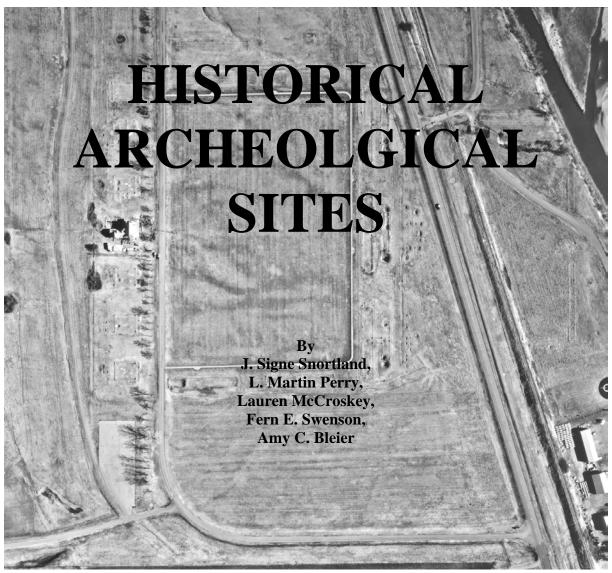
NDCRS SITE FORM TRAINING MANUAL:



Division of Archeology & Historic Preservation State Historical Society of North Dakota North Dakota Heritage Center & State Museum Bismarck, North Dakota

https://www.history.nd.gov/hp/index.html



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INTRODUCTION

The Division of Archeology and Historic Preservation (AHP) of the State Historical Society of North Dakota (SHSND) has a mandate from the Federal Historic Preservation Program to increase the number of cultural resources in the state recorded at a minimum documentation level. *Minimum documentation level, as defined by the Department of Interior, is "location, style, condition, significance, or research needed to determine importance of any property"* (HCRS 1980:6). The North Dakota Cultural Resources Survey (NDCRS) site forms are designed to record cultural resources *at that level*. This manual explains how to properly complete the historical archeological site form. The information in the NDCRS system is used to update the comprehensive plan for management of North Dakota cultural resources.

The AHP staff encourages NDCRS system users to consult the following source for an overview of the North Dakota State Historic Preservation Office and its articulation to the NDCRS:

Swenson, Fern E., Paul R. Picha, and Amy C. Bleier

2016 A Retrospective from the North Dakota State Historic Preservation Office. In *The National Historic Preservation Act: Past, Present, and Future*, edited by Kimball M. Banks and Ann M. Scott., pp 65-84. Routledge, New York.

NDCRS AND GIS

The AHP began incorporating site location information from the NDCRS files and the AHP Survey Manuscript Collection into a comprehensive geographic information system (GIS) format in 2002. Previously and newly recorded prehistoric archeological, historical archeological and architectural sites, site leads, isolated finds, and Class III cultural resource survey reports were digitized. Staff digitized over 54,000 NDCRS files, and over 10,500 cultural resource inventories comprising the Manuscript Collection during this project. In 2008, all of the previously recorded NDCRS forms and manuscripts had been digitized. Newly submitted NDCRS forms and cultural resource surveys are added upon review by the AHP.

That project was undertaken through a cooperative agreement between the Bureau of Land Management (BLM) and the SHSND. The datasets represented in GIS allow planners, cultural resource professionals and others to make informed decisions regarding North Dakota's cultural resources.

In 2009, the AHP introduced a web viewer application that allows researchers to view and interact with the spatial data on computers in the AHP office. Users of the application are not permitted to modify the spatial/attribute data. Researchers seeking cultural resource spatial data should contact AHP staff regarding appropriate protocols for data requests.

All the NDCRS files and cultural resource reports are available for download in PDF format at the AHP office.

CULTURAL HERITAGE FORM

The <u>Cultural Heritage Form</u> was published online by the AHP in 2013. The form was created as a response to the call for a form to record non-archeological sites. The Cultural Heritage Form may be used to document and initially record traditional cultural properties, sacred sites, and/or sites of cultural and religious significance to anyone. This form is not a formal determination of significance by Federal, Tribal, and/or State officials.

The Cultural Heritage Form is not required by the North Dakota State Historic Preservation Office or the SHSND. The Cultural Heritage Form is not a substitute for the NDCRS archeological, architectural, and historical archeological site forms. Locations identified and recorded on the Cultural Heritage Forms are assigned identification numbers by AHP staff.

HOW TO COMPLETE A NDCRS SITE FORM

The NDCRS system consists of three manuals and three site forms, delineated as: (1) archeological, (2) architectural, and (3) historical archeological. This document is the historical archeological manual; it guides a user through step-by-step completion of the historical archeological site form.

Which site form to use? If a standing structure is present, use the architectural form. If a structure is no longer standing but archeological evidence is present, such as a foundation or scatter of historic artifacts, use the historical archeological form. If the site is prehistoric, use the archeological form.

In a situation where a site has more than one component, use a combination of forms to record all the components. For example, if a historic house stands beside a stone circle and is surrounded by a scatter of historic materials, follow these steps: complete (1) the architectural form; (2) Page 1 of an archeological form and Page 1 of a historical archeological form; (3) complete the respective archeological and historical archeological Description sections; (4) complete the Attachments Section; and (5) use the same Field Code on all forms to link them together.

When a site has multiple components, number all architectural features in consecutive order beginning with "1" <u>prior</u> to assigning numbers to the archeological and/or historical archeological features.

If completing an update for a site form, do not re-number the previously recorded features.

Page 1 of the archeological site form is arranged for entry into a digital database.

For purposes of site form discussion and data entry, the term "field" refers to a single element or piece of information. Each field is identified by a unique name. Examples of fields are Site Name, Dump, and Additional Information.

Several resources are listed in the *Cited and Selected References section* of this document. These resources are useful for discussion and depiction of cultural resources.

General Rules for Completion of NDCRS Site Forms

- Site forms are available for download from the AHP website
 (https://www.history.nd.gov/hp/hpforms.html). One paper copy of the NDCRS site form must be mailed to the AHP with a cover letter. Additionally, a PDF version of the site form and the corresponding GIS shapefiles must be uploaded to the AHP-run FTP site.
 Emailed to the AHP-run FTP site.
 https://www.history.nd.gov/hp/hpforms.html).
- 2. Consult the appropriate NDCRS manual(s) or contact the AHP with questions or concerns.
- 3. A blank field means "absent" or "unknown." If needed, explain in the Descriptive Section why the information was not collected.
- 4. If "Miscellaneous" and/or "Other" is coded in a field, describe what it represents in the Additional Information field and in the descriptive section.
- 5. If legal descriptions or any other piece of information exceed the space provided on Page 1, attach a Continuation Page with: a) only those fields requiring additional space and b) the Field Code and/or SITS number.
- 6. Re-check all forms before submitting them to the AHP. Confirm the legal descriptions are accurate.
- 7. Mail the completed form(s) with a cover letter to:

Archaeology and Historic Preservation State Historical Society of North Dakota 612 East Boulevard Avenue Bismarck, North Dakota 58505

8. Allow up to 15 working days for processing by the AHP.

PDF Site Forms

The NDCRS site forms are available as fillable PDFs at https://www.history.nd.gov/hp/hpforms.html. The digital site forms have been created in Adobe Acrobat Pro. All forms should be usable with Adobe (program download/upgrade available online). The site forms utilize dropdown menus, check boxes, and text boxes.

Steps to Digitally Complete a Site Form

- 1. Download the PDF of the site form.
- 2. Open the PDF using Adobe (available online).
- 3. Use the Save A Copy command to name the document and save.
- 4. Complete the form. If it is difficult to discern where the fields are located, click the "Highlight Fields" tab.
- 5. Print the form and submit to AHP with a cover letter. **Emailed versions of site forms** are *not* accepted.
- 6. Upload a PDF version of the site form to the AHP-run FTP site.
- 7. Upload the corresponding GIS shapefiles to the AHP-run FTP site.

How to Change Information (UPDATE)

The statuses of sites are dynamic, and recording may errors occur. The procedure for changing data is similar to that of initially recording a site. To change information, complete a Page 1 and indicate "Update" at the top of the page, enter the SITS#, legal description, and data for the project. At a minimum, a Page 1 with the current condition should be completed. Changes for features should be noted in the descriptive sections. Leave all fields blank that remain *un*changed. **Do not re-number previously recorded features. Photographs must be provided to verify the current condition and any changes to the features.** Page 1 of the site form has a dropdown icon at the top, right corner of the page. Select UPDATE in that field. Mail the updated site form(s) to the address above; emailed versions are not accepted. Upload a PDF version of the updated site form and the corresponding GIS shapefiles to the AHP-run FTP site. Submit updated information for every site revisited.

If there is "no change" to the cultural resource, the best practice is to state this in the Additional Information field and enter the Fieldwork Date. Include photographs of the feature(s).

Site Leads and Isolated Finds

In the NDCRS database site leads and isolated finds are differentiated from SITS numbers. The numbers assigned to site leads and isolated finds include an 'X,' for example 32BLX9999.

Site Leads

As per the *North Dakota SHPO Guidelines Manual for Cultural Resource Inventory Projects*, "site leads are identified by two separate definitions. The first consists of a location reported by a landowner or other non-professional as containing cultural resources. These locations are identified as site leads until such time as a qualified archaeologist can determine whether cultural resources exist in the area and, if so, whether the location is site or an isolated find. The second definition for a site lead is a location with five or fewer surface visible artifacts that may, in the professional judgment of the archaeologist(s), be only a limited surface expression of a former occupation area where most of the artifacts are not visible (i.e., still buried)."

For purposes of the NDCRS site form, the definition of a site lead may comprise two common variants: (a) locations that have been previously reported that may be either of an historical or archeological nature but do not exhibit sufficient information for full NDCRS [SITS designation] status; or (b) newly identified locations that do not exhibit sufficient information available for full NDCRS [SITS designation] status. For example, under (a), rural post office locations documented and reported in Douglas A. Wick's North Dakota Place Names (Hedemarken Collectibles 1988) are an excellent example of this variant. Similarly, site leads of an archeological nature, such as cultural material scatters, under (a) may be information collected and reported by Thad. C. Hecker and in series documents available at the State Archives of North Dakota (State Archives 2020). Whereas, (b) may be an historical or archeological in nature where the submitter does not have sufficient information on the resource to complete a NDCRS form and receive a corresponding SITS designation. Examples in this category may include historical or archeological resources that are observed but fall outside the project corridor where Class III Intensive Cultural Resource Inventory was performed. In both cases, NDCRS forms are to be submitted to the AHP if and when sufficient information becomes available to update their respective status from a site lead to a site with a SITS designation. These aforementioned site leads may come to an investigator's attention during the course of Class I file search performed at the AHP.

Isolated Finds

As per the *North Dakota SHPO Guidelines Manual for Cultural Resource Inventory Projects*, "a location of five or fewer artifacts and identified by the archaeologist(s) as representing an area of very limited past activity may be recorded as an isolated find. In all cases of identifying a location as an isolated find, the archaeologist(s) should consider whether the location has potential to contain buried artifacts. In such cases, consideration should be given to recording the location as a site lead."

Paleontological Sites

Contact the North Dakota Geological Survey (https://www.dmr.nd.gov/ndfossil/) for information concerning paleontological specimens (NDGS 2020). The AHP does not maintain files for paleontological sites.

Defined Non-Sites and Property Types Requiring No Formal Documentation

The following defined non-sites and property types do not require formal documentation on NDCRS site forms. If they are encountered discuss them in the project report. Consult the lead agency cultural resource specialist for project-specific requirements.

Professional judgment and common sense should be used during site recording.

- 1) Utility lines (i.e., power poles/lines, towers, telephone lines, fiber optic cable, etc.). However, historic utility facilities such as the WAPA transmission facilities (including the power lines) *must* be recorded.
- 2) Pipelines (i.e., water, gas and oil)
- 3) Elevation, bench, and section markers. However, the state line quartzite markers *must* be recorded.
- 4) Car banks (i.e., the use of abandoned cars, farm machinery, appliances, etc. to stabilize riverbanks, stream banks, or drainages)
- 5) Isolated rip-rap (i.e., the use of cobbles, rock, or wood to stabilize riverbanks, stream banks, or drainages). However, WPA or CCC constructions *must* be recorded.
- 6) Isolated abandoned motorized vehicles and appliances
- 7) Farm or ranch fences and enclosures (i.e., barbed wire, chain link, buck-and-pole, or other types of pasture fence). However, corrals, roundup or load-out facilities *must* be recorded.
- 8) Unnamed two-track roads (i.e., ranch roads, seismic roads, etc.)
- 9) Recent trash (i.e., highway trash, etc.)
- 10) Producing oil/gas wells and dry hole markers
- 11) Corrugated metal culverts
- 12) Modern prospect pits associated with mineral exploration or mining with no associated features, cribbing, and/or less than 50 associated artifacts. Mention only in the report but do not submit a site form.
- 13) Modern field clearing rock piles consisting of large rocks and boulders. However, stone johnnys/rock cairns or towers without mortar such as butte markers, water markers, sheepherder's monuments, other monuments, etc. *must* be recorded.
- 14) Isolated, run-down/nonfunctional machinery
- 15) Active gravel/borrow pits
- 16) **Railroad segments** such as altered grades and tracks unassociated with other railroad features do not have to be recorded. However, *record* sidings and tracks possibly associated with major and monumental historic developments such as the railroad siding for the Garrison Dam, or any sidings and tracks associated with military Cold War development.

Of the list above, although not requiring formal documentation (NDCRS site forms/Feature #), pipelines; elevation, bench, and section markers; prospect pits associated with mineral exploration or mining that exist in a recorded site their presence should be noted in the setting section of the NDCRS form.

Please also see: https://www.history.nd.gov/hp/historiccontexts.html for additional information about select topics such as Farms in North Dakota Part 1 and Part 2; Federal Relief Construction in North Dakota, 1931-1943; and Railroads in North Dakota, 1872-1956.

Specific classes of **linear resources** are an example of a resource category that the AHP receives frequently asked questions (FAQ) or inquiries about. **The AHP staff strongly encourages NDCRS system users to acquaint themselves with appropriate accompanying <u>Historic</u>
<u>Context documents</u> that have been prepared and are available online, and address and answer many FAQ like railroads.**

NDCRS HISTORICAL ARCHEOLGICAL SITE FORM

SITE IDENTIFICATION

The Site Identification Section gathers information concerning site location and identification. Accuracy of this data is extremely important because the information is used to conduct site file searches. An error may result in the of a site and inhibits retrieval of information.

SITS#

The Smithsonian Trinomial System Number (SITS) is composed of three parts: state code, county code, and site number.

State—Number "32," designated for the state of North Dakota, is set as a default on the site forms. If the site you are recording is located in a different state please consult that state for the appropriate form(s).

County—Enter the two-letter code for the county. Below is a list of the North Dakota county codes.

County	Code
Adams	AD
Barnes	BA
Benson	BE
Billings	ВІ
Bottineau	BU
Bowman	ВО
Burke	BK
Burleigh	BL
Cass	CS
Cavalier	CV
Dickey	DI
Divide	DV
Dunn	DU
Eddy	ED
Emmons	EM
Foster	FO
Golden Valley	GV
Grand Forks	GF
Grant	GT
Griggs	G
Hettinger	HT
Kidder	KD
La Moure	LM
Logan	LO
McHenry	MH
McIntosh	MT
McKenzie	MZ

County	Code
McLean	ML
Mercer	ME
Morton	MO
Mountrail	MN
Nelson	NE
Oliver	OL
Pembina	PB
Pierce	PI
Ramsey	RY
Ransom	RM
Renville	RV
Richland	RI
Rolette	RO
Sargent	SA
Sheridan	SH
Sioux*	SI
Slope	SL
Stark	SK
Steele	ST
Stutsman	SN
Towner	TO
Traill	TR
Walsh	WA
Ward	WD
Wells	WE
Williams	WI

*The Standing Rock Sioux Tribe assumed State Historic Preservation Officer functions for all of Sioux County effective on August 14, 1996 (National Park Service letter dated September 11, 1996 to James E. Sperry of the SHSND). The functions assumed by the tribe in Sioux County include:

- Conduct a survey and maintain an inventory of historic properties
- Review Federal undertakings pursuant to Section 106
- Carry out comprehensive historic preservation planning
- Conduct educational activities
- Advise and assist Federal and State agencies and local governments

Any projects in Sioux County should be directed to:

Tribal Historic Preservation Officer Standing Rock Sioux Tribe PO Box D Fort Yates ND 58538

Site Number—Leave blank unless a SITS number has been assigned. SITS numbers are assigned by the AHP. **The number will be entered by AHP staff after the site form has been reviewed, and corrections made if necessary.** After review and assignment, AHP will transmit the SITS number to the investigator for his/her records.

FIELD CODE

This field must be completed. The first few characters of the Field Code should be an acronym representing the name of the company/institution/agency.

SITE NAME

Enter a site name. If there is more than one name, enter the one commonly used. If the site is unnamed, leave blank. **Do not include the word "Site" in the name**.

MAP QUAD

Enter the name of the USGS 7.5' topographic quadrangle on which the cultural resource is located. Enter the name as it appears on the quadrangle and abbreviate only when a word is abbreviated on the map. **Do not include the word "quadrangle" or "quad" or include "1:24,000" in the Map Quad field.**

LEGAL DESCRIPTION

The legal location of a cultural resource should be inclusive and accurate (Figure 1). It is not sufficient, for example, to record only the center point of a site, or to include the majority of the site while excluding other portions of the site. Without the correct and complete location of a resource, protection of the total resource is impossible. Because all records are based on legal

locations, as are the North Dakota Public Service Commission's avoidance and exclusion permitting maps, the AHP needs to keep this data accurate and up to date.

To manually determine the legal location of a resource, complete the following steps:

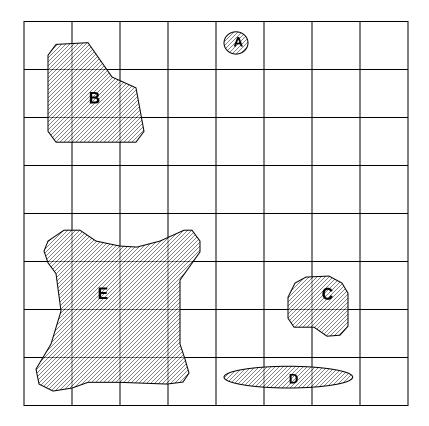
- 1. Depict the boundaries of the site on a USGS 7.5' topographic quadrangle.
- 2. Place the <u>southeast corner</u> of a "40 acre land locator" or a "land area and slope indicator" exactly on the <u>southeast corner</u> of the section that contains the site. Orient the locator so that its eastern edge matches the <u>eastern boundary</u> of the section. The southeast corner is used as the datum point because all surveyors who worked on the original land survey of North Dakota began from this location in each section; as a result, this is the most accurate point in each section.
- 3. Observe the boundaries of the site through the indicator; write the description of each township, range, and all quarter-sections (1/41/41/4) that contain portions of the site (Figure 1).
- 4. Condense the legal description without losing accuracy. Use ½ descriptors if applicable. For instance, if a site covers all of the ¼¼¼¼'s in the NE¼, the legal location would be the NE¼ of Section__, T__N., R__W. If a site lies in the NE¼ NE¼ NE¼ and the SE¼ NE¼ NE¼, it would be just as accurate and more concise to write E½ NE¼ NE¼. Do not use "center of" or code as "C" or "9." The center of a section has no definite boundaries and could include 1 to 160 acres.

As with any process, there are exceptions to the rule. In North Dakota there are sections that are not 640 acres. This is not a problem when a section is smaller than 640 acres as long as the land locator is positioned correctly on the <u>southeast corner</u> of the section. However, when the section is larger or irregular in shape and the site is situated outside the boundaries of the locator, the system breaks down. For those cases, subdivide the section into quarters, and then subdivide the quarters into quarters, etc.

LTL

Due to surveyor errors made during the original platting of North Dakota, certain areas within the Sisseton-Wahpeton Dakota Nation (portions of Richland and Sargent counties) have township numbers that are duplicated outside the reservation. Therefore, in order to distinguish between duplicate township numbers, the area *within* the boundaries of the reservation is called Lake Traverse Land (LTL). Click the dropdown menu and select the appropriate code.

- Blank = Site is *not* within the LTL boundaries
- 1 = Site is within the LTL boundaries



Section 30, T. 100 N., R. 100 W.

Legal Descriptions:

Site C
SE¼ NW¼ SE¼ &
SW ¹ / ₄ NE ¹ / ₄ SE ¹ / ₄ &
NW ¹ / ₄ SE ¹ / ₄ SE ¹ / ₄ &
NE¼ SW¼ SE¼
Section 30, T. 100 N., R. 100 W.
Site D
S½ SW¼ SE¼ &
SW ¹ / ₄ SE ¹ / ₄ SE ¹ / ₄
Section 30, T. 100 N., R. 100 W.
C:4. E
Site E
SW ¹ / ₄ Section 30, T. 100 N., R. 100 W.

Figure 1: Examples of correct legal descriptions for five imaginary sites.

TOWNSHIP, RANGE, SECTION

Enter the numbers for township (T.), range (R.), and section (Sec.) that describe the legal location of the site. Do not enter N or W, as these are pre-printed on the form.

SUBSECTION—QQQ/QQ/Q

Subsection designations are entered as codes because the entire legal description is entered into the NDCRS database as a 12-digit string of numbers. Click the dropdown menu and select the appropriate code.

- $1 = N^{1/2}$
- $2 = E\frac{1}{2}$
- $3 = S^{1/2}$
- $4 = W^{1/2}$
- $5 = NE^{1/4}$
- $6 = SE^{1/4}$
- $7 = SW^{1/4}$
- $8 = NW^{1/4}$

NAD, UTM, ZONE

NAD

Click the dropdown menu and choose the appropriate datum (1983 or 2022).

UTM

Enter the Universal Trans-Mercator (UTM) Northing and Easting coordinates. The site center is the preferable location for UTM's listed on the site form.

Zone

Click the dropdown menu and choose the correct Zone (13N or14N).

SITE DATA

FEATURE TYPE

Descriptive rather than functional terminology has been used in the list of feature types because the function of a site usually is unknown at the inventory stage.

The Feature Type and Cultural Material portions of the site form function as a checklist with a "1" used to indicate presence. Combinations of feature types and cultural material types should be used to describe all features and cultural materials (artifacts) observed at the site.

General feature types may be made more specific with use of the cultural material list. For example, a dump is coded by placing a "1" in front of Dump (Feature Type list) and a "1" in front of Metal and Rubber (Cultural Material list). If a feature type or cultural material is not observed, leave the field blank. Click the dropdown menu and select the appropriate feature.

- Blank = Not observed
- 1 = Site or feature type observed
- 2 = Unknown, site or feature type not observed but may be present; valid for Grave only

The description of the site on Page 2 provides a general description of the whole site, including identification of all features noted on Page 1. Each feature should be assigned an individual feature number. **Appearance**, **characteristics**, **dimensions**, **condition**, **etc. should describe each feature**.

Feature/Type Site for Architectural & Historical Archeological Sites (2020)

Agriculture

- 3 Animal/Veterinary clinic 62 Animal shelter; Kennel
- 62 Barn
- 92 Blacksmith shop
- 66 Chicken coop; Poultry house
- 43 Corral; Enclosure; Pen
- **10** Dump
- **40** Dwelling, Single Unit **70** Experiment station
- 5 Farm, Dairy
- 1 Farm; Farmstead
- 55 Garage; Carriage house
- 78 Garden
- 11 Grain storage, Commercial
- **61** Granary
- 91 Greenhouse/nursery
- **64** Line shack
- **65** Mobile home
- 50 Privv
- 77 Pump house; Well house
- 4 Ranch
- 67 Root cellar; Icehouse; Smokehouse
- 61 Silo; Silage pit
- 77 Spring house
- 62 Stable; Livery
- 13 Stock dam
- 15 Storage building; Warehouse
- **16** Storage yard
- **69** Summer kitchen
- 92 Welding shop
- 14 Well; Pump
- 17 Windmill71 Work shop
- Commerce
- 76 Bank; Savings & Loan; Credit Union; Finance
- 92 Blacksmith shop
- 45 Business
- 11 Commercial grain storage
- 88 Convenience store
- 68 General store
- 91 Greenhouse/nursery
- 64 Hotel; Motel; Inn
- 62 Livery
- 100 Parking lot
- 101 Parking ramp/garage
- 71 Repair shop
- 47 Retail store
- 47 Shopping center; Mall
- 68 Sutler's store
- **68** Trading post
- 15 Warehouse; Storage building

Transportation

- 2 Accident; Disaster site
- 49 Airport; Airfield; Landing field
- 56 Boat landing, Commercial/Steam
- 57 Boat landing, Recreational
- 21 Bridge; Culvert; Trestle
- **59** Depot; Terminal
- 82 Ferry; Ford
- 72 Freight yard
- 55 Garage; Carriage house
- 88 Gasoline station; Convenience store; Fuel
- station/yard for coal, wood, etc.
- **96** Gas storage
- 59 Government office
- 55 Hangar
- **70** Loading platform
- 100 Parking lot
- 101 Parking ramp/garage
- 48 Railroad grade; Railroad tracks; Railroad spur;
- Railroad siding
- **56** Rest stop; Stage station
- 48 Road; Highway
- 103 Roadside sculpture; Billboard/sign
- 73 Roundhouse
- 78 Signal
- 62 Stable; Livery
- **72** Switch yard
- 38 Tipple
- 17 Tower, Radio/TV/Microwave
- 48 Trail
- 82 Tunnel
- 83 Turn-around (railroad)

Government

- **75** Auditorium
- 32 Border crossing station; Customs house
- 30 City hall
- 84 Correctional facility; Jail; Juvenile hall
- **59** Courthouse
- 10 Dump; Sanitary landfill
- **58** Fire station
- 59 Government office
- 12 Hatchery, Fish/Bird/Animal
- 86 Indigent house; Orphanage
- **78** Monument
- 73 Museum; Gallery; Studio, Art/Photo/Sculpture
- 39 Park
- 32 Police station; Sheriff's office
- 18 Post office/Mail station
- 52 Recreation area. Indoor
- **51** Recreation area, Outdoor
- 10 Sewage treatment plant
- 7 Town; City; Colony; Settlement
- 73 Township hall

Feature/Type Site for Architectural & Histo	orical Archeological Sites (2020)	
Industry	Military	
2 Accident; Disaster site	45 Administrative	
45 Administrative	79 Armory	
92 Blacksmith shop	42 Barracks; Dormitory; Bunk house	
56 Boat landing, Commercial/Steam	79 Bastion; Blockhouse	
45 Business	60 Battlefield	
34 Brick manufacturing plant	44 Campsite, Temporary	
88 Bulk plant	29 Cemetery	
34 Concrete manufacturing plant	33 Clinic; Dispensary	
10 Dump	43 Corral; Enclosure; Pen	
31 Electric generation facility	79 Defensive works	
36 Electric transformer facility	40 Dwelling, Single Unit	
38 Electric transmission facility	41 Dwelling, Double Unit	
34 Factory; Foundry	42 Dwelling, Multiple Unit	
88 Fuel station	8 Fort; Cantonment; Post; Base; Camp	
96 Gas storage	55 Garage; Carriage house	
96 Gas transmission facility	59 Government office	
70 Laboratory	33 Hospital; Infirmary	
70 Loading platform	80 Lodge; Social	
36 Lumber yard	78 Memorial; Monument	
37 Mill/refinery, Saw/Stamp/Minerals	79 Missile site	
35 Mine; Quarry; Borrow pit	79 Palisade	
96 Oil refinery	39 Parade ground	
58 Oil tank battery	59 Post/Base Exchange	
96 Oil transmission facility	79 Powder magazine	
14 Oil/Gas well	50 Privy	
100 Parking lot	52 Recreation area, Indoor	
101 Parking ramp/garage	51 Recreation area, Outdoor	
96 Pipeline	51 Shooting range; Rifle range	
15 Storage building; Warehouse	9 School	
16 Storage yard	15 Storage building; Warehouse	
38 Tipple	16 Storage yard	
17 Tower	68 Sutler's store	
98 Water treatment plant	17 Tower	
92 Welding shop; Blacksmith shop	48 Trail	
71 Work shop; Repair shop	71 Work shop; Repair shop	
88 Yard, Coal/Wood/etc.	11 Work Shop, Repair Shop	
Food	Religion	
90 Bakery	54 Chapel, Non-denominational; Place of worship	
28 Bar; Tavern	53 Church, Catholic	
24 Bottling plant	63 Church, Protestant	
24 Brewery; Distillery	9 Church school	
45 Business	42 Convent; Monastery	
90 Butcher shop	40 Dwelling, Single Unit	
25 Cannery	41 Dwelling, Double Unit	
97 Creamery	42 Dwelling, Multiple Unit	
97 Dairy processing plant	30 Fellowship hall	
94 Fairgrounds; Rodeo grounds	78 Fountain; Garden	
25 Frozen food locker	55 Garage/Carriage house	
68 General store	78 Gravestone; Monument; Memorial; Shrine; Vault	
26 Grocery store	45 Organizational	
90 Meat packing plant	40 Parsonage; Manse; Rectory	
27 Mill, Flour/Grist	50 Privy	
23 Restaurant; Café; Mess hall	19 Seminary; Bible college	
25 Sugar refinery	54 Synagogue	
23 Ougai Icilliciy	J J Oynagogue	

Feature/Type Site for Architectural & Historical Archeological Sites (2020)		
Feature/Type Site for Architect Health 45 Administrative; Business; Organizational 33 Clinic; Pharmacy; Dispensary 33 Hospital/Infirmary 70 Laboratory 86 Nursing home 33 Sanatorium; Pest house 47 Store, Retail	Education 45 Administrative 75 Classroom 19 College; University 42 Dormitory; Barracks; Bunk hou 80 Fraternity; Sorority 70 Laboratory 75 Lecture hall; Auditorium 20 Library 51 Playground	
Pasidantial	 52 Recreation area, Indoor 51 Recreation area, Outdoor 9 School; Church school 19 Seminary; Bible college 95 Sport facility, Indoor 19 Trade/Technical/Business school 	
Residential 42 Dormitory; Bunk house 40 Dwelling, Single Unit 41 Dwelling, Double Unit 42 Dwelling, Multiple Unit 55 Garage; Carriage house 78 Garden 65 Mobile home 50 Privy 14 Pump/Well 77 Pump house; Well house 102 Retirement community 62 Stable 15 Storage building 104 Trailer park 17 Windmill	Arts/Entertainment 52 Arcade; Casino 75 Auditorium; Lecture hall; Classroom 32 Billiards/Pool hall 94 Fairgrounds 91 Grandstand 75 Opera house 39 Park 39 Parade Ground 51 Recreation area, Outdoor 51 Resort 51 Shooting range/Rifle range 103 Roadside sculpture; Billboard/sign 94 Rodeo grounds 73 Museum; Gallery; Studio, Art/Photo/Sculpture 74 Theater; Cinema	Recreation/Sport 49 Airfield; Landing field 52 Arcade; Casino 57 Boat landing, Recreational 51 Campgrounds; Picnic grounds 94 Fairgrounds 91 Grandstand 39 Park 51 Playground 52 Recreation area, Indoor 51 Resort 51 Shooting range; Rifle range 94 Rodeo grounds 62 Stable 95 Sports facility, Indoor 81 Sports facility, Outdoor 48 Trail
Landscape Architecture 78 Garden; Fountain; Monument 73 Museum; Gallery; Studio, Art/Photo/Sculpture 39 Park 51 Recreation area, Outdoor 51 Resort 103 Roadside sculpture; Billboard/sign	Funerary 45 Business 29 Cemetery; Mortuary 54 Chapel 78 Fountain; Garden 78 Gravestone; Memorial; Monument; Shrine; Vault 50 Privy	Office 45 Administrative; Business; Organizational 46 Professional 100 Parking lot 101 Parking ramp/garage 80 Social/Lodge
Engineering 21 Bridge; Culvert; Trestle 22 Canal; Flume 13 Dam 78 Monument 17 Tower 82 Tunnel	Communication 87 Newspaper office 18 Post office; Mail station 87 Print shop 85 Radar facility 93 Radio/TV station 89 Telephone/Telegraph facility 17 Tower, Radio/TV/Microwave	Miscellaneous 2 Accident; Disaster site 10 Dump 15 Storage building; Warehouse 17 Tower 71 Work shop 99 Other – USE SPARINGLY

Feature/Site Type for Architectural & Historical Archeological Sites (2020)

1 Farm; Farmstead

2 Accident: Disaster site

3 Animal/Veterinary clinic

4 Ranch

5 Dairy farm

7 Town; City; Colony; Settlement

8 Base; Camp; Cantonment; Fort; Post

9 School; Church school

10 Dump; Sanitary landfill; Sewage treatment plant

11 Commercial grain storage

12 Fish/Bird/Animal hatchery

13 Dam; Stock dam

14 Pump; Well; Oil/Gas well

15 Storage building; Warehouse

16 Storage yard

17 Windmill; Tower; Radio/TV/Microwave tower

18 Post office; Mail station

19 College; University; Seminary/Bible College;

Trade/Technical/Business school

20 Library

21 Bridge; Culvert; Trestle

22 Canal: Flume

23 Restaurant; Café; Mess hall24 Bottling plant; Brewery; Distillery

25 Cannery: Frozen food locker: Sugar refinery

26 Grocery store **27** Flour/Grist mill

28 Bar; Tavern

29 Cemetery; Mortuary

30 City hall; Fellowship hall

31 Electric generation facility

32 Billiards/Pool hall; Border crossing station; Customs

house; Police station; Sheriff's office

33 Clinic; Pharmacy; Dispensary; Hospital; Infirmary;

Sanatorium; Pest house

34 Brick manufacturing plant; Concrete manufacturing

plant; Factory; Foundry **35** Mine: Quarry: Borrow pit

36 Electric transformer facility; Lumber yard

37 Saw/Stamp/Minerals mill/refinery

38 Electric transmission facility; Tipple

39 Park; Parade ground

40 Single unit dwelling; Parsonage; Manse; Rectory

41 Double unit dwelling

42 Multiple unit dwelling; Barracks; Dormitory; Bunk

house; Convent; Monastery 43 Corral; Enclosure; Pen 44 Temporary campsite

45 Administrative; Business; Organizational

46 Professional

47 Shopping center; Mall; Retail store

48 Railroad grade; Railroad tracks; Railroad spur;

Railroad siding; Road; Highway; Trail **49** Airport; Airfield; Landing field

50 Privv

51 Campgrounds; Picnic grounds; Playground; Outdoor recreation Area; Resort; Shooting range; Rifle range

52 Arcade: Casino: Indoor recreation area

53 Catholic Church

54 Place of worship; Synagogue; Chapel; Non-

denominational chapel

55 Garage; Carriage house; Hangar

56 Commercial/Steam boat landing; Rest stop; Stage station

57 Recreational boat landing58 Fire station: Oil tank battery

59 Courthouse: Depot: Terminal: Government office:

Post/Base exchange

60 Battlefield

61 Granary; Silo; Silage pit

62 Animal shelter; Barn; Stable; Livery; Kennel

63 Protestant Church

64 Hotel; Motel; Inn; Line shack

65 Mobile home

66 Chicken coop; Poultry house67 Root cellar; Icehouse; Smokehouse68 General store; Sutler's store; Trading post

69 Summer kitchen

70 Experiment station; Laboratory; Loading platform

71 Work shop; Repair shop 72 Freight yard; Switch yard 73 Township hall; Museum; Gallery; Studio of

Art/Photo/Sculpture; Roundhouse

74 Theater: Cinema

75 Auditorium; Lecture Hall; Classroom; Opera house

76 Bank; Credit Union; Savings & Loan; Finance

77 Pump house; Well house; Spring house

78 Fountain: Garden: Gravestone: Memorial: Monument:

Shrine: Vault: Signal

79 Armory; Bastion; Blockhouse; Defensive works;

Missile site; Palisade; Powder magazine

80 Fraternity/fraternal order; Sorority/sororal order;

Lodge; Social

81 Outdoor sports facility

82 Ferry; Ford; Tunnel

83 Turn-around (railroad)

84 Correctional facility; Jail; Juvenile hall

85 Radar facility

86 Indigent house; Nursing home; Orphanage

87 Newspaper office; Print shop

88 Bulk plant; Fuel station; Gasoline station; Convenience

store; Coal/Wood yard

89 Telephone; Telegraph facility

90 Bakery; Butcher shop; Meat packing plant

91 Grandstand; Greenhouse/nursery

92 Blacksmith shop; Welding shop

93 Radio/TV station

94 Fairgrounds; Rodeo grounds

95 Indoor sports facility

96 Gas storage; Oil refinery; Oil/Gas transmission facility;

Pipeline

97 Creamery; Dairy processing plant

98 Water treatment plant

99 Other – USE SPARINGLY

100 Parking lot

101 Parking ramp/garage102 Retirement community

103 Roadside sculpture; Billboard/sign

104 Trailer park

Feature Types:

Cultural Material Scatter—a cultural material scatter is a concentration of artifacts within a definable area. This general category is made more specific with the Cultural Material list (see below).

