

**Appendix C – SHIM Lake v. 2.6 Data Dictionary**



Shim Lake 2008  
June 23, 2008

Lake_Shoreline	Line Feature, Label 1 = Segmnt_Num, Label 2 = Aquatic_Veg Lake shore Separator
LAKE REFERENCE	Separator
Lake_Name	Text, Maximum Length = 100 Normal, Normal
Lake_level	Numeric, Decimal Places = 2 Minimum = 0, Maximum = 3000, Default Value = 0 Normal, Normal
Sechi_depth	Numeric, Decimal Places = 1 Minimum = 0, Maximum = 50, Default Value = 0 Normal, Normal
Organization	Text, Maximum Length = 50 Normal, Normal
Date	Date, Auto generate Create, Year-Month-Day Format Normal, Normal
Time	Time, Auto generate Create, 24 Hour Format Normal, Normal
Crew	Text, Maximum Length = 50 Normal, Normal
Weather	Menu, Normal, Normal
Light Rain [L]	
Heavy Rain [H]	
Snow/Sleet [N]	
Over cast [OV]	
Clear [S]	
Partly Cloudy [PC]	
Other [O]	
Air_Temp	Numeric, Decimal Places = 1, degrees centigrade Minimum = -25, Maximum = 45, Default Value = 0 Normal, Normal
Water_Temp	Numeric, Decimal Places = 1, degrees celsius Minimum = -2, Maximum = 29, Default Value = 0 Normal, Normal
Jurisdiction	Text, Maximum Length = 100, Jurisdiction Normal, Normal
Comments	Text, Maximum Length = 100 Normal, Normal
	Separator
SEGMENT CLASS	Separator
Segmnt_Num	Numeric, Decimal Places = 1, Unique Identification number for segment Minimum = 0, Maximum = 99999, Default Value = 0 Required, Required
Shore_Type	Menu, Required, Normal
Cliff/Bluff	
Rocky Shore	
Gravel	
Sand	
Stream Mouth	
Wetland	
Other	
Shore_Modifier	Menu, Normal, Normal
Log Yard	
Marina_small (6-20)	
Marina_large (20+)	
Railway	
Road	
None Default	
Other	
Slope	Menu, Normal, Normal, general slope of shore landward
Bench	
Low (0-5)	
Moderate (5-20)	
Steep (20-60)	
Very Steep (60+)	
Land_Use	Menu, Normal, Normal, observed
Agriculture	
Commercial	
Conservation	
Forestry	
Industrial	
Institution	
Multi Family	
Natural Area	
Park	
Recreation	

Rural	
Single Family	
Urban Park	
Lev_of_Imp	Menu, Normal, Normal, Level of Impact
None	Default
Low (<10%)	
Medium (10-40%)	
High (>40%)	
Livest_Acc	Menu, Normal, Normal, Stream segmnet accessible to live-stock
Yes	
No	Default
Disturbed	Numeric, Decimal Places = 0, Percent of segment disturbed Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Natural	Numeric, Decimal Places = 0, Percent of segment natural Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
PhotoNum	Text, Maximum Length = 100, Roll and print number of photograph Normal, Normal
Tape_Numb	Text, Maximum Length = 100, Original Video Tape Number Normal, Normal
Video_Time	Text, Maximum Length = 100, Time stamp on original video tape Normal, Normal
Cmnt_Clas	Text, Maximum Length = 100, Comments for Segment Normal, Normal
	Separator
SHORE TYPE	Separator
Cliff/Bluff	Numeric, Decimal Places = 0, Percent Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Rocky	Numeric, Decimal Places = 0, Rocky Shore Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Gravel	Numeric, Decimal Places = 0, Gravel Shore Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Sand	Numeric, Decimal Places = 0, Sand Beach Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Stream_mouth	Numeric, Decimal Places = 0, Stream mouth Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Wetland	Numeric, Decimal Places = 0, Percent Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Other	Numeric, Decimal Places = 0, Percent Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Stype_comm	Text, Maximum Length = 100, Comments for Segment Normal, Normal
	Separator
LAND USE	Separator
Agriculture	Numeric, Decimal Places = 0, Percent Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Commercial	Numeric, Decimal Places = 0, Percent Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Conservation	Numeric, Decimal Places = 0, Percent Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Forestry	Numeric, Decimal Places = 0, Percent Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Industrial	Numeric, Decimal Places = 0, Percent Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Institution	Numeric, Decimal Places = 0, Percent Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Multi Family	Numeric, Decimal Places = 0, Percent mult family residential (condo) Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Natural Area	Numeric, Decimal Places = 0, Percent Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Park	Numeric, Decimal Places = 0, Percent Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal

Recreation	Numeric, Decimal Places = 0, Percent Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Rural	Numeric, Decimal Places = 0, Percent Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Single Family	Numeric, Decimal Places = 0, Percent single family residential Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Urban Park	Numeric, Decimal Places = 0, Percent Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Landu_Commnt	Text, Maximum Length = 100, Comment Land use Normal, Normal
	Separator
SUBSTRATE	Separator
Marl	Numeric, Decimal Places = 0, Clay limestone Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Mud	Numeric, Decimal Places = 0, Percent Mud Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Organic	Numeric, Decimal Places = 0, Percent Organic Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Fines	Numeric, Decimal Places = 0, Percent Fines Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Sand	Numeric, Decimal Places = 0, Percent Sand Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Gravel	Numeric, Decimal Places = 0, Percent Gravel Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Gravel_Fine	Numeric, Decimal Places = 0, Percent Fine Gravel Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Gravel_Coarse	Numeric, Decimal Places = 0, Percent Coarse Gravel Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Cobble	Numeric, Decimal Places = 0, Percent Cobble Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Cobble_Fine	Numeric, Decimal Places = 0, Percent Fine Cobble Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Cobble_Coarse	Numeric, Decimal Places = 0, Percent Coarse Cobble Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Boulder	Numeric, Decimal Places = 0, Percent Boulder Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Bedrock	Numeric, Decimal Places = 0, Percent Bedrock Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Embeddedness	Menu, Normal, Normal, Level of substrate embeddedness None Low (0-25%) [L] Medium (25-75%) [M] High (75%+) [H] Unknown Default
Shape	Menu, Normal, Normal, man made refers to angularity angular blast rock smooth
Commnt_Sub	Text, Maximum Length = 100, Comment for Substrates Normal, Normal
	Separator
VEGETATION BAND1	Separator
Bl_Class	Menu, Normal, Normal, Riparian Class Coniferous forest [VNF] Broadleaf forest [VBF] Mixed forest [VMF] Shrubs [VSH] Herbs/grasses [VHB] Exposed soil [NEL] Landscaped [LS] Lawn [L] Natural wetland [WN]

