



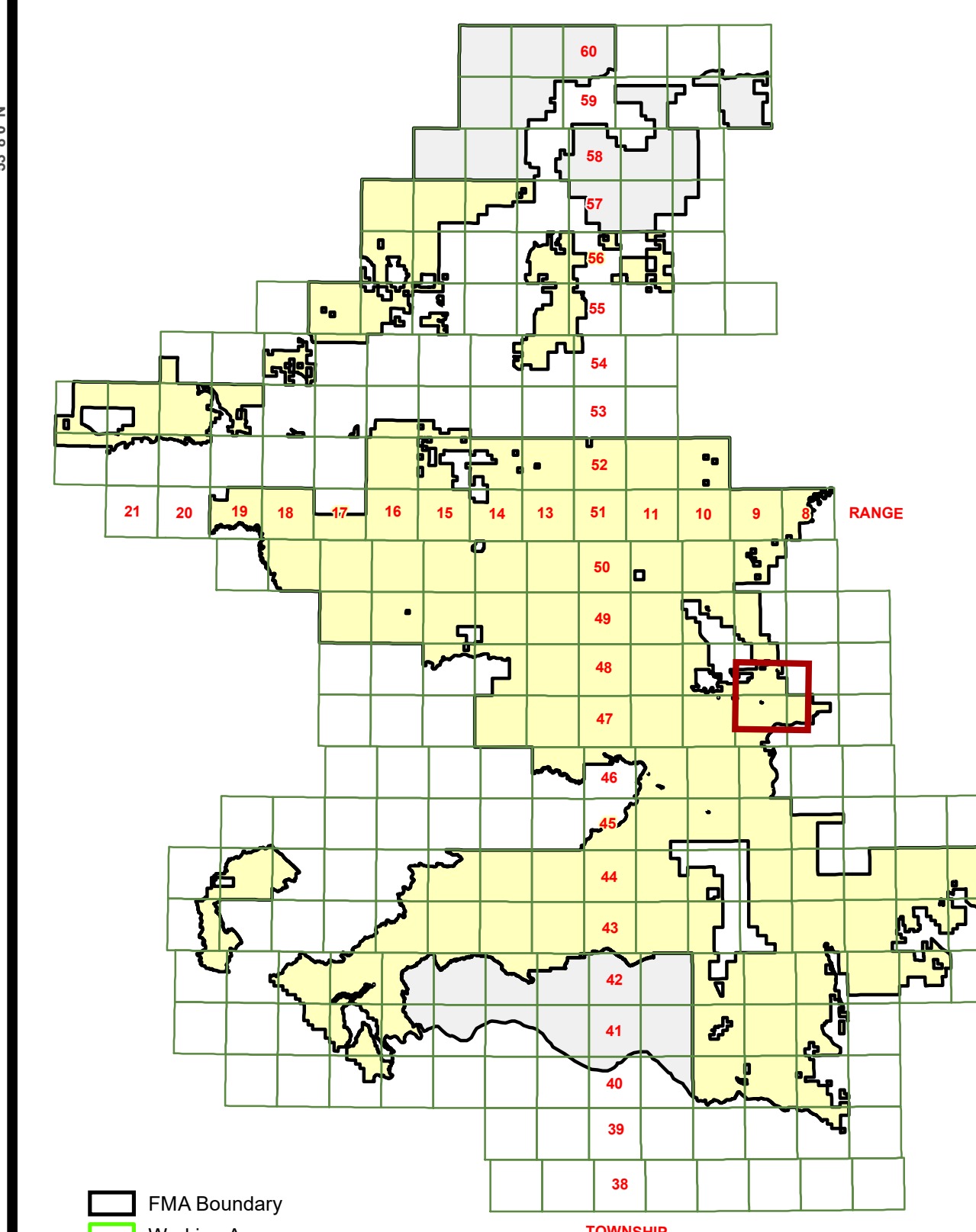
Weyerhaeuser

NOTHING WE DO IS WORTH GETTING HURT

### ANNUAL OPERATING PLAN MAP

#### Jack Knife, Lodgepole DV AOP YEAR 2022

#### INDEX MAP



- FMA Boundary
- Working Area
- Map Area

#### ANNUAL OPERATING PLAN LEGEND

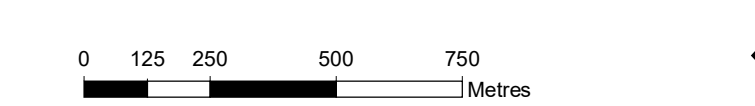
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|--|---|---|
| <b>AOP BLOCKS</b><br>PRE-EXISTING STRATA CODE  | <b>EXISTING CUTBLOCKS</b><br>Weyerhaeuser   | <b>CROSSINGS</b><br>PROJECT CODES RECLAIMED   |
| C-P<br>C-SB<br>C-SW<br>CD-P<br>CD-SB<br>CD-SW<br>D<br>DC-P<br>DC-S<br>Non-Strata<br>Non-AOP Year | Watercourse<br>Retention<br>Other<br><b>NON-LIABILITY BLOCKS</b><br>Cut<br>Planned (P)<br>Planned (L.C, FA) | Equipment<br>CSP Culvert<br>Log Fill<br>Modified Log Fill<br>Pipeline<br>Powerline<br>Snow Fill<br>Bridge |

#### PLANIMETRIC LEGEND

- |   |   |   |  |   |  |  |
|---|---|---|--|---|--|--|
| <b>BOUNDARIES</b><br>FMA Boundary<br>Working Area<br>Township<br>Section<br>Quarter Section<br>Private Land Inventory | <b>ROADS</b><br>Divided Highway<br>Paved Road<br>Gravel Primary<br>Gravel Road<br>Truck Trail / Block Road<br>Weyerhaeuser DLO<br>Skid Trail<br>Solemic Line<br>Railway | <b>TEMPORARY ROADS</b><br>Constructed<br>Planned<br>Reclaimed<br>Not Built<br>Landing | <b>RECREATION TRAIL</b><br>Undeveloped<br>1 - Trapper Trails<br>2 - ATV/Snowmobile Trails<br>3 - Grazing Trails<br>4 - Other (Specify in Comments) | <b>WATER</b><br>Lake<br>Large Permanent Stream<br>Small Permanent Stream<br>Transitional Small Permanent Stream<br>Intermittent Stream<br>Ephemeral / Indefinite Stream | <b>LAND USE (DIDS)</b><br>Reservation Dispositions<br>DNR<br>DPS, ISP<br>PFS<br><b>Surface Dispositions</b><br>CUP, FUL, FGL, GBL, GRP, GRP, RGP<br>DLO, FRO, LGC, RDS, ROE, ROW, RRD, PLC, PRE<br>DML, MSL, MFP, PLS, RES, SMC, SML, MTS, PML, PPL, PSM, SBE<br>DMS, MSL, PMS<br>DPL, DPS, PPL, PLA, PPA, PPI<br>J2L, REA, PEZ<br>RHP<br>RVC, VCE<br><b>Boundary Reservation Dispositions</b><br>DNC<br>DNT<br>HSS<br>PNT<br><b>LAND USE (SUPPLEMENTAL)</b><br>Pipeline | <b>OPERATIONAL</b><br>Wildlife Zones<br><b>MISCELLANEOUS</b><br>Point<br>Line<br>Polygon<br><b>POINTS</b><br>PSP<br>Archaeological / Historical Site<br>Corner Post<br>Bedrock |
|---|---|---|--|---|--|--|

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