

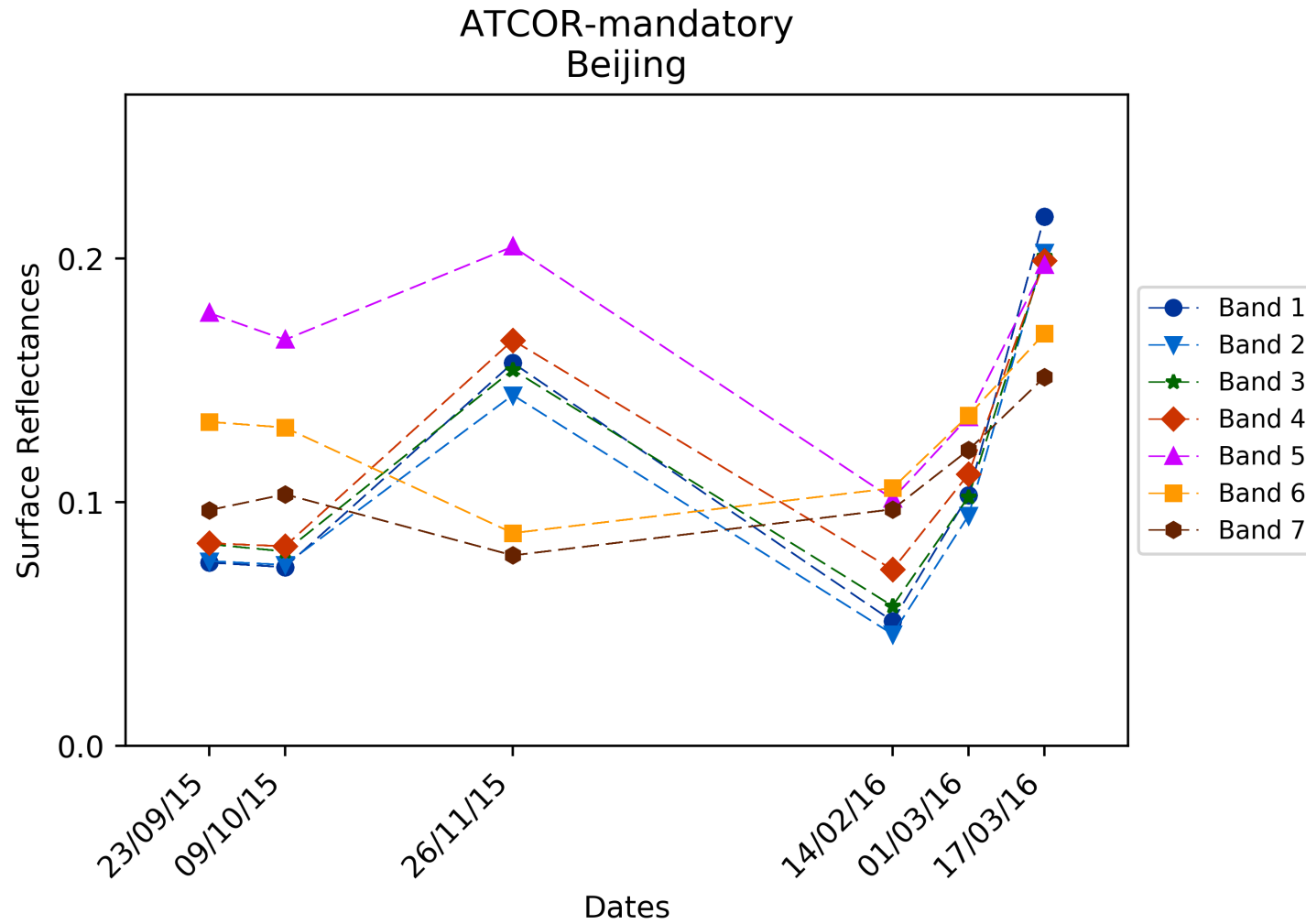
---

## Temperate

>> 1. Beijing

## ATCOR-mandatory

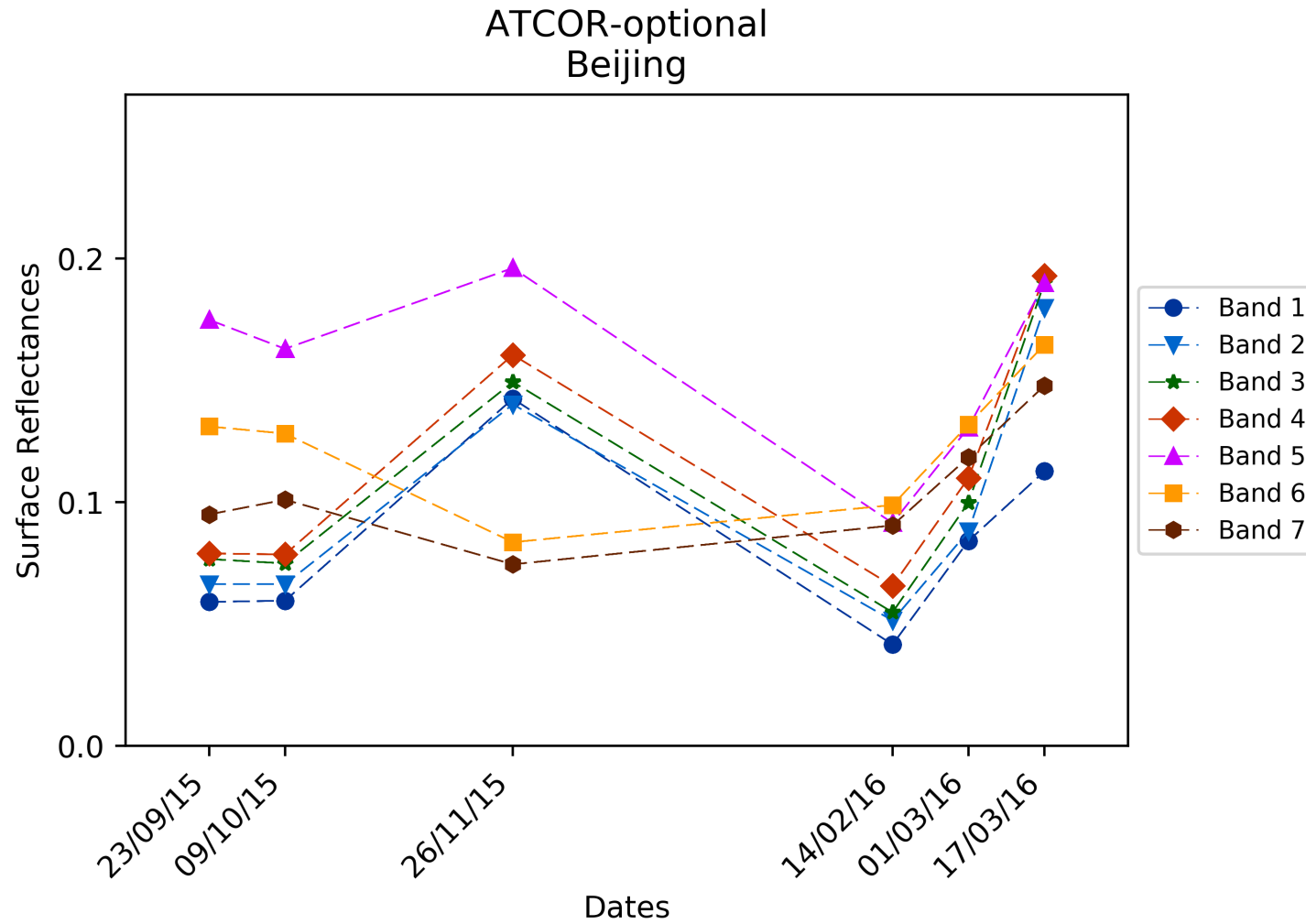
Temperate: Beijing





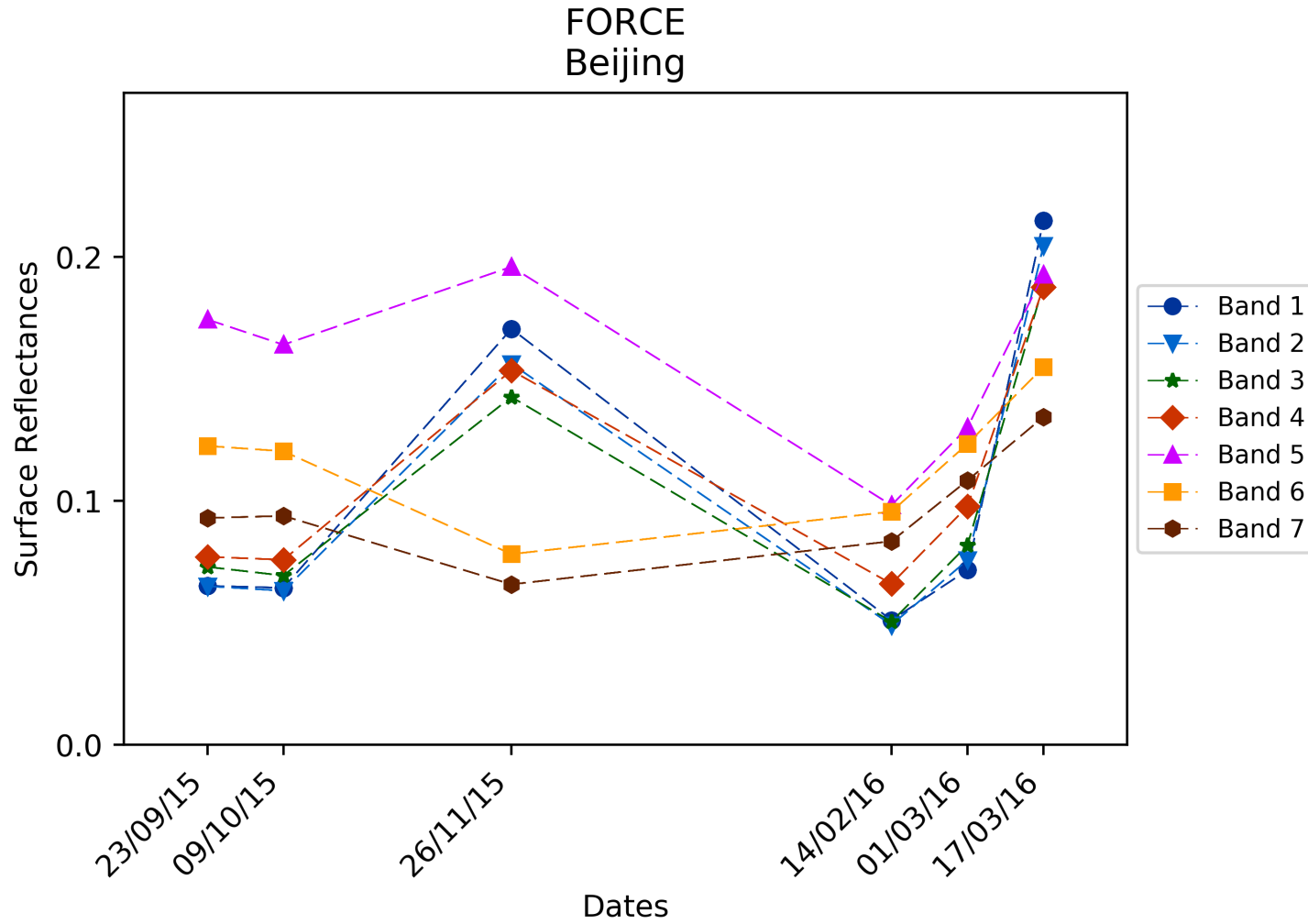
## ATCOR-optional

Temperate: Beijing



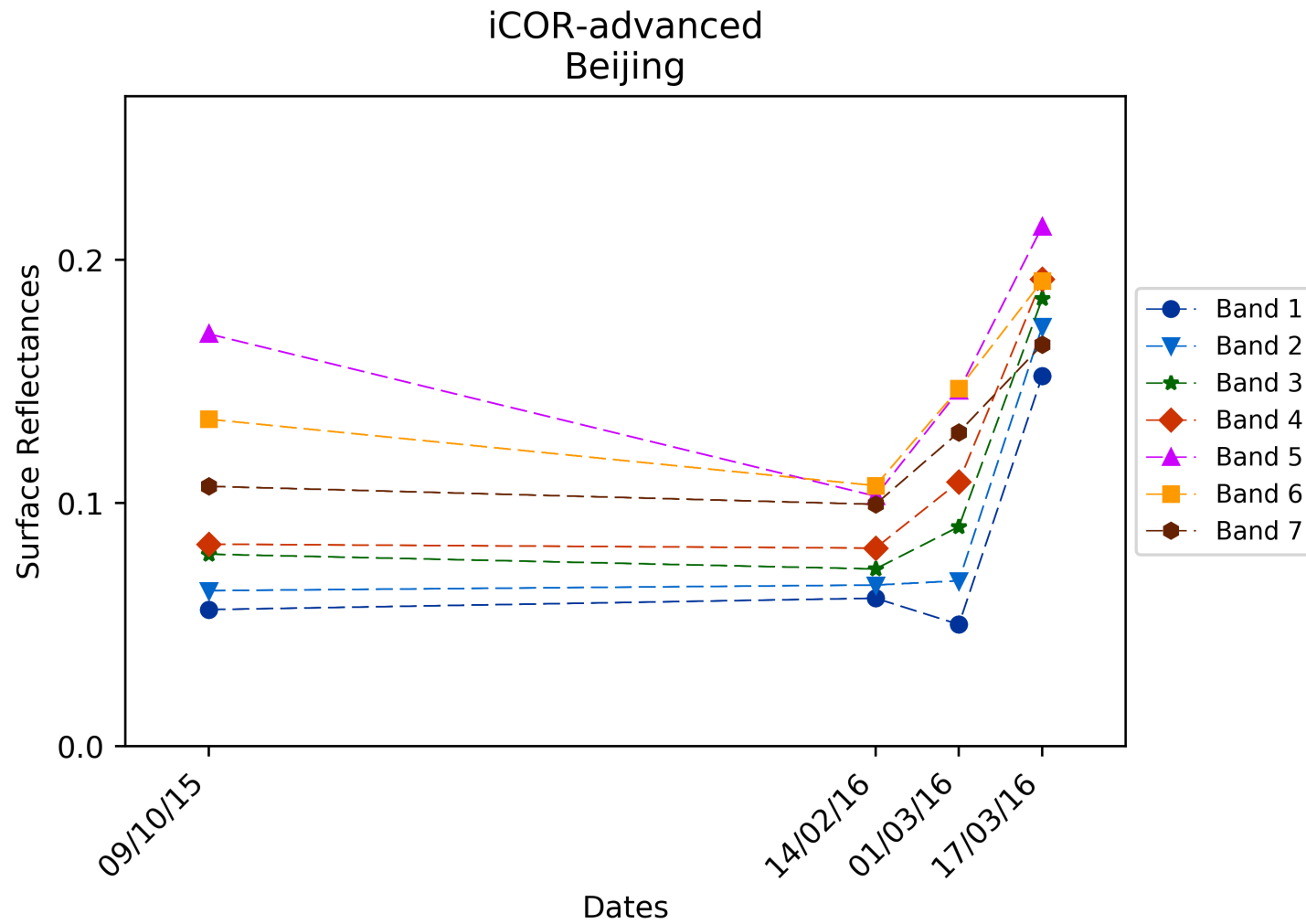
# FORCE

Temperate: Beijing



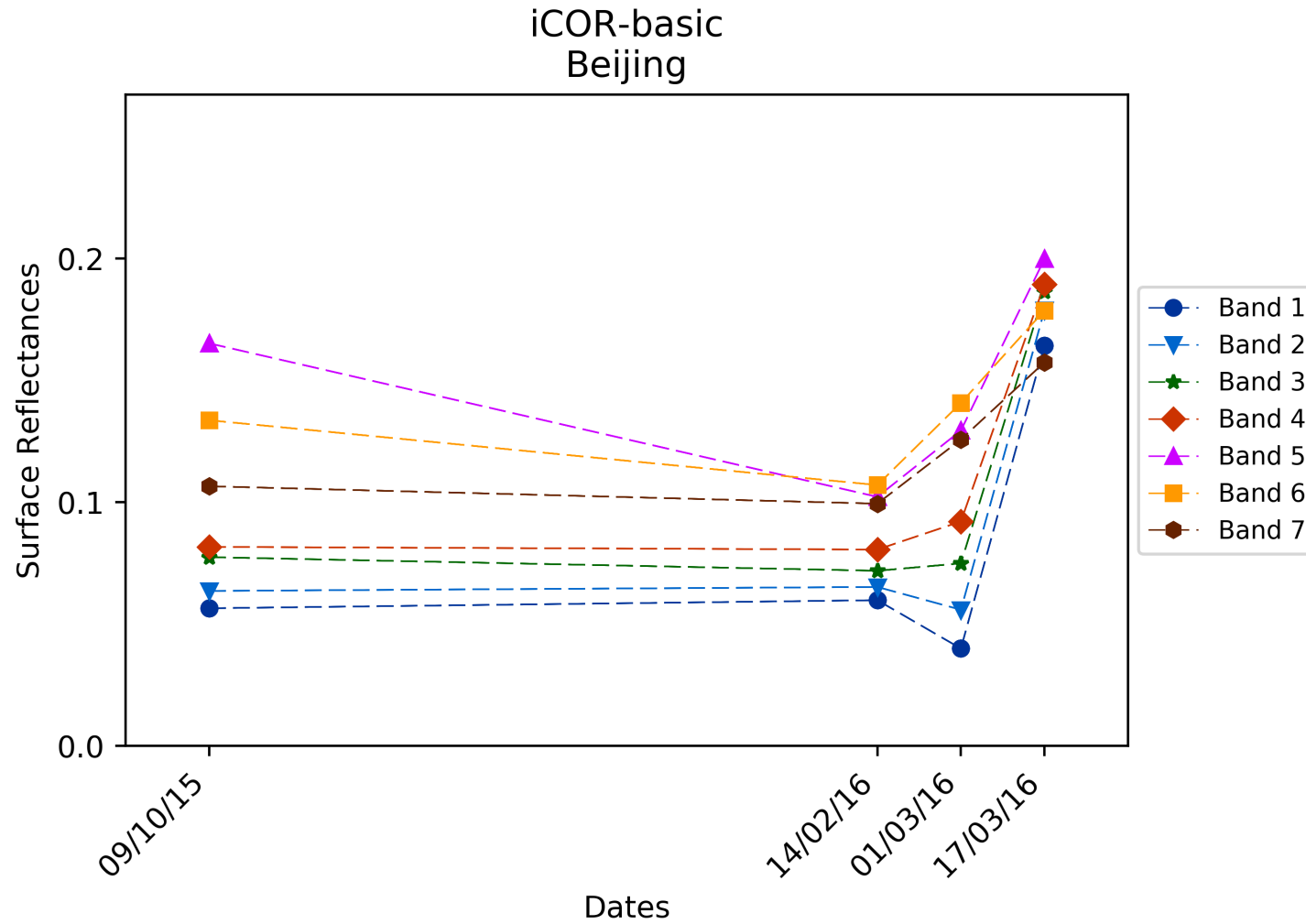
# iCOR-advanced

Temperate: Beijing



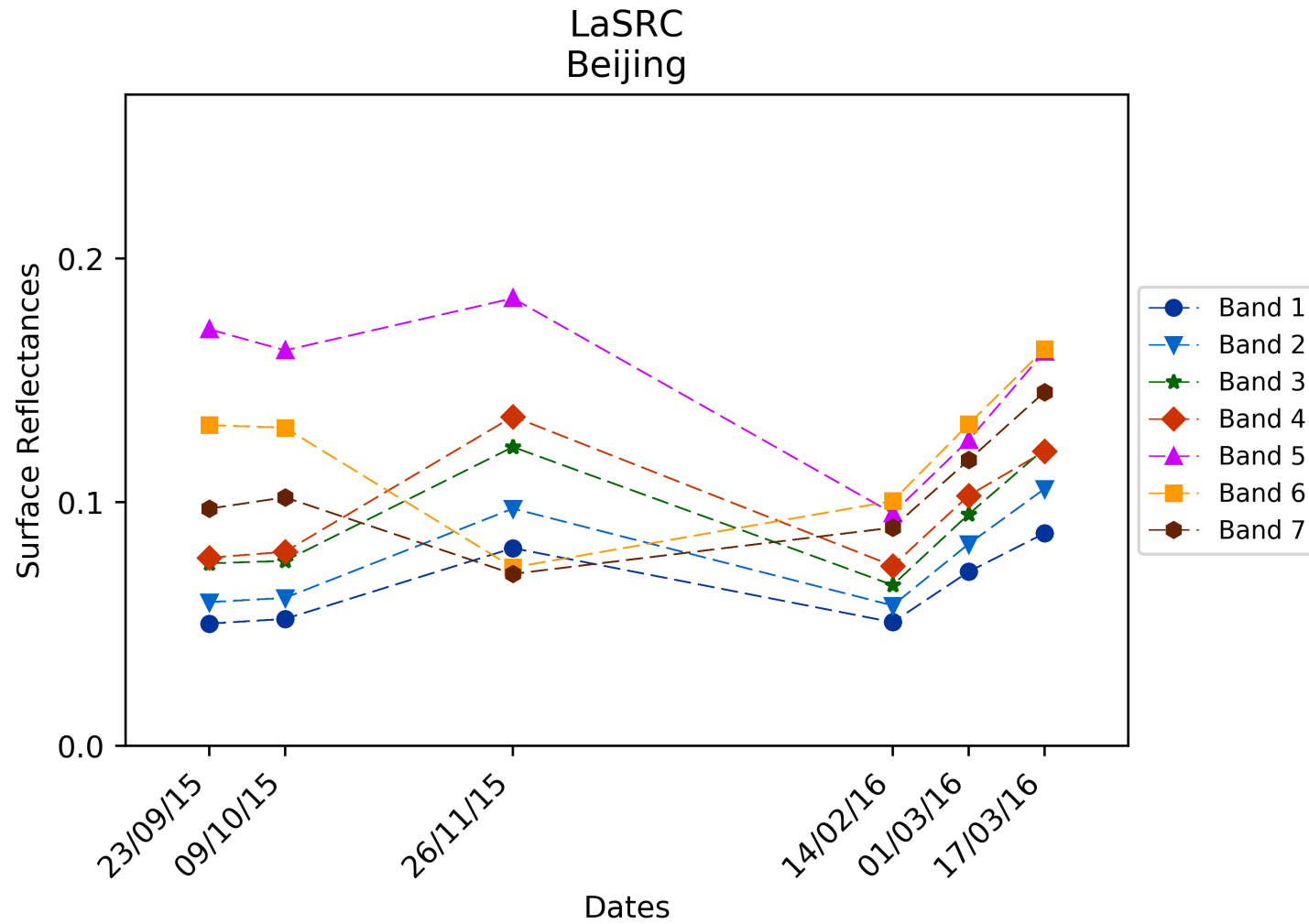
# iCOR-basic

Temperate: Beijing



# LaSRC

Temperate: Beijing



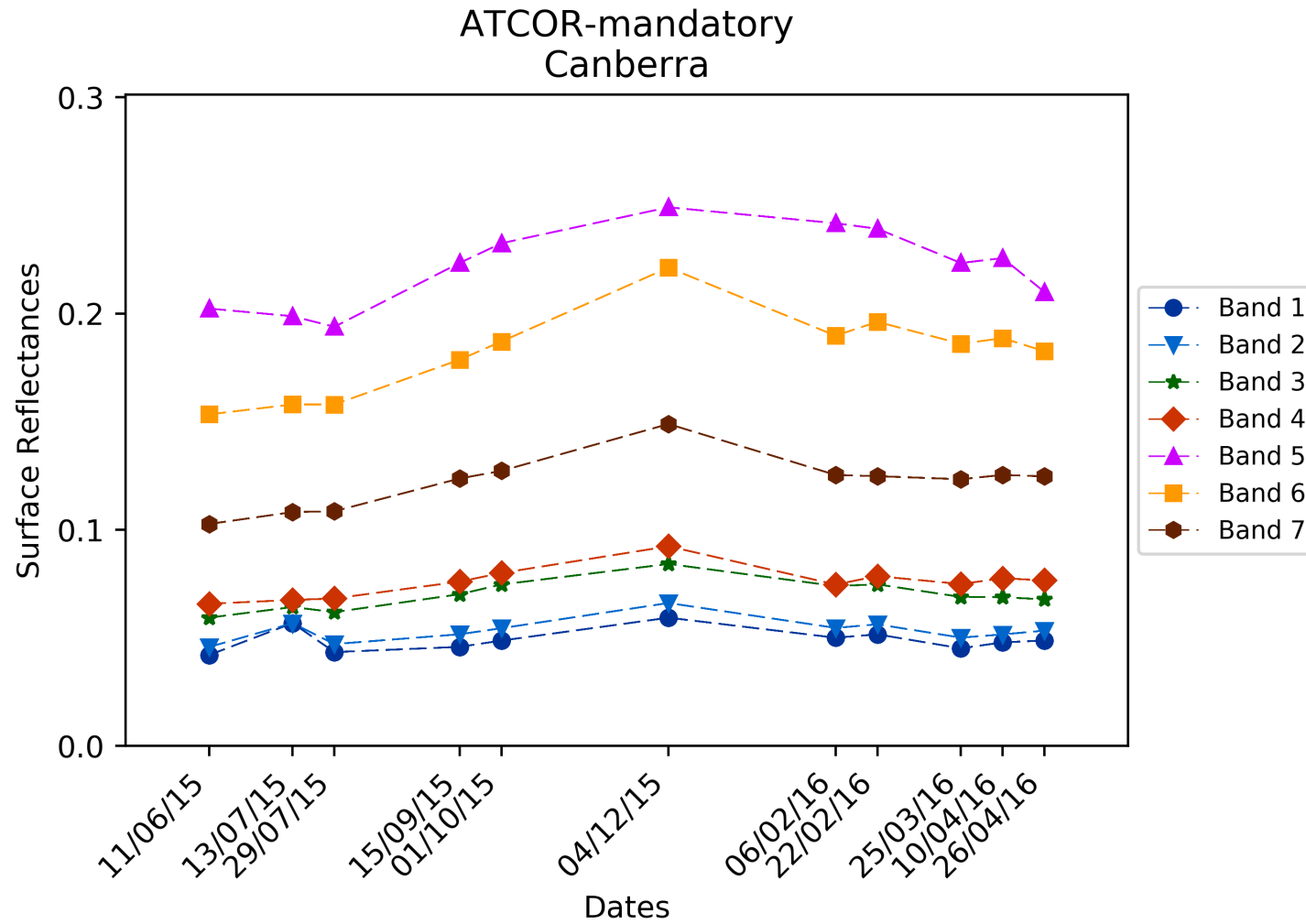
---

Temperate

>> 2. Canberra

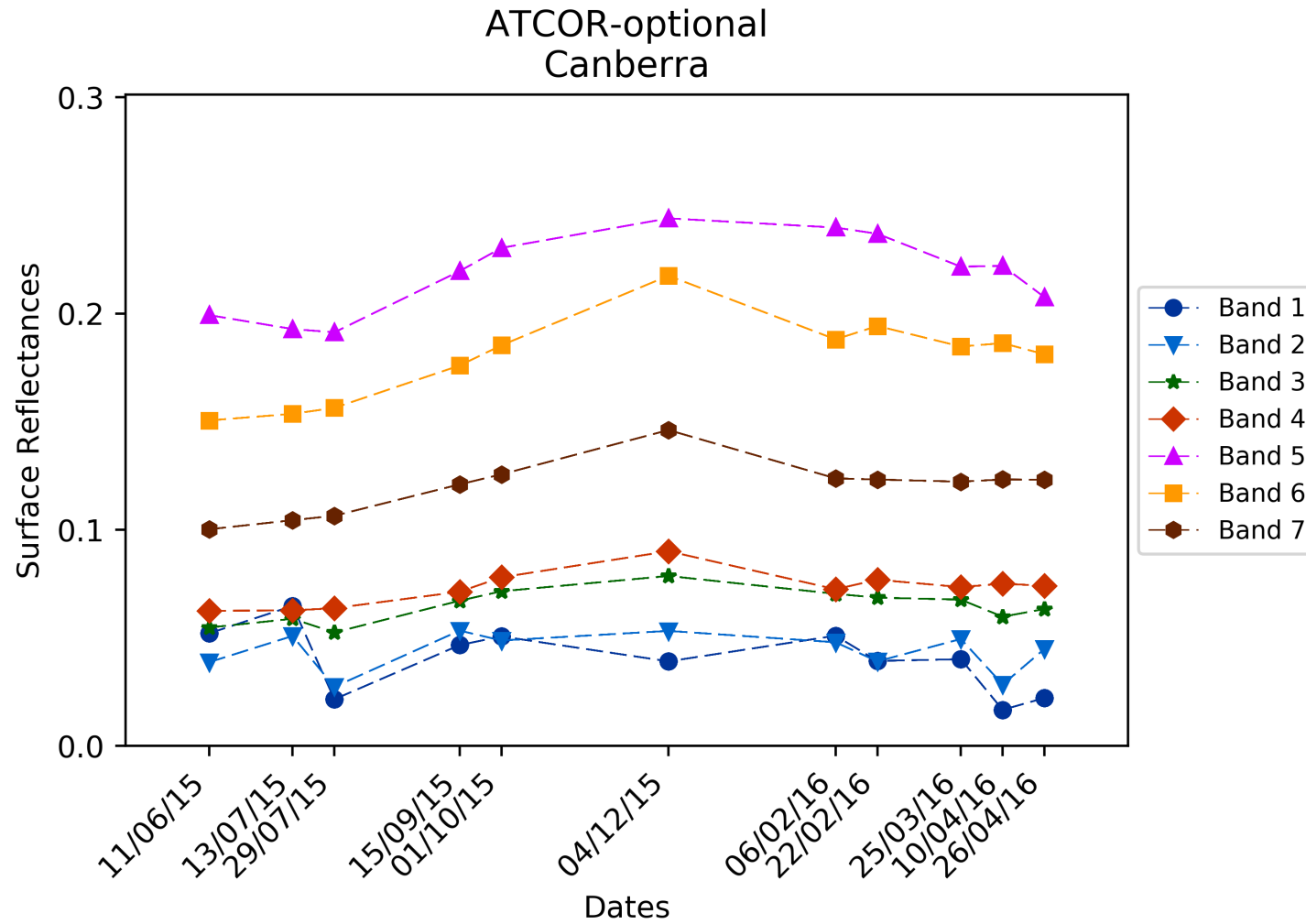
# ATCOR-mandatory

Temperate: Canberra



# ATCOR-optional

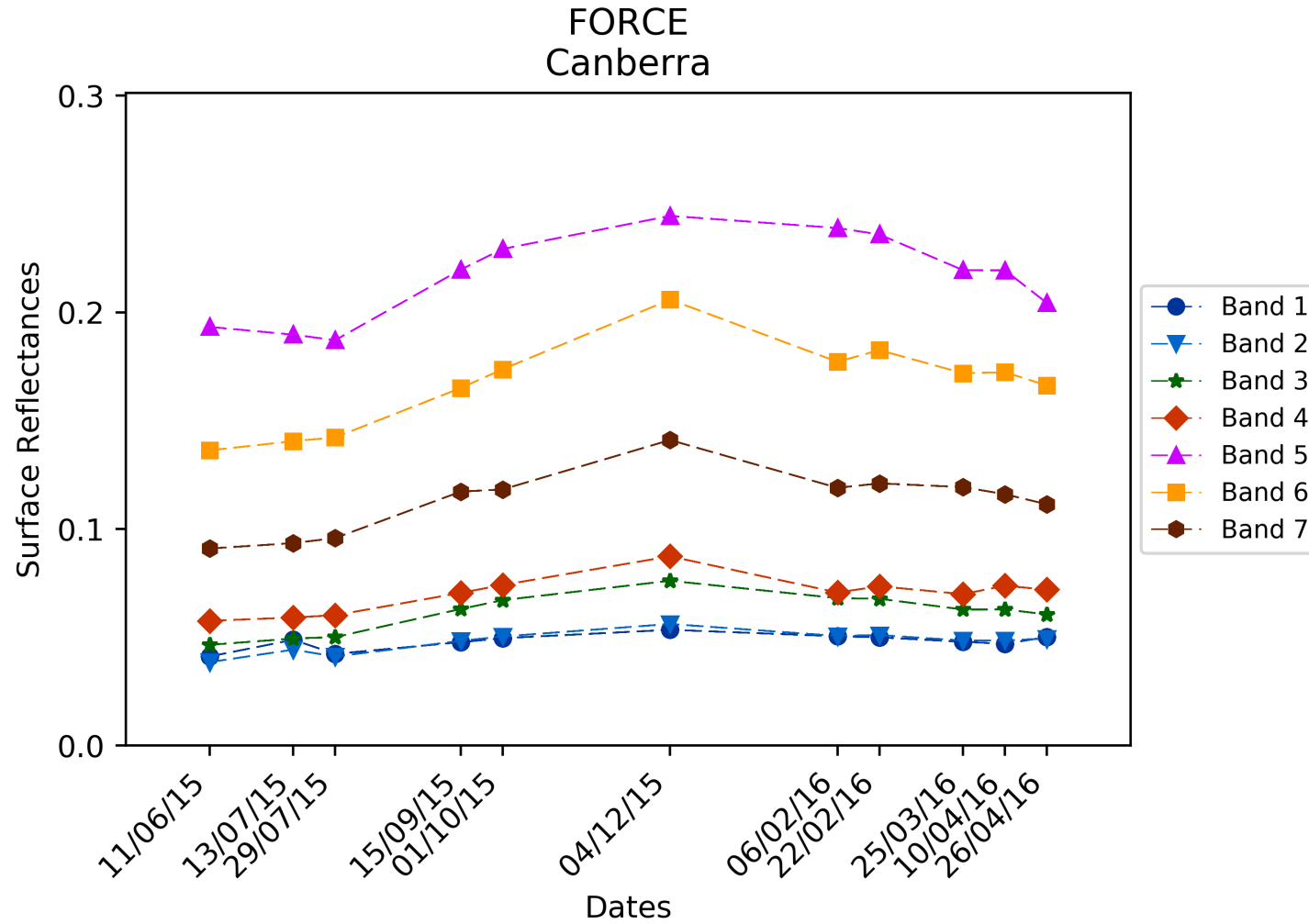
Temperate: Canberra





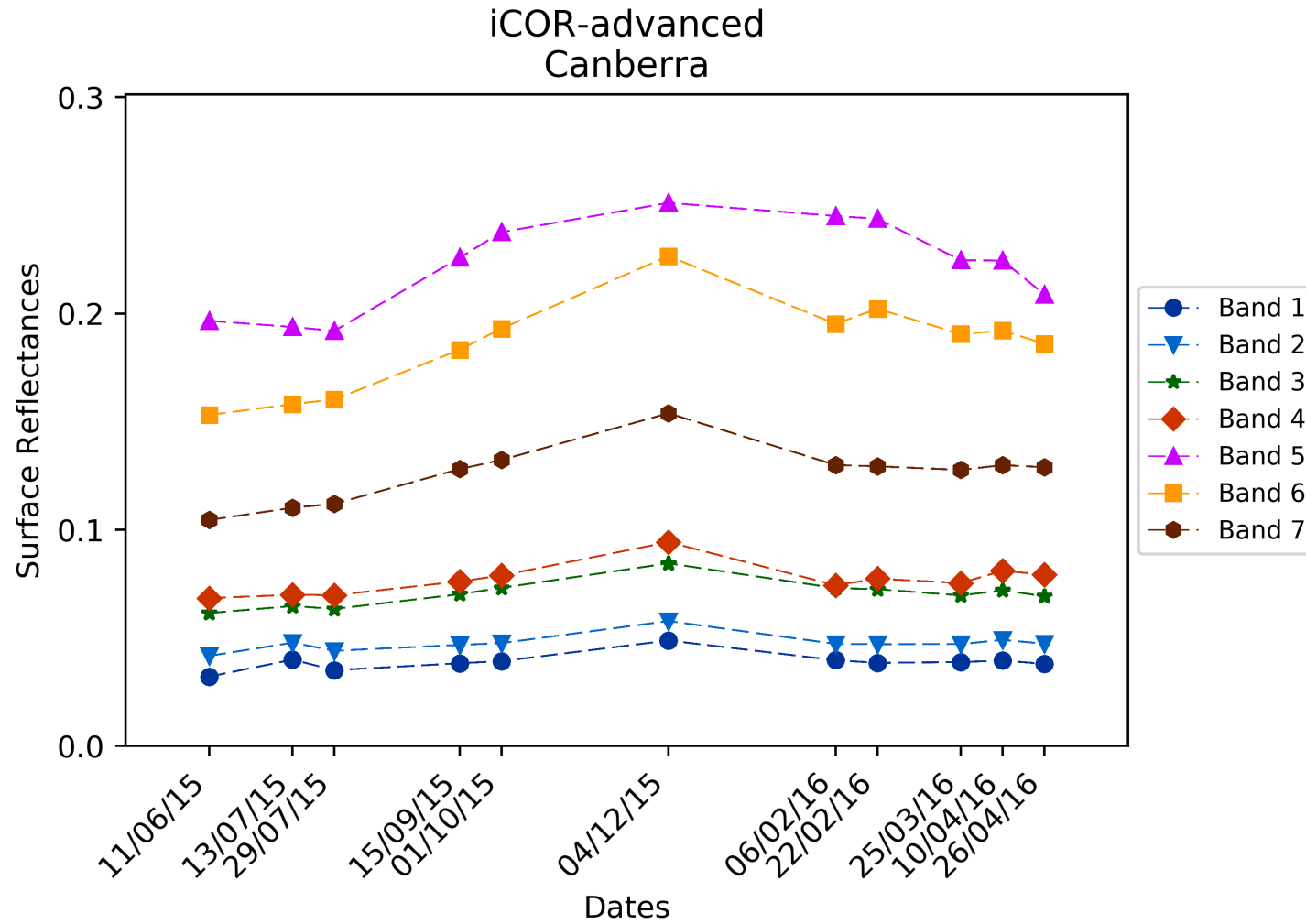
# FORCE

Temperate: Canberra



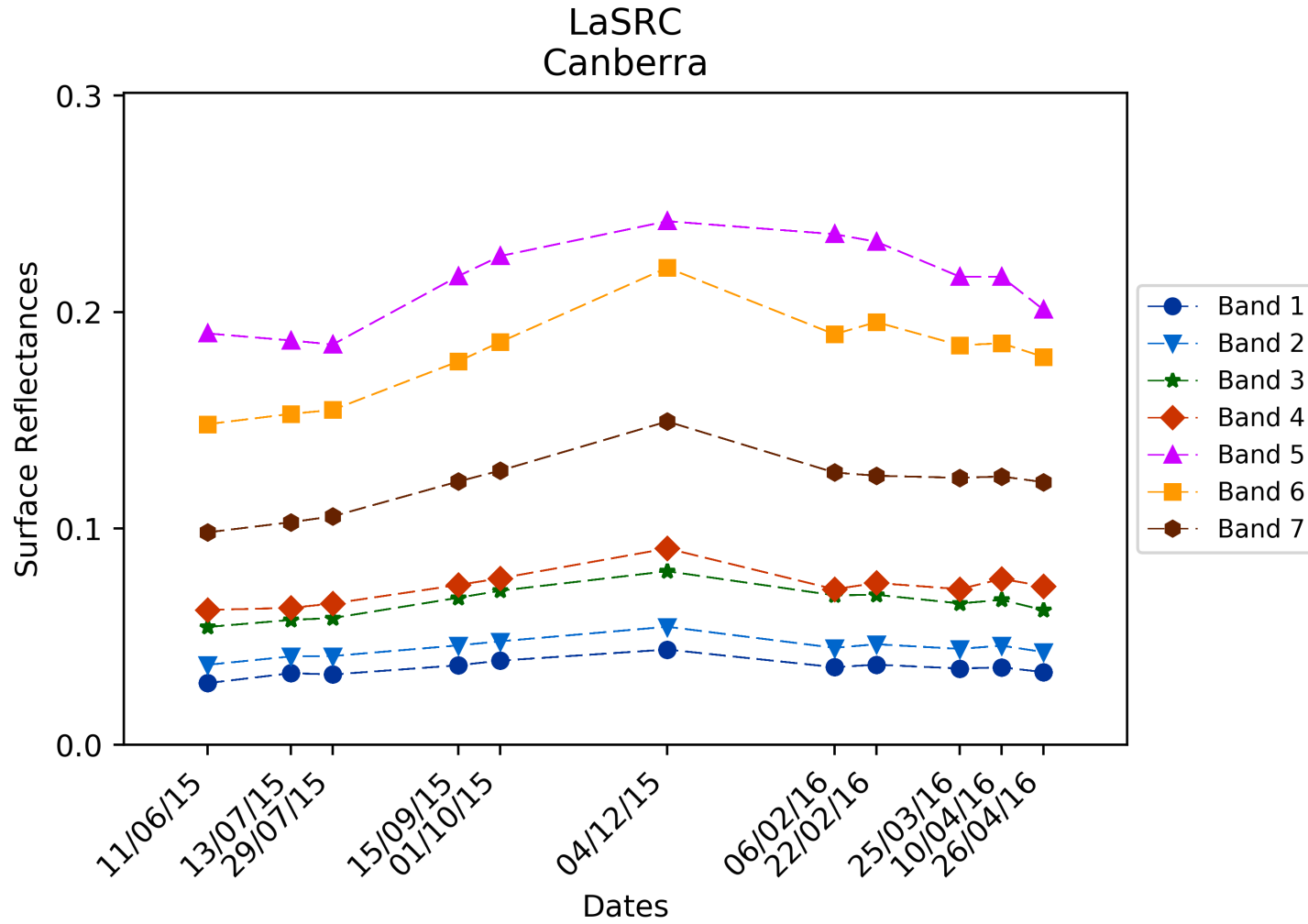
# iCOR-advanced

Temperate: Canberra



# LaSRC

Temperate: Canberra



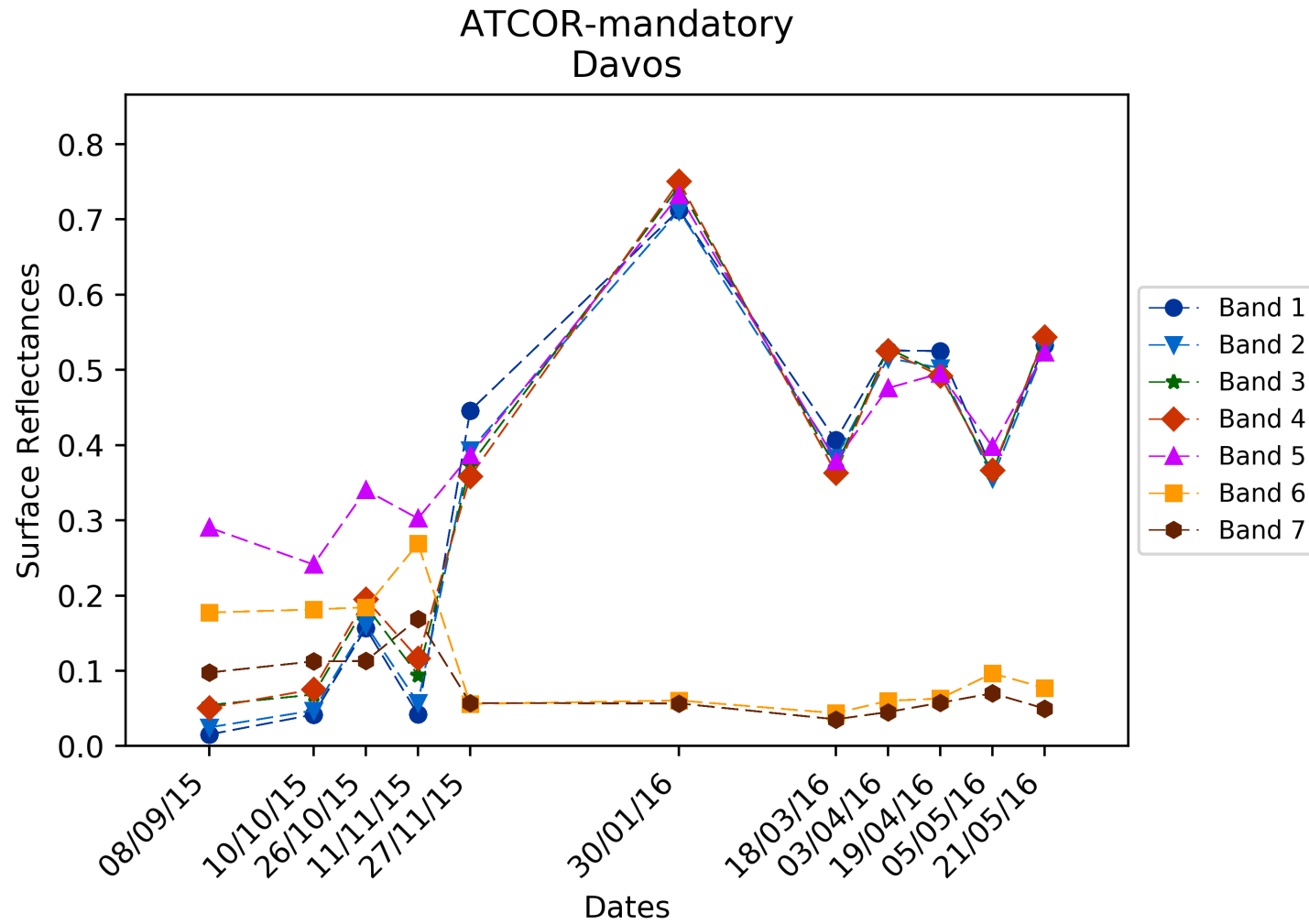
---

