

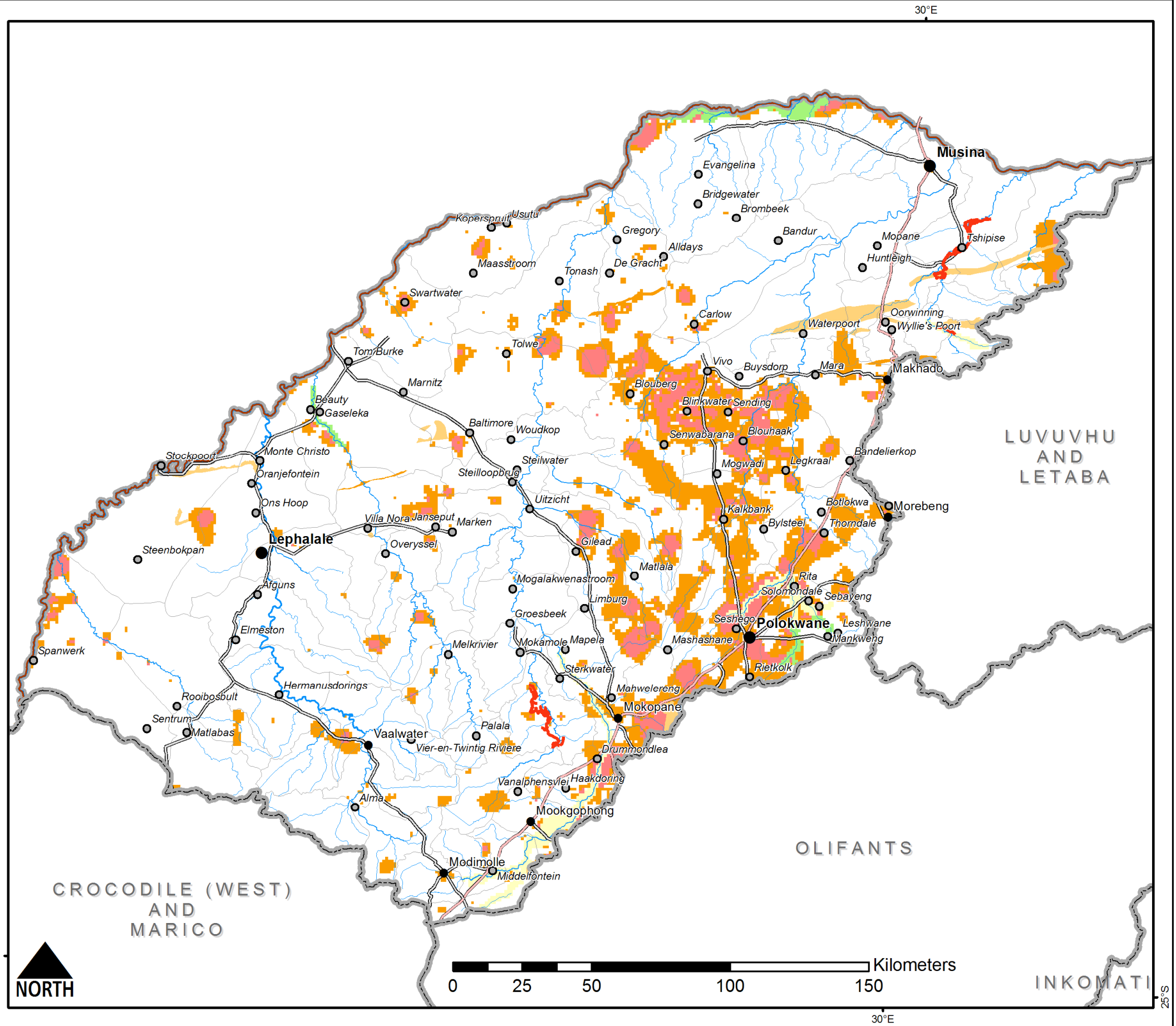
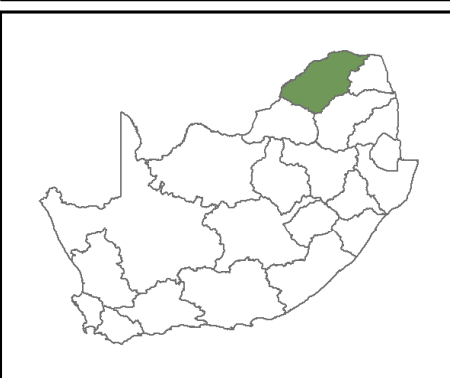
Appendix 1: WMA maps of potential artificial recharge areas

POTENTIAL ARTIFICIAL RECHARGE AREAS

1. LIMPOPO WMA

LEGEND

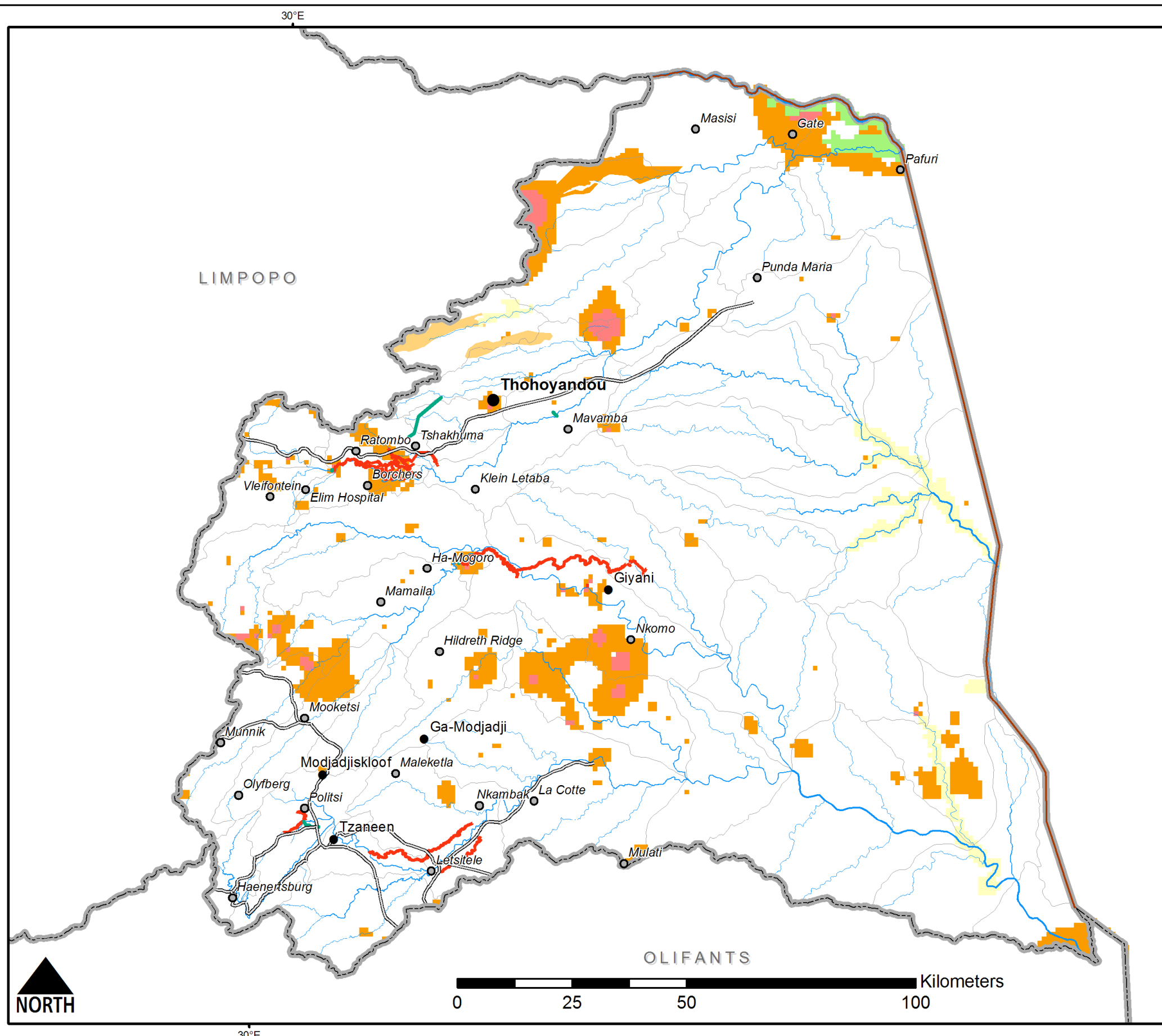
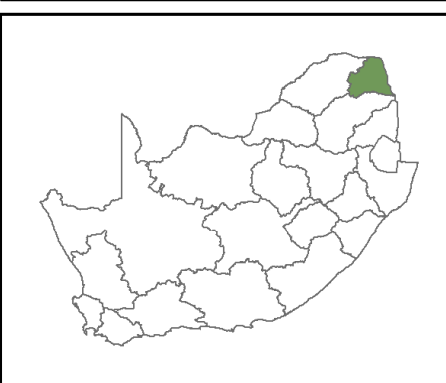
- Cities and major towns
- Secondary towns
- Settlements
- ≡ Main Roads
- ≡ National Route
- Canals
- Pipelines
- Tunnels
- Rivers by stream order
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- Major dams
- Quaternary catchments
- WMA boundaries
- Provincial boundaries
- Areas of AR potential
- Intergranular 0.5 - 2.0 l/s
- Intergranular > 2.0 l/s
- Weathered and Fractured 2.0 - 5.0 l/s
- Weathered and Fractured 5.0 - 10.0 l/s
- Weathered and Fractured > 10 l/s



POTENTIAL ARTIFICIAL RECHARGE AREAS
2. LUVUVHU AND LETABA WMA

LEGEND

- Cities and major towns
- Secondary towns
- Settlements
- ≡ Main Roads
- ≡ National Route
- Canals
- Pipelines
- Tunnels
- Rivers by stream order
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- 2
- 3
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- Intergranular > 2.0 l/s
- Weathered and Fractured 2.0 - 5.0 l/s
- Weathered and Fractured 5.0 - 10.0 l/s
- Weathered and Fractured > 10 l/s



POTENTIAL ARTIFICIAL RECHARGE AREAS
3. CROCODILE (WEST) AND MARICO WMA

LEGEND

- Cities and major towns
- Secondary towns
- Settlements
- ≡ Main Roads
- ≡ National Route
- Canals
- Pipelines
- Tunnels

