
Terrestrial Ecosystem Information Digital Data Submission Standard - Draft for Field Testing

Database and GIS Data Standards

Prepared by
Ministry of Environment
Ecosystems Branch
for the Terrestrial Ecosystems
Resources Information Standards Committee

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Preface

The Ecosystem Information Section, Ecosystems Branch, BC Ministry of Environment has undertaken to load and store Terrestrial Ecosystem Information (TEI) including a variety of terrain, ecosystem, soils, and wildlife information in the BC Geographic Warehouse (formerly the Land and Resource Data Warehouse (LRDW)), for access by the public, the terrain, soils, and ecosystem mapping communities and other potential users of the data. In order to load and store TEI data, the project files submitted to MoE must be in the specified file formats, and with the specified field names, field characteristics, and allowable codes, as documented in this Standard.

This Standard replaces the data submission sections of the following previous Digital Standards and any associated addenda or errata:

- 1.) Terrain: <http://www.env.gov.bc.ca/fia/terrainstabmap.htm>
- 2.) TEM/VRI: <http://www.env.gov.bc.ca/fia/temvri.htm>
- 3.) TEM: <http://www.env.gov.bc.ca/fia/terrecomap.htm>
- 4.) PEM: <http://www.env.gov.bc.ca/fia/pem.htm>

In the future this standard will be revised to replace portions of the wildlife habitat inventory/modeling data submission standards.

The Resources Information Standards Committee members are resource specialists from a number of professional disciplines and represent Provincial, Federal, First Nation and private sector agencies and other resource interests. RISC's objectives are to develop a common set of standards and procedures for provincial resource inventories, as recommended by the Forest Resources Commission in its report "The Future of our Forests."

Funding for the preparation of this document was provided by the Forest Investment Account (FIA). Previous work of the Resources Inventory Committee was funded by the Canada-British Columbia Partnership Agreement of Forest Resource Development FRDA II, the Corporate Resource Inventory Initiative (CRII) and by Forest Renewal BC (FRBC).

For further information about the Resources Information Standards Committee and its various Task Forces, please visit the RISC website at <http://archive.ilmb.gov.bc.ca/risc/about.html>.

Any comments or concerns regarding these standards may be addressed to soilterrain@victoria1.gov.bc.ca or eco_mail@victoria1.gov.bc.ca.

Abstract

The *Terrestrial Ecosystem Information Digital Data Submission Standard – Draft for Field Testing*, (RISC, 2010) works in conjunction with the Resources Inventory Committee's (RIC) *Standard for Terrestrial Ecosystem Mapping in British Columbia*, (RIC, 1998), along with the *Field Manual for Describing Terrestrial Ecosystems*, (Min. of For et. al, 1998), the *Terrain Classification Manual, Version 2.0*, (Howes and Kenk, 1997) and the existing Ministry standards as listed below.

This document sets out procedures and rules for submitting Terrestrial Ecosystem Information (TEI) data for the ministry's Terrestrial Ecosystem Information System (TEIS) and other database systems. Its goal is to help the province acquire and administer this data in an organized fashion throughout the province and commensurate with the objectives of RISC. This Standard builds on the previous standards as listed at:

- 1.) RISC Homepage: <http://archive.ilmb.gov.bc.ca/risc/pubs/index.html>
- 2.) Terrain: <http://www.env.gov.bc.ca/fia/terrainstabmap.htm>
- 3.) TEM/VRI: <http://www.env.gov.bc.ca/fia/temvri.htm>
- 4.) TEM: <http://www.env.gov.bc.ca/fia/terrecomap.htm>
- 5.) PEM: <http://www.env.gov.bc.ca/fia/pem.htm>

This document seeks to consolidate all of the submission standards for the above project types into a single framework for digital data submission. It is a draft document created without committee input, but will incorporate feedback and review suggestions from practitioners in the ecosystem, terrain and GIS mapping communities prior to finalization. Publication of the finalized standard is planned for March 2011. Feedback is to be sent to soilterrain@victoria1.gov.bc.ca or eco_mail@victoria1.gov.bc.ca.

Partial funding was provided by the Forest Investment Account (FIA). For more information contact soilterrain@victoria1.gov.bc.ca or eco_mail@victoria1.gov.bc.ca.

Acknowledgments

The Government of British Columbia provides funding of the Resources Information Standards Committee work, including the preparation of this document. The Resources Information Standards Committee supports the effective, timely and integrated use of land and resource information for planning and decision making by developing and delivering focused, cost-effective, common provincial standards and procedures for information collection, management and analysis. Representatives to the Committee and its Task Forces are drawn from the ministries and agencies of the Canadian and the British Columbia governments, including academic, industry and First Nations involvement.

The Resources Information Standards Committee evolved from the Resources Inventory Committee which received funding from the Canada-British Columbia Partnership Agreement of Forest Resource Development (FRDA II), the Corporate Resource Inventory Initiative (CRII) and by Forest Renewal BC (FRBC), and addressed concerns of the 1991 Forest Resources Commission.

For further information about the Resources Information Standards Committee, please access the RISC website at: <http://ilmbwww.gov.bc.ca/risc/index.htm>.

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The authors would also like to acknowledge that much of this material has been built on the previous standards:

- 1.) RISC Homepage: <http://archive.ilmb.gov.bc.ca/risc/pubs/index.html>
- 2.) Terrain: <http://www.env.gov.bc.ca/fia/terrainstabmap.htm>
- 3.) TEM/VRI: <http://www.env.gov.bc.ca/fia/temvri.htm>
- 4.) TEM: <http://www.env.gov.bc.ca/fia/terrecomap.htm>

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5.) PEM: <http://www.env.gov.bc.ca/fia/pem.htm>

Partial funding was provided for this project by the Forest Investment Account of British Columbia.

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Introduction

Background

This document describes the digital data specifications for Terrestrial Ecosystem Information (TEI) data with a focus on spatial data collected for use in Geographic Information Systems (GIS). It is part of a series of related documents produced by the Resources Information Standards Committee (RISC), which are intended to ensure BC government agencies are providing resource information which meets recognized standards for quality and consistency. It is anticipated the information in this document will be useful to contractors or staff involved in collecting resource inventory data, managers charged with overseeing data-collection projects, and custodians maintaining resource inventory datasets.

This Standard super cedes the components dealing with digital data submission in the RISC and Land Based Investment Program (LBIP) documents listed on the websites below::

- 6.) RISC Homepage: <http://archive.ilmb.gov.bc.ca/risc/pubs/index.html>
- 7.) Terrain: <http://www.env.gov.bc.ca/fia/terrainstabmap.htm>
- 8.) TEM/VRI: <http://www.env.gov.bc.ca/fia/temvri.htm>
- 9.) TEM: <http://www.env.gov.bc.ca/fia/terrecomap.htm>
- 10.) PEM: <http://www.env.gov.bc.ca/fia/pem.htm>

The standards in this document also apply to the project boundary polygons for Soils inventory and related or similar data sets.

Purpose of the Standard

The purpose of this document is to define the digital form and structure of Terrestrial Ecosystem Information digital data to be submitted to the Province of BC. It defines:

- standards for describing thematic content;
- standards for physical data specification;
- georeferencing standards;
- quality assurance guidelines; and,
- recommendations for cartographic representation of the data.

This standard is introduced to achieve key provincial government objectives for digital data, by:

- making it easier to integrate digital spatial data into the provincial geographic data warehouse;
- making it easier to integrate digital spatial data by adhering to Provincial standards for georeferencing resource inventory data sets; and,
- providing quantitative and qualitative measures of data quality to ensure data-collection efforts are effective, to ensure the Province receives good value in contracted projects.

Scope of the Standards

The digital data standards in this document will be applied to Terrestrial Ecosystem Information submitted to the Province of B.C. This document describes basic georeferencing and digital data definitions for Terrestrial Ecosystem Information, including coordinate systems, registration and logical and physical descriptions for attribute and spatial aspects of the data sets. The document describes, recommends or prescribes methods for digital data storage/submission, quality assurance and graphic data representation, as well as project metadata related to the digital capture.

The document focuses on providing those standards and guidelines required by those involved in digital data submission of Terrestrial Ecosystem Information data. The specification describes the form (or structure) of the data to be delivered. The document does not attempt to describe the processes undertaken for digitally capturing the data, as there might be a number of ways of getting the data into the specified form, and data capture standards are addressed in the standards listed on the web pages identified below.

This document is meant to be used in conjunction with the standards listed on the following sites:

- 1.) RISC Homepage: <http://archive.ilmb.gov.bc.ca/risc/pubs/index.html>
- 2.) Terrain: <http://www.env.gov.bc.ca/fia/terrainstabmap.htm>
- 3.) TEM/VRI: <http://www.env.gov.bc.ca/fia/temvri.htm>
- 4.) TEM: <http://www.env.gov.bc.ca/fia/terrecomap.htm>
- 5.) PEM: <http://www.env.gov.bc.ca/fia/pem.htm>

This document is intended to compliment additional RISC standards above and the TEI Project Workflow documents. Additional information can be found at the following web site:

- (This document) http://www.env.gov.bc.ca/fia/documents/TEI_Digital_Submission_Standards_Draft1.pdf
- <http://www.env.gov.bc.ca/esd/distdata/ecosystems/TEI/ContractorPackage/>
- http://www.env.gov.bc.ca/fia/documents/TEI_prj_plan_guidelines_apr2010.pdf

Intended Users of the Standards

This document is technical in nature, and is intended for a specialist audience of persons compiling, managing and using the Terrestrial Ecosystem Information digital resource inventory dataset.

The intent is for this document to be used by three major groups:

- government staff and private sector companies or contractors managing contracts for the collection of Terrestrial Ecosystem Information data, or for maintaining the resource inventory datasets;
- private-sector contractors and government staff actively involved in the collection, storage, maintenance, and submission of Terrestrial Ecosystem Information digital data sets;
- end-users seeking to understand the meaning and structure of Terrestrial Ecosystem Information datasets for use in analysis and graphic display.

Contractors and government staff involved directly with collecting Terrestrial Ecosystem Information data will refer to this Standard for specific technical guidance on the form and structure of the data sets they prepare. Managers of such data-collection projects will use this Standard to help evaluate whether resource inventory projects have been properly prepared for submission and whether all automated quality control have been applied. This Standard does not address the quality of the mapping with regards to professional judgment.

Relationship to Previous Standards

This document replaces the digital submission components of the standards listed on the following websites:

- 1.) Terrain: <http://www.env.gov.bc.ca/fia/terrainstabmap.htm>
- 2.) TEM/VRI: <http://www.env.gov.bc.ca/fia/temvri.htm>
- 3.) TEM: <http://www.env.gov.bc.ca/fia/terrecomap.htm>
- 4.) PEM: <http://www.env.gov.bc.ca/fia/pem.htm>

This replacement is being implemented to accommodate changing GIS technologies, recent data model enhancements, and to implement one standard for all TEI datasets. The data capture components that are project type specific are unaffected. The following list identifies the primary data submission sections of the TEI digital data capture and submission standards that are superseded. (Note that this list is not comprehensive of all references to data submission in their entirety, and so is provided for guidance only.)

Terrain

In the Standard for Digital Terrain Data Capture in British Columbia: Terrain Technical Standard and Database Manual, Errata 2006-1.1 to accompany Version 1 (1998 RIC), March 2007, the following are superseded:

- Section 1.2 Summary of Errata standards
 - Summary of changes
 - Spatial Data
- Section 2.2 File Naming conventions for .e00 files (as listed in Table 2.2.1)
- Section 2.3 Spatial coverages

TEM

In the Standard for Terrestrial Ecosystem Mapping (TEM) - Digital Data Capture in British Columbia, April 2000, Version 3.0

(<http://archive.ilmb.gov.bc.ca/risc/pubs/teecolo/temcapture/index.htm>), the following are superseded:

- Section 6.2.1 Required spatial databases
 - 1. ECP coverage containing the TEM polygon information
- Section 6.2.2 Non-spatial attribute databases
 - 1. TEM Project database (project.csv)
 - 2. TEM Polygon database (polygon.csv)

TEI Digital Data

In the Standards for Terrestrial Ecosystem Mapping (TEM) Digital Data Capture in British Columbia, Version 3.0 (2000), Errata No. 1.0, March 2004

(http://archive.ilmb.gov.bc.ca/risc/pubs/teecolo/temcapture/assets/temddc_v3_errata1.pdf), the following are superseded:

- Section 6.4.1 Required spatial databases
- Section 6.4.3 Non-spatial attribute databases

PEM

In the Standards for Predictive Ecosystem Mapping (PEM) Digital Data Capture in British Columbia, Version 1.0 (2000), Errata No. 1.0, March 2004

(http://archive.ilmb.gov.bc.ca/risc/pubs/teecolo/pemcapture/assets/pemddc_v1_errata1.pdf), the following are superseded

- Section 5.4.6 PEM Polygon Output Files

SEI

In the Standard for Mapping Ecosystems at Risk in British Columbia: An Approach to Mapping Ecosystems at Risk and Other Sensitive Ecosystems, Version 1.0, December 5, 2006, the following are superseded

- Section 2.12.1 Spatial Data
 - Paragraphs 1 and 2
- Section 2.12.2.a Non-Spatial Attribute Databases
 - 1. SEI Project Database (SEI_<BAPID>_mta.csv)
 - 2. SEI Polygon Database (SEI_<BAPID>_ecp.csv)

Summary of Requirements

Files must be submitted in specified folders, file formats and following file naming requirements (see below for additional details)

Spatial Data

- Spatial data set in ESRI File Geodatabase (FGDB) format with full attributes (embedded) as per the current templates.
- One spatial data set for the project area (no map sheet tiles).

Reports, Maps, and Other Files

Please submit this information as per previous Terrain, TEM, PEM, and SEI data capture and submission standards.

- Reports, sign-off letters or Project Completion Certificates and other documents in Adobe PDF format.

- Field notes/field data captured in VENUS, database/spreadsheet (.xls/.xlsx preferred), or scanned field notes in PDF format, as applicable.
- Maps, figures, and legends in PDF format.
- Quality Assurance, Quality Control and Accuracy Assessment Reports, (if applicable), in PDF or HTML format.
- Source files, in an application specific format, may also be included where available, but are not a substitute for PDF versions.

Files in Other Formats (Optional)

Please submit this information as per previous Terrain, TEM, PEM, and SEI data capture and submission standards.

- Non-standard spatial data files (shape files, CAD based files, etc.), plot files (HPGL/2: HP2, Raster Transfer Language: .RTL, .PostScript: PS, etc.), and any other files that are in non-standard formats may be submitted to government in addition to the required files in the standard formats. These files will be archived with the rest of the project and made available to potential users of the project data. The government recognizes that these alternate file formats may be preferred by some mapping project clients or data users, and therefore wishes to support ease of access to data in these alternate formats.
- These files should be submitted in the Non-standard_Data folder.

Project ZIP File

- Please submit this information as per previous Terrain, TEM, PEM, and SEI standards. All files must be placed in a single ZIP file, with the appropriate directory structures within, for delivery.

Delivery of Files

Please submit this information as per instructions on the following webpage:

- http://www.env.gov.bc.ca/ecology/ecological_info_submissions.html

Mandatory Deliverables

Refer to previous Terrain, TEM, PEM, and SEI standards. The following continue to be mandatory for provincially funded projects (including FIA projects):

- All data and deliverables must be supplied to the Ministry of Environment, submitted to the government FTP site as per instructions available at: http://www.env.gov.bc.ca/ecology/ecological_info_submissions.html. Sign-off letter or Project Completion Certificate must be completed by each of the following:
 - a) the responsible TEI professional and
 - b) the GIS supervisor or GIS project manager,

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indicating that the project has been completed to the required mapping and digital data standards.

- The project report.
- Field data (in VENUS, digital spreadsheet format, or field notes scanned to PDF, as applicable).
- Digital files containing project information, terrain polygons with full attributes, terrain on-site features, sample sites, and user-defined fields (as applicable) in the formats as defined in this document.

Project data for projects funded by other levels of government, by the private sector, or other proponents, should also be delivered to MoE. That project data will also be loaded to the LRDW to facilitate access to data by potential users.

Optional Deliverables

Refer to previous Terrain, TEM, PEM, and SEI standards. Optional deliverables include:

- Spatial data files and plotfiles in non-standard formats or by mapsheet (including spatial files in SHP or other formats, plotfiles/legends in printer formats, etc.).

Folder Structure Specifications

See Table 2 for specifications regarding the folder structure to be used in delivering TEI project data sets. All folders and files must be zipped into a file and delivered to the Ministry's FTP site.

Table 2 - Folder Structure

Folder	Description
BAPID-Proj_id	Root Folder containing all subfolders listed below.
Data_Inputs	This folder contains all input files for PEM projects. If a project is an update/upgrade or otherwise based on another project dataset, include the original data here, including all spatial files, databases, documents, etc.
Base_Data	Contains any TRIM, digital airphotos, etc. that were used for the project.
TEIS_Environment	All of the spatial data created and related information provided in the Contractor Package.
Other Spatial Data	Spatial data that does not belong or fit in the TEIS_Environment filegeodatabase. E.g. user defined files, PEM output files.

Folder	Description
Reports_Etc	Contains reports, legends, maps, figures, project sign-off letters or Project Completion Certificates, QA, QC or AA reports (if applicable) in PDF format and field data (in PDF or Microsoft Excel formats).
Non-Standard_Data	Contains non-standard spatial files (e.g. DGN, IGDS, etc.); spatial files by mapsheet; documents, figures, legends, etc. in non-standard formats (e.g. files created for a licensee) (These files are optional.)
Plotfiles	Contains PDFs of maps and legends, etc. May also contain plot files (HPGL, PostScript, 000, etc.).

Logical Data Description

The purpose of this section is to document a logical description of the data being submitted. The intent is to provide a single integrated definition of the data that is unbiased toward any single application of the data being collected and is independent of how the data are physically stored or accessed. The intent is to provide a common understanding of the data as well as provide a basis for systems database design and definition of the Physical Data Description (Section 3).

Entity-Relationship Information

While there are no explicitly defined relationships in the TEI database at this time, the TEIS_ID and BAPID are the key fields used to link all data sets. In addition, loosely defined relationships exist between many items and their domains, as defined by the Metadata tables. For current information and diagrams, please review the information in the downloadable Contractor Package.

Data Dictionary

There are two primary data sets: the TEIS_Master_Long_Tbl which contains the detailed polygon information for all project types, and the TEIS_Project_Details table which contains project level metadata. The third primary feature class, TEIS_Master_Short_Tbl is entirely derived from the other two, but contains additional field definitions based on templates and lookup tables – for more information see Appendix A. Additional feature classes are described and documented below. These tables are considered “Operational” as opposed to the published versions in the Geographic Data Warehouse.

Table 3 - Feature Class List

Name	Type	Description
TEIS Project Details Table - Operational (TEIS_Project_Details)	TABLE	Operational data with the definitive source for all project level metadata.
TEIS Master Long Table - Operational (TEIS_Master_Long_Tbl)	POLYGON	Operational data for all STE detailed polygons - full field attribution.
TEIS Master Short Table - Operational (TEIS_Master_Short_Tbl)	POLYGON	Operational data for all STE detailed polygons - summarized and derived attribution.
TEIS Project Boundaries - Operational (TEIS_Project_Boundaries)	POLYGON	Operational data with polygon boundaries dissolved from the long tables.

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TEIS Terrestrial On-Site Point Symbols (TEIS_Terrestrial_Point_Symbols)	POINT	Operational data for point terrestrial features collected. (For example, headscarps.)
TEIS Terrestrial On-Site Linear Symbols (TEIS_Terrestrial_Line_Symbols)	POLYLINE	Operational data for linear terrestrial features collected. (For example, landslide tracks.)
TEIS Terrestrial On-Site Area-based Symbols (Polys) (TEIS_Terrestrial_Area_Symbols)	POLYGON	Operational data for area terrestrial features collected - Polygon components. (For example, small wetlands, a gravel pit.)
TEIS Terrestrial Area-based Symbols (Arcs) (TEIS_Terrestrial_Area_Symbols_Arc)	POLYLINE	Operational data for area terrestrial features collected - arc (boundary) components.
TEIS Terrestrial Polygon Arcs (TEIS_Terrestrial_Polygon_Arcs)	POLYLINE	Operational data for terrestrial polygon features - arc (boundary) components. This is for FCODED polygon lines. (e.g. FCode for dotted (assumed), dashed (approximate), solid lines (defined), biogeoclimatic zone boundaries, etc.) (Default polylines are assumed to be approximate.) Use is optional.
TEIS Point Sample Sites (TEIS_Point_Sample_Sites)	POINT	Operational data for terrestrial point sample site locations
TEIS Linear Sample Sites (Transects) (TEIS_Linear_Sample_Sites)	POLYLINE	Operational data for terrestrial linear sample sites (transects).

The TEIS Long Table and Project Details tables are mandatory. If data corresponding to any of the other Feature Classes is collected, submission in the above Feature Classes is also mandatory.

Table 4 - TEIS_Project_Details Data Description

Name	Description	Instructions
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Name	Description	Instructions
Business Area Project ID (BAPID)	This field contains a unique project identifier. The project BAPID is used in all spatial files.	If not already done, request a project BAPID from Soilterrain@victoria1.gov.bc.ca
Feature Code (FCODE)	This field contains a value based on the Canadian Council of Surveys and mapping's (CCSM) system for classification of geographic features.	
Project Type (PROJ_TYPE)	A nine letter code indicating the type of mapping project.	Mandatory field. TEM=terrestrial ecosystem , PEM =predictive ecosystem, TER=terrain inventory , SEI=sensitive ecosystem, TSM=terrain stability, TBT=bioterrain, TBS=bioterrain with terrain stability, NEM=terrestrial ecosystem without bioterrain, NEMPRE=pre- TEM with no bioterrain, NEMNSS=terrestrial ecosystem with no bioterrain or structural stage, TEMNSS= terrestrial ecosystem with no structural stage, TEMPRE= preTEM (e.g., biophysical mapping)
Project Name (PROJ_NAME)	The common name of the project, usually a well known local place of feature.	
Project Map Scale (PROJ_SCALE)	The scale of the project maps produced. For example, use 20000, not 1:20000	Renamed from 'Scale'

TEI Digital Data

Name	Description	Instructions
Modification Date (MOD_DATE)	Contains the year, month and day that the attribute data or the corresponding spatial data (i.e. polygon boundaries) for the given data record was last altered in any way.	
Geographic Location (GEOG_LOC)	The geographic location of the mapping project. This is a gazetted name taken from published map; for example, a town, lake, or watershed.	
Project Completion Date (COMPL_DATE)	The date on which the project was completed, Format: yyyy-mm-dd	Renamed from 'Rec_date'
Date Surveyed (SURV_DATE)	Date(s) of field inventory(s)	Include information about the months and years during which field surveys were conducted.
Ecosystem Survey Intensity Level (ESIL)	The sampling intensity characterized according to percentage of polygons that have been field inspected or density of inspections by area. Coding must follow Table 6-3 in the Standard for Terrestrial Ecosystem Mapping in British Columbia.	
Terrain Survey Intensity Level (TSIL)	The extent to which the terrain mapping for the current project has been checked on the ground. See Table: Terrain Survey Intensity Level.	If project has more than one TSIL then indicate the lowest TSIL and not in Proj_Com.
Accuracy Assessment Level (ACCURACY)	A number from 1-6 based level of accuracy assessment used. See Protocol for quality assurance and accuracy assessment of ecosystem maps. Draft. On (Meidinger, 1999).	New field for Terrain.
Accuracy Assessment Comments (AA_COM)	contains information about the accuracy assessment methodology, assessment type or other information relating to the accuracy assessment.	

Name	Description	Instructions
Mapsheet List (MAPSH_LST)	The mapsheet(s) in the project. See Table: Map Number Recording Convention.	A leading zero is required for mapsheets not starting with 1. Left justified with no decimal or / separator. E.g., 083E073. Caution: ensure this is a character field if data is first captured in Excel, as mapsheet.
Consultant or Organization (ORG_NAME)	The public or private-sector organization responsible for the mapping project.	
Project Supervisor (PROJ_SUP)	The professional responsible for project signoff.	New field for Terrain.
Ecosystem Mapper or Modeller (ECO_MAP)	The person who originally captured the Terrestrial Ecosystem Mapping data.	
Terrain Mapper (TER_MAP)	The licenced professional who has done the terrain mapping (polygon delineation and pretyping/typing). Where there is more than one mapper on a project, this is the name of the project leader.	
Soil Mapper Name (SOIL_MAP)	The licenced professional who has done the soil mapping (polygon delineation and pretyping/typing). Where there is more than one mapper on a project, this is the name of the project leader.	
Wildlife Mapper Name (WILD_MAP)	The licenced professional who has done the wildlife mapping (species account, wildlife habitat ratings, wildlife report, rating models). Where there is more than one mapper on a project, this is the name of the project leader.	

TEI Digital Data

Name	Description	Instructions
Digital Data Capture (DIG_CAP)	The public or private-sector individual or organization responsible for digital capture of spatial data. For SEI data, this field is used if SE data is mapped stereomodelled from TEM or other images; if SE data is traditionally from mapping, refer to t	New field for Terrain.
GIS Supervisor (GIS_SUP)	The public or private-sector individual responsible for sign off on the spatial digital data.	
Recorder Name (REC_NAME)	The person(s) who entered the project and polygon attribute data into a database.	
Client (CLIENT)	The client (public or private organization) for whom the project was completed.	
TRIM Version (TRIM_NBR)	The version of TRIM mapsheets used for the project mapping.	
Image Type (PHO_TYPE)	Indicates specific details about the image type.	
Image Scale (PHO_SC)	Scale of air photos/images used for polygon delineation and pre-typing. For example, 20000 represents 1:20000.	
Image Year (PHO_YR)	Year of air photo(s) or images (yyyy) used for polygon delineation and pre-typing. In the case where several vintages of air photos/images were used, the year applicable to the majority.	
Terrain Legend Source (TER_LEG_SC)	The origin of a customized legend, if utilizing a legend developed for another project. See Table: Metadata for Header on Data Form.	
Terrain Legend Type (TER_LEG_TP)	The type of legend associated with the map; refer to the Terrain Mapping Methodology (RIC) for legend format and specifications.	

Name	Description	Instructions
Version of Package Used (PACK_NBR)	Versions of standards used for project mapping. As codes have changed over time, indicates the versions of manuals used for the project.	
Stability Classification Type (STBCLS_TP)	The classification system used to classify slope stability for the current project. Indicate only one of the following with an (R) Recon, (D) Detailed, or (E) Es.	
Slope Units (SLP_UNIT)	The type of units, if slope classes were done for this database, percent or degrees denoting slope steepness. See Table: Metadata for Header on Data Form and see Table: Slope Steepness.	The same units must be used for all slope steepness values in a given project. Indicate one of the following with a (P) Percent, (D) Degrees or (N) Null.
Project Comments (PROJ_COM)	This field records any other pertinent information regarding the project. At all times attempt to use referenced classifications which are well defined and understood in the science, or provide thorough definitions for the user. This field may also be u	At all times attempt to use referenced classifications which are well defined and understood in the science, or provide thorough definitions for the user. This field may also be used to identify user defined data files or other documents associated with
Project Identification (PROJ_ID)	A unique identifier for each project being delivered within a single contract. This is the same proj_id as in the terrain polygon attribute table (.pat)	Use same Proj_id as for polygon data. Use a 5 character identifier.
Map Legend Comments (LEGEND_COM)	contains a description of the generic map legend found at MAP LEGEND DATA DOWNLOAD LINK (MAP_LEG).	
Map Legend Link (LEGEND_URL)	Contains a link to an internet resource related to the map legend or compilation methods.	

TEI Digital Data

Name	Description	Instructions
EcoCat Comments (ECOCAT_COM)	contains a description of the Ecological Reports Catalogue (EcoCat) link found at ECOCAT URL DATA DOWNLOAD LINK (ECOCAT_URL).	
EcoCat Link (ECOCAT_URL)	contains the URL for the specific project within EcoCat where the project files (not on LRDW) are available. Spatial data available via the LRDW should be considered more current than data found on EcoCat.	
Reference 1 Comments (REF_1_COM)	contains a description of the link found at REFERENCE 1 DATA DOWNLOAD LINK (REF_1_URL).	
Reference 1 Link (REF_1_URL)	contains a URL to additional project information and/or files (not in the LRDW or EcoCat).	
Reference 2 Comments (REF_2_COM)	contains a description of the link found at REFERENCE 2 DATA DOWNLOAD LINK (REF_2_URL).	
Reference 2 Link (REF_2_URL)	contains a URL to additional project information and/or files (not in the LRDW or EcoCat).	
Reference 3 Comments (REF_3_COM)	contains a description of the link found at REFERENCE 3 DATA DOWNLOAD LINK (REF_3_URL).	
Reference 3 Link (REF_3_URL)	contains a URL to additional project information and/or files (not in the LRDW or EcoCat).	
Reference 4 Comments (REF_4_COM)	contains a description of the link found at REFERENCE 4 DATA DOWNLOAD LINK (REF_4_URL).	
Reference 4 Link (REF_4_URL)	contains a URL to additional project information and/or files (not in the LRDW or EcoCat).	
Boundary Only Flag ()		

Name	Description	Instructions
Review Comments (REVV_COM)	contains a summary description of data issues such as coding errors, problems with geometry, identified during a TEIS_ENVIRONEMENT review of the data.	

Table 5 - TEIS Master Long Table Field Descriptions

Field Name	Description	Instructions/Comments
TEIS Primary Key (TEIS_ID)	The unique identifier (PK) for the TEIS detailed geometry. This key may change between snapshots of the database.	
Project Polygon Identifier (PROJPOLYID)	This field contains a unique polygon identifier for linking attribute data to spatial data for TER, TEM, PEM and SEI data. A unique identifier within a project, that when combined with the BAPID creates a unique identifier within the province. This field can be used for linking foreign key data (user defined fields, report references, etc.).	
Business Area Project ID (BAPID)	This field contains a unique project identifier. The project BAPID is used in all spatial data.	If not already done, request a project BAPID from Soilterrain@victoria1.gov.bc.ca
Feature Code (FCODE)	This field contains a value based on the Canadian Council of Surveys and mapping's (CCSM) system for classification of geographic features.	

Field Name	Description	Instructions/Comments
Project Type (PROJ_TYPE)	A nine letter code indicating the type of mapping project.	Mandatory field. TEM=terrestrial ecosystem , PEM =predictive ecosystem, TER=terrain inventory , SEI=sensitive ecosystem, TSM=terrain stability, TBT=bioterrain, TBS=bioterrain with terrain stability, NEM=terrestrial ecosystem without bioterrain, NEMPRE=pre- TEM with no bioterrain, NEMNSS=terrestrial ecosystem with no bioterrain or structural stage, TEMNSS= terrestrial ecosystem with no structural stage, TEMPRE= preTEM (e.g., biophysical mapping)
Project Map Scale (PROJ_SCALE)	The scale of the project maps produced. For example, use 20000, not 1:20000	Renamed from 'Scale'
Project Identification (PROJ_ID)	Contains a unique five-character identifier (project short name) for each project being delivered.	
Mapsheet Number (MAPSH_NBR)	Where the project mapping falls entirely within a single mapsheet, the number of the mapsheet. In cases where the project includes several mapsheets, this is captured for each polygon. Where a polygon straddles mapsheets, the mapsheet underlying the greatest portion of the polygon is to be used. See Table: Map Number Recording Convention.	A leading zero is required for mapsheets not starting with 1. Do not use a decimal or '/' separator. E.g., 083E073. Caution: ensure this is a character field if data is first captured in MS Excel, as mapsheet numbers containing an E may be converted into scientific notation on data import or export.