## Temperate

>> 3. Davos

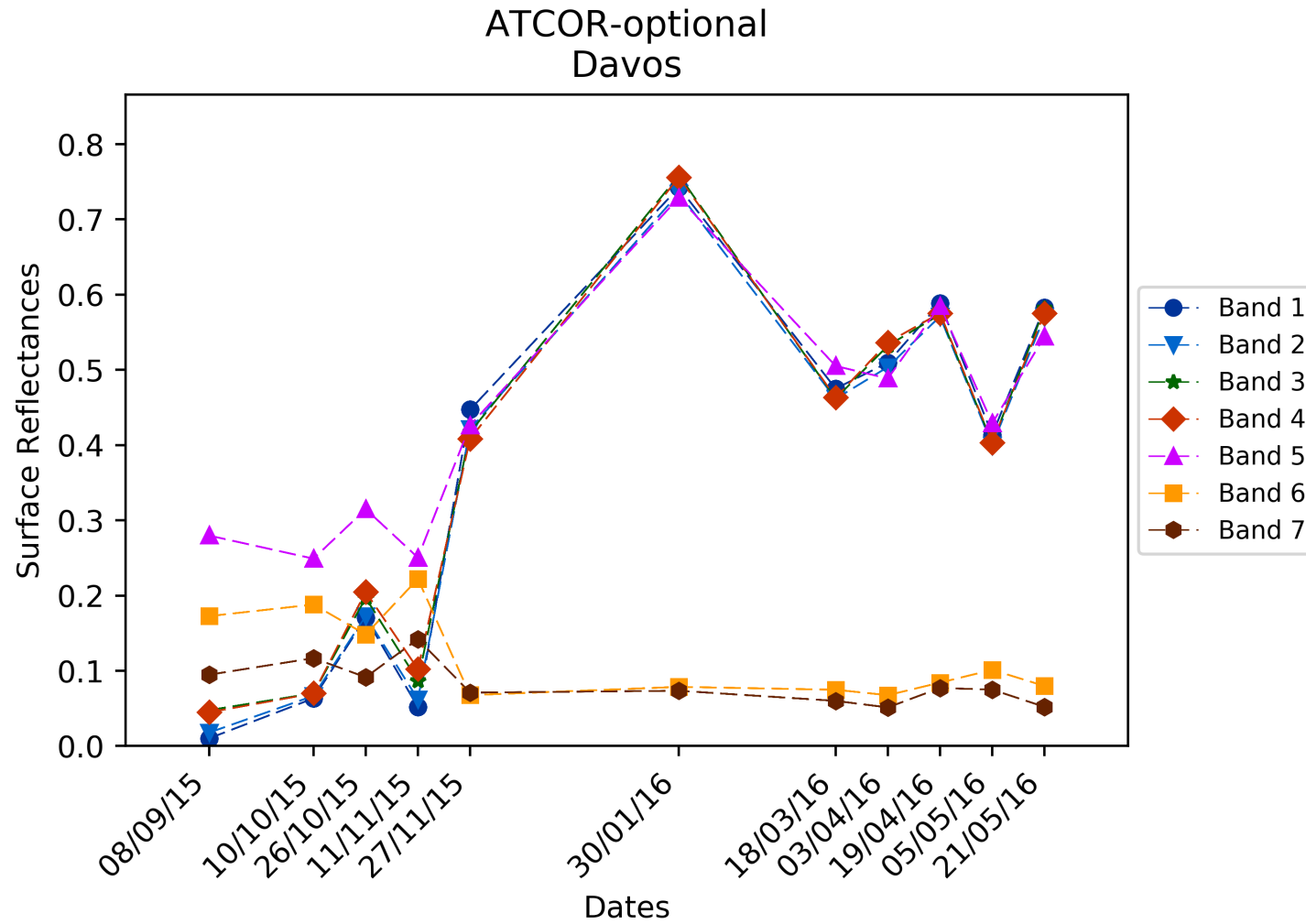
## ATCOR-mandatory

Temperate: Davos



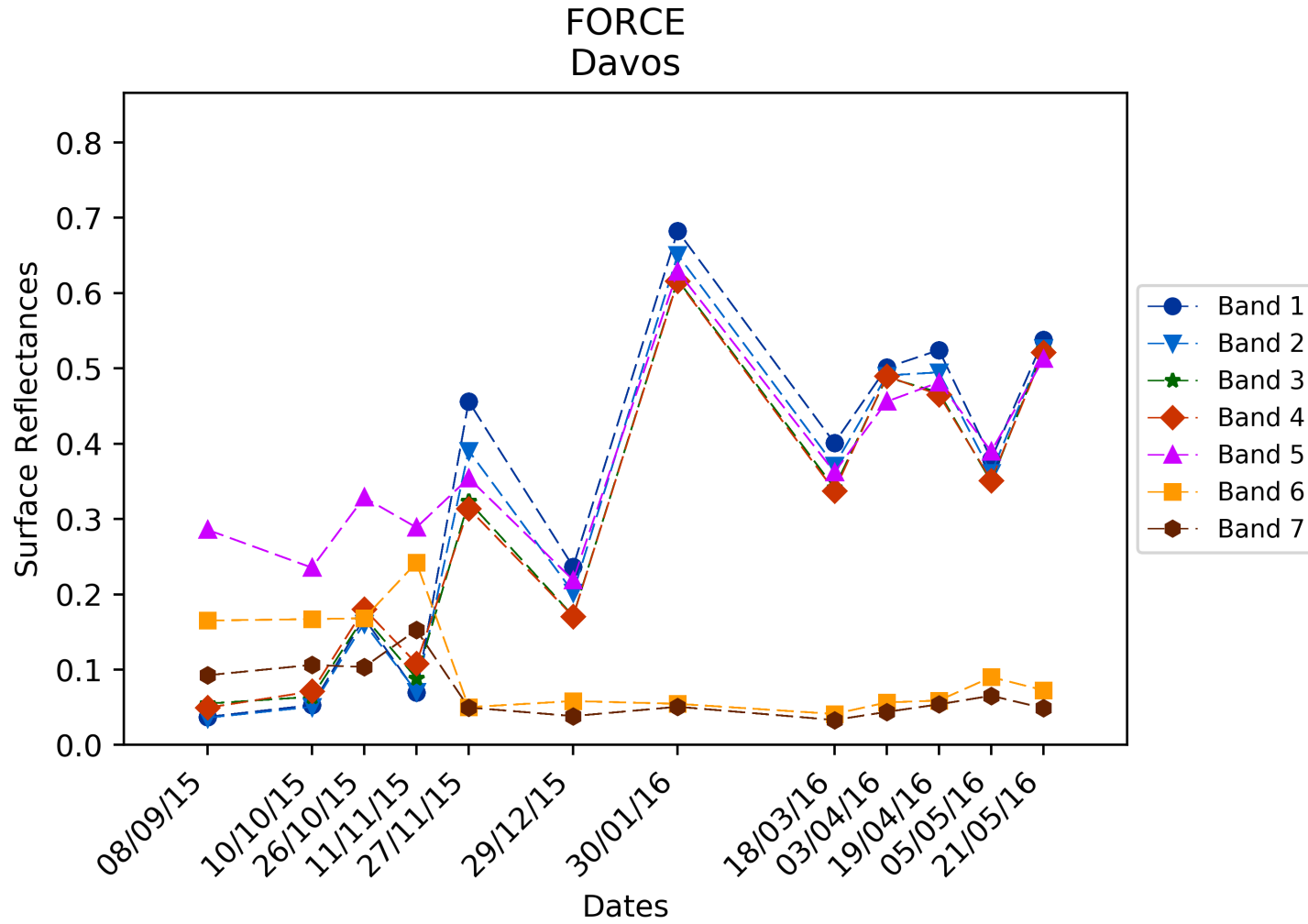
## ATCOR-optional

Temperate: Davos



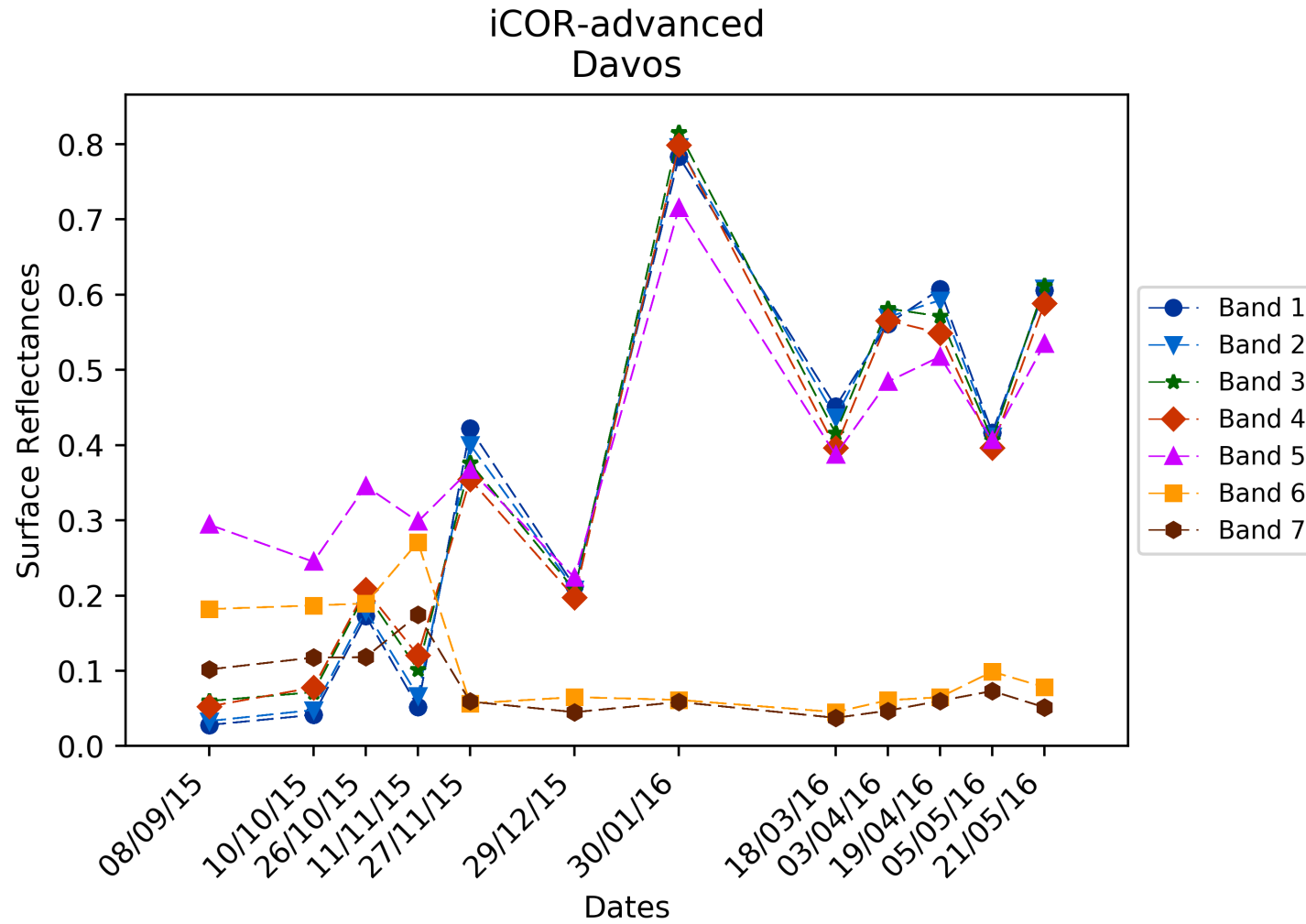
# FORCE

Temperate: Davos



# iCOR-advanced

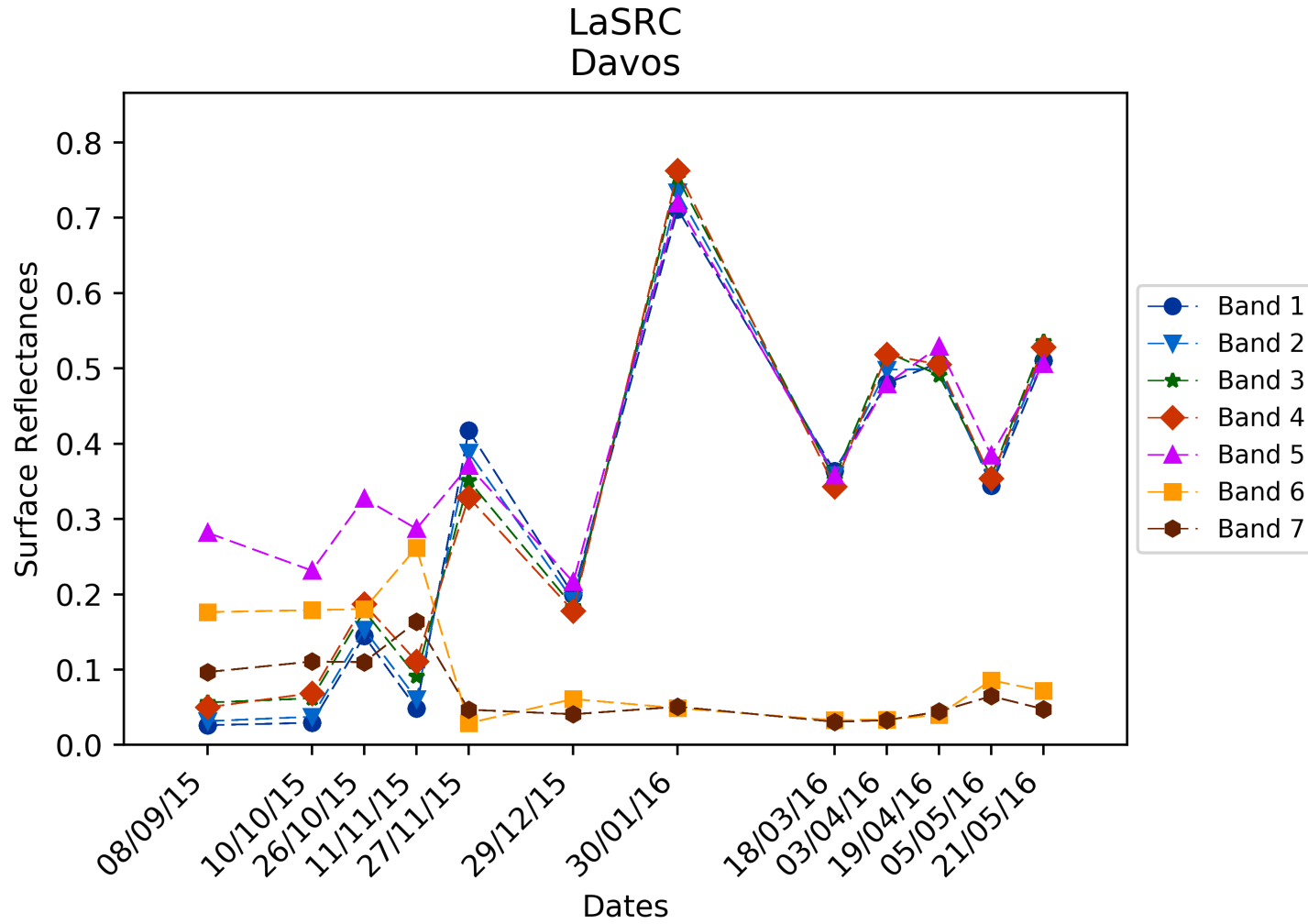
Temperate: Davos





# LaSRC

Temperate: Davos



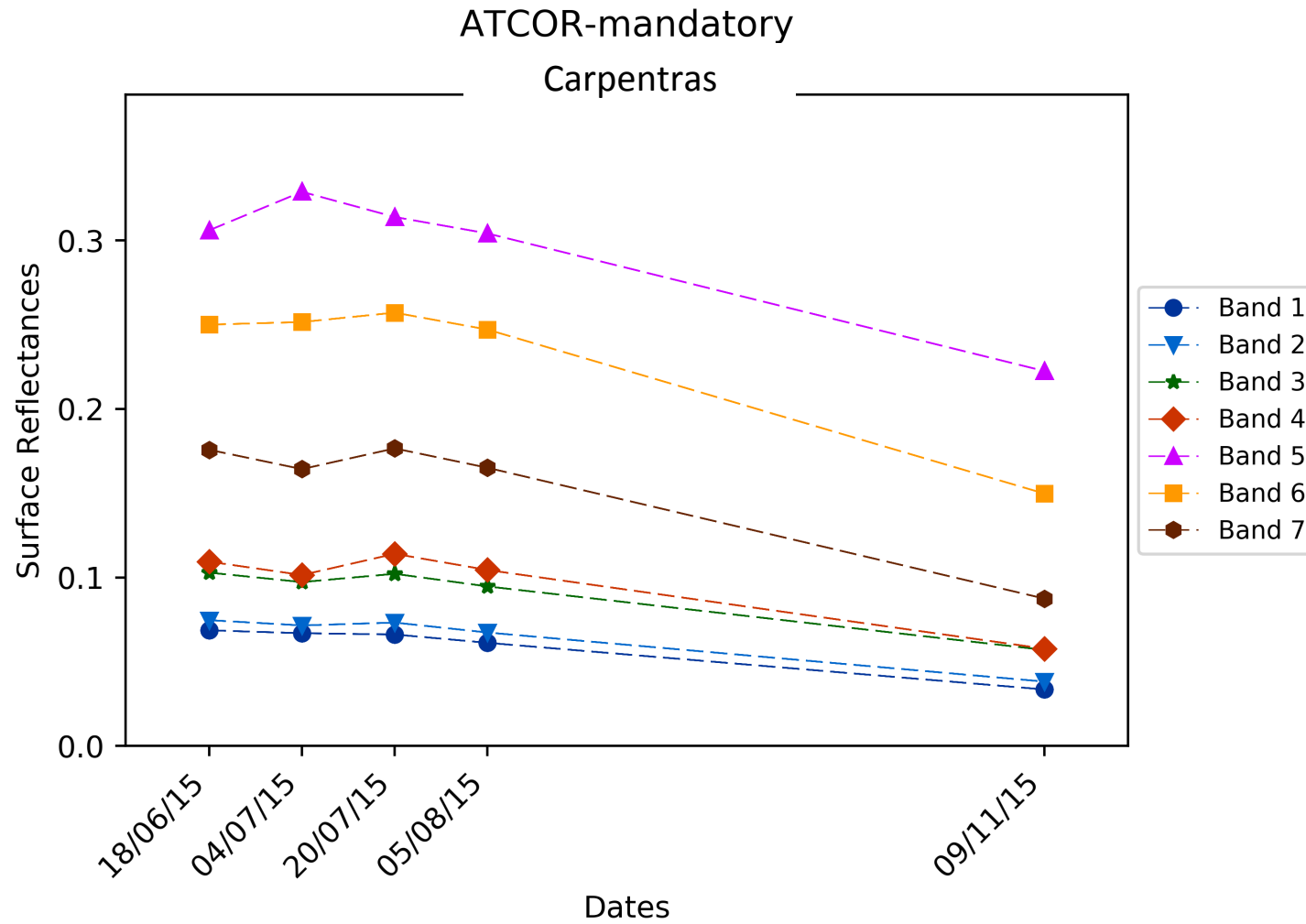
---

Temperate

>> 4. Carpentras

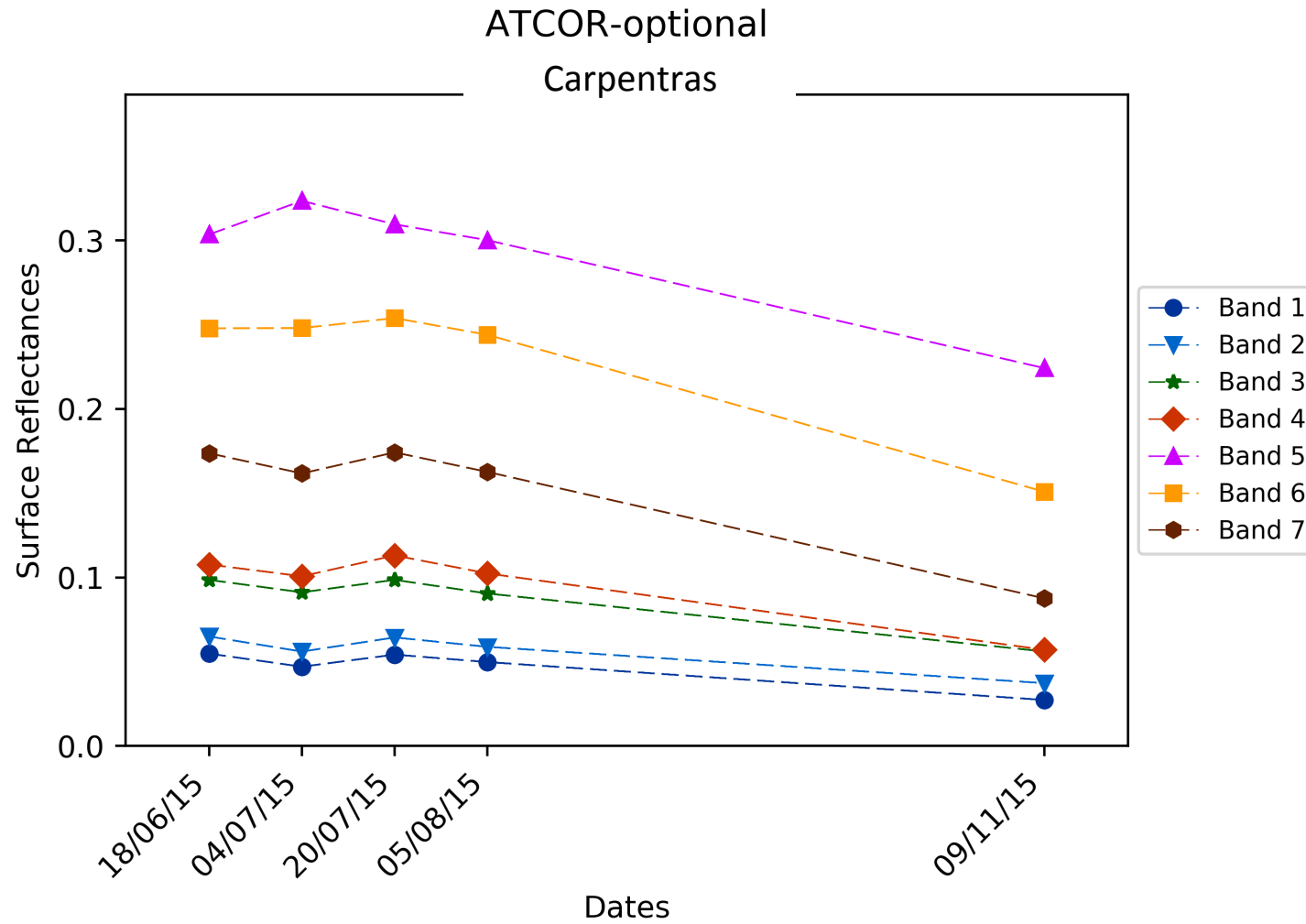
## ATCOR-mandatory

Temperate: Carpentras



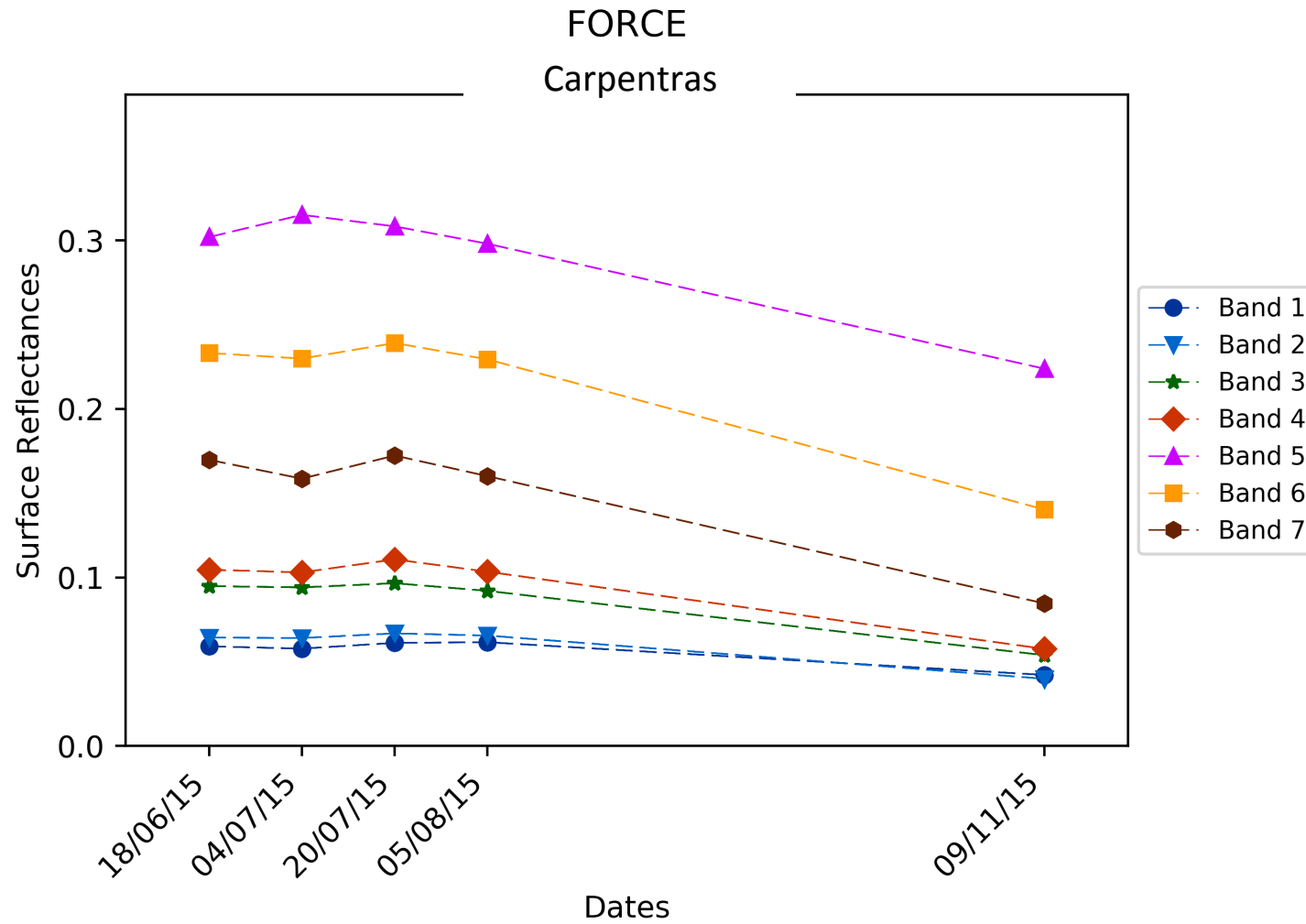
# ATCOR-optional

Temperate: Carpentras



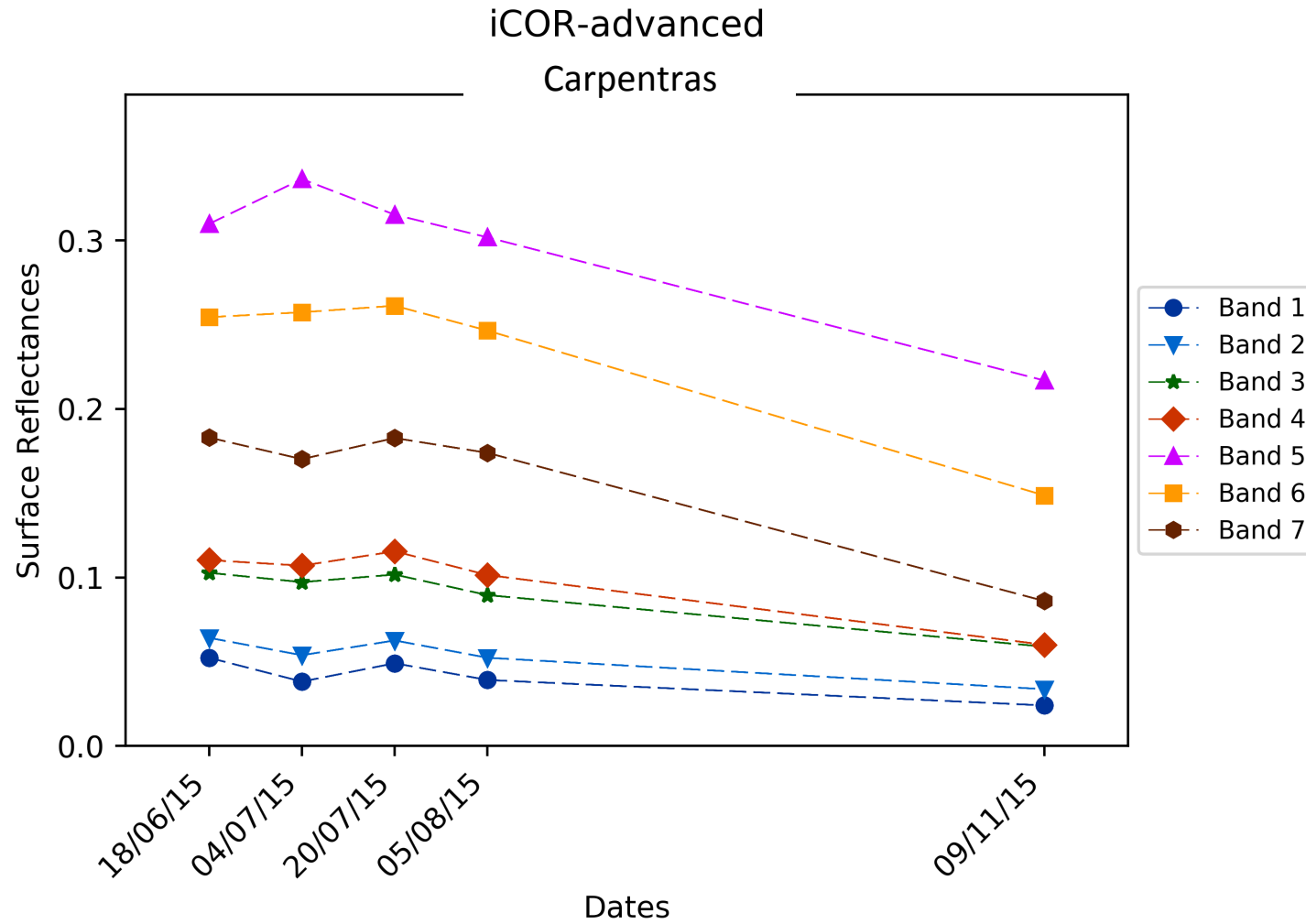
# FORCE

Temperate: Carpentras



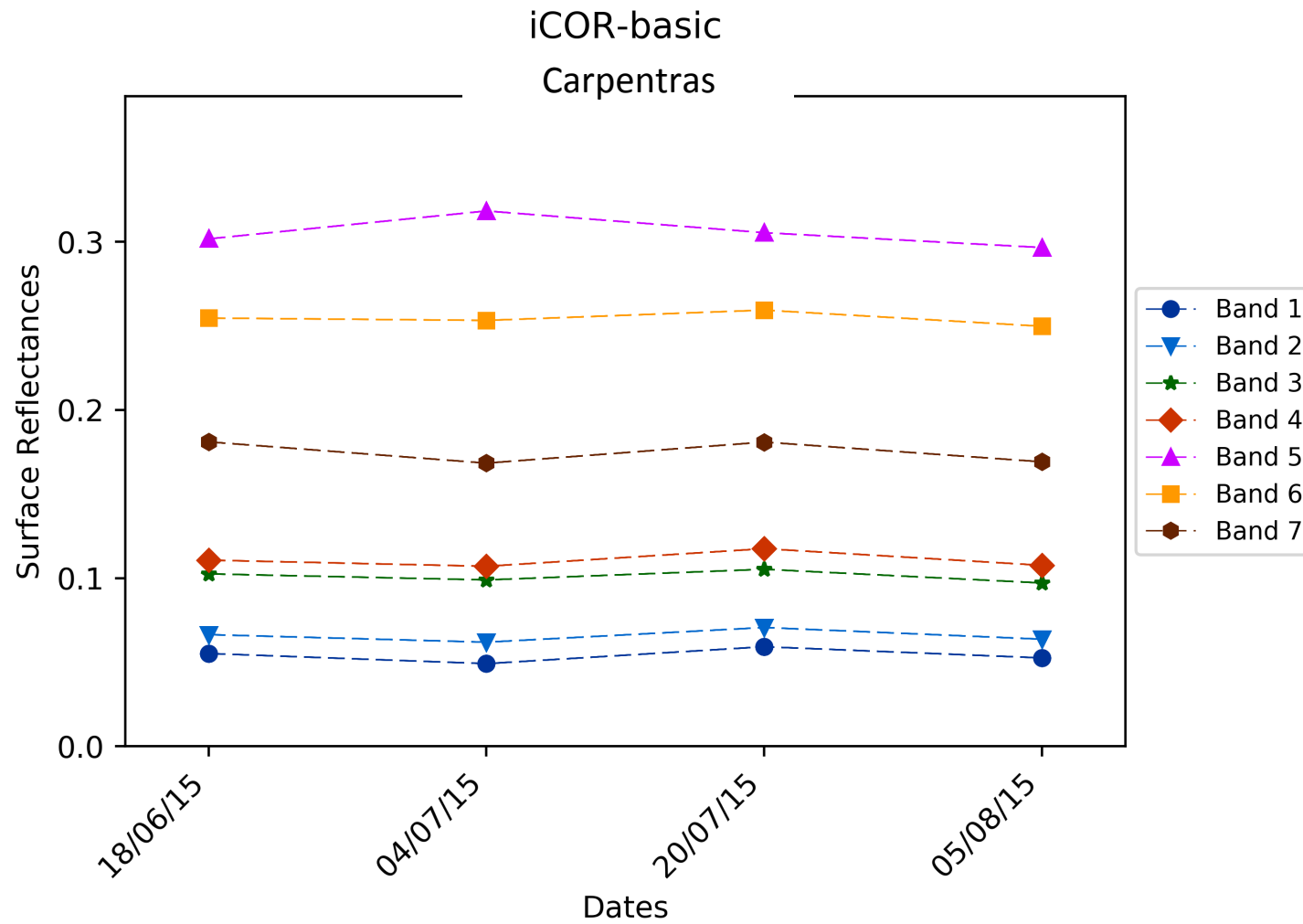
# iCOR-advanced

Temperate: Carpentras



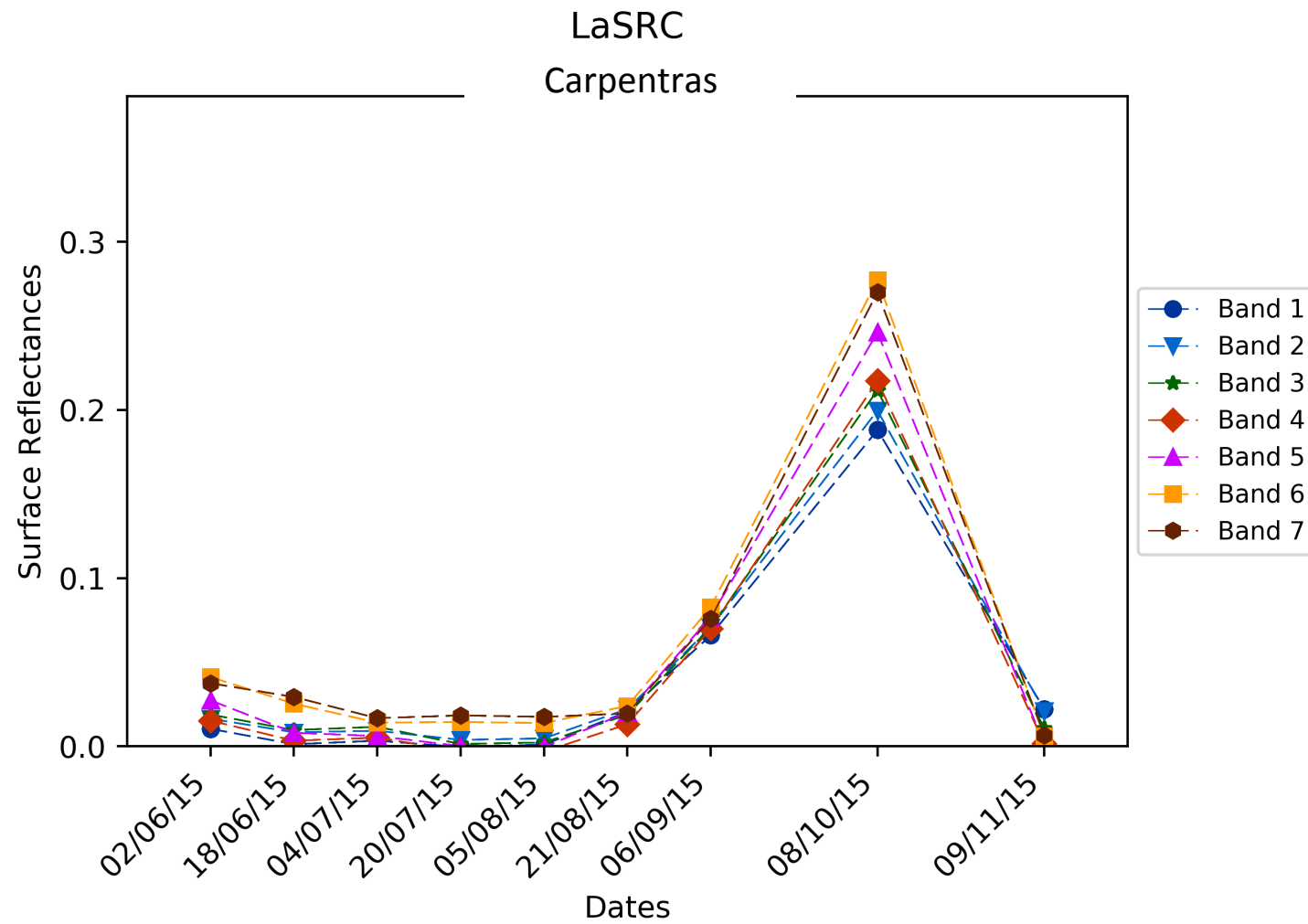
## iCOR-basic

Temperate: Carpentras



## LaSRC

Temperate: Carpentras





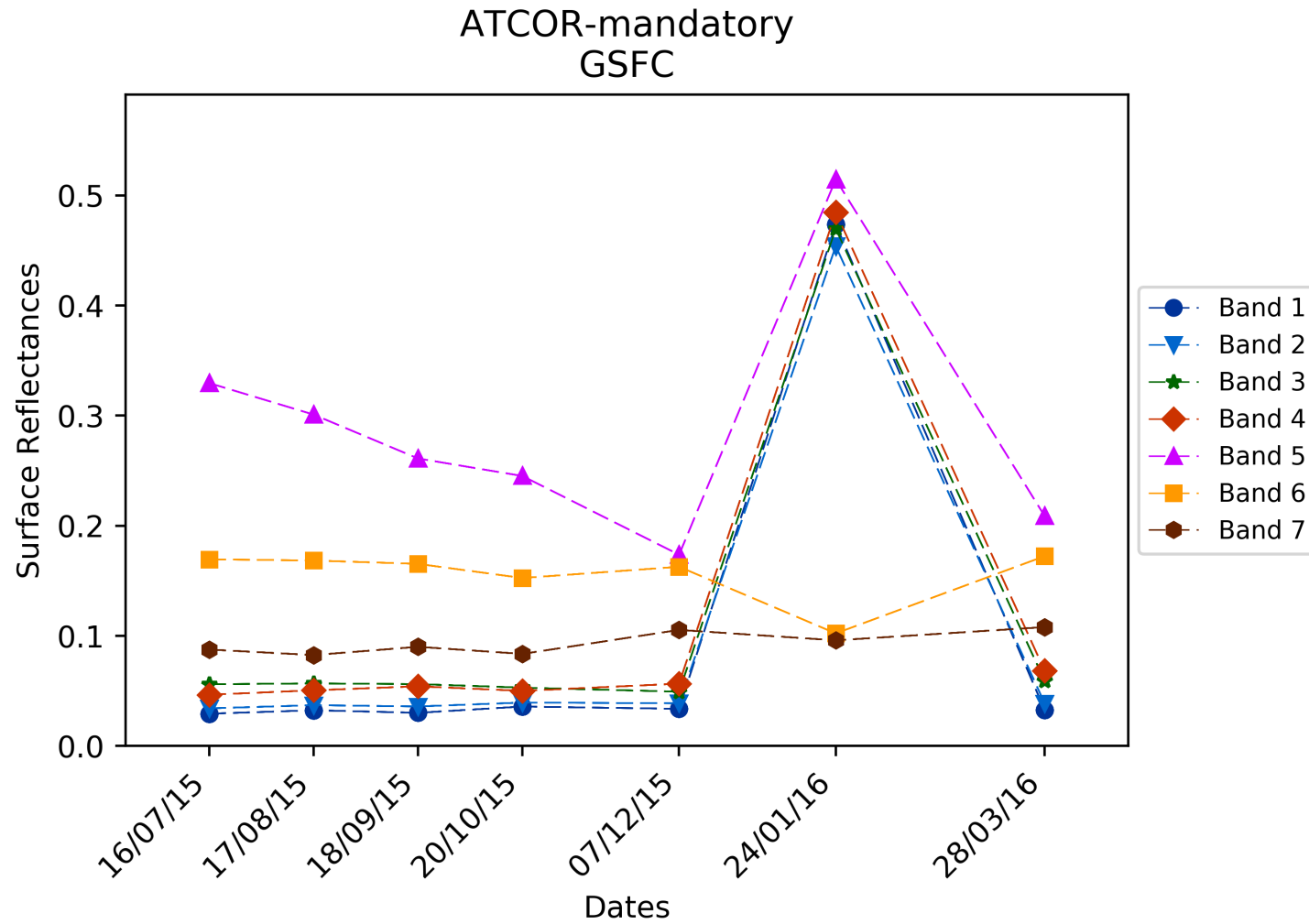
---

## Temperate

>> 5. GSFC

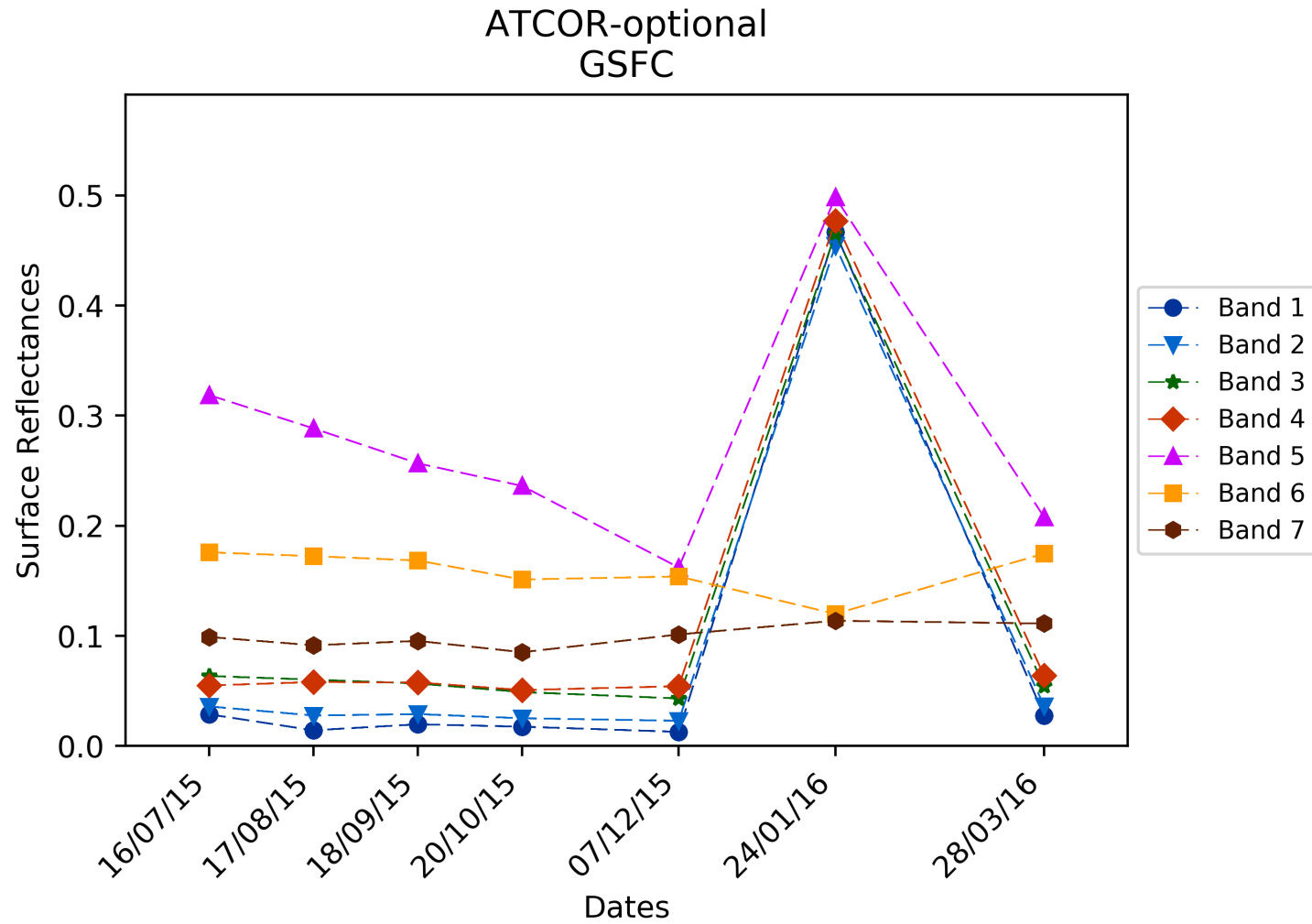
