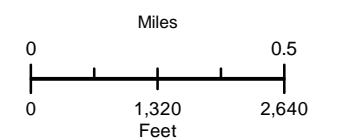
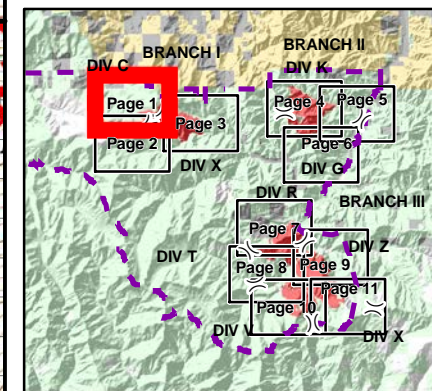
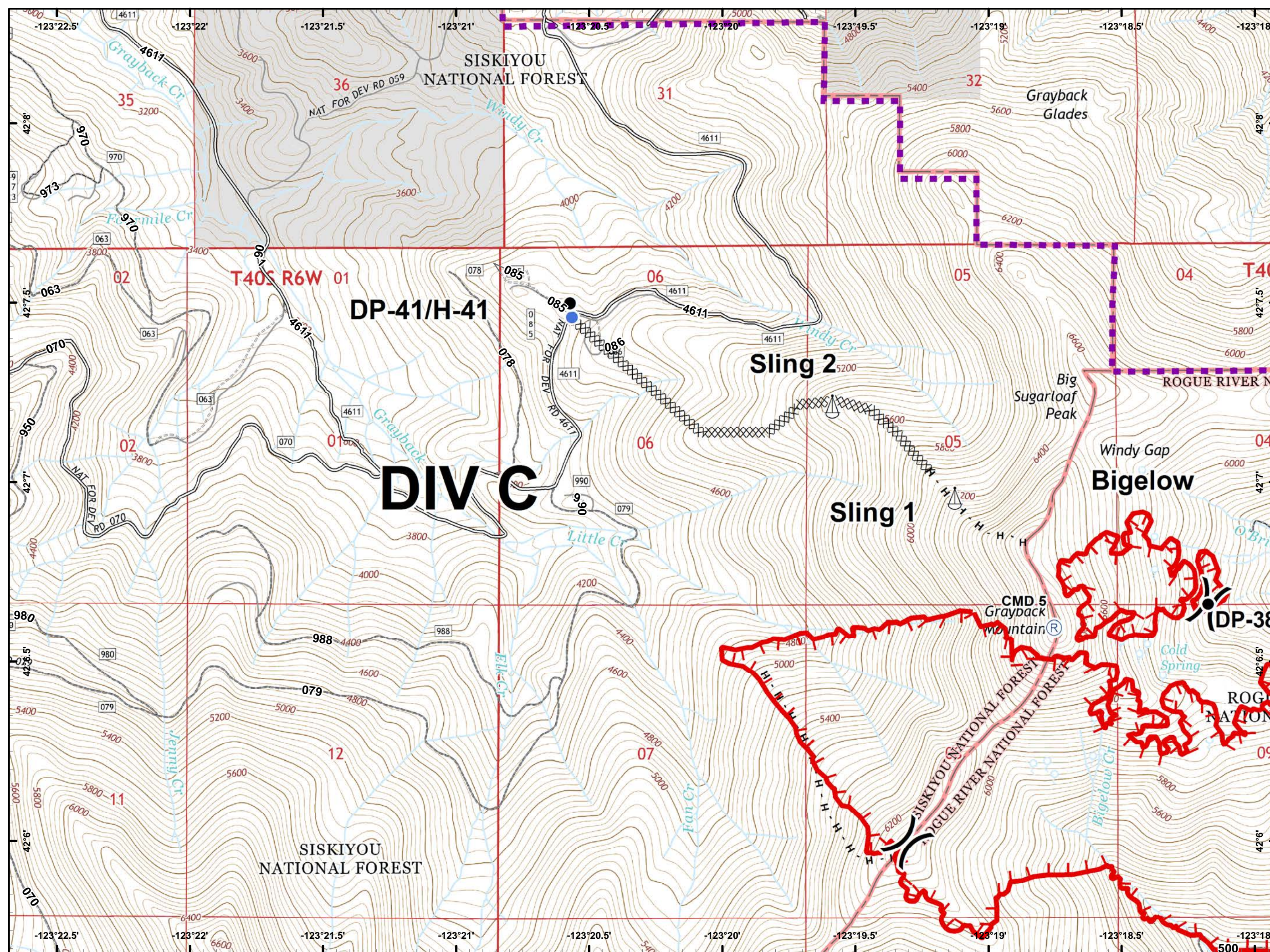


