



<ul style="list-style-type: none"> <li>Completed Burnout</li> <li>Completed Dozer Line</li> <li>Completed Fuel Break</li> <li>Completed Hand Line</li> <li>Completed Mixed Construction Line</li> </ul>	<ul style="list-style-type: none"> <li>Reference</li> <li>Access or Improved Road</li> <li>Highlighted Feature</li> <li>Other</li> </ul>	<ul style="list-style-type: none"> <li>Air Ops</li> <li>Route</li> <li>Fire Perimeter</li> <li>Fire Edge</li> <li>Contained Line</li> </ul>	<ul style="list-style-type: none"> <li>Air Operations</li> <li>Dip Site</li> <li>Helipad</li> <li>Assignment Breaks</li> <li>Division Break</li> </ul>	<ul style="list-style-type: none"> <li>Branch Break</li> <li>Logistics</li> <li>Drop Point</li> <li>Closure</li> <li>Camp</li> <li>Staging Area</li> </ul>	<ul style="list-style-type: none"> <li>Operations</li> <li>Lookout</li> <li>Value at Risk</li> <li>Fire Station</li> </ul>	<ul style="list-style-type: none"> <li>Repair</li> <li>Resource Location</li> <li>Fence - Cut/Damaged</li> <li>Communications</li> <li>Mobile Weather Unit</li> </ul>	<ul style="list-style-type: none"> <li>Internet Access</li> <li>Repeater</li> <li>Water Source</li> <li>Restricted Water Source</li> <li>Powerlines</li> </ul>	<ul style="list-style-type: none"> <li>Wilderness</li> <li>Wilderness Study Areas</li> <li>Specialties</li> <li>Highway</li> <li>Highway w/Median</li> <li>Parking</li> </ul>	<ul style="list-style-type: none"> <li>Road - Light Duty - Dirt</li> <li>Road - Light Duty - Gravel</li> <li>Road - Light Duty - Paved</li> <li>Road - Light Duty - Unspecified Composition</li> <li>Road - Unimproved</li> <li>Trail</li> </ul>	<ul style="list-style-type: none"> <li>Trail - Nat Res/Scenic/Historic</li> <li>ADMIN AGENCY</li> <li>BIA</li> <li>BLM</li> <li>LC</li> <li>ST</li> </ul>	<ul style="list-style-type: none"> <li>UND; PVT</li> <li>USBR</li> <li>USFS</li> </ul>
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