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# Recreation Features Inventory

## Procedures and Standards Manual

Prepared by  
Ministry of Forests  
Forest Practices Branch

for the  
Resources Inventory Committee

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# Preface

This document sets out the procedures and standards for carrying out Ministry of Forests Recreation Features Inventories.

Like many other disciplines, the inventory of recreation features has a large component based on social science. It relies on common understanding and agreement amongst recreation professionals, in keeping with public perceptions, about the value of recreation feature and activity combinations in a given area. Though such values are inherently subjective, they are more realistic than a methodology based on numeric measures and mathematical formulae. The Ministry will seek consistency in the application of these standards through training, monitoring and auditing of contractors and staff.

Significant improvements over previous standards include:

- a decrease in workloads and costs as well as an increase in efficiency by:
  - improving the clarity and understanding of the procedures and standards;
  - reducing the number of data entities collected;
  - reducing the total number of polygons delineated;
  - mapping polygons by forest district rather than by BCGS mapsheet; and,
  - reducing paper consumption.
- more emphasis on quality assurance through monitoring and auditing of end-results.

Significant changes to previous standards include:

- assessing recreation significance at a local (forest district) level;
- assessing recreation sensitivity for all types of resource development and use; and,
- removing management class/feature class from the inventory.

This document is one of a family of procedures and standards documents currently being developed for the various component inventories of the Recreation Resources Inventory. This document replaces Section 4 of the 1995 *Recreation Resources Inventory Standards and Procedures Draft Report* Version 1.0 and its associated addendum: *Recreation Features Inventory: Checklist Key* Version 2.0 (the “1996” standards) as the Ministry’s procedures and standards for the Recreation Features Inventory.

Section 1.0 of this document introduces the Recreation Features Inventory and its relationship to previous features inventories as well as the overall Recreation Resources Inventory.

Section 2.0 sets out the administrative and contractual procedures specific to carrying out a Recreation Features Inventory.

Section 3.0 sets out the technical procedures and standards for carrying out a Recreation Features Inventory, including the Recreation Features Inventory Classification Form for recording collected data.

Section 4.0 sets out the implementation of a Recreation Features Inventory.

Section 5.0 provides a list of references.

Section 6.0 contains a glossary of terms.

These procedures and standards will be revised and updated on a needs basis and as time and resources permit.

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We would especially like to thank the following:

Members of the Recreation Inventory Working Group;  
Forest Region recreation officers;  
Forest Region recreation inventory specialists; and,  
Members of the Resources Inventory Committee.

We would also like to thank Forest District recreation staff who provided invaluable feedback, and the consulting community who undertook a number of contracts, contributing to the development of these procedures and standards.

Forest Practices Branch also wishes to gratefully acknowledge the funding provided by Forest Renewal British Columbia.

## Acronyms used in this Manual:

BCGS	British Columbia Geographic System	RFP	Recreation Features Polygon
FPB	Forest Practices Branch	RIC	Resources Inventory Committee
FRBC	Forest Renewal British Columbia	ROS	Recreation Opportunity Spectrum
IGDS	Intergraph Design System	RRU	Recreation Resource Unit
INCOSADA	Integrated Corporate Spatial and Attribute Data Base	SLUP	Strategic Land Use Plan
ISDD	Integrated Spatial Data Dictionary	TFL	Tree Farm License
NTS	National Topographic Series	TRIM	Terrain Resource Inventory Mapping
RFI	Recreation Features Inventory	TSA	Timber Supply Area
		VLI	Visual Landscape Inventory

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# 1.0 Introduction

## 1.1 Mandate

The mandate to develop and maintain a Recreation Features Inventory (RFI) is established in Sections 2, 3 and 4 of the *Forest Act*, and Part 1, Section 1 of the *Forest Practices Code of BC Act*. This mandate applies to all provincial Crown lands outside of parks and settled areas.

The *Forest Act* sets out the Ministry's responsibility for developing and maintaining an inventory of land and forests, and assessing and classifying land, including for wilderness and recreation. The *Forest Practices Code of BC Act* defines forest resources as inclusive of recreation resources and, in turn, recreation resources as inclusive of recreation features.

Section 28 (d)(ii) of the *Forest Act* requires that a Tree Farm License (TFL) management plan contain an inventory of recreation resources. Ministry policy (#1.1, *TFL Inventory*) stipulates that TFL licensees must carry out these inventories at their own cost and to Ministry standards.

## 1.2 Purpose of the Recreation Features Inventory

The purpose of the RFI is:

- to identify, classify and record biophysical, cultural and historic features for their recreational value within a local context (i.e., forest district); and
- to provide information about recreation features to land use planners and resource managers to assist them in making decisions on appropriate land uses, resource development objectives and management prescriptions. The inventory may be used as input to higher level plans or provincial initiatives. The inventory may also identify those recreation features that already have provincial recognition.

More specifically, the RFI:

- delineates the provincial land base into recreation feature polygons (RFPs) based on recreation features and the activities those features support;
- classifies those polygons in terms of their local significance (for providing recreation opportunities and supporting recreation activities) and sensitivity to alteration;
- serves as a basic tool to assist Forest Practices Code operational planning and Ministry recreation use management; and,
- enables the Ministry to meet its statutory responsibility to inventory forest resources, including recreation resources.

The RFI *does not* provide prescriptions for forest management.

### **1.3 Clients**

The primary clients of the RFI are:

- District managers (Forest Practices Code determinations);
- Operational staff (administration and referral of plans and activities);
- Land use planning tables (Regional plans, Land and Resource Management Plans, Local Resource Use Plans, etc.);
- Chief forester (Allowable Annual Cut determinations);
- Public;
- Licensees; and
- Other government agencies.

### **1.4 Role of this document**

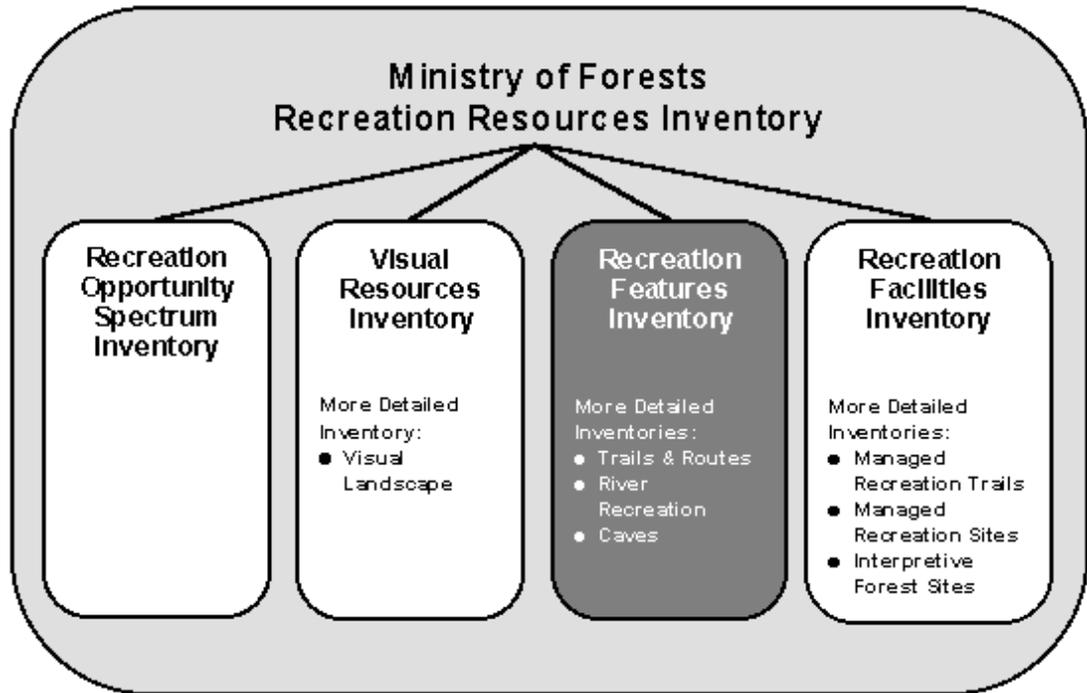
This document sets out the Ministry's procedures and standards for the RFI. These are consistent with the overall procedures and standards for the Recreation Resources Inventory and the related recreation planning and management processes that will be set out in any revisions to the Ministry *Recreation Manual*.

This document is:

- intended to serve as the primary reference document for matters related to RFI procedures and standards;
- intended for use by contractors, licensees, Ministry staff and other persons carrying out RFI projects; and,
- a standards and procedures manual, *not* a training manual.

### **1.5 Relationship to the Recreation Resources Inventory**

The RFI is one of the four main component inventories of the Recreation Resources Inventory. The other three are the: Recreation Opportunity Spectrum (ROS), Visual Resources and Recreation Facilities Inventories, as shown in Figure 1.



**Figure 1 - Relationship of the Recreation Features Inventory to the overall Recreation Resources Inventory**

As shown above, some of these component inventories may contain more detailed inventories, as required for input into planning and/or operational initiatives. For example, the RFI is currently complemented by three more detailed inventories: Trails & Routes, River Recreation and Caves. These three inventories provide more specific information on these recreation resources.

The other component inventories may provide additional information to the RFI and/or a context for rating feature significance and sensitivity, as follows.

- The ROS inventory may provide information on existing recreation experience settings and a context for relative amount of recreation use and user expectations.
- The Visual Landscape Inventory currently serves as one of the main inventories because the Visual Resources Inventory has yet to be defined or developed. The Visual Landscape Inventory may provide information on the location of important viewing opportunities (viewpoints), as well as information on viewer expectations.
- The Recreation Facilities Inventory provides more detailed information on the types and condition of existing human-made sites and structures used for recreational purposes. Recreation facilities also constitute an important part of the RFI and often represent the primary reason for recreation use of surrounding features. Thus, facilities are taken into account as cultural, historic or human-made “recreation features” in the RFI.

## 1.6 Relationship to recreation planning and management processes

The relationship of the RFI to recreation planning and management processes is shown in Table 1.

**Table 1: Relationship of the Recreation Features Inventory to recreation planning and management processes**

<p><b>Recreation Features Guidebook (under development)</b></p>	<ul style="list-style-type: none"> <li>• Provides procedures and standards for further assessment of RFPs that have been flagged by the inventory (RFP Sensitivity 0 or 1) (see Section 3.7).</li> <li>• Provides criteria for assessing RFP Sensitivity when reviewing development proposals. Serves to assess the degree to which a recreation feature might be impacted.</li> <li>• Provides guidelines for developing preferred, or more acceptable, management prescriptions.</li> </ul>
<p><b>District Recreation Planning (under development)</b></p>	<ul style="list-style-type: none"> <li>• The district recreation planning process is designed to take advantage of the data available from recreation resource inventories, including the RFI.</li> <li>• The district recreation planning process is designed to “make known<sup>1</sup>” current and potential recreation values, including recreation features, at the strategic planning level, and developing priorities and actions for managing recreation, at the operational level.</li> <li>• District recreation plans provide an additional vehicle for making recreation features information available to planning tables, including Strategic Land Use Plans and higher level plans.</li> </ul>
<p><b>Strategic Land Use Planning</b> <i>(Includes Regional Land Use Plans, PAS decisions, LRMPs, and Higher Level Plans under the FPC)</i></p>	<ul style="list-style-type: none"> <li>• Strategic Land Use Plans (SLUPs) have evolved to become the primary processes for identifying provincially significant recreation features.</li> <li>• The RFI records features identified by SLUPs, in areas where SLUPs have been approved, and, otherwise, provides input to SLUP processes.</li> <li>• Since SLUPs take features with provincial significance into account, the RFI focuses on identifying features based on local significance, particularly since these are not addressed elsewhere.</li> </ul>
<p><b>Recreation/ Tourism Strategies</b></p>	<ul style="list-style-type: none"> <li>• Recreation/Tourism strategies may use data from Ministry Recreation Resources Inventories.</li> <li>• The RFI incorporates data from a number of different agencies (e.g., Tourism, Highways, Parks, Environment), as appropriate.</li> </ul>
<p><b>Timber Supply Review</b></p>	<ul style="list-style-type: none"> <li>• The current status of the RFI will influence how recreation resources can best be incorporated into timber supply analyses.</li> <li>• Possible levels of inventory information are:             <ul style="list-style-type: none"> <li>• no data or incomplete data</li> <li>• inventory complete but not in digital format</li> <li>• inventory in digital format</li> </ul> </li> </ul> <p>Recreation features should be incorporated into timber supply analyses using the manual, <i>How To Factor Recreation Values into TSR Analyses</i>. Data and modeling assumptions should be made accordingly by the district manager.</p>

<sup>1</sup> Under the Forest Practices Code (Section 10(c)(ii) of the *Forest Practices Code of BC Act* and Section 15(2) of the Operational Planning Regulation), licensees must be informed of known resources four months before a forest development plan is submitted so they can be taken into account.

## 1.7 Relationship to previous Recreation Features Inventories

Previous ministry procedures and standards for the RFI are:

- Pre 1981: none;
- 1982 - 1990: Ministry directive on carrying out recreation inventory;
- *Recreation Manual*: Chapter 6, August 1991 (the “1991” standards);
- *Recreation Resource Inventory Standards and Procedures* (Draft Report), 1995
- *Recreation Features Inventory: Checklist Key*, June 1996 (the “1996” standards).