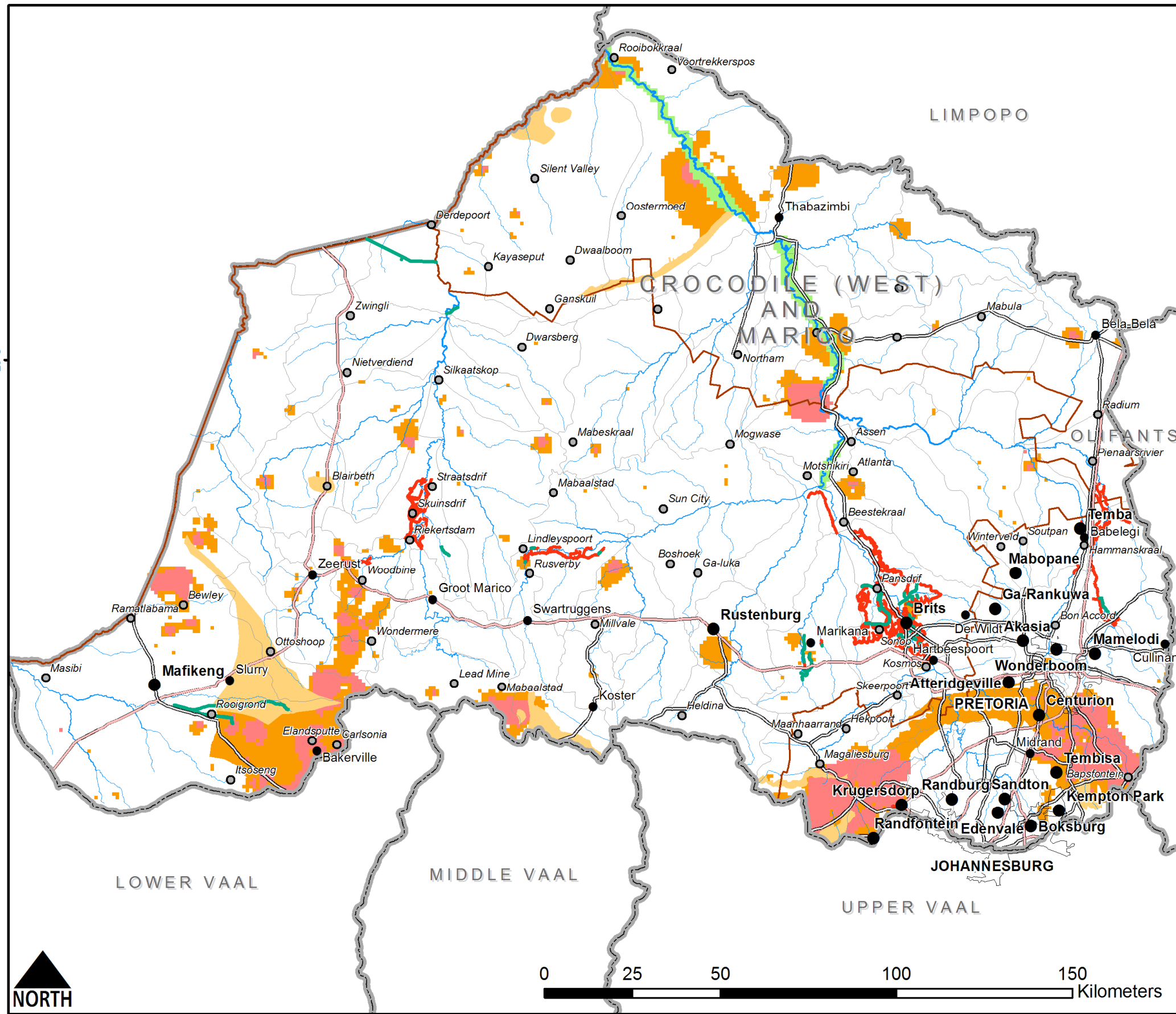
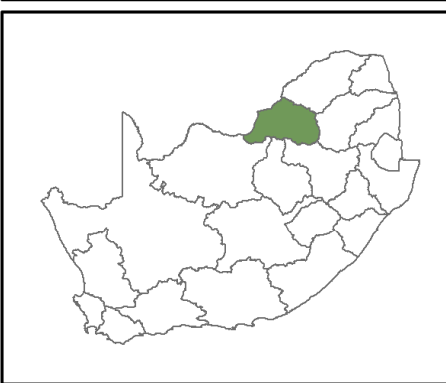
Rivers by stream order

- 1
- 2
- 3
- 4
- 5
- 6
- 7

- Major dams
- Quaternary catchments
- WMA boundaries
- Provincial boundaries

Areas of AR potential

- Intergranular 0.5 - 2.0 l/s
- Intergranular > 2.0 l/s
- Weathered and Fractured 2.0 - 5.0 l/s
- Weathered and Fractured 5.0 - 10.0 l/s
- Weathered and Fractured > 10 l/s

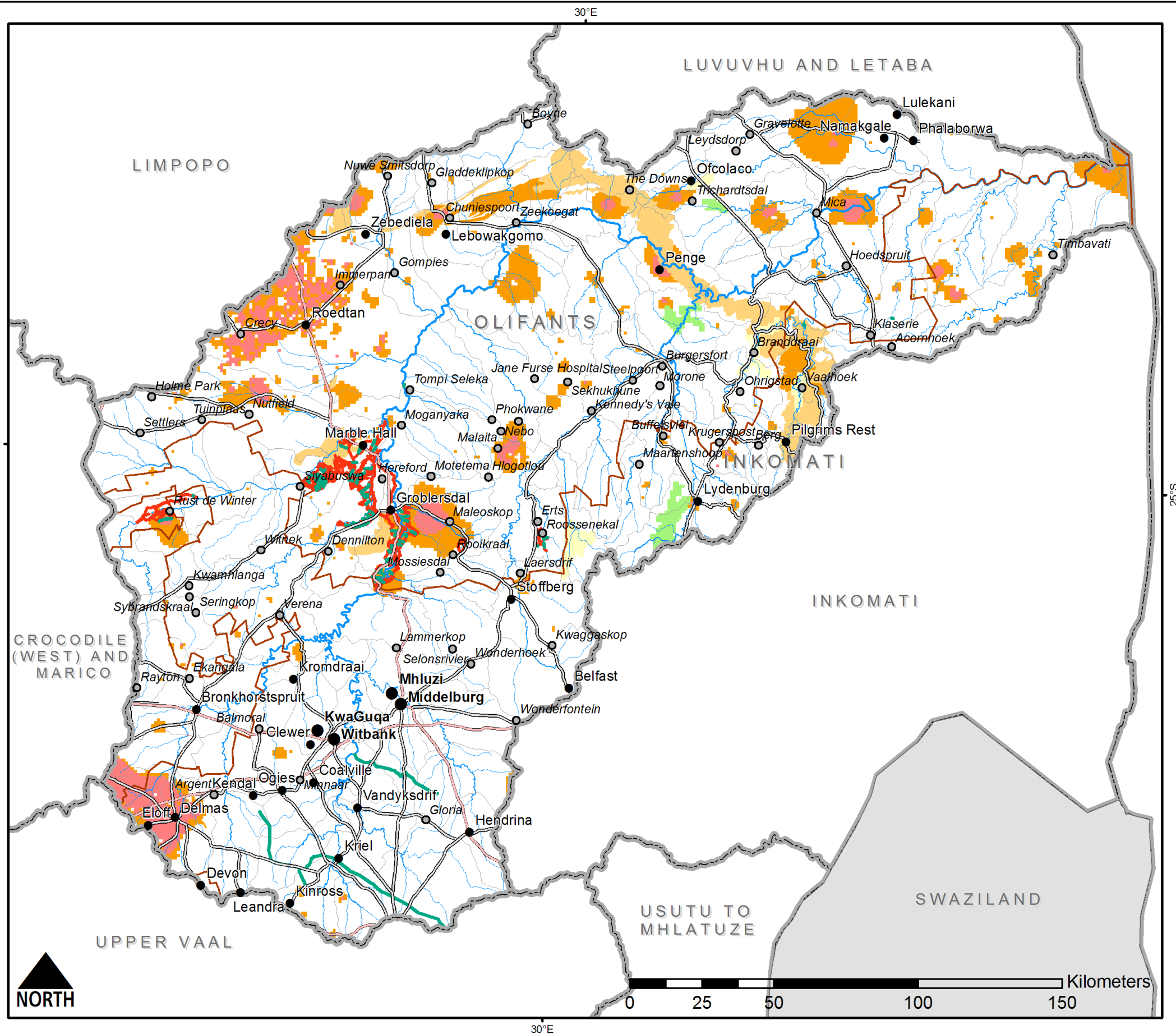
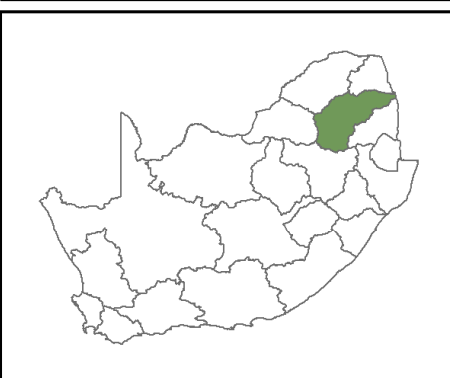


POTENTIAL ARTIFICIAL RECHARGE AREAS

4. OLIFANTS WMA

LEGEND

- Cities and major towns
- Secondary towns
- Settlements
- ≡ Main Roads
- ≡ National Route
- Canals
- Pipelines
- Tunnels
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- Major dams
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- WMA boundaries
- Provincial boundaries
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- Intergranular > 2.0 l/s
- Weathered and Fractured 2.0 - 5.0 l/s
- Weathered and Fractured 5.0 - 10.0 l/s
- Weathered and Fractured > 10 l/s

