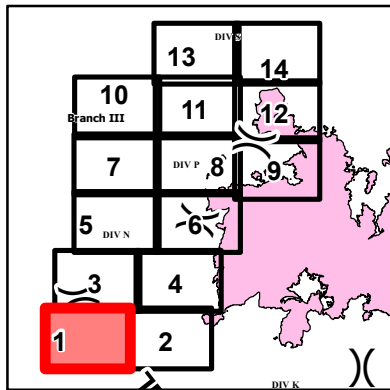
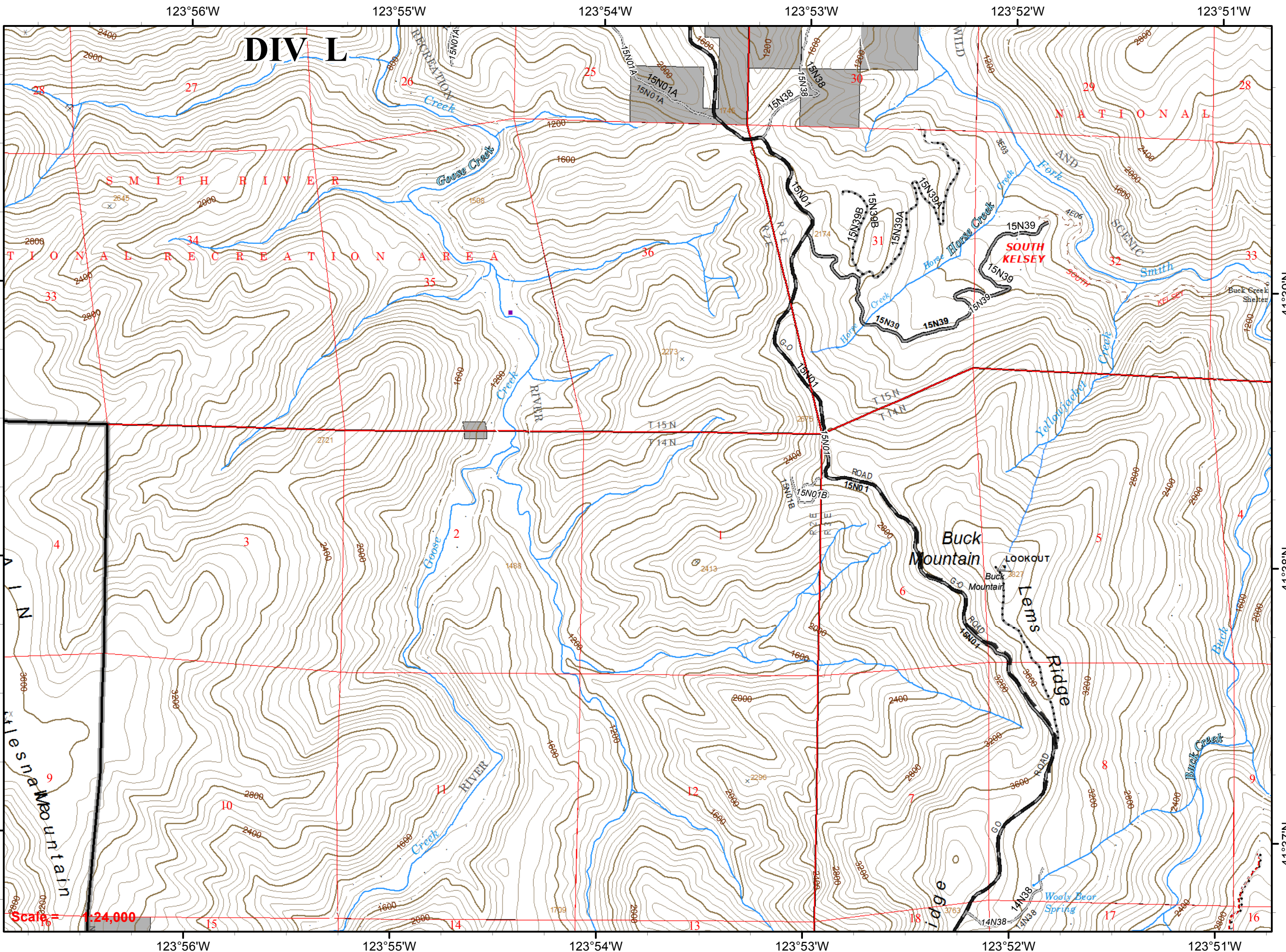
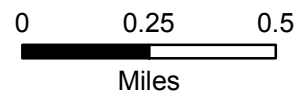




- Division
- Branch
- Structures
- Planned Fire Line
- Major Road
- Decommissioned Road
- Class 3, 4, 5 or Paved
- 2 - High Clearance
- 1 - (Closed)
- Ownership Private



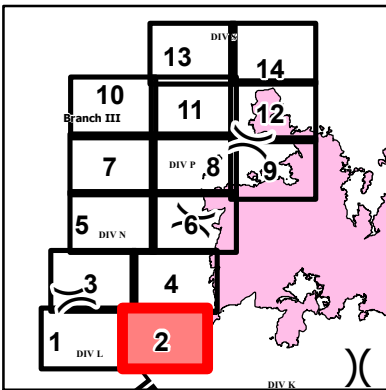
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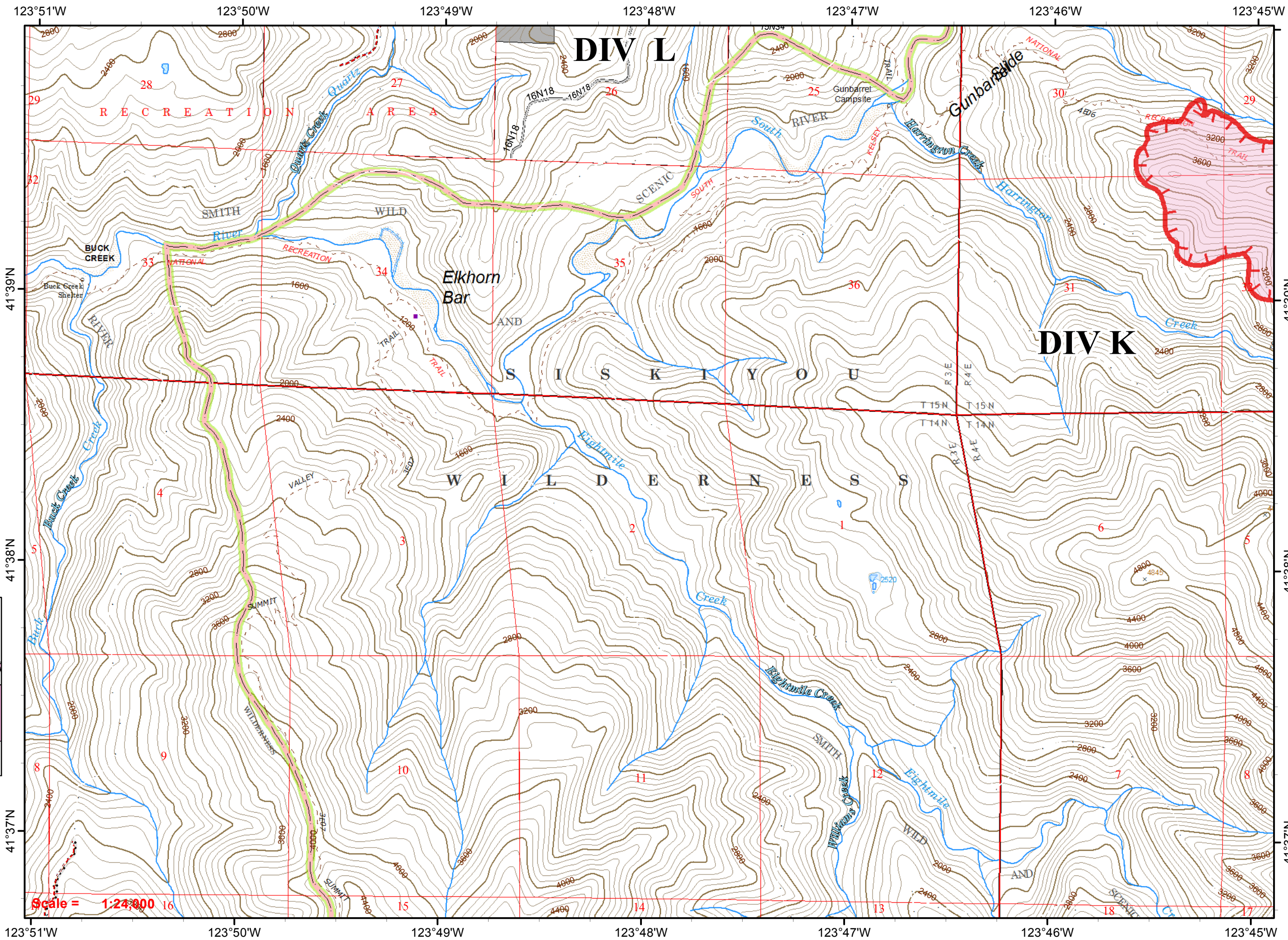
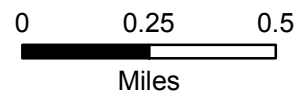
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- Division
- Branch
- Structures
- Uncontrolled Fire Edge
- Major Road
- Decommissioned Road
- 2 - High Clearance
- Wilderness
- Ownership Private
- Fire Polygon