Disturbed wetland [DWN]  
 Row Crops [NAG]  
 Unvegetated  
 B1\_Stage Menu, Normal, Normal, Structural Stage  
   Sparse [1]  
   Grass/Herb [2]  
   low shrubs <2m [3a]  
   tall shrubs 2-10m [3b]  
   sapling >10m [4]  
   young forest [5]  
   mature forest [6]  
   old forest [7]  
   Mixed age  
 B1Shrub\_Cover Menu, Normal, Normal, Shrub Cover  
   None [ ]  
   Sparse (<10%) [ ]  
   Moderate (10-50%) [ ]  
   Abundant (>50%) [ ]  
 B1Tree\_Cover Menu, Normal, Normal, Tree Cover  
   None [ ]  
   Sparse (<10%) [ ]  
   Moderate (10-50%) [ ]  
   Abundant (>50%) [ ]  
 B1\_Distribution Menu, Normal, Normal, Riparian Distribution  
   Patchy [ ]  
   Continuous [ ]  
 B1\_Bandwi Numeric, Decimal Places = 0, Band lwidth  
   Minimum = 0, Maximum = 9999, Default Value = 0  
   Normal, Normal  
 B1\_Overhang Numeric, Decimal Places = 0, % Overhang for segment  
   Minimum = 0, Maximum = 100, Default Value = 0  
   Normal, Normal  
 Aquatic\_Veg Numeric, Decimal Places = 0, Length of aquatic vegetation in segment  
   Minimum = 0, Maximum = 100, Default Value = 0  
   Normal, Normal  
 Submergent veg Numeric, Decimal Places = 0, % submergent vegetation in segment  
   Minimum = 0, Maximum = 100, Default Value = 0  
   Normal, Normal  
 Submerg\_Veg Menu, Normal, Normal, Submerged Aquatic Vegetation  
   Yes  
   No Default  
 Emergent vegetation Numeric, Decimal Places = 0, % emergent vegetation  
   Minimum = 0, Maximum = 100, Default Value = 0  
   Normal, Normal  
 Emerged\_Veg Menu, Normal, Normal, Emergent Aquatic Vegetation  
   Yes  
   No Default  
 Floating vegetatio Numeric, Decimal Places = 0, % floating vegetation  
   Minimum = 0, Maximum = 100, Default Value = 0  
   Normal, Normal  
 Floating\_Veg Menu, Normal, Normal, Floating Vegetation presence  
   Yes  
   No Default  
 AVeg\_Cmt Text, Maximum Length = 100, Aquatic Vegetation Comment  
   Normal, Normal  
 B1\_Commnt Text, Maximum Length = 100, Comment Band 1 vegetation  
   Normal, Normal  
   Separator  
 VEGETATION BAND2 Separator  
 B2\_Class Menu, Normal, Normal, Vegetation Class  
   Coniferous forest [VNF]  
   Broadleaf forest [VBF]  
   Mixed forest [VMF]  
   Shrubs [VSH]  
   Herbs/grasses [VHB]  
   Exposed soil [NEL]  
   Landscaped [LS]  
   Lawn [L]  
   Natural wetland [WN]  
   Disturbed wetland [DWN]  
   Row Crops [NAG]  
   Rock [NNB]  
 B2\_Stage Menu, Normal, Normal, Structural Stage  
   Sparse [1]  
   Grass/Herb [2]  
   low shrubs <2m [3a]  
   tall shrubs 2-10m [3b]  
   sapling >10m [4]  
   young forest [5]

mature forest [6]  
 old forest [7]  
 Mixed age  
 B2Shrub\_Cover Menu, Normal, Normal, Shrub Cover  
   None [ ]  
   Sparse (<10%) [ ]  
   Moderate (10-50%) [ ]  
   Abundant (>50%) [ ]  
 B2Tree\_Cover Menu, Normal, Normal, Tree Cover  
   None [ ]  
   Sparse (<10%) [ ]  
   Moderate (10-50%) [ ]  
   Abundant (>50%) [ ]  
 B2\_Distribution Menu, Normal, Normal, B2 Vegetation Distribution  
   Patchy [ ]  
   Continuous [ ]  
 B2\_Bandwidth Numeric, Decimal Places = 0, B2 vegetation Bandwidth  
   Minimum = 0, Maximum = 9999, Default Value = 0  
   Normal, Normal  
 B2\_Commnt Text, Maximum Length = 100, B2 vegetation Comment  
   Normal, Normal  
   Separator

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LITTORAL\_ZONE Separator  
 Littoral\_Z Menu, Normal, Normal, Littoral Zone  
   Narrow (<10m)  
   Moderate (10-50m)  
   Wide (>50m)  
 LWD Menu, Normal, Normal, Count of Large Woody Debris  
   No Default  
   <5  
   5-25  
   >25  
 LWD\_Number Numeric, Decimal Places = 0, Number of LWD units  
   Minimum = 0, Maximum = 100, Default Value = 0  
   Normal, Normal  
 Width\_Littoral Numeric, Decimal Places = 0, Width of Littoral area  
   Minimum = 0, Maximum = 1000, Default Value = 0  
   Normal, Normal  
 Commnt\_Lit Text, Maximum Length = 100, Comment for Littoral zone  
   Normal, Normal  
   Separator