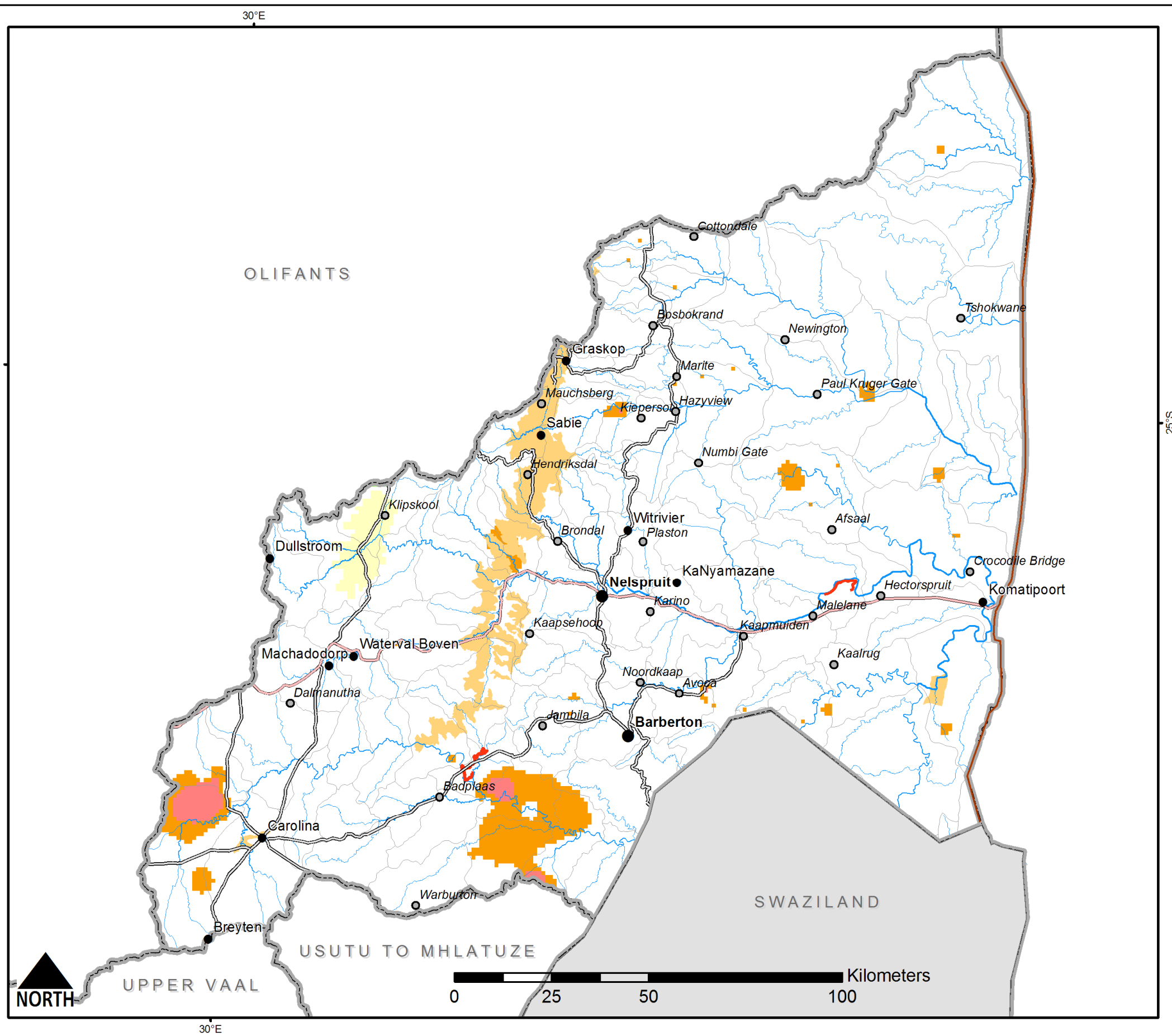
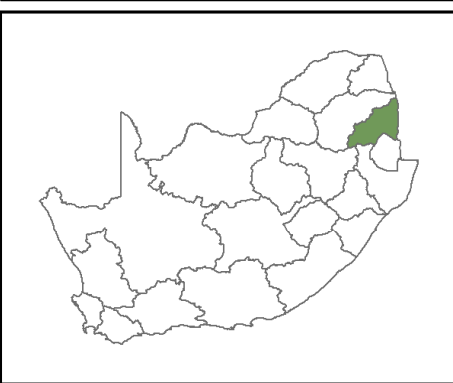


POTENTIAL ARTIFICIAL RECHARGE AREAS

5. INKOMATI WMA

LEGEND

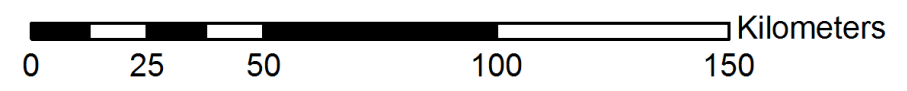
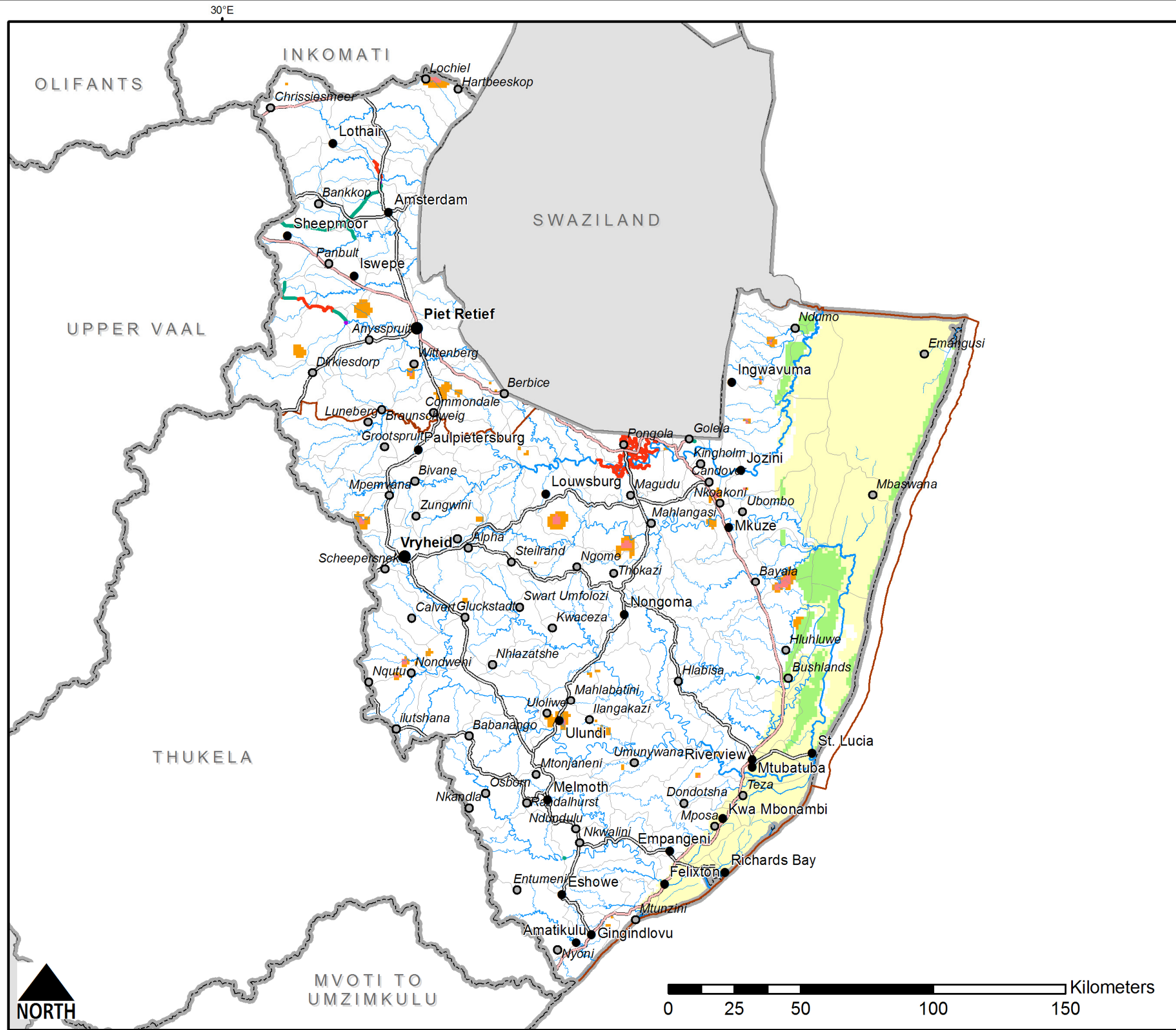
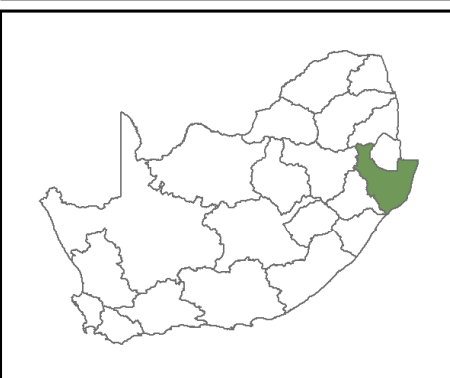
- Cities and major towns
- Secondary towns
- Settlements
- ≡ Main Roads
- ≡ National Route
- Canals
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- Weathered and Fractured 5.0 - 10.0 l/s
- Weathered and Fractured > 10 l/s



POTENTIAL ARTIFICIAL RECHARGE AREAS
6. USUTU TO MHLATUZE WMA

LEGEND

- Cities and major towns
- Secondary towns
- Settlements
- ≡ Main Roads
- ≡ National Route
- Canals
- Pipelines
- Tunnels
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- Intergranular > 2.0 l/s
- Weathered and Fractured 2.0 - 5.0 l/s
- Weathered and Fractured 5.0 - 10.0 l/s
- Weathered and Fractured > 10 l/s

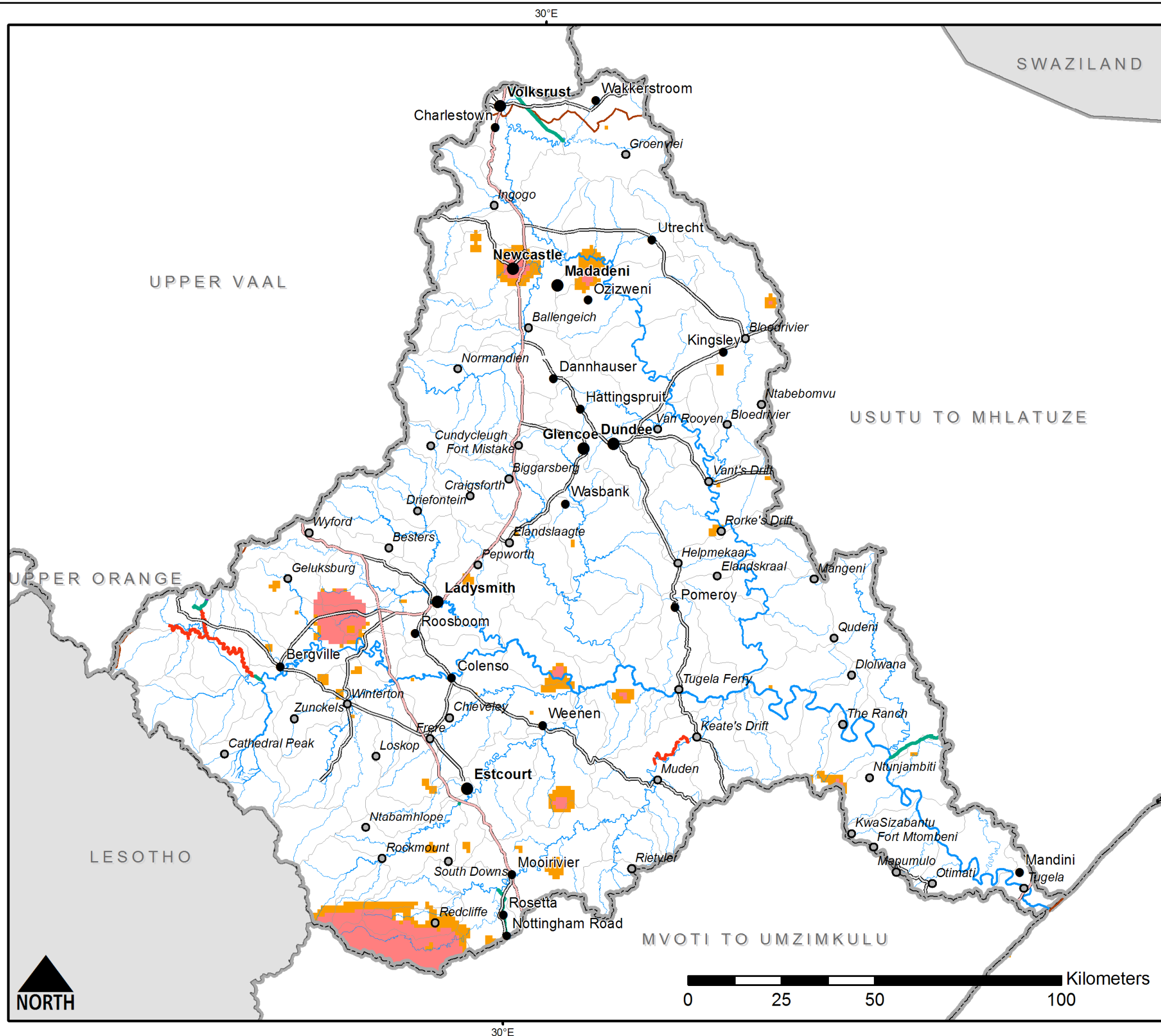
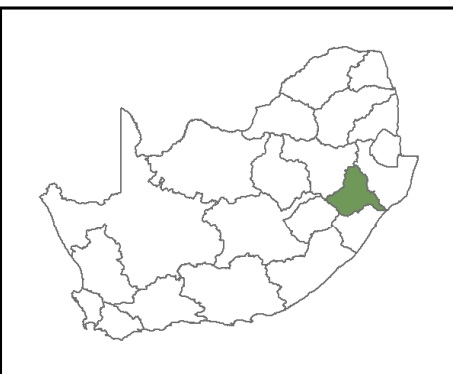


