**GIS Fault Attributes**

**OBJECTID**: Assigned in ArcMap

**NAME** is an 80-character field for the name of the fault (including section name, i.e., Denali fault, Holitna section). Fault and section are lower case.

**CODE** is a three-integer field.that defines certainty or reliability of field mapping (integer one), time of most recent movement (integer two), and amount or rate of slip (integer three). CODE is composite of the single integer fields ACODE, SLIPCODE, and FCODE and determines the line type (fault trace) to be plotted.

**NUM** is a six-character unique USGS identifier that defines a fault or section id. Simple fault ids are only numeric; section ids are alpha numeric.

**AGE** is the upper bounding time of the most recent surface-deforming earthquake. The allowable choices are provided in a pull-down menu.

**ACODE** is the second integer in CODE and defines the upper bounding time of the most recent surface-deforming earthquake. Permissible values are between 1 and 6:  
1=historic «150 years; red =cmyk 1096680);   
2= post glacial (15,000 years; orange = cmyk 1 38 1000);   
3 = late Quaternary «130,000 years; green> cmyk 1002500);  
4 =middle and late Quaternary «750,000 years: blue > cmyk 1004440);   
5 =Quaternary «1,600,000 years; black 5);   
6 = Class B (black halftone)  
In the text documentation, Quaternary faults (integer two, 1-5) are Class A structures. Questionable or suspected structures are Class B (integer two, 6).

**SLIPRATE** is the assigned slip rate category. The allowable choices are provided in a pull-down menu.

**SLIPCODE** is the third integer in CODE and defines the assigned slip rate category. Permissible values are between 1 and 4 and determines line width:  
1=>5 mm/year (extra wide; .048):   
2 =1-5 mm/year (wide; .0325):   
3 =0.2-1 mm/year (medium; .025);   
4 =<.2 mm/year (thin; .015)

**SLIPSENSE** is normal, reverse, strike slip, thrust

**DIPDIRECTION** is one of the eight quadrant dip directions for the entire fault or section, not the individual arc. C = center E =east N\_ =north NE =northeast NW =northwest S =south SE =southeast SW = southwest W\_ =west

**SLIPDIRECT** (we are not using that field anymore and can be left empty)

**FCODE** is the first integer in CODE and defines how well the fault is located and expressed in the landscape. Permissible values are between 1 and 3:  
1 = fault landforms are more continuous than discontinuous and mapping is accurate at given MAPPEDSCALE (solid);   
2 = fault landforms are more discontinuous than continuous and mapping is accurate at given MAPPEDSCALE (dashed);   
3 = location of fault is inferred (dotted)

**FTYPE** is one of three allowable choices provided in a pull-down menu: Well constrained (FCODE 1), Moderately constrained (FCODE 2), and Inferred (FCODE 3)

**MAPPEDSCALE** is one of four allowable choices provided in a pull-down menu. Mapped scale will control visualization of the fault at various scales.   
1:24,000, fault should be more continuous than discontinuous and mapping is accurate at <10,000 scale.  
1:50,000, fault should be more continuous than discontinuous and mapping is accurate at <25,000 scale.  
1:100,000, fault could be more discontinuous than continuous and mapping is accurate at <50,000 scale.  
1:250,000, fault location may be inferred or is poorly constrained.