### Key differences

The key differences between the current and previous (“1996” & “1991”) standards are as follows:

Methodology/focus:

- improved clarity and understanding of procedures and standards;
- a greater focus on evaluating end results;
- reduction in workload;

Polygon delineation:

- provincial standards developed for polygon identification and delineation;
- polygons are recorded and mapped by forest district rather than BCGS mapsheet;

Classification Forms:

- the layout of the Classification Form has been changed to reduce workload (records 20 polygons per page rather than 1);

Polygon classification:

	1991	1996	1998
<b>Significance</b>	<ul style="list-style-type: none"> <li>level: provincial → local</li> <li>code: A, B, C, D</li> </ul>	<ul style="list-style-type: none"> <li>level: provincial → local</li> <li>code: A, B, C, D</li> </ul>	<ul style="list-style-type: none"> <li>level: local</li> <li>code: VH, H, M, L</li> <li>references included for provincially significant polygons noted elsewhere</li> </ul>
<b>Sensitivity</b>	<ul style="list-style-type: none"> <li>not inventoried</li> </ul>	<ul style="list-style-type: none"> <li>rating of: separate sensitivities to recreation and industrial resource development and use</li> <li>code: H, M, L</li> </ul>	<ul style="list-style-type: none"> <li>rating of: single, combined sensitivity to all resource development and use</li> <li>code: H, M, L</li> </ul>
<b>Management Class</b>	<ul style="list-style-type: none"> <li>defined as 'sensitivity to resource development'</li> <li>applied as a management prescription</li> <li>code: 0, 1, 2</li> </ul>	<ul style="list-style-type: none"> <li>not inventoried</li> </ul>	<ul style="list-style-type: none"> <li>not inventoried;</li> </ul>
<b>Feature Class</b>	<ul style="list-style-type: none"> <li>not inventoried</li> </ul>	<ul style="list-style-type: none"> <li>defined as 'overall importance to recreation' and determined as a prescribed combination of significance and sensitivity</li> <li>code: 0, 1, 2</li> </ul>	<ul style="list-style-type: none"> <li>not inventoried;</li> </ul>

Therefore, the 1998 standards:

- assess polygon significance only at the local level, rather than over a range of provincial to local;
- assess polygon sensitivity as a single, combined rating for all resource development and use, rather than only industrial resource (1991) or as separate resources and uses (1996); and,
- remove the management class (1991) and the feature class (1996)

Labels:

- RFP labels have been changed as follows:

1991	1996	1998	1998 label key
13004 02 A1 W3 E1 ajl B1 3	0004 A01 W04 V01 f00 h00 i01 B H 1	00004 A01 W04 V01 f00 h00 i01 H H	<i>...polygon number</i> <i>...recreation features</i> <i>...recreation activities</i> <i>...RFP significance/RFP sensitivity</i>

## 2.0 Administrative procedures

### 2.1 Roles and responsibilities

The roles and responsibilities for the RFI are set out in Table 2.

**Table 2 Roles and responsibilities for the Recreation Features Inventory.**

Participants	Roles and Responsibilities	Outputs
Branches <sup>2</sup>	<ul style="list-style-type: none"> <li>• Administer the inventory function (Ministry, Forest Renewal BC, Resources Inventory Committee, etc.)</li> <li>• Develop recommended policies for executive approval</li> <li>• Develop and maintain procedures and standards for data collection and data management</li> <li>• Provide technical advice, training and extension services</li> <li>• Carry out effectiveness audits of procedures and standards</li> </ul>	<ul style="list-style-type: none"> <li>• Administration</li> <li>• Recommended policies</li> <li>• Procedures and standards</li> <li>• Advice, training and extension services</li> <li>• Effectiveness audit reports</li> </ul>
Regions <sup>3,4</sup>	<ul style="list-style-type: none"> <li>• Coordinate inventory activities and ensure consistency between districts</li> <li>• Carry out inventories on behalf of districts where requested</li> <li>• Review draft policy, procedures and standards</li> <li>• Provide technical advice, training and extension services</li> <li>• Review inventories and accept inventories on behalf of the Chief Forester</li> <li>• Monitor implementation of procedures and standards</li> </ul>	<ul style="list-style-type: none"> <li>• Coordination</li> <li>• Inventories</li> <li>• Review comments</li> <li>• Advice, training and extension services</li> <li>• Recommendations</li> <li>• Monitoring reports</li> </ul>
Districts <sup>5</sup>	<ul style="list-style-type: none"> <li>• Carry out inventories (in-house or contract services)</li> <li>• Review inventories and provide comments to regions</li> <li>• inspect compliance with standards</li> </ul>	<ul style="list-style-type: none"> <li>• Inventories</li> <li>• Review comments</li> <li>• Inspections</li> </ul>
TFL Licensees <sup>5</sup>	<ul style="list-style-type: none"> <li>• Carry out inventories within their license area to Ministry standards (in-house or contract services)</li> </ul>	<ul style="list-style-type: none"> <li>• Inventories</li> </ul>
Other Agencies	<ul style="list-style-type: none"> <li>• Provide input to branches in the development of policies, procedures and standards</li> <li>• Provide input to districts and TFLs in carrying out inventories</li> </ul>	<ul style="list-style-type: none"> <li>• Input</li> </ul>

<sup>2</sup> A number of branches work together at headquarters level. These include the Forest Practices Branch, Information Management Group, Resource Inventory Branch, and Resource Tenures and Engineering Branch.

<sup>3</sup> Regional and branch staff work together in providing assistance to districts.

<sup>4</sup> It is essential that region and district staff develop and maintain sufficient knowledge and expertise (i.e. core competency) in the inventory to enable them to meet their responsibility for reviewing inventory work (i.e. TFL licensees and contractors).

<sup>5</sup> In some instances Forest Licensees carry out Recreation Features Inventories with non-ministry funding.

Participants	Roles and Responsibilities	Outputs
Consultants	<ul style="list-style-type: none"> <li>• Carry out inventories in accordance with contracts</li> </ul>	<ul style="list-style-type: none"> <li>• Inventories</li> </ul>
Public	<ul style="list-style-type: none"> <li>• Identify areas considered significant for recreation</li> <li>• Provide input on recreation use, expectations and concerns</li> </ul>	<ul style="list-style-type: none"> <li>• Input</li> </ul>

## 2.2 Contract administration

A *Recreation Resources Inventory Contract Management Manual* has been developed by the Ministry to provide a number of documents and templates to assist in administering the following types of Recreation Resources Inventories:

- Visual Landscape Inventory
- Recreation Features Inventory
- Recreation Opportunity Spectrum Inventory
- River Recreation Inventory
- Recreation Facilities Inventory (including recreation sites, forest interpretive sites, and recreation trails)
- Caves Inventory.

**IMPORTANT: The Ministry's *Contract Management Manual* sets out official contract management policy and procedures. The *Recreation Resources Inventory Contract Management Manual* has been developed to supplement, not replace, Ministry contract policy and procedures.**

The current *Recreation Resources Inventory Contract Management Manual* provides improvements over the previous version that enable users to adapt and combine templates in order to produce Standards Agreements or Service Contracts that meet their local needs, while maintaining the required legal terminology and a relatively consistent format across the province for the benefit all parties.

## 2.3 Quality assurance

The collection and maintenance of RFI data will be monitored and audited so that the data meets acceptable quality standards, by:

1. Developing and maintaining provincial standards, in coordination with other policy initiatives related to Recreation Resources Inventory data collection.
2. Developing and maintaining a qualified work force (staff and contractors) to carry out Recreation Resources Inventories by providing:
  - advice for inventory activities;
  - orientation sessions as required; and
  - appropriate training materials.
3. Developing and maintaining standards for contract administration, including:
  - standard contract templates;
  - competency evaluations; and
  - compliance inspections.
4. Monitoring and assessing the effectiveness of procedures and standards and the status of existing data, through effectiveness audits, by:

- assessing the reliability and consistency of data; and,
  - monitoring products submitted by individual contractors.
5. Maintaining the integrity of inventory data, particularly at the data capture stage, by:
- building automatic checking procedures into the attribute data capture processes; and
  - promoting quality assurance activities at the district (inspection), region (monitoring), and branch (auditing) levels.

## **3.0 Technical procedures and standards**

The steps involved in carrying out a RFI project are shown in Figure 2.

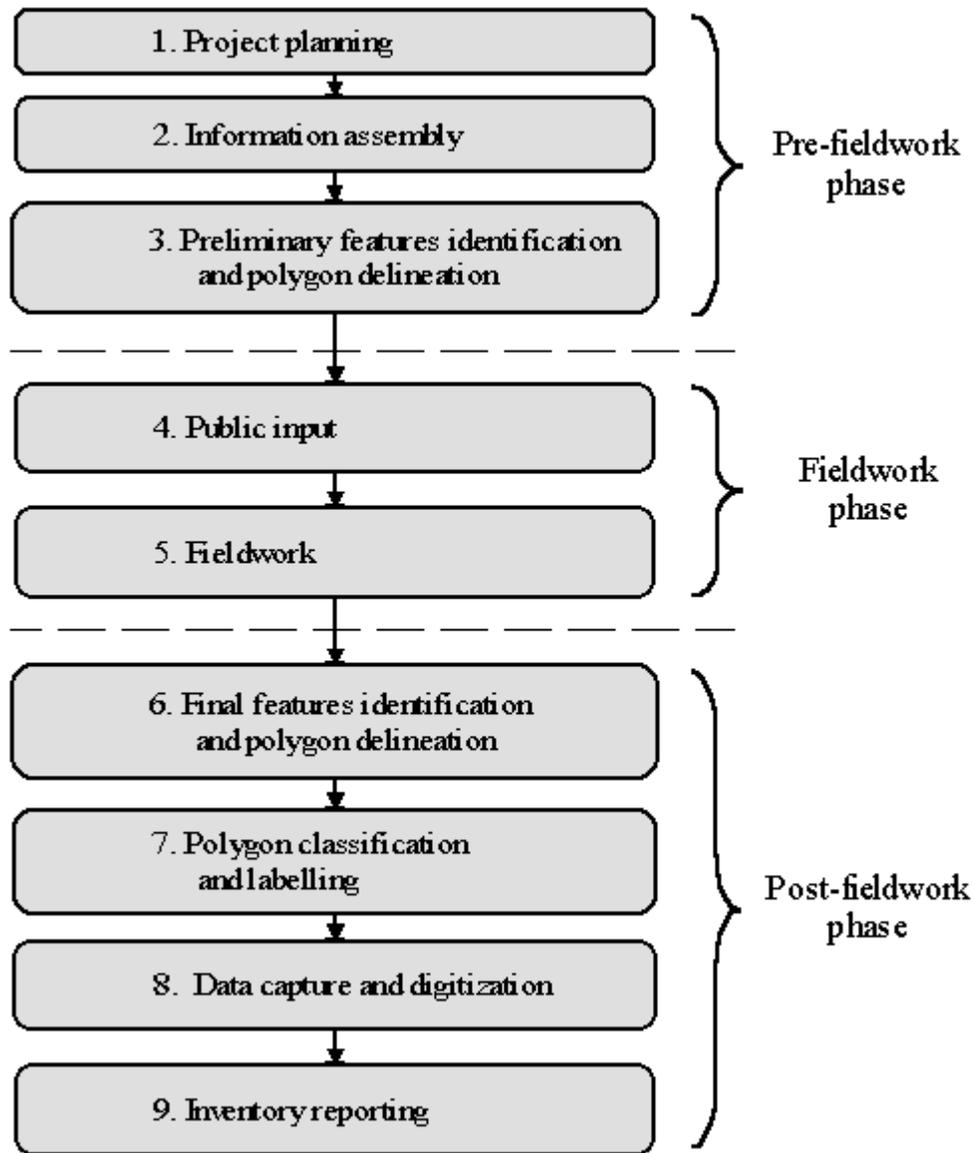


Figure 2 - Steps involved in carrying out a Recreation Features Inventory project

### 3.1 Project planning<sup>6</sup>

Project planning is the identification of the specific actions and expected timelines, along with the resources required, for carrying out a project from concept to completion. Project planning pertains to projects where funding is already in place. It is *not* Ministry business planning.

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<sup>6</sup> This section does not address project planning in general. It only sets out direction and advice specific to project planning as it relates to Recreation Features Inventory projects.

A work progress plan<sup>7</sup> should be prepared for each RFI project. The work progress plan should provide project milestones in relation to outputs and staff time. If a RFI project is contracted out, the work progress plan should be approved by the Ministry representative.

The preparation of the work progress plan should consider the following factors:

- expected weather conditions and forecasts for the study area;
- the most suitable season for fieldwork (usually late spring to early fall);
- access to, and throughout, the study area (e.g., there may be temporary road closures or hazards, or limited air access);
- the most appropriate modes of transportation (e.g., usually the same as a typical recreation user and may include an overview flight of the area);
- appropriate clothing and footwear for fieldwork;
- appropriate field supplies: (e.g., compass, binoculars, camera, including an extra for backup, film and batteries, 2-way radio, GPS unit, etc.);
- a safety plan for fieldwork that complies with Workers Compensation Board standards;
- public input in the early stages of the project; and,
- the production of a sample map and classification form for review and approval by the Ministry in the early stages of a project.

### **3.2 Information assembly**

Information assembly is the collecting, organizing and summarizing of pertinent information needed to carry out an inventory project.

Information assembly should include:

- collecting pertinent information from individuals and groups (e.g., government agencies, private industries, non-government organizations, and the public, as listed below);
- reviewing existing documents, where applicable; and,
- preparing a summary of findings and an initial contact list.

**The key individuals and groups that should be consulted are:**

**Government:**

- Ministry of Forests (forest district and region recreation staff)
- Ministry of Small Business, Tourism and Culture (headquarters staff at Corporate Services and Land Use Branch: Tourism Policy and Land use<sup>8</sup>; Heritage Branch: Heritage Programs; and Archaeology Branch<sup>9</sup>)

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<sup>7</sup> Referenced in Article 7 of the MoF Standards Agreement (FS1001) and Article 6 of the Operational Services Contract (FS1000).

<sup>8</sup> May have information on areas with tourism values and have listings of commercial operators.

- Ministry of Environment, Lands and Parks (BC Parks district staff<sup>10</sup>; area conservation officers<sup>11</sup>; regional land administration staff)
- Ministry of Fisheries
- Federal Canadian Heritage Department/ Parks Canada (staff at district offices)
- Ministry of Energy and Mines (Petroleum Lands Branch and Geological Survey Branch)
- Ministry of Transportation and Highways
- First Nations
- Crown Corporations such as BC Hydro and Power Authority, BC Ferries, FRBC and Tourism BC
- Regional Districts
- others as required

**Non-government organizations:**

- Commercial recreation businesses and/or organizations (e.g. Cariboo Tourism Association)
- Non-profit recreation clubs and organizations (e.g. provincial: Outdoor Recreation Council; local hiking and fishing clubs)
- Forest licensees and other industry representatives (e.g., mining, fishing)
- Chambers of Commerce
- public at large (letters, submissions, etc.)
- others as required

**The key documents that should be consulted are:**

- the current RFI
- related Recreation Resource Inventories (e.g., VLI and ROS inventories)
- other resource inventories (e.g. forest cover, terrain classification, wildlife habitat, roads)
- Ministry plans (both strategic and operational)
- other plans (including strategic land use plans, higher level plans; and management plans)
- recreation use/value statistics (from the Ministry of Forests and other ministries - such as park use numbers; recreation user days at Forest Service recreation sites; hunting and fishing statistics; wilderness monitoring sampling plots information)
- related studies, reports, and periodicals
- others as required

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<sup>9</sup> **Note:** only known archaeological sites that are important to recreation may be shown on a recreation resource inventory map. Because of the sensitive nature of these sites, consultation is recommended with First Nations, the Ministry Aboriginal Branch, and MSBTC Archaeology Branch.