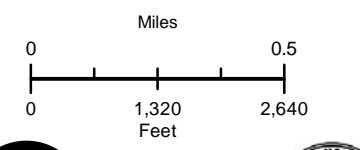
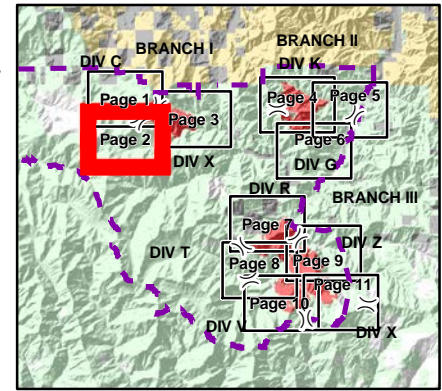
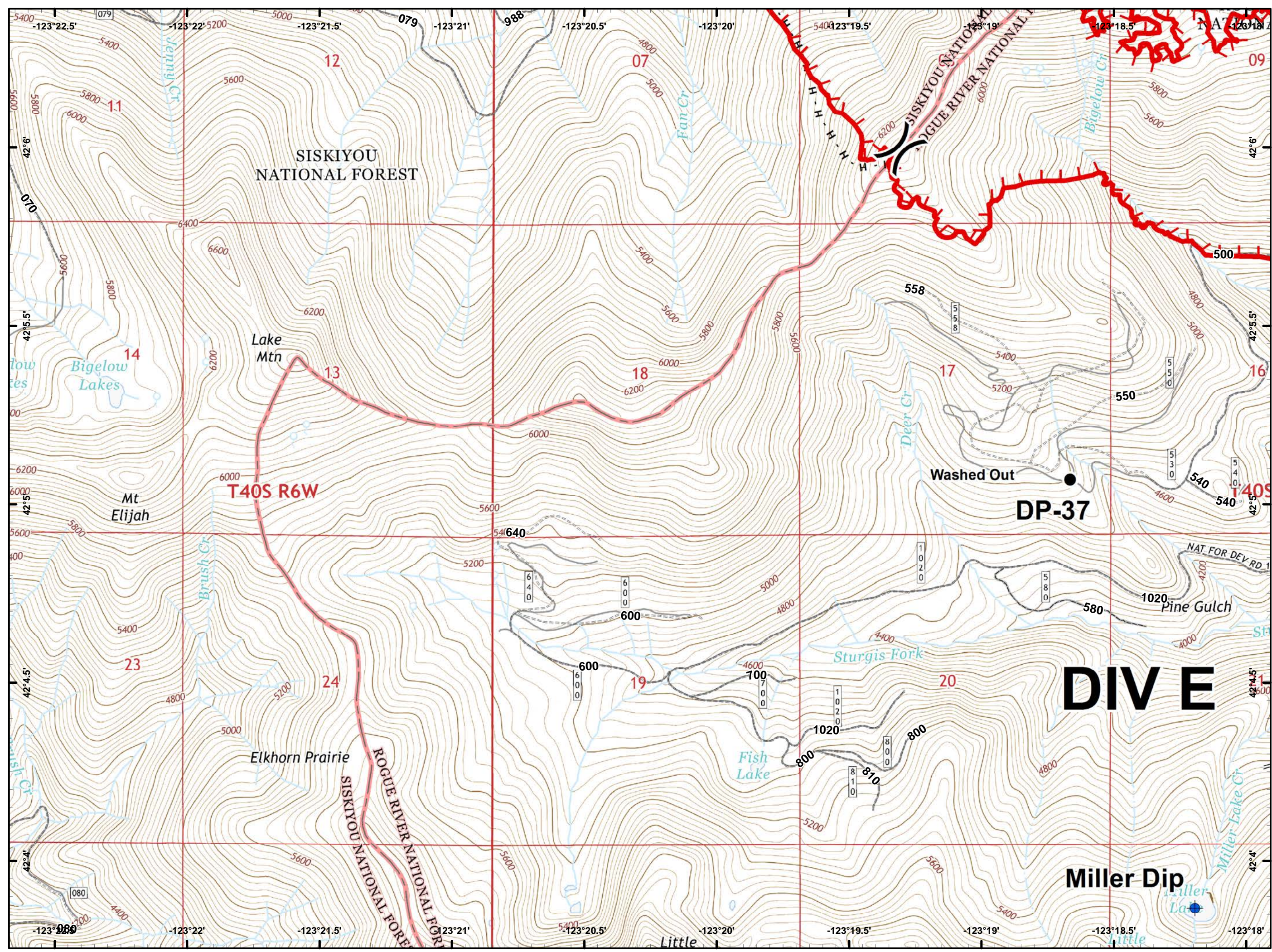
- Dip Site
- Drop Point
- Fire Location
- Gate
- Helispot
- Lookout
- Repeater
- Sling Site
- Water Source
- Division Break
- IA Responsibility
- Uncontrolled Fire Edge
- Completed Line
- Completed Dozer Line
- Completed Hand Line
- Road as Completed Line
- Administrative Forest Boundary
- NHD Water Boundaries
- Rivers
- Wilderness
- Private



- Drop Point
- Helispot
- Ⓡ Repeater
- ⚓ Sling Site
-) (Division Break
- 🔴 Uncontrolled Fire Edge
- ⚡ Completed Dozer Line
- ⚡ Completed Hand Line
- 👉 IA Responsibility
- 🚫 Closed Roads
- 🚧 High Clearance Vehicles
- 🛣 Improved Roads
- 🛣 Improved Roads
- 🏠 Private



- Dip Site
- Drop Point
- Division Break
- Uncontrolled Fire Edge
- Completed Hand Line
- Closed Roads
- High Clearance Vehicles
- Improved Roads

