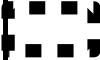

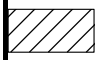



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### Maps

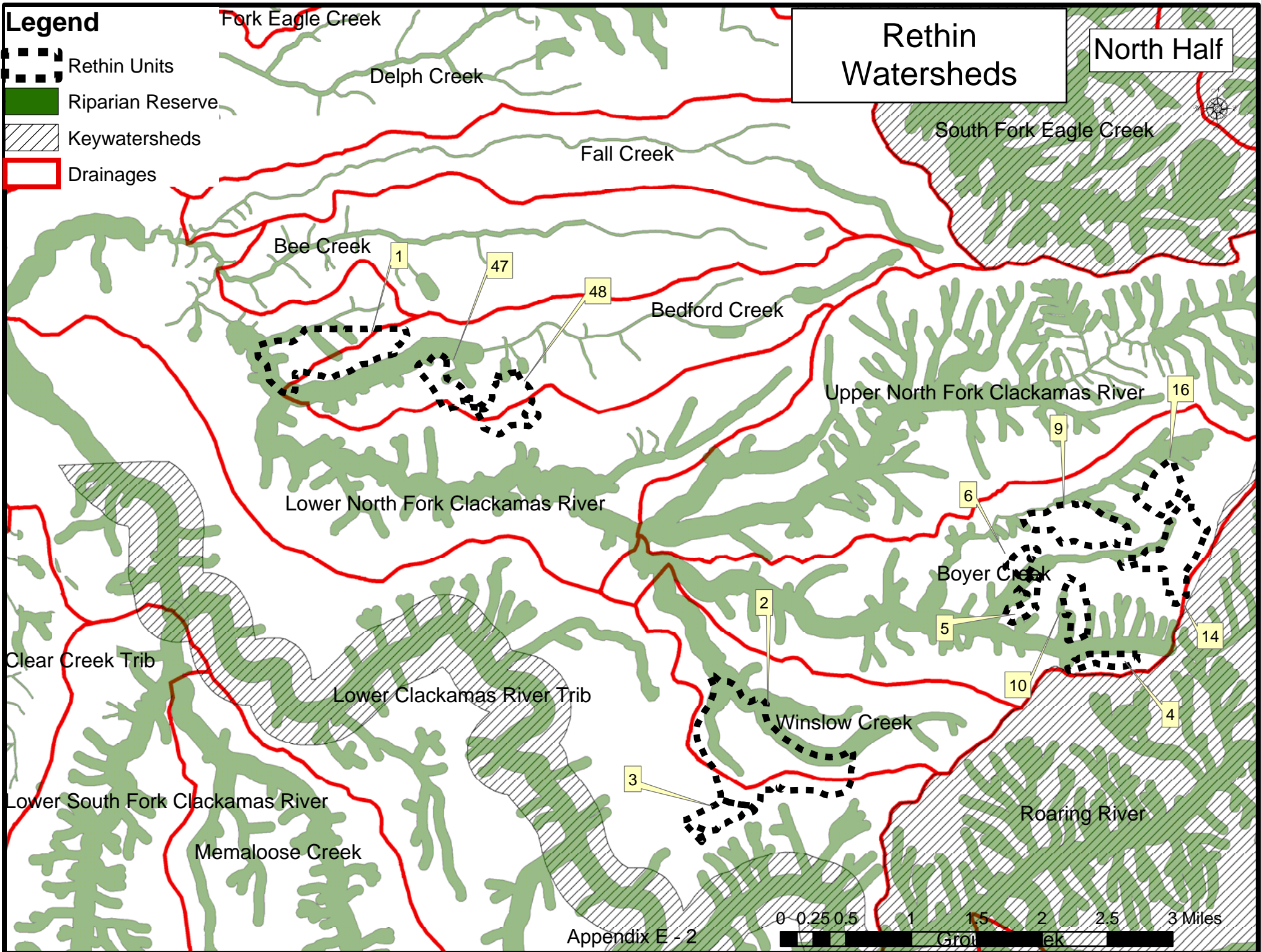
E2-3	Watersheds – Key Watersheds, Riparian Reserves, Drainages
E4-5	Northern Spotted Owl Analysis Area - Late-Successional Reserves and Critical Habitat Units
E6-7	Snags – Snag Analysis Areas
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E10	Earthflows – High and Moderate Risk Earthflows
E11-12	Scenery & Recreation – Modification, Partial Retention, and Retention Visual Quality Objectives, Wild and Scenic Rivers
E13	Off Highway Vehicle Areas
E14 to end	Unit Maps – Units, Unit Numbers, Roads, Road Numbers, Logging Systems, Temporary Roads, Streams, Contour Lines

