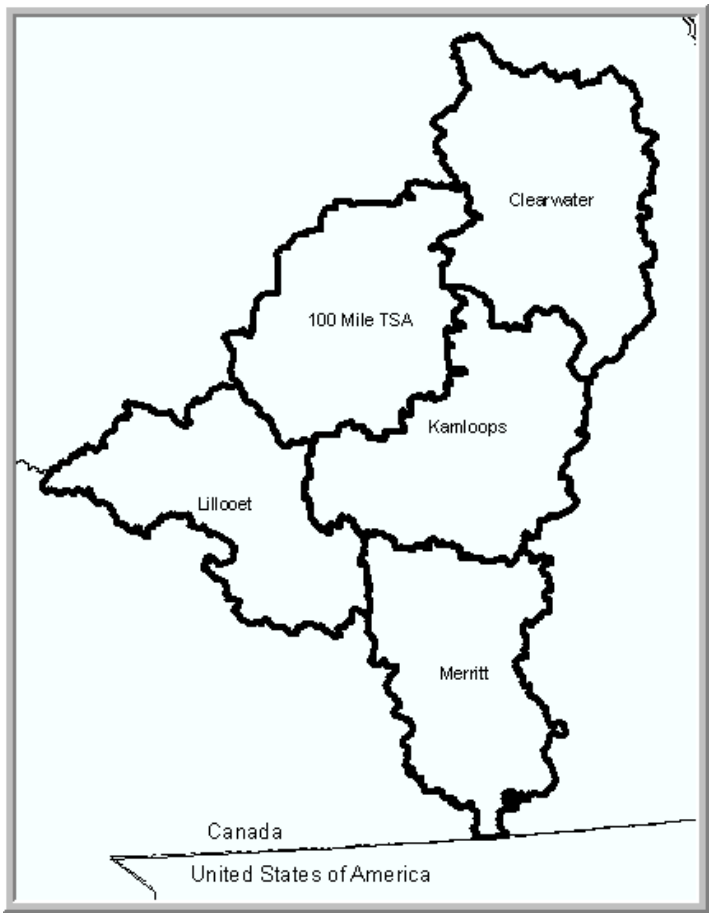
BCTS
BC Timber Sales
Kamloops

Kamloops TSO
Operational Template Description

Created October 20, 2008
Updated June 2013



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Document Change Tracking

Version	Date of Issue	Author(s)	Brief Description of Change
	May/June 2013	Devona Hay	- Provide link to printing from genus geo (creating a template) - Update shared information - Add in Quickzoom issues and how to resolve when not working - Add in how to change a grid on templates - Add in how to change the coordinate system of the dataframe - Add in how to add additional layers after running template - Add in how to create annotation from labels - Add in Block Recce Template details - Update all sections of what exactly needs to be entered for additional spatial layers for each template - Update all sections for information that has to be manually entered by user - Update all sections with road information and link to Roads SOP on ftp site - Update all sections with link to sample map prior to edits made by contractors - Add in Detailed Location map section/details - Add in Road Recce section/details - Review all templates for accuracy, details and any updates - Add in Road construction/deactivation section/details

Kamloops TSO Geo Templates

The Kamloops TSO has discovered a need to document what data, both spatial and tabular, is required for templates to work successfully. Each template is documented separately as each utilizes different information to capture the intent. This document will be updated as the templates evolve or Cengea changes. Any additional layers that may be needed can be found in the layer manager under the appropriate groups should the Field Team require those layers to be displayed on their map.

Shared Information common to all Templates



FYI: If you have complete all of the tabular information listed below and the tags are still not populating, the tags may be broken and need to be reviewed. When tables or views are updated by the database administrators, it can sometimes break the links. Please send email to GIS section at Kamloops TSO with the block you are trying to run and which template you are running. (Devona Hay or Candice Steinke)
If a value does not populate and is in the lists below, then the value isn't entered in Cengea Resources. If a value does not populate and isn't in the lists below, then the value must be manually entered.

If you have confirmed that all spatial data has been loaded and the template still does not display the spatial information correctly, that means that the data, although linked is may not linked correctly. The data will have to be re-linked either in the map window or on the Geo side.

You can determine whether or not the spatial has been entered in the map window for the appropriate template by doing the following.

- Open the navigator tree and select the block you want to create a new map of
- Open the map window
- Once the map window zooms to your block you can turn on additional layers to see if the spatial has been entered.
- You can also use the "i" button to see if there is spatial as it will not be able to find the record if no spatial exists. (**NOTE:** make sure the layer you are trying to find information about is highlighted in the legend.)
- Refer to the appropriate module on the sharepoint site (https://spc-flnr.gov.bc.ca/bcts_genus_users/mapwindow/Cengea%20Map%20Window%20Training%20Materials/Home.aspx) to create spatial for the layer in question. (You will be prompted for your password and IDIR name. Enter as follows: idir\"your idir name" (e.g. idir\bsmith), then use the same password you log onto the DTS site with.)
- Whenever you see the "CUTB_SEQ_NBR" in the additional spatial layers (e.g. TIMBERTYPE_TMP or LAYOUT_POINT) always enter the sequence number from the block layer

An alternate method for checking the spatial is the Geo side of things which is most likely the method that multiphase contractors will use to enter the spatial data. Most contractors will enter spatial data through the Geo environment and then link in the map window.

How to run a template



Once all the spatial data is in the system for the Phase you are at, you can then go and run a template. Kamloops TSO has created templates that have live links to all the data required for the specific maps that are required as deliverables by the multiphase contractors. This prevents users from using the incorrect data, and having as much of the work automated as possible. The items that are not automated (some tagging and labeling) are referred to later in this document.

The steps on how to run a template can be found in the following document on the ftp site.
(ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Printing%20from%20Genus%20Geo.pdf)
This document walks you through how to create a map of a specific TSL. Once you run a template you can use the "SAVE AS" to save your MXD.

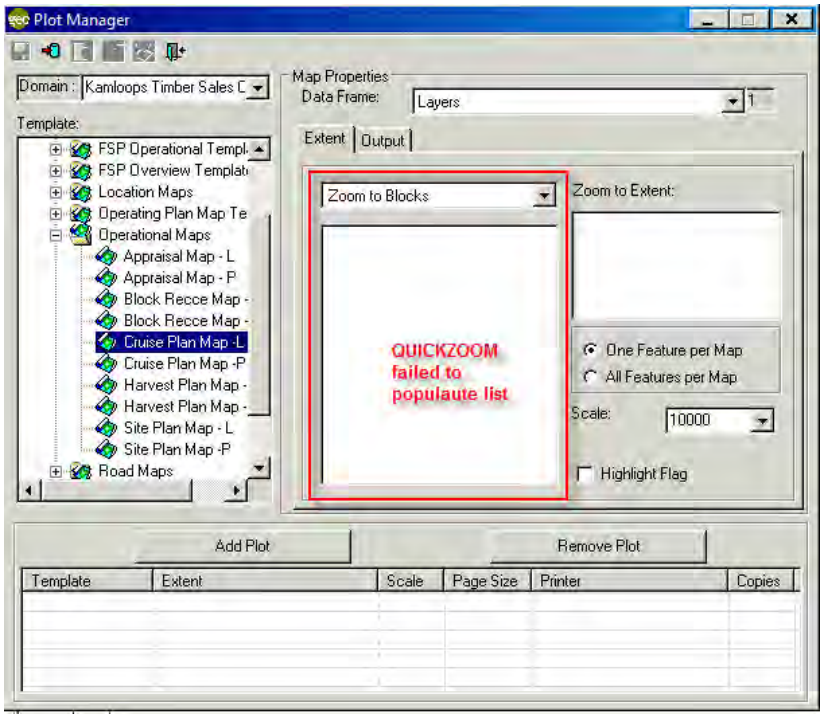
NOTE: At this time you would save your "MXD" in your working folder on the F:\ drive. (F:\tka_root\Contractor_Workspace\"Your company name"). This folder is created by BCTS GIS staff at the time the multiphase contract is awarded and communicated during Contractor GIS prework which is mandatory.

NOTE: If you close the Plot Manager before saving the MXD you will lose the map.

Quickzoom not working when you select a template to run

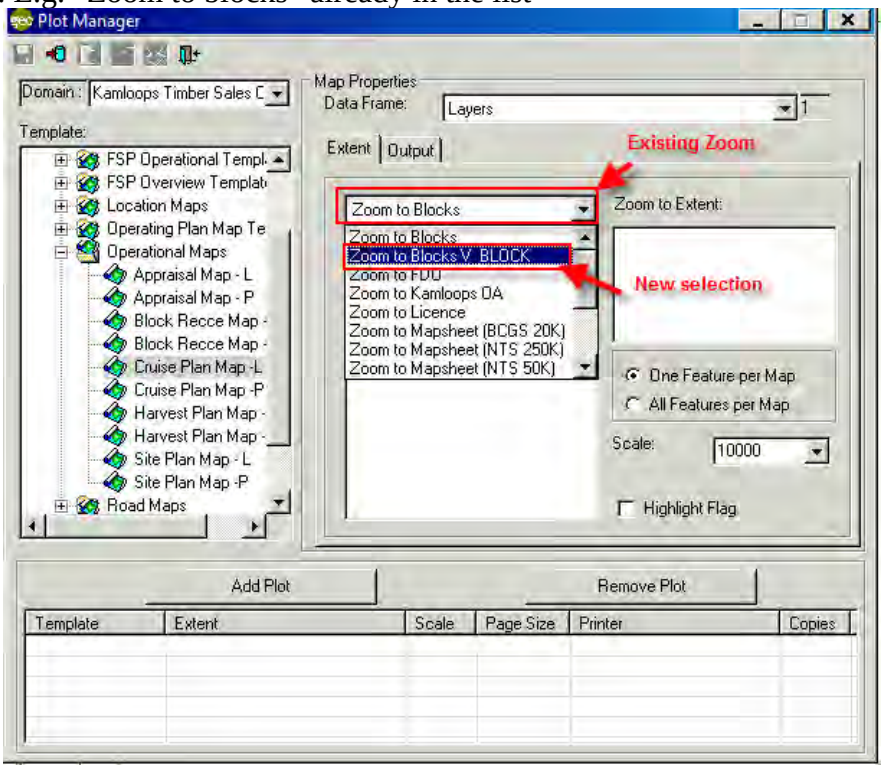


Occasionally after selecting a template when you are going to run a template to make a map, the quickzoom fails to populate the list of Licences and Blocks that are linked spatially to select.

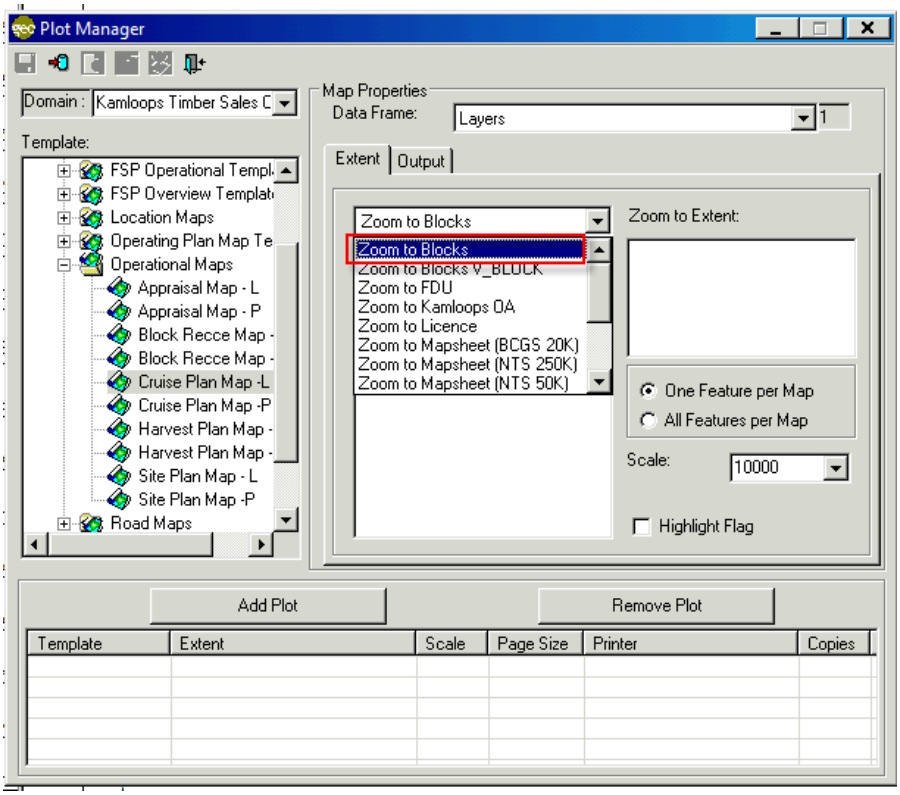


In order to get this list to populate following these steps:

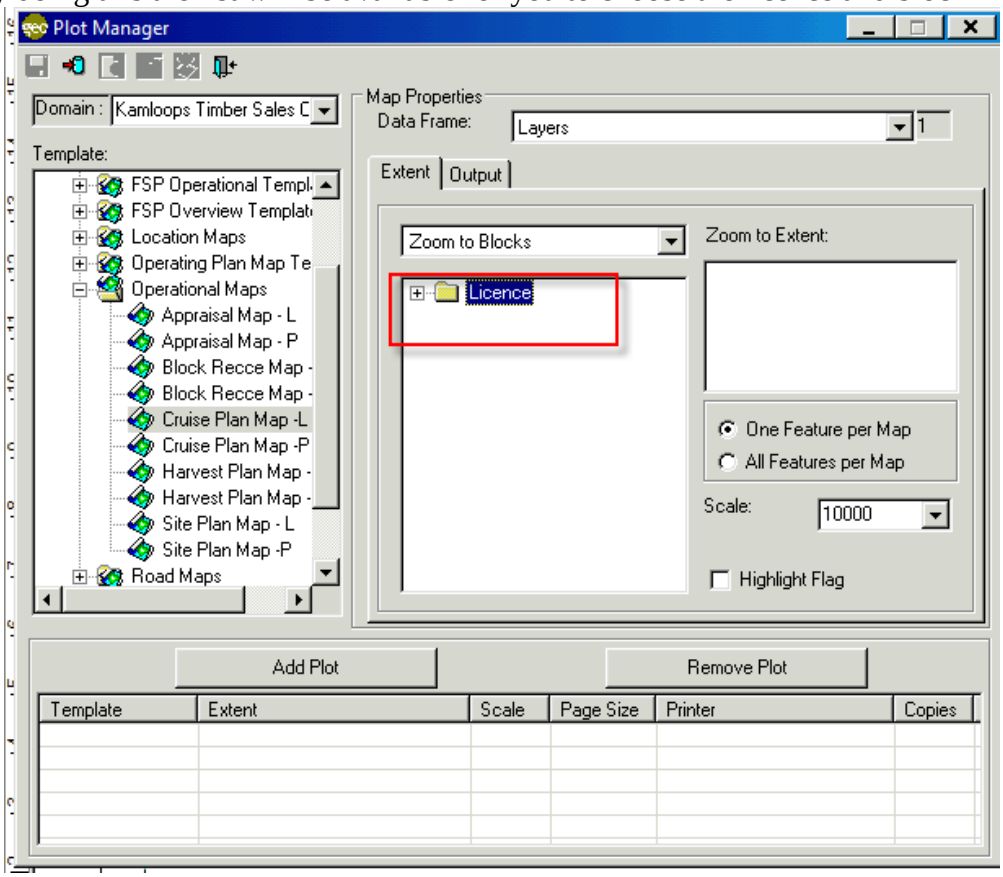
1) From the Zoom dropdown, select a different zoom while taking note of what it already in the list. E.g. “Zoom to blocks” already in the list



2) After selecting the new selection, select the zoom that was originally in the dropdown, this will then force it to populate the list for you.



3) By doing this the list will be available for you to choose the licence and block



Duplicating SU Issue

When running the templates, you may find duplicating SU or treatment area records listed. This is due to a multipart polygon problem. To fix this, you will have to notify your local multiphase contractor or Local GIS to resolve the spatial.
NOTE: this can happen in any layer not just the SU layer (harvest unit, harvest method, Nav_L, Block etc).
Here's an example of what it looks like when you run the template:

SP Area Summary (ha)

Standard Unit	Gross Block Area	NAR	Type
1	58.7	58.7	PROD
1	58.7	58.7	PROD
NHZ	0.9	0	RESRV
PAS	6.1	0	NPPERMACC
PAS	6.1	0	NPPERMACC
WTP	35.1	0	WTP
WTP	35.1	0	WTP
WTP	35.1	0	WTP
WTP	35.1	0	WTP
WTP	35.1	0	WTP
WTP	35.1	0	WTP
WTP	35.1	0	WTP
WTP	35.1	0	WTP
WTP	35.1	0	WTP
	481.5	117.4	

NOTE: The resolution is to merge the polygons into a multi-part polygon.

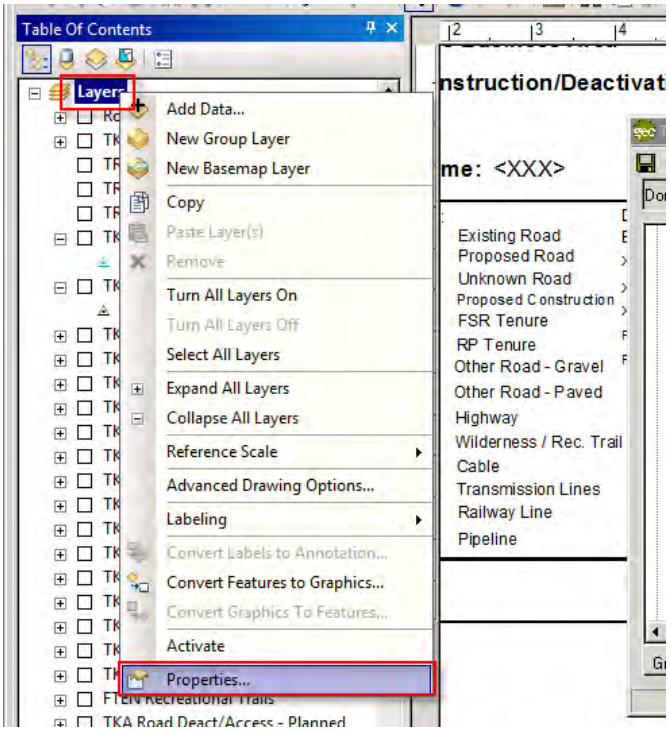
Changing the Grid on templates



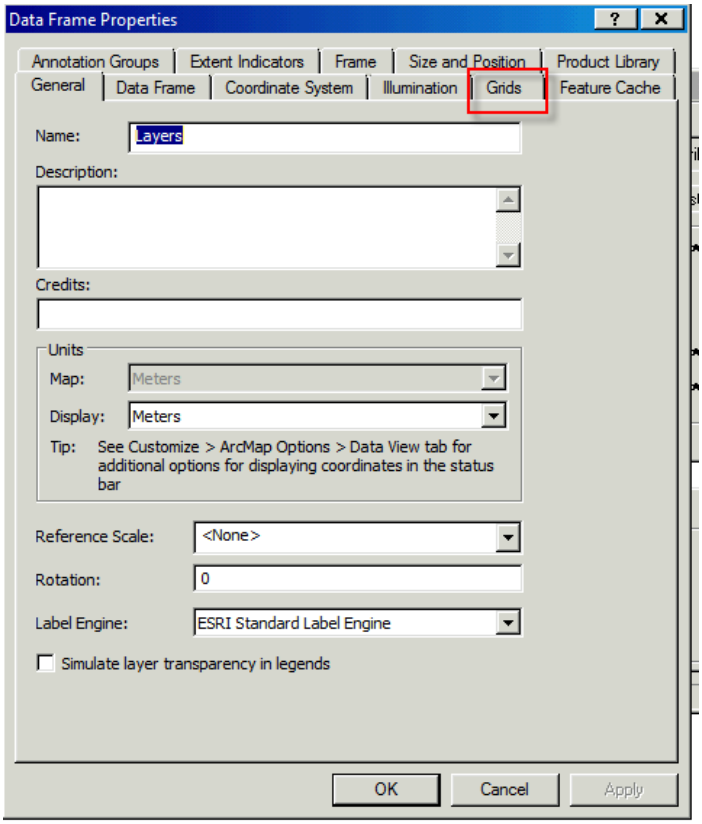
The templates are set up to have a grid with Northing and Eastings in UTM zone 10. An additional UTM zone 11 has been added and Contractors/Staff will have to change the Zone to get the correct Northing and Eastings for areas that are in UTM zone 11 (BCGS mapsheet – 82E, 82M, 82L, 83D series).

NOTE: To change the grid, follow these steps:

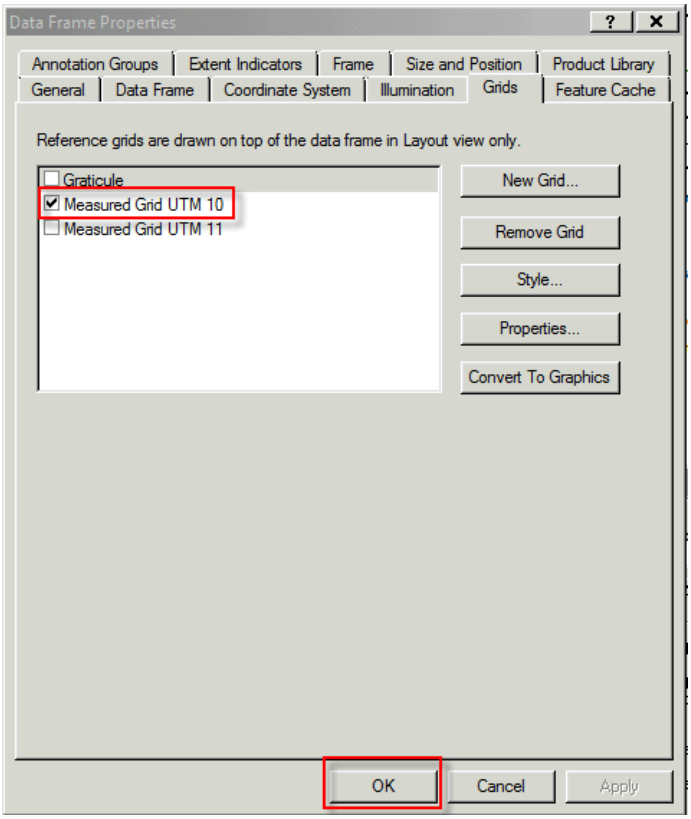
1) After running the template, open the dataframe properties window by right clicking on "Layers" or "DataFrame"



2) Select the “Grids” tab



3) Check/Uncheck the grid that you want/don’t want “Measured Grid UTM 10” or “Measured Grid UTM 11”



This will then change your grid to the proper coordinate system.

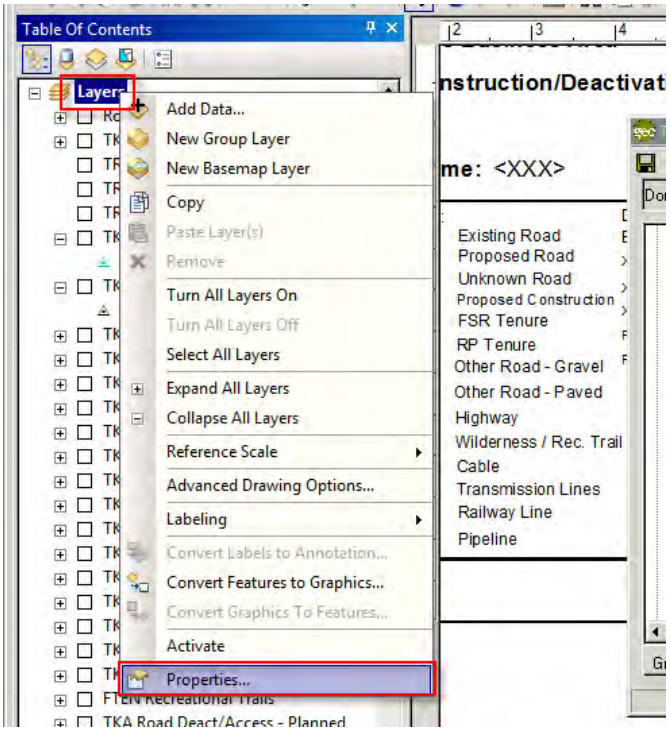
Changing the Coordinate system of the dataframe on templates



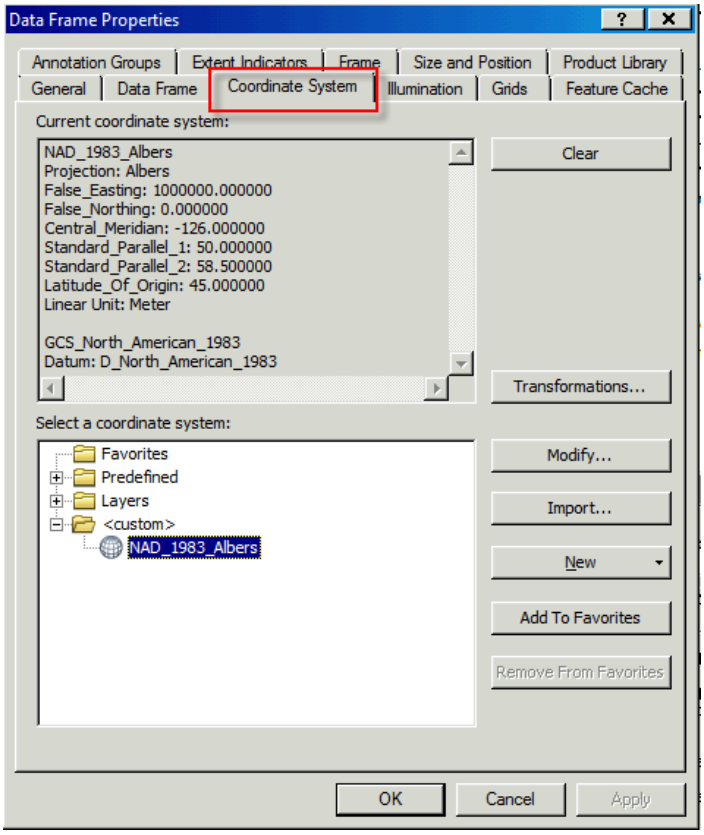
The templates are setup to have an Albers Nad 83 Coordinate system as that is what our data is captured as. If you want to change the coordinate system of the dataframe, you will have to complete the following steps.

