

Moisture Status by County

| NAME | March 2015 |
|---------------|-----------------------|
| Beaverhead | Slightly Dry |
| Big Horn | Near Average (Normal) |
| Blaine | Slightly Moist |
| Broadwater | Near Average (Normal) |
| Carbon | Near Average (Normal) |
| Carter | Near Average (Normal) |
| Cascade | Slightly Moist |
| Chouteau | Slightly Moist |
| Custer | Near Average (Normal) |
| Daniels | Near Average (Normal) |
| Dawson | Near Average (Normal) |
| Deer Lodge | Slightly Moist |
| Fallon | Near Average (Normal) |
| Fergus | Slightly Moist |
| Flathead | Near Average (Normal) |
| Gallatin | Near Average (Normal) |
| Garfield | Near Average (Normal) |
| Glacier | Slightly Moist |
| Golden Valley | Near Average (Normal) |
| Granite | Slightly Moist |
| Hill | Slightly Moist |
| Jefferson | Slightly Moist |
| Judith Basin | Moderately Moist |
| Lake | Slightly Moist |
| Lewis & Clark | Slightly Moist |
| Liberty | Slightly Moist |
| Lincoln | Near Average (Normal) |
| Madison | Slightly Dry |
| McCone | Near Average (Normal) |
| Meagher | Moderately Moist |
| Mineral | Near Average (Normal) |
| Missoula | Slightly Moist |
| Musselshell | Near Average (Normal) |
| Park | Near Average (Normal) |

| NAME | March 2015 |
|--------------|-----------------------|
| Petroleum | Slightly Moist |
| Phillips | Slightly Moist |
| Pondera | Slightly Moist |
| Powder River | Near Average (Normal) |
| Powell | Slightly Moist |
| Prairie | Near Average (Normal) |
| Ravalli | Slightly Moist |
| Richland | Near Average (Normal) |
| Roosevelt | Near Average (Normal) |
| Rosebud | Near Average (Normal) |
| Sanders | Near Average (Normal) |
| Sheridan | Near Average (Normal) |
| Silver Bow | Near Average (Normal) |
| Stillwater | Near Average (Normal) |
| Sweet Grass | Near Average (Normal) |
| Teton | Slightly Moist |
| Toole | Slightly Moist |
| Treasure | Near Average (Normal) |
| Valley | Slightly Moist |
| Wheatland | Near Average (Normal) |
| Wibaux | Near Average (Normal) |
| Yellowstone | Near Average (Normal) |