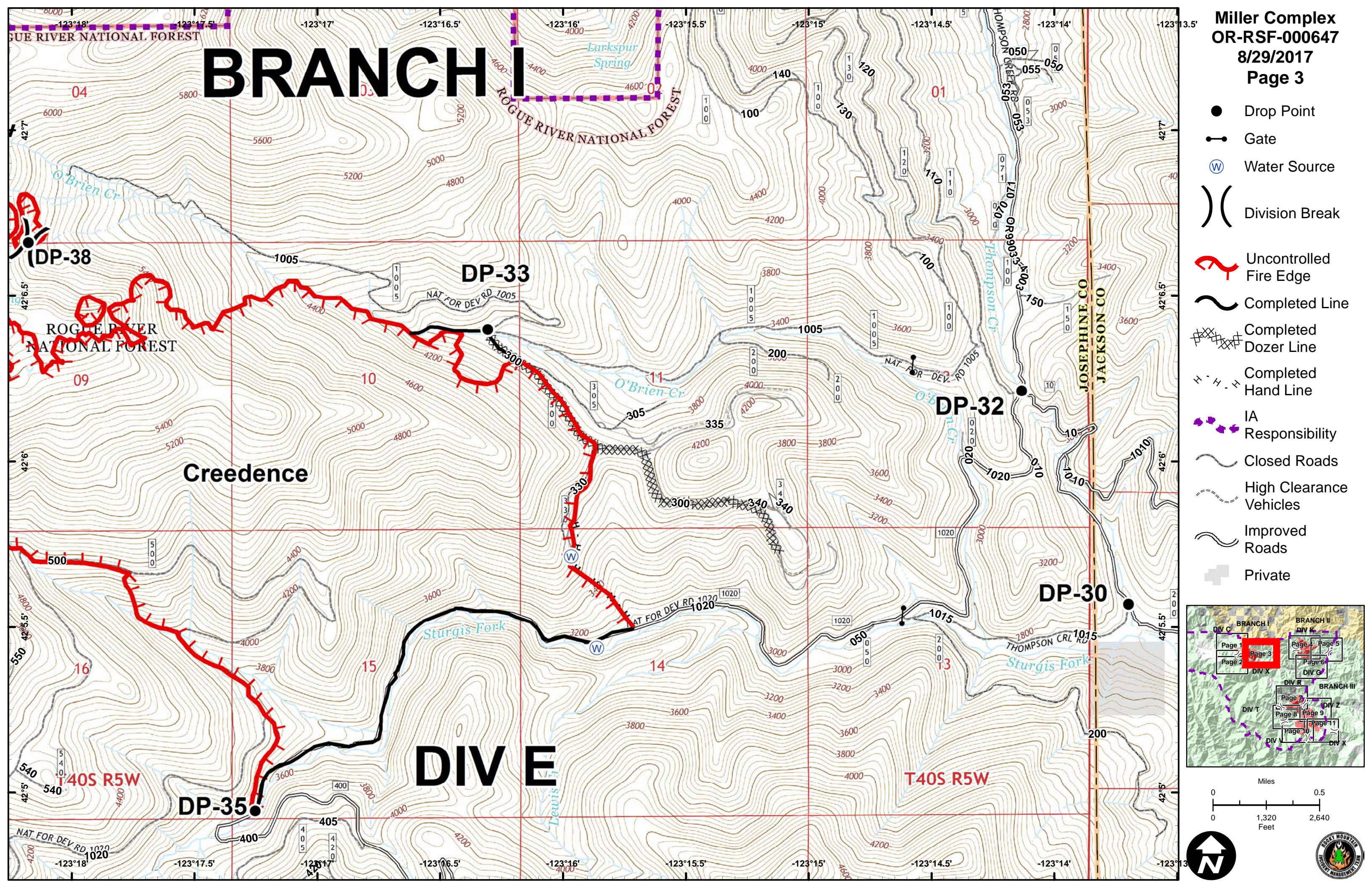
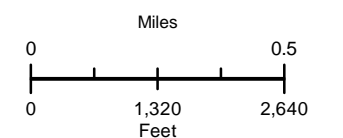
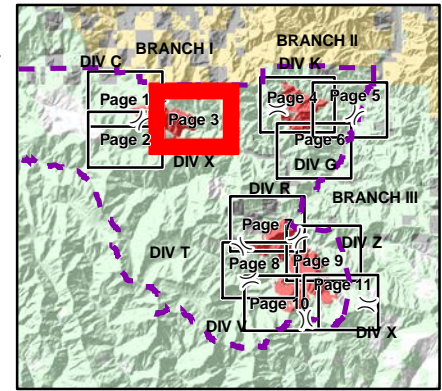


BRANCH I

DIV E

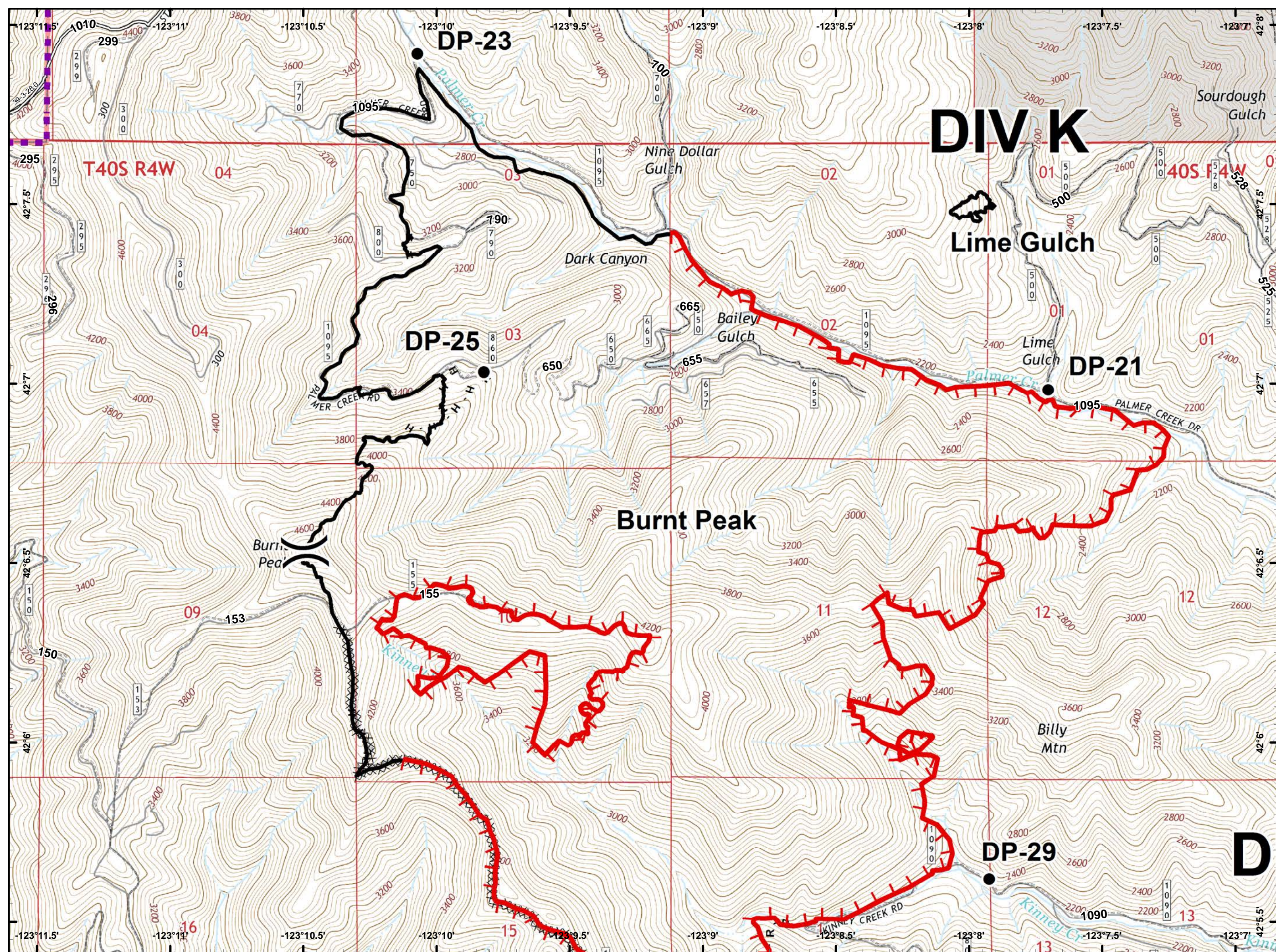
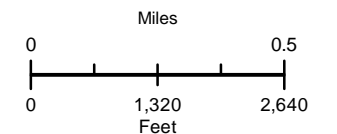
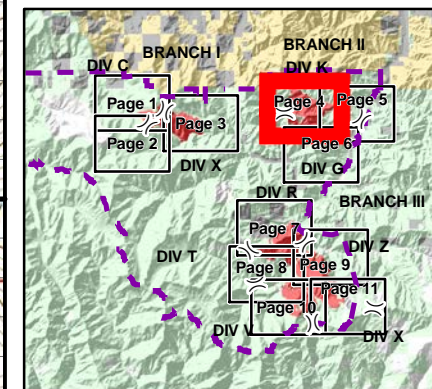
Creedence

