NDCRS SITE FORM
TRAINING MANUAL:

HISTORICAL ARCHEOLOGICAL SITES

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State Historical Society of North Dakota
North Dakota Heritage Center & State Museum
Bismarck, North Dakota
https://www.history.nd.gov/hp/index.html

2020
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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

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 Cultural Heritage Form 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” prior 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**

1. Site forms are available for download from the AHP website ([https://www.history.nd.gov/hp/hpforms.html](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 site forms are not accepted.**

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](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 unchanged. **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](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 [Historic Context documents](https://www.history.nd.gov/hp/historiccontexts.html) that have been prepared and are available online, and address and answer many FAQ like railroads.**
NDCRS Historical Archeological Site Form Manual—2020

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.

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*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 **southeast corner** of a “40 acre land locator” or a “land area and slope indicator” exactly on the **southeast corner** of the section that contains the site. Orient the locator so that its eastern edge matches the **eastern boundary** 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 (¼¼¼) 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 ¼¼¼’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 **southeast corner** 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 A
NW¼ NW¼ NE¼
Section 30, T. 100 N., R. 100 W.

Site B
NW¼ NW¼ &
N½ SW¼ NW¼ &
SW¼ NE¼ NW¼ &
NW¼ SE¼ NW¼
Section 30, T. 100 N., R. 100 W.

Site C
SE¼ NW¼ SE¼ &
SW¼ NE¼ SE¼ &
NW¼ SE¼ SE¼ &
NE¼ SW¼ SE¼
Section 30, T. 100 N., R. 100 W.

Site D
S½ SW¼ SE¼ &
SW¼ SE¼ SE¼
Section 30, T. 100 N., R. 100 W.

Site E
SW¼ 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 = N½
- 2 = E½
- 3 = S½
- 4 = W½
- 5 = NE¼
- 6 = SE¼
- 7 = SW¼
- 8 = NW¼

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 or 14N).
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)

<table>
<thead>
<tr>
<th>Agriculture</th>
<th>Commerce</th>
<th>Transportation</th>
<th>Government</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 Animal/Veterinary clinic</td>
<td>76 Bank; Savings &amp; Loan; Credit Union; Finance</td>
<td>2 Accident; Disaster site</td>
<td>75 Auditorium</td>
</tr>
<tr>
<td>62 Animal shelter; Kennel</td>
<td>92 Blacksmith shop</td>
<td>49 Airport; Airfield; Landing field</td>
<td>32 Border crossing station; Customs house</td>
</tr>
<tr>
<td>62 Barn</td>
<td>66 Chicken coop; Poultry house</td>
<td>56 Boat landing, Commercial/Steam</td>
<td>30 City hall</td>
</tr>
<tr>
<td>92 Blacksmith shop</td>
<td>43 Corral; Enclosure; Pen</td>
<td>57 Boat landing, Recreational</td>
<td>84 Correctional facility; Jail; Juvenile hall</td>
</tr>
<tr>
<td>40 Dwelling, Single Unit</td>
<td>10 Dump</td>
<td>21 Bridge; Culvert; Trestle</td>
<td>59 Courthouse</td>
</tr>
<tr>
<td>70 Experiment station</td>
<td></td>
<td>82 Ferry; Ford</td>
<td>10 Dump; Sanitary landfill</td>
</tr>
<tr>
<td>5 Farm, Dairy</td>
<td>1 Farm; Farmstead</td>
<td>72 Freight yard</td>
<td>58 Fire station</td>
</tr>
<tr>
<td>55 Garage; Carriage house</td>
<td>78 Garden</td>
<td>55 Garage; Carriage house</td>
<td>59 Government office</td>
</tr>
<tr>
<td>78 Garden</td>
<td>11 Grain storage, Commercial</td>
<td>48 Gas storage</td>
<td>55 Hangar</td>
</tr>
<tr>
<td>61 Granary</td>
<td>61 Silo; Silage pit</td>
<td>88 Gasoline station; Convenience store; Fuel station/yard for coal, wood, etc.</td>
<td></td>
</tr>
<tr>
<td>91 Greenhouse/nursery</td>
<td>77 Spring house</td>
<td>96 Gas storage</td>
<td>70 Loading platform</td>
</tr>
<tr>
<td>64 Line shack</td>
<td>62 Stable; Livery</td>
<td>101 Parking ramp/garage</td>
<td>100 Parking lot</td>
</tr>
<tr>
<td>65 Mobile home</td>
<td>13 Stock dam</td>
<td>48 Railroad grade; Railroad tracks; Railroad spur; Railroad siding</td>
<td>101 Parking ramp/garage</td>
</tr>
<tr>
<td>50 Privy</td>
<td>15 Storage building; Warehouse</td>
<td>56 Rest stop; Stage station</td>
<td>48 Road; Highway</td>
</tr>
<tr>
<td>77 Pump house; Well house</td>
<td>16 Storage yard</td>
<td>38 Tipple</td>
<td>103 Roadside sculpture; Billboard/sign</td>
</tr>
<tr>
<td>4 Ranch</td>
<td>69 Summer kitchen</td>
<td>72 Switch yard</td>
<td>73 Roundhouse</td>
</tr>
<tr>
<td>67 Root cellar; Icehouse; Smokehouse</td>
<td>92 Welding shop</td>
<td>38 Tipple</td>
<td>78 Signal</td>
</tr>
<tr>
<td>61 Silo; Silage pit</td>
<td>14 Well; Pump</td>
<td>72 Switch yard</td>
<td>62 Stable; Livery</td>
</tr>
<tr>
<td>77 Spring house</td>
<td>17 Windmill</td>
<td>38 Tipple</td>
<td>62 Stable; Livery</td>
</tr>
<tr>
<td>62 Stable; Livery</td>
<td></td>
<td>38 Tipple</td>
<td>72 Switch yard</td>
</tr>
<tr>
<td>13 Stock dam</td>
<td></td>
<td>38 Tipple</td>
<td>62 Stable; Livery</td>
</tr>
<tr>
<td>15 Storage yard</td>
<td></td>
<td>38 Tipple</td>
<td>72 Switch yard</td>
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<tr>
<td>16 Storage yard</td>
<td></td>
<td>38 Tipple</td>
<td>62 Stable; Livery</td>
</tr>
<tr>
<td>69 Summer kitchen</td>
<td></td>
<td>38 Tipple</td>
<td>72 Switch yard</td>
</tr>
<tr>
<td>92 Welding shop</td>
<td></td>
<td>38 Tipple</td>
<td>62 Stable; Livery</td>
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<tr>
<td>14 Well; Pump</td>
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<td>38 Tipple</td>
<td>72 Switch yard</td>
</tr>
<tr>
<td>17 Windmill</td>
<td></td>
<td>38 Tipple</td>
<td>62 Stable; Livery</td>
</tr>
<tr>
<td>71 Work shop</td>
<td></td>
<td>38 Tipple</td>
<td>72 Switch yard</td>
</tr>
</tbody>
</table>

### Additional Notes
- Transportation includes various transportation-related sites such as airports, boat landings, and railway junctions.
- Government includes public buildings and facilities like courthouses and correctional facilities.

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**NDCRS Historical Archeological Site Form Manual—2020**

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

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

NDCRS Historical Archeological Site Form Manual—2020  Page 21
<table>
<thead>
<tr>
<th>Feature/Site Type for Architectural &amp; Historical Archeological Sites (2020)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
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</table>
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 all 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 re-settlement 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 [Federal Relief Construction in North Dakota, 1931-1943](https://www.ahp.nd.gov/ndcrs/historic-construction-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 *Bonanza Farming in North Dakota* and *Common Farm and Ranch Barns in North Dakota* 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 *Coal Mining in the Coal-Bearing Region of North Dakota, 1870-1945, Parts 1 and 2* 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/](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, roundhouses, loading facilities, construction camps, trails, camps, campsites, office buildings, warehouses, dumps, and signal devices. The *Railroads in North Dakota, 1872-1956* is available on the AHP website.
  - 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 (m²), 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.

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<td>1 acre = 4047 square meters</td>
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<tr>
<td>feet² to meters²</td>
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<tr>
<td>kilometers x 1000 = meters</td>
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<td>miles² to kilometers²</td>
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<td>miles² x 2.6 = kilometers²</td>
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<td>kilometers² to meters²</td>
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<tr>
<td>kilometers² x 1,000,000 = meters²</td>
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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).


• 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, not 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 shovel and/or auger probes 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 *Historic Preservation in North Dakota, 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) 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.
CITED AND SELECTED REFERENCES

Andrzejewski, Anna (editor)
2017  Folk Farmsteads on the Frontier. Electronic document,

Anfinson, Scott F.

Attebery, Jennifer Eastman

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Enscore, Susan I., Carey L. Baxter, George W. Calfas, Megan W. Tooker
2014  Regional Analysis of Historic Farmstead Archeological Site Characteristics on DoD Installations. Electronic document,

Foley, Mary Mix

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Jester, Thomas C.

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Martens, Steve C.

Martens, Steve C. and Ronald L. M. Ramsey

McAlester, Virginia, and Lee McAlester

McCroskey, Lauren

Merriam-Webster Online

National Park Service (NPS)


Natural Resources Conservation Service (NRCS)  

Neotoma Paleoeconomy Database  

Noble, Allen G.  


Noble, Allen G., and Richard K. Cleek  

North Dakota Legislative Branch  

North Dakota Department of Transportation (NDDOT)  

North Dakota Geographic Information Systems (NDGIS)  

North Dakota Geological Survey (NDGS)  

North Dakota State Historic Preservation Office (ND SHPO)


North Dakota State Water Commission


Root, Matthew J., and Michael L. Gregg

1983 Archeology of the Northern Border Pipeline, North Dakota: Survey and Background Information. Department of Anthropology and Archaeology, University of North Dakota, Grand Forks. Submitted to Northern Border Pipeline Company, Omaha, Nebraska.

Schmidt, Andrew J. and Andrea C. Vermeer


Sherman, William C., and Playford V. Thorson, editors


Society for Historical Archaeology (SHA)


Society of Architectural Historians

State Archives of North Dakota  

State Historical Society of North Dakota (SHSND)  


Stewart, Earl E., and Robert E. Stewart  

Tweton, D. Jerome  


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United States Forest Service (USFS)  

United States Geological Survey (USGS)  


University of Richmond
2020  Atlas of the Historical Geography of the United States. Electronic document,

Wick, Douglas A.
1988  *North Dakota Place Names*. Hedemarken Collectibles, Bismarck, North
Dakota. Privately printed. On file, Archaeology and Historic Preservation Division
Library, State Historical Society of North Dakota, Bismarck.
Codes of Previous Versions of the NDCRS Manual
### Field Manual: NDCRS Historical Archeological Site Form (2017)

