

# **NDCRS SITE FORM TRAINING MANUAL:**



## **HISTORICAL ARCHEOLOGICAL SITES**

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## INTRODUCTION

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

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

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

## NDCRS AND GIS

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

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

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

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

## CULTURAL HERITAGE FORM

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

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

## HOW TO COMPLETE A NDCRS SITE FORM

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

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

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

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

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

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

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

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

### **General Rules for Completion of NDCRS Site Forms**

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

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

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

### **PDF Site Forms**

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



## Steps to Digitally Complete a Site Form

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

## How to Change Information (**UPDATE**)

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

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

## Site Leads and Isolated Finds

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

## *Site Leads*

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

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

## *Isolated Finds*

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

## **Paleontological Sites**

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

## Defined Non-Sites and Property Types Requiring No Formal Documentation

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

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

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

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

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

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

# NDCRS HISTORICAL ARCHEOLOGICAL SITE FORM

## SITE IDENTIFICATION

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

### SITS#

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

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

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

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

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

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

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

Any projects in Sioux County should be directed to:

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

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

## FIELD CODE

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

## SITE NAME

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

## MAP QUAD

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

## LEGAL DESCRIPTION

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

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

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

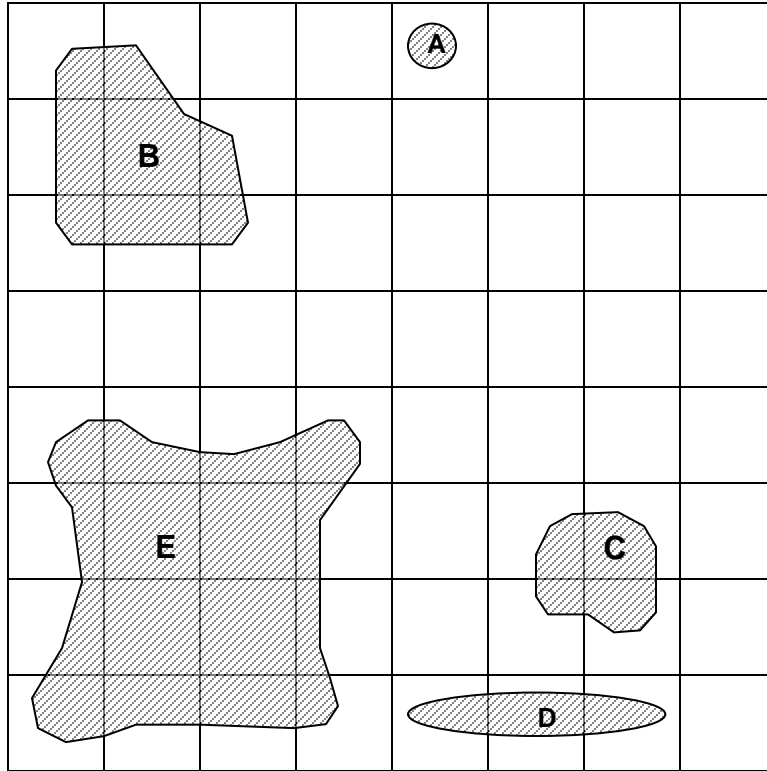
1. Depict the boundaries of the site on a USGS 7.5' topographic quadrangle.
2. Place the **southeast corner** of a "40 acre land locator" or a "land area and slope indicator" exactly on the **southeast corner** of the section that contains the site. Orient the locator so that its eastern edge matches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

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

## LTL

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

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



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

Legal Descriptions:

Site A

NW<sup>1</sup>/<sub>4</sub> NW<sup>1</sup>/<sub>4</sub> NE<sup>1</sup>/<sub>4</sub>  
 Section 30, T. 100 N., R. 100 W.

Site B

NW<sup>1</sup>/<sub>4</sub> NW<sup>1</sup>/<sub>4</sub> &  
 N<sup>1</sup>/<sub>2</sub> SW<sup>1</sup>/<sub>4</sub> NW<sup>1</sup>/<sub>4</sub> &  
 SW<sup>1</sup>/<sub>4</sub> NE<sup>1</sup>/<sub>4</sub> NW<sup>1</sup>/<sub>4</sub> &  
 NW<sup>1</sup>/<sub>4</sub> SE<sup>1</sup>/<sub>4</sub> NW<sup>1</sup>/<sub>4</sub>  
 Section 30, T. 100 N., R. 100 W.

Site C

SE<sup>1</sup>/<sub>4</sub> NW<sup>1</sup>/<sub>4</sub> SE<sup>1</sup>/<sub>4</sub> &  
 SW<sup>1</sup>/<sub>4</sub> NE<sup>1</sup>/<sub>4</sub> SE<sup>1</sup>/<sub>4</sub> &  
 NW<sup>1</sup>/<sub>4</sub> SE<sup>1</sup>/<sub>4</sub> SE<sup>1</sup>/<sub>4</sub> &  
 NE<sup>1</sup>/<sub>4</sub> SW<sup>1</sup>/<sub>4</sub> SE<sup>1</sup>/<sub>4</sub>  
 Section 30, T. 100 N., R. 100 W.

Site D

S<sup>1</sup>/<sub>2</sub> SW<sup>1</sup>/<sub>4</sub> SE<sup>1</sup>/<sub>4</sub> &  
 SW<sup>1</sup>/<sub>4</sub> SE<sup>1</sup>/<sub>4</sub> SE<sup>1</sup>/<sub>4</sub>  
 Section 30, T. 100 N., R. 100 W.

Site E

SW<sup>1</sup>/<sub>4</sub> Section 30, T. 100 N., R. 100 W.

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



## **TOWNSHIP, RANGE, SECTION**

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

## **SUBSECTION—QQQ/QQ/Q**

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

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

## **NAD, UTM, ZONE**

### **NAD**

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

### **UTM**

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

### **Zone**

Click the dropdown menu and choose the correct Zone (13N or 14N).

## SITE DATA

### FEATURE TYPE

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

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

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

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

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

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

<p><b><u>Agriculture</u></b>  <b>3</b> Animal/Veterinary clinic  <b>62</b> Animal shelter; Kennel  <b>62</b> Barn  <b>92</b> Blacksmith shop  <b>66</b> Chicken coop; Poultry house  <b>43</b> Corral; Enclosure; Pen  <b>10</b> Dump  <b>40</b> Dwelling, Single Unit  <b>70</b> Experiment station  <b>5</b> Farm, Dairy  <b>1</b> Farm; Farmstead  <b>55</b> Garage; Carriage house  <b>78</b> Garden  <b>11</b> Grain storage, Commercial  <b>61</b> Granary  <b>91</b> Greenhouse/nursery  <b>64</b> Line shack  <b>65</b> Mobile home  <b>50</b> Privy  <b>77</b> Pump house; Well house  <b>4</b> Ranch  <b>67</b> Root cellar; Icehouse; Smokehouse  <b>61</b> Silo; Silage pit  <b>77</b> Spring house  <b>62</b> Stable; Livery  <b>13</b> Stock dam  <b>15</b> Storage building; Warehouse  <b>16</b> Storage yard  <b>69</b> Summer kitchen  <b>92</b> Welding shop  <b>14</b> Well; Pump  <b>17</b> Windmill  <b>71</b> Work shop</p>	<p><b><u>Transportation</u></b>  <b>2</b> Accident; Disaster site  <b>49</b> Airport; Airfield; Landing field  <b>56</b> Boat landing, Commercial/Steam  <b>57</b> Boat landing, Recreational  <b>21</b> Bridge; Culvert; Trestle  <b>59</b> Depot; Terminal  <b>82</b> Ferry; Ford  <b>72</b> Freight yard  <b>55</b> Garage; Carriage house  <b>88</b> Gasoline station; Convenience store; Fuel station/yard for coal, wood, etc.  <b>96</b> Gas storage  <b>59</b> Government office  <b>55</b> Hangar  <b>70</b> Loading platform  <b>100</b> Parking lot  <b>101</b> Parking ramp/garage  <b>48</b> Railroad grade; Railroad tracks; Railroad spur; Railroad siding  <b>56</b> Rest stop; Stage station  <b>48</b> Road; Highway  <b>103</b> Roadside sculpture; Billboard/sign  <b>73</b> Roundhouse  <b>78</b> Signal  <b>62</b> Stable; Livery  <b>72</b> Switch yard  <b>38</b> Tipple  <b>17</b> Tower, Radio/TV/Microwave  <b>48</b> Trail  <b>82</b> Tunnel  <b>83</b> Turn-around (railroad)</p>
<p><b><u>Commerce</u></b>  <b>76</b> Bank; Savings &amp; Loan; Credit Union; Finance  <b>92</b> Blacksmith shop  <b>45</b> Business  <b>11</b> Commercial grain storage  <b>88</b> Convenience store  <b>68</b> General store  <b>91</b> Greenhouse/nursery  <b>64</b> Hotel; Motel; Inn  <b>62</b> Livery  <b>100</b> Parking lot  <b>101</b> Parking ramp/garage  <b>71</b> Repair shop  <b>47</b> Retail store  <b>47</b> Shopping center; Mall  <b>68</b> Sutler's store  <b>68</b> Trading post  <b>15</b> Warehouse; Storage building</p>	<p><b><u>Government</u></b>  <b>75</b> Auditorium  <b>32</b> Border crossing station; Customs house  <b>30</b> City hall  <b>84</b> Correctional facility; Jail; Juvenile hall  <b>59</b> Courthouse  <b>10</b> Dump; Sanitary landfill  <b>58</b> Fire station  <b>59</b> Government office  <b>12</b> Hatchery, Fish/Bird/Animal  <b>86</b> Indigent house; Orphanage  <b>78</b> Monument  <b>73</b> Museum; Gallery; Studio, Art/Photo/Sculpture  <b>39</b> Park  <b>32</b> Police station; Sheriff's office  <b>18</b> Post office/Mail station  <b>52</b> Recreation area, Indoor  <b>51</b> Recreation area, Outdoor  <b>10</b> Sewage treatment plant  <b>7</b> Town; City; Colony; Settlement  <b>73</b> Township hall</p>

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

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

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

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

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

1 Farm; Farmstead  
2 Accident; Disaster site  
3 Animal/Veterinary clinic  
4 Ranch  
5 Dairy farm  
7 Town; City; Colony; Settlement  
8 Base; Camp; Cantonment; Fort; Post  
9 School; Church school  
10 Dump; Sanitary landfill; Sewage treatment plant  
11 Commercial grain storage  
12 Fish/Bird/Animal hatchery  
13 Dam; Stock dam  
14 Pump; Well; Oil/Gas well  
15 Storage building; Warehouse  
16 Storage yard  
17 Windmill; Tower; Radio/TV/Microwave tower  
18 Post office; Mail station  
19 College; University; Seminary/Bible College; Trade/Technical/Business school  
20 Library  
21 Bridge; Culvert; Trestle  
22 Canal; Flume  
23 Restaurant; Café; Mess hall  
24 Bottling plant; Brewery; Distillery  
25 Cannery; Frozen food locker; Sugar refinery  
26 Grocery store  
27 Flour/Grist mill  
28 Bar; Tavern  
29 Cemetery; Mortuary  
30 City hall; Fellowship hall  
31 Electric generation facility  
32 Billiards/Pool hall; Border crossing station; Customs house; Police station; Sheriff's office  
33 Clinic; Pharmacy; Dispensary; Hospital; Infirmary; Sanatorium; Pest house  
34 Brick manufacturing plant; Concrete manufacturing plant; Factory; Foundry  
35 Mine; Quarry; Borrow pit  
36 Electric transformer facility; Lumber yard

37 Saw/Stamp/Minerals mill/refinery  
38 Electric transmission facility; Tipline  
39 Park; Parade ground  
40 Single unit dwelling; Parsonage; Manse; Rectory  
41 Double unit dwelling  
42 Multiple unit dwelling; Barracks; Dormitory; Bunk house; Convent; Monastery  
43 Corral; Enclosure; Pen  
44 Temporary campsite  
45 Administrative; Business; Organizational  
46 Professional  
47 Shopping center; Mall; Retail store  
48 Railroad grade; Railroad tracks; Railroad spur; Railroad siding; Road; Highway; Trail  
49 Airport; Airfield; Landing field  
50 Privy  
51 Campgrounds; Picnic grounds; Playground; Outdoor recreation Area; Resort; Shooting range; Rifle range  
52 Arcade; Casino; Indoor recreation area  
53 Catholic Church  
54 Place of worship; Synagogue; Chapel; Non-denominational chapel  
55 Garage; Carriage house; Hangar  
56 Commercial/Steam boat landing; Rest stop; Stage station  
57 Recreational boat landing  
58 Fire station; Oil tank battery  
59 Courthouse; Depot; Terminal; Government office; Post/Base exchange  
60 Battlefield  
61 Granary; Silo; Silage pit  
62 Animal shelter; Barn; Stable; Livery; Kennel  
63 Protestant Church  
64 Hotel; Motel; Inn; Line shack  
65 Mobile home  
66 Chicken coop; Poultry house  
67 Root cellar; Icehouse; Smokehouse  
68 General store; Sutler's store; Trading post  
69 Summer kitchen  
70 Experiment station; Laboratory; Loading platform  
71 Work shop; Repair shop  
72 Freight yard; Switch yard

73 Township hall; Museum; Gallery; Studio of Art/Photo/Sculpture; Roundhouse  
74 Theater; Cinema  
75 Auditorium; Lecture Hall; Classroom; Opera house  
76 Bank; Credit Union; Savings & Loan; Finance  
77 Pump house; Well house; Spring house  
78 Fountain; Garden; Gravestone; Memorial; Monument; Shrine; Vault; Signal  
79 Armory; Bastion; Blockhouse; Defensive works; Missile site; Palisade; Powder magazine  
80 Fraternity/fraternal order; Sorority/sororal order; Lodge; Social  
81 Outdoor sports facility  
82 Ferry; Ford; Tunnel  
83 Turn-around (railroad)  
84 Correctional facility; Jail; Juvenile hall  
85 Radar facility  
86 Indigent house; Nursing home; Orphanage  
87 Newspaper office; Print shop  
88 Bulk plant; Fuel station; Gasoline station; Convenience store; Coal/Wood yard  
89 Telephone; Telegraph facility  
90 Bakery; Butcher shop; Meat packing plant  
91 Grandstand; Greenhouse/nursery  
92 Blacksmith shop; Welding shop  
93 Radio/TV station  
94 Fairgrounds; Rodeo grounds  
95 Indoor sports facility  
96 Gas storage; Oil refinery; Oil/Gas transmission facility; Pipeline  
97 Creamery; Dairy processing plant  
98 Water treatment plant  
99 Other – USE SPARINGLY  
100 Parking lot  
101 Parking ramp/garage  
102 Retirement community  
103 Roadside sculpture; Billboard/sign  
104 Trailer park

## **Feature Types:**

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

**Chimney**—a structure containing a flue(s).

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

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

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

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

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

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

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

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

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

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

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

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

## CULTURAL MATERIAL

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

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

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

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

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

**Cloth**—a piece of fabric made of fibrous material.

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

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

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

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

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

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

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

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

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

**Rubber**—any artifact made from unsaturated hydrocarbon or latex.

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

**Wood (worked)**—an artifact made from wood.



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

## **SITE TYPE**

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

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

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

## **CONTEXT**

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

### **Guidelines:**

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

### **Selection:**

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

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

Click the dropdown menu and choose the most appropriate Context (theme) from the list.

**Record all pertinent and applicable Contexts in the Descriptive Section and the Statement of Significance** (see below).

### Contexts:

See AHP website for available [historic contexts](#) of North Dakota.

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

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

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

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

buildings, camps, and dwellings. The [\*Coal Mining in the Coal-Bearing Region of North Dakota, 1870-1945, Parts 1 and 2\*](#) are available on the AHP website.

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

rectories, parsonages, church schools, seminaries, convents, and monasteries. Related [historic contexts](#) are available on the AHP website.

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

## SITE AREA

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

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

Table 1: Conversion factors.