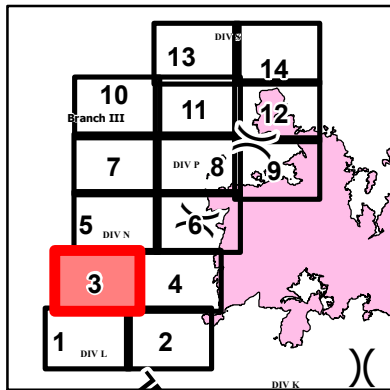
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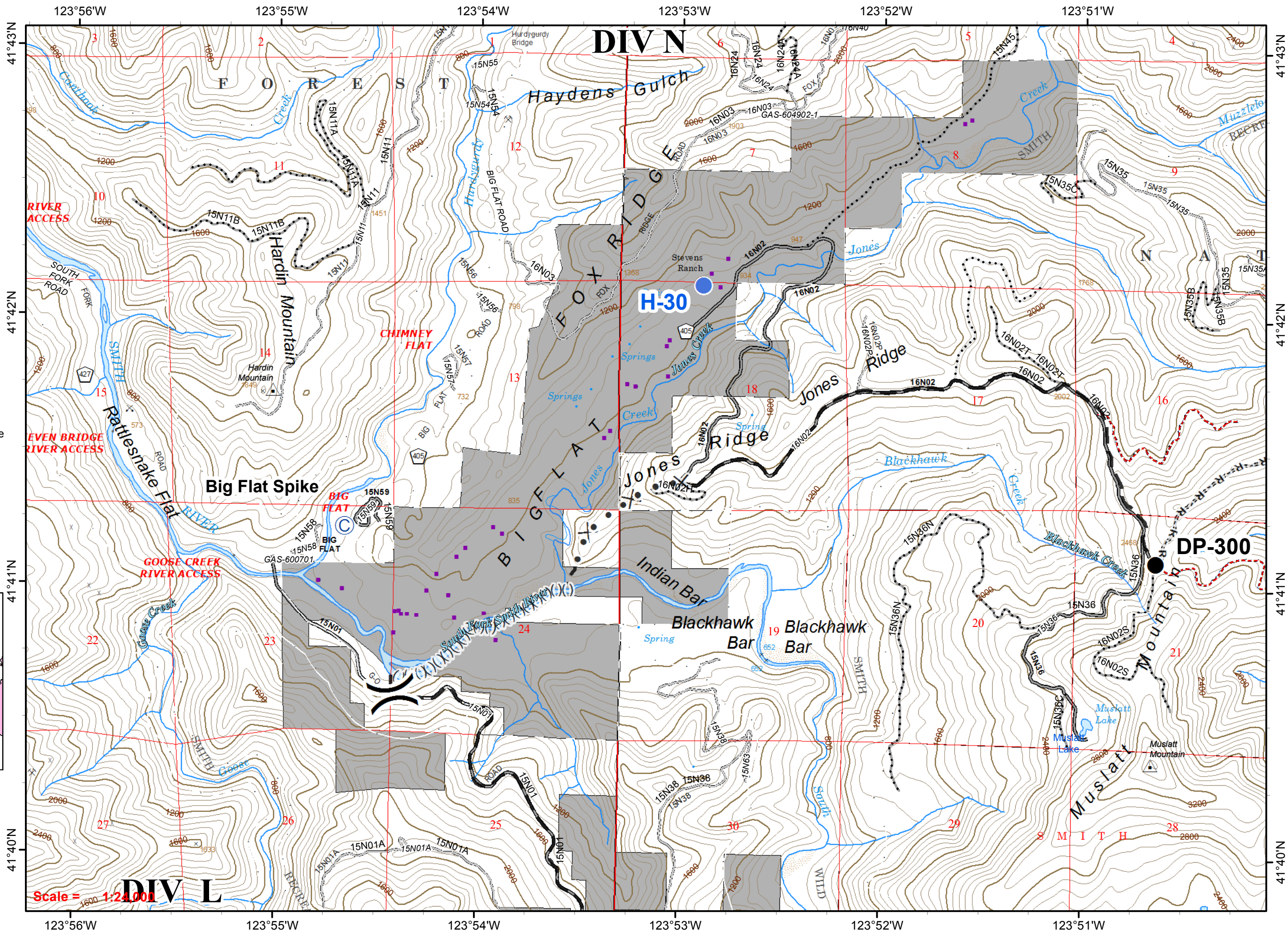
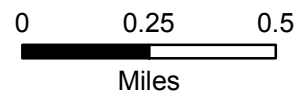


- () Division
- [] Branch
- (C) Camp
- Drop Point
- Helispot
- Structures

- R - R Road as Completed Line
- Planned Fire Line
- ✂ Proposed Dozer Line
- (X)(X) Ridge / Geographic Feature
- Major Road
- - - Decommissioned Road
- Class 3, 4, 5 or Paved
- 2 - High Clearance
- 1 - (Closed)
- Ownership Private

