

Terrestrial T02 Surface Substrate Raw Data Metadata

Rotation

Unique ID	IC00221
Attribute Definition	Reference describing when data was collected at a broad level (i.e., Prototype, Rotation 1).
Input Value	Prototype Rotation 1
Code Definition	Prototype = 2003-2006 Rotation 1 = 2007-2012

ABMI Site

Unique ID	IC00039
Attribute Definition	Reference number given to each ABMI data collection site.
Input Value	Number

Year

Unique ID	IC00040
Attribute Definition	Collection year.
Input Value	Number

Field Date

Unique ID	IC00041
Attribute Definition	Day, month, and year data was collected.

Field Crew Member(s)

Unique ID	IC00042
Attribute Definition	Initials for the field technicians collecting the field data.

Transect (North/South)

Unique ID	IC00043
Attribute Definition	Indicates the transect (north or south) where the surface substrate was sampled.
Code	N S
Code Definition	N = north S = South

Sample Position (metres)

Unique ID	IC00044
Attribute Definition	Location along the 30 metre transect where surface substrate was measured. In lowland areas (i.e., black spruce bogs) we recorded depth every 4 metres along each transect rather than every 2 metres.
Input Value	2 4 6 8 10 12 14 16 18 20 22 24 26 28 30

Organic Depth (centimetres)

Unique ID	IC00045
Attribute Definition	Depth (in centimetres) of the organic layer of soil, taken in 0.5 cm increments. We defined organic matter as the litter, fermented, and humus (LFH) layer of the soil horizon. Variations in methodology apply.
Input Value	Number
Unit	centimetre

Buried Wood Depth (centimetres)

Unique ID	IC00046
Attribute Definition	Depth (in centimetres) of wood in all decay stages found >50% below the surface. Wood that has organic material growing over it (i.e. decay stage 5) and is <10 centimetres thick is considered organics.
Input Value	Number
Unit	centimetre

Description

Unique ID	IC00820
Attribute Definition	Description of reason for partial sample.
Code	DW-S HF HO None R R-S W W-S
Code Definition	DW-S = Downed Wood - Right Side Sample HF = Hit Frost HO = Hit Object None = Full Sample taken R = Rock R-S = Rock - Right Side Sample W = Water W-S = Water - Right Side Sample