Conversion Factors	
acres to hectares	acres x 0.405 = hectares 1 acre = 4047 square meters
yards to meters	yards x 0.914 = meters
yards <sup>2</sup> to meters <sup>2</sup>	yards <sup>2</sup> x 0.836 = meters <sup>2</sup>
feet to meters	feet x 0.3048 = meters
feet <sup>2</sup> to meters <sup>2</sup>	feet <sup>2</sup> x 0.093 = meters <sup>2</sup>
inches to centimeters	inch x 2.54 = centimeters
miles to meters	miles x 1.609 = kilometers kilometers x 1000 = meters
miles <sup>2</sup> to kilometers <sup>2</sup>	miles <sup>2</sup> x 2.6 = kilometers <sup>2</sup>
kilometers <sup>2</sup> to meters <sup>2</sup>	kilometers <sup>2</sup> x 1,000,000 = meters <sup>2</sup>

### CULTURAL DEPTH

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

### DEPTH INDICATOR

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

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

### OCCUPATION DATE

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

## **BASIS FOR DATING**

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

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

## **CM DENSITY**

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

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



## ENVIRONMENT

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

### LANDFORM 1

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

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

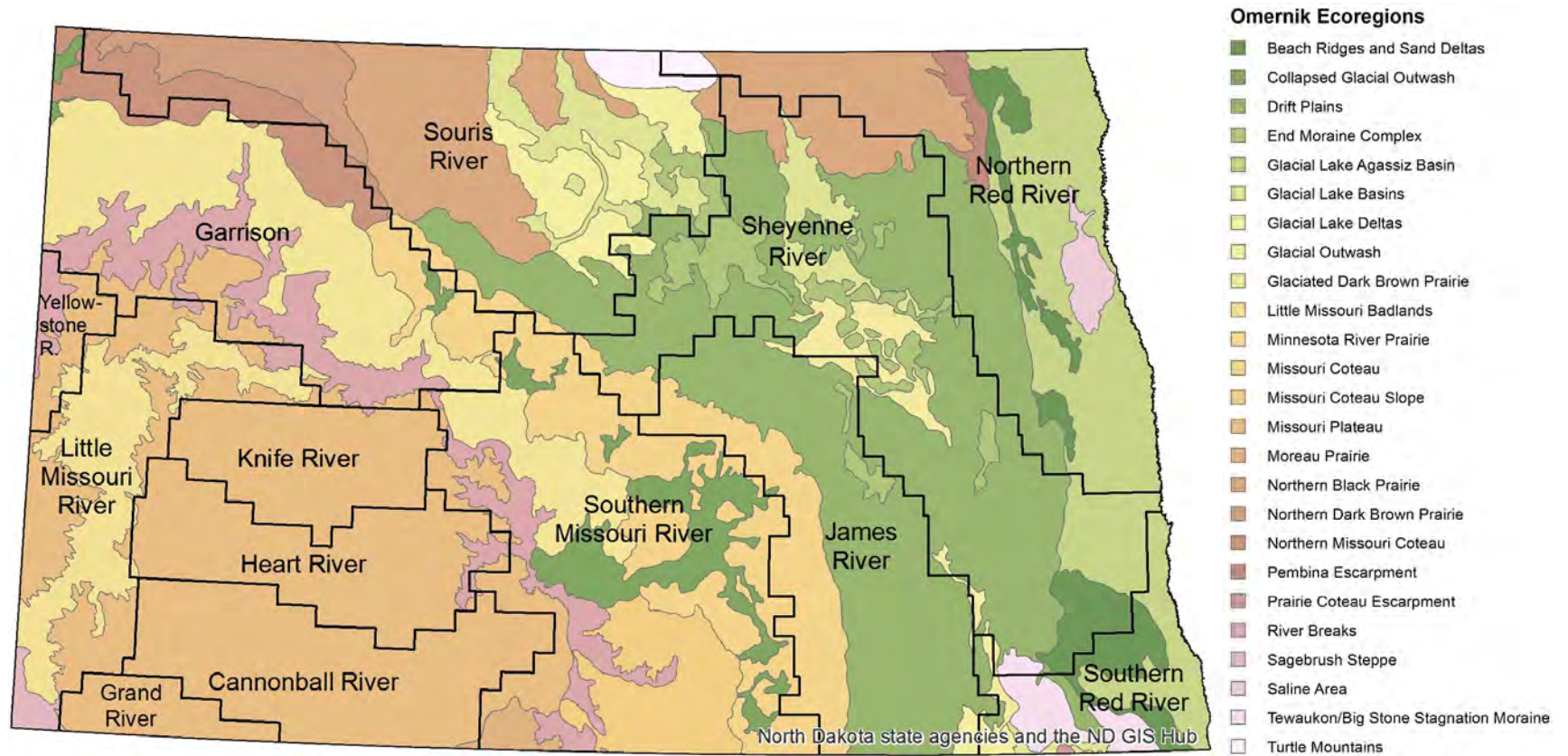
“Side of” does not mean “beside,” as in “beside a creek.” The use of “Side of” means the site was visible in the vertical face of a gully or on the slope of a hill, butte, or ridge.

### LANDFORM 2

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

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

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



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

## **SLOPE / EXPOSURE**

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

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

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

## **ECOSYSTEM**

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

### **Badlands and Rolling Prairie Ecosystems:**

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

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

#### **Sheyenne National Grassland Unit:**

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

## ELEVATION

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

## DRAINAGE SYSTEM

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

## CULTURAL RESOURCE MANAGEMENT

### OWNERSHIP

Click the dropdown menu to select the ownership.

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

### FIELDWORK DATE

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

### SITE CONDITION

Click the dropdown menu to select the appropriate condition.

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

### COLLECTION

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

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

## PROBE

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

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

## FORMAL TEST / EXCAVATION

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

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

## MANAGEMENT RECOMMENDATION OF THE RECORDER

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

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

## ADDITIONAL INFORMATION

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



## **RECORDED BY AND DATE RECORDED**

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

## SHSND USE

### **Information in this section will be entered by the AHP**

#### **STUDY UNIT**

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

#### **COMPONENT**

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

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

#### **VERIFIED SITE**

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

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

#### **CR TYPE**

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

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

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

## DESCRIPTIVE SECTION—PAGE 2

### ACCESS

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

### DESCRIPTION OF SITE

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

### DESCRIPTION OF CULTURAL MATERIALS

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

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

## DESCRIPTIVE SECTION—PAGE 3

### DESCRIPTION OF SUBSURFACE TESTING

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

### FIELD CONDITIONS

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

### TECHNIQUES USED TO ESTIMATE SITE AREA

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

### RATIONALE FOR SITE BOUNDARY DETERMINATION

Specify the rationale behind site boundary delineation.

### CURRENT USE OF SITE

Enter the current use of the site.

### VEGETATION

Enter a brief description of the vegetation at the site.

### VEGETATION COVER

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

### SNOW COVER

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

### PERSON-HOURS

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

## **DESCRIPTION OF COLLECTIONS OBSERVED & CONTACT INFORMATION**

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

## **PROJECT NAME AND PRINCIPAL INVESTIGATOR**

Enter the name of the project and the Principal Investigator.

## **CONTRACTING FIRM OR AGENCY**

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

## **DEED SEARCH**

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

### **Regional Biographies and More:**

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

### **Land Patents (Bureau of Land Management):**

<https://glorerecords.blm.gov/default.aspx>

### **State Archives of North Dakota:**

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

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

## DESCRIPTIVE SECTION—PAGE 4

### STATEMENT OF INTEGRITY

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

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

### STATEMENT OF SIGNIFICANCE

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

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

In completing this section, the *Secretary of the Interior's Criteria for Evaluation* should be consulted. It lists the basis by which properties are determined significant and eligible for listing in the National Register of Historic Places ([https://www.nps.gov/history/local-law/arch\\_stnds\\_3.htm](https://www.nps.gov/history/local-law/arch_stnds_3.htm)).

### REFERENCES CITED / COMMENTS

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

## ATTACHMENTS SECTION

### TOPOGRAPHIC MAP

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

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

### SKETCH MAP

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

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

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

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

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

### SITE PHOTOGRAPHS

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

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

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



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

### CONTINUATION PAGE

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

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## **Codes of Previous Versions of the NDCRS Manual**



## FIELD MANUAL: NDCRS HISTORICAL ARCHEOLOGICAL SITE FORM (2017)

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

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

<p><b><u>Agriculture</u></b>  <b>3</b> Animal/Veterinary clinic  <b>62</b> Animal shelter  <b>62</b> Barn  <b>92</b> Blacksmith shop  <b>66</b> Chicken coop; Poultry house  <b>43</b> Corral; Enclosure; Pen  <b>10</b> Dump  <b>40</b> Dwelling, Single Unit  <b>70</b> Experiment station  <b>5</b> Farm, Dairy  <b>1</b> Farm; Farmstead  <b>55</b> Garage; Carriage house  <b>78</b> Garden  <b>11</b> Grain storage, Commercial  <b>61</b> Granary  <b>91</b> Greenhouse/nursery  <b>64</b> Line shack  <b>65</b> Mobile home  <b>50</b> Privy  <b>77</b> Pump house; Well house  <b>4</b> Ranch  <b>67</b> Root cellar; Icehouse; Smokehouse  <b>61</b> Silo; Silage pit  <b>77</b> Spring house  <b>62</b> Stable; Livery  <b>13</b> Stock dam  <b>15</b> Storage building; Warehouse  <b>16</b> Storage yard  <b>69</b> Summer kitchen  <b>92</b> Welding shop  <b>14</b> Well; Pump  <b>17</b> Windmill  <b>71</b> Work shop</p>	<p><b><u>Transportation</u></b>  <b>2</b> Accident; Disaster site  <b>49</b> Airport; Airfield; Landing field  <b>56</b> Boat landing, Commercial/Steam  <b>57</b> Boat landing, Recreational  <b>21</b> Bridge; Culvert; Trestle  <b>59</b> Depot; Terminal  <b>82</b> Ferry; Ford  <b>72</b> Freight yard  <b>55</b> Garage; Carriage house  <b>88</b> Gasoline station; Convenience store; Fuel station/yard for coal, wood, etc.  <b>96</b> Gas storage  <b>59</b> Government office  <b>55</b> Hangar  <b>70</b> Loading platform  <b>100</b> Parking lot  <b>101</b> Parking ramp/garage  <b>48</b> Railroad grade; Railroad tracks; Railroad spur; Railroad siding  <b>56</b> Rest stop; Stage station  <b>48</b> Road; Highway  <b>103</b> Roadside sculpture; Billboard/sign  <b>73</b> Roundhouse  <b>78</b> Signal  <b>62</b> Stable; Livery  <b>72</b> Switch yard  <b>38</b> Tipple  <b>17</b> Tower, Radio/TV/Microwave  <b>48</b> Trail  <b>82</b> Tunnel  <b>83</b> Turn-around (railroad)</p>
<p><b><u>Commerce</u></b>  <b>76</b> Bank; Savings &amp; Loan; Credit Union; Finance  <b>92</b> Blacksmith shop  <b>45</b> Business  <b>11</b> Commercial grain storage  <b>88</b> Convenience store  <b>68</b> General store  <b>91</b> Greenhouse/nursery  <b>64</b> Hotel; Motel; Inn  <b>62</b> Livery  <b>100</b> Parking lot  <b>101</b> Parking ramp/garage  <b>71</b> Repair shop  <b>47</b> Retail store  <b>47</b> Shopping center; Mall  <b>68</b> Sutler's store  <b>68</b> Trading post  <b>15</b> Warehouse; Storage building</p>	<p><b><u>Government</u></b>  <b>75</b> Auditorium  <b>32</b> Border crossing station; Customs house  <b>30</b> City hall  <b>84</b> Correctional facility; Jail; Juvenile hall  <b>59</b> Courthouse  <b>10</b> Dump; Sanitary landfill  <b>58</b> Fire station  <b>59</b> Government office  <b>12</b> Hatchery, Fish/Bird/Animal  <b>86</b> Indigent house; Orphanage  <b>78</b> Monument  <b>73</b> Museum; Gallery; Studio, Art/Photo/Sculpture  <b>39</b> Park  <b>32</b> Police station; Sheriff's office  <b>18</b> Post office/Mail station  <b>52</b> Recreation area, Indoor  <b>51</b> Recreation area, Outdoor  <b>10</b> Sewage treatment plant  <b>7</b> Town; City; Colony; Settlement  <b>73</b> Township hall</p>

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

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

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

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

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

1 Farm; Farmstead  
2 Accident; Disaster site  
3 Animal/Veterinary clinic  
4 Ranch  
5 Dairy farm  
7 Town; City; Colony; Settlement  
8 Base; Camp; Cantonment; Fort; Post  
9 School; Church school  
10 Dump; Sanitary landfill; Sewage treatment plant  
11 Commercial grain storage  
12 Fish/Bird/Animal hatchery  
13 Dam; Stock dam  
14 Pump; Well; Oil/Gas well  
15 Storage building; Warehouse  
16 Storage yard  
17 Windmill; Tower; Radio/TV/Microwave tower  
18 Post office; Mail station  
19 College; University; Seminary/Bible College; Trade/Technical/Business school  
20 Library  
21 Bridge; Culvert; Trestle  
22 Canal; Flume  
23 Restaurant; Café; Mess hall  
24 Bottling plant; Brewery; Distillery  
25 Cannery; Frozen food locker; Sugar refinery  
26 Grocery store  
27 Flour/Grist mill  
28 Bar; Tavern  
29 Cemetery; Mortuary  
30 City hall; Fellowship hall  
31 Electric generation facility  
32 Billiards/Pool hall; Border crossing station; Customs house; Police station; Sheriff's office  
33 Clinic; Pharmacy; Dispensary; Hospital; Infirmary; Sanatorium; Pest house  
34 Brick manufacturing plant; Concrete manufacturing plant; Factory; Foundry  
35 Mine; Quarry; Borrow pit  
36 Electric transformer facility; Lumber yard

37 Saw/Stamp/Minerals mill/refinery  
38 Electric transmission facility; Tipple  
39 Park; Parade ground  
40 Single unit dwelling; Parsonage; Manse; Rectory  
41 Double unit dwelling  
42 Multiple unit dwelling; Barracks; Dormitory; Bunk house; Convent; Monastery  
43 Corral; Enclosure; Pen  
44 Temporary campsite  
45 Administrative; Business; Organizational  
46 Professional  
47 Shopping center; Mall; Retail store  
48 Railroad grade; Railroad tracks; Railroad spur; Railroad siding; Road; Highway; Trail  
49 Airport; Airfield; Landing field  
50 Privy  
51 Campgrounds; Picnic grounds; Playground; Outdoor recreation Area; Resort; Shooting range; Rifle range  
52 Arcade; Casino; Indoor recreation area  
53 Catholic Church  
54 Place of worship; Synagogue; Chapel; Non-denominational chapel  
55 Garage; Carriage house; Hangar  
56 Commercial/Steam boat landing; Rest stop; Stage station  
57 Recreational boat landing  
58 Fire station; Oil tank battery  
59 Courthouse; Depot; Terminal; Government office; Post/Base exchange  
60 Battlefield  
61 Granary; Silo; Silage pit  
62 Animal shelter; Barn; Stable; Livery  
63 Protestant Church  
64 Hotel; Motel; Inn; Line shack  
65 Mobile home  
66 Chicken coop; Poultry house  
67 Root cellar; Icehouse; Smokehouse  
68 General store; Sutler's store; Trading post  
69 Summer kitchen  
70 Experiment station; Laboratory; Loading platform  
71 Work shop; Repair shop  
72 Freight yard; Switch yard

73 Township hall; Museum; Gallery; Studio of Art/Photo/Sculpture; Roundhouse  
74 Theater; Cinema  
75 Auditorium; Lecture Hall; Classroom; Opera house  
76 Bank; Credit Union; Savings & Loan; Finance  
77 Pump house; Well house; Spring house  
78 Fountain; Garden; Gravestone; Memorial; Monument; Shrine; Vault; Signal  
79 Armory; Bastion; Blockhouse; Defensive works; Missile site; Palisade; Powder magazine  
80 Fraternity/fraternal order; Sorority/sororal order; Lodge; Social  
81 Outdoor sports facility  
82 Ferry; Ford; Tunnel  
83 Turn-around (railroad)  
84 Correctional facility; Jail; Juvenile hall  
85 Radar facility  
86 Indigent house; Nursing home; Orphanage  
87 Newspaper office; Print shop  
88 Bulk plant; Fuel station; Gasoline station; Convenience store; Coal/Wood yard  
89 Telephone; Telegraph facility  
90 Bakery; Butcher shop; Meat packing plant  
91 Grandstand; Greenhouse/nursery  
92 Blacksmith shop; Welding shop  
93 Radio/TV station  
94 Fairgrounds; Rodeo grounds  
95 Indoor sports facility  
96 Gas storage; Oil refinery; Oil/Gas transmission facility; Pipeline  
97 Creamery; Dairy processing plant  
98 Water treatment plant  
99 Other – USE SPARINGLY  
100 Parking lot  
101 Parking ramp/garage  
102 Retirement community  
103 Roadside sculpture; Billboard/sign  
104 Trailer park