<table>
<thead>
<tr>
<th>Feature Type</th>
<th>Blank = Absent</th>
<th>1 = Present</th>
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<tbody>
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<td>Cultural Material</td>
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</tr>
<tr>
<td>CM Density</td>
<td>Blank = No cultural material</td>
<td>1 = Sparse distribution</td>
</tr>
<tr>
<td>Depth Indicator</td>
<td>Blank = Not applicable</td>
<td>1 = Auger</td>
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<tr>
<td>Basis for Dating</td>
<td>1 = Date Unknown</td>
<td>2 = Radiocarbon</td>
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<td>Landform 1</td>
<td>1 = Top of</td>
<td>2 = Bottom of</td>
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<td>Slope/Exposure</td>
<td>1 = North</td>
<td>2 = Northeast</td>
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<tr>
<td>View Degree</td>
<td>1 = 90°</td>
<td>2 = 180°</td>
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<tr>
<td>Permanent &amp; Seasonal Water Type</td>
<td>1 = Lake</td>
<td>2 = Spring</td>
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<tr>
<td>Management Recommendation</td>
<td>1 = No further work</td>
<td>2 = Further work</td>
</tr>
<tr>
<td>Collection</td>
<td>Blank = No cultural material</td>
<td>1 = CM but NO collection</td>
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<tr>
<td>Collection</td>
<td>Blank = No</td>
<td>1 = Yes, Positive</td>
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<tr>
<td>Probe</td>
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<tr>
<td>Formal Test/Excavation</td>
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<td>Feature/Type Site for Architectural &amp; Historical Archeological Sites (2017)</td>
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<tr>
<td>---------------------------------------------------------------</td>
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<tr>
<td><strong>Agriculture</strong></td>
<td><strong>Transportation</strong></td>
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<td>3 Animal/Veterinary clinic</td>
<td>2 Accident; Disaster site</td>
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<tr>
<td>62 Animal shelter</td>
<td>49 Airport; Airfield; Landing field</td>
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<tr>
<td>62 Barn</td>
<td>56 Boat landing, Commercial/Steam</td>
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<tr>
<td>92 Blacksmith shop</td>
<td>57 Boat landing, Recreational</td>
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</tr>
<tr>
<td>66 Chicken coop; Poultry house</td>
<td>21 Bridge; Culvert; Trestle</td>
<td></td>
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<tr>
<td>43 Corral; Enclosure; Pen</td>
<td>59 Depot; Terminal</td>
<td></td>
</tr>
<tr>
<td>10 Dump</td>
<td>82 Ferry; Ford</td>
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</tr>
<tr>
<td>40 Dwelling, Single Unit</td>
<td>72 Freight yard</td>
<td></td>
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<tr>
<td>70 Experiment station</td>
<td>55 Garage; Carriage house</td>
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</tr>
<tr>
<td>5 Farm, Dairy</td>
<td>88 Gasoline station; Convenience store; Fuel</td>
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<tr>
<td>1 Farm, Farmstead</td>
<td>station/yard for coal, wood, etc.</td>
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<tr>
<td>55 Garage; Carriage house</td>
<td>96 Gas storage</td>
<td></td>
</tr>
<tr>
<td>78 Garden</td>
<td>59 Government office</td>
<td></td>
</tr>
<tr>
<td>61 Granary</td>
<td>55 Hangar</td>
<td></td>
</tr>
<tr>
<td>91 Greenhouse/nursery</td>
<td>70 Loading platform</td>
<td></td>
</tr>
<tr>
<td>64 Line shack</td>
<td>100 Parking lot</td>
<td></td>
</tr>
<tr>
<td>65 Mobile home</td>
<td>101 Parking ramp/garage</td>
<td></td>
</tr>
<tr>
<td>50 Privy</td>
<td>48 Railroad grade; Railroad tracks; Railroad spur;</td>
<td></td>
</tr>
<tr>
<td>77 Pump house; Well house</td>
<td>Railroad siding</td>
<td></td>
</tr>
<tr>
<td>4 Ranch</td>
<td>56 Rest stop; Stage station</td>
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</tr>
<tr>
<td>67 Root cellar; Icehouse; Smokehouse</td>
<td>48 Road; Highway</td>
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</tr>
<tr>
<td>61 Silo; Silage pit</td>
<td>103 Roadside sculpture; Billboard/sign</td>
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</tr>
<tr>
<td>77 Spring house</td>
<td>73 Roundhouse</td>
<td></td>
</tr>
<tr>
<td>62 Stable; Livery</td>
<td>78 Signal</td>
<td></td>
</tr>
<tr>
<td>13 Stock dam</td>
<td>62 Stable; Livery</td>
<td></td>
</tr>
<tr>
<td>15 Storage building; Warehouse</td>
<td>72 Switch yard</td>
<td></td>
</tr>
<tr>
<td>16 Storage yard</td>
<td>38 Tipple</td>
<td></td>
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<tr>
<td>69 Summer kitchen</td>
<td>17 Tower, Radio/TV/Microwave</td>
<td></td>
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<tr>
<td>92 Welding shop</td>
<td>48 Trail</td>
<td></td>
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<tr>
<td>14 Well; Pump</td>
<td>82 Tunnel</td>
<td></td>
</tr>
<tr>
<td>17 Windmill</td>
<td>83 Turn-around (railroad)</td>
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<tr>
<td>71 Work shop</td>
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<tr>
<td><strong>Commerce</strong></td>
<td><strong>Government</strong></td>
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<tr>
<td>76 Bank; Savings &amp; Loan; Credit Union; Finance</td>
<td>75 Auditorium</td>
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<tr>
<td>92 Blacksmith shop</td>
<td>32 Border crossing station; Customs house</td>
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<tr>
<td>45 Business</td>
<td>30 City hall</td>
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<tr>
<td>11 Commercial grain storage</td>
<td>84 Correctional facility; Jail; Juvenile hall</td>
<td></td>
</tr>
<tr>
<td>88 Convenience store</td>
<td>59 Courthouse</td>
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</tr>
<tr>
<td>68 General store</td>
<td>10 Dump; Sanitary landfill</td>
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<tr>
<td>91 Greenhouse/nursery</td>
<td>58 Fire station</td>
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<tr>
<td>64 Hotel; Motel; Inn</td>
<td>59 Government office</td>
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<tr>
<td>62 Livery</td>
<td>12 Hatchery, Fish/Bird/Animal</td>
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<td>100 Parking lot</td>
<td>86 Indigent house; Orphanage</td>
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<td>101 Parking ramp/garage</td>
<td>78 Monument</td>
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<tr>
<td>71 Repair shop</td>
<td>73 Museum; Gallery; Studio, Art/Photo/Sculpture</td>
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<tr>
<td>47 Retail store</td>
<td>39 Park</td>
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<tr>
<td>47 Shopping center; Mall</td>
<td>32 Police station; Sheriff’s office</td>
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<td>68 Sutler’s store</td>
<td>18 Post office/Mail station</td>
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<tr>
<td>68 Trading post</td>
<td>52 Recreation area, Indoor</td>
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<tr>
<td>15 Warehouse; Storage building</td>
<td>51 Recreation area, Outdoor</td>
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<td>10 Sewage treatment plant</td>
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<td>7 Town; City; Colony; Settlement</td>
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<td>73 Township hall</td>
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### Feature/Type Site for Architectural & Historical Archeological Sites (2017)

#### Industry

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<tr>
<th>Code</th>
<th>Description</th>
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<td>Administrative</td>
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<td>92</td>
<td>Blacksmith shop</td>
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#### Military

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#### Food

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<td>24</td>
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<td>24</td>
<td>Brewery; Distillery</td>
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<td>97</td>
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<td>Fairgrounds; Rodeo grounds</td>
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<td>General store</td>
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<td>Mill, Flour/Grist</td>
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#### Religion

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<td>30</td>
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<td>78</td>
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<tr>
<td>55</td>
<td>Garage/Carriage house</td>
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<td>78</td>
<td>Gravestone; Monument; Memorial; Shrine; Vault</td>
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<tr>
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### Feature/Type Site for Architectural & Historical Archeological Sites (2017)

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<td>Fraternity; Sorority</td>
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<td>51 Recreation area, Outdoor</td>
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<td>94 Rodeo grounds</td>
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<tr>
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<td>Dump</td>
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<td>3 Animal/Veterinary clinic</td>
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<td>4 Ranch</td>
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<td>10 Dump; Sanitary landfill; Sewage treatment plant</td>
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<td>14 Pump; Well; Oil/Gas well</td>
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<td>21 Bridge; Culvert; Trestle</td>
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<td>23 Restaurant; Café; Mess hall</td>
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<td>24 Bottling plant; Brewery; Distillery</td>
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<td>25 Cannery; Frozen food locker; Sugar refinery</td>
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<td>26 Grocery store</td>
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<tr>
<td>27 Flour/Grist mill</td>
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<td>28 Bar; Tavern</td>
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<td>29 Cemetery; Mortuary</td>
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<td>31 Electric generation facility</td>
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<tr>
<td>32 Billiards/Pool hall; Border crossing station; Customs house; Police station; Sheriff’s office</td>
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<td>33 Clinic; Pharmacy; Dispensary; Hospital; Infirmary; Sanatorium; Pest house</td>
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<td>34 Brick manufacturing plant; Concrete manufacturing plant; Factory; Foundry</td>
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<td>35 Mine; Quarry; Borrow pit</td>
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<td>36 Electric transformer facility; Lumber yard</td>
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<tr>
<td>37 Saw/Stamp/Minerals mill/refinery</td>
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<td>38 Electric transmission facility; Tipple</td>
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<tr>
<td>39 Park; Parade ground</td>
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<td>40 Single unit dwelling; Parsonage; Manse; Rectory</td>
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<tr>
<td>41 Double unit dwelling</td>
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<td>42 Multiple unit dwelling; Barracks; Dormitory; Bunk house; Convent; Monastery</td>
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<tr>
<td>43 Corral; Enclosure; Pen</td>
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<tr>
<td>44 Temporary campsite</td>
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<tr>
<td>45 Administrative; Business; Organizational</td>
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<tr>
<td>46 Professional</td>
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<tr>
<td>47 Shopping center; Mall; Retail store</td>
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<tr>
<td>48 Railroad grade; Railroad tracks; Railroad spur; Railroad siding; Road; Highway; Trail</td>
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<tr>
<td>49 Airport; Airfield; Landing field</td>
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<tr>
<td>50 Privy</td>
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<tr>
<td>51 Campgrounds; Picnic grounds; Playground; Outdoor recreation Area; Resort; Shooting range; Rifle range</td>
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<tr>
<td>52 Arcade; Casino; Indoor recreation area</td>
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<tr>
<td>53 Catholic Church</td>
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<tr>
<td>54 Place of worship; Synagogue; Chapel; Non-denominational chapel</td>
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<tr>
<td>55 Garage; Carriage house; Hangar</td>
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<td>56 Commercial/Steam boat landing; Rest stop; Stage station</td>
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<td>57 Recreational boat landing</td>
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<td>58 Fire station; Oil tank battery</td>
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<tr>
<td>59 Courthouse; Depot; Terminal; Government office; Post/Base exchange</td>
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<td>60 Battlefield</td>
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<td>61 Granary; Silo; Silage pit</td>
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<td>62 Animal shelter; Barn; Stable; Livery</td>
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<td>63 Protestant Church</td>
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<td>66 Chicken coop; Poultry house</td>
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<tr>
<td>67 Root cellar; Icehouse; Smokehouse</td>
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<td>68 General store; Sulter’s store; Trading post</td>
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<td>69 Summer kitchen</td>
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<tr>
<td>70 Experiment station; Laboratory; Loading platform</td>
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<tr>
<td>71 Work shop; Repair shop</td>
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<tr>
<td>72 Freight yard; Switch yard</td>
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<tr>
<td>73 Township hall; Museum; Gallery; Studio of Art/Photo/Sculpture; Roundhouse</td>
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<tr>
<td>74 Theater; Cinema</td>
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<tr>
<td>75 Auditorium; Lecture Hall; Classroom; Opera house</td>
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<tr>
<td>76 Bank; Credit Union; Savings &amp; Loan; Finance</td>
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<tr>
<td>77 Pump house; Well house; Spring house</td>
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<tr>
<td>78 Fountain; Garden; Gravestone; Memorial; Monument; Shrine; Vault; Signal</td>
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<tr>
<td>79 Armory; Bastion; Blockhouse; Defensive works; Missile site; Palisade; Powder magazine</td>
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<tr>
<td>80 Fraternity/fraternal order; Sorority/sororal order; Lodge; Social</td>
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<tr>
<td>81 Outdoor sports facility</td>
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<td>82 Ferry; Ford; Tunnel</td>
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<tr>
<td>83 Turn-around (railroad)</td>
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<td>84 Correctional facility; Jail; Juvenile hall</td>
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<tr>
<td>85 Radar facility</td>
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<td>86 Indigent house; Nursing home; Orphanage</td>
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<td>87 Newspaper office; Print shop</td>
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<td>88 Bulk plant; Fuel station; Gasoline station; Convenience store; Coal/Wood yard</td>
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<td>89 Telephone; Telegraph facility</td>
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<tr>
<td>90 Bakery; Butcher shop; Meat packing plant</td>
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<tr>
<td>91 Grandstand; Greenhouse/nursery</td>
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<tr>
<td>92 Blacksmith shop; Welding shop</td>
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<td>93 Radio/TV station</td>
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<td>94 Fairgrounds; Rodeo grounds</td>
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<td>95 indoor sports facility</td>
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<tr>
<td>96 Gas storage; Oil refinery; Oil/Gas transmission facility; Pipeline</td>
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<td>97 Creamery; Dairy processing plant</td>
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<td>98 Water treatment plant</td>
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<td>99 Other – USE SPARINGLY</td>
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<td>100 Parking lot</td>
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<td>101 Parking ramp/garage</td>
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<tr>
<td>102 Retirement community</td>
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<td>103 Roadside sculpture; Billboard/sign</td>
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<tr>
<td>104 Trailer park</td>
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</tbody>
</table>
### 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  
4 = Medium-dense concentration(s) within a sparse scatter  
5 = Dense concentration(s) within a medium scatter  
6 = Denser concentration(s) within a dense scatter  
7 = 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, 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

