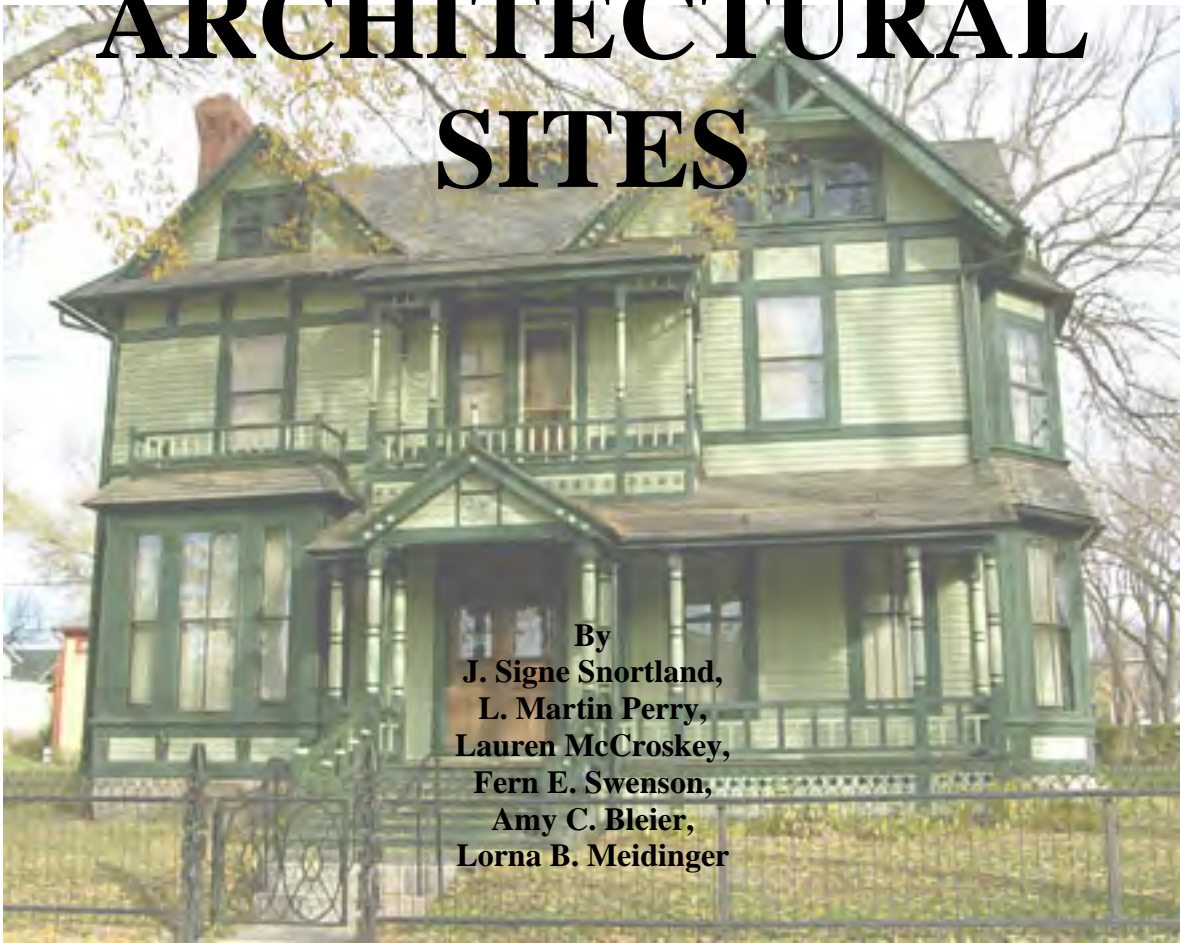


NDCRS SITE FORM TRAINING MANUAL:

ARCHITECTURAL SITES



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<https://www.history.nd.gov/hp/index.html>

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Cover photo: Former Governor's Mansion State Historic Site (32BL17), Burleigh County.
Victorian Stick Style, constructed in 1884. Location: 320 E. Ave B, Bismarck, North Dakota.

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INTRODUCTION

The Division of Archeology and Historic Preservation (AHP) of the State Historical Society of North Dakota (SHSND) has a mandate from the Federal Historic Preservation Program to increase the number of cultural resources in the state recorded at a minimum documentation level. *Minimum documentation level, as defined by the Department of Interior, is “location, style, condition, significance, or research needed to determine importance of any property”* (HCRS 1980:6). The North Dakota Cultural Resources Survey (NDCRS) site forms are designed to record cultural resources *at that level*. This manual explains how to properly complete the architectural site form. The information in the NDCRS system is used to update the comprehensive plan for management of North Dakota cultural resources.

The AHP staff encourages NDCRS system users to consult the following source for an overview of the North Dakota State Historic Preservation Office and its articulation to the NDCRS:

Swenson, Fern E., Paul R. Picha, and Amy C. Bleier
2016 A Retrospective from the North Dakota State Historic Preservation Office. In *The National Historic Preservation Act: Past, Present, and Future*, edited by Kimball M. Banks and Ann M. Scott., pp 65-84. Routledge, New York.

NDCRS AND GIS

The AHP began incorporating site location information from the NDCRS files and the AHP Survey Manuscript Collection into a comprehensive geographic information system (GIS) format in 2002. Previously and newly recorded prehistoric archeological, historical archeological and architectural sites, site leads, isolated finds, and Class III cultural resource survey reports were digitized. Staff digitized over 54,000 NDCRS files, and over 10,500 cultural resource inventories comprising the Manuscript Collection during this project. In 2008, all of the previously recorded NDCRS forms and manuscripts had been digitized. Newly submitted NDCRS forms and cultural resource surveys are added upon review by the AHP.

That project was undertaken through a cooperative agreement between the Bureau of Land Management (BLM) and the SHSND. The datasets represented in GIS allow planners, cultural resource professionals and others to make informed decisions regarding North Dakota’s cultural resources.

In 2009, the AHP introduced a web viewer application that allows researchers to view and interact with the spatial data on computers in the AHP office. Users of the application are not permitted to modify the spatial/attribute data. Researchers seeking cultural resource spatial data should contact AHP staff regarding appropriate protocols for data requests.

All the NDCRS files and cultural resource reports are available for download in PDF format at the AHP office.

CULTURAL HERITAGE FORM

The [Cultural Heritage Form](#) was published online by the AHP in 2013. The form was created as a response to the call for a form to record non-archeological sites. The Cultural Heritage Form may be used to document and initially record traditional cultural properties, sacred sites, and/or sites of cultural and religious significance to anyone. This form is not a formal determination of significance by Federal, Tribal, and/or State officials.

The Cultural Heritage Form is not required by the [North Dakota State Historic Preservation Office](#) or the SHSND. *The Cultural Heritage Form is not a substitute for the NDCRS archeological, architectural, and historical archeological site forms.* Locations identified and recorded on the Cultural Heritage Forms are assigned identification numbers by AHP staff.

HOW TO COMPLETE A NDCRS SITE FORM

The NDCRS system consists of three manuals and three site forms, delineated as: (1) archeological, (2) architectural, and (3) historical archeological. This document is the architectural manual; it guides a user through step-by-step completion of the architectural site form.

Which site form to use? If a standing structure is present, use the architectural form. If a structure is no longer standing but archeological evidence is present, such as a foundation or scatter of historic artifacts, use the historical archeological form. If the site is prehistoric, use the archeological form.

In a situation where a site has more than one component, use a combination of forms to record all the components. For example, if a historic house stands beside a stone circle and is surrounded by a scatter of historic materials, follow these steps: complete (1) the architectural form; (2) Page 1 of an archeological form and Page 1 of a historical archeological form; (3) complete the respective archeological and historical archeological Description sections; (4) complete the Attachments Section; and (5) use the same Field Code on all forms to link them together.

When a site has multiple components, number all architectural features in consecutive order beginning with “1” prior to assigning numbers to the archeological and/or historical archeological features.

If completing an update for a site form, **do not re-number the previously recorded features.**

Page 1 of the archeological site form is arranged for entry into a digital database.

For purposes of site form discussion and data entry, the term “field” refers to a single element or piece of information. Each field is identified by a unique name. Examples of fields are Site Name, Feature Type, and Additional Information.

Several resources are listed in the *Cited and Selected References* section of this document. These resources are useful for discussion and depiction of cultural resources.

Defined Non-Sites and Property Types Requiring No Formal Documentation

The following defined non-sites and property types do not require formal documentation on NDCRS site forms. If they are encountered discuss them in the project report. Consult the lead agency cultural resource specialist for project-specific requirements.

Professional judgment and common sense should be used during site recording.

- 1) Utility lines (i.e., power poles/lines, towers, telephone lines, fiber optic cable, etc.). However, historic utility facilities such as the WAPA transmission facilities (including the power lines) *must* be recorded.
- 2) Pipelines (i.e., water, gas and oil)
- 3) Elevation, bench, and section markers. However, the state line quartzite markers *must* be recorded.
- 4) Car banks (i.e., the use of abandoned cars, farm machinery, appliances, etc. to stabilize riverbanks, stream banks, or drainages)
- 5) Isolated rip-rap (i.e., the use of cobbles, rock, or wood to stabilize riverbanks, stream banks, or drainages). However, WPA or CCC constructions *must* be recorded.
- 6) Isolated abandoned motorized vehicles and appliances
- 7) Farm or ranch fences and enclosures (i.e., barbed wire, chain link, buck-and-pole, or other types of pasture fence). However, corrals, roundup or load-out facilities *must* be recorded.
- 8) Unnamed two-track roads (i.e., ranch roads, seismic roads, etc.)
- 9) Recent trash (i.e., highway trash, etc.)
- 10) Producing oil/gas wells and dry hole markers
- 11) Corrugated metal culverts
- 12) Modern prospect pits associated with mineral exploration or mining with no associated features, cribbing, and/or less than 50 associated artifacts. Mention only in the report but do not submit a site form.
- 13) Modern field clearing rock piles consisting of large rocks and boulders. However, stone johnnys/rock cairns or towers without mortar such as butte markers, water markers, sheepherder's monuments, other monuments, etc. *must* be recorded.
- 14) Isolated, run-down/nonfunctional machinery
- 15) Active gravel/borrow pits
- 16) **Railroad segments** such as altered grades and tracks unassociated with other railroad features do not have to be recorded. However, *record* sidings and tracks possibly associated with major and monumental historic developments such as the railroad siding for the Garrison Dam, or any sidings and tracks associated with military Cold War development.

Of the list above, although not requiring formal documentation (NDCRS site forms/Feature #), pipelines; elevation, bench, and section markers; prospect pits associated with mineral

exploration or mining that exist in a recorded site their presence should be noted in the setting section of the NDCRS form.

Please also see: <https://www.history.nd.gov/hp/historiccontexts.html> for additional information about select topics such as *Farms in North Dakota Part 1 and Part 2*; *Federal Relief Construction in North Dakota, 1931-1943*; and *Railroads in North Dakota, 1872-1956*.

Specific classes of **linear resources** are an example of a resource category that the AHP receives frequently asked questions (FAQ) or inquiries about. **The AHP staff strongly encourages NDCRS system users to acquaint themselves with appropriate accompanying [Historic Context documents](#) that have been prepared and are available online, and address and answer many FAQ like railroads.**

General Rules for Completion of NDCRS Site Forms

1. Site forms are available for download from the AHP website (<https://www.history.nd.gov/hp/hpforms.html>). One paper copy of the NDCRS site form must be mailed to the AHP with a cover letter. Additionally, a PDF version of the site form and the corresponding GIS shapefiles must be uploaded to the AHP-run FTP site. **Emailed site forms are *not* accepted.**
2. Consult the appropriate NDCRS manual(s) or contact the AHP with questions or concerns.
3. A blank field means “absent” or “unknown.” If needed, explain in the Descriptive Section why the information was not collected.
4. If “Miscellaneous” and/or “Other” is coded in a field, describe what it represents in the Additional Information field and in the descriptive section.
5. If legal descriptions or any other piece of information exceed the space provided on Page 1, attach a Continuation Page with: a) only those fields requiring additional space and b) the Field Code and/or SITS number.
6. Re-check all forms before submitting them to the AHP. Confirm the legal descriptions are accurate.
7. **Mail the completed form(s) with a cover letter to:**

**Archaeology and Historic Preservation
State Historical Society of North Dakota
612 East Boulevard Avenue
Bismarck, North Dakota 58505**

8. Allow up to 15 working days for processing by the AHP.

PDF Site Forms

The NDCRS site forms are available as fillable PDFs at <https://www.history.nd.gov/hp/hpforms.html>. The digital site forms have been created in Adobe Acrobat Pro. All forms should be usable with Adobe (program download/upgrade available online). The site forms utilize dropdown menus, check boxes, and text boxes.

