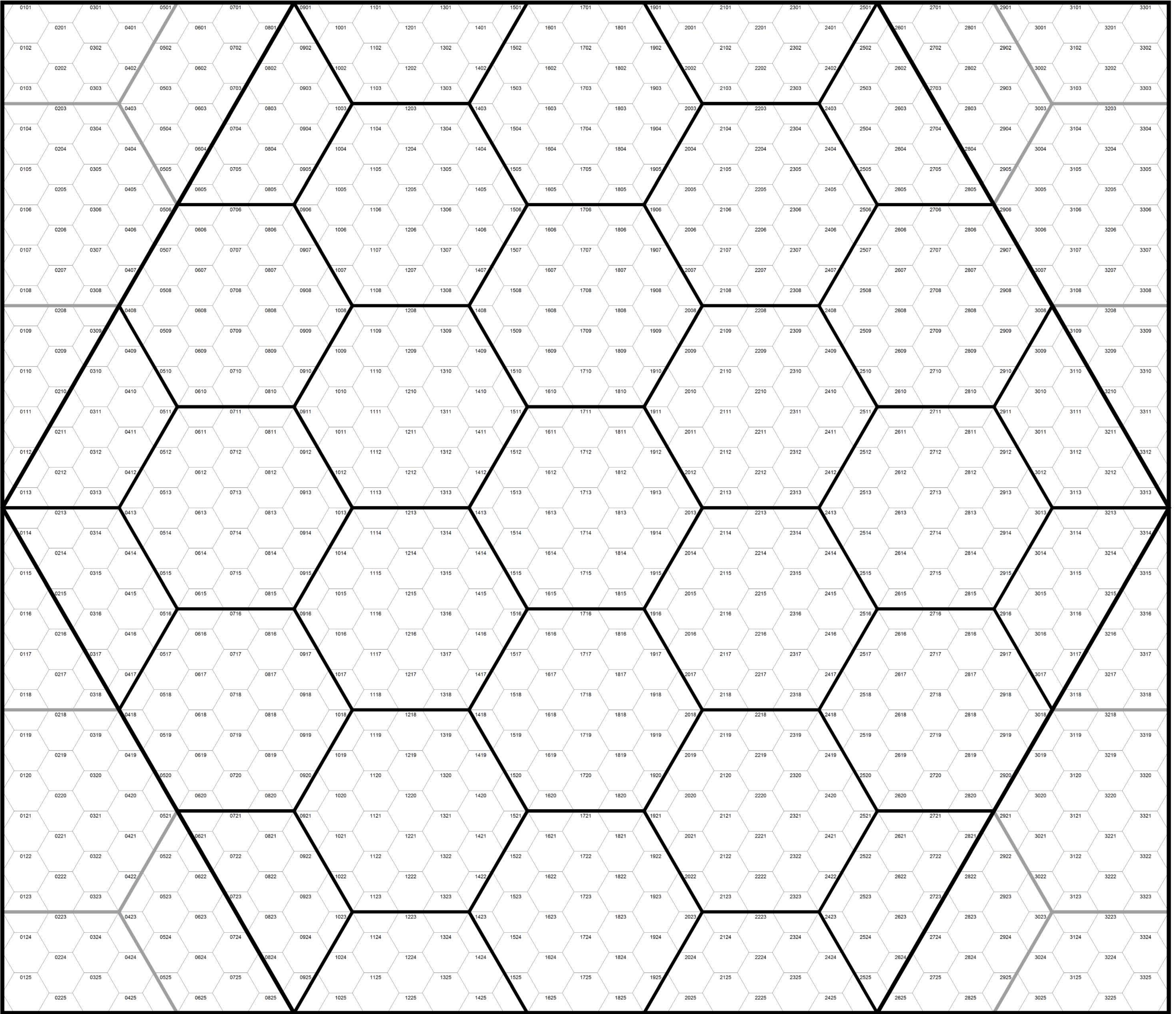




*Local Template (Regional hex = 5 miles; Local hex = 1 mile)*