### Feature Type
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31 = Urban Settlement  
32 = Water Navigation

### Collection
Blank = No cultural material  
1 = CM but NO collection  
2 = Systematic collection  
3 = Non-systematic  
4 = Completely collected

### Site Condition
1 = Destroyed  
2 = Inundated  
3 = Very poor  
4 = Poor  
5 = Fair  
6 = Good  
7 = Excellent

### Management Recommendation
1 = No further work  
2 = Further work  
3 = Impact analysis  
4 = Both 2 & 3  
5 = Avoidance—Mitigation  
6 = Exclusion—Preservation

### 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

### Landform 1
1 = Top of  
2 = Bottom of  
3 = Side of  
4 = Top & Bottom of  
5 = Top & Side of  
6 = Bottom & Side of  
7 = Isolate

### 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

### Permanent & Seasonal Water Type
1 = Lake  
2 = Spring  
3 = Moving water (stream)  
4 = Intermittent stream  
5 = Intermittent pond  
6 = Marsh

### View Distance
1 = Excellent (5-7 miles)  
2 = Good (2-5 miles)  
3 = Fair (1-2 miles)  
4 = Poor (<1 mile)  
5 = No view

### View Degree
1 = 90°  
2 = 180°  
3 = 270°  
4 = 360°  
5 = No view

### Owner
1 = State  
2 = Federal  
3 = Private  
4 = Local government  
5 = Tribal

### Collection
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3 = Non-systematic  
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### Probe
Blank = No  
1 = Yes, Positive  
2 = Yes, Negative

### Formal Test/Excavation
Blank = No  
1 = Yes, Positive  
2 = Yes, Negative

### Formal Test/Excavation
Blank = No  
1 = Yes, Positive  
2 = Yes, Negative

### Ownership
1 = State  
2 = Federal  
3 = Private  
4 = Local government  
5 = Tribal

### Slope/Exposure
1 = North  
2 = Northeast  
3 = East  
4 = Southeast  
5 = South  
6 = Southwest  
7 = West  
8 = Northwest  
9 = Closed  
10 = Open

### View Degree
1 = 90°  
2 = 180°  
3 = 270°  
4 = 360°  
5 = No view

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

<table>
<thead>
<tr>
<th><strong>Agriculture</strong></th>
<th><strong>Transportation</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>62 Animal shelter</td>
<td>2 Accident; Disaster site</td>
</tr>
<tr>
<td>62 Barn</td>
<td>49 Airport; Airfield; Landing field</td>
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<tr>
<td>92 Blacksmith shop</td>
<td>56 Boat landing, Commercial/Steam</td>
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<tr>
<td>66 Chicken coop; Poultry house</td>
<td>57 Boat landing, Recreational</td>
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<tr>
<td>43 Corral; Enclosure; Pen</td>
<td>21 Bridge; Culvert; Trestle</td>
</tr>
<tr>
<td>10 Dump</td>
<td>59 Depot; Terminal</td>
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<tr>
<td>40 Dwelling, Single Unit</td>
<td>82 Ferry; Ford</td>
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<tr>
<td>70 Experiment station</td>
<td>72 Freight yard</td>
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<tr>
<td>5 Farm, Dairy</td>
<td>55 Garage; Carriage house</td>
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<tr>
<td>1 Farm; Farmstead</td>
<td>88 Gasoline station; Convenience store</td>
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<td>55 Garage; Carriage house</td>
<td>96 Gas storage</td>
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<td>78 Garden</td>
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<tr>
<td>11 Grain storage, Commercial</td>
<td>55 Hangar</td>
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<tr>
<td>61 Granary bin</td>
<td>70 Loading platform</td>
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<tr>
<td>64 Line shack</td>
<td>100 Parking lot</td>
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<tr>
<td>65 Mobile home</td>
<td>101 Parking ramp/garage</td>
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<tr>
<td>50 Privy</td>
<td>48 Railroad grade; Tracks; Spur</td>
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<tr>
<td>77 Pump house; Well house</td>
<td>56 Rest stop; Stage station</td>
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<tr>
<td>67 Root cellar; Icehouse; Smokehouse</td>
<td>48 Road; Highway</td>
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<tr>
<td>61 Silo; Silage pit</td>
<td>103 Roadside sculpture, billboard, sign</td>
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<tr>
<td>77 Spring house</td>
<td>38 Roundhouse; Tipple</td>
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<tr>
<td>62 Stable</td>
<td>48 Siding</td>
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<td>13 Stock dam</td>
<td>78 Signal</td>
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<td>15 Storage building; Warehouse</td>
<td>62 Stable; Livery</td>
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<td>69 Summer kitchen</td>
<td>72 Switch yard</td>
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<tr>
<td>2 Veterinary clinic</td>
<td>17 Tower, Radio/TV/Microwave</td>
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<tr>
<td>92 Welding shop</td>
<td>48 Trail</td>
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<tr>
<td>14 Well; Pump</td>
<td>82 Tunnel</td>
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<tr>
<td>17 Windmill</td>
<td>83 Turn-around (railroad)</td>
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<td>71 Work shop</td>
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<table>
<thead>
<tr>
<th><strong>Commerce</strong></th>
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<tr>
<td>76 Bank; Savings and Loan; Credit Union; Finance</td>
<td>75 Auditorium</td>
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<td>92 Blacksmith shop</td>
<td>32 Border crossing station; Customs house</td>
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<td>30 City hall</td>
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<td>88 Convenience store</td>
<td>84 Correctional facility; Jail; Juvenile hall</td>
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<tr>
<td>68 General store</td>
<td>59 Courthouse</td>
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<td>11 Grain storage, Commercial</td>
<td>10 Dump; Sanitary landfill</td>
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<td>64 Hotel; Motel; Inn</td>
<td>58 Fire station</td>
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<td>62 Livery</td>
<td>59 Government office</td>
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<tr>
<td>100 Parking lot</td>
<td>12 Hatchery, Fish/Bird/Animal</td>
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<td>101 Parking ramp/garage</td>
<td>86 Indigent house</td>
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<td>71 Repair shop</td>
<td>78 Monument</td>
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<td>47 Shopping center; Mall</td>
<td>73 Museum; Gallery; Studio, Art/Photo/Sculpture</td>
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<tr>
<td>47 Store, Retail</td>
<td>86 Orphanage</td>
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<tr>
<td>15 Warehouse; Storage building</td>
<td>39 Park</td>
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<tr>
<td>68 Trading post</td>
<td>32 Police station; Sheriff's office</td>
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<tr>
<td>68 Sutler’s store</td>
<td>52 Recreation area, Indoor</td>
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<td></td>
<td>51 Recreation area, Outdoor</td>
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<tr>
<td></td>
<td>10 Sewage treatment plant</td>
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<td>7 Town; City; Colony; Settlement</td>
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<td>73 Township hall</td>
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## Feature/Type Site for Architectural & Historical Archaeological Sites (2015)

<table>
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<tr>
<th>Industry</th>
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<tbody>
<tr>
<td>2 Accident; Disaster site</td>
<td>45 Administrative</td>
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<tr>
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<tr>
<td>45 Business</td>
<td>60 Battlefield</td>
</tr>
<tr>
<td>34 Brick manufacturing plant</td>
<td>44 Campsite, Temporary</td>
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<tr>
<td>88 Bulk plant</td>
<td>29 Cemetery</td>
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<tr>
<td>34 Concrete manufacturing plant</td>
<td>33 Clinic; Dispensary</td>
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<tr>
<td>10 Dump</td>
<td>43 Corral; Enclosure; Pen</td>
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<tr>
<td>31 Electric generation facility</td>
<td>79 Defensive works</td>
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<tr>
<td>36 Electric transformer facility</td>
<td>40 Dwelling, Single Unit</td>
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<tr>
<td>38 Electric transmission facility</td>
<td>41 Dwelling, Double Unit</td>
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<tr>
<td>34 Factory; Foundry</td>
<td>42 Dwelling, Multiple Unit</td>
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<td>88 Fuel station</td>
<td>8 Fort; Cantonment; Post; Base; Camp</td>
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<td>55 Garage; Carriage house</td>
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<td>70 Laboratory</td>
<td>33 Hospital; Infirmary</td>
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<tr>
<td>70 Loading platform</td>
<td>80 Lodge; Social</td>
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<td>37 Mill, Saw/Stamp/Minerals</td>
<td>78 Memorial; Monument</td>
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<tr>
<td>35 Mine; Quarry; Borrow pit</td>
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<td>58 Oil tank battery</td>
<td>39 Parade ground</td>
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<td>59 Post/Base Exchange</td>
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<td>16 Storage yard</td>
<td>15 Storage building; Warehouse</td>
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<td>17 Tower</td>
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<table>
<thead>
<tr>
<th>Food</th>
<th>Religion</th>
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<tbody>
<tr>
<td>90 Bakery</td>
<td>54 Chapel, Non-denominational; Place of worship</td>
</tr>
<tr>
<td>28 Bar; Tavern</td>
<td>53 Church, Catholic</td>
</tr>
<tr>
<td>24 Bottling plant</td>
<td>63 Church, Protestant</td>
</tr>
<tr>
<td>24 Brewery; Distillery</td>
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</tr>
<tr>
<td>45 Business</td>
<td>42 Convent; Monastery</td>
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<tr>
<td>90 Butcher shop</td>
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<td>97 Creamery</td>
<td>42 Dwelling, Multiple Unit</td>
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<tr>
<td>97 Dairy processing plant</td>
<td>78 Fountain; Garden</td>
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<tr>
<td>94 Fairgrounds; Rodeo grounds</td>
<td>55 Garage/Carriage house</td>
</tr>
<tr>
<td>25 Frozen food locker</td>
<td>78 Monument; Memorial; Shrine</td>
</tr>
<tr>
<td>68 General store</td>
<td>45 Organizational</td>
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<tr>
<td>26 Grocery store</td>
<td>40 Monument; Parsonage; Rectory</td>
</tr>
<tr>
<td>90 Meat packing plant</td>
<td>50 Privy</td>
</tr>
<tr>
<td>27 Mill, Flour/Grist</td>
<td>19 Seminary; Bible college</td>
</tr>
<tr>
<td>23 Restaurant; Café; Mess hall</td>
<td>54 Synagogue</td>
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<tr>
<td>25 Sugar refinery</td>
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### Feature/Type Site for Architectural & Historical Archaeological Sites (2015)