NOTE: To change the coordinate system, follow these steps:

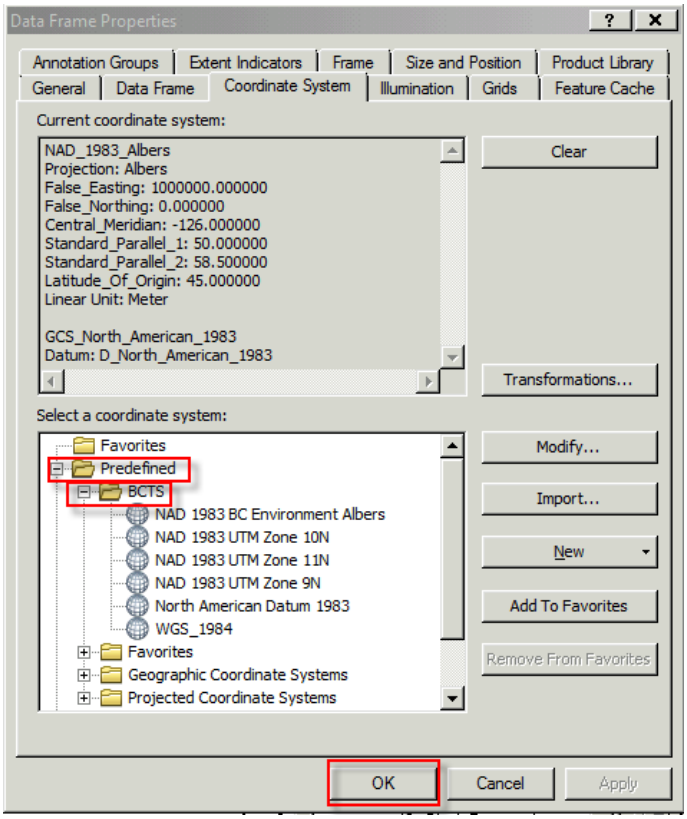
1) After running the template, open the dataframe properties window by right clicking on “Layers” or “DataFrame”



2) Select the “Coordinates” tab



3) Click on the “Predefined” folders, select “BCTS” select the coordinate system you want by highlighting, then click “OK”



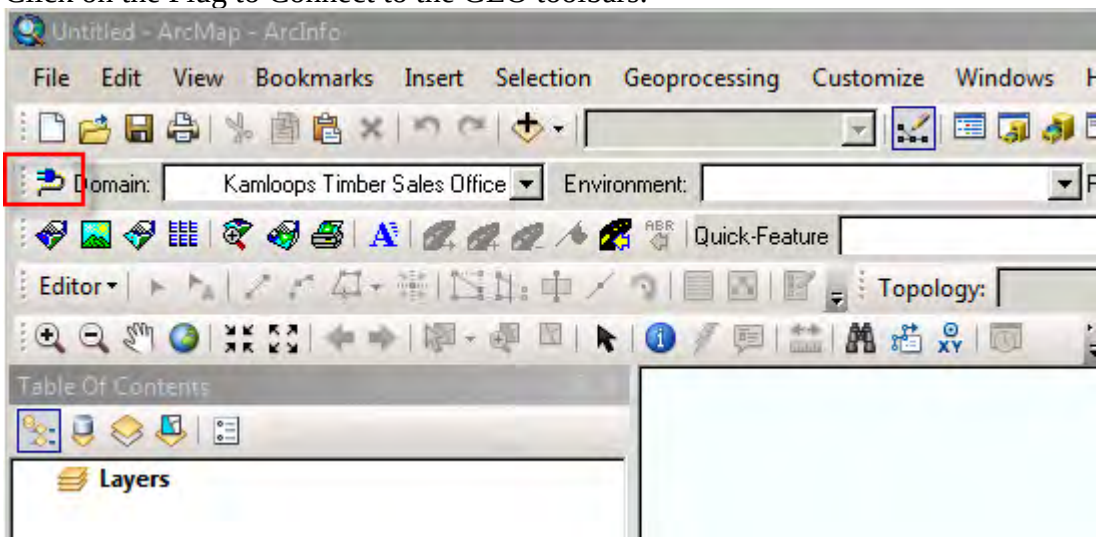
NOTE: this has now changed your coordinate of your dataframe or map.

How to add additional layers after running template



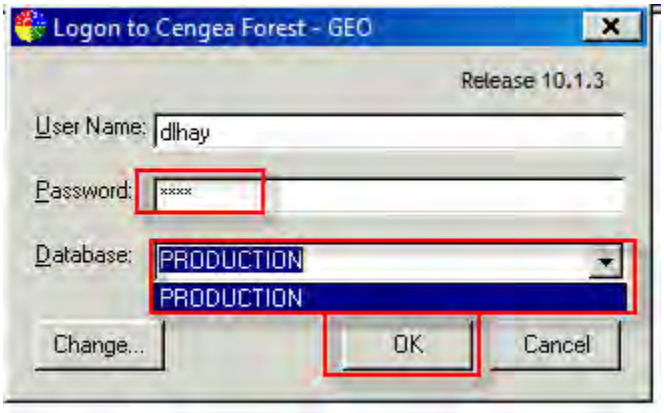
The templates are designed to automate 90% of the work and then the multiphase contractors will make modifications as per the requests of the various field teams. Not all layers that are created are required or needed on all templates and in some cases there is a request to add additional layers to the map that are not common to all the field teams within the Kamloops TSO.

1) Click on the Plug to Connect to the GEO toolbars.

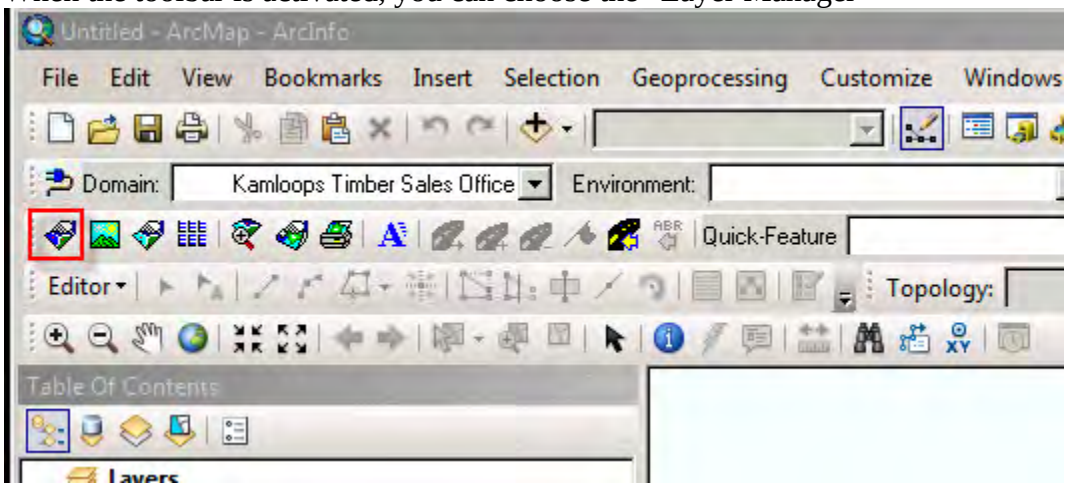


2) When prompted, enter the Password (adam), and select “PRODUCTION” from the dropdown and Click “OK”. This will then activate the second toolbar called “Cengea GEO Data Manager”.

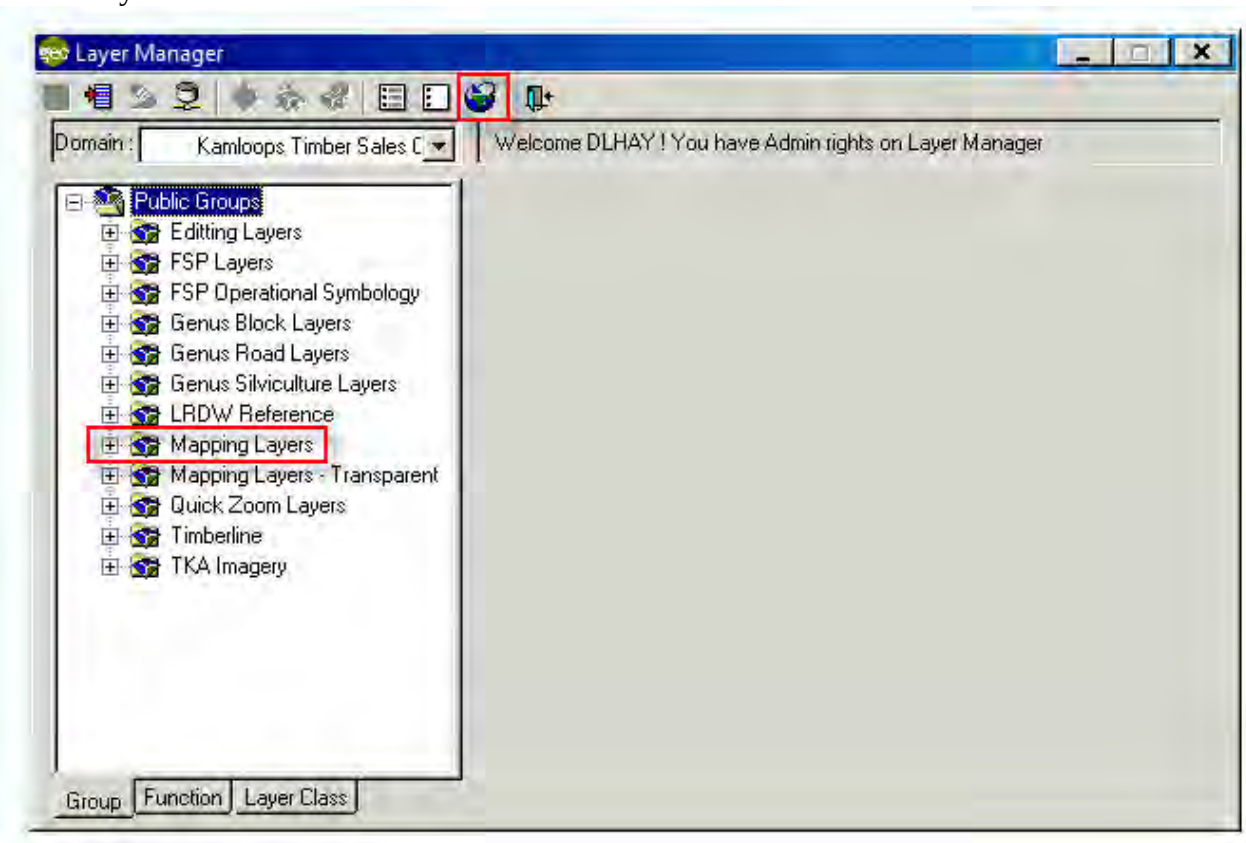
NOTE: if the first toolbar is greyed out, then you need to turn on the “GEO Extension” from the Customize menu, select extensions.



3) When the toolbar is activated, you can choose the “Layer Manager”



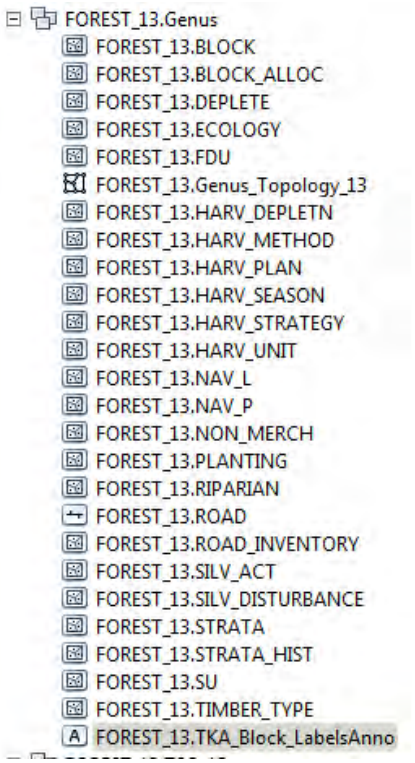
4) From here you can go into any of the groups (the “Mapping Layers” folder is the one you might find the most useful) to add some additional layers.
   To add a layer to your newly saved MXD expand the plus beside the folder, then either hit the “GLOBE” at the top of the layer manager window as highlighted or double-click the layer.



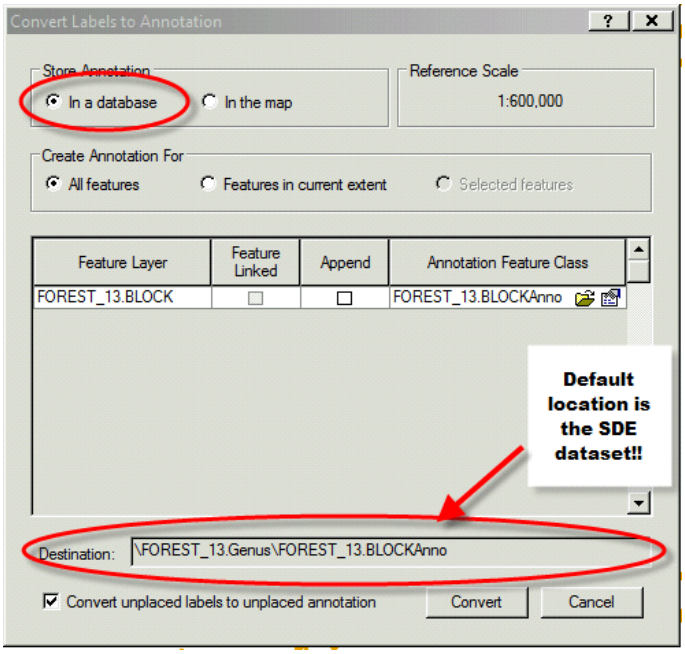
How to create annotation from labels



There have been numerous occasions where annotation layers have been created against the FOREST_13 layers. Unfortunately there is nothing preventing a user from doing this, but it makes the FOREST_13.Genus dataset unable to be registered as versioned because it contains an unauthorized layer. This means we can’t edit our spatial data.
To fix this our database administrators have to unlock the database and delete the annotation layer and then register the dataset as versioned. To do this everyone must be out of the database, so it results in downtime for the entire business area like we experienced this morning to fix it.
NOTE: Please be very careful when using the “CONVERT LABELS TO ANNOTATION” feature in ArcMap to ensure you are NOT creating a new feature class within the FOREST_13 SDE dataset.



You must create your feature class in a Personal or File Geodatabase, or **better yet choose the "In the Map" option** from the Store Annotation section in the dialogue box and then it will just create the layer in your mxd and not create a feature class at all.
The Forest_13 SDE dataset will be the default location if you choose the "In a Database" option (see screenshot below). If you need to create a feature class for the annotation, change the destination dataset before you click Convert. To do this you have to click the yellow folder beside the Annotation Feature Class name and browse to the location of the dataset you wish to add the new feature class to. This will update the path listed in the Destination box at the bottom of the screen.



Additional Spatial Layers – Attributes that are required for templates to work



The Kamloops Business Area has identified the attributes that are required to be entered for the additional spatial layers (FOREST_13.TSO_13 layers). The idea behind this is to facilitate automation in the templates, ease of labeling, and consistency with data entry for the Kamloops Business area. It also allows for utilizing definition queries to eliminate adjacent information from showing on the maps without a lot of effort from the multiphase contractor.

Please reference the following document to identify the attributes that are required and other special requirements for each layer.

ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Standards_for_BCTS_spatialdata.pdf

Block Recce Map (Block Reconnaissance Map - L or Block Reconnaissance Map - P)



This template was designed to provide user with a 1:10,000 scale reconnaissance map that provides a preliminary location of block boundaries and existing/proposed roads and identify any significant features of note.

Spatial Data Layers that need to have spatial data and be linked correctly (Resources and GEO)

- Forest_13.Block (Map window name: Blocks details screen)
- Forest_13.Ecology (Map window name: Silviculture Activities, Eco Unit Activity Details Tab)
- Forest_13.SU (Map window name: Silviculture Activities, Plan Activity, SU Summary screen)
- Forest_13.Road (Map window name: Map window editing roads – see Roads SOP posted on FTP site)

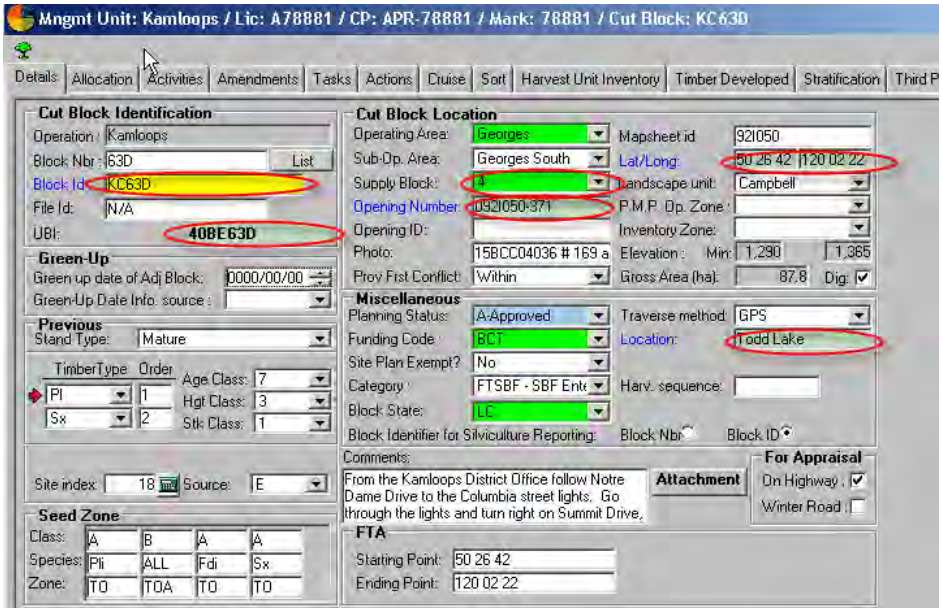
Additional Spatial layers required for mapping (Geo side only)

- Forest_13.Layout_point (Landings)
- Forest_13.layout_line (gully/draw, embankment, trails, fence lines)
- Forest_13.Stream (streams that have changed with field work eg. ground truthing/gps)
- Forest_13.Waterbody (waterbodies that have been mapped or identified in the field but not found in trim layer – wetland, river, lake or fen)

Tabular Data that needs to be entered for Tags to populate

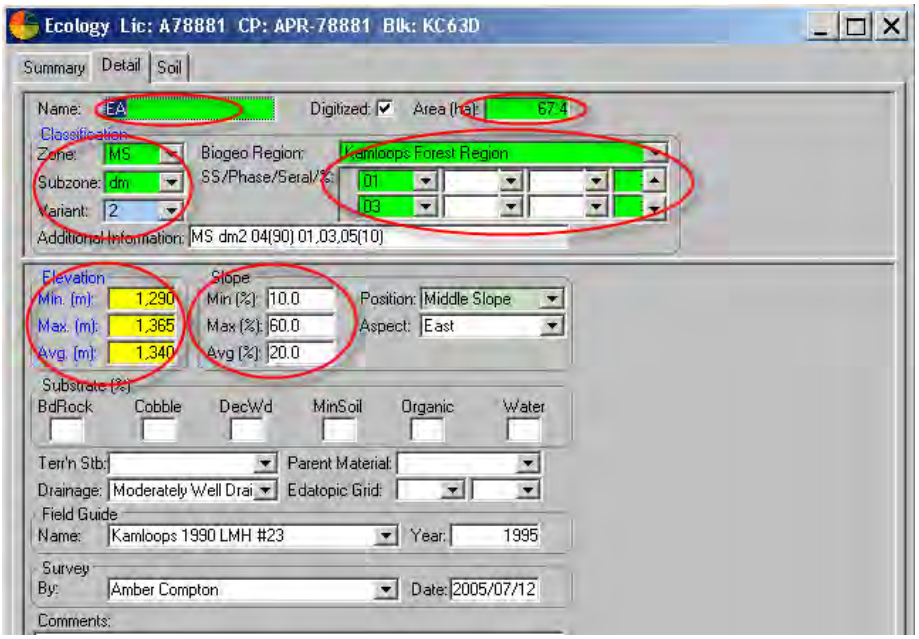
Block Details Screen (tags information for the Block details and block summary table)

- Block ID
- Location
- Latitude
- Longitude
- Opening Number
- Supply Block
- UBI



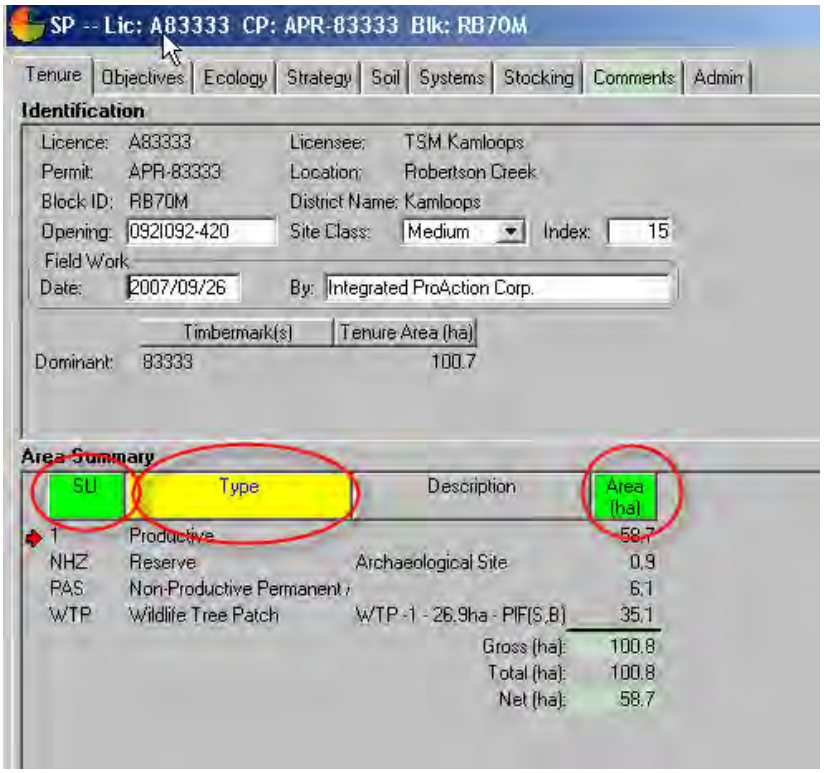
Ecology Detail Screen (tags information in the block details and the site description table)

- Elevation Min
- Elevation Max
- Elevation Avg
- Slope Min
- Slope Max
- Slope Avg
- Name
- SS/Phase/Seral/%
- Classification
- Area



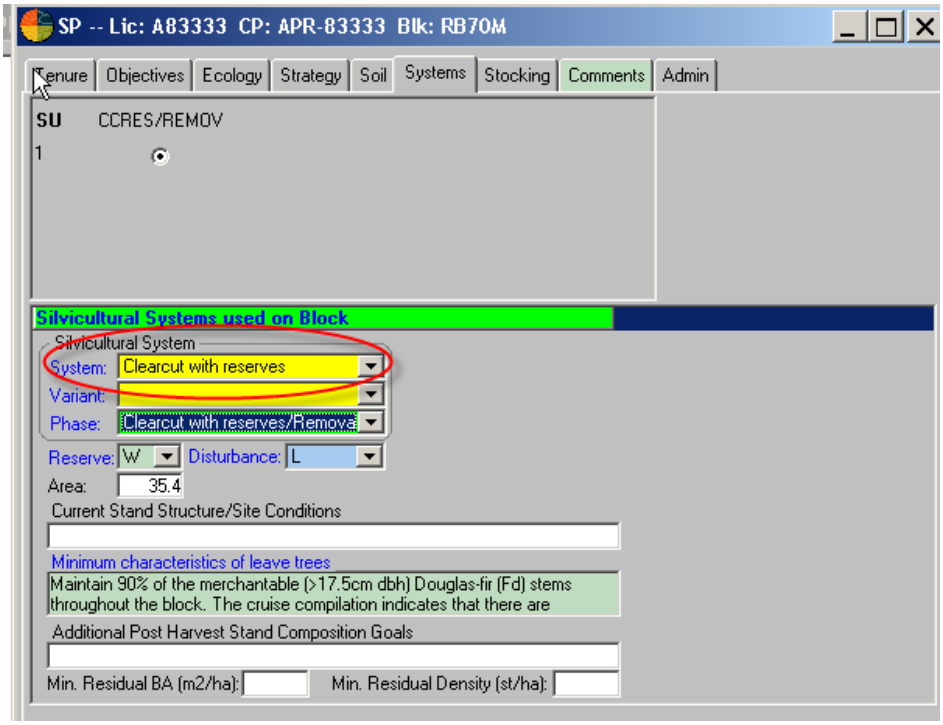
SP Tenure Screen (tags information in the SP Area Summary table)

