

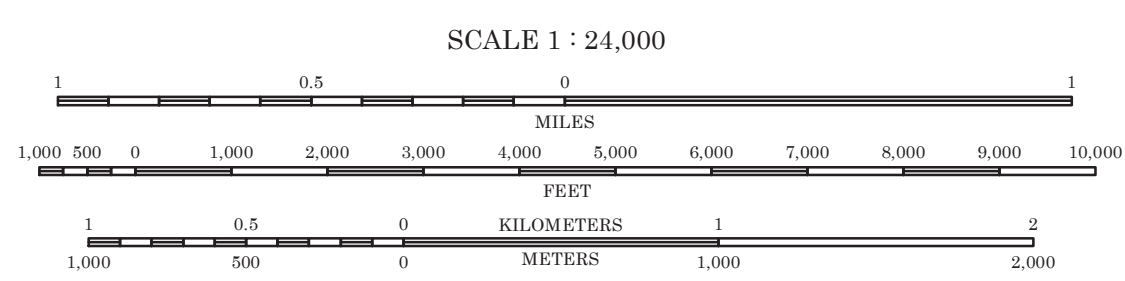
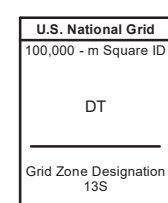
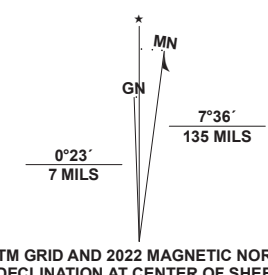
Produced by the USDA Forest Service.
North American Datum of 1983 (NAD 83).
Projection and 1,000-meter ties: Universal Transverse Mercator, zone 13.

Full Revision of Forest Service lands 2006
Updates to Transportation 2011
Updates to Boundaries 2006

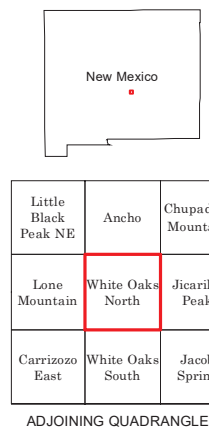
Non-National Forest System lands within the National Forest as of 2006.
Inholdings may exist in other National or State reservations.

This is not a legal document. Public lands are subject to change and leasing, and may have access restrictions. Not all roads and trails on this map are open to motor vehicle use. Check with appropriate officials and obtain appropriate regulatory maps and information. Obtain permission before entering private lands.

This map product uses the most current data available in the USDA Forest Service cartographic database. Modifications, updates, and corrections may be made at any time. Print quality is determined by the output device used when producing a hardcopy product.



MOTOR VEHICLE USE MAP (MVUM)
The MVUM is a legal enforceable document that identifies the roads, trails, and areas where motor vehicle use is allowed in a Forest Service administrative unit or ranger district. MVUMs are reissued each year. It is the responsibility of motor vehicle users to acquire the current MVUM. MVUMs are available FREE at Forest Service offices and at www.fs.fed.us/recreation/programs/ohv/ohv_maps.shtml



HIGHWAYS AND ROADS			
Interstate.....	5	Highway.....	1
U.S.	105	Road, Unspecified.....	1
State.....	79	Road, Paved.....	1
County.....	6	Road, Gravel.....	1
National Forest, suitable for passenger cars.....	105	Road, Dirt.....	1
National Forest, suitable for high clearance vehicles.....	80	Unimproved.....	1
National Forest Trail.....	384	Road, Closed.....	1
		Trail.....	1
		Game Barrier.....	1
		Check with local Forest Service unit for current travel conditions and restrictions	

This product generated and downloaded on 2/11/2023

WHITE OAKS NORTH, NM
(FSTOPO LEGACY)