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MODIFICATIONS Separator  
 Retain\_Wal Numeric, Decimal Places = 0, Retaining walls per segment  
   Minimum = 0, Maximum = 99999999, Default Value = 0  
   Normal, Normal  
 PerRetain\_Wall Numeric, Decimal Places = 0, Percent retaining wall on segment  
   Minimum = 0, Maximum = 100, Default Value = 0  
   Normal, Normal  
 Retain\_Mat Menu, Normal, Normal  
   Bio\_Eng  
   Concrete  
   Mixed  
   Stonework  
   Wood  
   Metal  
   Tires  
   Rock  
   Other  
 Docks Numeric, Decimal Places = 0, Docks per segment  
   Minimum = 0, Maximum = 99999999, Default Value = 0  
   Normal, Normal  
 Docks\_km Numeric, Decimal Places = 0, Docks per km  
   Minimum = 0, Maximum = 1000, Default Value = 0  
   Normal, Normal  
 Boat\_House Numeric, Decimal Places = 0, Docks per segment  
   Minimum = 0, Maximum = 99999999, Default Value = 0  
   Normal, Normal  
 Groynes Numeric, Decimal Places = 0, Groynes per segment  
   Minimum = 0, Maximum = 99999999, Default Value = 0  
   Normal, Normal  
 Groynes\_km Numeric, Decimal Places = 0, Groynes per km  
   Minimum = 0, Maximum = 1000, Default Value = 0  
   Normal, Normal  
 Boat\_Launch Numeric, Decimal Places = 0, Number of Boat launches  
   Minimum = 0, Maximum = 1000, Default Value = 0  
   Normal, Normal  
 PerRail\_mod Numeric, Decimal Places = 0, % of segment with a railway  
   Minimum = 0, Maximum = 100, Default Value = 0  
   Normal, Normal

PerRoad_mod	Numeric, Decimal Places = 0, % of segment with a road Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Marin_Rail	Numeric, Decimal Places = 0, Marine Railways per segment Minimum = 0, Maximum = 99999999, Default Value = 0 Normal, Normal
Marinas	Numeric, Decimal Places = 0, Marinas per segment Minimum = 0, Maximum = 99999999, Default Value = 0 Normal, Normal
Sub_modification	Menu, Normal, Normal, Substrate modification / grooming
Yes	
No	
PerSub_mod	Numeric, Decimal Places = 0, % of segment with substrate alteration Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Commnt_Mod	Text, Maximum Length = 100, Comments on modification Normal, Normal
	Separator
FLORA & FAUNA	Separator
Veterans	Menu, Normal, Normal, Number of Veterans
No	Default
<5	
5-25	
>25	
Snags	Menu, Normal, Normal, Presence of Snags
No	Default
<5	
5-25	
>25	
Cmmnt_Flra	Text, Maximum Length = 100, Flora Comment Normal, Normal
Cmmnt_Faun	Text, Maximum Length = 100, Fauna Comment Normal, Normal
Site	Point Feature, Label 1 = HWM, Label 2 = Land_Use Site Description
Lake_Name	Text, Maximum Length = 100 Normal, Normal
Crew	Text, Maximum Length = 50 Normal, Normal
Date	Date, Auto generate Create, Year-Month-Day Format Normal, Normal
Weather	Menu, Normal, Normal
Light Rain [L]	
Heavy Rain [H]	
Snow/Sleet [N]	
Over cast [OV]	
Clear [S]	
Partly Cloudy [PC]	
Other [O]	
Jurisdiction	Text, Maximum Length = 100, Jurisdiction Normal, Normal
PID_Folio number	Text, Maximum Length = 50, Property Identifier Normal, Normal
HWM	Numeric, Decimal Places = 1, High water mark Minimum = 0, Maximum = 99999, Default Value = 0 Normal, Normal
Lake_Level	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 99999, Default Value = 0 Normal, Normal
Length_frontage	Numeric, Decimal Places = 1, frontage length Minimum = 0, Maximum = 99999, Default Value = 0 Normal, Normal
Land_Use	Menu, Normal, Normal
SF	
MF	
C	
Veg_removal	Menu, Normal, Normal, vegetation removal age
historic	
recent	
NA	
Natural	Numeric, Decimal Places = 0, % natural vegetation state Minimum = 0, Maximum = 99999, Default Value = 0 Normal, Normal
Landscaped	Numeric, Decimal Places = 0, % landscaped vegetation state Minimum = 0, Maximum = 99999, Default Value = 0 Normal, Normal
no_vegetation	Numeric, Decimal Places = 0, % no vegetation Minimum = 0, Maximum = 99999, Default Value = 0