<sup>10</sup> May have information on use, trends and issues within their parks and may have concerns or recommendations on areas outside of parks, as related to recreation.

<sup>11</sup> May have information on wildlife viewing opportunities.

### **3.3 Preliminary features identification and polygon delineation**

Preliminary features identification and polygon delineation is the initial identification and mapping of polygons that support, or have the potential to support, one or more recreation activities. A recreation feature is considered key or important if it contributes to the support of one or more recreation activities within a polygon.

Preparation for preliminary features identification includes:

- having ready access to all the data collected at the information assembly stage; and,
- becoming familiar with the provincial standard (i.e., the list of recreation features, their codes and definitions, and the list of recreation activities and their codes. See below.).

#### **Preliminary features identification**

**The provincial standards include comprehensive lists of possible recreation features and activities as set out in Appendices 2 and 3. Only those features listed will be accepted into the RFI database because of the automatic checking procedures built into the attribute data capture processes. This is to ensure consistency, within the Ministry and between all users, and to maintain data integrity.**

**The procedures for preliminary features identification are:**

- using the information collected during information assembly, transfer and list the feature and activity codes on a 1:50,000 scale base map (referred to as the working map); and,
- using air photos and the working map, identify any additional recreation features and related activities that may not have been identified during information assembly.

Once preliminary features are identified, the working map should be reviewed to ensure that all contributing recreation feature and activity codes are identified.

#### **Preliminary polygon delineation**

Preliminary polygon delineation is the initial mapping of recreation feature polygons (RFPs) on the working map.

RFPs are closed line boundaries representing discrete, non-overlapping, irregular shaped areas of land and water encircling a recreation feature or combination of features that support, or have the potential to support, one or more recreation activities.

### The procedures for delineating RFPs are:

- using the working map, delineate larger polygons that include similar features at a general level by drawing lines along the edge of plains and valley bottoms, alpine areas, and foreshore and water bodies that have a supportive relationship between recreation features and activities.
- once these larger polygons are delineated, they should be subdivided into more detailed RFPs to more accurately identify key recreation features and supporting activities. This should be done by considering the following points:
  - key recreation features are those with the greatest ability to support recreation activity and may be the main reason(s) for people choosing to visit the features in a polygon;
  - key features are not necessarily *all* possible recreation features within a polygon. Up to eight recreation features and activities may be identified; however, most polygons will only have about three identified;
  - the working map and information from field notes should be used to rank the identified key recreation features and activities within a polygon based on their relative importance;
  - polygons should include combinations of recreation features and related activities, in most cases, rather than a single feature or activity;
  - all polygons should have at least one associated recreation activity;
  - delineation should take into account the distribution of the features, their recreation significance and sensitivity;
  - in general, smaller polygons will likely have higher significance and sensitivity classifications than larger polygons
  - polygons should be delineated to provide 100% continuous coverage regardless of legal tenure. RFPs should include private and park lands for continuity purposes. Where a private or protected area is relatively large (e.g., Strathcona Provincial Park), a cooperative agreement with the tenure holder and additional resources may be required before carrying out that portion of an inventory. If such an agreement with the tenure holder and additional resources are not in place, the remaining polygon should be identified as an Unclassified Area (UA). In such cases, polygons should extend into the private or park lands and be completed using the above criteria for polygon delineation. In summary, a legal boundary<sup>12</sup> is not used as a polygon boundary.

### 3.4 Public input<sup>13</sup>

Public input is the process of obtaining and recording of public preferences, concerns, views and values regarding recreation resources.

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<sup>12</sup> Legal boundaries will be digitized only once on an “administrative layer” within the corporate database rather than in each inventory.

<sup>13</sup> Note: public input for a Recreation Features Inventory project should *not* be confused with public involvement in land use and operational planning.

The purpose of public input is to:

- provide the public with an opportunity to help identify or verify recreation features and activities; and,
- inform the public about the purpose, role and benefits of the inventory within the overall Ministry planning framework.

The following should be considered in undertaking public input as part of a recreation inventory:

- before initiating public input, approval should be obtained from the district manager;
- where the inventory is contracted, consultants should meet with the contract manager before seeking public input and before commencing field work;
- where public input is solicited, it should be made clear to participants that their role is to provide input, not to take part in consultation, negotiation or decision-making. The type of information being sought should also be made clear, as follows:
  - location of recreation features valued by the public;
  - location and types of recreation activities carried out by the public;
  - an indication of the amount of recreation use; and,
  - user expectations and concerns;
- public input should be solicited in the early stages of an inventory project. Invitations to provide views and concerns should go to the First Nations, government agencies, non-government organizations, interest groups and industrial or commercial businesses with an interest in recreation values. Public input may be solicited through advertisements in local newspapers, open houses and/or mail-out questionnaires. If the input received is insufficient, further surveys may be done during fieldwork;
- members of the public should be told how their input was incorporated. Public input and any concerns should be addressed in the inventory report (see Section 3.8). All public comments should be documented in an appendix to the inventory report (including a copy of the newspaper add requesting input from the public); and
- public input should be undertaken, if possible, in consultation and cooperation with other Ministry departments, as well as other ministries and organizations, to limit the number of requests for similar input from the public.

### **3.5 Fieldwork**

Fieldwork is the process of validating preliminary information and public input by checking polygons on the ground.

The purpose of fieldwork, therefore, is to “ground truth” a selected, representative number of RFPs, as a final stage of information gathering, before final features identification and polygon delineation. Although fieldwork is completed after the pre-fieldwork phase, the anticipated fieldwork should be taken into account during project planning *before* recreation features are identified, polygons delineated and public input solicited.

In general, as a rough provincial standard, approximately five percent of the RFPs should be visited in the field. The criteria for determining how much fieldwork is to be done and which polygons will be field checked are:

- the existing classification of the polygon. Polygons with high significance and sensitivity classifications, are a higher priority to field check; i.e., an RFP Significance of ‘VH’ combined with an RFP Sensitivity of ‘H’ is the highest priority. This is because these polygons are both the most important for recreation and the most likely to constrain timber supply; hence the most important to classify correctly;
- the degree of confidence in existing data;
- the number and/or importance of issues or concerns arising from planning processes or management practices;
- the need for photographs of representative or specific features;
- the availability of resources; and,
- the suitability of conditions (season, weather, etc.).

### 3.6 Final features identification and polygon delineation

Final features identification and polygon delineation is the finalizing of the features and activities to be identified in each polygon and the mapping of final polygon boundaries.

The procedures set out in Section 3.3 *Preliminary features identification and polygon delineation* also apply to this step. Any new, pertinent information about recreation features and activities in the study area, obtained during public input or field work, should be added to the working map that was developed earlier. Polygons should then be revised or refined as needed.

The *Recreation Features Inventory Training Manual* (under development) will provide further guidance and specific examples on revising and refining final RFPs.

### 3.7 Polygon classification and labeling

Polygon classification and labeling is the classifying and labeling of each RFP in accordance with the standards set out in this section and using the Recreation Features Inventory Classification Form in Appendix 4.

A separate line should be completed on the RFI Classification Form for each RFP (see Figure 3 and Appendix 4). This form replaces the *Recreation Features Inventory: Checklist Key* (1996). RFP labels can be automatically generated from the RFI database using software which is available from the Ministry to facilitate standardized data capture and provide quality assurance measures (see the current *Digital Data Specifications and Standards*).

The *RFI Classification Form* is comprised of five sections, each containing the field numbers shown below:

Section I: Administrative information (field no.’s 1-7)

Section II: Features and activities identification (field no.’s 8 &9)

Section III: Significance and sensitivity (field no.’s 10-15)

Section IV: Photographic point data (Side B of classification form) (field no. 16); and

Section V: Statements of rationale/comments (Side B of classification form) (field no.17).



**6****Map number**

Record one BCGS map number that reflects the general location of the polygon in the district. Include leading zeros for map sheet numbers under 100 (e.g., 093G004).

**7****RRU number**

A Recreation Resource Unit (RRU) is an administrative boundary delineating broad recreation resource areas within a forest district. An RRU is used as a database reporting unit for summarizing and highlighting Recreation Resources Inventories.

Record the four digit RRU number (eg. 0001), if available.

**Section II: Features and activities identification****8****Recreation features** (see Appendix 1 for codes and Appendix 3 for definitions)

Record the appropriate recreation feature code/s to a maximum of 8 for each polygon. First, enter the feature considered to be of the greatest importance to recreation, then list<sup>14</sup> the remaining features in descending order of importance. Include the leading zero in feature codes (e.g. L01).

Only the top 3 feature codes will be shown in the RFP map label.

**9****Recreation activities** (see Appendix 2 for codes)

Record the appropriate recreation activity code(s) to a maximum of 8 for each polygon. First, enter the activity considered to be of greatest importance to recreation, then list<sup>15</sup> the remaining activities in descending order of importance. Indicate *existing* activities by using an upper-case letter (e.g., A01) and *potential* activities by using a lower case letter (e.g., a01).

*All* activities should be listed in order of importance, whether existing or potential. That is, a potential activity may be listed before an existing activity or vice versa, if it has greater importance. Include leading zeros in activity codes (e.g. a01).

Only the top 3 activity codes are shown in the RFP map label.

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<sup>14</sup> If the features list does not provide a feature that matches the information available (pre-fieldwork or fieldwork) then use: a) the general features code (e.g., L00), or, b) the miscellaneous feature code (i.e., x), but *only* if a feature does not fit under one of the general features codes. In either case, explain in the statement of rationale.

<sup>15</sup> If the activities list does not provide an activity that matches the information available (pre-fieldwork or fieldwork) then use: a) the general activities code (e.g., a01), or, b) the miscellaneous activity code (i.e., x), but *only* if an activity does not fit under one of the general activity codes. In either case, explain in the statement of rationale.

### Section III: RFP Significance and sensitivity

**Each Recreation Features Inventory polygon classification applies to the combination and interaction of all recreation features identified within the polygon relative to other polygons within the forest district.**

#### **10 RFP Significance**

RFP Significance is a subjective rating used to indicate the relative importance of the polygon to recreation. Record the appropriate RFP Significance code:

VH = very high importance

H = high importance

M = moderate importance

L = low importance

#### **11 RFP Significance factors**

Using the factor codes (a-f & x) listed below, record the top 3 factors contributing to the RFP Significance rating in descending order of importance:

##### **a. Activity attraction capability**

Activity attraction capability is the overall potential of the features within the polygon to attract recreation use (e.g., the suitability of the features to support the identified activities -- not the actual use numbers);

##### **b. Uniqueness**

Uniqueness is the distinctiveness or unusual characteristics of the feature or combination of features (e.g., tallest tree, largest grove of cedar, highest waterfall, longest cave);

##### **c. Scarcity**

Scarcity is a measure of the relative occurrence of the feature or combination of features (e.g., one of only a few hot springs in a forest district);

##### **d. Scenic view**

Scenic views are areas which are important to a viewing activity which may occur within or outside of the RFP.

##### **e. Amount of current recreation use**

Amount of current recreation use is an estimate of the current number of people using a polygon relative to similar polygons in the same ROS class within the forest district;

##### **f. Accessibility**

Accessibility is the relative influence of access on the recreation features or activities within the polygon (i.e., easy access to the polygon may either enhance or detract from its recreation importance, depending on the specific features and supporting activities);

**13 x. Other**

Any other factors contributing to the significance of the polygon.

**12 RFP Sensitivity**

RFP Sensitivity is a subjective rating indicating the relative vulnerability of the recreation features to potential alterations caused by resource development. When comparing RFPs, the higher the sensitivity, the more likely a given alteration may negatively impact the recreation resource and/or cause public concern, and the lower the sensitivity, the less likely a given alteration may negatively impact the recreation resource and/or cause public concern..

Record the appropriate RFP Sensitivity code:

**H = high**; if development occurred it would likely result in a major impact to recreation resources and/or public concern

**M = moderate**; if development occurred it would likely result in moderate impact

**13** to recreation resources and/or public concern

**L = low**; if development occurred it would likely result in little impact to recreation resources and/or public concern

**Sensitive features**

**14** Using the recreation feature codes (see Appendix 1), record the top three sensitive recreation features in descending order of sensitivity (i.e., the first feature recorded would be the most sensitive to alteration).

**Type of alteration**

If applicable, record the codes (a-i & x) for the most dominant type of human-caused alterations, using the following list:

- a) timber harvest openings
- b) transportation routes (road, rail, airfields)
- c) power, seismic or pipeline corridors
- d) mining, quarries, gravel pits, dumps
- e) structural (bridges, buildings, docks, floats)
- f) agricultural developments
- g) settlements
- h) recreation use areas (ski hills, sites, trails)
- i) aquaculture developments
- x) other types of alteration (record type in the statement of rationale)

**15 Provincial recognition**

If the polygon or any recreation feature within it has been recognized in a higher level plan, strategy or inventory, record a “Y” (yes). If not, record an “N” (no). Examples of some of the plans, etc. are:

- Regional Land Use Plan
- PAS Goal 2 Candidate
- Land & Resource Management Plan
- Resource Management Zone
- Landscape Unit
- Sensitive Area
- Operational Plan (e.g., 5 year Development Plan)
- TFL Management Plan
- Interpretive Forest Site, Recreation Site or Recreation Trail
- Recreation/Tourism Strategies
- Park management strategies
- Archaeological management strategies
- Other

**SIDE B: Recreation Features Inventory Classification Form**

Item	Reference 1	Reference 2	Reference 3	Polygon #	Statement of rationale/comments
Photographer					
Photopoint #	16				17
Direction of view #					
Compass bearing 0-360°					
Roll/Tape #					
Start frame #					
End frame #					
Slide/print/video					
BCGS map #					
Item	Reference 4	Reference 5	Reference 6		
Photographer					
Photopoint #					
Direction of view #					
Compass bearing 0-360°					
Roll/Tape #					
Start frame #					
End frame #					
Slide/print/video					
BCGS map #					

**Figure 4 - Key to Side B of the Recreation Features Inventory Classification form**

**Section IV: Photographic point data (on side B of the classification form)**

**16 Photo reference**

Record the photo point<sup>16</sup> location and photo identification data needed to track slide, print and video photographs of recreation features and/or activities taken from a photo point. The photo reference is comprised of nine components, as follows:

**Photographer**

Record the name of the photographer (last name, first initial).