Field Name	Description	Instructions/Comments
Polygon Number (POLY_NBR)	An identifying number for polygon being mapped. Polygons may be numbered consecutively within projects, or within projects and mapsheets, depending on the preference of the lead mapper and on project objectives.	Mandatory field.
Decile of Terrain Component 1 (TDEC_1)	Describes the proportion of the polygon covered by Terrain Component 1, in deciles (i.e., a proportion out of 10). See Table: Component Relation Delimiters Codes. Note: This field is typically used for Ecosystem Mapping.	e.g., a decile of 10=100%of polygon, 8=80% of polygon, 2=20% of polygon
Partial Cover Flag of Terrain Component 1 (PRTFLG_1)	A flag indicating that the overlying material in the terrain component only partially covers the underlying material. It means a moderately extensive but discontinuous cover of surface material. Eolian veneer is an example.	
Surficial Material Texture 3 of Terrain Component 1 (TTEX_1C)	The tertiary surficial material texture of the first stratum of terrain component 1 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	
Surficial Material Texture 2 of Terrain Component 1 (TTEX_1B)	The secondary surficial material texture of the first stratum of terrain component 1 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	

Field Name	Description	Instructions/Comments
Surficial Material Texture 1 of Terrain Component 1 (TTEX_1A)	The dominant surficial material texture of the first stratum of terrain component 1 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	
Surficial Material of Terrain Component 1 (SURFM_1)	A code identifying the geomorphic origin of the surficial material in the first stratum of terrain component 1. See Table: Surficial Material Codes.	Mandatory field.
Surficial Material Qualifier of Terrain Component 1 (SURFM_Q1)	A code used to specify whether the surficial material of the first stratum of terrain component 1 is currently undergoing formation or not. The assumed (default) status is not recorded. See Table: Surficial Material and Geomorphological Process Qualifier Codes and Surficial Material Terms and	Only entered if the status of activity is contrary to the assumed state defined for each material.
Surficial Material Subtype of Terrain Component 1 (SURFM_ST1)	A project-specific code for the subtype of the surficial material in the first stratum of terrain component 1. A surficial material subtype is used when its characteristics cannot be adequately represented by standard terrain classes. For example, basal till. See Table: Surficial Material Subtype.	Subtypes must be defined in the project comments field PROJ_COM. Detailed descriptions can be included in the project report,
Surface Expression 1 of Terrain Component 1 (SURF_E1A)	The dominant surface expression for the first stratum of surficial material in terrain component 1 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	

Field Name	Description	Instructions/Comments
Surface Expression 2 of Terrain Component 1 (SURF_E1B)	The second surface expression for the first stratum of surficial material in terrain component 1 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Surface Expression 3 of Terrain Component 1 (SURF_E1C)	The third surface expression for the first stratum of surficial material in terrain component 1 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Bedrock Type of Terrain Component 1 (BEDROCK_1)	The type of bedrock in the terrain component. (This is only applicable where surficial material is of origin type 'R'). See Table: Bedrock Classification Codes. The intent of using the bedrock code is to provide auxiliary information, to help qualify texture and/or terrain stability information. It is not intended to provide bedrock stratigraphy.	
Subsurficial Material Texture 3 of Terrain Component 1 (STTEX_1C)	The tertiary surficial material texture of the second stratum of terrain Component 2 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	

Field Name	Description	Instructions/Comments
Subsurficial Material Texture 2 of Terrain Component 1 (STTEX_1B)	The secondary surficial material texture of the second stratum of terrain component 1 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	
Subsurficial Material of Terrain Component 1 (SSURFM_1)	A code identifying the geomorphic origin of the surficial material in the second stratum of terrain component 1. See Table: Surficial Material Codes.	
Subsurficial Material Texture 1 of Terrain Component 1 (STTEX_1A)	The dominant surficial material texture of the second stratum of terrain component 1 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	
Subsurficial Material Qualifier of Terrain Component 1 (SSURFM_Q1)	A code used to specify whether the surficial material of the second stratum of terrain component 1 is currently undergoing formation or not. The assumed (default) status is not recorded. See Table: Surficial Material and Geomorphological Process Qualifier Codes and Surficial Material Terms and Symbols.	

Field Name	Description	Instructions/Comments
Subsurficial Material Subtype of Terrain Component 1 (SSURFM_ST1)	A project-specific code for the subtype of the surficial material in the second stratum of terrain component 1. A surficial material subtype is used when its characteristics cannot be adequately represented by standard terrain classes. For example, basal till. See Table: Surficial Material Subtype.	
Subsurface Expression 1 of Terrain Component 1 (SSURF_E1A)	The dominant surface expression for the second stratum of surficial material in terrain component 1 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Subsurface Expression 2 of Terrain Component 1 (SSURF_E1B)	The second surface expression for the second stratum of surficial material in terrain component 1 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Subsurface Expression 3 of Terrain Component 1 (SSURF_E1C)	The third surface expression for the second stratum of surficial material in terrain component 1 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Subsurficial Material Texture 3 of Terrain Component 1 (TTTEX_1C)	The tertiary surficial material texture of the third stratum of terrain component 1 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). See Table: Terrain Texture Codes.	Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type).

Field Name	Description	Instructions/Comments
Sub-Subsurficial Material Texture 2 of Terrain Component 1 (TTTEX_1B)	The surficial material texture of the third stratum of terrain component 1 (represented by 1-3 codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type).
Sub-Subsurficial Material Texture 1 of Terrain Component 1 (TTTEX_1A)	The dominant surficial material texture of the third stratum of terrain component 1 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). See Table: Terrain Texture Codes.	Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type).
Sub-Subsurficial Material of Terrain Component 1 (TSURFM_1)	A code identifying the geomorphic origin of the surficial material in the third stratum of terrain component 1. See Table: Surficial Material Codes.	
Sub-Subsurficial Material Qualifier of Terrain Component 1 (TSURFM_Q1)	A code used to specify whether the surficial material of the third stratum of terrain component 1 is currently undergoing formation or not. The assumed (default) status is not recorded. See Table: Surficial Material and Geomorphological Process Qualifier Codes and Surficial Material Terms and Symbols.	Only entered if the status of activity is contrary to the assumed state defined for each material.
Sub-Subsurficial Material Subtype of Terrain Component 1 (TSURFM_ST1)	A project-specific code for the subtype of the surficial material in the second stratum of terrain component 1. A surficial material subtype is used when its characteristics cannot be adequately represented by standard terrain classes. For example, basal till. See Table: Surficial Material Subtype.	Subtypes must be defined in the project comments field PROJ_COM. Detailed descriptions can be included in the project report,

Field Name	Description	Instructions/Comments
Sub-Subsurface Expression 1 of Terrain Component 1 (TSURF_E1A)	The surface expressions for the third stratum of surficial material in terrain component 1. A series of 1-3 lowercase letter codes used in combination to describe the three-dimensional shape of the surficial material. The first code is the dominant surface expression. See Table: Surficial Expression Codes.	
Sub-Subsurface Expression 2 of Terrain Component 1 (TSURF_E1B)	The dominant surface expression for the third stratum of surficial material in terrain component 1 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Sub-Subsurface Expression 3 of Terrain Component 1 (TSURF_E1C)	The third surface expression for the third stratum of surficial material in terrain component 1 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Relation of Terrain Component 1 and 2 (COMREL1_2)	A general indicator of the relative areal proportions of the first and second terrain components within the current polygon. (Note: These proportional indicators are commonly used for terrain stability mapping in place of deciles). See Table: Component Relation Delimiters Codes.	
Decile of Terrain Component 2 (TDEC_2)	Describes the proportion of the polygon covered by Terrain Component 2, in deciles (i.e., a proportion out of 10). See Table: Component Relation Delimiters Codes. Note: This field is typically used for Ecosystem Mapping.	e.g., a decile of 10=100%of polygon, 8=80% of polygon, 2=20% of polygon
Partial Cover Flag of Terrain Component 2 (PRTFLG_2)	A flag indicating that the overlying material in the terrain component only partially covers the underlying material. It means a moderately extensive but discontinuous cover of surface material. Eolian veneer is an example.	

Field Name	Description	Instructions/Comments
Surficial Material Texture 3 of Terrain Component 2 (TTEX_2C)	The tertiary surficial material texture of the first stratum of terrain Component 2 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	
Surficial Material Texture 2 of Terrain Component 2 (TTEX_2B)	The secondary surficial material texture of the first stratum of terrain Component 2 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	
Surficial Material Texture 1 of Terrain Component 2 (TTEX_2A)	The dominant surficial material texture of the first stratum of terrain Component 2 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	
Surficial Material of Terrain Component 2 (SURFM_2)	A code identifying the geomorphic origin of the surficial material in the first stratum of terrain Component 2. See Table: Surficial Material Codes.	Mandatory field.

Field Name	Description	Instructions/Comments
Surficial Material Qualifier of Terrain Component 2 (SURFM_Q2)	A code used to specify whether the surficial material of the first stratum of terrain Component 2 is currently undergoing formation or not. The assumed (default) status is not recorded. See Table: Surficial Material and Geomorphological Process Qualifier Codes and Surficial Material Terms and Symbols.	Only entered if the status of activity is contrary to the assumed state defined for each material.
Surficial Material Subtype of Terrain Component 2 (SURFM_ST2)	A project-specific code for the subtype of the surficial material in the first stratum of terrain Component 2. A surficial material subtype is used when its characteristics cannot be adequately represented by standard terrain classes. For example, basal till. See Table: Surficial Material Subtype.	Subtypes must be defined in the project comments field PROJ_COM. Detailed descriptions can be included in the project report,
Surface Expression 1 of Terrain Component 2 (SURF_E2A)	The dominant surface expression for the first stratum of surficial material in terrain Component 2 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Surface Expression 2 of Terrain Component 2 (SURF_E2B)	The second surface expression for the first stratum of surficial material in terrain Component 2 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Surface Expression 3 of Terrain Component 2 (SURF_E2C)	The third surface expression for the first stratum of surficial material in terrain Component 2 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	

Field Name	Description	Instructions/Comments
Bedrock Type of Terrain Component 2 (BEDROCK_2)	The type of bedrock in the terrain component. (This is only applicable where surficial material is of origin type `R'). See Table: Bedrock Classification Codes. The intent of using the bedrock code is to provide auxiliary information, to help qualify texture and/or terrain stability information. It is not intended to provide bedrock stratigraphy.	
Subsurficial Material Texture 3 of Terrain Component 2 (STTEX_2C)	The tertiary surficial material texture of the second stratum of terrain Component 2 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	
Subsurficial Material Texture 2 of Terrain Component 2 (STTEX_2B)	The secondary surficial material texture of the second stratum of terrain Component 2 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	
Subsurficial Material Texture 1 of Terrain Component 2 (STTEX_2A)	The dominant surficial material texture of the second stratum of terrain Component 2 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	

Field Name	Description	Instructions/Comments
Subsurficial Material of Terrain Component 2 (SSURFM_2)	A code identifying the geomorphic origin of the surficial material in the second stratum of terrain Component 2. See Table: Surficial Material Codes.	
Subsurficial Material Qualifier of Terrain Component 2 (SSURFM_Q2)	A code used to specify whether the surficial material of the second stratum of terrain Component 2 is currently undergoing formation or not. The assumed (default) status is not recorded. See Table: Surficial Material and Geomorphological Process Qualifier Codes and Surficial Material Terms and Symbols.	Only entered if the status of activity is contrary to the assumed state defined for each material.
Subsurficial Material Subtype of Terrain Component 2 (SSURFM_ST2)	A project-specific code for the subtype of the surficial material in the second stratum of terrain Component 2. A surficial material subtype is used when its characteristics cannot be adequately represented by standard terrain classes. For example, basal till. See Table: Surficial Material Subtype.	Subtypes must be defined in the project comments field PROJ_COM. Detailed descriptions can be included in the project report,
Subsurface Expression 1 of Terrain Component 2 (SSURF_E2A)	The dominant surface expression for the second stratum of surficial material in terrain Component 2 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Subsurface Expression 2 of Terrain Component 2 (SSURF_E2B)	The second surface expression for the second stratum of surficial material in terrain Component 2 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Subsurface Expression 3 of Terrain Component 2 (SSURF_E2C)	The third surface expression for the second stratum of surficial material in terrain Component 2 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	

Field Name	Description	Instructions/Comments
Subsurficial Material Texture 3 of Terrain Component 2 (TTTEX_2C)	The tertiary surficial material texture of the third stratum of terrain Component 2 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). See Table: Terrain Texture Codes.	
Sub-Subsurficial Material Texture 2 of Terrain Component 2 (TTTEX_2B)	The second surficial material texture of the third stratum of terrain Component 2 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). See Table: Terrain Texture Codes.	
Sub-Subsurficial Material Texture 1 of Terrain Component 2 (TTTEX_2A)	The dominant surficial material texture of the third stratum of terrain Component 2 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). See Table: Terrain Texture Codes.	
Sub-Subsurficial Material of Terrain Component 2 (TSURFM_2)	A code identifying the geomorphic origin of the surficial material in the third stratum of terrain Component 2. See Table: Surficial Material Codes.	
Sub-Subsurficial Material Qualifier of Terrain Component 2 (TSURFM_Q2)	A code used to specify whether the surficial material of the third stratum of terrain Component 2 is currently undergoing formation or not. The assumed (default) status is not recorded. See Table: Surficial Material and Geomorphological Process Qualifier Codes and Surficial Material Terms and Symbols.	

Field Name	Description	Instructions/Comments
Sub-Subsurficial Material Subtype of Terrain Component 2 (TSURFM_ST2)	A project-specific code for the subtype of the surficial material in the second stratum of terrain Component 2. A surficial material subtype is used when its characteristics cannot be adequately represented by standard terrain classes. For example, basal till. See Table: Surficial Material Subtype.	
Sub-Subsurface Expression 1 of Terrain Component 2 (TSURF_E2A)	The dominant surface expression for the third stratum of surficial material in terrain Component 2 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Sub-Subsurface Expression 2 of Terrain Component 2 (TSURF_E2B)	The second surface expression for the third stratum of surficial material in terrain Component 2 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Sub-Subsurface Expression 3 of Terrain Component 2 (TSURF_E2C)	The third surface expression for the third stratum of surficial material in terrain Component 2 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Relation of Terrain Component 2 and 3 (COMREL2_3)	A general indicator of the relative areal proportions of the first and second terrain components within the current polygon. (Note: These proportional indicators are commonly used for terrain stability mapping in place of deciles). See Table: Component Relation Delimiters Codes.	
Decile of Terrain Component 3 (TDEC_3)	Describes the proportion of the polygon covered by Terrain Component 3, in deciles (i.e., a proportion out of 10). See Table: Component Relation Delimiters Codes. Note: This field is typically used for Ecosystem Mapping.	e.g., a decile of 10=100%of polygon, 8=80% of polygon, 2=20% of polygon

Field Name	Description	Instructions/Comments
Partial Cover Flag of Terrain Component 3 (PRTFLG_3)	A flag indicating that the overlying material in the terrain component only partially covers the underlying material. It means a moderately extensive but discontinuous cover of surface material. Eolian veneer is an example.	
Surficial Material Texture 3 of Terrain Component 3 (TTEX_3C)	The tertiary surficial material texture of the first stratum of terrain Component 3 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	
Surficial Material Texture 2 of Terrain Component 3 (TTEX_3B)	The secondary surficial material texture of the first stratum of terrain Component 3 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	
Surficial Material Texture 1 of Terrain Component 3 (TTEX_3A)	The dominant surficial material texture of the first stratum of terrain Component 3 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	

Field Name	Description	Instructions/Comments
Surficial Material of Terrain Component 3 (SURFM_3)	A code identifying the geomorphic origin of the surficial material in the first stratum of terrain Component 3. See Table: Surficial Material Codes.	Mandatory field.
Surficial Material Qualifier of Terrain Component 3 (SURFM_Q3)	A code used to specify whether the surficial material of the first stratum of terrain Component 3 is currently undergoing formation or not. The assumed (default) status is not recorded. See Table: Surficial Material and Geomorphological Process Qualifier Codes and Surficial Material Terms and Symbols.	Only entered if the status of activity is contrary to the assumed state defined for each material.
Surficial Material Subtype of Terrain Component 3 (SURFM_ST3)	A project-specific code for the subtype of the surficial material in the first stratum of terrain Component 3. A surficial material subtype is used when its characteristics cannot be adequately represented by standard terrain classes. For example, basal till. See Table: Surficial Material Subtype.	Subtypes must be defined in the project comments field PROJ_COM. Detailed descriptions can be included in the project report,
Surface Expression 1 of Terrain Component 3 (SURF_E3A)	The dominant surface expression for the first stratum of surficial material in terrain Component 3 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Surface Expression 2 of Terrain Component 3 (SURF_E3B)	The second surface expression for the first stratum of surficial material in terrain Component 3 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Surface Expression 3 of Terrain Component 3 (SURF_E3C)	The third surface expression for the first stratum of surficial material in terrain Component 3 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	

Field Name	Description	Instructions/Comments
Bedrock Type of Terrain Component 3 (BEDROCK_3)	The type of bedrock in the terrain component. (This is only applicable where surficial material is of origin type `R'). See Table: Bedrock Classification Codes. The intent of using the bedrock code is to provide auxiliary information, to help qualify texture and/or terrain stability information. It is not intended to provide bedrock stratigraphy.	
Subsurficial Material Texture 3 of Terrain Component 3 (STTEX_3C)	The tertiary surficial material texture of the second stratum of terrain Component 3 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	
Subsurficial Material Texture 2 of Terrain Component 3 (STTEX_3B)	The secondary surficial material texture of the second stratum of terrain Component 3 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	
Subsurficial Material Texture 1 of Terrain Component 3 (STTEX_3A)	The dominant surficial material texture of the second stratum of terrain Component 3 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type). See Table: Terrain Texture Codes.	

Field Name	Description	Instructions/Comments
Subsurficial Material of Terrain Component 3 (SSURFM_3)	A code identifying the geomorphic origin of the surficial material in the second stratum of terrain Component 3. See Table: Surficial Material Codes.	
Subsurficial Material Qualifier of Terrain Component 3 (SSURFM_Q3)	A code used to specify whether the surficial material of the second stratum of terrain Component 3 is currently undergoing formation or not. The assumed (default) status is not recorded. See Table: Surficial Material and Geomorphological Process Qualifier Codes and Surficial Material Terms and Symbols.	Only entered if the status of activity is contrary to the assumed state defined for each material.
Subsurficial Material Subtype of Terrain Component 3 (SSURFM_ST3)	A project-specific code for the subtype of the surficial material in the second stratum of terrain Component 3. A surficial material subtype is used when its characteristics cannot be adequately represented by standard terrain classes. For example, basal till. See Table: Surficial Material Subtype.	Subtypes must be defined in the project comments field PROJ_COM. Detailed descriptions can be included in the project report,
Subsurface Expression 1 of Terrain Component 3 (SSURF_E3A)	The dominant surface expression for the second stratum of surficial material in terrain Component 3 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Subsurface Expression 2 of Terrain Component 3 (SSURF_E3B)	The second surface expression for the second stratum of surficial material in terrain Component 3 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Subsurface Expression 3 of Terrain Component 3 (SSURF_E3C)	The third surface expression for the second stratum of surficial material in terrain Component 3 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	

Field Name	Description	Instructions/Comments
Subsurficial Material Texture 3 of Terrain Component 3 (TTTEX_3C)	The tertiary surficial material texture of the third stratum of terrain Component 3 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). See Table: Terrain Texture Codes.	Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type).
Sub-Subsurficial Material Texture 2 of Terrain Component 3 (TTTEX_3B)	The second surficial material texture of the third stratum of terrain Component 3 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). See Table: Terrain Texture Codes.	Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type).
Sub-Subsurficial Material Texture 1 of Terrain Component 3 (TTTEX_3A)	The dominant surficial material texture of the third stratum of terrain Component 3 (one of up to three codes). Texture is the size, shape and sorting of particles in clastic sediments (or the proportion and degree of decomposition of plant fibre in organic sediments). See Table: Terrain Texture Codes.	Texture codes are shown in the order: tertiary, secondary, dominant, in the terrain label on a map (with the dominant texture adjacent to the surficial material type).
Sub-Subsurficial Material of Terrain Component 3 (TSURFM_3)	A code identifying the geomorphic origin of the surficial material in the third stratum of terrain Component 3. See Table: Surficial Material Codes.	
Sub-Subsurficial Material Qualifier of Terrain Component 3 (TSURFM_Q3)	A code used to specify whether the surficial material of the third stratum of terrain Component 3 is currently undergoing formation or not. The assumed (default) status is not recorded. See Table: Surficial Material and Geomorphological Process Qualifier Codes and Surficial Material Terms and Symbols.	Only entered if the status of activity is contrary to the assumed state defined for each material.

Field Name	Description	Instructions/Comments
Sub-Subsurficial Material Subtype of Terrain Component 3 (TSURFM_ST3)	A project-specific code for the subtype of the surficial material in the second stratum of terrain Component 3. A surficial material subtype is used when its characteristics cannot be adequately represented by standard terrain classes. For example, basal till. See Table: Surficial Material Subtype.	Subtypes must be defined in the project comments field PROJ_COM. Detailed descriptions can be included in the project report,
Sub-Subsurface Expression 1 of Terrain Component 3 (TSURF_E3A)	The dominant surface expression for the third stratum of surficial material in terrain Component 3 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Sub-Subsurface Expression 2 of Terrain Component 3 (TSURF_E3B)	The second surface expression for the third stratum of surficial material in terrain Component 3 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
Sub-Subsurface Expression 3 of Terrain Component 3 (TSURF_E3C)	The third surface expression for the third stratum of surficial material in terrain Component 3 (one of up to three codes). Surface expression describes the three-dimensional shape of the surficial material. See Table: Surficial Expression Codes.	
1st Geomorphologic Process Class (GEOP_1)	The sole or most significant geomorphological process affecting the terrain polygon. See Table: Geomorphological Process Codes.	
1st Process Qualifier (GEOP_Q1)	A code used to specify whether the first geomorphologic process of the terrain polygon is currently active or inactive. See Table: Surficial Material and Geomorphological Process Qualifier Codes.	Only entered if the status of activity is contrary to the assumed state defined for each process. See Table: Geomorphological Process Terms and Symbols, Column: Assumed Status of Geological Process.

Field Name	Description	Instructions/Comments
1st Process Subtype (GEOP_ST1)	A project-specific numeric code used to further specify the first geomorphological process within the current terrain polygon. Project specific subtypes of the standard geomorphological processes may be established to distinguish characteristics that cannot be adequately represented by the standard process classes alone. These subtypes should be described in the terrain legend. See Table: Geomorphological Process Subtype.	Subtypes must be defined in the project comments field PROJ_COM. Detailed descriptions can be included in the project report,
1st Process Initiation Zone Indicator (GEOP_INZ1)	A symbol that indicates that the polygon is an initiation zone for one or more of the subclasses of the first geomorphological process.	2005 - the initiation zone indicator has been split out from the other subtypes to facilitate sorting, querying and theming the data. This also allows for 3 subtypes to be used in addition to the "".
1st Process Subclass (GEOP_SCM1)	The subclass modifiers for the first geomorphological process, used to further describe the process (represented by 1-3codes). See Tables: Mass Movement Process Subclass Codes, Avalanche Process Subclass Codes, Fluvial Process Subclass Codes and Permafrost Process Subclass Codes.	
1st Process Initiation Zone Indicator for Subclass 1 (GEOP_INZ1A)	A symbol that indicates that the polygon is an initiation zone for the first subclasses of the first geomorphological process.	This field allows for the indication of initiation zone by subclass. It will make it easier for mappers to distinguish which mass movement processes represent initiation zone and which are transport or runout zone in the terrain polygon.

Field Name	Description	Instructions/Comments
1st Process Subclass 1 (GEOP_SCM1A)	The dominant subclass modifier for the first geomorphological process, used to further describe the process (one of up to three codes). See Tables: Mass Movement Process Subclass Codes, Avalanche Process Subclass Codes, Fluvial Process Subclass Codes and Permafrost Process Subclass Codes.	
1st Process Initiation Zone Indicator for Subclass 2 (GEOP_INZ1B)	A symbol that indicates that the polygon is an initiation zone for the second subclasses of the first geomorphological process.	This field allows for the indication of initiation zone by subclass. It will make it easier for mappers to distinguish which mass movement processes represent initiation zone and which are transport or runout zone in the terrain polygon.
1st Process Subclass 2 (GEOP_SCM1B)	The second subclass modifier for the first geomorphological process, used to further describe the process (one of up to three codes). See Tables: Mass movement Process Subclass Codes, Avalanche Process Subclass Codes, Fluvial Process Subclass Codes and Permafrost Process Subclass Codes.	
1st Process Initiation Zone Indicator for Subclass 3 (GEOP_INZ1C)	A symbol that indicates that the polygon is an initiation zone for the third subclasses of the first geomorphological process.	This field allows for the indication of initiation zone by subclass. It will make it easier for mappers to distinguish which mass movement processes represent initiation zone and which are transport or runout zone in the terrain polygon.

Field Name	Description	Instructions/Comments
1st Process Subclass 3 (GEOP_SCM1C)	The third subclass modifier for the first geomorphological process, used to further describe the process (one of up to three codes). See Tables: Mass movement Process Subclass Codes, Avalanche Process Subclass Codes, Fluvial Process Subclass Codes and Permafrost Process Subclass Codes.	
2nd Geomorphological Process Class (GEOP_2)	An uppercase letter representing the second most significant geomorphological process to affect terrain within the current polygon. See Table: Geomorphological Process Subtype.	
2nd Process Qualifier (GEOP_Q2)	A code used to specify whether the second geomorphologic process of the terrain polygon is currently active or inactive. See Table: Surficial Material and Geomorphological Process Qualifier Codes.	Only entered if the status of activity is contrary to the assumed state defined for each process. See Table: Geomorphological Process Terms and Symbols, Column: Assumed Status of Geological Process.
2nd Process Subtype (GEOP_ST2)	A project-specific numeric code used to further specify the second geomorphological process within the current terrain polygon. Project specific subtypes of the standard geomorphological processes may be established to distinguish characteristics that cannot be adequately represented by the standard process classes alone. These subtypes should be described in the terrain legend. See Table: Geomorphological Process Subtype.	Subtypes must be defined in the project comments field PROJ_COM. Detailed descriptions can be included in the project report,

Field Name	Description	Instructions/Comments
2nd Process Initiation Zone Indicator (GEOP_INZ2)	A symbol that indicates that the polygon is an initiation zone for one or more of the subclasses of the second geomorphological process.	2005 - the initiation zone indicator has been split out from the other subtypes to facilitate sorting, querying and theming the data. This also allows for 3 subtypes to be used in addition to the "".
2nd Process Subclass (GEOP_SCM2)	1-3 standard codes attached to the second geomorphological process within the current terrain polygon. Subclass modifiers are used to further describe the process. They are usually mapped at a more detailed level. New subclass modifiers have been added to the Terrain Classification Manual, Howes and Kenk, Version 2.0. See Tables: Mass Movement Process Subclass Codes, Avalanche Process Subclass Codes, Fluvial Process Subclass Codes and Permafrost Process Subclass Codes.	
2nd Process Initiation Zone Indicator for Subclass 1 (GEOP_INZ2A)	A symbol that indicates that the polygon is an initiation zone for the first subclasses of the second geomorphological process.	This field allows for the indication of initiation zone by subclass. It will make it easier for mappers to distinguish which mass movement processes represent initiation zone and which are transport or runout zone in the terrain polygon.
2nd Process Subclass 1 (GEOP_SCM2A)	The 1st of up to 3 codes describing the second geomorphological process within the current terrain polygon. Subclass modifiers are used to further describe the process. They are usually mapped at a more detailed level. See Tables: Mass Movement Process Subclass Codes, Avalanche Process Subclass Codes, Fluvial Process Subclass Codes and Permafrost Process Subclass Codes	

Field Name	Description	Instructions/Comments
2nd Process Initiation Zone Indicator for Subclass 2 (GEOP_INZ2B)	A symbol that indicates that the polygon is an initiation zone or the second subclasses of the second geomorphological process.	This field allows for the indication of initiation zone by subclass. It will make it easier for mappers to distinguish which mass movement processes represent initiation zone and which are transport or runoff zone in the terrain polygon.
2nd Process Subclass 2 (GEOP_SCM2B)	The 2nd of up to 3 codes describing the second geomorphological process within the current terrain polygon. Subclass modifiers are used to further describe the process. They are usually mapped at a more detailed level. See Tables: Mass Movement Process Subclass Codes, Avalanche Process Subclass Codes, Fluvial Process Subclass Codes and Permafrost Process Subclass Codes	
2nd Process Initiation Zone Indicator for Subclass 3 (GEOP_INZ2C)	A symbol that indicates that the polygon is an initiation zone for the third subclasses of the second geomorphological process.	This field allows for the indication of initiation zone by subclass. It will make it easier for mappers to distinguish which mass movement processes represent initiation zone and which are transport or runoff zone in the terrain polygon.
2nd Process Subclass 3 (GEOP_SCM2C)	The 3rd of up to 3 codes describing the second geomorphological process within the current terrain polygon. Subclass modifiers are used to further describe the process. They are usually mapped at a more detailed level. See Tables: Mass Movement Process Subclass Codes, Avalanche Process Subclass Codes, Fluvial Process Subclass Codes and Permafrost Process Subclass Codes	

Field Name	Description	Instructions/Comments
3rd Geomorphological Process Class (GEOP_3)	An uppercase letter representing the third most significant geomorphological process to affect terrain within the current polygon. See Table: geomorphological Process Subtype.	
3rd Process Qualifier (GEOP_Q3)	A code used to specify whether the third geomorphologic process of the terrain polygon is currently active or inactive. See Table: Surficial Material and Geomorphological Process Qualifier Codes.	Only entered if the status of activity is contrary to the assumed state defined for each process. See Table: Geomorphological Process Terms and Symbols, Column: Assumed Status of Geological Process.
3rd Process Subtype (GEOP_ST3)	A project-specific numeric code used to further specify the third geomorphological process within the current terrain polygon. Project specific subtypes of the standard geomorphological processes may be established to distinguish characteristics that cannot be adequately represented by the standard process classes alone. These subtypes should be described in the terrain legend. See Table: Geomorphological Process Subtype.	Subtypes must be defined in the project comments field PROJ_COM. Detailed descriptions can be included in the project report,
3rd Process Initiation Zone Indicator (GEOP_INZ3)	A symbol that indicates that the polygon is an initiation zone for one or more of the subclasses of the third geomorphological process.	2005 - the initiation zone indicator has been split out from the other subtypes to facilitate sorting, querying and theming the data. This also allows for 3 subtypes to be used in addition to the "".