# Legend





-  Rethin Units
-  Riparian Reserve
-  Keywatersheds
-  Drainages

# Rethin Watersheds

North Half

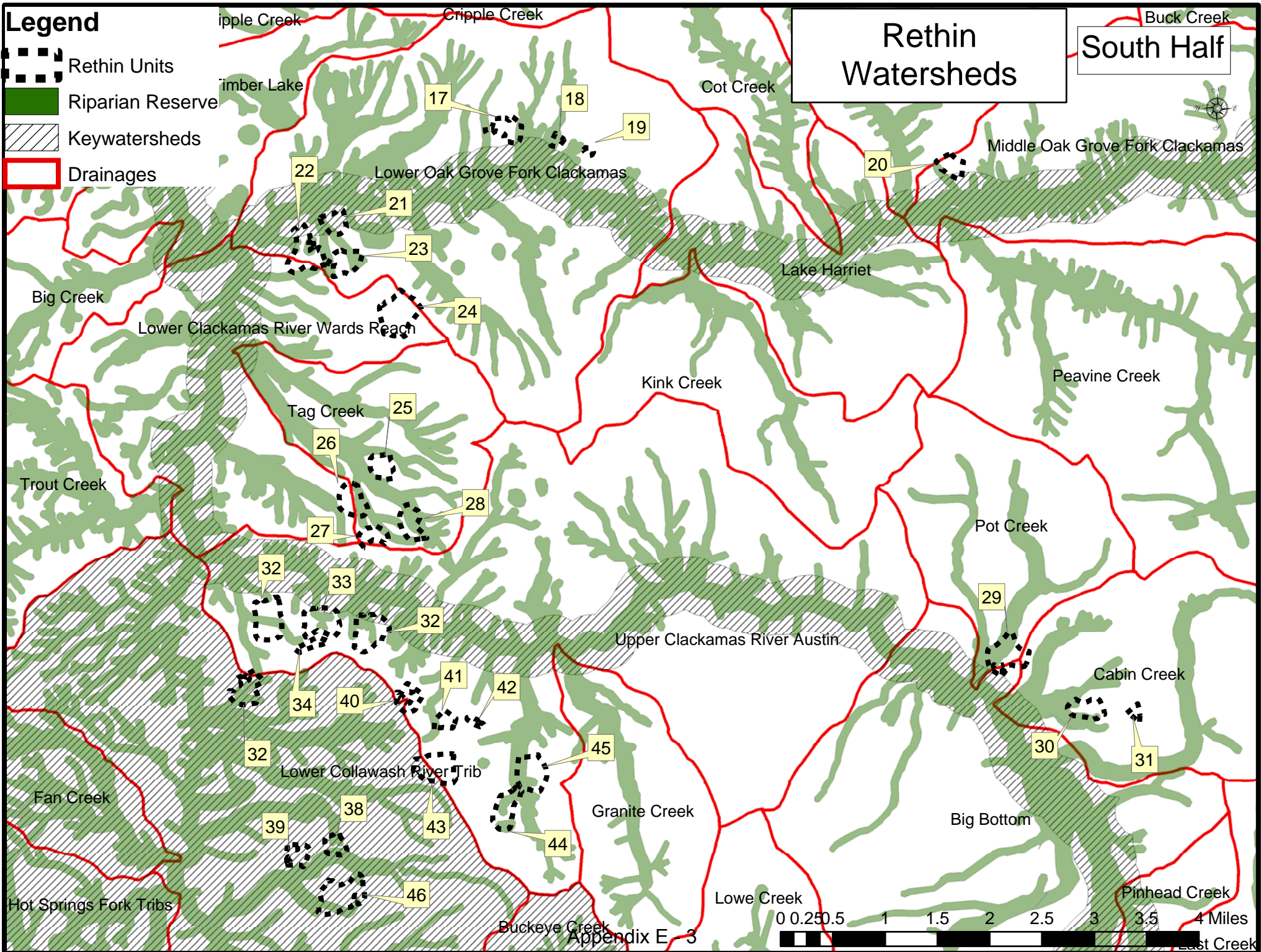


# Legend



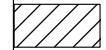

-  Rethin Units
-  Riparian Reserve
-  Keywatersheds
-  Drainages

# Rethin Watersheds

## South Half

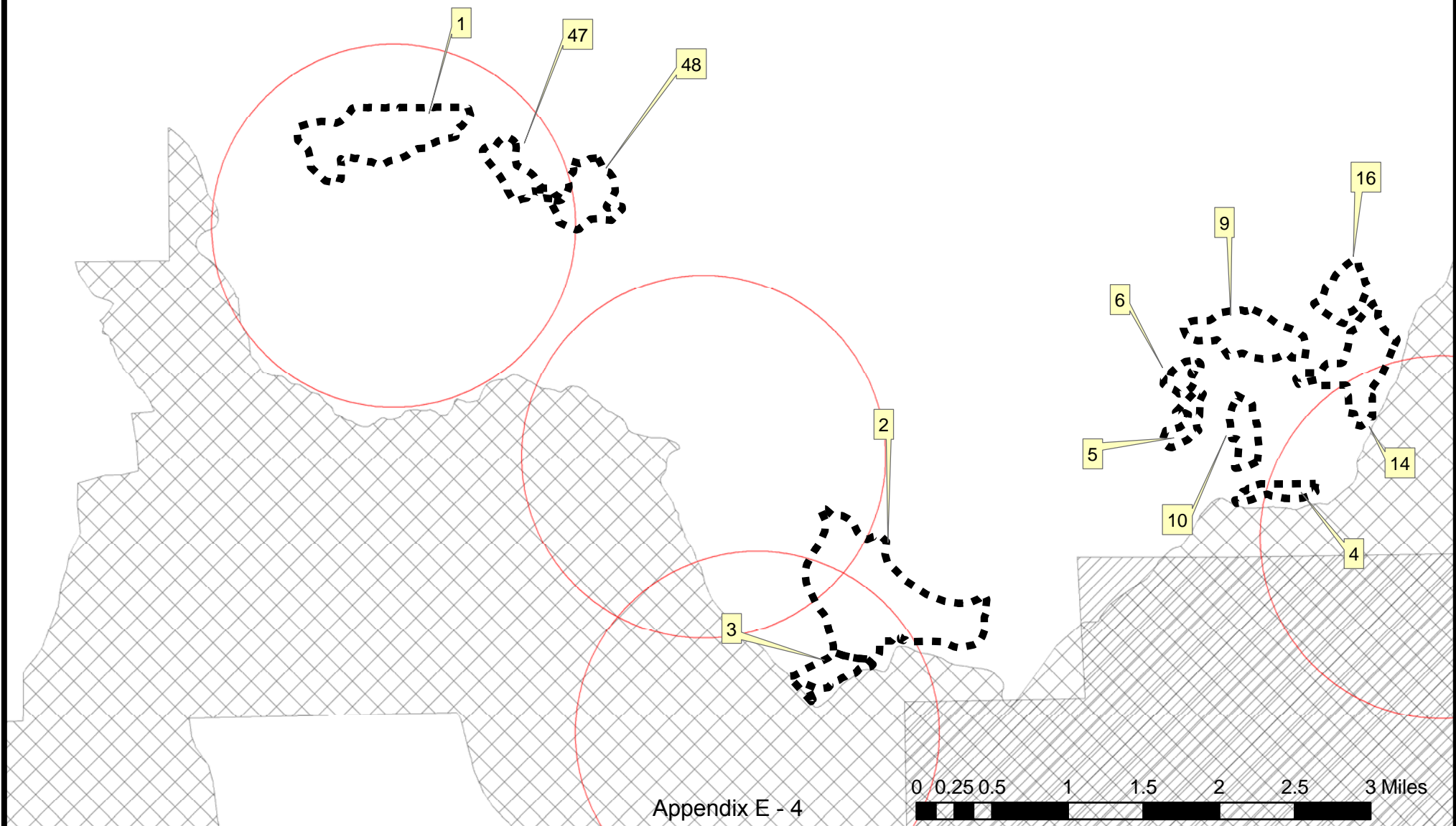


# Legend



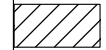

-  Rethin Units
-  Owl Analysis Area
-  Owl Critical Habitat Unit
-  LSR

# Rethin Spotted Owls

North Half

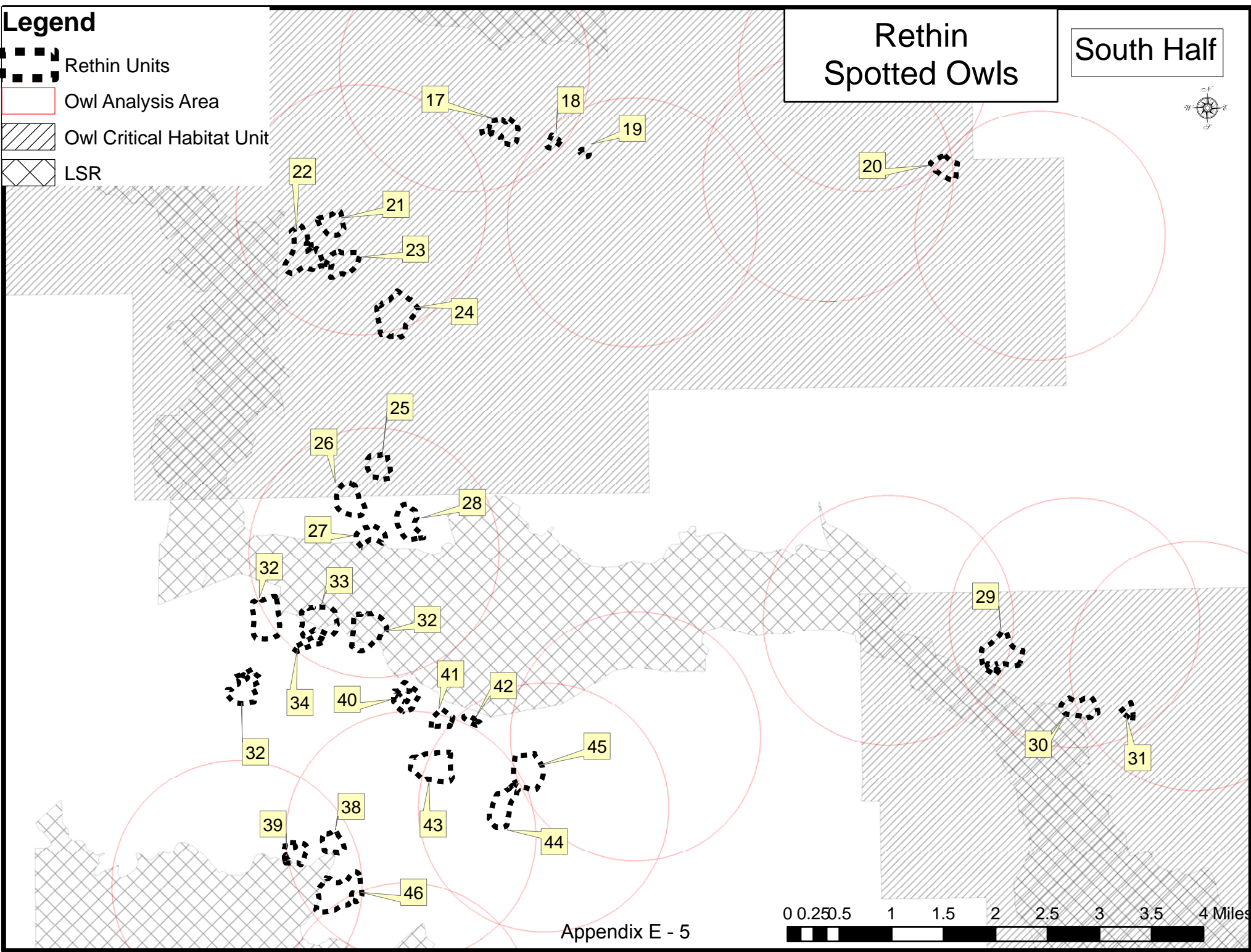


# Legend

-  Rethin Units
-  Owl Analysis Area
-  Owl Critical Habitat Unit
-  LSR

Rethin  
Spotted Owls

South Half





