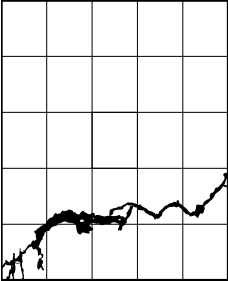


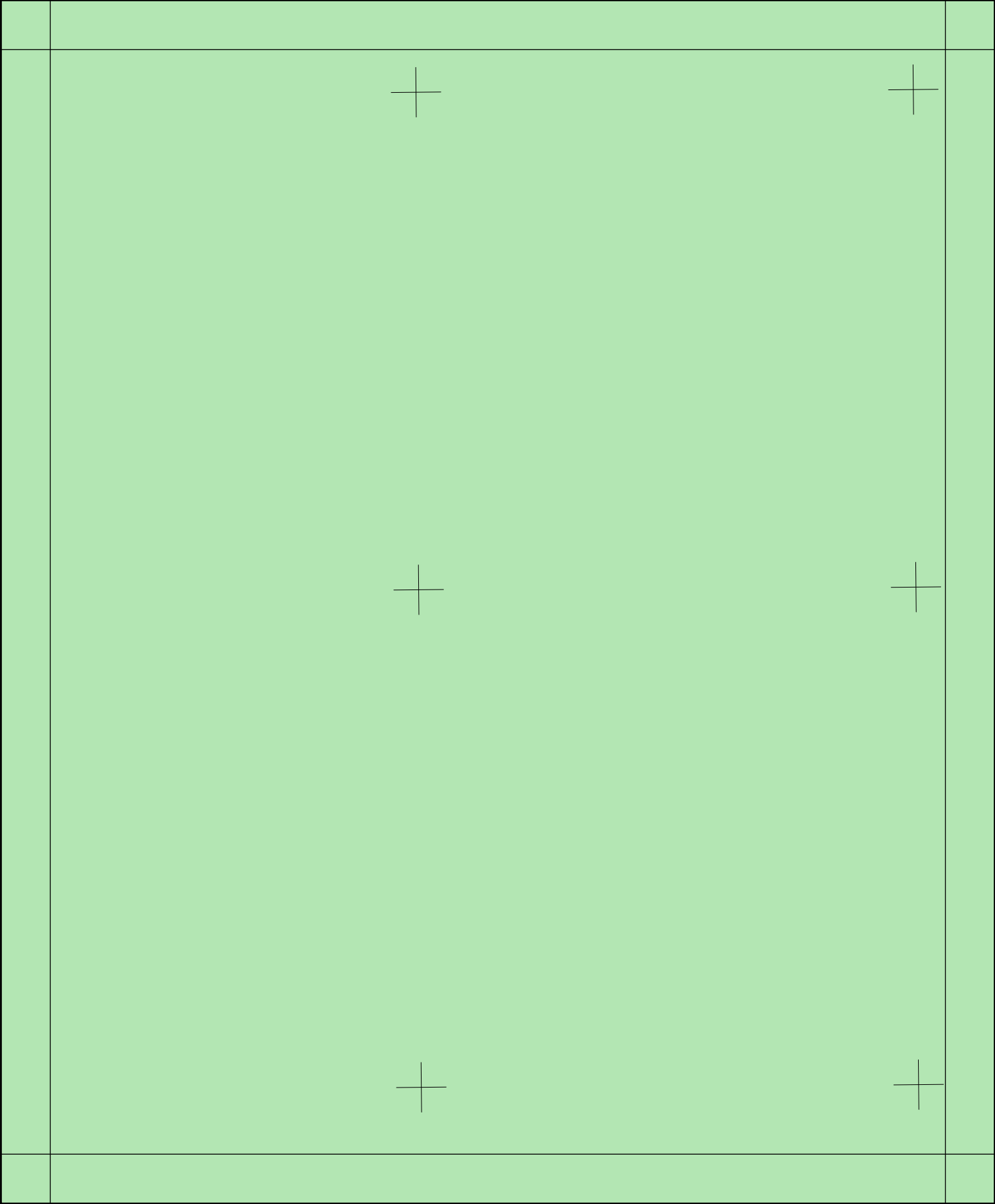
0 4 (1) bluewaterM

± 2  
9



Original Scale = 1 : 500



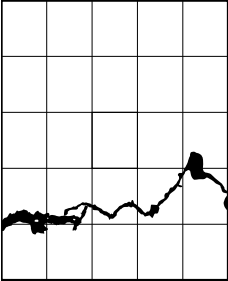


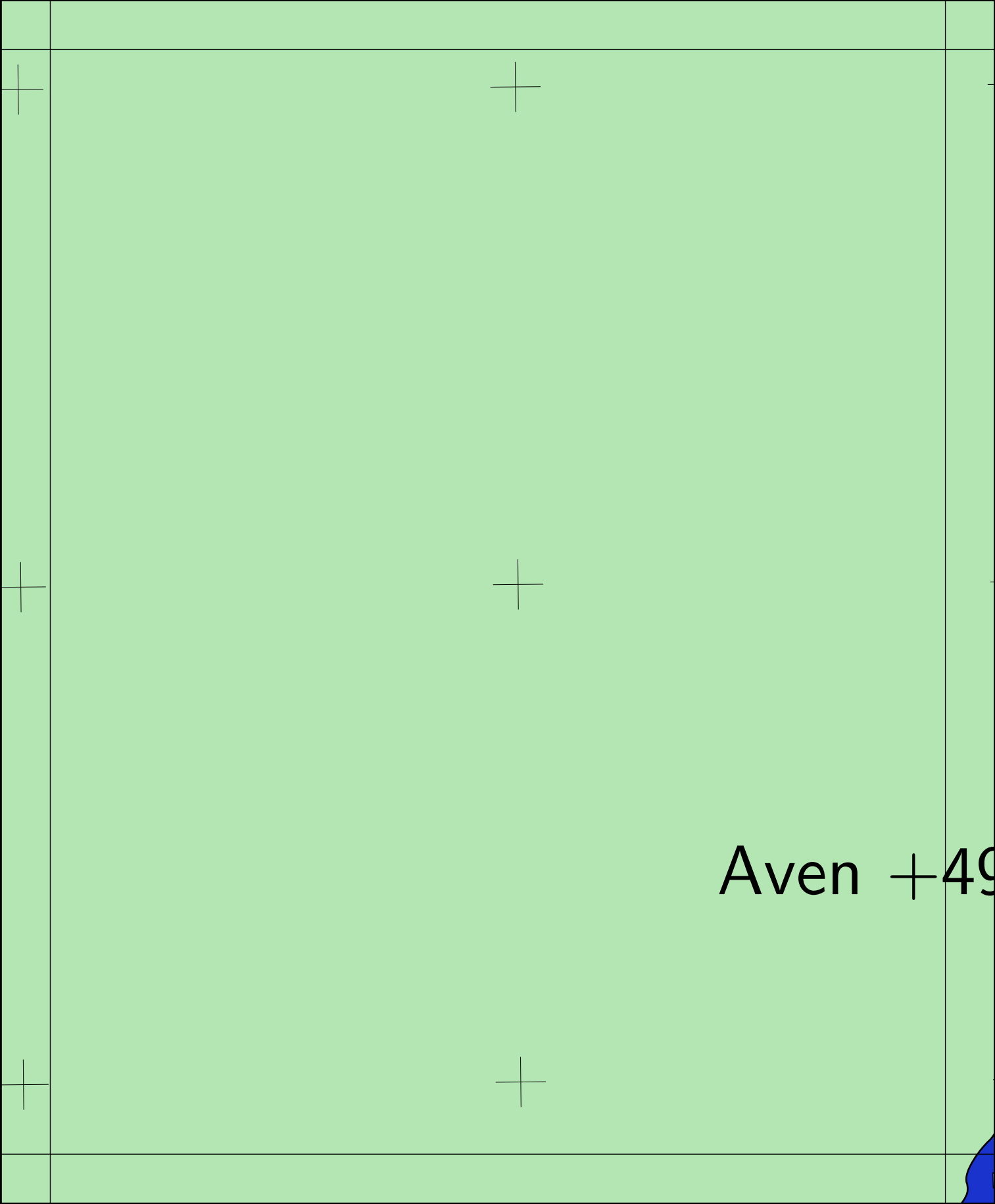
0 5 (2) bluewaterM

1 ↻ 3  
10



Original Scale = 1 : 500



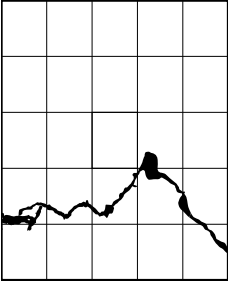


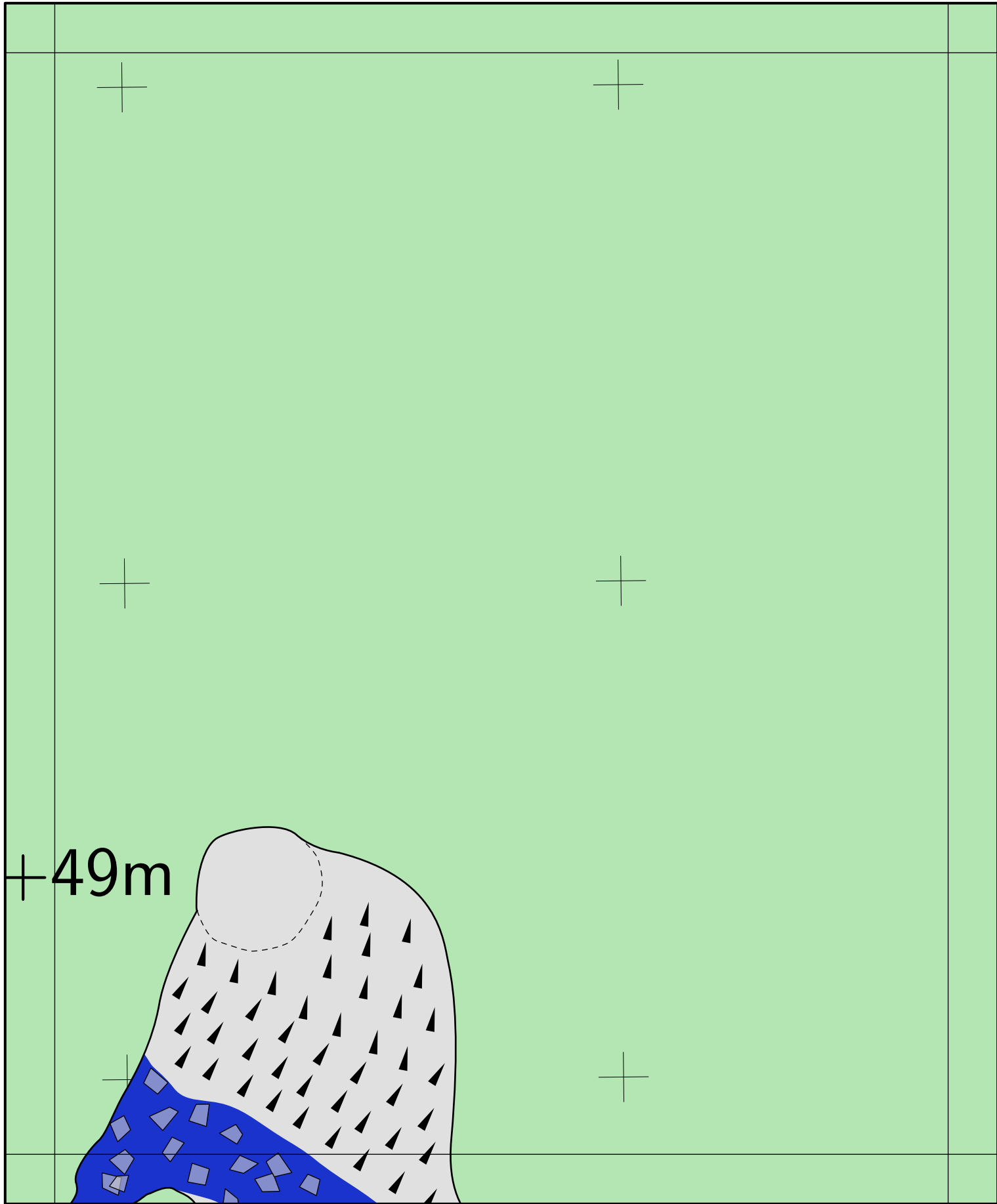
0 6 (3) bluewaterM

2 ↻ 4  
11



Original Scale = 1 : 500



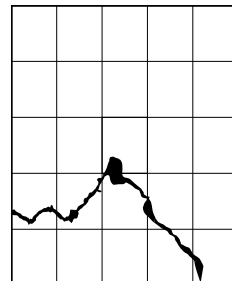


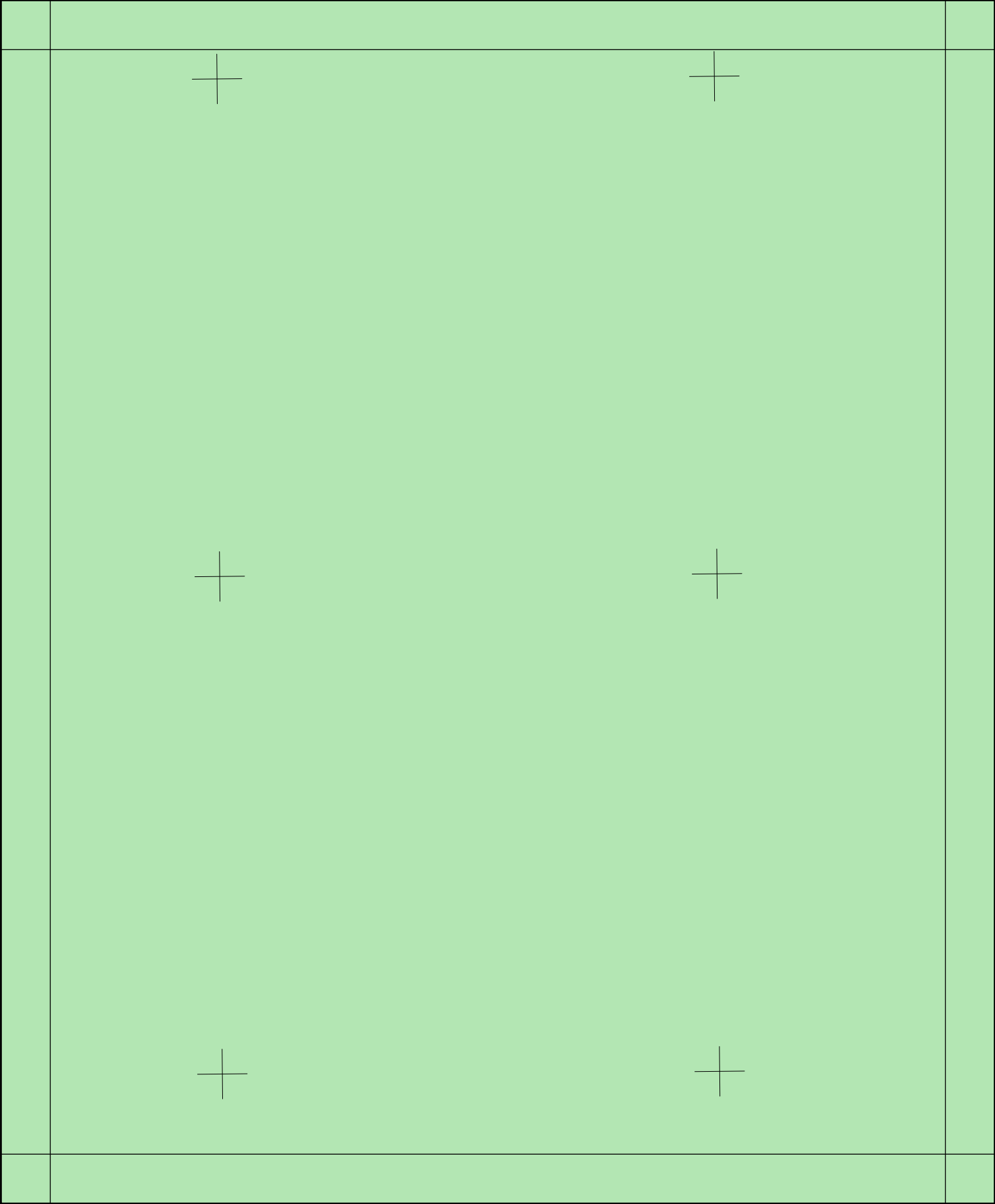
0 7 (4) bluewaterM

3 ↕ 5  
12



Original Scale = 1 : 500



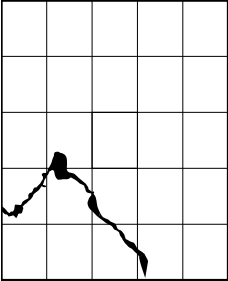


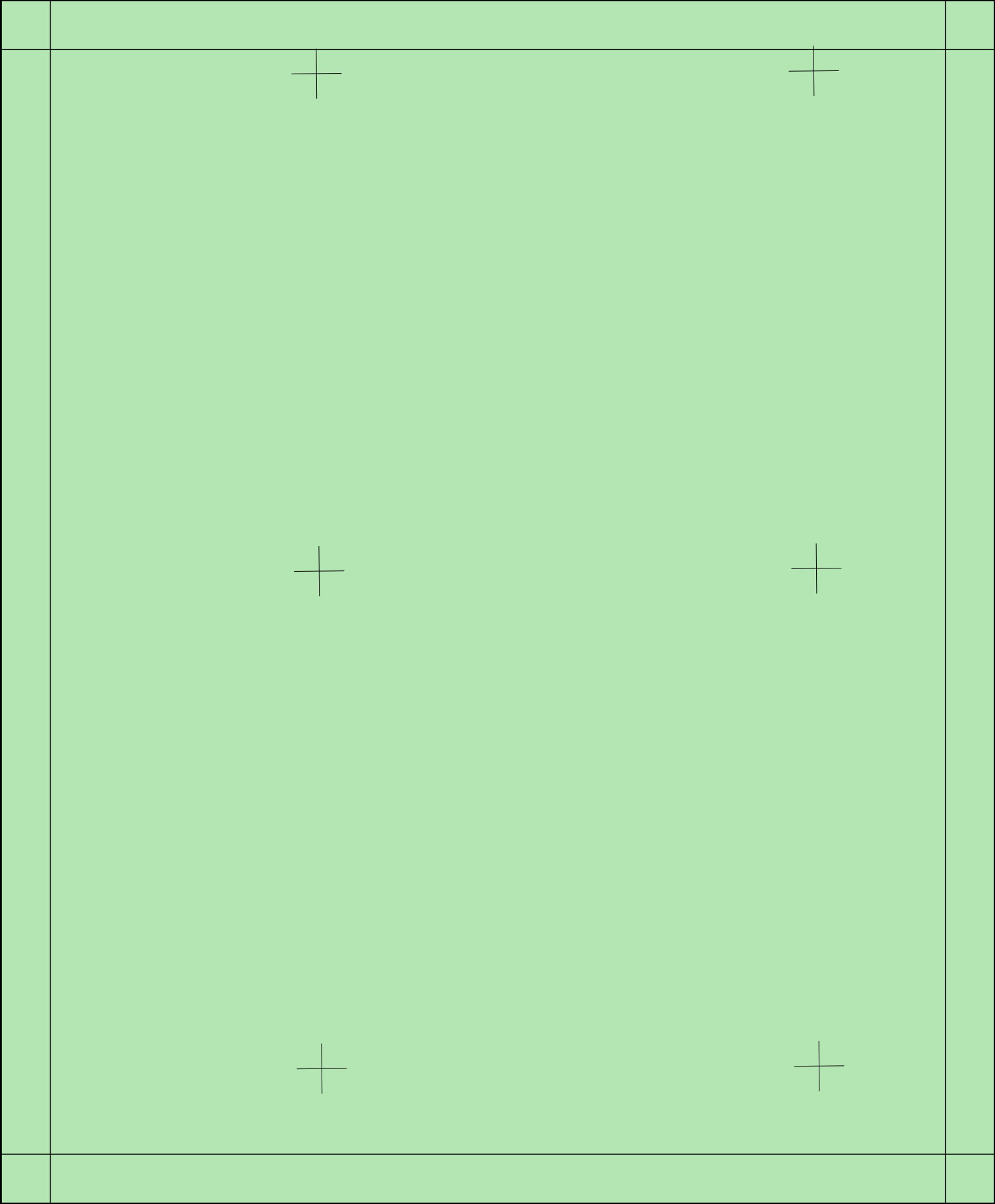
0 8 (5) bluewaterM

4 ↻ 6  
13



Original Scale = 1 : 500



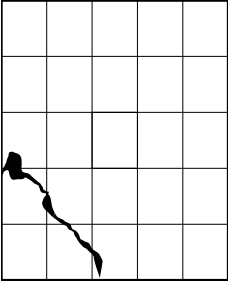