Chimney—a structure containing a flue(s).

Depression—a low or hollow surface feature created by cultural processes.

Dump—a place containing either a heap or mass of garbage, rubbish, etc.

Earthworks—an artificial structure made from earth, such as a rampart, embankment, breastwork, or fortalice.

Fortification—a palisade or a long narrow ditch excavated for defensive purposes.

Foundation—the base or supporting part of a building, structure, or object.

Grave(s)—includes a cemetery, tomb, or any human interment. Code as "2" if it is possible a grave is present.

Hearth—a feature that was used as a fireplace. A hearth may or may not be a pit. It is often characterized by the presence of ash, fire-cracked rock (FCR), and/or soil stain.

Quarry/Mine—a location used for the procurement of subsurface natural resources such as coal.

Rock Art / Inscription—carved, incised, ground, pecked, or painted design on rock (pictographs and petroglyphs).

Trail (**Not Recent**)—a rough path made cross-country by repeated passage. New, paved, or gravel roads without historic origin should not be coded.

Wreck—remains of significant (or potentially significant) accidents or disasters. Examples include train derailments or a building collapse.

Other: any artifacts observed that do not fit into the listed categories. Enter the name of the artifact type on Page 1 in the Additional Information field. Use this category sparingly.

CULTURAL MATERIAL

If cultural materials have been observed at a site, use the list of Cultural Material to describe the **artifacts**. Click the dropdown menu and select the appropriate material.

- Blank = Not observed
- 1 = Cultural material type observed
- 2 = Unknown, not observed but may be present; valid for Human Remains only

Bone (worked)—any type of artifact made of bone.

Ceramics (**Euro-American**)—any type of artifact made from baked clay.

Charcoal—a form of carbon found in a cultural context; produced by partially burning wood or organic matter.

Cloth—a piece of fabric made of fibrous material.

Faunal Remains (skeletal)—animal **bone or shell** within a cultural context showing evidence of human alteration but is not an artifact.

Fire-Cracked Rock (**FCR**)—rock found in a cultural context that has been shattered by contact with heat.

Floral Remains— pollen, seeds, spores, or other plant parts found in association with cultural materials or features, or evidence of food processing or preparation.

Glass—any artifact made from fusing silicates with soda or potash, lime, or various metallic oxides.

Hide, Hair, Fur—non-human animal skin or pelt in a cultural context.

Human Remains—remains of any part of a human corpse.

Masonry—an artifact constructed with brick, concrete, or stone materials.

Metal—any artifact made of metal, for example iron, gold, aluminum, etc.

Plastic—an artifact made from various synthetically produced organic compounds.

Rubber—any artifact made from unsaturated hydrocarbon or latex.

Shell (worked)—an artifact made from the hard outer covering of a mollusk such as a clam.

Wood (worked)—an artifact made from wood.

Other: any artifacts observed that do not fit into the listed categories. Enter the name of the artifact type on Page 1 in the Additional Information field. Use this category sparingly.

SITE TYPE

The Site Type field is intended to identify the **function of an entire site complex**. It is organized first by broad associative categories in which particular types of historic properties might be expected to occur. Second, specific site types are listed by identification number. Any site type may conceivably occur in any context; therefore, the recorder must select the identification number of the **term that most accurately indicates the** *earliest* **identifiable function of the site**, regardless of the category the term is listed under and to which context the site is assigned.

When identifying Site Type **use the broadest applicable term**. For example, identify the site type as "farm" rather than "barn" or "chicken coop;" identify "town" rather than "retail store" or "dwelling." Feature Types should already have been recorded (see above). This field records the overall function of the entire site.

Click on the dropdown menu and choose the appropriate the Site Type.

CONTEXT

A "context" is a theoretical framework that comprises three intersecting parameters: theme, space, and chronology. The context is the basic organizational unit of the comprehensive planning process and provides a framework into which historic properties can be categorized for subsequent analysis and comparison. This type of organization allows site data analysis by theme, site type, geographical distribution, period, or a variety of combinations thereof. For purposes of completing a NDCRS site form each of these parameters is recorded separately.

Guidelines:

- 1. Each site and site feature may be assigned to one or more contexts.
- 2. Neighboring sites (or neighboring site features) may be assignable to different contexts.
- 3. Each site and site feature is assigned to a *primary* context, defined as the context to which the site or site feature most logically is related.
- 4. Each site and site feature may have one or more *secondary* contexts (contexts other than the primary context) to which the site or site feature may be assigned.

Selection:

Because historical archeological sites may appear in several different contexts, selection of the appropriate context for a historic site may pose a challenge. Context selection may require identification of several contextual possibilities and selection of the context to which the property is most significant. For example: a campsite used by an exploration party at one time

and a military unit at another time could fit into the Exploration context or the Military context. The recorder must decide whether the site has greater value as an example of an exploration site or as a military site and choose that context. Selection criteria may include the type and quantity of features and/or artifacts present at the site, the relative historical importance of the parties that occupied the site, the interpretability of the site, the number of other sites known to represent the context, and/or other criteria set by the recorder. Historic contexts are identical for the NDCRS historical archeological and architectural site forms.

Click the dropdown menu and choose the most appropriate Context (theme) from the list. **Record <u>all</u> pertinent and applicable Contexts in the Descriptive Section and the Statement of Significance** (see below).

Contexts:

See AHP website for available historic contexts of North Dakota.

- Aviation—Relates to the beginning, development, and use of aircraft in North Dakota. Typical property types include airports, airfields, landing strips, hangars, airport facilities, and homes of important air-industry persons.
- **Bridges**—Relates to design, engineering, and/or architectural values of bridges, grade separations, trestles, etc.
- Colonization—Relates to the planned and organized immigration, settlement and/or resettlement of groups to, into or within North Dakota. Groups may be religious, social, or ethnic, for example a Hutterite colony. Typical property types include towns, colonies, settlements, businesses, residences, and farms.
- Commerce—Relates to the establishment, growth, and operation of the sale or exchange of goods, including banking and financial support services. Typical property types include retail stores, wholesale stores, general stores, banks, savings and loan (S&L) institutions, brokerage houses, mail order houses, shipping and transportation facilities, and homes of prominent merchants and bankers.
- Communications—Relates to the transmission of messages and information. Typical property types include newspaper offices, telegraph, telephone, and cellular facilities, post offices and mail stations, post roads, and radio, TV, microwave, and cellular stations and towers.
- Depression, The Great—Relates to causes, effects of, conditions during, and/or relief and recovery from the Great Depression (1929-1940). Typical property types include abandoned farms, banks, business buildings, city parks, civic improvements, relief facilities, WPA projects, and CCC camps and projects. The <u>Federal Relief Construction</u> in North Dakota, 1931-1943 context is available on the AHP website.

- **Education**—Relates to the organized transmission of formal knowledge, training, and skills. Typical property types include schools, colleges, universities, business schools, trade schools, campuses, campus living quarters, administration buildings, and the homes of prominent educators.
- **Energy Development**—Relates to the establishment, development, and use of mechanical, hydro, electrical, and wind power sources, their generation, distribution and use. Typical property types include water wheels, steam and/or electric generating and transmission facilities, dams, and power stations. *Do not include coal or petroleum sites in this category*.
- **Entertainment**—Relates to activities by which people entertain, amuse themselves and/or others, and places where entertainment and/or amusement are offered, provided, or experienced. Typical property types include fairgrounds, sports facilities, circus grounds, amusement parks, theaters, opera houses, parks, playgrounds, museums, concert halls, and the homes of prominent entertainers and impresarios.
- **Exploration**—Relates to the exploration, discovery, recordation, and dissemination of information about characteristics, attributes, and values in North Dakota. Typical property types include trails, campsites, camps, forts, battlefields, storage yards, and the residences of prominent explorers.
- Farming, Bonanza—Relates to the establishment and operation of the Bonanza Farm phenomenon in North Dakota. Typical property types include Bonanza Farm headquarters, corrals, barns, farm buildings, outlying (satellite) farm stations, barracks, dormitories, and loading and shipping facilities. The <u>Bonanza Farming in North Dakota</u> and <u>Common Farm and Ranch Barns in North Dakota</u> contexts are available on the AHP website.
- **Farming, Dairy**—Relates to the establishment and operation of dairy farms. Typical property types include single or multiple dwellings, barns, corrals, milking houses, privies, dumps, and grain storage facilities.
- **Farming**—Relates to the establishment and operation of farms other than those specified above. Typical property types include single or multiple dwellings, barns, corrals, privies, dumps, grain storage facilities, animal shelters, indoor and outdoor storage facilities, and water sources. The *Farms in North Dakota*, parts 1 and 2, and *Common Farm and Ranch Barns in North Dakota* contexts are available on the AHP website.
- **Fur Trade**—Relates to the establishment, operation, and adaptations of the fur trade industry in North Dakota, particularly (although not exclusively) from the late 18th to late 19th centuries. Typical property types include fur trading posts and forts, trails, loading and shipping facilities, trapping, trading and hunting grounds, camps and campsites, steamboat docks, stores, dwellings, and warehouses.
- **Government, National**—Relates to the establishment and operation of United States authority over, control of, and services to the area within North Dakota's current

boundaries. Typical property types include federal government office buildings, federal courthouses, border stations, customs houses, and post offices but also may include mail stations, forts, trails, roads, highways, camps, campsites, and dwellings. *Exercise caution to record the property's primary context on Page 1 and appropriate secondary contexts in the Descriptive Section*.

- **Government, Territorial**—Relates to the government and administration of Dakota Territory (1861-1889). Property types are similar to those of State Government except that they must have been established, constructed, and/or used for Territorial government purposes prior to November 2, 1889.
- **Government, State**—Relates to the government and administration of North Dakota beginning November 2, 1889. Typical property types include state government offices and office buildings, trails, roads, highways, maintenance shops, storage yards and facilities, state-run institutions, dwellings on state property, and homes of prominent state political leaders.
- Government, Local—Relates to the government and administration of local
 governments including counties, cities, towns, and townships. Typical property types
 include courthouses, city halls, town halls, township halls, office buildings, offices, jails,
 police and sheriff's offices, maintenance shops, storage yards, highways, streets, alleys,
 bridges, water and sewage treatment facilities, and homes of prominent local political
 leaders.
- **Horticulture**—Relates to raising and harvesting plants on a scale smaller than commercial farming. Typical property types include gardens, garden plots, greenhouses, nurseries, and canneries.
- **Industrial Development**—Relates to all industrial pursuits not specified elsewhere. Typical property types include brick plants, concrete plants, bottling plants, meat packing plants, food processing plants, assembly plants, factories, foundries, saw mills, grist mills, and gravel, potash, and uranium mines. *Do not include coal or petroleum industry sites in this category*.
- **Irrigation and Conservation**—Relates to the conservation and planned use of land and water resources. Typical property types include *historically significant* shelterbelts (windrows), conservation-oriented farming sites, pumping stations, water pipelines, dams, reservoirs, canals, and flumes.
- **Military**—Relates to all aspects of military presence in North Dakota. Typical property types include forts, cantonments, posts, Air Force installations, armories, battlefields, trails, roads, bridges, fords, mail stations, cemeteries, camps, campsites, dumps, defensive works, corrals, barns, storage areas, and dwellings.
- **Mining, Coal**—Relates to the establishment, development, and operation of the coal mining industry in North Dakota. Typical property types include tipples, mines, mine entrances, loading and transportation facilities, storage yards, railroad spurs, office

buildings, camps, and dwellings. The <u>Coal Mining in the Coal-Bearing Region of North</u> <u>Dakota</u>, 1870-1945, <u>Parts 1 and 2</u> are available on the AHP website.

- Petroleum—Relates to the establishment, development, and operation of the petroleum industry (oil and gas) in North Dakota. Typical property types include oil wells, gas wells, petroleum product refineries, bulk plants, tank batteries, pipelines, and pumping stations. The North Dakota Industrial Commission maintains a website, https://www.dmr.nd.gov/oilgas/, which contains historic and current information about oil and gas.
- Railroads—Relates to the establishment and operation of the railroad industry in North Dakota. Typical property types include railroad grades, bridges and trestles, depots, freight yards, switch yards, barracks, dormitories, construction yards, selection houses, round houses, loading facilities, construction camps, trails, camps, campsites, office buildings, warehouses, dumps, and signal devices. The <u>Railroads in North Dakota</u>, 1872-1956 is available on the AHP website.
 - O Specific classes of linear resources are an example of a resource category that the AHP receives frequently asked questions (FAQ) or inquiries about. The AHP staff strongly encourages NDCRS system users to acquaint themselves with appropriate accompanying Historic Context documents that have been prepared and are available online, and address and answer many FAQ about railroads. See page 96 of this document for recommendations of eligibility. The Management Recommendation is the recommendation of the field investigator, not necessarily that of Federal, State or Tribal officials.
- Ranching, Open Range—Relates to breeding, raising, gathering, transportation and marketing of domesticated animals during the late 19th Century *before* widespread private land ownership and the common use of fences. Usually large, often owned or financially supported by out-of-state investors or prominent cattlemen, these ranches operated on a philosophy of exploiting the natural resources of the area as long as economic feasibility allowed. Typical property types include ranch buildings, single and multiple dwellings, corrals, barns, barracks, bunk houses, wells, line shacks, camps and campsites, rodeo grounds, cattle trails, and round-up grounds.
- Ranching, Fee Simple—Similar to Open Range Ranching in general activities and products, however important differences exist. Fee Simple Ranching is characterized by the widespread use of privately owned, fenced land. Usually intended to be permanent occupants of limited space, these ranchers were oriented towards continual re-use of natural resources, perpetuation and improvement of smaller herds, usually locally owned and financed, tended to operate on a smaller scale, and remained a part of the state's agricultural economy. Typical property types include single and multiple dwellings, barns, corrals, feedlots, equipment storage yards and buildings, and wells.
- **Religion**—Relates to the establishment and operations of religious groups and institutions. Typical property types include colonies, churches, synagogues, temples,

rectories, parsonages, church schools, seminaries, convents, and monasteries. Related historic contexts are available on the AHP website.

- Roads, Trails, and Highways—Relates to the development and use of overland transportation systems (excluding railroads) such as trails, roads, highways, and wagon routes used by automobiles, trucks, buses, and/or stage coaches. Typical property types include historic trails, historically *significant* roads and highways, bridges, fords, stage stations, rest stops, auto dealerships, gasoline stations, freight yards, barns, relay stations, maintenance shops, dwellings, repair shops, bus depots, bus barns, camps, campsites, motels, inns, and diners.
- **Rural Settlement**—Relates to factors that influenced or were influenced by settlement in rural areas including rural institutions, rural industries (except farming and ranching), ethnicity, colonization, and social institutions. Typical property types include churches, factories, assembly plants, brick making factories, roads/trails/highways, fords, ferries, river crossings, cemeteries, social gathering places, rural schools, township halls, mills, forts, and railroad properties. *Exercise caution to record the property's primary context on Page 1 and appropriate secondary contexts in the Descriptive Section*.
- **Urban Settlement**—Relates to the establishment and growth of communities as whole entities rather than separate parts, including abandoned settlements and towns as well as existing ones. The context seeks to describe town-building and settlement phenomena. Typical property types include towns, settlements, and colonies, as well as those property types that relate more specifically to defined urban institutions, urban industries, community services and businesses, ethnic groups, and demographic patterns. *Exercise caution to record the property's primary context on Page 1 and appropriate secondary contexts in the Descriptive Section*.
- Water Navigation—Relates to the commercial use of North Dakota's bodies of water for transportation of goods and people. While focusing on the steamboat industry, the context is intended to include other forms of commercial water navigation but generally exclude recreational boating. Typical property types include steamboat docks, wharfs, piers, wood yards, ferries, storage yards, freight yards, loading facilities, wrecks, boat yards, and dry docks.

SITE AREA

Enter the area of the site in total **square meters** (**m**²), *not* meters squared, or m-x-m or feet squared or ft-x-ft or acres. See Table 1 for conversion factors.

The minimum area of a site should be determined by observing the extent of the surface distribution of cultural material and/or features. It is understood that without extensive excavation it is difficult to determine the actual limits of a site. However, an estimate of the site area is required for nomination to the National Register of Historic Places and essential to ensure subsequent developments do not affect the site without proper management actions. The site area should correspond to the boundaries depicted on site form maps.

Table 1: Conversion factors.

Conversion Factors		
acres to hectares	acres x 0.405 = hectares	
	1 acre = 4047 square meters	
yards to meters	yards x 0.914 = meters	
yards ² to meters ²	yards ² x 0.836 = meters ²	
feet to meters	feet x 0.3048 = meters	
feet ² to meters ²	$feet^2 \times 0.093 = meters^2$	
inches to centimeters	inch x 2.54 = centimeters	
miles to meters	miles x 1.609 = kilometers	
	kilometers x 1000 = meters	
miles² to kilometers²	miles ² x 2.6 = kilometers ²	
kilometers ² to meters ²	kilometers ² x 1,000,000 = meters ²	

CULTURAL DEPTH

Enter in **centimeters** the greatest depth documented for cultural deposits. Leave blank if site depth is unknown.

DEPTH INDICATOR

Click the dropdown menu and select the item that best describes the method used to determine the depth of cultural deposits.

- Blank = Not applicable (depth has not been determined)
- Auger
- Cutbank or erosional feature
- Excavation
- Professional judgment
- Shovel
- Soil probe
- Other (Explain)

OCCUPATION DATE

Enter the period during which the site was occupied, including beginning and ending dates. **Provide reasonable date approximations** if possible. If the period is unknown, leave blank.

BASIS FOR DATING

Click the dropdown menu to select the method used to determine the period(s) of occupation.

- Date unknown
- Aerial Imagery
- Radiocarbon
- Typology
- Dendrochronology
- Thermoluminescence
- Geology (Stratigraphy)
- Patination
- Professional judgment
- Both absolute and relative dating techniques
- Documentation
- Interview
- Other (Explain)

CM DENSITY

The purpose of the Cultural Material (CM) Density field is to measure the density of the distribution of cultural material (artifacts) at the site. Click the dropdown menu and select a category that best describes the site.

- Blank = No cultural material
- ISOLATED FIND
- Sparse distribution—cultural material is widely scattered (<1 item per square meter)
- Medium distribution—density of materials is greater than sparse but less than dense (approximately 1 item per square meter)
- Dense distribution—cultural material is concentrated (>1 item per square meter)
- Medium-dense concentration(s) within a sparse scatter
- Dense concentration(s) within a medium scatter
- Denser concentration(s) within a dense scatter

ENVIRONMENT

Data in this section pertains to the environmental setting of a site.

LANDFORM 1

The fields of Landform 1 and Landform 2 work in tandem to describe the topographic feature(s) where a site is situated. Click the dropdown menu to select the site position(s).

- Top of
- Bottom of
- Side of
- Top and Bottom of
- Top and Side of
- Bottom and Side of
- Top, Bottom, and Side of

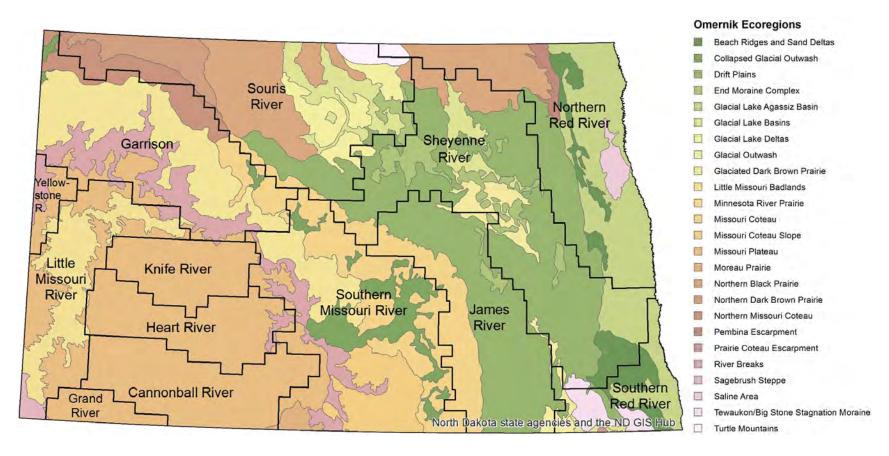
"Side of" does not mean "beside," as in "beside a creek." The use of "Side of" means the site was visible in the vertical face of a gully or on the slope of a hill, butte, or ridge.

LANDFORM 2

Select the type of landform that describes the setting of a site. Click the dropdown menu to select the appropriate setting. Many of the following definitions are adapted from Merriam-Webster (2020).

- Beachline (glacial): a shore of a glacial lake or glacial riverbank containing sand, gravel, or larger rock fragments.
- Beach or Riverbank: a shore of a lake or the bank of a present river covered by sand, gravel, or larger rock fragments.
- Canyon: a deep, narrow valley with precipitous sides often with a stream flowing through it.
- Island: a tract of land surrounded by water.
- Delta: the alluvial deposit at the mouth of a river.
- Draw (gully, coulee, and ravine): an erosional trench caused by running water.
- Upland Plain: a level surface of land with little or no relief, a plain.
- Floodplain: the portion of a stream valley which is submerged during floods.

- Hill-Knoll-Bluff: a natural elevation of land that is smaller than a mountain.
- Ridge: an extended line of high ground that is more than a line of hills and has a crest that is higher than the ground on either side.
- Saddle: a dip along the crest of a ridge or a low point on a spur.
- Sandbar: a ridge of sand constructed by currents in a river.
- Spur: an extension jutting out from a ridge which is usually lower and continually sloping; often formed by two streams cutting parallel draws down the side of a ridge.
- Swale: a low-lying or depressed and often wet stretch of land.
- Terrace: a level, ordinarily narrow plain; usually with a steep front bordering a river, lake, or sea.
- Alluvial Fan: a fan shaped body of alluvium at the base of a steep slope; comprised of sediments transported by a stream (permanent, seasonal, or ephemeral).
- Butte: an isolated hill with steep or precipitous sides.
- Valley Wall Foot Slopes (toe slope or colluvial slope): gradually sloping land at the foot of a valley wall; comprised of sediments transported down the valley wall by sheet erosion and/or mass wasting.
- Other: enter a description of the landform on Page 1, Additional Information field. **Use this category sparingly.**
- Sand Dune: a rounded hill or ridge of sand heaped up by the wind.
- Lacustrian Plain: a wide plain formed by a lake, such as a glacial lake.
- Levee: vertical accretion deposits lain down along the perimeter of a river trench when flooding occurs.



Map of ecoregions (NDGIS 2020) and prehistoric archeological study units (ND SHPO 2016).

SLOPE / EXPOSURE

The purpose of the Slope/Exposure field is to collect information on locational factors. Information collected is used for predictive modeling. Click the dropdown menu to select the appropriate slope/exposure.

- Open
- North
- Northeast
- East
- Southeast
- South
- Southwest
- West
- Northwest
- Closed

If a site sits on top of a ridge or rise of land that has no observable slope, the Slope/Exposure is "Open." If the site is situated in a cave or at the bottom of a deep, narrow gully it may be protected from the elements. In that case, the Slope/Exposure is "Closed."

ECOSYSTEM

The following ecosystem definitions are adopted from Stewart and Stewart (1974) and the United States Forest Service (1980). Click the dropdown menu to select the appropriate ecosystem.

Badlands and Rolling Prairie Ecosystems:

- Bottomland: found in river and major drainage floodplains vegetated by cottonwood groves, willow patches, shrubs, vines, grasses, and forbs.
- Terraces: composed of river and stream terraces that were once former bottomland floodplains but are now above the present water level; vegetated by dwarf sage, shrubs, wheatgrass and other grasses, thread leaf sedge, and various forbs.
- Toe Slope: slopes below steep bedrock faces and breaklands vegetated by mixed grasses, thread leaf sedge, prairie junegrass, and various forbs.
- Scoria: moderately steep, rounded hills capped with old water deposited fused clays called "scoria;" vegetation primarily is limited to grasses.
- Badlands: rugged, deeply eroded terrain close to major rivers but beyond river breaks.
 Some areas are barren of plant life, but other portions support grasses, juniper, and sagebrush.

- Upland Grassland: composed of hilly and steep uplands with loamy, clayey, and sandy soils that support a sparse but varied vegetative community.
- Rolling Grassland: gently sloping uplands characterized by clayey, sandy, and glacial soils supporting a variety of species with medium productivity.
- Harwood Draw: intermittent drainages and narrow upland drainages with a general vegetation of trees and shrubs dominated by green ash.
- Marsh: depressions filled with slightly blackish water, or poorly drained soils vegetated with rushes, sedges, and marsh grasses.
- Ponderosa Pine: ecosystem found primarily on north facing 10-40% slopes and on crests of hills and ridges in uplands; distinguished by a crown of Ponderosa pine.
- Hilly Scoria: description of this ecosystem is a hilly form of the Scoria category.
- Upland Breaks: hilly and steep uplands characterized by bedrock-capped, small, rounded hills and vegetated primarily by bluestem grass.
- River Breaks: deeply dissected "badlands" adjacent to major rivers and streams, often barren of plant life but occasionally supports scattered shrubs, grasses, and forbs.
- Rockland: steep, stony ground limited primarily to areas around Black Butte. Vegetation is diverse and includes trees, shrubs, forbs, and grasses.

Sheyenne National Grassland Unit:

- Choppy Sandhills: "gently rounded, sloping to moderately steep sand dunes on the Sheyenne Delta formed by strong winds shifting the low-lying sandy surface into dunes. Blowouts are, or have been, common" (United States Forest Service 1980:14).
- Savanna: "gently rounded, sloping to moderately steep sand dunes on the Sheyenne Delta formed by strong winds shifting the low-lying sandy surface into dunes, associated with trees and shrubs" (United States Forest Service 1980:16). Slope range from 0-20%.
- Mixed Grass Prairie Dry: "Nearly level and sloping, broad, grass covered delta plain. Horizontal distance is interpreted by numerous low mounds giving a rolling aspect to the landscape" (United States Forest Service 1980:18).
- Mixed Grass Prairie Wet: "Nearly level and depressional, broad, grass covered delta plain" (United States Forest Service 1980:20).
- River Terrace and Bottomlands: "Nearly level to undulating, broad, tree covered river terraces and bottom land" (United States Forest Service 1980:21).

ELEVATION

Enter the elevation of the site in **meters**. (See Table 1 for conversion factors.)

DRAINAGE SYSTEM

Click the dropdown menu to select the appropriate drainage name. **The drainage system may differ from the nearest source of permanent water.** The AHP uses the United States Geological Survey 8-digit hydrologic unit map of North Dakota. Drainage system data is available online at https://water.usgs.gov/GIS/huc.html (USGS 2020), or contact the NDCRS Coordinator for shapefiles.

CULTURAL RESOURCE MANAGEMENT

OWNERSHIP

Click the dropdown menu to select the ownership.

- State
- Federal
- Private
- Local government (city, county, township)
- Tribal

FIELDWORK DATE

Enter in order of month/day/year when the site was recorded. If the site form is updated by a revisit to the site, testing, and/or excavation the date on the updated site form should reflect this. Entry in this field is **required for all NDCRS forms** submitted to the AHP.

SITE CONDITION

Click the dropdown menu to select the appropriate condition.

- Destroyed (site eradicated)
- Inundated (site under water)
- Very poor (more than 75% of site disturbed)
- Poor (50-75% of site disturbed)
- Fair (25-50% of site has been disturbed)
- Good (less than 25% of site disturbed)
- Excellent (site is relatively undisturbed)

COLLECTION

Record whether cultural material (artifacts, <u>not</u> features) was observed at the site and if collection was made. **Leave blank if no entries are made on the Cultural Material Type list** (see above). Click the dropdown menu to select the appropriate collection information.

- No cultural material observed
- No collection of cultural material
- Systematic collection made
- Non-systematic collection made
- Site completely collected

PROBE

The Probe field is intended to provide a record of sites where <u>shovel and/or auger probes</u> have been conducted. When a site is probed, notify the AHP and complete an update to the existing site form. Click the dropdown menu to select the appropriate status.

- Blank = Site *not* probed
- Yes Positive results
- Yes Negative results

FORMAL TEST / EXCAVATION

The Formal Test/Excavation field concerns **formal testing (at least one 1-x-1-m test unit) and/or full-scale excavation**. Notify the AHP and submit update(s) to the site form as research progresses. Click the dropdown menu to select the appropriate status.

- Blank = Site *not* formally tested/excavated
- Yes Positive results
- Yes Negative results

MANAGEMENT RECOMMENDATION OF THE RECORDER

The investigator must make a management recommendation for the site. The Management Recommendation is the recommendation of the field investigator, not necessarily that of Federal, State or Tribal officials. Do not leave the field blank. Click the dropdown menu to select the appropriate recommendation.

- No further work
- Further evaluation; testing, resurvey, or some form of research is needed before further recommendations can be made
- Impact analysis; analyze construction plans to evaluate impacts and/or check the feasibility of avoidance
- Additional evaluation and impact analysis
- Avoidance; the site should be avoided. If the site cannot be avoided, mitigation is required
- Exclusion; impacts to the site cannot be mitigated; the site must be preserved

ADDITIONAL INFORMATION

Use the Additional Information field to explain any "Miscellaneous" and/or "Other" categories identified in previous fields. Additional Information also may be used to enter abbreviated data about the site the investigator feels should be in the database or quickly referenced.

RECORDED BY AND DATE RECORDED

At the bottom of each page the person(s) completing the site form must provide the first and last name of the person(s) who recorded the site and the date on which the site was recorded. This information is necessary as part of the site history and correspondence between site investigators and the AHP. Entries in these fields are required for all NDCRS forms submitted to the AHP and must be completed before submission for number assignment.

SHSND USE

Information in this section will be entered by the AHP

STUDY UNIT

The AHP staff enters the code in this field. The study units were derived from the drainage basins as depicted on the (8-digit) Hydrological Unit Map of North Dakota (1974) prepared by the US Geological Survey. In 2020, the label of Ecozone was changed to Study Unit in order to correspond with the <u>Historic Preservation in North Dakota</u>, 2016-2021: A Statewide Comprehensive Plan (SHSND 2015).