- Drop Point
- Gate
- Ⓜ Water Source
-) (Division Break
- 🔴 Uncontrolled Fire Edge
- ⤵ Completed Line
- ⊗ Completed Dozer Line
- ⋈ Completed Hand Line
- 👉 IA Responsibility
- ⤵ Closed Roads
- ⤵ High Clearance Vehicles
- ⤵ Improved Roads
- ⊕ Private



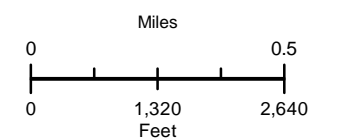
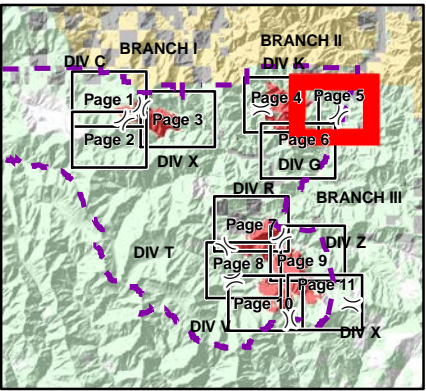
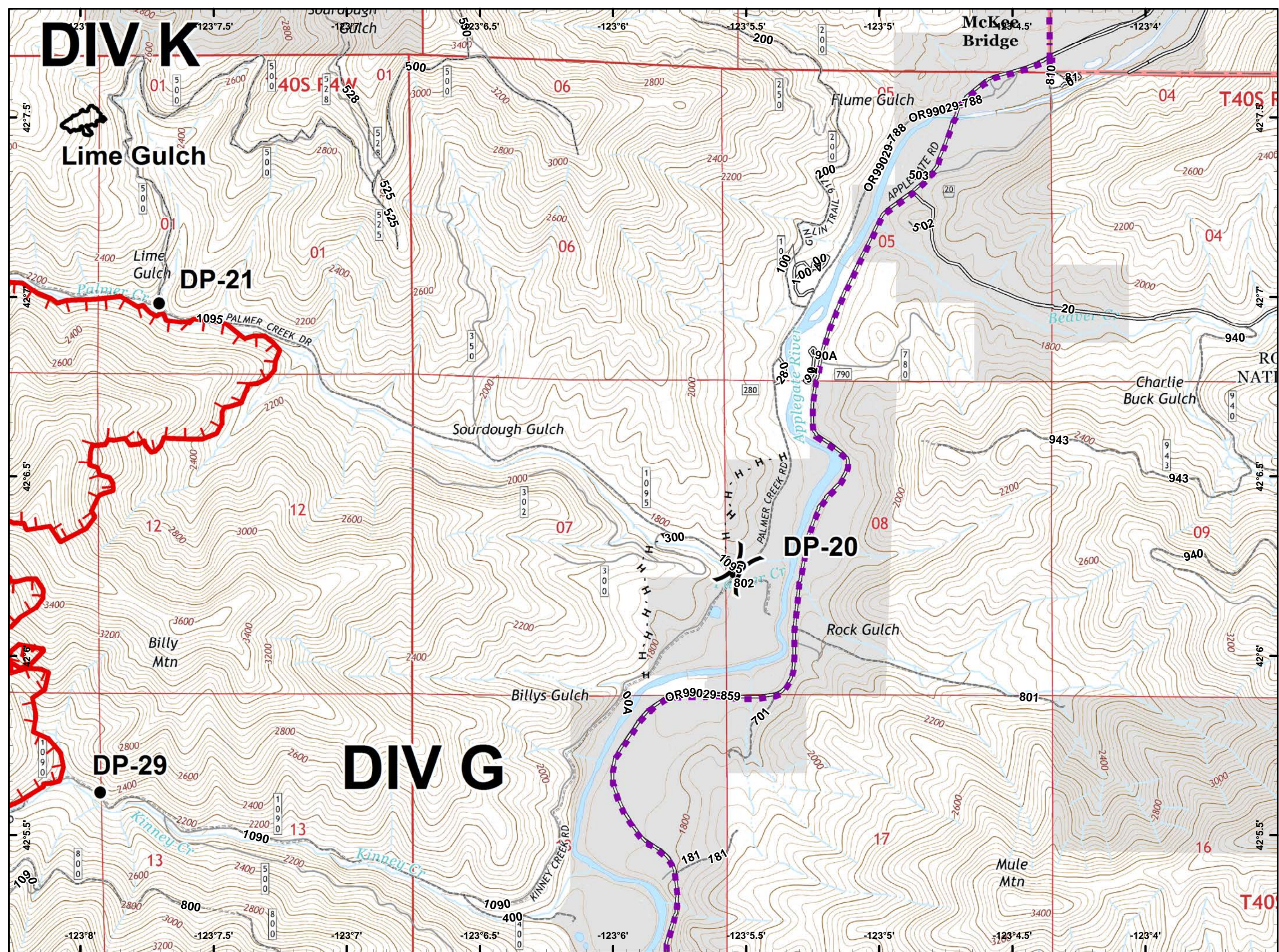
DIV K

- Drop Point
-) (Division Break
- 🔴 Uncontrolled Fire Edge
- ⚫ Completed Line
- ⚫ Completed Dozer Line
- ⚫ Completed Hand Line
- ⚫ Road as Completed Line
- 👉 IA Responsibility
- 🚫 Closed Roads
- 🚫 High Clearance Vehicles
- 🚫 Improved Roads
- 🚫 Improved Roads
- ⚫ Private

