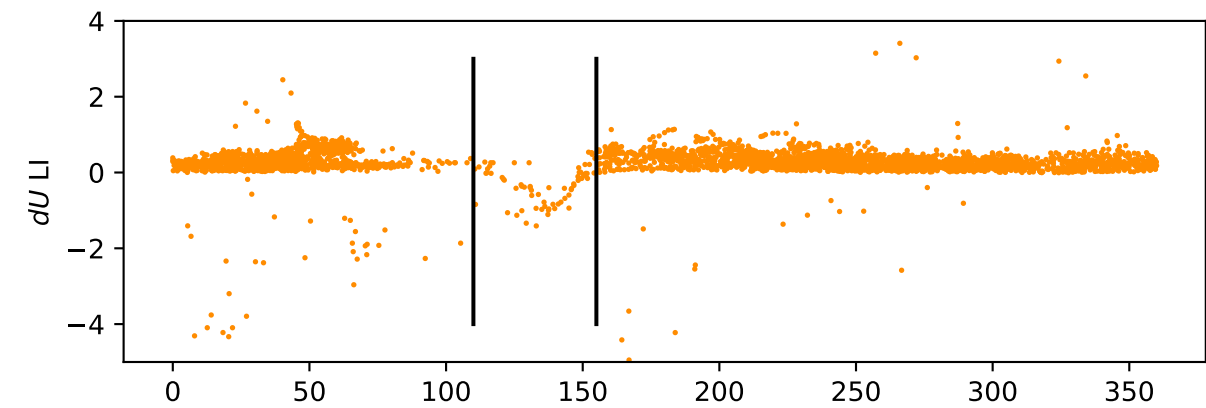
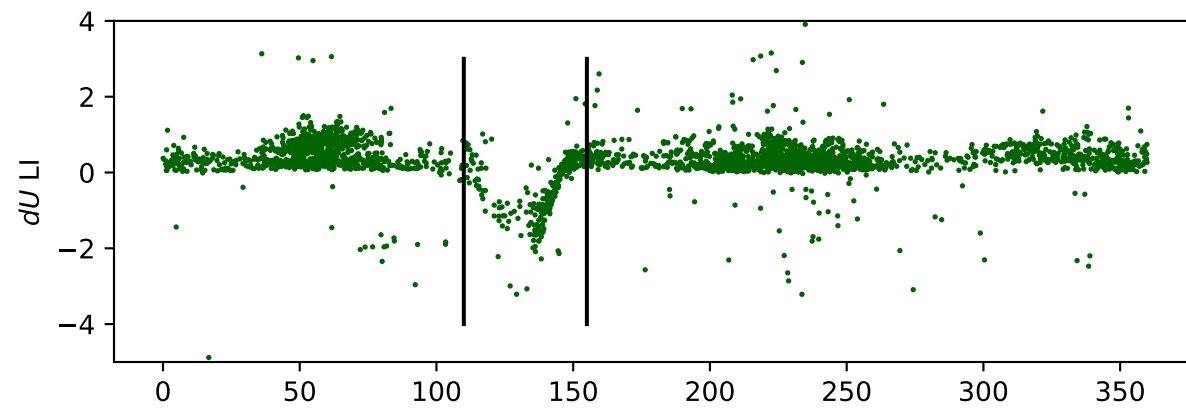
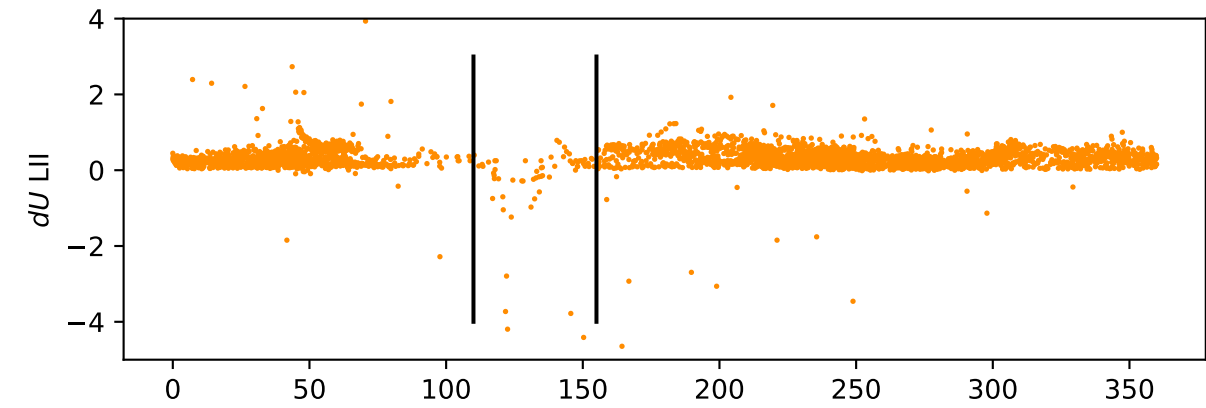
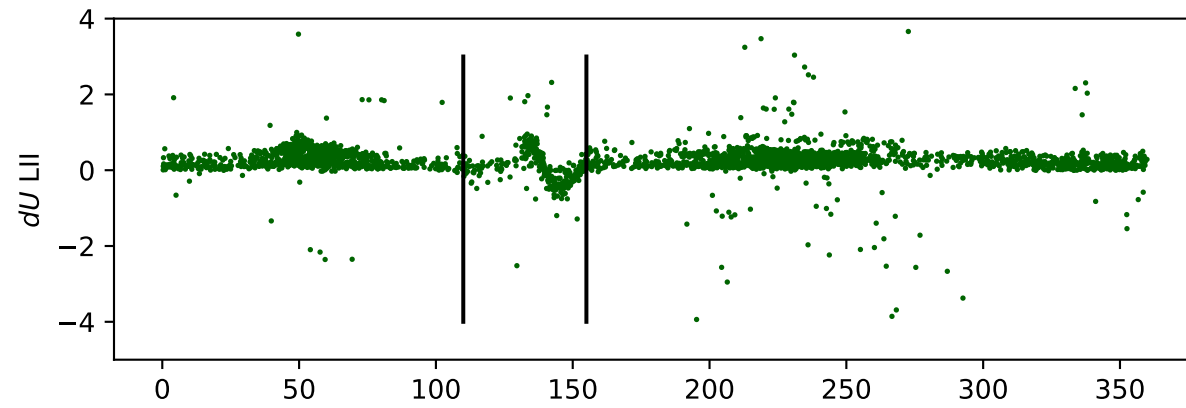
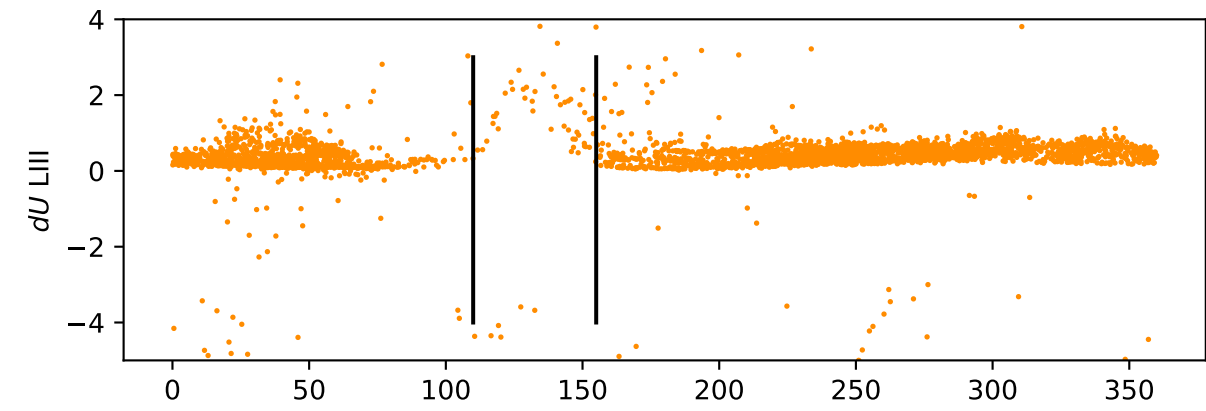
