


INDEX TO MAPS OF
INDIA AND PAKISTAN
1:250,000

LEGEND

 MAPS AVAILABLE (TOTAL ON THIS PAGE 269)

REQUISITION MAPS BY STOCK NUMBER

Stock numbers are constructed as follows:

A. The first 5 characters consist of the map series number. When the series number is less than 5 characters, the 5th character is the letter X.

B. The remaining characters of the stock number are the map sheet number (see SHEET NUMBERING SCHEME).
Exceptions: (1) The words "ALL SHEETS" are used in lieu of sheet number if stock number is intended to identify all available sheets of map series. (2) The word "INDEX" is used in lieu of sheet number to identify the series index.

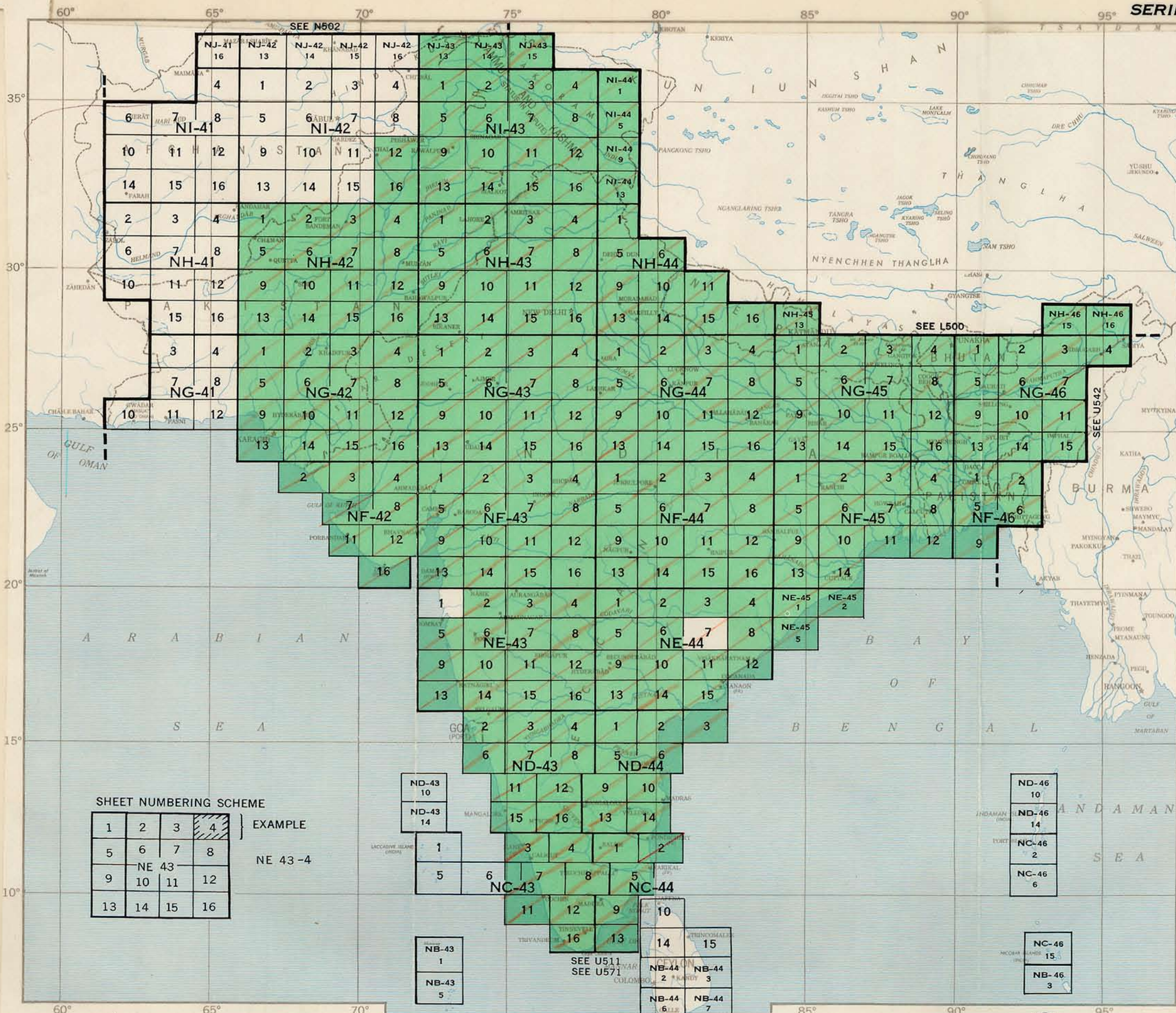
C. Examples: (SERIES U502)

SHEET NO.	STOCK NO.
NE 43-4	U502XNE434
ALL AVAILABLE SHEETS	U502XALLSHEETS
INDEX	U502XINDEX

SERIES DESCRIPTION

TYPE: Topographic; colored.
 FORMAT: 1°N-S x 1°30'E-W; Transverse Mercator Projection; 10,000 yard India Zone Grid.
 SYMBOLS: AMS.
 SOURCE: Compiled mainly from Survey of India maps (various scales).
 CHARACTERISTICS: International and state boundaries delineated; relief indicated by contours at various intervals augmented with shaded relief or by form lines; populated places shown outlined to shape with tint or by building symbols and classified according to population; roads classified according to width, surface and weatherability; railroads classified according to gauge and number of tracks; spot heights in feet; woodland shown by green tint; foreshore and offshore detail; "Through route" plans on reverse; reliability diagrams; glossary.
 **"Through route" plan: loosely, a city plan; selection of towns and cities contingent on their offering complex traffic problems where 1:250,000, scale map cannot show required information.

THE DELINEATION OF INTERNATIONAL BOUNDARIES ON THIS MAP MUST NOT BE CONSIDERED AUTHORITATIVE



SHEET NUMBERING SCHEME

1	2	3	4
5	6	7	8
9	NE 43	11	12
13	14	15	16

EXAMPLE
NE 43-4

FILE ALPHANUMERICALLY

South Central Asia
- INDIA & PAKISTAN
6730s
250
45
6900s
Accompanying text is shelved in the stack units under this call number