<table>
<thead>
<tr>
<th>Health</th>
<th>Education</th>
<th>Recreation/Sport</th>
<th>Office</th>
<th>Miscellaneous</th>
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<tr>
<td>45 Administrative; Business; Organizational</td>
<td>45 Administrative</td>
<td>49 Airfield; Landing field</td>
<td>45 Administrative; Business; Organizational; Professional</td>
<td>2 Accident; Disaster site</td>
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<tr>
<td>33 Clinic; Pharmacy; Dispensary</td>
<td>75 Classroom</td>
<td>52 Arcade; Casino</td>
<td>100 Parking lot</td>
<td>10 Dump</td>
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<tr>
<td>33 Hospital/Infirmary</td>
<td>19 College; University</td>
<td>57 Boat landing, Recreational</td>
<td>101 Parking ramp/garage</td>
<td>15 Storage building; Warehouse</td>
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<tr>
<td>70 Laboratory</td>
<td>42 Dormitory; Barracks; Bunk house</td>
<td>51 Camp; Picnic grounds</td>
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<td>17 Tower</td>
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<td>86 Nursing home</td>
<td>80 Fraternity; Sorority</td>
<td>94 Fairgrounds</td>
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<td>71 Work shop</td>
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<tr>
<td>33 Sanatorium; Pest house</td>
<td>70 Laboratory</td>
<td>91 Grandstand</td>
<td></td>
<td>99 Other – USE SPARINGLY</td>
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<tr>
<td>47 Store, Retail</td>
<td>75 Lecture hall; Auditorium</td>
<td>39 Park</td>
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</tr>
<tr>
<td></td>
<td></td>
<td>51 Grandstand</td>
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<td></td>
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<tr>
<td></td>
<td></td>
<td>52 Recreation area, Indoor</td>
<td></td>
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<td></td>
<td></td>
<td>95 Sport facility, Indoor</td>
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<td></td>
<td></td>
<td>102 Retirements community</td>
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<td>91 Grandstand</td>
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<td></td>
<td>39 Park</td>
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<tr>
<td></td>
<td></td>
<td>103 Roadside sculpture, billboard, sign</td>
<td></td>
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<tr>
<td></td>
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<td>52 Recreation area, Indoor</td>
<td></td>
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<td>95 Sport facility, Indoor</td>
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<td></td>
<td></td>
<td>17 Windmill</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Notes
- **Health**
  - **Residential**
    - 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
  - 39 Park
  - 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
  - 94 Rodeo grounds
  - 62 Stable
  - 95 Sports facility, Indoor
  - 81 Sports facility, Outdoor
  - 48 Trail
- **Funerary**
  - 45 Business
  - 29 Cemetery; Mortuary
  - 54 Chapel
  - 78 Fountain; Garden
  - 78 Gravestone; Memorial;
    - Monument; Shrine; Vault
  - 50 Privy
- **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

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## 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
55. Synagogue
56. Garage; Carriage house; Hangar
57. Commercial/Steam boat landing; Rest stop; Stage station
58. Recreation boat landing
59. 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; Surfler 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
- 4 = Medium-dense concentration(s) within a sparse scatter
- 5 = Dense concentration(s) within a medium scatter
- 6 = Denser concentration(s) within a dense scatter
- 7 = Isolate

### Depth Indicator
- Blank = Not applicable
- 1 = Auger
- 2 = Cutbank or erosional feature
- 3 = Excavation
- 4 = Estimate
- 5 = Shovel
- 6 = Soil probe
- 7 = Other

### Landform 1
1. Top of
2. Bottom of
3. Side of
4. Top & Bottom of
5. Top & Side of
6. Bottom & Side of
7. 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

### View Degree
1. 90°
2. 180°
3. 270°
4. 360°
5. No view

### View Distance
1. Excellent (5-7 miles)
2. Good (2-5 miles)
3. Fair (1-2 miles)
4. Poor (<1 mile)
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

### Basis for Dating
1. Date Unknown
2. Radiocarbon
3. Typology
4. Dendrochronology
5. Thermoluminescence
6. Stratigraphy
7. Petriation
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, 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

### Management Recommendation
1. No further work
2. Further work
3. Impact analysis
4. Both 2 & 3
5. Avoidance—Mitigation
6. Exclusion—Preservation

### 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

### Site Condition
1. Destroyed
2. Inundated
3. Very poor
4. Poor
5. Fair
6. Good
7. Excellent

### 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

### Test/Probe
- Blank = No
1. Yes, Positive
2. Yes, Negative

### Collection Type
1. CM but NO collection
2. Systematic collection
3. Non-systematic
4. Completely collected
# Field Manual: Feature/Site Type for Historical & Architectural Sites by Category (2009)

<table>
<thead>
<tr>
<th>Category</th>
<th>Feature/Site Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>AGRICULTURE</td>
<td>62 Animal shelter/stable 62 Barn 92 Blacksmith shop 66 Chicken coop/POultry house 3 Clinic, Animal/Veterinarian 43 Corral/Enclosure/Pen 70 Experiment Station 5 Farm, Dairy 1 Farm/Farmstead 61 Granary/Bin 91 Greenhouse/Nursery 12 Hatchery, Animal/Bird/Fish 67 Ice/Smoke house/Root cellar 64 Line shack 14 Pump/Well 77 Pump house/Well house 4 Ranch 61 Silo/Silage pit 13 Stock dam 15 Storage building 16 Storage yard 69 Summer kitchen 17 Windmill 71 Work shop</td>
</tr>
<tr>
<td>FUNERARY</td>
<td>29 Cemetery 78 Gravestone 78 Memorial 78 Monument 29 Mortuary 32 Border crossing station 30 City Hall 84 Correctional Facility/Jail 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 10 Sewage treatment plant 32 Sheriff’s office 73 Township Hall 98 Water treatment plant</td>
</tr>
<tr>
<td>GOVERNMENT</td>
<td>19 Trade/trestle 22 Canal/flume 13 Dam 17 Tower 21 Bridge/trestle 76 Bank/S &amp; L/Financial 88 General store 47 Shopping center/Mall 47 Store, Retail 68 Trading post 15 Warehouse</td>
</tr>
<tr>
<td>COMMERCHE</td>
<td>75 Auditorium/Lecture hall 74 Cinema/Theater 75 Lecture Hall 99 Museum/Gallery 75 Opera house 73 Studio, Photo/Art/Sculpture 74 Theater</td>
</tr>
<tr>
<td>ARTS &amp; ENTERTAINMENT</td>
<td>87 Newspaper office 87 Print shop 85 Radar facility 93 Radio/TV station 89 Telephone/Telegraph facility 17 Tower, Radio/TV/Microwave</td>
</tr>
<tr>
<td>EDUCATION</td>
<td>19 Business college 76 Classroom/Lecture hall 19 College/University 70 Laboratory 20 Library 9 School 19 Seminary 19 Trade/Technical school</td>
</tr>
<tr>
<td>ENGINEERING</td>
<td>21 Bridge/trestle 22 Canal/flume 13 Dam 17 Tower 21 Bridge/trestle 22 Canal/flume 13 Dam 17 Tower</td>
</tr>
<tr>
<td>OFFICE/HEADQUARTERS</td>
<td>80 Fraternal/Sonoral 80 Lodge 45 Organizational 46 Professional 80 Social</td>
</tr>
<tr>
<td>RECREATION/SPORTS</td>
<td>52 Arcade/Casino 32 Billboard parlor/Pool hall 57 Boat landing, Recreational 51 Campgrounds/Picnic grounds 94 Fairgrounds 91 Grandstand 51 Playground 52 Recreation area, Indoor 51 Recreation area, Outdoor 51 Resort 94 Rodeo grounds 95 Sport facility, Indoor 81 Sport facility, Outdoor</td>
</tr>
<tr>
<td>RELIGIOUS</td>
<td>54 Chapel, Non-denominational 9 Church school 53 Church, Catholic 63 Church, Protestant 42 Convent/ Monastery 30 Fellowship hall 40 Parsonage/Manse/Rectory 19 Seminary 78 Shrine 54 Synagogue</td>
</tr>
<tr>
<td>RESIDENTIAL</td>
<td>42 Barracks/Dormitory/Bunk house 41 Dwelling, Double unit 42 Dwelling, Multiple unit 40 Dwelling, Single unit 55 Garage/Carriage house 64 Hotel/Motel/ Inn 65 Mobile home 50 Privy</td>
</tr>
<tr>
<td>TRANSPORTATION</td>
<td>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 78 Signal 62 Stable 48 Spur 56 Stage station 72 Switch yard 48 Train 82 Tunnel 83 Turn-around</td>
</tr>
<tr>
<td>MISCELLANEOUS</td>
<td>2 Accident/Disaster site 10 Dump 73 Spring 77 Spring house 17 Tower 7 Town/City/Colony/Settlement 99 Other</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Number</th>
<th>Feature</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Farm/Farmstead</td>
</tr>
<tr>
<td>2</td>
<td>Accident/Disaster site</td>
</tr>
<tr>
<td>3</td>
<td>Clinic, Animal/Veterinarian</td>
</tr>
<tr>
<td>4</td>
<td>Ranch</td>
</tr>
<tr>
<td>5</td>
<td>Farm, Dairy</td>
</tr>
<tr>
<td>6</td>
<td>Town/City/Colony/Settlement</td>
</tr>
<tr>
<td>7</td>
<td>Fort/Cantonment/Post/Base</td>
</tr>
<tr>
<td>8</td>
<td>Camp, Semi-permanent</td>
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<td>9</td>
<td>Church school</td>
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<tr>
<td>10</td>
<td>School</td>
</tr>
<tr>
<td>11</td>
<td>Sanitary landfill</td>
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<tr>
<td>12</td>
<td>Hatchery, Animal/Bird/Fish</td>
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<tr>
<td>13</td>
<td>Stock dam</td>
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<td>14</td>
<td>Dam</td>
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<td>15</td>
<td>Water Pump</td>
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<td>16</td>
<td>Gas well</td>
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<td>17</td>
<td>Oil well</td>
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<td>18</td>
<td>Warehouse</td>
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<tr>
<td>19</td>
<td>Storage yard</td>
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<tr>
<td>20</td>
<td>Windmill</td>
</tr>
<tr>
<td>21</td>
<td>Tower, Radio/TV/Microwave</td>
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<td>Tower</td>
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<td>Frozen food locker</td>
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<td>37</td>
<td>Grocery store</td>
</tr>
<tr>
<td>38</td>
<td>Mill, Grist/Flour</td>
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<tr>
<td>39</td>
<td>Bar/Tavern</td>
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<td>40</td>
<td>Mortuary</td>
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<td>41</td>
<td>Cemetery</td>
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<td>42</td>
<td>City Hall</td>
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<td>43</td>
<td>Electric generation facility</td>
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<td>Police station</td>
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<td>Border crossing station</td>
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<td>Customs house</td>
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<td>Billiard parlor/Pool hall</td>
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<tr>
<td>49</td>
<td>Pest House</td>
</tr>
<tr>
<td>50</td>
<td>Clinic/Dispensary</td>
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<tr>
<td>51</td>
<td>Hospital/Infirmary</td>
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<tr>
<td>52</td>
<td>Factory/Foundry</td>
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<tr>
<td>53</td>
<td>Brick manufacturing plant</td>
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<td>54</td>
<td>Concrete manufacturing plant</td>
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<td>Mine/Quarry</td>
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<td>Lumber yard</td>
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<td>58</td>
<td>Mill, Saw</td>
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<td>59</td>
<td>Mill, Stamp/Minerals refinery</td>
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<td>Tipple</td>
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<td>61</td>
<td>Electric transmission facility</td>
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<td>Parade ground</td>
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<td>64</td>
<td>Parsonage/Manse/Rectory</td>
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<td>65</td>
<td>Dwelling, Single unit</td>
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<tr>
<td>66</td>
<td>Dwelling, Double unit</td>
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<td>67</td>
<td>Dwelling, Multi unit</td>
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<td>68</td>
<td>Convent/Monastery</td>
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<td>69</td>
<td>Barracks/Dormitory/Bunk house</td>
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<td>Business school</td>
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<td>90</td>
<td>Library</td>
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<td>91</td>
<td>Bridge/Trestle</td>
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<tr>
<td>92</td>
<td>Canal/Flume</td>
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<tr>
<td>93</td>
<td>Restaurant/Café/Mess hall</td>
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<tr>
<td>94</td>
<td>Bottling plant</td>
</tr>
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<td>95</td>
<td>Brewery/Distillery</td>
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<td>96</td>
<td>Sugar refinery</td>
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<td>97</td>
<td>Cannery</td>
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<td>98</td>
<td>Frozen food locker</td>
</tr>
<tr>
<td>99</td>
<td>Grocery store</td>
</tr>
</tbody>
</table>

