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| GeoBC Atlas - Logical Data Model  GeoBC Atlas  Integrated Transportation Network  (GBA-ITN)  2017-02-17 5:47:23 PM  Paul Austin |

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# Diagrams

## Integration Session



## Structured Name



## Boundary



## Transportation



## Site



# Entities

## Access Restriction Code

The ACCESS RESTRICTION CODE is a code that indicates if there are restrictions that prevent vehicles from accessing a road. For example; N=No restriction, R=Restricted, A=Specified Restriction A, B=Specified Restriction B.

| **Code** | **Description** |
| --- | --- |
| A | Specified Restriction A |
| B | Specified Restriction B |
| N | No Restriction |
| R | Restricted |

## Application Lock

The APPLICATION LOCK table is used by the application to lock functionality of the application to a single user for the duration of a transaction.

| **Name** | **Type** | **Required** | **Description** |
| --- | --- | --- | --- |
| Application Lock Id  «Business Key» | String | [1] | The APPLICATION LOCK ID is the unique identifier of the application functionality to be locked (e.g. GBA\_ITN\_COMMIT). |
| Description | String | [1] | The DESCRIPTION is a description of the application functionality to be locked (e.g. Prevent more than one user committing GBA ITN changes at the same time). |

## Community Poly

The spatial layer COMMUNITY POLY is a multi-part polygon feature that represents the boundaries of the communities within localities (e.g. Langford, Westlynn). These are used for an alternate name from the LOCALITY POLY for a SITE POINT.

| **Name** | **Type** | **Required** | **Description** |
| --- | --- | --- | --- |
| Community Id  «Business Key» | int | [1] | The COMMUNITY POLY ID is a unique surrogate identifier for the object COMMUNITY POLY. |
| Geometry | Geometry | [1] | The GEOMETRY is the Oracle SDO\_GEOMETRY containing the spatial multi-polygon location of the feature. |
| Name | string | [1] | The NAME is the name of a COMMUNITY POLY (e.g. Langford, Westlynn). |

## Data Capture Method Code

The DATA CAPTURE METHOD CODE is a code that indicates the method used to capture the geometry of the feature. For example; photogrammetric=Photogrammetric, differentialGPS=Differential GPS, coordinateGeometryWithControl=Coordinate Geometry With Control, orthoPhotography=Ortho Photography, monoRestitution=Mono Restitution, satelliteImagery=Satellite Imagery, tabletDigitizing=Tablet Digitizing, scanning=Scanning, sketchMap=Sketch Map, nondifferentialGPS=Non-differential GPS, rubberSheeting=Rubber Sheeting, unknown=Unknown, geodeticSurvey=Geodetic Survey, tightChainTraverse=Tight Chain Traverse, variable=Variable, cadastre=Cadastre.

| **Code** | **Description** |
| --- | --- |
| cadastre | Cadastre |
| coordinateGeometryWithControl | Coordinate Geometry With Control |
| differentialGPS | Differential GPS |
| geodeticSurvey | Geodetic Survey |
| monoRestitution | Mono Restitution |
| nondifferentialGPS | Non-differential GPS |
| orthoPhotography | Ortho Photography |
| photogrammetric | Photogrammetric |
| rubberSheeting | Rubber Sheeting |
| satelliteImagery | Satellite Imagery |
| sketchMap | Sketch Map |
| tabletDigitizing | Tablet Digitizing |
| tightChainTraverse | Tight Chain Traverse |
| unknown | Unknown |
| variable | Variable |

## Feature Status Code

The FEATURE STATUS CODE is a code that indicates the status of a spatial feature (record). For example; A=Active, P=Planned, R=Retired.

| **Code** | **Description** |
| --- | --- |
| A | Active |
| P | Proposed |
| R | Retired |

## House Num Scheme Code

The HOUSE NUM SCHEME CODE is a code that indicates how to interpret the house numbers between the start and end value for a side of the line. For example; c=Continuous (Decreasing), C=Continuous (Increasing), S=Deprecated was Single, e=Even (Decreasing), E=Even (Increasing), N=None, o=Odd (Decreasing), O=Odd (Increasing).

| **Code** | **Description** |
| --- | --- |
| c | Continuous (Decreasing) |
| C | Continuous (Increasing) |
| S | Deprecated was Single |
| e | Even (Decreasing) |
| E | Even (Increasing) |
| N | None |
| o | Odd (Decreasing) |
| O | Odd (Increasing) |

## Integration Session Poly

The INTEGRATION SESSION POLY entity is used to group the updates to all the tables and spatial layers that occurred at the same time. Updates to all tables are performed through an integration session process that ensures data quality rules are enforced, no direct updates to table data by users is allowed. Each table has a create and modify integration session id indicating the session when it was created or last modified. The integration session includes a polygon geometry indicating the spatial extent that was updated during that session.

| **Name** | **Type** | **Required** | **Description** |
| --- | --- | --- | --- |
| Area Description | String | [1] | The AREA DESCRIPTION describes the geographic area covered by the geometry in the integration session (e.g. GVRD, or Vancouver Island). |
| Geometry | Geometry | [1] | The GEOMETRY is the Oracle SDO\_GEOMETRY containing the spatial polygon location of the area that was updated during the integration session. |
| Integration Notes | String | [0..1] | The INTEGRATION NOTES are free-form notes related to the integration of the data in the session. For example, additional information related to where the data came from. |
| Integration Session Poly Id  «Business Key» | int | [1] | The INTEGRATION SESSION POLY ID is a unique surrogate identifier for the object INTEGRATION SESSION POLY. |
| Session Commit Date | date | [0..1] | The SESSION COMMIT DATE is the date when the data in the integration session was committed to the database. |
| Session Start Date | date | [1] | The SESSION START DATE is the date when the integration session was started. |
| Who Created | String | [1] | The WHO CREATED is the database username of the user who integrated the data into the database. |

