



iii) Data Channel Allocations

<u>Function</u>	<u>Monitor Trace No.</u>	<u>System</u>	<u>Tape Channel</u>
Timing	-	Both	0
Streamer Odd Groups 1 - 47	1 - 24	System I	1 - 24
Streamer Even Groups 2 - 48	31 - 54	System II	1 - 24
Waterbreak 1 (between groups 2L & 2D)	27	Both	31
Waterbreak 2 (between groups 10L & 10D)	26	Both	28
Waterbreak 3 (between groups 20L & 20D)	28	Both	29
Waterbreak 4 (between groups 30L & 30D)	27	Both	31
Disconnected: Used for Sonobuoy recording			
Waterbreak 5 (between groups 40L & 40D)	25	Both	27
Waterbreak 6 (in front of group 48)	26	Both	28
Field Timebreak	4	System I	-
Field Timebreak	28	System II	-
DFS Synthetic Timebreak	8	System I	-
DFS Synthetic Timebreak	32	System II	-
Sonobuoy Data	25	Both	27