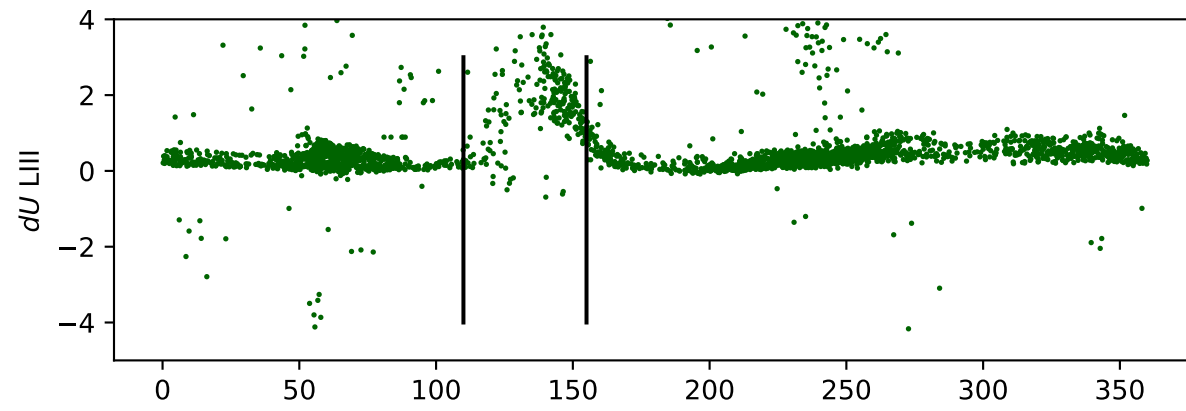


Determining bad wind directions from dU only
SPRING and FALL



Wind Direction of highest sonic in level

Wind Direction of highest sonic in level