



## Legend

	<u>Street; Paved Road</u>
	<u>Vehicle track; Ride</u>
	<u>Footpath; Small footpath</u>
	<u>Indistinct path; Utility line</u>
	<u>Fences; Footbridge</u>
	<u>Boulder field; Rocky Ground</u>
	<u>Boulders: Sm., Lg.; Cluster</u>
	<u>Cliffs: Passable, Impassable</u>
	<u>Buildings; Cairn</u>
	<u>Ruin: large, small</u>
	<u>Evergreen boundary; Stairs</u>
	<u>Rocky Pit; Amphitheater</u>
	<u>Cemetery; Man-made Object</u>

	<u>Pond; Lake</u>
	<u>Stream: large, small</u>
	<u>Seasonal stream; Spring</u>
	<u>Marsh; Narrow marsh</u>
	<u>Indistinct marsh; Sm marsh</u>
	<u>Spigot</u>
	<u>Contour lines; Index contour</u>
	<u>Form line; Dry ditch</u>
	<u>Gully; Pit</u>
	<u>Depressions: Sm., Lg.</u>
	<u>Knolls; Parking area</u>
	<u>Open area; Rough open</u>
	<u>Open with scattered trees</u>
	<u>Rough open w/ scattered trees</u>
	<u>Sandy ground; Paved area</u>
	<u>Forest; Slow run</u>
	<u>Difficult run; Impassable</u>
	<u>Distinct tree; Copse</u>
	<u>Tree line</u>
	<u>Undergrowth: Slow; Difficult</u>
	<u>Boundary</u>