

# APPENDIX A

Bonaparte River Reach Data (centerline survey) with AHI Scores



Reach	AHI Score	AHI Category	RIVERNAME	DATE	TIME	CREW	WEATHER	WATER TEMP	STAGE	PHOTONUM	PRIMARY	IMPACT_RAT	HYDRAULIC	PATTERN	PERCENTGR	SPAWNING	LIVESTOCK	BARS	ISLANDS	SUB_ORGANI	SUB_FINES	SUB_GRAVEL	SUB_PEBBLE	SUB_COBBLE	SUB_BLDER	SUB_BDRK	EMBEDEDNE	COMPACTION	COMT_SUB	WIDTH_W	WIDTH_BF	WIDTH_LFP	WIDTH_RFP	DEPTH_W	DEPTH_BF	DEPTH_FP	TOTAL_COVE	B	perc_DP	IV	LWD	OV	SWD	UC	Shape Length		
38	15.4	Moderate	Bonaparte River	7/23/2019 0:00	12:35:38pm	SM/KH	Clear	17	moderate	P1080953	Natural	nil_nil	Glide	Sinuus	0.50		Yes	Mid-channel	None	30	50	20	0	0	0	0	Low (0-25%)	Low	NA	0	0	0	0	0	0	0	0	60	0	50	20	10	0	0	0	20	1056
39	30.2	Very High	Bonaparte River	7/23/2019 0:00	11:40:43am	SM/KH	Clear	17	moderate	P1080926	Natural	nil_nil	Riffle/Pool	Sinuus	3.00		Yes	Mid-channel	None	10	15	25	10	10	30	0	Low (0-25%)	Low	NA	0	0	0	0	0	0	0	0	40	25	25	10	20	0	0	0	20	609
40	27.1	Very High	Bonaparte River	7/22/2019 0:00	06:43:52pm	SM/KH	Clear	16	moderate	P1080883	Natural	nil_nil	Riffle/Pool	Sinuus	3.00	Anadromous		None	None	25	25	25	15	0	15	0	Low (0-25%)	Low	NA	0	0	0	0	0	0	0	10	25	25	25	0	0	0	0	25	1706	
41	24.6	High	Bonaparte River	7/22/2019 0:00	06:30:44pm	SM/KH	Clear	16	moderate	P1080875	Natural	nil_nil	Glide	Sinuus	0.30	Anadromous		None	None	25	25	25	15	0	10	0	Low (0-25%)	Low	NA	0	0	0	0	0	0	0	10	25	25	25	0	0	0	0	25	543	
42	31.0	Very High	Bonaparte River	7/22/2019 0:00	04:55:46pm	SM/KH	Clear	16	moderate	P1080830	Natural	nil_nil	Riffle/Pool	Sinuus	3.00	Anadromous		None	None	0	10	20	10	20	40	0	Low (0-25%)	Low	NA	0	0	0	0	0	0	0	40	20	20	0	20	10	10	20	1385		
43	18.6	Moderate	Bonaparte River	7/22/2019 0:00	03:49:43pm	SM/KH	Clear	16	moderate	P1080817	Natural	nil_nil	Glide	Sinuus	0.30	Anadromous		None	None	0	40	30	0	10	20	0	Low (0-25%)	Low	NA	0	0	0	0	0	0	0	10	10	30	10	20	0	15	15	689		
44	13.7	Moderate	Bonaparte River	7/22/2019 0:00	02:25:44pm	SM/KH	Clear	16	moderate	P1080795	Natural	nil_nil	Run	Sinuus	3.00	Anadromous		None	Anastomosing	10	60	10	0	10	10	0	Low (0-25%)	Low	NA	0	0	0	0	0	0	0	75	10	25	15	25	0	10	15	306		

## **APPENDIX B**

Riverbank (Left and Right) Segment Data Base with AHI Scores



Table with 35 columns: Bank, Segment, AHI\_1, AHI Category, SHORE\_TYPE, SHORE\_MODI, SLOPE, LAND\_USE, LEV\_OF\_IMP, LIVEST\_ACC, PCTDISTURB, PCTNATURAL, CUFF\_BLUF, ROCKY, GRAVEL, SAND, CONFLUENCE, WETLAND, OTHER, FLOOD\_LOW\_, FLOOD\_MID\_, FLOOD\_HIGH, AGRICULTUR, COMMERCIAL, CONSERVATI, FORESTRY, INDUSTRIAL, INFRASTRUC, INSTITUTIO, MULTI\_FAMI, NATURAL\_AR, PARK, RECREATION, RURAL, SINGLE\_FAM, URBAN\_PARK, PERRAIL\_MO, PERROAD\_MO, L\_BKSTBLU, PCTERODING, L\_BANK\_MAT, VETERANS, SNAGS, Erosion\_Moderate, Erosion\_Low, Erosion\_High, Erosion\_Extreme, Erosion\_Total, Shape\_Length. The table contains 50 rows of data representing different bank segments.







Bank	Segment	AH1_1	AH1 Category	SHORE_TYPE	SHORE_MODI	SLOPE	LAND_USE	LEV_OF_IMP	LIVEST_ACC	PCTDISTURB	PCTNATURAL	CUFF_BLUF	ROCKY	GRAVEL	SAND	CONFLUENCE	WETLAND	OTHER	FLOOD_LOW_	FLOOD_MID_	FLOOD_HIGH	AGRICULTUR	COMMERCIAL	CONSERVATI	FORESTRY	INDUSTRIAL	INFRASTRUC	INSTITUTIO	MULTI_FAMI	NATURAL_AR	PARK	RECREATION	RURAL	SINGLE_FAM	URBAN_PARK	PERRAIL_MO	PERROAD_MO	L_BKSTBLU	PCTERODING	L_BANK_MAT	VETERANS	SNAGS	Erosion_Moderate	Erosion_Low	Erosion_High	Erosion_Extreme	Erosion_Total	Shape_Length			
Right	61	16.3	Very High	Flood Mid Bench	None	Bench	Natural Area	None	No	0	100	0	0	0	0	0	0	0	10	90	0	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	0	Low	10	Till	No	<5	1	25	0	0	0	26	1474
Right	62	16.1	Very High	Flood Mid Bench	None	Bench	Natural Area	None	No	0	100	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	0	Low	0	Till	No	<5	50	0	0	0	50	840	
Right	63	11.2	High	Flood Mid Bench	Road	Bench	Natural Area	None	No	10	100	10	0	0	0	0	0	0	0	70	20	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	0	Erosion	25	Till	No	>25	167	128	127	0	422	8290	
Right	64	3.5	Low	Flood Low Bench	Other	Bench	Agriculture	High (>40%)	No	90	10	0	0	0	0	0	0	10	0	80	10	0	100	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Erosion	25	Fines	No	No	0	17	0	0	17	1796	
Right	65	7.8	Moderate	Flood Low Bench	Other	Bench	Agriculture	High (>40%)	No	100	0	0	0	0	0	0	0	0	100	0	0	100	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Erosion	25	Fines	No	No	0	0	0	0	0	1161	
Right	66	3.5	Low	Flood Low Bench	Other	Bench	Agriculture	High (>40%)	Yes	100	0	0	0	0	0	0	0	0	100	0	0	100	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Low	10	Fines	No	No	0	0	0	0	0	3619	
Right	67	12.7	High	Flood Mid Bench	Other	Bench	Natural Area	Low (<10%)	Yes	20	80	0	0	0	0	0	0	0	0	80	20	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	High	0	Till	No	No	0	0	0	0	0	443		
Right	68	6.5	Moderate	Flood Low Bench	Other	Bench	Agriculture	High (>40%)	Yes	90	10	0	0	0	0	0	0	0	70	30	0	100	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Low	0	Fines	No	<5	16	15	0	0	31	3509		
Right	69	17.8	Very High	Flood Mid Bench	None	Bench	Natural Area	None	No	0	100	0	0	0	0	0	10	0	0	0	90	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	Low	0	Fines	No	No	15	0	0	0	15	522		
Right	70	18.8	Very High	Flood Mid Bench	None	Bench	Natural Area	None	No	0	100	0	0	0	0	0	0	0	0	80	20	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	Low	10	Till	No	25-May	0	20	30	0	50	6272		
Right	71	17.1	Very High	Flood Low Bench	None	Bench	Natural Area	None	No	0	100	0	0	0	0	0	20	0	80	0	0	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	Medium	0	Fines	No	<5	0	0	0	0	0	1713		
Right	72	19.1	Very High	Flood Mid Bench	None	Bench	Natural Area	None	No	0	100	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	Low	0	Fines	No	25-May	0	0	0	0	0	450		
Right	73	16.2	Very High	Flood Low Bench	None	Bench	Natural Area	Low (<10%)	No	5	95	0	0	0	0	0	20	0	80	0	0	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	Low	0	Fines	No	<5	0	0	0	0	0	1541		
Right	74	18.9	Very High	Flood Mid Bench	None	Bench	Natural Area	None	No	0	100	0	0	0	0	0	0	0	20	80	0	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	Low	0	Fines	No	>25	9	26	0	0	35	4070		
Right	75	18.1	Very High	Flood Low Bench	None	Bench	Natural Area	None	No	0	100	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	Medium	0	Fines	No	>25	0	0	0	0	0	761		
Right	76	13.8	High	Flood Low Bench	Road	Bench	Natural Area	Low (<10%)	No	10	90	0	0	0	0	0	0	0	90	0	10	0	0	0	0	0	0	0	0	100	0	0	0	0	0	0	0	0	Low	0	Fines	No	No	0	0	0	0	0	423		
Right	77	11.4	High	Confluence	Road	Bench	Natural Area	High (>40%)	No	25	75	0	0	0	0	60	0	0	0	40	0	0	0	0	0	0	20	0	0	80	0	0	0	0	0	0	0	0	Medium	0	Fines	No	No	0	0	0	0	0	246		

