

TOPOGRAPHICAL MAP

OF THE

ROAD FROM MISSOURI TO OREGON

COMMENCING AT THE MOUTH OF THE KANSAS IN THE MISSOURI RIVER
AND ENDING AT THE MOUTH OF THE WALLAH WALLAH IN THE COLUMBIA

In VII Sections

SECTION I

From the field notes and journal of Capt. J.C. Frémont,
and from sketches and notes made on the ground by his assistant Charles Preuss

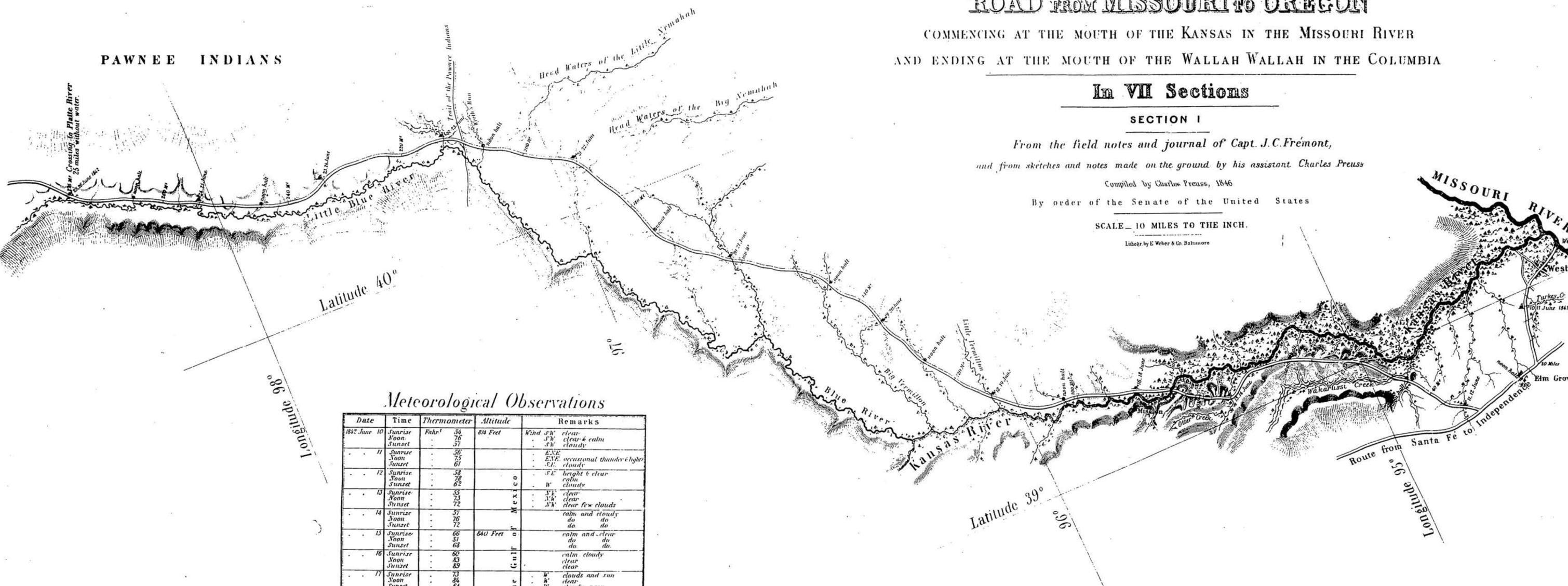
Compiled by Charles Preuss, 1846

By order of the Senate of the United States

SCALE—10 MILES TO THE INCH.

Lithogr. by E. Weber & Co. Baltimore

PAWNEE INDIANS



Meteorological Observations

Date	Time	Thermometer	Altitude	Remarks
1842 June 10	Sunrise	56	814 Feet	Wind S.W. clear
	Noon	76		S.W. clear & calm
	Sunset	57		S.W. cloudy
11	Sunrise	56		E.N.E. occasional thunder & high
	Noon	75		cloudy
	Sunset	61		
12	Sunrise	58		S.E. bright & clear
	Noon	78		calm
	Sunset	62		cloudy
13	Sunrise	55		N.W. clear
	Noon	73		N.W. clear
	Sunset	72		N.W. clear few clouds
14	Sunrise	57		calm and cloudy
	Noon	76		do do
	Sunset	72		do do
15	Sunrise	66	840 Feet	calm and clear
	Noon	81		do do
	Sunset	68		do do
16	Sunrise	60	Elevation above the Gulf of Mexico	calm cloudy
	Noon	83		clear
	Sunset	89		clear
17	Sunrise	73		W. clouds and sun
	Noon	84		clear
	Sunset	84		W. cloudy rain
18	Sunrise	56		N. cold
	Noon	70		N. cold
	Sunset	46		N. cold
19	Sunrise	75		light breeze from N.W.
	Noon	76		perfectly clear
	Sunset	54		perfectly clear
20	Sunrise	47	900 Feet	light breeze from S
	Noon	76		bright and clear
	Sunset	77		bright and clear
21	Sunrise	63		strong from W
	Noon	84		do do sun bright
	Sunset	78		do do
22	Sunrise	63		high wind from E
	Noon	82		bright sun at intervals
	Sunset	88		cloudy
23	Sunrise	67	Elevation above the Gulf of Mexico	N.W. cloudy
	Noon	84		gulf from S.E.
	Sunset	80		E.E.F. fresh clouds
24	Sunrise	65		strong from S.E.
	Noon	82		do heavy clouds
	Sunset	82		S.E. cloudy
25	Sunrise	65	1160 Feet	N.E. clear
	Noon	89		N.E. do
	Sunset	73		N.E. do

REMARKS.

1. The cyphers on the route indicate the distance in miles from Westport Landing
2. This section abounds with grass, water and fuel, so that emigrants may encamp almost anywhere.
3. Elk and Deer, the only game, are very scarce.