Steps to Digitally Complete a Site Form

1. Download the PDF of the site form.
2. Open the PDF using Adobe (available online).
3. Use the Save A Copy command to name the document and save.
4. Complete the form. If it is difficult to discern where the fields are located, click the “Highlight Fields” tab.
5. Print the form and submit to AHP with a cover letter. **Emailed versions of site forms are not accepted.**
6. Upload a PDF version of the site form to the AHP-run FTP site.
7. Upload the corresponding GIS shapefiles to the AHP-run FTP site.

How to Change Information (**UPDATE**)

The statuses of sites are dynamic, and recording may errors occur. The procedure for changing data is similar to that of initially recording a site. To change information, complete a Page 1 and indicate “Update” at the top of the page, enter the SITS#, legal description, and data for the project. At a minimum, a Page 2 with the current condition should be completed for each feature. Changes for features should be noted in the appropriate fields and the descriptive sections. Leave all fields blank that remain *unchanged*. **Do not re-number previously recorded features. Photographs must be provided to verify the current condition and any changes to the features.** Page 1 of the site form has a dropdown icon at the top, right corner of the page. Select UPDATE in that field. Mail the updated site form(s) to the address above; **emailed versions are not accepted.** Upload a PDF version of the updated site form and the corresponding GIS shapefiles to the AHP-run FTP site. Submit updated information for every site revisited.

If there is “no change” to the cultural resource, the best practice is to state this in the Additional Information field and enter the Fieldwork Date. Include photographs of the feature(s).

Site Leads

In the NDCRS database site leads and isolated finds are differentiated from SITS numbers. The numbers assigned to site leads and isolated finds include an ‘X,’ for example 32BLX9999.

Architectural site leads are intended for sites that are outside the project area and not fully recorded or when access is denied so the form cannot be fully completed. **Site leads should include as much information as possible; at least one overview photograph and feature photographs if available.**

NDCRS ARCHITECTURAL SITE FORM

Investigators use the architectural site form to record standing features and, in conjunction with archeological and/or historical archeological forms, to record multi-component sites. For a complex site containing multiple components, complete the appropriate form, or form section(s), for each component. Consult the historical archeological and archeological manuals for instructions pertaining to those components. The following instructions pertain to architectural sites.

Completion of the form's various sections is necessary to document sites adequately and to enable federal agencies to comply with requirements of Section 106 of the National Historical Preservation Act of 1966, as amended. Beyond fulfillment of federal agency responsibilities, the inventory of recorded cultural resources serves as a powerful tool for the study of North Dakota history.

Information recorded on Pages 1 and 2 must be completed for reconnaissance and intensive level surveys. Narrative data related to an individual feature is entered on Page 3. Page 4 is reserved for description of the entire site. Sketches and USGS 7.5' quadrangle maps of the site, along with photographs, are appended in the Attachments Section.

Bridges

A supplemental page (2A) was created in the 2009 version of the NDCRS Architectural Manual (see below). **Page 2A is used to record bridges only** and does not replace Page 2. The purposes of Page 2A are to 1) reflect, in the site file, information collected and submitted by the recorder to the North Dakota Department of Transportation (NDDOT) and 2) provide a tip sheet to those recording bridges. *The recorder is urged to use the [InfoBridge](#) website or contact the NDDOT Cultural Resources Section to obtain a copy of the Structure and Inventory Appraisal (SI&A) Sheet.* The SI&A Sheet provides pertinent information, and often a scale drawing, of a given bridge.

Accuracy and Order

For the sake of consistency and utility of information gathered, **the form's order, content, and format must be preserved.** Information must not be re-ordered, reorganized, or omitted. **Do not reduce the size of the section or change the page order.** For sites with multiple features, the Page 2s and Page 3s should be together and ordered by feature number. For instance, Feature 1, Page 3 is followed immediately by Feature 2, Page 2. **Do not substitute sections of the architectural site form with sections from the archeological or historical archeological site forms.**

NDCRS ARCHITECTURAL SITE FORM

SITE IDENTIFICATION

The Site Identification Section gathers information concerning site location and identification. Accuracy of this data is extremely important because the information is used to conduct site file searches. An error may result in the loss of a site and inhibits retrieval of information.

SITS#

The Smithsonian Trinomial System Number (SITS) is composed of three parts: state code, county code, and site number.

State—Number “32,” designated for the state of North Dakota, is set as a default on the site forms. If the site you are recording is located in a different state please consult that state for the appropriate form(s).

County—Enter the two-letter code for the county. Below is a list of the North Dakota county codes.

County	Code
Adams	AD
Barnes	BA
Benson	BE
Billings	BI
Bottineau	BU
Bowman	BO
Burke	BK
Burleigh	BL
Cass	CS
Cavalier	CV
Dickey	DI
Divide	DV
Dunn	DU
Eddy	ED
Emmons	EM
Foster	FO
Golden Valley	GV
Grand Forks	GF
Grant	GT
Griggs	GG
Hettinger	HT
Kidder	KD
La Moure	LM
Logan	LO
McHenry	MH
McIntosh	MT
McKenzie	MZ

County	Code
McLean	ML
Mercer	ME
Morton	MO
Mountrail	MN
Nelson	NE
Oliver	OL
Pembina	PB
Pierce	PI
Ramsey	RY
Ransom	RM
Renville	RV
Richland	RI
Rolette	RO
Sargent	SA
Sheridan	SH
Sioux*	SI
Slope	SL
Stark	SK
Steele	ST
Stutsman	SN
Towner	TO
Traill	TR
Walsh	WA
Ward	WD
Wells	WE
Williams	WI

*The Standing Rock Sioux Tribe assumed State Historic Preservation Officer functions for all of Sioux County effective on August 14, 1996 (National Park Service letter dated September 11, 1996 to James E. Sperry of the SHSND). The functions assumed by the tribe in Sioux County include:

- Conduct a survey and maintain an inventory of historic properties
- Review Federal undertakings pursuant to Section 106
- Carry out comprehensive historic preservation planning
- Conduct educational activities
- Advise and assist Federal and State agencies and local governments

Any projects in Sioux County should be directed to:

Tribal Historic Preservation Officer
Standing Rock Sioux Tribe
PO Box D
Fort Yates ND 58538

Site Number—Leave blank unless a SITS number has been assigned. SITS numbers are assigned by the AHP. **The number will be entered by AHP staff after the site form has been reviewed, and corrections made if necessary.** After review and assignment, AHP will transmit the SITS number to the investigator for his/her records.

FIELD CODE

This field must be completed. **The first few characters of the Field Code should be an acronym representing the name of the company/institution/agency.**

SITE NAME

Enter a site name. If there is more than one name, enter the one commonly used. If the site is unnamed, leave blank. **Do not include the word “Site” in the name.**

MAP QUAD

Enter the name of the USGS 7.5' topographic quadrangle on which the cultural resource is located. Enter the name as it appears on the quadrangle and abbreviate only when a word is abbreviated on the map. **Do not include the word “quadrangle” or “quad” or include “1:24,000” in the Map Quad field.**

LEGAL DESCRIPTION

The legal location of a cultural resource should be inclusive and accurate (Figure 1). It is not sufficient, for example, to record only the center point of a site, or to include the majority of the site while excluding other portions of the site. Without the correct and complete location of a resource, protection of the total resource is impossible. Because all records are based on legal

locations, as are the North Dakota Public Service Commission's avoidance and exclusion permitting maps, the AHP needs to keep this data accurate and up to date.

To manually determine the legal location of a resource, complete the following steps:

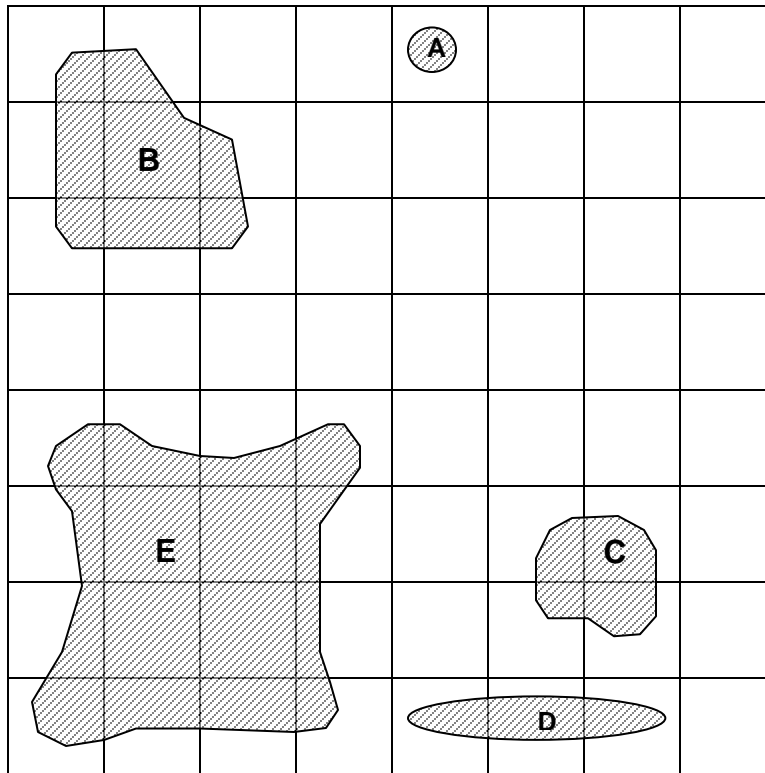
1. Depict the boundaries of the site on a USGS 7.5' topographic quadrangle.
2. Place the **southeast corner** of a "40 acre land locator" or a "land area and slope indicator" exactly on the **southeast corner** of the section that contains the site. Orient the locator so that its eastern edge matches the **eastern boundary** of the section. The southeast corner is used as the datum point because all surveyors who worked on the original land survey of North Dakota began from this location in each section; as a result, this is the most accurate point in each section.
3. Observe the boundaries of the site through the indicator; write the description of each township, range, and all quarter-sections ($\frac{1}{4}\frac{1}{4}\frac{1}{4}$) that contain portions of the site (Figure 1).
4. Condense the legal description without losing accuracy. **Use $\frac{1}{2}$ descriptors if applicable.** For instance, if a site covers all of the $\frac{1}{4}\frac{1}{4}\frac{1}{4}$'s in the NE $\frac{1}{4}$, the legal location would be the NE $\frac{1}{4}$ of Section__, T__N., R__W. If a site lies in the NE $\frac{1}{4}$ NE $\frac{1}{4}$ NE $\frac{1}{4}$ and the SE $\frac{1}{4}$ NE $\frac{1}{4}$ NE $\frac{1}{4}$, it would be just as accurate and more concise to write E $\frac{1}{2}$ NE $\frac{1}{4}$ NE $\frac{1}{4}$. Do not use "center of" or code as "C" or "9." The center of a section has no definite boundaries and could include 1 to 160 acres.

As with any process, there are exceptions to the rule. In North Dakota there are sections that are not 640 acres. This is not a problem when a section is smaller than 640 acres as long as the land locator is positioned correctly on the **southeast corner** of the section. However, when the section is larger or irregular in shape and the site is situated outside the boundaries of the locator, the system breaks down. For those cases, subdivide the section into quarters, and then subdivide the quarters into quarters, etc.

LTL

Due to surveyor errors made during the original platting of North Dakota, certain areas within the Sisseton-Wahpeton Dakota Nation (portions of Richland and Sargent counties) have township numbers that are duplicated outside the reservation. Therefore, in order to distinguish between duplicate township numbers, the area *within* the boundaries of the reservation is called Lake Traverse Land (LTL). Click the dropdown menu and select the appropriate code.

- Blank = Site is *not* within the LTL boundaries
- 1 = Site is within the LTL boundaries



Section 30, T. 100 N., R. 100 W.

Legal Descriptions:

Site A

NW¹/₄ NW¹/₄ NE¹/₄
Section 30, T. 100 N., R. 100 W.

Site B

NW¹/₄ NW¹/₄ &
N¹/₂ SW¹/₄ NW¹/₄ &
SW¹/₄ NE¹/₄ NW¹/₄ &
NW¹/₄ SE¹/₄ NW¹/₄
Section 30, T. 100 N., R. 100 W.

Site C

SE¹/₄ NW¹/₄ SE¹/₄ &
SW¹/₄ NE¹/₄ SE¹/₄ &
NW¹/₄ SE¹/₄ SE¹/₄ &
NE¹/₄ SW¹/₄ SE¹/₄
Section 30, T. 100 N., R. 100 W.

Site D

S¹/₂ SW¹/₄ SE¹/₄ &
SW¹/₄ SE¹/₄ SE¹/₄
Section 30, T. 100 N., R. 100 W.

Site E

SW¹/₄ Section 30, T. 100 N., R. 100 W.

Figure 1. Examples of correct legal descriptions for five imaginary sites.

TOWNSHIP, RANGE, SECTION

Enter the numbers for township (T.), range (R.), and section (Sec.) that describe the legal location of the site. Do not enter N or W, as these are pre-printed on the form.

SUBSECTION—QQQ/QQ/Q

Subsection designations are entered as codes because the entire legal description is entered into the NDCRS database as a 12-digit string of numbers. Click the dropdown menu and select the appropriate code.

