

## Appendix B: Data Dictionary Tables

	A	B	C	D	E	F	G	H	I	J
1	<b>Site Information Table</b>									
2										
3	<b>Field_Name</b>	<b>Character count</b>	<b>Field_Alias</b>	<b>Character count</b>	<b>Required (Y=Yes; N=No; P=Preferred)</b>	<b>Format</b>	<b>Default_V alue</b>	<b>Input Style</b>	<b>Visible in Collector App</b>	<b>Description and/or Lookup/Dropdown Details</b>
4	CROSSING_ID	11	Crossing ID	11	Y	Int	Null	Auto - Calculated	Yes - Greyed Out	Unique ID. Combination of town and watershed codes
5	TOWN	4	Town	4	Y	Text	Null	Auto - Calculated	Yes - Greyed Out	
6	STREAM_NAME	11	Stream Name	11	Y	Text	Null	Auto - Calculated	Yes - Greyed Out	
7	ROAD_NAME_A	11	Road Name (Auto)	16	Y	Text	Null	Auto - Calculated	Yes - Greyed Out	
8	ROAD_NAME_F	11	Road Name (Field)	17	Y	Text	Null	User Input - Text Field	Yes	If road name is different than in "Road Name - Auto"
9	NUMBER_STRUCTURES	17	Number of Structures	20	Y	Int	Null	User Input - Numeric	Yes	
10	Status	6	Status	6	Yes	Text		User Input - Lookup/Dropdown	Yes	Status of assessment for the crossings: Complete, In Progress, New
11										
12	<b>Site Assesement Table</b>									
13										
14	<b>Field_Name</b>	<b>Character count</b>	<b>Field_Alias</b>	<b>Character count</b>	<b>Required (Y=Yes; N=No; P=Preferred)</b>	<b>Format</b>	<b>Default_V alue</b>	<b>Input Style</b>	<b>Visible in Collector App</b>	<b>Description and/or Lookup/Dropdown Details</b>
15	CROSSING_ID	11	Crossing ID	11	Y	Int	Null	Auto - Calculated	Yes - Greyed Out	Unique ID. Combination of town and watershed codes
16	OBSERVERS	9	Observers	9	Y	Text	Null	User Input - Text Field	Yes	
17	ORGANIZATION	12	Organization	12	Y	Text	Null	User Input - Lookup/Dropdown	Yes	List organizations in order of observers
18	ASSESSMENT_DATE	15	Assessment Date	15	Y	Date	Null	User Input - Lookup/Dropdown	Yes	Date of original assessment
19	RETURN_ASSESS_DATE	18	Return Assessment Date	22	N	Date	Null	User Input - Lookup/Dropdown	Yes	Date of return assessment
20	START_TIME	10	Start Time	10	Y	Text	Null	User Input - Text Field	Yes	for original assessment date
21	PREDICTED_HIGH_TIME	19	Predicted High Tide Time	24	P	Time	Null	User Input - Lookup/Dropdown	Yes	Predicted high tide from nearest tide chart
22	PREDICTED_LOW_TIME	18	Predicted Low Tide Time	23	P	Time	Null	User Input - Lookup/Dropdown	Yes	Predicted low tide from nearest tide chart
23	PREDICTED_HIGH_HEIGHT	21	Predicted High Tide Height	26	P	Double	Null	User Input -Numeric	Yes	Predicted high tide height from nearest tide chart
24	PREDICTED_LOW_HEIGHT	20	Predicted Low Tide Height	25	P	Double	Null	User Input -Numeric	Yes	Predicted low tide height from nearest tide chart
25	LOCATION_NEAREST_TIDE_CHART	27	Location of Nearest Tide Chart	30	P	Text	Null	User Input - Lookup/Dropdown	Yes	Options: Dover Point, Hampton Harbor, Jaffrey Point, Portsmouth Harbor, Salmon Falls River, Squamscott River
26	GENERAL_NOTES	13	General Assessment Notes	24	N	Text	Null	User Input - Text Field	Yes	General notes about site visit and assessment
27	ROAD_CONDITION	14	Road Surface Condition	22	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: good, fair, poor
28	CONTROL_POINT_HEIGHT	20	Height of Established Control Point	35	Y	Double	Null	User Input - Numeric	Yes	