## FIELD MANUAL: NDCRS *HISTORICAL* SITE FORM (2015)

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

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

<p><b><u>Agriculture</u></b>  <b>62</b> Animal shelter  <b>62</b> Barn  <b>92</b> Blacksmith shop  <b>66</b> Chicken coop; Poultry house  <b>43</b> Corral; Enclosure; Pen  <b>10</b> Dump  <b>40</b> Dwelling, Single Unit  <b>70</b> Experiment station  <b>5</b> Farm, Dairy  <b>1</b> Farm; Farmstead  <b>55</b> Garage; Carriage house  <b>78</b> Garden  <b>11</b> Grain storage, Commercial  <b>61</b> Granary bin  <b>64</b> Line shack  <b>65</b> Mobile home  <b>50</b> Privy  <b>77</b> Pump house; Well house  <b>4</b> Ranch  <b>67</b> Root cellar; Icehouse; Smokehouse  <b>61</b> Silo; Silage pit  <b>77</b> Spring house  <b>62</b> Stable  <b>13</b> Stock dam  <b>15</b> Storage building; Warehouse  <b>69</b> Summer kitchen  <b>2</b> Veterinary clinic  <b>92</b> Welding shop  <b>14</b> Well; Pump  <b>17</b> Windmill  <b>71</b> Work shop</p>	<p><b><u>Transportation</u></b>  <b>2</b> Accident; Disaster site  <b>49</b> Airport; Airfield; Landing field  <b>56</b> Boat landing, Commercial/Steam  <b>57</b> Boat landing, Recreational  <b>21</b> Bridge; Culvert; Trestle  <b>59</b> Depot; Terminal  <b>82</b> Ferry; Ford  <b>72</b> Freight yard  <b>55</b> Garage; Carriage house  <b>88</b> Gasoline station; Convenience store  <b>96</b> Gas storage  <b>59</b> Government office  <b>55</b> Hangar  <b>70</b> Loading platform  <b>100</b> Parking lot  <b>101</b> Parking ramp/garage  <b>48</b> Railroad grade; Tracks; Spur  <b>56</b> Rest stop; Stage station  <b>48</b> Road; Highway  <b>103</b> Roadside sculpture, billboard, sign  <b>38</b> Roundhouse; Tipple  <b>48</b> Siding  <b>78</b> Signal  <b>62</b> Stable; Livery  <b>72</b> Switch yard  <b>17</b> Tower, Radio/TV/Microwave  <b>48</b> Trail  <b>82</b> Tunnel  <b>83</b> Turn-around (railroad)</p>
<p><b><u>Commerce</u></b>  <b>76</b> Bank; Savings and Loan; Credit Union; Finance  <b>92</b> Blacksmith shop  <b>45</b> Business  <b>88</b> Convenience store  <b>68</b> General store  <b>11</b> Grain storage, Commercial  <b>64</b> Hotel; Motel; Inn  <b>62</b> Livery  <b>100</b> Parking lot  <b>101</b> Parking ramp/garage  <b>71</b> Repair shop  <b>47</b> Shopping center; Mall  <b>47</b> Store, Retail  <b>15</b> Warehouse; Storage building  <b>68</b> Trading post  <b>68</b> Sutler's store</p>	<p><b><u>Government</u></b>  <b>75</b> Auditorium  <b>32</b> Border crossing station; Customs house  <b>30</b> City hall  <b>84</b> Correctional facility; Jail; Juvenile hall  <b>59</b> Courthouse  <b>10</b> Dump; Sanitary landfill  <b>58</b> Fire station  <b>59</b> Government office  <b>12</b> Hatchery, Fish/Bird/Animal  <b>86</b> Indigent house  <b>78</b> Monument  <b>73</b> Museum; Gallery; Studio, Art/Photo/Sculpture  <b>86</b> Orphanage  <b>39</b> Park  <b>32</b> Police station; Sheriff's office  <b>52</b> Recreation area, Indoor  <b>51</b> Recreation area, Outdoor  <b>10</b> Sewage treatment plant  <b>7</b> Town; City; Colony; Settlement  <b>73</b> Township hall</p>

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

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



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

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

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

**1** Farm; Farmstead  
**2** Accident; Disaster site  
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**4** Ranch  
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**11** Commercial grain storage  
**12** Fish/Bird/Animal hatchery  
**13** Dam; Stock dam  
**14** Pump; Well; Oil/Gas well  
**15** Storage building; Warehouse; Storage yard  
**17** Windmill; Tower; Radio/TV/Microwave tower  
**18** Post office; Mail station  
**19** College; University; Seminary/Bible College; Trade/Technical/Business school  
**20** Library  
**21** Bridge; Culvert; Trestle  
**22** Canal; Flume  
**23** Restaurant; Café; Mess hall  
**24** Bottling plant; Brewery; Distillery  
**25** Cannery; Frozen food locker; Sugar refinery  
**26** Grocery store  
**27** Flour/Grist mill  
**28** Bar; Tavern  
**29** Cemetery; Mortuary  
**30** City hall  
**31** Electric generation facility  
**32** Billiards/Pool hall; Border crossing station; Customs house; Police station; Sheriff's office  
**33** Clinic; Pharmacy; Dispensary; Hospital; Infirmary; Sanatorium; Pest house  
**34** Brick manufacturing plant; Concrete manufacturing plant; Factory; Foundry  
**35** Mine; Quarry; Borrow pit

**36** Electric transformer facility  
**37** Saw/Stamp/Minerals mill  
**38** Electric transmission facility/Roundhouse/Tipple  
**39** Park; Parade ground  
**40** Single unit dwelling; Parsonage; Manse; Rectory  
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**47** Shopping center; Mall; Retail store  
**48** Railroad grade; Tracks; Spur; Siding; Road; Highway; Trail  
**49** Airport; Airfield; Landing field  
**50** Privy  
**51** Camp; Picnic grounds; Playground; Outdoor recreation Area; Resort; Shooting range; Rifle range  
**52** Arcade; Casino; Indoor recreation area  
**53** Catholic Church  
**54** Chapel; Non-denominational chapel; Place of worship  
**54** Synagogue  
**55** Garage; Carriage house; Hangar  
**56** Commercial/Steam boat landing; Rest stop; Stage station  
**57** Recreation boat landing  
**58** Fire station; Oil tank battery  
**59** Courthouse; Depot; Terminal; Government office; Post/Base exchange  
**60** Battlefield  
**61** Granary bin; Silo; Silage pit  
**62** Animal shelter; Barn; Stable; Livery  
**63** Protestant Church  
**64** Hotel; Motel; Inn; Line shack  
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**66** Chicken coop; Poultry house  
**67** Root cellar; Icehouse; Smokehouse  
**68** General store; Sutler store; Trading post

**69** Summer kitchen  
**70** Experiment station; Laboratory; Loading platform  
**71** Work shop; Repair shop  
**72** Freight yard; Switch yard  
**73** Township hall; Museum; Gallery; Studio, Art/Photo/Sculpture  
**74** Theater; Cinema  
**75** Auditorium; Lecture Hall; Classroom  
**76** Bank; Credit Union; Savings and loan; Finance  
**77** Pump house; Well house; Spring house  
**78** Fountain; Garden; Gravestone; Memorial; Monument; Shrine; Vault; Signal  
**79** Armory; Bastion; Blockhouse; Defensive works; Missile site; Palisade; Powder magazine  
**80** Fraternity; Sorority; Lodge; Social  
**81** Outdoor sports facility  
**82** Ferry; Ford; Tunnel  
**83** Turn-around (railroad)  
**84** Correctional facility; Jail; Juvenile hall  
**85** Radar facility  
**86** Indigent house; Nursing home; Orphanage  
**87** Newspaper office; Print shop  
**88** Bulk plant; Fuel station; Gasoline station; Convenience store; Coal/Wood yard  
**89** Telephone; Telegraph facility  
**90** Bakery; Butcher shop; Meat packing plant  
**91** Grandstand  
**92** Blacksmith shop; Welding shop  
**93** Radio/TV station  
**94** Fairgrounds; Rodeo grounds  
**95** Indoor sports facility  
**96** Gas storage; Oil refinery; Oil/Gas transmission facility; Pipeline  
**97** Creamery; Dairy processing plant  
**99** Other – USE SPARINGLY  
**100** Parking lot  
**101** Parking ramp/garage  
**102** Retirement community  
**103** Roadside sculpture; Billboard/sign  
**104** Trailer park

## FIELD MANUAL: NDCRS HISTORICAL SITE FORM (2009)

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

**Field Manual: Feature/Site Type for *Historical & Architectural* Sites by Category (2009)**

<p><b><u>AGRICULTURE</u></b>            62 Animal shelter/stable            62 Barn            92 Blacksmith shop            66 Chicken coop/Poultry house            3 Clinic, Animal/Veterinarian            43 Corral/Enclosure/Pen            70 Experiment Station            5 Farm, Dairy            1 Farm/Farmstead            61 Granary/Bin            91 Greenhouse/Nursery            12 Hatchery, Animal/Bird/Fish            67 Ice/Smoke house/Root cellar            64 Line shack            14 Pump/Well            77 Pump house/Well house            4 Ranch            61 Silo/Silage pit            13 Stock dam            15 Storage building            16 Storage yard            69 Summer kitchen            17 Windmill            71 Work shop</p> <p><b><u>ARTS &amp; ENTERTAINMENT</u></b>            75 Auditorium/Lecture hall            74 Cinema/Theater            75 Lecture Hall            99 Museum/Gallery            75 Opera house            73 Studio, Photo/Art/Sculpture            74 Theater</p> <p><b><u>COMMERCE</u></b>            76 Bank/S &amp; L/Financial            68 General store            47 Shopping center/Mall            47 Store, Retail            68 Trading post            15 Warehouse</p> <p><b><u>COMMUNICATIONS</u></b>            87 Newspaper office            87 Print shop            85 Radar facility            93 Radio/TV station            89 Telephone/Telegraph facility            17 Tower, Radio/TV/Microwave</p> <p><b><u>EDUCATION</u></b>            19 Business college            75 Classroom/Lecture hall            19 College/University            70 Laboratory            20 Library            9 School            19 Seminary            19 Trade/Technical school</p> <p><b><u>ENGINEERING</u></b>            21 Bridge/trestle            22 Canal/flume            13 Dam            17 Tower</p> <p><b><u>FOOD SERVICE</u></b>            90 Bakery            28 Bar/Tavern            24 Bottling plant            24 Brewery/Distillery            90 Butcher shop            25 Cannery            97 Creamery            97 Dairy processing plant            25 Frozen food locker            26 Grocery store            90 Meat packing plant            27 Mill, Grist/Flour            23 Restaurant/Café/Mess Hall            25 Sugar refinery</p>	<p><b><u>FUNERARY</u></b>            29 Cemetery            78 Gravestone            78 Memorial            78 Monument            29 Mortuary</p> <p><b><u>GOVERNMENT</u></b>            32 Border crossing station            30 City Hall            84 Correctional Facility/Jail            59 Courthouse            32 Customs house            58 Fire station            59 Government office            86 Indigent home            86 Orphanage            33 Pest House            32 Police Station            18 Post Office/Mail Station            10 Sanitary landfill            10 Sewage treatment plant            32 Sheriff's office            73 Township Hall            98 Water treatment plant</p> <p><b><u>HEALTHCARE</u></b>            33 Clinic/Dispensary            33 Hospital/Infirmary            86 Nursing home</p> <p><b><u>INDUSTRIAL</u></b>            34 Brick manufacturing plant            88 Bulk plant            34 Concrete manufacturing plant            31 Electric generation facility            36 Electric transformer facility            38 Electric transmission facility            34 Factory/Foundry            96 Gas storage            96 Gas transmission facility            14 Gas well            11 Grain storage, Commercial            36 Lumber yard            37 Mill, Saw            37 Mill, Stamp/Minerals refinery            35 Mine/Quarry            96 Oil refinery            58 Oil tank battery            96 Oil transmission facility            71 Repair shop            16 Storage yard            38 Tipple            15 Warehouse            92 Welding/Blacksmith shop</p> <p><b><u>LANDSCAPE ARCHITECTURE</u></b>            78 Fountain            78 Garden            78 Monument            39 Park</p> <p><b><u>MILITARY</u></b>            79 Armory            60 Battlefield            79 Bastion            79 Blockhouse            44 Campsite, Temporary            8 Camp, Semi-permanent            79 Defensive works            8 Fort/Cantonment/Post/Base            79 Missile site            79 Palisade            39 Parade Ground            59 Post/Base Exchange (PX/BX)            79 Powder magazine            51 Rifle range            68 Sutler's store            48 Trail</p> <p><b><u>OFFICE/HEADQUARTERS</u></b>            45 Administrative            45 Business</p>	<p><b><u>OFFICE/HEADQUARTERS</u></b>            80 Fraternal/Sororal            80 Lodge            45 Organizational            46 Professional            80 Social</p> <p><b><u>RECREATION/SPORTS</u></b>            52 Arcade/Casino            32 Billiard parlor/Pool hall            57 Boat landing, Recreational            51 Campgrounds/Picnic grounds            94 Fairgrounds            91 Grandstand            51 Playground            52 Recreation area, Indoor            51 Recreation area, Outdoor            51 Resort            94 Rodeo grounds            95 Sport facility, Indoor            81 Sport facility, Outdoor</p> <p><b><u>RELIGIOUS</u></b>            54 Chapel, Non-denominational            9 Church school            53 Church, Catholic            63 Church, Protestant            42 Convent/Monastery            30 Fellowship hall            40 Parsonage/Manse/Rectory            19 Seminary            78 Shrine            54 Synagogue</p> <p><b><u>RESIDENTIAL</u></b>            42 Barracks/Dormitory/Bunk house            41 Dwelling, Double unit            42 Dwelling, Multiple unit            40 Dwelling, Single unit            55 Garage/Carriage house            64 Hotel/Motel/Inn            65 Mobile home            50 Privy</p> <p><b><u>TRANSPORTATION</u></b>            49 Airport/Airfield/Landing field            56 Boat landing, Commercial/Steam            57 Boat landing, Recreational            21 Bridge/Trestle            59 Depot/Terminal            82 Ferry            82 Ford            72 Freight yard            88 Fuel station/Yard, Coal or Wood, etc.            88 Gasoline station            55 Hanger            48 Highway            62 Livery            70 Loading platform            56 Rest stop            48 Road            73 Roundhouse            48 Siding            78 Signal            62 Stable            48 Spur            56 Stage station            72 Switch yard            48 Trail            82 Tunnel            83 Turn-around</p> <p><b><u>MISCELLANEOUS</u></b>            2 Accident/Disaster site            10 Dump            73 Spring            77 Spring house            17 Tower            7 Town/City/Colony/Settlement            99 Other</p>
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**Field Manual: Feature/Site Type for *Historical & Architectural Sites in Numerical Order (2009)***

1 Farm/Farmstead	40 Dwelling, Single unit	73 Spring
2 Accident/Disaster site	41 Dwelling, Double unit	73 Roundhouse
3 Clinic, Animal/Veterinarian	42 Dwelling, Multiple unit	73 Studio, Photo/Art/Sculpture
4 Ranch	42 Convent/Monastery	73 Township hall
5 Farm, Dairy	42 Barracks/Dormitory/Bunk house	74 Theater
7 Town/City/Colony/Settlement	43 Corral/Enclosure/Pen	74 Cinema
8 Fort/Cantonment/Post/Base	44 Campsite, Temporary	75 Lecture hall
8 Camp, Semi-permanent	45 Administrative	75 Opera house
9 Church school	45 Business	75 Auditorium
9 School	45 Organizational	75 Classroom
10 Sanitary landfill	46 Professional	76 Bank/S&L/Financial
10 Sewage treatment plan	47 Shopping center/Mall	77 Pump house/Well house
10 Dump	47 Store, Retail	77 Spring house
11 Grain storage, Commercial	48 Trail	78 Gravestone
12 Hatchery, Animal/Bird/Fish	48 Road	78 Memorial
13 Stock dam	48 Highway	78 Monument
13 Dam	48 Siding	78 Signal
14 Well/Pump	48 Spur	78 Shrine
14 Gas well	48 Railroad grade/Tracks	78 Fountain
14 Oil well	49 Airport/Airfield/Landing field	78 Garden
15 Warehouse	50 Privy	79 Bastion
16 Storage yard	51 Camp/Picnic grounds	79 Blockhouse
17 Windmill	51 Recreation area, Outdoor	79 Armory
17 Tower, Radio/TV/Microwave	51 Resort	79 Powder magazine
17 Tower	51 Playground	79 Missile site
18 Post Office/Mail Station	51 Rifle range	79 Palisade
19 Seminary	52 Recreation area, Indoor	79 Defensive works
19 Trade/Technical school	52 Arcade/Casino	80 Social
19 College/University	53 Church, Catholic	80 Fraternal/Sororal
19 Business college	54 Chapel, Non-denominational	80 Lodge
19 Seminary	54 Synagogue	81 Sport facility, Outdoor
20 Library	55 Hanger	82 Ferry
21 Bridge/Trestle	55 Garage/Carriage house	82 Ford
22 Canal/Flume	56 Boat landing, Commercial/Steam	82 Tunnel
23 Restaurant/Café/Mess hall	56 Rest stop	83 Turn-around
24 Bottling plant	56 Stage Station	84 Correctional facility/Jail
24 Brewery/Distillery	57 Boat landing, Recreational	85 Radar facility
25 Sugar refinery	58 Oil tank battery	86 Indigent house
25 Cannery	58 Fire station	86 Orphanage
25 Frozen food locker	59 Government office	86 Nursing home
26 Grocery store	59 Courthouse	87 Newspaper office
27 Mill, Grist/Flour	59 Depot/Terminal	87 Print shop
28 Bar/Tavern	59 Post/Base Exchange (PX/BX)	88 Bulk plant
29 Mortuary	60 Battlefield	88 Fuel station/Yard, Coal or Wood, etc.
29 Cemetery	61 Silo/Silage pit	88 Gasoline station
30 City Hall	61 Granary/Bin	89 Telephone/Telegraph facility
31 Electric generation facility	62 Animal shelter	90 Butcher shop
32 Police station	62 Barn	90 Meat packing plant
32 Sheriff's office	62 Livery	90 Bakery
32 Border crossing station	62 Stable	91 Greenhouse/Nursery
32 Customs house	63 Church, Protestant	91 Grandstand
32 Billiard parlor/Pool hall	64 Hotel/Motel/Inn	92 Welding shop
33 Pest House	64 Line shack	92 Blacksmith shop
33 Clinic/Dispensary	65 Mobile home	93 Radio/TV station
33 Hospital/Infirmary	66 Chicken coop/Poultry house	94 Rodeo grounds
34 Factory/Foundry	67 Ice/Smokehouse/Root cellar	94 Fairgrounds
34 Brick manufacturing plant	68 Trading post	95 Sport facility, Indoor
34 Concrete manufacturing plant	68 General store	96 Pipeline
35 Mine/Quarry	68 Sutler's store	96 Oil refinery
36 Lumber yard	69 Summer kitchen	96 Oil transmission facility
36 Electric transformer facility	70 Experiment station	96 Gas storage
37 Mill, Saw	70 Laboratory	96 Gas transmission facility
37 Mill, Stamp/Minerals refinery	70 Loading platform	97 Creamery
38 Tipple	71 Repair shop	97 Dairy processing plant
38 Electric transmission facility	71 Work shop	98 Water treatment plant
39 Park	72 Freight yard	99 Museum/gallery
39 Parade ground	72 Switch yard	99 Other
40 Parsonage/Manse/Rectory		