# ATCOR-mandatory

Temperate: GSFC



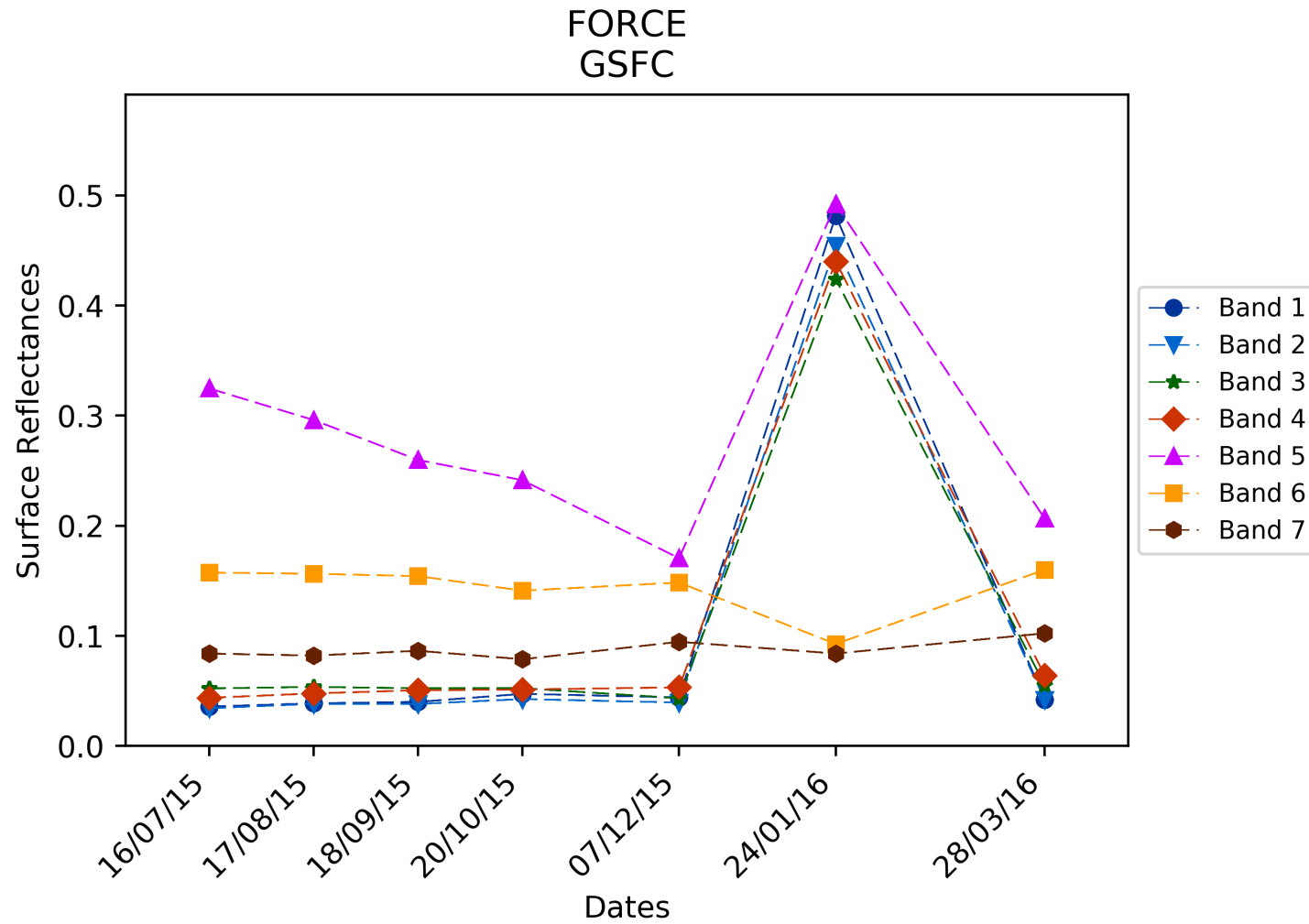
## ATCOR-optional

Temperate: GSFC



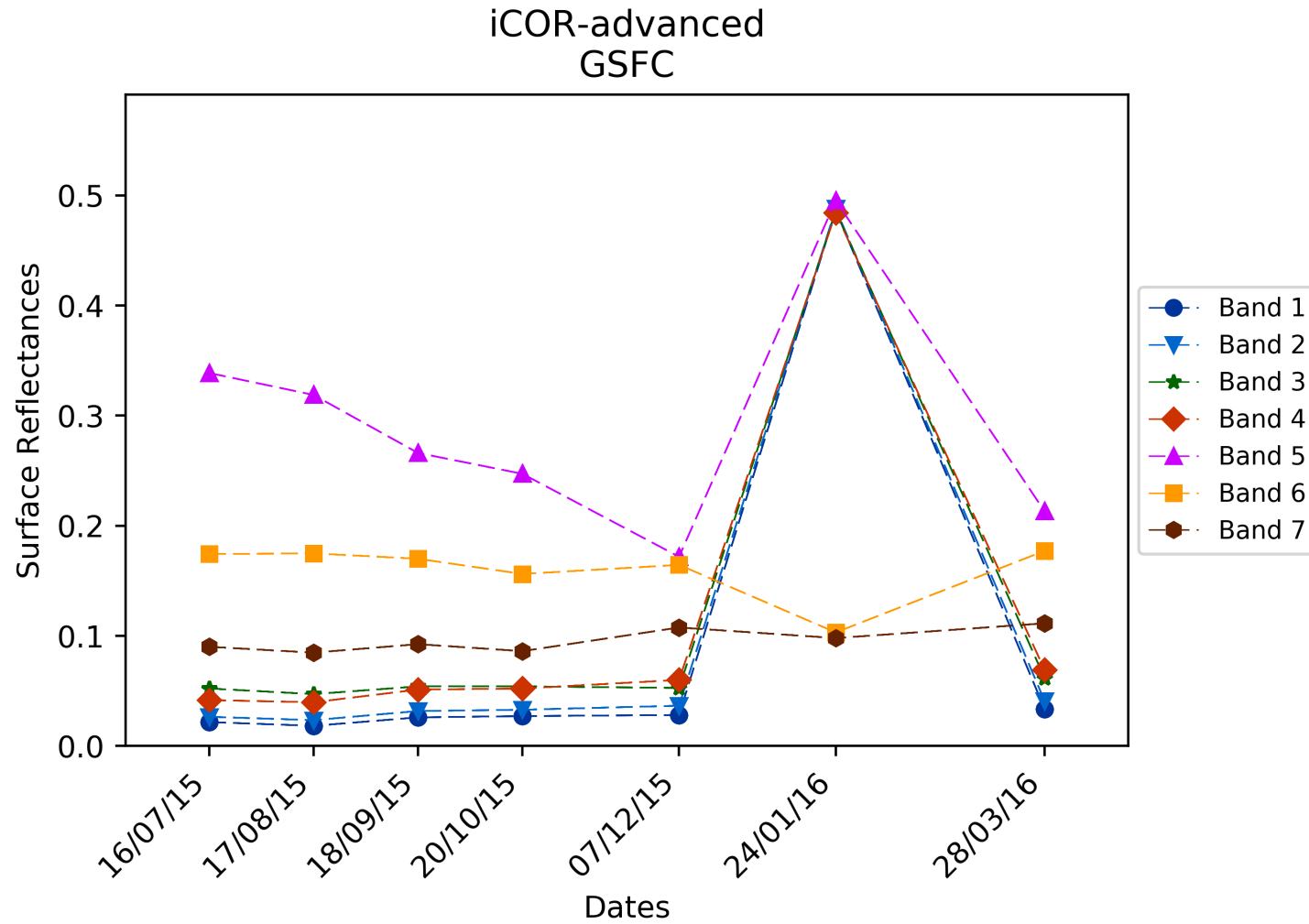
# FORCE

Temperate: GSFC



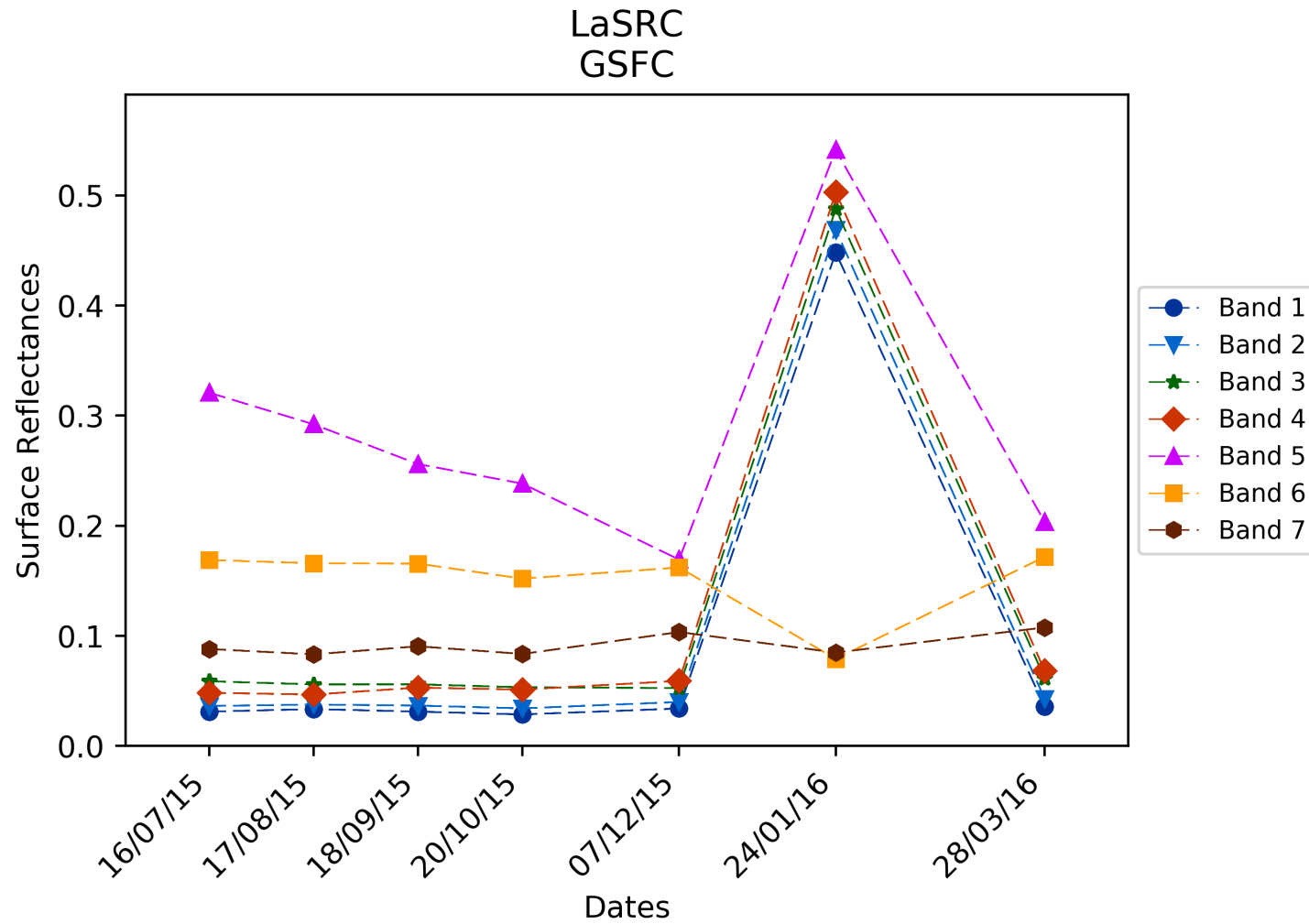
## iCOR-advanced

Temperate: GSFC



# LaSRC

Temperate: GSFC



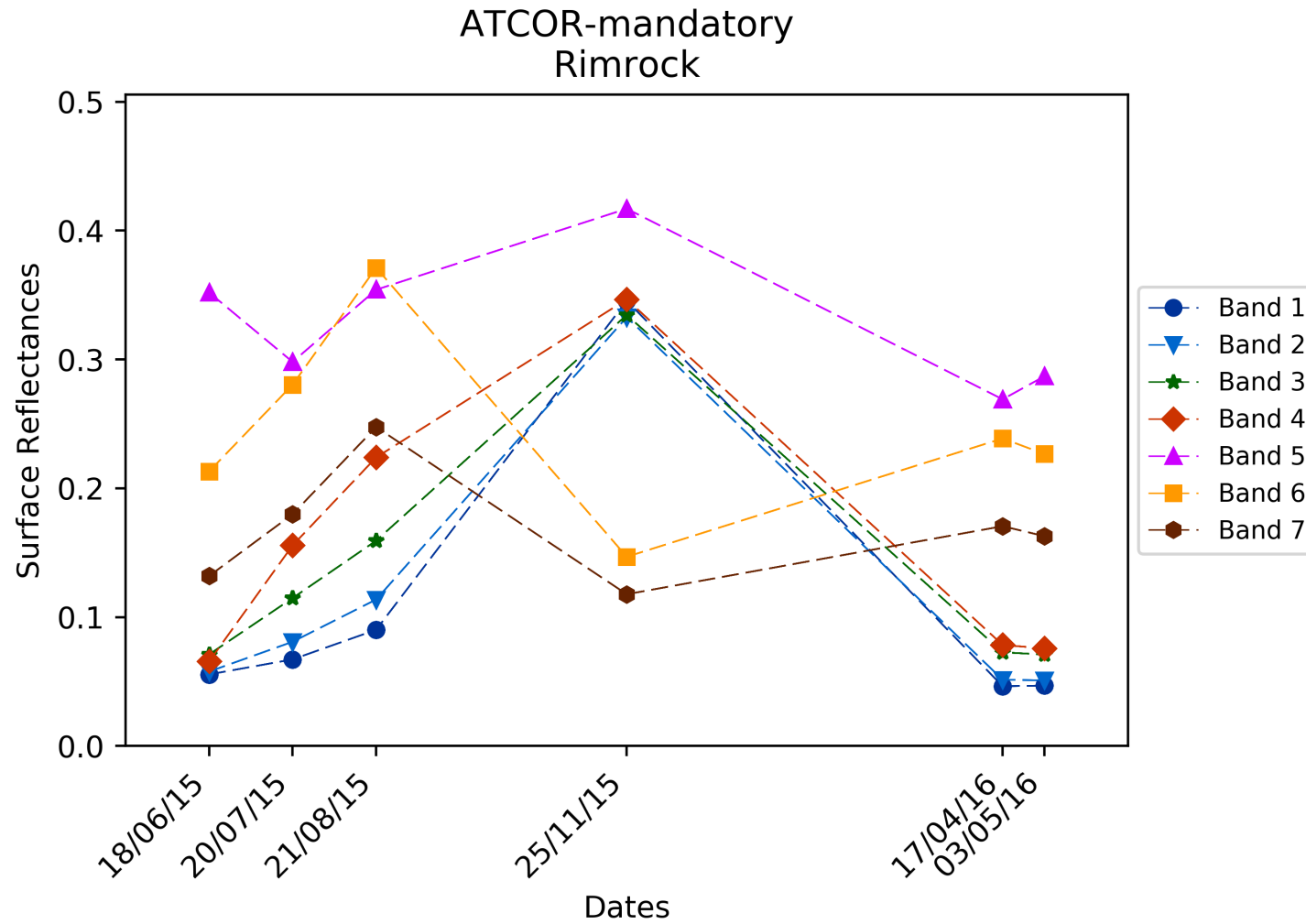
---

Temperate

>> 6. Rimrock

## ATCOR-mandatory

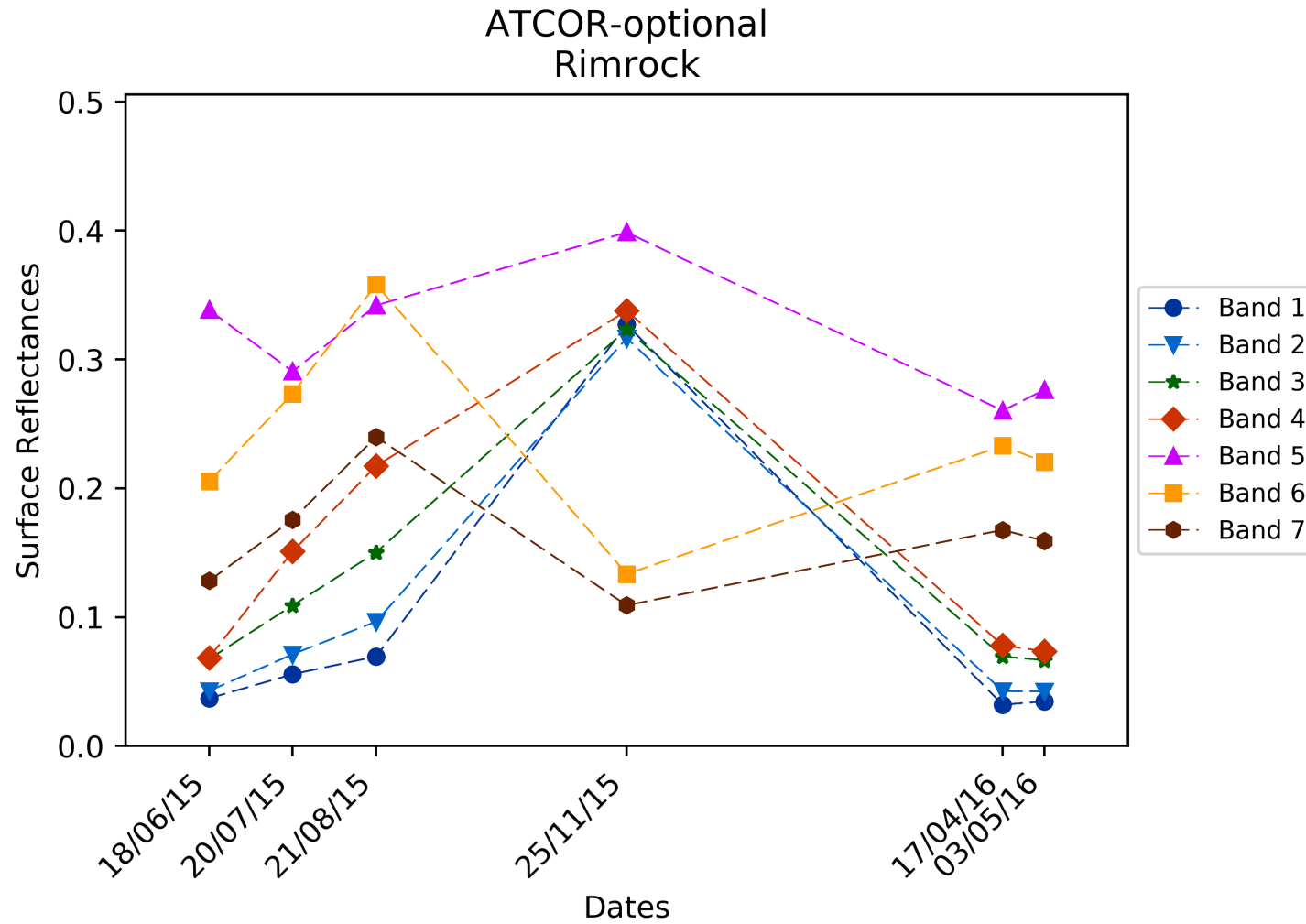
Temperate: Rimrock





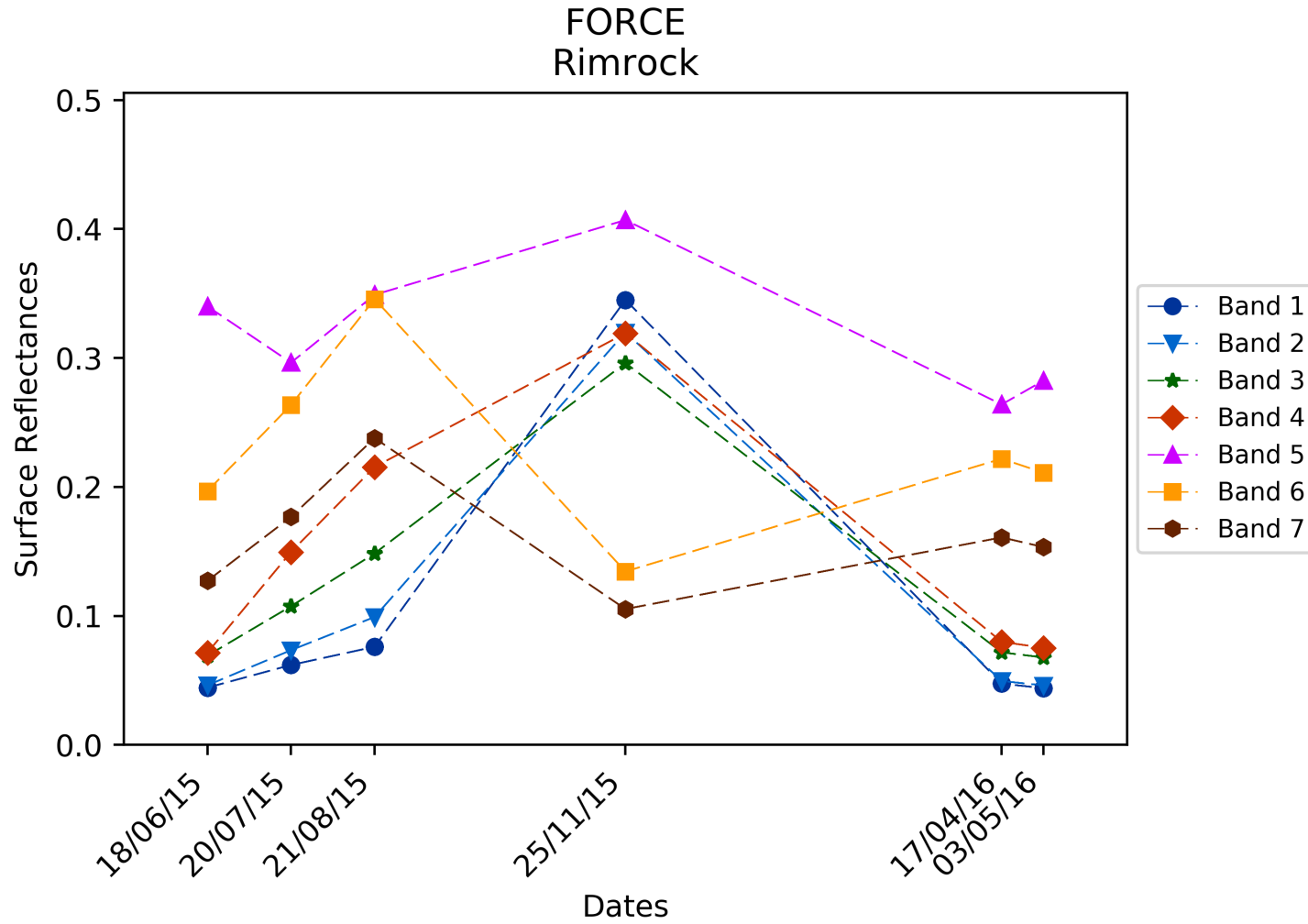
# ATCOR-optional

Temperate: Rimrock



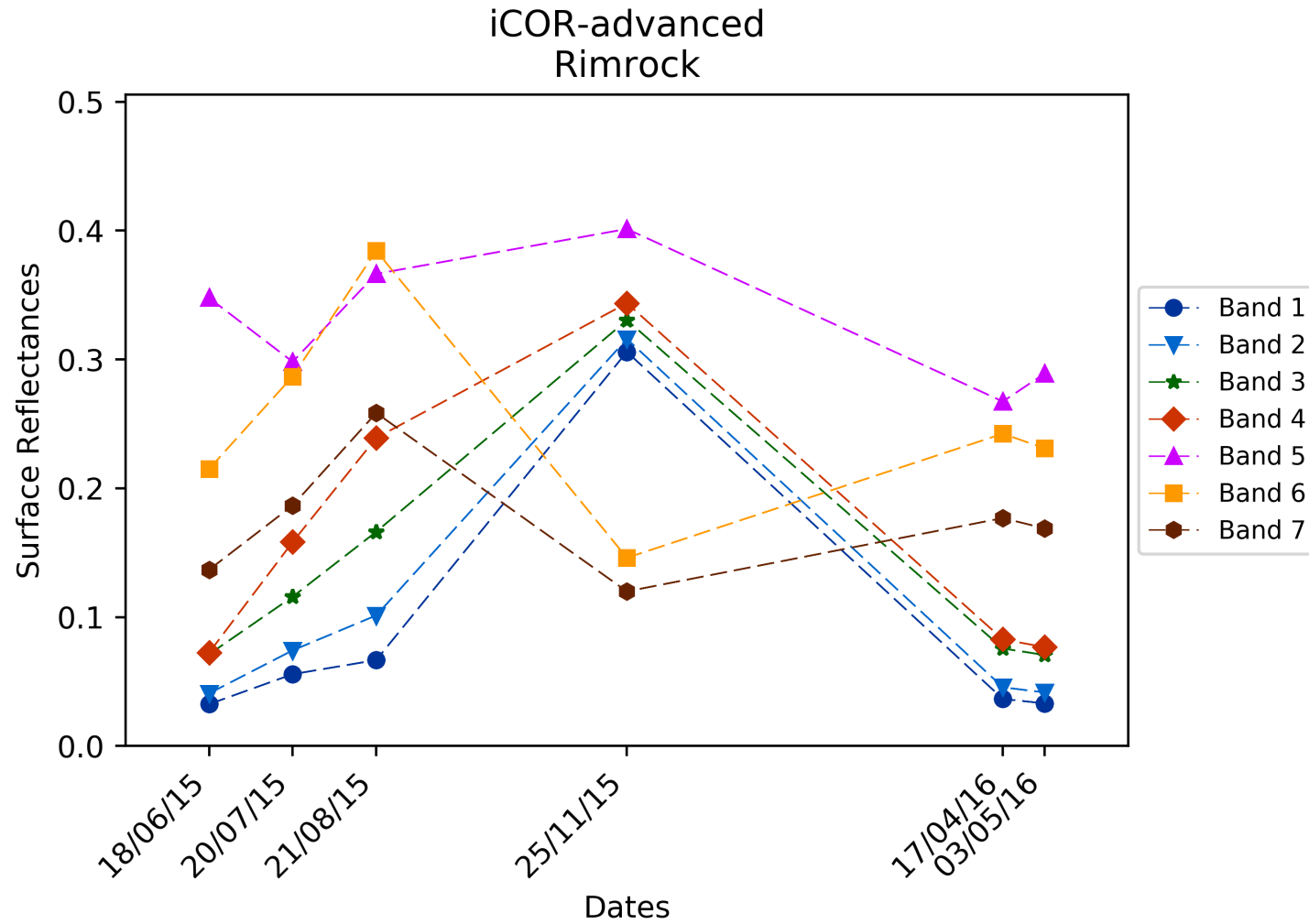
# FORCE

Temperate: Rimrock



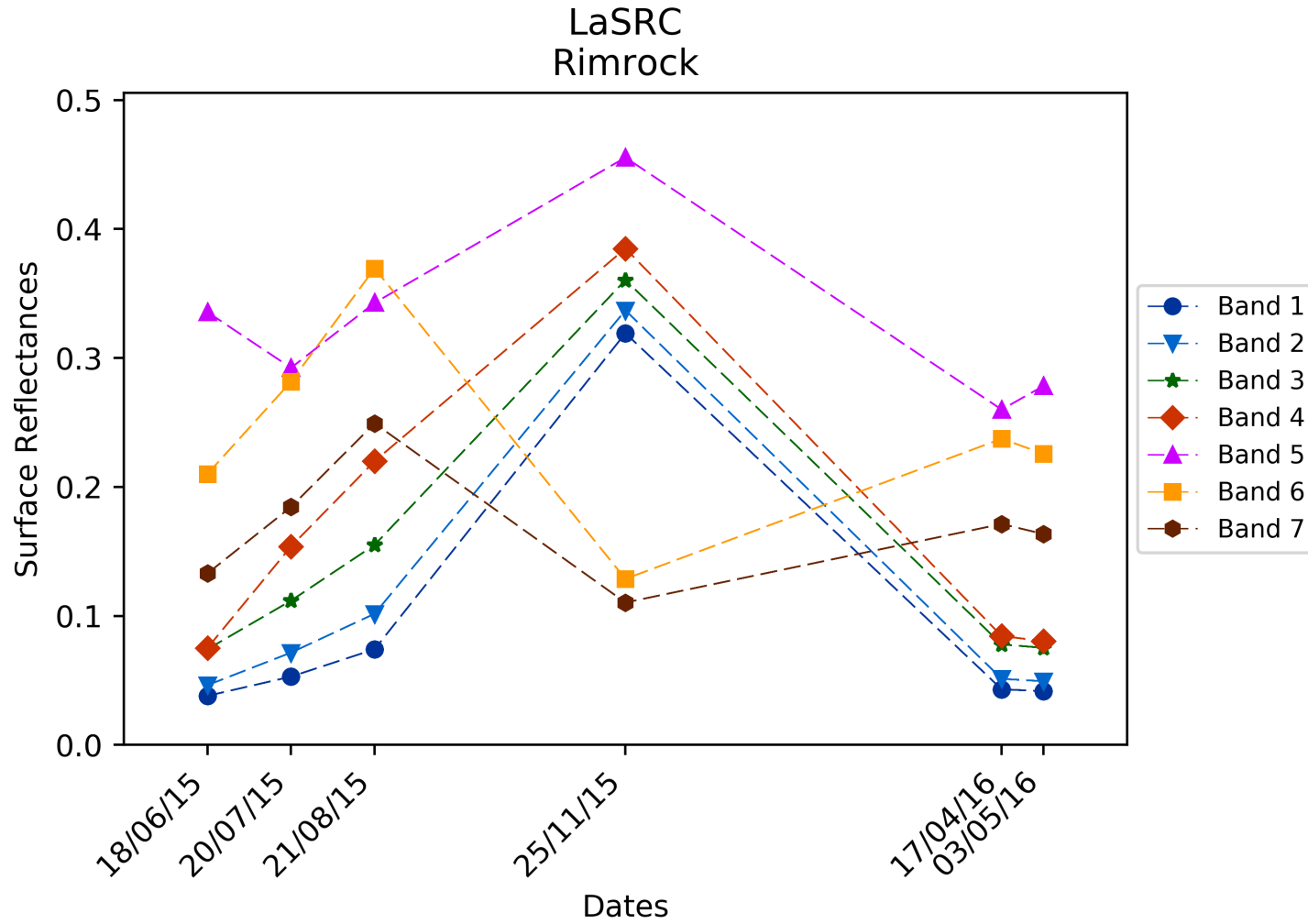
# iCOR-advanced

Temperate: Rimrock



# LaSRC

Temperate: Rimrock



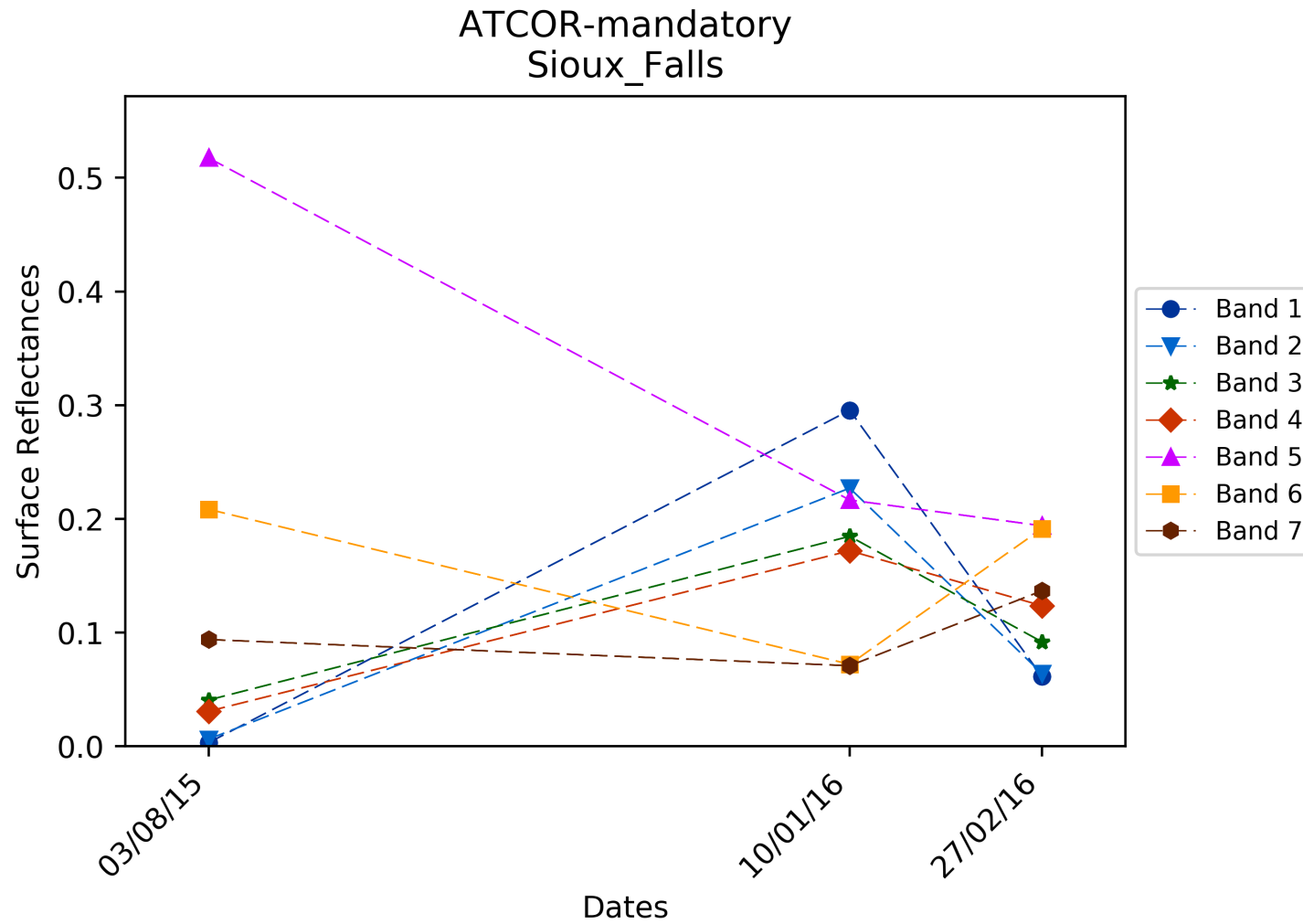
---

Temperate

>> 7. Sioux\_Falls

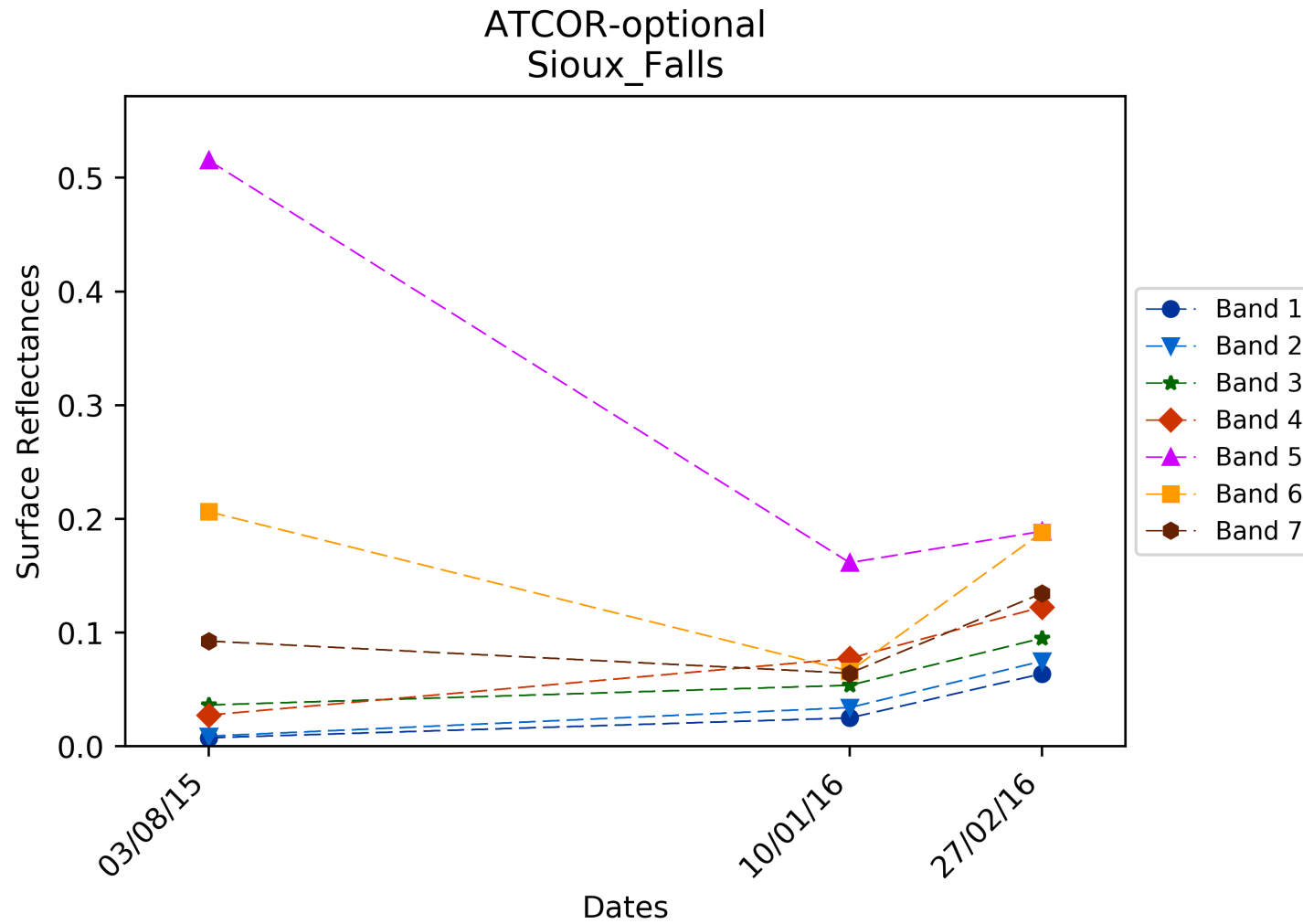
# ATCOR-mandatory

Temperate: Sioux\_Falls



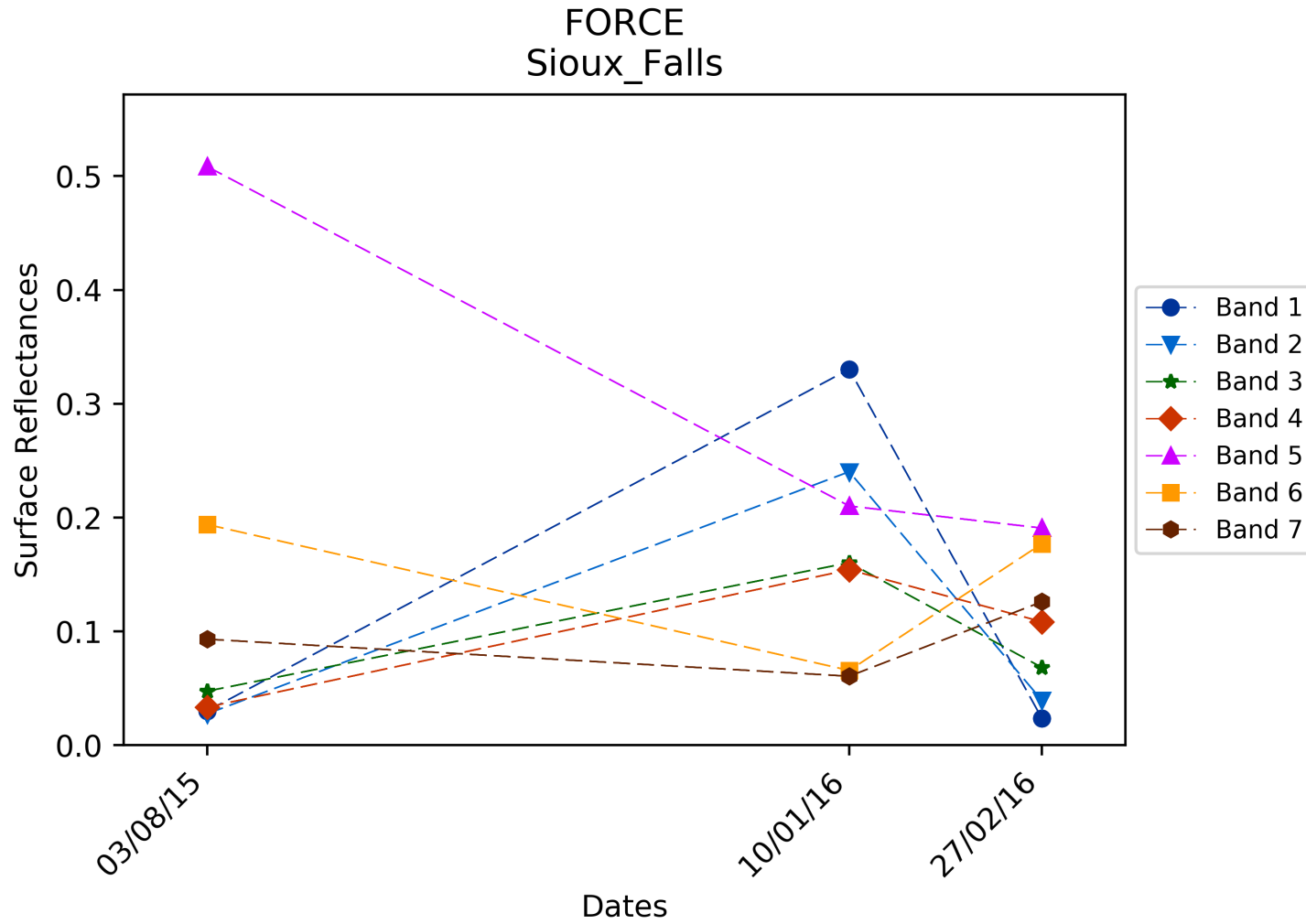
## ATCOR-optional

Temperate: Sioux\_Falls