29	LEVEL_LOCATION_CONTROL_POINT	28	Level Setup Location For Control Point	38	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
30	CONT_POINT_DESCRIPTION	22	Describe Control Point Location	31	Y	Text	Null	User Input - Text Field	Yes	
31	CENTERLINE_ROAD_HEIGHT	22	Height At Road Centerline	25	Y	Double	Null	User Input - Numeric	Yes	
32	CENTERLINE_LOCATION	19	Level Setup Location For Road Centerline	40	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
33	US_LOW_TIDE_ELEV	16	Upstream Low Tide Water Elevation	33	Y	Double	Null	User Input - Numeric	Yes	
34	US_LOW_LOCATION	15	Level Loc. For Us Low Tide Water Elevation	42	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
35	US_HWI_STAIN_ELEV	17	Upstream HWI Stain Elevation	28	Y	Double	Null	User Input - Numeric	Yes	
36	US_HWI_STAIN_LOCATION	21	Level Setup Location For Us HWI Stain	37	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
37	US_HWI_WRACK_ELEV	17	Upstream HWI Wrack Elevation	28	Y	Double	Null	User Input - Numeric	Yes	

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3	Field_Name	Character count	Field_Alias	Character count	Required (Y=Yes; N=No; P=Preferred)	Format	Default_V alue	Input Style	Visible in Collector App	Description and/or Lookup/Dropdown Details
38	US_HWI_LOCATION	15	Level Setup Location For US HWI Wrack	37	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
39	US_CEILING_ELEV	15	Upstream Ceiling of Structure Elevation	39	Y	Double	Null	User Input - Numeric	Yes	
40	US_CEILING_LOCATION	19	Level Setup Loc. For US Ceiling Of Structure	44	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
41	US_ROAD_SURFACE_ELEV	20	Upstream Road Surface Elevation	31	Y	Double	Null	User Input - Numeric	Yes	
42	US_ROAD_SURFACE_LOCATION	24	Level Setup Location For US Road Surface	40	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
43	US_MARSH_PLAIN_1_ELEV	21	Upstream Marsh Plain Shot 1	27	Y	Double	Null	User Input - Numeric	Yes	
44	US_MARSH_PLAIN_1_LOCATION	25	Level Setup Loc. For US Marsh Plain Shot 1	42	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
45	US_MARSH_PLAIN_2_ELEV	21	Upstream Marsh Plain Shot 2	27	Y	Double	Null	User Input - Numeric	Yes	
46	US_MARSH_PLAIN_2_LOCATION	25	Level Setup Loc. For US Marsh Plain Shot 2	42	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
47	US_MARSH_PLAIN_3_ELEV	21	Upstream Marsh Plain Shot 3	27	Y	Double	Null	User Input - Numeric	Yes	
48	US_MARSH_PLAIN_3_LOCATION	25	Level Setup Loc. For US Marsh Plain Shot 3	42	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
49	US_MARSH_PLAIN_4_ELEV	21	Upstream Marsh Plain Shot 4	27	Y	Double	Null	User Input - Numeric	Yes	
50	US_MARSH_PLAIN_4_LOCATION	25	Level Setup Loc. For US Marsh Plain Shot 4	42	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
51	DS_LOW_TIDE_WATER_ELEV	22	Downstream Low Tide Water Elevation	35	Y	Double	Null	User Input - Numeric	Yes	
52	DS_LOW_TIDE_WATER_LOCATION	26	Level Setup Loc. For DS Lt Water Elevation	42	Y	Text	Null	User Input - Numeric	Yes	Options: R, U, D
53	DS_HWI_STAIN_ELEV	17	Downstream HWI Stain Elevation	30	Y	Double	Null	User Input - Numeric	Yes	
54	DS_HWI_STAIN_LOCATION	21	Level Setup Location for DS HWI Stain	37	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
55	DS_HWI_WRACK_ELEV	17	Downstream HWI Wrack Elevation	30	Y	Double	Null	User Input - Numeric	Yes	