<sup>16</sup> A photo point is a fixed point from which a print, slide or video is taken.

**Photo point #**

Record the photo point number, referencing a photo point location on the map. It ranges from 1 - 9999 and is unique for every project.

**Direction of View #**

Record the references for each viewing direction from a given photo point. Up to 9 directions may be recorded.

Since there may be more than one viewing direction from any given viewpoint, it is necessary to record a reference number to indicate which viewing direction is being referenced. Direction of View reference numbers are unique to each photo point, starting with 1 and increasing consecutively to a maximum of 9 as required.

**Compass Bearing (0 - 360 degrees)**

Record the approximate compass bearing in horizontal azimuth degrees from a photo point to the center of the feature or scene.

**Roll/Tape #**

Record a unique number (1-9999) for the roll of film or videotape.

**Start Frame #**

Record the beginning frame number (of the single or a range of print, slide, or video<sup>17</sup> frame numbers) for the pictures taken on that roll. This number ranges from 1-9999.

**End Frame #**

Record the last print, slide, or video frame number taken for a range of pictures on a roll. This number ranges from 1-9999.

**Slide / Print / Video**

Record the type of visual medium used: slide (S), print (P) or videotape (V).

**BCGS Map # of Photo point**

Record the BCGS map number which contains the photo point (the photo point may not be within the same BCGS map as the RFP). The map number is used as a reference to make it easier to locate the photo point.

Note: there are six photo point reference columns available on side B of the classification form. Complete a separate column for each direction of view (leave blank if any are not applicable). Additional sheets may be attached to the classification form if required.

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<sup>17</sup> For videos, the frame number may be shown in minutes and seconds.

## Section V: Statement of Rationale/Comment (on side B or separate sheet)

### 17 Statement of Rationale/Comment

Using side B of the classification form, list and record the polygon number with its accompanying statement of rationale/comment. Additional sheets may be attached to the classification form as required.

A statement of rationale is a justification for the RFP Sensitivity and is required for all polygons with an RFP Sensitivity of “H” or “M.”

A comment should be recorded to capture additional, pertinent information (e.g., the name of a mountain or lake) that has not been recorded elsewhere on the classification form.

## 3.8 Data capture and digitization

Data capture and digitization are the recording and digital mapping of data resulting from a RFI project. The provincial standards for data capture and digitization of recreation resources inventories, including all component inventories, are:

- *The Recreation Resources Inventory Digital Data Specifications and Standards Manual*\* -- this document includes data capture standards and a data dictionary (ISDD) – with line weights, colors, fonts, and quality assurance specifications for recreation resources inventory.
- Recreation Resources Inventory (QUAD) Base Map(s)\* -- the recreation resources inventory data is drafted and digitized onto this Base Map.
- Recreation Resources Inventory legends\* -- the applicable legend must surround the Base Map containing the recreation resources inventory data. (*NOTE: Legends for RFA, RIV, and CAV inventory(s) are not available from branch at the release of these standards - contact branch for advice*).
- *Recreation Inventory System (RIS)*\* -- this software is designed to capture and report on recreation resources inventory data. (*NOTE: The RFA and RIV components of the RIS are not available from branch at the release of these standards - contact branch for advice*).
- digital labeler\* -- this software is designed to query the RIS System and generate labels for recreation resources inventory data. (*NOTE: The RFA, RIV, and CAV components of the labeler are not available from branch at the release of these standards - contact branch for advice*).
- MAPS 3D projects\* -- including Cell Libraries, color tables, and plotter driver (HP650c).

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\* Version as specified in the standards agreement or services contract.

## 3.9 Inventory reporting

Inventory reporting is the documenting of the methodology and data of a RFI project, including maps, as well as any issues or recommendations. An inventory report should be prepared for each RFI project using the following format:

Title page

Preface

Acknowledgements

Executive summary

Table of contents

List of figures

Reference Map

- Include a map showing the study area boundary and RRU boundaries (with name and number) if available with scale bar and north arrow

1.0 Introduction

- include project objectives and background information

2.0 Methodology

3.0 Recreation resource units (if applicable)

- record the RRU number, name and a brief description; list polygons in ascending order (may be generated from the reporting function in the RIS data entry program).

4.0 RFPs

- show the RFP label (automatically generated from the reporting function in the RIS data entry program by polygon number in ascending order) with the accompanying statement of rationale/comment beside it.

5.0 Issues and recommendations

6.0 References

Appendices

- Copies of advertisement and/or letter requesting public input
- List of project participants including mailing address and phone number where provided
- Original copies of all documents submitted by project participants and/or notes taken during interviews
- All print, slide, video media and related negatives catalogued by roll number, frame number, photo point/rating point number, polygon number, and date (yyyy/mm/dd).
- RFI maps and/or digital files as specified in the Schedule 'A' Deliverables section of the Standards Agreement or Services Contract
- RFI Attribute Database as specified in the Schedule 'A' Deliverables section of the Standards Agreement or Services Contract
- Data cleaning report when specified in the Schedule 'A' Deliverables section of the Standards Agreement or Services Contract
- Record of how public input was taken into account (see Section 3.4)
- Other requirements when specified in the Schedule 'A' Deliverables section of the Standards Agreement or Services Contract

# 4.0 Implementation

## 4.1 Release of standards

The release of RFI standards will be consistent with:

- Resources Inventory Committee version control policies; and
- Ministry of Forests change-management policies

Release of standards will be accompanied by suitable communication and documentation (resources permitting).

## 4.2 Training

Training will be carried out consistent with:

- Resources Inventory Committee policies
- Ministry of Forests policies and priorities; and,
- Ministry of Forests data custodian and application custodian roles and responsibilities.

## 4.3 Testing

Earlier drafts of these standards have undergone preliminary testing. Further testing will be ongoing through experience gained from actual use in operational settings and feedback from users.

In order to maintain the quality of the RFI data, and in view of the subjectivity inherent in this type of inventory, the Ministry will, on an ongoing basis, specifically monitor, audit and test for consistency in the application of standards and in the implementation of procedures (see Section 2.3).

## 4.4 Rollover

Inventory rollover is the “quick fix” that may be applied to existing inventory data whenever inventory standards are changed. Rollover is normally restricted to the automated conversion of existing digital data. It is carried out in accordance with prescribed rules or “logic,” to enable maps, summaries and other inventory projects to be generated and displayed in the new standards. This includes formats, terminology, etc.

Inventory rollover is *not* inventory update. Inventory update is the correcting of errors and/or the application of new versus old standards to obtain new data.

Inventory rollover leads to three categories of inventory data, any or all of which may be the most appropriate to use in a particular area or application. These categories are:

**old data** - data collected to old standards and displayed in old standards' format;

**rolled-over data** - data collected to old standards and displayed in new standards' format

**new data** - data collected to new standards and displayed in new standards' format

The rollover of existing Ministry RFI data is currently being addressed through a Recreation Resources Inventory Rollover Project.

This project consists of rolling over existing data (1. hard copy; 2. local digital information; and, 3. provincial forest inventory database) to 1996 standards. This rollover has a significant manual component because not all existing data is in digital format or of sufficient quality to enable a fully automated rollover. Once all existing data has been rolled over to the 1996 standards, it will be ready for fully automated rollover to these and any future standards. For a detailed description of the current rollover project, see Appendix 6.

## **4.5 Updating of standards**

These procedures and standards will be revised and updated on a needs basis and as time and resources permit.

## 5.0 References

*Contract Management Manual*, 1998, Ministry of Forests

*Forest Act*

*Forest Practices Code of British Columbia Act*

*Recreation Features Inventory: Checklist Key*, Version 2.0, June, 1996, Ministry of Forests

*Recreation Resources Inventory Contract Management Manual*, June 1998, Ministry of Forests

*Recreation Manual*, 1991: Chapters 6 and 11, Ministry of Forests

*Recreation Opportunity Spectrum Inventory Checklist Key*, Version 2.0, May 1996, Ministry of Forests

*Recreation Resources Inventory Standards and Procedures Manual (Draft)*, March 1995, Viewpoint Recreation & Landscape Consulting for Ministry of Forests

*Visual Landscape Inventory: Procedures and Standards Manual*, May 1997, Ministry of Forests

## 6.0 Glossary

*Comment* – a record of additional, pertinent information (e.g., the name of a mountain or lake) that has not been recorded elsewhere on the classification form.

*Direction of View* – the viewing direction from a given viewpoint. A number is recorded on the RFI Classification form to indicate which viewing direction is being referenced, since there may be more than one. Direction of View reference numbers are unique to each photo point, starting with 1 and increasing consecutively to a maximum of 9 as required.

*Recreation activity* --an active or passive leisure pursuit.

*Recreation feature* -- a biophysical, cultural or historic feature<sup>18</sup> which supports or has the potential to support one or more recreation activities.

*Recreation Features Polygon (RFP)* -- a closed line boundary representing a discrete, non-overlapping, irregular shaped area of land and water encircling a recreation feature or combination of features that support, or have the potential to support, one or more recreation activities.

*Recreation Resource Unit (RRU)* -- an administrative boundary delineating broad recreation resource areas within a forest district. A RRU is used as a database reporting unit for summarizing and highlighting Recreation Resources Inventories.

*RFP Sensitivity* -- is a subjective rating indicating the relative vulnerability of the recreation features to potential alterations caused by resource development. When comparing RFPs, the higher the sensitivity, the more likely a given alteration may negatively impact the recreation resource and/or cause public concern, and the lower the sensitivity, the less likely a given alteration may negatively impact the recreation resource and/or cause public concern..

*RFP Significance* -- is a subjective rating used to indicate the relative importance of the polygon to recreation, assessed using the following factors:

- activity attraction capability
- uniqueness
- scarcity
- scenic view
- accessibility
- amount of current recreation use
- other

*Statement of rationale* -- a justification for the RFP Sensitivity rating, required in the case of all ratings of 'H' or 'M.'

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<sup>18</sup> A feature may be natural or human-made (facilities, such as recreation sites and trails, are also included as 'features' because they often represent the main reason for recreation use of adjacent features).

## **7.0 Appendices**

**Appendix 1: Recreation feature codes**

**Appendix 2: Recreation activity codes**

**Appendix 3: Recreation features definitions**

**Appendix 4: Recreation Features Inventory Classification Form**

**Appendix 5: List of Forest District codes**

**Appendix 6: Rollover project and translation tables: 1991, 1996, 1998**

# Appendix 1: Recreation feature codes

## Aquatic Flora / Fauna Features:

<b>A00</b>	Aquatic Flora / Fauna Features, General
<b>A01</b>	Fish
<b>A02</b>	Aquatic Habitat
<b>A03</b>	Aquatic Birds / Waterfowl
<b>A04</b>	Edible Aquatic Food
<b>A05</b>	Large Marine Mammal
<b>A06</b>	Small Marine Mammal

## Shore & Beach Features:

<b>B00</b>	Shore Features, General
<b>B01</b>	Shorelands
<b>B02</b>	Coastal Plain
<b>B03</b>	Crenulated Shore
<b>B04</b>	Delta
<b>B05</b>	Estuary
<b>B06</b>	Headland / Point / Cape
<b>B07</b>	Lagoon
<b>B08</b>	Rock Arch
<b>B09</b>	Rock Platform / Ledge
<b>B10</b>	Sand / Gravel bar
<b>B11</b>	Sea Cave / Shore Cave
<b>B12</b>	Sea Stack
<b>B13</b>	Spit or Hook
<b>B14</b>	Tidal Flat / Tidal Marsh
<b>B15</b>	Tombolo
<b>B16</b>	Beaches, General
<b>B17</b>	Fine Textured Beach
<b>B18</b>	Sand Beach
<b>B19</b>	Pebble Beach
<b>B20</b>	Cobble Beach
<b>B21</b>	Rubble Beach
<b>B22</b>	Pocket Beach
<b>B23</b>	Raised Beach
<b>B24</b>	Offshore Features, General
<b>B25</b>	Islet
<b>B26</b>	Small Island

## Cultural Features:

<b>C00</b>	Cultural Features, General
<b>C01</b>	Art
<b>C02</b>	Structural Feature
<b>C03</b>	Use Site
<b>C04</b>	Trail or Route

## Hydrologic Features:

<b>D00</b>	Hydrologic Features, General
<b>D01</b>	Junction of River / Stream
<b>D02</b>	Rapids and Chutes
<b>D03</b>	Riptides and Currents
<b>D04</b>	Thermal Spring

<b>D05</b>	Freshwater Spring
<b>D06</b>	Mineral Spring
<b>D07</b>	Water Clarity
<b>D08</b>	Water Color
<b>D09</b>	Site-Specific Waterfall
<b>D10</b>	Waterfall Landscape
<b>D11</b>	Waves

## Vegetation Features:

<b>E00</b>	Vegetation Features, General
<b>E01</b>	Alpine / High sub-alpine
<b>E02</b>	Regenerating Stand
<b>E03</b>	Coniferous
<b>E04</b>	Deciduous
<b>E05</b>	Mixed Coniferous / Deciduous
<b>E06</b>	Forest Parkland
<b>E07</b>	Brush
<b>E08</b>	Wetland Vegetation
<b>E09</b>	Grassland
<b>E10</b>	Meadow / Open Space
<b>E11</b>	Pastoral / Agricultural

