Figure 1: Map showing the attack rate per 1,000 for different areas: Pond, Old well, Forest, River. The attack rates are color-coded as follows:
- 50: Black
- 20-49: Medium gray
- 2-19: Light gray
- 0-1.9: White

Legend:
- Pond is represented by circles.
- Old well is represented by filled stars.
- Forest is represented by crosshatched areas.
- River is represented by hatched areas.