

PRINTING ORDERS FOR 100K and 250K NTMS

100K	250K	FEATURETYPE	FeatureClass	Print Order (1 for first plotted)	SYMBOL	Feature Width	Filtering/Map Production Activities
Data Frame 1							
*	*	N/A	CartographyAnno	3004	MULTI		Filter: Feature="Graticule"
Data Frame 2							
*	*	Graticule	Graticules	3000	575		Masking: Graticules need to be masked by Graticule Annotation
Data Frame 3							
	*	Grid Annotation	GridAnnotations	2705	NA		
*		N/A	CartographyAnno	2704	MULTI		Filter: Feature="Map Grid"
Data Frame 4							
*	*	Arrow	CartographicLines	2600	255		Filter: All scales on Mapnumber Symbology: Construction of Destination arrows should be done on-the-fly as part of the program
*	*	Arrow	CartographicLines	2500	42		Filter: All scales on Mapnumber
Data Frame 5							
*	*	Map Mask	maplayer (map Masks)	2400	0		Construction of map mask should be done on-the-fly based on either coordinates, polygon shape or map index
Data Frame 6							
*	*	International Boundary	CartographicLines	2300	62		
*	*	Tropic Of Capricorn	CartographicLines	2200	66		
*	*	Map Grid	Grids	2101	574		Masking: Map Grids need to be masked by Grid Annotation
*	*	Map Grid	Grids	2100	573		Masking: Map Grids need to be masked by Grid Annotation
Data Frame 7							
*	*	N/A	AdministrationAnno	2097	MULTI		
*	*	N/A	AviationAnno	2096	MULTI		
*	*	N/A	CartographyAnno	2094	MULTI		Filter: Feature<>"Graticule" AND Feature <> "Map Grid"
*	*	N/A	CultureAnno	2093	MULTI		
*	*	N/A	DrainageAnno	2092	MULTI		
*	*	N/A	FrameworkAnno	2091	MULTI		
*	*	N/A	HabitationAnno	2090	MULTI		
*	*	N/A	IndustryAnno	2089	MULTI		
*	*	N/A	MarineAnno	2088	MULTI		
*	*	N/A	PhysiographyAnno	2087	MULTI		
*	*	N/A	RailTransportAnno	2086	MULTI		
*	*	N/A	ReliefAnno	2085	MULTI		
*	*	N/A	RoadTransportAnno	2084	MULTI		

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*	*	N/A	SurveyMarksAnno	2083	MULTI		
*	*	N/A	UtilityAnno	2082	MULTI		
*	*	N/A	VegetationAnno	2081	MULTI		
*	*	N/A	WaterbodiesAnno	2080	MULTI		
Data Frame 8							
*	*	BuiltUpArea_Mask_Exact	maplayer (map Masks)		NA		Masking: Using advanced masking options mask the following: Powerlines, Pipelines, Building Areas, Building Points see Additional Map Production Notes No: 1
*	*	RecreationAreas_Mask_Exact	maplayer (map Masks)		NA		Masking: Using advanced masking options mask the following: Powerlines, Pipelines see Additional Map Production Notes No: 1
*	*	Shoal Mask	maplayer (map Masks)		NA		Masking: Use advanced masking to mask shoal boundary coincident with reef polygon see Additional Map Production Notes No: 2
*	*	Linear Road Coincident Mask	maplayer (map Masks)		NA		Masking: Use advanced masking to mask Fences, Pipelines and Foot Tracks under/coincident unsealed roads see Additional Map Production Notes No: 3
*	*	Road TunnelAndFord Mask	maplayer (map Masks)		NA		Masking: Use advanced masking to mask roads under crossing lines (tunnel and ford only) see Additional Map Production Notes No: 4
*	*	Rail Tunnel Mask	maplayer (map Masks)		NA		Masking: Use advanced masking to mask railway under crossing lines (tunnel only) see Additional Map Production Notes No: 5
*	*	Rec_Builtup_Buf_Mask	maplayer (map Masks)		NA		Masking: Use advanced masking to mask CemeteryAreas, LandmarkAreas and WasteManagementAreas to clean Edge lines see Additional Map Production Notes No: 6
*	*	WasteManagementArea_Buf_Mask	maplayer (map Masks)		NA		Masking: Use advanced masking to mask CemeteryAreas and LandmarkAreas to clean Edge lines see Additional Map Production Notes No: 6
*	*	CemeteryArea_Buf_Mask	maplayer (map Masks)		NA		Masking: Use advanced masking to mask LandmarkAreas to clean Edge lines see Additional Map Production Notes No: 6
*	*	GateGridMask	maplayer (map Masks)		NA		Masking: Create a mask utilising feature outline mask for all grids and gates representations and use advanced masking to mask fence feature class
*	*	LockMask	maplayer (map Masks)		NA		Masking: Create a mask utilising feature outline mask for all lock representations and use advanced masking to mask locklines feature class

