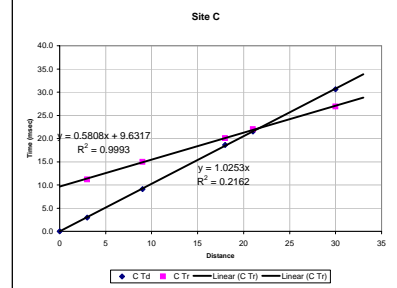
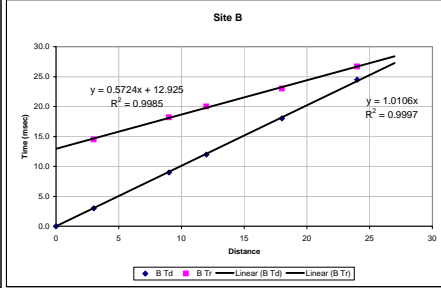
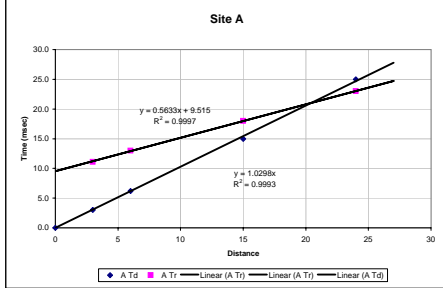


Two layer refraction problem, Fall 2006
 The observed data are on top, followed by my solutions for the Velocities and depths.

X	OBSERVED A		OBSERVED B		OBSERVED C		OBSERVED D	
	Td	Tr	Td	Tr	Td	Tr	Td	Tr
0.000	0.000		0.000		0.000		0.000	
3.000	3.000	11.100	3.000	14.500	3.000	11.200		
6.000	6.200	13.000			9.100	15.000		
9.000			9.000	18.200			12.000	10.200
12.000			12.000	20.000			15.500	12.000
15.000	15.000	18.000			18.600	20.100		
18.000			18.000	23.000	21.500	22.000		
21.000							24.800	17.000
24.000	25.000	23.000	24.500	26.700				
27.000								
30.000					30.600	26.900	33.900	22.200
33.000								



I chose to include (0,0) on Td and force the solution through that point except on Site A where I got a better fit without doing so
 Invert slopes and multiply by 1,000 to get velocities in meters/second
 Next, I used the z=(intercept time) equation to solve for Z in each case: for example, CELL B49=(B48*B46/B47)(2*SQRT(B47^2-B46^2)

A	B	C	D
V1 = 971.1 m/s	V1 = 1000.3 m/s	V1 = 1025.3 m/s	V1 = 975.0 m/s
V2 = 1775.3 m/s	V2 = 1747.0 m/s	V2 = 1721.8 m/s	V2 = 1745.0 m/s
TI = 9.515E-03 seconds	TI = 1.293E-02 seconds	TI = 9.632E-03 seconds	TI = 3.403E-03 seconds
Z = 5.5 meters	Z = 7.9 meters	Z = 6.1 meters	Z = 2.0 meters

Now, I assume there are two layers, each with a constant velocity.
 Thus,

V1 = 993 with S.D.= 25 meters/second
V2 = 1747 with S.D.= 22 meters/second

There are no X, Y coordinates on the map of seismic line locations, so I'll leave that map dimensionless except for depths
 I used these coordinates and gridded them in Surfer using minimum curvature since they are from groundwater

Site	site X	site Y	site Z
A	0.938	3.675	5.5 meters
B	1.000	1.375	7.9 meters
C	3.500	1.750	6.1 meters
D	5.125	4.000	2.0 meters

