

ALASKA STATE PARKS

TRAIL MANAGEMENT HANDBOOK

MAY 2015

APPENDIX B: GPS TRAILS DATA DICTIONARY



Appendix B: GPS Trails Data Dictionary2

Appendix B: GPS Trails Data Dictionary

This is the comprehensive GPS trails data dictionary used for Alaska State Parks Trail Inventory and Assessment Project. It was developed in conjunction with the National Park Service (NPS) Rivers and Trails Conservation Assistance (RTCA) program, Alaska Department of Natural Resources (ADNR) Land Record Information Service (LRIS), Department of Parks and Outdoor Recreation (DPOR). For the .ddf file compatible with Trimble TerraSync software, contact the Alaska State Trails Program (ASTP).

Alaska Comprehensive Trail Inventory and Assessment Fields

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
<u>Trailway (Line)</u>					
	PRK_NAME (Park Name)		(Hand Enter)		
	TRL_NAME (Trail Name)		(Hand Enter)		
	TRL_NUM (Trail Name)		(Hand Enter)		
	TRED_WIDTH (Tread Width)	The width of the constructed trail tread available for use.	<1 Feet 1-2 Feet 2-3 Feet 3-4 Feet 4-5 Feet 5-6 Feet 6-8 Feet 8-10 Feet >10 Feet	TW-001 TW-002 TW-003 TW-004 TW-005 TW-006 TW-007 TW-008 TW-009	
	USE_WIDTH	The width of the tread and/or ground surface which shows sign of use or impact by users.	<1 Feet 1-2 Feet 2-3 Feet 3-4 Feet 4-5 Feet	UW-001 UW-002 UW-003 UW-004 UW-005	

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			5-6 Feet	UW-006	
			6-8 Feet	UW-007	
			8-10 Feet	UW-008	
			10-20 Feet	UW-009	
			20-50 Feet	UW-010	
			50-100 Feet	UW-011	
			100-200 Feet	UW-012	
			200-400 Feet	UW-013	
			> 400 Feet	UW-014	
	CLRD_WIDTH	The cleared brushing width from the edge of the tread use.	<1 Feet	CW-001	
	(Cleared Width)		1-2 Feet	CW-002	
			2-3 Feet	CW-003	
			3-4 Feet	CW-004	
			4-5 Feet	CW-005	
			5-6 Feet	CW-006	
			6-8 Feet	CW-007	
			>8 Feet	CW-008	
	CLRD_HEIGHT	The cleared brushing height from the surface of tread.	Not Indicated	CH-NIN	
	(Cleared Height)		<6 Feet	CH-001	
			6-8 Feet	CH-002	
			8-10 Feet	CH-003	
			10-12 Feet	CH-004	
			>12 Feet	CH-005	

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
	TRL_GRADE	Percent Grade of tread on a contour-aligned bench; positive or negative.	0-4%	TG-001	
	(Trail Grade)		5-10%	TG-002	
			11-15%	TG-003	
			16-20%	TG-004	
			21-25%	TG-005	
			26-30%	TG-006	
			31-35%	TG-007	
			36-40%	TG-008	
			>40%	TG-009	
		Percent Grade of tread on a fall-line trail; positive or negative.	0-4% FL	TG-010	
			5-10% FL	TG-011	
			11-15% FL	TG-012	
			16-20% FL	TG-013	
			21-25% FL	TG-014	
			26-30% FL	TG-015	
			31-35% FL	TG-016	
			36-40% FL	TG-017	
			>40% FL	TG-018	
SIDE_SLOPE	Slope of terrain trail crosses.	0-5%	SS-001		
		5-20%*	SS-002		
		20-40%	SS-003		
		40-60%	SS-004		
		60-80%	SS-005		
		80-100%	SS-006		
		>100%	SS-007		