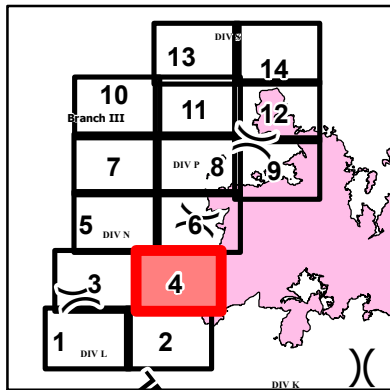


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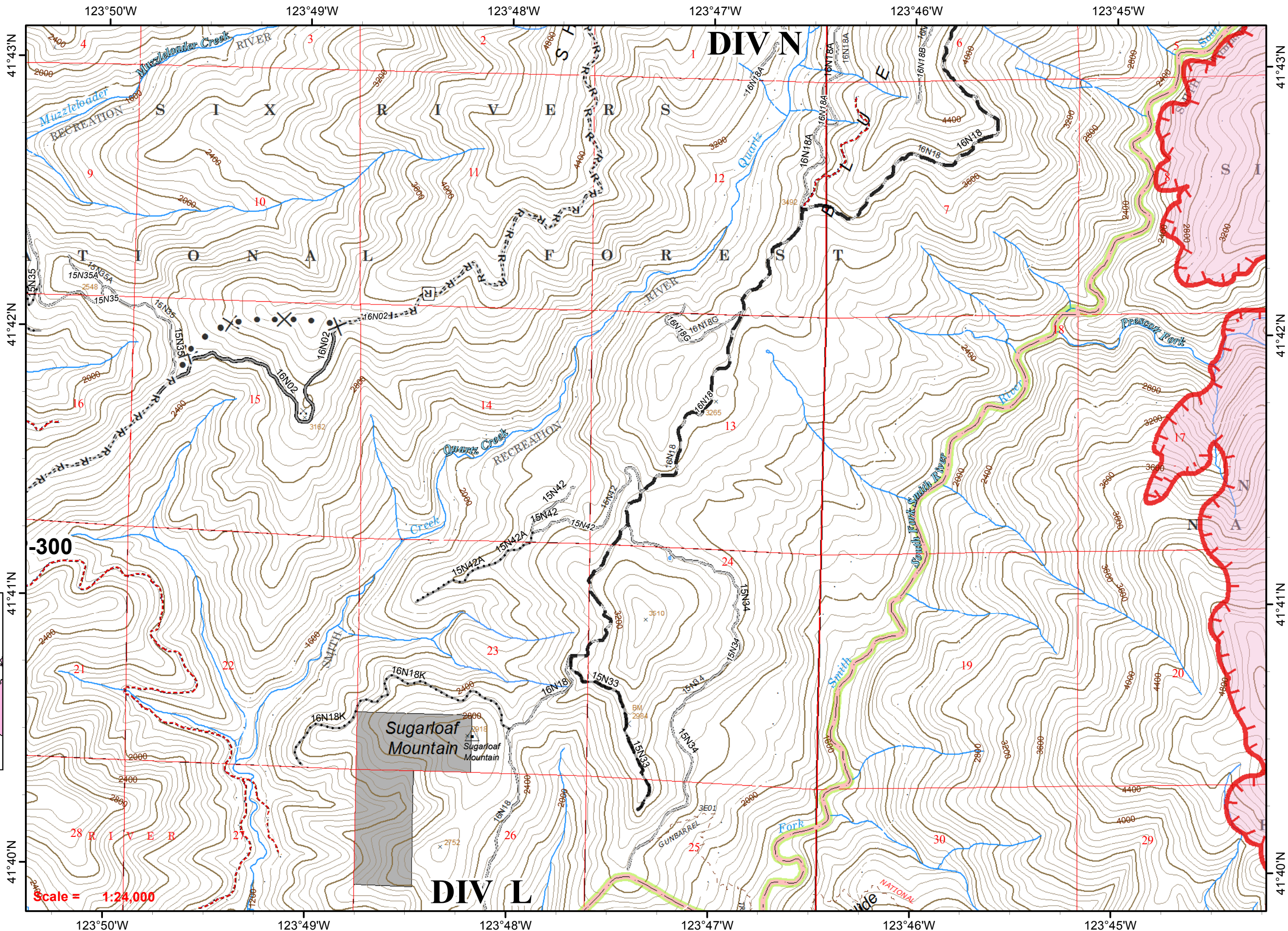
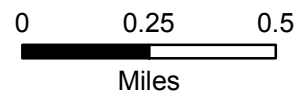




- Division
- Branch
- Uncontrolled Fire Edge
- R - R Road as Completed Line
- Planned Fire Line
- Proposed Dozer Line
- Major Road
- Decommissioned Road
- Class 3, 4, 5 or Paved
- 2 - High Clearance
- 1 - (Closed)
- Wilderness
- Ownership Private
- Fire Polygon



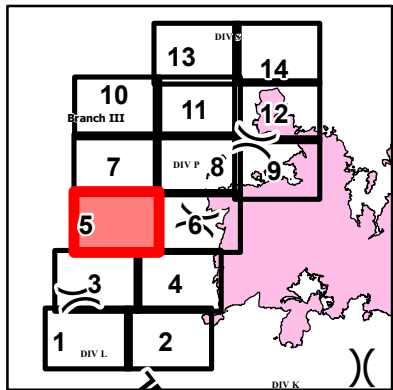
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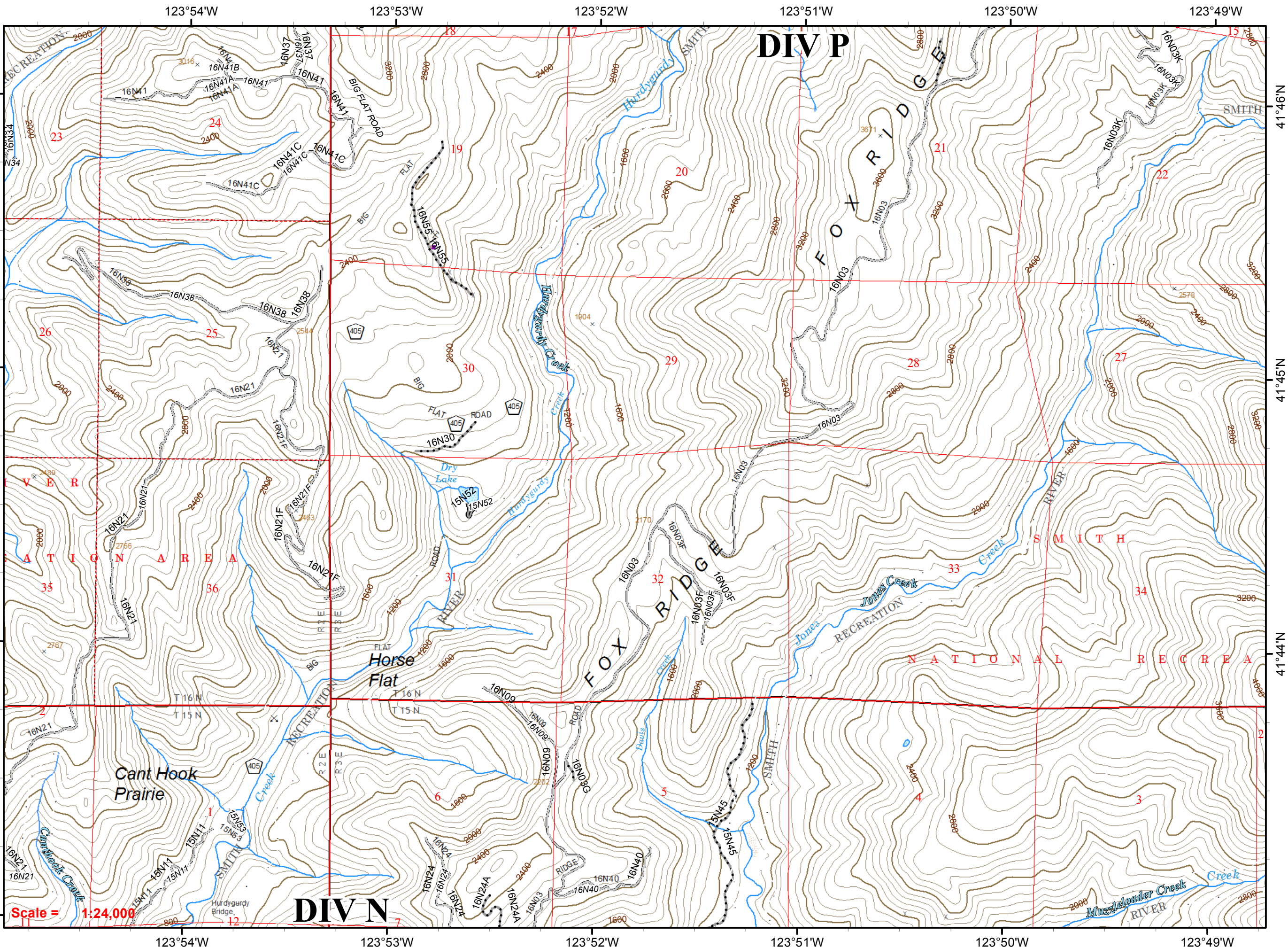
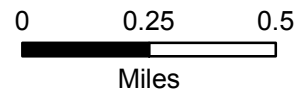
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- Division
- Branch
- Structures
- Major Road
- Class 3, 4, 5 or Paved
- 2 - High Clearance
- 1 - (Closed)