## Glacial Features:

<b>G00</b>	Glacial Features, General
<b>G01</b>	Cirque / Cirque Basin
<b>G02</b>	Col
<b>G03</b>	Crevasse
<b>G04</b>	Drumlin
<b>G05</b>	Erratic
<b>G06</b>	Esker
<b>G07</b>	Glacial Outwash
<b>G08</b>	Glacial Trough ('U'-shaped Valley)
<b>G09</b>	Glacier
<b>G10</b>	Hanging Valley
<b>G11</b>	Horn / Matterhorn / Arete
<b>G12</b>	Ice Fall
<b>G13</b>	Ice Tunnel / Cave
<b>G14</b>	Icefield or Snowfield
<b>G15</b>	Kame / Kettle
<b>G16</b>	Moraine
<b>G17</b>	Roche Moutonnée / Crag and Tail Hill
<b>G18</b>	Nunataks

## Historic Features:

<b>H00</b>	Historic, General
<b>H01</b>	Art
<b>H02</b>	Structural Feature
<b>H03</b>	Use Site
<b>H04</b>	Trail or Route

## Periglacial Features:

**J00** Periglacial Features,  
General  
**J01** Patterned Ground

**Cave / Karst Features:**

**K00** Cave / Karst Features,  
General  
**K01** Cave  
**K02** Sinkhole  
**K03** Limestone Plateau

**Mass Movement Features:**

**L00** Mass Movement  
Features, General  
**L01** Landslide / Rockslide /  
Avalanche  
**L02** Earth Slump  
**L03** Rock Fall / Topple  
(Colluvial, Talus, Scree  
Cones)  
**L04** Snow Avalanche / Track

**Waterbody Features:**

**M00** Waterbody Features,  
General  
**M01** Frequent Small  
Waterbodies  
**M02** Small Lake (< 40  
ha)  
**M03** Mid-size Lake (41 - 200  
ha)  
**M04** Large Lake (201 - 1000  
ha)  
**M05** Very Large Lake (> 1001  
ha)  
**M06** Tarn  
**M07** Pro-glacial / Ice-dam  
Lake  
**M08** Oxbow  
**M09** Large River  
**M10** Anastomosing Channel  
(Fluvial)  
**M11** Meandering / Irregular  
Sinuous Channel (Fluvial)  
**M12** Braided Channel (Fluvial)  
**M13** Small River, Stream or  
Creek  
**M14** River / Stream Deposits  
**M15** Cove or Bay  
**M16** Fjord  
**M17** Inlet  
**M18** Marine Channel  
**M19** Open Ocean

**Generic Landform Features:**

**Q00** Generic Landform  
Features, General  
**Q01** Canyon / Gorge / Ravine  
**Q02** Cliff  
**Q03** Fan  
**Q04** Gully

**Q05** Hill  
**Q06** Hoodoo  
**Q07** Hummocky / Rolling /  
Undulating Terrain  
**Q08** Mountain  
**Q09** Peak  
**Q10** Plain  
**Q11** Plateau  
**Q12** Ridge  
**Q13** Sand Dune  
**Q14** Sidehill  
**Q15** Terrace  
**Q16** Topographic Pattern /  
Contrast  
**Q17** Valley

**Bedrock Features:**

**R00** Bedrock Features,  
General  
**R01** Exposed Bedrock  
**R02** Exposed Internal Rock  
Structure  
**R03** Mineral Deposit  
**R04** Fossil

**Travel Route or Trail Features:**

**T00** Travel Route or Trail  
Features, General  
**T01** Developed Land Trail  
**T02** Developed Snow Trail  
**T03** Land Route  
**T04** Snow Route  
**T05** Water Route  
**T06** Water / Land Portage  
Route

**Harbour Features:**

**U00** Harbour Features,  
General  
**U01** Large Harbour  
**U02** Protected Moorage

**Volcanic Features:**

**V00** Volcanic Features,  
General  
**V01** Columnar Basalt  
**V02** Volcanic Cone  
**V03** Lava Flow  
**V04** Tuya

**Wildlife Features:**

**W00** Wildlife Features,  
General  
**W01** Upland Bird  
**W02** Small Land Mammal  
**W03** Large Land Mammal  
**W04** Freshwater Mammal  
**W05** Wildlife Diversity  
**W06** Amphibian  
**W07** Reptile

**Human-made Features:**

**Y00** Human-made Features,  
General

**Y01** Developed Campsite

**Y02** Undeveloped Campsite

**Y<sub>n</sub>** Human-made Features,  
<number & name>

**Miscellaneous Features:**

**X<sub>n</sub>** Miscellaneous Features,  
<number & name>

## Appendix 2: Recreation activity codes

### Air Sport Activities:

- a00 Air Sports, General
- a01 Hang Gliding
- a02 Paragliding

### Water Sport Activities:

- b00 Water Sports, General
- b01 Beach Activities
- b02 Boating (non-motorized)
- b03 Canoeing
- b04 Kayaking
- b05 Parasailing
- b06 Rafting
- b07 Sailing
- b08 Scuba Diving / Skin Diving
- b09 Snorkeling
- b10 Surfing
- b11 Swimming / Bathing
- b12 Tubing
- b13 Wind Surfing

### Snow Sport Activities:

- d00 Snow Sports, General
- d01 Cross-Country Skiing
- d02 Dog Sledding
- d03 Downhill Skiing
- d04 Ice-skating
- d05 Ski Touring
- d06 Sledding / Tubing /  
Tobogganing
- d07 Snow Boarding
- d08 Snow Shoeing
- d09 Telemark Skiing

### Exploring Activities:

- e00 Exploring, General
- e01 Caving / Spelunking
- e02 Canyoning

### Fishing Activities:

- f00 Fishing, General
- f01 Sport Fishing
- f02 Ice Fishing
- f03 Shell Fishing (e.g. crab, clams)

### Gathering / Collecting Activities:

- g00 Gathering / Collecting, General
- g01 Beach Combing
- g02 Berry Picking
- g03 Fossil Hunting
- g04 Mineral Panning
- g05 Mushroom Picking
- g06 Rock Hounding
- g07 Vegetation Picking / Collect

### Hunting Activities:

- h00 Hunting , General
- h01 Large Game
- h02 Small Game
- h03 Target Shooting
- h04 Upland Birds (e.g. grouse)
- h05 Waterfowl

### Summer Land Sport Activities:

- i00 Summer Land Sports,  
general
- i01 Hiking / Backpacking
- i02 Mountain-biking
- i03 Horseback riding
- i04 Orienteering
- i05 Survival games

### Camping Activities:

- k00 Camping, General
- k01 Cabin / Hut Use
- k02 Cottaging
- k03 Picnicking
- k04 Summer Camping Activities
- k05 Snow/Winter Camping  
Activities

### Motorized Activities:

- m00 Motorized Land Activities, General
- m01 All-Terrain Vehicle (ATV)
- m02 Trail-bike Riding
- m03 4-wheel Driving
- m04 Driving For Pleasure
- m05 Snowmobiling
- m06 Snow-cat Skiing
- m07 Motorized Water Activities,  
General
- m08 Boating (motorized)
- m09 Jet Boating
- m10 Water Skiing
- m11 Flight Activities, General
- m12 Helicopter Access  
(land / water)
- m13 Fixed-wing Access  
(land / water)
- m14 Heli-skiing

### Nature Activities:

- n00 Nature Activities, General
- n01 Nature Study / Appreciation
- n02 Photography / Draw / Paint
- n03 Relaxation / Contemplation

### Viewing Activities:

- q00 Viewing, General
- q01 Aquatic / Fish Run
- q02 Astronomical / Meteorological
- q03 Big Tree
- q04 Bird Watching
- q05 Cultural/Historic
- q06 Large Land Mammal
- q07 Large Ocean Mammal
- q08 Scenic
- q09 Wildlife

**Climbing Activities:**

- r00 Climbing, General
- r01 Ice Climbing
- r02 Mountaineering
- r03 Rock Climbing
- r04 Ski Mountaineering

**Other Activities:**

- x<sub>n</sub> Other Activities

*Note: When entering codes on the RFI Classification Form, **existing** recreation activities are shown with an upper-case letter (e.g., A01) and **potential** activities are shown with a lower case letter (e.g., a01).*

## Appendix 3: Recreation features definitions

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<b>A00</b>	Aquatic Flora/Fauna Features, General	Aquatic Flora and Fauna features include all plant and animal features related primarily to marine and intertidal ecosystems.
<b>A01</b>	Fish	Areas with known game fish populations. Although this feature is normally associated with salmon or trout, other species, such as halibut, cod, whitefish, grayling and char, may also be of value.
<b>A02</b>	Aquatic Habitat	Habitat where a variety of marine or freshwater flora and fauna occur for long periods throughout the year. Examples include tide pools, estuaries, bogs, ponds and potential underwater diving areas.
<b>A03</b>	Aquatic Birds/Waterfowl	Areas that provide opportunities to view concentrations of significant populations of aquatic birds, such as shorebirds and pelagic birds.
<b>A04</b>	Edible Aquatic Food	Habitat where concentrations of common aquatic foods occur, such as clams, crabs, oysters, prawns and seaweed. Factors to be considered in rating the significance of this sub-feature include the variety of foods that occur, quality of the available foods, and the length of season during which one or more species are palatable.
<b>A05</b>	Large Marine Mammals	Areas on the ocean which provide opportunities to view concentrations or significant populations of large marine mammals, such as orcas, gray whales, basking sharks and sea lions.
<b>A06</b>	Small Marine Mammals	Areas on the ocean, intertidal zone or near the shore which provide opportunities to view concentrations or significant populations of small marine mammals, such as porpoises, seals, and sea otters.

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<b>B00</b>	Shore Features, General	Features relating to the shore area of marine and freshwater waterbodies.
<b>B01</b>	Shoreland	The shorelines of lakes, the ocean, and occasionally large rivers which are usually characterized by a moderately rapid to rapid drop-off from the water's

edge, as well as, trees to the water's edge.

- B02** Coastal Plain Any plain which has its margin on the shore of a large body of water, particularly the sea, and generally represents a strip of recently emerged sea bottom.
- B03** Crenulated Shore Irregular shoreline with rock outcrops.
- B04** Delta An accumulation of stream-transported sediments deposited where a stream enters a body of water. The landform is flat or very gently sloping, triangular or fan-shaped in plan, and consists of fluvial (alluvial) gravel, sand, silt and/or clay.
- B05** Estuary Areas where coastal accretion has resulted in a semi-enclosed body of water which has a free connection to the open sea and within which the sea water is measurably diluted with freshwater from the adjacent land.
- B06** Headland/Point/Cape Any projection of the land into the sea or lake; generally applied to a promontory of some boldness and elevation.
- B07** Lagoon An elongated body of water lying parallel to the coastline that is separated from the open sea by a barrier. The quiet water behind the barrier receives significant amount of stream contributed sediments. The inlet to the lagoon is usually kept open by tidal action.
- B08** Rock Arch A place where two sides of a headland are attacked by waves, a weaker or narrower section may be cut through completely by sea-cave enlargement. The opening so made is called a sea or rock arch.
- B09** Rock Platform/Ledge Intertidal and sub-tidal rock platforms and ledges that contain tidal pools and are often rich in sea life. They may also be identified along freshwater lakes. If the rock shoreline restricts foot access from the water above the foreshore (e.g. if it is steep and over approximately 2 meters high) it should be described as an exposed bedrock feature. Such exposures fronting on the ocean or on lakes will often be associated with little or no foreshore area.
- B10** Sand/Gravel bar An offshore ridge or mound of sand, gravel or other unconsolidated material submerged at least at high tide, especially at the mouth of a river or estuary, or lying a short distance from and usually parallel to, the beach.

<b>B11</b>	Sea/Shore Cave	A cleft in a shore cliff excavated in easily weathered rocks by waves and currents.
<b>B12</b>	Sea Stack	Under favorable conditions waves are able to cut back on the two sides of a tiny promontory and then, aided by weathering, to cut behind the end of this, leaving it as an island, or stack, entirely removed from the mainland.
<b>B13</b>	Spit or Hook	Narrow beach deposits that extend out into open water. Wave action may cause sediment to be carried out around the spit end resulting in the development of a hook.
<b>B14</b>	Tidal Flat/Tidal Marsh	Low-gradient intertidal areas that do not support significant vascular plant vegetation. They are composed of silt and clay surficial material and often support diverse assemblages of invertebrates and algae. With increased growth of salt-tolerant plants and sediment accumulation, the tidal flat may become a tidal marsh.
<b>B15</b>	Tombolo	Occur where one or more sand spits connect an island to the mainland. Where a double tombolo occurs a lagoon is formed between the two. The lagoon will gradually become filled with sediment.
<b>B16</b>	Beach, General	<p>Beaches, whether shorelands of fresh or marine waterbodies, are valuable outdoor recreation features because they provide a focus for a wide range of outdoor recreation activities. They are defined here as 'part of a shoreland adjacent to and extending into a river or body of standing water, consisting of level to moderately level sloping deposits of materials ranging from clay to rock rubble'. Sections of beaches will usually be identified as supporting beaches rather than identifying specific beach locations.</p> <p>A great variety of physical factors are important in rating the significance of a beach. These factors include: texture of beach material; gradient (should be under 15%); width; length; offshore conditions; backshore conditions; occurrence of inundation due either to tidal action or fluctuating lake levels; and beach stability.</p> <p>Beaches with unknown textures are identified through this broad 'beach' category.</p>

<b>B17</b>	Fine Textured Beach	Composed of silt or clay which are normally unsuitable for swimming, but offer opportunities for beach combing, nature observation, viewing or related activities.
<b>B18</b>	Sand Beach	Sand composition, possibly the intermixing of pebbles and pea-gravel's, which have slopes that are generally under 5%.
<b>B19</b>	Pebble Beach	Composed of rounded pebbles and small gravel's approximately 2mm to 64mm, with little intermixing of sand.
<b>B20</b>	Cobble Beach	Composed of materials which are mainly rounded gravel's and cobbles between 64mm and 256mm in diameter. The gradient of these beaches is slightly greater, often in the range of 5-10%.
<b>B21</b>	Rubble Beach	Composed of rough or angular rocks and boulders which are often underlain and separated by sand to cobble-sized materials.
<b>B22</b>	Pocket Beach	Beaches that have been developed in isolation. They may have developed at the head of a bay as the result of material carried from a promontory, or they may have developed in-situ. Often these beaches are composed of coarse sediment.
<b>B23</b>	Raised Beach	Landforms associated with erosional processes that occur in consolidated material along shoreline and, raised glacial beaches which were deposited above present water levels.
<b>B24</b>	Offshore Features, General	Offshore features which do not include islands or islets are noted here.
<b>B25</b>	Islets	Very small islands which may be composed entirely of rock. The islets are usually mapped as a group and includes the waterbody.
<b>B26</b>	Small Island	A tract of land surrounded by water or a body of land extending above and completely surrounded by water at the mean high-water stage. The island or islands are usually mapped as one land unit.
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<b>C00</b>	Modern Culture Features, General	Modern cultural features are areas which exhibit non-urban, human-made structures often relating to commercial, industrial or military activity, including hydroelectric dams, quarries, mills, irrigation flumes, railway grades, military installations, airports, bridges

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etc.