- SU
- Type
- Area



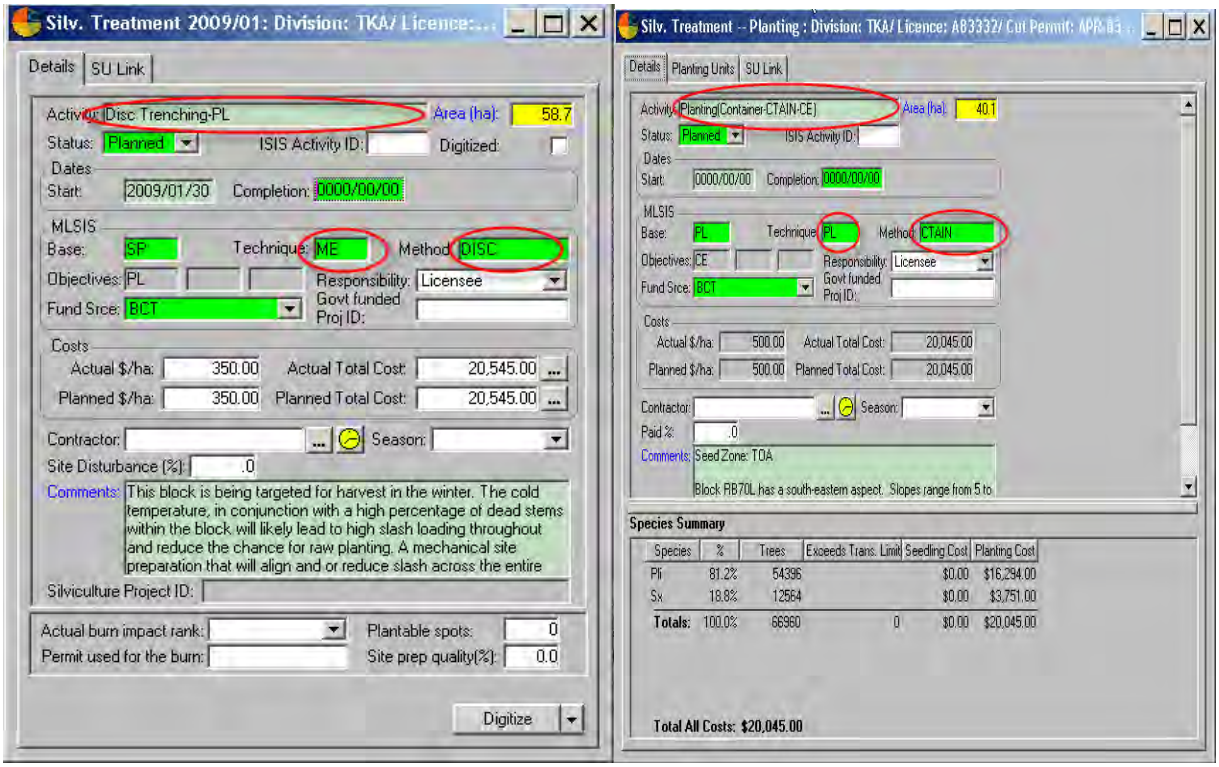
SP Systems Tab (tags information in the Treatment Description summary table)

- System



Silviculture Treatment window (Site Preparation and Reforestation activities) (tags information in the treatment description summary table)

- Activity
- Technique
- Method

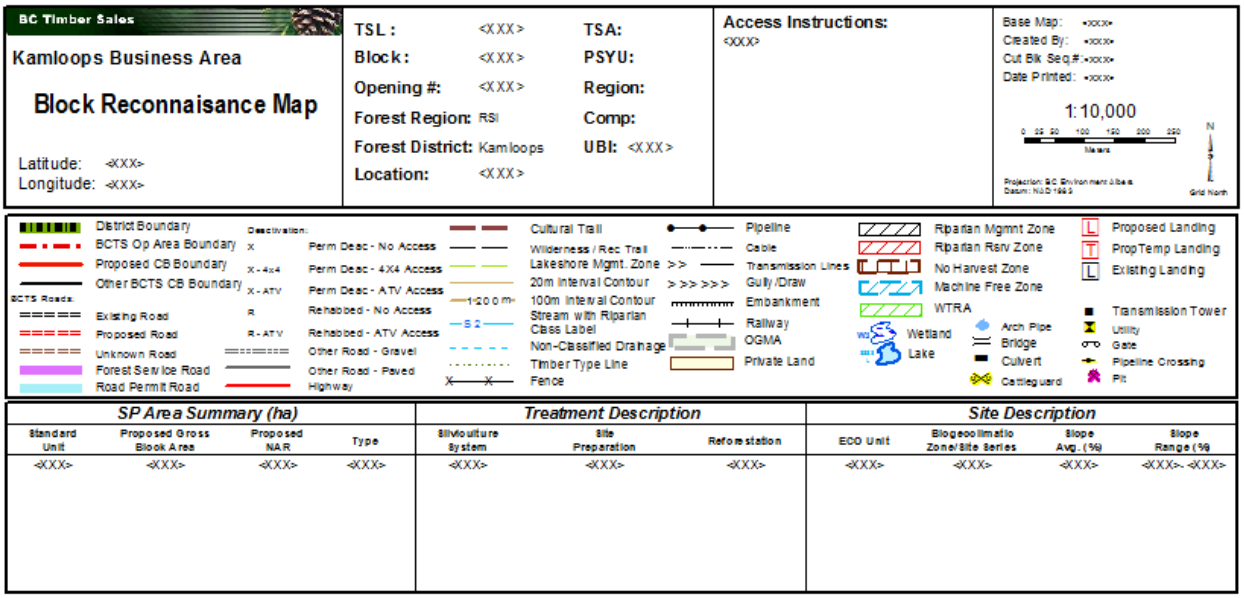


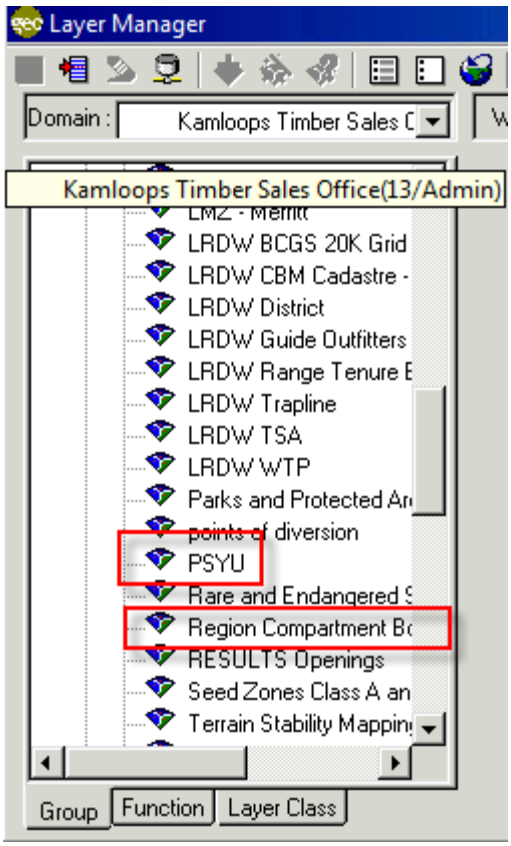
Currently we are experiencing issues with the tags from the silviculture activities screen so they have to be manually entered after the template is run.

Summary Information manually entered by User

There are a number of items that cannot be automated in the template, they are listed below. The screen capture shows where in the template the items go followed up with where the information is stored in Cengea Resources.

- Forest District
- TSA
- PSYU
- Region
- Compartment
- Site Preparation
- Reforestation





NOTE: Some of these items are not stored in Cengea Resources anywhere or do not show up in the table views in order for tags to be created. Users must load the GIS Layers found in the layer manager under the LRDW Reference heading in order to determine this information if important to the map.

Road Information



Road Structures Window (this will create the Road Structures spatial layer)

(Arch pipes, fence, culverts, bridges, cattleguards, gates, pipeline crossing, pit, utility)

NOTE: this information is entered by the Engineer at BCTS. Refer to Chapter 10 in the Roads SOP page 14. This information will be for adjacent roads not for proposed roads for the associated TSL. (ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

Road Attribute Windows (this will symbolize the Road State)

NOTE: This information is entered by Multiphase GIS staff. Refer to Chapter 2 in the Roads SOP depending on the Phase of the road.

(Refer to the Roads SOP depending on what phase the roads are at- ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

NOTE: adjacent roads should be symbolized accurately and pulled from resources



Example of Completed Block Reconnaissance map before a Contractor edits labels and puts in the information that each field requires can be found here:

ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Sample%20GeoTemplate%20Maps/

Detailed Location Map (TKA Detailed Map 20K or TKA Detailed Map 20K - P)



This template was designed to create a detailed 1:20,000 scale map showing the block and other references to identify its location with reference to cities/towns, major rivers/streams etc. that would allow users to locate the TSL in the field.

Spatial Data Layers that need to have spatial data and be linked correctly (Resources and GEO)

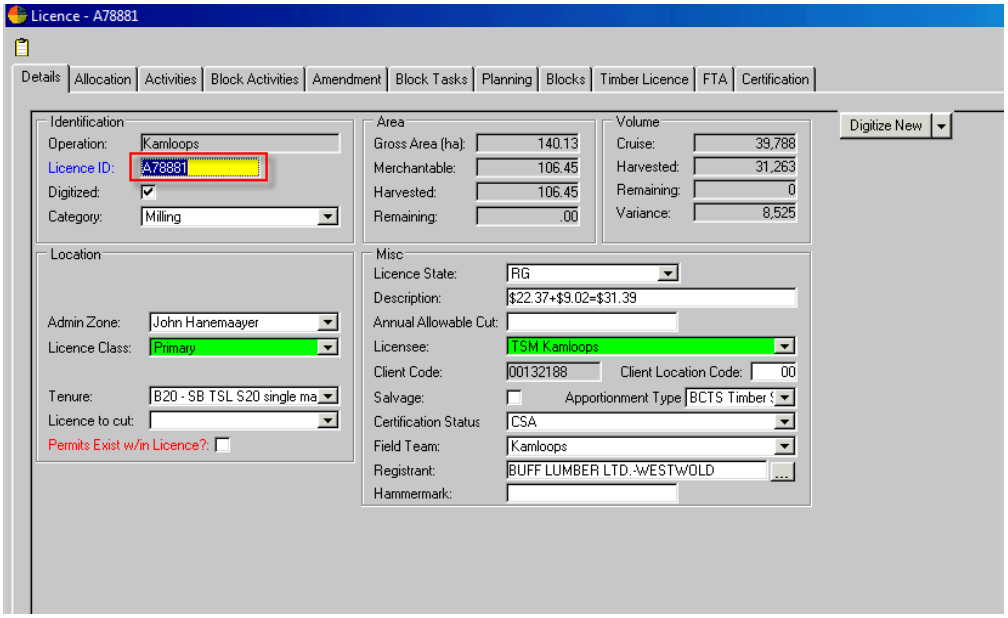
- Forest_13.Block (Map window name: Blocks details screen)
- Forest_13.SU (Map window name: Silviculture Activities, Plan Activity, SU Summary screen)
- Forest_13.Road (Map window name: Map window editing roads – see Roads SOP posted on FTP site)

Additional Spatial layers required for mapping (Geo side only)

- Forest_13.Layout_point (Designated Crossings)
- Forest_13.layout_line (gully/draw, embankment, trails, fence lines)
- Forest_13.Stream (streams that have changed with field work eg. ground truthing/gps)
- Forest_13.Waterbody (waterbodies that have been mapped or identified in the field but not found in trim layer – wetland, river, lake or fen)

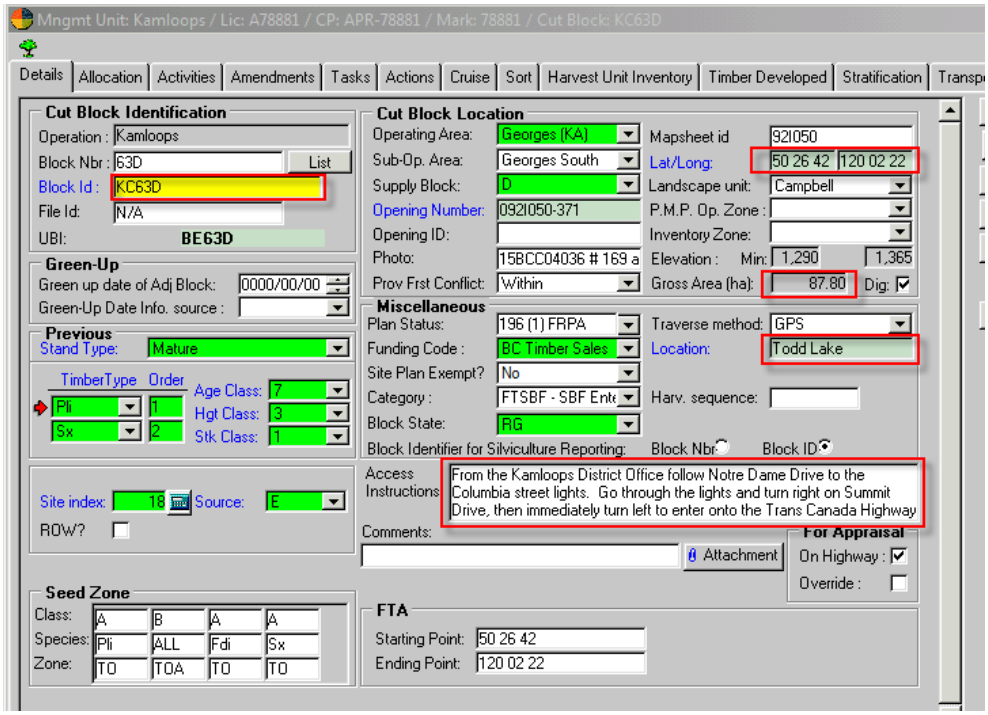
Tabular Data that needs to be entered for Tags to populate

Licence Details Screen (tags information for the Licence details)



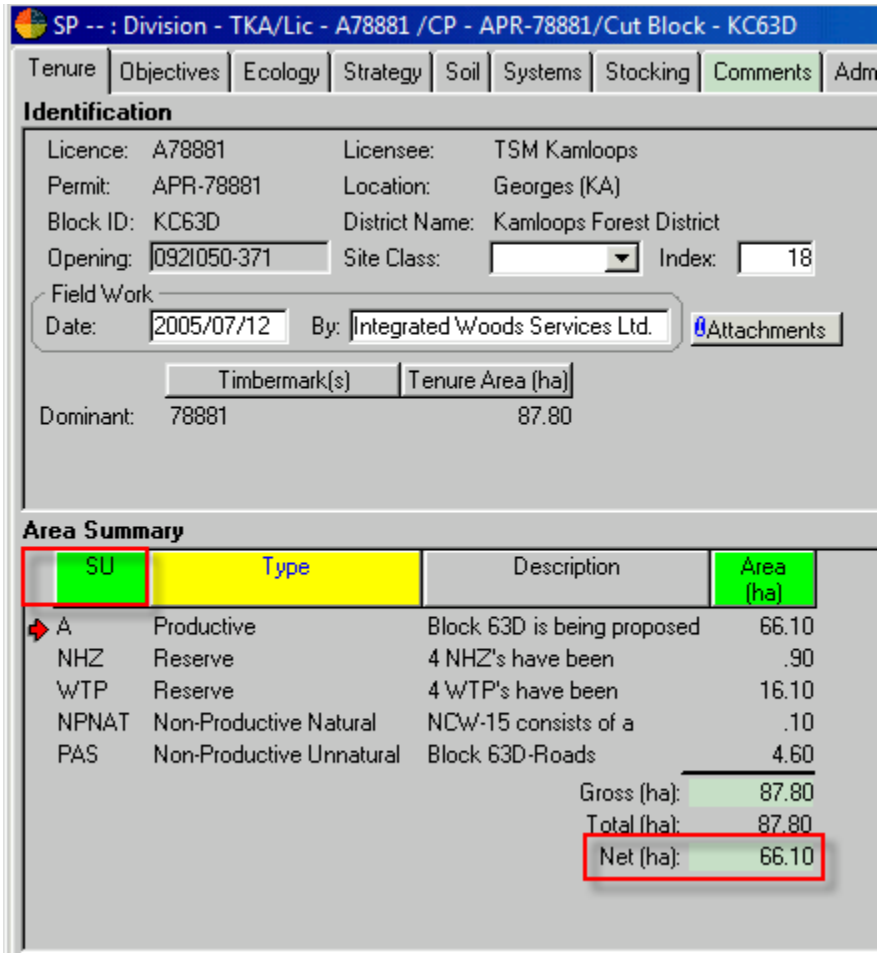
Block Details Screen (tags information for the Block details and block summary table)

- Block ID
- Location
- Latitude
- Longitude
- Gross Area
- Access Instructions



SP Tenure Screen (tags information in the SP Area Summary table)

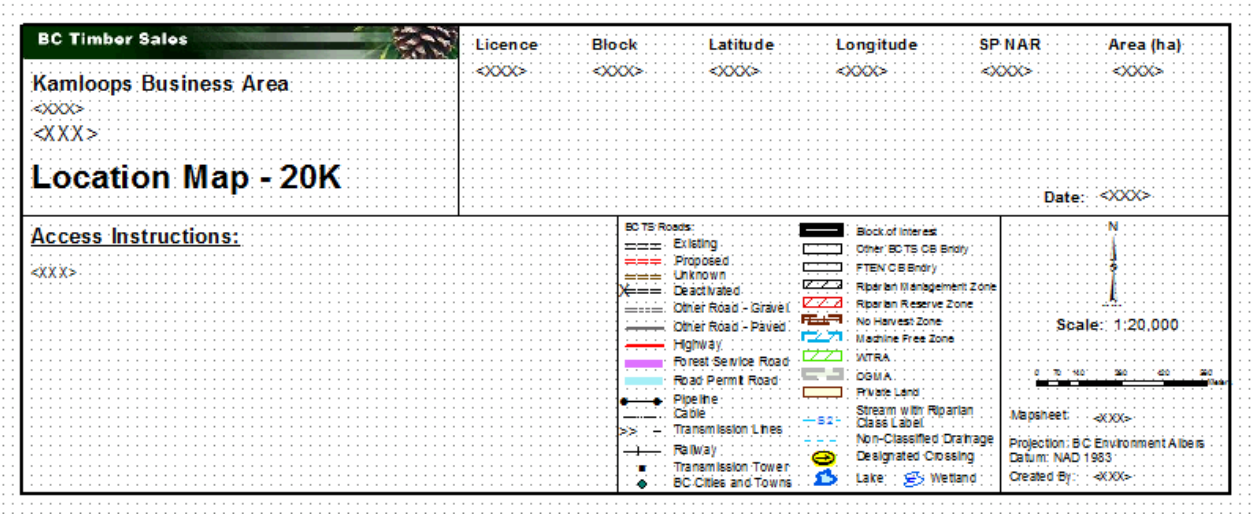
- SU
- Net Area



Summary Information manually entered by User

There are a number of items that cannot be automated in the template, they are listed below. The screen capture shows where in the template the items go followed up with where the information is stored in Cengea Resources.

- Forest District



NOTE: Some of these items are not stored in Cengea Resources anywhere or do not show up in the table views in order for tags to be created. Users must load the GIS Layers found in the layer manager under the LRDW Reference heading in order to determine this information if important to the map.

Road Information



Road Attribute Windows (this will symbolize the Road State, Road Tenure)

> **NOTE:** This information is entered by Multiphase GIS staff. Refer to Chapter 4 in the Roads SOP depending on the Phase of the road.
>
> (Refer to the Roads SOP depending on what phase the roads are at- ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

NOTE: adjacent roads should be symbolized accurately and pulled from resources as they are already attributed and showing in the system



Example of Completed Detailed 20K Location map before a Contractor edits labels and puts in the information that each field requires can be found here:

ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Sample%20GeoTemplate%20Maps/

Detailed Location Map (TKA Detailed Map 50K or TKA Detailed Map 50K - P)



This template was designed to create a detailed 1:50,000 scale map showing the block and other references to identify its location with reference to cities/towns, major rivers/streams etc. that would allow users to locate the TSL in the field.

Spatial Data Layers that need to have spatial data and be linked correctly (Resources and GEO)

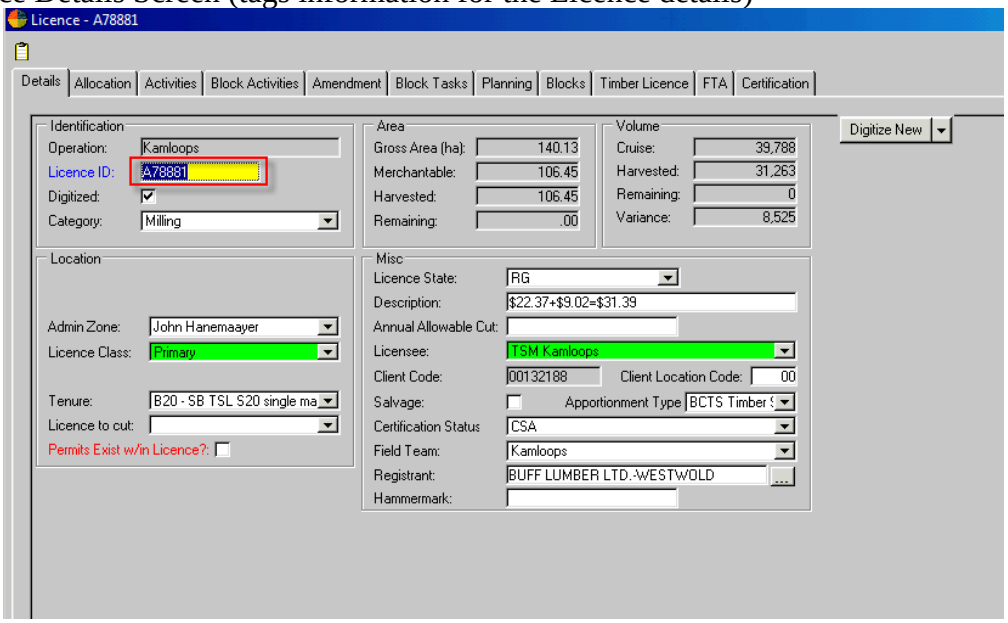
- Forest_13.Block (Map window name: Blocks details screen)
- Forest_13.SU (Map window name: Silviculture Activities, Plan Activity, SU Summary screen)
- Forest_13.Road (Map window name: Map window editing roads – see Roads SOP posted on FTP site)

Additional Spatial layers required for mapping (Geo side only)

- Forest_13.Layout_point (Designated Crossings)
- Forest_13.layout_line (gully/draw, embankment, trails, fence lines)
- Forest_13.Stream (streams that have changed with field work eg. ground truthing/gps)
- Forest_13.Waterbody (waterbodies that have been mapped or identified in the field but not found in trim layer – wetland, river, lake or fen)

Tabular Data that needs to be entered for Tags to populate

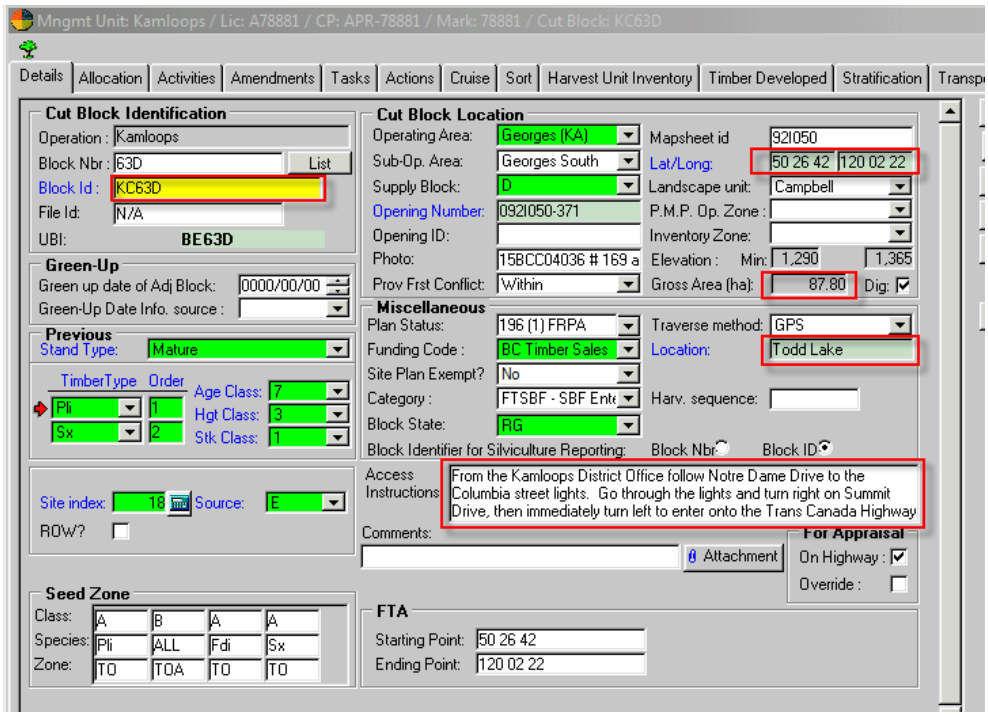
Licence Details Screen (tags information for the Licence details)