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
(Tread Geometry)	TREDGMTRY	The shape of the trail tread surface (generally within use width).	Flat 0-3%	TE-FLT	Tread is generally flat with less than 3% cross-slope, and no specific geometry.
			Crowned	TE-CRN	Tread exhibits a convex shaped geometry in which the center of the trail is higher than the sides.
			In-Sloped	TE-ISL	Tread slopes towards the backslope.
			Out-Sloped 4-7%	TE-OSM	Tread slopes away from the backslope 4-7%.
			Out-Sloped >8%	TE-OSF	Tread slopes away from the backslope >8%.
			Concave <4"	TE-CON	Tread exhibits a concave geometry in which the center of the tread is <4" lower than the outer edges of the tread.
			Entrenched 4"-12"	TE-EN1	Tread exhibits a trench like geometry in which the center of the tread is 4" - 12" lower than the outer edges of the tread.
			Entrenched >12"	TE-EN2	Tread exhibits a trench like geometry in which the center of the tread is >12" lower than the outer edges of the tread.
			Irregular	TE-IRR	Tread exhibits an irregular geometry than does not fall into other classes.
(Tread Subsurface)	SUBSURFACE	Material underlying the trail tread.	Wetland	SR-WLD	Trail subsurface material is saturated with water, and trail alignment travels into an area of wetland, marsh, or bog.
			Peat	SR-PET	Trail subsurface material consists plant material in various stages of decay. Material is generally partially to fully saturated with water.
			Mixed Organics	SR-MOR	Trail subsurface material consists of a mixture of peat, silt, sand, clay, and/or gravel.
			Clay	SR-SLT	Trail subsurface material of very fine minerals that show plasticity with various amounts of moisture.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Silt	SR-SND	Trail subsurface material of fine minerals generally grey in color. They are usually found along or near glacial streams or outwash plains, or in areas adjacent to where wind transport has occurred.
			Sand	SR-CLY	Trail subsurface material of moderately fine minerals that lacks plasticity when moist, and contains a "gritty" texture.
			Loam	SR-PUM	Trail subsurface material with a combination of silt, sand, and clay. Material retains plasticity when wet and exhibits a "gritty" texture.
			Pumice	SR-LOM	Trail subsurface material consists of porous volcanic rock.
			Alluvium	SR-ALM	Trail subsurface material consisting of a variety of materials such as clay, silt, sand, gravel, and/or cobbles. Alluvium material is generally deposited by streams or along hillsides from mass wasting. Unlike Glacial Till, Alluvium tends to exhibit sorting.
			Glacial Till	SR-GTL	Trail subsurface material consisting of a variety of materials such as clay, silt, sand, gravel, and/or cobbles. Glacial till has been deposited directly by glaciers and is therefore generally unsorted material.
			Common w/ Gravel	SR-CGV	Trail subsurface material consisting of a mixture of gravel and other (generally organic) materials.
			Common w/ Large Rock	SR-CRK	Trail subsurface material consisting of a mixture of large rocks and other (generally organic) materials.
			Talus or Boulders	SR-TAL	Trail subsurface material consisting of boulders and/ or talus. Generally found at the base of rocky mountainous areas.
			Bedrock	SR-BDR	Trail subsurface material consists of exposed bedrock, and no other soil types are evident.
			Water Xing	SR-WCR	Trail subsurface is flowing water as in a bridge crossing or ford.
			Other	SR-OTH	Trail Subsurface not otherwise described.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
	TRL_SURFACE	Material the trail surface is constructed of.	Native	TS-NTV	No material has been imported, and the trail surface material is identical to the trail subsurface material.
	(Trail Surface)		Running Plank	TS-RPL	Trail surface material generally consisting of 2"x20" or similar treated lumber running along the tread of the trail with little or no underlying support material.
			Boardwalk/Puncheon	TS-BWP	Trail surface structure built with log or dimensional lumber on top of the native soil consisting of sills, stringers, decking, and sometimes gravel on top of the decking.
			Pavers	TS-PVS	Trail surface material consists of 1 foot square by 2 to 4 inch thick concrete blocks.
			Bridge	TS-BRS	Trail surface structure used to cross water bodies.
			Corduoy	TS-CDR	Trail surface structure generally built with native log material or dimensional lumber on top of the native soil consisting of sills, stringers, and decking. A primitive Puncheon.
			Geotex	TS-GTX	Trail surface consisting of any form of geosynthetics including Geo-Bloc. Material can be exposed or covered by native or imported material.
			Turnpike	TS-TPK	Trail surface can be a combination of materials used to make the trail tread higher than the surrounding water table with adjacent ditches used to lower the water table.
			Causeway	TS-CWY	Trail surface can be a combination of materials used to make the trail tread higher than the surrounding water table.
			Brush/Rough Filled	TS-BRF	Trail surface consisting of an unassembled array of local brush material set upon the degraded trail tread in an attempt to improve its surface.
			Asphalt	TS-ASP	Trail surface consisting of paved asphalt.
			Chunkwood	TS-CHW	Trail surface consisting of woodchips of varying sizes.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Rip-Rap	TS-RRP	Trail surface consisting of large rocks placed randomly on the trail surface to provide support and prevent erosion.
			Imported Compact	TS-IMC	Trail surface consisting of imported material, generally gravel size, that has been compacted by trail construction or use.
			Imported Loose	TS-IML	Trail surface consisting of imported material, generally gravel size, that has been loosely placed on the tread.
			Concrete	TS-CCT	Trail surface consisting of concrete slabbing.
			Snow	TS-SNW	Trail surface is covered in snow.
			Water	TS-H2O	Trail surface is covered in water.
			Other	TS-OTH	Other trail surface.
(Trail Type)	TRL_TYPE	Type of trail within system.	Main	TT-MAN	Main artery type trail of a trail system.
			Secondary	TT-SEC	Secondary-type trail of a trail system; generally connected to a main trail.
			Social	TT-SOC	Social trail established by users, and not part of the maintained or managed trail system.
			ABND-Degraded	TT-ADE	Abandoned trail which has been severely degraded.
			ABND-Stable	TT-AST	Abandoned trail whose condition is stable.
			ABND-Reclaim	TT-ARE	Abandoned trail that has been reclaimed by vegetation and the surrounding environment.
			Access	TT-ACS	Trail used to access the main trail network or some other point of interest from a town, road, trailhead, or other trail system.
			Cutoff	TT-CUT	Trail used to shorten the travel distance along the main trail, such as a switchback cut.
			Spur	TT-SPR	Trail leaving the main trail and traveling to some unestablished location or point of interest.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Other	TT-OTH	Other trail type
TRACK (Track Type)		The type of track exhibited by use.	Single Track	TK-STR	Trail use exhibits a single track; generally less than 4' wide.
			Double Wheel	TK-DWH	Trail use exhibits a double track with each individual track; generally less than 4' wide.
			Wide	TK-WID	Trail use exhibits a single track; generally greater than 4' wide.
			Multi-Braid 2-4	TK-MB2	Trail use exhibits 2-4 braided tracks.
			Multi-Braid 5-10	TK-MB5	Trail use exhibits 5-10 braided tracks.
			Multi-Braid >10	TK-10P	Trail use exhibits >10 braided tracks.
			Not Indicated	TK-NIN	No track evident, or not applicable for the surface type.
			Other	TK-OTH	Other type of track not otherwise indicated.
DITCH		Ditch used for water drainage; usually along the trail alignment between the backslope and tread surface.	None	DT-NON	There are no ditches along the trailway.
			Single Side	DT-SSI	There is a ditch on a single side of the trailway.
			Both Sides	DT-BSI	There is a ditch on both sides of the trailway.
DRAINAGE (Soil Drainage)		Drainage characteristic of the trail tread.	Well drained	DR-WDR	The trail surface is dry and appears well drained.
			Moderately Drained	DR-MDR	The trail surface exhibits some moisture, and is moderately drained.
			Poorly Drained	DR-PDR	The trail surface is quite wet, and exhibits poor drainage-characteristics, including the formation of mud and/or other type of degradation.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Saturated	DR-SAT	The trail surface and subsurface is completely saturated and very wet, and may exhibit several forms of degradation including deep mud.
			Ponded	DR-PND	The trail surface and subsurface is completely submerged in ponded water.
			Water Running	DR-WR	There is water running along the trail surface that may have the potential to cause channeling and/or other forms of degradation.
			Not Indicated	DR-NIN	Drainage characteristics are not indicated (as in over a bridge surface).
	DEGRADE	Types of degradation occurring along the tread.	None	DG-NON	Trail is generally in good condition, and no obvious degradation signs are evident.
	(Trail Degradation)		Muddy	DG-MUD	Trail has a muddy surface.
			Extremely Muddy	DG-EMD	Trail is extremely muddy inhibiting travel; mud may be several inches to over a foot in depth.
			Multi Muck Holes	DG-MMH	Trail is extremely muddy, <u>and</u> there are several areas of standing water within the tread of the trail.
			Seasonal Impassable	DG-SIM	Trail may be impassable during certain times of the year, such as spring run-off.
			Elevated Roots	DG-ERT	Trail tread is infused with many elevated roots.
			Loose Rocks	DG-LRK	Trail tread is covered with many loose rocks.
			Elevated Rocks	DG-ERK	Trail tread is infused with many large elevated rocks.
			Channeling	DG-CHL	Trail exhibits channeling along or across the trail tread due to water erosion.
			Backslope - Unstable	DG-BSU	Trail backslope is unstable and material is sloughing onto the trail surface.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Backslope - Failure	DG-BSF	Trail backslope has failed, and as a result the tread surface has been damaged or completely covered in slough.
			Bench - Unstable	DG-BUN	Trail bench is exhibiting signs of instability such as sloughing or creep.
			Bench - Failure	DG-BFL	Trail bench has failed, and the tread surface which lies on the bench is no longer usable.
			Other	DG-OTH	Other type of degradation.
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	RUTTING	Rutting and/or subsidence occurring along the trail (generally an OHV attribute).	NONE	RS-NON	There is no rutting along the trailway.
	(Rutting/Subsidence)		<2 inch	RS-001	Ruts are <2" in depth.
			2-8 Inch	RS-002	Ruts are 2"-8" in depth.
			9-16 Inch	RS-003	Ruts are 9"-16" in depth.
			17-32 Inch	RS-004	Ruts are 17"-32" in depth.
			33-60 Inch	RS-005	Ruts are 33"-60" in depth.
			>60 Inch	RS-006	Ruts are >60" in depth.
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	BENCH	The fraction of the tread lying within the constructed bench.	None	BN-NON	The trail tread does not sit on a bench.
			1/4-3/4 Bench	BN-HBN	The trail tread sits on a 1/4 - 3/4 bench.
			Full Bench	BN-FBN	The trail tread sits on a full bench.
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	BERMSLUF	Indicates the presence of berms or sloughing along the trail tread.	Berm	BS-BRM	The edge of the trail exhibits a berm which may cause the trail outslope to be ineffective.
	(Berm or Slough)		Slough	BS-SLO	The edge of the trail exhibits sluffing which may be a result of an unstable backslope or sideslope, and lead to creep along the edge of the trail.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Berm/Slough	BS-BSL	The trail edge exhibits both a berm and sluffing.
			None	BS-NON	There is no berm or sluffing along the tread.
COMMENTS			(Hand Enter)		
Drain_St (Point)					
(Drainage Structure)					
FEATURE	Drainage Structure Type		Drain Dip	DS-DND	A gentle dip designed to divert water off of a trail.
			Waterbar	DS-WBR	A structure used to divert water off of a trail by using a barrier and outsloping.
			Culvert	DS-CVT	A pipe-like structure used to direct water beneath a trail (from one side to the other).
			Dam	DS-DAM	A barrier constructed across a waterway to control the flow or raise the level of water; trail can cross on top of the dam's embankment.
			Spillway	DS-SPY	A channel or passage where excess water exits a dam.
			Check Dam	DS-CKD	A dam designed to collect fine fill material from, and slow the velocity of flowing water; used to reconstruct eroded trails.
			Cross Ditch	DS-CDS	A ditch across the trail tread; can be man-made, or formed by the erosive forces of flowing water.
			Underdrain	DS-CDE	A drain that transports water underneath the trail tread, and deposits it away from a trail.
			Knick	DS-UND	A section of trail with exaggerated outslope; used to drain water from a trail's surface.
			Drain/Sump	DS-KNC	Where a drain removes water from a low point on a trail.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Cross Drain	DS-CRD	Structure built across the tread which drains water downhill; similar to a cross ditch but reinforced with imported material.
			Open Top Culvert	DS-OTC	Open-topped version of a culvert.
			Sheet Drain Start	DS-SDS	Drain designed to collect seepage and overland flow before it can drain onto a trail; start.
			Sheet Drain End	DS-SDE	Drain designed to collect seepage and overland flow before it can drain onto a trail; end.
			Other	DS-OTH	Other drainage structure not otherwise described.
CONDITION	Condition of the Drainage Structure		Routine Maintenance	CN-RMN	Feature only requires routine maintenance.
			Repair/Rehab Major	CN-RMJ	Feature will require major repair and/or rehabilitation to function properly.
			Repair/Rehab Minor	CN-RMN	Feature will require minor repair and/or rehabilitation to function properly.
			Decommission	CN-DCM	Feature should be decommissioned.
			Expansion	CN-EXP	Feature is ineffective in its current state, and should be expanded upon to meet public need.
			Alter Function	CN-ALT	Feature is functioning in a matter different than what it was designed for.
			Install New	CN-NEW	Feature is not functioning as intended and a new structure should be installed.
MATERIAL	Material of the Drainage Structure		Rock	MT-ROC	Imported or natural large rock.
			Treated Log	MT-TLG	Imported or local full round logs with weather proofing.
			Untreated Log	MT-NLG	Imported or local full round logs.
			Treated Dimensional Timber	MT-TDW	Imported or local dimensional lumber with weather proofing.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Untreated Dimensional Timber	MT-NDW	Imported or local dimensional lumber.
			Metal	MT-MET	Metal material
			Metal/Wood	MT-MWD	Combined metal and wood material.
			Concrete	MT-CON	Concrete material
			Composites	MT-CMT	Composite materials such as plywood, carbon fiber, fiberglass, etc.
			Plastic or Rubber	MT-PLS	Plastic and/or rubber material.
			Native Soil	MT-NSL	Surrounding native soil material.
			Select Borrow	MT-SBR	Selected material taken from a specific site along the trail.
			Aggregate	MT-AGG	A mixture of sand, gravel, concrete, and/or crushed stone.
			Asphalt	MT-ASP	Aggregate material bound by viscous petroleum (as in paved roads).
			Mixed Material	MT-MMT	A mixture of any of the other materials indicated.
			Other	MT-OTH	Material not otherwise indicated.
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	WIDTH_FT	The width of the drainage structure in feet.	(Hand Enter)		
	LENGTH_FT	The length of the drainage feature in feet.	(Hand Enter)		
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	COMMENTS		(Hand Enter)		
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AquaProb (Point)					
(Water Problem)					
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Feature (Type)	Attribute	Attribute Definition	Values	Code	Description					
FEATURE	The type of drainage and/or water related problem on the trail.		Wash Out	AP-WOT	Where running water has eroded the entire tread of a section of a trail.					
			Head Cut	AP-HCT	Site where erosion is traveling upstream as the stream cuts downward (similar to a stream cut-bank).					
			Erosion Zone Start	AP-EZa	Erosion problem; start.					
			Erosion Zone End	AP-EZb	Erosion problem; end.					
			Dam or Blockage	AP-DAM	Where a dammed area has degraded the trail behind it by lack of drainage.					
			Ponded Area	AP-PND	Area of standing water on a trail.					
			Muckhole	AP-MCH	Trail is extremely muddy, <u>AND</u> there is standing water within the tread of the trail.					
			Channel Start	AP-ECa	Water traveling on a trail's surface and creating an erosion channel; start.					
			Channel End	AP-ECb	Water traveling on a trail's surface and creating an erosion channel; end.					
			Deposition Zone	AP-DZN	Area where debris has collected on trail surface.					
			Seepage Zone	AP-SZN	Where water is flowing out of the ground onto the ground and/or tread surface.					
			Other	AP-OTH	Other water problem not otherwise described.					
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COMMENTS			(Hand Enter)							
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Water_Xing (Point)										
(Water Crossing)										
CROSS_TYPE	The type of structure used for the water crossing.		Bridge	WX-BRI	Structure taller than 4 feet that crosses water.					
			Natural Ford	WX-NFD	Unimproved natural stream or river crossing.					
			Constructed Ford	WX-CFD	Improved stream or river crossing.					

