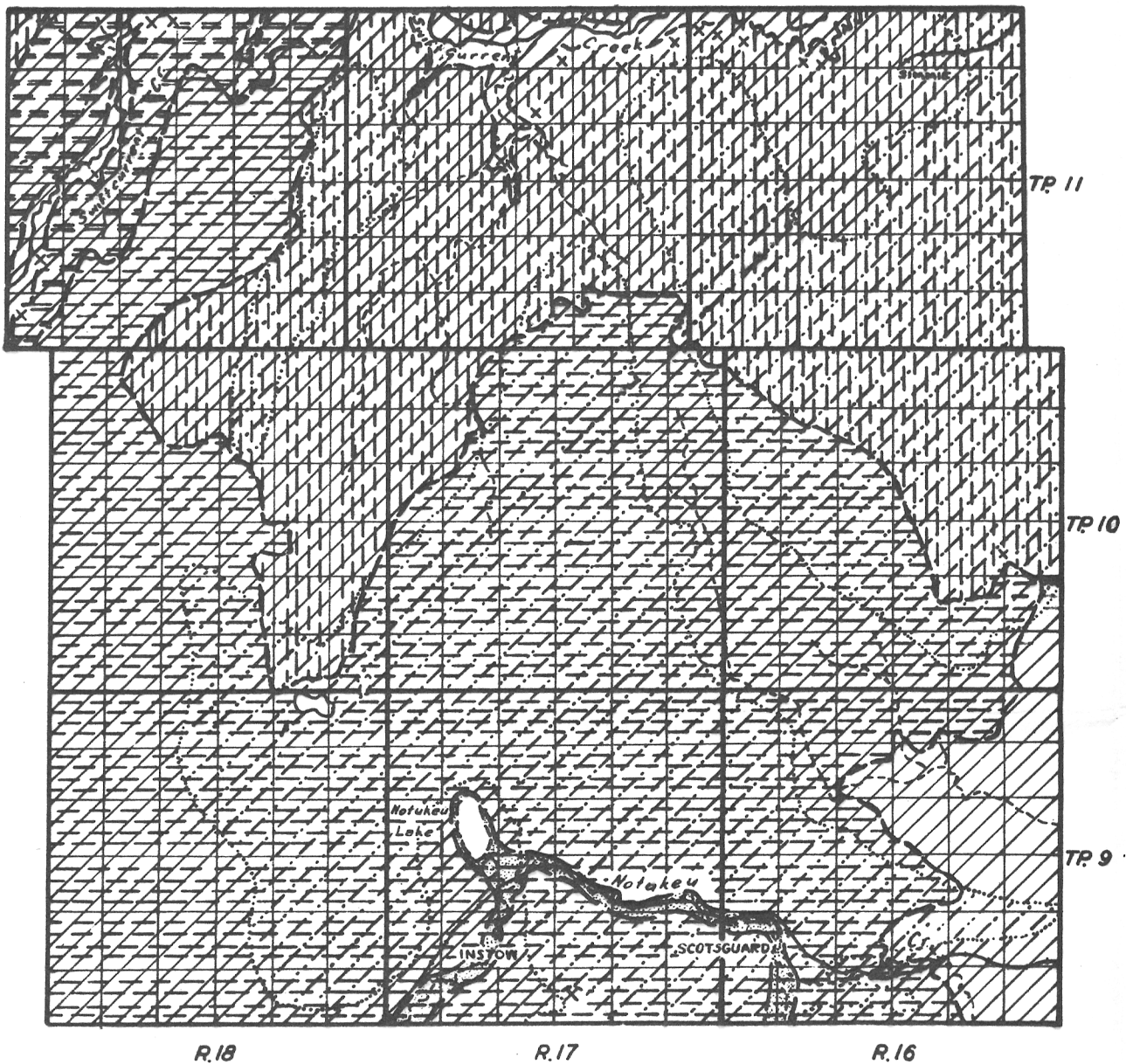


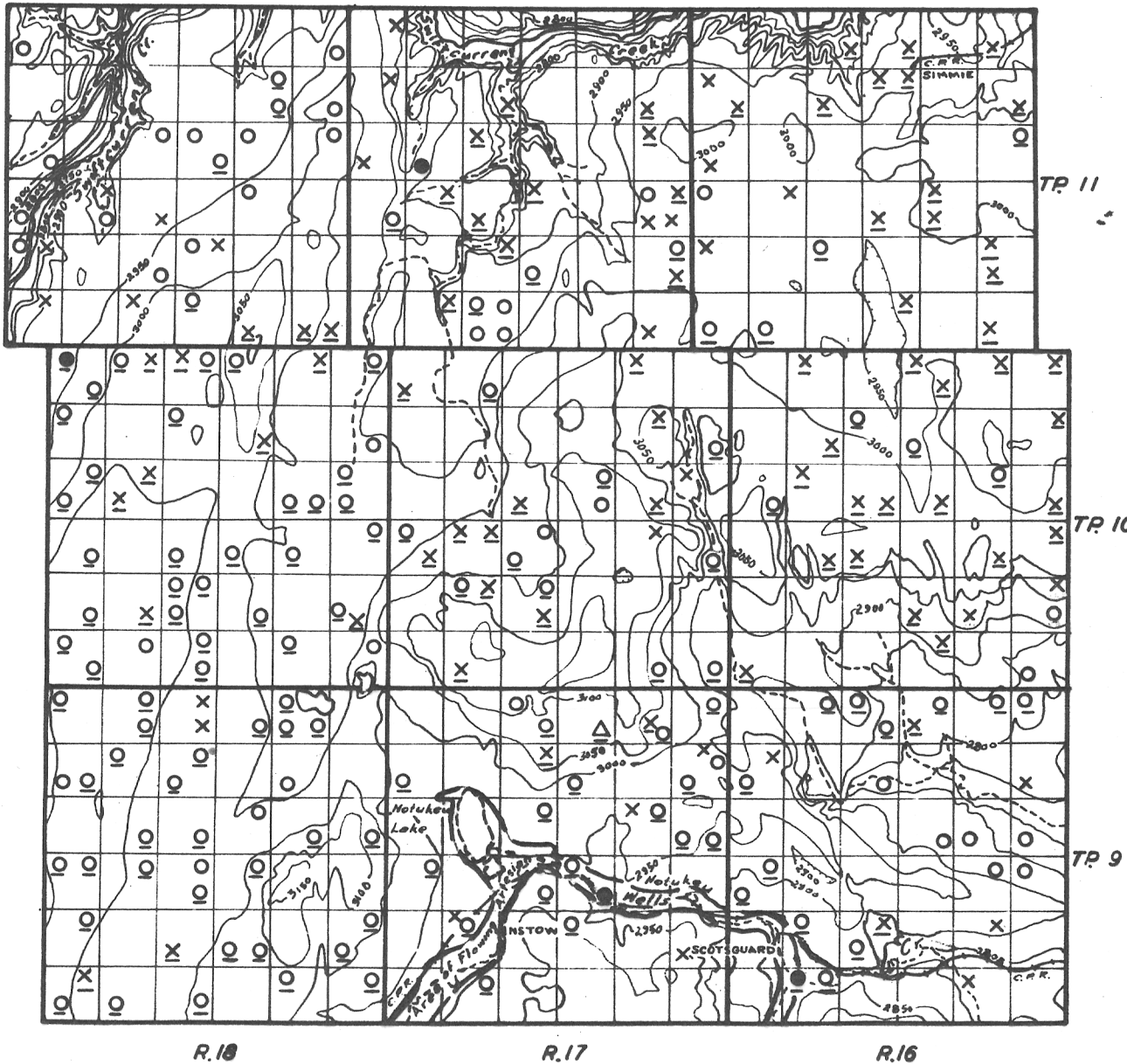
RURAL MUNICIPALITY OF BONE CREEK NO-108, SASKATCHEWAN

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

0 3 6 9 12 15 18
Scale of miles

Recent stream deposits in which ground water occurs within 20 feet of the surface

Area of knolls and depressions (moraine) in which small supplies of hard, mineralized ground water are obtained at depths generally within 60 feet of the surface

Boulder clay or glacial till in which small supplies of hard mineralized ground water are obtained in isolated pockets of sand and gravel at depths generally within 60 feet of the surface

Area in which the glacial drift is underlain by the Cypress Hills formation and from which generally fairly large supplies of ground water are obtained within 100 feet of the surface

Area in which the glacial drift is underlain by the Ravensrag formation and from which large supplies of generally soft water are obtained from the basal sand beds within 300 feet of the surface

Area in which the glacial drift is underlain by the Eastend formation and from which supplies of water of varying quality are obtained within 100 feet of the surface

NOTE
Areas in which only drift symbols are shown are underlain by the Bearpaw formation

Boundary of area in which Flowing Artesian wells occur

Geological Boundary

Outcrop of bedrock

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)