

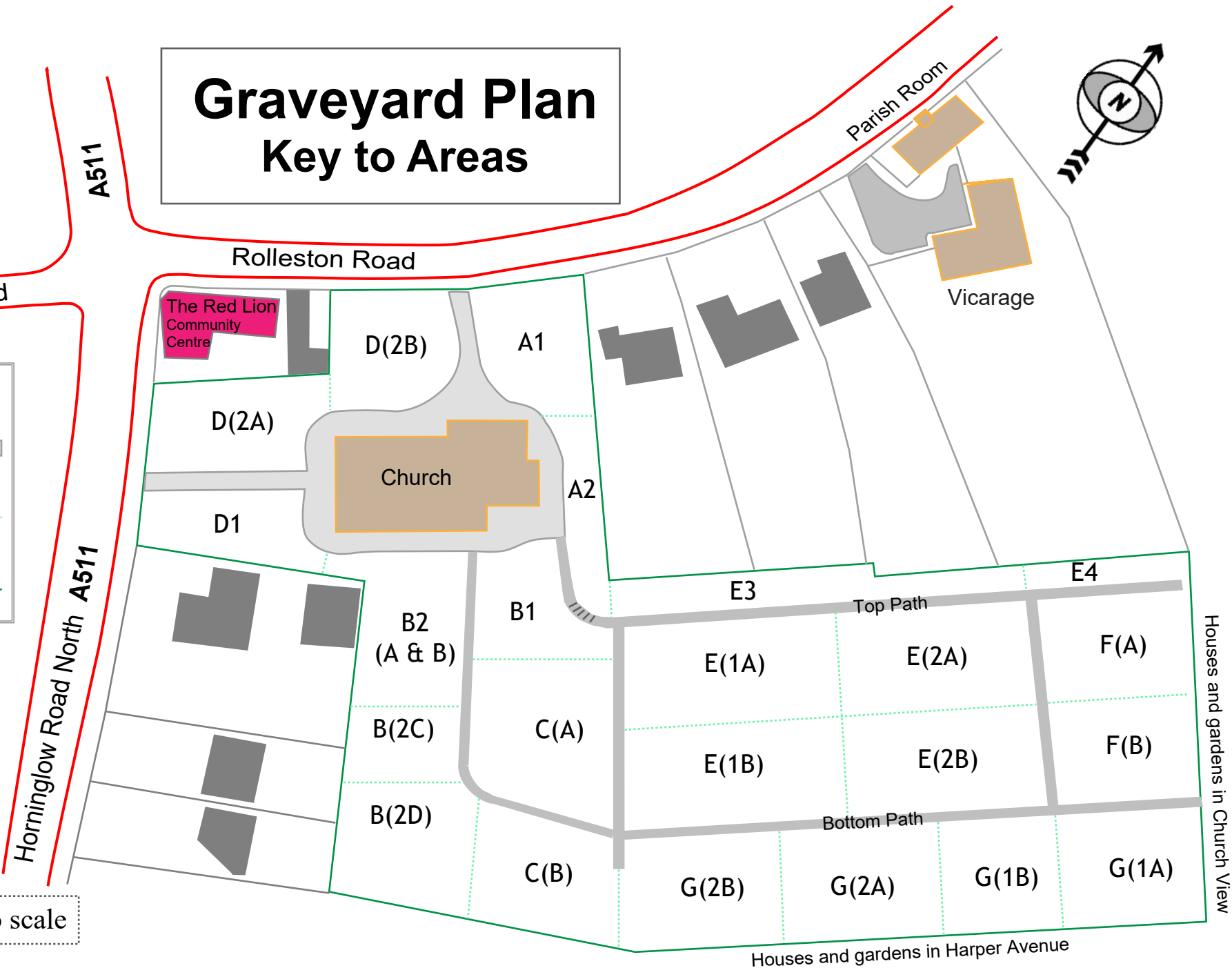
# Graveyard Plan

## Key to Areas



**Legend:**

- Paths 
- Boundary of area 
- Graveyard boundary 



Plan not to scale