Block Details Screen (tags information for the Block details and block summary table)

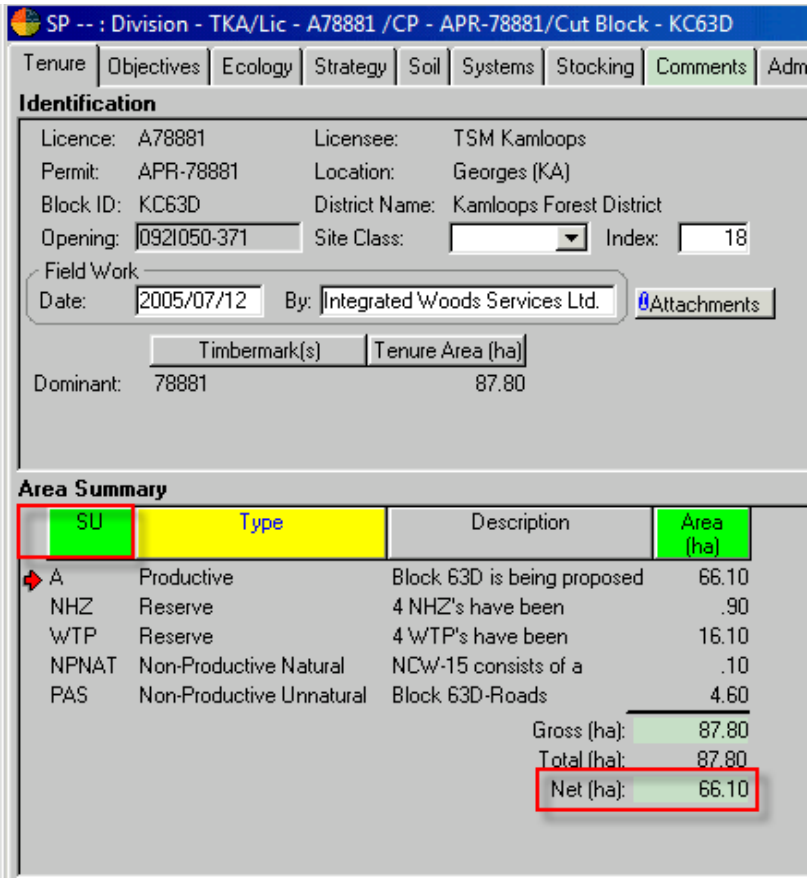
- Block ID

- Location
- Latitude
- Longitude
- Gross Area
- Access Instructions



SP Tenure Screen (tags information in the SP Area Summary table)

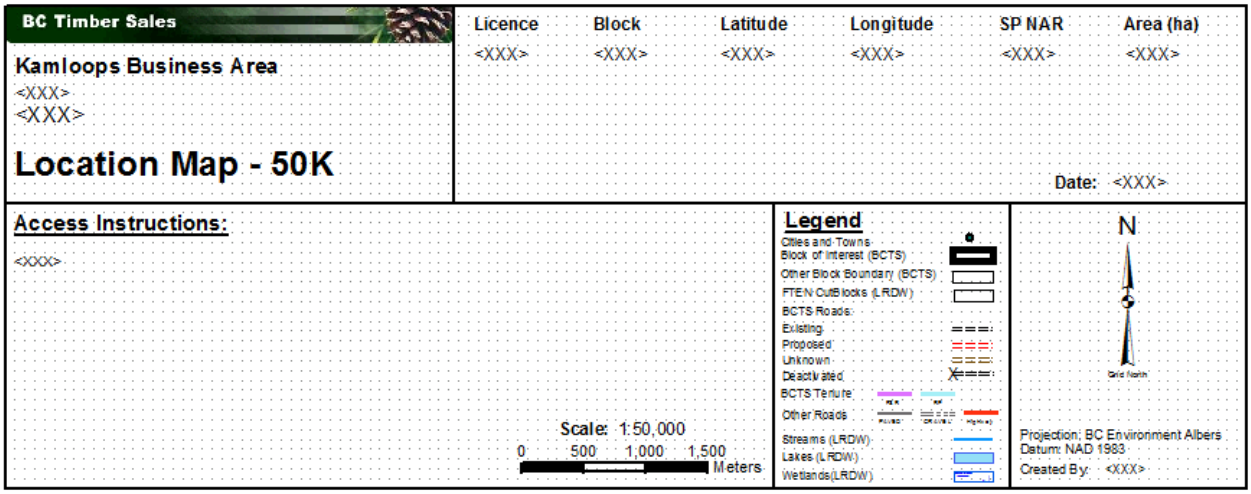
- SU
- Net Area



Summary Information manually entered by User

There are a number of items that cannot be automated in the template, they are listed below. The screen capture shows where in the template the items go followed up with where the information is stored in Cengea Resources.

- Forest District



NOTE: Some of these items are not stored in Cengea Resources anywhere or do not show up in the table views in order for tags to be created. Users must load the GIS Layers found in the layer manager under the LRDW Reference heading in order to determine this information if important to the map.

Road Information



Road Attribute Windows (this will symbolize the Road State, Road Tenure)

> **NOTE:** This information is entered by Multiphase GIS staff. Refer to Chapter 4 in the Roads SOP depending on the Phase of the road.
>
> (Refer to the Roads SOP depending on what phase the roads are at- ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

NOTE: adjacent roads should be symbolized accurately and pulled from resources as they are already attributed and showing in the system



Example of Completed Detailed 50K Location map before a Contractor edits labels and puts in the information that each field requires can be found here:

ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Sample%20GeoTemplate%20Maps/

Detailed Overview Map (TKA Overview Map 250K - L or TKA Overview Map 250K - P)



This template was designed to create a detailed 1:250,000 scale map showing the block and other references to identify its location with reference to cities/towns, major rivers/streams etc. that would allow users to locate the TSL in the field.

Spatial Data Layers that need to have spatial data and be linked correctly (Resources and GEO)

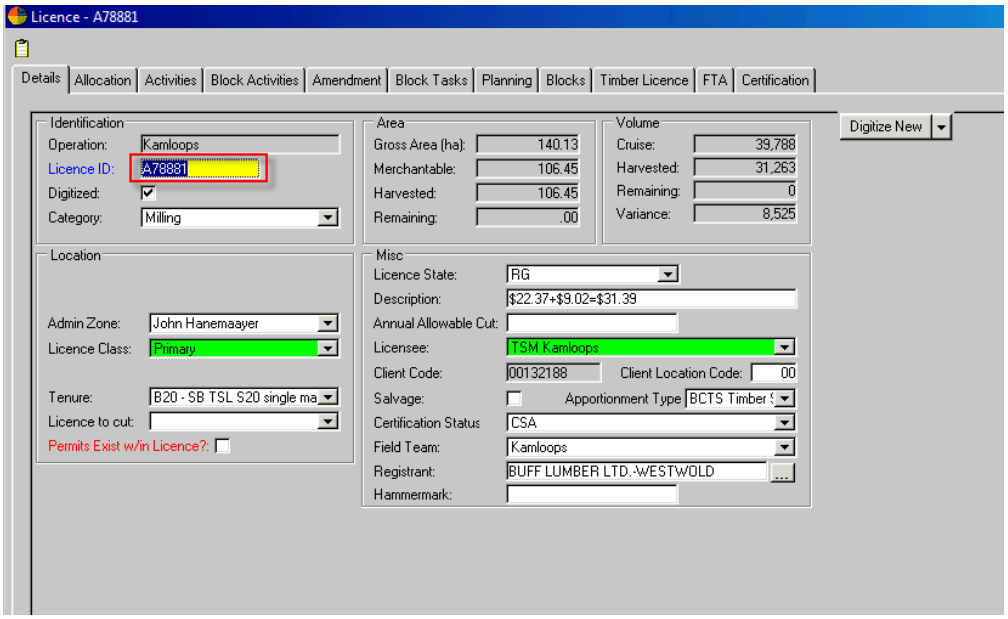
- Forest_13.Block (Map window name: Blocks details screen)
- Forest_13.SU (Map window name: Silviculture Activities, Plan Activity, SU Summary screen)
- Forest_13.Road (Map window name: Map window editing roads – see Roads SOP posted on FTP site)

Additional Spatial layers required for mapping (Geo side only)

- No additional layers need to be entered for this template

Tabular Data that needs to be entered for Tags to populate

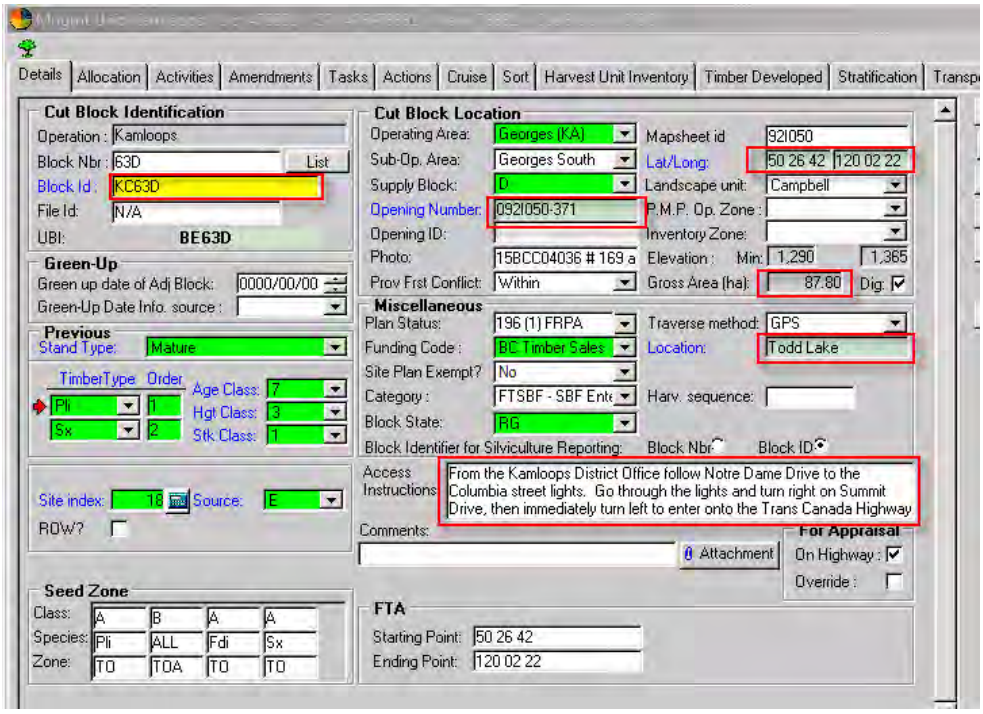
Licence Details Screen (tags information for the Licence details)



Block Details Screen (tags information for the Block details and block summary table)

- Block ID

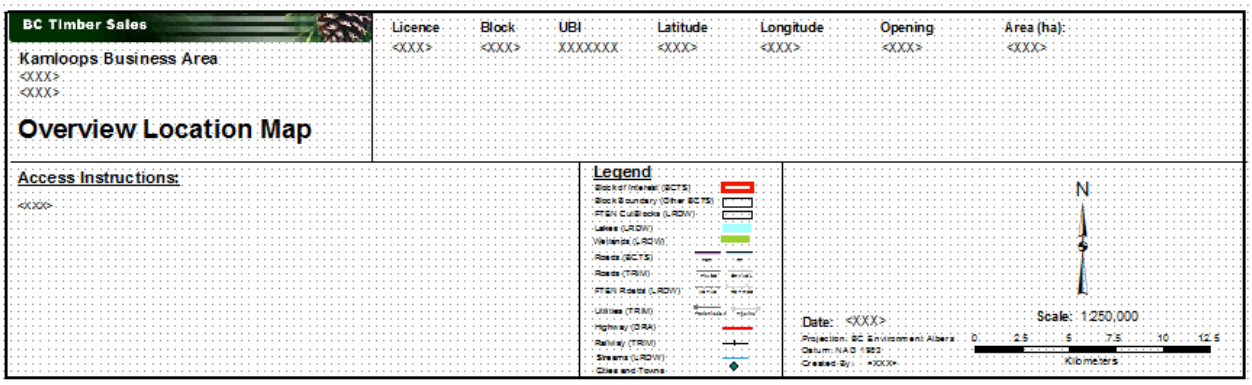
- Location
- Latitude
- Longitude
- Gross Area
- Access Instructions
- Opening



Summary Information manually entered by User

There are a number of items that cannot be automated in the template, they are listed below. The screen capture shows where in the template the items go followed up with where the information is stored in Cengea Resources.

- Forest District
- Forest Region



NOTE: Some of these items are not stored in Cengea Resources anywhere or do not show up in the table views in order for tags to be created. Users must load the GIS Layers found in the layer manager under the LRDW Reference heading in order to determine this information if important to the map.

Road Information



Road Attribute Windows (this will symbolize the Road State, Road Tenure)

> **NOTE:** This information is entered by Multiphase GIS staff. Refer to Chapter 4 in the Roads SOP depending on the Phase of the road.
>
> (Refer to the Roads SOP depending on what phase the roads are at- ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

NOTE: adjacent roads should be symbolized accurately and pulled from resources as they are already attributed and showing in the system



Example of Completed Detailed 250K Location map before a Contractor edits labels and puts in the information that each field requires can be found here:

ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Sample%20GeoTemplate%20Maps/

Road Recce Map (Road Recce Map - L or Road Recce Map - P)



This template was designed to provide user with a 1:10,000 scale reconnaissance map that provides a preliminary location of proposed roads/blocks and identify any significant features of note along with existing roads.

Spatial Data Layers that need to have spatial data and be linked correctly (Resources and GEO)

- Forest_13.Road (Map window name: Map window editing roads – see Roads SOP posted on FTP site)

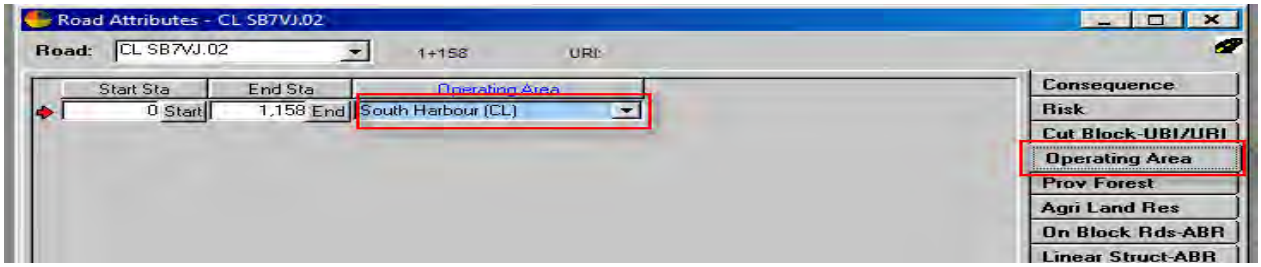
Additional Spatial layers required for mapping (Geo side only)

- Forest_13.Layout_point (Designated Crossings)
- Forest_13.layout_line (gully/draw, embankment, trails, fence lines)
- Forest_13.Stream (streams that have changed with field work eg. ground truthing/gps)
- Forest_13.Waterbody (waterbodies that have been mapped or identified in the field but not found in trim layer – wetland, river, lake or fen)

Tabular Data that needs to be entered for Tags to populate

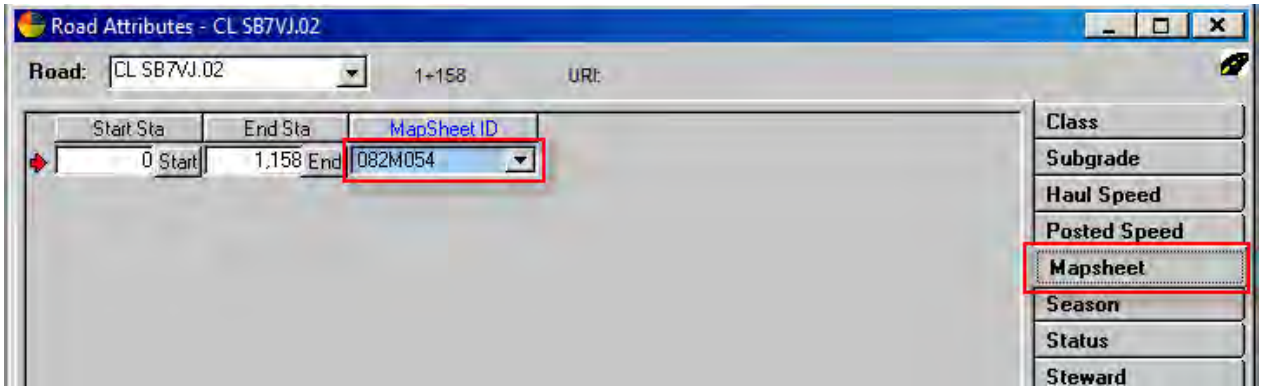
Road Attribute window (Operating Area Tab)

- Operating Area



Road Attribute window (Mapsheet Tab)

- Mapsheet ID



The following Road attributes are pulled when the road is selected.

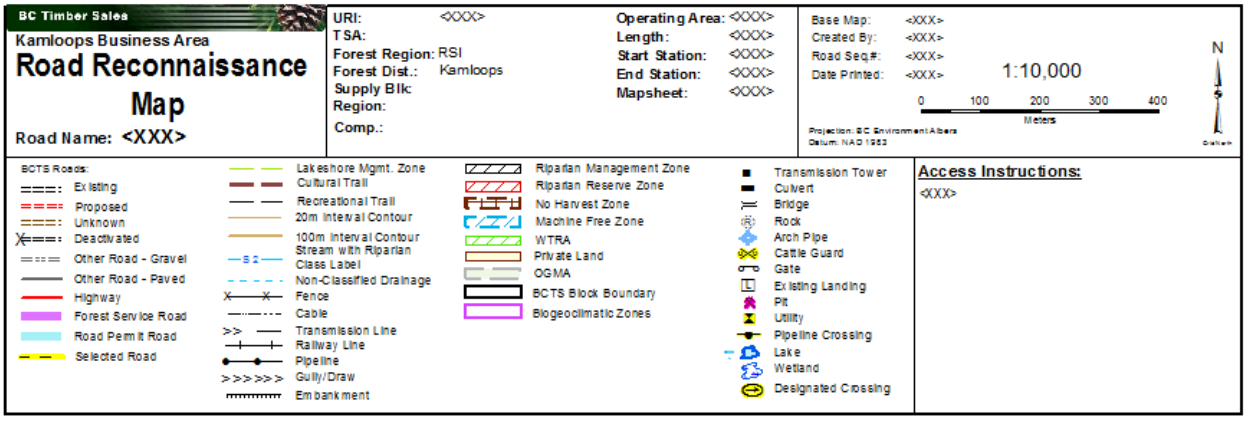
- Road Name
- Road Start Station
- Road End Station
- Length
- URI – if assigned (only FSRs)

NOTE: do not assign URIs – this is completed by the engineer and only on FSRs.

Summary Information manually entered by User

There are a number of items that cannot be automated in the template, they are listed below. The screen capture shows where in the template the items go followed up with where the information is stored in Cengea Resources.

- Forest District
- TSA
- PSYU
- Region
- Compartment
- Supply Blk



Road Information



Road Structures Window (this will create the Road Structures spatial layer)

(Arch pipes, fence, culverts, bridges, cattleguards, gates, pipeline crossing, pit, utility)

NOTE: this information is entered by the Engineer at BCTS. Refer to Chapter 10 in the Roads SOP page 14. This information will be for adjacent roads not for proposed roads for the associated TSL. (ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

Road Attribute Windows (this will symbolize the Road State)

NOTE: This information is entered by Multiphase GIS staff. Refer to Chapter 2 in the Roads SOP depending on the Phase of the road.

(Refer to the Roads SOP depending on what phase the roads are at- ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

NOTE: adjacent roads should be symbolized accurately and pulled from resources



Example of Completed Road Reconnaissance map before a Contractor edits labels and puts in the information that each field requires can be found here:

ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Sample%20GeoTemplate%20Maps/

Site Plan Template (Site Plan Map – L or Site Plan Map - P)



This template was designed to create a site plan map that corresponds with the Site Plan Report. The following spatial layers must have spatial information (topologically clean) and they must be linked to a tabular record on the resources side.

Spatial Data Layers that need to have spatial data and be linked correctly (Resources and GEO)

- Forest_13.Block (Map window name: Blocks details screen)
- Forest_13.Ecology (Map window name: Silviculture Activities, Eco Unit Activity Details Tab)
- Forest_13.Harv_unit (Map window name: Block details screen, Harvest Unit inventory tab)
- Forest_13.SU (Map window name: Silviculture Activities, Plan Activity, SU Summary screen)
- Forest_13.Road (Map window name: Map window editing roads – see Roads SOP posted on FTP site)

Additional Spatial layers required for mapping (Geo side only)

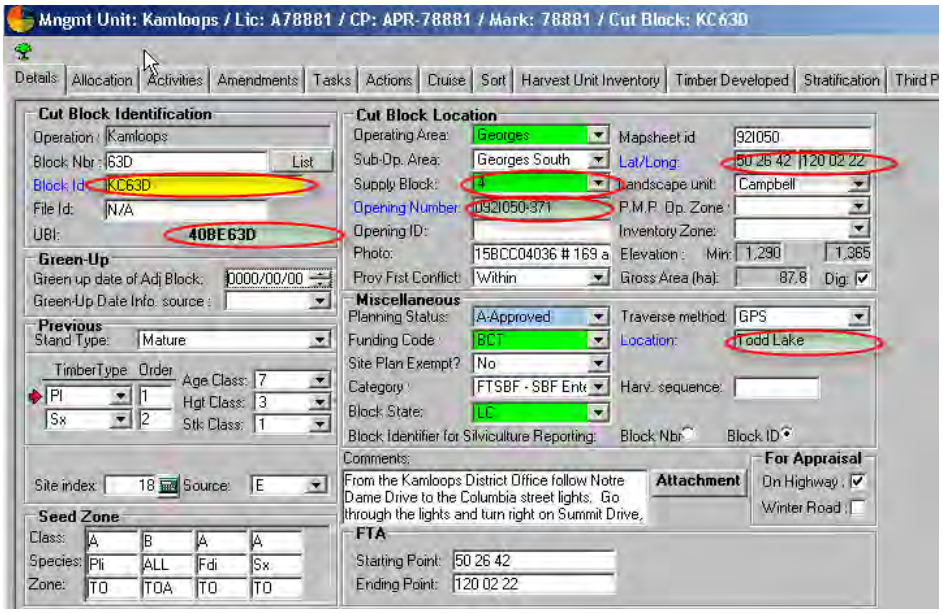
- Forest_13.Layout_point (Landings, leave trees, rock outcrops, fish barriers, reach breaks, proposed skid bridge, proposed designated crossing, cabin, CMT, mining claim post, wildlife feature, culvert)
- Forest _13.GPS_HUB (Falling Corners)
- Forest_13.layout_line (gully/draw, embankment, cultural/heritage feature, trails, fence lines, bladed skid trail)
- Forest_13.Cruise_plot (SP plots)
- Forest_13.Road (roads - see Roads SOP posted on FTP site)
- Forest_13.Stream (streams that have changed with field work eg. ground truthing/gps)

- Forest_13.Waterbody (waterbodies that have been mapped or identified in the field but not found in trim layer – wetland, river, lake or fen)
-

Tabular Data that needs to be entered for Tags to populate

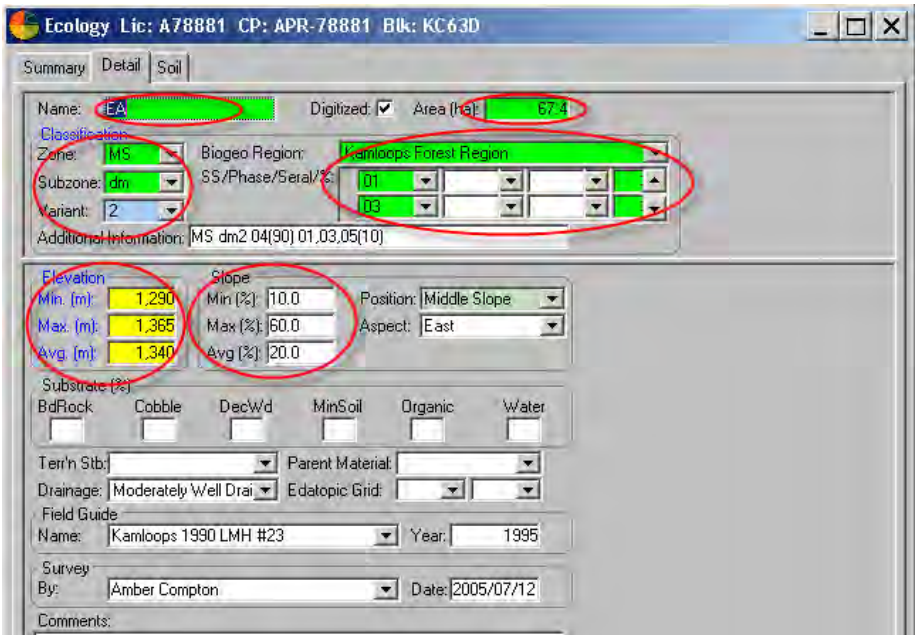
Block Details Screen (tags information for the Block details and block summary table)

