

ARIZONA ROUTE INVENTORY DATA DICTIONARY
ARIZONA BLM
ARIZONA STATE LANDS
REGION 3 (AZ ONLY) FOREST SERVICE
(January 2003 Version)

Route (Line Feature)

Route Type (Menu)

-Reclaiming [R] – *Has not been used enough so that there is intact woody vegetation growing in it that would be damaged by the passage of a vehicle. Erosion and vegetation may block way, cause vehicle to get stuck and/or cause damage to vehicle. Crew should use discretion in traversing such a route.*

-Single_Track [ST] – *Hiking and biking; too narrow for a truck and, most times, an ATV. Can be up to ½ meter wide, not allowing ATVs or trucks.*

-Tertiary_Road_Unpav [TRU] – **default* Generally a two-track that may or may not be usable by a two-wheel drive vehicle. Generally, formal maintenance is not performed on this type of route.*

-Secondary_Road_Unpav [SRU] – *Generally a regularly maintained one-lane road, with other roads of lesser quality branching from it. Connects primary roads, and major points.*

-Secondary_Road_Paved [SRP] – *A paved road that is not a highway, with other roads of lesser quality branching from it. Often not striped. Connects primary roads and major points.*

-Primary_Road_Unpaved [PRU] – *A regularly maintained road wide enough for at least two vehicles. Provides access between major points. Serves a large area, with many roads branching from it.*

-Primary_Road_Paved [PRP] – *Major/Minor highway. Provides access between major points. Serves a large area, with many roads branching from it.*

Width (Numeric) – *Range from 0.5 to 30, in meters; *default* is 2.5, the width of most Tertiary_Road_Unpaved.*

Wash (Menu) *Road is a dry wash*

-Wash [W] – *Route is within a wash.*

-Not a Wash [NW] – **default* Route is not within a wash.*

Surface-Primary (Menu) *Kind of surface*

-Asphalt [A] – *Paved.*

-Chip Seal [CS] – *Gravel material mixed with oil based substance.*

-Gravel (Imported) [GI] – *Material was brought in from offsite; road bed can be raised.*

-Gravel (Natural) [GN] **default** – *Surface is covered with natural gravel. Common in areas of decomposed granite and desert pavement.*

-Soil [S] – *The term here is used in a generic rather than technical sense. It is the native ground composed of fine particles. Includes deep dust situations.*

-Sand [Sa] – *Usually in routes in drainage bottoms.*

-Cobbles [C] – *Large rocks generally 6" or more in diameter. Usually in routes in drainage bottoms.*

-Rock [R] – *Generally less than 6" in diameter that is rough to drive on; usually on steeper slopes on mountains.*

-Bedrock [B] – *Exposed expanses of bedrock, usually due to erosion on an unmaintained route or in a drainage.*

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-“Dash” [-] – **default* Route Material in Primary category is sufficient description*

Use1 (Menu) Mandatory *What's seen; not a formal designation*

-“Dash” [-] – *Undetermined.*

-4WD [F] – **default* Route is eroded and/or steep preventing two-wheel drive vehicles from using the road. Long-bed pickup trucks may run into trouble, especially crossing narrow washes.*

-2WD [T] – *All paved roads, most Secondary_Road_Unpaved routes, and a few Tertiary_Road_Unpav that are smooth enough for at least higher-clearance vehicles.*

-Motorcycle [M] – *Can tell by tire tread and occasional broken accessory.*

-ATV [A] – *Can tell from unique, wide tread.*

-Bicycle [B] – *Can tell by narrow tire tread.*

-Hiking [H] – *Single-track trails signed for hiking. Wilderness. Footprints present. Tread is often rougher than those used by ATVs, motorcycles and bicycles. Some motorized trails may also be in use by hikers.*

-Equestrian [E] – *Horseback riding trails. Dung and hoofmarks often a clue.*

Use2 (Menu) Optional. (*See Use1 Menu.*)

- “Dash” - [-] – **default**

-4WD [F]

-2WD [T]

-Motorcycle [M]

-ATV [A]

-Bicycle [B]

-Hiking [H]

-Equestrian [E]

Use3 (Menu) Optional (*See Use1 Menu.*)

-“Dash” - [-] - *default*

-4WD [F]

-2WD [T]

-Motorcycle [M]

-ATV [A]

-Bicycle [B]

-Hiking [H]

-Equestrian [E]

Use Level (Menu) *Observed/estimated from tread condition. Please utilize the Undetermined category with **careful** professional consideration.*

-Heavy [H] – *Direct or indirect evidence of regular usage.*

-Light [L] *default* – *Clear evidence of infrequent usage, in light of observed environmental factors (e.g. recent precipitation).*