FIELD MANUAL  
NDCRS HISTORICAL ARCHEOLOGICAL SITE FORM

1989

II. SITE DESCRIPTION  
III. ENVIRONMENT  
IV. C.R.M.  
OFFICE

- FEATURE TYPE**
- 0 or blank. Absent
  - 1. Present
  - 2. Probable
- CULTURAL MATERIAL**
- 0 or blank. Absent
  - 1. Present
  - 2. Probable
- DEPTH INDICATOR**
- 0. Not applicable
  - 1. Auger
  - 2. Cutbank or erosional feature
  - 3. Excavation
  - 4. Guess
  - 5. Shovel
  - 6. Soil Probe
  - 7. Other
- BASIS FOR DATING**
- 0. Unknown
  - 1. Date Unknown
  - 2. Radiocarbon
- 3. Typology**
- 4. Dendrochronology
  - 5. Thermoluminescence
  - 6. Geology
  - 7. Patination
  - 8. Professional Judgement
  - 9. Both Absolute & Relative
  - 10. Documentation
  - 11. Interview
  - 12. Other
- CM DENSITY**
- 0. No cultural material
  - 1. Sparse distribution
  - 2. Medium distribution
  - 3. Dense distribution
  - 4. (Category eliminated)
  - 5. Medium-dense concentration(s) within a sparse scatter
  - 6. Dense concentration(s) within a medium scatter
  - 7. Denser concentration(s) within a dense scatter
  - 8. Isolate
- CONTEXT**
- 1 Aviation
  - 2 Bridges
  - 3 Colonization
  - 4 Commerce
  - 5 Communications
  - 6 Depression, the Great
  - 7 Education
  - 8 Energy Development
  - 9 Entertainment
  - 10 Exploration
  - 11 Farming, Bonanza
  - 12 Farming, Dairy
  - 13 Farming
  - 14 Fur Trade
  - 15 Governmental, National
  - 16 Governmental, Territorial
  - 17 Government, State
  - 18 Government, Local
  - 19 Horticulture
  - 20 Industrial Development
  - 21 Irrigation and Conserv.
  - 22 Military
  - 23 Mining, Coal
  - 24 Petroleum
  - 25 Railroads
  - 26 Ranching, Open Range
  - 27 Ranching, Fee Simple
  - 28 Religion
  - 29 Roads, Trails, and Hwy.
  - 30 Rural Settlement
  - 31 Urban Settlement
  - 32 Water Navigation

- AGRICULTURE**
- 62 Animal Shelter/Stable
  - 62 Barn
  - 92 Blacksmith Shop
  - 66 Chicken Coop/Poultry House
  - 3 Clinic, Animal/Veterinarian
  - 43 Corral/Enclosure/Pen
  - 70 Experiment Station
  - 5 Farm, Dairy
  - 1 Farm/Farmstead
  - 61 Granary/Bin
  - 91 Greenhouse/Nursery
  - 12 Hatchery, Am'l/Bird/Fish
  - 67 Ice/Smoke House/Root Cellar
  - 64 Line Shack
  - 14 Pump/Well
  - 77 Pump House/Well House
  - 4 Ranch
  - 61 Silo/Silage Pit
  - 13 Stock Dam
  - 15 Storage Building
  - 16 Storage Yard
  - 69 Summer Kitchen
  - 14 Well/Pump
  - 17 Windmill
  - 71 Work shop
- ARTS AND ENTERTAINMENT**
- 75 Auditorium/Lecture Hall
  - 74 Cinema/Theater
  - 75 Lecture Hall
  - 99 Museum/Gallery
  - 75 Opera House
  - 73 Studio, Photo/Art/Sculpt
  - 74 Theater
- COMMERCE**
- 76 Bank/S & L/Financial
  - 68 General Store
  - 47 Shopping Center/Mall
  - 47 Store, Retail
  - 68 Trading Post
  - 15 Warehouse
- COMMUNICATIONS**
- 87 Newspaper Office
  - 87 Print Shop
  - 85 Radar Facility
  - 93 Radio/TV Station
  - 89 Teleph./Telegr. Facil.
  - 17 Tower, Radio/TV/Microwave
- EDUCATION**
- 19 Business College
  - 75 Class Room/Lecture Hall
  - 19 College/University
  - 70 Laboratory
  - 20 Library
  - 9 Seminary
  - 19 Trade/Technical School
- ENGINEERING**
- 21 Bridge/Trestle
  - 22 Canal/Flume
- SITE TYPE**
- 13 Dam
  - 17 Tower
- FOOD SERVICE**
- 90 Bakery
  - 28 Bar/Tavern
  - 24 Bottling Plant
  - 24 Brewery/Distillery
  - 90 Butcher Shop
  - 25 Cannery
  - 97 Creamery
  - 97 Dairy Processing Plant
  - 25 Frozen Food Locker
  - 26 Grocery Store
  - 90 Meat Packing Plant
  - 27 Mill, Grist/Flour
  - 23 Restaurant/Cafe/Mess Hall
  - 25 Sugar Refinery
- FUNERARY**
- 79 Cemetery
  - 78 Gravestone
  - 78 Memorial
  - 78 Monument
  - 29 Mortuary
- GOVERNMENT**
- 32 Border Crossing Station
  - 30 City Hall
  - 84 Correctional Facility/Jail
  - 59 Courthouse
  - 32 Customs House
  - 58 Fire Station
  - 59 Government Office
  - 86 Indigent Home
  - 86 Orphanage
  - 33 Post House
  - 32 Police Station
  - 18 Post Office/Post Station
  - 10 Sanitary Land Fill
  - 10 Sewage Treatment Plant
  - 32 Sheriff's Office
  - 73 Township Hall
  - 98 Water Treatment Plant
- HEALTH CARE**
- 33 Clinic/Dispensary
  - 33 Hospital/Infirmary
  - 86 Nursing Home
- INDUSTRIAL**
- 34 Brick Manufacturing Plant
  - 88 Bulk Plant
  - 34 Concrete Mfg. Plant
  - 31 Elect. Gener. Facility
  - 36 Elect. Transform. Facility
  - 38 Elect. Transmiss. Facility
  - 34 Factory/Foundry
  - 96 Gas Storage
  - 96 Gas Transmission Facility
  - 14 Gas Well
  - 11 Grain Storage, Commercial
  - 36 Lumber Yard
  - 37 Mill, Saw
  - 37 Mill, Stamp/Minerals Refin.

- 35 Mine/Quarry
  - 96 Oil Refinery
  - 58 Oil Tank Battery
  - 96 Oil Transmission Facility
  - 14 Oil Well
  - 96 Pipeline
  - 71 Repair Shop
  - 16 Storage Yard
  - 38 Tipple
  - 15 Warehouse
  - 92 Welding/Blacksmith Shop
- LANDSCAPE ARCHITECTURE**
- 78 Fountain
  - 78 Garden
  - 78 Monument
  - 39 Park
- MILITARY**
- 79 Armory
  - 60 Battlefield
  - 79 Bastion
  - 79 Blockhouse
  - 44 Camp Site, Temporary
  - 8 Camp, Semi-Permanent
  - 79 Defensive Works
  - 8 Fort/Cantonment/Post/Base
  - 79 Missile Site
  - 79 Pallisade
  - 39 Parade Ground
  - 59 Post/Base Exchange(PX/BX)
  - 79 Powder Magazine
  - 51 Rifle Range
  - 68 Suttler's Store
  - 48 Trail
- OFFICE/HEADQUARTERS**
- 45 Administrative
  - 45 Business
  - 80 Fraternal/Sororal
  - 80 Lodge
  - 45 Organizational
  - 46 Professional
  - 80 Social
- RECREATION/SPORTS**
- 52 Arcade/Casino
  - 32 Billiard Parlor/Pool Hall
  - 57 Boat Landing, Recreational
  - 51 Camp/Picnic Grounds
  - 94 Fairgrounds
  - 91 Grandstand
  - 51 Play ground
  - 52 Recreation Area, Indoor
  - 51 Recreation Area, Outdoor
  - 53 Resort
  - 94 Rodeo Grounds
  - 95 Sport Facility, Indoor
  - 81 Sport Facility, Outdoor
- RELIGIOUS**
- 54 Chapel, Non-Denom.
  - 9 Church School
  - 53 Church, Catholic
  - 63 Church, Protestant
  - 42 Convent/Monastery
  - 30 Fellowship Hall
  - 40 Parsonage/Manse/Rectory
  - 19 Seminary
  - 78 Shrine
  - 54 Synagog
- RESIDENTIAL**
- 42 Barracks/Dorm./Bunk House
  - 41 Dwelling, Double Unit
  - 42 Dwelling, Multiple Unit
  - 40 Dwelling, Single Unit
  - 55 Garage/Carriage House
  - 64 Hotel/Motel/Inn
  - 65 Mobile Home
  - 50 Privy
- TRANSPORTATION**
- 49 Airport/Airfield/Land. Fld.
  - 56 Boat Landing, Com'l/Steam
  - 57 Boat Landing, Recreational
  - 21 Bridge/Trestle
  - 59 Depot/Terminal
  - 82 Ferry
  - 82 Ford
  - 72 Freight Yard
  - 88 Fuel Station/Yard, Coal/Wood, etc.
  - 88 Gasoline Station
  - 55 Hanger
  - 48 Highway
  - 62 Livery
  - 70 Loading Platform
  - 48 Railroad Grade/Tracks
  - 56 Rest Stop
  - 48 Road
  - 73 Roundhouse
  - 48 Siding
  - 78 Signal
  - 62 Stable
  - 48 Spur
  - 56 Stage Station
  - 72 Switch Yard
  - 48 Trail
  - 82 Tunnel
  - 83 Turn-around
- MISCELLANEOUS**
- 2 Accident/Disaster Site
  - 10 Dump
  - 73 Spring
  - 77 Spring House
  - 17 Tower
  - 7 Town/City/Colony/Settlement
  - 99 Other

LANDFORM 1	LANDFORM 2	SLOPE/EXPOSURE	VIEW, DEGREE
1. Top of	1. Beachline (glacial)	10. Ridge	
2. Bottom of	2. Beach or riverbank	11. Saddle	1. 90°
3. Side of	3. Canyon	12. Sandbar	2. 180°
4.	4. Island	13. Spur	3. 270°
5. Top and Bottom of	5. Delta	14. Swale	4. 360°
6. Top and Side of	6. Draw	15. Terrace	5. No View
7. Bottom and Side of	7. Upland plain	16. A. Fan	
8. Top, Bottom, & Side	8. Floodplain	17. Butte	
VIEW, DISTANCE	9. Hill-Knoll-Bluff	18. F. Slope	
1. Excellent (5-7miles)	PERM & SEAS WATER TYPE	19. Other	
2. Good (2-5 miles)	21. Lacustrine Plain	20. Dune	
3. Fair (1-2 miles)	1. Lake	22. River Levee	
4. Poor (less than 1 mile)	2. Spring		
5. No View	3. Moving Water (Stream)		
OWNERSHIP	4. Intermittent Stream		
1. State	5. Intermittent Pond		
2. Federal	6. Marsh		
3. Private			
4. Local Government			
5. Reservation			
MANAGEMENT RECOMM.			
1. No Further Work			
2. Further Work			
3. Impact Analysis			
4. Both 2 & 3			
5. Avoidance-Mitigation			
6. Exclusion-Preservation			
AREA SIGNF.			
1. Archeological			
2. Architectural			
3. Historical			
4. Paleontological			

- ECOSYSTEM**
- 0. Unknown
  - 1. Bottomland
  - 2. Terraces
  - 3. Toe Slope
  - 4. Scoria
  - 5. Badlands
  - 6. Upland Grassland
  - 7. Rolling Grassland
  - 8. Hardwood Draw
  - 9. Marsh
  - 10. Ponderosa Pine
  - 11. Hilly Scoria
  - 12. Upland Breaks
  - 13. River Breaks
  - 14. Rockland
  - 15. Chopy Sandhills
  - 16. Savanna
  - 17. Mixed Grass Prairie-Dry
  - 18. Mixed Grass Prairie-Wet
  - 19. River Terrace and Bottom Lands
- SITE CONDITION**
- 0. No Cultural Material
  - 1. CM but No Collection
  - 2. Systematic Collection
  - 3. Non-Systematic
  - 4. Completely Collected
- COLLECTION**
- 0. No
  - 1. Yes, Results Positive
  - 2. Yes, Results Negative
- TEST & EXCAVATION**
- 0. No
  - 1. Yes, Results Positive
  - 2. Yes, Results Negative
- NATIONAL & STATE REGISTER**
- 0. Undetermined
  - 1. Listed
  - 2. Nominated
  - 3. Eligible
  - 4. Not Eligible
  - 5. Determined Eligible
  - 6. Eligible as Part of a District
- E C F AND T F**
- 1. Exclusion Area
  - 2. Avoidance Area
  - 3. Area of Concern
- CR TYPE**
- 0. Unknown
  - 1. Site
  - 2. Building
  - 3. Structure
  - 4. Object
  - 5. District

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

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

<u>AGRICULTURE</u>		<u>SITE TYPE</u>			
62	Animal Shelter/Stable	13	Dam	35	Mine/Quarry
62	Barn	17	Tower	96	Oil Refinery
92	Blacksmith Shop	<u>FOOD SERVICE</u>		58	Oil Tank Battery
66	Chicken Coop/Poultry House	90	Bakery	96	Oil Transmission Facility
3	Clinic, Animal/Veterinarian	28	Bar/Tavern	14	Oil Well
43	Corral/Enclosure/Pen	24	Bottling Plant	96	Pipeline
70	Experiment Station	24	Brewery/Distillery	71	Repair Shop
5	Farm, Dairy	90	Butcher Shop	16	Storage Yard
1	Farm/Farmstead	25	Cannery	38	Tipple
61	Granary/Bin	97	Creamery	15	Warehouse
91	Greenhouse/Nursery	97	Dairy Processing Plant	92	Welding/Blacksmith Shop
12	Hatchery, Ann'l/Bird/Fish	25	Frozen Food Locker	<u>LANDSCAPE ARCHITECTURE</u>	
67	Ice/Smoke House/Root Cellar	26	Grocery Store	78	Fountain
64	Line Shack	90	Meat Packing Plant	78	Garden
14	Pump/Well	27	Mill, Grist/Flour	78	Monument
77	Pump House/Well House	23	Restaurant/Cafe/Mess Hall	39	Park
4	Ranch	25	Sugar Refinery	<u>MILITARY</u>	
61	Silo/Silage Pit	<u>FUNERARY</u>		79	Armory
13	Stock Dam	29	Cemetery	60	Battlefield
15	Storage Building	78	Gravestone	79	Bastion
16	Storage Yard	78	Memorial	79	Blockhouse
69	Summer Kitchen	78	Monument	44	Camp Site, Temporary
14	Well/Pump	29	Mortuary	8	Camp, Semi-Permanent
17	Windmill	<u>GOVERNMENT</u>		79	Defensive Works
71	Work shop	32	Border Crossing Station	8	Fort/Cantonment/Post/Base
<u>ARTS AND ENTERTAINMENT</u>		30	City Hall	79	Missile Site
75	Auditorium/Lecture Hall	84	Correctional Facility/Jail	79	Palisade
74	Cinema/Theater	59	Courthouse	39	Parade Ground
75	Lecture Hall	32	Customs House	59	Post/Base Exchange (PX/BX)
99	Museum/Gallery	58	Fire Station	79	Powder Magazine
75	Opera House	59	Government Office	51	Rifle Range
73	Studio, Photo/Art/Sculpt	86	Indigent Home	68	Sutler's Store
74	Theater	86	Orphanage	48	Trail
<u>COMMERCE</u>		33	Pest House	<u>OFFICE/HEADQUARTERS</u>	
76	Bank/S & L/Financial	32	Police Station	45	Administrative
68	General Store	18	Post Office/Mail Station	45	Business
47	Shopping Center/Mall	10	Sanitary Land Fill	80	Fraternal/Sororal
47	Store, Retail	10	Sewage Treatment Plant	80	Lodge
68	Trading Post	32	Sheriff's Office	45	Organizational
15	Warehouse	73	Township Hall	46	Professional
<u>COMMUNICATIONS</u>		98	Water Treatment Plant	80	Social
87	Newspaper Office	<u>HEALTH CARE</u>		<u>RECREATION/SPORTS</u>	
87	Print Shop	33	Clinic/Dispensary	52	Arcade/Casino
85	Radar Facility	33	Hospital/Infirmary	32	Billiard Parlor/Pool Hall
93	Radio/TV Station	86	Nursing Home	57	Boat Landing, Recreational
89	Teleph./Telegr. Facil.	<u>INDUSTRIAL</u>		51	Camp/Picnic Grounds
17	Tower, Radio/TV/Microwave	34	Brick Manufacturing Plant	94	Fairgrounds
<u>EDUCATION</u>		88	Bulk Plant	91	Grandstand
19	Business College	34	Concrete Mfg. Plant	51	Play ground
75	Class Room/Lecture Hall	31	Elect. Gener. Facility	52	Recreation Area, Indoor
19	College/University	36	Elect. Transform. Facility	51	Recreation Area, Outdoor
70	Laboratory	38	Elect. Transmiss. Facility	51	Resort
20	Library	34	Factory/Foundry	94	Rodeo Grounds
9	School	96	Gas Storage	95	Sport Facility, Indoor
19	Seminary	96	Gas Transmission Facility	81	Sport Facility, Outdoor
19	Trade/Technical School	14	Gas Well	<u>RELIGIOUS</u>	
<u>ENGINEERING</u>		11	Grain Storage, Commercial	54	Chapel, Non-Denom.
21	Bridge/Trestle	36	Lumber Yard	9	Church School
22	Canal/Flume	37	Mill, Saw	53	Church, Catholic
		37	Mill, Stamp/Minerals Refin.	63	Church, Protestant