COMPONENT

In 2020, the Area of Significance field was re-labeled as Component in order to reflect common terminology used by cultural resource professionals. AHP staff codes as follows:

- 1 = Archeological
- 2 = Architectural
- 3 = Historical

VERIFIED SITE

A site that has been visited and properly recorded by a professional is considered a verified site. A site that has been incompletely recorded or reported by a non-professional is an unverified site. AHP staff codes as follows:

- Blank = Site *not* verified by a professional
- 1 = Site verified by a professional

CR TYPE

The categories and definitions for this field are from the National Register of Historic Places (36 CFR 60.3). AHP staff codes as follows:

- 1 = Site: the location of a significant event, a prehistoric or historic occupation or activity, or a building or structure, whether standing, ruined, or vanished, where the location itself maintains historical or archeological value regardless of the value of any existing structure. Examples include a battlefield or mound.
- 2 = Building: a structure created to shelter any form of human activity, such as a house, barn, church, hotel, or similar structure. Building may refer to a historically related complex such as a courthouse and jail or a house and barn.

- 3 = Structure: a work made up of interdependent and interrelated parts in a definite pattern of organization. Constructed by man, it is often an engineering project large in scale. Examples include a railroad bridge or lighthouse.
- 4 = Object: a material thing of functional, aesthetic, cultural, historical or scientific value that may be, by nature or design, movable yet related to a specific setting or environment. Examples include a monument or a pictographic rock not in its original setting. Examples include a steamboat or memorial marker.
- 5 = District: a geographically definable area, urban or rural, possessing a significant concentration, linkage, or continuity of sites, buildings, structures, or objects united by past events or aesthetically by plan or physical development. A district may also comprise individual elements separated geographically but linked by association or history.

DESCRIPTIVE SECTION—PAGE 2

ACCESS

Access briefly describes a route to the site. Start at a known point, such as a town or a highway junction, and trace the route, including mileage and direction. A hypothetical example is: "From junction of US 83 go north five miles. Turn west and continue for two miles. Turn south through a gate and drive 1.75 miles until you reach the bridge across Fred's Creek. The site is on the creek bank two miles west of the bridge."

DESCRIPTION OF SITE

The site description should provide a general overview and summary of the site, including any observed features. Describe the present condition of the site, its environment, and its general contents. Create a site sketch map and include it in the Attachments Section (see below).

DESCRIPTION OF CULTURAL MATERIALS

Cultural material includes artifacts observed at the site (not features). The description should detail items coded as present in the Cultural Material list on Page 1 (see above). Quantify and identify raw materials utilized and artifact types. **Include photos and sketches of diagnostic items** such as projectile points and pottery as attachments to the site form (see below).

Enter the number of artifacts observed and the number of artifacts collected from the site. If the number of items is large, an estimate is permissible.

DESCRIPTIVE SECTION—PAGE 3

DESCRIPTION OF SUBSURFACE TESTING

Briefly describe the **number**, **location**, **type**, and **depth** of any subsurface core, probe, formal test unit and/or full-scale excavation. Plot the location on the attached sketch map. Discuss the results in the Statement of Significance. A more detailed description of subsurface work ought to be provided in a cultural resources report (see below).

FIELD CONDITIONS

Check the appropriate variables describing the field conditions of the site during recording.

TECHNIQUES USED TO ESTIMATE SITE AREA

Indicate the field technique(s) used to estimate the site area reported on Page 1.

RATIONALE FOR SITE BOUNDARY DETERMINATION

Specify the rationale behind site boundary delineation.

CURRENT USE OF SITE

Enter the current use of the site.

VEGETATION

Enter a brief description of the vegetation at the site.

VEGETATION COVER

Estimate the percentage of the ground visible at the time of observation. Because ground surface visibility decreases with growth of vegetation, it is essential to indicate the percent of visible ground.

SNOW COVER

Estimate the percentage of ground surface obscured by snow and/or ice. See the *North Dakota SHPO Guidelines for Cultural Resource Inventory Projects* (SHSND 2020) (https://www.history.nd.gov/hp/hpforms.html) for cultural resource work during the winter season.

PERSON-HOURS

Estimate the number of person-hours spent recording/updating the site.

DESCRIPTION OF COLLECTIONS OBSERVED & CONTACT INFORMATION

If any private collection(s) from the site was examined, describe the artifacts. Quantify and discuss raw materials and artifact types. Also, provide contact information for the owner(s) of the collection(s).

PROJECT NAME AND PRINCIPAL INVESTIGATOR

Enter the name of the project and the Principal Investigator.

CONTRACTING FIRM OR AGENCY

Enter the name of the contracting firm or governmental agency completing the form.

DEED SEARCH

A deed search for an architectural and/or historical site is not required. However, these types of searches routinely are conducted, and the results and presentation vary. If a deed search is conducted, it is recommended that research of the individuals listed in the deed search be undertaken. That is, with the data obtained at the county courthouse the recorder can research the individual(s) associated with the property using local and state library and online resources. The following list includes a few of these resources.

Regional Biographies and More:

Institute for Regional Studies at the North Dakota State University Archives https://library.ndsu.edu/ir/handle/10365/26086

Land Patents (Bureau of Land Management):

https://glorecords.blm.gov/default.aspx

State Archives of North Dakota:

https://www.history.nd.gov/archives/index.html

Any sources consulted should be listed in the References/Comments section or on a Continuation Page.

DESCRIPTIVE SECTION—PAGE 4

STATEMENT OF INTEGRITY

The Statement of Integrity is that of the field investigator, not necessarily Federal, State, or Tribal officials.

Integrity is a quality measured in terms of setting, material, workmanship, style, feeling, and association, the combination of which provides an existing or restorable context that allows for the interpretation and recovery of scientific data. Write a statement that describes the integrity, or lack thereof, for the cultural resource at the time of recording. **This item must be completed.**

STATEMENT OF SIGNIFICANCE

The Statement of Significance is that of the field investigator, not necessarily Federal, State, or Tribal officials.

The statement of significance should address the significance of the cultural resource, as it now exists; it may broadly or specifically relate to an archeological context on a local, regional, state, or national level. It should convey the importance of the cultural resource and should summarize the events, personalities, historic occupations, or activities that contribute to the cultural resource's significance. Identify secondary contexts associated with the site. If the cultural resource is *not* significant, write a statement that describes the reason(s) why it is not significant. **This item must be completed.**

In completing this section, the *Secretary of the Interior's Criteria for Evaluation* should be consulted. It lists the basis by which properties are determined significant and eligible for listing in the National Register of Historic Places (https://www.nps.gov/history/local-law/arch_stnds_3.htm).

REFERENCES CITED / COMMENTS

The References Cited/Comments field provides space for references cited, including websites, and comments.

ATTACHMENTS SECTION

TOPOGRAPHIC MAP

Show the portion of the USGS 7.5' topographic quadrangle that shows the site location and surrounding area. Include the name of the topographic quadrangle and the legal location of the site on the map. The scale of the reproduced map should be 1:24,000. Depict the boundaries of the site on the topographic map. For sites that have not been excavated, plot the visible surface extent of the site. Include a legend for overlain polygons, lines, and points.

The AHP uses the topographic map to check the site's legal description. To ensure maximum accuracy, the plotted **topographic map should match the sketch map in shape and orientation**.

SKETCH MAP

A sketch map should be prepared at the site. The final version should **include a north arrow**, scale, legend, site boundaries, and labeled locations of features, artifact concentrations, and subsurface testing. Label the features and artifact concentrations.

If aerial imagery is used provide the year the aerial imagery was taken.

Landmarks and natural features, such as trees, streams, rivers, fences, bench markers, access roads, railroads, and trails, should be included on the sketch map. Contour markings should be sketched to help others relocate the site on a topographic map or outdoors.

The sketch map should be to scale, providing an accurate plot of the site. The final version should be archival quality. **Indicate the scale on the map. Label the features and artifact concentrations.**

Contact the appropriate federal, state or tribal officials for specific sketch and mapping requirements that they may issue.

SITE PHOTOGRAPHS

Include photographs of the site. Photographs are part of the site record. Photographs should be in focus and **labeled with captions identifying the orientation and numbered feature(s)** captured. Limit the number of photographs to one or two per page.

Photographic Identification: A photographic caption should include feature or artifact identification. Photographs of the site should be cataloged so that they may be retrieved.

Storage Location: Photographs of the site should be properly stored to insure a permanent inventory of the cultural resource and a record of work undertaken.

To summarize, the topographic map shows a site's legal location and its relationship to a large area. The sketch map shows relationships between artifacts, cultural features, and natural features within the site.

CONTINUATION PAGE

A Continuation Page contains information that exceeds the space available in other sections of the site form. **Identification of the site form field or section and the Field Code or SITS number must be included** on the Continuation Page to cross-reference the information.

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Codes of Previous Versions of the NDCRS Manual

NDCRS Historical Archeological Site Form Manual—2020

Page 56

FIELD MANUAL: NDCRS HISTORICAL ARCHEOLOGICAL SITE FORM (2017)

	_		·
Feature Type Blank = Absent 1 = Present		Basis for Dating	Context 1 Aviation
Outrood Maradal		1 Date Unknown	2 Bridges
Cultural Material	Depth Indicator	2 Radiocarbon	
Blank = Absent			3 Colonization
1 = Present	Blank = Not applicable	3 Typology	4 Commerce
CM Density	1 Auger	4 Dendrochronology	5 Communications
Blank = No cultural material	2 Cutbank or	5 Thermoluminescence	6 Depression, The Great
1 Sparse distribution	erosional feature	6 Stratigraphy	7 Education
2 Medium distribution	3 Excavation	7 Patination	8 Energy Development
3 Dense distribution	4 Estimate	8 Professional judgment	9 Entertainment
5 Medium-dense concentration(s)	5 Shovel	9 Both Absolute &	10 Exploration
within a sparse scatter	6 Soil probe	Relative	11 Farming, Bonanza
6 Dense concentration(s) within a	7 Other	10 Documentation	12 Farming, Dairy
medium scatter		11 Interview	13 Farming
		12 Other	14 Fur Trade
7 Denser concentration(s) within a			15 Government,
dense scatter			National
8 Isolated Find		 	16 Government,
Landform 1	Landform 2	Ecosystem	Territorial
1 Top of	1 Beachline (glacial)	1 Bottomland	17 Government, State
2 Bottom of	2 Beach or river bank	2 Terraces	18 Government, Local
3 Side of	3 Canyon	3 Toe slope	19 Horticulture
5 Top & Bottom of	4 Island	4 Scoria	20 Industrial
6 Top & Side of	5 Delta	5 Badlands	Development
7 Bottom & Side of	6 Draw	6 Upland grassland	21 Irrigation &
	7 Upland plain	7 Rolling grassland	Conservation
8 Top, Bottom, & Side of	8 Floodplain	8 Hardwood draw	22 Military
	9 Hill-Knoll-Bluff	9 Marsh	23 Mining, Coal
Claus/Evensoure	10 Ridge	10 Ponderosa pine	24 Petroleum
Slope/Exposure	11 Saddle	11 Hilly scoria	25 Railroads
1 North	12 Sandbar	12 Upland breaks	
2 Northeast	13 Spur	13 River breaks	26 Ranching, Open
3 East	14 Swale	14 Rockland	Range
4 Southeast	15 Terrace	15 Choppy sandhills	27 Ranching, Fee Simple
5 South	16 Alluvial fan	16 Savanna	28 Religion
6 Southwest	17 Butte	17 Mixed grass prairie—	29 Roads, Trails, Hwy
7 West	18 Foot slope	Dry	30 Rural Settlement
8 Northwest	19 Other	18 Mixed grass prairie—	31 Urban Settlement
9 Closed	20 Dune	Wet	
10 Open	21 Lacustrian plain	19 River terrace &	32 Water Navigation
	22 Levee	bottomlands	
View Degree	View Distance		
1 90°	1 Excellent (5-7 miles)		
2 180°	2 Good (2-5 miles)		
3 270°	3 Fair (1-2 miles)	Permanent & Seasonal	
4 360°	4 Poor (<1 mile)	Water Type	
5 No view	5 No view	1 Lake	
	Site Condition	2 Spring	
Ownership	1 Destroyed	3 Moving water (stream)	Management
1 State	2 Inundated	4 Intermittent stream	Recommendation
2 Federal	3 Very poor	5 Intermittent pond	1 No further work
3 Private	4 Poor	6 Marsh	2 Further work
4 Local government	5 Fair		3 Impact analysis
5 Tribal	6 Good		4 Both 2 & 3
	7 Excellent		5 Avoidance—Mitigation
			6 Exclusion—Preservation
Collection			
Blank = No cultural material	Probe	Formal Test/Excavation	
1 CM but NO collection	Blank = No	Blank = No	
	1 Yes, Positive	1 Yes, Positive	
2 Systematic collection 3 Non-systematic	1 Yes, Positive 2 Yes, Negative	1 Yes, Positive 2 Yes, Negative	
2 Systematic collection	1 Yes, Positive 2 Yes, Negative	1	

Feature/Type Site for Architectural & Historical Archeological Sites (2017)

Agriculture

- 3 Animal/Veterinary clinic
- 62 Animal shelter
- 62 Barn
- 92 Blacksmith shop
- 66 Chicken coop; Poultry house
- 43 Corral; Enclosure; Pen
- **10** Dump
- 40 Dwelling, Single Unit
- **70** Experiment station
- 5 Farm, Dairy
- 1 Farm; Farmstead
- 55 Garage; Carriage house
- 78 Garden
- 11 Grain storage, Commercial
- **61** Granary
- 91 Greenhouse/nursery
- 64 Line shack
- 65 Mobile home
- 50 Privy
- 77 Pump house; Well house
- 4 Ranch
- 67 Root cellar; Icehouse; Smokehouse
- 61 Silo; Silage pit
- 77 Spring house
- 62 Stable; Livery
- 13 Stock dam
- 15 Storage building; Warehouse
- 16 Storage yard
- 69 Summer kitchen
- 92 Welding shop
- 14 Well; Pump
- **17** Windmill
- 71 Work shop

Transportation

- 2 Accident; Disaster site
- 49 Airport; Airfield; Landing field
- 56 Boat landing, Commercial/Steam
- 57 Boat landing, Recreational
- 21 Bridge; Culvert; Trestle
- **59** Depot; Terminal
- 82 Ferry; Ford
- 72 Freight yard
- 55 Garage; Carriage house
- 88 Gasoline station; Convenience store; Fuel
- station/yard for coal, wood, etc.
- 96 Gas storage
- 59 Government office
- 55 Hangar
- 70 Loading platform
- 100 Parking lot
- 101 Parking ramp/garage
- 48 Railroad grade; Railroad tracks; Railroad spur;
- Railroad siding
- 56 Rest stop; Stage station
- 48 Road; Highway
- 103 Roadside sculpture; Billboard/sign
- 73 Roundhouse
- 78 Signal
- 62 Stable; Livery
- **72** Switch yard
- 38 Tipple
- 17 Tower, Radio/TV/Microwave
- 48 Trail
- 82 Tunnel
- 83 Turn-around (railroad)

Commerce

- 76 Bank; Savings & Loan; Credit Union; Finance
- 92 Blacksmith shop
- 45 Business
- 11 Commercial grain storage
- 88 Convenience store
- 68 General store
- 91 Greenhouse/nursery
- 64 Hotel; Motel; Inn
- 62 Livery
- **100** Parking lot
- 101 Parking ramp/garage
- 71 Repair shop
- 47 Retail store
- 47 Shopping center; Mall
- 68 Sutler's store
- **68** Trading post
- 15 Warehouse; Storage building

Government

- **75** Auditorium
- 32 Border crossing station; Customs house
- 30 City hall
- 84 Correctional facility; Jail; Juvenile hall
- **59** Courthouse
- 10 Dump; Sanitary landfill
- 58 Fire station
- 59 Government office
- 12 Hatchery, Fish/Bird/Animal
- 86 Indigent house; Orphanage
- **78** Monument
- 73 Museum; Gallery; Studio, Art/Photo/Sculpture
- 39 Park
- 32 Police station; Sheriff's office
- 18 Post office/Mail station
- 52 Recreation area, Indoor
- 51 Recreation area. Outdoor
- 10 Sewage treatment plant
- 7 Town; City; Colony; Settlement
- 73 Township hall

Feature/Type Site for Architectural & Historical Archeological Sites (2017)

Industry 2 Accident: Disaster site 45 Administrative 92 Blacksmith shop 45 Business

56 Boat landing, Commercial/Steam

34 Brick manufacturing plant

88 Bulk plant

34 Concrete manufacturing plant

10 Dump

31 Electric generation facility 36 Electric transformer facility 38 Electric transmission facility

34 Factory; Foundry 88 Fuel station

96 Gas storage

96 Gas transmission facility

70 Laboratory **70** Loading platform 36 Lumber yard

37 Mill/refinery, Saw/Stamp/Minerals

35 Mine; Quarry; Borrow pit

96 Oil refinery **58** Oil tank battery

96 Oil transmission facility

14 Oil/Gas well 100 Parking lot

101 Parking ramp/garage

96 Pipeline

15 Storage building; Warehouse

16 Storage yard 38 Tipple 17 Tower

98 Water treatment plant

92 Welding shop; Blacksmith shop

71 Work shop; Repair shop 88 Yard, Coal/Wood/etc.

Military

45 Administrative

79 Armory

42 Barracks; Dormitory; Bunk house

79 Bastion; Blockhouse

60 Battlefield

44 Campsite, Temporary

29 Cemetery

33 Clinic; Dispensary 43 Corral; Enclosure; Pen 79 Defensive works

40 Dwelling, Single Unit 41 Dwelling, Double Unit 42 Dwelling, Multiple Unit

8 Fort; Cantonment; Post; Base; Camp

55 Garage; Carriage house 59 Government office 33 Hospital: Infirmary 80 Lodge: Social 78 Memorial; Monument 79 Missile site

79 Palisade 39 Parade ground 59 Post/Base Exchange 79 Powder magazine

50 Privy

52 Recreation area, Indoor 51 Recreation area, Outdoor 51 Shooting range; Rifle range

9 School

15 Storage building; Warehouse

16 Storage yard 68 Sutler's store **17** Tower 48 Trail

71 Work shop; Repair shop

Food

90 Bakery 28 Bar: Tavern

24 Bottling plant 24 Brewery; Distillery

45 Business 90 Butcher shop 25 Cannery 97 Creamery

97 Dairy processing plant 94 Fairgrounds; Rodeo grounds

25 Frozen food locker 68 General store 26 Grocery store 90 Meat packing plant

27 Mill, Flour/Grist

23 Restaurant; Café; Mess hall **25** Sugar refinery

Religion

54 Chapel, Non-denominational; Place of worship

53 Church, Catholic 63 Church. Protestant 9 Church school

42 Convent: Monasterv 40 Dwelling, Single Unit 41 Dwelling, Double Unit 42 Dwelling, Multiple Unit

30 Fellowship hall 78 Fountain; Garden

55 Garage/Carriage house

78 Gravestone; Monument; Memorial; Shrine; Vault

45 Organizational

40 Parsonage; Manse; Rectory

50 Privv

19 Seminary: Bible college

54 Synagogue

Feature/Type Site for Architectural & Historical Archeological Sites (2017)					
Health 45 Administrative; Business; Organizational 33 Clinic; Pharmacy; Dispensary 33 Hospital/Infirmary 70 Laboratory 86 Nursing home 33 Sanatorium; Pest house 47 Store, Retail	Education 45 Administrative 75 Classroom 19 College; University 42 Dormitory; Barracks; Bunk hous 80 Fraternity; Sorority 70 Laboratory 75 Lecture hall; Auditorium 20 Library 51 Playground 52 Recreation area, Indoor 51 Recreation area, Outdoor 9 School; Church school 19 Seminary; Bible college 95 Sport facility, Indoor 19 Trade/Technical/Business school	ol			
Residential 42 Dormitory; Bunk house 40 Dwelling, Single Unit 41 Dwelling, Double Unit 42 Dwelling, Multiple Unit 55 Garage; Carriage house 78 Garden 65 Mobile home 50 Privy 14 Pump/Well 77 Pump house; Well house 102 Retirement community 62 Stable 15 Storage building 104 Trailer park 17 Windmill	Arts/Entertainment 52 Arcade; Casino 75 Auditorium; Lecture hall; Classroom 32 Billiards/Pool hall 94 Fairgrounds 91 Grandstand 75 Opera house 39 Park 39 Parade Ground 51 Recreation area, Outdoor 51 Resort 51 Shooting range/Rifle range 103 Roadside sculpture; Billboard/sign 94 Rodeo grounds 73 Museum; Gallery; Studio, Art/Photo/Sculpture 74 Theater; Cinema	Recreation/Sport 49 Airfield; Landing field 52 Arcade; Casino 57 Boat landing, Recreational 51 Campgrounds; Picnic grounds 94 Fairgrounds 91 Grandstand 39 Park 51 Playground 52 Recreation area, Indoor 51 Recreation area, Outdoor 51 Resort 51 Shooting range; Rifle range 94 Rodeo grounds 62 Stable 95 Sports facility, Indoor 81 Sports facility, Outdoor 48 Trail			
Landscape Architecture 78 Garden; Fountain; Monument 73 Museum; Gallery; Studio, Art/Photo/Sculpture 39 Park 51 Recreation area, Outdoor 51 Resort 103 Roadside sculpture; Billboard/sign	Funerary 45 Business 29 Cemetery; Mortuary 54 Chapel 78 Fountain; Garden 78 Gravestone; Memorial; Monument; Shrine; Vault 50 Privy	Office 45 Administrative; Business; Organizational 46 Professional 100 Parking lot 101 Parking ramp/garage 80 Social/Lodge			
Engineering 21 Bridge; Culvert; Trestle 22 Canal; Flume 13 Dam 78 Monument 17 Tower 82 Tunnel	Communication 87 Newspaper office 18 Post office; Mail station 87 Print shop 85 Radar facility 93 Radio/TV station 89 Telephone/Telegraph facility 17 Tower, Radio/TV/Microwave	Miscellaneous 2 Accident; Disaster site 10 Dump 15 Storage building; Warehouse 17 Tower 71 Work shop 99 Other – USE SPARINGLY			

Feature/Site Type for Architectural & Historical Archeological Sites (2017)

1 Farm; Farmstead

2 Accident; Disaster site

3 Animal/Veterinary clinic

4 Ranch

5 Dairy farm

7 Town; City; Colony; Settlement

8 Base; Camp; Cantonment; Fort; Post

9 School; Church school

10 Dump; Sanitary landfill; Sewage treatment plant

11 Commercial grain storage12 Fish/Bird/Animal hatchery

13 Dam; Stock dam

14 Pump; Well; Oil/Gas well

15 Storage building; Warehouse

16 Storage yard

17 Windmill; Tower; Radio/TV/Microwave tower

18 Post office; Mail station

19 College; University; Seminary/Bible College;

Trade/Technical/Business school

20 Library

21 Bridge; Culvert; Trestle

22 Canal; Flume

23 Restaurant; Café; Mess hall24 Bottling plant; Brewery; Distillery

25 Cannery; Frozen food locker; Sugar refinery

26 Grocery store27 Flour/Grist mill28 Bar; Tavern

29 Cemetery; Mortuary30 City hall; Fellowship hall21 Electric generation facility

31 Electric generation facility

32 Billiards/Pool hall; Border crossing station; Customs

house; Police station; Sheriff's office

33 Clinic; Pharmacy; Dispensary; Hospital; Infirmary;

Sanatorium; Pest house

34 Brick manufacturing plant; Concrete manufacturing

plant; Factory; Foundry **35** Mine; Quarry; Borrow pit

36 Electric transformer facility; Lumber yard

37 Saw/Stamp/Minerals mill/refinery

38 Electric transmission facility; Tipple

39 Park; Parade ground

40 Single unit dwelling; Parsonage; Manse; Rectory

41 Double unit dwelling

42 Multiple unit dwelling; Barracks; Dormitory; Bunk

house; Convent; Monastery 43 Corral; Enclosure; Pen 44 Temporary campsite

45 Administrative; Business; Organizational

46 Professional

47 Shopping center; Mall; Retail store

48 Railroad grade; Railroad tracks; Railroad spur;

Railroad siding; Road; Highway; Trail **49** Airport; Airfield; Landing field

50 Privy

51 Campgrounds; Picnic grounds; Playground; Outdoor recreation Area; Resort; Shooting range; Rifle range

52 Arcade; Casino; Indoor recreation area

53 Catholic Church

54 Place of worship; Synagogue; Chapel; Non-

denominational chapel

55 Garage; Carriage house; Hangar

56 Commercial/Steam boat landing; Rest stop; Stage station

57 Recreational boat landing58 Fire station; Oil tank battery

59 Courthouse; Depot; Terminal; Government office;

Post/Base exchange

60 Battlefield

61 Granary; Silo; Silage pit

62 Animal shelter; Barn; Stable; Livery

63 Protestant Church

64 Hotel; Motel; Inn; Line shack

65 Mobile home

66 Chicken coop; Poultry house 67 Root cellar; Icehouse; Smokehouse 68 General store; Sutler's store; Trading post

69 Summer kitchen

70 Experiment station; Laboratory; Loading platform

71 Work shop; Repair shop 72 Freight yard; Switch yard 73 Township hall; Museum; Gallery; Studio of

Art/Photo/Sculpture; Roundhouse

74 Theater: Cinema

75 Auditorium; Lecture Hall; Classroom; Opera house

76 Bank; Credit Union; Savings & Loan; Finance

77 Pump house; Well house; Spring house

78 Fountain; Garden; Gravestone; Memorial; Monument;

Shrine: Vault: Signal

79 Armory; Bastion; Blockhouse; Defensive works;

Missile site; Palisade; Powder magazine

80 Fraternity/fraternal order; Sorority/sororal order;

Lodge; Social

81 Outdoor sports facility

82 Ferry; Ford; Tunnel

83 Turn-around (railroad)

84 Correctional facility; Jail; Juvenile hall

85 Radar facility

86 Indigent house; Nursing home; Orphanage

87 Newspaper office; Print shop

88 Bulk plant; Fuel station; Gasoline station; Convenience

store; Coal/Wood yard

89 Telephone; Telegraph facility

90 Bakery; Butcher shop; Meat packing plant

91 Grandstand; Greenhouse/nursery92 Blacksmith shop; Welding shop

93 Radio/TV station

94 Fairgrounds; Rodeo grounds

95 Indoor sports facility

96 Gas storage; Oil refinery; Oil/Gas transmission facility; Pipeline

97 Creamery; Dairy processing plant

98 Water treatment plant

99 Other - USE SPARINGLY

100 Parking lot

101 Parking ramp/garage102 Retirement community

103 Roadside sculpture; Billboard/sign

104 Trailer park

FIELD MANUAL: NDCRS HISTORICAL SITE FORM (2015)				
Feature Type Blank = Absent 1 = Present Cultural Material Blank = Absent 1 = Present CM Density Blank = No cultural material 1 Sparse distribution 2 Medium distribution 3 Dense distribution 5 Medium-dense concentration(s) within a sparse scatter 6 Dense concentration(s) within a medium scatter 7 Denser concentration(s) within a dense scatter 8 Isolate	erosional feature 3 Excavation 4 Estimate 5 Shovel 6 Soil probe 7 Other 6 Stratigraphy 7 Patination 8 Professional judgment 9 Both Absolute & Relative 10 Documentation 11 Interview 12 Other	Context 1 Aviation 2 Bridges 3 Colonization 4 Commerce 5 Communications 6 Depression, The Great 7 Education 8 Energy Development 9 Entertainment 10 Exploration 11 Farming, Bonanza 12 Farming, Dairy 13 Farming 14 Fur Trade 15 Government, National		
Landform 1 1 Top of 2 Bottom of 3 Side of 5 Top & Bottom of 6 Top & Side of 7 Bottom & Side of 8 Top, Bottom, & Side of Slope/Exposure 1 North 2 Northeast 3 East 4 Southeast 5 South 6 Southwest 7 West 8 Northwest 9 Closed 10 Open	Landform 2 1 Beachline (glacial) 2 Beach or river bank 3 Canyon 4 Island 5 Delta 6 Draw 7 Upland plain 8 Floodplain 9 Hill-Knoll-Bluff 10 Ridge 11 Saddle 12 Sandbar 13 Spur 14 Swale 15 Terrace 16 Alluvial fan 17 Butte 18 Foot slope 19 Other 20 Dune 21 Lacustrian plain 22 Levee	Ecosystem 1 Bottomland 2 Terraces 3 Toe slope 4 Scoria 5 Badlands 6 Upland grassland 7 Rolling grassland 8 Hardwood draw 9 Marsh 10 Ponderosa pine 11 Hilly scoria 12 Upland breaks 13 River breaks 14 Rockland 15 Choppy sandhills 16 Savanna 17 Mixed grass prairie— Dry 18 Mixed grass prairie— Wet 19 River terrace & bottomlands	16 Government, Territorial 17 Government, State 18 Government, Local 19 Horticulture 20 Industrial Development 21 Irrigation & Conservation 22 Military 23 Mining, Coal 24 Petroleum 25 Railroads 26 Ranching, Open Range 27 Ranching, Fee Simple 28 Religion 29 Roads, Trails, Hwy 30 Rural Settlement 31 Urban Settlement 32 Water Navigation	
View Degree 1 90° 2 180° 3 270° 4 360° 5 No view Ownership 1 State 2 Federal 3 Private 4 Local government 5 Tribal Collection Blank = No cultural material 1 CM but NO collection 2 Systematic collection 3 Non-systematic 4 Completely collected	View Distance 1 Excellent (5-7 miles) 2 Good (2-5 miles) 3 Fair (1-2 miles) 4 Poor (<1 mile) 5 No view Site Condition 1 Destroyed 2 Inundated 3 Very poor 4 Poor 5 Fair 6 Good 7 Excellent Probe Blank = No 1 Yes, Positive 2 Yes, Negative	Permanent & Seasonal Water Type 1 Lake 2 Spring 3 Moving water (stream) 4 Intermittent stream 5 Intermittent pond 6 Marsh Formal Test/Excavation Blank = No 1 Yes, Positive 2 Yes, Negative	Management Recommendation 1 No further work 2 Further work 3 Impact analysis 4 Both 2 & 3 5 Avoidance—Mitigation 6 Exclusion—Preservation	

Feature/Type Site for Architectural & Historical Archaeological Sites (2015)

