





## Boundary habitat codes

Code	Description
B	Buildings
D	Ditch or other watercourse
F	Fence line or wall
LH	Low hedge (< 2m high) without berries
LHB	Low hedge (< 2m high) with berries

Code	Description
TH	Tall hedge (> 2m high) or wood edge without berries
THB	Tall hedge (> 2m high) or wood edge with berries
TL	Tree line
V	No structure, just vegetation between crops
X	Other boundary type (describe separately)

## Field habitat codes

Level 1 Code	Level 1 Description	Level 2 Code	Level 2 Description	Level 3 Code	Level 3 Description
N	Crops	01	Wheat	01	Crop less than 5cm tall
		02	Barley	02	Crop between 5cm and 10cm tall
		03	Canary grass	03	Crop more than 10cm tall
		04	Unknown / other cereal	04	Straw covering field
		05	Linseed / flax	05	Polythene covering field
		06	Beans	06	Maize / millet game cover strip - (specify ma/mi)
		07	Oil seed rape	07	Kale game cover strip / animal feed
		08	Unknown / other brassicas	08	Other game cover strip
		09	Maize / sweetcorn	09	Flooded (under water) (A = 0%, B = 1-50%, C = 51-100%)
		10	Sugar beet	10	Wet (puddles / pools)
		11	Fodder roots	11	Recently grazed, animals absent
		12	Potatoes	12	Currently grazed (specify livestock)
		13	Carrots	13	Supplementary animal food present
		14	Other vegetables / flowers	14	Gamebird Hoppers/feeders (with seed)
		15	Unknown / other root crops	15	Frozen ground (A = 0%, B = 1-50%, C = 51-100%)
		16	Unknown / other crops	16	Snow cover (A = 0%, B = 1-50%, C = 51-100%)
		17	Game cover strip		

Level 1 Code	Level 1 Description	Level 2 Code	Level 2 Description	Level 3 Code	Level 3 Description
P	Stubbles	01	Wheat stubble	01	Clean stubble (no vegetation)
		02	Barley stubble	02	Weedy stubble (green vegetation)
		03	Canary grass stubble	03	Recently grazed, animals absent
		04	Unknown / other cereal stubble	04	Undersown stubble
		05	Linseed / flax stubble	05	Currently grazed (specify livestock)
		06	Bean / pea stubble	06	Chopped straw present
		07	Oil seed rape stubble	07	Flooded (under water) (A = 0%, B = 1-50%, C = 51-100%)
		08	Maize / sweetcorn stubble	08	Wet (puddles / pools)
		09	Sugar beet stubble	09	Manure heaps in field
		10	Potato stubble	10	Manure spread on field
		11	Fodder crops	11	Supplementary animal food present
		12	Unknown / other stubble	12	Gamebird Hoppers/feeders (with seed)
				13	Frozen ground (A = 0%, B = 1-50%, C = 51-100%)
				14	Snow cover (A = 0%, B = 1-50%, C = 51-100%)

Level 1 Code	Level 1 Description	Level 2 Code	Level 2 Description	Level 3 Code	Level 3 Description
M	Grassland	01	Improved	01	Ungrazed
		02	Unimproved	02	Recently grazed, animals absent
		03	Recently sown	03	Currently cattle grazing
		04	Semi-improved	04	Currently sheep grazing
		05	Unknown	05	Currently horses/ponies grazing
		06	Turf	06	Currently other livestock grazing (pigs = 16)
				07	Flooded (under water) (A = 0%, B = 1-50%, C = 51-100%)
				08	Wet (puddles/pools)
				09	Grass less than 5cm tall
				10	Grass between 5cm and 10cm tall
				11	Grass more than 10cm tall
				12	Supplementary animal food present
				13	Gamebird Hoppers/feeders (with seed)
				14	Frozen ground (A = 0%, B = 1-50%, C = 51-100%)
				15	Snow cover (A = 0%, B = 1-50%, C = 51-100%)
				16	Currently pigs grazing

Level 1 Code	Level 1 Description	Level 2 Code	Level 2 Description	Level 3 Code	Level 3 Description
Q	Other agricultural habitats	01	Pig field	01	Ploughed (bare earth in large clumps)
		02	Bare soil	02	Harrowed/Tilled (bare earth in fine clumps)
		03	Fallow/uncultivated (grassy and/or weedy)	03	Flooded (under water) (A = 0%, B = 1-50%, C = 51-100%)
		04	Farmyard	04	Wet (puddles / pools)
		05	Orchard	05	Manure heaps on field or in farmyard
		06	Poultry	06	Manure (muck/slurry) spread on field
				07	Supplementary animal food present
				08	Livestock in yard
				09	Recently grazed, (animals absent)
				10	Currently grazed (specify livestock)
				11	Gamebird Hoppers/feeders (with seed)
				12	Frozen ground (A = 0%, B = 1-50%, C = 51-100%)
				13	Snow cover (A = 0%, B = 1-50%, C = 51-100%)

Level 1 Code	Level 1 Description	Level 2 Code	Level 2 Description	Level 3 Code	Level 3 Description
J	Misc.	01	Anything not listed above		Describe below

**END OF INFORMATION**