

LTA:212Zc11NAME:
Two Creeks MorainesACRES:
59719.441SQUARE MILES:
93.312**DESCRIPTION:**

The characteristic landform pattern is undulating moraine. Soils are predominantly well drained silt loam over calcareous clay or loam till. Common habitat types include AFAs, AFH, AFAs-O, AFTD, and forested lowland.

CLIMATE

CODE	PERCENT
77	4
83	95

GEOLOGYBEDROCK TYPE DESCRIPTION
CarbonatesAVERAGE DEPTH
TO BEDROCK
10000BEDROCK DEPTH
DESCRIPTION
Bedrock is between 100 feet and 50 feet of the land surface**GEOMORPHOLOGY**GEOMORPHOLOGY PROCESS
Till DepositionTOPOGRAPHY
UndulatingSURFACE
Till Plain**SOIL INFORMATION****SOIL ASSOCIATIONS**

Kewaunee-Manawa-Hortonville-Symco, Waymor-Lamartine

SOIL DESCRIPTION

Moderately well drained and somewhat poorly drained soils with a silt loam surface over calcareous clay loam or loam till.

SURFACE TEXTURES
SILGENERAL TEXTURES
Clayey-LoamyFAMILY TEXTURES
FI-FILDRAINAGE CLASSES
MWD-SPDPARENT MATERIAL
Till**KOTAR'S HABITAT**

HABITAT 1	HABITAT 2	HABITAT 3	HABITAT 4	HABITAT 5	HABITAT 6
AFAs	AFH	AFAs-O	AFTD	Lowland	

*Listed in order of probability occurrence, with each having an occurrence of 10% or greater

WISCLAND LAND COVER

COVER TYPE CLASS	ACRES	PERCENT
Agricultural Land	52196	87
Bare Land	639	1
Forested Wetland	844	1
Grassland	2318	4
High Intensity Urban Area	391	1
Low Intensity Urban Area	119	0
Nonforested Wetland	866	1
Open Water	25	0
Upland Broad-leaved Deciduous	1634	3
Upland Coniferous Forest	689	1

FINLEY'S PRESETTLEMENT VEGETATION INFORMATION

CODE	PERCENT	DEFINITION
Hydrographic	0	Water
BHH/P	93	Beech, Hemlock, Sugar Maple, Yellow Birch, White Pine, Red Pine
HH/P	1	Hemlock, Sugar Maple, Yellow Birch, White Pine, Red Pine
BE/O	4	Beech, Sugar Maple, Basswood, Red Oak, White Oak, Black Oak
SC	0	Swamp Conifers - White Cedar, Black Spruce, Tamarack, Hemlock
GLS	0	Marsh and Sedge Meadow, Wet Prairie, lowland shrubs

HYDROLOGY

PERENNIAL STREAMS	INTERMITTENT STREAMS	OPEN WATER	MARSH ACRES	DEPTH TO AQUIFER	SURFACE DRAINAGE
12 Miles	92 Miles	23 Acres	69 Acres	>50'	parallel