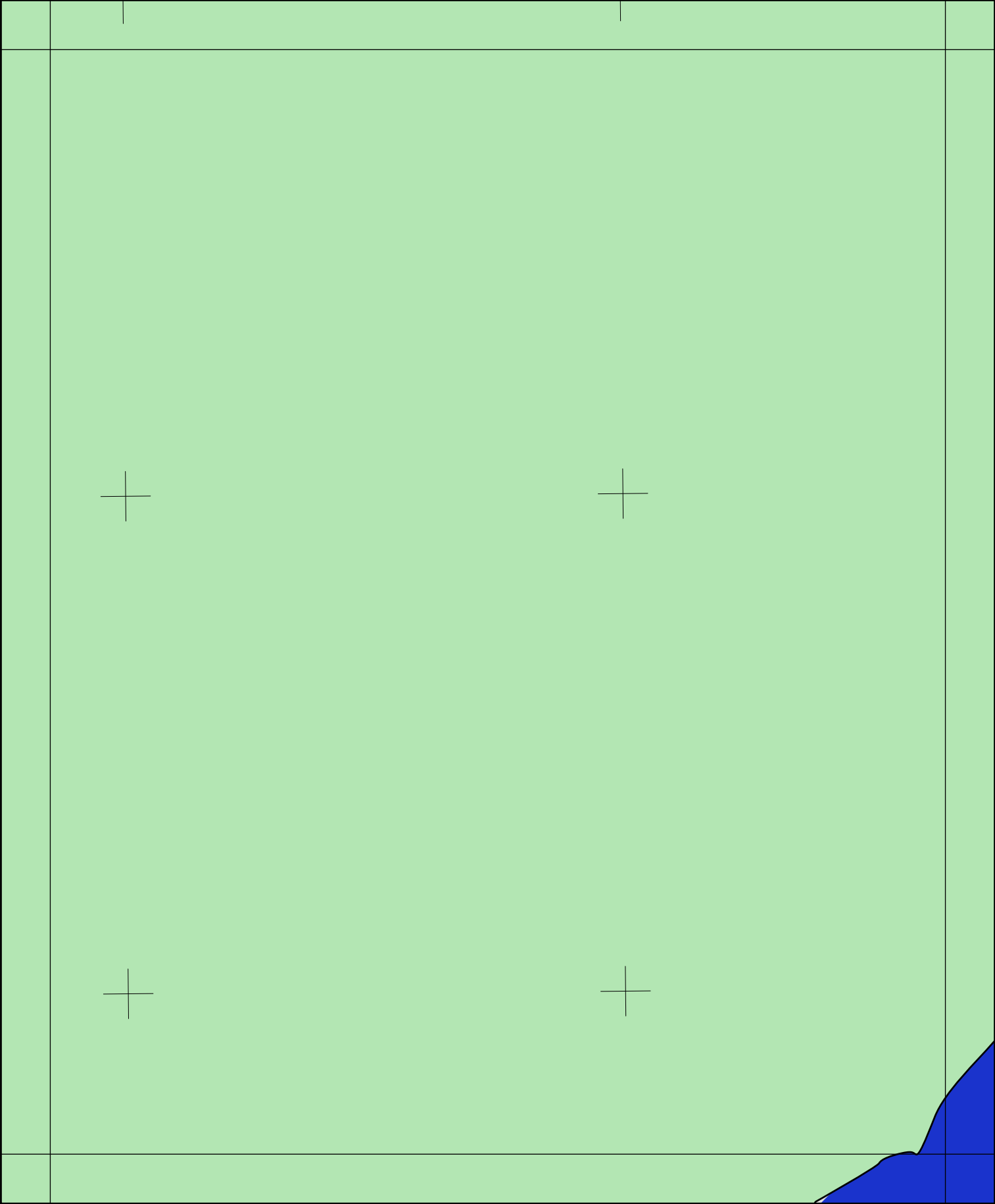
0 9 (6) bluewaterM

5 14



Original Scale = 1 : 500



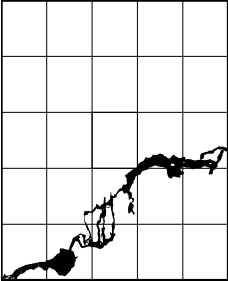


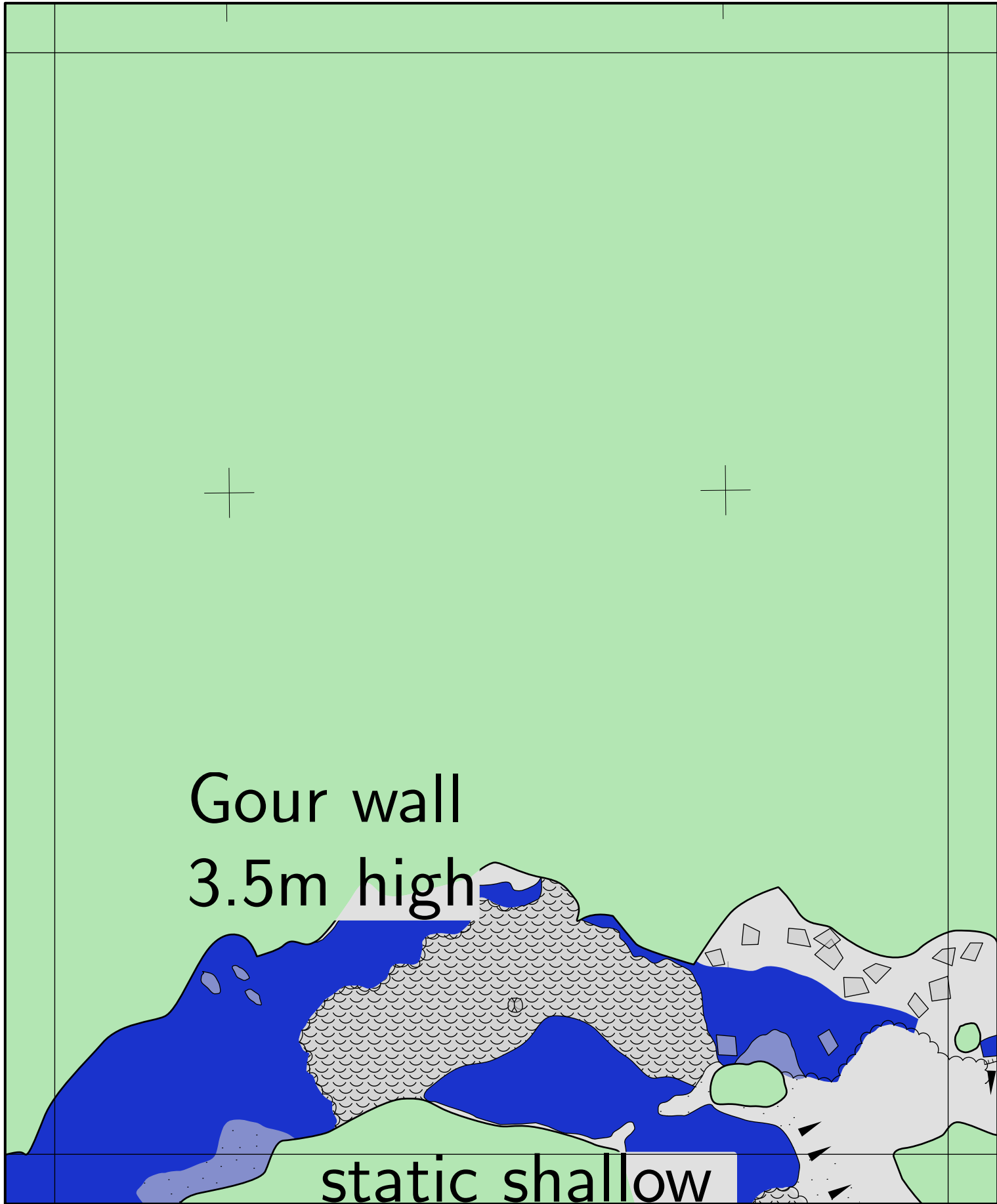
1 2 (7) bluewaterM

8  
16



Original Scale = 1 : 500



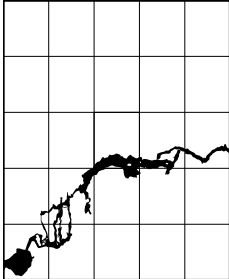


1 3 (8) bluewaterM

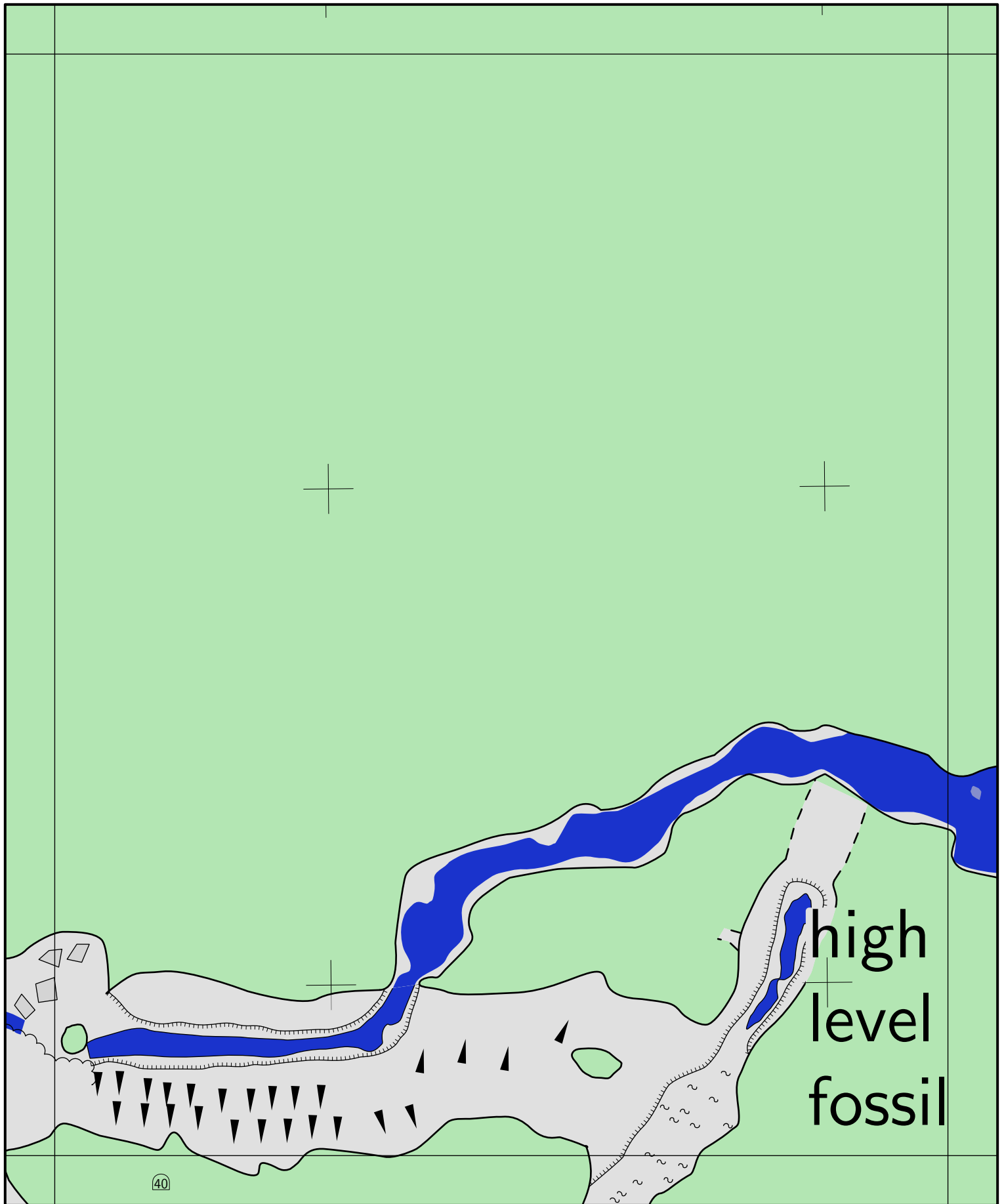
7 9  
17



Original Scale = 1 : 500

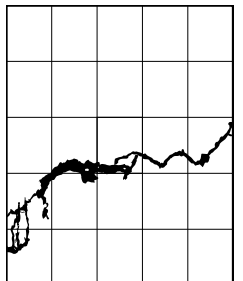


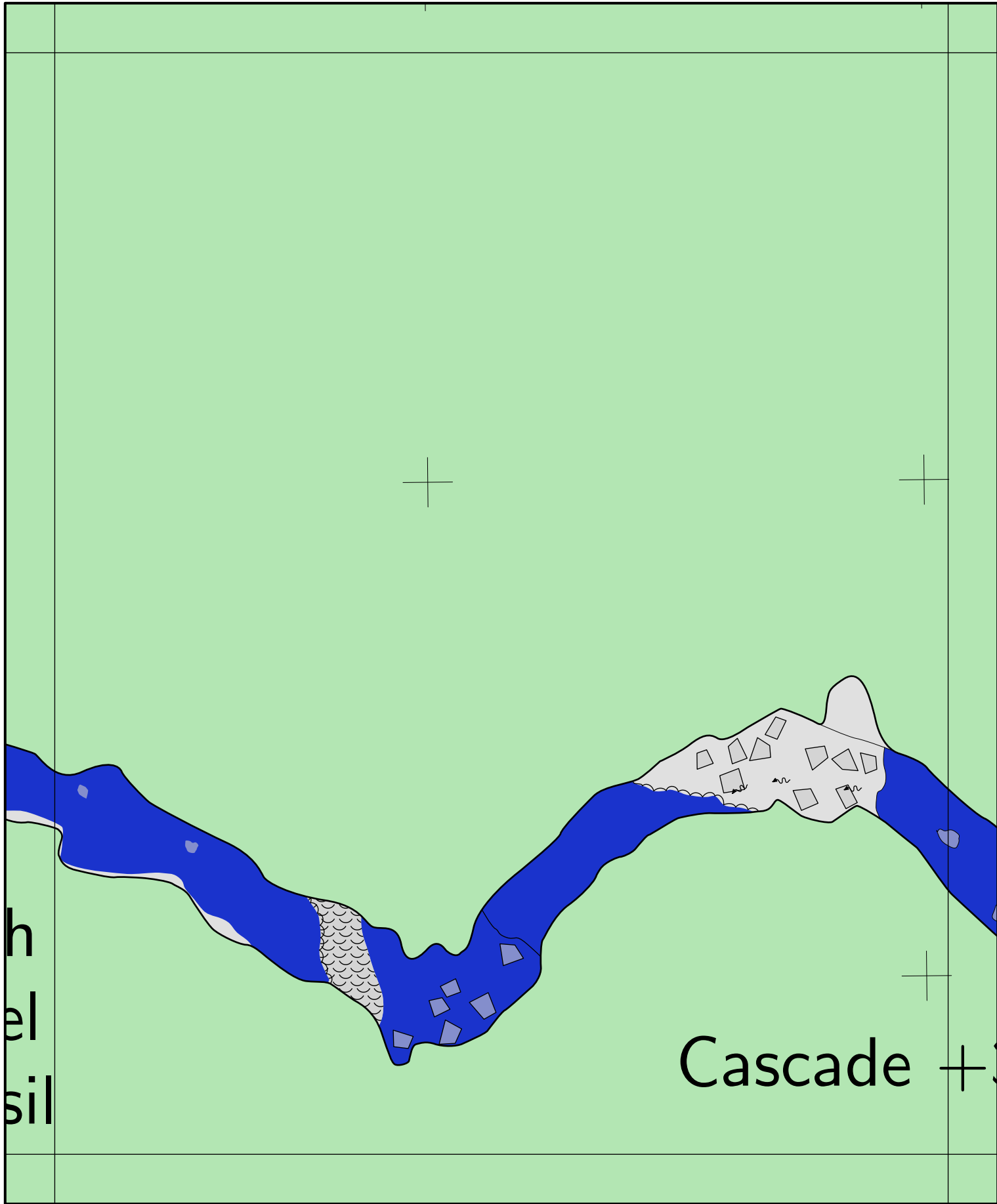




1 4 (9) bluewaterM

1  
8 ⊕ 10  
18



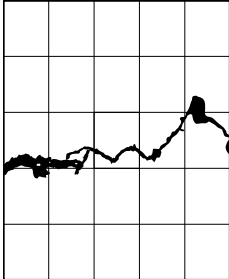


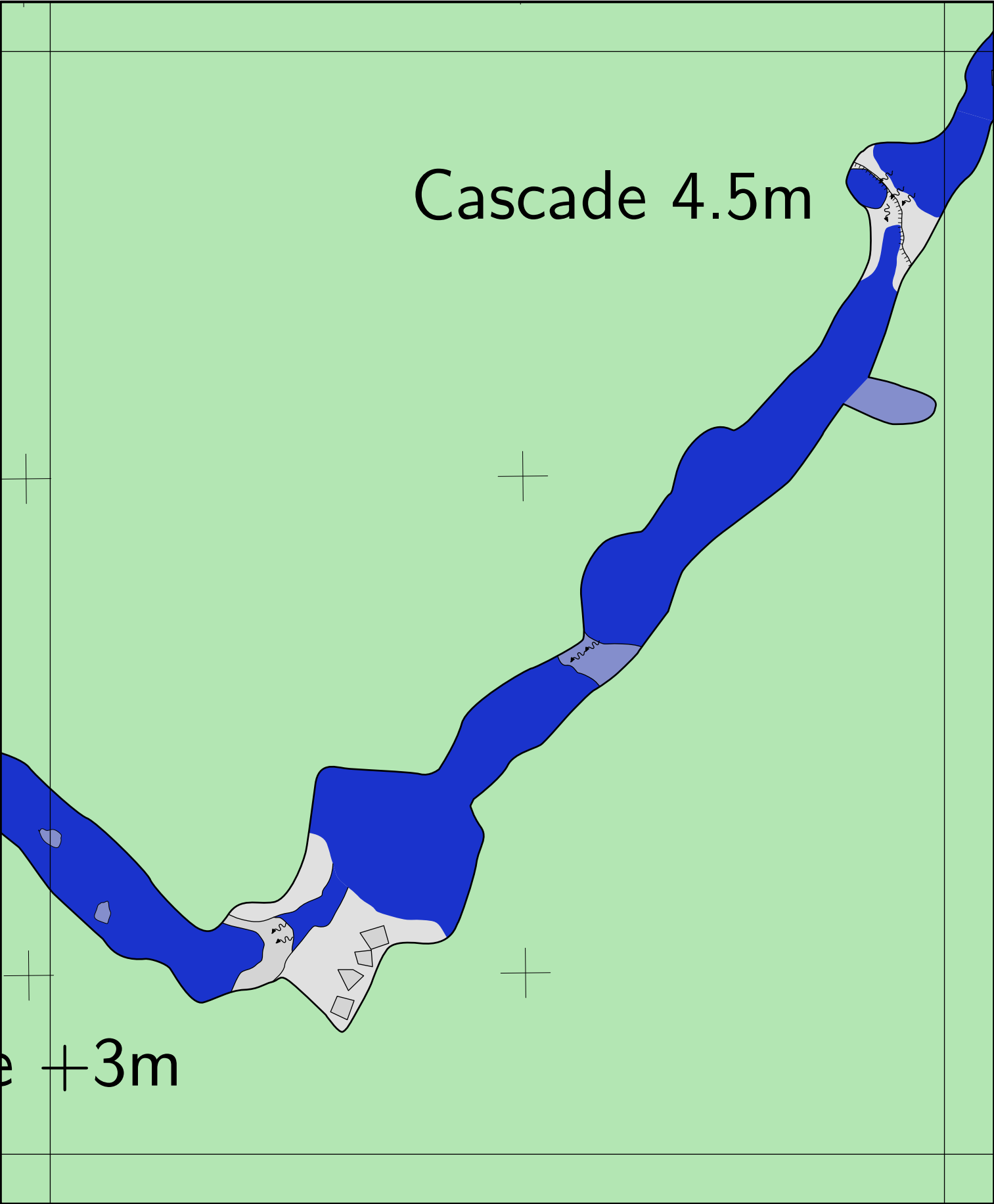
1 5 (10) bluewaterM

2  
9 ⊕ 11  
19



Original Scale = 1 : 500



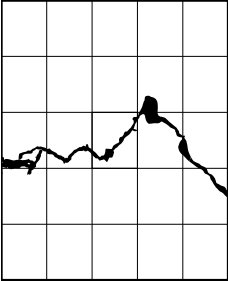


1 6 (11) bluewaterM

3  
10 ↕ 12  
20



Original Scale = 1 : 500



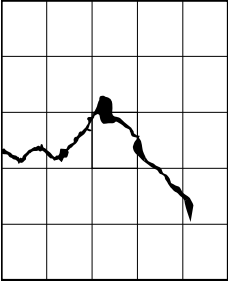