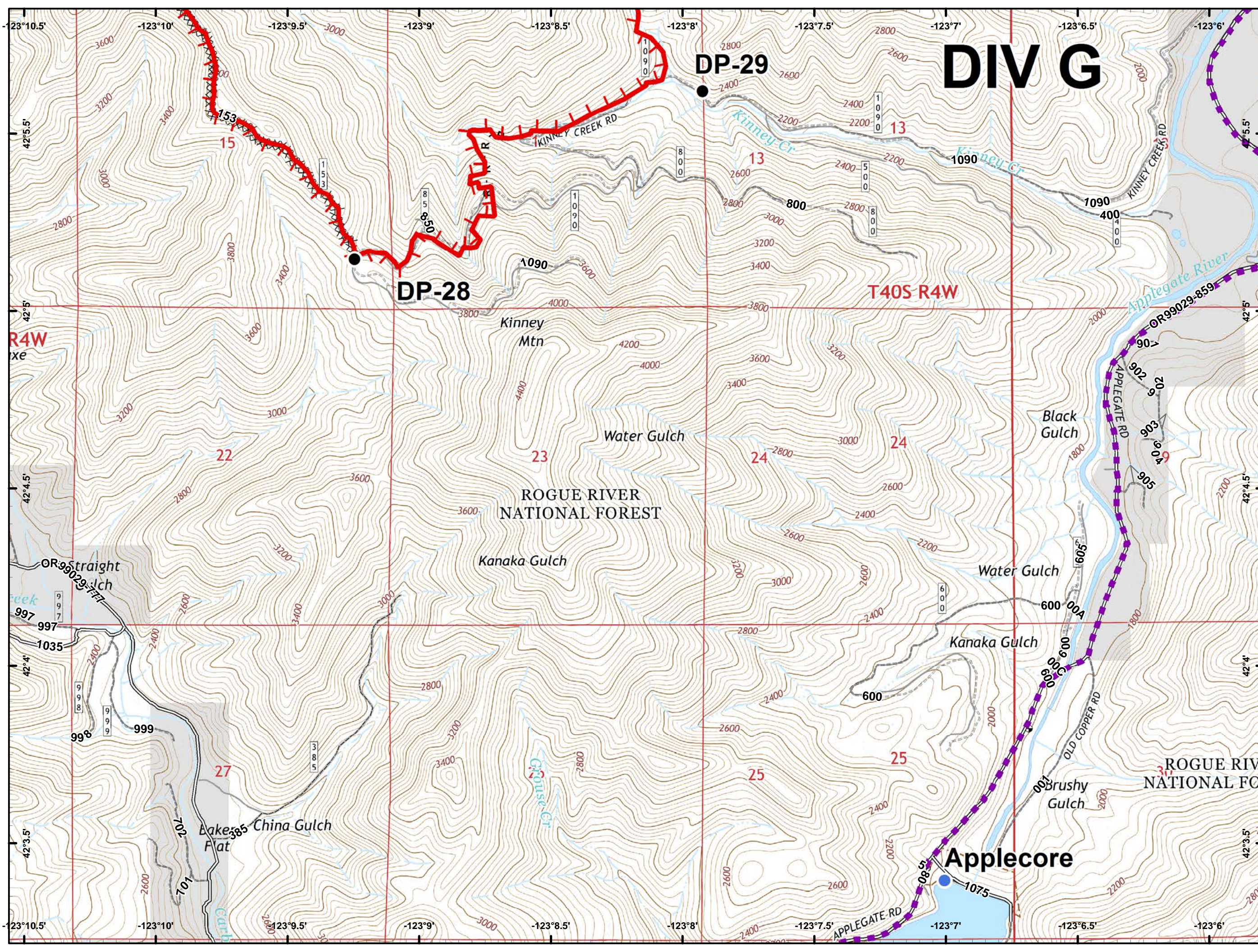


DIV K

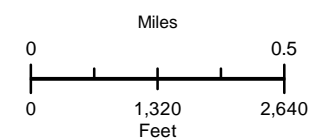
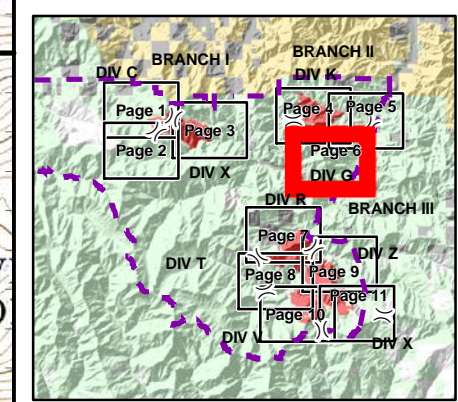
- Drop Point
- Gate
-) (Division Break
- Uncontrolled Fire Edge
- Completed Line
- Completed Hand Line
- IA Responsibility
- Closed Roads
- High Clearance Vehicles
- Improved Roads
- Improved Roads
- Private



