

## FFG TOWED ARRAY DEPTH VS. SPEED/LENGTH GRAPHS

- depth of towed array depends on length streamed, FFG speed AND sea state
  - depth is *GREATER* with rougher sea states, longer streams, and slower speeds
  - depth is *SHALLOWER* with calmer sea states, shorter streams, and higher speeds
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- included are 5 graphs – one for each sea state (1 – 5)
  - data was collected at 2kt speed intervals from 4kts to 20kts and streaming lengths from 500ft to 3,000ft

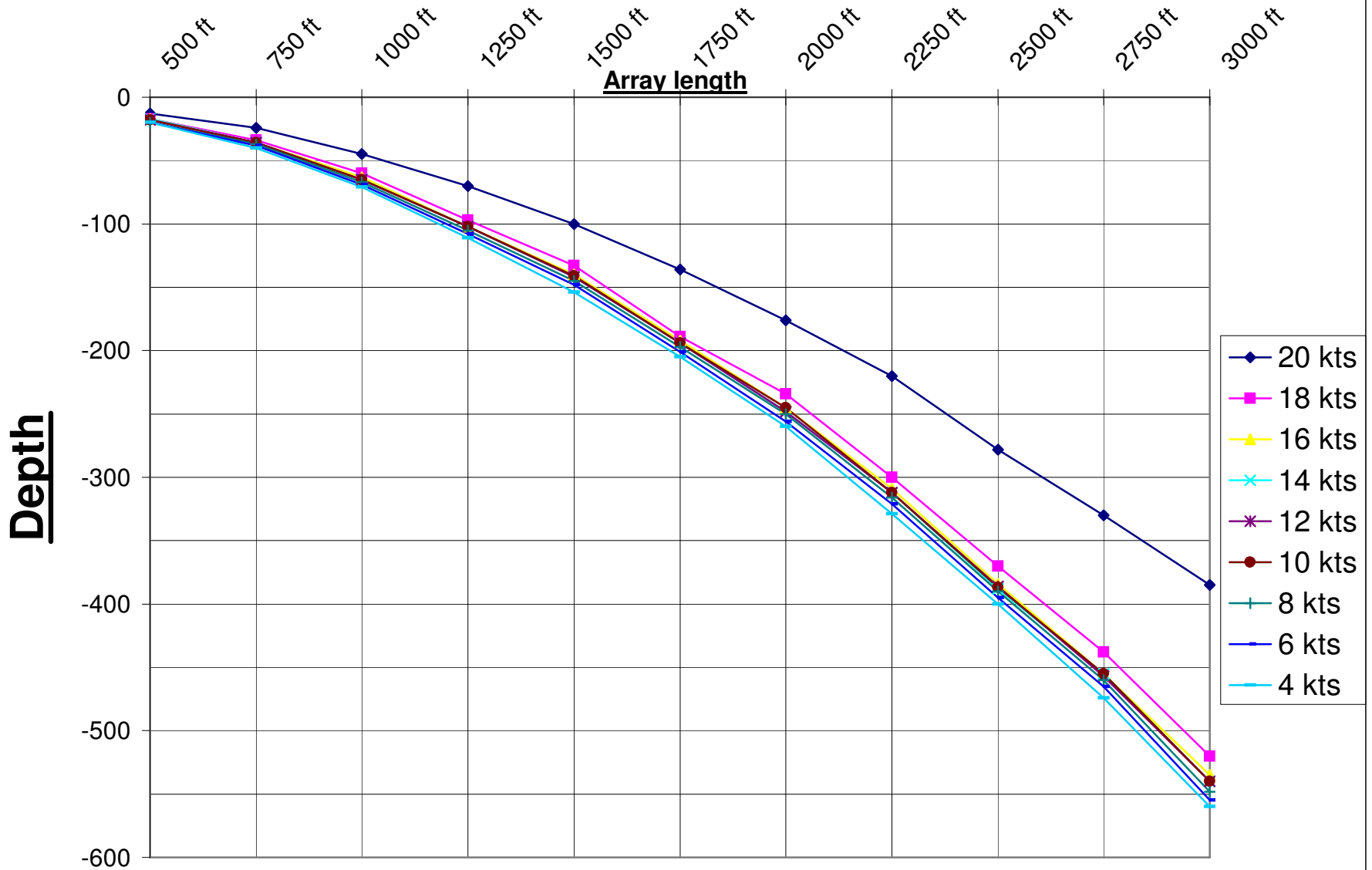
THESE GRAPHS ARE AVERAGE DEPTH – T/A moves up and down depending on speed and sea state – these graphs represent average depth but at times T/A may be +/- 80 to 100 ft from the average