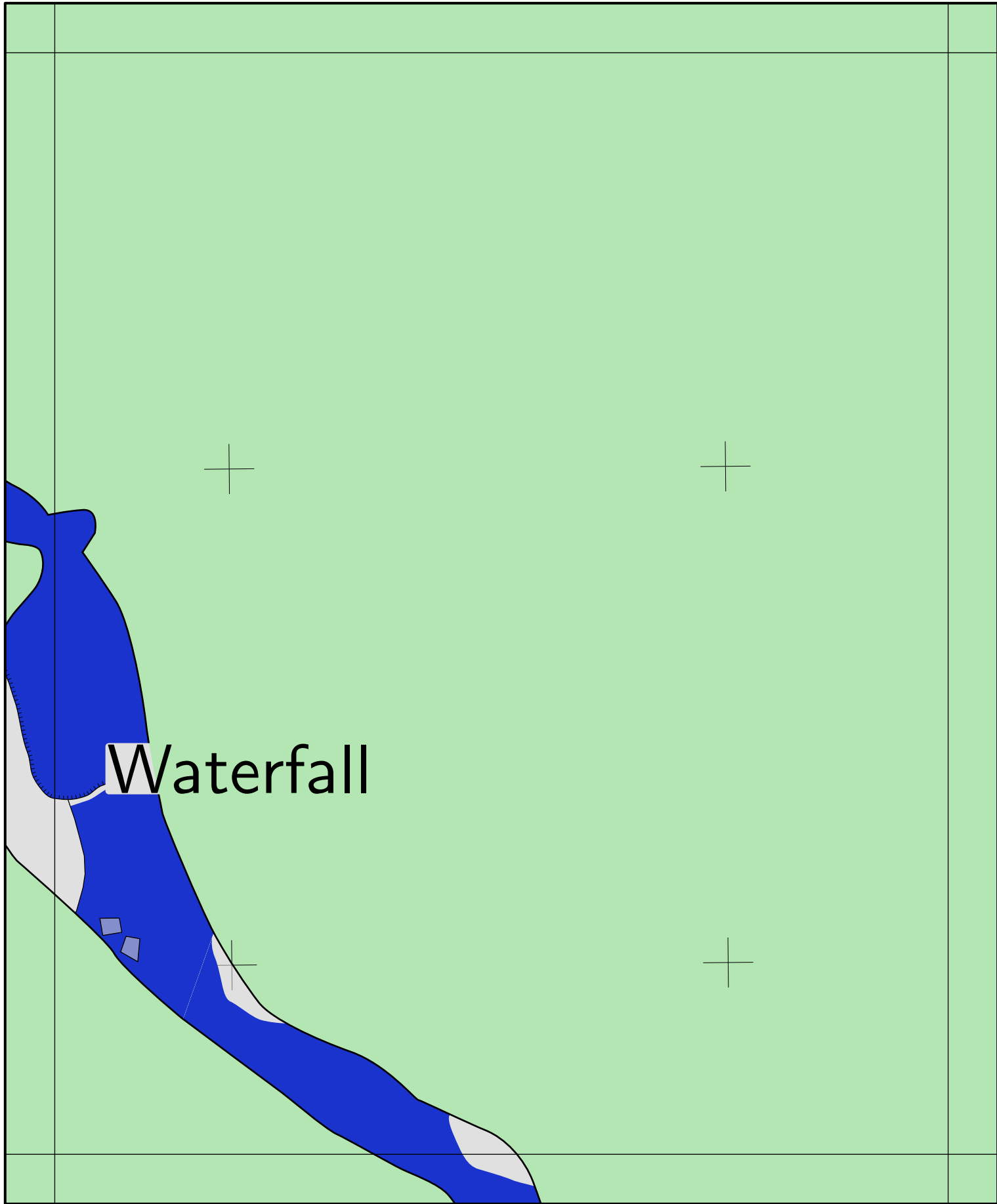
1 7 (12) bluewaterM

4  
11 ⊕ 13  
21



Original Scale = 1 : 500



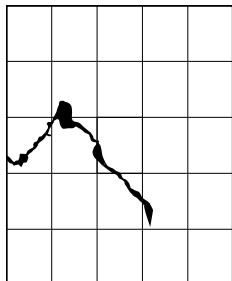


1 8 (13) bluewaterM

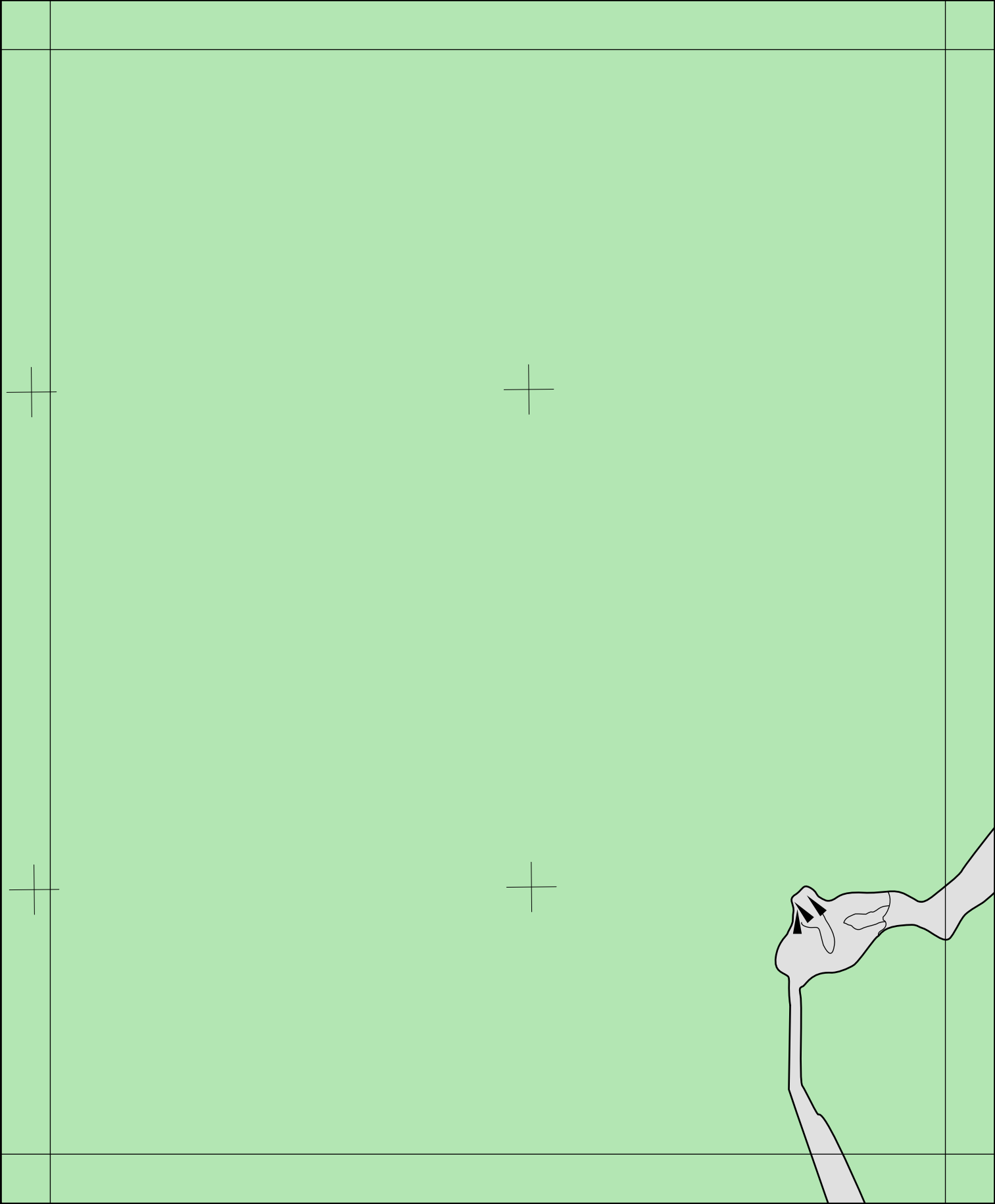
5  
12 ⇄ 14  
22



Original Scale = 1 : 500





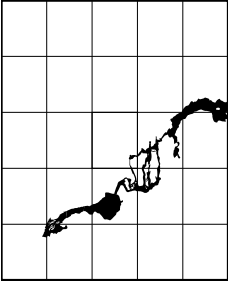


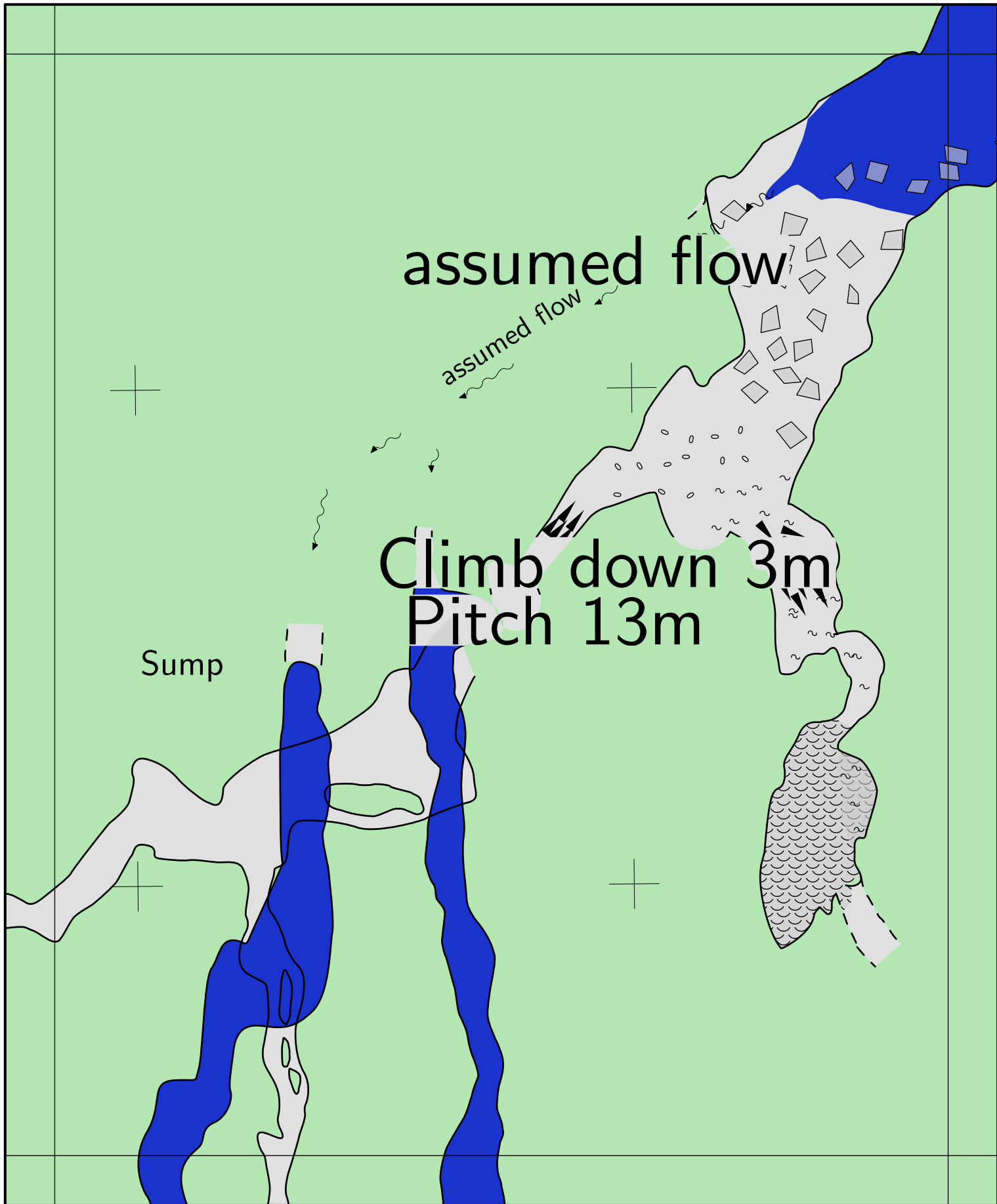
2 1 (15) bluewaterM

⊕ 16  
26



Original Scale = 1 : 500



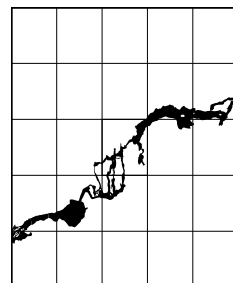


2 2 (16) bluewaterM

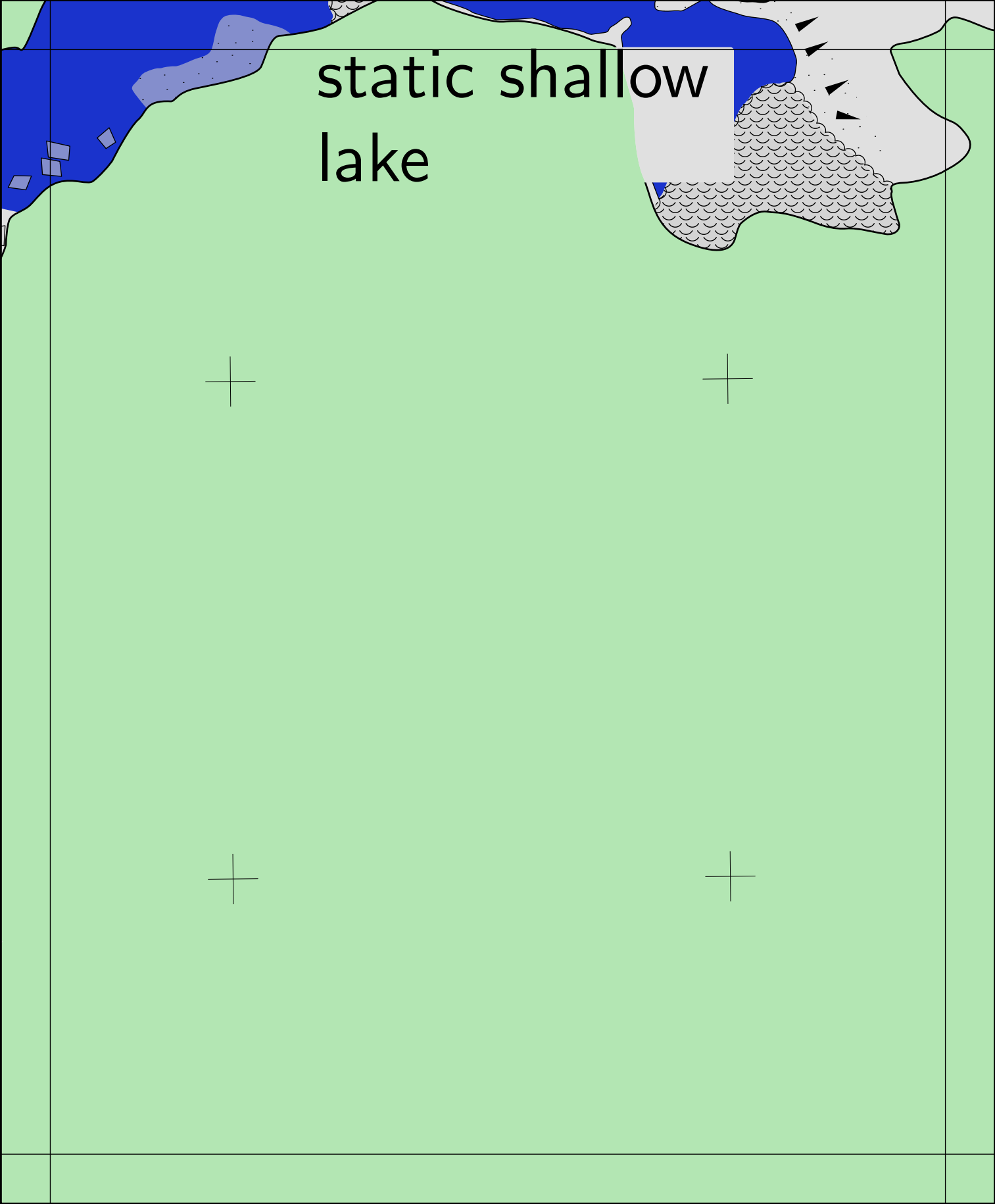
7  
15 ↕ 17  
27



Original Scale = 1 : 500





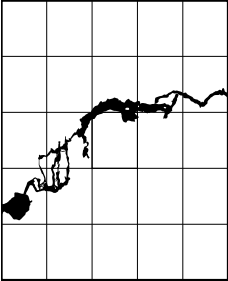


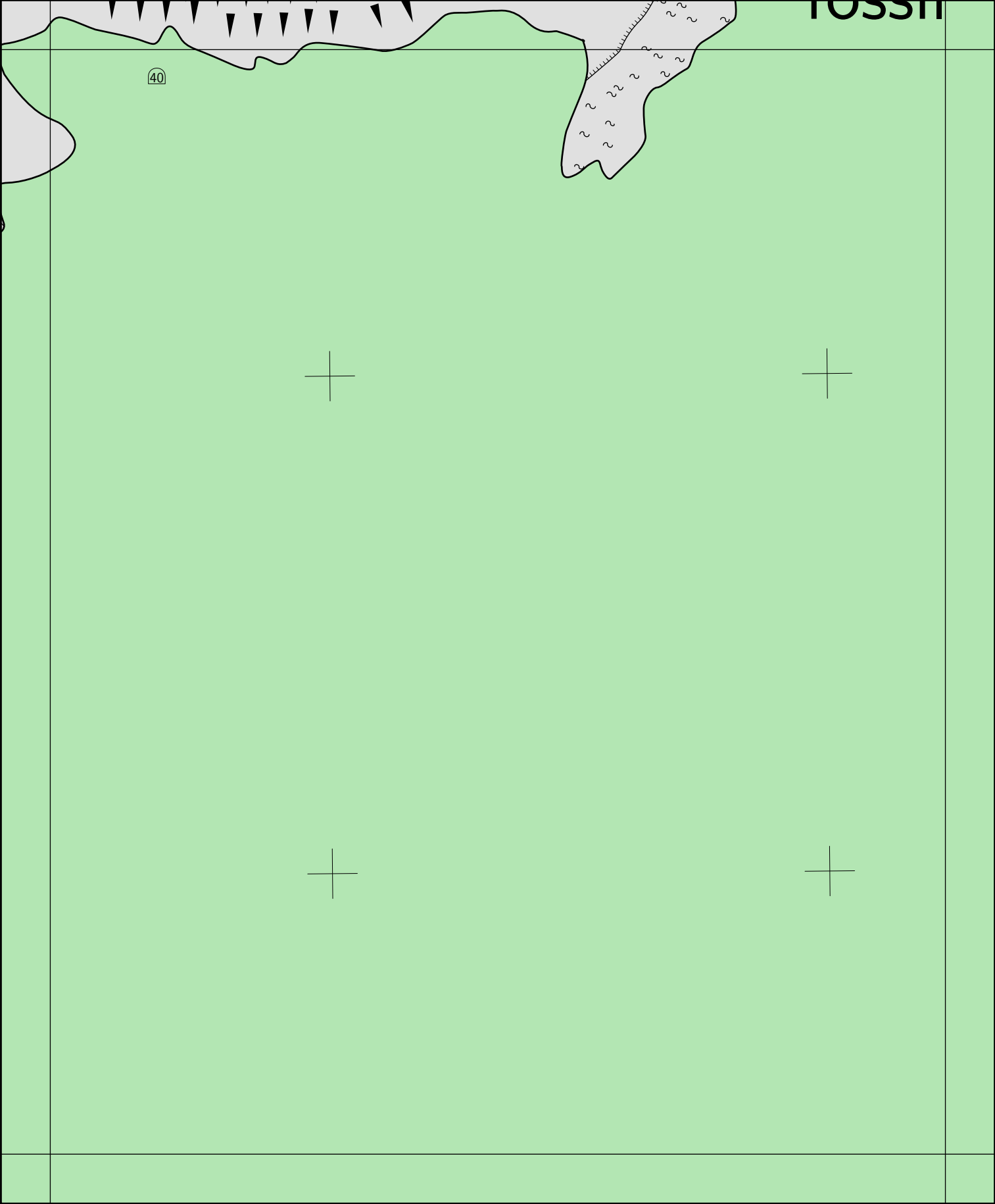
2 3 (17) bluewaterM

8  
16 ⇄ 18



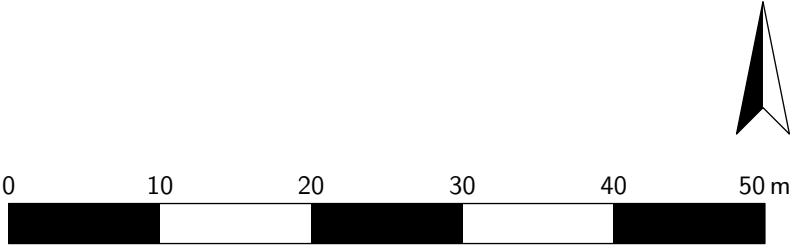
Original Scale = 1 : 500



