
















Legend

Please see page 2 for asset  
symbology






Point Structures

-  Borehole
-  Central Pier
-  Control Gate
-  Debris Screen
-  Draw Off Tower
-  Fish or Eel Barrier
-  Fish Pass
-  Inspection Chamber
-  Outfall
-  Ramp
-  Security Screen
-  Slipway
-  Steps
-  Stilling Basin
-  Vortex Flow Control




Linear Structures

-  Debris Boom
-  In Channel Stoplogs
-  Pier
-  Weir
-  Other type or not defined

Defences

-  Embankment
-  Wall
-  Flood Gate
-  Demountable Defence
-  Bridge Abutment
-  Engineered High Ground
-  Natural High Ground
-  Cliff
-  Promenade
-  Quay
-  Beach
-  Barrier Beach
-  Dunes
-  Spillway






Channels

-  Open Channel
-  Complex Culvert
-  Simple Culvert




Instruments

-  CCTV Camera System
-  Flood Warning System
-  Gauge Board
-  Instrumentation
-  Piezometer
-  Rain Gauge
-  Telemetry System
-  Other type or not defined



Buildings and Compounds

-  Control Building
-  Gauging Station Building
-  Pump House
-  Storage Location
-  Other type or not defined



Channel Crossings

-  Bridge
-  Utility Services Crossing
-  Other type or not defined

Beach Structures

-  Breakwater
-  Groyne



Land

-  Water Storage Area
-  Other type or not defined

Point Aids to Navigation

-  Beacon
-  Buoy
-  Dolphin
-  Navigation Signage
-  Other type or not defined

Linear Aids to Navigation

-  Navigation Boom
-  Other type or not defined