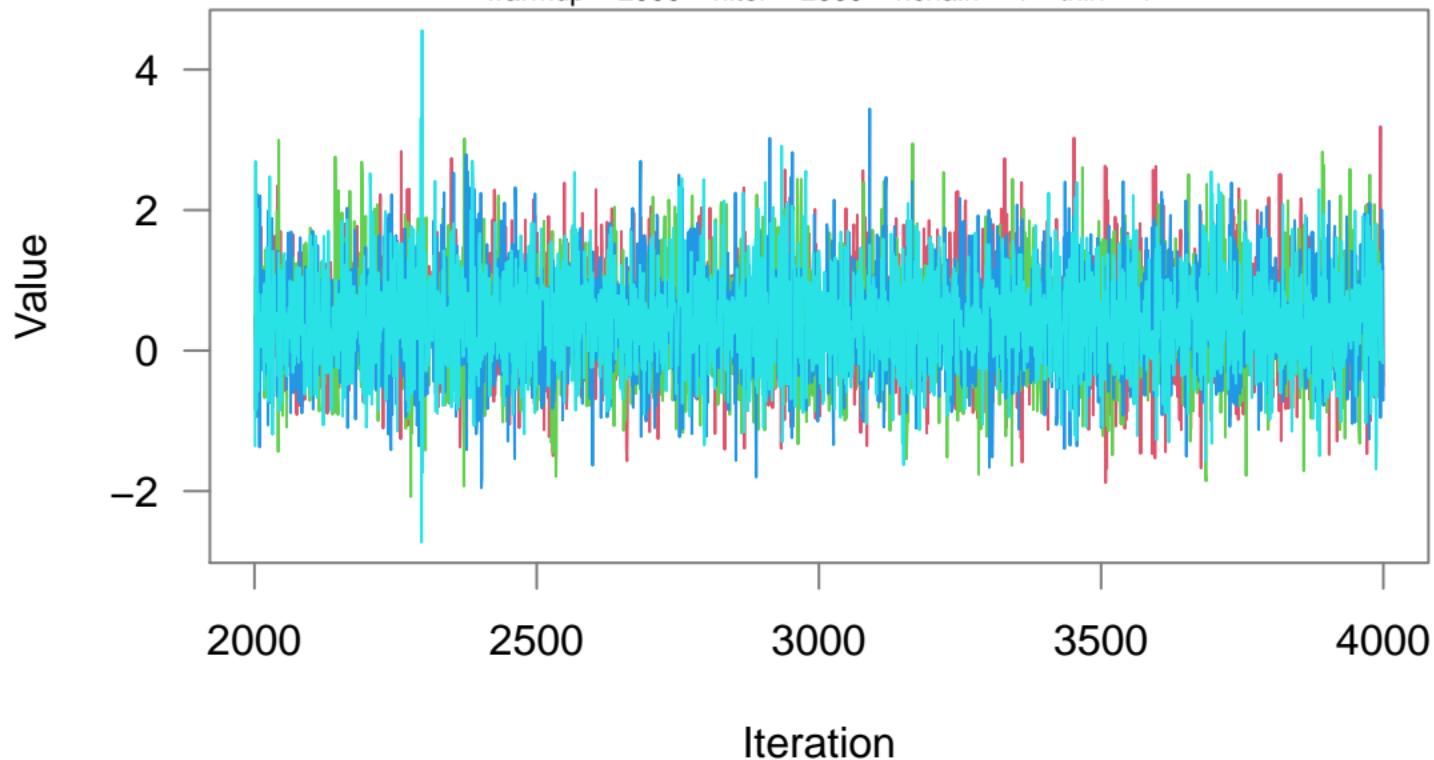
## **$z_2[1,35]$**

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



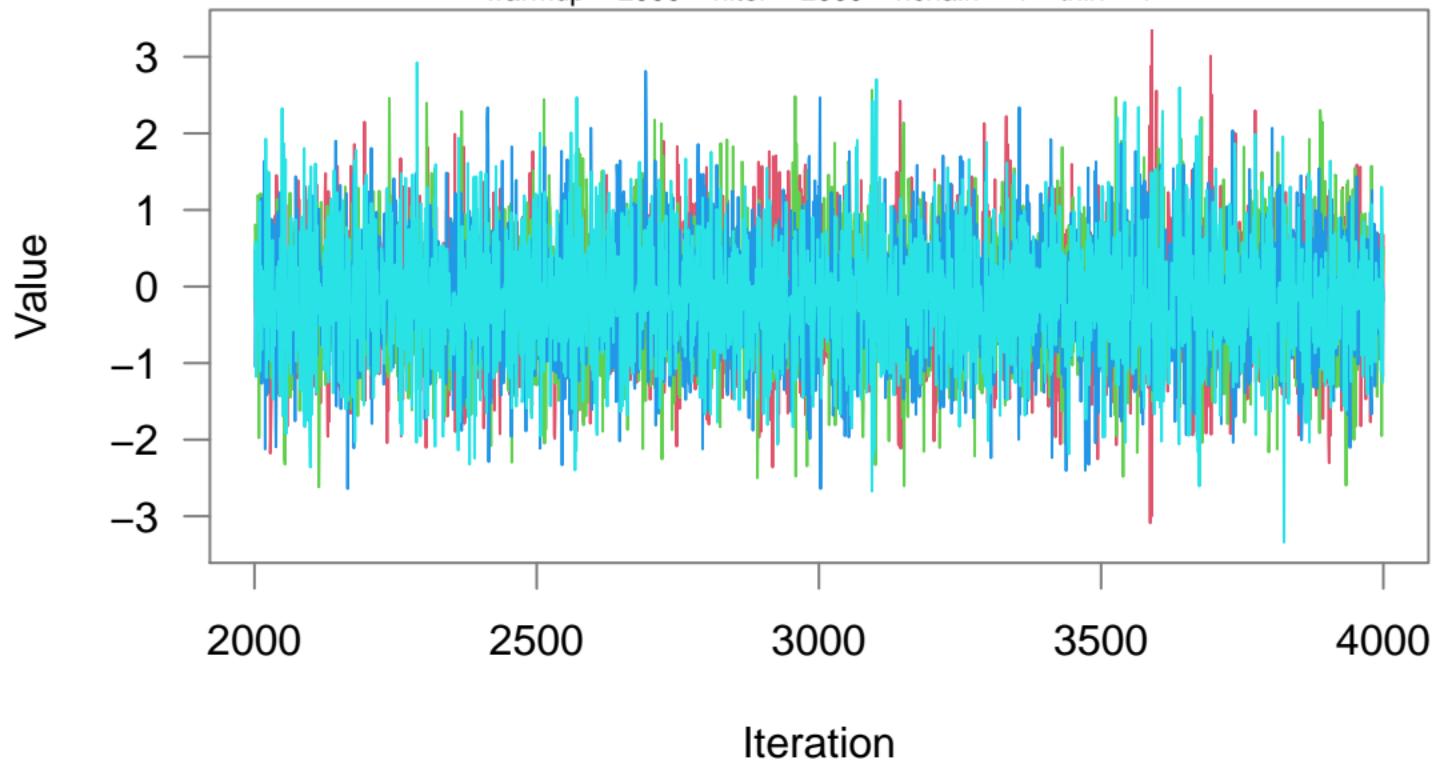
## **z\_2[1,36]**

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



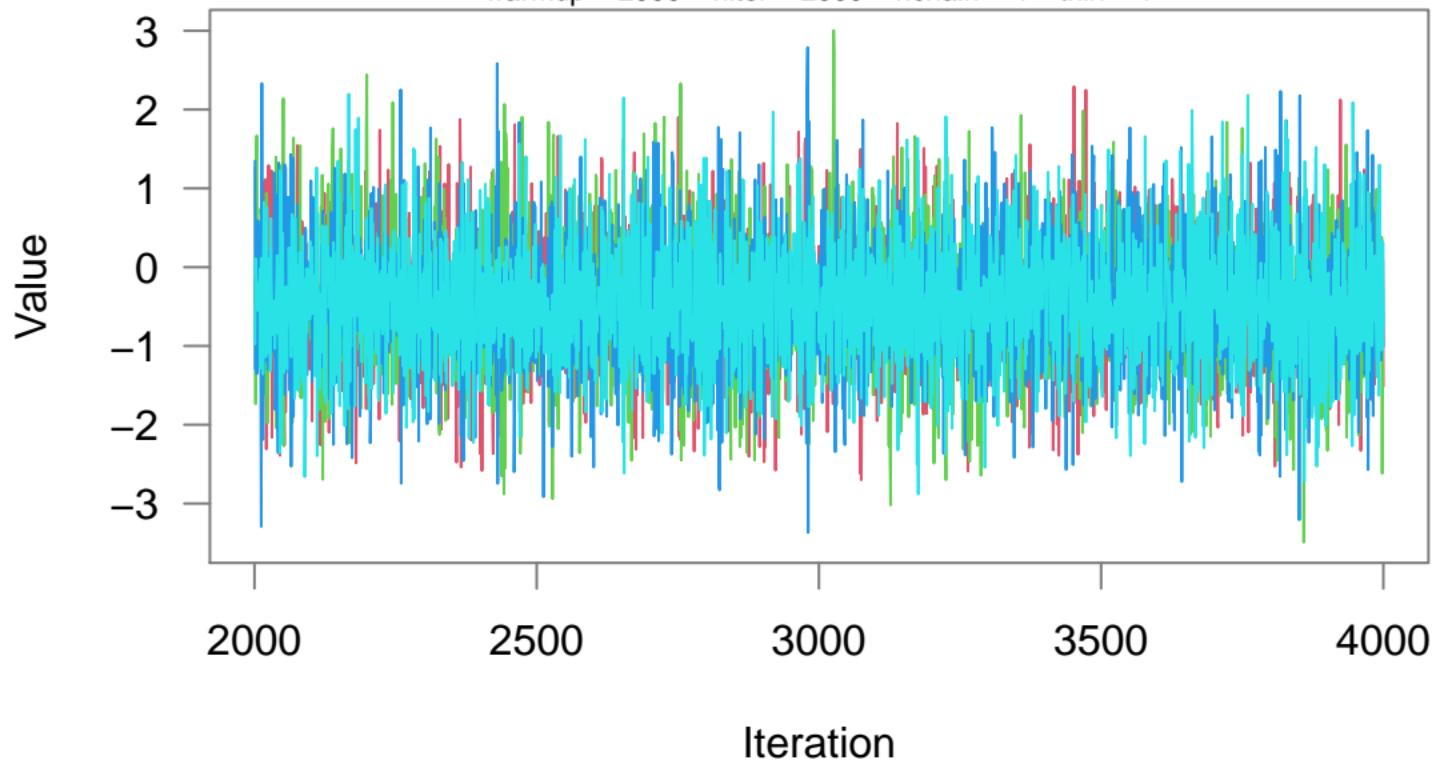
## **z\_2[1,37]**

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



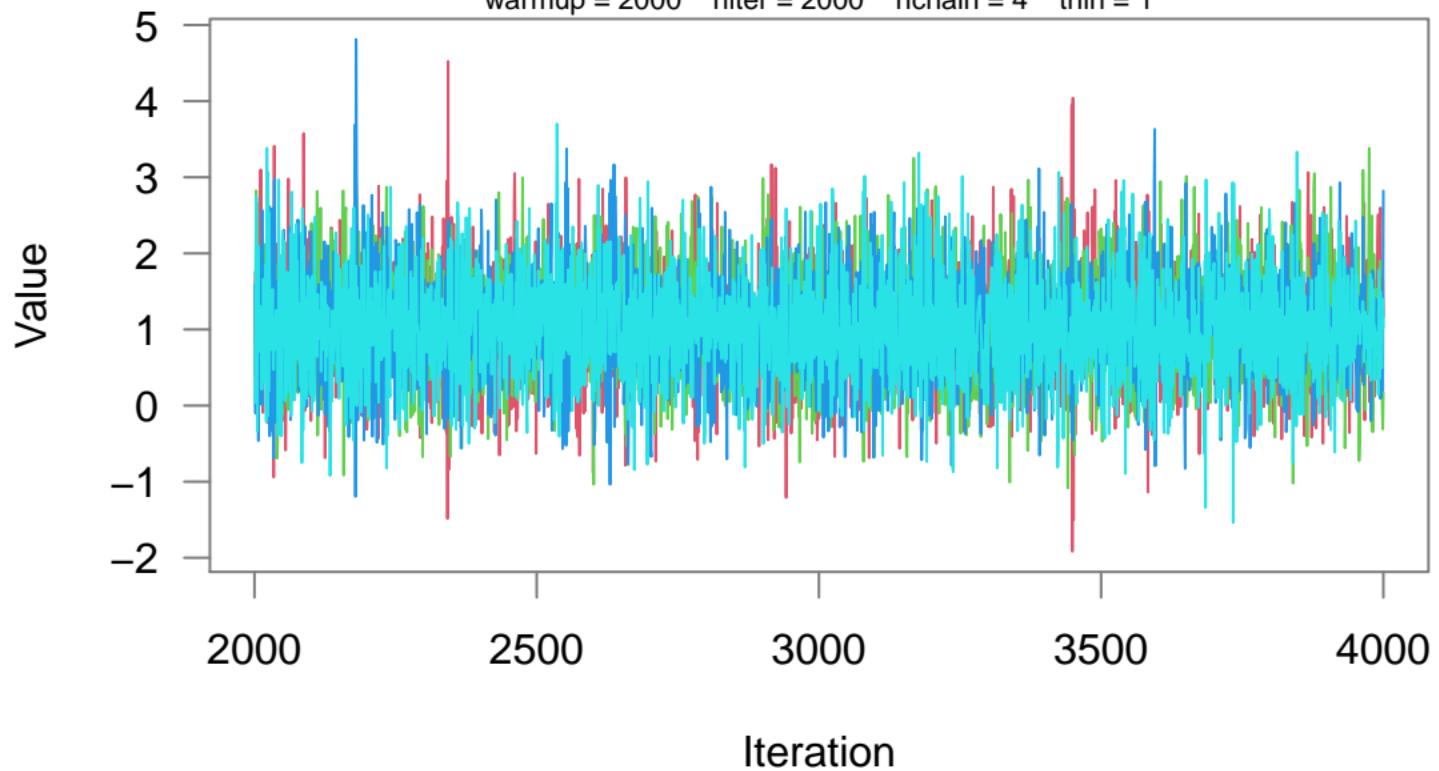
## **$z_2[1,38]$**

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



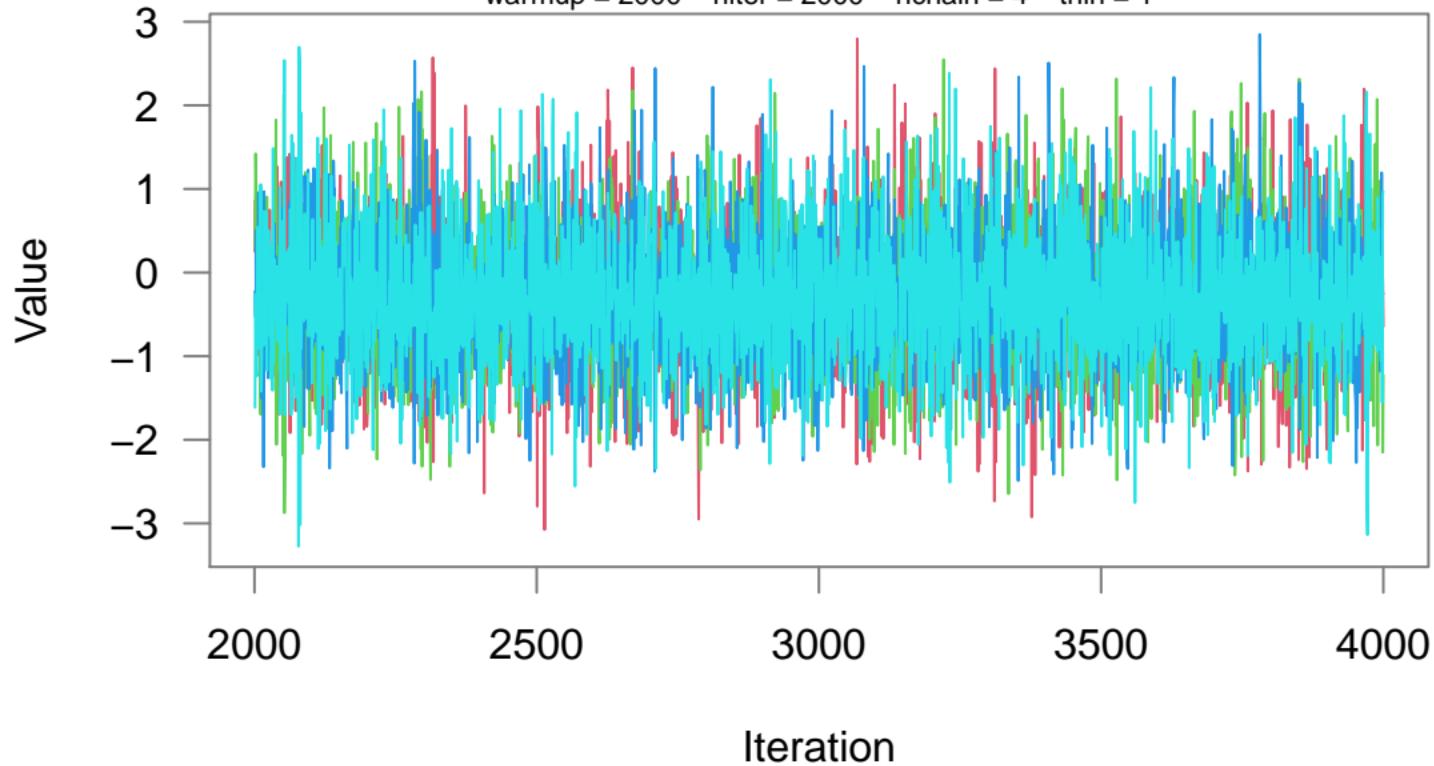
## **$z_2[1,39]$**

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



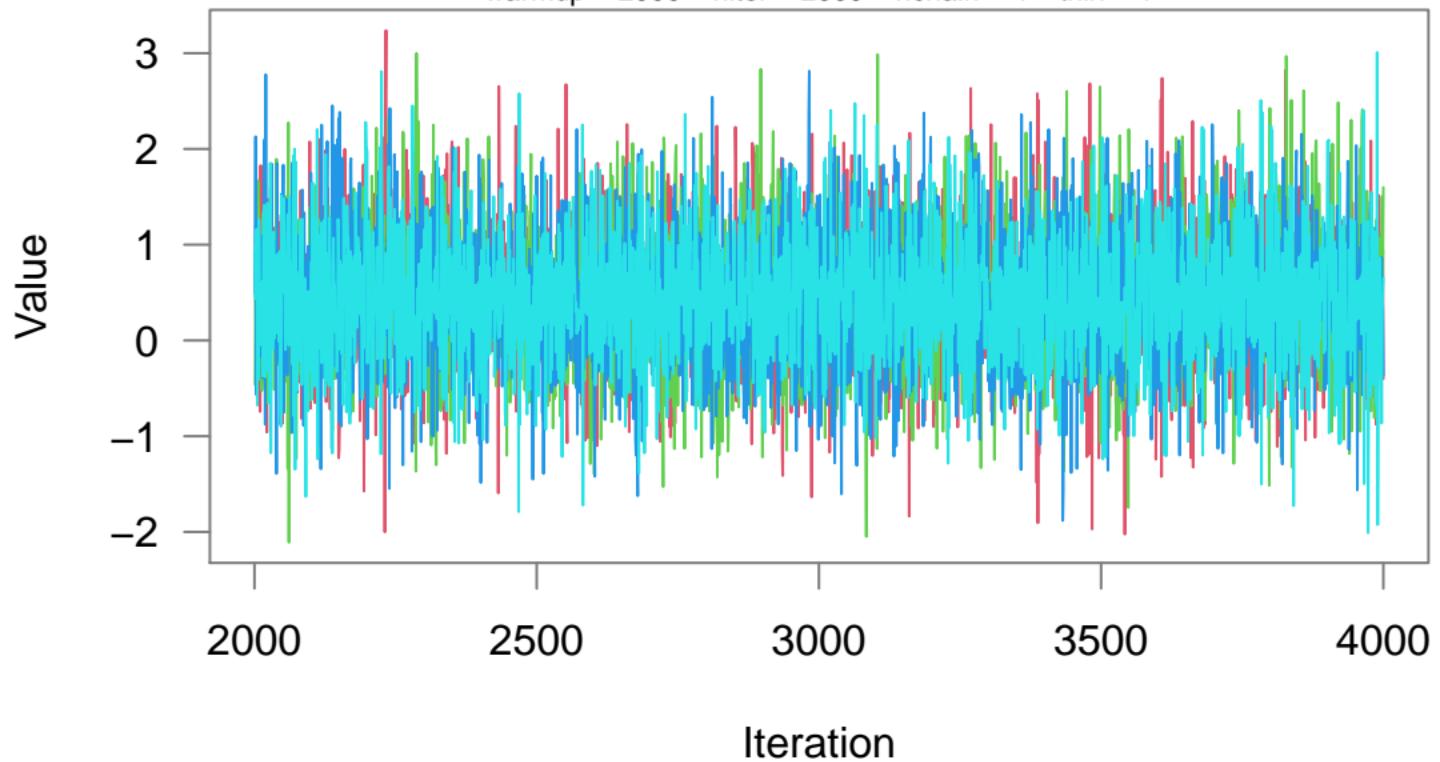
## **z\_2[1,40]**

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



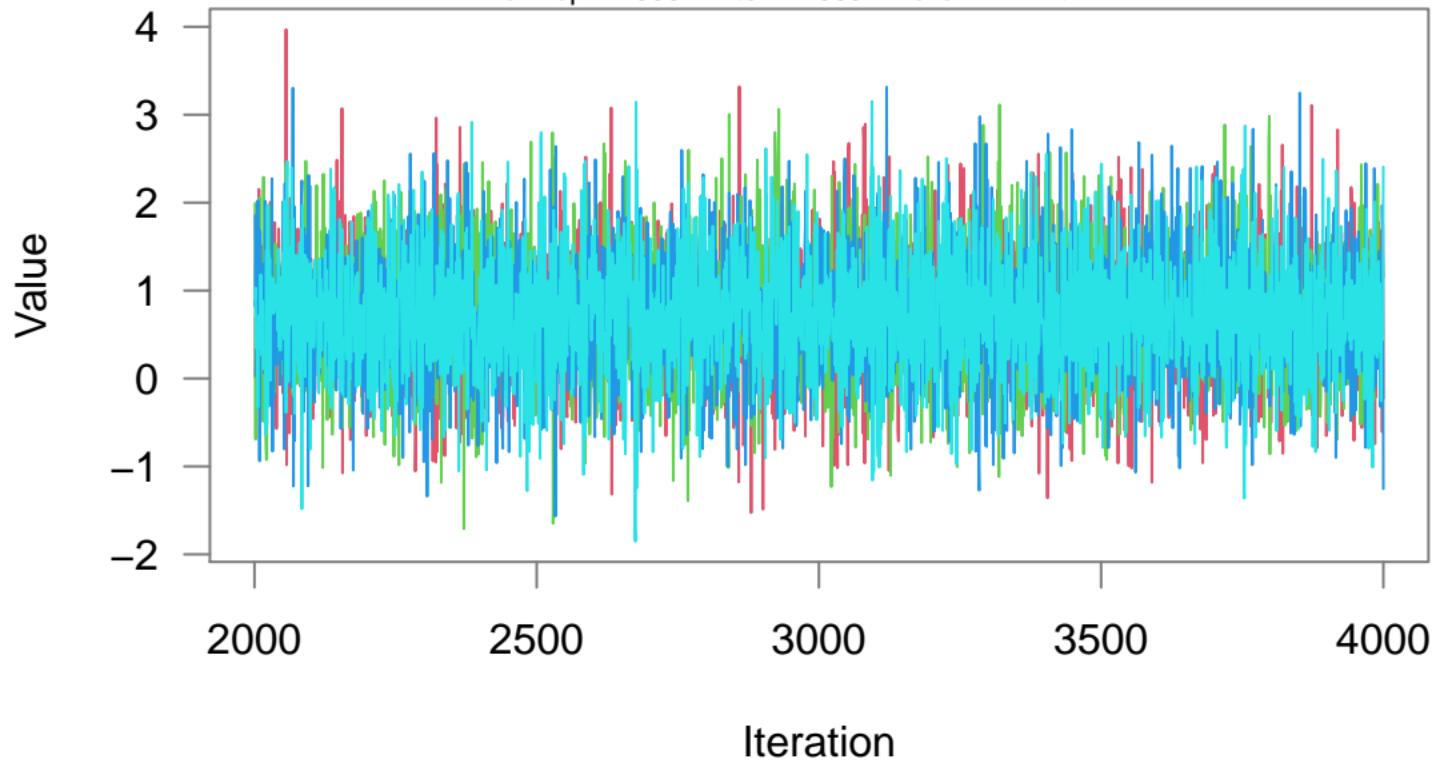
## **z\_2[1,41]**

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



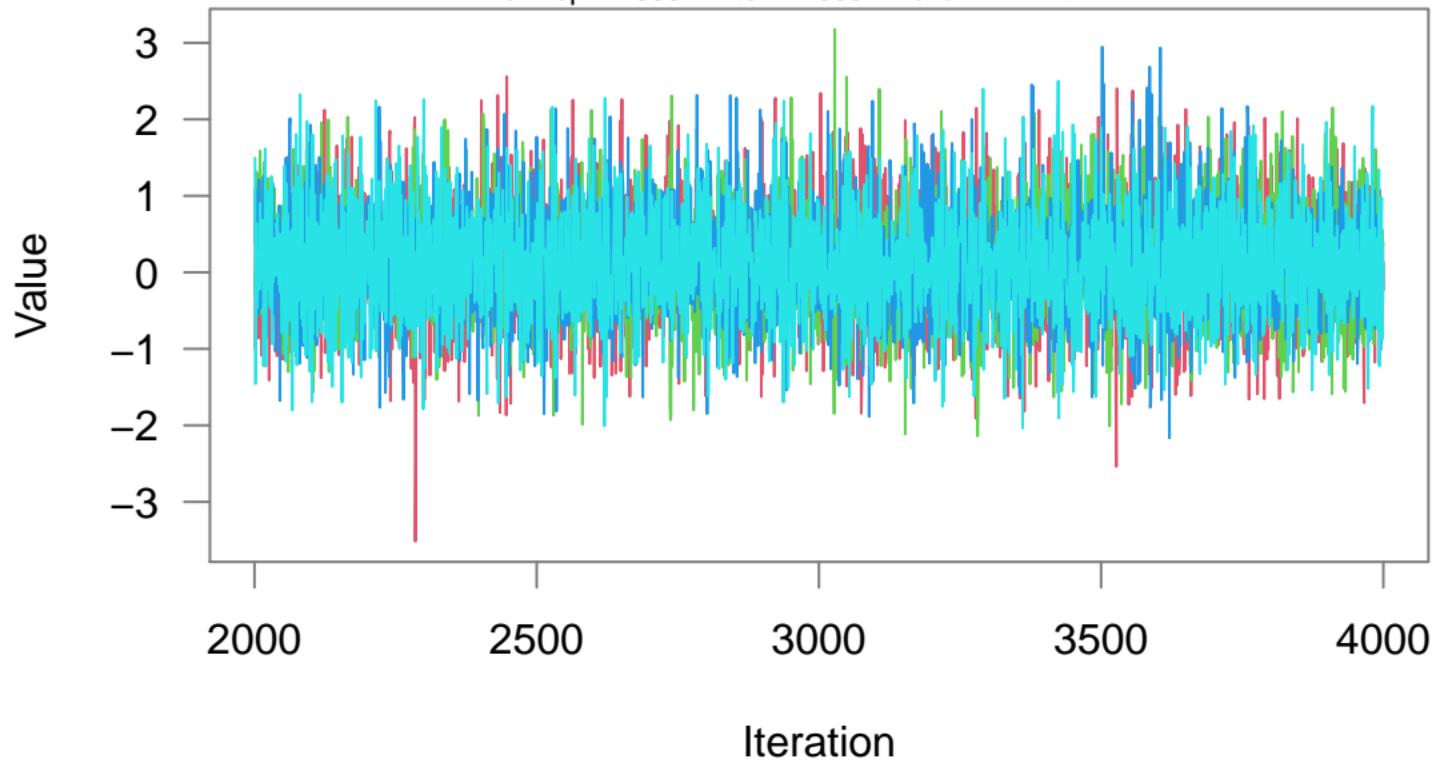
## **$z_2[1,42]$**

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



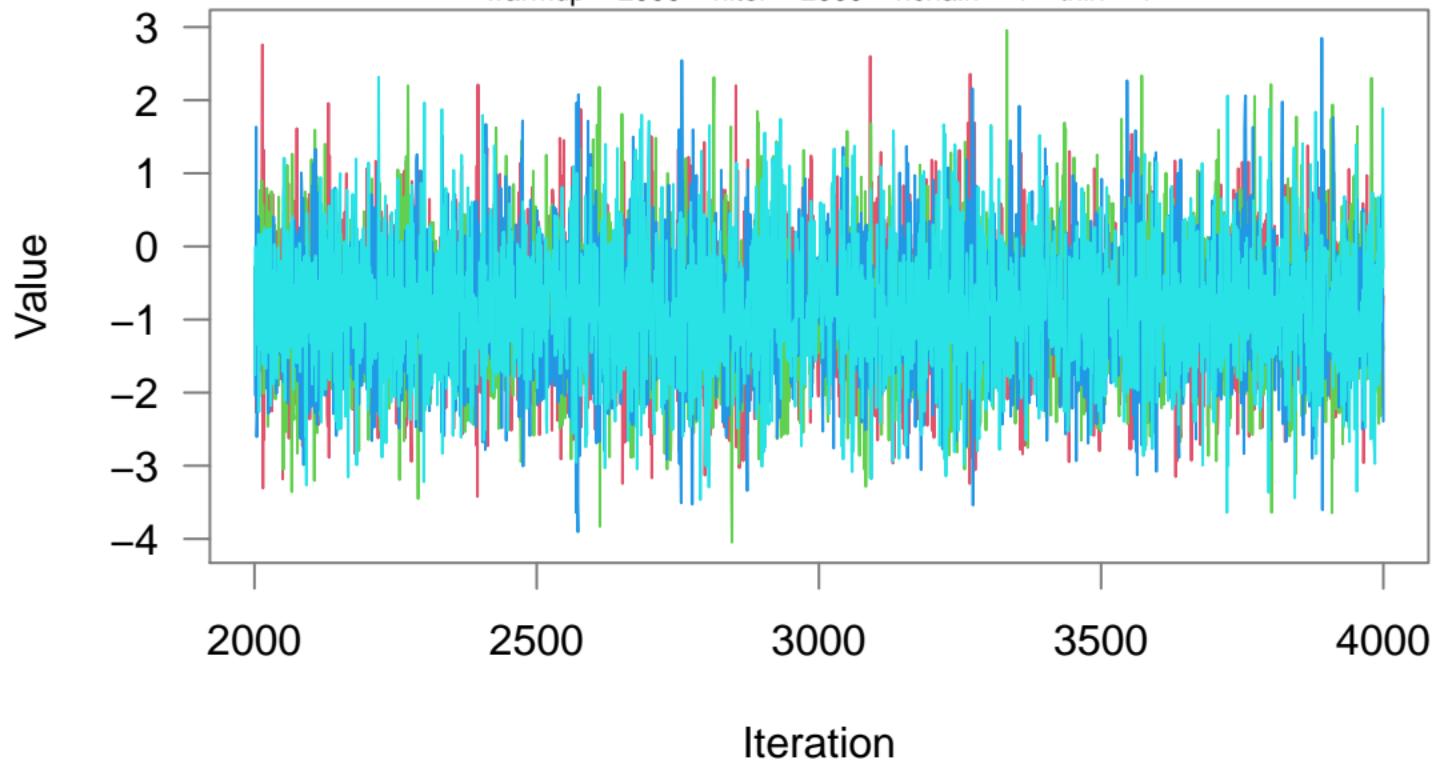
## **z\_2[1,43]**

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



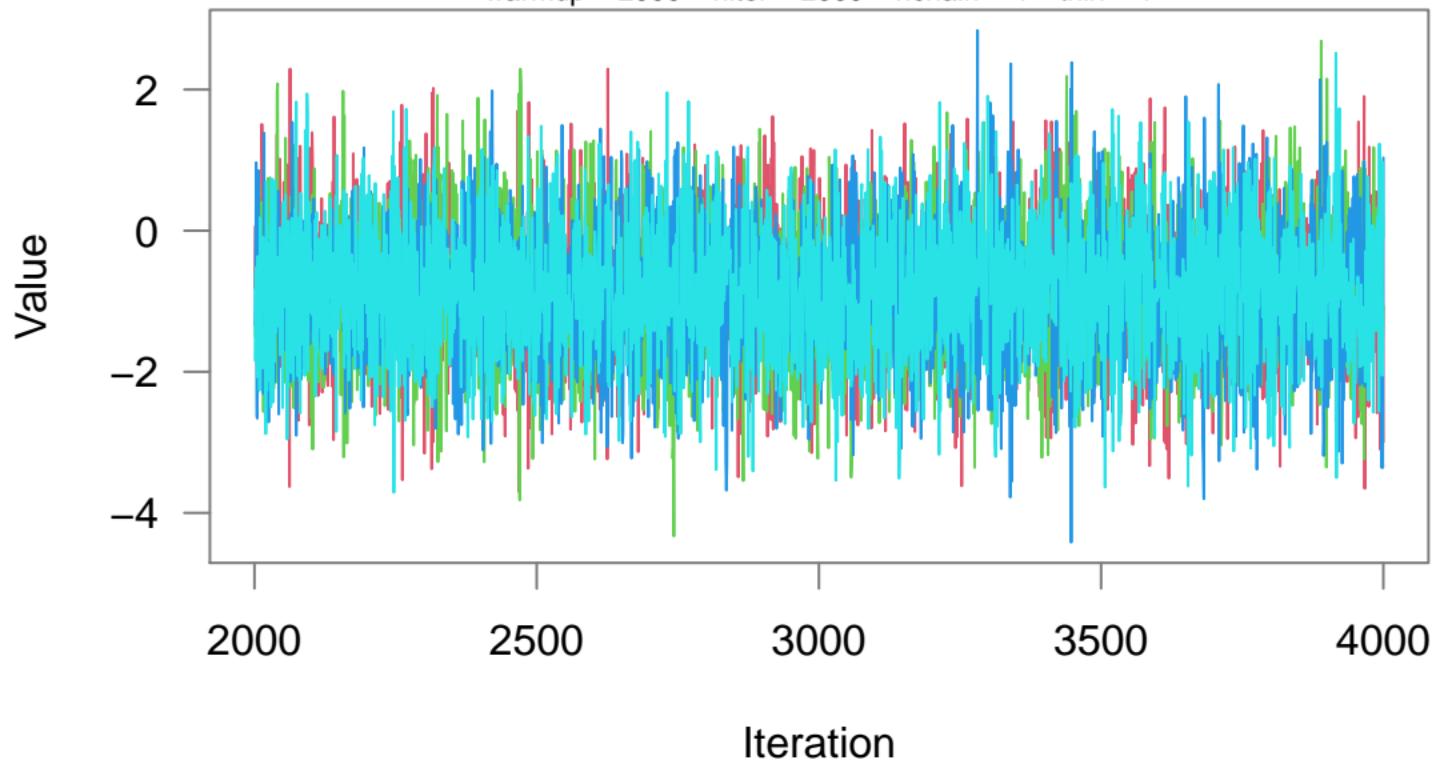
## **z\_2[1,44]**

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



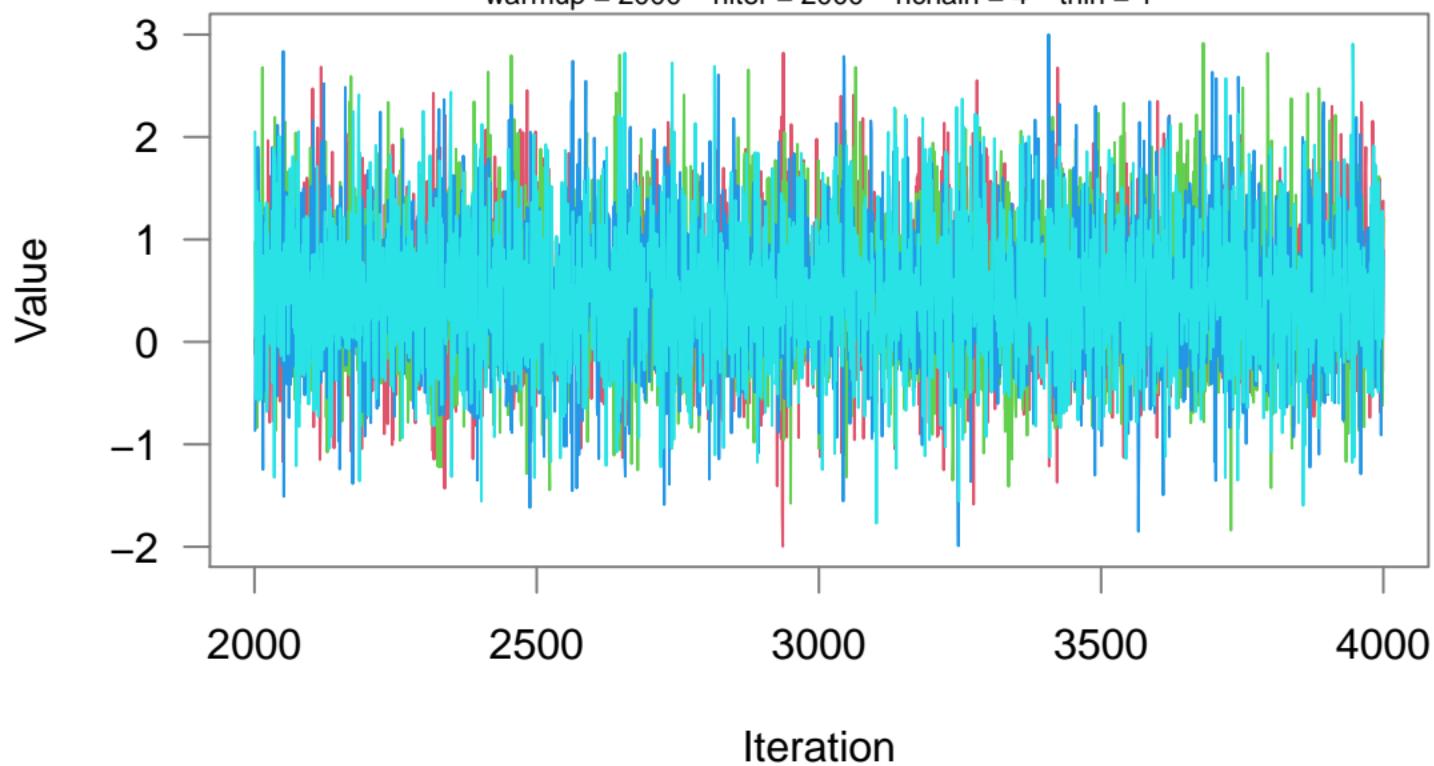
## **z\_2[1,45]**

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



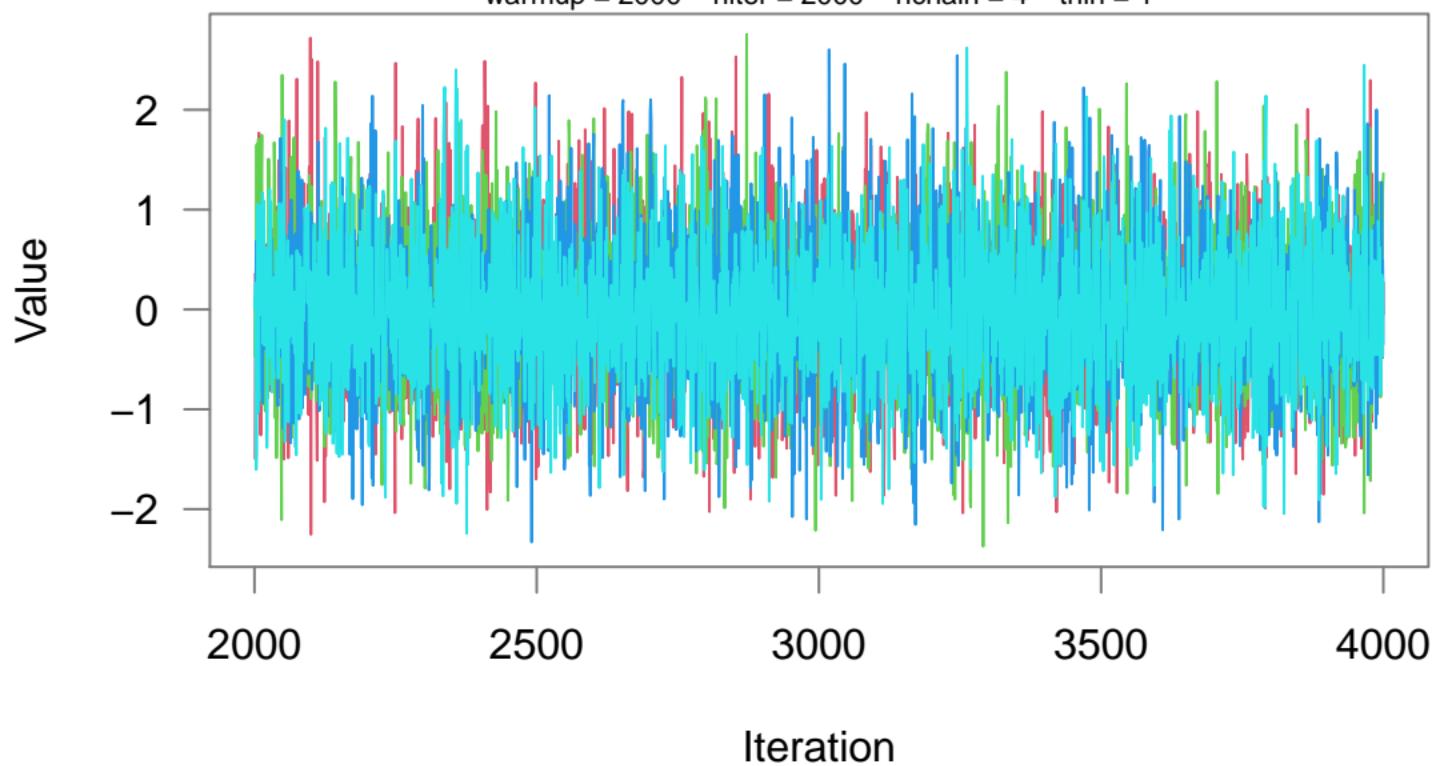
## **$z_2[1,46]$**

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



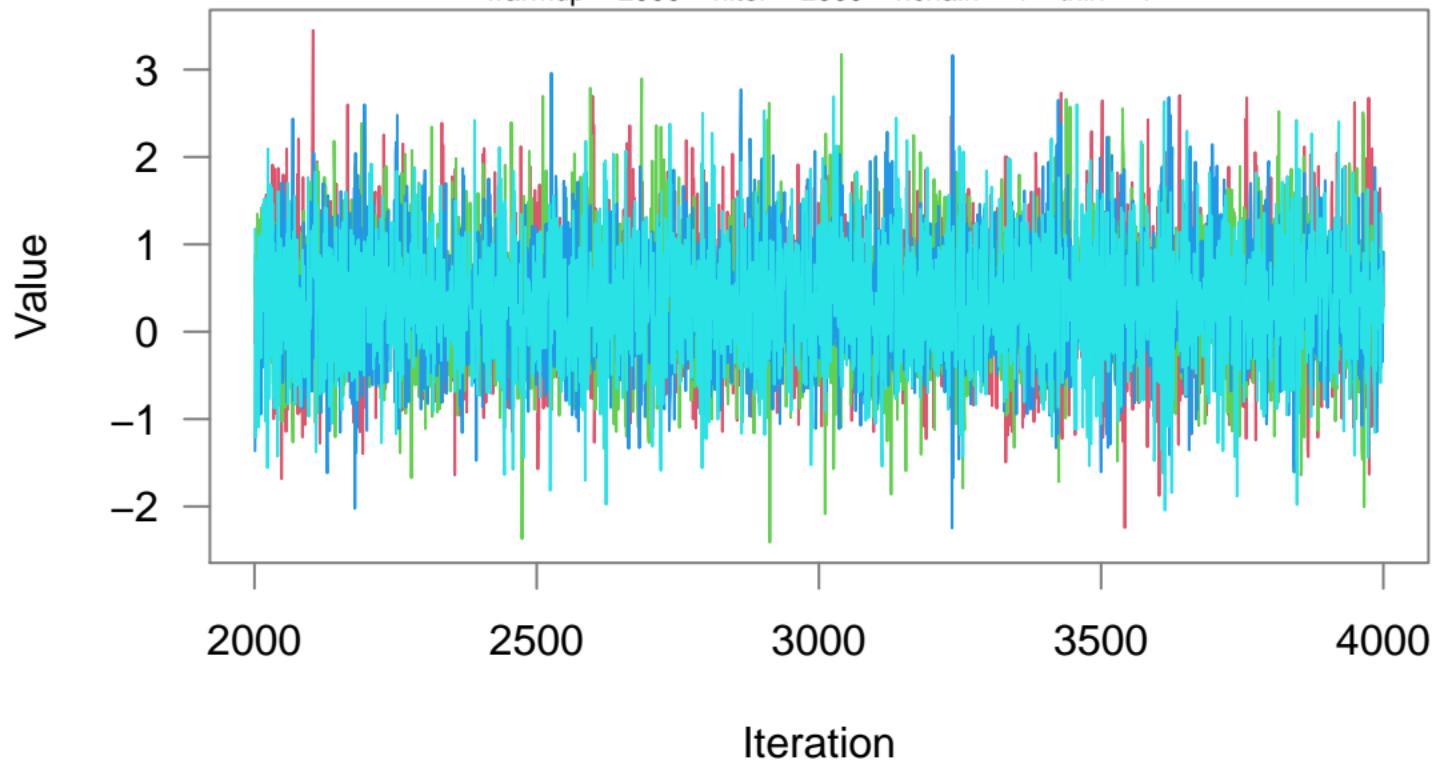
## **$z_2[1,47]$**

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



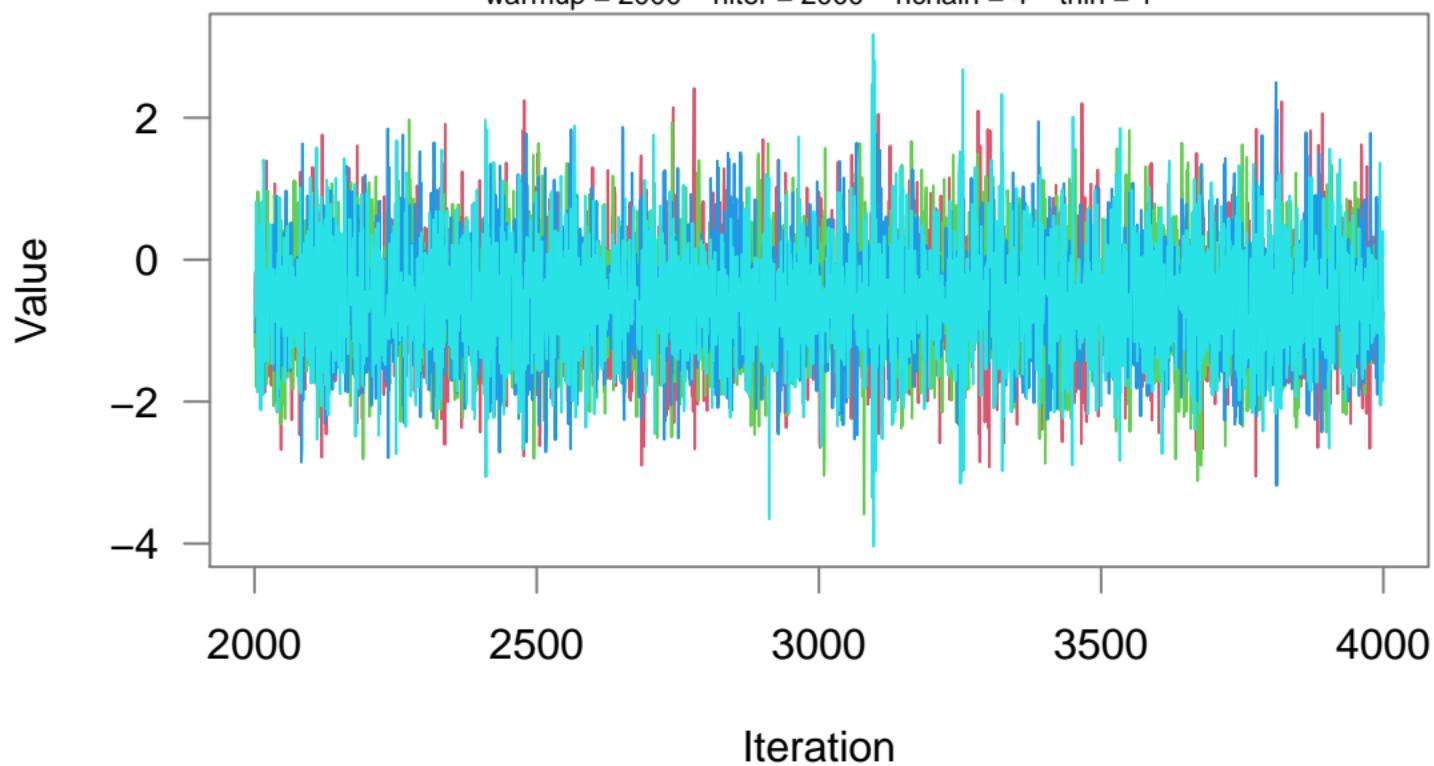
## **z\_2[1,48]**

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



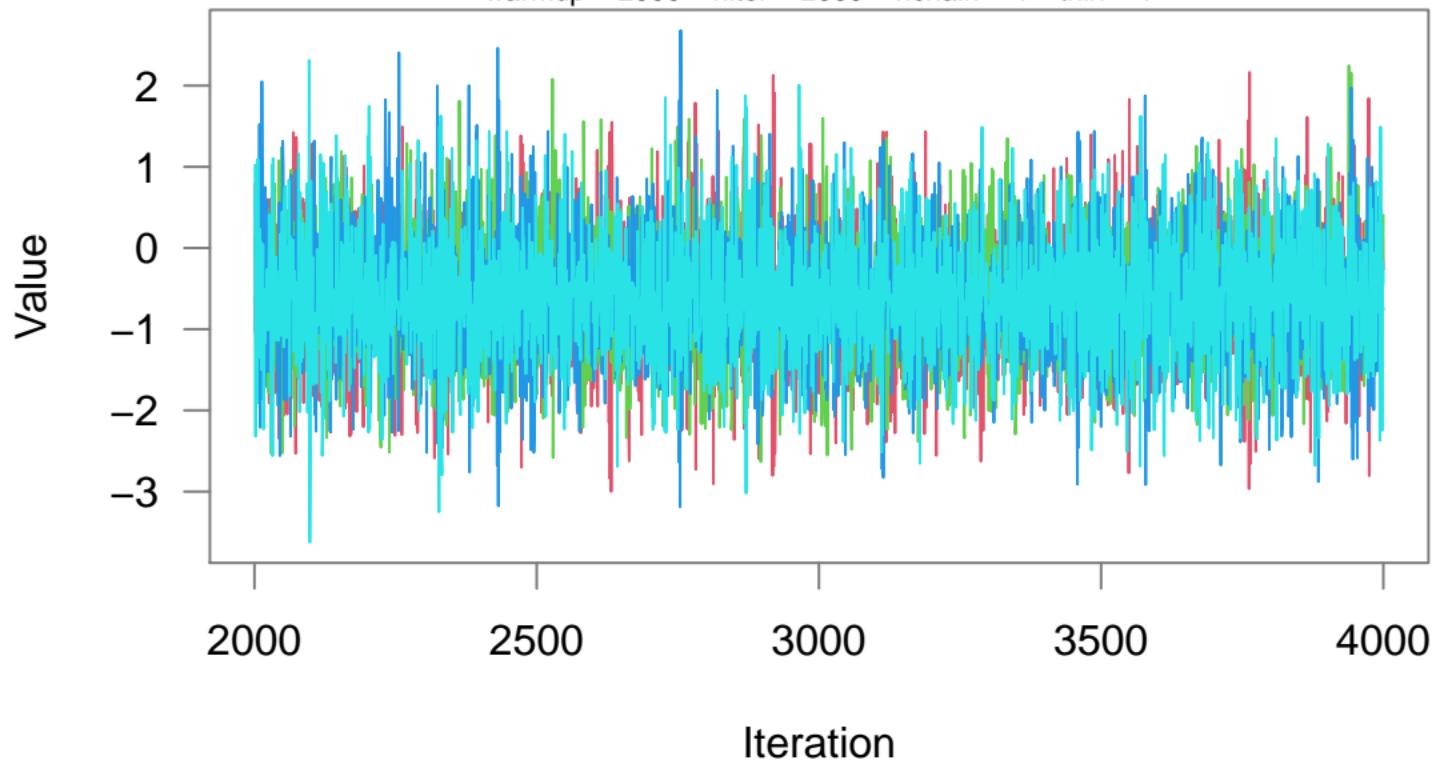
## **z\_2[1,49]**

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



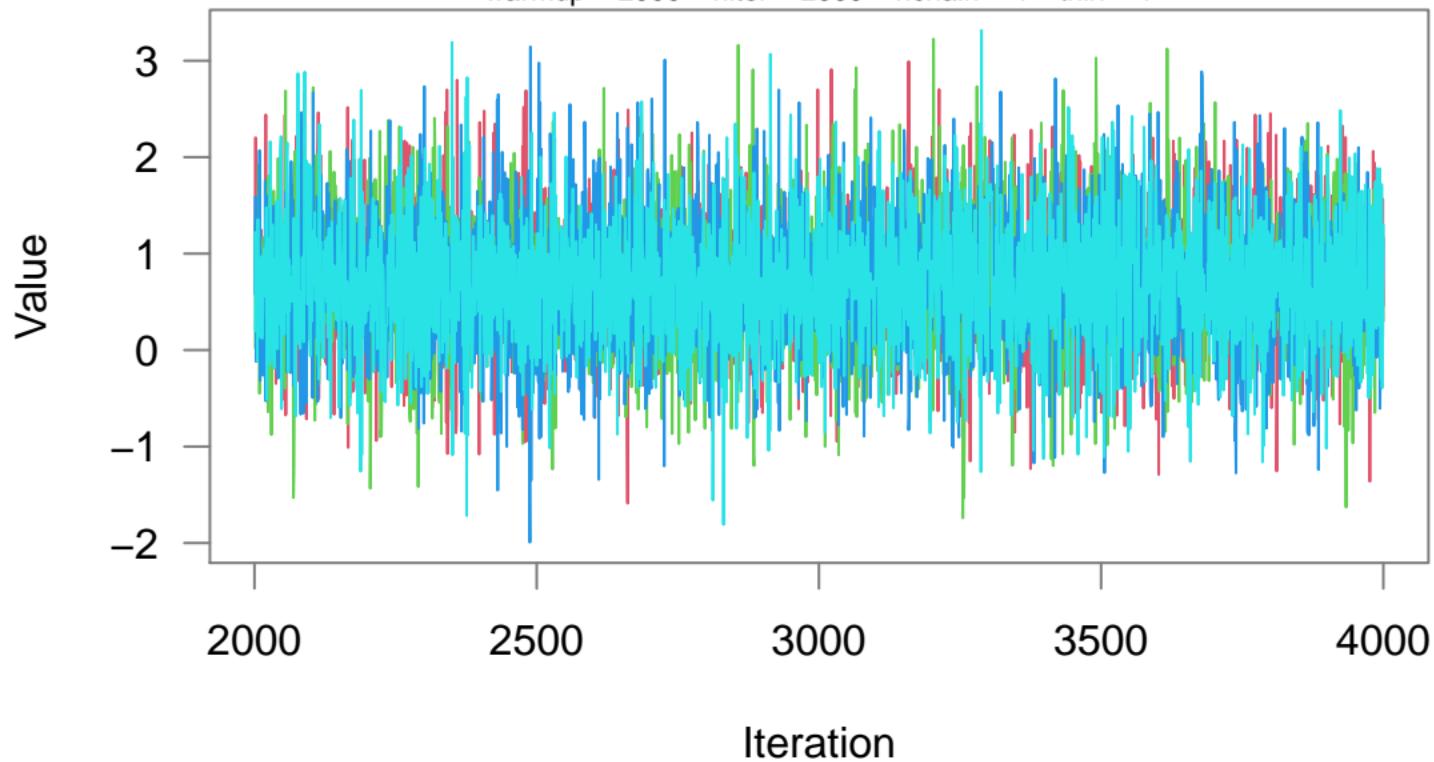
## **z\_2[1,50]**

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



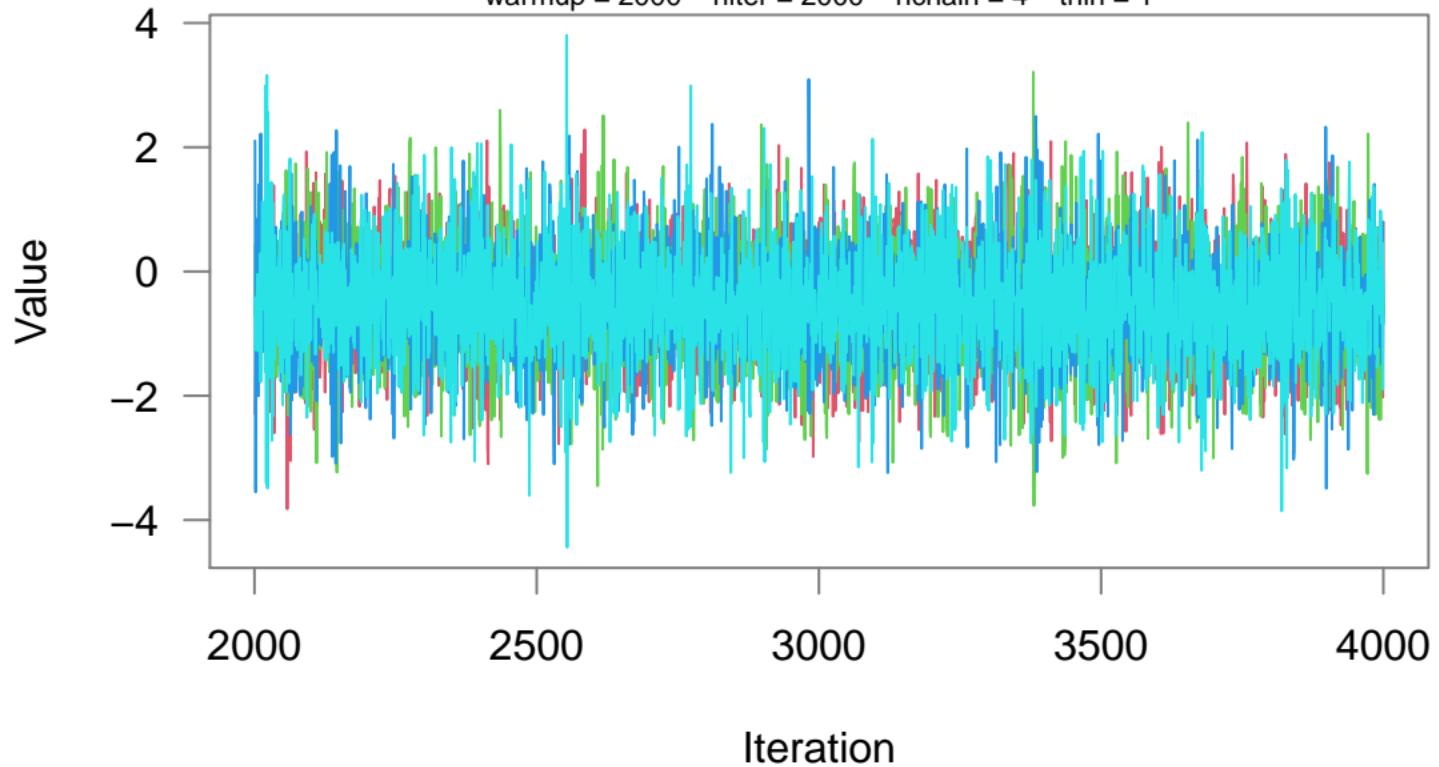
# **$z_2[1,51]$**

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



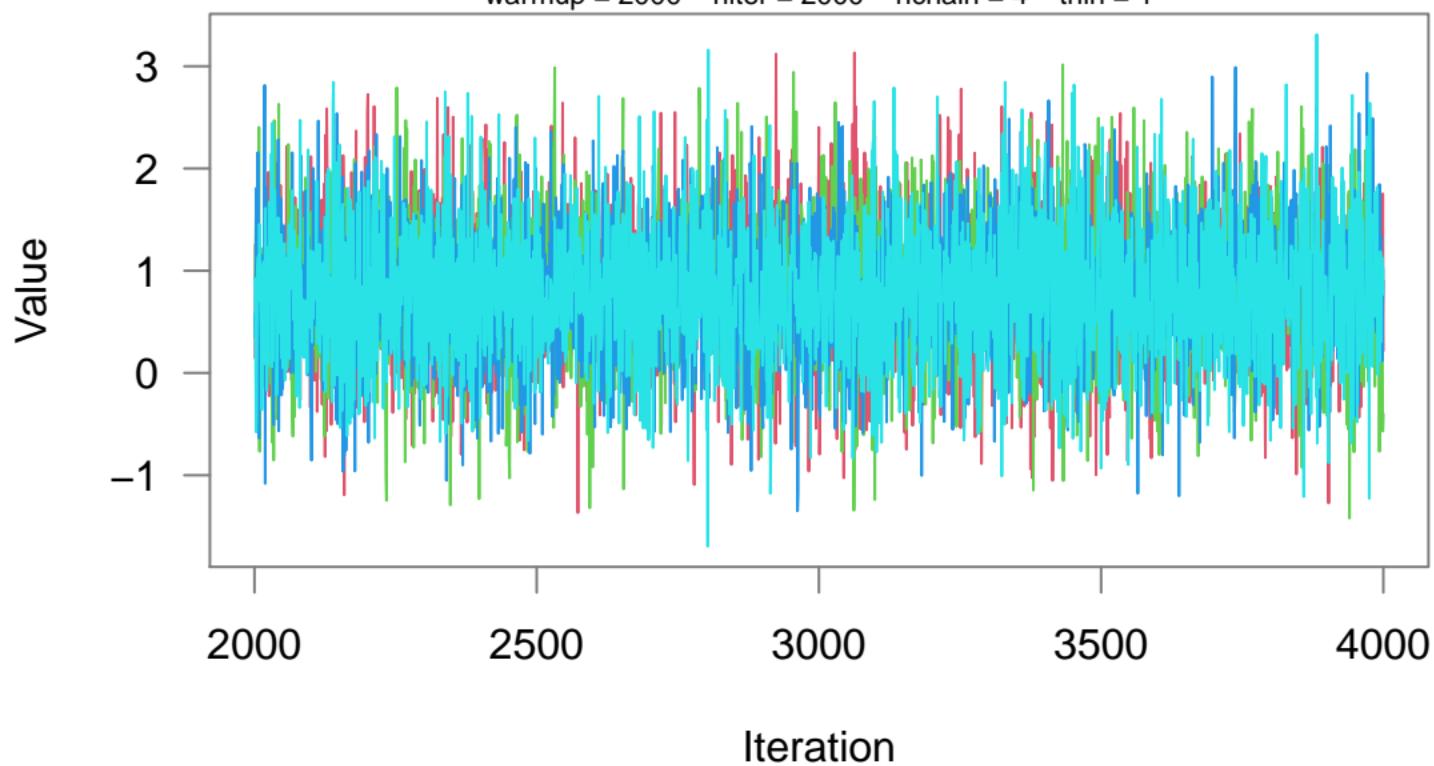
## **$z_2[1,52]$**

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



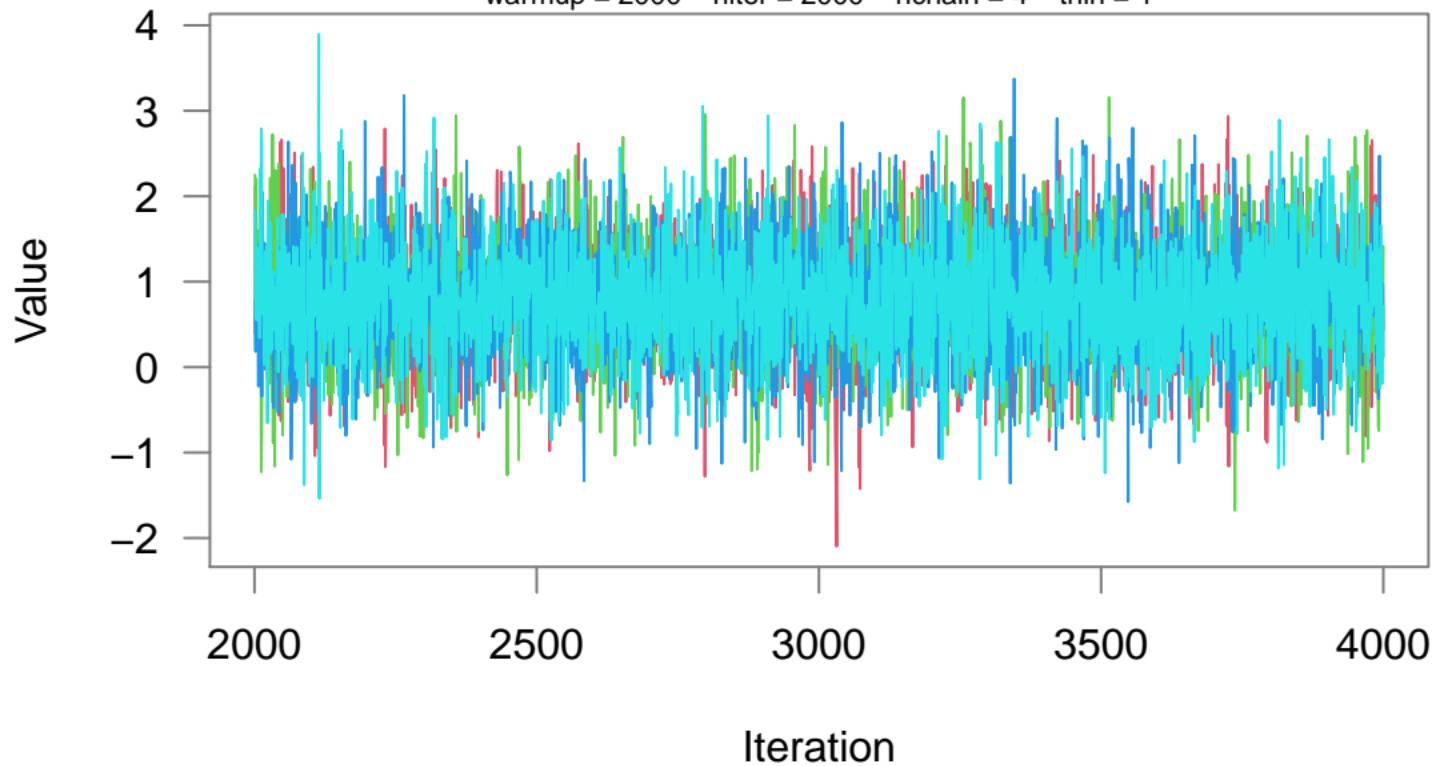
## **z\_2[1,53]**

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



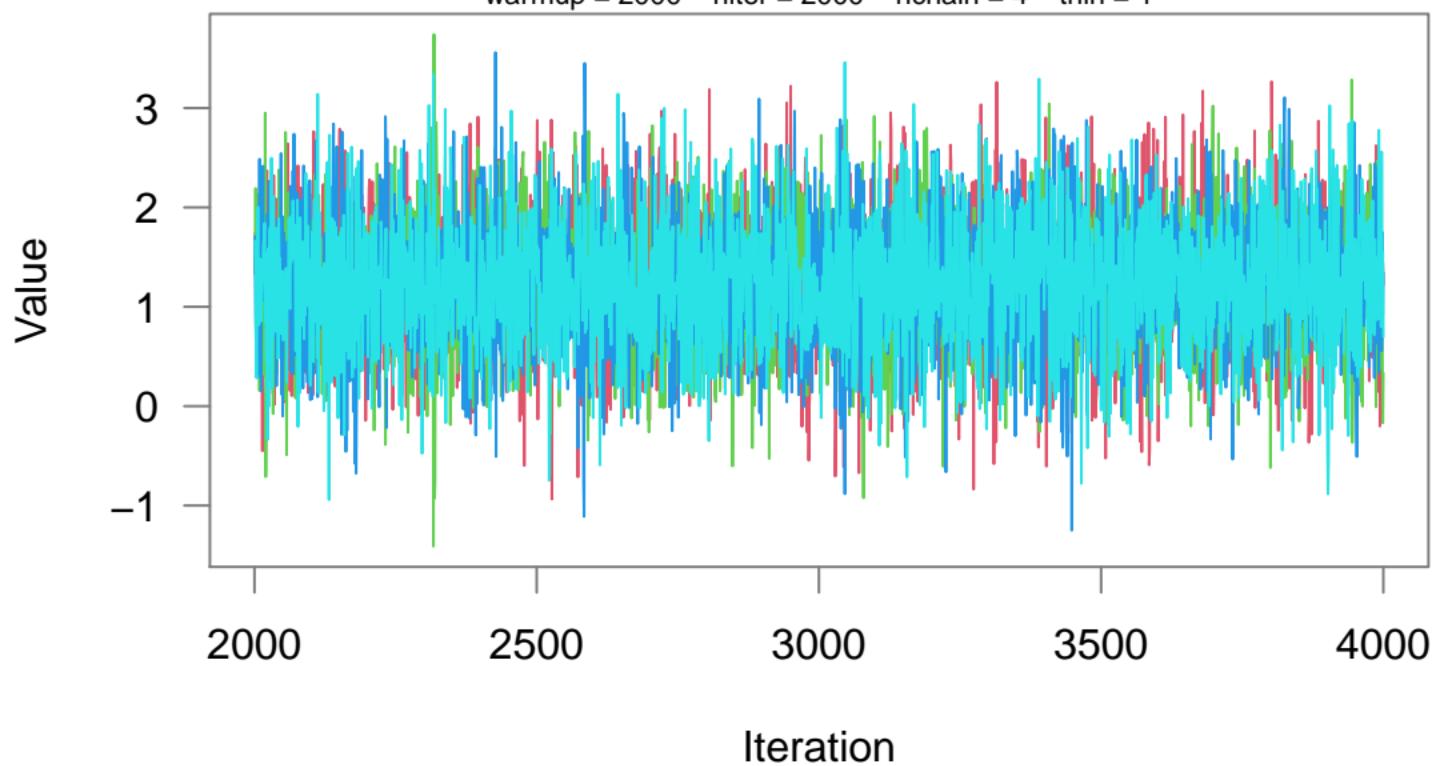
## **$z_2[1,54]$**

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



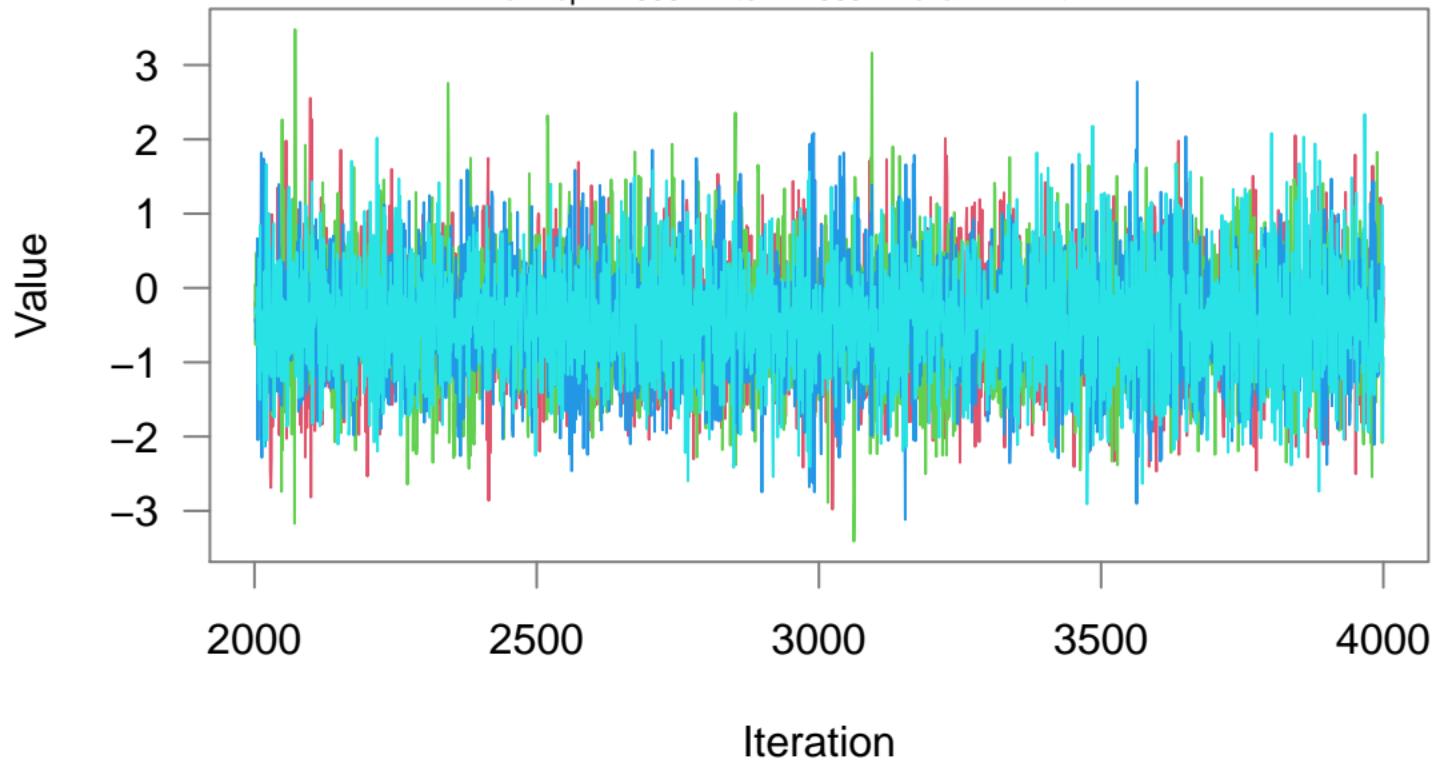
## **$z_2[1,55]$**

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



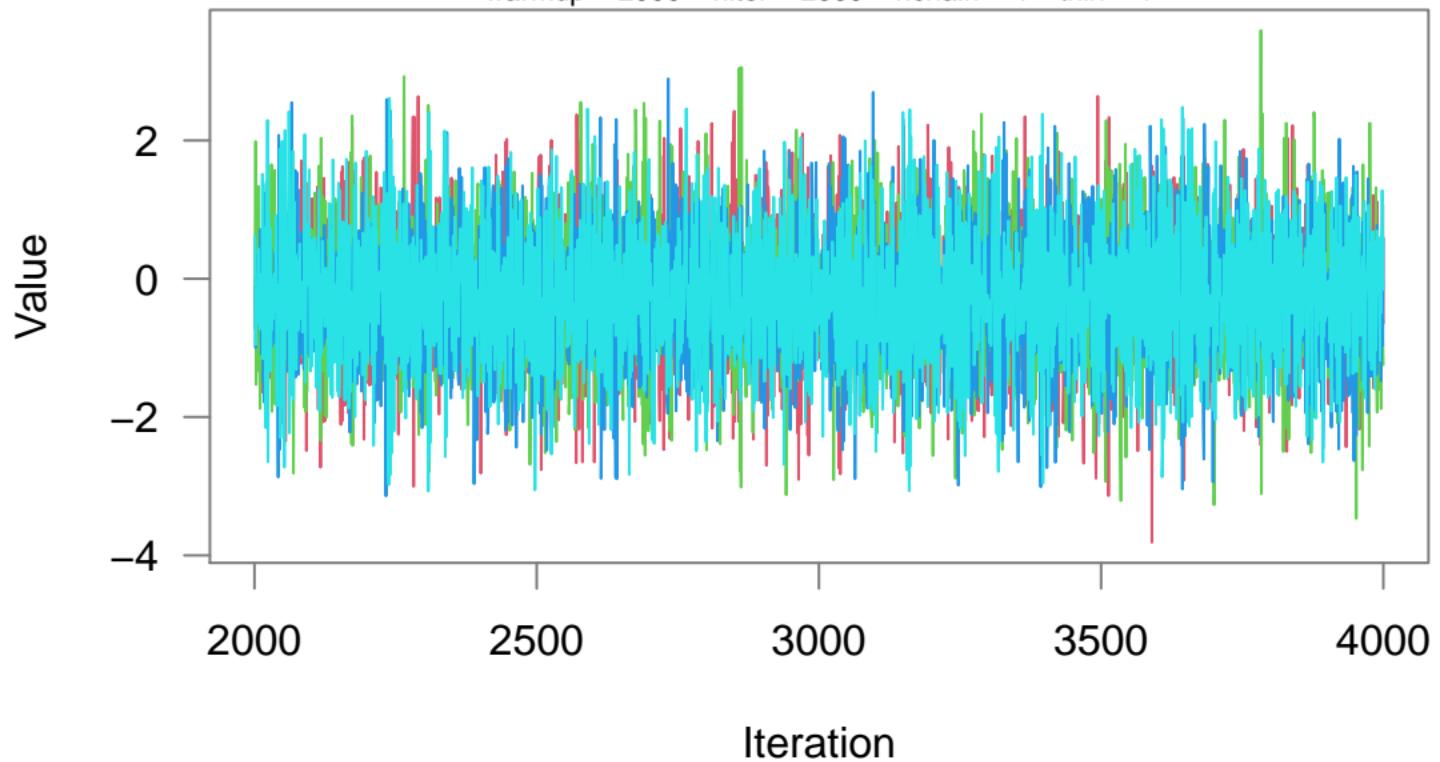
## **$z_2[1,56]$**

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



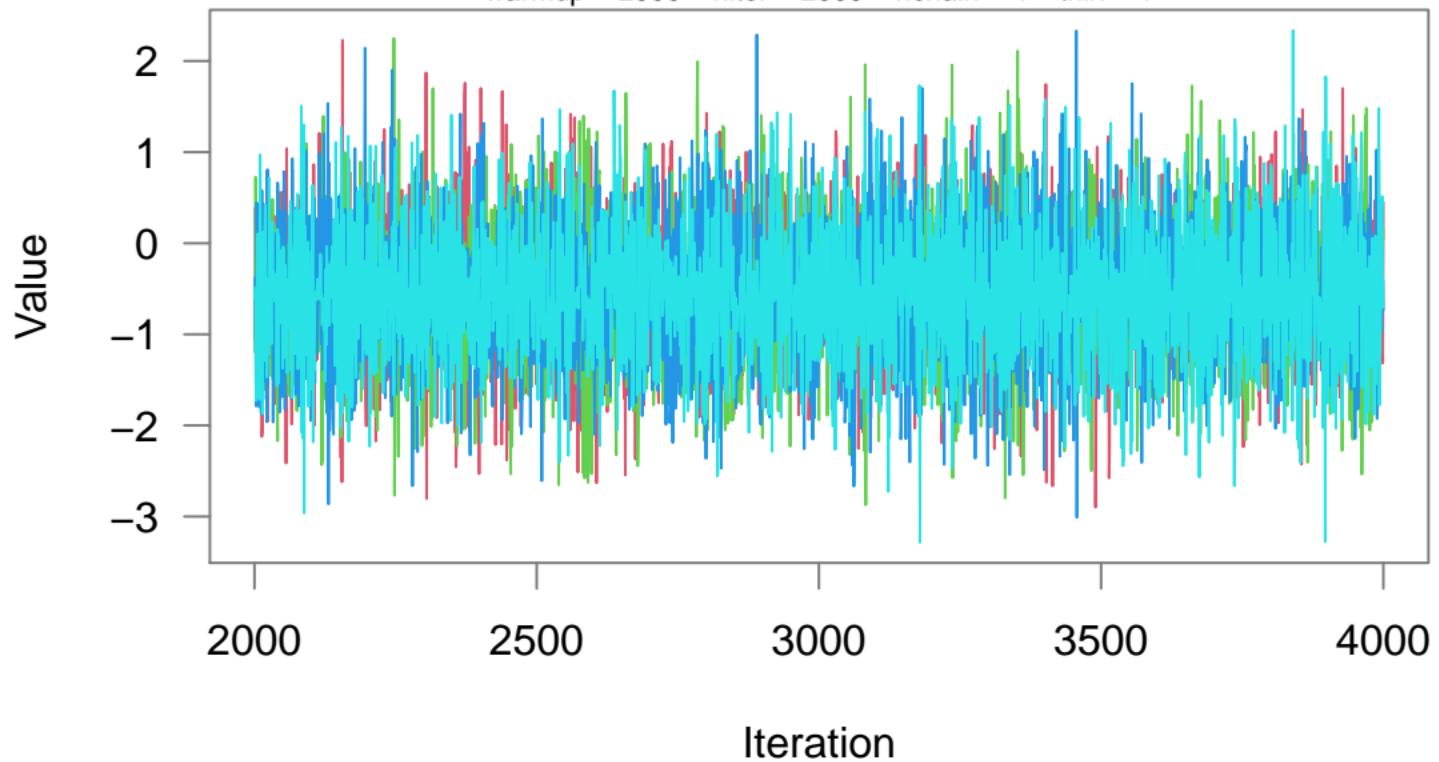