DIV G

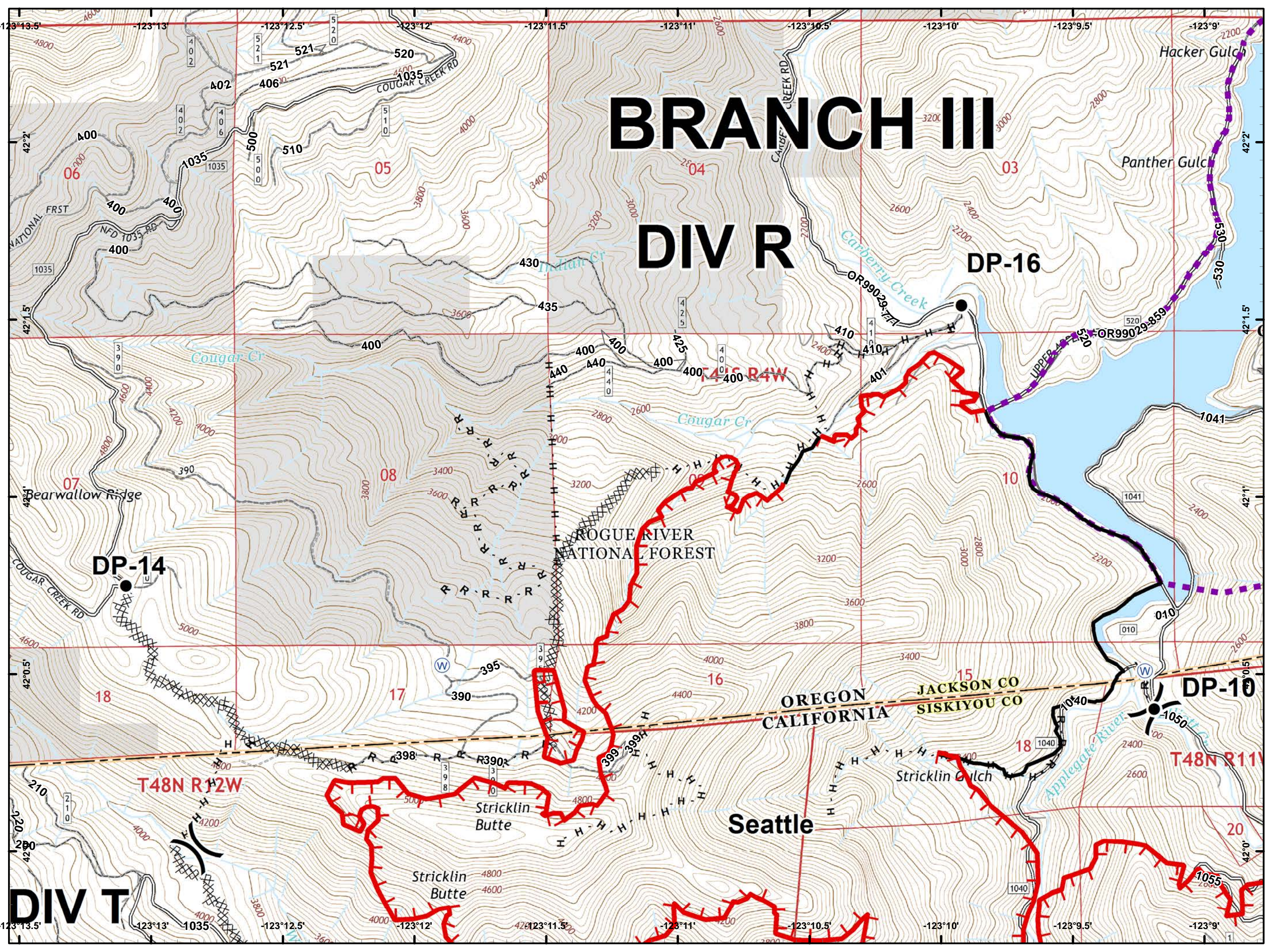


- Drop Point
- Helispot
- Uncontrolled Fire Edge
- Completed Dozer Line
- R-R-R Road as Completed Line
- IA Responsibility
- Closed Roads
- High Clearance Vehicles
- Improved Roads
- Private

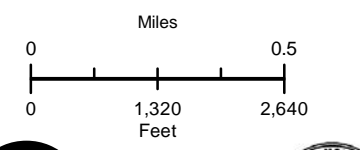
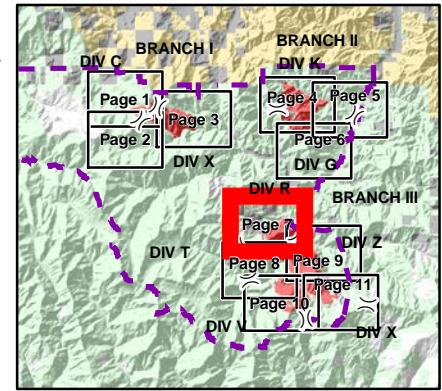


BRANCH III

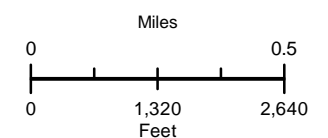
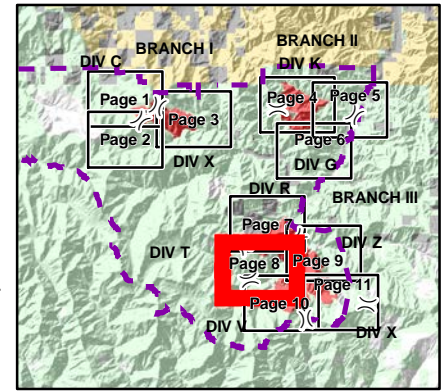
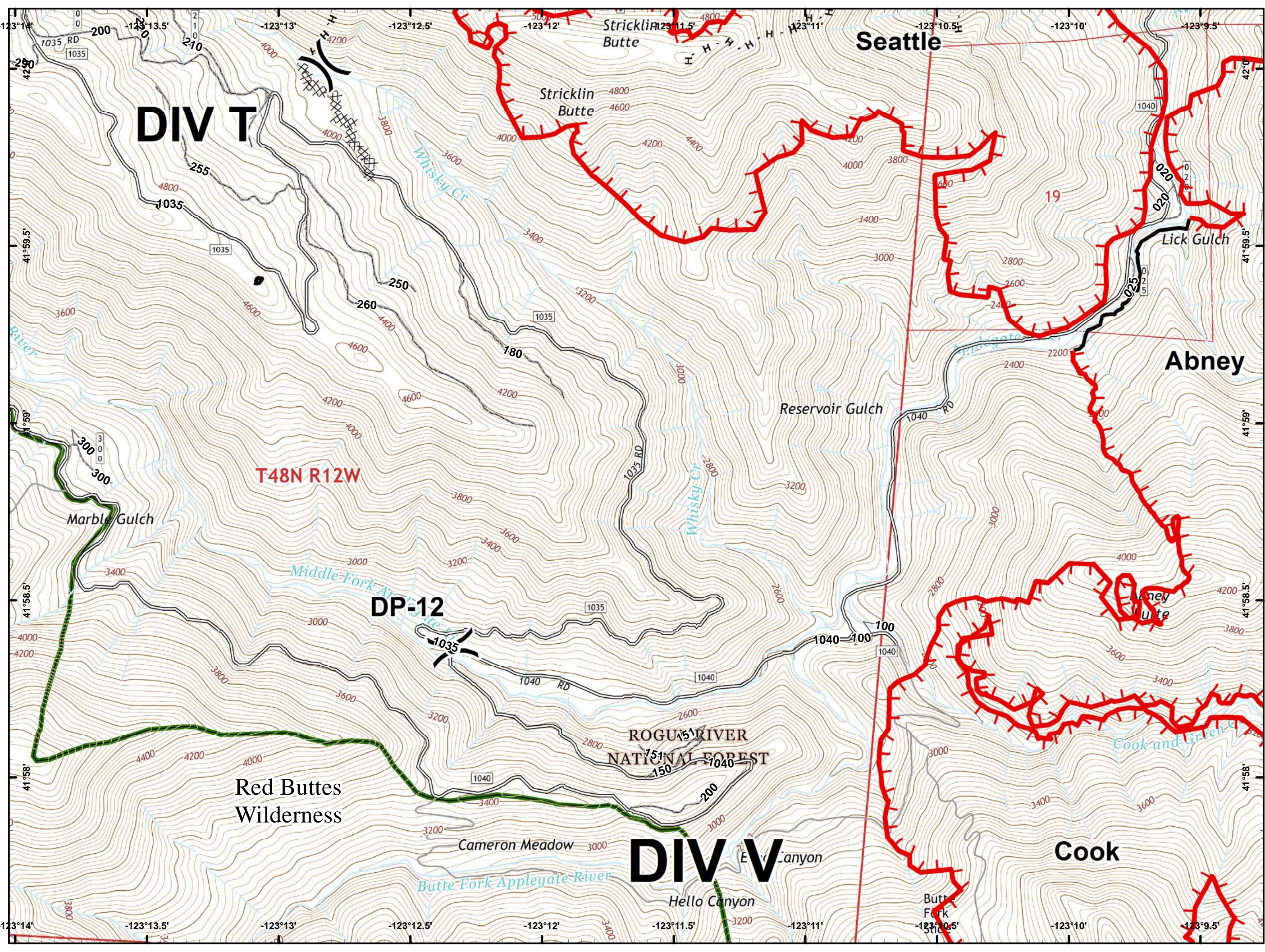
DIV R