62 Animal shelter 62 Barm 92 Blacksmith shop 66 Chicken coop; Poultry house 43 Corral; Enclosure; Pen 10 Dump 40 Dwelling, Single Unit 70 Experiment station 55 Farm, Dairy 1 Farm; Farmstead 55 Garage; Carriage house 78 Garden 11 Grain storage, Commercial 61 Granary bin 64 Line shack 61 Grinary bin 64 Line shack 65 Mobile home 65 Pirvy 77 Pump house; Well house 4 Ranch 67 Root cellar; Icehouse; Smokehouse 61 Silo; Silage pit 73 Spring house 62 Stable 73 Stork dam 15 Storage building; Warehouse 69 Summer kitchen 12 Veterinary clinic 92 Welding shop 14 Well; Pump 14 Well; Pump 15 Storage storage 76 Bank; Savings and Loan; Credit Union; Finance 92 Elacksmith shop 94 Stables 95 Gavernment 96 Storage station 96 Gas storage 97 Spring house 98 Gas storage 99 Gas storage 99 Gas storage 99 Gas storage 90 Gas storage 90 Gas storage 91 Darking lot 100 Parking lot 101 Parking ramp/garage 103 Roundhouse; Tipple 104 Stable; Livery 105 Storage station 107 Tower, Radio/TV/Microwave 107 Tower, City, Fish/Bird/Animal 108 Government 109 Parking lot 100 Parking lot 101 Parking ramp/garage 11 Grain storage, Commercial 14 Hotel; Motel; Inn 15 Business 18 Gonvenience store 18 General store 19 Government 19 Government 19 Government 19 Government 10 Gas description 10 Parking goth 10 Parking goth 11 Garin storage, Commercial 14 Hotel; Motel; Inn 15 Warehouse; Storage building 16 Storage building 17 Work shop 10 Parking ramp/garage 17 Repair shop 17 Shopping center; Mall 17 Store, Retail 18 Warehouse; Storage building 18 Trading post 18 Garinge, Curlwert; Ford 19 Parking ramp/garage 19 Gas storage 10 Dump; Sanitary landfill 18 Trading post 19 Parking ramp/garage 10 Dump; Sanitary landfill 18 Grophanage 19 Park 19 Park 19 Park 20 Pelicie station; Studio, Art/Photo/Sculpture 10 Government plant 17 Town; City; Colony; Settlement	Feature/Type Site for Architectural & Historical Archaeological Sites (2015)				
49 Airport, Airfield; Landing field 92 Blacksmith shop 66 Chicken coop; Poultry house 43 Corral; Enclosure; Pen 10 Dump 40 Dwelling, Single Unit 70 Experiment station 75 Farm, Dairy 15 Farm, Dairy 16 Garage, Carriage house 78 Garden 15 Garage, Carriage house 78 Garden 16 Granary bin 64 Line shack 65 Mobile home 55 Privy 77 Pump house; Well house 4 Ranch 65 Mobile knome 51 Silo; Silage pit 77 Spring house 62 Stable 62 Stable 63 Stock dam 63 Stock dam 64 Well; Pump 65 Storage building; Warehouse 69 Summer kitchen 70 Loading platform 60 Sitage pit 60 Parking lot 61 Sitage pit 61 Grain storage, Commercial 63 General store 64 Sabies 65 Reset store 65 Reset store 66 Santaria store 67 Santaria store 68 General store 69 Summer kitchen 60 Line storage 60 Summer kitchen 61 Sitage pit 62 Stable 63 Sitage building 64 Trading post 65 Garage, Carriage house 67 Sabie, Livery 68 Sovernment 69 Summer kitchen 69 Summer kitchen 70 Loading platform 71 Swerich yard 71 Tower, Radio/TV/Microwave 72 Switch yard 73 Border crossing station; Customs house 73 Covernment 75 Auditorium 75 Auditorium 75 Auditorium 75 Auditorium 76 Auditorium 77 Sump (styr, Pish/Bird/Animal 78 Store, Retail 79 Swere station, Sheriff's office 78 Recreation area, Outdoor 78 Mosum; Jain Ju	<u>Agriculture</u>	<u>Transportation</u>			
92 Blacksmith shop 66 Chicken coop; Poultry house 43 Corral; Enclosure; Pen 10 Dump 40 Dwelling, Single Unit 70 Experiment station 55 Farm, Dairy 1 Farm; Farmstead 55 Garage; Carriage house 78 Garden 11 Grain storage, Commercial 65 Mobile home 50 Privy 77 Pump house; Well house 48 Ranch 67 Root cellar; Icehouse; Smokehouse 61 Silo; Silage pit 77 Spring house 62 Stable 73 Storage building; Warehouse 69 Summer kitchen 15 Surange shouling; Warehouse 69 Summer kitchen 17 Work shop Commerce 76 Bank, Savings and Loan; Credit Union; Finance 78 Barden 19 Gavernment office 10 Parking lot 10 Parking lot 10 Parking lot 10 Parking lot 10 Parking ramp/garage 11 Grain storage, Commercial 68 General store 11 Grain storage, Commercial 68 Trading post 68 Stutler's store 68 Sturler's Storage building 68 Trading post 68 Stutler's store 68 Sturler's Storage building 68 Trading post 68 Sturler's store 68 Sturler's Storage building 68 Trading post 68 Sturler's store 68 Sturler's Storage building 68 Trading post 68 Sturler's store 68 Genage treatment plant 77 Syncy, City; Colony; Settlement	62 Animal shelter	2 Accident; Disaster site			
92 Blacksmith shop 66 Chicken coop; Poultry house 43 Corral; Enclosure; Pen 10 Dump 40 Dwelling, Single Unit 70 Experiment station 55 Farm, Dairy 1 Farm; Farmstead 55 Garage; Carriage house 78 Garden 11 Grain storage, Commercial 65 Mobile home 50 Privy 77 Pump house; Well house 48 Ranch 67 Root cellar; Icehouse; Smokehouse 61 Silo; Silage pit 77 Spring house 62 Stable 73 Storage building; Warehouse 69 Summer kitchen 15 Surange shouling; Warehouse 69 Summer kitchen 17 Work shop Commerce 76 Bank, Savings and Loan; Credit Union; Finance 78 Barden 19 Gavernment office 10 Parking lot 10 Parking lot 10 Parking lot 10 Parking lot 10 Parking ramp/garage 11 Grain storage, Commercial 68 General store 11 Grain storage, Commercial 68 Trading post 68 Stutler's store 68 Sturler's Storage building 68 Trading post 68 Stutler's store 68 Sturler's Storage building 68 Trading post 68 Sturler's store 68 Sturler's Storage building 68 Trading post 68 Sturler's store 68 Sturler's Storage building 68 Trading post 68 Sturler's store 68 Genage treatment plant 77 Syncy, City; Colony; Settlement	62 Barn	49 Airport; Airfield; Landing field			
66 Chicken coop; Poultry house 43 Corral; Enclosure; Pen 10 Dump 40 Dwelling, Single Unit 70 Experiment station 5 Farm, Dairy 1 Farm; Farmstead 55 Garage; Carriage house 75 Garage; Carriage house 75 Garage; Carriage house 76 Garage; Carriage house 76 Garage; Carriage house 77 Granary bin 64 Line shack 65 Mobile home 65 Mobile home 65 Mobile home 66 Shobile home 67 Root cellar; Icehouse; Smokehouse 61 Silo; Silage pit 77 Spring house 62 Stable 13 Stock dam 15 Storage building; Warehouse 69 Summer kitchen 15 Storage building; Warehouse 69 Summer kitchen 17 Lower, Radio/TV/Microwave 48 Trail 18 Tunnel 17 Windmill 71 Work shop 76 Garage station; Customs house 81 General store 62 Backsmith shop 83 Convenience store 64 General store 65 General store 66 General store 67 Garany bin 68 Convenience 68 General store 69 Commerce 76 Deark; Savings and Loan; Credit Union; Finance 78 General store 79 Geovernment 71 Carrian storage, Commercial 68 Hotel; Motel; Inn 62 Livery 100 Parking lot 101 Parking ramp/garage 71 Repair shop 71 Repair shop 72 Switch yard 73 Shopping center; Mall 74 Store, Retail 75 Warehouse; Storage building 68 Trading post 68 Suttler's store 75 Bacat landing, Recreation and 82 Ferry; Ford 84 Gasoline station; Convenience store 96 Gas storage building 95 Government office 95 Government 96 Recreation area, Outdoor 96 Recreation area, Outdoor 97 Amourment 97 Windumil 98 Courtenues for Government 98 Government 99 Gas storage 96 Gas storage 99 Gas storage 90 Gas storage 910 Parking prany for 910 Parking lot 910 Parking lot 910 Parking lot 910 Parking lot 91	92 Blacksmith shop				
43 Corrai; Enclosure; Pen 10 Dump 40 Dwelling, Single Unit 70 Experiment station 5 Farm, Dairy 1 Farm; Farmstead 55 Garage; Carriage house 78 Garden 11 Grain storage, Commercial 61 Granary bin 64 Line shack 65 Mobile home 50 Privy 77 Pump house; Well house 4 Ranch 67 Root cellar; Icehouse; Smokehouse 61 Slio; Silage pit 77 Spring house 62 Stable 13 Stock dam 65 Summer kitchen 78 Verlerinary clinic 92 Welding shop 17 Work shop Commerce 76 Bank; Savings and Loan; Credit Union; Finance 92 Blacksmith shop 45 Business 88 Convenience store 68 General store 68 General store 68 General store 69 Gas storage 59 Government office 55 Hangar 70 Loading platform 100 Parking of 101 Parking ramp/garage 48 Railroad grade; Tracks; Spur 56 Rest stop; Stage station 48 Road; Highway 103 Roadside sculpture, billiboard, sign 88 Convenience store 89 Summer Kitchen 17 Town, Radio/TV/Microwave 48 Trail 92 Welding shop 17 Windmill 17 Work shop Commerce 76 Bank; Savings and Loan; Credit Union; Finance 92 Blacksmith shop 45 Business 88 Convenience store 68 General store 10 Parking lot 101 Parking ramp/garage 11 Grain storage, Commercial 64 Hotel; Motel; Inn 62 Livery 100 Parking lot 101 Parking ramp/garage 11 Grain storage, Commercial 64 Hotel; Motel; Inn 62 Livery 100 Parking lot 101 Parking ramp/garage 11 Grain storage, Commercial 65 Garage, Commercial 66 Hotele; Motel; Inn 67 Spoyerment 77 Spring house 67 Government 77 Spring house 68 Gas storage 10 Dump; Sanitary landfill 15 Fire station 15 Gavernment 17 Sursential field					
10 Dump 40 Dwelling, Single Unit 70 Experiment station 5 Farm, Dairy 1 Farm, Farmstead 55 Garage; Carriage house 78 Garden 11 Grain storage, Commercial 61 Granary bin 64 Line shack 65 Mobile home 50 Privy 7 Pump house; Well house 4 Ranch 67 Root cellar; Icehouse; Smokehouse 61 Silo; Silage pit 77 Spring house 61 Silo; Silage pit 78 Storage building; Warehouse 61 Silo; Silage pit 78 Storage building; Warehouse 62 Stable 13 Stock dam 15 Storage building; Warehouse 69 Summer kitchen 2 Veterinary clinic 29 Welding shop 14 Well; Pump 17 Work shop Commerce 76 Bank; Savings and Loan; Credit Union; Finance 92 Blacksmith shop 45 Business 88 Gasolines 80 Gasostine station; Convenience store 80 General store 81 Garage; Carriage house 82 Fary; Ford 83 Garage; Carriage house 84 Gas storage 85 Garage; Carriage house 86 Gas storage 96 Gas storage 97 Government office 101 Parking ramp/garage 101 Parking lot 102 Parking lot 103 Roadside sculpture, billboard, sign 104 Road; Tipple 105 Storage building; Warehouse 106 Stable; Livery 17 Swerhouse 18 Trun-around (railroad) 17 Tower, Radio/TV/Microwave 18 Trun-around (railroad) 17 Tower, Radio/TV/Microwave 18 Trun-around (railroad) 18 Trun-around (railroad) 19 Government 10 Parking ramp/garage 10 Dump; Sanitary landfill 18 Price station 10 Parking ramp/garage 11 Grain storage, Commercial 12 Hatchery, Fish/Bird/Animal 18 Gophanage 19 Government office 10 Dump; Sanitary landfill 18 Fire station 19 Government office 10 Dump; Sanitary landfill 18 Government office 10 Dump; Sanitary landfill 18 Gophanage 19 Park 19 Courthouse 10 Dump; Sanitary landfill 18 Correctional facility; Jail; Juvenile hall 19 Government office 10 Dump; Sanitary landfill 18 Correctional facility; Sality,					
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100 Parking lot 101 Parking ramp/garage 71 Repair shop 47 Shopping center; Mall 47 Store, Retail 15 Warehouse; Storage building 68 Trading post 68 Sutler's store 12 Hatchery, Fish/Bird/Animal 86 Indigent house 78 Monument 73 Museum; Gallery; Studio, Art/Photo/Sculpture 86 Orphanage 39 Park 32 Police station; Sheriff's office 52 Recreation area, Indoor 51 Recreation area, Outdoor 10 Sewage treatment plant 7 Town; City; Colony; Settlement					
101 Parking ramp/garage 71 Repair shop 78 Monument 73 Museum; Gallery; Studio, Art/Photo/Sculpture 78 Monument 73 Museum; Gallery; Studio, Art/Photo/Sculpture 78 Monument 79 Museum; Gallery; Studio, Art/Photo/Sculpture 86 Orphanage 39 Park 32 Police station; Sheriff's office 52 Recreation area, Indoor 51 Recreation area, Outdoor 10 Sewage treatment plant 7 Town; City; Colony; Settlement					
71 Repair shop 47 Shopping center; Mall 47 Store, Retail 15 Warehouse; Storage building 68 Trading post 68 Sutler's store 68 Sutler's store 78 Monument 73 Museum; Gallery; Studio, Art/Photo/Sculpture 86 Orphanage 39 Park 32 Police station; Sheriff's office 52 Recreation area, Indoor 51 Recreation area, Outdoor 10 Sewage treatment plant 7 Town; City; Colony; Settlement					
47 Shopping center; Mall73 Museum; Gallery; Studio, Art/Photo/Sculpture47 Store, Retail86 Orphanage15 Warehouse; Storage building39 Park68 Trading post32 Police station; Sheriff's office68 Sutler's store52 Recreation area, Indoor51 Recreation area, Outdoor10 Sewage treatment plant7 Town; City; Colony; Settlement					
47 Store, Retail 15 Warehouse; Storage building 68 Trading post 68 Sutler's store 86 Orphanage 39 Park 32 Police station; Sheriff's office 52 Recreation area, Indoor 51 Recreation area, Outdoor 10 Sewage treatment plant 7 Town; City; Colony; Settlement					
15 Warehouse; Storage building 68 Trading post 68 Sutler's store 39 Park 32 Police station; Sheriff's office 52 Recreation area, Indoor 51 Recreation area, Outdoor 10 Sewage treatment plant 7 Town; City; Colony; Settlement					
 68 Trading post 68 Sutler's store 32 Police station; Sheriff's office 52 Recreation area, Indoor 51 Recreation area, Outdoor 10 Sewage treatment plant 7 Town; City; Colony; Settlement 					
 52 Recreation area, Indoor 51 Recreation area, Outdoor 10 Sewage treatment plant 7 Town; City; Colony; Settlement 					
51 Recreation area, Outdoor10 Sewage treatment plant7 Town; City; Colony; Settlement		· · · · · · · · · · · · · · · · · · ·			
10 Sewage treatment plant7 Town; City; Colony; Settlement	68 Sutler's store	· ·			
7 Town; City; Colony; Settlement					
73 Township hall					
(73 Township hall			

Feature/Type Site for Architectural & Historical Archaeological Sites (2015)				
Industry	Military			
2 Accident; Disaster site	45 Administrative			
45 Administrative	79 Armory			
92 Blacksmith shop	42 Barracks; Dormitory; Bunk house			
56 Boat landing, Commercial/Steam	79 Bastion; Blockhouse			
45 Business	60 Battlefield			
34 Brick manufacturing plant	44 Campsite, Temporary			
88 Bulk plant	29 Cemetery			
34 Concrete manufacturing plant	33 Clinic; Dispensary			
10 Dump	43 Corral; Enclosure; Pen			
31 Electric generation facility	79 Defensive works			
36 Electric generation racility				
	40 Dwelling, Single Unit			
38 Electric transmission facility	41 Dwelling, Double Unit			
34 Factory; Foundry	42 Dwelling, Multiple Unit			
88 Fuel station	8 Fort; Cantonment; Post; Base; Camp			
96 Gas storage	55 Garage; Carriage house			
96 Gas transmission facility	59 Government office			
70 Laboratory	33 Hospital; Infirmary			
70 Loading platform	80 Lodge; Social			
37 Mill, Saw/Stamp/Minerals	78 Memorial; Monument			
35 Mine; Quarry; Borrow pit	79 Missile site			
96 Oil refinery	79 Palisade			
58 Oil tank battery	39 Parade ground			
96 Oil transmission facility	59 Post/Base Exchange			
14 Oil/Gas well	79 Powder magazine			
100 Parking lot	50 Privy			
101 Parking ramp/garage	52 Recreation area, Indoor			
96 Pipeline	51 Recreation area, Outdoor			
71 Work shop; Repair shop	51 Shooting range; Rifle range			
15 Storage building; Warehouse	9 School			
16 Storage yard	15 Storage building; Warehouse			
17 Tower	16 Storage yard			
92 Welding shop	68 Sutler store			
88 Yard, Coal/Wood/etc.	17 Tower			
	48 Trail			
	71 Work/Repair shop			
Food	Religion			
90 Bakery	54 Chapel, Non-denominational; Place of worship			
28 Bar; Tavern	53 Church, Catholic			
24 Bottling plant	63 Church, Protestant			
24 Brewery; Distillery	9 Church school			
45 Business	42 Convent; Monastery			
90 Butcher shop	40 Dwelling, Single Unit			
25 Cannery	41 Dwelling, Double Unit			
97 Creamery	42 Dwelling, Multiple Unit			
97 Dairy processing plant	78 Fountain; Garden			
94 Fairgrounds; Rodeo grounds	55 Garage/Carriage house			
25 Frozen food locker	78 Monument; Memorial; Shrine			
68 General store	45 Organizational			
26 Grocery store	40 Parsonage; Manse; Rectory			
90 Meat packing plant	50 Privy			
27 Mill, Flour/Grist	19 Seminary; Bible college			
23 Restaurant; Café; Mess hall	54 Synagogue			
25 Sugar refinery				

25 Sugar refinery

Feature/Type Site for Architectural & Historical Archaeological Sites (2015)

Feature/Type Site for Architectural & Historical Archaeological Sites (2015)						
<u>Health</u>	<u>Education</u>					
45 Administrative; Business;	45 Administrative					
Organizational	75 Classroom					
33 Clinic; Pharmacy; Dispensary	19 College; University					
33 Hospital/Infirmary	42 Dormitory; Barracks; Bunk hous	se				
70 Laboratory	80 Fraternity; Sorority					
86 Nursing home	70 Laboratory					
33 Sanatorium; Pest house	75 Lecture hall; Auditorium					
47 Store, Retail	20 Library					
47 Store, Retail						
	51 Playground					
	52 Recreation area, Indoor					
	51 Recreation area, Outdoor					
	9 School; Church school					
	19 Seminary; Bible college					
	95 Sport facility, Indoor					
	19 Trade/Technical/Business scho	ol				
<u>Residential</u>	Arts/Entertainment	Recreation/Sport				
40 Dwelling, Single Unit	52 Arcade; Casino	49 Airfield; Landing field				
41 Dwelling, Double Unit	75 Auditorium; Lecture hall;	52 Arcade; Casino				
42 Dwelling, Multiple Unit	Classroom	57 Boat landing, Recreational				
55 Garage; Carriage house	32 Billiards/Pool hall	51 Camp; Picnic grounds				
78 Garden	94 Fairgrounds	94 Fairgrounds				
65 Mobile home	91 Grandstand	91 Grandstand				
50 Privy	39 Park	39 Park				
14 Pump/Well	39 Parade Ground	51 Playground				
77 Pump house; Well house	51 Recreation area, Outdoor	52 Recreation area, Indoor				
102 Retirement community	51 Resort	51 Recreation area, Outdoor				
62 Stable		51 Resort				
	51 Shooting range/Rifle range103 Roadside					
15 Storage building		51 Shooting range; Rifle range				
104 Trailer park	sculpture/billboard/sign	94 Rodeo grounds				
17 Windmill	94 Rodeo grounds	62 Stable				
	73 Museum; Gallery; Studio,	95 Sports facility, Indoor				
	Art/Photo/Sculpture	81 Sports facility, Outdoor				
	74 Theater; Cinema	48 Trail				
Landscape Architecture	<u>Funerary</u>	<u>Office</u>				
78 Garden; Fountain	45 Business	45 Administrative; Business;				
73 Museum; Gallery; Studio,	29 Cemetery; Mortuary	Organizational; Professional				
Art/Photo/Sculpture	54 Chapel	100 Parking lot				
39 Park	78 Fountain; Garden	101 Parking ramp/garage				
51 Recreation area, Outdoor	78 Gravestone; Memorial;					
51 Resort	Monument; Shrine; Vault					
103 Roadside sculpture,	50 Privy					
billboard, sign	-					
Engineering	Communication	Miscellaneous				
21 Bridge; Culvert; Trestle	87 Newspaper office	2 Accident; Disaster site				
22 Canal; Flume	18 Post office; Mail station 10 Dump					
13 Dam	87 Print shop 15 Storage building; Warehouse					
78 Monument	85 Radar facility 17 Tower					
17 Tower	93 Radio/TV station 71 Work shop					
82 Tunnel	89 Telephone/Telegraph facility 99 Other – USE SPARINGLY					
	17 Tower, Radio/TV/Microwave	JU STILL OUL OF ARTINGET				
	ii iowoi, naulo/ i v/milolowave					

Feature/Site Type for Architectural & Historical Archeological Sites (2015)

1 Farm; Farmstead

2 Accident: Disaster site

3 Animal/Veterinary clinic

4 Ranch

5 Dairy farm

7 Town; City; Colony; Settlement

8 Base; Camp; Cantonment; Fort; Post

9 School; Church school

10 Dump; Sanitary landfill; Sewage treatment plant

11 Commercial grain storage

12 Fish/Bird/Animal hatchery

13 Dam: Stock dam

14 Pump; Well; Oil/Gas well

15 Storage building; Warehouse; Storage yard

17 Windmill; Tower; Radio/TV/Microwave tower

18 Post office: Mail station

19 College: University: Seminary/Bible College:

Trade/Technical/Business school

20 Library

21 Bridge; Culvert; Trestle

22 Canal: Flume

23 Restaurant: Café: Mess hall

24 Bottling plant; Brewery; Distillery

25 Cannery; Frozen food locker; Sugar refinery

26 Grocery store

27 Flour/Grist mill

28 Bar: Tavern

29 Cemetery; Mortuary

30 City hall

31 Electric generation facility

32 Billiards/Pool hall; Border crossing station; Customs

house: Police station: Sheriff's office

33 Clinic; Pharmacy; Dispensary; Hospital; Infirmary;

Sanatorium; Pest house

34 Brick manufacturing plant; Concrete manufacturing

plant: Factory: Foundry 35 Mine; Quarry; Borrow pit **36** Electric transformer facility

37 Saw/Stamp/Minerals mill

38 Electric transmission facility/Roundhouse/Tipple

39 Park; Parade ground

40 Single unit dwelling; Parsonage; Manse; Rectory

41 Double unit dwelling

42 Multiple unit dwelling; Barracks; Dormitory; Bunk

house; Convent; Monastery

43 Corral; Enclosure; Pen

44 Temporary campsite

45 Administrative; Business; Organizational;

Professional

47 Shopping center; Mall; Retail store

48 Railroad grade; Tracks; Spur; Siding; Road;

Highway: Trail

49 Airport; Airfield; Landing field

50 Privy

51 Camp; Picnic grounds; Playground; Outdoor recreation Area; Resort; Shooting range; Rifle range

52 Arcade: Casino: Indoor recreation area

53 Catholic Church

54 Chapel; Non-denominational chapel; Place of

worship **54** Synagogue

55 Garage: Carriage house: Hangar

56 Commercial/Steam boat landing: Rest stop: Stage

station

57 Recreation boat landing

58 Fire station; Oil tank battery

59 Courthouse: Depot: Terminal: Government office:

Post/Base exchange

60 Battlefield

61 Granary bin; Silo; Silage pit

62 Animal shelter; Barn; Stable; Livery

63 Protestant Church

64 Hotel: Motel: Inn: Line shack

65 Mobile home

66 Chicken coop; Poultry house

67 Root cellar; Icehouse; Smokehouse

68 General store; Sutler store; Trading post

69 Summer kitchen

70 Experiment station; Laboratory; Loading platform

71 Work shop: Repair shop

72 Freight yard; Switch yard

73 Township hall; Museum; Gallery; Studio.

Art/Photo/Sculpture

74 Theater: Cinema

75 Auditorium; Lecture Hall; Classroom

76 Bank; Credit Union; Savings and loan; Finance

77 Pump house: Well house: Spring house

78 Fountain: Garden: Gravestone: Memorial:

Monument; Shrine; Vault; Signal

79 Armory; Bastion; Blockhouse; Defensive works;

Missile site; Palisade; Powder magazine

80 Fraternity: Sorority: Lodge: Social **81** Outdoor sports facility

82 Ferry; Ford; Tunnel 83 Turn-around (railroad)

84 Correctional facility; Jail; Juvenile hall

85 Radar facility

86 Indigent house; Nursing home; Orphanage

87 Newspaper office; Print shop

88 Bulk plant; Fuel station; Gasoline station;

Convenience store; Coal/Wood yard

89 Telephone: Telegraph facility

90 Bakery; Butcher shop; Meat packing plant

91 Grandstand

92 Blacksmith shop; Welding shop

93 Radio/TV station

94 Fairgrounds; Rodeo grounds

95 Indoor sports facility

96 Gas storage; Oil refinery; Oil/Gas transmission

facility; Pipeline

97 Creamery: Dairy processing plant

99 Other - USE SPARINGLY

100 Parking lot

101 Parking ramp/garage

102 Retirement community

103 Roadside sculpture; Billboard/sign

104 Trailer park

FIELD MANUAL: NDCRS HISTORICAL SITE FORM (2009)				
Feature Type Blank = Absent 1 = Present Cultural Material Blank = Absent 1 = Present CM Density Blank = No cultural material 1 Sparse distribution 2 Medium distribution 3 Dense distribution 5 Medium-dense concentration(s) within a sparse scatter 6 Dense concentration(s) within a medium scatter 7 Denser concentration(s) within a dense scatter 8 Isolate	Depth Indicator Blank = Not applicable 1 Auger 2 Cutbank or erosional feature 3 Excavation 4 Estimate 5 Shovel 6 Soil probe 7 Other	Basis for Dating 1 Date Unknown 2 Radiocarbon 3 Typology 4 Dendrochronology 5 Thermoluminescence 6 Stratigraphy 7 Patination 8 Professional judgment 9 Both Absolute & Relative 10 Documentation 11 Interview 12 Other	Context 1 Aviation 2 Bridges 3 Colonization 4 Commerce 5 Communications 6 Depression, The Great 7 Education 8 Energy Development 9 Entertainment 10 Exploration 11 Farming, Bonanza 12 Farming, Dairy 13 Farming 14 Fur Trade 15 Government, National 16 Government,	
Landform 1 1 Top of 2 Bottom of 3 Side of 5 Top & Bottom of 6 Top & Side of 7 Bottom & Side of 8 Top, Bottom, & Side of Slope/Exposure 1 North 2 Northeast 3 East 4 Southeast 5 South 6 Southwest 7 West 8 Northwest 9 Closed 10 Open	Landform 2 1 Beachline (glacial) 2 Beach or river bank 3 Canyon 4 Island 5 Delta 6 Draw 7 Upland plain 8 Floodplain 9 Hill-Knoll-Bluff 10 Ridge 11 Saddle 12 Sandbar 13 Spur 14 Swale 15 Terrace 16 Alluvial fan 17 Butte 18 Foot slope 19 Other 20 Dune 21 Lacustrian plain 22 Levee	Ecosystem 1 Bottomland 2 Terraces 3 Toe slope 4 Scoria 5 Badlands 6 Upland grassland 7 Rolling grassland 8 Hardwood draw 9 Marsh 10 Ponderosa pine 11 Hilly scoria 12 Upland breaks 13 River breaks 14 Rockland 15 Choppy sandhills 16 Savanna 17 Mixed grass prairie— Dry 18 Mixed grass prairie— Wet 19 River terrace & bottomlands	Territorial 17 Government, State 18 Government, Local 19 Horticulture 20 Industrial Development 21 Irrigation & Conservation 22 Military 23 Mining, Coal 24 Petroleum 25 Railroads 26 Ranching, Open Range 27 Ranching, Fee Simple 28 Religion 29 Roads, Trails, Hwy 30 Rural Settlement 31 Urban Settlement 32 Water Navigation	
View Degree 1 90° 2 180° 3 270° 4 360° 5 No view Ownership 1 State 2 Federal 3 Private 4 Local government 5 Tribal Collection Blank = No cultural material 1 CM but NO collection 2 Systematic collection 3 Non-systematic 4 Completely collected	View Distance 1 Excellent (5-7 miles) 2 Good (2-5 miles) 3 Fair (1-2 miles) 4 Poor (<1 mile) 5 No view Site Condition 1 Destroyed 2 Inundated 3 Very poor 4 Poor 5 Fair 6 Good 7 Excellent Test/Probe Blank = No 1 Yes, Positive 2 Yes, Negative	Permanent & Seasonal Water Type 1 Lake 2 Spring 3 Moving water (stream) 4 Intermittent stream 5 Intermittent pond 6 Marsh Excavation Blank = No 1 Yes, Positive 2 Yes, Negative	Management Recommendation 1 No further work 2 Further work 3 Impact analysis 4 Both 2 & 3 5 Avoidance—Mitigation 6 Exclusion—Preservation	

Field Manual: Feature/Site Type for Historical & Architectural Sites by Category (2009) **FUNERARY AGRICULTURE** 29 Cemetery OFFICE/HEADQUARTERS 62 Animal shelter/stable 78 Gravestone 80 Fraternal/Sororal 62 Barn 78 Memorial 80 Lodge 92 Blacksmith shop 78 Monument 45 Organizational 66 Chicken coop/Poultry house 3 Clinic, Animal/Veterinarian 46 Professional

GOVERNMENT 43 Corral/Enclosure/Pen 70 Experiment Station 30 City Hall Farm, Dairy 84 Correctional Facility/Jail Farm/Farmstead 61 Granary/Bin

Greenhouse/Nursery 12 Hatchery, Animal/Bird/Fish 67 Ice/Smoke house/Root cellar 64 Line shack

14 Pump/Well

77 Pump house/Well house

Ranch 61 Silo/Silage pit 13 Stock dam 15 Storage building 16 Storage yard 69 Summer kitchen

17 Windmill 71 Work shop

ARTS & ENTERTAINMENT

75 Auditorium/Lecture hall 74 Cinema/Theater 75 Lecture Hall 99 Museum/Gallery 75 Opera house

73 Studio, Photo/Art/Sculpture

74 Theater

COMMERCE

76 Bank/S & L/Financial 68 General store 47 Shopping center/Mall 47 Store, Retail

68 Trading post 15 Warehouse

COMMUNICATIONS

87 Newspaper office 87 Print shop 85 Radar facility

93 Radio/TV station
89 Telephone/Telegraph facility
17 Tower, Radio/TV/Microwave
EDUCATION

19 Business college 75 Classroom/Lecture hall 19 College/University 70 Laboratory

20 Library School 19 Seminary

19 Trade/Technical school **ENGINEERING**

21 Bridge/trestle 22 Canal/flume 13 Dam 17 Tower

FOOD SERVICE 90 Bakery 28 Bar/Tavern 24 Bottling plant 24 Brewery/Distillery 90 Butcher shop 25 Cannery 97 Creamery

97 Dairy processing plant 25 Frozen food locker 26 Grocery store

90 Meat packing plant 27 Mill, Grist/Flour

23 Restaurant/Café/Mess Hall

25 Sugar refinery

29 Mortuary

32 Border crossing station

59 Courthouse 32 Customs house 58 Fire station 59 Government office

86 Indigent home 86 Orphanage 33 Pest House 32 Police Station

18 Post Office/Mail Station 10 Sanitary landfill

Sewage treatment plant 32 Sheriff's office 73 Township Hall

98 Water treatment plant

HEALTHCARE 33 Clinic/Dispensary

33 Hospital/Infirmary 86 Nursing home INDUSTRIAL

34 Brick manufacturing plant

88 Bulk plant

34 Concrete manufacturing plant 31 Electric generation facility
36 Electric transformer facility

38 Electric transmission facility 34 Factory/Foundry

96 Gas storage 96 Gas transmission facility

14 Gas well 11 Grain storage, Commercial

36 Lumber yard

37 Mill, Saw 37 Mill, Stamp/Minerals refinery

35 Mine/Quarry 96 Oil refinery Oil tank battery 96 Oil transmission facility

71 Repair shop 16 Storage yard 38 Tipple 15 Warehouse

92 Welding/Blacksmith shop

LANDSCAPE ARCHITECTURE

78 Fountain

78 Garden 78 Monument 39 Park **MILITARY** 79 Armory

60 Battlefield 79 Bastion Blockhouse

Campsite, Temporary Camp, Semi-permanent 79 Defensive works

Fort/Cantonment/Post/Base Missile site

79 Palisade Parade Ground

59 Post/Base Exchange (PX/BX)

79 Powder magazine 51 Rifle range 68 Sutler's store 48 Trail

OFFICE/HEADQUARTERS

45 Administrative 45 Business

80 Social

RECREATION/SPORTS

52 Arcade/Casino

Billiard parlor/Pool hall 57 Boat landing, Recreational 51 Campgrounds/Picnic grounds 94 Fairgrounds

Grandstand 91

51 Playground 52 Recreation area, Indoor 51 Recreation area, Outdoor

51 Resort

94 Rodeo grounds 95 Sport facility, Indoor 81 Sport facility, Outdoor

RELIGIOUS

Chapel, Non-denominational

Church school Church, Catholic 63 Church, Protestant Convent/Monastery 30 Fellowship hall

40 Parsonage/Manse/Rectory

19 Seminary 78 Shrine

54 Synagogue
RESIDENTIAL
42 Barracks/Dormitory/Bunk house

41 Dwelling, Double unit 42 Dwelling, Multiple unit 40 Dwelling, Single unit 55 Garage/Carriage house64 Hotel/Motel/Inn

65 Mobile home

50 Privy TRANSPORTATION

49 Airport/Airfield/Landing field 56 Boat landing, Commercial/Steam 57 Boat landing, Recreational

21 Bridge/Trestle

59 Depot/Terminal 82 Ferry 82 Ford 72 Freight yard

88 Fuel station/Yard, Coal or Wood, etc.

88 Gasoline station 55 Hanger 48 Highway 62 Livery

70 Loading platform 56 Rest stop

48 Road 73 Roundhouse 48 Siding Signal 78 62 Stable

48 Spur Stage station Switch yard 48 Trail 82 Tunnel

83 Turn-around **MISCELLANEOUS** Accident/Disaster site

10 Dump 73 Spring Spring house

Tower

Town/City/Colony/Settlement

Other

- 1 Farm/Farmstead
- 2 Accident/Disaster site
- 3 Clinic, Animal/Veterinarian
- 4 Ranch
- 5 Farm, Dairy
- Town/City/Colony/Settlement
- 8 Fort/Cantonment/Post/Base
- 8 Camp, Semi-permanent
- 9 Church school 9 School
- 10 Sanitary landfill
- 10 Sewage treatment plan
- 10 Dump
- 11 Grain storage, Commercial
- 12 Hatchery, Animal/Bird/Fish
- 13 Stock dam
- 13 Dam
- 14 Well/Pump
- 14 Gas well
- 14 Oil well
- 15 Warehouse
- 16 Storage yard
- 17 Windmill
- 17 Tower, Radio/TV/Microwave
- 17 Tower
- 18 Post Office/Mail Station
- 19 Seminary
- 19 Trade/Technical school
- 19 College/University
- 19 Business college
- 19 Seminary
- 20 Library
- 21 Bridge/Trestle
- 22 Canal/Flume
- 23 Restaurant/Café/Mess hall
- 24 Bottling plant
- 24 Brewery/Distillery
- 25 Sugar refinery
- 25 Cannery
- 25 Frozen food locker
- 26 Grocery store
- 27 Mill, Grist/Flour 28 Bar/Tavern
- 29 Mortuary
- 29 Cemetery
- 30 City Hall
- 31 Electric generation facility
- 32 Police station
- 32 Sheriff's office
- 32 Border crossing station 32 Customs house
- 32 Billiard parlor/Pool hall
- 33 Pest House
- 33 Clinic/Dispensary
- 33 Hospital/Infirmary 34 Factory/Foundry
- 34 Brick manufacturing plant
- 34 Concrete manufacturing plant
- 35 Mine/Quarry
- 36 Lumber yard
- 36 Electric transformer facility
- 37 Mill, Saw
- 37 Mill, Stamp/Minerals refinery
- 38 Tipple
- 38 Electric transmission facility
- 39 Park
- 39 Parade ground
- 40 Parsonage/Manse/Rectory

- 40 Dwelling, Single unit
- 41 Dwelling, Double unit
- 42 Dwelling, Multiple unit
- 42 Convent/Monastery
- 42 Barracks/Dormitory/Bunk house
- 43 Corral/Enclosure/Pen
- 44 Campsite, Temporary
- 45 Administrative
- 45 Business
- 45 Organizational
- 46 Professional
- 47 Shopping center/Mall 47 Store, Retail
- 48 Trail
- 48 Road
- 48 Highway
- 48 Siding
- 48 Spur
- 48 Railroad grade/Tracks
- 49 Airport/Airfield/Landing field
- 50 Privy
- 51 Camp/Picnic grounds
- Recreation area, Outdoor 51
- 51 Resort
- 51 Playground
- Rifle range
- 52 Recreation area, Indoor
- 52 Arcade/Casino
- 53 Church, Catholic
- 54 Chapel, Non-denominational
- 54 Synagogue
- 55 Hanger
- 55 Garage/Carriage house
- 56 Boat landing, Commercial/Steam
- 56 Rest stop
- 56 Stage Station
- 57 Boat landing, Recreational
- 58 Oil tank battery
- 58 Fire station
- 59 Government office
- 59 Courthouse
- 59 Depot/Terminal
- 59 Post/Base Exchange (PX/BX)
- 60 Battlefield
- 61 Silo/Silage pit
- 61 Granary/Bin
- 62 Animal shelter
- 62 Barn
- 62 Livery
- 62 Stable 63 Church, Protestant
- 64 Hotel/Motel/Inn
- 64 Line shack
- 65 Mobile home
- 66 Chicken coop/Poultry house
- 67 Ice/Smokehouse/Root cellar
- 68 Trading post
- 68 General store
- 68 Sutler's store
- 69 Summer kitchen
- 70 Experiment station
- 70 Laboratory
- 70 Loading platform
- 71 Repair shop 71 Work shop
- 72 Freight yard
- 72 Switch yard

- 73 Spring
- 73 Roundhouse
- 73 Studio, Photo/Art/Sculpture
- Township hall
- Theater 74
- 74 Cinema
- 75 Lecture hall
- 75 Opera house
- 75 Auditorium 75 Classroom
- 76 Bank/S&L/Financial
- Pump house/Well house
- Spring house
- 78 Gravestone
- 78 Memorial
- 78 Monument
- 78 Signal
- 78 Shrine 78 Fountain
- 78 Garden
- 79 Bastion
- 79 Blockhouse
- 79 Armory 79 Powder magazine
- 79 Missile site
- 79 Palisade
- 79 Defensive works
- 80 Social 80 Fraternal/Sororal
- 80 Lodge 81 Sport facility, Outdoor
- 82 Ferry
- 82 Ford
- 82 Tunnel
- Turn-around
- 84 Correctional facility/Jail
- 85 Radar facility
- 86 Indigent house 86 Orphanage
- 86 Nursing home
- 87 Newspaper office 87 Print shop
- Bulk plant
- 88 Fuel station/Yard, Coal or Wood, etc. 88 Gasoline station
- 89 Telephone/Telegraph facility
- Butcher shop 90 Meat packing plant
- 90 Bakery
- 91 Greenhouse/Nursery
- 91 Grandstand
- 92 Welding shop
- 92 Blacksmith shop
- 93 Radio/TV station 94 Rodeo grounds
- 94 Fairgrounds
- 95 Sport facility, Indoor 96 Pipeline
- 96 Oil refinery
- 96 Oil transmission facility 96 Gas storage
- 96 Gas transmission facility
- Creamery 97 Dairy processing plant
- 98 Water treatment plant 99 Museum/gallery
- 99 Other

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arrangement is intended merely to facilitate finding the code number of a site type. Any site type may conceivably occur in any context; therefore, the recorder must select the code number of the term that most accurately indicates the <u>earliest</u> identifiable function of the site regardless of which heading the term is located under and without regard to which context the site will be assigned.