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*	*	BoreMask	maplayer (map Masks)		NA	Masking: Create a mask utilising feature outline mask for all bore representations and use advanced masking to mask Watercourse feature class (may intersect mask with watercourse layer to minimise number of mask polygons)
*	*	Pointer	CartographicLines	1973	265	Filter: All scales on Mapnumber Symbology: Construction of point arrows should be done on-the-fly as part of the program
*	*	Flow Direction Arrow	CartographicPoints	1971	948	Symbology: Rotation Required
*	*	Road Marker National	CartographicPoints	1970	271	Symbology: Rotation Required
*	*	Road Marker National	CartographicPoints	1965	27	Symbology: Rotation Required
*	*	Road Marker State	CartographicPoints	1960	281	Symbology: Rotation Required
*	*	Road Marker State	CartographicPoints	1955	28	Symbology: Rotation Required
*	*	Populated Place	PopulatedPlaces	1800	420	
*	*	Place Name	Locations	1795	420	
*	*	Distance Indicator	CartographicPoints	1793	54	Filter: All scales on Mapnumber Symbology: Rotation Required
*	*	Place Name	Locations	1790	52	
*	*	Horizontal Control Point	HorizontalControlPoints	1785	51	
*	*	Mountain	Locations	1780	52	
*	*	Spot Elevation	SpotElevations	1775	52	
*	*	Lock	Locks	1765	754	Symbology: Rotation Required
	*	Bench Mark	BenchMarks	1760	50	
*	*	Windpump	Windpumps	1750	434	
*	*	Vertical Obstruction	VerticalObstructions	1745	499	
*	*	Vertical Obstruction	VerticalObstructions	1740	500	
*	*	Vertical Obstruction	VerticalObstructions	1735	497	
*	*	Vertical Obstruction	VerticalObstructions	1730	498	
*	*	Landmark Point	LandmarkPoints	1726	501	
*	*	Vertical Obstruction	VerticalObstructions	1725	501	
*	*	Yard	Yards	1720	433	
*	*	Petroleum Well	PetroleumWells	1715	103	
		Mine Area	MineAreas	1711	106	Filter: Point Representations Only
*	*	Mine Point	MinePoints	1710	106	
*	*	Offshore Rock	MarineHazardPoints	1700	98	
*	*	Offshore Rock	MarineHazardPoints	1695	980	

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*	*	Wreck	MarineHazardPoints	1690	756	
*	*	Wreck	MarineHazardPoints	1685	759	
*		Dry Dock Point	MarineInfrastructurePoints	1680	753	Symbology: Rotation Required via Orientation Field using Arithmetic
*	*	Lighthouse	MarineInfrastructurePoints	1675	72	
*	*	Cave	Caves	1670	96	
*	*	Storage Tank	StorageTanks	1665	801	
	*	Homestead	Homesteads	1660	40	
		CemeteryAreas	CemeteryAreas	1656	451	Filter: Point Representations only
*	*	Cemetery Point	CemeteryPoints	1655	451	
*	*	Pinnacle	Pinnacles	1650	84	
*		Building Area	BuildingAreas	1647	60	Symbology: Building Areas that have a polygon shading of 0 will be given an outline definition of 60, the outline will overprint the shading
	*	Building Area	BuildingAreas	1646	0	Symbology: Building Areas that have a polygon shading of 0 will be given an outline definition of 60, the outline will overprint the shading
*	*	Building Point	BuildingPoints	1645	41	
*	*	Building Area	BuildingAreas	1641	26	
*	*	Building Point	BuildingPoints	1640	40	
*	*	Building Point	BuildingPoints	1635	430	
*	*	Heliport	AircraftFacilityPoints	1630	708	
*	*	Landing Ground	AircraftFacilityLines	1626	703	
*		Runway	AircraftFacilityAreas	1620	700	Symbology: Runways will have a polygon shading of 700 and an outline definition of 702, the outline will overprint the shading
*		Taxiway	AircraftFacilityLines	1615	709	
	*	Airport	AircraftFacilityPoints	1610	701	Symbology: Rotation Required
	*	Runway Centreline	CartographicLines	1605	706	
*	*	State Border	FrameworkBoundaries	1602	80	
*	*	Aerial Cableway	AerialCableways	1600	30	
*	*	Conveyor	Conveyors	1590	183	
*	*	Powerline	PowerlineTransmissionLines	1550	542	
*	*	Railway Station	RailwayStopPoints	1505	222	
*	*	Transition Point	CartographicPoints	1499	290	Symbology: Rotation Required