# APPENDIX C

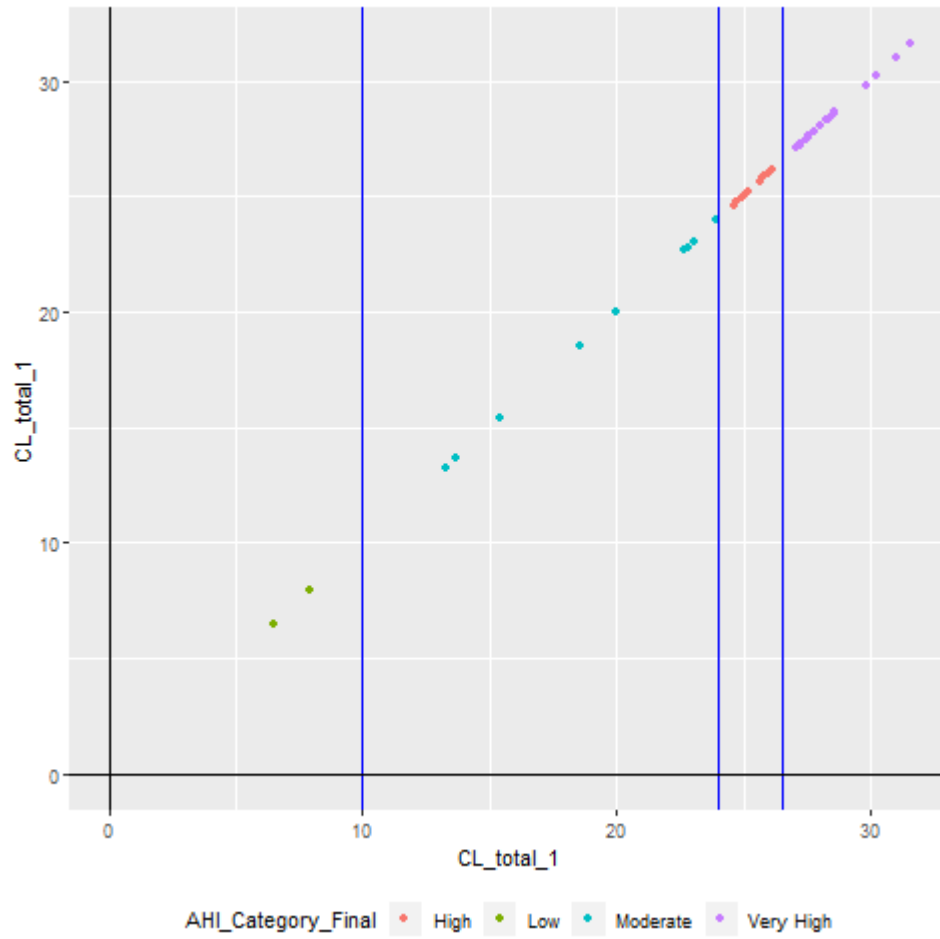
Centerline and Bank Aquatic Habitat Index Analysis Matrices



Appendix C3 - habitat unit/sub area : fish life history scoring matrix - Cover																																															
Species	Life Stage	Habitat Type																																													
		CA	CO	P	LK	RF	RN	G	BW	BW_d	GB	FL_b	FL_f	FL_j	FL_ld	FL_n	FL_md	FLG_n	FL_hd	FLG_md	FLG_ld	FLG_j	FLG_hd	FLS_f	FLS_j	FLS_ld	FLS_md	FLS_n	M_j	M_r	M_n	RI_hd	RM_n	SC	LWD_1	B_j	RI_ld	SB	SF	WN_hd	WN_ld	WN_md	WN_n	SH_j	SH_n	SH_r	
Rainbow (Resident)	Juvenile	2	2	3	0	3	2	1	1	1	0	1	1	1	1	1	1	0	1	1	1	0	0	0	0	0	0	0	0	2	1	3	3	0	1	0	0	0	0	0	0	0	0	0	2		
	Adult	2	3	3	0	3	2	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	3	3	0	1	0	0	0	0	0	0	0	0	0	0	0	0	2
Steelhead	Juvenile	2	2	3	0	3	2	1	1	1	0	1	1	1	1	1	1	0	1	1	1	0	0	0	0	0	0	0	1	1	3	3	0	1	0	0	0	0	0	0	0	0	0	0	0	0	2
	Adult	2	2	3	3	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2
Bull Trout	Juvenile	3	3	3	2	3	2	1	0	0	0	0	0	0	0	0	1	0	1	1	1	0	0	0	0	0	0	1	1	1	0	0	3	3	0	1	0	0	0	0	0	0	0	0	0	0	0
	Adult	3	3	3	3	2	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	3	0	1	0	0	0	0	0	0	0	0	0	0	0	0	
Dolly Varden	Juvenile	1	2	3	2	2	3	2	2	0	0	0	0	0	0	0	1	0	1	1	1	0	0	0	0	0	0	1	1	1	0	0	3	3	0	2	0	0	0	0	0	0	0	0	0	0	0
	Adult	3	3	3	2	3	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	1	0	0	3	3	0	1	0	0	0	0	0	0	0	0	0	0	0
Kokanee	Juvenile	1	2	1	3	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Adult	0	2	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Pink Salmon	Juvenile	1	3	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	Adult	2	2	3	3	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	2	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Chinook	Juvenile	3	2	3	3	3	2	1	1	0	0	1	1	1	1	1	3	1	3	3	3	1	1	1	1	1	1	0	0	2	1	1	3	0	1	0	0	2	2	2	2	0	0	0	2		
	Adult	2	2	3	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
Coho	Juvenile	2	2	3	0	3	3	1	2	2	0	1	1	1	1	1	2	1	2	2	2	1	1	1	1	1	0	0	2	1	3	3	0	1	0	0	2	2	2	2	0	0	0	2			
	Adult	2	3	3	3	2	3	1	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	1	3	3	0	1	0	0	0	0	0	0	0	0	0	0	0	0	2	
Sockeye	Juvenile	2	2	3	3	1	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1	2	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Adult	2	2	2	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	Sum	35	42	48	38	33	26	11	11	4	0	4	4	4	4	4	9	2	9	9	9	2	2	2	2	2	2	3	3	3	11	8	33	47	0	11	0	0	4	4	4	4	0	0	14		
	Relative Unit Value	0.65	0.78	0.89	0.70	0.61	0.48	0.20	0.20	0.07	0.00	0.07	0.07	0.07	0.07	0.07	0.17	0.04	0.17	0.17	0.17	0.04	0.04	0.04	0.04	0.04	0.04	0.06	0.06	0.06	0.20	0.15	0.61	0.87	0.00	0.20	0.00	0.00	0.07	0.07	0.07	0.07	0.00	0.00	0.26		
	Adjusted (/1)	0.73	0.88	1.00	0.79	0.69	0.54	0.23	0.23	0.08	0.00	0.08	0.08	0.08	0.08	0.08	0.19	0.04	0.19	0.19	0.19	0.04	0.04	0.04	0.04	0.04	0.06	0.06	0.06	0.23	0.17	0.69	0.98	0.00	0.23	0.00	0.00	0.08	0.08	0.08	0.08	0.00	0.00	0.29			
	Weight Score	12.58	15.09	17.25	13.66	11.86	9.34	3.95	3.95	1.44	0.00	1.44	1.44	1.44	1.44	1.44	3.23	0.72	3.23	3.23	3.23	0.72	0.72	0.72	0.72	0.72	1.08	1.08	1.08	3.95	2.88	11.86	16.89	0.00	3.95	0.00	0.00	1.44	1.44	1.44	1.44	0.00	0.00	5.03			

<b>Appendix C4. Ecological category: riparian habitat unit rating matrix (relative habitat value).</b>						
Habitat Type	Code	Qualifier	Wildlife Rating	LWD	Biodiversity Rating	Nutrients
Broadleaf Forest	B	hd	0.40	0.30	0.30	0.40
		b	0.40	0.70	0.30	0.30
		ld	0.70	0.40	0.70	0.80
		n	0.80	1.00	0.80	0.90
Backwater	BW		0.80	0.00	1.00	0.50
		d	0.40	0.70	0.30	0.30
Cliff/Scree/Talus	CS		0.10	0.00	0.20	0.10
			0.70	0.80	0.60	0.60
Coniferous Forest	C	b	0.30	0.60	0.30	0.30
		hd	0.40	0.50	0.30	0.40
		p	0.50	0.50	0.30	0.50
		pb	0.50	0.50	0.30	0.50
		md	0.50	0.60	0.40	0.50
		ld	0.60	0.70	0.50	0.60
		n	0.70	0.80	0.60	0.60
Cultivated Field	CF		0.10	0.00	0.10	0.10
Dry Gully	DG		0.10	0.00	0.10	0.10
Grassland	GN	hd	0.10	0.00	0.00	0.00
		b	0.10	0.00	0.10	0.10
		pb	0.30	0.00	0.20	0.10
		md	0.50	0.00	0.30	0.10
		ld	0.60	0.00	0.40	0.20
		n	0.60	0.00	0.40	0.20
Low Flood Bench	FL	b	0.50	0.00	0.50	0.30
		hd	0.50	0.00	0.50	0.30
		f	0.60	0.00	0.60	0.30
		md	0.60	0.00	0.60	0.30
		pb	0.60	0.00	0.60	0.30
		ld	0.70	0.00	0.70	0.30
		n	0.90	0.00	0.90	0.40
Low Flood Bench - Graminoid	FLG	b	0.50	0.00	0.50	0.30
		hd	0.50	0.00	0.50	0.30
		md	0.50	0.00	0.50	0.30
		pb	0.50	0.00	0.50	0.30
		f	0.70	0.00	0.70	0.30
		ld	0.70	0.00	0.70	0.30
		n	0.90	0.00	0.90	0.40
Low Flood Bench - Shrub	FLS	b	0.40	0.00	0.30	0.30
		hd	0.40	0.00	0.30	0.30
		f	0.40	0.00	0.50	0.50
		pb	0.50	0.00	0.60	0.30
		md	0.60	0.00	0.60	0.30
		ld	0.70	0.00	0.70	0.30
		n	0.90	0.00	0.90	0.40
Mid Flood Bench	FM	f	0.40	0.40	0.50	0.40
		hd	0.40	0.40	0.50	0.40
		b	0.40	1.00	0.50	0.40
		md	0.60	0.80	0.60	0.70
		ld	0.80	1.00	0.80	0.90
		n	1.00	1.00	1.00	1.00
Mixed Forest	M	md	0.60	0.70	0.60	0.40
		pb	0.60	0.80	0.70	0.40
		ld	0.70	0.80	0.80	0.50
		n	0.90	1.00	1.00	0.60
Open Coniferous Woodland	CW	b	0.40	0.60	0.20	0.20

		c	0.40	0.60	0.20	0.20
		hd	0.40	0.50	0.30	0.40
		md	0.50	0.60	0.40	0.50
		pb	0.50	0.60	0.40	0.50
		ld	0.60	0.70	0.50	0.60
		n	0.70	0.80	0.60	0.70
Railway	RL		0.00	0.00	0.00	0.00
River	RI		0.80	0.00	0.80	0.00
		d	0.30	0.00	0.40	0.00
		hd	0.50	0.00	0.50	0.00
		md	0.60	0.00	0.70	0.00
		ld	0.60	0.00	1.00	0.00
		n	0.60	0.00	1.00	0.00
Road Surface	RZ		0.00	0.00	0.00	0.00
		hd	0.00	0.00	0.00	0.00
Rural	RU	b	0.00	0.00	0.00	0.10
		hd	0.00	0.00	0.00	0.10
		md	0.30	0.20	0.20	0.30
		pa	0.50	0.00	0.50	0.30
		ld	0.40	0.40	0.40	0.40
Seasonally Flooded	SF		0.50	0.00	0.50	0.60
Shrub	SH	hd	0.20	0.00	0.10	0.20
		f	0.30	0.00	0.20	0.30
		md	0.40	0.00	0.30	0.30
		pb	0.40	0.00	0.30	0.30
		n	0.40	0.00	0.50	0.30
		ld	0.50	0.00	0.40	0.50
Shrub Steppe Gully	SG	md	0.30	0.00	0.40	0.10
		ld	0.40	0.00	0.50	0.10
		n	0.50	0.00	0.60	0.10
Silt Bluff/Exposed Bank	SB		0.20	0.00	0.20	0.10
Side Channel	SC		0.50	0.00	0.60	0.30
Shrub-Steppe	SS	f	0.30	0.00	0.30	0.10
		hd	0.40	0.00	0.30	0.10
		md	0.60	0.00	0.50	0.10
		ld	0.70	0.00	0.60	0.10
		n	0.80	0.00	0.70	0.10
Urban	UR		0.00	0.00	0.00	0.10
		pa	0.00	0.00	0.00	0.00
Wetland	WN		1.00	0.00	1.00	0.40
		b	0.60	0.00	0.50	0.10
		hd	0.60	0.00	0.50	0.10
		ld	0.80	0.00	0.80	0.40
		md	0.80	0.00	1.00	0.60
		n	1.00	0.00	1.00	0.40



