# **Test Dataset: 101AA00DS0012 – Dataset 012 (20220701)**

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( 53 feature instances)

## General Guidelines

1. The dataset shall cover the extent specified in the test dataset scheme.
2. Cells should have a minimum display scale of 22000 and a maximum display scale of 90000
3. Features should be captured to allow some room for additional features in the dataset in future.
4. Although features should be captured in a logical combination in terms of geometry they do not need to reflect real world features so an approach similar to that used in S-64 dataset GB4X0001 is expected.
5. Single overall DEPARE 20m shall be included and other features added as required so that a consistent scheme exists.
6. Producer Agency code AA00 shall be used with the numerical value 1810.
7. All mandatory S-101 features shall be present in the dataset and all mandatory attributes shall be populated.
   1. Data Coverage
   2. Quality of Bathymetric data (areas containing depth information and at maximum display scale 1:700000 and larger)
   3. Navigational System of Marks
8. The dataset shall conform to S-101 Feature Catalogue 1.0.2 20220419 and DCEG 1.0.2.
9. Screenshots in the below documentation should be created using the latest available version of the NIWC viewer.

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| **Scenario** | 12.1 | | |  |
| **Description** | | Seabed Area | | |
| **Location** | | | **Description** | |
| 32°21'20.2"S 62°04'54.7"E | | | 1. Seabed Area (Point)    1. Nature of surface = 1 (mud) 2. Seabed Area (Point)    1. Nature of surface = 2 (clay) 3. Seabed Area (Point)    1. Nature of surface = 3 (silt) 4. Seabed Area (Point)    1. Nature of surface = 4 (sand) 5. Seabed Area (Point)    1. Nature of surface = 5 (stone) 6. Seabed Area (Point)    1. Nature of surface = 6 (gravel) 7. Seabed Area (Point)    1. Nature of surface = 7 (pebbles) 8. Seabed Area (Point)    1. Nature of surface = 8 (cobbles) 9. Seabed Area (Point)    1. Nature of surface = 9 (rock) 10. Seabed Area (Point)     1. Nature of surface = 11 (lava) 11. Seabed Area (Point)     1. Nature of surface = 14 (coral) 12. Seabed Area (Point)     1. Nature of surface = 17 (shells) 13. Seabed Area (Point)     1. Nature of surface = 18 (boulder) 14. Seabed Area (Point)     1. Nature of Surface = 9 (Rock)     2. Water level effect = 3 (always under water/submerged) 15. Seabed Area (Point)     1. Nature of Surface = 9 (Rock)     2. Water level effect = 4 (covers and uncovers) 16. Seabed Area (Point)     1. Nature of Surface = 9 (Rock)     2. Water level effect = 5 (awash) 17. Seabed Area (Point)     1. Nature of surface = 4 (sand)     2. Qualifying terms = 1 (Fine) 18. Seabed Area (Point)     1. Nature of surface = 4 (sand)     2. Qualifying terms = 2 (Medium) 19. Seabed Area (Point)     1. Nature of surface = 4 (sand)     2. Qualifying terms = 3 (Coarse) 20. Seabed Area (Point)     1. Nature of surface = 14 (coral)     2. Qualifying Terms = 4 (Broken) 21. Seabed Area (Point)     1. Nature of surface = 17 (shells)     2. Qualifying Terms = 4 (Broken) 22. Seabed Area (Point)     1. Nature of surface = 1 (mud)     2. Qualifying Terms = 5 (Sticky) 23. Seabed Area (Point)     1. Nature of surface = 2 (clay)     2. Qualifying Terms = 6 (Soft) 24. Seabed Area (Point)     1. Nature of surface = 3 (silt)     2. Qualifying Terms = 7 (Stiff) 25. Seabed Area (Point)     1. Nature of surface = 5 (stone)     2. Qualifying Terms = 8 (Volcanic) 26. Seabed Area (Point)     1. Nature of surface = 5 (stone)     2. Qualifying Terms = 9 (Calcareous) 27. Seabed Area (Point)     1. Nature of Characteristics = 4 (Sand)     2. Nature of Characteristics = 9 (Rock) 28. Seabed Area (Point)     1. Qualifying terms = 10 (Hard) 29. Seabed Area (Point)     1. Nature of characteristics = 4 (Sand)     2. Qualifying terms = 1 (Fine)     3. Nature of characteristics = 1 (Mud)     4. Nature of characteristics = 17 (Shells)     5. Qualifying terms = 4 (Broken) 30. Seabed Area (Curve)     1. Nature of characteristics = 9 (Rock) 31. Seabed Area (Curve)     1. Nature of characteristics = 14 (Coral) 32. Seabed Area (Curve)     1. Nature of characteristics = 9 (Rock)     2. Water level effect = 4 (covers and uncovers) 33. Seabed Area (Curve)     1. Nature of characteristics = 14 (Coral)     2. Water level effect = 4 (covers and uncovers) 34. Seabed Area (Surface)     1. Nature of characteristics = 9 (Rock) 35. Seabed Area (Surface)     1. Nature of characteristics = 14 (Coral) 36. Seabed Area (Surface)     1. Nature of characteristics = 4 (Sand)     2. Qualifying Terms = 1 (Fine)     3. Nature of characteristics = 17 (Shells)     4. Qualifying Terms = 4 (Broken)     5. Water level effect = 4 (covers and uncovers) 37. Seabed Area (Surface)     1. Nature of characteristics = 9 (Rock)     2. Water level effect = 4 (covers and uncovers) 38. Seabed Area (Surface)     1. Nature of characteristics = 14 (Coral)     2. Water level effect = 4 (covers and uncovers) | |
| **Screen Capture** | |  | | |