When coding Site Type use the broadest applicable term. For example, code "farm" rather than "barn" or "chicken coop"; code "town" rather than "retail store" or "dwelling". Feature Types should already have been recorded (see page 47). This field records the overall function of the entire site.

AGRIC	CULTURE	1 65	SITE TYPE		
	Animal Shelter/Stable	13	Dam	35	Mine/Quarry
62	Barn	17		96	011 Refinery
92	Blacksmith Shop	F 000	SERVICE	58	011 Tank Battery
66	Chicken Coop/Poultry House		Bakery	96	011 Transmission Facility
3	Clinic, Animal/Veterinarian		Bar/Tavern	14	011 Well
43	Corral/Enclosure/Pen	-	Bottling Plant	96	Pipeline
70	Experiment Station	24	Brewery/Distillery	71	Repair Shop
5	Farm, Dairy	90	Butcher Shop	16	Storage Yard
1	Farm/Farmstead	25	Cannery	38	Tipple
61	Granary/Bin	97	Creamery	15	Marchouse
91	Greenhouse/Nursery	97	Dairy Processing Plant		Welding/Blacksmith Shop
12	Hatchery, Anm'1/Bird/Fish	25	Frozen Food Locker	LAMDS	CAPE ARCHITECTURE
67	Ice/Smoke House/Root Cellar	26	Grocery Store	78	Fountain
64	Line Shack		Meat Packing Plant	78	Garden
14	Pump/Well	27	Mill, Grist/Flour	78	
77	Pump House/Well House	23	Restaurant/Cafe/Mess Hall		Park
4	Ranch	25	Sugar Refinery	MILIT	
61	Silo/Silage Pit	FUNER	RARY		Armory
13	Stock Dam	29	Cemetery	60	Battlefield
15	Storage Building	78	Gravestone	79	Bastion
16	Storage Yard	78	Memorial	79	Blockhouse
69	Summer Kitchen	78	Monument	44	
14	Well/Pump	29	Mortuary	8	Camp Site, Temporary
17	Windmill	-	NME NT	79	Camp, Semi-Permanent
	Work shop	32	Border Crossing Station	8	Defensive Works
ARTS	AND ENTERTAINMENT	30	City Hall	79	Fort/Cantonment/Post/Base
75	Auditorium/Lecture Hall	84	Correctional Facility/Jail	79	Missile Site Pallisade
74	Cinema/Theater	59	Courthouse	39	
75	Lecture Hall	32	Customs House	59	Parade Ground
99	Museum/Gallery	58	Fire Station	79	Post/Base Exchange(PX/BX)
75		59	Government Office	51	Powder Magazine
73	Studio, Photo/Art/Sculpt	86	Indigent Home	68	Rifle Range
	Theater	86	Orphanage		Sutler's Store Trail
COMME	RCF.	33	Pest House	OEE IC	E/HEADQUARTERS
	Bank/S & L/Financial	32	Police Station	dr ic	Adding the Adding to
68	General Store	18	Post Office/Mail Station	45	Administrative
47	Shopping Center/Mall	10	Sanitary Land Fill	80	Business
47	Store, Retail	10	Sewage Treatment Plant		Fraternal/Sororal
	Trading Post	32	Sheriff's Office	45	Lodge
	Warehouse	73	Township Hall		
COMMU	NICATIONS	98	Water Treatment Plant	90	Professional Social
87	Newspaper Office		H CARE	DECDE	ATION/SPORTS
87	Print Shop	33	Clinic/Dispensary	52	
85	Radar Facility	33	Hospital/Infirmary	32	Arcade/Casino
93	Dadia /TV Casadas	86	Nursing Home	57	Billiard Parlor/Pool Hall
89	Teleph./Telegr. Facil.	INDUS		51	Boat Landing, Recreational
17	Tower, Radio/TV/Microwave	34	Brick Manufacturing Plant	94	
EDUCAT	TION	88	Bulk Plant	91	Fairgrounds
19	Business College	34	Concrete Mfg. Plant	-	Grandstand
75	Class Room/Lecture Hall	31	Elect. Gener. Facility	51 52	Play ground
19	College/University	36	Elect. Transform. Facility		Recreation Area, Indoor
70	Laboratory	38	Elect. Transmiss. Facility	51	Recreation Area, Outdoor
20	Library	34	Factory/Foundry	51	Resort
	School	96	Gas Storage	94	Rodeo Grounds
	Seminary	96	Gas Transmission Facility	95	Sport Facility, Indoor
19	Trade/Technical School	14	Gas Well	81	Sport Facility, Outdoor
ENGINE	ERING	11	Grain Storage, Commercial	REL IG	Charal Name D
21	Bridge/Trestle	36	Lumber Yard	54	Chapel, Non-Denom.
22	Canal /Flume	37	Mill, Saw	53	Church School
	AND SOUTH AND AND SOUTH AND	37	Mill, Stamp/Minerals Refin.	63	Church, Catholic
				03	Church, Protestant

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Convent/Monastery
         Fellowship Hall
Parsonage/Manse/Rectory
    30
   19
         Seminary
   78
         Shrine
    54
         Synagog
RESIDENTIAL
  42 Dwelling, Double Unit
42 Dwelling, Multiple Unit
42 Dwelling, Single Unit
40 Dwelling, Single Unit
55 Garage/Carriage House
64 Hotel/Motel/Inn
65 Meddle Home
   65
         Mobile Home
50 Privy
TRANSPORTATION
       Airport/Airfield/Land. Fld.
Boat Landing, Com'c'l/Steam
Boat Landing, Recreational
Bridge/Trestle
Depot/Terminal
   49
   21
   59
   82
        Ferry
   82
72
        Ford
        Freight Yard
Fuel Station/Yard,
              Coal/Wood, etc.
         Gasoline Station
   55
         Hanger
   48
         Hi ghway
   62
70
         Livery
         Loading Platform
        Railroad Grade/Tracks
   56
         Rest Stop
   48
73
         Road
         Roundhouse
        Siding
Signal
   48
   78
   62
        Stable
   48
         Spur
         Stage Station
   72
         Switch Yard
   48
        Trail
   82
        Tunne 1
83 Turn-around MISCELLANEOUS
         Accident/Disaster Site
   10 Dump
        Spring
         Spring House
        Tower
   17
         Town/City/Colony/Settlement
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Other

While the Feature Type code list is shared by both the Architectural and Historical Archeological code sheets, the instructions for coding differ. The difference between the two is that the Historical Archeological form uses the broadest applicable term and the Architectural form uses the most specific applicable term.

FEATURE TYPE

	AGRICULTURE	12	D		
		13	Dam	35	Mine/Ouarry
98 Blacksmith Shop 66 Chicken Coop/Poultry House 3 Clinic, Animal/Veterinarian 43 Corral/Enclosure/Parchaelarian 44 Corral/Enclosure/Parchaelarian 45 Corral/Enclosure/Parchaelarian 46 Corral/Enclosure/Parchaelarian 47 Corral/Enclosure/Parchaelarian 48 Corral/Enclosure/Parchaelarian 49 Betting Plant 40 Corral/Enclosure/Parchaelarian 49 Betting Plant 40 Corral/Enclosure/Parchaelarian 40 Corral/Enclosure/Parchaelarian 41 Experiment Station 40 Experiment Station 41 Experiment Station 41 Farm/Farmstead 41 Greenhouse/Mursery 42 Betting Plant 41 Cersonia House/Parchaelarian 42 Experiment Station 43 Greenhouse/Mursery 44 Carral/Barchaelarian 45 Corral/Enclosure/Parchaelarian 46 Storage Vard 47 Stock Dam 48 Experiment Station 48 Storage Building 48 Corral/Enclosure/Parchaelarian 49 Storage Building 40 Summer Kitchen 40 Summer Kitchen 40 Summer Kitchen 40 Summer Kitchen 41 Mill, Grist/Plant 41 Mort shop 41 Mill, Grist/Plant 41 Mort shop 41 Mill, Grist/Plant 42 Correctional Facility/Jail 43 Corral/Enclosure/Parchaelarian 44 Correctional Facility/Jail 45 Corral House 46 Corphanage 47 Auditorium/Lecture Hall 47 Correctional Facility/Jail 48 Correctional Facility/Jail 49 Musteum/Gallery 50 Courthouse 50 Fire Station 50 Courthouse 51 Fire Station 52 Courthouse 53 Parchaelarian 54 Correctional Facility/Jail 55 Campor Station 56 Corphanage 57 Suddio, Photo/Art/Sculpt 57 Auditorium/Lecture Hall 58 Correctional Facility 59 Courthouse 50 Fire Station 50 Courthouse 50 Fire Station 50 Courthouse 51 Fire Station 52 Courthouse 53 Police Station 54 Corrected Facility 55 Courthouse 56 Fire Station 57 Suddio, Photo/Art/Sculpt 57 Auditorium/Lecture Hall 58 Correct Facility 59 Courthouse 60 Corphanage 61 Correctional Facility 60 Courthouse 61 Correctional Facility 61 Correctional Facility 62 Courthouse 63 Parchaelarian 64 Correctional Facility 65 Fire Station 65 Correctional Facility 65 Fire Station 66 Corphanage 67 Courthouse 68 Corphanage 69 Corphanage 60 Corphanage 61 Correctional Facility 60 Correctional Facility 60 Correctional Facili				15151	
66 Chicken Coop/Poultry Mouse 3 Clinic, Animal/Veterinarian 43 Corral/Enclosure/Pen 43 Corral/Enclosure/Pen 44 Corral/Enclosure/Pen 5 Farm, Dairy 6 Experiment Station 5 Farm, Dairy 6 Farm, Cambrouse/Mursery 6 Granary/Bin 9 Greenhouse/Mursery 12 Hatchery, Amm'l/Bird/Fish 67 Lec/Stooke House/Root Cellar 68 Line Shack 19 Pump House/Mell House 19 Heat Packing Plant 19 Pump House/Mell House 19 Reat Packing Plant 19 Storage Building 10 Storage Building 11 Storage Building 12 Summer Kitchen 13 Stock Dam 15 Storage Building 16 Storage Yard 17 Pump House/Mell 17 Mork shop 18 Storage Fact 18 Mortiferial Pump 19 Windmill 19 Autorium/Lecture Hall 19 Correctional Facility/Jail 19 Museum/Gallery 19 Opera House 13 Studio, Photo/Art/Sculpt 17 Dame House 18 Studio, Photo/Art/Sculpt 17 Shadiforium/Lecture 18 Farm/S & L/Financial 18 General Store 19 Shamis Store 19 Reader Facility 19 Shamis Store 19 Reader Facility 20 Responsery 21 Sharific Manage 22 Bridge/Trestle 23 Seminary 24 Library 25 Class Room/Lecture Hall 26 Correctional Facility 27 Shadiforium/Lecture 28 Correctional Facility 29 Customs Mouse 20 Customs Mouse 20 Customs Mouse 21 Studio, Photo/Art/Sculpt 23 Studio, Photo/Art/Sculpt 24 Sharific Manage 25 Class Room/Lecture 26 Facility 27 Shadiforium/Lecture 27 Studio, Photo/Art/Sculpt 28 Sharific Manage 29 Shadol 20 Sharific Manage 20 Sharific Manage 20 Sharific Manage 21 Bridge/Inversity 22 Customs Mouse 23 Studio, Photo/Art/Sculpt 24 Sharific Manage 25 Class Room/Lecture Hall 26 General Store 27 Sharific Manage 28 Radar Facility 29 Sharific Manage 29 Sharific Manage 29 Sharific Manage 20 Sharific Manage 20 Sharific Manage 20 Sharific Manage 20 Sharific Manage 21 Bridge/Inversity 22 Class Room/Lecture Hall 24 Class Room/Lecture Hall 25 Class Room/Lecture Hall 26 General Store 27 Sharific Manage 28 Sharific Manage 29 Sharific Manage 20 Sharific Manage 20 Sharific Manage 20 Sharific Manage 21 Bridge/Inversity 22 Class Room/Lecture Hall 23 Sharific Manage 24 Sharific Manage 25 Sharific Manage 26 Sharific Manage 27 Sharific					
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43 Corral/Enclosure/Pen 70 Experiment Station 5 Farm, Dairy 16 Farm/Armstead 17 Farm/Farmstead 18 Granary/Bin 19 Greenbouse/Nursery 12 Hatchery, Anmil/Bird/Fish 16 Ice/Smoke House/Root Cellar 16 Line Shack 17 Pump House/Rot Cellar 17 Pump House/Mell House 18 Ranch 18 Storage Building 18 Storage Ward 19 Storage Building 18 Storage Building 18 Storage Ward 19 Storage Building 18 Storage Building 19 Storage Building 18 Storage Ward 19 Summer Kitchen 19 Mere Name Kerlinery 17 Mindmill 17 Auditorium/Lecture Hall 17 Auditorium/Lecture Hall 17 Auditorium/Lecture Hall 17 Cinema/Theater 18 Death of the Mindmill 19 Museum/Gallery 19 Opera House 19 Studio, Photo/Art/Sculpt 17 Shadiforium/Lecture Hall 18 General Store 19 Studio, Photo/Art/Sculpt 17 Shadiforium/Lecture Hall 19 College/University 19 Radar Factility 19 Business College 17 Strains Store 18 Powershaper Office 18 Trading Post 19 Radar Factility 19 Suminess College 17 College/University 20 Library 20 Library 21 Eridge/Irestle 22 Sampler Stron 24 Repair Shop 16 Storage Vard 31 Tipple 15 Karehouse 27 Betweery/Sisting Plant 28 Gravers Story 29 School 19 Seminary 19 Radar Factility 10 Laboratory 20 Library 20 Library 21 Eridge/Irestle 24 Recently Plant 25 Camper Food Locker 27 Repair Shop 16 Storage Ward 17 Plant 18 Tipple Mervery Story Plant 28 Gravers Mervery 29 Welding/Blacksmith Shop 18 Repair Shop 19 Laborscape Welding Stop 18 Repair Shop 18 Repair Shop 16 Storage Ward 19 Tabelouse/Root Cellar 27 Will, Grist/Flour 28 Gravers 29 Referery 29 Gentery 29 Gentery 29 Courthouse 20 Correctional Facility/Jail 29 Courthouse 20 Courthouse 20 Courthouse 21 Stridge/Irestle 21 Stridge/Irestle 22 Stridge/Irestle 23 Post Roos 24 Referery 29 Referery 29 Repair Story 29 Referery 20				VT-/-	011 Well
70 Experiment Station 5 Farm, Dairy 1 Farm/Farmstead 6 Granary/Bin 9 Greenhouse/Nursery 19 Greenhouse/Nursery 10 Hatchery, Ammi/Rird/Fish 67 Ice/Smoke House/Root Cellar 68 Line Shack 14 Pump Mouse/Mell House 14 Pump Mouse/Mell House 15 Storage Building 15 Storage Building 16 Storage Vard 17 Storage Building 18 Storage Ward 19 Storag				96	
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12 Matchery, Anm 'I/Bird/fish 67 Ice/Smoke Mouse/Root Cellar 68 Line Shack 14 Pump/Mell 27 Pump House/Mell House 48 Ranch 15 Storage Mare 16 Silo/Silage Pit 27 Greetery 18 Stock Dam 28 Gravestone 29 Mortuary 29 Cemetery 29 Gemetery 29 Government 29 Mortuary 30 Storage Stard 31 Storage Stard 32 Monument 32 Mortuary 34 Monument 35 Storage Stard 36 Summer Kitchen 36 Summer Kitchen 37 Mortuary 38 Monument 39 Park MILITARY 79 Armory 30 Statlefield 39 Baction 39 Baction 39 Blockhouse 30 City Hall 30 City Hall 30 City Hall 30 City Hall 31 Store 32 Customs Mouse 33 Pert Station 34 Concretional Facility/Jail 35 Store 36 Bank/S & L/Financial 36 General Store 47 Shopping Center/Mall 48 Store, Retail 49 Store, Retail 40 Store, Retail 41 Store, Retail 42 Store, Retail 43 Store, Retail 44 Store, Retail 45 Trading Post 45 Manusham 46 Trading Post 47 Shopping Center/Mall 48 Store, Retail 49 Store, Retail 40 Store, Retail 41 Store, Retail 42 Store, Retail 43 Store, Retail 44 Store, Retail 45 Trading Post 46 Store, Retail 47 Shopping Center/Mall 48 Store, Retail 49 Store, Retail 40 Store, Retail 41 Store, Retail 42 Store, Retail 43 Store, Retail 44 Store, Retail 45 Trading Post 46 Store, Retail 47 Store, Retail 48 Store, Retail 49 Store, Retail 49 Store 40 Store 41 Store 41 Store 42 Store 43 Store 44 Store 44 Store 45 Susiness 45 Susiness 46 Susiness 47 Store 48 Store 49 Store 40 Store 40 Store 41 Store 41 Store 42 Store 43 Store 44 Store 44 Store 45 Store 46 Store 47 Shopping Center/Mall 48 Store 49 Store 40 Store 40 Store 41 Store 41 Store 42 Store 43 Store 44 Store 45 Store 46 Store 47 Shopping Center/Mall 48 Store 49 Store 40 Store 40 Store 41 Store 41 Store 42 Store 43 Store 44 Store 45 Store 46 Store 47 Store 48 Store 48 Store 49 Store 40 Store 40 Store 41 Store				92	Welding/Blacksmith Shop
67 Ice/Smoke Mouse/Root Cellar 64 Line Shack 4 Line Shack 14 Pump/Nell 17 Pump House/Well House 4 Ranch 61 Silo/Silage Pit 13 Storage Building 15 Storage Building 16 Storage Fard 17 Mork shop 17 Mork shop 17 Mork shop 17 Mork shop 18 More Stream of Studio Fire Station 19 Mork shop 17 Sudio Photo/Art/Sculpt 17 Sudio Photo/Art/Sculpt 18 Studio, Photo/Art/Sculpt 19 Museum/Gallery 19 Sandio Photo/Art/Sculpt 10 Santary Land Fill 11 Sewage Treatment Plant 11 Shopping Center/Mall 12 Sewage Treatment Plant 13 Swage Treatment Plant 14 Store, Retail 15 Warehouse 16 Trading Post 17 Tower, Radio/TVMicrowave 19 Radio/TV Station 19 Business College 17 Class Room/Lecture Hall 19 College/University 19 Claboratory 20 Library 21 Servery 22 Cemetery 23 Restaurant/Cafe/Mess Hall 24 Cemetery 25 Cemetery 26 Mortuary 30 City Hall 32 Rorder Crossing Station 30 City Hall 34 Correctional Facility/Jail 35 Fire Station 36 Correntment Office 36 Corphanage 37 Studio, Photo/Art/Sculpt 38 Fire Station 18 Post Office/Mail Station 18 Post Office/Mail Station 18 Post Office/Mail Station 18 Post Office Station 19 Mare Treatment Plant 10 Santary Land Fill 31 Class Room/Lecture 32 Customs House 33 Pest House 34 Facility 35 Radio/NY Station 36 City Hall 36 Curch Retail 37 Stort Retail 38 Fire Station 39 Park MILITARY 79 Amory 60 Battlefield 99 Batclefield 99 Battlefield 99	12 Hatchery, Anm'1/Bird/Fish			LANDS	CAPE ARCHITECTURE
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Pump / Mell Pump Mouse/Mell House A Ranch Silo/Silage Pit Silo/Silage Pit Silo/Silage Pit Silo/Silage Pit Silo/Silage Pit Silo/Silage Pit Pump Ry Pump					Garden
77 Pump House/Mell House 4 Ranch 61 Silo/Silage Pit 72 Sugar Refinery FUNERRY 73 Stock Dam 78 Memorial 78 Memorial 78 Monument 78 Memorial 79 Mork Shop 78 Monument 79 Mork Shop 79 Mortuary 70 Mork Shop 70 Mork Shop 71 Mindmill 71 Mork Shop 72 Muditorium/Lecture Hall 74 Cinema/Theater 75 Lecture Hall 76 Cinema/Theater 77 Corea House 78 Memorial 79 Mortuary 80 City Hall 79 Mork Shop 70 Museum/Gallery 70 Opera House 73 Studio, Photo/Art/Sculpt 74 Theater 75 Depar House 76 Bank/S & L/Financial 76 Bank/S & L/Financial 76 Bank/S & L/Financial 77 Store, Retail 78 Monument 79 Defended Ground 89 Fort/Cantonment/Post/Base 80 Orphanage 81 More More 83 Studio, Photo/Art/Sculpt 84 Orphanage 85 Orphanage 86 Orphanage 86 Orphanage 87 Police Station 88 Bull Store 87 Memspaper 88 Fort/Cantonment/Post/Base 89 Fort/Cantonment/Post/Base 89 Post/Base Exchange(PX/BX) 80 Post/Base 80 Post Office 81 Pass House 80 Orphanage 81 Police Station 82 Police Station 83 Police Station 84 Randio/TW/Ricrowave 85 Mare Treatment Plant 87 Memspaper 88 Mare Treatment Plant 88 Bulk Plant 99 School 90 School 91 Fade/Technical School 91 Fade/Technical School 91 Fade/Technical School 92 Fader Corea Park 93 School 94 Faccreation Area, Outdoor 95 Sport Facility, Outdoor 95 Pader 96 Gas Storage 97 School 98 Fader Corea Park 97 Portonical Park					
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## State			Mursing Home		
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ENGINEERING 21 Bridge/Trestle 22 Bridge/Trestle 36 Lumber Yard 37 Mill, Saw Continued next		14	Gas Well	81	Sport Facility, Outdoor
Z1 Bridge/Trestle 36 Lumber Yard Continued next					
37 Mill, Saw		(3-0)	Lumber Yard		Continued next
22 Canal/Flume 37 Mill, Stamp/Minerals Refin. page			M111, Saw		
	ZZ Canal/Flume		Mill, Stamp/Minerals Refin		page

REL 16		TRANS	PORTATION		
34	Chapel, Non-Denom.	49	Airport/Airfield/Land. Fld.	73	Roundhouse
9	Church School	56	Boat Landing, Com'c'1/Steam	48	Siding
53	Church, Catholic	57	Boat Landing, Recreational	78	Signal
63	Church, Protestant	21	Bridge/Trestle	62	Stable
42	Convent/Monastery	59	Depot /Terminal	48	Spur
30	Fellowship Hall	82	Ferry	56	Stage Station
40	Parsonage/Manse/Rectory	82	Ford	72	Switch Yard
19	Seminary	72	Freight Yard	48	Trail
78	Shrine		Fuel Station/Yard,	82	Tunne 1
54	Synagog	•	Coal/Wood, etc.	83	Turn-around
	ENTIAL	88	Gasoline Station	MISCE	LLANEOUS
	Barracks/Dorm./Bunk House	55	Hanger	2	Accident/Disaster Site
41	Dwelling, Double Unit	48	Highway	10	Dump
42	Dwelling, Multiple Unit	62	Livery	73	Spring
40	Dwelling, Single Unit	70	Loading Platform	77	Spring House
55	Garage/Carriage House	48		17	Tower
64	Hotel/Motel/Inn	56	Rest Stop	7	Town/City/Colony/Settlement
65	Mobile Home	48	Road	99	Other
50	Privy		NOUG		

THE SAME LIST IN NUMERICAL ORDER

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Lumber Vard
Elect. Transform. Facility
Hill, Saw
Hill, Stamp/Hinerals Befin.
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Park
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                       Farm-Farmstead 36
Accident/Disaster Site 36
Climic, Animal/Veterinarian 37
Banch 37
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Trading Post
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Sutler's Store
Summer Kitchen
Experiment Station
Laboratory
Loading Platform
Mepair Shop
Mork shop
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Studio, Photo/Art/
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Farm, Dairy
Town/City/Colony/Settlement
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Dwelling, Bubble Unit
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Barracks/Dorms/Rbunk Mouse
Corral/Enclosure/Pen
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Theater
Cinema/Theater
Lecture Hall
Opera Mouse
Auditorium/Lecture Hall
Class Room/Lecture Hall
Bank/S & L/Financial
Pump Mouse/Mell Mouse
Spring Mouse
Gravestone
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Gas We11
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                         Marehouse
                         Storage Building
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Storage Yard
Storage Yard
Windmill
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Railroad Grade/Tracks
                        Tower, Radio/TV/Microwave
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Shrine
Fountain
Garden
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Airport/Airfield/Land. Fld.
                     Tower
Post Office/Nuil Station
Seminary
Trade/Technical School
College/University
Business College
Seminary
Library
Bridge/Trestle
Bridge/Trestle
Canal/filume
Restaurant/Cafe/Hess Hall
Bottling Plant
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Camp/Picnic Grounds
Recreation Area, Outdoor
Monument
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Play ground
Rifle Range
Recreation Area, Indoor
Arcade/Casino
Church, Catholic
Chapel, Mon-Denom.
Synagog
                                                                                                                                                                                                                                                                                 Blockhouse
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Powder Magazine
Missile Site
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Defensive Works
Socia
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Manger
Earage/Carriage Mouse
Boat Landing, Com'c')/Steam
Rest Stop
Stage Station
Boat Landing, Recreational
Boat Landing, Recreational
Dil Tank Battery
Fire Station
Government Office
Courthouse
                     Restaurant/Cafe/Mes
Bottling Plant
Brewery/Distillery
Sugar Refinery
Cannery
Frozen Food Locker
Grocery Store
Mill, Grist/Flour
Bar/Tavern
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81
82
                                                                                                                                                                                                                                                                                 Lodge
Sport Facility, Outdoor
                                                                                                                                                                                                                                                                                   Ferry
                                                                                                                                                                                                                                                                                 Ford
                                                                                                                                                                                                                                                                                  Tunne1
                                                                                                                                                                                                                                                                               Tunnel
Turn-around
Correctional Facility/Jail
Radar Facility
Indigent Mome
Orphanage
Rursing Mome
Rewspaper Office
Print Shop
Bulk Plant
Fuel Station/Yard, Coal/Mood, etc.
Gasoline Station
Teleph./Telegr. Facil.
Butcher Shop
Reat Packing Plant
Bakery
                                                                                                                                                                                                                                                           83
84
85
                       Mortuary
Cemetery
City Hall
                                                                                                                                                   Courthouse
                     Fellowship Hall
Elect. Gener. Facility
Police Station
Sheriff's Office
                                                                                                                                                   Depot /Terminal
                                                                                                                                                  Post/Base Exchange(PX/BX)
Battlefield
                                                                                                                                                   Silo/Silage Pit
Granary/Bin
Animal Shelter/Stable
                       Border Crossing Station
                      Customs House
Billiard Parlor/Pool Hall
32
                                                                                                                                                   Barn
Livery
Stable
                   Billiard Parior/ruo
Pest Mouse
Clinic/Dispensary
Mospital/Infirmary
Factory/Foundry
Brick Manufacturing Plant
Concrete Mfg. Plant
Misse/Quarry
33
33
34
34
34
35
                                                                                                                                                   Church, Protestant
Motel/Motel/Inn
Line Shack
Mobile Home
                                                                                                                                                                                                                                                                                  Bakery
Greenhouse/Hursery
Grandstand
                                                                                                                                                                                                                                                                                  Melding/Blacksmith Shop
Blacksmith Shop
                       Mine/Quarry
                                                                                                                                                   Chicken Coop/Poultry House
                                                                                                                                                                                                                                                                                   Radio/TV Station
                                                                                                                                                                                                                                                                                 Radio/TV Station
Rodeo Grounds
Fairgrounds
Sport Facility, Indoor
Pipeline
Oil Refinery
Oil Transmission Facility
Gas Storage
Gas Transmission Facility
Creamery
                                                                                                                                                                                                                                                                                   Creamery
Dairy Processing Plant
Mater Treatment Plant
                                                                                                                                                                                                                                                              98
                                                                                                                                                                                                                                                                                   Other
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FIELD MANUAL NDCRS HISTORICAL ARCHEOLOGICAL SITE FORM

