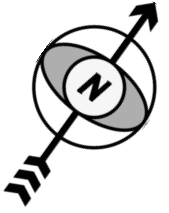
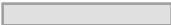





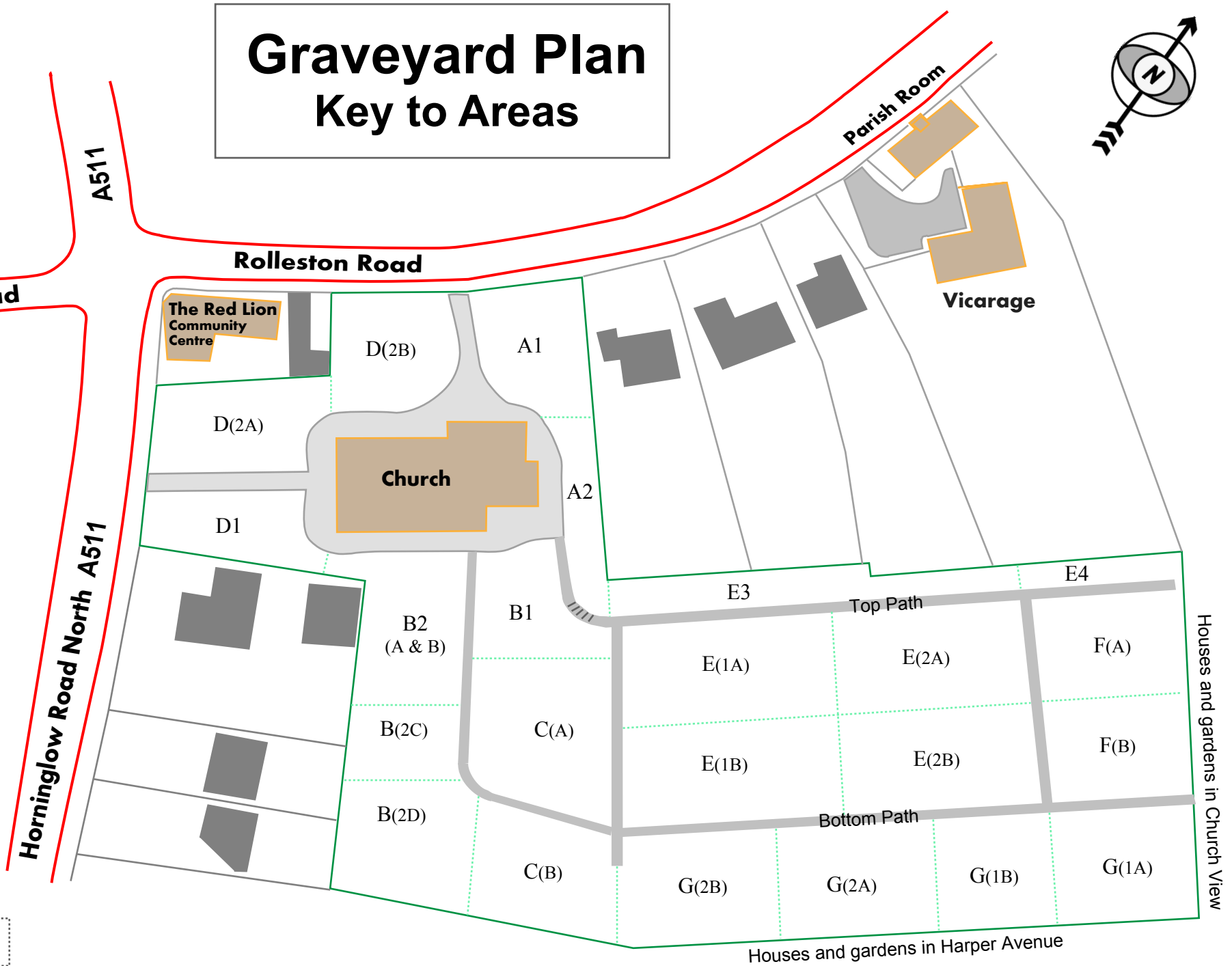
# Graveyard Plan

## Key to Areas



**Legend:**

- Paths 
- Boundary of area 
- Graveyard boundary 
- Church buildings 



Plan not to scale