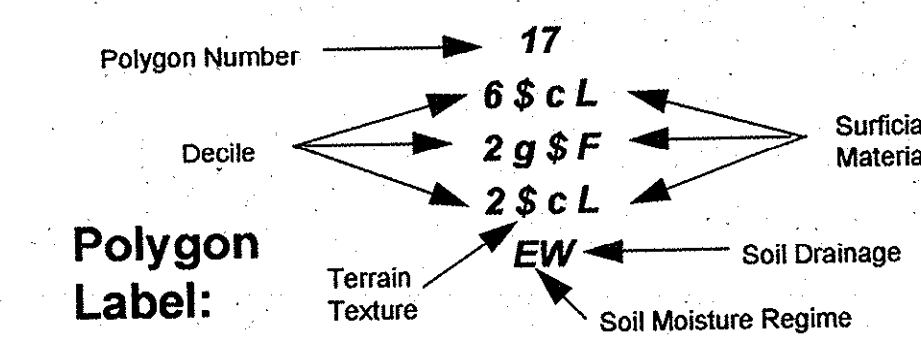


KNIFE CREEK (TERRAIN)
93A.001

1993 Vegetation Inventory Pilot Project
Alex Fraser - UBC Research Forest
Knife Creek Block

Terrain
Scale 1:10,000



Decile: Each polygon may be divided into up to three terrain components. The decile is the proportion (expressed in tenths) of the polygon representing that component.

Code	Surface Material	Code	Soil Moisture Regime
A	Anthropogenic	A	Very Xeric
C	Colluvial	B	Xeric
D	Weathered Bedrock	C	Sub Xeric
E	Eolian	D	Sub Mesic
F	Fluvial	E	Mesic
Fg	Glaciofluvial	F	Sub Hygic
I	Lias	G	Hygic
L	Lacustrine	H	Sub Hydric
Lg	Glaciolacustrine	I	Hydric
M	Morainal (Till)		
O	Organic		
R	Bedrock		
U	Undifferentiated		
V	Volcanic		
W	Marine		
Wg	Glaciomarine		

Terrain Textural Terms	
Code	Specific Classic Terms
a	Blocks
b	Boulders
k	Cobbles
p	Pebbles
s	Sand
s	Silt
c	Clay

Terrain Textural Terms	
Code	Common Classic Terms
d	Mixed Fragments
x	Angular Fragments
g	Gravel
r	Rubble
m	Mud
y	Shells

Soil Drainage	
Code	Soil Drainage
r	Rapid
w	Well Drained
m	Moderately Well Drained
p	Poor