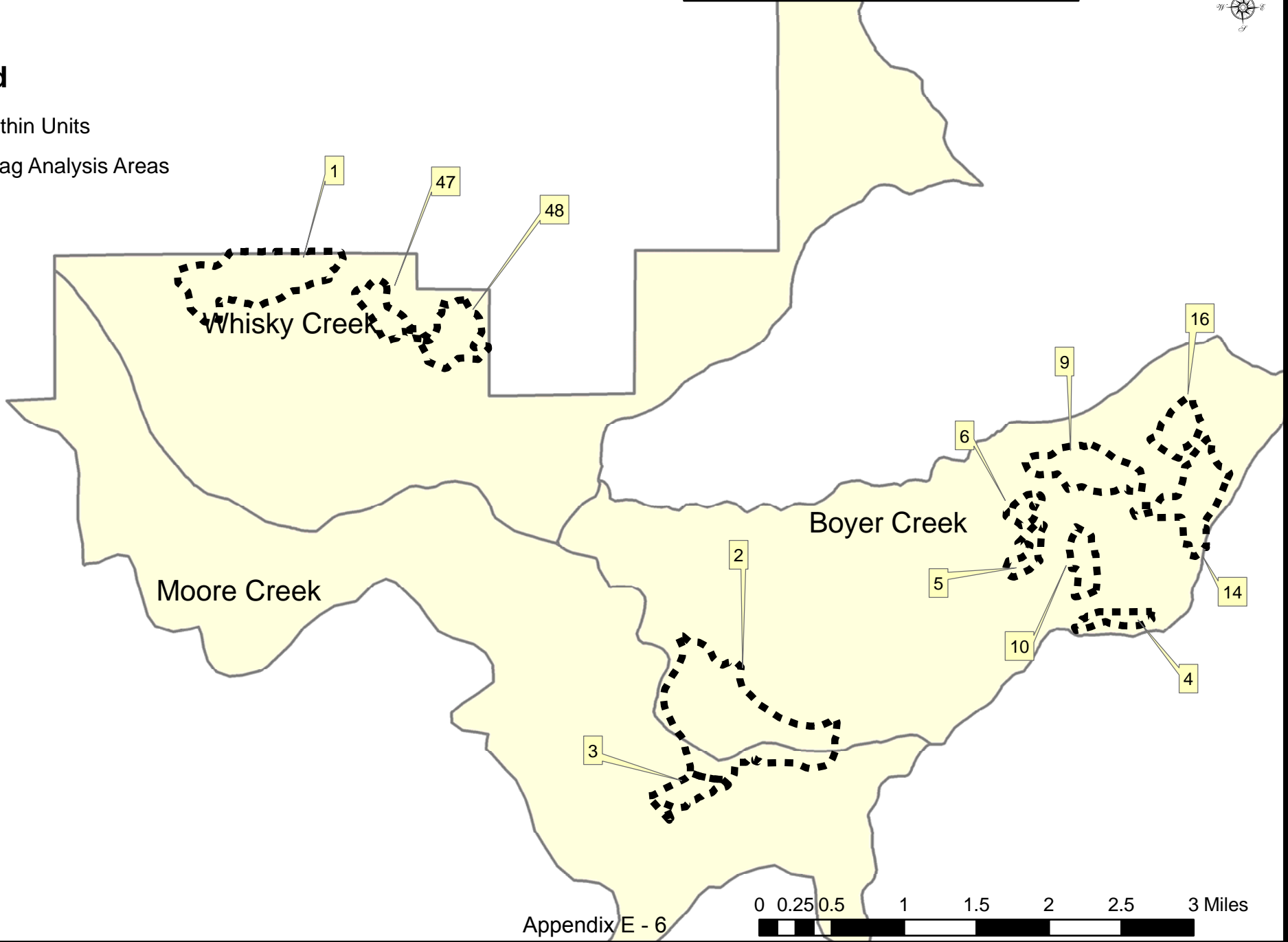
# Rethin Snag Analysis

North Half



## Legend

-  Rethin Units
-  Snag Analysis Areas

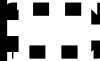



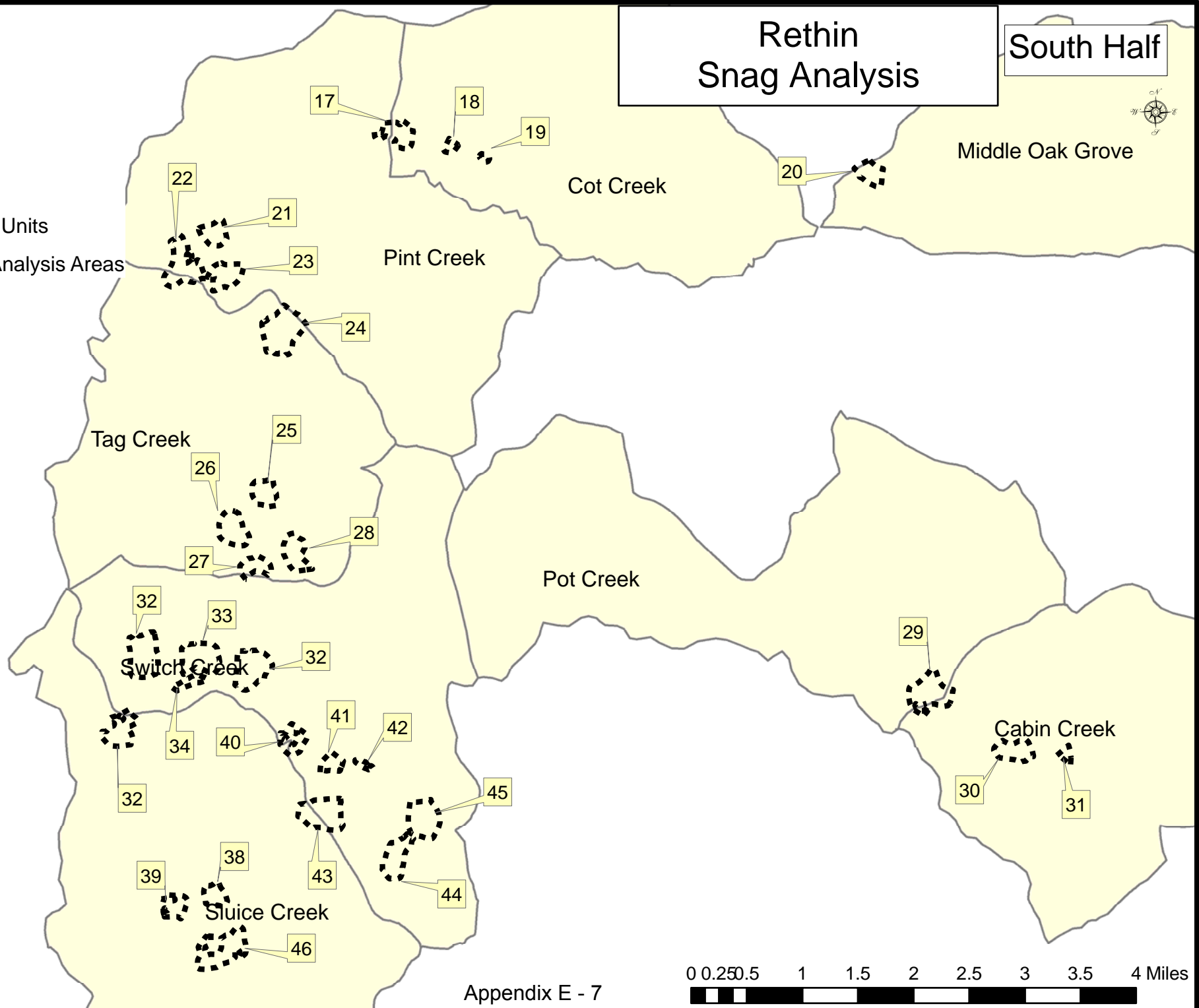
# Rethin Snag Analysis

South Half









## Legend

-  Rethin Units
-  Snag Analysis Areas



# Legend

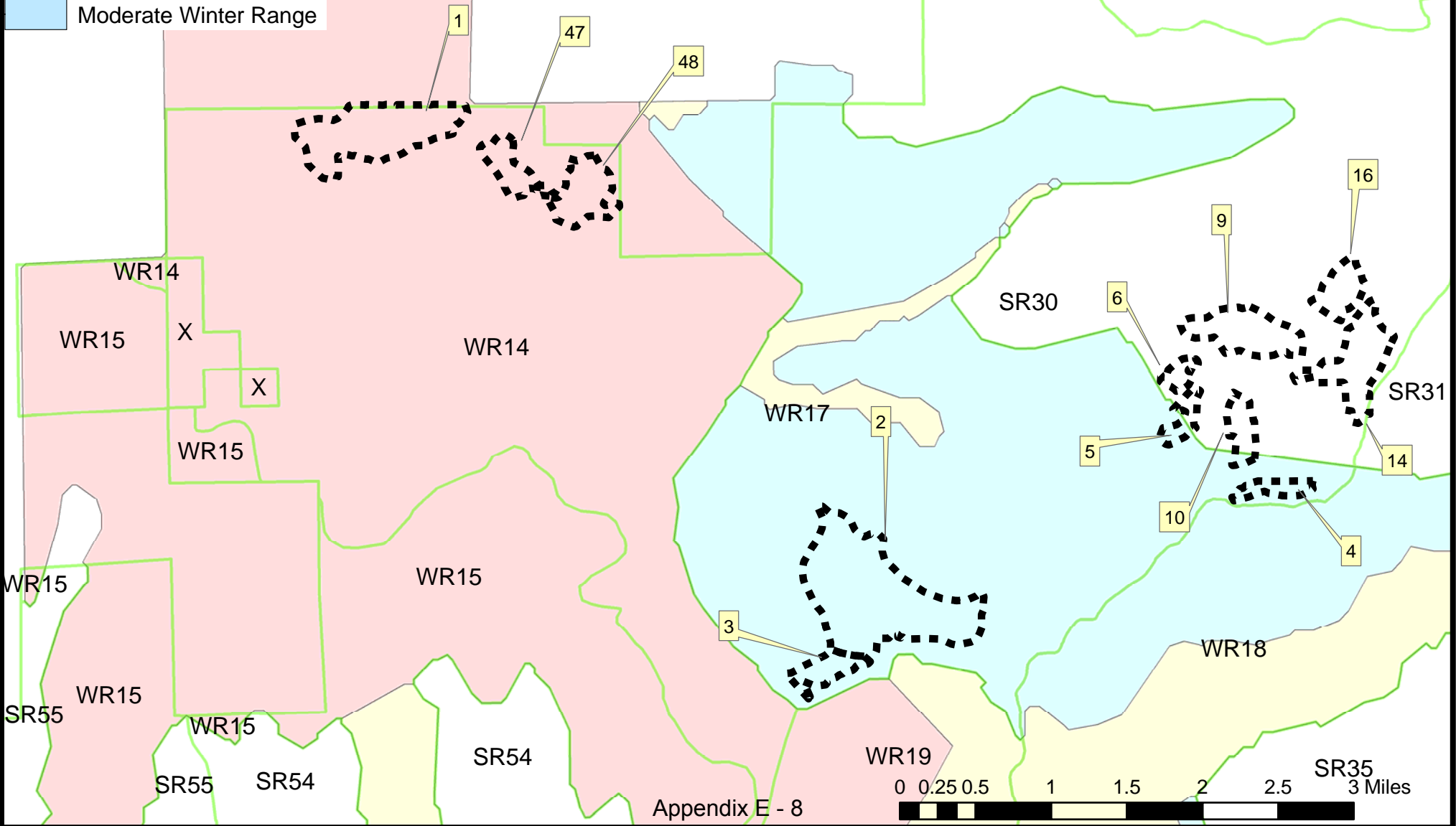
-  Rethin Units
-  Deer&Elk Analysis Areas
-  Summer Range
-  Crucial Winter Range
-  High Winter Range
-  Moderate Winter Range

# Rethin Deer and Elk

North Half









SR29



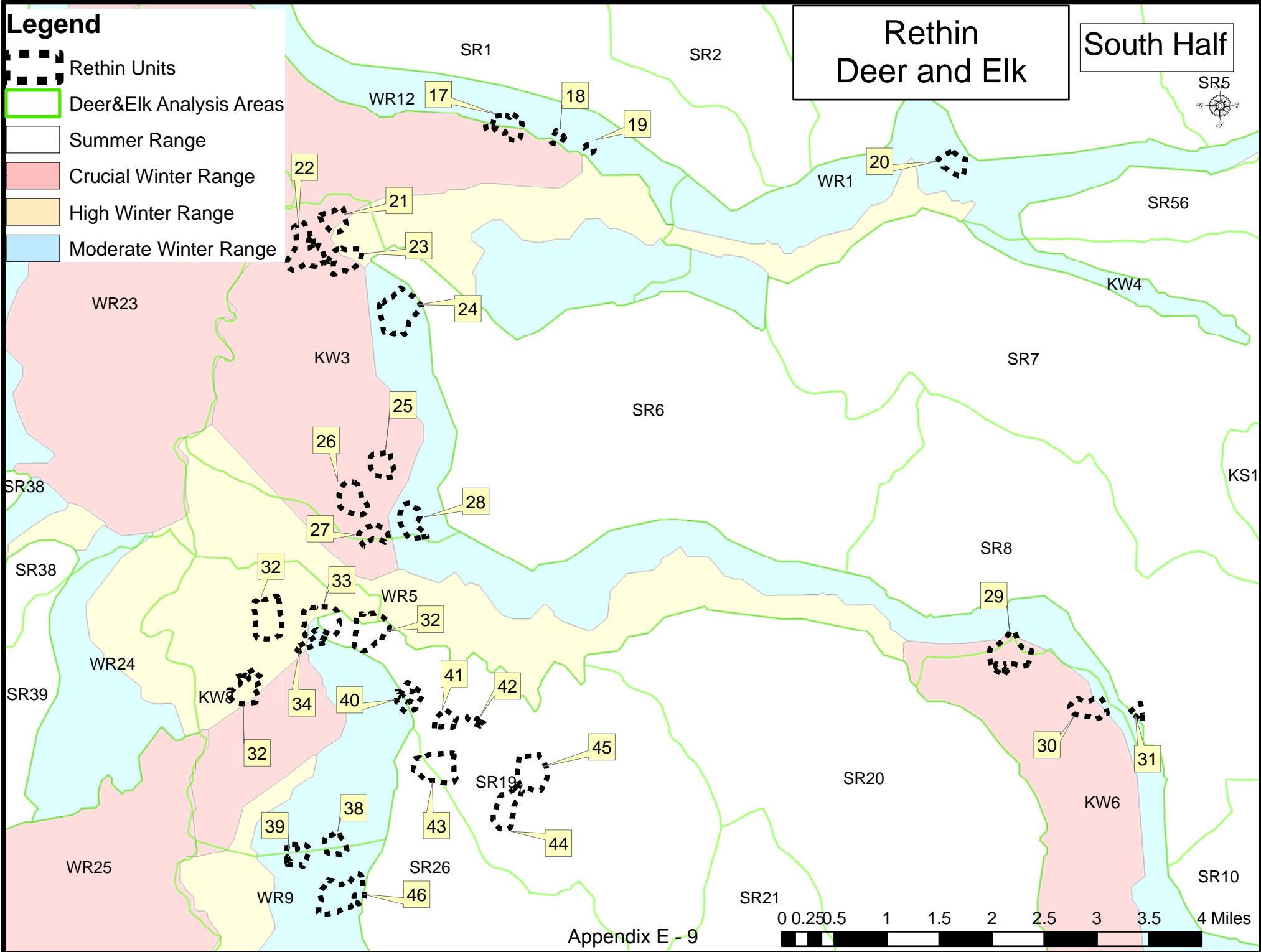


# Legend

-  Rethin Units
-  Deer&Elk Analysis Areas
-  Summer Range
-  Crucial Winter Range
-  High Winter Range
-  Moderate Winter Range