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*		Railway Overpass	RailwayCrossingLines	1494	266	0.25	
*		Railway Overpass	RailwayCrossingLines	1492	266	0.15	
*	*	Railway Bridge Point	RailwayBridgePoints	1490	260	0.25	Symbology: Rotation Required
*	*	Railway Bridge Point	RailwayBridgePoints	1485	260	0.15	Symbology: Rotation Required
*	*	Railway Bridge Line	RailwayCrossingLines	1480	260	0.25	
*	*	Railway Bridge Line	RailwayCrossingLines	1475	260	0.15	
*	*	Railway Causeway	RailwayCrossingLines	1470	245	0.25	
*	*	Railway Causeway	RailwayCrossingLines	1465	245	0.15	
*	*	Grid	TrafficControlDevices	1375	25		Symbology: Rotation Required
*	*	Gate	TrafficControlDevices	1370	26		Symbology: Rotation Required
*		Road Overpass	RoadCrossingLines	1354	267	0.9	
*		Road Overpass	RoadCrossingLines	1353	267	0.8	
*		Road Overpass	RoadCrossingLines	1352	267	0.6	
*		Road Overpass	RoadCrossingLines	1351	267	0.4	
*		Road Overpass	RoadCrossingLines	1350	267	0.2	
*	*	Road Bridge Point	RoadCrossingPoints	1349	260	0.9	Symbology: Rotation Required
*	*	Road Bridge Point	RoadCrossingPoints	1348	260	0.8	Symbology: Rotation Required
*	*	Road Bridge Point	RoadCrossingPoints	1347	260	0.6	Symbology: Rotation Required
*	*	Road Bridge Point	RoadCrossingPoints	1346	260	0.4	Symbology: Rotation Required
*	*	Road Bridge Point	RoadCrossingPoints	1345	260	0.2	Symbology: Rotation Required
*	*	Road Bridge Line	RoadCrossingLines	1339	260	0.9	
*	*	Road Bridge Line	RoadCrossingLines	1338	260	0.8	
*	*	Road Bridge Line	RoadCrossingLines	1337	260	0.6	
*	*	Road Bridge Line	RoadCrossingLines	1336	260	0.4	
*	*	Road Bridge Line	RoadCrossingLines	1335	260	0.2	
*	*	Road Causeway	RoadCrossingLines	1334	245	0.9	
*	*	Road Causeway	RoadCrossingLines	1333	245	0.8	
*	*	Road Causeway	RoadCrossingLines	1332	245	0.6	
*	*	Road Causeway	RoadCrossingLines	1331	245	0.4	
*	*	Road Causeway	RoadCrossingLines	1330	245	0.2	
*	*	Dam Wall	DamWalls	1325	45	0.9	
*	*	Dam Wall	DamWalls	1325	45	0.8	
*	*	Dam Wall	DamWalls	1325	45	0.6	
*	*	Dam Wall	DamWalls	1325	45	0.4	
*	*	Dam Wall	DamWalls	1325	45	0.2	
*	*	Ford Line	RoadCrossingLines	1322	21		
*		Foot Bridge	FootBridges	1315	268		
*	*	Railway	Railways	1279	210		Symbology: Ensure override of railway representation under railway overpasses for 100 000 exist.
*	*	Railway	Railways	1277	206		Symbology: Ensure override of railway representation under railway overpasses for 100 000 exist.