***Data based on STOCK DW V1.04***

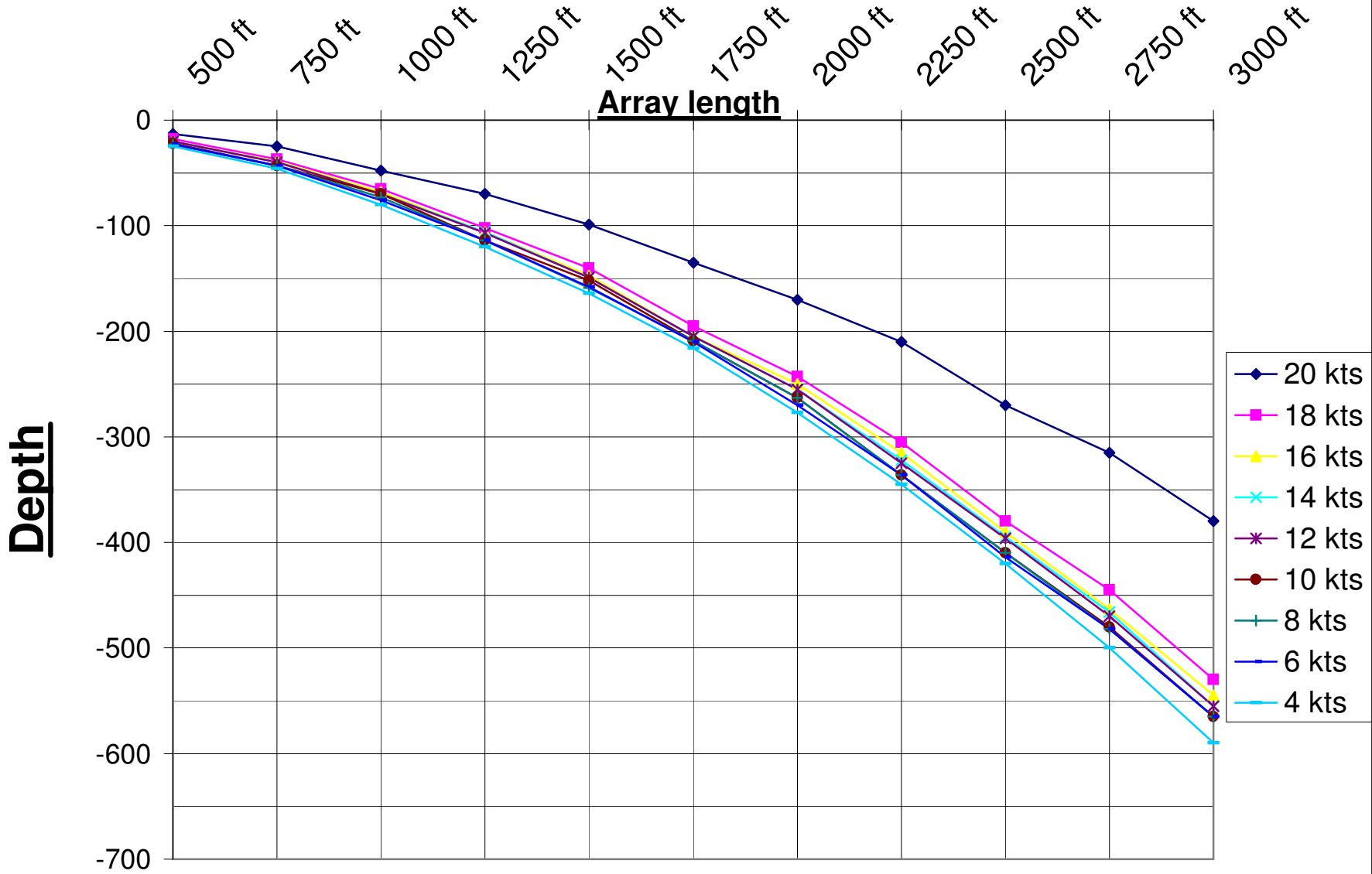
***Revised: 04/13/07***

***By: Robert