Field Name	Description	Instructions/Comments
3rd Process Subclass (GEOP_SCM3)	1-3 standard codes attached to the third geomorphological process within the current terrain polygon. Subclass modifiers are used to further describe the process. They are usually mapped at a more detailed level. New subclass modifiers have been added to the Terrain Classification Manual, Howes and Kenk, Version 2.0. See Tables: Mass Movement Process Subclass Codes, Avalanche Process Subclass Codes, Fluvial Process Subclass Codes and Permafrost Process Subclass Codes.	
3rdProcess Initiation Zone Indicator for Subclass 1 (GEOP_INZ3A)	A symbol that indicates that the polygon is an initiation zone for the first subclasses of the third geomorphological process.	This field allows for the indication of initiation zone by subclass. It will make it easier for mappers to distinguish which mass movement processes represent initiation zone and which are transport or runout zone in the terrain polygon.
3rd Process Subclass 1 (GEOP_SCM3A)	The 1st of up to 3 codes describing the third geomorphological process within the current terrain polygon. Subclass modifiers are used to further describe the process. They are usually mapped at a more detailed level. See Tables: Mass Movement Process Subclass Codes, Avalanche Process Subclass Codes, Fluvial Process Subclass Codes and Permafrost Process Subclass Codes	

Field Name	Description	Instructions/Comments
3rd Process Initiation Zone Indicator for Subclass 2 (GEOP_INZ3B)	A symbol that indicates that the polygon is an initiation zone for the second subclasses of the third geomorphological process.	This field allows for the indication of initiation zone by subclass. It will make it easier for mappers to distinguish which mass movement processes represent initiation zone and which are transport or runout zone in the terrain polygon.
3rd Process Subclass 2 (GEOP_SCM3B)	The 2nd of up to 3 codes describing the third geomorphological process within the current terrain polygon. Subclass modifiers are used to further describe the process. They are usually mapped at a more detailed level. See Tables: Mass Movement Process Subclass Codes, Avalanche Process Subclass Codes, Fluvial Process Subclass Codes and Permafrost Process Subclass Codes	
3rd Process Initiation Zone Indicator for Subclass 3 (GEOP_INZ3C)	A symbol that indicates that the polygon is an initiation zone for the third subclasses of the third geomorphological process.	This field allows for the indication of initiation zone by subclass. It will make it easier for mappers to distinguish which mass movement processes represent initiation zone and which are transport or runout zone in the terrain polygon.
3rd Process Subclass 3 (GEOP_SCM3C)	The 3rd of up to 3 codes describing the third geomorphological process within the current terrain polygon. Subclass modifiers are used to further describe the process. They are usually mapped at a more detailed level. See Tables: Mass Movement Process Subclass Codes, Avalanche Process Subclass Codes, Fluvial Process Subclass Codes and Permafrost Process Subclass Codes	

Field Name	Description	Instructions/Comments
1st Soil Drainage Class of Polygon (DRAIN_1)	The dominant soil drainage class the terrain polygon. Soil drainage refers to the rapidity and extent of water removal from the soil in relation to additions; this refers to the annual moisture status of the soil, not just the permeability. See Table: Soil Drainage Codes.	
Soil Drainage Separator of Polygon (DRAIN_SEP)	Symbols used, where a terrain polygon includes more than one drainage class, to indicate the relationship between the two classes (i.e. two discrete classes, a range of classes, or the relative proportion of the polygon occupied by each class). See Table: Drainage Separator Codes.	
2nd Soil Drainage Class of Polygon (DRAIN_2)	The secondary soil drainage class the terrain polygon. Soil drainage refers to the rapidity and extent of water removal from the soil in relation to additions; this refers to the annual moisture status of the soil, not just the permeability. See Table: Soil Drainage Codes.	
Lower Limit of Dominant Slope Range (SLPLL_1)	The lower limit of the range of slopes (in percent or degrees) within a terrain polygon, or, where a polygon includes distinctly gentler and steeper slopes (e.g., stepped topography), the lower limit of the slope range associated with most of the polygon. See Table: Slope Steepness.	The data entered in percent slope (rise/run*100), e.g., 12% would be entered as 12; Use 999 for vertical. Data entered in degrees use 0 to 90. All values within a project must be entered either in percent or degrees, not both.

Field Name	Description	Instructions/Comments
Upper Limit of Dominant Slope Range (SLPUL_1)	The upper limit of the range of slopes within a terrain polygon (in percent or degrees), or where a polygon includes distinctly gentler and steeper slopes (i.e. stepped topography), the upper limit of the slope range associated with most of the polygon. See Table: Slope Steepness.	The data entered in percent slope (rise/run*100), e.g., 12% would be entered as 12; Use 999 for vertical. Data entered in degrees use 0 to 90. All values within a project must be entered either in percent or degrees, not both.
Lower Limit of Subdominant Slope Range (SLPLL_2)	The lower limit of the subdominant slope range (in percent or degrees) for the terrain polygon (e.g., stepped topography). See Table: Slope Steepness.	The data entered in percent slope (rise/run*100), e.g., 12% would be entered as 12; Use 999 for vertical. Data entered in degrees use 0 to 90. All values within a project must be entered either in percent or degrees, not both.
Upper Limit of Subdominant Slope Range (SLPUL_2)	The upper limit of the subdominant slope range (in percent or degrees) for the terrain polygon (e.g., stepped topography). See Table: Slope Steepness.	The data entered in percent slope (rise/run*100), e.g., 12% would be entered as 12; Use 999 for vertical. Data entered in degrees use 0 to 90. All values within a project must be entered either in percent or degrees, not both.
Slope Stability Class (SLPSTB_CLS)	A code representing a class of slope stability of the terrain polygon. See Tables: Terrain Stability Classes - Slope Stability Classes for Detailed Mapping; Classes for Reconnaissance Terrain Stability Mapping. Stability criteria are defined on a project by project basis. Please see the project report for details.	Only one slope stability classification scheme may be used within a project.

Field Name	Description	Instructions/Comments
Slope Stability Qualifier For Roads (RDSTB_FLG)	A flag indicating class IV terrain where road construction is likely to cause landslides, but harvesting (without roads) is not likely to cause landslides (see Forest Practices Code, 1995, p.9). See Table: Slope Stability Qualifier for Roads.	Submit table of class definitions with project files and include definitions in map legend.
Surface Erosion Potential Class of Terrain Polygon (SFCERO_POT)	The Surface erosion potential class for the terrain polygon. A class which indicates the likelihood of soil erosion on bare or disturbed soil after logging or road construction (e.g. from ditches or cutbanks). Surface erosion refers to the removal of soil, particle by particle, by surface runoff. It results in sheet erosion and the development of rills and gullies. See Table: Surface Erosion Potential Class Codes.	Submit table of class definitions with project files and include definitions in map legend.
Landslide Induced Stream Sedimentation Class (LSSSED_CLS)	A rating class indicating the likelihood of landslide-induced stream sedimentation for the polygon. See Table: Landslide Induced Stream Sediment Class Codes.	Submit table of class definitions with project files and include definitions in map legend.
Surface Erosion Sedimentation Class (SESED_CLS)	A rating class indicating the likelihood of stream sedimentation due to surface erosion. This rating is assigned by the terrain mapper on the basis of air photo interpretation with occasional field confirmation. See Table: Class Codes for Potential Sediment Delivery From Surface Erosion Sources.	Submit table of class definitions with project files and include definitions in map legend.
Bouldery or Blocky Substrate of Polygon (BBSUB_FLG)	A flag indicating that the ground within the current polygon is covered by sufficiently large clasts to adversely affect soil development and forest growth. This area will present severe problems for restocking after logging due to absence of topsoil. See Table: Bouldery or Blocky substrate.	
Mean Aspect of Polygon (MEAN_ASP)	The general direction in which the current polygon is facing, measured to the nearest degree of azimuth. See Table: Mean Aspect.	

Field Name	Description	Instructions/Comments
Ea Avalanche Hazard Flag (AVLHAZ_FLG)	A flag indicating that timber removal from the current polygon may result in increased avalanche hazard to sites downslope. This designation is from the BC Forest Service Environmentally Sensitive Mapping Codes in the Historical Forest Cover Mapping System. See Table: 'Ea' (Forest Service) Snow Avalanche Hazard Flag.	
Polygons of Relatively Low Reliability (LOWREL_FLG)	A flag indicating that for reasons such as cloud cover on an air photo the current polygon has been mapped with significantly less reliability than adjacent polygons. See Table: Polygons of Relatively Low Reliability Flag.	
Field Check of Polygon (SMPL_TYPE)	A class which describes the level of field checking done on the current polygon (detailed/reconnaissance/visual). See Table: Field Check Class.	Renamed from 'Fldchktp'
Field Site Number (FLDNUM)	Identifies the field site number (s) in the polygon (unique within the project).	Use a comma to separate more than one field site in one polygon.
Polygon Comments (POLY_COM)	This field may be used to record any pertinent information regarding the polygon. At all times attempt to use referenced classifications which are well defined and understood in the science, or provide thorough definitions for the user. This project specific data will be stored in flat file format, unless keyword or standard designations are required, then contact the data custodian. The data custodian will keep records of new or additional classifications, which are commonly used for project specific applications.	Renamed from 'Comments'.

Field Name	Description	Instructions/Comments
1st Soil Drainage Class of Terrain Component 1 (DRAIN_1A)	The dominant soil drainage class for terrain component 1 of the current terrain polygon. Soil drainage refers to the rapidity and extent of water removal from the soil in relation to additions; this refers to the annual moisture status of the soil, not just the permeability. See Table: Soil Drainage Codes.	
Soil Drainage Separator of Terrain Component 1 (DRAIN_SEP1)	Symbols used, where the terrain component includes more than one drainage class, to indicate the relationship between the two classes (i.e. two discrete classes, a range of classes, or the relative proportion of the polygon occupied by each class). See Table: Drainage Separator Codes.	
2nd Soil Drainage Class of Terrain Component 1 (DRAIN_1B)	The secondary soil drainage class for terrain component 1 of the current terrain polygon. Soil drainage refers to the rapidity and extent of water removal from the soil in relation to additions; this refers to the annual moisture status of the soil, not just the permeability. See Table: Soil Drainage Codes.	
1st Soil Drainage Class of Terrain Component 2 (DRAIN_2A)	The dominant soil drainage class for terrain component 2 of the current terrain polygon. Soil drainage refers to the rapidity and extent of water removal from the soil in relation to additions; this refers to the annual moisture status of the soil, not just the permeability. See Table: Soil Drainage Codes.	
Soil Drainage Separator of Terrain Component 2 (DRAIN_SEP2)	Symbols used, where the terrain component includes more than one drainage class, to indicate the relationship between the two classes (i.e. two discrete classes, a range of classes, or the relative proportion of the polygon occupied by each class). See Table: Drainage Separator Codes.	

Field Name	Description	Instructions/Comments
2nd Soil Drainage Class of Terrain Component 2 (DRAIN_2B)	The secondary soil drainage class for terrain component 2 of the current terrain polygon. Soil drainage refers to the rapidity and extent of water removal from the soil in relation to additions; this refers to the annual moisture status of the soil, not just the permeability. See Table: Soil Drainage Codes.	
1st Soil Drainage Class of Terrain Component 3 (DRAIN_3A)	The dominant soil drainage class for terrain component 3 of the current terrain polygon. Soil drainage refers to the rapidity and extent of water removal from the soil in relation to additions; this refers to the annual moisture status of the soil, not just the permeability. See Table: Soil Drainage Codes.	
Soil Drainage Separator of Terrain Component 3 (DRAIN_SEP3)	Symbols used, where the terrain component includes more than one drainage class, to indicate the relationship between the two classes (i.e. two discrete classes, a range of classes, or the relative proportion of the polygon occupied by each class). See Table: Drainage Separator Codes.	
2nd Soil Drainage Class of Terrain Component 3 (DRAIN_3B)	The secondary soil drainage class for terrain component 3 of the current terrain polygon. Soil drainage refers to the rapidity and extent of water removal from the soil in relation to additions; this refers to the annual moisture status of the soil, not just the permeability. See Table: Soil Drainage Codes.	
Slope Stability Class of Terrain Component 1 (SLPSTB_CL1)	A code representing a class of slope stability of terrain component 1. See Tables: Terrain Stability Classes - Slope Stability Classes for Detailed Mapping.	Only one slope stability classification scheme may be used within a project.
Slope Stability Class of Terrain Component 2 (SLPSTB_CL2)	A code representing a class of slope stability of terrain component 2. See Tables: Terrain Stability Classes - Slope Stability Classes for Detailed Mapping.	Only one slope stability classification scheme may be used within a project.

Field Name	Description	Instructions/Comments
Slope Stability Class of Terrain Component 3 (SLPSTB_CL3)	A code representing a class of slope stability of terrain component 3. See Tables: Terrain Stability Classes - Slope Stability Classes for Detailed Mapping.	Only one slope stability classification scheme may be used within a project.
Surface Erosion Potential Class of Terrain Component 1 (SFCERO_PT1)	Surface erosion potential class of terrain component 1. A class which indicates the likelihood of soil erosion on bare or disturbed soil after logging or road construction (e.g. from ditches or cutbanks). Surface erosion refers to the removal of soil, particle by particle, by surface runoff. It results in sheet erosion and the development of rills and gullies. See Table: Surface Erosion Potential Class Codes.	Submit table of class definitions with project files and include definitions in map legend.
Surface Erosion Potential Class of Terrain Component 2 (SFCERO_PT2)	Surface erosion potential class of terrain component 2. A class which indicates the likelihood of soil erosion on bare or disturbed soil after logging or road construction (e.g. from ditches or cutbanks). Surface erosion refers to the removal of soil, particle by particle, by surface runoff. It results in sheet erosion and the development of rills and gullies. See Table: Surface Erosion Potential Class Codes.	Submit table of class definitions with project files and include definitions in map legend.
Surface Erosion Potential Class of Terrain Component 3 (SFCERO_PT3)	Surface erosion potential class of terrain component 3. A class which indicates the likelihood of soil erosion on bare or disturbed soil after logging or road construction (e.g. from ditches or cutbanks). Surface erosion refers to the removal of soil, particle by particle, by surface runoff. It results in sheet erosion and the development of rills and gullies. See Table: Surface Erosion Potential Class Codes.	Submit table of class definitions with project files and include definitions in map legend.

Field Name	Description	Instructions/Comments
Generalized Texture Class of Terrain Component 1 (TTEX_GEN1)	The generalized texture class of the first stratum of surficial material for Terrain Component 1.	Codes include: f - fine, m - medium, c - coarse, and v - very coarse (coarse fragments comprise 90% or more of the soil mass (by volume), with too little fine earth (<10% by volume) to fill interstices larger than 1 mm). The first three classes are defined in table: Site Modifiers for Atypical Conditions, Describing Terrestrial Ecosystems in the field, 1998. Used for modelling (e.g., PEM).
Generalized Texture Class of Terrain Component 2 (TTEX_GEN2)	The generalized texture class of the first stratum of surficial material for Terrain Component 2.	Codes include: f - fine, m - medium, c - coarse, and v - very coarse (coarse fragments comprise 90% or more of the soil mass (by volume), with too little fine earth (<10% by volume) to fill interstices larger than 1 mm). The first three classes are defined in table: Site Modifiers for Atypical Conditions, Describing Terrestrial Ecosystems in the field, 1998. Used for modelling (e.g., PEM).

Field Name	Description	Instructions/Comments
Generalized Texture Class of Terrain Component 3 (TTEX_GEN3)	The generalized texture class of the first stratum of surficial material for Terrain Component 3.	Codes include: f - fine, m - medium, c - coarse, and v - very coarse (coarse fragments comprise 90% or more of the soil mass (by volume), with too little fine earth (<10% by volume) to fill interstices larger than 1 mm). The first three classes are defined in table: Site Modifiers for Atypical Conditions, Describing Terrestrial Ecosystems in the field, 1998. Used for modelling (e.g., PEM).
Surficial Material Thickness Class of Terrain Component 1 (THKCLS_1)	Identifies the interpreted thickness of the surficial material (s) in terrain component 1.	A - very thin (<20cm), B - thin (20-100cm), C - thick (101-300 cm), D - very thick (>300 cm), N - not applicable. Used for modeling (e.g., PEM).
Surficial Material Thickness Class of Terrain Component 2 (THKCLS_2)	Identifies the interpreted thickness of the surficial material (s) in terrain component 2.	A - very thin (<20cm), B - thin (20-100cm), C - thick (101-300 cm), D - very thick (>300 cm), N - not applicable. Used for modeling (e.g., PEM).
Surficial Material Thickness Class of Terrain Component 3 (THKCLS_3)	Identifies the interpreted thickness of the surficial material (s) in terrain component 3.	A - very thin (<20cm), B - thin (20-100cm), C - thick (101-300 cm), D - very thick (>300 cm), N - not applicable. Used for modeling (e.g., PEM).
Landslide Induced Stream Sedimentation Class of Terrain Component 1 (LSSD_CLS1)	A rating class indicating the likelihood of landslide-induced stream sedimentation for terrain component 1. See Table: Landslide Induced Stream Sediment Class Codes.	Submit table of class definitions with project files and include definitions in map legend.

Field Name	Description	Instructions/Comments
Landslide Induced Stream Sedimentation Class of Terrain Component 2 (LSSED_CLS2)	A rating class indicating the likelihood of landslide-induced stream sedimentation for terrain component 2. See Table: Landslide Induced Stream Sediment Class Codes.	Submit table of class definitions with project files and include definitions in map legend.
Landslide Induced Stream Sedimentation Class of Terrain Component 3 (LSSED_CLS3)	A rating class indicating the likelihood of landslide-induced stream sedimentation for terrain component 3. See Table: Landslide Induced Stream Sediment Class Codes.	Submit table of class definitions with project files and include definitions in map legend.
Surface Erosion Sedimentation Class (SESED_CLS1)	A rating class indicating the likelihood of stream sedimentation due to surface erosion in terrain component 1. This rating is assigned by the terrain mapper on the basis of air photo interpretation with occasional field confirmation. See Table: Class Codes for Potential Sediment Delivery From Surface Erosion Sources.	Submit table of class definitions with project files and include definitions in map legend.
Surface Erosion Sedimentation Class (SESED_CLS2)	A rating class indicating the likelihood of stream sedimentation due to surface erosion for terrain component 2. This rating is assigned by the terrain mapper on the basis of air photo interpretation with occasional field confirmation. See Table: Class Codes for Potential Sediment Delivery From Surface Erosion Sources.	Submit table of class definitions with project files and include definitions in map legend.
Surface Erosion Sedimentation Class (SESED_CLS3)	A rating class indicating the likelihood of stream sedimentation due to surface erosion for terrain component 3. This rating is assigned by the terrain mapper on the basis of air photo interpretation with occasional field confirmation. See Table: Class Codes for Potential Sediment Delivery From Surface Erosion Sources.	Submit table of class definitions with project files and include definitions in map legend.

Field Name	Description	Instructions/Comments
Lower Limit of Dominant Slope Range of Terrain Component 1 (SLPLL_1A)	The lower limit of the range of slopes (in percent) within terrain component 1 or, where a component includes distinctly gentler and steeper slopes (e.g., stepped topography), the lower limit of the slope range associated with most of the component. See Table: Slope Steepness.	The data must be entered in percent slope (rise/run*100), e.g., 12% would be entered as 12. Use 999 for vertical.
Upper Limit of Dominant Slope Range of Terrain Component 1 (SLPUL_1A)	The upper limit of the range of slopes (in percent) within terrain component 1, or where a component includes distinctly gentler and steeper slopes (i.e. stepped topography), the upper limit of the slope range associated with most of the component. See Table: Slope Steepness.	The data must be entered in percent slope (rise/run*100), e.g., 12% would be entered as 12. Use 999 for vertical.
Lower Limit of Subdominant Slope Range of Terrain Component 1 (SLPLL_1B)	The lower limit of the subdominant slope range (in percent) associated with terrain component 1. See Table: Slope Steepness.	The data must be entered in percent slope (rise/run*100), e.g., 12% would be entered as 12. Use 999 for vertical.
Upper Limit of Subdominant Slope Range of Terrain Component 1 (SLPUL_1B)	The upper limit of the subdominant slope range (in percent) associated with terrain component 1. See Table: Slope Steepness.	The data must be entered in percent slope (rise/run*100), e.g., 12% would be entered as 12. Use 999 for vertical.
Lower Limit of Dominant Slope Range of Terrain Component 2 (SLPLL_2A)	The lower limit of the range of slopes (in percent) within terrain component 2 or, where a component includes distinctly gentler and steeper slopes (e.g., stepped topography), the lower limit of the slope range associated with most of the component. See Table: Slope Steepness.	The data must be entered in percent slope (rise/run*100), e.g., 12% would be entered as 12. Use 999 for vertical.
Upper Limit of Dominant Slope Range of Terrain Component 2 (SLPUL_2A)	The upper limit of the range of slopes (in percent) within terrain component 2, or where a component includes distinctly gentler and steeper slopes (i.e. stepped topography), the upper limit of the slope range associated with most of the component. See Table: Slope Steepness.	The data must be entered in percent slope (rise/run*100), e.g., 12% would be entered as 12. Use 999 for vertical.

Field Name	Description	Instructions/Comments
Lower Limit of Subdominant Slope Range of Terrain Component 2 (SLPLL_2B)	The lower limit of the subdominant slope range (in percent) associated with terrain component 2. See Table: Slope Steepness.	The data must be entered in percent slope (rise/run*100), e.g., 12% would be entered as 12. Use 999 for vertical.
Upper Limit of Subdominant Slope Range of Terrain Component 2 (SLPUL_2B)	The upper limit of the subdominant slope range (in percent) associated with terrain component 2. See Table: Slope Steepness.	The data must be entered in percent slope (rise/run*100), e.g., 12% would be entered as 12. Use 999 for vertical.
Lower Limit of Dominant Slope Range of Terrain Component 3 (SLPLL_3A)	The lower limit of the range of slopes (in percent) within terrain component 3, or, where a component includes distinctly gentler and steeper slopes (e.g., stepped topography), the lower limit of the slope range associated with most of the component. See Table: Slope Steepness.	The data must be entered in percent slope (rise/run*100), e.g., 12% would be entered as 12. Use 999 for vertical.
Upper Limit of Dominant Slope Range of Terrain Component 3 (SLPUL_3A)	The upper limit of the range of slopes (in percent) within terrain component 3, or where a component includes distinctly gentler and steeper slopes (i.e. stepped topography), the upper limit of the slope range associated with most of the component. See Table: Slope Steepness.	The data must be entered in percent slope (rise/run*100), e.g., 12% would be entered as 12. Use 999 for vertical.
Lower Limit of Subdominant Slope Range of Terrain Component 3 (SLPLL_3B)	The lower limit of the subdominant slope range (in percent) associated with terrain component 3. See Table: Slope Steepness.	The data must be entered in percent slope (rise/run*100), e.g., 12% would be entered as 12. Use 999 for vertical.
Upper Limit of Subdominant Slope Range of Terrain Component 3 (SLPUL_3B)	The upper limit of the subdominant slope range (in percent) associated with terrain component 3. See Table: Slope Steepness.	The data must be entered in percent slope (rise/run*100), e.g., 12% would be entered as 12. Use 999 for vertical.

Field Name	Description	Instructions/Comments
Captured Label (CAPLBL)	The label as captured when digitizing a 'legacy' map.	Used only if digitizing a 'legacy' map, for capturing the polygon label from the map.
Captured Label Corrected (CAPLBL_COR)	Use only if an error in the captured label has been corrected.	For internal MoE use only.
Ecosection Label (ECO_SEC)	Contains the three-letter code for the Ecosection in which the polygon occurs.	
BGC Zone (BGC_ZONE)	A first-rank unit in the hierarchical BGC system of the MoFR. Coding must follow the Field Manual for Describing Terrestrial Ecosystems (BC Ministry of Environment, Lands, and Parks and BC Ministry of Forests 1998).	
BGC Subzone (BGC_SUBZON)	A second-rank unit in the BGC system occurring within particular zones. Coding must follow the Field Manual for Describing Terrestrial Ecosystems (BC Ministry of Environment, Lands, and Parks and BC Ministry of Forests 1998).	
BGC Variant (BGC_VRT)	A third-rank unit (BEC variant) in the BGC unit within particular zones. Coding must follow the Field Manual for Describing Terrestrial Ecosystems, (BC Ministry of Environment, Lands, and Parks and BC Ministry of Forests 1998).	
BGC Phase (BGC_PHASE)	A fourth-rank unit (BGC phase) in the BGC system occurring within specific variants, subzones, and zones. Coding must follow the Field Manual for Describing Terrestrial Ecosystems (BC Ministry of Environment, Lands, and Parks and BC Ministry of Forests 1998).	
Geographic Location (GEOG_LOC)	The geographic location of the mapping project. This is a gazetted name taken from published map; for example, a town, lake, or watershed.	

Field Name	Description	Instructions/Comments
Flightline Number (FLIGHT_LIN)	The official flight line number.	
Air Photo Number (AIR_PH)	Air photo number.	Do not include full flight line identifier with the photo number.
Air Photo Polygon Number (PHOTO_POLY)	Original polygon number on the air photo.	
Ecosystem Decile of Ecosystem Component 1 (SDEC_1)	contains a number from 4-10 indicating the proportion of the polygon covered by ecosystem component 1. Enter zero (0) when not recorded.	e.g., a decile of 10=100%of polygon, 8=80% of polygon, 2=20% of polygon
Sensitive Ecosystem Class of Ecosystem Component 1 (SECL_1)	contains a string of upper case character codes indicating the sensitive ecosystem class for SEI component 1. SEI classes group ecosystems based on similar disturbance sensitivity or at-risk status.	
Sensitive Ecosystem Subclass of Ecosystem Component 1 (SESUBCL_1)	contains a string of lower case character codes indicating the sensitive ecosystem subclass for SEI component 1. Subclasses further define the ecosystem class based on ecological criteria.	
Site Series Map Code of Ecosystem Component 1 (SITEMC_S1)	Categorizes sites based on their ability to produce the same mature or climax plant communities within a particular BGC Subzone or Variant.	
Structural Stage of Ecosystem Component 1 (STRCT_S1)	The structure of the vegetation cover at a point in time. The structure of an ecological community changes over time, progressing from a pioneer stage to a climax stage.	

Field Name	Description	Instructions/Comments
Structural Stage Substage OR Modifier of Ecosystem Component 1 (STRCT_M1)	Structural Stage Modifiers differentiate forest stands based on relative development of overstory, intermediate and suppressed crown classes.	Codes must follow those listed in the Structural stage modifiers table.
Stand Composition Modifier of Ecosystem Component 1 (STAND_A1)	Differentiates forest stands based on coniferous, broadleaf and mixed stand composition.	Coding must follow the Table: Stand composition modifiers and codes.
Seral Community Type of Ecosystem Component 1 (SERAL_1)	A distinct plant community in the successional plant community development from a pioneer stage to a climax stage. Seral Community Types may occur over several Site Series.	
Realm of Ecosystem Component 1 (REALM_1)	The broadest level of distinction within the ecosystem component and it delineates major biotic types that reflect gross differences in water abundance, quality, and source.	Coding must follow the Field Manual for Describing Terrestrial Ecosystems (BC Ministry of Environment, Lands, and Parks and BC Ministry of Forests 1998).
Class of Ecosystem Component 1 (CLASS_1)	A refined division of the Realm reflecting ecosystems that have broadly similar vegetation physiognomy, hydrology, and water quality.	Coding must follow the Field Manual for Describing Terrestrial Ecosystems (BC Ministry of Environment, Lands, and Parks and BC Ministry of Forests 1998).

Field Name	Description	Instructions/Comments
Site Disturbance Class of Ecosystem Component 1 (DISTCLS_1)	Site disturbance class is recorded for each component and is the history of a particular site, or ecological unit based on the processes leading to the current successional stage.	Coding must follow the Field Manual for Describing Terrestrial Ecosystems (BC Ministry of Environment, Lands, and Parks and BC Ministry of Forests 1998).
Site Disturbance Subclass of Ecosystem Component 1 (DISTSCLS_1)	This is recorded for each component and is the modifier for Site Disturbance class of a particular site, or ecological unit based on the processes leading to the current successional stage.	Coding must follow the Field Manual for Describing Terrestrial Ecosystems (BC Ministry of Environment, Lands, and Parks and BC Ministry of Forests 1998).
Site Disturbance Sub-Subclass of Ecosystem Component 1 (DISSSCLS_1)	This is recorded for each component and is the modifier for Site Disturbance class of a particular site, or ecological unit based on the processes leading to the current successional stage.	Coding must follow the Field Manual for Describing Terrestrial Ecosystems (BC Ministry of Environment, Lands, and Parks and BC Ministry of Forests 1998).
Condition of Ecosystem Component 1 (COND_1)	contains a single numeric code indicating the condition of the sensitive ecosystem in SEI component 1. Condition is an integrated measure of the quality of biotic and abiotic factors, structures, and processes within the ecosystem and the degree to which they affect the continued existence of the ecosystem.	
Viability of Ecosystem Component 1 (VIAB_1)	contains a single numeric code indicating the probability the sensitive ecosystem for SEI component 1 will persist based on its size, condition, and landscape context.	

Field Name	Description	Instructions/Comments
Tree Crown Closure of Ecosystem Component 1 (TREE_C1)	The percent of ground area covered by the vertically projected crowns of the tree cover.	
Shrub Crown Closure of Ecosystem Component 1 (SHRUB_C1)	The percent of ground area covered by the vertically projected crowns of the shrub cover. Shrub crown closure is usually estimated for shrub- or herb-dominated components, not for forest-dominated components. Shrub crown closure is useful for determining wildlife uses.	
Ecosystem Decile of Ecosystem Component 2 (SDEC_2)	contains a number from 0-5 indicating the proportion of the polygon covered by ecosystem component 2. Enter zero (0) when not recorded.	e.g., a decile of 10=100%of polygon, 8=80% of polygon, 2=20% of polygon
Sensitive Ecosystem Class of Ecosystem Component 2 (SECL_2)	contains a string of numeric and character codes representing the sensitive ecosystem label for SEI component 2. This field is a concatenation of polygon attributes from the RISC Long Table including decile, sensitive ecosystem class and subclass codes.	
Sensitive Ecosystem Subclass of Ecosystem Component 2 (SESUBCL_2)	contains a string of upper case character codes indicating the sensitive ecosystem class for SEI component 2. SEI classes group ecosystems based on similar disturbance sensitivity or at-risk status.	
Site Series Map Code of Ecosystem Component 2 (SITEMC_S2)	Categorizes sites based on their ability to produce the same mature or climax plant communities within a particular BGC Subzone or Variant.	
Structural Stage of Ecosystem Component 2 (STRCT_S2)	The structure of the vegetation cover at a point in time. The structure of an ecological community changes over time, progressing from a pioneer stage to a climax stage.	

Field Name	Description	Instructions/Comments
Structural Stage Substage OR Modifier of Ecosystem Component 2 (STRCT_M2)	Structural Stage Modifiers differentiate forest stands based on relative development of overstory, intermediate and suppressed crown classes.	Codes must follow those listed in the Structural stage modifiers table.
Stand Composition Modifier of Ecosystem Component 2 (STAND_A2)	Differentiates forest stands based on coniferous, broadleaf and mixed stand composition.	Coding must follow the Table: Stand composition modifiers and codes.
Seral Community Type of Ecosystem Component 2 (SERAL_2)	A distinct plant community in the successional plant community development from a pioneer stage to a climax stage. Seral Community Types may occur over several Site Series.	
Realm of Ecosystem Component 2 (REALM_2)	The broadest level of distinction within the ecosystem component and it delineates major biotic types that reflect gross differences in water abundance, quality, and source.	Coding must follow the Field Manual for Describing Terrestrial Ecosystems (BC Ministry of Environment, Lands, and Parks and BC Ministry of Forests 1998).
Class of Ecosystem Component 2 (CLASS_2)	A refined division of the Realm reflecting ecosystems that have broadly similar vegetation physiognomy, hydrology, and water quality.	
Site Disturbance Class of Ecosystem Component 2 (DISTCLS_2)	Site disturbance class is recorded for each component and is the history of a particular site, or ecological unit based on the processes leading to the current successional stage.	
Site Disturbance Subclass of Ecosystem Component 2 (DISTSCLS_2)	This is recorded for each component and is the modifier for Site Disturbance class of a particular site, or ecological unit based on the processes leading to the current successional stage.	

