Sample Map Legend

| | Gampie map E | cgcii | a |
|---|---|---|---|
| | Open land | | Lake |
| | Rough open land | | Pond |
| | Open land with scattered trees | V | Waterhole |
| | Rough open land with scattered trees | | Uncrossable river |
| | Young trees (non-standard symbol) | | Crossable watercourse |
| | Cultivated land - (usually out-of-bounds) | | Crossable small watercourse |
| | Woodland - runnable | | Minor water channel |
| | - slow run | | Narrow marsh |
| | - walk | | Uncrossable marsh |
| | Fight (impenetrable) | | Marsh |
| | Slow run in direction of stripes | | Indistinct marsh |
| | Walk in direction of stripes | 0 | Well |
| | Undergrowth or brashings (slow run) | U | Spring |
| | Undergrowth or brashings (difficult to run) | × | Special water feature |
| | Main direction of brashings (non-standard symbol) | | Motorway |
| 0 | Distinct tree | | Major road |
| • | Small tree (often holly bush) | | Minor road |
| × | Special vegetation feature (often rootstock) | | Road (often forest road) |
| A Commence | Distinct vegetation boundary | | Vehicle track |
| | Indistinct vegetation boundary | | Footpath |
| | Contour | | Small path |
| \sim | Index contour | | Less distinct small path |
| | Form line | | Ride |
| | Slope line | | Narrow ride/extraction lane |
| THE THEORY OF THE PARTY OF THE | Earth bank | | Visible path junction |
| | Earth wall | | Indistinct path junction |
| | Small earth wall | _ | Footbridge |
| | Erosion gully | ${\color{red}{\boldsymbol{+}}}{\color{red}{\boldsymbol{+}}}{\color{red}{\boldsymbol{+}}}$ | Railway |
| *************************************** | Small erosion gully | | Power line |
| 0 | Knolls | | Major power line |
| • | Small knoll | | Tunnel |
| • | Elongated knoll | | Stone wall |
| | Depressions | | Ruined stone wall |
| V | Small depression | | High stone wall |
| ٧ | Pit | | Fence |
| 434,68 | Broken ground | ~~~~ | Ruined fence |
| × | Special land form feature | W W W W | High fence |
| | Impassable cliff | | Crossing points |
| 7 | Rock pillars/cliffs | | Buildings |
| K1111 17 | Passable rock face | | Settlement |
| ٧ . | Rocky pit | | Permanently out-of-bounds |
| | Cave | | Paved area |
| • | Boulder | | Ruin |
| • | Large boulder | | Small ruin |
| h h h h | Boulder field | → | Firing range |
| | Boulder cluster | † | Grave |
| | Stony ground | $\rightarrow \rightarrow \rightarrow \rightarrow$ | Crossable pipeline |
| | Open sandy ground | ->> ->> | Uncrossable pipeline |
| | Bare rock | + | High tower |
| | | Т | Small tower (often a shooting platform) |
| | | 0 | Cairn |
| | | ↑ | Fodder rack |
| | | 0 x | Special man-made features |
| i e | | | |