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*	*	Railway	Railways	1275	209		Symbology: Ensure override of railway representation under railway overpasses for 100 000 exist.
*	*	Railway	Railways	1273	208		Symbology: Ensure override of railway representation under railway overpasses for 100 000 exist.
*	*	Road	Roads	1268	250		Symbology: Ensure override of roads representation under road overpasses for 100 000 exist.
*	*	Road	Roads	1267	251		Note: Symbol merging should occur between all dual carriageway entities including the roads themselves, bridges, causeways, overpasses
*	*	Road	Roads	1264	2510		Symbology: The red portion of the symbol needs to be printed before (1263) the yellow portion of the symbol (1264)
*	*	Road	Roads	1262	258		Symbology: Ensure override of roads representation under road overpasses for 100 000 exist.
*	*	Road	Roads	1261	2580		Symbology: Ensure override of roads representation under road overpasses for 100 000 exist.
*	*	Road	Roads	1260	256		Symbology: Ensure override of roads representation under road overpasses for 100 000 exist.
*	*	Road	Roads	1259	259		Symbology: Ensure override of roads representation under road overpasses for 100 000 exist.
*	*	Road	Roads	1258	252	0.9	Symbology: Ensure override of roads representation under road overpasses for 100 000 exist.
*	*	Road	Roads	1257	252	0.8	Symbology: Ensure override of roads representation under road overpasses for 100 000 exist.
*	*	Road	Roads	1256	252	0.6	Symbology: Ensure override of roads representation under road overpasses for 100 000 exist.
*	*	Road	Roads	1255	252	0.4	Symbology: Ensure override of roads representation under road overpasses for 100 000 exist.
*	*	Road	Roads	1254	252	0.2	Symbology: Ensure override of roads representation under road overpasses for 100 000 exist.
*	*	Road	Roads	1253	257		Symbology: Ensure override of roads representation under road overpasses for 100 000 exist.
*	*	Road	Roads	1252	253		Symbology: Ensure override of roads representation under road overpasses for 100 000 exist.
*	*	Road	Roads	1251	254		Symbology: Ensure override of roads representation under road overpasses for 100 000 exist.
*	*	Road	Roads	1250	242		Symbology: Ensure override of roads representation under road overpasses for 100 000 exist.
*	*	Railway Tunnel Line	RailwayCrossingLines	1226	205		

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*	*	Road Tunnel Line	RoadCrossingLines	1220	205	
*	*	Foot Track	FootTracks	1200	22	
*	*	Oil Pipeline	Pipelines	1147	281	
*	*	Gas Pipeline	Pipelines	1146	281	
*	*	Pipeline Other	Pipelines	1145	281	
*	*	Oil Pipeline	Pipelines	1140	282	
*	*	Gas Pipeline	Pipelines	1139	282	
*	*	Pipeline Other	Pipelines	1138	282	
*	*	Cleared Line	ClearedLines	1000	99	
*	*	Fence Standard	Fences	900	927	
*	*	Vermin Proof Fence	Fences	900	927	
*	*	Cliff	Discontinuities	800	924	
*	*	Cutting	Discontinuities	800	923	Symbology: The construction of the cutting symbol will be conducted on the fly using the linear defined position and its associated digitising direction
*	*	Embankment	Discontinuities	800	31	Symbology: The construction of the cutting symbol will be conducted on the fly using the linear defined position and its associated digitising direction
*	*	Levee	Discontinuities	800	921	Symbology: The construction of the cutting symbol will be conducted on the fly using the linear defined position and its associated digitising direction
*		Razorback	Discontinuities	800	929	
*		Boat Ramp Line	MarineInfrastructureLines	750	755	
*	*	Breakwater	MarineInfrastructureLines	750	751	
*	*	Jetty	MarineInfrastructureLines	750	70	
*	*	Sea Wall	MarineInfrastructureLines	750	71	
*	*	Wharf Line	MarineInfrastructureLines	750	752	
*	*	Ferry Route Line	FerryRouteLines	748	20	
*	*	Dam Wall	DamWalls	740	925	
*	*	Salt Evaporator Internal Line	CartographicLines	710	114	
*	*	Settling Pond Internal Line	CartographicLines	710	114	
*	*	Aquaculture Area	PondageAreas	705	23	Symbology: Show only the polygon outline in symbol 114 in this location
*	*	Salt Evaporator	PondageAreas	705	23	Symbology: Show only the polygon outline in symbol 114 in this location
*	*	Settling Pond	PondageAreas	705	23	Symbology: Show only the polygon outline in symbol 114 in this location