NDCRS Historical Archeological Site Form Manual—2009 Page 18
### FEATURE TYPE

| 0. | 1. | 2. | 3. | 4. | 5. | 6. | 7. | 8. | 9. | 10. | 11. | 12. | 13. | 14. | 15. | 16. | 17. | 18. | 19. | 20. | 21. | 22. | 23. | 24. | 25. | 26. | 27. | 28. | 29. | 30. | 31. | 32. | 33. | 34. | 35. |
| 0. | 1. | 2. | 3. | 4. | 5. | 6. | 7. | 8. | 9. | 10. | 11. | 12. | 13. | 14. | 15. | 16. | 17. | 18. | 19. | 20. | 21. | 22. | 23. | 24. | 25. | 26. | 27. | 28. | 29. | 30. | 31. | 32. | 33. | 34. | 35. |
| 0. | 1. | 2. | 3. | 4. | 5. | 6. | 7. | 8. | 9. | 10. | 11. | 12. | 13. | 14. | 15. | 16. | 17. | 18. | 19. | 20. | 21. | 22. | 23. | 24. | 25. | 26. | 27. | 28. | 29. | 30. | 31. | 32. | 33. | 34. | 35. |
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 earliest 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.

| AGRICULTURE | 62 Animal Shelter/Stable |
| 63 Barn |
| 64 Blacksmith Shop |
| 65 Chicken Coop/Poultry House |
| 66 Clinic, Animal/Veterinarian |
| 67 Corn/Enclosure/Pen |
| 68 Experiment Station |
| 69 Farm, Dairy |
| 70 Farm/Farmstead |
| 71 Granary/Bin |
| 72 Greenhouse/Nursery |
| 73 Hatchery, Amv/Bird/Fish |
| 74 Ice/Skate House/Root Cellar |
| 75 Line Shack |
| 76 Pump/Well |
| 77 Pump House/Well House |
| 78 Ranch |
| 79 Silo/Silage Pit |
| 80 Stack Dam |
| 81 Storage Building |
| 82 Storage Yard |
| 83 Summer Kitchen |
| 84 Well/Pump |
| 85 Windmill |
| 86 Work shop |

| ARTS AND ENTERTAINMENT | 87 Auditorium/Lecture Hall |
| 88 Cinema/Theater |
| 89 Lecture Hall |
| 90 Museum/Gallery |
| 91 Opera House |
| 92 Studio, Photo/Art/Sculpt |
| 93 Theater |

| COMMERCE | 94 Bank/L & F/Financial |
| 95 General Store |
| 96 Shopping Center/Mall |
| 97 Store, Retail |
| 98 Trading Post |
| 99 Warehouse |

| COMMUNICATIONS | 100 Newspaper Office |
| 101 Print Shop |
| 102 Radio Facility |
| 103 Radio/TV Station |
| 104 Teletypewriter/Fac.
| 105 Tower, Radio/TV/Microwave |

| EDUCATION | 106 Business College |
| 107 Class Room/Lecture Hall |
| 108 College/University |
| 109 Laboratory |
| 110 Library |
| 111 School |
| 112 Seminary |
| 113 Trade/Technical School |

| ENGINEERING | 114 Bridge/Trestle |
| 115 Canal/Flume |
| 116 Dam |
| 117 Tower |

| FOOD SERVICE | 118 Bakery |
| 119 Bar/Tavern |
| 120 Bottling Plant |
| 121 Brewery/Distillery |
| 122 Butcher Shop |
| 123 Cannery |
| 124 Creamery |
| 125 Dairy Processing Plant |
| 126 Frozen Food Locker |
| 127 Grocery Store |
| 128 Meat Packing Plant |
| 129 Mill, Grist/Flour |
| 130 Restaurant/Cafe/Mess Hall |
| 131 Sugar Refinery |

| FUNERARY | 132 Cemetery |
| 133 Gravestone |
| 134 Memorial |
| 135 Monument |
| 136 Mortuary |

| GOVERNMENT | 137 Border Crossing Station |
| 138 City Hall |
| 139 Correctional Facility/Jail |
| 140 Courthouse |
| 141 Customs House |
| 142 Fire Station |
| 143 Government Office |
| 144 Indigent Home |
| 145 Orphanage |
| 146 Pest House |
| 147 Police Station |
| 148 Post Office/Mail Station |
| 149 Sanitary Land Fill |
| 150 Sewage Treatment Plant |
| 151 Sheriff's Office |
| 152 Township Hall |
| 153 Water Treatment Plant |

| HEALTH CARE | 154 Clinic/Dispensary |
| 155 Hospital/Infirm |
| 156 Nursing Home |

| INDUSTRIAL | 157 Brick Manufacturing Plant |
| 158 Bulk Plant |
| 159 Concrete Mfg. Plant |
| 160 Elect. Gener. Facility |
| 161 Elect. Transform. Facility |
| 162 Elect. Transmiss. Facility |
| 163 Factory/Foundry |
| 164 Gas Storage |
| 165 Gas Transmission Facility |
| 166 Gas Well |
| 167 Grain Storage, Commercial |
| 168 Lumber Yard |
| 169 Mill, Saw |
| 170 Mill, Stamp/Minerals Refin.

| LANDSCAPE ARCHITECTURE | 171 Fountain |
| 172 Garden |
| 173 Monument |
| 174 Park |

| MILITARY | 175 Armory |
| 176 Battlefield |
| 177 Bastion |
| 178 Blockhouse |
| 179 Camp Site, Temporary |
| 180 Camp, Semi-Permanent |
| 181 Defensive Works |
| 182 Fort/Cantonnement/Post/Base |
| 183 Indian Fort |
| 184 Magazine |
| 185 Rifle Range |
| 186 School's Store |

| OFFICE/HEADQUARTERS | 187 - Steve |
| 188 - John |
| 189 - Jane |
| 190 - Mike |

| SOCIAL | 191 - Smith |
| 192 - Brown |

| RECREATION/SPORTS | 193 - Club |
| 194 - League |
| 195 - Organization |

| RELIGIOUS | 196 - Church, Non-Denom. |
| 197 - Church School |
| 198 - Catholic |
| 199 - Protestant |
RESIDENTIAL
42 Convent/Monastery
30 Fellowship Hall
40 Parsonage/Manse/Rectory
19 Seminary
78 Shrine
54 Synagogue

TRANSPORTATION
45 Airport/Airfield/Land. Fld.
56 Boat Landing, Com'c'l/Steam
57 Boat Landing, Recreational
21 Bridge/Trestle
59 Depot/Terminal
82 Ferry
82 Ford
72 Freight Yard
88 Fuel Station/Yard,
Coal/Wood, etc.
88 Gasoline Station
55 Hanger
48 Highway
62 Livery
70 Loading Platform
48 Railroad Grade/Tracks
56 Rest Stop
48 Road
73 Roundhouse
48 Siding
78 Signal
62 Stable
48 Spur
56 Stage Station
72 Switch Yard
48 Trail
82 Tunnel
83 Turn-around

MISCELLANEOUS
2 Accident/Disaster Site
10 Dump
73 Spring
77 Spring House
17 Tower
7 Town/City/Colony/Settlement
99 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.

<table>
<thead>
<tr>
<th>AGRICULTURE</th>
<th>FOOD SERVICE</th>
<th>LANDSCAPE ARCHITECTURE</th>
</tr>
</thead>
<tbody>
<tr>
<td>62 Animal Shelter/Stable</td>
<td>13 Dam</td>
<td>78 Fountain</td>
</tr>
<tr>
<td>63 Barn</td>
<td>17 Tower</td>
<td>78 Garden</td>
</tr>
<tr>
<td>64 Blacksmith Shop</td>
<td>90 Bakery</td>
<td>78 Monument</td>
</tr>
<tr>
<td>66 Chicken Coop/Poultry House</td>
<td>28 Bar/Tavern</td>
<td>39 Park</td>
</tr>
<tr>
<td>67 Clinic, Animal/Veterinarian</td>
<td>24 Bottling Plant</td>
<td></td>
</tr>
<tr>
<td>70 Corral/Enclosure/Pen</td>
<td>24 Brewery/Distillery</td>
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<tr>
<td>79 Experiment Station</td>
<td>90 Butcher Shop</td>
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<tr>
<td>5 Farm</td>
<td>25 Cannery</td>
<td></td>
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<tr>
<td>6 Farm/Armstead</td>
<td>97 Creamery</td>
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</tr>
<tr>
<td>61 Granary/Bin</td>
<td>97 Dairy Processing Plant</td>
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<tr>
<td>91 Greenhouse/Nursery</td>
<td>26 Frozen Food Locker</td>
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</tr>
<tr>
<td>16 Hatchery, Ann/Bird/Fish</td>
<td>90 Grocery Store</td>
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</tr>
<tr>
<td>67 Ice/Smoke House/Root Cell</td>
<td>90 Heat Packing Plant</td>
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</tr>
<tr>
<td>64 Line Shack</td>
<td>27 Mill, Grist/Gunpowder</td>
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<tr>
<td>14 Pump/Well</td>
<td>23 Restaurant/Lake/Barbershop</td>
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<tr>
<td>77 Pump House/Well House</td>
<td>25 Sugar Refinery</td>
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<td>6 Ranch</td>
<td>24 Cemetery</td>
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<tr>
<td>61 Silo/Stage Pit</td>
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<tr>
<td>13 Stock Dam</td>
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<td>16 Storage Yard</td>
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<tr>
<td>68 Summer Kitchen</td>
<td>29 Mortuary</td>
<td></td>
</tr>
<tr>
<td>14 Well/Pump</td>
<td>30 Border Crossing Station</td>
<td></td>
</tr>
<tr>
<td>17 Windmill</td>
<td>84 Correctional Facility/Jail</td>
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</tr>
<tr>
<td>71 Work shop</td>
<td>59 Courthouse</td>
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</tr>
<tr>
<td>72 Arts and Entertainment</td>
<td>62 Custom House</td>
<td></td>
</tr>
<tr>
<td>75 Auditorium/Lecture Hall</td>
<td>58 Fire Station</td>
<td></td>
</tr>
<tr>
<td>74 Cinema/Theater</td>
<td>59 Government Office</td>
<td></td>
</tr>
<tr>
<td>75 Lecture Hall</td>
<td>86 Indigent Home</td>
<td></td>
</tr>
<tr>
<td>79 Museum/Gallery</td>
<td>86 Orphanage</td>
<td></td>
</tr>
<tr>
<td>75 Opera House</td>
<td>83 Precinct</td>
<td></td>
</tr>
<tr>
<td>73 Studio, Photo/Art/Sculpt</td>
<td>18 Police Station</td>
<td></td>
</tr>
<tr>
<td>74 Theater</td>
<td>18 Post Office/Mail Station</td>
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</tr>
<tr>
<td>76 Bank &amp; S/L/Financial</td>
<td>10 Sanitary Landfill</td>
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</tr>
<tr>
<td>60 General Store</td>
<td>10 Sewage Treatment Plant</td>
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<tr>
<td>47 Shopping Center/Mall</td>
<td>32 Sheriff's Office</td>
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<td>47 Store, Retail</td>
<td>73 Township Hall</td>
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<td>87 Print Shop</td>
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<td>85 Radar Facility</td>
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<td>93 Radio/TV Station</td>
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<td>89 Telegraph/Telegr. Facil.</td>
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<td>19 College/University</td>
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<td>92 Welding/Blacksmith Shop</td>
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<td>79 Blockhouse</td>
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<td>8 Camp, Semi-Permanent</td>
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<td>79 Defensive Works</td>
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<td>8 Fort/Cantonment/Post/Base</td>
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<td>OFFICE/HEADQUARTERS</td>
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<tr>
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<tr>
<td>62 Arcade/Casino</td>
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<td>32 Billiard Parlor.Pool Hall</td>
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<td>67 Boat Landing, Recreational</td>
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<tr>
<td>51 Camp/Picnic Grounds</td>
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<td>94 Fairgrounds</td>
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<td>91 Grandstand</td>
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<td>51 Play ground</td>
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<tr>
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<td>83 Turn-around</td>
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**THE SAME LIST IN NUMERICAL ORDER**