- 1 = N¹/₂
- 2 = E¹/₂
- 3 = S¹/₂
- 4 = W¹/₂
- 5 = NE¹/₄
- 6 = SE¹/₄
- 7 = SW¹/₄
- 8 = NW

NAD, UTM, ZONE

NAD

Click the dropdown menu and choose the appropriate datum (1983 or 2022).

UTM

Enter the Universal Trans-Mercator (UTM) Northing and Easting coordinates. The site center is the preferable location for UTM's listed on the site form.

Zone

Click the dropdown menu and choose the correct Zone (13N or 14N).

CITY

If the architectural site is within city limits, enter the full name of the city. Leave blank if the site is in a rural area. Do not use abbreviations. For example, "Fort Totten" is entered, not "Ft. Totten."

STREET NUMBER AND STREET NAME

Enter the address of the site. Leave blank if the address is unknown. Do not spell out numbers; for example, use “1,” not “one.” The following abbreviations are required for the given street name; spell out any other road names.

Ave – Avenue	N – North	W – West	SE – Southeast
St – Street	S – South	NE – Northeast	SW – Southwest
Dr – Drive	E – East	NW – Northwest	

Other abbreviations apply in the case of numbered street and avenue names; use “1st” for “First,” “2nd” for “Second,” “17th” for “Seventeenth,” etc. **In a case where a building has a series of address numbers, such as “1011-1015 Second Avenue,” use only the first and lowest number, e.g. “1011 2nd Ave.”**

Buildings situated on corner lots sometimes have unclear or ambiguous addresses. Enter on Page 4, in the Access description, the names of the intersecting streets when the Street Name and/or Street Number are unknown.

URBAN LEGAL DESCRIPTION

For urban surveys, provide the legal description by noting the correct Block and Lot numbers for the property.

TOTAL # OF ARCHITECTURAL FEATURES

The term “feature” in the Architectural site form is a category that includes standing buildings, structures, or objects, as defined by the National Park Service (36 CFR 60.3). Non-standing features are recorded on the Historical Archeological and/or Archeological site form(s). For example, a farmstead with a house, barn, privy, a depression from a demolished building, and a foundation from another building would have five features. Here, three features (house, barn, privy) are recorded on an Architectural site form and the other two features (depression, foundation) on a Historical Archeological site form.

Definitions:

Building—a structure created to shelter any form of human activity, such as a house, barn, church, hotel, or similar structure. Building may refer to a historically related complex such as a courthouse and jail or a house and barn.

Structure—a work made up of interdependent and interrelated parts in a definite pattern of organization. Constructed by man, it is often an engineering project large in scale. Examples include a railroad bridge or lighthouse.

Object—a material thing of functional, aesthetic, cultural, historical or scientific value that may be, by nature or design, movable yet related to a specific setting or environment. Examples include a monument or a memorial marker.

When a site has more than one feature, a separate Page 2 and Page 3 must be completed for each feature.

Enter the total number of standing features at the site; **do not include historical archeological features in the “Total # Architectural Features” field.** If a group of identical buildings, structures, or objects appears at a site, count the group as one feature. For example, if recording a farmstead with a house, barn, chicken coop, four identical modern metal grain bins, and a granary foundation, describe four architectural features (i.e., Feature 1—house, Feature 2—barn, Feature 3—chicken coop, Feature 4—group of grain bins). Record the granary foundation, a historic feature, on the Historical Archeological site form. For this hypothetical site, the number “4” would be entered in the Total # of Features field on the Architectural form. When a site has multiple components **number all standing structures in consecutive order beginning with “1” prior to assigning numbers to features of historical archeological and/or archeological features.**

FIELDWORK DATE

Enter in order of month/day/year when the site was recorded. If the site form is updated by a revisit to the site, testing, and/or excavation the date on the updated site form should reflect this. Entry in this field is **required for all NDCRS forms** submitted to the AHP.

SURVEY TYPE

The surveyor must note whether the recording is of a Reconnaissance or Intensive level in the Site Data section, Page 1. Click to the right of the appropriate survey level and insert a checkmark.

Reconnaissance Survey—The North Dakota State Historic Preservation Office may direct/review surveys described by the Secretary of the Interior as “Reconnaissance Surveys.” These surveys provide planning information through a cursory inspection of an area upon which future surveys can be based. **The requirements for Reconnaissance surveys differ from those of Intensive surveys.** Standards for sufficient data recovery in reconnaissance surveys are available online (<https://www.history.nd.gov/hp/PDFinfo/North-Dakota-SHPO-Guidelines-Manual-for-Cultural-Resource-Inventory-Projects.pdf>). These standards are not meant to set minimum levels for data recovery required of federal agencies complying with Section 106 of the National Historic Preservation Act of 1966, as amended. Rather, these surveys provide a quick glance of the resources in a particular area and furnish observable facts about poorly understood areas.

PROJECT NAME AND PRINCIPAL INVESTIGATOR

Enter the name of the project and the Principal Investigator.

CONTRACTING FIRM OR AGENCY

Enter the name of the contracting firm or governmental agency completing the form.

ADDITIONAL INFORMATION

Use the Additional Information field to explain any “Miscellaneous” and/or “Other” categories identified in previous fields. Additional Information also may be used to enter abbreviated data about the site the investigator feels should be in the database or quickly referenced.

RECORDED BY AND DATE RECORDED

At the bottom of each page the person(s) completing the site form must provide the first and last **name of the person(s) who recorded the site and the date on which the site was recorded.** This information is necessary as part of the site history and correspondence between site investigators and the AHP. **Entries in these fields are required for all NDCRS forms submitted to the AHP and must be completed before submission for number assignment.**

SHSND USE

Information in this section will be entered by the AHP

STUDY UNIT

The AHP staff enters the code in this field. The study units were derived from the drainage basins as depicted on the (8-digit) Hydrological Unit Map of North Dakota (1974) prepared by the US Geological Survey. In 2020, the label of Ecozone was changed to Study Unit in order to correspond with the [*Historic Preservation in North Dakota, 2016-2021: A Statewide Comprehensive Plan*](#) (SHSND 2015).

COMPONENT

In 2020, the Area of Significance field was re-labeled as Component in order to reflect common terminology used by cultural resource professionals. AHP staff codes as follows:

- 1 = Archeological
- 2 = Architectural
- 3 = Historical

VERIFIED SITE

A site that has been visited and properly recorded by a professional is considered a verified site. A site that has been incompletely recorded or reported by a non-professional is an unverified site. AHP staff codes as follows:

- Blank = Site *not* verified by a professional
- 1 = Site verified by a professional

CR TYPE

The categories and definitions for this field are from the National Register of Historic Places (36 CFR 60.3). AHP staff codes as follows:

- 1 = Site: the location of a significant event, a prehistoric or historic occupation or activity, or a building or structure, whether standing, ruined, or vanished, where the location itself maintains historical or archeological value regardless of the value of any existing structure. Examples include a battlefield or mound.
- 2 = Building: a structure created to shelter any form of human activity, such as a house, barn, church, hotel, or similar structure. Building may refer to a historically related complex such as a courthouse and jail or a house and barn.

- 3 = Structure: a work made up of interdependent and interrelated parts in a definite pattern of organization. Constructed by man, it is often an engineering project large in scale. Examples include a railroad bridge or lighthouse.
- 4 = Object: a material thing of functional, aesthetic, cultural, historical or scientific value that may be, by nature or design, movable yet related to a specific setting or environment. Examples include a monument or a pictographic rock not in its original setting. Examples include a steamboat or memorial marker.
- 5 = District: a geographically definable area, urban or rural, possessing a significant concentration, linkage, or continuity of sites, buildings, structures, or objects united by past events or aesthetically by plan or physical development. A district may also comprise individual elements separated geographically but linked by association or history.

NDCRS ARCHITECTURAL SITE FORM—PAGE 2

FEATURE DATA

The information on Page 2 of the site form details elements of individual features at the site. Complete as many pages bearing the feature-specific information as there are architectural features. For example, as a group of four identical grain bins counts as a single feature, complete the Page 2 once for the entire group. **Only identical features located together can be grouped and recorded as one feature.**

ARCHITECTURAL FEATURE

Each feature at the site must have an assigned feature number. Include the Feature # in the Feature Description sections, sketch map, photograph captions, and the Site Description section.

If a site has one standing feature, enter “1.” If there are multiple features complete a Feature Data page for each numbered feature. For example, at a hypothetical site a “10” is entered in the Total # of Features field on Page 1. *The surveyor must then complete ten Feature Data and Description pages (Page 2’s and Page 3’s) bearing data for ten individual features.* Remember to record cultural material and non-standing features on archeological and/or historical archeological forms, but do not count them in the Total # of Features on the Architectural form. It is important to **record architectural features first; then, record archeological and/or historical archeological features on the respective forms and assign feature numbers that follow number(s) recorded for the Architectural feature(s).**

An example of number assignment for a hypothetical farmstead is: house – 1; barn – 2; chicken coop – 3; four metal storage bins – 4; granary foundation – 5. Here, four Architectural Feature Data pages are completed with individual feature data and a historical archeological site form is completed to record the granary foundation.

CONSTRUCTION DATE

Enter the **year** of construction if a *verifiable* date is obtained. Indicate the source of the information in the Feature Description section.

Feature/Type Site for Architectural & Historical Archeological Sites (2020)

<p><u>Agriculture</u> 3 Animal/Veterinary clinic 62 Animal shelter; Kennel 62 Barn 92 Blacksmith shop 66 Chicken coop; Poultry house 43 Corral; Enclosure; Pen 10 Dump 40 Dwelling, Single Unit 70 Experiment station 5 Farm, Dairy 1 Farm; Farmstead 55 Garage; Carriage house 78 Garden 11 Grain storage, Commercial 61 Granary 91 Greenhouse/nursery 64 Line shack 65 Mobile home 50 Privy 77 Pump house; Well house 4 Ranch 67 Root cellar; Icehouse; Smokehouse 61 Silo; Silage pit 77 Spring house 62 Stable; Livery 13 Stock dam 15 Storage building; Warehouse 16 Storage yard 69 Summer kitchen 92 Welding shop 14 Well; Pump 17 Windmill 71 Work shop</p>	<p><u>Transportation</u> 2 Accident; Disaster site 49 Airport; Airfield; Landing field 56 Boat landing, Commercial/Steam 57 Boat landing, Recreational 21 Bridge; Culvert; Trestle 59 Depot; Terminal 82 Ferry; Ford 72 Freight yard 55 Garage; Carriage house 88 Gasoline station; Convenience store; Fuel station/yard for coal, wood, etc. 96 Gas storage 59 Government office 55 Hangar 70 Loading platform 100 Parking lot 101 Parking ramp/garage 48 Railroad grade; Railroad tracks; Railroad spur; Railroad siding 56 Rest stop; Stage station 48 Road; Highway 103 Roadside sculpture; Billboard/sign 73 Roundhouse 78 Signal 62 Stable; Livery 72 Switch yard 38 Tipple 17 Tower, Radio/TV/Microwave 48 Trail 82 Tunnel 83 Turn-around (railroad)</p>
<p><u>Commerce</u> 76 Bank; Savings & Loan; Credit Union; Finance 92 Blacksmith shop 45 Business 11 Commercial grain storage 88 Convenience store 68 General store 91 Greenhouse/nursery 64 Hotel; Motel; Inn 62 Livery 100 Parking lot 101 Parking ramp/garage 71 Repair shop 47 Retail store 47 Shopping center; Mall 68 Sutler's store 68 Trading post 15 Warehouse; Storage building</p>	<p><u>Government</u> 75 Auditorium 32 Border crossing station; Customs house 30 City hall 84 Correctional facility; Jail; Juvenile hall 59 Courthouse 10 Dump; Sanitary landfill 58 Fire station 59 Government office 12 Hatchery, Fish/Bird/Animal 86 Indigent house; Orphanage 78 Monument 73 Museum; Gallery; Studio, Art/Photo/Sculpture 39 Park 32 Police station; Sheriff's office 18 Post office/Mail station 52 Recreation area, Indoor 51 Recreation area, Outdoor 10 Sewage treatment plant 7 Town; City; Colony; Settlement 73 Township hall</p>

Feature/Type Site for Architectural & Historical Archeological Sites (2020)

