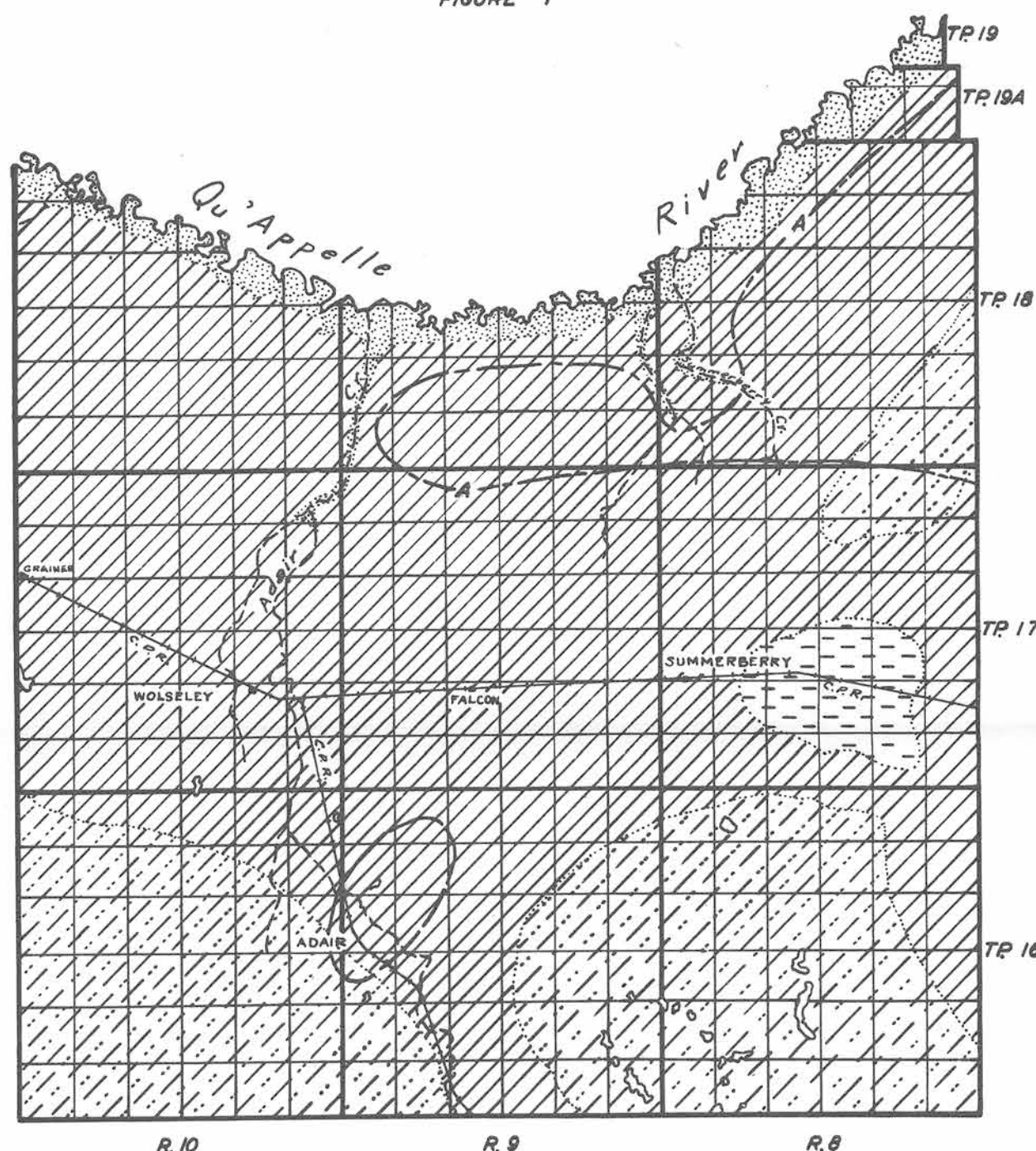


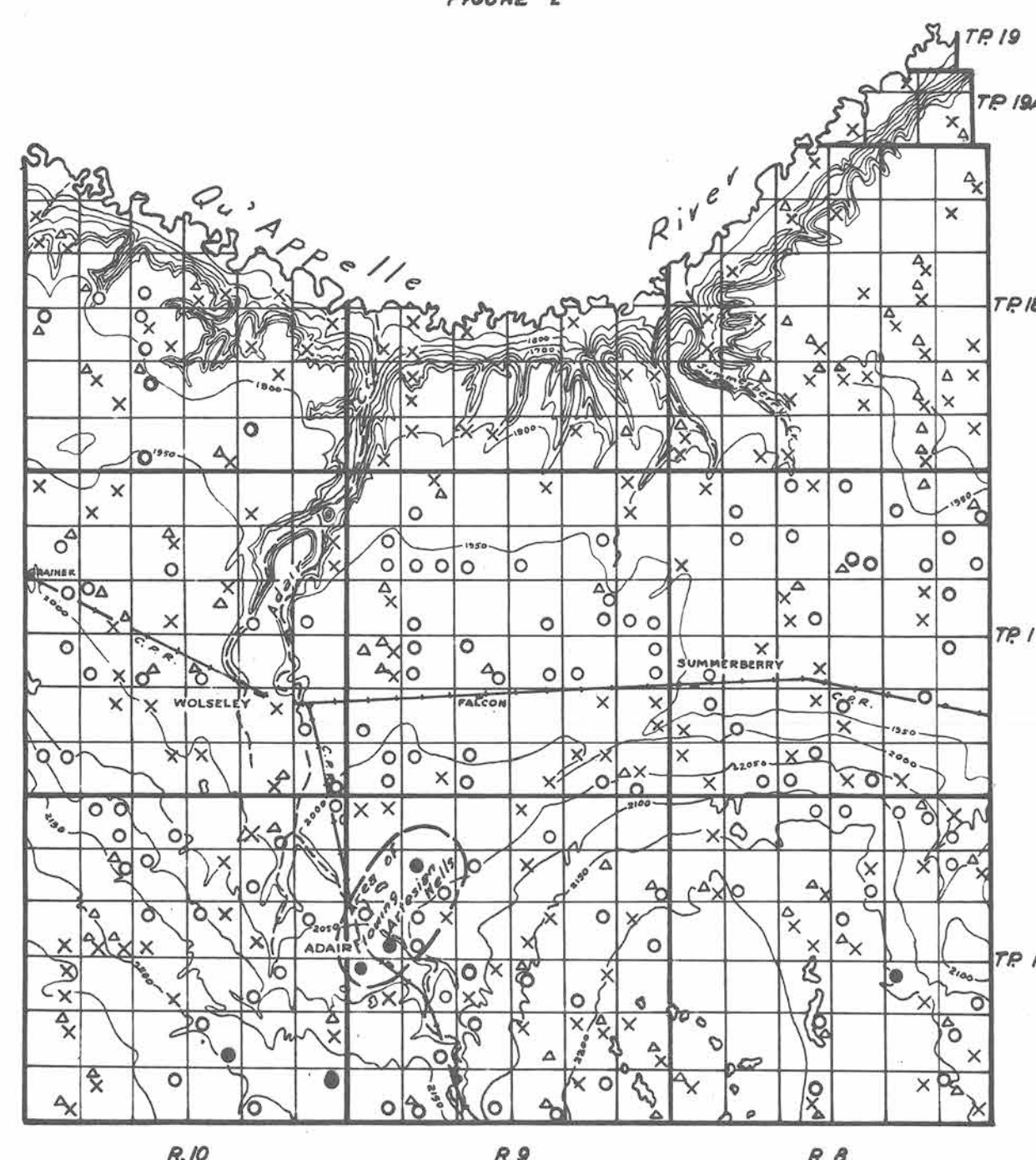
## RURAL MUNICIPALITY OF WOLSELEY NO-155, SASKATCHEWAN

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



Recent stream deposits in which moderate supplies of ground water are obtained from beds of sand or gravel that lie within 30 feet of the surface



Glacial lake clays in which moderate supplies of ground water are obtained from beds of sand or gravel that lie within 20 feet of the surface



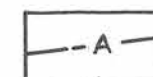
Area of knolls and depressions in glacial drift (moraine) in which small to abundant supplies of ground water are obtained from sand or gravel pockets that lie within 100 feet of the surface



Boulder clay or till plain in which small to moderate supplies of mineralized ground water are obtained from sand or gravel beds that lie within 45 feet of the surface

### NOTE

The Marine Shale series underlies the glacial drift throughout the municipality



Boundary of an area within which no water-bearing horizons occur in the glacial drift from the surface to a depth of at least 300 feet or to an elevation of 1600 feet above sea level. Outside this area permanent supplies of ground water under pressure are obtained from extensive aquifers in the glacial drift



Boundary of an area in which Flowing Artesian wells occur in glacial drift. The gravel and sand aquifer lies at an elevation of 1980 feet above sea level



Well class 1  
In drift In bedrock

Flowing wells (These are usually designated as Flowing Artesian wells)



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)



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)



Dry holes  
In drift In bedrock



Contours (interval 50 feet)