Field Name	Description	Instructions/Comments
Site Disturbance Sub-Subclass of Ecosystem Component 2 (DISSSCLS_2)	This is recorded for each component and is the modifier for Site Disturbance class of a particular site, or ecological unit based on the processes leading to the current successional stage.	
Condition of Ecosystem Component 2 (COND_2)	contains a single numeric code indicating the condition of the sensitive ecosystem in SEI component 2. Condition is an integrated measure of the quality of biotic and abiotic factors, structures, and processes within the ecosystem and the degree to which they affect the continued existence of the ecosystem.	
Viability of Ecosystem Component 2 (VIAB_2)	contains a single numeric code indicating the probability the sensitive ecosystem for SEI component 2 will persist based on its size, condition, and landscape context.	
Tree Crown Closure of Ecosystem Component 2 (TREE_C2)	The percent of ground area covered by the vertically projected crowns of the tree cover.	
Shrub Crown Closure of Ecosystem Component 2 (SHRUB_C2)	The percent of ground area covered by the vertically projected crowns of the shrub cover. Shrub crown closure is usually estimated for shrub- or herb-dominated components, not for forest-dominated components. Shrub crown closure is useful for determining wildlife uses.	
Ecosystem Decile of Ecosystem Component 3 (SDEC_3)	contains a number from 0-3 indicating the proportion of the polygon covered by ecosystem component 3. Enter zero (0) when not recorded.	e.g., a decile of 10=100%of polygon, 8=80% of polygon, 2=20% of polygon
Sensitive Ecosystem Class of Ecosystem Component 3 (SECL_3)	contains a string of upper case character codes indicating the sensitive ecosystem class for SEI component 3. SEI classes group ecosystems based on similar disturbance sensitivity or at-risk status.	

Field Name	Description	Instructions/Comments
Sensitive Ecosystem Subclass of Ecosystem Component 3 (SESUBCL_3)	contains a string of numeric and character codes representing the sensitive ecosystem label for SEI component 3. This field is a concatenation of polygon attributes from the RISC Long Table including decile, sensitive ecosystem class and subclass codes.	
Site Series Map Code of Ecosystem Component 3 (SITE MC_S3)	Categorizes sites based on their ability to produce the same mature or climax plant communities within a particular BGC Subzone or Variant.	
Structural Stage of Ecosystem Component 3 (STRCT_S3)	The structure of the vegetation cover at a point in time. The structure of an ecological community changes over time, progressing from a pioneer stage to a climax stage.	
Structural Stage Substage OR Modifier of Ecosystem Component 3 (STRCT_M3)	Structural Stage Modifiers differentiate forest stands based on relative development of overstory, intermediate and suppressed crown classes.	Codes must follow those listed in the Structural stage modifiers table.
Stand Composition Modifier of Ecosystem Component 3 (STAND_A3)	Differentiates forest stands based on coniferous, broadleaf and mixed stand composition.	Coding must follow the Table: Stand composition modifiers and codes.
Seral Community Type of Ecosystem Component 3 (SERAL_3)	A distinct plant community in the successional plant community development from a pioneer stage to a climax stage. Seral Community Types may occur over several Site Series.	

Field Name	Description	Instructions/Comments
Realm of Ecosystem Component 3 (REALM_3)	The broadest level of distinction within the ecosystem component and it delineates major biotic types that reflect gross differences in water abundance, quality, and source.	Coding must follow the Field Manual for Describing Terrestrial Ecosystems (BC Ministry of Environment, Lands, and Parks and BC Ministry of Forests 1998).
Class of Ecosystem Component 3 (CLASS_3)	A refined division of the Realm reflecting ecosystems that have broadly similar vegetation physiognomy, hydrology, and water quality.	
Site Disturbance Class of Ecosystem Component 3 (DISTCLS_3)	Site disturbance class is recorded for each component and is the history of a particular site, or ecological unit based on the processes leading to the current successional stage.	
Site Disturbance Subclass of Ecosystem Component 3 (DISTSCLS_3)	This is recorded for each component and is the modifier for Site Disturbance class of a particular site, or ecological unit based on the processes leading to the current successional stage.	
Site Disturbance Sub-Subclass of Ecosystem Component 3 (DISSSCLS_3)	This is recorded for each component and is the modifier for Site Disturbance class of a particular site, or ecological unit based on the processes leading to the current successional stage.	
Condition of Ecosystem Component 3 (COND_3)	contains a single numeric code indicating the condition of the sensitive ecosystem in SEI component 3. Condition is an integrated measure of the quality of biotic and abiotic factors, structures, and processes within the ecosystem and the degree to which they affect the continued existence of the ecosystem.	
Viability of Ecosystem Component 3 (VIAB_3)	contains a single numeric code indicating the probability the sensitive ecosystem for SEI component 3 will persist based on its size, condition, and landscape context.	

Field Name	Description	Instructions/Comments
Tree Crown Closure of Ecosystem Component 3 (TREE_C3)	The percent of ground area covered by the vertically projected crowns of the tree cover.	
Shrub Crown Closure of Ecosystem Component 3 (SHRUB_C3)	The percent of ground area covered by the vertically projected crowns of the shrub cover. Shrub crown closure is usually estimated for shrub- or herb-dominated components, not for forest-dominated components. Shrub crown closure is useful for determining wildlife uses.	
Microsite (MICROSITE)	Ecosystem representing less than 10% of polygon.	
Fragmentation (FRAG)	Landscape context of polygon; degree of fragmentation of surrounding landscape.	
Plot Number (PLOT_NO)	Field plot number.	
Group of Ecosystem Component 1 (GROUP_1)	The Group designates a broad association of functionally similar ecosystems within a Realm. Ecologically relevant environmental features that have a dominant influence on ecosystem structure are used to differentiate between Groups.	Coding to be defined.
Site Series Number of Ecosystem Component 1 (SITE_S1)	Categorizes sites based on their ability to produce specific climax vegetation within a particular BGC Subzone or Variant.	Coding follows the standards found at: http://www.env.gov.bc.ca/ecology/tem/list.html and the MoFR Field Guides to Site Units.
Assumed Site Series Modifier 1 of Ecosystem Component 1 (SITEAM_S1A)	The first of up to 4 codes describing the typical environmental conditions of the site series in the landscape.	These cannot be used as site modifiers to site series.

Field Name	Description	Instructions/Comments
Assumed Site Series Modifier 2 of Ecosystem Component 1 (SITEAM_S1B)	The second of up to 4 codes describing the typical environmental conditions of the site series in the landscape.	
Assumed Site Series Modifier 3 of Ecosystem Component 1 (SITEAM_S1C)	The third of up to 4 codes describing the typical environmental conditions of the site series in the landscape.	
Assumed Site Series Modifier 4 of Ecosystem Component 1 (SITEAM_S1D)	The fourth of up to 4 codes describing the typical environmental conditions of the site series in the landscape.	
Site Modifiers 1 of Ecosystem Component 1 (SITE_M1A)	The first of up to 2 codes describing atypical occurrences of the site series in the landscape. Up to two site modifiers can be used per site series, describing variations in topography, moisture, soil and soil characteristics.	Coding must follow Table 3.2 in the Standard for Terrestrial Ecosystem Mapping in British Columbia, (RIC, 1998).
Site Modifiers 2 of Ecosystem Component 1 (SITE_M1B)	The second of up to 2 codes describing atypical occurrences of the site series in the landscape. Up to two site modifiers can be used per site series, describing variations in topography, moisture, soil and soil characteristics.	
Group of Ecosystem Component 2 (GROUP_2)	The Group designates a broad association of functionally similar ecosystems within a Realm. Ecologically relevant environmental features that have a dominant influence on ecosystem structure are used to differentiate between Groups.	
Site Series Number of Ecosystem Component 2 (SITE_S2)	Categorizes sites based on their ability to produce specific climax vegetation within a particular BGC Subzone or Variant.	

Field Name	Description	Instructions/Comments
Assumed Site Series Modifier 1 of Ecosystem Component 2 (SITEAM_S2A)	The first of up to 4 codes describing the typical environmental conditions of the site series in the landscape.	
Assumed Site Series Modifier 2 of Ecosystem Component 2 (SITEAM_S2B)	The second of up to 4 codes describing the typical environmental conditions of the site series in the landscape.	
Assumed Site Series Modifier 3 of Ecosystem Component 2 (SITEAM_S2C)	The third of up to 4 codes describing the typical environmental conditions of the site series in the landscape.	
Assumed Site Series Modifier 4 of Ecosystem Component 2 (SITEAM_S2D)	The fourth of up to 4 codes describing the typical environmental conditions of the site series in the landscape.	
Site Modifiers 1 of Ecosystem Component 2 (SITE_M2A)	The first of up to 2 codes describing atypical occurrences of the site series in the landscape. Up to two site modifiers can be used per site series, describing variations in topography, moisture, soil and soil characteristics.	Coding must follow Table 3.2 in the Standard for Terrestrial Ecosystem Mapping in British Columbia, (RIC, 1998).
Site Modifiers 2 of Ecosystem Component 2 (SITE_M2B)	The second of up to 2 codes describing atypical occurrences of the site series in the landscape. Up to two site modifiers can be used per site series, describing variations in topography, moisture, soil and soil characteristics.	
Group of Ecosystem Component 3 (GROUP_3)	The Group designates a broad association of functionally similar ecosystems within a Realm. Ecologically relevant environmental features that have a dominant influence on ecosystem structure are used to differentiate between Groups.	

Field Name	Description	Instructions/Comments
Site Series Number of Ecosystem Component 3 (SITE_S3)	Categorizes sites based on their ability to produce specific climax vegetation within a particular BGC Subzone or Variant.	
Assumed Site Series Modifier 1 of Ecosystem Component 3 (SITEAM_S3A)	The first of up to 4 codes describing the typical environmental conditions of the site series in the landscape.	
Assumed Site Series Modifier 2 of Ecosystem Component 3 (SITEAM_S3B)	The second of up to 4 codes describing the typical environmental conditions of the site series in the landscape.	
Assumed Site Series Modifier 3 of Ecosystem Component 3 (SITEAM_S3C)	The third of up to 4 codes describing the typical environmental conditions of the site series in the landscape.	
Assumed Site Series Modifier 4 of Ecosystem Component 3 (SITEAM_S3D)	The fourth of up to 4 codes describing the typical environmental conditions of the site series in the landscape.	
Site Modifiers 1 of Ecosystem Component 3 (SITE_M3A)	The first of up to 2 codes describing atypical occurrences of the site series in the landscape. Up to two site modifiers can be used per site series, describing variations in topography, moisture, soil and soil characteristics.	Coding must follow Table 3.2 in the Standard for Terrestrial Ecosystem Mapping in British Columbia, (RIC, 1998).
Site Modifiers 2 of Ecosystem Component 3 (SITE_M3B)	The second of up to 2 codes describing atypical occurrences of the site series in the landscape. Up to two site modifiers can be used per site series, describing variations in topography, moisture, soil and soil characteristics.	

Table 6 - TEIS_Linear_Sample_Sites Data Description

Name	Description	Instructions
Business Area Project ID (BAPID)	This field contains a unique project identifier. The project BAPID is used in all spatial files.	If not already done, request a project BAPID from Soilterrain@victoria1.gov.bc.ca
Feature Code (FCODE)	This field contains a value based on the Canadian Council of Surveys and mapping's (CCSM) system for classification of geographic features.	
Source Feature Code (SRC_FCODE)	This field contains the source geometry feature code for the polygon.	Contains the FCODE of the feature used to create the geometry if it comes from another location (TRIM).
Comment (COMMENT)	This field contains comments about the feature.	Any comments related to the creation, precision, or accuracy of the geometry.
Terrain Site Identification Tag (TES_TAG)	This field contains the terrain site identification number.	These must be a unique identifier for each site within a project.
Terrain Site Identification ID (TES_ID)	This field contains the unique identifier (PK) for the TES Attributes detailed geometry. This key may change between snapshots of the database.	This field is automatically generated.

Table 7 - TEIS_Point_Sample_Sites Data Description

Name	Description	Instructions
Business Area Project ID (BAPID)	This field contains a unique project identifier. The project BAPID is used in all spatial files.	If not already done, request a project BAPID from Soilterrain@victoria1.gov.bc.ca

Name	Description	Instructions
Feature Code (FCODE)	This field contains a value based on the Canadian Council of Surveys and mapping's (CCSM) system for classification of geographic features.	
Source Feature Code (SRC_FCODE)	This field contains the source geometry feature code for the polygon.	Contains the FCODE of the feature used to create the geometry if it comes from another location (TRIM).
Comment (COMMENT)	This field contains comments about the feature.	Any comments related to the creation, precision, or accuracy of the geometry.
Terrain Site Identification Tag (TES_TAG)	This field contains the terrain site identification number.	These must be a unique identifier for each site within a project.
Terrain Site Identification ID (TES_ID)	This field contains the unique identifier (PK) for the TES Attributes detailed geometry. This key may change between snapshots of the database.	This field is automatically generated.

Table 8 - TEIS_Terrestrial_Point_Symbols Data Description

Name	Description	Instructions
Business Area Project ID (BAPID)	This field contains a unique project identifier. The project BAPID is used in all spatial files.	If not already done, request a project BAPID from Soilterrain@victoria1.gov.bc.ca
Feature Code (FCODE)	This field contains a value based on the Canadian Council of Surveys and mapping's (CCSM) system for classification of geographic features.	

Name	Description	Instructions
Source Feature Code (SRC_FCODE)	This field contains the source geometry feature code for the polygon.	Contains the FCODE of the feature used to create the geometry if it comes from another location (TRIM).
Comment (COMMENT)	This field contains comments about the feature.	Any comments related to the creation, precision, or accuracy of the geometry.
Terrain Feature OnSite Symbol Tag (TEF_TAG)	If a terrain point or line on-site symbol is assigned a unique identifier, the identifier should be captured here.	Use this field to link symbols to reports and other non-standard data.
Terrain Feature OnSite Symbol ID (TEF_ID)	This field contains the unique identifier (PK) for the TEF Point Attributes detailed geometry. This key may change between snapshots of the database.	This field is automatically generated.

Table 9 – TEIS_Terrestrial_Line_Symbols Data Description

Name	Description	Instructions
Business Area Project ID (BAPID)	This field contains a unique project identifier. The project BAPID is used in all spatial files.	If not already done, request a project BAPID from
Feature Code (FCODE)	This field contains a value based on the Canadian Council of Surveys and mapping's (CCSM) system for classification of geographic features.	
Source Feature Code (SRC_FCODE)	This field contains the source geometry feature code for the polygon.	Contains the FCODE of the feature used to create the geometry if it comes from another location (TRIM).

Name	Description	Instructions
Comment (COMMENT)	This field contains comments about the feature.	Any comments related to the creation, precision, or accuracy of the geometry.
Terrain Feature OnSite Symbol Tag (TEF_TAG)	If a terrain point or line on-site symbol is assigned a unique identifier, the identifier should be captured here.	Use this field to link symbols to reports and other non-standard data.
Terrain Feature OnSite Symbol ID (TEF_ID)	This field contains the unique identifier (PK) for the TEF Point Attributes detailed geometry. This key may change between snapshots of the database.	This field is automatically generated.

Table 10 – TEIS_Terrestrial_Area_Sym_Poly Data Description

Name	Description	Instructions
Business Area Project ID (BAPID)	This field contains a unique project identifier. The project BAPID is used in all spatial files.	If not already done, request a project BAPID from Soilterrain@victoria1.gov.bc.ca
Feature Code (FCODE)	This field contains a value based on the Canadian Council of Surveys and mapping's (CCSM) system for classification of geographic features.	
Source Feature Code (SRC_FCODE)	This field contains the source geometry feature code for the polygon.	Contains the FCODE of the feature used to create the geometry if it comes from another location (TRIM).
Comment (COMMENT)	This field contains comments about the feature.	Any comments related to the creation, precision, or accuracy of the geometry.

Name	Description	Instructions
Terrain Area Feature OnSite Symbol Tag (TEA_TAG)	If a terrain area on-site symbol is assigned a unique identifier, the identifier should be captured here.	Use this field to link symbols to reports and other non-standard data.
Terrain Area Feature OnSite Symbol ID (TEA_ID)	This field contains the unique identifier (PK) for the TEA Polygon Attributes detailed geometry. This key may change between snapshots of the database.	This field is automatically generated.

Table 11 - TEIS_Terrestrial_Area_Sym_Arc Data Description

Name	Description	Instructions
Business Area Project ID (BAPID)	This field contains a unique project identifier. The project BAPID is used in all spatial files.	If not already done, request a project BAPID from Soilterrain@victoria1.gov.bc.ca
Feature Code (FCODE)	This field contains a value based on the Canadian Council of Surveys and mapping's (CCSM) system for classification of geographic features.	
Source Feature Code (SRC_FCODE)	This field contains the source geometry feature code for the polygon.	Contains the FCODE of the feature used to create the geometry if it comes from another location (TRIM).
Comment (COMMENT)	This field contains comments about the feature.	Any comments related to the creation, precision, or accuracy of the geometry.
Terrain Area Feature OnSite Symbol Tag (TEA_TAG)	If a terrain area on-site symbol is assigned a unique identifier, the identifier should be captured here.	Use this field to link symbols to reports and other non-standard data.

Name	Description	Instructions
Terrain Area Feature OnSite Symbol ID (TEA_ID)	This field contains the unique identifier (PK) for the TEA Polygon Attributes detailed geometry. This key may change between snapshots of the database.	This field is automatically generated.

Table 12 - TEIS_Terrestrial_Polygon_Arcs Data Description

Name	Description	Instructions
Business Area Project ID (BAPID)	This field contains a unique project identifier. The project BAPID is used in all spatial files.	If not already done, request a project BAPID from Soilterrain@victoria1.gov.bc.ca
Feature Code (FCODE)	This field contains a value based on the Canadian Council of Surveys and mapping's (CCSM) system for classification of geographic features.	
Source Feature Code (SRC_FCODE)	This field contains the source geometry feature code for the polygon.	Contains the FCODE of the feature used to create the geometry if it comes from another location (TRIM).
Comment (COMMENT)	This field contains comments about the feature.	Any comments related to the creation, precision, or accuracy of the geometry.

Other Feature Classes

All other feature classes are based on filtering or combining these data sets – the collections can be found in Appendix A. All fields with the same name must share the same definition and allowable codes, regardless of which feature class, layer, or table they appear in.

User Defined Fields

User Defined Fields should be added to a table created in the Operational_Data FGDB. This table should be named User_Defined_Fields_BAPID. The table must contain a Project Polygon Identifier (PROJPOLYID) field with entries that match those in the TEIS_Master_Long_Tbl, and a Business Area Project ID (BAPID) field. The PROJPOLYID

field must contain unique values, and match 1:1 with those in the associated feature classes in the Operational Data FGDB.

Additional fields with the user defined attributes can be defined and added as required. The report submitted with the spatial data must define what information is in the user defined column(s), and provide any associated domains and ranges. In addition, add any new definitions for tables and items to the Tools and Templates FGDB using the TEIS_Metadata_Tables and TEIS_Metadata_Items tables

The unique ID in the VENUS data sets must correspond to the TES_TAG in the TEIS_Point_Sample_Sites or TEIS_Linear_Sample_Sites.

Please e-mail draft user-defined tables and associated definitions to soilterrain@victoria1.gov.bc.ca or ecomail@victoria1.gov.bc.ca early in the project for approval.

Non-Spatial Data

Folder Structure

Organize project files according to the folder structure outlined above. Additional subfolders may be added for project specific reasons.

Project Materials

Mandatory project deliverables for all project types, except as defined for spatial data above, remain unchanged. Refer to previous Terrain, TEM, PEM, and SEI standards

Reports, figures, legends and any other required documents must be submitted in PDF format. They must be delivered in the Reports_Etc folder.

Deliver PDF files of maps, as applicable, in the Plotfiles folder. Digital plot files or PDFs of maps may not be mandatory for all project types – please consult your contract monitor. If these have been delivered to the project client, please also deliver them to the Province, in order that they can be made available to potential data users.

Quality Assurance, Quality Control, or Accuracy Assessment Reports (if applicable) and any accompanying files, should be submitted in the Reports_Etc folder.

Field Notes must be delivered in PDF format in the case of scanned field notes, or as database files (Microsoft Excel or Access). The VENUS database must be used for TEM and PEM project types, as per the appropriate standards.

Sign-off Letters or Project Completion Certificates are required from each of the following:

- 1.) The responsible Terrain/Wildlife/Soils/etc. Professional (Mapping Professional),
- 2.) The GIS Supervisor or Project Manager from the vendor providing digital data capture services for the project.

The Sign-off Letter or Project Completion Certificate must certify that the project data delivered is complete and meets the appropriate mapping standards (TEM/PEM/SEI/etc.) and those specified in this document. Note: In no way does submission of a sign-off letter or Project Completion Certificate by a representative of the GIS vendor absolve the Mapping Professional of the duty of due diligence in ensuring the project deliverables meet all the required specifications.

A template for the Project Completion Certificate is available from the following web site:

- ftp://fshftp.env.gov.bc.ca/pub/outgoing/Terrain_Standards/

Plot Files

Plot files should be in PDF format where possible for maximum portability and utility. As noted above, additional formats may also be accepted in addition to the mandatory PDF(s).

Physical Data Description

This section provides a precise specification of the physical format of data exchanged between contractors and the data custodian.

Attributes

The following tables are based on the File GeoDatabase version of the data sets. Additional information can be found in the templates and metadata tables in the Contractor Package.

Table 13 - TEIS_Project_Details Physical Description

Column Name	Short Column Name	Type	Width
Business Area Project ID	BAPID	Integer	4
Feature Code	FCODE	String	10
Project Type	PROJ_TYPE	String	9
Project Name	PROJ_NAME	String	100
Project Map Scale	PROJ_SCALE	Integer	4
Modification Date	MOD_DATE	Date	8
Geographic Location	GEOG_LOC	String	254
Project Completion Date	COMPL_DATE	String	20
Date Surveyed	SURV_DATE	String	254
Ecosystem Survey Intensity Level	ESIL	String	1
Terrain Survey Intensity Level	TSIL	String	1
Accuracy Assessment Level	ACCURACY	SmallInteger	2
Accuracy Assessment Comments	AA_COM	String	254

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Column Name	Short Column Name	Type	Width
Mapsheet List	MAPSH_LST	String	254
Consultant or Organization	ORG_NAME	String	80
Project Supervisor	PROJ_SUP	String	80
Ecosystem Mapper or Modeller	ECO_MAP	String	80
Terrain Mapper	TER_MAP	String	80
Soil Mapper Name	SOIL_MAP	String	80
Wildlife Mapper Name	WILD_MAP	String	80
Digital Data Capture	DIG_CAP	String	125
GIS Supervisor	GIS_SUP	String	80
Recorder Name	REC_NAME	String	254
Client	CLIENT	String	80
TRIM Version	TRIM_NBR	String	1
Image Type	PHO_TYPE	String	1
Image Scale	PHO_SC	String	8
Image Year	PHO_YR	SmallInteger	2
Terrain Legend Source	TER_LEG_SC	String	50
Terrain Legend Type	TER_LEG_TP	String	3
Version of Package Used	PACK_NBR	String	2
Stability Classification Type	STBCLS_TP	String	1
Slope Units	SLP_UNIT	String	1

Column Name	Short Column Name	Type	Width
Project Comments	PROJ_COM	String	254
Project Identification	PROJ_ID	String	5
Map Legend Comments	LEGEND_COM	String	140
Map Legend Link	LEGEND_URL	String	100
EcoCat Comments	ECOCAT_COM	String	200
EcoCat Link	ECOCAT_URL	String	100
Reference 1 Comments	REF_1_COM	String	100
Reference 1 Link	REF_1_URL	String	100
Reference 2 Comments	REF_2_COM	String	100
Reference 2 Link	REF_2_URL	String	100
Reference 3 Comments	REF_3_COM	String	100
Reference 3 Link	REF_3_URL	String	100
Reference 4 Comments	REF_4_COM	String	100
Reference 4 Link	REF_4_URL	String	100
Boundary Only Flag	BDRY_ONLY	String	1
Review Comments	REVV_COM	String	254
Project Status	PROJ_STAT	String	25

Table 14 - TEIS_Master_Long_Tbl Physical Description

Column Name	Short Column Name	Type	Width
TEIS Primary Key	TEIS_ID	Integer	4

Column Name	Short Column Name	Type	Width
Project Polygon Identifier	PROJPOLYID	String	50
Business Area Project ID	BAPID	Integer	4
Feature Code	FCODE	String	10
Project Type	PROJ_TYPE	String	9
Project Map Scale	PROJ_SCALE	Integer	4
Project Identification	PROJ_ID	String	5
Mapsheet Number	MAPSH_NBR	String	9
Polygon Number	POLY_NBR	Integer	4
Decile of Terrain Component 1	TDEC_1	SmallInteger	2
Partial Cover Flag of Terrain Component 1	PRTFLG_1	String	1
Surficial Material Texture 3 of Terrain Component 1	TTEX_1C	String	1
Surficial Material Texture 2 of Terrain Component 1	TTEX_1B	String	1
Surficial Material Texture 1 of Terrain Component 1	TTEX_1A	String	1
Surficial Material of Terrain Component 1	SURFM_1	String	2
Surficial Material Qualifier of Terrain Component 1	SURFM_Q1	String	1
Surficial Material Subtype of Terrain Component 1	SURFM_ST1	SmallInteger	2
Surface Expression 1 of Terrain Component 1	SURF_E1A	String	1
Surface Expression 2 of Terrain Component 1	SURF_E1B	String	1
Surface Expression 3 of Terrain Component 1	SURF_E1C	String	1
Bedrock Type of Terrain Component 1	BEDROCK_1	String	2
Subsurficial Material Texture 3 of Terrain Component 1	STTEX_1C	String	1

Column Name	Short Column Name	Type	Width
Subsuficial Material Texture 2 of Terrain Component 1	STTEX_1B	String	1
Subsuficial Material of Terrain Component 1	SSURFM_1	String	2
Subsuficial Material Texture 1 of Terrain Component 1	STTEX_1A	String	1
Subsuficial Material Qualifier of Terrain Component 1	SSURFM_Q1	String	1
Subsuficial Material Subtype of Terrain Component 1	SSURFM_ST1	SmallInteger	2
Subsurface Expression 1 of Terrain Component 1	SSURF_E1A	String	1
Subsurface Expression 2 of Terrain Component 1	SSURF_E1B	String	1
Subsurface Expression 3 of Terrain Component 1	SSURF_E1C	String	1
Subsuficial Material Texture 3 of Terrain Component 1	TTTEX_1C	String	1
Sub-Subsuficial Material Texture 2 of Terrain Component 1	TTTEX_1B	String	1
Sub-Subsuficial Material Texture 1 of Terrain Component 1	TTTEX_1A	String	1
Sub-Subsuficial Material of Terrain Component 1	TSURFM_1	String	2
Sub-Subsuficial Material Qualifier of Terrain Component 1	TSURFM_Q1	String	1
Sub-Subsuficial Material Subtype of Terrain Component 1	TSURFM_ST1	SmallInteger	2
Sub-Subsurface Expression 1 of Terrain Component 1	TSURF_E1A	String	1
Sub-Subsurface Expression 2 of Terrain Component 1	TSURF_E1B	String	1
Sub-Subsurface Expression 3 of Terrain Component 1	TSURF_E1C	String	1

Column Name	Short Column Name	Type	Width
Relation of Terrain Component 1 and 2	COMREL1_2	String	2
Decile of Terrain Component 2	TDEC_2	SmallInteger	2
Partial Cover Flag of Terrain Component 2	PRTFLG_2	String	1
Surficial Material Texture 3 of Terrain Component 2	TTEX_2C	String	1
Surficial Material Texture 2 of Terrain Component 2	TTEX_2B	String	1
Surficial Material Texture 1 of Terrain Component 2	TTEX_2A	String	1
Surficial Material of Terrain Component 2	SURFM_2	String	2
Surficial Material Qualifier of Terrain Component 2	SURFM_Q2	String	1
Surficial Material Subtype of Terrain Component 2	SURFM_ST2	SmallInteger	2
Surface Expression 1 of Terrain Component 2	SURF_E2A	String	1
Surface Expression 2 of Terrain Component 2	SURF_E2B	String	1
Surface Expression 3 of Terrain Component 2	SURF_E2C	String	1
Bedrock Type of Terrain Component 2	BEDROCK_2	String	2
Subsurficial Material Texture 3 of Terrain Component 2	STTEX_2C	String	1
Subsurficial Material Texture 2 of Terrain Component 2	STTEX_2B	String	1
Subsurficial Material Texture 1 of Terrain Component 2	STTEX_2A	String	1
Subsurficial Material of Terrain Component 2	SSURFM_2	String	2
Subsurficial Material Qualifier of Terrain Component 2	SSURFM_Q2	String	1
Subsurficial Material Subtype of Terrain Component 2	SSURFM_ST2	SmallInteger	2

Column Name	Short Column Name	Type	Width
Subsurface Expression 1 of Terrain Component 2	SSURF_E2A	String	1
Subsurface Expression 2 of Terrain Component 2	SSURF_E2B	String	1
Subsurface Expression 3 of Terrain Component 2	SSURF_E2C	String	1
Subsurficial Material Texture 3 of Terrain Component 2	TTTEX_2C	String	1
Sub-Subsurficial Material Texture 2 of Terrain Component 2	TTTEX_2B	String	1
Sub-Subsurficial Material Texture 1 of Terrain Component 2	TTTEX_2A	String	1
Sub-Subsurficial Material of Terrain Component 2	TSURFM_2	String	2
Sub-Subsurficial Material Qualifier of Terrain Component 2	TSURFM_Q2	String	1
Sub-Subsurficial Material Subtype of Terrain Component 2	TSURFM_ST2	SmallInteger	2
Sub-Subsurface Expression 1 of Terrain Component 2	TSURF_E2A	String	1
Sub-Subsurface Expression 2 of Terrain Component 2	TSURF_E2B	String	1
Sub-Subsurface Expression 3 of Terrain Component 2	TSURF_E2C	String	1
Relation of Terrain Component 2 and 3	COMREL2_3	String	2
Decile of Terrain Component 3	TDEC_3	SmallInteger	2
Partial Cover Flag of Terrain Component 3	PRTFLG_3	String	1
Surficial Material Texture 3 of Terrain Component 3	TTEX_3C	String	1
Surficial Material Texture 2 of Terrain Component 3	TTEX_3B	String	1

Column Name	Short Column Name	Type	Width
Surficial Material Texture 1 of Terrain Component 3	TTEX_3A	String	1
Surficial Material of Terrain Component 3	SURFM_3	String	2
Surficial Material Qualifier of Terrain Component 3	SURFM_Q3	String	1
Surficial Material Subtype of Terrain Component 3	SURFM_ST3	SmallInteger	2
Surface Expression 1 of Terrain Component 3	SURF_E3A	String	1
Surface Expression 2 of Terrain Component 3	SURF_E3B	String	1
Surface Expression 3 of Terrain Component 3	SURF_E3C	String	1
Bedrock Type of Terrain Component 3	BEDROCK_3	String	2
Subsurficial Material Texture 3 of Terrain Component 3	STTEX_3C	String	1
Subsurficial Material Texture 2 of Terrain Component 3	STTEX_3B	String	1
Subsurficial Material Texture 1 of Terrain Component 3	STTEX_3A	String	1
Subsurficial Material of Terrain Component 3	SSURFM_3	String	2
Subsurficial Material Qualifier of Terrain Component 3	SSURFM_Q3	String	1
Subsurficial Material Subtype of Terrain Component 3	SSURFM_ST3	SmallInteger	2
Subsurface Expression 1 of Terrain Component 3	SSURF_E3A	String	1
Subsurface Expression 2 of Terrain Component 3	SSURF_E3B	String	1
Subsurface Expression 3 of Terrain Component 3	SSURF_E3C	String	1
Subsurficial Material Texture 3 of Terrain Component 3	TTTEX_3C	String	1
Sub-Subsurficial Material Texture 2 of Terrain Component 3	TTTEX_3B	String	1