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Covered Culvert	WX-CCV	Culvert larger than 24" that a trail crosses over.
			Stepping Stones	WX-SST	Stones placed in waterway to provide dry steps across.
			Hand Tram	WX-HTR	River crossing by hand-cranking a tram; cables are tethered to each side of the riverbank.
			Other	WX-OTH	Other water crossing structure not otherwise described.
CONDITION	The condition of the water crossing.		Routine Maintenance	CN-RMN	Feature only requires routine maintenance.
			Repair/Rehab Major	CN-RMJ	Feature will require major repair and/or rehabilitation to function properly.
			Repair/Rehab Minor	CN-RMN	Feature will require minor repair and/or rehabilitation to function properly.
			Decommission	CN-DCM	Feature should be decommissioned.
			Expansion	CN-EXP	Feature is ineffective in its current state, and should be expanded upon to meet public need.
			Alter Function	CN-ALT	Feature is functioning in a matter different than what it was designed for.
			Install New	CN-NEW	Feature is not functioning as intended and a new structure should be installed.
MATERIAL	Material of the Water Crossing Structure.		Rock	MT-ROC	Imported or natural large rock.
			Treated Log	MT-NLG	Imported or local full round logs with weather proofing.
			Untreated Log	MT-TLG	Imported or local full round logs.
			Treated Dimensional Timber	MT-NWD	Imported or local dimensional lumber with weather proofing.
			Untreated Dimensional Timber	MT-CDT	Imported or local dimensional lumber.
			Metal	MT-MET	Metal material