POTENTIAL ARTIFICIAL RECHARGE AREAS

7. THUKELA WMA

LEGEND

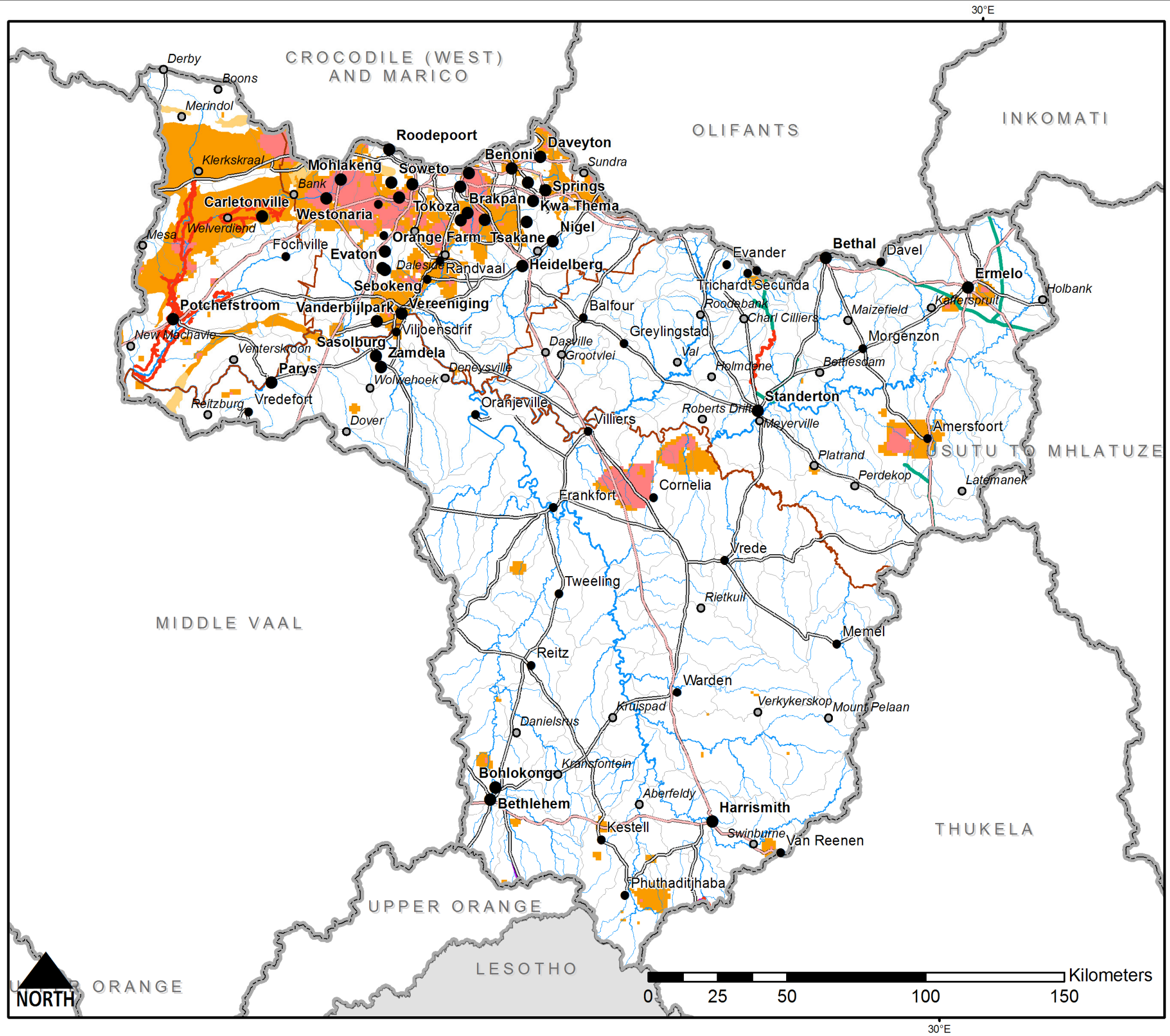
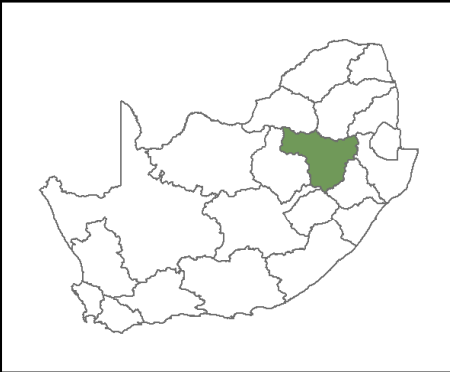
- Cities and major towns
- Secondary towns
- Settlements
- ≡ Main Roads
- ≡ National Route
- Canals
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- Intergranular 0.5 - 2.0 l/s
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- Weathered and Fractured 5.0 - 10.0 l/s
- Weathered and Fractured > 10 l/s



POTENTIAL ARTIFICIAL RECHARGE AREAS
8. UPPER VAAL WMA

LEGEND

- Cities and major towns
- Secondary towns
- Settlements
- ≡ Main Roads
- ≡ National Route
- Canals
- Pipelines
- Tunnels
- Rivers by stream order
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- 2
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- 4
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- 7
- Major dams
- Quaternary catchments
- WMA boundaries
- Provincial boundaries
- Areas of AR potential
- Intergranular 0.5 - 2.0 l/s
- Intergranular > 2.0 l/s
- Weathered and Fractured 2.0 - 5.0 l/s
- Weathered and Fractured 5.0 - 10.0 l/s
- Weathered and Fractured > 10 l/s

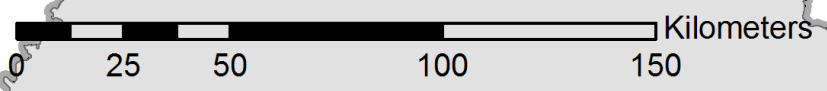
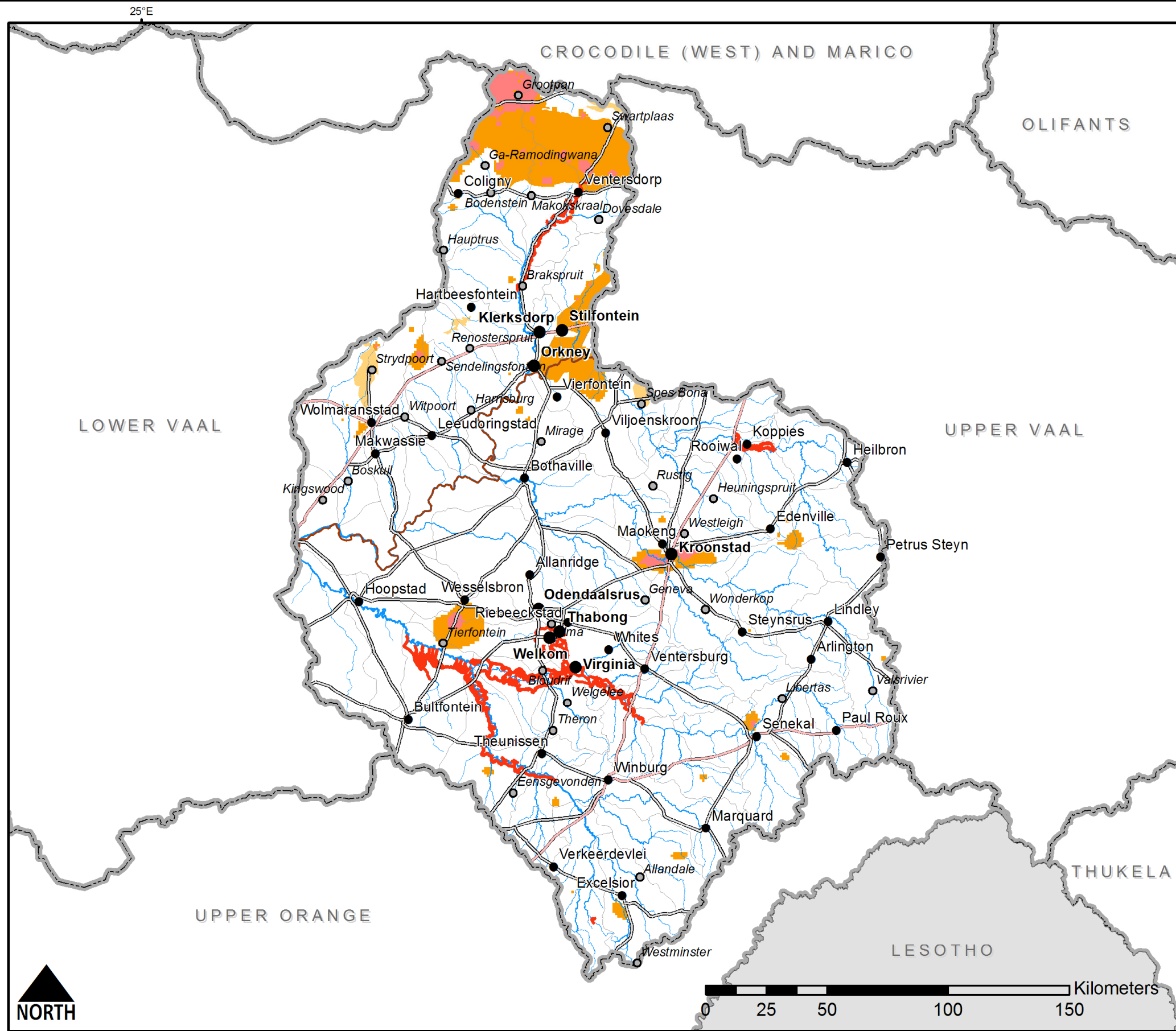