56	DS_HWI_WRACK_LOCATION	21	Level Setup Location For DS HWI Wrack	37	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
57	DS_CEILING_ELEV	15	Downstream Ceiling Of Structure Elevation	41	Y	Double	Null	User Input - Numeric	Yes	
58	DS_CEILING_LOCATION	19	Level Setup Loc. For DS Ceiling Of Structure	44	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
59	DS_ROAD_SURFACE_ELEV	20	Downstream Road Surface Elevation	33	Y	Double	Null	User Input - Numeric	Yes	
60	DS_ROAD_SURFACE_LOCATION	24	Level Setup Location For DS Road Surface	40	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
61	DS_MARSH_PLAIN_1_ELEV	21	Downstream Marsh Plain Shot 1	29	Y	Double	Null	User Input - Numeric	Yes	
62	DS_MARSH_PLAIN_1_LOCATION	25	Level Setup Loc. For DS Marsh Plain Shot 1	42	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
63	DS_MARSH_PLAIN_2_ELEV	21	Downstream Marsh Plain Shot 2	29	Y	Double	Null	User Input - Numeric	Yes	
64	DS_MARSH_PLAIN_2_LOCATION	25	Level Setup Loc. For DS Marsh Plain Shot 2	42	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
65	DS_MARSH_PLAIN_3_ELEV	21	Downstream Marsh Plain Shot 3	29	Y	Double	Null	User Input - Numeric	Yes	
66	DS_MARSH_PLAIN_3_LOCATION	25	Level Setup Loc. For DS Marsh Plain Shot 3	42	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
67	DS_MARSH_PLAIN_4_ELEV	21	Downstream Marsh Plain Shot 4	29	Y	Double	Null	User Input - Numeric	Yes	
68	DS_MARSH_PLAIN_4_LOCATION	25	Level Setup Loc. For DS Marsh Plain Shot 4	42	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
69	CROSS_SECTION_COMMENTS	22	Cross Section and Long Profile Comments	39	N	Text	Null	User Input - Text Field	Yes	
70	US_TP_FORESIGHT_ELEV	20	Upstream TP Foresight Elevation	31	N	Double	Null	User Input - Numeric	Yes	
71	US_TP_FORESIGHT_LOC	19	Level Setup Location For US TP Foresight	40	N	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
72	US_TP_BACKSIGHT_ELEV	20	Upstream TP Backsight Elevation	31	N	Double	Null	User Input - Numeric	Yes	
73	US_TP_BACKSIGHT_LOC	19	Level Setup Location For US TP Backsight	40	N	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
74	DS_TP_FORESIGHT_ELEV	20	Downstream TP Foresight Elevation	33	N	Double	Null	User Input - Numeric	Yes	
75	DS_TP_FORESIGHT_LOC	19	Level Setup Location For DS TP Foresight	40	N	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
76	DS_TP_BACKSIGHT_ELEV	20	Downstream TP Backsight Elevation	33	N	Double	Null	User Input - Numeric	Yes	
77	DS_TP_BACKSIGHT_LOC	19	Level Setup Location For DS TP Backsight	40	N	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
78	QC_HEIGHT_CONTROL	17	QC Height Of Established Control Point	38	Y	Double	Null	User Input - Numeric	Yes	
79	QC_LEVEL_LOCATION		QC_LEVEL_LOCATION		Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D

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3	Field_Name	Character count	Field_Alias	Character count	Required (Y=Yes; N=No; P=Preferred)	Format	Default_V alue	Input Style	Visible in Collector App	Description and/or Lookup/Dropdown Details
80	US_NATURAL_COMMUNITY	20	Upstream Natural Community Classification	41	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: sparsely vegetated intertidal habitat, low salt marsh, high salt marsh, marsh elder shrubland, coastal salt pond marsh/meadow, brackish marsh, brackish riverbank marsh, freshwater marsh, freshwater swamp, invasive dominant