42 Convent/Monastery  
30 Fellowship Hall  
40 Parsonage/Manse/Rectory  
19 Seminary  
78 Shrine  
54 Synagog

RESIDENTIAL

42 Barracks/Dorm./Bunk House  
41 Dwelling, Double Unit  
42 Dwelling, Multiple Unit  
40 Dwelling, Single Unit  
55 Garage/Carriage House  
64 Hotel/Motel/Inn  
65 Mobile Home  
50 Privy

TRANSPORTATION

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

MISCELLANEOUS

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



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

FEATURE TYPE

<u>AGRICULTURE</u>						
62	Animal Shelter/Stable	13	Dam	35	Mine/Quarry	
62	Barn	17	Tower	96	Oil Refinery	
92	Blacksmith Shop	<u>FOOD SERVICE</u>			58	Oil Tank Battery
66	Chicken Coop/Poultry House	90	Bakery	96	Oil Transmission Facility	
3	Clinic, Animal/Veterinarian	28	Bar/Tavern	14	Oil Well	
43	Corral/Enclosure/Pen	24	Bottling Plant	96	Pipeline	
70	Experiment Station	24	Brewery/Distillery	71	Repair Shop	
5	Farm, Dairy	90	Butcher Shop	16	Storage Yard	
1	Farm/Farmstead	25	Cannery	38	Tipple	
61	Granary/Bin	97	Creamery	15	Warehouse	
91	Greenhouse/Nursery	97	Dairy Processing Plant	92	Welding/Blacksmith Shop	
12	Hatchery, Anm'l/Bird/Fish	25	Frozen Food Locker	<u>LANDSCAPE ARCHITECTURE</u>		
67	Ice/Smoke House/Root Cellar	26	Grocery Store	78	Fountain	
64	Line Shack	90	Meat Packing Plant	78	Garden	
14	Pump/Well	27	Mill, Grist/Flour	78	Monument	
77	Pump House/Well House	23	Restaurant/Cafe/Mess Hall	39	Park	
4	Ranch	25	Sugar Refinery	<u>MILITARY</u>		
61	Silo/Silage Pit	<u>FUNERARY</u>			79	Armory
13	Stock Dam	29	Cemetery	60	Battlefield	
15	Storage Building	78	Gravestone	79	Bastion	
16	Storage Yard	78	Memorial	79	Blockhouse	
69	Summer Kitchen	78	Monument	44	Camp Site, Temporary	
14	Well/Pump	29	Mortuary	8	Camp, Semi-Permanent	
17	Windmill	<u>GOVERNMENT</u>			79	Defensive Works
71	Work shop	32	Border Crossing Station	8	Fort/Cantonment/Post/Base	
<u>ARTS AND ENTERTAINMENT</u>			30	City Hall	79	Missile Site
75	Auditorium/Lecture Hall	84	Correctional Facility/Jail	79	Palisade	
74	Cinema/Theater	59	Courthouse	39	Parade Ground	
75	Lecture Hall	32	Customs House	59	Post/Base Exchange(PX/BX)	
99	Museum/Gallery	58	Fire Station	79	Powder Magazine	
75	Opera House	59	Government Office	51	Rifle Range	
73	Studio, Photo/Art/Sculpt	86	Indigent Home	68	Sutler's Store	
74	Theater	86	Orphanage	48	Trail	
<u>COMMERCE</u>			33	Pest House	<u>OFFICE/HEADQUARTERS</u>	
76	Bank/S & L/Financial	32	Police Station	45	Administrative	
68	General Store	18	Post Office/Mail Station	45	Business	
47	Shopping Center/Mall	10	Sanitary Land Fill	80	Fraternal/Sororal	
47	Store, Retail	10	Sewage Treatment Plant	80	Lodge	
68	Trading Post	32	Sheriff's Office	45	Organizational	
15	Warehouse	73	Township Hall	46	Professional	
<u>COMMUNICATIONS</u>			98	Water Treatment Plant	80	Social
87	Newspaper Office	<u>HEALTH CARE</u>			<u>RECREATION/SPORTS</u>	
87	Print Shop	33	Clinic/Dispensary	52	Arcade/Casino	
85	Radar Facility	33	Hospital/Infirmary	32	Billiard Parlor/Pool Hall	
93	Radio/TV Station	86	Nursing Home	57	Boat Landing, Recreational	
89	Teleph./Telegr. Facil.	<u>INDUSTRIAL</u>			51	Camp/Picnic Grounds
17	Tower, Radio/TV/Microwave	34	Brick Manufacturing Plant	94	Fairgrounds	
<u>EDUCATION</u>			88	Bulk Plant	91	Grandstand
19	Business College	34	Concrete Mfg. Plant	51	Play ground	
75	Class Room/Lecture Hall	31	Elect. Gener. Facility	52	Recreation Area, Indoor	
19	College/University	36	Elect. Transform. Facility	51	Recreation Area, Outdoor	
70	Laboratory	38	Elect. Transmiss. Facility	51	Resort	
20	Library	34	Factory/Foundry	94	Rodeo Grounds	
9	School	96	Gas Storage	95	Sport Facility, Indoor	
19	Seminary	96	Gas Transmission Facility	81	Sport Facility, Outdoor	
19	Trade/Technical School	14	Gas Well			
<u>ENGINEERING</u>			11	Grain Storage, Commercial		
21	Bridge/Trestle	36	Lumber Yard			
22	Canal/Flume	37	Mill, Saw			
		37	Mill, Stamp/Minerals Refin.			

Continued next page

## RELIGIOUS

54	Chapel, Non-Denom.
9	Church School
53	Church, Catholic
63	Church, Protestant
42	Convent/Monastery
30	Fellowship Hall
40	Parsonage/Manse/Rectory
19	Seminary
78	Shrine
54	Synagog

## RESIDENTIAL

42	Barracks/Dorm./Bunk House
41	Dwelling, Double Unit
42	Dwelling, Multiple Unit
40	Dwelling, Single Unit
55	Garage/Carriage House
64	Hotel/Motel/Inn
65	Mobile Home
50	Privy

## TRANSPORTATION

49	Airport/Airfield/Land. Fid.
56	Boat Landing, Com'c'l/Steam
57	Boat Landing, Recreational
21	Bridge/Trestle
59	Depot/Terminal
82	Ferry
82	Ford
72	Freight Yard
88	Fuel Station/Yard, Coal/Wood, etc.
88	Gasoline Station
55	Hanger
48	Highway
62	Livery
70	Loading Platform
48	Railroad Grade/Tracks
56	Rest Stop
48	Road

73	Roundhouse
48	Siding
78	Signal
62	Stable
48	Spur
56	Stage Station
72	Switch Yard
48	Trail
82	Tunnel
83	Turn-around

## MISCELLANEOUS

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

## THE SAME LIST IN NUMERICAL ORDER

4	Farm-Farmstead	36	Lumber Yard	67	Ice/Smoke House/Root Cellar
2	Accident/Disaster Site	36	Elect. Transform. Facility	68	Trading Post
3	Clinic, Animal/Veterinarian	37	Mill, Saw	68	General Store
4	Ranch	37	Mill, Stamp/Minerals Refin.	68	Sutler's Store
5	Farm, Dairy	38	Tipple	69	Summer Kitchen
7	Town/City/Colony/Settlement	38	Elect. Transmiss. Facility	69	Experiment Station
8	Fort/Cantonment/Post/Base	39	Park	70	Laboratory
8	Camp, Semi-Permanent	39	Parade Ground	70	Loading Platform
9	Church School	40	Parsonage/Manse/Rectory	71	Repair Shop
9	School	40	Dwelling, Single Unit	71	Work shop
10	Sanitary Land Fill	41	Dwelling, Double Unit	72	Freight Yard
10	Sewage Treatment Plant	42	Dwelling, Multiple Unit	72	Switch Yard
10	Dump	42	Convent/Monastery	73	Spring
11	Grain Storage, Commercial	42	Barracks/Dorm./Bunk House	73	Roundhouse
12	Hatchery, Am'l/Bird/Fish	43	Corral/Enclosure/Pen	73	Studio, Photo/Art/Sculpt
13	Stock Dam	44	Camp Site, Temporary	73	Township Hall
13	Dam	45	Administrative	74	Theater
14	Well/Pump	45	Business	74	Cinema/Theater
14	Pump/Well	45	Organizational	75	Lecture Hall
14	Gas Well	46	Professional	75	Opera House
14	Oil Well	47	Shopping Center/Mall	75	Auditorium/Lecture Hall
15	Warehouse	47	Store, Retail	75	Class Room/Lecture Hall
15	Storage Building	48	Trail	76	Bank/S & L/Financial
15	Warehouse	48	Road	77	Pump House/Well House
16	Storage Yard	48	Highway	77	Spring House
16	Storage Yard	48	Siding	78	Gravestone
17	Windmill	48	Spur	78	Memorial
17	Tower, Radio/TV/Microwave	48	Railroad Grade/Tracks	78	Monument
17	Tower	48	Trail	78	Signal
17	Tower	49	Airport/Airfield/Land. Fid.	78	Shrine
18	Post Office/Mail Station	50	Privy	78	Fountain
19	Seminary	-51	Camp/Picnic Grounds	78	Garden
19	Trade/Technical School	51	Recreation Area, Outdoor	78	Monument
19	College/University	51	Resort	79	Bastion
19	Business College	51	Play ground	79	Blockhouse
19	Seminary	51	Rifle Range	79	Armory
20	Library	52	Recreation Area, Indoor	79	Powder Magazine
21	Bridge/Trestle	52	Arcade/Casino	79	Missile Site
21	Bridge/Trestle	53	Church, Catholic	79	Palisade
22	Canal/Tume	54	Chapel, Non-Denom.	79	Defensive Works
23	Restaurant/Cafe/Mess Hall	54	Synagog	80	Socia
24	Bottling Plant	55	Hanger	80	Fraternal/Sororal
24	Brewery/Distillery	55	Garage/Carriage House	80	Lodge
25	Sugar Refinery	56	Boat Landing, Com'c'l/Steam	81	Sport Facility, Outdoor
25	Cannery	56	Rest Stop	82	Ferry
25	Frozen Food Locker	56	Stage Station	82	Ford
26	Grocery Store	57	Boat Landing, Recreational	82	Tunnel
27	Mill, Grist/Flour	57	Boat Landing, Recreational	83	Turn-around
28	Bar/Tavern	58	Oil Tank Battery	84	Correctional Facility/Jail
29	Mortuary	58	Fire Station	85	Radar Facility
29	Cemetery	59	Government Office	86	Indigent Home
30	City Hall	59	Courthouse	86	Orphanage
30	Fellowship Hall	59	Depot/Terminal	86	Nursing Home
31	Elect. Gener. Facility	59	Post/Base Exchange(PX/BX)	87	Newspaper Office
32	Police Station	60	Battlefield	87	Print Shop
32	Sheriff's Office	61	Silo/Silage Pit	88	Bulk Plant
32	Border Crossing Station	61	Granary/Bin	88	Fuel Station/Yard, Coal/Wood, etc.
32	Customs House	62	Animal Shelter/Stable	88	Gasoline Station
32	Billiard Parlor/Pool Hall	62	Barn	89	Teleph./Telegr. Facil.
33	Pest House	62	Livery	89	Butcher Shop
33	Clinic/Dispensary	62	Stable	90	Meat Packing Plant
33	Hospital/Infirmary	63	Church, Protestant	90	Bakery
34	Factory/Foundry	64	Hotel/Motel/Inn	91	Greenhouse/Nursery
34	Brick Manufacturing Plant	64	Line Shack	91	Grandstand
34	Concrete Mfg. Plant	65	Mobile Home	92	Welding/Blacksmith Shop
35	Mine/Quarry	66	Chicken Coop/Poultry House	92	Blacksmith Shop
				93	Radio/TV Station
				94	Rodeo Grounds
				94	Fairgrounds
				95	Sport Facility, Indoor
				96	Pipeline
				96	Oil Refinery
				96	Oil Transmission Facility
				96	Gas Storage
				96	Gas Transmission Facility
				97	Creamery
				97	Dairy Processing Plant
				98	Water Treatment Plant
				99	Museum/Gallery
				99	Other

1986

FIELD MANUAL  
NDCRS HISTORICAL ARCHEOLOGICAL SITE FORM

II. SITE DESCRIPTION

- FEATURE TYPE**
- 0 or blank, Absent
  - 1. Present
  - 2. Probable
- CULTURAL MATERIAL**
- 0 or blank, Absent
  - 1. Present
  - 2. Probable
- DEPTH INDICATOR**
- 0. Not applicable
  - 1. Auger
  - 2. Cutbank or erosional feature
  - 3. Excavation
  - 4. Guess
  - 5. Shovel
  - 6. Soil Probe
  - 7. Other
- BASIS FOR DATING**
- 0. Unknown
  - 1. Date Unknown
  - 2. Radiocarbon

- AGRICULTURE**
- 62 Animal Shelter/Stable
  - 62 Barn
  - 92 Blacksmith Shop
  - 66 Chicken Coop/Poultry House
  - 3 Clinic, Animal/Veterinarian
  - 43 Corral/Enclosure/Pen
  - 70 Experiment Station
  - 5 Farm, Dairy
  - 1 Farm/Farmstead
  - 61 Granary/Bin
  - 91 Greenhouse/Nursery
  - 12 Hatchery, Ann'l/Bird/Fish
  - 67 Ice/Smoke House/Root Cellar
  - 64 Line Shack
  - 14 Pump/Well
  - 77 Pump House/Well House
  - 4 Ranch
  - 61 Silo/Silage Pit
  - 13 Stock Dam
  - 15 Storage Building
  - 16 Storage Yard
  - 69 Summer Kitchen
  - 14 Well/Pump
  - 17 Windmill
  - 71 Work shop
- ARTS AND ENTERTAINMENT**
- 75 Auditorium/Lecture Hall
  - 74 Cinema/Theater
  - 75 Lecture Hall
  - 99 Museum/Gallery
  - 75 Opera House
  - 73 Studio, Photo/Art/Sculpt
  - 74 Theater
- COMMERCE**
- 76 Bank/S & L/Financial
  - 68 General Store
  - 47 Shopping Center/Mall
  - 47 Store, Retail
  - 68 Trading Post
  - 15 Warehouse
- COMMUNICATIONS**
- 87 Newspaper Office
  - 87 Print Shop
  - 85 Radar Facility
  - 93 Radio/TV Station
  - 89 Teleph./Telegr. Facil.
  - 17 Tower, Radio/TV/Microwave
- EDUCATION**
- 19 Business College
  - 75 Class Room/Lecture Hall
  - 19 College/University
  - 70 Laboratory
  - 20 Library
  - 9 School
  - 19 Seminary
  - 19 Trade/Technical School
- ENGINEERING**
- 21 Bridge/Trestle
  - 22 Canal/Flume
- SITE TYPE**
- 13 Dam
  - 17 Tower
- FOOD SERVICE**
- 90 Bakery
  - 28 Bar/Tavern
  - 24 Bottling Plant
  - 24 Brewery/Distillery
  - 90 Butcher Shop
  - 25 Cannery
  - 97 Creamery
  - 97 Dairy Processing Plant
  - 25 Frozen Food Locker
  - 26 Grocery Store
  - 90 Meat Packing Plant
  - 27 Mill, Grist/Flour
  - 23 Restaurant/Cafe/Mess Hall
  - 25 Sugar Refinery
- FUNERARY**
- 29 Cemetery
  - 78 Gravestone
  - 78 Memorial
  - 78 Monument
  - 29 Mortuary
- GOVERNMENT**
- 32 Border Crossing Station
  - 30 City Hall
  - 84 Correctional Facility/Jail
  - 59 Courthouse
  - 32 Customs House
  - 58 Fire Station
  - 59 Government Office
  - 86 Indigent Home
  - 86 Orphanage
  - 33 Post House
  - 32 Police Station
  - 18 Post Office/Mail Station
  - 10 Sanitary Land Fill
  - 10 Sewage Treatment Plant
  - 32 Sheriff's Office
  - 73 Township Hall
  - 98 Water Treatment Plant
- HEALTH CARE**
- 33 Clinic/Dispensary
  - 33 Hospital/Infirmary
  - 86 Nursing Home
- INDUSTRIAL**
- 34 Brick Manufacturing Plant
  - 88 Bulk Plant
  - 34 Concrete Mfg. Plant
  - 31 Elect. Gener. Facility
  - 36 Elect. Transm. Facility
  - 38 Elect. Transmss. Facility
  - 34 Factory/Foundry
  - 96 Gas Storage
  - 96 Gas Transmission Facility
  - 14 Gas Well
  - 11 Grain Storage, Commercial
  - 36 Lumber Yard
  - 37 Mill, Saw
  - 37 Mill, Stamp/Minerals Refin.