## **$z_2[1,57]$**

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



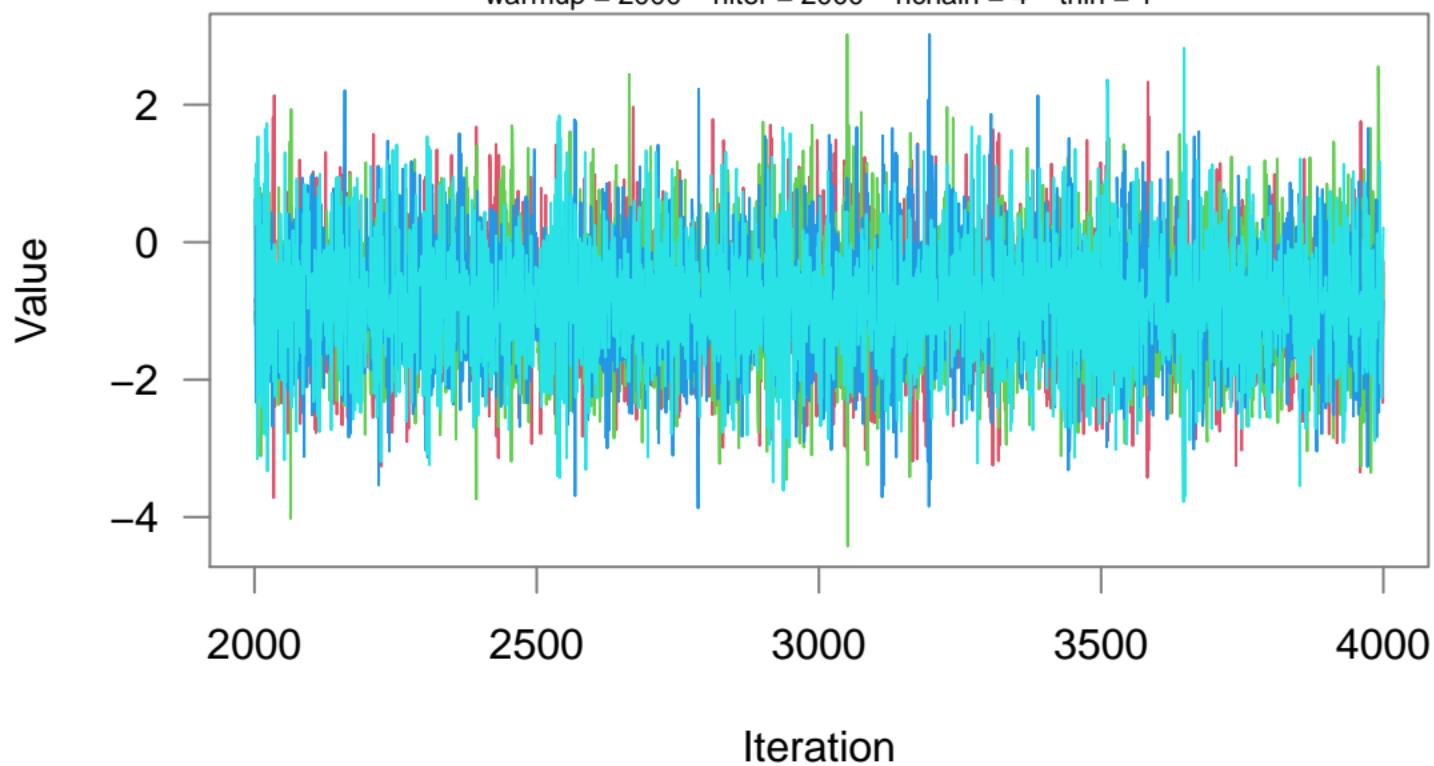
## **z\_2[1,58]**

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



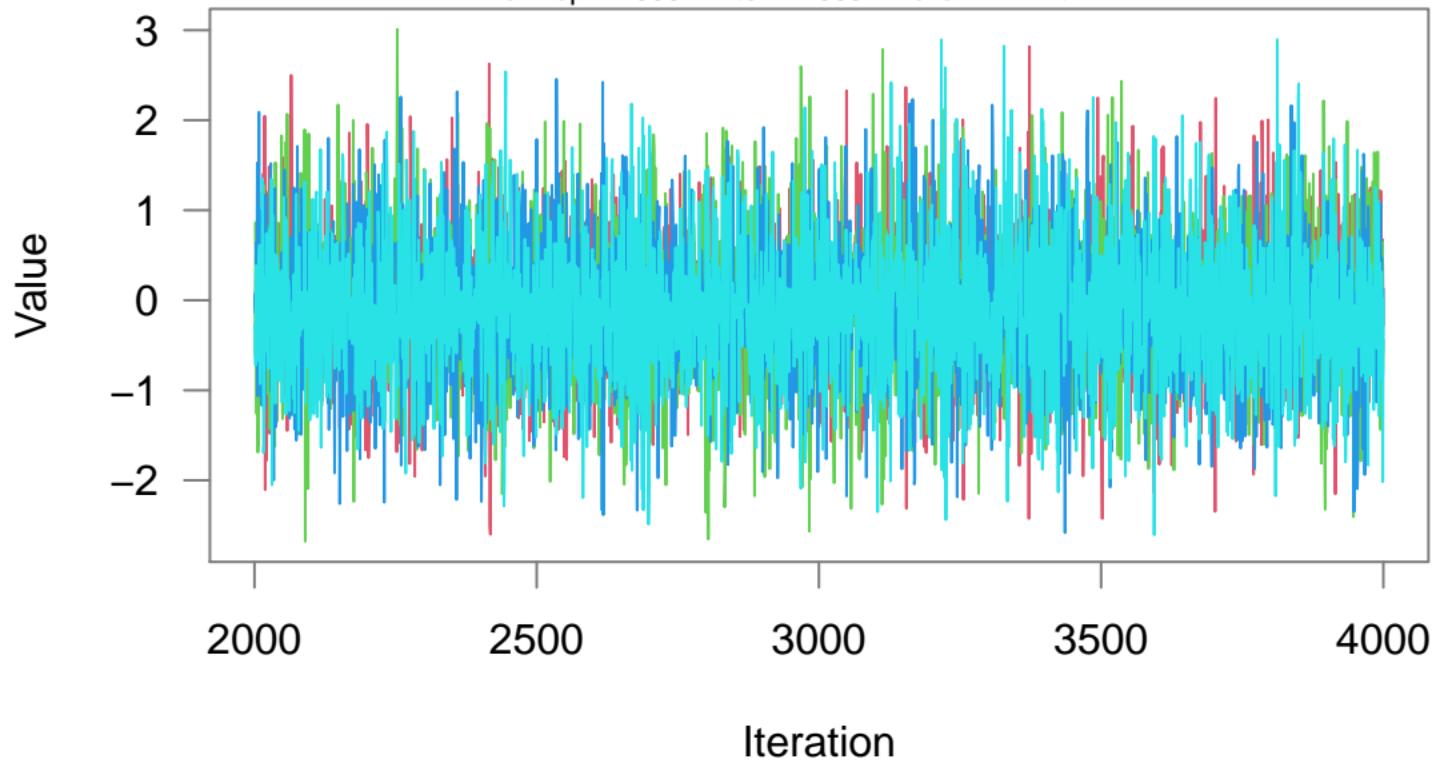
## **z\_2[1,59]**

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



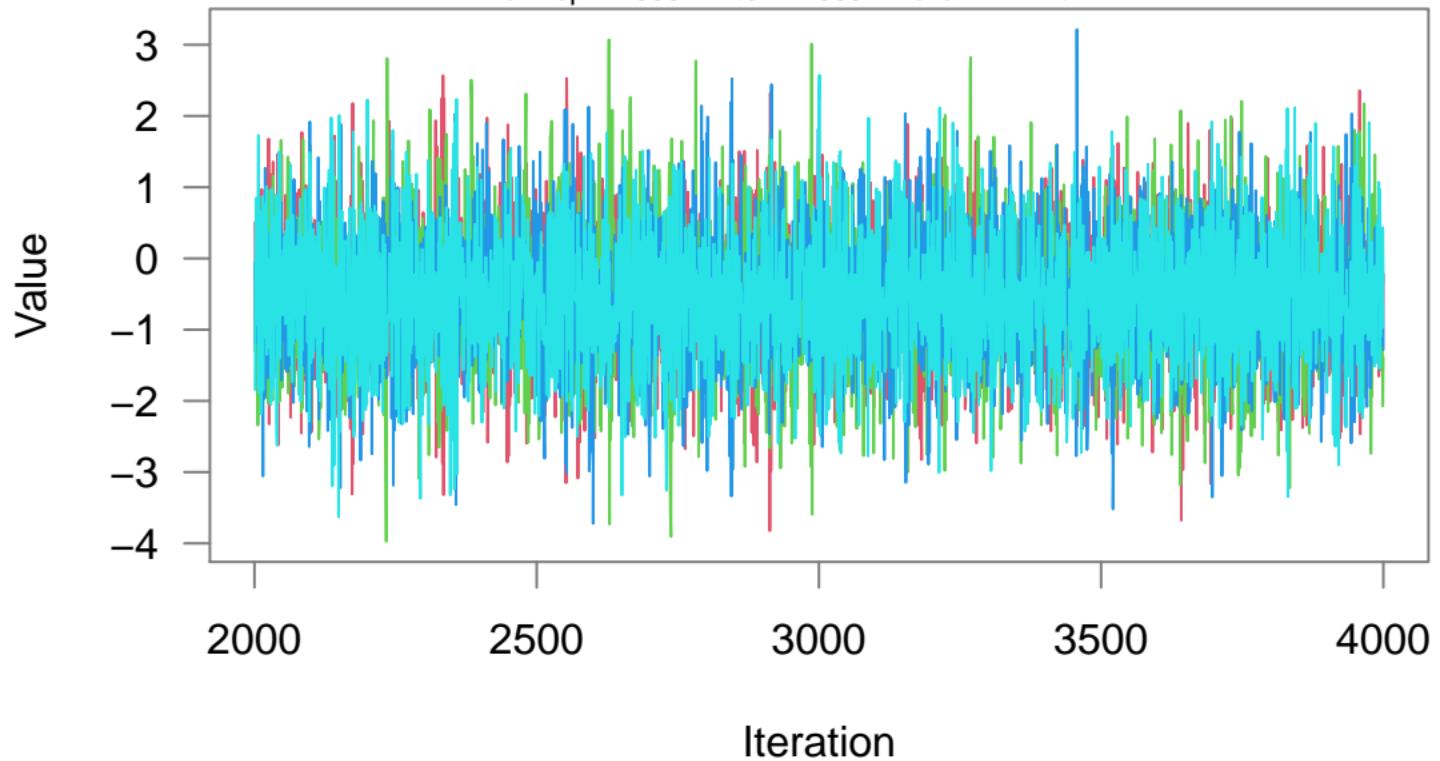
## **$z_2[1,60]$**

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



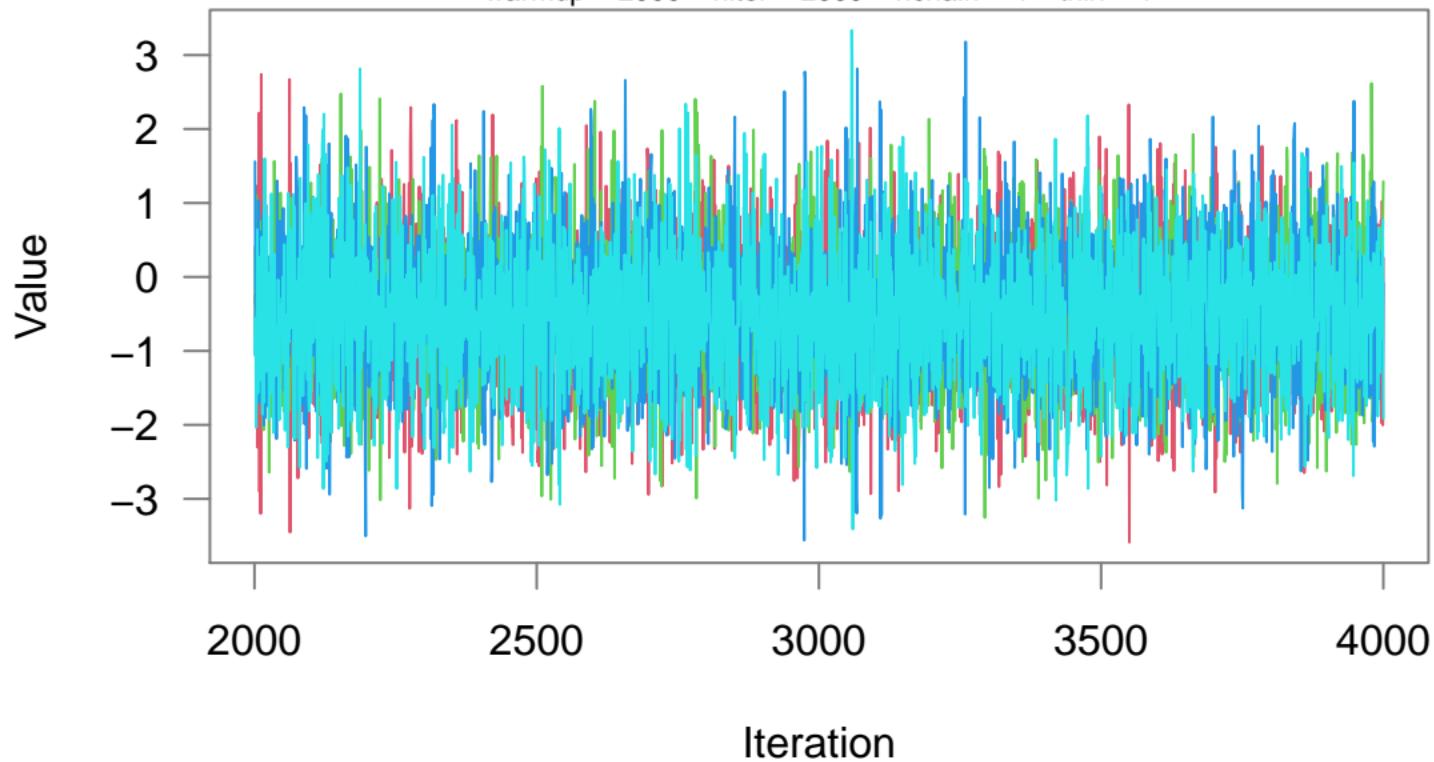
# **$z_2[1,61]$**

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



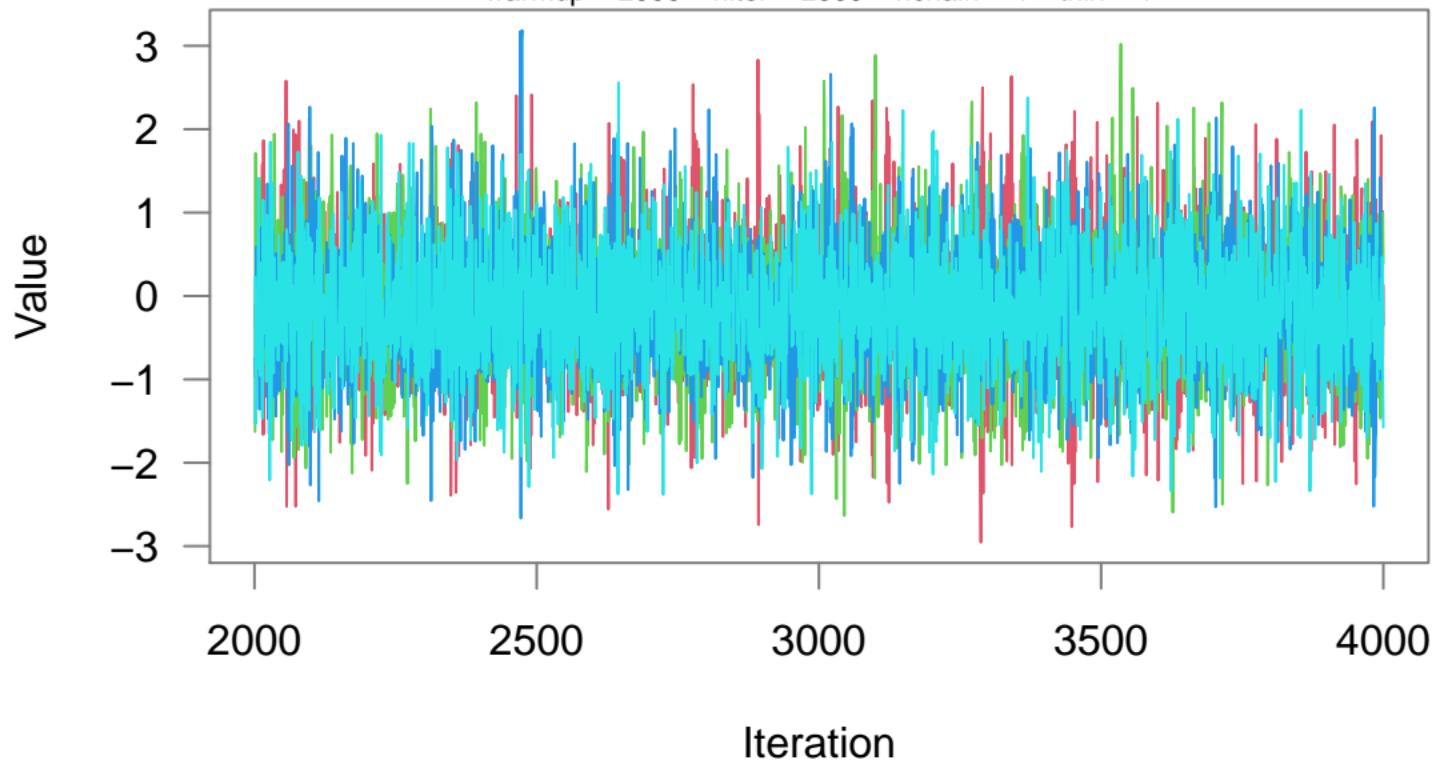
## **z\_2[1,62]**

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



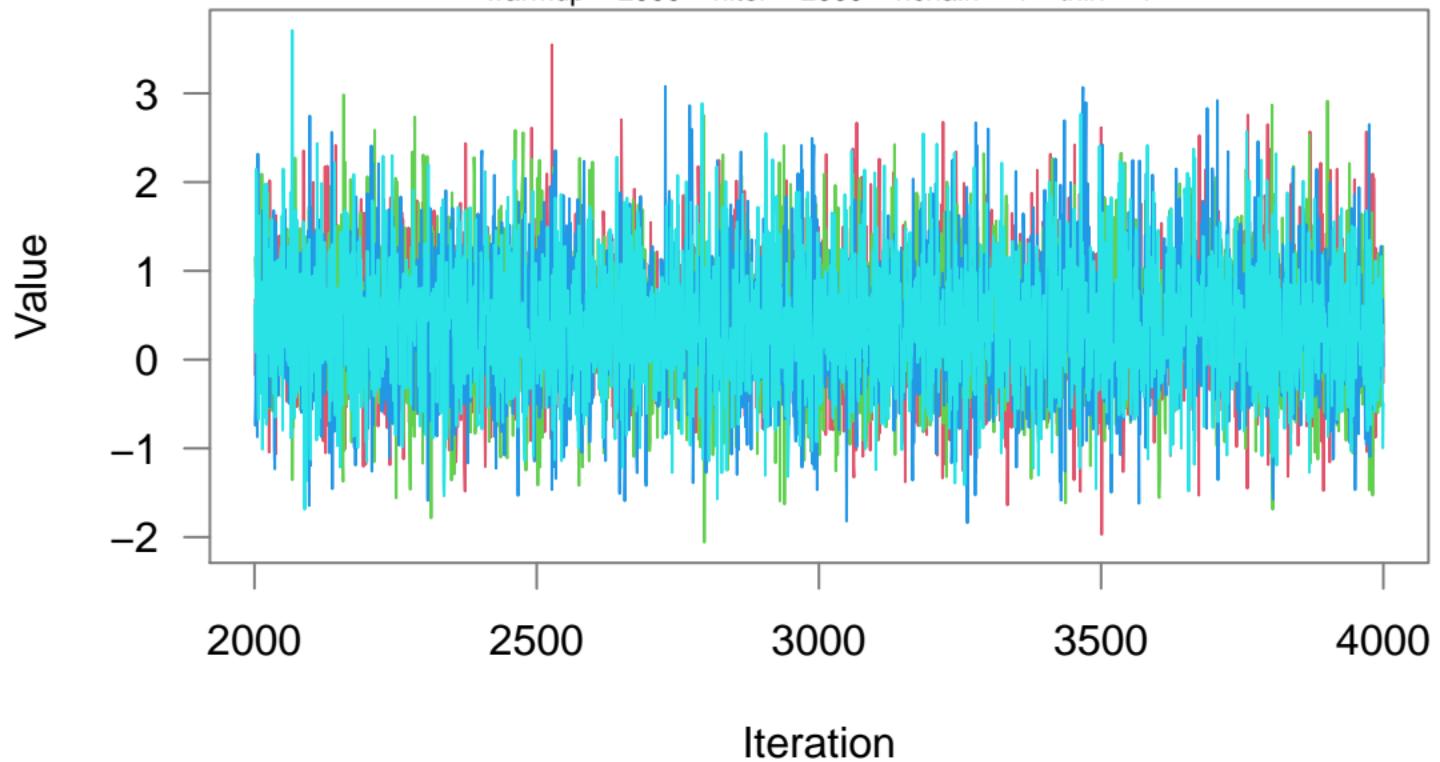
## **z\_2[1,63]**

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



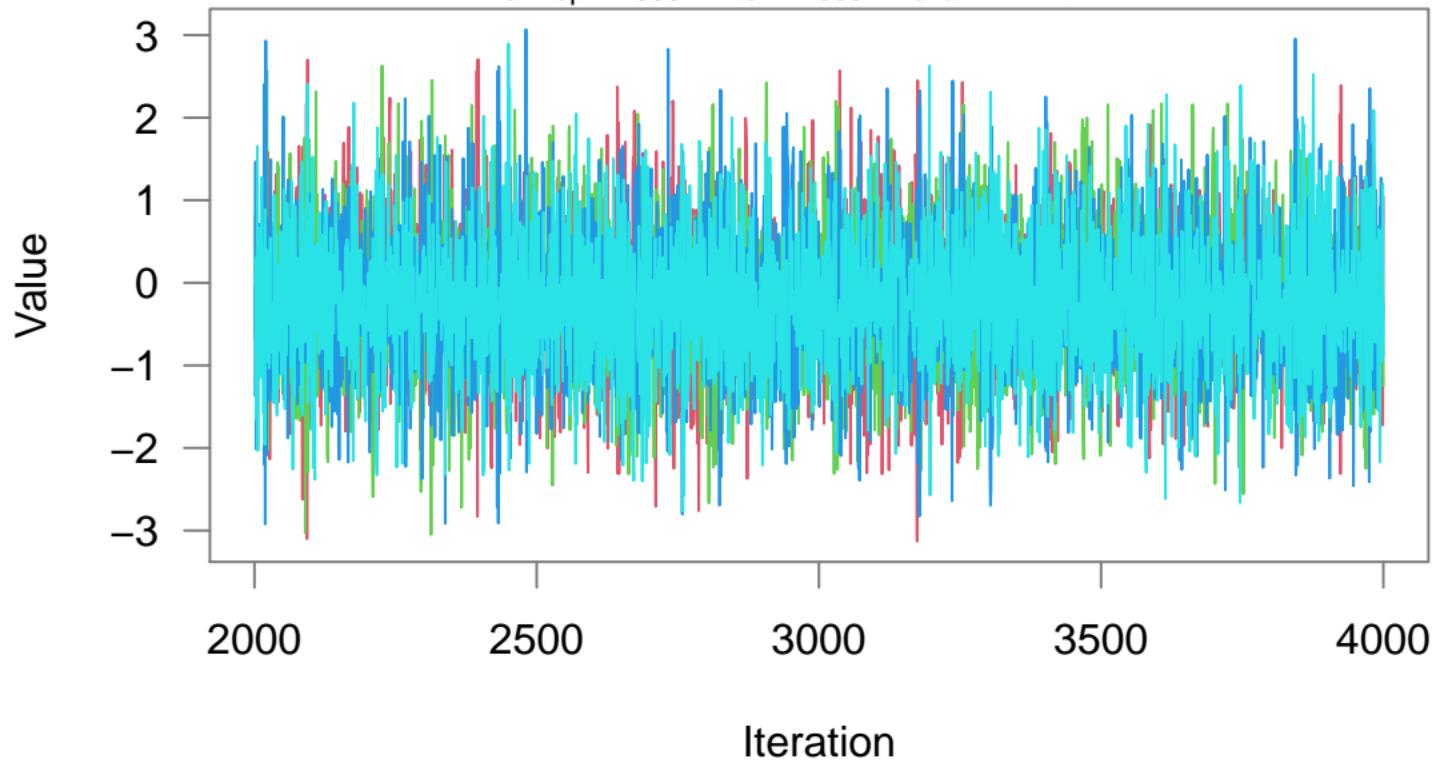
# **$z_2[1,64]$**

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



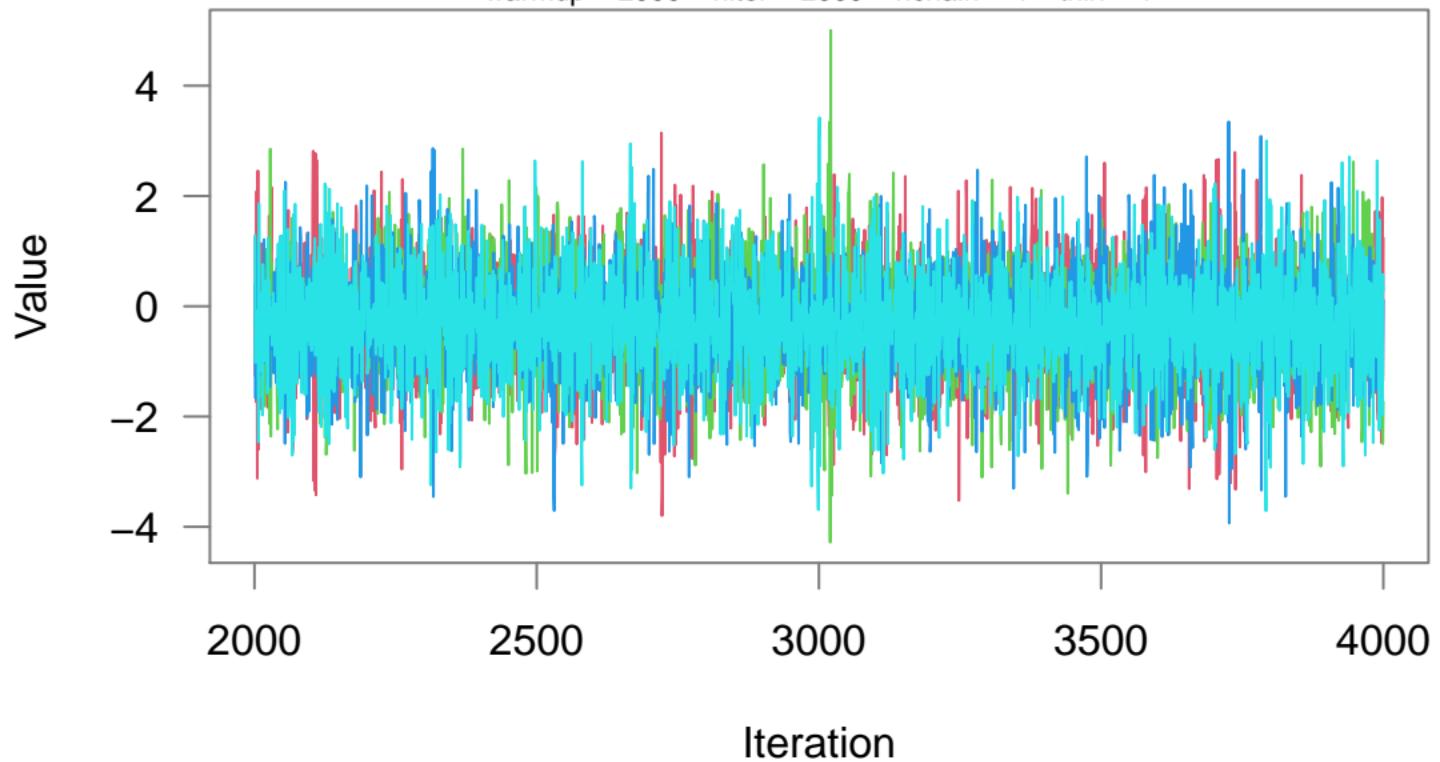
## **z\_2[1,65]**

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



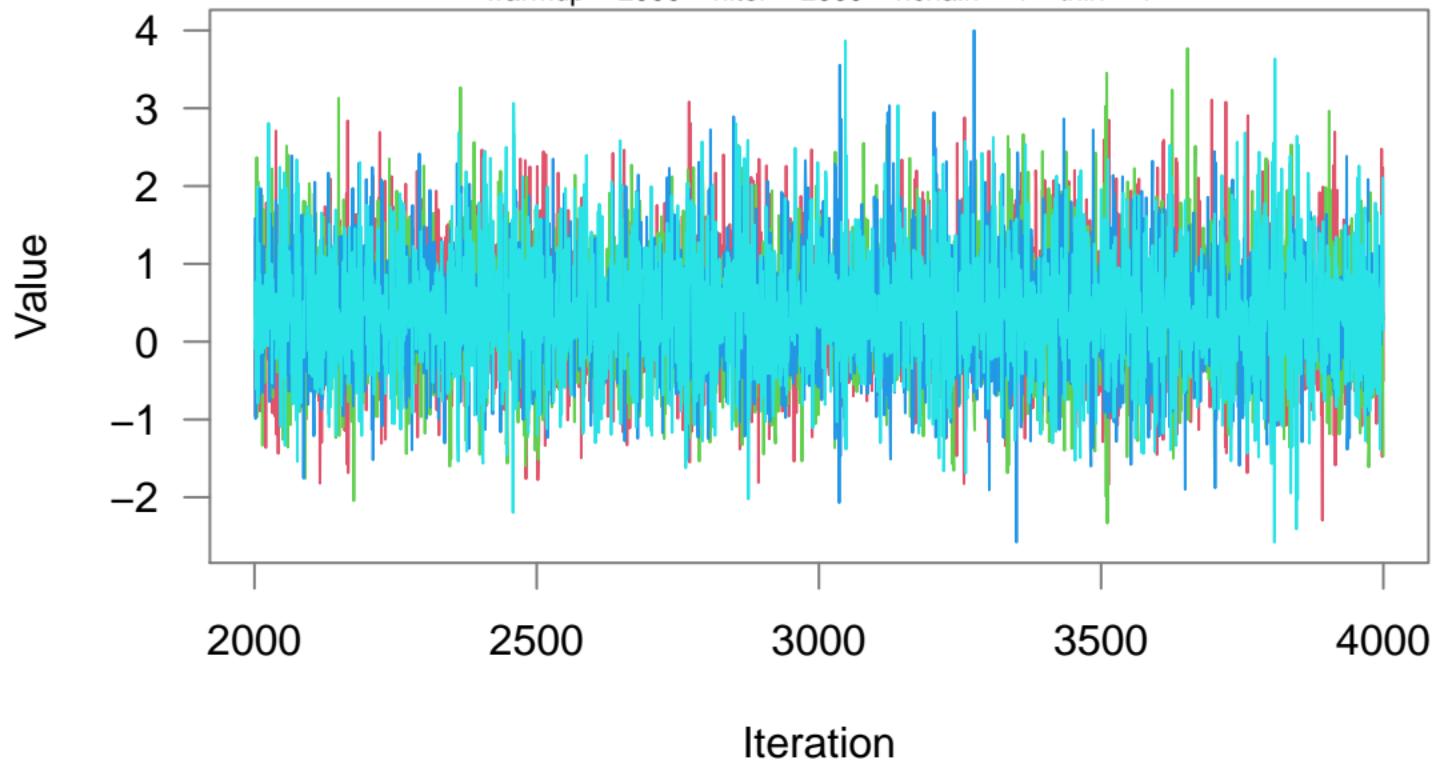
## **$z_2[1,66]$**

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



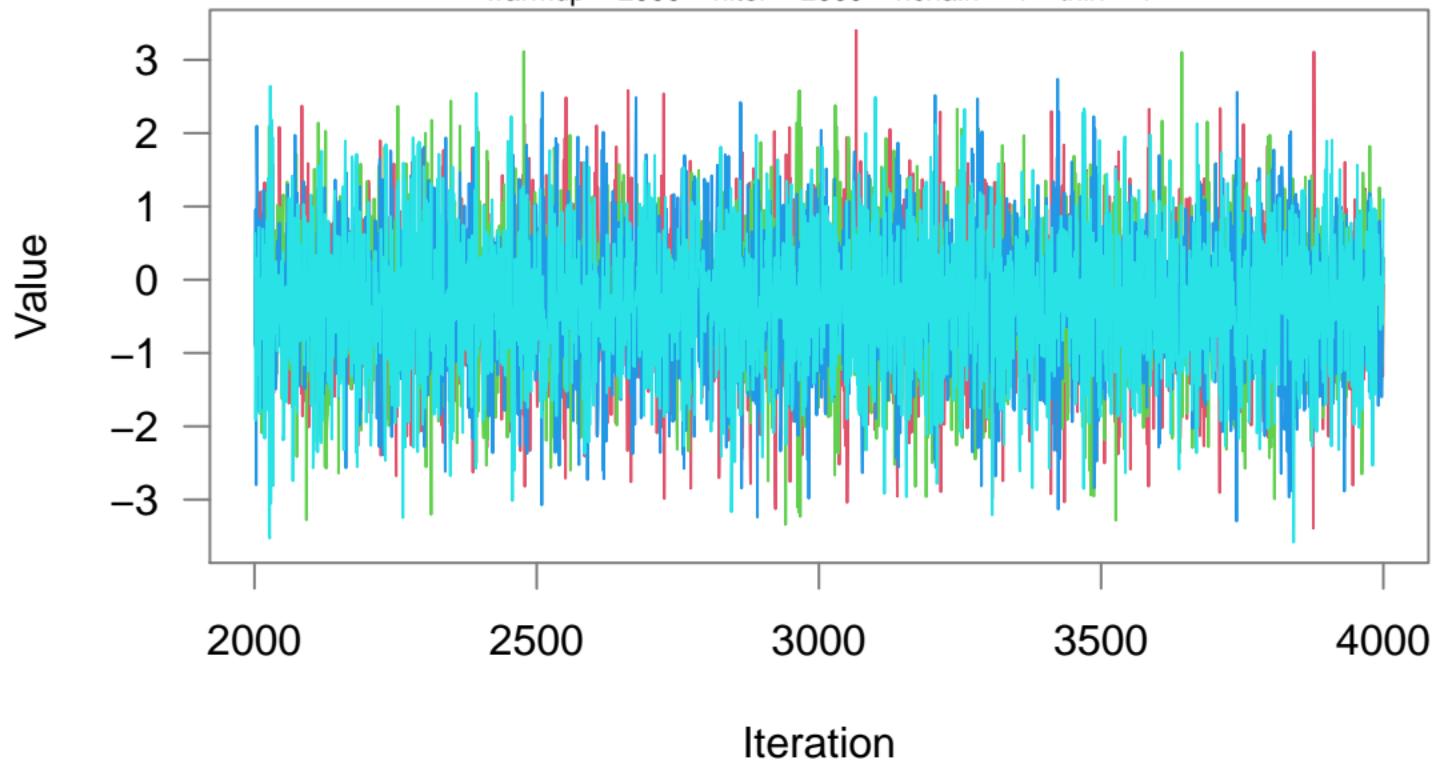
## **z\_2[1,67]**

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



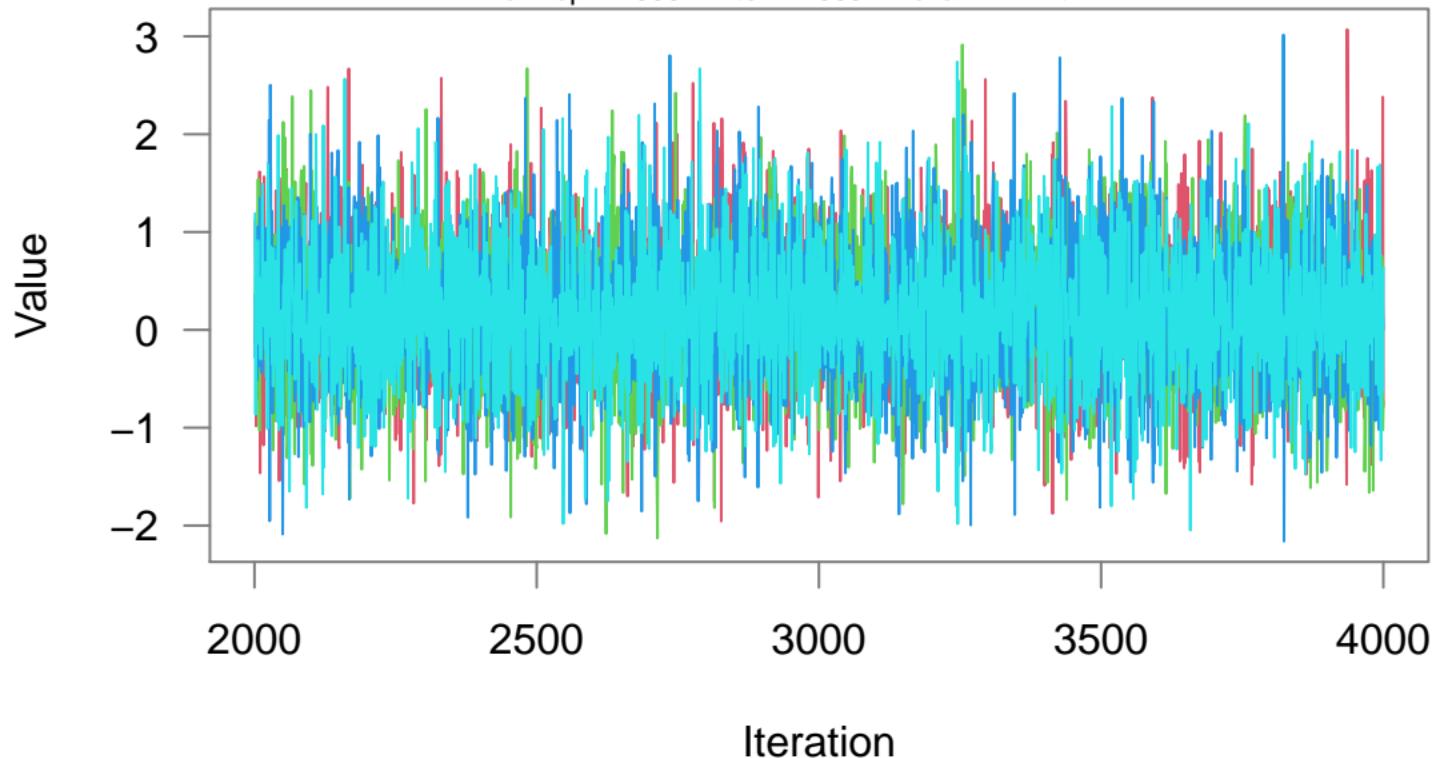
# **z\_2[1,68]**

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



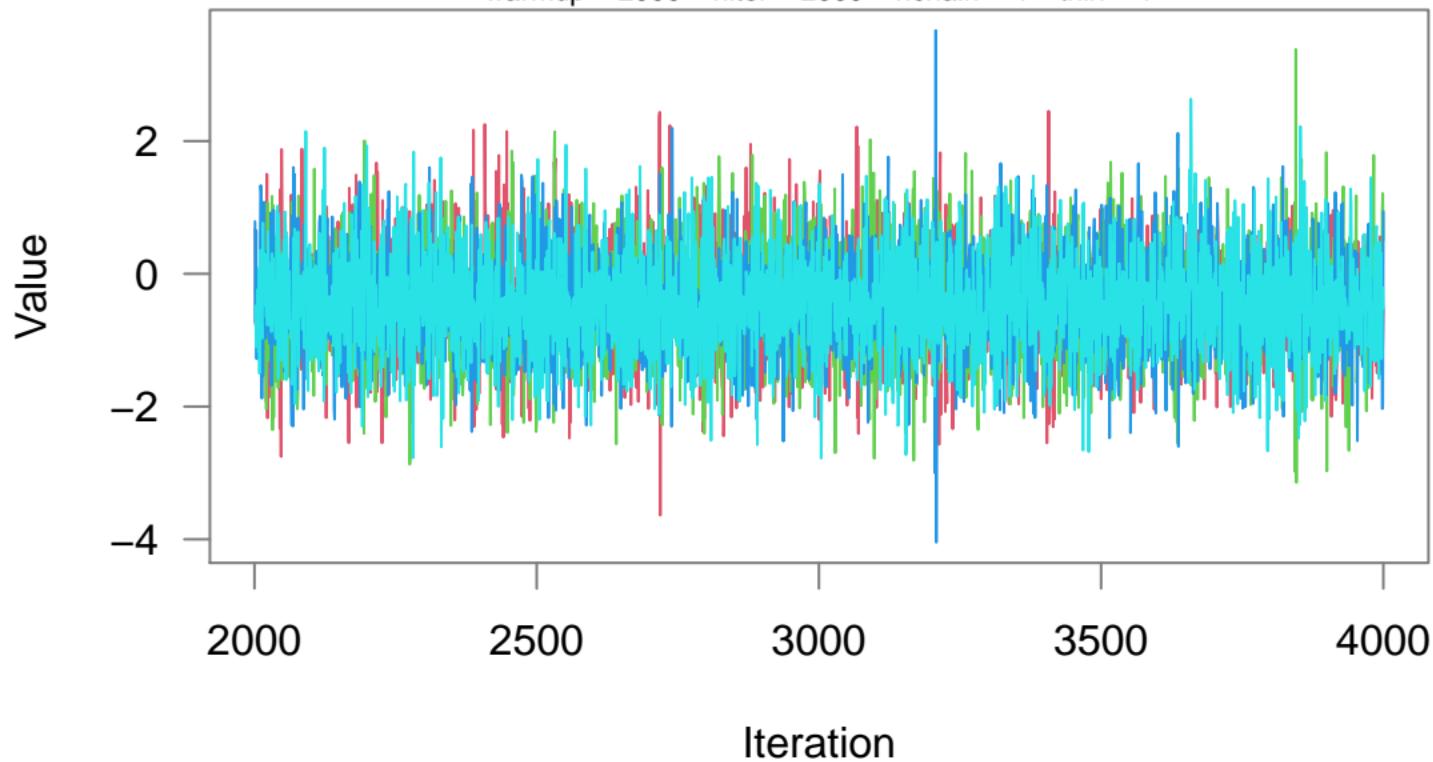
## **z\_2[1,69]**

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



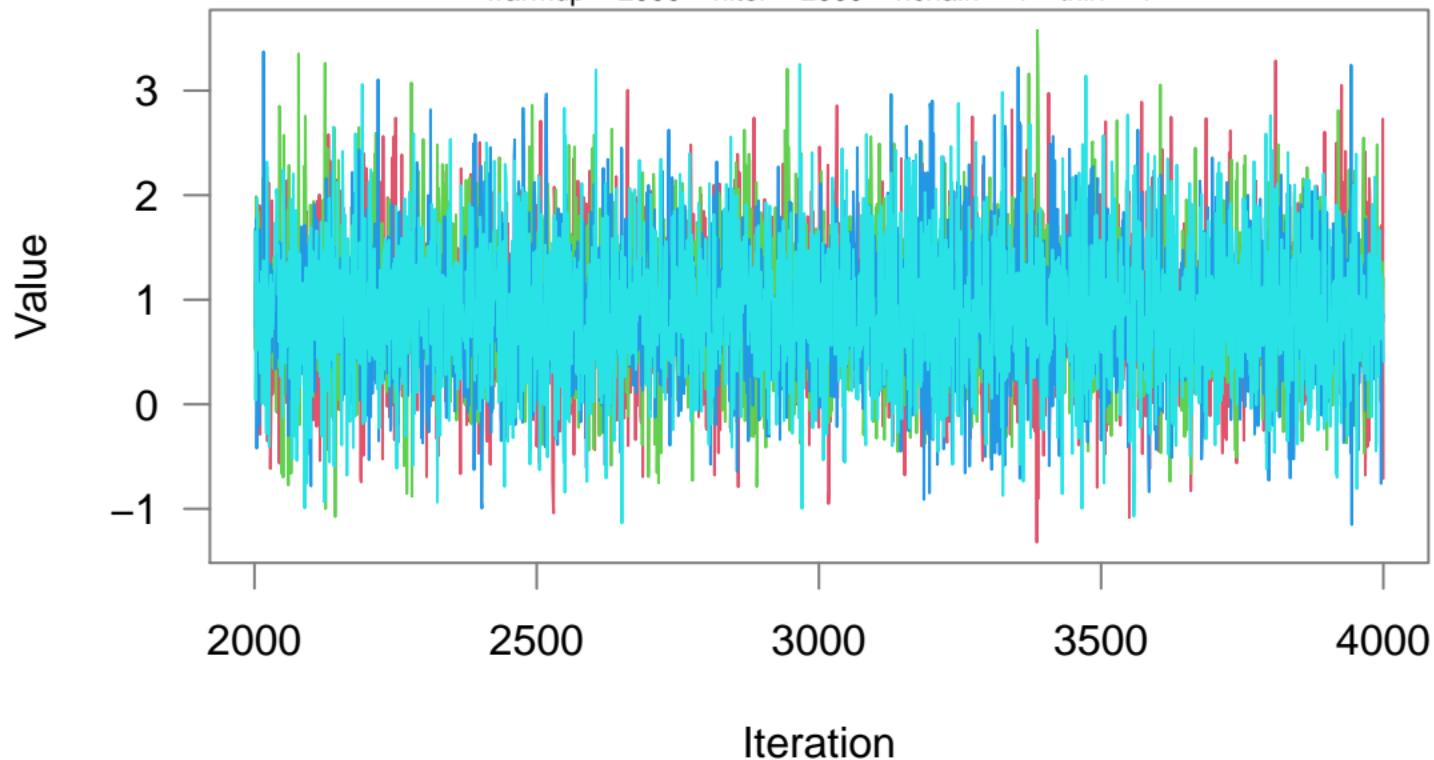
## **z\_2[1,70]**

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



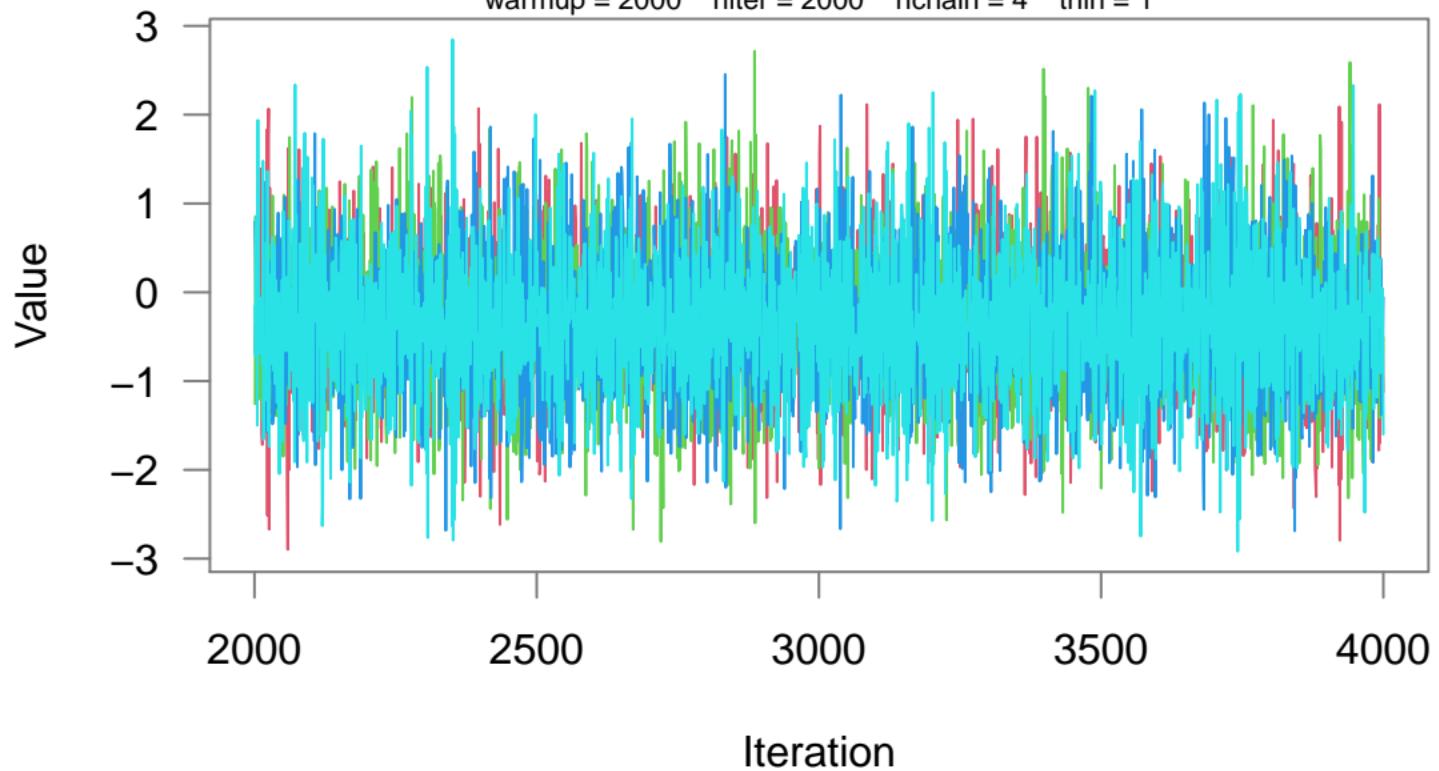
## **z\_2[1,71]**

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



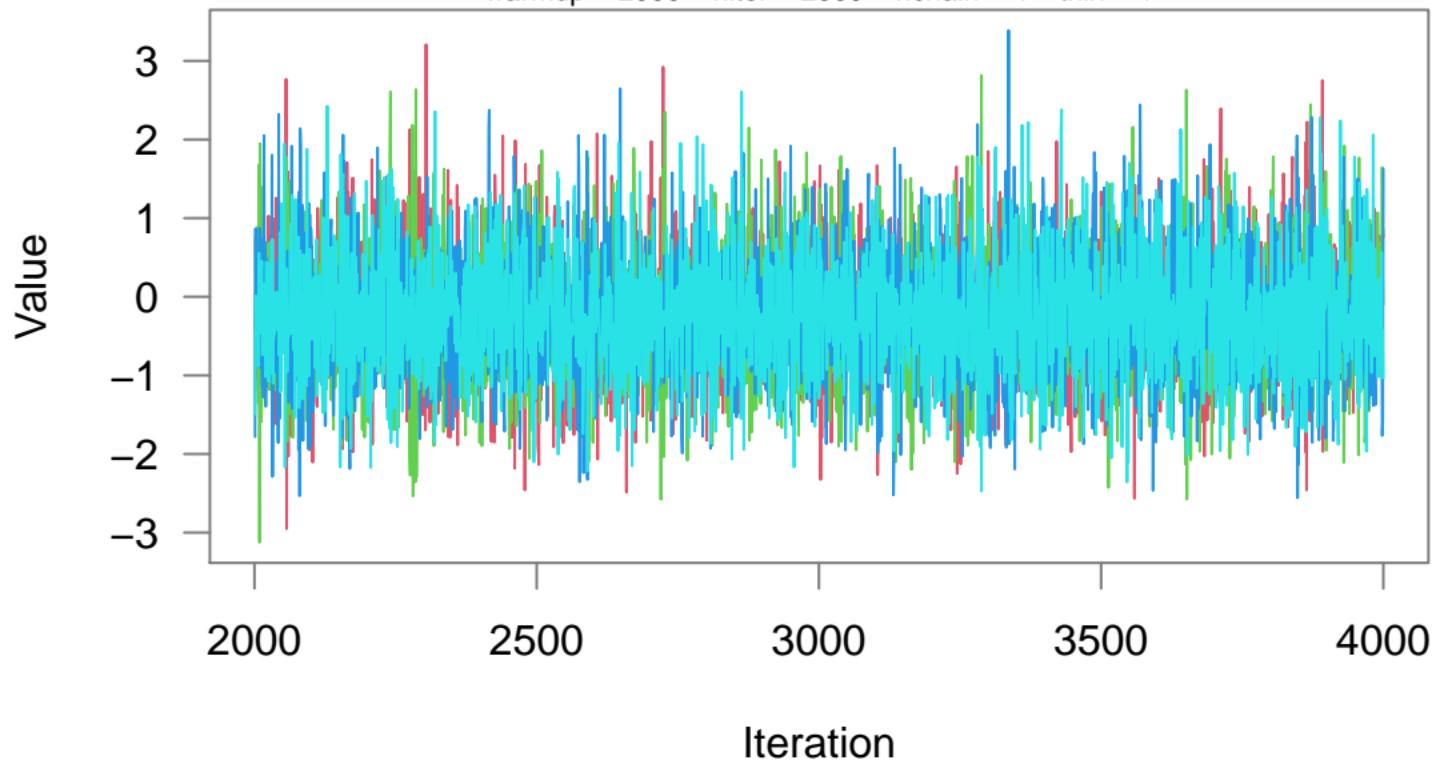
## **$z_2[1,72]$**

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



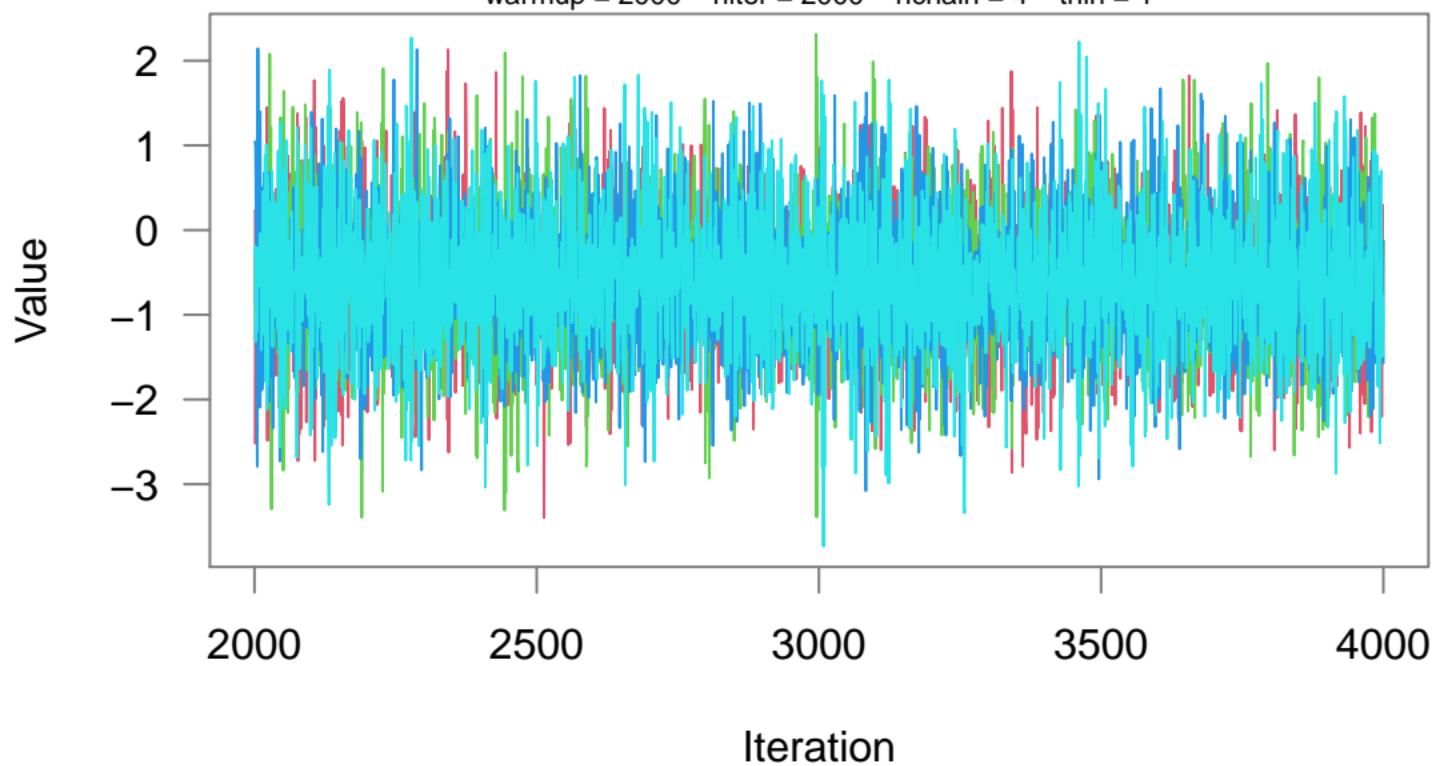
## **$z_2[1,73]$**

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



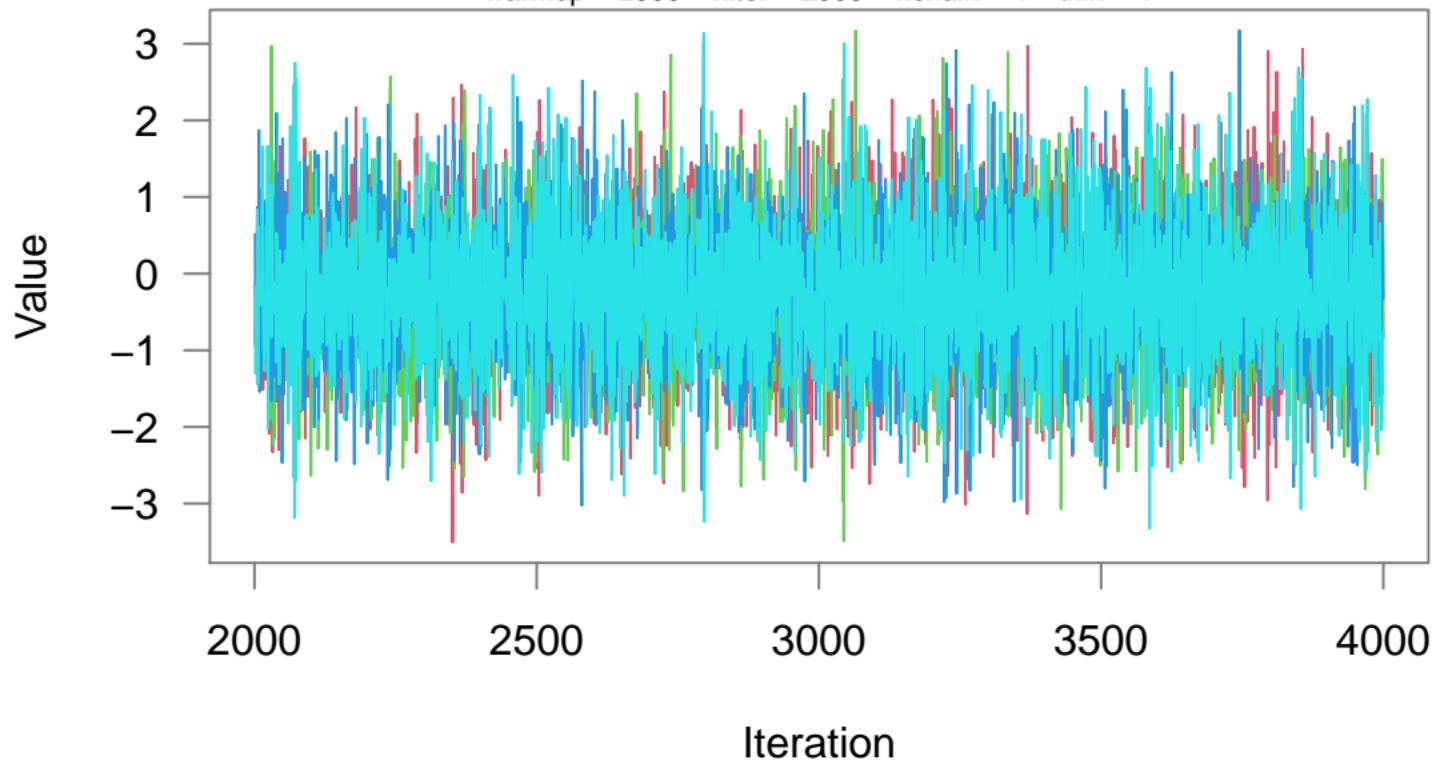
## **z\_2[1,74]**

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



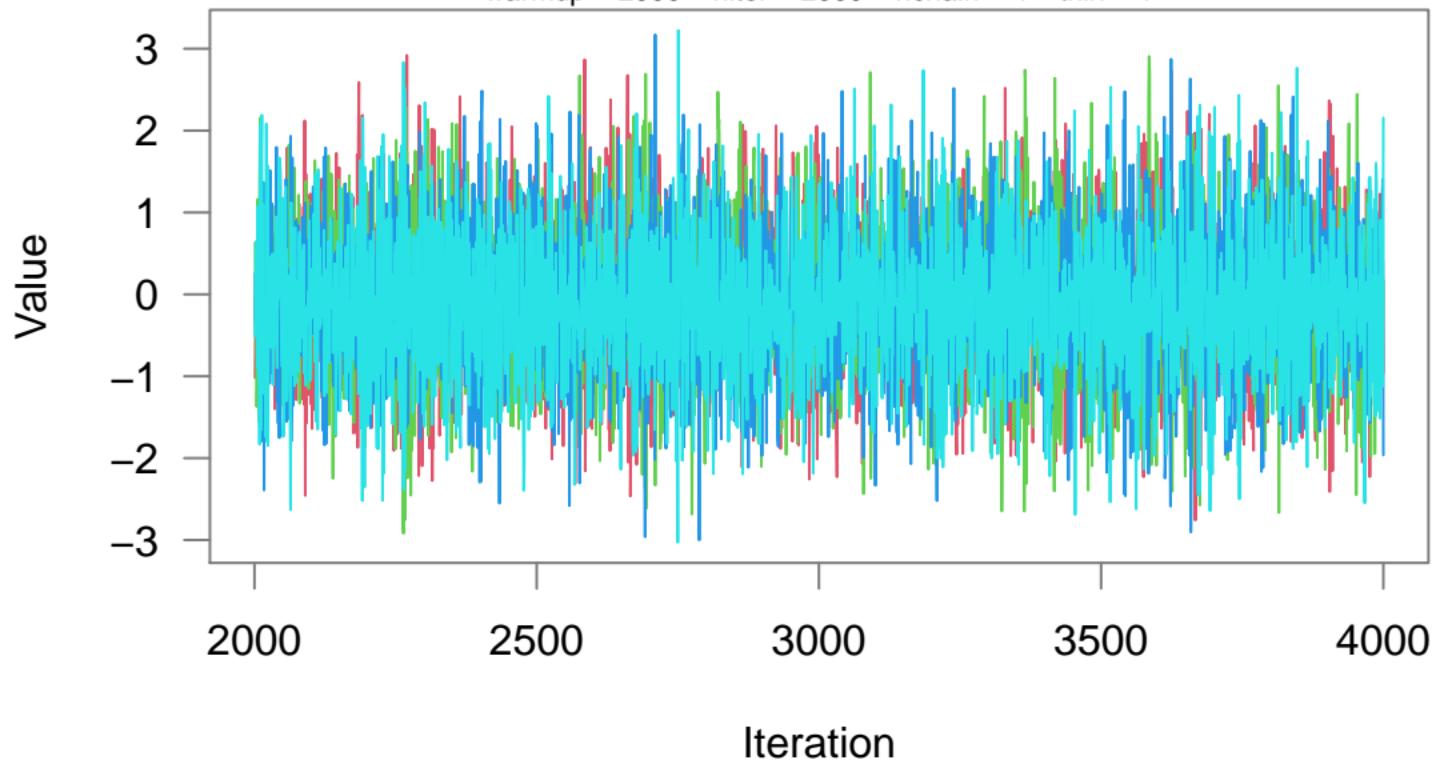
## **z\_2[1,75]**

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



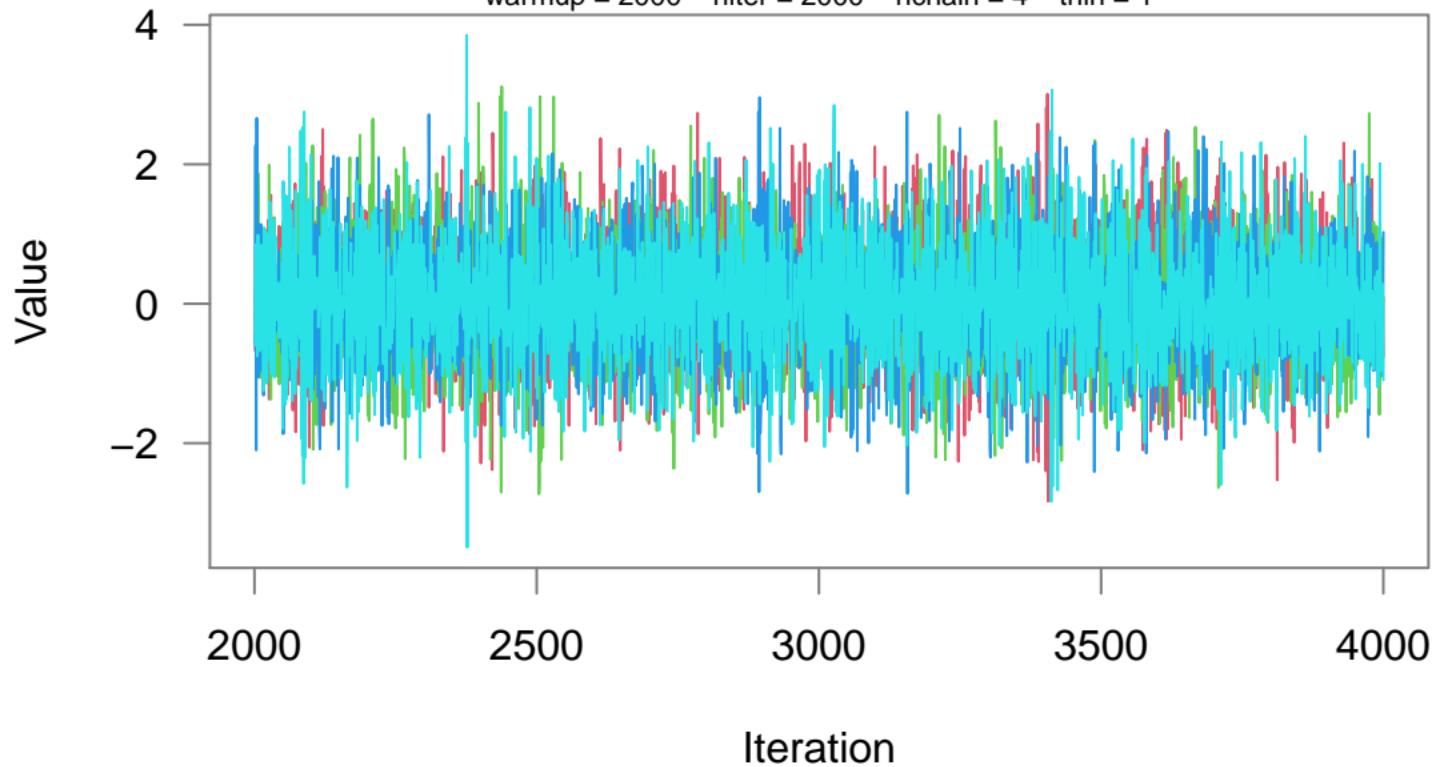
## **$z_2[1,76]$**

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



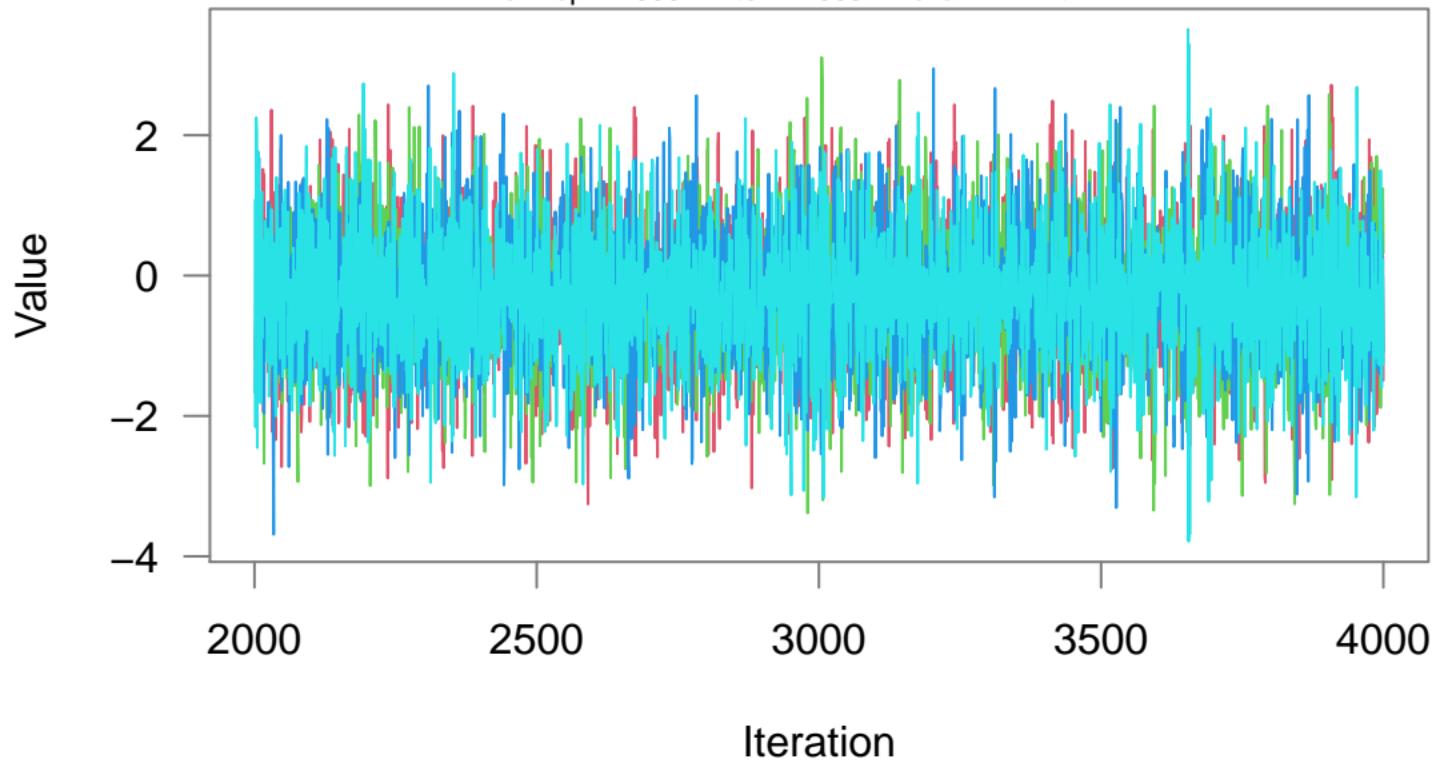
## **$z_2[1,77]$**

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



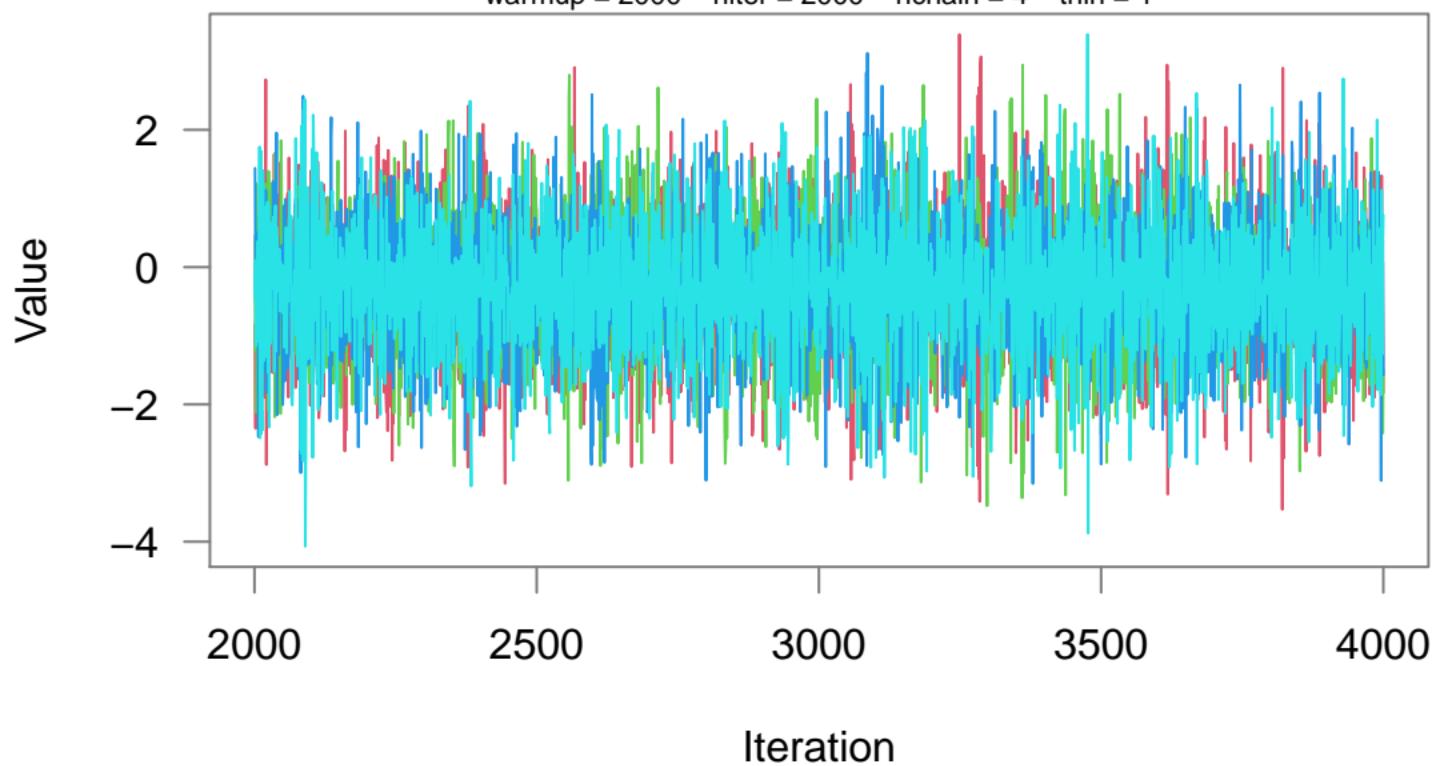
## **$z_2[1,78]$**

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



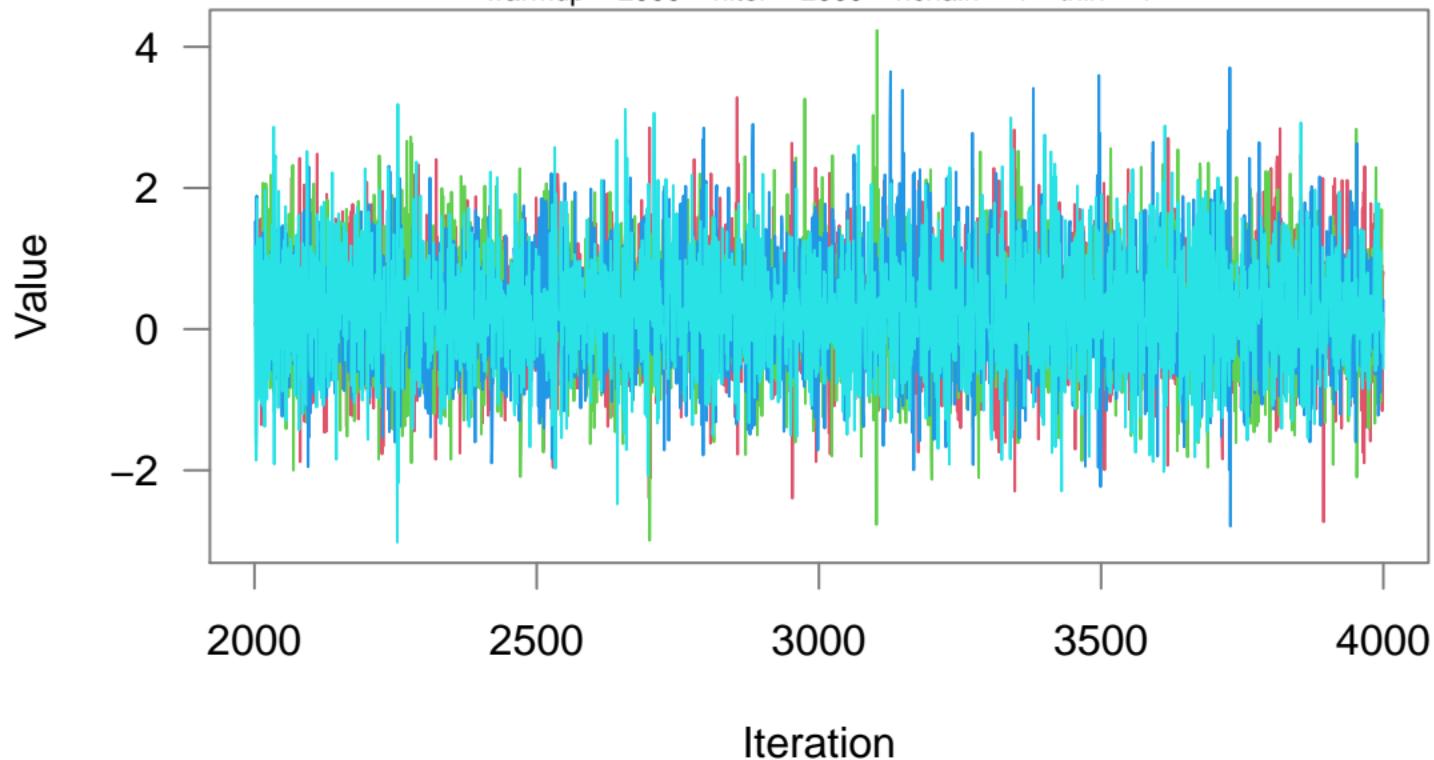
# **$z_2[1,79]$**

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



