



Line Log and QC Comments.

Project: 2003084

SEQ	LINE No	Type	Gun & Streamer Stacked	Dir.	Date	FSP	LSP	Back grou nd RMS	Raw Data Quality (Sent to Observers as comments in txt file generated by bad channel sheet)	Stacked Data Quality
001	1116	P1	S1	125°	25-Oct-03				NTBP d.t. gun errors	
002	1116	P2	S2	125°	25-Oct-03	1782	2944	5.00	Quiet line. Significant ground roll visible. Possible side swipe from shore visible.	
003	1156	P1	P3	305°	25-Oct-03	2836	893	6.00	Quiet start but swell noise increasing towards EOL up to ~8uBar. Narrow bursts. Some faint ship noise visible on shots nr SOL. ~350 shots dropped due to BIT3 overload. Significant ground roll.	Narrow swell bursts up to 3s towards EOL. No ship noise.
004	1108	P1	P4	125°	26-Oct-03	1001	2944	7.00	~ 300 shots dropped due to BIT 3 overrun. Swell bursts all line up to ~ 10ubar. Significant ground roll.	Narrow swell bursts up to 2s all line.
005	1148	P1	S1	305°	26-Oct-03	2836	893	7.50	18 shots dropped due to BIT 3 over-run. Light swell noise. Ground roll throughout.	Occasional minor swell bursts up to 3s.
006	1036	P1	S2	125°	26-Oct-03	952	2948	6.00	7 shots dropped due to BIT 3 over-run. Light swell noise. Ground roll throughout.	Quiet line, no swell noise.
007	1140	P1	S1	305°	26-Oct-03	2885	889	7.00	Relatively quiet line, ground roll throughout.	Quiet line, no swell noise.



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008	1100	P1	S2	125°	27-Oct-03	1001	2944	6.00	8 shots dropped due to BIT 3 overrun. Streamers at 7.5m, very little swell noise.	Quiet line, no swell noise.
009	1132	P1	P3	305°	27-Oct-03	2885	889	6.50	8 shots dropped due to BIT 3 overrun.	Narrow swell bursts up to 3s towards EOL.
010	1004	P1	S2	125°	27-Oct-03	1022	2944	6.00	8 shots dropped due to BIT 3 overrun. Very strong ground roll from SP 2250 to 2450. Pipe laying noise from SP2850 to EOL.	Intermittent, narrow swell bursts up to 3.5s. Ground roll apparent.
011	1124	P1	P3	305°	27-Oct-03	2836	1678	6.00	Small noise from pipe laying vessel @ SOL. 11 shots BIT3 overrun	Noise from pipe laying vessel stacking in at SOL in zone of low fold - run in. Intermittent, narrow swell bursts up to 3s.
012	1124	P2	P4	305°	28-Oct-03	1687	893	5.00	2 shots dropped. Light, intermittent swell noise	Intermittent, narrow swell bursts at SOL up to 3.5s.
013	1012	P1	S1	125°	28-Oct-03	1001	2948	5.00	Very strong ground roll throughout line. ~90 shots dropped due to BIT3 overload.	Noise from pipe laying vessel stacking in in the EOL. Intermittent, narrow swell bursts up to 3s.
014	1092	P1	S2	125°	01-Nov-03	1007	2111	5.50	Intermittent swell noise. Very strong ground roll throughout line. Some shots dropped due to BIT3 overload.	Intermittent, narrow swell bursts up to 3.5s.
015	1164	P1	P3	305°	01-Nov-03	893	2813	8.00	Intermittent swell noise. Very strong ground roll in the SOL line. Some shots dropped due to BIT3 overload.	Narrow swell bursts up to 3s towards EOL. Noise from pipe laying vessel stacking in at SOL in zone of low fold - run in.
016	1012	P2	P4	125°	03-Nov-03	2092	2153	3.50	All streamers: Low level swell noise throughout line up to 20uBar affecting <1% of channels.	Quiet line, no swell noise.



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017	1260	P1	S1	305°	03-Nov-03	2168	893	5.00	Low level swell noise throughout line up to 20uBar affecting <1% of channels, Low level tugging noise on all streamers affecting near 20 channels (up to 10 uBar above background), Mud (ground) roll throughout line.	Occasionally, narrow swell bursts up to 3 sec.
018	1044	P1	P3	125°	04-Nov-03	1001	2944	5.00	All streamers: Low level tugging noise on all streamers affecting near 20 channels (up to 10 uBar above background), Mud (ground) roll throughout line. Ship noise visible from Shot 2600-EOL (>10 uB above Background Noise)	No swell Noise. Extraction errors visible as spikes. Ship noise towards EOL
019	1172	P1	P3	305°	04-Nov-03	893	2761	4.50	9 shots dropped due to BIT3 overload. Low level tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line, Ship noise visible from Shot 2540-EOL (>10 uB above Background Noise)	Ship noise towards @ SOL
020	1020	P1	P3	125°	04-Nov-03	951	1528	4.50	All streamers: Low level tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line, Ship noise visible from Shot 2840-2944 (>10 uB above Background Noise). EDIT all Streamers: @SP.1529-1574 due to Syntrak crash. EDIT on Streamer #4: channels 192-215 @SP.1001-1249 due to deep streamer. EDIT on Streamer #4: channels 120-324 @SP.1250-1427 due to streamer on the surface.	Ship noise towards EOL
021	1180	P1	P3	305°	04-Nov-03	2730	2579	4.00	All streamers: Mud (ground) roll throughout line, Ship noise visible from Shot 2730-2560 (<6 uB above Background Noise).	Ship noise towards @ SOL