## Lane Restriction Code

The LANE RESTRICTION CODE is a code that indicates if there is some kind of restriction on the lanes of the transport feature. For example; N=Narrow, R=Restricted.

| **Code** | **Description** |
| --- | --- |
| N | Narrow |
| R | Restricted |

## Locality Poly

The spatial layer LOCALITY POLY is a multi-part polygon feature that represents the boundaries of the localities (cities, municipalities) that a regional district is divided into. This is used to indicate the localities that are to the left and right of a TRANSPORT LINE.

| **Name** | **Type** | **Required** | **Description** |
| --- | --- | --- | --- |
| Geometry | Geometry | [1] | The GEOMETRY is the Oracle SDO\_GEOMETRY containing the spatial multi-polygon location of the feature. |
| Locality Id  «Business Key» | short | [1] | The LOCALITY ID is a unique surrogate identifier for the object LOCALITY POLY. |
| Name | string | [1] | The NAME is the name of the locality the polygon represents (e.g. Vancouver, Victoria). |

## Name Descriptor Code

The NAME DESCRIPTOR CODE is a code that indicates the structure or area that the STRUCTURED NAME relates to. For example; ARPT=Airport, BRDG=Bridge, DAM=Dam, TUNL=Tunnel.

| **Code** | **Description** |
| --- | --- |
| APRT | Airport |
| BRDG | Bridge |
| CRE | Creek |
| DAM | Dam |
| TUNL | Tunnel |

## Name Direction Code

The NAME DIRECTION CODE is a code that indicates directional prefix or suffix for a STRUCTURED NAME. For example; C=Central, E=East, N=North, NE=North East, NW=North West, S=South, SE=South East, SW=South West, W=West.

| **Code** | **Description** |
| --- | --- |
| C | Central |
| N | North |
| NE | North East |
| E | East |
| SE | South East |
| S | South |
| SW | South West |
| W | West |
| NW | North West |

## Name Prefix Code

The NAME PREFIX CODE is a code that indicates the descriptive prefixes for a STRUCTURED NAME, in most cases the Canada post abbreviations are used. For example; HWY=Hwy, RD=Rd.

| **Code** | **Description** |
| --- | --- |
| EXIT | Exit |
| HWY | Hwy |
| RD | Rd |
| RUE | Rue |

## Name Suffix Code

The NAME SUFFIX CODE is a code that indicates the descriptive suffixes for a STRUCTURED NAME, in most cases the Canada post abbreviations are used. For example; DR=Dr, PL=Pl, RD=Rd, ST=St

| **Code** | **Description** |
| --- | --- |
| CRES | Cres |
| RD | Rd |
| ST | St |
| WAY | Way |

## Partner Organization

The PARTNER ORGANIZATION entity contains the names of the organizations who are the partners who are custodians or data suppliers of data in the GBA. The same organization can act in multiple roles. The role is indicated as a prefix on the attribute name of the entities that reference the PARTNER ORGANIZATION entity.

| **Name** | **Type** | **Required** | **Description** |
| --- | --- | --- | --- |
| Partner Business Program | string | [1] | The SOURCE BUSINESS PROGRAM is the name of the business program within the source ORGANIZATION that the data was collected as part of (e.g. ABR, TRIM2). |
| Partner Organization Id  «Business Key» | short | [1] | The PARTNER ORGANIZATION ID is a unique surrogate identifier for the object PARTNER ORGANIZATION. |

## Regional District Poly

The spatial layer REGIONAL DISTRICT POLY is a non multi-part polygon feature that represents the legal boundaries of the regional districts that the Province is divided into. For example; GVRD=Greater Vancouver Regional District, SLRD=Squamish Lillooet Regional District.

| **Name** | **Type** | **Required** | **Description** |
| --- | --- | --- | --- |
| Country Code | string | [1] | The COUNTRY CODE is the two character ISO country code the regional district is part of. |
| Geometry | Geometry | [1] | The GEOMETRY is the Oracle SDO\_GEOMETRY containing the spatial polygon location of the feature. |
| Name | string | [1] | The NAME is the name of the jurisdiction the polygon represents (e.g. Greater Vancouver Regional District, Squamish-Lillooet Regional District). |
| Region Code | string | [1] | The REGION CODE is the two-character Canadian Province or US State code that the regional district is part of. |
| Regional District Id  «Business Key» | string | [1] | The REGIONAL DISTRICT ID is a unique surrogate identifier for the object REGIONAL DISTRICT POLY. |

## Site Location Code

The SITE LOCATION CODE is a code that indicates the conceptual location of the point geometry in relation to the site. For example; A=Access, B=Back Door, F=Front Door, P=Parcel, R=Rooftop.

| **Code** | **Description** |
| --- | --- |
| A | Access |
| B | Back Door |
| F | Front Door |
| P | Parcel |
| R | Rooftop |
| V | Virtual |

## Site Point

The spatial layer SITE POINT is a non multi-part point feature that represents the point location of a geographic site. Sites can be nested using the PARENT SITE ID.