- Block ID
- Location
- Latitude
- Longitude
- Opening Number
- Supply Block
- UBI



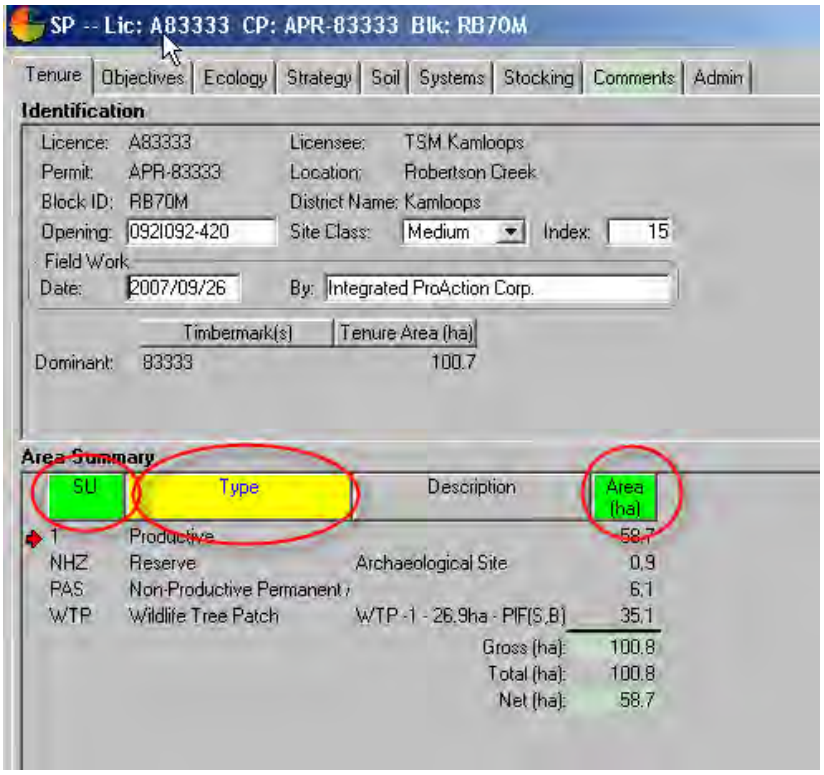
Ecology Detail Screen (tags information in the block details and the site description table)

- Elevation Min
- Elevation Max
- Elevation Avg
- Slope Min
- Slope Max
- Slope Avg
- Name
- SS/Phase/Seral/%
- Classification
- Area



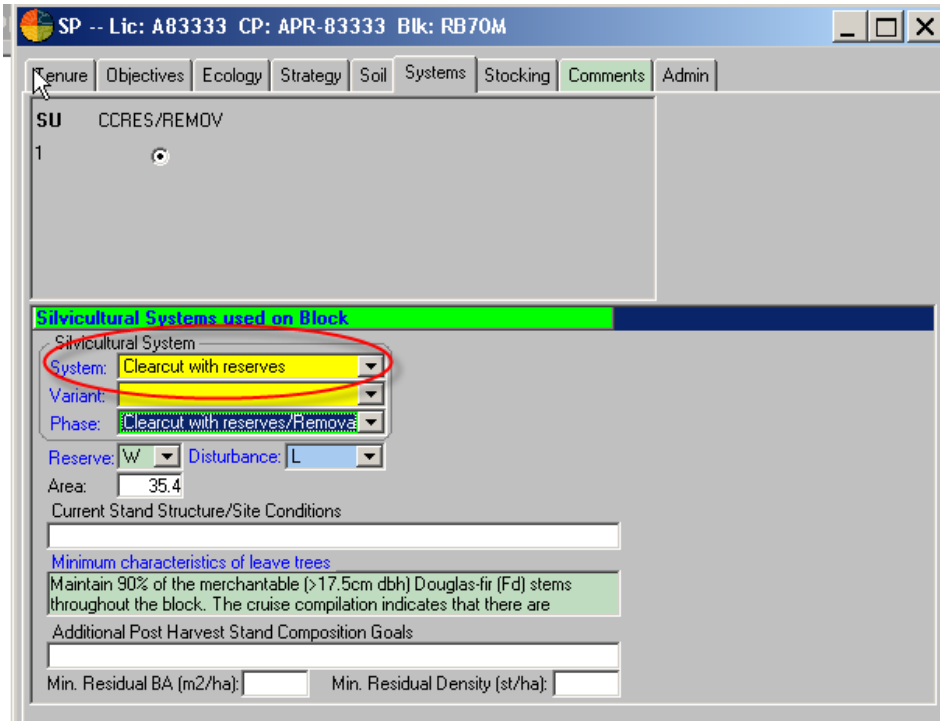
SP Tenure Screen (tags information in the SP Area Summary table)

- SU
- Type
- Area



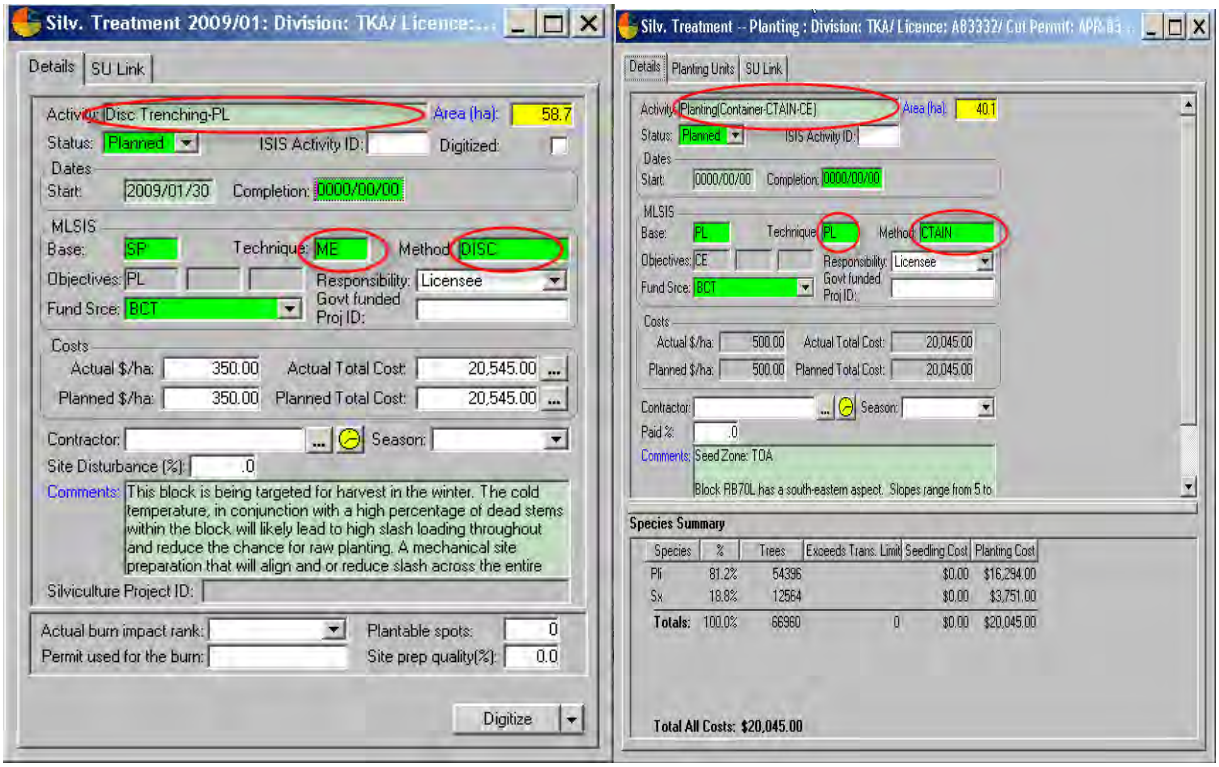
SP Systems Tab (tags information in the Treatment Description summary table)

- System



Silviculture Treatment window (Site Preparation and Reforestation activities) (tags information in the treatment description summary table)

- Activity
- Technique
- Method

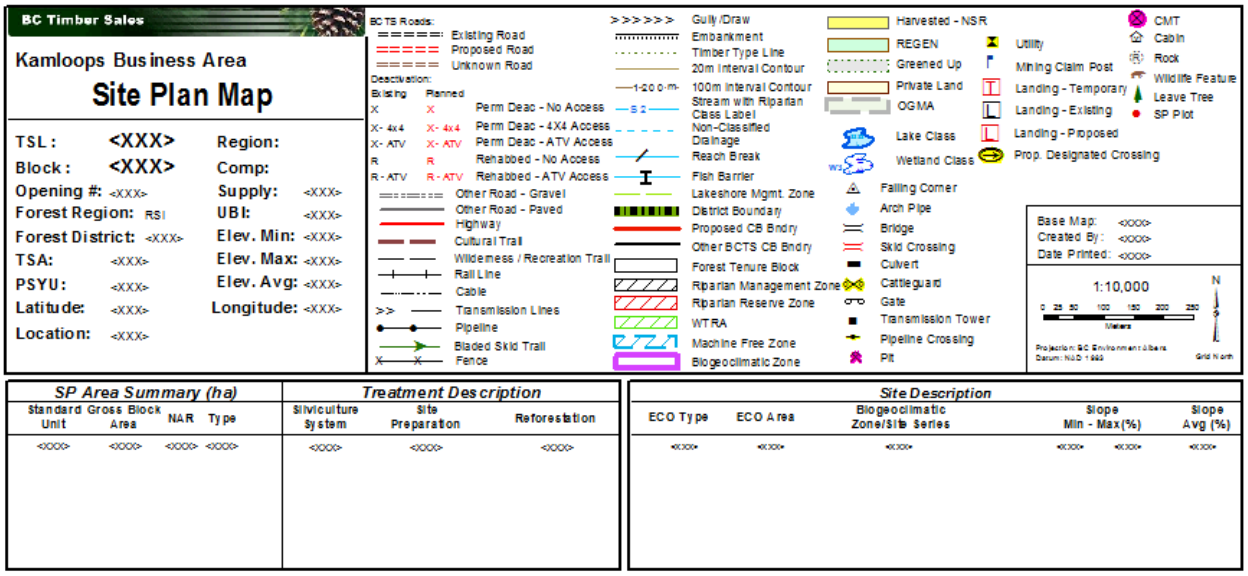


Currently we are experiencing issues with the tags from the silviculture activities screen so they have to be manually entered after the template is run.

Summary Information manually entered by User

There are a number of items that cannot be automated in the template, they are listed below. The screen capture shows where in the template the items go followed up with where the information is stored in Cengea Resources.

- Forest District
- TSA
- PSYU
- Region
- Compartment
- Site Preparation
- Reforestation



NOTE: Some of these items are not stored in Cengea Resources anywhere or do not show up in the table views in order for tags to be created. Users must load the GIS Layers found in the layer manager in order to determine this information if important to the map.

Road Information



Road Structures Window (this will create the Road Structures spatial layer)

(Arch pipes, fence, culverts, bridges, cattleguards, gates, pipeline crossing, pit, utility)

NOTE: this information is entered by the Engineer at BCTS. Refer to Chapter 10 in the Roads SOP page 14. This information will be for adjacent roads not for proposed roads for the associated TSL.
(ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

Road Attribute Windows (this will symbolize the Road State)

NOTE: This information is entered by Multiphase GIS staff. Refer to Chapter 2 and Chapter 4 in the Roads SOP depending on the Phase of the road.

(Refer to the Roads SOP depending on what phase the roads are at-
ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

NOTE: adjacent roads should be symbolized accurately and pulled from resources



Example of Completed site plan map before a Contractor edits labels and puts in the information that each field requires can be found here:

ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Sample%20GeoTemplate%20Maps/

Harvest Plan Template (Harvest Plan Map – L or Harvest Plan Map – P)



This template was designed to display the planned harvesting methods for the block in question.

Spatial Data Layers that need to have spatial data and be linked correctly (Resources and GEO)

- Forest_13.Block (Map window name: Blocks details screen)
- Forest_13.Harv_unit (Map window name: Block details screen, Harvest Unit inventory tab)
- Forest_13.SU (Map window name: Silviculture Activities, Plan Activity, SU Summary screen)
- Forest_13.Road (Map window name: Map window editing roads – – see Roads SOP posted on FTP site)

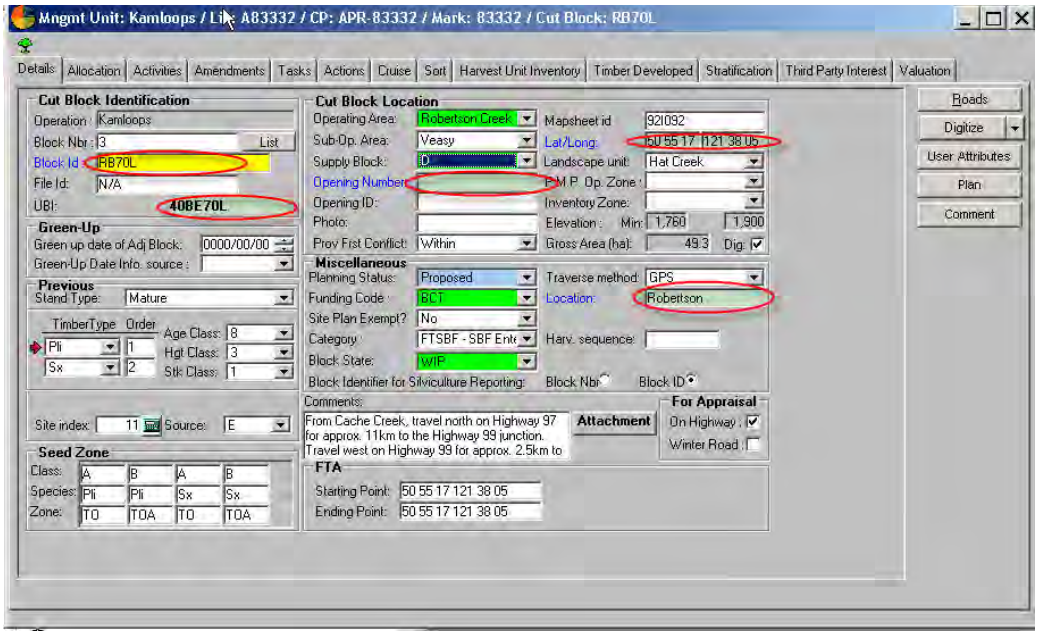
Additional Spatial layers required for mapping (Geo side only)

- Forest_13.Layout_point (Fish barriers, reach breaks, rock outcrops, CMT, Cabin, landings, leave trees, major culverts, mining claim post, proposed designated crossing, skid crossing, wildlife feature)
- Forest _13.GPS_HUB (Falling Corners)
- Forest_13.layout_line (Yarding direction, skid direction arrows, trails, fencelines, bladed skid trails, gully/draw, embankment, recreational/wildlife trail, cultural/heritage feature)
- Forest_13.Road (roads)
- Forest_13.Stream (streams that have changed with field work e.g. ground truthing/gps)
- Forest_13.Waterbody (wetlands, lakes, fens, river)
- Forest_13.Cruise_plot (cruise plots – count, measure, POC)
- Forest_13.Cruise_line (slope arrows)

Tabular Data that needs to be entered for Tags to populate

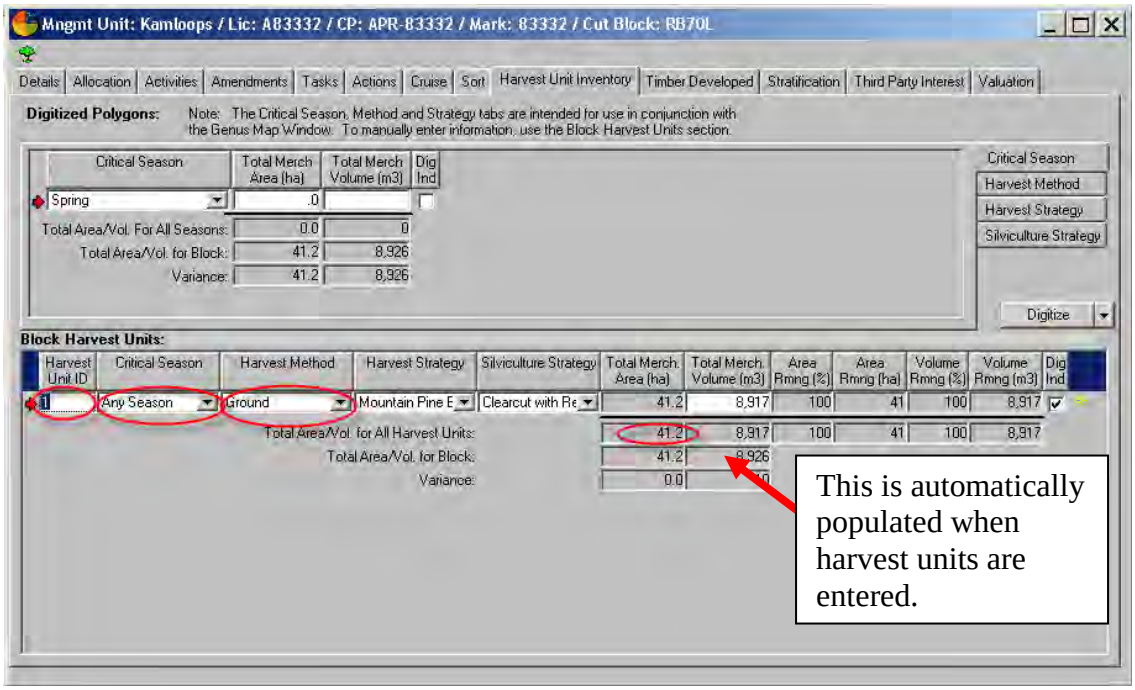
Block Details Screen

- Block ID
- Location
- Latitude
- Longitude
- Opening Number –this number may or may not be entered at map creation
- UBI



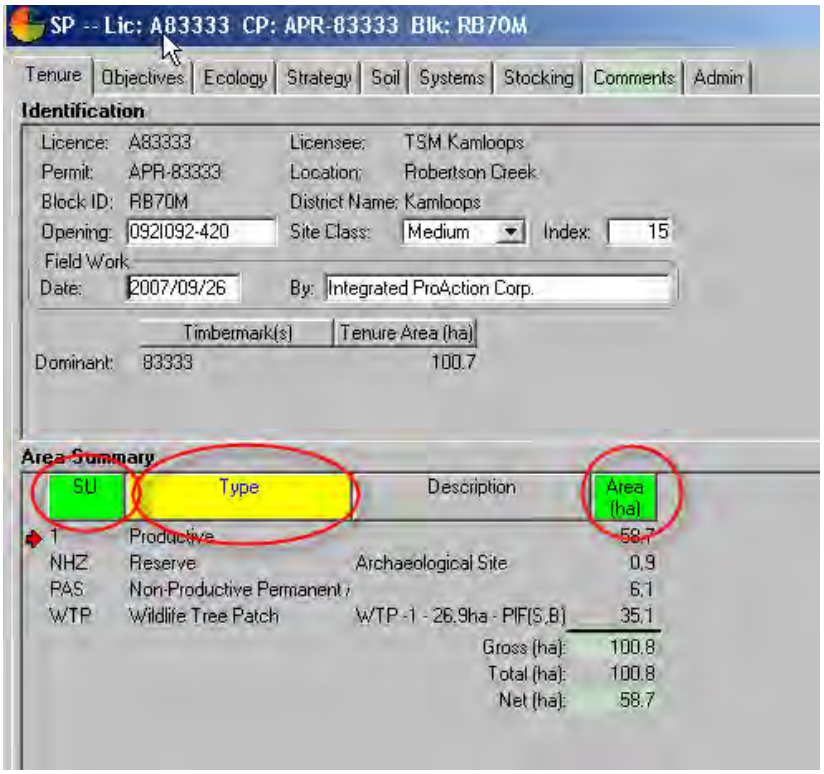
Harvest Unit Inventory Screen (Machine Free Zones and Riparian Management Zones should be entered here along with each harvest unit for the block)

- Harvest Unit ID
- Method
- Season
- Total Area



SP Tenure Screen (displays WTRAs, Riparian Reserve Zones and Other Reserves on planned block)

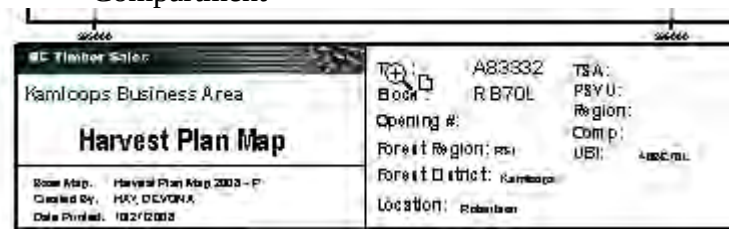
- SU
- Type
- Area

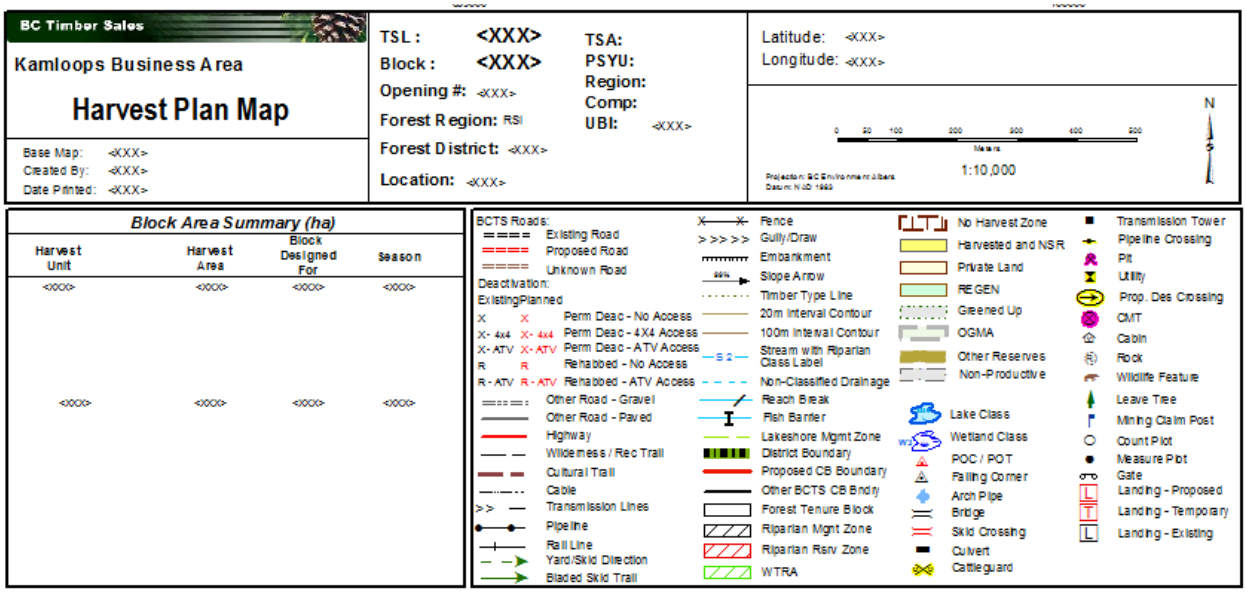


Summary Information manually entered by User

There are a number of items that cannot be automated in the template, they are listed below. The screen capture shows where in the template the items go followed up with where the information is stored in Cengea Resources.

- Forest District
- TSA
- PSYU
- Region
- Compartment





NOTE: Some of these items are not stored in Cengea Resources anywhere or do not show up in the table views in order for tags to be created. Users must load the GIS Layers found in the layer manager in order to determine this information if important to the map.

Road Information



Road Structures Window (this will create the Road Structures spatial layer)

(Arch pipes, fence, culverts, bridges, cattleguards, gates, pipeline crossing, pit, utility)

NOTE: this information is entered by the Engineer at BCTS. Refer to Chapter 10 in the Roads SOP page 14. This information will be for adjacent roads not for proposed roads for the associated TSL.
(ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

Road Attribute Windows (this will symbolize the Road State)

NOTE: This information is entered by Multiphase GIS staff. Refer to Chapter 2 and Chapter 4 in the Roads SOP depending on the Phase of the road.

