















































Areas overlapping other entities plan

1:1000
10 m

symbol-set UIS
A sample map showing behaviour of Therion with area fills
Compiled: Therion 5.3.10 on 5 November 2012

Legend

-  temporary survey station
-  wall
-  blocks, breakdown wall/floor
-  debris wall/floor
-  pebble wall/floor
-  sand, silt wall/floor
-  clay, mud wall/floor
-  flowstone wall
-  moonmilk wall
-  rock border
-  rock edges
-  bedrock
-  blocks, breakdown
-  debris
-  sand, silt
-  clay, mud
-  water, small pool
-  ice
-  snow
-  pebbles
-  border
-  water
-  sump
-  snow
-  ice
-  sand, silt
-  clay, mud
-  pebbles
-  debris
-  flowstone
-  moonmilk
-  blocks, breakdown
-  bedrock
-  water flow
-  intermittent water flow
-  conjectural water flow
-  paleo water flow (scallops)
-  spring
-  sink
-  flowstone
-  moonmilk
-  stalactite
-  stalagmite
-  point u:blank
-  line u:blank
-  area u:blank

The numbers represent the drawing order.
Therion places items drawn first, 1 at the bottom,
then each subsequent object overlays the one previous