81	DS_NATURAL_COMMUNITY	20	Downstream Natural Community Classification	43	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: sparsely vegetated intertidal habitat, low salt marsh, high salt marsh, marsh elder shrubland, coastal salt pond marsh/meadow, brackish marsh, brackish riverbank marsh, freshwater marsh, freshwater swamp, invasive dominant, subtidal
82	US_INVASIVE_PRESENT	19	Upstream Invasive Species Present	33	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: phragmites, narrowleaf cattail, perennial pepperweed, purple loosestrife, Japanese knotweed, none
83	DS_INVASIVE_PRESENT	19	Downstream Invasive Species Present	35	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: phragmites, narrowleaf cattail, perennial pepperweed, purple loosestrife, Japanese knotweed, none
84	COMMUNITY_INVASIVE_COMMENTS	27	Natural Community Or Invasives Comments	39	N	Text	Null	User Input - Text Field	Yes	
85	OBSERVATIONS_VEGETATION	23	Observations Of Vegetation Dieback	34	P	Text	Null	User Input - Text Field	Yes	
86	CONFIRMATION_US_NWI	19	Confirmation/Correct US Nwi Class	33	Y	Text	Null	User Input - Text Field	Yes	
87	CONFIRMATION_DS_NWI	19	Confirmation/Correct DS Nwi Class	33	Y	Text	Null	User Input - Text Field	Yes	
88	VEG_CLASSIFICATION	18	Vegetation Comparison Matrix Code	33	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: 1A, 1B, 1C, 2A, 2B, 2C, 3A, 3B, 3C
89	HABITAT_CONDITION_US	20	Upstream Condition of Salt Marsh or Wetland	51	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: good condition, somewhat altered or impacted, highly altered or impacted
90	HABITAT_CONDITION_DS	20	Downstream Condition of Salt Marsh or Wetland	53	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: good condition, somewhat altered or impacted, highly altered or impacted
91	OTHER_INFRASTRUCTURE_US	23	Other Infrastructure <b>Upstream</b>	29	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: N/A, berm, dike, ditch, rip rap, seawall
92	OTHER_INFRASTRUCTURE_DS	23	Other Infrastructure <b>Downstream</b>	31	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: N/A, berm, dike, ditch, rip rap, seawall
93	HABITAT_INFRASTRUCTURE_COM	26	Habitat Condition & Infrastructure Comments	43	N	Text	Null	User Input - Text Field	Yes	
94	FISH_WILDLIFE_COMMENTS	22	Fish & Wildlife Observations & Comments	39	N	Text	Null	User Input - Text Field	Yes	
95	LOW_LYING_INFRA_OBS	19	Low-Lying Infrastructure Observations	37	N	Text	Null	User Input - Text Field	Yes	
96	ANCILLARY_USE_CROSS	19	Ancillary Uses At Crossing	26	N	Text	Null	User Input - Text Field	Yes	
97	UTILITIES_CROSS	15	Utilities At Crossing	21	N	Text	Null	User Input - Text Field	Yes	
98	OTHER_CROSSING_COMMENTS	23	Other Crossing Comments	23	N	Text	Null	User Input - Text Field	Yes	
99	TIME_ASSESS_COMPLETE	20	Time Assessment Completed	25	Y	Text	Null	User Input - Text Field	Yes	for original assessment date
100										
101	<b>Structure Condition Table</b>									
102										
103	Field_Name	Character count	Field_Alias	Character count	Required (Y=Yes; N=No; P=Preferred)	Format	Default_V alue	Input Style	Visible in Collector App	Description and/or Lookup/Dropdown Details