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Metal/Wood	MT-MWD	Combined metal and wood material.
			Concrete	MT-CON	Concrete material
			Composites	MT-CMT	Composite materials such as plywood, carbon fiber, fiberglass, etc.
			Plastic or Rubber	MT-PLS	Plastic and/or rubber material.
			Native Soil	MT-NSL	Surrounding native soil material.
			Select Borrow	MT-SBR	Selected material taken from a specific site along the trail.
			Aggregate	MT-AGG	A mixture of sand, gravel, concrete, and or crushed stone.
			Asphalt	MT-ASP	Aggregate material bound by viscous petroleum (as in paved roads).
			Mixed Material	MT-MMT	A mixture of any of the other materials indicated.
			Clay	MT-SLT	Surface material of very fine minerals that show plasticity with various amounts of moisture.
			Other	MT-OTH	Material not otherwise indicated.
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	WIDTH_FT	Structure width in feet.	(Hand Enter)		
	(Width in Feet)				
	LENGTH_FT	Structure length (stringer span) in feet.	(Hand Enter)		
	(Length in Feet)				
	STM_WDT_FT	Bank to bank of stream width in feet.	(Hand Enter)		
	(Stream Width in Feet)				
	WEIGHT_LIM_TON	Enter only if the value is known.	(Hand Enter)		
	(Weight limit in tons)				
	STREAM_NAME	Name of stream (if named).	(Hand Enter)		
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	COMMENTS		(Hand Enter)		
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Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
Structures (Point)					
	FEATURE	Trailside structure type.	Traffic Counter	ST-CNT	Device used to record traffic volumes of wheeled vehicles.
			Registration box	ST-RBX	Box-like structure used for trail users to self register.
			Docks	ST-DOK	Floating or fixed structure along the edge of a waterbody.
			Bench	ST-BNH	Structure along a trail designed for sitting and resting.
			Information Board	ST-INF	Structure used to display park-related information. Unlike a Kiosk, information on this board can easily be updated (i.e. bear warnings).
			Trash - Non-Bear	ST-TNB	Non-bearproof refuse container.
			Trash - Bearproof	ST-TBP	Bearproof refuse container.
			Bear Box	ST-BBX	Stationary bear-resistant storage containers.
			Campsite Dev	ST-CMD	Developed campsite.
			Campsite Prim	ST-CMP	Campsite; primitive or user established.
			Fire Ring	ST-FRG	Circular structure used to contain a campfire.
			Fee Station	ST-FEE	Fee station for parking or camping.
			Overlook/Pull Out	ST-OVL	Scenic overlook; trailside or roadside.
			Pay Phone	ST-PPH	Pay Phone.
			Picnic Table	ST-PTB	Table with integrated benches used for picnicking.
			Sculpture/Artwork	ST-ART	Any structure used as a display of artwork.
			Telescope	ST-TEL	Telescope permanently fixed at a site along the trail.
			Water Source	ST-H2O	Structure used for the extraction of freshwater, as in a hand pump operated well.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Other	ST-OTH	Other trailside structure not otherwise described.
	CONDITION	Condition of the trailside structure.	Routine Maintenance	CN-RMN	Feature only requires routine maintenance.
			Repair/Rehab Major	CN-RMJ	Feature will require major repair and/or rehabilitation to function properly.
			Repair/Rehab Minor	CN-RMN	Feature will require minor repair and/or rehabilitation to function properly.
			Decommission	CN-DCM	Feature should be decommissioned.
			Expansion	CN-EXP	Feature is ineffective in its current state, and should be expanded upon to meet public need.
			Alter Function	CN-ALT	Feature is functioning in a matter different than what it was designed for.
			Install New	CN-NEW	Feature is not functioning as intended and a new structure should be installed.
	MATERIAL	Material of the Trailside Structure	Rock	MT-ROC	Imported or natural large rock.
			Treated Log	MT-NLG	Imported or local full round logs with weather proofing.
			Untreated Log	MT-TLG	Imported or local full round logs.
			Treated Dimensional Timber	MT-NWD	Imported or local dimensional lumber with weather proofing.
			Untreated Dimensional Timber	MT-CDT	Imported or local dimensional lumber.
			Metal	MT-MET	Metal material
			Metal/Wood	MT-MWD	Combined metal and wood material.
			Concrete	MT-CON	Concrete material
			Composites	MT-CMT	Composite materials such as plywood, carbon fiber, fiberglass, etc.
			Plastic or Rubber	MT-PLS	Plastic and/or rubber material.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Native Soil	MT-NSL	Surrounding native soil material.
			Select Borrow	MT-SBR	Selected material taken from a specific site along the trail.
			Aggregate	MT-AGG	A mixture of sand, gravel, concrete, and or crushed stone.
			Asphalt	MT-ASP	Aggregate material bound by viscous petroleum (as in paved roads).
			Mixed Material	MT-MMT	A mixture of any of the other materials indicated.
			Other	MT-OTH	Material not otherwise indicated.
COMMENTS			(Hand Enter)		
Trl_Structure (Point)					
	FEATURE	Type of trail structure feature.	Retaining Wall	TR-RET	Structure used to prevent the trail tread from slumping, and to provide stability and strength to the edge of the trail.
			Corduroy	TS-CDR	Trail surface structure generally built with native log material or dimensional lumber on top of the native soil consisting of sills, stringers, and decking. A primitive Puncheon.
			Boardwalk/Puncheon	TR-BWP	Trail surface structure built with log or dimensional lumber on top of the native soil consisting of sills, stringers, decking, and sometimes gravel on top of the decking.
			Running Plank	TR-RPL	Trail surface material generally consisting of 2"x20" or similar treated lumber running along the tread of the trail with little or no underlying support material.
			Geotex	TS-GTX	Trail surface consisting of any form of geosynthetics including Geo-Bloc. Material can be exposed or covered by native or imported material.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Pavers	TS-PVS	Trail surface material consists of 1 foot square by 2 to 4 inch thick concrete blocks.
			Turnpike	TS-TPK	Trail surface can be a combination of materials used to make the trail tread higher than the surrounding water table with adjacent ditches used to lower the water table.
			Causeway	TS-CWY	Trail surface can be a combination of materials used to make the trail tread higher than the surrounding water table.
			Stairway	TR-SWY	Stairway structure used to ascends/descend a steep grade.
			Handrail	TR-HND	Handrail structure for stability while travelling along trail.
			Slope Armoring	TR-SAR	Structure used to "Armor" or reinforce the side-slope to help prevent erosion.
			Tunnel	TR-TUN	Trail travels through a tunnel.
			Other	TR-OTH	Other trail related structure not otherwise indicated.
	MATERIAL	Material of the Trail Structure.	Rock	MT-ROC	Imported or natural large rock.
			Treated Log	MT-NLG	Imported or local full round logs with weather proofing.
			Untreated Log	MT-TLG	Imported or local full round logs.
			Treated Dimensional Timber	MT-NWD	Imported or local dimensional lumber with weather proofing.
			Untreated Dimensional Timber	MT-CDT	Imported or local dimensional lumber.
			Metal	MT-MET	Metal material
			Metal/Wood	MT-MWD	Combined metal and wood material.
			Concrete	MT-CON	Concrete material
			Composites	MT-CMT	Composite materials such as plywood, carbon fiber, fiberglass, etc.
			Plastic or Rubber	MT-PLS	Plastic and/or rubber material.
			Native Soil	MT-NSL	Surrounding native soil material.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Select Borrow	MT-SBR	Selected material taken from a specific site along the trail.
			Aggregate	MT-AGG	A mixture of sand, gravel, concrete, and or crushed stone.
			Asphalt	MT-ASP	Aggregate material bound by viscous petroleum (as in paved roads).
			Mixed Material	MT-MMT	A mixture of any of the other materials indicated.
			Other	MT-OTH	Material not otherwise indicated.
	CONDITION	The condition of the trail structure.	Routine Maintenance	CN-RMN	Feature only requires routine maintenance.
			Repair/Rehab Major	CN-RMJ	Feature will require major repair and/or rehabilitation to function properly.
			Repair/Rehab Minor	CN-RMN	Feature will require minor repair and/or rehabilitation to function properly.
			Decommission	CN-DCM	Feature should be decommissioned.
			Expansion	CN-EXP	Feature is ineffective in its current state, and should be expanded upon to meet public need.
			Alter Function	CN-ALT	Feature is functioning in a matter different than what it was designed for.
			Install New	CN-NEW	Feature is not functioning as intended and a new structure should be installed.
LENGTH_FT			(Hand Enter)		
(Length in Feet)					
HEIGHT_FT			(Hand Enter)		
(Height in Feet)					
WIDTH_IN			(Hand Enter)		
(Width in Inches)					