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| **Scenario** | 12.2 | | |  |
| **Description** | | Weed/Kelp | | |
| **Location** | | | **Description** | |
| 32°24'26.1"S 62°08'33.7"E | | | 1. Weed/Kelp (Point)    1. Display name = “Kelp”    2. Category of weed/kelp = 1 (Kelp) 2. Weed/Kelp (Point)    1. Display name = “Seaweed”    2. Category of weed/kelp = 2 (Seaweed) 3. Weed/Kelp (Point)    1. Display name = “Sargasso”    2. Category of weed/kelp = 4 (Sargasso) 4. Weed/Kelp (Surface)    1. Display name = “Sargasso”    2. Category of weed/kelp = 4 (Sargasso) 5. Weed/Kelp (Surface)    1. Display name = “Sargasso”    2. Category of weed/kelp = 4 (Sargasso) 6. Weed/Kelp (Surface)    1. Display name = “Sargasso”    2. Category of weed/kelp = 4 (Sargasso) | |
| **Screen Capture** | |  | | |

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| **Scenario** | 12.3 | | |  |
| **Description** | | Seagrass | | |
| **Location** | | | **Description** | |
| 32°25'51.8"S 62°04'29.5"E | | | 1. Seagrass (Point)    1. Display name = “Seagrass” 2. Seagrass (Surface)    1. Display name = “Seagrass” | |
| **Screen Capture** | |  | | |

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| **Scenario** | 12.4 | | |  |
| **Description** | | Sandwaves | | |
| **Location** | | | **Description** | |
| 32°25'23.0"S 62°07'29.1"E | | | 1. Sandwave (point)    1. Vertical length = 3.0 2. Sandwave (curve)    1. Vertical length = 3.0 3. Sandwave (area)    1. Vertical length = 3.0 4. Sandwave (point) 5. Sandwave (curve) 6. Sandwave (Surface) | |
| **Screen Capture** | |  | | |

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| **Scenario** | 12.5 | | |  |
| **Description** | | Springs in the Seabed | | |
| **Location** | | | **Description** | |
| 32°27'03.1"S 62°04'54.7"E | | | 1. Spring (point)    1. Display name = “Spring in Seabed” | |
| **Screen Capture** | |  | | |