- 35 Mine/Quarry
  - 96 Oil Refinery
  - 58 Oil Tank Battery
  - 96 Oil Transmission Facility
  - 14 Oil Well
  - 96 Pipeline
  - 71 Repair Shop
  - 16 Storage Yard
  - 38 Tipple
  - 15 Warehouse
  - 92 Welding/Blacksmith Shop
- LANDSCAPE ARCHITECTURE**
- 78 Fountain
  - 78 Garden
  - 78 Monument
  - 39 Park
- MILITARY**
- 79 Armory
  - 60 Battlefield
  - 79 Bastion
  - 79 Blockhouse
  - 44 Camp Site, Temporary
  - 8 Camp, Semi-Permanent
  - 79 Defensive Works
  - 8 Fort/Cantonment/Post/Base
  - 79 Missile Site
  - 79 Pallisade
  - 39 Parade Ground
  - 59 Post/Base Exchange(PX/BX)
  - 79 Powder Magazine
  - 51 Rifle Range
  - 68 Sutler's Store
  - 48 Trail
- OFFICE/HEADQUARTERS**
- 45 Administrative
  - 45 Business
  - 80 Fraternal/Sororal
  - 80 Lodge
  - 45 Organizational
  - 46 Professional
  - 80 Social
- RECREATION/SPORTS**
- 52 Arcade/Casino
  - 32 Billiard Parlor/Pool Hall
  - 57 Boat Landing, Recreational
  - 51 Camp/Picnic Grounds
  - 94 Fairgrounds
  - 91 Grandstand
  - 51 Play ground
  - 52 Recreation Area, Indoor
  - 51 Recreation Area, Outdoor
  - 51 Resort
  - 94 Rodeo Grounds
  - 95 Sport Facility, Indoor
  - 81 Sport Facility, Outdoor
- RELIGIOUS**
- 54 Chapel, Non-Denom.
  - 9 Church School
  - 53 Church, Catholic
  - 63 Church, Protestant
  - 42 Convent/Monastery
  - 30 Fellowship Hall
  - 40 Parsonage/Wense/Rectory
  - 19 Seminary
  - 78 Shrine
  - 54 Synagog
- RESIDENTIAL**
- 42 Barracks/Dorm./Bunk House
  - 41 Dwelling, Double Unit
  - 42 Dwelling, Multiple Unit
  - 40 Dwelling, Single Unit
  - 55 Garage/Carriage House
  - 64 Hotel/Motel/Inn
  - 65 Mobile Home
  - 50 Privy
- TRANSPORTATION**
- 49 Airport/Airfield/Land. Fld.
  - 56 Boat Landing, Com'ly/Steam
  - 57 Boat Landing, Recreational
  - 21 Bridge/Trestle
  - 59 Depot/Terminal
  - 82 Ferry
  - 82 Ford
  - 72 Freight Yard
  - 88 Fuel Station/Yard
  - 88 Fuel, Coal/Wood, etc.
  - 88 Gasoline Station
  - 55 Hanger
  - 48 Highway
  - 62 Livery
  - 70 Loading Platform
  - 48 Railroad Grade/Tracks
  - 56 Rest Stop
  - 48 Road
  - 73 Roundhouse
  - 48 Siding
  - 78 Signal
  - 62 Stable
  - 48 Spur
  - 56 Stage Station
  - 72 Switch Yard
  - 48 Trail
  - 82 Tunnel
  - 83 Turn-around
- MISCELLANEOUS**
- 2 Accident/Disaster Site
  - 10 Dump
  - 73 Spring
  - 77 Spring House
  - 17 Tower
  - 7 Town/City/Colony/Settlement
  - 99 Other

III. ENVIRONMENT

- LANDFORM 1**
- 0. Unknown
  - 1. Top of
  - 2. Bottom of
  - 3. Side of
  - 4.
  - 5. Top and Bottom of
  - 6. Top and Side of
  - 7. Bottom and Side of
  - 8. Top, Bottom, & Side
- VIEW, DISTANCE**
- 0. Unknown
  - 1. Excellent (5-7miles)
  - 2. Good (2-5 miles)
  - 3. Fair (1-2 miles)
  - 4. Poor (less than 1 mile)
  - 5. No View
- LANDFORM 2**
- 0. Unknown
  - 1. Beachline (glacial)
  - 2. Beach or riverbank
  - 3. Canyon
  - 4. Island
  - 5. Delta
  - 6. Draw
  - 7. Upland plain
  - 8. Floodplain
  - 9. Hill-Knoll-Bluff
- PERM & SEAS WATER TYPE**
- 0. Unknown
  - 1. Lake
  - 2. Spring
  - 3. Moving Water (Stream)
  - 4. Intermittent Stream
  - 5. Intermittent Pond
  - 6. Marsh
- SLOPE/EXPOSURE**
- 0. Unknown
  - 1. North
  - 2. Northeast
  - 3. East
  - 4. Southeast
  - 5. South
  - 6. Southwest
  - 7. West
  - 8. Northwest
  - 9. Closed
  - 10. Open
- VIEW, DEGREE**
- 0. Unknown
  - 1. 90°
  - 2. 180°
  - 3. 270°
  - 4. 360°
  - 5. No View

IV. C.R.M.

- OWNERSHIP**
- 0. Unknown
  - 1. State
  - 2. Federal
  - 3. Private
  - 4. Local Government
  - 5. Reservation
- MANAGEMENT RECOMM.**
- 0. Unknown
  - 1. No Further Work
  - 2. Further Work
  - 3. Impact Analysis
  - 4. Both 2 & 3
  - 5. Avoidance-Mitigation
  - 6. Exclusion-Preservation
- AREA SIGNF.**
- 1. Archeological
  - 2. Architectural
  - 3. Historical
  - 4. Paleontological
- SITE CONDITION**
- 0. Unknown
  - 1. Destroyed
  - 2. Inundated
  - 3. Very Poor
  - 4. Poor
  - 5. Fair
  - 6. Good
  - 7. Excellent
- COLLECTION**
- 0. No Cultural Material
  - 1. CM but No Collection
  - 2. Systematic Collection
  - 3. Non-Systematic
  - 4. Completely Collected
- TEST & EXCAVATION**
- 0. No
  - 1. Yes, Results Positive
  - 2. Yes, Results Negative
- CR TYPE**
- 0. Unknown
  - 1. Site
  - 2. Building
  - 3. Structure
  - 4. Object
  - 5. District
- NATIONAL & STATE REGISTER**
- 0. Undetermined
  - 1. Listed
  - 2. Nominated
  - 3. Eligible
  - 4. Not Eligible
  - 5. Determined Eligible
  - 6. Eligible as Part of a District
- E C F AND T F**
- 1. Exclusion Area
  - 2. Avoidance Area
  - 3. Area of Concern
- ECOSYSTEM**
- 0. Unknown
  - 1. Bottomland
  - 2. Terraces
  - 3. Toe Slope
  - 4. Scoria
  - 5. Badlands
  - 6. Upland Grassland
  - 7. BOTTING Grassland
  - 8. Hardwood Draw
  - 9. Marsh
  - 10. Ponderosa Pine
  - 11. Hilly Scoria
  - 12. Upland Breaks
  - 13. River Breaks
  - 14. Rockland
  - 15. Chappy Sandhills
  - 16. Savanna
  - 17. Mixed Grass Prairie-Dry
  - 18. Mixed Grass Prairie-Wet
  - 19. River Terrace and Bottom Lands

OFFICE

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

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

FEATURE TYPE

<u>AGRICULTURE</u>	13 Dam	35 Mine/Quarry
62 Animal Shelter/Stable	17 Tower	96 Oil Refinery
62 Barn	<u>FOOD SERVICE</u>	58 Oil Tank Battery
92 Blacksmith Shop	90 Bakery	96 Oil Transmission Facility
66 Chicken Coop/Poultry House	28 Bar/Tavern	14 Oil Well
3 Clinic, Animal/Veterinarian	24 Bottling Plant	96 Pipeline
43 Corral/Enclosure/Pen	24 Brewery/Distillery	71 Repair Shop
70 Experiment Station	90 Butcher Shop	16 Storage Yard
5 Farm, Dairy	25 Cannery	38 Tipple
1 Farm/Farmstead	97 Creamery	15 Warehouse
61 Granary/Bin	97 Dairy Processing Plant	92 Welding/Blacksmith Shop
91 Greenhouse/Nursery	25 Frozen Food Locker	<u>LANDSCAPE ARCHITECTURE</u>
12 Hatchery, Anm'l/Bird/Fish	26 Grocery Store	78 Fountain
67 Ice/Smoke House/Root Cellar	90 Meat Packing Plant	78 Garden
64 Line Shack	27 Mill, Grist/Flour	78 Monument
14 Pump/Well	23 Restaurant/Cafe/Mess Hall	39 Park
77 Pump House/Well House	25 Sugar Refinery	<u>MILITARY</u>
4 Ranch	<u>FUNERARY</u>	79 Armory
61 Silo/Silage Pit	29 Cemetery	60 Battlefield
13 Stock Dam	78 Gravestone	79 Bastion
15 Storage Building	78 Memorial	79 Blockhouse
16 Storage Yard	78 Monument	44 Camp Site, Temporary
69 Summer Kitchen	29 Mortuary	8 Camp, Semi-Permanent
14 Well/Pump	<u>GOVERNMENT</u>	79 Defensive Works
17 Windmill	32 Border Crossing Station	8 Fort/Cantonment/Post/Base
71 Work shop	30 City Hall	79 Missile Site
<u>ARTS AND ENTERTAINMENT</u>	84 Correctional Facility/Jail	79 Pallisade
75 Auditorium/Lecture Hall	59 Courthouse	39 Parade Ground
74 Cinema/Theater	32 Customs House	59 Post/Base Exchange (PX/BX)
75 Lecture Hall	58 Fire Station	79 Powder Magazine
99 Museum/Gallery	59 Government Office	51 Rifle Range
75 Opera House	86 Indigent Home	68 Sutler's Store
73 Studio, Photo/Art/Sculpt	86 Orphanage	48 Trail
74 Theater	33 Pest House	<u>OFFICE/HEADQUARTERS</u>
<u>COMMERCE</u>	32 Police Station	45 Administrative
76 Bank/S & L/Financial	18 Post Office/Mail Station	45 Business
68 General Store	10 Sanitary Land Fill	80 Fraternal/Sororal
47 Shopping Center/Mall	10 Sewage Treatment Plant	80 Lodge
47 Store, Retail	32 Sheriff's Office	45 Organizational
68 Trading Post	73 Township Hall	46 Professional
15 Warehouse	98 Water Treatment Plant	80 Social

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- COMMUNICATIONS**  
 87 Newspaper Office  
 87 Print Shop  
 85 Radar Facility  
 93 Radio/TV Station  
 89 Teleph./Telegr. Facil.  
 17 Tower, Radio/TV/Microwave
- EDUCATION**  
 19 Business College  
 75 Class Room/Lecture Hall  
 19 College/University  
 70 Laboratory  
 20 Library  
 9 School  
 19 Seminary  
 19 Trade/Technical School
- ENGINEERING**  
 21 Bridge/Trestle  
 22 Canal/Flume

- HEALTH CARE**  
 33 Clinic/Dispensary  
 33 Hospital/Infirmary  
 86 Nursing Home
- INDUSTRIAL**  
 34 Brick Manufacturing Plant  
 88 Bulk Plant  
 34 Concrete Mfg. Plant  
 31 Elect. Gener. Facility  
 36 Elect. Transform. Facility  
 38 Elect. Transmiss. Facility  
 34 Factory/Foundry  
 96 Gas Storage  
 96 Gas Transmission Facility  
 14 Gas Well  
 11 Grain Storage, Commercial  
 36 Lumber Yard  
 37 Mill, Saw  
 37 Mill, Stamp/Minerals Refin.

- RECREATION/SPORTS**  
 52 Arcade/Casino  
 32 Billiard Parlor/Pool Hall  
 57 Boat Landing, Recreational  
 51 Camp/Picnic Grounds  
 94 Fairgrounds  
 91 Grandstand  
 51 Play ground  
 52 Recreation Area, Indoor  
 51 Recreation Area, Outdoor  
 51 Resort  
 94 Rodeo Grounds  
 95 Sport Facility, Indoor  
 81 Sport Facility, Outdoor
- RELIGIOUS**  
 54 Chapel, Non-Denom.  
 9 Church School  
 53 Church, Catholic  
 63 Church, Protestant  
 42 Convent/Monastery  
 30 Fellowship Hall  
 40 Parsonage/Manse/Rectory  
 19 Seminary  
 78 Shrine  
 54 Synagog
- RESIDENTIAL**  
 42 Barracks/Dorm./Bunk House  
 41 Dwelling, Double Unit  
 42 Dwelling, Multiple Unit  
 40 Dwelling, Single Unit  
 55 Garage/Carriage House  
 64 Hotel/Motel/Inn  
 65 Mobile Home  
 50 Privy
- TRANSPORTATION**  
 49 Airport/Airfield/Land. Fid.  
 56 Boat Landing, Com'c'l/Steam  
 57 Boat Landing, Recreational  
 21 Bridge/Trestle  
 59 Depot/Terminal  
 82 Ferry  
 82 Ford  
 72 Freight Yard  
 88 Fuel Station/Yard,  
     Coal/Wood, etc.  
 88 Gasoline Station  
 55 Hanger  
 48 Highway  
 62 Livery  
 70 Loading Platform  
 48 Railroad Grade/Tracks  
 56 Rest Stop  
 48 Road  
 73 Roundhouse  
 48 Siding  
 78 Signal  
 62 Stable  
 48 Spur  
 56 Stage Station  
 72 Switch Yard  
 48 Trail  
 82 Tunnel  
 83 Turn-around
- MISCELLANEOUS**  
 2 Accident/Disaster Site  
 10 Dump  
 73 Spring  
 77 Spring House  
 17 Tower  
 7 Town/City/Colony/Settlement  
 99 Other

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FIELD MANUAL  
NDCRS ARCHEOLOGICAL-HISTORICAL SITE FORM

II. SITE DESCRIPTION

<u>THEME 1 &amp; 2</u>		<u>SITE TYPE</u>	3. Typology
0. Unknown	20. Religion	0. or blank Absent	4. Dendrochronology
1. Agriculture	21. Science	1. Present	5. Thermoluminescence
2. Art	22. Sculpture	2. Unknown	6. Geology
3. Commerce	23. Social/	<u>CULTURAL MATERIAL</u>	7. Patination
4. Communication	Humanitarian	0. or blank Absent	8. Professional Judgement
5. Community	24. Theater	1. Present	9. Both Absolute & Relative
6. Conservation	25. Transportation	2. Unknown	10. Documentation
7. Economics	26. Other	<u>DEPTH INDICATOR</u>	11. Interview
8. Education		0. Not applicable	12. Other
9. Engineering		1. Auger	<u>CM DENSITY</u>
10. Exploration/Settlement		2. Cutbank or erosional feature	0. No cultural material
11. Industry		3. Excavation	1. Sparse distribution
12. Invention		4. Guess	2. Medium distribution
13. Landscape Architecture		5. Shovel	3. Dense distribution
14. Law		6. Soil Probe	4. Unknown
15. Literature		7. Other	5. Medium-dense concentration(s) within a sparse scatter
16. Military		<u>BASIS FOR DATING</u>	6. Dense concentration(s) within a medium scatter
17. Music		0. Unknown	7. Denser concentration(s) within a dense scatter
18. Philosophy		1. Date Unknown	
19. Politics/Government		2. Radio-carbon	

III. ENVIRONMENT

<u>LANDFORM 1</u>	<u>LANDFORM 2</u>	<u>SLOPE/EXPOSURE</u>	<u>VIEW, DEGREE</u>
0. Unknown	0. Unknown	0. Unknown	0. Unknown
1. Top of	1. Beachline (glacial)	1. North	1. 90°
2. Bottom of	2. Beach or riverbank	2. Northeast	2. 180°
3. Side of	3. Canyon	3. East	3. 270°
4. Unknown	4. Island	4. Southeast	4. 360°
5. Top and Bottom of	5. Delta	5. South	5. No View
6. Top and Side of	6. Draw	6. Southwest	
7. Bottom and Side of	7. Flat (Upland)	7. West	
8. Top, Bottom, & Side	8. Floodplain	8. Northwest	
<u>VIEW, DISTANCE</u>	9. Hill	9. Closed	
0. Unknown	<u>PERM &amp; SEAS WATER TYPE</u>	10. Open	
1. Excellent (5-7miles)	0. Unknown		<u>ECOSYSTEM</u>
2. Good (2-5 miles)	1. Lake	0. Unknown	7. Rolling Grassland
3. Fair (1-2 miles)	2. Spring	1. Bottomland	8. Hardwood Draw
4. Poor (less than 1 mile)	3. Moving Water (Stream)	2. Terraces	9. Marsh
5. No View	4. Intermittent Moving Water	3. Toe Slope	10. Ponderosa Pine
<u>OWNERSHIP</u>	5. Intermittent Pond	4. Scoria	11. Hilly Scoria
0. Unknown	6. Marsh	5. Badland	12. Upland Breaks
1. State	<u>SITE CONDITION</u>	6. Upland	13. River Breaks
2. Federal	0. Unknown	Grassland	14. Rockland
3. Private	1. Destroyed	<u>TEST &amp; EXCAVATION</u>	
4. Local Government	2. Inundated	0. No	
5. Reservation	3. Very Poor	1. Yes, Results Positive	
<u>MANAGEMENT RECOMM.</u>	4. Poor	2. Yes, Results Negative	
0. Unknown	5. Fair	3. Unknown	
1. No Further Work	6. Good		
2. Further Work	7. Excellent		
3. Impact Analysis	<u>CR TYPE</u>	<u>NATIONAL &amp; STATE REGISTER</u>	<u>E C F AND T F</u>
4. Both 2 & 3	0. Unknown	0. Undetermined	1. Exclusion Area
5. Avoidance-Mitigation	1. Site	1. Listed	2. Avoidance Area
6. Exclusion-Preservation	2. Building	2. Nominated	3. Area of Concern
<u>AREA SIGNF.</u>	3. Structure	3. Eligible	
1. Archeological	4. Object	4. Not Eligible	
2. Architectural	5. District	5. Determined Eligible	
3. Historical		6. Eligible as Part of a District	
4. Paleontological			

IV. C.R.M.

OFFICE

Pre-1982

1923 verified  
Sites

2295.00

NORTH DAKOTA  
CULTURAL RESOURCES  
DATA BANK MANUAL

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CODED SECTION  
INTRODUCTION

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

When completing the form, please do the following:

1. Print clearly and use a pencil. Completely erase mistakes or cross out incorrect entries and write correct answer above.
2. Always left justify, that is begin entering the answer at the far left and continue to the right. If the answer does not fill the space provided, leave the portion to the right blank. For example, if the site covers an area of 40 meters enter 

4	0				
---	---	--	--	--	--

.  
F37
3. Do not guess. Always consult the manual. If you have a problem, alert the data technician by writing a note at the bottom of the page.
4. If a word is too long to fit into the space provided, use a standard abbreviation or continue until you run out of space. For example, 

L	i	k	e	-	A	-	F	i	s	h	o	o	k		V	i	l	l	a
---	---	---	---	---	---	---	---	---	---	---	---	---	---	--	---	---	---	---	---

  
F1  
Do not abbreviate unless the manual instructs you to do so.
5. If an answer is unknown or not applicable and there is no "unknown" category, leave blank.
6. Be careful. Incorrect information may become a part of the permanent data bank. Always recheck forms for mistakes and deletions. Be consistent.