104	If there is more than one structure at the site then the following fields will be collected for <b>EACH</b> structure									
105	CROSSING_ID	11	Crossing ID	11	Y	Int	Null	Auto - Calculated	Yes - Greyed Out	Unique ID. Combination of town and watershed codes

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3	Field_Name	Character count	Field_Alias	Character count	Required (Y=Yes; N=No; P=Preferred)	Format	Default_V alue	Input Style	Visible in Collector App	Description and/or Lookup/Dropdown Details
106	STRUCTURE_TYPE	14	Structure Type	14	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: round culvert, elliptical culvert, pipe arch culvert, box culvert, embedded round culvert, embedded elliptical culvert, embedded pipe arch culvert, open bottom arch, arch-bridge, bridge with abutments, bridge with side slopes, bridge with side slopes & abutments, other
107	STRUCTURE_MATERIAL	18	Structure Material	18	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: concrete, stone, aluminum-corrugated, plastic-corrugated, steel-corrugated, wood, plastic-smooth, steel-smooth, other
108	US_DIMENSION_A	14	Upstream - Dimension A	22	Y	Double	Null	User Input - Numeric	Yes	
109	US_DIMENSION_B_CB	17	Upstream - Dimension B(CB)	26	Y	Double	Null	User Input - Numeric	Yes	
110	US_DIMENSION_B_LT	17	Upstream - Dimension B (LT)	27	Y	Double	Null	User Input - Numeric	Yes	
111	US_DIMENSION_C	14	Upstream - Dimension C	22	N	Double	Null	User Input - Numeric	Yes	
112	US_DIMENSION_D	14	Upstream - Dimension D	22	N	Double	Null	User Input - Numeric	Yes	
113	US_LOW_TIDE_PERCH	17	Upstream Low Tide Perch	23	Y	Double	Null	User Input - Numeric	Yes	input '0' if no perch
114	US_HEADWALL_MATERIAL	7	Upstream Headwall - Materials	29	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: metal, concrete, masonry, gabion, riprap, other, none, dry fit stone
115	US_HEADWALL_CONDITION	7	Upstream Headwall - Condition	29	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: good, fair, poor, N/A
116	US_WINGWALL_MATERIAL	7	Upstream Wingwall - Materials	29	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: metal, concrete, masonry, gabion, riprap, other, none, dry fit stone
117	US_WINGWALL_CONDITION	7	Upstream Wingwall - Condition	29	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: good, fair, poor, N/A
118	US_STRUCTURE_SCOUR	5	Scour at Structure - Upstream	29	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: none, footer, abutment, armoring, culvert, wingwalls, headwall
119	US_SCOUR_SEVERITY	10	Severity of Scour - Upstream	28	Y	Text	Null	User Input - Lookup/Dropdown		Options: none, low, medium, high
120	DS_DIMENSION_A	14	Downstream - Dimension A	24	Y	Double	Null	User Input - Numeric	Yes	
121	DS_DIMENSION_B_CB	17	Downstream - Dimension B(CB)	28	Y	Double	Null	User Input - Numeric	Yes	
122	DS_DIMENSION_B_LT	17	Downstream - Dimension B(LT)	28	Y	Double	Null	User Input - Numeric	Yes	
123	DS_DIMENSION_C	14	Downstream - Dimension C	24	N	Double	Null	User Input - Numeric	Yes	
124	DS_DIMENSION_D	14	Downstream - Dimension D	24	N	Double	Null	User Input - Numeric	Yes	
125	DS_LOW_TIDE_PERCH	17	Downstream Low Tide Perch	25	Y	Double	Null	User Input - Numeric	Yes	input '0' if no perch
126	DS_HIGH_TIDE_PERCH	18	Downstream High Tide Perch	26	Y	Double	Null	User Input - Numeric	Yes	input '0' if no perch
