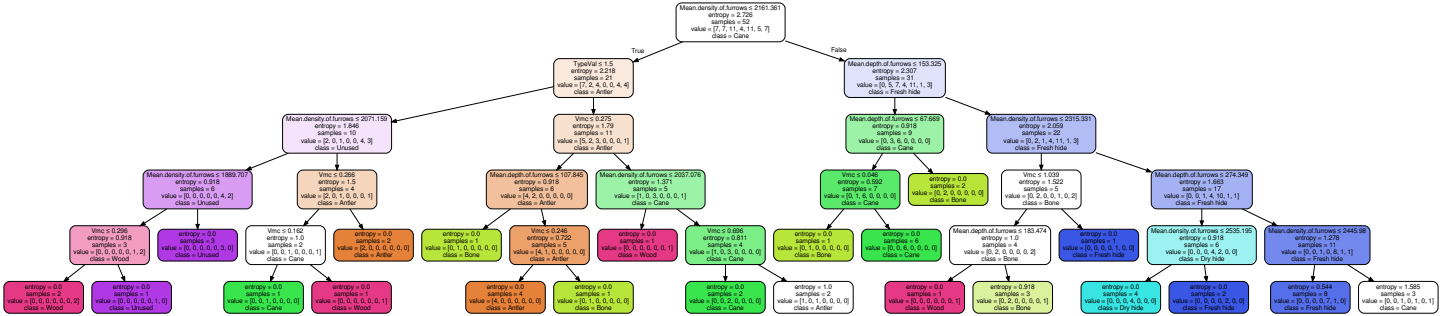
Mean.density.of.furrows ≤ 2161.361
entropy = 2.726
samples = 52
value = [7, 7, 11, 4, 11, 5, 7]
class = Cane
True
False
TypeVal ≤ 1.5
entropy = 2.218
samples = 21
value = [7, 2, 4, 0, 0, 4, 4]
class = Antler
Mean.depth.of.furrows ≤ 153.325
entropy = 2.307
samples = 31
value = [0, 5, 7, 4, 11, 1, 3]
class = Fresh hide
Mean.density.of.furrows ≤ 2071.159
entropy = 1.846
samples = 10
value = [2, 0, 1, 0, 0, 4, 3]
class = Unused
Vmc ≤ 0.275
entropy = 1.79
samples = 11
value = [5, 2, 3, 0, 0, 0, 1]
class = Antler
Mean.depth.of.furrows ≤ 67.669
entropy = 0.918
samples = 9
value = [0, 3, 6, 0, 0, 0, 0]
class = Cane
Mean.density.of.furrows ≤ 2315.331
entropy = 2.059
samples = 22
value = [0, 2, 1, 4, 11, 1, 3]
class = Fresh hide
Mean.density.of.furrows ≤ 1889.707
entropy = 0.918
samples = 6
value = [0, 0, 0, 0, 0, 4, 2]
class = Unused
Vmc ≤ 0.266
entropy = 1.5
samples = 4
value = [2, 0, 1, 0, 0, 0, 1]
class = Antler
Mean.depth.of.furrows ≤ 107.845
entropy = 0.918
samples = 6
value = [4, 2, 0, 0, 0, 0, 0]
class = Antler
Mean.density.of.furrows ≤ 2037.076
entropy = 1.371
samples = 5
value = [1, 0, 3, 0, 0, 0, 1]
class = Cane
Vmc ≤ 0.046
entropy = 0.592
samples = 7
value = [0, 1, 6, 0, 0, 0, 0]
class = Cane
entropy = 0.0
samples = 2
value = [0, 2, 0, 0, 0, 0, 0]
class = Bone
Vmc ≤ 1.039
entropy = 1.522
samples = 5
value = [0, 3, 0, 0, 1, 0, 2]
class = Bone
Mean.depth.of.furrows ≤ 274.349
entropy = 1.663
samples = 17
value = [0, 0, 1, 4, 10, 1, 1]
class = Fresh hide
Vmc ≤ 0.296
entropy = 0.918
samples = 3
value = [0, 0, 0, 0, 0, 1, 2]
class = Wood
entropy = 0.0
samples = 3
value = [0, 0, 0, 0, 0, 3, 0]
class = Unused
Vmc ≤ 0.162
entropy = 1.0
samples = 2
value = [0, 0, 1, 0, 0, 0, 1]
class = Cane
entropy = 0.0
samples = 2
value = [2, 0, 0, 0, 0, 0, 0]
class = Antler
entropy = 0.0
samples = 1
value = [0, 1, 0, 0, 0, 0, 0]
class = Bone
Vmc ≤ 0.246
entropy = 0.722
samples = 5
value = [4, 1, 0, 0, 0, 0, 0]
class = Antler
entropy = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 1, 0]
class = Wood
Vmc ≤ 0.696
entropy = 0.811
samples = 4
value = [1, 0, 3, 0, 0, 0, 0]
class = Cane
entropy = 0.0
samples = 1
value = [0, 1, 0, 0, 0, 0, 0]
class = Bone
entropy = 0.0
samples = 6
value = [0, 0, 6, 0, 0, 0, 0]
class = Cane
Mean.depth.of.furrows ≤ 183.474
entropy = 1.0
samples = 4
value = [0, 2, 0, 0, 0, 0, 2]
class = Bone
entropy = 0.0
samples = 1
value = [0, 0, 0, 0, 1, 0, 0]
class = Fresh hide
Mean.density.of.furrows ≤ 2535.195
entropy = 0.918
samples = 6
value = [0, 0, 0, 4, 2, 0, 0]
class = Dry hide
Mean.density.of.furrows ≤ 2445.99
entropy = 1.278
samples = 11
value = [0, 0, 1, 0, 8, 1, 1]
class = Fresh hide
entropy = 0.0
samples = 2
value = [0, 0, 0, 0, 0, 0, 2]
class = Wood
entropy = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 1, 0]
class = Unused
entropy = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 0, 1]
class = Cane
entropy = 0.0
samples = 1
value = [0, 0, 1, 0, 0, 0, 0]
class = Wood
entropy = 0.0
samples = 4
value = [4, 0, 0, 0, 0, 0, 0]
class = Antler
entropy = 0.0
samples = 1
value = [0, 1, 0, 0, 0, 0, 0]
class = Bone
entropy = 0.0
samples = 2
value = [0, 0, 2, 0, 0, 0, 0]
class = Cane
entropy = 1.0
samples = 2
value = [1, 0, 1, 0, 0, 0, 0]
class = Antler
entropy = 0.0
samples = 1
value = [0, 0, 0, 0, 0, 1, 0]
class = Wood
entropy = 0.918
samples = 3
value = [0, 2, 0, 0, 0, 0, 1]
class = Bone
entropy = 0.0
samples = 4
value = [0, 0, 0, 4, 0, 0, 0]
class = Dry hide
entropy = 0.0
samples = 2
value = [0, 0, 0, 0, 2, 0, 0]
class = Fresh hide
entropy = 0.544
samples = 8
value = [0, 0, 0, 0, 7, 1, 0]
class = Fresh hide
entropy = 1.585
samples = 3
value = [0, 0, 1, 0, 1, 0, 1]
class = Cane