

	<u>Road: Major, Minor</u>
	<u>Park Road; Vehicle Track</u>
	<u>Footpath; Small Footpath</u>
	<u>Indistinct path; Ride</u>
	<u>Fence; Ruined Fence</u>
	<u>Power line: small; large</u>
	<u>Buildings; Ruined Stonewall</u>
	<u>Ruins; Hunter's stand</u>
	<u>Cliffs: passable; impassable</u>
	<u>Cairn; Boulder: small; large</u>
	<u>Boulder cluster; Stairs</u>
	<u>Rocky ground; Bridge</u>

	<u>Gas fixture*; Man-made object*</u>
	<u>Lake; Pond</u>
	<u>Stream: large; small; seasonal</u>
	<u>Marsh: uncrossable; crossable</u>
	<u>Small marsh; Narrow Marsh</u>
	<u>Seasonal marsh; Spring</u>
	<u>Forest; Slow running</u>
	<u>Difficult running; Fight</u>
	<u>Copse*; Distinct tree*</u>
	<u>Tree line*; Vegetation boundary</u>
	<u>Undergrowth: slow; difficult</u>
	<u>Contour lines; Index contour</u>

	<u>Formline; Dry ditch</u>
	<u>Earth bank; Gully</u>
	<u>Pit; Small Depression</u>
	<u>Rootstock*; Tree Rubble*</u>
	<u>Broken ground; Knolls</u>
	<u>Parking area; Sandy ground</u>
	<u>Open Area; Rough Open</u>
	<u>Open & Rough open with scattered trees</u>
	<u>Private Property</u>
	<u>Park boundary*</u>
	<u>* Not an IOF Symbol</u>