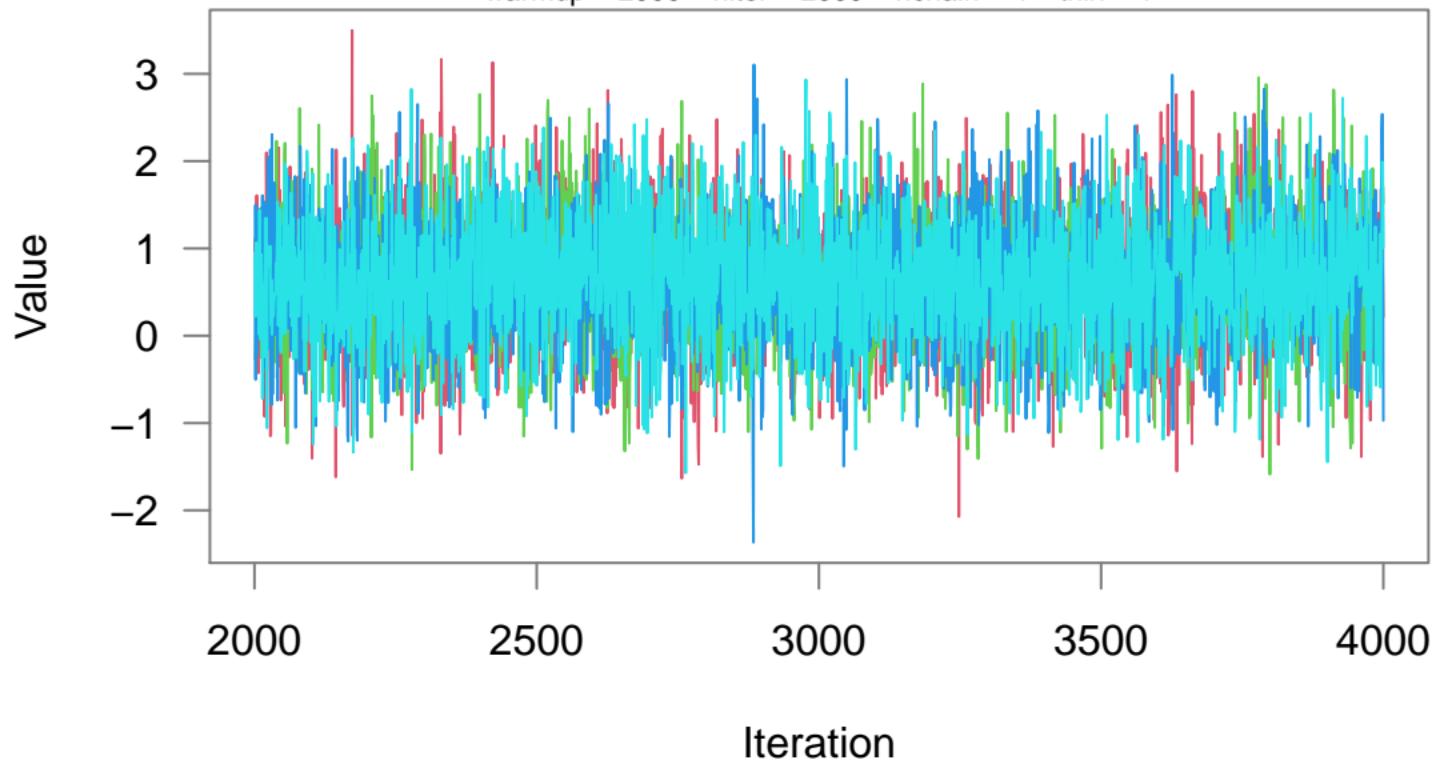
## **z\_2[1,80]**

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



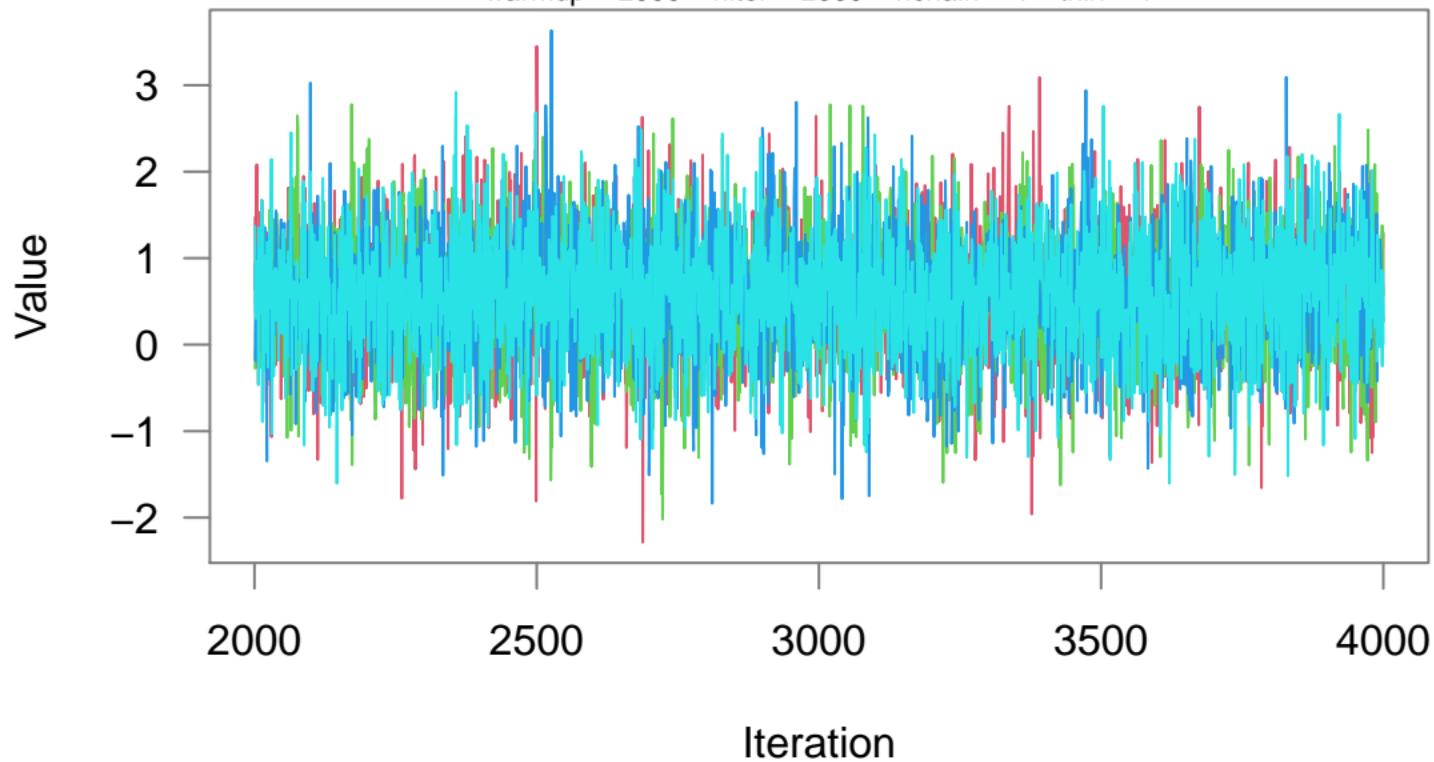
## **z\_2[1,81]**

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



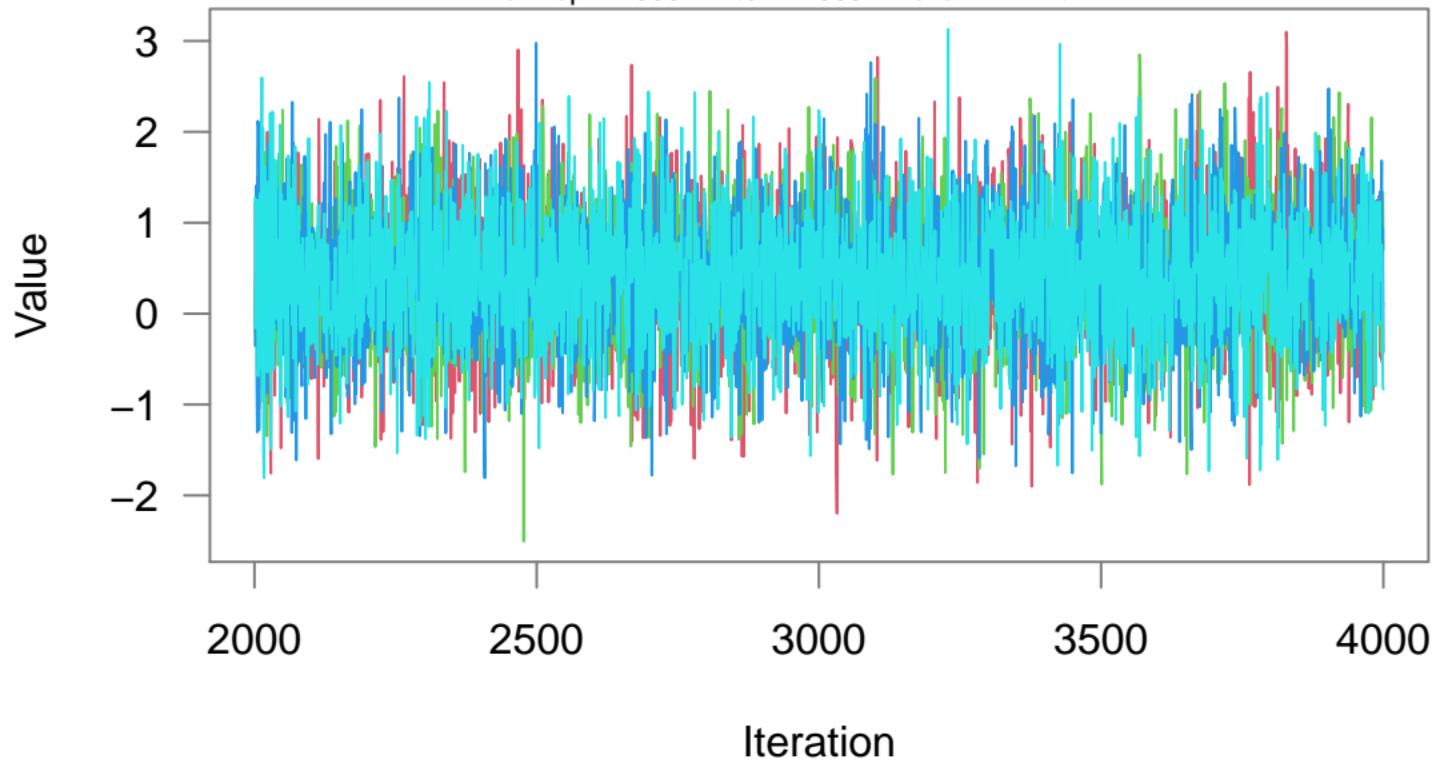
## **z\_2[1,82]**

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



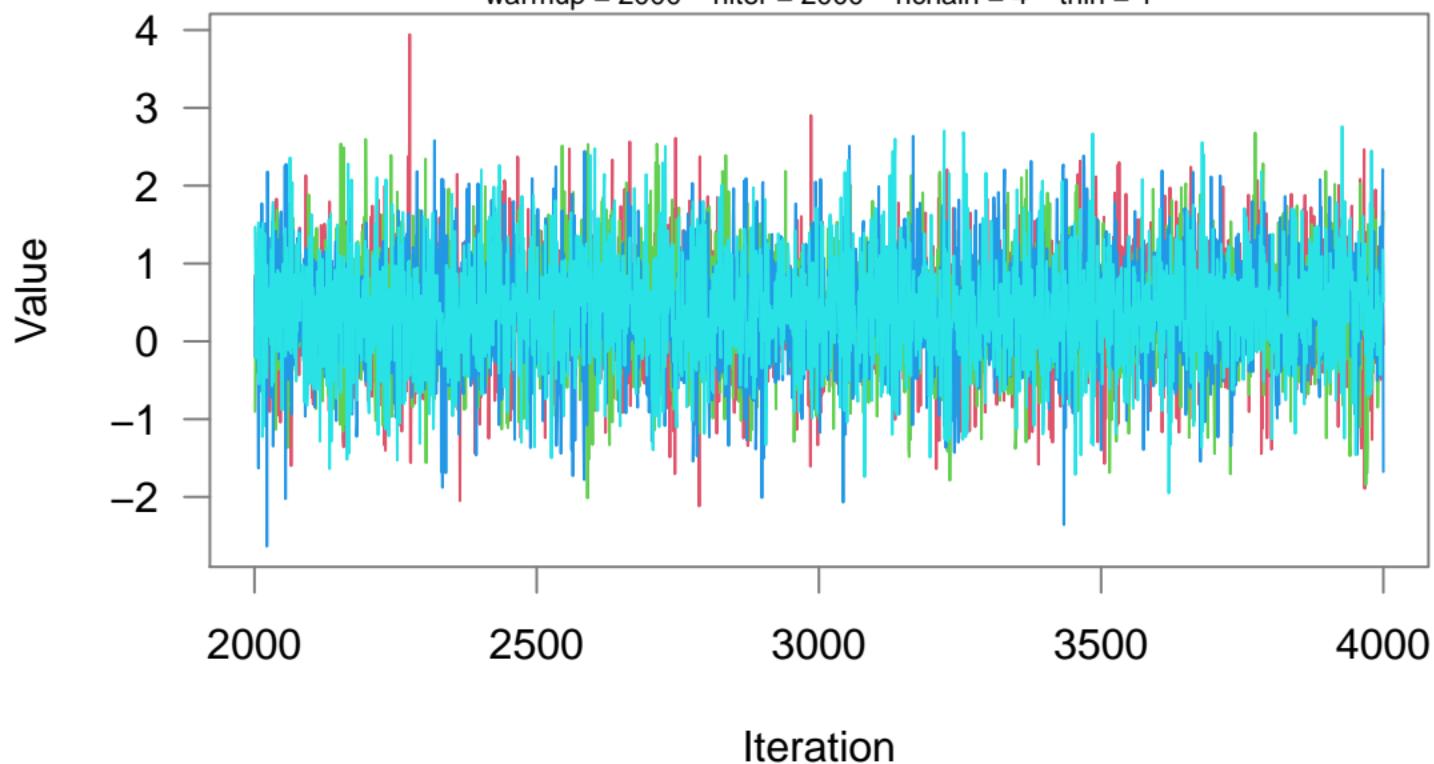
## **z\_2[1,83]**

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



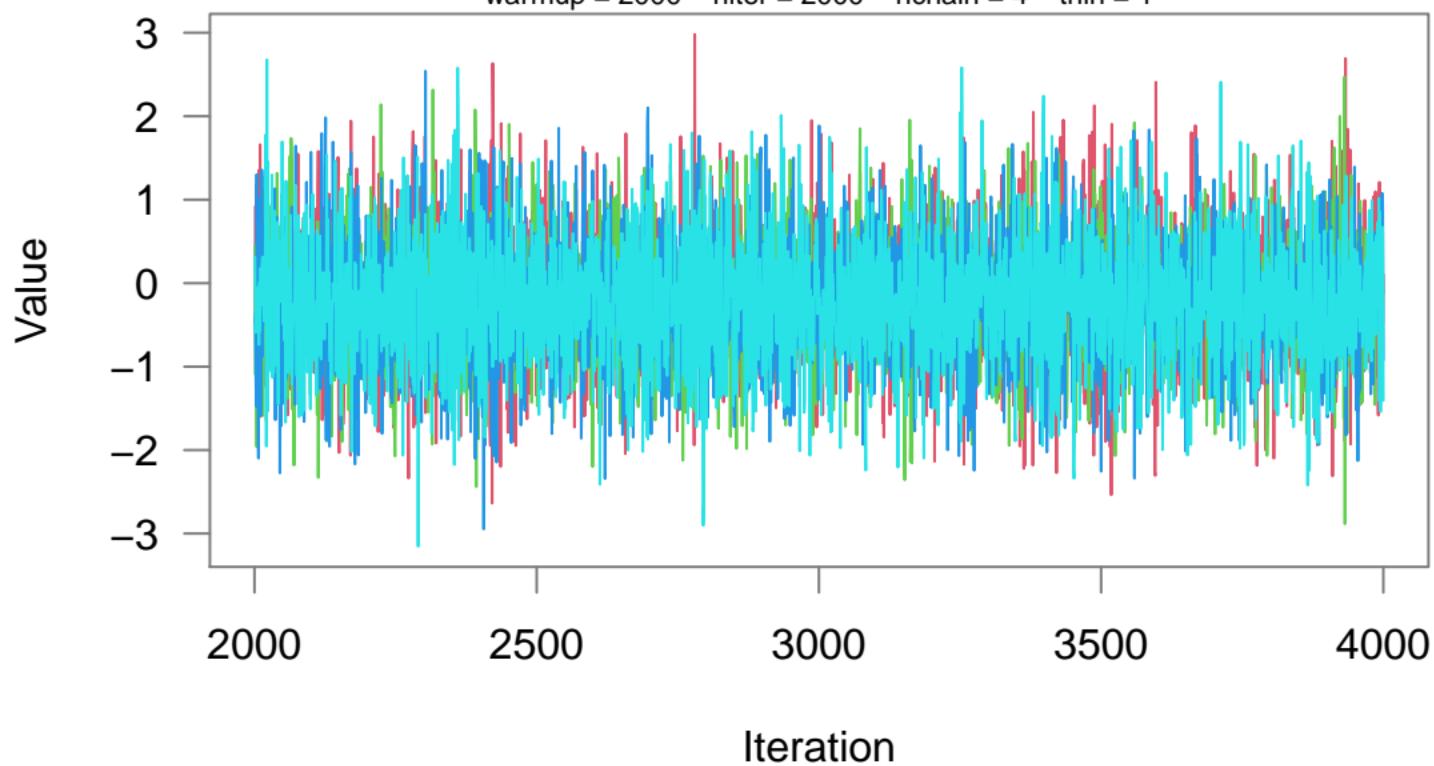
## **z\_2[1,84]**

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



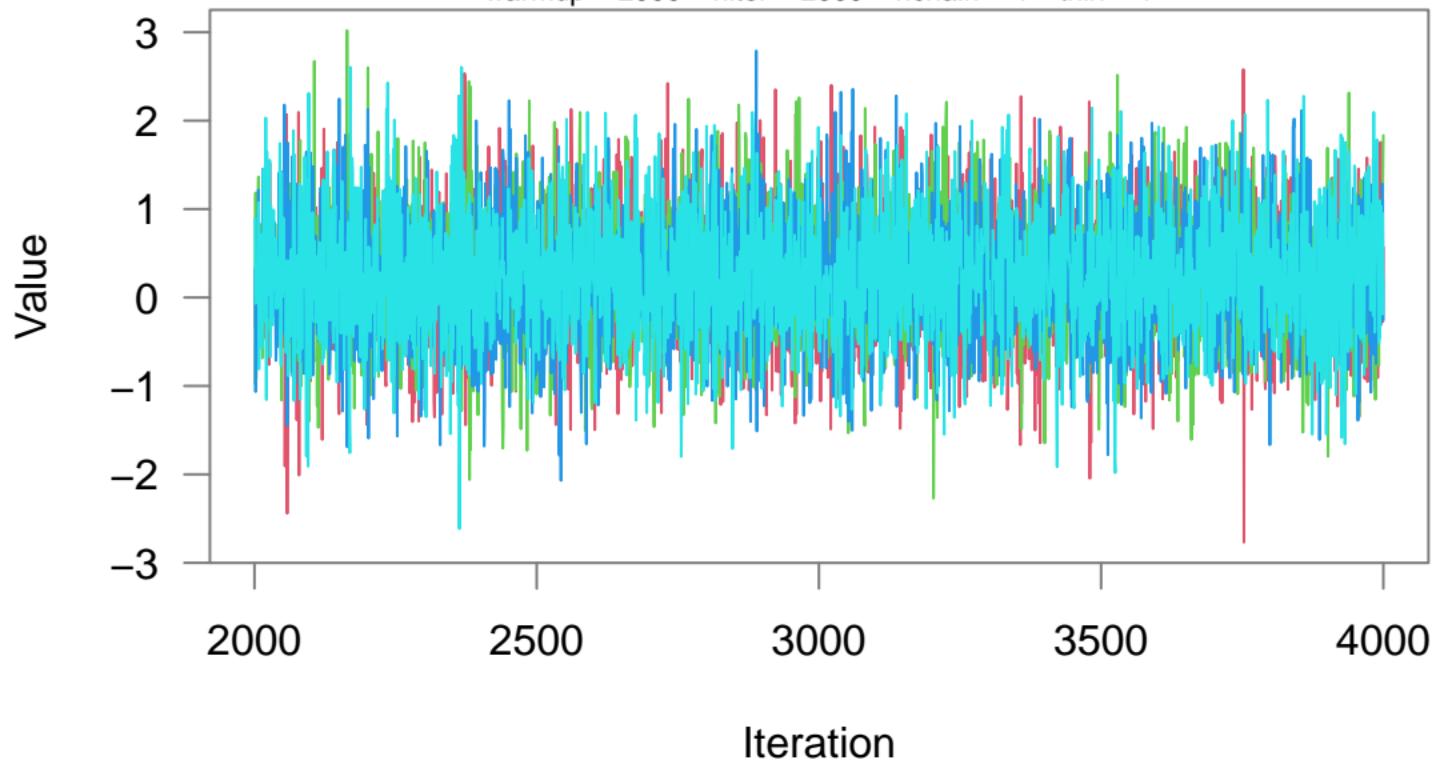
## **z\_2[1,85]**

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



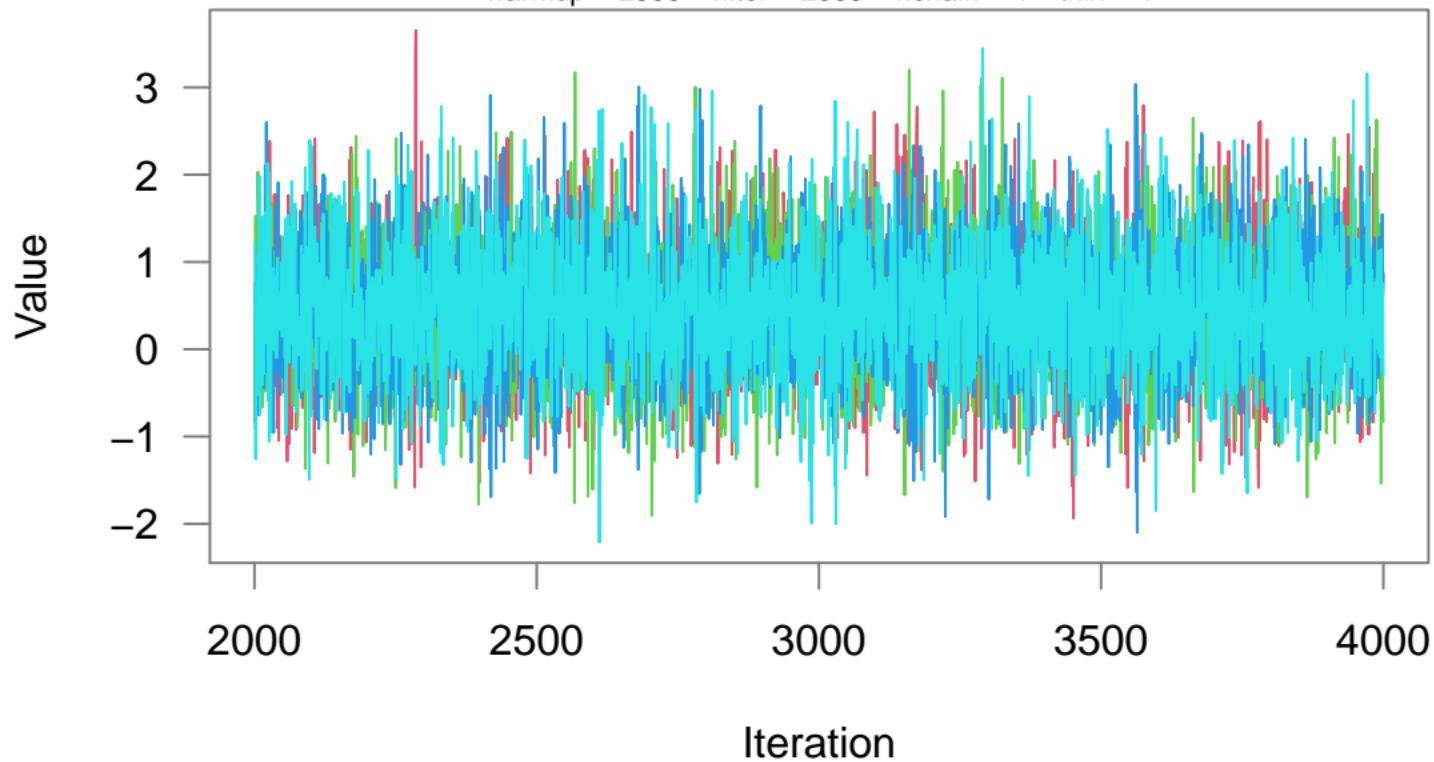
## **z\_2[1,86]**

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



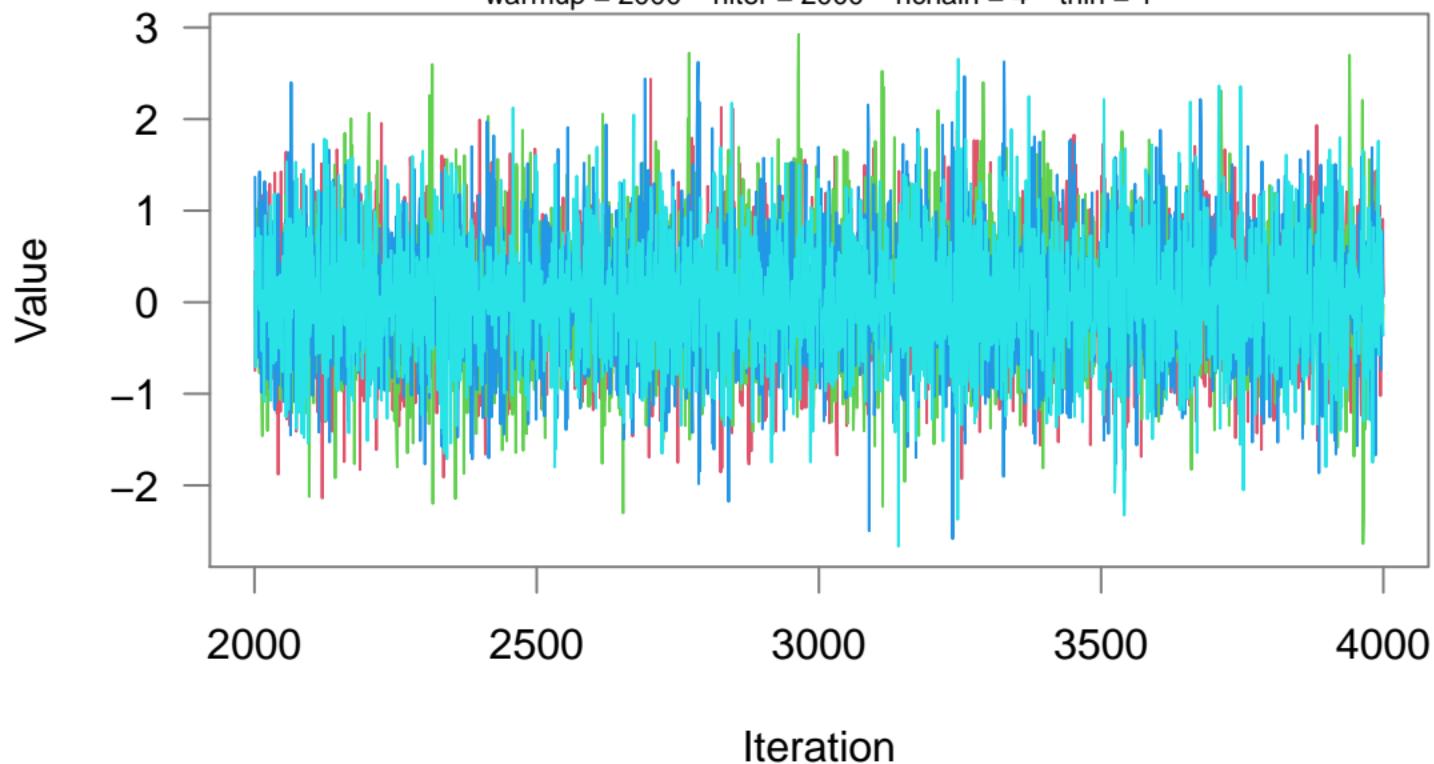
## **$z_2[1,87]$**

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



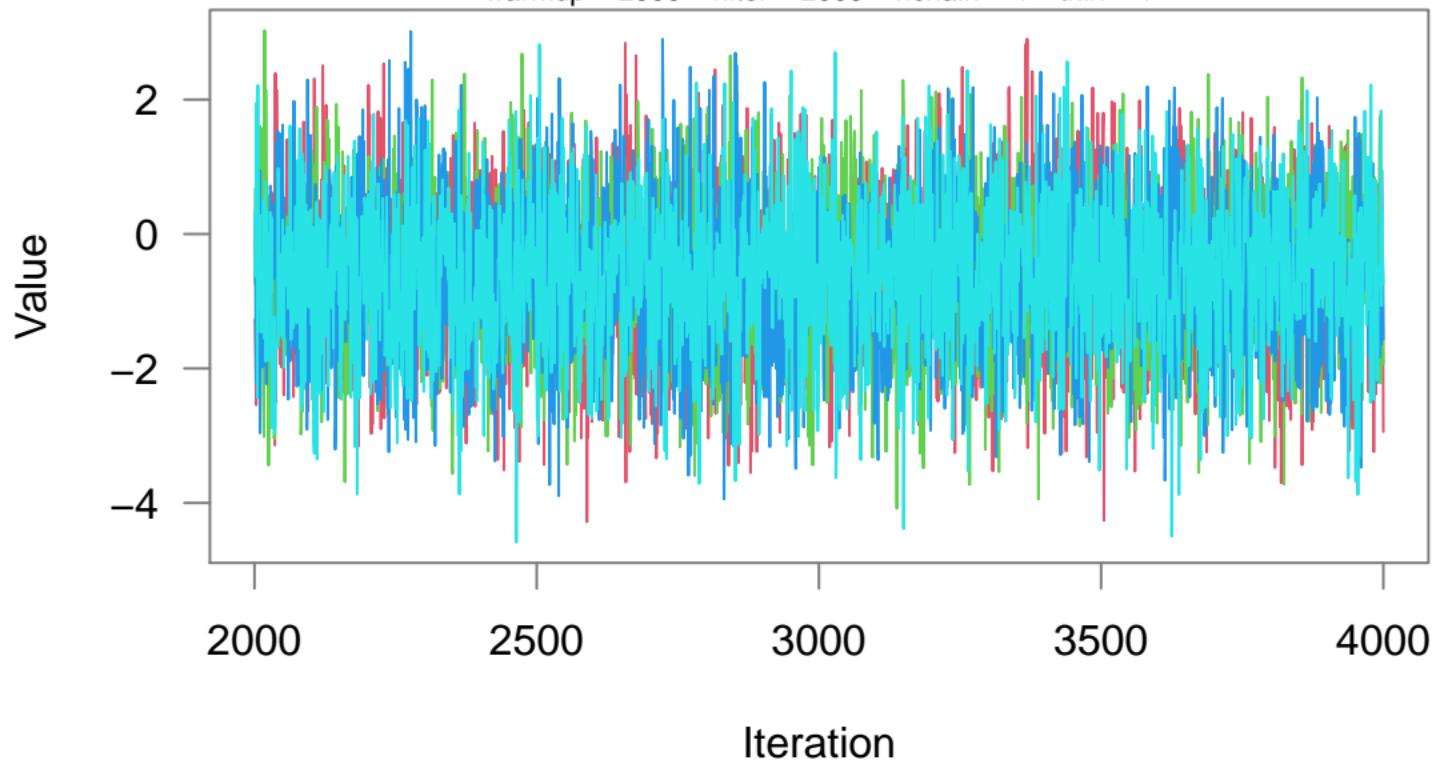
## **z\_2[1,88]**

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



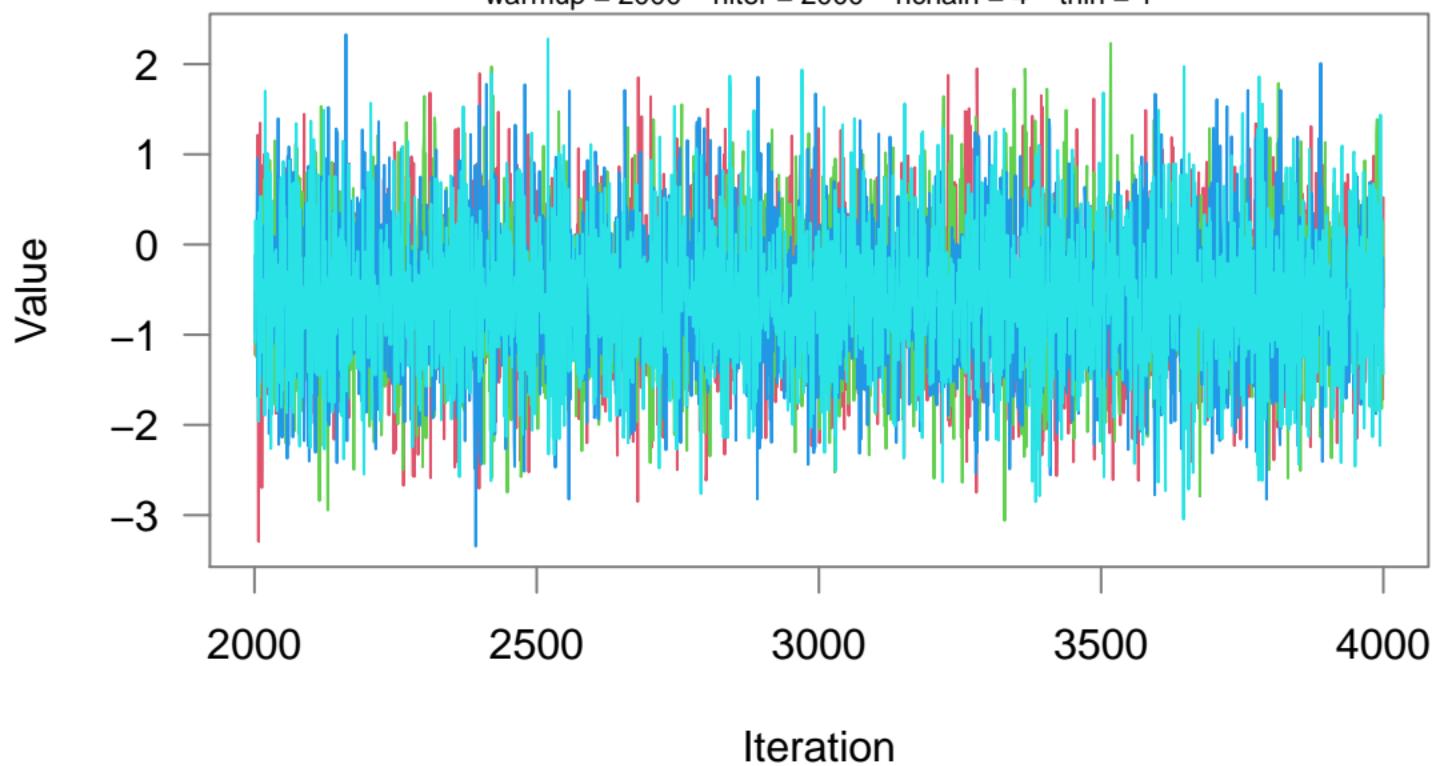
## **z\_2[1,89]**

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



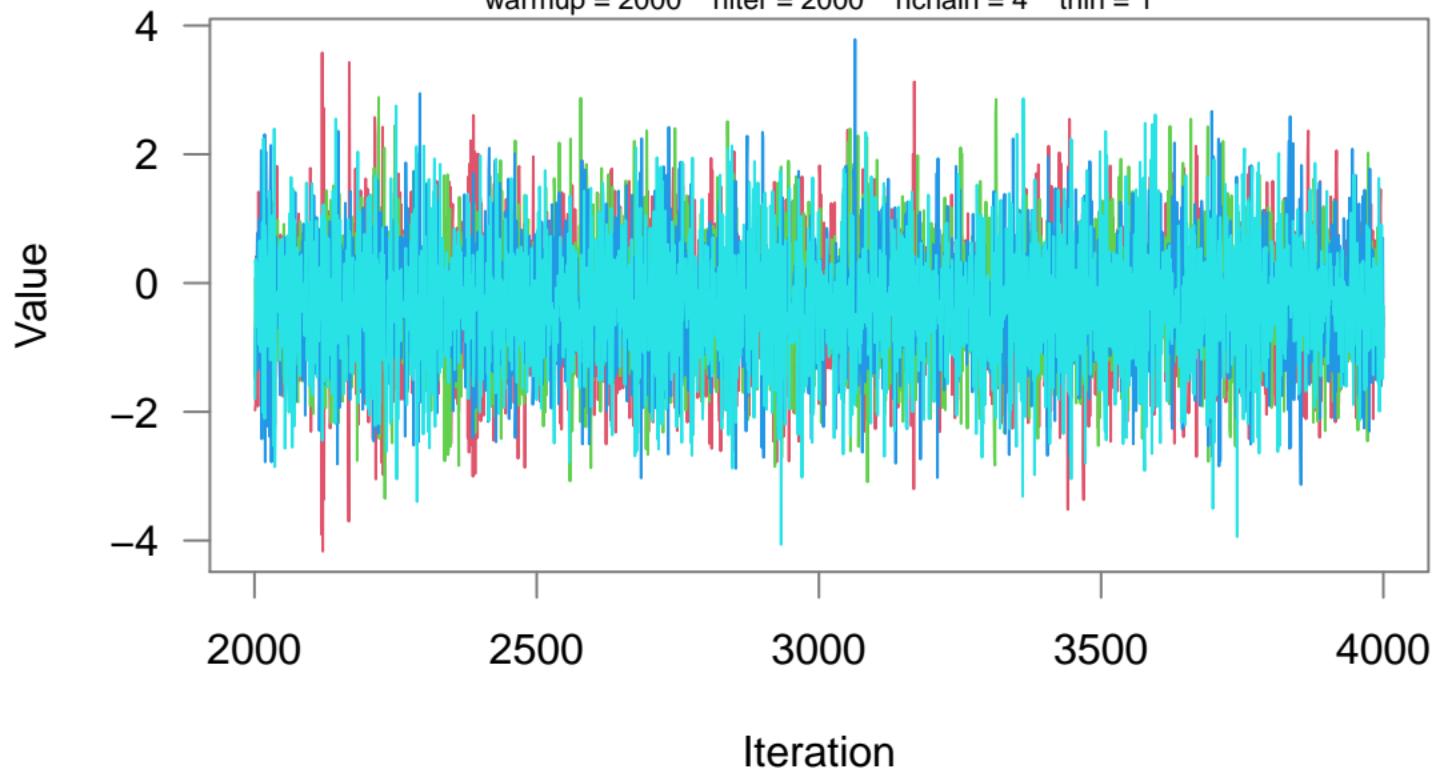
## **$z_2[1,90]$**

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



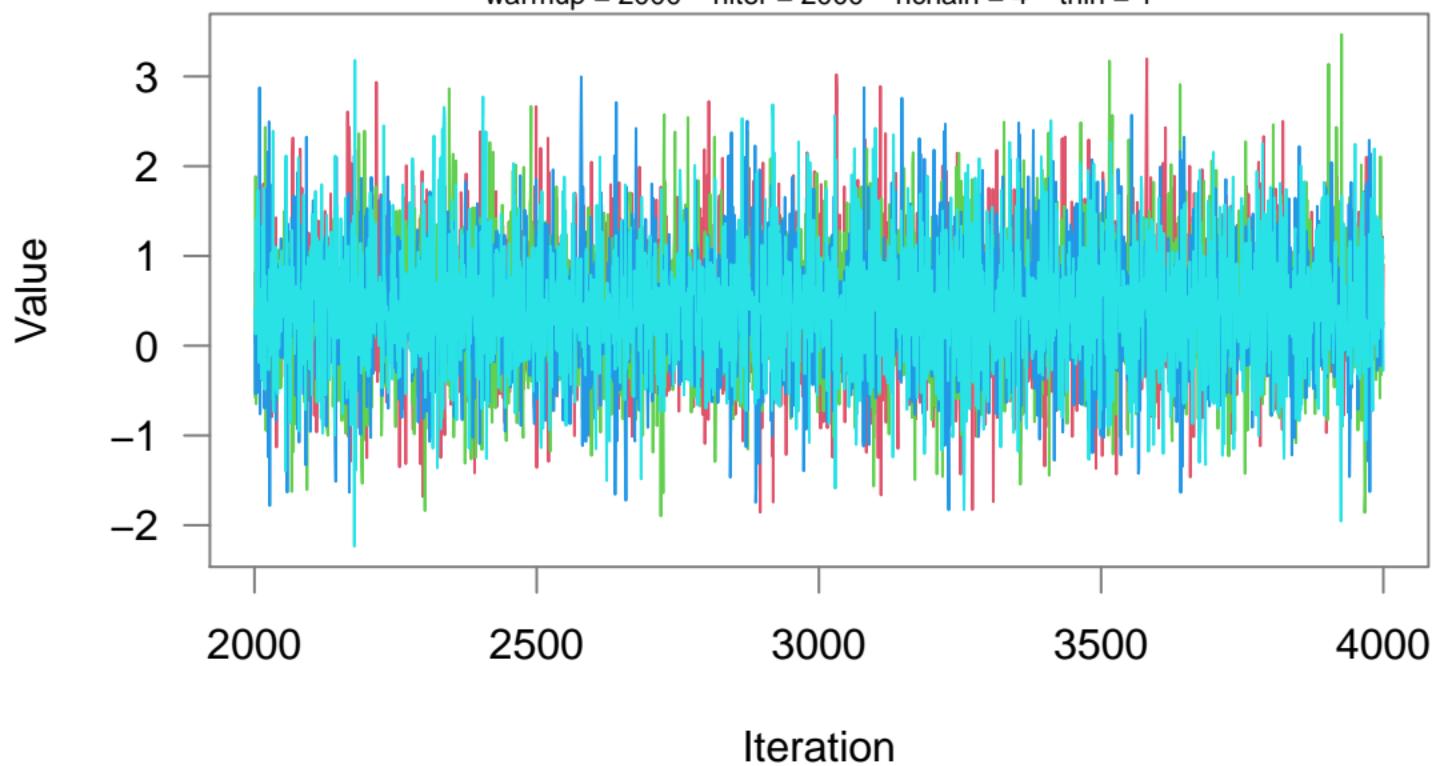
## **z\_2[1,91]**

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



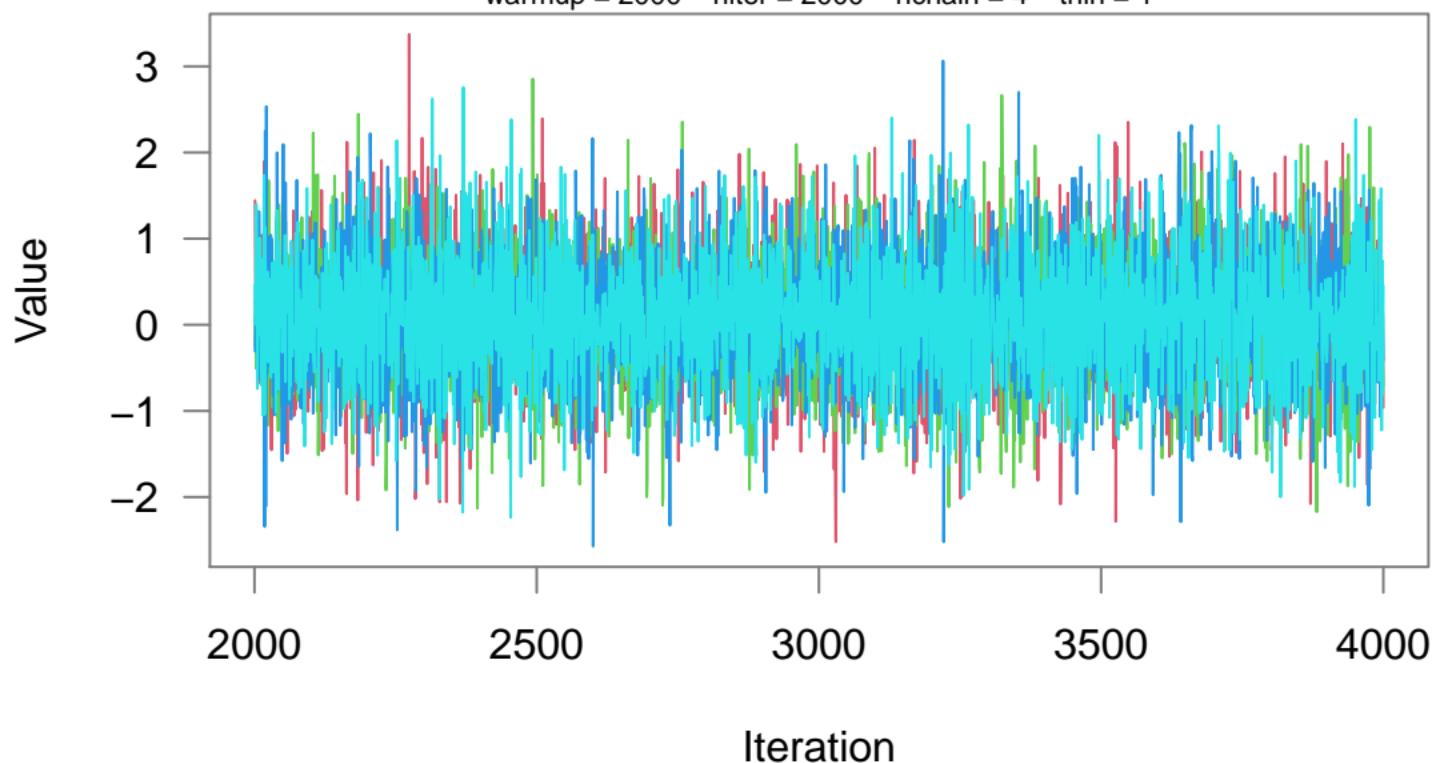
## **z\_2[1,92]**

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



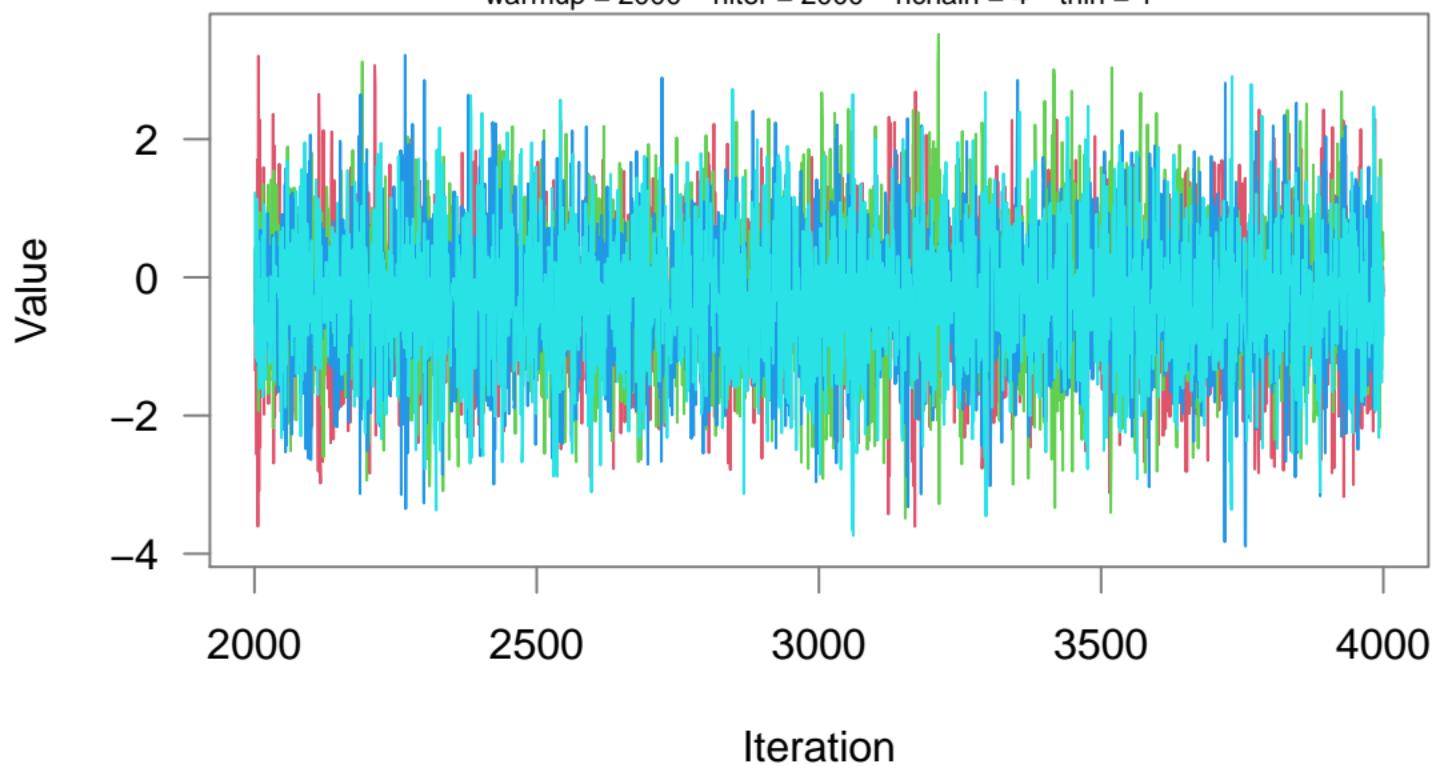
# **z\_2[1,93]**

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



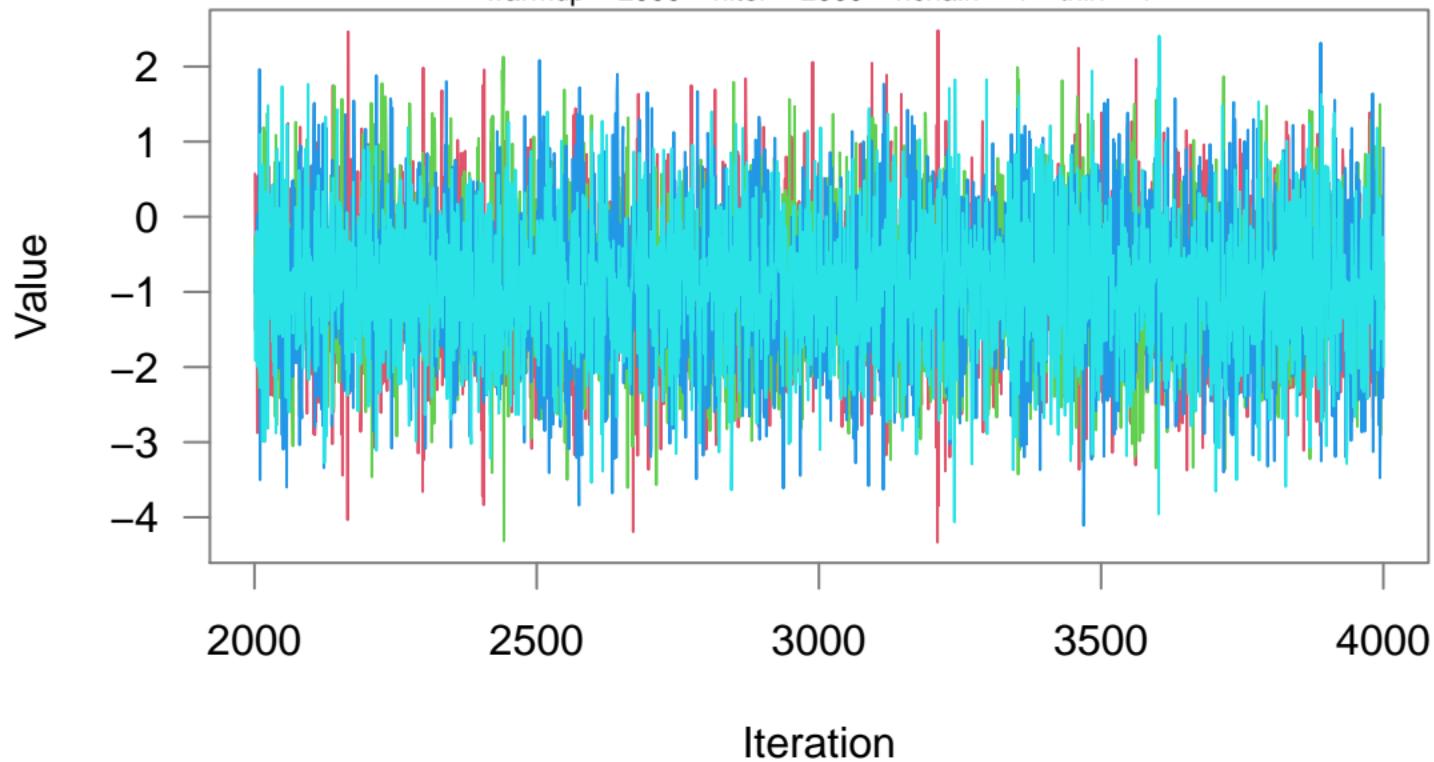
# **z\_2[1,94]**

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



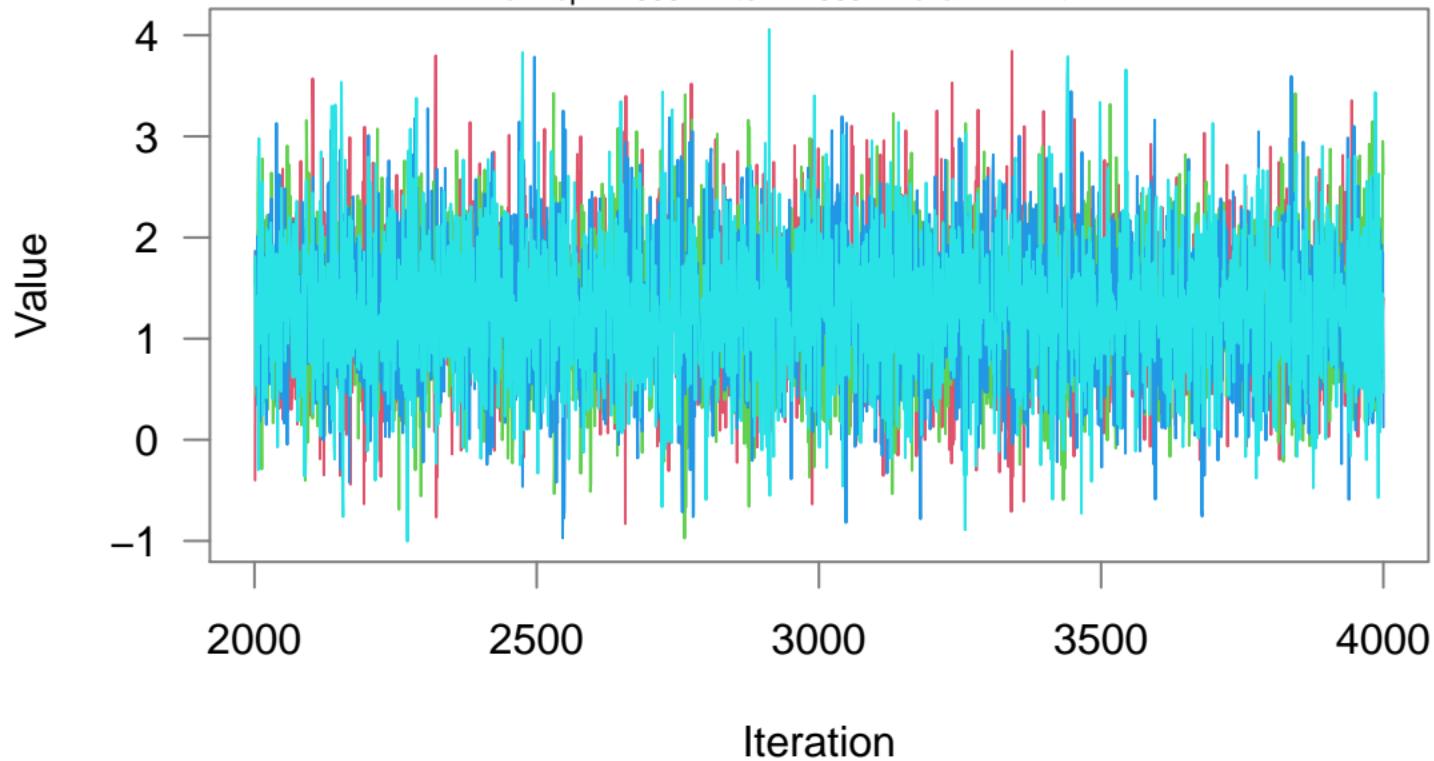
## **$z_2[1,95]$**

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



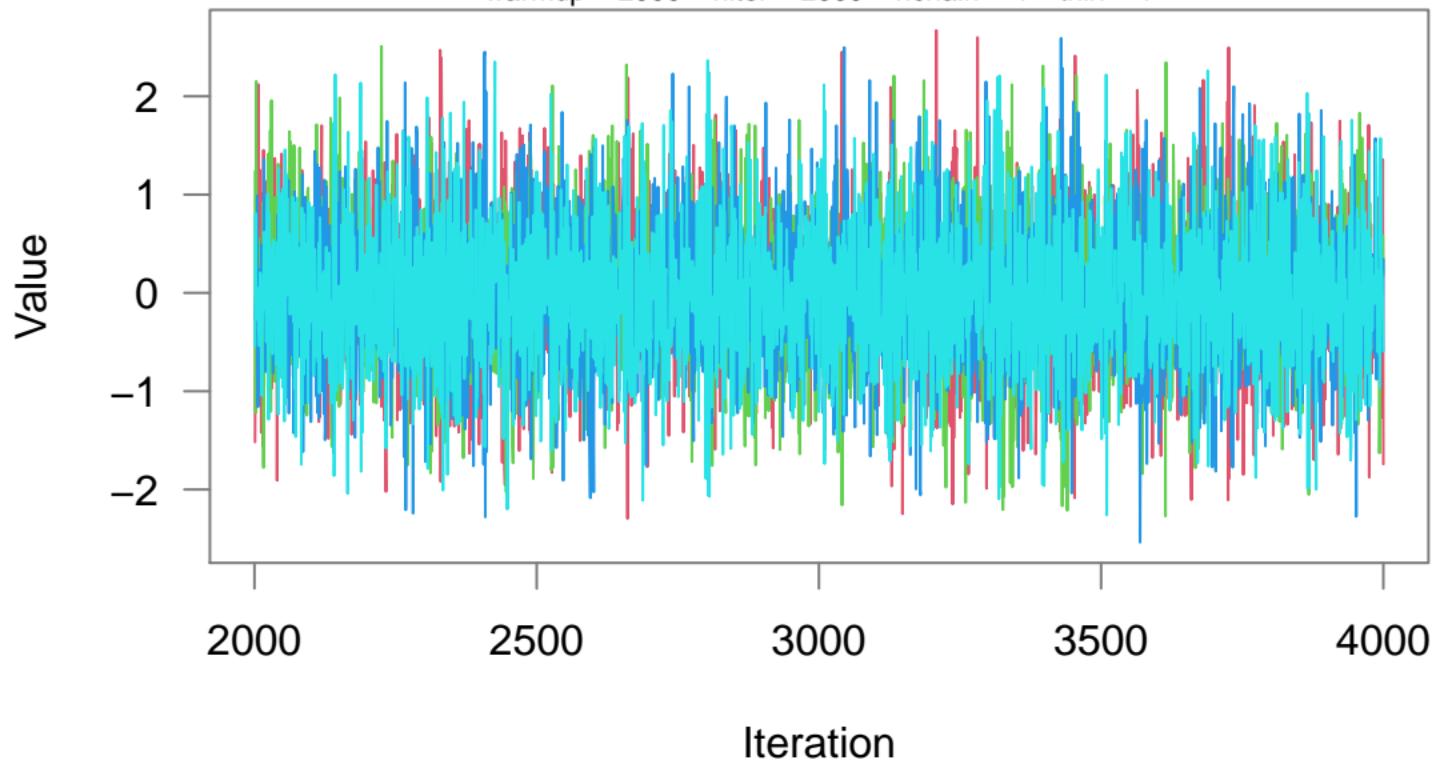
## **$z_2[1,96]$**

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



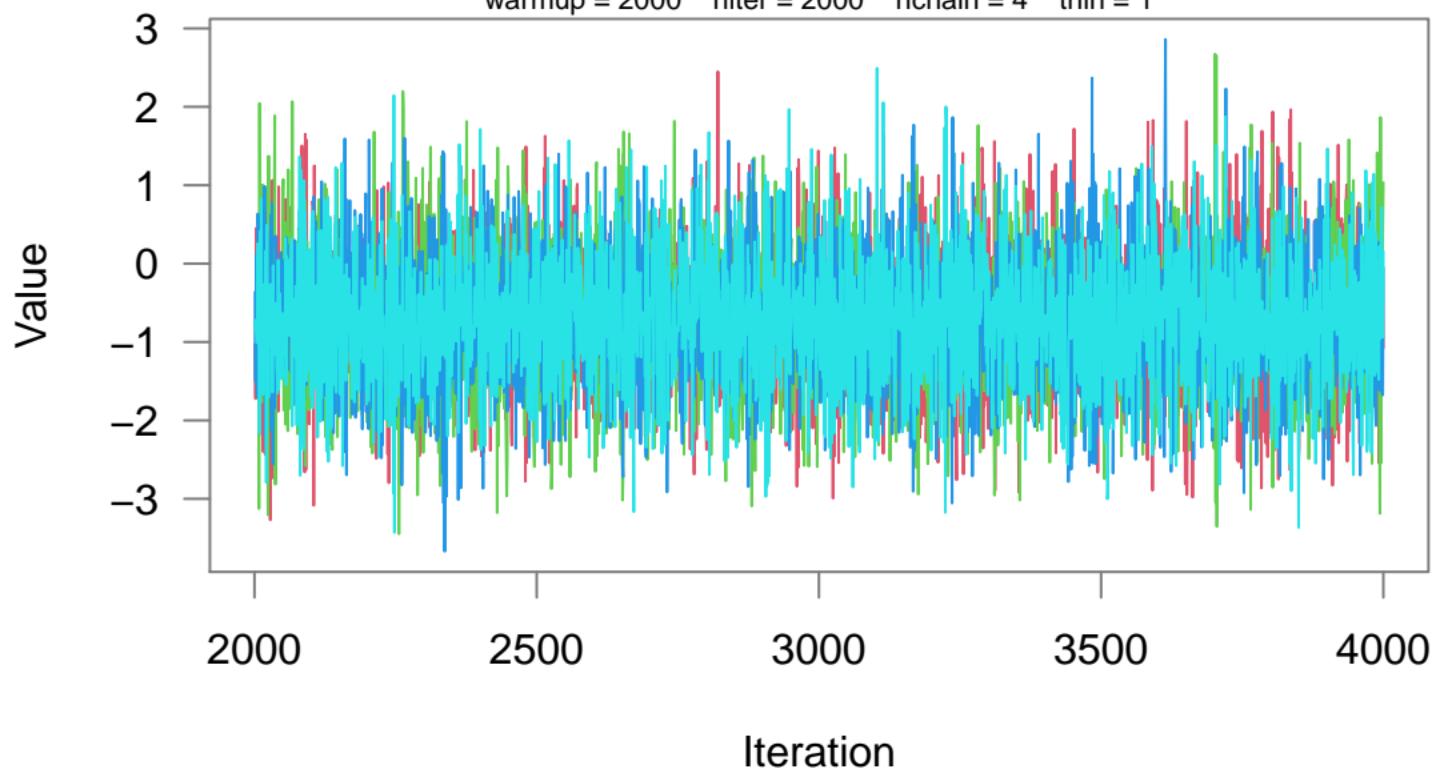
## **z\_2[1,97]**

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



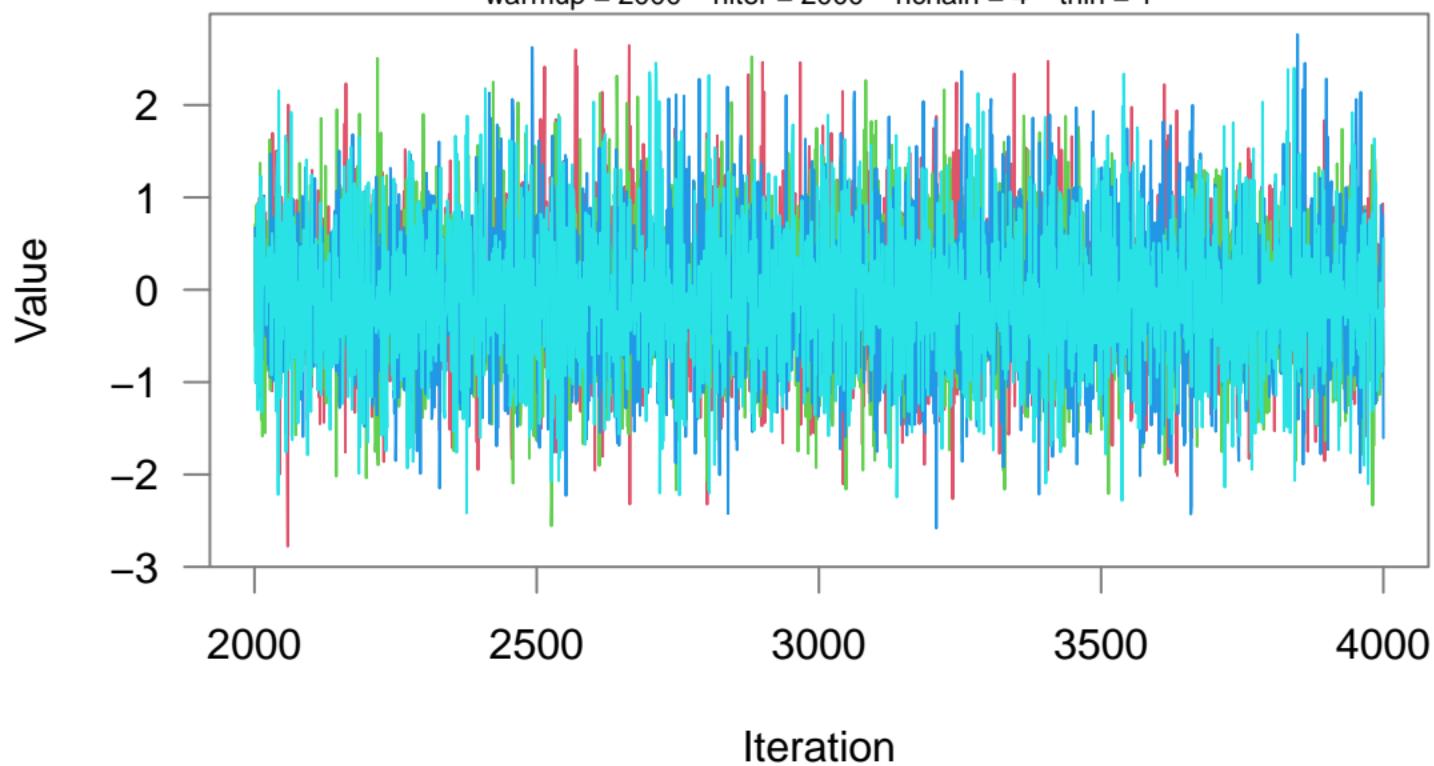
## **$z_2[1,98]$**

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



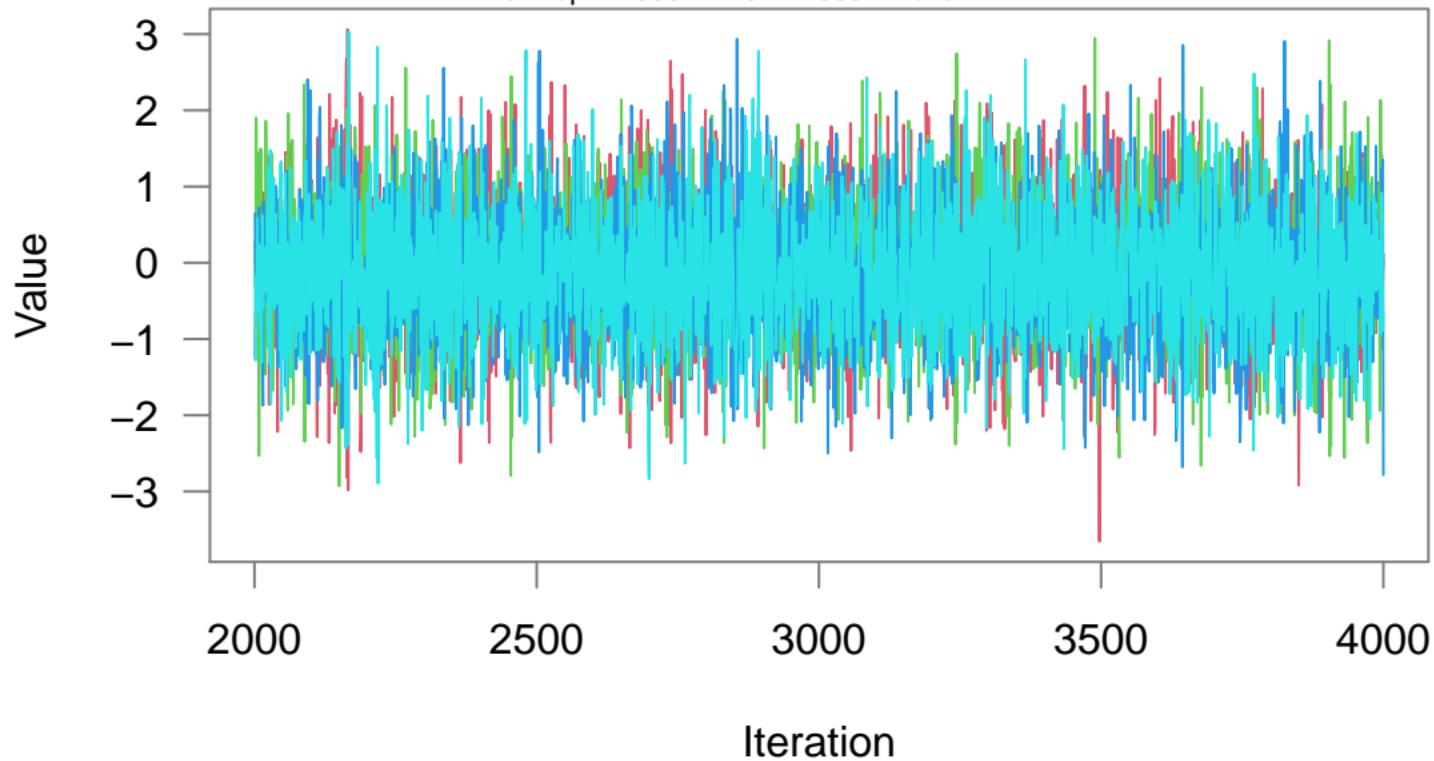
## **$z_2[1,99]$**

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



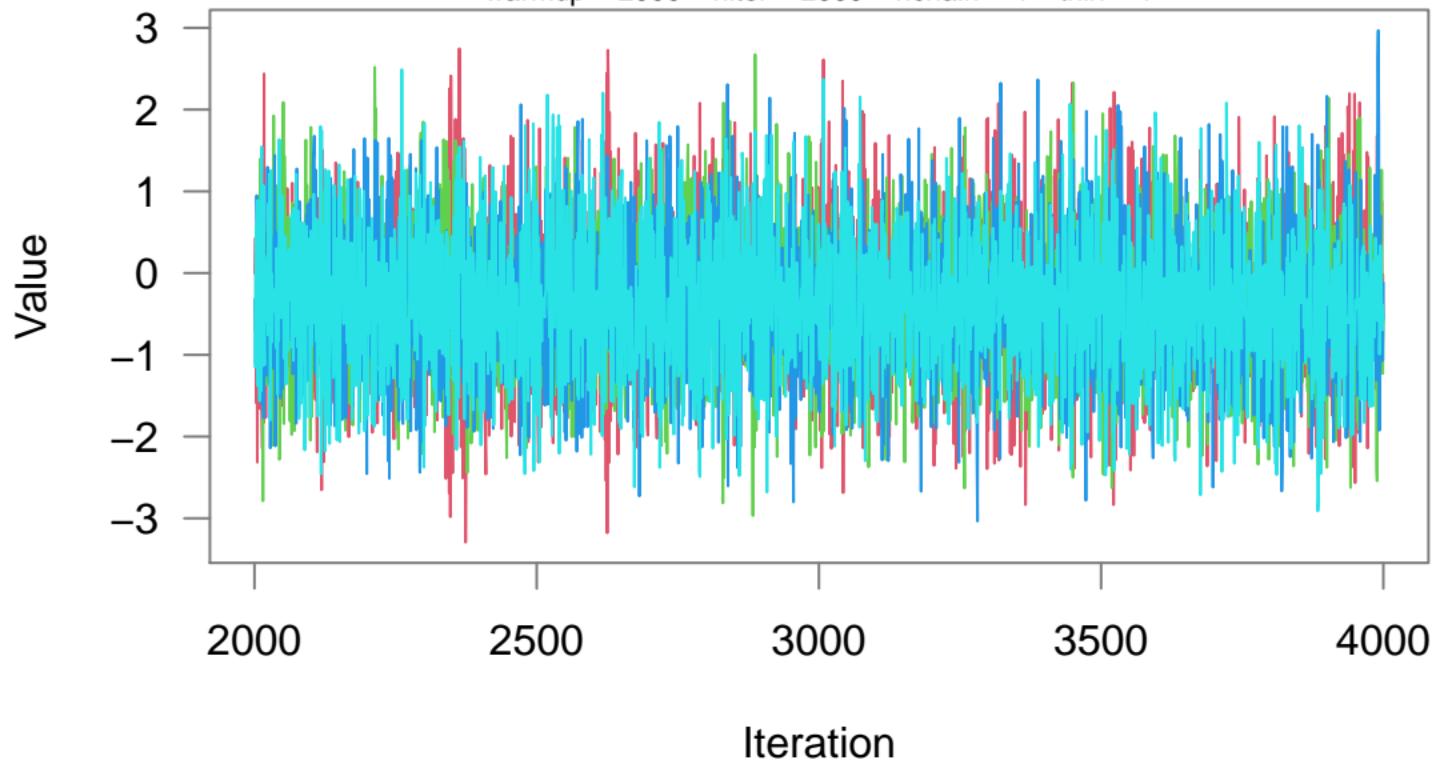
## **$z_2[1,100]$**

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



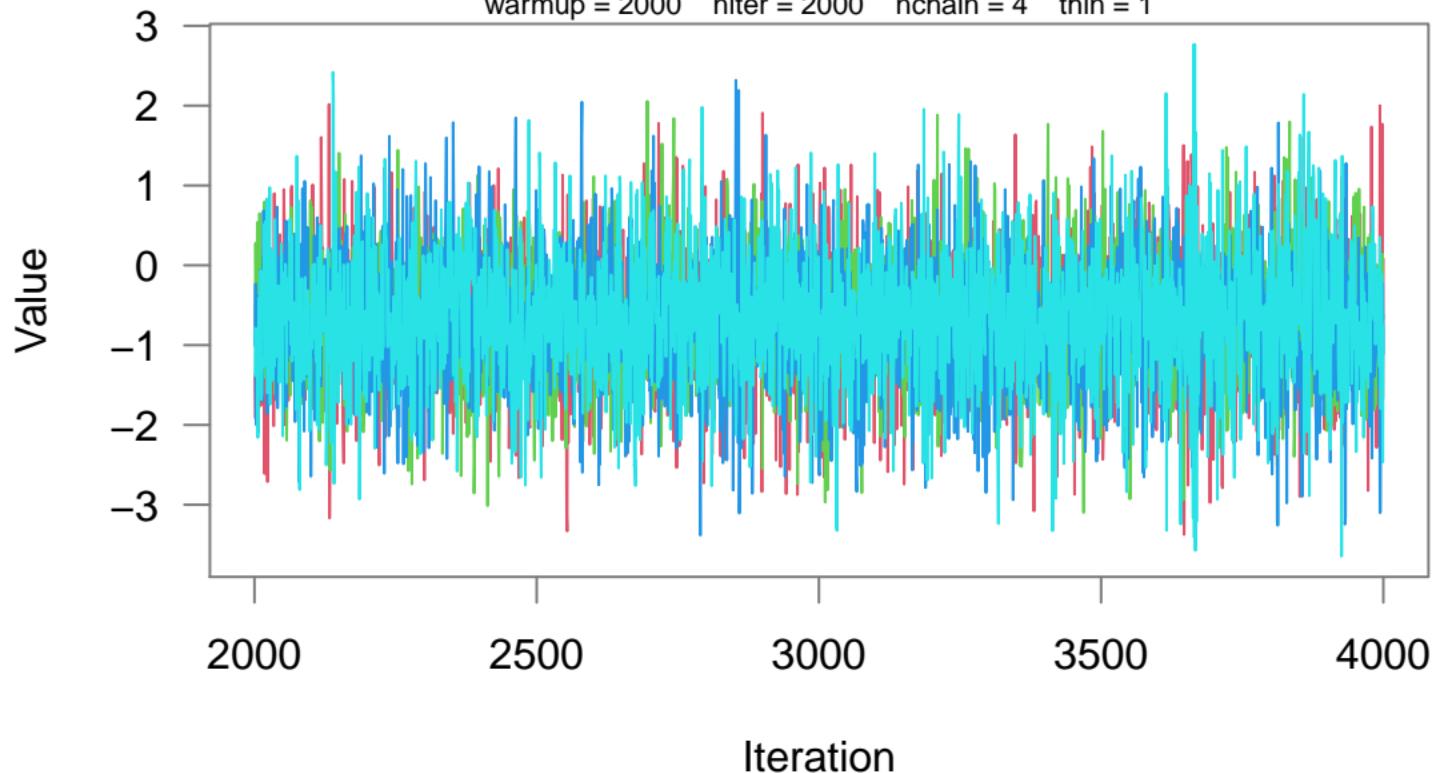
## **$z\_2[1,101]$**

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