## Rethin Deer and Elk

## South Half



0 0.25 0.5 1 1.5 2 2.5 3 3.5 4 Miles

# Rethin Earthflows

South Half



## Legend

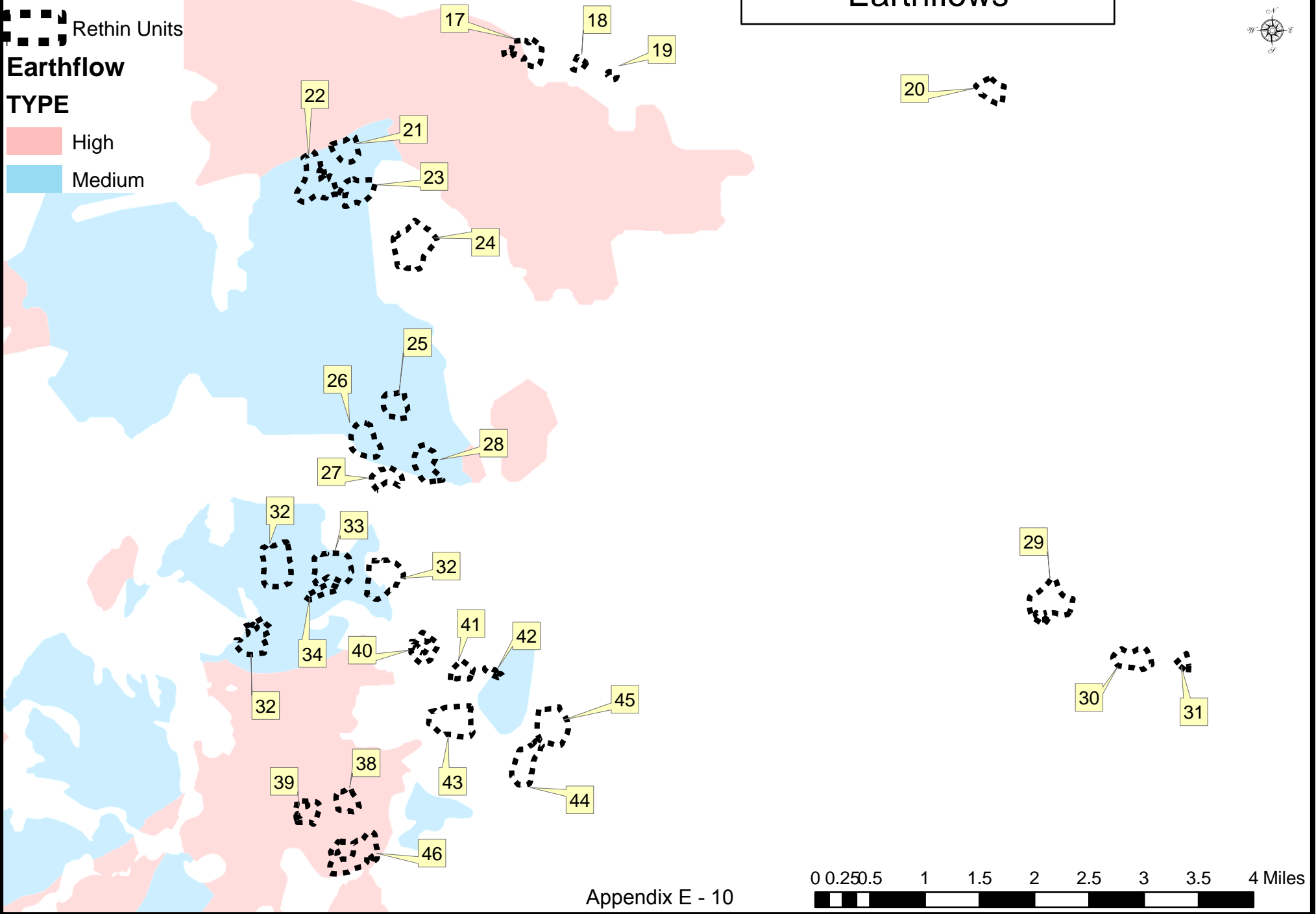
 Rethin Units

## Earthflow


### TYPE

 High



 Medium



# Legend

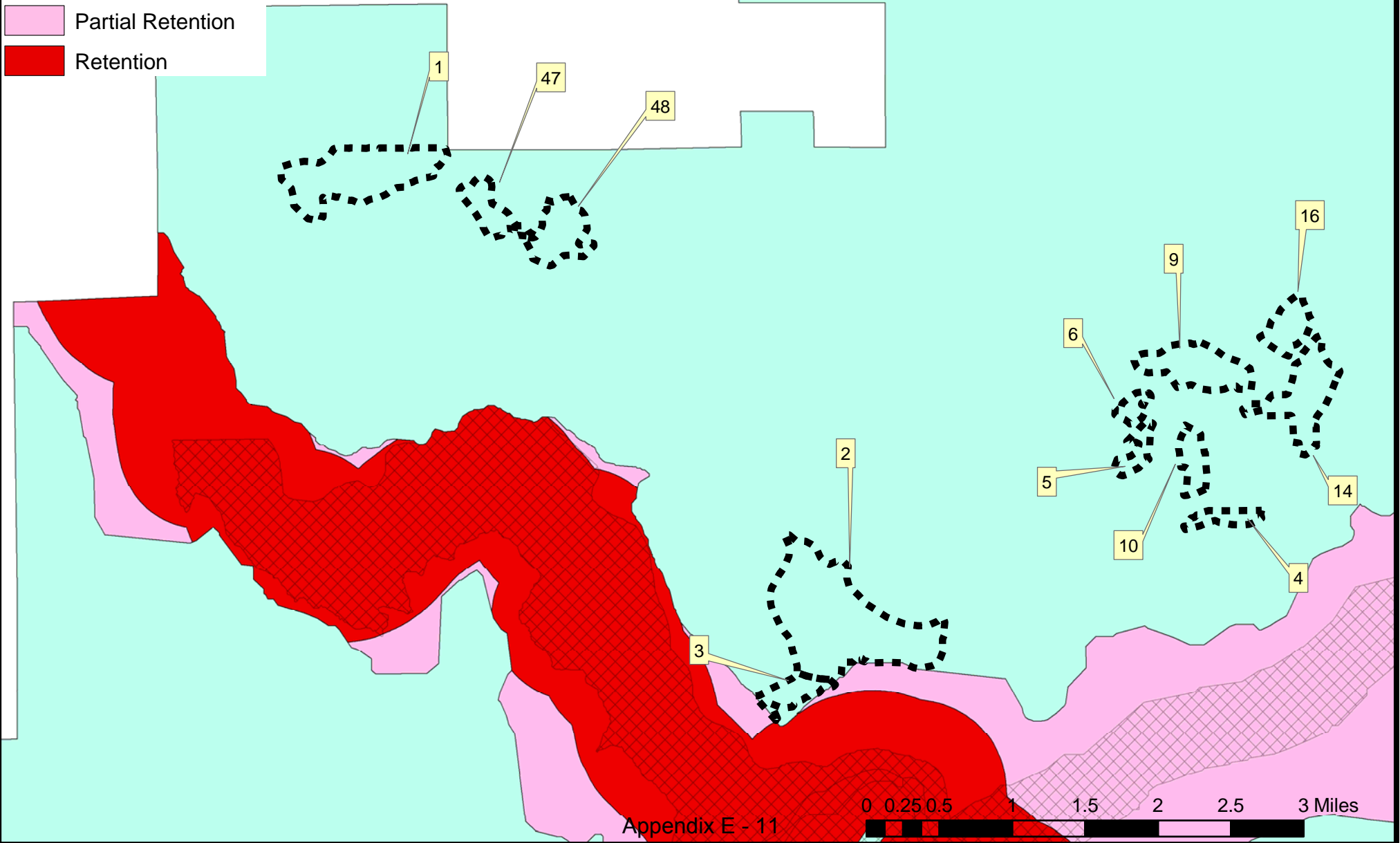
-  Rethin Units
-  Wild & Scenic River

## Visual Quality Objectives






-  Modification
-  Partial Retention
-  Retention

# Rethin Scenery & Recreation

North Half

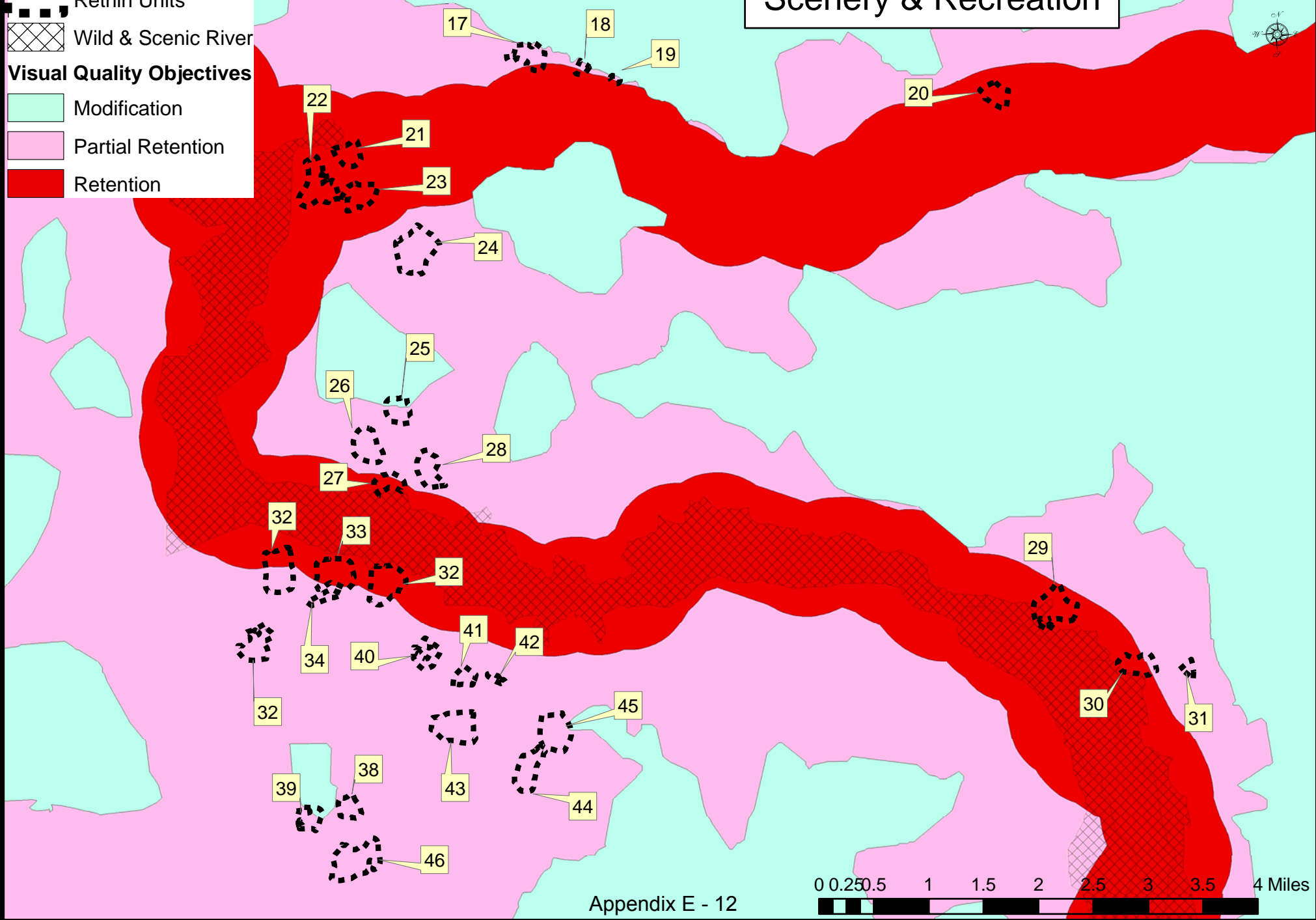


# Legend

-  Rethin Units
-  Wild & Scenic River
- Visual Quality Objectives**
-  Modification
-  Partial Retention
-  Retention

