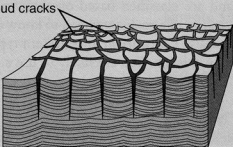
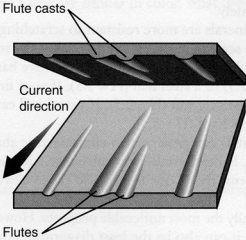
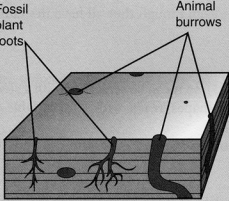
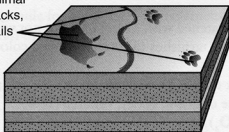


Descriptions	Sample images	Environments
<p><b>Mud cracks:</b> Polygonal patterns of cracks that develop in mud or clay as it dries and shrinks.</p>	 <p>Mud cracks</p>	<p>Mud cracks form in muddy environments that are wet sometimes and dry at other times, like tidal mudflats or land surfaces exposed to heavy rain and drought.</p>
<p><b>Flute casts:</b> Natural molds formed when mud or sand fill up flutes. Flutes are preserved when mud or sand turns into mudstone or sandstone.</p> <p><b>Flutes:</b> U-shaped or V-shaped scrapes and gouges in mud or sand that were carved out by currents. The wider opening of the gouges points in the downstream direction.</p>	 <p>Flute casts</p> <p>Current direction</p> <p>Flutes</p>	<p>Flute casts form when sediment is deposited on current-washed surfaces where the current is strong sometimes and relatively calm at other times.</p> <p>Flutes form wherever strong water or wind currents remove mud or sand from land or submerged surfaces.</p>
<p><b>Fossil plant roots:</b> Root shaped fossils caused by mineral replacement of the roots of a plant.</p> <p><b>Animal burrows:</b> All sizes of tunnels or tubes that cut into or across strata, maintaining constant diameters with circular cross-sections.</p>	 <p>Fossil plant roots</p> <p>Animal burrows</p>	<p>Fossil plant roots provide evidence of ancient soil composition where plants once grew.</p> <p>Animal burrows can be found in water or on land where burrowing animals lived. The specific characteristics of a burrow may be used to identify the animals that inhabited an ancient environment.</p>
<p><b>Animal tracks, &amp; trails:</b> Footprints, tail prints and other grooves and markings left on a bedding plane surface by animals.</p>	 <p>Animal tracks, trails</p>	<p>Animal tracks and trails can appear on any bedding plane surface where animals live or lived. The specific tracks and trails found may be used to identify the animals that inhabited an ancient environment.</p>