| **Name** | **Type** | **Required** | **Description** |
| --- | --- | --- | --- |
| Address Comment | String | [0..1] | The ADDRESS COMMENT is a free form field to provide an additional comment about the addressing on the site. This should only be used if there is something odd about the addressing. |
| Capture Date | timestamp | [0..1] | The CAPTURE DATE is the date the geometry was originally captured in the field (e.g. GPS date). |
| Civic Number | int | [0..1] | The CIVIC NUMBER is the numeric street address given to a house, building or lot. |
| Civic Number Range | String | [0..1] | The Civic Number Range is used where the site represents a range of Civic Numbers. For example; 1000~1002. |
| Civic Number Suffix | String | [0..1] | The CIVIC NUMBER SUFFIX is a suffix applied to the CIVIC NUMBER. For example; A, B, or 1/2. |
| Community Id | int | [0..1] | The COMMUNITY ID is a unique surrogate identifier for the object COMMUNITY POLY. |
| Create Partner Org Id | short | [1] | The PARTNER ORGANIZATION ID is a unique surrogate identifier for the object PARTNER ORGANIZATION. |
| Custodian Partner Org Id | short | [0..1] | The PARTNER ORGANIZATION ID is a unique surrogate identifier for the object PARTNER ORGANIZATION. |
| Custodian Session Id | int | [0..1] | The CUSTODIAN SESSION ID is the identifier of the INTEGRATION\_SESSION\_POLY where the custodian last modified the site fields. |
| Data Capture Method Code | String | [1] | The DATA CAPTURE METHOD CODE is a code that indicates the method used to capture the geometry of the feature. For example photogrammetric=Photogrammetric, differentialGPS=Differential GPS, coordinateGeometryWithControl=Coordinate Geometry With Control, orthoPhotography=Ortho Photography, monoRestitution=Mono Restitution, satelliteImagery=Satellite Imagery, tabletDigitizing=Tablet Digitizing, scanning=Scanning, sketchMap=Sketch Map, nondifferentialGPS=Non-differential GPS, rubberSheeting=Rubber Sheeting, unknown=Unknown, geodeticSurvey=Geodetic Survey, tightChainTraverse=Tight Chain Traverse, variable=Variable, cadastre=Cadastre. |
| Emergency Management Site Ind | String | [1] | The EMERGENCY MANAGEMENT SITE IND is the true (Y), false (N) indicator that the site is to be included in the emergency management site export. |
| Excluded Rules | String | [0..1] | The EXCLUDED RULES is the list of rules and parameters for those rules that are excluded for this record. This allows overriding rules in specific cases. |
| Extended Data | String | [0..1] | The EXTENDED DATA is a JSON encoded object or key=value pairs for any additional data describing the site. This provides an extension mechanism for the model. |
| Feature Status Code | String | [1] | The FEATURE STATUS CODE is a unique code that indicates the status of a spatial feature (record). For example; A=Active, P=Planned, R=Retired. |
| Full Address | String | [1] | The FULL ADDRESS is the full address of this site including the UNIT DESCRIPTOR, CIVIC NUMBER, [STREET\_NAME\_ID.FULL\_NAME] and any FULL ADDRESS from the parent. It does not include the city, province and postal code. |
| Geometry | Geometry | [1] | The GEOMETRY is the spatial point location of the feature. |
| Locality Id | short | [1] | The LOCALITY ID is a unique surrogate identifier for the object LOCALITY POLY. |
| Modify Partner Org Id | short | [1] | The PARTNER ORGANIZATION ID is a unique surrogate identifier for the object PARTNER ORGANIZATION. |
| Open Data Ind | String | [1] | The OPEN DATA IND is the true (Y), false (N) indicator that the provider for the site provides the data under an open data license. |
| Parent Site Id | int | [0..1] | The PARENT\_SITE\_ID is the SITE\_ID of the parent site. For example; a unit within a strata complex would have a parent site for the whole strata complex. |
| Regional District Id | String | [1] | The REGIONAL DISTRICT ID is a unique surrogate identifier for the object REGIONALDISTRICT POLY. |
| Site Id  «Business Key» | int | [1] | The SITE ID is a unique identifier for the SITE\_POINT. This will not change unless the site is deleted and replaced with a new site. |
| Site Location Code | String | [1] | The SITE LOCATION CODE is a unique code that indicates the conceptual location of the point geometry in relation to the site. For example; A=Access, B=Back Door, F=Front Door, P=Parcel, R=Rooftop. |
| Site Name 1 | String | [0..1] | The SITE NAME 1 is the first name for the site. For example; a building name or police station name. |
| Site Name 2 | String | [0..1] | The SITE NAME 2 is the second name for the site. |
| Site Name 3 | String | [0..1] | The SITE NAME 3 is the third name for the site. |
| Site Type Code | String | [0..1] | The SITE TYPE CODE is a unique code that indicates the type of site. For example; AIR\_HLI=Air Heliport, AMB\_STN=Ambulance Station, COM\_IND=Commercial Industrial, PRL\_MNI=Park Municipal, RES\_SFH=Residential Single Family, TRL\_TRH=Trail Head. |
| Street Name Alias 1 Id | int | [0..1] | The STREET NAME ALIAS 1 ID is the identifier STRUCTURED NAME that is the first alias street name used for the addressing of this site. |
| Street Name Id | int | [0..1] | The STREET NAME ID is the identifier STRUCTURED NAME that is the primary street name used for the addressing of this site. |
| Transport Line Id | int | [0..1] | The TRANSPORT LINE ID is a unique surrogate identifier for the object TRANSPORT LINE that the UNIT DESCRIPTOR or CIVIC NUMBER is used for the house number ranges. Allowed only if USE IN ADDRESS RANGE IND=Y. |
| Unit Descriptor | String | [0..1] | The UNIT DESCRIPTOR is a single unit number of an apartment or unit in a multi-tenant site. It can also be a list of units separated by a comma (e.g. 1,2) or a range separated by a ~ (e.g. 1~10, A~F). |
| Use In Address Range Ind | String | [1] | The USE IN ADDRESS RANGE IND is the true (Y), false (N) indicator that the CIVIC NUMBER or UNIT DESCRIPTOR should be used in the house number range for a TRANSPORT LINE. |
| Use Site Name In Address Ind | String | [1] | The USE\_SITE\_NAME\_IN\_ADDRESS\_IND is the true (Y), false (N) indicator that the SITE NAME 1 is to be used in the FULL ADDRESS. For example; this could be to include a building name. |

## Site Type Code

The SITE TYPE CODE is a code that indicates the type of site. For example; AIR\_HLI=Air Heliport, AMB\_STN=Ambulance Station, COM\_IND=Commercial Industrial, PRL\_MNI=Park Municipal, RES\_SFH=Residential Single Family, TRL\_TRH=Trail Head.