<p>Industry 2 Accident; Disaster site 45 Administrative 92 Blacksmith shop 56 Boat landing, Commercial/Steam 45 Business 34 Brick manufacturing plant 88 Bulk plant 34 Concrete manufacturing plant 10 Dump 31 Electric generation facility 36 Electric transformer facility 38 Electric transmission facility 34 Factory; Foundry 88 Fuel station 96 Gas storage 96 Gas transmission facility 70 Laboratory 70 Loading platform 36 Lumber yard 37 Mill/refinery, Saw/Stamp/Minerals 35 Mine; Quarry; Borrow pit 96 Oil refinery 58 Oil tank battery 96 Oil transmission facility 14 Oil/Gas well 100 Parking lot 101 Parking ramp/garage 96 Pipeline 15 Storage building; Warehouse 16 Storage yard 38 Tipple 17 Tower 98 Water treatment plant 92 Welding shop; Blacksmith shop 71 Work shop; Repair shop 88 Yard, Coal/Wood/etc.</p>	<p>Military 45 Administrative 79 Armory 42 Barracks; Dormitory; Bunk house 79 Bastion; Blockhouse 60 Battlefield 44 Campsite, Temporary 29 Cemetery 33 Clinic; Dispensary 43 Corral; Enclosure; Pen 79 Defensive works 40 Dwelling, Single Unit 41 Dwelling, Double Unit 42 Dwelling, Multiple Unit 8 Fort; Cantonment; Post; Base; Camp 55 Garage; Carriage house 59 Government office 33 Hospital; Infirmary 80 Lodge; Social 78 Memorial; Monument 79 Missile site 79 Palisade 39 Parade ground 59 Post/Base Exchange 79 Powder magazine 50 Privy 52 Recreation area, Indoor 51 Recreation area, Outdoor 51 Shooting range; Rifle range 9 School 15 Storage building; Warehouse 16 Storage yard 68 Sutler's store 17 Tower 48 Trail 71 Work shop; Repair shop</p>
<p>Food 90 Bakery 28 Bar; Tavern 24 Bottling plant 24 Brewery; Distillery 45 Business 90 Butcher shop 25 Cannery 97 Creamery 97 Dairy processing plant 94 Fairgrounds; Rodeo grounds 25 Frozen food locker 68 General store 26 Grocery store 90 Meat packing plant 27 Mill, Flour/Grist 23 Restaurant; Café; Mess hall 25 Sugar refinery</p>	<p>Religion 54 Chapel, Non-denominational; Place of worship 53 Church, Catholic 63 Church, Protestant 9 Church school 42 Convent; Monastery 40 Dwelling, Single Unit 41 Dwelling, Double Unit 42 Dwelling, Multiple Unit 30 Fellowship hall 78 Fountain; Garden 55 Garage/Carriage house 78 Gravestone; Monument; Memorial; Shrine; Vault 45 Organizational 40 Parsonage; Manse; Rectory 50 Privy 19 Seminary; Bible college 54 Synagogue</p>

Feature/Type Site for Architectural & Historical Archeological Sites (2020)

<p><u>Health</u> 45 Administrative; Business; Organizational 33 Clinic; Pharmacy; Dispensary 33 Hospital/Infirmary 70 Laboratory 86 Nursing home 33 Sanatorium; Pest house 47 Store, Retail</p>	<p><u>Education</u> 45 Administrative 75 Classroom 19 College; University 42 Dormitory; Barracks; Bunk house 80 Fraternity; Sorority 70 Laboratory 75 Lecture hall; Auditorium 20 Library 51 Playground 52 Recreation area, Indoor 51 Recreation area, Outdoor 9 School; Church school 19 Seminary; Bible college 95 Sport facility, Indoor 19 Trade/Technical/Business school</p>	
<p><u>Residential</u> 42 Dormitory; Bunk house 40 Dwelling, Single Unit 41 Dwelling, Double Unit 42 Dwelling, Multiple Unit 55 Garage; Carriage house 78 Garden 65 Mobile home 50 Privy 14 Pump/Well 77 Pump house; Well house 102 Retirement community 62 Stable; Kennel 15 Storage building 104 Trailer park 17 Windmill</p>	<p><u>Arts/Entertainment</u> 52 Arcade; Casino 75 Auditorium; Lecture hall; Classroom 32 Billiards/Pool hall 94 Fairgrounds 91 Grandstand 75 Opera house 39 Park 39 Parade Ground 51 Recreation area, Outdoor 51 Resort 51 Shooting range/Rifle range 103 Roadside sculpture; Billboard/sign 94 Rodeo grounds 73 Museum; Gallery; Studio, Art/Photo/Sculpture 74 Theater; Cinema</p>	<p><u>Recreation/Sport</u> 49 Airfield; Landing field 52 Arcade; Casino 57 Boat landing, Recreational 51 Campgrounds; Picnic grounds 94 Fairgrounds 91 Grandstand 39 Park 51 Playground 52 Recreation area, Indoor 51 Recreation area, Outdoor 51 Resort 51 Shooting range; Rifle range 94 Rodeo grounds 62 Stable 95 Sports facility, Indoor 81 Sports facility, Outdoor 48 Trail</p>
<p><u>Landscape Architecture</u> 78 Garden; Fountain; Monument 73 Museum; Gallery; Studio, Art/Photo/Sculpture 39 Park 51 Recreation area, Outdoor 51 Resort 103 Roadside sculpture; Billboard/sign</p>	<p><u>Funerary</u> 45 Business 29 Cemetery; Mortuary 54 Chapel 78 Fountain; Garden 78 Gravestone; Memorial; Monument; Shrine; Vault 50 Privy</p>	<p><u>Office</u> 45 Administrative; Business; Organizational 46 Professional 100 Parking lot 101 Parking ramp/garage 80 Social/Lodge</p>
<p><u>Engineering</u> 21 Bridge; Culvert; Trestle 22 Canal; Flume 13 Dam 78 Monument 17 Tower 82 Tunnel</p>	<p><u>Communication</u> 87 Newspaper office 18 Post office; Mail station 87 Print shop 85 Radar facility 93 Radio/TV station 89 Telephone/Telegraph facility 17 Tower, Radio/TV/Microwave</p>	<p><u>Miscellaneous</u> 2 Accident; Disaster site 10 Dump 15 Storage building; Warehouse 17 Tower 71 Work shop 99 Other – USE SPARINGLY</p>

Feature/Site Type for *Architectural & Historical Archeological Sites (2020)*

1 Farm; Farmstead
2 Accident; Disaster site
3 Animal/Veterinary clinic
4 Ranch
5 Dairy farm
7 Town; City; Colony; Settlement
8 Base; Camp; Cantonment; Fort; Post
9 School; Church school
10 Dump; Sanitary landfill; Sewage treatment plant
11 Commercial grain storage
12 Fish/Bird/Animal hatchery
13 Dam; Stock dam
14 Pump; Well; Oil/Gas well
15 Storage building; Warehouse
16 Storage yard
17 Windmill; Tower; Radio/TV/Microwave tower
18 Post office; Mail station
19 College; University; Seminary/Bible College; Trade/Technical/Business school
20 Library
21 Bridge; Culvert; Trestle
22 Canal; Flume
23 Restaurant; Café; Mess hall
24 Bottling plant; Brewery; Distillery
25 Cannery; Frozen food locker; Sugar refinery
26 Grocery store
27 Flour/Grist mill
28 Bar; Tavern
29 Cemetery; Mortuary
30 City hall; Fellowship hall
31 Electric generation facility
32 Billiards/Pool hall; Border crossing station; Customs house; Police station; Sheriff's office
33 Clinic; Pharmacy; Dispensary; Hospital; Infirmary; Sanatorium; Pest house
34 Brick manufacturing plant; Concrete manufacturing plant; Factory; Foundry
35 Mine; Quarry; Borrow pit
36 Electric transformer facility; Lumber yard

37 Saw/Stamp/Minerals mill/refinery
38 Electric transmission facility; Tipline
39 Park; Parade ground
40 Single unit dwelling; Parsonage; Manse; Rectory
41 Double unit dwelling
42 Multiple unit dwelling; Barracks; Dormitory; Bunk house; Convent; Monastery
43 Corral; Enclosure; Pen
44 Temporary campsite
45 Administrative; Business; Organizational
46 Professional
47 Shopping center; Mall; Retail store
48 Railroad grade; Railroad tracks; Railroad spur; Railroad siding; Road; Highway; Trail
49 Airport; Airfield; Landing field
50 Privy
51 Campgrounds; Picnic grounds; Playground; Outdoor recreation Area; Resort; Shooting range; Rifle range
52 Arcade; Casino; Indoor recreation area
53 Catholic Church
54 Place of worship; Synagogue; Chapel; Non-denominational chapel
55 Garage; Carriage house; Hangar
56 Commercial/Steam boat landing; Rest stop; Stage station
57 Recreational boat landing
58 Fire station; Oil tank battery
59 Courthouse; Depot; Terminal; Government office; Post/Base exchange
60 Battlefield
61 Granary; Silo; Silage pit
62 Animal shelter; Barn; Stable; Livery; Kennel
63 Protestant Church
64 Hotel; Motel; Inn; Line shack
65 Mobile home
66 Chicken coop; Poultry house
67 Root cellar; Icehouse; Smokehouse
68 General store; Sutler's store; Trading post
69 Summer kitchen
70 Experiment station; Laboratory; Loading platform
71 Work shop; Repair shop
72 Freight yard; Switch yard

73 Township hall; Museum; Gallery; Studio of Art/Photo/Sculpture; Roundhouse
74 Theater; Cinema
75 Auditorium; Lecture Hall; Classroom; Opera house
76 Bank; Credit Union; Savings & Loan; Finance
77 Pump house; Well house; Spring house
78 Fountain; Garden; Gravestone; Memorial; Monument; Shrine; Vault; Signal
79 Armory; Bastion; Blockhouse; Defensive works; Missile site; Palisade; Powder magazine
80 Fraternity/fraternal order; Sorority/sororal order; Lodge; Social
81 Outdoor sports facility
82 Ferry; Ford; Tunnel
83 Turn-around (railroad)
84 Correctional facility; Jail; Juvenile hall
85 Radar facility
86 Indigent house; Nursing home; Orphanage
87 Newspaper office; Print shop
88 Bulk plant; Fuel station; Gasoline station; Convenience store; Coal/Wood yard
89 Telephone; Telegraph facility
90 Bakery; Butcher shop; Meat packing plant
91 Grandstand; Greenhouse/nursery
92 Blacksmith shop; Welding shop
93 Radio/TV station
94 Fairgrounds; Rodeo grounds
95 Indoor sports facility
96 Gas storage; Oil refinery; Oil/Gas transmission facility; Pipeline
97 Creamery; Dairy processing plant
98 Water treatment plant
99 Other – USE SPARINGLY
100 Parking lot
101 Parking ramp/garage
102 Retirement community
103 Roadside sculpture; Billboard/sign
104 Trailer park

FEATURE DATE

Select **one** date range to estimate the construction date. **Always include a date range**, even if the exact date is known and entered. Do not use code “6” (post-1945 category). *As of 2009, the post-1945 category has been eliminated; however, it remains searchable in the NDCRS database.*

Indicate the source of the information in the Dating Method field. If filling out a digital site form click the dropdown arrow and select the appropriate date range.

- pre-1880
- 1880-1900
- 1900-1915
- 1915-1930
- 1930-1945
- 1945-1960
- 1960-1975
- 1975-1990
- 1990-2005
- 2005-2020
- 2020-2035

STRUCTURAL SYSTEM

This section addresses the structural system and the exterior finishes of a feature.

Primary Exterior Finish and Secondary Exterior Finish—Most features will fall into one of two cases: 1) the materials of the framing system differ from the feature’s external sheathing or 2) the feature is supported by, and exhibits, the same building material. In the first case, code at a minimum the Structural System and Primary Exterior Finish. In the second case, enter the code into the Structural System field only. In either case, if a Secondary Exterior Finish exists, enter the proper code into that field.

Do not consider foundations, basements, and roofs as part of either the structural composition or the external finishes. If “Other” is coded for either the Structural System or Finishes, explain what the material is in the Feature Description. Original historic finishes should be described in the Feature Description as well.

Click the dropdown arrow and select the appropriate exterior.

- **Asbestos Siding/Shingles**—asbestos cement (mineral fiber) material cut into rectangular or square units that overlap each other when installed. The material appears hard and brittle.
- **Asphalt Siding/Shingles**—a bituminous product, surfaced with mineral granules, cut in rectangular or square units which overlap each other when installed. Although this material usually is used for roofing, it may be found as wall finish. The category includes materials such as bricktex, a brick-patterned asphalt siding.