Features described in this category have the potential for becoming a historic feature in the future. For example, totem poles carved within the last five years to commemorate an event or person (future evaluations are conducted by SBTC, Heritage Conservation Branch).

**C01** Art

Art features represent human-made illustrative or decorative features which can be appreciated over time and have the potential of becoming a future historic feature.

Examples include modern petroglyphs and murals.

**C02** Structural Feature

Permanent or semi-permanent human-made structures which can be appreciated over time and have the potential of becoming a future historic feature.

Examples include modern cairns, monuments and homes of significant people.

**C03** Use Site

A water and/or land area which has meaning to and is used by a community, group or organization repeatedly over time. The area has the potential of becoming a future historic feature.

Examples include locations for yearly community events and areas dedicated to significant people.

**C04** Trail or Route

A developed land path or route (a regular line of water or land travel) which is used over time for recreation and/or access and has the potential of becoming a future historic feature.

Examples include modern trails dedicated to significant people or events.

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**D00** Hydrologic Features,  
General

Non-biotic water features including waves, riptides, currents, unique water color and junctions of major rivers.

The general category is used when one or more hydrologic sub-features are present or a new hydrologic feature is used (noted in the statement of rationale).

Factors that should be considered in rating the significance of these features include size and the length of day or season(s) during which the feature is

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		observed.
<b>D01</b>	Junction of River/Stream	The junction of rivers/streams may offer a distinct feature such as turbid and clear-water rivers (e.g. Thompson and Fraser rivers).
<b>D02</b>	Rapids and Chutes	Rapids or sets of rapids are recorded if they have significant viewing potential and/or offer ideal paddling opportunities.
<b>D03</b>	Riptide and Current	Riptide and Current features are noted if they offer significant viewing potential.
<b>D04</b>	Thermal Spring	Upwellings of groundwater with a water temperature of over 5 degrees Celsius above the mean annual air temperature of the surrounding region. Warm springs are those thermal springs which have a temperature below 30 degrees Celsius and hot springs are above 30 degrees Celsius.  Factors that should be considered in rating the significance of this sub-feature include the relative scarcity of thermal springs; whether they have sufficient flow and temperature to be suitable for bathing; whether they have unusual chemistry or colorful mineral deposits; their setting; or the presence of unique plants.
<b>D05</b>	Freshwater Spring	These are mostly cold springs, having water temperatures less than 5 degrees Celsius above the mean annual air temperature of the surrounding area. They may be close to the ambient air temperature if the water has been underground a short time and has experienced solar heating.  Factors which should be considered in rating this sub-feature include: flow volume; setting and suitability of bathing. Freshwater springs in dry areas often have a higher significance than those with moderate to high precipitation since they are less common and often have a substantially different ecology from the surrounding area.
<b>D06</b>	Mineral Spring	Waters with high mineral content of therapeutic or special interest value.
<b>D07</b>	Water Clarity	Areas of a waterbody with clear views of the bottom (e.g. views of rocks, plants and fish) throughout most parts of the year.

<b>D08</b>	Water Color	Waterbodies or sections of waterbodies with distinct or unusual colors that occur year-round.
<b>D09</b>	Site-specific Waterfall	Waterfalls or a series of waterfalls along one waterway, with opportunities for close viewing.
<b>D10</b>	Waterfall Landscape	Valleys and landscapes where numerous and usually high elevation waterfalls can be, or have the potential to be, observed from a great distance. Use of this feature symbol over extensive areas will indicate numerous waterfalls are found within the land unit.
<b>D11</b>	Waves	Waves which are consistent in occurrence and have a swell greater than one meter.
<b>E00</b>	Vegetation Features, General	Vegetation sub-feature categories are described according to the growth forms of the dominant plants, (Transitional Vegetation is an exception to this rule). Because vegetation cover often has a strong effect on recreational value, vegetation sub-features will commonly be identified, unless a unit has three other overriding feature values.
<b>E01</b>	Alpine/High sub-alpine	In their upper ranges, these are tree-less regions of high altitude or latitude which support a variety of cold and drought resistant lichens, sedges, low matted shrubs and herbs. Not more than 75% of the area can be exposed rock. In their lower ranges, these regions contain stunted, shrub like individual trees and clumps of trees. Due to the severe exposure and climatic conditions, these trees are usually dense, and become increasingly horizontal and contorted in their growth habit with increasing altitude. Interspersed among the trees are areas which support the kinds of plants found in alpine communities, as mentioned above. In wetter, subalpine areas, there are often meadows rich in wildflowers.
<b>E02</b>	Regenerating Stand	Areas dominated by vegetation cover in a transitional stage of growth, often as a result of human-induced or natural disturbance. Examples include logging clearcuts, burns and slide areas. Factors to be considered in rating the significance of this vegetation sub-feature include diversity and size.
<b>E03</b>	Coniferous	These are areas dominated by forests composed primarily of coniferous tree species. Crown cover generally ranges from greater than 25% of the area to fully closed dense canopy. Deciduous tree species occupy less than 10% of the area. Factors to be

considered in rating the significance of this sub-feature include the variety of tree species and the density of tree cover (potential to affect ease of movement, visibility and diversity, contribution to visual quality).

**E04** Deciduous

Forests composed of a single or a variety of deciduous (broadleaf) treeleaf species. Crown cover generally ranges from greater than 25% to a fully close canopy by the end of summer. Coniferous tree species occupy less than 10% of the area. Factors to be considered in rating the significance of this sub-feature are similar to those for the coniferous sub-feature category.

**E05** Mixed  
Coniferous/Deciduous

Areas composed of both coniferous and deciduous tree species, with each type occupying greater than 10% of the area. The total tree coverage is greater than 25%. Factors to be considered in rating the significance of this sub-feature are similar to those for the two previous sub-feature categories.

**E06** Forest Parkland

Areas that support scattered trees (coniferous or deciduous) and provide more than 1% but less than 25% tree cover. Vegetation cover in the open areas is mainly composed of grasses, herbs or open brush. This parkland vegetation is characteristic of drier climates or high elevations. An example of the latter is the Mountain Hemlock Parkland in the Coast Mountains, which is composed of a combination of full-sized trees interspersed with sub-alpine meadows.

**E07** Brush

Areas having less than 1% tree cover because of dry climate or natural and persistent disturbances. Included in this category are persistent shrub communities and slide and avalanche tracks. Cultivated areas, pastoral landscapes and logged areas which will be replanted are not included. Factors that should be considered in rating the significance of this sub-feature include the variety of plant species that occur, the extent and lushness of the plant cover and the size of the unit.

**E08** Wetland Vegetation

Wetlands are often very productive areas where periodic or persistent water inundation and saturation occur as a result of local seepage, flooding or other reasons. The vegetation of these wetlands will reflect the local conditions. Examples include marshes, swamps, fen, bogs and wet meadows. Factors to be considered in rating of this sub-feature include diversity of plant species and size of the unit. These areas will often support diverse wildlife populations and will be identified in these cases by a combination of this sub-

		feature category with wildlife sub-feature descriptions.
<b>E09</b>	Grassland	Area in which the natural vegetation consists largely (90%) of perennial grasses.
<b>E10</b>	Meadow/Open Space	Small pockets of grassland and/or shrub communities within forested areas with a 25% - 75% tree cover.
<b>E11</b>	Pastoral/Agricultural	Areas commonly within rural communities with settlement and land use patterns, such as farmlands and rangelands.
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<b>G00</b>	Glacial Features, General	<p>These are related to surficial material, specifically: glaciofluvial, ice, glaciolustrine and glaciomarine.</p> <p><i>Glaciofluvial</i> features are sediments (sand/gravel) that exhibit clear evidence of having been deposited by glacial meltwater streams.</p> <p><i>Ice</i> features are areas of snow and ice where evidence of active glacier movement is present.</p> <p><i>Glaciolustrine</i> features sediments deposited in glacial lakes; primarily fine sand, silt and clay settled from suspension or from submarine currents, including coarser sediments (e.g., ice-rafted boulders) released by floating ice; and also including littoral sediments (e.g., beach gravel's) accumulated as a result of wave action.</p> <p><i>Glaciomarine</i> features are sediments of glacial origin laid down in a marine environment; includes particles released due to the melting of floating ice and ice shelves; primarily fine sand, silt and clay, and stony muds; marine shells or shell casts may be present.</p> <p>Each of the sub-features listed in this category is a specific feature.</p>
<b>G01</b>	Cirque/Cirque Basin	An amphitheater-shaped depression formed in the higher parts of mountain ranges as a consequence of the disruption of rock by frost action around a snow field. This cirque hollow or recess is gradually enlarged as the broken rock is carried away by slowly moving snow and glacial ice. The term applies to hollows and valley heads no longer occupied by the glaciers as well as to those filled with ice and snow. The rugged nature of many high mountain summits is due to the development of cirques.

<b>G02</b>	Col	A saddle or gap across a ridge or between two peaks; also, in a valley in which streams flow both ways from a divide, that part of the valley at the divide, especially if the valley slopes rather steeply away from the divide.
<b>G03</b>	Crevasse	A fissure in the ice formed under the influence of various strains and may be a nearly vertical fissure in a glacier.
<b>G04</b>	Drumlin	A streamlined hill or ridge of till or other drift, with a long axis that parallels the direction of flow of a former glacier; generally the upstream end is widest and highest, and the drumlin tapers in the downflow direction.
<b>G05</b>	Erratic	A boulder transported and deposited by glacier ice that generally has a different composition from it's surrounding material.
<b>G06</b>	Esker	A long narrow ridge of sand, gravel and boulders which have been deposited between ice walls by a stream flowing on, within, or beneath a stagnant glacier.
<b>G07</b>	Glacial Outwash	Gravel or sand sediments which have been deposited by streams from a melting glacier.
<b>G08</b>	Glacial Trough ( <i>'U'</i> -shaped Valley)	A valley with a U-shaped cross profile due to erosion by a valley glacier. It has a gentle gradient, and contains a flat floor, and truncated spurs as opposed to a stream valley which has a V-shaped profile and a steeper gradient.
<b>G09</b>	Glacier	A body of ice formed by the compaction and recrystallization of snow, that has definite lateral limits, and with motion in a definite direction.
<b>G10</b>	Hanging Valley	A tributary valley whose floor is higher than that of the trunk valley in the vicinity of their junction; most commonly applied to glacial troughs.
<b>G11</b>	Horn/Matterhorn/Arete	A pyramidal peak with steep sides formed by the intersecting walls of three or more cirques, as the Matterhorn. Formed by the headward erosion of the cirques. An Arete is an acute and rugged crest or a mountain range, or a subsidiary ridge between two mountains or of a mountain spur such as that between two cirques. Initial formation is produced by frost action.

- G12** Ice Fall  
That portion of a glacier which flows down a steep gradient, resulting in a zone of crevasses and seracs (when two or more sets of crevasses intersect, the surface of the glacier is torn into a broken mass of jagged ice pinnacles known as seracs).
- G13** Ice Tunnel/Cave  
A tunnel in or under the ice formed by meltwater action.
- G14** Icefield or Snowfield  
Icefields and snowfields are distinguished from glaciers by their larger size and more extensive area of permanent ice development. They cover all but the highest mountain peaks and are usually characterized by gentle gradients and minimal crevasse zones.
- G15** Kame/Kettle  
A kame is an irregular or conical hillocks composed chiefly of sand and gravel; formed by deposition of meltwater-transported sediments in contact with (against, within, or upon) stagnant glacier ice; a type of glaciofluvial deposit. A kettle is a closed depression or hollow in glacial drift which has resulted from the melting of a buried or partly buried mass of glacier ice; common in glaciofluvial deposits.
- G16** Moraine  
A landform that consists of till or, less commonly, of other drift; it exhibits a variety of shapes, ranging from plains to mounds and ridges, that are initial constructional forms independent of underlying bedrock or older materials. Till is composed of material deposited by glaciers and ice sheets without modification by any other agent of transportation.
- G17** Roche Moutonnee/Crag and Tail Hill  
A roche moutonnee is a knob of rock with a whale-back form, the long axis of which is oriented parallel to former ice flow, and having a smooth, glacially-abraded stoss (up-flow) slope and a much steeper and rougher, glacially-plucked lee slope. A crag-and-tail is a streamlined hill or ridge, resulting from glaciation and consisting of a knob of resistant bedrock (the 'crag'), with an elongated body (the 'tail'), of less resistant bedrock, or till, or both, on its lee side. Roches moutonnees may be distinguished from crag and tail hills by the lack of a tapering, streamlined tail.
- G18** Nunataks  
A hill or peak which was formerly surrounded but not overridden by glacial ice; one which now projects through the surface of a glacier.