Moloney***

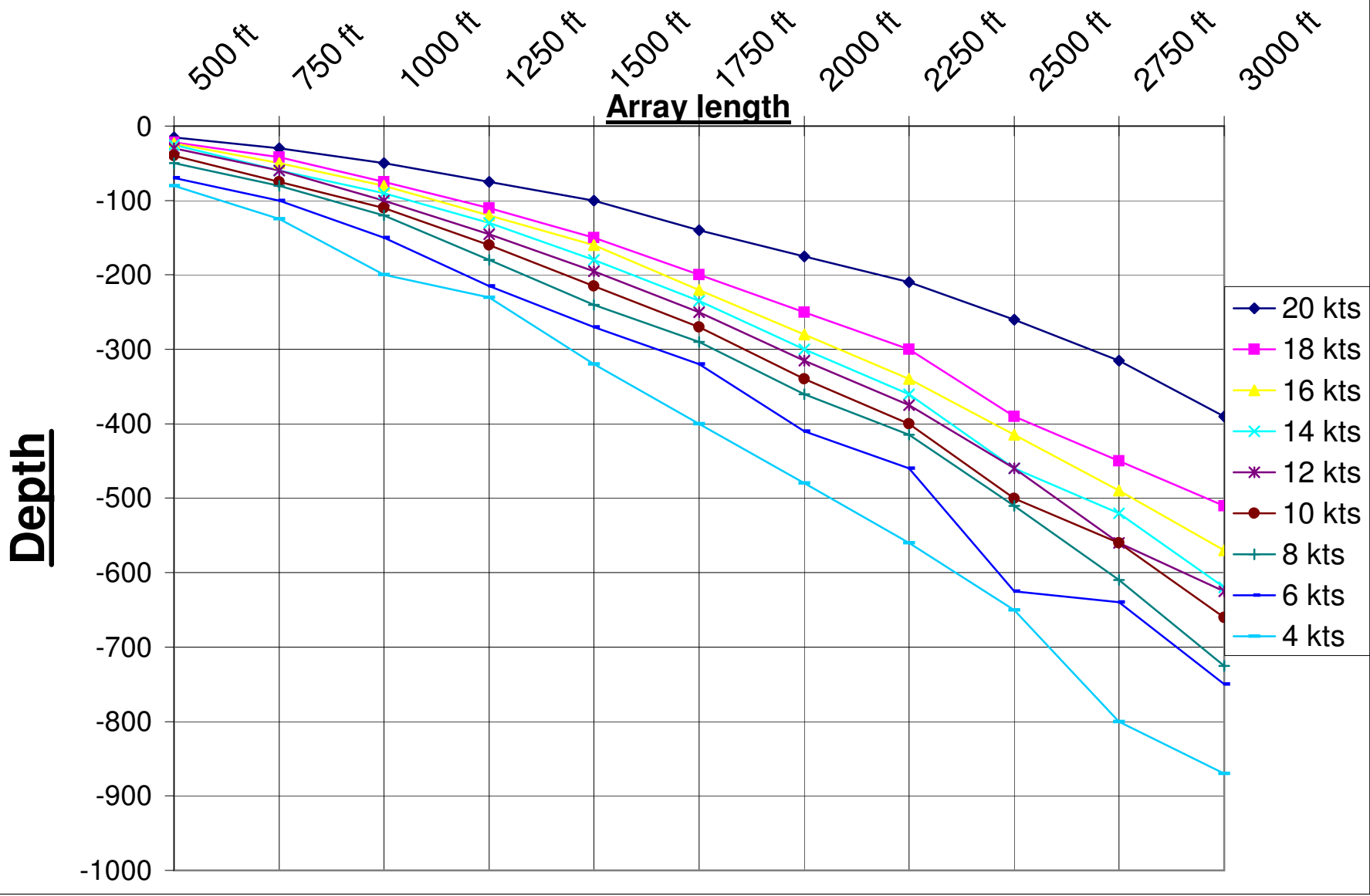
# FFG Towed Array Depth VS Speed (SEA STATE 1 - calm)