Column Name	Short Column Name	Type	Width
Sub-Subsuficial Material Texture 1 of Terrain Component 3	TTTEX_3A	String	1
Sub-Subsuficial Material of Terrain Component 3	TSURFM_3	String	2
Sub-Subsuficial Material Qualifier of Terrain Component 3	TSURFM_Q3	String	1
Sub-Subsuficial Material Subtype of Terrain Component 3	TSURFM_ST3	SmallInteger	2
Sub-Subsurface Expression 1 of Terrain Component 3	TSURF_E3A	String	1
Sub-Subsurface Expression 2 of Terrain Component 3	TSURF_E3B	String	1
Sub-Subsurface Expression 3 of Terrain Component 3	TSURF_E3C	String	1
1st Geomorphological Process Class	GEOP_1	String	1
1st Process Qualifier	GEOP_Q1	String	1
1st Process Subtype	GEOP_ST1	SmallInteger	2
1st Process Initiation Zone Indicator	GEOP_INZ1	String	1
1st Process Subclass	GEOP_SCM1	String	3
1st Process Initiation Zone Indicator for Subclass 1	GEOP_INZ1A	String	1
1st Process Subclass 1	GEOP_SCM1A	String	1
1st Process Initiation Zone Indicator for Subclass 2	GEOP_INZ1B	String	1
1st Process Subclass 2	GEOP_SCM1B	String	1
1st Process Initiation Zone Indicator for Subclass 3	GEOP_INZ1C	String	1
1st Process Subclass 3	GEOP_SCM1C	String	1
2nd Geomorphological Process Class	GEOP_2	String	1
2nd Process Qualifier	GEOP_Q2	String	1

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Column Name	Short Column Name	Type	Width
2nd Process Subtype	GEOP_ST2	SmallInteger	2
2nd Process Initiation Zone Indicator	GEOP_INZ2	String	1
2nd Process Subclass	GEOP_SCM2	String	3
2nd Process Initiation Zone Indicator for Subclass 1	GEOP_INZ2A	String	1
2nd Process Subclass 1	GEOP_SCM2A	String	1
2nd Process Initiation Zone Indicator for Subclass 2	GEOP_INZ2B	String	1
2nd Process Subclass 2	GEOP_SCM2B	String	1
2nd Process Initiation Zone Indicator for Subclass 3	GEOP_INZ2C	String	1
2nd Process Subclass 3	GEOP_SCM2C	String	1
3rd Geomorphological Process Class	GEOP_3	String	1
3rd Process Qualifier	GEOP_Q3	String	1
3rd Process Subtype	GEOP_ST3	SmallInteger	2
3rd Process Initiation Zone Indicator	GEOP_INZ3	String	1
3rd Process Subclass	GEOP_SCM3	String	3
3rd Process Initiation Zone Indicator for Subclass 1	GEOP_INZ3A	String	1
3rd Process Subclass 1	GEOP_SCM3A	String	1
3rd Process Initiation Zone Indicator for Subclass 2	GEOP_INZ3B	String	1
3rd Process Subclass 2	GEOP_SCM3B	String	1
3rd Process Initiation Zone Indicator for Subclass 3	GEOP_INZ3C	String	1
3rd Process Subclass 3	GEOP_SCM3C	String	1
1st Soil Drainage Class of Polygon	DRAIN_1	String	1

Column Name	Short Column Name	Type	Width
Soil Drainage Separator of Polygon	DRAIN_SEP	String	2
2nd Soil Drainage Class of Polygon	DRAIN_2	String	1
Lower Limit of Dominant Slope Range	SLPLL_1	SmallInteger	2
Upper Limit of Dominant Slope Range	SLPUL_1	SmallInteger	2
Lower Limit of Subdominant Slope Range	SLPLL_2	SmallInteger	2
Upper Limit of Subdominant Slope Range	SLPUL_2	SmallInteger	2
Slope Stability Class	SLPSTB_CLS	String	3
Slope Stability Qualifier For Roads	RDSTB_FLG	String	2
Surface Erosion Potential Class of Terrain Polygon	SFCERO_POT	String	2
Landslide Induced Stream Sedimentation Class	LSSSED_CLS	SmallInteger	2
Surface Erosion Sedimentation Class	SESED_CLS	String	2
Bouldery or Blocky Substrate of Polygon	BBSUB_FLG	String	1
Mean Aspect of Polygon	MEAN_ASP	SmallInteger	2
Ea Avalanche Hazard Flag	AVLHAZ_FLG	String	1
Polygons of Relatively Low Reliability	LOWREL_FLG	String	1
Field Check of Polygon	SMPL_TYPE	String	1
Field Site Number	FLDNUM	String	20
Polygon Comments	POLY_COM	String	254
1st Soil Drainage Class of Terrain Component 1	DRAIN_1A	String	1
Soil Drainage Separator of Terrain Component 1	DRAIN_SEP1	String	2
2nd Soil Drainage Class of Terrain Component 1	DRAIN_1B	String	1
1st Soil Drainage Class of Terrain Component 2	DRAIN_2A	String	1
Soil Drainage Separator of Terrain Component 2	DRAIN_SEP2	String	2

Column Name	Short Column Name	Type	Width
2nd Soil Drainage Class of Terrain Component 2	DRAIN_2B	String	1
1st Soil Drainage Class of Terrain Component 3	DRAIN_3A	String	1
Soil Drainage Separator of Terrain Component 3	DRAIN_SEP3	String	2
2nd Soil Drainage Class of Terrain Component 3	DRAIN_3B	String	1
Slope Stability Class of Terrain Component 1	SLPSTB_CL1	String	3
Slope Stability Class of Terrain Component 2	SLPSTB_CL2	String	3
Slope Stability Class of Terrain Component 3	SLPSTB_CL3	String	3
Surface Erosion Potential Class of Terrain Component 1	SFCERO_PT1	String	3
Surface Erosion Potential Class of Terrain Component 2	SFCERO_PT2	String	3
Surface Erosion Potential Class of Terrain Component 3	SFCERO_PT3	String	3
Generalized Texture Class of Terrain Component 1	TTEX_GEN1	String	1
Generalized Texture Class of Terrain Component 2	TTEX_GEN2	String	1
Generalized Texture Class of Terrain Component 3	TTEX_GEN3	String	1
Surficial Material Thickness Class of Terrain Component 1	THKCLS_1	String	1
Surficial Material Thickness Class of Terrain Component 2	THKCLS_2	String	1
Surficial Material Thickness Class of Terrain Component 3	THKCLS_3	String	1
Landslide Induced Stream Sedimentation Class of Terrain Component 1	LSSSED_CLS1	SmallInteger	2
Landslide Induced Stream Sedimentation Class of Terrain Component 2	LSSSED_CLS2	SmallInteger	2

Column Name	Short Column Name	Type	Width
Landslide Induced Stream Sedimentation Class of Terrain Component 3	LSSSED_CLS3	SmallInteger	2
Surface Erosion Sedimentation Class	SESED_CLS1	String	2
Surface Erosion Sedimentation Class	SESED_CLS2	String	2
Surface Erosion Sedimentation Class	SESED_CLS3	String	2
Lower Limit of Dominant Slope Range of Terrain Component 1	SLPLL_1A	SmallInteger	2
Upper Limit of Dominant Slope Range of Terrain Component 1	SLPUL_1A	SmallInteger	2
Lower Limit of Subdominant Slope Range of Terrain Component 1	SLPLL_1B	SmallInteger	2
Upper Limit of Subdominant Slope Range of Terrain Component 1	SLPUL_1B	SmallInteger	2
Lower Limit of Dominant Slope Range of Terrain Component 2	SLPLL_2A	SmallInteger	2
Upper Limit of Dominant Slope Range of Terrain Component 2	SLPUL_2A	SmallInteger	2
Lower Limit of Subdominant Slope Range of Terrain Component 2	SLPLL_2B	SmallInteger	2
Upper Limit of Subdominant Slope Range of Terrain Component 2	SLPUL_2B	SmallInteger	2
Lower Limit of Dominant Slope Range of Terrain Component 3	SLPLL_3A	SmallInteger	2
Upper Limit of Dominant Slope Range of Terrain Component 3	SLPUL_3A	SmallInteger	2
Lower Limit of Subdominant Slope Range of Terrain Component 3	SLPLL_3B	SmallInteger	2
Upper Limit of Subdominant Slope Range of Terrain Component 3	SLPUL_3B	SmallInteger	2

TEI Digital Data

Column Name	Short Column Name	Type	Width
Captured Label	CAPLBL	String	50
Captured Label Corrected	CAPLBL_COR	String	50
Ecosection Label	ECO_SEC	String	3
BGC Zone	BGC_ZONE	String	4
BGC Subzone	BGC_SUBZON	String	3
BGC Variant	BGC_VRT	Integer	4
BGC Phase	BGC_PHASE	String	1
Geographic Location	GEOG_LOC	String	254
Flightline Number	FLIGHT_LIN	String	16
Air Photo Number	AIR_PH	String	3
Air Photo Polygon Number	PHOTO_POLY	String	2
Ecosystem Decile of Ecosystem Component 1	SDEC_1	SmallInteger	2
Sensitive Ecosystem Class of Ecosystem Component 1	SECL_1	String	2
Sensitive Ecosystem Subclass of Ecosystem Component 1	SESUBCL_1	String	2
Site Series Map Code of Ecosystem Component 1	SITEMC_S1	String	5
Structural Stage of Ecosystem Component 1	STRCT_S1	String	2
Structural Stage Substage OR Modifier of Ecosystem Component 1	STRCT_M1	String	1
Stand Composition Modifier of Ecosystem Component 1	STAND_A1	String	1
Seral Community Type of Ecosystem Component 1	SERAL_1	String	2
Realm of Ecosystem Component 1	REALM_1	String	1
Class of Ecosystem Component 1	CLASS_1	String	1

Column Name	Short Column Name	Type	Width
Site Disturbance Class of Ecosystem Component 1	DISTCLS_1	String	1
Site Disturbance Subclass of Ecosystem Component 1	DISTSCLS_1	String	1
Site Disturbance Sub-Subclass of Ecosystem Component 1	DISSSCLS_1	String	2
Condition of Ecosystem Component 1	COND_1	String	1
Viability of Ecosystem Component 1	VIAB_1	String	1
Tree Crown Closure of Ecosystem Component 1	TREE_C1	SmallInteger	2
Shrub Crown Closure of Ecosystem Component 1	SHRUB_C1	SmallInteger	2
Ecosystem Decile of Ecosystem Component 2	SDEC_2	SmallInteger	2
Sensitive Ecosystem Class of Ecosystem Component 2	SECL_2	String	2
Sensitive Ecosystem Subclass of Ecosystem Component 2	SESUBCL_2	String	2
Site Series Map Code of Ecosystem Component 2	SITEMC_S2	String	5
Structural Stage of Ecosystem Component 2	STRCT_S2	String	2
Structural Stage Substage OR Modifier of Ecosystem Component 2	STRCT_M2	String	1
Stand Composition Modifier of Ecosystem Component 2	STAND_A2	String	1
Seral Community Type of Ecosystem Component 2	SERAL_2	String	2
Realm of Ecosystem Component 2	REALM_2	String	1
Class of Ecosystem Component 2	CLASS_2	String	1
Site Disturbance Class of Ecosystem Component 2	DISTCLS_2	String	1
Site Disturbance Subclass of Ecosystem Component 2	DISTSCLS_2	String	1

Column Name	Short Column Name	Type	Width
Site Disturbance Sub-Subclass of Ecosystem Component 2	DISSSCLS_2	String	2
Condition of Ecosystem Component 2	COND_2	String	1
Viability of Ecosystem Component 2	VIAB_2	String	1
Tree Crown Closure of Ecosystem Component 2	TREE_C2	SmallInteger	2
Shrub Crown Closure of Ecosystem Component 2	SHRUB_C2	SmallInteger	2
Ecosystem Decile of Ecosystem Component 3	SDEC_3	SmallInteger	2
Sensitive Ecosystem Class of Ecosystem Component 3	SECL_3	String	2
Sensitive Ecosystem Subclass of Ecosystem Component 3	SESUBCL_3	String	2
Site Series Map Code of Ecosystem Component 3	SITEMC_S3	String	5
Structural Stage of Ecosystem Component 3	STRCT_S3	String	2
Structural Stage Substage OR Modifier of Ecosystem Component 3	STRCT_M3	String	1
Stand Composition Modifier of Ecosystem Component 3	STAND_A3	String	1
Seral Community Type of Ecosystem Component 3	SERAL_3	String	2
Realm of Ecosystem Component 3	REALM_3	String	1
Class of Ecosystem Component 3	CLASS_3	String	1
Site Disturbance Class of Ecosystem Component 3	DISTCLS_3	String	1
Site Disturbance Subclass of Ecosystem Component 3	DISTSCLS_3	String	1
Site Disturbance Sub-Subclass of Ecosystem Component 3	DISSSCLS_3	String	2
Condition of Ecosystem Component 3	COND_3	String	1

Column Name	Short Column Name	Type	Width
Viability of Ecosystem Component 3	VIAB_3	String	1
Tree Crown Closure of Ecosystem Component 3	TREE_C3	SmallInteger	2
Shrub Crown Closure of Ecosystem Component 3	SHRUB_C3	SmallInteger	2
Microsite	MICROSITE	String	2
Fragmentation	FRAG	String	2
Plot Number	PLOT_NO	String	10
Group of Ecosystem Component 1	GROUP_1	String	50
Site Series Number of Ecosystem Component 1	SITE_S1	String	5
Assumed Site Series Modifier 1 of Ecosystem Component 1	SITEAM_S1A	String	1
Assumed Site Series Modifier 2 of Ecosystem Component 1	SITEAM_S1B	String	1
Assumed Site Series Modifier 3 of Ecosystem Component 1	SITEAM_S1C	String	1
Assumed Site Series Modifier 4 of Ecosystem Component 1	SITEAM_S1D	String	1
Site Modifiers 1 of Ecosystem Component 1	SITE_M1A	String	1
Site Modifiers 2 of Ecosystem Component 1	SITE_M1B	String	1
Group of Ecosystem Component 2	GROUP_2	String	50
Site Series Number of Ecosystem Component 2	SITE_S2	String	5
Assumed Site Series Modifier 1 of Ecosystem Component 2	SITEAM_S2A	String	1
Assumed Site Series Modifier 2 of Ecosystem Component 2	SITEAM_S2B	String	1
Assumed Site Series Modifier 3 of Ecosystem Component 2	SITEAM_S2C	String	1

Column Name	Short Column Name	Type	Width
Assumed Site Series Modifier 4 of Ecosystem Component 2	SITEAM_S2D	String	1
Site Modifiers 1 of Ecosystem Component 2	SITE_M2A	String	1
Site Modifiers 2 of Ecosystem Component 2	SITE_M2B	String	1
Group of Ecosystem Component 3	GROUP_3	String	50
Site Series Number of Ecosystem Component 3	SITE_S3	String	5
Assumed Site Series Modifier 1 of Ecosystem Component 3	SITEAM_S3A	String	1
Assumed Site Series Modifier 2 of Ecosystem Component 3	SITEAM_S3B	String	1
Assumed Site Series Modifier 3 of Ecosystem Component 3	SITEAM_S3C	String	1
Assumed Site Series Modifier 4 of Ecosystem Component 3	SITEAM_S3D	String	1
Site Modifiers 1 of Ecosystem Component 3	SITE_M3A	String	1
Site Modifiers 2 of Ecosystem Component 3	SITE_M3B	String	1

Table 15 - TEIS_Linear_Sample_Sites Physical Description

Column Name	Short Column Name	Type	Width
Business Area Project ID	BAPID	Integer	4
Feature Code	FCODE	String	10
Source Feature Code	SRC_FCODE	String	10
Comment	COMMENT	String	254
Terrestrial Site Identification Tag	TES_TAG	String	18
Terrestrial Site Identification ID	TES_ID	Integer	4

Table 16 - TEIS_Point_Sample_Sites Physical Description

Column Name	Short Column Name	Type	Width
Business Area Project ID	BAPID	Integer	4
Feature Code	FCODE	String	10
Source Feature Code	SRC_FCODE	String	10
Comment	COMMENT	String	254
Terrestrial Site Identification Tag	TES_TAG	String	18
Terrestrial Site Identification ID	TES_ID	Integer	4

Table 17 - TEIS_Terrestrial_Point_Symbols Physical Description

Column Name	Short Column Name	Type	Width
Business Area Project ID	BAPID	Integer	4
Feature Code	FCODE	String	10
Source Feature Code	SRC_FCODE	String	10
Comment	COMMENT	String	254
Terrestrial Feature OnSite Symbol Tag	TEF_TAG	String	18
Terrestrial Feature OnSite Symbol ID	TEF_ID	Integer	4

Table 18 - TEIS_Terrestrial_Line_Symbols Physical Description

Column Name	Short Column Name	Type	Width
Business Area Project ID	BAPID	Integer	4
Feature Code	FCODE	String	10
Source Feature Code	SRC_FCODE	String	10
Comment	COMMENT	String	254

Column Name	Short Column Name	Type	Width
Terrestrial Feature OnSite Symbol Tag	TEF_TAG	String	18
Terrestrial Feature OnSite Symbol ID	TEF_ID	Integer	4

Table 19 - TEIS_Terrestrial_Area_Sym_Poly Physical Description

Column Name	Short Column Name	Type	Width
Business Area Project ID	BAPID	Integer	4
Feature Code	FCODE	String	10
Source Feature Code	SRC_FCODE	String	10
Comment	COMMENT	String	254
Terrestrial Area Feature OnSite Symbol Tag	TEA_TAG	String	18
Terrestrial Area Feature OnSite Symbol ID	TEA_ID	Integer	4

Table 20 - TEIS_Terrestrial_Area_Sym_Arc Physical Description

Column Name	Short Column Name	Type	Width
Business Area Project ID	BAPID	Integer	4
Feature Code	FCODE	String	10
Source Feature Code	SRC_FCODE	String	10
Comment	COMMENT	String	254
Terrestrial Area Feature OnSite Symbol Tag	TEA_TAG	String	18
Terrestrial Area Feature OnSite Symbol ID	TEA_ID	Integer	4

Table 21 - TEIS_Terrestrial_Polygon_Arcs Physical Description

Column Name	Short Column Name	Type	Width
Business Area Project ID	BAPID	Integer	4
Feature Code	FCODE	String	10
Source Feature Code	SRC_FCODE	String	10
Comment	COMMENT	String	254

Domains and Ranges

Many of the fields specified should be constrained to a specific range or domain. This information is obtained by the various quality control tools from the Tools and Templates FGDB. Additional documentation, and the most current versions, can be found in the Contractor Package.

Data Format

All attribute data should be provided in ESRI File Geodatabase format. Template databases are available as part of the Contractor Package download.

Spatial

Coordinate System

All data must be in the BC Albers coordinate system as specified below, and further described in the Georeferencing section.

The Open Geospatial Consortium (OGC) coordinate system specification string is:

```
PROJCS["NAD_1983_Albers",GEOGCS["GCS_North_American_1983",DATUM["D_North_American_1983",SPHEROID["GRS_1980",6378137.0,298.257222101]],PRIMEM["Greenwich",0.0],UNIT["Degree",0.0174532925199433]],PROJECTION["Albers"],PARAMETER["False_Easting",1000000.0],PARAMETER["False_Northing",0.0],PARAMETER["Central_Meridian",-126.0],PARAMETER["Standard_Parallel_1",50.0],PARAMETER["Standard_Parallel_2",58.5],PARAMETER["Latitude_Of_Origin",45.0],UNIT["Meter",1.0]]
```

Tiles

Data must be provided in one seamless dataset.

Data Format

Spatial data must be submitted in the following format:

- File Geodatabase (FGDB) format.

Feature Classification

Each feature must have a feature code from the BC Government Feature Database in its feature attribute table, stored in a 10-character attribute called 'FCODE'.

Refer to previous standards (e.g. 1998 Terrain Data Capture Standards) or the Contractor Package for full listings of feature codes for on-site symbols and other terrestrial features.)

Layers/Layer Names or Numbers

All spatial data must conform to the following layering scheme:

Table 22 - TEI Layer Names

Name	Feature Class Description	Topology	Comments
TEIS Project Details Table - Operational (TEIS_Project_Details)	Operational data with the definitive source for all project level metadata.	TABLE	This is a primary data table. It is mandatory for all project types.
TEIS Master Long Table - Operational (TEIS_Master_Long_Tbl)	Operational data for all STE detailed polygons - full field attribution.	POLYGON	This is a primary data table. It is mandatory for all project types.
TEIS Master Short Table - Operational (TEIS_Master_Short_Tbl)	Operational data for all STE detailed polygons - summarized and derived attribution.	POLYGON	This feature class is created by automated tools in the TEIS Environment.
TEIS Project Boundaries - Operational (TEIS_Project_Boundaries)	Operational data with polygon boundaries dissolved from the long tables.	POLYGON	This feature class is created by automated tools in the TEIS Environment.
TEIS Terrestrial On-Site Point Symbols (TEIS_Terrestrial_Point_Symbols)	Operational data for point terrestrial features collected. (For example, headscarps.)	POINT	This is a primary data table. This feature class is optional – refer to the documentation for the specific project type.
TEIS Terrestrial On-Site Linear Symbols (TEIS_Terrestrial_Line_Symbols)	Operational data for linear terrestrial features collected. (For example, landslide tracks.)	POLYLINE	This is a primary data table. This feature class is optional – refer to the documentation for the specific project type.

TEIS Terrestrial On-Site Area-based Symbols (Polys) (TEIS_Terrestrial_Area_Sym_Poly)	Operational data for area terrestrial features collected - Polygon components. (For example, small wetlands, a gravel pit.)	POLYGON	This is a primary data table. This feature class is optional – refer to the documentation for the specific project type.
TEIS Terrestrial Area-based Symbols (Arcs) (TEIS_Terrestrial_Area_Sym_Arc)	Operational data for area terrestrial features collected - arc (boundary) components.	POLYLINE	This is a primary data table. This feature class is optional – refer to the documentation for the specific project type.
TEIS Terrestrial Polygon Arcs (TEIS_Terrestrial_Polygon_Arcs)	Operational data for terrestrial polygon features - arc (boundary) components. This is for FCODED polygon lines. (e.g. FCode for dotted (assumed), dashed (approximate), solid lines (defined), biogeoclimatic zone boundaries, etc.) (Default polylines are assumed to be approximate.) Use is optional.	POLYLINE	This is a primary data table. This feature class is optional – refer to the documentation for the specific project type.
TEIS Point Sample Sites (TEIS_Point_Sample_Sites)	Operational data for terrestrial point sample site locations	POINT	This is a primary data table.
TEIS Linear Sample Sites (Transects) (TEIS_Linear_Sample_Sites)	Operational data for terrestrial linear sample sites (transects).	POLYLINE	This is a primary data table.

Linkages to Attributes

BAPID is the name of the item that maintains the link between project boundaries and their detailed attributes. It consists of an integer number.

TEI Digital Data

PROJPOLYID is the name of the item that maintains the link between standard detailed attribute polygons and user defined tables. It consists of a 50 character unique identifier (unique within the BAPID).

Topology Implementation

Topology is implemented using the standard tools available in ArcGIS Desktop. Overlapping polygons are permitted between projects (different BAPIDs), but not within a project. Gaps should not exist in the data set unless the area is not mapped (for example – a First Nations Reserve). Multipart geometry is generally not recommended, except in automatically generated Project Boundaries.

Templates

Empty templates for each of these data files and feature classes may be downloaded as part of the Contractor Package from the following web site:

<http://www.env.gov.bc.ca/esd/distdata/ecosystems/TEI/ContractorPackage/>

Georeferencing

Georeferencing of project data can be in a number of formats for internal use, data capture, or quality control. For delivery to the Province, the BC Albers coordinate system is required.

Coordinate System

The position of a point on the earth's surface is located by its coordinates. The BC Albers Projection uses following method:

- i. The location is specified in terms of rectangular (projection) coordinates that specify northing, easting and elevation. Northing and easting should be stated in metres. The elevation is an expression of z typically in metres measured from the relevant vertical datum.

Horizontal Datum

The horizontal datum specifies a mathematical approximation of the earth's shape. Use:

- NAD83 - North American Datum 1983, earth-centered ellipsoid derived from Geodetic Reference System 1980 (GRS80).

Projection

Projection must always be specified. Data must be delivered in the standard BC Albers projection:

- Rectangular - Albers (British Columbia) - This projection pre-defines specific parameters for use with the Albers Equal Area Conic projection. For British Columbia these parameters have been defined as:
 - Central meridian -126_ 0' 0_
 - 1st standard parallel 50_ 0' 0_
 - 2nd standard parallel 58_ 30' 0_
 - Latitude of origin 45_ 0' 0_Rectangular coordinates are metric with Easting values offset by 1,000,000 metres.

Registration

The Terrestrial Ecosystem Information contains data from many different scales and sources. The following options are provided, and additional sources may be used at the discretion of the contract monitor.

For data submission, all GIS service providers must identify the base mapping to which their data has been referenced. Choices are:

- Provincial Baseline Digital Atlas 1:10 000 (TRIM2)
- Provincial Baseline Digital Atlas 1:20 000 (TRIM)
- Provincial Baseline Digital Atlas 1:250 000
- Provincial Baseline Digital Atlas 1:2 000 000
- TRIM Watershed Atlas (1:20 000)
- BC Ministry of Environment Watershed Atlas (1:50 000)
- NTS Map Sheets

Base Positional Accuracy

Provide the base positional accuracy definition corresponding to the choice made above. Choices are:

- Provincial Baseline Digital Atlas 1:20 000 (TRIM) / 1:10 000 (TRIM2) -
 - 90% of all well-defined planimetric features are coordinated to within 10 metres of their true position.
 - 90% of all discrete spot elevations and DEM points are accurate to within 5 metres of their true elevation.
 - 90% of all points interpolated from the TRIM (including contour data) are accurate to within 10 metres of their true elevation.
 - True position/elevation is defined as the coordinates that are obtained from positioning with high order ground methods.
- Provincial Baseline Digital Atlas 1:250 000
 - Planimetric positional data represents a structuring of digitally scanned National Topographic Series (NTS) hardcopy mapsheet layers and so reflects both the accuracy of the original compilation and the errors introduced by the Mylar media input to the scanning process. The published accuracy of the original input ranges from 125 metres to 500 metres horizontal and ½ to 2 contour intervals vertical. This data has also been subject to a simple x, y shift to approximate NAD83 positioning. This approximation is within 20 metres of the true NAD83 position, therefore the overall accuracy of the data remains at, + or -, 125 to 500 metres.
- Provincial Baseline Digital Atlas 1:2 000 000

TEI Digital Data

Planimetric positional data represents a structuring of digitally scanned constituent layers of the provincial 1J Series mapsheet and so reflects the accuracy of the original compilation. This digital product has been produced for a cartographic representation of thematic information at a scale of 1:2 000 000. As such, the positional accuracy is not adequate for any precise linear or areal calculations. Its intended use is for a general depiction of content information.

- **TRIM Watershed Atlas - 1:20 000**
Heights of land, watershed boundaries, and river segments are derived from TRIM planimetric and DEM baseline datasets. As such the accuracy of this product is limited to that described for the Provincial Baseline Digital Atlas 1:20 000 (TRIM).
- **BC Ministry of Environment Watershed Atlas - 1:50 000**
The positional accuracy of water features will be slightly less than the standard accuracy of the 1:50,000 NTS source maps. The positional accuracy of the watershed polygons is interpolated from 1:50 000 contours and so reflects both the accuracy of the 1:50 000 base and the errors introduced by manual interpolation of heights of land from the contours.

Digital Data Capture Rules / Requirements

This section contains information related to the capture and quality assurance of data submitted. While this information is meant to assist in the creation of digital data, the definitive source is the appropriate data capture standard for the project type being worked on.

Quality of Digital Data Capture

Quality of digital data capture is composed of accuracy, precision, resolution, and degree of detail. These requirements will change depending upon the inventory scale and user requirements. This information should be specified for each project.

Required quality of digital data capture should be stated for each feature type, or group of feature types. In the case of positional accuracy quality of digital data capture is usually specified in terms of maximum error. Error may be specified as percent probability:

90% of all points must be positioned on NAD83 within 10 metres. All points must be within 25 metre accuracy on NAD83. [The NAD83 datum on the ground is defined by geodetic control monuments and Active Control Points as maintained by GeoBC.

or as statistical error:

Any sample of at least 3% of points must have less than a 10 metre Root Mean Square Error when compared to their surveyed locations.

Interpretation Accuracy/Error

Accuracy and error are also dependent upon the scale and inventory type being performed. Refer to the appropriate RIC standard, and include the Survey Intensity Levels.

Precision

The precision of spatial coordinates is far greater than needed for resource surveys, so is not an issue.

Resolution

Resolution of the data set should be selected based on the type of inventory and the scale at which it is performed. In general, modern mapping tools and techniques will not introduce any resolution issues into the data set when using default parameters.

Minimum Feature Size

There are no hard minimum feature sizes due to the wide variety of inventories and scales that this standard applies to. Refer to the specific field inventory standards as appropriate for the inventory type.

Data Capture Rules/Requirements

Right-Hand Rule

An arc that bounds an area feature must be captured such that the feature lies to the right of the line. Equivalently, the boundary of the feature must be oriented in a clockwise direction.

Applicability: This rule applies to discrete area features.

Direction-of-flow Rule

Linear features having a defined discernible gradient or direction-of-flow must be digitized in the downward or downstream direction.

Applicability: This rule applies to linear spatial data types.

Example: rivers, pipelines, slides, etc.

Pseudo-node Rule

Pseudo-nodes (i.e. 2-nodes, or nodes where only two arcs meet) should be avoided, except where necessary to meet the maximum element size constraints of a particular software product.

Self-Intersection Rule

Arcs must not intersect (i.e. touch or cross) themselves except at their end nodes. This includes the component arcs of polygons.

Inter-Feature Intersection Rule

Arcs in a feature class with coverage or network topology must intersect (i.e. touch or cross) each other only at mathematically exact nodes. It may be required that this rule be extended to a group of feature classes; in this case the group must be specified. For three-dimensional data this rule does not apply to the vertical coordinate (e.g. in a highway network two roads that cross each other via an overpass need not be noded together).

Applicability: This rule applies to coverage and network spatial data types.

Example: In TRIM rivers and roads are a group of feature classes that are noded together. In Ministry of Forests Inventory data Forest Cover has coverage topology and all edges are noded together.

Polygon Integrity Rule

Polygonal feature classes must not contain undershoots or overshoots (i.e. 1-nodes, or nodes that touch only one arc).

Horizontal Feature Rule

Z-values on a feature with no discernible gradient (i.e. considered to be horizontal within the accuracy of the dataset) should have the same value.

Example: Lakes

Vertex Density Rule

a) A maximum vertex density (or equivalently a minimum vector length) should be specified. This is stated in terms of the maximum number of vertices per coordinate system unit, or equivalently as the minimum vector length in coordinate system units. This number should be chosen to ensure that the accuracy of the resulting linework is within the stated accuracy of the dataset (i.e. any point on the digitized lines is within the accuracy distance of the actual ground position of the feature being digitized).

Example: If dataset accuracy is 20 m, the minimum vector length should be 10 m.

b) A minimum vertex density (or equivalently a maximum vector length) may be specified. This is stated in terms of the minimum number of vertices per coordinate system unit, or equivalently as the maximum vector length in coordinate system units. One reason for specifying this is to ensure that the accuracy of lines is maintained under projection transformations.

Example: The northern and southern boundaries of the province are linear in Geographic coordinates. However, linear features representing them are usually densified to avoid creating distortion in planar projections.

Rule	Point	Linear	Discrete Polygon	Coverage	Network
Right-Hand Rule			X		
Direction of flow rule		X			
Pseudo-node rule		X	X	X	X
Self-Intersection Rule		X	X	X	X
Inter-Feature Intersection Rule				X	X
Horizontal Feature Rule		X	X	X	X
Vertex Density Rule		X	X	X	X

Tools for Data Capture and Submission

TEIS Environment (Contractor Edition)

The use of the TEIS Environment (Contractor Edition) tools and templates is highly recommended for submission of Terrestrial Ecosystem Information. All data will be loaded into the environment and processed by the Ministry and contractors will be required to address any issues.

