

# Reflection seismic 1 script

#### **Educational Material**

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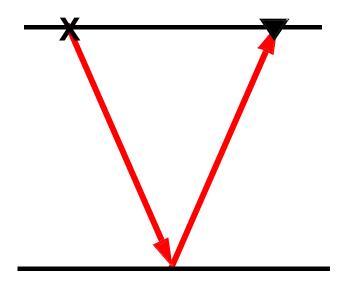
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### Field layouts

- Common-offset & Zero-offset
- Common-midpoint method
- Up-dip and down-dip shooting
- Spread types
- Singlefold / Multifold recording
- Crooked line method
- Determining field parameters

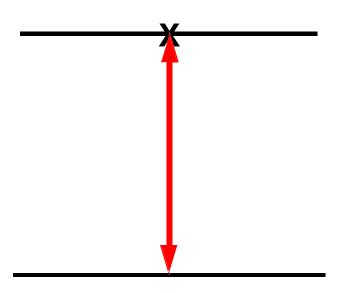
#### **Common-Offset**



Source and Receiver have always the same distance

Moveout must be corrected for

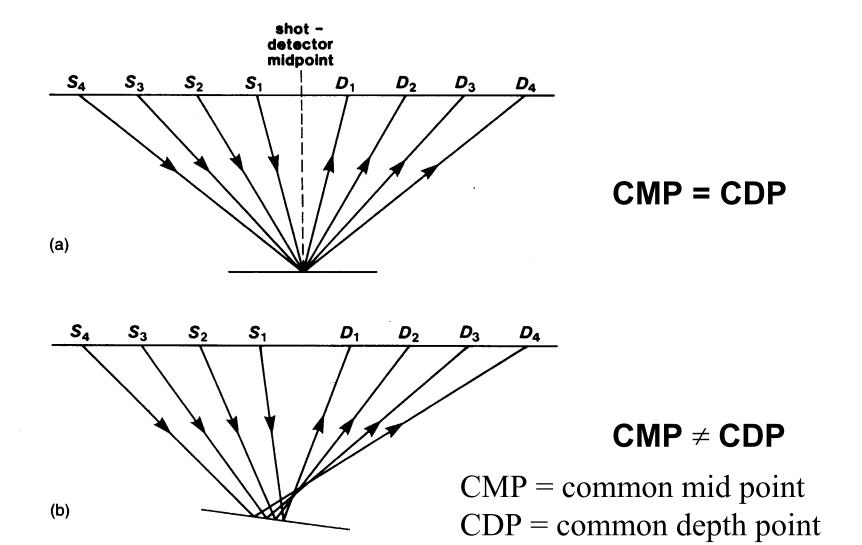
#### **Zero-Offset**



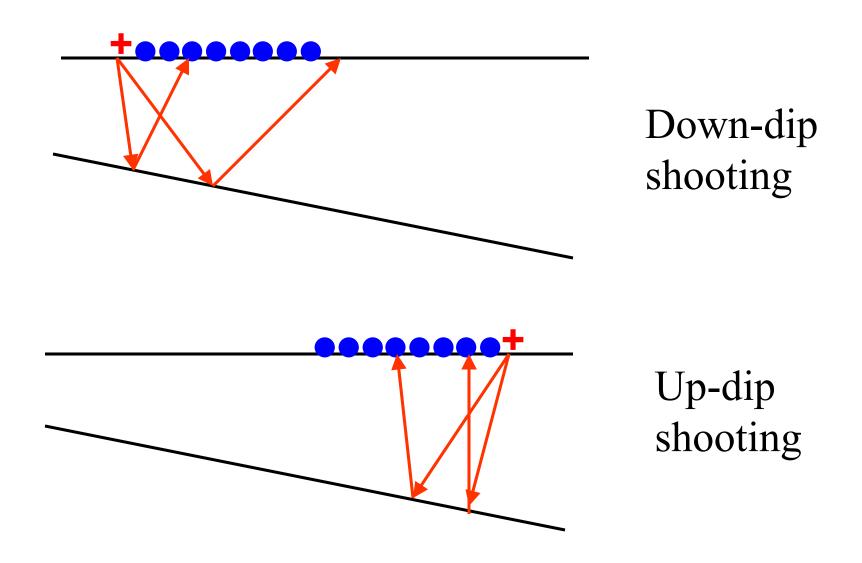
Source and receiver are at the same location (i.e. the offset is zero -> "zero offset")