# Rethin Scenery & Recreation

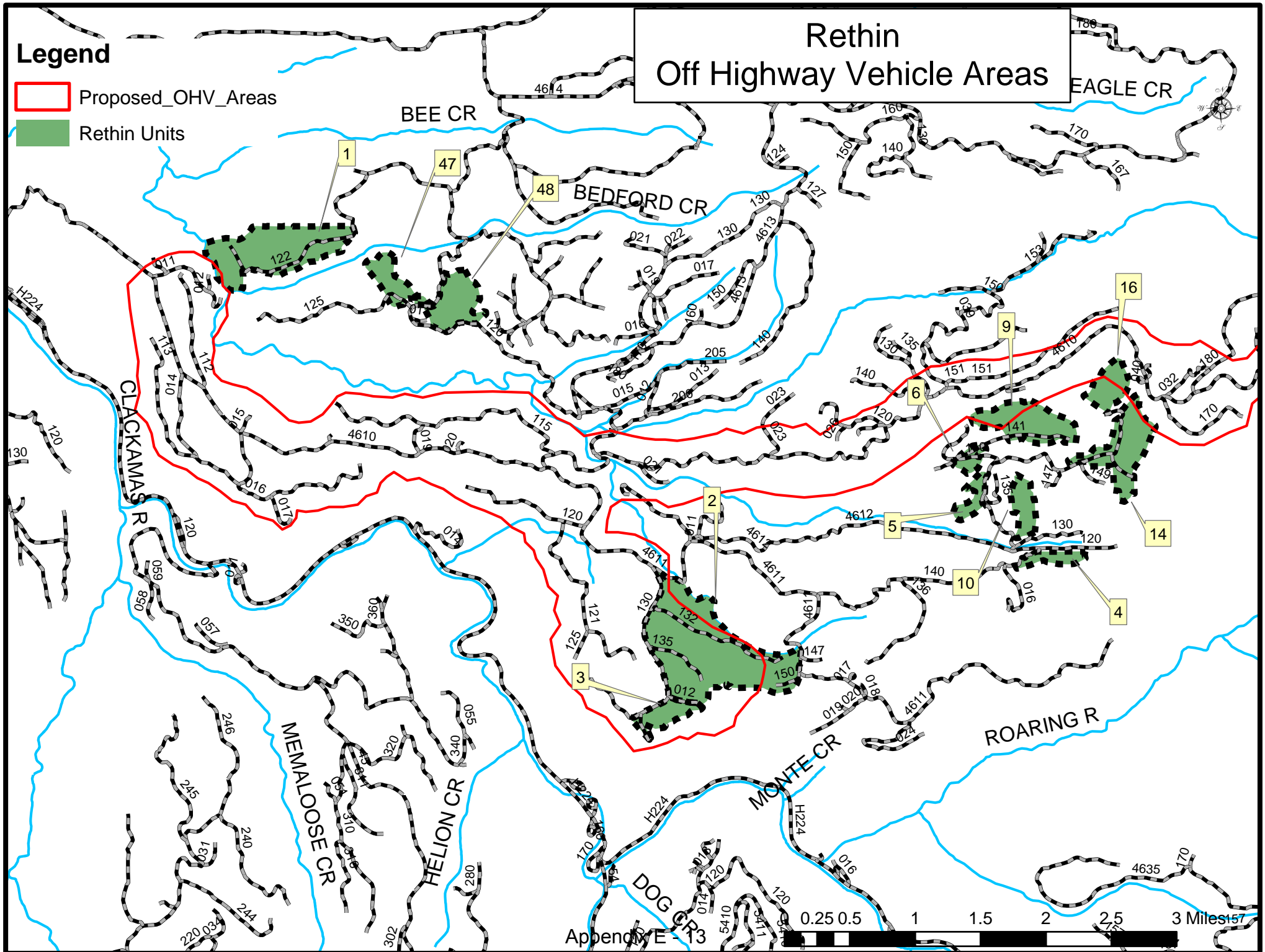
South Half

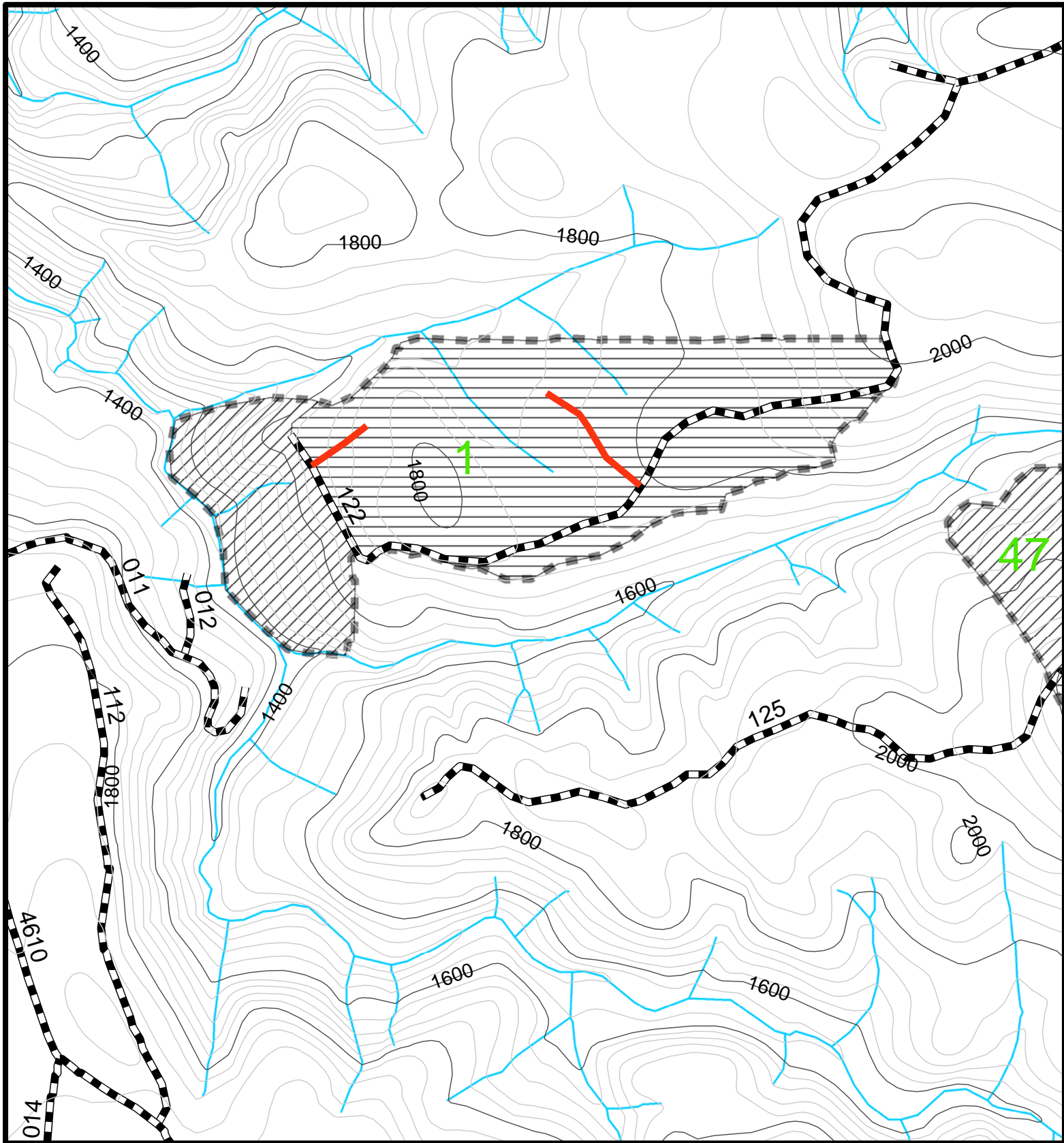


# Legend

- Proposed\_OHV\_Areas
- Rethin Units

# Rethin Off Highway Vehicle Areas





## Legend

**Logging Systems**    — Existing Temporary Road

 Ground Base

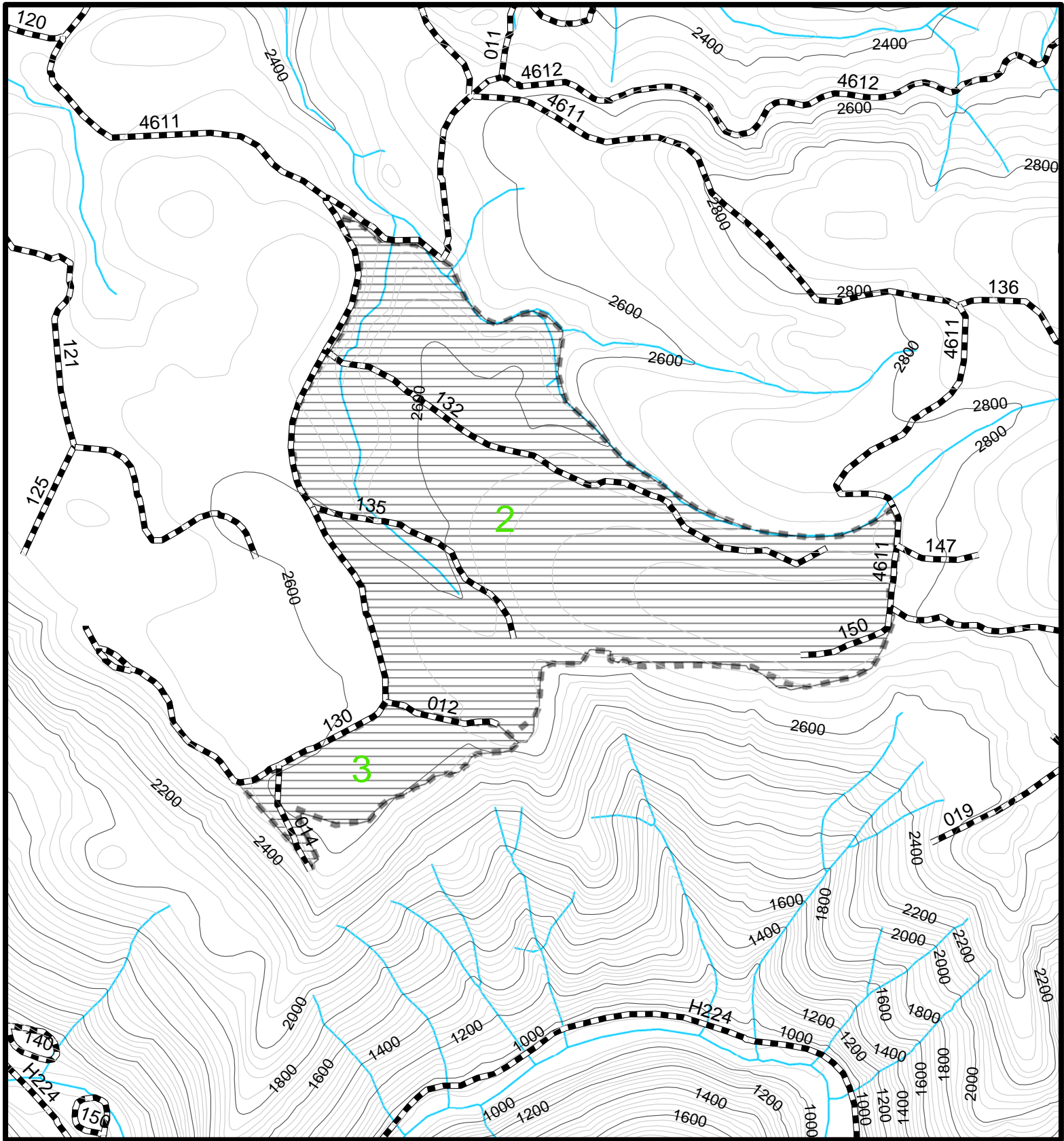
 Skyline

 Helicopter

## Rethin



0    500    1,000    2,000    3,000 Feet



# Legend

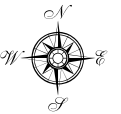
**Logging Systems**    — Existing Temporary Road