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		boundariesofwater	maplayer	703	94	For each of the following layers:Canal Areas, Lakes, Reservoirs, WatercourseAreas, Seas -Copy the Geodatabase -Open the representation layer -Add a white layer under any stipple symbols, including free representation (not including polygon to point symbology or polygon no draw) -Utilise the FeatureOutlineMask to recreate the polygons (accepting the all options for field information retention) , this will allow geometry over-rides such as smoothing or free representation changes to be captured. - Get rid of any masks created from polygon to point symbology Then: - Merge the FeatureOutlineMasks - Dissolve based on perennality – where sea and canalareas are considered perennial and floodirrigationreservoirs are considered non-perennial. - Convert polygons to lines and symbolise with symbol 94 accordingly.
*	*	ProhibitedSpline	AdministrationAreas	656	64	Additional symbols required at same location around cape york
*	*	ReserveSpline	AdministrationAreas	655	65	Additional symbols required at same location around cape york
*	*	Prohibited Verge	AdministrationAreas	651	64	Additional symbols required at same location around cape york
*	*	ReserveVerge	AdministrationAreas	650	65	Additional symbols required at same location around cape york
*		Lock Line	CartographicLines	640	42	
*	*	Reef	MarineHazardAreas	630	97	
*	*	Shoal	MarineHazardAreas	625	95	Symbology: Shoals will have no polygon infill and an outline definition of 95, the outline will overprint the shading.
*	*	Foreshore Flat	ForeshoreFlats	620	22	
*	*	Sea	Seas	600	10	Symbology: Polygon Shading Only, Boundaries occurring higher up print order.
*	*	Waterfall Point	WaterfallPoints	510	89	Variable Note: Feature width of symbol in millimetres; minimum feature with is 1.

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						Symbology: Construction of rapid arrows should be done on the-fly as part of the program.
*	*	Rapid Area	RapidAreas	505	881	Symbology: Polygon Shading Only, Boundaries occurring higher up print order.
*	*	Canal Area	CanalAreas	504	10	Symbology: Polygon Shading Only, Boundaries occurring
						Polygon Representation only.
*	*	Lake	Lakes	503	10	Symbology: Polygon Shading Only, Boundaries occurring higher up print order.
*	*	Aquaculture Area	PondageAreas	474	23	Symbology: Show only the polygon shade, outline in symbol 114 will be dealt with higher in the print order
*	*	Salt Evaporator	PondageAreas	473	23	Symbology: Show only the polygon shade, outline in symbol 114 will be dealt with higher in the print order
*	*	Settling Pond	PondageAreas	472	23	Symbology: Show only the polygon shade, outline in symbol 114 will be dealt with higher in the print order
*	*	Flood Irrigation Storage	Reservoirs	501	12	Symbology: Polygon Shading Only, Boundaries occurring
						Polygon Representation only.
*	*	Town Water Storage	Reservoirs	502	10	Symbology: Polygon Shading Only, Boundaries occurring higher up print order.
						Polygon Representation only.
*	*	Rural Water Storage	Reservoirs	502	10	Symbology: Polygon Shading Only, Boundaries occurring higher up print order.
*	*	Estuary	WatercourseAreas	500	10	Symbology: Polygon Shading Only, Boundaries occurring
*	*	Watercourse Area	WatercourseAreas	500	10	Symbology: Polygon Shading Only, Boundaries occurring
						Filter: Polygon Representations Only
*	*	Mine Area	MineAreas	475	102	Symbology: Mine Areas will have a polygon shading of 102 and an outline definition of 102, the outline will overprint the shading.
*	*	Bore	Bores	460	11	
*	*	Spring	Springs	460	73	
*	*	Town Water Storage	Reservoirs	502	86	Point Representation Only
*	*	Rural Water Storage	Reservoirs	502	86	Point Representation Only
*	*	Dam	WaterStoragePoints	452	86	
*	*	Water Tank	WaterStoragePoints	452	86	
*	*	Lake	Lakes	451	82	Point Representation Only
*	*	Waterhole	Waterholes	450	81	
*	*	Gnamma Hole	WaterPoints	450	82	
*	*	Native Well	WaterPoints	450	82	
*	*	Pool	WaterPoints	450	82	
*	*	Rockhole	WaterPoints	450	82	
*	*	Soak	WaterPoints	450	82	
*	*	Canal Line	CanalLines	420	947	