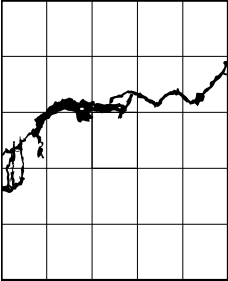


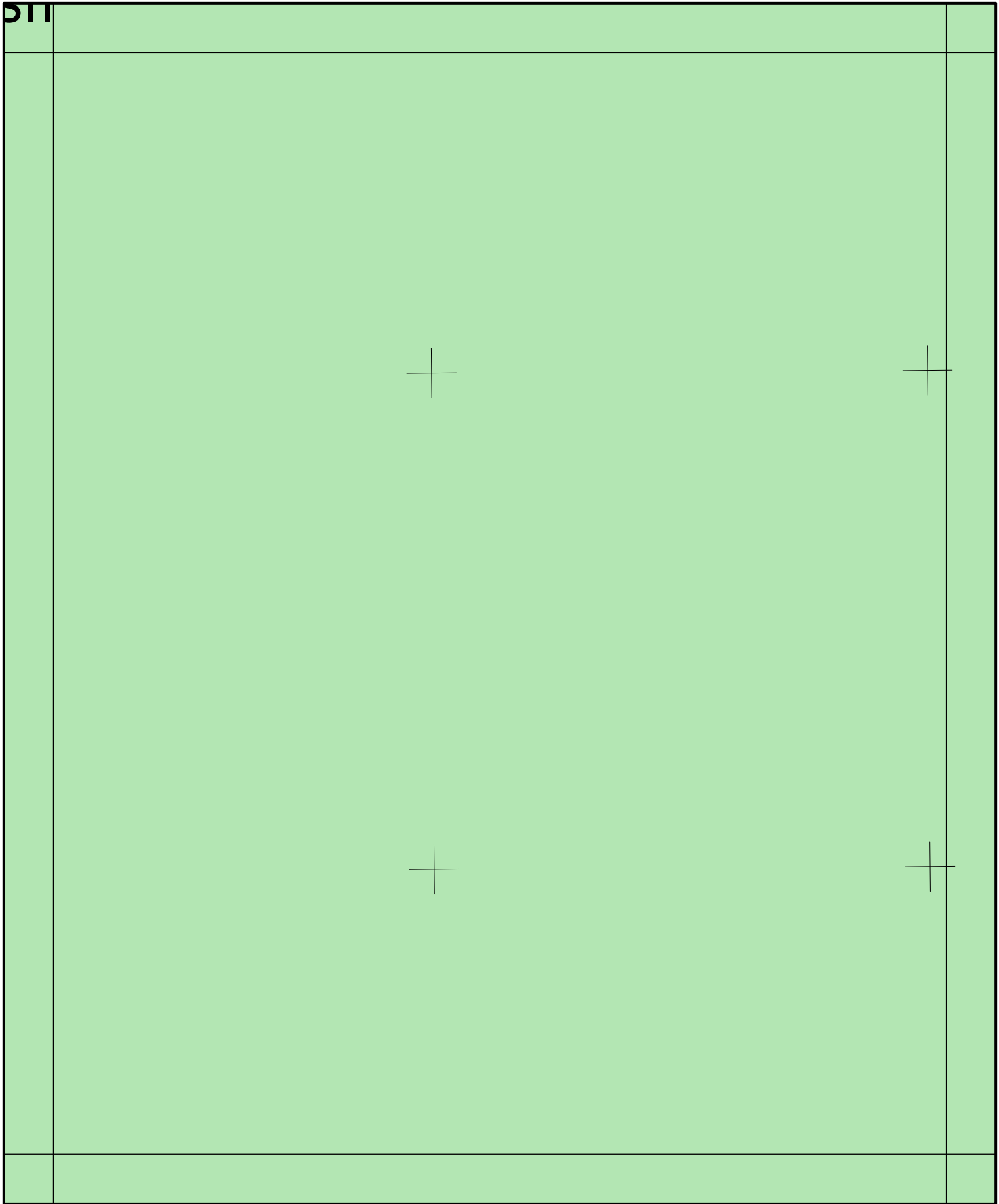
2 4 (18) bluewaterM

9  
17 ↻ 19  
28



Original Scale = 1 : 500



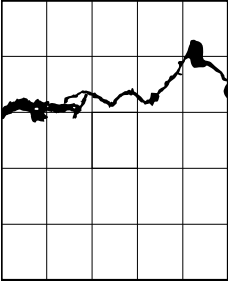


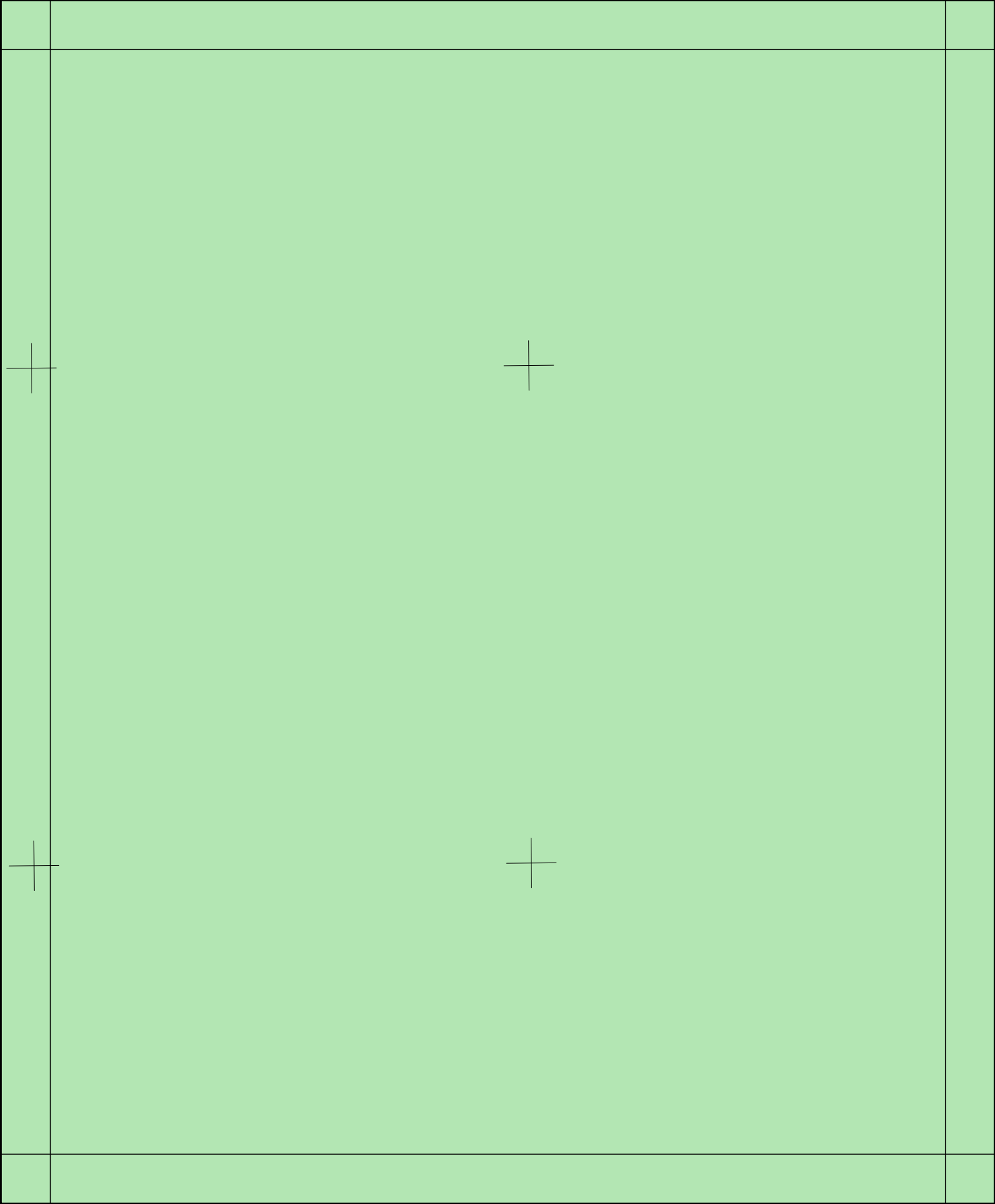
2 5 (19) bluewaterM

10  
18 ↻ 20  
29



Original Scale = 1 : 500



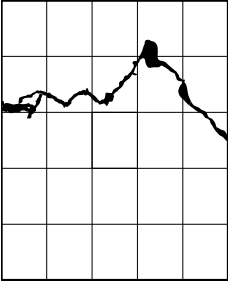


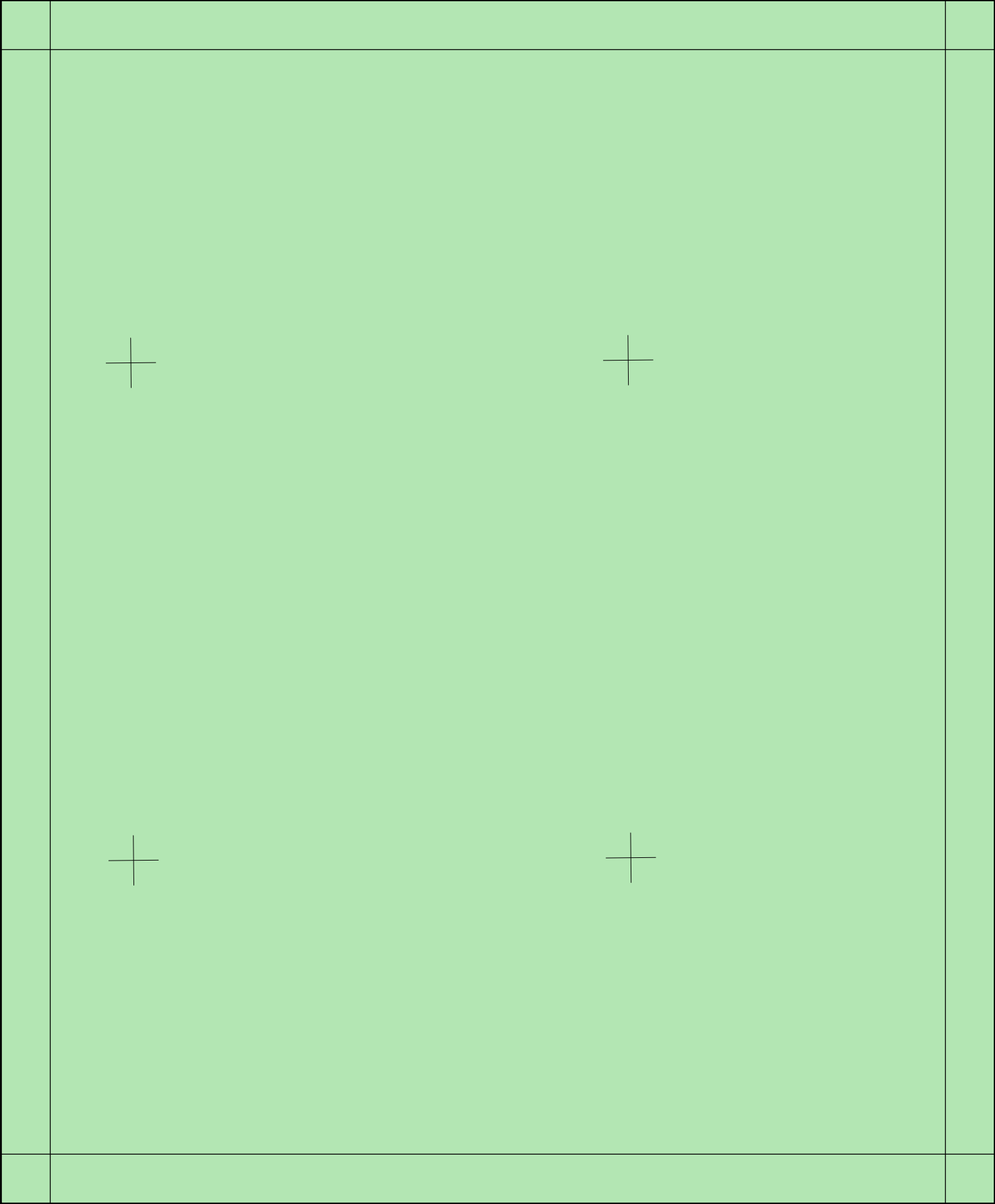
2 6 (20) bluewaterM

11  
19 ↻ 21  
30



Original Scale = 1 : 500



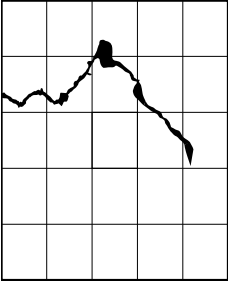


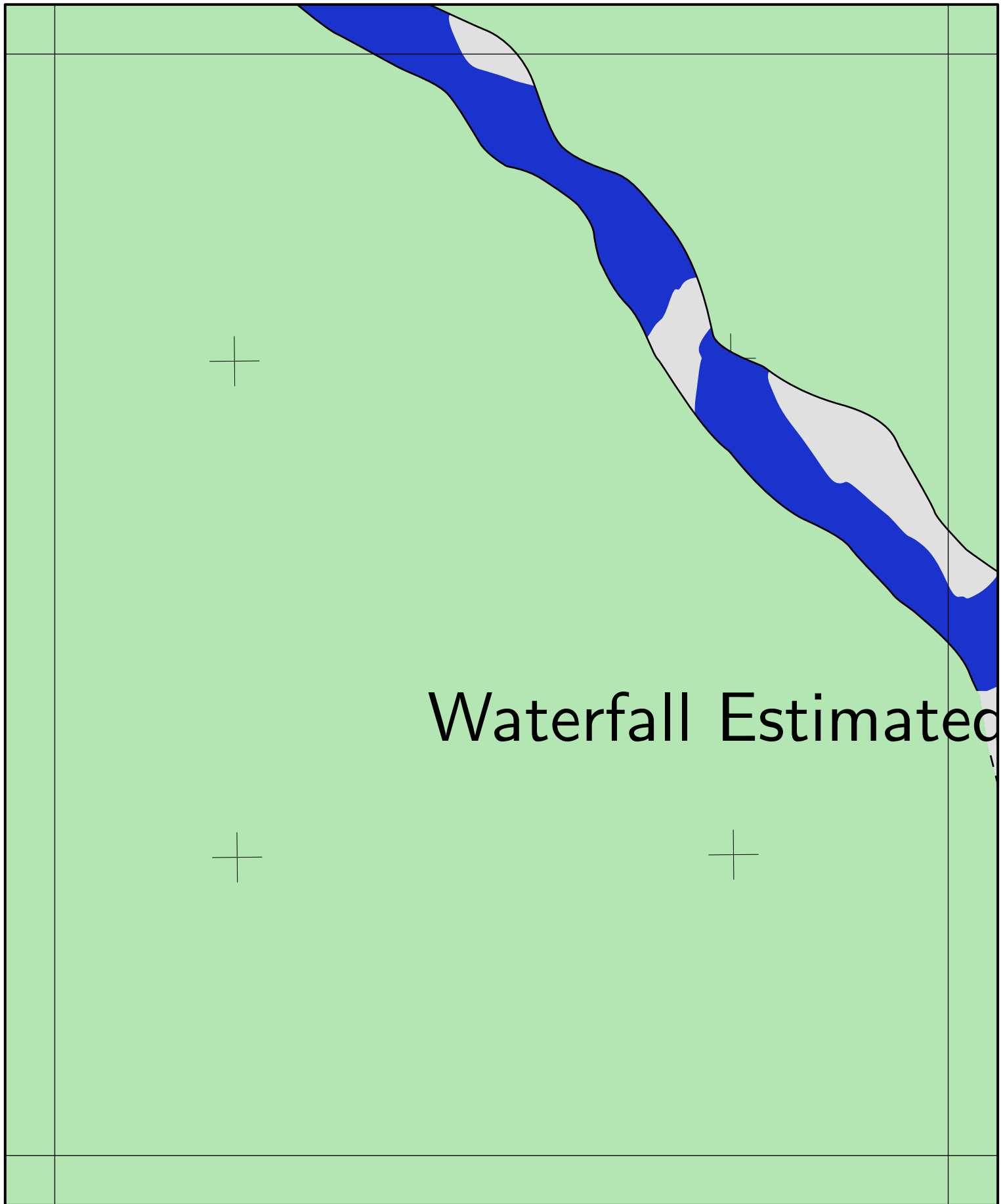
2 7 (21) bluewaterM

12  
20 ↻ 22  
31



Original Scale = 1 : 500



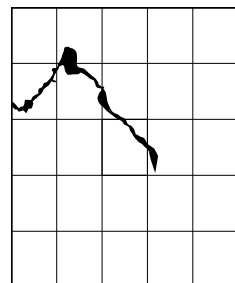


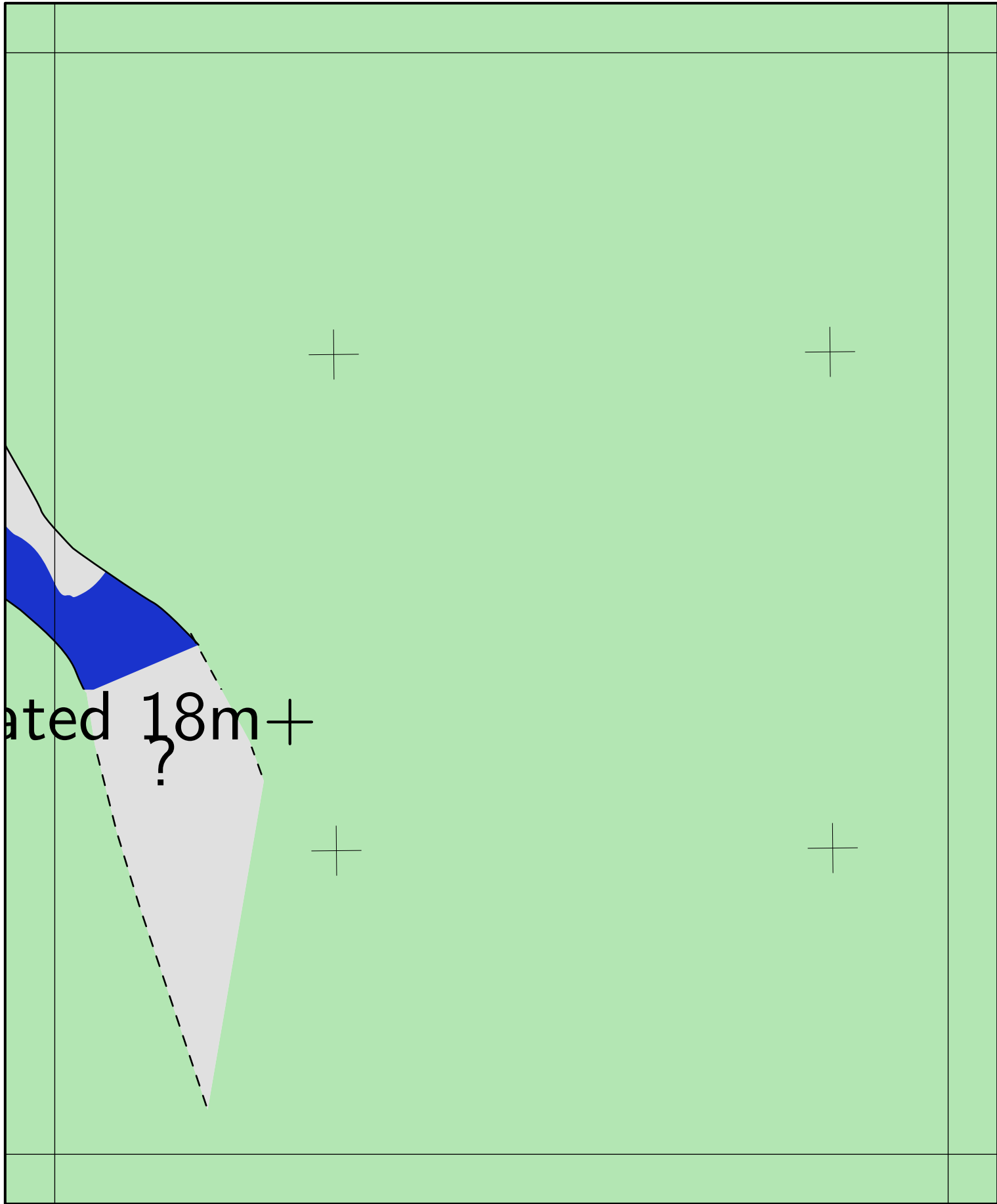
2 8 (22) bluewaterM

13  
21 ↗ 23  
32



Original Scale = 1 : 500



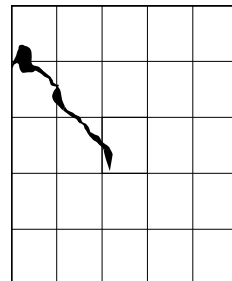