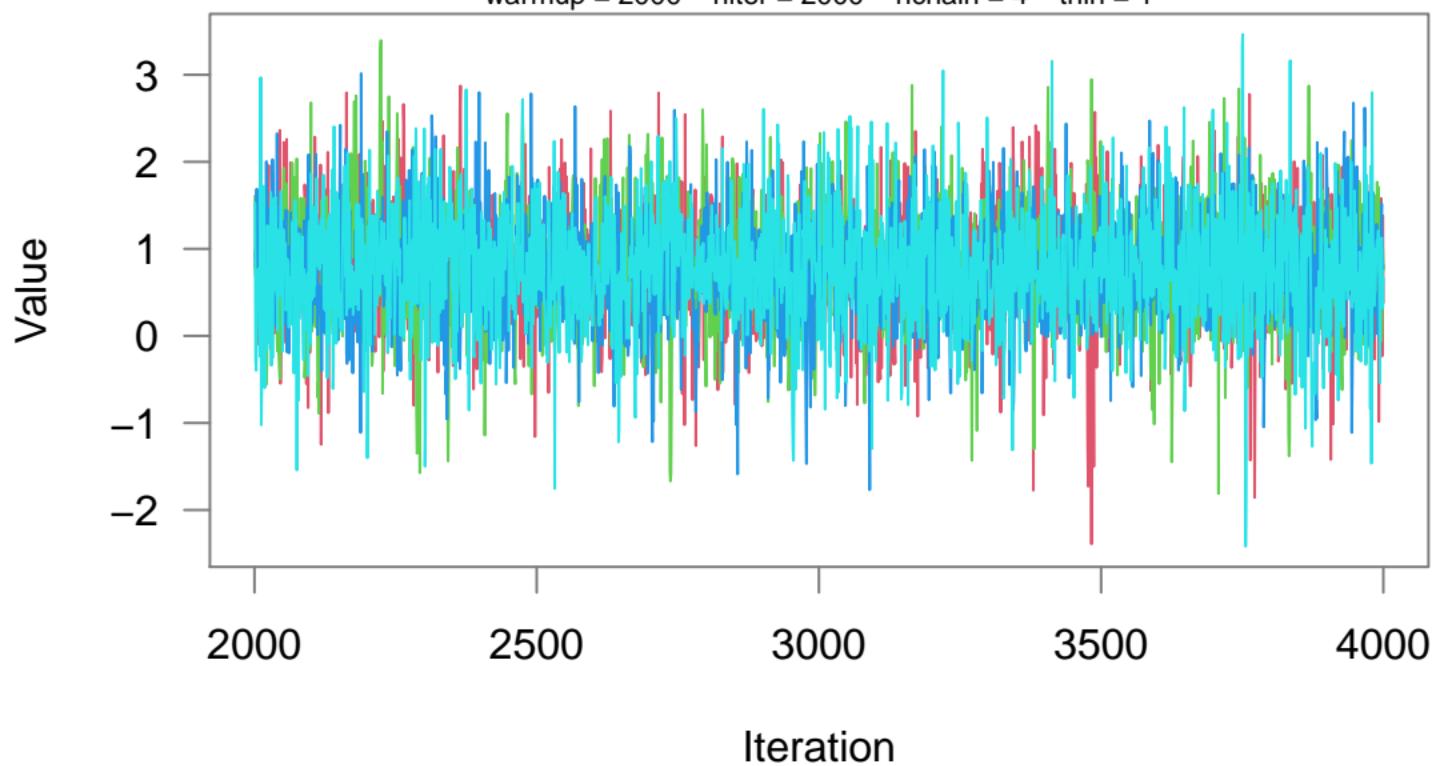
# **z\_3[1,1]**

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



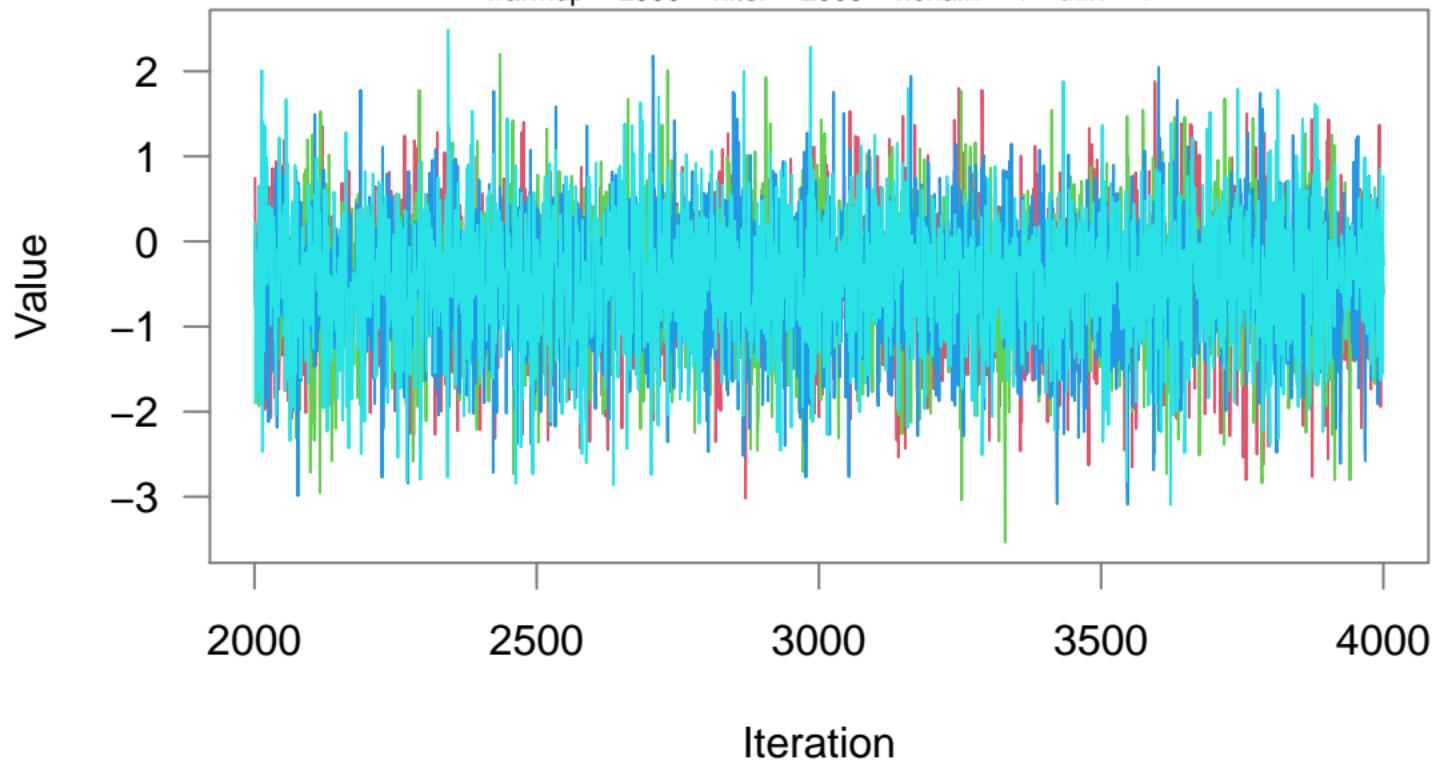
# **z\_3[1,2]**

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



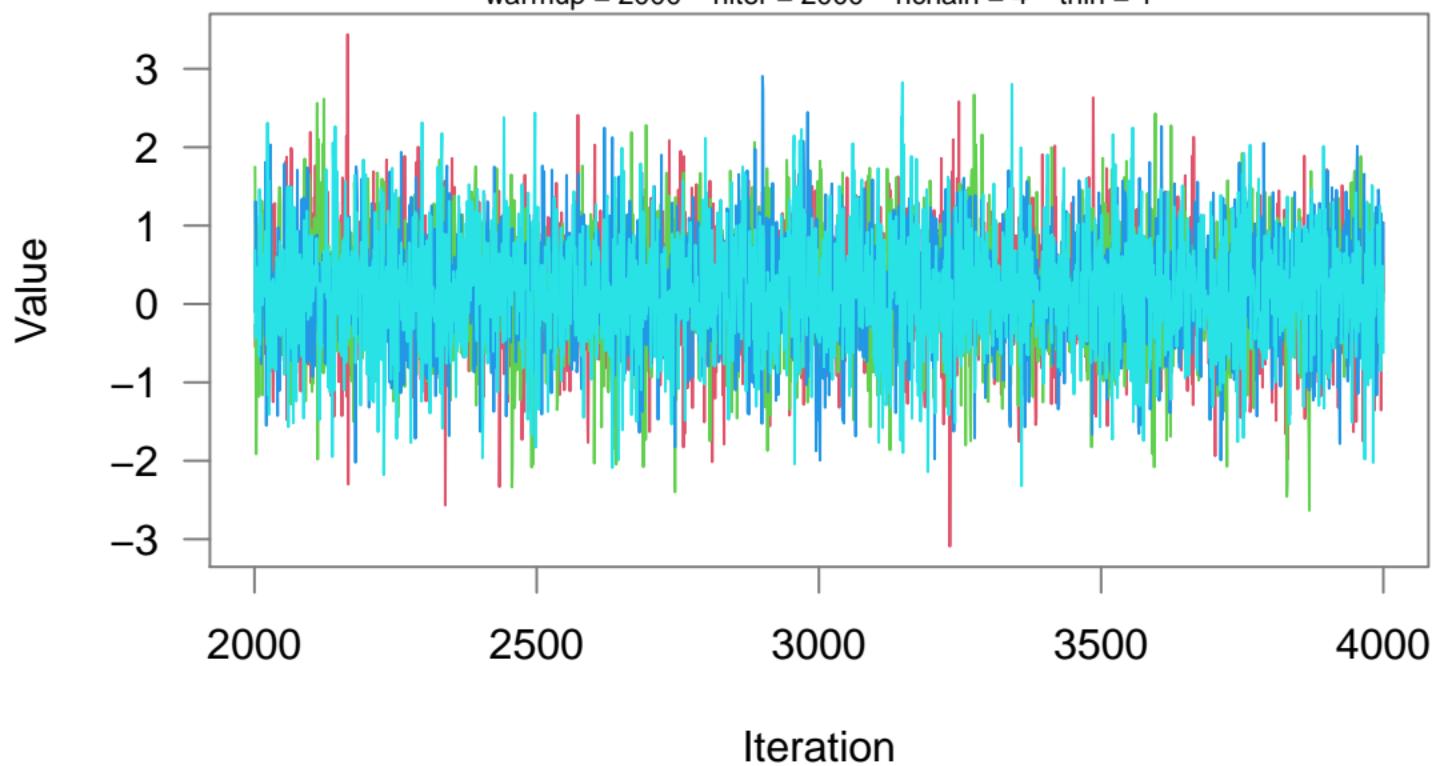
# **z\_3[1,3]**

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



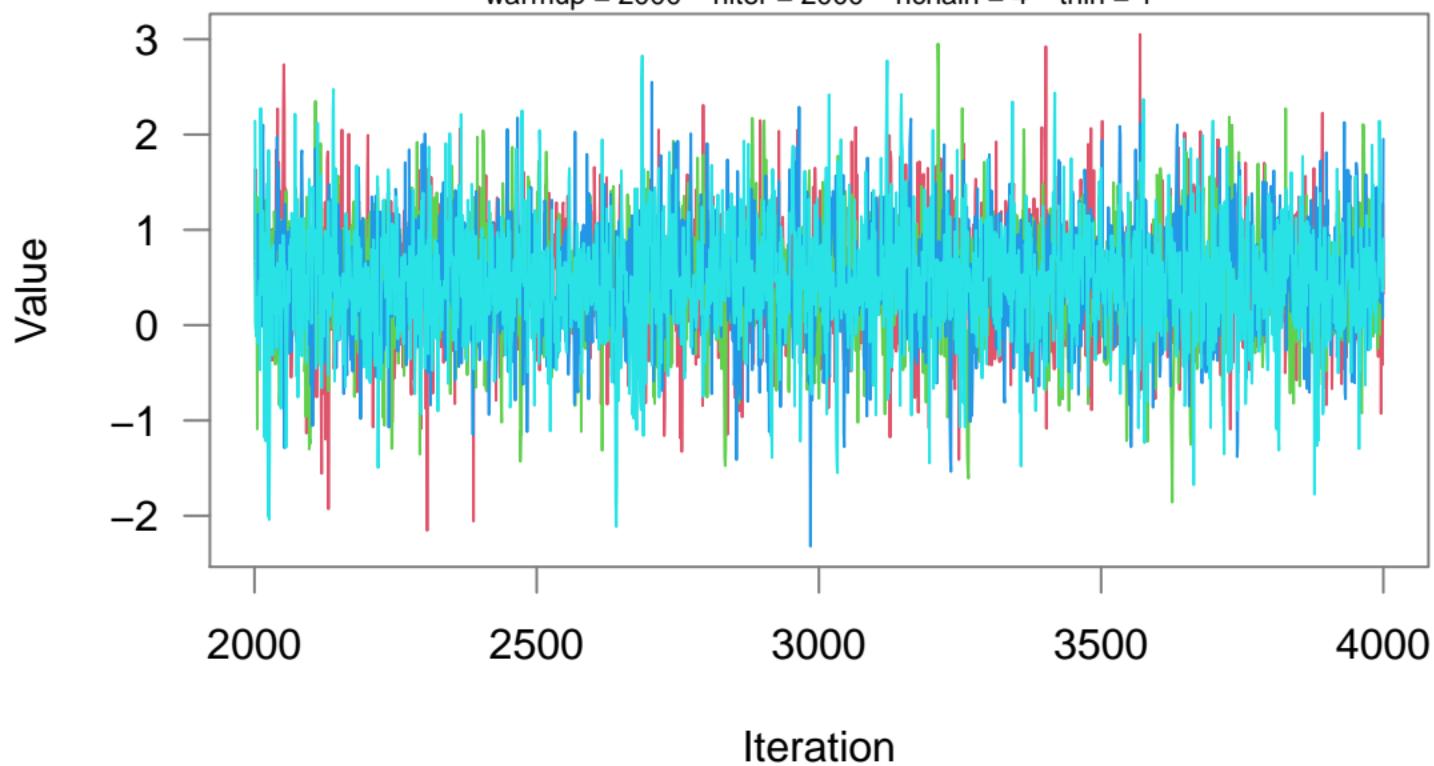
# **z\_3[1,4]**

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



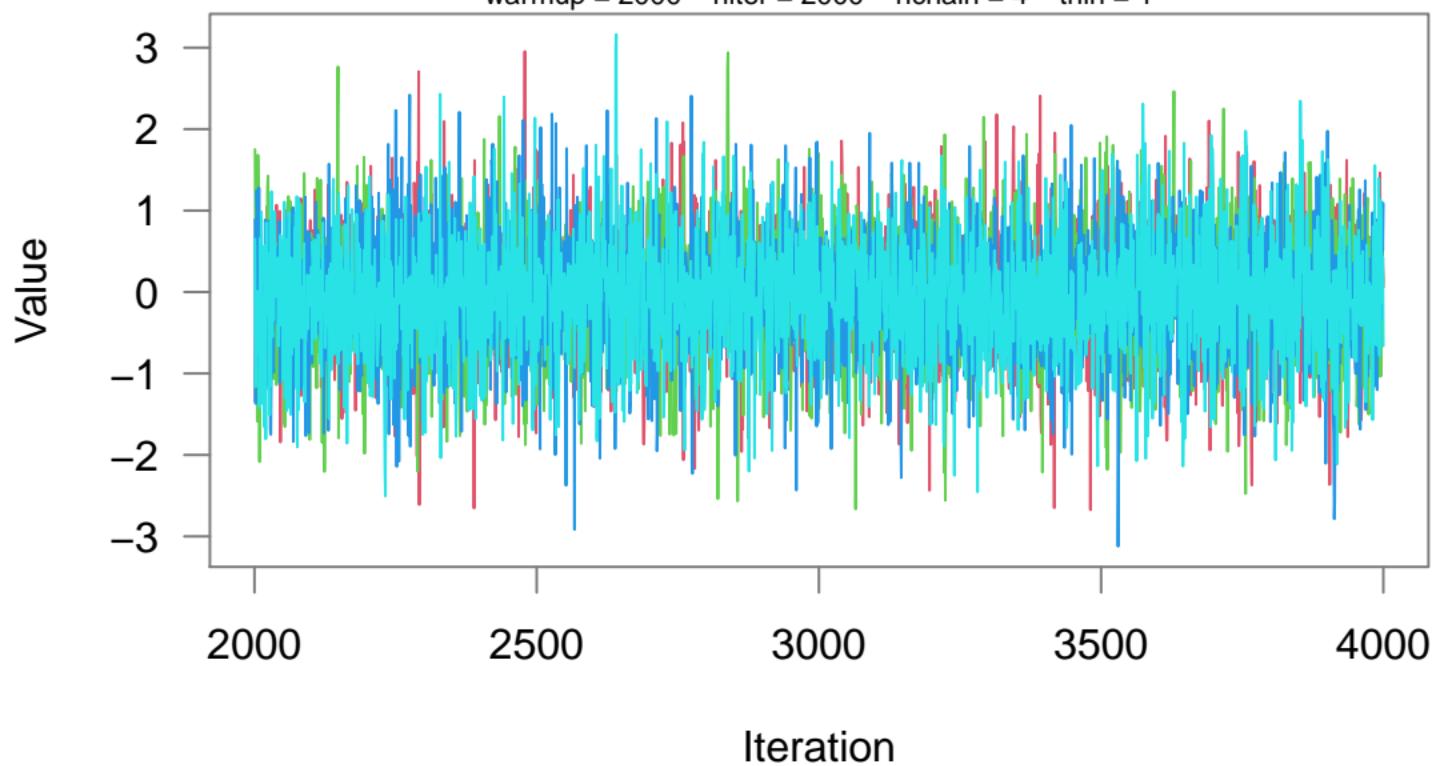
# **z\_3[1,5]**

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



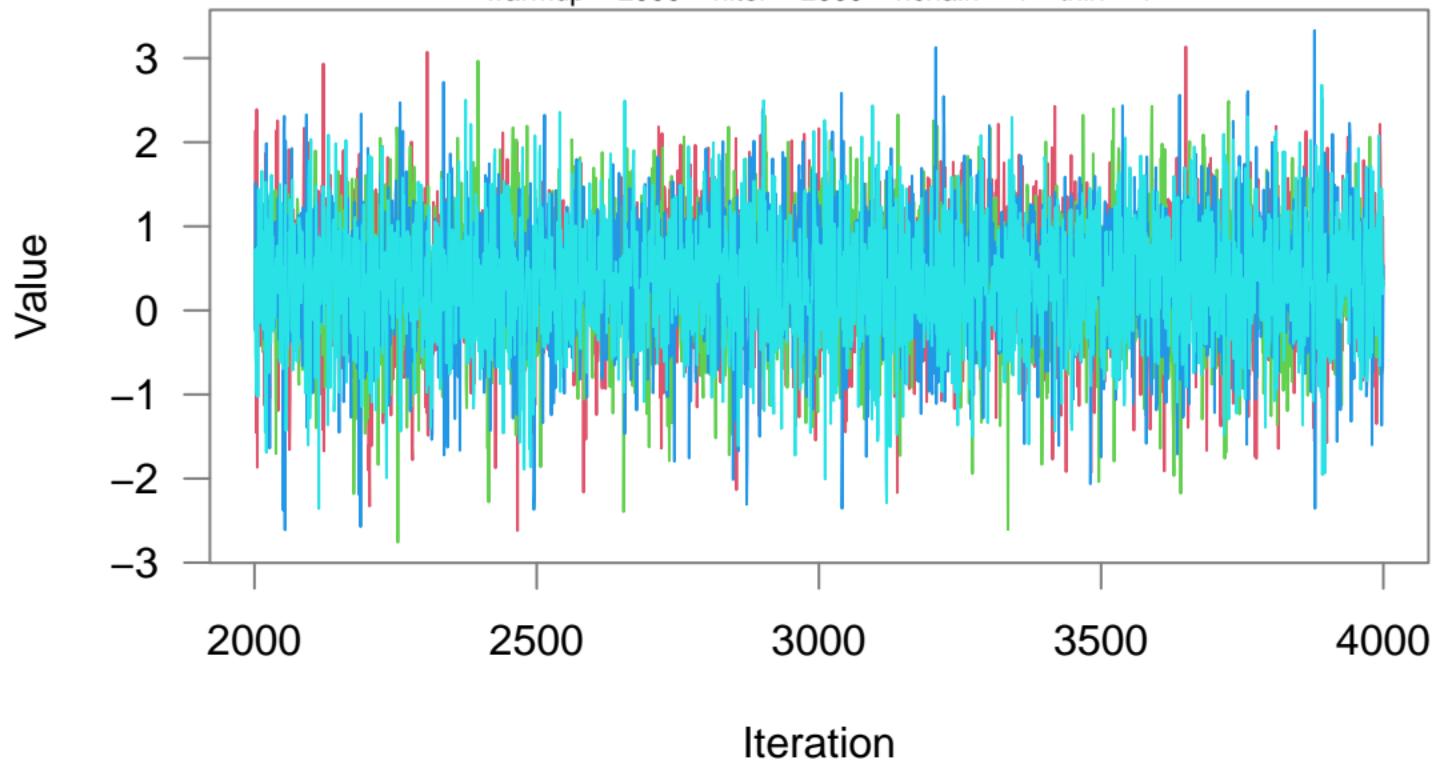
# **z\_3[1,6]**

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



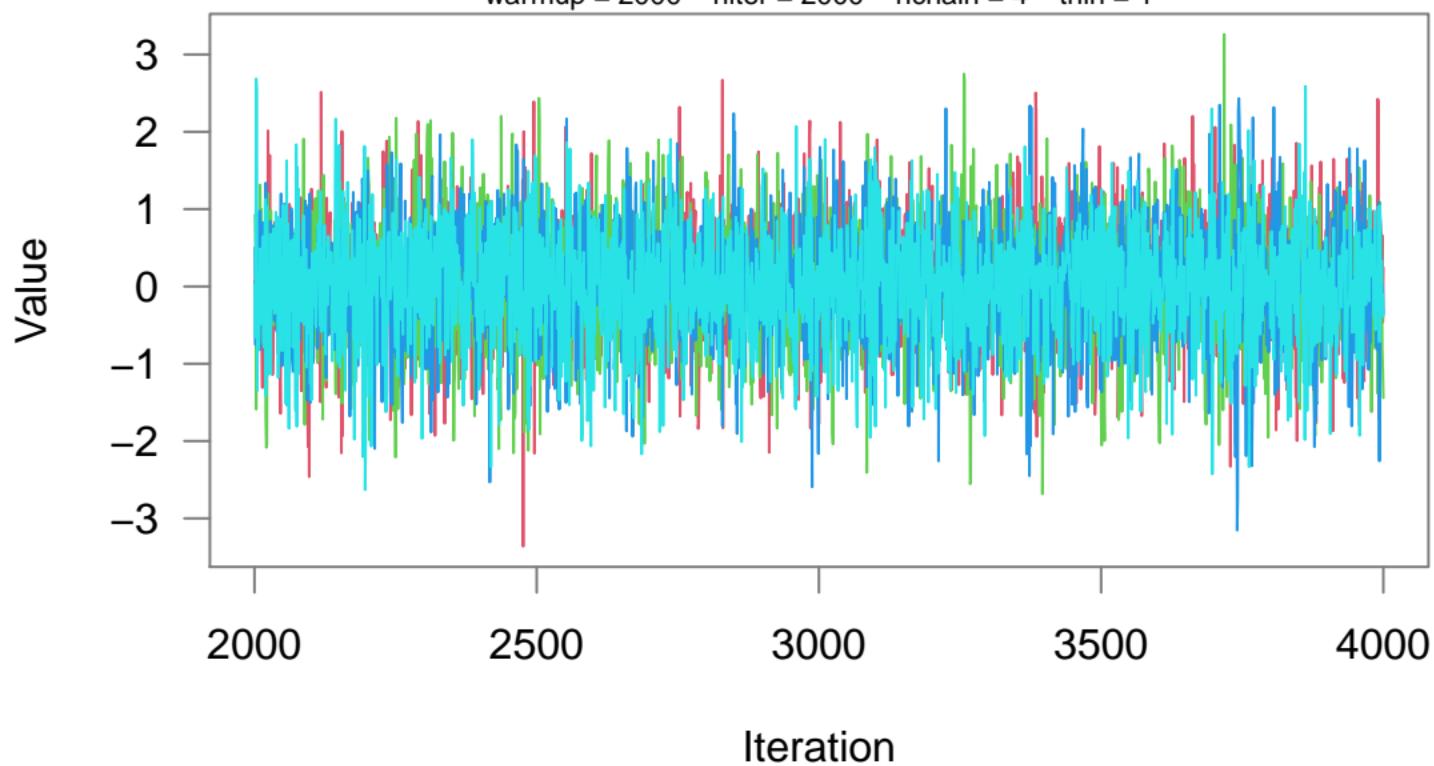
# **z\_3[1,7]**

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



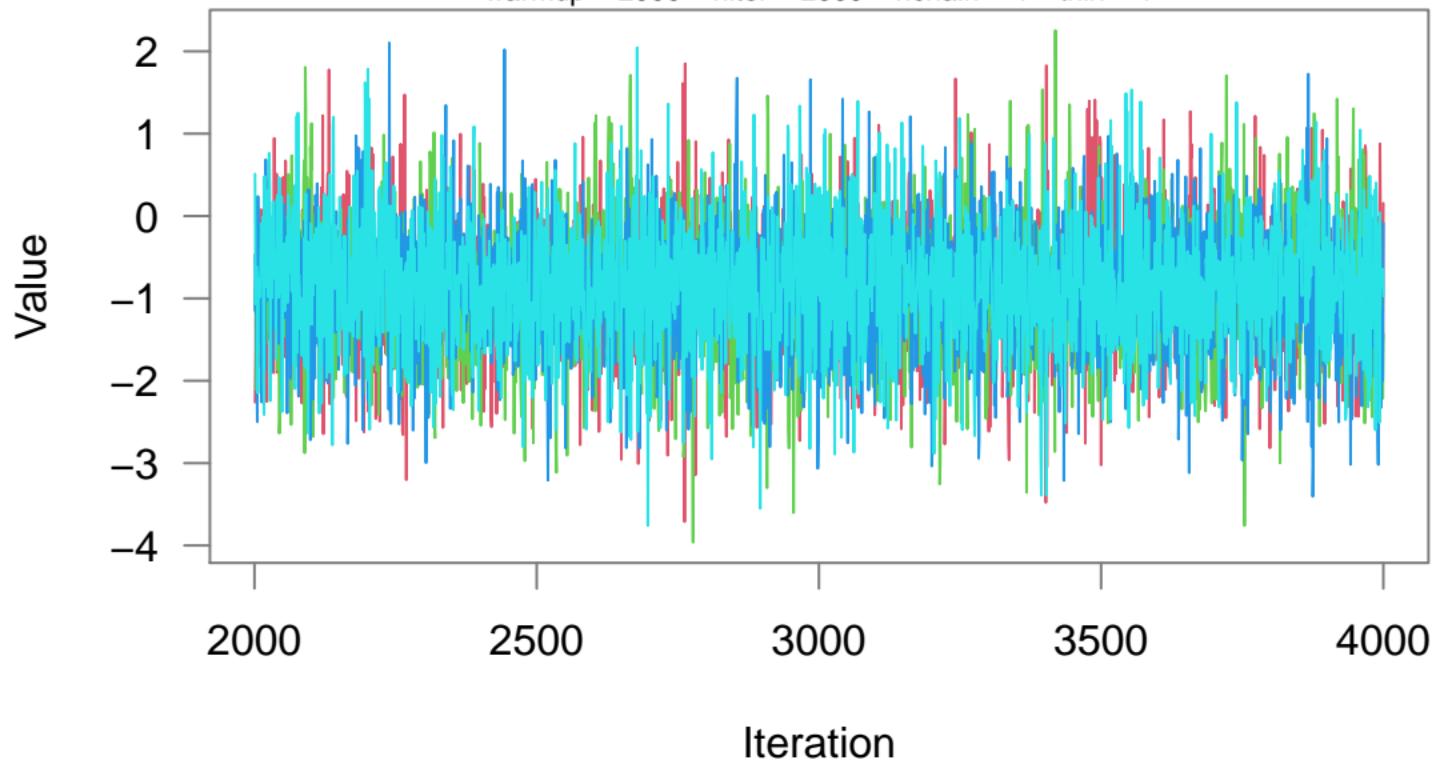
# **z\_3[1,8]**

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



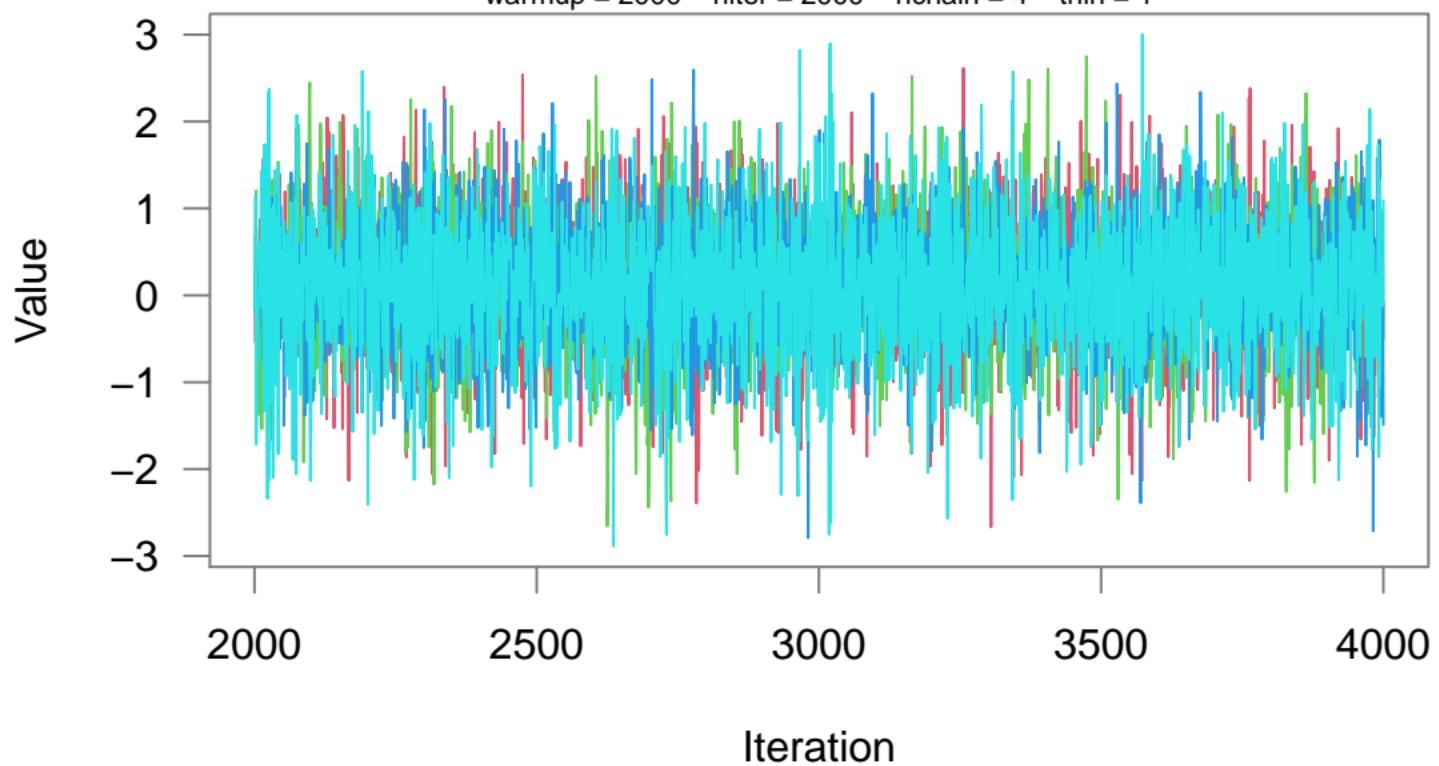
# **z\_3[1,9]**

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



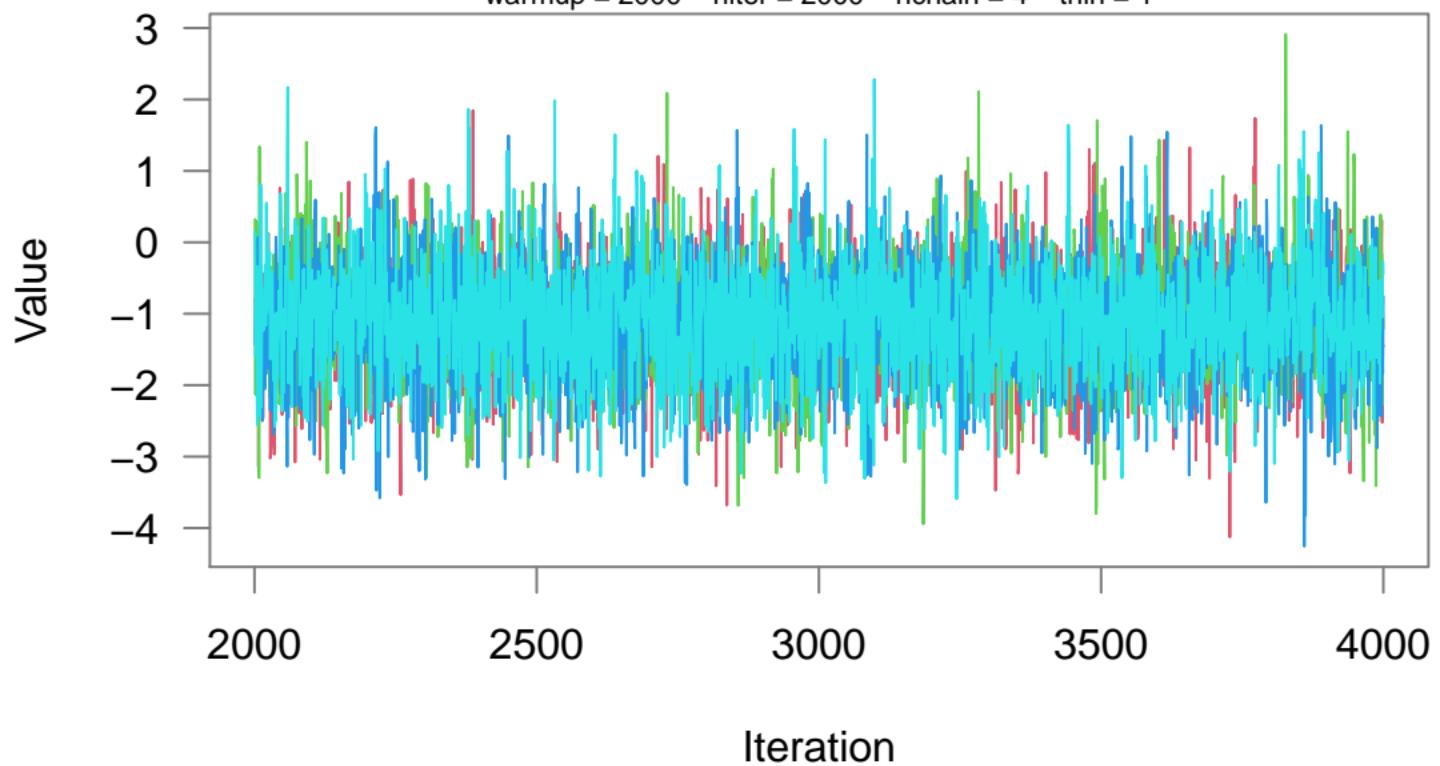
# **z\_3[1,10]**

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



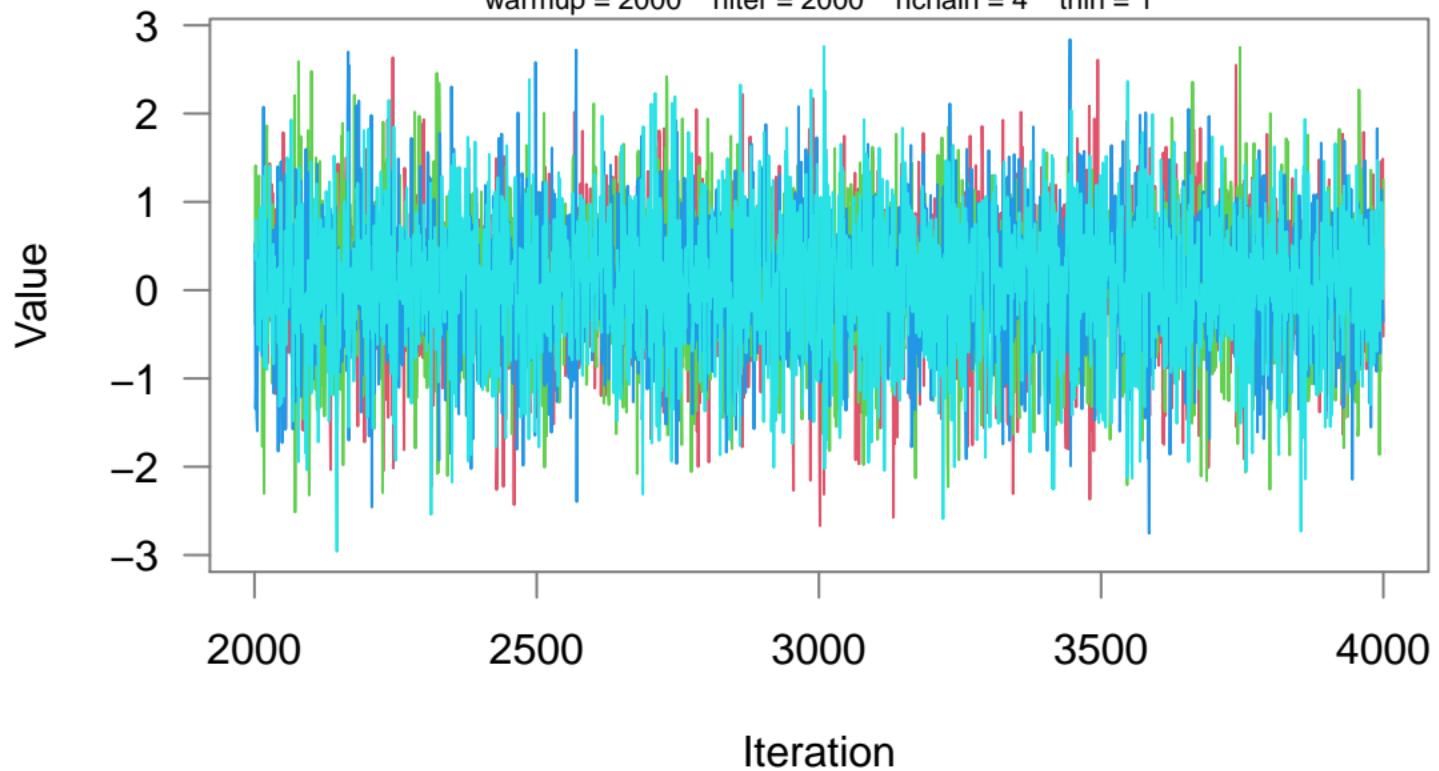
# **z\_3[1,11]**

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

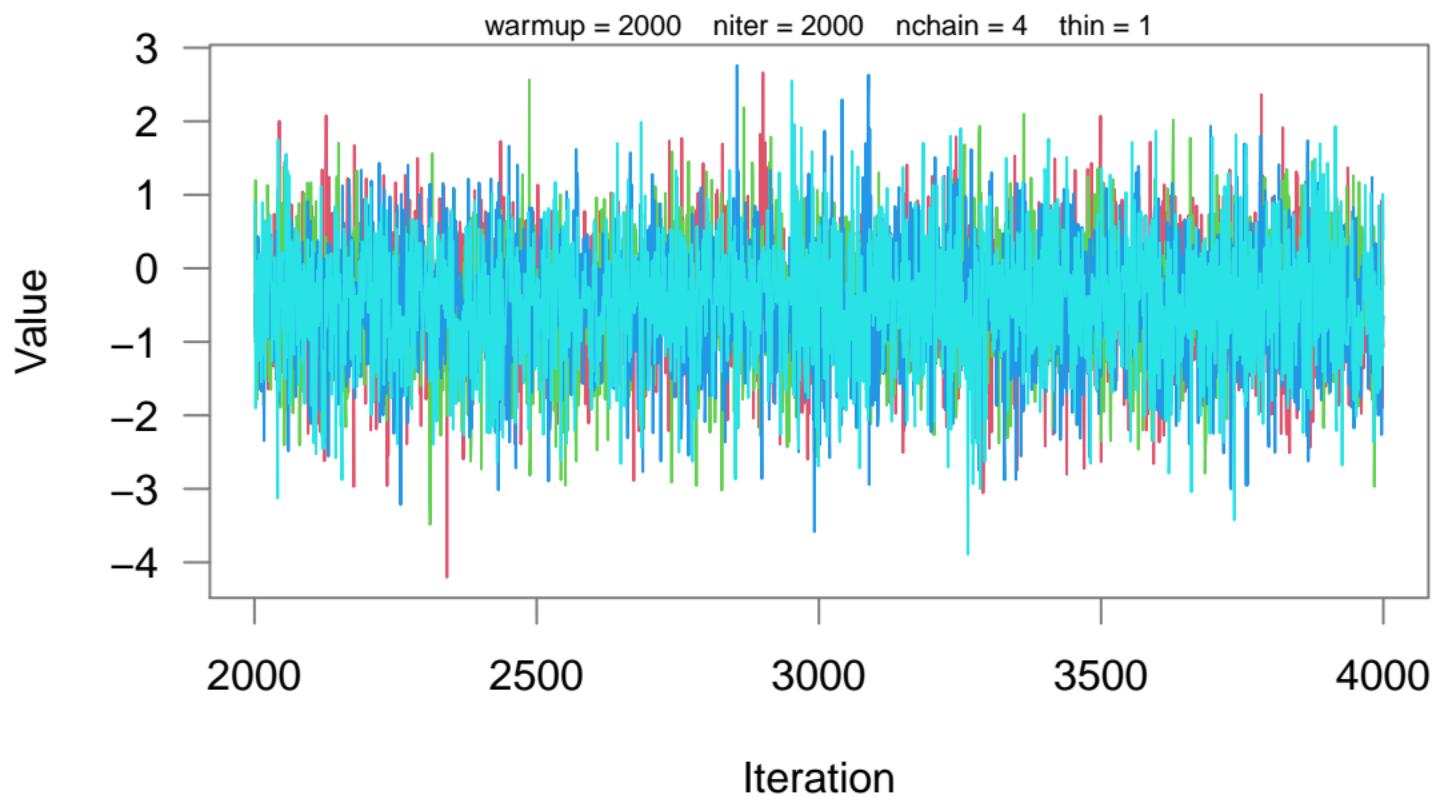


# **z\_3[1,12]**

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

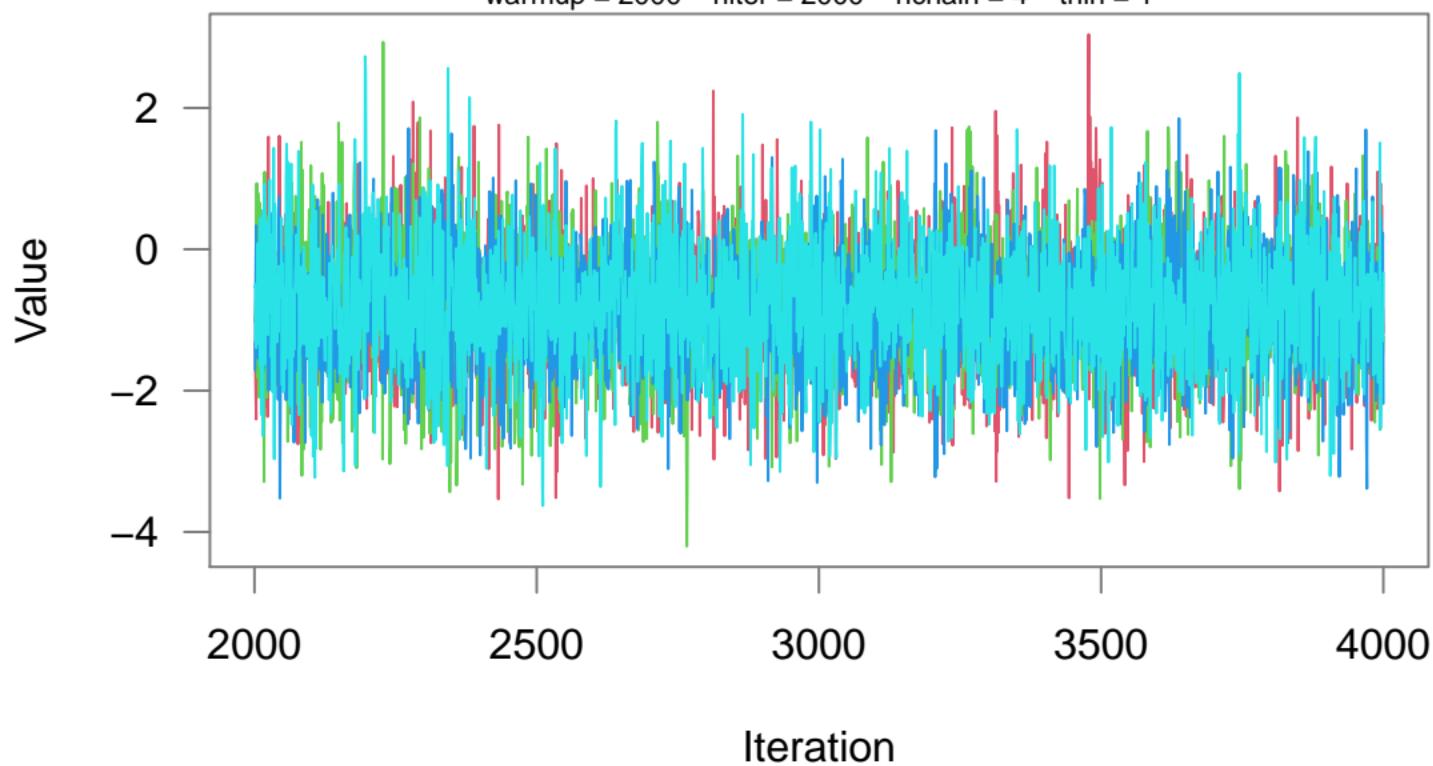


## **z\_3[1,13]**



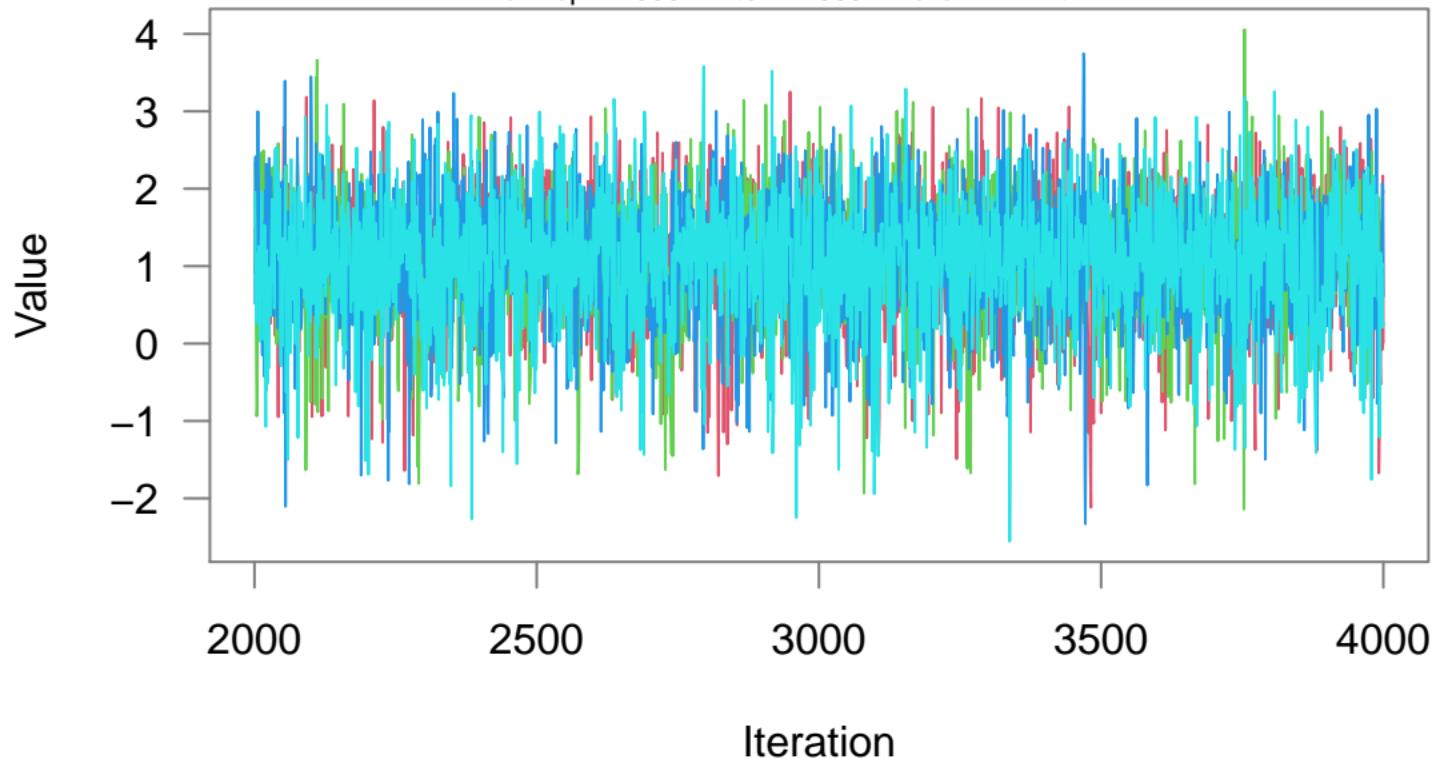
# **z\_3[1,14]**

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



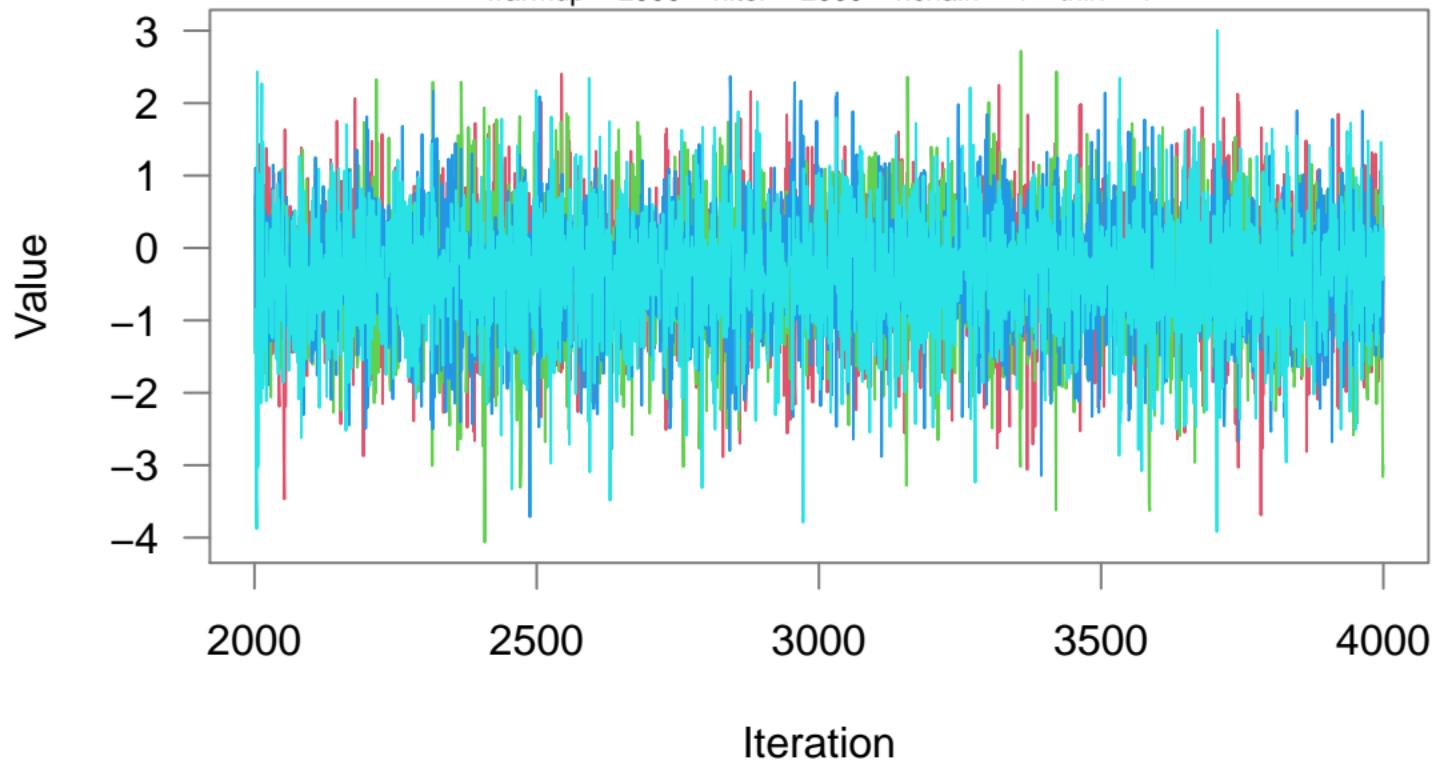
# **z\_3[1,15]**

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



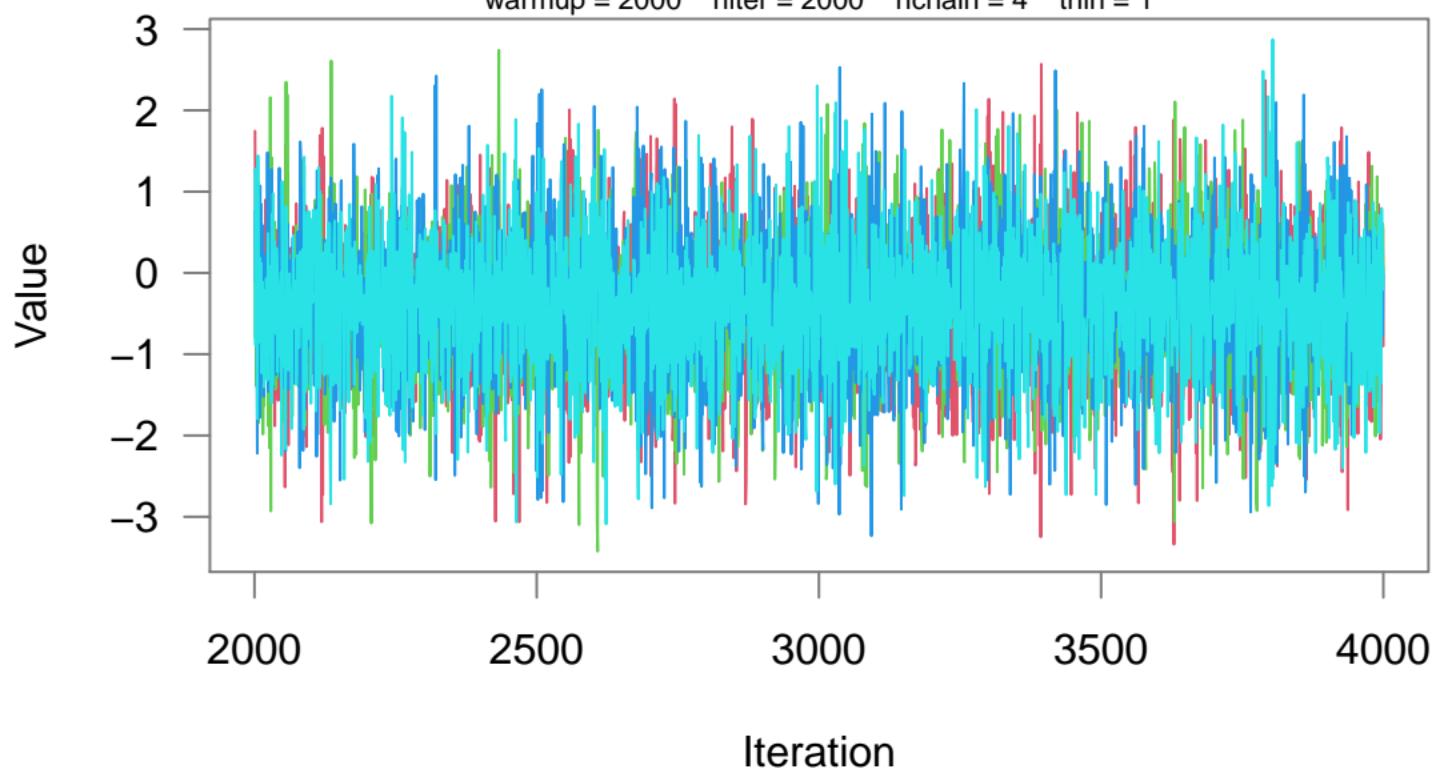
# **$z_{-4}[1,1]$**

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



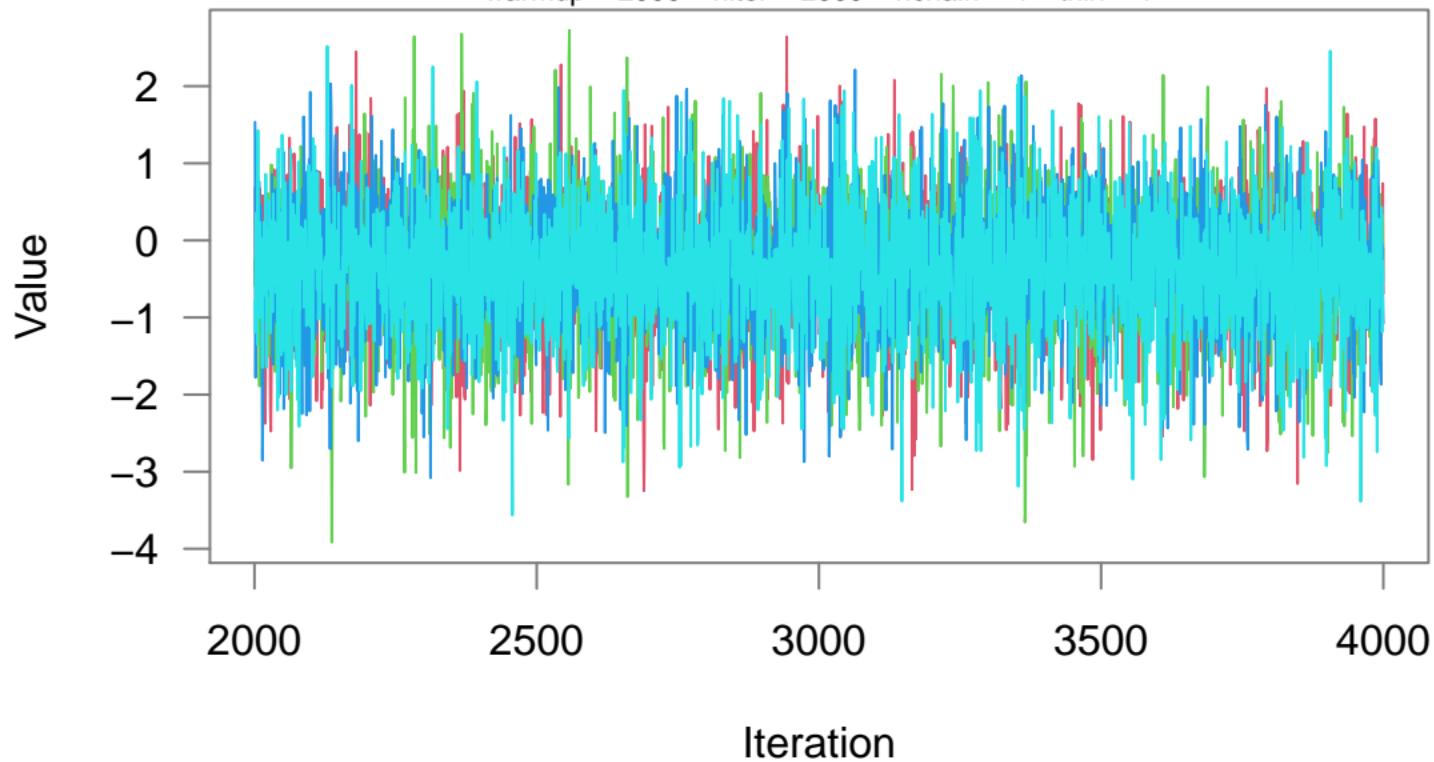
# **$z_{-4}[1,2]$**

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



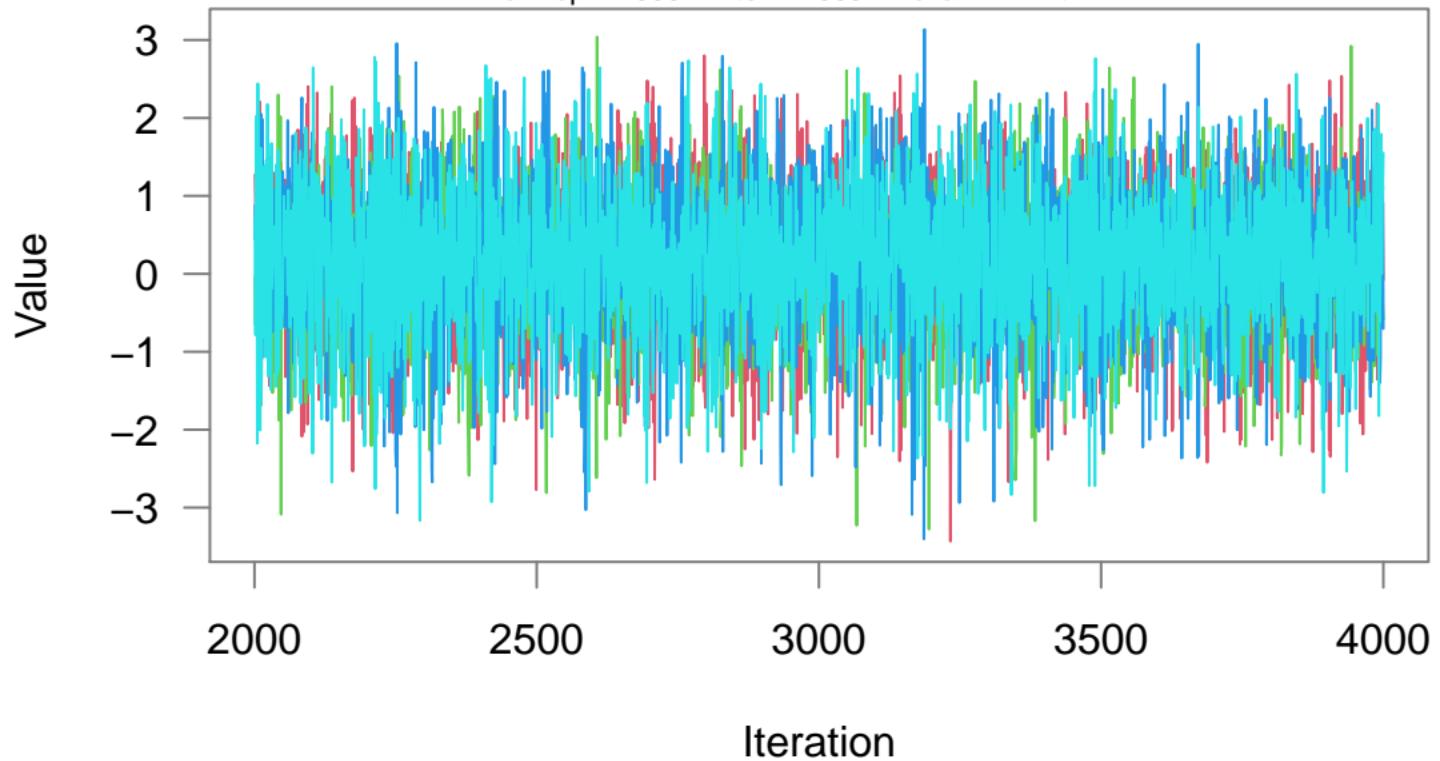
# **$z_4[1,3]$**

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



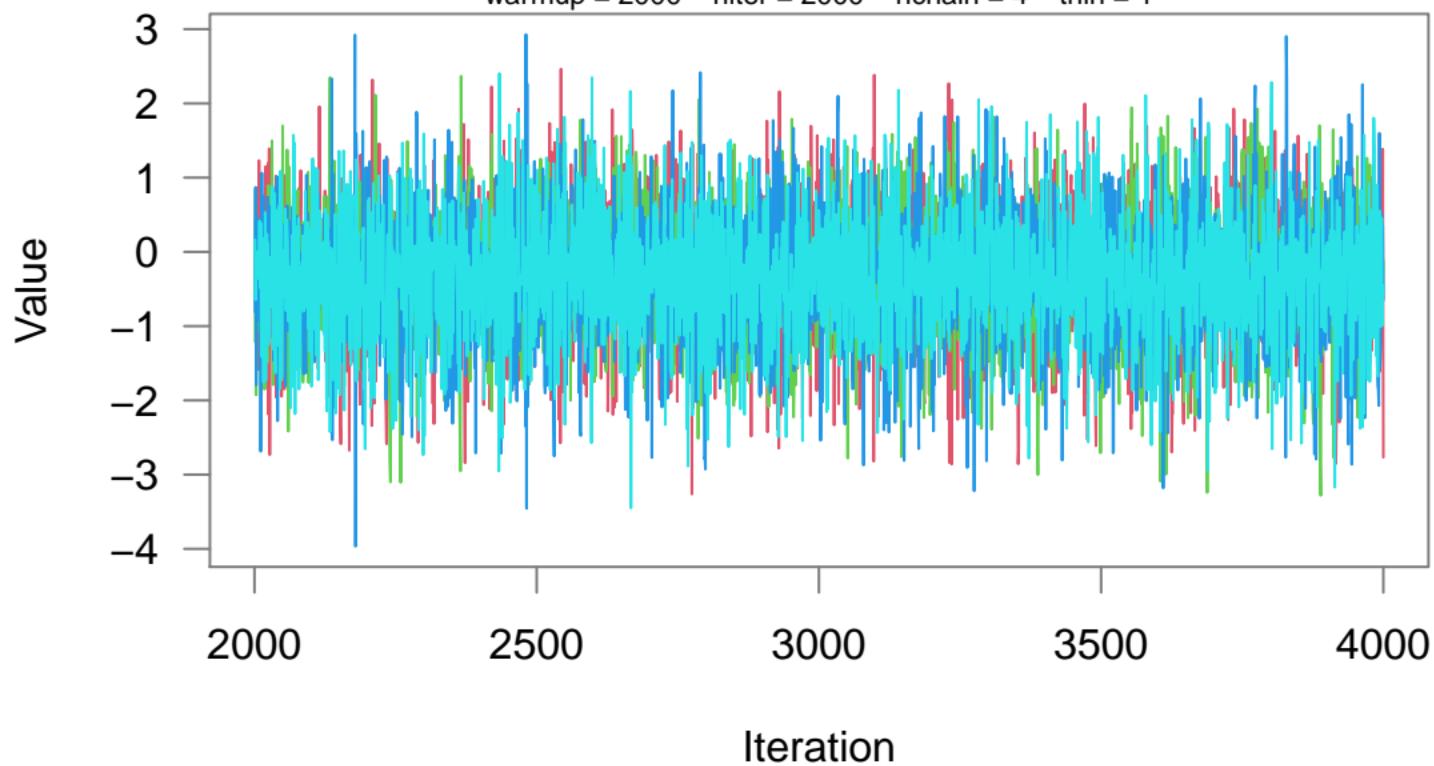
# **$z_{-4}[1,4]$**

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



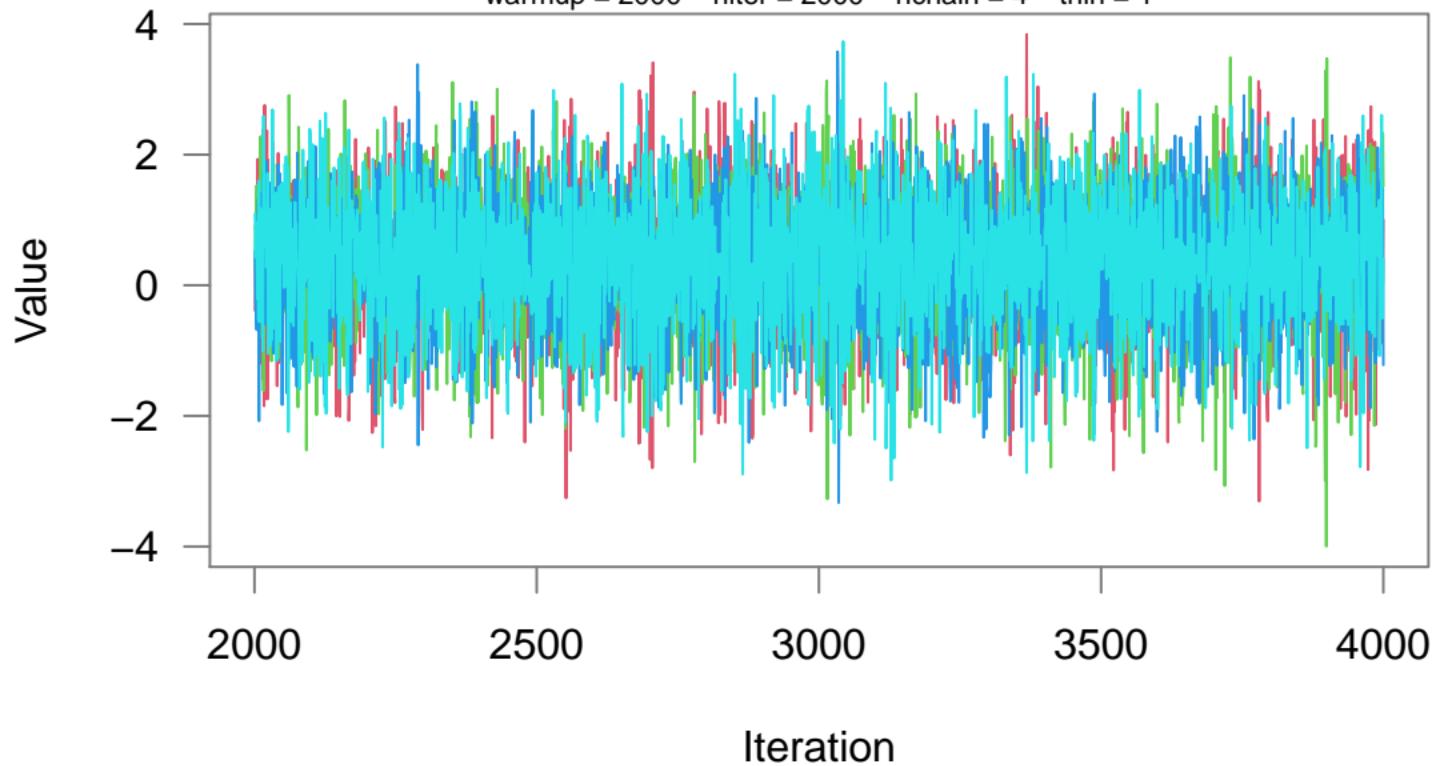
# **$z_{-4}[1,5]$**

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



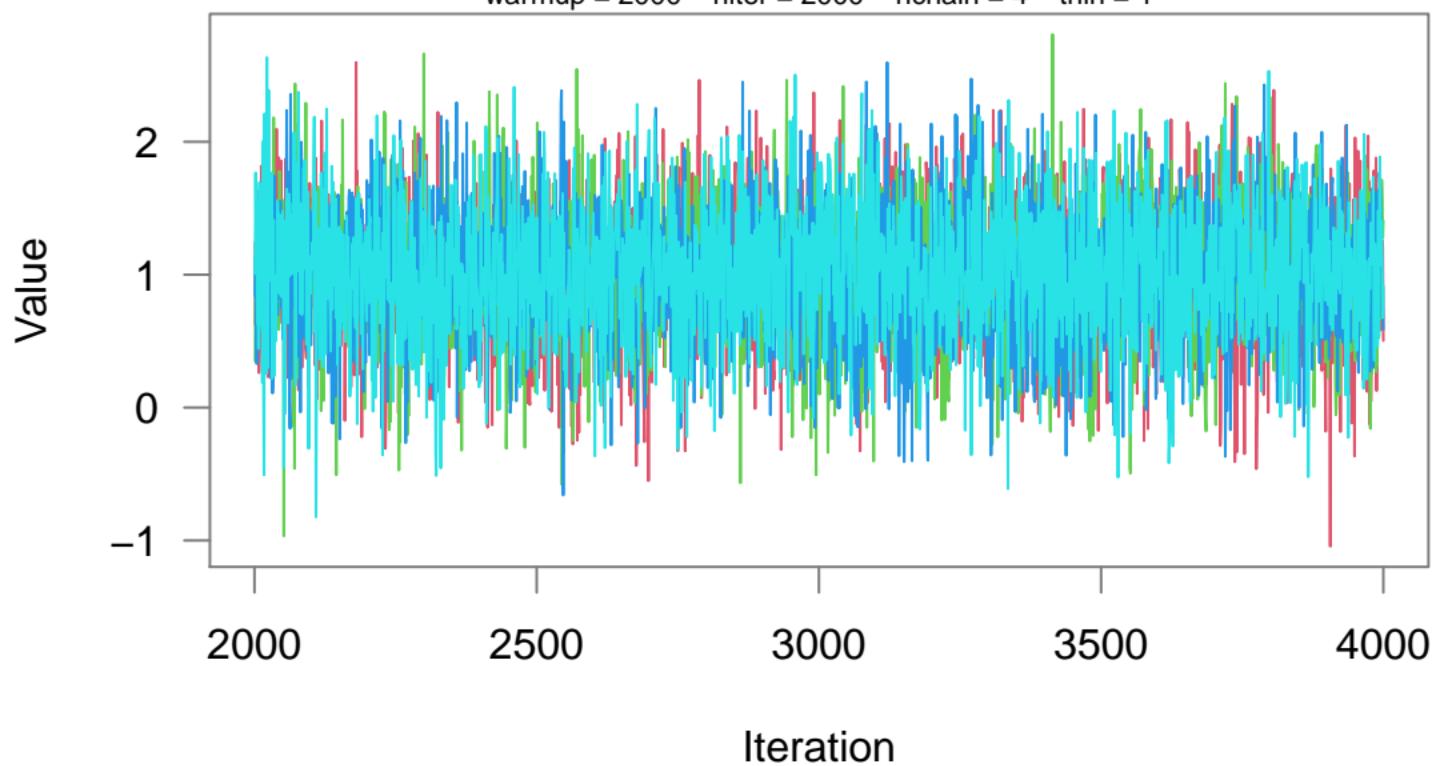
# **$z_{-4}[1,6]$**

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



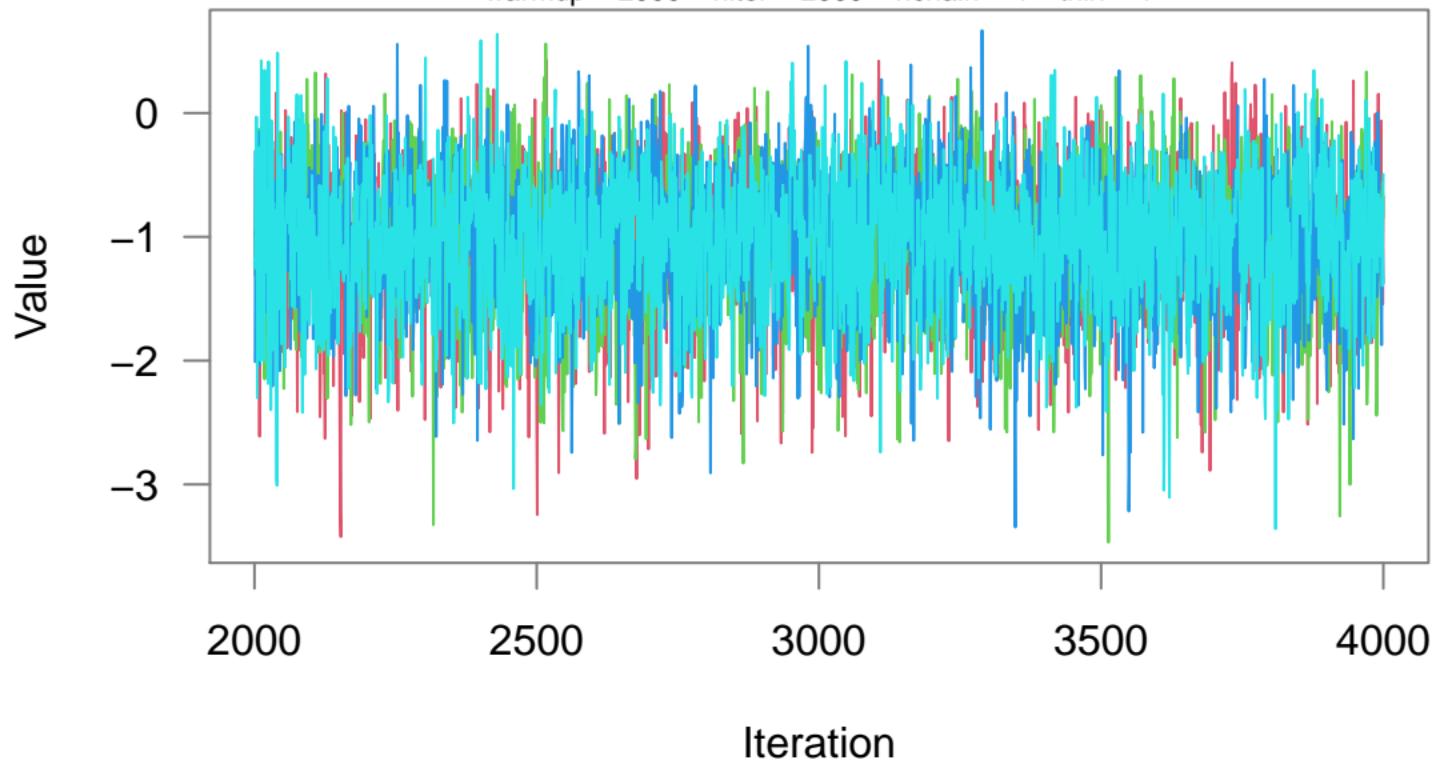
# **$z_4[1,7]$**

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



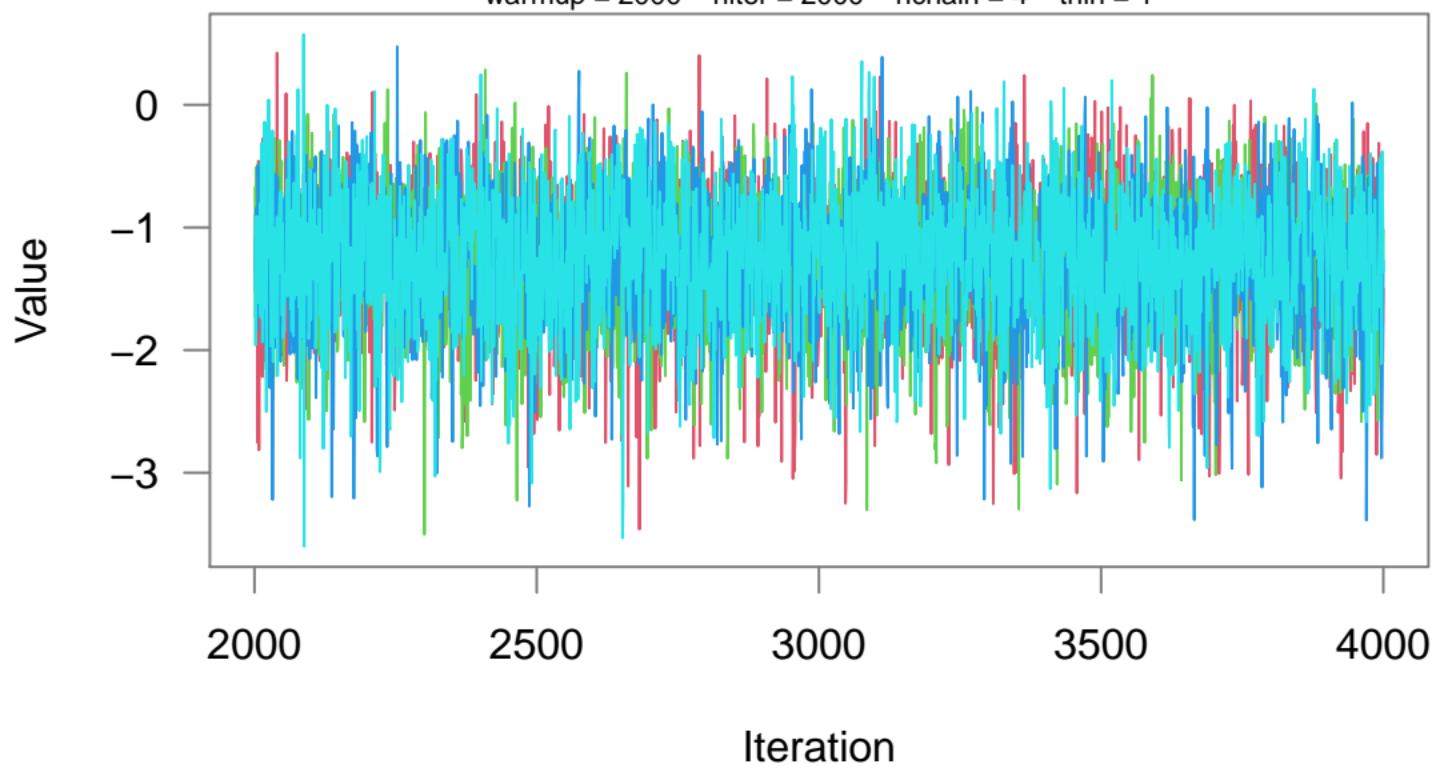
## **$z_{-4}[1,8]$**

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