| **Code** | **Description** |
| --- | --- |
| AIR\_AIR | Air Airport |
| AMB\_STN | Ambulance Station |
| CIV\_LIB | Civic Library |
| POL\_STN | Police Station |
| PRK\_FED | Park Federal |

## Structured Name

The STRUCTURED NAME entity represents a name of a feature that can be broken down into structured parts. For example; Main St has the NAME\_BODY=Main and NAME\_SUFFIX\_CODE=St. The FULL\_NAME includes all component parts (e.g. Main St) and indicates a unique entry in the table.

| **Name** | **Type** | **Required** | **Description** |
| --- | --- | --- | --- |
| Full Name | String | [1] | The FULL NAME is the full name, without punctuation, including all the component parts (e.g. W 1ST AVE). |
| Name Body | String | [0..1] | The NAME BODY is the body of the name without the punctuation. prefixes or suffixes (e.g. 1st, Main). |
| Name Descriptor Code | String | [0..1] | The NAME DESCRIPTOR CODE is a code that indicates the structure or area that the STRUCTURED NAME relates to. For example; ARPT=Airport, BRDG=Bridge, DAM=Dam, TUNL=Tunnel. |
| Name Prefix Code | String | [0..1] | The NAME PREFIX CODE is a code that indicates the descriptive prefixes for a STRUCTURED NAME, in most cases the Canada post abbreviations are used. For example; HWY=Hwy, RD=Rd. |
| Name Suffix Code | String | [0..1] | The NAME SUFFIX CODE is a code that indicates the descriptive suffixes for a STRUCTURED NAME, in most cases the Canada post abbreviations are used. For example; DR=Dr, PL=Pl, RD=Rd, ST=St. |
| Prefix Name Direction Code | String | [0..1] | The PREFIX NAME DIRECTION CODE is a code that indicates directional prefix or suffix for a STRUCTURED NAME. For example; C=Central, E=East, N=North, NE=North East, NW=North West, S=South, SE=South East, SW=South West, W=West. |
| Structured Name Id  «Business Key» | int | [1] | The STRUCTURED NAME ID is a unique surrogate identifier for the object STRUCTURED NAME. |
| Suffix Name Direction Code | String | [0..1] | The SUFFIX NAME DIRECTION CODE is a code that indicates directional prefix or suffix for a STRUCTURED NAME. For example; C=Central, E=East, N=North, NE=North East, NW=North West, S=South, SE=South East, SW=South West, W=West. |

## Traffic Impactor Code

The TRAFFIC IMPACTOR CODE is a code that indicates a sign or obstacle that interrupts the flow of traffic at the start or end of a transport feature. For example; C=Cul-de-sac, T=Traffic light, O=Overpass, R=Roundabout, S=Stop sign, U=Underpass, Y=Yield.

| **Code** | **Description** |
| --- | --- |
| G | Community Gate |
| C | Cul-de-sac |
| O | Overpass |
| M | Pedestrian Mall |
| R | Roundabout |
| S | Stop sign |
| T | Traffic light |
| U | Underpass |
| V | Vehicle Barricade |
| Y | Yield |

## Transport Line

The spatial layer TRANSPORT LINE is a non multi-part line feature that represents an integrated network of all navigable transportation features including roads, resource roads, trails and ferry routes. It does not include rail or light rail features. The TRANSPORT LINE uses the TRANSPORT LINE TYPE CODE to indicate the sub-type of transportation feature. A TRANSPORT LINE can have up to 9 STRUCTURED NAMES (e.g. Main St, Hwy 1, Exit 7).