# FORCE

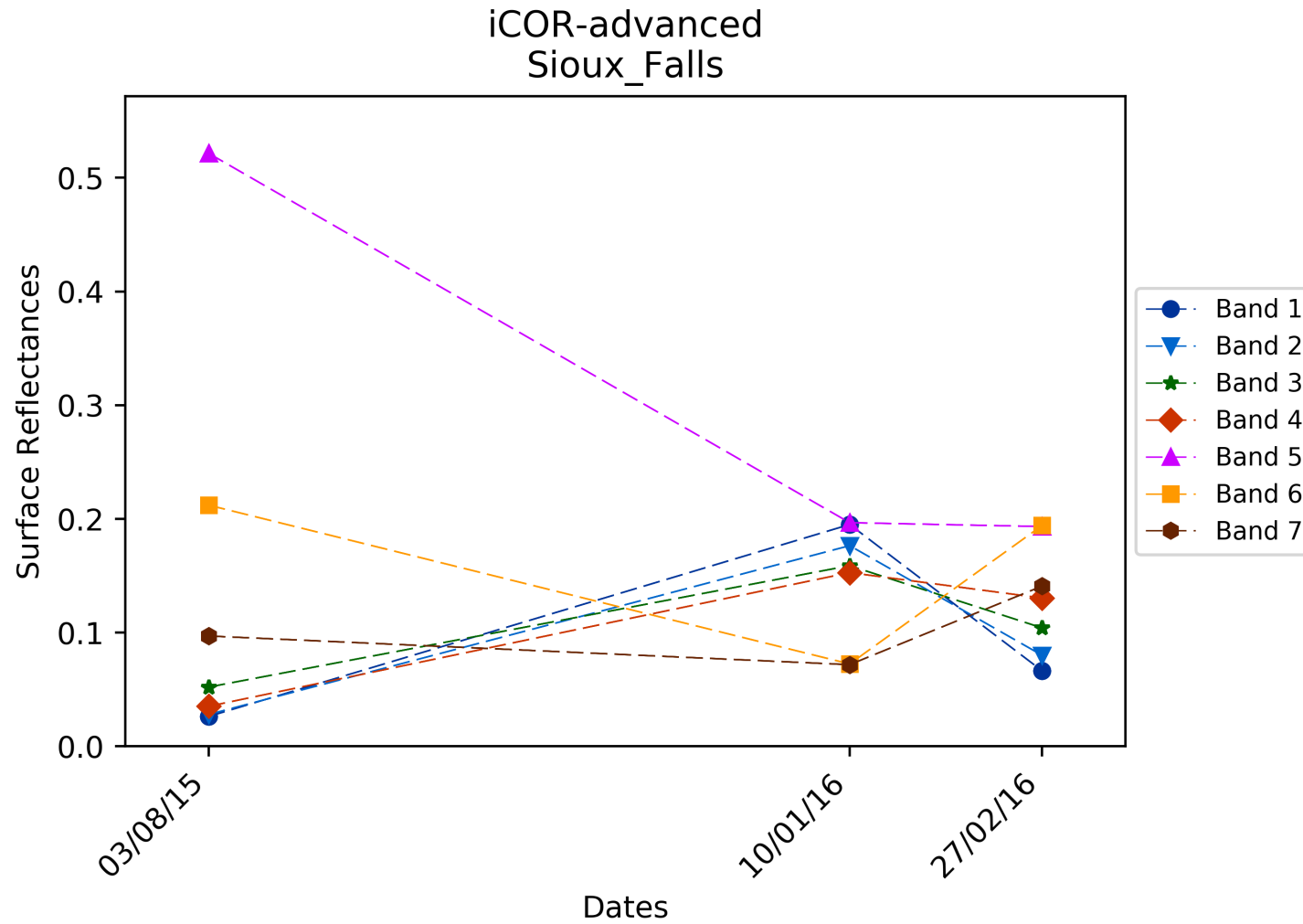
Temperate: Sioux\_Falls





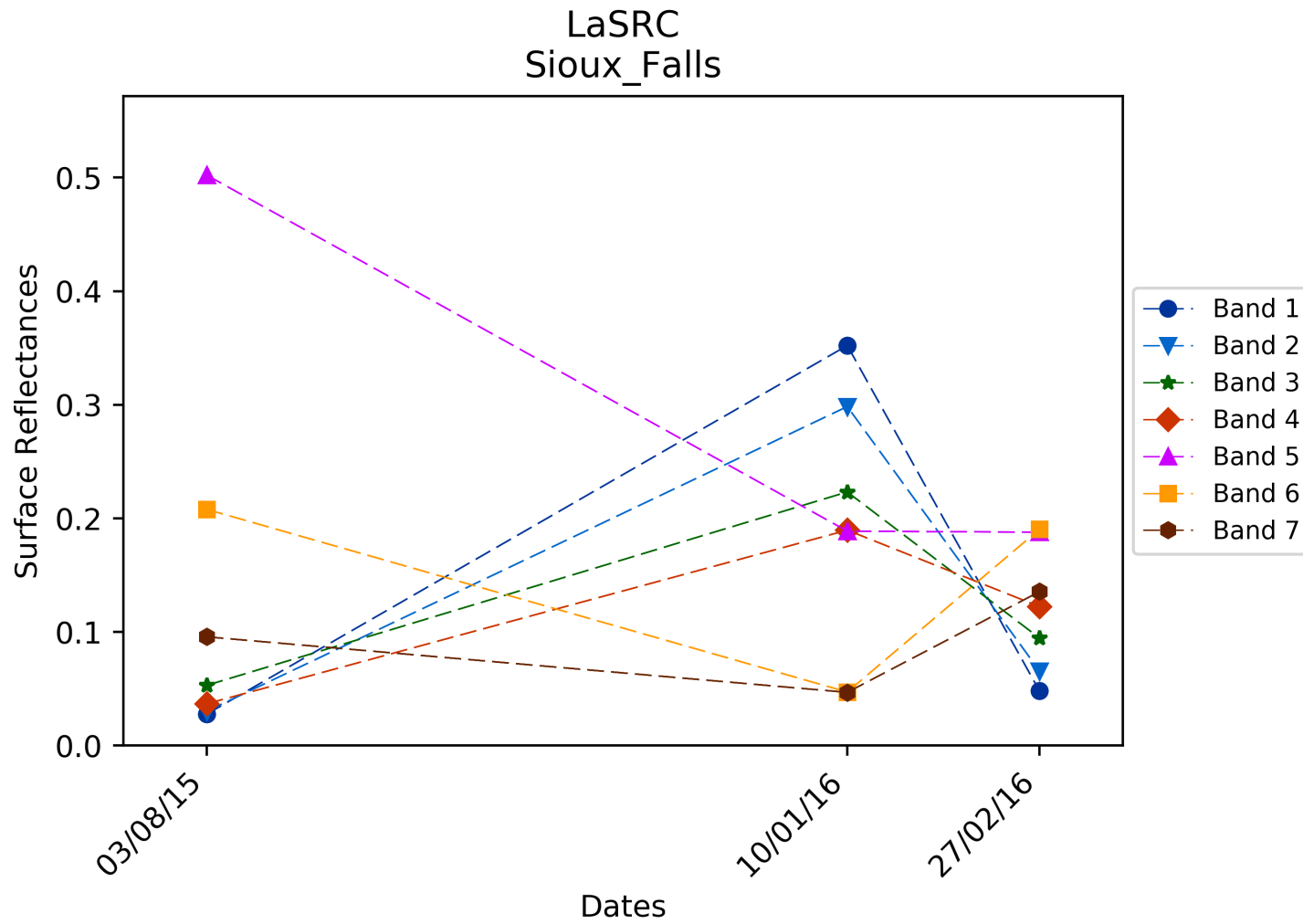
# iCOR-advanced

Temperate: Sioux\_Falls



# LaSRC

Temperate: Sioux\_Falls



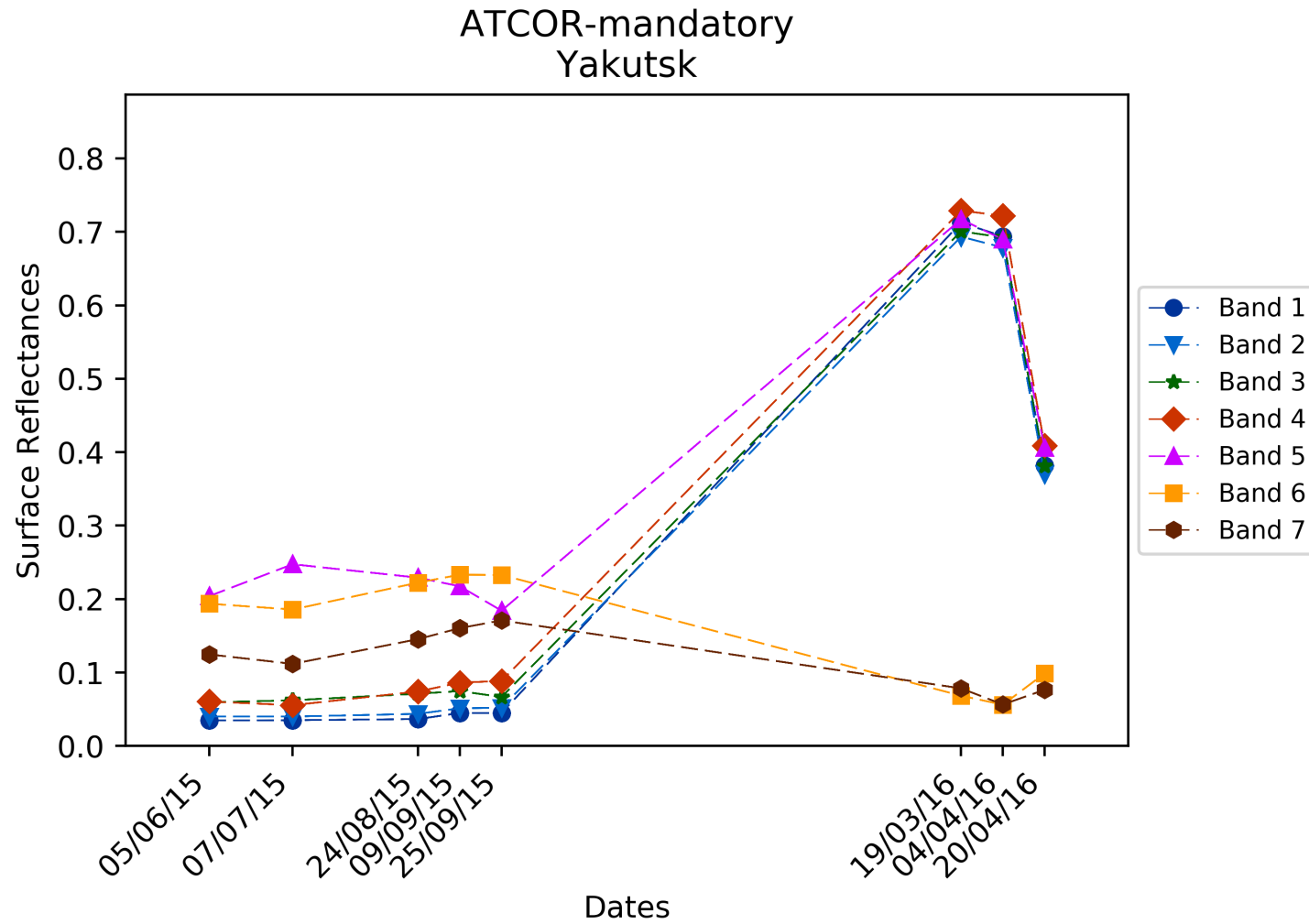
---

Temperate

>> 8. Yakutsk

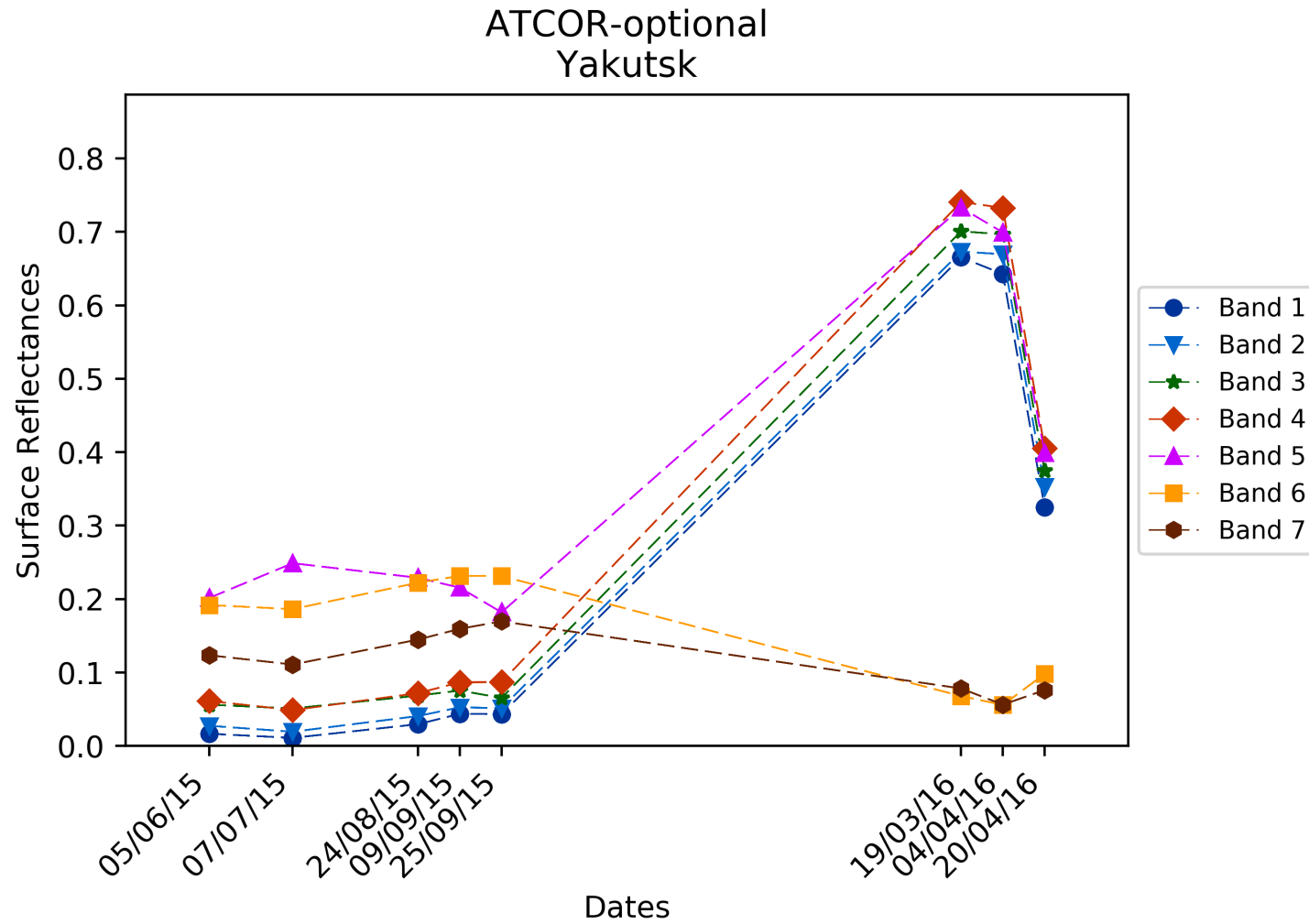
## ATCOR-mandatory

Temperate: Yakutsk



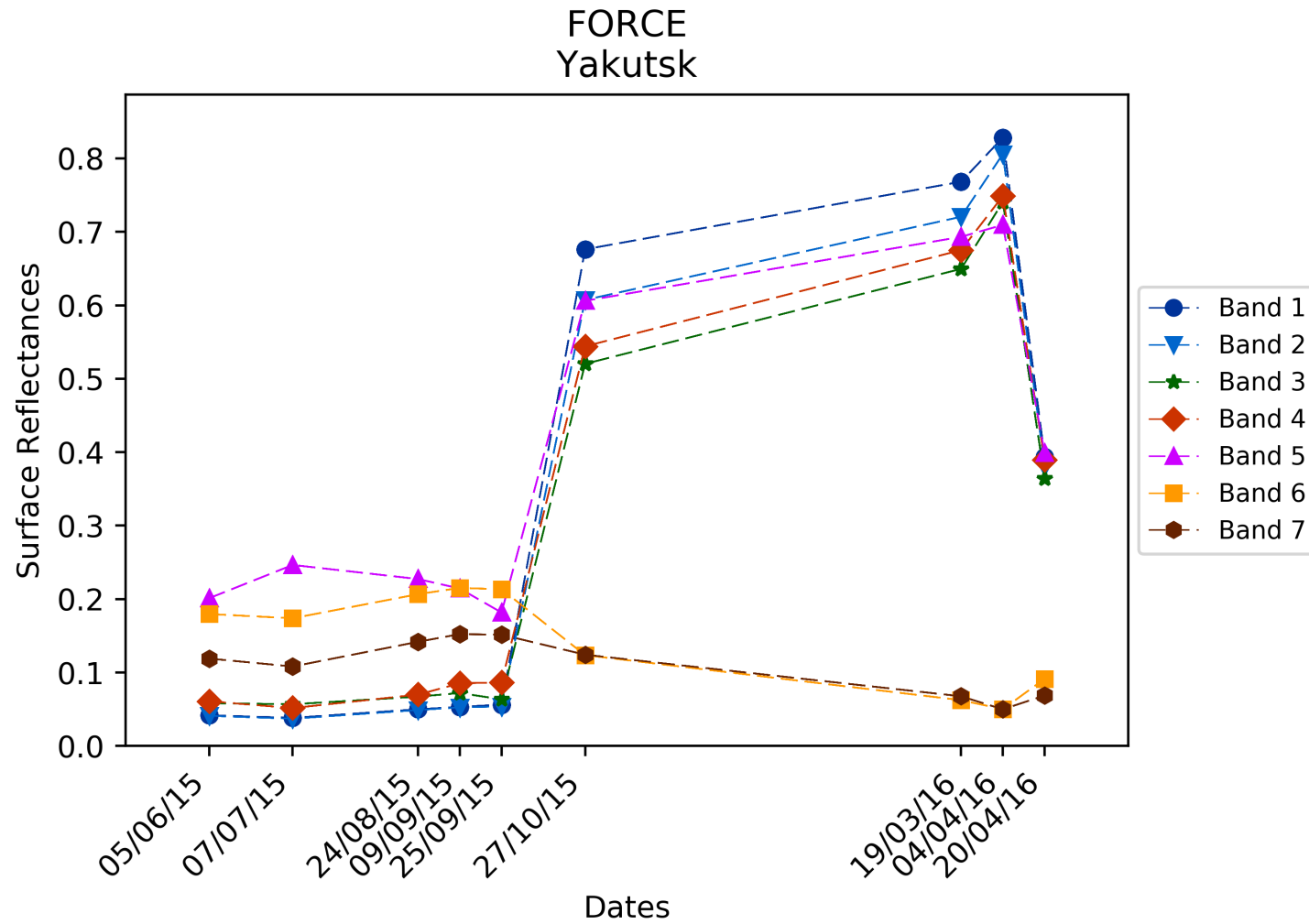
# ATCOR-optional

Temperate: Yakutsk



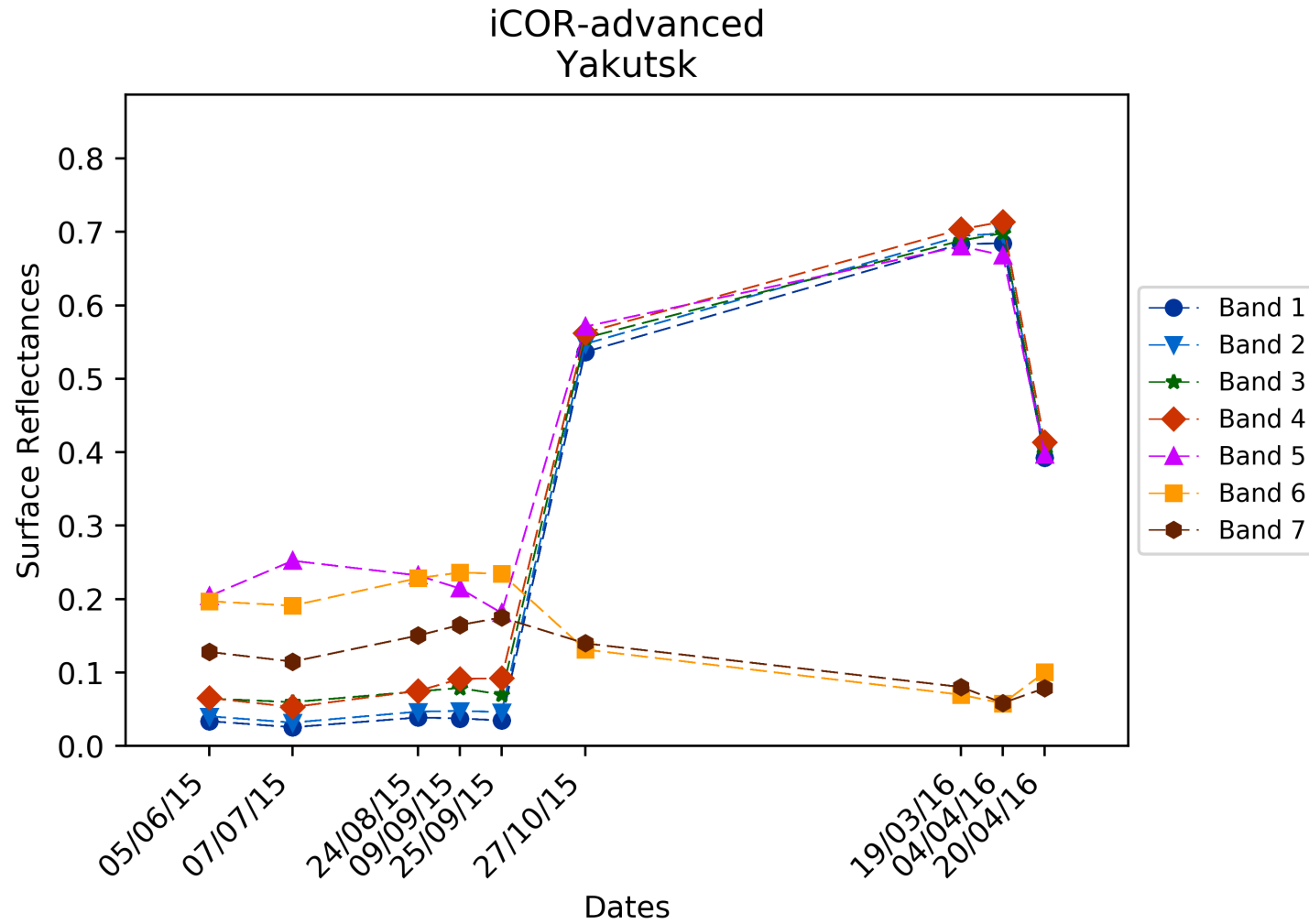
# FORCE

Temperate: Yakutsk



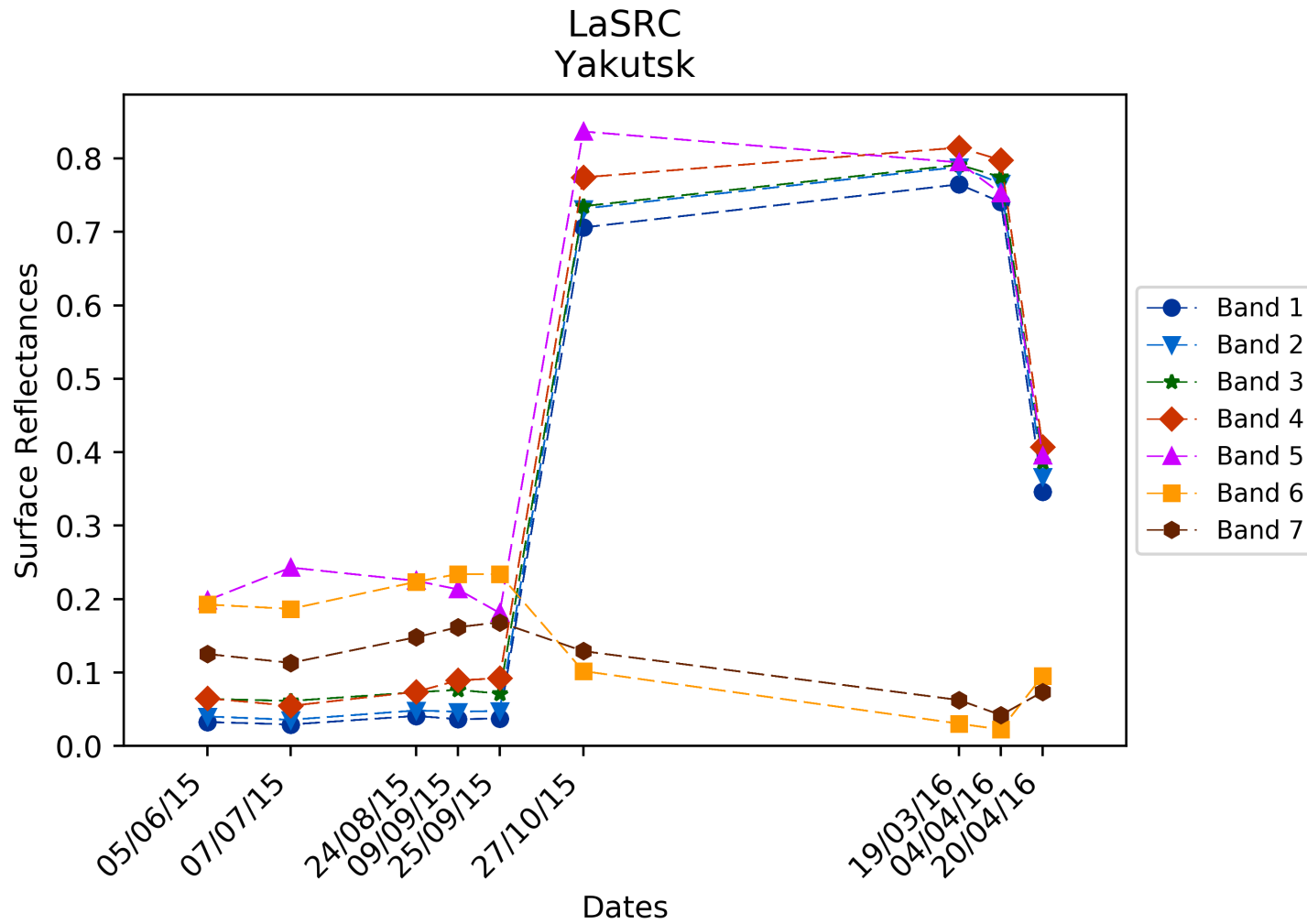
# iCOR-advanced

Temperate: Yakutsk



# LaSRC

Temperate: Yakutsk





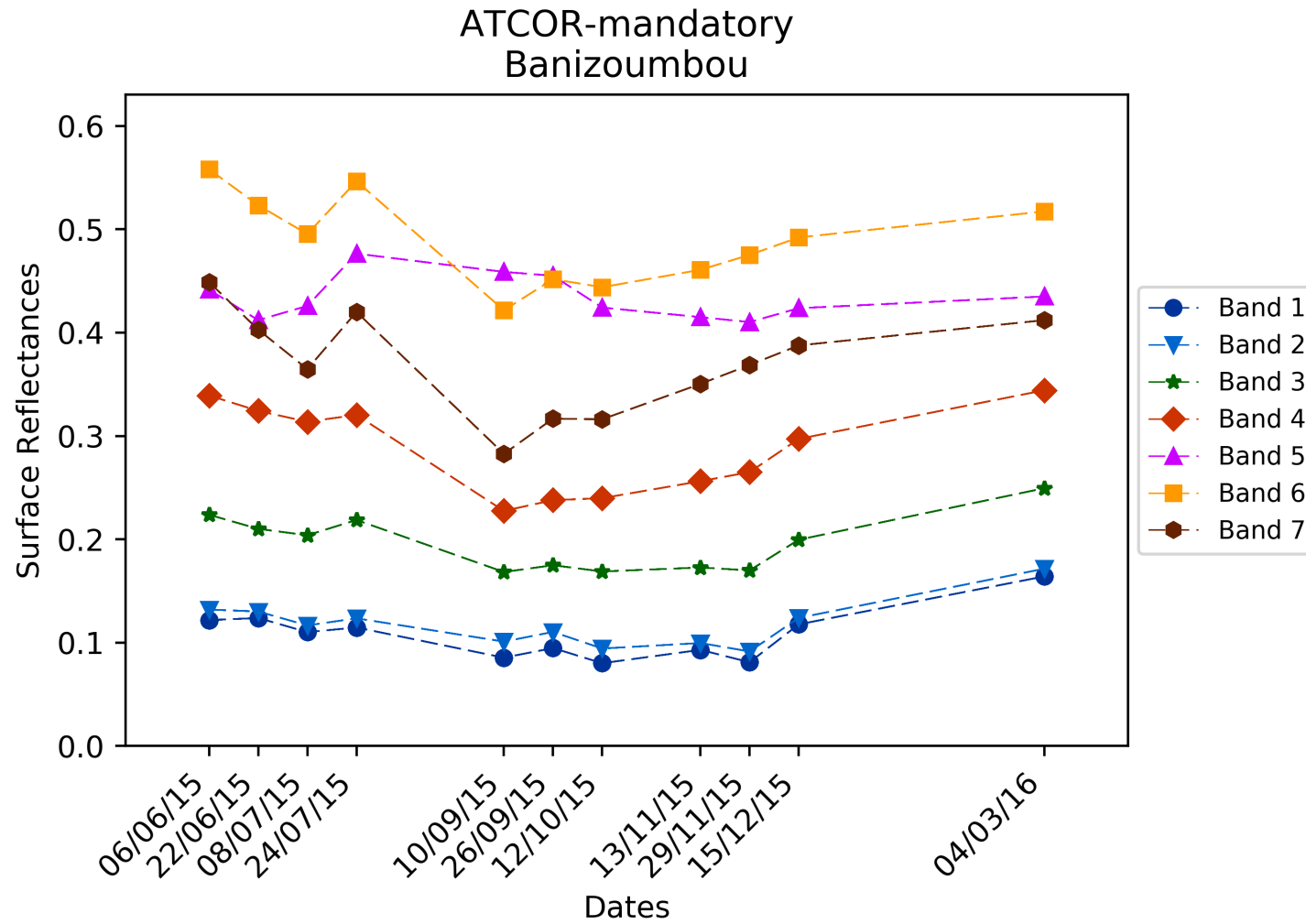
---

Arid

## >> 9. Banizoumbou

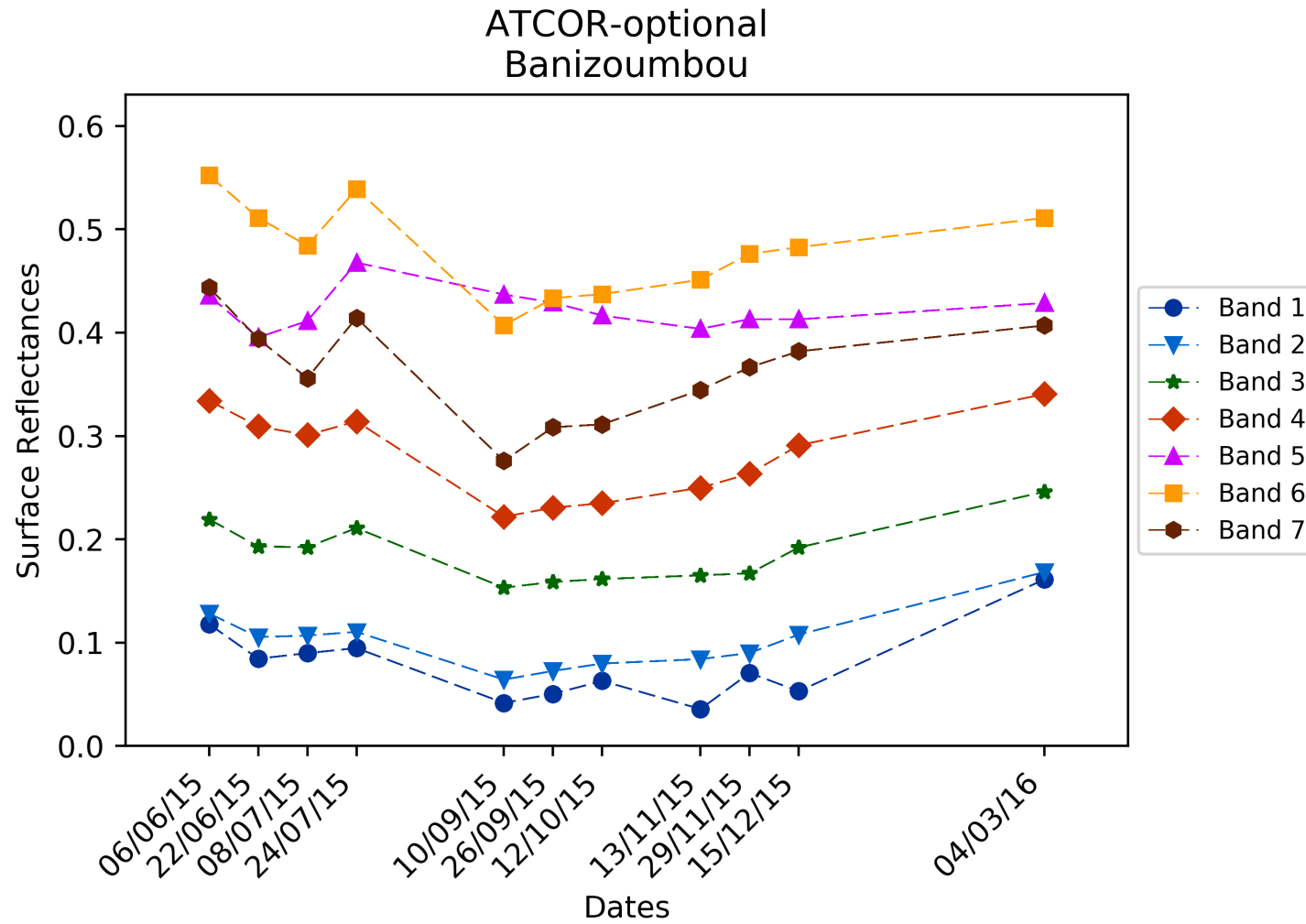
# ATCOR-mandatory

Arid: Banizoumbou



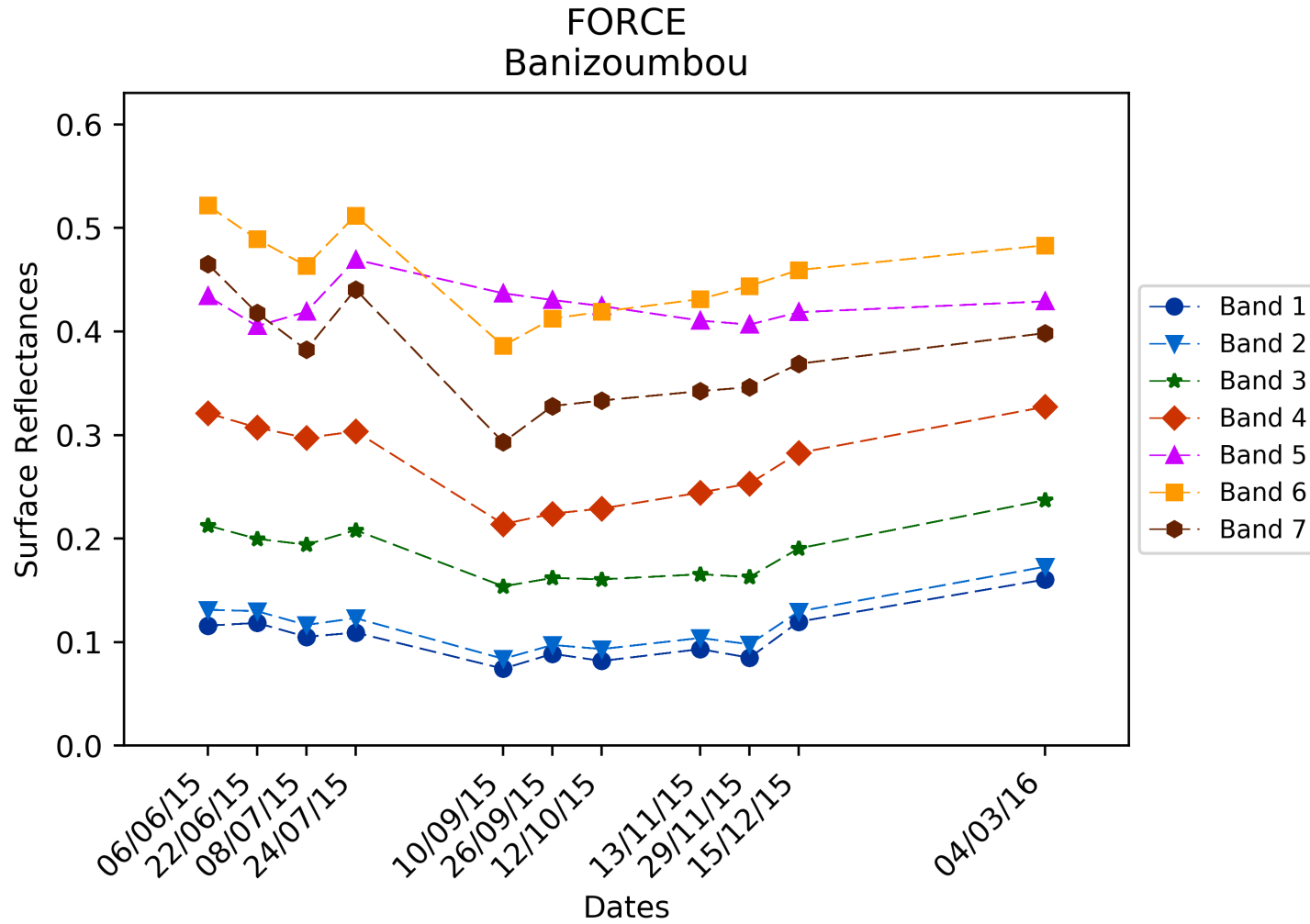
# ATCOR-optional

Arid: Banizoumbou



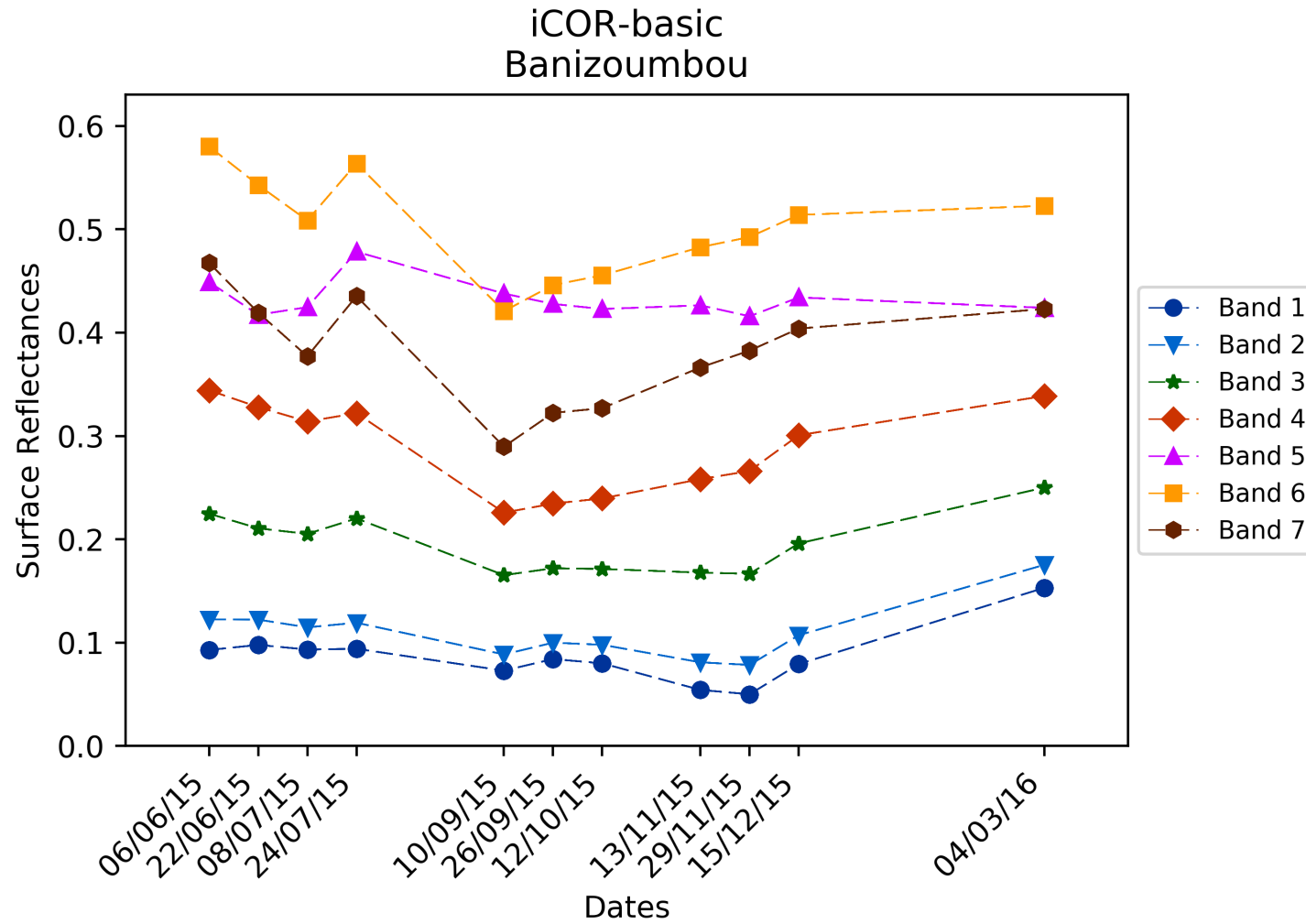
# FORCE

Arid: Banizoumbou



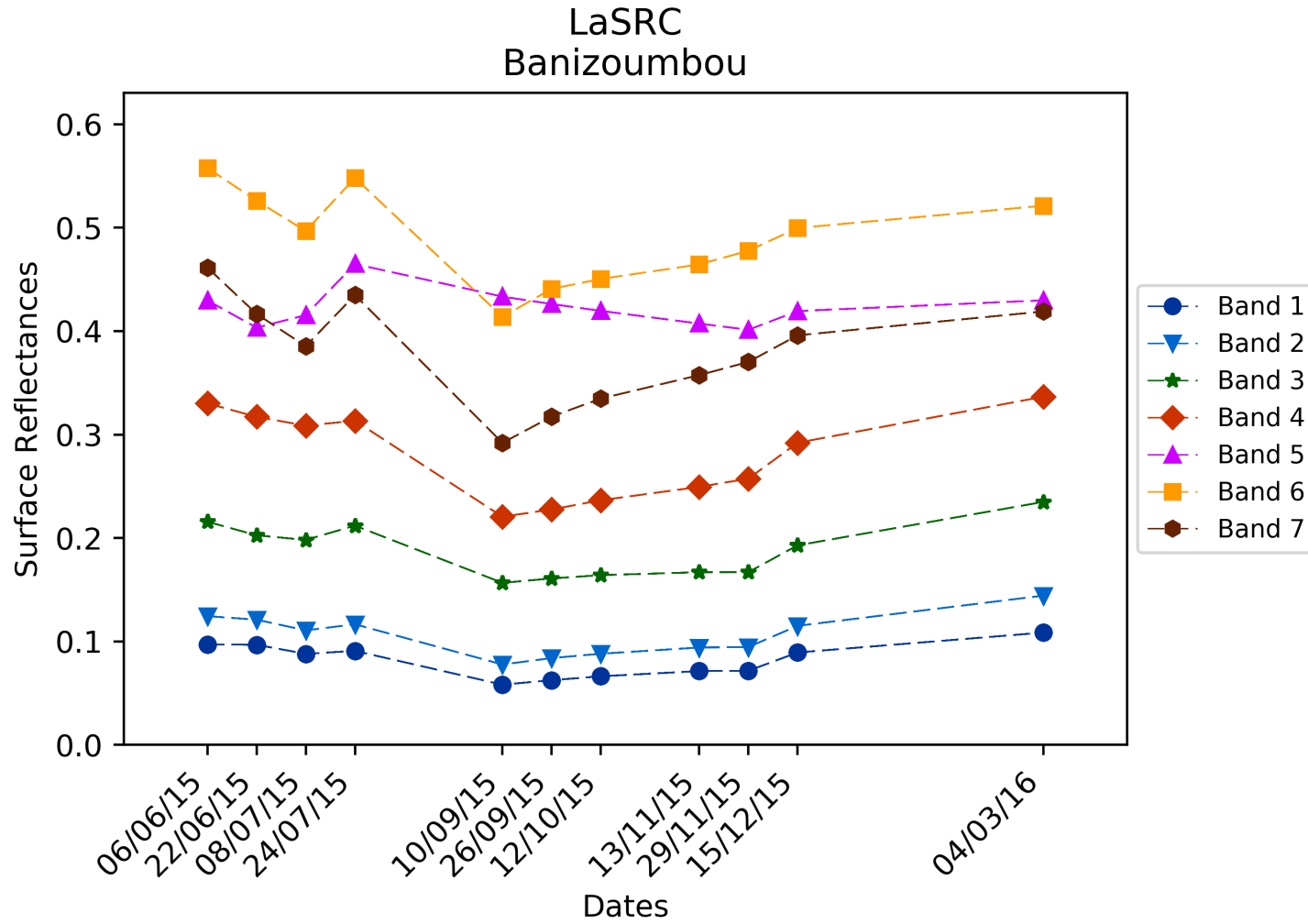
# iCOR-basic

Arid: Banizoumbou