# APPENDIX D

Data Dictionary for Large River Inventory and Mapping – Version 6



LRIM  
 SHIM/FIM adapted - Ecoscape Oct.31, 2016

RIVER\_CENTERLINE Line Feature, Label 1 = RiverName, Label 2 = Line\_Src

RIVER\_REFERENCE Separator, Normal, Normal

RiverName Text, Maximum Length = 100  
 Normal, Normal

LocalName Text, Maximum Length = 100  
 Normal, Normal

Organization Text, Maximum Length = 100  
 Normal, Normal

WtreshedCde Text, Maximum Length = 100  
 Normal, Normal

WtrBdyID Text, Maximum Length = 100  
 Normal, Normal

Date Date, Auto generate Create, Year-Month-Day Format  
 Required, Required

Time Time, Auto generate Create, 24 Hour Format  
 Normal, Normal

Crew Text, Maximum Length = 50  
 Required, Required

Weather Menu, Normal, Normal

- Light Rain [L]
- Heavy Rain [H]
- Snow/Sleet [N]
- Over cast [OV]
- Clear [S]
- Partly Cloudy [PC]
- Other [O]

AirTemp Numeric, Decimal Places = 1  
 Minimum = -25, Maximum = 99, Default Value = 99  
 Normal, Normal

Water\_Temp Numeric, Decimal Places = 1  
 Minimum = -2, Maximum = 99, Default Value = 99  
 Normal, Normal

Stage Menu, Normal, Normal

- dry
- low
- moderate
- high
- flood
- other

Line\_Type Menu, Normal, Normal

- Trimble Default
- Garmin
- Photointerp
- Chain\_Compass
- Other

Line\_Src Menu, Normal, Normal

- RIM2016 Default
- shim2008
- shim2006
- trim
- DFO
- other

Comments Text, Maximum Length = 100  
 Normal, Normal

PhotoNum Text, Maximum Length = 100  
 Normal, Normal

Separator, Normal, Normal

SEGMENT\_CLASS Separator, Normal, Normal

Reach\_Number Numeric, Decimal Places = 1  
 Minimum = 0, Maximum = 99999, Default Value = 0  
 Required, Required

Primary Menu, Required, Required

- Channelized [CH]
- Culvert [CV]
- Ditch [FRT]
- Modified [Md]
- Natural [N]
- Other [O]

Secondary Menu, Normal, Normal

- Beaver Pond [BP]
- Ephemeral [EP]
- Flumed [F]
- Intermittent [IN]
- Side channel [SC]
- Wetland [HMW]

Braided [BC]  
 Non-channelized [NC]  
 Other [O]

Impact\_rating Menu, Normal, Normal  
 nil\_nil [8]  
 nil\_low [7]  
 nil\_mod [6]  
 nil\_high [5]  
 low\_low [6]  
 low\_mod [5]  
 low\_high [4]  
 mod\_mod [4]  
 mod\_high [3]  
 high\_high [2]

Hydraulic Menu, Normal, Normal  
 Beaver Pond [BP]  
 Cascade [C]  
 Cascade/Pool [CP]  
 Falls [F]  
 Glide [G]  
 Pool [P]  
 Run [RN]  
 Riffle [RF]  
 Riffle/Pool [RP]  
 Slough [S]  
 Standing [S]  
 Wetland [HMW]  
 Other [O]

Pattern Menu, Normal, Normal  
 Straight  
 Sinuous  
 Irregular Wandering  
 Irregular Meandering  
 Regular Meanders  
 Tortuous Meanders

Comt\_Class Text, Maximum Length = 100  
 Normal, Normal  
 Separator, Normal, Normal

---

SEGMENT\_CHARACTER Separator, Normal, Normal  
 Percent\_Gradient Numeric, Decimal Places = 1  
 Minimum = 0, Maximum = 100, Default Value = 99  
 Normal, Normal

Spawning\_Habitat Menu, Normal, Normal  
 Anadromous  
 Resident  
 Unknown  
 Potential

Livestock\_access Menu, Normal, Normal  
 Yes

Bars Menu, Normal, Normal  
 None  
 Side  
 Diagonal  
 Mid-channel  
 Spanning  
 Braided

Islands Menu, Normal, Normal  
 None Default  
 Occasional  
 Frequent - Irregular  
 Frequent - Regular  
 Split  
 Anastomosing

Comt\_SChar Text, Maximum Length = 100  
 Normal, Normal  
 Separator, Normal, Normal

---

SUBSTRATE Separator, Normal, Normal  
 Sub\_Organic Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 99  
 Normal, Normal

Sub\_Fines Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 99  
 Normal, Normal

Sub\_Gravel Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 99  
 Normal, Normal

Sub\_Pebble Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 99

	Normal, Normal
Sub_Cobble	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 99 Normal, Normal
Sub_Blder	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 99 Normal, Normal
Sub_BedRk	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 99 Normal, Normal
Embeddedness	Menu, Normal, Normal None Low (0-25%) [L] Medium (25-75%) [M] High (75%+) [H] Unknown     Default
Compaction	Menu, Normal, Normal Low [L] Medium [M] High [H]
Comt_Sub	Text, Maximum Length = 100 Normal, Normal Separator, Normal, Normal
CHANNEL	Separator, Normal, Normal
Width_W	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 250, Default Value = 0 Normal, Normal
Width_BF	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 500, Default Value = 0 Normal, Normal
Width_LFP	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Width_RFP	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Depth_W	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 20, Default Value = 0 Normal, Normal
Depth_BF	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 20, Default Value = 0 Normal, Normal
Depth_FP	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 10, Default Value = 0 Normal, Normal
Comt_Chan	Text, Maximum Length = 100 Normal, Normal Separator, Normal, Normal
INSTREAM_COVER	Separator, Normal, Normal
Total_Cover	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 99 Normal, Normal
B	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
DP	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
IV	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
LWD	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
OV	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
SWD	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
UC	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
LWD_Count	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 999, Default Value = 999 Normal, Normal
Log_Jam_Count	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 999, Default Value = 999

	Normal, Normal
DP_Count	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 999, Default Value = 999
	Normal, Normal
Comt_Cov	Text, Maximum Length = 100
	Normal, Normal
	Separator, Normal, Normal
FLORA_FAUNA	Separator, Normal, Normal
CmmntFlora	Text, Maximum Length = 100
	Normal, Normal
CmmntFauna	Text, Maximum Length = 100
	Normal, Normal
	Separator, Normal, Normal
LEFT BANK REFERENCE	Separator, Normal, Normal
	Separator, Normal, Normal
L_SEGMENT CLASS	Separator, Normal, Normal
L_Segmnt_Num	Numeric, Decimal Places = 1 Minimum = 0, Maximum = 99999, Default Value = 0 Required, Required
L_Reach_Number	Numeric, Decimal Places = 1 Minimum = 0, Maximum = 99999, Default Value = 0 Required, Required
L_Shore_Type	Menu, Required, Normal
	Cliff/Bluff
	Rocky Shore
	Gravel
	Sand
	Confluence
	Wetland
	Other
	Flood Low Bench
	Flood Mid Bench
	Flood High Bench
L_Shore_Modifier	Menu, Normal, Normal
	Log Yard
	Marina_small (6-20)
	Marina_large (20+)
	Railway
	Road
	None Default
	Other
L_Slope	Menu, Normal, Normal
	Bench
	Low (0-5)
	Moderate (5-20)
	Steep (20-60)
	Very Steep (60+)
L_Land_Use	Menu, Normal, Normal
	Agriculture
	Commercial
	Conservation
	Forestry
	Industrial
	Institution
	Multi Family
	Natural Area
	Park
	Recreation
	Rural
	Single Family
	Urban Park
L_Lev_of_Imp	Menu, Normal, Normal
	None Default
	Low (<10%)
	Medium (10-40%)
	High (>40%)
L_Livest_Acc	Menu, Normal, Normal
	Yes
	No Default
L_PCTDisturbed	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0
	Normal, Normal
L_PCTNatural	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0
	Normal, Normal
L_PhotoNum	Text, Maximum Length = 100
	Normal, Normal
L_Cmmnt_Clas	Text, Maximum Length = 100

Normal, Normal  
Separator, Normal, Normal

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L\_SHORE TYPE Separator, Normal, Normal  
L\_Cliff/Bluff Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Rocky Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Gravel Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Sand Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Confluence Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Wetland Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Other Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Flood Low Bench Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Flood Mid Bench Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Flood High Bench Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Stype\_comm Text, Maximum Length = 100  
Normal, Normal

Separator, Normal, Normal

---

L\_LAND USE Separator, Normal, Normal  
L\_Agriculture Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Commercial Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Conservation Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Forestry Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Industrial Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Infrastructure Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Institution Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Multi Family Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Natural Area Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Park Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Recreation Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Rural Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Single Family Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
L\_Urban Park Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0