Disturbed	Normal, Normal Numeric, Decimal Places = 0, % site state disturbed Minimum = 0, Maximum = 99999, Default Value = 0
PhotoNum	Normal, Normal Text, Maximum Length = 100, Roll and print number of photograph
Comments	Normal, Normal Text, Maximum Length = 100
Modification	Point Feature, Label 1 = Point_number, Label 2 = Type_Modification
Point_number	Normal, Normal Numeric, Decimal Places = 1, unique point identification number Minimum = 0, Maximum = 99999, Default Value = 0
PID_Folio number	Normal, Normal Text, Maximum Length = 50, Property Identifier
Lot_number	Normal, Normal Text, Maximum Length = 50, Property Identifier
Type_Modification	Menu, Normal, Normal, Code for feature
Boat House	
Boat_Launch	
Buoy	
Catchbasin [CB]	
Dam [HOD]	
Detention Pond [DP]	
Dock [DK]	
Dredging [HBDD]	
Effluent [E]	
Fences [HOF]	
Fill_Pile [FP]	
FloodGate [FG]	
Garbage/Pollution [WP]	
Gravel Pit [GP]	
Groyne [Gy]	
Hydro_thermal	
Infill	
Livestock access [LC]	
Log_Dump [LD]	
Logging [LG]	
Marina	
Outbuilding [OB]	
PipeCrossing [PL]	
Pump Station [PS]	
Retain Wall/Bank Stb [EHB]	
Rip_Rap [RR]	
Road [R]	
Trail [TR]	
Utility_Crossing [UC]	
Water Withdrawal [FUP]	
Other [O]	
Type_Material	Menu, Normal, Normal
Asphalt [AS]	
Bark_Mulch [BM]	
Bio-engineered [BI]	
Concrete [C]	
Dyke [DY]	
Gabions [GB]	
Gravel [G]	
Metal [Mt]	
Mixed [Mx]	
Pilings [P]	
Rip_rap [RR]	
Sandbags [SB]	
Stonework [S]	
Synthetic [Sy]	
Treated_Wood [TW]	
Wood [W]	
Other [O]	
High_Water	Menu, Normal, Normal, Above or below high water level
Above	
Below	
At	
Unknown	Default
Sed_Movement	Menu, Normal, Normal, Sediment movement
Erosion	
Accretion	
Unknown	
NA	
Conditions	Menu, Normal, Normal, Did it meet conditions
Yes	