# LaSRC

Arid: Banizoumbou



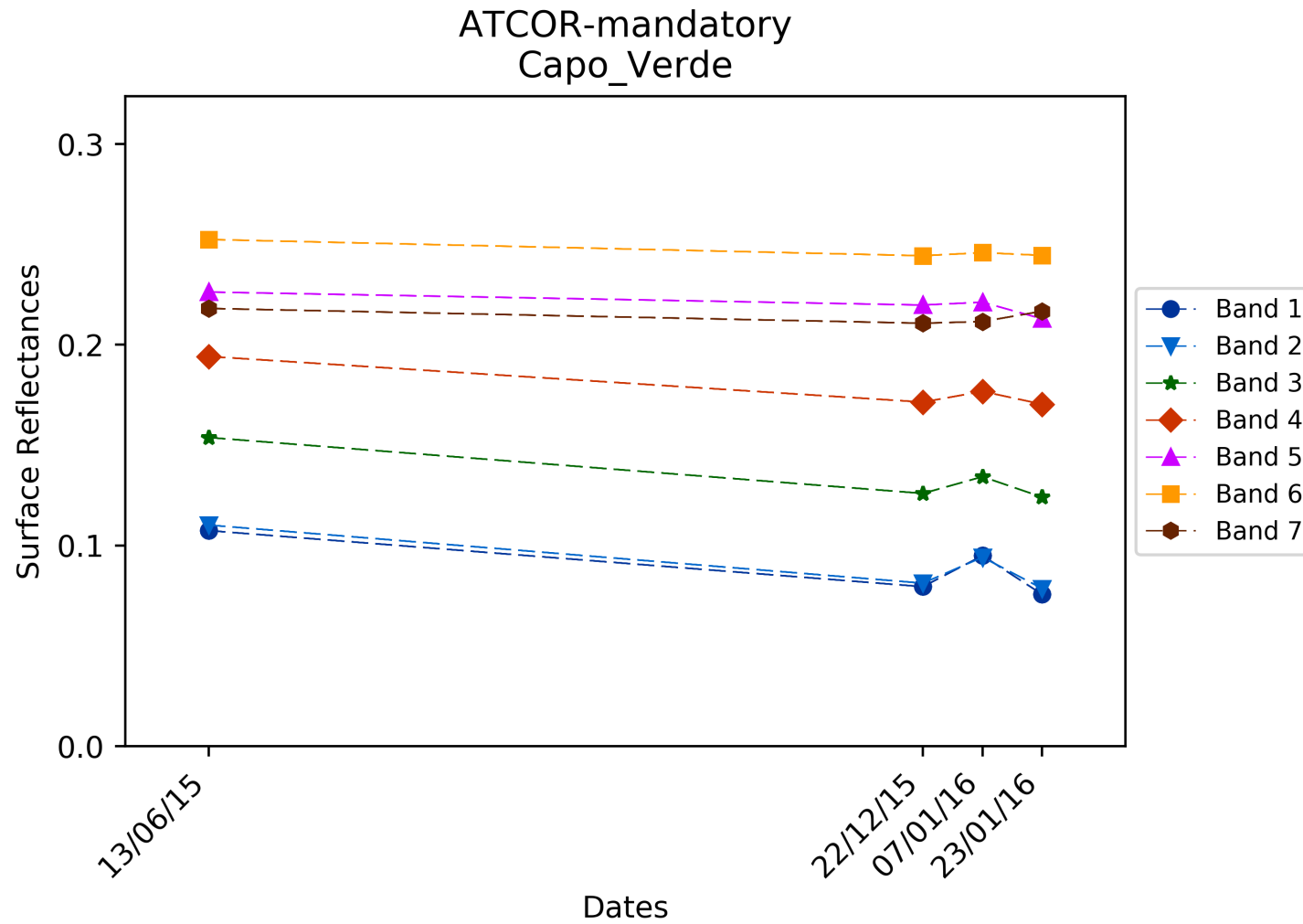
---

Arid

>> 10. Capo\_Verde

# ATCOR-mandatory

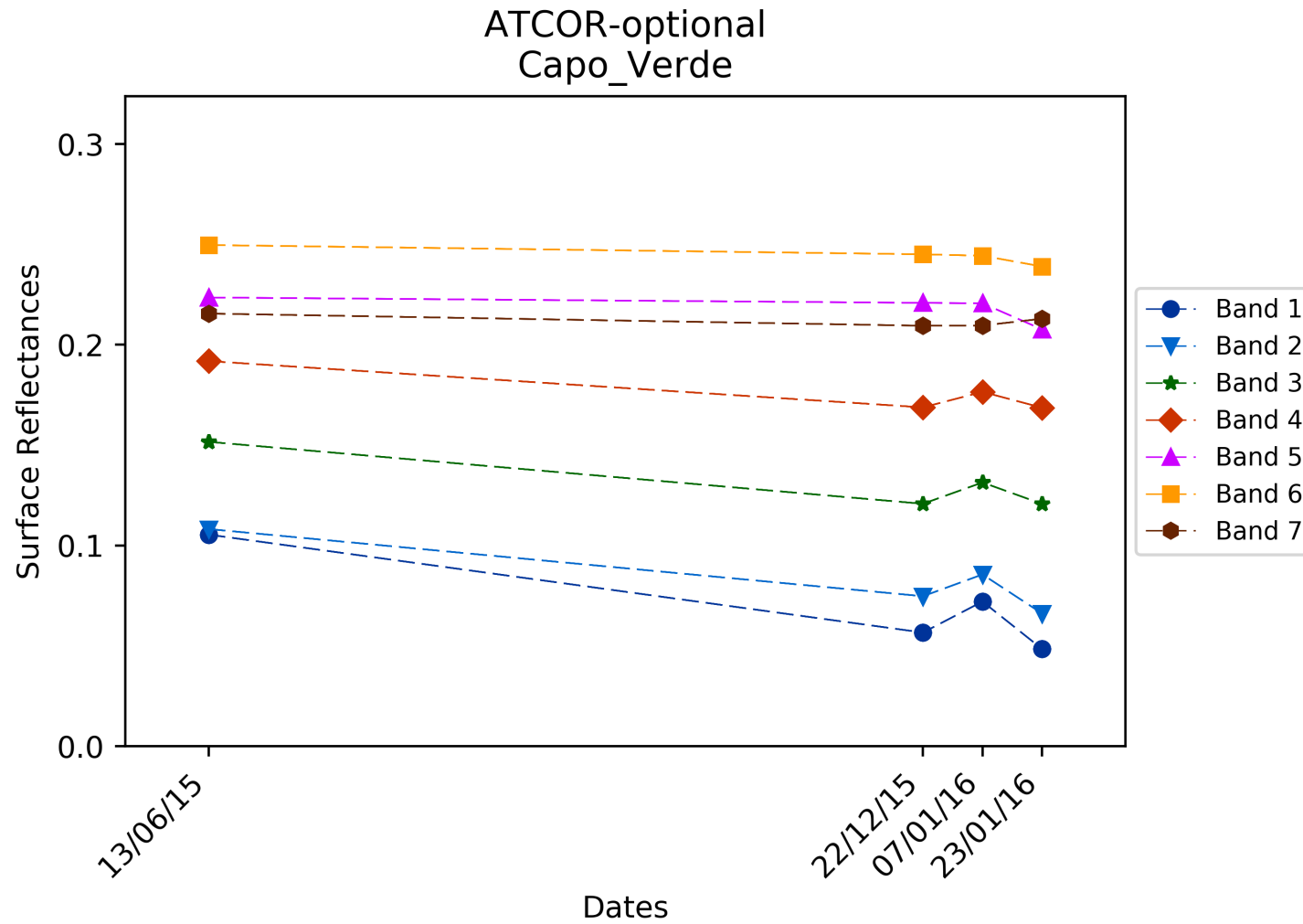
Arid: Capo\_Verde





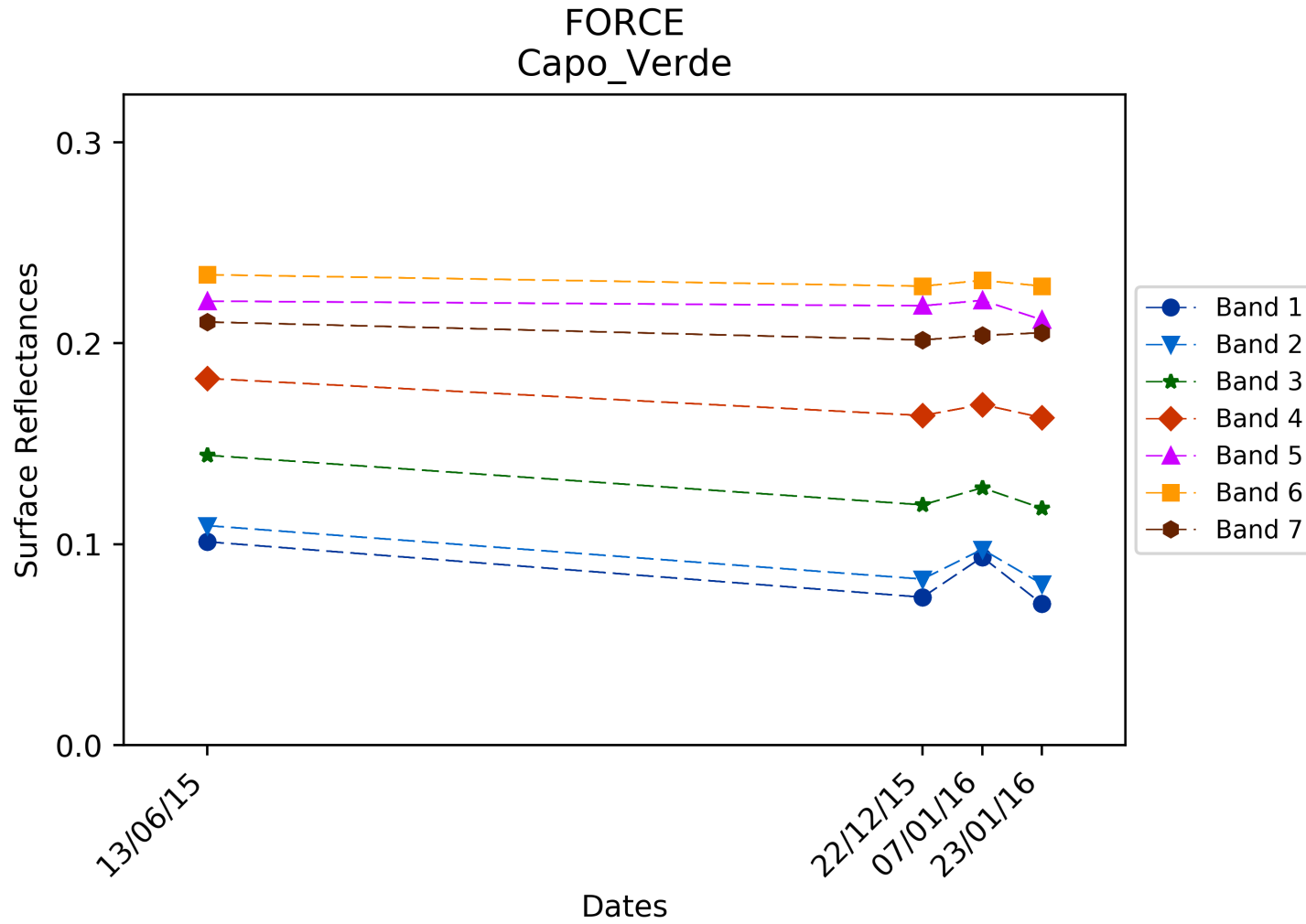
# ATCOR-optional

Arid: Capo\_Verde



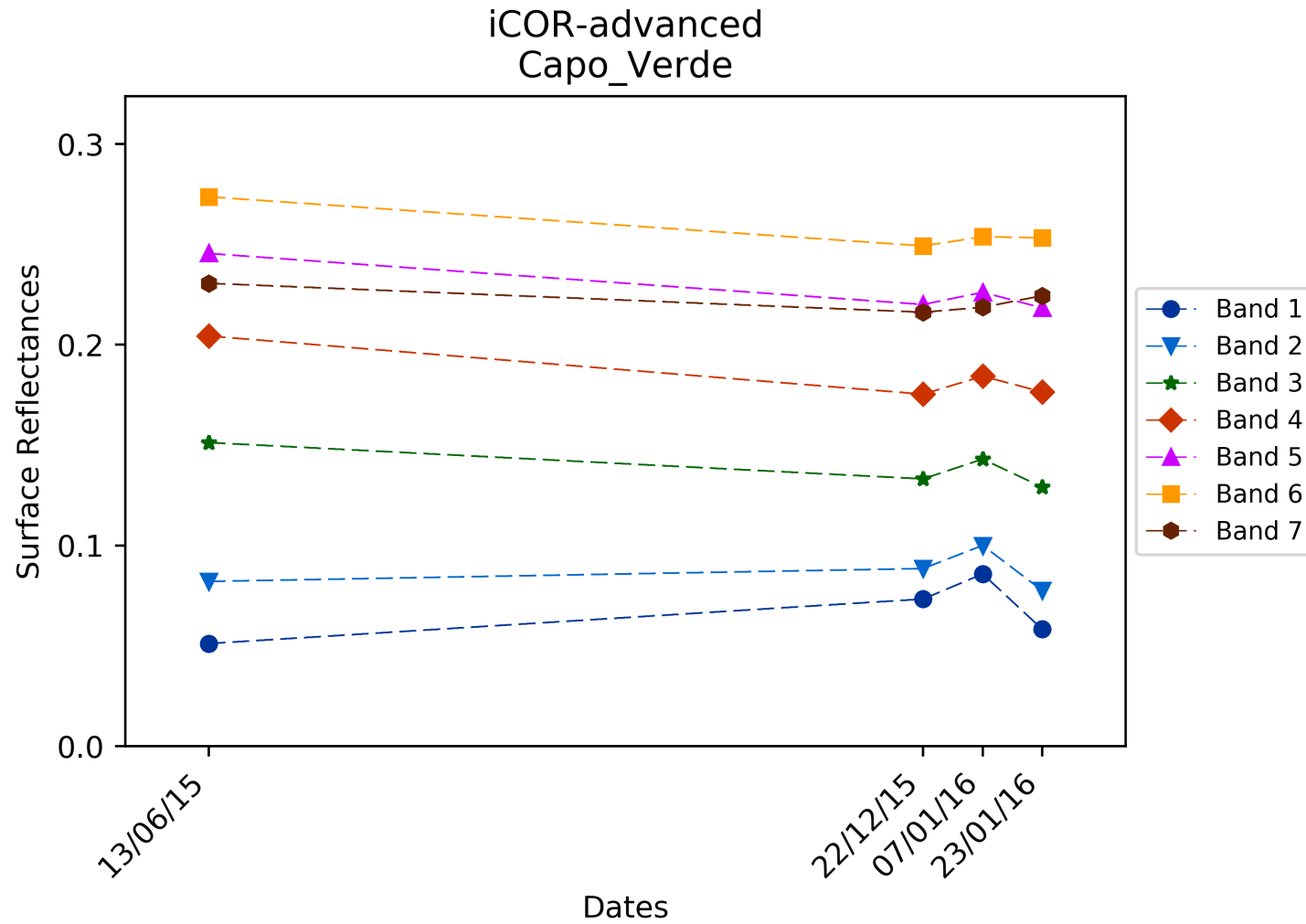
**FORCE**

Arid: Capo\_Verde



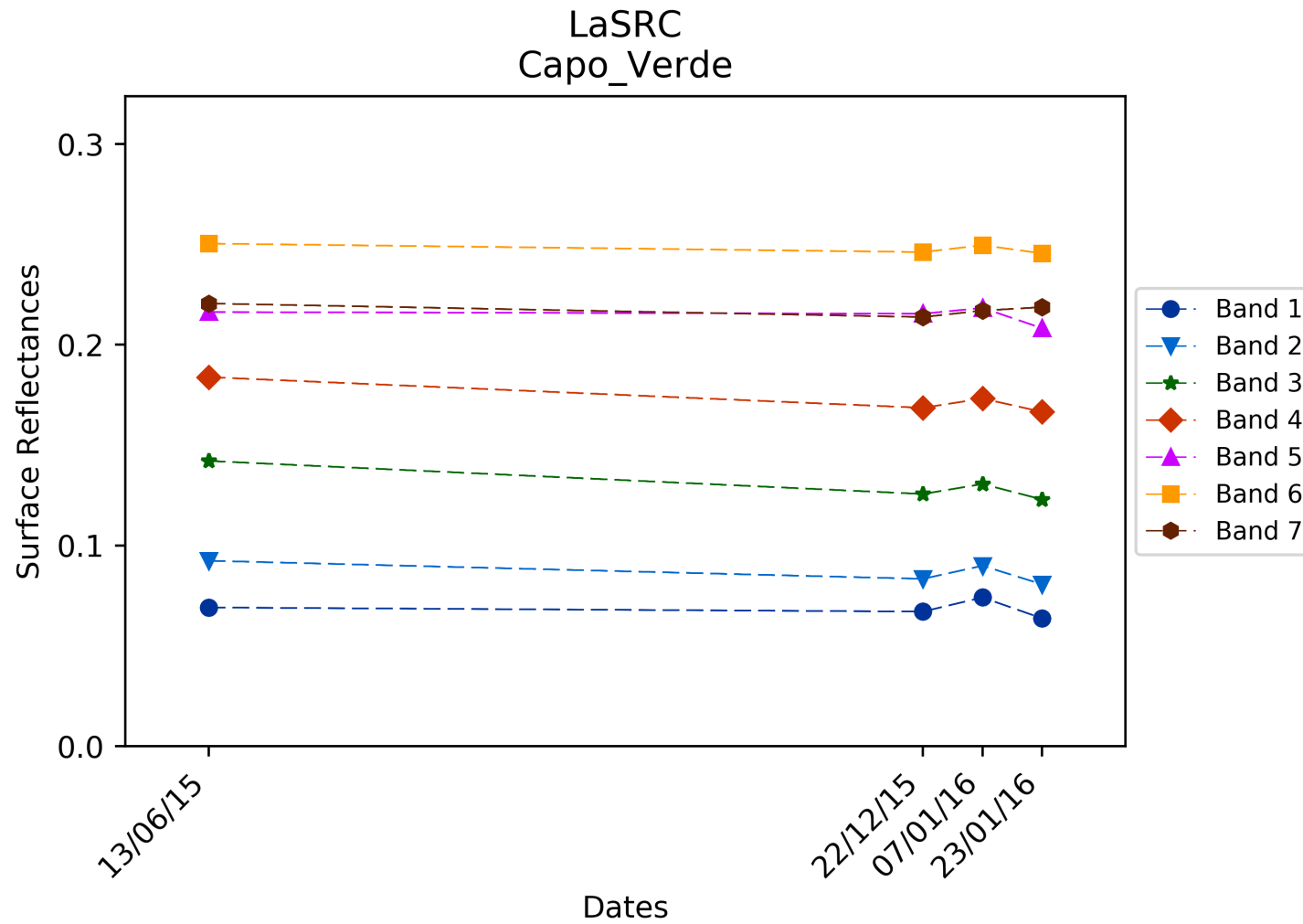
# iCOR-advanced

Arid: Capo\_Verde



# LaSRC

Arid: Capo\_Verde



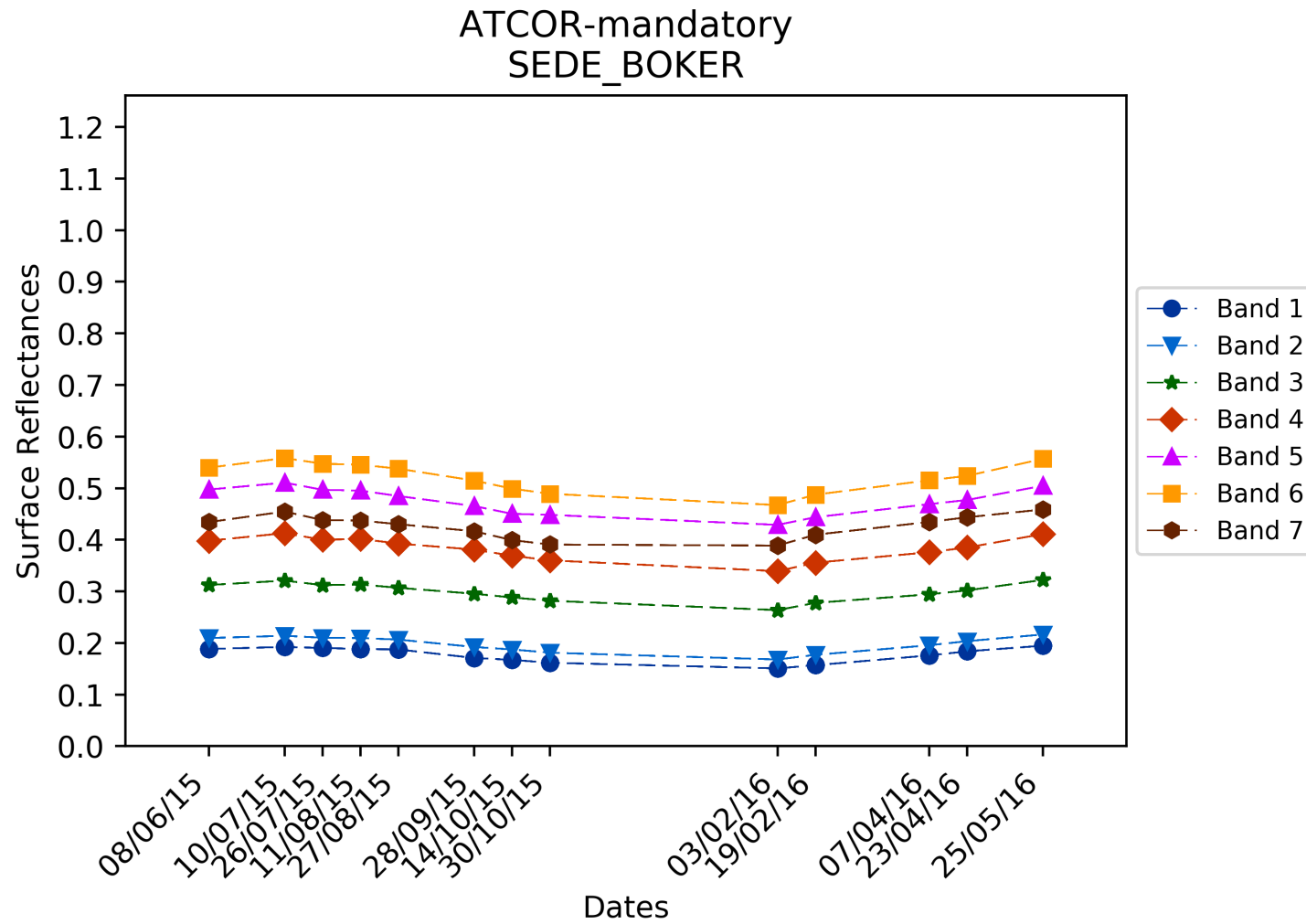
---

Arid

>> 11. SEDE\_BOKER

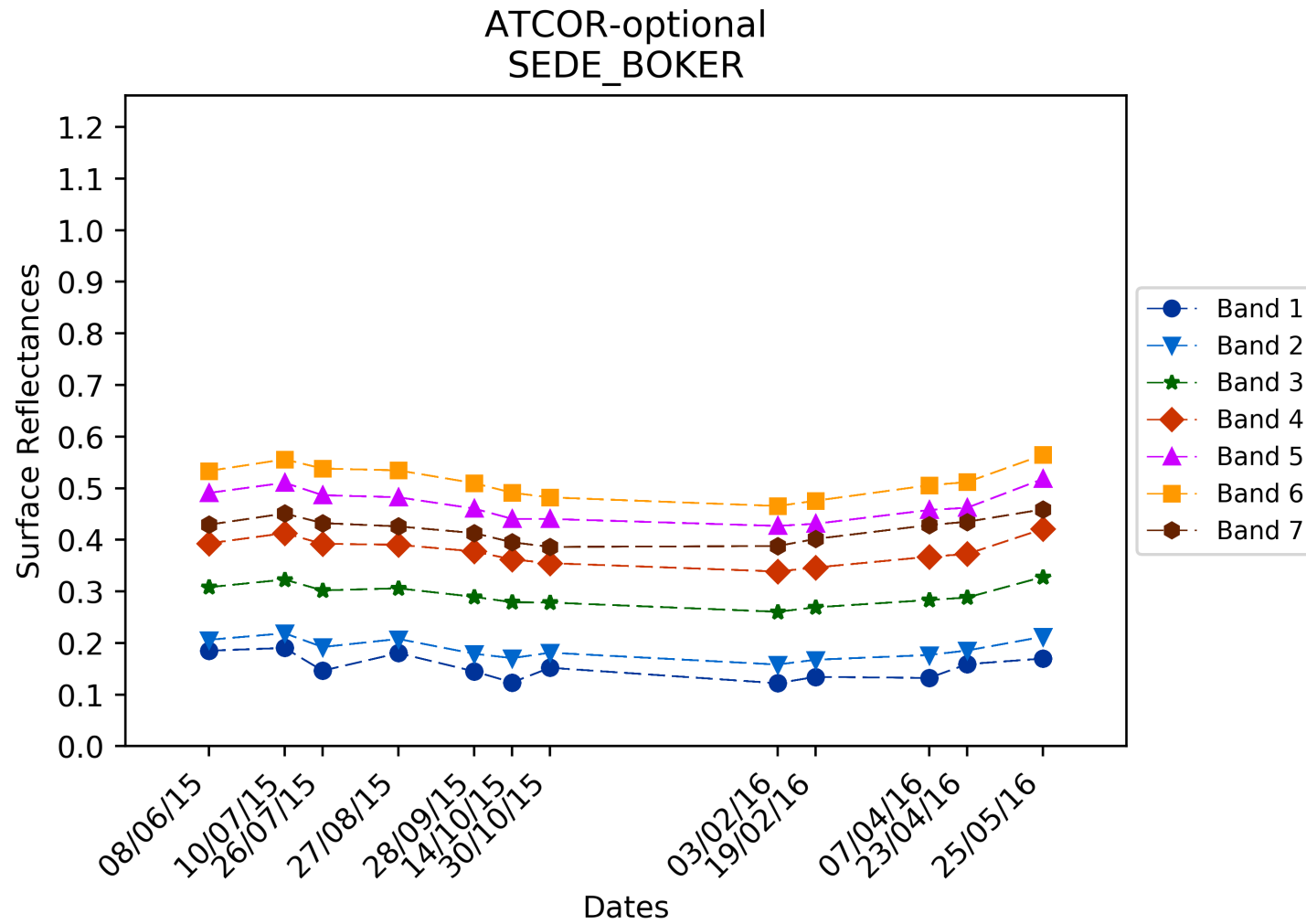
# ATCOR-mandatory

Arid: SEDE\_BOKER



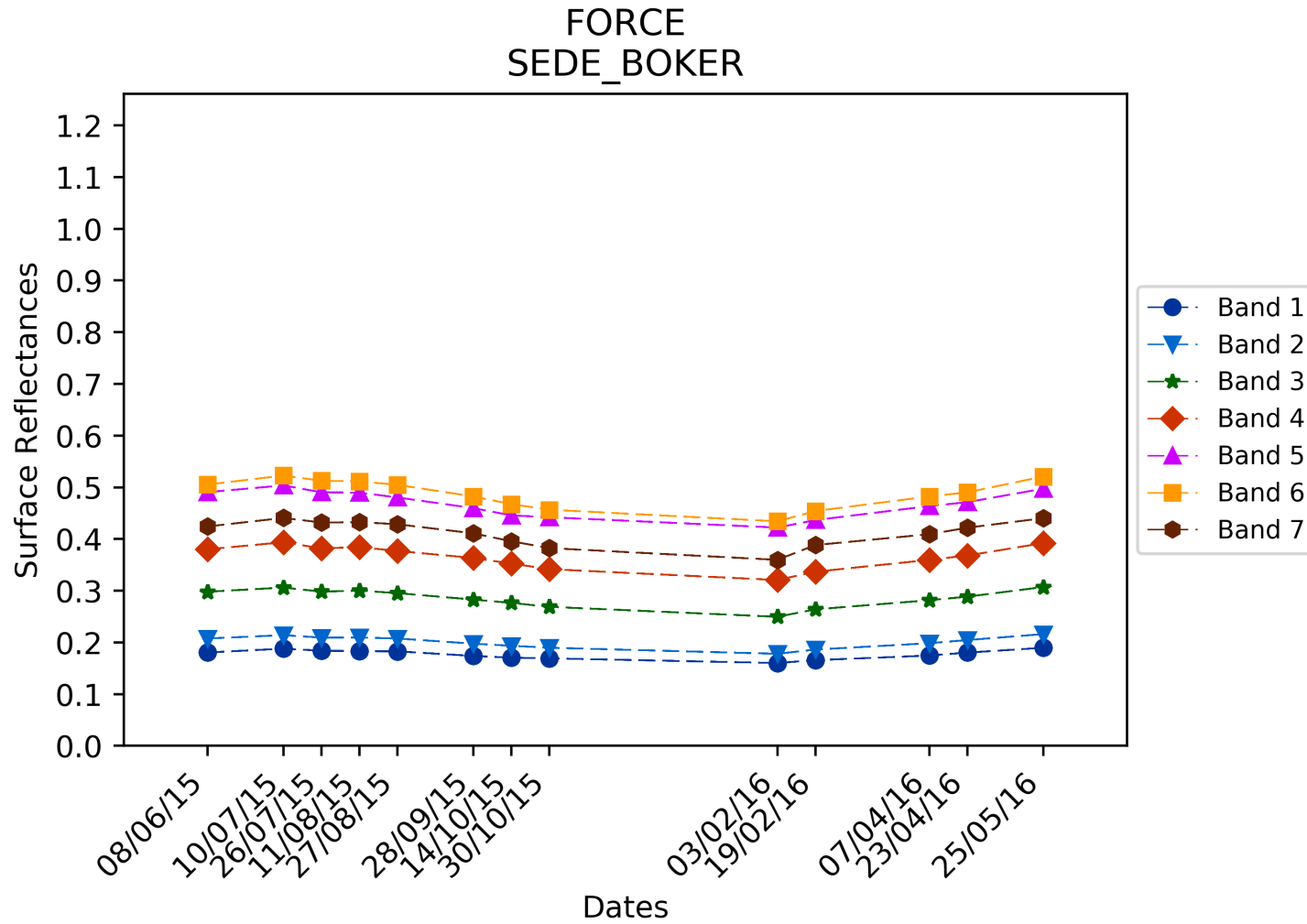
# ATCOR-optional

Arid: SEDE\_BOKER



# FORCE

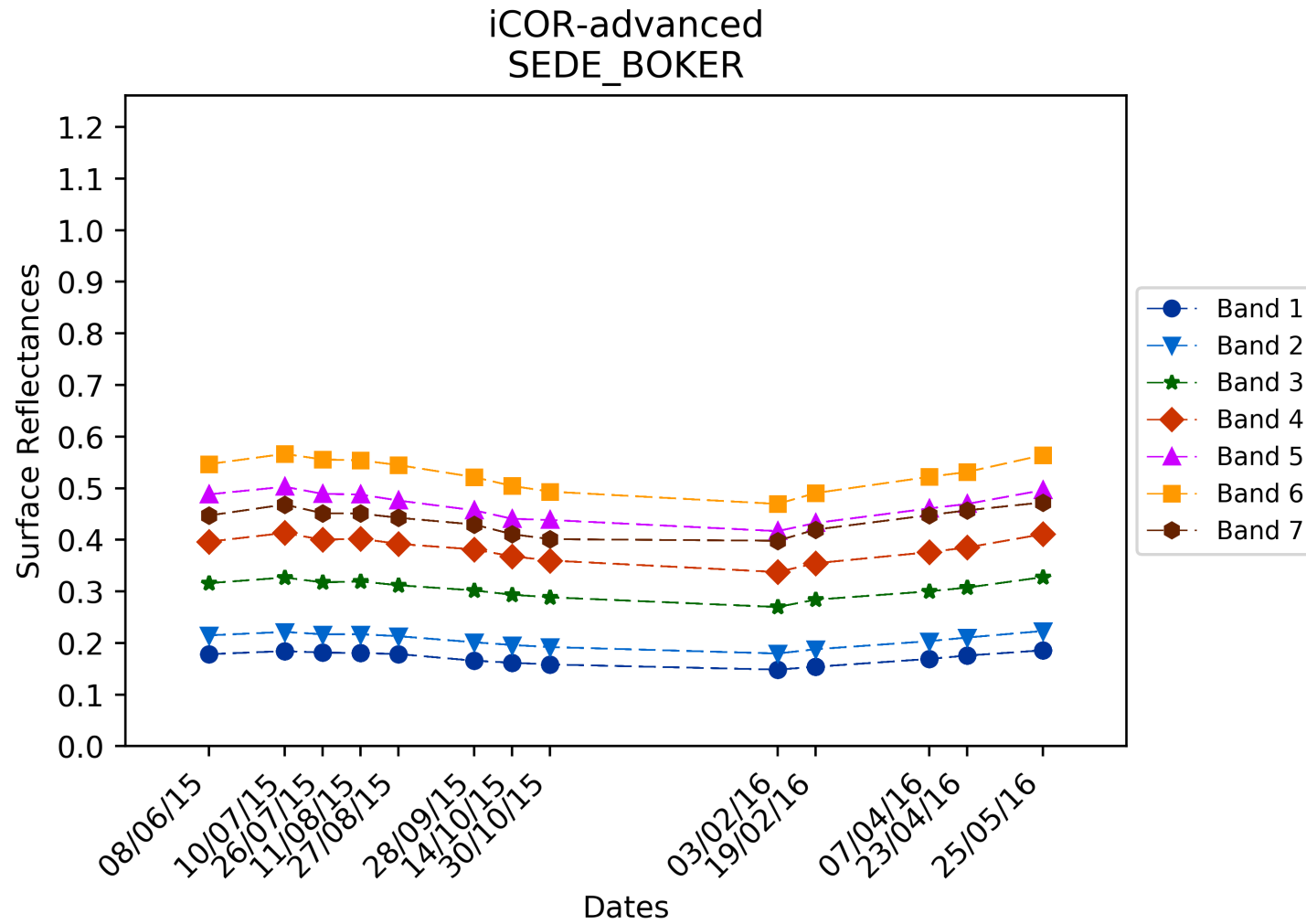
Arid: SEDE\_BOKER





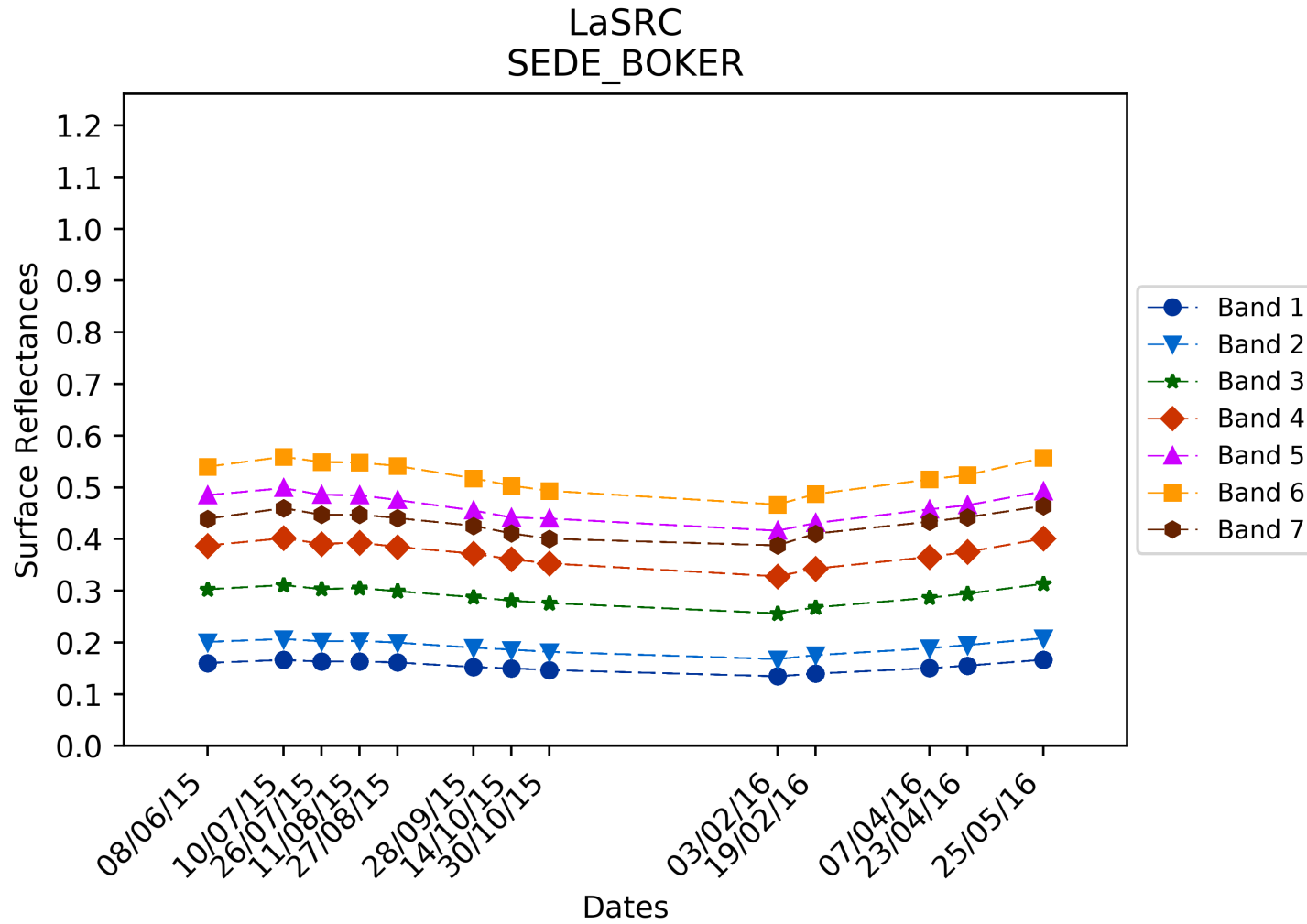
# iCOR-advanced

Arid: SEDE\_BOKER



# LaSRC

Arid: SEDE\_BOKER



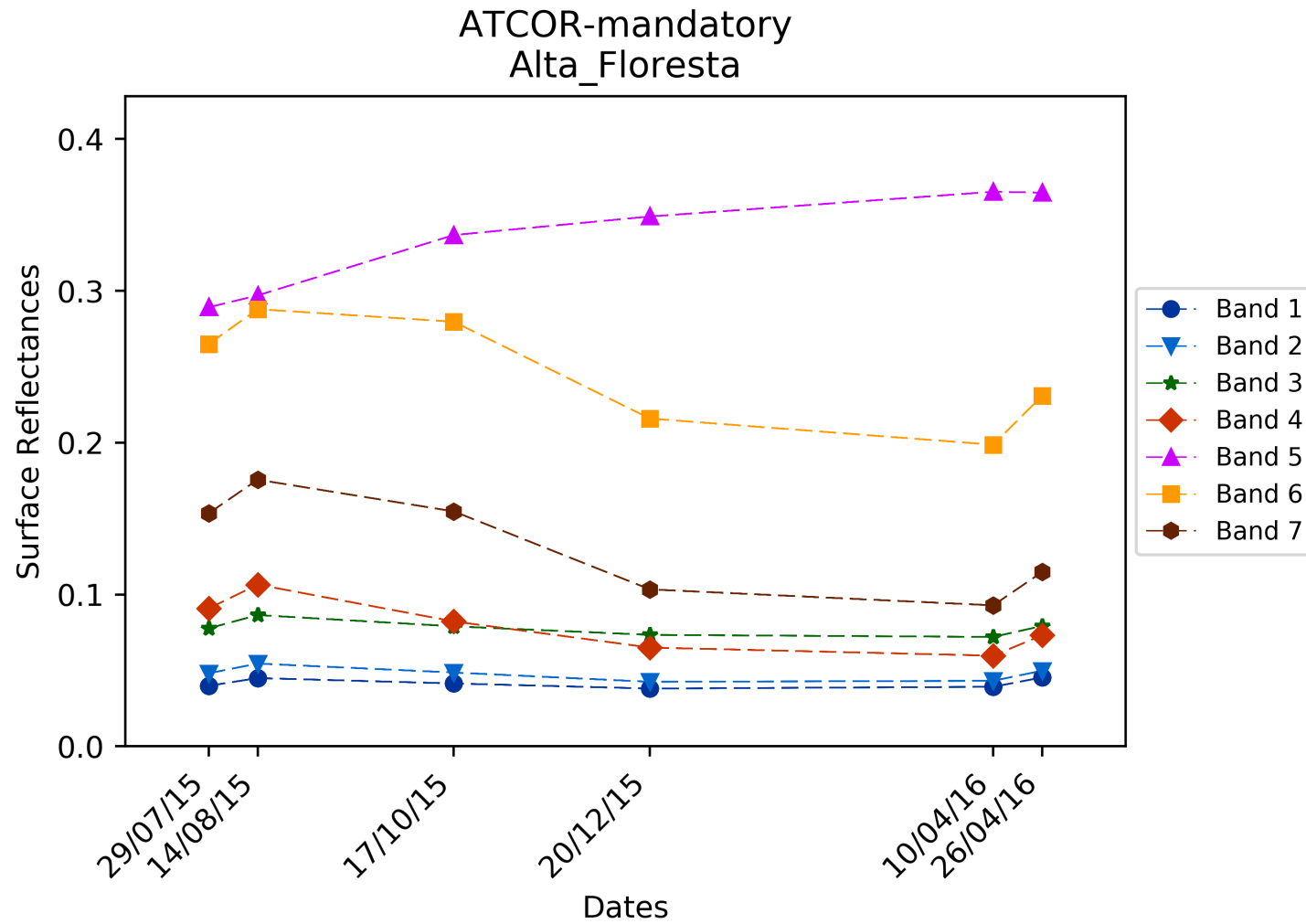
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## Equatorial Forest