	Normal, Normal
L_Landu_Commnt	Text, Maximum Length = 100
	Normal, Normal
	Separator, Normal, Normal
L_MODIFICATIONS	Separator, Normal, Normal
L_Retain_Wal	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 99999999, Default Value = 0
	Normal, Normal
L_PerRetain_Wall	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 100, Default Value = 0
	Normal, Normal
L_Retain_Mat	Menu, Normal, Normal
	Bio_Eng
	Concrete
	Mixed
	Stonework
	Wood
	Metal
	Tires
	Rock
	Other
L_Docks	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 99999999, Default Value = 0
	Normal, Normal
L_Docks_km	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 1000, Default Value = 0
	Normal, Normal
L_Boat_House	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 99999999, Default Value = 0
	Normal, Normal
L_Groynes	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 99999999, Default Value = 0
	Normal, Normal
L_Groynes_km	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 1000, Default Value = 0
	Normal, Normal
L_Boat_Launch	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 1000, Default Value = 0
	Normal, Normal
L_PerRail_mod	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 100, Default Value = 0
	Normal, Normal
L_PerRoad_mod	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 100, Default Value = 0
	Normal, Normal
L_Marin_Rail	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 99999999, Default Value = 0
	Normal, Normal
L_Marinas	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 99999999, Default Value = 0
	Normal, Normal
L_Sub_modification	Menu, Normal, Normal
	Yes
	No
L_PerSub_mod	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 100, Default Value = 0
	Normal, Normal
L_Commnt_Mod	Text, Maximum Length = 100
	Normal, Normal
	Separator, Normal, Normal
L_BANK STABILITY	Separator, Normal, Normal
L_BkStbility	Menu, Normal, Normal
	High [H]
	Medium [M]
	Low [L]
	Erosion [VL]
L_PctEroding	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 100, Default Value = 0
	Normal, Normal
L_Bank_Material	Menu, Normal, Normal
	Concrete [C]
	Gabions [GB]
	Pilings [P]
	Stonework [S]
	RipRap [RR]
	Retain Wall/Bank Stb [EHB]
	Sandbags [SB]
	Wood [W]

Bark\_Mulch [BM]  
 Asphalt [AS]  
 Dyke [DY]  
 Till [T]  
 Fines [F]  
 Gravel [G]  
 Cobble [CB]  
 Boulder [B]  
 Bed\_Rock [BR]  
 Other [O]

L\_Comment           Text, Maximum Length = 100  
                       Normal, Normal  
                       Separator, Normal, Normal

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L\_FLORA & FAUNA    Separator, Normal, Normal  
 L\_Veterans         Menu, Normal, Normal  
   No    Default  
   <5  
   5-25  
   >25

L\_Snags            Menu, Normal, Normal  
   No    Default  
   <5  
   5-25  
   >25

L\_Cmmnt\_Flra      Text, Maximum Length = 100  
                       Normal, Normal

L\_Cmmnt\_Faun      Text, Maximum Length = 100  
                       Normal, Normal  
                       Separator, Normal, Normal

---

RIGHT BANK REFERENCE    Separator, Normal, Normal  
                           Separator, Normal, Normal

---

R\_SEGMENT CLASS    Separator, Normal, Normal  
 R\_Segmnt\_Num        Numeric, Decimal Places = 1  
                       Minimum = 0, Maximum = 99999, Default Value = 0  
                       Required, Required

R\_Reach\_Number     Numeric, Decimal Places = 1  
                       Minimum = 0, Maximum = 99999, Default Value = 0  
                       Required, Required

R\_Shore\_Type        Menu, Required, Normal  
   Cliff/Bluff  
   Rocky Shore  
   Gravel  
   Sand  
   Confluence  
   Wetland  
   Other  
   Flood Low Bench  
   Flood Mid Bench  
   Flood High Bench

R\_Shore\_Modifier    Menu, Normal, Normal  
   Log Yard  
   Marina\_small (6-20)  
   Marina\_large (20+)  
   Railway  
   Road  
   None    Default  
   Other

R\_Slope            Menu, Normal, Normal  
   Bench  
   Low (0-5)  
   Moderate (5-20)  
   Steep (20-60)  
   Very Steep (60+)

R\_Land\_Use         Menu, Normal, Normal  
   Agriculture  
   Commercial  
   Conservation  
   Forestry  
   Industrial  
   Institution  
   Multi Family  
   Natural Area  
   Park  
   Recreation  
   Rural  
   Single Family  
   Urban Park

R\_Lev\_of\_Imp       Menu, Normal, Normal

None	Default
Low (<10%)	
Medium (10-40%)	
High (>40%)	
R_Livest_Acc	Menu, Normal, Normal
Yes	
No	Default
R_PCTDisturbed	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_PCTNatural	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_PhotoNum	Text, Maximum Length = 100 Normal, Normal
R_Cmmnt_Clas	Text, Maximum Length = 100 Normal, Normal Separator, Normal, Normal
R_SHORE TYPE	Separator, Normal, Normal
R_Cliff/Bluff	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Rocky	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Gravel	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Sand	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Confluence	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Wetland	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Other	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Flood Low Bench	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Flood Mid Bench	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Flood High Bench	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Stype_comm	Text, Maximum Length = 100 Normal, Normal Separator, Normal, Normal
R_LAND USE	Separator, Normal, Normal
R_Agriculture	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Commercial	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Conservation	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Forestry	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Industrial	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Infrastructure	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Institution	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Multi Family	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Natural Area	Numeric, Decimal Places = 0



	Minimum = 0, Maximum = 100, Default Value = 0
	Normal, Normal
R_Park	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 100, Default Value = 0
	Normal, Normal
R_Recreation	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 100, Default Value = 0
	Normal, Normal
R_Rural	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 100, Default Value = 0
	Normal, Normal
R_Single Family	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 100, Default Value = 0
	Normal, Normal
R_Urban Park	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 100, Default Value = 0
	Normal, Normal
R_Landu_Commnt	Text, Maximum Length = 100
	Normal, Normal
	Separator, Normal, Normal
R_MODIFICATIONS	Separator, Normal, Normal
R_Retain_Wal	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 99999999, Default Value = 0
	Normal, Normal
R_PerRetain_Wall	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 100, Default Value = 0
	Normal, Normal
R_Retain_Mat	Menu, Normal, Normal
Bio_Eng	
Concrete	
Mixed	
Stonework	
Wood	
Metal	
Tires	
Rock	
Other	
R_Docks	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 99999999, Default Value = 0
	Normal, Normal
R_Docks_km	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 1000, Default Value = 0
	Normal, Normal
R_Boat_House	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 99999999, Default Value = 0
	Normal, Normal
R_Groynes	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 99999999, Default Value = 0
	Normal, Normal
R_Groynes_km	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 1000, Default Value = 0
	Normal, Normal
R_Boat_Launch	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 1000, Default Value = 0
	Normal, Normal
R_PerRail_mod	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 100, Default Value = 0
	Normal, Normal
R_PerRoad_mod	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 100, Default Value = 0
	Normal, Normal
R_Marin_Rail	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 99999999, Default Value = 0
	Normal, Normal
R_Marinas	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 99999999, Default Value = 0
	Normal, Normal
R_Sub_modification	Menu, Normal, Normal
Yes	
No	
R_PerSub_mod	Numeric, Decimal Places = 0
	Minimum = 0, Maximum = 100, Default Value = 0
	Normal, Normal
R_Commnt_Mod	Text, Maximum Length = 100
	Normal, Normal
	Separator, Normal, Normal
R_BANK STABILITY	Separator, Normal, Normal
R_BkStbility	Menu, Normal, Normal

High [H]	
Medium [M]	
Low [L]	
Erosion [VL]	
R_PctEroding	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
R_Bank_Material	Menu, Normal, Normal
Concrete [C]	
Gabions [GB]	
Pilings [P]	
Stonework [S]	
RipRap [RR]	
Retain Wall/Bank Stb [EHB]	
Sandbags [SB]	
Wood [W]	
Bark_Mulch [BM]	
Asphalt [AS]	
Dyke [DY]	
Till [T]	
Fines [F]	
Gravel [G]	
Cobble [CB]	
Boulder [B]	
Bed_Rock [BR]	
Other [O]	
R_Comment	Text, Maximum Length = 100 Normal, Normal Separator, Normal, Normal
R_FLORA & FAUNA	Separator, Normal, Normal
R_Veterans	Menu, Normal, Normal
No Default	
<5	
5-25	
>25	
R_Snags	Menu, Normal, Normal
No Default	
<5	
5-25	
>25	
R_Cmmnt_Flra	Text, Maximum Length = 100 Normal, Normal
R_Cmmnt_Faun	Text, Maximum Length = 100 Normal, Normal
LEFT_BANK	Line Feature, Label 1 = Segmnt_Num
LEFT BANK REFERENCE	Separator, Normal, Normal
River_Name	Text, Maximum Length = 100 Normal, Normal
Organization	Text, Maximum Length = 100 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]	
Jurisdiction	Text, Maximum Length = 100 Normal, Normal
Comments	Text, Maximum Length = 100 Normal, Normal Separator, Normal, Normal
SEGMENT CLASS	Separator, Normal, Normal
Segmnt_Num	Numeric, Decimal Places = 1 Minimum = 0, Maximum = 99999, Default Value = 0 Required, Required
Reach_Number	Numeric, Decimal Places = 1 Minimum = 0, Maximum = 99999, Default Value = 0 Required, Required
Shore_Type	Menu, Required, Normal

Cliff/Bluff  
 Rocky Shore  
 Gravel  
 Sand  
 Confluence  
 Wetland  
 Other  
 Flood Low Bench  
 Flood Mid Bench  
 Flood High Bench  
 Shore\_Modifier      Menu, Normal, Normal  
 Log\_Yard  
 Marina\_small (6-20)  
 Marina\_large (20+)  
 Railway  
 Road  
 None      Default  
 Other  
 Slope                      Menu, Normal, Normal  
 Bench  
 Low (0-5)  
 Moderate (5-20)  
 Steep (20-60)  
 Very Steep (60+)  
 Land\_Use                  Menu, Normal, Normal  
 Agriculture  
 Commercial  
 Conservation  
 Forestry  
 Industrial  
 Institution  
 Multi Family  
 Natural Area  
 Park  
 Recreation  
 Rural  
 Single Family  
 Urban Park  
 Lev\_of\_Imp                Menu, Normal, Normal  
 None      Default  
 Low (<10%)  
 Medium (10-40%)  
 High (>40%)  
 Livest\_Acc                Menu, Normal, Normal  
 Yes  
 No      Default  
 PCTDisturbed            Numeric, Decimal Places = 0  
                                  Minimum = 0, Maximum = 100, Default Value = 0  
                                  Normal, Normal  
 PCTNatural                Numeric, Decimal Places = 0  
                                  Minimum = 0, Maximum = 100, Default Value = 0  
                                  Normal, Normal  
 PhotoNum                 Text, Maximum Length = 100  
                                  Normal, Normal  
 Tape\_Numb                Text, Maximum Length = 100  
                                  Normal, Normal  
 Video\_Time                Text, Maximum Length = 100  
                                  Normal, Normal  
 Cmmnt\_Clas                Text, Maximum Length = 100  
                                  Normal, Normal  
                                  Separator, Normal, Normal  
 SHORE TYPE                Separator, Normal, Normal  
 Cliff/Bluff                Numeric, Decimal Places = 0  
                                  Minimum = 0, Maximum = 100, Default Value = 0  
                                  Normal, Normal  
 Rocky                        Numeric, Decimal Places = 0  
                                  Minimum = 0, Maximum = 100, Default Value = 0  
                                  Normal, Normal  
 Gravel                        Numeric, Decimal Places = 0  
                                  Minimum = 0, Maximum = 100, Default Value = 0  
                                  Normal, Normal  
 Sand                         Numeric, Decimal Places = 0  
                                  Minimum = 0, Maximum = 100, Default Value = 0  
                                  Normal, Normal  
 Confluence                Numeric, Decimal Places = 0  
                                  Minimum = 0, Maximum = 100, Default Value = 0  
                                  Normal, Normal  
 Wetland                      Numeric, Decimal Places = 0

Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Other Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Flood Low Bench Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Flood Mid Bench Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Flood High Bench Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Stype\_comm Text, Maximum Length = 100  
 Normal, Normal

Separator, Normal, Normal

LAND USE Separator, Normal, Normal  
 Agriculture Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Commercial Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Conservation Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Forestry Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Industrial Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Infrastructure Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Institution Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Multi Family Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Natural Area Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Park Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Recreation Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Rural Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Single Family Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Urban Park Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 Landu\_Commnt Text, Maximum Length = 100  
 Normal, Normal

Separator, Normal, Normal

MODIFICATIONS Separator, Normal, Normal  
 Retain\_Wal Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 99999999, Default Value = 0  
 Normal, Normal  
 PerRetain\_Wall Numeric, Decimal Places = 0  
 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 Minimum = 0, Maximum = 99999999, Default Value = 0 Normal, Normal
Docks_km	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Boat_House	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 99999999, Default Value = 0 Normal, Normal
Groynes	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 99999999, Default Value = 0 Normal, Normal
Groynes_km	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Boat_Launch	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
PerRail_mod	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
PerRoad_mod	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Marin_Rail	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 99999999, Default Value = 0 Normal, Normal
Marinas	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 99999999, Default Value = 0 Normal, Normal
Sub_modification	Menu, Normal, Normal
Yes	
No	
PerSub_mod	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Commnt_Mod	Text, Maximum Length = 100 Normal, Normal
	Separator, Normal, Normal
BANK STABILITY	Separator, Normal, Normal
L_BkStbility	Menu, Normal, Normal
High [H]	
Medium [M]	
Low [L]	
Erosion [VL]	
PctEroding	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
L_Bank_Material	Menu, Normal, Normal
Concrete [C]	
Gabions [GB]	
Pilings [P]	
Stonework [S]	
RipRap [RR]	
Retain Wall/Bank Stb [EHB]	
Sandbags [SB]	
Wood [W]	
Bark_Mulch [BM]	
Asphalt [AS]	
Dyke [DY]	
Till [T]	
Fines [F]	
Gravel [G]	
Cobble [CB]	
Boulder [B]	
Bed_Rock [BR]	
Other [O]	
L_Comment	Text, Maximum Length = 100 Normal, Normal
	Separator, Normal, Normal
FLORA & FAUNA	Separator, Normal, Normal
Veterans	Menu, Normal, Normal
No	Default
<5	
5-25	
>25	

Snags	Menu, Normal, Normal
No	Default
<5	
5-25	
>25	
Cmmnt_Flra	Text, Maximum Length = 100
	Normal, Normal
Cmmnt_Faun	Text, Maximum Length = 100
	Normal, Normal
RIGHT_BANK	Line Feature, Label 1 = Segmnt_Num
RIGHT BANK REFERENCE	Separator, Normal, Normal
River_Name	Text, Maximum Length = 100
	Normal, Normal
Organization	Text, Maximum Length = 100
	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]	
Jurisdiction	Text, Maximum Length = 100
	Normal, Normal
Comments	Text, Maximum Length = 100
	Normal, Normal
	Separator, Normal, Normal
SEGMENT CLASS	Separator, Normal, Normal
Segmnt_Num	Numeric, Decimal Places = 1
	Minimum = 0, Maximum = 99999, Default Value = 0
	Required, Required
Reach_Number	Numeric, Decimal Places = 1
	Minimum = 0, Maximum = 99999, Default Value = 0
	Required, Required
Shore_Type	Menu, Required, Normal
Cliff/Bluff	
Rocky Shore	
Gravel	
Sand	
Confluence	
Wetland	
Other	
Flood Low Bench	
Flood Mid Bench	
Flood High Bench	
Shore_Modifier	Menu, Normal, Normal
Log Yard	
Marina_small (6-20)	
Marina_large (20+)	
Railway	
Road	
None	Default
Other	
Slope	Menu, Normal, Normal
Bench	
Low (0-5)	
Moderate (5-20)	
Steep (20-60)	
Very Steep (60+)	
Land_Use	Menu, Normal, Normal
Agriculture	
Commercial	
Conservation	
Forestry	
Industrial	
Institution	
Multi Family	
Natural Area	
Park	
Recreation	

Rural	
Single Family	
Urban Park	
Lev_of_Imp	Menu, Normal, Normal
None	Default
Low (<10%)	
Medium (10-40%)	
High (>40%)	
Livest_Acc	Menu, Normal, Normal
Yes	
No	Default
PCTDisturbed	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
PCTNatural	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
PhotoNum	Text, Maximum Length = 100 Normal, Normal
Tape_Numb	Text, Maximum Length = 100 Normal, Normal
Video_Time	Text, Maximum Length = 100 Normal, Normal
Cmnt_Clas	Text, Maximum Length = 100 Normal, Normal
	Separator, Normal, Normal
SHORE TYPE	Separator, Normal, Normal
Cliff/Bluff	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Rocky	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Gravel	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Sand	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Confluence	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Wetland	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Other	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Flood Low Bench	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Flood Mid Bench	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Flood High Bench	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Stype_comm	Text, Maximum Length = 100 Normal, Normal
	Separator, Normal, Normal
LAND USE	Separator, Normal, Normal
Agriculture	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Commercial	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Conservation	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Forestry	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Industrial	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Infrastructure	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0

Institution	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0
Multi Family	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0
Natural Area	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0
Park	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0
Recreation	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0
Rural	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0
Single Family	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0
Urban Park	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0
Landu_Commnt	Normal, Normal Text, Maximum Length = 100
	Separator, Normal, Normal
MODIFICATIONS	Separator, Normal, Normal
Retain_Wal	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 99999999, Default Value = 0
PerRetain_Wall	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0
Retain_Mat	Menu, Normal, Normal
Bio_Eng	
Concrete	
Mixed	
Stonework	
Wood	
Metal	
Tires	
Rock	
Other	
Docks	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 99999999, Default Value = 0
Docks_km	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 1000, Default Value = 0
Boat_House	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 99999999, Default Value = 0
Groynes	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 99999999, Default Value = 0
Groynes_km	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 1000, Default Value = 0
Boat_Launch	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 1000, Default Value = 0
PerRail_mod	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0
PerRoad_mod	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0
Marin_Rail	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 99999999, Default Value = 0
Marinas	Normal, Normal Numeric, Decimal Places = 0 Minimum = 0, Maximum = 99999999, Default Value = 0
Sub_modification	Menu, Normal, Normal
Yes	
No	



PerSub_mod	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
Commnt_Mod	Text, Maximum Length = 100 Normal, Normal Separator, Normal, Normal
BANK STABILITY	Separator, Normal, Normal
L_BkStbility	Menu, Normal, Normal
High [H]	
Medium [M]	
Low [L]	
Erosion [VL]	
PctEroding	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
L_Bank_Material	Menu, Normal, Normal
Concrete [C]	
Gabions [GB]	
Pilings [P]	
Stonework [S]	
RipRap [RR]	
Retain Wall/Bank Stb [EHB]	
Sandbags [SB]	
Wood [W]	
Bark_Mulch [BM]	
Asphalt [AS]	
Dyke [DY]	
Till [T]	
Fines [F]	
Gravel [G]	
Cobble [CB]	
Boulder [B]	
Bed_Rock [BR]	
Other [O]	
L_Comment	Text, Maximum Length = 100 Normal, Normal Separator, Normal, Normal
FLORA & FAUNA	Separator, Normal, Normal
Veterans	Menu, Normal, Normal
No    Default	
<5	
5-25	
>25	
Snags	Menu, Normal, Normal
No    Default	
<5	
5-25	
>25	
Cmmnt_Flra	Text, Maximum Length = 100 Normal, Normal
Cmmnt_Faun	Text, Maximum Length = 100 Normal, Normal
Chan_Morph	Area Feature, Label 1 = Point_number
Point_number	Numeric, Decimal Places = 1 Minimum = 0, Maximum = 99999, Default Value = 0 Required, Required
Character	Menu, Normal, Normal
Bar [BA]	
Beaver Pond [BP]	
Cascade [C]	
Cascade/Pool [CP]	
Falls [F]	
Glide [GL]	
Pool [P]	
Run [RN]	
Rifle [RF]	
Rifle/Pool [RP]	
Slough [S]	
Standing [S]	
Wetland [HMW]	
Other [O]	
Area	Numeric, Decimal Places = 2 Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Comments	Text, Maximum Length = 100 Normal, Normal Separator, Normal, Normal

SUBSTRATE Separator, Normal, Normal  
Sub\_Organic Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
Sub\_Fines Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
Sub\_Gravel Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
Sub\_Cobble Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
Sub\_Blder Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
Sub\_BedRk Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
Embeddedness Menu, Normal, Normal  
None  
Low (0-25%) [L]  
Medium (25-75%) [M]  
High (75%+) [H]  
Unknown Default  
Compaction Menu, Normal, Normal  
Low [L]  
Medium [M]  
High [H]  
Comt\_Sub Text, Maximum Length = 100  
Normal, Normal  
PhotoNum Text, Maximum Length = 100  
Normal, Normal  
Erosion Line Feature, Label 1 = Point\_number, Label 2 = Source\_Erosion  
Point\_number Numeric, Decimal Places = 1  
Minimum = 0, Maximum = 99999, Default Value = 0  
Required, Required  
Source\_Erosion Menu, Normal, Normal  
Bank Erosion [HCEB]  
Culvert [CV]  
Headwall [H]  
Lack of Riparian Veg [WDL]  
Livestock Access [WDC]  
Streamside Grazing [WDG]  
Landslide  
Debris flow/torrent  
Sloughing  
Other [O]  
Bank Menu, Normal, Normal  
Both [B]  
Instream [I]  
Left [L]  
Right [R]  
Severity Menu, Required, Required  
Low  
Moderate  
High  
Extreme  
Exposure Menu, Normal, Normal  
Clay [C]  
Silt [Si]  
Till [T]  
Bedrock [B]  
Roots [R]  
Soil [S]  
Other [O]  
Length Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 10000, Default Value = 0  
Normal, Normal  
Width Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 1000, Default Value = 0  
Normal, Normal  
Height Numeric, Decimal Places = 2  
Minimum = 0, Maximum = 1000, Default Value = 0  
Normal, Normal  
Slope Degrees Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 90, Default Value = 0