-Non-Existent [NE] – *Generally for reclaiming roads, with rare exceptions for recently abandoned roads.*

-Undetermined [U] – *Observer unable to determine use level, due to solid rock surface or environmental factors (e.g. recent precipitation). If necessary, use Comment item to note recent environmental events.*

Road No (Text, 10 characters) – *Number of highway or designated route, such as those in National Forests. **Do not** use lettered prefixes. Lettered suffixes are attached with **no** space after the number.*

Road Name (Text, 30 characters) – *Name (official or “local” nomenclature) of highway or designated route.*

Recorder (Text, 3 characters) – *Initials of person gathering data, recorded in **UPPER CASE**. Consistently use same initials in all recordings.*

Comment (Text, 52 characters) – *Any comment that does not fit in other parts of the Menu. Use this field for observations that pertain to past maintenance on a particular route.*

Maintenance (Menu) *Describes maintenance needed. Generally does not apply to unpaved tertiary roads and single tracks.*

- Dust_Abatement [DA]
- Shoulder Maintenance [SM]
- Stripping [ST]
- Washboard [WB]
- Grading [GR]
- Aggregate_Replace [AG]

Hazards (Point Feature)

Type (Menu)

-Erosion [E] – *Road badly eroded beyond what might be expected for the road type and may be hazardous to vehicles and drivers.*

-Flash Flood Area [FF] – *Normally dry drainage that can fill with rapidly flowing water as a result of nearby or upstream rain. Depth is at least 1.5 meters. Usually occurs during summer thunderstorm season. Do NOT attempt to cross/traverse during high level, rapid flow.*

-Washout [W] *default* – *Road is impassable or nearly so due to severe erosion. Rest of road may be completely cut off or accessible via other roads.*

-High Wall [HW] – *Natural barrier of rock, usually in a drainage bottom.*

-Water_Xing [X] – *Crossing a perennial stream.*

-Poor_Visibility [PV] – *Due to vegetation or a tight turn around a cliff or rock.*

-Overhanging_Veg [OV] – *Vegetation low enough to brush against vehicle or head, causing damage or injury.*

-Trash_Dump_No_Tire [TDN] – *Areas of extensive dumping or a large item worthy of being recorded for later removal. No Tires present.*

-Trash_Dump_With_Tire [TDT] – *Areas of extensive dumping or a large item worthy of being recorded for later removal. Tires are present.*

-Shooting_Area [SH] – *An established shooting area with illegal dumping, littering, damaged vegetation. Occasional casings on the ground do not count.*

-Hazardous_Waste [HW] – *Suspicious barrels, smells, burned material, leaking containers. Beware of methamphetamine labs. DO NOT TOUCH--LEAVE SITE AND REPORT IMMEDIATELY!*

Point Sites (Point Feature)

Type (Menu)

- Campsite [C] – *An area large enough for one or two tents or one or two vehicles. One or two fire rings.*
- Trailhead [TH] – *The beginning of a hiking or equestrian trail from a road; often is designated, with parking facilities.*
- Intersection [INT] *default* – *Not required for every junction. Use only for junctions with a suspected or definite road that will require another trip. A useful tool for the recorder.*
- Dead_End [DE] – *Not required for every dead end. Use as needed when a road seems to fizzle out or hits a fence not far from another road such as a highway.*
- Scenic_Overlook [SO] – *A picturesque view, often from a pass/saddle. Often where there is a dramatic change of view to reaching a ridge or saddle (the wow! factor).*
- Wildlife_Viewing [WV] – *May be officially designated or an area where wildlife has been seen frequently.*
- Wildlife_Water [WW] – *A developed wildlife water catchment made of a paved area funneling water to a tank and drinking facility. Usually has a fence around it and sign denoting restrictions.*
- Stock_Tank [ST] – *A developed reservoir for livestock, with water resembling a pond during wet times. Usually unsigned.*
- Windmill [WM] - *Wind powered device used for pumping water out of the ground. Generally 15' or higher.*
- Corral [CL] – *Enclosure for livestock, made of lumber or tree limbs; occasionally metal.*
- Spring [SP] – *Water emerging from the ground or rock outcrop. Also, a seep.*
- Well [WE] – *Hole dug/drilled for the purpose of pumping liquid out of the ground. Also, includes “walk in” wells of yesteryear (if not recorded as a cultural site).*
- Loading Ramp [LR] – *Structure (usually wood) designed to herd livestock into a truck, from ground level to another level.*
- Gate_Cattleguard [GC] – *One can drive across without stopping. Composed of metal or wooden (historically) parallel bars spaced so that livestock cannot cross.*