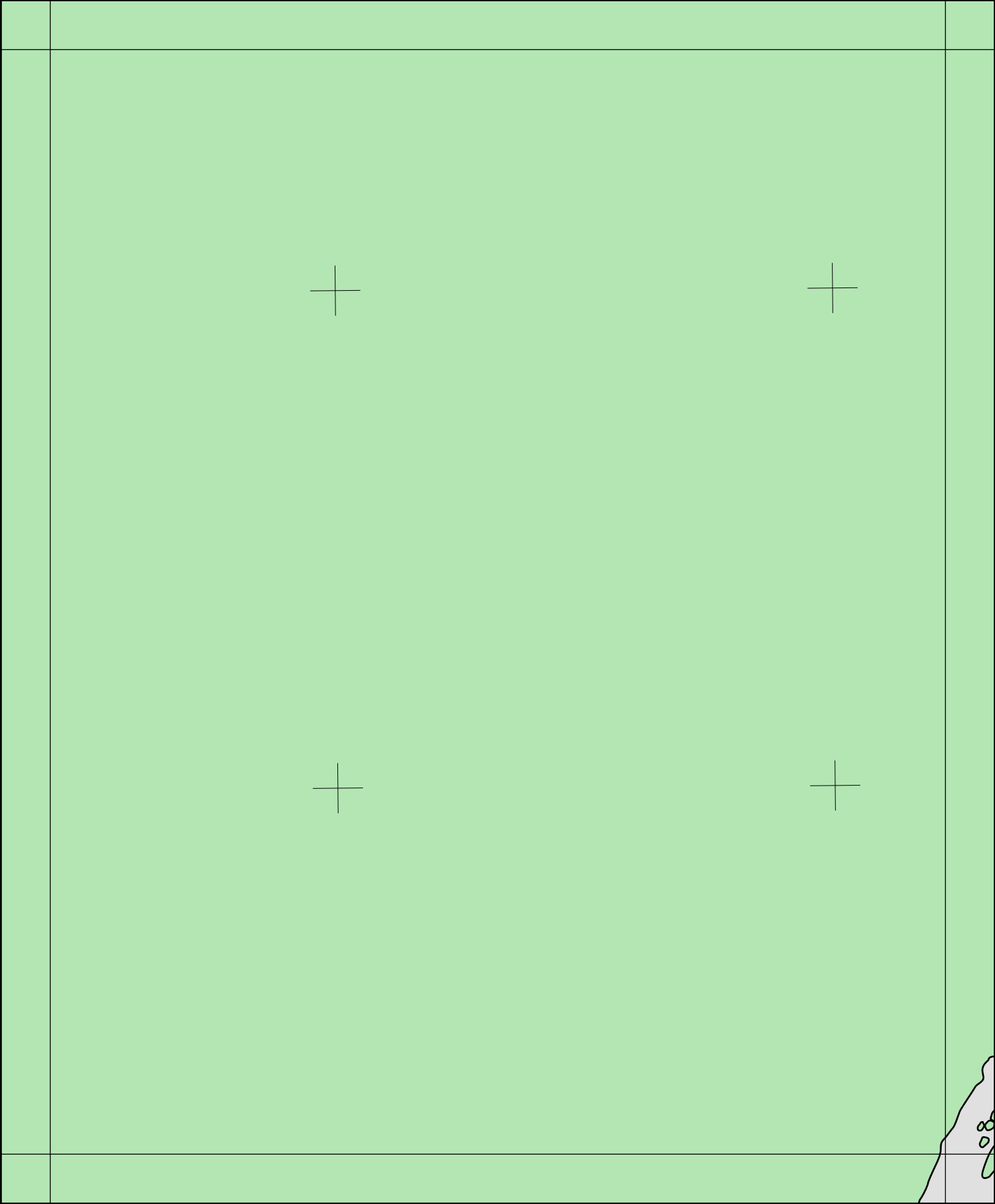
2 9 (23) bluewaterM

14  
22 ⊕  
33



Original Scale = 1 : 500



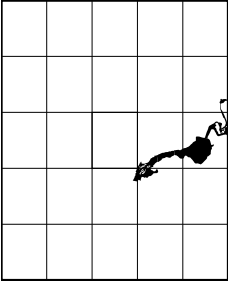


3 -1 (24) bluewaterM

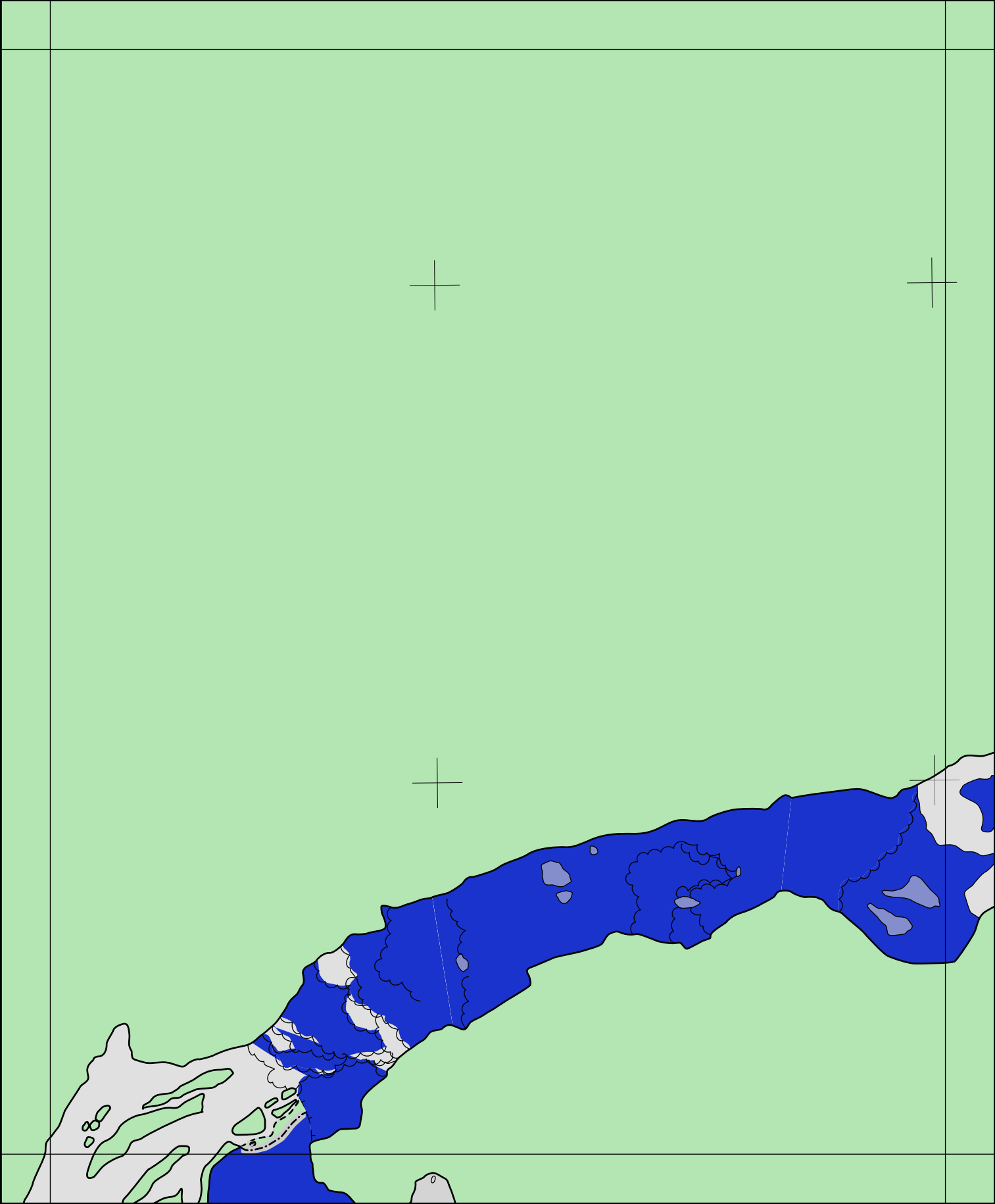
± 25  
34



Original Scale = 1 : 500





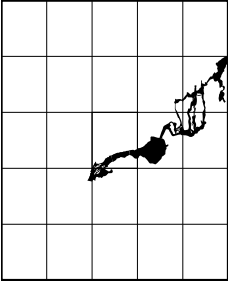


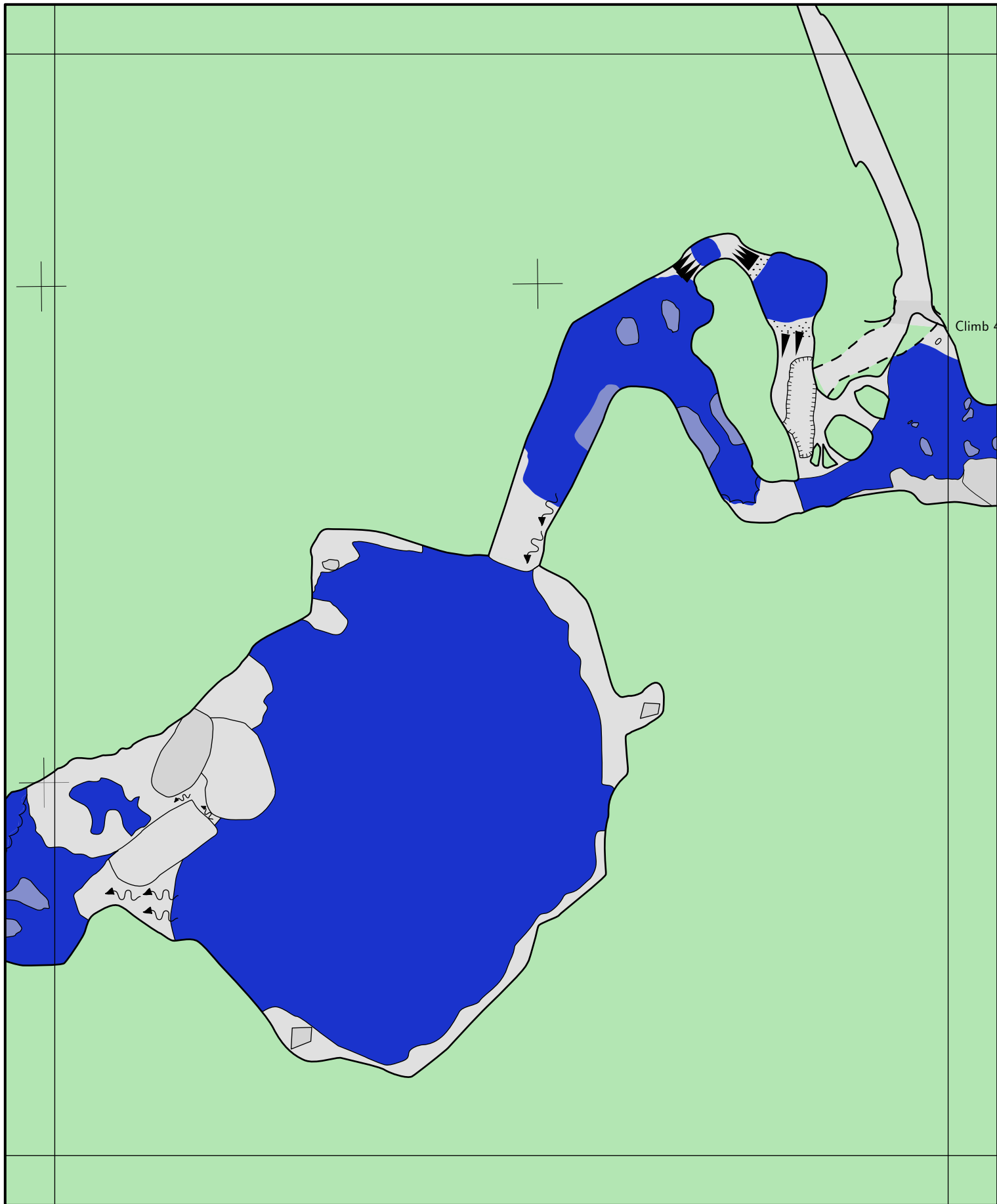
3 0 (25) bluewaterM

24 ↕ 26  
35



Original Scale = 1 : 500



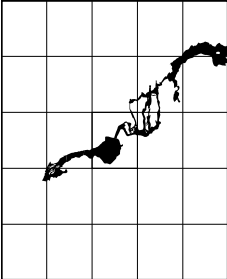


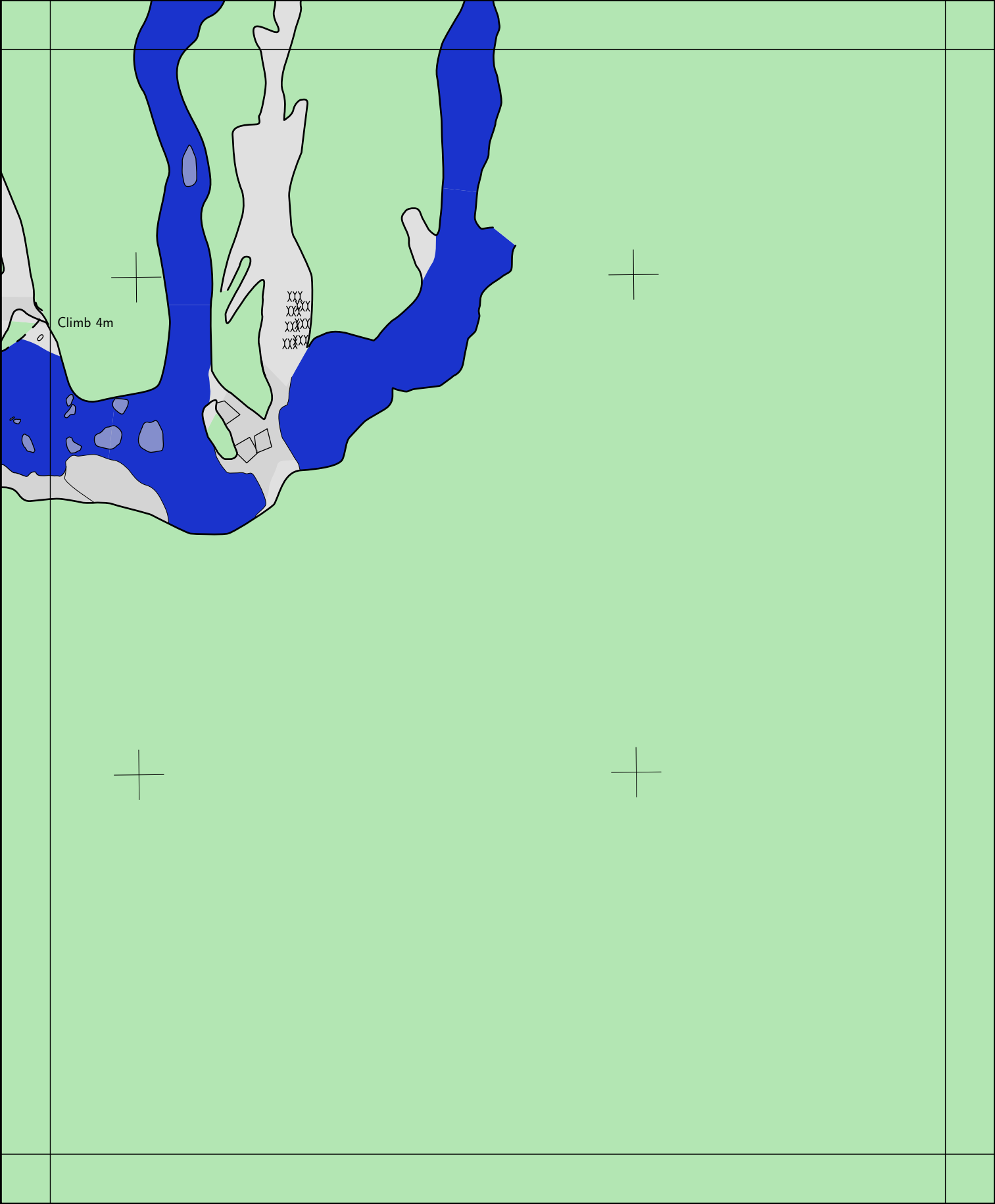
3 1 (26) bluewaterM

15  
25 ⇄ 27



Original Scale = 1 : 500



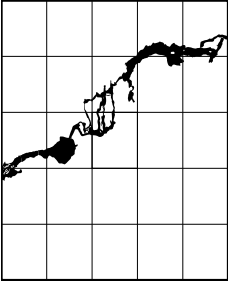


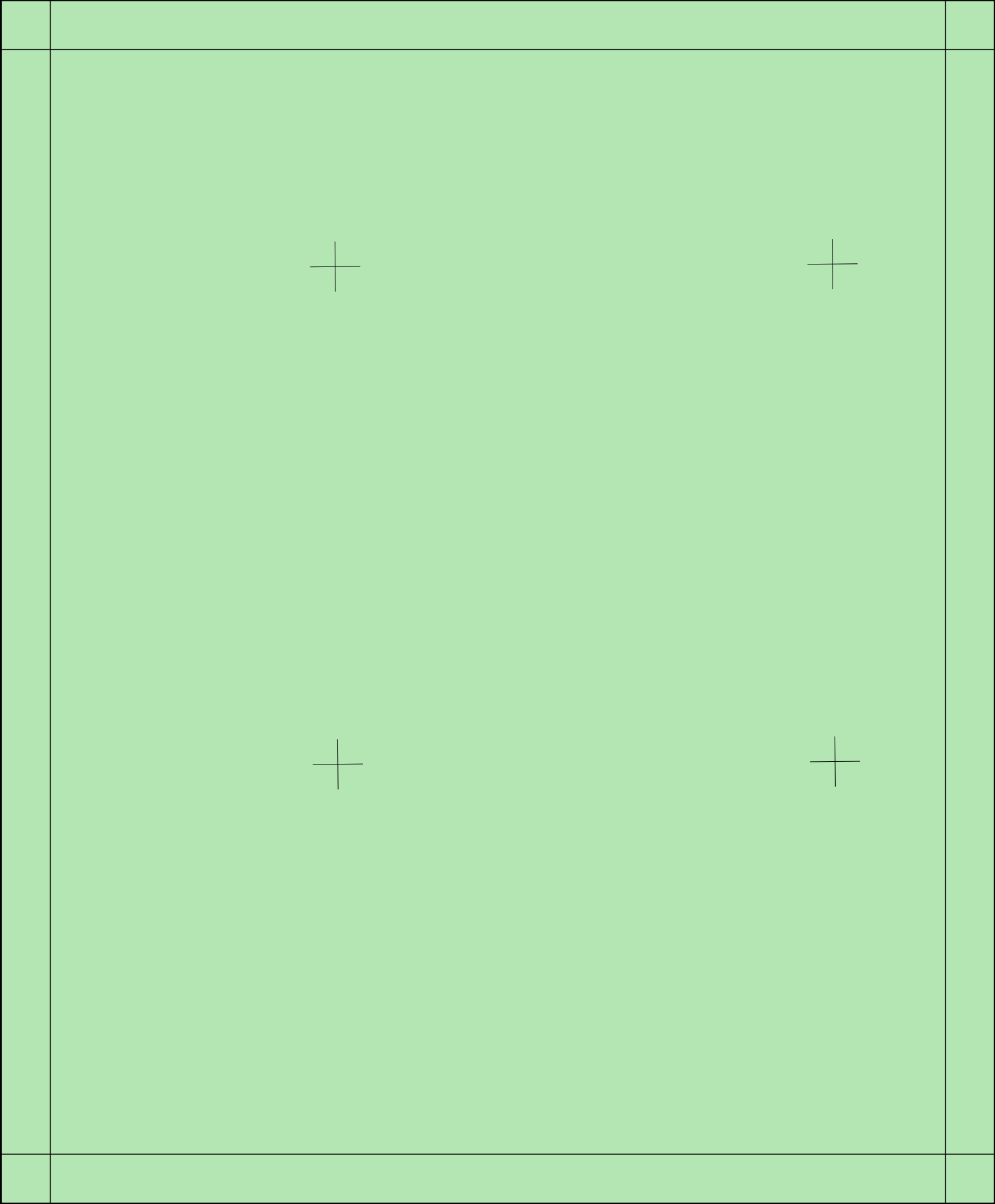
3 2 (27) bluewaterM

16  
26



Original Scale = 1 : 500





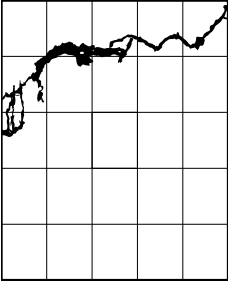
3 4 (28) bluewaterM

