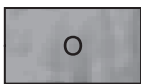


LEGEND

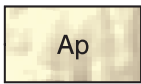
This legend is common to Open files 5270 to 5273.
Coloured legend blocks indicate map units that appear on this map.

QUATERNARY POST-FRASER GLACIATION

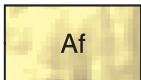
NONGLACIAL ENVIRONMENT



ORGANIC DEPOSITS: peat and muck; 1 to 10 m thick (typically 2 to 3 m) forming fens and bogs; organic deposits too small to be shown at this scale occur within other units; common within abandoned meltwater channels.



ALLUVIAL (FLUVIAL) DEPOSITS: gravel and sand with minor silt and clay, deposited by streams; commonly stratified; generally well sorted except in alluvial fans.



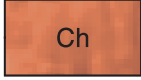
Floodplain sediments: sand and silt, commonly including organic materials and underlain, in many places, by gravel; 1 to 3 m thick; occurring as flat surfaces close to river level; prone to flooding.



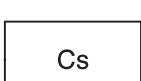
Fan sediments: poorly sorted sand and gravel, with diamicton; generally 2 to 15 m thick; forming fans at the toe of slopes.



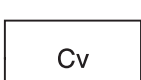
Terrace sediments: stratified sand and gravel overlain by a veneer of sand and silt; 2 to 10 m thick; forming terraces well above flood level.



COLLUVIAL DEPOSITS: diamicton and rubble accumulated from various mass-wasting processes, ranging from slope wash to rock fall; composition dependent on source materials.



Landslide debris: mostly unconsolidated sediments, with texture dependent on source materials; generally 1 to 10 m thick, but may exceed 10 m near the toe of large landslides; forming hummocky accumulations on lower slopes and valley floors; commonly developed in glacial lake sediments and till.



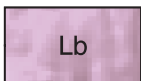
Slope colluvium: rock fragments in a matrix of sand, silt, and minor clay; 1 to 5 m thick; formed by reworking of unconsolidated deposits on steep (>40°) slopes; commonly gullied.



Colluvium veneer: unconsolidated sediments, with texture dependent on source materials; generally < 1 m thick; commonly developed on steep slopes.

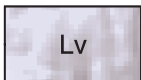
FRASER GLACIATION (WISCONSINAN)

PROGLACIAL AND GLACIAL ENVIRONMENTS



GLACIOLACUSTRINE DEPOSITS: well sorted, stratified sand, silt, and clay deposited in deep water of former glacial lakes; including sporadic sand and gravel deposited in a nearshore environment; sand, silt, and clay commonly occur as rhythmites with rare debris-flow interbeds; outliers are common on adjacent units; contacts between subunits Lb and Lv are gradational.

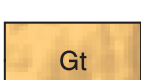
Glaciolacustrine blanket: well sorted, stratified sand, silt, and clay; 3 to 10 m thick; reflecting topography of underlying units.



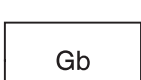
Glaciolacustrine veneer: deep-water deposits of well sorted, stratified sand, silt, and clay overlain, in places, by shallow-water deposits of sand and gravel; occurring near limits of former glacial lakes; includes minor till outcrops; 1 to 3 m thick; reflects topography of underlying units; commonly developed on till surfaces.



GLACIOFLUVIAL DEPOSITS: sand and gravel, well to poorly sorted, and commonly stratified; deposited by glacial meltwater; bedding disrupted locally following the melting of supporting ice.



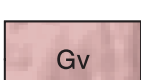
Glaciofluvial terrace sediments: sand and gravel, stratified to massive; 1 to 10 m thick; forming flat surfaces perched well above alluvial deposits or associated with meltwater channels.



Glaciofluvial blanket: sand and gravel, stratified to massive; generally 1 to 5 m thick; sediment cover is continuous, but the underlying morphology is visible; commonly located near the mouth of meltwater channels.

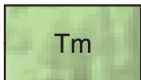


Ice contact deposits: sand and gravel, stratified to massive and commonly faulted; generally greater than 3 m thick; forming hummocky, kettled surfaces or eskers.

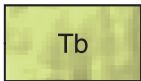


Glaciofluvial veneer: made up of sand and gravel, well to poorly sorted, and commonly stratified; deposited by glacial meltwater; bedding disrupted locally following the melting of supporting ice, 1-3 m thick.

GLACIAL ENVIRONMENT



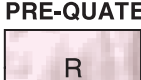
TILL: poorly sorted diamicton consisting of pebbles, cobbles, and boulders in a sandy to clayey matrix directly deposited by glaciers; includes colluvium (reworked till) on steep slopes, and small inclusions of glaciofluvial sediments, especially in valley bottoms and near the mouths and banks of meltwater channels; till surface is commonly fluted and drumlinized.



Thick till, rolling: continuous till cover; greater than 3 m thick; masking the underlying topography; bedrock outcrops are rare.

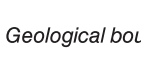


Till blanket: continuous till cover with few bedrock outcrops; 1 to 3 m thick on average; conforming to and locally obscuring topography of underlying units.



Till veneer: discontinuous till cover with abundant bedrock outcrops; average thickness of 1 m; reflecting topography of underlying units, which is predominantly bedrock.

PRE-QUATERNARY



BEDROCK: sedimentary, metamorphic, volcanic, and intrusive rocks of Precambrian(?) to Cenozoic age; including, in places a thin veneer of till and colluvium.

Geological boundary (defined)	
Meltwater channel, large (direction unknown)	
Meltwater channel, small (direction unknown)	
Escarpment	
Esker (direction unknown)	
Landslide scar large	
Drumlin (direction known, direction unknown)	
Crag and tail	
Outcrop	
Field observation site	
Gravel pit	
Kettle hole	