Purpose

To create a unified **TEIS Environment** that is self documented using metadata and internal tables. All tools necessary to do standard operations (create boundaries, create short tables, do quality control, etc.) on these data sets will be maintained together. All supplemental information will also be included.

Minimum Hardware/Software Requirements

The initial TEIS Environment is designed to work with the ArcGIS Desktop 9.3 suite of products by ESRI. All requirements for hardware and software can be found at <http://www.esri.com>. It is anticipated that new versions of the TEIS Environment will be created as newer versions of the ArcGIS software are released. See the source links below for up to date information.

Source

The current version of the TEIS Environment (Contractor Version), and related documentation (*User's Manual*), can be obtained from the following web sites:

- http://www.env.gov.bc.ca/FIA/documents/TEI_Digital_Submission_Standards.pdf
- <http://www.env.gov.bc.ca/esd/distdata/ecosystems/TEI/ContractorPackage/>

Licensing

The TEIS Environment is licensed for use only on projects contracted by the Ministry of Environment, or by those with written permission. Permission can be obtained by e-mail from soilterrain@victoria1.gov.bc.ca.

Metadata

The TEIS Environment tools and templates require explicit data and project level metadata. This information is stored at the project level in the Project Details table, and in the Metadata tables for field names and schema tables. The metadata is held directly in the file geodatabase tables, as are all data lookup (domain) codes, item definitions, and numeric ranges.

Quality Assurance Procedures

Digital data Quality Control and Quality Assurance of the digital data are based primarily on the utilization of the TEIS Environment for templates (workflow), and the associated validation tools that perform automated error detection and reporting. See the current documentation of the TEIS Environment for complete details and workflow best practices.

Cross Project Boundaries

Where appropriate (similar project type, map scale, etc.), all project boundaries should match those of adjacent projects.

Cartographic/Representation/Output

Templates

Where map visualization, specialized labels, or hard copy templates are standardized they will be provided in the TEIS Environment (Contractor Edition).

Symbology

There commonly accepted symbology for the various data sets that make up the Terrestrial Ecosystem Information (by FCODE) can be found at ftp://fshftp.env.gov.bc.ca/pub/outgoing/Z_TEIS_template/FCODE_Symbols/.

Annotation/Labelling

Labels are created automatically by the TEIS Environment routines. For example, TER_LABEL is created based on the current rules and project type specifications. Individual fields can also be used as appropriate.

Cartographic Alteration/Visual Enhancement

Representational cartography is not included in the Terrestrial Ecosystem Information data. All data contains positional geometry only.

Surround

Map surrounds are based on the specific project type and information being mapped. Often project (legend) specific information must be included, so no default templates have been specified. General RIC standards recommend the following map elements:

- Title
- Provincial logo
- mapsheet name or description of area covered
- version number
- tick marks
- last update date
- legend
- scale
- scale bars
- north arrow (at map centre)
- statement of projection and datum
- plot date
- originator of plot
- base map
- source of thematic data

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- legend with symbology
- neatline with fiducial tickmarks or grid (either lat/long or UTM)

Appendix A – Additional Feature Class Descriptions

Table 23 - TEIS_Short_Tbl Data Description

Name	Description	Instructions
TEIS Primary Key (TEIS_ID)	The unique identifier (PK) for the TEIS detailed geometry. This key may change between snapshots of the database.	
Project Polygon Identifier (PROJPOLYID)	This field contains a unique polygon identifier for linking attribute data to spatial data for TER, TEM, PEM and SEI data. A unique identifier within a project, that when combined with the BAPID creates a unique identifier within the province. This field can be used for linking foreign key data (user defined fields, report references, etc.).	
Business Area Project ID (BAPID)	This field contains a unique project identifier. The project BAPID is used in all .spatial files.	If not already done, request a project BAPID from Soilterrain@victoria1.gov.bc.ca
Modification Date (MOD_DATE)	Contains the year, month and day that the attribute data or the corresponding spatial data (i.e. polygon boundaries) for the given data record was last altered in any way.	
Project Type (PROJ_TYPE)	A nine letter code indicating the type of mapping project.	
Project Name (PROJ_NAME)	The common name of the project, usually a well known local place of feature.	
Project Map Scale (PROJ_SCALE)	The scale of the project maps produced. For example, use 20000, not 1:20000	Renamed from 'Scale'

Name	Description	Instructions
Ecosection Label (ECO_SEC)	contains the three-letter code for the Ecosection in which the polygon occurs.	
Biogeoclimatic Label (BGC_LBL)	contains a string of numeric and character codes indicating the Biogeoclimatic unit in which the polygon occurs. This field is a concatenation of polygon attributes from the RISC Long Table including Biogeoclimatic zone, subzone, variant and phase.	
Ecosystem Label of Ecosystem Component 1 (ECOLBL_1)	contains a string of numeric and character codes representing the ecosystem label for ecosystem component 1. This field is a concatenation of polygon attributes from the RISC Long Table including decile, ecosystem unit, site modifier, structural stage, stand composition and seral community codes.	
Ecosystem Decile of Ecosystem Component 1 (SDEC_1)	contains a number from 4-10 indicating the proportion of the polygon covered by ecosystem component 1. Enter zero (0) when not recorded.	e.g., a decile of 10=100%of polygon, 8=80% of polygon, 2=20% of polygon
Site Series Label of Ecosystem Component 1 (SITES_LBL1)	contains a string of numeric and character codes indicating the type of plant community present in ecosystem component 1. This field is a concatenation of polygon attributes from the RISC Long Table including site series numbers and seral community type codes. Codes are unique within individual Biogeoclimatic subzones and variants.	

Name	Description	Instructions
Site Series Map Code Label of Ecosystem Component 1 (SITEMCLBL1)	contains a string of character codes indicating the type of plant community present in ecosystem component 1. This field is a concatenation of polygon attributes from the RISC Long Table including site series mapcodes and seral community types. Codes are unique within individual Biogeoclimatic subzones and variants.	
Sensitive Ecosystem Label of Ecosystem Component 1 (SEILBL_1)	contains a string of numeric and character codes representing the sensitive ecosystem label for SEI component 1. This field is a concatenation of polygon attributes from the RISC Long Table including decile, sensitive ecosystem class and subclass codes.	
Sensitive Ecosystem Class of Ecosystem Component 1 (SECL_1)	contains a string of upper case character codes indicating the sensitive ecosystem class for SEI component 1. SEI classes group ecosystems based on similar disturbance sensitivity or at-risk status.	
Sensitive Ecosystem Subclass of Ecosystem Component 1 (SESUBCL_1)	contains a string of lower case character codes indicating the sensitive ecosystem subclass for SEI component 1. Subclasses further define the ecosystem class based on ecological criteria.	

Name	Description	Instructions
Condition of Ecosystem Component 1 (COND_1)	contains a single numeric code indicating the condition of the sensitive ecosystem in SEI component 1. Condition is an integrated measure of the quality of biotic and abiotic factors, structures, and processes within the ecosystem and the degree to which they affect the continued existence of the ecosystem.	
Viability of Ecosystem Component 1 (VIAB_1)	contains a single numeric code indicating the probability the sensitive ecosystem for SEI component 1 will persist based on its size, condition, and landscape context.	
Structural Stage Label of Ecosystem Component 1 (STRCTLBL_1)	contains a string of numeric and character codes indicating the structure and composition of the vegetation cover for ecosystem component 1. This field is a concatenation of polygon attributes from the RISC Long Table including structural stage and stand composition codes.	
Ecosystem Label of Ecosystem Component 2 (ECOLBL_2)	contains a string of numeric and character codes representing the ecosystem label for ecosystem component 2. This field is a concatenation of polygon attributes from the RISC Long Table including decile, ecosystem unit, site modifier, structural stage, stand composition and seral community codes.	

Name	Description	Instructions
Ecosystem Decile of Ecosystem Component 2 (SDEC_2)	contains a number from 0-5 indicating the proportion of the polygon covered by ecosystem component 2. Enter zero (0) when not recorded.	e.g., a decile of 10=100%of polygon, 8=80% of polygon, 2=20% of polygon
Site Series Label of Ecosystem Component 2 (SITES_LBL2)	contains a string of numeric and character codes indicating the type of plant community present in ecosystem component 2. This field is a concatenation of polygon attributes from the RISC Long Table including site series numbers and seral community type codes. Codes are unique within individual Biogeoclimatic subzones and variants.	
Site Series Map Code Label of Ecosystem Component 2 (SITEMCLBL2)	contains a string of character codes indicating the type of plant community present in ecosystem component 2. This field is a concatenation of polygon attributes from the RISC Long Table including site series mapcodes and seral community types. Codes are unique within individual Biogeoclimatic subzones and variants.	
Sensitive Ecosystem Label of Ecosystem Component 2 (SEILBL_2)	contains a string of numeric and character codes representing the sensitive ecosystem label for SEI component 2. This field is a concatenation of polygon attributes from the RISC Long Table including decile, sensitive ecosystem class and subclass codes.	

Name	Description	Instructions
Sensitive Ecosystem Class of Ecosystem Component 2 (SECL_2)	contains a string of numeric and character codes representing the sensitive ecosystem label for SEI component 2. This field is a concatenation of polygon attributes from the RISC Long Table including decile, sensitive ecosystem class and subclass codes.	
Sensitive Ecosystem Subclass of Ecosystem Component 2 (SESUBCL_2)	contains a string of upper case character codes indicating the sensitive ecosystem class for SEI component 2. SEI classes group ecosystems based on similar disturbance sensitivity or at-risk status.	
Condition of Ecosystem Component 2 (COND_2)	contains a single numeric code indicating the condition of the sensitive ecosystem in SEI component 2. Condition is an integrated measure of the quality of biotic and abiotic factors, structures, and processes within the ecosystem and the degree to which they affect the continued existence of the ecosystem.	
Viability of Ecosystem Component 2 (VIAB_2)	contains a single numeric code indicating the probability the sensitive ecosystem for SEI component 2 will persist based on its size, condition, and landscape context.	

Name	Description	Instructions
Structural Stage Label of Ecosystem Component 2 (STRCTLBL_2)	contains a string of numeric and character codes indicating the structure and composition of the vegetation cover for ecosystem component 2. This field is a concatenation of polygon attributes from the RISC Long Table including structural stage and stand composition codes.	
Ecosystem Label of Ecosystem Component 3 (ECOLBL_3)	contains a string of numeric and character codes representing the ecosystem label for ecosystem component 3. This field is a concatenation of polygon attributes from the RISC Long Table including decile, ecosystem unit, site modifier, structural stage, stand composition and seral community codes.	
Ecosystem Decile of Ecosystem Component 3 (SDEC_3)	contains a number from 0-3 indicating the proportion of the polygon covered by ecosystem component 3. Enter zero (0) when not recorded.	e.g., a decile of 10=100%of polygon, 8=80% of polygon, 2=20% of polygon
Site Series Label of Ecosystem Component 3 (SITES_LBL3)	contains a string of numeric and character codes indicating the type of plant community present in ecosystem component 3. This field is a concatenation of polygon attributes from the RISC Long Table including site series numbers and seral community type codes. Codes are unique within individual Biogeoclimatic subzones and variants.	

Name	Description	Instructions
Site Series Map Code Label of Ecosystem Component 3 (SITEMCLBL3)	contains a string of character codes indicating the type of plant community present in ecosystem component 3. This field is a concatenation of polygon attributes from the RISC Long Table including site series mapcodes and seral community types. Codes are unique within individual Biogeoclimatic subzones and variants.	
Sensitive Ecosystem Label of Ecosystem Component 3 (SEILBL_3)	contains a string of numeric and character codes representing the sensitive ecosystem label for SEI component 3. This field is a concatenation of polygon attributes from the RISC Long Table including decile, sensitive ecosystem class and subclass codes.	
Sensitive Ecosystem Class of Ecosystem Component 3 (SECL_3)	contains a string of upper case character codes indicating the sensitive ecosystem class for SEI component 3. SEI classes group ecosystems based on similar disturbance sensitivity or at-risk status.	
Sensitive Ecosystem Subclass of Ecosystem Component 3 (SESUBCL_3)	contains a string of numeric and character codes representing the sensitive ecosystem label for SEI component 3. This field is a concatenation of polygon attributes from the RISC Long Table including decile, sensitive ecosystem class and subclass codes.	

Name	Description	Instructions
Condition of Ecosystem Component 3 (COND_3)	contains a single numeric code indicating the condition of the sensitive ecosystem in SEI component 3. Condition is an integrated measure of the quality of biotic and abiotic factors, structures, and processes within the ecosystem and the degree to which they affect the continued existence of the ecosystem.	
Viability of Ecosystem Component 3 (VIAB_3)	contains a single numeric code indicating the probability the sensitive ecosystem for SEI component 3 will persist based on its size, condition, and landscape context.	
Structural Stage Label of Ecosystem Component 3 (STRCTLBL_3)	contains a string of numeric and character codes indicating the structure and composition of the vegetation cover for ecosystem component 1. This field is a concatenation of polygon attributes from the RISC Long Table including structural stage and stand composition codes.	
Terrain Polygon Label (TER_LBL)	contains a string of characters representing the full terrain label including surficial material texture, surficial material, and surface expression codes for the surface and subsurface of all three terrain components and the geomorphological process codes for the polygon. This field is a concatenation of polygon attributes from the RISC Long Table.	

Name	Description	Instructions
Decile of Terrain Component 1 (TDEC_1)	Describes the proportion of the polygon covered by Terrain Component 1, in deciles (i.e., a proportion out of 10). See Table: Component Relation Delimiters Codes. Note: This field is typically used for Ecosystem Mapping.	e.g., a decile of 10=100%of polygon, 8=80% of polygon, 2=20% of polygon
First Terrain Label (TERLBL_1A)	contains a string of characters representing the terrain label for the surface layer of terrain component 1. This field is a concatenation of polygon attributes from the RISC Long Table including surficial material texture, surficial material and surface expression codes.	
First Subsurface Terrain Label (TERLBL_1B)	contains a string of characters representing the terrain label for the subsurface layer of terrain component 1. This field is a concatenation of polygon attributes from the RISC Long Table including surficial material texture, surficial material and surface expression codes.	
Bedrock Type of Terrain Component 1 (BEDROCK_1)	The type of bedrock in the terrain component. (This is only applicable where surficial material is of origin type `R'). See Table: Bedrock Classification Codes. The intent of using the bedrock code is to provide auxiliary information, to help qualify texture and/or terrain stability information. It is not intended to provide bedrock stratigraphy.	

Name	Description	Instructions
Relation of Terrain Component 1 and 2 (COMREL1_2)	A general indicator of the relative areal proportions of the first and second terrain components within the current polygon. (Note: These proportional indicators are commonly used for terrain stability mapping in place of deciles). See Table: Component Relation Delimiters Codes.	
Decile of Terrain Component 2 (TDEC_2)	Describes the proportion of the polygon covered by Terrain Component 2, in deciles (i.e., a proportion out of 10). See Table: Component Relation Delimiters Codes. Note: This field is typically used for Ecosystem Mapping.	e.g., a decile of 10=100%of polygon, 8=80% of polygon, 2=20% of polygon
Second Terrain Label (TERLBL_2A)	contains a string of characters representing the terrain label for the surface layer of terrain component 2. This field is a concatenation of polygon attributes from the RISC Long Table including surficial material texture, surficial material and surface expression codes.	
Second Subsurface Terrain Label (TERLBL_2B)	contains a string of characters representing the terrain label for the subsurface layer of terrain component 2. This field is a concatenation of polygon attributes from the RISC Long Table including surficial material texture, surficial material and surface expression codes.	

Name	Description	Instructions
Bedrock Type of Terrain Component 2 (BEDROCK_2)	The type of bedrock in the terrain component. (This is only applicable where surficial material is of origin type `R'). See Table: Bedrock Classification Codes. The intent of using the bedrock code is to provide auxiliary information, to help qualify texture and/or terrain stability information. It is not intended to provide bedrock stratigraphy.	
Relation of Terrain Component 2 and 3 (COMREL2_3)	A general indicator of the relative areal proportions of the first and second terrain components within the current polygon. (Note: These proportional indicators are commonly used for terrain stability mapping in place of deciles). See Table: Component Relation Delimiters Codes.	
Decile of Terrain Component 3 (TDEC_3)	Describes the proportion of the polygon covered by Terrain Component 3, in deciles (i.e., a proportion out of 10). See Table: Component Relation Delimiters Codes. Note: This field is typically used for Ecosystem Mapping.	e.g., a decile of 10=100%of polygon, 8=80% of polygon, 2=20% of polygon
Third Terrain Label (TERLBL_3A)	contains a string of characters representing the terrain label for the surface layer of terrain component 3. This field is a concatenation of polygon attributes from the RISC Long Table including surficial material texture, surficial material and surface expression codes.	

Name	Description	Instructions
Third Subsurface Terrain Label (TERLBL_3B)	contains a string of characters representing the terrain label for the subsurface layer of terrain component 3. This field is a concatenation of polygon attributes from the RISC Long Table including surficial material texture, surficial material and surface expression codes.	
Bedrock Type of Terrain Component 3 (BEDROCK_3)	The type of bedrock in the terrain component. (This is only applicable where surficial material is of origin type `R'). See Table: Bedrock Classification Codes. The intent of using the bedrock code is to provide auxiliary information, to help qualify texture and/or terrain stability information. It is not intended to provide bedrock stratigraphy.	
Geomorph Process Label (GEOP_LBL)	contains a string of characters representing the geomorphological processes and subclasses that affect terrain within the polygon.	
Drainage Label (DRAIN_LBL)	contains a string of character codes indicating soil drainage class(es) of the terrain polygon. Soil drainage refers to the rapidity and extent of water removal from the soil in relation to additions.	
Slope Range Label (SLOPE_LBL)	contains a string of numeric and character codes indicating the typical or range of slopes in percent [i.e., rise/run*100] within the terrain polygon.	

Name	Description	Instructions
Slope Stability Class with Roads Qualifier Flag (SLPSTBCLSR)	contains the slope stability class code with a road qualifier flag.	This field is automatically derived.
Surface Erosion Potential Class of Terrain Polygon (SFCERO_POT)	The Surface erosion potential class for the terrain polygon. A class which indicates the likelihood of soil erosion on bare or disturbed soil after logging or road construction (e.g. from ditches or cutbanks). Surface erosion refers to the removal of soil, particle by particle, by surface runoff. It results in sheet erosion and the development of rills and gullies. See Table: Surface Erosion Potential Class Codes.	Submit table of class definitions with project files and include definitions in map legend.
Landslide Induced Stream Sedimentation Class (LSSSED_CLS)	A rating class indicating the likelihood of landslide-induced stream sedimentation for the polygon. See Table: Landslide Induced Stream Sediment Class Codes.	Submit table of class definitions with project files and include definitions in map legend.
Surface Erosion Sedimentation Class (SESED_CLS)	A rating class indicating the likelihood of stream sedimentation due to surface erosion. This rating is assigned by the terrain mapper on the basis of air photo interpretation with occasional field confirmation. See Table: Class Codes for Potential Sediment Delivery From Surface Erosion Sources.	Submit table of class definitions with project files and include definitions in map legend.
Slope Stability Class Text (SSC_TXT)	contains roman numerals or an upper-case letter code representing a class of slope stability for the terrain polygon. Stability criteria are project specific.	

Name	Description	Instructions
Surface Erosion Potential Class Text (SEP_TXT)	contains 1-2 upper-case letter codes indicating the surface erosion potential class for the terrain polygon. A class which indicates the likelihood of soil erosion on bare or disturbed soil after logging or road construction (e.g. from ditches or cutbanks). Surface erosion refers to the removal of soil, particle by particle, by surface runoff. Erosion potential criteria are project specific.	
Landslide Induced Stream Sedimentation Class Text (LISSC_TXT)	contains a numeric code indicating the likelihood of landslide-induced stream sedimentation for the terrain polygon. Stream sedimentation criteria are project specific.	
Surface Erosion Sedimentation Class Text (SESC_TXT)	contains a 1-2 lower-case letter code indicating the likelihood of stream sedimentation due to surface erosion for the terrain polygon. Erosion sedimentation criteria are project specific.	
Polygon Texture Class (POLY_TEX)	contains character codes representing the generalized texture class of the dominant surficial material for the terrain polygon. Used for ecosystem mapping and modeling (e.g. Predictive Ecosystem Mapping).	
Polygon Thickness Class (POLY_THK)	contains character codes representing the interpreted thickness of the surficial material(s) in the terrain polygon. Used for ecosystem mapping and modeling (e.g. Predictive Ecosystem Mapping).	

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Name	Description	Instructions
Dominant Surficial Material (SURFM_DOM)	contains a text string indicating the dominant surficial material for the terrain polygon.	
Theme Display 1 (THEME_1)	is a field created to hold an alphanumeric code representing a theme derived from terrain and ecosystem attribute(s).	
Theme Display 2 (THEME_2)	is a field created to hold an alphanumeric code representing a theme derived from terrain and ecosystem attribute(s).	
Theme Display 3 (THEME_3)	is a field created to hold an alphanumeric code representing a theme derived from terrain and ecosystem attribute(s).	
Polygon Comments (POLY_COM)	This field may be used to record any pertinent information regarding the polygon. At all times attempt to use referenced classifications which are well defined and understood in the science, or provide thorough definitions for the user. This project specific data will be stored in flat file format, unless keyword or standard designations are required, then contact the data custodian. The data custodian will keep records of new or additional classifications, which are commonly used for project specific applications.	Renamed from 'Comments'. Maximum field length is an ArcInfo requirement.
Feature Code (FCODE)	This field contains a value based on the Canadian Council of Surveys and mapping's (CCSM) system for classification of geographic features.	

Name	Description	Instructions
Field Check of Polygon (SMPL_TYPE)	A class which describes the level of field checking done on the current polygon (detailed/reconnaissance/visual). See Table: Field Check Class.	Renamed from 'Fldchktp'
Map Legend Comments (LEGEND_COM)	contains a description of the generic map legend found at MAP LEGEND DATA DOWNLOAD LINK (MAP_LEG).	
Map Legend Link (LEGEND_URL)	Contains a link to an internet resource related to the map legend or compilation methods.	
Original Map Label (ORIG_LBL)	contains a one-line character string representing the original map label for the polygon. Used for map conversion projects to preserve the original old or non-standard map codes.	
Polygon Stability Classification Type (PSTBCLS_TP)		
Error Summary (ERROR_SUM)		

Table 24 - TEIS_Master_Short_Tbl Physical Description

Column Name	Short Column Name	Type	Width
TEIS Primary Key	TEIS_ID	Integer	4
Project Polygon Identifier	PROJPOLYID	String	50
Business Area Project ID	BAPID	Integer	4
Modification Date	MOD_DATE	Date	8
Project Type	PROJ_TYPE	String	9

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Column Name	Short Column Name	Type	Width
Project Name	PROJ_NAME	String	100
Project Map Scale	PROJ_SCALE	Integer	4
Ecosection Label	ECO_SEC	String	3
Biogeoclimatic Label	BGC_LBL	String	10
Ecosystem Label of Ecosystem Component 1	ECOLBL_1	String	26
Ecosystem Decile of Ecosystem Component 1	SDEC_1	SmallInteger	2
Site Series Label of Ecosystem Component 1	SITES_LBL1	String	11
Site Series Map Code Label of Ecosystem Component 1	SITEMCLBL1	String	11
Sensitive Ecosystem Label of Ecosystem Component 1	SEILBL_1	String	7
Sensitive Ecosystem Class of Ecosystem Component 1	SECL_1	String	2
Sensitive Ecosystem Subclass of Ecosystem Component 1	SESUBCL_1	String	2
Condition of Ecosystem Component 1	COND_1	String	1
Viability of Ecosystem Component 1	VIAB_1	String	1

Column Name	Short Column Name	Type	Width
Structural Stage Label of Ecosystem Component 1	STRCTLBL_1	String	3
Ecosystem Label of Ecosystem Component 2	ECOLBL_2	String	26
Ecosystem Decile of Ecosystem Component 2	SDEC_2	SmallInteger	2
Site Series Label of Ecosystem Component 2	SITES_LBL2	String	11
Site Series Map Code Label of Ecosystem Component 2	SITEMCLBL2	String	11
Sensitive Ecosystem Label of Ecosystem Component 2	SEILBL_2	String	7
Sensitive Ecosystem Class of Ecosystem Component 2	SECL_2	String	2
Sensitive Ecosystem Subclass of Ecosystem Component 2	SESUBCL_2	String	2
Condition of Ecosystem Component 2	COND_2	String	1
Viability of Ecosystem Component 2	VIAB_2	String	1
Structural Stage Label of Ecosystem Component 2	STRCTLBL_2	String	3

TEI Digital Data

Column Name	Short Column Name	Type	Width
Ecosystem Label of Ecosystem Component 3	ECOLBL_3	String	26
Ecosystem Decile of Ecosystem Component 3	SDEC_3	SmallInteger	2
Site Series Label of Ecosystem Component 3	SITES_LBL3	String	11
Site Series Map Code Label of Ecosystem Component 3	SITEMCLBL3	String	11
Sensitive Ecosystem Label of Ecosystem Component 3	SEILBL_3	String	7
Sensitive Ecosystem Class of Ecosystem Component 3	SECL_3	String	2
Sensitive Ecosystem Subclass of Ecosystem Component 3	SESUBCL_3	String	2
Condition of Ecosystem Component 3	COND_3	String	1
Viability of Ecosystem Component 3	VIAB_3	String	1
Structural Stage Label of Ecosystem Component 3	STRCTLBL_3	String	3
Terrain Polygon Label	TER_LBL	String	85
Decile of Terrain Component 1	TDEC_1	SmallInteger	2

Column Name	Short Column Name	Type	Width
First Terrain Label	TERLBL_1A	String	11
First Subsurface Terrain Label	TERLBL_1B	String	10
Bedrock Type of Terrain Component 1	BEDROCK_1	String	2
Relation of Terrain Component 1 and 2	COMREL1_2	String	2
Decile of Terrain Component 2	TDEC_2	SmallInteger	2
Second Terrain Label	TERLBL_2A	String	11
Second Subsurface Terrain Label	TERLBL_2B	String	10
Bedrock Type of Terrain Component 2	BEDROCK_2	String	2
Relation of Terrain Component 2 and 3	COMREL2_3	String	2
Decile of Terrain Component 3	TDEC_3	SmallInteger	2
Third Terrain Label	TERLBL_3A	String	11
Third Subsurface Terrain Label	TERLBL_3B	String	10
Bedrock Type of Terrain Component 3	BEDROCK_3	String	2
Geomorph Process Label	GEOP_LBL	String	21
Drainage Label	DRAIN_LBL	String	14
Slope Range Label	SLOPE_LBL	String	15
Slope Stability Class with Roads Qualifier Flag	SLPSTBCLSR	String	4

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Column Name	Short Column Name	Type	Width
Surface Erosion Potential Class of Terrain Polygon	SFCERO_POT	String	2
Landslide Induced Stream Sedimentation Class	LSSED_CLS	SmallInteger	2
Surface Erosion Sedimentation Class	SESED_CLS	String	2
Slope Stability Class Text	SSC_TXT	String	40
Surface Erosion Potential Class Text	SEP_TXT	String	20
Landslide Induced Stream Sedimentation Class Text	LISSC_TXT	String	10
Surface Erosion Sedimentation Class Text	SESC_TXT	String	20
Polygon Texture Class	POLY_TEX	String	4
Polygon Thickness Class	POLY_THK	String	3
Dominant Surficial Material	SURFM_DOM	String	50
Theme Display 1	THEME_1	String	20
Theme Display 2	THEME_2	String	20
Theme Display 3	THEME_3	String	20
Polygon Comments	POLY_COM	String	254
Feature Code	FCODE	String	10

Column Name	Short Column Name	Type	Width
Field Check of Polygon	SMPL_TYPE	String	1
Map Legend Comments	LEGEND_COM	String	140
Map Legend Link	LEGEND_URL	String	100
Original Map Label	ORIG_LBL	String	50
Polygon Stability Classification Type	PSTBCLS_TP	String	1
Error Summary	ERROR_SUM	String	500

Appendix B: Data Fields By Layer

These layers are based on filtered views of the TEIS_Master_Long_Tbl, TEIS_Master_Short_Tbl, and TEIS_Project_Boundaries. For current versions, please download the most recent Contractor Package.

Name	Description
Terrestrial Ecosystem Information Project Boundaries (STE_TEI_PROJECT_BOUNDARIES_SP)	STE_TEI_PROJECT_BOUNDARIES_SP contains Terrestrial Ecosystem Information (TEI) project boundaries (study areas) and attributes describing each project (project level metadata), plus links to the locations of other data associated with the project (e.g., reports, polygon datasets, plotfiles, legends). TEI inventories describe the physical and biological attributes of ecosystems. TEI currently includes Terrestrial Ecosystem Mapping (TEM), Predictive Ecosystem Mapping (PEM), Sensitive Ecosystems Inventory (SEI), Terrain Mapping (TER), Soil Mapping (SOIL), Species Distribution Mapping (SDM) and Wildlife Habitat Ratings (WHR) projects.
Predictive Ecosystem Mapping Project Boundaries (STE_PEM_PROJECT_BOUNDARIES_SVW)	STE_PEM_PROJECT_BOUNDARIES_SVW contains Predictive Ecosystem Mapping (PEM) project boundaries (study areas) and attributes describing each project (project level metadata), plus links to the locations of other data associated with the project (e.g., reports, polygon datasets, plotfiles, legends). PEM uses modeling to divide the landscape into units according to a variety of ecological features including climate, physiography, surficial material, bedrock geology, soils and vegetation. This layer is derived from the STE_TEI_PROJECT_BOUNDARIES_SP layer by filtering on the PROJECT_TYPE attribute.
Sensitive Ecosystems Inventory Project Boundaries (STE_SEI_PROJECT_BOUNDARIES_SVW)	STE_SEI_PROJECT_BOUNDARIES_SVW contains Sensitive Ecosystems Inventory (SEI) project boundaries (study areas) and attributes describing each project (project level metadata), plus links to the locations of other data associated with the project (e.g. reports, polygon datasets, plot files). SEI identifies and maps rare and fragile terrestrial ecosystems. This layer is derived from the STE_TEI_PROJECT_BOUNDARIES_SP layer by filtering on the PROJECT_TYPE attribute.

Name	Description
Terrestrial Ecosystem Mapping Project Boundaries (STE_TEM_PROJECT_BOUNDARIES_SVW)	STE_TEM_PROJECT_BOUNDARIES_SVW contains Terrestrial Ecosystem Mapping (TEM) project boundaries (study areas) and attributes describing each project (project level metadata), plus links to the locations of other data associated with the project (e.g., reports, polygon datasets, plotfiles, field data, legends). TEM divides the landscape into units according to a variety of ecological features including climate, physiography, surficial material, bedrock geology, soils and vegetation. This layer is derived from the STE_TEI_PROJECT_BOUNDARIES_SP layer by filtering on the PROJECT_TYPE attribute.
Terrain Mapping Project Boundaries (STE_TER_PROJECT_BOUNDARIES_SVW)	STE_TER_PROJECT_BOUNDARIES_SVW contains Terrain Mapping (TER) project boundaries (study areas) and attributes describing each project (project level metadata), plus links to the locations of other data associated with the project (e.g., reports, polygon datasets, plotfiles, legends) for terrain inventory, bioterrain and terrain stability mapping projects. TER divides the landscape into units according to surficial materials, landforms and geomorphological processes using the Terrain Classification System for British Columbia. This layer is derived from the STE_TEI_PROJECT_BOUNDARIES_SP layer by filtering on the PROJECT_TYPE attribute.
Terrestrial Ecosystem Information Polygon Attributes (STE_TEI_ATTRIBUTE_POLYS_SP)	STE_TEI_ATTRIBUTE_POLYS_SP contains Terrestrial Ecosystem Information (TEI) polygons with key and amalgamated (concatenated) attributes derived from the RISC (Resource Inventory Standards Committee) standard attributes. These describe the physical and biological characteristics of ecosystems at a landscape level. TEI currently includes Terrestrial Ecosystem Mapping (TEM), Predictive Ecosystem Mapping (PEM), Sensitive Ecosystems Inventory (SEI), Terrain Mapping (TER) and Soil Mapping (SOIL). Mapping methods include manual air photo interpretation and modeling supported by limited field checking.