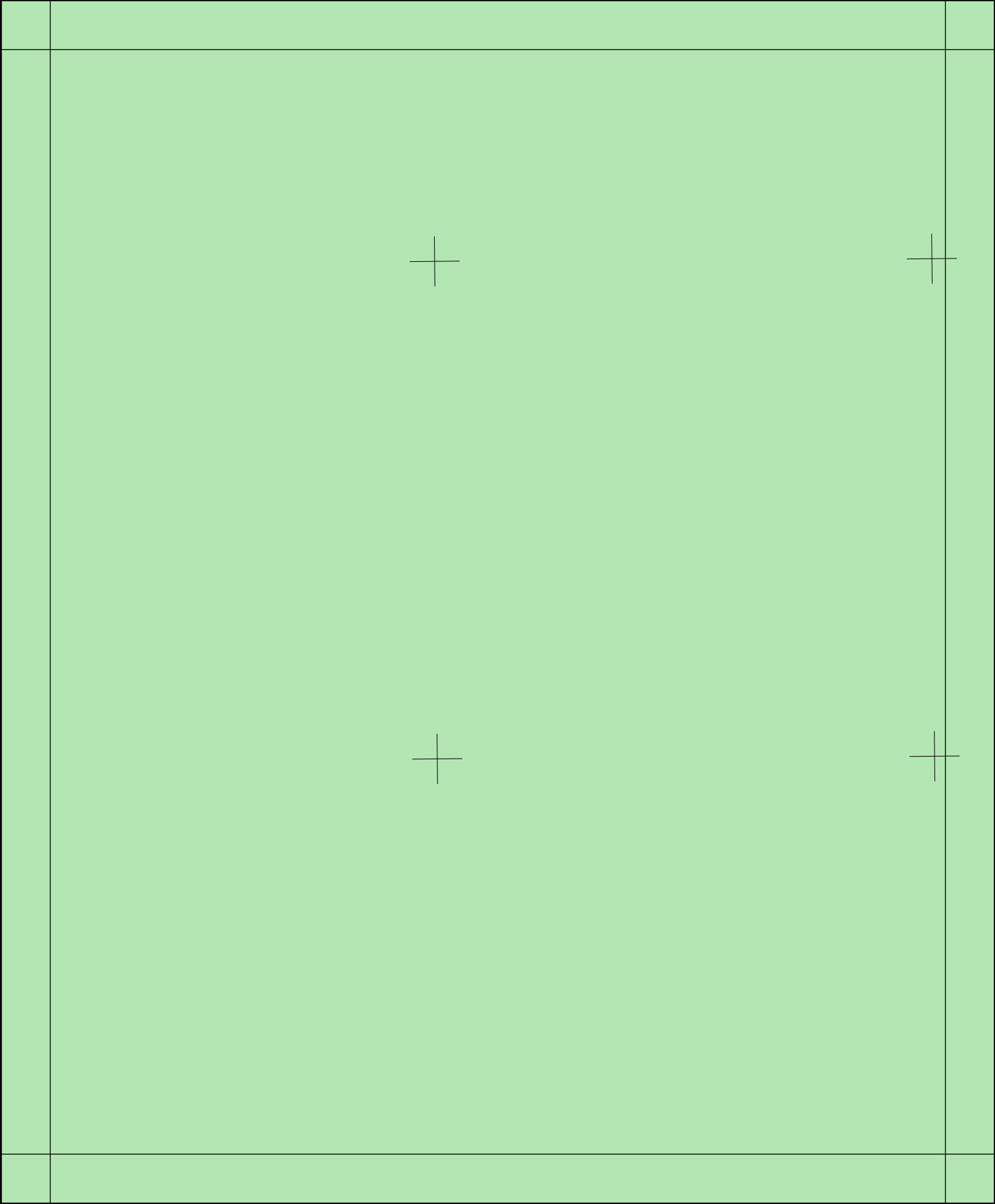
18

± 29



Original Scale = 1 : 500



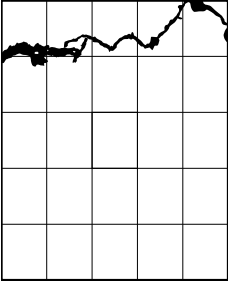


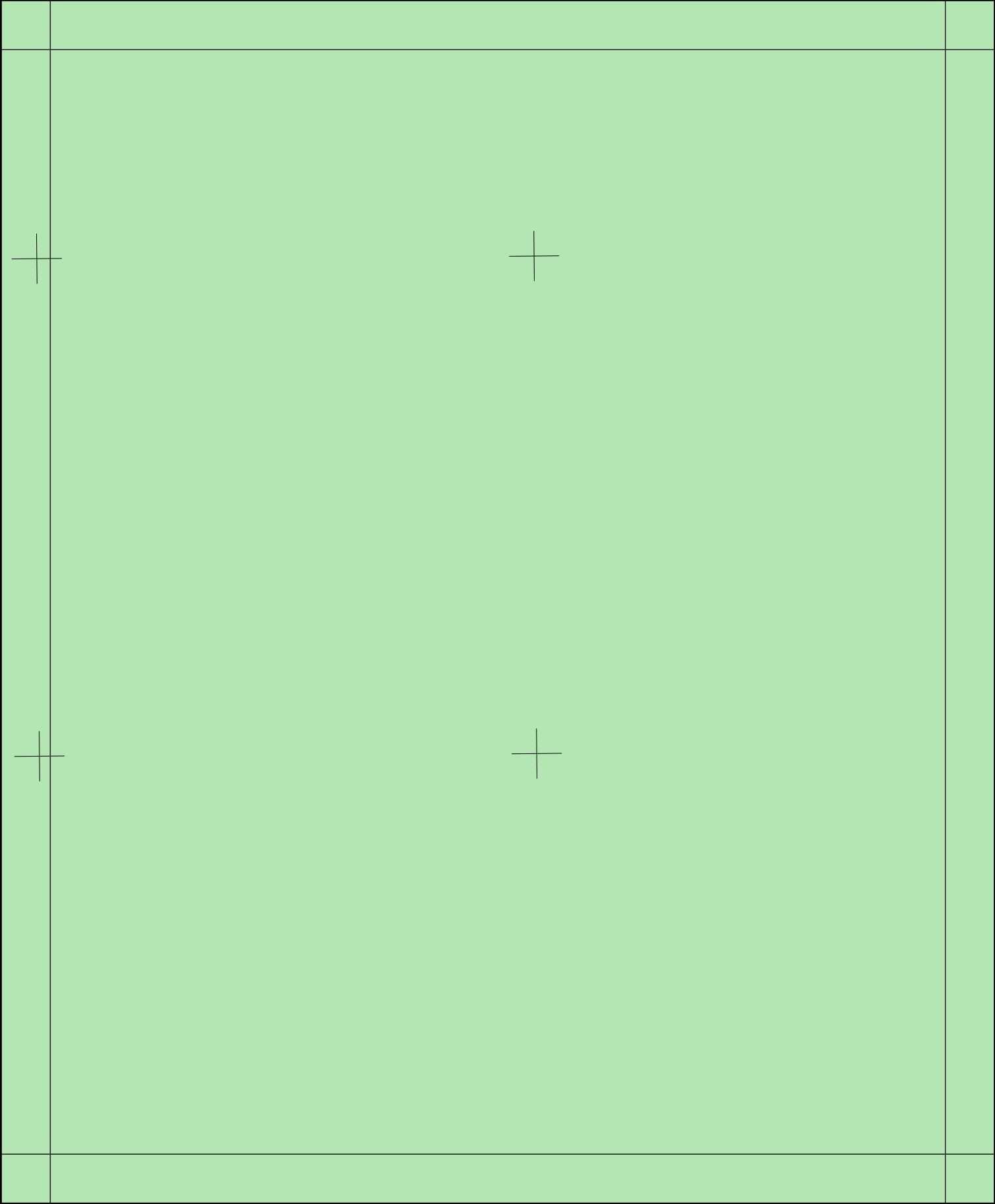
3 5 (29) bluewaterM

19  
28 ↻ 30



Original Scale = 1 : 500



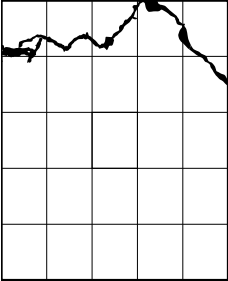


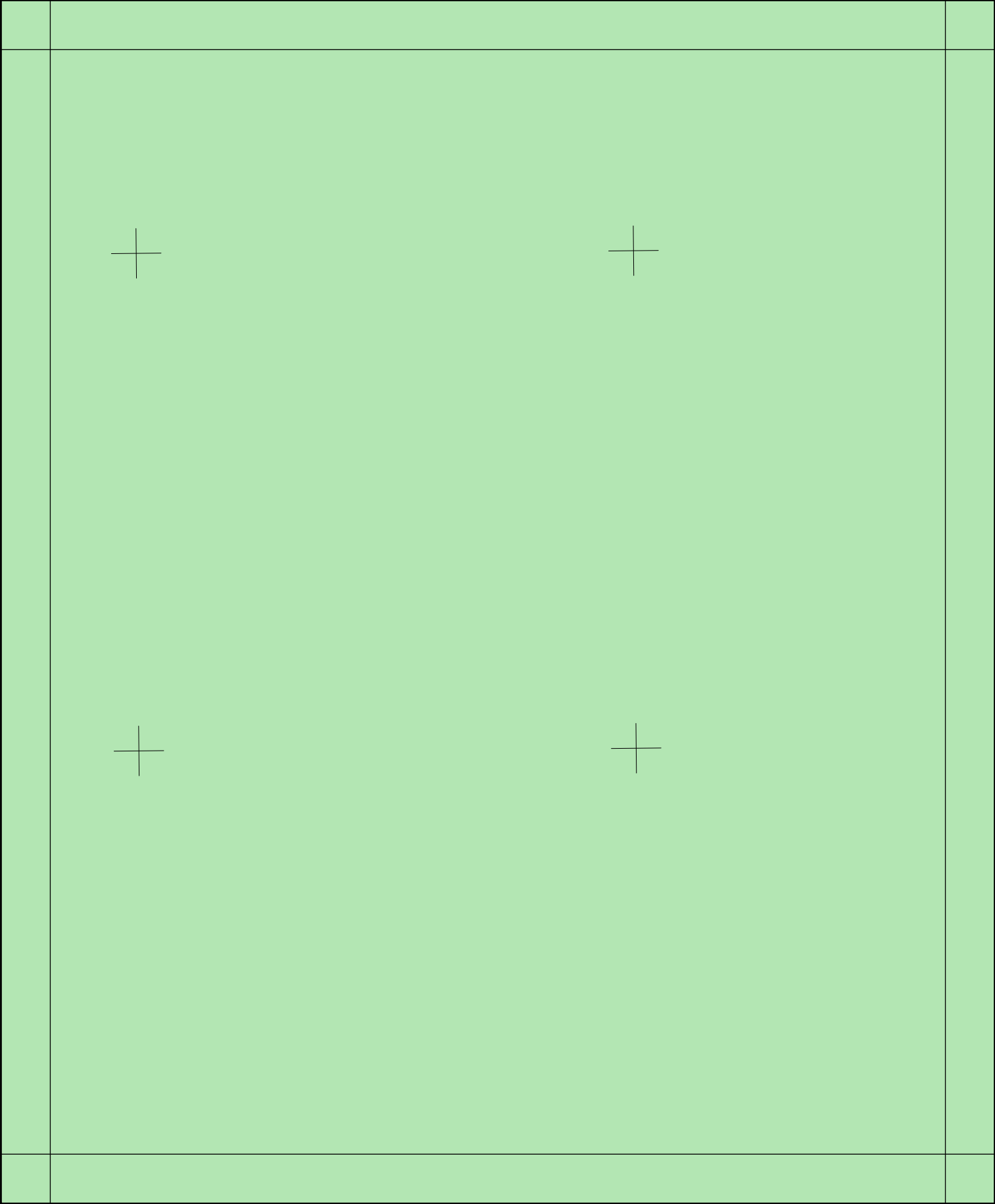
3 6 (30) bluewaterM

20  
29 ↕ 31



Original Scale = 1 : 500



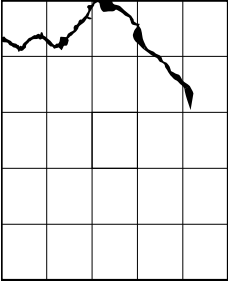


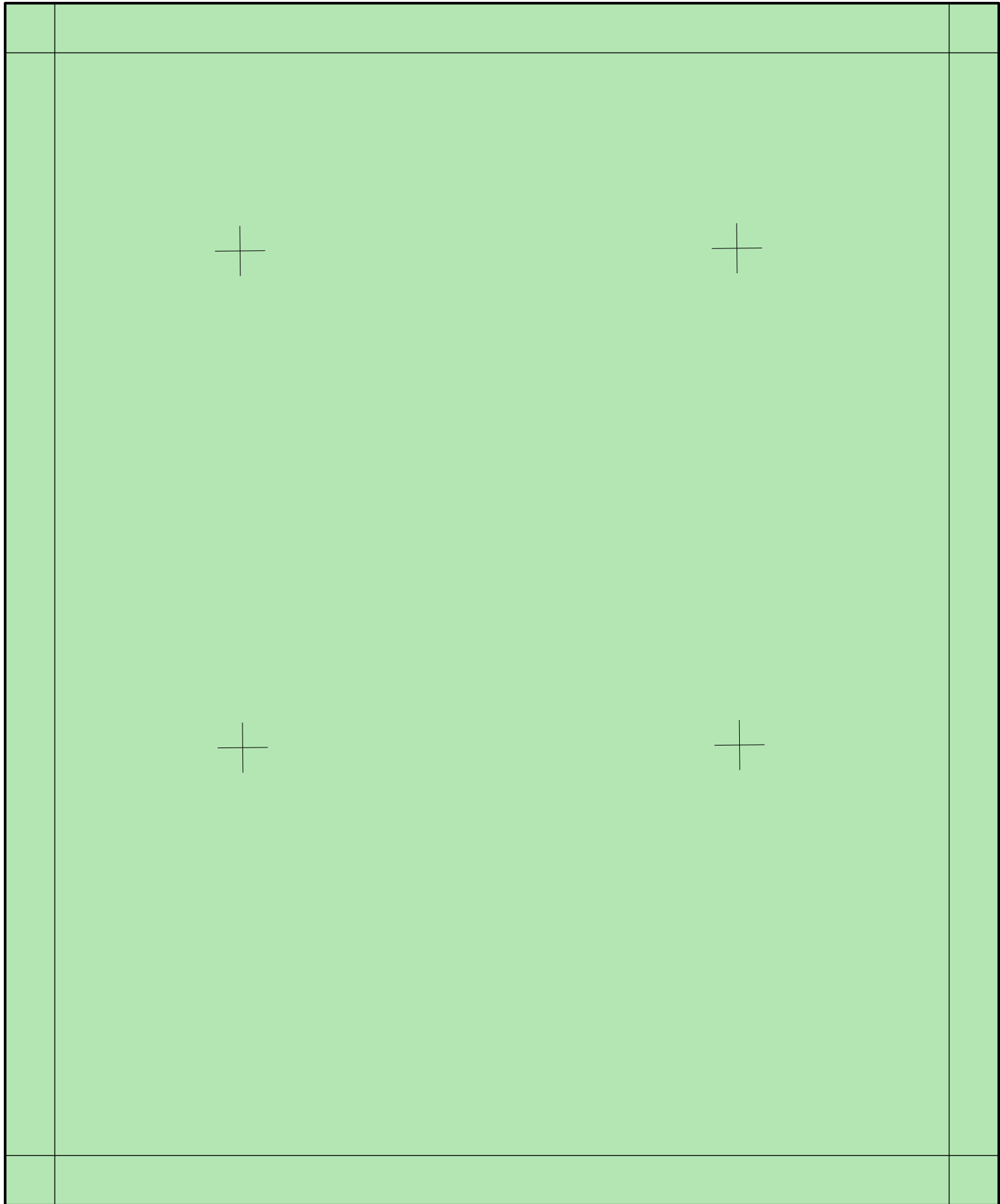
3 7 (31) bluewaterM

21  
30 ↻ 32



Original Scale = 1 : 500



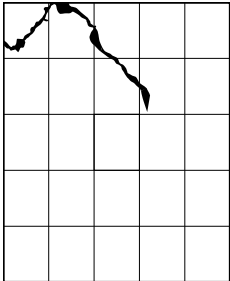


3 8 (32) bluewaterM

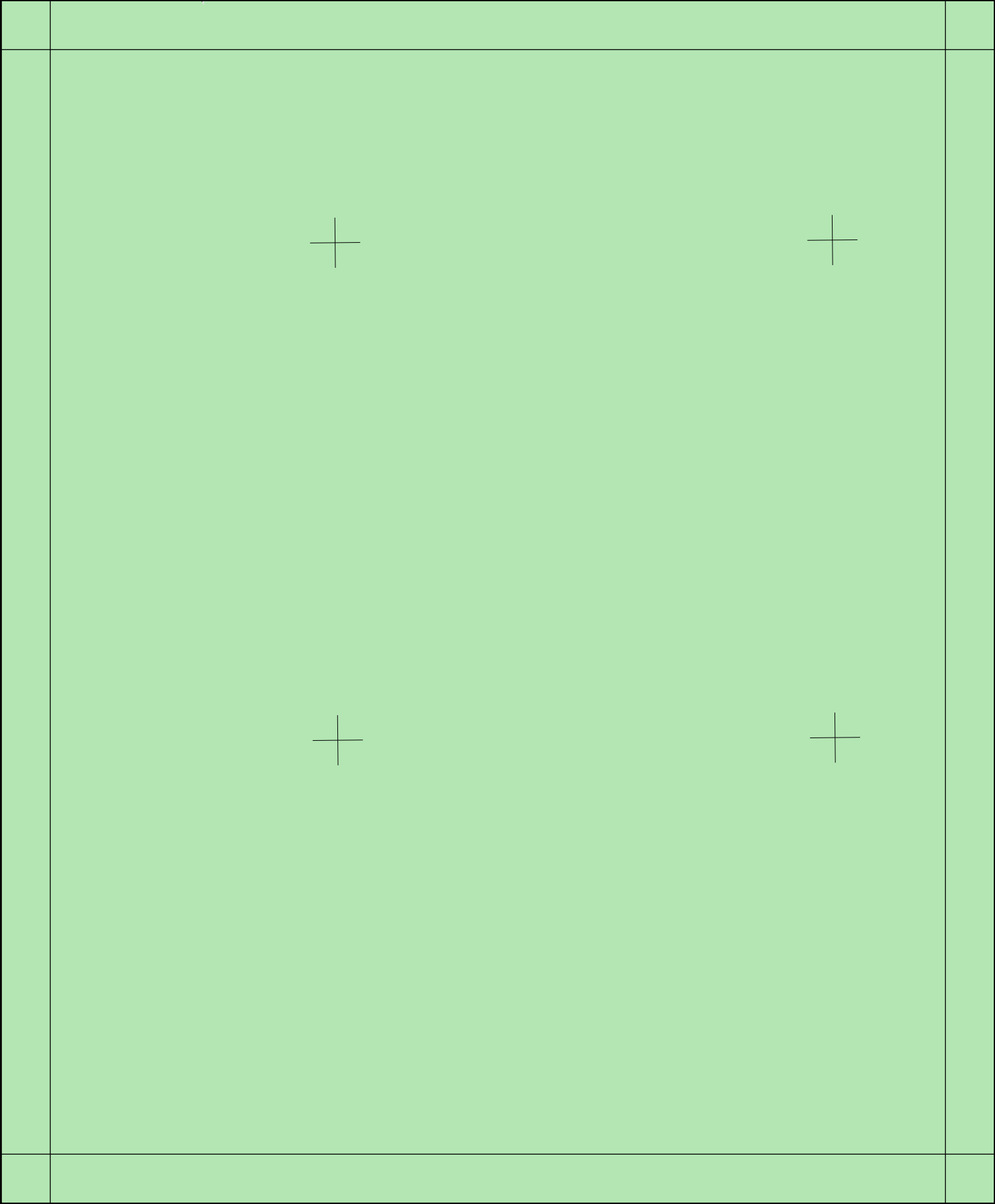
22  
31 ↕ 33



Original Scale = 1 : 500





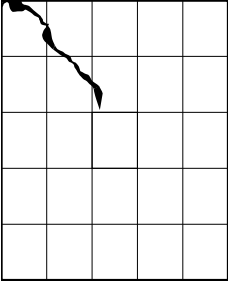


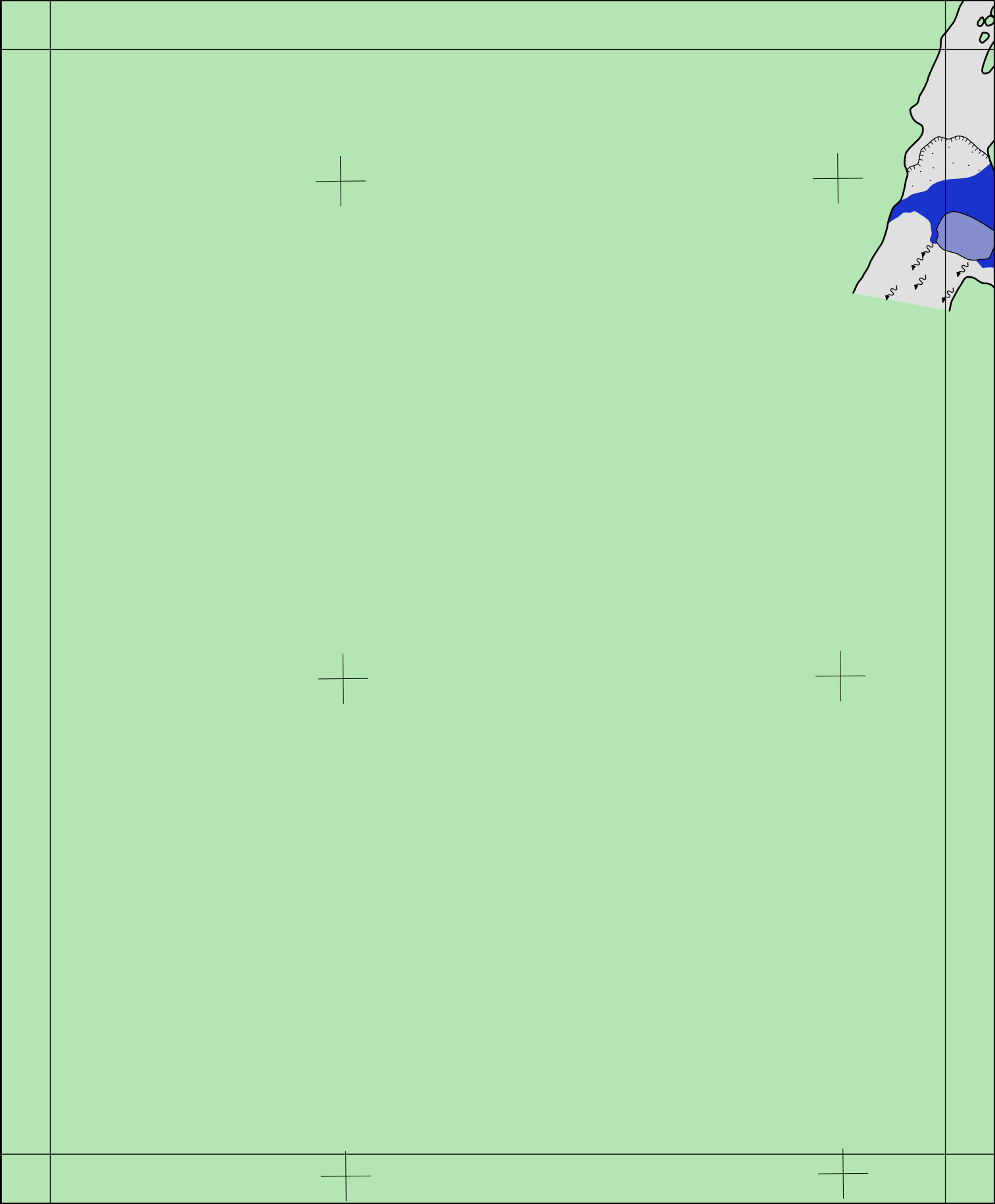
3 9 (33) bluewaterM

23  