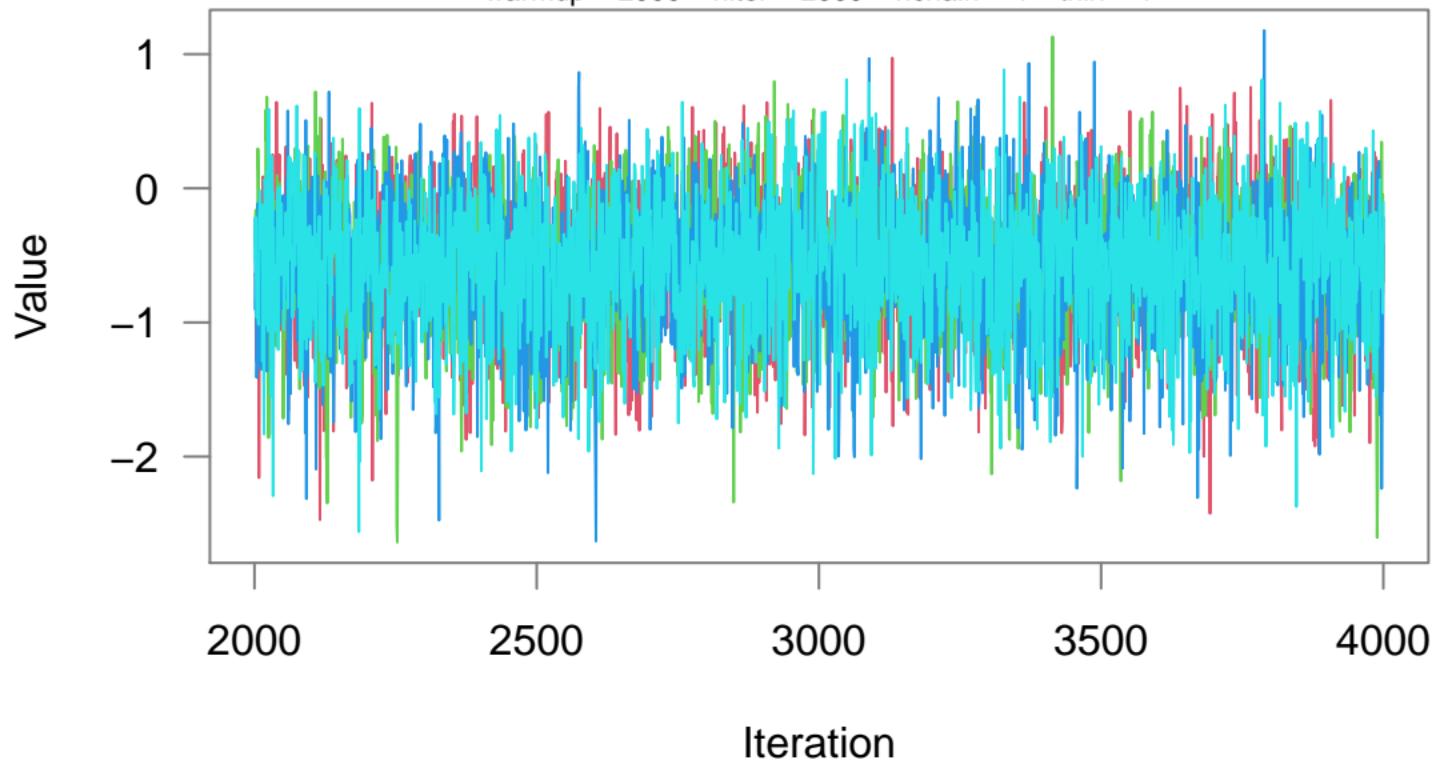
# **z\_4[1,9]**

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



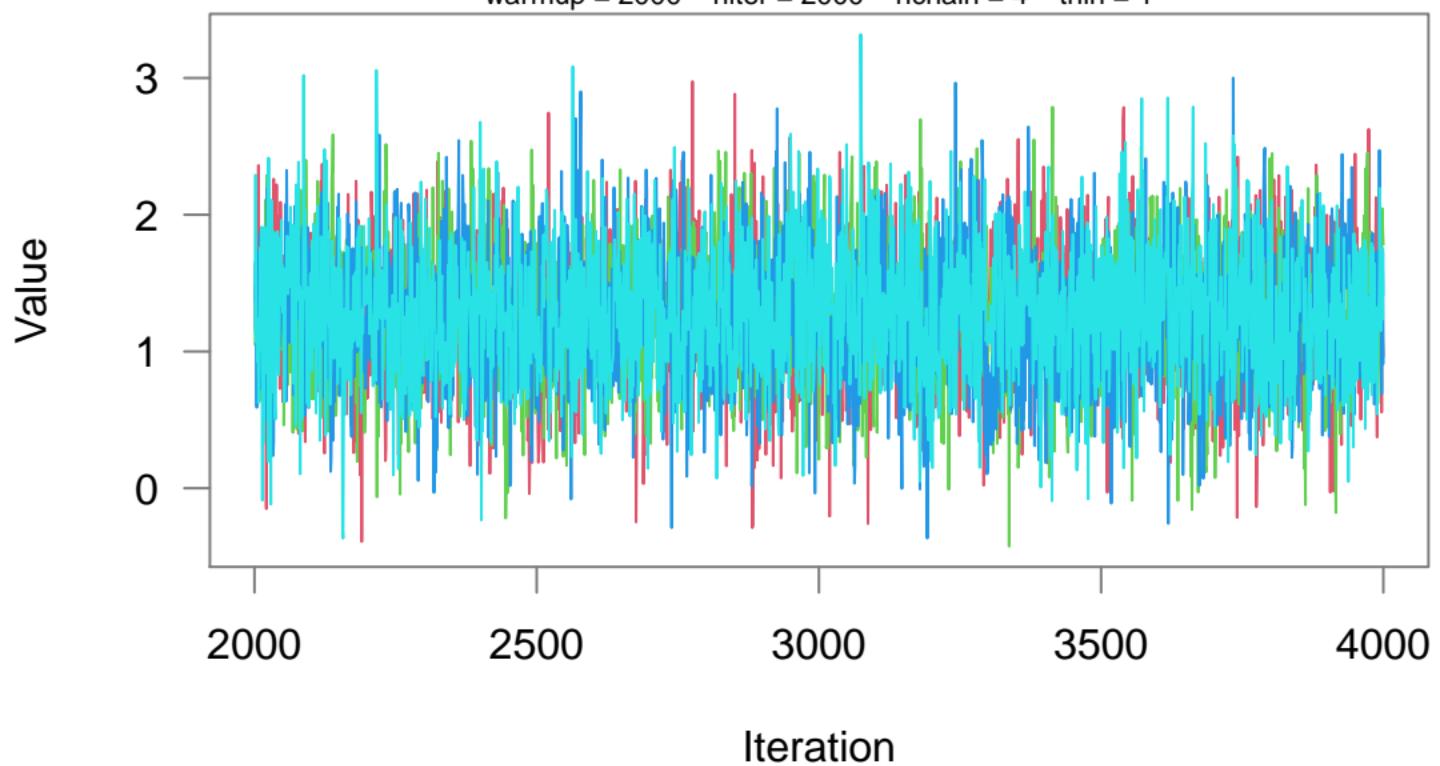
# **z\_4[1,10]**

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



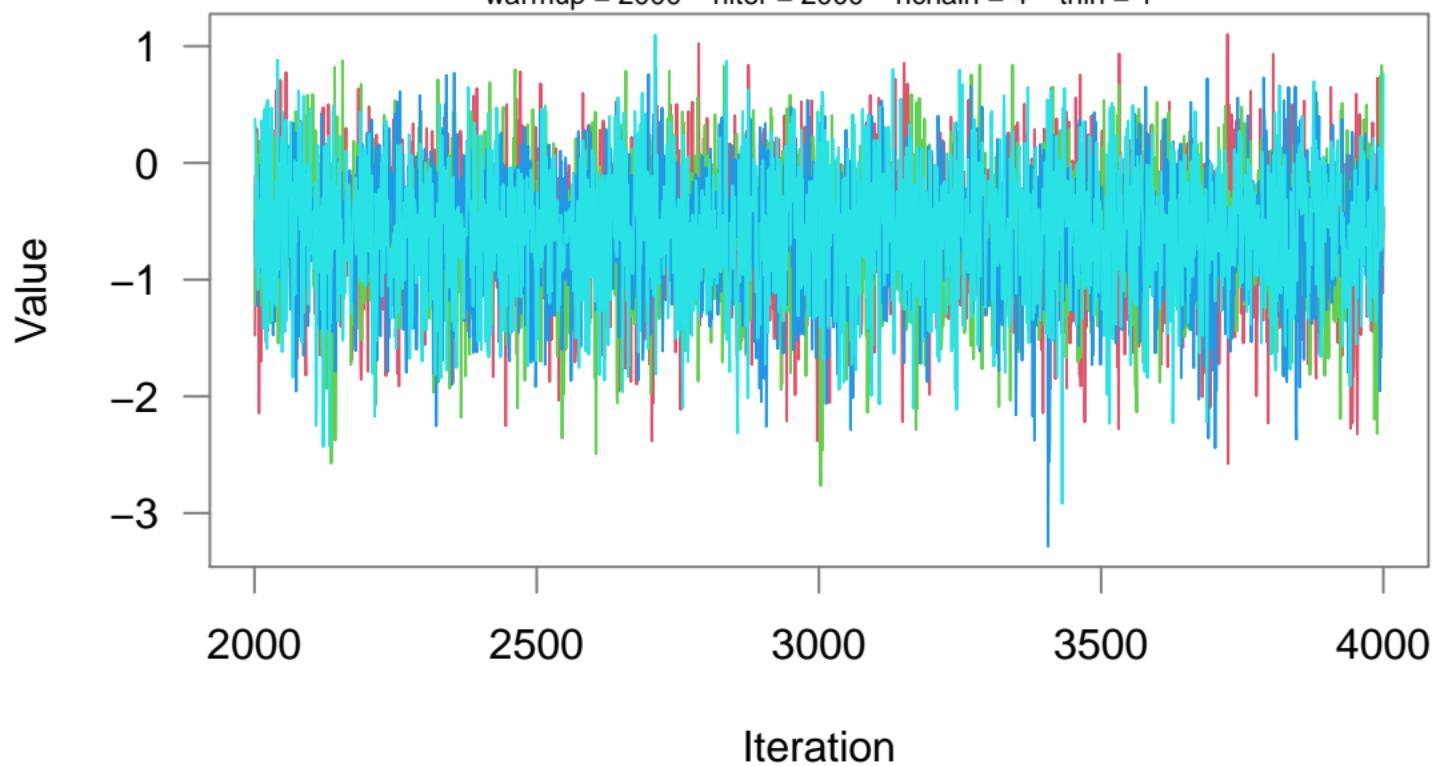
# **z\_4[1,11]**

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



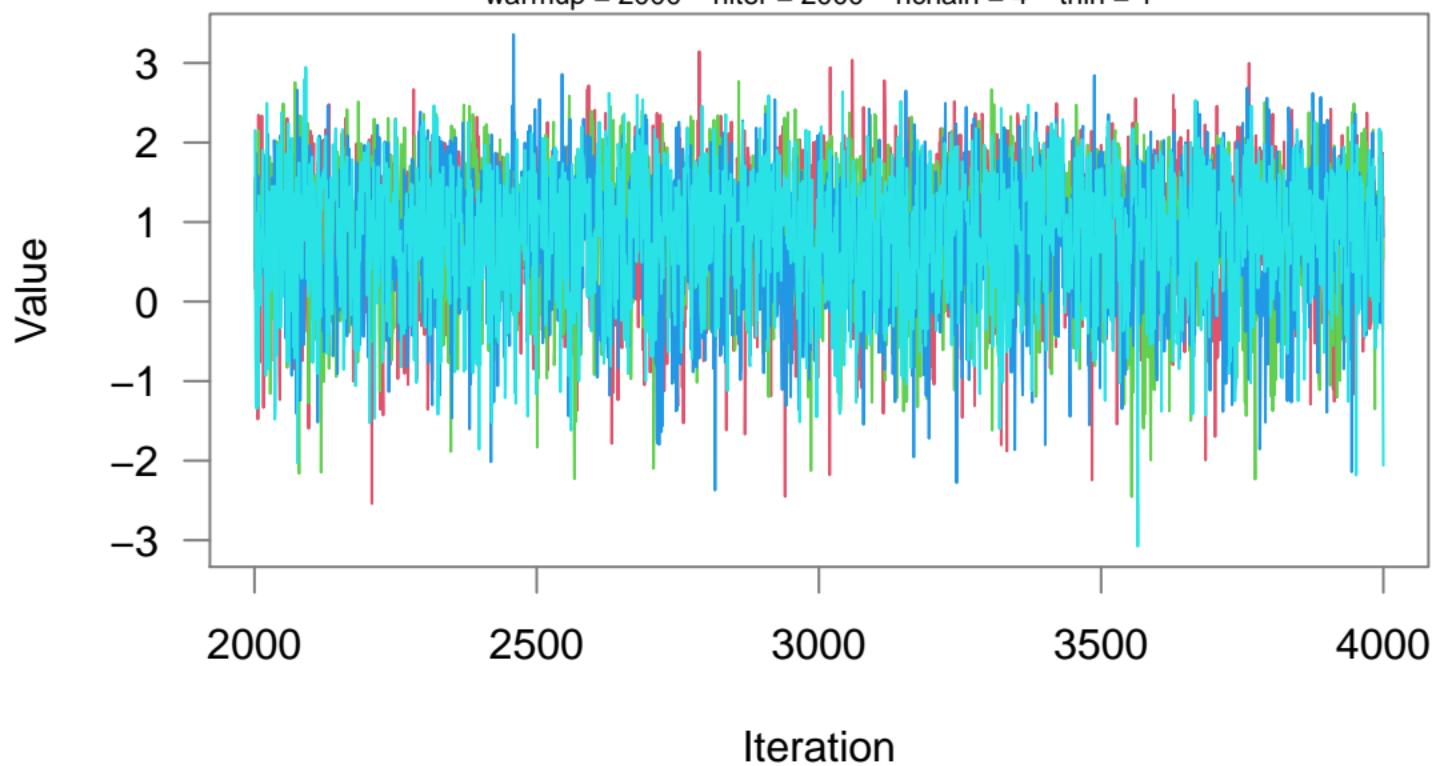
## **z\_4[1,12]**

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



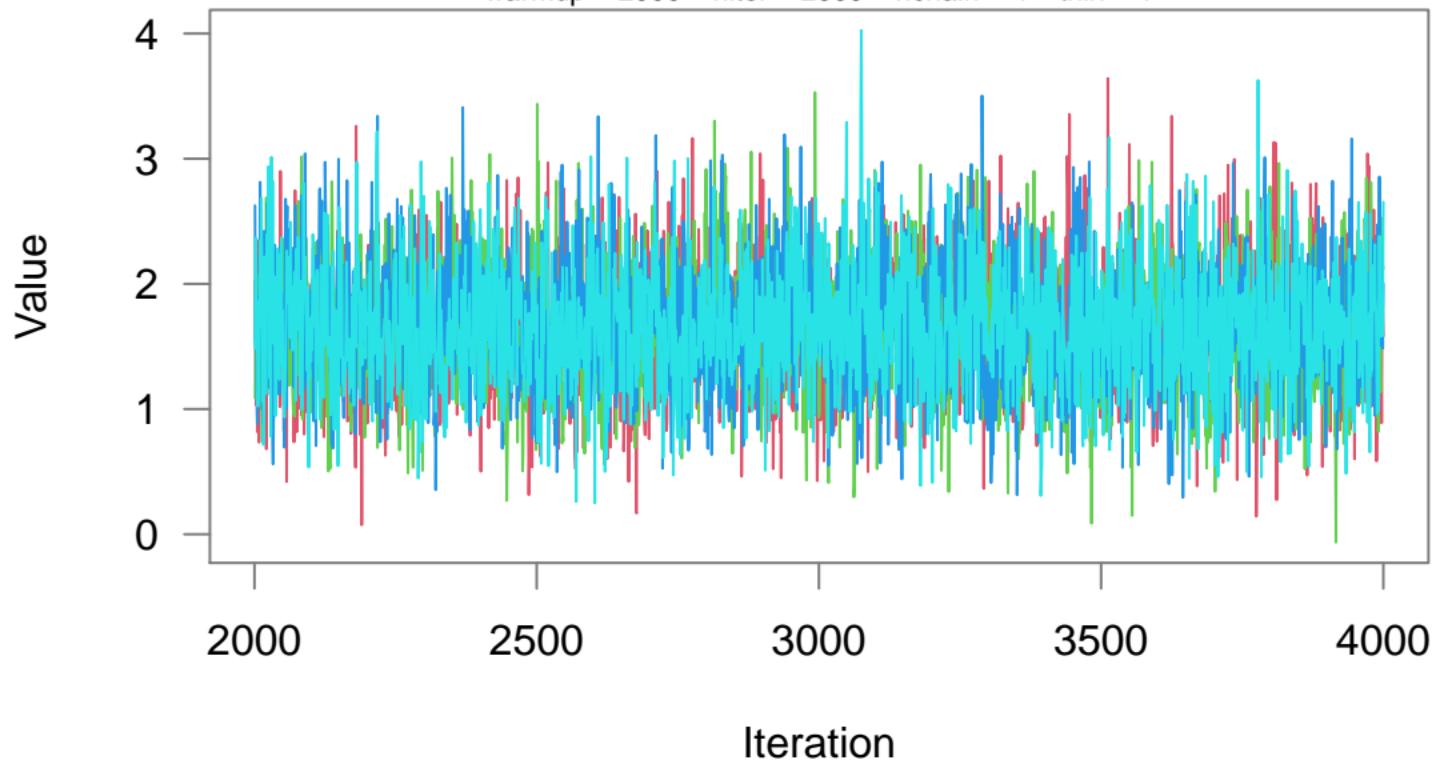
# **z\_4[1,13]**

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



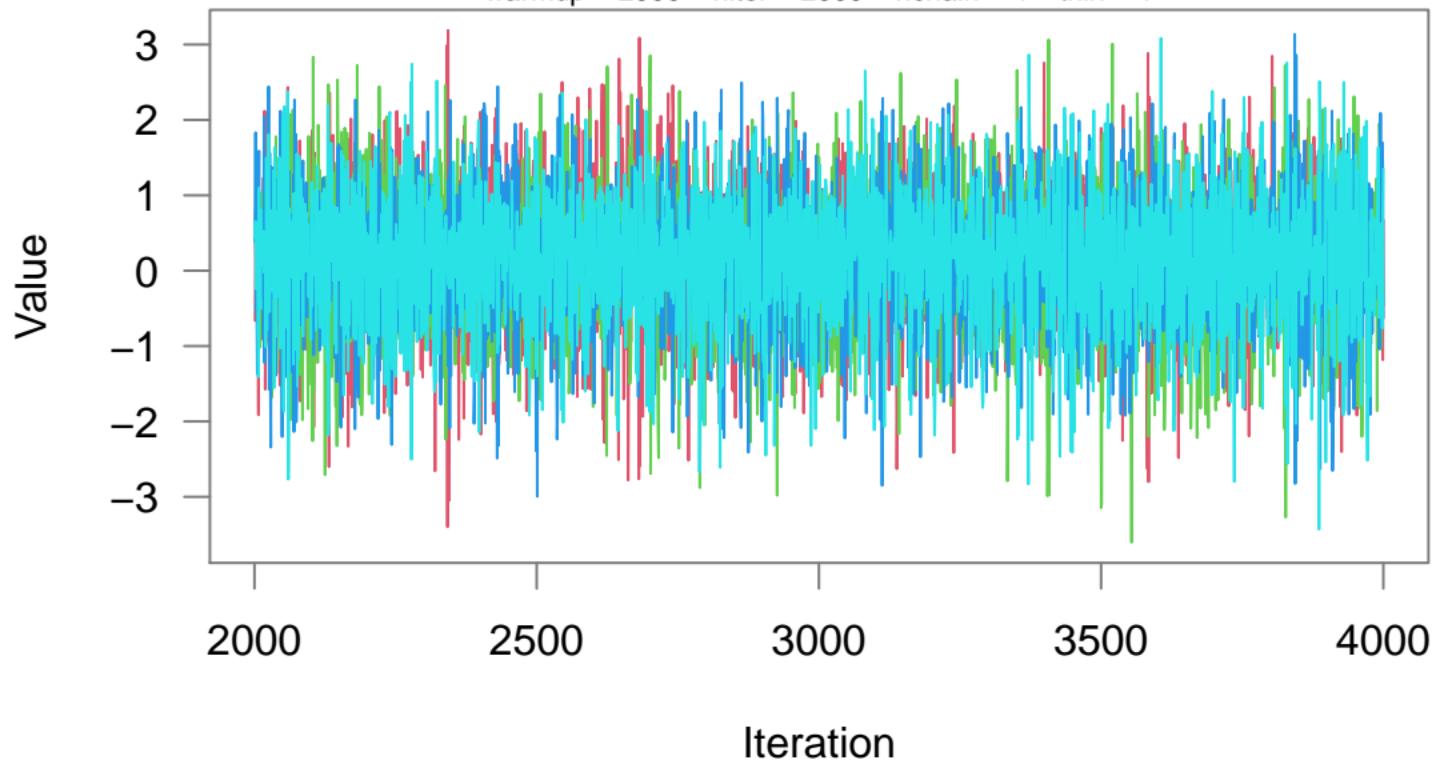
# **z\_4[1,14]**

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



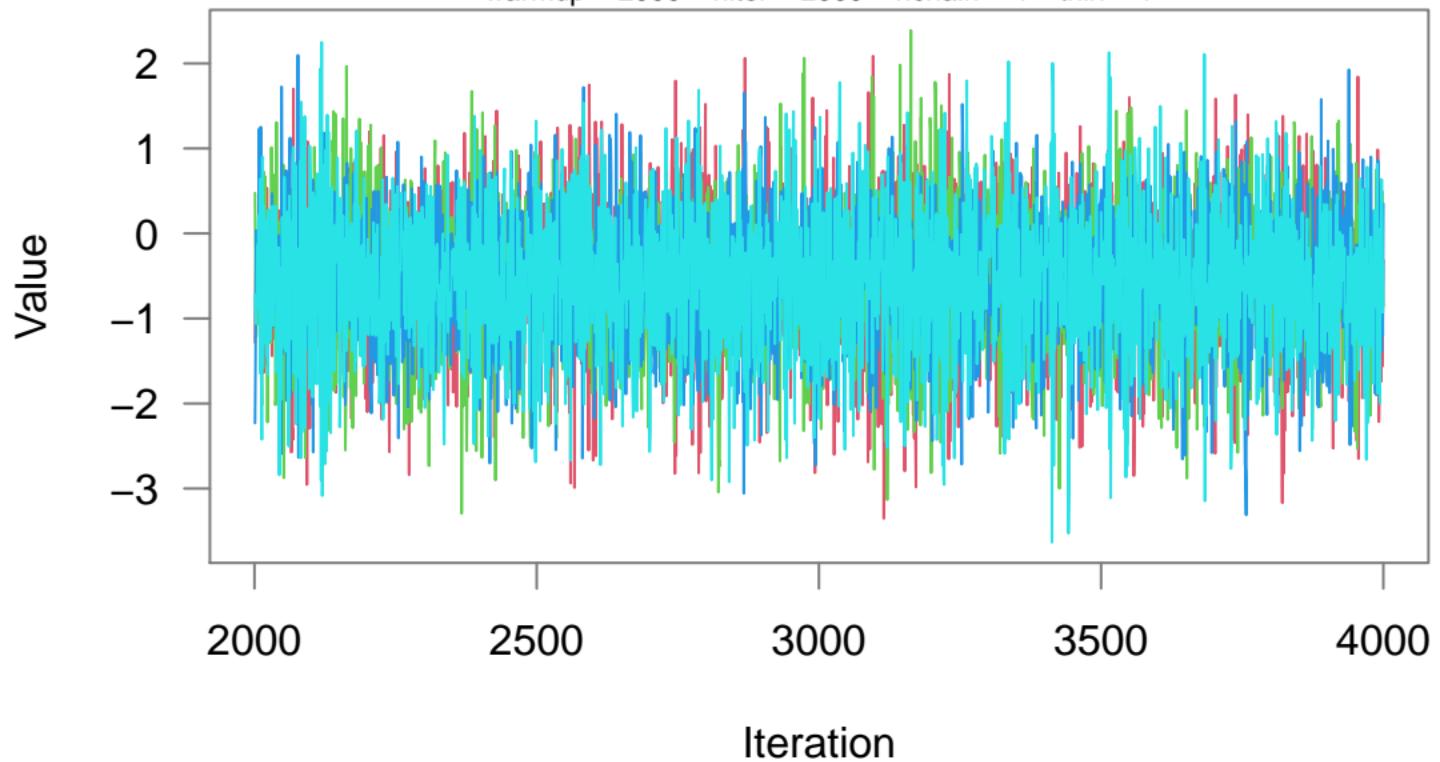
# **z\_4[1,15]**

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

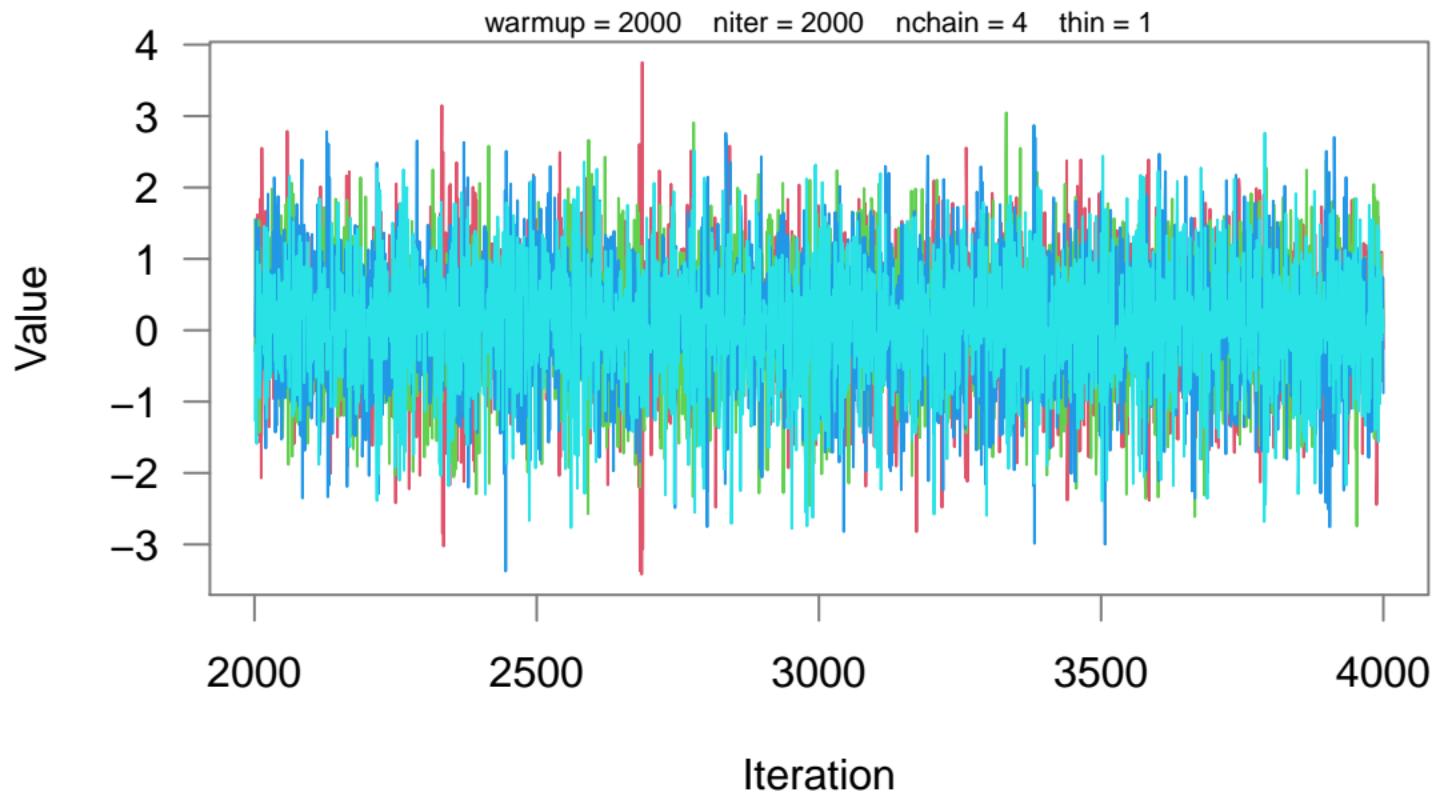


# **z\_4[1,16]**

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

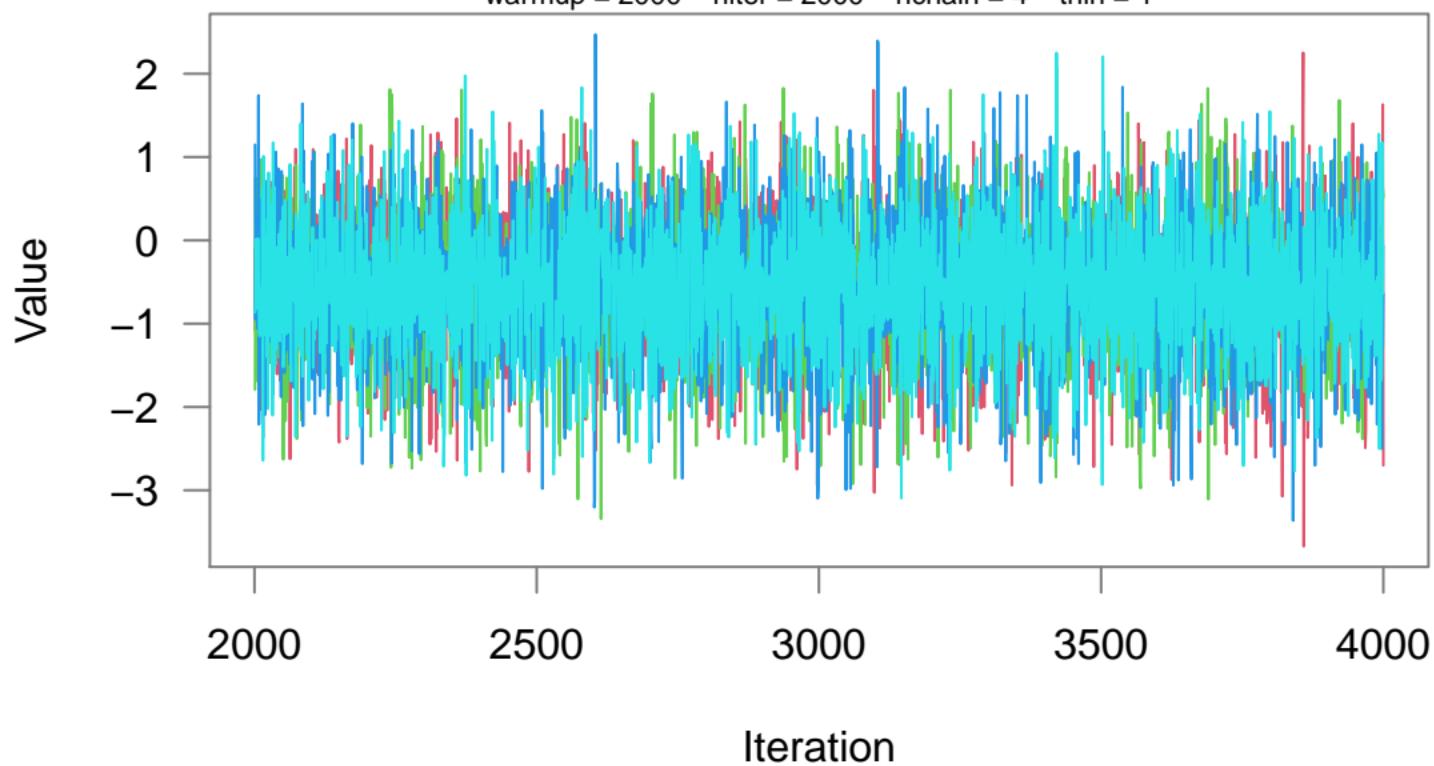


## **z\_4[1,17]**



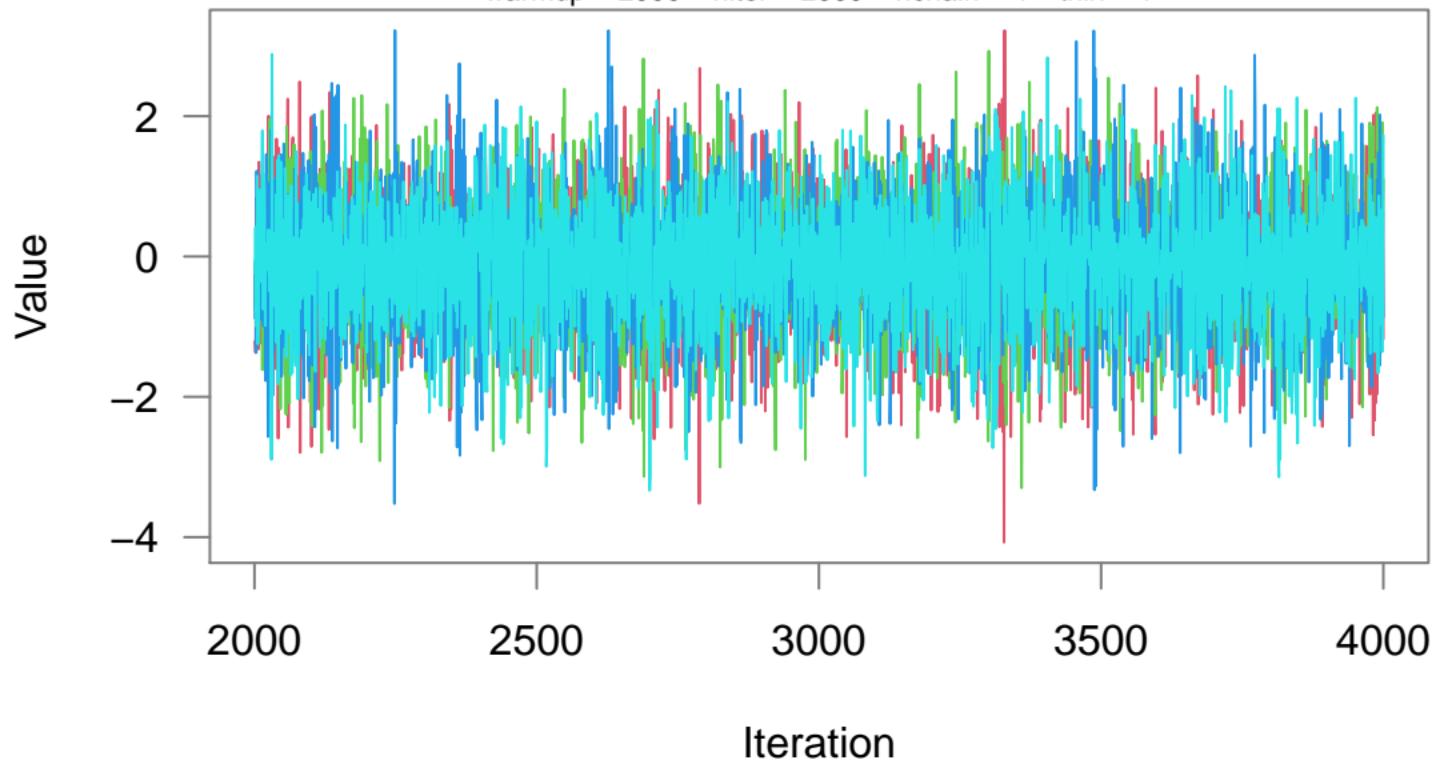
# **z\_4[1,18]**

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



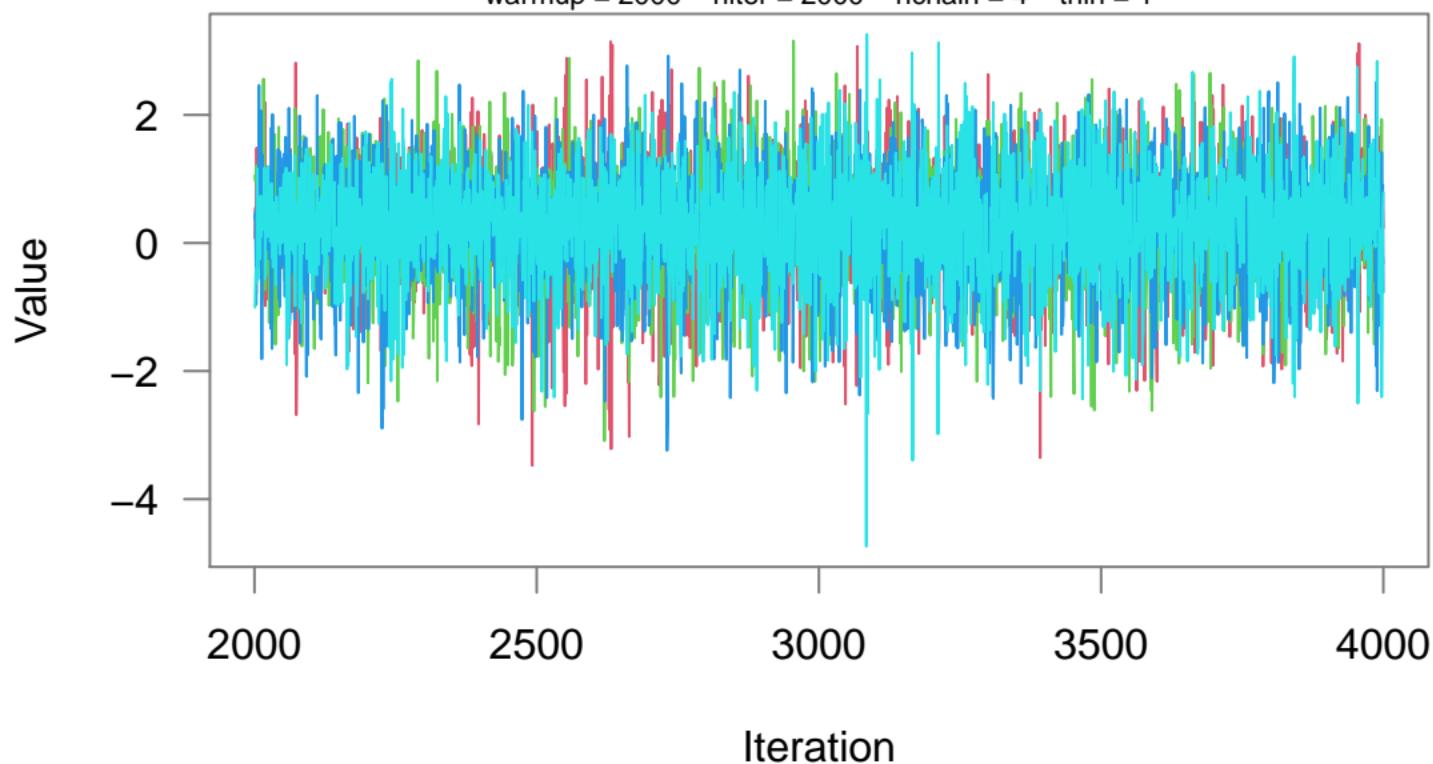
# **z\_4[1,19]**

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



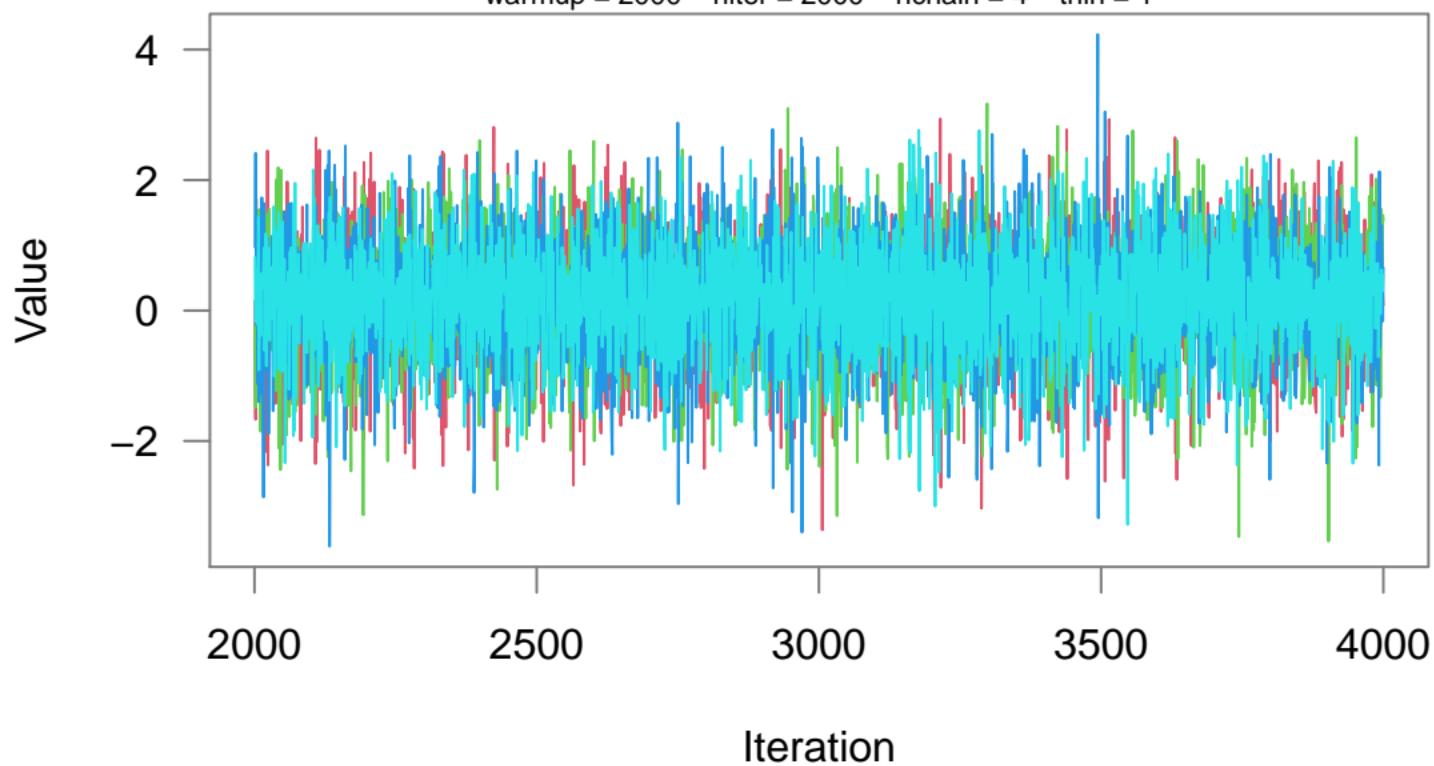
# **z\_4[1,20]**

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



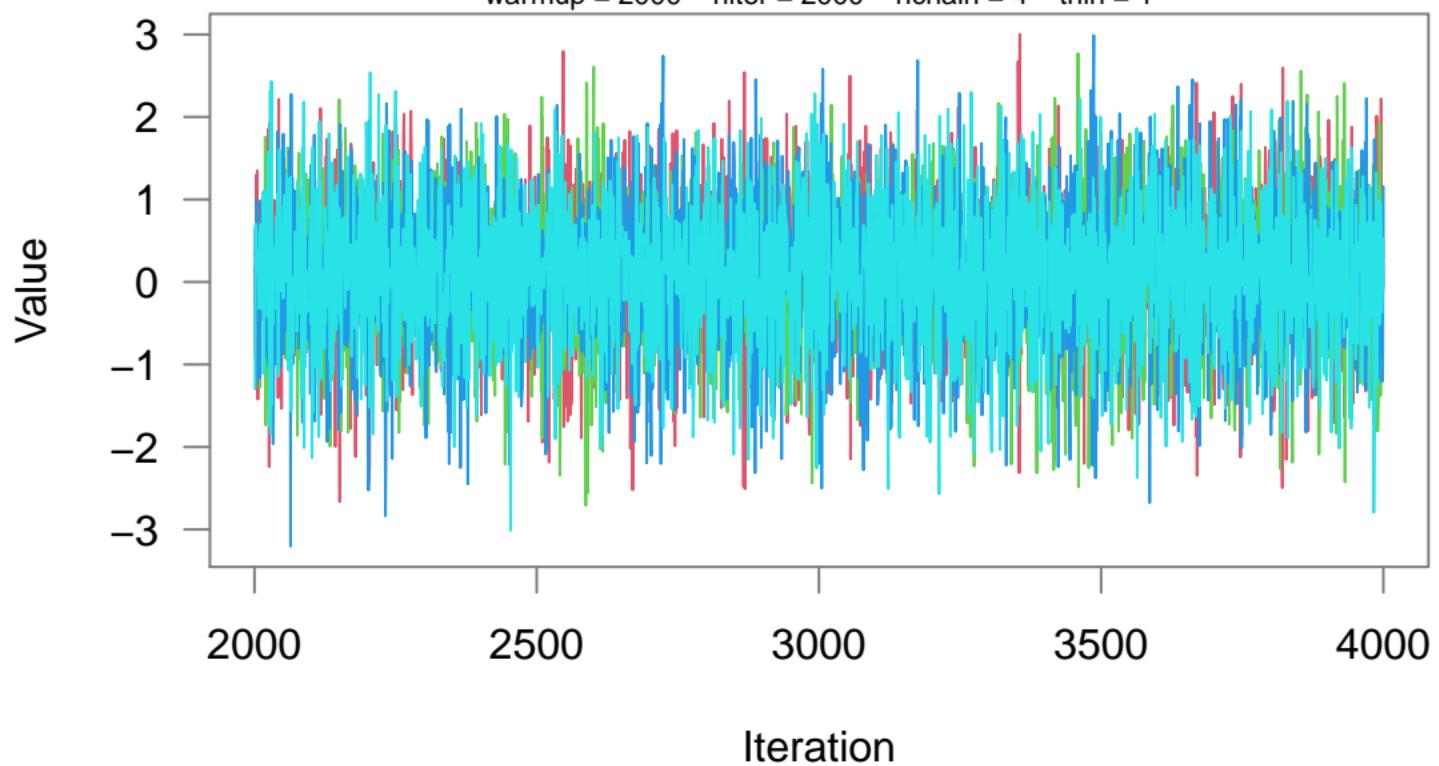
# **z\_4[1,21]**

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



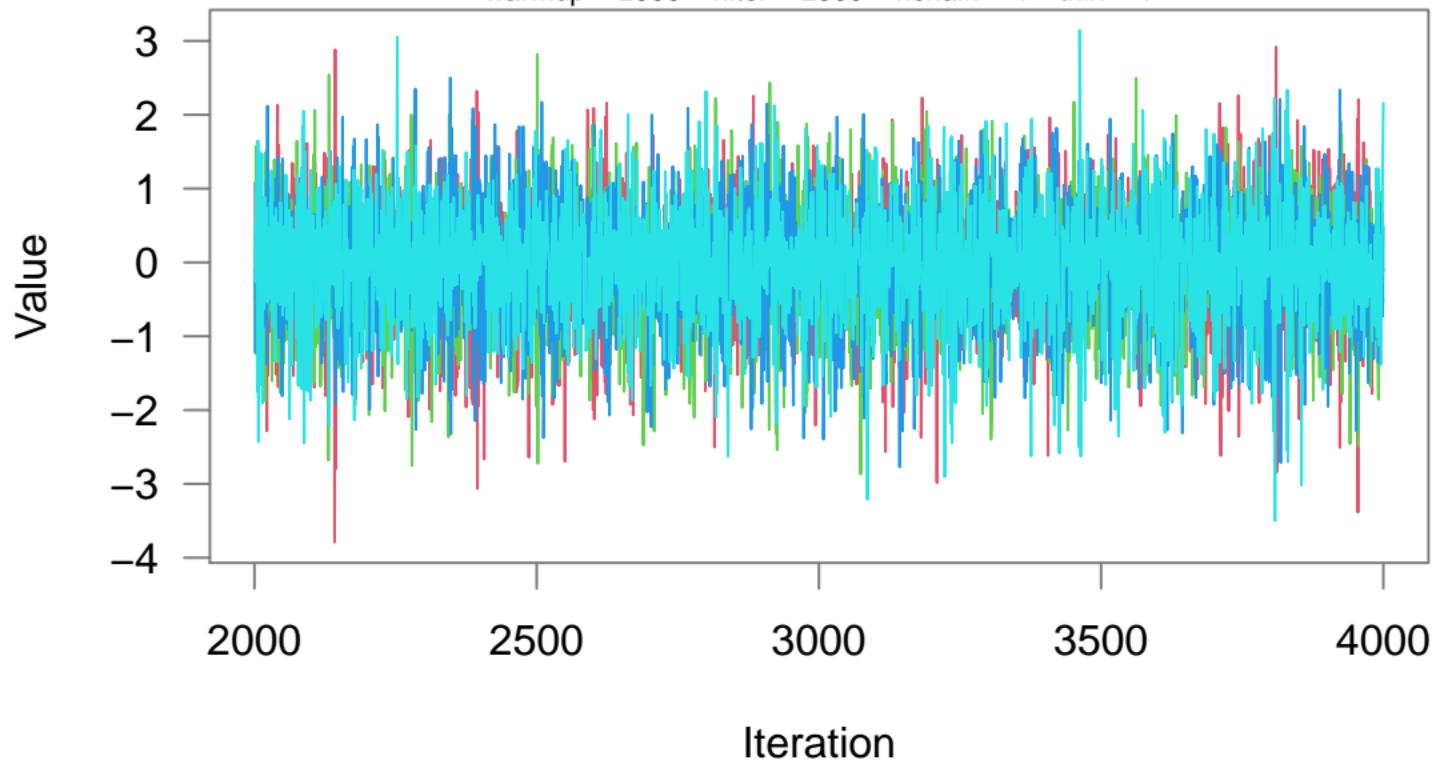
# **z\_4[1,22]**

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



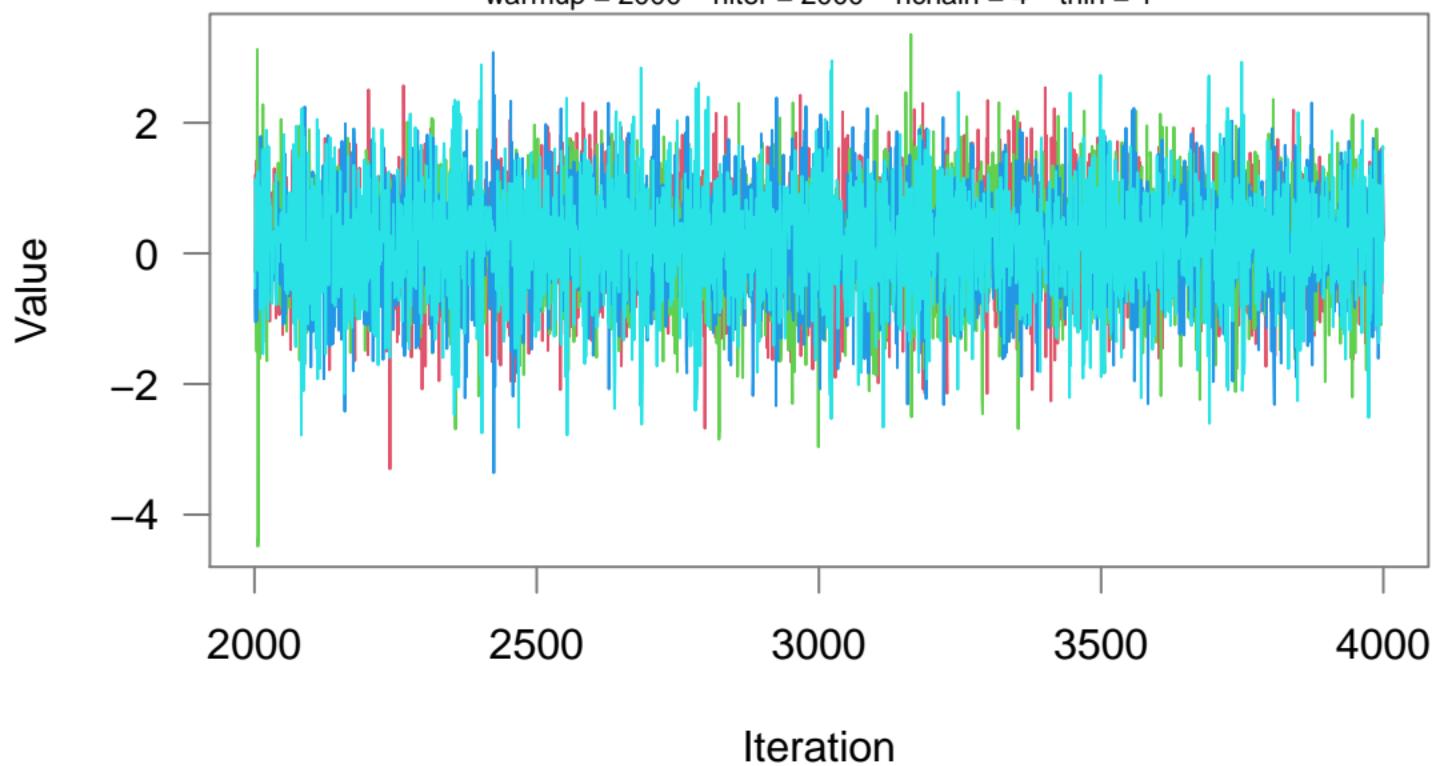
# **z\_4[1,23]**

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



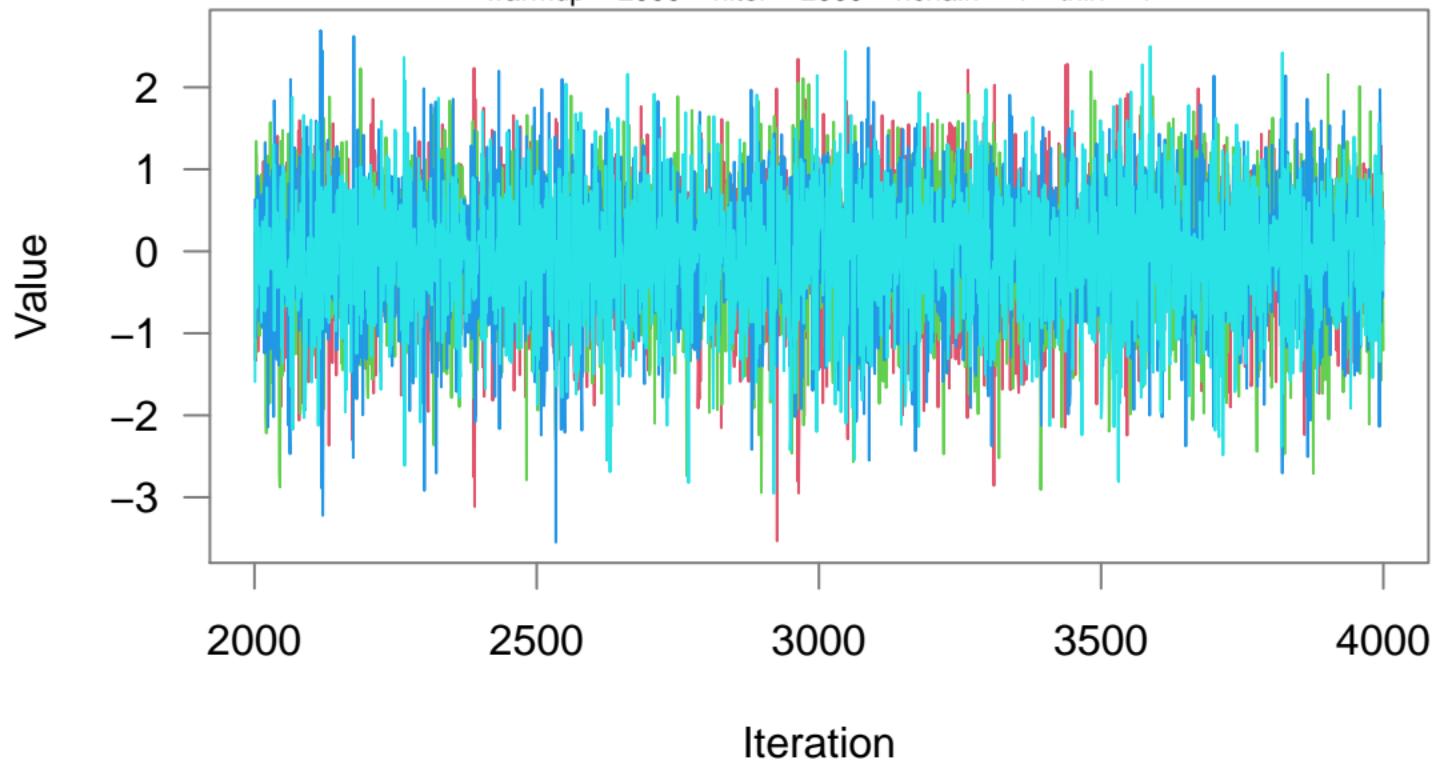
# **z\_4[1,24]**

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



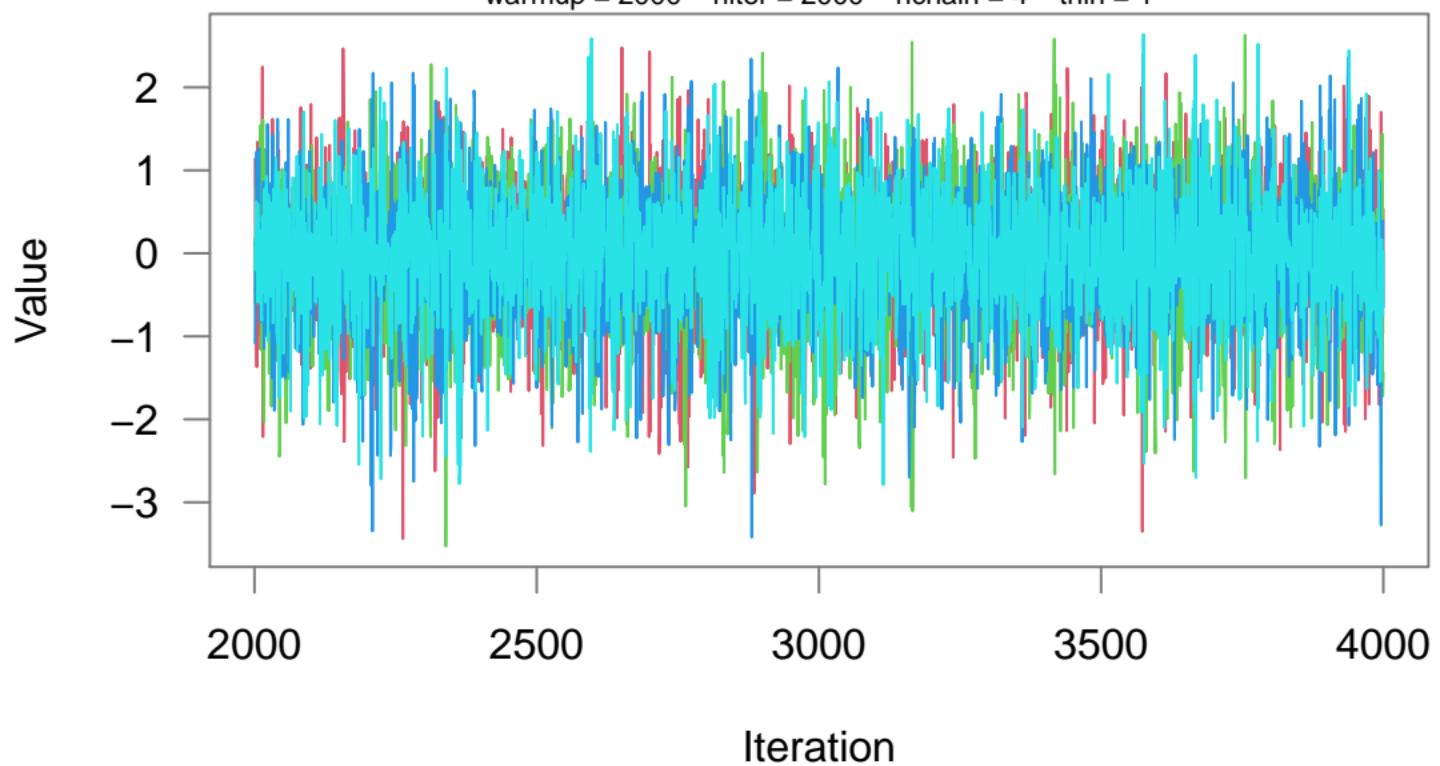
# **z\_4[1,25]**

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



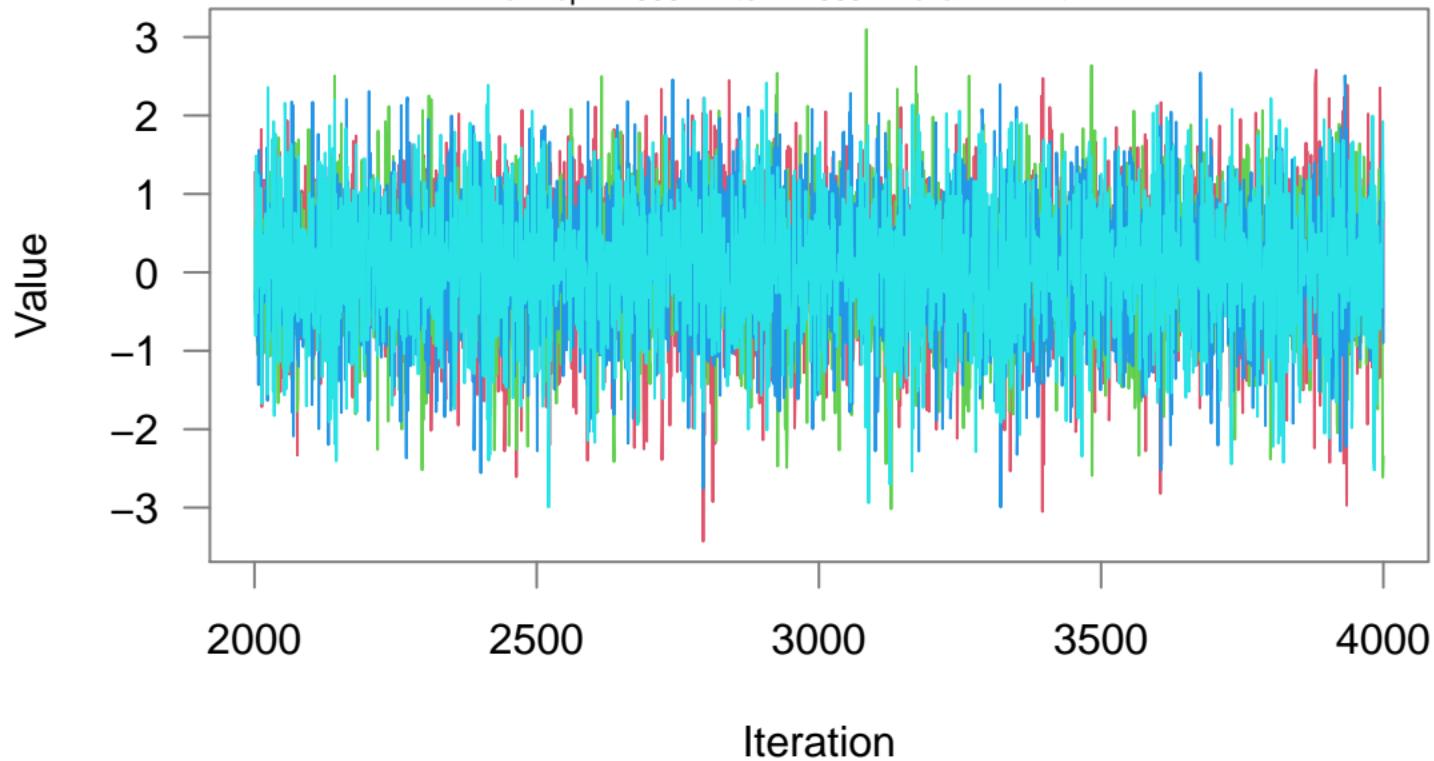
# **z\_4[1,26]**

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



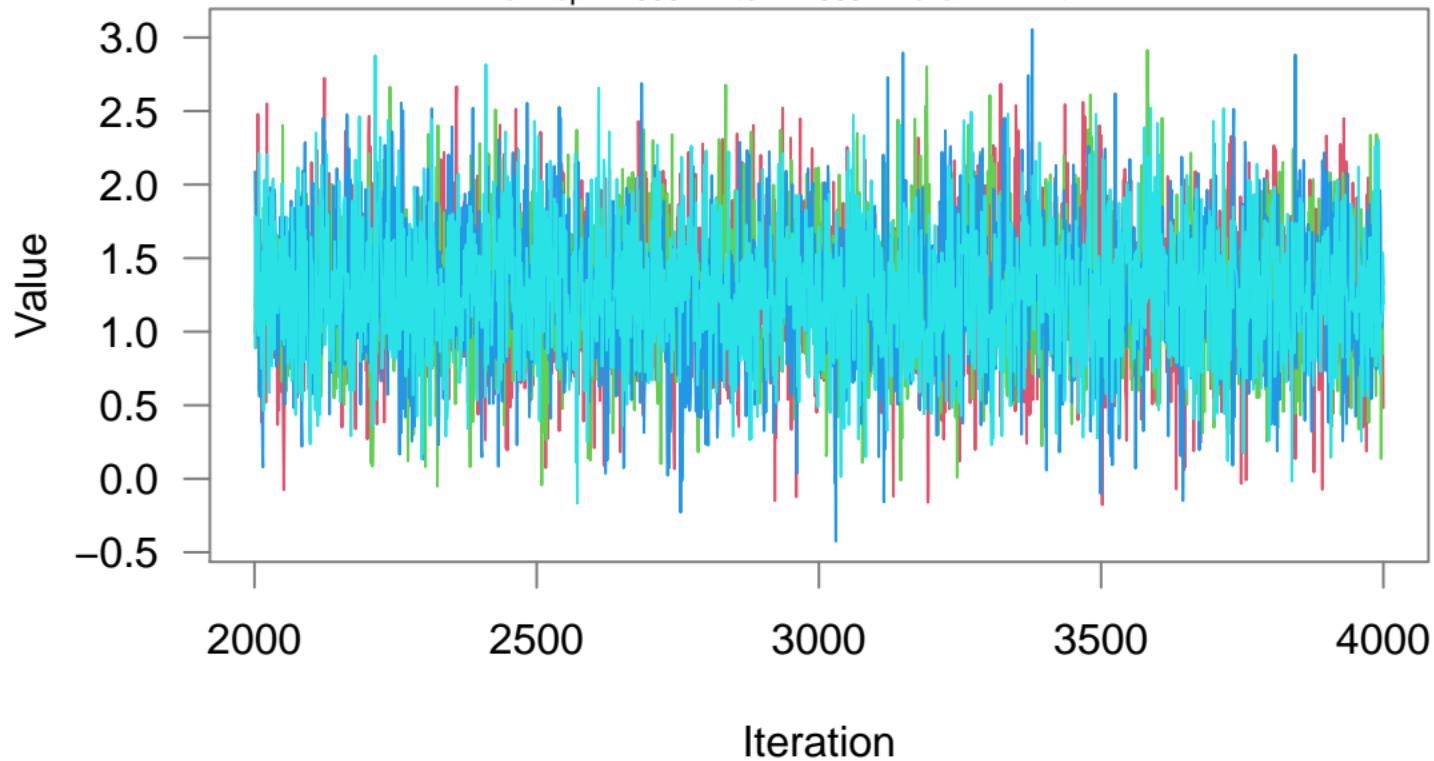
# **z\_4[1,27]**

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



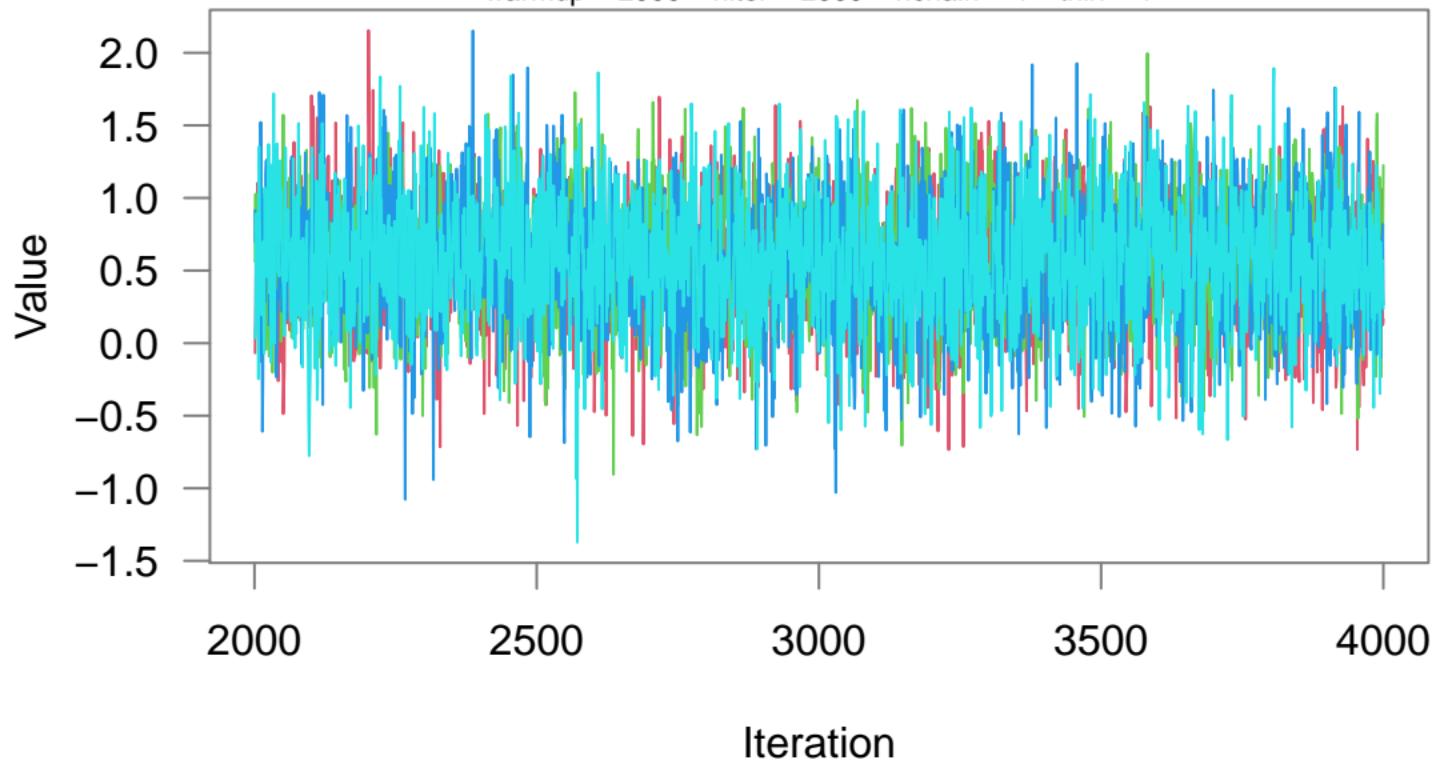
# **z\_4[1,28]**

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



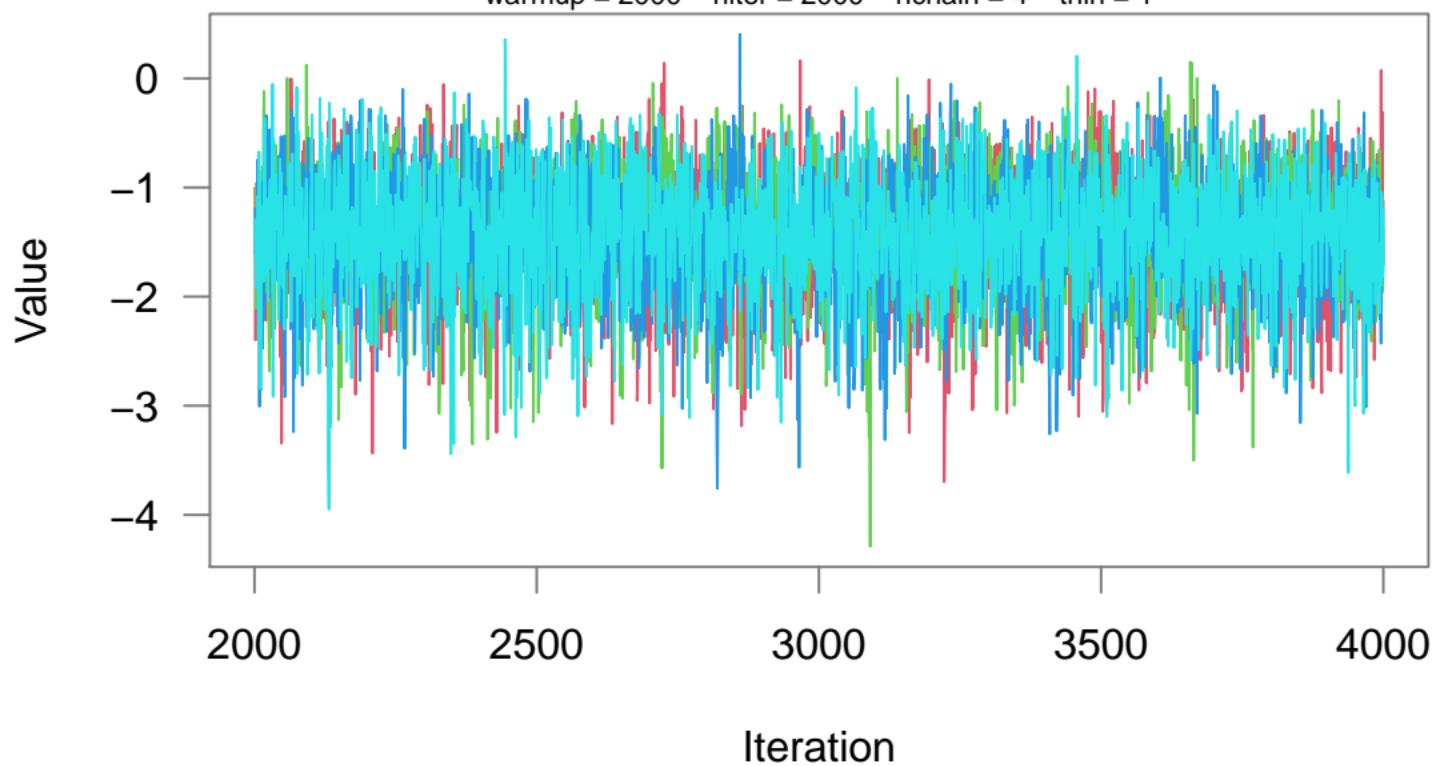
# **z\_4[1,29]**

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



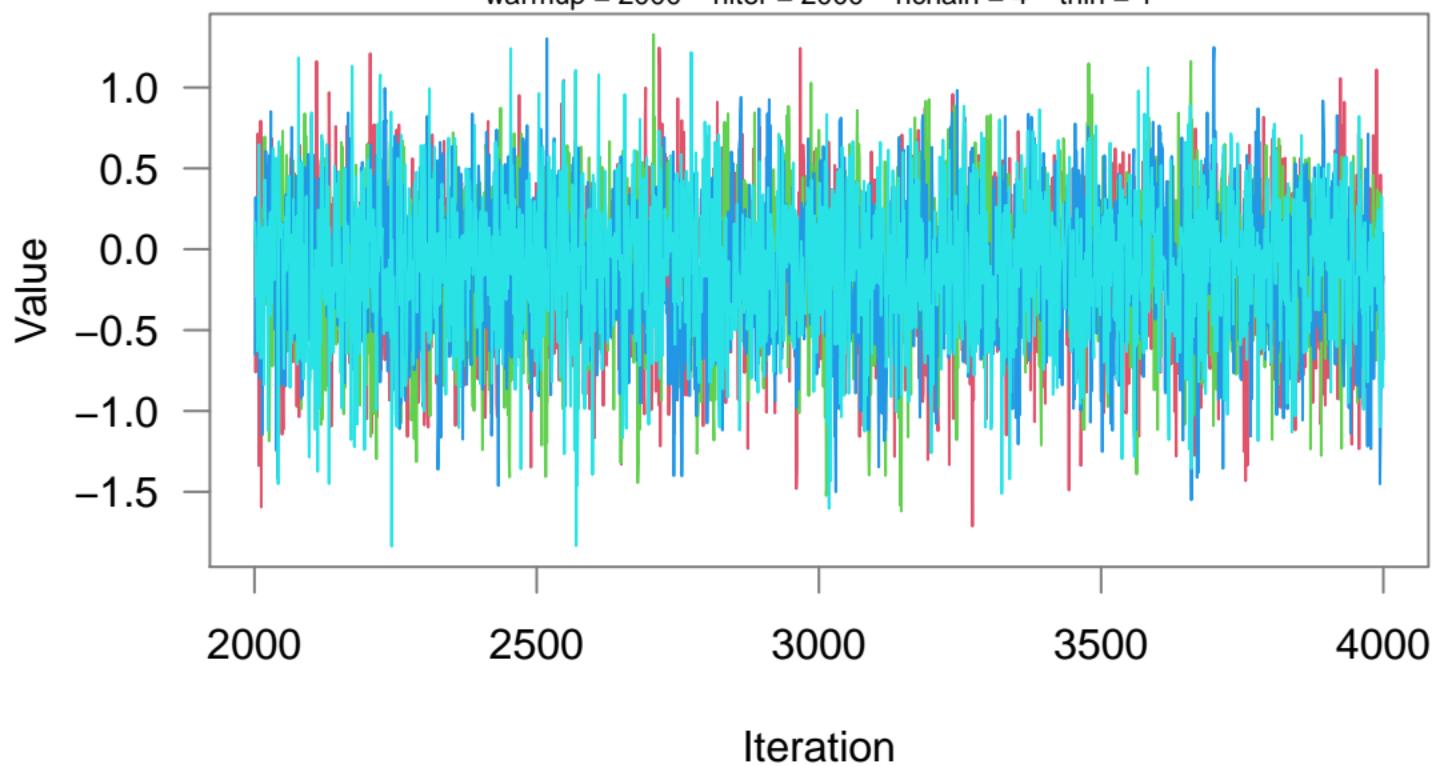
# **z\_4[1,30]**

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



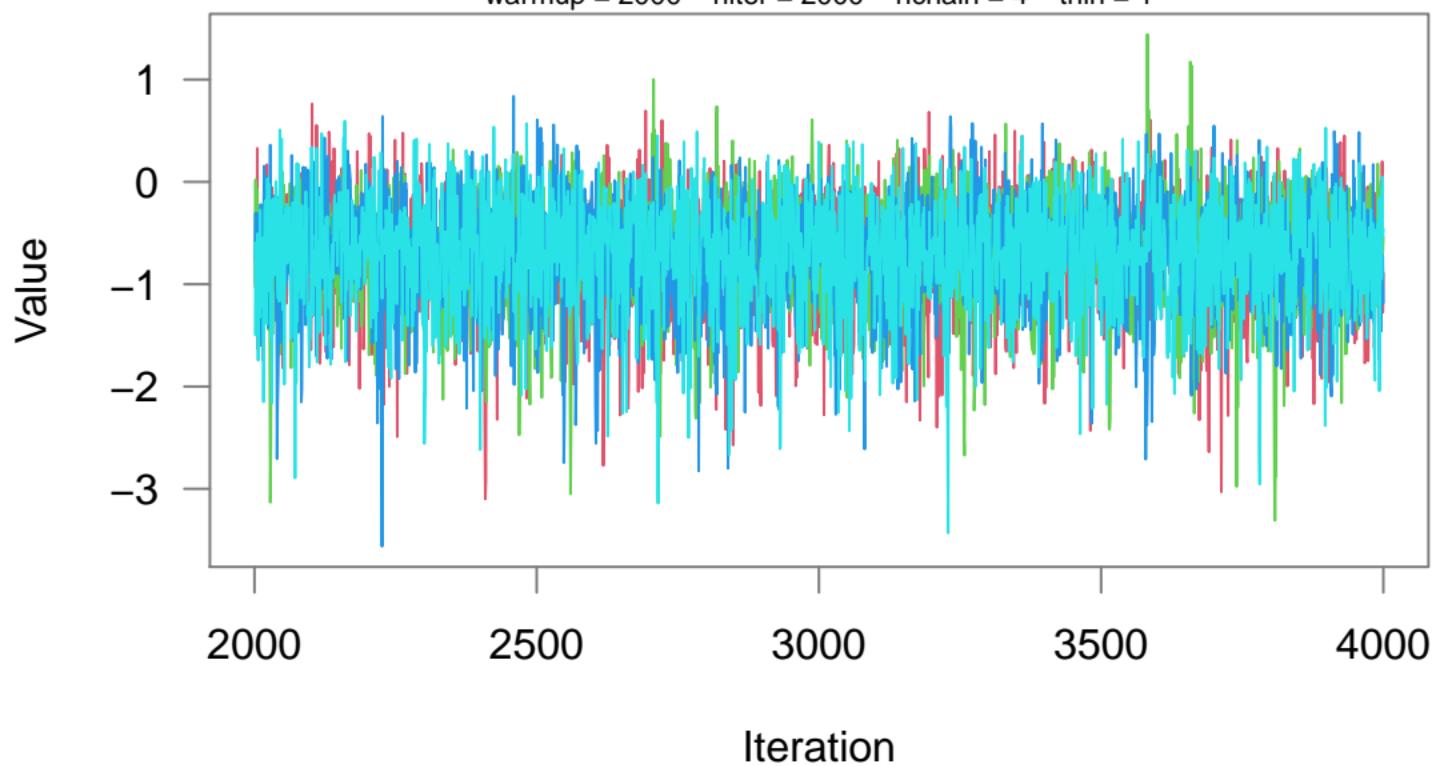
# **z\_4[1,31]**

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



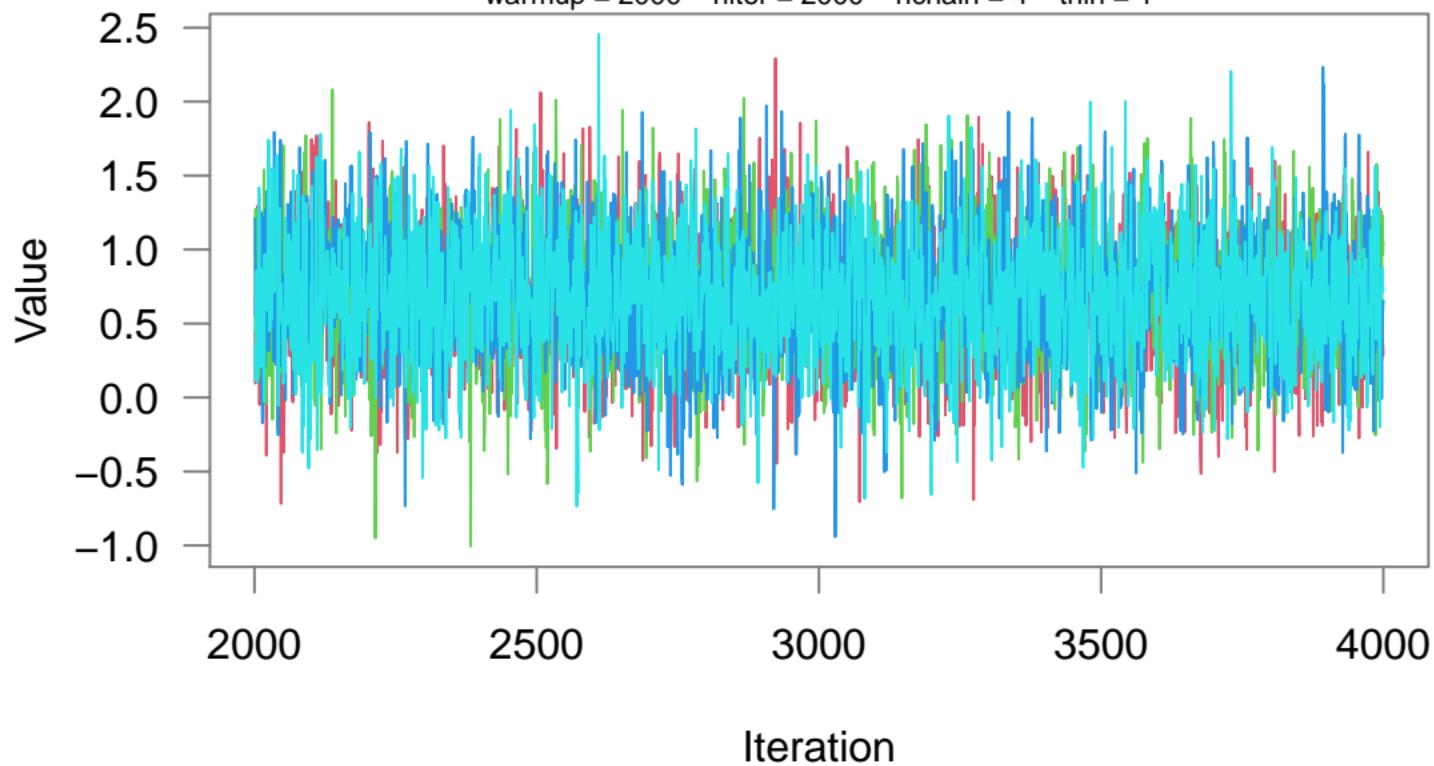
