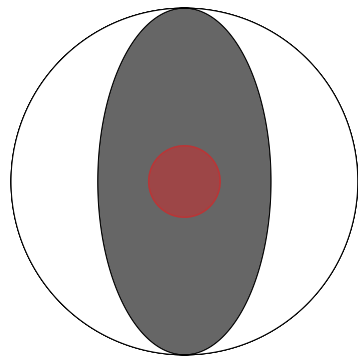


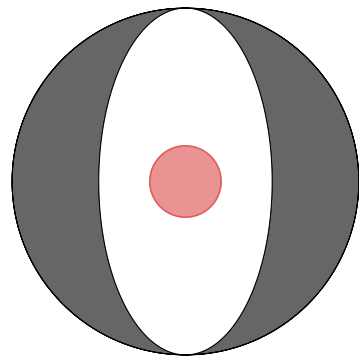
(a)

Thrust



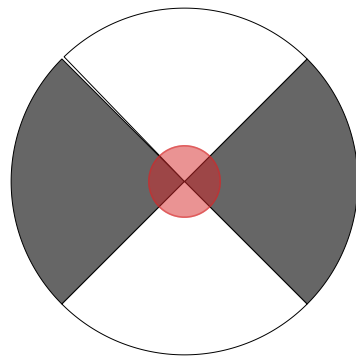
(b)

Normal



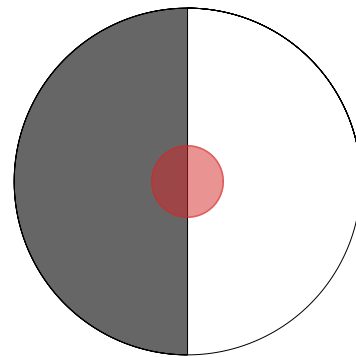
(c)

Strike-slip



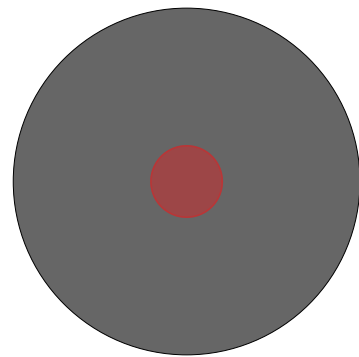
(d)

Dip-slip



(e)

Explosive



Slowness $\leq 5 \text{ s/}^\circ$