32 ↻



Original Scale = 1 : 500





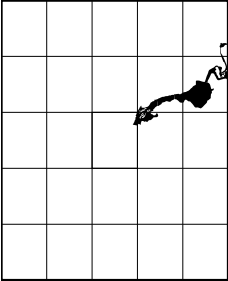
4 -1 (34) bluewaterM

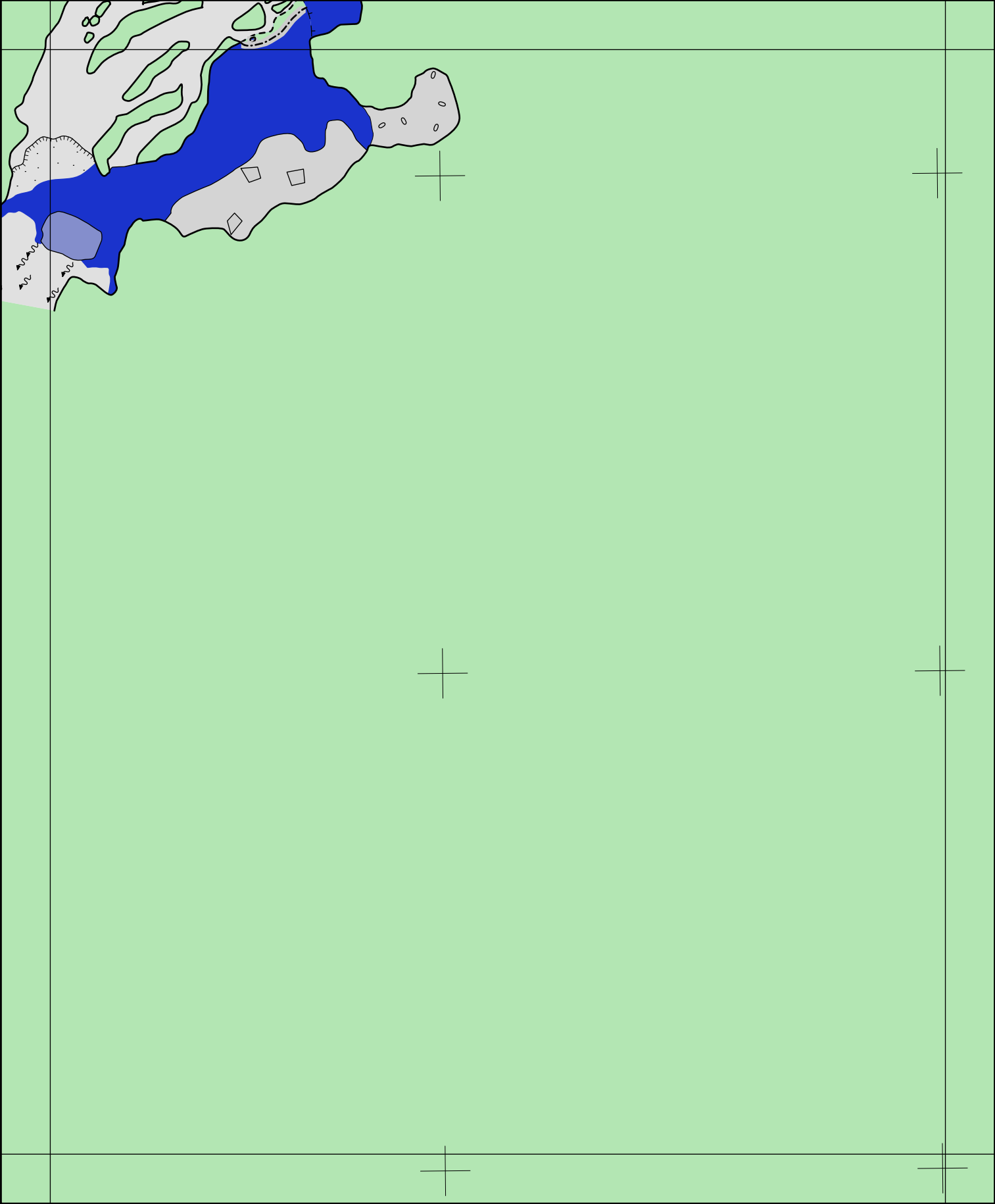
24

35



Original Scale = 1 : 500



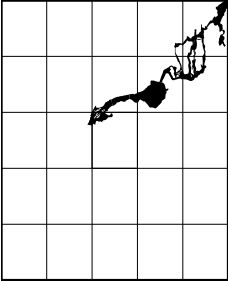


4 0 (35) bluewaterM

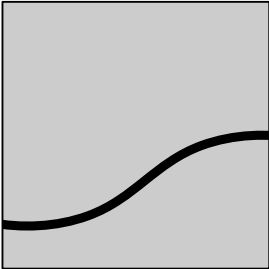
25  
34



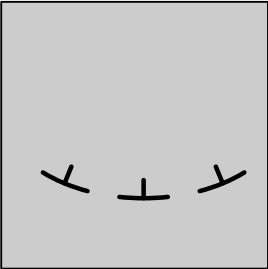
Original Scale = 1 : 500



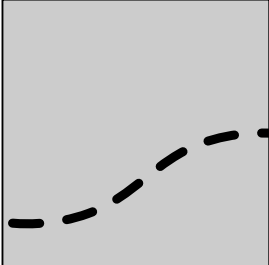
Legend



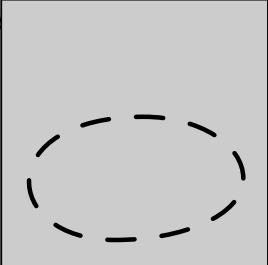
wall



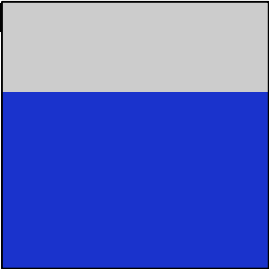
underly  
wall



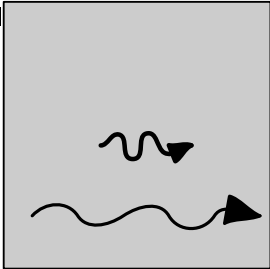
overlyi  
wall



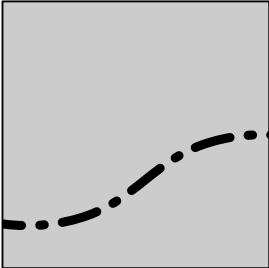
ceiling  
step



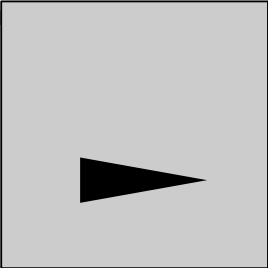
water



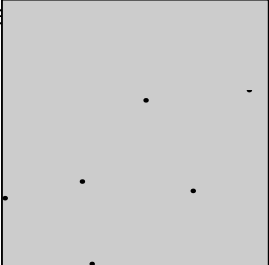
water  
flow



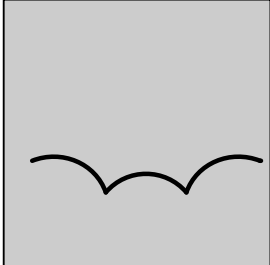
