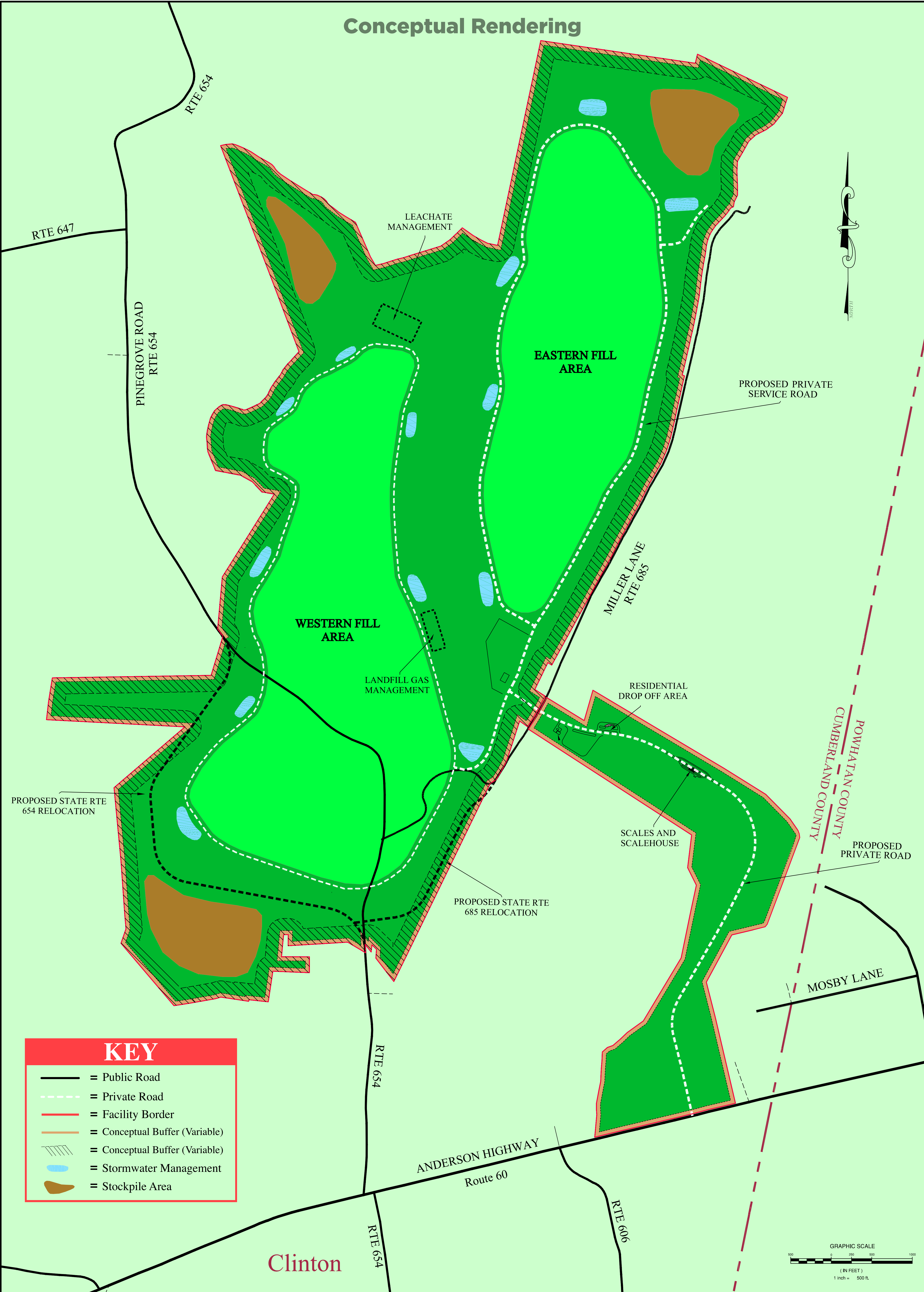


# Conceptual Rendering



## KEY

- = Public Road
- = Private Road
- = Facility Border
- = Conceptual Buffer (Variable)
- = Conceptual Buffer (Variable)
- = Stormwater Management
- = Stockpile Area

