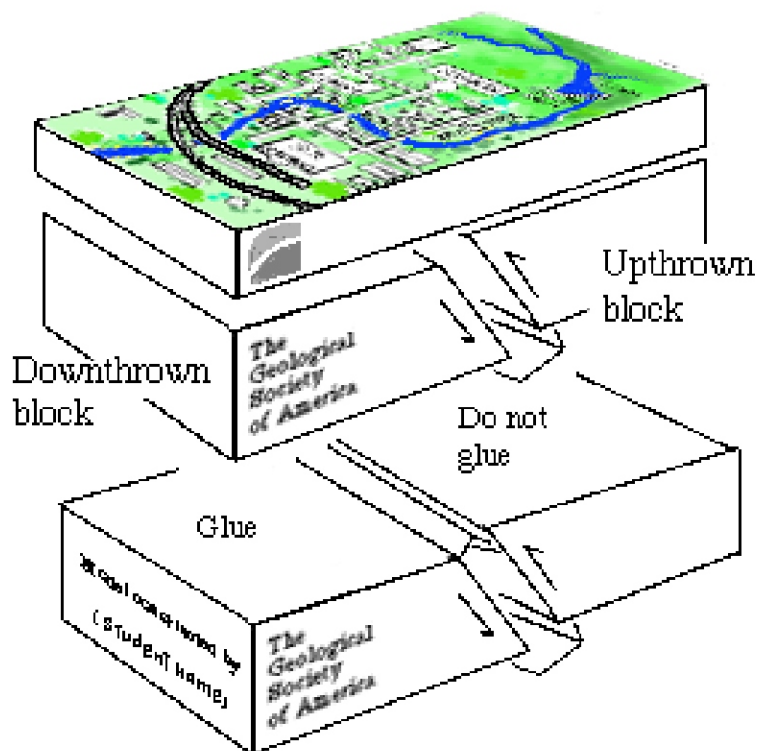
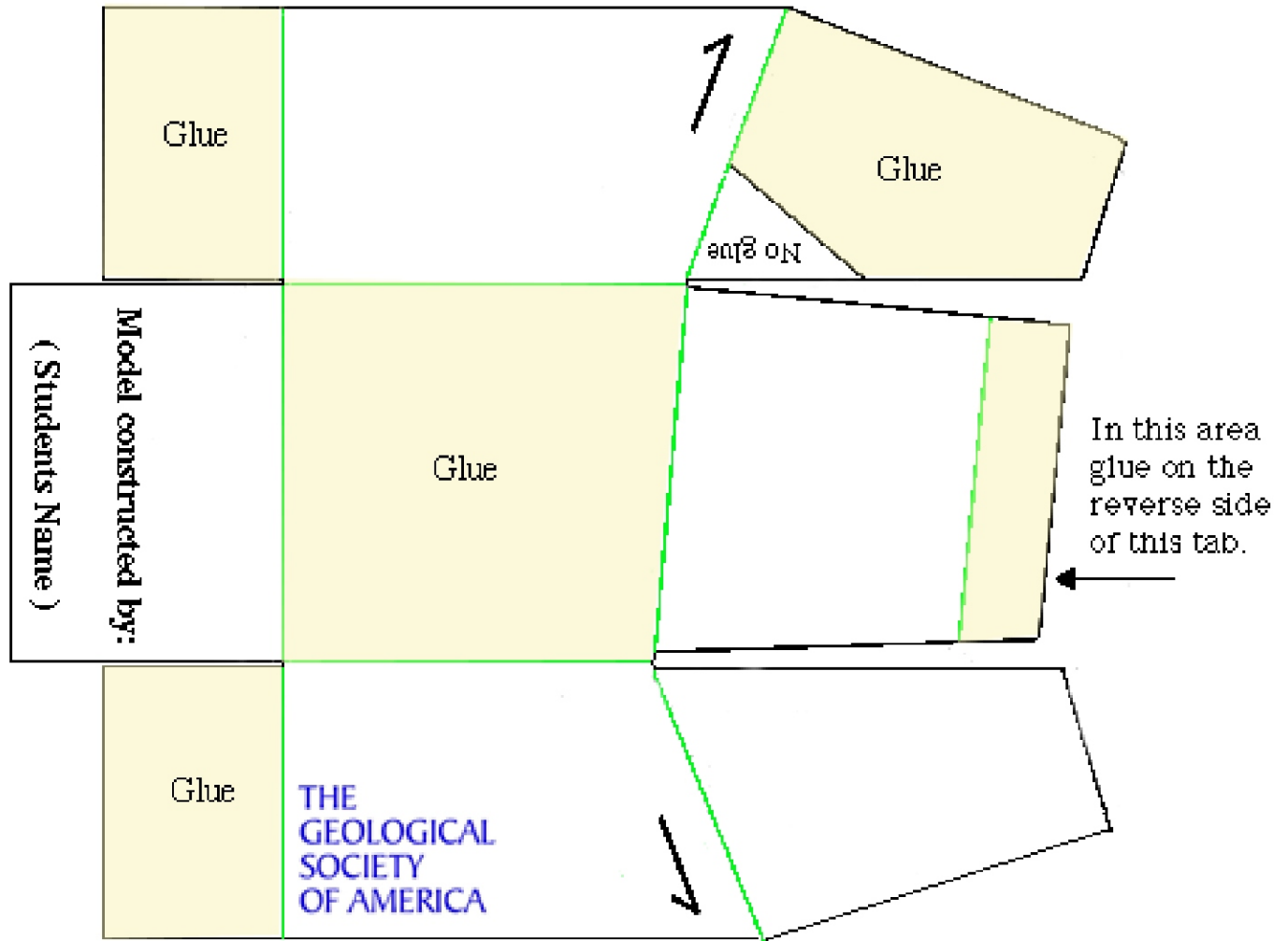


# Blind thrust fault

## Downthrown block



# Blind thrust fault

Uplifted block