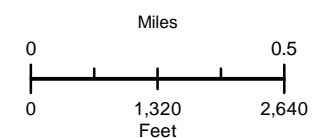
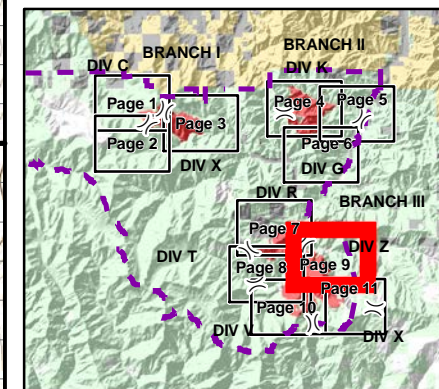
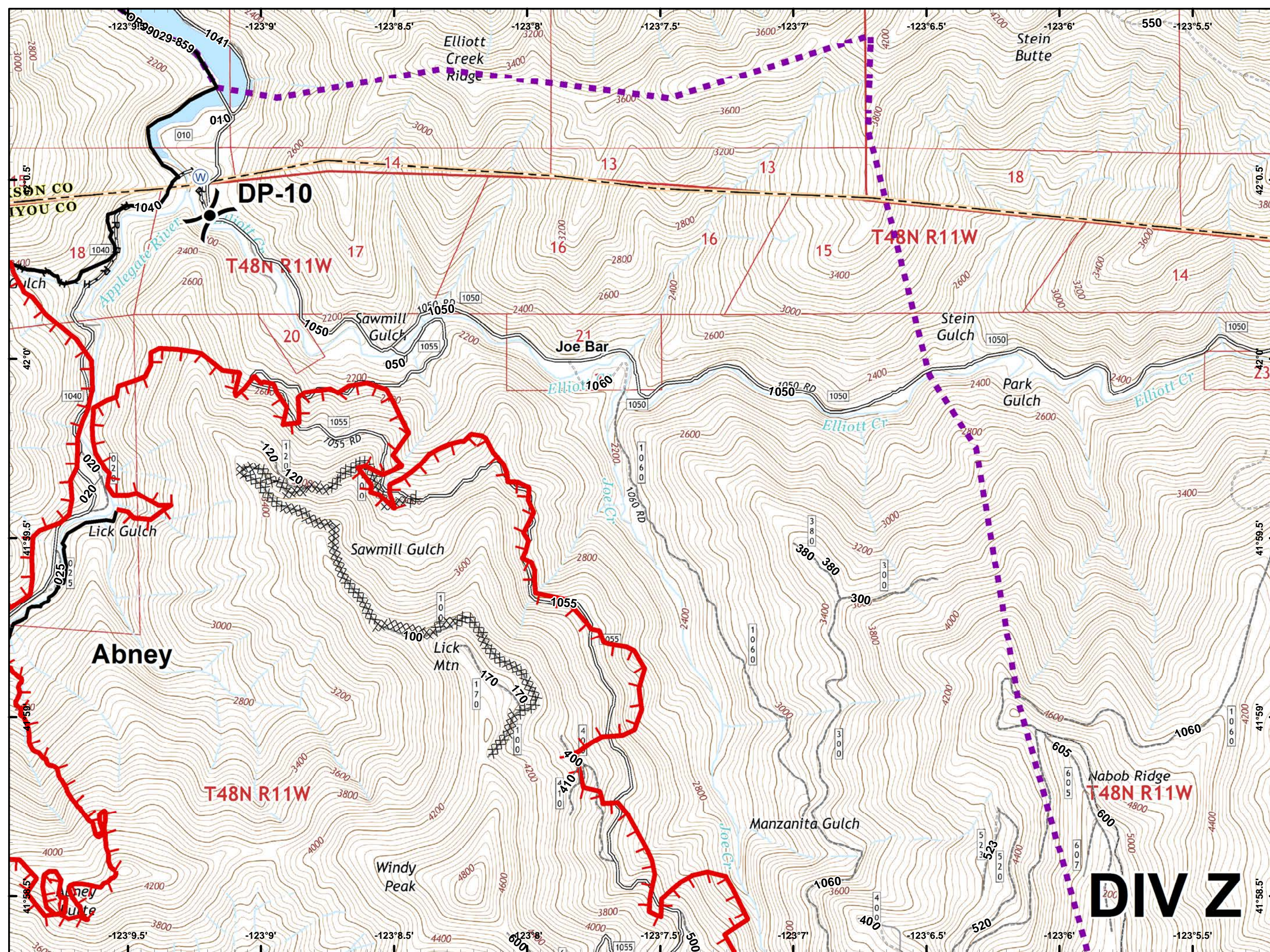
- Drop Point
- Ⓜ Water Source
-) (Division Break
- 🔴 Uncontrolled Fire Edge
- ⤵ Completed Line
- ⊘ Completed Dozer Line
- ⋯ Completed Hand Line
- ⋯ Road as Completed Line
- 🟡 IA Responsibility
- ⤵ Closed Roads
- ⋯ High Clearance Vehicles
- ⤵ Improved Roads
- ⊕ Private