(Refer to the Roads SOP depending on what phase the roads are at-
ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

NOTE: adjacent roads should be symbolized accurately and pulled from resources



Example of Completed Harvest plan map before a Contractor edits labels and puts in the information that each field requires can be found here:

ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Sample%20GeoTemplate%20Maps/

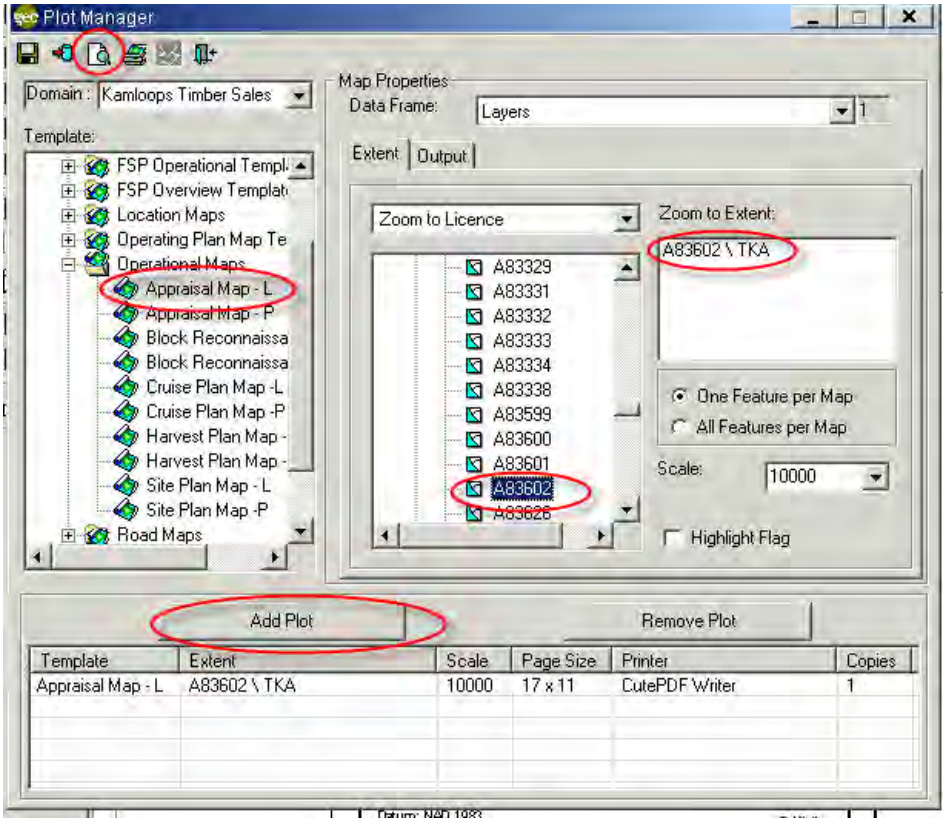
Appraisal Map Template (Appraisal Map – L or Appraisal Map – P)



This template was designed to run a map showing appraisal information as required by appraisal manual. The template was designed for 11 X 17 page size at a scale of 1:10,000.
As appraisals are Licence based, the template is designed to zoom to the licence.

NOTE: the scale will not change to show all the blocks if they do not show up within the frame of the map, you will have to adjust the scale, change the page size or print individual maps for each block.

- Open plot manager
- Select the template (either portrait or landscape)
- Double click to select the licence (shown in the Zoom to Extent section)
- Click add plot
- Click preview



Spatial Data Layers that need to have spatial data and be linked correctly (Resources and GEO)

- Forest_13.Block (Map window name: Blocks details screen)
- Forest_13.Licence (Map window name: Licence details screen)
- Forest_13.Harv_unit (Map window name: Block details screen, Harvest Unit inventory tab)
- Forest_13.SU (Map window name: Silviculture Activities, Plan Activity, SU Summary screen)
- Forest_13.Road (Map window name: Map window editing roads – – see Roads SOP posted on FTP site)

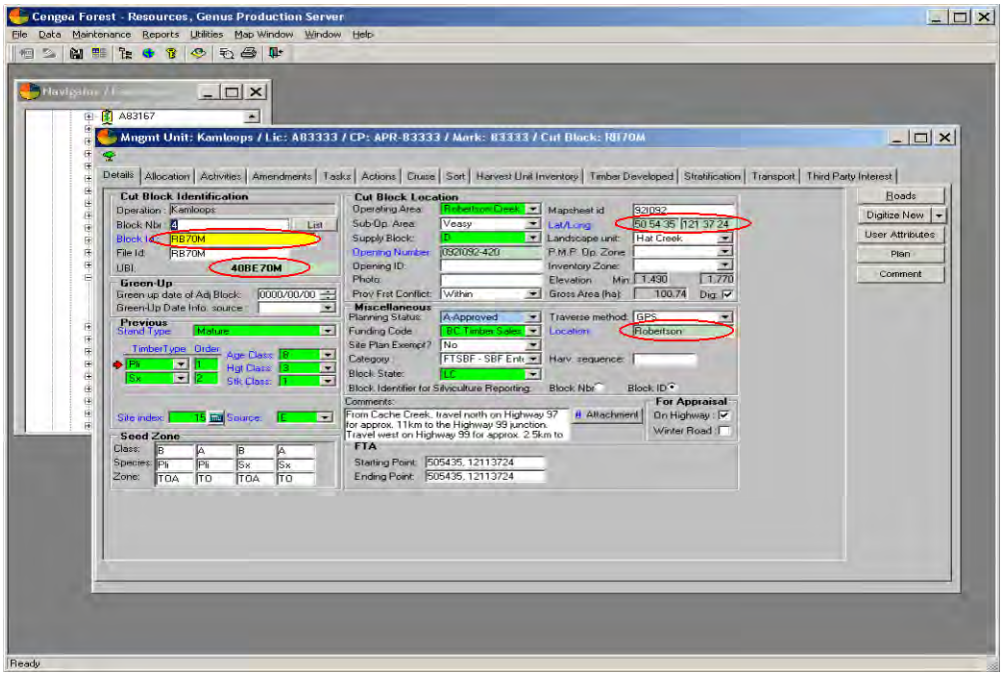
Additional Spatial layers required for mapping (Geo side only)

- Forest_13.Layout_point (Cabin, landings, leave trees, landings, Rock outcrops, block centre, bridge, common junction, major/minor culvert, cross drain culvert, proposed skid bridge)
- Forest _13.GPS_HUB (Falling Corners, References Trees)
- Forest_13.layout_line (Yarding direction, skid direction arrows, recreational/wildlife trails, fencelines, bladed skid trails, cultural/heritage feature, gully/draw, embankment)
- Forest_13.Road (roads)
- Forest_13.Stream (streams that have changed with field work eg. ground truthing/gps)
- Forest_13.Waterbody (waterbodies that have been mapped or identified in the field but not found in trim layer – lakes, rivers, wetlands, fens)

Tabular Data that needs to be entered for Tags to populate

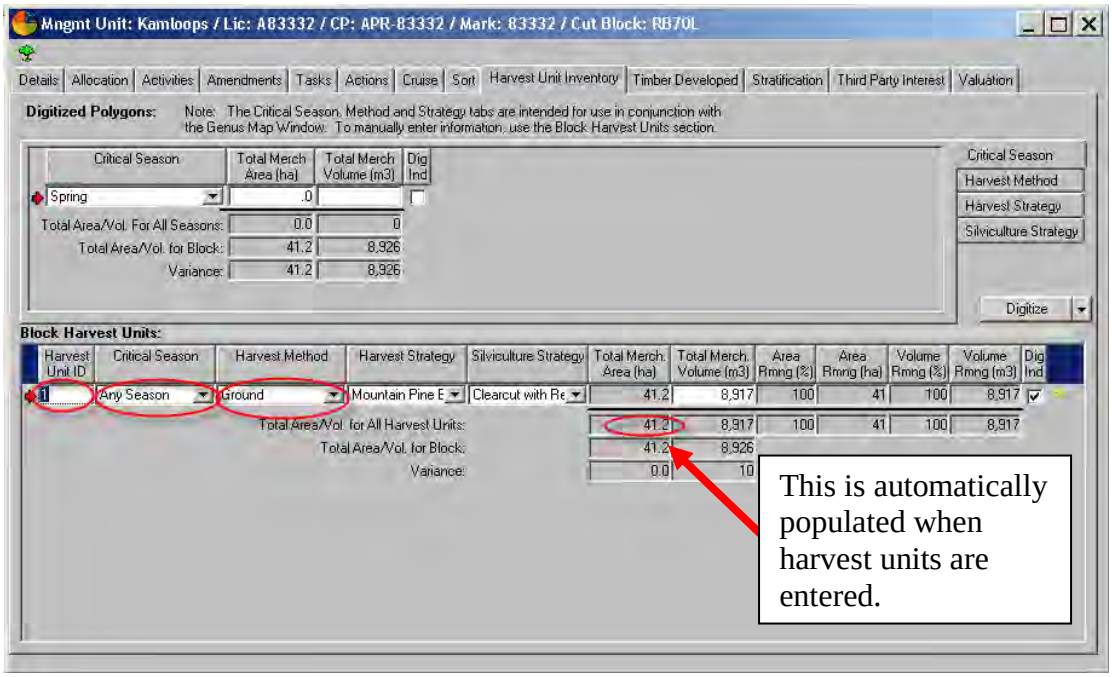
Block Details Screen (tags information for the Block details and block summary table)

- Block ID
- Location
- Latitude
- Longitude
- UBI



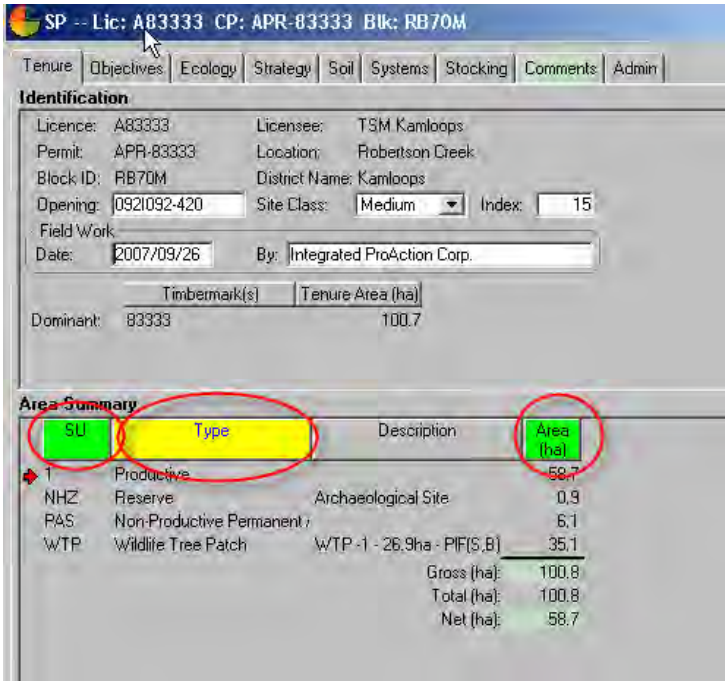
Harvest Unit Inventory Screen (Machine Free Zones and Riparian Management Zones should be entered here. Tags information in the block summary table)

- Harvest Unit ID
- Method
- Total Area



SP Tenure Screen (displays WTPs and Reserves on planned block)

- SU
- Type
- Area

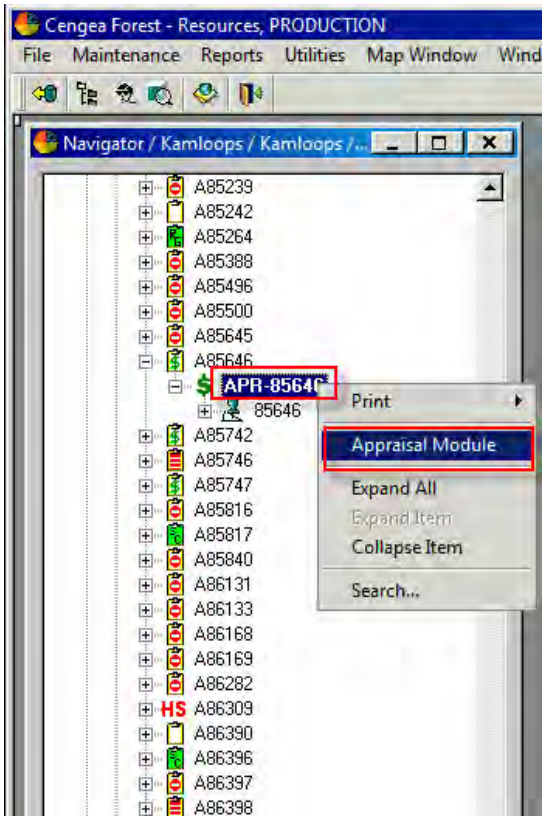


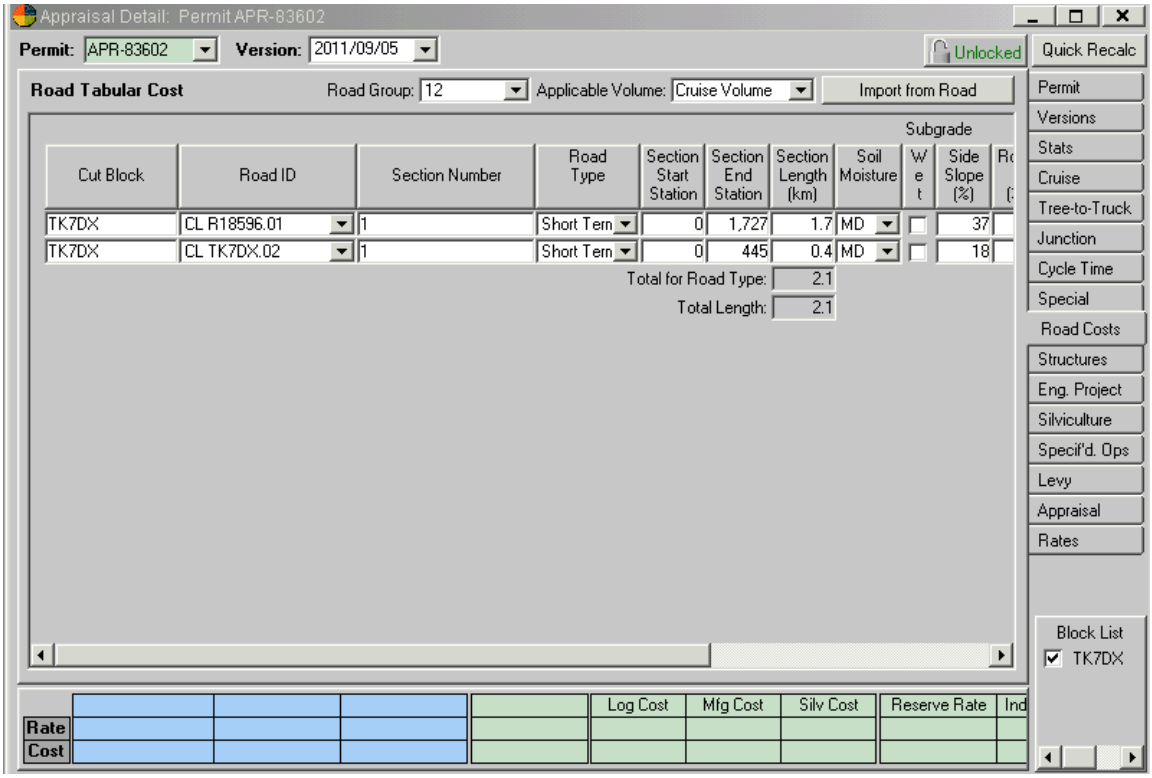
Appraisal Road Costs Screen (this will create the tags in the road summary table and the symbolization of the roads on the map)
(Each section of road needs to have a record E.g. 0 – 200 is perm, 200 – 500 is temp (2 records).

- Cut Block
- Road ID
- Section Number
- Road Type
- Section Start
- Section End
- Soil Moisture
- Side Slope
- Rock %

To access the appraisal screen, right click on APR-“LicenceNumber”, then select Appraisal Module.

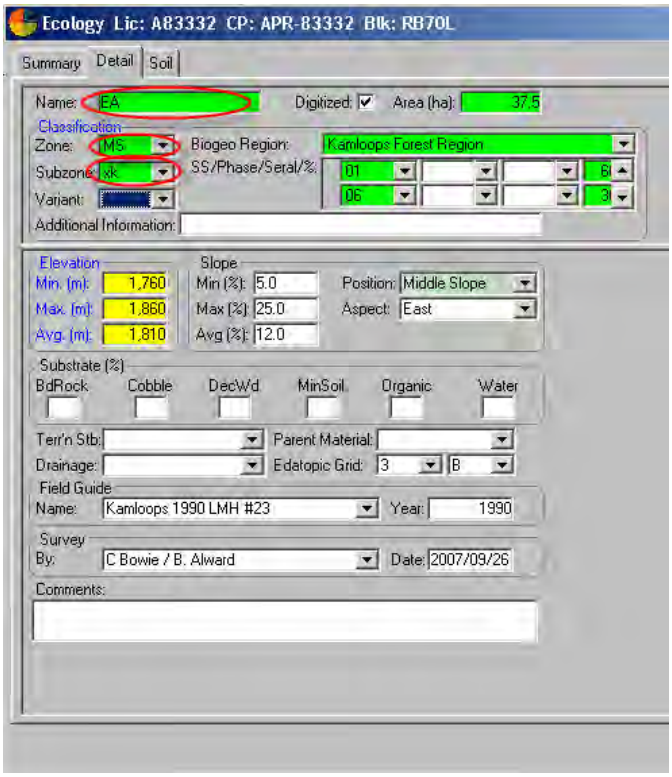
NOTE: If the appraisal module is greyed out, please contact Devona Hay . This access is restricted and must be approved by your Contract Coordinator.





Ecology Detail Screen (this will tag the BEC zone in the block summary table)

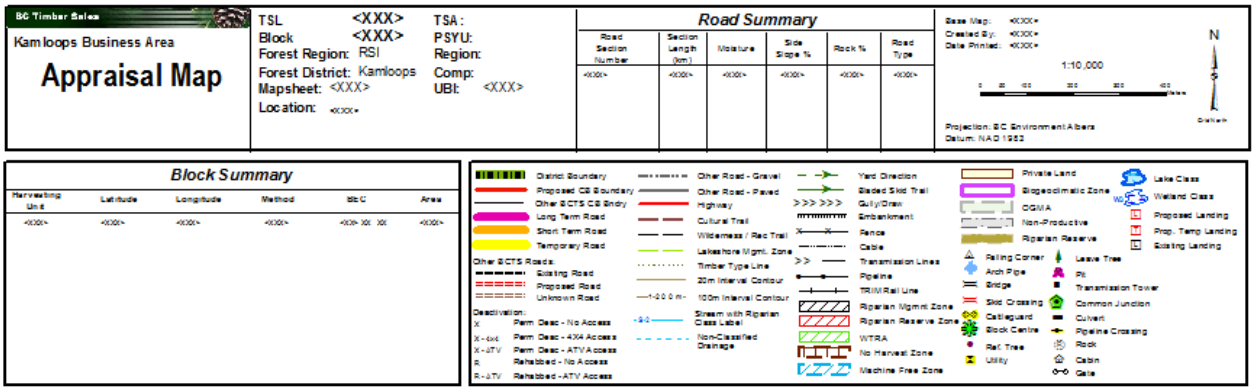
- Ecology Unit Name
- Zone
- Subzone



Summary Information manually entered by User

There are a number of items that cannot be automated in the template, they are listed below. The screen capture shows where in the template the items go followed up with where the information is stored in Cengea Resources.

- Forest District
- TSA
- PSYU
- Region
- Compartment
- Additional road summary information that may be added as per field team request



You may have to play with the text a bit as GEO isn't designed to group all the block information and place it neatly. It was designed to pull individual block details. The map details will look like this when run on a licence with more than one block.



NOTE: Some of these items are not stored in Cengea Resources anywhere or do not show up in the table views in order for tags to be created. Users must load the GIS Layers found in the layer manager in order to determine this information if important to the map

Road Information



Road Structures Window (this will create the Road Structures spatial layer)

(Arch pipes, fence, culverts, bridges, cattleguards, gates, pipeline crossing, pit, utility)

NOTE: this information is entered by the Engineer at BCTS. Refer to Chapter 10 in the Roads SOP page 14. This information will be for adjacent roads not for proposed roads for the associated TSL.
(ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

Road Attribute Windows (this will symbolize the Road State)

NOTE: This information is entered by Multiphase GIS staff. Refer to Chapter 2 and Chapter 4 in the Roads SOP depending on the Phase of the road.

(Refer to the Roads SOP depending on what phase the roads are at-
ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

NOTE: adjacent roads should be symbolized accurately and pulled from resources



Example of Completed Appraisal map before a Contractor edits labels and puts in the information that each field requires can be found here:

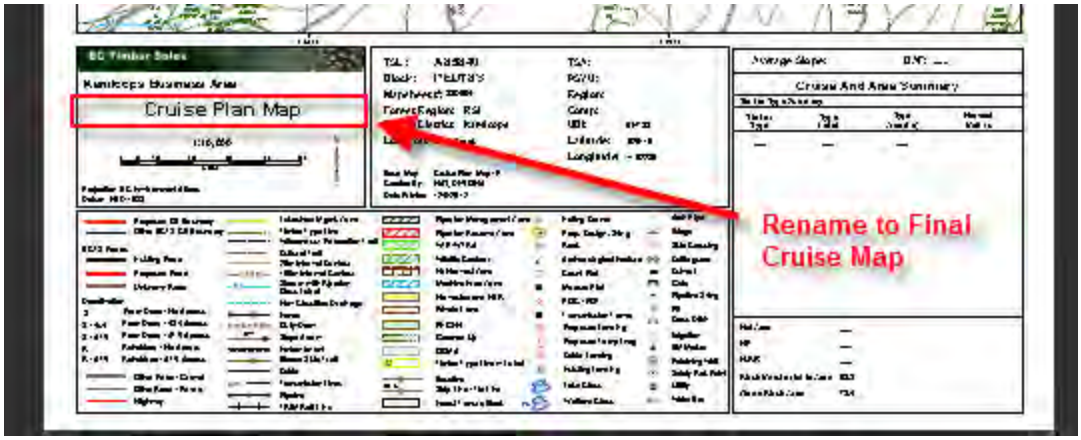
ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Sample%20GeoTemplate%20Maps/

Cruise Plan Map Template (Cruise Plan Map – L or Cruise Plan Map – P)



The Cruise Plan map template was designed to provide details on how a block was planned to be cruised.

NOTE: Once the block is cruised the cruise plan map template that you have saved as an MXD can be renamed to “Final Cruise Map” and will incorporate any field changes.



Spatial Data Layers that need to have spatial data and be linked correctly (Resources and GEO)

- Forest_13.Block (Map window name: Blocks details screen)
- Forest_13.Harv_unit (Map window name: Block details screen, Harvest Unit inventory tab)
- Forest_13.SU (Map window name: Silviculture Activities, Plan Activity, SU Summary screen)
- Forest_13.Road (Map window name: Map window editing roads – – see Roads SOP posted on FTP site)

Additional Spatial layers required for mapping (Geo side only)

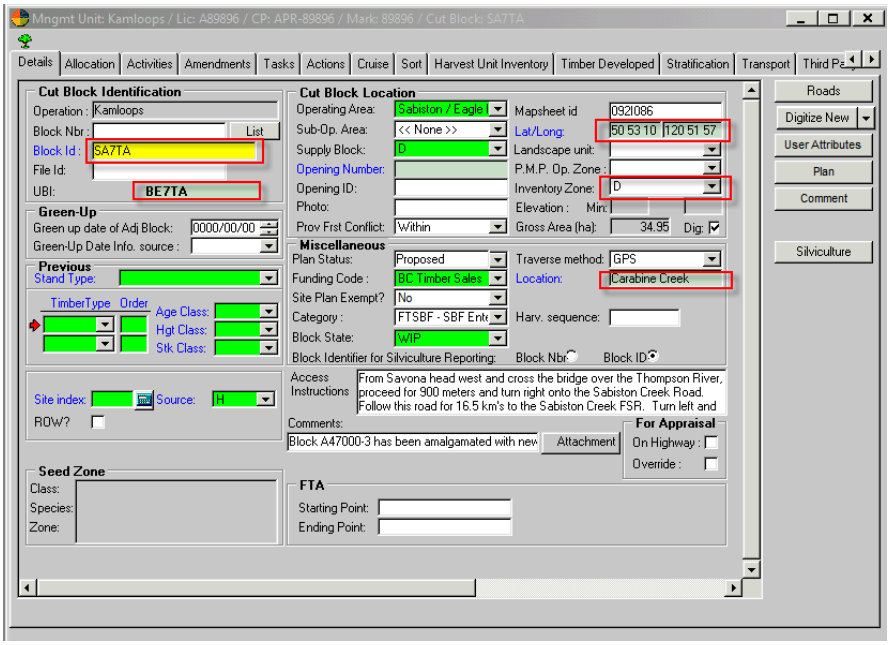
- Forest_13.Layout_point (rock outcrops, archaeological feature, proposed skid bridge, designated crossing, landings)
- Forest _13.GPS_HUB (Falling Corners)
- Forest_13.layout_line (trails, bladed skid trails, gully/draw, embankment, fences, recreational/wildlife trail, cultural/heritage feature)
- Forest_13.Road (roads)
- Forest_13.Stream (streams that have changed with field work eg. ground truthing/gps)
- Forest_13.Waterbody (waterbodies that have been mapped or identified in the field but not found in trim layer – lakes, rivers, wetlands, fens)
- Forest_13.Cruise_plot (cruise plots – count plot, measure plot, POC)
- Forest_13.Cruise_line (slope arrows, base line, strip line, tie line)
- Forest_13.Timbertype_tmp (timber types: you must enter the CUTB_SEQ_NBR, Type_ID, Species for tags to populate)

