## University of Vermont, Department of Geology

Delehanty Building room 213 Trinity Campus, 180 Colchester Avenue Burlington, Vermont 05404-1758 ~ ph 802.656.3396

## Rock and Fossil Sample Identification: A Community Service

The UVM Geology Department provides sample identification as a community service during the academic year.

We do not offer an appraisal service or geochemical analysis, therefore, please consult a Certified Gemologist, CG, Certified Gemologist Appraiser, CGA or Independent Certified Gemologist Appraiser, ICGA, or relevant professional.

Contact <u>geology@uvm.edu</u>, to arrange a time for you to deliver your sample to room 213 Delehanty Hall on UVM's Trinity Campus M-F 9-4. Please attach a document that includes: date of drop-off, your contact information, and other information, such as, when and where you found your sample; be as specific as possible. Was it found in a streambed, middle of a field, under a foundation, or in situ?

Your sample will be stored in a locked room until a faculty member can identify it for you, and then we will contact you. Faculty members will ID samples during the academic year at their convenience. We do not accept samples during the summer months.

Other Identification Resources:

On campus: Visit the UVM Perkins Geology Museum (free admission) in person.

Online:

Vermont Geological Survey, see, <u>Geology of Vermont</u> listed on side menu. Vermont Geological Survey, see, <u>VT Rocks</u> listed last of side menu. Washington State University Dept of Earth and Planetary Sciences <u>Lunar</u> <u>Meteorites</u>

Is it a meteorite? <u>http://meteorites.wustl.edu/lunar/moon\_meteorites.htm</u> Meteorite Testing FAQs: <u>http://www.meteoritetesting.org/</u>

Directions to UVM Geology Department, Delehanty Building: Campus Map: <u>http://www.uvm.edu/map/</u> UVM's Trinity Campus entrance is at the intersection of East Avenue and Colchester Avenue (India House Restaurant). Enter Trinity Campus, then you must turn left; Delehanty is second building on the right. Parking, using the ParkM