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

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



1. Site Name

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

2. Map Reference

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

3. State

Enter the number 312.

4. County

Enter the two letter abbreviation for the county.

Adams.....	AD	McLean.....	ML
Barnes.....	BA	Mercer.....	ME
Benson.....	BE	Morton.....	MO
Billings.....	BI	Mountrail.....	MN
Bottineau.....	BU	Nelson.....	NE
Bowman.....	BO	Oliver.....	OL
Burke.....	BK	Pembina.....	PB
Burleigh.....	BL	Pierce.....	PI
Cass.....	CS	Ramsey.....	RY
Cavalier.....	CV	Ransom.....	RM
Dickey.....	DI	Renville.....	RV
Divide.....	DV	Richland.....	RI
Dunn.....	DU	Rolette.....	RO
Eddy.....	ED	Sargent.....	SA
Emmons.....	EM	Sheridan.....	SH
Foster.....	FO	Sioux.....	SI
Golden Valley.....	GV	Slope.....	SL
Grand Forks.....	GF	Stark.....	SK
Grant.....	GT	Steele.....	ST
Griggs.....	GG	Stutsman.....	SN
Hettinger.....	HT	Towner.....	TO
Kidder.....	KD	Traill.....	TR
La Moure.....	LM	Walsh.....	WA
Logan.....	LO	Ward.....	WD
McHenry.....	MH	Wells.....	WE
McIntosh.....	MT	Williams.....	WI
McKenzie.....	MZ		

5. Site Number

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

6. LTL/Legal Location

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

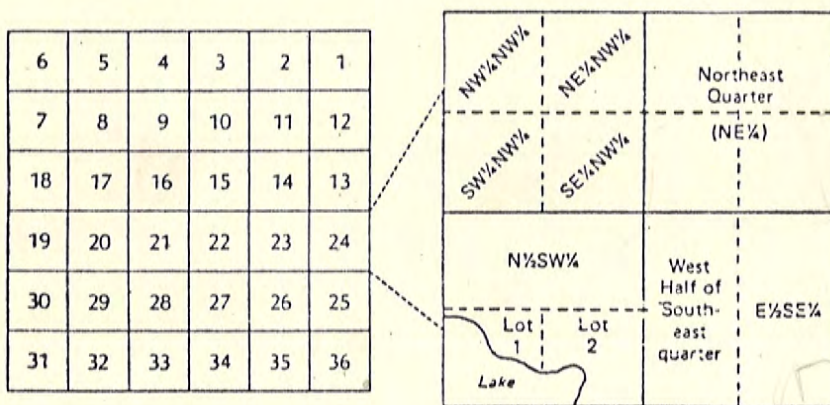
- 1. if it is on Lake Traverse land
- 0. if it is not

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

6a. Additional Legal

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

7. Quarter-Quarter-Quarter Section<sup>1.</sup>



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

<sup>1.</sup> Department of the Interior, Bureau of Land Management, Montana State Office, Cultural Resources Automatic Data Processing System Guidebook p. 9.

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

8. Quarter-Quarter Section

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

If unknown, leave blank

9. Quarter Section

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

10. City

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

11. Elevation

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

12. Surface Owner

Reservation lands are coded as private.

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

13. Subsurface Owner

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

14. Erosion

- |        |               |
|--------|---------------|
| 0. No  | 2. Unknown    |
| 1. Yes | 3. Endangered |

15. Rodent Activity

- |        |               |
|--------|---------------|
| 0. No  | 2. Unknown    |
| 1. Yes | 3. Endangered |

16. Vandalism

- |        |               |
|--------|---------------|
| 0. No  | 2. Unknown    |
| 1. Yes | 3. Endangered |

17. Cultivation damage

- |        |               |
|--------|---------------|
| 0. No  | 2. Unknown    |
| 1. Yes | 3. Endangered |

18. Construction Damage

This also includes damage caused by oil rigs, pipelines, and flooding that is a result of reservoir construction.

- |        |               |
|--------|---------------|
| 0. No  | 2. Unknown    |
| 1. Yes | 3. Endangered |

19. Grazing Damage

- |        |                      |
|--------|----------------------|
| 0. No  | 2. Unknown           |
| 1. Yes | 3. <i>Endangered</i> |

20. Mining Damage (Coal, gravel, and any minerals)

- |        |               |
|--------|---------------|
| 0. No  | 2. Unknown    |
| 1. Yes | 3. Endangered |

21. Other sources of Damage

Other natural phenomena or human activities which have had an adverse effect on the resource.

- |        |               |
|--------|---------------|
| 0. No  | 2. Unknown    |
| 1. Yes | 3. Endangered |

22. Physical Integrity

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

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

23. Ecological Zone

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

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

24. Landform I.

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

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

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

- |                                 |                        |
|---------------------------------|------------------------|
| 1. Beachline (glacial)          | 10. Ridge              |
| 2. Beach or riverbank           | 11. Saddle             |
| 3. Canyon                       | 12. Sandbar (in water) |
| 4. Island                       | 13. Spur               |
| 5. Delta                        | 14. Swale              |
| 6. Draw (Gully, Coulee, Ravine) | 15. Terrace            |
| 7. Flat                         | 16. River Valley       |
| 8. Floodplain                   | 17. Butte              |
| 9. Hill-Knoll-Bluff             | 18. Unknown            |
|                                 | 19. Other              |

N O R T H D A K O T A

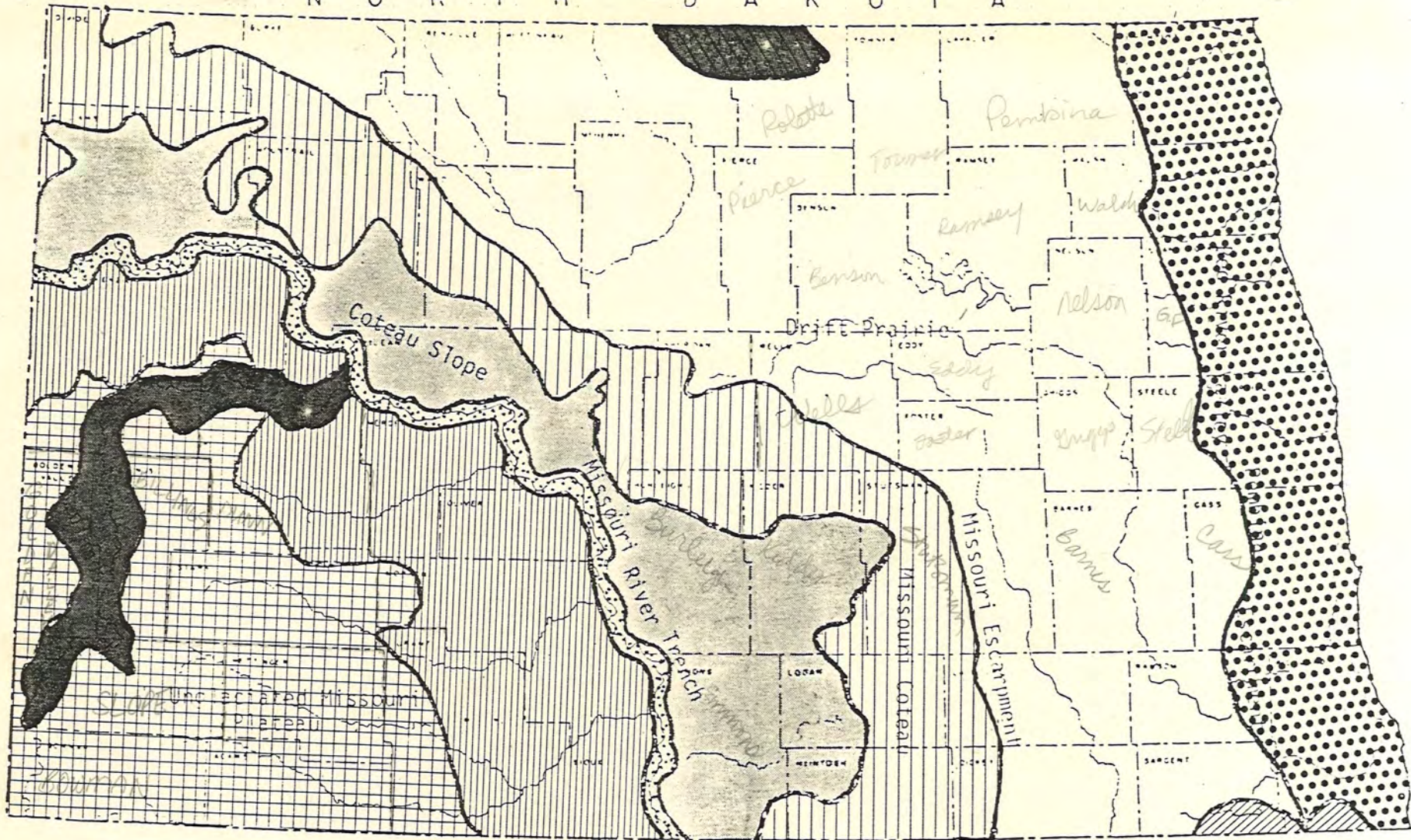










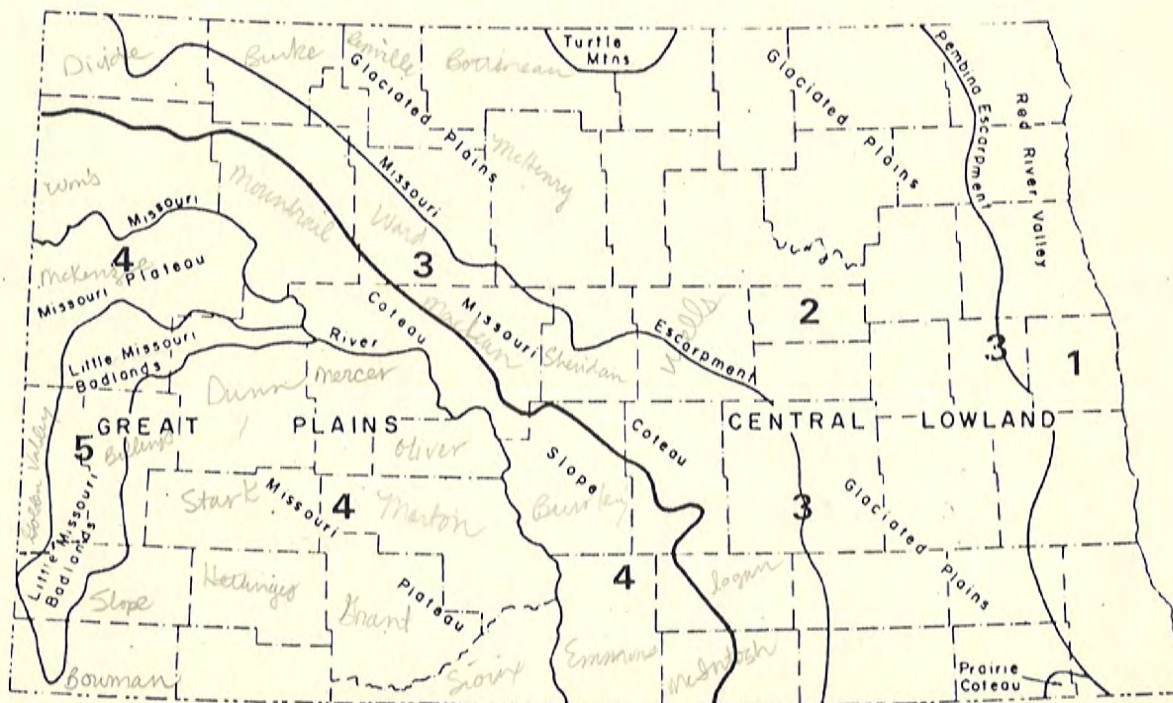


FIGURE A. ECOLOGICAL ZONES OF NORTH DAKOTA

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

26. General Topography

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



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

*change order to fit with fields 7-9.*

27. Exposure

*protection from the elements. (explain)*  
This is the direction the slope faces.

- |              |              |
|--------------|--------------|
| 1. North     | 6. Southwest |
| 2. Northeast | 7. West      |
| 3. East      | 8. Northwest |
| 4. Southeast | 9. Closed    |
| 5. South     | 10. Open     |
|              | 11. Unknown  |

28. View

Record the best view possible from the site in degrees.

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

29. Lookout

Describe the quality of the view.

- |                          |                               |
|--------------------------|-------------------------------|
| 1. Excellent (5-7 miles) | 4. Poor (less than 1.0 miles) |
| 2. Good (2-5 miles)      | 5. No view                    |
| 3. Fair (1.0-2.0 miles)  | 6. Unknown                    |

30. Ecosystem

Ecosystem maps have been completed only for the USFS Little Missouri Grasslands and the USFS Rolling Prairie Ecosystem. If the site is not in these regions, do not code - leave blank.