127	DS_HEADWALL_MATERIAL	20	Downstream Headwall - Materials	31	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: metal, concrete, masonry, gabion, riprap, other, none, dry fit stone
128	DS_HEADWALL_CONDITION	21	Downstream Headwall - Condition	31	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: good, fair, poor, N/A
129	DS_WINGWALL_MATERIAL	20	Downstream Wingwall - Materials	31	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: metal, concrete, masonry, gabion, riprap, other, none, dry fit stone
130	DS_WINGWALL_CONDITION	21	Downstream Wingwall - Condition	31	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: good, fair, poor, N/A
131	DS_STRUCTURE_SCOUR	18	Scour at Structure - Downstream	31	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: none, footer, abutment, armoring, culvert, wingwalls, headwall
132	DS_SCOUR_SEVERITY	17	Severity of Scour - Downstream	30	Y	Text	Null	User Input - Lookup/Dropdown		Options: none, low, medium, high
133	SCOUR_INSIDE	12	Scour inside the Structure	26	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: none, footer, channel, culvert, abutment, armoring
134	SCOUR_INSIDE_SEVERITY	21	Severity of Scour inside Structure	34	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: none, low, medium, high
135	OVERALL_STRUCTURE_CONDITION	27	Structure Condition - Overall	29	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: good, fair, poor
136	STRUCTURE_CONDITION_COMMENTS	28	STRUCTURE_CONDITION_COMMENTS	28	N	Text	Null	User Input - Text Field	Yes	

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3	Field_Name	Character count	Field_Alias	Character count	Required (Y=Yes; N=No; P=Preferred)	Format	Default_V alue	Input Style	Visible in Collector App	Description and/or Lookup/Dropdown Details
137										
138	<b>Longitudinal Profile Table</b>									
139										
140	Field_Name	Character count	Field_Alias	Character count	Required (Y=Yes; N=No; P=Preferred)	Format	Default_V alue	Input Style	Visible in Collector App	Description and/or Lookup/Dropdown Details
141	CROSSING_ID	11	Crossing ID	11	Y	Int	Null	Auto - Calculated	Yes - Greyed Out	Unique ID. Combination of town and watershed codes
142	DISTANCE	8	Distance	8	N	Double	Null	User Input - Numeric	Yes	
143	HEIGHT	6	Height	6	N	Double	Null	User Input - Numeric	Yes	
144	CODE	4	Code	4	N	Text	Null	User Input - Lookup/Dropdown	Yes	Options: HC, P, GC, I, CB, CH
145	SUBSTRATE	9	Substrate	9	N	Text	Null	User Input - Lookup/Dropdown	Yes	Options: C/S, S, G, C, B, Bed, N/A
146	LOCATION	8	Location	8	N	Text	Null	User Input - Lookup/Dropdown	Yes	Options: R, U, D
147										
148	<b>Desktop Assessment Table</b>									
149										
150	Field_Name	Character count	Field_Alias	Character count	Required (Y=Yes; N=No; P=Preferred)	Format	Default_V alue	Input Style	Visible in Collector App	Description and/or Lookup/Dropdown Details
151	CROSSING_ID	11	Crossing ID	11	Y	Int	Null	Auto - Calculated	Yes - Greyed Out	Unique ID. Combination of town and watershed codes
152	PERSON_CONTACTED	16	Person Contacted	16	Y	Text	Null	User Input - Text Field	Yes - Greyed Out	
153	AFFILIATION_OF_CONTACT	22	Affiliation Of Person Contacted	31	Y	Text	Null	User Input - Text Field	Yes - Greyed Out	