=> No Move-out

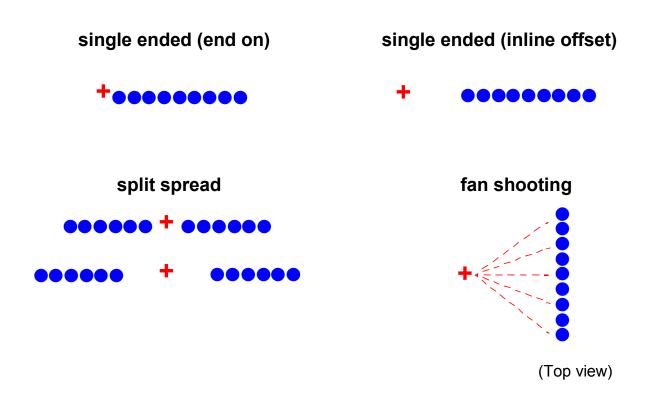
#### **CMP - " Common Mid Point"**



## Down-dip and Up-dip shooting

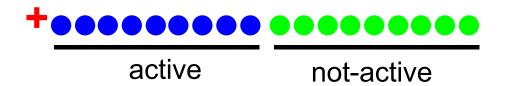


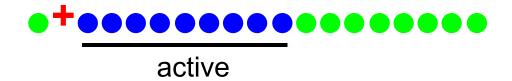
#### Common field layouts

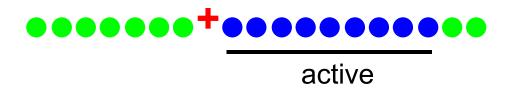


#### roll along

more Geophones in the Field than active channels

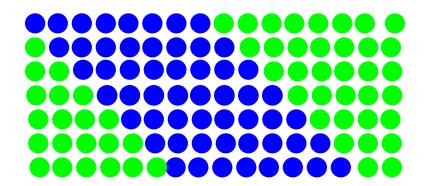






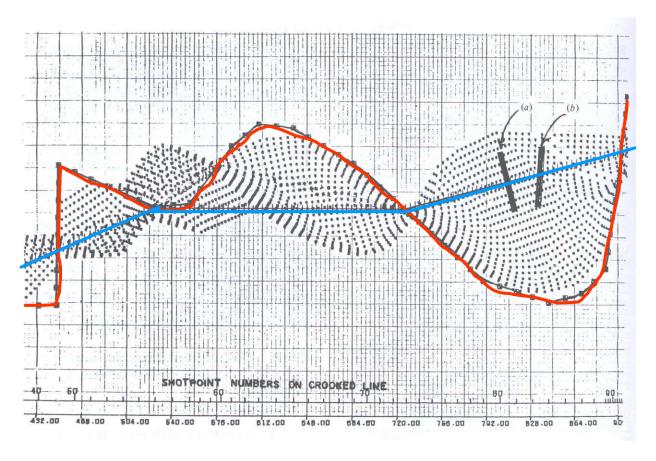
Geometry of Geophones relative to the source remains the same