Name	Description
Terrain Mapping Polygon Attributes (STE_TER_ATTRIBUTE_POLYS_SVW)	STE_TER_ATTRIBUTE_POLYS_SVW contains Terrain Mapping (TER) polygons with key and amalgamated (concatenated) attributes derived from the RISC (Resource Inventory Standards Committee) standard attributes. Mapping criteria vary considerably between the terrain inventory, bioterrain and terrain stability mapping projects contained in this layer. TER divides the landscape into units according to surficial materials, landforms and geomorphological processes using the Terrain Classification System for British Columbia. TER methods include manual air photo interpretation supported by selective field checking. This layer is derived from the STE_TEI_POLY_ATTRIBUTES_SP layer by filtering on the PROJECT_TYPE attribute.
Predictive Ecosystem Mapping Polygon Attributes (STE_PEM_ATTRIBUTE_POLYS_SVW)	STE_PEM_ATTRIBUTE_POLYS_SVW contains Predictive Ecosystem Mapping (PEM) polygons with key and amalgamated (concatenated) attributes derived from the RISC (Resource Inventory Standards Committee) standard attributes. PEM uses modeling to divide the landscape into units according to a variety of ecological features including climate, physiography, surficial material, bedrock geology, soils and vegetation. This layer is derived from the STE_TEI_ATTRIBUTE_POLYS_SP layer by filtering on the PROJECT_TYPE attribute.
Terrestrial Ecosystem Mapping Polygon Attributes (STE_TEM_ATTRIBUTE_POLYS_SVW)	STE_TEM_ATTRIBUTE_POLYS_SVW contains Terrestrial Ecosystem Mapping (TEM) polygons with key and amalgamated (concatenated) attributes derived from the RISC (Resource Inventory Standards Committee) standard attributes. TEM divides the landscape into units according to a variety of ecological features including climate, physiography, surficial material, bedrock geology, soils and vegetation. TEM methods include manual air photo interpretation supported by selective field checking. This layer is derived from the STE_TEI_ATTRIBUTE_POLYS_SP layer by filtering on the PROJECT_TYPE attribute.

Name	Description
Terrain Inventory Mapping Polygon Attributes (STE_TER_INVENTORY_POLYS_SVW)	STE_TER_INVENTORY_POLYS_SVW contains Terrain Inventory Mapping (TIM) polygons with key and amalgamated (concatenated) attributes derived from the RISC (Resource Inventory Standards Committee) standard attributes. TIM is multi-purpose and divides the landscape into unit according to surficial material, surface expression and geomorphological process using the Terrain Classification System for British Columbia. Most of the inventory mapping was completed in the 1970's and 1980's on 1:50 000-scale base maps using air photo interpretation with selective field checking, and manual transfer and drafting of paper maps. These maps were later digitized and have been converted from IGDS or CAPAMP to ArcInfo to Geodatabase. This layer is derived from the STE_TEI_ATTRIBUTE_POLYS_SP layer by filtering on the PROJECT_TYPE attribute.
Terrain Stability Mapping Polygon Attributes (STE_TER_STABILITY_POLYS_SVW)	STE_TER_STABILITY_POLYS_SVW contains Terrain Stability Mapping (TSM) polygons with key and amalgamated (concatenated) attributes derived from the RISC (Resource Inventory Standards Committee) standard attributes. TSM uses air photo interpretation and select field checking to divides the landscape into units using the Terrain Classification System for British Columbia and stability criteria. Polygon attributes include (but are not limited to) surficial material, surface expression, geomorphological processes, drainage class, slope range and stability class. TSM methods include manual air photo interpretation and setting stability criteria supported by selective field checking. This layer is derived from the STE_TEI_ATTRIBUTE_POLYS_SP layer by filtering on the PROJECT_TYPE attribute.

Name	Description
Bioterrain Polygon Attributes (STE_TER_BIOTERRAIN_POLYS_SVW)	STE_TER_BIOTERRAIN_POLYS_SVW contains Bioterrain (TBT) polygons with key and amalgamated (concatenated) attributes derived from the RISC (Resource Inventory Standards Committee) standard attributes. TBT divides the landscape into units using the Terrain Classification System for British Columbia and ecological criteria. Polygon attributes include (but are not limited to) surficial material, surface expression, geomorphological processes, drainage class and aspect. TBT methods include manual air photo interpretation supported by selective field checking. Bioterrain mapping is integral to ecosystem mapping and its derivative products. This layer is derived from the STE_TEI_ATTRIBUTE_POLYS_SP layer by filtering on the PROJECT_TYPE attribute.

Name	Description
Predictive Ecosystem Mapping (PEM) Detailed Polygons with Short Attributes Table - 20K Spatial View (STE_PEM_20K_POLYS_SVW)	<p>STE_PEM_20K_POLYS_SVW contains summarized attributes and ecosystem polygons for Predictive Ecosystem Mapping (PEM) projects completed at a scale of 1:20000. The summarized attributes are concatenated from the RISC (Resources Information Standards Committee) table of polygon attributes (Long Table). Ecosystem mapping stratifies the landscape into map units, according to a combination of ecological features, primarily climate, physiography, surficial material, bedrock geology, soil, and vegetation. PEM uses a modeling approach to ecosystem mapping, whereby existing knowledge of ecosystem attributes and relationships are used to predict ecosystem representation in the landscape. Typical polygon attributes include Ecosection, BGC unit, Ecosystem unit and structural stage. PEM relies heavily on existing data and mapping information which may include the Bioterrain Mapping methodology, the Terrain Classification, Biogeoclimatic (BGC) Ecosystem Classification and Ecoregion Classification systems for B.C. PEM is also used in conjunction with Vegetation Resource Inventory Mapping (VRI) and forms a common data input for Sensitive Ecosystems Inventory (SEI), and Wildlife Habitat Ratings (WHR) projects. As such some PEM data shown in this layer share common line work and attributes with SEI, TEM, WHR and VRI mapping products. This dataset should be used and interpreted in consultation with a qualified ecosystem and/or terrain mapper. This layer is derived from the STE_TEI_ATTRIBUTE_POLYS_SP layer by filtering on the PROJECT_TYPE and PROJECT_MAP_SCALE attributes.</p>

Name	Description
<p>Predictive Ecosystem Mapping (PEM) Detailed Polygons with Short Attributes Table - 50K Spatial View (STE_PEM_50K_POLYS_SVW)</p>	<p>STE_PEM_50K_POLYS_SVW contains summarized attributes and ecosystem polygons for Predictive Ecosystem Mapping (PEM) projects completed at a scale of 1:50000. The summarized attributes are concatenated from the RISC (Resources Information Standards Committee) table of polygon attributes (Long Table). Ecosystem mapping stratifies the landscape into map units, according to a combination of ecological features, primarily climate, physiography, surficial material, bedrock geology, soil, and vegetation. PEM uses a modelling approach to ecosystem mapping, whereby existing knowledge of ecosystem attributes and relationships are used to predict ecosystem representation in the landscape. PEM relies heavily on existing data and mapping information which may include the Bioterrain Mapping methodology, the Terrain Classification, Biogeoclimatic (BGC) Ecosystem Classification and Ecoregion Classification systems for B.C. PEM is also used in conjunction with Vegetation Resource Inventory Mapping (VRI) and forms a common data input for Sensitive Ecosystems Inventory (SEI), and Wildlife Habitat Ratings (WHR) projects. As such some PEM data shown in this layer share common line work and attributes with SEI, TEM, WHR and VRI mapping products. This dataset should be used and interpreted in consultation with a qualified ecosystem and/or terrain mapper. This layer is derived from the STE_TEI_ATTRIBUTE_POLYS_SP layer by filtering on the PROJECT_TYPE and PROJECT_MAP_SCALE attributes.</p>
<p>Terrestrial Ecosystem Mapping 1 to 50K Scale (STE_TEM_50K_POLYS_SVW)</p>	<p>STE_TEM_50K_POLYS_SVW contains Terrestrial Ecosystem Mapping (TEM) polygons with key and amalgamated (concatenated) attributes derived from the RISC (Resource Inventory Standards Committee) standard attributes completed at a scale of 1:50 000 or greater. TEM divides the landscape into units according to a variety of ecological features including climate, physiography, surficial material, bedrock geology, soils and vegetation. TEM methods include manual air photo interpretation supported by selective field checking. This layer is derived from the STE_TEI_ATTRIBUTE_POLYS_SP layer by filtering on the PROJECT_TYPE and PROJECT_MAP_SCALE attributes.</p>

Name	Description
Terrestrial Ecosystem Mapping 1 to 20K (STE_TEM_20K_POLYS_SVW)	STE_TEM_20K_POLYS_SVW contains Terrestrial Ecosystem Mapping (TEM) polygons with key and amalgamated (concatenated) attributes derived from the RISC (Resource Inventory Standards Committee) standard attributes completed at a scale of 1:20 000. TEM divides the landscape into units according to a variety of ecological features including climate, physiography, surficial material, bedrock geology, soils and vegetation. TEM methods include manual air photo interpretation supported by selective field checking. This layer is derived from the STE_TEI_ATTRIBUTE_POLYS_SP layer by filtering on the PROJECT_TYPE and PROJECT_MAP_SCALE attributes.
Terrestrial Ecosystem Mapping Less Than 1 to 20K (STE_TEM_LESS_THAN_20K_P LY_SVW)	STE_TEM_LESS_THAN_20K_PLY_SVW contains Terrestrial Ecosystem Mapping (TEM) polygons with key and amalgamated (concatenated) attributes derived from the RISC (Resource Inventory Standards Committee) standard attributes completed at a scale less than 1:20 000. TEM divides the landscape into units according to a variety of ecological features including climate, physiography, surficial material, bedrock geology, soils and vegetation. TEM methods include manual air photo interpretation supported by selective field checking. This layer is derived from the STE_TEI_ATTRIBUTE_POLYS_SP layer by filtering on the PROJECT_TYPE and PROJECT_MAP_SCALE attributes.
Sensitive Ecosystems Inventory Polygon Attributes (STE_SEI_ATTRIBUTE_POLYS_S VW)	STE_SEI_ATTRIBUTE_POLYS_SVW contains Sensitive Ecosystems Inventory (SEI) polygons with key and amalgamated (concatenated) attributes derived from the RISC (Resource Inventory Standards Committee) standard attributes. SEI identifies and maps rare and fragile terrestrial ecosystems. Ecosystems mapped may include (but are not limited to) older forests, woodlands, coastal bluffs, herbaceous and sparsely vegetated ecosystems, grasslands, riparian ecosystems and wetlands. SEI methods include manual air photo interpretation or theming of other Ecosystem Mapping, supported by selective field checking. This layer is derived from the STE_TEI_ATTRIBUTE_POLYS_SP layer by filtering on the PROJECT_TYPE attribute.

Name	Description
Species Distribution Modeling and Wildlife Habitat Ratings Project Boundaries (STE_WLD_PROJECT_BOUNDARIES_SVW)	STE_WLD_PROJECT_BOUNDARIES_SVW contains Species Distribution Modeling (SDM) and Wildlife Habitat Ratings (WHR) project boundaries (study areas) and attributes describing each project (project level metadata), plus links to the locations of other data associated with the project (e.g. reports, WHR polygon datasets, plotfiles). SDM predicts the suitability of different environments for occupation by particular species, and the likelihood that those suitable habitats are occupied. SDM projects may use a variety of datasets as inputs, such as species observations, TEM, climate data, etc. WHR are the values assigned to habitats for their potential to support a particular species for a specified season and activity compared to the best habitat in the province used by that species for the same season and activity. WHR are also known as wildlife interpretations and most commonly use TEM data as a means to identify specific habitats. This layer is derived from the STE_TEI_PROJECT_BOUNDARIES_SP layer by filtering on the PROJECT_TYPE attribute.
Soil Mapping Project Boundaries (STE_SOIL_PROJ_BOUNDARIES_SVW)	STE_SOIL_PROJ_BOUNDARIES_SVW contains Soil Mapping (SOIL) project boundaries (study areas) and attributes describing each project (project level metadata), plus links to the locations of other data associated with the project (e.g., soil survey reports, polygon datasets, plotfiles, scanned maps, legends). Soil Mapping divides the landscape into units according to soil association, name, type, drainage, parent material, and texture. This layer is derived from the STE_TEI_PROJECT_BOUNDARIES_SP layer by filtering on the PROJECT_TYPE attribute.

Project Boundary Feature Classes

This list is for the following feature classes: STE_PEM_PROJECT_BOUNDARIES_SVW, STE_SEI_PROJECT_BOUNDARIES_SVW, STE_SOIL_PROJ_BOUNDARIES_SVW, STE_TEM_PROJECT_BOUNDARIES_SVW, STE_TER_PROJECT_BOUNDARIES_SVW, and STE_WLD_PROJECT_BOUNDARIES_SVW, all of which are row filtered based on STE_TEI_PROJECT_BOUNDARIES_SP.

TEI Digital Data

- Item 1 - Business Area Project ID (BAPID)
- Item 2 - Project Type (PROJ_TYPE)
- Item 3 - Project Name (PROJ_NAME)
- Item 4 - Project Map Scale (PROJ_SCALE)
- Item 5 - Modification Date (MOD_DATE)
- Item 6 - Geographic Location (GEOG_LOC)
- Item 7 - Project Completion Date (COMPL_DATE)
- Item 8 - Date Surveyed (SURV_DATE)
- Item 9 - Ecosystem Survey Intensity Level (ESIL)
- Item 10 - Terrain Survey Intensity Level (TSIL)
- Item 11 - Accuracy Assessment Level (ACCURACY)
- Item 12 - Accuracy Assessment Comments (AA_COM)
- Item 13 - Consultant or Organization (ORG_NAME)
- Item 14 - Project Supervisor (PROJ_SUP)
- Item 15 - Ecosystem Mapper or Modeller (ECO_MAP)
- Item 16 - Terrain Mapper (TER_MAP)
- Item 17 - Soil Mapper Name (SOIL_MAP)
- Item 18 - Wildlife Mapper Name (WILD_MAP)
- Item 19 - Digital Data Capture (DIG_CAP)
- Item 20 - GIS Supervisor (GIS_SUP)
- Item 21 - Recorder Name (REC_NAME)
- Item 22 - Client (CLIENT)
- Item 23 - TRIM Version (TRIM_NBR)
- Item 24 - Image Type (PHO_TYPE)
- Item 25 - Image Scale (PHO_SC)
- Item 26 - Image Year (PHO_YR)
- Item 27 - Terrain Legend Source (TER_LEG_SC)
- Item 28 - Terrain Legend Type (TER_LEG_TP)
- Item 29 - Version of Package Used (PACK_NBR)
- Item 30 - Stability Classification Type (STBCLS_TP)
- Item 31 - Slope Units (SLP_UNIT)
- Item 32 - Project Comments (PROJ_COM)
- Item 33 - Project Identification (PROJ_ID)
- Item 34 - Map Legend Comments (LEGEND_COM)
- Item 35 - Map Legend Link (LEGEND_URL)
- Item 36 - EcoCat Comments (ECOCAT_COM)
- Item 37 - EcoCat Link (ECOCAT_URL)
- Item 38 - Reference 1 Comments (REF_1_COM)
- Item 39 - Reference 1 Link (REF_1_URL)
- Item 40 - Reference 2 Comments (REF_2_COM)

- Item 41 - Reference 2 Link (REF_2_URL)
- Item 42 - Reference 3 Comments (REF_3_COM)
- Item 43 - Reference 3 Link (REF_3_URL)
- Item 44 - Reference 4 Comments (REF_4_COM)
- Item 45 - Reference 4 Link (REF_4_URL)
- Item 46 - Feature Code (FCODE)
- Item 47 - Boundary Only Flag (BDRY_ONLY)
- Item 48 - Review Comments (RE VW_COM)

Predictive Ecosystem Mapping Feature Classes

STE_PEM_20K_POLYS_SVW

- Item 1 - Primary Key (TEIS_ID)
- Item 2 - Project Polygon Identifier (PROJPOLYID)
- Item 3 - Business Area Project ID (BAPID)
- Item 4 - Modification Date (MOD_DATE)
- Item 5 - Project Type (PROJ_TYPE)
- Item 6 - Project Name (PROJ_NAME)
- Item 7 - Project Map Scale (PROJ_SCALE)
- Item 8 - Ecosession Label (ECO_SEC)
- Item 9 - Biogeoclimatic Label (BGC_LBL)
- Item 10 - Ecosystem Label of Ecosystem Component 1 (ECOLBL_1)
- Item 11 - Ecosystem Decile of Ecosystem Component 1 (SDEC_1)
- Item 12 - Site Series Label of Ecosystem Component 1 (SITES_LBL1)
- Item 13 - Site Series Map Code Label of Ecosystem Component 1 (SITEMCLBL1)
- Item 14 - Structural Stage Label of Ecosystem Component 1 (STRCTLBL_1)
- Item 15 - Ecosystem Label of Ecosystem Component 2 (ECOLBL_2)
- Item 16 - Ecosystem Decile of Ecosystem Component 2 (SDEC_2)
- Item 17 - Site Series Label of Ecosystem Component 2 (SITES_LBL2)
- Item 18 - Site Series Map Code Label of Ecosystem Component 2 (SITEMCLBL2)
- Item 19 - Structural Stage Label of Ecosystem Component 2 (STRCTLBL_2)
- Item 20 - Ecosystem Label of Ecosystem Component 3 (ECOLBL_3)
- Item 21 - Ecosystem Decile of Ecosystem Component 3 (SDEC_3)
- Item 22 - Site Series Label of Ecosystem Component 3 (SITES_LBL3)
- Item 23 - Site Series Map Code Label of Ecosystem Component 3 (SITEMCLBL3)
- Item 24 - Structural Stage Label of Ecosystem Component 3 (STRCTLBL_3)
- Item 25 - Theme Display 1 (THEME_1)
- Item 26 - Theme Display 2 (THEME_2)
- Item 27 - Theme Display 3 (THEME_3)
- Item 28 - Polygon Comments (POLY_COM)

TEI Digital Data

- Item 29 - Map Legend Comments (LEGEND_COM)
- Item 30 - Map Legend Link (LEGEND_URL)
- Item 31 - Feature Code (FCODE)
- Item 32 - Polygon Stability Classification Type (PSTBCLS_TP)
- Item 33 - Error Summary (ERROR_SUM)

STE_PEM_50K_POLYS_SVW

- Item 1 - TEIS Primary Key (TEIS_ID)
- Item 2 - Project Polygon Identifier (PROJPOLYID)
- Item 3 - Business Area Project ID (BAPID)
- Item 4 - Modification Date (MOD_DATE)
- Item 5 - Project Type (PROJ_TYPE)
- Item 6 - Project Name (PROJ_NAME)
- Item 7 - Project Map Scale (PROJ_SCALE)
- Item 8 - Ecosection Label (ECO_SEC)
- Item 9 - Biogeoclimatic Label (BGC_LBL)
- Item 10 - Ecosystem Label of Ecosystem Component 1 (ECOLBL_1)
- Item 11 - Ecosystem Decile of Ecosystem Component 1 (SDEC_1)
- Item 12 - Site Series Label of Ecosystem Component 1 (SITES_LBL1)
- Item 13 - Site Series Map Code Label of Ecosystem Component 1 (SITEMCLBL1)
- Item 14 - Structural Stage Label of Ecosystem Component 1 (STRCTLBL_1)
- Item 15 - Ecosystem Label of Ecosystem Component 2 (ECOLBL_2)
- Item 16 - Ecosystem Decile of Ecosystem Component 2 (SDEC_2)
- Item 17 - Site Series Label of Ecosystem Component 2 (SITES_LBL2)
- Item 18 - Site Series Map Code Label of Ecosystem Component 2 (SITEMCLBL2)
- Item 19 - Structural Stage Label of Ecosystem Component 2 (STRCTLBL_2)
- Item 20 - Ecosystem Label of Ecosystem Component 3 (ECOLBL_3)
- Item 21 - Ecosystem Decile of Ecosystem Component 3 (SDEC_3)
- Item 22 - Site Series Label of Ecosystem Component 3 (SITES_LBL3)
- Item 23 - Site Series Map Code Label of Ecosystem Component 3 (SITEMCLBL3)
- Item 24 - Structural Stage Label of Ecosystem Component 3 (STRCTLBL_3)
- Item 25 - Theme Display 1 (THEME_1)
- Item 26 - Theme Display 2 (THEME_2)
- Item 27 - Theme Display 3 (THEME_3)
- Item 28 - Polygon Comments (POLY_COM)
- Item 29 - Map Legend Comments (LEGEND_COM)
- Item 30 - Map Legend Link (LEGEND_URL)
- Item 31 - Feature Code (FCODE)
- Item 32 - Polygon Stability Classification Type (PSTBCLS_TP)

- Item 33 - Error Summary (ERROR_SUM)

STE_PEM_ATTRIBUTE_POLYS_SVW

- Item 1 - TEIS Primary Key (TEIS_ID)
- Item 2 - Project Polygon Identifier (PROJPOLYID)
- Item 3 - Business Area Project ID (BAPID)
- Item 4 - Modification Date (MOD_DATE)
- Item 5 - Project Type (PROJ_TYPE)
- Item 6 - Project Name (PROJ_NAME)
- Item 7 - Project Map Scale (PROJ_SCALE)
- Item 8 - Ecosection Label (ECO_SEC)
- Item 9 - Biogeoclimatic Label (BGC_LBL)
- Item 10 - Ecosystem Label of Ecosystem Component 1 (ECOLBL_1)
- Item 11 - Ecosystem Decile of Ecosystem Component 1 (SDEC_1)
- Item 12 - Site Series Label of Ecosystem Component 1 (SITES_LBL1)
- Item 13 - Site Series Map Code Label of Ecosystem Component 1 (SITEMCLBL1)
- Item 14 - Structural Stage Label of Ecosystem Component 1 (STRCTLBL_1)
- Item 15 - Ecosystem Label of Ecosystem Component 2 (ECOLBL_2)
- Item 16 - Ecosystem Decile of Ecosystem Component 2 (SDEC_2)
- Item 17 - Site Series Label of Ecosystem Component 2 (SITES_LBL2)
- Item 18 - Site Series Map Code Label of Ecosystem Component 2 (SITEMCLBL2)
- Item 19 - Structural Stage Label of Ecosystem Component 2 (STRCTLBL_2)
- Item 20 - Ecosystem Label of Ecosystem Component 3 (ECOLBL_3)
- Item 21 - Ecosystem Decile of Ecosystem Component 3 (SDEC_3)
- Item 22 - Site Series Label of Ecosystem Component 3 (SITES_LBL3)
- Item 23 - Site Series Map Code Label of Ecosystem Component 3 (SITEMCLBL3)
- Item 24 - Structural Stage Label of Ecosystem Component 3 (STRCTLBL_3)
- Item 25 - Theme Display 1 (THEME_1)
- Item 26 - Theme Display 2 (THEME_2)
- Item 27 - Theme Display 3 (THEME_3)
- Item 28 - Polygon Comments (POLY_COM)
- Item 29 - Feature Code (FCODE)
- Item 30 - Polygon Stability Classification Type (PSTBCLS_TP)
- Item 31 - Error Summary (ERROR_SUM)

Sensitive Ecosystem Inventory Feature Classes

STE_SEI_ATTRIBUTE_POLYS_SVW

- Item 1 - TEIS Primary Key (TEIS_ID)

- Item 2 - Project Polygon Identifier (PROJPOLYID)
- Item 3 - Business Area Project ID (BAPID)
- Item 4 - Modification Date (MOD_DATE)
- Item 5 - Project Type (PROJ_TYPE)
- Item 6 - Project Name (PROJ_NAME)
- Item 7 - Project Map Scale (PROJ_SCALE)
- Item 8 - Ecosection Label (ECO_SEC)
- Item 9 - Biogeoclimatic Label (BGC_LBL)
- Item 10 - Sensitive Ecosystem Label of Ecosystem Component 1 (SEILBL_1)
- Item 11 - Ecosystem Decile of Ecosystem Component 1 (SDEC_1)
- Item 12 - Sensitive Ecosystem Class of Ecosystem Component 1 (SECL_1)
- Item 13 - Sensitive Ecosystem Subclass of Ecosystem Component 1 (SESUBCL_1)
- Item 14 - Site Series Map Code Label of Ecosystem Component 1 (SITEMCLBL1)
- Item 15 - Structural Stage Label of Ecosystem Component 1 (STRCTLBL_1)
- Item 16 - Condition of Ecosystem Component 1 (COND_1)
- Item 17 - Viability of Ecosystem Component 1 (VIAB_1)
- Item 18 - Sensitive Ecosystem Label of Ecosystem Component 2 (SEILBL_2)
- Item 19 - Ecosystem Decile of Ecosystem Component 2 (SDEC_2)
- Item 20 - Sensitive Ecosystem Class of Ecosystem Component 2 (SECL_2)
- Item 21 - Sensitive Ecosystem Subclass of Ecosystem Component 2 (SESUBCL_2)
- Item 22 - Site Series Map Code Label of Ecosystem Component 2 (SITEMCLBL2)
- Item 23 - Structural Stage Label of Ecosystem Component 2 (STRCTLBL_2)
- Item 24 - Condition of Ecosystem Component 2 (COND_2)
- Item 25 - Viability of Ecosystem Component 2 (VIAB_2)
- Item 26 - Sensitive Ecosystem Label of Ecosystem Component 3 (SEILBL_3)
- Item 27 - Ecosystem Decile of Ecosystem Component 3 (SDEC_3)
- Item 28 - Sensitive Ecosystem Class of Ecosystem Component 3 (SECL_3)
- Item 29 - Sensitive Ecosystem Subclass of Ecosystem Component 3 (SESUBCL_3)
- Item 30 - Site Series Map Code Label of Ecosystem Component 3 (SITEMCLBL3)
- Item 31 - Structural Stage Label of Ecosystem Component 3 (STRCTLBL_3)
- Item 32 - Condition of Ecosystem Component 3 (COND_3)
- Item 33 - Viability of Ecosystem Component 3 (VIAB_3)
- Item 34 - Theme Display 1 (THEME_1)
- Item 35 - Theme Display 2 (THEME_2)
- Item 36 - Theme Display 3 (THEME_3)
- Item 37 - Polygon Comments (POLY_COM)
- Item 38 - Map Legend Comments (LEGEND_COM)
- Item 39 - Map Legend Link (LEGEND_URL)
- Item 40 - Feature Code (FCODE)
- Item 41 - Polygon Stability Classification Type (PSTBCLS_TP)

- Item 42 - Error Summary (ERROR_SUM)

Terrestrial Ecosystem Information and Mapping Feature Classes

STE_TEI_ATTRIBUTE_POLYS_SP

- Item 1 - TEIS Primary Key (TEIS_ID)
- Item 2 - Project Polygon Identifier (PROJPOLYID)
- Item 3 - Business Area Project ID (BAPID)
- Item 4 - Modification Date (MOD_DATE)
- Item 5 - Project Type (PROJ_TYPE)
- Item 6 - Project Name (PROJ_NAME)
- Item 7 - Project Map Scale (PROJ_SCALE)
- Item 8 - Ecosession Label (ECO_SEC)
- Item 9 - Biogeoclimatic Label (BGC_LBL)
- Item 10 - Ecosystem Label of Ecosystem Component 1 (ECOLBL_1)
- Item 11 - Ecosystem Decile of Ecosystem Component 1 (SDEC_1)
- Item 12 - Site Series Label of Ecosystem Component 1 (SITES_LBL1)
- Item 13 - Site Series Map Code Label of Ecosystem Component 1 (SITEMCLBL1)
- Item 14 - Sensitive Ecosystem Label of Ecosystem Component 1 (SEILBL_1)
- Item 15 - Sensitive Ecosystem Class of Ecosystem Component 1 (SECL_1)
- Item 16 - Sensitive Ecosystem Subclass of Ecosystem Component 1 (SESUBCL_1)
- Item 17 - Condition of Ecosystem Component 1 (COND_1)
- Item 18 - Viability of Ecosystem Component 1 (VIAB_1)
- Item 19 - Structural Stage Label of Ecosystem Component 1 (STRCTLBL_1)
- Item 20 - Ecosystem Label of Ecosystem Component 2 (ECOLBL_2)
- Item 21 - Ecosystem Decile of Ecosystem Component 2 (SDEC_2)
- Item 22 - Site Series Label of Ecosystem Component 2 (SITES_LBL2)
- Item 23 - Site Series Map Code Label of Ecosystem Component 2 (SITEMCLBL2)
- Item 24 - Sensitive Ecosystem Label of Ecosystem Component 2 (SEILBL_2)
- Item 25 - Sensitive Ecosystem Class of Ecosystem Component 2 (SECL_2)
- Item 26 - Sensitive Ecosystem Subclass of Ecosystem Component 2 (SESUBCL_2)
- Item 27 - Condition of Ecosystem Component 2 (COND_2)
- Item 28 - Viability of Ecosystem Component 2 (VIAB_2)
- Item 29 - Structural Stage Label of Ecosystem Component 2 (STRCTLBL_2)
- Item 30 - Ecosystem Label of Ecosystem Component 3 (ECOLBL_3)
- Item 31 - Ecosystem Decile of Ecosystem Component 3 (SDEC_3)
- Item 32 - Site Series Label of Ecosystem Component 3 (SITES_LBL3)
- Item 33 - Site Series Map Code Label of Ecosystem Component 3 (SITEMCLBL3)

TEI Digital Data

- Item 34 - Sensitive Ecosystem Label of Ecosystem Component 3 (SEILBL_3)
- Item 35 - Sensitive Ecosystem Class of Ecosystem Component 3 (SECL_3)
- Item 36 - Sensitive Ecosystem Subclass of Ecosystem Component 3 (SESUBCL_3)
- Item 37 - Condition of Ecosystem Component 3 (COND_3)
- Item 38 - Viability of Ecosystem Component 3 (VIAB_3)
- Item 39 - Structural Stage Label of Ecosystem Component 3 (STRCTLBL_3)
- Item 40 - Terrain Polygon Label (TER_LBL)
- Item 41 - Decile of Terrain Component 1 (TDEC_1)
- Item 42 - First Terrain Label (TERLBL_1A)
- Item 43 - First Subsurface Terrain Label (TERLBL_1B)
- Item 44 - Bedrock Type of Terrain Component 1 (BEDROCK_1)
- Item 45 - Relation of Terrain Component 1 and 2 (COMREL1_2)
- Item 46 - Decile of Terrain Component 2 (TDEC_2)
- Item 47 - Second Terrain Label (TERLBL_2A)
- Item 48 - Second Subsurface Terrain Label (TERLBL_2B)
- Item 49 - Bedrock Type of Terrain Component 2 (BEDROCK_2)
- Item 50 - Relation of Terrain Component 2 and 3 (COMREL2_3)
- Item 51 - Decile of Terrain Component 3 (TDEC_3)
- Item 52 - Third Terrain Label (TERLBL_3A)
- Item 53 - Third Subsurface Terrain Label (TERLBL_3B)
- Item 54 - Bedrock Type of Terrain Component 3 (BEDROCK_3)
- Item 55 - Geomorph Process Label (GEOP_LBL)
- Item 56 - Drainage Label (DRAIN_LBL)
- Item 57 - Slope Range Label (SLOPE_LBL)
- Item 58 - Slope Stability Class with Roads Qualifier Flag (SLPSTBCLSR)
- Item 59 - Surface Erosion Potential Class of Terrain Polygon (SFCERO_POT)
- Item 60 - Landslide Induced Stream Sedimentation Class (LSSED_CLS)
- Item 61 - Surface Erosion Sedimentation Class (SESED_CLS)
- Item 62 - Slope Stability Class Text (SSC_TXT)
- Item 63 - Surface Erosion Potential Class Text (SEP_TXT)
- Item 64 - Landslide Induced Stream Sedimentation Class Text (LISSC_TXT)
- Item 65 - Surface Erosion Sedimentation Class Text (SESC_TXT)
- Item 66 - Polygon Texture Class (POLY_TEX)
- Item 67 - Polygon Thickness Class (POLY_THK)
- Item 68 - Dominant Surficial Material (SURFM_DOM)
- Item 69 - Theme Display 1 (THEME_1)
- Item 70 - Theme Display 2 (THEME_2)
- Item 71 - Theme Display 3 (THEME_3)
- Item 72 - Polygon Comments (POLY_COM)
- Item 73 - Feature Code (FCODE)