154	DATE_OF_PERSON_CONTACT	22	Date Of Contact For Person Contacted	36	Y	Text	Null	User Input - Text Field	Yes - Greyed Out	
155	AGE_OF_STRUCTURE	16	Age Of Structure	16	Y	Int	Null	User Input - Numeric	Yes - Greyed Out	
156	HAZ_MIT_SIZE	12	Site Identified in Hazard Mitigation Plan	41	Y	Text	Null	User Input - Lookup/Dropdown	Yes - Greyed Out	
157	REPLACEMENT_PLANS	17	Replacement Plans	17	Y	Text	Null	User Input - Text Field	Yes - Greyed Out	
158	HISTORY_OF_FLOODING	19	History Of Flooding	19	Y	Text	Null	User Input - Text Field	Yes - Greyed Out	
159	EMERGENCY_ACCES	15	Emergency Access Or Evacuation Route	36	Y	Text	Null	User Input - Lookup/Dropdown	Yes - Greyed Out	Options: yes, no
160	INTERVIEW_COMMENTS	18	Other Interview Comments	24	N	Text	Null	User Input - Text Field	Yes - Greyed Out	
161	CROSSING_OUTLET_TO	18	Crossing Outlets Directly To	28	Y	Text	Null	User Input - Lookup/Dropdown	Yes - Greyed Out	Options: Atlantic Ocean, subtidal, both, neither
162	NUM_DS_CROSSINGS	16	Number Of Downstream Tidal Crossings	36	Y	Int	Null	User Input - Numeric	Yes - Greyed Out	
163	NUM_US_CROSSINGS	16	Number Of Upstream Tidal Crossings	34	Y	Int	Null	User Input - Numeric	Yes - Greyed Out	
164	NUM_DS_RESTRICTIONS	19	Number Of Downstream Tidal Restrictions	39	Y	Int	Null	User Input - Numeric	Yes - Greyed Out	
165	NUM_US_RESTRICTIONS	19	Number Of Upstream Tidal Restrictions	37	Y	Int	Null	User Input - Numeric	Yes - Greyed Out	
166	US_WATERSHED_AREA	17	Upstream Watershed Area	23	Y	Double	Null	User Input - Numeric	Yes - Greyed Out	
167	US_SALT_MARSH_AREA	18	Upstream Salt Marsh Area	24	Y	Double	Null	User Input - Numeric	Yes - Greyed Out	
168	PERCENT_WETLAND	15	Watershed Land Use - Percent Wetland	36	Y	Double	Null	User Input - Numeric	Yes - Greyed Out	
169	PERCENT_FORESTED	16	Watershed Land Use - Percent Forested	37	Y	Double	Null	User Input - Numeric	Yes - Greyed Out	
170	PERCENT_IMPERVIOUS	18	Watershed Land Use - Percent Impervious	39	Y	Double	Null	User Input - Numeric	Yes - Greyed Out	
171	PERCENT_DEVELOPED	17	Watershed Land Use - Percent Developed	38	Y	Double	Null	User Input - Numeric	Yes - Greyed Out	
172	US_CHANNEL_WIDTH	16	Upstream Channel Width	22	Y	Double	Null	User Input - Numeric	Yes	
173	DS_CHANNEL_WIDTH	16	Downstream Channel Width	24	Y	Double	Null	User Input - Numeric	Yes	
174	US_MAX_POOL_WIDTH	17	Upstream Maximum Pool Width	27	Y	Double	Null	User Input - Numeric	Yes	
175	DS_MAX_POOL_WIDTH	17	Downstream Maximum Pool Width	29	Y	Double	Null	User Input - Numeric	Yes	

## Appendix B: Data Dictionary Tables

	A	B	C	D	E	F	G	H	I	J
3	Field_Name	Character count	Field_Alias	Character count	Required (Y=Yes; N=No; P=Preferred)	Format	Default_V alue	Input Style	Visible in Collector App	Description and/or Lookup/Dropdown Details
176	CHANNEL_POOL_COMMENTS	21	Channel And Pool Width Comments	31	N	Text	Null	User Input - Text Field	Yes	
177	IMPOUNDMENT	11	Upstream Impoundment	20	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: yes, no
178	US_WATERSHED_MIGRATION	22	US Watershed Area Of Marsh Migration	36	Y	Double	Null	User Input - Numeric	Yes - Greyed Out	
179	US_EVAL_UNIT_AREA_MIG	21	US Eval. Unit Area Of Marsh Migration	37	Y	Double	Null	User Input - Numeric	Yes - Greyed Out	
180	NHBEOS	6	NHBEOS	6	Y	Int	Null	User Input - Text Field	Yes - Greyed Out	
181	US_NWI_CLASS	12	Upstream NWI Classification	27	Y	Text	Null	User Input - Text Field	Yes - Greyed Out	