- Gate_Swing [GS] – *Solid metal or wooden gate on hinges.*
- Gate_Fence [GF] – *Looks like a fence and has to be dragged to open. Loop wire ties it to rest of fence. Many are of barbed wire construction—ensure that tetanus shot is current.*
- Culvert [CV] – *Metal tube or very small concrete tunnel under a road, allowing water to flow without damaging the road.*
- Rolling Dip [RD] – *Gently rolling man made feature that is built for erosion control.*
- Water Bar [WB] – *A structure in the route, composed of soil, wood or metal that allows water to drain without causing erosion. It is generally placed at an angle on the route, not perpendicular to the direction of travel.*
- Mine [M] – *A pit or tunnel where ore is or has been extracted. Generally accompanied by related outbuildings and features. Can also be bat or raptor habitat. If so, note this in a “point generic” comment.*
- Occupancy [O] – *Occupied public land; probably in a mining claim situation. Record location (if you can do it safely) and leave IMMEDIATELY.*
- Abandoned_Equipment [AE]– *Other than a car. If explanation is needed, use “point generic”.*
- Abandoned_Building [AB] – *Record here if not recorded as a cultural site.*
- Old_Car [CAR] – *Abandoned cars, or major car parts, of any age.*
- Beehives [BH] – *White stacked boxes. Not necessarily marked as such. You may hear “buzzing”. Caution—“africanized” bees are present in the Southwest.*

Area Sites (Area Feature)

Type (Menu)

- Large_Campsite [C] – **default* A large campsite where a point GPS will not do, in excess of 30 meters in diameter.*
- Staging_Area [SA] – *A large area where off-road events are often based. Often created by constant use and has numerous campsites and fire rings. Perimeter likely will include small islands of intact vegetation.*
- Parking [P] – *A large parking area.*
- Scenic_Overlook [SO] – *A large viewpoint, usually developed.*
- Stock_Pens [S] – *A large corral or series of corrals. Point reading is inadequate.*
- Mine/Gravel Pit [M] – *A large pit where mineral materials are or have been extracted.*

Photo Points (Point Feature)

Subject

Landscape **Default**: *Photos will form the basis for later monitoring studies; choose sites with this in mind. Each route will be photographed at least once. Long routes (over 2 miles) should be photographed more than once.*

Sign: *Photos will document the location and appearance of each sign encountered. Information will be used for sign management.*

Maintenance: *Photos will document present and/or historic mechanical Maintenance/construction activity on the subject route.*

Reclaiming: *This is useful to document one or two ends of a reclaiming (see definition in Route Menu) route.*

Photo Points (Text, 30 Characters) – *A) Conventional Camera: The photo number and optional comment to make identification easier. Example format is SD-1-2 NE (Nomenclature: "SD" is the project, i.e. "Sonoran Desert National Monument". "1" is the first roll; "2" is the second picture on the first roll. "NE" is any one of the 8 cardinal directions (N, NE, E, SE, S, SW, W, NW) that the camera is facing. The exact compass bearing may also be used. Please use 0 - 359 degree format for compass bearing of the camera's facing direction.*

Photo boards may be needed to link photo to capture point. A natural feature such as "Wickenburg Mtns" makes photo identification easier, as given number may not always match number on slide or negative strip.

B) Digital Camera: Will generate their own numbers; use this number in the comment block. Digital photo files will download with this number. Therefore, use of a photo board is not necessary. Please note one of the 8 cardinal directions or exact compass bearing of the camera's facing direction.

C) Conventional/Digital: Photos are taken preferably with a scenic background that sets it apart. Occasional scenic views not showing roads are also welcome. Bear in mind that these scenic photos may be used for displays and brochures.

Cultural Site (Point Feature)

Type (Menu) Required

Prehistoric [P] *Default* -*Evidence of man's past use of the land. Examples are structures, stone tools, rock art, pottery.*

Historic [H] - *Similar to prehistoric definition within the purview of written history. Examples are structures, tools of the industrial era, glass.*

Cultural Photo Point (Text-Maximum Length, 52 Characters) Required

Use nomenclature described in "Photo Points" above.

Mine_Shaft_Adit (Point Feature)

Status (Menu)

Open [O] *Default* - *Use caution. Public safety issue.*

Closed [C] --

Point Generic (Point Feature)

These are points that do not fit neatly into the Data Dictionary attribute categories. Examples are (not limited to):

- Burro sightings (photos are acceptable)*
- Desert Tortoise sightings (DO NOT pick up - photos are acceptable)*
- Gila Monster sightings (DO NOT pick up or harass - you may regret it - photos are acceptable)*
- Pipeline Crossing*
- Fiberoptic Line Crossing*
- Wetland*