

MGL2309Seismic Configuration by sequence acquired with offsets

DR Table #	Sequence	line name	Shot spacing	Number of active		record length	source sub-array used	source depth	streamer depth	NRP-COS	COS-CNG
			(m)	channels	sample rate						
1	001	MGL2309001Ptest	50	960	2	20	4 Arrays used	10	12	236	112.2
1	002	MGL2309002P1001	50	960	2	20	4 Arrays used	10	12	236	112.2
1	003	MGL2309003P1TST2	50	960	2	20	2 Arrays used	10	12	236	112.2
1	004	MGL2309004P21001	50	960	2	20	4 Arrays used	10	12	236	112.2
1	005	MGL2309005P11002	50	960	2	20	2 Arrays used	10	12	236	112.2
1	006	MGL2309006P11003	50	960	2	20	4 Arrays used	10	12	236	112.2
1	007	MGL2309007P11004	50	960	2	20	4 Arrays used	10	12	236	112.2
2	008	MGL2309008P11007	50	960	2	20	4 Arrays used	10	12	276	112.2
2	009	MGL2309009P11009	50	960	2	20	4 Arrays used	10	12	276	112.2
2	010	MGL2309010P1TST3	50	960	2	20	4 Arrays used	10	12	276	112.2
2	011	MGL2309011P21009	50	960	2	20	4 Arrays used	10	12	276	112.2
2	012	MGL2309012P31009	50	960	2	20	4 Arrays used	10	12	276	112.2
3	013	MGL2309013P1TST4	50	960	2	20	2 Arrays used	10	12	276	112.2
2	014	MGL2309014P41009	50	960	2	20	4 Arrays used	10	12	276	112.2
2	015	MGL2309015P51009	50	960	2	20	4 Arrays used	10	12	276	112.2
2	016	MGL2309016P11010	50	960	2	20	4 Arrays used	10	12	276	112.2
2	017	MGL2309017P11011	50	960	2	20	4 Arrays used	10	12	276	112.2
2	018	MGL2309018P21011	50	960	2	20	4 Arrays used	10	12	276	112.2
4	019	MGL2309019P11012	50	960	2	20	4 Arrays used	10	12	276	112.2
2	020	MGL2309020P11013	50	960	2	20	3 Arrays used	10	12	276	112.2
5	021	MGL2309021P1TST5	50	960	2	20	4 Arrays used	10	12	276	112.2
5	022	MGL2309022P21013	50	960	2	20	4 Arrays used	10	12	276	112.2
5	023	MGL2309023P1TST6	50	960	2	20	4 Arrays used	10	12	276	112.2
5	024	MGL2309024P31013	50	960	2	20	4 Arrays used	10	12	276	112.2
6	025	MGL2309025P41013	50	960	2	20	4 Arrays used	10	12	276	112.2
6	026	MGL2309026P11014	50	960	2	20	4 Arrays used	10	12	276	112.2
6	027	MGL2309027P11015	50	960	2	20	4 Arrays used	10	12	276	112.2
2	028	MGL2309028P11016	50	960	2	20	3 Arrays used	10	12	276	112.2
2	029	MGL2309029P11017	50	960	2	20	4 Arrays used	10	12	276	112.2
2	030	MGL2309030P11018	50	960	2	20	4 Arrays used	10	12	276	112.2
2	031	MGL2309031P21003	50	960	2	20	4 Arrays used	10	12	276	112.2
7	032	MGL2309032P11028	50	960	2	20	4 Arrays used	10	12	276	112.2
7	033	MGL2309033P11029	50	960	2	20	4 Arrays used	10	12	276	112.2
7	034	MGL2309034P11033	50	960	2	20	4 Arrays used	10	12	276	112.2

comment

First Seq of project MGL 2309
Test line for source, multiple sources activated and deactivated online
Sources disabled to move the lead-in to stop it from rubbing against sources
line ended due to air leak on String 3
back on line, line ended due to air leak on String 3
line ended due to air leak on String 1
Strings 1 and 2 recovered for air leak repair
line ended due to air leak on String 4
back on line
line ended due to air leak on String 1
reshooting line 1011
line ended due to airleak on Gun String 3, turning around to reshoot
test line
back on line 1013
Another loop to continue repairs to gun string 2
back on line 1013, ending line to turn to recover gun strings and streamer
recovered Array 3 to troubleshoot