North Dakota Geological Survey 24K: Vlva - sg Edward C. Murphy, State Geologist Lynn D. Helms, Director Dept. of Mineral Resources **Surface Geology** Velva Quadrangle, North Dakota



Qcic	Ice-Contact Deposits
	Mainly gravel and sand with cobbles and boulders common; inclusions of glacial sediment common; local relief up to 50 feet; eskers and kames.
Till Facies	
	Glacial sediment. Unsorted, unbedded mixture of angular, subangular, and rounded blocks of rock, gravel, and sand, generally in a stiff matrix of silt and clay; yellowish-brown to olive- gray in exposures depending on weathering intensity; contains discontinuous lenses of gravel and sand.
Qcdg	Thin Layer of Till
	Veneer of till draped over and only slightly modifying the pre- existing topography (pre-glacial bedrock, older till, or gravel surface); relief up to 75 feet locally; some ice-thrust hills (Qct) that have been subsequently overridden by ice have a thin layer of till on top and are identified as Qcdg (hard to distinguish from Qct).
Qcer	River-Eroded Glacial Sediment
	Glacial sediment with flat to undulating topography resulting from stream erosion in the bottom of large meltwater trenches or over board areas of till that have been washed by running water; overlain by a thin layer of fluvial sediment of the Coleharbor group or Oahe Formation in places.
Qccr	Collapsed Glacial Sediment-Rolling
	Rolling surface with kettles, partially to nonintegrated drainage, and numerous ice-disintegration features; slopes mainly to the southwest (toward the Missouri Coteau Escarpment).
Qct	Ice-Thrust Masses
	Glacial sediment that has been draped over glacial or preglacial sediment or rock that has been sheared up into thrust slabs or folds near the ice margin; hilly areas with intense internal linearity; local concentrations of gravel and boulders; local relief may exceed 150 feet.
Geologic Symbols	
	Known contact between two geologic units
	Transverse Ridge
	Beach - Scarp
Other Features	
	Water
41	State Highway
5 2	US Highway
	Paved Road
	Unpaved Road