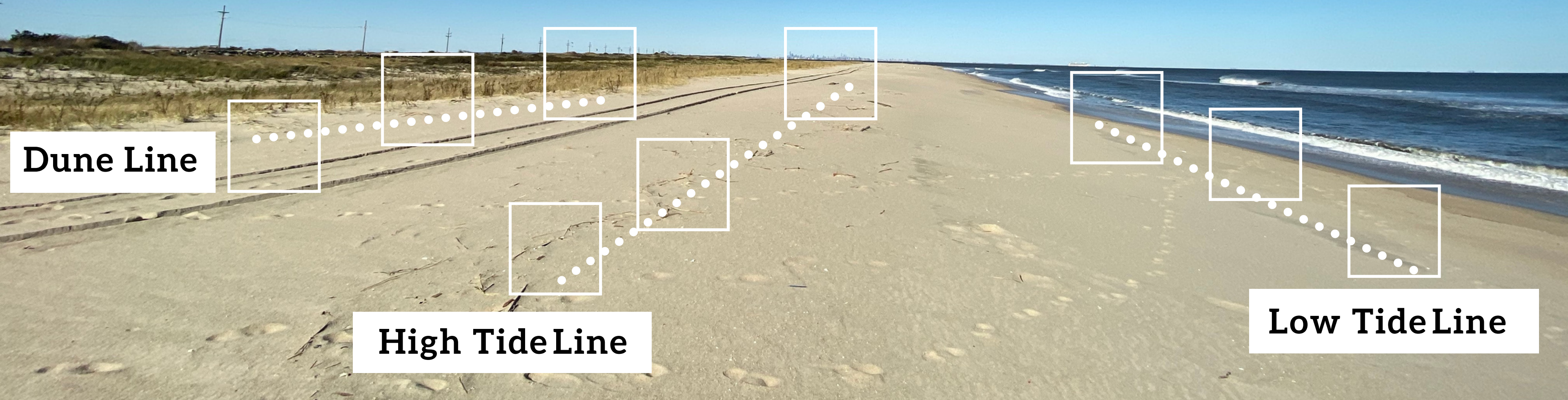


Sample Locations

3 Sample Locations - Dune, High, Low
3 random sample squares in each Location
3 random scoop spots per sample square = one sample
9 total samples



Dune Line

High Tide Line

Low Tide Line