| **Name** | **Type** | **Required** | **Description** |
| --- | --- | --- | --- |
| Access Restriction Code | String | [1] | The ACCESS RESTRICTION CODE is a unique code that indicates if there are restrictions that prevent vehicles from accessing a road. For example; N=No restriction, R=Restricted, A=Specified Restriction A, B=Specified Restriction B. |
| Capture Date | Timestamp | [0..1] | The CAPTURE DATE is the date the geometry was originally captured in the field (e.g. GPS date). If a transport line is split where a new transport line intersects the existing line, then the original CAPTURE DATE is copied to the two split features. If the result of the split caused significant change in geometry that was verified on the ground, then the CAPTURE DATE would be updated. |
| Create Partner Org Id | short | [1] | The PARTNER ORGANIZATION ID is a unique surrogate identifier for the object PARTNER ORGANIZATION. |
| Custodian Partner Org Id | short | [0..1] | The PARTNER ORGANIZATION ID is a unique surrogate identifier for the object PARTNER ORGANIZATION. |
| Data Capture Method Code | String | [1] | The DATA CAPTURE METHOD CODE is a code that indicates the method used to capture the geometry of the feature. For example photogrammetric=Photogrammetric, differentialGPS=Differential GPS, coordinateGeometryWithControl=Coordinate Geometry With Control, orthoPhotography=Ortho Photography, monoRestitution=Mono Restitution, satelliteImagery=Satellite Imagery, tabletDigitizing=Tablet Digitizing, scanning=Scanning, sketchMap=Sketch Map, nondifferentialGPS=Non-differential GPS, rubberSheeting=Rubber Sheeting, unknown=Unknown, geodeticSurvey=Geodetic Survey, tightChainTraverse=Tight Chain Traverse, variable=Variable, cadastre=Cadastre. |
| Deactivation Date | Timestamp | [0..1] | The DEACTIVATION DATE is the date the transport line was deactivated from general use by vehicles (e.g. when a logging road is physically deactivated by removing culverts and adding water bars). |
| Demographic Ind | String | [1] | The Demographic Ind is the true (Y), false (N) indicator that the TRANSPORT LINE represents a demographic road with a name and addressing. |
| Disaster Route Ind | String | [1] | The DISASTER ROUTE IND is the true (Y), false (N) indicator that the road is a designated disaster route. |
| Excluded Rules | String | [0..1] | The EXCLUDED RULES is the list of rules and parameters for those rules that are excluded for this record. This allows overriding rules in specific cases. |
| Feature Status Code | String | [1] | The FEATURE STATUS CODE is a unique code that indicates the status of a spatial feature (record). For example; A=Active, P=Planned, R=Retired. |
| From Centre Turn Time Code | String | [0..1] | The TURN TIME CODE is a unique code that indicates the days of week and times of day when turn restrictions are in place at the ends of a road. For example; MF-24=Monday to Friday Always, MF-AM=Monday to Friday AM rush hour, MF-AMPM=Monday to Friday AM rush hour, MF-DAY=Monday to Friday from AM to PM rush hour, MF-PM=Monday to Friday PM rush hour, MS-24=Monday to Saturday Always, MS-AM=Monday to Saturday AM rush hour, MS-AMPM=Monday to Saturday AM rush hour, MS-DAY=Monday to Saturday from AM to PM rush hour, MS-PM=Monday to Saturday PM rush hour, SS-24=Saturday and Sunday Always, SS-AM=Saturday and Sunday AM rush hour, SS-AMPM=Saturday and Sunday AM rush hour, SS-DAY=Saturday and Sunday from AM to PM rush hour, SS-PM=Saturday and Sunday PM rush hour. |
| From Left House Number | int | [0..1] | The FROM LEFT HOUSE NUMBER is the house number on the left at the start of the line. |
| From Left Turn Time Code | String | [0..1] | The TURN TIME CODE is a unique code that indicates the days of week and times of day when turn restrictions are in place at the ends of a road. For example; MF-24=Monday to Friday Always, MF-AM=Monday to Friday AM rush hour, MF-AMPM=Monday to Friday AM rush hour, MF-DAY=Monday to Friday from AM to PM rush hour, MF-PM=Monday to Friday PM rush hour, MS-24=Monday to Saturday Always, MS-AM=Monday to Saturday AM rush hour, MS-AMPM=Monday to Saturday AM rush hour, MS-DAY=Monday to Saturday from AM to PM rush hour, MS-PM=Monday to Saturday PM rush hour, SS-24=Saturday and Sunday Always, SS-AM=Saturday and Sunday AM rush hour, SS-AMPM=Saturday and Sunday AM rush hour, SS-DAY=Saturday and Sunday from AM to PM rush hour, SS-PM=Saturday and Sunday PM rush hour. |
| From Right House Number | int | [0..1] | The FROM RIGHT HOUSE NUMBER is the house number on the right at the start of the line. |
| From Right Turn Time Code | String | [0..1] | The TURN TIME CODE is a unique code that indicates the days of week and times of day when turn restrictions are in place at the ends of a road. For example; MF-24=Monday to Friday Always, MF-AM=Monday to Friday AM rush hour, MF-AMPM=Monday to Friday AM rush hour, MF-DAY=Monday to Friday from AM to PM rush hour, MF-PM=Monday to Friday PM rush hour, MS-24=Monday to Saturday Always, MS-AM=Monday to Saturday AM rush hour, MS-AMPM=Monday to Saturday AM rush hour, MS-DAY=Monday to Saturday from AM to PM rush hour, MS-PM=Monday to Saturday PM rush hour, SS-24=Saturday and Sunday Always, SS-AM=Saturday and Sunday AM rush hour, SS-AMPM=Saturday and Sunday AM rush hour, SS-DAY=Saturday and Sunday from AM to PM rush hour, SS-PM=Saturday and Sunday PM rush hour. |
| From Traffic Impactor Code | String | [0..1] | The TRAFFIC IMPACTOR CODE is a unique code that indicates a sign or obstacle that interrupts the flow of traffic at the start or end of a transport feature. For example; C=Cul-de-sac, T=Traffic light, O=Overpass, R=Roundabout, S=Stop sign, U=Underpass, Y=Yield. |
| From Transport Node Point Id | int | [1] | From Transport Node Point Id is the identifier of the Transport Line Node Point that is at the start of the Transport Line geometry. |