FEATURE TYPE	3. Typology		AGRICULTURE	13 Dam SITE TYPE	
O or blank, Absent	Dendrochronology Thermoluminescence		62 Animal Shelter/Stable	17 Tower FOOD SERVICE	35 Hine/Ouerry 96 Oil Refinery
1. Present 2. Probable	6. Geology		92 Blacksmith Shop	90 Rakery	58 Oll Tank Battery 96 Oll Transmission Facility
CULTURAL MATERIAL	7. Patination		66 Chicken Coop/Poultry House 3 Clinic, Animal/Veterinarian		14 011 Well 96 Pipeline
O or blank. Absent	8. Professional Judgem		43 Corral/Enclosure/Pen 70 Experiment Station	24 Brewery/Distillery	71 Repair Shop
1. Present	9. Both Absolute & Rel	ative	5 Farm, Dairy	90 Butcher Shop 25 Cannery	16 Storage Yard 38 Tipple
2. Probable	10. Documentation		1 Farm/Farmstead 61 Granary/Bin	97 Creamery 97 Dairy Processing Plant	15 Warehouse
DEPTH INDICATOR	11. Interview 12. Other		91 Greenhouse/Nursery 12 Hatchery, Anm'1/Bird/Fish	25 Frozen Food Locker	92 Welding/Blacksmith Shop LANDSCAPE ARCHITECTURE
O. Not applicable 1. Auger	CM DENSITY		67 Ice/Smoke House/Root Cellar	26 Grocery Store 90 Meat Packing Plant	78 Fountain 78 Garden
2. Cutbank or	O. No cultural materia	1 8. Isolate	64 Line Shack 14 Pump/Well	27 Mill, Grist/Flour 23 Restaurant/Cafe/Mess Hall	78 Monument
erosional feature			77 Pump House/Well House	25 Sugar Refinery	39 Park MILITARY
3. Excavation	Medium distribution	1	61 Silo/Silage Pit	FUNERARY 29 Cemetery	79 Armory
4. Guess	Dense distribution	70	13 Stock Dam 15 Storage Building	78 Gravestone 78 Memorial	79 Bastion
5. Shovel	4. (Category eliminate	ed)	16 Storage Yard 69 Summer Kitchen	78 Monument	79 Blockhouse 44 Camp Site, Temporary
6. Soil Probe 7. Other	 Medium-dense concer within a sparse sca 		14 Mell/Pump	29 Mortuary GOVERNMENT	B Camp, Semi-Permanent
BASIS FOR DATING	6. Dense concentration		17 Windmill 71 Work shop	32 Border Crossing Station	79 Defensive Works B Fort/Cantonment/Post/Bas
O. Unknown	within a medium sca		ARTS AND ENTERTAINMENT	B4 Correctional Facility/Jat	70 Missile Site
1. Date Unknown	Denser concentration		75 Auditorium/Lecture Hall 74 Cinema/Theater	59 Courthouse 32 Customs House	39 Parade Ground
2. Radiocarbon	a dense scatter 8,	Isolate	75 Lecture Hall 99 Museum/Gallery	58 Fire Station	59 Post/Base Exchange(PX/BX 79 Powder Magazine
			75 Opera House	B6 Indigent Home	51 Rifle Range 68 Sutler's Store
			73 Studio, Photo/Art/Sculpt 74 Theater	86 Orphanage 33 Pest House	48 Tra11
	\$57ACXZ		76 Bank/S & L/Financial	32 Police Station	OFFICE/HEADQUARTERS 45 Administrative
	CONTEXT		68 General Store	18 Post Office/Mail Station 10 Sanitary Land Fill	45 Business 80 Fraternal/Sororal
1 Aviation		ent, State ent, Local	47 Shopping Center/Mall 47 Store, Retail	10 Sewage Treatment Plant 32 Sheriff's Office	80 Lodge
2 Bridges 3 Colonization	19 Horticul		68 Trading Post 15 Warehouse	73 Township Hall	45 Organizational 46 Professional
4 Commerce		al Development	COMMUNICATIONS	98 Water Treatment Plant HEALTH CARE	80 Social RECREATION/SPORTS
5 Communications	21 Irrigati	on and Conserv.	87 Print Shop	33 Clinic/Dispensary 33 Hospital/Infirmary	52 Arcade/Casino
6 Depression, the			85 Radar Facility 93 Radio/TV Station	86 Nursing Home	32 Billiard Parlor/Pool Ha 57 Boat Landing, Recreation
7 Education	23 Mining,		89 Teleph./Telegr. Facil.	INDUSTRIAL 34 Brick Manufacturing Plant	51 Camp/Picate Grounds
8 Energy Developme 9 Entertainment	ent 24 Petroleu 25 Railroad		17 Tower, Radio/TV/Microwave EDUCATION	88 Bulk Plant 34 Concrete Mfg. Plant	91 Grandstand
9 Entertainment 10 Exploration		g, Open Range	19 Business College 75 Class Room/Lecture Hall	31 Elect. Gener. Facility	51 Play ground 52 Recreation Area, Indoor
11 Farming, Bonanza	27 Ranching	, Fee Simple	19 College/University	36 Elect. Transform. Facili 38 Elect. Transmiss. Facili	51 Recreation Area, Outdoor
xx tutility condition			70 Laboratory		DI MESOIC
12 Farming, Dairy	28 Religion			34 Factory/Foundry	94 Rodeo Grounds
12 Farming, Dairy 13 Farming	28 Religion 29 Roads, 1	Trails, and Hwy.	20 Library 9 School	96 Gas Storage 96 Gas Transmission Facilit	95 Sport Facility, Indoor
13 Farming 14 Fur Trade	28 Religior 29 Roads, 1 30 Rural Se	Trails, and Hwy. ettlement	20 Library 9 School 19 Seminary 19 Trade/Technical School	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Well	95 Sport Facility, Indoor 81 Sport Facility, Outdoor RELIGIOUS
13 Farming 14 Fur Trade 15 Governmental, Na	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se	Trails, and Hwy. ettlement ettlement	20 Library 9 School 19 Seminary	96 Gas Storage 96 Gas Transmission Facilit 14 Gas Well 11 Grain Storage, Commercia 36 Lumber Yard	95 Sport Facility, Indoor 81 Sport Facility, Outdoor RELIGIOUS 1 54 Chapel, Mon-Denom. 9 Church School
13 Farming 14 Fur Trade	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se	Trails, and Hwy. ettlement	20 Library 9 School 19 Seminary 19 Trade/Technical School EMGINEERING	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Well 11 Grain Storage, Commercia	95 Sport Facility, Indoor B1 Sport Facility, Outdoor RELIGIOUS 54 Chapel, Mon-Denom. 9 Church School
13 Farming 14 Fur Trade 15 Governmental, Na	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se	Trails, and Hwy. ettlement ettlement	20 Library 9 School 19 Seminary 19 Trade/Technical School EMGINEERING 21 Bridge/Trestle	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 11 Grain Storage, Commercia 36 Lumber Yard 37 Mill, Saw	95 Sport Facility, Indoor 81 Sport Facility, Outdoor RELIGIOUS 54 Chapel, Mon-Denom. 9 Church School 10. 63 Church, Catholic 11. 63 Church, Protestant 42 Convent/Monastery
13 Farming 14 Fur Trade 15 Governmental, Na 16 Governmental, To	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se	Trails, and Hwy. ettlement ettlement	20 Library 9 School 19 Seminary 19 Trade/Technical School EMGINEERING 21 Bridge/Trestle	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 11 Grain Storage, Commercia 36 Lumber Yard 37 Mill, Saw	95 Sport Facility, Indoor 81 Sport Facility, Outdoor 81 Sport Facility, Outdoor 81 Sport Facility, Outdoor 81 Sport Facility, Outdoor 81 School 9 Church, Hon-Denom. 9 Church, Catholic 10. 63 Church, Protestant 42 Convent/Monastery 30 Fellowship Hall 40 Parsonage/Manse/Rectory
13 Farming 14 Fur Trade 15 Governmental, No. 16 Governmental, To.	28 Religior 29 Roads, I 30 Rural Se ational 31 Urban Se erritorial 32 Water Na	Trails, and Hwy. ettlement ettlement vigation SLO	20 Library 9 School 19 Seminary 19 Trade/Technical School FMSTMERTHE PROPERTY 21 Bridge/Trestle 22 Canal/Flume PE/EXPOSURE VIEW DEGRE	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 11 Grain Storage, Commercia 36 Lumber Yard 37 Mill, Saw 37 Mill, Stamp/Minerals Ref	95 Sport Facility, Indoor 81 Sport Facility, Outdoor 82 Chapel, Mon-Denom. 9 Church School 10. 63 Church, Catholic 11. 63 Church, Protestant 42 Convent/Monastery 30 Fellowship Mall 40 Parsonage/Manse/Rectory 19 Seminary
13 Farming 14 Fur Trade 15 Governmental, No 16 Governmental, To ANDFORM 1 D. Unknown	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se erritorial 32 Water Na LANDFORM 2	Trails, and Hwy. ettlement ettlement evigation SLO 10. Ridge 0.	20 Library 9 School 19 Seminary 19 Trade/Technical School FMSTMERTHE PROPERTY 21 Bridge/Trestle 22 Canal/Flume PE/EXPOSURE VIEW DEGRE	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 11 Grain Storage, Commercia 36 Lumber Yard 37 Mill, Saw 37 Mill, Stamp/Minerals Ref	95 Sport Facility, Indoor 81 Sport Facility, Outdoor 9 Church, Mon-Denom. 9 Church, Portestant 42 Convent/Monastery 30 Fellowship Hall 40 Parsonage/Manse/Rectory 19 Seminary 78 Shrine
13 Farming 14 Fur Trade 15 Governmental, No 16 Governmental, To ANDFORM 1 D. Unknown L. Top of	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se erritorial 32 Water Na LANDFORM 2 O. Unknown 1. Beachline (glacial	Trails, and Hwy. ettlement ettlement syigation 10. Ridge 0. 11. Saddle 1.	20 Library 9 School 19 Seminary 19 Trade/Technical School EMINEERING 21 Bridge/Trestle 22 Canal/Flume OPE/EXPOSURE VIEW, DEGRE Unknown 0. Unknown	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 11 Grain Storage, Commercia 36 Lumber Yard 37 Mill, Saw 37 Mill, Stamp/Minerals Ref	95 Sport Facility, Indoor 81 Sport Facility, Outdoor RELIGIOUS 1 54 Chapel, Mon-Denom. 9 Church School 1n. 63 Church, Catholic 1n. 63 Church, Protestant 42 Convent/Monastery 30 Fellowship Hall 40 Parsonage/Manse/Rectory 19 Seminary 78 Shrine 54 Synagog RESIDENTIAL 42 Barracks/Dorm./Bunk Hous
13 Farming 14 Fur Trade 15 Governmental, Na 16 Governmental, To ANDFORM 1 D. Unknown 1. Top of 2. Bottom of	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se erritorial 32 Water Na LANDFORM 2 O. Unknown 1. Beachline (glacial 2. Beach or riverbank	Trails, and Hwy. ettlement ettlement syigation 10. Ridge 0. 11. Saddle 1. 12. Sandbar 2.	20 Library 9 School 19 Seminary 19 Trade/Technical School EMINEERING 21 Bridge/Trestle 22 Canal/Flume OPE/EXPOSURE VIEW, DEGRE Unknown North 1, 90 Northeast 2, 180	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 11 Grain Storage, Commercia 36 Lumber Yard 37 Mill, Saw 37 Mill, Stamp/Minerals Ref	95 Sport Facility, Indoor 81 Sport Facility, Outdoor 82 Chapel, Non-Denom. 9 Church, Pontestant 42 Convent/Monastery 30 Fellowship Mail 40 Parsonage/Manse/Rectory 19 Seminary 78 Shrine 54 Synagog 82 SIDENTIAL 42 Barracks/Dorm./Bunk Hous 41 Dwelling, Double Unit
13 Farming 14 Fur Trade 15 Governmental, No. 16 Governmental, To. ANDFORM 1 D. Unknown L. Top of 2. Bottom of 3. Side of	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se erritorial 32 Water Na LANDFORM 2 O. Unknown 1. Beachline (glacial	Trails, and Hwy. Extlement Extlement Extraction 10. Ridge 0. 11. Saddle 1. 12. Sandbar 2. 13. Spur 3.	20 Library 9 School 19 Seminary 10 Trade/Technical School EMINEERING 21 Bridge/Trestle 22 Canal/Flume DPE/EXPOSURE VIEW, DEGRE Unknown North 1. 90 Northeast 2. 180 East 3. 270 East 3. 270	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 11 Grain Storage, Commercia 36 Lumber Yard 37 Mill, Saw 37 Mill, Stamp/Minerals Ref	95 Sport Facility, Indoor 81 Sport Facility, Outdoor 81 Sport Facility, Outdoor 81 Sport Facility, Outdoor 82 Chapel, Mon-Denom. 9 Church School 10. 63 Church, Catholic 11. 63 Church, Protestant 42 Convent/Monastery 30 Fellowship Hall 40 Parsonage/Manse/Rectory 19 Seminary 78 Shrine 54 Synagog 82 RESIDENTIAL 42 Barracks/Dorm./Bunk Hous 41 Dwelling, Double Unit 42 Dwelling, Single Unit 40 Dwelling, Single Unit
13 Farming 14 Fur Trade 15 Governmental, Na 16 Governmental, To ANDFORM 1 . Unknown 1. Top of 2. Bottom of 3. Side of	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se erritorial 32 Water Na LANDFORM 2 0. Unknown 1. Beachline (glacial 2. Beach or riverbank 3. Canyon	Trails, and Hwy. ettlement ettlement ryigation 10. Ridge 0.) 11. Saddle 1. 12. Sandbar 2. 13. Spur 3. 14. Swale 4. 15. Terrace 5.	20 Library 9 School 19 Seminary 19 Trade/Technical School EMINIERIES 21 Bridge/Trestle 22 Canal/Flume PE/EXPOSURE VIEW, DEGRE Unknown 0. Unknown North 1. 90 Northeast 2. 180 East 3. 270 Southeast 4. 360 South 5. No View	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 11 Grain Storage, Commercia 36 Lumber Yard 37 Mill, Saw 37 Mill, Stamp/Minerals Ref	95 Sport Facility, Indoor 81 Sport Facility, Outdoor 82 Chapel, Non-Denom. 9 Church, Pontestant 42 Convent/Monastery 30 Fellowship Mail 40 Parsonage/Manse/Rectory 19 Seminary 78 Shrine 54 Synagog 82 SIDENTIAL 42 Barracks/Dorm./Bunk Hous 41 Dwelling, Double Unit
13 Farming 14 Fur Trade 15 Governmental, Na 16 Governmental, To ANDFORM 1 D. Unknown 1. Top of 2. Bottom of 3. Side of 4. 5. Top and Bottom of 5. Top and Side of	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se erritorial 32 Water Na LANDFORM 2 O. Unknown 1. Beachline (glacial 2. Beach or riverbank 3. Canyon 4. Island 5. Delta 6. Draw	Trails, and Hwy. ettlement ettlement ryigation 10. Ridge 0.) 11. Saddle 1. 12. Sandbar 2. 13. Spur 3. 14. Swale 4. 15. Terrace 5. 16. A. Fan 6.	20 Library 9 School 19 Seminary 19 Trade/Technical School EMINIERIES 21 Bridge/Trestle 22 Canal/Flume PE/EXPOSURE VIEW, DEGRE Unknown 0. Unknown North 1. 90 Northeast 2. 180 East 3. 270 Southeast 4. 360 South Southwest	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 11 Grain Storage, Commercia 36 Lumber Yard 37 Mill, Saw 37 Mill, Stamp/Minerals Ref	95 Sport Facility, Indoor 81 Sport Facility, Outdoor 81 Sport Facility, Outdoor 81 Sport Facility, Outdoor 81 Sport Facility, Outdoor 82 Chapel, Non-Denom. 9 Church, Catholic 10. 63 Church, Protestant 42 Convent/Monastery 30 Fellowship Hall 40 Parsonage/Manse/Rectory 19 Seminary 18 Shrine 54 Synagog 82 SIDENTIAL 42 Barracks/Dorm./Bunk House 41 Dwelling, Double Unit 42 Dwelling, Double Unit 44 Dwelling, Single Unit 45 Garage/Carriage House 64 Hotel/Motel/Inn 65 Mobile Home
13 Farming 14 Fur Trade 15 Governmental, No. 16 Governmental, To. ANDFORM 1 1. Unknown 1. Top of 2. Bottom of 3. Side of 4. 5. Top and Bottom of 5. Top and Side of 6. Bottom and Side of	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se erritorial 32 Water Na LANDFORM 2 O. Unknown 1. Beachline (glacial 2. Beach or riverbank 3. Canyon 4. Island 5. Delta 6. Draw f 7. Upland plain	Trails, and Hwy. Extlement Extlement Invigation 10. Ridge 0. 11. Saddle 1. 12. Sandbar 2. 13. Spur 3. 14. Swale 4. 15. Terrace 5. 16. A. Fan 6. 17. Butte 7.	20 Library 9 School 19 Seminary 19 Trade/Technical School EMINERING 21 Bridge/Trestle 22 Canal/Flume PE/EXPOSURE Unknown North 1. 90 Northeast 2. 180 East 3. 270 Southeast 4. 360 South Southwest West	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 11 Grain Storage, Commercia 36 Lumber Yard 37 Mill, Saw 37 Mill, Stamp/Minerals Ref	95 Sport Facility, Indoor 81 Sport Facility, Outdoor 82 Schurch, Catholic 10. 63 Church, Protestant 42 Convent/Monastery 30 Fellowship Mall 40 Parsonage/Manse/Rectory 19 Seminary 78 Shrine 54 Synagog 84 Synagog 84 Synagog 84 Sport Facility, New Hou- 41 Deelling, Double Unit 42 Deelling, Huitple Unit 40 Deelling, Wiltiple Unit 40 Deelling, Wiltiple Unit 40 Deelling, Wiltiple Unit 65 Mobile Home 65 Hobile Home 50 Privy 87 RANSORATAION
13 Farming 14 Fur Trade 15 Governmental, No. 16 Governmental, To. ANDFORM 1 D. Unknown L. Top of Bottom of S. Side of L. Top and Bottom of D. Top and Side of D. Bottom and Side of D. Bottom and Side of D. Bottom, & Side	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se ational 32 Water Na LANDFORM 2 0. Unknown 1. Beachline (glacial 2. Beach or riverbank 3. Canyon 4. Island 5. Delta 6. Draw f 7. Upland plain de 8. Floodplain	Trails, and Hwy. Ettlement Ettlement Evigation 10. Ridge 0. 11. Saddle 1. 12. Sandbar 2. 13. Spur 3. 14. Swale 4. 15. Terrace 5. 16. A.Fan 6. 17. Butte 7. 18. F. Slope8.	20 Library 9 School 19 Seminary 19 Trade/Technical School EMINIFIER 22 Canal/Flume PE/EXPOSURE VIEW, DEGRE Unknown 0. Unknown North 1. 90 Northeast 2. 180 East 3. 270 Southeast 4. 360 South 5. No View Southwest West Northwest	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 11 Grain Storage, Commercia 36 Lumber Yard 37 Mill, Saw 37 Mill, Stamp/Minerals Ref	95 Sport Facility, Indoor 81 Sport Facility, Outdoor 82 Sturch, Protestant 93 Church, Protestant 94 Convent/Monastery 93 Fallowship Mall 94 Parsonage/Manse/Rectory 95 Sminary 96 Shrine 94 Synagog 84 Synagog 84 Synagog 84 Synagog 84 Sport Sport Sport Sport 95 Garage/Carriage House 96 Hotel/Motel/Inn 95 Garage/Carriage House 96 Hotel/Motel/Inn 95 Mobile Home 96 Privy 87 RANSORTATION 98 Atport/Airfield/Land, 19 96 Sost Landing, Com'c' 35
13 Farming 14 Fur Trade 15 Governmental, No. 16 Governmental, To. ANDFORM 1 D. Unknown Top of Side of Top and Bottom of Top and Side of Top, Bottom, & Side of Top, Bottom, & Side of Top, Bottom, & Side of	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se ational 32 Water Na LANDFORM 2 0. Unknown 1. Beachline (glacial 2. Beach or riverbank 3. Canyon 4. Island 5. Delta 6. Draw f 7. Upland plain de 8. Floodplain	Trails, and Hwy. Ettlement Ettlement Evigation 10. Ridge 0. 11. Saddle 1. 12. Sandbar 2. 13. Spur 3. 14. Swale 4. 15. Terrace 5. 16. A.Fan 6. 17. Butte 7. 18. F. Slope8.	20 Library 9 School 19 Seminary 19 Trade/Technical School EMINIFIER 22 Canal/Flume PE/EXPOSURE VIEW, DEGRE Unknown 0. Unknown North 1. 90 Northeast 2. 180 East 3. 270 Southeast 4. 360 South 5. No View Southwest West Northwest	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 11 Grain Storage, Commercia 36 Lumber Yard 37 Mill, Saw 37 Mill, Stamp/Minerals Ref	95 Sport Facility, Indoor 81 Sport Facility, Gutdoor RELIGIOUS 154 Chapel, Mon-Denom. 9 Church School 10. 63 Church, Catholic 10. 63 Church, Potestant 42 Convent/Monastery 30 Fellowship Hall 40 Parsonage/Manse/Rectory 19 Seminary 78 Shrine 54 Synagog RESIDENTIAL 42 Barracks/Dorm./Bunk Hou 41 Dwelling, Double Unit 42 Dwelling, Hultiple Unit 40 Dwelling, Single Unit 55 Garage/Carriage House 64 Hotel/Motel/Inn 65 Mobile Home 50 Privy TRANSPORTATION 49 Alrpoort/Airfield/Land.1 56 Boat Landing, Com'c'l/Si 57 Boat Landing, Recreation 21 Bridge/Trestle
13 Farming 14 Fur Trade 15 Governmental, No. 16 Governmental, To. ANDFORM 1 D. Unknown Top of Bottom of Side of Top and Bottom of Top and Side of Bottom and Side of Top, Bottom, & Sid	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se erritorial 32 Water Na LANDFORM 2 O. Unknown 1. Beachline (glacial 2. Beach or riverbank 3. Canyon 4. Island 5. Delta 6. Draw f 7. Upland plain de 8. Floodplain 9. Hill-Knoll-Bluff PERM & SEAS WATER	Trails, and Hwy. Ettlement Ettlement Evigation 10. Ridge 0. 11. Saddle 1. 12. Sandbar 2. 13. Spur 3. 14. Swale 4. 15. Terrace 5. 16. A.Fan 6. 17. Butte 7. 18. F. Slope8.	20 Library 9 School 19 Seminary 19 Trade/Technical School EMINIFIER 22 Canal/Flume PE/EXPOSURE VIEW, DEGRE Unknown 0. Unknown North 1. 90 Northeast 2. 180 East 3. 270 Southeast 4. 360 South 5. No View Southwest West Northwest	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 11 Grain Storage, Commercia 36 Lumber Yard 37 Mill, Saw 37 Mill, Stamp/Minerals Ref	y 95 Sport Facility, Indoor Bl Sport Facility, Outdoor RELIGIOUS 1 4 Chapel, Mon-Denom. 9 Church School 1n. 53 Church, Catholit 1n. 63 Church, Protestant 42 Convent/Monastery 30 Fellowship Mail 40 Parsonage/Manse/Rectory 19 Seminary 78 Shrine 54 Synagog RESIDENTIAL 42 Barracks/Dorm./Bunk Hou- 41 Dwelling, Double Unit 40 Dwelling, Multiple Unit 40 Dwelling, Multiple Unit 55 Garage/Carriage House 64 Hotel/Motel/Inn 65 Mobile Home 50 Privy TRANSPORTATION 49 Airport/Airfield/Land. I 56 Boat Landing, Com'c'l/Si 57 Boat Landing, Recreation 21 Bridge/Trestle 59 Depot/Terminal
13 Farming 14 Fur Trade 15 Governmental, No. 16 Governmental, To. ANDFORM 1 10 Unknown 11 Top of 12 Bottom of 13 Side of 14 Top and Bottom of 15 Top and Side of 16 Bottom and Side of 17 Bottom and Side of 18 Bottom and Side of 19 Bottom and Side of 19 Bottom and Side of 10 Bottom and Side of 11 Bottom and Side of 12 Bottom and Side of 13 Bottom and Side of 14 Bottom and Side of 15 Bottom and Side of 16 Bottom and Side of 17 Bottom and Side of 18 Bottom and Side of 19 Bottom and Side of 10 Bottom and S	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se erritorial 32 Water Na LANDFORM 2 O. Unknown 1. Beachline (glacial 2. Beach or riverbank 3. Canyon 4. Island 5. Delta 6. Draw 6. Draw 7. Upland plain de 8. Floodplain 9. Hill-Knoll-Bluff PERM & SEAS WATER es) O. Unknown 1. Lake	Trails, and Hwy. ettlement stilement syigation 10. Ridge 0.) 11. Saddle 1. 12. Sandbar 2. 13. Spur 3. 14. Swale 4. 15. Terrace 5. 16. A. Fan 6. 17. Butte 7. 18. F. Slope8. 19. Other 9. TYPE 20. Dune 10.	20 Library 9 School 19 Seminary 19 Trade/Technical School EMINIERIES 21 Bridge/Trestle 22 Canal/Flume PE/EXPOSURE VIEW, DEGRE Unknown 0. Unknown North 1. 90 0 Northeast 2. 180 0 East 3. 270 0 Southeast 4. 360 0 South 5. No View Southwest West Northwest Closed Open	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Well 13 Grain Storage, Commercia 36 Lumber Yard 37 Hill, Saw 37 Hill, Stamp/Hinerals Ref	y 95 Sport Facility, Indoor Bi Sport Facility, Outdoor RELIGIOUS 1 54 Chapel, Non-Denom. 9 Church School in. 53 Church, Catholic 10. 53 Church, Protestant 42 Convent/Monastery 30 Fellowship Mall 40 Parsonage/Manse/Rectory 19 Seminary 78 Shrine 54 Synagog RESIDENTIAL 42 Barracks/Dorm./Bunk Hou- 41 Deelling, Double Unit 42 Deelling, Hultiple Unit 40 Deelling, Hultiple Unit 40 Deelling, Single Unit 55 Garage/Carrlage House 64 Hotel/Motel/Inn 65 Mobile Home 50 Privy TRANSPORTATION 49 Airport/Airfield/Land. I 56 Boat Landing, Comic'lySi 57 Boat Landing, Recreation 21 Bridge/Trestle 59 Depot/Terminal 82 Ferry 82 Ford
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13 Farming 14 Fur Trade 15 Governmental, Na 16 Governmental, To ANDFORM 1 . Unknown . Top of . Bottom of . Side of . Top and Bottom of . Top and Side of . Top Bottom, & Side . Top, Bottom, & Side . Top Side of . Top and Side of	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se ational 32 Water Na LANDFORM 2 O. Unknown 1. Beachline (glacial 2. Beach or riverbank 3. Canyon 4. Island 5. Delta 6. Draw f 7. Upland plain de 8. Floodplain 9. Hill-Knoll-Bluff PERM & SEAS WATER es) O. Unknown 1. Lake 2. Spring mile)3. Moving Water (Si	Trails, and Hwy. Ettlement Ettlement Evigation 10. Ridge 0. 11. Saddle 1. 12. Sandbar 2. 13. Spur 3. 14. Swale 4. 15. Terrace 5. 16. A. Fan 6. 17. Butte 7. 18. F. Slope8. 19. Other 9. TYPE 20. Dune 10. 0. Unknown tream) 1. Bottomland tream) 2. Terraces	20 Library 9 School 19 Seminary 19 Trade/Technical School EMINIERIES 21 Bridge/Trestle 22 Canal/Flume PE/EXPOSURE VIEW, DEGRI Unknown 0. Unknown North 1. 90 Northeast 2. 180 East 3. 270 Southeast 4. 360 South 5. No View Southwest West Northwest Closed Open ECOSYSTEM 7. MolTing Grassland 16. Savanna 17. Mised Gras 18.	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 13 Grain Storage, Commercia 36 Lumber Yard 37 Mill, Saw 37 Mill, Stamp/Minerals Ref	95 Sport Facility, Indoor 81 Sport Facility, Outdoor RELIGIOUS 1 4 Chapel, Hon-Denom. 9 Church School 10. 63 Church, Catholic 10. 63 Church, Catholic 11. 64 Church, Protestant 12 Convent/Monastery 130 Fellowship Hall 140 Parsonage/Manse/Rectory 19 Seminary 178 Shrine 154 Synagog RESIDENTIAL 12 Barracks/Dorm./Bunk Hou- 141 Dwelling, Double Unit 140 Dwelling, Multiple Unit 155 Garage/Carriage House 154 Hotel/Motel/Inn 155 Garage/Carriage House 156 Hotel/Motel/Inn 157 Boat Landing, Comic'l/Si 158 Boat Landing, Comic'l/Si 158 Boat Landing, Recreation 159 Depot/Terminal 159 Pepot/Terminal 159 Pepot/Terminal 159 Feright Yard 150 Feight
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13 Farming 14 Fur Trade 15 Governmental, Na 16 Governmental, To 16 Governmental, To 2. Bottom of 3. Side of 4. 5. Top and Bottom of 5. Top and Side of 7. Bottom and Side of 8. Top, Bottom, & Side of 9. Top and Side of 10. Unknown 11. Excellent (5-7mile) 12. Good (2-5 miles) 13. Fair (1-2 miles) 14. Poor (less than 1) 15. No View 16. No View 17. No View 18. State 18. Private 19. Local Government 19. Reservation 19. Unknown 10. Unknown 11. No Further Work 12. Further Work 13. Further Work 14. Further Work 15. Further Work 16. Further Work 17. Further Work 18. Further Work 19. Furth	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se arritorial 32 Water Na LANDFORM 2 O. Unknown 1. Beachline (glacial 2. Beach or riverbank 3. Canyon 4. Island 5. Delta 6. Draw 6. Draw 7. Upland plain de 8. Floodplain 9. Hill-Knoll-Bluff PERM & SEAS WATER es) O. Unknown 1. Lake 2. Spring mile)3. Moving Water (St 4. Intermittent St 5. Intermittent St 5. Intermittent Pon 6. Marsh SITE CONDITION O. Unknown 1. Destroyed 1. CM bu 2. System 3. Very Poor 3. Non-Si 4. Comple 5. Fair 5. Good 7. Excellent	Trails, and Hwy. Ettlement Ettlement Evigation 10. Ridge 0. 11. Saddle 1. 12. Sandbar 2. 13. Spur 3. 14. Swale 4. 15. Terrace 5. 16. A. Fan 6. 17. Butte 7. 18. F. Slope8. 19. Other 9. TYPE 20. Dune 10. 10. Whitnown 10. Bottomland 10. Searlands 6. Upland 10. Eural Material 10. The Collection 10. The Collection 10. Searlands 10. Searlan	20 Library 9 School 19 Seminary 19 Trade/Technical School EMINIERIE 21 Bridge/Trestle 22 Canal/Flume PE/EXPOSURE VIEW, DEGRE Unknown O. Unknown North 1. 90 Northeast 2. 1800 East 3. 2700 Southeast 4. 360 Southeast 4. 360 South 5. No View Southwest West Northwest Closed Open ECOSYSTEM 7. Wolfling Grassland 10. Marchwood Oran 10. Marchwood Oran 11. Hilly Scoria 12. Upland Breaks 13. Hiver Breaks 14. Rockland TEST & EXCAVATION O. No 1. Yes, Results Positive 2. Yes, Results Negative	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 13 Grain Storage, Commercia 36 Lumber Vard 37 Mill, Saw 37 Mill, Stamp/Minerals Ref EE	95 Sport Facility, Indoor 81 Sport Facility, Outdoor 82 Church, Protestant 82 Convent/Monastery 93 Fellowship Hall 94 Parsonage/Manse/Rectory 18 Shrine 54 Synagog 82 Sport IAL 82 Barracks/Dorm./Bunk House 14 Dwelling, Double Unit 14 Dwelling, Double Unit 14 Dwelling, Single Unit 15 Garage/Carriage House 16 Hotel/Motel/Inn 16 Mobile Home 16 Mobile Home 17 Facility 18 Airport/Airfield/Land. F 18 Boat Landing, Com'c'l/St 18 Boat Landing, Com'c'l/St 18 Boat Landing, Recreation 18 Ferry 18 Fuel Station/Yard, 18 Coal/Mood, etc. 18 Gasoline Station 18 Highway 18 Livery 19 Loading Platform 18 Railroad Grade/Tracks 18 Rest Stop 18 Road 19 Road 19 Road 19 Stable 18 Spur 18 Signal 18 Stable 18 Spur 18 Signal 18 Stable 18 Spur 18 Stage Station 19 Switch Yard 18 Feril
13 Farming 14 Fur Trade 15 Governmental, Na 16 Governmental, To 16 Governmental, To 17 John Manuel 18 John Manuel 19 John Manuel 19 John Manuel 19 John Manuel 19 John Manuel 10 John Manuel 10 John Manuel 10 John Manuel 11 John Manuel 12 John Manuel 13 John Manuel 14 John Manuel 15 John Manuel 16 John Manuel 17 John Manuel 18 John Manuel 18 John Manuel 19 John Manuel 20 John Manuel 21 John Manuel 22 John Manuel 23 John Manuel 24 John Manuel 25 John Manuel 26 John Manuel 27 John Manuel 27 John Manuel 28 John Manuel 29 John Manuel 20 John Manuel 21 John Manuel 22 John Manuel 23 John Manuel 24 John Manuel 25 John Manuel 26 John Manuel 27 John Manuel 28 John Manuel 28 John Manuel 29 John Manuel 20 John Manuel 21 John Manuel 22 John Manuel 23 John Manuel 24 John Manuel 25 John Manuel 26 John Manuel 27 John Manuel 28 John Manuel 28 John Manuel 29 John Manuel 20 John Manuel 21 John Manuel 22 John Manuel 23 John Manuel 24 John Manuel 25 John Manuel 26 John Manuel 27 John Manuel 28 John Manuel 28 John Manuel 29 John Manuel 20 John Manuel 21 John Manuel 21 John Manuel 22 John Manuel 23 John Manuel 24 John Manuel 25 John Manuel 26 John Manuel 27 John Manuel 28 John Manuel 29 John Manuel 20 John Manu	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se erritorial 32 Water Na LANDFORM 2 O. Unknown 1. Beachline (glacial 2. Beach or riverbank 3. Canyon 4. Island 5. Delta 6. Draw 6. Ploadplain 9. Hill-Knoll-Bluff PERM & SEAS WATER es) O. Unknown 1. Lake 2. Spring mile)3. Moving Water (Si 4. Intermittent St 5. Intermittent St 5. Intermittent Poi 6. Marsh SITE CONDITION COLLECTIO 7. Unknown 1. Destroyed 7. Unknown 7. Unknown 8. Floodplain 9. Hill-Knoll-Bluff PERM & SEAS WATER 1. Co. Unknown 1. Lake 2. Spring 1. Co. Unknown 2. System 3. Mon-Si 3. Very Poor 3. Non-Si 4. Comple 5. Fair 5. Good 7. Excellent CR TYPE NATIO	Trails, and Hwy. Ettlement Ettlement Evigation 10. Ridge 0. 11. Saddle 1. 12. Sandbar 2. 13. Spur 3. 14. Swale 4. 15. Terrace 5. 16. A. Fan 6. 17. Butte 7. 18. F. Slope8. 19. Other 9. TYPE 20. Dune 10. 10. Whitnown 11. Bottomland 12. Terraces 13. Spur 10. 14. Swale 10. 15. Terrace 5. 16. A. Fan 6. 17. Butte 7. 18. F. Slope8. 19. Other 9. TYPE 20. Dune 10. 18. F. Slope8. 19. Other 9. TYPE 20. Dune 10. 19. Unknown 19. Seallands 1	20 Library 9 School 19 Seminary 19 Irade/Irechnical School EMINETRING 21 Bridge/Irestle 22 Canal/Flume PE/EXPOSURE VIEW, DEGRE Unknown O. Unknown North 1. 90 Northeast 2. 1800 East 3. 2700 Southeast 4. 360 Southeast 4. 360 Southwest West Northwest Closed Open ECOSYSTEM 7. Molling Grassland 8. Marchood Draw 10. Northwest Closed Open ECOSYSTEM 7. Molling Grassland 16. Savanna 17. Mized Gras 11. Hilly Soria 12. Upland Breaks 13. River Breaks 14. Rockland TEST & EXCAVATION O. No O. No O. No O. Yes, Results Positive 2. Yes, Results Negative ESTER E C F AND T F	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 13 Grain Storage, Commercia 36 Lumber Vard 37 Mill, Saw 37 Mill, Stamp/Minerals Ref EE	95 Sport Facility, Indoor 81 Sport Facility, Outdoor 82 Stable 83 Sport Facility, Outdoor 83 Church, Protestant 84 Convent/Monastery 95 Convent/Monastery 96 Sprine 97 Sprine 98 Sprine 99 Spriny 98 Sprine 99 Sport/Facility 99 Spriny 90 Spriny
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13 Farming 14 Fur Trade 15 Governmental, No. 16 Governmental, No. 16 Governmental, To. 2. ANDFORM 1 2. Unknown 2. Bottom of 3. Side of 4. Top and Bottom of 5. Top and Side of 6. Top and Side of 7. Bottom and Side of 7. Bottom and Side of 8. Top, Bottom, & Side 10. Unknown 11. Excellent (5-7miles) 12. Good (2-5 miles) 13. Fair (1-2 miles) 14. Poor (less than 1) 15. No View 16. No View 17. Unknown 18. State 19. Unknown 19. U	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se arritorial 32 Water Na LANDFORM 2 O. Unknown 1. Beachline (glacial 2. Beach or riverbank 3. Canyon 4. Island 5. Delta 6. Draw f 7. Upland plain de 8. Floodplain 9. Hill-Knoll-Bluff PERM & SEAS WATER es) O. Unknown 1. Lake 2. Spring mile)3. Moving Water (S- 4. Intermittent St 5. Intermittent St 5. Intermittent Pon 6. Marsh SITE CONDITION O. Unknown 1. Destroyed 1. CM bui 2. Inundated 2. System 3. Very Poor 3. Non-S- 4. Poor 4. Compli 5. Fair 5. Good 7. Excellent CR TYPE O. Unknown I. Site I. Lation I. Site	Trails, and Hwy. Extlement	20 Library 9 School 19 Seminary 19 Trade/Technical School EMINIFERING 21 Bridge/Trestle 22 Canal/Flume PE/EXPOSURE VIEW, DEGRE Unknown O. Unknown North 1. 90 Northeast 2. 180 East 3. 270 Southeast 4. 360 South 5. No View Southwest West Northwest Closed Open PEOSYSTEM 7. Rolling Grassland 8. Marchood Dram 10. Panderosa Pine 111. Hilly Scoria 10. Panderosa Pine 112. Upland Breaks 113. River Breaks 114. Rockland TEST & EXCAVATION O. No 1. Yes, Results Positive 2. Yes, Results Negative STER E C F AND T F T. Exclusion Area	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 13 Grain Storage, Commercia 36 Lumber Yard 37 Mill, Saw 37 Mill, Stamp/Minerals Ref EE	95 Sport Facility, Indoor 81 Sport Facility, Outdoor 82 Church, Pontestant 42 Convent/Monastery 30 Fellowship Hall 42 Parsonage/Manse/Rectory 19 Seminary 78 Shrine 54 Synagog 82 Sport IAL 42 Barracks/Dorm./Bunk Hous 41 Dwelling, Double Unit 42 Dwelling, Multiple Unit 44 Dwelling, Multiple Unit 45 Garage/Carriage House 64 Hotel/Motel/Inn 65 Mobile Home 50 Privy 17ANSPORTATION 49 Airport/Airfield/Land. F 56 Boat Landing, Com'c'l/St 57 Boat Landing, Com'c'l/St 57 Boat Landing, Recreation 21 Bridge/Trestle 59 Depot/Terminal 82 Ferry 82 Ford 83 Fuel Station/Yard, Coal/Mood, etc. 84 Gasoline Station 85 Hanger 85 Hanger 84 Highway 85 Livery 86 Coal/Mood, etc. 87 Roundhouse 88 Siding 88 Signal 89 Station 89 Syur 80 Signal 80 Stable 81 Syur 85 Stage Station 80 Syring 81 Signal 81 Stable 83 Turn-around 81 SCELLAMEOUS 82 Accident/Disaster Site 81 Dump 83 Spring House
13 Farming 14 Fur Trade 15 Governmental, Na 16 Governmental, To 16 Governmental, To 2 Bottom of 3 Side of 4. 5 Top and Bottom of 5 Top and Side of 7 Bottom and Side of 8 Top, Bottom, & Side 10 Unknown 1. Excellent (5-7mile 2 Good (2-5 miles) 3 Fair (1-2 miles) 4 Poor (less than 1 5 No View 10 Unknown 1. State 2. Federal 3. Private 4. Local Government 5. Reservation 1. No Further Work 2. Further Work 3. Impact Analysis 1. Both 2 & 3 5. Avoidance-Mitigat 6. Exclusion-Preserva 1. REA SIGNF. 1. Archeological	28 Religior 29 Roads, 1 30 Rural Se ational 31 Urban Se arritorial 32 Water Na LANDFORM 2 O. Unknown 1. Beachline (glacial 2. Beach or riverbank 3. Canyon 4. Island 5. Delta 6. Draw 6. T. Upland plain de 8. Floodplain 9. Hill-Knoll-Bluff PERM & SEAS WATER es) O. Unknown 1. Lake 2. Spring mile)3. Moving Water (St 4. Intermittent St 5. Intermittent St 5. Intermittent Pon 6. Marsh SITE CONDITION COLLECTION O. Unknown 1. Destroyed 1. CM but 2. Inundated 2. System 3. Very Poor 3. Non-St 4. Poor 4. Comple 5. Fair 5. Good 7. Excellent CR TYPE O. Unknown 1. Site 1. Little O. Unknown 2. System 3. Very Poor 3. Non-St 4. Poor 3. Very Poor 3. Non-St 4. Poor 4. Comple 5. Fair 5. Good 7. Excellent CR TYPE O. Unknown 1. Site 1. Little O. Unknown 2. Building 3. Structure 3. Extended 3. Structure 3. Extended 3. Structure 3. Excellent	Trails, and Hwy. ettlement striement syigation 10. Ridge 0. 11. Saddle 1. 12. Sandbar 2. 13. Spur 3. 14. Swale 4. 15. Terrace 5. 16. A. Fan 6. 17. Butte 7. 18. F. Slope8. 19. Other 9. TYPE 20. Dune 10. 10. Whitnown tream 2. Terraces 1. 10. Signer 3. 10. Signer 4. 10. Sucrise 1. 10. Search 1. 10. Signer 1. 11. Search 1. 12. Search 1. 13. Search 1. 14. Search 1. 15. Search 1. 16. Search 1. 17. Signer 1. 18. Search 1. 19. Search 1. 1	20 Library 9 School 19 Seminary 19 Trade/Technical School EMINIFERING 21 Bridge/Trestle 22 Canal/Flume PE/EXPOSURE VIEW, DEGRI Unknown O. Unknown North 1. 90 Northeast 2. 180 East 3. 270 Southeast 4. 360 South 5. No View Southwest West Northwest Closed Open ECOSYSTEM 7. Rolling Grassland 8. Marcheood Oren 10. Marcheood Oren 11. Hilly Scoria 10. Ponderous Pline 11. Hilly Scoria 12. Upland Breaks 13. River Breaks 13. River Breaks 14. Rockland TEST & EXCAVATION O. No 1. Yes, Results Positive 2. Yes, Results Negative STER E C F AND I F 1. Exclusion Area 2. Avoidance Area	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 13 Grain Storage, Commercia 36 Lumber Yard 37 Mill, Saw 37 Mill, Stamp/Minerals Ref EE	95 Sport Facility, Indoor 81 Sport Facility, Outdoor 82 Church, Protestant 92 Convent/Monastery 930 Fallowship Hall 94 Parsonage/Manse/Rectory 95 Seminary 96 Shrine 97 Synagog 82 SIDENTIAL 97 Barracks/Dorm./Bunk House 97 Barracks/Dorm./Bunk House 98 Hoteling, Double Unit 99 Develing, Multiple Unit 90 Develing, Multiple Unit 90 Develing, Multiple Unit 90 Privy 91 RANSPORTATION 91 Airport/Airfield/Land. For 90 Boat Landing, Com'c'l/St 97 Boat Landing, Com'c'l/St 97 Boat Landing, Com'c'l/St 98 Boat Landing, Recreation 98 Ferry 98 Ferry 98 Ferry 98 Ferry 98 Ferry 98 Ferry 99 Loading Platform 98 Railroad Grade/Tracks 98 Road 97 Roundhouse 98 Signal 98 Signal 98 Signal 99 Stable 98 Stage Station 97 Syring 98 Trail 98 Tunnel 98 Trail 98 Tunnel 98 Trail 98 Tunnel 98 Trail 98 Tunnel 98 Trail
13 Farming 14 Fur Trade 15 Governmental, No. 16 Governmental, No. 16 Governmental, To. 2. ANDFORM 1 2. Unknown 2. Bottom of 3. Side of 3. Top and Bottom of 4. Top and Side of 5. Top and Side of 6. Top and Side of 7. Bottom and Side of 7. Bottom and Side of 8. Top, Bottom, & Side of 8. Top, Bottom, & Side of 8. Top, Bottom, & Side of 8. Fop and Side of 9. Unknown 1. Excellent (5-7miles) 1. Poor (less than 1) 1. No View 1. Excellent (5-7miles) 1. Poor (less than 1) 1. No View 1. State 1. Erederal 1. Private 1. Local Government 1. State 1. Federal 1. Private 1. Local Government 1. No Further Work 1. Further Work 1. Further Work 1. Impact Analysis 1. Both 2 & 3 1. Avoidance—Mitigat 1. Exclusion-Preserve 1. REA SIGNF.	28 Religior 29 Roads, 1 30 Rural Se 20 Roads, 1 31 Urban Se 20 Roads, 1 31 Urban Se 20 Reritorial 32 Water National 31 Urban Se 20 Reritorial 32 Water National 32 Water National 32 Reach or riverbank 3. Canyon 4. Island 5. Delta 6. Draw 6. Draw 6. Draw 7. Upland plain 9. Hill-Knoll-Bluff PERM & SEAS WATER 2. Spring mile) 3. Moving Water (S. 4. Intermittent St 5. Intermittent St 5. Intermittent Pole 6. Marsh 5. Intermittent Pole 6. Marsh 5. Urknown 1. Coult 1. Destroyed 1. CM bu 2. Inundated 2. System 3. Very Poor 3. Non-Si 4. Poor 4. Complication 7. Excellent 7. Excellent 7. Excellent 7. Excellent 8. Structure 3. End 4. Object 4. Not 5. District 5. De 30 Reservations 1. District 5. De 30 Reservations 2. Reservations 3. Structure 3. End 4. Object 4. Not 5. District 5. De 30 Reservations 3. Structure 3. End 4. Object 4. Not 5. District 5. De 30 Reservations 2. District 5. De 30 Reservations 2. Reservations 3. Structure 3. End 4. Object 4. Not 5. District 5. De 30 Reservations 3. Reservations 3	Trails, and Hwy. Extlement	20 Library 9 School 19 Seminary 19 Trade/Technical School EMINIERIES 21 Bridge/Trestle 22 Canal/Flume DPE/EXPOSURE VIEW, DEGRI Unknown O. Unknown North 1. 90 o Northeast 2. 180 o East 3. 270 o Southeast 4. 360 o South 5. No View Southwest West Northwest Closed Open ECOSYSTEM 17. Molling Grassland 18. Marchood Drew 19. Marsh 10. Ponderous Pine 11. Hilly Scoria 12. Upland Breaks 13. River Breaks 14. Rockland TEST & EXCAVATION O. No 1. Yes, Results Positive 2. Yes, Results Negative (STER E C F AND T F 1. Exclusion Area 2. Avoidance Area 3. Area of Concern	96 Gas Storage 96 Gas Transmission Facilit, 14 Gas Mell 13 Grain Storage, Commercia 36 Lumber Yard 37 Mill, Saw 37 Mill, Stamp/Minerals Ref EE	y 95 Sport Facility, Indoor Bi Sport Facility, Outdoor RELIGIOUS To Chapel, Mon-Denom. 9 Church School 10. 53 Church, Catholic 10. 53 Church, Catholic 110. 53 Church, Protestant 42 Convent/Monastery 130 Fellowship Mail 140 Parsonage/Manse/Rectory 178 Shrine 184 Synagog 1851DETIAL 185 Barracks/Dorm./Bunk Hou- 185 Dwelling, Multiple Unit 185 Bargacks/Dorm./Bunk Hou- 185 Privy 184 Dwelling, Multiple Unit 185 Bargacks/Dorm./Bunk Hou- 186 Hou- 187 Privy 184 Dwelling, Multiple Unit 185 Bargacks/Dorm./Bunk Hou- 185 Privy 185 Bargacks/Dorm./Bunk Hou- 186 Basel Landing, Com'c'l/Si 186 Basel Landing, Com'c'l/Si 187 Boat Landing, Com'c'l/Si 188 Baseline Station 188 Ferry 188 Gasoline Station 188 Gasoline Station 189 Ferry 190 Loading Platform 188 Railroad Grade/Tracks 180 Road 191 Signal 192 Stable 188 Spur 189 Signal 193 Signal 193 Signal 194 Stable 195 Stable 195 Stable 196 Stable 197 Spring House 197 Spring House 197 Spring House 197 Tower

1386

(designating barn) is entered into the Feature Type field. Since one code sheet is completed for each standing feature, five code sheets would be completed. Each of the five code sheets will bear a code number for Feature Type which directly links to the arbitrarily assigned Feature # of that code sheet.

While the Feature Type code list is shared by both the Architectural and Historical Archeological code sheets, the instructions for coding differ. The difference between the two is that the Historical Archeological form uses the broadest applicable term and the Architectural form uses the most specific applicable term.

FEATURE TYPE

62 Ar 62 Ba	nimal Shelter/Stable	13	Dam		Mine/Quarry
200,000			Tower	96	011 Refinery
	arn		SERVICE		011 Tank Battery
92 B1	lacksmith Shop	90	Bakery		011 Transmission Facility
66 CH	hicken Coop/Poultry House	28	Bar/Tavern		Oil Well
3 C	linic, Animal/Veterinarian	24	Bottling Plant		Pipeline
	orral/Enclosure/Pen	24	Brewery/Distillery		Repair Shop
	xperiment Station	90	Butcher Shop		Storage Yard
	arm, Dairy	25	Cannery		Tipple
	arm/Farmstead	97	Creamery		Warehouse
	ranary/Bin	97	Dairy Processing Plant		
91 G	reenhouse/Nursery	25	Frozen Food Locker	1 ANDE	CAPE ARCHITECTURE
12 H	latchery, Anm'1/Bird/Fish	26	Grocery Store		Fountain
67 I	ce/Smoke House/Root Cellar	90	Meat Packing Plant	78	Garden
	ine Shack	27	Mill, Grist/Flour	78	
	Pump/Well	23	Restaurant/Cafe/Mess Hall		Monument Park
77 P	Pump House/Well House	25	Sugar Refinery		
	Ranch	FUNE		MILIT	
	Silo/Silage Pit	29		79 60	Armory Battlefield
	Stock Dam	78	Gravestone	79	
	Storage Building	78			Bastion
	Storage Yard	78	Monument	79	Blockhouse
	Summer Kitchen	29		44	Camp Site, Temporary
	We11/Pump		RNMENT	8	Camp, Semi-Permanent
	Windmill	32		79	Defensive Works
	Work shop	30		8	Fort/Cantonment/Post/Bas
	ND ENTERTAINMENT	84		79	Missile Site
	Auditorium/Lecture Hall	59		79	Pallisade
	Cinema/Theater	32		39	Parade Ground
	Lecture Hall	58		59	Post/Base Exchange(PX/BX
	Museum/Gallery	59		79	Powder Magazine
	Opera House	86		51	Rifle Range
73	Studio, Photo/Art/Sculpt	86		68	Sutler's Store
	Theater	33		48	
COMMER		32			CE/HEADQUARTERS
	Bank/S & L/Financial	18		45	
	General Store	10		45	
	Shopping Center/Mall	10		80	
	Store, Retail	3		80	
	Trading Post	73		45	
	Warehouse	91		46	
13	nai ciioase	9	water treatment ridht	80	Social

1861

COMMUNICATIONS HEALTH CARE RECREATION/SPORTS Newspaper Office 33 Clinic/Dispensary Arcade/Casino Billiard Parlor/Pool Hall 33 Hospital/Infirmary Print Shop Boat Landing, Recreational Camp/Picnic Grounds Radar Facility Nursing Home Radio/TV Station INDUSTRIAL 51 Teleph./Telegr. Facil. Brick Manufacturing Plant 34 Fairgrounds 94 Tower, Radio/TV/Microwave Bulk Plant Grandstand 91 EDUCATION Concrete Mfg. Plant Play ground 34 51 Elect. Gener. Facility Recreation Area, Indoor Recreation Area, Outdoor 19 Business College 31 52 Elect. Transform. Facility Elect. Transmiss. Facility Class Room/Lecture Hall 75 College/University 19 38 Resort Factory/Foundry Laboratory Rodeo Grounds Sport Facility, Indoor Library Gas Storage 95 Gas Transmission Facility School Sport Facility, Outdoor 81 Gas Well Seminary RELIGIOUS 19 14 Chapel, Non-Denom. Church School Trade/Technical School Grain Storage, Commercial 19 11 ENGINEERING Lumber Yard 9 21 Bridge/Trestle 22 Canal/Flume M111, Saw Church, Catholic 37 Mill, Stamp/Minerals Refin. Church, Protestant Convent/Monastery 42 Fellowship Hall Parsonage/Manse/Rectory 30 40 Seminary Shrine 78 54 Synagog RESIDENTIAL 42 Barracks/Dorm./Bunk House Dwelling, Double Unit Dwelling, Multiple Unit Dwelling, Single Unit Garage/Carriage House Hotel/Motel/Inn 65 Mobile Home 50 Privy TRANSPORTATION 49 Airport/Airfield/Land. Fld. Boat Landing, Com'c'l/Steam Boat Landing, Recreational Bridge/Trestle Depot/Terminal 82 Ferry 82 Ford 72 Freight Yard Fuel Station/Yard. 88 Coal/Wood, etc. 88 Gasoline Station Hanger Highway Livery 62 Loading Platform Railroad Grade/Tracks 48 Rest Stop 56 48 Road Roundhouse 73 48 Siding 78 Signal Stable 48 Spur Stage Station 56 72 Switch Yard 48 Trail 82 Tunne 1 83 Turn-around MISCELLANEOUS Accident/Disaster Site Dump 73 Spring Spring House

17

Tower

Other

Town/City/Colony/Settlement

FIELD MANUAL NDCRS ARCHEOLOGICAL-HISTORICAL SITE FORM

THEME 8 2 0. Unknown 20. Religion 0. or blank Absent 1. Agriculture 21. Science 1. Present 2. Agriculture 21. Science 2. Unknown 2. Commerce 23. Social CULTURAL MATERIAL 7. Present 5. Thermoluminescence 6. Geology 7. Patination 8. Professional Judgement 8. Professional Judgement 9. Both Absolute & Relative 10. Documentation 10. Document		NDCKS AKUI	EULUGICAL-III3 TURICAL	STIL TOWN
0. Unknown		THEME 1 & 2	SITE TYPE	3. Typology
1. Agriculture 21. Science 2. Sculpture 2. Unknown 2. Commerce 23. Social/ 2. Cultural Mariarian 3. Social/ 4. Community 24. Theater 1. Present 9. Both Absolute & Relative 9. Planning 25. Transportation 2. Unknown 9. Economics 9. From 1. Present 9. Both Absolute & Relative 9. Documentation 9. Professional Judgement 9. Documentation 9		O Unknown 20 Religion		
22. Art 22. Sculpture 2. Unknown 6. Geology 7. Patination 4. Communication Humanitarian 6. Or blank Absent 8. Professional Judgement 9. Both Absolute & Relative 1. Present 1. Interview 1. Documentation 1. Interview 1. Interv		1 Agriculture 21 Science		
Commerce 23 Social Cultural Material 7. Patination 8. Professional Judgement 9. Both Absolute & Relative				
Communication				7 Patination
Community 24. Theater 1. Present 9. Both Absolute & Relative Planning 25. Transportation 2. Unknown 10. Documentation 10. Conservation 26. Other O. Not applicable 12. Other Conomics 2. Cutbank or 12. Interview 13. Interview 14. Law 15. Each 15. Eac				9 Professional ludgement
Planning 25. Transportation 2. Unknown 10. Documentation 11. Interview 27. Economics 0. Not applicable 12. Other 0. Not applicable 12. Other 0. Not applicable 13. Interview 19. Economics 0. Not applicable 19. Education 1. Auger 0. EVID Complex 1. Auger 19. Education 2. Cutthank or 2. Education 2. Educat		[[선대]		
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Fig.	-			4. Southeast 4. 360°
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ECOSYSTEM ECOSYSTEM ECOSYSTEM To open To open ECOSYSTEM To open	ME	6. Top and Side of 6. Draw		6. Southwest
ECOSYSTEM ECOSYSTEM ECOSYSTEM To open To open ECOSYSTEM To open	NC	7. Bottom and Side of 7. Flat (Upla	nd) 17. Butte	7. West
ECOSYSTEM ECOSYSTEM ECOSYSTEM To open To open ECOSYSTEM To open	R	8. Top, Bottom, & Side 8. Floodplain	18.	8. Northwest
ECOSYSTEM ECOSYSTEM ECOSYSTEM To open To open ECOSYSTEM To open	A	VIEW, DISTANCE 9, Hill	19. Other	9. Closed
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Pre-1982

1923 verified Sites

22000

NORTH DAKOTA CULTURAL RESOURCES DATA BANK MANUAL

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CODED SECTION INTRODUCTION

This manual is designed to instruct field personnel in the use of the North Dakota Cultural Resources Data Bank Form, a form which is to be used to record the location, environment and descriptive characteristics of North Dakota cultural resources. The information will be stored in the Central Data Processing Harris System 140 Computer and will be used in project planning and resources management.

When completing the form, please do the following:

- Print clearly and use a pencil. Completely erase mistakes or cross out incorrect entries and write correct answer above.
- 2. Always left justify, that is begin entering the answer at the far left and continue to the right. If the answer does not fill the space provided, leave the portion to the right blank. For example, if the site covers an area of 40 meters enter
 F37
- 3. Do not guess. Always consult the manual. If you have a problem, alert the data technician by writing a note at the bottom of the page.
- 4. If a word is too long to fit into the space provided, use a standard abbreviation or continue until you run out of space. For example, |L|i|k|e|-|A|-|F|i|s|h|o|o|k| |V|i|l|a| Fl

 Do not abbreviate unless the manual instructs you to do so.
- If an answer is unknown or not applicable and there is no "unknown" category, leave blank.
- 6. Be careful. Incorrect information may become a part of the permanent data bank. Always recheck forms for mistakes and deletions. Be consistent.

An example of a properly encoded form can be found in Appendix A, metric conversion table in Appendix B, and land form definitions in Appendix C.

This manual and form were modeled after the Bureau of Land Management, Montana State Office, <u>Cultural Resource Automatic Data Processing</u>
System Guidebook.

1. Site Name

Enter the site name. If there is more than one name, enter the one most commonly used. If no name is given, leave blank. Write out numerals and do not include punctuation.

2. Map Reference

as written

Enter the name of the 7.5 minute topographic quandrangel, or orthophotoquad used in plotting the site location. Abbreviate or enter as much of the name as possible. Reference to a highway map or project map should not be entered. Only topo or ortho names are acceptable. Always abbreviate mountain as Mtn and quadrangle as Quad without punctuation.

3. State

Enter the number [3,2].

4. County

Enter the two letter abbreviation for the county.

5. Site Number

Enter the number assigned to the site by the Smithsonian SHSVIO. Institution River Basin Surveys System. The number should fall between 1 and 9999. Unverified sites, site leads, and isolated finds do not have S.I. numbers, so leave blank.

6. LTL/Legal Location

If the site is located within the boundaries of the Sisseton Indian Reservation, it is on Lake Traverse Land.

- 1. if it is on Lake Traverse land
- 0. if it is not

Then enter numerals for the township, range, and section.

6a. Additional Legal

When the site is located in more than one township, range, or section enter the additional locational information in the blanks following field 6a. For sites overlapping into three or more areas, such as a site situated on the corner of four adjoining sections, use additional forms. Only fields 1 through 9 need be completed on the additional forms.

7. Quarter-Quarter-Quarter Section 1.

6	5	4	3	2	1		MALIETANIE	MEIRINIA	Nort Qui	t theast arter
7	8	9	10	11	1,2	/	-1 ⁷ l•	27/0	(N	E%)
18	17	16	15	14	13		SMI KINI.	SE'I.TUM'IL		
19	20	21	22	23	24		N%S	SW¼	West	
30	29	28	27	26	25	1	Lot	Lot	Half of South-	E%SE%
31	32	33	34	35	36		Lake	2	east quarter	

ore

Item 7 works in conjunction with items 8 and 9 to record more exact legal location. The order proceeds from the smallest subsection in 7 to the largest division in item 9. If locational information is not available to the quarter-quarter-quarter, leave field 7 blank.

Department of the Interior, Bureau of Land Management, Montana State Office, <u>Cultural Resources Automatic Data Processing</u> <u>System Guidebook p. 9.</u>

2.	North half East half South half	6. 7.	NE quarter SE quarter SW quarter
	West half	8.	NW quarter Center of

8. Quarter-Quarter Section

1.	North half	5.	NE ¹ ₄
2.	East half	6.	SE14
3.	South half	7.	SW14
4.	West half	8.	NW14
		9.	Center of

If unknown, leave blank

9. Quarter Section

1.	North half	5.	NE1/4	
2.	East half	6.	SE1/4	
3.	South half	7.	SW1/a	
4.	West half	8.	NW1	
		9.	Center	of

10. City

If the resource is located within city limits, enter the name of the city. If not, leave blank.

11. Elevation

Enter elevation in meters rounded to the nearest 10 meters. Meters can be calculated by reading the distance above sea level from topographic map and converting from feet to meters. 1 foot = .3048 meters.

12. Surface Owner

Reservation lands are coded as private.

- 1. State
- 2. Federal
- 3. Private
- 4. Unknown

13. Subsurface Owner

- 1. State
- 2. Federal
- 3. Private
- 4. Unknown

14.	Erosion		
	O. No 1. Yes		Unknown Endangered
15.	Rodent Activity		
	O. No 1. Yes		Unknown Endangered
16.	<u>Vandalism</u>		
	O. No 1. Yes		Unknown Endangered
17.	Cultivation damage		
	0. No 1. Yes		Unknown Endangered
18.	Construction Damage		
			caused by oil rigs, pipelines, lt of reservoir construction.
	O. No 1. Yes		Unknown Endangered
19.	Grazing Damage		
	O. No 1. Yes	2.	Unknown Endangered
20.	Mining Damage (Coal, gra	vel	, and any minerals)
	0. No 1. Yes		Unknown Endangered
21.	Other sources of Damage		
	Other natural phenomena adverse effect on the re		human activities which have had an rce.
	0. No 1. Yes		Unknown Endangered

22. Physical Integrity

The resource has integrity of location, design, setting, material, workmanship, feeling, association.

- 0. No the site lacks integrity
- 1. Yes the site has maintained its integrity
- 2. Unknown No information

Ecological Zone 23.

For the purposes of model development the state has been divided into ten zones based upon physiography and potential vegetation. Consult Figure A to determine zone.

- Badlands
- 2. Unglaciated Missouri Plateau
- Glaciated Missouri Plateau
- Missouri River Trench
- 5. Coteau Slope
- 6. Missouri Coteau
- 7. Drift Prairie
- 8. Turtle Mountains
- 9. Red River Valley
- 10. Prairie Coteau

24. Landform I.

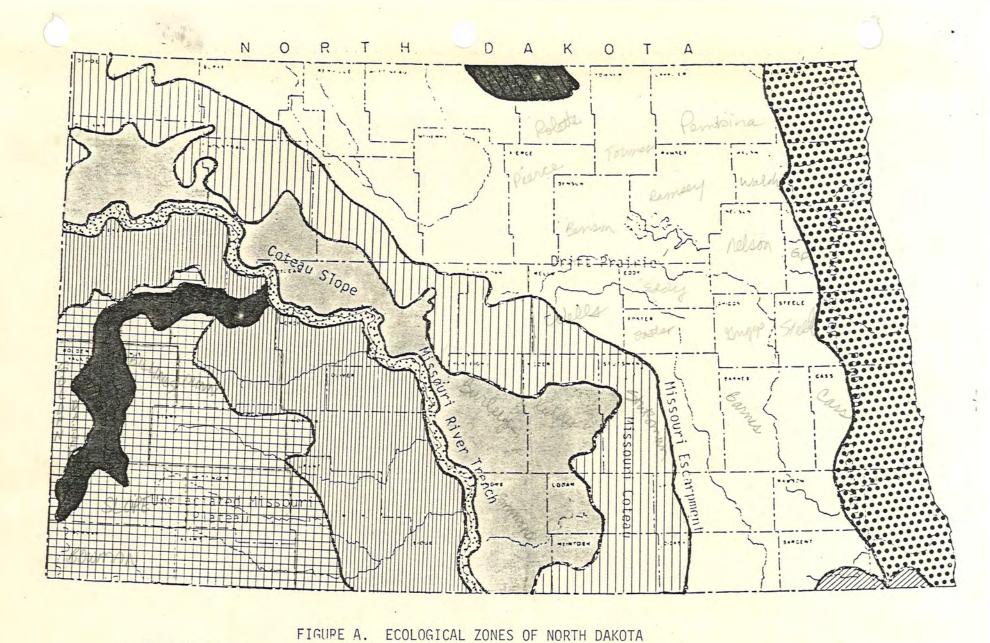
Landform I is to be used in conjunction with landform II to describe topography in the immediate vicinity of the site.

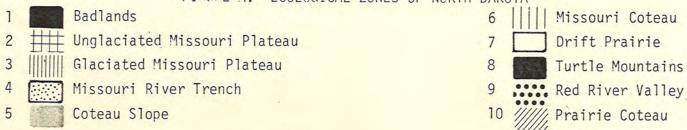
- 1. top of 5. Top & Bottom
 2. bottom of 6. Top & Side
 3. side of 7. Bottom & Side
- 8. Top, Bottom & Side 4. unknown

25. Landform II. (See Appendix C for landform definitions)

- Beachline (glacial)
- 2. Beach or riverbank
- Canyon
- 4. Island
- 5. Delta
- Draw (Gully, Coulee, Ravine)
- 7. Flat
- 8. Floodplain
- 9. Hill-Knoll-Bluff

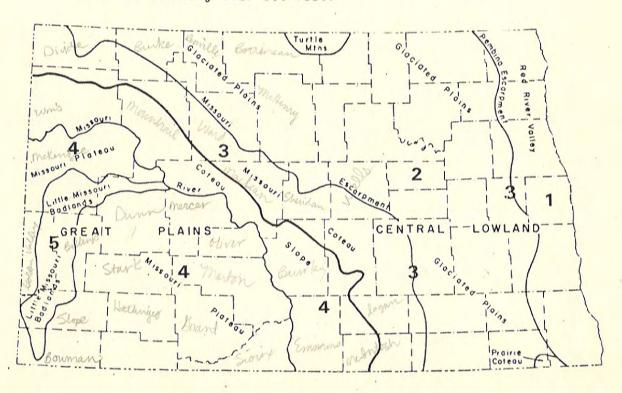
- 10. Ridge
- 11. Saddle
- Sandbar (in water)
- 13. Spur
- 14. Swale
- 15. Terrace
- 16. River Valley
- 17. Butte
- 18. Unknown
- 19. Other





26. General Topography

- 1. Flat Plains More than 95 percent of the area is gently sloping with local relief less than 25 feet in most places (Red River Valley).
- 2. Smooth Plains More than 80 percent of the area is gently sloping with local relief generally less than 100 feet in most places, but ranging up to 100 to 300 feet in some places (Glaciated Plains).
- 3. <u>Irregular Plains</u> Glacially modified escarpments or glaciated plain with gentle slopes for 50 to 80 percent and the area. Local relief ranges from 100 to 300 feet (Pembina Escarpment, Prairie Coteau, Turtle Mts., Missouri Escarpment, Missouri Coteau).
- 4. Rolling, Hilly Plains Gentle slopes characterize 50 to 80 percent of the area and local relief generally ranges from 300 to 500 feet (Coteau Slope, Missouri Plateau).
- 5. <u>Little Missouri Badlands</u> Rugged, deeply eroded, hilly area along the Little Missouri River; gentle slopes characterize 20 to 50 percent of the area and local relief is commonly over 500 feet.



^{1.} Map and explanation taken from "The Face of North Dakota, the Geological Story" by James P. Bluemle, Education Series 11, N. Dak. Geological Survey.

Exposure

Protection from the elements. (Experiments)

1. North

2. North

27.

3. East 8. Northwest 4. Southeast 9. Closed

5. South 10. Open 11. Unknown

28. View

Record the best view possible from the site in degrees.

1. 90 degrees 3. 270 degrees 5. No view 2. 180 degrees 4. 360 degrees 6. Unknown

29. Lookout

Describe the quality of the view.

1. Excellent (5-7 miles) 4. Poor (less than 1.0 miles) 2. Good (2-5 miles) 5. No view

15. Unknown

3. Fair (1.0-2.0 miles) 6. Unknown

30.

LCOSystem maps have been completed only for the USFS Little
Missouri Grasslands and the USFS Rolling Prairie Ecosystem.

If the site is not in these regions, do not code - leave blank.

1. Bottomland
2. Terraces
3. Toe Slope
4. Sourie 4. Scoria 11. Hilly Scoria 5. Badland 12. Upland Breaks 13. River Breaks 6. Upland Grasslands 7. Rolling Grassland 14. Rockland

In office

31. Soil Association

Use in conjunction with N.D.S.U. Agricultural Experiment Station county sized general soil maps. If maps are unavailable, leave blank.

- Aastad-Forman, nearly level
 Aastad-Hamerly, nearly level
- 3. Aberdeen-Exline, nearly level
- 4. Agar, gently sloping
- 5. Agar, nearly level
- 6. Agar, sloping
- 7. Agar-Raber, gently sloping
- Agar-Rhoades, gently sloping
- 9. Agar-Rhoades, nearly level
- 10. Agar-Vebar, sloping
- 11. Agar-Williams, gently sloping
- 12. Agar-Williams, nearly level
- 13. Arveson, nearly level
- 14. Arveson-Stirum, nearly level
- 15. Badland
 - 16. Bainville, hilly and steep
 - 17. Bainville-Badland, steep
 - 18. Bainville-Chama, strongly sloping
 - 19. Bainville-Flasher, hilly and steep
 - 20. Bainville-Morton, strongly sloping
 - 21. Bainville-Morton-Rhoades, strongly sloping
 - 22. Bainville-Rhoades, hilly and steep
 - 23. Bainville-Rhoades-Wibaux, hilly and steep
 - 24. Barnes, gently undulating
 - 25. Barnes, undulating
 - 26. Barnes-Buse, rolling
 - 27. Barnes-Cavour, gently undulating
 - 28. Barnes-Cavour, nearly level
 - 29. Barnes-Cavour, undulating
 - .30. Barnes-Cresbard, gently undulating
 - 31. Barnes-Embden, nearly level
 - 32. Barnes-Embden, rolling
 - 33. Barnes-Hamerly, gently undulating
 - 34. Barnes-Hamerly, undulating
 - 35. Barnes-Hamerly-Tetonka, undulating
 - 36. Barnes-Hecla, gently undulating
 - 37. Barnes-Hecla, nearly level
 - 38. Barnes Hecla, undulating
 - 39. Barnes-LaMoure, sloping and nearly level
 - 40. Barnes-LaPrairie, sloping and nearly level
 - 41. Barnes-Maddock, rolling
 - 42. Barnes-Renshaw, undulating
 - 43. Barnes-Sioux, rolling
 - 44. Barnes-Svea, gently undulating
 - 45. Barnes-Svea, nearly level
 - 46. Barnes-Svea, undulating
 - 47. Bearden, nearly level
 - 48. Bearden, moderately saline, nearly level
 - 49. Bearden, till substratum, nearly level
 - 50. Bearden-Colvin, nearly level
 - 51. Bearden-Overly, nearly level
 - 52. Bearden-Overly, till substratum, nearly
 - 53. Bearden-Perella, nearly level

54. Bearden-Perella, moderately saline, nearly level

55. Bearden-Perella, strongly saline, nearly level

56. Benoit-Divide, nearly level

57. Brantford, nearly level 58. Brantford-Coe, undulating

59. Brantford-Divide, nearly level

60. Buse, hilly and steep

61. Buse-Barnes, strongly rolling

62. Buse-Coe, hilly and steep

63. Buse-Exline, steeply sloping and nearly level

64. Buse-Fairdale, steeply sloping and nearly level

65. Buse-Foreman, strongly rolling

66. Buse-LaMoure, steeply sloping and nearly level

 Buse-LaPrairie, steeply sloping and nearly level

68. Buse-LaPrairie, strongly sloping and nearly level

69. Buse-Maddock, strongly rolling

70. Buse-Sioux, strongly rolling

71. Buse-Walsh-Ludden, steeply sloping and nearly level

72. Buse-Zell-Maddock, hilly and steep 73. Cavour-Cresbard, gently undulating

74. Cavour-Cresbard, nearly level

75. Chama-Bainville, sloping 76. Chama-Vebar, sloping

76. Chama-Vebar, sloping77. Cheyenne, nearly level

78. Cheyenne, undulating

79. Cheyenne-Wade, nearly level

80. Coe, strongly rolling 81. Coe-Brantford, rolling

82. Colvin, nearly level

83. Colvin-Borup-Perella, nearly level

84. Colvin-Glyndon, nearly level 85. Cresbard, gently undulating

86. Cresbard, nearly level

87. Cresbard-Edgeley, nearly level 88. Cresbard-Houdek, nearly level

89. Cresbard-Houdek, undulating

90. Cresbard-Svea, nearly level

91. Divide-Benoit, nearly level 92. Divide-Renshaw, nearly level

93. Eckman, rolling

94. Eckman-Gardens, undulating

95. Edgeley, nearly level

96. Edgeley-Cresbard, nearly level

97. Edgeley-Cresbard, undulating 98. Egeland-Embden, undulating

99. Ekalaka, gently sloping

93/10

100. Embden, nearly level

101. Embden, till substratum, nearly level

102. Embden-Glyndon nearly level

103. Embden-Glyndon, clay substratum, nearly level

104. Embden-Letcher, nearly level

- 105. Embden-Letcher, till substratum, nearly level
- 106. Embden-Tiffany, nearly level

107. Embden-Ulen, nearly level

- 108. Embden-Ulen, till substratum, nearly level
- 109. Exline, nearly level

110. Fairdale, nearly level

111. Fairdale-Zell, nearly level and steeply sloping

112. Fargo, nearly level

- 113. Fargo-Aberdeen-Exline, nearly level
- 114. Fargo-Bearden, nearly level
- 115. Fargo-Hegne, nearly level
- 116. Fargo-LaPrairie, nearly level

117. Farland, nearly level

118. Farland-Cheyenne, nearly level

119. Farland-Oahe, nearly level

120. Farland-Parshall, nearly level

121. Farland-Wade, nearly level

- 122. Flasher-Bainville, hilly and steep
- 123. Flasher-Bainville-Rhoades, hilly and steep
- 124. Flasher-Ekalaka, strongly sloping
- 125. Flasher-Vebar, hilly and steep
- 126. Flasher-Vebar, strongly sloping
- 127. Flasher-Williams, strongly sloping

128. Forman-Aastad, undulating

129. Forman-Buse, rolling

130. Forman-Hamerly, undulating

131. Fresh Water Marsh

- 132. Gardena-Aberdeen, nearly level
- 133. Gardena-Embden, nearly level

134. Gardena-Glyndon, nearly level

- 135. Gardena-Glyndon, clay substratum, nearly level
- 136. Gardena-Glyndon, till substratum, nearly level

137. Glyndon, nearly level

- 138. Glyndon, clay substratum, nearly level
- 139. Glyndon, till substratum, nearly level
- 140. Glyndon, till substratum, moderately saline, nearly level
- 141. Glyndon-Aberdeen till substratum, nearly level
- 142. Glyndon-Bearden, moderately saline, nearly level
- 143. Glyndon-Borup, nearly level
- 144. Glyndon-Embden, nearly level
- 145. Glyndon-Gardena, nearly level

146. Glyndon-Gardena, till substratum, nearly level

- 147. Glyndon-Perella, moderately saline, nearly level
- 148. Glyndon-Perella, strongly saline, nearly level
- 149. Glyndon-Vallers, nearly level
- 150. Glyndon-Vallers, strongly saline, nearly level
- 151. Grail-Arnegard, nearly level
- 152. Grail-Rhoades, nearly level
- 153. Hamar-Ulen, nearly level
- 154. Hamerly-Aastad, nearly level
- 155. Hamerly-Barnes, undulating
- 156. Hamerly-Barnes-Tetonka, undulating
- 157. Hamerly-Cavour, nearly level
- 158. Hamerly-Svea, gently undulating
- 159. Hamerly-Svea, nearly level
- 160. Hamerly-Svea-Tetonka, nearly level
- 161. Hamerly-Vallers, nearly level
- 162. Hamerly-Vallers, stony, nearly level
- 163. Havre-Banks, nearly level
- 164. Hecla, gently undulating
- 165. Hecla, nearly level
- 166. Hecla, till substratum, nearly level
- 167. Hecla-Arveson, nearly level
- 168. Hecla-Barnes, undulating
- 169. Hecla-Hamar, gently undulating
- 170. Hecla-Hamar, nearly level
- 171. Hecla-Letcher, nearly level
- 172. Hecla-Letcher, till substratum, nearly level
- 173. Hecla-Svea, nearly level
- 174. Hecla-Ulen, nearly level
- 175. Hecla-Ulen, clay substratum, nearly level
- 176. Hecla-Ulen, till substratum, gently undulating
- 177. Hecla-Ulen, till substratum, nearly level
- 178. Hegne, strongly saline, nearly level
- 179. Hegne-Fargo, nearly level
- 180. Houdek, nearly level
- 181. Houdek, undulating
- 182. Houdek-Buse, rolling
- 183. Houdek-Cresbard, nearly level
- 184. Houdek-Cresbard, undulating
- 185. Houdek-Cresbard-Embden, nearly level
- 186. Hoven, nearly level
- 187. Kelvin-Bottineau, nearly level
- 188. Kelvin-Bottineau, rolling
- 189. Kelvin-Bottineau, strongly rolling
- 190. Kelvin-Bottineau, undulating
- 191. Kelvin-Rolla, rolling
- 192. LaDelle, nearly level
- 193. Lake or Pond
- 194. Lake, Reservoir or Pond
- 195. LaMoure, nearly level

```
249. Overly-Nutley, nearly level
250. Parnell-Tetonka, nearly level
251. Parshall, nearly level
252. Parshall, rolling
253. Parshall, undulating
254. Parshall, till substratum, nearly level
255. Parshall, till substratum, rolling
256. Parshall, till substratum, undulating
257. Parshall-Agar, undulating
258. Parshall, till substratum-Cresbard, nearly
     level
259. Parshall, till substratum-Cresbard,
     undulating
260. Parshall-Wade, nearly level
261. Raber, nearly level
262. Raber, undulating
263. Raber-Sioux, rolling
264. Raber-Zahl, rolling
265. Regent, gently sloping
266. Regent, nearly level
267. Regent-Rhoades, gently sloping
268. Renshaw, nearly level
269. Renshaw-Barnes, nearly level
270. Renshaw-Barnes, undulating
271. Renshaw-Benoit, nearly level
272. Renshaw-Benoit, undulating
273. Renshaw-Divide, nearly level
274. Renshaw-Glyndon, till substratum-Divide,
     nearly level
275. Renshaw-Sioux, undulating
276. Renshaw-Vallers, stony, nearly level
277. Rhoades, gently sloping
278. Rolla, gently sloping
279. Rolla, nearly level
280. Roseglen, nearly level
281. Roseglen, undulating
282. Roseglen-Oahe, nearly level
283. Roseglen-Wade, nearly level
284. Saline Soils, nearly level
285. Salt Water Marsh
286. Savage, nearly level
287. Savage-Wade, nearly level
288. Shaly Colluvial Land, steep
289. Sioux, strongly rolling
290. Sioux-Buse, strongly rolling
291. Sioux-Kelvin, strongly rolling
292. Sioux-Oahe, rolling
293. Sioux-Renshaw, rolling
294. Stirum-Glyndon, nearly level
295. Sitrum-Letcher, nearly level
296. Straw-Arnegard, nearly level and gently
     sloping
297. Straw-Havre, nearly level
298. Svea-Barnes, nearly level
299. Svea-Cavour-Hamerly, nearly level
300. Svea-Cresbard, nearly level
```

301. Svea-Hamerly, gently undulating 302. Svea-Hamerly, nearly level

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196. LaMoure-Buse, nearly level and steeply
       sloping
  197. LaMoure-Rauville, nearly level
  198. LaPrairie, nearly level
  199. Letcher, nearly level
  200. Letcher-Divide, nearly level
  201. Lihen, gently undulating
  202. Lihen, nearly level
  203. Lihen, rolling
  204. Lihen, strongly rolling
 205. Lihen, undulating
 206. Lismas, strongly sloping
 207. Lohmiller-Havre, nearly level
 208. Ludden-LaMoure, nearly level
 209. Maddock, strongly rolling
 210. Maddock-Barnes, rolling
 211. Maddock Hecla, rolling
 212. Maddock-Hecla, till substratum, rolling
 213. Maddock-Hecla, undulating
 214. Maddock-Hecla-till substratum,
      undulating
 215. Maddock-Hecla-Hamar, rolling
 216. Maddock-Hecla-Hamar, undulating
 217. Makoti, nearly level
 218. Makoti, Wade, nearly level
 219. McKenzie, nearly level
 220. Mine Pits and Dumps
 221. Morton, gently sloping
 222. Morton, nearly level
223. Morton-Agar, sloping
 224. Morton-Bainville, sloping
 225. Morton-Chama, gently sloping
226. Morton-Regent, gently sloping
227. Morton-Regent, nearly level
228. Morton-Rhoades, gently sloping
229. Morton-Rhoades, nearly level
230. Morton-Rhoades, sloping
231. Morton-Vebar, gently sloping
232. Morton-Vebar, sloping
233. Morton-Williams, gently sloping
234. Morton-Williams, sloping
235. Nutley, gently sloping
236. Nutley, nearly level
237. Nutley-Hoven, nearly level
238. Nutley-Williams, gently sloping
239. Oahe, nearly level
240. Oahe-Sioux, undulating
241. Oahe-Wade, nearly level
242. Oahe-Williams, undulating
243. Overly, till substratum, nearly level
244. Overly-Aberdeen, nearly level
245. Overly-Aberdeen, clay substratum, nearly
     level
246. Overly-Bearden, nearly level
247. Overly-Bearden, clay substratum, nearly
```

248. Overly-Bearden, till substratum, nearly

level

303. Svea-Renshaw, nearly level

304. Ulen, nearly level

305. Ulen-Arveson, nearly level

306. Ulen-Arveson, till substratum, nearly level

307. Ulen-Embden, nearly level

308. Ulen-Embden, till substratum, nearly level

309. Ulen-Hamar, nearly level 310. Ulen-Hecla, nearly level

311. Ulen-Hecla, till substratum, nearly level

312. Ulen-Stirum, nearly level

313. Ulen-Stirum-Hecla, nearly level

314. Valentine-Lihen, rolling

315. Valentine-Maddock-Hamar, strongly rolling

316. Vallers, nearly level

317. Vebar, gently sloping

318. Vebar, nearly level

319. Vebar, sloping

320. Vebar-Ekalaka, gently sloping

321. Vebar-Lihen, gently sloping

322. Vebar-Lihen, sloping

323. Vebar-Morton, sloping

324. Vebar-Rhoades, gently sloping

325. Vebar-Rhoades, sloping

326. Vebar-Williams, gently sloping

327. Vebar-Williams, sloping

328. Wade, nearly level

329. Walsh, nearly level

330. Wibaux-Searing, strongly rolling

331. Williams, gently undulating

332. Williams, nearly level

333. Williams, undulating

334. Williams-Agar, rolling 335. Williams-Agar, undulating

336. Williams-Cavour, nearly level

337. Williams-Cresbard, gently undulating

338. Williams-Cresbard, nearly level

339. Williams-Cresbard, undulating

340. Williams-Morton, rolling

341. Williams-Morton, undulating

342. Williams-Oahe, gently undulating

343. Williams-Oahe, nearly level

344. Williams-Oahe, undulating

345. Williams-Parshall, rolling

346. Williams-Parshall, undulating

347. Williams-Sioux, rolling

348. Williams-Vebar, rolling

349. Williams-Vebar, undulating

350. Williams-Zahl, rolling

351. Zahl, hilly and steep

352. Zahl-Agar, strongly rolling

353. Zahl-Bainville, hilly and steep

354. Zahl-Bainville, strongly rolling 355. Zahl-Flasher, hilly and steep

356. Zahl-Parshall, strongly rolling

357. Zahl-Raber, strongly rolling

358. Zahl-Sioux, hilly and steep

359. Zahl-Sioux, strongly rolling

360. Zahl-Williams, strongly rollin

32. Geological Strata

Use "Geological Highway Map of North Dakota" by John P. Bluemle, N. Dak. Geological Survey Miscellaneous Map 19. This can be obtained from the North Dakota Geological Survey at the cost of \$1.00.

Select one number using map key and the corresponding list below.

Walsh Group

- 1. Silt and fine sand
- 2. Sand

Coleharbor Group

3. Flat-bedded clay, silt, and sand.

- 4. Gravel and sand, commonly clean and well-sorted.
- 5. Gravel and sand, commonly silty and poorly sorted (Outwash sediment).
- Gravel and sand, commonly silty and poorly sorted (Delta sediment).
- 7. Unsorted mixture of clay, silt, sand, cobbles, and boulders (till). Hilly topography.
- 8. Unsorted mixture of clay, silt, sand, cobbles, and boulders (till). Nearly level to gently rolling topography.
- Unsorted mixture of clay, silt, sand, cobbles, and boulders (till); consists only of scattered boulders in places.
- 10. White River Group
- 11. Golden Valley Formation
- 12. Sentinel Butte Formation
- 13. Bullion Creek Formation
- 14. Ludlow and Cannonball and Slope Formations (undifferentiated).
- 15. Hell Creek Formation
- 16. Fox Hills Formation
- 17. Carlile, Niobrara, and Pierre Formations (differentiated).

33. Stream Name

Enter the name of the closest major named stream.

34. Distance to Water Source

Enter distance in meters rounded to the nearest 10 meters. Five and above round to the next highest 10 meters, four and below round to the next lowest 10 meters.

Example: 13 meters enter: Distance 1 mile = 1600 meters to Water 110, ,

16 meters enter: Distance to Water

12101 1 1 , F34

35. Water Type

1. Lake 2. Spring

- 3. Moving body of water (River, creek, stream)
- 4. Intermittent, moving water
- 5. Intermittent pond
- 6. Marsh
- 7. Unknown

36. Depth of Cultural Material

Enter in centimeters. 1 inch = 2.54 cm.

1. Surface 9. 176-200 2. 1-25 10. 201-225 3. 26-50 11. 226-250 4. 51-75 12. 251-275 13. 276-300 5. 76-100 6. 101-125 14. > 3007. 126-150 15. Unknown 8. 151-175

37. Site Area

Round to the nearest 10 square meters. If the site area is larger than the spaces provided code 19 19 19 19 19 19 1 and write the actual site area under F96.

38. Surface Collection

1. No - Cultural material present but not collected.
2. No Cultural material observed No cultural material present

3. Yes - Sample collected 4. Yes - Completely collected

5. Unknown

(No but) 6. Private collection observed

- 39. Test Excavation (Includes any type of subsurface test)
 - O. No

2. Yes, but nothing found

1. Yes

3. Unknown

- 40. Excavation
 - O. No

2. Yes, but nothing found

1. Yes

- 3. Unknown
- 41. Date of Field Work

Enter the year in which the fieldwork took place.

- 42. Site Photo
 - O. No
- 1. Yes
- 2. Unknown

43. Site Map

Is there a sketch map on the descriptive site form?

- O. No
- 1. Yes

- 2. Unknown
- 44. Management Recommendations

(In the opinion of the investigator)

- 1. No further work necessary
- 2. Additional evaluation required
- 3. Impact analysis required
- 4. Additional evaluation and impact analysis required
- 5. Avoidance mitigation required
- 6. Exclusion preservation
 - 7. Unknown
- 45. Register Status

(In the opinion of the investigator)

- 1. Listed on the National Register of Historic Places
- 2. Nominated to the National Register
- 3. Eligible for nomination to the National Register
- 4. Noteligible for nomination to the National Register
- 5. Listed on the State Register
- 6. Nominated to the State Register
- 7. Eligible for nomination to the State Register
- 8. Not eligible for nomination to the State Register
- 9. Undetermined = unknown
- 46. Area of Significance
 - Archeological
 - 2. Architectural
 - 3. Historical
 - 4. Archeological/architectural
 - 5. Archeological/historical
 - 6. Architectural/historical
 - 7. Unknown
 - 8. PALEONTOLOgICAL

47. Cultural Resource Type

- 1. Site
- 2. Building
- 3. Structure
- 4. Object
- District
 Unknown

48. Thematic Category

- 1. Aboriginal
- 2. Agriculture
- 3. Art
- 4. Commerce
- 5. Communications
- 6. Community planning
- 7. Conservation
- 8. Economics
- 9. Education
- 10. Engineering
- 11. Exploration/settlement
- 12. Industry
- 13. Invention
- 14. Landscape architecture

- 15. Law
- 16. Literature
- 17. Military
- 18. Music
- 19. Philosophy
- 20. Politics/government
- 21. Religion
- 22. Science
- 23. Sculpture
- 24. Social/humanitarian
- 25. Theater
- 26. Transportation
- 27. Other
- 28. Unknown
- 29. Recreation/Entertainment

49. Rock Arrangements

(Pounds, surrounds, fish weir, rock alignments, drive lines, medicine wheels, rock cairn, turtle effigy, petroform.)

- O. Absent
- 2. Unknown
- 1. Present

50. Tipi ring (stone circle, stone ring)

- O. Absent
- 1. Present
- 2. Unknown

51. Earthlodge Village

- O. Absent
- 1. Present
- 2. Unknown

52. Earthworks (dams, garden enclosure, trench work, etc.)

- O. Absent
- 1. Present
- 2. Unknown

53.	Rock	Shell	ter
-----	------	-------	-----

- O. Absent
- 1. Present
- 2. Unknown
- 54. Ruins, House and Village Sites (Forts, cribbed log, pile dwellings and standing structures)
 - O. Absent
 - 1. Present
 - 2. Unknown

55. Kill Site

- O. Absent
- 1. Present
- 2. Unknown

56. Bison Jump

- O. Absent
- 1. Present
- 2. Unknown

57. Quarry/Workshop

- O. Absent
- 1. Present
- 2. Unknown

58. Cache, Storage pit

- O. Absent
- 1. Present
- 2. Unknown

59. Hearth

- O. Absent
- 1. Present
- 2. Unknown

60. Artifact scatter (lithic detritus scatter, cultural material scatter)

- O. Absent
- 1. Present
- 2. Unknown

61.	Grave	e, Cemetery

- O. Absent
- 1. Present
- 2. Unknown

62. Mounds or Mound

- O. Absent
- 1. Present
- 2. Unknown

Midden, refuse (garbageo) 63.

- O. Absent
- 1. Present
- 2. Unknown

64. Trails, roads

- O. Absent
- 1. Present
- 2. Unknown

65. Excavations (Eagle catching pit, quarries, mines, game pitfalls, barrow pit)

- O. Absent
- 1. Present
- 2. Unknown

Rock Art (Pictograph, Petroglyphs) 66.

- O. Absent
- 1. Present
- 2. Unknown

Isolated find one artifact nothing else 67.

- O. Absent
- 1. Present
- 2. Unknown

68. Miscellaneous - This category includes types of sites not included in the previous list, such as vision quest sites, conical pole structures, Mandan shrine sites, etc.

- O. Absent
- 1. Present
- 2. Unknown

In the next section code "present" if that type of cultural material or feature was observed. If it was not observed, code "absent" even if it may lie concealed beneath the ground surface. If you observed something you suspect is cultural, but you are not sure, code "unknown".

69. Fire Cracked Rock

- O. Absent
- 1. Present
- 2. Unknown

70. Trade Goods

- O. Absent
- 1. Present
- 2. Unknown

71. Chipped Stone Work (lithic artifacts and lithic debitage)

- O. Absent
- 1. Present
- 2. Unknown

72. Projectile Points

- O. Absent
- 1. Present
- 2. Unknown

73. Woodwork

- O. Absent
- 1. Present
- 2. Unknown

74. Worked Bone (spatulas, scapula hoes, metapodial fleshers, etc.)

- O. Absent
- 1. Present
- 2. Unknown

75. Shell Work

- O. Absent
- 1. Present
- 2. Unknown

76. Skin, Hair

- O. Absent
- 1. Present
- 2. Unknown

Ochre ??

77. Glass

- O. Absent
- 1. Present
- 2. Unknown

78. Ceramics (pottery, brick)

- O. Absent
- 1. Present
- 2. Unknown

79. Ground stone

- O. Absent
- 1. Present
- 2. Unknown

80. Metal Work

- O. Absent
- 1. Present
- 2. Unknown

bones

81. Faunal remains (non-human animal skeletal remains)

- 0. Absent
- 1. Present
- 2. Unknown

82. Floral remains (seeds, pollen, plant parts)

- O. Absent
- 1. Present
- 2. Unknown

83. Fossil remains

- O. Absent
- 1. Present
- 2. Unknown

84. Charcoal

- O. Absent
- 1. Present
- 2. Unknown

85. Artifact Density (cultural material density)

- O. No artifacts present
- 1. Sparse cultural material widely scattered over a large area.
- Medium density is greater than sparse, but less than dense.
- 3. Dense cultural material was concentrated within a restricted area.
- 4. Unknown

Period of occupation

aven

86.	Early Period	in in the		If you	know it's pro	
	O. No 1. Yes	dates given in angual If you know it's prehis but you don't know the code:				the period
87.	Middle Period					
	0. No 1. Yes	Early Period , F86	Middle Period LJ, F87	Late Period LJ,	Historic [0], F89	Period Unknown [1], F90
88.	Late Period	100	107	001	109	190
	O. No 1. Yes For example, if a site has multiple component dating to Early, Late, and Historic, then coo					
89.	O. No 1. Yes	Early Period 11/ F86	Middle Period [0], F87	Late Period 1 / F88	Historic	Period Unknown 01, F90

Period Unknown

91.

O. No

1. Yes

when you have unknown prehistoric also,

Cultural Affiliation

skip sarly, Middle, late of

- O. No it can't be determined by evidence available at this time.
- 1. Yes -it has been established.

92. Basis for Dating

1. Not applicable

2. Absolute dating Dendrochrono

- 3. Relative dating Cartifact teppolo
 4. Both absolute and relative

93. <u>Significance</u> (in the opinion of the investigator)

Evaluate the significance of the site on a 1 to 5 ranking, where 1 is the least significant and 5 is the most.

- 1.
- 2.
- 3.
- 4.
- 5.

94. Verified Site

- 0. No the site has not been verified by a professional archeologist
- 1. Yes the site has been verified by a professional archeologist or architectural historian

95. Non-site

This category is used only in predictive modeling. Enter 0 if you are recording a site.

- O. No
 - 1. Yes
- 96. Description, Comments, and Problems Enter brief statement.
- 97. <u>Urban: Address</u>
 For resources located in urban areas enter street address.
- 98. Lot Enter lot number if known. If not, leave blank.
- 99. Block Enter block number if known. If not, leave blank.

100. Enter the name of plat. If the name is longer than the space provided, abbreviate or continue until all spaces are filled.

FOR SHSND OFFICE USE ONLY

101. Energy Conversion facilities

1. Exclusion

2. Avoidance all others, incl. fed owned

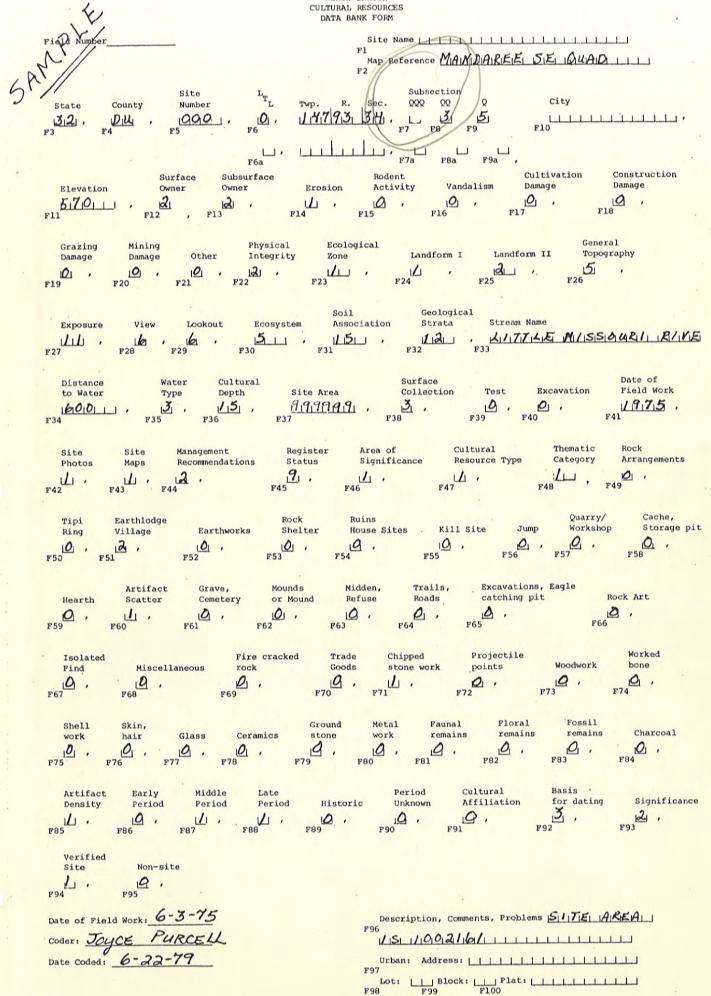
3. Area of concern > Site leads & isolate finds

Transmission facilities

1. Exclusion (NR sites + State-owned historic sites) 102.

3. Area of concern + Site leads + isolate finds

APPENDIX A Completed Site Form



APPENDIX B Conversion Table

Acres to Hectares

Acres x 0.405 = Hectares

Hectares x 10,000 = Meters

Acres x 10,000 = Meters

Acres x 10,000 = Motors

To Meters

To Met

Yards² to Meters²

 $Yards^2 \times 0.836 = Meters^2$

Feet² to Meters²

 $Feet^2 \times 0.093 = Meters^2$

Miles² to Kilometers²

 $Miles^2 \times 2.6 = Kilometers^2$

Kilometers² to Meters²

 $Kilometers^2 \times 1,000,000 = Meters^2$

Inches to Centimeters

Inch \times 2.54 = Centimeters

Yards to Meters

Yards x 0.914 = Meters

Miles to Meters

Miles x 1.609 = Kilometers Kilometers x 1000 = Meters

Feet to Meters

Feet x . 3048 = Meters

Appendix C - Landform Definitions

Many of the following are quoted or paraphrased from Webster's New

Collegiate Dictionary, copyright 1974.

Beachline (glacial) - a shore of a glacial lake or glacial riverbank containing sand, gravel, or larger rock fragments.

Beach or riverbank - a shore of a lake or the bank of a present river covered by sand, gravel, or larger rock fragments.

Butte - an isolated hill with steep or precipitous sides.

Canyon - a deep, narrow valley with precipitous sides often with a stream flowing through it.

Delta - the alluvial deposit at the mouth of a river.

Draw (Gully, Coulee, Ravine) - an erosional trench caused by running water.

Flat - a level surface of land with little or no relief, a plain.

Floodplain - the portion of a stream valley which is submerged during floods.

Hill-Knoll-Bluff - a natural elevation of land that is smaller than a mountain.

Island - a tract of land surrounded by water.

Ridge - an extended line of high ground that is more than a line of hills and has a crest that is higher than ground on either side (Cultural Resources Automatic Data Processing Systems Guidebook, page 32).

Saddle - a dip along the crest of a ridge or a low point on a spur.

Sandbar - a ridge of sand built up by currents in a river.

Spur - an extension jutting out from a ridge which is usually lower and continually sloping. It is often formed by two streams cutting parallel draws down the side of a ridge (ibid: 31).

Swale - a low-lying or depressed and often wet stretch of land.

Terrace - a level ordinarily narrow plain usually with steep front bordering a river, lake, or sea.

River Valley - a stream course that has a limited area of flat ground bordered by higher ground.