#### "roll along acquisition"



activenot-active

### Crooked line method

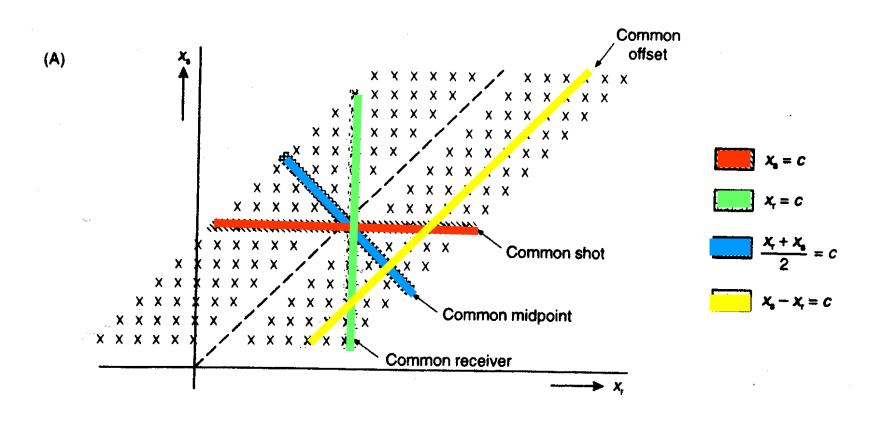


Sources and receivers on a road

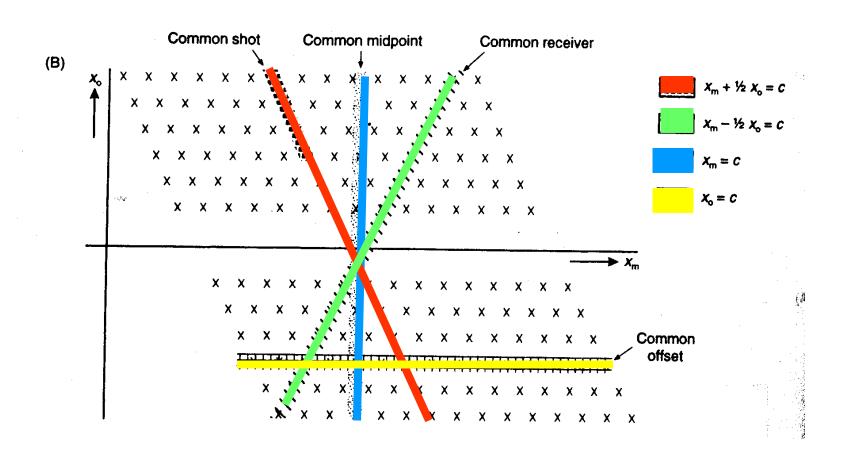
—Resulting line

From Sheriff, 1995

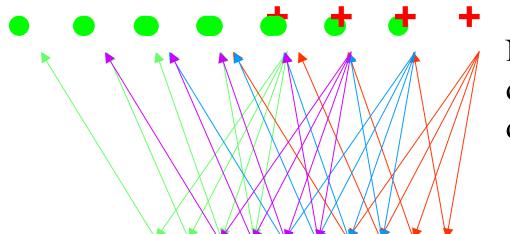
### Shot-receiver coordinate system



### Midpoint-offset coordinate system

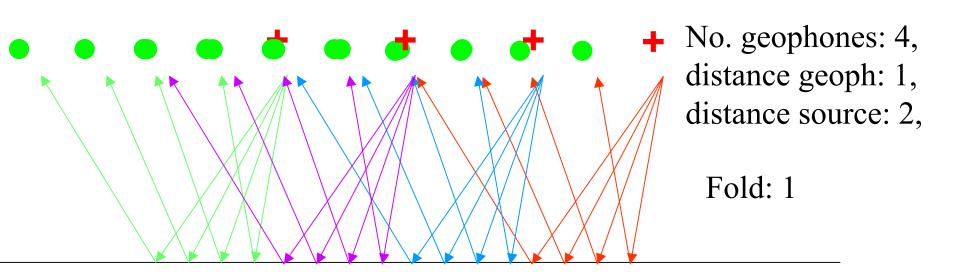


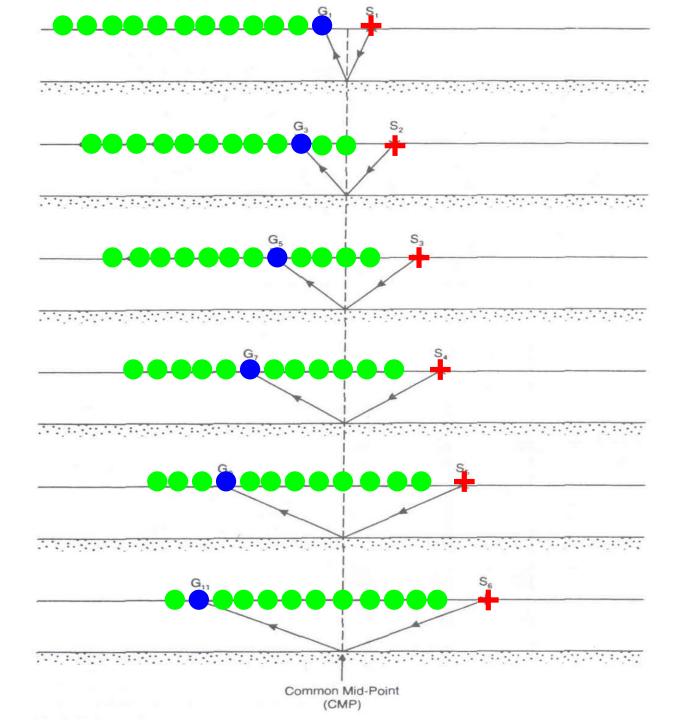
$$X_0 = (X_s - X_r)/2$$
  $X_m = (X_s + X_r)/2$ 



No. geophones: 4, distance geoph: 1, distance source: 1,

Fold: 2





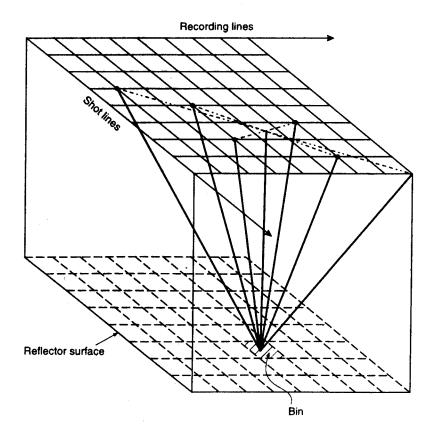
### Coverage ("fold")

#### **Number of traces per CMP**

Fold = 
$$\frac{\text{Number of geophones * Distance between the geophones}}{2 * \text{Distance between the shots}}$$

Coverage = Fold\*100%

### Raypaths for a given bin



### Determining field parameters

- Maximum offset ≈ Depth deepest zone of interest
- Minimum offset ≈ Not greater than shallowest section of interest
- Maximum array length is determined by the minimum apparent velocity of reflections
- Charge size determined by ambient noise late on the record
- Line orientation (up-dip, down-dip)