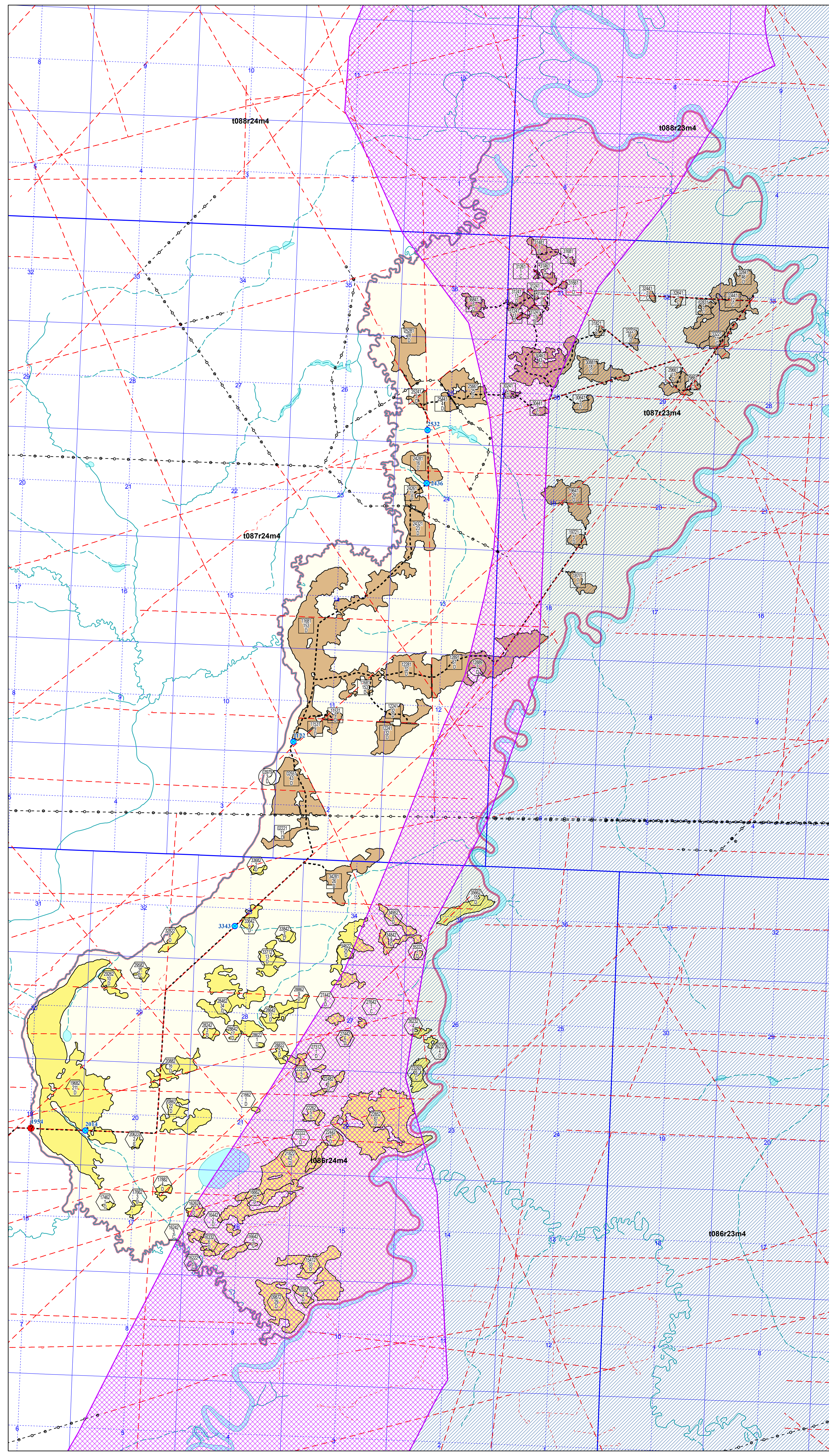
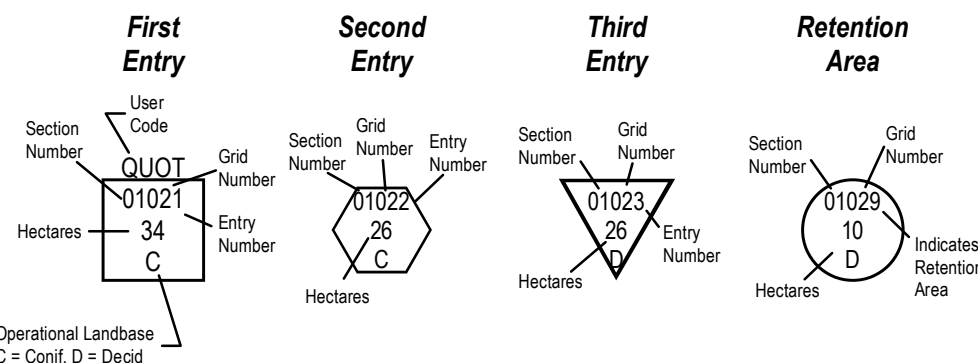


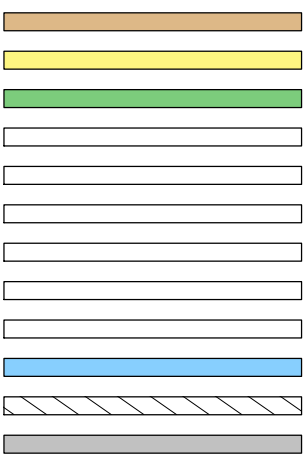
Alberta-Pacific
Forest Industries Inc.