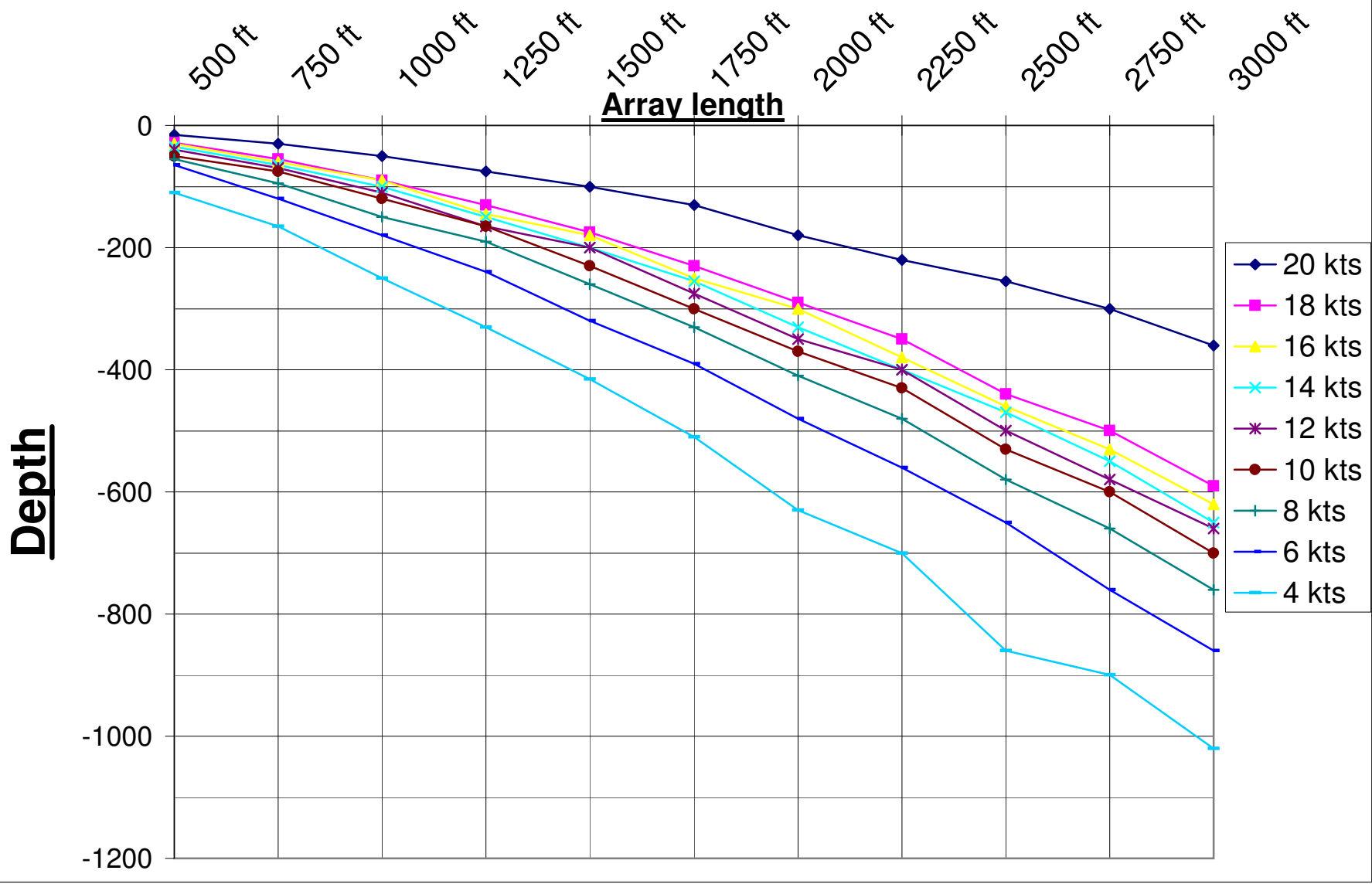
**FFG Towed Array Depth VS Speed (SEA STATE 2 - ripples)**



### FFG Towed Array Depth VS Speed (SEA STATE 3 - small swells)



**FFG Towed Array Depth VS Speed (SEA STATE 4 - swells/boat rocking)**



**FFG Towed Array Depth VS Speed (SEA STATE 5 - large swells)**