### >> 12. Alta\_Floresta

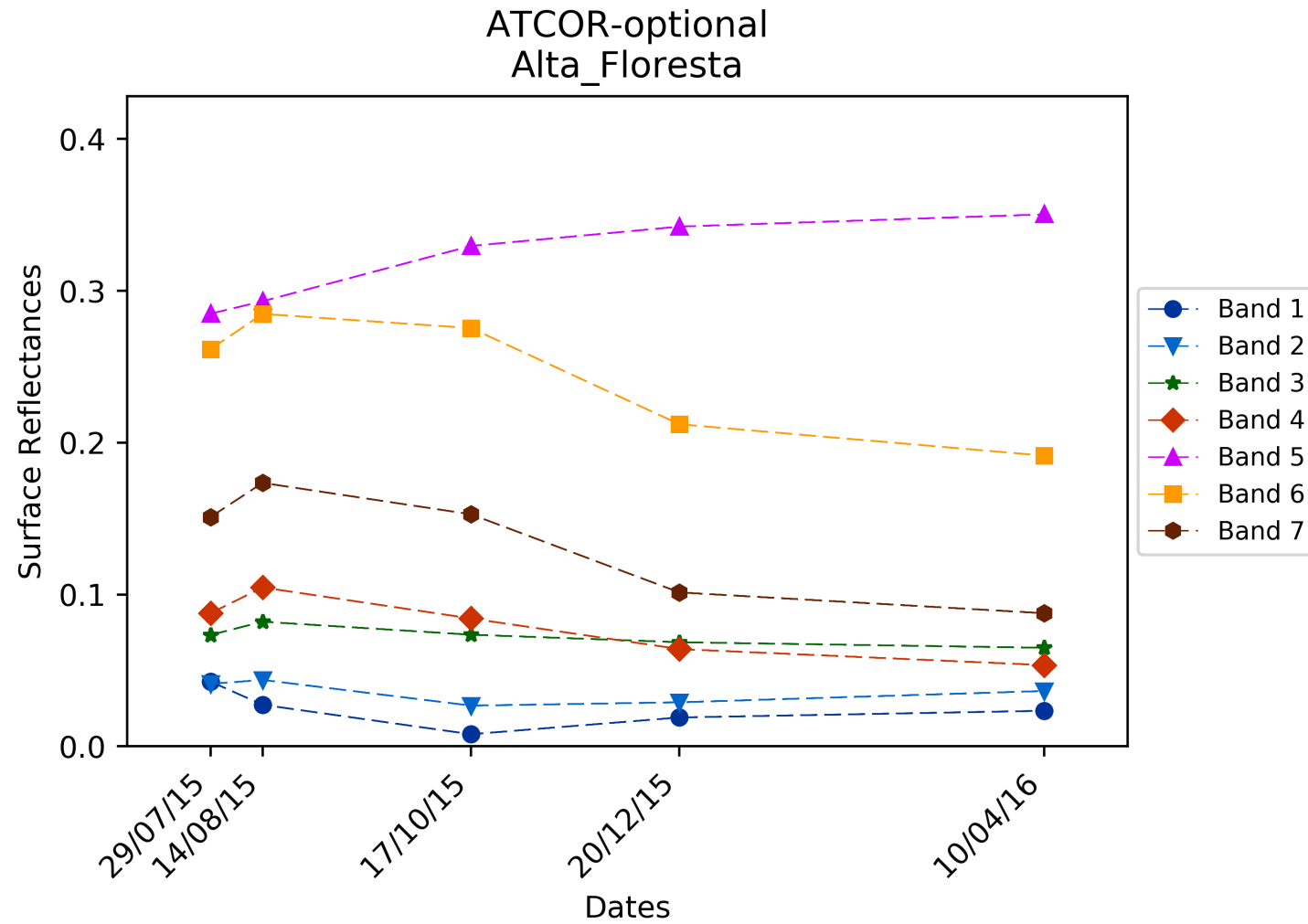
## ATCOR-mandatory

Equatorial Forest: Alta\_Floresta



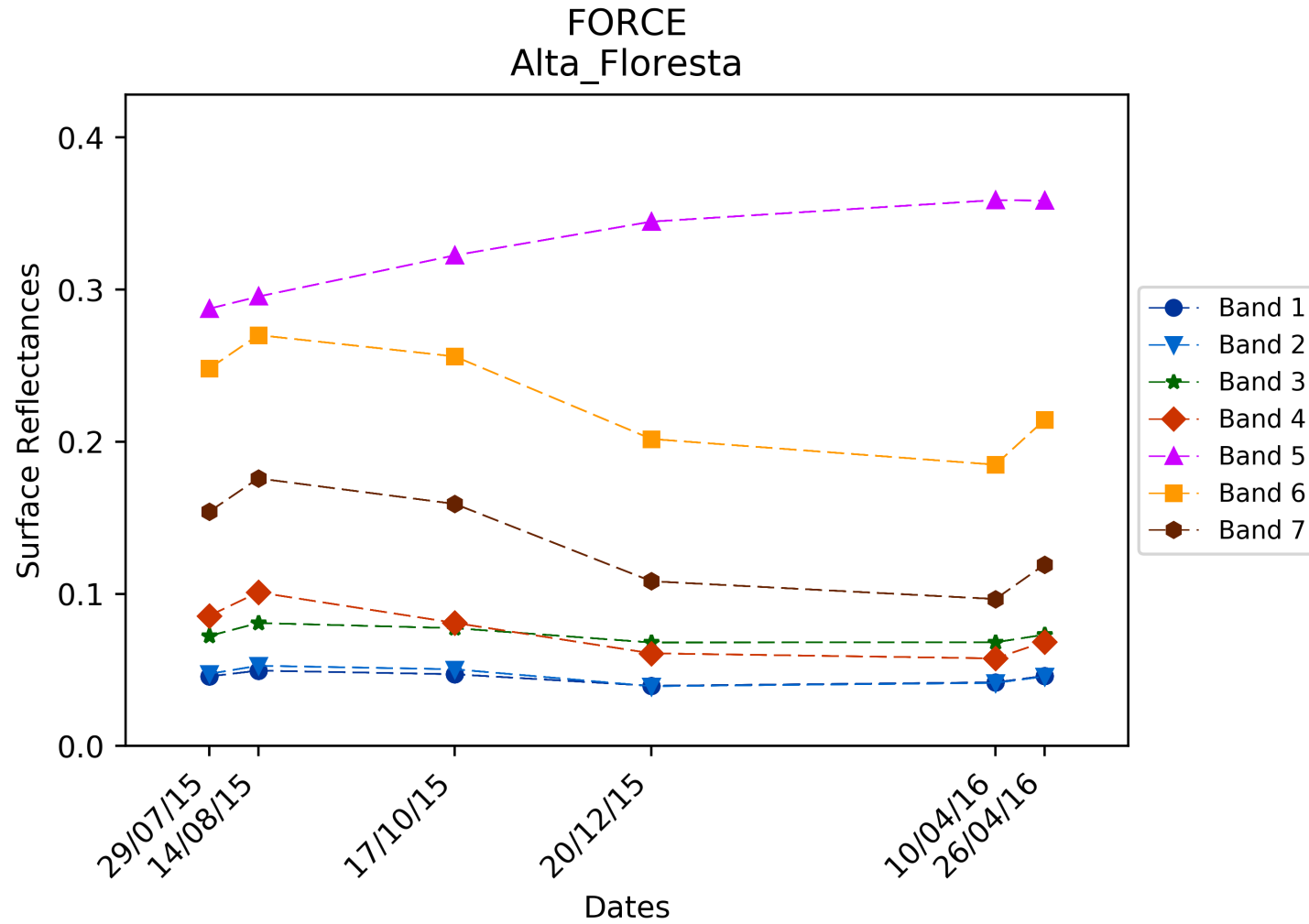
## ATCOR-optional

Equatorial Forest: Alta\_Floresta



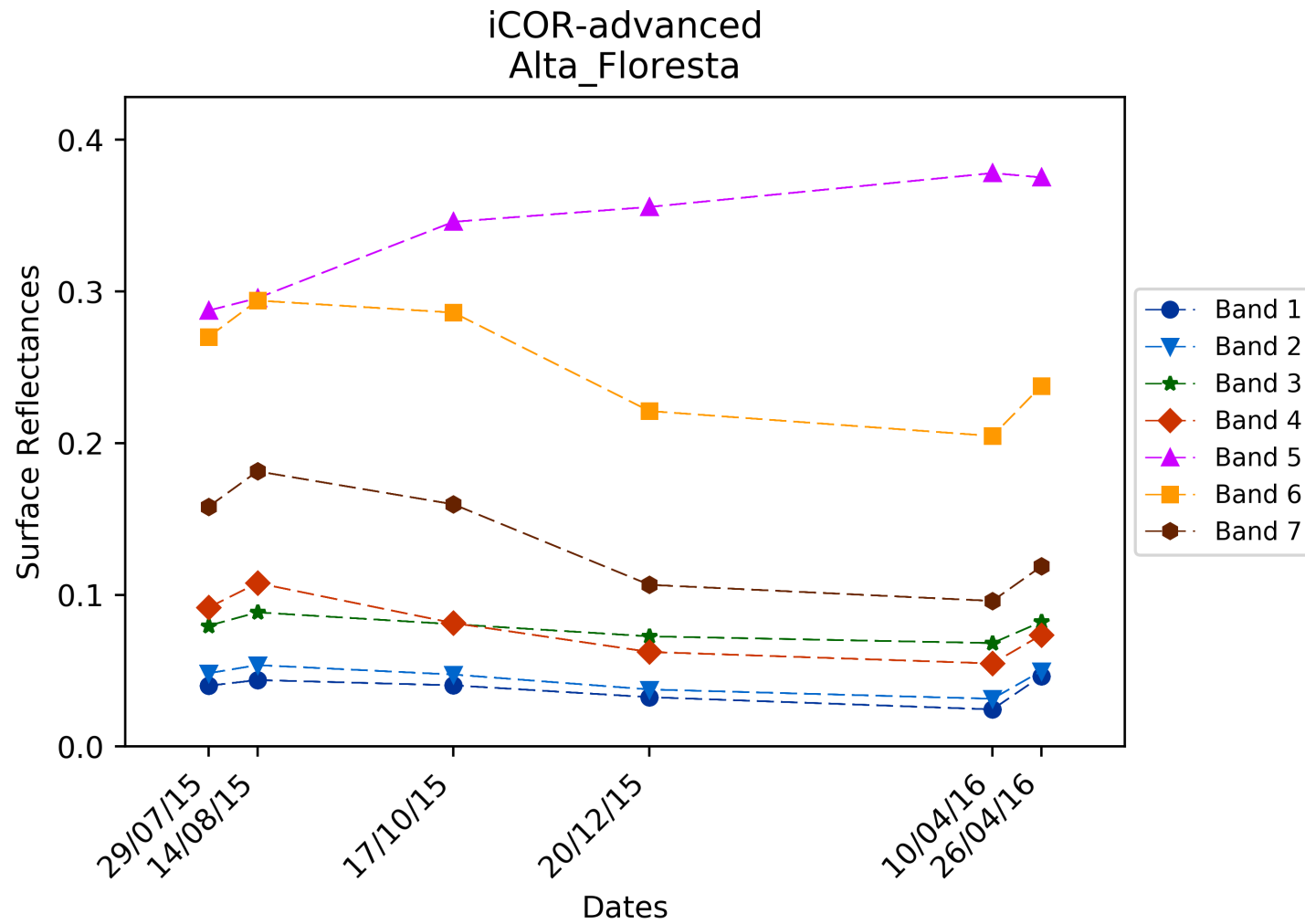
# FORCE

## Equatorial Forest: Alta\_Floresta



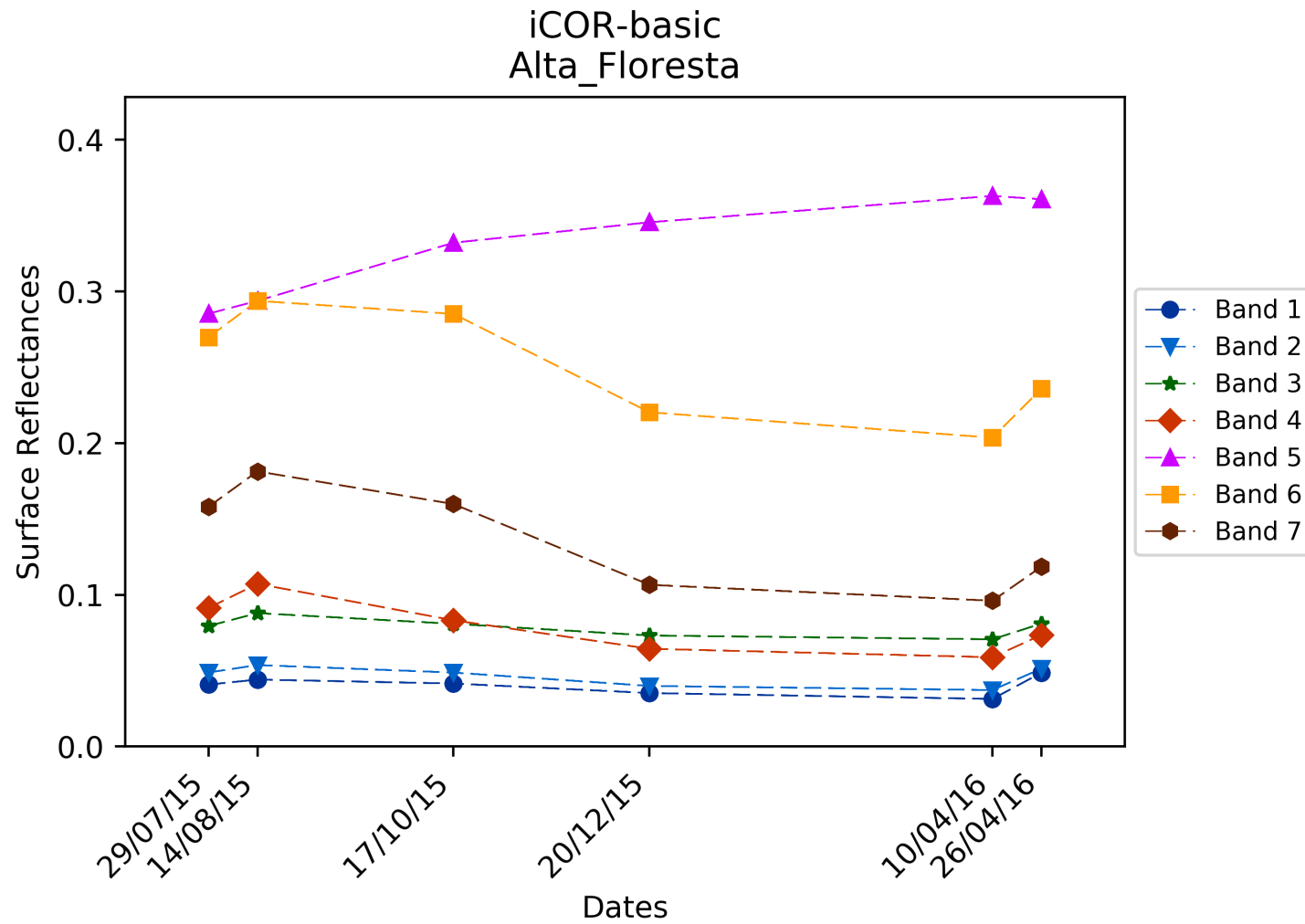
## iCOR-advanced

Equatorial Forest: Alta\_Floresta



## iCOR-basic

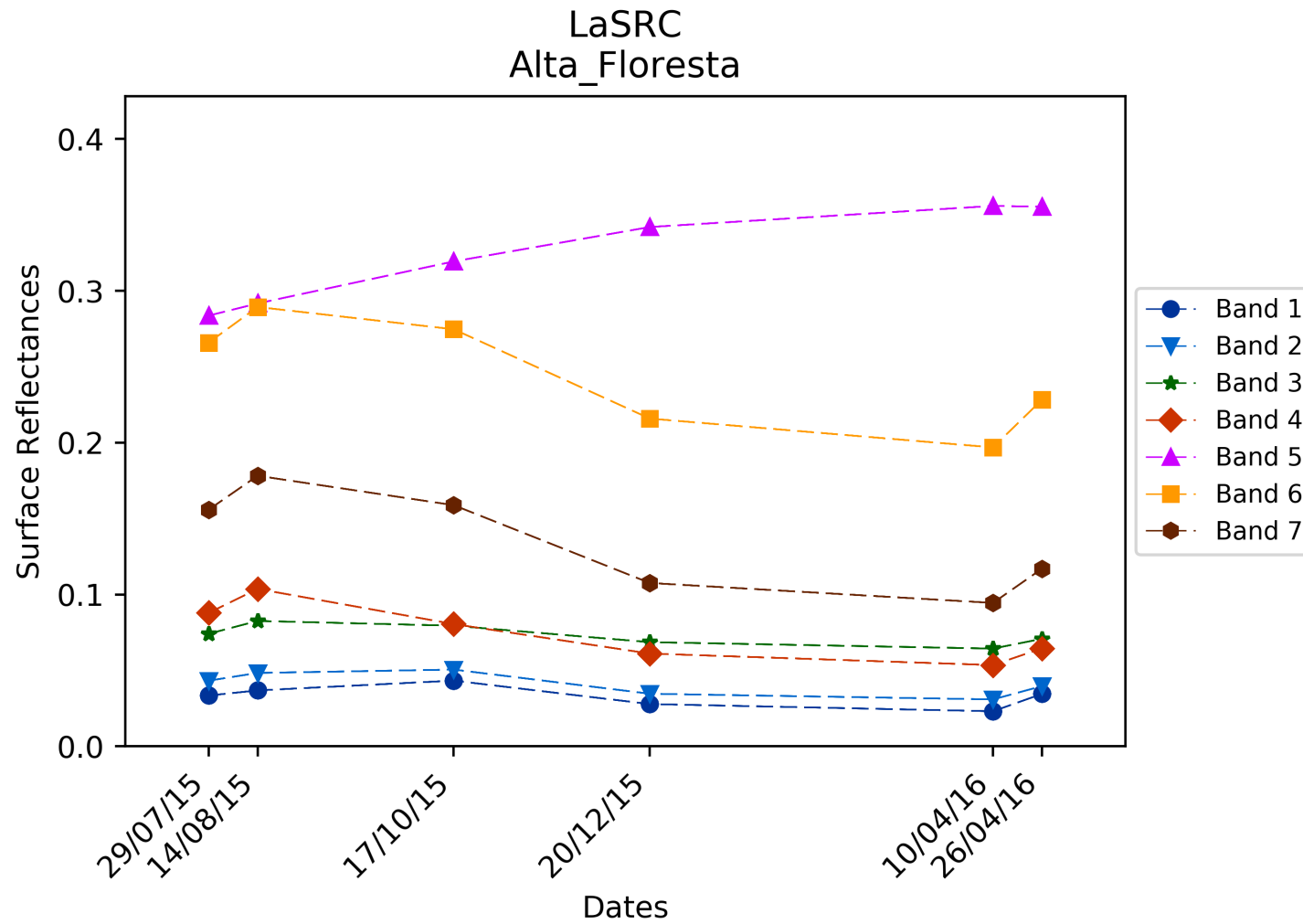
### Equatorial Forest: Alta\_Floresta





# LaSRC

## Equatorial Forest: Alta\_Floresta





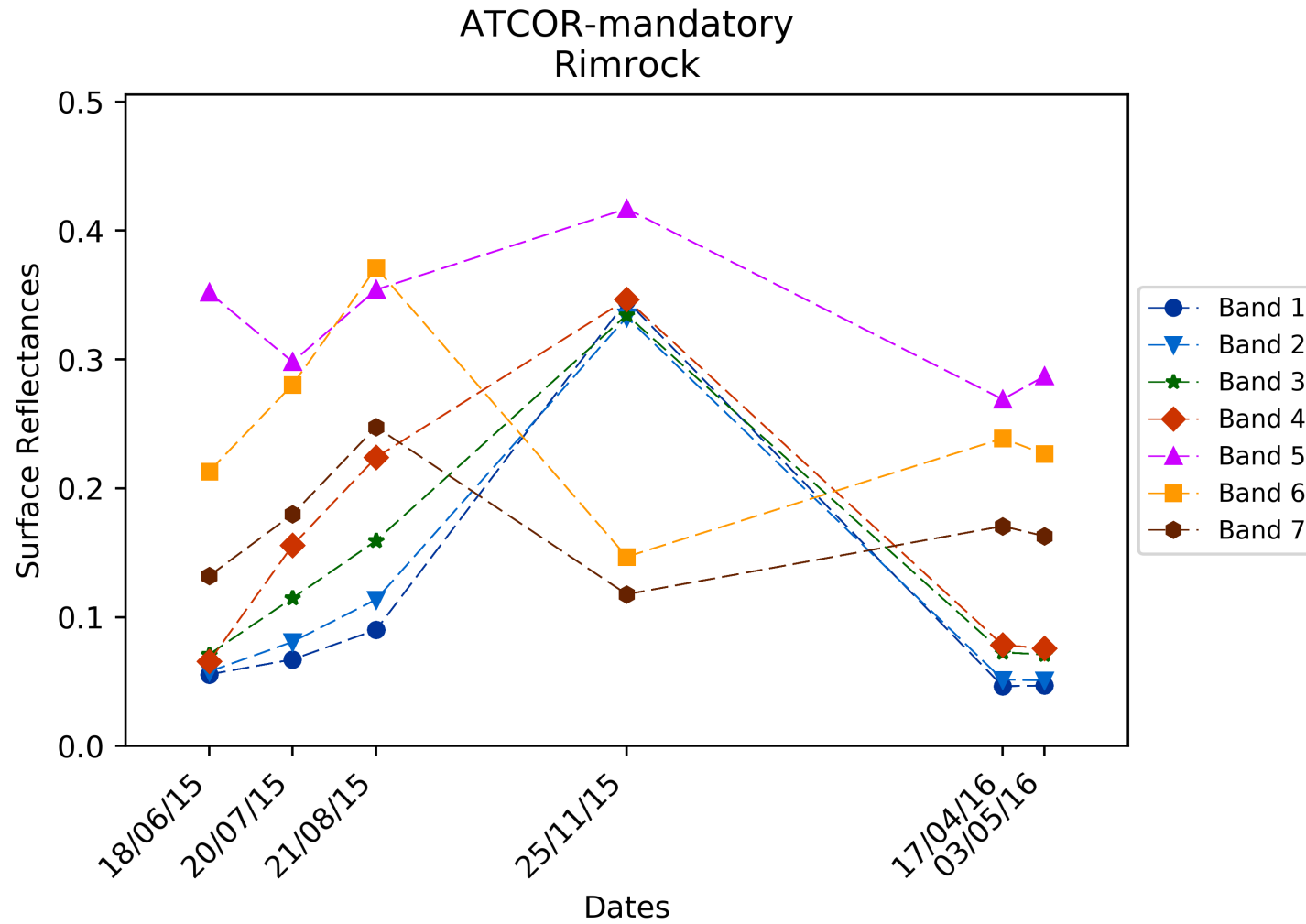
---

**Boreal**

**>> 13. Rimrock**

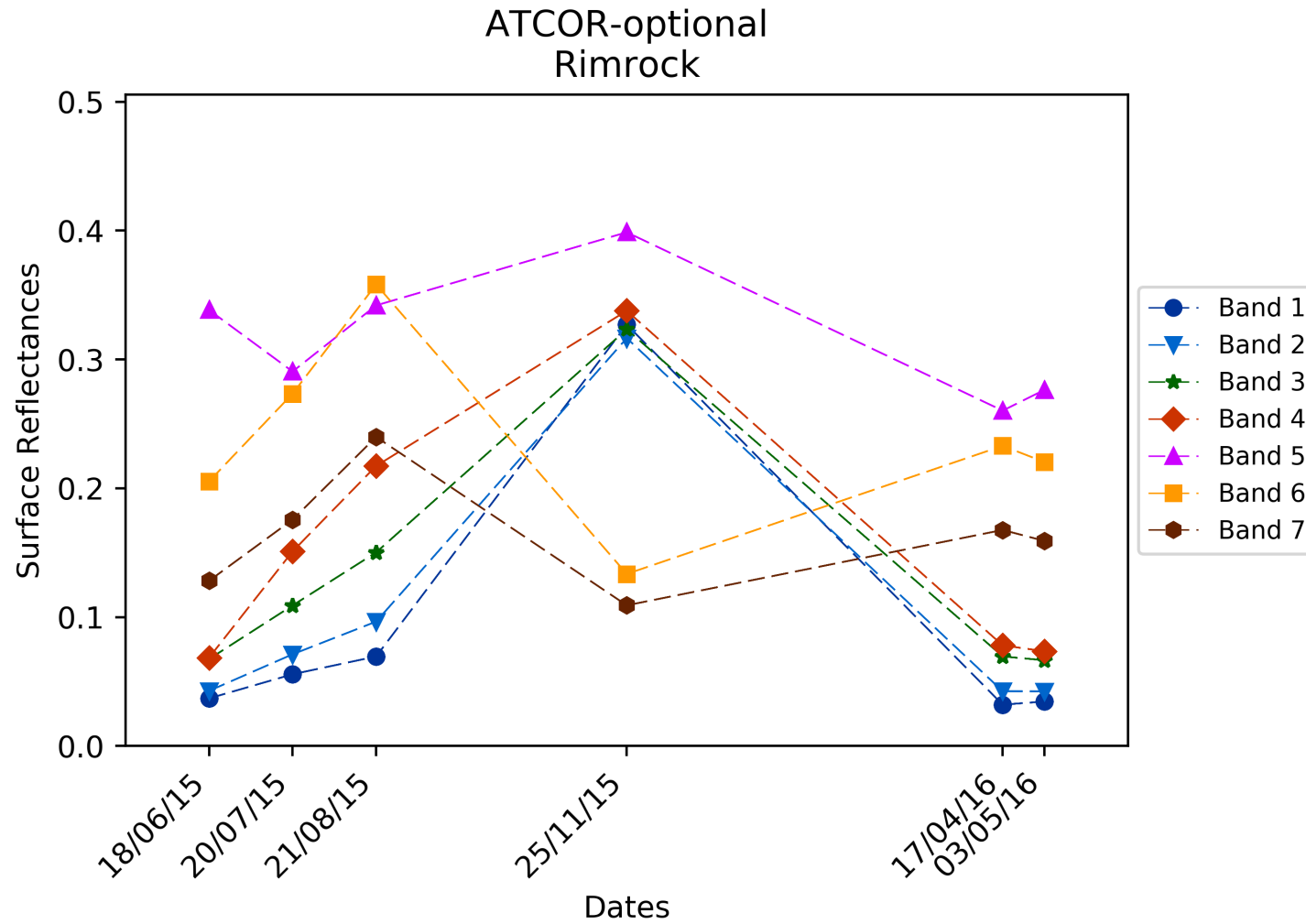
# ATCOR-mandatory

Boreal: Rimrock



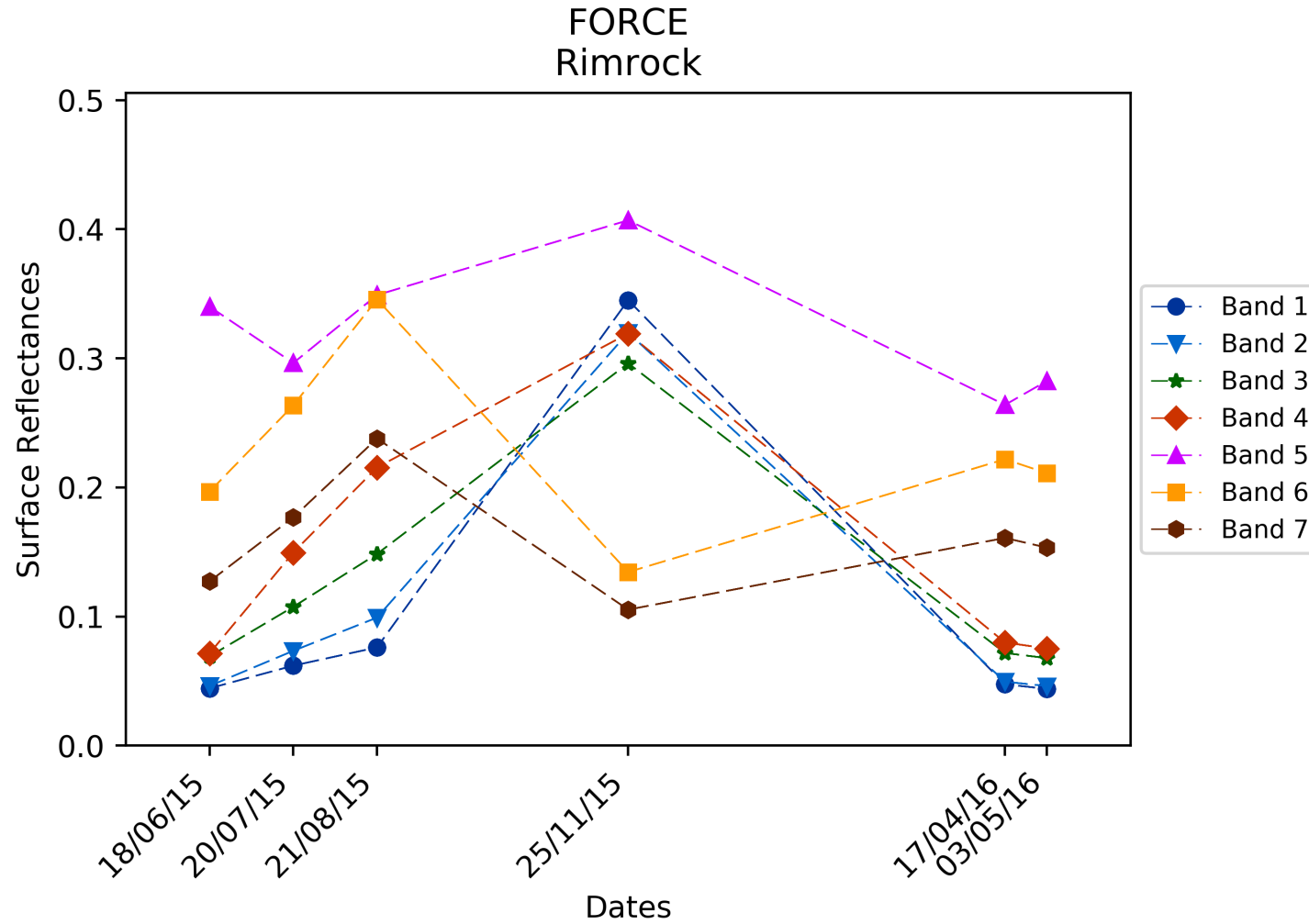
# ATCOR-optional

Boreal: Rimrock



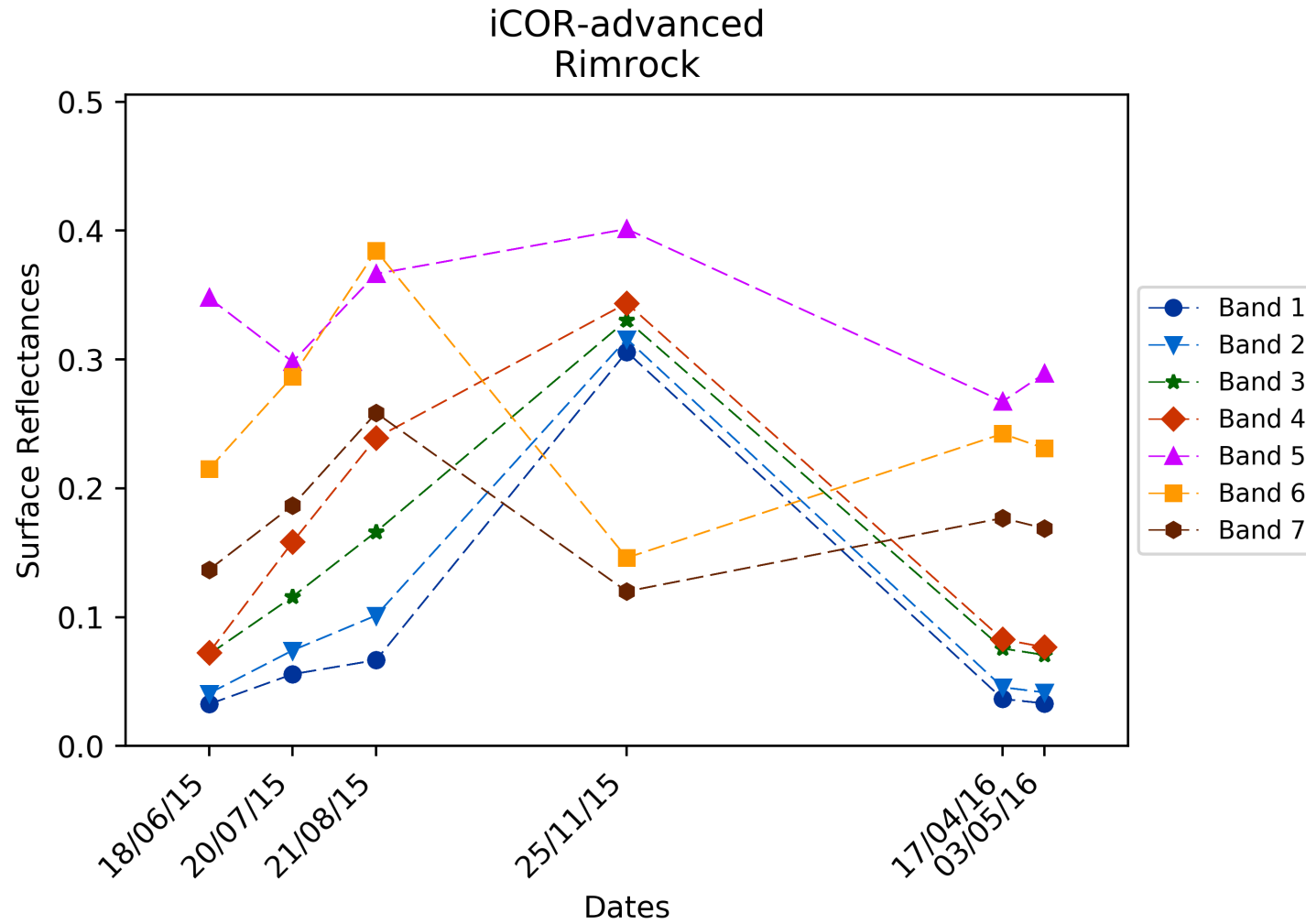
# FORCE

Boreal: Rimrock



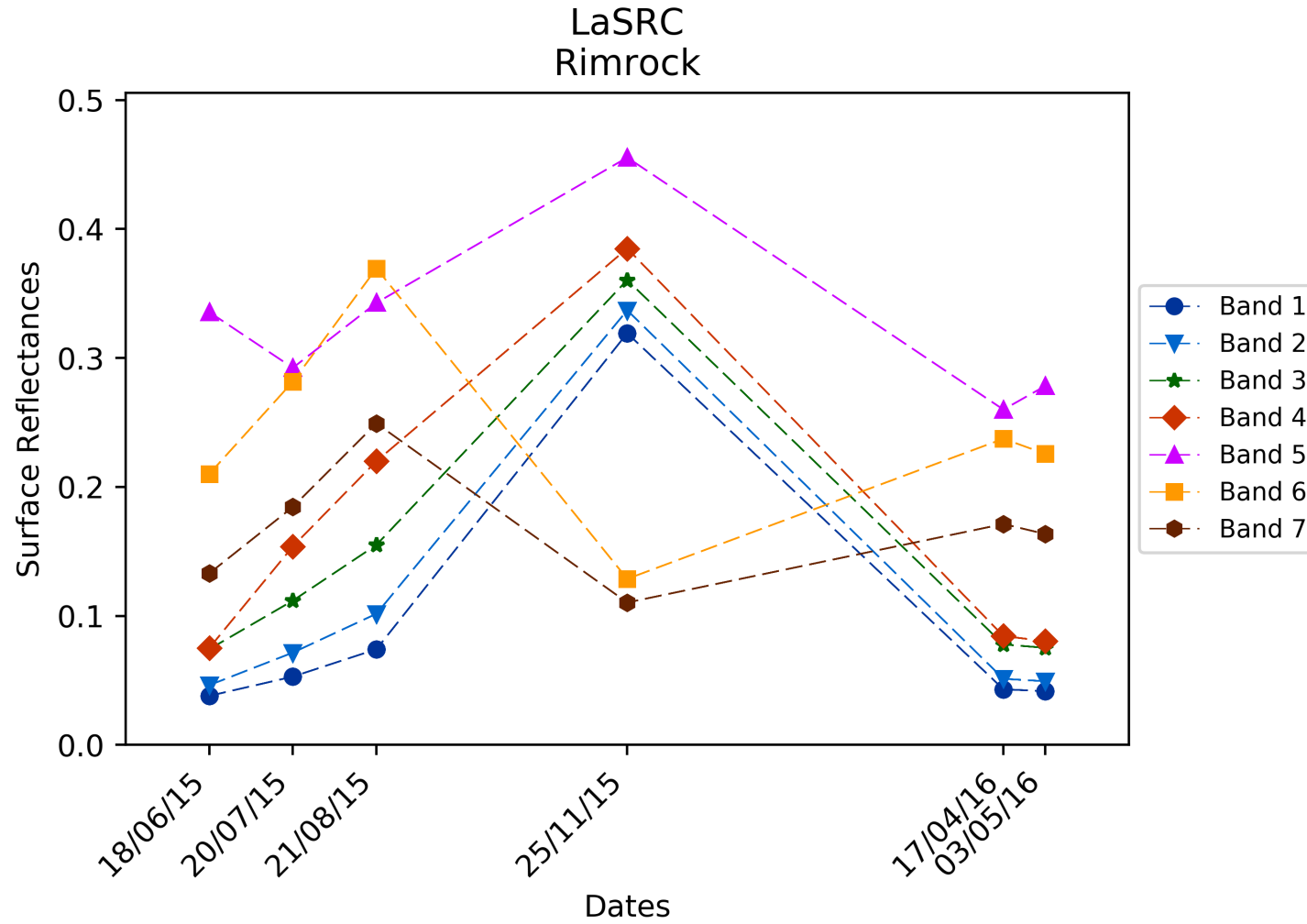
# iCOR-advanced

Boreal: Rimrock



# LaSRC

## Boreal: Rimrock







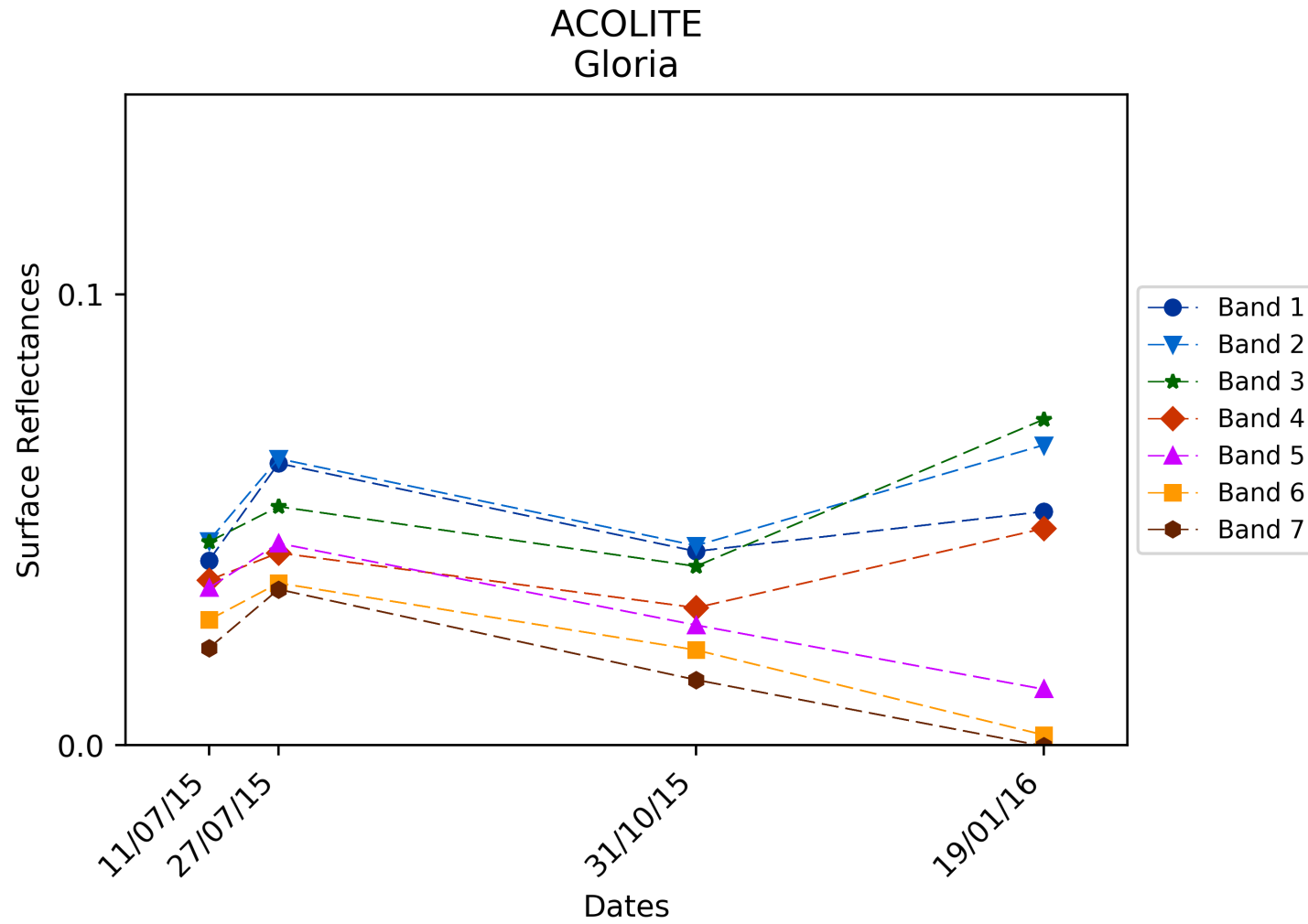
---

## Coastal

# >> 14. Gloria

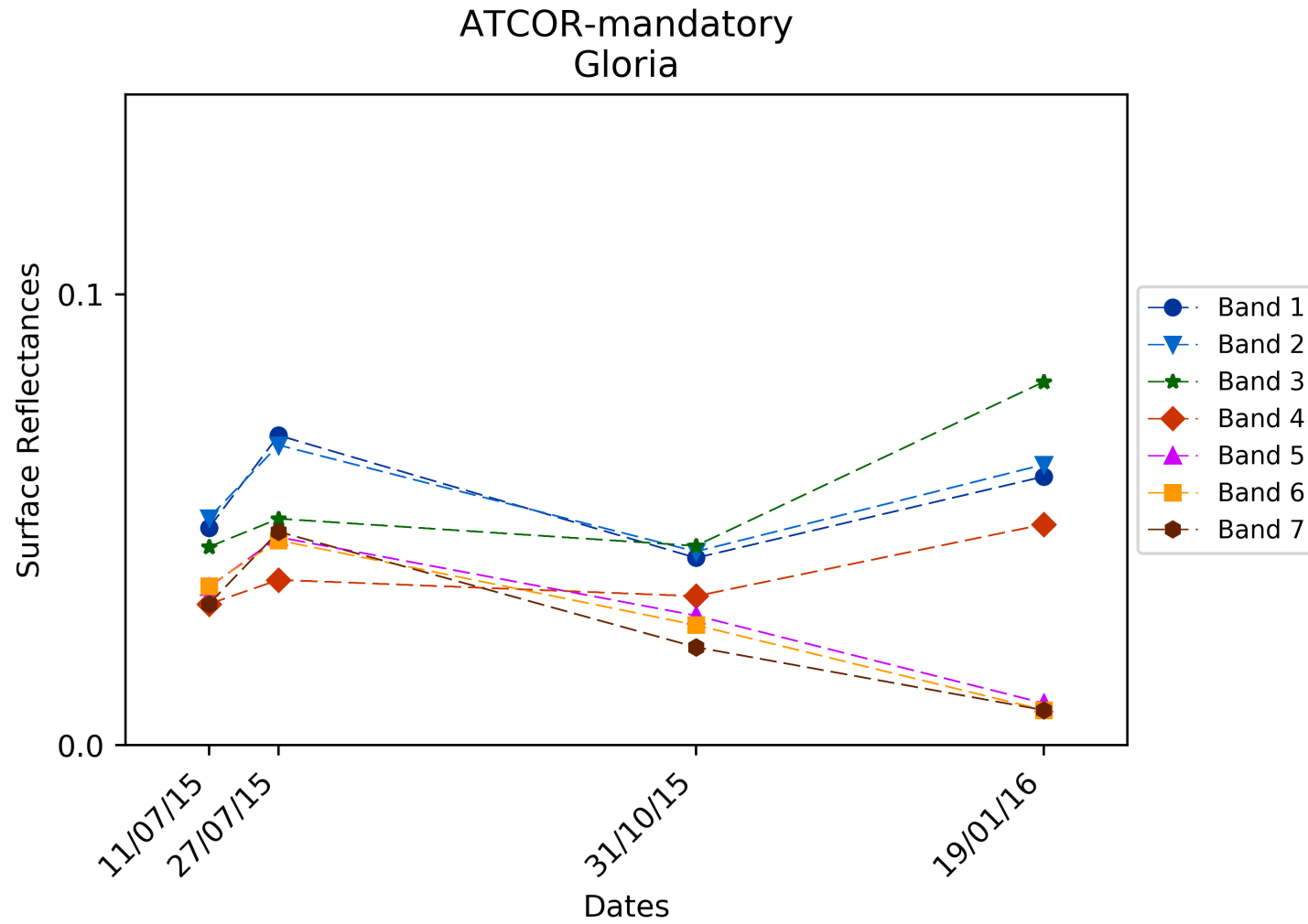
# ACOLITE

Coastal: Gloria



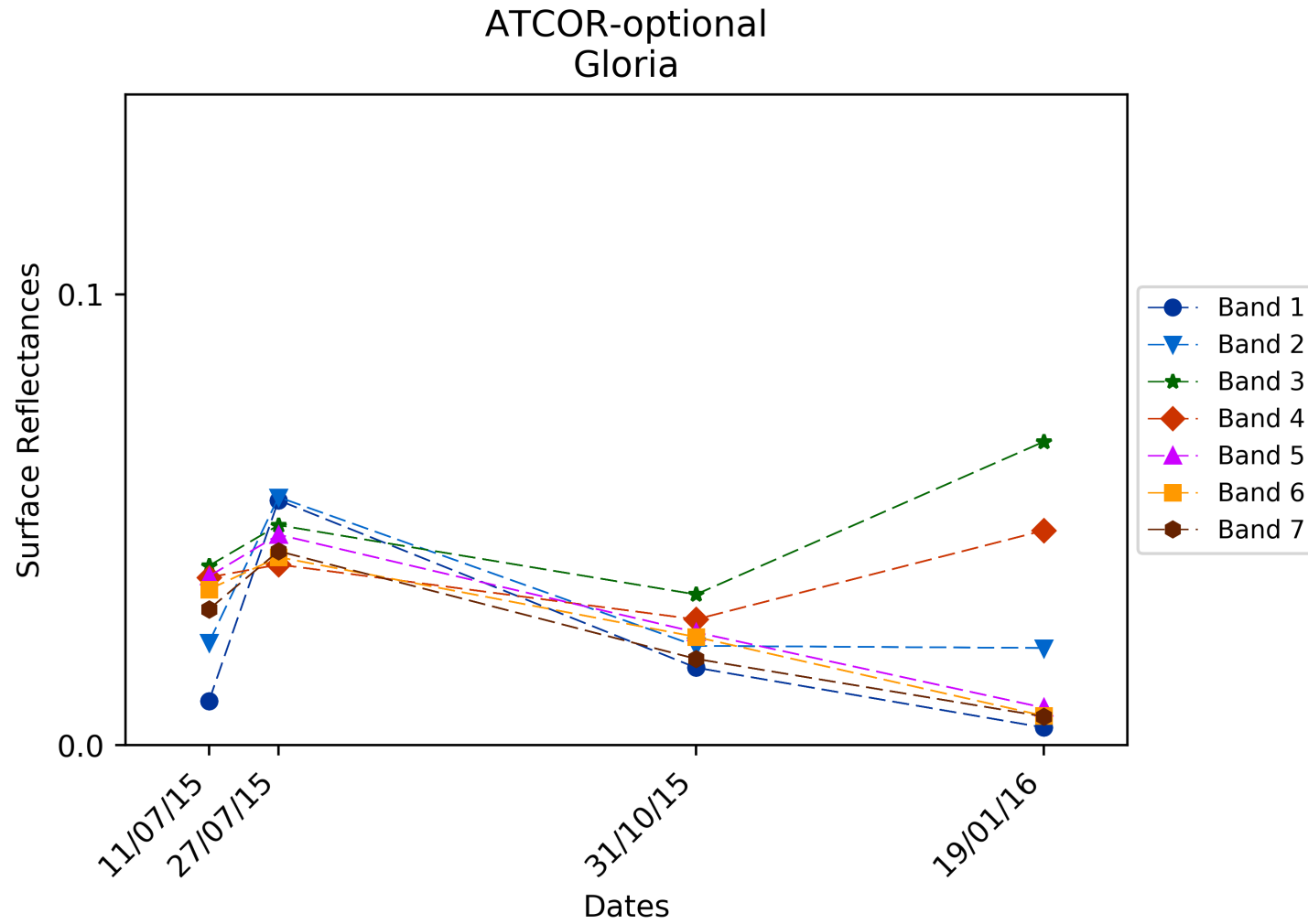
## ATCOR-mandatory

Coastal: Gloria



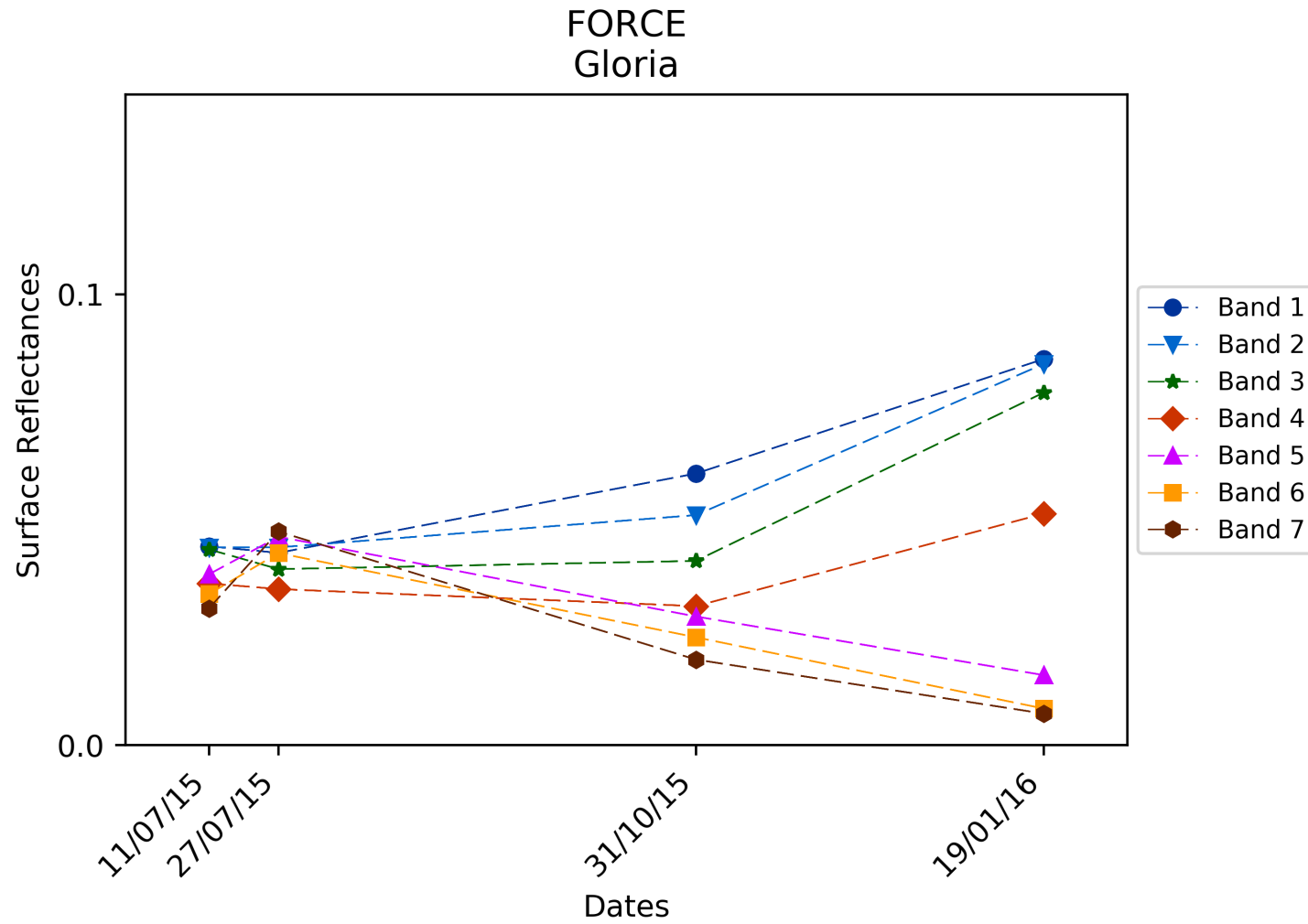
## ATCOR-optional

Coastal: Gloria



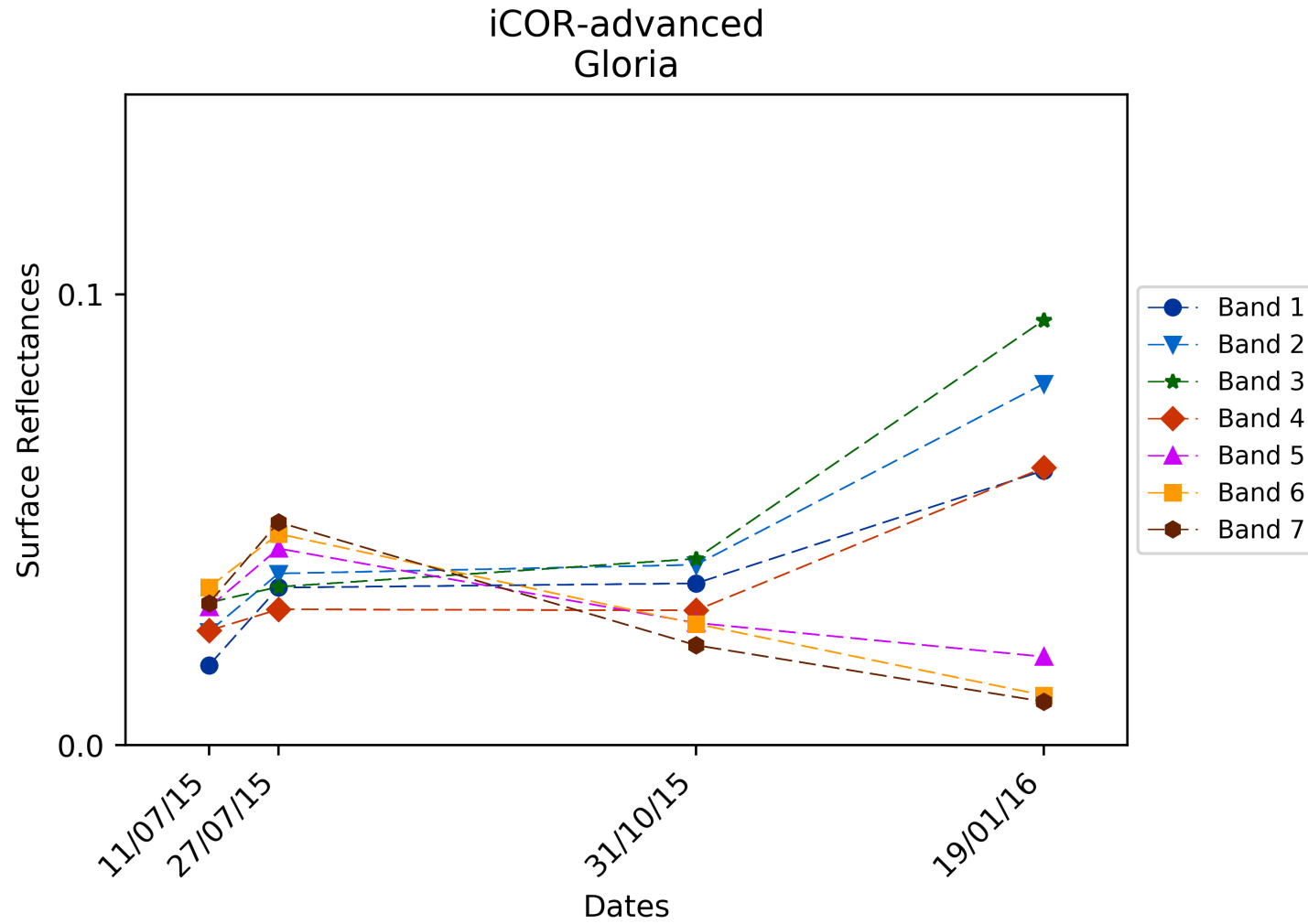
# FORCE

Coastal: Gloria



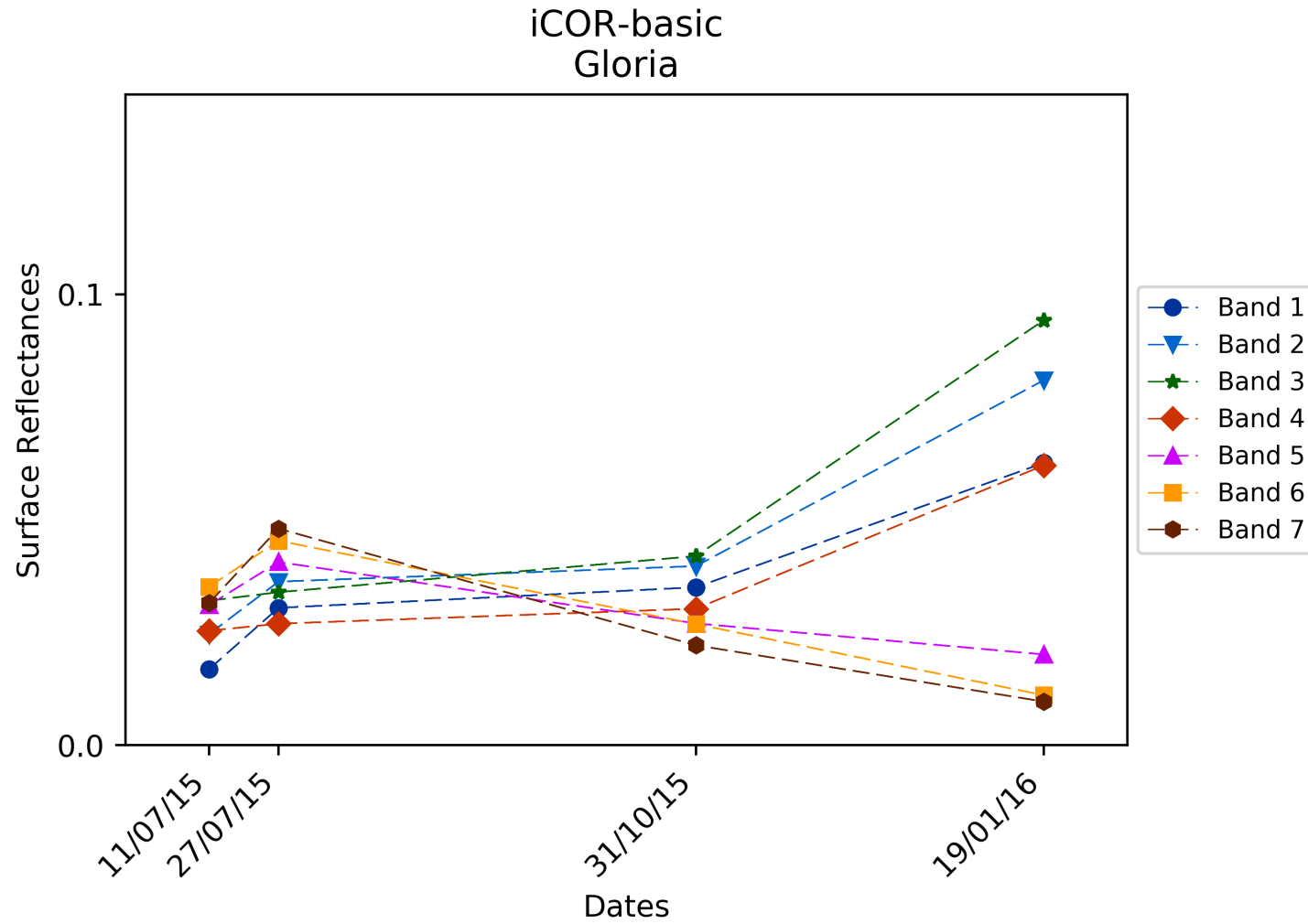
# iCOR-advanced

Coastal: Gloria



# iCOR-basic

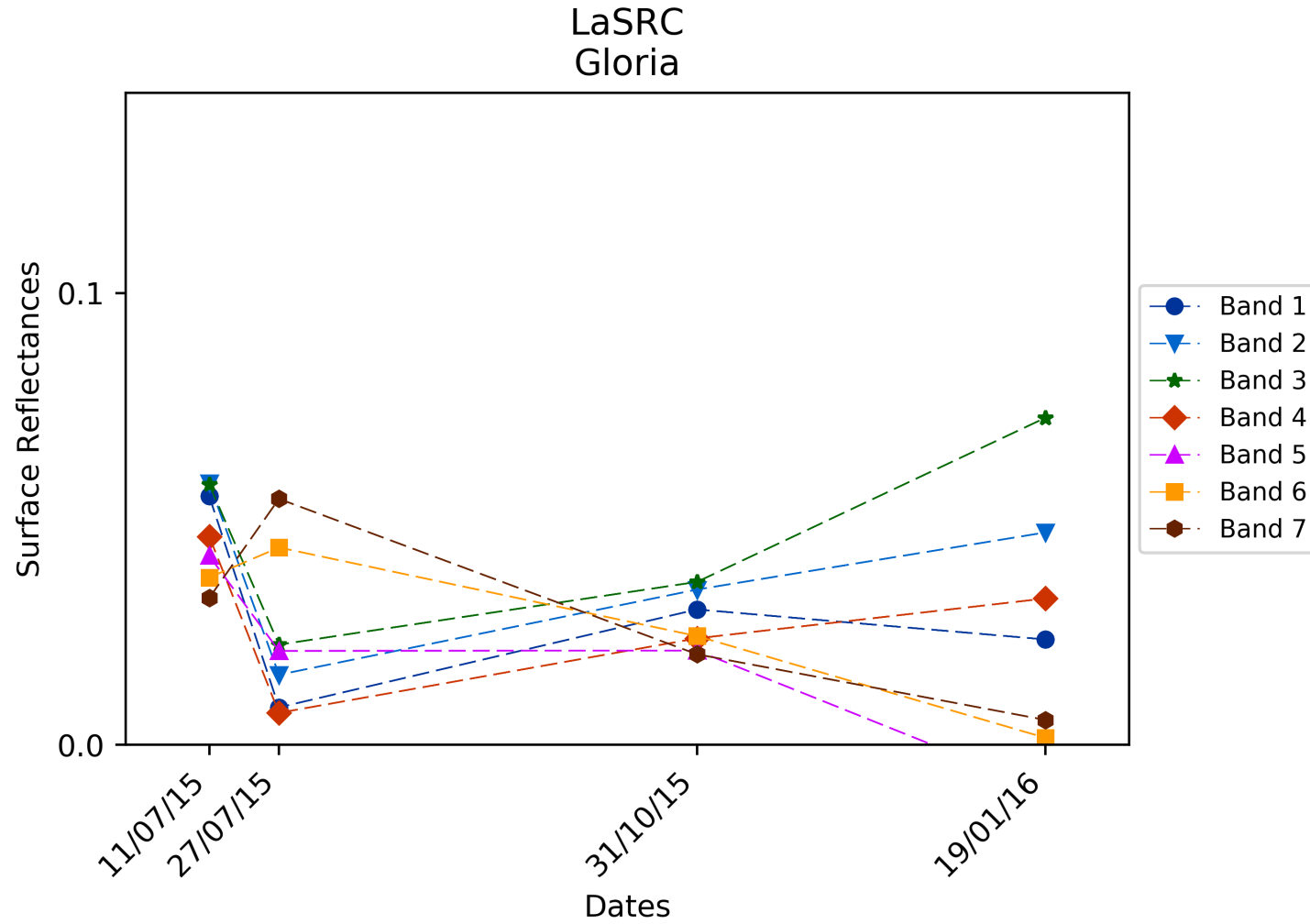
Coastal: Gloria





**LaSRC**

Coastal: Gloria



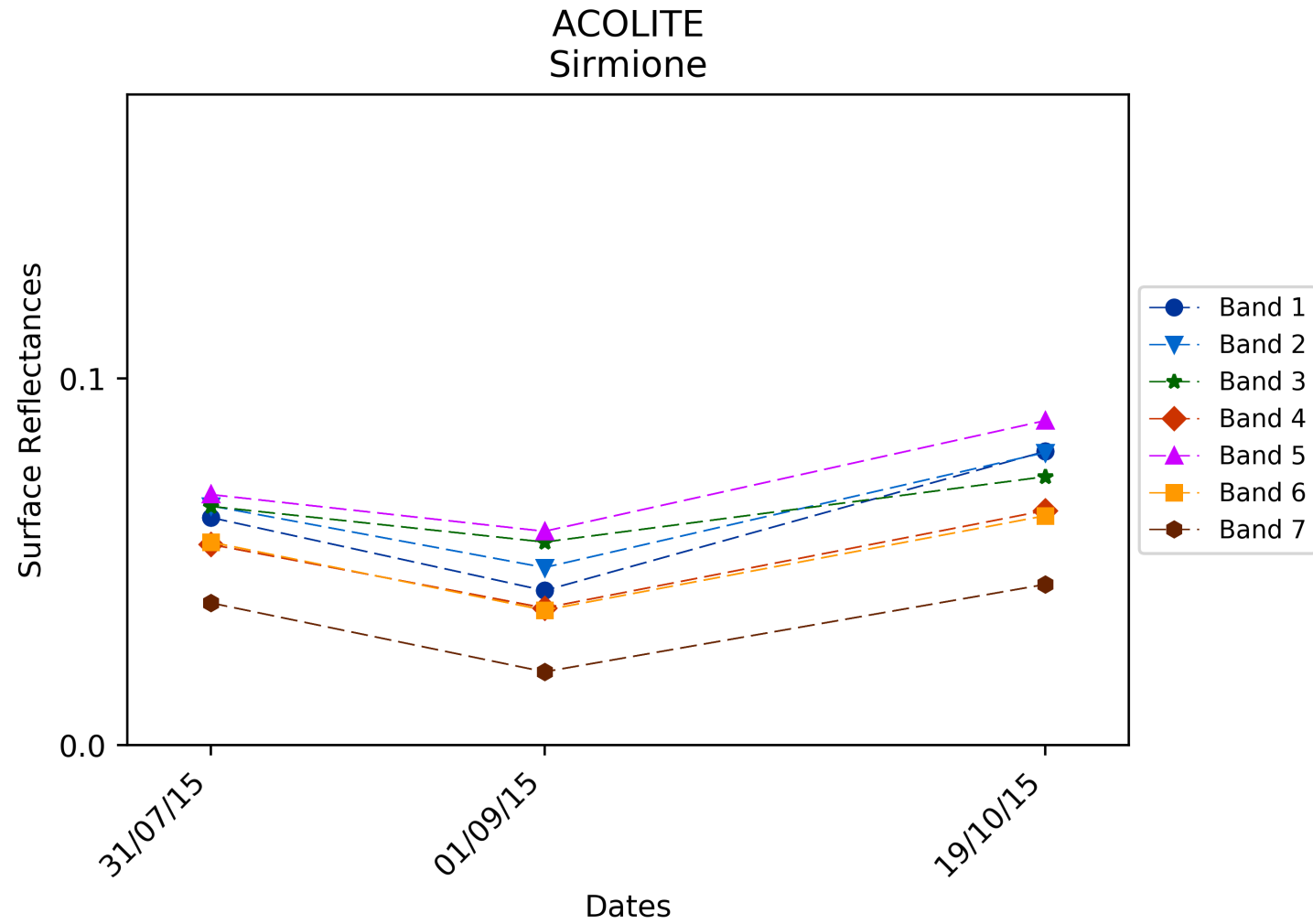
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## Coastal