<b>H00</b>	Historic, General	<p>Historic sites are areas related to past human activity associated with the historic period. Some of these sites provide important educational, interpretive and recreation opportunities.</p> <p>Historic features (including archaeological) are designated by SBTC, Heritage Conservation Branch and/or Archaeology Branch. These branches play a major role in classifying 'historic' features.</p>
<b>H01</b>	Art	Art features represent human-made illustrative or decorative features which are classified as a historic features.
<b>H02</b>	Structural Features	Structural features are permanent or semi-permanent human-made structures which are classified as historic features.
<b>H03</b>	Use Site	A water and/or land area which has meaning to and has been historically used by a community, group or organization.
<b>H04</b>	Trail or Route	A trail or route is a developed land path or route (regular line of water or land travel) which has been historically used by a community, group or organization.
<b>J00</b>	Periglacial (non-glacial; cold climate), General	Periglacial processes designate non-glacial phenomena of cold climates such as permafrost and frost-related processes. They are commonly associated with alpine and subalpine areas.
<b>J01</b>	Patterned Ground	Areas which exhibit a peculiar arrangement of surface materials into a distinct geometric shapes and include: sorted polygons, circles and stripes.
<b>K00</b>	Cave/Karst Features, General	<p>Processes associated with the solution of carbonates (e.g. limestone and dolomite) and other soluble rocks; includes surface and underground weathering, and collapse and subsidence resulting from solution.</p> <p>Examples of features which the erosion of carbonate rock can produce are caves, sinkholes, stalactites and stalagmites.</p>
<b>K01</b>	Cave	A natural cavity in the earth which connects with the surface, contains a zone of total darkness and is large enough to admit a person.

<b>K02</b>	Sinkhole	A funnel like depression in karst topography formed by the solution or collapse of carbonate or evaporite rocks.
<b>K03</b>	Limestone Plateau	A rock plateau primarily composed of limestone.
<b>L00</b>	Mass Movement Features, General	<p>The downslope movement, due to gravity, of surficial materials such as bedrock fragments, or snow and ice, often mixed with vegetation debris. This classification distinguishes three types of mass movements based on the rate of movement, and the presence of snow and/or ice.</p> <p>Examples include terrain where slow mass movements initiate, erode and deposit: earthflow, rock glaciers, and soil creep. Rapid mass movement includes rock or earth falls; rock slides; debris slides, flows and torrents.</p>
<b>L01</b>	Landslide/Rockslide/ Avalanche	Large downslope movements of snow, rock or other sediments. Usually initiated by an increase in water (precipitation), snow or discontinuity of bedrock on a steep mountain or hillslope.
<b>L02</b>	Earth Slump	Also known as a rotational slide. Slope failure usually results from discontinuity in earth materials and drainage conditions beneath the soil. The overall result of slumps has a characteristic of multiple retrogressive slope failures.
<b>L03</b>	Rock Fall/Topple (Colluvial, Talus, Scree Cones)	Bedrock which has fallen from a cliff or down a steep slope due to the discontinuity of bedrock on a steep slope. Examples of fallen rock accumulations are talus slopes and scree cones.
<b>L04</b>	Snow Avalanche/ Tracks	<p>Rapid downslope movement of snow and ice, as well as incorporated rock, surficial material and vegetation debris by flowing or sliding.</p> <p>Examples include avalanche cones; steep rocky slopes modified by snow avalanche; terrain affected by falling ice from glaciers.</p>
<b>M00</b>	Waterbody Features, General	Waterbodies which support or have the potential of supporting recreation activities are identified.
<b>M01</b>	Frequent Small Waterbodies	These are clusters of very small lakes or ponds that are too small to map out individually. They may be a part of a continuous chain of lakes or could be unconnected. Individually these waterbodies may not have recreation potential. However, as a combined unit they may attract recreation activities such as canoeing, fishing, nature

study, bird watching etc.

- M02** Small Lakes An inland body of water 40 ha or less in size.
- M03** Mid-sized Lake An inland body of water 41 to 200 ha in size and includes the whole lake or part of the lake.
- M04** Large Lake An inland body of water 201 to 1000 ha in size and includes the whole lake or part of the lake.
- M05** Very Large Lake An inland body of water greater than 1000 ha in size and includes the whole lake or part of the lake.
- M06** Tarn A small mountain lake or pool, especially one that occupies an ice-gouged basin on the floor of a cirque.
- M07** Pro-glacial/Ice-dam Lake Glacial lake features derive much or all of its water from the melting of glacier ice (e.g. fed by meltwater) and include pro-glacial, ice-dam and ice-marginal lakes. A proglacial lake is a lake occupying a basin in front of a glacier generally in direct contact with the ice. Varves commonly occur in such lakes. Whenever a glacier, either advancing its front or in retiring, lies across the lines of drainage upon their downstream side, water is impounded along the ice front so as to form ice-dam lakes.
- M08** Oxbow A crescent-shaped lake formed in an abandoned river bend which has become separated from the main stream by a change in the course of the river.
- M09** Large River A large river or stream is identified as a double-line on a 1:50 000 scale map and includes the whole river/stream or sections of the river/stream.
- M10** Anastamosing Channel (fluvial) A channel zone where channels diverge and converge around many islands. The islands are vegetated and have surfaces that are relatively far above mean maximum discharge levels. Some channels are dry at moderate or low flows.
- M11** Meandering/Irregularly Sinuous Channel (fluvial) A meandering channel is a clearly defined channel with a regular and repeated pattern of bends with relatively uniform amplitude and wave length. An irregularly sinuous channel is a single, clearly defined main channel displaying irregular turns and bends without repetition of similar features; back channels may be common; minor side channels, a few bars and islands may be present.

<b>M12</b>	Braided Channel (fluvial)	A channel zone characterized by many diverging and converging channels separated by unvegetated bars, and temporary islands of gravel and sand. Many channels are dry at moderate and low flows, but during major floods, the entire channel zone may be occupied by flowing water.
<b>M13</b>	Small River, Stream or Creek	A small river, stream or creek is identified as a single-line on a 1:50 000 scale map and includes the whole river/stream or sections of the river/stream.
<b>M14</b>	River/Stream Deposits	Fluvial materials transported and deposited by streams and rivers. Deposits generally consist of gravel and/or sand, and/or silt (and rarely, clay). Gravels are typically rounded and contain interstitial sand. Fluvial sediments are commonly moderately-well sorted, and display stratification, although massive, non-sorted fluvial deposits do occur.
<b>M15</b>	Cove or Bay	A body of water forming an indentation of the shoreline which may include part of the foreshore, as well as, the waterbody itself.
<b>M16</b>	Fjord	A long narrow arm of the sea bordered by steep cliffs.
<b>M17</b>	Inlet	An indentation of a shoreline which is usually long and narrow or a narrow passage between islands.
<b>M18</b>	Marine Channel	A wide straight between the continent and an island within the sea. It is also a navigable routes between two bodies of water.
<b>M19</b>	Open Ocean	An open ocean feature is used to identify bodies of saltwater through which distinct recreation activities occur (e.g. scuba diving areas or kayaking routes).
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<b>Q00</b>	Generic Landform Features, general	Features which relate to or are characteristic of a whole group or class of landforms and emphasize the form or shape rather than the surficial material or geological process.
<b>Q01</b>	Canyon	A deep valley with steep sides.
<b>Q01</b>	Gorge/Ravine	A small and narrow steep-sided valley with steep rocky walls.

<b>Q02</b>	Cliff	A very steep, vertical or overhanging face of rock, earth or ice.
<b>Q03</b>	Fan	A relatively smooth segment of a cone with a slope gradient from apex to toe, up to, and including 15 degrees (26%) and a longitudinal profile that is either straight, concave or convex. A fan is distinguished from a cone on the basis of slope gradient.
<b>Q04</b>	Gully	The modification of unconsolidated surfaces by various processes such as running water, mass movement, and snow avalanching that result in the formation of parallel and sub-parallel long, narrow ravines. Gullies may have either steep or gentle sloping sides, and either steep or gently sloping longitudinal profiles. They are much smaller than valleys but larger than rills and occur on various type of terrain such as steep mountain slopes, escarpments and terraces.
<b>Q05</b>	Hill	A natural elevation of the earth's surface with a prominent rise that is usually rounded and not peaked. It is generally less than 300 meters and smaller than a mountain.
<b>Q06</b>	Hoodoo	A pillar developed in horizontally bedded strata by water erosion.
<b>Q07</b>	Hummocky/Rolling/ Undulating Terrain	<p>Hummocks are steep-sided hillocks and hollows, non-linear and chaotically-arranged, and with rounded or irregular cross-profiles; slopes are between 15° and 35° (26-70%) on surficial materials and between 15° and 90° (more than 26%) on bedrock.</p> <p>Rolling terrain is comprised of elongated hillocks with slopes dominantly between 3° and 15° (5 and 26%) with local relief greater than 1 m.</p> <p>Undulating terrain is comprised of gently sloping hillocks and hollows with multidirectional slopes generally up to 15° (26%); local relief is greater than 1 m.</p>
<b>Q08</b>	Mountain	A natural elevation of the earth's surface with a very prominent rise that is usually peaked and occurs in chains or groups . It is generally greater than 300 meters and larger than a hill.
<b>Q09</b>	Peak	The pointed top of a mountain or ridge.

<b>Q10</b>	Plain	A plain is an expanse of nearly flat land; a level or very gently sloping, unidirectional (planar) surface with gradients up to, and including 3 degrees (5%).
<b>Q11</b>	Plateau	A plateau is a level land area raised above adjoining land on at least one side.
<b>Q12</b>	Ridges	A ridge is a long narrow elevation of land with slopes dominantly between 15 and 35 degrees (26-70%).
<b>Q13</b>	Sand Dune	A low ridge, hummock, or mound of loose sandy material transported and deposited by wind.
<b>Q14</b>	Sidehill	A natural elevation or slope which is part of, yet distinct from, a mountain.
<b>Q15</b>	Terrace	A single or assemblage of step-like forms where each step-like form consists of a scarp face and a horizontal or gently inclined surface (tread) above it.
<b>Q16</b>	Topographic Pattern/ Contrast	A change in pattern of topography, landform and/or landscape which results in a dominant visual attribute. For example, the transition from grasslands to dense coniferous forest or isolated mountains dominating a plateau region of low to moderate relief.
<b>Q17</b>	Valley	An elongated depression between uplands, hill or mountains, with a large flat region drained by a river system.

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**R00** Bedrock Features, General    Bedrock is continuous, solid rock that is exposed at the ground surface or underlies organic soil material. The character of bedrock debris depends on the process of formation and the type of bedrock. Debris produced by mechanical weathering typically consists of angular fragments. In contrast, debris produced by chemical weathering usually contains a high proportion of residual silts and clays.

Examples of bedrock features include volcanic (cinder cones), intrusive (dykes), metamorphic (gneissic domes) and sedimentary rock terrains (karst topography).

**R01** Exposed Bedrock    Exposed bedrock sections that do not have significant structural characteristics and are subordinate to the surrounding landscape.

Examples include small rock outcrops scattered within

		a coniferous vegetation feature.
<b>R02</b>	Exposed Internal Rock Structure (Bedrock)	Exposed bedrock that possesses visible structural characteristics which dominate within the surrounding landscape.  Examples include bedded or folded rock formations, faults, synclines and anticlines.
<b>R03</b>	Mineral Deposit	These are areas in which minerals or semi-precious stones occur, such as rhodonite, jade, gold or agate. This category usually refers to areas where minerals can be, or have the potential to be, fairly readily observed.
<b>R04</b>	Fossil	The remains or impressions of plants or animals of prehistoric ages that have been preserved in the strata of the earth. They frequently become exposed through erosional processes.
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<b>T00</b>	Trail or Route Features, General	Trails are developed land paths or tracks and routes are a regular line of water or land travel. If the type of trail or route is unknown (developed or undeveloped) then this feature is chosen.  Trails and routes are recreation resources which provide opportunities for recreation and access. Factors which should be considered in rating the significance of this features include existing and potential level of use (depending on the ROS setting), degree of management, and purpose of the trail or route (does this trail or route provided the main recreation experience, or is it simply used as a means to get to a destination?).
<b>T01</b>	Developed Land Trail	A land trail which has been developed for travel and/or recreation purposes.
<b>T02</b>	Developed Snow Trail	A snow trail which has been marked and cleared for travel and/or recreation purposes.
<b>T03</b>	Land Route	A regular line of land travel which is undeveloped but distinct when viewed in the field. It is commonly used by the local community, recreation groups or individuals traveling through the region.
<b>T04</b>	Snow Route	A regular line of snow travel which is undeveloped but commonly used by the local community, recreation groups or individuals traveling through the region.

<b>T05</b>	Water Route	A regular line of water travel which is unmarked but commonly used by the local community, recreation groups or individuals traveling through the region.
<b>T06</b>	Water/ Land Portage Route	A trail or route for carrying boats or goods on land from one body of water to another or around an obstacle (such as rapids).
<b>U00</b>	Harbour Features, General	A sheltered portion of a body of water along the shore deep enough for anchoring boats and has the potential for launching or harbor-marine facilities. Factors to consider in rating the significance of this feature include size, water depth, substrate material, ease of access and egress, and relationship to direction of prevailing winds.
<b>U01</b>	Large Harbour	A sheltered portion of a body of water along the shore deep enough for anchoring ships.
<b>U02</b>	Protected Moorage	A small cove or bay which is deep enough to anchor boats and offer protection from strong currents and winds.
<b>V00</b>	Volcanic Features, General	Volcanic landforms and sediment which exhibit evidence of a geological process (inactive and active).
<b>V02</b>	Volcanic Cone	A volcanic cone is a cone-shaped eminence formed by volcanic discharges. It is a landform feature which generally dominates the landscape.
<b>V03</b>	Lava Flow	A volcanic lava flow is the solidified, stationary mass of rock formed when the lava stream congeals. It is a landform feature which generally dominates the landscape.
<b>V04</b>	Tuya	'Table mountains' developed by subglacial central vent eruptions (e.g. Hyalo Ridge in Wells Gray Provincial Park)
<b>W00</b>	Wildlife Features, general	Wildlife features describe land, water and wetland areas which support terrestrial wildlife species, primarily mammals, birds, reptiles and amphibians (with the exception of marine wildlife). This description is usually applied to areas that support concentrations of animal populations, or at least populations that are more significant than those which occur in the study area.  Factors that should be considered in rating the significance of wildlife sub-features include: regularity

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with which wildlife species use the area; number of species; total number of different species observable in the area; ease of observation of species; time (or period) of year during which species use the area; and the possibility that wildlife observation in a particular area will provide opportunities for learning an aspect of the life history of a species. The general terrain area, the type of vegetation cover and the occurrence of waterbodies will have a strong influence on the observability of many wildlife species.