| From vehicle Max Height Metre | float | [0..1] | The FROM VEHICLE MAX HEIGHT METRE is the maximum vehicle height in metres at the start of the line. |
| From Vehicle Max Weight Kg | int | [0..1] | The FROM VEHICLE MAX WEIGHT KG is the maximum vehicle weight in kg at the start of the line. |
| From Vehicle Max Width Metre | float | [0..1] | The FROM VEHICLE MAX WIDTH METRE is the maximum vehicle width in metres at the start of the line. |
| Geometry | Geometry | [1] | The GEOMETRY is the Oracle SDO\_GEOMETRY containing the spatial linestring location of the feature. |
| Highway Exit Number | String | [0..1] | The HIGHWAY EXIT NUMBER is the highway number for the road (e.g. 24, 117A). |
| Highway Route 1 | String | [0..1] | The HIGHWAY ROUTE 1 is the first highway route number for the road (e.g. 1, 97A). Route numbers are stored in numerical order. |
| Highway Route 2 | String | [0..1] | The HIGHWAY ROUTE 2 is the second highway route number for the road (e.g. 1, 97A). Route numbers are stored in numerical order. |
| Highway Route 3 | String | [0..1] | The HIGHWAY ROUTE 3 is the third highway route number for the road (e.g. 1, 97A). Route numbers are stored in numerical order. |
| Industry Name 1 | String | [0..1] | The INDUSTRY NAME 1 is first name allocated to the road by resource companies. |
| Industry Name 2 | String | [0..1] | The INDUSTRY NAME 2 is second name allocated to the road by resource companies. |
| Industry Name 3 | String | [0..1] | The INDUSTRY NAME 3 is third name allocated to the road by resource companies. |
| Integration Notes | String | [0..1] | The INTEGRATION NODES are notes related to the integration of the data. Only required if there was something odd about the data that might affect future integrations. |
| Lane Restriction Code | String | [0..1] | The LANE RESTRICTION CODE is a unique code that indicates if there is some kind of restriction on the lanes of the transport feature. For example; N=Narrow, R=Restricted. |
| Left House Num Scheme Code | String | [1] | The HOUSE NUM SCHEME CODE is a code that indicates how to interpret the house numbers between the start and end value for a side of the line. For example; c=Continuous (Decreasing), C=Continuous (Increasing), S=Deprecated was Single, e=Even (Decreasing), E=Even (Increasing), N=None, o=Odd (Decreasing), O=Odd (Increasing). |
| Left Locality Id | short | [0..1] | The LOCALITY ID is a unique surrogate identifier for the object LOCALITY POLY. |
| Left Number of Lanes | int | [1] | The LEFT NUMBER OF LANES is the number of lanes on the left side of the road. NULL if the number of lanes on the left side of the road is not known or applicable. |
| Left Regional District Id | String | [0..1] | The REGIONAL DISTRICT ID is a unique surrogate identifier for the object REGIONAL DISTRICT POLY. |
| Ministry of Transport Id | int | [0..1] | The MINISTRY OF TRANSPORT ID is the business unique identifier allocated by MOT for one or more road segments. |
| Ministry of Transport Name | String | [0..1] | The MINISTRY OF TRANSPORT NAME is the name allocated to a road by the Ministry of TRANSPORT. |
| Modify Partner Org Id | short | [1] | The PARTNER ORGANIZATION ID is a unique surrogate identifier for the object PARTNER ORGANIZATION. |
| Resource Road File Id | String | [0..1] | Resource Road File Id is the unique identification for resource road permits. This was the Forest File ID prior to the Natural Resource Road Act. Usually the Licence, Tenure or Private Mark number. |
| Resource Road Name | String | [0..1] | Resource Road Name is the name given to a resource road by a licensee (e.g Morice River F.S.R.). |
| Resource Road Section Id | String | [0..1] | Resource Road Section Id is the identifier of a section of resource road within a permit (Resource Road File Id). |
| Right House Num Scheme Code | String | [1] | The HOUSE NUM SCHEME CODE is a code that indicates how to interpret the house numbers between the start and end value for a side of the line. For example; c=Continuous (Decreasing), C=Continuous (Increasing), S=Deprecated was Single, e=Even (Decreasing), E=Even (Increasing), N=None, o=Odd (Decreasing), O=Odd (Increasing). |
| Right Locality Id | short | [0..1] | The LOCALITY ID is a unique surrogate identifier for the object LOCALITY POLY. |
| Right Number of Lanes | int | [1] | The RIGHT NUMBER OF LANES is the number of lanes on the right side of the road. NULL if the number of lanes on the left side of the road is not known or applicable. |
| Right Regional District Id | String | [0..1] | The REGIONAL DISTRICT ID is a unique surrogate identifier for the object REGIONAL DISTRICT POLY. |
| Single House Number | int | [0..1] | The SINGLE HOUSE NUMBER is the single house number (e.g. strata address) for the whole line. |
| Speed Limit | int | [1] | The SPEED LIMIT is the maximum speed in km/h. |
| Structured Name 1 Id | int | [0..1] | The STRUCTURED NAME ID is a unique surrogate identifier for the object STRUCTURED NAME. |
| Structured Name 2 Id | int | [0..1] | The STRUCTURED NAME ID is a unique surrogate identifier for the object STRUCTURED NAME. |
| Structured Name 3 Id | int | [0..1] | The STRUCTURED NAME ID is a unique surrogate identifier for the object STRUCTURED NAME. |
| Structured Name 4 Id | int | [0..1] | The STRUCTURED NAME ID is a unique surrogate identifier for the object STRUCTURED NAME. |
| Structured Name 5 Id | int | [0..1] | The STRUCTURED NAME ID is a unique surrogate identifier for the object STRUCTURED NAME. |
| Structured Name 6 Id | int | [0..1] | The STRUCTURED NAME ID is a unique surrogate identifier for the object STRUCTURED NAME. |
| Structured Name 7 Id | int | [0..1] | The STRUCTURED NAME ID is a unique surrogate identifier for the object STRUCTURED NAME. |