# >> 15. Sirmione

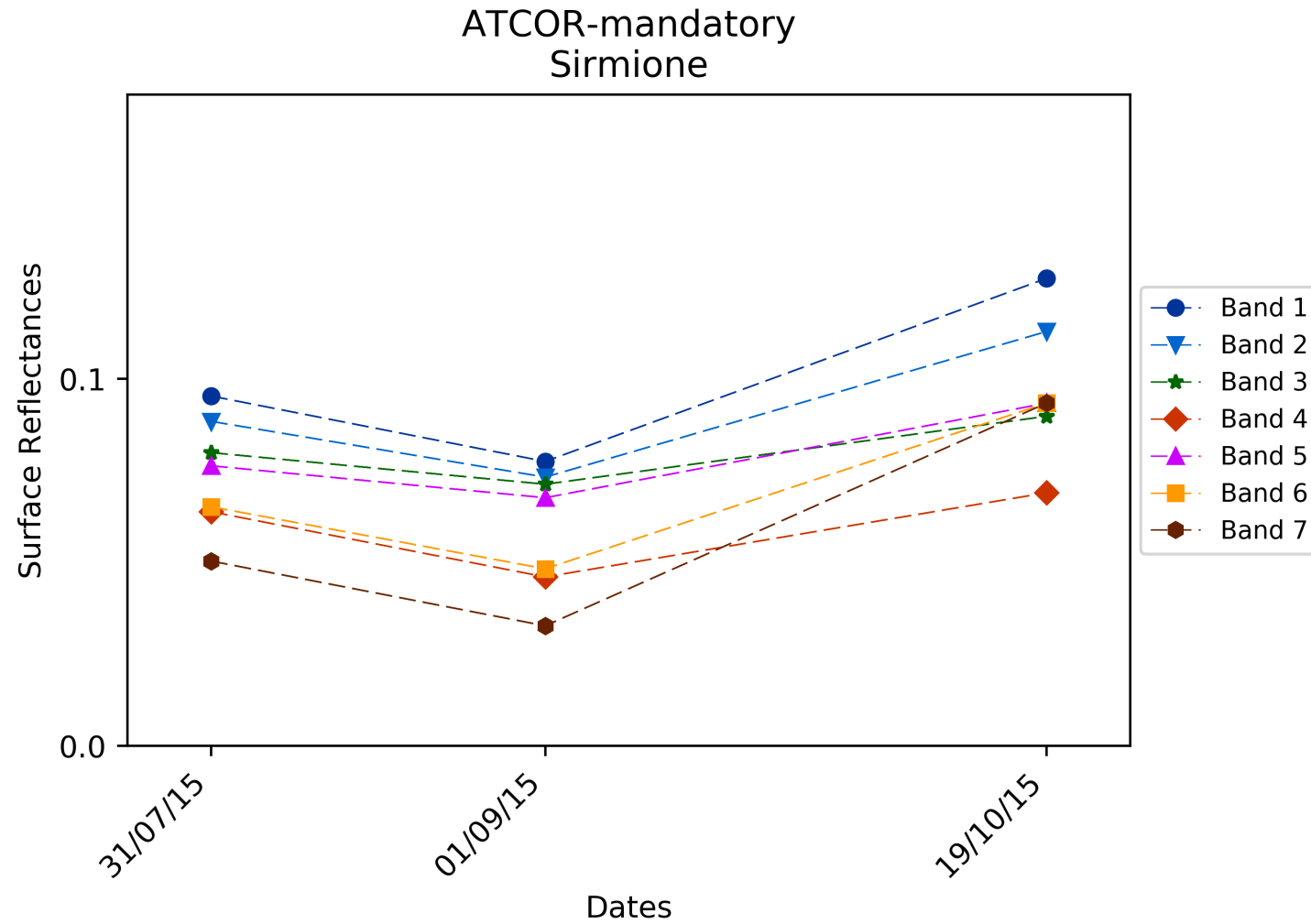
**ACOLITE**

Coastal: Sirmione



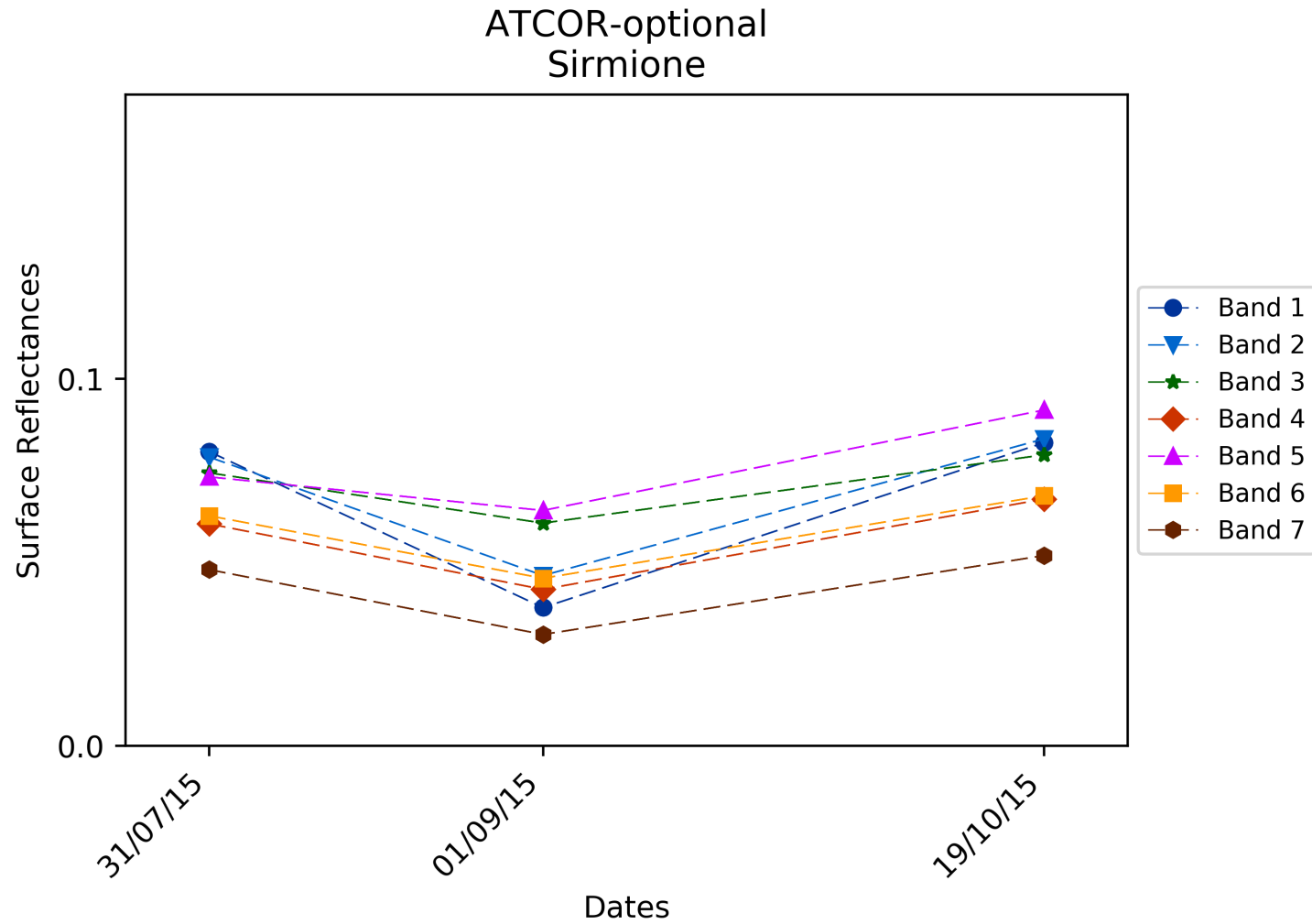
## ATCOR-mandatory

Coastal: Sirmione



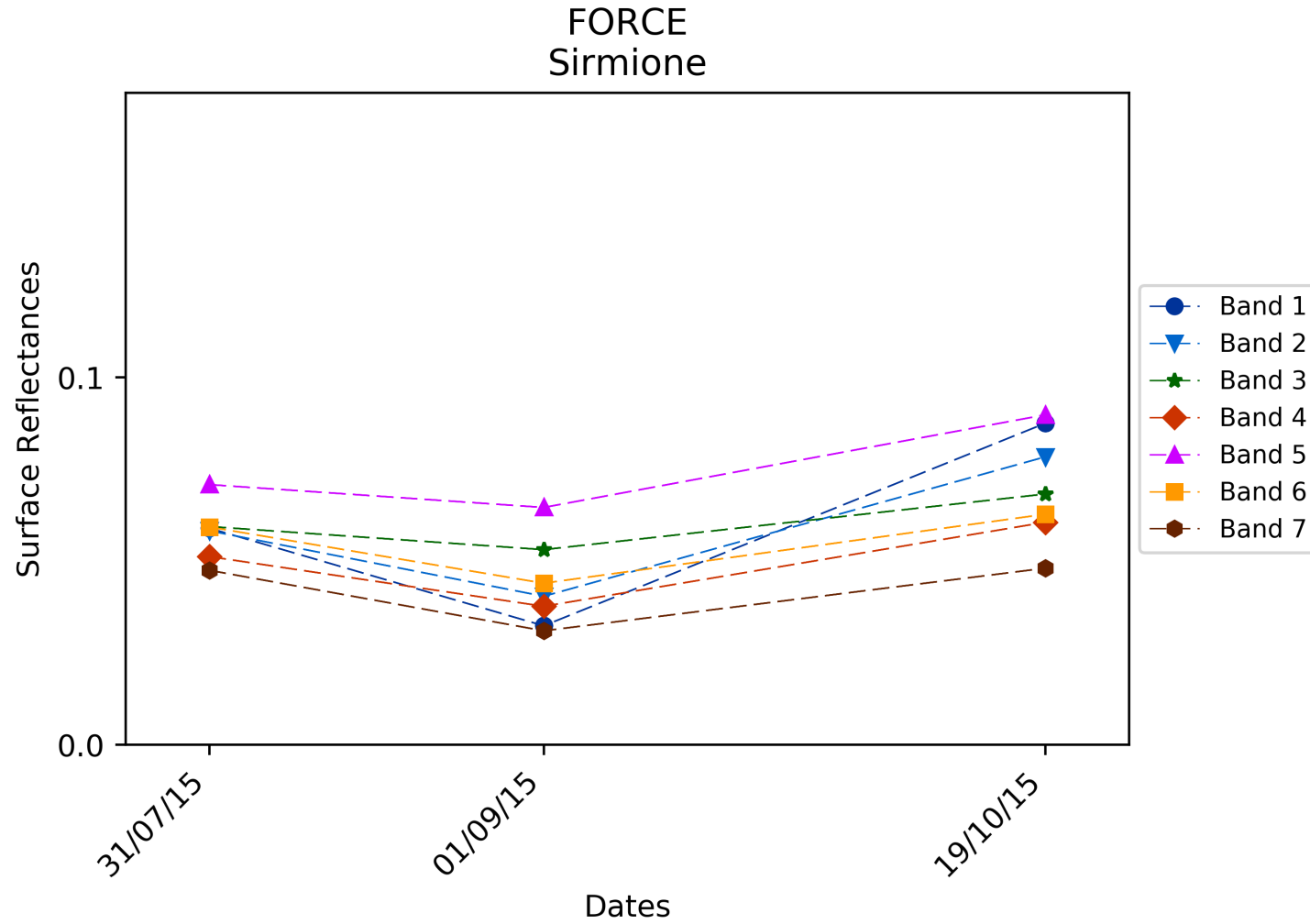
## ATCOR-optional

Coastal: Sirmione



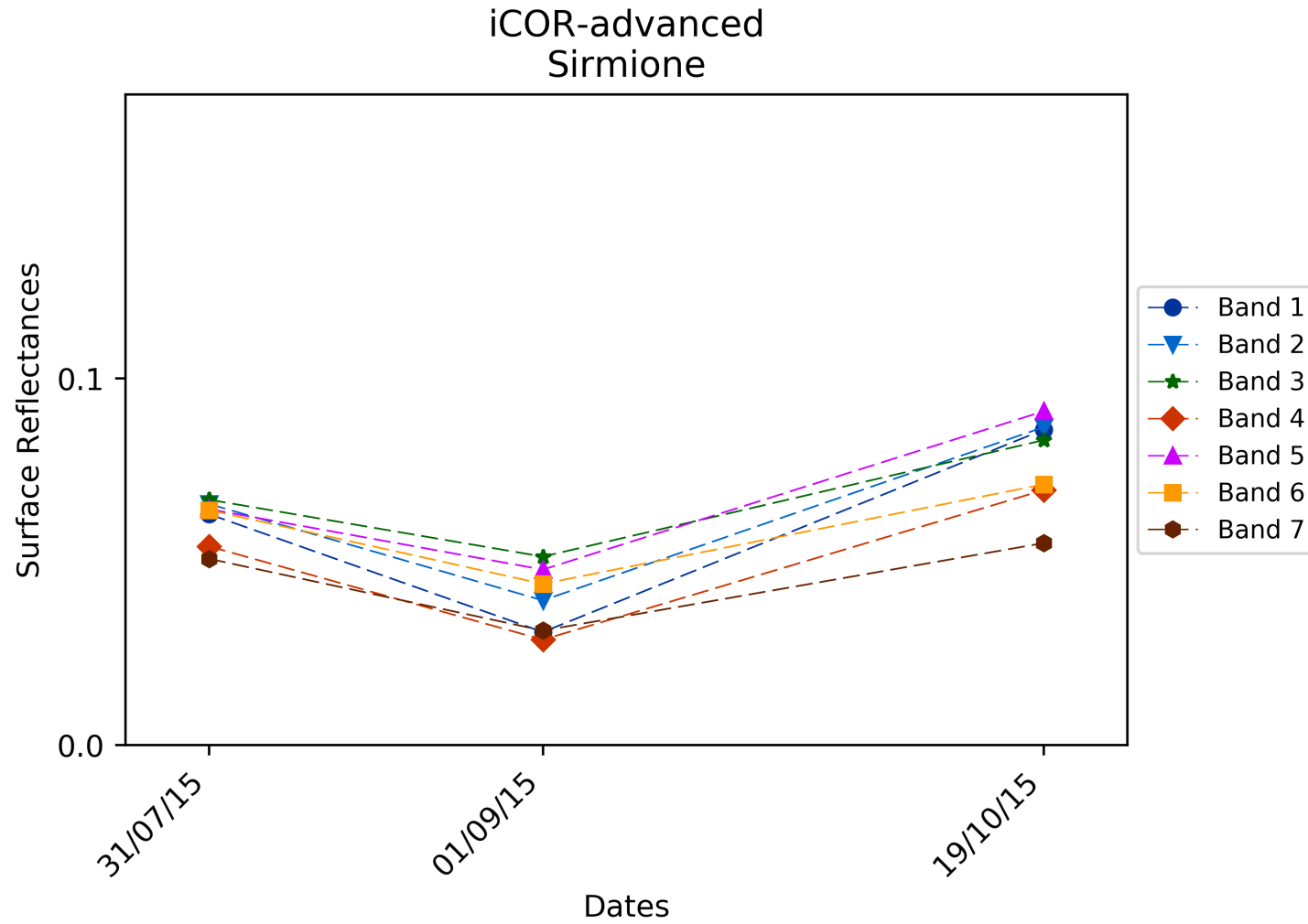
**FORCE**

Coastal: Sirmione



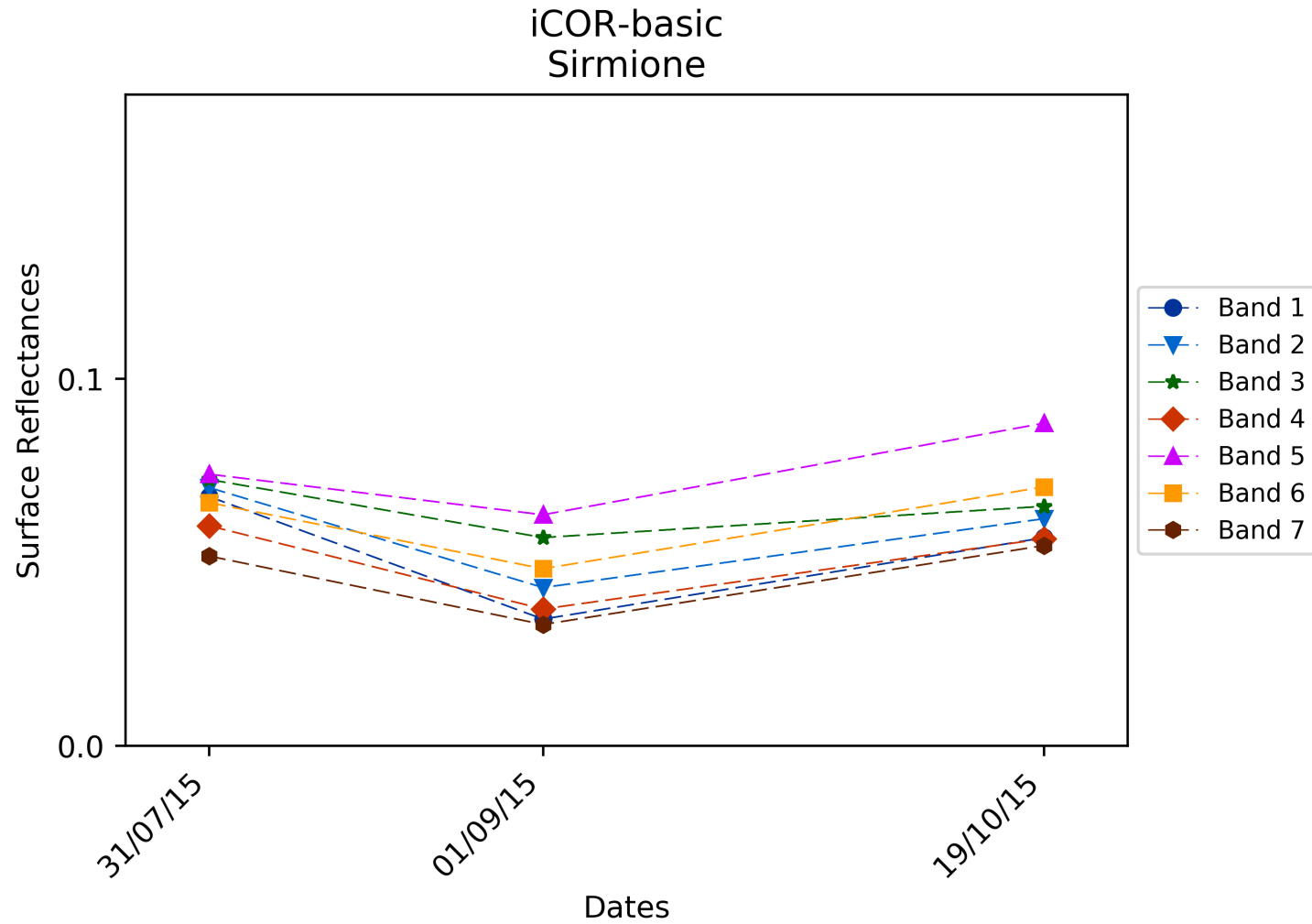
**iCOR-advanced**

Coastal: Sirmione



## iCOR-basic

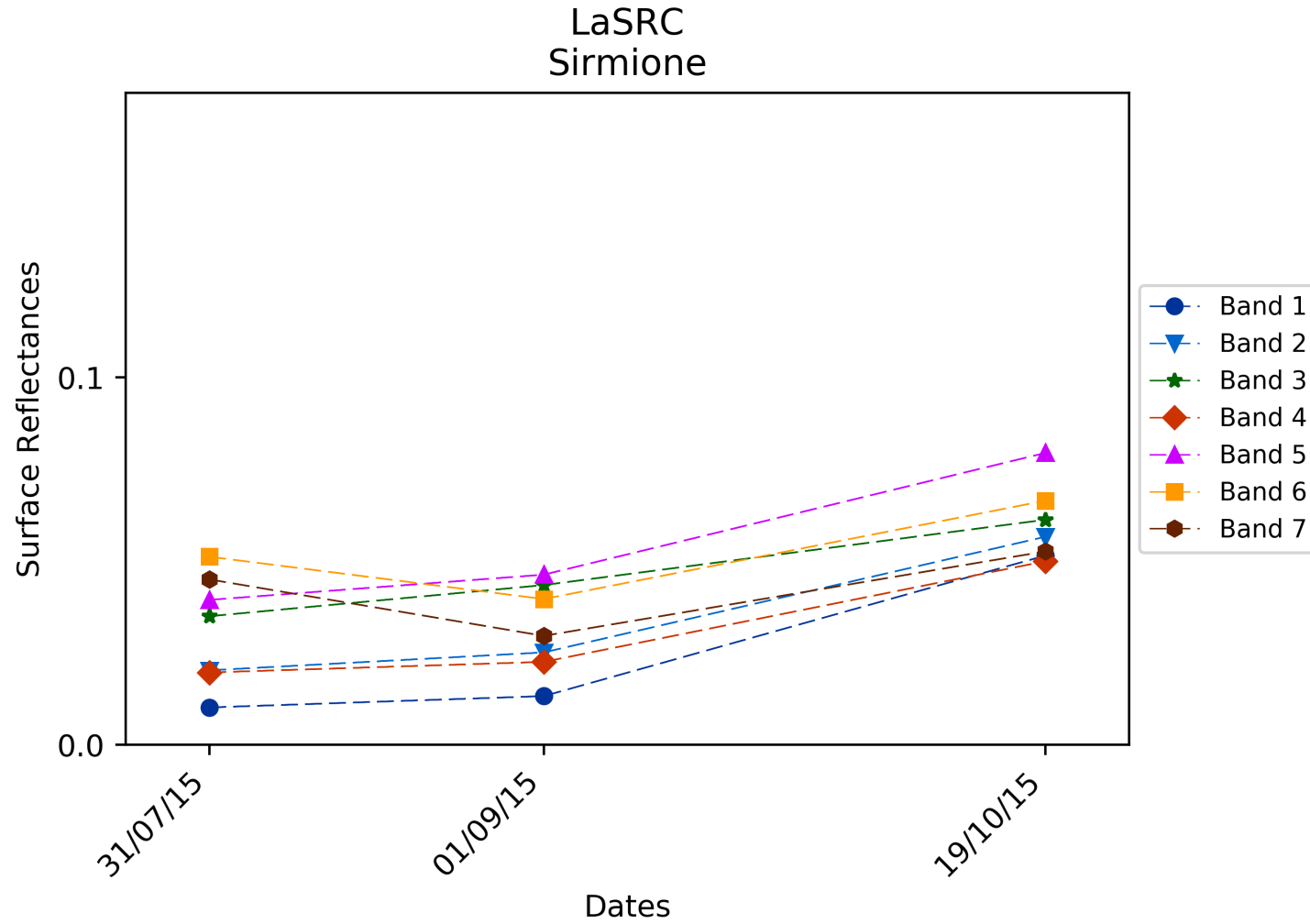
Coastal: Sirmione





# LaSRC

Coastal: Sirmione



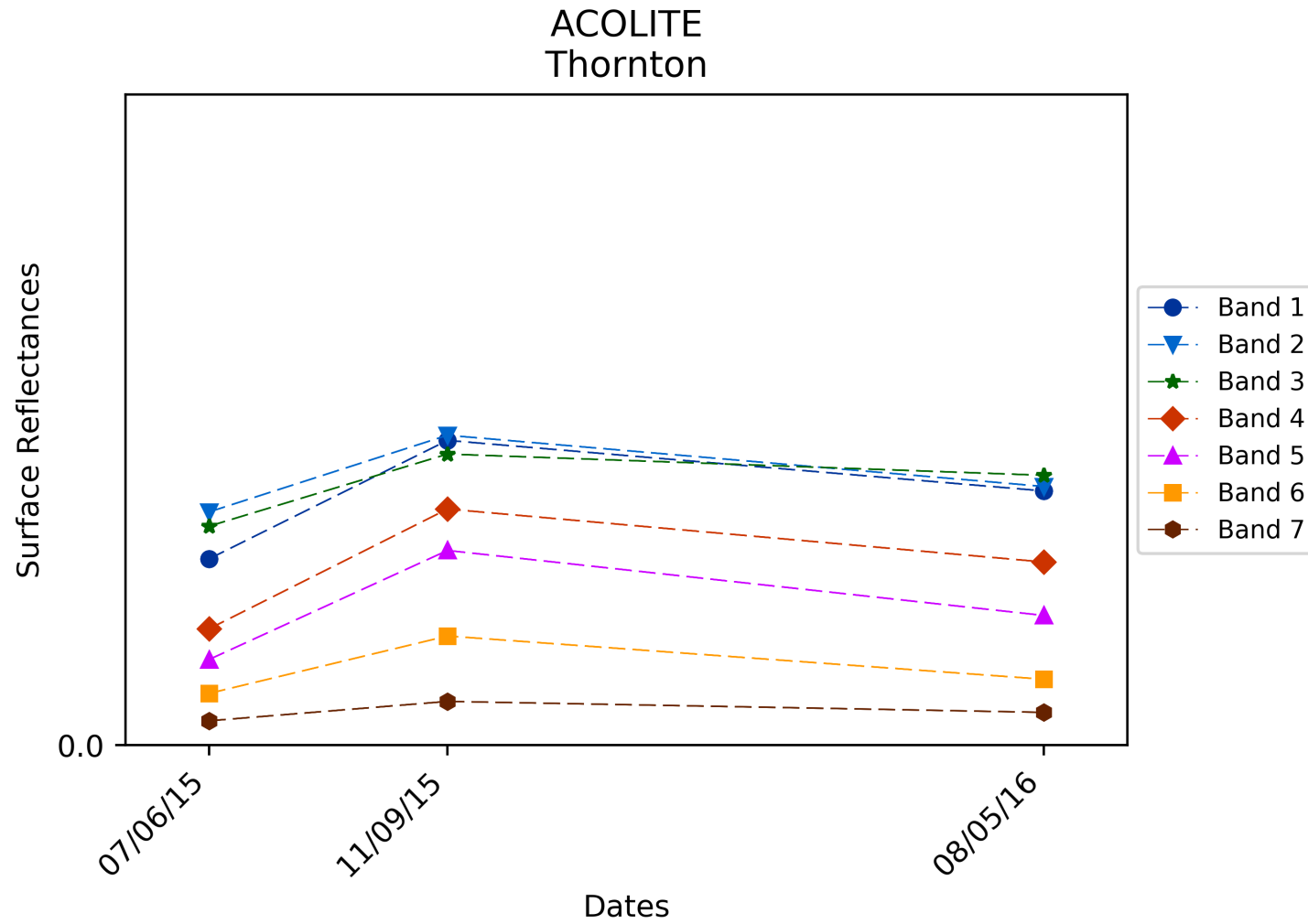
---

## Coastal

# >> 16. Thornton

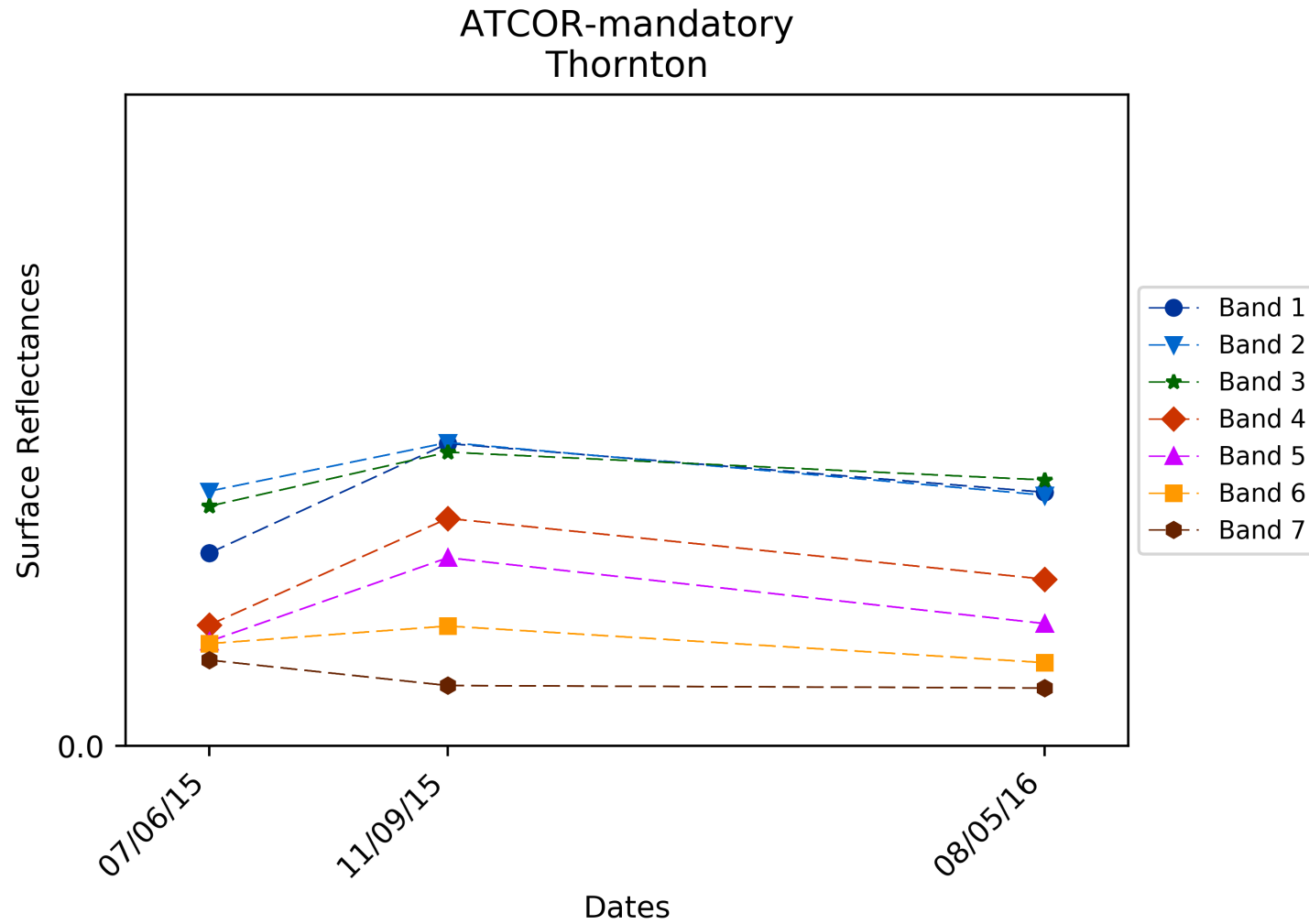
# ACOLITE

Coastal: Thornton



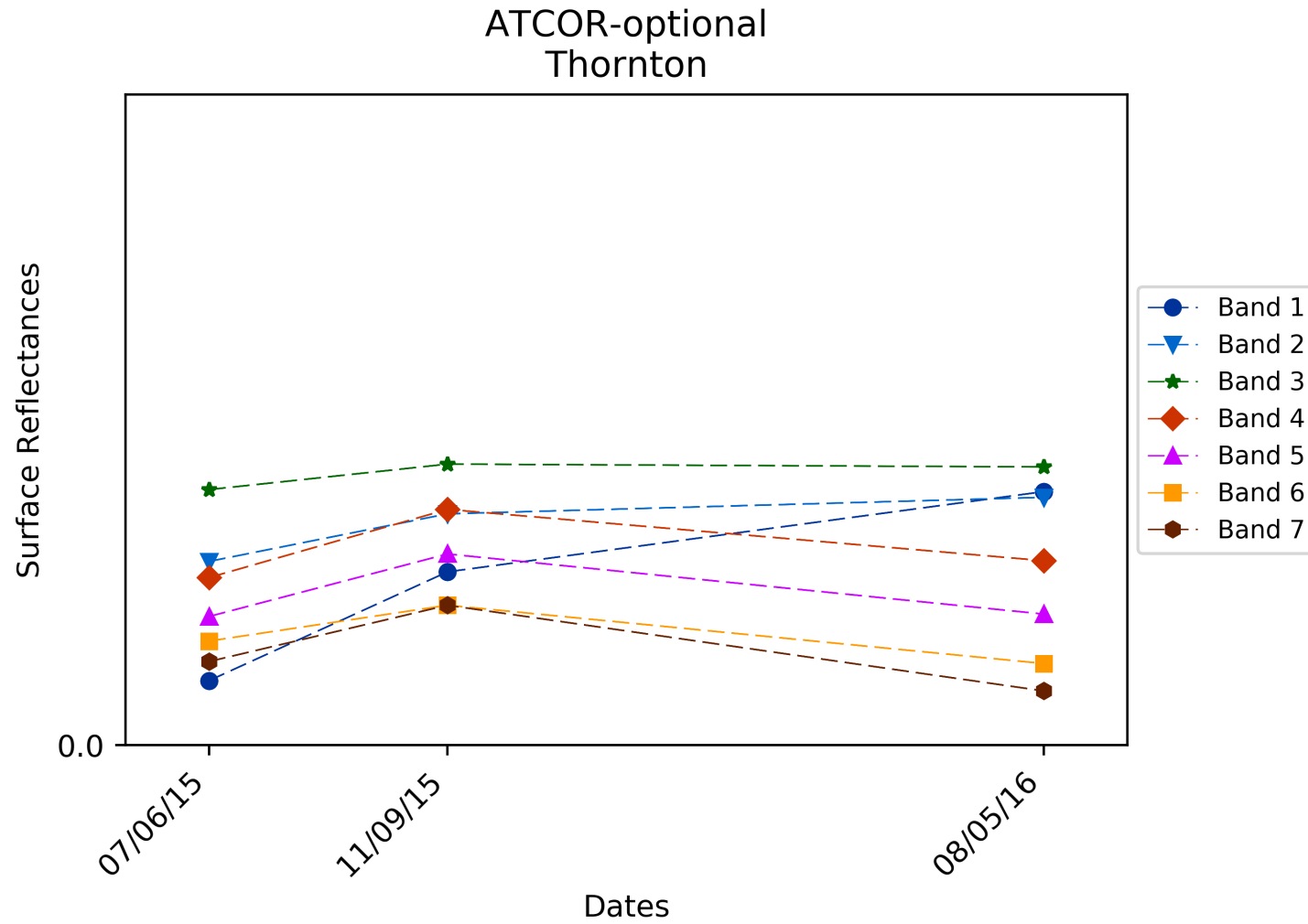
# ATCOR-mandatory

Coastal: Thornton



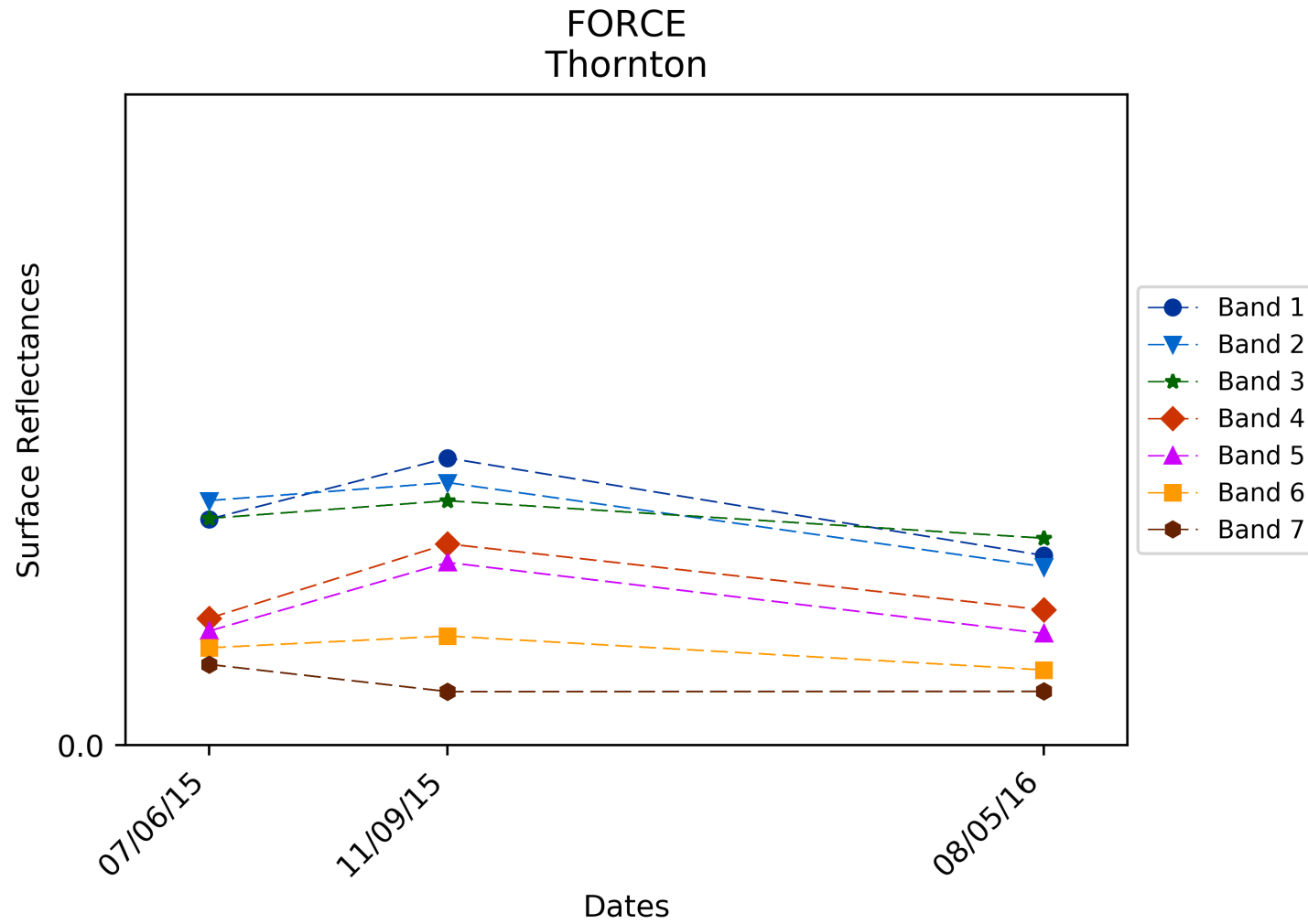
# ATCOR-optional

Coastal: Thornton



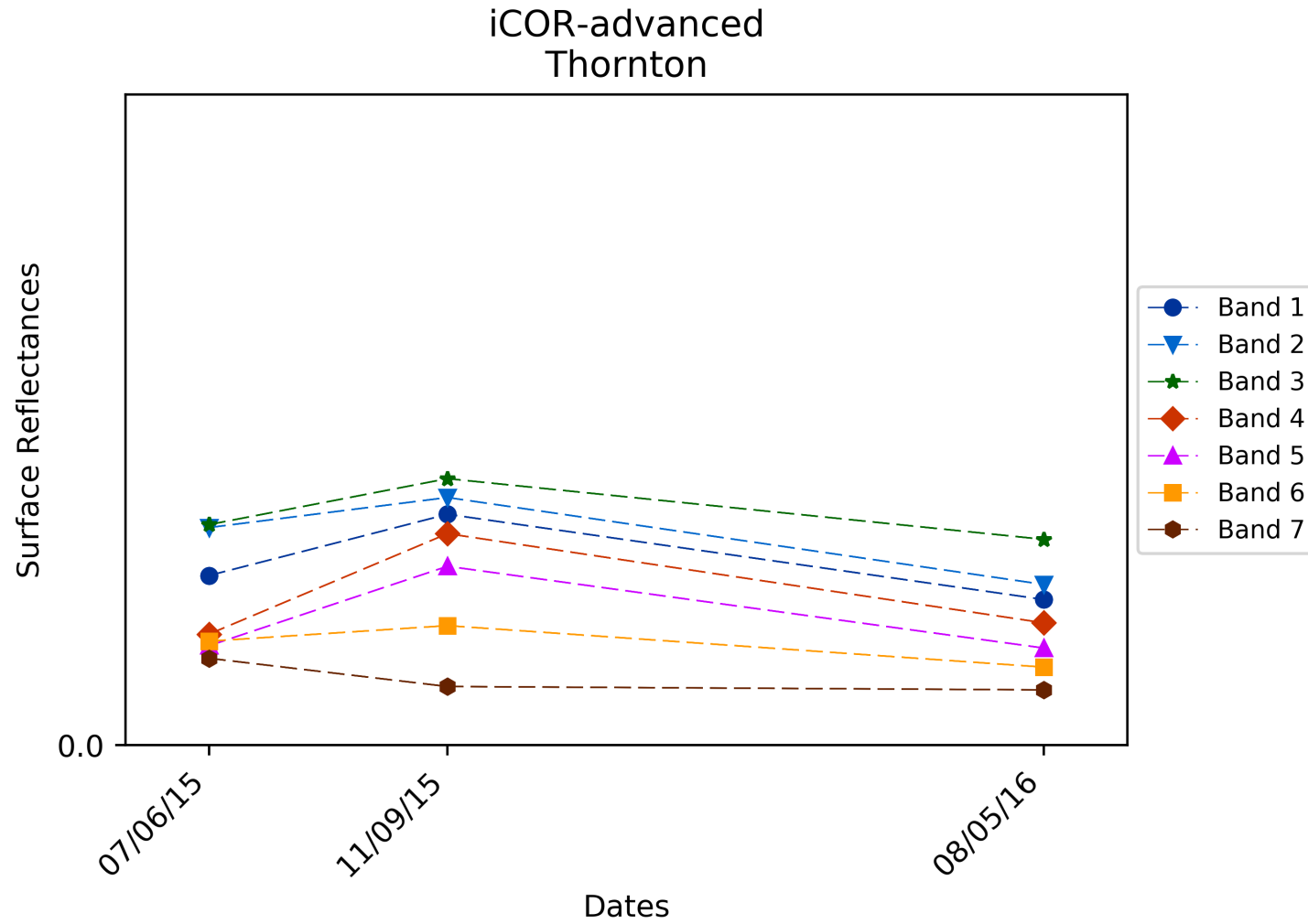
**FORCE**

Coastal: Thornton



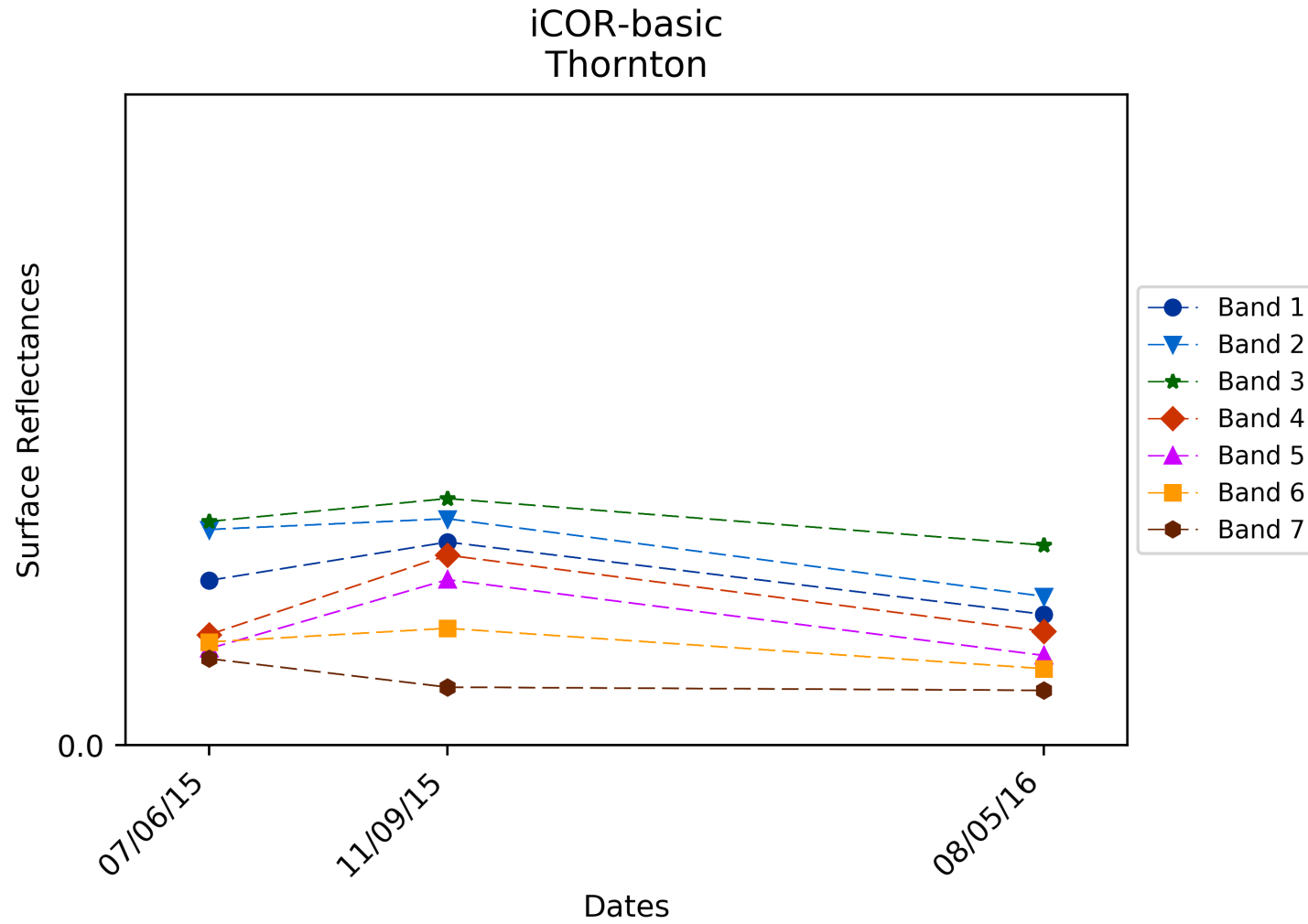
**iCOR-advanced**

Coastal: Thornton