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022	1052	P1	P3	125°	05-Nov-03	1001	2944	4.00	All streamers: Low level tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line, Ship noise visible from Shot 2800-2944 (<6 uB above Background Noise).	Good
023	1188	P1	P3	305°	05-Nov-03	889	2648	4.50	2 shots dropped due to BIT 3 overrun. Mud (ground) roll throughout line. All streamers: Low level tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background).	Good
024	1028	P1	P4	125°	05-Nov-03	1001	2254	4.00	All streamers: Low level tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line, Low level ship noise @SP.2825-2944 (up to 7uBar above background)	Good
025	1196	P1	S2	305°	05-Nov-03	2634	893	4.50	14 shots dropped due to BIT 3 overrun. All streamers: Low level tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line, Low level ship noise @SP.2634-2560 (up to 4uBar above background)	Fold drop due to NDRs; Ship noise @SOL
026	1020	I1	P3	125°	06-Nov-03	1001	2944	4.00	All streamers: Low level tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line, Low level ship noise @SP.2830-2944 (up to 6uBar above background)	Ship noise @Eol
027	1196	I1	P3	305°	06-Nov-03				NTBP d.t. extraction errors on str. 3	
028	1196	I2	P4	305°	06-Nov-03	2598	893	5.00	All streamers: Low level tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line	Good



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029	1060	P1	P4	125°	07-Nov-03	1001	2944	4.50	All streamers: Low level tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line, Low level ship noise @SP.2790-2944 (up to 4uBar above background)	Good
030	1204	P1	P4	305°	07-Nov-03	2544	893	4.50	5 shots dropped due to BIT 3 overrun. All streamers: Low level tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line.	Good
031	1068	P1	P4	125°	07-Nov-03	1001	2946	4.50	All streamers: Low level tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line, Low level ship noise @SP.2771-2947 (up to 7uBar above background)	Noise from pipe laying vessel stacking in the EOL.
032	1212	P1	P4	305°	07-Nov-03	2525	1929	4.00	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line, Low level ship noise @SP.2525-2410 (up to 4uBar above background)	Good
532	1212	P1	P4	305°	08-Nov-03	1772	893	0.00	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line, Low level ship noise @SP.2780-2944 (up to 6uBar above background)	Good
033	1076	P1	P4	125°	08-Nov-03	1007	2944	4.50	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line, Low level ship noise @SP.2780-2944 (up to 6uBar above background)	Noise from pipe laying vessel stacking in the EOL.



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034	1220	P1	P4	305°	08-Nov-03	2527	893	4.50	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line,	Good
035	1084	P1	P4	125°	08-Nov-03	1001	2948	4.50	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line, Low level ship noise @SP.2748-2948 (up to 6uBar above	Good
036	1228	P1	P4	305°	09-Nov-03	2425	893	4.50	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line.	Noise from pipe laying vessel stacking in the EOL.
037	1084	I1	P4	125°	09-Nov-03	1001	2944	4.50	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background),Mud (ground) roll throughout line, Low level ship noise @SP.2770-2944 (up to 8uBar above background)	Noise from pipe laying vessel stacking in the EOL.
038	1236	P1	S1	305°	09-Nov-03	891	2420	3.50	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background),Mud (ground) roll throughout line.	Good
039	1116	I1	S2	125°	09-Nov-03	1001	2944	5.00	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line, Low level ship noise @SP.2720 2944 (up to 7uBar above background).	Noise from pipe laying vessel stacking in the EOL.
040	1180	P2	P3	305°	10-Nov-03	2588	2415	4.00	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line, Ship noise throughout line (up to 12uBar above background).	Good



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041	1196	P2	P4	305°	10-Nov-03	2106	1949	3.00	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line.	Good
042	1244	P1	S1	305°	10-Nov-03	2319	893	5.00	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line.	Good
043	1116	P3	S2	125°	10-Nov-03	1001	1791	4.50	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line.	Good
044	1212	P2	P3	305°	10-Nov-03	1938	1763	2.50	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background).	Good
045	1252	P1	P4	305°	10-Nov-03	2265	893	5.00	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line.	Good
046	1092	P2	S1	125°	11-Nov-03	1001	1109	5.00	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line.	Good
047	1092	P3	S2	125°	11-Nov-03	2102	2220	4.50	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line.	Good
048	1252	I1	P3	305°	11-Nov-03	2222	893	5.00	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line.	Good
049	1060	P2	P4	125°	11-Nov-03	1001	1240	5.00	All streamers: Low level intermittent tugging noise on all streamers affecting near 10 channels (up to 10 uBar above background), Mud (ground) roll throughout line.	Good