

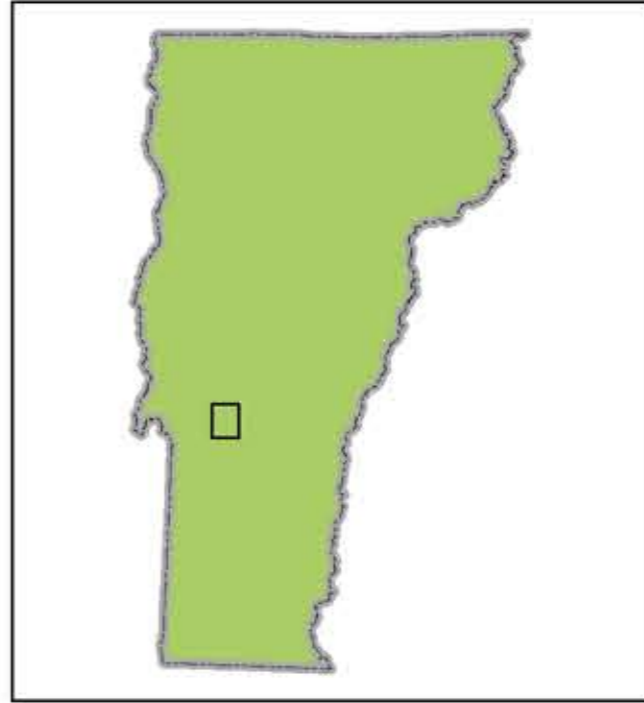
Legend

- Bedrock Contours (100 ft)
- Water
- Roads
- Buildings
- USGS 7.5 minute Quadrangle Boundary
- Town Boundary

Explanation

This map was created using GPS locations of exposed bedrock and well location data, which contain a single measurement of overburden. The extent of overburden for the whole town was extrapolated from these data and used to create an isopach layer (see Rutland isopach map).

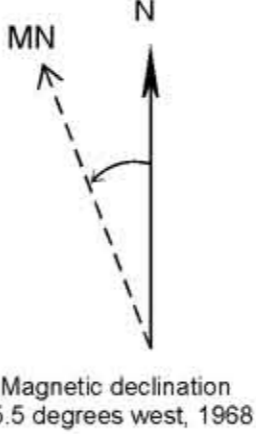
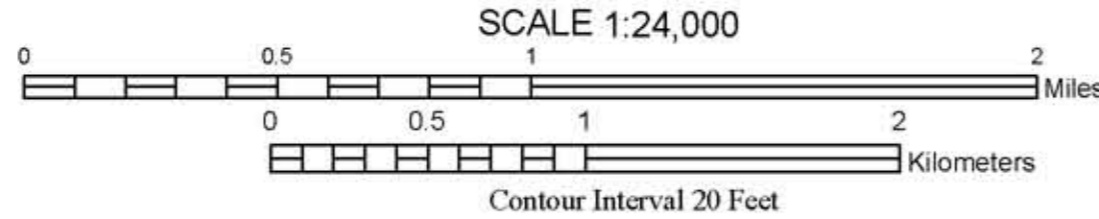
This layer was subtracted from a 30-meter digital elevation model of Rutland to produce this final map depicting bedrock topography.



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The 20ft contours (Statewide extent) were generated using the VT's "Hydrologically Corrected" Digital Elevation Model (VTHYDCDEM) available through vgsi.org. The Hydro digital elevation model was processed using Spatial Analyst's focal statistics tool to smooth the dataset. Coordinate System: Vermont State Plane, meters, NAD 83. Grid overlay on map is Universal Transverse Mercator, Zone 18N, NAD 27. Digital Cartography by John Van Hoesen and Marjorie Gale Date: January 2010



**OPEN FILE REPORT VG09-7-
 BEDROCK TOPOGRAPHY, RUTLAND, VERMONT**

by
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 2009