182	DS_NWI_CLASS	12	Downstream NWI Classification	29	Y	Text	Null	User Input - Text Field	Yes - Greyed Out	
183	MODELED_ROAD_SUR_INUND	22	Modeled Road Surface Inundation	31	Y	Text	Null	User Input - Lookup/Dropdown	Yes - Greyed Out	Options: yes, no
184	MODELED_ROAD_INUND_1_PER	24	Modeled Road Inundation With 1% Annual Flood	44	Y	Text	Null	User Input - Lookup/Dropdown	Yes - Greyed Out	Options: yes, no
185	INUNDATION_COMMENTS	19	Inundation Risk Comments	24	N	Text	Null	User Input - Text Field	Yes - Greyed Out	
186	US_INFRASTRUCTURE_IMPACTS	25	Upstream Infrastructure Impacts	31	Y	Int	Null	User Input - Numeric	Yes - Greyed Out	
187	US_IMPACTS_1_PER	16	Upstream Infr. Impacts With 1% Annual Flood	43	Y	Int	Null	User Input - Numeric	Yes - Greyed Out	
188	CURRENT_QAQC_STATUS	19	Current QA/QC Status	20	N	Text	Null	User Input - Text Field	Yes - Greyed Out	
189	QAQC_STAFF	10	QA/QC Staff	11	N	Text	Null	User Input - Lookup/Dropdown	Yes - Greyed Out	Options: Shea Flanagan, Pete Steckler, other
190	QAQC_COMMENTS	13	QA/QC Comments	14	N	Text	Null	User Input - Text Field	Yes - Greyed Out	
191	QAQC_ASSESS_TEAM_RESP	21	QA/QC Assessment TEam Response	30	N	Text	Null	User Input - Text Field	Yes - Greyed Out	
192	EDIT_DATE	9	Edit Date	9	Y	Date	Null	Auto - Logged	Yes - Greyed Out	
193	EDITOR	6	Editor	6	Y	Text	Null	Auto - Logged	Yes - Greyed Out	
194	EDITOR_COMMENTS	15	Editor Comment	14	N	Text	Null	User Input - Text Field	Yes	
195										
196	<b>Tide Gate Table</b>									
197										
198	Field_Name	Character count	Field_Alias	Character count	Required (Y=Yes; N=No; P=Preferred)	Format	Default_V alue	Input Style	Visible in Collector App	Description and/or Lookup/Dropdown Details
199	CROSSING_ID	11	Crossing ID	11	Y	Int	Null	Auto - Calculated	Yes - Greyed Out	Unique ID. Combination of town and watershed codes
200	TIDE_GATE_TYPE	14	Tide Gate Type	14	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: N/A, flap gate, sluice gate, self-regulating, stop log, other
201	TIDE_GATE_CONTROL	17	Tide Gate Control Mechanism	27	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: N/A, Counterweights, electric actuator, manual gear, other
202	TIDE_GATE_DEVICE_MATERIAL	25	Tide Gate Device Material	25	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: N/A, Metal, Concrete, Wood, Other
203	TIDE_GATE_DEVICE_CONDITION	26	Tide Gate Device Condition	26	Y	Text	Null	User Input - Lookup/Dropdown	Yes	Options: N/A, Good, Fair, Poor
204	TIDE_GATE_COMMENTS	18	Tide Gate Comments	18	Y	Text	Null	User Input - Text Field	Yes	
205										
206	<b>Replacement History Table</b>									
207										
208	Field_Name	Character count	Field_Alias	Character count	Required (Y=Yes; N=No; P=Preferred)	Format	Default_V alue	Input Style	Visible in Collector App	Description and/or Lookup/Dropdown Details
209	CROSSING_ID	11	Crossing ID	11	Y	Int	Null	Auto - Calculated	Yes - Greyed Out	Unique ID. Combination of town and watershed codes
210	NRCS_ID	7	NRCS Site ID#	13	Y	Int	Null	User Input - Numeric	No	NRCS Site # associated with site
211	NRCS_SC	7	NRCS Score	10	Y	Text	Null	User Input - Lookup/Dropdown	No	Options: A, I, A/I
212	DES_PERMIT_NUM	4	Permit #	8	N	Int	Null	User Input - Text	No	DES Permit # Associated with replacement