PLANNING UNIT 087244

Alberta-Pacific Firesmart Zones



Operational Harvest

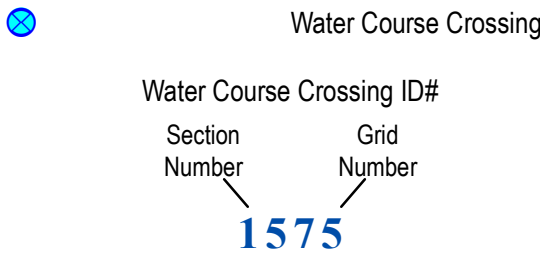


- Alberta-Pacific First Entry Block (1)
- Alberta-Pacific Second Entry Block (2)
- Alberta-Pacific Third Entry Block (3)
- Quota Holder First Entry Block (4)
- Quota Holder Second Entry Block (5)
- Quota Holder Third Entry Block (6)
- Misc. Timber Use First Entry Block (7)
- Misc. Timber Use Subsequent Entry (8)
- Retention Area (9)
- Proposed Contingency Blocks
- Delayed Blocks
- Harvested Blocks

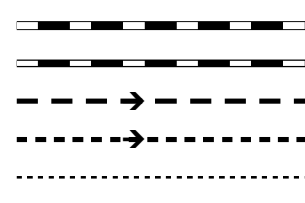
Operational User Codes

- MTU - Misc. Timber Use First Pass
- MTU2 - Misc. Timber Use Second Pass
- MTU3 - Misc. Timber Use Third Pass
- NFLP - Northland Forest Products
- STJE - St. Jean Lumber
- SPML - Sprucecland Millworks
- QUOT - Quota Holder
- S11 - S11 Logging Company Ltd.
- VAND - Vandenberg Contractors
- WEST - Millar Western
- APLY - Alberta Plywood Ltd.
- BOBL - Ed Bobocell Lumber (1993) Ltd.
- GHLT - Ghost Lake Timber Ltd.

Proposed Crossing

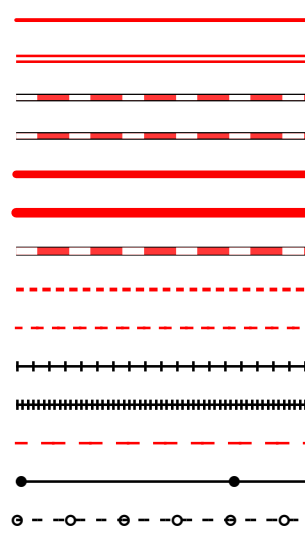


Proposed Roads



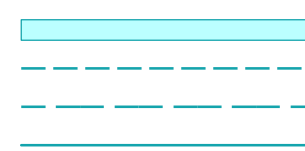
- Class 1,2,3 Permanent
- Class 4 Permanent
- Class 4 Summer
- Class 4 Winter
- Skid Trail

Transportation



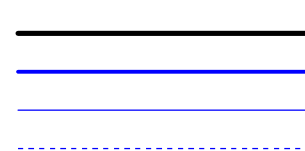
- Gravel Road
- Gravel Road - 1 Lane Each Way
- Gravel Road - Primary Highway
- Gravel Road - Secondary Highway
- Paved Road
- Paved Road - Primary Highway
- Paved Road - Secondary Highway
- Road - Unimproved
- Trail
- Rail Line - Single Track
- Rail Line - Spur
- Seismic Line
- Transmission Line
- Pipeline

Drainage and Related Features



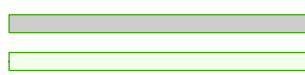
- Lake or Major River
- Indefinite Stream
- Intermittent Stream
- Perennial Stream

Cadastral Features



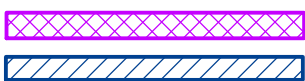
- Forest Management Agreement Area Boundary
- Township
- Section
- Quarter Section

Protected Areas

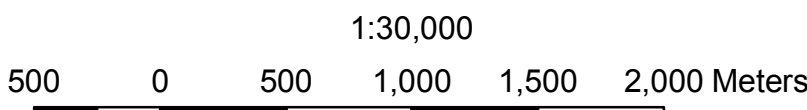


- Parks (CNT)
- Protected Areas

Wildlife



- Key Wildlife And Biodiversity Zones
- Caribou Range



Plot generated on Nov 16, 2017 at 11:14 am



Base Data Provided By Alberta Government