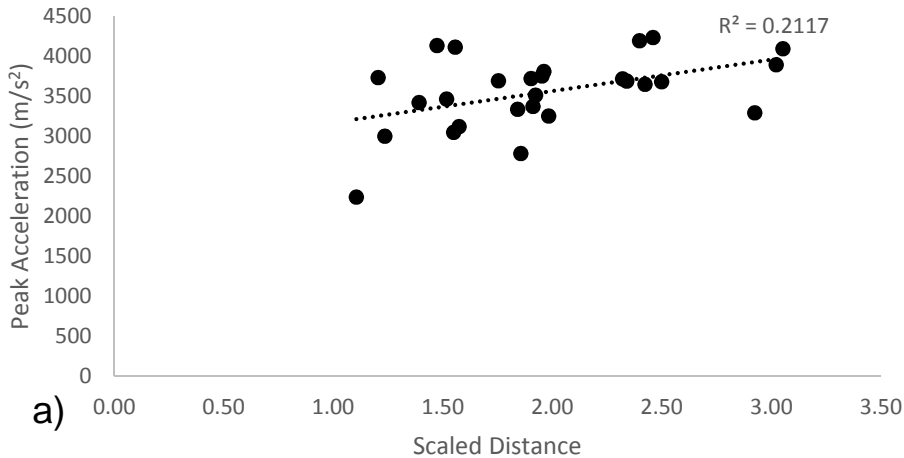


Peak Accel (Ground) vs Scaled Distance



HIC (Ground) vs Scaled Distance