# **z\_4[1,32]**

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



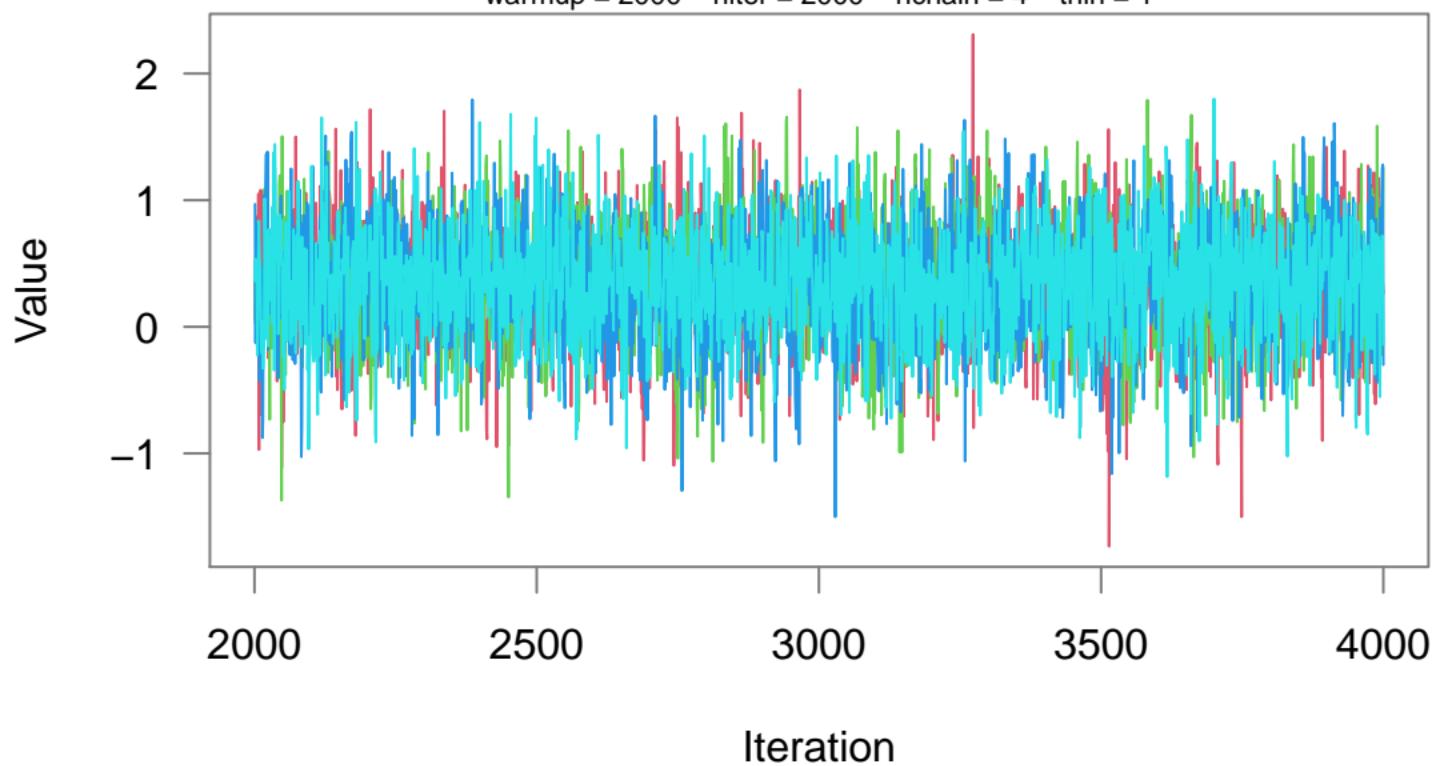
## **z\_4[1,33]**

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



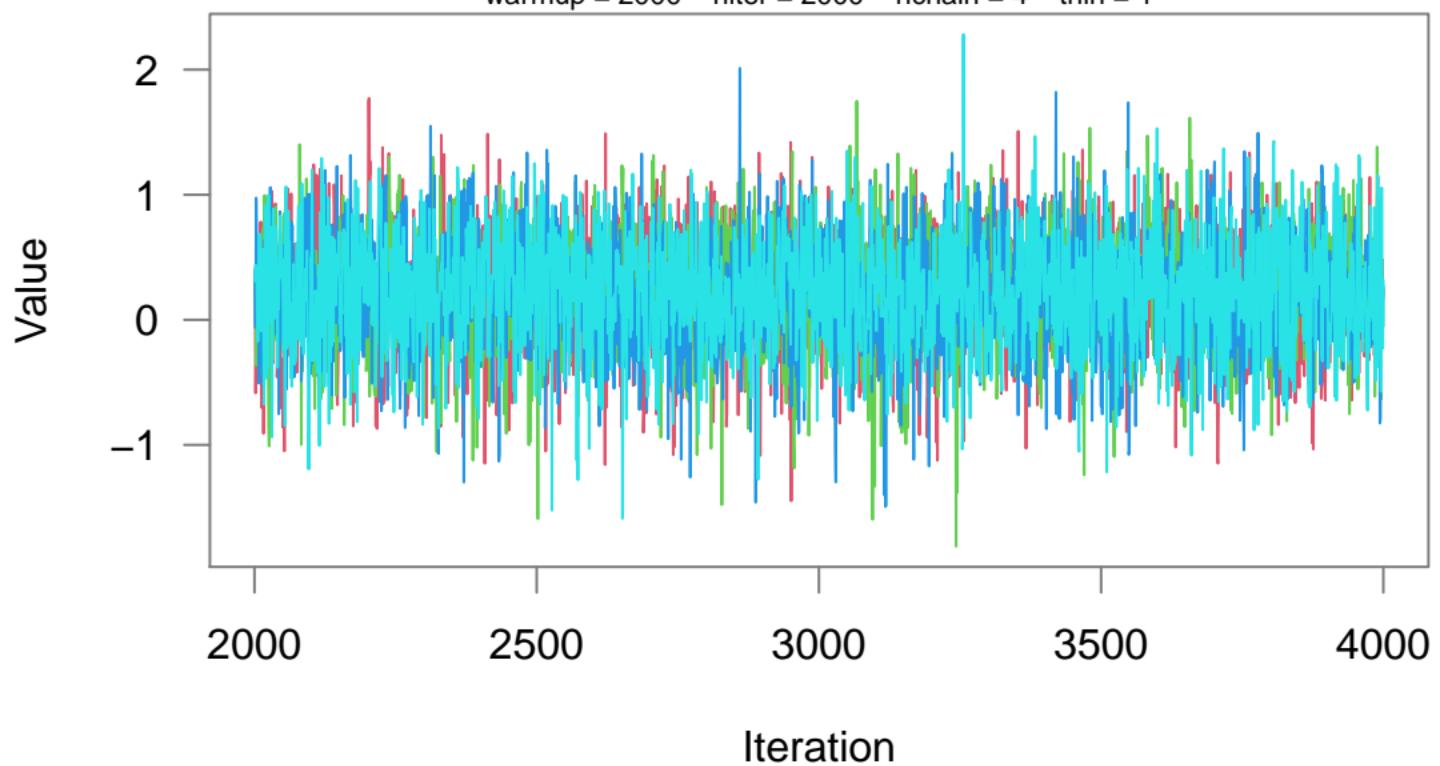
# **z\_4[1,34]**

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



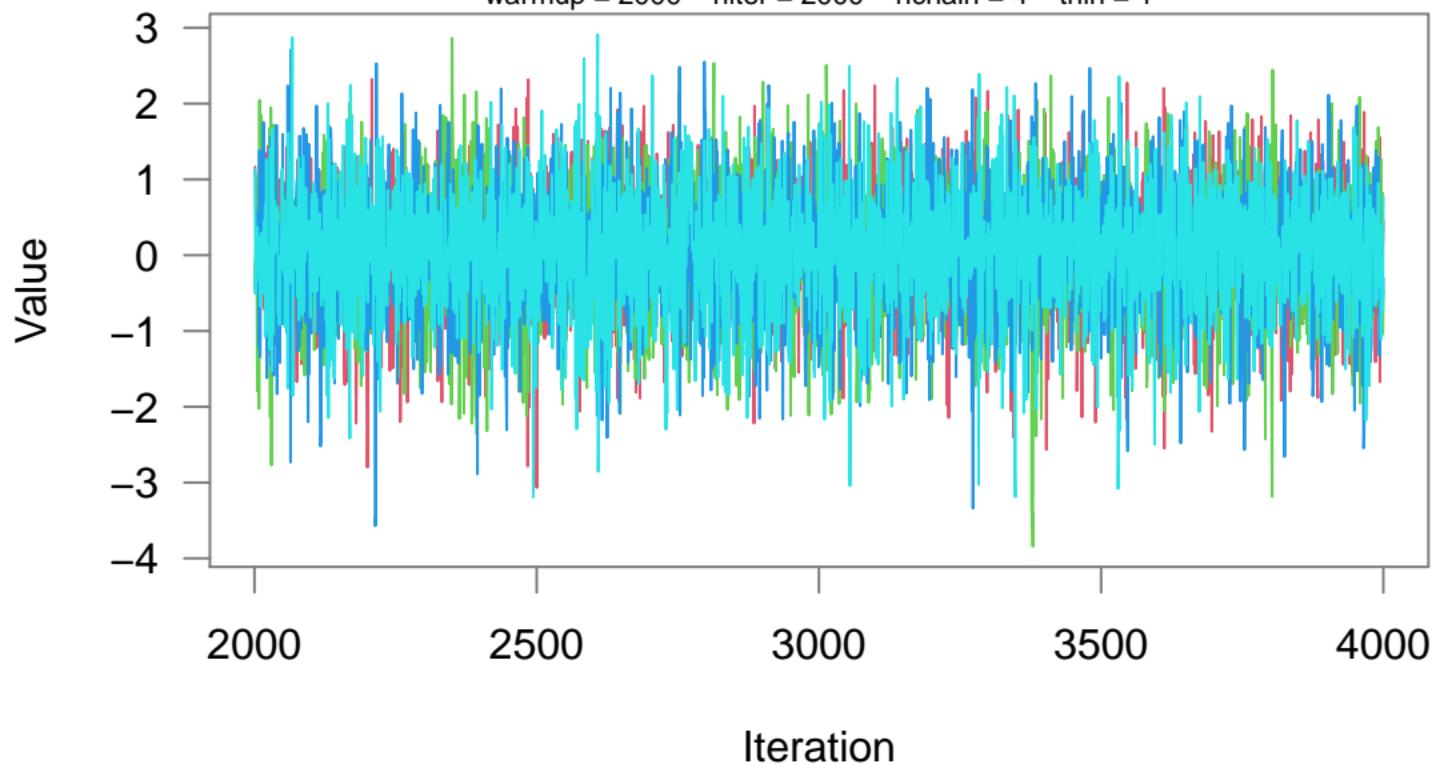
# **z\_4[1,35]**

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



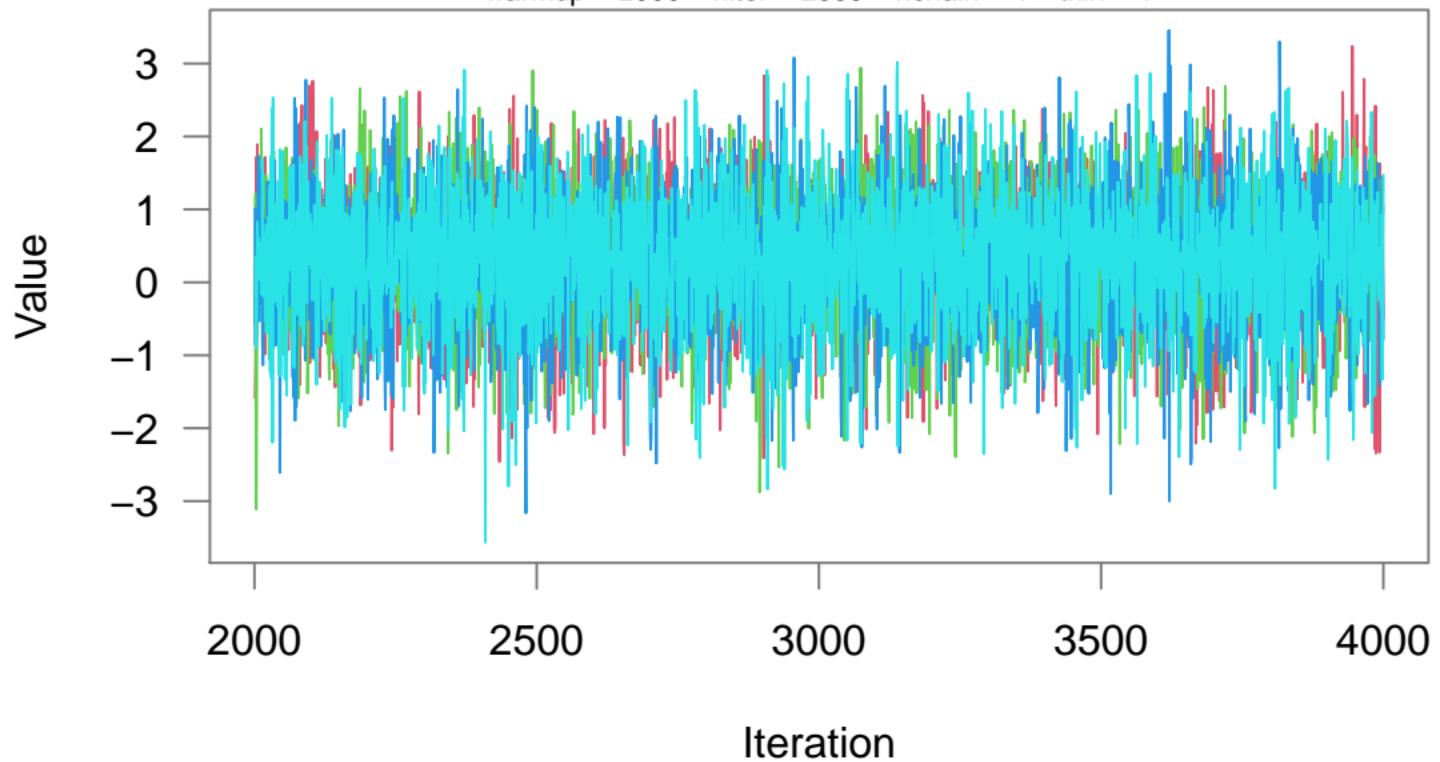
# **z\_4[1,36]**

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



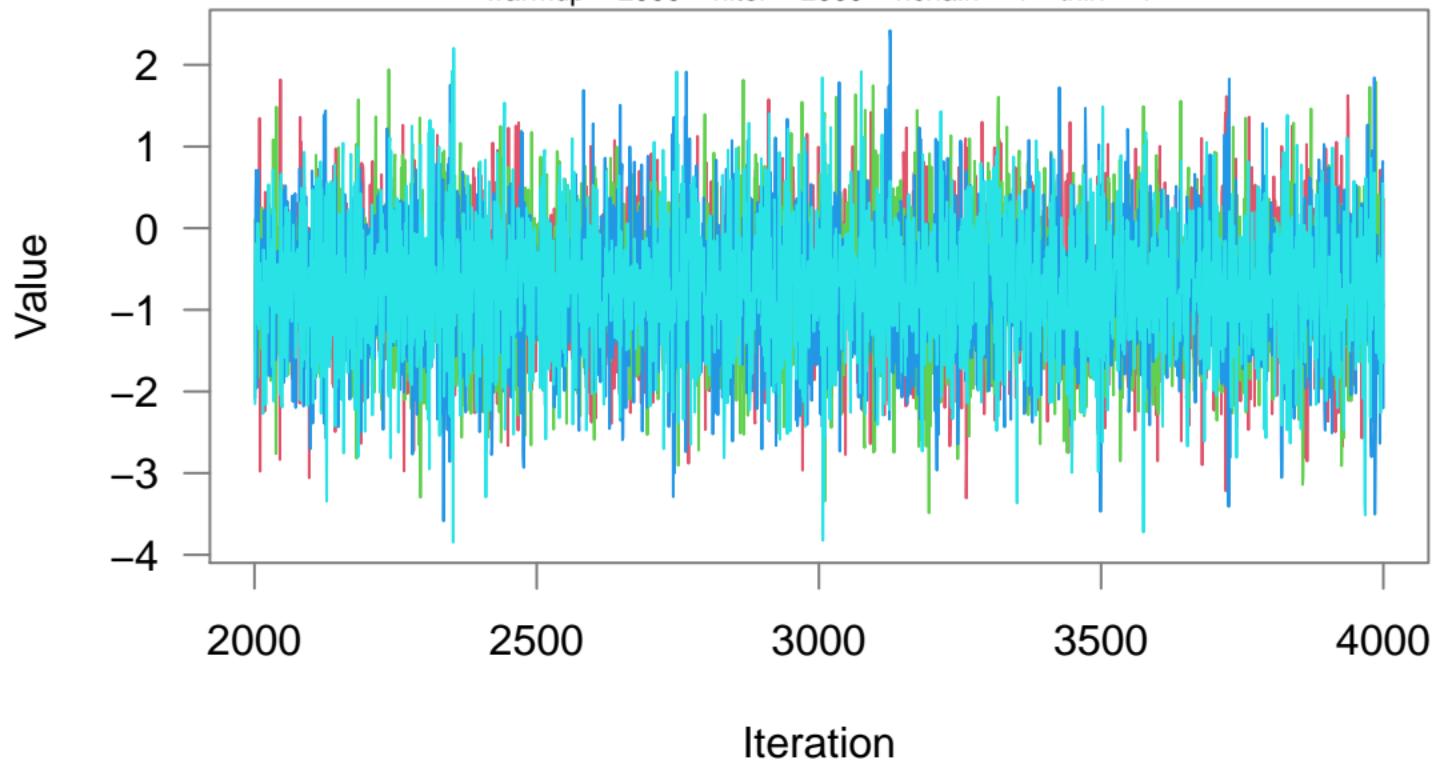
# **z\_4[1,37]**

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



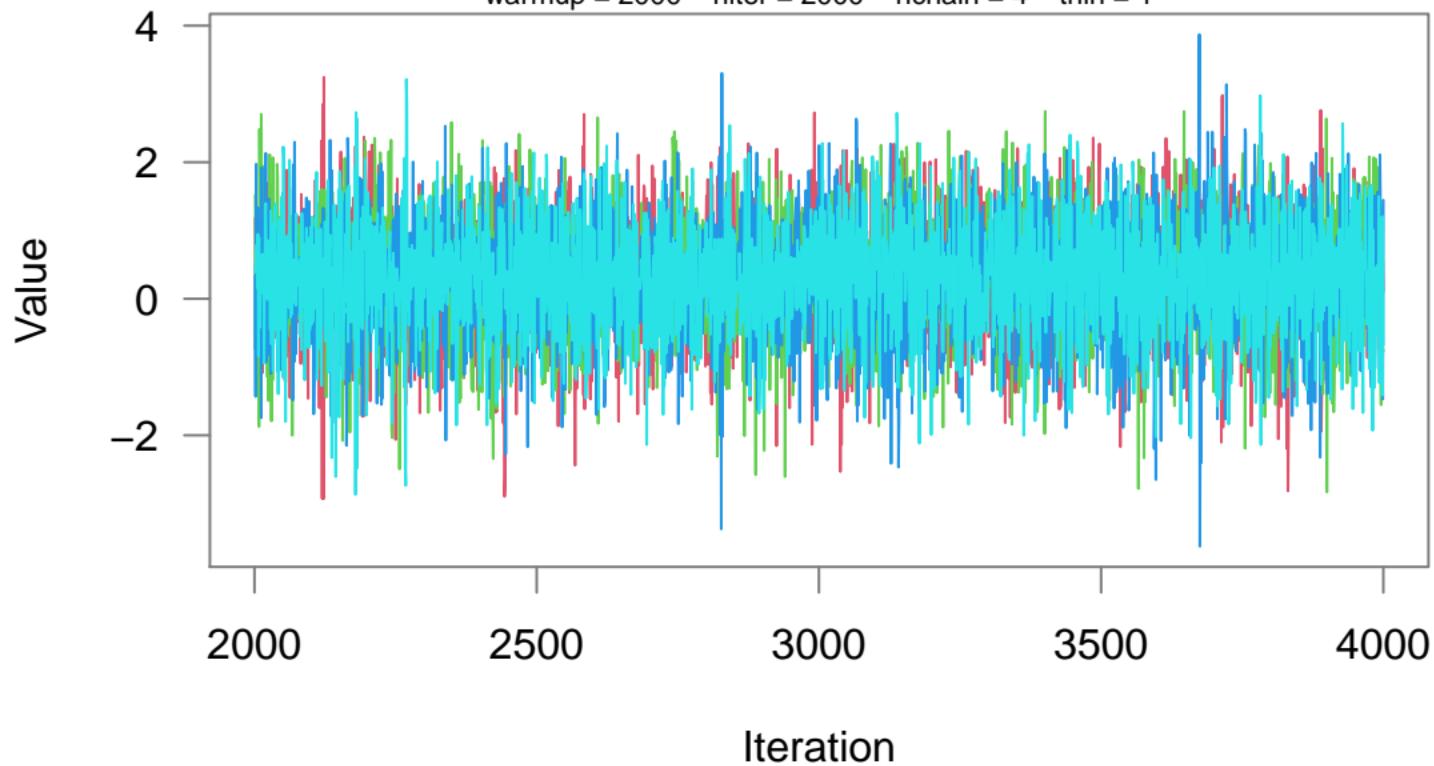
# **z\_4[1,38]**

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



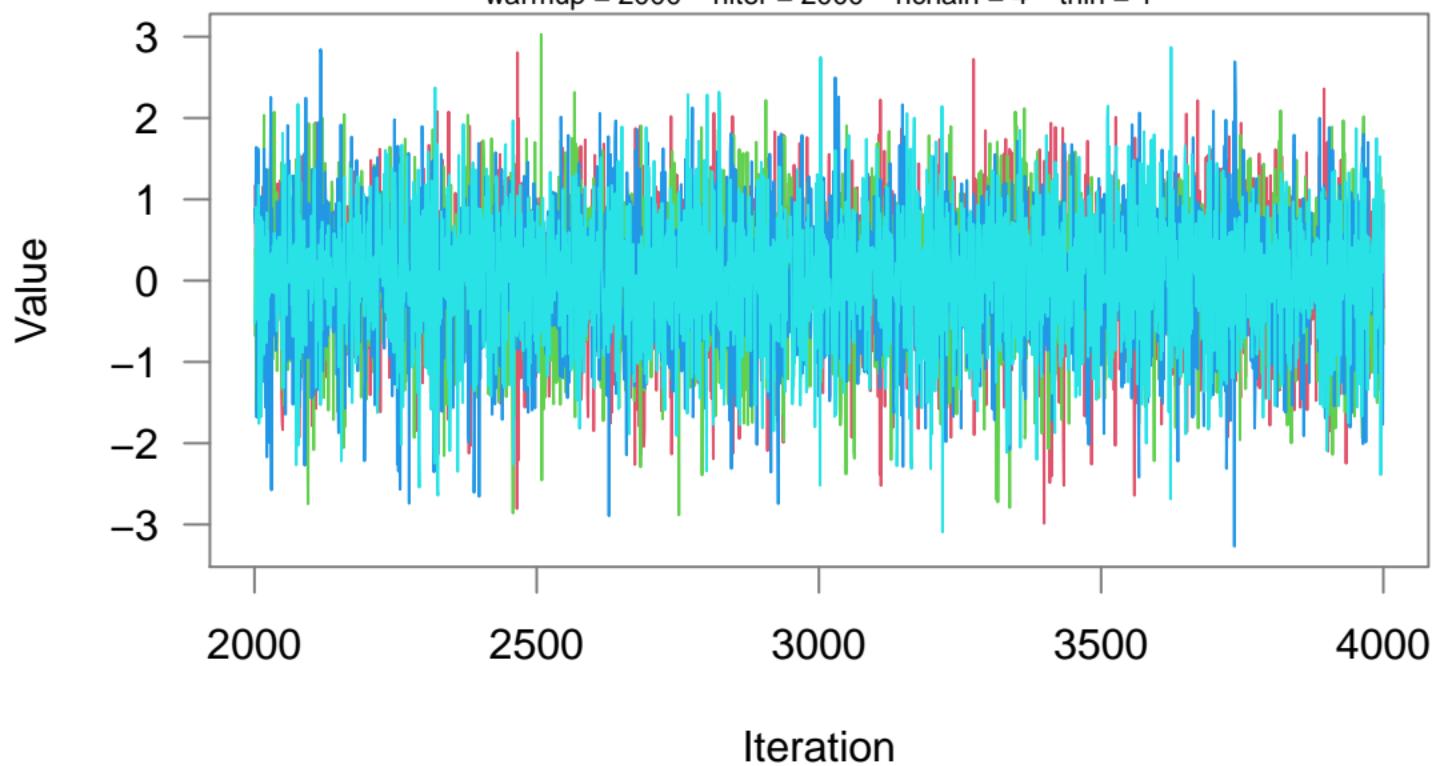
## **z\_4[1,39]**

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



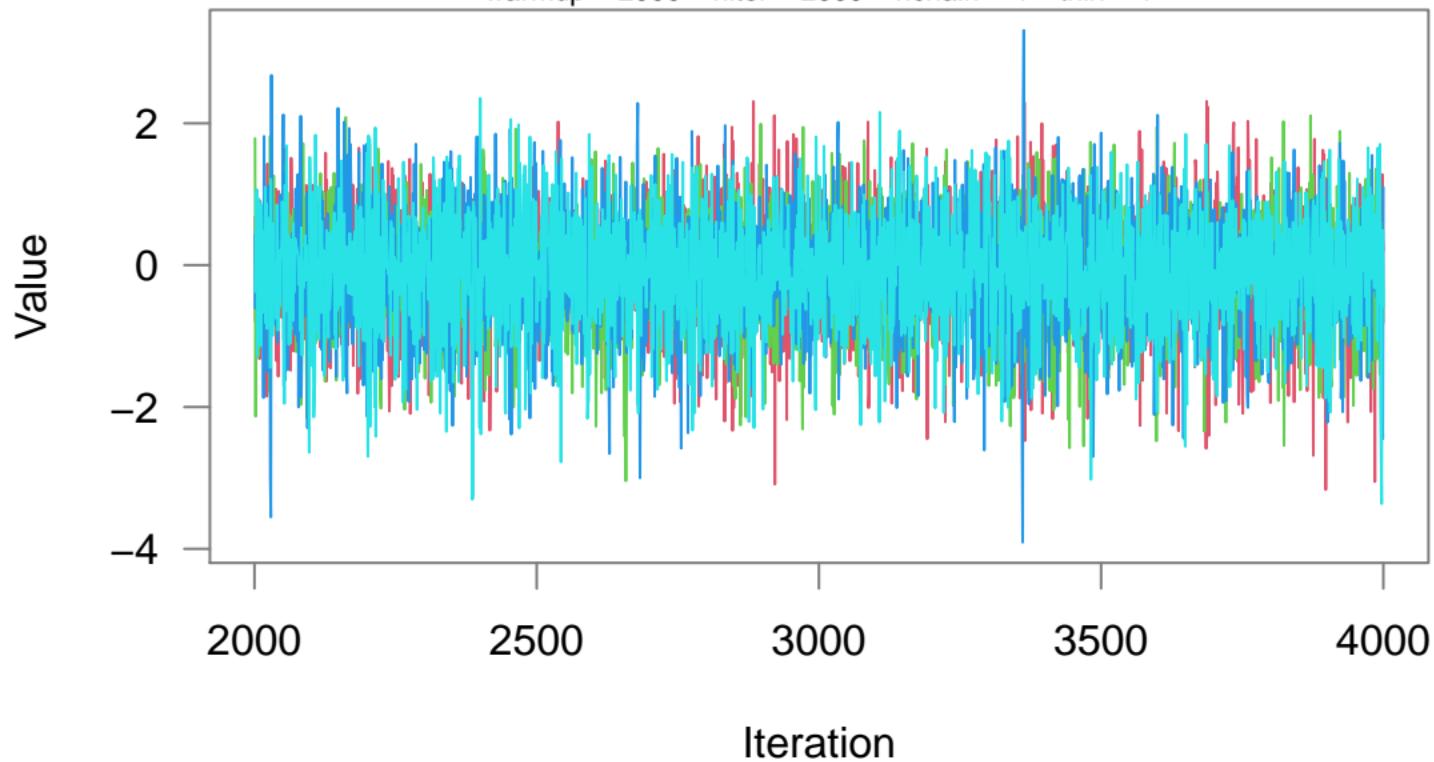
# **z\_4[1,40]**

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



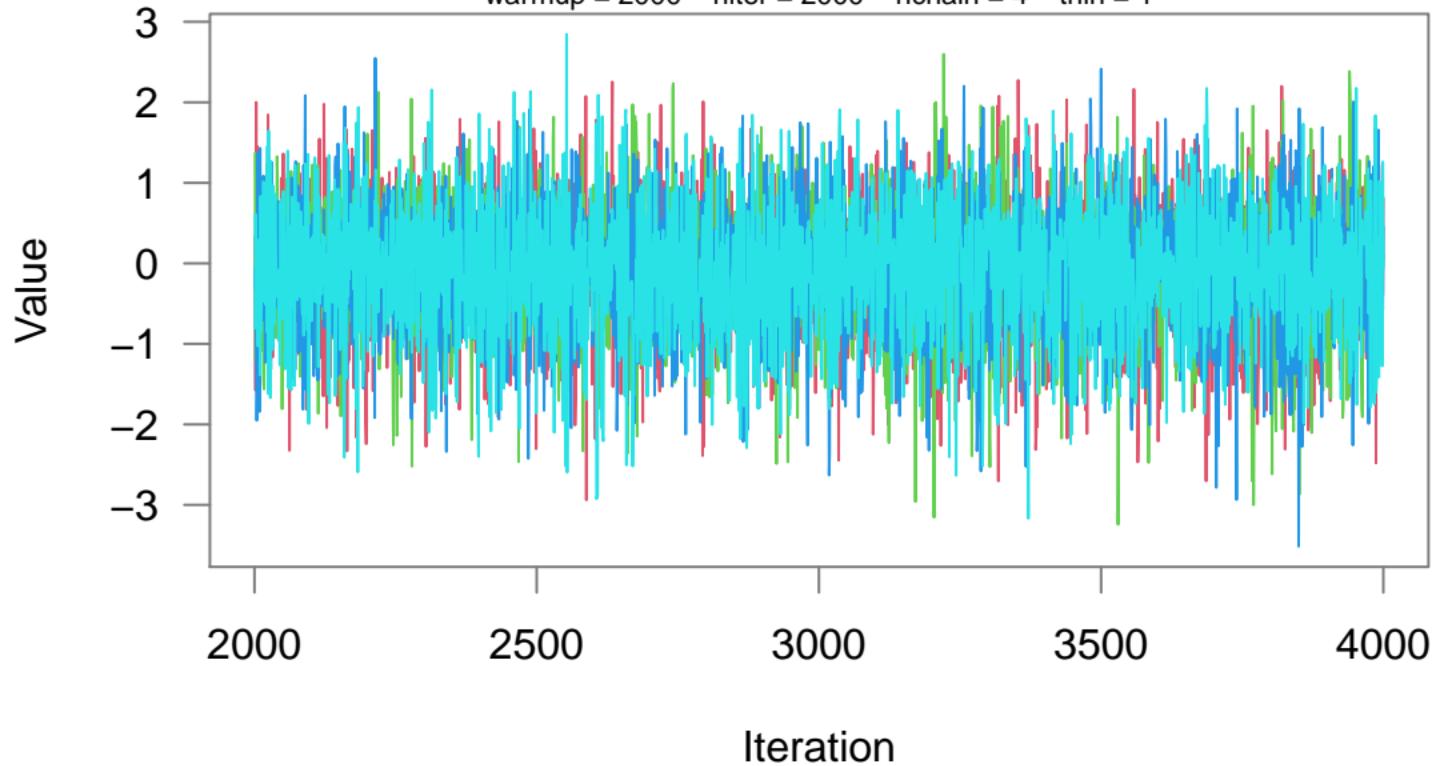
# **z\_4[1,41]**

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



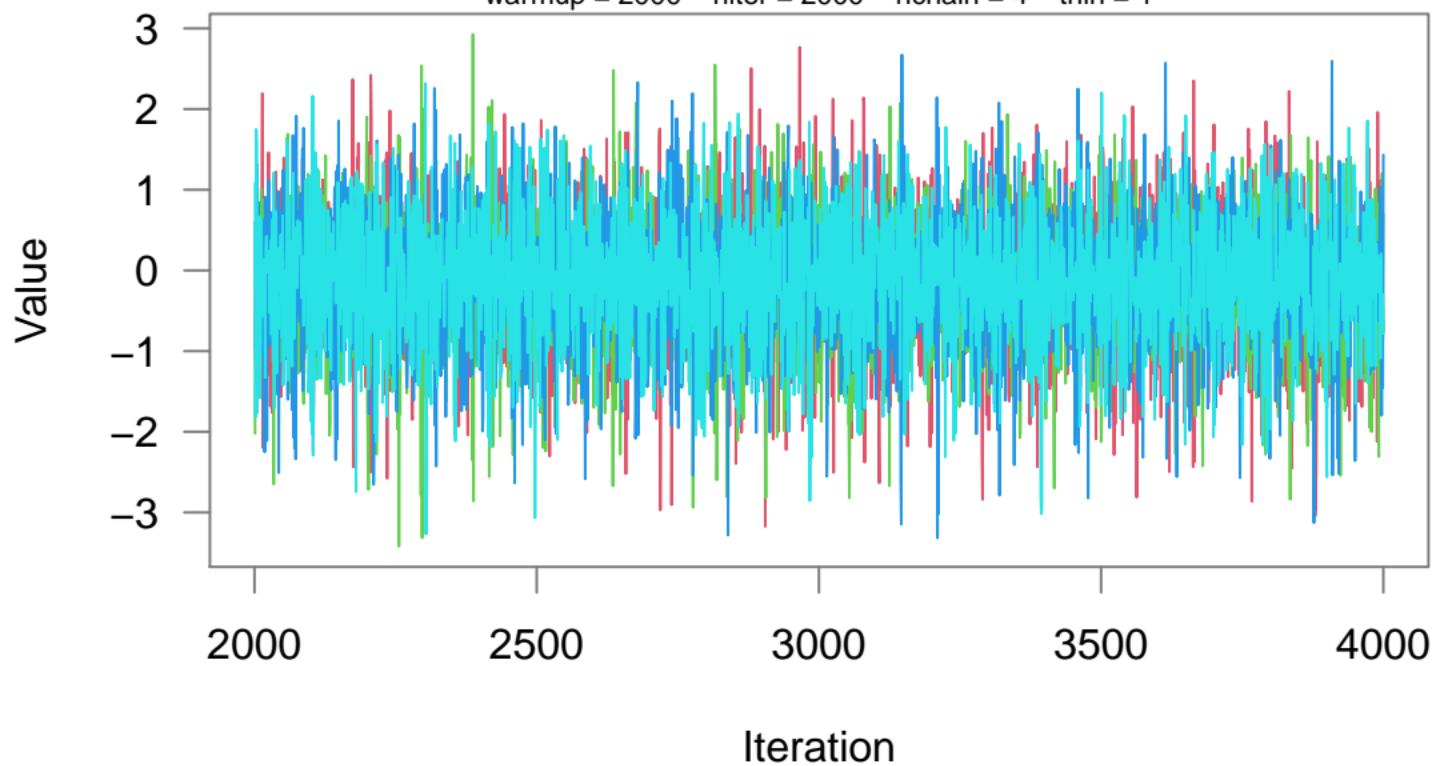
## **z\_4[1,42]**

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



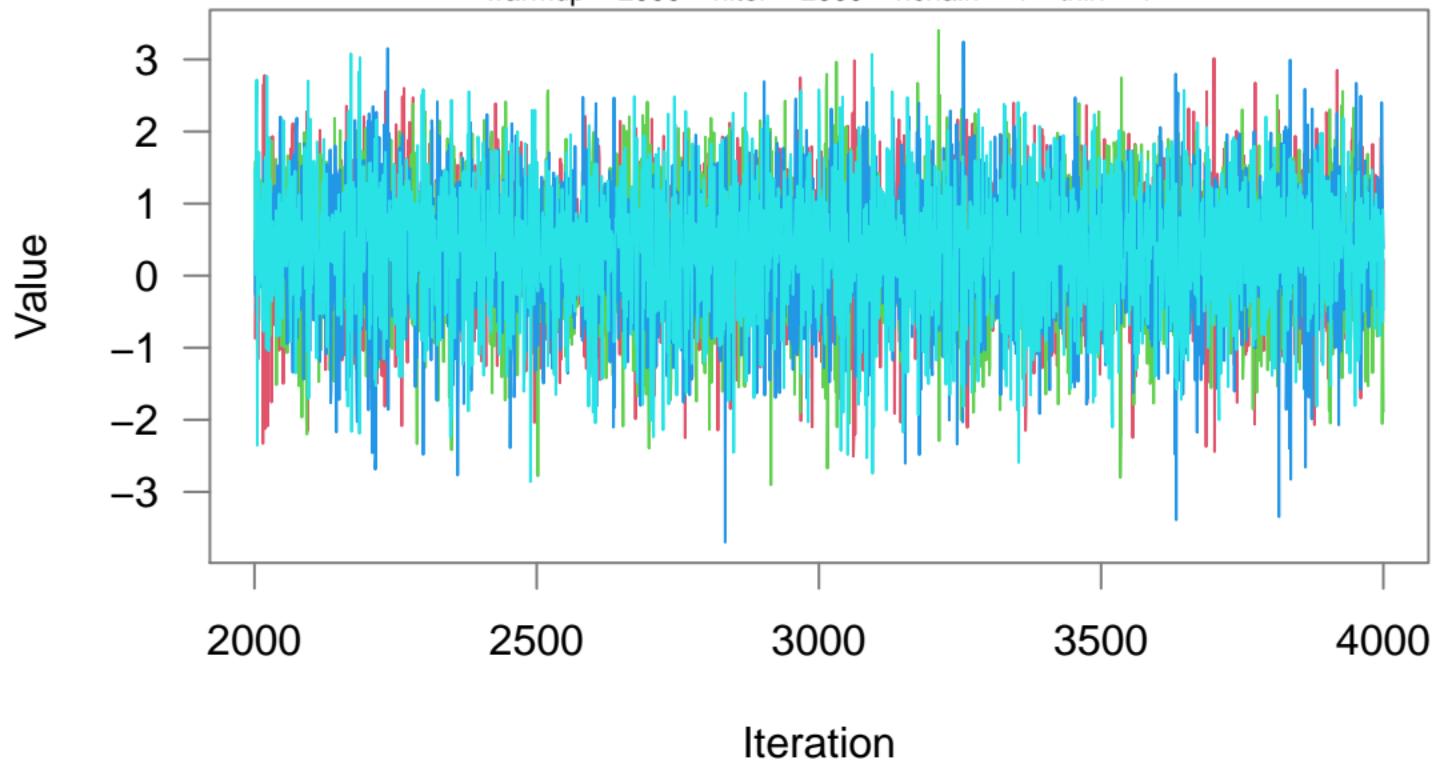
# **z\_4[1,43]**

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



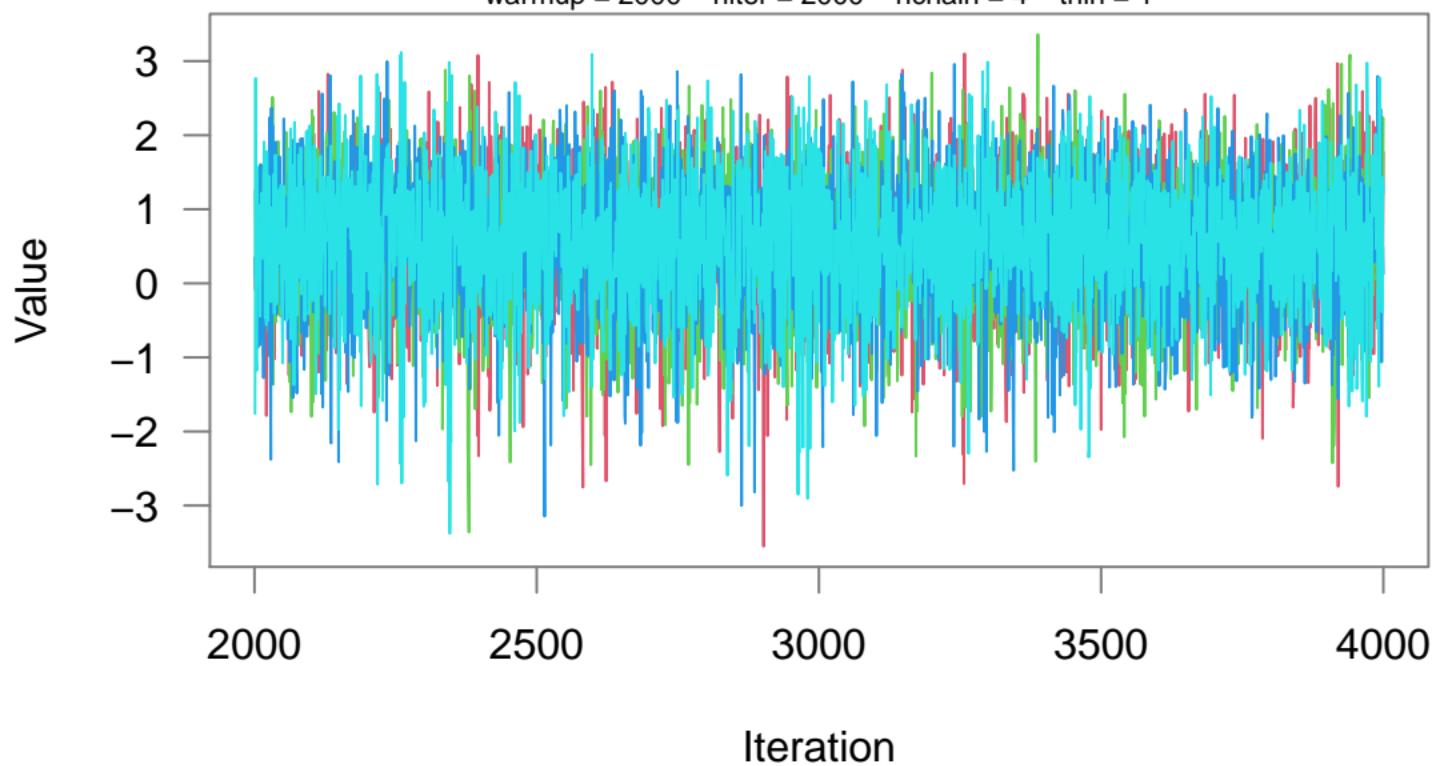
# **z\_4[1,44]**

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



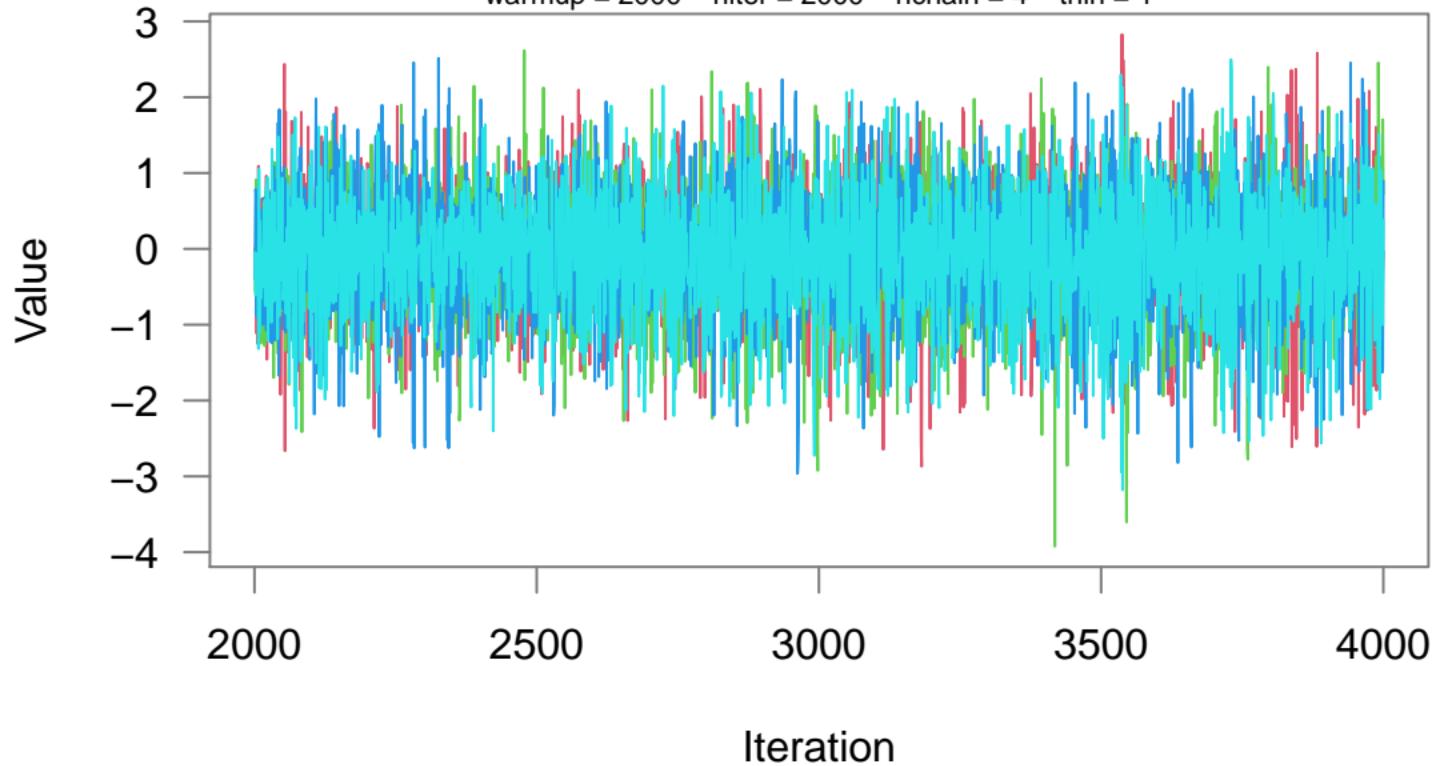
# **z\_4[1,45]**

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



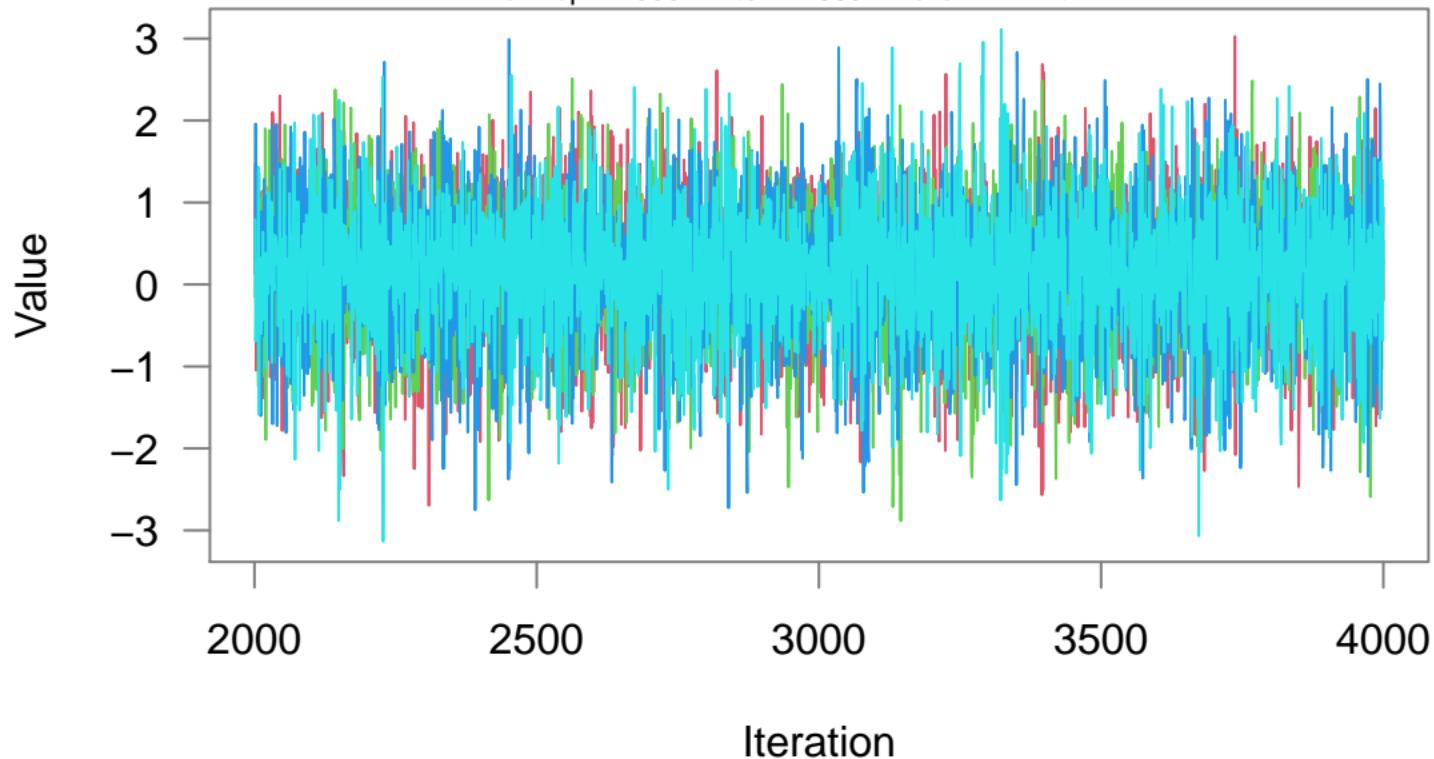
# **z\_4[1,46]**

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



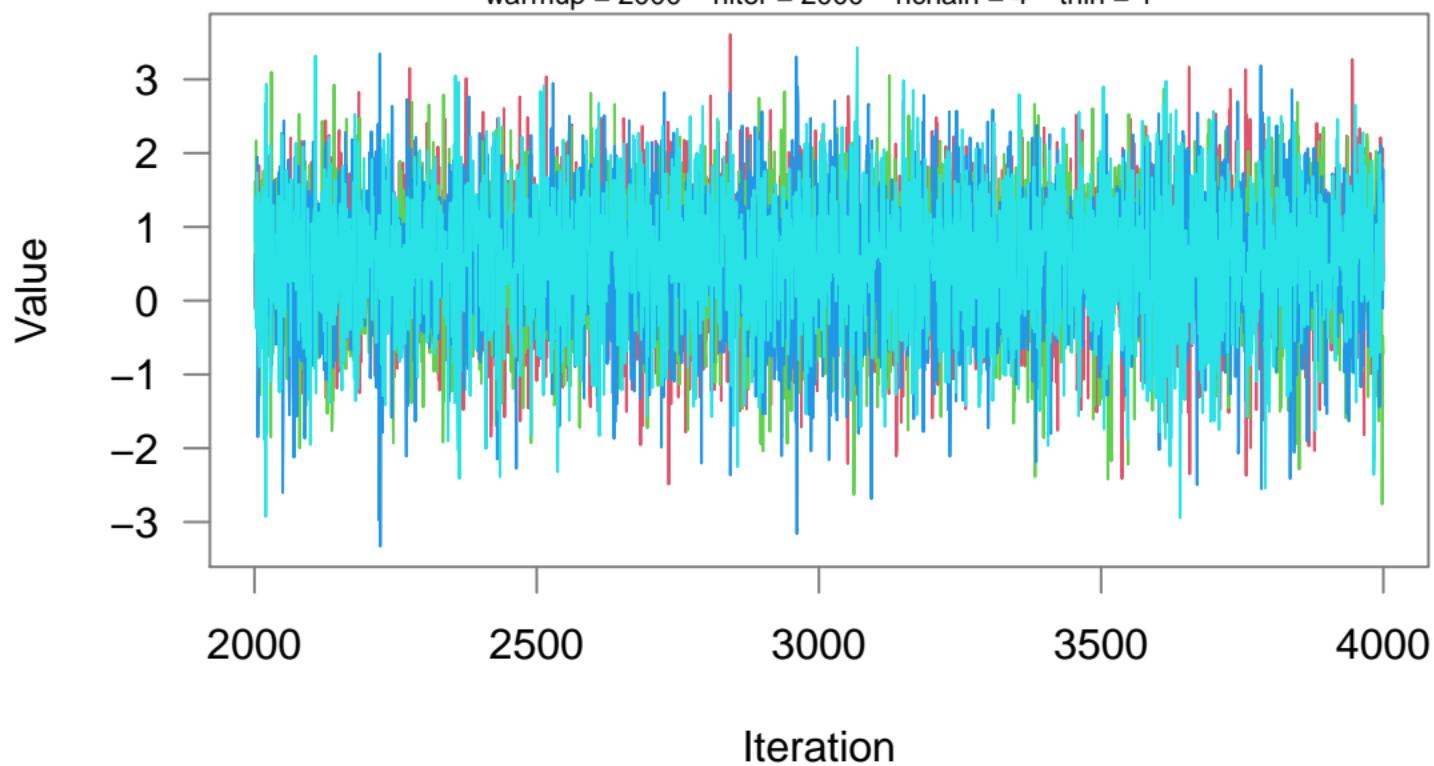
# **z\_4[1,47]**

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



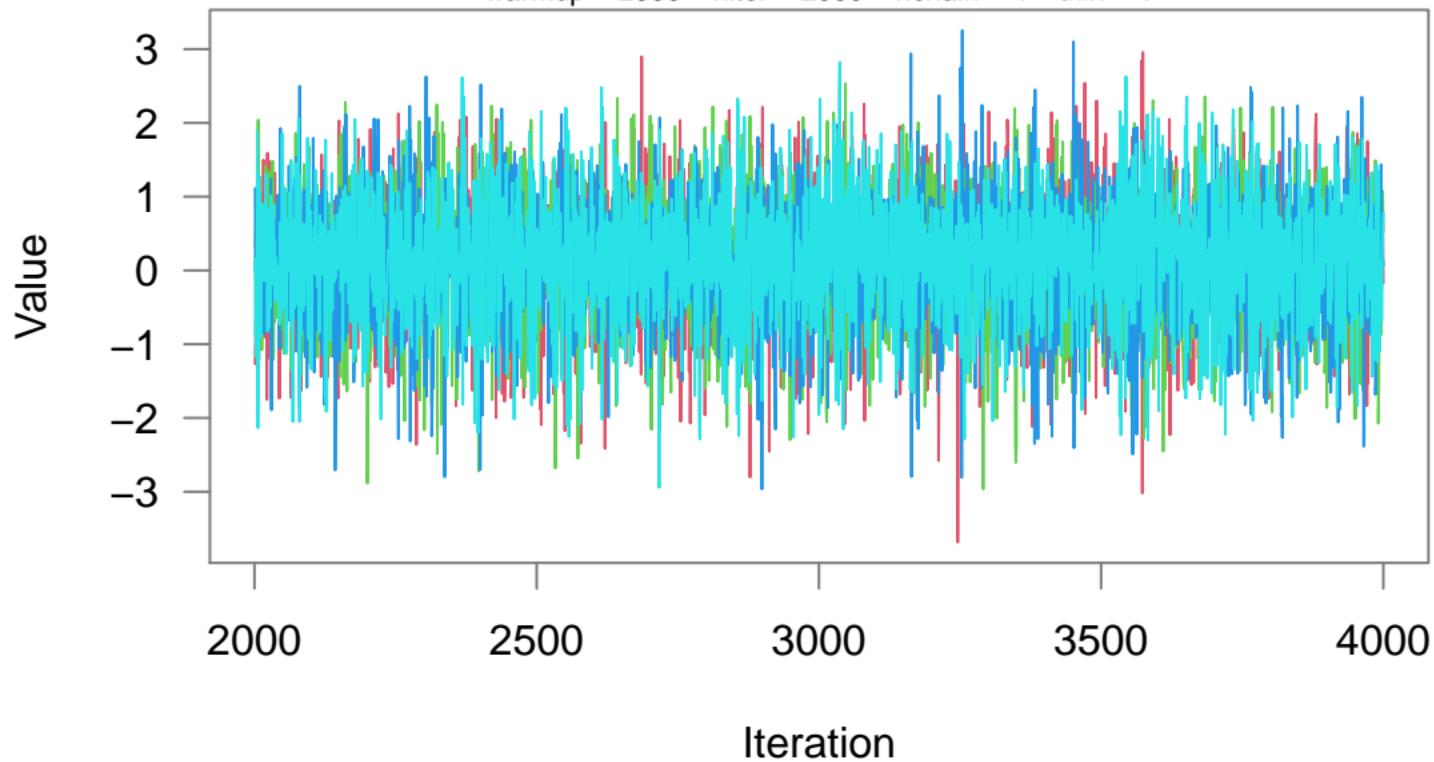
# **z\_4[1,48]**

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



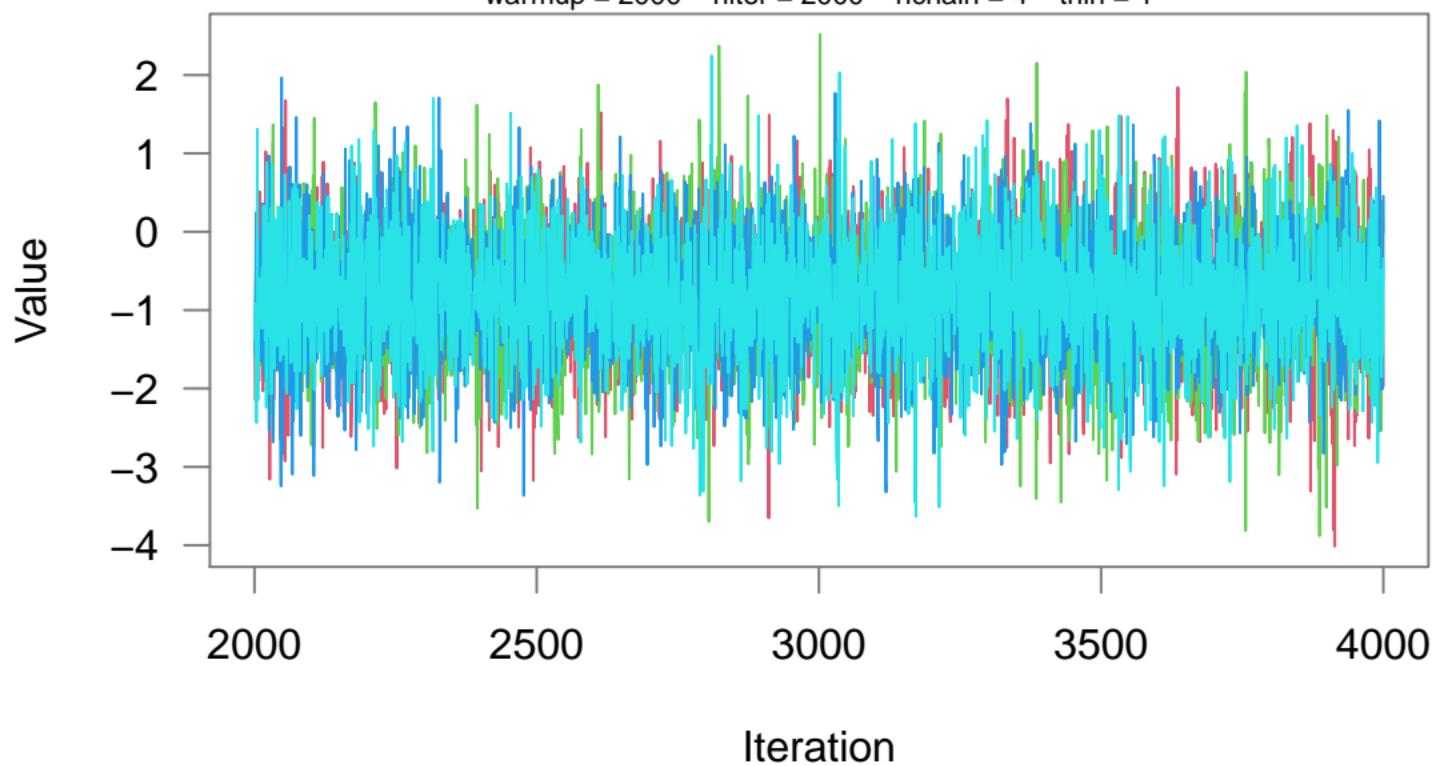
# **z\_4[1,49]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



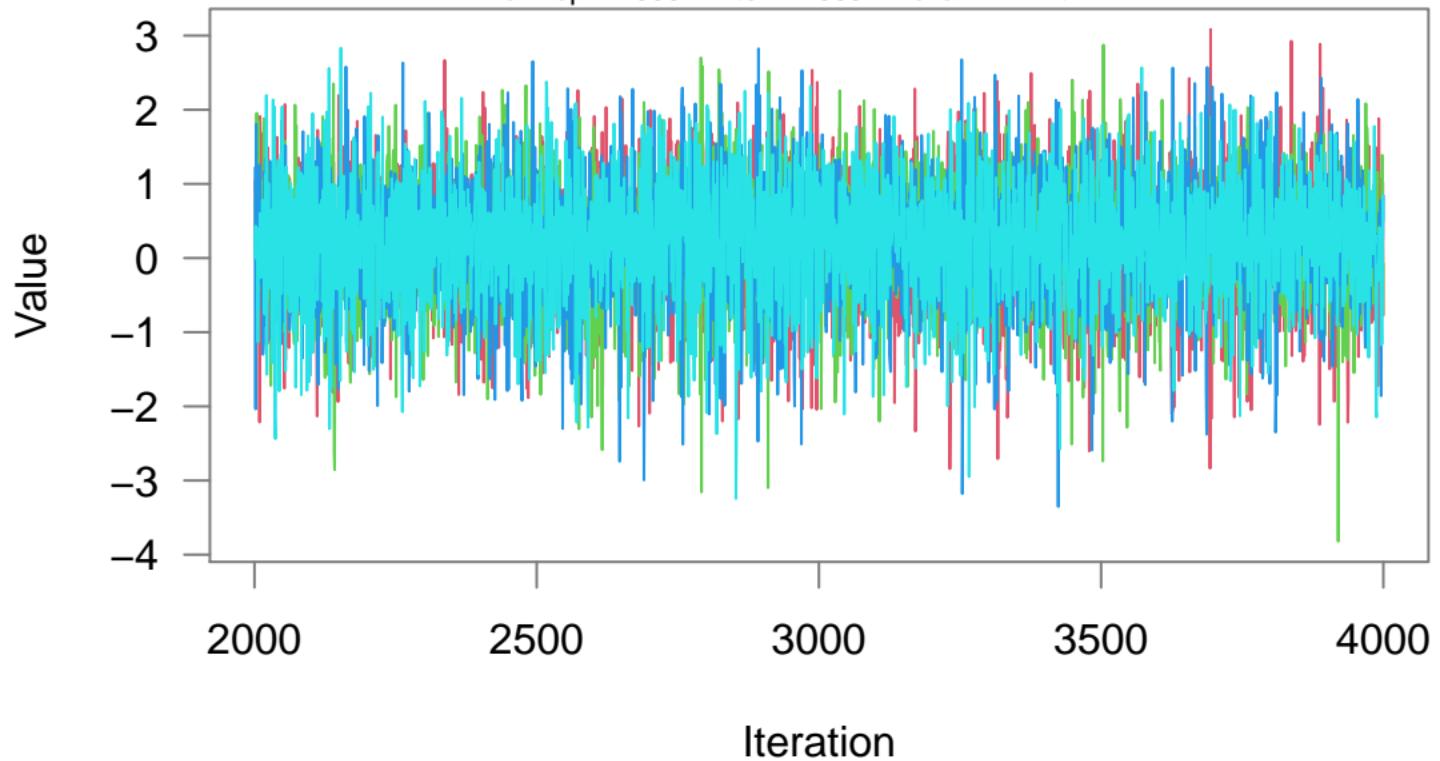
# **z\_4[1,50]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



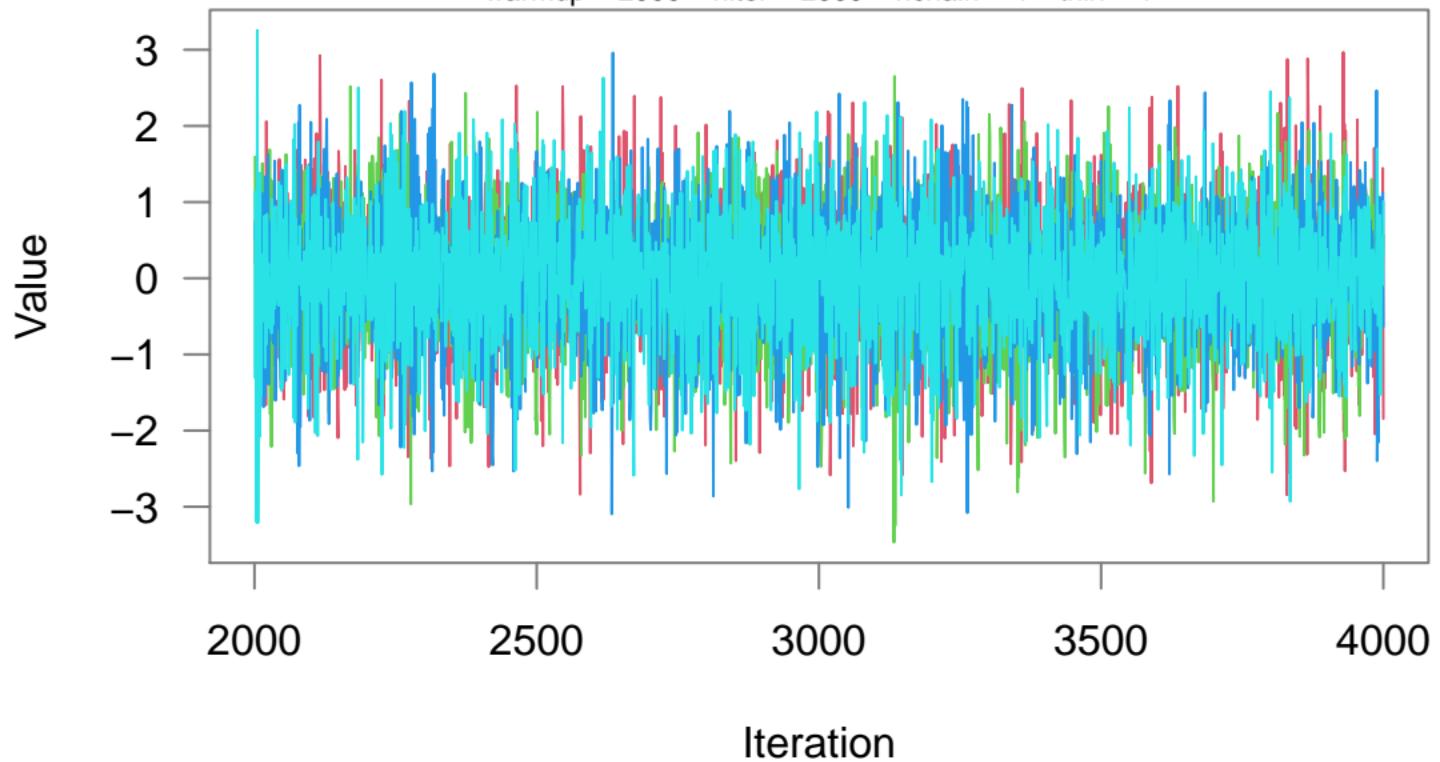
# **z\_4[1,51]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



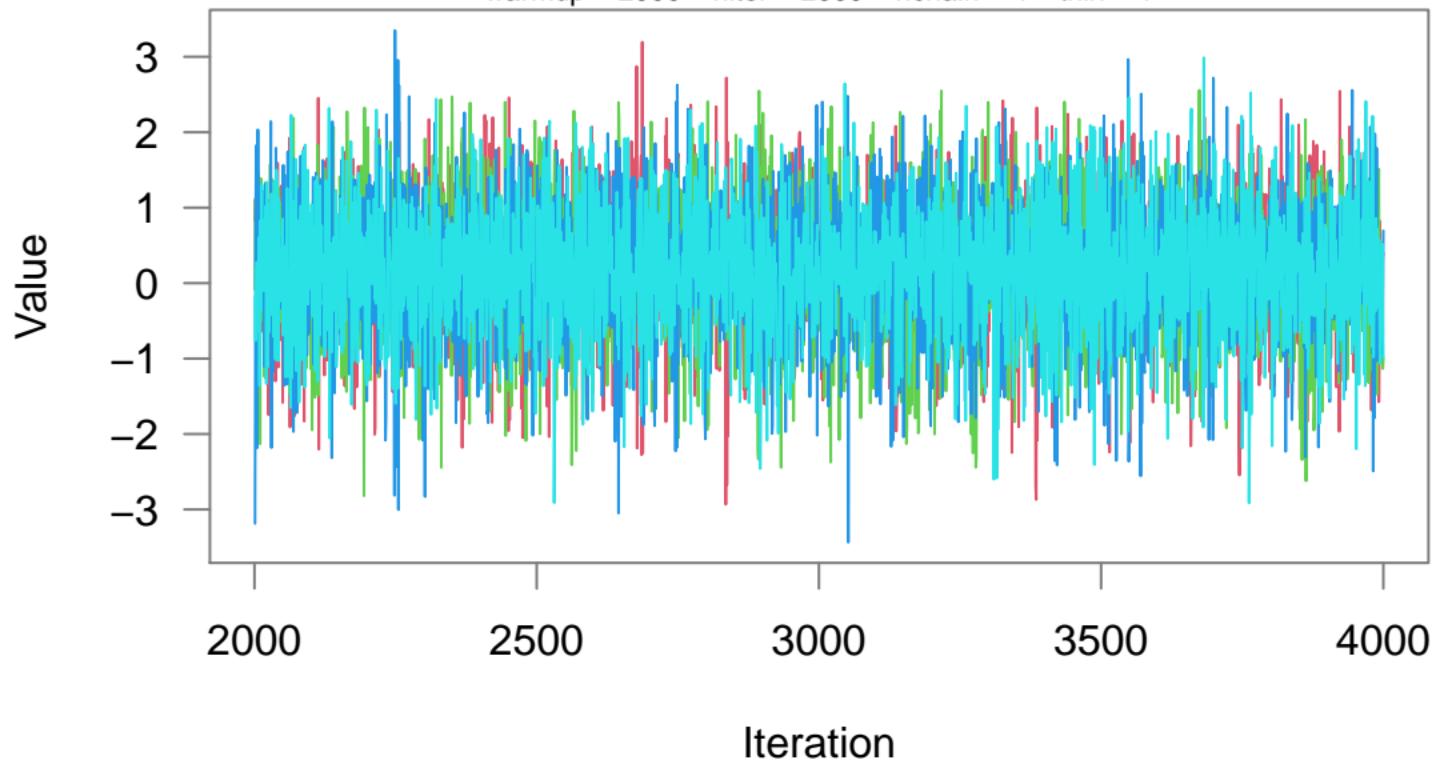
## **z\_4[1,52]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



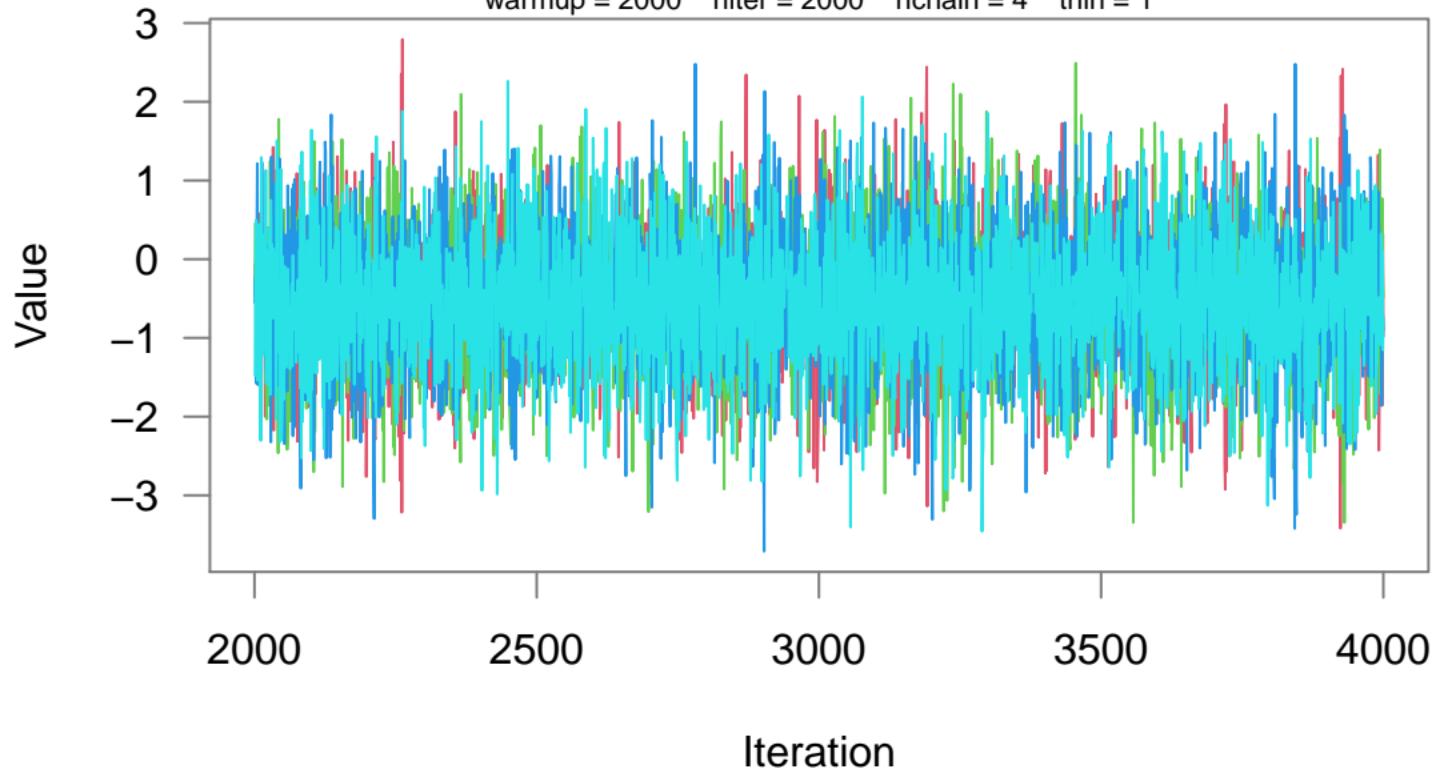
# **z\_4[1,53]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



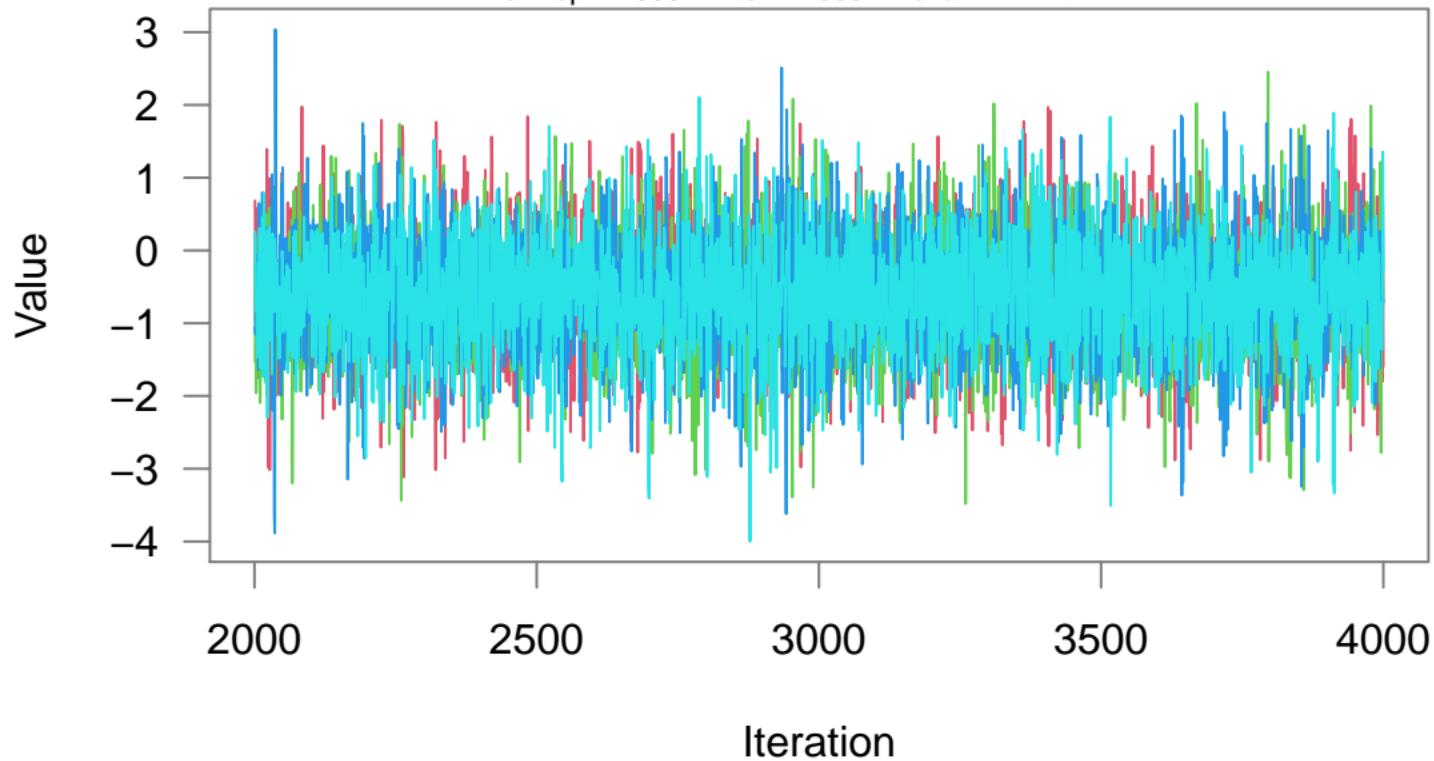
## **z\_4[1,54]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