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
COMMENTS		(Hand Enter)			
<hr/>					
Restrict (Point)					
(Access Restriction)					
<hr/>					
FEATURE	Access Restriction Feature Type.	Barricade	RD-BCD	A portable or fixed barrier having object markings; used to close all or a portion of the trail right-of-way to traffic.	
		Bollard	RD-BOL	A barrier post, usually 30 to 42 inches in height, used to block vehicular traffic at trail access points. Should be installed in odd numbers (one or three). Also an electric light post found alongside trails.	
		Stile	RD-STL	A ramp, step, or set of steps for hikers to pass over a fence or wall.	
		Fence	RD-FNC	A constructed barrier of wood, masonry, stone, wire, or metal, erected to screen or separate areas.	
		Gate	RD-GAT	Structure that can be swung, drawn, or lowered to block an entrance or passageway.	
		Other	RD-CUS	Other access restriction feature.	
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MATERIAL	Material of the Trail Structure.	Rock	MT-ROC	Imported or natural large rock.	
		Treated Log	MT-NLG	Imported or local full round logs with weather proofing.	
		Untreated Log	MT-TLG	Imported or local full round logs.	
		Treated Dimensional Timber	MT-NWD	Imported or local dimensional lumber with weather proofing.	
		Untreated Dimensional Timber	MT-CDT	Imported or local dimensional lumber.	
		Metal	MT-MET	Metal material	
		Metal/Wood	MT-MWD	Combined metal and wood material.	
		Concrete	MT-CON	Concrete material	

