It should be the case that
AcdActiveDist3D < sqrt(2) x AcdActiveDist
AND IT IS!
AcdActiveDist3D Broken down by McSourceld
(See the numbers in the top Label bars)
**AcdCornerDoca**

Cuts: AcdTileCount == 0 & Tkr1LATEdge < 50 & McZDir < -.2 & abs(AcdCornerDoca) < 1990

What are the extra bands?

They are the Ribbons!

Cut: AcdRibbonEnergy < .2

Note the asymmetry as expected from the geometry.
ANNOUNCER: Oh, how long can trusty Cadet Stimpy hold out? How can he possibly resist the diabolical urge to push the button that could erase his very existence? Will his tortured mind give in to its uncontrollable desires? (Announcer grabs Stimpy, forces him closer to the button.) Can he resist the temptation to push the button that, even now, beckons him even closer? Will he succumb to the maddening urge to eradicate history? At the MERE...PUSH...of a SINGLE...BUTTON!
The beeyootiful SHINY button! The jolly CANDY-LIKE button! Will he hold out, folks? CAN he hold out?
STIMPY: NO I CAN'T!!!EEEEYAAAAHHHH!