Tabular Data that needs to be entered for Tags to populate

Block Details Screen

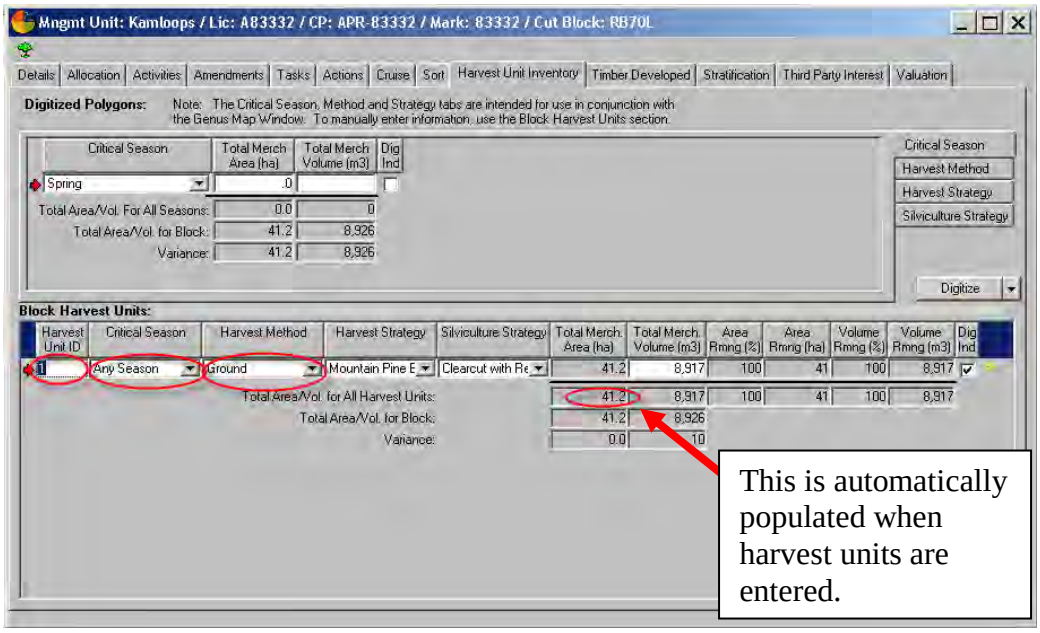
- Block ID
- Location
- Latitude
- Longitude
- UBI

- Inventory Zone (FIZ)



Harvest Unit Inventory Screen (Machine Free Zones and Riparian Management Zones should be entered here)

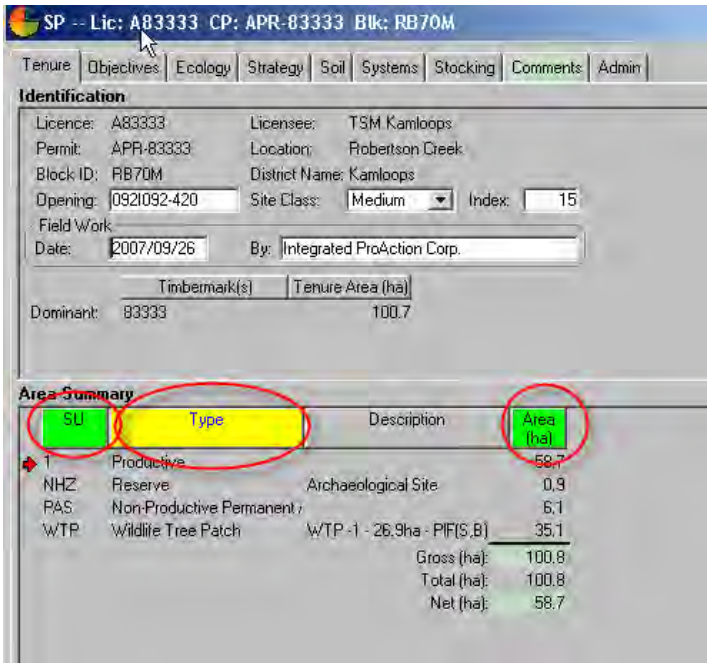
- Harvest Unit ID
- Method
- Total Area



SP Tenure Screen (displays WTPs and Reserves on planned block)

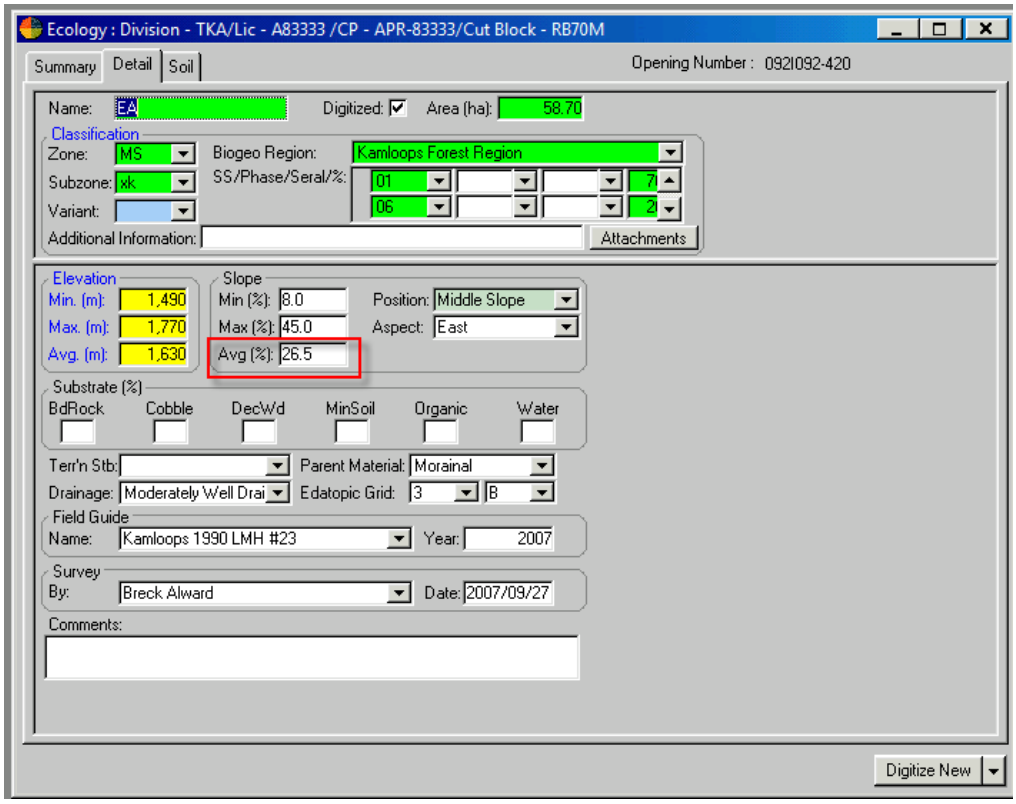
- SU
- Type

- Area



Ecology Detail Screen

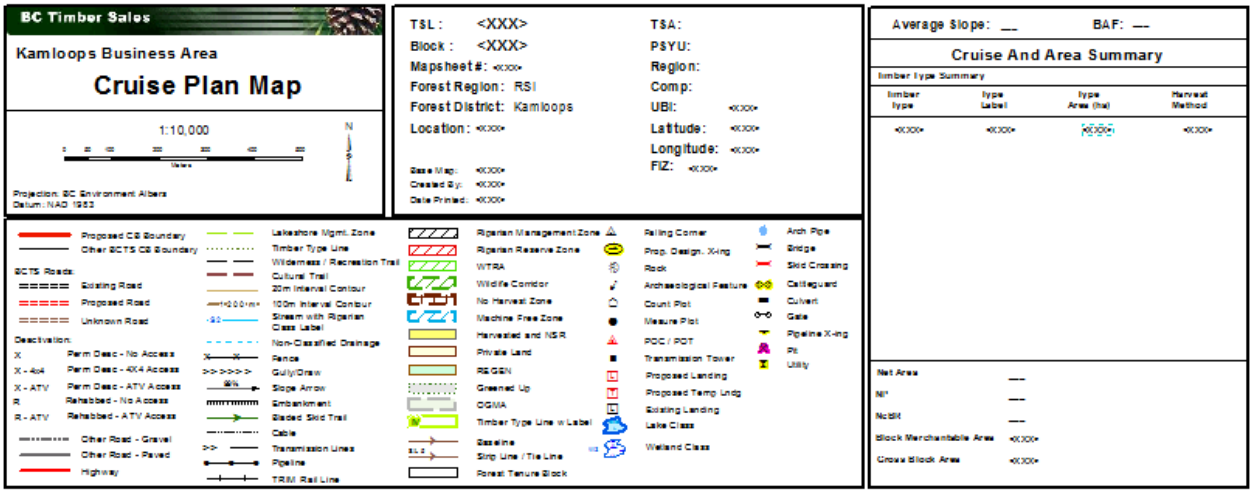
- average slope



Summary Information manually entered by User

There are a number of items that cannot be automated in the template, they are listed below. The screen capture shows where in the template the items go followed up with where the information is stored in Cengea Resources.

- Forest District
- TSA
- PSYU
- Region
- Compartment
- BAF



NOTE: Some of these items are not stored in Genus anywhere or do not show up in the table views in order for tags to be created. Users must load the GIS Layers found in the layer manager in order to determine this information if important to the map

Road Information



Road Structures Window (this will create the Road Structures spatial layer)

(Arch pipes, fence, culverts, bridges, cattleguards, gates, pipeline crossing, pit, utility)

NOTE: this information is entered by the Engineer at BCTS. Refer to Chapter 10 in the Roads SOP page 14. This information will be for adjacent roads not for proposed roads for the associated TSL.
(ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

Road Attribute Windows (this will symbolize the Road State)

NOTE: This information is entered by Multiphase GIS staff. Refer to Chapter 2 and Chapter 4 in the Roads SOP depending on the Phase of the road.

(Refer to the Roads SOP depending on what phase the roads are at- ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

NOTE: adjacent roads should be symbolized accurately and pulled from resources



Example of Completed Cruise plan map before a Contractor edits labels and puts in the information that each field requires can be found here:

ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Sample%20GeoTemplate%20Maps/

Schedule C/R Road Construction Map – L or Schedule C/R Road Construction Map – P



The Schedule C/R Road Construction Template was designed to create a map of the road displaying POC, POT in relation to the block boundary and other roads in question may branch off of. This template is designed only for Sched C or Road Permit roads.

NOTE: Please remember to utilize the roads matrix that you receive from the field team to attribute the roads.

Spatial Data Layers that need to have spatial data and be linked correctly (Resources and GEO)

- Forest_13.Road (Map window name: Map window editing roads – see Roads SOP posted on FTP site)
- Forest_13.Block (Map window name: Blocks details screen)

Additional Spatial layers required for mapping (Geo side only)

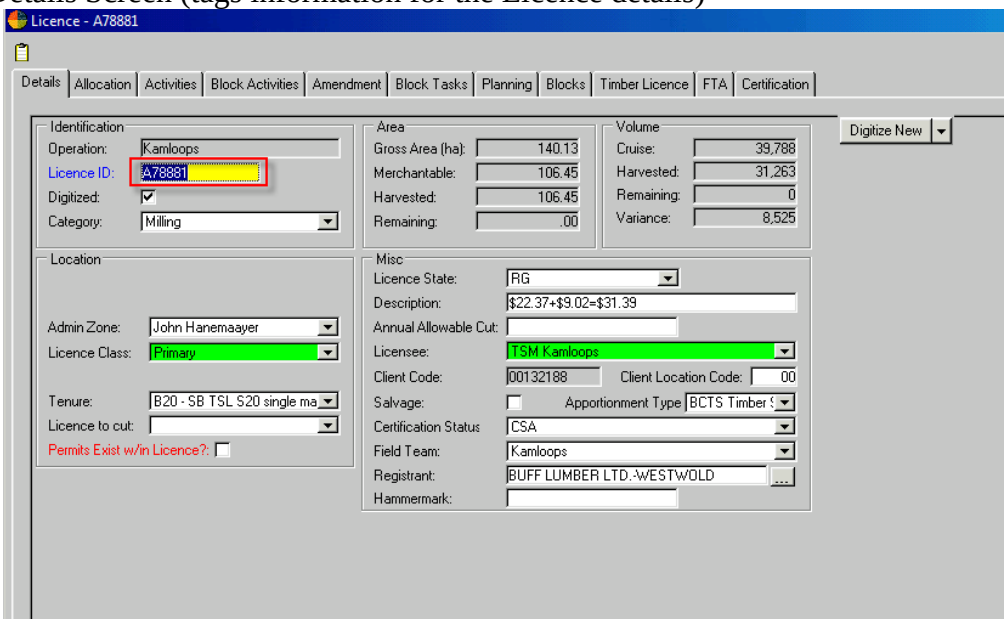
NOTE: Reference Trees are to be populated using the correct procedure outlined in the BCTS Data Entry Guidelines and Standards.pdf

- Forest_13.Layout_point (POC/POT, fish barriers, drain culvert, minor/major culvert, rock outcrops, reach breaks, bridge, cabin, CMTs, mining claim post, proposed designated skid crossing, wildlife feature, Reference Trees, Landings)
- Forest _13.GPS_HUB (Road Stations, Road POC/POT, Reference Trees)
- Forest_13.layout_line (trails, gully/draw, embankment, fences, recreational/wildlife trail, cultural/heritage feature)

- Forest_13.Road (roads)
- Forest_13.Stream (streams that have changed with field work eg. ground truthing/gps)
- Forest_13.Waterbody (waterbodies that have been mapped or identified in the field but not found in trim layer – lakes, rivers, wetlands, fens)
- Forest_13.Cruise_line (slope arrows)

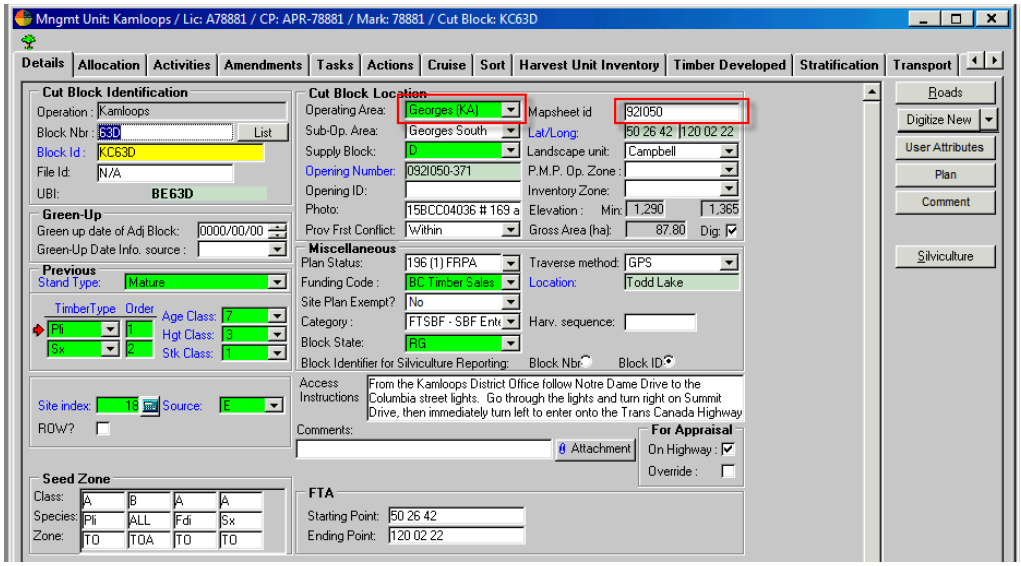
Tabular Data that needs to be entered for Tags to populate

Licence Details Screen (tags information for the Licence details)



Block Window (Details Tab)

- Mapsheet ID
- Operating Area



Road Information



Road Structures Window (this will create the Road Structures spatial layer)

(Arch pipes, fence, culverts, bridges, cattleguards, gates, pipeline crossing, pit, utility)

NOTE: this information is entered by the Engineer at BCTS. Refer to Chapter 10 in the Roads SOP page 14. This information will be for adjacent roads not for proposed roads for the associated TSL.
(ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

Road Attribute Windows

NOTE: This information is entered by Multiphase GIS staff. Refer to Chapter 2 and Chapter 4 in the Roads SOP depending on the Phase of the road.

(Refer to the Roads SOP depending on what phase the roads are at-
ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

NOTE: adjacent roads should be symbolized accurately and pulled from resources. Deactivation layer is set up for 5 years, so if your deactivation isn't showing on the map, then it is outside the range of dates setup in the layer



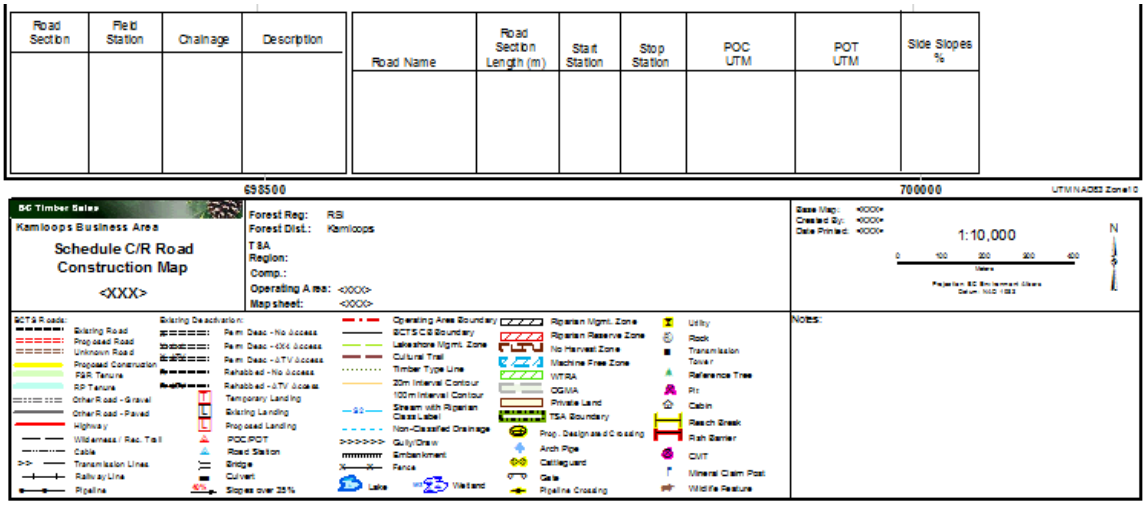
Example of Completed Schedule C/R Road Construction map before a Contractor edits labels and puts in the information that each field team requires can be found here:

ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Sample%20GeoTemplate%20Maps/

Summary Information manually entered by User

There are a number of items that cannot be automated in the template, they are listed below. The screen capture shows where in the template the items go followed up with where the information is stored in Cengea Resources.

- TSA
- Forest District
- Region/Compartment
- Road Tables as per the matrix



Some of these items are not stored in Cengea Resources anywhere or do not show up in the table views in order for tags to be created. Users must load the GIS Layers found in the layer manager in order to determine this information if important to the map

Schedule C/R Road Deactivation Map – L or Schedule C/R Road Deactivation Map – P



The Schedule C/R Road Deactivation Template was designed to create a map of the road displaying POC, POT in relation to the block boundary and other roads in question may branch off of. This template is designed only for Schedule C or Road Permit roads that planned deactivation scheduled including the type of deactivation.

NOTE: Please remember to utilize the roads matrix that you receive from the field team to attribute the roads.

Spatial Data Layers that need to have spatial data and be linked correctly (Resources and GEO)

- Forest_13.Road (Map window name: Map window editing roads – see Roads SOP posted on FTP site)
- Forest_13.Block (Map window name: Blocks details screen)

Additional Spatial layers required for mapping (Geo side only)

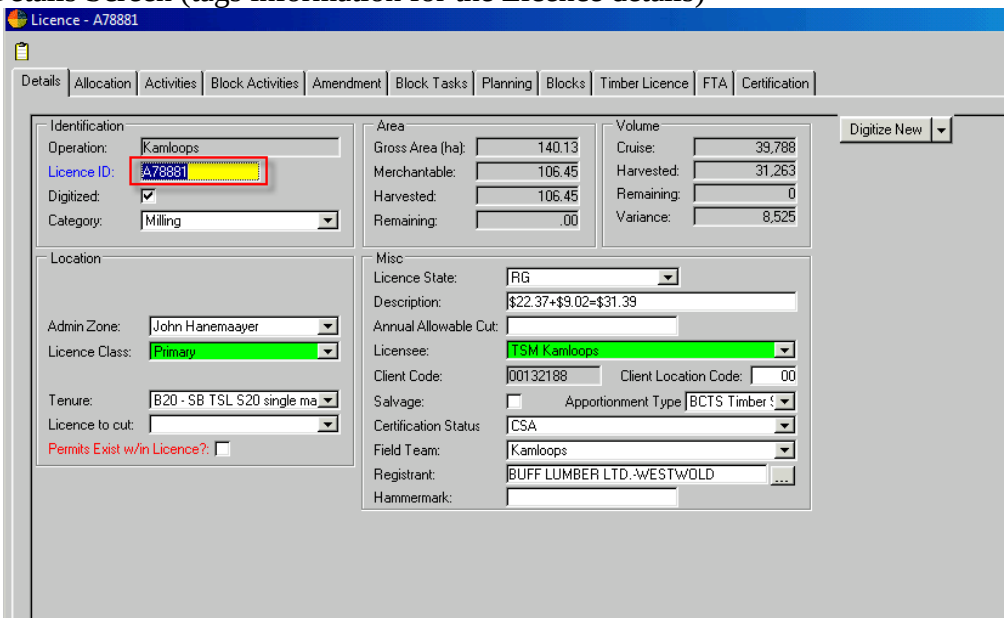
NOTE: Reference Trees are to be populated using the correct procedure outlined in the BCTS Data Entry Guidelines and Standards.pdf

- Forest_13.Layout_point (POC/POT, fish barriers, drain culvert, minor/major culvert, rock outcrops, reach breaks, bridge, cabin, CMTs, mining claim post, proposed designated skid crossing, wildlife feature, Landings)

- Forest _13.GPS_HUB (Road Stations, Road POC/POT, Reference Trees)
- Forest_13.layout_line (trails, gully/draw, embankment, fences, recreational/wildlife trail, cultural/heritage feature)
- Forest_13.Road (roads)
- Forest_13.Stream (streams that have changed with field work eg. ground truthing/gps)
- Forest_13.Waterbody (waterbodies that have been mapped or identified in the field but not found in trim layer – lakes, rivers, wetlands, fens)
- Forest_13.Cruise_line (slope arrows)

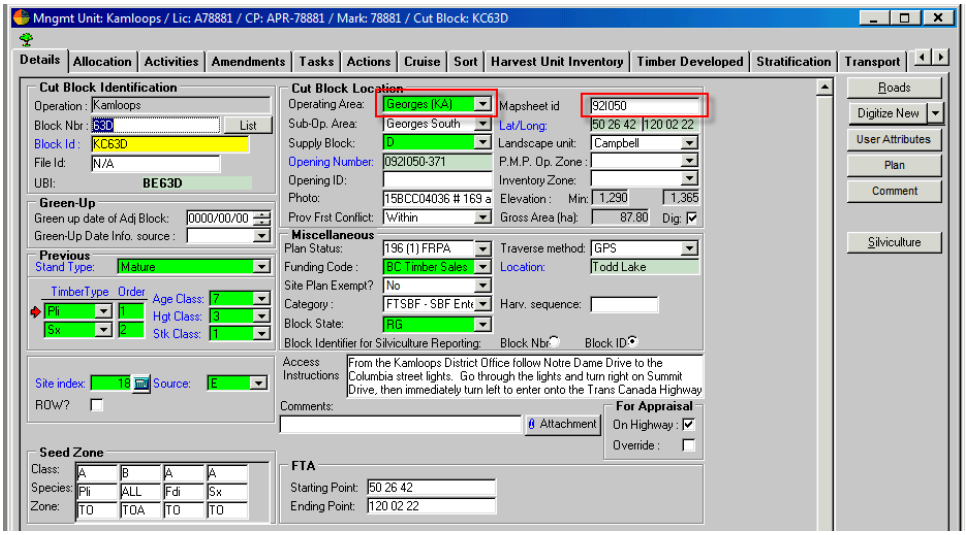
Tabular Data that needs to be entered for Tags to populate

Licence Details Screen (tags information for the Licence details)



Block Window (Details Tab)

- Mapsheet ID
- Operating Area



Road Information



Road Structures Window (this will create the Road Structures spatial layer)

(Arch pipes, fence, culverts, bridges, cattleguards, gates, pipeline crossing, pit, utility)

NOTE: this information is entered by the Engineer at BCTS. Refer to Chapter 10 in the Roads SOP page 14. This information will be for adjacent roads not for proposed roads for the associated TSL.
(ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

Road Attribute Windows

NOTE: This information is entered by Multiphase GIS staff. Refer to Chapter 2 and Chapter 4 in the Roads SOP depending on the Phase of the road.

(Refer to the Roads SOP depending on what phase the roads are at-
ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

NOTE: adjacent roads should be symbolized accurately and pulled from resources. Deactivation layer is set up for 5 years, so if your deactivation isn't showing on the map, then it is outside the range of dates setup in the layer



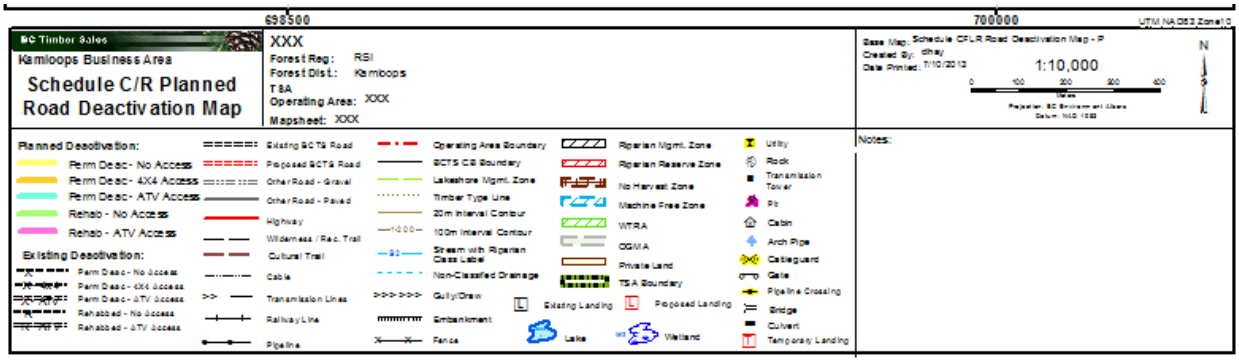
Example of Completed Schedule C/R Road Deactivation map before a Contractor edits labels and puts in the information that each field team requires can be found here:

ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Sample%20GeoTemplate%20Maps/

Summary Information manually entered by User

There are a number of items that cannot be automated in the template, they are listed below. The screen capture shows where in the template the items go followed up with where the information is stored in Cengea Resources.