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Composites	MT-CMT	Composite materials such as plywood, carbon fiber, fiberglass, etc.
			Plastic or Rubber	MT-PLS	Plastic and/or rubber material.
			Native Soil	MT-NSL	Surrounding native soil material.
			Mixed Material	MT-MMT	A mixture of any of the other materials indicated.
			Other	MT-OTH	Material not otherwise indicated.
	CONDITION	Condition of restriction feature.	Routine Maintenance	CN-RMN	Feature only requires routine maintenance.
			Repair/Rehab Major	CN-RMJ	Feature will require major repair and/or rehabilitation to function properly.
			Repair/Rehab Minor	CN-RMN	Feature will require minor repair and/or rehabilitation to function properly.
			Decommission	CN-DCM	Feature should be decommissioned from use.
			Expansion	CN-EXP	Feature is ineffective in its current state, and should be expanded upon to meet public need.
			Alter Function	CN-ALT	Feature is functioning in a matter different than what it was designed for.
			Install New	CN-NEW	Feature is not functioning as intended and a new structure should be installed.
	WIDTH_IN	(Width in Inches)	(Hand Enter)		
	HEIGHT_FT	(Height in Feet)	(Hand Enter)		
	LENGTH_FT	(Length in Feet)	(Hand Enter)		

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
COMMENTS			(Hand Enter)		
<hr/>					
Build_Edge (Line)					
(Building Edge)					
<hr/>					
FEATURE	Type of building.	Restroom	BD-RRM	Bathroom facility with plumbing.	
		Outhouse	BD-OUT	Bathroom facility without plumbing.	
		Picnic Shelter	BD-PSH	Picnic structure with roof, picnic tables, garbage cans, and occasionally grills.	
		Tent Platform	BD-TPL	Flat decking elevated above the ground for tent placement.	
		Cabin-Public	BD-CPB	Cabin available for public use.	
		Cabin-Private	BD-CPR	Cabin owned by a private party and not available for public use.	
		Ranger Station	BD-RST	Structure which houses ranger related activities.	
		Visitor Center	BD-VSC	Structure which acts as an interpretive and information facility for the public	
		Storage	BD-STG	Structure used for storage.	
		Other	BD-OTH	Building not otherwise described.	
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RIGHT-LEFT	Location of building in reference to line collection direction.	Right	BD-RGT		
		Left	BD-LFT		
<hr/>					
WIDTH_FT	The dimension of the building along the direction <u>NOT</u> collected.	(Hand Enter)			
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CONDITION	Building Condition	Routine Maintenance	CN-RMN	Feature only requires routine maintenance.	