No	
Unknown	Default
Age_Modification	Menu, Normal, Normal, Age of modification
Historic	
Recent	
Unknown	Default
Construction	Menu, Normal, Normal, state of modification
complete	
ongoing	
Length	Numeric, Decimal Places = 2, Feature length Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Width	Numeric, Decimal Places = 2, Width of Feature Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Height	Numeric, Decimal Places = 2, Height of feature Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
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WATER ACT	Separator
WA_approval	Menu, Normal, Normal, Received Water Act approval
Yes	
No	
Unknown	
NA	Default
WA_Notification	Menu, Normal, Normal, Received Water Act Notification
Yes	
No	
Unknown	
NA	Default
Size_Compliant	Menu, Normal, Normal
Yes	
No	
Unknown	Default
Mat_Compliant	Menu, Normal, Normal, Material Compliant
Yes	
No	
Unknown	Default
SM_Compliant	Menu, Normal, Normal, Sediment movement compliant
Yes	
No	
Unknown	Default
Roof_Compliant	Menu, Normal, Normal
Yes	
No	
Unknown	Default
BMP	Menu, Normal, Normal, Conforms with Best Management Practices
Yes	
No	
Unknown	Default
EIA	Menu, Normal, Normal
Yes	
No	
Unknown	Default
WAComments	Text, Maximum Length = 100, Water Act Comments Normal, Normal Separator
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LAND ACT	Separator
Land_Act	Menu, Normal, Normal
Yes	
No	
Unknown	
NA	Default
LASize_Compliant	Menu, Normal, Normal, Land Act Size Compliant
Yes	
No	
NA	Default
LAMat_Compliant	Menu, Normal, Normal, Material Compliant
Yes	
No	
NA	Default
LASM_Compliant	Menu, Normal, Normal, Land Act Sediment movement compliant
Yes	
No	
NA	Default
LARoof_Compliant	Menu, Normal, Normal
Yes	
No	
NA	Default

Slip_Compliant	Menu, Normal, Normal
Yes	
No	
NA	Default
PVT_MCompliant	Menu, Normal, Normal, pvt moorage compliant
Yes	
No	
NA	Default
LA_EIA	Menu, Normal, Normal, Land Act EIA
Yes	
No	
NA	Default
	Separator
DEVELOPMENT PERMIT	Separator
DP_Area	Menu, Normal, Normal, Development Permit compliant
Yes	
No	
Dev_Permit	Menu, Normal, Normal, Development Permit
Yes	
No	
Unknown	Default
DP_Compliant	Menu, Normal, Normal, Development Permit compliant
Yes	
No	
Unknown	Default
DP_EIA	Menu, Normal, Normal, Development Permit EIA
Yes	
No	
Unknown	Default
RAR	Menu, Normal, Normal
Accepted	
Submitted	
Not_Submitted	
Unknown	Default
PhotoNum	Text, Maximum Length = 100, Roll and print number of photograph Normal, Normal
Comments	Text, Maximum Length = 100 Normal, Normal
Discharge	Point Feature
Point_number	Numeric, Decimal Places = 1, unique point identification number Minimum = 0, Maximum = 99999, Default Value = 0 Normal, Normal
Lot_Number	Text, Maximum Length = 30, Parcel lot number Normal, Normal
Type_Discharge	Menu, Normal, Normal, Code for feature
Agricultural Runoff [WPA]	
HouseEffluent [WE]	
Landfill Leachates [WPML]	
Pollutant [WP]	
Pulp Mill/Effluent [WPP]	
Storm Drain [WPD]	
Septic Effluent [WPMP]	
Sewer [S]	
Tile Drain [WPI]	
Trench [WPE]	
Other [O]	
Culvert	Menu, Normal, Normal, Culvert material
Concrete [C]	
Steel [S]	
Wood [W]	
Iron [I]	
PVC [P]	
Asphalt coded [AD]	
Corrugated Steel [CS]	
Other [O]	
Headwall	Menu, Normal, Normal, Does a headwall exist
Concrete [C]	
Concrete Block [CB]	
Gabion [G]	
Sand bag [SB]	
Wood [W]	
Length	Numeric, Decimal Places = 2, Feature length Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Width	Numeric, Decimal Places = 2, Width of Feature Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Diameter	Numeric, Decimal Places = 2, Diameter of feature

	Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Height	Numeric, Decimal Places = 2, Height of feature Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Temperature	Numeric, Decimal Places = 2, Water temperature Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
PhotoNum	Text, Maximum Length = 100, Roll and print number of photograph Normal, Normal
Comments	Text, Maximum Length = 100 Normal, Normal
Waterbody	Point Feature, Label 1 = Point_number, Label 2 = Type_Water location of an adjacent waterbody
Point_number	Numeric, Decimal Places = 1, unique point identification number Minimum = 0, Maximum = 99999, Default Value = 0, Step Value = 1 Normal, Normal
Water_Name	Text, Maximum Length = 100, Waterbody Name Normal, Normal
Type_Water	Menu, Normal, Normal, Code for feature
	Tributary [HMT] Groundwater Seep Natural Springs [HMS] Beaver Pond [BP] Other [HM]
Inlet/Outl	Menu, Normal, Normal
	Inlet Outlet
Length	Numeric, Decimal Places = 2, Waterbody length Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Width	Numeric, Decimal Places = 2, Bankfull Width Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Depth	Numeric, Decimal Places = 2, Bankfull Depth Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Temperatur	Numeric, Decimal Places = 2, Water temperature Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
PhotoNum	Text, Maximum Length = 100, Roll and print number of photograph Normal, Normal
Comments	Text, Maximum Length = 100 Normal, Normal
Erosion	Point Feature, Label 1 = Point_number, Label 2 = Source_Erosion
Point_number	Numeric, Decimal Places = 1, unique point identification number Minimum = 0, Maximum = 99999, Default Value = 0 Normal, Normal
Source_Erosion	Menu, Normal, Normal, Code for feature
	Bank Erosion [HCEB] Culvert [CV] Headwall [H] Lack of Riparian Veg [WDL] Livestock Access [WDC] Lakeside Grazing [WDG] Landslide Sloughing Other [O]
Severity	Menu, Normal, Normal
	Low (<5m sq) [L] Moderate (5-10m sq) [M] High (>10m sq) [H]
Exposure	Menu, Normal, Normal
	Clay [C] Till [T] Bedrock [B] Roots [R] Soil [S] Other [O]
Length	Numeric, Decimal Places = 2, Feature length Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Width	Numeric, Decimal Places = 2, Width of Feature Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Height	Numeric, Decimal Places = 2, Height of feature Minimum = 0, Maximum = 1000, Default Value = 0

Slope	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 90, Default Value = 0 Normal, Normal
PhotoNum	Text, Maximum Length = 100, Roll and print number of photograph Normal, Normal
Comments	Text, Maximum Length = 100 Normal, Normal
Flood plain	Point Feature, Label 1 = Point_number, Label 2 = Flood_plain location of flood plain
Point_number	Numeric, Decimal Places = 1, unique point identification number Minimum = 0, Maximum = 99999, Default Value = 0, Step Value = 1 Normal, Normal
PID_number	Text, Maximum Length = 50, Property Identifier Normal, Normal
Flood_plain 200_yr MeanAH other	Menu, Normal, Normal, Elevation level
Elevation	Numeric, Decimal Places = 2, Height above sea level Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Distance	Numeric, Decimal Places = 2, Distance from building Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Slope	Numeric, Decimal Places = 1, slope to flood plain from lake Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Bearing	Numeric, Decimal Places = 1, Bearing to building Minimum = 0, Maximum = 360, Default Value = 0 Normal, Normal
PhotoNum	Text, Maximum Length = 100, Roll and print number of photograph Normal, Normal
Comments	Text, Maximum Length = 100, Description of point location Normal, Normal
Photo	Point Feature, photo point location
PhotoNum	Text, Maximum Length = 100, Photo number Normal, Normal
Comments	Text, Maximum Length = 100, Description of photo Normal, Normal
Line_Modification	Line Feature, Modification Line feature
Type_Modification	Menu, Normal, Normal, Code for feature Dredging [HBDD] Fences [HOF] Livestock crossing [LC] Log_Dump [LD] Logging [LG] Marina Railway Retain Wall/Bank Stb [EHB] Rip_Rap [RR] Road [R] Trail [TR] Other [O]
Retain_Wal	Numeric, Decimal Places = 0, Retaining walls per segment Minimum = 0, Maximum = 99999999, Default Value = 0 Normal, Normal
Docks	Numeric, Decimal Places = 0, Docks per segment Minimum = 0, Maximum = 99999999, Default Value = 0 Normal, Normal
Groynes	Numeric, Decimal Places = 0, Groynes per segment Minimum = 0, Maximum = 99999999, Default Value = 0 Normal, Normal
Impact	Menu, Normal, Normal, Level of Impact Low Medium High
High_Water	Menu, Normal, Normal, Above or below high water Above Below
PhotoNum	Text, Maximum Length = 100, Roll and print number of photograph Normal, Normal
Commnt_Mod	Text, Maximum Length = 100, Comments on modification Normal, Normal
1_Riparian	Line Feature