POTENTIAL ARTIFICIAL RECHARGE AREAS

9. MIDDLE VAAL WMA

LEGEND

- Cities and major towns
- Secondary towns
- Settlements
- ≡ Main Roads
- ≡ National Route
- Canals
- Pipelines
- Tunnels
- Rivers by stream order
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- WMA boundaries
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- Weathered and Fractured 2.0 - 5.0 l/s
- Weathered and Fractured 5.0 - 10.0 l/s
- Weathered and Fractured > 10 l/s

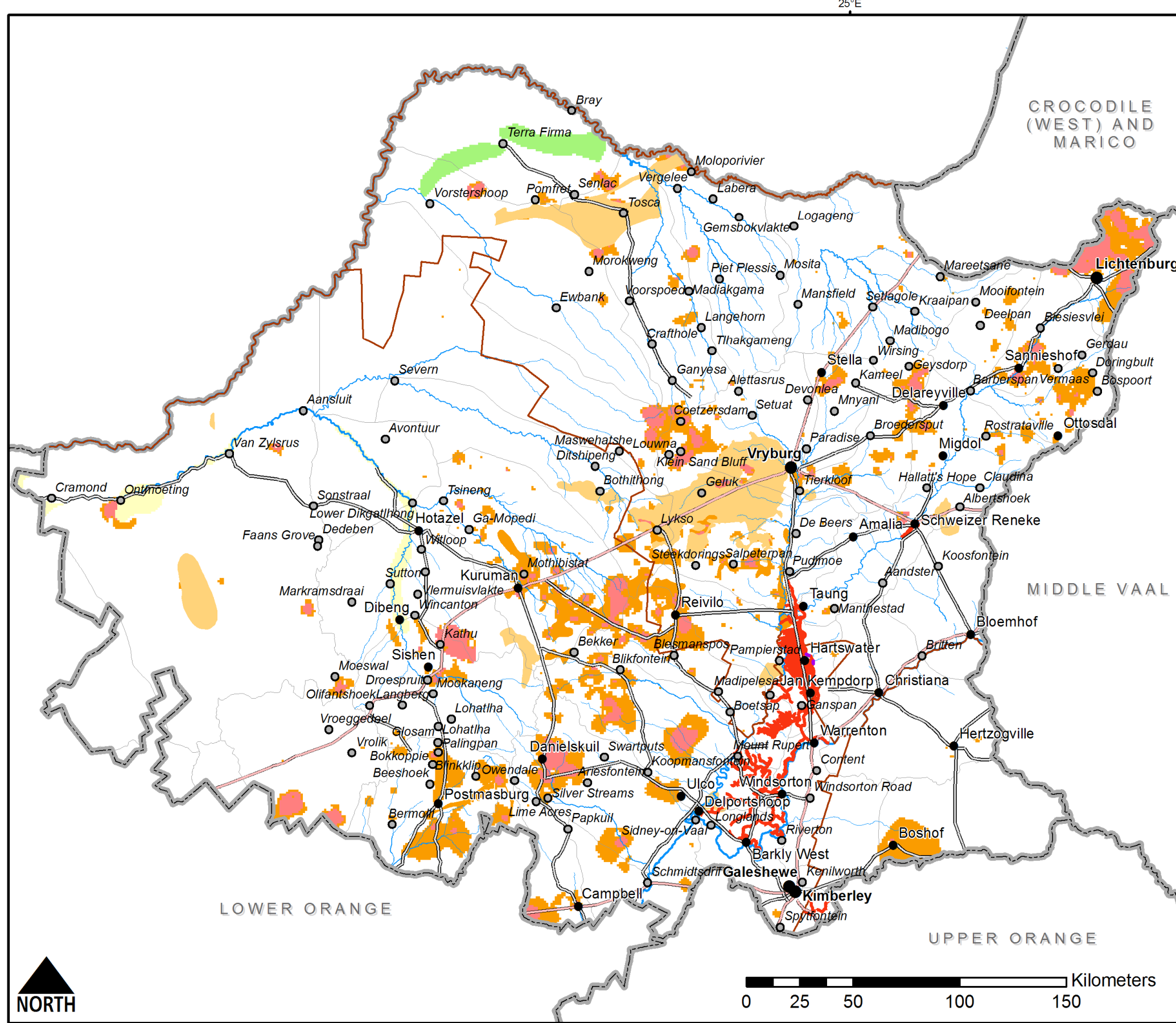
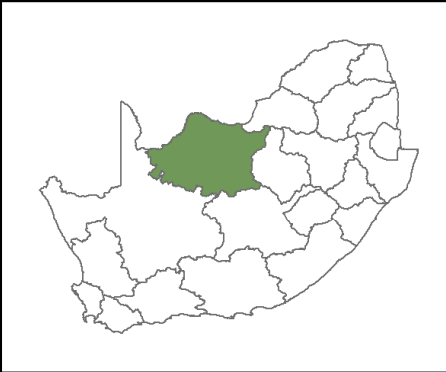


POTENTIAL ARTIFICIAL RECHARGE AREAS

10. LOWER VAAL WMA

LEGEND

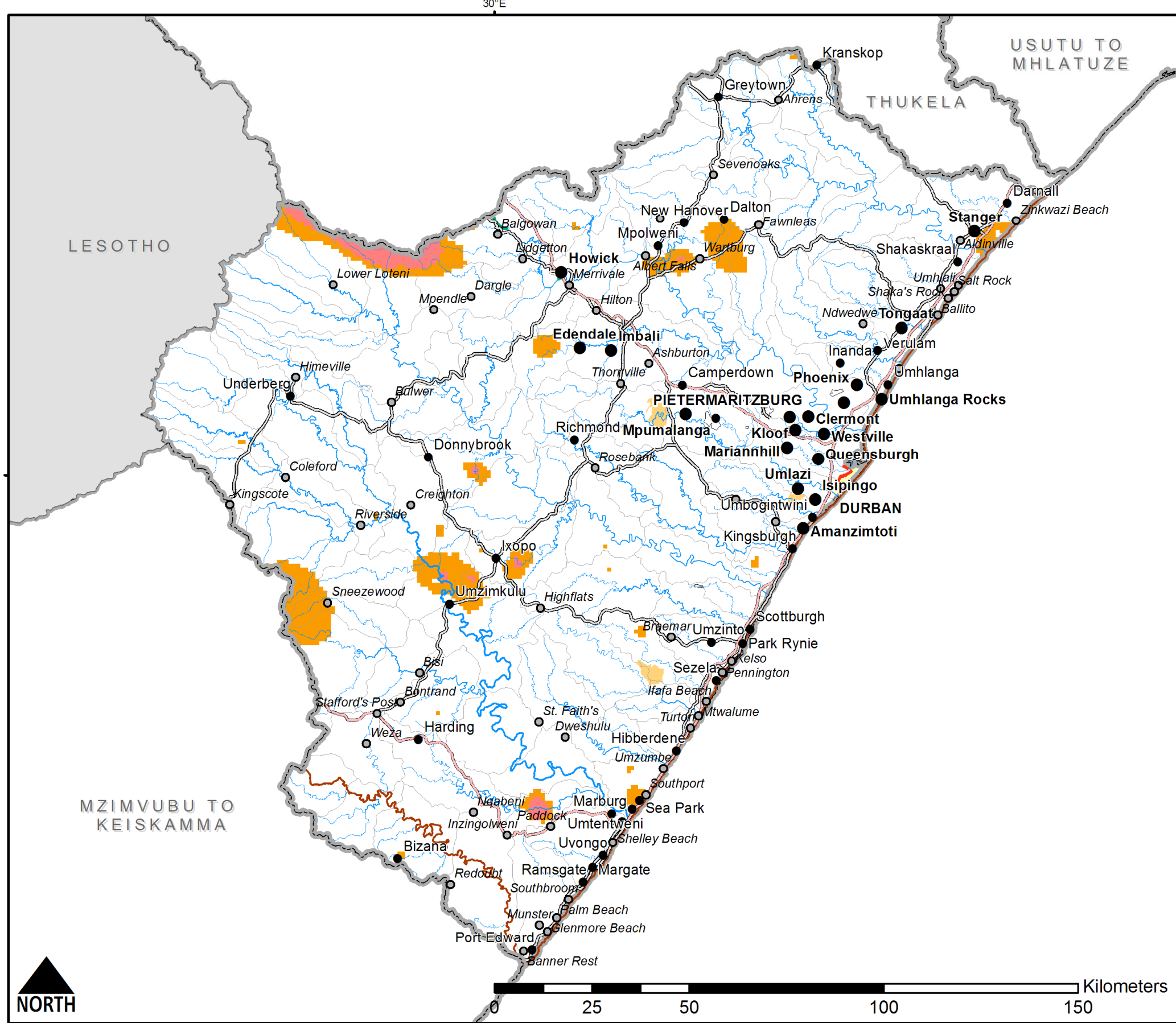
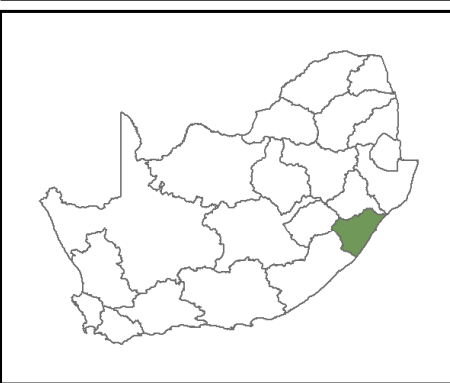
- Cities and major towns
- Secondary towns
- Settlements
- ≡ Main Roads
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- Canals
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- Weathered and Fractured 5.0 - 10.0 l/s
- Weathered and Fractured > 10 l/s