| To Centre Turn Time Code | String | [0..1] | The TURN TIME CODE is a unique code that indicates the days of week and times of day when turn restrictions are in place at the ends of a road. For example; MF-24=Monday to Friday Always, MF-AM=Monday to Friday AM rush hour, MF-AMPM=Monday to Friday AM rush hour, MF-DAY=Monday to Friday from AM to PM rush hour, MF-PM=Monday to Friday PM rush hour, MS-24=Monday to Saturday Always, MS-AM=Monday to Saturday AM rush hour, MS-AMPM=Monday to Saturday AM rush hour, MS-DAY=Monday to Saturday from AM to PM rush hour, MS-PM=Monday to Saturday PM rush hour, SS-24=Saturday and Sunday Always, SS-AM=Saturday and Sunday AM rush hour, SS-AMPM=Saturday and Sunday AM rush hour, SS-DAY=Saturday and Sunday from AM to PM rush hour, SS-PM=Saturday and Sunday PM rush hour. |
| To Left House Number | int | [0..1] | The TO LEFT HOUSE NUMBER is the house number on the left at the end of the line. |
| To Left Turn Time Code | String | [0..1] | The TURN TIME CODE is a unique code that indicates the days of week and times of day when turn restrictions are in place at the ends of a road. For example; MF-24=Monday to Friday Always, MF-AM=Monday to Friday AM rush hour, MF-AMPM=Monday to Friday AM rush hour, MF-DAY=Monday to Friday from AM to PM rush hour, MF-PM=Monday to Friday PM rush hour, MS-24=Monday to Saturday Always, MS-AM=Monday to Saturday AM rush hour, MS-AMPM=Monday to Saturday AM rush hour, MS-DAY=Monday to Saturday from AM to PM rush hour, MS-PM=Monday to Saturday PM rush hour, SS-24=Saturday and Sunday Always, SS-AM=Saturday and Sunday AM rush hour, SS-AMPM=Saturday and Sunday AM rush hour, SS-DAY=Saturday and Sunday from AM to PM rush hour, SS-PM=Saturday and Sunday PM rush hour. |
| To Right House Number | int | [0..1] | The TO RIGHT HOUSE NUMBER is the house number on the right at the end of the line. |
| To Right Turn Time Code | String | [0..1] | The TURN TIME CODE is a unique code that indicates the days of week and times of day when turn restrictions are in place at the ends of a road. For example; MF-24=Monday to Friday Always, MF-AM=Monday to Friday AM rush hour, MF-AMPM=Monday to Friday AM rush hour, MF-DAY=Monday to Friday from AM to PM rush hour, MF-PM=Monday to Friday PM rush hour, MS-24=Monday to Saturday Always, MS-AM=Monday to Saturday AM rush hour, MS-AMPM=Monday to Saturday AM rush hour, MS-DAY=Monday to Saturday from AM to PM rush hour, MS-PM=Monday to Saturday PM rush hour, SS-24=Saturday and Sunday Always, SS-AM=Saturday and Sunday AM rush hour, SS-AMPM=Saturday and Sunday AM rush hour, SS-DAY=Saturday and Sunday from AM to PM rush hour, SS-PM=Saturday and Sunday PM rush hour. |
| To Traffic Impactor Code | String | [0..1] | The TRAFFIC IMPACTOR CODE is a unique code that indicates a sign or obstacle that interrupts the flow of traffic at the start or end of a transport feature. For example; C=Cul-de-sac, T=Traffic light, O=Overpass, R=Roundabout, S=Stop sign, U=Underpass, Y=Yield. |
| To Transport Node Point Id | int | [1] | To Transport Node Point Id is the identifier of the Transport Line Node Point that is at the end of the Transport Line geometry. |
| To Vehicle Max Height Metre | float | [0..1] | The TO MAX HEIGHT METRES is the maximum vehicle height in metres at the end of the line. |
| To Vehicle Max Weight Kg | int | [0..1] | The TO VEHICLE MAX WEIGHT KG is the maximum vehicle weight in kg at the end of the line. |
| To Vehicle Max Width Metre | float | [0..1] | The TO VEHICLE MAX WIDTH METRE is the maximum vehicle width in metres at the end of the line. |
| Total Number of Lanes | int | [1] | The TOTAL NUMBER OF LABES is the total number of lanes on the road. If the left and right values are set then this must be the total of those values, otherwise it is the total number of lanes on the segment or NULL if the number of lanes is not known. |
| Transport Line Divided Code | String | [1] | The TRANSPORT LINE DIVIDED CODE is a unique code that indicates if the TRANSPORT LINE feature has divided lanes. For example; U=Undivided, S=Soft, H=Hard, N=None. |
| Transport Line Id  «Business Key» | int | [1] | The TRANSPORT LINE ID is a unique surrogate identifier for the object TRANSPORT LINE. |
| Transport Line Structure Code | String | [0..1] | The TRANSPORT LINE STRUCTURE CODE is a unique code that indicates the kind of structure on a TRANSPORT LINE feature. For example; B=Bridge, C=Causeway, D=Dam, E=Elevated, O=Overpass, S=Snowshed, T=Tunnel, U=Underpass, V=Viaduct, F=Footbridge. |
| Transport Line Surface Code | String | [1] | The TRANSPORT LINE SURFACE CODE is a unique code that indicates the kind of surface is used for the TRANSPORT LINE feature. For example; L=loose, P=paved, R=rough, D=decommissioned, O=overgrown, U=unknown, S=seasonal, B=boat. |
| Transport Line Type Code | String | [1] | The TRANSPORT LINE TYPE CODE is a unique code that indicates the type for a TRANSPORT LINE feature. For example; F=Ferry, R=Road, RA=Road alleyway, RA1=Road arterial major, RA2=Road arterial minor, RC1=Road collector major, RC2=Road collector minor, RF=Road freeway, RH1=Road highway major, RH2=Road highway minor, RLN=Road lane, RLO=Road local, RRC=Road recreation, RRP=Road ramp, RRS=Road resource, RRT=Road restricted, RST=Road strata, RSV=Road service, T=Trail, TS=Trail skid. |
| Travel Direction Code | String | [1] | The TRAVEL DIRECTION CODE is a unique code that indicates the direction of traffic permitted on the transport feature. For example; O=One way (Unknown), F=One way (Same as digitization), F=One way (Reverse to digitization), B=Two way. |
| Truck Route Ind | String | [1] | The TRUCK ROUTE IND is the true (Y), false (N) indicator that the road is a designated truck route. |
| Under Construction Ind | String | [1] | The UNDER CONSTRUCTION IND is the true (Y), false (N) indicator that the road is under construction. |
| Virtual Ind | String | [1] | The VIRTUAL IND is the true (Y), false (N) indicator that the TRANSPORT LINE represents a real feature (N) or not (Y). Virtual features are used when addressing needs to be applied to buildings that aren't on an actual road such as a shoreline. |