Rip\_Class Menu, Normal, Normal, Riparian Class  
 Coniferous forest [VNF]  
 Broadleaf forest [VBF]  
 Mixed forest [VMF]  
 Shrubs [VSH]  
 Herbs/grasses [VHB]  
 Exposed soil [NEL]  
 Landscaped [LS]  
 Lawn [L]  
 Natural wetland [WN]  
 Disturbed wetland [DWN]  
 Row Crops [NAG]  
 Rock [NNB]

Rip\_Stage Menu, Normal, Normal, Structural Stage  
 low shrubs <2m [3a]  
 tall shrubs 2-10m [3b]  
 sapling >10m [4]  
 young forest [5]  
 mature forest [6]  
 old forest [7]

Shor\_Cover Menu, Normal, Normal, Shoreline Cover  
 None [ ]  
 Sparse (<5%) [ ]  
 Moderate (5-20%) [ ]  
 Abundant (>20%) [ ]

Rip\_Snag Menu, Normal, Normal, Presence of Snags  
 No Default  
 <5  
 >=5

Rip\_Commnt Text, Maximum Length = 100, Comment Riparian  
 Normal, Normal

2\_Riparian Line Feature

Rip\_Class Menu, Normal, Normal, Riparian Class  
 Coniferous forest [VNF]  
 Broadleaf forest [VBF]  
 Mixed forest [VMF]  
 Shrubs [VSH]  
 Herbs/grasses [VHB]  
 Exposed soil [NEL]  
 Landscaped [LS]  
 Lawn [L]  
 Natural wetland [WN]  
 Disturbed wetland [DWN]  
 Row Crops [NAG]  
 Rock [NNB]

Rip\_Stage Menu, Normal, Normal, Structural Stage  
 low shrubs <2m [3a]  
 tall shrubs 2-10m [3b]  
 sapling >10m [4]  
 young forest [5]  
 mature forest [6]  
 old forest [7]

Shor\_Cover Menu, Normal, Normal, Shoreline Cover  
 None [ ]  
 Sparse (<5%) [ ]  
 Moderate (5-20%) [ ]  
 Abundant (>20%) [ ]

Rip\_Snag Menu, Normal, Normal, Presence of Snags  
 No Default  
 <5  
 >=5

Rip\_Commnt Text, Maximum Length = 100, Comment Riparian  
 Normal, Normal

1\_Substrate Line Feature, Label 1 = Substrate

Substrate Menu, Normal, Normal  
 Mud  
 Fines  
 Gravel  
 Gravel\_Fine  
 Gravel\_Coarse  
 Cobble  
 Cobble\_Fine  
 Cobble\_Coarse  
 Boulder  
 Bedrock

Shape Menu, Normal, Normal, man made refers to angularity  
 angular

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blast rock
smooth Default
Commnt_Sub      Text, Maximum Length = 100, Comment for Substrates
                Normal, Normal

2_Substrate     Line Feature
Substrate       Menu, Normal, Normal
Mud
Fines
Gravel
Gravel_Fine
Gravel_Coarse
Cobble
Cobble_Fine
Cobble_Coarse
Boulder
Bedrock
Shape           Menu, Normal, Normal, man made refers to angularity
angular
blast rock
smooth Default
Commnt_Sub      Text, Maximum Length = 100, Comment for Substrates
                Normal, Normal

Sub_Veg         Line Feature, Label 1 = Comment
Comment         Text, Maximum Length = 30
                Normal, Normal

Emerg_veg       Line Feature, Label 1 = Comment
Comment         Text, Maximum Length = 30
                Normal, Normal

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