- Item 74 - Field Check of Polygon (SMPL_TYPE)
- Item 75 - Map Legend Comments (LEGEND_COM)
- Item 76 - Map Legend Link (LEGEND_URL)
- Item 77 - Original Map Label (ORIG_LBL)
- Item 78 - Polygon Stability Classification Type (PSTBCLS_TP)
- Item 79 - Error Summary (ERROR_SUM)

STE_TEM_20K_POLYS_SVW

- Item 1 - TEIS Primary Key (TEIS_ID)
- Item 2 - Project Polygon Identifier (PROJPOLYID)
- Item 3 - Business Area Project ID (BAPID)
- Item 4 - Modification Date (MOD_DATE)
- Item 5 - Project Type (PROJ_TYPE)
- Item 6 - Project Name (PROJ_NAME)
- Item 7 - Project Map Scale (PROJ_SCALE)
- Item 8 - Ecosession Label (ECO_SEC)
- Item 9 - Biogeoclimatic Label (BGC_LBL)
- Item 10 - Ecosystem Label of Ecosystem Component 1 (ECOLBL_1)
- Item 11 - Ecosystem Decile of Ecosystem Component 1 (SDEC_1)
- Item 12 - Site Series Label of Ecosystem Component 1 (SITES_LBL1)
- Item 13 - Site Series Map Code Label of Ecosystem Component 1 (SITEMCLBL1)
- Item 14 - Structural Stage Label of Ecosystem Component 1 (STRCTLBL_1)
- Item 15 - Ecosystem Label of Ecosystem Component 2 (ECOLBL_2)
- Item 16 - Ecosystem Decile of Ecosystem Component 2 (SDEC_2)
- Item 17 - Site Series Label of Ecosystem Component 2 (SITES_LBL2)
- Item 18 - Site Series Map Code Label of Ecosystem Component 2 (SITEMCLBL2)
- Item 19 - Structural Stage Label of Ecosystem Component 2 (STRCTLBL_2)
- Item 20 - Ecosystem Label of Ecosystem Component 3 (ECOLBL_3)
- Item 21 - Ecosystem Decile of Ecosystem Component 3 (SDEC_3)
- Item 22 - Site Series Label of Ecosystem Component 3 (SITES_LBL3)
- Item 23 - Site Series Map Code Label of Ecosystem Component 3 (SITEMCLBL3)
- Item 24 - Structural Stage Label of Ecosystem Component 3 (STRCTLBL_3)
- Item 25 - Terrain Polygon Label (TER_LBL)
- Item 26 - Decile of Terrain Component 1 (TDEC_1)
- Item 27 - First Terrain Label (TERLBL_1A)
- Item 28 - First Subsurface Terrain Label (TERLBL_1B)
- Item 29 - Bedrock Type of Terrain Component 1 (BEDROCK_1)
- Item 30 - Decile of Terrain Component 2 (TDEC_2)
- Item 31 - Second Terrain Label (TERLBL_2A)

TEI Digital Data

- Item 32 - Second Subsurface Terrain Label (TERLBL_2B)
- Item 33 - Bedrock Type of Terrain Component 2 (BEDROCK_2)
- Item 34 - Decile of Terrain Component 3 (TDEC_3)
- Item 35 - Third Terrain Label (TERLBL_3A)
- Item 36 - Third Subsurface Terrain Label (TERLBL_3B)
- Item 37 - Bedrock Type of Terrain Component 3 (BEDROCK_3)
- Item 38 - Geomorph Process Label (GEOP_LBL)
- Item 39 - Drainage Label (DRAIN_LBL)
- Item 40 - Field Check of Polygon (SMPL_TYPE)
- Item 41 - Theme Display 1 (THEME_1)
- Item 42 - Theme Display 2 (THEME_2)
- Item 43 - Theme Display 3 (THEME_3)
- Item 44 - Polygon Comments (POLY_COM)
- Item 45 - Map Legend Comments (LEGEND_COM)
- Item 46 - Map Legend Link (LEGEND_URL)
- Item 47 - Feature Code (FCODE)
- Item 48 - Polygon Stability Classification Type (PSTBCLS_TP)
- Item 49 - Error Summary (ERROR_SUM)

STE_TEM_50K_POLYS_SVW

- Item 1 - TEIS Primary Key (TEIS_ID)
- Item 2 - Project Polygon Identifier (PROJPOLYID)
- Item 3 - Business Area Project ID (BAPID)
- Item 4 - Modification Date (MOD_DATE)
- Item 5 - Project Type (PROJ_TYPE)
- Item 6 - Project Name (PROJ_NAME)
- Item 7 - Project Map Scale (PROJ_SCALE)
- Item 8 - Ecosession Label (ECO_SEC)
- Item 9 - Biogeoclimatic Label (BGC_LBL)
- Item 10 - Ecosystem Label of Ecosystem Component 1 (ECOLBL_1)
- Item 11 - Ecosystem Decile of Ecosystem Component 1 (SDEC_1)
- Item 12 - Site Series Label of Ecosystem Component 1 (SITES_LBL1)
- Item 13 - Site Series Map Code Label of Ecosystem Component 1 (SITEMCLBL1)
- Item 14 - Structural Stage Label of Ecosystem Component 1 (STRCTLBL_1)
- Item 15 - Ecosystem Label of Ecosystem Component 2 (ECOLBL_2)
- Item 16 - Ecosystem Decile of Ecosystem Component 2 (SDEC_2)
- Item 17 - Site Series Label of Ecosystem Component 2 (SITES_LBL2)
- Item 18 - Site Series Map Code Label of Ecosystem Component 2 (SITEMCLBL2)
- Item 19 - Structural Stage Label of Ecosystem Component 2 (STRCTLBL_2)

- Item 20 - Ecosystem Label of Ecosystem Component 3 (ECOLBL_3)
- Item 21 - Ecosystem Decile of Ecosystem Component 3 (SDEC_3)
- Item 22 - Site Series Label of Ecosystem Component 3 (SITES_LBL3)
- Item 23 - Site Series Map Code Label of Ecosystem Component 3 (SITEMCLBL3)
- Item 24 - Structural Stage Label of Ecosystem Component 3 (STRCTLBL_3)
- Item 25 - Terrain Polygon Label (TER_LBL)
- Item 26 - Decile of Terrain Component 1 (TDEC_1)
- Item 27 - First Terrain Label (TERLBL_1A)
- Item 28 - First Subsurface Terrain Label (TERLBL_1B)
- Item 29 - Bedrock Type of Terrain Component 1 (BEDROCK_1)
- Item 30 - Decile of Terrain Component 2 (TDEC_2)
- Item 31 - Second Terrain Label (TERLBL_2A)
- Item 32 - Second Subsurface Terrain Label (TERLBL_2B)
- Item 33 - Bedrock Type of Terrain Component 2 (BEDROCK_2)
- Item 34 - Decile of Terrain Component 3 (TDEC_3)
- Item 35 - Third Terrain Label (TERLBL_3A)
- Item 36 - Third Subsurface Terrain Label (TERLBL_3B)
- Item 37 - Bedrock Type of Terrain Component 3 (BEDROCK_3)
- Item 38 - Geomorph Process Label (GEOP_LBL)
- Item 39 - Drainage Label (DRAIN_LBL)
- Item 40 - Field Check of Polygon (SMPL_TYPE)
- Item 41 - Theme Display 1 (THEME_1)
- Item 42 - Theme Display 2 (THEME_2)
- Item 43 - Theme Display 3 (THEME_3)
- Item 44 - Polygon Comments (POLY_COM)
- Item 45 - Map Legend Comments (LEGEND_COM)
- Item 46 - Map Legend Link (LEGEND_URL)
- Item 47 - Feature Code (FCODE)
- Item 48 - Polygon Stability Classification Type (PSTBCLS_TP)
- Item 49 - Error Summary (ERROR_SUM)

STE_TEM_ATTRIBUTE_POLYS_SVW

- Item 1 - TEIS Primary Key (TEIS_ID)
- Item 2 - Project Polygon Identifier (PROJPOLYID)
- Item 3 - Business Area Project ID (BAPID)
- Item 4 - Modification Date (MOD_DATE)
- Item 5 - Project Type (PROJ_TYPE)
- Item 6 - Project Name (PROJ_NAME)
- Item 7 - Project Map Scale (PROJ_SCALE)

- Item 8 - Ecosection Label (ECO_SEC)
- Item 9 - Biogeoclimatic Label (BGC_LBL)
- Item 10 - Ecosystem Label of Ecosystem Component 1 (ECOLBL_1)
- Item 11 - Ecosystem Decile of Ecosystem Component 1 (SDEC_1)
- Item 12 - Site Series Label of Ecosystem Component 1 (SITES_LBL1)
- Item 13 - Site Series Map Code Label of Ecosystem Component 1 (SITEMCLBL1)
- Item 14 - Structural Stage Label of Ecosystem Component 1 (STRCTLBL_1)
- Item 15 - Sensitive Ecosystem Label of Ecosystem Component 1 (SEILBL_1)
- Item 16 - Sensitive Ecosystem Class of Ecosystem Component 1 (SECL_1)
- Item 17 - Sensitive Ecosystem Subclass of Ecosystem Component 1 (SESUBCL_1)
- Item 18 - Condition of Ecosystem Component 1 (COND_1)
- Item 19 - Viability of Ecosystem Component 1 (VIAB_1)
- Item 20 - Ecosystem Label of Ecosystem Component 2 (ECOLBL_2)
- Item 21 - Ecosystem Decile of Ecosystem Component 2 (SDEC_2)
- Item 22 - Site Series Label of Ecosystem Component 2 (SITES_LBL2)
- Item 23 - Site Series Map Code Label of Ecosystem Component 2 (SITEMCLBL2)
- Item 24 - Structural Stage Label of Ecosystem Component 2 (STRCTLBL_2)
- Item 25 - Sensitive Ecosystem Label of Ecosystem Component 2 (SEILBL_2)
- Item 26 - Sensitive Ecosystem Class of Ecosystem Component 2 (SECL_2)
- Item 27 - Sensitive Ecosystem Subclass of Ecosystem Component 2 (SESUBCL_2)
- Item 28 - Condition of Ecosystem Component 2 (COND_2)
- Item 29 - Viability of Ecosystem Component 2 (VIAB_2)
- Item 30 - Ecosystem Label of Ecosystem Component 3 (ECOLBL_3)
- Item 31 - Ecosystem Decile of Ecosystem Component 3 (SDEC_3)
- Item 32 - Site Series Label of Ecosystem Component 3 (SITES_LBL3)
- Item 33 - Site Series Map Code Label of Ecosystem Component 3 (SITEMCLBL3)
- Item 34 - Structural Stage Label of Ecosystem Component 3 (STRCTLBL_3)
- Item 35 - Sensitive Ecosystem Label of Ecosystem Component 3 (SEILBL_3)
- Item 36 - Sensitive Ecosystem Class of Ecosystem Component 3 (SECL_3)
- Item 37 - Sensitive Ecosystem Subclass of Ecosystem Component 3 (SESUBCL_3)
- Item 38 - Condition of Ecosystem Component 3 (COND_3)
- Item 39 - Viability of Ecosystem Component 3 (VIAB_3)
- Item 40 - Terrain Polygon Label (TER_LBL)
- Item 41 - Decile of Terrain Component 1 (TDEC_1)
- Item 42 - First Terrain Label (TERLBL_1A)
- Item 43 - First Subsurface Terrain Label (TERLBL_1B)
- Item 44 - Bedrock Type of Terrain Component 1 (BEDROCK_1)
- Item 45 - Decile of Terrain Component 2 (TDEC_2)
- Item 46 - Second Terrain Label (TERLBL_2A)
- Item 47 - Second Subsurface Terrain Label (TERLBL_2B)

- Item 48 - Bedrock Type of Terrain Component 2 (BEDROCK_2)
- Item 49 - Decile of Terrain Component 3 (TDEC_3)
- Item 50 - Third Terrain Label (TERLBL_3A)
- Item 51 - Third Subsurface Terrain Label (TERLBL_3B)
- Item 52 - Bedrock Type of Terrain Component 3 (BEDROCK_3)
- Item 53 - Geomorph Process Label (GEOP_LBL)
- Item 54 - Drainage Label (DRAIN_LBL)
- Item 55 - Slope Range Label (SLOPE_LBL)
- Item 56 - Slope Stability Class with Roads Qualifier Flag (SLPSTBCLSR)
- Item 57 - Surface Erosion Potential Class of Terrain Polygon (SFCERO_POT)
- Item 58 - Landslide Induced Stream Sedimentation Class (LSSSED_CLS)
- Item 59 - Surface Erosion Sedimentation Class (SESED_CLS)
- Item 60 - Slope Stability Class Text (SSC_TXT)
- Item 61 - Surface Erosion Potential Class Text (SEP_TXT)
- Item 62 - Landslide Induced Stream Sedimentation Class Text (LISSC_TXT)
- Item 63 - Surface Erosion Sedimentation Class Text (SESC_TXT)
- Item 64 - Polygon Texture Class (POLY_TEX)
- Item 65 - Polygon Thickness Class (POLY_THK)
- Item 66 - Dominant Surficial Material (SURFM_DOM)
- Item 67 - Field Check of Polygon (SMPL_TYPE)
- Item 68 - Theme Display 1 (THEME_1)
- Item 69 - Theme Display 2 (THEME_2)
- Item 70 - Theme Display 3 (THEME_3)
- Item 71 - Polygon Comments (POLY_COM)
- Item 72 - Feature Code (FCODE)
- Item 73 - Polygon Stability Classification Type (PSTBCLS_TP)
- Item 74 - Error Summary (ERROR_SUM)

STE_TEM_LESS_THAN_20K_POLY_SVW

- Item 1 - TEIS Primary Key (TEIS_ID)
- Item 2 - Project Polygon Identifier (PROJPOLYID)
- Item 3 - Business Area Project ID (BAPID)
- Item 4 - Modification Date (MOD_DATE)
- Item 5 - Project Type (PROJ_TYPE)
- Item 6 - Project Name (PROJ_NAME)
- Item 7 - Project Map Scale (PROJ_SCALE)
- Item 8 - Ecosection Label (ECO_SEC)
- Item 9 - Biogeoclimatic Label (BGC_LBL)
- Item 10 - Ecosystem Label of Ecosystem Component 1 (ECOLBL_1)

- Item 11 - Ecosystem Decile of Ecosystem Component 1 (SDEC_1)
- Item 12 - Site Series Label of Ecosystem Component 1 (SITES_LBL1)
- Item 13 - Site Series Map Code Label of Ecosystem Component 1 (SITEMCLBL1)
- Item 14 - Structural Stage Label of Ecosystem Component 1 (STRCTLBL_1)
- Item 15 - Ecosystem Label of Ecosystem Component 2 (ECOLBL_2)
- Item 16 - Ecosystem Decile of Ecosystem Component 2 (SDEC_2)
- Item 17 - Site Series Label of Ecosystem Component 2 (SITES_LBL2)
- Item 18 - Site Series Map Code Label of Ecosystem Component 2 (SITEMCLBL2)
- Item 19 - Structural Stage Label of Ecosystem Component 2 (STRCTLBL_2)
- Item 20 - Ecosystem Label of Ecosystem Component 3 (ECOLBL_3)
- Item 21 - Ecosystem Decile of Ecosystem Component 3 (SDEC_3)
- Item 22 - Site Series Label of Ecosystem Component 3 (SITES_LBL3)
- Item 23 - Site Series Map Code Label of Ecosystem Component 3 (SITEMCLBL3)
- Item 24 - Structural Stage Label of Ecosystem Component 3 (STRCTLBL_3)
- Item 25 - Terrain Polygon Label (TER_LBL)
- Item 26 - Decile of Terrain Component 1 (TDEC_1)
- Item 27 - First Terrain Label (TERLBL_1A)
- Item 28 - First Subsurface Terrain Label (TERLBL_1B)
- Item 29 - Bedrock Type of Terrain Component 1 (BEDROCK_1)
- Item 30 - Decile of Terrain Component 2 (TDEC_2)
- Item 31 - Second Terrain Label (TERLBL_2A)
- Item 32 - Second Subsurface Terrain Label (TERLBL_2B)
- Item 33 - Bedrock Type of Terrain Component 2 (BEDROCK_2)
- Item 34 - Decile of Terrain Component 3 (TDEC_3)
- Item 35 - Third Terrain Label (TERLBL_3A)
- Item 36 - Third Subsurface Terrain Label (TERLBL_3B)
- Item 37 - Bedrock Type of Terrain Component 3 (BEDROCK_3)
- Item 38 - Geomorph Process Label (GEOP_LBL)
- Item 39 - Drainage Label (DRAIN_LBL)
- Item 40 - Field Check of Polygon (SMPL_TYPE)
- Item 41 - Theme Display 1 (THEME_1)
- Item 42 - Theme Display 2 (THEME_2)
- Item 43 - Theme Display 3 (THEME_3)
- Item 44 - Polygon Comments (POLY_COM)
- Item 45 - Map Legend Comments (LEGEND_COM)
- Item 46 - Map Legend Link (LEGEND_URL)
- Item 47 - Feature Code (FCODE)
- Item 48 - Polygon Stability Classification Type (PSTBCLS_TP)
- Item 49 - Error Summary (ERROR_SUM)

Terrain Mapping Feature Classes

STE_TER_ATTRIBUTE_POLYS_SVW

- Item 1 - TEIS Primary Key (TEIS_ID)
- Item 2 - Project Polygon Identifier (PROJPOLYID)
- Item 3 - Business Area Project ID (BAPID)
- Item 4 - Modification Date (MOD_DATE)
- Item 5 - Project Type (PROJ_TYPE)
- Item 6 - Project Name (PROJ_NAME)
- Item 7 - Project Map Scale (PROJ_SCALE)
- Item 8 - Terrain Polygon Label (TER_LBL)
- Item 9 - Decile of Terrain Component 1 (TDEC_1)
- Item 10 - First Terrain Label (TERLBL_1A)
- Item 11 - First Subsurface Terrain Label (TERLBL_1B)
- Item 12 - Bedrock Type of Terrain Component 1 (BEDROCK_1)
- Item 13 - Relation of Terrain Component 1 and 2 (COMREL1_2)
- Item 14 - Decile of Terrain Component 2 (TDEC_2)
- Item 15 - Second Terrain Label (TERLBL_2A)
- Item 16 - Second Subsurface Terrain Label (TERLBL_2B)
- Item 17 - Bedrock Type of Terrain Component 2 (BEDROCK_2)
- Item 18 - Relation of Terrain Component 2 and 3 (COMREL2_3)
- Item 19 - Decile of Terrain Component 3 (TDEC_3)
- Item 20 - Third Terrain Label (TERLBL_3A)
- Item 21 - Third Subsurface Terrain Label (TERLBL_3B)
- Item 22 - Bedrock Type of Terrain Component 3 (BEDROCK_3)
- Item 23 - Geomorph Process Label (GEOP_LBL)
- Item 24 - Drainage Label (DRAIN_LBL)
- Item 25 - Slope Range Label (SLOPE_LBL)
- Item 26 - Slope Stability Class with Roads Qualifier Flag (SLPSTBCLSR)
- Item 27 - Surface Erosion Potential Class of Terrain Polygon (SFCERO_POT)
- Item 28 - Landslide Induced Stream Sedimentation Class (LSSED_CLS)
- Item 29 - Surface Erosion Sedimentation Class (SESED_CLS)
- Item 30 - Slope Stability Class Text (SSC_TXT)
- Item 31 - Surface Erosion Potential Class Text (SEP_TXT)
- Item 32 - Landslide Induced Stream Sedimentation Class Text (LISSC_TXT)
- Item 33 - Surface Erosion Sedimentation Class Text (SESC_TXT)
- Item 34 - Polygon Texture Class (POLY_TEX)
- Item 35 - Polygon Thickness Class (POLY_THK)
- Item 36 - Dominant Surficial Material (SURFM_DOM)
- Item 37 - Original Map Label (ORIG_LBL)

TEI Digital Data

- Item 38 - Field Check of Polygon (SMPL_TYPE)
- Item 39 - Theme Display 1 (THEME_1)
- Item 40 - Theme Display 2 (THEME_2)
- Item 41 - Theme Display 3 (THEME_3)
- Item 42 - Polygon Comments (POLY_COM)
- Item 43 - Feature Code (FCODE)
- Item 44 - Polygon Stability Classification Type (PSTBCLS_TP)
- Item 45 - Error Summary (ERROR_SUM)

STE_TER_BIOTERRAIN_POLYS_SVW

- Item 1 - TEIS Primary Key (TEIS_ID)
- Item 2 - Project Polygon Identifier (PROJPOLYID)
- Item 3 - Business Area Project ID (BAPID)
- Item 4 - Modification Date (MOD_DATE)
- Item 5 - Project Type (PROJ_TYPE)
- Item 6 - Project Name (PROJ_NAME)
- Item 7 - Project Map Scale (PROJ_SCALE)
- Item 8 - Ecosection Label (ECO_SEC)
- Item 9 - Biogeoclimatic Label (BGC_LBL)
- Item 10 - Ecosystem Label of Ecosystem Component 1 (ECOLBL_1)
- Item 11 - Ecosystem Label of Ecosystem Component 2 (ECOLBL_2)
- Item 12 - Ecosystem Label of Ecosystem Component 3 (ECOLBL_3)
- Item 13 - Terrain Polygon Label (TER_LBL)
- Item 14 - Decile of Terrain Component 1 (TDEC_1)
- Item 15 - First Terrain Label (TERLBL_1A)
- Item 16 - First Subsurface Terrain Label (TERLBL_1B)
- Item 17 - Bedrock Type of Terrain Component 1 (BEDROCK_1)
- Item 18 - Decile of Terrain Component 2 (TDEC_2)
- Item 19 - Second Terrain Label (TERLBL_2A)
- Item 20 - Second Subsurface Terrain Label (TERLBL_2B)
- Item 21 - Bedrock Type of Terrain Component 2 (BEDROCK_2)
- Item 22 - Decile of Terrain Component 3 (TDEC_3)
- Item 23 - Third Terrain Label (TERLBL_3A)
- Item 24 - Third Subsurface Terrain Label (TERLBL_3B)
- Item 25 - Bedrock Type of Terrain Component 3 (BEDROCK_3)
- Item 26 - Geomorph Process Label (GEOP_LBL)
- Item 27 - Drainage Label (DRAIN_LBL)
- Item 28 - Slope Range Label (SLOPE_LBL)
- Item 29 - Slope Stability Class with Roads Qualifier Flag (SLPSTBCLSR)

- Item 30 - Surface Erosion Potential Class of Terrain Polygon (SFCERO_POT)
- Item 31 - Landslide Induced Stream Sedimentation Class (LSSSED_CLS)
- Item 32 - Surface Erosion Sedimentation Class (SESED_CLS)
- Item 33 - Slope Stability Class Text (SSC_TXT)
- Item 34 - Surface Erosion Potential Class Text (SEP_TXT)
- Item 35 - Landslide Induced Stream Sedimentation Class Text (LISSC_TXT)
- Item 36 - Surface Erosion Sedimentation Class Text (SESC_TXT)
- Item 37 - Polygon Texture Class (POLY_TEX)
- Item 38 - Polygon Thickness Class (POLY_THK)
- Item 39 - Dominant Surficial Material (SURFM_DOM)
- Item 40 - Field Check of Polygon (SMPL_TYPE)
- Item 41 - Theme Display 1 (THEME_1)
- Item 42 - Theme Display 2 (THEME_2)
- Item 43 - Theme Display 3 (THEME_3)
- Item 44 - Polygon Comments (POLY_COM)
- Item 45 - Map Legend Comments (LEGEND_COM)
- Item 46 - Map Legend Link (LEGEND_URL)
- Item 47 - Feature Code (FCODE)
- Item 48 - Polygon Stability Classification Type (PSTBCLS_TP)
- Item 49 - Error Summary (ERROR_SUM)

STE_TER_INVENTORY_POLYS_SVW

- Item 1 - TEIS Primary Key (TEIS_ID)
- Item 2 - Project Polygon Identifier (PROJPOLYID)
- Item 3 - Business Area Project ID (BAPID)
- Item 4 - Modification Date (MOD_DATE)
- Item 5 - Project Type (PROJ_TYPE)
- Item 6 - Project Name (PROJ_NAME)
- Item 7 - Project Map Scale (PROJ_SCALE)
- Item 8 - Terrain Polygon Label (TER_LBL)
- Item 9 - Decile of Terrain Component 1 (TDEC_1)
- Item 10 - First Terrain Label (TERLBL_1A)
- Item 11 - First Subsurface Terrain Label (TERLBL_1B)
- Item 12 - Bedrock Type of Terrain Component 1 (BEDROCK_1)
- Item 13 - Relation of Terrain Component 1 and 2 (COMREL1_2)
- Item 14 - Decile of Terrain Component 2 (TDEC_2)
- Item 15 - Second Terrain Label (TERLBL_2A)
- Item 16 - Second Subsurface Terrain Label (TERLBL_2B)
- Item 17 - Bedrock Type of Terrain Component 2 (BEDROCK_2)

TEI Digital Data

- Item 18 - Relation of Terrain Component 2 and 3 (COMREL2_3)
- Item 19 - Decile of Terrain Component 3 (TDEC_3)
- Item 20 - Third Terrain Label (TERLBL_3A)
- Item 21 - Third Subsurface Terrain Label (TERLBL_3B)
- Item 22 - Bedrock Type of Terrain Component 3 (BEDROCK_3)
- Item 23 - Geomorph Process Label (GEOP_LBL)
- Item 24 - Drainage Label (DRAIN_LBL)
- Item 25 - Slope Range Label (SLOPE_LBL)
- Item 26 - Slope Stability Class with Roads Qualifier Flag (SLPSTBCLSR)
- Item 27 - Surface Erosion Potential Class of Terrain Polygon (SFCERO_POT)
- Item 28 - Landslide Induced Stream Sedimentation Class (LSSSED_CLS)
- Item 29 - Surface Erosion Sedimentation Class (SESED_CLS)
- Item 30 - Slope Stability Class Text (SSC_TXT)
- Item 31 - Surface Erosion Potential Class Text (SEP_TXT)
- Item 32 - Landslide Induced Stream Sedimentation Class Text (LISSC_TXT)
- Item 33 - Surface Erosion Sedimentation Class Text (SESC_TXT)
- Item 34 - Polygon Texture Class (POLY_TEX)
- Item 35 - Polygon Thickness Class (POLY_THK)
- Item 36 - Dominant Surficial Material (SURFM_DOM)
- Item 37 - Original Map Label (ORIG_LBL)
- Item 38 - Field Check of Polygon (SMPL_TYPE)
- Item 39 - Theme Display 1 (THEME_1)
- Item 40 - Theme Display 2 (THEME_2)
- Item 41 - Theme Display 3 (THEME_3)
- Item 42 - Polygon Comments (POLY_COM)
- Item 43 - Map Legend Comments (LEGEND_COM)
- Item 44 - Map Legend Link (LEGEND_URL)
- Item 45 - Feature Code (FCODE)
- Item 46 - Polygon Stability Classification Type (PSTBCLS_TP)
- Item 47 - Error Summary (ERROR_SUM)

STE_TER_STABILITY_POLYS_SVW

- Item 1 - TEIS Primary Key (TEIS_ID)
- Item 2 - Project Polygon Identifier (PROJPOLYID)
- Item 3 - Business Area Project ID (BAPID)
- Item 4 - Modification Date (MOD_DATE)
- Item 5 - Project Type (PROJ_TYPE)
- Item 6 - Project Name (PROJ_NAME)
- Item 7 - Project Map Scale (PROJ_SCALE)

- Item 8 - Terrain Polygon Label (TER_LBL)
- Item 9 - Decile of Terrain Component 1 (TDEC_1)
- Item 10 - First Terrain Label (TERLBL_1A)
- Item 11 - First Subsurface Terrain Label (TERLBL_1B)
- Item 12 - Bedrock Type of Terrain Component 1 (BEDROCK_1)
- Item 13 - Relation of Terrain Component 1 and 2 (COMREL1_2)
- Item 14 - Decile of Terrain Component 2 (TDEC_2)
- Item 15 - Second Terrain Label (TERLBL_2A)
- Item 16 - Second Subsurface Terrain Label (TERLBL_2B)
- Item 17 - Bedrock Type of Terrain Component 2 (BEDROCK_2)
- Item 18 - Relation of Terrain Component 2 and 3 (COMREL2_3)
- Item 19 - Decile of Terrain Component 3 (TDEC_3)
- Item 20 - Third Terrain Label (TERLBL_3A)
- Item 21 - Third Subsurface Terrain Label (TERLBL_3B)
- Item 22 - Bedrock Type of Terrain Component 3 (BEDROCK_3)
- Item 23 - Geomorph Process Label (GEOP_LBL)
- Item 24 - Drainage Label (DRAIN_LBL)
- Item 25 - Slope Range Label (SLOPE_LBL)
- Item 26 - Slope Stability Class with Roads Qualifier Flag (SLPSTBCLSR)
- Item 27 - Surface Erosion Potential Class of Terrain Polygon (SFCERO_POT)
- Item 28 - Landslide Induced Stream Sedimentation Class (LSSED_CLS)
- Item 29 - Surface Erosion Sedimentation Class (SESED_CLS)
- Item 30 - Slope Stability Class Text (SSC_TXT)
- Item 31 - Surface Erosion Potential Class Text (SEP_TXT)
- Item 32 - Landslide Induced Stream Sedimentation Class Text (LISSC_TXT)
- Item 33 - Surface Erosion Sedimentation Class Text (SESC_TXT)
- Item 34 - Polygon Texture Class (POLY_TEX)
- Item 35 - Polygon Thickness Class (POLY_THK)
- Item 36 - Dominant Surficial Material (SURFM_DOM)
- Item 37 - Original Map Label (ORIG_LBL)
- Item 38 - Field Check of Polygon (SMPL_TYPE)
- Item 39 - Theme Display 1 (THEME_1)
- Item 40 - Theme Display 2 (THEME_2)
- Item 41 - Theme Display 3 (THEME_3)
- Item 42 - Polygon Comments (POLY_COM)
- Item 43 - Map Legend Comments (LEGEND_COM)
- Item 44 - Map Legend Link (LEGEND_URL)
- Item 45 - Feature Code (FCODE)
- Item 46 - Polygon Stability Classification Type (PSTBCLS_TP)
- Item 47 - Error Summary (ERROR_SUM)