- |                      |                      |
|----------------------|----------------------|
| 1. Bottomland        | 8. Hardwood Draw     |
| 2. Terraces          | 9. Fresh Water Marsh |
| 3. Toe Slope         | 10. Ponderosa Pine   |
| 4. Scoria            | 11. Hilly Scoria     |
| 5. Badland           | 12. Upland Breaks    |
| 6. Upland Grasslands | 13. River Breaks     |
| 7. Rolling Grassland | 14. Rockland         |
|                      | 15. Unknown          |

*Billings  
McKenzie  
Golden Valley  
Slope*

*definitions*



31. Soil Association

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

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

54. Bearden-Perella, moderately saline, nearly level
55. Bearden-Perella, strongly saline, nearly level
56. Benoit-Divide, nearly level
57. Brantford, nearly level
58. Brantford-Coe, undulating
59. Brantford-Divide, nearly level
60. Buse, hilly and steep
61. Buse-Barnes, strongly rolling
62. Buse-Coe, hilly and steep
63. Buse-Exline, steeply sloping and nearly level
64. Buse-Fairdale, steeply sloping and nearly level
65. Buse-Foreman, strongly rolling
66. Buse-LaMoure, steeply sloping and nearly level
67. Buse-LaPrairie, steeply sloping and nearly level
68. Buse-LaPrairie, strongly sloping and nearly level
69. Buse-Maddock, strongly rolling
70. Buse-Sioux, strongly rolling
71. Buse-Walsh-Ludden, steeply sloping and nearly level
72. Buse-Zell-Maddock, hilly and steep
73. Cavour-Cresbard, gently undulating
74. Cavour-Cresbard, nearly level
75. Chama-Bainville, sloping
76. Chama-Vebar, sloping
77. Cheyenne, nearly level
78. Cheyenne, undulating
79. Cheyenne-Wade, nearly level
80. Coe, strongly rolling
81. Coe-Brantford, rolling
82. Colvin, nearly level
83. Colvin-Borup-Perella, nearly level
84. Colvin-Glyndon, nearly level
85. Cresbard, gently undulating
86. Cresbard, nearly level
87. Cresbard-Edgeley, nearly level
88. Cresbard-Houdek, nearly level
89. Cresbard-Houdek, undulating
90. Cresbard-Svea, nearly level
91. Divide-Benoit, nearly level
92. Divide-Renshaw, nearly level
93. Eckman, rolling
94. Eckman-Gardens, undulating
95. Edgeley, nearly level
96. Edgeley-Cresbard, nearly level
97. Edgeley-Cresbard, undulating
98. Egeland-Emden, undulating
99. Ekalaka, gently sloping

99  
38  
61

100. Embden, nearly level
101. Embden, till substratum, nearly level
102. Embden-Glyndon nearly level
103. Embden-Glyndon, clay substratum, nearly level
104. Embden-Letcher, nearly level
105. Embden-Letcher, till substratum, nearly level
106. Embden-Tiffany, nearly level
107. Embden-Ulen, nearly level
108. Embden-Ulen, till substratum, nearly level
109. Exline, nearly level
110. Fairdale, nearly level
111. Fairdale-Zell, nearly level and steeply sloping
112. Fargo, nearly level
113. Fargo-Aberdeen-Exline, nearly level
114. Fargo-Bearden, nearly level
115. Fargo-Hegne, nearly level
116. Fargo-LaPrairie, nearly level
117. Farland, nearly level
118. Farland-Cheyenne, nearly level
119. Farland-Oahe, nearly level
120. Farland-Parshall, nearly level
121. Farland-Wade, nearly level
122. Flasher-Bainville, hilly and steep
123. Flasher-Bainville-Rhoades, hilly and steep
124. Flasher-Ekalaka, strongly sloping
125. Flasher-Vebar, hilly and steep
126. Flasher-Vebar, strongly sloping
127. Flasher-Williams, strongly sloping
128. Forman-Aastad, undulating
129. Forman-Buse, rolling
130. Forman-Hamerly, undulating
131. Fresh Water Marsh
132. Gardena-Aberdeen, nearly level
133. Gardena-Embden, nearly level
134. Gardena-Glyndon, nearly level
135. Gardena-Glyndon, clay substratum, nearly level
136. Gardena-Glyndon, till substratum, nearly level
137. Glyndon, nearly level
138. Glyndon, clay substratum, nearly level
139. Glyndon, till substratum, nearly level
140. Glyndon, till substratum, moderately saline, nearly level
141. Glyndon-Aberdeen till substratum, nearly level
142. Glyndon-Bearden, moderately saline, nearly level
143. Glyndon-Borup, nearly level
144. Glyndon-Embden, nearly level
145. Glyndon-Gardena, nearly level
146. Glyndon-Gardena, till substratum, nearly level

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

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

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

303. Svea-Renshaw, nearly level
304. Ulen, nearly level
305. Ulen-Arveson, nearly level
306. Ulen-Arveson, till substratum, nearly level
307. Ulen-Embden, nearly level
308. Ulen-Embden, till substratum, nearly level
309. Ulen-Hamar, nearly level
310. Ulen-Hecla, nearly level
311. Ulen-Hecla, till substratum, nearly level
312. Ulen-Stirum, nearly level
313. Ulen-Stirum-Hecla, nearly level
314. Valentine-Lihen, rolling
315. Valentine-Maddock-Hamar, strongly rolling
316. Vallers, nearly level
317. Vebar, gently sloping
318. Vebar, nearly level
319. Vebar, sloping
320. Vebar-Ekalaka, gently sloping
321. Vebar-Lihen, gently sloping
322. Vebar-Lihen, sloping
323. Vebar-Morton, sloping
324. Vebar-Rhoades, gently sloping
325. Vebar-Rhoades, sloping
326. Vebar-Williams, gently sloping
327. Vebar-Williams, sloping
328. Wade, nearly level
329. Walsh, nearly level
330. Wibaux-Searing, strongly rolling
331. Williams, gently undulating
332. Williams, nearly level
333. Williams, undulating
334. Williams-Agar, rolling
335. Williams-Agar, undulating
336. Williams-Cavour, nearly level
337. Williams-Cresbard, gently undulating
338. Williams-Cresbard, nearly level
339. Williams-Cresbard, undulating
340. Williams-Morton, rolling
341. Williams-Morton, undulating
342. Williams-Oahe, gently undulating
343. Williams-Oahe, nearly level
344. Williams-Oahe, undulating
345. Williams-Parshall, rolling
346. Williams-Parshall, undulating
347. Williams-Sioux, rolling
348. Williams-Vebar, rolling
349. Williams-Vebar, undulating
350. Williams-Zahl, rolling
351. Zahl, hilly and steep
352. Zahl-Agar, strongly rolling
353. Zahl-Bainville, hilly and steep
354. Zahl-Bainville, strongly rolling
355. Zahl-Flasher, hilly and steep
356. Zahl-Parshall, strongly rolling
357. Zahl-Raber, strongly rolling
358. Zahl-Sioux, hilly and steep
359. Zahl-Sioux, strongly rolling
360. Zahl-Williams, strongly rolling

32. Geological Strata

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

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

Walsh Group

1. Silt and fine sand
2. Sand

Coleharbor Group

3. Flat-bedded clay, silt, and sand.
4. Gravel and sand, commonly clean and well-sorted.
5. Gravel and sand, commonly silty and poorly sorted (Outwash sediment).
6. Gravel and sand, commonly silty and poorly sorted (Delta sediment).
7. Unsorted mixture of clay, silt, sand, cobbles, and boulders (till). Hilly topography.
8. Unsorted mixture of clay, silt, sand, cobbles, and boulders (till). Nearly level to gently rolling topography.
9. Unsorted mixture of clay, silt, sand, cobbles, and boulders (till); consists only of scattered boulders in places.

10. White River Group

11. Golden Valley Formation

12. Sentinel Butte Formation

13. Bullion Creek Formation

14. Ludlow and Cannonball and Slope Formations (undifferentiated).

15. Hell Creek Formation

16. Fox Hills Formation

17. Carlile, Niobrara, and Pierre Formations (differentiated).

33. Stream Name *Drainage*

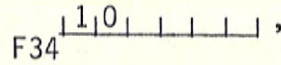
Enter the name of the closest major named stream.

34. Distance to Water Source

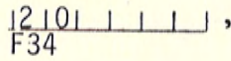
Enter distance in meters rounded to the nearest 10 meters. Five and above round to the next highest 10 meters, four and below round to the next lowest 10 meters.



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



16 meters enter: Distance to Water



*Source*

35. Water Type

- |   |                               |
|---|-------------------------------|
| 1. Lake   | 4. Intermittent, moving water |
| 2. Spring   | 5. Intermittent pond          |
| 3. Moving body of water<br>(River, creek, stream) | 6. Marsh                      |
|   | 7. Unknown                    |

36. Depth of Cultural Material

Enter in centimeters. 1 inch = 2.54 cm.

- |            |             |
|------------|-------------|
| 1. Surface | 9. 176-200  |
| 2. 1-25    | 10. 201-225 |
| 3. 26-50   | 11. 226-250 |
| 4. 51-75   | 12. 251-275 |
| 5. 76-100  | 13. 276-300 |
| 6. 101-125 | 14. > 300   |
| 7. 126-150 | 15. Unknown |
| 8. 151-175 |             |

37. Site Area

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

38. Surface Collection

1. ~~No~~ - Cultural material present but not collected.
2. No  Cultural material observed *No cultural material present*
3. Yes - Sample collected
4. Yes - Completely collected
5. Unknown
- (No but)* 6. Private collection observed *private collection observed*

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

- |        |                           |
|--------|---------------------------|
| 0. No  | 2. Yes, but nothing found |
| 1. Yes | 3. Unknown                |

40. Excavation

- 0. No
- 1. Yes
- 2. Yes, but nothing found
- 3. Unknown

41. Date of Field Work

Enter the year in which the fieldwork took place.

42. Site Photo

- 0. No
- 1. Yes
- 2. Unknown

43. Site Map

Is there a sketch map on the descriptive site form?

- 0. No
- 1. Yes
- 2. Unknown

44. Management Recommendations

(In the opinion of the investigator)

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

45. Register Status

(In the opinion of the investigator)

- 1. Listed on the National Register of Historic Places
- 2. Nominated to the National Register
- 3. Eligible for nomination to the National Register
- 4. Not eligible for nomination to the National Register
- 5. Listed on the State Register
- 6. Nominated to the State Register
- 7. Eligible for nomination to the State Register
- 8. Not eligible for nomination to the State Register
- 9. Undetermined = *unknown*

46. Area of Significance

- 1. Archeological
- 2. Architectural
- 3. Historical
- 4. Archeological/architectural
- 5. Archeological/historical
- 6. Architectural/historical
- 7. Unknown
- 8. **PALEONTOLOGICAL**

47. Cultural Resource Type

1. Site
2. Building
3. Structure
4. Object
5. District
6. Unknown

48. Thematic Category

- |                            |                              |
|----------------------------|------------------------------|
| 1. Aboriginal              | 15. Law                      |
| 2. Agriculture             | 16. Literature               |
| 3. Art                     | 17. Military                 |
| 4. Commerce                | 18. Music                    |
| 5. Communications          | 19. Philosophy               |
| 6. Community planning      | 20. Politics/government      |
| 7. Conservation            | 21. Religion                 |
| 8. Economics               | 22. Science                  |
| 9. Education               | 23. Sculpture                |
| 10. Engineering            | 24. Social/humanitarian      |
| 11. Exploration/settlement | 25. Theater                  |
| 12. Industry               | 26. Transportation           |
| 13. Invention              | 27. Other                    |
| 14. Landscape architecture | 28. Unknown                  |
|                            | 29. Recreation/Entertainment |

49. Rock Arrangements

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

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

50. Tipi ring (stone circle, stone ring)

0. Absent
1. Present
2. Unknown

51. Earthlodge Village

0. Absent
1. Present
2. Unknown

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

0. Absent
1. Present
2. Unknown

53. Rock Shelter

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

54. Ruins, House and Village Sites (Forts, cribbed log, pile dwellings and standing structures)

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

55. Kill Site

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

56. Bison Jump

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

57. Quarry/Workshop

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

58. Cache, Storage pit

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

59. Hearth

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

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

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

61. Grave, Cemetery

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

62. Mounds or Mound

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

63. Midden, refuse (*garbage*)

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

64. Trails, roads

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

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

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

66. Rock Art (Pictograph, Petroglyphs)

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

67. Isolated find *one artifact. nothing else*

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

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

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

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

69. Fire Cracked Rock

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

70. Trade Goods

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

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

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

*Ochre ??*

72. Projectile Points

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

73. Woodwork

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

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

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

75. Shell Work

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

76. Skin, Hair

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

77. Glass

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

78. Ceramics (pottery, brick)

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

79. Ground stone

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

80. Metal Work

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

81. Faunal remains (non-human animal skeletal remains) <sup>*bones*</sup>

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

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

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

83. Fossil remains

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

84. Charcoal

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

85. Artifact Density (cultural material density)

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

Period of occupation

*aven*

86. Early Period

- 0. No
- 1. Yes

*dates given in appendix A - BLM manual*

If you know it's prehistoric, but you don't know the period code:

87. Middle Period

- 0. No
- 1. Yes

Early Period	Middle Period	Late Period	Historic	Period Unknown
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
F86	F87	F88	F89	F90

88. Late Period

- 0. No
- 1. Yes

For example, if a site has multiple components dating to Early, Late, and Historic, then code:

89. Historic

- 0. No
- 1. Yes

Early Period	Middle Period	Late Period	Historic	Period Unknown
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
F86	F87	F88	F89	F90

90. Period Unknown

- 0. No
- 1. Yes

*when you have unknown prehistoric & historic also,*

91. Cultural Affiliation

*ethnic*

*(tribal name)*

*skip early, middle, late & mark 1 for historic & 1 for period unknown*

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

92. Basis for Dating

- 1. Not applicable
- 2. Absolute dating

*(Radiocarbon Dendrochronology)*

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

*(artifact typology)*



93. Significance (in the opinion of the investigator)

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

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

94. Verified Site

0. No - the site has not been verified by a professional archeologist

1. Yes - the site has been verified by a professional archeologist *or architectural historian*

95. Non-site

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

0. No
1. Yes

96. Description, Comments, and Problems

Enter brief statement.

97. Urban: Address

For resources located in urban areas enter street address.

98. Lot

Enter lot number if known. If not, leave blank.

99. Block

Enter block number if known. If not, leave blank.

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

FOR SHSND OFFICE USE ONLY

101. Energy Conversion facilities

1. Exclusion *NR sites owned*
2. Avoidance *all others, incl. Fed-owned*
3. *Area of concern* → Site leads & isolate finds

102. Transmission facilities

1. Exclusion *(NR sites + state-owned historic sites)*
2. Avoidance
3. *Area of concern* → Site leads + isolate finds

APPENDIX A  
Completed Site Form

NORTH DAKOTA  
CULTURAL RESOURCES  
DATA BANK FORM

**SAMPLE**

Field Number \_\_\_\_\_

Site Name \_\_\_\_\_

F1 Map Reference MANDAREE SE QUAD

F2  
State 32 County DU Site Number 000 L<sub>T</sub>L 0 Twp. 147 R. 93 Sec. 34 Subsection 3 Q 5 City \_\_\_\_\_  
F3 F4 F5 F6 F7 F8 F9 F10

F6a \_\_\_\_\_ F7a \_\_\_\_\_ F8a \_\_\_\_\_ F9a \_\_\_\_\_  
Elevation 570 Surface Owner 2 Subsurface Owner 2 Erosion 1 Rodent Activity 0 Vandalism 0 Cultivation Damage 0 Construction Damage 0  
F11 F12 F13 F14 F15 F16 F17 F18

Grazing Damage 0 Mining Damage 0 Other 0 Physical Integrity 2 Ecological Zone 1 Landform I 1 Landform II 2 General Topography 5  
F19 F20 F21 F22 F23 F24 F25 F26

Exposure 11 View 6 Lookout 6 Ecosystem 5 Soil Association 15 Geological Strata 12 Stream Name 1174E MISSOURI RIVE  
F27 F28 F29 F30 F31 F32 F33

Distance to Water 600 Water Type 3 Cultural Depth 15 Site Area 999999 Surface Collection 3 Test 0 Excavation 0 Date of Field Work 1975  
F34 F35 F36 F37 F38 F39 F40 F41

Site Photos 1 Site Maps 1 Management Recommendations 2 Register Status 9 Area of Significance 1 Cultural Resource Type 1 Thematic Category 1 Rock Arrangements 0  
F42 F43 F44 F45 F46 F47 F48 F49

Tipi Ring 0 Earthlodge Village 2 Earthworks 0 Rock Shelter 0 Ruins House Sites 0 Kill Site 0 Jump 0 Quarry/Workshop 0 Cache, Storage pit 0  
F50 F51 F52 F53 F54 F55 F56 F57 F58

Hearth 0 Artifact Scatter 1 Grave, Cemetery 0 Mounds or Mound 0 Midden, Refuse 0 Trails, Roads 0 Excavations, Eagle catching pit 0 Rock Art 0  
F59 F60 F61 F62 F63 F64 F65 F66

Isolated Find 0 Miscellaneous 0 Fire cracked rock 0 Trade Goods 0 Chipped stone work 1 Projectile points 0 Woodwork 0 Worked bone 0  
F67 F68 F69 F70 F71 F72 F73 F74

Shell work 0 Skin, hair 0 Glass 0 Ceramics 0 Ground stone 0 Metal work 0 Faunal remains 0 Floral remains 0 Fossil remains 0 Charcoal 0  
F75 F76 F77 F78 F79 F80 F81 F82 F83 F84

Artifact Density 1 Early Period 0 Middle Period 1 Late Period 1 Historic 0 Period Unknown 0 Cultural Affiliation 0 Basis for dating 3 Significance 2  
F85 F86 F87 F88 F89 F90 F91 F92 F93

Verified Site 1 Non-site 0  
F94 F95

Date of Field Work: 6-3-75  
Coder: JOYCE PURCELL  
Date Coded: 6-22-79

Description, Comments, Problems SITE AREA  
F96 1S 11002161  
Urban: Address: \_\_\_\_\_  
F97  
Lot: \_\_\_\_\_ Block: \_\_\_\_\_ Plat: \_\_\_\_\_  
F98 F99 F100

APPENDIX B  
Conversion Table

Acres to Hectares

Acres x 0.405 = Hectares

~~Hectares x 10,000 = Meters<sup>2</sup>~~

~~Acres~~ 1 acre = 4047 square meters

- a crest 4050.0

1 Acre = 4047 square meters

Yards<sup>2</sup> to Meters<sup>2</sup>

Yards<sup>2</sup> x 0.836 = Meters<sup>2</sup>

Feet<sup>2</sup> to Meters<sup>2</sup>

Feet<sup>2</sup> x 0.093 = Meters<sup>2</sup>

Miles<sup>2</sup> to Kilometers<sup>2</sup>

Miles<sup>2</sup> x 2.6 = Kilometers<sup>2</sup>

Kilometers<sup>2</sup> to Meters<sup>2</sup>

Kilometers<sup>2</sup> x 1,000,000 = Meters<sup>2</sup>

Inches to Centimeters

Inch x 2.54 = Centimeters

Yards to Meters

Yards x 0.914 = Meters

Miles to Meters

Miles x 1.609 = Kilometers

Kilometers x 1000 = Meters

Feet to Meters

Feet x .3048 = Meters

### Appendix C - Landform Definitions

*Many of the following are quoted or paraphrased from Webster's New Collegiate Dictionary, copyright 1974.*

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

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

Butte - an isolated hill with steep or precipitous sides.

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

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

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

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

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

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

Island - a tract of land surrounded by water.

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

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

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

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

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

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

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