- TSA
- Forest District
- Region/Compartment



Some of these items are not stored in Cengea Resources anywhere or do not show up in the table views in order for tags to be created. Users must load the GIS Layers found in the layer manager in order to determine this information if important to the map

FSR Road Construction – L or FSR Road Construction – P



The FSR Road Construction Template was designed to create a map of FSRs displaying POC, POT in relation to the block boundary and other roads in question it may branch off of. This template is designed only for FSR roads.

NOTE: Please remember to utilize the roads matrix that you receive from the field team to attribute the roads.

Spatial Data Layers that need to have spatial data and be linked correctly (Resources and GEO)

- Forest_13.Road (Map window name: Map window editing roads – see Roads SOP posted on FTP site)

Additional Spatial layers required for mapping (Geo side only)

NOTE: Reference Trees are to be populated using the correct procedure outlined in the BCTS Data Entry Guidelines and Standards.pdf

- Forest_13.Layout_point (POC/POT, fish barriers, drain culvert, minor/major culvert, rock outcrops, reach breaks, bridge, cabin, CMTs, mining claim post, proposed designated skid crossing, wildlife feature)
- Forest _13.GPS_HUB (Road Stations, Road POC/POT, Reference Trees)
- Forest_13.layout_line (trails, gully/draw, embankment, fences, recreational/wildlife trail, cultural/heritage feature)
- Forest_13.Road (roads)
- Forest_13.Stream (streams that have changed with field work eg. ground truthing/gps)
- Forest_13.Waterbody (waterbodies that have been mapped or identified in the field but not found in trim layer – lakes, rivers, wetlands, fens)

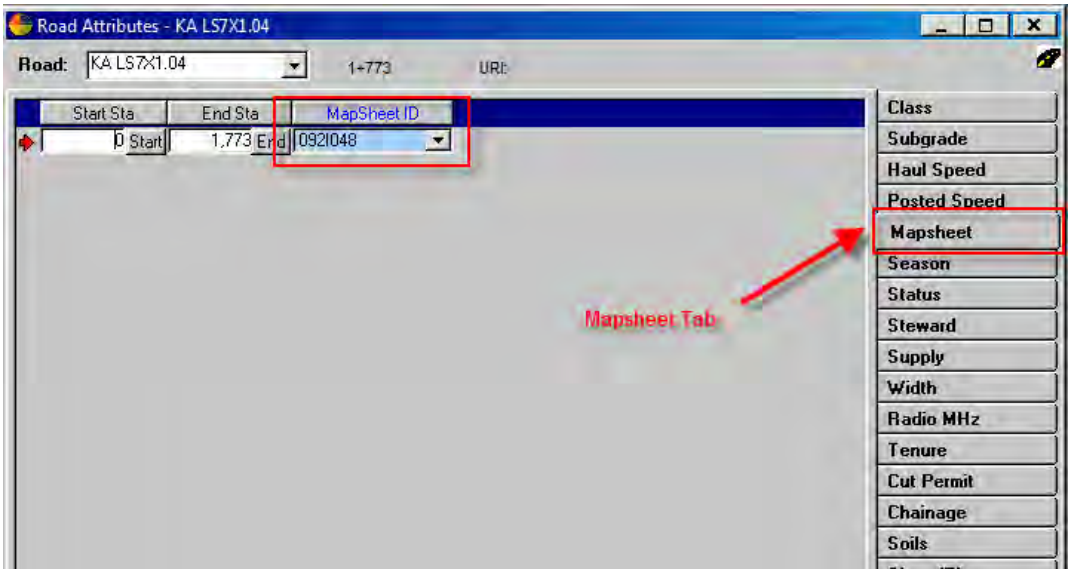
- Forest_13.Cruise_line (slope arrows)

Tabular Data that needs to be entered for Tags to populate

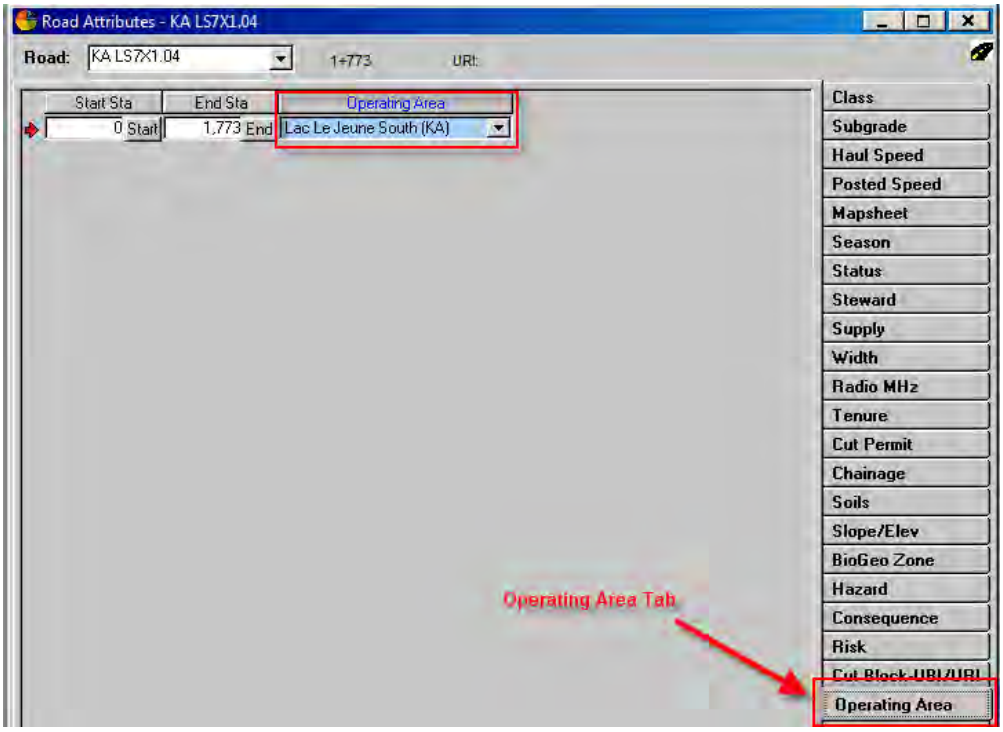
The following attributes are pulled from the road table and get created when the road tabular record gets created in Cengea Resources.

- Road Name
- Road start station
- Road end station
- Road Length
- URI

Road Attributes Window (Mapsheet Tab)



Road Attributes Window (Operating Area Tab)



Road Information



Road Structures Window (this will create the Road Structures spatial layer)

(Arch pipes, fence, culverts, bridges, cattleguards, gates, pipeline crossing, pit, utility)

NOTE: this information is entered by the Engineer at BCTS. Refer to Chapter 10 in the Roads SOP page 14. This information will be for adjacent roads not for proposed roads for the associated TSL.
(ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

Road Attribute Windows

NOTE: This information is entered by Multiphase GIS staff. Refer to Chapter 2 and Chapter 4 in the Roads SOP depending on the Phase of the road.

(Refer to the Roads SOP depending on what phase the roads are at-
ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

NOTE: adjacent roads should be symbolized accurately and pulled from resources. Deactivation layer is set up for 5 years, so if your deactivation isn't showing on the map, then it is outside the range of dates setup in the layer



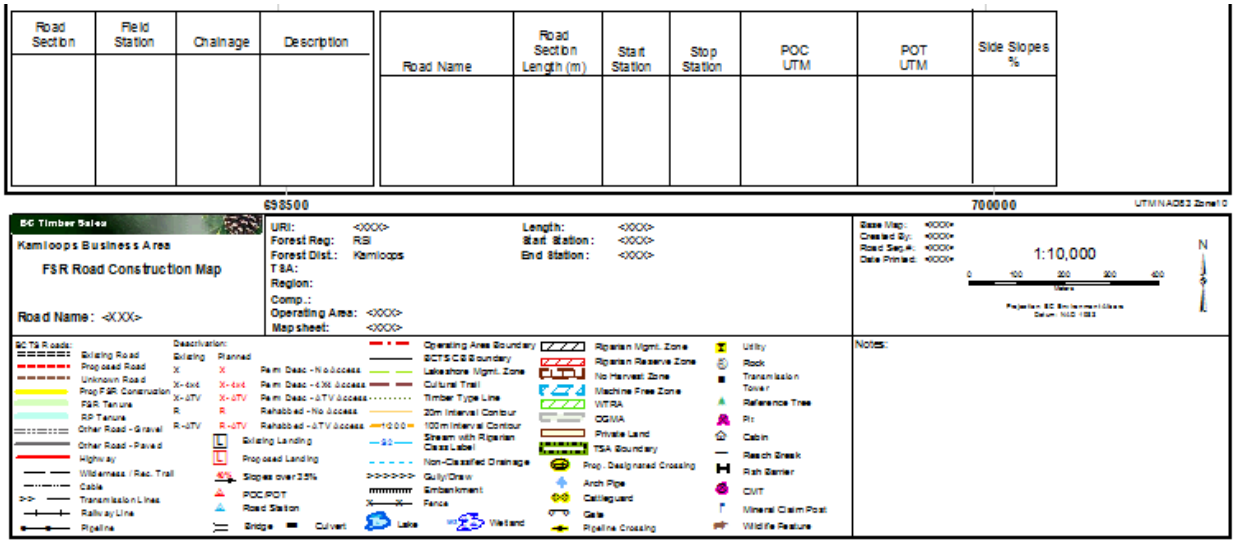
Example of Completed FSR Road Construction map before a Contractor edits labels and puts in the information that each field requires can be found here:

ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Sample%20GeoTemplate%20Maps/

Summary Information manually entered by User

There are a number of items that cannot be automated in the template, they are listed below. The screen capture shows where in the template the items go followed up with where the information is stored in Cengea Resources.

- TSA
- Forest District
- Region/Compartment
- Road Tables as per the matrix



Some of these items are not stored in Cengea Resources anywhere or do not show up in the table views in order for tags to be created. Users must load the GIS Layers found in the layer manager in order to determine this information if important to the map

Seed Compliance Map (Seed Compliance Map - P or Seed Compliance Map - L)



This template was designed to identify the seed zone that has been identified for the block so that the correct seed goes onto the block after logging.

Spatial Data Layers that need to have spatial data and be linked correctly (Resources and GEO)

- Forest_13.Block (Map window name: Blocks details screen)
- Forest_13.Ecology (Map window name: Silviculture Activities, Eco Unit Activity Details Tab)
- Forest_13.SU (Map window name: Silviculture Activities, Plan Activity, SU Summary screen)
- Forest_13.Harvest Unit (Map window name:
- Forest_13.Road (Map window name: Map window editing roads – see Roads SOP posted on FTP site)

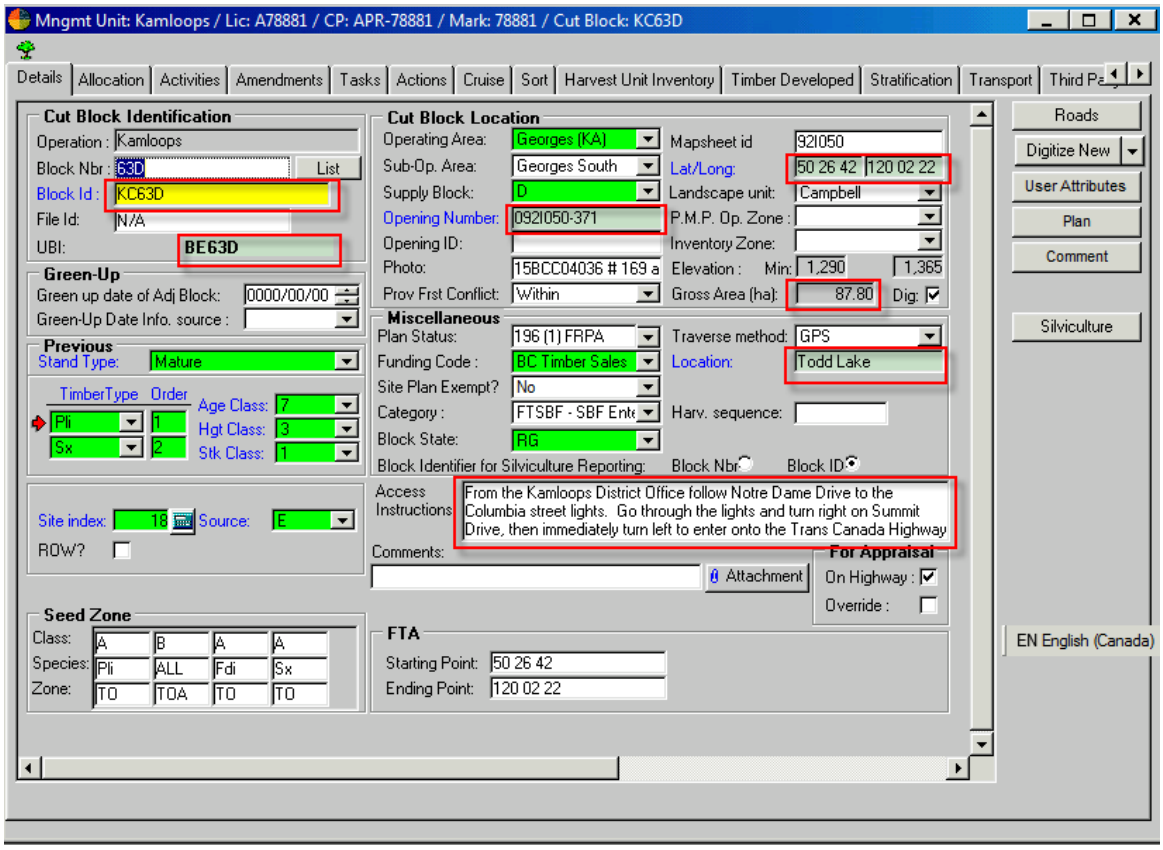
Additional Spatial layers required for mapping (Geo side only)

- Forest_13.Stream (streams that have changed with field work eg. ground truthing/gps)
- Forest_13.Waterbody (waterbodies that have been mapped or identified in the field but not found in trim layer – wetland, river, lake or fen)

Tabular Data that needs to be entered for Tags to populate

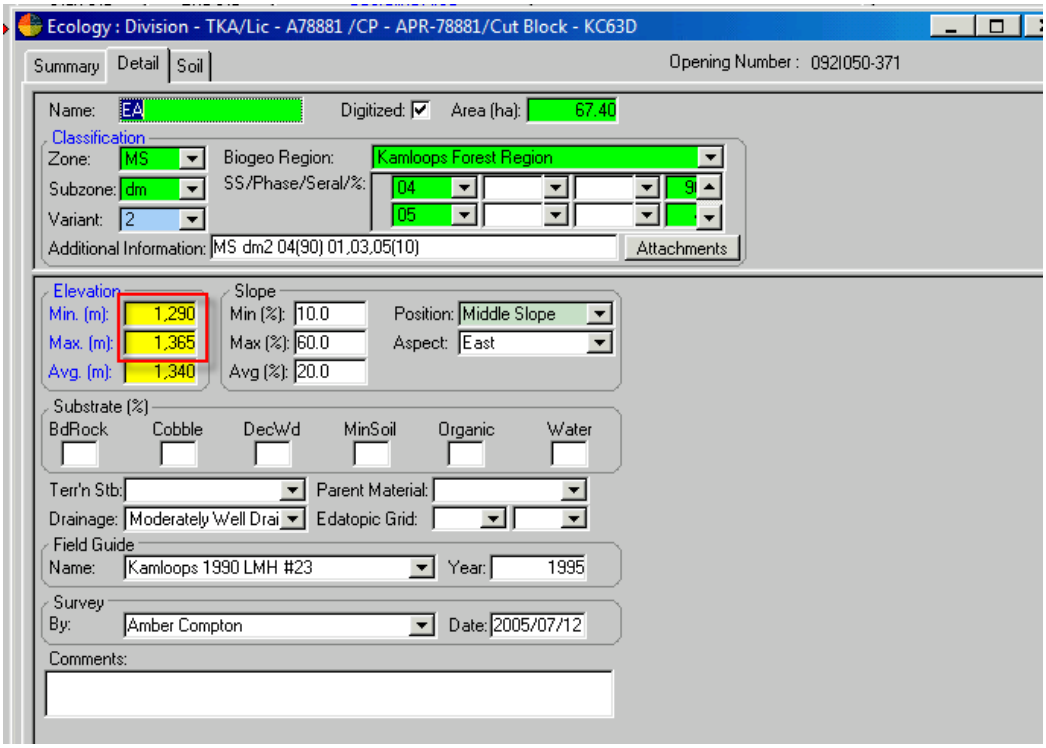
Block Details Screen (tags information for the Block details and block summary table)

- Block ID
- Location
- Latitude
- Longitude
- Opening Number
- Gross Block Area (automatically populated when spatial is linked)
- UBI



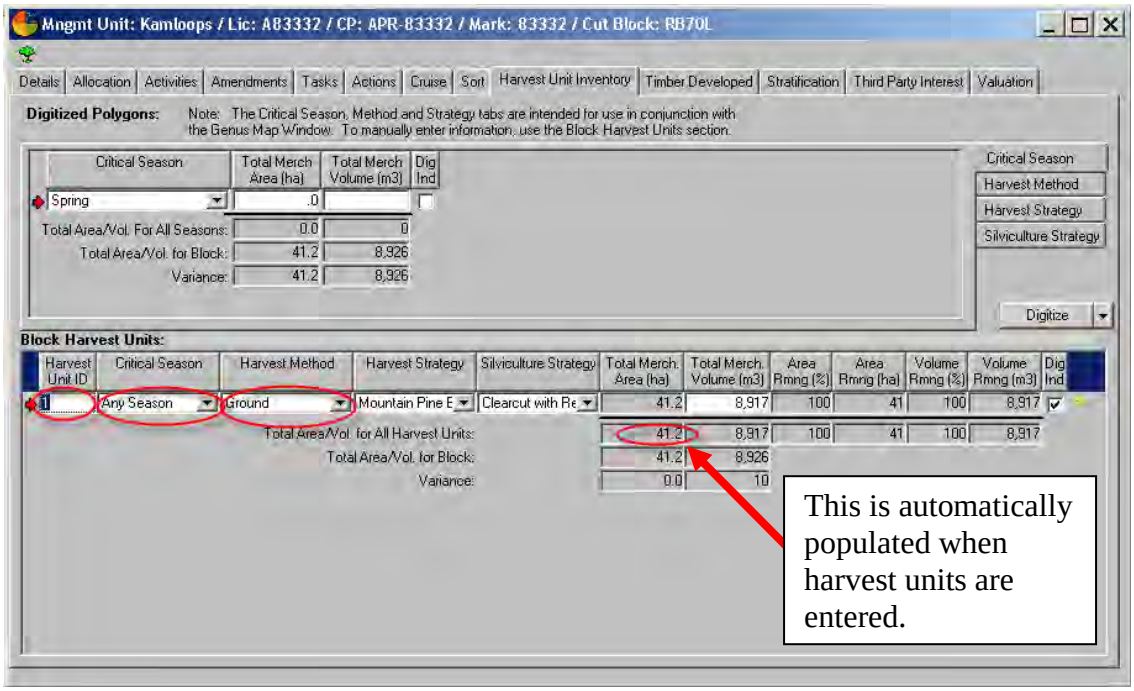
Ecology Detail Screen (tags information in the block details and the site description table)

- Elevation Min
- Elevation Max



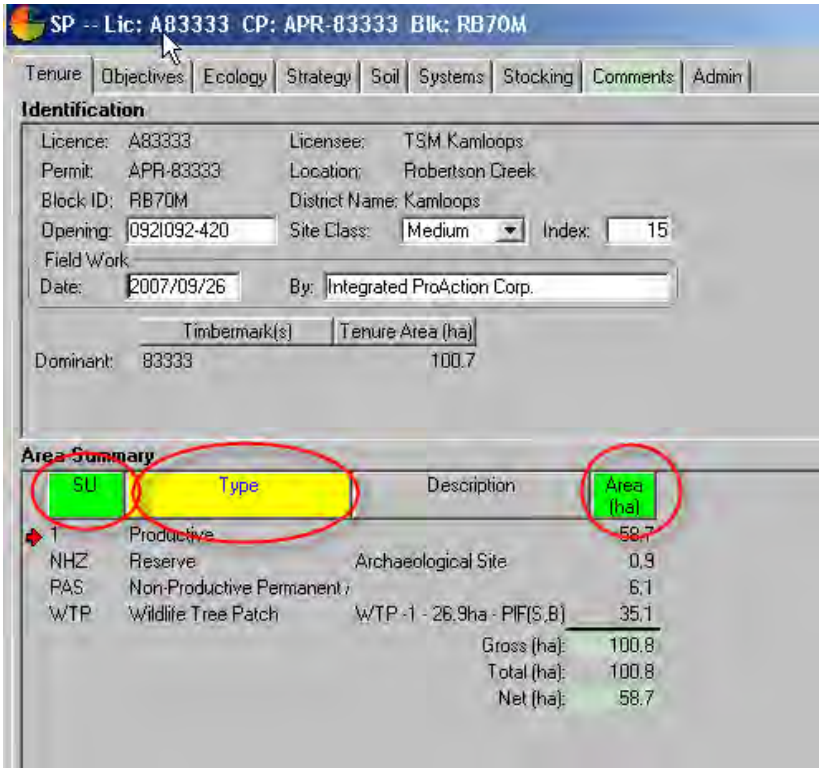
Harvest Unit Inventory Screen (Machine Free Zones and Riparian Management Zones should be entered here along with each harvest unit for the block)

- Harvest Unit ID
- Method
- Season
- Total Area



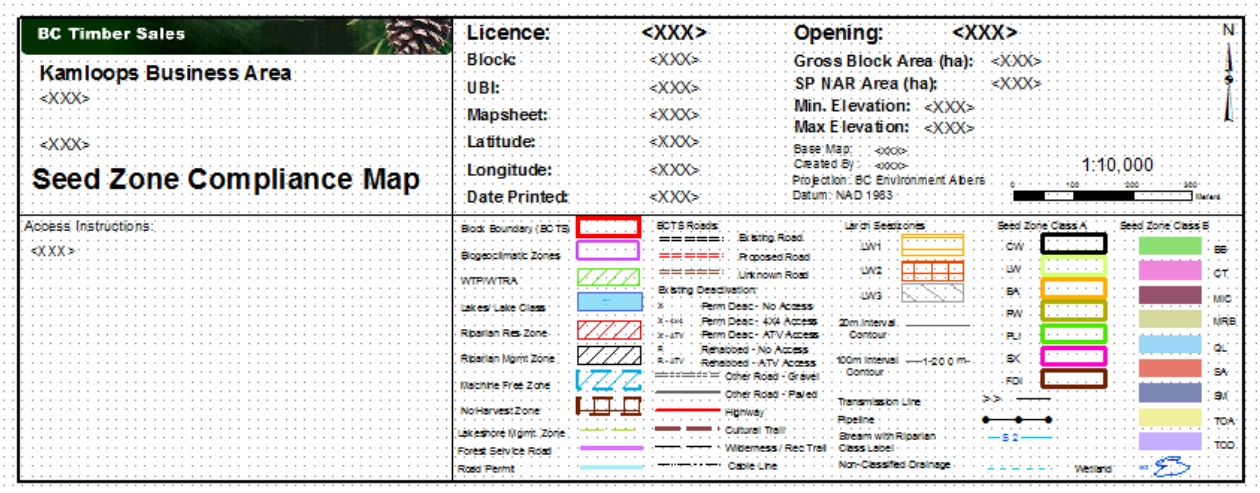
SP Tenure Screen (displays WTRAs, Riparian Reserve Zones and Other Reserves on planned block)

- SU
- Type
- Area



Summary Information manually entered by User

At this time there are no items that the user has to manually enter for this template.



NOTE: Some of these items are not stored in Cengea Resources anywhere or do not show up in the table views in order for tags to be created. Users must load the GIS Layers found in the layer manager under the LRDW Reference heading in order to determine this information if important to the map.

Road Information



Road Structures Window (this will create the Road Structures spatial layer)

(Arch pipes, fence, culverts, bridges, cattleguards, gates, pipeline crossing, pit, utility)

NOTE: this information is entered by the Engineer at BCTS. Refer to Chapter 10 in the Roads SOP page 14. This information will be for adjacent roads not for proposed roads for the associated TSL.
(ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

Road Attribute Windows (this will symbolize the Road State)

NOTE: This information is entered by Multiphase GIS staff. Refer to Chapter 2 in the Roads SOP depending on the Phase of the road.

(Refer to the Roads SOP depending on what phase the roads are at-
ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Roads%20SOP/)

NOTE: adjacent roads should be symbolized accurately and pulled from resources



Example of Completed Seed Compliance map before a Contractor edits labels and puts in the information that each field requires can be found here:

ftp://ftp.for.gov.bc.ca/TKA/external/!publish/GENUS/Sample%20GeoTemplate%20Maps/