- Drop Point
-) (Division Break
- Red line with ticks Uncontrolled Fire Edge
- Black line Completed Line
- Black line with cross-hatches Completed Dozer Line
- Black line with 'H' symbols Completed Hand Line
- Red dashed line Closed Roads
- Black dashed line High Clearance Vehicles
- Black line with wavy pattern Improved Roads
- Green outline Wilderness

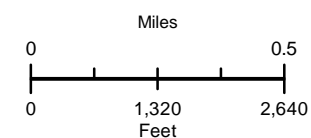
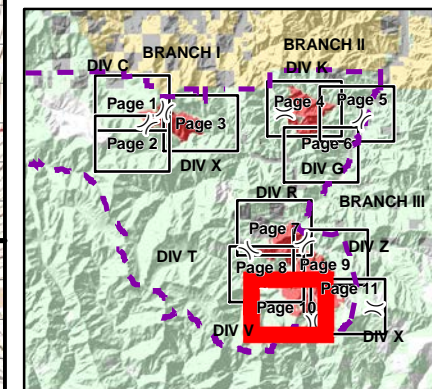
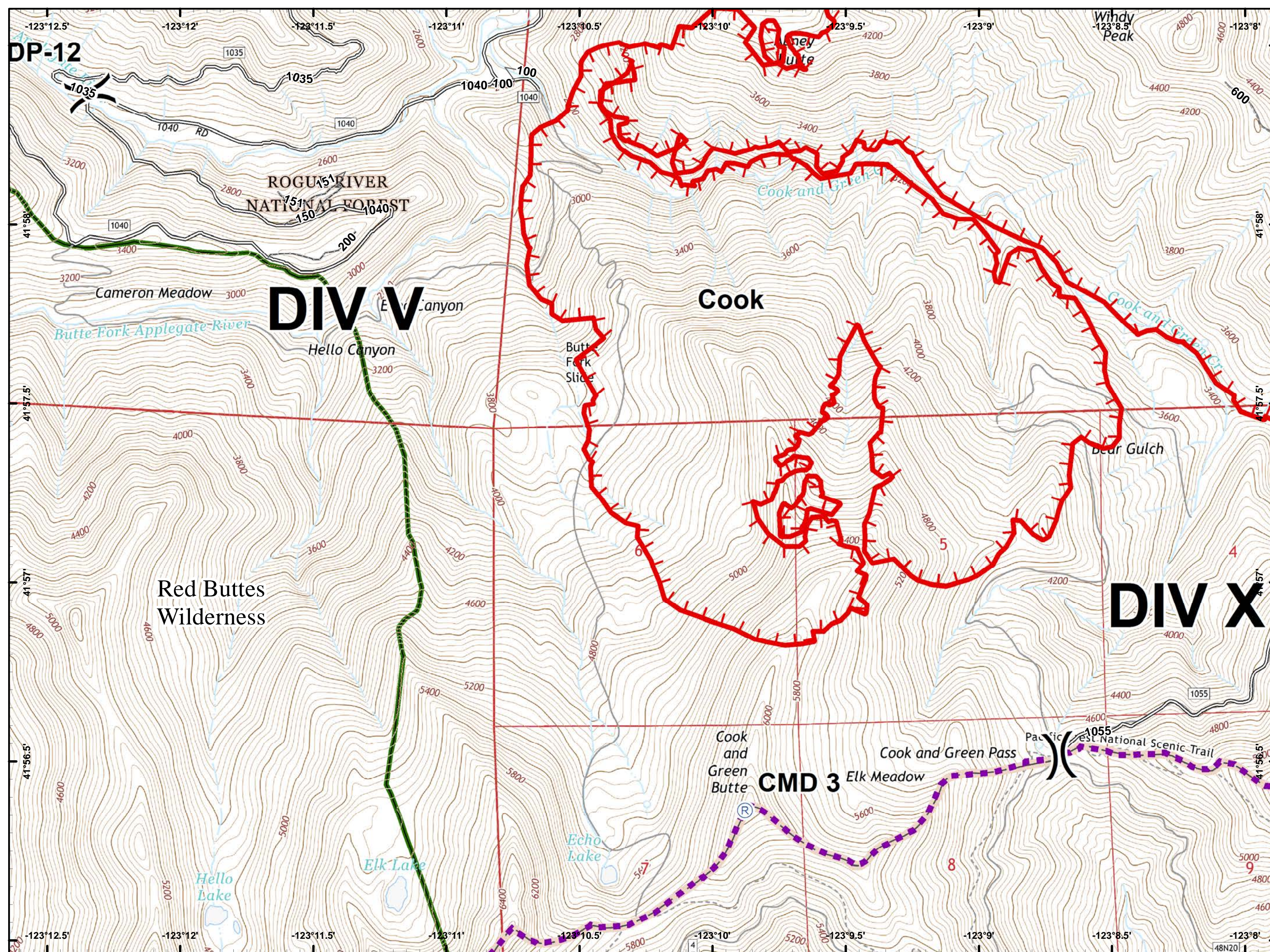


- Drop Point
- Ⓜ Water Source
-) (Division Break
- 🔴 Uncontrolled Fire Edge
- ⚫ Completed Line
- ⊠ Completed Dozer Line
- ⊕ Completed Hand Line
- ⚡ Road as Completed Line
- 🟪 IA Responsibility
- ⚪ Closed Roads
- ⚫ High Clearance Vehicles
- ⚫ Improved Roads



DIV Z

- Drop Point
- Ⓡ Repeater
-) (Division Break
- 🔴 Uncontrolled Fire Edge
- 🟪 IA Responsibility
- 🚫 Closed Roads
- 🚚 High Clearance Vehicles
- 🛣 Improved Roads
- 🌲 Wilderness



DIV Z

DIV X

- Division Break
- Uncontrolled Fire Edge
- IA Responsibility
- Closed Roads
- High Clearance Vehicles
- Improved Roads