PhotoNum	Normal, Normal Text, Maximum Length = 100
Comments	Normal, Normal Text, Maximum Length = 100 Normal, Normal
Erosion	Point Feature, Label 1 = Point_number, Label 2 = Source_Erosion
Point_number	Numeric, Decimal Places = 1 Minimum = 0, Maximum = 99999, Default Value = 0 Required, Required
Source_Erosion	Menu, Normal, Normal
Bank Erosion [HCEB]	
Culvert [CV]	
Headwall [H]	
Lack of Riparian Veg [WDL]	
Livestock Access [WDC]	
Streamside Grazing [WDG]	
Landslide	
Debris flow/torrent	
Sloughing	
Other [O]	
Bank	Menu, Normal, Normal
Both [B]	
Instream [I]	
Left [L]	
Right [R]	
Severity	Menu, Required, Required
Low	
Moderate	
High	
Extreme	
Exposure	Menu, Normal, Normal
Clay [C]	
Silt [Si]	
Till [T]	
Bedrock [B]	
Roots [R]	
Soil [S]	
Other [O]	
Length	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 10000, Default Value = 0 Normal, Normal
Width	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Height	Numeric, Decimal Places = 2 Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Slope Degrees	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 90, Default Value = 0 Normal, Normal
PhotoNum	Text, Maximum Length = 100 Normal, Normal
Comments	Text, Maximum Length = 100 Normal, Normal
Modification	Point Feature, Label 1 = Point_number, Label 2 = Type_Modification
Point_number	Numeric, Decimal Places = 1 Minimum = 0, Maximum = 99999, Default Value = 0 Required, Required
Type_Modification	Menu, Normal, Normal
Boat Launch [BL]	
Bridge [BR]	
Catchbasin [CB]	
Channelization [HOC]	
Dam [HOD]	
Detention Pond [DP]	
Dock [DK]	
Dredging [HBDD]	
Fences [HOF]	
FloodGate [FG]	
Garbage/Pollution [WP]	
Gravel Pit [GP]	
Livestock Crossing [LC]	
Livestock Access [LA]	
Logging [LG]	
PipeCrossing [PL]	
Pump Station [PS]	

Rec Access [RA]  
 Retain Wall/Bank Stb [EHB]  
 Rip\_Rap [RR]  
 Road [R]  
 Trail [TR]  
 Water Withdrawal [FUP]  
 Other [O]

Bank Menu, Normal, Normal  
 Both [B]  
 Instream [I]  
 Left [L]  
 Right [R]

Type\_Material Menu, Normal, Normal  
 Concrete [C]  
 Gabions [GB]  
 Pilings [P]  
 Stonework [S]  
 Sandbags [SB]  
 Wood [W]  
 Gravel [G]  
 Bark\_Mulch [BM]  
 Asphalt [AS]  
 Dyke [DY]  
 Other [O]

Length Numeric, Decimal Places = 2  
 Minimum = 0, Maximum = 1000, Default Value = 0  
 Normal, Normal

Width Numeric, Decimal Places = 2  
 Minimum = 0, Maximum = 1000, Default Value = 0  
 Normal, Normal

Height Numeric, Decimal Places = 2  
 Minimum = 0, Maximum = 1000, Default Value = 0  
 Normal, Normal

PhotoNum Text, Maximum Length = 100  
 Normal, Normal

Comments Text, Maximum Length = 100  
 Normal, Normal

Fish\_Habitat Point Feature, Label 1 = Point\_number, Label 2 = Type\_Habitat  
 Point\_number Numeric, Decimal Places = 1  
 Minimum = 0, Maximum = 99999, Default Value = 0  
 Required, Required

Type\_Habitat Menu, Normal, Normal  
 Boulder [B]  
 Deep Pool [DP]  
 Instream Vegetation [IV]  
 Large Woody Debris [LWD]  
 Over Stream Vegetn. [OV]  
 Rearing\_Nursery [RE]  
 Small Woody Debris [SWD]  
 Spawning Habitat [HS]  
 Undercut Bank [UC]  
 Other [O]

Bank Menu, Normal, Normal  
 Both [B]  
 Instream [I]  
 Left [L]  
 Right [R]

Length Numeric, Decimal Places = 2  
 Minimum = 0, Maximum = 1000, Default Value = 0  
 Normal, Normal

Width Numeric, Decimal Places = 2  
 Minimum = 0, Maximum = 1000, Default Value = 0  
 Normal, Normal

Depth Numeric, Decimal Places = 2  
 Minimum = 0, Maximum = 1000, Default Value = 0  
 Normal, Normal

Area Numeric, Decimal Places = 2  
 Minimum = 0, Maximum = 1000, Default Value = 0  
 Normal, Normal

PhotoNum Text, Maximum Length = 100  
 Normal, Normal

Comments Text, Maximum Length = 100  
 Normal, Normal

Culvert Point Feature, Label 1 = Point\_number, Label 2 = Type\_Culvert  
 Point\_number Numeric, Decimal Places = 1  
 Minimum = 0, Maximum = 99999, Default Value = 0

Type_Culvert	Required, Required Menu, Normal, Normal
Box Culvert [BC]	
Gated Inlet [GI]	
Gated Outlet [GO]	
Gated Multiple Inlet [GMI]	
Gated Multiple Out [GMO]	
Inlet [I]	
Inlet Stacked [IS]	
Multiple Inlet [MI]	
Multiple Outlet [MO]	
Outlet [O]	
Outlet Stacked [OS]	
Owner	Menu, Normal, Normal
Municipal [MU]	
Private [PR]	
Condition	Menu, Normal, Normal
Good [G]	
Partially Collapsed [P]	
Collapsed/Plugged [C]	
Barrier	Menu, Required, Required
Yes [Y]	
No [N]	
Potential [P]	
unknown	Default
Material	Menu, Required, Required
Concrete [C]	
Steel [S]	
Wood [W]	
Iron [I]	
Metal_Concrete [MC]	
PVC [P]	
Asphalt coded [AD]	
Corrugated Steel [CS]	
Other [O]	
Substrate	Menu, Normal, Normal
Boulders [B]	
Cobbles [C]	
Fines [F]	
Gravels [G]	
Mixed [M]	
Same as Culvert [S]	
Form	Menu, Normal, Normal
Circular [C]	
Rectangular [R]	
Arch [A]	
Vertical Ellipse [V]	
Horizontal Ellipse [H]	
Other [O]	
Length	Numeric, Decimal Places = 2 Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Width	Numeric, Decimal Places = 2 Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Height	Numeric, Decimal Places = 2 Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Depth	Numeric, Decimal Places = 2 Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
Diameter	Numeric, Decimal Places = 2 Minimum = 0, Maximum = 1000, Default Value = 0 Normal, Normal
ScreenSize	Numeric, Decimal Places = 2 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
StormOutlets	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 999, Default Value = 0 Normal, Normal
Headwall	Menu, Normal, Normal
Concrete [C]	
Concrete Block [CB]	
Gabion [G]	
Sand bag [SB]	
Wood [W]	
Till [T]	
Rip_rap [RR]	

Stonework [ST]  
 Apron Menu, Normal, Normal  
 Yes [Y]  
 No [N] Default  
 Baffles Menu, Normal, Normal  
 Yes [Y]  
 No [N] Default  
 Comments Text, Maximum Length = 100  
 Normal, Normal  
 PhotoNum Text, Maximum Length = 100  
 Normal, Normal

Discharge Point Feature, Label 1 = Point\_number, Label 2 = Type\_Discharge  
 Point\_number Numeric, Decimal Places = 1  
 Minimum = 0, Maximum = 99999, Default Value = 0  
 Required, Required  
 Type\_Discharge Menu, Normal, Normal  
 Agricultural Runoff [WPA]  
 HouseEffluent [WE]  
 Landfill Leachates [WPML]  
 Pollutant [WP]  
 Pulp Mill/Effluent [WPP]  
 Storm Drain [WPD]  
 Septic Effluent [WPMP]  
 Tile Drain [WPI]  
 Trench [WPE]  
 Other [O]  
 Bank Menu, Normal, Normal  
 Both [B]  
 Instream [I]  
 Left [L]  
 Right [R]  
 Material Menu, Required, Required  
 Concrete [C]  
 Steel [S]  
 Wood [W]  
 Iron [I]  
 PVC [P]  
 Asphalt coded [AD]  
 Corrugated Steel [CS]  
 Other [O]  
 Headwall Menu, Normal, Normal  
 Concrete [C]  
 Concrete Block [CB]  
 Gabion [G]  
 Sand bag [SB]  
 Wood [W]  
 Till [T]  
 Rip\_rap [RR]  
 Stonework [ST]  
 Length Numeric, Decimal Places = 2  
 Minimum = 0, Maximum = 1000, Default Value = 0  
 Normal, Normal  
 Width Numeric, Decimal Places = 2  
 Minimum = 0, Maximum = 1000, Default Value = 0  
 Normal, Normal  
 Diameter Numeric, Decimal Places = 2  
 Minimum = 0, Maximum = 1000, Default Value = 0  
 Normal, Normal  
 Height Numeric, Decimal Places = 2  
 Minimum = 0, Maximum = 1000, Default Value = 0  
 Normal, Normal  
 Temperature Numeric, Decimal Places = 2  
 Minimum = 0, Maximum = 100, Default Value = 0  
 Normal, Normal  
 PhotoNum Text, Maximum Length = 100  
 Normal, Normal  
 Comments Text, Maximum Length = 100  
 Normal, Normal

Fish\_Sample Point Feature, Label 1 = Point\_number, Label 2 = TrapNo  
 Point\_number Numeric, Decimal Places = 1  
 Minimum = 0, Maximum = 99999, Default Value = 0  
 Required, Required  
 TrapNo Numeric, Decimal Places = 0  
 Minimum = 0, Maximum = 100, Default Value = 1  
 Normal, Normal  
 DateIn Date, Year-Month-Day Format

Normal, Normal  
 DateOut Date, Year-Month-Day Format  
 Normal, Normal  
 Method Menu, Normal, Normal  
   Visual [V]  
   Trap [T]  
   Other [O]  
 Species Menu, Normal, Normal  
   General Fish Observn [FSH]  
   Bull trout [BT]  
   Coho [CO]  
   Chinook [CH]  
   Chum [CM]  
   Cutthroat Trout [CT]  
   Westslope Cutthroat [WCT]  
   Dolly Varden [DV]  
   Anadromous Dolly Var [ADV]  
   Pink [PK]  
   Rainbow [RB]  
   Stickleback [SB]  
   Salmonid [SA]  
   Sculpin [CC]  
   Sockeye [SK]  
   Steelhead [ST]  
   Sucker [SU]  
   Trout [TR]  
   Whitefish [WF]  
   Other [O]  
 Count\_total Numeric, Decimal Places = 0  
   Minimum = 0, Maximum = 100, Default Value = 0  
   Normal, Normal  
 Redd Menu, Normal, Normal  
   Yes [Y]  
   No [N]  
 PhotoNum Text, Maximum Length = 10  
   Normal, Normal  
 Comments Text, Maximum Length = 100  
   Normal, Normal  
   Separator, Normal, Normal  