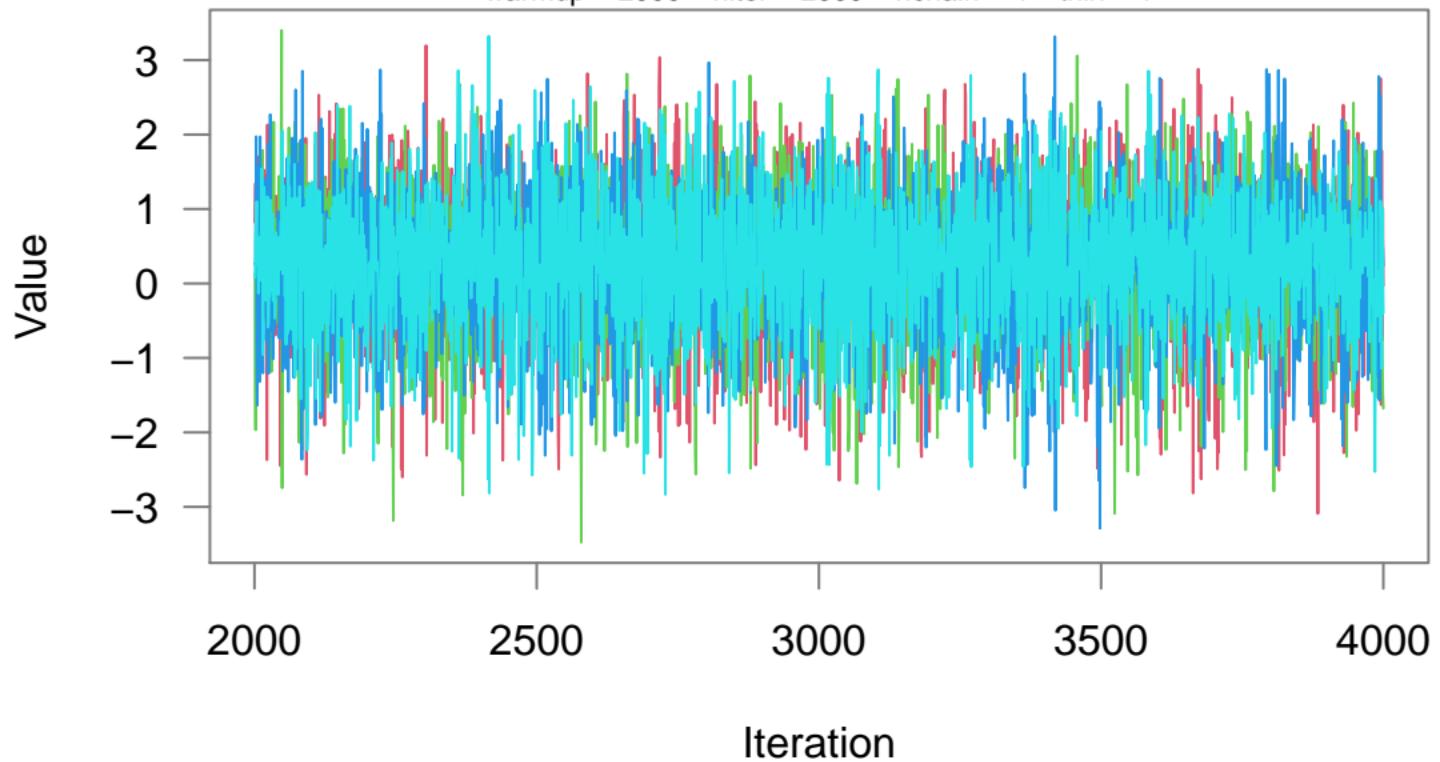
# **z\_4[1,55]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



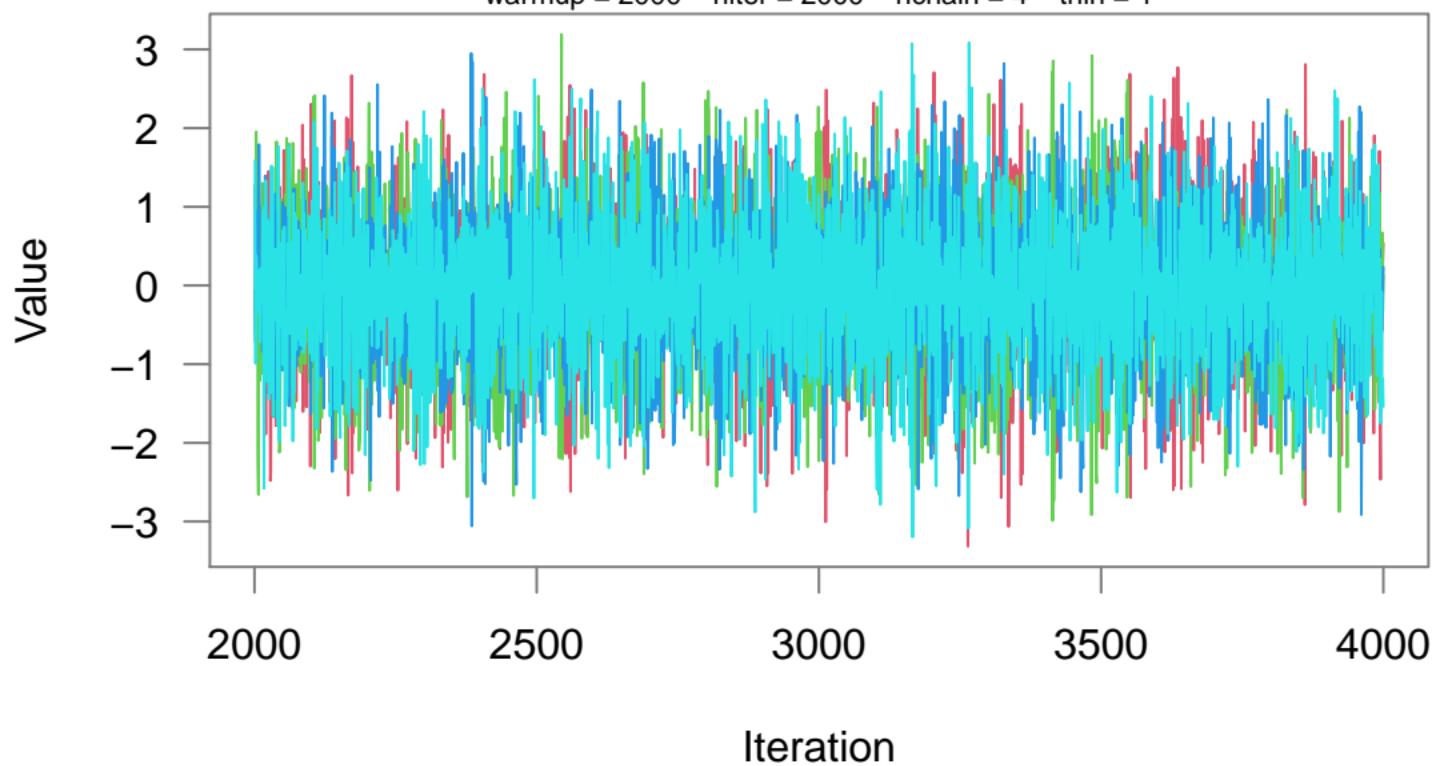
# **z\_4[1,56]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



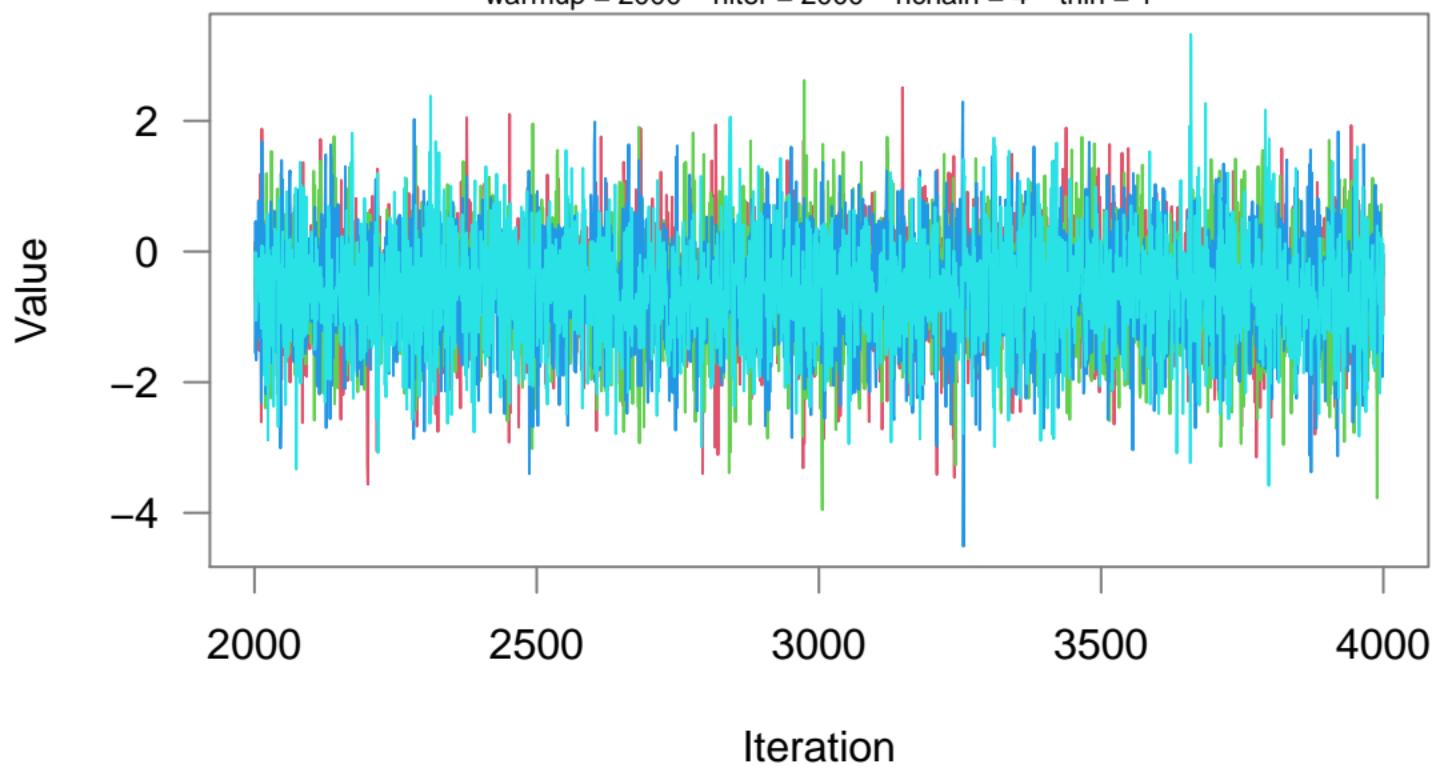
# **z\_4[1,57]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



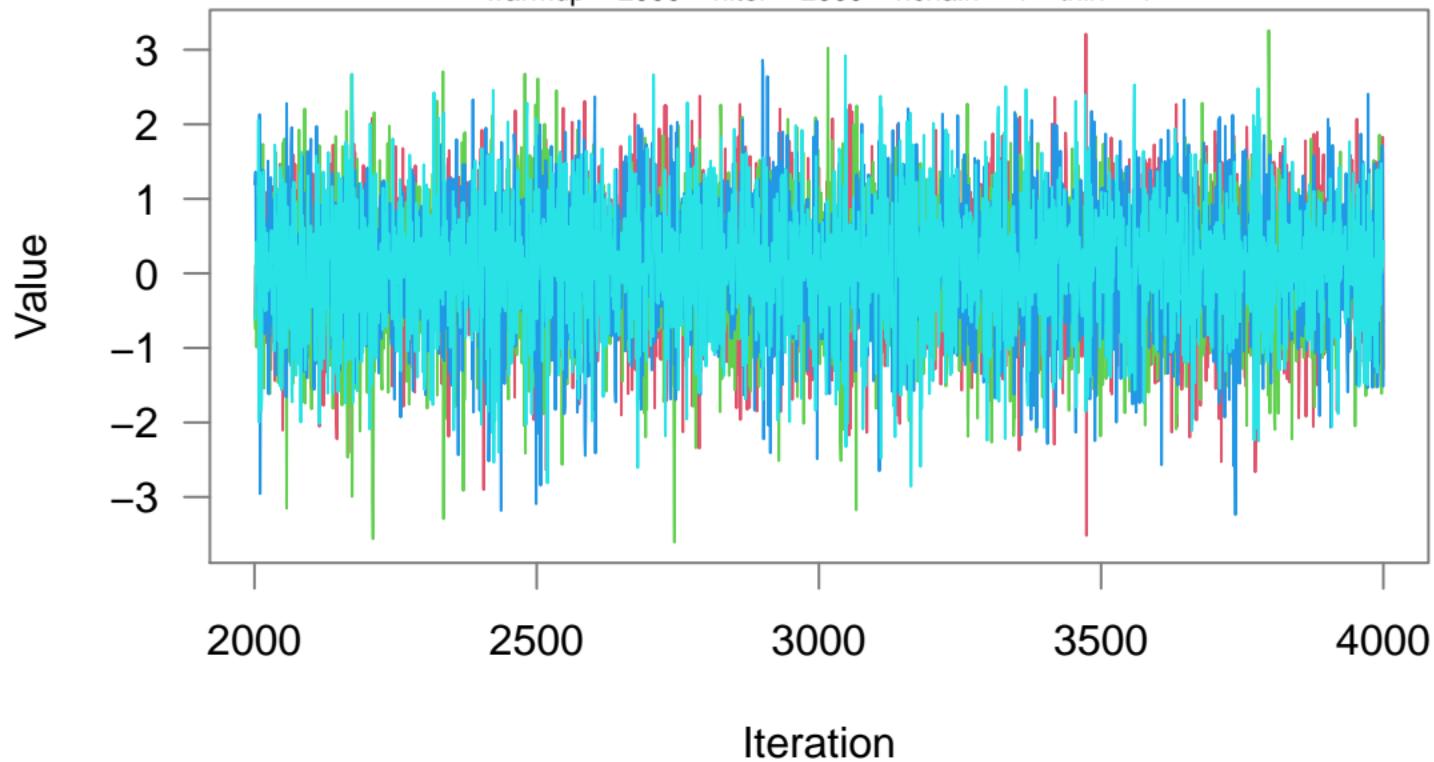
# **z\_4[1,58]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



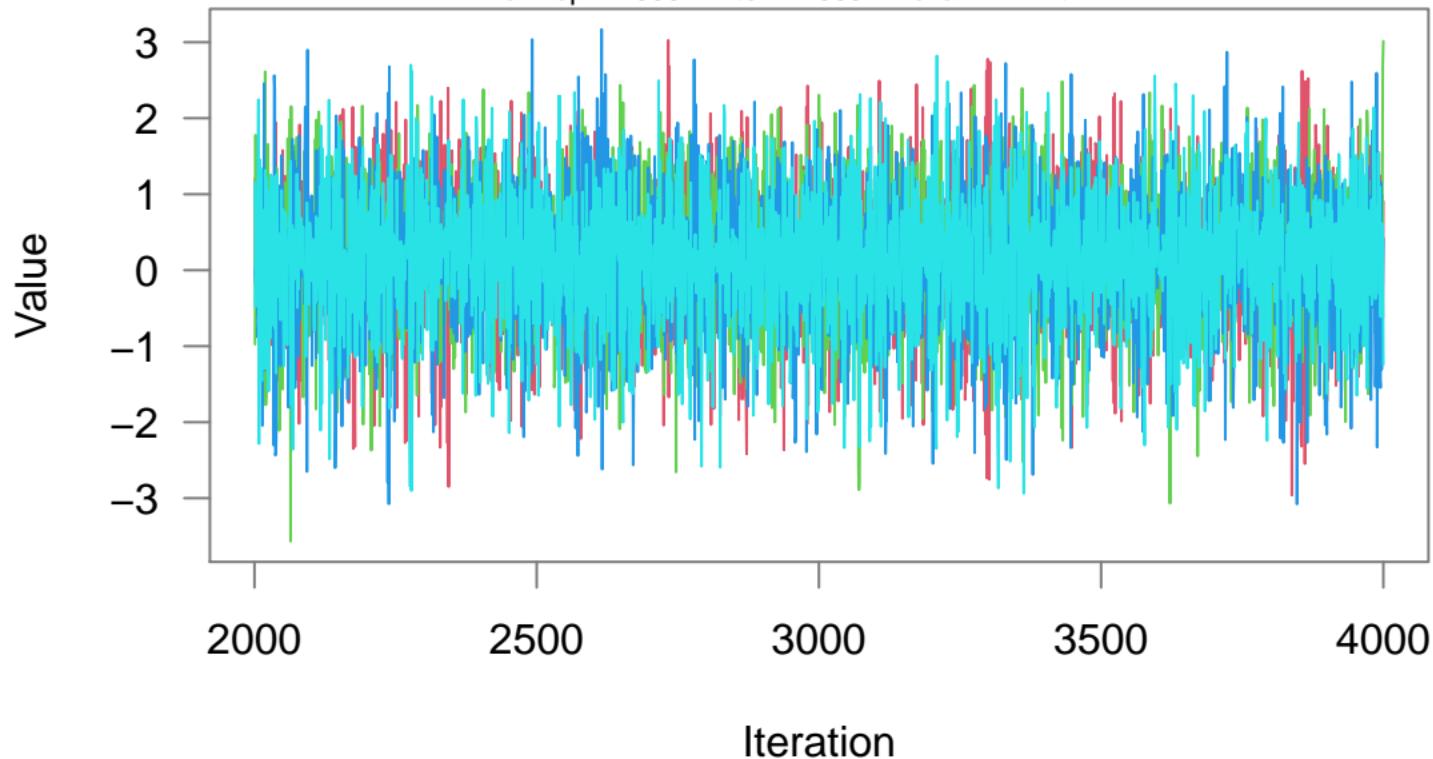
# **z\_4[1,59]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

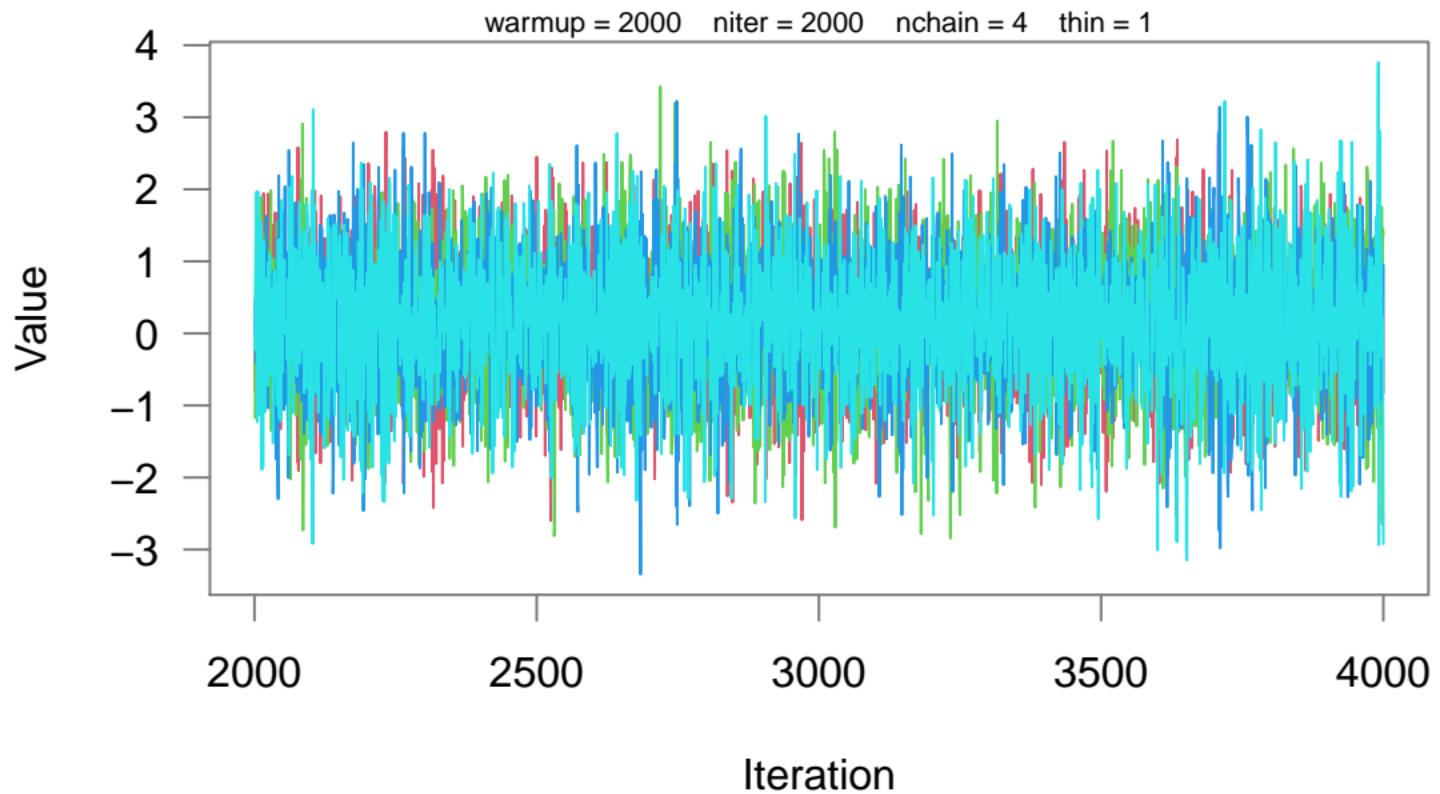


# **z\_4[1,60]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

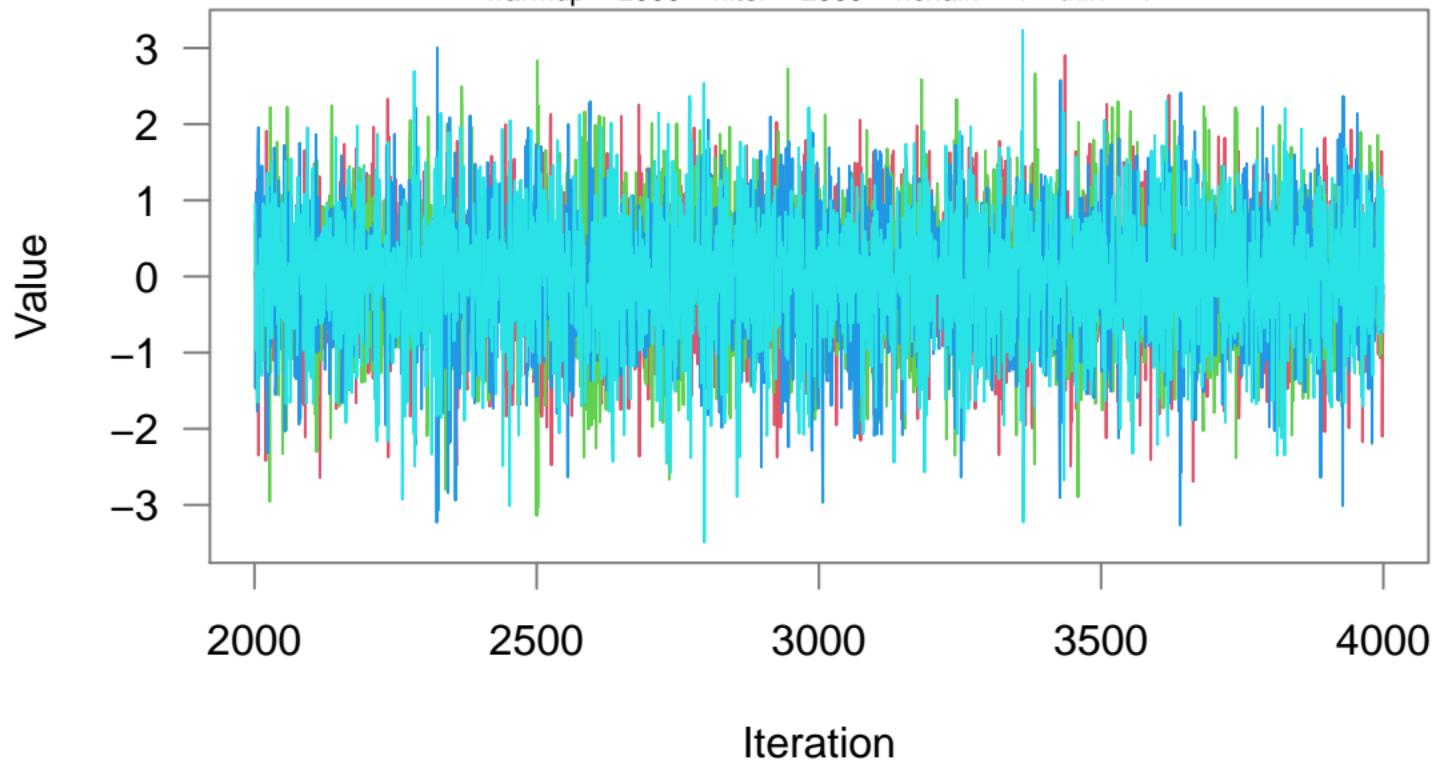


# **z\_4[1,61]**



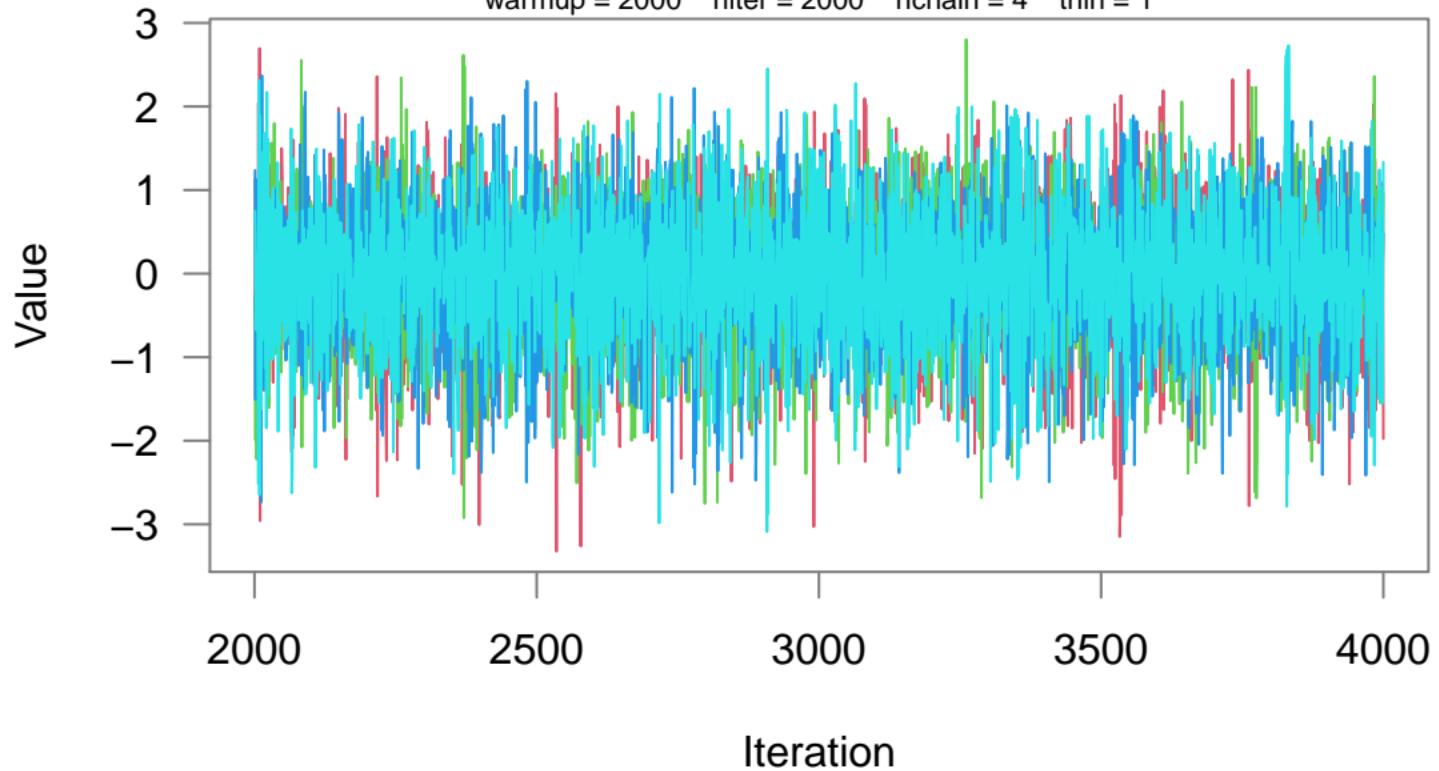
## **z\_4[1,62]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



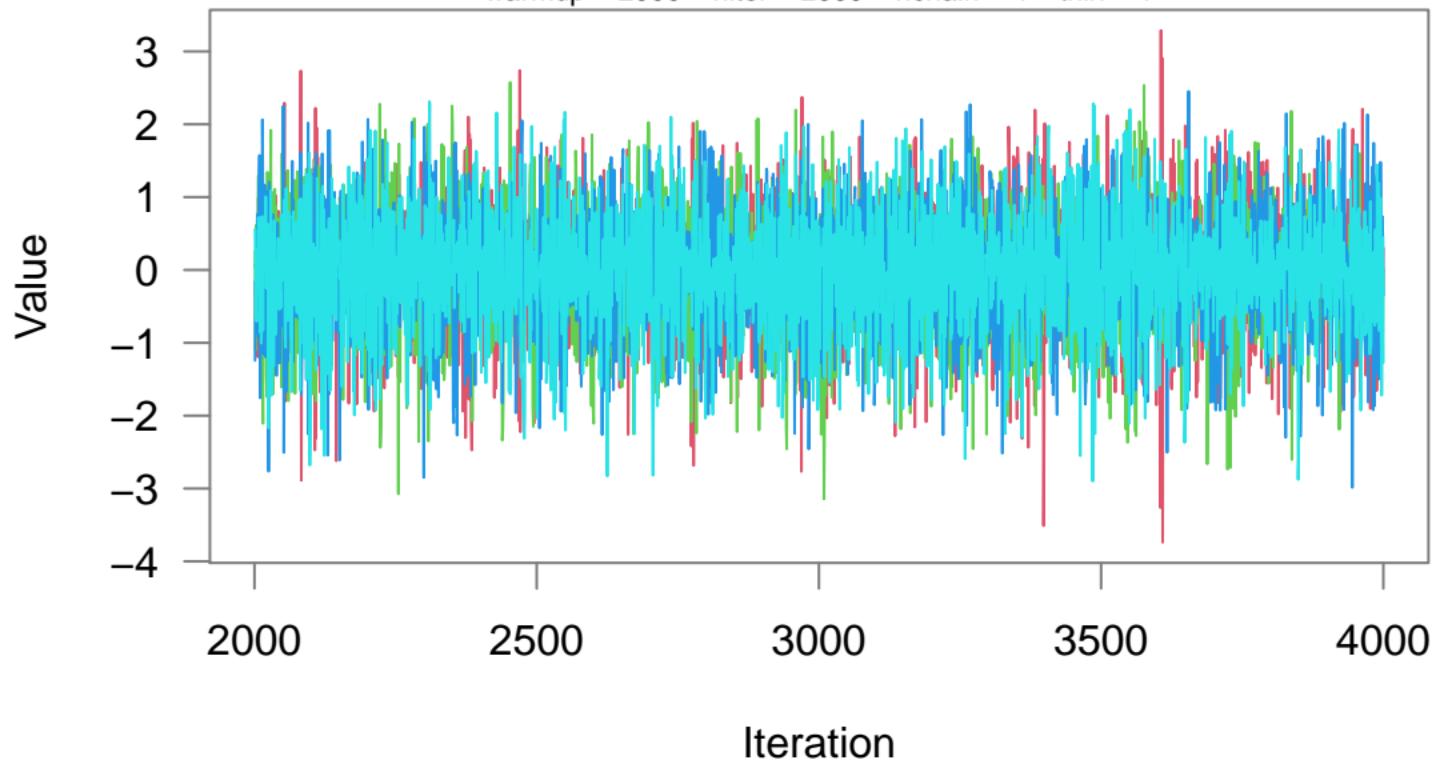
# **z\_4[1,63]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



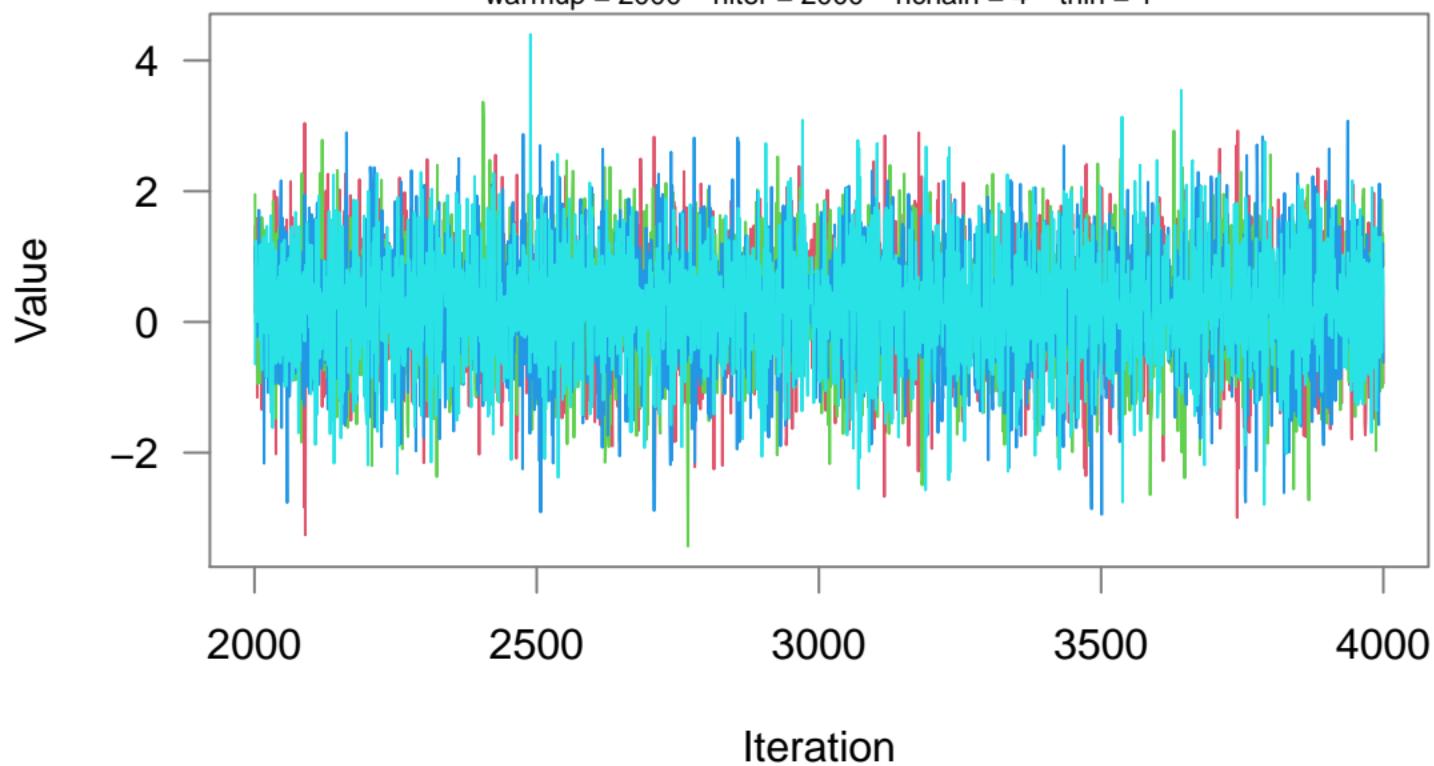
# **z\_4[1,64]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



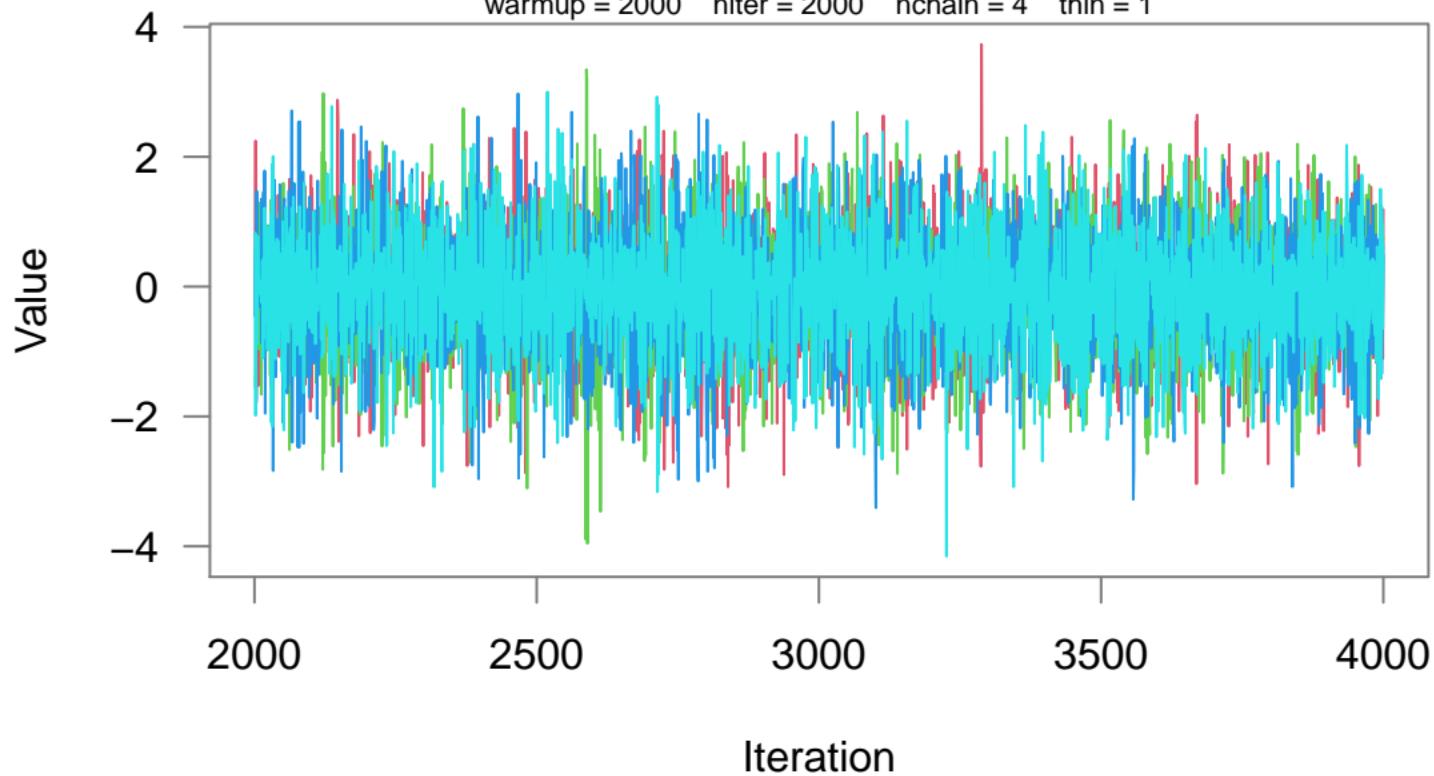
# **z\_4[1,65]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



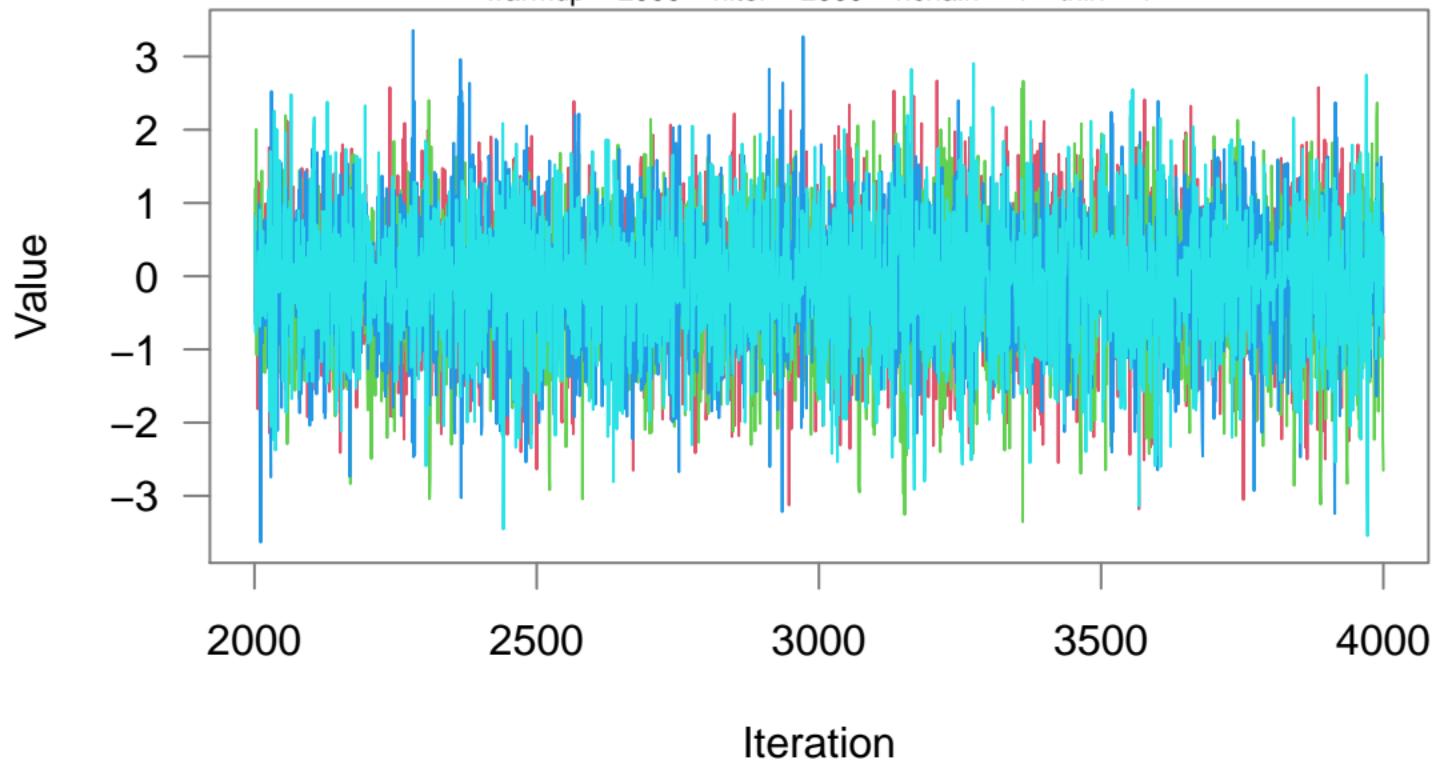
# **z\_4[1,66]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



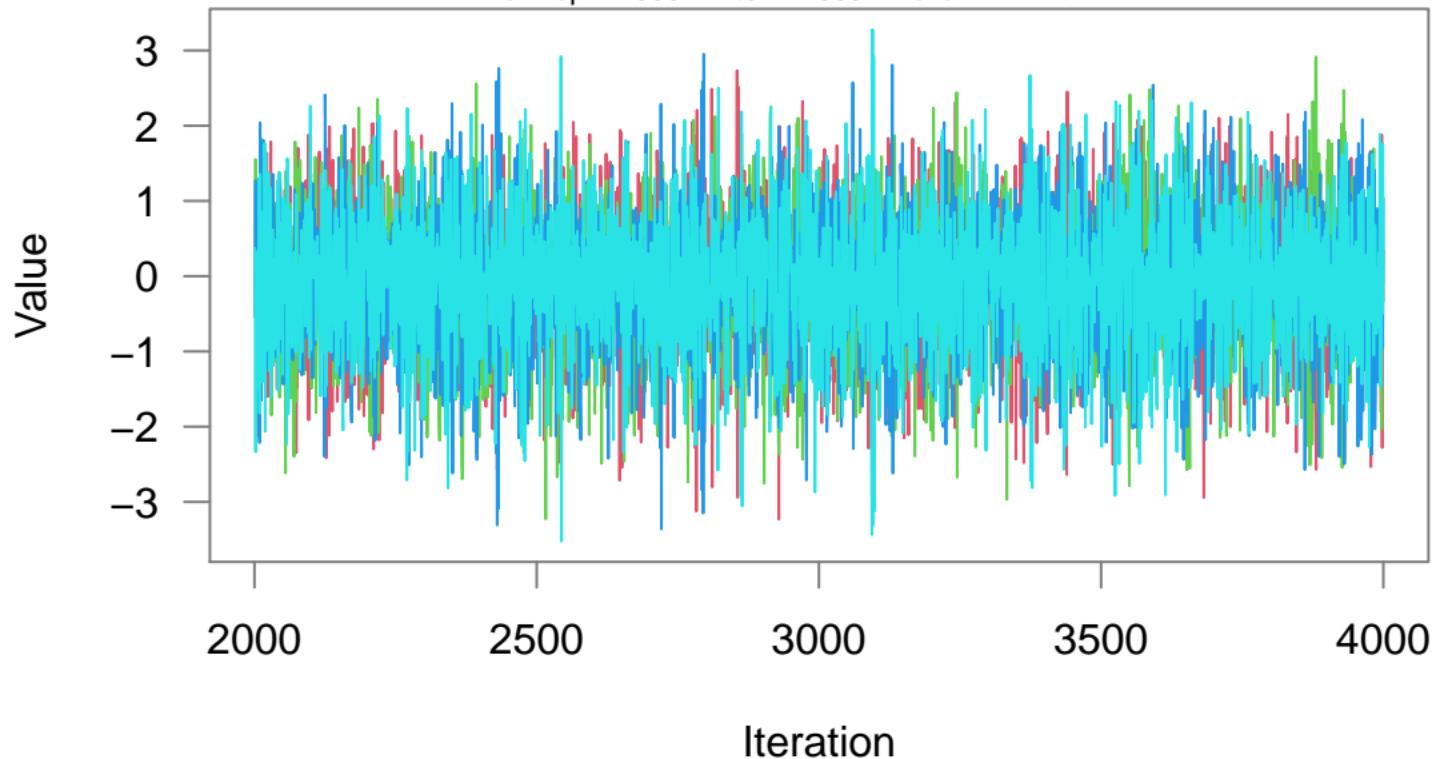
# **z\_4[1,67]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



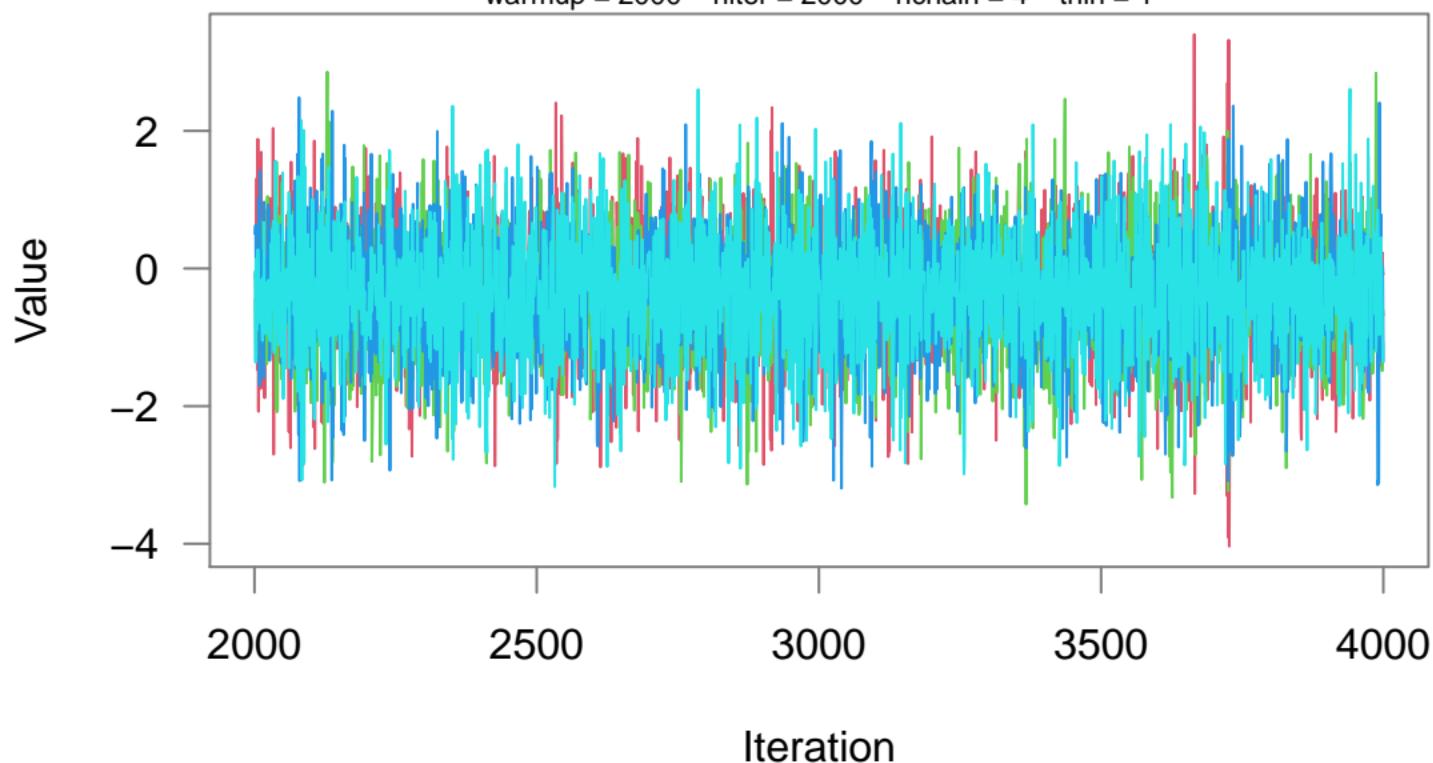
# **z\_4[1,68]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



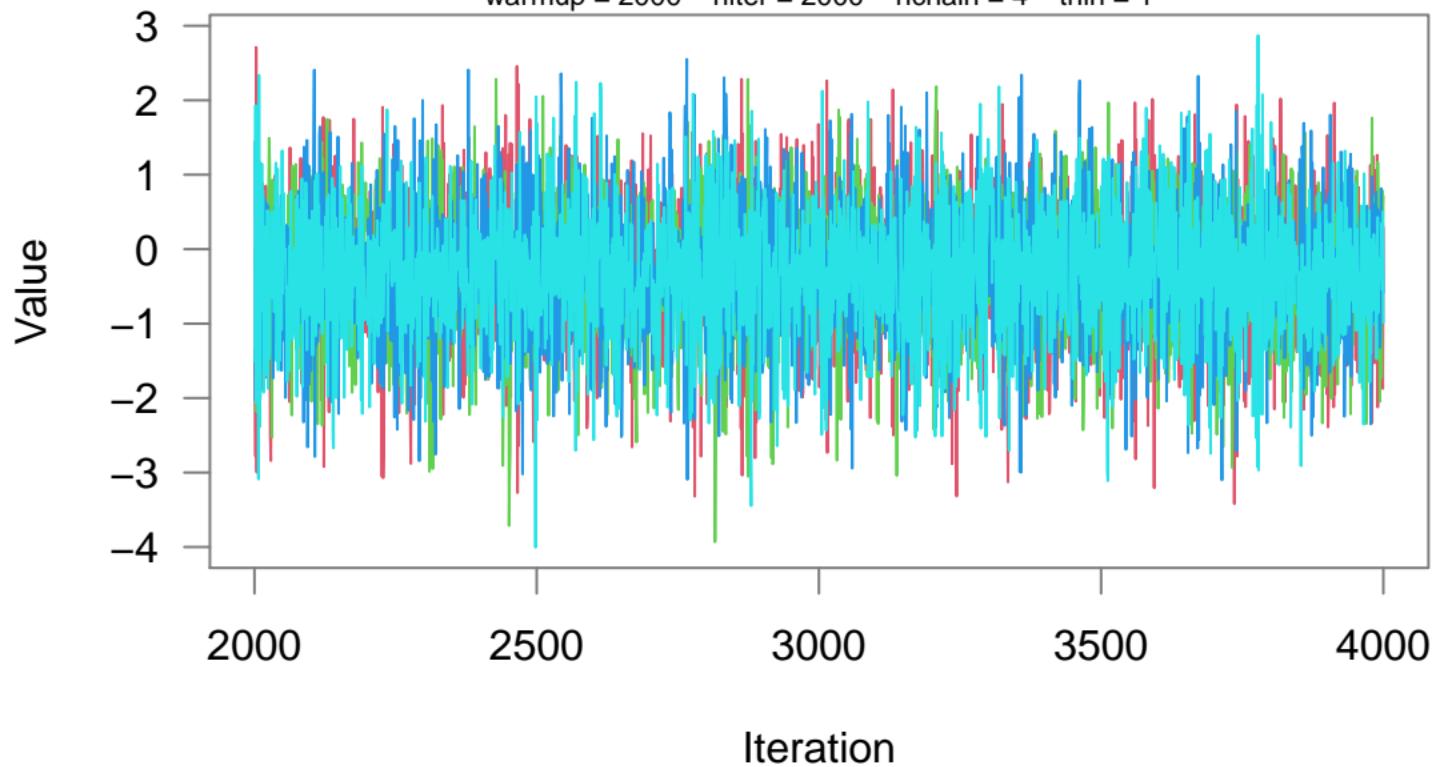
# **z\_4[1,69]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



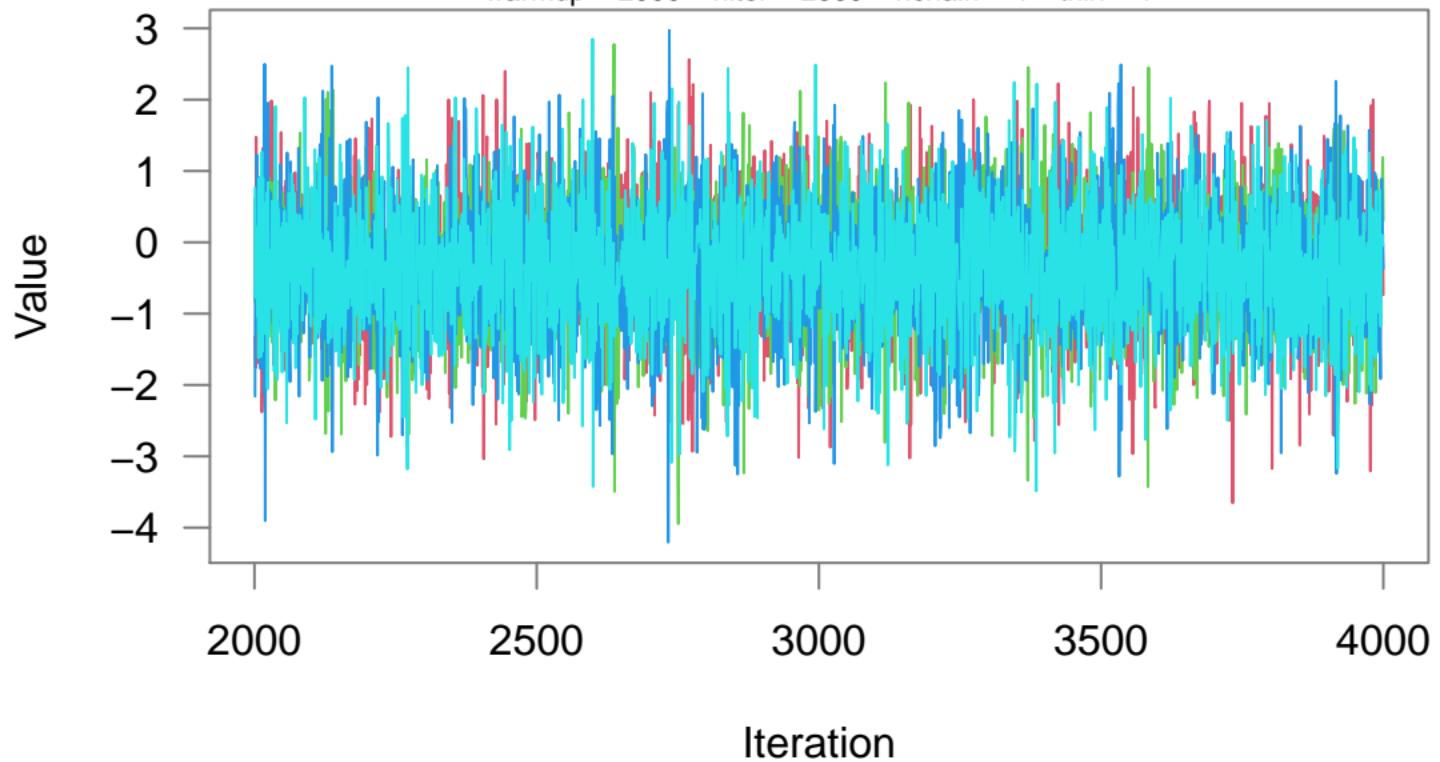
# **z\_4[1,70]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



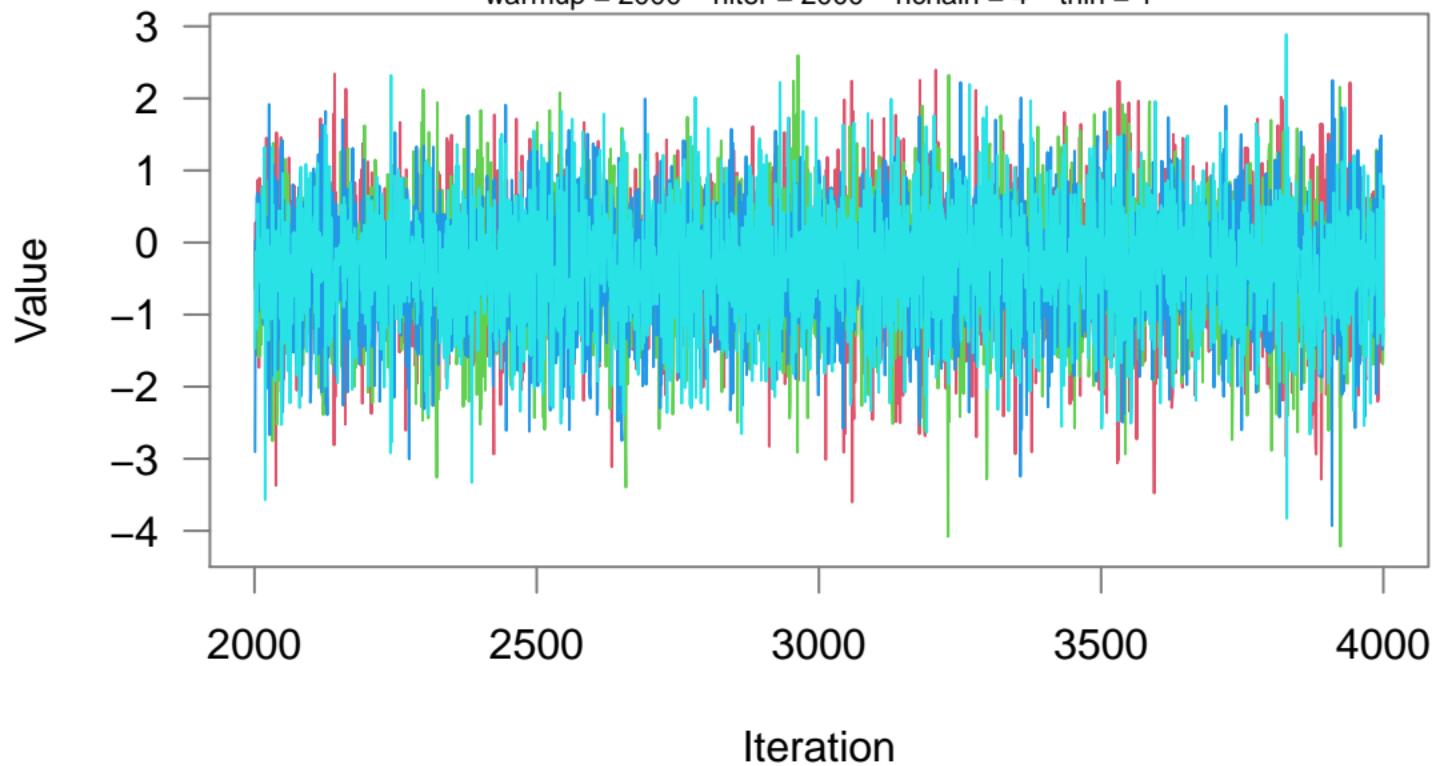
# **z\_4[1,71]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



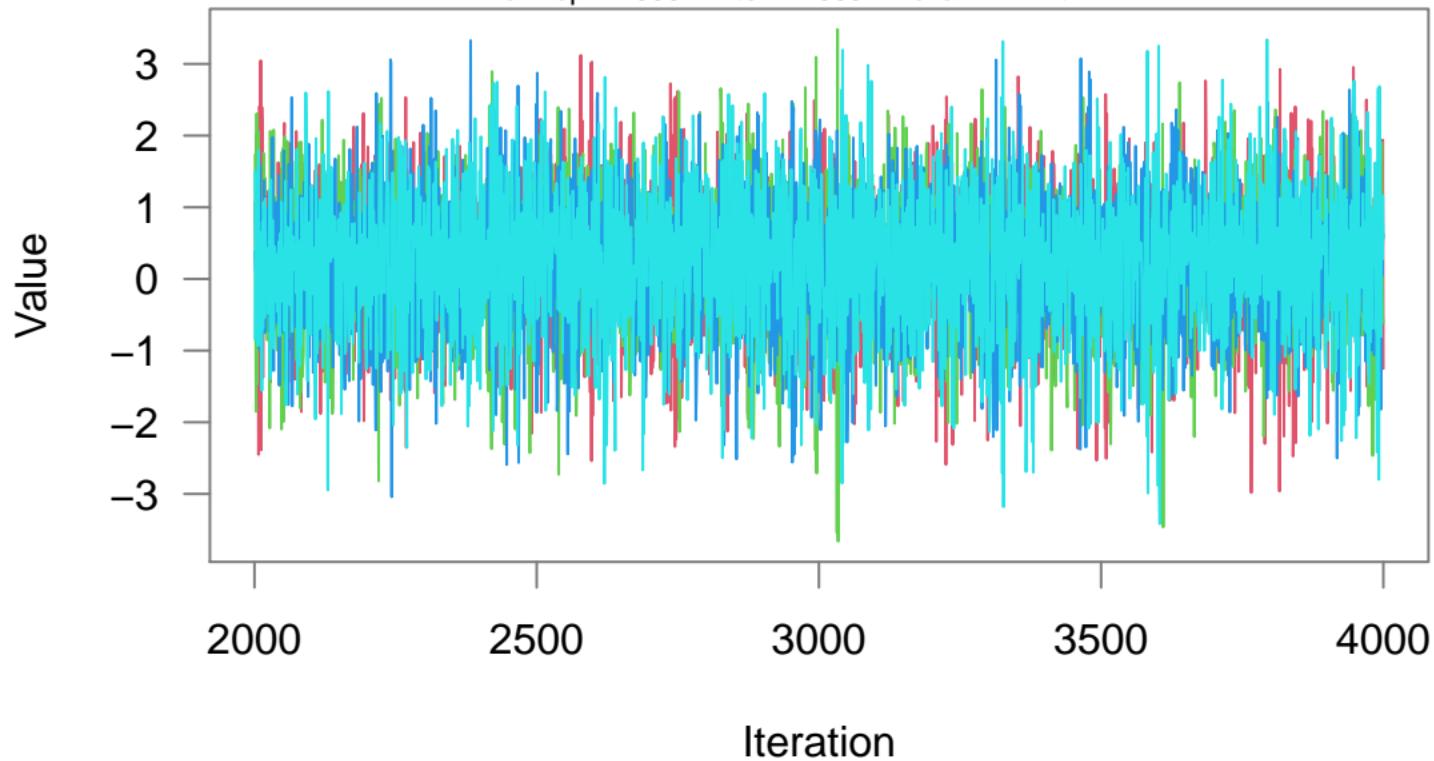
# **z\_4[1,72]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



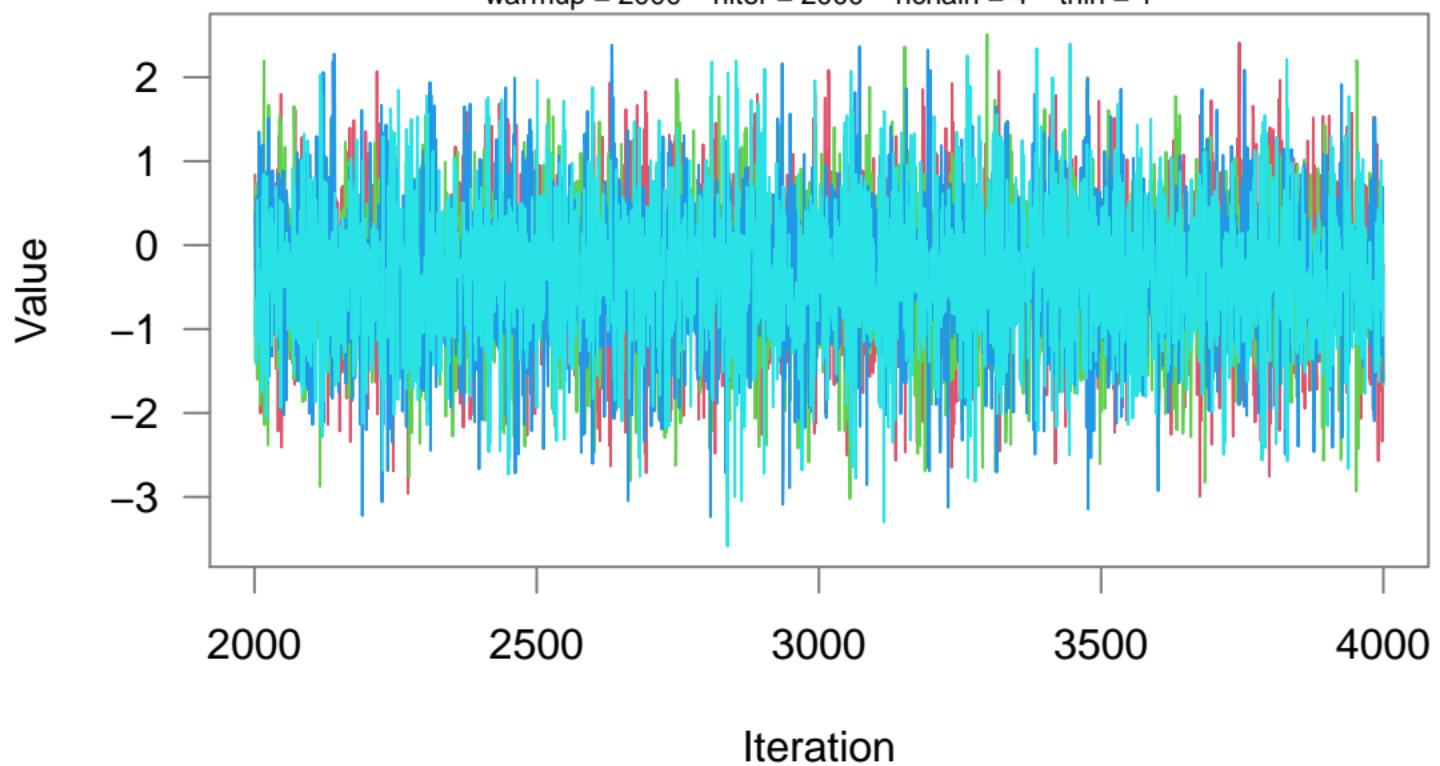
# **z\_4[1,73]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

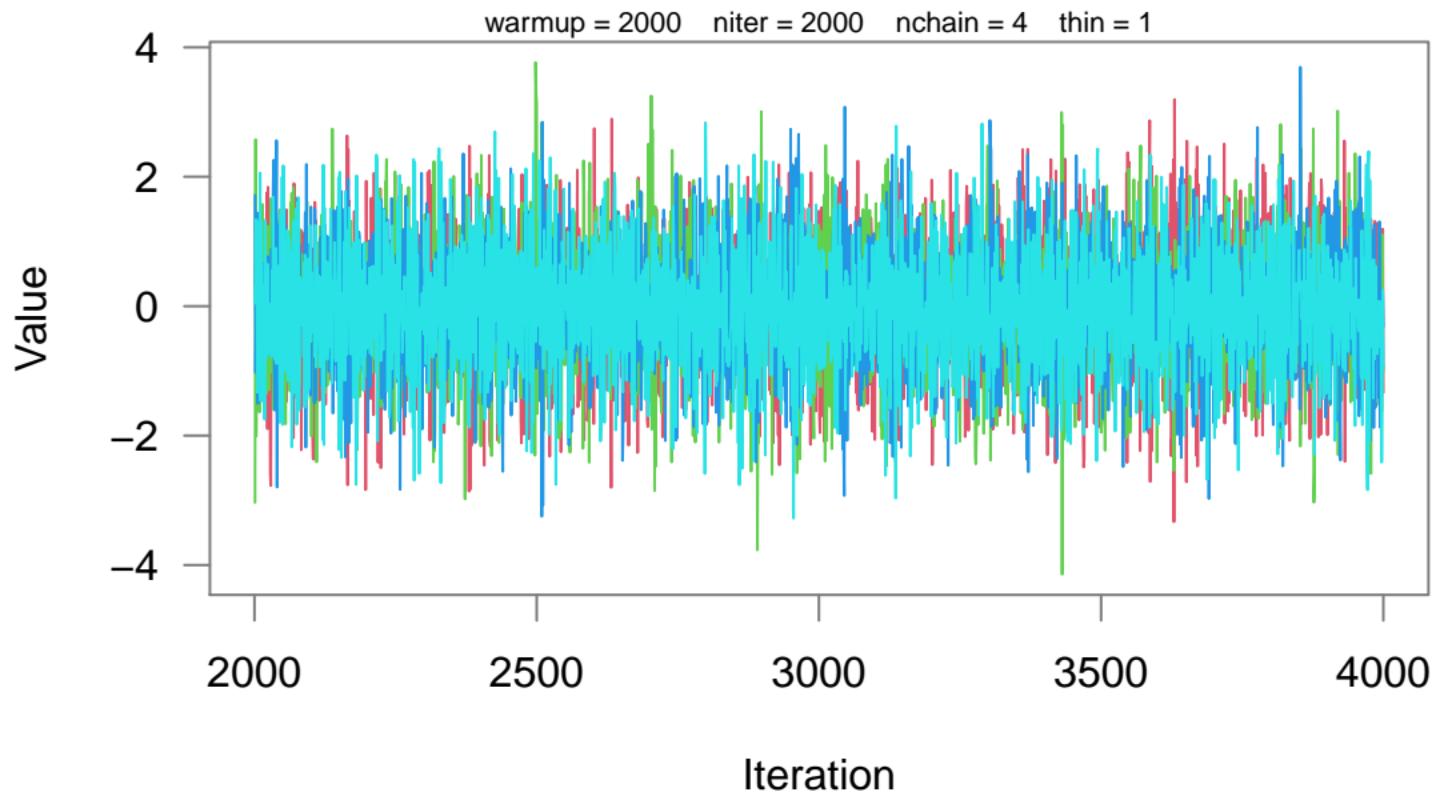


# **z\_4[1,74]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

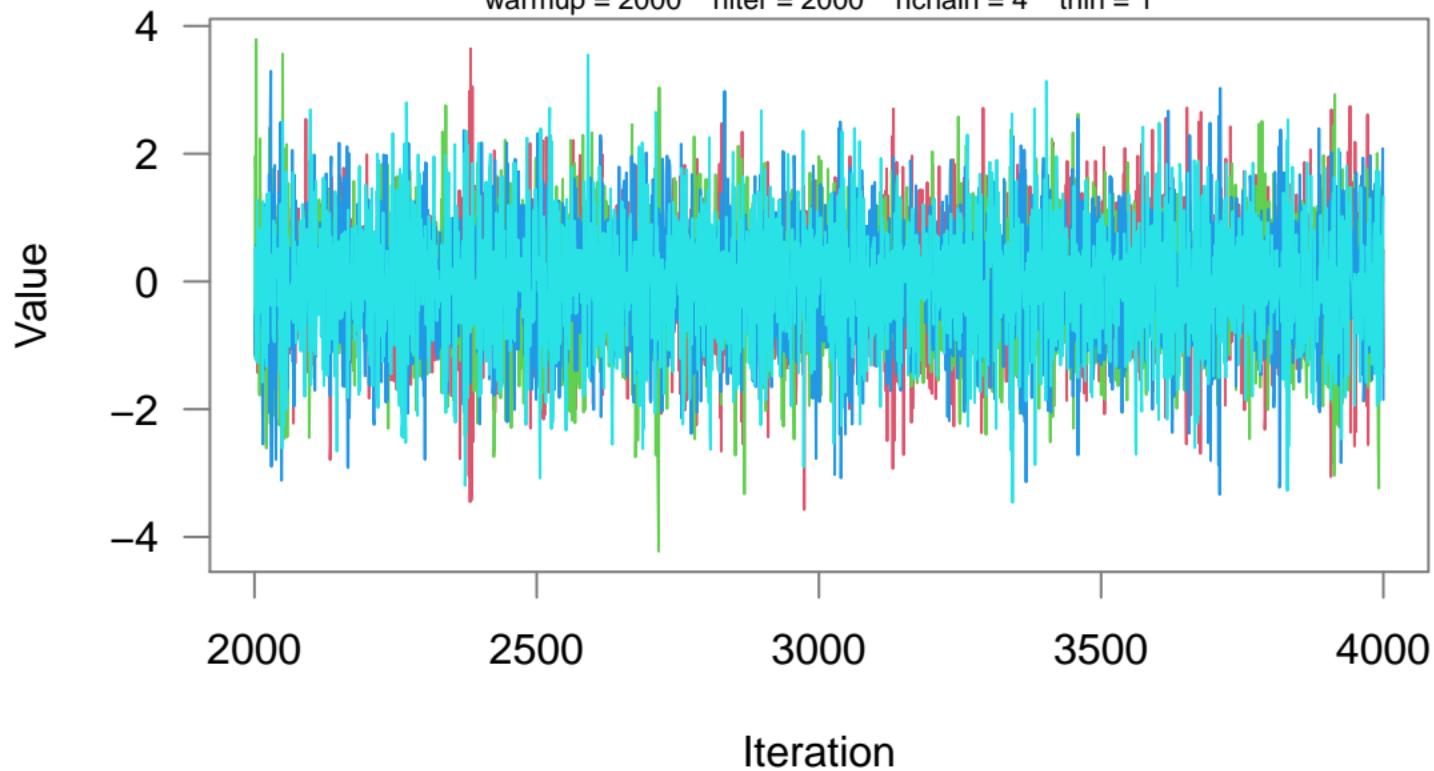


## **z\_4[1,75]**



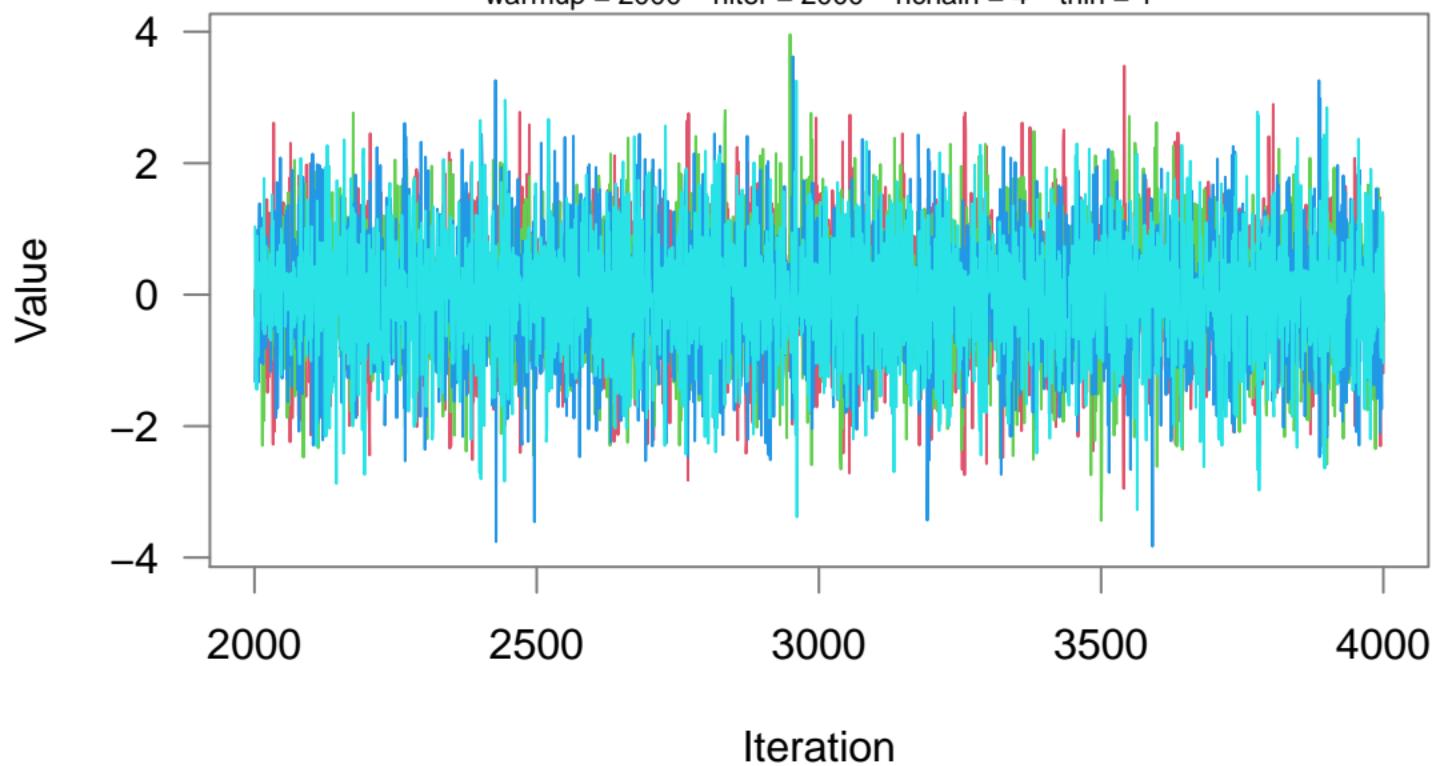
## **z\_4[1,76]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



