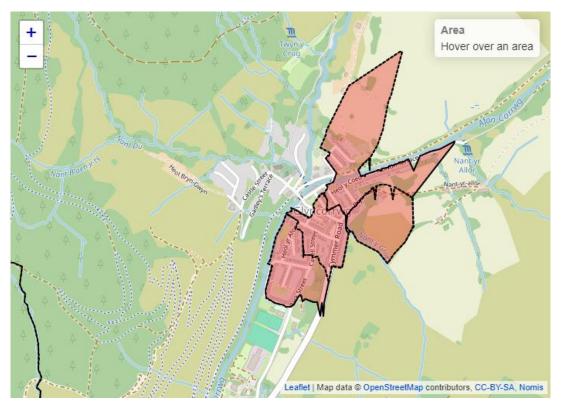
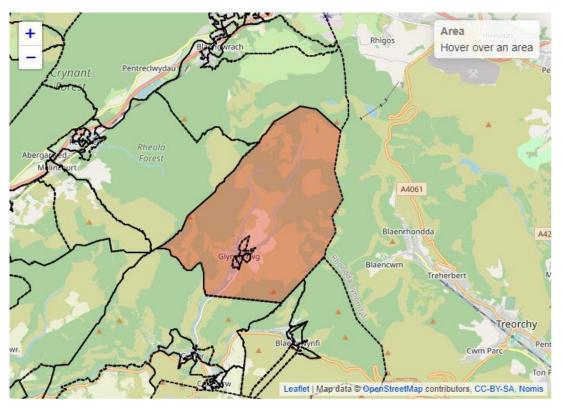
## Glyncorrwg

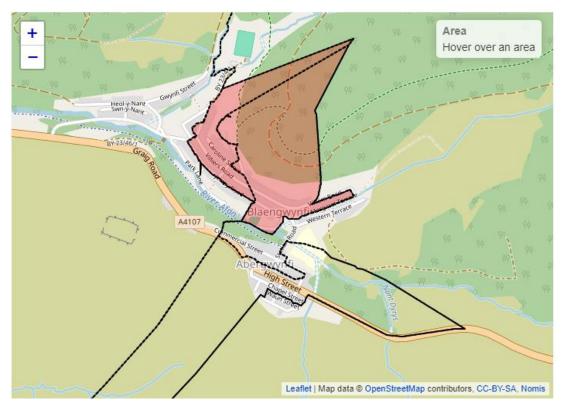


Using three Output Areas (OAs) - **W00004915**, **W00004916** & **W00004918** we can cover part of the built-up area of the village, but not all.

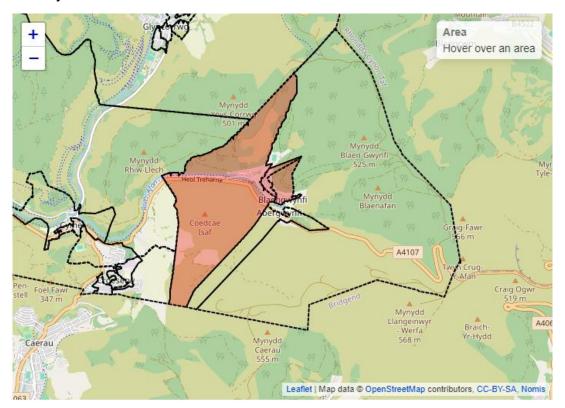


Includes previous 3 OAs plus **W00004917** which covers the remaining part of the village and a lot of surrounding countryside.

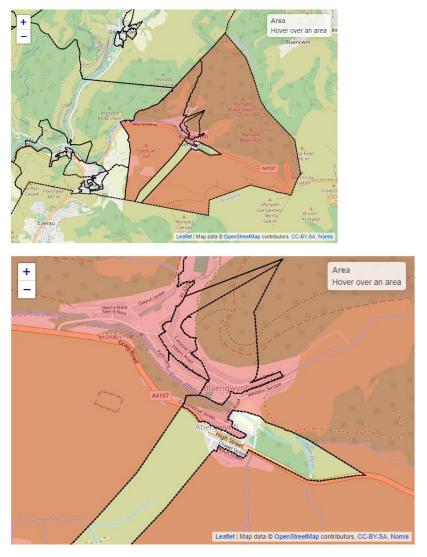
## Blaengwynfi and Abergwynfi



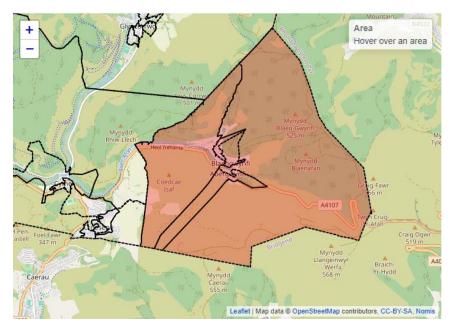
Using two OAs **W00004947 & W00004941** we can cover part of the village, but not all. It's difficult to add more without also including Abergwynfi and/or the surrounding countryside.



