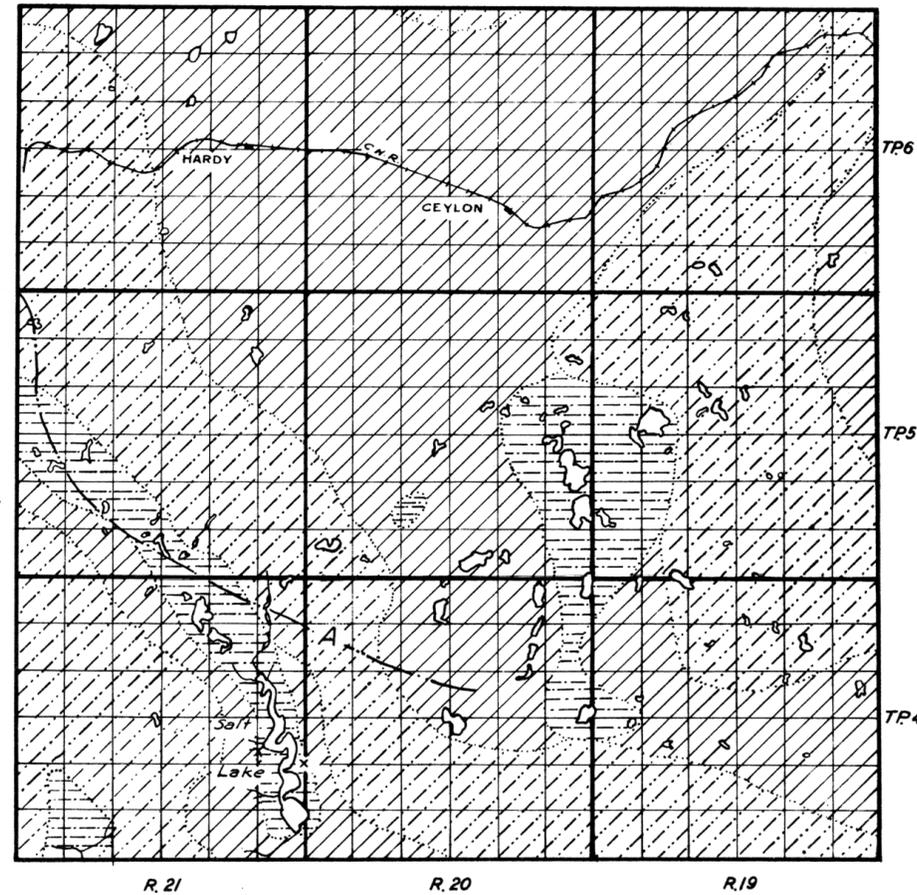


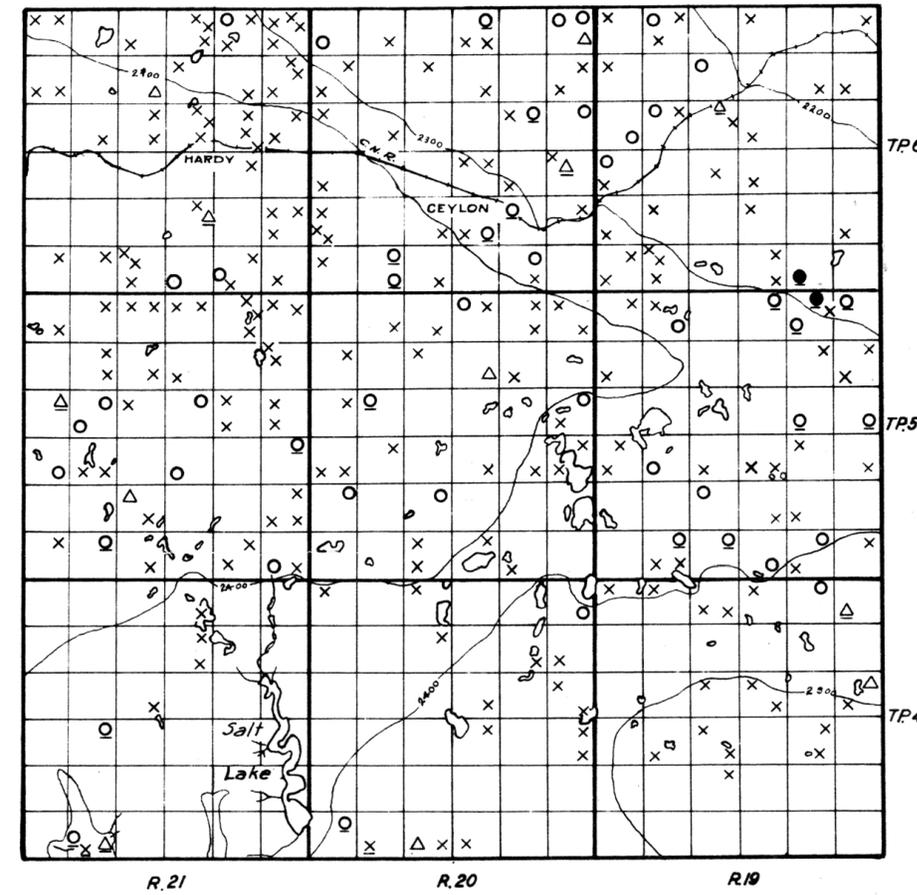
RURAL MUNICIPALITY OF THE GAP NO-39, SASKATCHEWAN

FIGURE 1

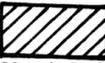
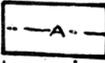
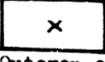


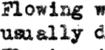
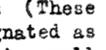
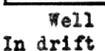
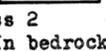
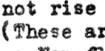
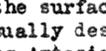
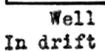
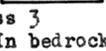
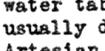
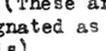
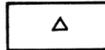
Map showing the surface and bedrock geology as it affects the supply of ground water, and areas in which the ground water occurs

FIGURE 2



Map showing the drainage and relief, and the location and types of wells with source of ground water supply

-  Glacial outwash sands and gravels in which ground water occurs within 15 feet of the surface
-  Area of knolls and depressions in the glacial drift (terminal moraine) in which ground water occurs in pockets of sand and gravel within 50 feet of the surface
-  Glacial drift (boulder clay or till) in which ground water is obtained from isolated pockets generally within 35 feet of the surface
-  Approximate northern boundary of "A" water-bearing horizon in the bedrock, the elevation of which varies from 2270 to 2300 feet above sea level
-  Outcrop of bedrock

-  Well class 1
In drift In bedrock
-  Well class 1
In drift In bedrock
-  Flowing wells (These are usually designated as Flowing Artesian wells)
-  Flowing wells (These are usually designated as Flowing Artesian wells)
-  Well class 2
In drift In bedrock
-  Well class 2
In drift In bedrock
-  Wells in which the water is under pressure but does not rise to the surface (These are usually designated as Non-flowing Artesian wells)
-  Wells in which the water is under pressure but does not rise to the surface (These are usually designated as Non-flowing Artesian wells)
-  Well class 3
In drift In bedrock
-  Well class 3
In drift In bedrock
-  Wells in which the water does not rise above the water table (These are usually designated as Non-Artesian wells)
-  Wells in which the water does not rise above the water table (These are usually designated as Non-Artesian wells)
-  Dry holes
In drift In bedrock
-  Dry holes
In drift In bedrock
-  Contours (interval 100 feet)