| 1 Farm-Farmstead                      | 36 Lumber Yard                                     | 67 Ice/Smoke House/Root Cellar                  |
| 2 Accident/Disaster Site             | 37 Mill, Saw                                       | 68 Trading Post                                  |
| 3 Client, Animal/Perinarian           | 38 Mill, Stamp/Minerals Mfg.                      | 69 General Store                                  |
| 4 Ranch                              | 39 Tackle                                          | 70 Butler’s Store                                 |
| 5 Farm, Dairy                        | 40 Electric Transmitter, Facility                  | 71 Summer Recreation                              |
| 6 Town/City/College/Settlement        | 41 Park                                           | 72 Experimentation Station                       |
| 7 Park/Trail                         | 42 Parman Ground                                  | 73 Laboratory                                    |
| 8 Post/Landmark/Post/Base            | 43 Parsonage/Manse/Rectory                        | 74 Loading Platform                              |
| 9 Camp, Sport/Recreation             | 44 Dwelling, Single Unit                           | 75 Repair Shop                                   |
| 10 Church School                     | 45 Dwelling, Double Unit                           | 76 Work shop                                     |
| 11 School                             | 46 Multiple Unit                                  | 77 Spring                                        |
| 12 Sanitary Land fill                 | 47 Convent/Monastery                               | 78 Roundhouse                                    |
| 13 Sewage Treatment Plant            | 48 Water Tower                                    | 79 Monument                                       |
| 14 Wood                              | 49 Waste                                           | 80 Reefer                                        |
| 15 Grain Storage, Commercial         | 50 Stove                                          | 81 Signal                                        |
| 16 Hatchery, Anim./Bird/Fish         | 51 Boiler                                         | 82 Fence                                         |
| 17 Stock Dam                         | 52 Railroad Grade/Tracks                           | 83 Turn-around                                   |
| 18 Mill/Pump                         | 53 Trail                                          | 84 Corrugated Project/Plant                      |
| 19 Pump/Well                         | 54 Boat Payment                                   | 85 Ranger                                        |
| 20 Hot Well                          | 55 Station                                        | 86 Sherwood                                      |
| 21 Oil Well                          | 56 Airfield/Land, Fl., Pryz.                       | 87 Fountain                                      |
| 22 Warehouse                         | 57 Camp Site, Temporary                            | 88 Garden                                        |
| 23 Storage Building                  | 58 Agricultural                                   | 89 Monument                                       |
| 24 Warehouse                         | 59 Business                                        | 90 Lotion                                        |
| 25 Storage Yard                      | 60 Organizational                                  | 91 Sans & L/Financial                            |
| 26 Storage Yard                      | 61 Professional                                   | 92 Bank/L/L Min                                |
| 27 Winery                            | 62 Shopping Center/Mall                           | 93 Pumphouse/Mill House                          |
| 28 Bottling Plant                    | 63 Trail                                          | 94 Spring                                        |
| 29 Brewery/Distillery                | 64 Highway                                        | 95 Granite stone                                 |
| 30 Sugar Refinery                    | 65 Sidewalk                                       | 96 Granite stone                                 |
| 31 Canning                           | 66 Road                                           | 97 Copper                                        |
| 32 Frozen Food Locker                | 67 Airport/Airfield/Land, Fl.                      | 98 Butcher Shop                                  |
| 33 Grocery Store                     | 68 Boat Landing, Recreational                     | 99 Ice Cream                                     |
| 34 Mill, Grist/Malt                   | 69 Boat Landing, Recreational                     |                                                |
| 35 Bakery                            | 70 Oil Tank Battery                               |                                                |
| 36 Butcher                           | 71 Fire Station                                   |                                                |
| 37 Post Office/Mail Station          | 72 Government Office                              |                                                |
| 38 Seminary                          | 73 Depot/terminal                                 |                                                |
| 39 College/University                | 74 Post/Base Exchange (P/E/RI)                    |                                                |
| 40 Trade/Technical School            | 75 Battlefields                                    |                                                |
| 41 Business College                  | 76 Sheriff’s Office                               |                                                |
| 42 Seminary                          | 77 Border Crossing Station                        |                                                |
| 43 Library                           | 78 Customs                                        |                                                |
| 44 Bridge/Trestle                    | 79 Mill                                            |                                                |
| 45 Bridge/Trestle                    | 80 Hill/Park                                      |                                                |
| 46 Canal/F/Une                       | 81 Hill, Small/Stable                             |                                                |
| 47 Restaurant/Cafe/Mess Hall         | 82 Hill                                            |                                                |
| 48 Bottling Plant                    | 83 Hillside                                        |                                                |
| 49 Brewery/Distillery                | 84 Hillcrest                                      |                                                |
| 50 Sugar Refinery                    | 85 Hilltop                                        |                                                |
| 51 Canning                           | 86 Hilltop/Exterior                               |                                                |
| 52 Frozen Food Locker                | 87 Hilltop/Golf                                    |                                                |
| 53 Grocery Store                     | 88 Hilltop/Montain                                |                                                |
| 54 Mill, Grist/Malt                   | 89 Hilltop/Park                                   |                                                |
| 55 Bakery                            | 90 Hilltop/Stadium/Town                           |                                                |
| 56 Butcher                           | 91 Hilltop/Recyclopedia                           |                                                |
| 57 Post Office/Mail Station          | 92 Hilltop/Recyclopedia                           |                                                |
| 58 Seminary                          | 93 Hilltop/Recyclopedia                           |                                                |
| 59 College/University                | 94 Hilltop/Recyclopedia                           |                                                |
| 60 Trade/Technical School            | 95 Hilltop/Recyclopedia                           |                                                |
| 61 Seminary                          | 96 Hilltop/Sidewalk                               |                                                |
| 62 Library                           | 97 Hilltop/Recyclial                              |                                                |
| 63 Bridge/Trestle                    | 98 Hilltop/Recyclial                              |                                                |
| 64 Canal/F/Une                       | 99 Hilltop/Recyclial                              |                                                |
| 65 Bottling Plant                    |                                                        |                                                |
| 66 Brewery/Distillery                |                                                        |                                                |
| 67 Sugar Refinery                    |                                                        |                                                |
| 68 Canning                           |                                                        |                                                |
| 69 Frozen Food Locker                |                                                        |                                                |
| 70 Grocery Store                     |                                                        |                                                |
| 71 Mill, Grist/Malt                   |                                                        |                                                |
| 72 Bakery                            |                                                        |                                                |
| 73 Butcher                           |                                                        |                                                |
| 74 Post Office/Mail Station          |                                                        |                                                |
| 75 Seminary                          |                                                        |                                                |
| 76 Library                           |                                                        |                                                |
| 77 Bridge/Trestle                    |                                                        |                                                |
| 78 Canal/F/Une                       |                                                        |                                                |
| 79 Restaurant/Cafe/Mess Hall         |                                                        |                                                |
| 80 Bottling Plant                    |                                                        |                                                |
| 81 Sugar Refinery                    |                                                        |                                                |
| 82 Canning                           |                                                        |                                                |
| 83 Frozen Food Locker                |                                                        |                                                |
| 84 Grocery Store                     |                                                        |                                                |
| 85 Mill, Grist/Malt                   |                                                        |                                                |
| 86 Butcher                           |                                                        |                                                |
| 87 Post Office/Mail Station          |                                                        |                                                |
| 88 Seminary                          |                                                        |                                                |
| 89 Library                           |                                                        |                                                |
| 90 Bridge/Trestle                    |                                                        |                                                |
| 91 Canal/F/Une                       |                                                        |                                                |
| 92 Restaurant/Cafe/Mess Hall         |                                                        |                                                |
| 93 Bottling Plant                    |                                                        |                                                |
| 94 Sugar Refinery                    |                                                        |                                                |
| 95 Canning                           |                                                        |                                                |
| 96 Frozen Food Locker                |                                                        |                                                |
| 97 Grocery Store                     |                                                        |                                                |
| 98 Mill, Grist/Malt                   |                                                        |                                                |
| 99 Butcher                           |                                                        |                                                |
(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.

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<th>FEATURE TYPE</th>
<th>AGRICULTURE</th>
<th>FOOD SERVICE</th>
<th>FUNERARY</th>
<th>MILITARY</th>
<th>OFFICE/HEADQUARTERS</th>
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<td>92 Blacksmith Shop</td>
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<td>51 Camp/Picnic Grounds</td>
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<td>36 Elect. Transformer, Facility</td>
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<td>19 College/University</td>
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</table>

**INDUSTRIAL**

| 34 Brick Manufacturing Plant          | 33 Clinic/Dispensary              | 52 Arcade/Casino           |
| 89 Bulk Plant                         | 33 Hospital/Infirmary             | 32 Billiard Parlor/Pool Hall|
| 34 Concrete Mfg. Plant                | 34 Nursing Home                   | 57 Boat Landing, Recreational|
| 31 Elect. General Facility            | 36 Elect. Transformer, Facility   | 51 Camp/Picnic Grounds     |
| 36 Elect. Transformer, Facility       | 37 Elect. Transmission, Facility  | 94 Fairgrounds             |
| 38 Factory/Foundry                    | 38 Gas Storage                     | 91 Grandstand              |
| 34 Gas Transmission Facility          | 39 Gas Well                        | 51 Play ground             |
| 14 Gas Well                            | 40 Grain Storage, Commercial      | 92 Recreation Area, Indoor |
| 11 Lumber Yard                         | 41 Mill, Saw                       | 93 Recreation Area, Outdoor|
| 36 Mill, Saw                           | 42 Mill, Stamp/Minerals Refin.     | 94 Rodeo Grounds           |
| 37 Mill, Stamp/Minerals Refin.        |                                  | 95 Sport Facility, Indoor  |
|                                        |                                  | 81 Sport Facility, Outdoor |

**RECREATION/SPORTS**

| 52 Arcade/Casino                       | 32 Billiard Parlor/Pool Hall      | 57 Boat Landing, Recreational|
| 32 Billiard Parlor/Pool Hall           | 57 Boat Landing, Recreational     | 51 Camp/Picnic Grounds       |
| 51 Camp/Picnic Grounds                 | 94 Fairgrounds                    | 91 Grandstand                |
| 91 Grandstand                          | 51 Play ground                    | 92 Recreation Area, Indoor   |
| 51 Play ground                         | 93 Recreation Area, Outdoor       | 94 Rodeo Grounds             |
| 95 Sport Facility, Indoor              | 93 Recreation Area, Outdoor       | 95 Sport Facility, Indoor    |
| 81 Sport Facility, Outdoor             | 51 Recreation Area, Outdoor       | 81 Sport Facility, Outdoor   |

