

Mapping Hydrologic Systems Jim Berg, Minnesota DNR Waters; Bob Tipping, Minnesota Geological Survey November 2006

# **Aquifer mapping innovations**



Buried sand and gravel mapping information and data requirements

**Information:** Surficial geologic map (Geologic Atlas of Pope County, Part A, 2003)



#### **Information:** Stratigraphy and depositional history (Geologic Atlas of Pope County, Part B, 2006)



**2e.** Sand deposition (OT aquifer) on the Otter Tail River **2f.** Till deposition—Lower Goose River group. group.



## Data: Located and interpreted well logs in a database



## Data: Scientific test boring

(Unpublished DNR data, 1999)





## **Data:** Rotosonic core

(Regional Hydrogeologic Assessment Southwestern Minnesota, Part A, 1995)

SWRA-3 (SE1/4SE1/4 sec. 8, T. 107 N., R. 46 W., Pipestone County)



## **Data:** Rotosonic core

(Regional Hydrogeologic Assessment Southwestern Minnesota, Part A, 1995)

SWRA-2 (NE1/4NW1/4 sec. 23, T. 106 N., R. 41 W., Murray County)





## **Depositional Models**



Sub-parallel (Rock River)



Ice Margin

# **Depositional Model**: Parallel/sub-parallel

to ice margin

(Regional Hydrogeologic Assessment, Otter Tail Area, Parts A and B, 1999 and 2002)





Sand plains and receding ice margins

## **Depositional Models**



# **Depositional Model**: Tunnel valley





# **Depositional Model**: Tunnel valley





### Understanding aquifer distributions in 2D



### Beginning to see connections in 3D



### Beginning to map in 3D



#### Points from cross sections with X,Y, and Z coordinates



#### All mapped buried aquifers – contoured thickness



Limitations – Quaternary lithology, stratigraphy, and history

- Many of the drillers logs do not have good color differentiation
- Well log locations need to be verified
- Too few rotosonic holes compared to the size of the atlas series project areas
- Subtle differences in till texture and composition makes differentiation difficult and sometimes subjective



#### Zumbrota – Goodhue Area





JB 11/2/06