



92 G/2

- B-10 (71-98)
- B.A. 308 (1-97)
- A.224 (1-17)(18-34)(35-57)
- "   (54-68)(69-87)
- "   225 (1-17)(18-34)(35-4)
- "   (50-67)(68-91)
- "   227 (46-100)
- "   295 (26-89)
- "   2235 (85-96)
- "   2236 (1-11)(12-33)(91-100)
- "   2237 (1-15)
- "   2238 (10-27)(51-55)
- "   "   (56-64)(87-99)
- "   2239 (62-78)(93-99)
- "   2240 (1-15)(65-90)
- "   2242 (87-91)
- "   2245 (5-31)(55-82)
- "   2605 (65-79)(83-84)
- "   3022 (1-12)(13-22)
- "   4957 (1-14) A.4577
- "   5870 (74-104)
- "   5871 (1-31)(81-106)
- "   5872 (94-97)
- "   5937 (21-51)(52-63)
- "   5938 (22-46)
- "   5939 (67-87)
- "   5984 (41-67)(70-76)
- "   5985 (21-43)
- "   6222 (1-27)(33-55)

A.4508 (1-22)(76-97)

A.4520 (1-18)

A  
92-G  
2

PRODUCED IN CO-OPERATION WITH THE DEPARTMENT OF LANDS, PROVINCE OF BRITISH COLUMBIA

NOTE: For details of surveys of islands in the Fraser River effected by erosion and accretion, consult Department of Lands, Victoria, British Columbia.

Magnetic variation 24°10' E. at New Westminster, 1933

REFERENCE

Boundary: international	.....
"    municipality	.....
Railway: steam, double track	.....
"    "    single track	.....
"    "    electric	.....
Road: class 1, trunk highway	.....
"    "    secondary highway	.....
"    "    local road well travelled	.....
"    "    local road slightly travelled	.....
Trail or path	.....
Surveyed line	.....
Telephone or telegraph line	.....
Electric power line	.....
Dike	.....
Bridge: stone, concrete, iron or wood	.....
Swing bridge: iron or wood	.....
Canal	.....
"    tidal stream	.....

## NEW WESTMINSTER

### BRITISH COLUMBIA

Scale 1 mile to 1 inch or 1:63,360

Miles 0 1 2 3 4 5 6 7 8 9 10

Yards 1000 2000 3000 4000 5000 6000 7000 8000 9000

Contour interval 25 feet

Datum is mean sea level.

NOTE: Grid squares may be drawn on this map by tracing the corresponding divisions shown along the outer border; this will provide a series of four-millimetre squares which serve as convenient guides for the identification of the numbers of the squares in any one square along the border.

REFERENCE

Tidal flat	.....
Contour	.....
Spot height	.....
Spot height	.....
Spot height	.....
Spot height	.....
Spot height	.....
Spot height	.....
Spot height	.....
Spot height	.....
Spot height	.....