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*	*	Rapid Line	RapidLines	418	881	Symbology: Construction of rapid arrows should be done on the-fly as part of the program
*	*	Rapid Line	RapidLines	417	882	Symbology: Construction of rapid arrows should be done on the-fly as part of the program
*	*	Spillway	Spillways	416	926	
*	*	Water Pipeline	Pipelines	415	947	
*	*	Watercourse	WatercourseLines	405	92	
*		Watercourse	WatercourseLines	403	91	
*	*	Watercourse	WatercourseLines	404	940	
*		Watercourse	WatercourseLines	402	944	
*	*	Watercourse	WatercourseLines	400	95	
*	*	Lake	Lakes	350	11	Polygon Representation only. Symbology: Polygon Shading Only, Boundaries occurring higher up print order.
*	*	Built Up Area	BuiltUpAreas	300	420	
*	*	Crater	Craters	260	901	Symbology: Craters will have a no polygon shading infill and an outline definition of 90, the outline will overprint the shading.
*	*	Sand Ridge	SandRidges	250	33	
*		Auxiliary Contour	Contours	200	59	
*	*	Depression Contour	Contours	200	57	
*	*	Depression Contour	Contours	200	58	
*	*	Interpolated Contour	Contours	200	55	
*	*	Interpolated Contour	Contours	200	56	
*	*	Interpolated Contour	Contours	200	57	
*	*	Interpolated Contour	Contours	200	58	
*	*	Standard Contour	Contours	200	55	
*	*	Standard Contour	Contours	200	56	
*	*	Watercourse Area	WatercourseAreas	150	0	Symbology: Polygon Shading Only, Boundaries occurring higher up print order
*	*	Watercourse Area	WatercourseAreas	150	11	Symbology: Polygon Shading Only, Boundaries occurring higher up print order
*	*	Windbreak	Windbreaks	125	87	
*	*	Marine Swamp	Flats	123	908	
*	*	Swamp	Flats	122	908	
*	*	Land Subject To Inundation	Flats	121	14	
*	*	Saline Coastal Flat	Flats	120	23	
*	*	Civic Square	RecreationAreas	100	24	
*	*	Gardens	RecreationAreas	100	24	

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*	*	Golf Course	RecreationAreas	100	24	
*	*	Miscellaneous Area	RecreationAreas	100	24	
*	*	Multiple Use	RecreationAreas	100	24	
*	*	Oval Area	RecreationAreas	100	24	
*	*	Race Course	RecreationAreas	100	24	
*	*	Recreation Area	RecreationAreas	100	24	
*	*	Rifle Range	RecreationAreas	100	24	
*	*	Show Ground	RecreationAreas	100	24	
*	*	Cemetery Area	CemeteryAreas	96	60	Filter: Polygon shapes only Symbology: Cemetery Areas will have a no polygon infill and an outline definition of 60, the outline will overprint the shading.
*	*	Landmark Area	LandmarkAreas	91	63	Filter: Only Landmark Area General Feature types will be acceptable at 1:250 000 scale Symbology: Landmark Areas will have a polygon infill of 0 and an outline definition of 63, the outline will overprint the shading.
*	*	Waste Management Areas	Waste Management Areas	90	170	Symbology: Waste Management Areas will have no polygon shading and an outline definition of 170, the outline will overprint the shading.
*	*	Distorted Surface	DeformationAreas	71	900	Symbology: Distorted Surface will have a polygon shading of 90 and an outline definition of 90, both of which should be defined at this stage, the outline will print over the shading.
*	*	Outcrop	DeformationAreas	50	912	Symbology: Outcrop will have a polygon shading of 90 and an outline definition of 912, both of which should be defined at this stage, the outline will print over the shading.
*	*	Plantation	CultivatedAreas	44	6	
	*	Plantation	CultivatedAreas	43	600	
*	*	Orchard	CultivatedAreas	41	5	
*	*	Mangrove	NativeVegetationAreas	40	7	
*	*	Rainforest	NativeVegetationAreas	20	4	
*	*	Forest Or Shrub	NativeVegetationAreas	15	2	
*	*	Forest Or Shrub	NativeVegetationAreas	10	200	
*	*	Forest Or Shrub	NativeVegetationAreas	5	201	
*	*	Sand Dune	Sands	3	25	
*	*	Sand Area	Sands	2	22	