- **Brick**—masonry units composed of clay or shale, formed into a rectangular or square shape, and baked in a kiln. The bricks are then stacked, using mortar. Be careful not to confuse a sheathing of brick with structural brick.
- **Cast Stone**—made from cast concrete to resemble stone.
- **Cementitious Siding**—exterior material made from cement and other materials such as sand and cellulose fiber. It is available in a wide variety of textures.
- **Clay Tile**—hollow masonry units composed of burned clay, shale, fired clay, or a mixture; often referred to as structural clay tile. *Code terra cotta as Clay Tile*. Terra cotta refers to a high grade of weathered or aged clay, mixed with sand or pulverized fired clay, and fired at high temperatures. Available in an assortment of shapes, colors, and glazes. Terra cotta possesses a hardness and compactness unobtainable with conventional brick, and frequently is used in high quality construction for cornices and door and window details.
- **Composition Board**—includes a wide range of man-made products from plywood to particle board to masonite.
- **Concrete, Block**—concrete poured into block forms and dried. Blocks are stacked using mortar. Include concrete that has been formed to simulate stone blocks and stacked.
- **Concrete, Poured/Cast**—concrete poured into temporary forms and dried on-site or off-site. This type of concrete frequently is reinforced with steel rods or wire mesh.
- **Earth/Clay**—various applications with earth used for construction, including structural and/or exterior finishes. The category can include sod, puddled clay, rammed earth, or plaster-like finishes of earth/clay, except stucco.
- **Earthen Brick**—sun-dried bricks composed of clay, straw, and other materials.
- **EIFS (Exterior Insulated Finishing System)**—exterior insulated finishing system is a layered wall cladding system that insulates and also provides a waterproof surface. This product has finished appearances that include smooth surfaces, rough "stucco-like" textures, embedded stone chips, multi-color (granite-like mixtures), or even brick-like treatments.
- **Fiberglass**—a material consisting of extremely fine glass fibers, used in making various products, such as insulators and structural objects or parts.
- **Glass, Block**—glass pressed into block building units. Blocks may be tinted, clear, translucent, and exhibit a variety of surface textures.

- **Glass, Tinted**—opaque glass panels applied as a finish and referred to by trade names of Carrara Glass, Sani Onyx, or Vitrolite. This glass is frequently seen in 1930s Art Deco/Moderne commercial facades. The glass was available in a variety of colors with a high luster finish.
- **Log**—features with members made of tree trunks, with or without the bark. Logs may be horizontal or vertical, or used as a frame. If recording a historic log building, include a *description of the notching* (joining at the corner) method in the Feature Description. Terminology and discussion appears in Attebery (1998), Kniffen and Glassie (1966:52-57), and Noble (1984a:110-113).
- **Metal, Decorative**—metal cast into a hollow mold, stamped, or pressed into its form. Stamped iron or sheet metal is often incorrectly referred to as “tin.”
- **Metal, Frame**—a structural framework of steel. Wall panels between the steel member and the sheathing usually are of another material. Include *steel quonsets and metal grain bins* in this category.
- **Metal, Horizontal Siding**—horizontal siding usually made from aluminum or steel and found with a smooth or wood-grained texture in variety of colors.
- **Metal, Sheet**—sheet metal exterior that usually covers another material serving as a structural frame. This category does not include decorative metal, an exterior that has been stamped into a pattern. *Corrugated sheet metal* is included in this category.
- **Molded plastic**—factory shaped and produced in large pieces, a common use is for small sheds.
- **Perma Stone**—imitation brick or stone formed by filling molds with stucco, usually installed over another sheathing material.
- **Plastic, Vinyl**—plastic products with a variety of applications. For example, horizontal siding bearing a smooth or textured wood-grain finish in a wide range of colors. Other examples include recent vintage *portable privies and modern farmstead buildings* with plastic paneling or self-supporting plastic walls. (Molded plastic is code ‘34,’ see below.)
- **Pole**—a distinctive type of support system commonly used to frame barns. A characteristic feature is the absence of a wall covering the frame, such as poles in barns.
- **Slate**—a fine-grained metamorphic rock that splits into thin, smooth-surfaced layers. Slate is mostly used for roofing and flooring.
- **Stone, Cut**—stone that has been “dressed,” i.e., worked or finished into ashlar or uniform stone blocks.
- **Stone, Uncut**—native stone which has been modified minimally or not at all.

- **Stucco/Plaster**—a commercially produced exterior wall treatment applied to a backing such as wood or metal lath that produces a uniform wall appearance. Stucco is found in a variety of colors and textures and composed of Portland cement, lime, sand, and water. Do not code earth or clay wall finishes as Stucco/Plaster.
- **Tarpaper**—heavy paper impregnated with tar. Usually used as a roofing base but also may appear as a wall finish.
- **Thatch**—willow, lath, or other wooden sticks attached to a wall in a diagonal or horizontal pattern.
- **Wood Frame**—sawn wood frame covered with a sheathing material.
- **Wood, Horizontal Siding**—horizontal wood siding that overlaps when installed. Shiplap and drop siding are included in this category.
- **Wood, Shingles/Shakes**—wood cut in rectangular, square, or decorative units that overlap each other when installed.
- **Wood, Vertical Siding**—boards nailed vertically with or without battens.
- **Other**—if this category is used, describe the structural system or finish type in the Feature Description. Use this category sparingly.

ETHNICITY

Indicate the ethnic **affiliation of the person(s) who originally owned** the building, structure, or object, even if the architect/builder belongs to a different ethnic group. If the ethnic affiliation is not applicable, such as in the case of a bridge, leave blank. Click the dropdown arrow and select the appropriate ethnicity.

- | | | |
|--------------------------|--------------------------|-------------------|
| • Unknown/Not Applicable | • French | • Norwegian |
| • African American | • German/Austrian /Swiss | • Asian |
| • Native American | • German-Russian | • Polish |
| • Arabic | • Greek | • Russian |
| • British/Celtic | • Icelandic | • Scot |
| • Canadian | • Irish | • Spanish |
| • Czech/Bohemian | • Italian | • Swedish |
| • Danish | • Jewish | • Ukrainian |
| • Dutch | • Métis | • Other (specify) |
| • Finnish | | |

FEATURE TYPE

Feature Type refers to the function, use, and/or descriptive name of specific features at a site. It is applied to each standing feature. Enter an item from the list of Feature Types (see above).

Example: On a farmstead with five standing features, the barn has been arbitrarily designated Feature #2 and a “62” (designating barn) is entered into the Feature Type field.

While both the Architectural and Historical Archeological forms share the Feature Type list, the instructions differ—the Historical Archeological form uses the broadest applicable term and the **Architectural form uses the most specific applicable term.**

CONTEXT

A “context” is a theoretical framework comprised of three intersecting parameters: theme, space, and chronology. The context is the basic organizational unit of the comprehensive planning process and provides a framework into which historic properties can be categorized for subsequent analysis and comparison. This type of organization allows site data analysis by theme, site type, geographical distribution, period, or a variety of combinations thereof. For purposes of completing a NDCRS site form each of these parameters is recorded separately.

Guidelines:

Each site and site feature may be assigned to one or more contexts.

Neighboring sites (or neighboring site features) may be assignable to different contexts.

Each site and site feature is assigned to a *primary* context, defined as the context to which the site or site feature most logically is related.

Each site and site feature may have one or more *secondary* contexts (contexts other than the primary context) to which the site or site feature may be assigned.

Selection:

Because features may appear in several different contexts, selection of the appropriate context for a historic site should be the most detailed. For instance, a retail store in a town should be assigned the context of Commerce rather than Urban Settlement. If more than one detailed context applies, chose one and then relate the significance of the other in the Feature Description. An example of this would be a city hall building built during the Great Depression through one of the federal relief programs. This feature could be coded for either local government or the Great Depression.

Enter the most appropriate Context (theme) from the list. **Record all other pertinent and applicable Contexts in the Descriptive section and the Statement of Significance** (see below).

Contexts:

See AHP website for available [historic contexts](#) of North Dakota.

- **Aviation**—Relates to the beginning, development, and use of aircraft in North Dakota. Typical property types include airports, airfields, landing strips, hangars, airport facilities, and homes of important air-industry persons.
- **Bridges**—Relates to design, engineering, and/or architectural values of bridges, grade separations, trestles, etc.
- **Colonization**—Relates to the planned and organized immigration, settlement and/or re-settlement of groups to, into or within North Dakota. Groups may be religious, social, or ethnic, for example a Hutterite colony. Typical property types include towns, colonies, settlements, businesses, residences, and farms.
- **Commerce**—Relates to the establishment, growth, and operation of the sale or exchange of goods, including banking and financial support services. Typical property types include retail stores, wholesale stores, general stores, banks, savings and loan (S&L) institutions, brokerage houses, mail order houses, shipping and transportation facilities, and homes of prominent merchants and bankers.
- **Communications**—Relates to the transmission of messages and information. Typical property types include newspaper offices, telegraph, telephone, and cellular facilities, post offices and mail stations, post roads, and radio, TV, microwave, and cellular stations and towers.
- **Depression, The Great**—Relates to causes, effects of, conditions during, and/or relief and recovery from the Great Depression (1929-1940). Typical property types include abandoned farms, banks, business buildings, city parks, civic improvements, relief facilities, WPA projects, and CCC camps and projects. The [Federal Relief Construction in North Dakota, 1931-1943](#) context is available on the AHP website.
- **Education**—Relates to the organized transmission of formal knowledge, training, and skills. Typical property types include schools, colleges, universities, business schools, trade schools, campuses, campus living quarters, administration buildings, and the homes of prominent educators.
- **Energy Development**—Relates to the establishment, development, and use of mechanical, hydro, electrical, and wind power sources, their generation, distribution and use. Typical property types include water wheels, steam and/or electric generating and

transmission facilities, dams, and power stations. *Do not include coal or petroleum sites in this category.*

- **Entertainment**—Relates to activities by which people entertain, amuse themselves and/or others, and places where entertainment and/or amusement are offered, provided, or experienced. Typical property types include fairgrounds, sports facilities, circus grounds, amusement parks, theaters, opera houses, parks, playgrounds, museums, concert halls, and the homes of prominent entertainers and impresarios.
- **Exploration**—Relates to the exploration, discovery, recordation, and dissemination of information about characteristics, attributes, and values in North Dakota. Typical property types include trails, campsites, camps, forts, battlefields, storage yards, and the residences of prominent explorers.
- **Farming, Bonanza**—Relates to the establishment and operation of the Bonanza Farm phenomenon in North Dakota. Typical property types include Bonanza Farm headquarters, corrals, barns, farm buildings, outlying (satellite) farm stations, barracks, dormitories, and loading and shipping facilities. The [Bonanza Farming in North Dakota](#) and [Common Farm and Ranch Barns in North Dakota](#) contexts are available on the AHP website.
- **Farming, Dairy**—Relates to the establishment and operation of dairy farms. Typical property types include single or multiple dwellings, barns, corrals, milking houses, privies, dumps, and grain storage facilities.
- **Farming**—Relates to the establishment and operation of farms other than those specified above. Typical property types include single or multiple dwellings, barns, corrals, privies, dumps, grain storage facilities, animal shelters, indoor and outdoor storage facilities, and water sources. The [Farms in North Dakota](#), parts 1 and 2, and [Common Farm and Ranch Barns in North Dakota](#) contexts are available on the AHP website.
- **Fur Trade**—Relates to the establishment, operation, and adaptations of the fur trade industry in North Dakota, particularly (although not exclusively) from the late 18th to late 19th centuries. Typical property types include fur trading posts and forts, trails, loading and shipping facilities, trapping, trading and hunting grounds, camps and campsites, steamboat docks, stores, dwellings, and warehouses.
- **Government, National**—Relates to the establishment and operation of United States authority over, control of, and services to the area within North Dakota's current boundaries. Typical property types include federal government office buildings, federal courthouses, border stations, customs houses, and post offices but also may include mail stations, forts, trails, roads, highways, camps, campsites, and dwellings. *Exercise caution to record the property's primary context on Page 1 and appropriate secondary contexts in the Descriptive Section.*

- **Government, Territorial**—Relates to the government and administration of Dakota Territory (1861-1889). Property types are similar to those of State Government except that they must have been established, constructed, and/or used for Territorial government purposes prior to November 2, 1889.
- **Government, State**—Relates to the government and administration of North Dakota beginning November 2, 1889. Typical property types include state government offices and office buildings, trails, roads, highways, maintenance shops, storage yards and facilities, state-run institutions, dwellings on state property, and homes of prominent state political leaders.
- **Government, Local**—Relates to the government and administration of local governments including counties, cities, towns, and townships. Typical property types include courthouses, city halls, town halls, township halls, office buildings, offices, jails, police and sheriff's offices, maintenance shops, storage yards, highways, streets, alleys, bridges, water and sewage treatment facilities, and homes of prominent local political leaders.
- **Horticulture**—Relates to raising and harvesting plants on a scale smaller than commercial farming. Typical property types include gardens, garden plots, greenhouses, nurseries, and canneries.
- **Industrial Development**—Relates to all industrial pursuits not specified elsewhere. Typical property types include brick plants, concrete plants, bottling plants, meat packing plants, food processing plants, assembly plants, factories, foundries, saw mills, grist mills, and gravel, potash, and uranium mines. *Do not include coal or petroleum industry sites in this category.*
- **Irrigation and Conservation**—Relates to the conservation and planned use of land and water resources. Typical property types include *historically significant* shelterbelts (windrows), conservation-oriented farming sites, pumping stations, water pipelines, dams, reservoirs, canals, and flumes.
- **Military**—Relates to all aspects of military presence in North Dakota. Typical property types include forts, cantonments, posts, Air Force installations, armories, battlefields, trails, roads, bridges, fords, mail stations, cemeteries, camps, campsites, dumps, defensive works, corrals, barns, storage areas, and dwellings.
- **Mining, Coal**—Relates to the establishment, development, and operation of the coal mining industry in North Dakota. Typical property types include tipples, mines, mine entrances, loading and transportation facilities, storage yards, railroad spurs, office buildings, camps, and dwellings. The [*Coal Mining in the Coal-Bearing Region of North Dakota, 1870-1945, Parts 1 and 2*](#) are available on the AHP website.
- **Petroleum**—Relates to the establishment, development, and operation of the petroleum industry (oil and gas) in North Dakota. Typical property types include oil wells, gas wells, petroleum product refineries, bulk plants, tank batteries, pipelines, and pumping

stations. The North Dakota Industrial Commission maintains a website, <https://www.dmr.nd.gov/oilgas/>, which contains historic and current information about oil and gas.