 Ground Base

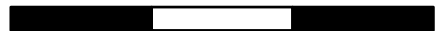
 Skyline

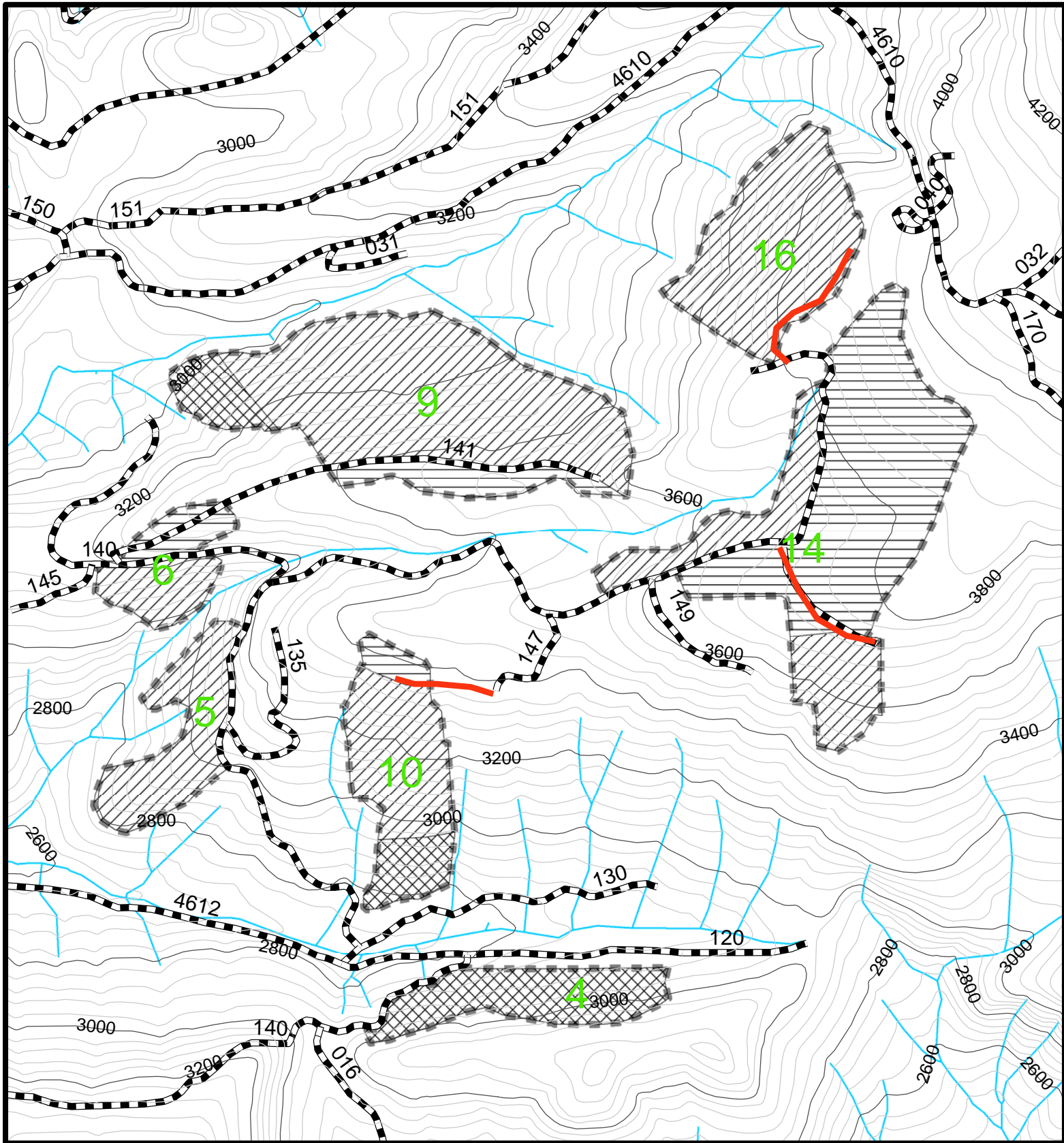
 Helicopter

# Rethin



0    500    1,000    2,000    3,000 Feet





## Legend

**Logging Systems**     Existing Temporary Road

 Ground Base

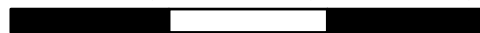
 Skyline

 Helicopter

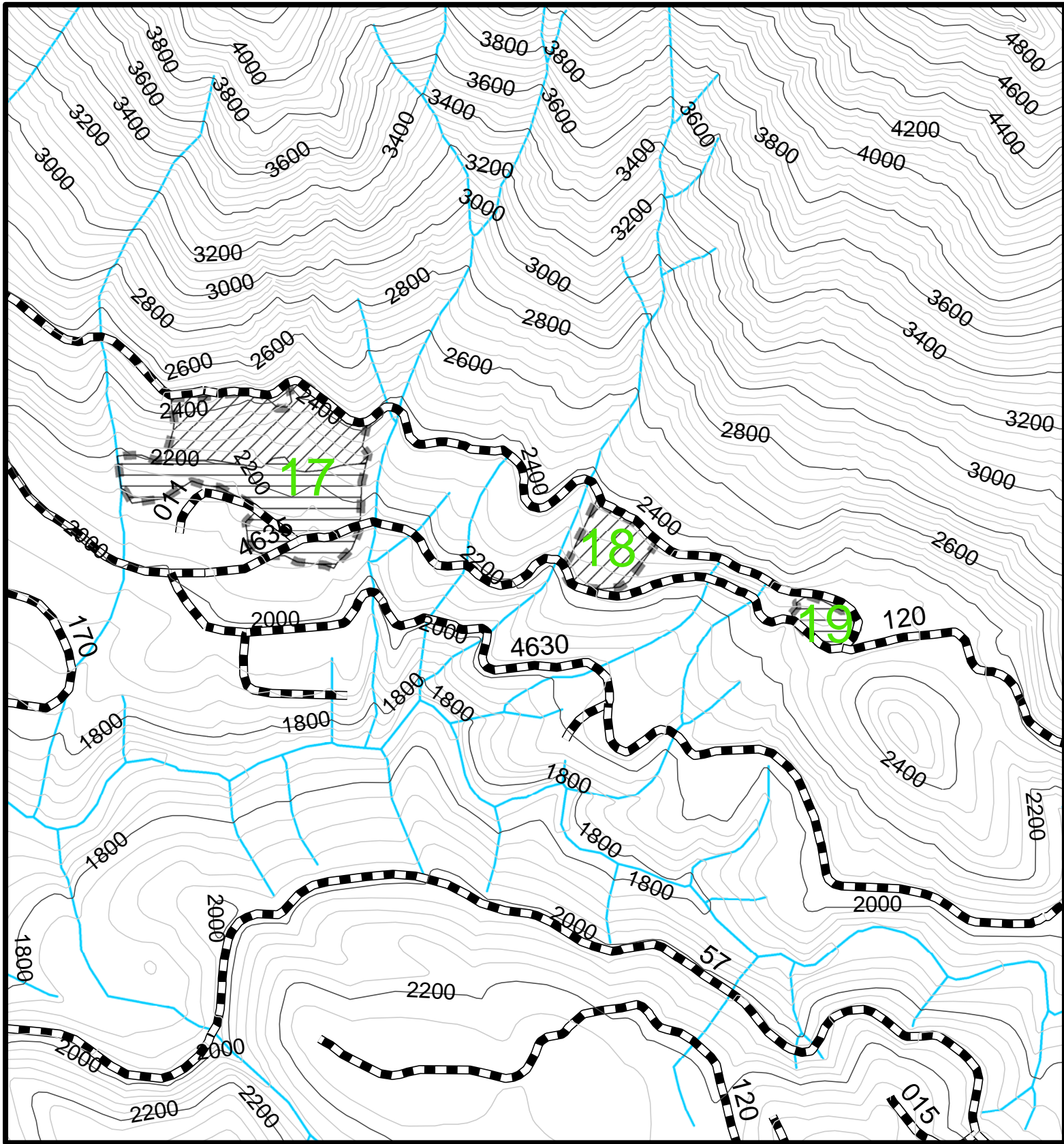
## Rethin



0    500    1,000    2,000    3,000 Feet







## Legend

**Logging Systems**    — Existing Temporary Road

 Ground Base

 Skyline

 Helicopter

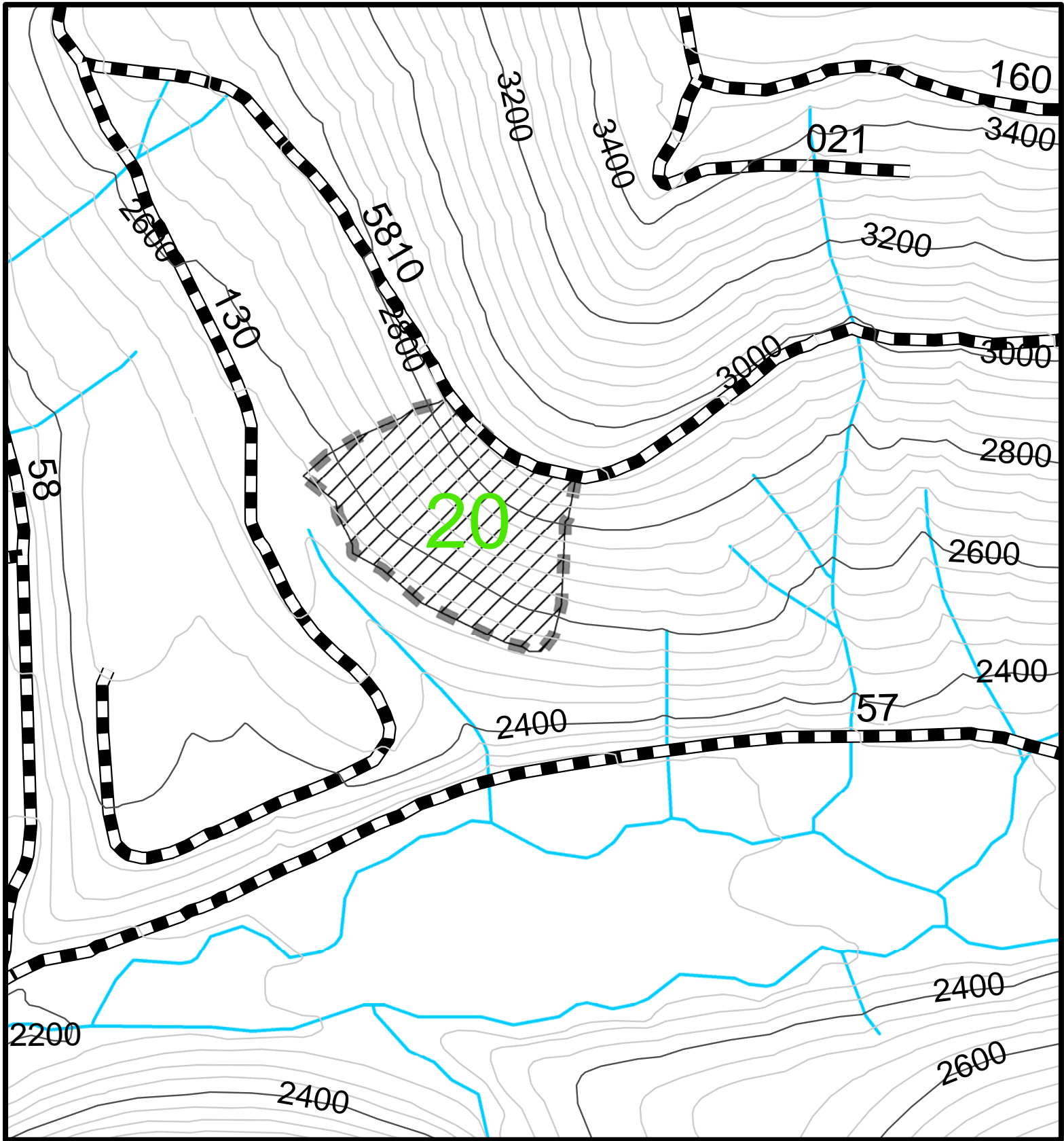
## Rethin



0    500    1,000    2,000 Feet

Appendix E - 17






## Legend

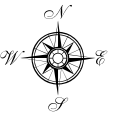
**Logging Systems** — Existing Temporary Road