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Repair/Rehab Major	CN-RMJ	Feature will require major repair and/or rehabilitation to function properly.
			Repair/Rehab Minor	CN-RMN	Feature will require minor repair and/or rehabilitation to function properly.
			Decommission	CN-DCM	Feature should be decommissioned from use.
			Expansion	CN-EXP	Feature is ineffective in its current state, and should be expanded upon to meet public need.
			Alter Function	CN-ALT	Feature is functioning in a matter different than what it was designed for.
			Install New	CN-NEW	Feature is not functioning as intended and a new structure should be installed.
COMMENTS			(Hand Enter)		
Refer_Pt (Point)					
(Reference Point)					
FEATURE		The type of reference point feature.	Admin Boundary	RP-BRY	A limit or boundary along a trail at which government jurisdiction, or trail use restrictions change.
			Monument	RP-MON	An object placed to mark key survey points on the earth's surface. Objects can be anything from a nail to a large circular brass disk.
			Timber Source	RP-TIM	A point describing an area which has been or has the potential to be used for timber resources.
			Timberline	RP-TLN	A point along the trail at which vegetation changes from forested to non forested or vice-versa. May be in the alpine, or in muskeg.
			Gravel Source	RP-RCK	A point describing an area which has been or has the potential to be used for gravel resources.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Staging Area	RP-STG	A point describing an area which has been or has the potential to be used as a staging area for various activities.
			Mountain Pass	RP-PSS	A point along the trail at which a mountain pass is located.
			Mountain Summit	RP-SMT	A point along the trail at which a mountain summit is located.
			Scenic Overlook	RP-SOK	A point along or near the trail where a developed scenic overlook is located often containing benches, telescopes, and/or interpretive signs.
			Avalanche Chute	RP-CHT	A point along the trail at which there is evidence of avalanches accruing in the winter.
			Heli Landing	RP-HEL	A point describing an area which has been or has the potential to be used as a Helicopter Landing Pad.
			Cultural Resource	RP-CUL	A point along or near the trail describing an area that has evidence of archeological significance.
			Nest Site	RP-NST	A point along or near the trail describing an area that has evidence nesting by mammals and/or birds.
			Other	RP-CUS	Other points of interest not otherwise described.
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COMMENTS			(Hand Enter)		
<hr/>					
Hazard (Point)					
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FEATURE	Type of trail hazard.		Abrupt Trail End	HZ-ATE	Trail unexpectedly ends.
			Bog Hole/Depression	HZ-BHD	Depression in the trail often saturated and/or filled with water.
			Brush/branches/Veg	HZ-BGH	Point along the trail in which vegetation has encroached to a hazardous degree.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Extr Cross Slope	HZ-XCS	Point along the trail at which the cross slope is extreme enough to inhibit travel.
			Extr Rough Surface	HZ-XRS	Point along the trail at which the tread surface becomes extremely rough, and inhibits travel.
			Fallen Tree	HZ-FLT	Fallen tree impeding efficient travel on a trail.
			Landslide/Debris Flw	HZ-LDF	Point along the trail at which a landslide or debris flow is inhibiting travel.
			Large Rocks	HZ-LRX	Point along the trail at which very large rocks inhibit travel.
			Major Washout	HZ-MWO	Point along the trail at which a major washout of the trail tread has occurred.
			Slick Surface	HZ-SSF	Point along the trail at which the tread surface becomes extremely slick inhibiting travel.
			Steep Grade	HZ-SGD	Point along the trail at which the trail alignment becomes extremely steep in grade.
			Steep Side Drop Off	HZ-SSD	Point along the trail at which the slope below a tread bench drops off precariously.
			Structure Failure	HZ-SFL	Point along the trail at which a trail related structure has failed.
			Water Hazard	HZ-WHZ	Point along the trail at which a substantial hazard associated with water is occurring.
			Standing Tree	HZ-STR	Point along the trail at which a large tree(s) is standing within the trail tread inhibiting travel.
			Pinch Point	HZ-PPT	Point along the trail at which the trail alignment becomes very narrow or pinched due to the surrounding environment.
			Blind Corner	HZ-BCR	Point along the trail at which sight distance is reduced to a hazardous level.
			Blind Intersection	HZ-BIN	Point along the trail at which a trail intersection is visually difficult to identify.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Wildlife Hazard	HZ-WHZ	Point along the trail where a wildlife hazard exists.
			Vegetation Hazard	HZ-VHZ	Point along the trail where a vegetation hazard exists.
			Other	HZ-OTH	Point along the trail where another trail hazard, not otherwise described, exists.
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COMMENTS			(Hand Enter)		
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Signs (Point)					
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FEATURE	Type of sign.		Cairn	SN-CRN	Pile of rocks used as a route guide.
			Route Marker Post	SN-PST	Post-like (or similar) structure used as a sign along a trail.
			Tree Blaze/Marker	SN-BLZ	A painted, cut, or otherwise evident marking in a tree used as sign along the trail.
			Route Blaze - Reflective	SN-BZR	A reflective material set along the trail and used as a sign.
			Buoy	SN-BOY	A buoy used as a sign along a water trail.
			Mileage Marker	SN-MMK	A marker along a trail indicating mileage.
			Sign	SN-SGN	A generic type of sign used along the trail.
			Custom Route Marker	SN-CUS	A custom-made route marker for a specific purpose.
			Kiosk	SN-KSK	A large sign structure used to display information along a trail, or at a trailhead.
Other	SN-OTH	Another type of sign not otherwise indicated.			
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SIGN_USE	What the sign is used for.		Guide or Destination	SU-GDS	Sign used to guide the user or to describe a destination.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Boundary	SU-BDY	Sign used to depict the boundary of an area.
			Warning	SU-WRN	Sign used to warn a trail user.
			Regulatory	SU-REG	Sign used to exhibit a regulation.
			Informational	SU-INF	Sign used to provide general information.
			Interpretive	SU-INT	Sign used for interpretation along the trail.
			Mixed	SU-MIX	Sign that has a mix of uses.
			Other	SU-OTH	Other type of sign use not otherwise indicated.
CONDITION	The condition of the sign.	Routine Maintenance	CN-RMN	Feature only requires routine maintenance.	
		Repair/Rehab Major	CN-RMJ	Feature will require major repair and/or rehabilitation to function properly.	
		Repair/Rehab Minor	CN-RMN	Feature will require minor repair and/or rehabilitation to function properly.	
		Decommission	CN-DCM	Feature should be decommissioned from use.	
		Expansion	CN-EXP	Feature is ineffective in its current state, and should be expanded upon to meet public need.	
		Alter Function	CN-ALT	Feature is functioning in a matter different than what it was designed for.	
		Install New	CN-NEW	Feature is not functioning as intended and a new structure should be installed.	
HEIGHT_FT			(Hand Enter)		
(Height in Feet)					
MATERIAL	Material of the Sign and Post.	Rock	MT-ROC	Imported or natural large rock.	
		Treated Log	MT-NLG	Imported or local full round logs with weather proofing.	