- **Railroads**—Relates to the establishment and operation of the railroad industry in North Dakota. Typical property types include railroad grades, bridges and trestles, depots, freight yards, switch yards, barracks, dormitories, construction yards, selection houses, round houses, loading facilities, construction camps, trails, camps, campsites, office buildings, warehouses, dumps, and signal devices. The [*Railroads in North Dakota, 1872-1956*](#) is available on the AHP website.
 - Specific classes of **linear resources** are an example of a resource category that the AHP receives frequently asked questions (FAQ) or inquiries about. **The AHP staff strongly encourages NDCRS system users to acquaint themselves with appropriate accompanying [Historic Context documents](#) that have been prepared and are available online, and address and answer many FAQ about railroads. See [page 96](#) of this document for recommendations of eligibility.** The Management Recommendation is the recommendation of the field investigator, not necessarily that of Federal, State or Tribal officials.
- **Ranching, Open Range**—Relates to breeding, raising, gathering, transportation and marketing of domesticated animals during the late 19th Century *before* widespread private land ownership and the common use of fences. Usually large, often owned or financially supported by out-of-state investors or prominent cattlemen, these ranches operated on a philosophy of exploiting the natural resources of the area as long as economic feasibility allowed. Typical property types include ranch buildings, single and multiple dwellings, corrals, barns, barracks, bunk houses, wells, line shacks, camps and campsites, rodeo grounds, cattle trails, and round-up grounds.
- **Ranching, Fee Simple**—Similar to Open Range Ranching in general activities and products, however important differences exist. Fee Simple Ranching is characterized by the widespread use of privately owned, fenced land. Usually intended to be permanent occupants of limited space, these ranchers were oriented towards continual re-use of natural resources, perpetuation and improvement of smaller herds, usually locally owned and financed, tended to operate on a smaller scale, and remained a part of the state’s agricultural economy. Typical property types include single and multiple dwellings, barns, corrals, feedlots, equipment storage yards and buildings, and wells.
- **Religion**—Relates to the establishment and operations of religious groups and institutions. Typical property types include colonies, churches, synagogues, temples, rectories, parsonages, church schools, seminaries, convents, and monasteries. Related [historic contexts](#) are available on the AHP website.
- **Roads, Trails, and Highways**—Relates to the development and use of overland transportation systems (excluding railroads) such as trails, roads, highways, and wagon routes used by automobiles, trucks, buses, and/or stage coaches. Typical property types include historic trails, historically *significant* roads and highways, bridges, fords, stage

stations, rest stops, auto dealerships, gasoline stations, freight yards, barns, relay stations, maintenance shops, dwellings, repair shops, bus depots, bus barns, camps, campsites, motels, inns, and diners.

- **Rural Settlement**—Relates to factors that influenced or were influenced by settlement in rural areas including rural institutions, rural industries (except farming and ranching), ethnicity, colonization, and social institutions. Typical property types include churches, factories, assembly plants, brick making factories, roads/trails/highways, fords, ferries, river crossings, cemeteries, social gathering places, rural schools, township halls, mills, forts, and railroad properties. *Exercise caution to record the property's primary context on Page 1 and appropriate secondary contexts in the Descriptive Section.*
- **Urban Settlement**—Relates to the establishment and growth of communities as whole entities rather than separate parts, including abandoned settlements and towns as well as existing ones. The context seeks to describe town-building and settlement phenomena. Typical property types include towns, settlements, and colonies, as well as those property types that relate more specifically to defined urban institutions, urban industries, community services and businesses, ethnic groups, and demographic patterns. *Exercise caution to record the property's primary context on Page 1 and appropriate secondary contexts in the Descriptive Section.*
- **Water Navigation**—Relates to the commercial use of North Dakota's bodies of water for transportation of goods and people. While focusing on the steamboat industry, the context is intended to include other forms of commercial water navigation but generally exclude recreational boating. Typical property types include steamboat docks, wharfs, piers, wood yards, ferries, storage yards, freight yards, loading facilities, wrecks, boat yards, and dry docks.

PRIMARY EXTERIOR AND SECONDARY EXTERIOR

Use STRUCTURAL SYSTEM section above.

CONDITION

Click the dropdown menu to select the appropriate condition.

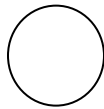
- Destroyed (site eradicated)
- Inundated (site under water)
- Very poor (more than 75% of site disturbed)
- Poor (50-75% of site disturbed)
- Fair (25-50% of site has been disturbed)
- Good (less than 25% of site disturbed)
- Excellent (site is relatively undisturbed)

PLAN SHAPE

Choose the shape that most closely resembles the plan of the feature. Note the general shape of the original feature, exclusive of elements such as bay windows, turrets, and later additions. If “Other” is coded, describe the plan shape in the Feature Description. If a Plan Shape is not applicable, as is the case for many structures and objects, leave the field blank. Click the dropdown menu and select the appropriate shape.

Blank—Unknown/Not Applicable

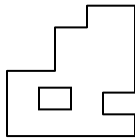
Circular



Rectangular



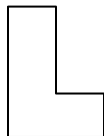
Irregular



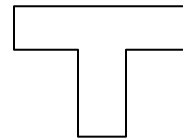
Square



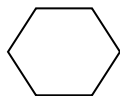
L-Shaped



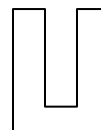
T-Shaped



Polygonal



U-Shaped



Other—use this category sparingly

ARCHITECT / BUILDER

The Architect/Builder field indicates if the name of the architect/builder is identifiable. If the information is verified, provide the name(s).

STYLE

Enter the style that best describes the building, structure, or object's strongest stylistic association. The strongest essence of style may be in one of the following: form, ornament, façade arrangement, or most often a combination thereof. The criteria for classification will vary. Few subjects will be pure or high style expressions but should present some of the elements described. Some subjects will be non-architectural, such as structures and objects, in which case stylistic considerations are inappropriate. If "Other" or "Eclectic" is entered, describe stylistic elements and influencing styles in the Feature Description section, Page 3. **Recommended references, including online resources, are listed in the Cited and Selected References section at the end of this document.**

The following discussion presents Residential Styles first, followed by Commercial Styles. Here, the styles are listed chronologically, with approximate dates given. **These date ranges are not absolute but reflect a period in time when the styles were popular in North Dakota.**

Other Styles

Other: The “Other” category includes buildings or subjects with definite stylistic tendencies, at least fifty years of age, and for which there is no appropriate category. Provide detailed information in the Feature Description section, Page 3. *Use this category sparingly.*

Other Contemporary (ca. 1920-): Buildings sheathed in contemporary materials such as brick, wood, stucco, stone, metal, concrete, concrete block or aggregate panels with square-headed windows and openings. These subjects defy stylistic classification because they lack true Modernist form and construction and bear few decorative or historic influences. Includes rectangular volumes as well as distinctive shapes (geodesic domes, A-frames).



Other Contemporary Style



Other Contemporary Style

Residential Styles

Italianate (ca. 1880-1905): The style is a combination of picturesque elements drawn from the Italian country villa. Characteristics include: vertical emphasis, shallow roof pitch, deep soffit, cornices with paired or closely spaced brackets, round or segmentally arched windows often with hood or label moldings, angular bays, quoin corners, and towers with hipped roofs. Simple forms such as the Foursquare can exhibit singular Italianate treatments such as bracketed soffits.



Italianate Style, 32CS1231



Italianate Style, 32CS2497

Mansardic/Second Empire (ca. 1880-1910): A style loosely connected to the mid-19th Century Baroque Revival in France. While ornament may be minimal, the steep mansard roof is the defining feature. Characteristics include: flat, convex or concave mansard roofs often incorporating dormers, vertical emphasis, pronounced cornice line, soffit brackets, label or hood moldings, window pediments, pavilions and towers, and mill work decoration. Ornament will reflect typical period influences in the Classical Revival and Italianate modes.



Mansardic/Second Empire Style, 32DI42



Mansardic/Second Empire Style, 32GF162

Stick Style (ca. 1880-1910): The term “stick” refers to a variation of the Gothic Revival that uses only wood components for surface finish and decoration. Treatments such as horizontal and diagonally applied boards are purely decorative, meant to express the structure of Medieval prototypes. Asymmetry, steeply pitched roofs, projecting gables, turrets and porches are common features. As a transition to the Queen Anne, much of the form and massing parallels that style, while the application of “stick” boards over clapboards is distinctive.



Stick Style, 32BL22

Queen Anne (ca. 1880-1915): Most often an elaboration of the Gabled L, the style is distinguished by pronounced asymmetry and a variety of textures and decorative components. Ornament and massing are oriented toward one corner of the façade. Design elements may include a wrap-around porch, fronting gable projections, projecting bays, dormers, and complex rooflines. Asymmetry is often but not always emphasized by a tower or turret. Texture and detail are expressed with Classical porch columns and a variety of surface materials, including decorative shingle cladding or combinations of brick, stone, clapboards, and shingles.



Queen Anne Style, 32GF15



Queen Anne Style, 32PB6



Queen Anne Style, 32PB201



Queen Anne Style, 32TR5

Richardsonian Romanesque (ca. 1880-1915): Named for H. H. Richardson, the style is a reinterpretation of the traditional Romanesque using a rock-faced stone medium. It conveys heavy massing with emphasis on stone construction, contrasting stone details, broad round arches, round towers with pyramidal or convex roofs, deep window and door openings, squat columns, and cushion capitals.



Richardsonian Romanesque Style, 32BU636



Richardsonian Romanesque Style, 32GF1268

Romanesque (ca. 1880-1915): The Romanesque style differs from Richardsonian Romanesque in that the primary building material is brick, often incorporating stone fittings for sills, lintels, arch surrounds, and foundations. It is common to commercial and civic buildings, banks and post offices. Defining features include corbel tables and other corbel work, arched or segmentally arched door and window openings. Late examples display mostly flat or minimally arched window openings but retain at least one fully arched opening.



Romanesque Style, 32CS8



Romanesque Style, 32CS61

Eastern European Revivals (ca. 1880-1920): High style forms were adapted from the Eastern European Baroque period and often used by immigrants for religious structures during early settlement of the state. Themes reflect Moorish, Byzantine, Russian, and Ukrainian influences such as spires and minarets, horseshoe-shaped arches, and onion domes.



Eastern European Revivals Style, 32ML73



Eastern European Revivals Style



Eastern European Revivals Style, 32SK926

Ethnic/Vernacular (ca. 1880-1940): Vernacular is an approach to building which rejects formal contemporary canons and stylistic trends and borrows heavily from “Old World” rural traditions. Building materials are derived locally; in North Dakota examples include rammed earth, mud brick, and sod construction (German-Russian) and Scandinavian log and timber framing. Vernacular also may include emulations of high style architecture that incorporate ethnic details such as distinctive chimneys, window placement, siting orientation, landscaping, etc.



Ethnic/Vernacular Style, 32DU33



Ethnic/Vernacular Style, 32SH10

Gabled Front - Gabled L/Gabled T (ca. 1880-1920): A simple residential house type (1 to 2 stories) defined by symmetrical rectangular volumes, front gable entries and double hung sash. Both urban and rural in setting, the form is sparsely ornamented and was often used for town halls, churches, and schools. Typical variations include T- or L-shaped plans with cross gables, unboxed soffits with exposed rafters, dormers, restrained Greek Revival details, and porches featuring hipped roofs, turned posts, and jigsaw ornament.



Gabled Front Style



Gabled Front Style

Gothic Revival (ca. 1880-1920): A romantic and often eclectic style defined by strong verticality and picturesque elements. Characteristics include: pointed arches, towers, spires and dormers, steep gable roofs, lacy bargeboard, verandas and open porches, clustered columns, bay and lancet windows, leaded and stained glass windows, asymmetry, and polychromatic color schemes. Other expressions include the Carpenter Gothic—often a simply ornamented Gabled L or Gabled T wood frame house with a steeply pitched flush gable/dormer on the principal façade.