# iCOR-basic

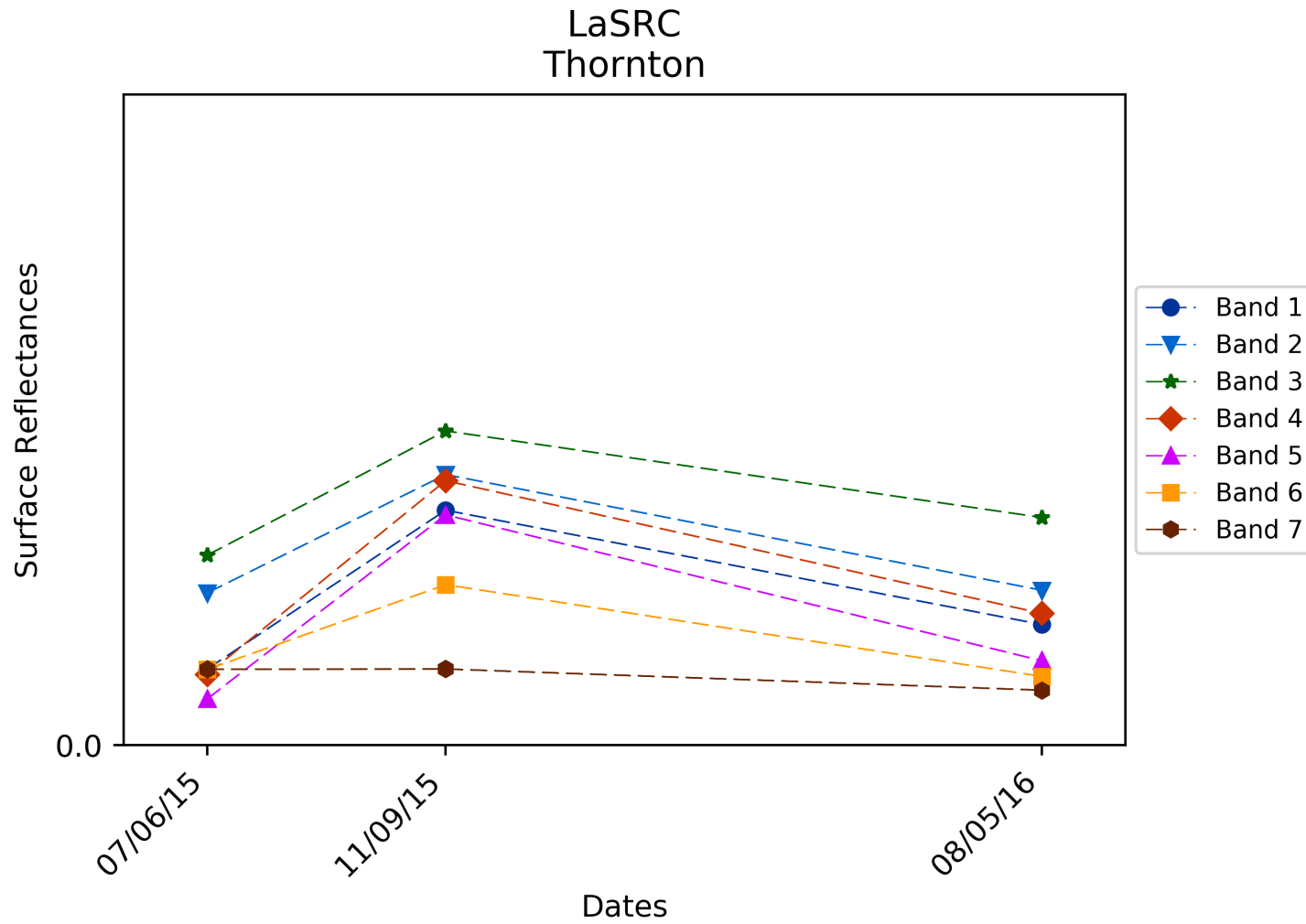
Coastal: Thornton





# LaSRC

Coastal: Thornton



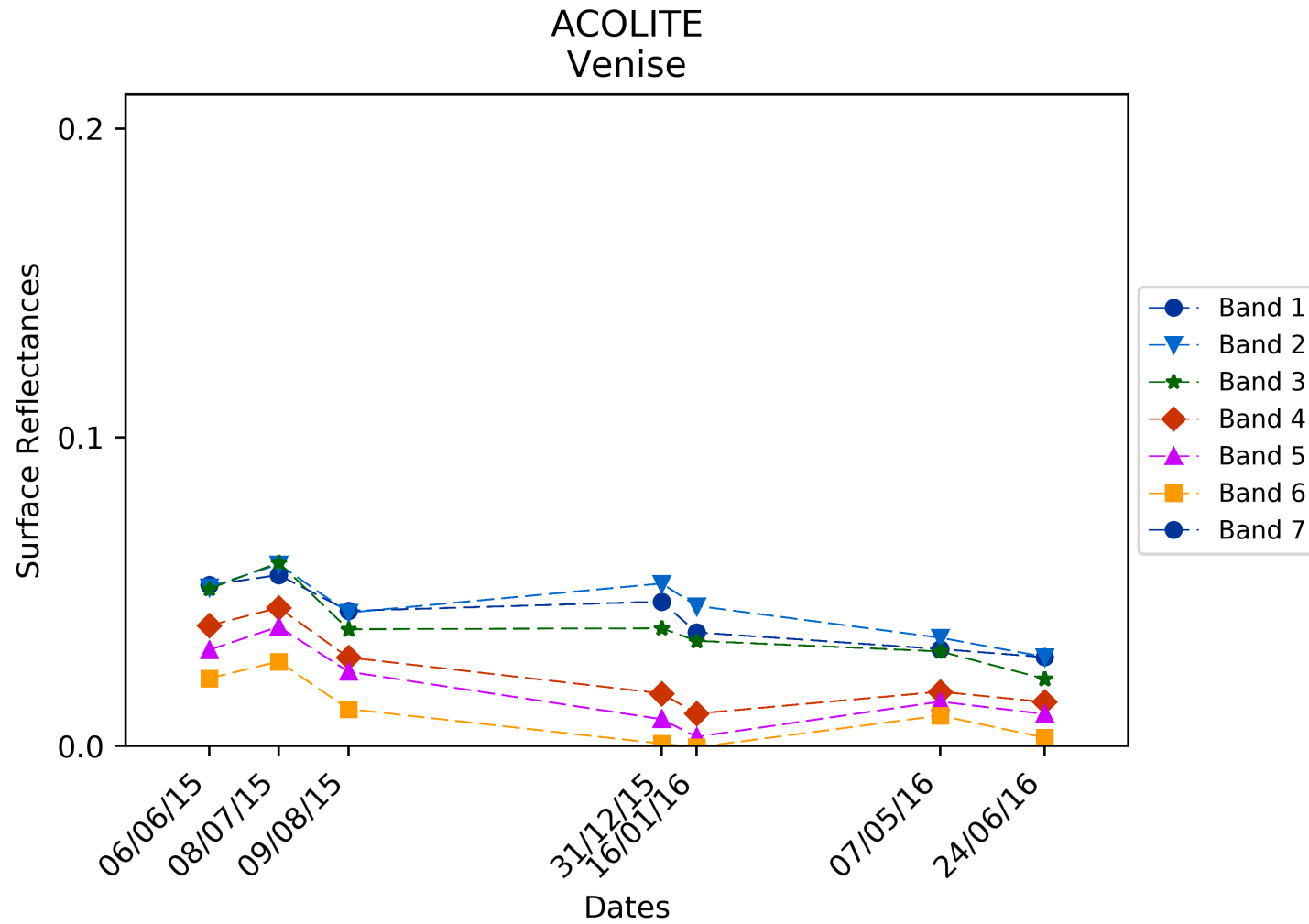
---

## Coastal

### >> 17. Venice

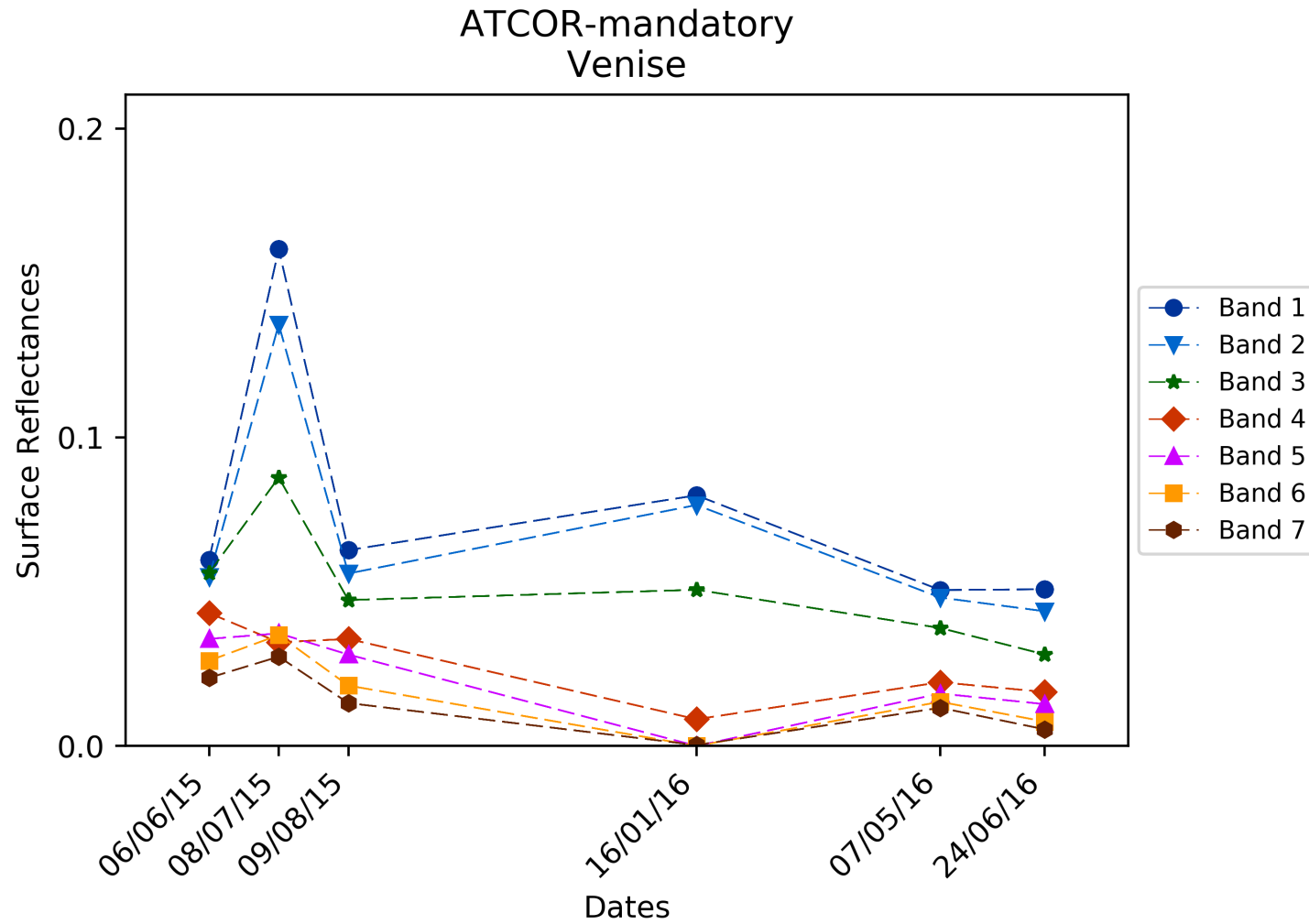
# ACOLITE

Coastal: Venise



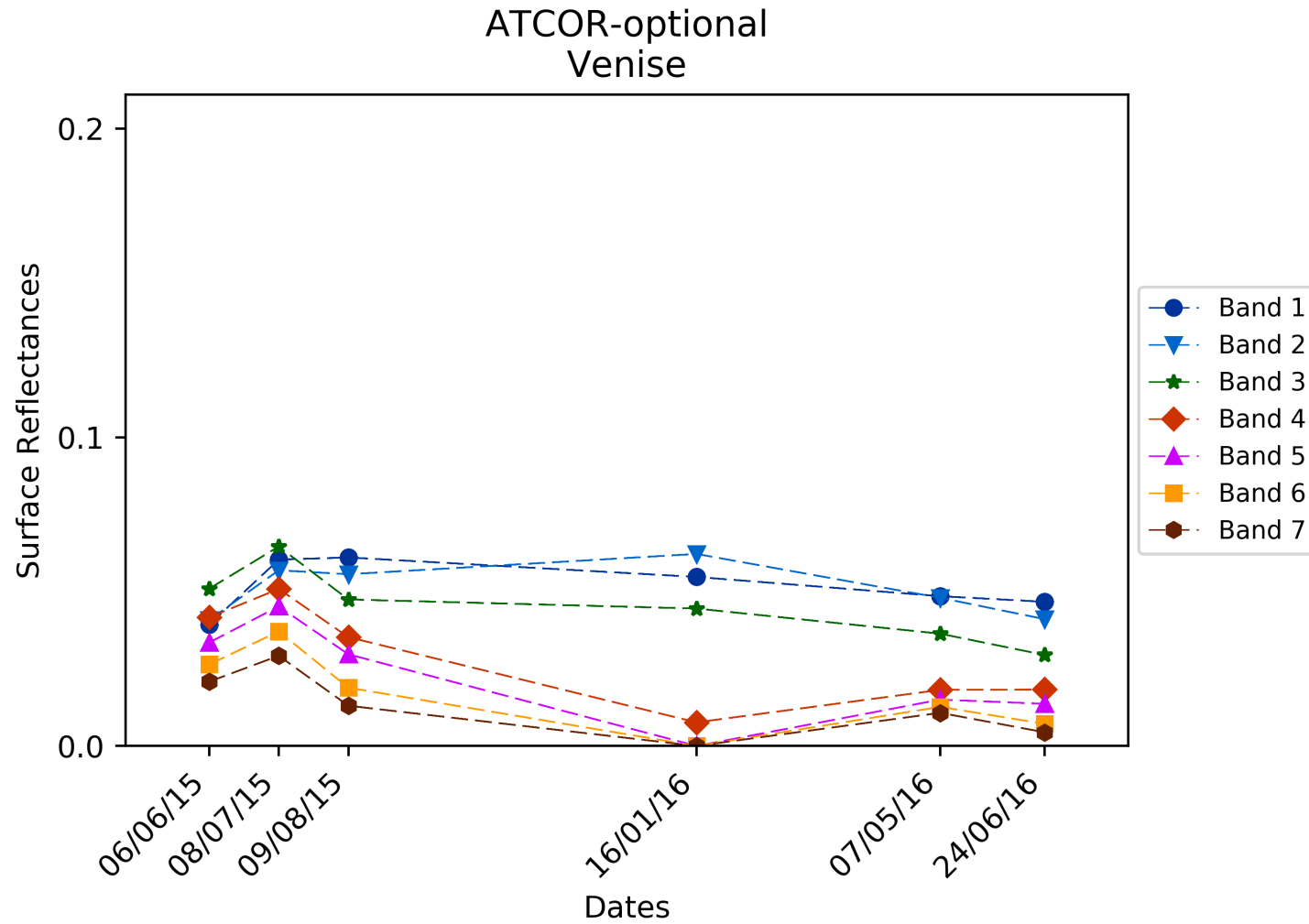
# ATCOR-mandatory

Coastal: Venise



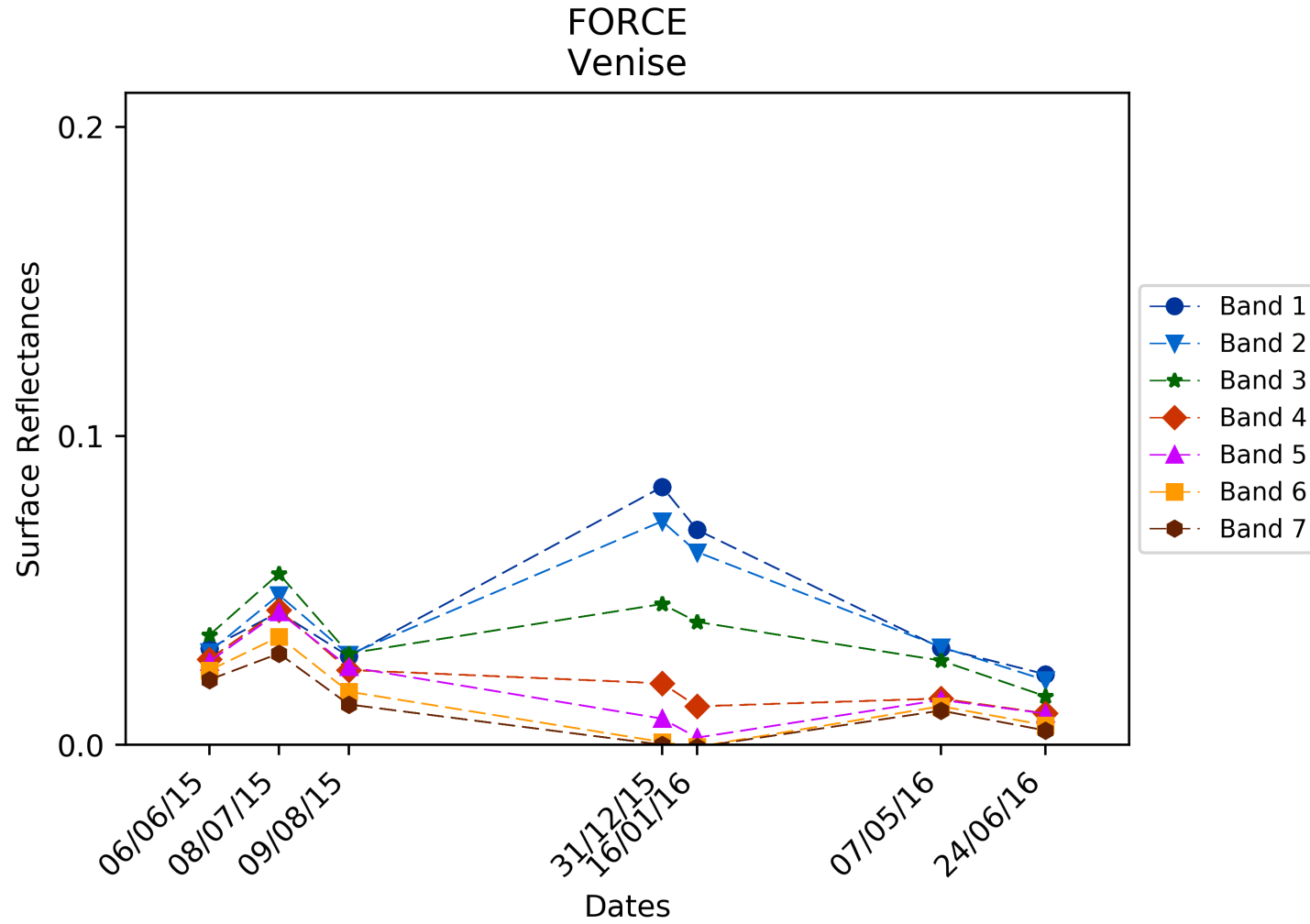
# ATCOR-optional

Coastal: Venise



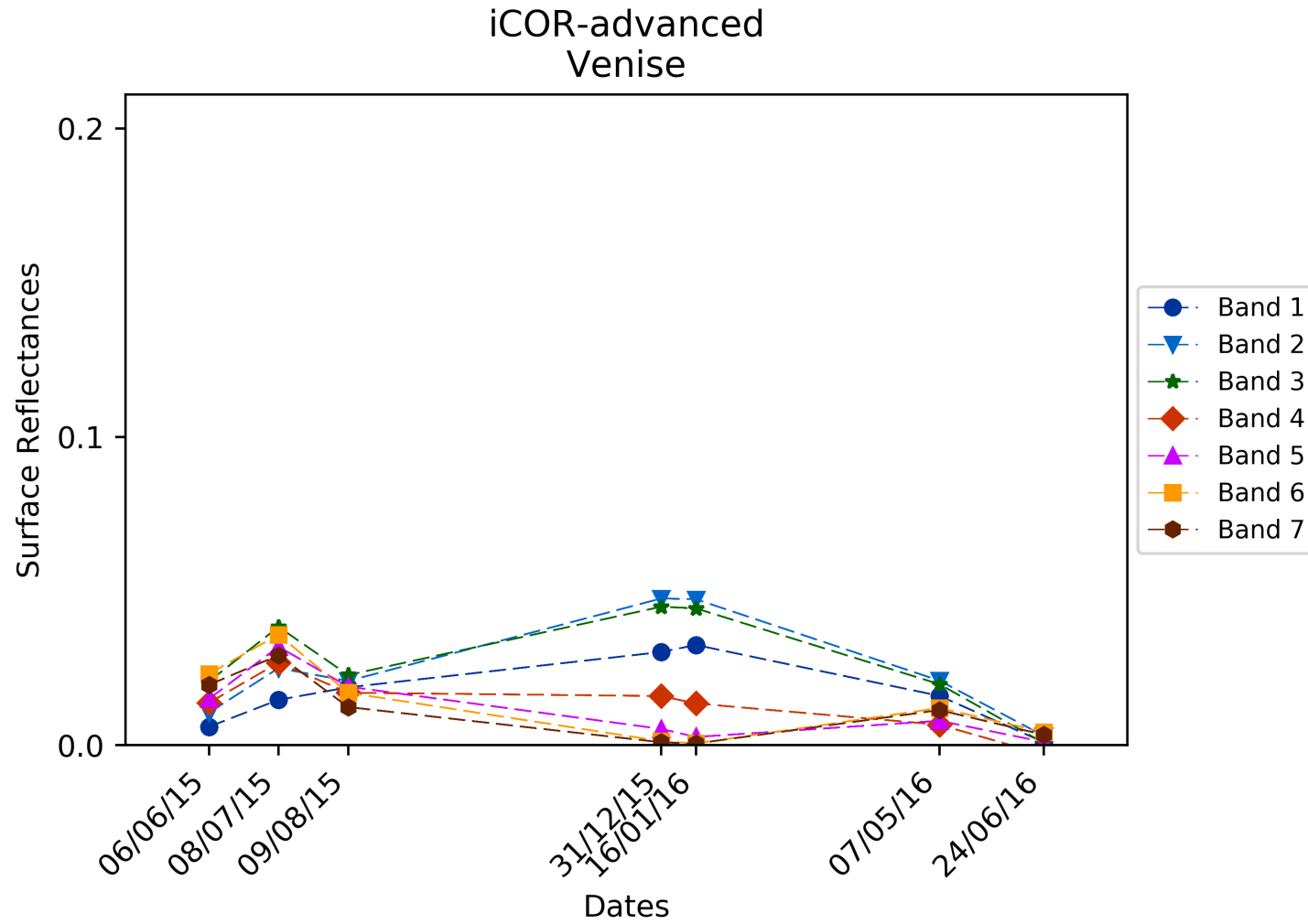
**FORCE**

Coastal: Venice



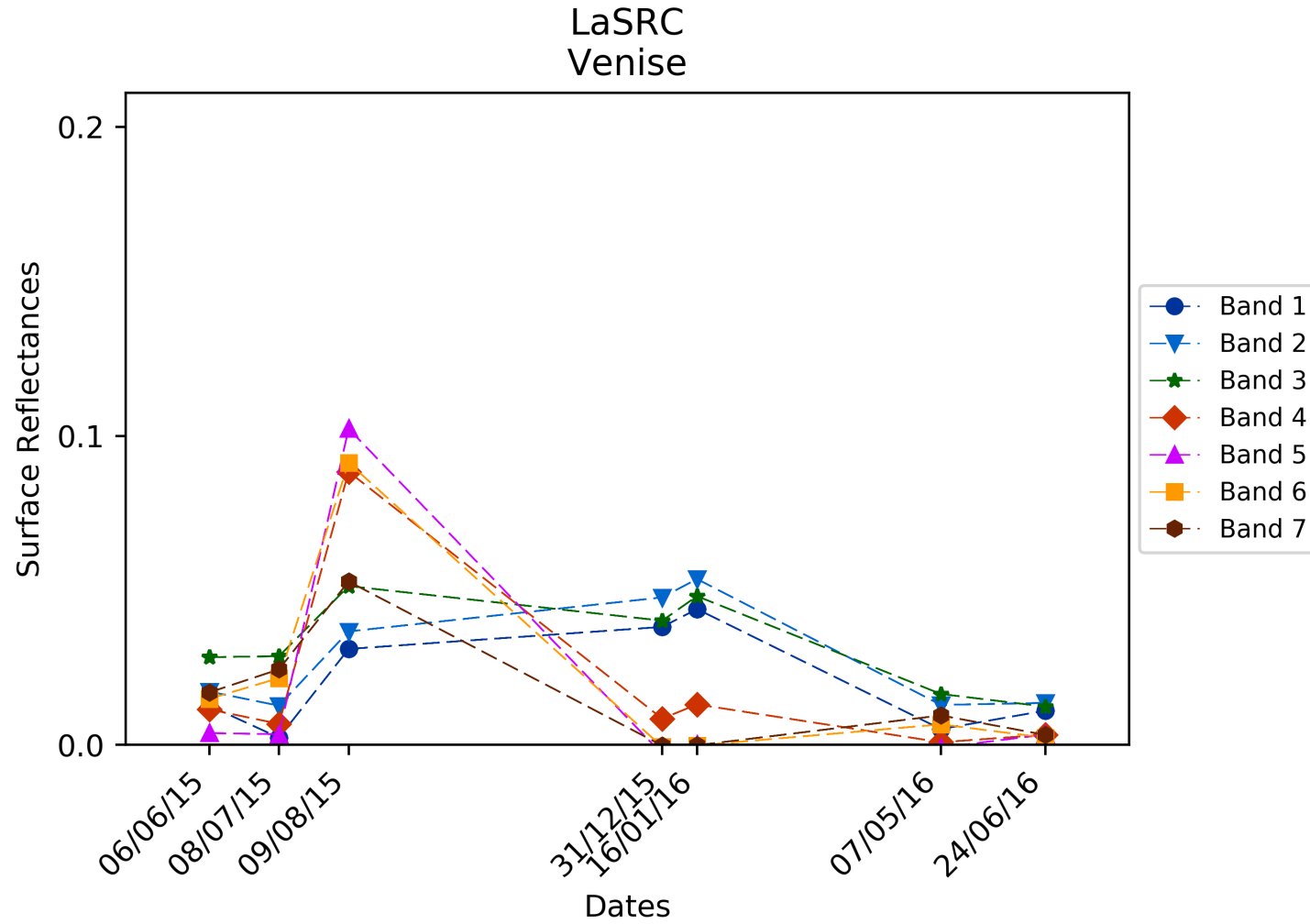
# iCOR-advanced

Coastal: Venise



# LaSRC

## Coastal: Venice





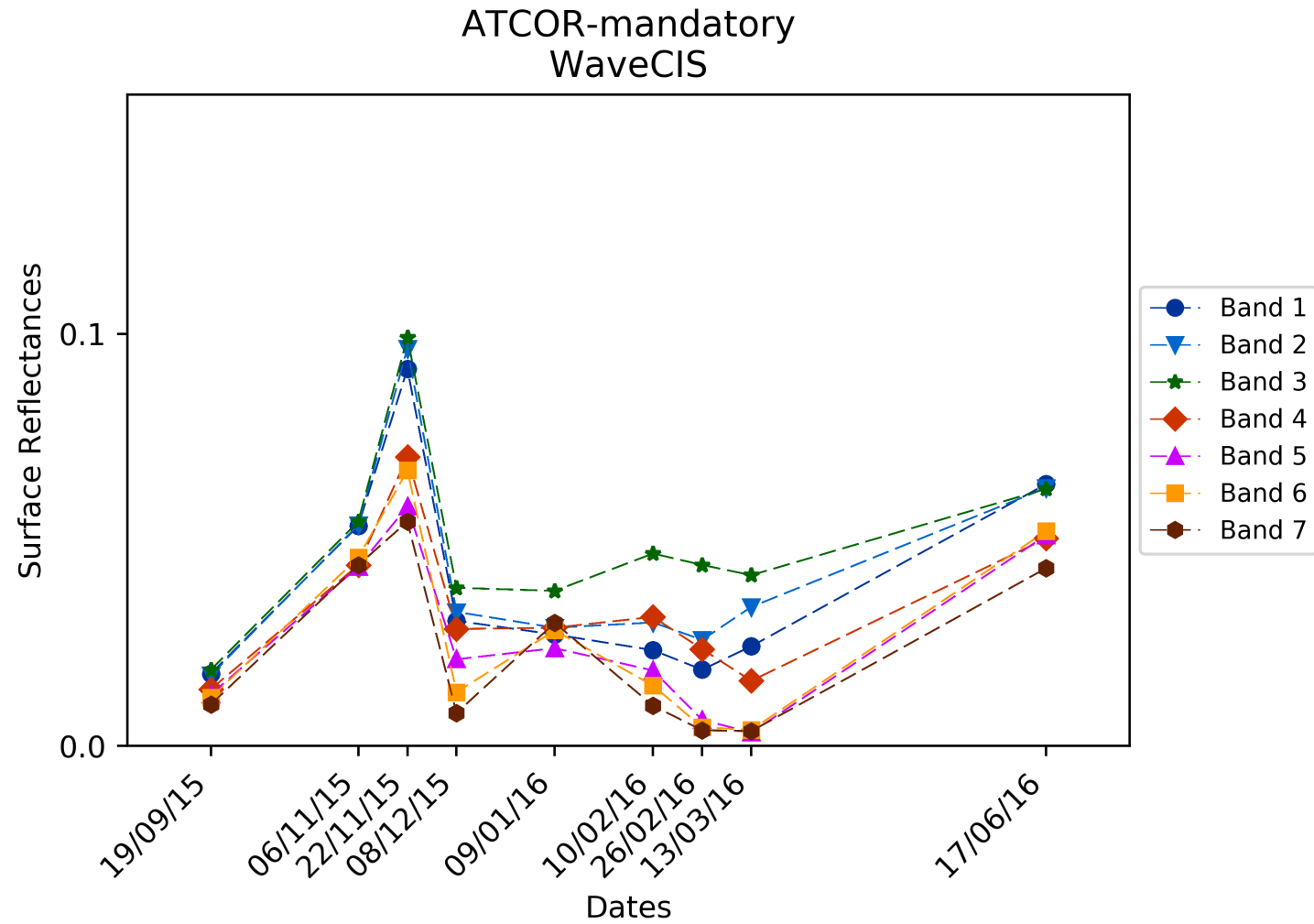
---

## Coastal

# >> 18. WaveCIS

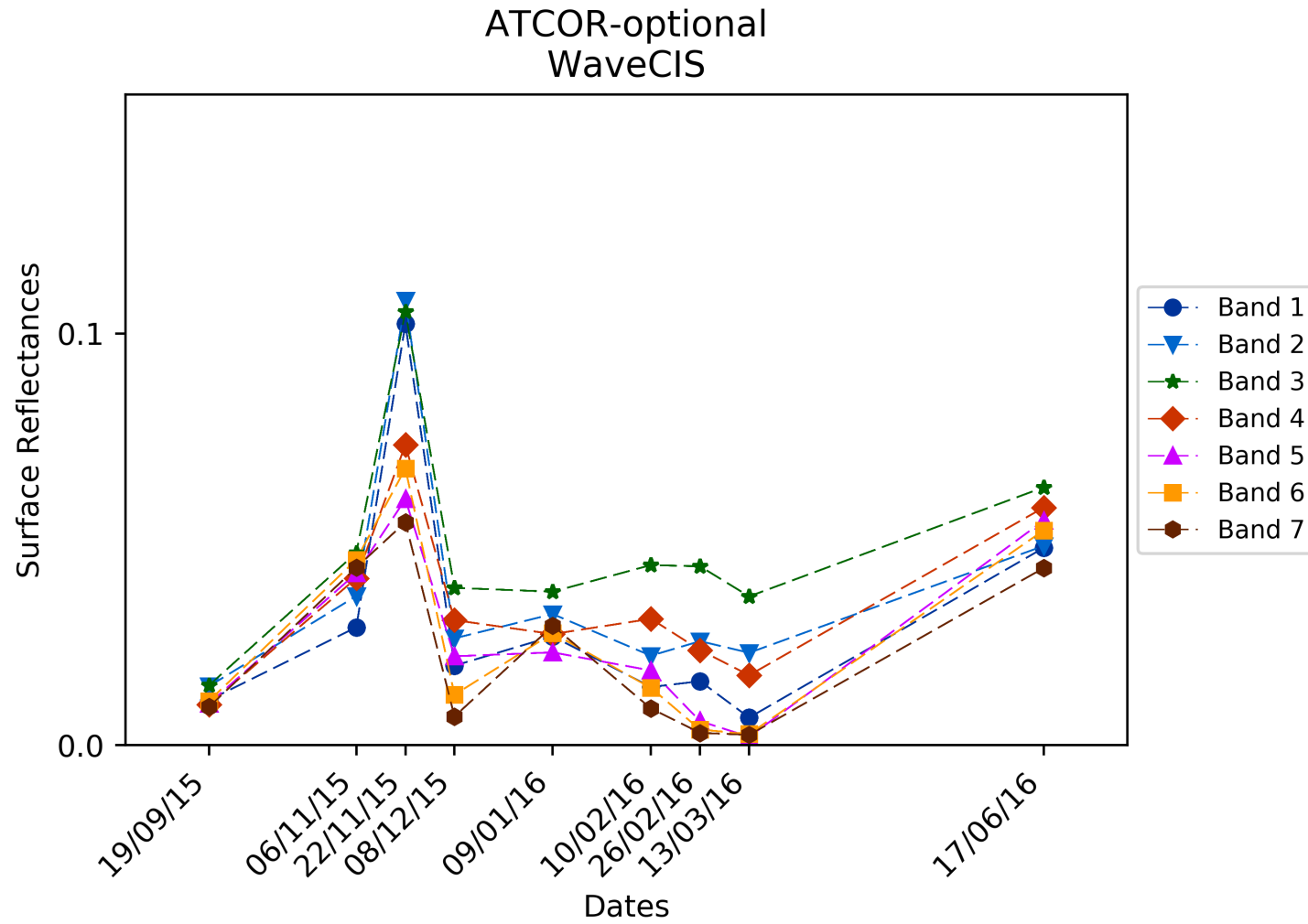
## ATCOR-mandatory

Coastal: WaveCIS



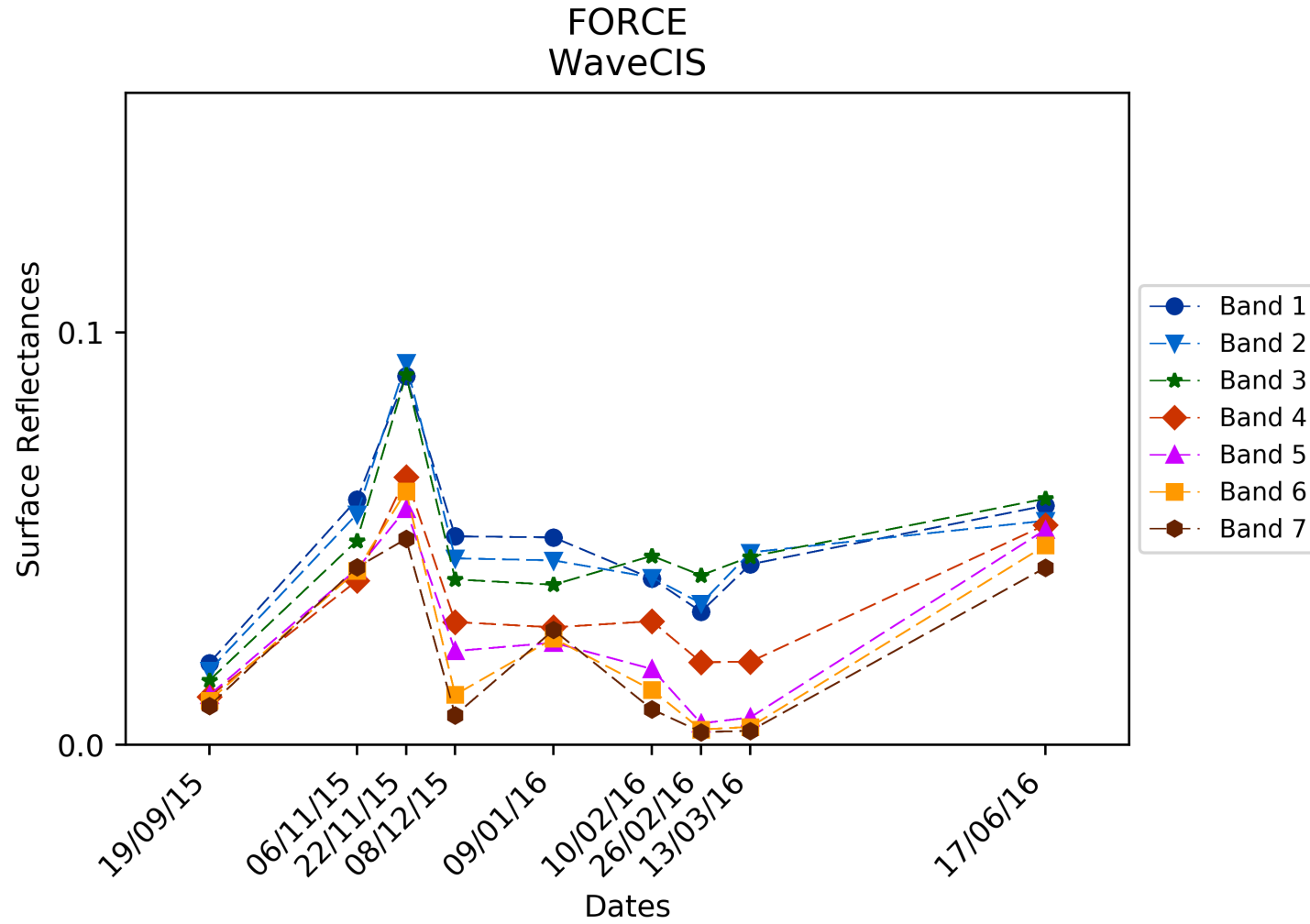
# ATCOR-optional

Coastal: WaveCIS



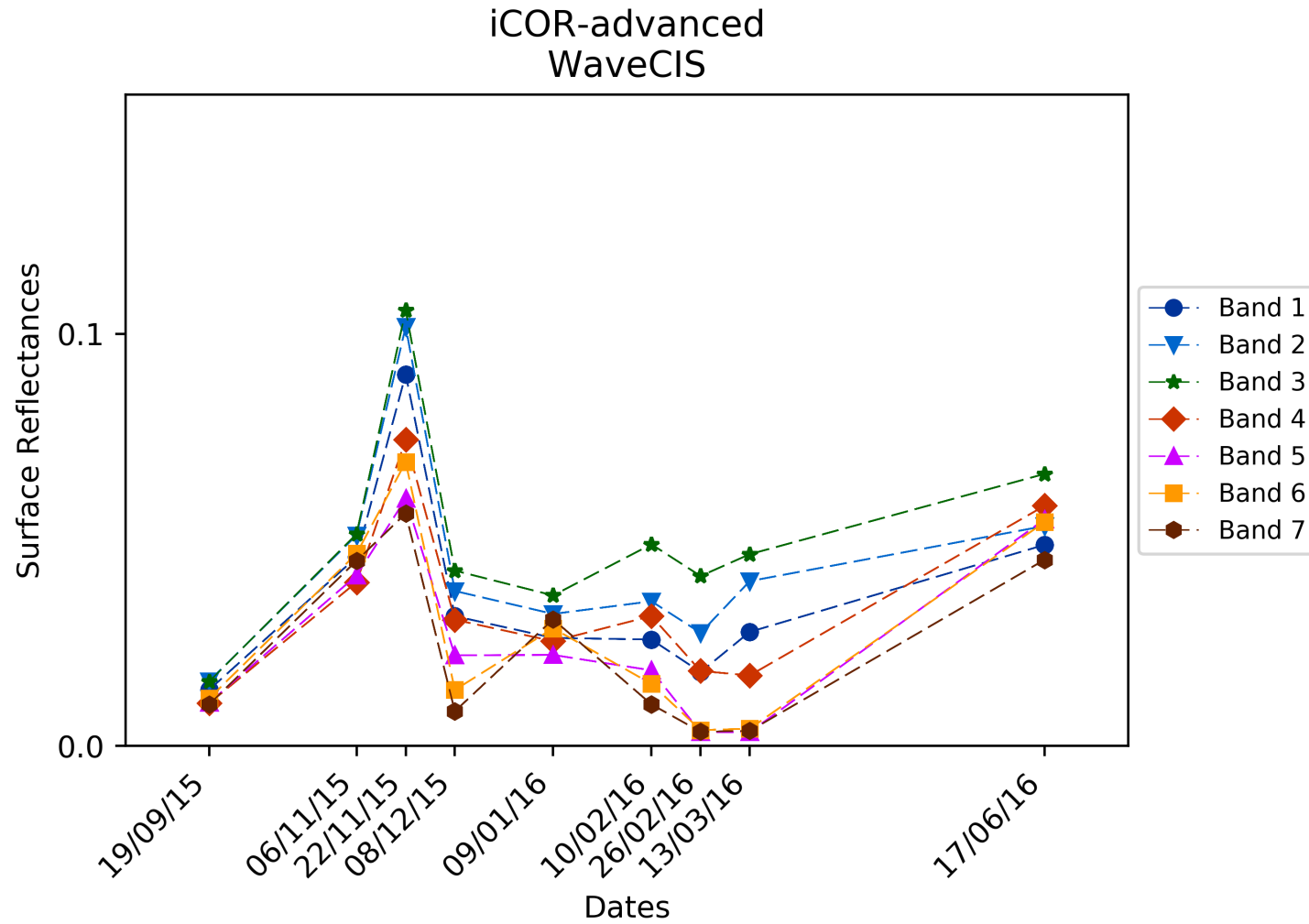
# FORCE

Coastal: WaveCIS



# iCOR-advanced

Coastal: WaveCIS



**LaSRC**

Coastal: WaveCIS