 Ground Base

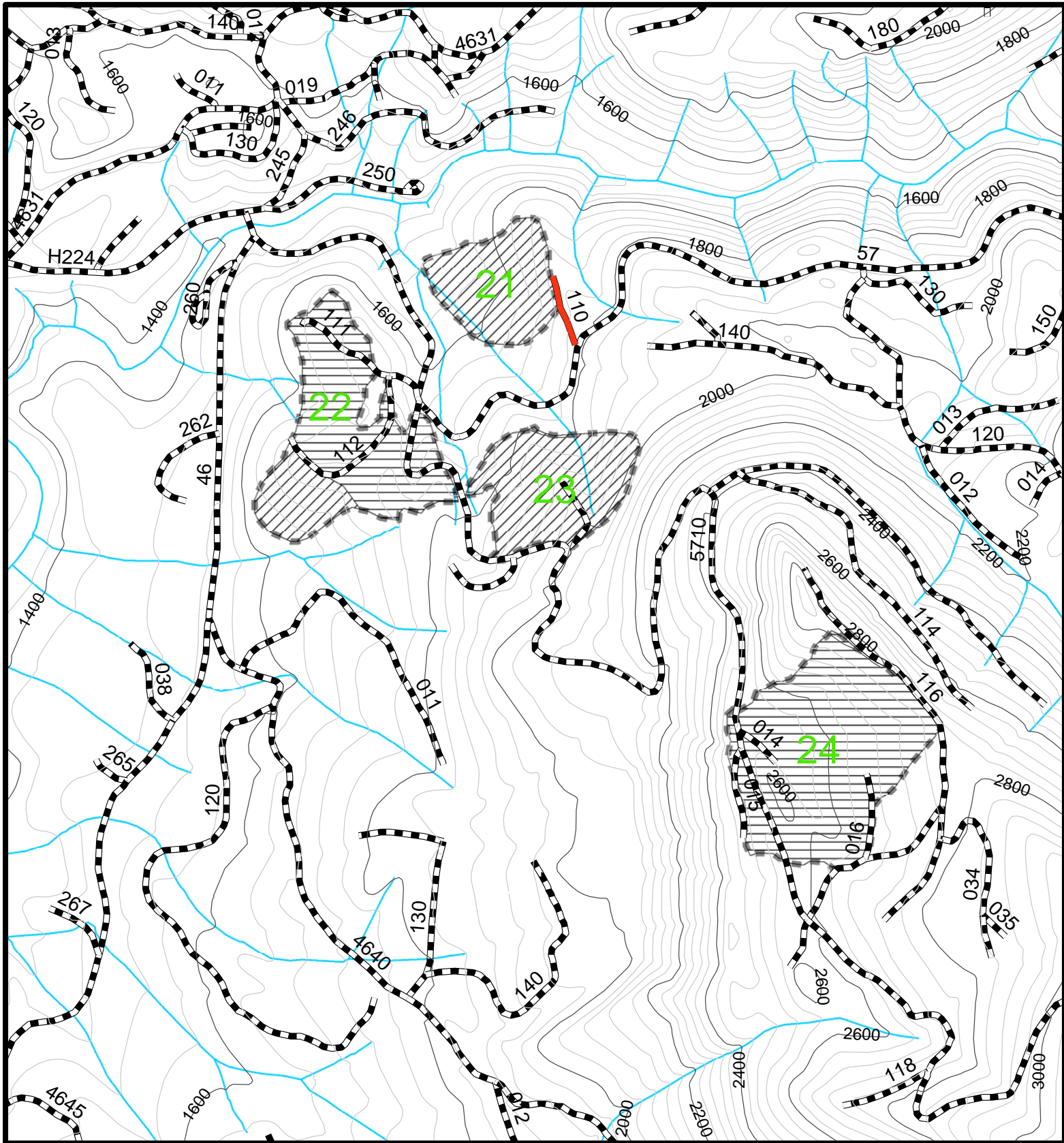
 Skyline

 Helicopter

## Rethin



0 500 1,000 2,000 Feet



## Legend

**Logging Systems**     Existing Temporary Road

 Ground Base

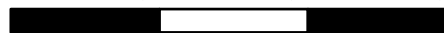
 Skyline

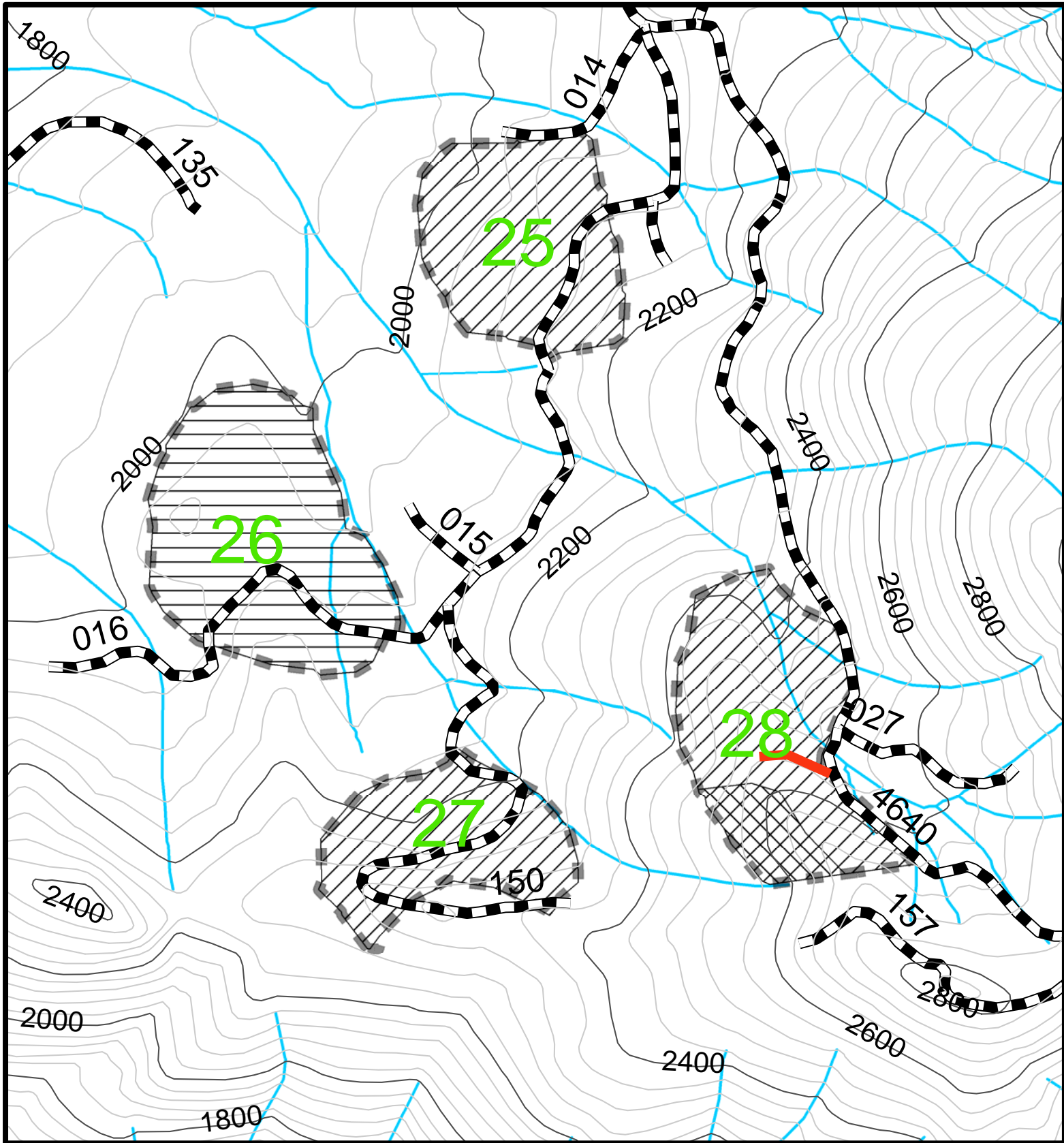
 Helicopter

## Rethin



0    500    1,000    2,000    3,000 Feet






## Legend

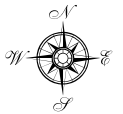
**Logging Systems**    — Existing Temporary Road

 Ground Base

 Skyline

 Helicopter

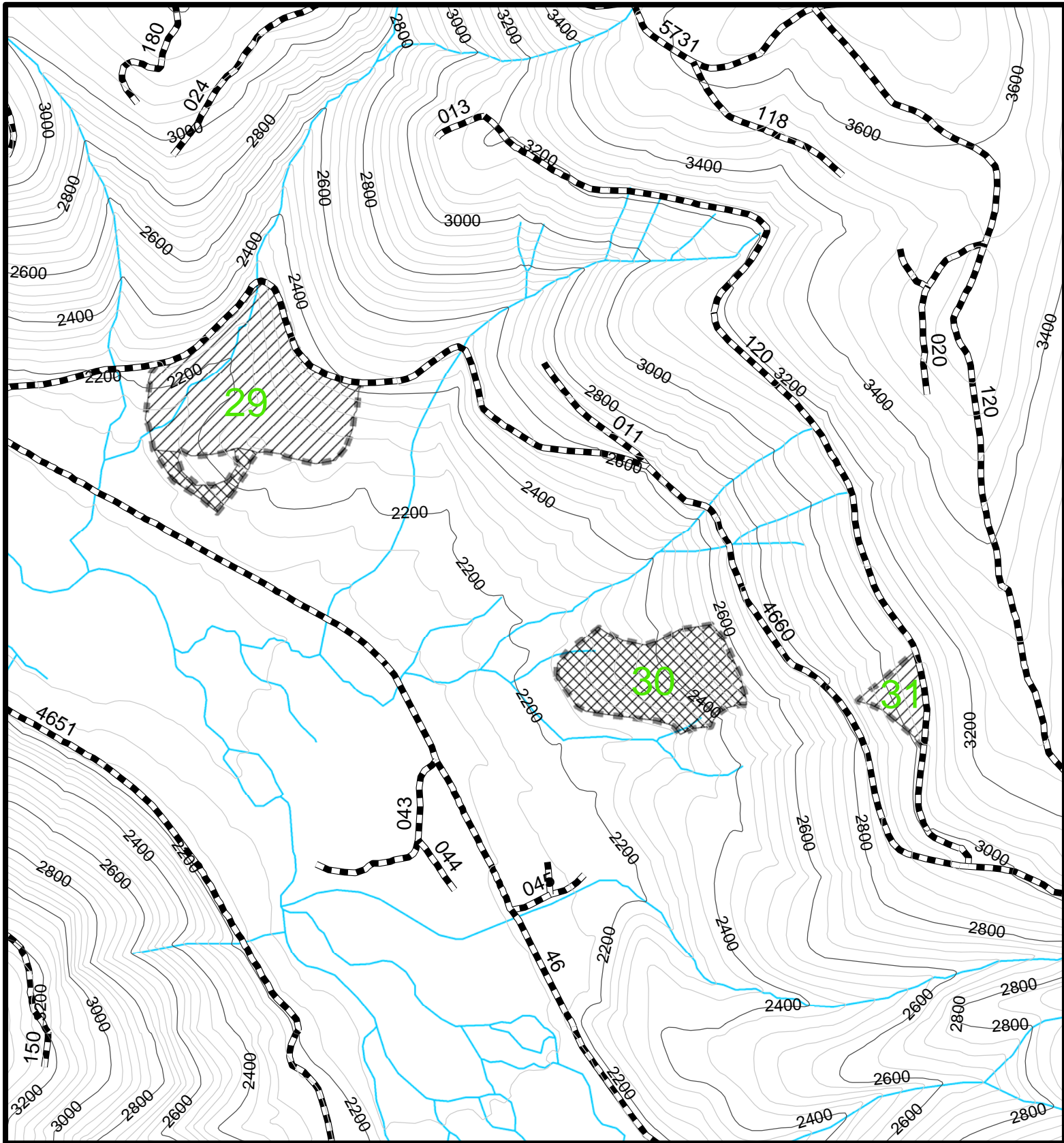
## Rethin



0      500      1,000      2,000 Feet

Appendix E - 20






# Legend

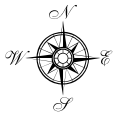
**Logging Systems**    — Existing Temporary Road