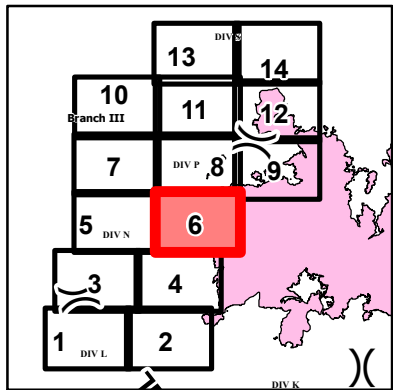


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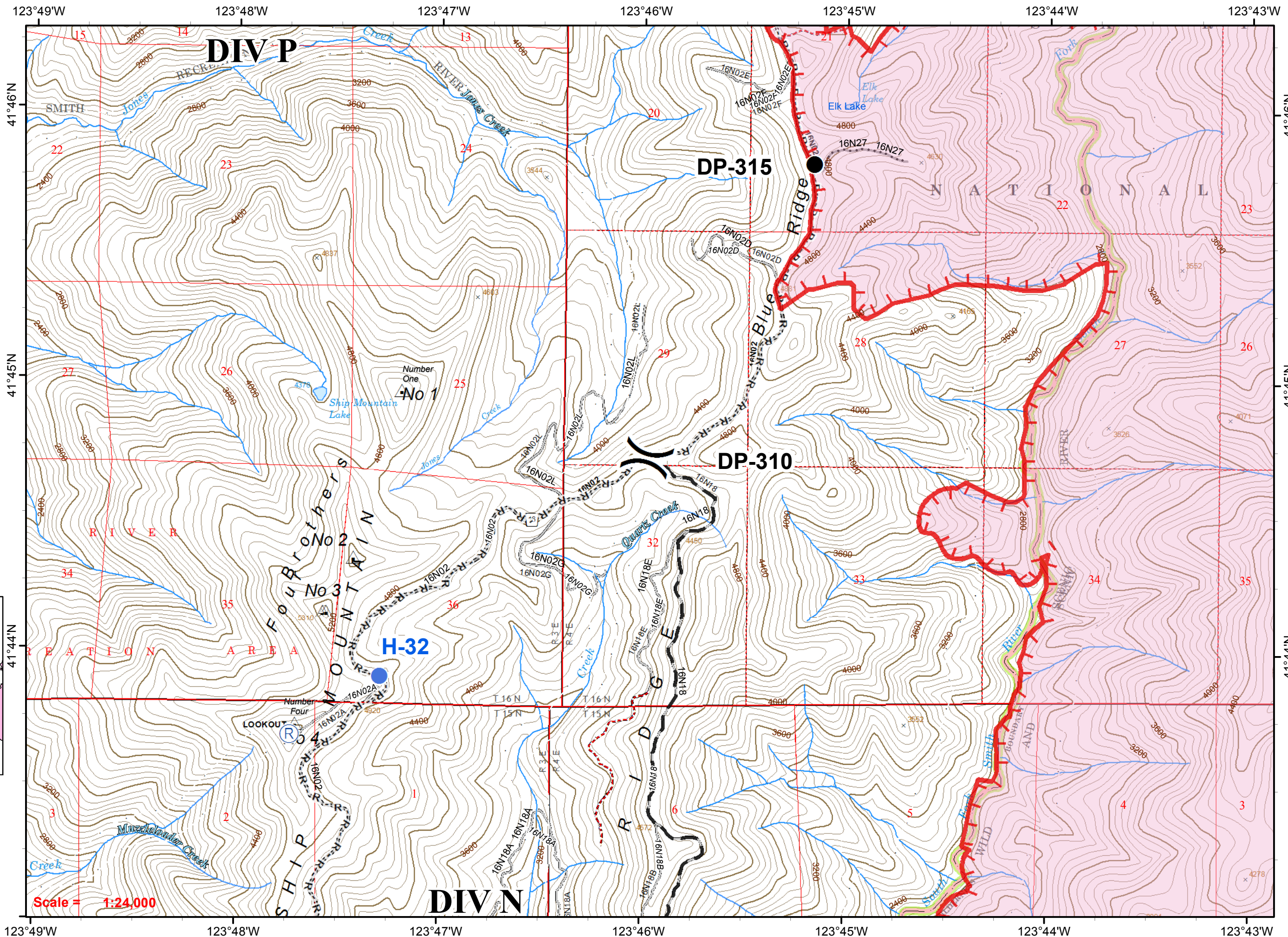
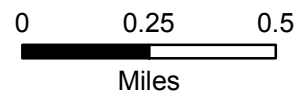




- () Division
- [] Branch
- Drop Point
- Helispot
- Ⓡ Repeater
- ┌─┐ Uncontrolled Fire Edge
- R - R Road as Completed Line
- Planned Fire Line
- ▬ Major Road
- Decommissioned Road
- Class 3, 4, 5 or Paved
- 2 - High Clearance
- 1 - (Closed)
- ▭ Wilderness
- ▭ Fire Polygon

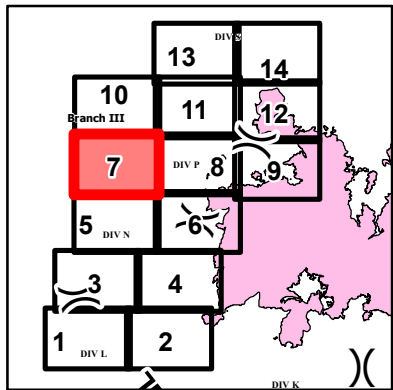


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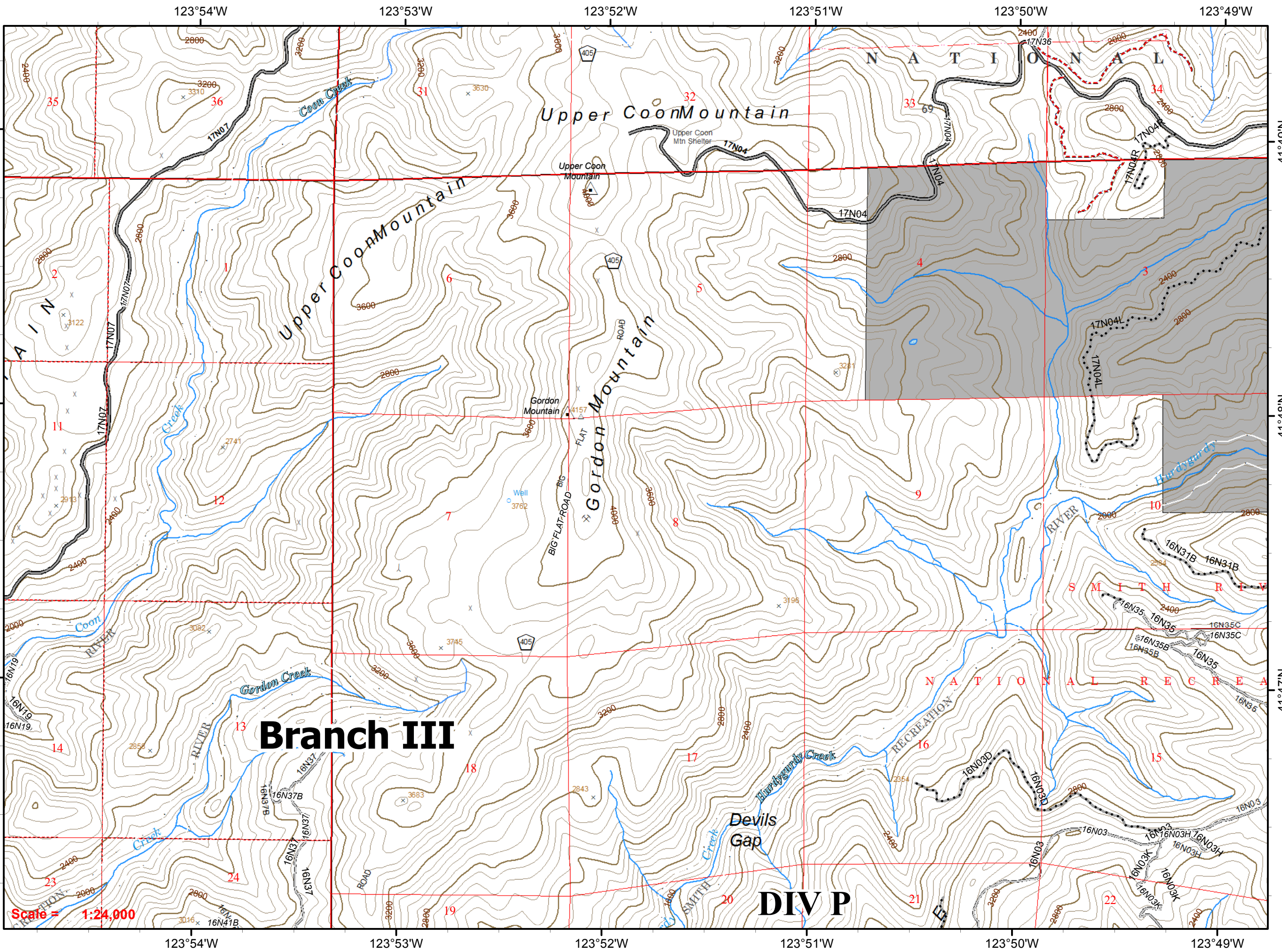
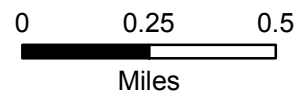




- Division
- Branch
- Major Road
- Decommissioned Road
- Class 3, 4, 5 or Paved
- 2 - High Clearance
- 1 - (Closed)
- Ownership Private

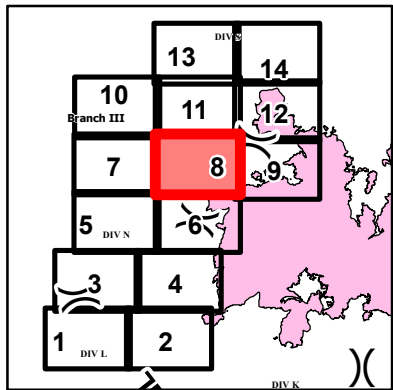


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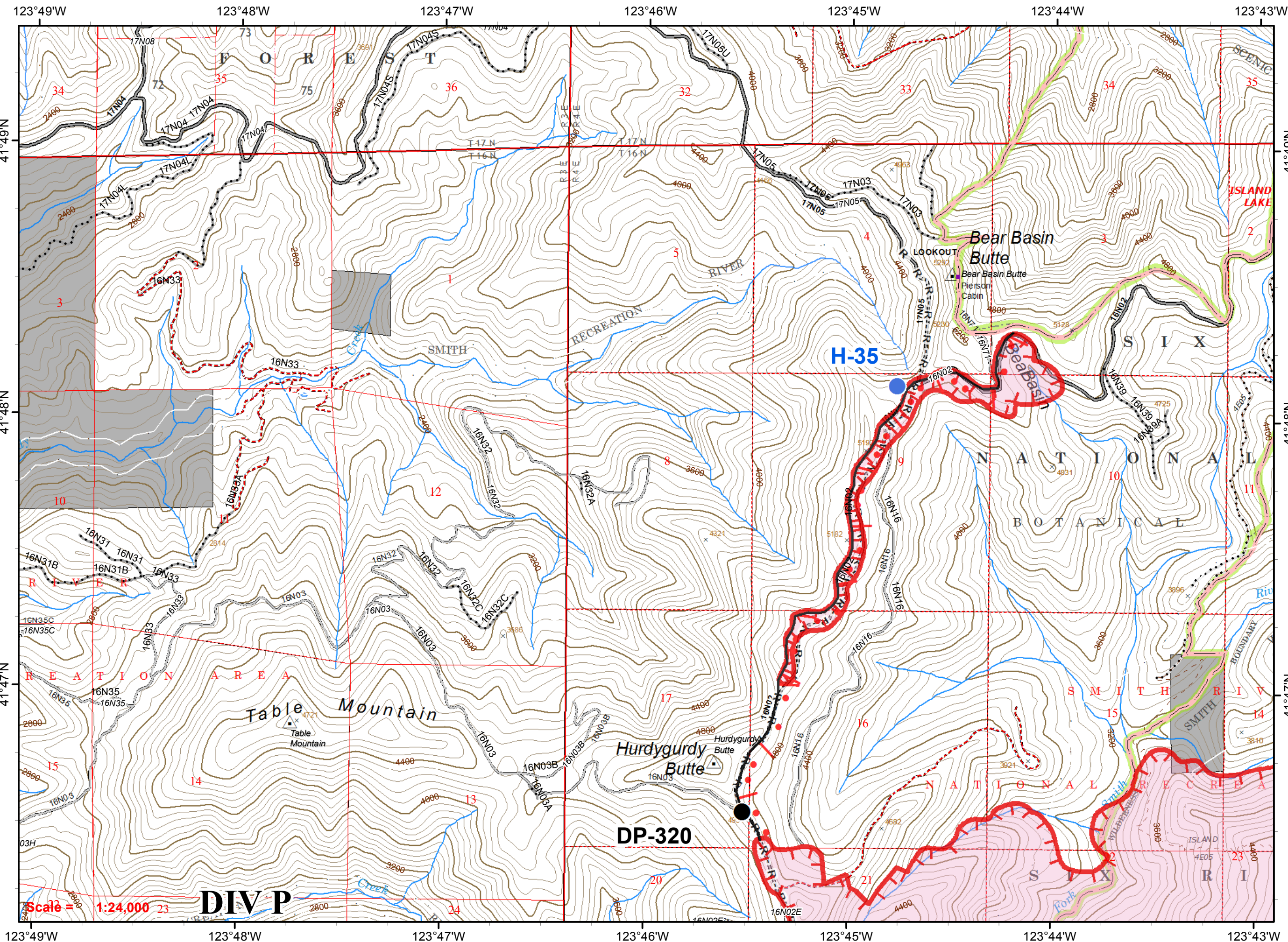
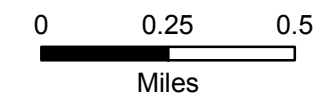




- () Division
- [] Branch
- Drop Point
- Helispot
- Structures
- Uncontrolled Fire Edge
- R - R Road as Completed Line
- Active Burnout
- ▬ Major Road
- - - Decommissioned Road
- Class 3, 4, 5 or Paved
- 2 - High Clearance
- - - 1 - (Closed)
- ▭ Wilderness
- Ownership Private
- Fire Polygon



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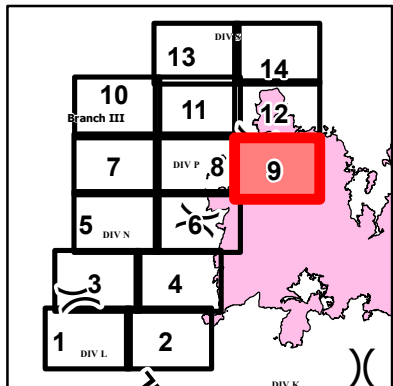


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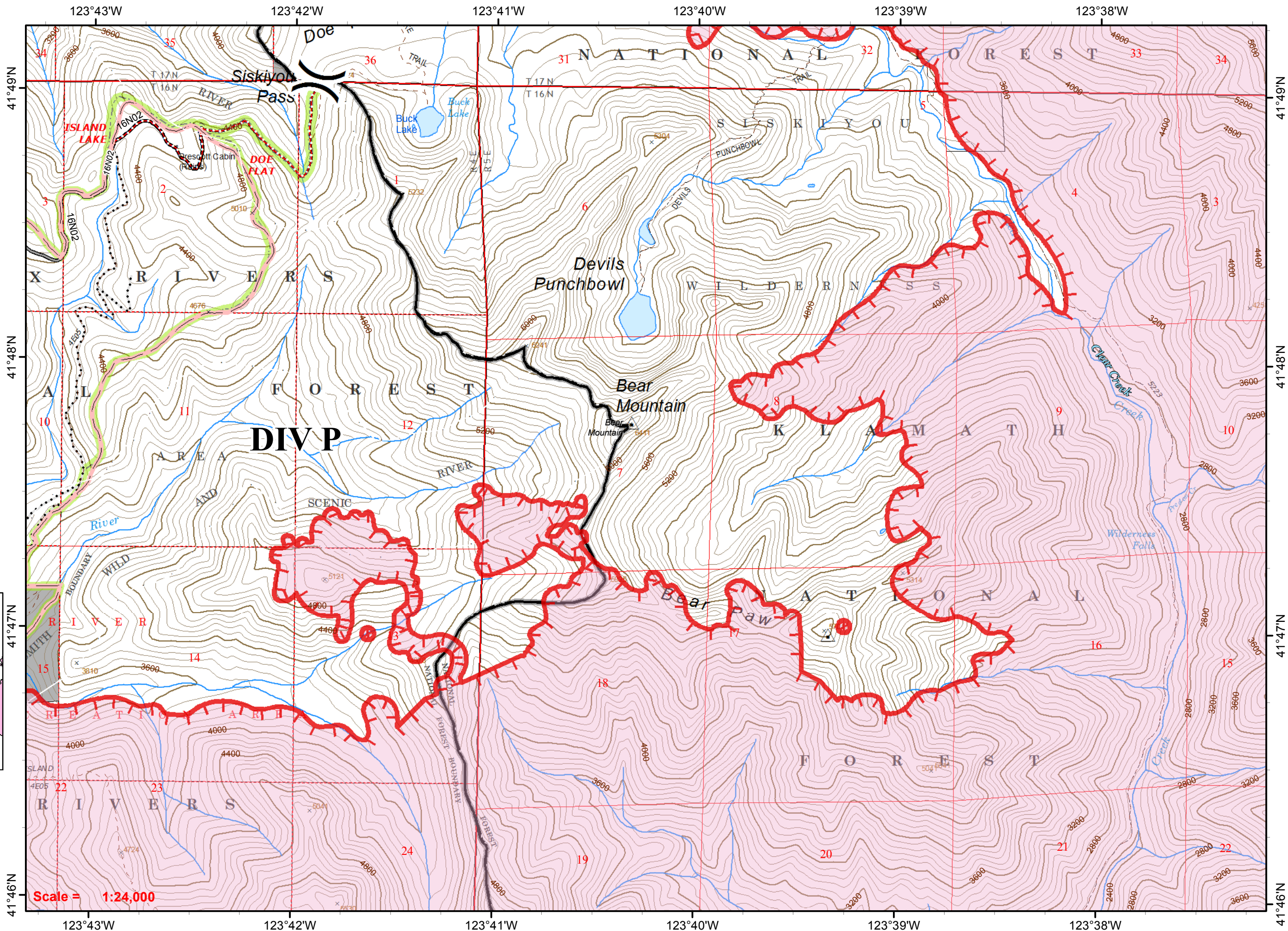
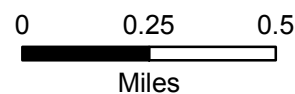
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- Division
- Branch
- Uncontrolled Fire Edge
- Major Road
- Decommissioned Road
- Class 3, 4, 5 or Paved
- Trails
- Wilderness
- Ownership Private
- Fire Polygon



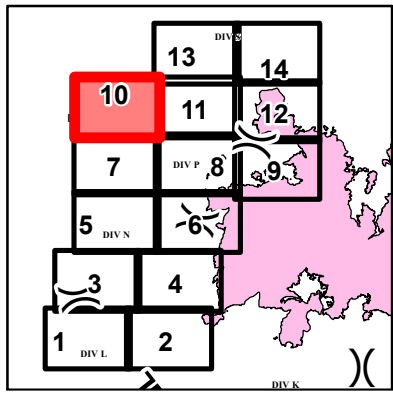
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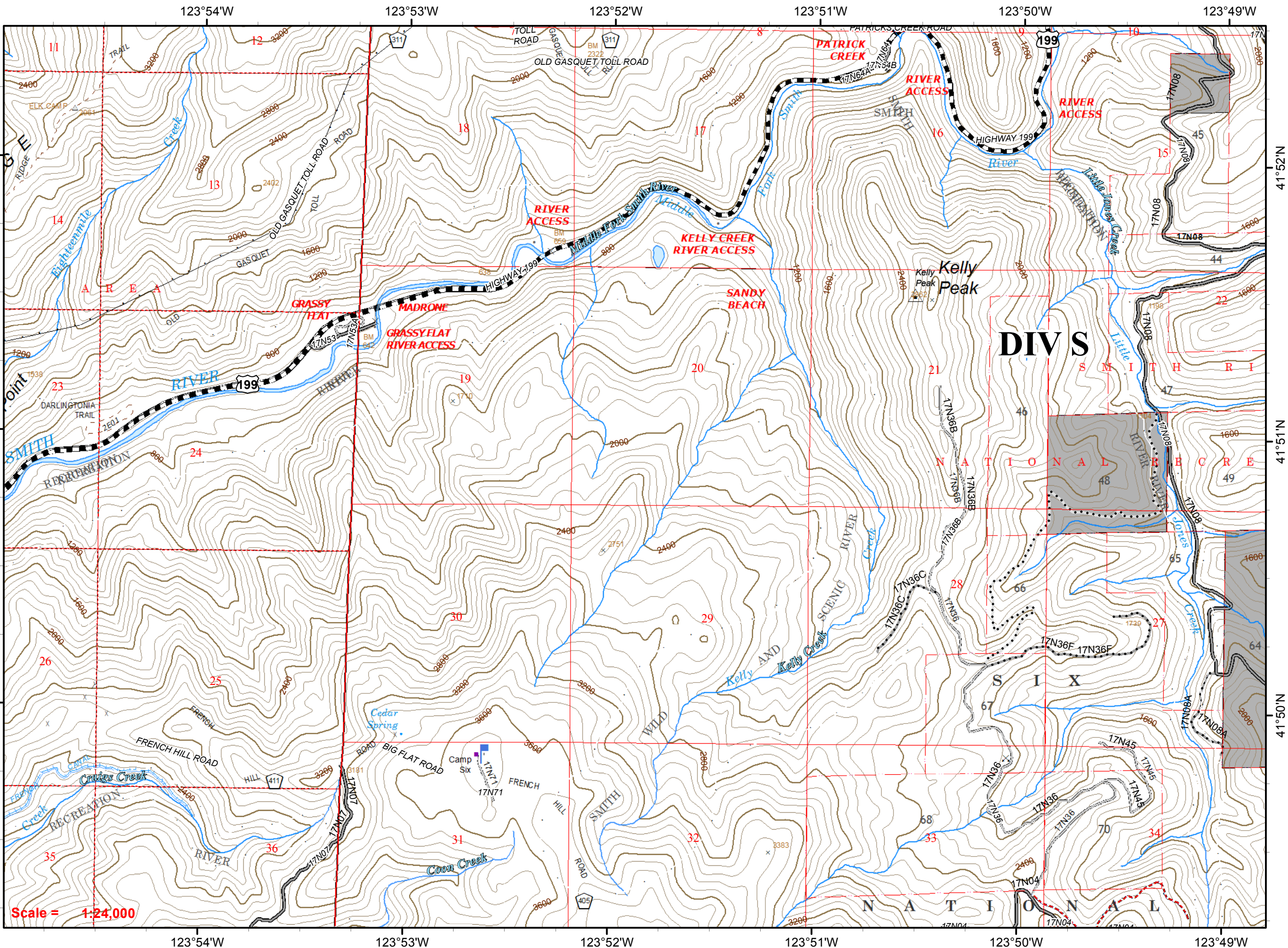
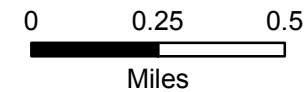
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- Division
- Branch
- Lookout
- Structures
- Major Road
- Decommissioned Road
- Class 3, 4, 5 or Paved
- 2 - High Clearance
- 1 - (Closed)
- Ownership Private



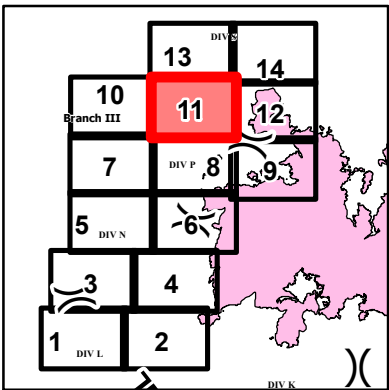
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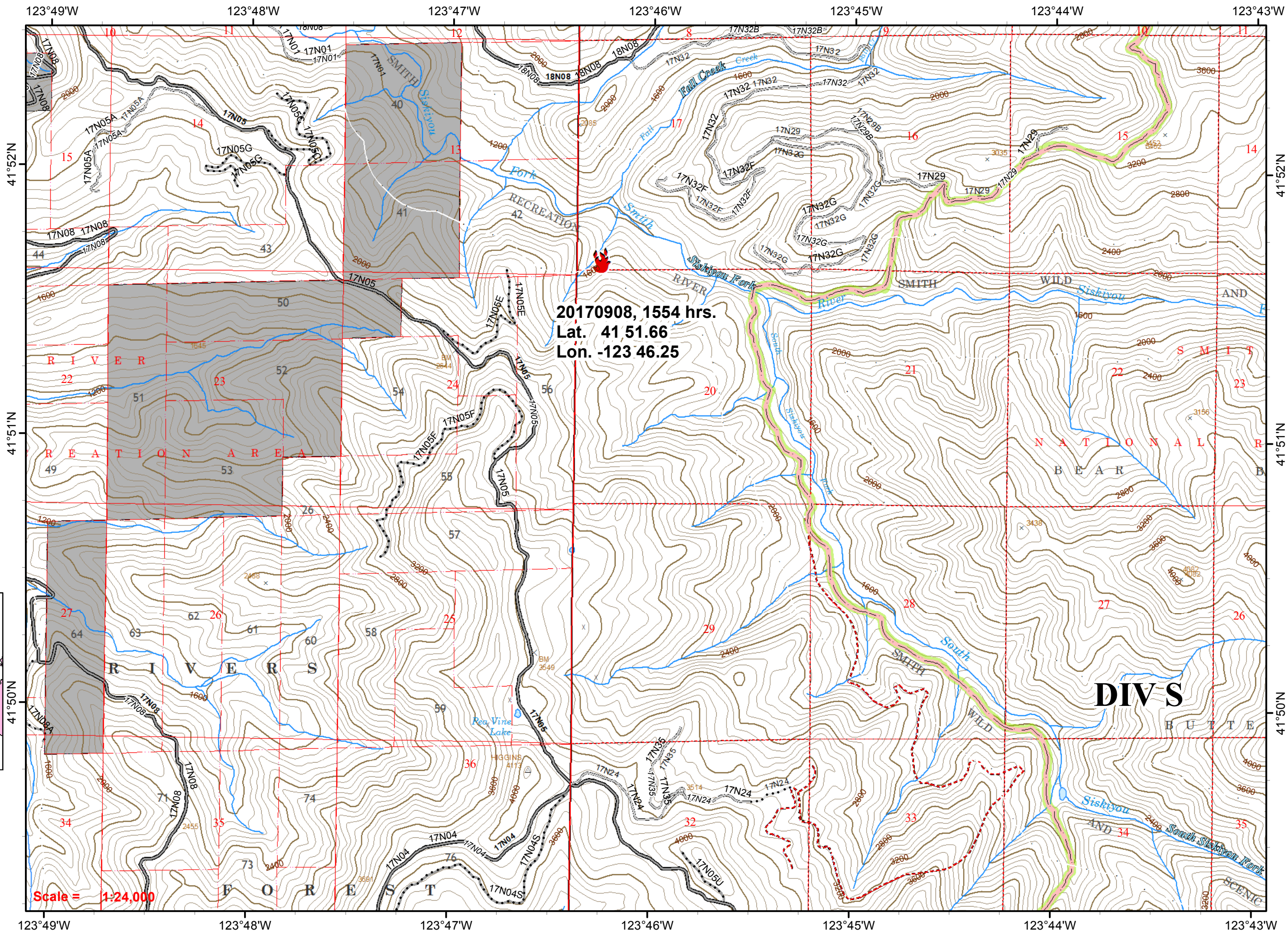
- () Division
- [] Branch
- 🔥 Fire Location
- ▬ Major Road
- - - Decommissioned Road
- ▬ Class 3, 4, 5 or Paved
- ▬ 2 - High Clearance
- ▬ 1 - (Closed)
- 🟩 Wilderness
- 🟤 Ownership Private



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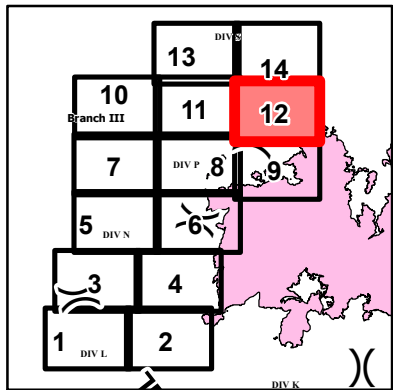


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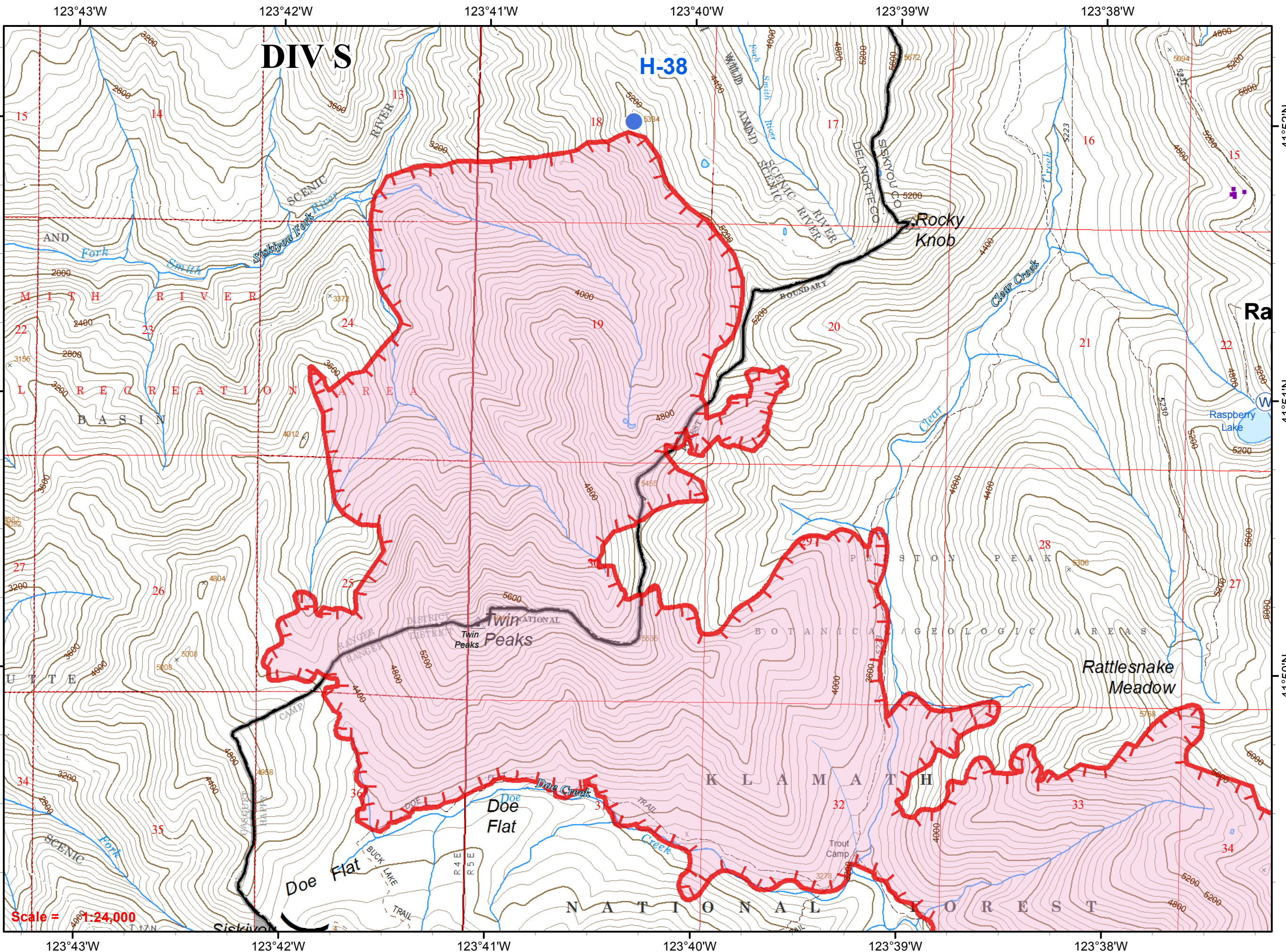
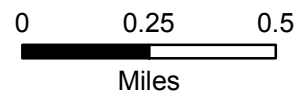




- () Division
- [] Branch
- Helispot
- ⊙ Water Source
- Structures
- Uncontrolled Fire Edge
- Major Road
- - - Trails
- ▭ Wilderness
- Ownership Private
- FirePolygon



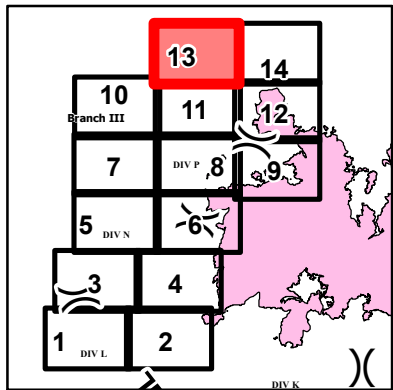
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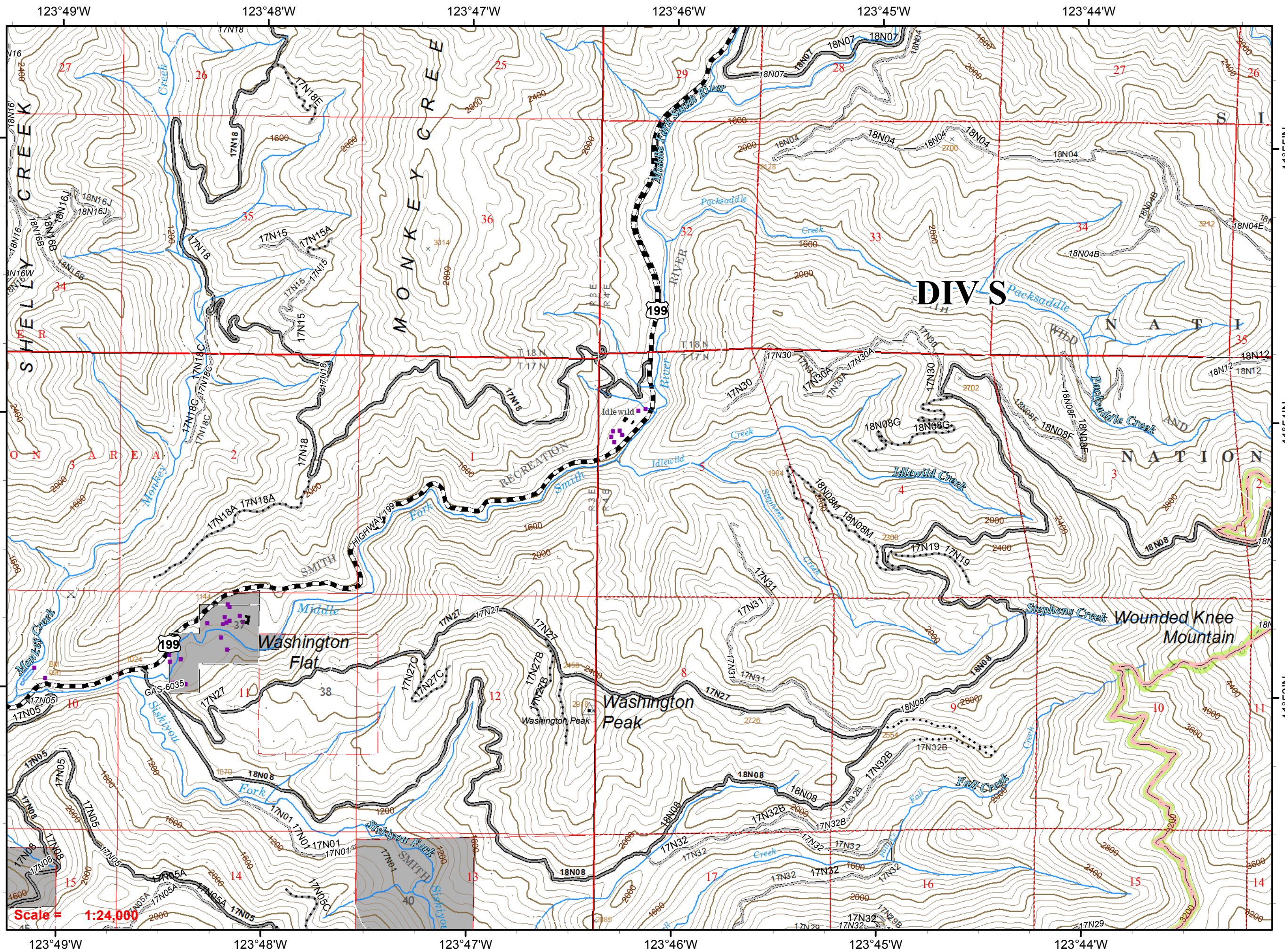
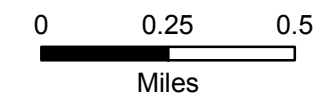
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- Division
- Branch
- Structures
- Major Road
- Class 3, 4, 5 or Paved
- 2 - High Clearance
- 1 - (Closed)
- Wilderness
- Ownership Private



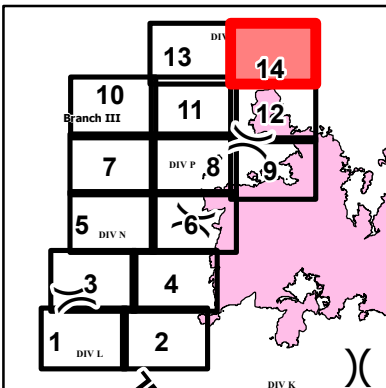
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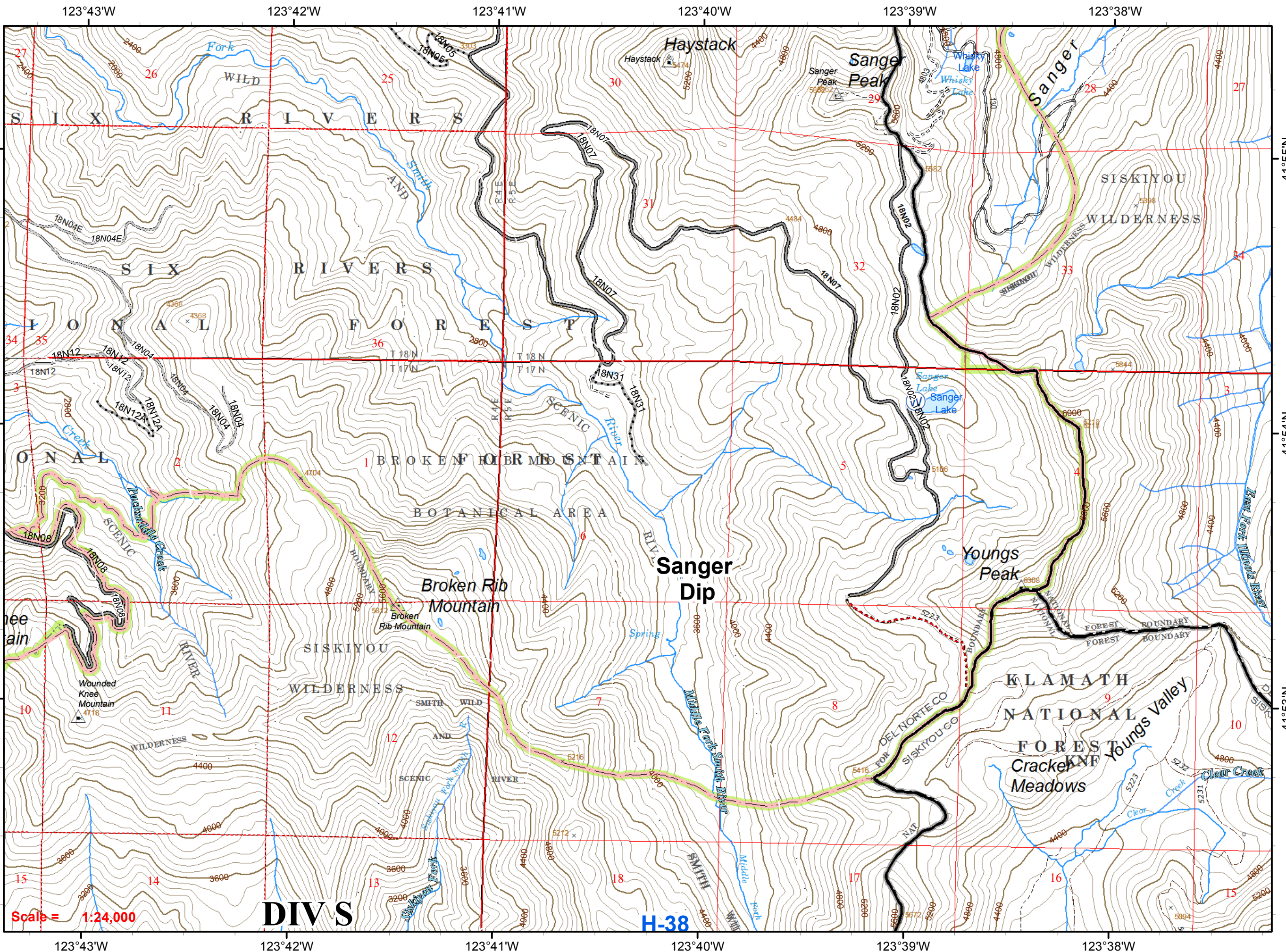
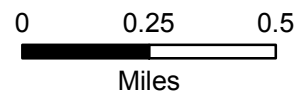
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- () Division
- [] Branch
- (W) Water Source
- ▬ Major Road
- - - Decommissioned Road
- ▬ Class 3, 4, 5 or Paved
- ▬ 2 - High Clearance
- ▬ 1 - (Closed)
- - - Trails
- ▭ Wilderness
- ▭ Ownership Private



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Scale = 1:24,000

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