POTENTIAL ARTIFICIAL RECHARGE AREAS
11. MVOTI TO UMZIMKULU WMA

LEGEND

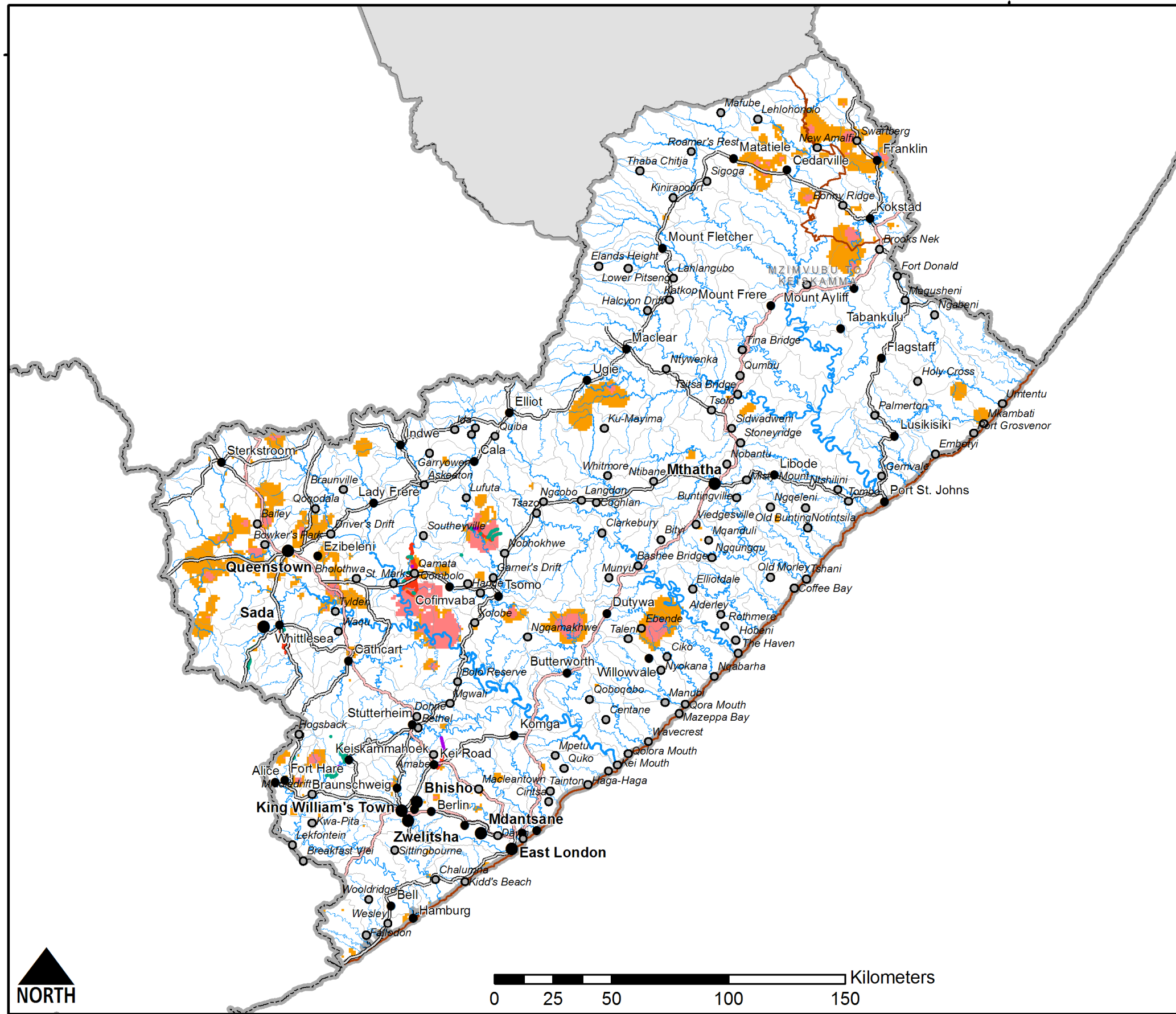
- Cities and major towns
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- Settlements
- ≡ Main Roads
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- Weathered and Fractured 5.0 - 10.0 l/s
- Weathered and Fractured > 10 l/s



POTENTIAL ARTIFICIAL RECHARGE AREAS
12. MZIMVUBU TO KEISKAMMA WMA

LEGEND

- Cities and major towns
- Secondary towns
- Settlements
- ≡ Main Roads
- ≡ National Route
- Canals
- Pipelines
- Tunnels
- Rivers by stream order
- 1
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- Quaternary catchments
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- Provincial boundaries
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- Intergranular > 2.0 l/s
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- Weathered and Fractured 5.0 - 10.0 l/s
- Weathered and Fractured > 10 l/s

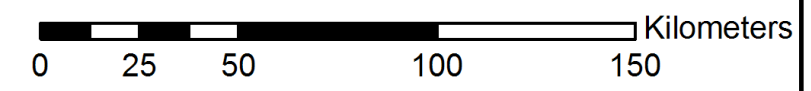
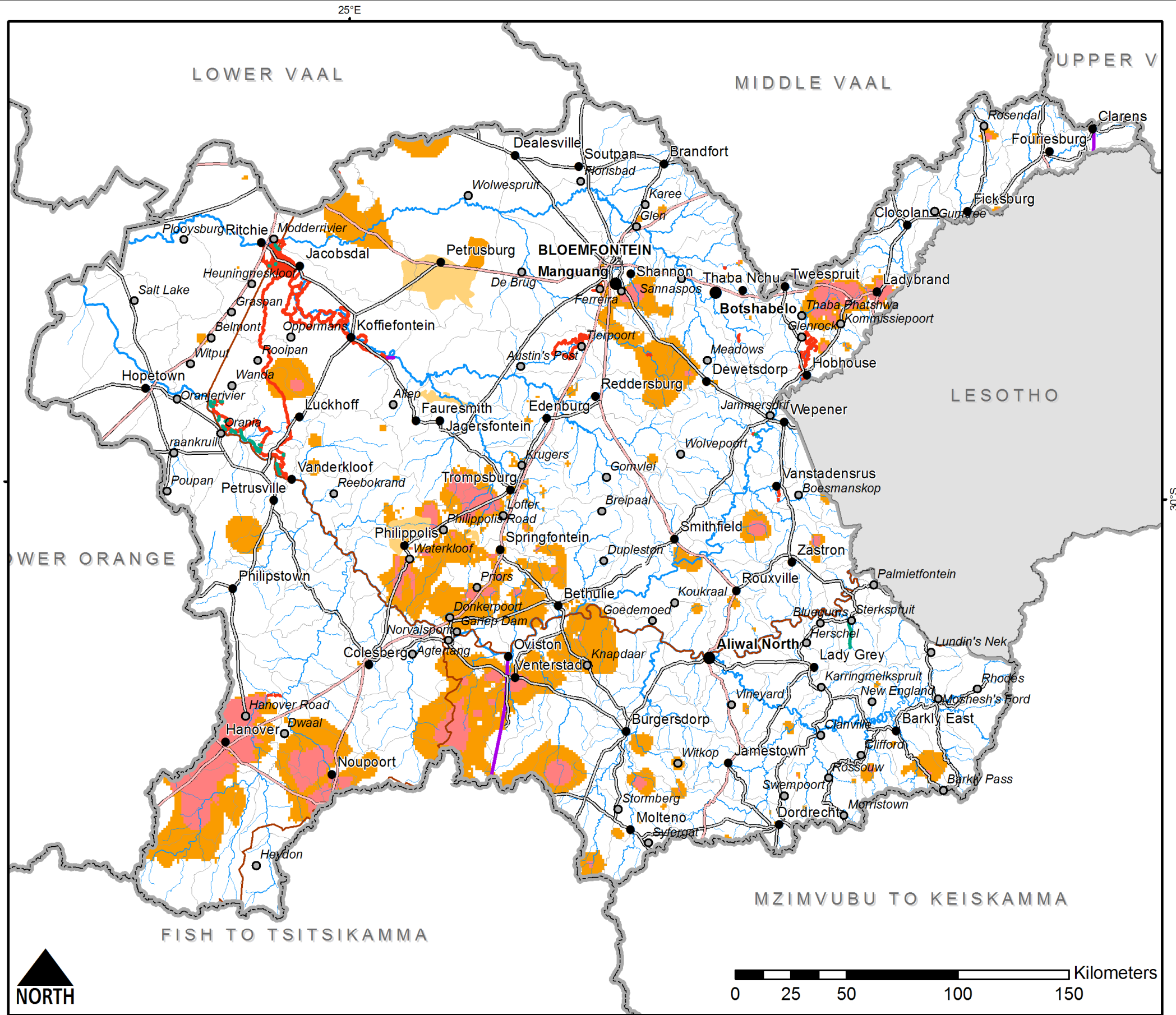
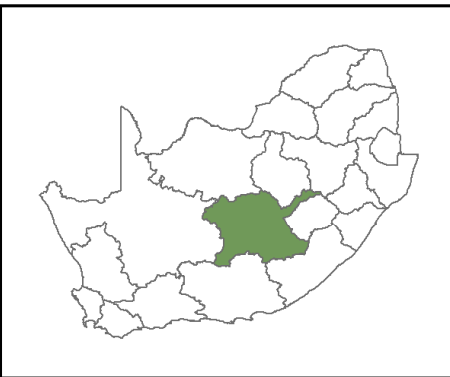


30°E

POTENTIAL ARTIFICIAL RECHARGE AREAS
13. UPPER ORANGE WMA

LEGEND

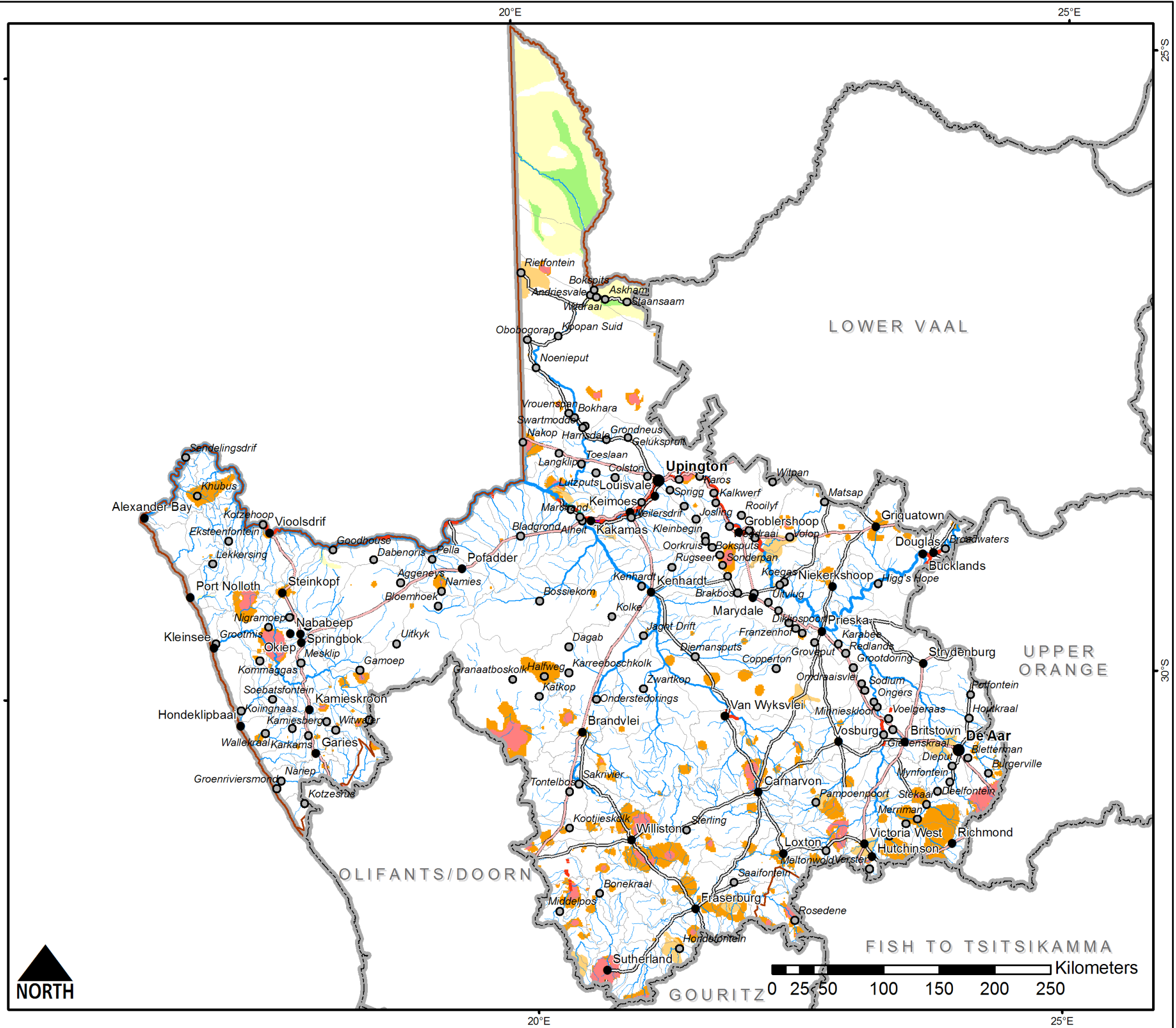
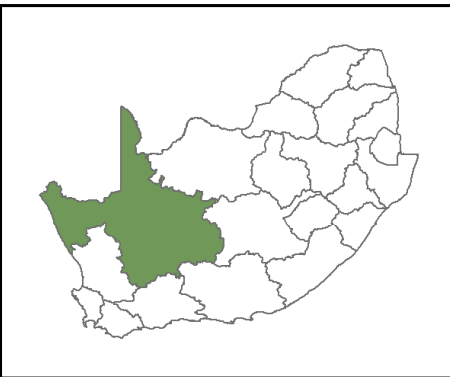
- Cities and major towns
- Secondary towns
- Settlements
- ≡ Main Roads
- ≡ National Route
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- Weathered and Fractured 2.0 - 5.0 l/s
- Weathered and Fractured 5.0 - 10.0 l/s
- Weathered and Fractured > 10 l/s