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Untreated Log	MT-TLG	Imported or local full round logs.
			Treated Dimensional Timber	MT-NWD	Imported or local dimensional lumber with weather proofing.
			Untreated Dimensional Timber	MT-CDT	Imported or local dimensional lumber.
			Metal	MT-MET	Metal material
			Metal/Wood	MT-MWD	Combined metal and wood material.
			Concrete	MT-CON	Concrete material
			Composites	MT-CMT	Composite materials such as plywood, carbon fiber, fiberglass, etc.
			Plastic or Rubber	MT-PLS	Plastic and/or rubber material.
			Mixed Material	MT-MMT	A mixture of any of the other materials indicated.
			Other	MT-OTH	Material not otherwise indicated.
COMMENTS			(Hand Enter)		
Anchor_Pt (Point)					
	ANCHOR_TYPE	The type of anchor point.	Beginning	AT-BEG	Beginning observed point for a particular line feature.
			Midpoint	AT-MID	Middle observed point for a particular line feature.
			Ending	AT-END	Ending observed point for a particular line feature.
			Angle	AT-ANG	Angle point for a particular line feature.
			Trailhead	AT-TRH	Trailhead Point for Trailway line feature.
			Trail Junction	AT-TJC	Trail Junction Point for trailway line feature.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Road Junction	AT-RJC	Road Junction point for a road line feature.
			Trail Break	AT-BRK	Break in the trailway line (due to lost satellites and/or lost trail).
			Powerline Crossing	AT-PXG	Point along a line feature where a powerline crosses.
			Fence Crossing	AT-FXG	Point along a line feature where a fence crosses.
			Other	AT-OTH	Other anchor point not otherwise described to aid in defining a line feature location.
COMMENTS			(Hand Enter)		
Photo_Pt (Point)					
	FEATURE	What the photo depicts.	Representative Tread	PP-REP	A photograph of the trail tread that is representative of that segment of the trail.
			Structure	PP-TSS	A photograph of a particular trail or trailhead-related structure.
			Bridge/Water Xing	PP-XNG	A photograph of a bridge or other water crossing.
			Hazard	PP-HAZ	A photograph of a trail-related hazard.
			Trailhead	PP-TRH	A photograph of a particular trailhead.
			TH Parking Area	PP-THP	A photograph of a parking area related to a particular Trailhead.
			General Interest	PP-GEN	A photograph of a general interest point.
			Building	PP-BLD	A photograph of a trail or trail-related building.
			Sign	PP-SGN	A photograph of a trail-related sign or signs.
			Condition Photo	PP-CPH	A photograph used to illustrate the condition of a failing structure.

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Viewpoint	PP-VPT	A point along or near the trail at which there is a extraordinary view.
			Other	PP-OTH	A photograph not otherwise described.
	LOOKDIR (Look Direction)	Direction the photograph faces.	N	LD-NTH	The photograph is looking North.
			NE	LD-NET	The photograph is looking Northeast.
			E	LD-EAS	The photograph is looking East.
			SE	LD-SET	The photograph is looking Southeast.
			S	LD-STH	The photograph is looking South.
			SW	LD-SWT	The photograph is looking Southwest.
			W	LD-WES	The photograph is looking West.
			NW	LD-NWT	The photograph is looking Northwest.
	PHOTOGRAPHER	(Hand Enter initials)			
COMMENTS	(Hand Enter)				
INTERNAL	Photo Title (generally trail name).	(Hand Enter)			
Parking (Polygon)					
(Parking Area)					
	SURFACE	Surface of the parking area.	Dirt	PS-DRT	Native or imported dirt surface.
			Gravel	PS-GRV	Gravel surface

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Paved	PS-PAV	Paved surface
			Vegetation	PS-VEG	Vegetated surface
			Other	PS-OTH	Other surface not otherwise indicated.
	SURF_COND	General condition of the Parking area surface.	New	SC-NEW	Condition indicated recent construction and/or grading/resurfacing.
	(Surface Condition)		Functional	SC-FNT	Condition can be described as functional for the level of use and purpose.
			Potholes	SC-PHL	Parking lot surface contains numerous potholes.
			Rutted	SC-RUT	Parking lot surface is rutted.
			Other	SC-OTH	Condition not otherwise indicated.
	GATED		Yes	GT-YES	
			No	GT-NOO	
	FEE_STATION		Yes	FS-YES	
			No	FS-NOO	
	RESTROOM		Yes	RT-YES	
			No	RT-NOO	
	TRASHCAN		Yes	TC-YES	
			No	TC-NOO	

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
	POSTED_HOURS		(Hand Enter)		
	NUM_PARK_SPOT	Number of parking spots.	(Hand Enter)		
	NUM_HANDI_SPOT	Number of handicapped parking spots.	(Hand Enter)		
	COMMENTS		(Hand Enter)		
Roads (Line)					
	NAME	Road Name	(Hand Enter)		
	FEATURE	Type of road.	Access	RD-ACS	Road is used to access a trailhead or other park related facility.
			Primary Hwy	RD-PHY	Road is the primary highway travel corridor.
			Secondary	RD-SDY	Road is a secondary travel corridor.
			Subdivision	RD-SUB	Road is used to access a subdivision.
			Unimproved	RD-UIM	Road has not been improved and/or does not receive maintenance.
			Other	RD-OTH	Other road type not otherwise described.
	ROAD_SURF	Surface material of the road.	Dirt	RR-DRT	Native or imported dirt material which has been mechanically compacted.
	(Road Surface)		Gravel	RR-GRV	Gravel surface

Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
			Paved	RR-PVD	Paved surface
			Other	RR-OTH	Other surface not otherwise indicated.
	SURF_COND	Condition of the road surface.	New	SC-NEW	Condition indicated recent construction and/or grading/resurfacing.
	(Surface Condition)		Functional	SC-FNT	Condition can be described as functional for the level of use and purpose.
			Potholes	SC-PHL	Parking lot surface contains numerous potholes.
			Rutted	SC-RUT	Parking lot surface is rutted.
			Other	SC-OTH	Condition not otherwise indicated.
	WIDTH_FT		6-12 Feet	WD-001	
	(Width in Feet)		12+ Feet	WD-002	
	COMMENTS				
<hr/>					
Misc_Feature (Point)					
(Miscellaneous Feature)					
	FEATURE	Any feature not listed in other categories that should be described.	(Hand Enter)		
	COMMENTS		(Hand Enter)		
<hr/>					
Switchback (Point)					
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Feature (Type)	Attribute	Attribute Definition	Values	Code	Description
	TURN_RADIUS	Switchback turn radius in feet.	(Hand Enter)		
	COMMENTS		(Hand Enter)		