presum  
wall



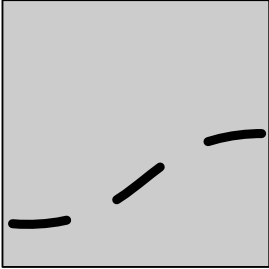
chimne



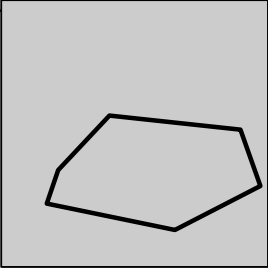
sand



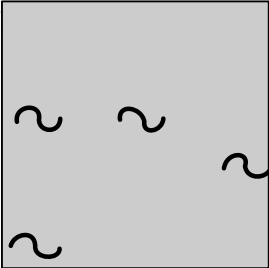
flowston



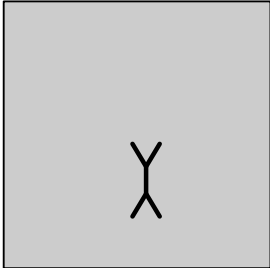
height  
above  
wa-  
ter  
level



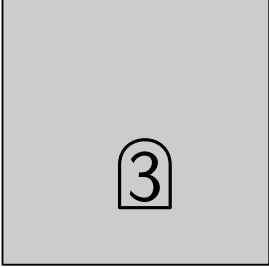
passag  
gra-  
di-  
ent



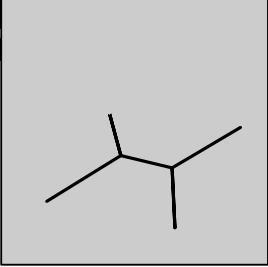
clay



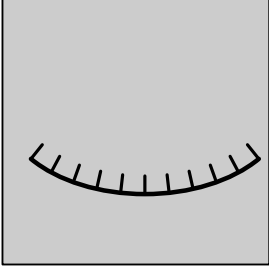
pillar



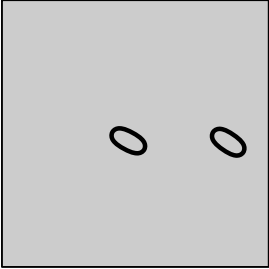
floor  
step



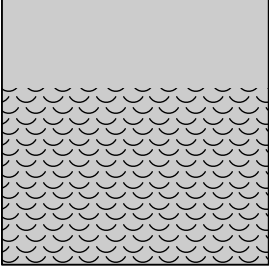
pitch



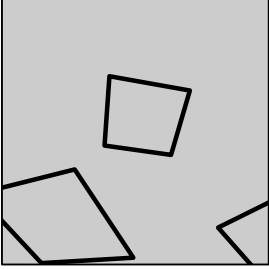
rock  
bor-  
der



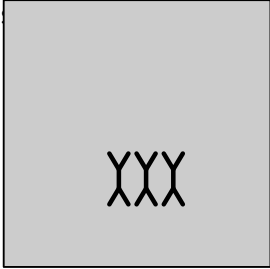
rock  
edges



sand



pebble

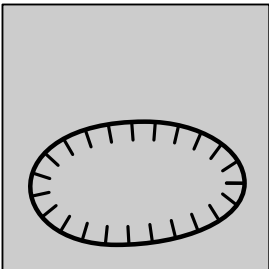


point  
pil-  
lars

flowstone

blocks,  
break-  
down

bedrock



border