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 SPECIES 1 Separator, Normal, Normal  
 Sp\_1 Menu, Normal, Normal  
   General Fish Observn [FSH]  
   Bull trout [BT]  
   Coho [CO]  
   Chinook [CH]  
   Chum [CM]  
   Cutthroat Trout [CT]  
   Westslope Cutthroat [WCT]  
   Dolly Varden [DV]  
   Anadromous Dolly Var [ADV]  
   Pink [PK]  
   Rainbow [RB]  
   Stickleback [SB]  
   Salmonid [SA]  
   Sculpin [CC]  
   Kokanee [KO]  
   Sockeye [SK]  
   Steelhead [ST]  
   Sucker [SU]  
   Trout [TR]  
   Whitefish [WF]  
   Other [O]  
 Count\_1 Numeric, Decimal Places = 0  
   Minimum = 0, Maximum = 1000, Default Value = 0  
   Normal, Normal  
 Age\_1 Menu, Normal, Normal  
   Juvenile [J]  
   Immature [I]  
   Mature [M]  
   Spawning [SPW]  
   Spent [S]  
   Varied [V]  
   Mort [Mt]  
 ForkLth\_1 Numeric, Decimal Places = 1  
   Minimum = 0, Maximum = 100, Default Value = 0  
   Normal, Normal  
   Separator, Normal, Normal  


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 SPECIES 2 Separator, Normal, Normal

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Sp_2          Menu, Normal, Normal
  General Fish Observn [FSH]
  Bull trout [BT]
  Coho [CO]
  Chinook [CH]
  Chum [CM]
  Cutthroat Trout [CT]
  Westslope Cutthroat [WCT]
  Dolly Varden [DV]
  Anadromous Dolly Var [ADV]
  Pink [PK]
  Rainbow [RB]
  Stickleback [SB]
  Salmonid [SA]
  Sculpin [CC]
  Kokanee [KO]
  Sockeye [SK]
  Steelhead [ST]
  Sucker [SU]
  Trout [TR]
  Whitefish [WF]
Count_2       Numeric, Decimal Places = 0
              Minimum = 0, Maximum = 1000, Default Value = 0
              Normal, Normal
Age_2         Menu, Normal, Normal
  Juvenile [J]
  Immature [I]
  Mature [M]
  Spawning [SPW]
  Spent [S]
  Varied [V]
  Mort [Mt]
ForkLth_2     Numeric, Decimal Places = 1
              Minimum = 0, Maximum = 100, Default Value = 0
              Normal, Normal
              Separator, Normal, Normal
SPECIES 3     Separator, Normal, Normal
Sp_3          Menu, Normal, Normal
  General Fish Observn [FSH]
  Bull trout [BT]
  Coho [CO]
  Chinook [CH]
  Chum [CM]
  Cutthroat Trout [CT]
  Westslope Cutthroat [WCT]
  Dolly Varden [DV]
  Anadromous Dolly Var [ADV]
  Pink [PK]
  Rainbow [RB]
  Stickleback [SB]
  Salmonid [SA]
  Sculpin [CC]
  Kokanee [KO]
  Sockeye [SK]
  Steelhead [ST]
  Sucker [SU]
  Trout [TR]
  Whitefish [WF]
  Other [O]
Count_3       Numeric, Decimal Places = 0
              Minimum = 0, Maximum = 1000, Default Value = 0
              Normal, Normal
Age_3         Menu, Normal, Normal
  Juvenile [J]
  Immature [I]
  Mature [M]
  Spawning [SPW]
  Spent [S]
  Varied [V]
  Mort [Mt]
ForkLth_3     Numeric, Decimal Places = 1
              Minimum = 0, Maximum = 100, Default Value = 0
              Normal, Normal
              Separator, Normal, Normal
SPECIES 4     Separator, Normal, Normal
Sp_4          Menu, Normal, Normal
  General Fish Observn [FSH]
  Bull trout [BT]

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Coho [CO]  
 Chinook [CH]  
 Chum [CM]  
 Cutthroat Trout [CT]  
 Westslope Cutthroat [WCT]  
 Dolly Varden [DV]  
 Anadromous Dolly Var [ADV]  
 Pink [PK]  
 Rainbow [RB]  
 Stickleback [SB]  
 Salmonid [SA]  
 Sculpin [CC]  
 Kokanee [KO]  
 Sockeye [SK]  
 Steelhead [ST]  
 Sucker [SU]  
 Trout [TR]  
 Whitefish [WF]  
 Other [O]

Count\_4            Numeric, Decimal Places = 0  
                   Minimum = 0, Maximum = 1000, Default Value = 0  
                   Normal, Normal

Age\_4             Menu, Normal, Normal  
   Juvenile [J]  
   Immature [I]  
   Mature [M]  
   Spawning [SPW]  
   Spent [S]  
   Varied [V]  
   Mort [Mt]

ForkLth\_4        Numeric, Decimal Places = 1  
                   Minimum = 0, Maximum = 100, Default Value = 0  
                   Normal, Normal  
                   Separator, Normal, Normal

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SPECIES 5        Separator, Normal, Normal

Sp\_5             Menu, Normal, Normal  
   General Fish Observn [FSH]  
   Bull trout [BT]  
   Coho [CO]  
   Chinook [CH]  
   Chum [CM]  
   Cutthroat Trout [CT]  
   Westslope Cutthroat [WCT]  
   Dolly Varden [DV]  
   Anadromous Dolly Var [ADV]  
   Pink [PK]  
   Rainbow [RB]  
   Stickleback [SB]  
   Salmonid [SA]  
   Sculpin [CC]  
   Kokanee [KO]  
   Sockeye [SK]  
   Steelhead [ST]  
   Sucker [SU]  
   Trout [TR]  
   Whitefish [WF]  
   Other [O]

Count\_5        Numeric, Decimal Places = 0  
                   Minimum = 0, Maximum = 1000, Default Value = 0  
                   Normal, Normal

Age\_5             Menu, Normal, Normal  
   Juvenile [J]  
   Immature [I]  
   Mature [M]  
   Spawning [SPW]  
   Spent [S]  
   Varied [V]  
   Mort [Mt]

ForkLth\_5        Numeric, Decimal Places = 1  
                   Minimum = 0, Maximum = 100, Default Value = 0  
                   Normal, Normal  
                   Separator, Normal, Normal

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SPECIES 6        Separator, Normal, Normal

Sp\_6             Menu, Normal, Normal  
   General Fish Observn [FSH]  
   Bull trout [BT]  
   Coho [CO]  
   Chinook [CH]

Chum [CM]  
 Cutthroat Trout [CT]  
 Westslope Cutthroat [WCT]  
 Dolly Varden [DV]  
 Anadromous Dolly Var [ADV]  
 Pink [PK]  
 Rainbow [RB]  
 Stickleback [SB]  
 Salmonid [SA]  
 Sculpin [CC]  
 Kokanee [KO]  
 Sockeye [SK]  
 Steelhead [ST]  
 Sucker [SU]  
 Trout [TR]  
 Whitefish [WF]  
 Other [O]

Count\_6            Numeric, Decimal Places = 0  
                   Minimum = 0, Maximum = 1000, Default Value = 0  
                   Normal, Normal

Age\_6             Menu, Normal, Normal

Juvenile [J]  
 Immature [I]  
 Mature [M]  
 Spawning [SPW]  
 Spent [S]  
 Varied [V]  
 Mort [Mt]

ForkLth\_6        Numeric, Decimal Places = 1  
                   Minimum = 0, Maximum = 100, Default Value = 0  
                   Normal, Normal

Enhancement     Point Feature, Label 1 = Point\_number, Label 2 = Type\_Enhance

Point\_number    Numeric, Decimal Places = 1  
                   Minimum = 0, Maximum = 99999, Default Value = 0  
                   Required, Required

Type\_Enhance    Menu, Normal, Normal

Fishways [EOF]  
 Hatchery [ECAH]  
 Incubation Box [ECNX]  
 Livestock Fencing [LF]  
 LWD Placement [EHRL]  
 Log/Rock Wiers [EHRI]  
 Riparian Plantings [EHBP]  
 Riparian Zone Fence [EHBF]  
 Rock/Boulder Placeme [EHRR]  
 Side Channel/Pools [EHRS]  
 Spawning Gravel [EHSP]  
 Veg Bank Stabilize [EHBV]  
 Other [O]

Bank             Menu, Normal, Normal

Both [B]  
 Instream [I]  
 Left [L]  
 Right [R]

Status           Menu, Normal, Normal

Existing [E]  
 Potential [P]

Length           Numeric, Decimal Places = 2  
                   Minimum = 0, Maximum = 1000, Default Value = 0  
                   Normal, Normal

Width            Numeric, Decimal Places = 2  
                   Minimum = 0, Maximum = 1000, Default Value = 0  
                   Normal, Normal

Height           Numeric, Decimal Places = 2  
                   Minimum = 0, Maximum = 1000, Default Value = 0  
                   Normal, Normal

Diameter        Numeric, Decimal Places = 2  
                   Minimum = 0, Maximum = 1000, Default Value = 0  
                   Normal, Normal

Comments        Text, Maximum Length = 100  
                   Normal, Normal

PhotoNum        Text, Maximum Length = 100  
                   Normal, Normal

Line\_generic    Line Feature, Label 1 = Comment

Comment         Text, Maximum Length = 100  
                   Normal, Normal

Obstruction Point Feature, Label 1 = Point\_number, Label 2 = Type\_Obstruction

Point\_number Numeric, Decimal Places = 1  
Minimum = 0, Maximum = 99999, Default Value = 0  
Normal, Normal

Type\_Obstruction Menu, Normal, Normal

Beaver Dam [BD]  
Canyon [CN]  
Cascade [C]  
Dam [D]  
Falls [F]  
Fences [FE]  
Hydro Dam [HD]  
Log Jam [X]  
Persistent Debris [PD]  
Pump [PU]  
Rock [R]  
Velocity Barrier [VB]  
Other [OT]

Bank Menu, Normal, Normal

Both [B]  
Instream [I]  
Left [L]  
Right [R]

Barrier Menu, Required, Required

Yes [Y]  
Potential [P]  
unknown Default

Length Numeric, Decimal Places = 2  
Minimum = 0, Maximum = 1000, Default Value = 0  
Normal, Normal

Width Numeric, Decimal Places = 2  
Minimum = 0, Maximum = 1000, Default Value = 0  
Normal, Normal

Depth Numeric, Decimal Places = 2  
Minimum = 0, Maximum = 1000, Default Value = 0  
Normal, Normal

Diameter Numeric, Decimal Places = 2  
Minimum = 0, Maximum = 1000, Default Value = 0  
Normal, Normal

Height Numeric, Decimal Places = 2  
Minimum = 0, Maximum = 1000, Default Value = 0  
Normal, Normal

Slope Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 90, Default Value = 0  
Normal, Normal

ScreenSize Numeric, Decimal Places = 2  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal

PhotoNum Text, Maximum Length = 100  
Normal, Normal

Comments Text, Maximum Length = 100  
Normal, Normal

Photo\_Location Point Feature, Label 1 = Point\_number, Label 2 = Photo\_Roll\_&\_Frame