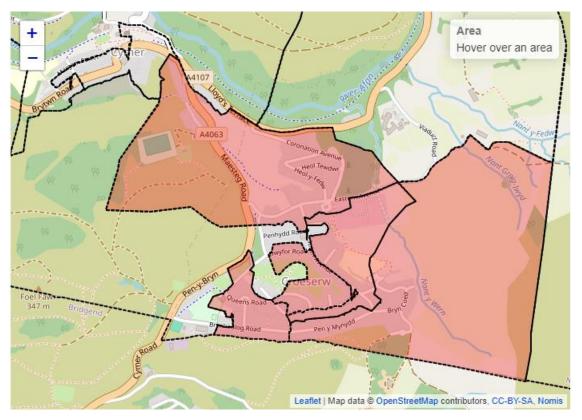
With the OA **W00004950**.



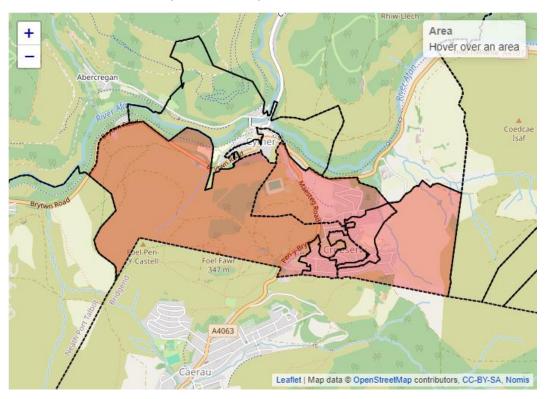
Adding in OA **W00004948** completes Blaengwynfi but also includes part of Abergwynfi, and if you also include the OA **W00004949** the map covers all of the built-up parts of the villages as well as large parts of the surrounding hills.



## Croserw

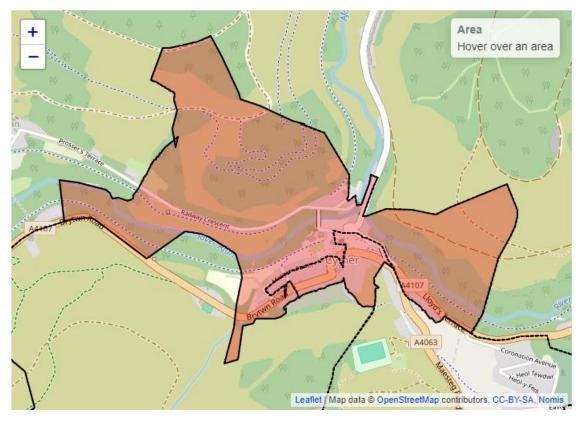


This map uses OAs **W00004897**, **W00004899**, **W00004900**, **W00004901 & W00004902** on the map, but omits part of Croserw.

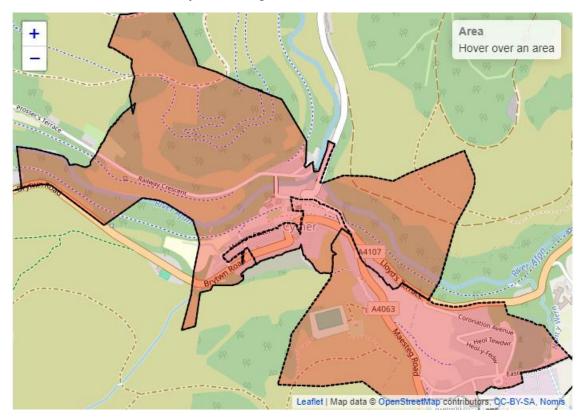


By including **W00004893**, we complete Croserw but also cover part of the road in Cymer.

## Cymer



Here we cover most of Cymer using OAs W00004894 & W00004895.



It would be up to you as to where you count the population in OA W00004897- whether to include them in Croserw or in Cymer's population.