POTENTIAL ARTIFICIAL RECHARGE AREAS
14. LOWER ORANGE WMA

LEGEND

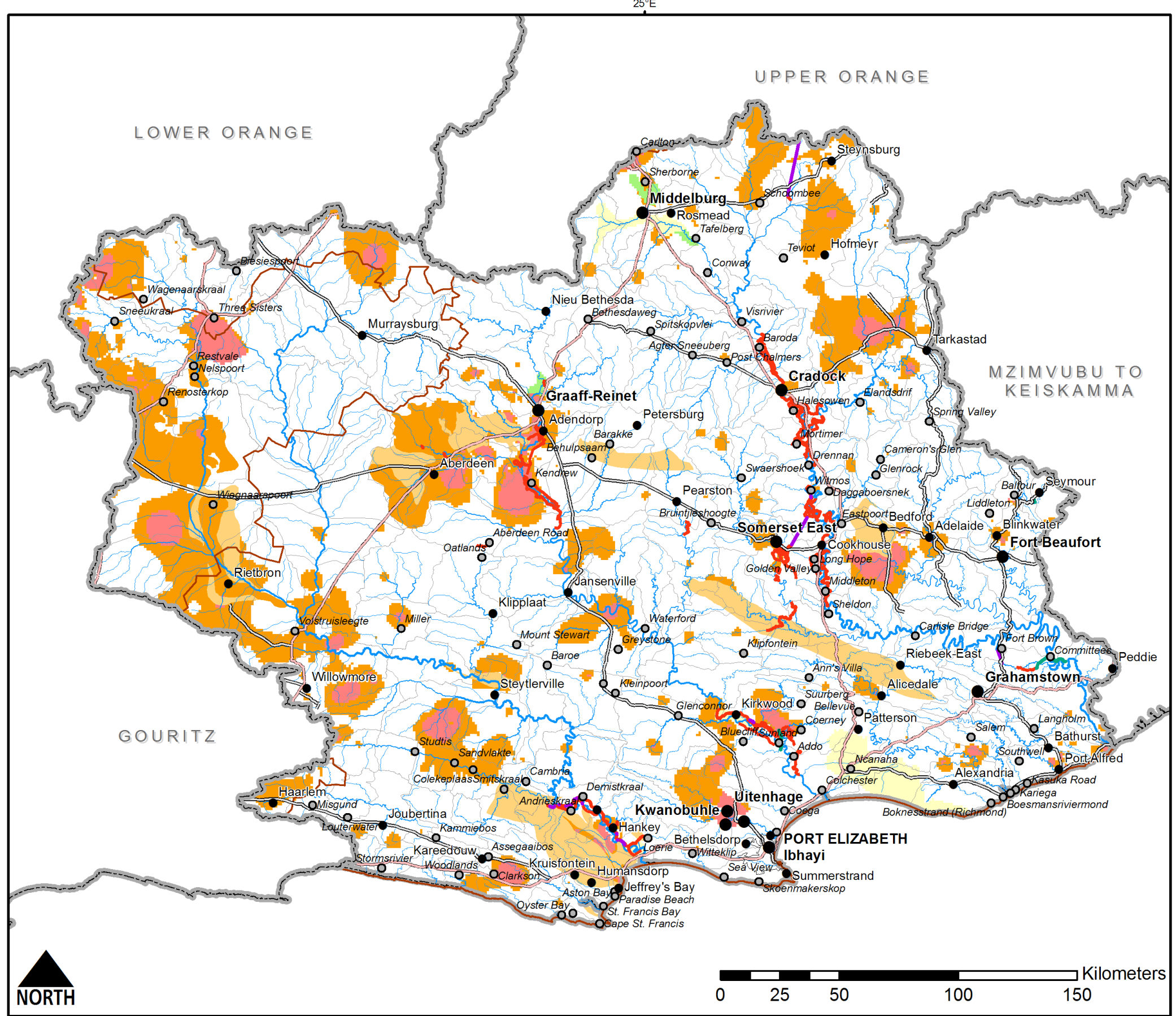
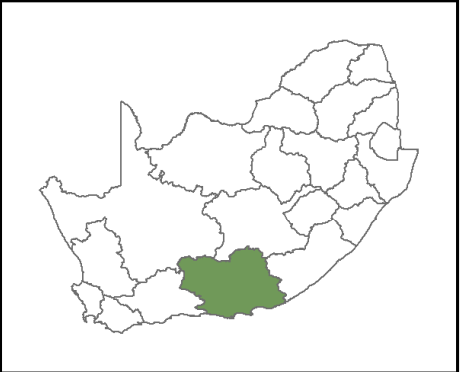
- Cities and major towns
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- Settlements
- ≡ Main Roads
- ≡ National Route
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- Weathered and Fractured > 10 l/s



POTENTIAL ARTIFICIAL RECHARGE AREAS
15. FISH TO TSITSIKAMMA WMA

LEGEND

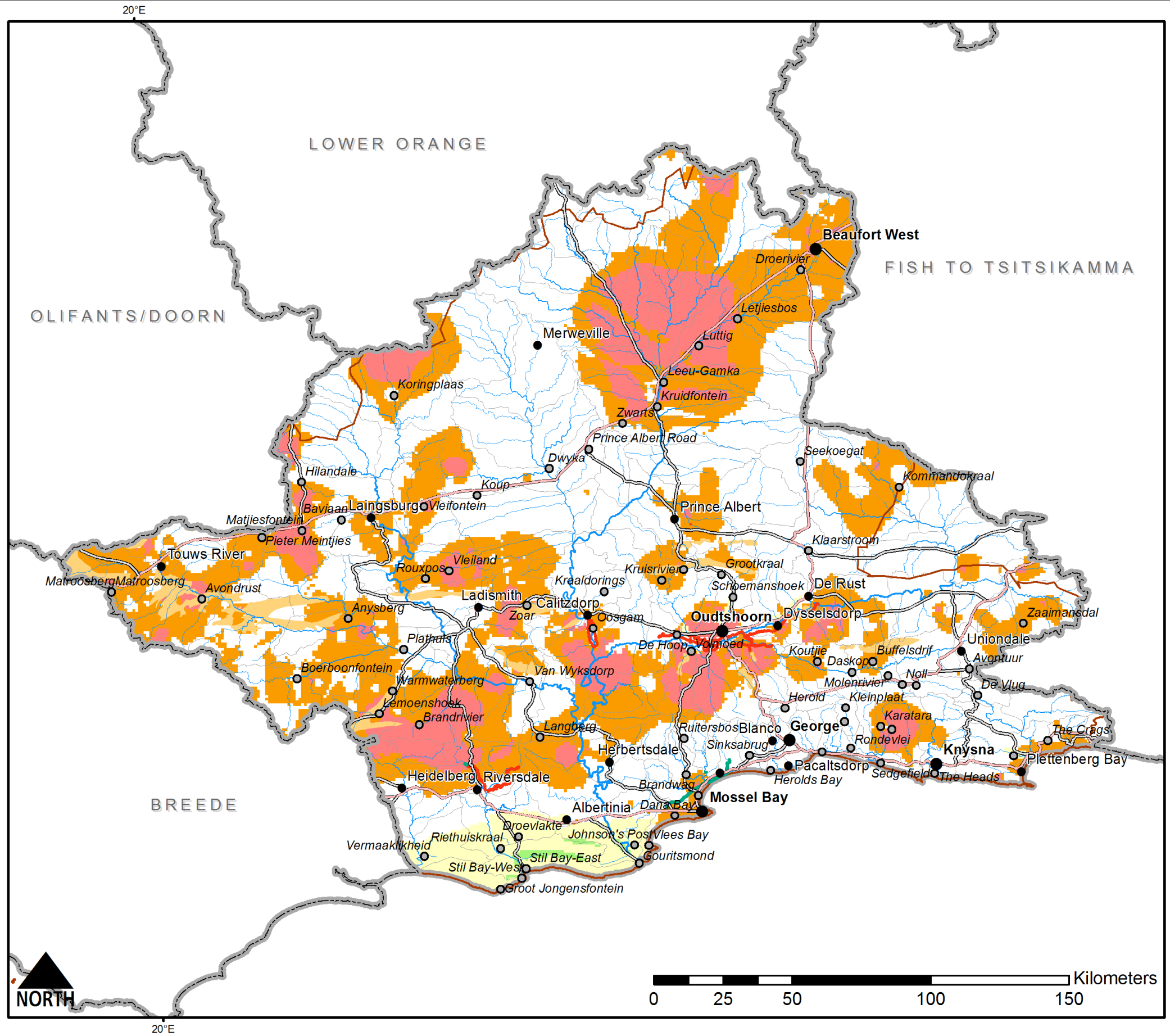
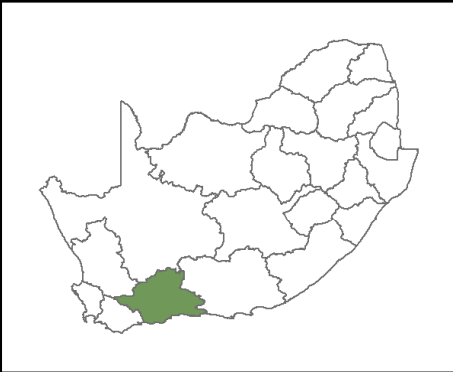
- Cities and major towns
- Secondary towns
- Settlements
- ≡ Main Roads
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- Weathered and Fractured 5.0 - 10.0 l/s
- Weathered and Fractured > 10 l/s



