



Number	Location	Type
1	Garage Sale Signs at Aileen Faller Park Parking Lot	Sand
2	West Entrance - 50 Street & 47 Avenue	Sand
3	Bridgeport Boulevard & Birchmont Drive	Sand
4	Bridgeport Boulevard & Bridgeport Link	Sand
5	Bella Coola Drive & Campbell Park	Sand
6	Front Doors of Civic Centre	Chips
7	Staff Doors at Civic Centre	Chips
8	Westlin Drive & Windrose Drive	Sand
9	44 Street & 46 Avenue	Sand
10	52 Street & Willow Park Estates	Sand
11	South Park Drive & 45 Street Beside Mailbox	Sand
12	50 Avenue & 69 Street Fire House 2 Front Doors	Chips
13	Alexander Drive & Aicher Place	Sand
14	52 Street & Herb Reyner Park	Sand
15	LCHS Bus Drop off at Corinthia Drive & Chippewa Road	Sand
16	Park and Ride Lot at 4330 Black Gold Drive	Chips
17	West Parking Lot at 4330 Black Gold Drive	Chips
18	Front Doors of Library	Chips
19	44 Avenue & 51 Street	Sand
20	Deer Valley Drive & Ameena Drive	Sand
21	Sheridan Way & Spruce Boulevard	Sand
22	Southfork Drive & Southfork Road	Sand
23	Coady Boulevard & McDowell Wynd	Sand
24	East side of Coady Lake by McLeod Crescent & McKay Court	Sand

Number	Location	Type
25	53 Avenue & 45 Street	Sand
26	45A Street & 52 Avenue	Sand
27	Front Doors of Protective Services Building	Chips
28	Mailboxes at Caldeonia Drive & 41 Street	Sand
29	Caldeonia Drive & Douglas Lane	Sand
30	Northwest of lake at Ruddy Park on Robinson Drive	Sand
31	45 Avenue at Simpson Park	Sand
32	Husky at Southfork Drive & Southfork Drive	Sand
33	Spruce Boulevard & Sandalwood Place	Sand
34	South end of lake by Suntree Promenade & Sheridan Way	Sand
35	West Haven Drive & Kleins Crescent	Sand
36	Meadowview Way & Caldeonia Drive	Sand
37	Lillian Camp Park	Sand
38	Windrose Drive & Alton Drive	Sand
39	Southeast Corner of PSB	Chips
40	Black Stone Blvd by Blackstone Park	Sand
41	Hawthorn Way and Balsam Link	Sand
42	Telford House Front Door	Chips
43	Morris Ave & Meadowview Gate	Sand
44	Robinson Reservoir	Sand
45	Meadowview Drive & McKenzie Close	Sand
46	Black Gold Dr & West end of William F Lede Park	Sand
47	City of Leduc Operations Building	Chips