Habitat	Subhabitat	Code
Rock and boulder (monolithic)		R1
Rock and boulder (scattered)		R2
Modified rock and boulder		R3
	Quarry	R3a
	Deposit	R3b
Bare ground		R4
Dense scrubland		S1
Scattered scrubland		S2
Scrubland with scattered trees		S3
Scrubland with scattered rocks		S4
Wild deciduous jungle		W1
	Dense	W1a
	Scattered	W1b
Wild Evergreen jungle		W2
	Dense	W2a
	Scattered	W2b
Seminatural Deciduous jungle		W3
	Dense	W3a
	Scattered	W3b
Seminatural Evergreen jungle		W4
	Dense	W4a
	Scattered	W4b
Paddy field		F1
	Active	F1a
	Inactive	F1b
Non-paddy cereal field		F2
	Active	F2a
	Inactive	F2b
Non-cereal field		F3
	Active	F3a
	Inactive	F3b
Orchard		F4
	Active	F4a
	Inactive	F4b
Built-up area		J1
	Rural	J1a
	Semi/sub-urban	J1b
	Urban	J1c
Natural paths and trails		P1
	Narrow path	P1a
	Wide path	P1b
	Wild animal trail	P1c
	Stock trail	P1d
Artificial paths and trails		P2
	Narrow path	P1a
	Wide path	P1b

	Stock trail	P1c
Roads		P3
	Mud road	P3a
	Cement road	P3b
	Single-lane tarmac	P3c
	Double-lane tarmac (no divider)	P3d.i
	Double-lane tarmac (short divider)	P3d.ii
	Double-lane tarmac (tall divider)	P3d.iii
	Multiple-lane tarmac	P3e
Walls		L1
	Tall stockproof wall	L1a
	Tall non-stockproof wall	L1b
	Short stockproof wall	L1c
	Short non-stockproof wall	L1d
	Tall broken wall	L1e
	Short broken wall	L1f
Fences		L2
	Tall intact fence (with barbed wire)	L2a.i
	Tall intact fence (without barbed wire)	L2a.ii
	Short intact fence (with barbed wire)	L2b.i
	Short intact fence (without barbed wire)	L2b.ii
	Tall broken fence (with barbed wire)	L2c.i
	Tall broken fence (without barbed wire)	L2c.ii
	Short broken fence (with barbed wire)	L2d.i
	Short broken fence (without barbed wire)	L2d.ii
Hedges		H1
	Species rich defunct	H1a.i
	Species rich intact	H1a.ii
	Species poor defunct	H1b.i
	Species poor intact	H1b.ii
Ditches		D1
	Deep ditch	D1a
	Shallow ditch	D1b
Bunds		B1
	Short	B1a
	Medium	B1b
	Tall	B1c
Flowing water		A1
Standing water		A2
	Eutrophic	A2a
	Mesotrophic	A2b
	Oligotrophic	A2c