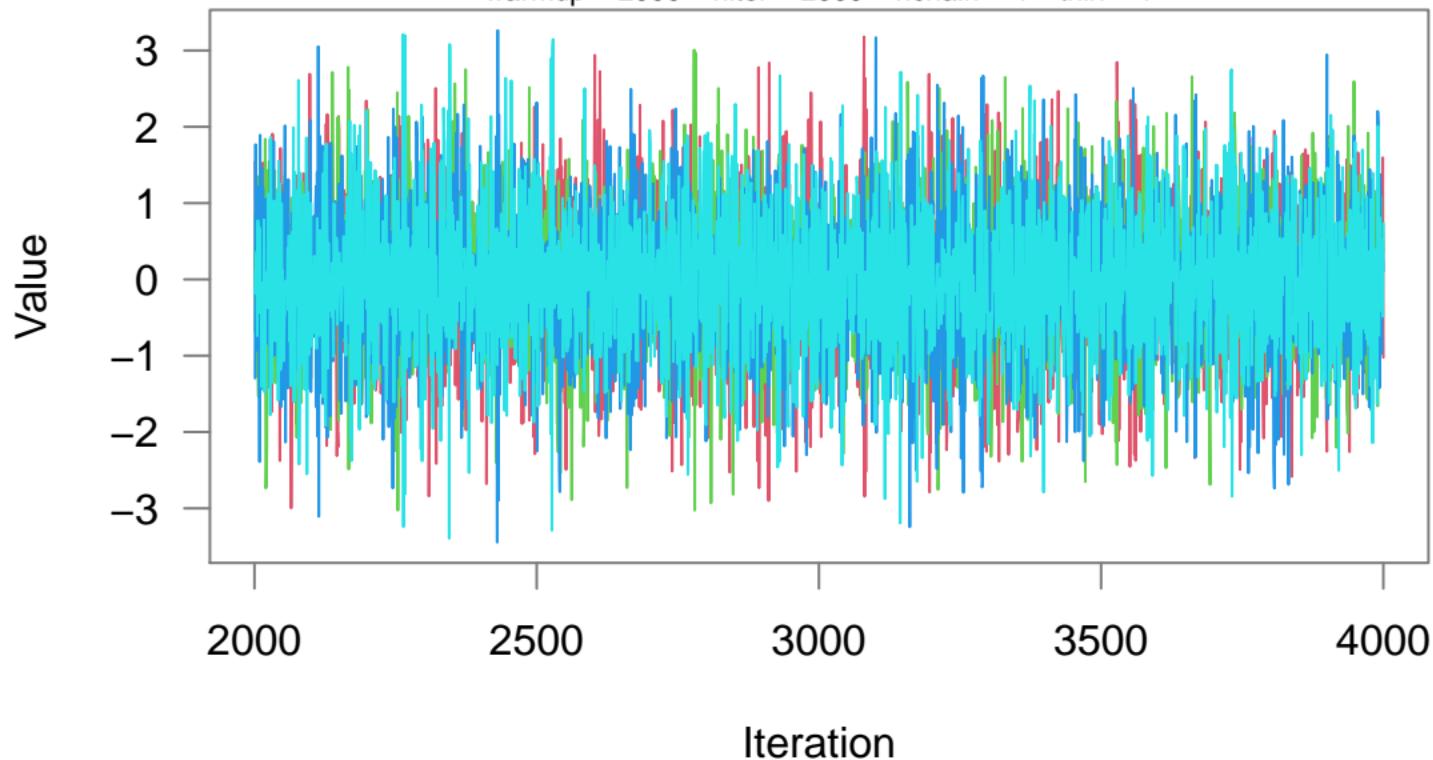
# **z\_4[1,77]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



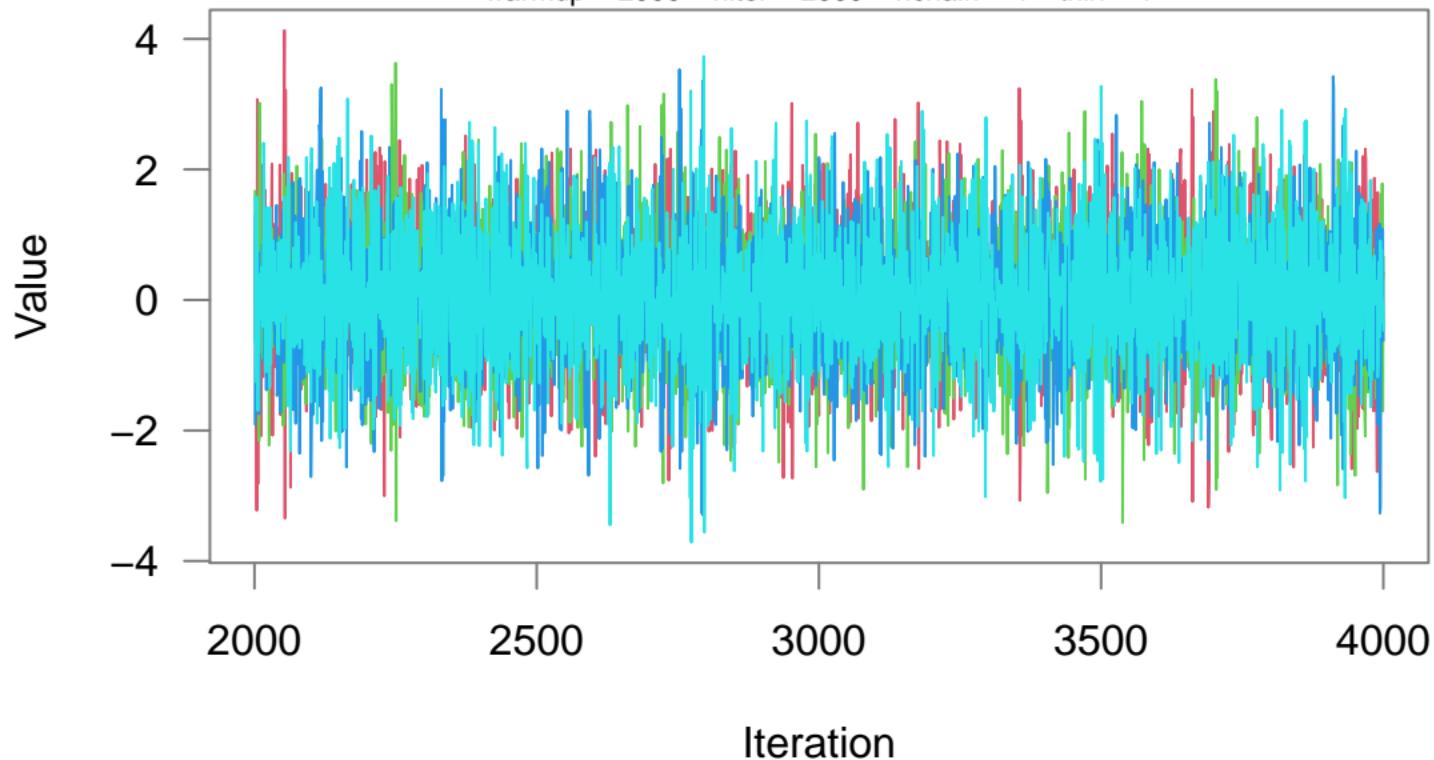
# **z\_4[1,78]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



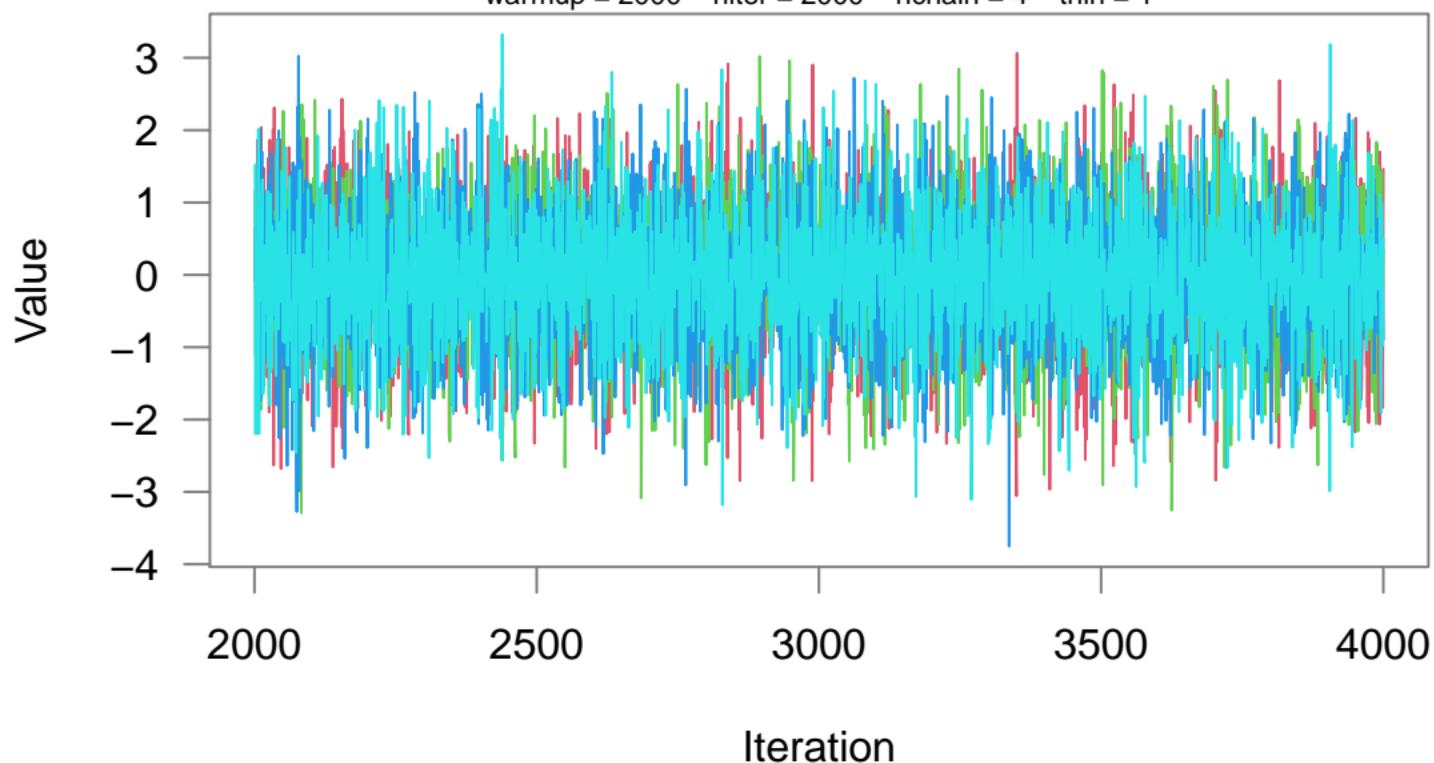
# **z\_4[1,79]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



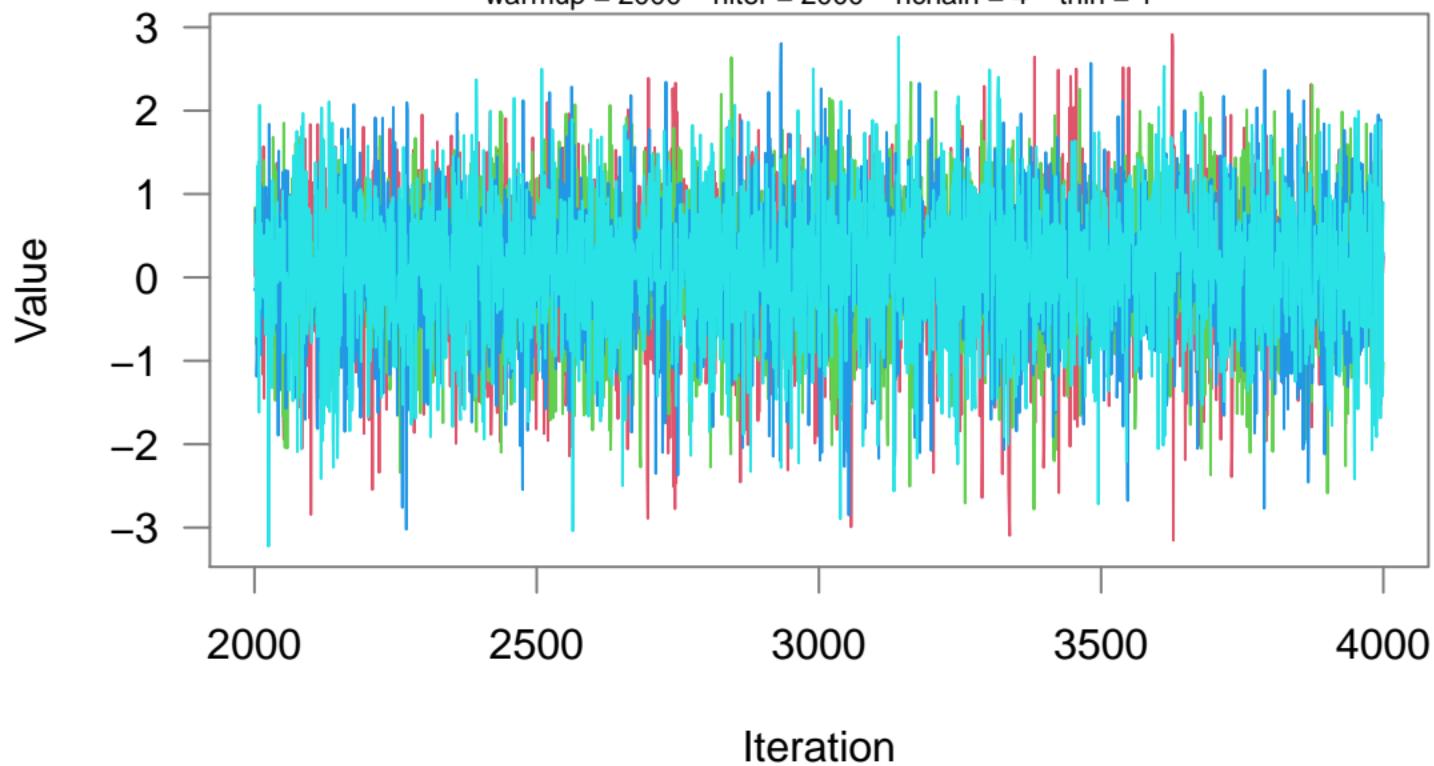
# **z\_4[1,80]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



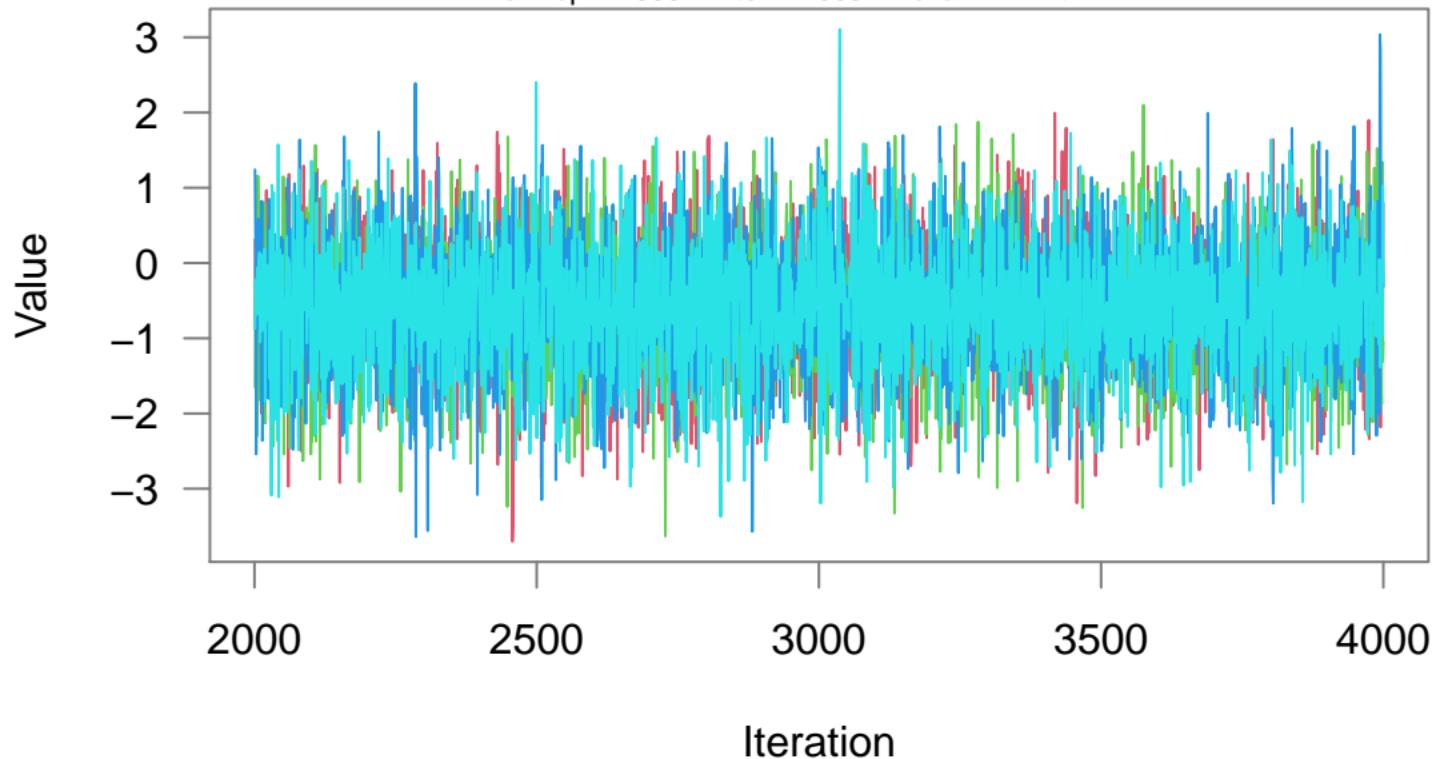
# **z\_4[1,81]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



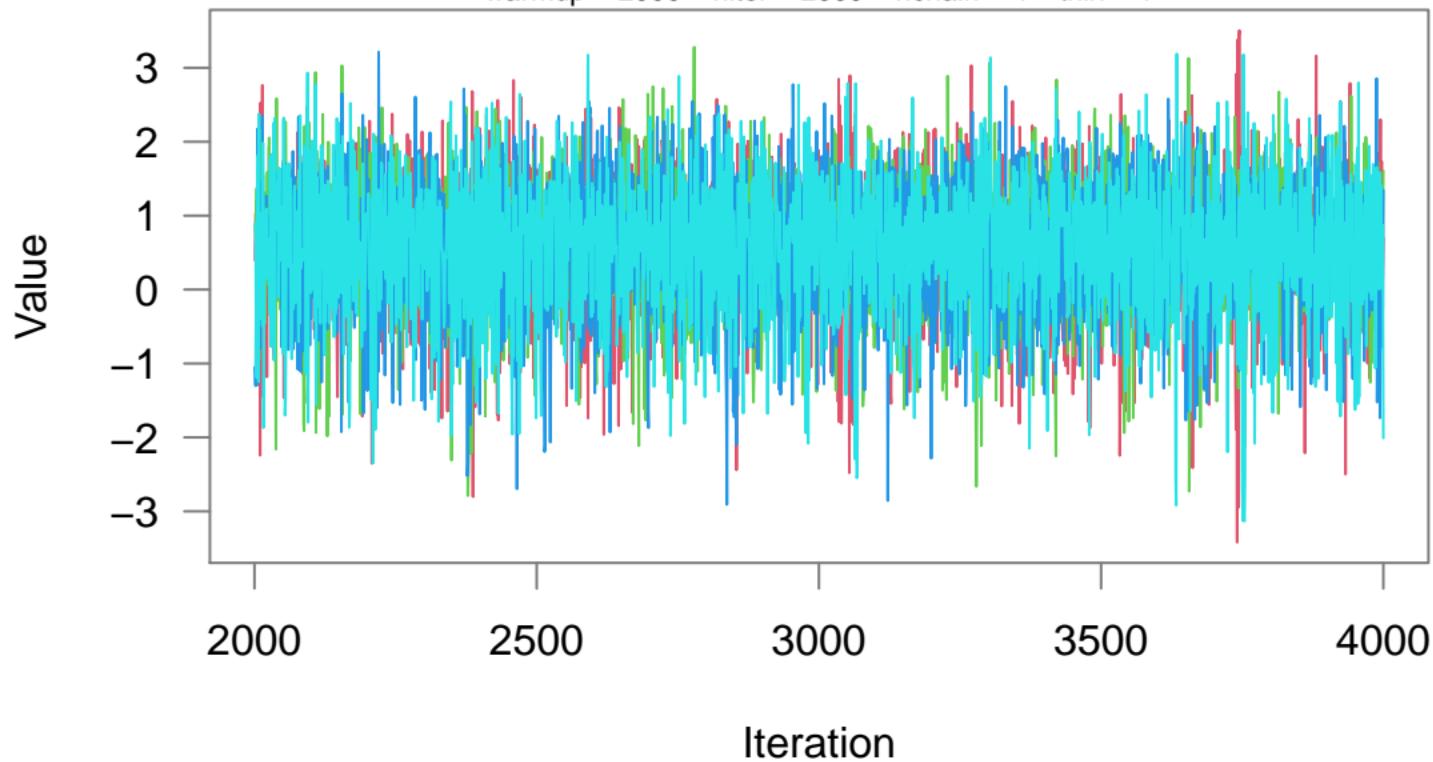
# **z\_4[1,82]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



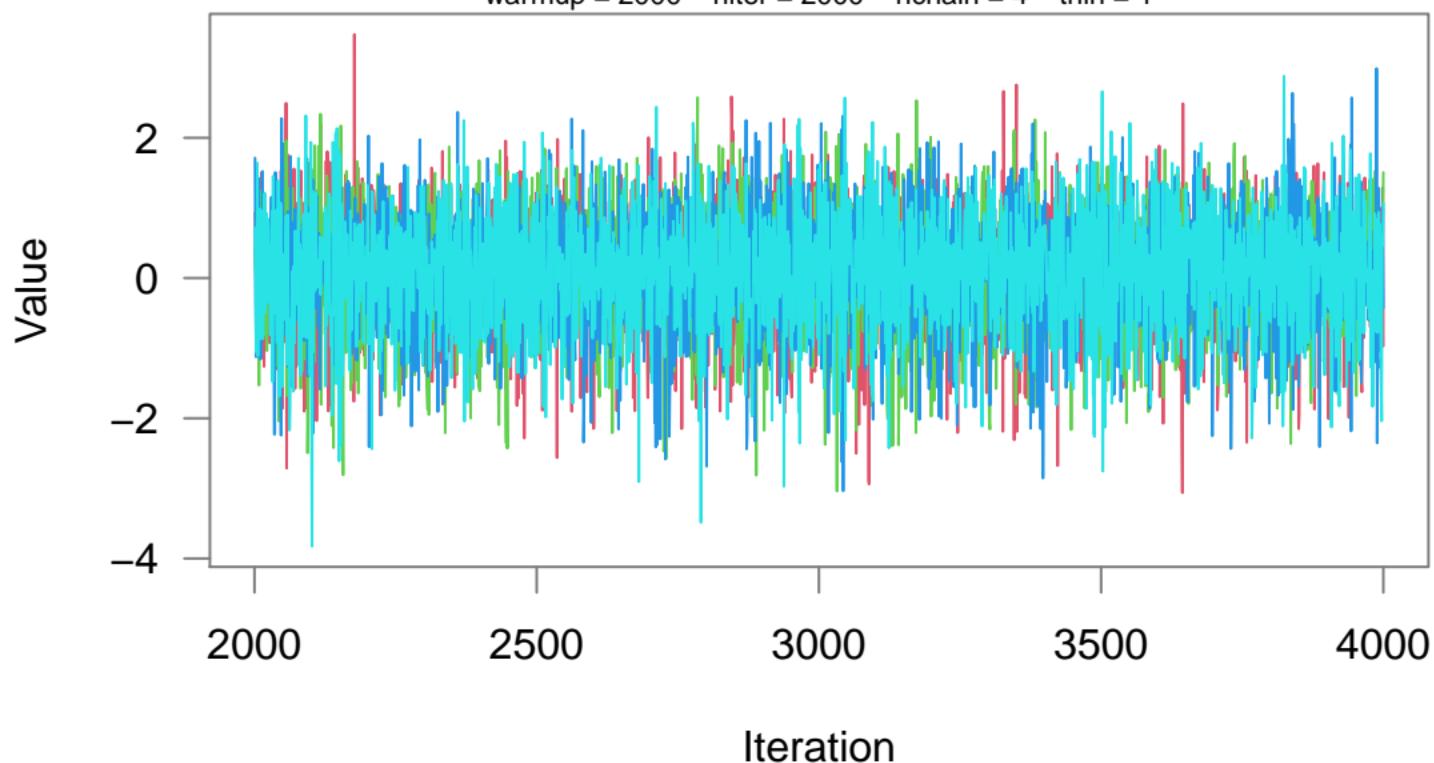
# **z\_4[1,83]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



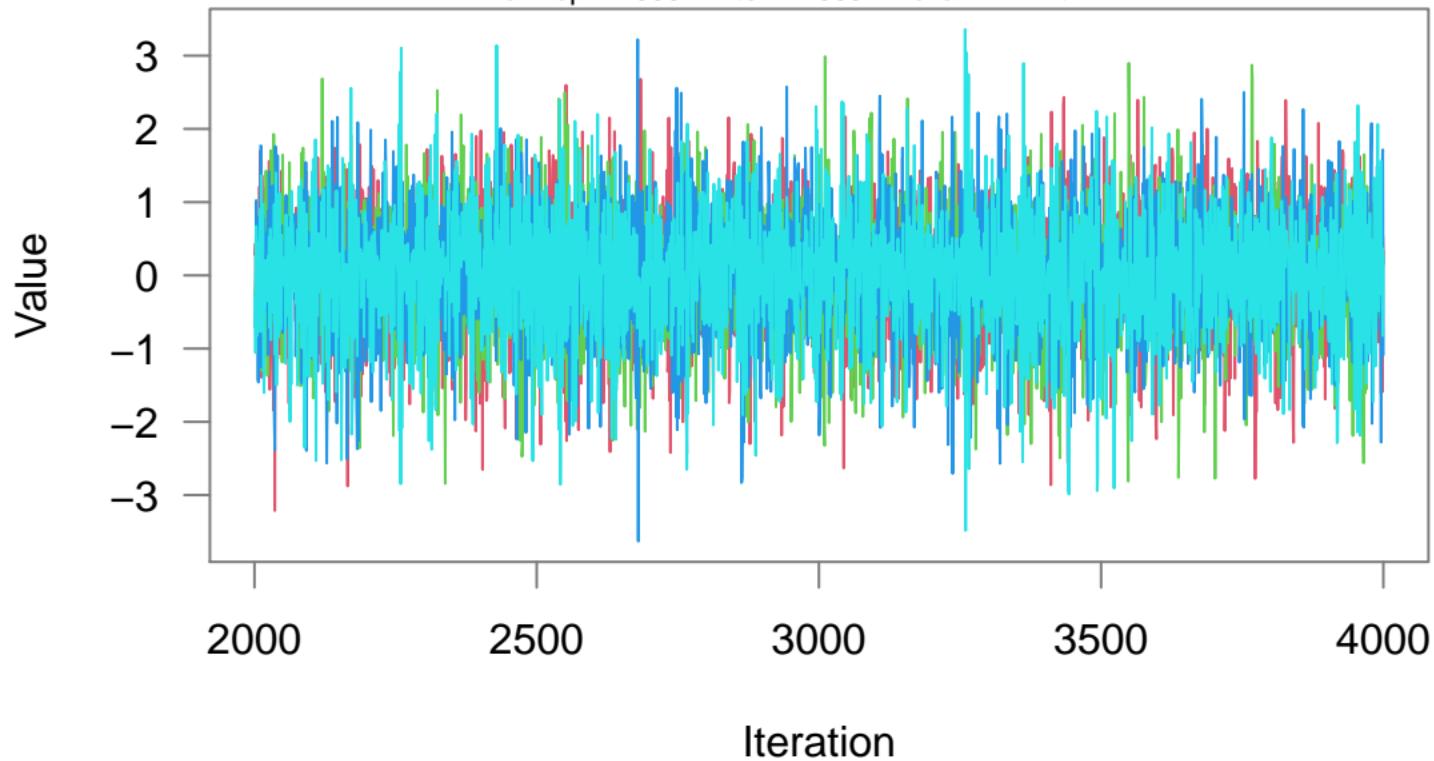
# **z\_4[1,84]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



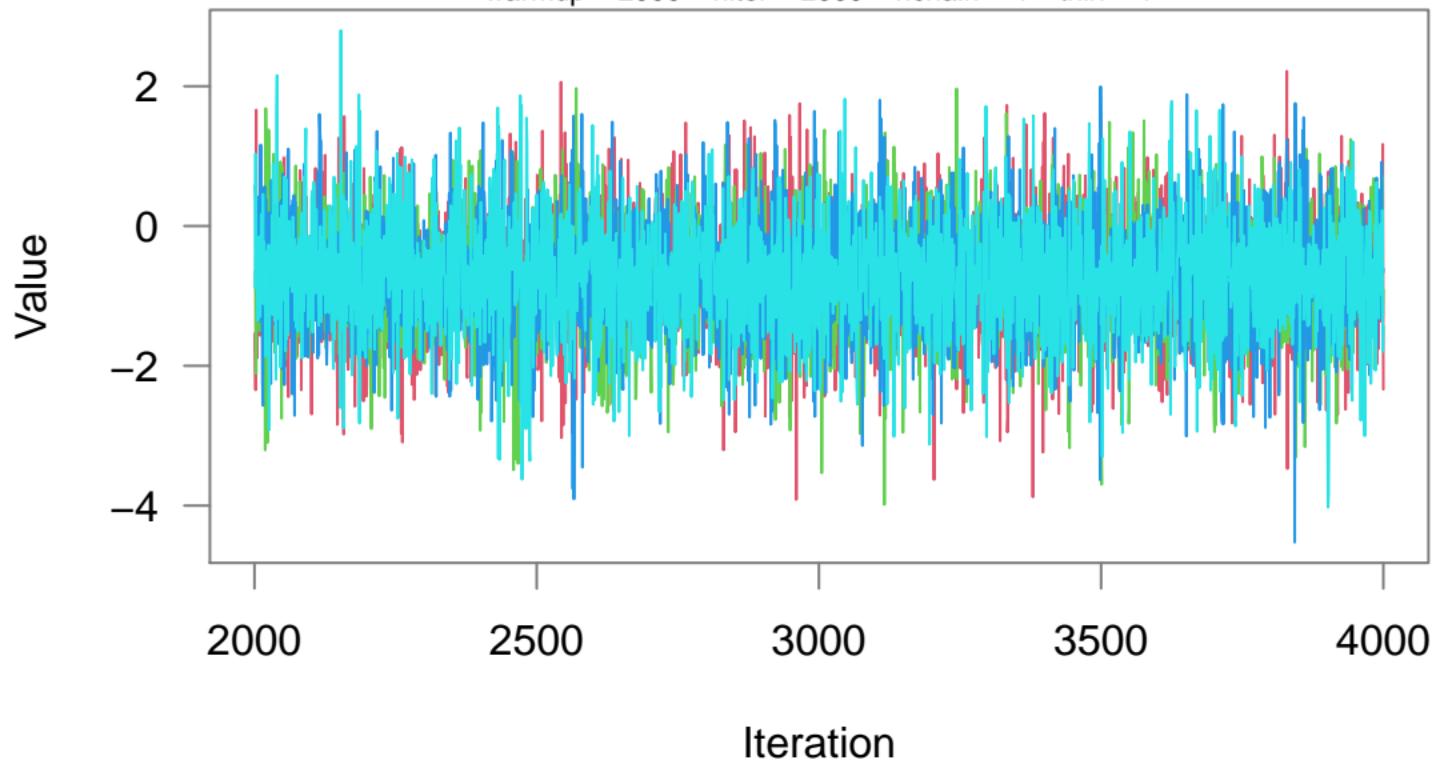
# **z\_4[1,85]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



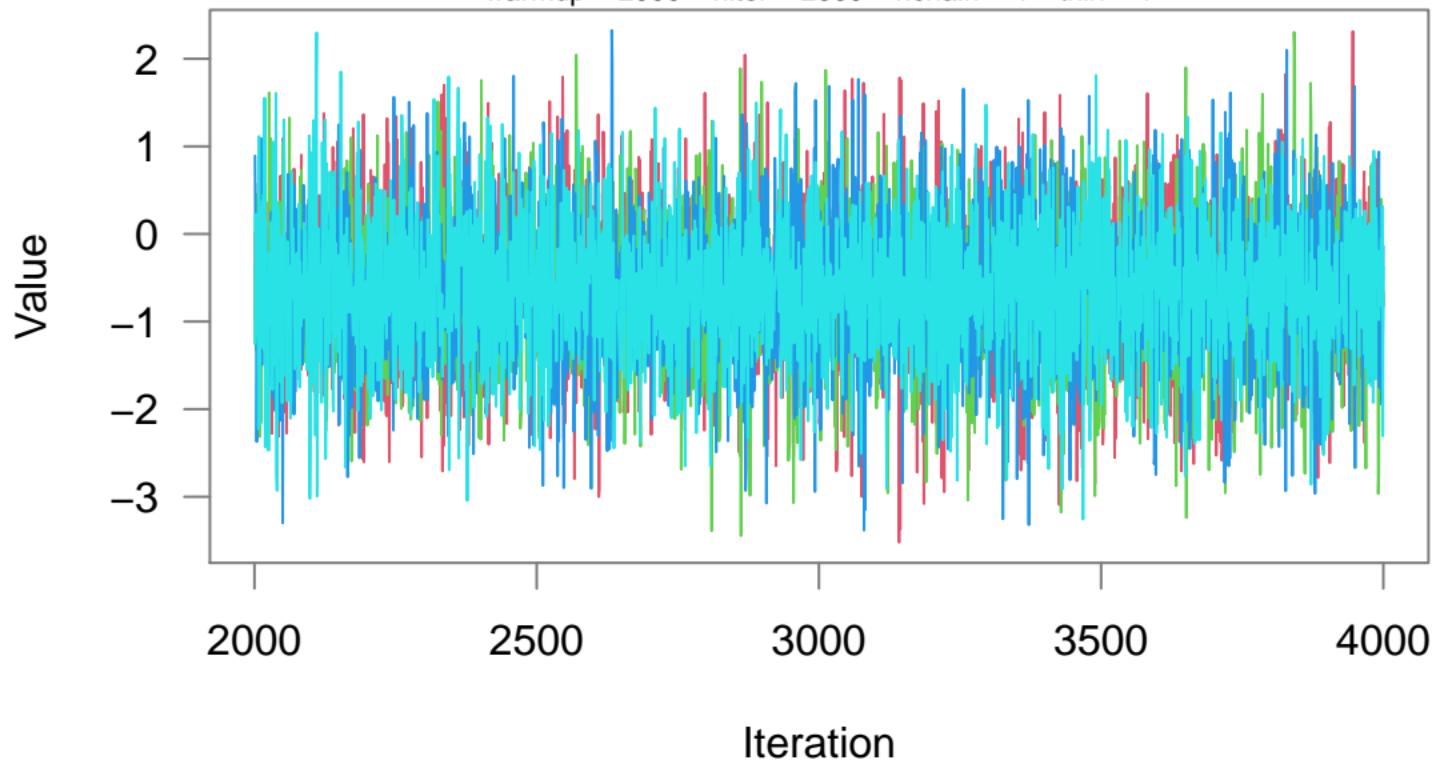
# **z\_4[1,86]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



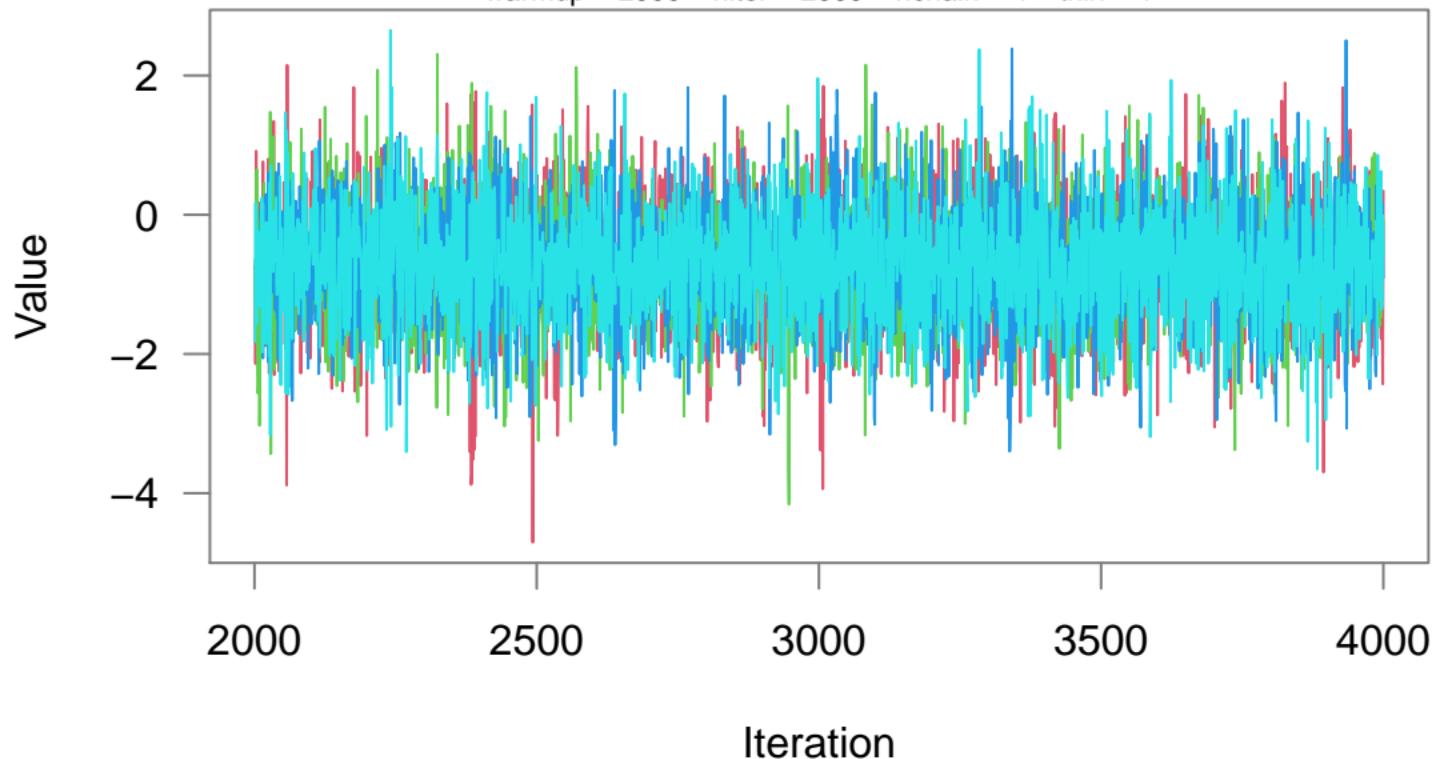
# **z\_4[1,87]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



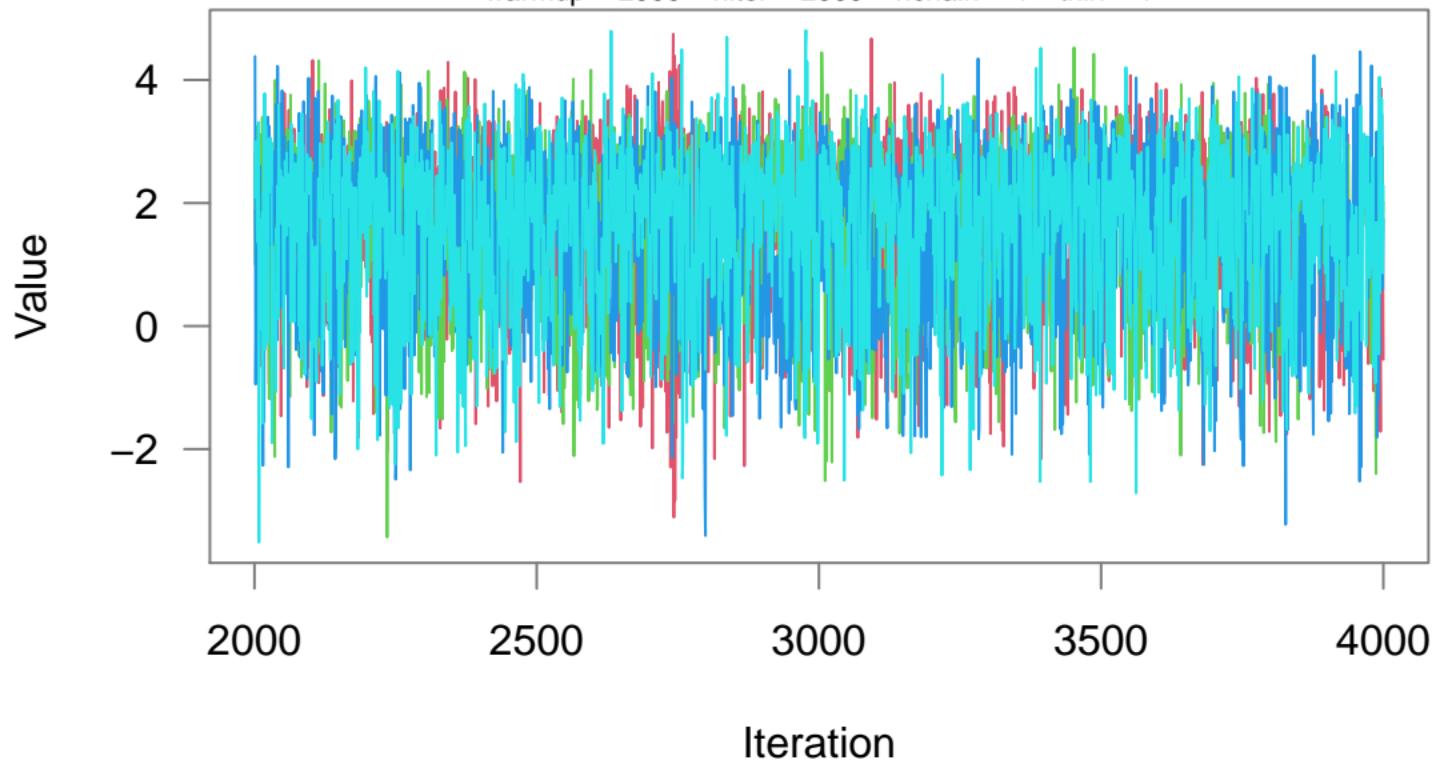
# **z\_4[1,88]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



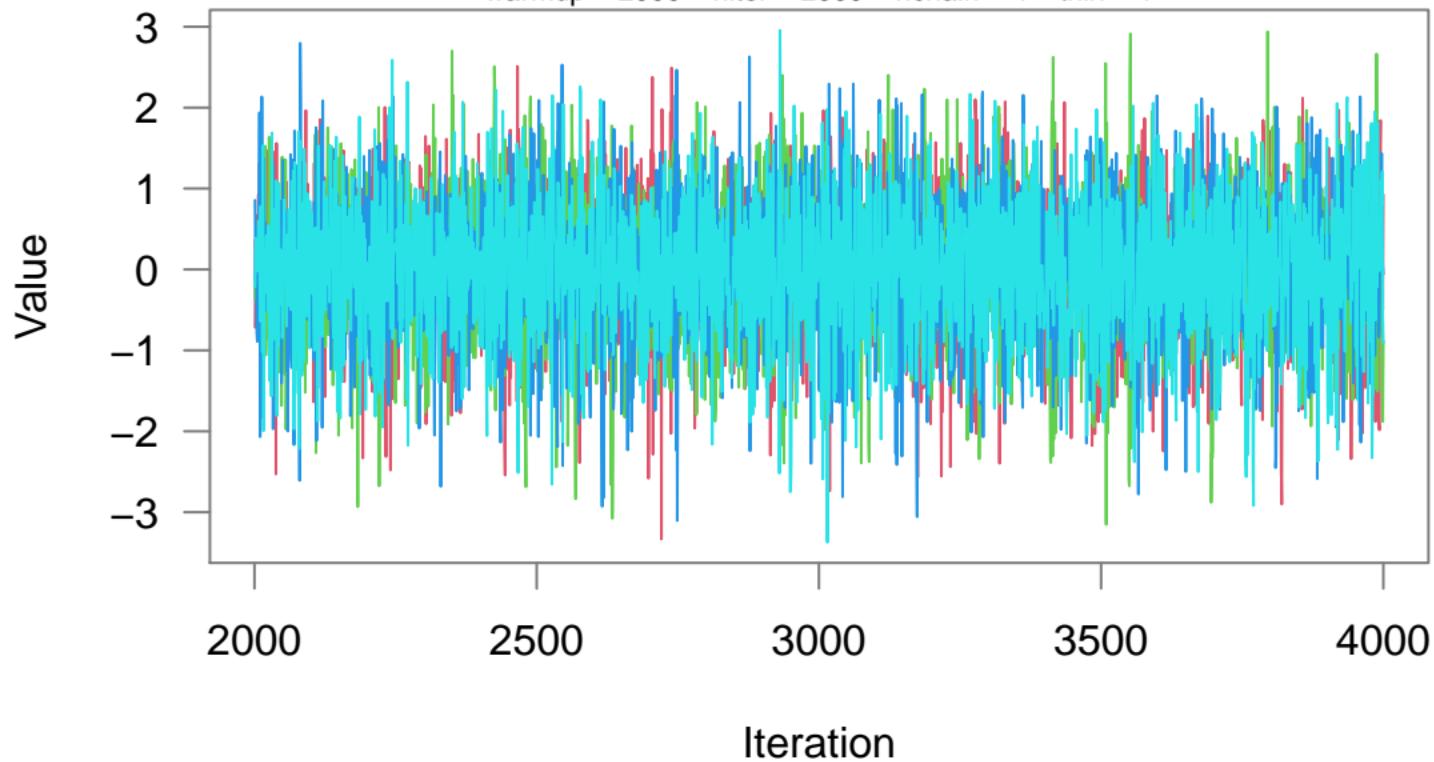
# **z\_4[1,89]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



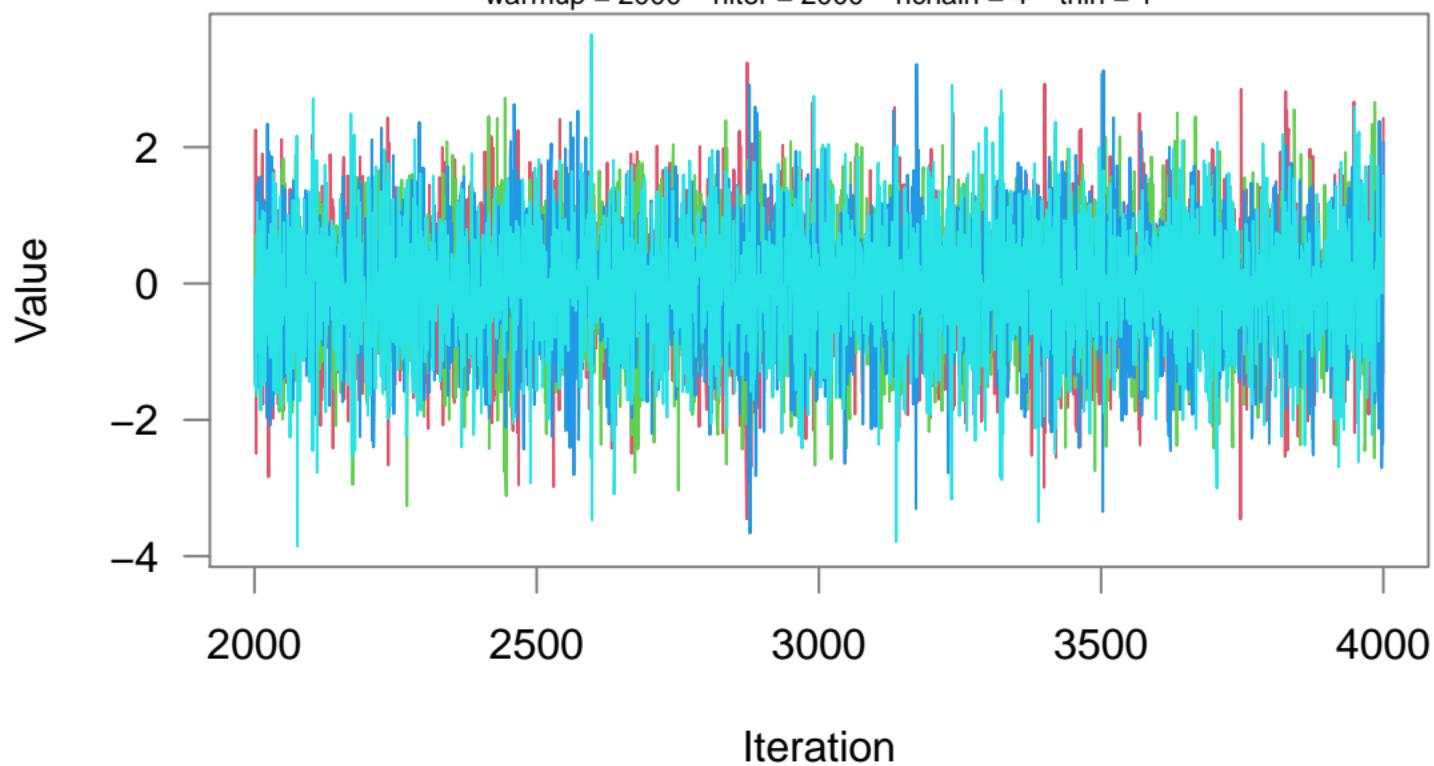
# **z\_4[1,90]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



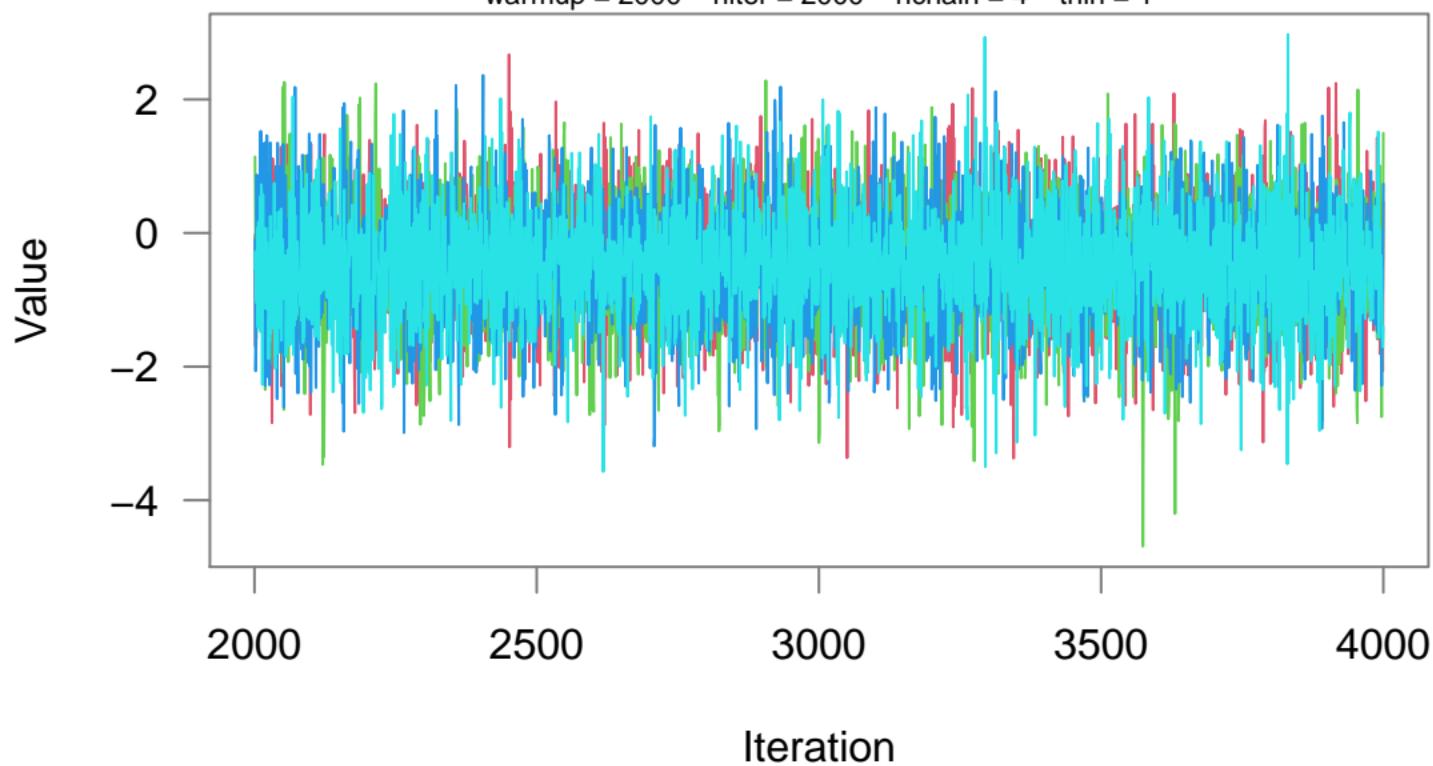
# **z\_4[1,91]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



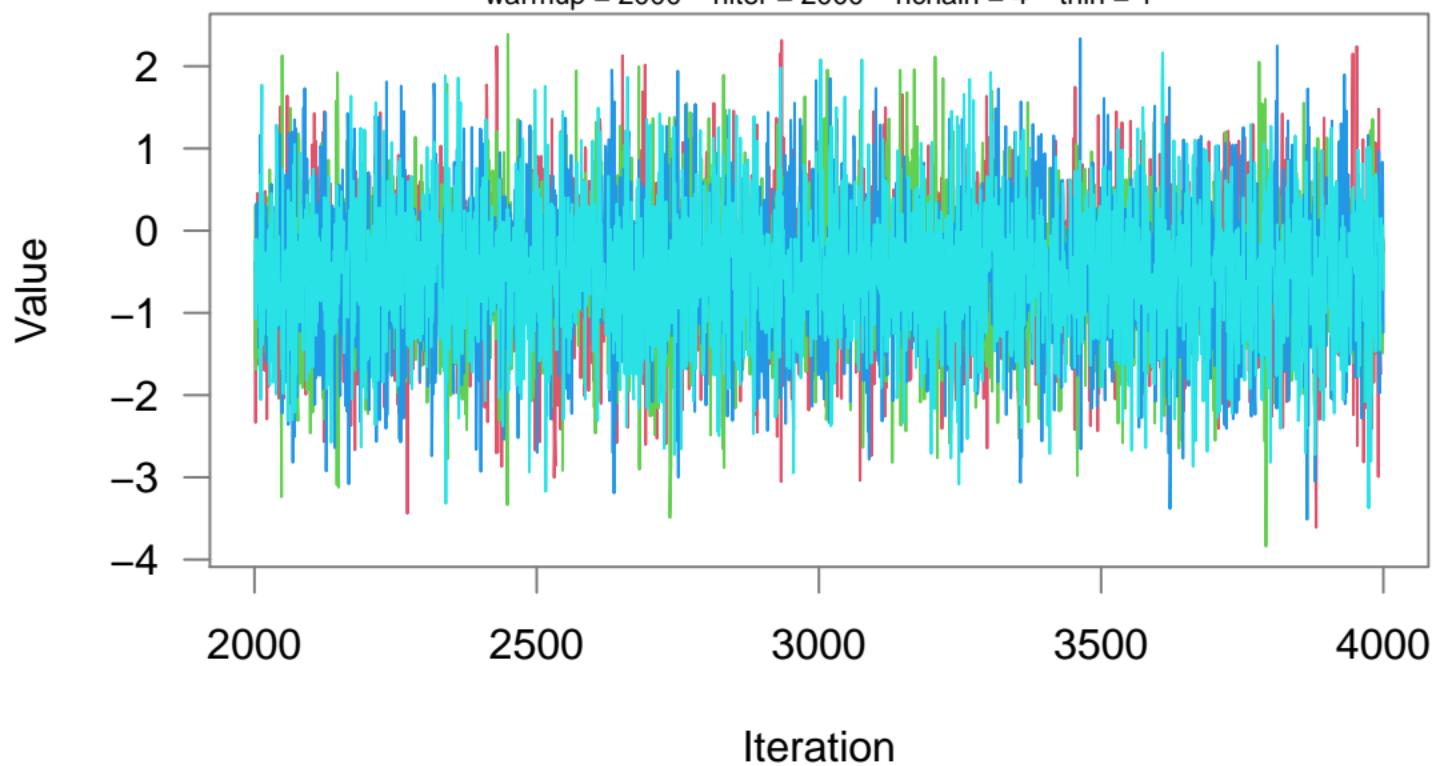
# **z\_4[1,92]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



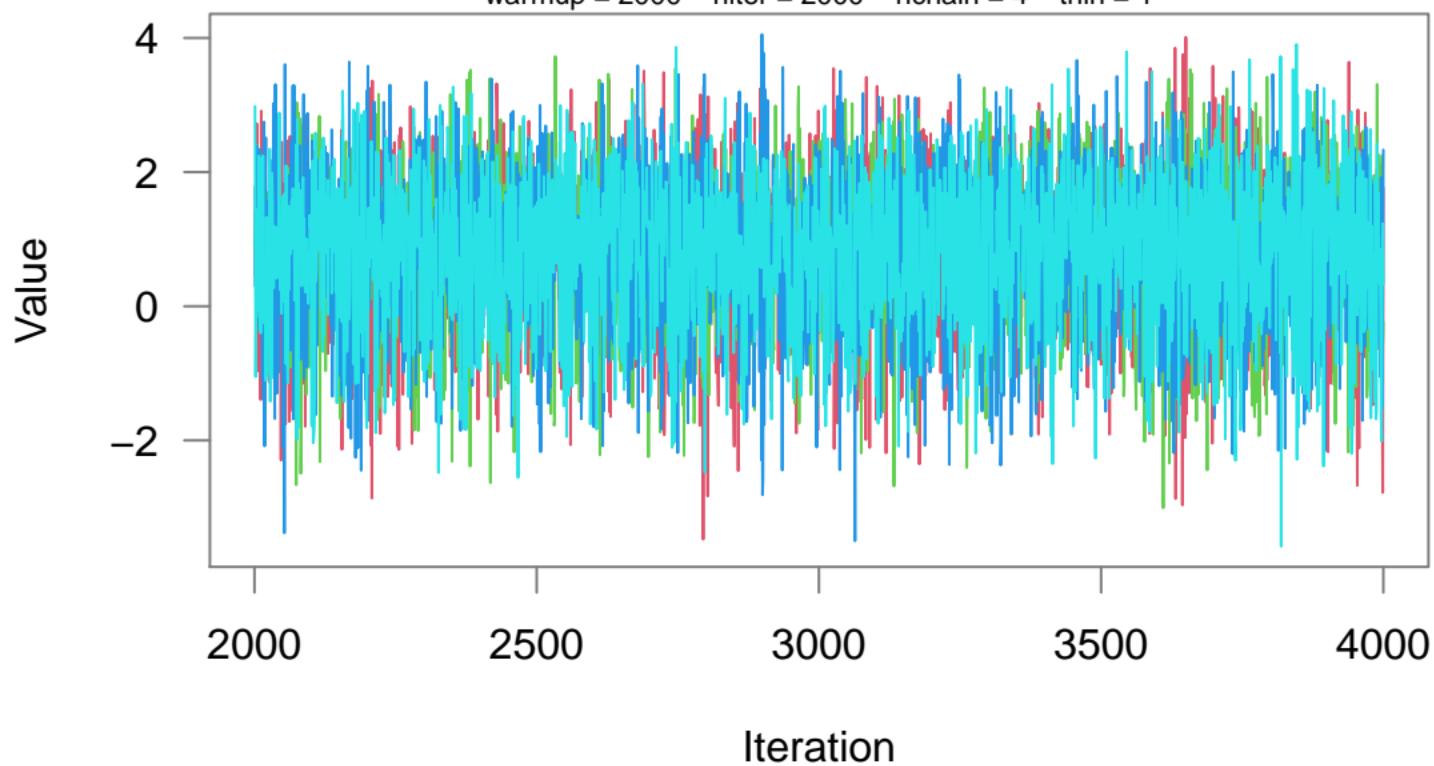
# **z\_4[1,93]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



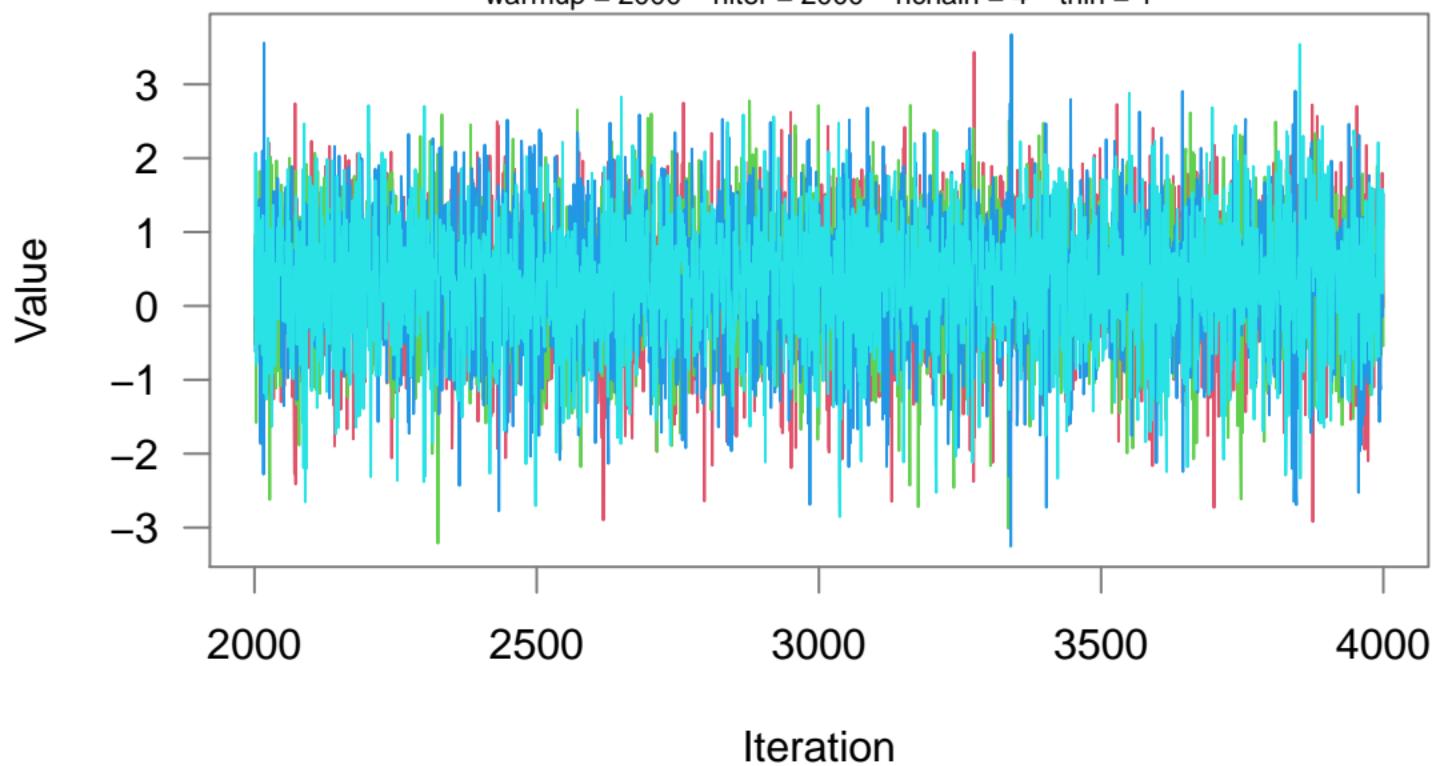
# **z\_4[1,94]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



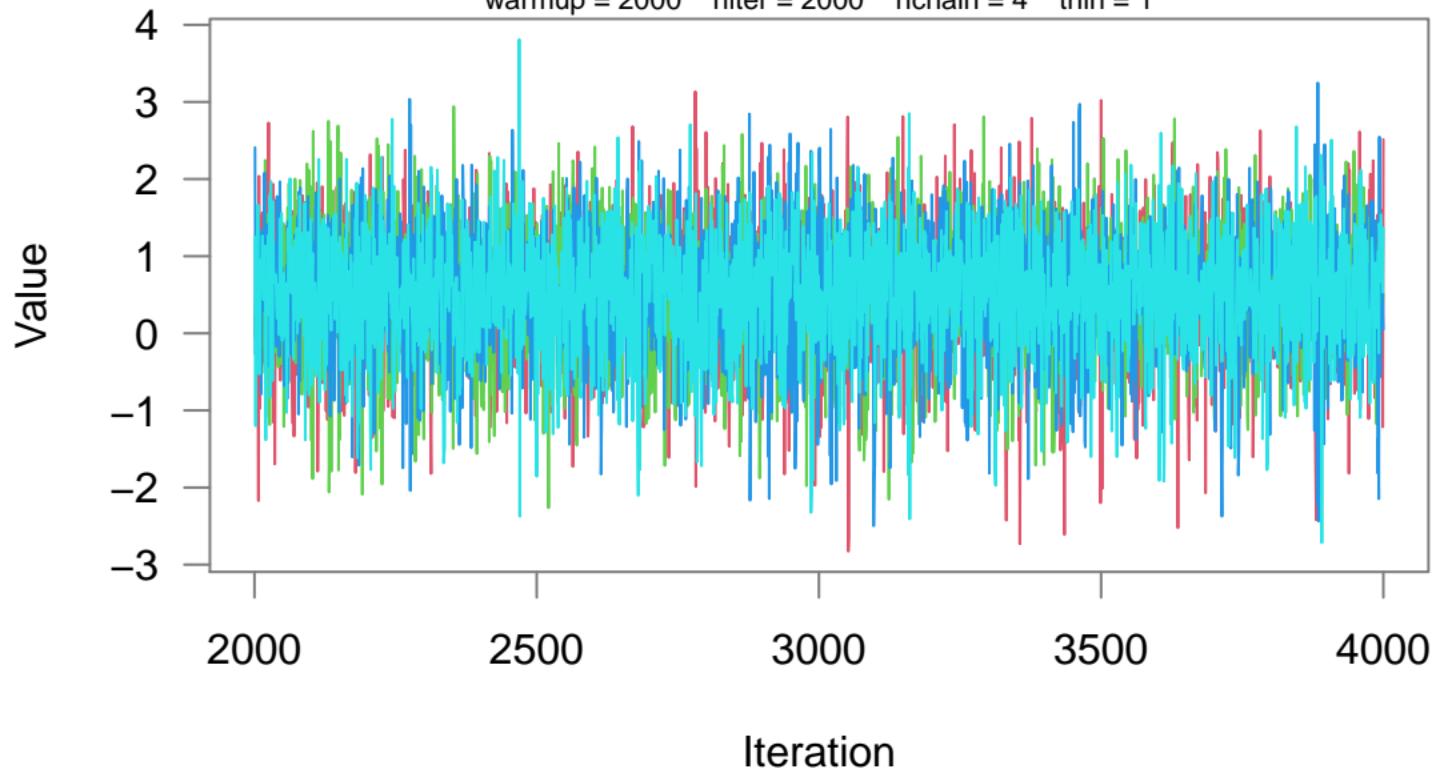
# **z\_4[1,95]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



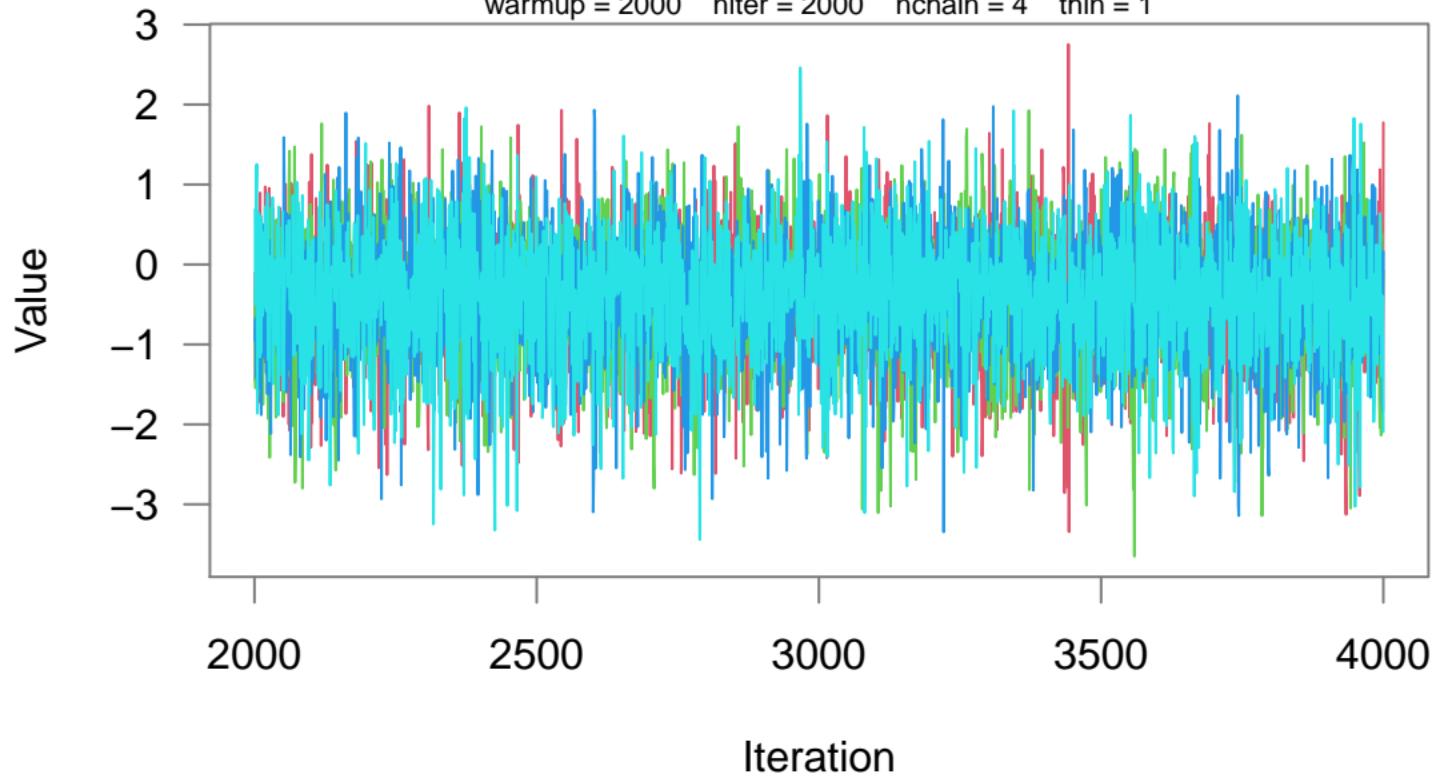
# **z\_4[1,96]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



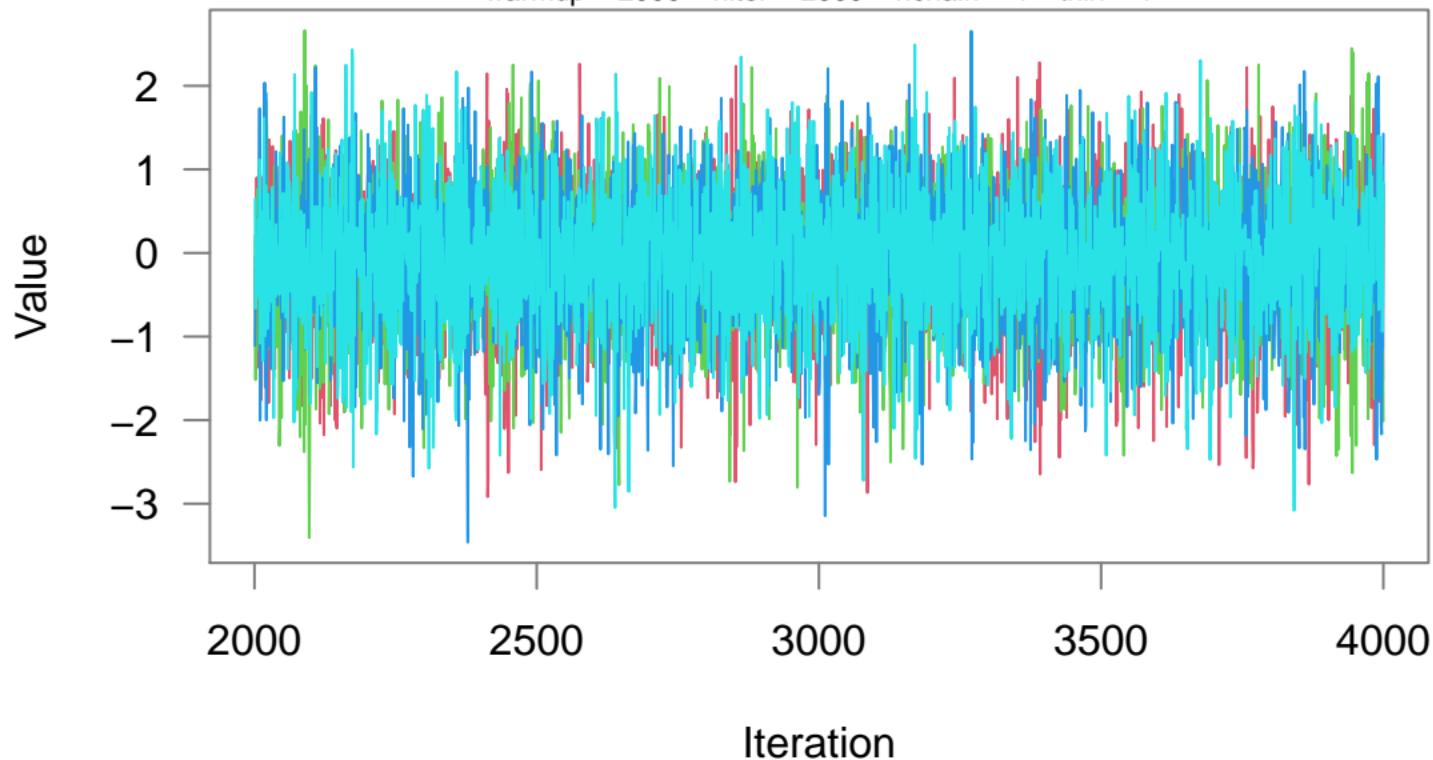
# **z\_4[1,97]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



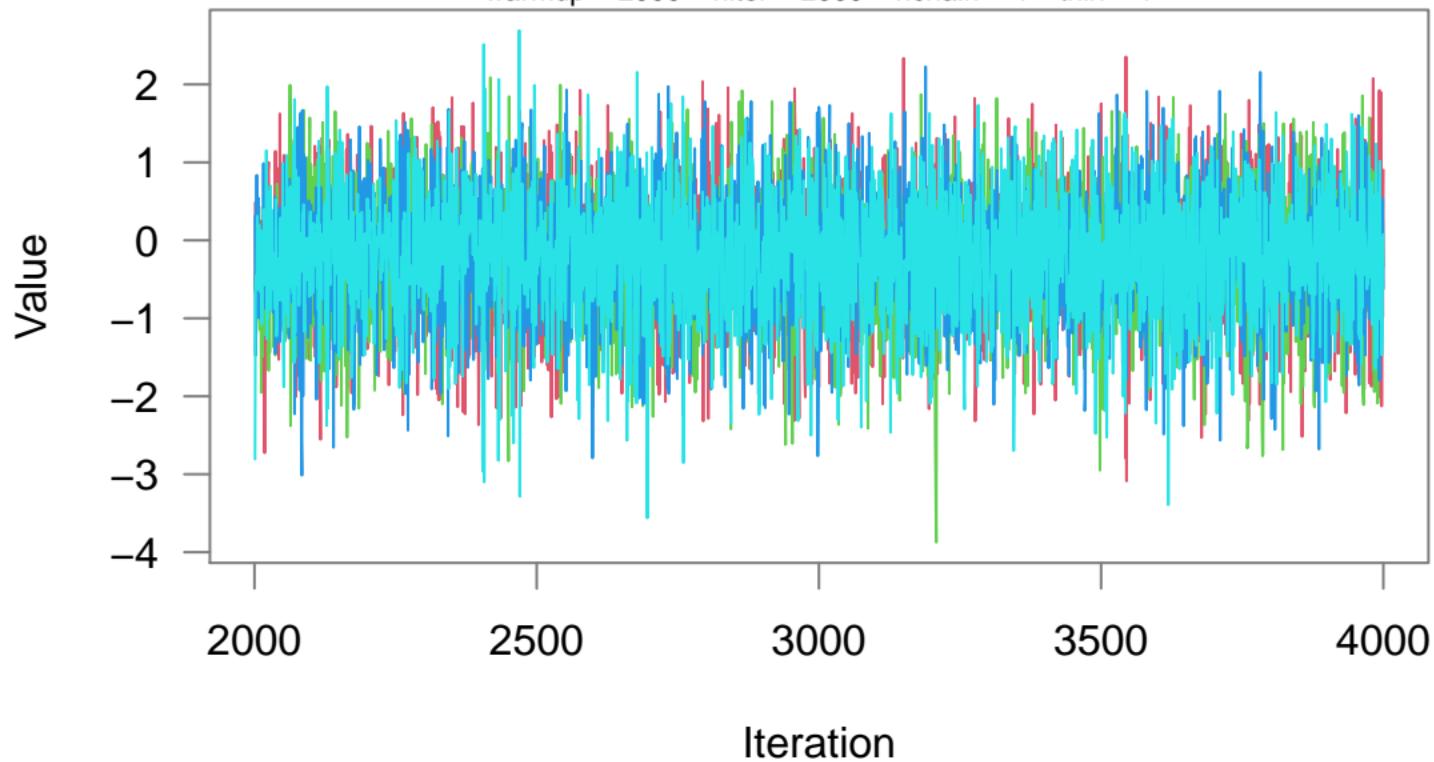
# **z\_4[1,98]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



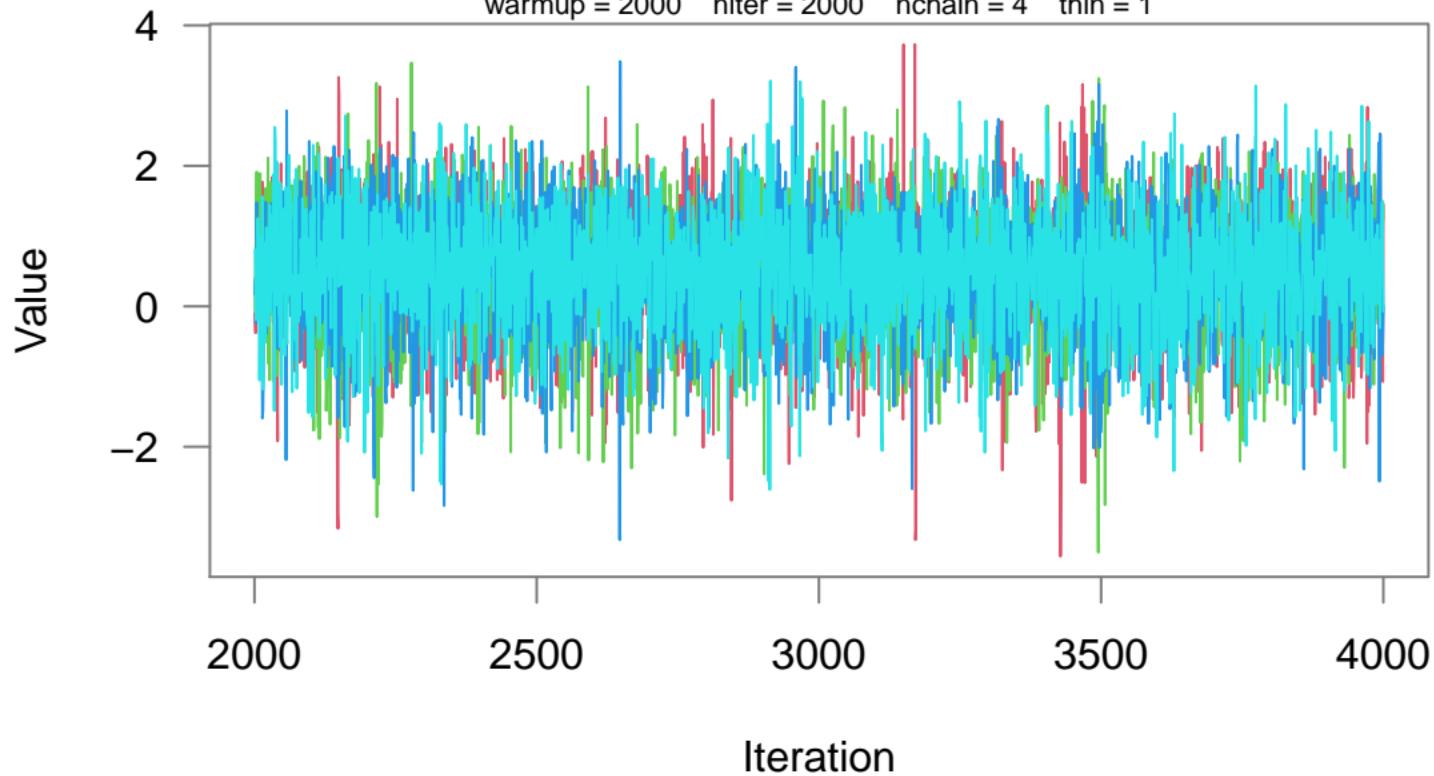
# **z\_4[1,99]**

warmup = 2000 niter = 2000 nchain = 4 thin = 1



# $z_4[1,100]$

warmup = 2000 niter = 2000 nchain = 4 thin = 1



# **$z_4[1,101]$**

warmup = 2000 niter = 2000 nchain = 4 thin = 1