Gothic Revival Style, 32CS5



Gothic Revival Style, 32SN45



Gothic Revival Style, 32WA2

Shingle Style (ca. 1890-1915): The Shingle Style is rare in North Dakota. It is another expression of the Queen Anne and exhibits the sculpted quality of the Romanesque while borrowing individual elements from the Classical Revival. There is a reduction of ornament around windows and doors and in cornices. The nearly exclusive use of shingles as a finishing material gives continuity to surfaces, softens corners, unites junctures, and creates a unity of mass. The style is highly asymmetrical, often incorporating rusticated ashlar or field stone.



Shingle Style, 32BL410

American Foursquare/Cube (ca. 1890-1930): A 1½- or 2-story box form characterized by a shallow hipped roof; variations often include single front dormer, deep soffit, flush soffit, wide sash, and full porch. The style is almost devoid of surface ornament but may feature porch columns or piers of a simple Classical order. Wood shingle, stucco, or clapboards are common sidings.



American Foursquare/Cube Style, 32GF3469

Hipped Roof Box (ca. 1890-1920): Often associated with the catalogue housing of laborers, this modest housing type is defined by 1-story height, square, slightly elongated single volume, minimal ornament, double hung sash, and always a hipped roof. It may feature a porch with turned posts and simple gingerbread.



Hipped Roof Box Style, 32GF2167



Hipped Roof Box Style, 32GF2231

Beaux Arts (ca. 1900-1930): The style mostly has been confined to public and commercial structures. Façades have Renaissance tendencies, often distinguished by three-part arrangement (base, shaft, and capital sections), rusticated bases or raised basements, rigid symmetry, and robust Classical elements (paired columns, cartouches, medallions, balustrades, and aedicule). There is a hierarchy of ornament as detail becomes more profuse toward a grand entry.



Beaux Arts Style, 32BA12



Beaux Arts Style, 32WI24

Elizabethan/Tudor Revival (ca. 1900-1940): The style draws from English Medieval prototypes. Defining features include: simulated half-timber construction, stucco, steep gables, flared eaves, bargeboards, simulated thatching, prominent chimneys, chimney pots, brick and stone trim. The style also includes 1- or 1½-story “cottages” with arched entries contained in gabled porches (ca. 1920-1940).



Elizabethan/Tudor Revival Style, 32BL263



Elizabethan/Tudor Revival Style, 32CS1204

Mission/Pueblo Revival (ca. 1905-1940): A revival style begun in the Southwest, it is often a fusion of Spanish Colonial forms and Pueblo building traditions. Forms frequently are based on Spanish missions and *haciendas* and feature plain white or earth tone stucco, vigas, arched openings, low pitched tile roof, scalloped or curved parapets, bell towers, and terra cotta or concrete ornaments.



Mission/Pueblo Revival Style, 32BL16

Colonial Revival (ca. 1905-1950): The style commonly derived from 18th Century American Georgian and Federal styles. It is distinguished by symmetrical placement of windows, entries, dormers, and chimneys. Most often a gable form with entry on the long side, although highly symmetrical Gabled Front and Foursquare types qualify if they display heavy applications of Classical details, including: Classical porches, well-developed cornices, Palladian windows, triangular pediments, and quoin corners. It includes the Dutch gambrel roof variation and mid-20th Century revivals such as Cape Cod.



Colonial Revival Style, 32GF17

Bungalow (ca. 1910-1935): One or 1½-story house type with a pronounced gabled porch or integrated porch that extends the full length of the façade. It is almost exclusively defined by Craftsman details and vernacular materials; exposed rafter tails, deep soffits, knee brace brackets, paired or grouped sash, and a porch often supported by battered piers. Variants include: hipped roof, extended gable porch, shallow hipped roof porch, single volume side gable with integrated porch, field stone chimneys and porches, shed dormers, Prairie style elements, or simplified Classical features.



Bungalow Style, 32CS436



Bungalow Style, 32MH292

Craftsman (ca. 1910-1935): Generally a 2-story plus residential structure distinguished from the bungalow form mostly by scale, although simple forms of 1- to 1½-stories may qualify if they have a small vestibule entry or lack the well-developed porch of a true bungalow. The emphasis is on exposed or implied structure, rafter rails, knee brace brackets, shingle cladding, battered porch piers, pronounced shed or gabled dormers, and use of rustic local stone and wood materials. Common variations of the Tudor/English Craftsman type feature half timbering with stucco finish. The category includes WPA/CCC structures with Craftsman-type materials and workmanship.



Craftsman Style, 32BL551



Craftsman Style, 32SN541

Prairie Style (ca. 1910-1930): A style popularized in the upper Midwest and often associated with Frank Lloyd Wright. Characteristic features evolved as a response to regional climate and flat terrain. Defined by broad horizontal massing, low hipped or gabled roofs with deeply overhung soffits, use of stucco, brick and wood, bracketed or cantilevered entry hoods, paired or grouped sash that abut with soffits and running courses of brick and other materials used for horizontal emphasis. Forms may be highly symmetrical or irregular in design.



Prairie Style, 32CS297



Prairie Style, 32BO344

Plain Residential (ca. 1920-1950): Characteristics of Plain Residential include 1- or 1½-story, single volume or L-shaped forms with side or fronting gabled roofs. The form is suggestive of the Cape Cod in eastern America. Lacking the horizontal emphasis of the ranch, these subjects have boxy volumes, little or no soffit overhang, and no distinguishing features or decorative treatments.



Plain Residential Style, 32MZ1732



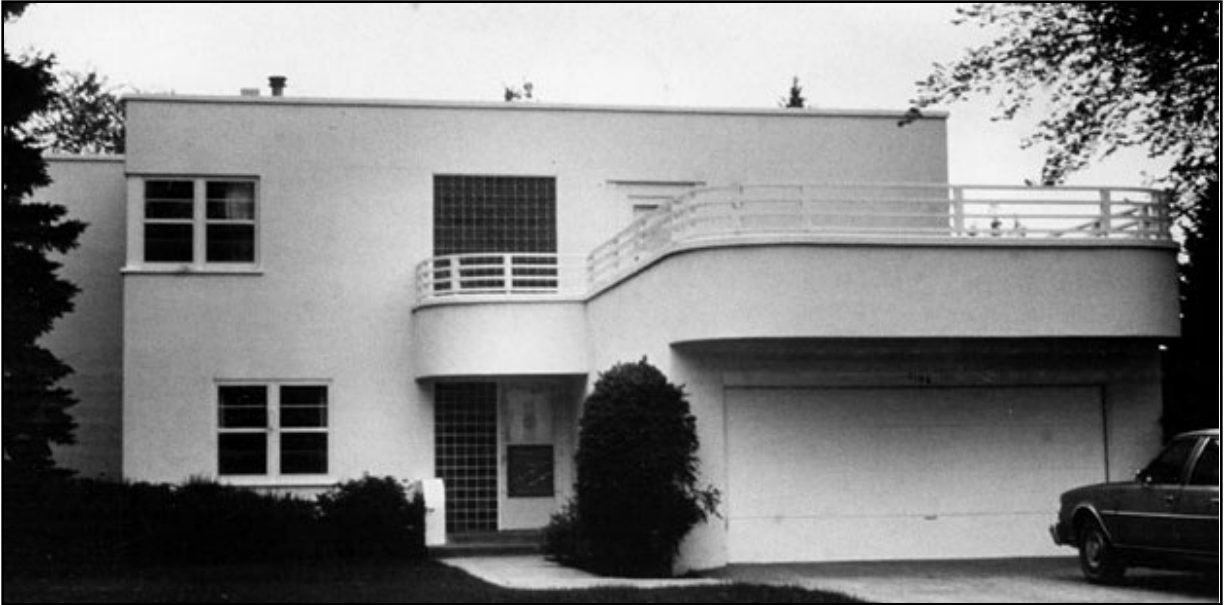
Plain Residential Style, 32WA73

Art Deco (ca. 1925-1940): The style rejected formal interpretations of Classical ornament and design. While overall massing may reflect Classical form, interiors and exteriors emphasize rounded windows and corners, geometric decorative devices such as zigzags, chevrons, lozenges and stylized plant, animal, and Egyptian motifs. Primary materials are stucco, brick, smooth concrete or stone, glass block, and polished metal. WPA/CCC buildings were often executed in the Art Deco style.



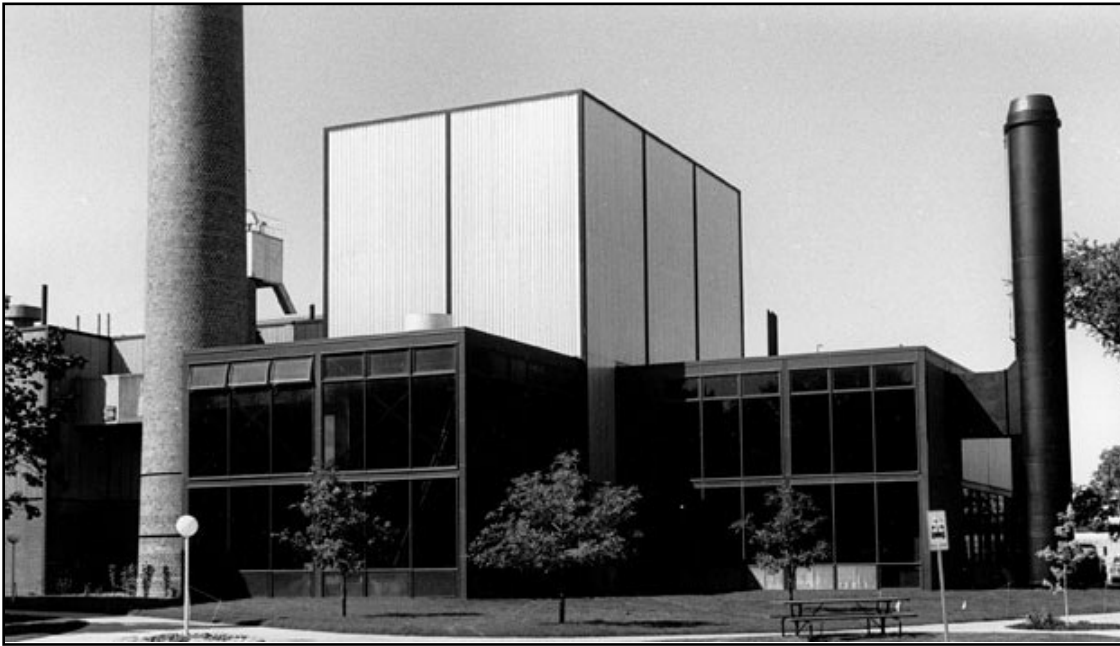
Art Deco Style, 32BL27

Moderne (ca. 1925-1945): A style emphasizing broad horizontal planes, flat roofs, cantilevers, rounded corners, corner windows, and little or no ornament. Finishing materials include concrete, glass and steel. Primarily a residential type of architecture, this style parallels Art Deco in form but has none of the surface ornament.



Moderne Style, 32RY646

International Styles (ca. 1940-): Inspired by the European modernist movement, these subjects cast off historical precedent and display little or no regional identity or ornament. The style is distinguished by square or rectangular form, with emphasis on glass, steel, and concrete materials. Characteristics include: skin of metal, brick, steel or concrete piers incorporating glass windows. Wall surfaces are often in the same plane; expressive structural systems, bands or ribbons of windows. Curtain wall construction as well as the heavier brutalism designs, including examples with abstracted colonnades in front of a glass wall also are characteristic of the style. Most often it has been applied to commercial structures, although residential forms do exist.



International Styles, 32CS79



International Styles, Job Service building in Bismarck, ND

Trailer House (ca. 1940-): While trailers were used earlier for recreational vehicles, this category is intended for trailers used as permanent housing, which began around World War II. Often these homes are parked for long periods of time in neighborhoods consisting of similar homes (trailer parks) but are also found among other stationary buildings.



Trailer House Style, 32HT36



Trailer House Style, 32MO854

Ranch/Split Level (ca. 1945-): The residential style evolved from single volume dwellings of the Spanish colonial settlement in California and the Southwest. These most commonly are single story structures with rooms, usually on one floor; frequently the garage is attached. Variations include: split level with either floor level staggered above or below the adjacent one, two story split level “Colonial,” gabled or hipped roofs, vestigial colonial ornament, and false shutters; early types may recall the Cape Cod form.



Ranch Style, 32BA1177



Split Level Style, 32BL635

Mansard (ca. 1945-1985): The Mansard buildings must have a mansard roof and often have dormers in the upper level. Walls are typically finished with brick and segmented arches are often used over the openings. These buildings are usually much plainer in design than the earlier Mansardic/Second Empire Style.



Mansard, 1937 North Kavaney Drive, Bismarck

Other 20th Century Modern (ca. 1950s-2000): This category includes post-modern (combines traditional elements of style with new forms and materials), brutalism (emphasis on concrete forms and minimal windows), new formalism (symmetrical columnar facades), and deconstructivism (celebration of individual parts in the design).