**RELIGIOUS**

| 54 Chapel, Non-Denom.                  | 53 Church, Catholic               | 63 Church, Protestant        |
| 9 Church School                        | 53 Church, Catholic               | 63 Church, Protestant        |
| 19 Fellowship Hall                     | 53 Church, Catholic               | 63 Church, Protestant        |
| 19 Seminary                            | 53 Church, Catholic               | 63 Church, Protestant        |
| 78 Shrine                              | 53 Church, Catholic               | 63 Church, Protestant        |
| 54 Synagogue                           | 53 Church, Catholic               | 63 Church, Protestant        |

**RESIDENTIAL**

| 42 Convent/Monastery                   | 42 Convent/Monastery              | 63 Church, Protestant        |
| 30 Convent/Manse/Rectory               | 42 Convent/Manse/Rectory          | 63 Church, Protestant        |
| 19 Seminary                            | 42 Convent/Manse/Rectory          | 63 Church, Protestant        |
| 78 Shrine                              | 42 Convent/Manse/Rectory          | 63 Church, Protestant        |
| 54 Synagogue                           | 42 Convent/Manse/Rectory          | 63 Church, Protestant        |

**TRANSPORTATION**

| 89 Airport/Airfield/Land. Fld.         | 56 Boat Landing, Com'c'l/Steam     | 57 Boat Landing, Recreational|
| 56 Boat Landing, Com'c'l/Steam          | 57 Boat Landing, Recreational     | 51 Camp/Picnic Grounds       |
| 21 Bridge/Trestle                      | 57 Boat Landing, Recreational     | 51 Camp/Picnic Grounds       |
| 59 Depot/Terminal                      | 57 Boat Landing, Recreational     | 51 Camp/Picnic Grounds       |
| 82 Ferry                               | 57 Boat Landing, Recreational     | 51 Camp/Picnic Grounds       |
| 82 Ford                                | 57 Boat Landing, Recreational     | 51 Camp/Picnic Grounds       |
| 72 Freight Yard                        | 57 Boat Landing, Recreational     | 51 Camp/Picnic Grounds       |
| 88 Fuel Station/Yard, Coal/Wood, etc.  | 57 Boat Landing, Recreational     | 51 Camp/Picnic Grounds       |
| 55 Garage/Carriage House               | 57 Boat Landing, Recreational     | 51 Camp/Picnic Grounds       |
| 64 Hotel/Motel/Inn                     | 57 Boat Landing, Recreational     | 51 Camp/Picnic Grounds       |
| 65 Mobile Home                         | 57 Boat Landing, Recreational     | 51 Camp/Picnic Grounds       |
| 50 Privy                               | 57 Boat Landing, Recreational     | 51 Camp/Picnic Grounds       |

**MISC/CELLANEOUS**

| 7 Accident/Disaster Site               | 56 Garage/Carriage House          | 57 Boat Landing, Recreational|
| 10 Deep                                | 64 Hotel/Motel/Inn                 | 57 Boat Landing, Recreational|
| 73 Spring                              | 65 Mobile Home                     | 57 Boat Landing, Recreational|
| 77 Spring House                        | 66 Hotel/Motel/Inn                 | 57 Boat Landing, Recreational|
| 17 Tower                               | 66 Hotel/Motel/Inn                 | 57 Boat Landing, Recreational|
| 7 Town/City/Colony/Settlement          | 66 Hotel/Motel/Inn                 | 57 Boat Landing, Recreational|
| 99 Other                                | 66 Hotel/Motel/Inn                 | 57 Boat Landing, Recreational|

**Miscellaneous**

| 2 Accident/Disaster Site               | 56 Garage/Carriage House          | 57 Boat Landing, Recreational|
| 10 Deep                                | 64 Hotel/Motel/Inn                 | 57 Boat Landing, Recreational|
| 73 Spring                              | 77 Spring House                    | 57 Boat Landing, Recreational|
| 17 Tower                               | 7 Town/City/Colony/Settlement      | 57 Boat Landing, Recreational|
| 79 Other                                | 99 Other                            | 57 Boat Landing, Recreational|
### Field Manual

**NDCRS Archeological-Historical Site Form**

#### Theme 1 & 2

<table>
<thead>
<tr>
<th>Theme 1 &amp; 2</th>
<th>Site Type</th>
<th>3. Typology</th>
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</thead>
<tbody>
<tr>
<td>Agriculture</td>
<td>Present</td>
<td>4. Dendrochronology</td>
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<tr>
<td>Art</td>
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<td>5. Thermoluminescence</td>
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<td>Commerce</td>
<td>Humanitarian</td>
<td>6. Geology</td>
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<td>Communication</td>
<td>Present</td>
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<td>8. Professional Judgement</td>
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<tr>
<td>Planning</td>
<td>9. Both Absolute &amp; Relative</td>
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<tr>
<td>Conservation</td>
<td>10. Documentation</td>
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<tr>
<td>Economics</td>
<td>11. Interview</td>
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<td>Education</td>
<td>12. Other</td>
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<td>Engineering</td>
<td>13. Auger</td>
<td>CM DENSITY</td>
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<tr>
<td>Exploration/Settlement</td>
<td>14. Cutbank or erosional feature</td>
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</tr>
<tr>
<td>Industry</td>
<td>15. Excavation</td>
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</tr>
<tr>
<td>Invention</td>
<td>16. Medium distribution</td>
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</tr>
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<td>Landscape Architecture</td>
<td>17. Dense distribution</td>
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</tr>
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<td>Law</td>
<td>18. Unknown</td>
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</tr>
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<td>Literature</td>
<td>19. Date Unknown</td>
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<td>Military</td>
<td>20. Radio-carbon</td>
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<td>Music</td>
<td>21. Date Unknown</td>
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<td>Philosophy</td>
<td>22. Radio-carbon</td>
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<tr>
<td>Politics/Government</td>
<td>23. Radio-carbon</td>
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#### Landform 1

<table>
<thead>
<tr>
<th>Landform 1</th>
<th>Landform 2</th>
<th>Slope/Exposure</th>
<th>View, Degree</th>
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<tr>
<td>Unknown</td>
<td>0. Unknown</td>
<td>Ridge</td>
<td>90</td>
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<tr>
<td>Top of</td>
<td>Beachline (glacial)</td>
<td>North</td>
<td>90</td>
</tr>
<tr>
<td>Bottom of</td>
<td>Beach or riverbank</td>
<td>North</td>
<td>90</td>
</tr>
<tr>
<td>Side of</td>
<td>Canyon</td>
<td>North</td>
<td>90</td>
</tr>
<tr>
<td>Unknown</td>
<td>Island</td>
<td>North</td>
<td>90</td>
</tr>
<tr>
<td>Top and Bottom of</td>
<td>Delta</td>
<td>North</td>
<td>90</td>
</tr>
<tr>
<td>Top and Side of</td>
<td>Draw</td>
<td>North</td>
<td>90</td>
</tr>
<tr>
<td>Bottom and Side of</td>
<td>Flat (Upland)</td>
<td>North</td>
<td>90</td>
</tr>
<tr>
<td>Top, Bottom, &amp; Side</td>
<td>Floodplain</td>
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<td>90</td>
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<td>View, DISTANCE</td>
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</tr>
<tr>
<td>1. Excellent (5-7 miles)</td>
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<td>90</td>
</tr>
<tr>
<td>2. Good (2-5 miles)</td>
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<td>90</td>
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<tr>
<td>3. Fair (1-2 miles)</td>
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<td>90</td>
</tr>
<tr>
<td>4. Poor (less than 1 mile)</td>
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</tr>
<tr>
<td>5. No View</td>
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#### Ownership

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<td>1. Federal</td>
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<td>2. Private</td>
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<td>Rockland</td>
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<td>3. Local Government</td>
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<td>4. Reservation</td>
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<td>5. Management Recomm.</td>
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<td>6. Unknown</td>
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#### Impact Analysis

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<tr>
<td>1. No Further Work</td>
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</tr>
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<td>2. Further Work</td>
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</tr>
<tr>
<td>3. Eligible</td>
<td></td>
</tr>
<tr>
<td>4. Not Eligible</td>
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<tr>
<td>5. Determined Eligible</td>
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<tr>
<td>6. Eligible as Part of a District</td>
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#### Area Significance

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<thead>
<tr>
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<th>National &amp; State Register</th>
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<tbody>
<tr>
<td>1. Archeological</td>
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<td>2. Architectural</td>
<td>1. Site</td>
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<tr>
<td>3. Historical</td>
<td>2. Building</td>
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#### C.R.M.

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<td>3. Area of Concern</td>
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#### EcoSystem

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<td>1. Bottomland</td>
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<td>2. Terraces</td>
</tr>
<tr>
<td>3. Marsh</td>
</tr>
<tr>
<td>4. Scoría</td>
</tr>
<tr>
<td>5. Badland</td>
</tr>
<tr>
<td>6. Upland</td>
</tr>
<tr>
<td>7. Rolling Grassland</td>
</tr>
<tr>
<td>8. Ponderosa Pine</td>
</tr>
<tr>
<td>9. Hilly Scoría</td>
</tr>
<tr>
<td>10. Butte</td>
</tr>
<tr>
<td>11. Upland</td>
</tr>
<tr>
<td>12. Upland Breaks</td>
</tr>
<tr>
<td>13. River Breaks</td>
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**1982**
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:

1. 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 40. 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, if the site is located in the county of Teton, enter Teton F1

5. 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, Cultural Resource Automatic Data Processing 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**
   Enter the name of the 7.5 minute topographic quadrangle, 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 [312].

4. **County**
   Enter the two letter abbreviation for the county.

<table>
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<tr>
<th>County Name</th>
<th>Abbreviation</th>
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<tbody>
<tr>
<td>Adams</td>
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<tr>
<td>Barnes</td>
<td>BA</td>
</tr>
<tr>
<td>Benson</td>
<td>BE</td>
</tr>
<tr>
<td>Billings</td>
<td>BI</td>
</tr>
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<td>Burleigh</td>
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<td>Cass</td>
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<td>Eddy</td>
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<tr>
<td>Emmons</td>
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<td>Foster</td>
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<td>Kidder</td>
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<td>La Moure</td>
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<td>Williams</td>
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</table>
5. Site Number

Enter the number assigned to the site by the Smithsonian 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

<table>
<thead>
<tr>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
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<td>36</td>
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</tbody>
</table>

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.

1. North half 5. NE quarter
2. East half 6. SE quarter
3. South half 7. SW quarter
4. West half 8. NW quarter
9. Center of

8. Quarter-Quarter Section

1. North half 5. NE\textsuperscript{1/4}
2. East half 6. SE\textsuperscript{1/4}
3. South half 7. SW\textsuperscript{1/4}
4. West half 8. NW\textsuperscript{1/4}
9. Center of

If unknown, leave blank

9. Quarter Section

1. North half 5. NE\textsuperscript{1/4}
2. East half 6. SE\textsuperscript{1/4}
3. South half 7. SW\textsuperscript{1/4}
4. West half 8. NW\textsuperscript{1/4}
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**
   
   - 0. No
   - 1. Yes
   - 2. Unknown
   - 3. Endangered

15. **Rodent Activity**
   
   - 0. No
   - 1. Yes
   - 2. Unknown
   - 3. Endangered

16. **Vandalism**
   
   - 0. No
   - 1. Yes
   - 2. Unknown
   - 3. Endangered

17. **Cultivation damage**
   
   - 0. No
   - 1. Yes
   - 2. Unknown
   - 3. Endangered

18. **Construction Damage**
   
   This also includes damage caused by oil rigs, pipelines, and flooding that is a result of reservoir construction.
   
   - 0. No
   - 1. Yes
   - 2. Unknown
   - 3. Endangered

19. **Grazing Damage**
   
   - 0. No
   - 1. Yes
   - 2. Unknown
   - 3. Endangered

20. **Mining Damage** (Coal, gravel, and any minerals)
   
   - 0. No
   - 1. Yes
   - 2. Unknown
   - 3. Endangered

21. **Other sources of Damage**
   
   Other natural phenomena or human activities which have had an adverse effect on the resource.
   
   - 0. No
   - 1. Yes
   - 2. Unknown
   - 3. 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

23. Ecological Zone

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.

1. Badlands
2. Unglaciated Missouri Plateau
3. Glaciated Missouri Plateau
4. 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
2. bottom of
3. side of
4. unknown

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

1. Beachline (glacial)  10. Ridge
2. Beach or riverbank  11. Saddle
3. Canyon  12. Sandbar (in water)
4. Island  13. Spur
5. Delta  14. Swale
6. Draw (Gully, Coulee, Ravine)  15. Terrace
7. Flat  16. River Valley
8. Floodplain  17. Butte
19. Other
FIGURE A. ECOLOGICAL ZONES OF NORTH DAKOTA

1. Badlands
2. Unglaciated Missouri Plateau
3. Glaciated Missouri Plateau
4. Missouri River Trench
5. Coteau Slope
6. Missouri Coteau
7. Drift Prairie
8. Turtle Mountains
9. Red River Valley
10. Prairie Coteau
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. **Irregular Plains** - 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. **Little Missouri Badlands** - 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.

---

27. **Exposure**

   This is the direction the slope faces.

   1. North        6. Southwest
   2. Northeast     7. West
   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
   3. Fair (1.0-2.0 miles)    6. Unknown

30. **Ecosystem**

   Ecosystem 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.

   2. Terraces         9. Fresh Water Marsh
   3. Toe Slope        10. Ponderosa Pine
   4. Scoria          11. Hilly Scoria
   5. Badland         12. Upland Breaks
   6. Upland Grasslands 13. River Breaks
                   15. Unknown
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.

1. Aastad-Forman, nearly level
2. 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
8. Agar-Rhoades, gently sloping
9. Agar-Rhoades, nearly level
10. Agar-Webar, 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
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-Emden, nearly level
32. Barnes-Emden, 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 level
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
67. 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-Webar, sloping
77. 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
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. Fairland-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. Stirum-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
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. Liyen, gently undulating
202. Liyen, nearly level
203. Liyen, rolling
204. Liyen, strongly rolling
205. Liyen, 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-Varbar, gently sloping
232. Morton-Varbar, 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 level
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. Valliers, 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 rolling
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).
6. Gravel and sand, commonly silty and poorly sorted (Delta sediment).
8. Unsorted mixture of clay, silt, sand, cobbles, and boulders (till). Nearly level to gently rolling topography.
9. 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

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 to Water
1 mile = 1600 meters
F34

16 meters enter: Distance to Water
F34

35. Water Type

<table>
<thead>
<tr>
<th>Number</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Lake</td>
</tr>
<tr>
<td>2</td>
<td>Spring</td>
</tr>
<tr>
<td>3</td>
<td>Moving body of water (River, creek, stream)</td>
</tr>
<tr>
<td>4</td>
<td>Intermittent, moving water</td>
</tr>
<tr>
<td>5</td>
<td>Intermittent pond</td>
</tr>
<tr>
<td>6</td>
<td>Marsh</td>
</tr>
<tr>
<td>7</td>
<td>Marsh</td>
</tr>
</tbody>
</table>

36. Depth of Cultural Material

Enter in centimeters. 1 inch = 2.54 cm.

<table>
<thead>
<tr>
<th>Number</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Surface</td>
</tr>
<tr>
<td>2</td>
<td>1-25</td>
</tr>
<tr>
<td>3</td>
<td>26-50</td>
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<td>4</td>
<td>51-75</td>
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<td>76-100</td>
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<td>101-125</td>
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<td>126-150</td>
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<td>151-175</td>
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<td>9</td>
<td>176-200</td>
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<td>10</td>
<td>201-225</td>
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<td>11</td>
<td>226-250</td>
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<td>251-275</td>
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<td>13</td>
<td>276-300</td>
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<tr>
<td>14</td>
<td>&gt; 300</td>
</tr>
<tr>
<td>15</td>
<td>Unknown</td>
</tr>
</tbody>
</table>

37. Site Area

Round to the nearest 10 square meters. If the site area is larger than the spaces provided code 9 9 9 9 9 9 9 9 9 9 and write the actual site area under F96.

38. Surface Collection

<table>
<thead>
<tr>
<th>Number</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Yes - Cultural material present but not collected</td>
</tr>
<tr>
<td>2</td>
<td>No - Cultural material observed</td>
</tr>
<tr>
<td>3</td>
<td>Yes - Sample collected</td>
</tr>
<tr>
<td>4</td>
<td>Yes - Completely collected</td>
</tr>
<tr>
<td>5</td>
<td>Unknown</td>
</tr>
<tr>
<td>6</td>
<td>Private collection observed</td>
</tr>
</tbody>
</table>

39. Test Excavation (Includes any type of subsurface test)

<table>
<thead>
<tr>
<th>Number</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>No</td>
</tr>
<tr>
<td>1</td>
<td>Yes</td>
</tr>
<tr>
<td>2</td>
<td>Yes, but nothing found</td>
</tr>
<tr>
<td>3</td>
<td>Unknown</td>
</tr>
</tbody>
</table>
40. **Excavation**
   0. No  
   1. Yes  
   2. Yes, but nothing found  
   3. Unknown

41. **Date of Field Work**
   Enter the year in which the fieldwork took place.

42. **Site Photo**
   0. No  
   1. Yes  
   2. Unknown

43. **Site Map**
   Is there a sketch map on the descriptive site form?
   0. 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. Not eligible 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

46. **Area of Significance**
   1. 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
5. District
6. 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.)
0. Absent
1. Present
2. Unknown

50. Tipi ring (stone circle, stone ring)
0. Absent
1. Present
2. Unknown

51. Earthlodge Village
0. Absent
1. Present
2. Unknown

52. Earthworks (dams, garden enclosure, trench work, etc.)
0. Absent
1. Present
2. Unknown
53. **Rock Shelter**
   0. Absent
   1. Present
   2. Unknown

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

55. **Kill Site**
   0. Absent
   1. Present
   2. Unknown

56. **Bison Jump**
   0. Absent
   1. Present
   2. Unknown

57. **Quarry/Workshop**
   0. Absent
   1. Present
   2. Unknown

58. **Cache, Storage pit**
   0. Absent
   1. Present
   2. Unknown

59. **Hearth**
   0. Absent
   1. Present
   2. Unknown

60. **Artifact scatter** (lithic detritus scatter, cultural material scatter)
   0. Absent
   1. Present
   2. Unknown
61. Grave, Cemetery
   0. Absent
   1. Present
   2. Unknown

62. Mounds or Mound
   0. Absent
   1. Present
   2. Unknown

63. Midden, refuse (garbage)
   0. Absent
   1. Present
   2. Unknown

64. Trails, roads
   0. Absent
   1. Present
   2. Unknown

65. Excavations (Eagle catching pit, quarries, mines, game pitfalls, barrow pit)
   0. Absent
   1. Present
   2. Unknown

66. Rock Art (Pictograph, Petroglyphs)
   0. Absent
   1. Present
   2. Unknown

67. Isolated find
   0. 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.
   0. 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**
   - 0. Absent
   - 1. Present
   - 2. Unknown

70. **Trade Goods**
   - 0. Absent
   - 1. Present
   - 2. Unknown

71. **Chipped Stone Work** (lithic artifacts and lithic debitage)
   - 0. Absent
   - 1. Present
   - 2. Unknown

72. **Projectile Points**
   - 0. Absent
   - 1. Present
   - 2. Unknown

73. **Woodwork**
   - 0. Absent
   - 1. Present
   - 2. Unknown

74. **Worked Bone** (spatulas, scapula hoes, metapodial fleshers, etc.)
   - 0. Absent
   - 1. Present
   - 2. Unknown

75. **Shell Work**
   - 0. Absent
   - 1. Present
   - 2. Unknown

76. **Skin, Hair**
   - 0. Absent
   - 1. Present
   - 2. Unknown
77. Glass
   0. Absent
   1. Present
   2. Unknown

78. Ceramics (pottery, brick)
   0. Absent
   1. Present
   2. Unknown

79. Ground stone
   0. Absent
   1. Present
   2. Unknown

80. Metal Work
   0. Absent
   1. Present
   2. Unknown

81. Faunal remains (non-human animal skeletal remains)
   0. Absent
   1. Present
   2. Unknown

82. Floral remains (seeds, pollen, plant parts)
   0. Absent
   1. Present
   2. Unknown

83. Fossil remains
   0. Absent
   1. Present
   2. Unknown

84. Charcoal
   0. Absent
   1. Present
   2. Unknown
85. **Artifact Density** (cultural material density)

0. No artifacts present  
1. Sparse - cultural material widely scattered over a large area.  
2. 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**

86. **Early Period**

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<tr>
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<th>Middle Period</th>
<th>Late Period</th>
<th>Historic</th>
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89. **Historic**

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90. **Period Unknown**

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<th>Late Period</th>
<th>Historic</th>
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</table>

91. **Cultural Affiliation** (Tribal name)

0. 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  
3. Relative dating  
4. Both absolute and relative
93. **Significance** (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.

0. No
1. Yes

96. **Description, Comments, and Problems**
Enter brief statement.

97. **Urban: Address**
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. **Plat**

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

101. **Energy Conversion facilities**

1. Exclusion
2. Avoidance
3. Area of concern

102. **Transmission facilities**

1. Exclusion (NR sites + state-owned historic sites)
2. Avoidance
3. Area of concern

Site leads + isolate finds
APPENDIX A
Completed Site Form
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<td>Tipi Ring Earthlodge Earthworks Rock Shelter Ruins House Sites Kill Site Jump Quarry/Workshop Cache, Storage pit</td>
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<tr>
<td>Isolated Find Miscellaneous Fire Cracked rock Trade Goods Chipped stone work Projectile points Woodwork</td>
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APPENDIX B
Conversion Table

Acres to Hectares

\[
\text{Acres} \times 0.405 = \text{Hectares}
\]

\[
\text{Hectares} \times 10,000 = \text{Meters}^2
\]

\[
1 \text{ Acre} = 4047 \text{ square meters}
\]

Yards\(^2\) to Meters\(^2\)

\[
\text{Yards}^2 \times 0.836 = \text{Meters}^2
\]

Feet\(^2\) to Meters\(^2\)

\[
\text{Feet}^2 \times 0.093 = \text{Meters}^2
\]

Miles\(^2\) to Kilometers\(^2\)

\[
\text{Miles}^2 \times 2.6 = \text{Kilometers}^2
\]

Kilometers\(^2\) to Meters\(^2\)

\[
\text{Kilometers}^2 \times 1,000,000 = \text{Meters}^2
\]

Inches to Centimeters

\[
\text{Inch} \times 2.54 = \text{Centimeters}
\]

Yards to Meters

\[
\text{Yards} \times 0.914 = \text{Meters}
\]

Miles to Meters

\[
\text{Miles} \times 1.609 = \text{Kilometers}
\]

\[
\text{Kilometers} \times 1000 = \text{Meters}
\]

Feet to Meters

\[
\text{Feet} \times 0.3048 = \text{Meters}
\]
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.