## Transport Line Divided Code

The TRANSPORT LINE DIVIDED CODE is a code that indicates if the TRANSPORT LINE feature has divided lanes. For example; S=Soft, H=Hard, N=None.

| **Code** | **Description** |
| --- | --- |
| N | None |
| S | Soft |
| H | Hard |

## Transport Line Node Point

The spatial layer TRANSPORT LINE NODE POINT is a non multi-part point feature that represents the point location of each intersection or dead end of TRANSPORT LINE features. There is a spatial topology relationship between the ends of the TRANSPORT\_LINE features and the TRANSPORT LINE NODE POINT.

| **Name** | **Type** | **Required** | **Description** |
| --- | --- | --- | --- |
| Geometry | Point | [1] | The GEOMETRY is the Oracle SDO\_GEOMETRY containing the spatial point location of the feature. |
| Intersection Required Ind | String | [1] | The INTERSECTION\_REQUIRED IND is the true (Y), false (N) indicator that the node is for a required intersection between two road segments. This will prevent the pseudo node removal from merging the two lines at this node. |
| Transport Line Node Point Id  «Business Key» | int | [1] | The TRANSPORT LINE NODE POINT ID is a unique surrogate identifier for the object TRANSPORT LINE NODE POINT. |

## Transport Line Structure Code

The TRANSPORT LINE STRUCTURE CODE is a code that indicates the kind of structure along the whole length of a TRANSPORT LINE feature. For example; B=Bridge, C=Causeway, D=Dam, E=Elevated, O=Overpass, S=Snowshed, T=Tunnel, U=Underpass, V=Viaduct, F=Footbridge.

| **Code** | **Description** |
| --- | --- |
| B | Bridge |
| C | Causeway |
| D | Dam |
| E | Elevated |
| F | Footbridge |
| R | Overhead |
| O | Overpass |
| P | Pedestrian |
| S | Snowshed |
| T | Tunnel |
| U | Underpass |
| V | Viaduct |

## Transport Line Surface Code

The TRANSPORT LINE SURFACE CODE is a code that indicates the kind of surface is used for the TRANSPORT LINE feature. For example; L=loose, P=paved, R=rough, D=decommissioned, O=overgrown, U=unknown, S=seasonal, B=boat.

| **Code** | **Description** |
| --- | --- |
| B | boat |
| D | decommissioned |
| L | loose |
| O | overgrown |
| P | paved |
| R | rough |
| S | seasonal |
| U | unknown |

## Transport Line Type Code

The TRANSPORT LINE TYPE CODE is a code that indicates the type for a TRANSPORT LINE feature. For example; F=Ferry, R=Road, RA=Road alleyway, RA1=Road arterial major, RA2=Road arterial minor, RC1=Road collector major, RC2=Road collector minor, RF=Road freeway, RH1=Road highway major, RH2=Road highway minor, RLN=Road lane, RLO=Road local, RRC=Road recreation, RRP=Road ramp, RRS=Road resource, RRT=Road restricted, RST=Road strata, RSV=Road service, T=Trail, TS=Trail skid.

| **Name** | **Type** | **Required** | **Description** |
| --- | --- | --- | --- |
| Demographic Ind  «column» | String | [1] | The DEMOGRAPHIC IND is the true (Y), false (N) indicator the TRANSPORT LINE TYPE CODE is for a demographic as opposed to resource road. |

| **Code** | **Description** |
| --- | --- |
| F | Ferry |
| FP | Ferry Passenger |
| FR | Ferry resource |
| RPD | Private driveway demographic |
| RA | Road alleyway |
| RA1 | Road arterial major |
| RA2 | Road arterial minor |
| RC1 | Road collector major |
| RC2 | Road collector minor |
| RDN | Road driveway non-demographic |
| RF | Road freeway |
| RH1 | Road highway major |
| RH2 | Road highway minor |
| RLN | Road lane |
| RLO | Road local |
| RPM | Road pedestrian mall |
| RRP | Road ramp |
| REC | Road recreation |
| RRC | Road recreation demographic |
| RRS | Road resource |
| RRC | Road resource demographic |
| RRN | Road resource non status |
| RRT | Road restricted |
| RSV | Road service |
| RST | Road strata |
| RU | Road unclassified |
| RWA | Road water access demographic |
| T | Trail |
| TD | Trail demographic |
| TS | Trail skid |

## Travel Direction Code

The TRAVEL DIRECTION CODE is a code that indicates the direction of traffic permitted on the transport feature. For example; O=One way (Unknown), F=One way (Same as digitization), F=One way (Reverse to digitization), B=Two way.

| **Code** | **Description** |
| --- | --- |
| B | Two Way |
| F | One way (Same as digitization) |
| R | One way (Reverse to digitization) |
| O | One way (Unknown) |

## Turn Time Code

The TURN TIME CODE is a code that indicates the days of week and times of day when turn restrictions are in place at the ends of a road. For example; MF-24=Monday to Friday Always, MF-AM=Monday to Friday AM rush hour, MF-AMPM=Monday to Friday AM rush hour, MF-DAY=Monday to Friday from AM to PM rush hour, MF-PM=Monday to Friday PM rush hour, MS-24=Monday to Saturday Always, MS-AM=Monday to Saturday AM rush hour, MS-AMPM=Monday to Saturday AM rush hour, MS-DAY=Monday to Saturday from AM to PM rush hour, MS-PM=Monday to Saturday PM rush hour, SS-24=Saturday and Sunday Always, SS-AM=Saturday and Sunday AM rush hour, SS-AMPM=Saturday and Sunday AM rush hour, SS-DAY=Saturday and Sunday from AM to PM rush hour, SS-PM=Saturday and Sunday PM rush hour.

| **Code** | **Description** |
| --- | --- |
| MF-24 | Monday to Friday Always |
| MF-AM | Monday to Friday AM rush hour |
| MF-AMPM | Monday to Friday AM and PM rush hours |
| MF-DAY | Monday to Friday from AM to PM rush hour |
| MF-PM | Monday to Friday PM rush hour |
| MS-24 | Monday to Saturday Always |
| MS-AM | Monday to Saturday AM rush hour |
| MS-AMPM | Monday to Saturday AM and PM rush hours |
| MS-DAY | Monday to Saturday from AM to PM rush hour |
| MS-PM | Monday to Saturday PM rush hour |
| SS-24 | Sunday to Saturday Always |
| SS-AM | Sunday to Saturday AM rush hour |
| SS-AMPM | Sunday to Saturday AM and PM rush hours |
| SS-DAY | Sunday to Saturday from AM to PM rush hour |
| SS-PM | Sunday to Saturday PM rush hour |