Marine wildlife is recognized in aquatic flora and fauna features.

**W01** Upland Bird

Areas which provide opportunities to view concentrations or significant populations of upland birds such as eagles, raptors, grouse, pheasant and passerines.

**W02** Small Land Mammal

Areas which provide opportunities to view concentrations or significant populations of small mammals including ground squirrels, marmots, and rodents.

**W03** Large Land Mammal

Areas which provide opportunities to view concentrations of significant populations of wild ungulates, such as elk and moose, and large carnivores, such as bears, wolves and cougars.

**W04** Freshwater Mammal

Areas which provide opportunities to view concentrations or significant populations of small freshwater mammals whose primary habitat includes rivers or lakes. For example, beavers and river otters.

**W05** Wildlife Diversity

This denotes areas which provide opportunities to view concentrations or significant populations of two or more of the wildlife sub-feature categories.

**W06** Amphibian

Areas which provide opportunities to view concentrations or significant populations of amphibians including frogs and salamanders.

**W07** Reptile

Areas which provide opportunities to view concentrations or significant populations of reptiles including lizards and snakes.

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**Y00** Human-made Features,  
General

Areas which exhibit non-urban, human-made structures often relating to commercial, industrial or military activity, including hydroelectric dams, quarries, mills, irrigation flumes, railway grades, military installations,

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		airports, highways, bridges etc. Features described in this category are not future candidates for a historic feature (future evaluations are conducted by SBTC, Heritage Conservation Branch).
		<i>(Note: if a specific feature is a significant part of the recreation experience, refer to category: <b>Yn</b>).</i>
<b>Y01</b>	Developed Campsite	A campsite where moderate to heavy site modifications have occurred. Facilities, such as outhouses, picnic tables, boat launches, are present.
<b>Y02</b>	Undeveloped Campsite	A campsite where no facilities with exception where required for safety and sanitation are developed. These sites generally have no or minimal site modifications.
<b>Yn</b>	Human-made Features, <number & name>	Any significant recreation-related structure or feature which was made by a human. This may include huts, cabins, cable-crossings and other structures. Identify the feature with a unique number and explain in the statement of rationale (note: each number assigned is unique to the project area and is identified in inventory report methodology).

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<b>Xn</b>	Miscellaneous Feature, <number & name>	Miscellaneous features are any significant feature not included in the above feature descriptions. Explain in the statement of rationale of the inventory checklist and the inventory report.
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**Recreation Features Inventory Classification Form**

Item	Reference 1	Reference 2	Reference 3	Polygon #	Statement of rationale/comments
<b>Photographer</b>					
<b>Photopoint #</b>					
<b>Direction of view #</b>					
<b>Compass bearing 0-360°</b>					
<b>Roll/Tape #</b>					
<b>Start frame #</b>					
<b>End frame #</b>					
<b>Slide/print/video</b>					
<b>BCGS map #</b>					
Item	Reference 4	Reference 5	Reference 6		
<b>Photographer</b>					
<b>Photopoint #</b>					
<b>Direction of view #</b>					
<b>Compass bearing 0-360°</b>					
<b>Roll/Tape #</b>					
<b>Start frame #</b>					
<b>End frame #</b>					
<b>Slide/print/video</b>					
<b>BCGS map #</b>					

## Appendix 5: Forest District codes

DAR..... Arrow Forest District	DPE.....Penticton Forest District
DBO..... Boundary Forest District	DPG .....Prince George Forest Dist.
DBC..... Bulkley-Cassiar Forest District	DPM.....Port McNeill Forest District
DCB..... Cranbrook Forest District	DQC Queen Charlotte Is. Forest District
DCH..... Chilcotin Forest District	DQU Quesnel Forest District
DCK..... Chilliwack Forest District	DRV Robson Valley Forest District
DCL ..... Clearwater Forest District	DSA Salmon Arm Forest District
DCO ..... Columbia Forest District	DSC Sunshine Coast Forest District
DCR..... Campbell River Forest District	DSI South Island Forest District
DDC..... Dawson Creek Forest District	DSQ Squamish Forest District
DFN..... Fort Nelson Forest District	DVA Vanderhoof Forest District
DHO ..... Horsefly Forest District	DVE Vernon Forest District
DIN ..... Invermere Forest District	DWL Williams Lake Forest District
DJA..... Fort St. James Forest District	
DJO ..... Fort St. John Forest District	
DKA..... Kamloops Forest District	
DKI ..... Kispiox Forest District	
DKL ..... Kootenay Lake Forest District	
DKM..... Kalum Forest District	
DLA ..... Lakes Forest District	
DLI..... Lillooet Forest District	
DMC ..... Mid-Coast Forest District	
DME..... Merritt Forest District	
DMH ..... 100 Mile House Forest Dist.	
DMK..... MacKenzie Forest District	
DMO ..... Morice Forest District	
DNC..... North Coast Forest District	

## **Appendix 6: Rollover project and translation tables: 1991, 1996, 1998**

The current rollover project entails the preparation and cleaning of existing graphic and attribute data for 7016 BCGS mapsheets (total province) to enable the separation of level 47 of the FC1 file and its subsequent conversion into three separate recreation themes or inventories. This is described in more detail in point form below. The ‘rolled-over’ or ‘converted’ inventories will meet RIC and INCOSADA standards. They will also enable the merging in of data collected to newer standards if and when it is available. This project is funded by FRBC.

### **Project steps**

This project includes the following steps for each 6’X 12’ BCGS mapsheet (commonly referred to as 1:20,000 BCGS mapsheets) in the province:

1. obtaining a complete set of FC1 files and TFL data
2. NAD checking
3. NAD shifting
4. building project letterblock files (100 1:20,000 BCGS mapsheets)
5. generation of letterblock, merging linework and databases
6. plotting check files (‘red/green’ plots) - which identify all graphic and attribute errors
7. distribution to districts for error corrections
8. correcting errors
9. translating old attribute codes to those of the 1996 standards
10. separation of graphic layers
11. generation of new RFP labels
12. generation of new district and 1:20,000 BCGS files
13. merging in data collected to different standards than those contained in the FC1 file (from some TFLs and many districts with newer data sets, particularly Visual Landscape Inventory data)
14. plotting second set of check files for error identification
15. distribution to districts to verify if errors have been corrected and files are ‘clean’
16. transferring the new data to the INCOSADA database
17. maintaining and managing the data files on IODM for distribution to clients and for update
18. documentation of all procedures

The Ministry is responsible for items 1, 8, 15 and 17 while contractors are responsible for the remainder.

## Project implementation

Pilot projects were undertaken in Nelson Region, 1995 and Prince George Region, 1996 to test and refine the procedures used in this process.

A contract was awarded to Pacific International Mapping Inc. on August 19, 1996 to carry out the majority of the work of the rollover. Numerous contracts were awarded to other companies to assist and prepare some data for the rollover. A summary of the implementation schedule follows:

- *Fiscal 1995/96* - support, approval and funding of project by RIC and FRBC, carry out pilot projects,
- *Fiscal 1996/97* - data modeling, acquisition of FC1 files, NAD shifting and letterblock preparation,
- *Fiscal 1997/98* - completion of data modeling, acquisition of TFL data, generation, distribution and hardcopy correction of initial FC1 'red/green' plots; identification, digitization and acquisition of some newer data, rollover of approximately 2400 1:20,000 BCGS mapsheets covering UTM Zone 11 (Nelson Region) and the northern half of UTM Zone 10 (Prince George Region), generation and distribution of new 'red/green' plots for Cassiar Forest District due to newer data being available,
- *Fiscal 1998/99* - completion of data acquisition of TFL and newer data, generation and distribution of 'red/green' plots for newer data, rollover of 3000 1:20,000 BCGS mapsheets (projected general order of processing is Nelson, Prince George, Kamloops, Cariboo, Prince Rupert and Vancouver Regions, however, actual maps to be processed will depend on the completion and availability of district coverage,, merging of TFL and newer data into existing rolled-over mapsheets, transfer files to INCOSADA projection and clipping of files to a district 'tile', generation and distribution of 1997/98 final 'red/green' plots of INCOSADA projected mapsheets,
- *Fiscal 1999/2000* - completion of generation and distribution of 'red/green' plots for newer data, rollover of remaining 1:20,000 BCGS mapsheets, merging of 1998/99 and half of 1999/2000 TFL and newer data into existing rolled-over mapsheets, transfer 1998/99 files to INCOSADA projection and clip files to a district 'tile', generation and distribution of 1998/99 and one quarter of 1999/2000 final 'red/green' plots of INCOSADA projected mapsheets,
- *Fiscal 2000/2001* - merging of remaining TFL and newer data into existing rolled-over mapsheets, transfer remaining files to INCOSADA projection and clip files to a district 'tile', generation and distribution of remaining final 'red/green' plots of INCOSADA projected mapsheets,

Once files are in the INCOSADA projection, they will be available via IODM for ongoing inventory update by districts or Data Service Center staff. District and associated Data Service Center staff will have update authority for only maps within their district "tile."

The 1996 Recreation Feature Inventory standards will remain in place until the Rollover project is completed. Following that, the standards outlined in this manual will be implemented and the complete provincial database will be translated to reflect the latest standards.

### **Rollover translation tables: 1991, 1996, 1998**

The provincial standards for rolling over existing recreation features inventory data from 1991 to 1996 and from 1996 to 1998 are set out in terms of rollover for the following:

- recreation features
- recreation activities
- polygon classification

These tables are provided here for reference purposes only. They are not necessary to carry out a RFI.

## Recreation Features

1991	1996/98	1991	1996/98	1991	1996/98	1991	1996/98
A1	A01	L7	L01, (L00)	B08		Q00	
A2	A02	L8	Q06, (Q01)	B10		Q01	
A3	q01(activity)	L9	M14	B11		Q02	
A4	A04	M1	M01	B12		Q03	
B1	B17	M2	M02,(M06)	B23		Q04	
B2	B18	M3	M04	B25		Q05	
B3	B19	P1	H03	B26		Q07	
B4	B20	P2	H01	C00		Q08	
B5	B21	P3	H04	D01		Q09	
B6	B16	P4	H03	D03		Q10	
C1	C03	Q1	Q16	D07		Q11	
C2	E11	Q2	Q16	D08		Q12	
C3	E10	Q3	B01	D11		Q13	
C4	Y00	R1	R01	G02		Q14	
D0	D00	R2	R02	G03		Q15	
E00	E00	R3	R03	G04		Q17	
E01	E01	R4	R04	G05		R00	
E02	E02	R5	V00	G07		T03	
E03	E03	S1	D04	G08		T04	
E04	E04	S2	D05	G09		T05	
E05	E05	S3	D06	G10		T06	
E06	E06	T1	T01	G11		U01	
E07	E09 (E07)	T2	T01, (T02)	G12		U02	
E08	E08	T3	T01	G13		V01	
F1	D09	U0	U00	G15		V02	
F2	D10	V0	see VLI	G16		V03	
F3	D02	V1	see VLI	G17		V04	
G1	G00	V2	see VLI	G18		W00	
G2	G14	V3	see VLI	H00		W04	
H1	H03	V4	see VLI	K01		W06	
H2	H02	V5	see VLI	K02		W07	
H3	H04	V6	see VLI	K03		Y01	
H4	H03	V7	see VLI	L02		Y02	

J1	B05	V8	see VLI	L04	Y <sub>n</sub>
J2	B14	V9	see VLI	M00	
J3	B07	W1	W01	M03	
J4	B14	W2	W02	M05	
J5	B09	W3	W03	M07	
J6	B13	W4	A05	M08	
J7	B06	W5	W05	M09	
J8	B15	X	X <sub>n</sub>	M10	
J9	B22		A00	M11	
L1	G06, (G15)		A03	M12	
L2	G00, (G04)		A06	M13	
L3	J00, (J01)		B01	M16	
L4	G01		B02	M17	
L5	K00		B03	M18	
L6	L03		B04	M19	

## Recreation Activities

1991	1996/98	1991	1996/98	1991	1996/98	1991	1996/98
a	f00		f00	z	zn xn		m04
b	m08		f01		a00		m06
c	b03		f03		a01		m07
d	b04		g01		a02		m08
e	b08		g02		b00		m09
f	m10		g03		b02		m11
g	b11		g04		b05		m12
h	b01		g05		b06		m13
i	k04		g06		b07		m14
j	h00		g07		b08		n00
k	e01		h01		b09		n02
l	i01		h02		b10		n03
m	r00		h03		b12		q00
n	n01		h04		b13	A3 (feat)	q01
o	i04		h05		d00		q02
p	q08		i00		d02		q03
q	q06		i02		d03		q04
r	g00		i05		d04		q05
s	i03		k00		d05		q07
t	m02		k01		d06		q09
u	m03		k02		d07		r00
v	m05		k03		d09		r02
w	d08		k05		e00		r03
x	d01		m00		e02		r04
y	f02		m01				

### Polygon Classification

Attribute	1991	1996	1998
Geographic Context		1,2,3,4	N/A (place in Statement of rationale)
Feature Scarcity/ Uniqueness		H, M, L	b (significance factors)
Activity Attraction Capability		H, M, L	a (significance factors)
Scenic Attractiveness		H, M, L	d (significance factors)
RFP Significance	A B C D	A B C D	VH H M L
Individual features sensitive to recreation use		1 to 8	N/A (Place top 3 feature codes in Statement of rationale)
Feature sensitivity to recreation use		H, M, L	if it is the most dominant alteration, record "h" in the type of alteration field  If not, place (H, M, L) in Statement of rationale
Individual features sensitive to resource development		1 to 8	record top 3 feature codes
RFP Sensitivity (sensitivity to resource development)		H M L -	H M L insert 1996 Feature Class rating: (0 = H, 1 = M, 2 = L, UA = UA)
Management Class	0, 1, 2		
Feature Class		0, 1, 2, UA	

Note: As discussed in Section 4.4, these rollover standards are in keeping with the purpose of inventory rollover. Namely, to keep rather than discard existing data where possible, and to match as best as possible, existing data collected to previous standards with new data collected to new standards. This may appear as contradicting the new data standards as defined. For example, rolling-over 'provincial significance' to 'local significance'.