 Ground Base

 Skyline

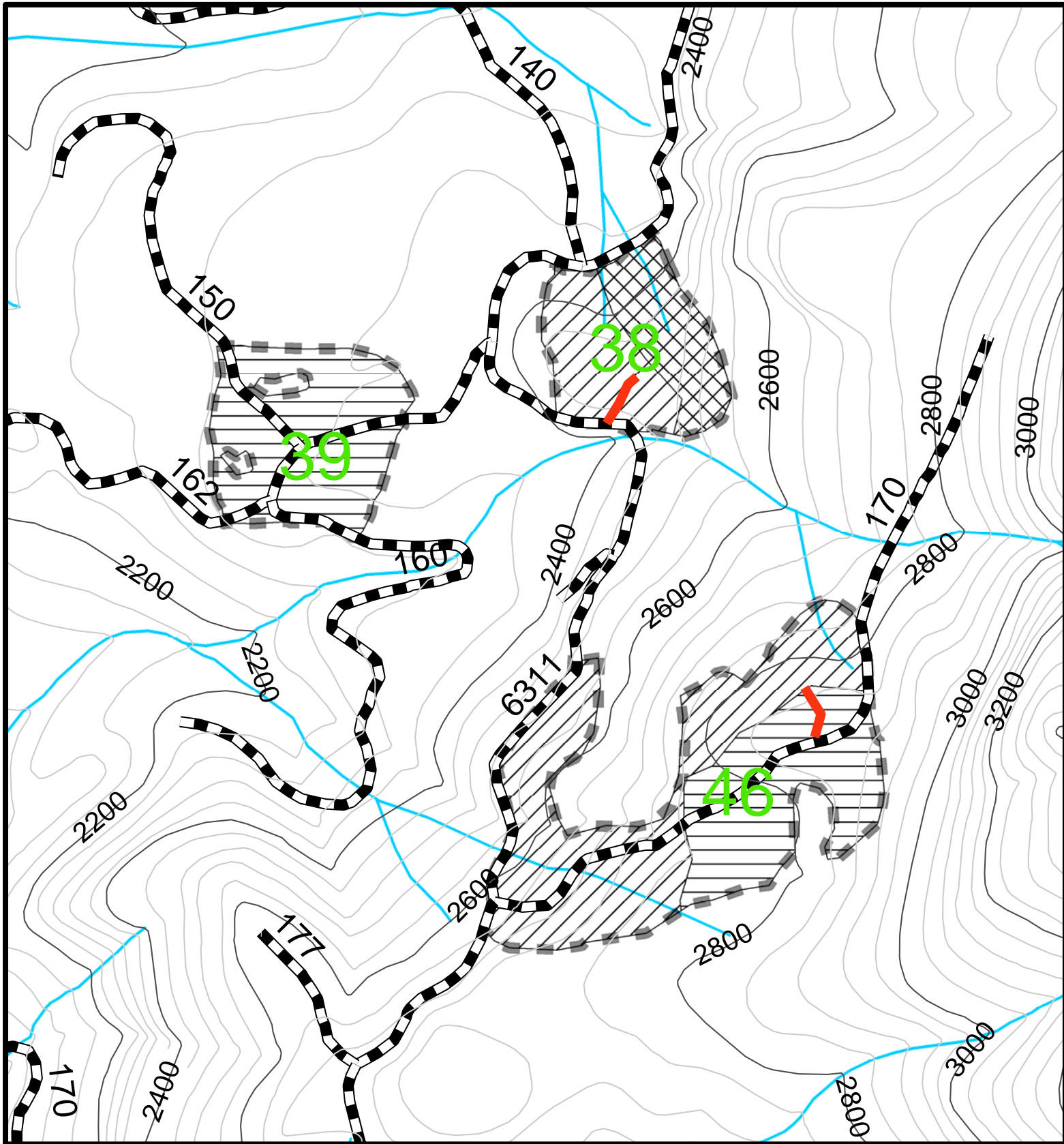
 Helicopter

# Rethin



0    500    1,000    2,000    3,000    4,000 Feet





### Legend

**Logging Systems**      — Existing Temporary Road

 Ground Base

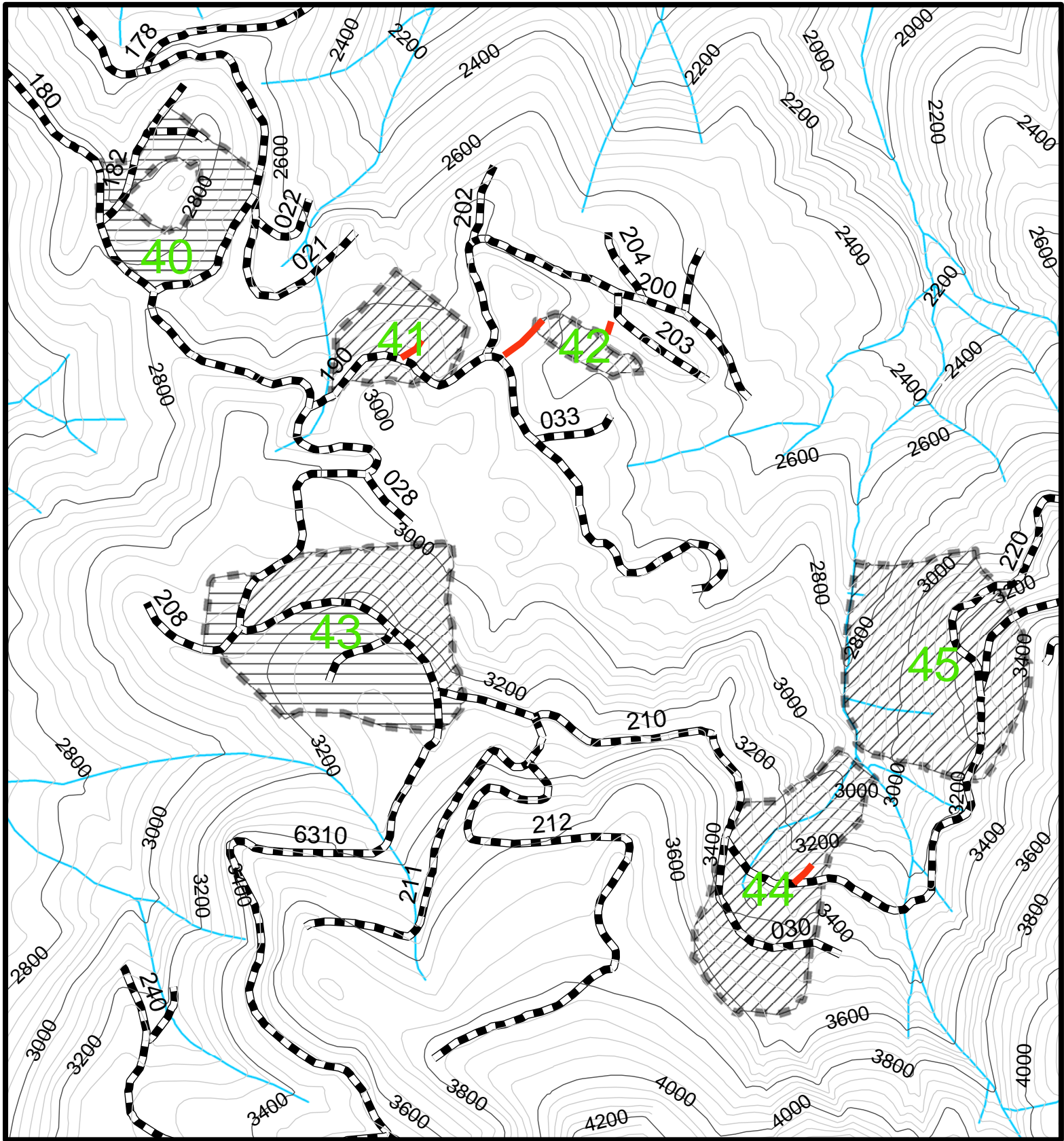
 Skyline

 Helicopter

### Rethin



0      500      1,000      2,000 Feet



## Legend

**Logging Systems**      — Existing Temporary Road

 Ground Base

 Skyline

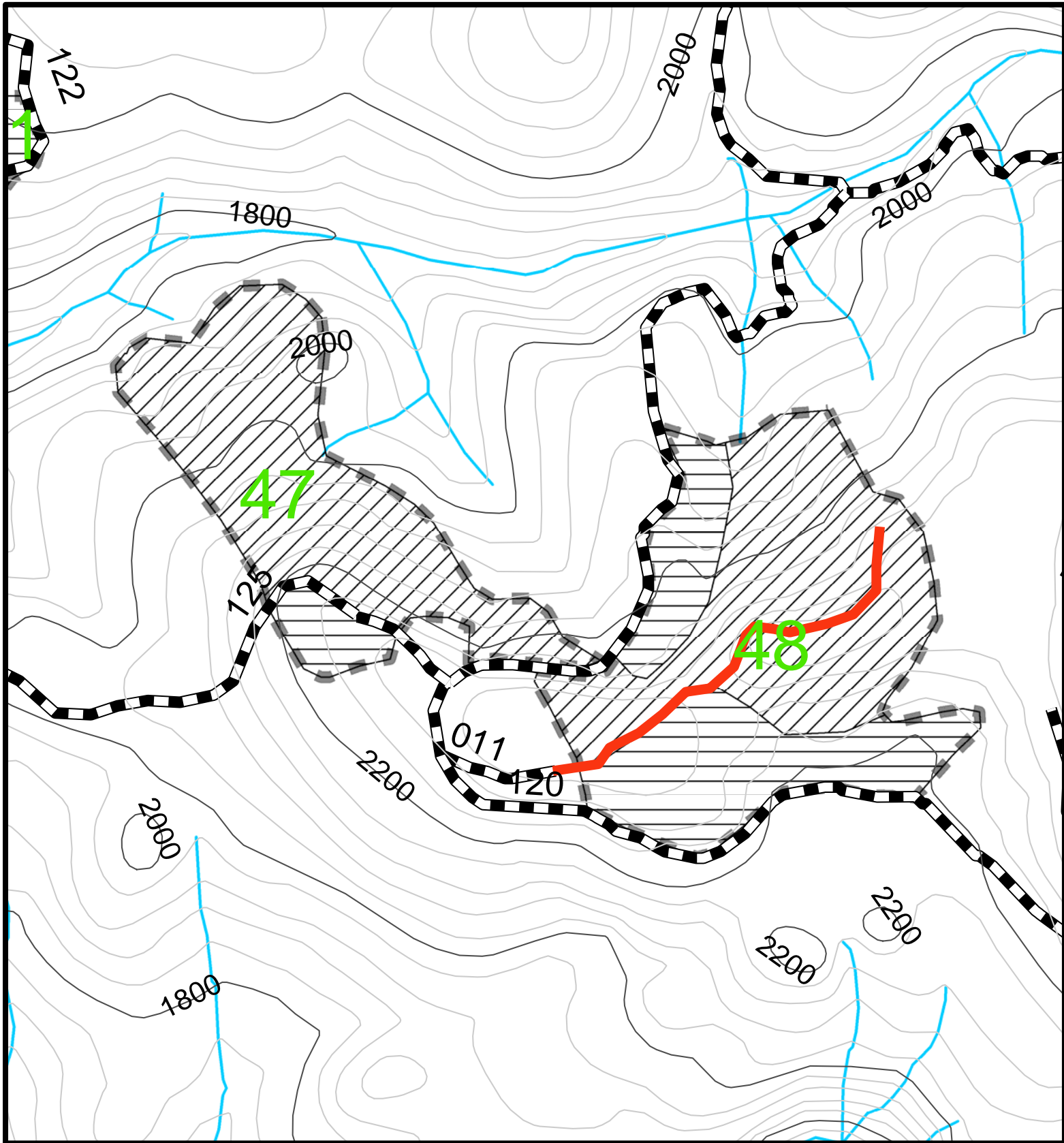
 Helicopter

## Rethin



0    500    1,000    2,000    3,000 Feet





## Legend

**Logging Systems**    — Existing Temporary Road

 Ground Base

 Skyline

 Helicopter

## Rethin



0      500      1,000      2,000 Feet