POTENTIAL ARTIFICIAL RECHARGE AREAS
16. GOURITZ WMA

LEGEND

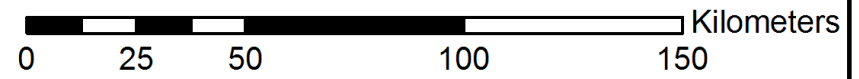
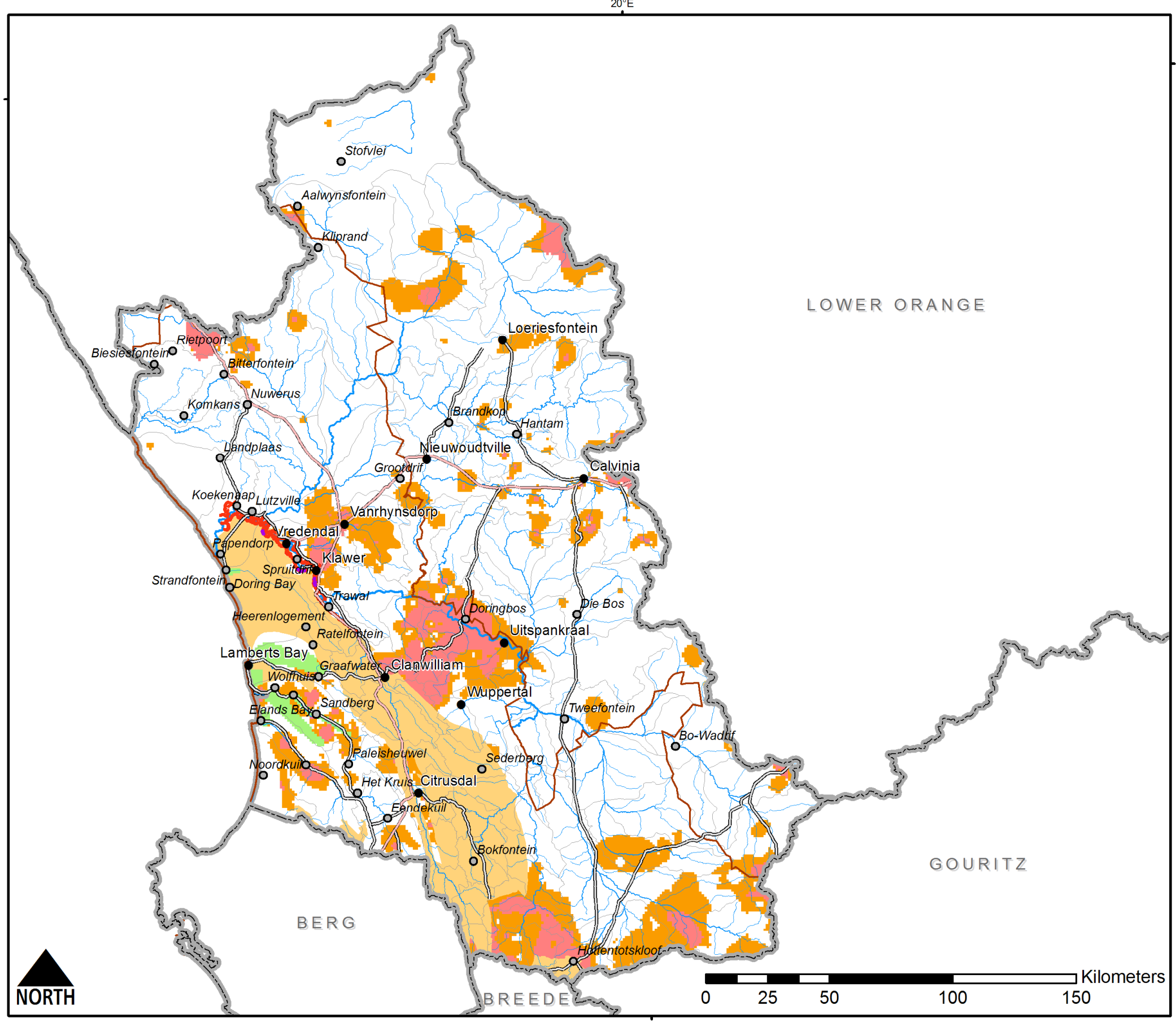
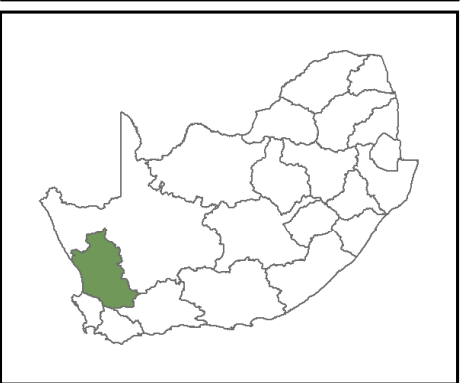
- Cities and major towns
- Secondary towns
- Settlements
- ≡ Main Roads
- ≡ National Route
- Canals
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- Weathered and Fractured 2.0 - 5.0 l/s
- Weathered and Fractured 5.0 - 10.0 l/s
- Weathered and Fractured > 10 l/s



POTENTIAL ARTIFICIAL RECHARGE AREAS
17. OLIFANTS/DOORN WMA

LEGEND

- Cities and major towns
- Secondary towns
- Settlements
- ≡ Main Roads
- ≡ National Route
- Canals
- Pipelines
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- Weathered and Fractured 5.0 - 10.0 l/s
- Weathered and Fractured > 10 l/s

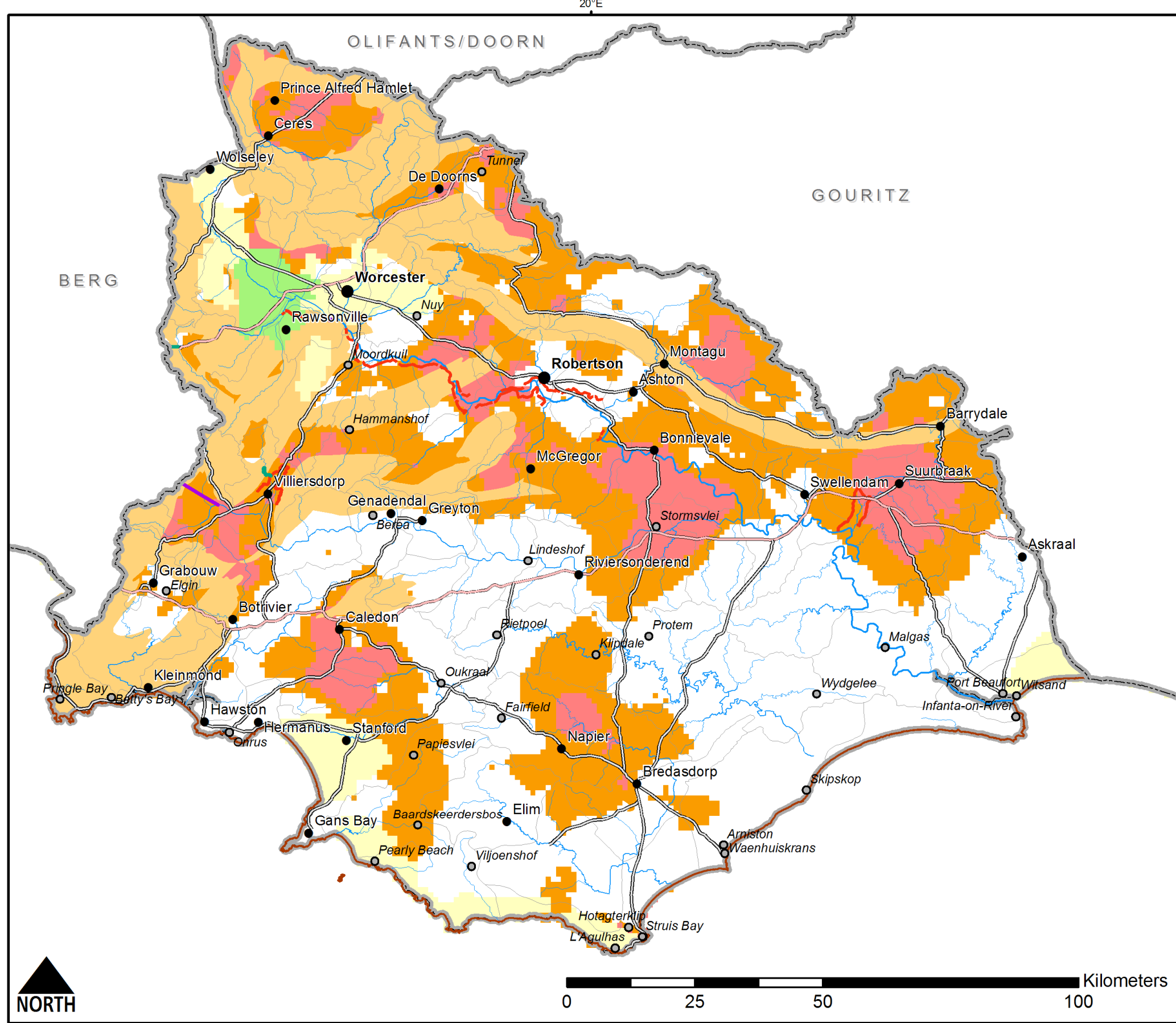
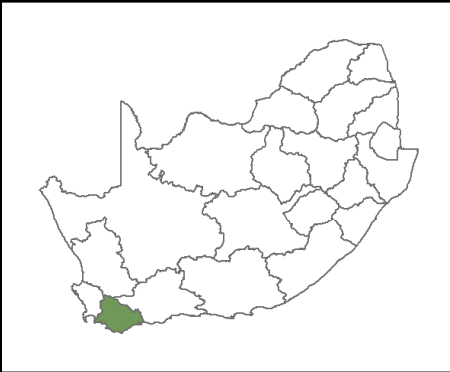


POTENTIAL ARTIFICIAL RECHARGE AREAS

18. BREEDE WMA

LEGEND

- Cities and major towns
- Secondary towns
- Settlements
- ≡ Main Roads
- ≡ National Route
- Canals
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- Weathered and Fractured > 10 l/s



POTENTIAL ARTIFICIAL RECHARGE AREAS

19. BERG WMA

LEGEND

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- Secondary towns
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- ≡ National Route
- Canals
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- Weathered and Fractured > 10 l/s