Point\_number Numeric, Decimal Places = 1  
Minimum = 0, Maximum = 99999, Default Value = 0  
Required, Required

Photo\_Roll\_&\_Frame Text, Maximum Length = 100  
Normal, Normal

Photo\_Direction Menu, Normal, Normal

Upstream [U]  
Downstream [D]  
Accross\_stream [X]  
Up [UP]  
Down [BD]

Photo\_Bearing Numeric, Decimal Places = 0  
Minimum = 0, Maximum = 360, Default Value = 0  
Normal, Normal

Photo\_Comments Text, Maximum Length = 100  
Normal, Normal

POINT Point Feature, Label 1 = Type\_Point, Label 2 = Point\_number

Type\_Point Menu, Required, Required

Location Point [L]  
Start Point [S]  
End Point [E]  
Reference Point [RP]

Bench Mark [BM]  
 Monument [MT]  
 Map Tie Point [MTP]  
 Reach Break [R]  
 Riparian Band [RB]  
 LB\_Segment\_Bk  
 RB\_Segment\_Bk [SB]  
 Elevation [Alt]  
 Left Top of Bank [LTOB]  
 Right Top of Bank [RTOB]

Point\_number      Numeric, Decimal Places = 1  
                       Minimum = 0, Maximum = 99999, Default Value = 0  
                       Normal, Normal

Distance            Numeric, Decimal Places = 2  
                       Minimum = 0, Maximum = 1000, Default Value = 0  
                       Normal, Normal

Bearing            Numeric, Decimal Places = 0  
                       Minimum = 0, Maximum = 360, Default Value = 0  
                       Normal, Normal

Gradient            Numeric, Decimal Places = 0  
                       Minimum = 0, Maximum = 90, Default Value = 0  
                       Normal, Normal

Elevation           Numeric, Decimal Places = 0  
                       Minimum = 0, Maximum = 2000, Default Value = 0  
                       Normal, Normal

Comments           Text, Maximum Length = 100  
                       Normal, Normal

PhotoNum           Text, Maximum Length = 100  
                       Normal, Normal

Point\_generic      Point Feature, Label 1 = Comment, Label 2 = Photo  
 Comment            Text, Maximum Length = 100  
                       Normal, Normal

Photo                File Name, Normal, Normal

Tree\_Wildlife      Point Feature, Label 1 = Point\_number, Label 2 = Type\_Tree  
 Point\_number      Numeric, Decimal Places = 1  
                       Minimum = 0, Maximum = 99999, Default Value = 0  
                       Required, Required

Type\_Tree           Menu, Normal, Normal  
   Coniferous  
   Deciduous  
   Unknown

Veteran\_tree      Menu, Normal, Normal  
 Yes

DBH                 Numeric, Decimal Places = 2  
                       Minimum = 0, Maximum = 20, Default Value = 0  
                       Normal, Normal

Mast\_tree           Menu, Normal, Normal  
 Yes

Bank                Menu, Normal, Normal  
   Both [B]  
   Instream [I]  
   Left [L]  
   Right [R]

Nesting             Menu, Normal, Normal  
 Potential  
   Large  
   Small

State                Menu, Normal, Normal  
   Living  
   Dead  
   unknown

Woodpkr\_use        Menu, Normal, Normal  
 Yes

Denning             Menu, Normal, Normal  
 Yes

Perches             Menu, Normal, Normal  
 Yes

Cavities            Menu, Normal, Normal  
   1  
   2  
   3  
   4+

CmmntFlora         Text, Maximum Length = 100  
                       Normal, Normal

PhotoNum           Text, Maximum Length = 100  
                       Normal, Normal

Waterbody Line Feature, Label 1 = Point\_number, Label 2 = Type\_Waterbody  
Point\_number Numeric, Decimal Places = 1  
Minimum = 0, Maximum = 99999, Default Value = 0  
Required, Required  
Type\_Waterbody Menu, Normal, Normal  
Beaver Pond [BP]  
Discontinued [HMD]  
Ditch [FRT]  
Natural Springs [HMS]  
Off Channel [OffC]  
OxBow [OxB]  
Side Channel [SC]  
Tributary [HMT]  
Wetland [HMW]  
Other [HM]  
Bank Menu, Normal, Normal  
Both [B]  
Instream [I]  
Left [L]  
Right [R]  
Length Numeric, Decimal Places = 2  
Minimum = 0, Maximum = 1000, Default Value = 0  
Normal, Normal  
Width Numeric, Decimal Places = 2  
Minimum = 0, Maximum = 1000, Default Value = 0  
Normal, Normal  
Depth Numeric, Decimal Places = 2  
Minimum = 0, Maximum = 1000, Default Value = 0  
Normal, Normal  
Temperature Numeric, Decimal Places = 2  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
PhotoNum Text, Maximum Length = 100  
Normal, Normal  
Comments Text, Maximum Length = 100  
Normal, Normal

Waterbody Point Feature, Label 1 = Point\_number, Label 2 = Type\_Waterbody  
Point\_number Numeric, Decimal Places = 1  
Minimum = 0, Maximum = 99999, Default Value = 0  
Required, Required  
Type\_Waterbody Menu, Normal, Normal  
Beaver Pond [BP]  
Discontinued [HMD]  
Ditch [FRT]  
Natural Springs [HMS]  
Off Channel [OffC]  
OxBow [OxB]  
Side Channel [SC]  
Tributary [HMT]  
Wetland [HMW]  
Other [HM]  
Bank Menu, Normal, Normal  
Both [B]  
Instream [I]  
Left [L]  
Right [R]  
Length Numeric, Decimal Places = 2  
Minimum = 0, Maximum = 1000, Default Value = 0  
Normal, Normal  
Width Numeric, Decimal Places = 2  
Minimum = 0, Maximum = 1000, Default Value = 0  
Normal, Normal  
Depth Numeric, Decimal Places = 2  
Minimum = 0, Maximum = 1000, Default Value = 0  
Normal, Normal  
Temperature Numeric, Decimal Places = 2  
Minimum = 0, Maximum = 100, Default Value = 0  
Normal, Normal  
PhotoNum Text, Maximum Length = 100  
Normal, Normal  
Comments Text, Maximum Length = 100  
Normal, Normal

Water\_Sample Point Feature, Label 1 = Point\_number, Label 2 = Conductivity  
Point\_number Numeric, Decimal Places = 1  
Minimum = 0, Maximum = 99999, Default Value = 0

Temp	Required, Required Numeric, Decimal Places = 1 Minimum = 0, Maximum = 100, Default Value = 0 Normal, Normal
pH	Numeric, Decimal Places = 1 Minimum = 0, Maximum = 15, Default Value = 0 Normal, Normal
Per_DO	Numeric, Decimal Places = 1 Minimum = 0, Maximum = 25, Default Value = 9 Normal, Normal
Conductivity	Numeric, Decimal Places = 1 Minimum = 0, Maximum = 250, Default Value = 0 Normal, Normal
Spec_Cond	Numeric, Decimal Places = 1 Minimum = 0, Maximum = 250, Default Value = 0 Normal, Normal
Salinity	Numeric, Decimal Places = 1 Minimum = 0, Maximum = 250, Default Value = 0 Normal, Normal
ORP	Numeric, Decimal Places = 1 Minimum = 0, Maximum = 250, Default Value = 0 Normal, Normal
TDS	Numeric, Decimal Places = 1 Minimum = 0, Maximum = 250, Default Value = 0 Normal, Normal
Turbidity	Menu, Normal, Normal Clear [C] Default Lightly Turbid [L] Moderately Turbid [M] Turbid [T] Other
Comments	Text, Maximum Length = 100 Normal, Normal
Wildlife	Point Feature, Label 1 = Point_number, Label 2 = Type_Evidence
Point_number	Numeric, Decimal Places = 1 Minimum = 0, Maximum = 99999, Default Value = 0 Required, Required
Type_Evidence	Menu, Normal, Normal Calls [Cl] Egg masses [EM] Nest [Nt] Sighted [St] Scat/Droppings [Sd] Tracks [Tk] Other [O]
Class_Wildlife	Menu, Normal, Normal Amphibian Large Mammal Songbird Raptor Reptile Small Mammal Waterbirds Waterfowl
Bank	Menu, Normal, Normal Both [B] Instream [I] Left [L] Right [R]
Species_Wildlife	Text, Maximum Length = 45 Normal, Normal
CmntFauna	Text, Maximum Length = 100 Normal, Normal
PhotoNum	Text, Maximum Length = 100 Normal, Normal
WETLAND_POLY	Area Feature
Class	Menu, Normal, Normal Shallow water Marsh Swamp Fen Bog Flood_High_Bench Flood_Mid_Bench Flood_Low_Bench Shrub Carr

Saline Meadow

Form Menu, Normal, Normal

Discharge Swamp

Flat Swamp

Mineral-Rise Swamp

Riparian Swamp

Slope Swamp

Basin Marsh

Hummock Marsh

Lacustrine Marsh

Riparian Marsh

Slope Marsh

Spring Marsh

Basin Water

Lacustrine Water

Riparian Water

Subform Menu, Normal, Normal

Floodplain

Delta

Isolated

Linked

Bay

Lagoon

Shore

Stream

Discharge

Spring

Seepage

Slope

Basin Swamp

Unconfined Swamp

Swale Swamp

Floodplain Swamp

Channel Swamp

Lacustrine Swamp

Riverine Swamp

Beach Ridge Swamp

Island Swamp

Levee Swamp

Mound Swamp

Floodplain Water

Shore Water

Stream Water

Type Menu, Normal, Normal

Floating\_aquatic

Submerged\_aquatic

Forb

Grass

Low\_rush

Reed

Sedge

Tall\_rush

Lichen

Moss

Non\_vegetated

Low\_shrub\_<2-m

Mixed\_shrub

Tall\_shrub\_>2-m

Tree\_Conifer

Tree\_Mixed

Tree\_Broadleaf

Site\_Assocn Menu, Normal, Normal

Wm01

Wm02

Wm03

Wm04

Wm05

Wm06

Wm07

Wm51

Ws01

Ws02

Ws03

Ws04

Ws05

Ws06

Ws07

Ws09

Ws10  
Ws50  
Ws51  
Wa  
Fl01  
Fl02  
Fl03  
Fl04  
Fl05  
Fl06  
Fl07  
Fm01  
Fm02  
Gs01  
Gs02  
Gs03  
Gs04  
RCG  
Gs00  
Wm00  
Ws00

No_Veg_Forms	Numeric, Decimal Places = 0 Minimum = 0, Maximum = 16, Default Value = 1 Normal, Normal
Veg_Forms	Text, Maximum Length = 100 Normal, Normal
Dom_Veg	Text, Maximum Length = 100 Normal, Normal
REF_PHOTO	Text, Maximum Length = 100 Normal, Normal
Comment_Unit	Text, Maximum Length = 100 Normal, Normal