Other 20th Century Modern, University of Mary, Bismarck



Other 20th Century Modern, University of Mary, Bismarck



Other 20th Century Modern, Alliance Real Estate, Bismarck

Contemporary (ca. 1960-1990): These houses are typically one-story with a low-pitched roof and wide overhangs on the eaves. Windows are usually located in the gable ends or just under the roofline and the roof beams are often exposed. The houses are commonly finished with broad expanses of natural materials and the entry may be recessed or obscured from the street view, often asymmetrical.



Contemporary, 520 West Avenue F, Bismarck



Contemporary, 520 West Avenue F, Bismarck

New Traditional (ca. 1970-): Houses in this category depict many characteristics of a historic style but often show some adaptations (such as in size and the garage) and use modern materials in their construction. *When using this style category, enter in the Other Information field which historic style influenced the building.* Common styles for inspiration are Colonial Revival, Tudor, Craftsman, and Prairie.



New Traditional (Gable Front), 1101 LaSalle Drive, Bismarck



New Traditional (Craftsman), 1017 LaSalle Drive, Bismarck

Millennium Mansion (ca. 1985-): Millennium Mansions are large homes with one and one-half or two stories under a complex roof with several dormers. Multiple materials clad the exterior and the windows often vary in size and type. The home is usually asymmetrical and has an emphasis on the vertical with tall entry features and a high-pitched roof.



Millennium Mansion, 616 West Avenue F, Bismarck

Eclectic: The category includes highly eclectic buildings or subjects with definite stylistic tendencies and for which there is no appropriate category. Provide detailed information in the Feature Description section, Page 3.



Eclectic Style, 32WD142

Prefabricated/Modular: Property types composed of modular or prefabricated pieces that constitute unique patented technologies or noteworthy achievements in the building industry. This category is reserved for distinctive types such as Lustron homes and Rusk auto garages, and should not be confused with ubiquitous subjects such as modern metal storage sheds and garages.



Prefabricated/Modular Style, 32RY577

Utilitarian: The category includes structures such as grandstands, quonsets, garages with no stylistic tendencies, and prefabricated storage sheds with concrete slab bases. Bases lack a developed foundation system and are not integrated with a structure or permanently engaged to the soil below grade. The category includes façades of structures that have been altered or reclad so as to make stylistic classification difficult or impossible.

Utilitarian Style, 32OL495



Utilitarian Style, 32RM641



Utilitarian Style, 32SK1003

Commercial Styles

Boomtown/False Front (ca. 1880-1910): Simply adorned 19th or early 20th Century commercial structures, often belonging to the original period of settlement. Possible variants include: front gable, false front, wood clapboards, lap siding, pressed metal sheathing, cast concrete block fronts, and simple bracketed cornices.



Boomtown/False Front Style, 32KD29

Early Brick Commercial (ca. 1885-1915): These subjects are restrained in decoration and typically feature flat or segmental arches, corbel tables at the cornice line, or corbelling around windows. Though somewhat suggestive of pared down Romanesque or Italianate design, these features are underdeveloped to qualify for such associations. Variations include: plain, unornamented metal cornices, jack arch lintels, projecting keystones. These were often the first permanent buildings to replace the original Boomtown/False Front structures.



Early Brick Commercial Style, 32SN513

Chicago School (ca. 1900-1925): The style bears influences from the period of early skyscraper development in Chicago. A three part façade is clearly articulated by base, shaft, capital arrangement; each section appears in a separate plane. Features include: vertical emphasis in mid-section with windows recessed between piers, terra cotta, stone, or cast stone details, and metal or terra cotta cornice with minimal Classical detailing. Windows and openings are generally wider than standard sash of previous years; wide sash, large plate glass windows, or three part Chicago style windows with large fixed central plate and operable casements.



Chicago School Style, 32CS1857



Chicago School Style, 32BL20

Transitional Brick Commercial (ca. 1910-1935): The style represents a transitional period of commercial design that often merged the 19th Century use of decorative corbelling with simple geometric patterns and sparse ornament of the forthcoming Art Deco period. These subjects rely on surface inlays for texture and contrast but may retain some shallow corbelling. The style has vague or abstracted references to historical styles. Minimally detailed, it may reflect incipient Art Deco geometry (basket weave and chevron inlays of brick, glazed brick and tile inlays—squares, stringlines, lozenges, etc.), square window heads, plain heavy pier caps, and copings of terra cotta, simple metal cornices, and crenellated, triangular or rectangular parapet projections.



Transitional Brick Commercial Style, 32BL57

OTHER INFORMATION

Enter any other information that may be referenced at-a-glance. The Feature Data section on Page 3 provides space for detailed information.

STORIES

Enter the number of stories. *Attic stories (gables with windows, hipped roofs with dormers, etc.) comprise a half-story.*

FOUNDATION MATERIALS

Record the observable foundation type. It is possible to note more than one type, for instance, when a foundation has been refaced with stucco applied over cut stone. An interview with the owner may disclose material(s) that lies below the facing; such an interview should be discussed in the Feature Description. Below are some possible foundation materials.

- Clay tile
- Concrete, simulated stone block
- Earthen brick/Adobe
- Log
- Rammed earth/Puddled clay
- Sod
- Steel frame
- Stone, random
- Stone, slab
- Wood

WINDOW CONDITION

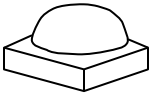
Using the evaluations below, indicate the overall condition of the windows, and whether alterations have taken place. If alterations are extensive, discuss this in the Feature Description.

- most original windows and openings intact
- most original windows replaced, openings intact
- original windows replaced, openings altered
- no windows/not applicable

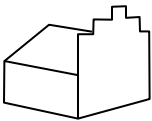
ROOF / CORNICE

Describe the form and material composition of the cornice/roof. For roof form, **use the list below for identification and consistency**. Describe roofline decorative elements in the space provided and, if necessary, elaborate in the Feature Description.

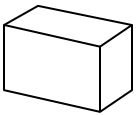
Dome



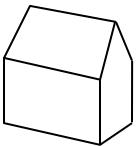
False Front



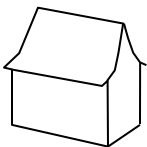
Flat



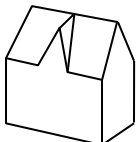
Gable



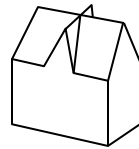
Gable, Bellcast



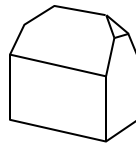
Gable, Center



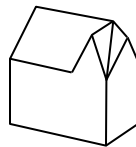
Gable, Cross



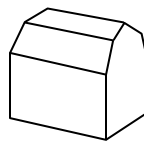
Gable, Hipped



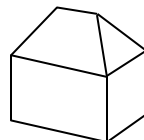
Gable, Offset



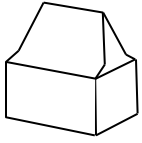
Gambrel



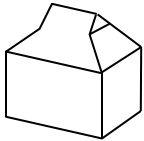
Hip



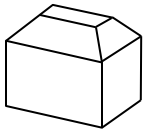
Hip, Bellcast



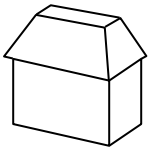
Hip, Gabled



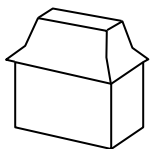
Hip, Truncated



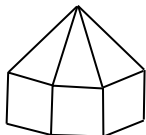
Mansard



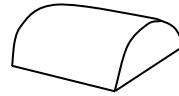
Mansard, Bellcast



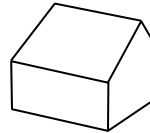
Pyramidal



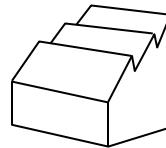
Quonset



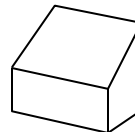
Saltbox



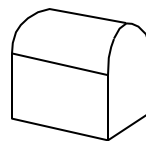
Sawtooth



Shed



Vaulted/Arched



Other—use sparingly

DATING METHODS

List source(s) of information, several may be consulted. For example, in researching a property the recorder may check the 1892, 1896, and 1902 Sanborn maps. In that case, indicate all three years. If the list of Dating Methods exceeds the provided space, use the Feature Description section to complete the entry. Possible entries are:

- aerial imagery
- county atlas
- date block
- plat maps
- professional estimate
- Sanborn maps
- topographic maps

FEATURE PRESERVATION RECOMMENDATION

Using the National Register Criteria for Evaluation, make a recommendation about the feature's potential for National Register nomination (Page 2). *It is mandatory that at least one of the first seven items be checked for Reconnaissance or Intensive surveys.* Often more than one recommendation is checked. For example, a Mansardic/Second Empire style house of good integrity and individual eligibility may also belong to a larger thematic body of Mansardic/Second Empire style property types scattered throughout an area. In such a case, statements 1 and 6 are checked. If applicable, statement 8 and 9 may aid in future research and evaluation. If the issue of moving applies, indicate the appropriate issue(s) in the blank. Click to the left of the recommendation to insert a checkmark. **The Recommendation is that of the field investigator, not necessarily of Federal, State and/or Tribal officials.**

GUIDELINES FOR FEATURE PRESERVATION RECOMMENDATION

- **Individual nomination** – the feature has integrity and is likely eligible for the National Register of Historic Places by itself
- **Contributes to a potential district** – feature has enough integrity that it would contribute to a NRHP district and enough of the area is surveyed to determine an eligible district. Districts may vary in size from a small group of neighboring properties to a large urban neighborhood.
- **No nomination potential** – feature does not have sufficient integrity to be considered eligible for the NRHP or ALL Criterion have been researched and the feature is recommended as not individually eligible or eligible for inclusion in a district
- **Will not contribute to a district** – feature does not have sufficient integrity to contribute to a NRHP district but a possible district exists in the area, this can be a large urban

district or a group of neighboring properties. If this recommendation is used, Potential District should also be marked.

- **Potential district—feature would be a contributing element if other properties constitute a district** – this recommendation is used for features in areas where the surveyor observes common characteristics of the area that suggest a shared story of the residents, in planning, or development but the properties surveyed do not include enough of the area to make a full recommendation regarding a district.
- **Thematic nomination potential** – the type of resource is important to local, state or national history and the feature should be considered for eligibility under that context.
- **Component of a historic site or landscape** - this recommendation is primarily for features that are not typically individually eligible, such as grain bins and small outbuildings, but are on a larger property that has historic integrity
- **Moved (specify all applicable choices)—a) relocation occurred within a historic period; b) recreates original site, orientation, landscape, & spatial relationships; c) compatible in context with neighboring structures; d) relocation has damaged eligibility**
- **Historical associations require further investigation** – use this recommendation for features that have historic integrity but the NRHP Criterion have not been researched sufficiently enough to make a recommendation of eligible or not eligible

BRIDGES—PAGE 2A

A supplemental page was created for the 2009 version of the Architectural site form. Page 2A is intended to be used to record bridges only and does not replace Page 2. **Omit Page 2A from a site form if a bridge is not present.** The purpose of Page 2A is to 1) reflect, in the NDCRS site form, information collected and submitted to the North Dakota Department of Transportation (NDDOT) and 2) provide a tip sheet for those recording a bridge. It is recommended that the recorder **obtain a copy of the Structure and Inventory Appraisal (SI&A) Sheet.** The SI&A Sheet provides pertinent information, and often a scale drawing, of a given bridge and are available online at <https://infobridge.fhwa.dot.gov/Data>.

NDDOT Contact Information:

[Cultural Resource Section, Environmental Division](#)

North Dakota Department of Transportation

608 East Boulevard Avenue

Bismarck, ND 58505

This section of the Architectural site form is adopted from *Draft: NDDOT Historic Bridge Recording Standards* developed by the NDDOT (Christensen 2006). As stated in that document, “The purpose of these standards is to bring consistency to the information recorded on site forms and site form updates. Any time a historic bridge is present within a project APE, and a Class III Cultural Resource Inventory includes a historic bridge, a site form or site form update shall be completed unless stated otherwise.”

[InfoBridge](#), an interactive website of the Federal Highway Administration, contains information on every bridge in North Dakota.

NDDOT PROJECT

Enter the NDDOT project number, if available.

BRIDGE TYPE, TRUSS TYPE AND SUBTYPE

Provide at-a-glance descriptions of the bridge and truss types. Details may be provided in the Feature Description. The **Feature Description section of the site form must also be filled out as it addresses integrity and eligibility of the feature.**

An online source for illustrations and descriptions of bridge and truss types is available at <http://pghbridges.com/basics.htm> (Cridlebaugh 2008).

Enter the bridge type and truss type and subtype from the following list. If filling out a digital site form click the dropdown arrow and select the appropriate type and subtype.

Bridge Types:

- Continuous span
- Deck truss
- Pony truss
- Simple span
- Through truss

Truss Types:

Concrete:

- Concrete box beam, pre-stressed
- Concrete channel beam
- Concrete deck girder
- Concrete T-beam
- Concrete slab

Steel:

- King post truss
- Parker truss
- Pony plate girder
- Pratt truss
- