



<b>Legend</b>	<ul style="list-style-type: none"> <li>● Current</li> <li>● Dip Site</li> <li>● Drop Point</li> <li>● Diver Path</li> <li>● Fence - Cut/Damaged</li> <li>● Fire Origin</li> <li>● Clean-Up Area</li> <li>● Closure</li> <li>● First Aid Station</li> <li>● Gate</li> <li>● Hazard</li> <li>● Hazard Tree</li> <li>● Helibase</li> <li>● Unimproved Landing Area</li> <li>● Helispot</li> <li>● Hot Spot</li> <li>● Incident Base</li> <li>● Incident Command Post</li> <li>● Internet Access</li> <li>● Landmark</li> <li>● Landing or Log Deck</li> <li>● Lookout</li> <li>● Mobile Weather Unit</li> <li>● Repair Point</li> <li>● Repeater</li> <li>● Resource Location</li> <li>● Retardant/Avoidance Area</li> <li>● Retardant/Mud Pit</li> <li>● Road Repair</li> <li>● Safety Zone</li> <li>● Slip Site</li> <li>● Spot Fire</li> <li>● Staging Area</li> <li>● Stream Crossing</li> <li>● Structure Wrap</li> <li>● Water Source</li> <li>● Restricted Water Source</li> <li>● Water Development or Draft Site</li> <li>● Value at Risk</li> <li>● Unknown</li> <li>● Other</li> <li>● Segment Break</li> <li>● Zone Break</li> <li>● Division Break</li> <li>● Branch Break</li> <li>● Wallline Daily Fire Perimeter</li> <li>● Prescribed Fire</li> <li>● Unburned Island</li> <li>● Proposed Burnout</li> <li>● Active Burnout</li> <li>● Completed Burnout</li> <li>● Value at Risk</li> <li>● Closure Area</li> <li>● Evacuation Area</li> <li>● Retardant Avoidance Area</li> <li>● Unknown</li> <li>● Other</li> <li>● Campground</li> <li>● Recreation Site</li> <li>● Picnic Area</li> <li>● NHD Flowline</li> <li>● Perennial Stream</li> <li>● NHD Waterbody, Perennial</li> <li>● Perennial Lake</li> <li>● NHD Waterbody, Other</li> <li>● Intermittent Lake</li> <li>● Playa</li> <li>● NHD Area, Perennial</li> <li>● Perennial Lake</li> <li>● NHD Area, Other</li> <li>● Rapids</li> <li>● Wash</li> <li>● Federal</li> <li>● Wilderness</li> <li>● Forest Service</li> <li>● Contour</li> <li>● Index</li> </ul>	
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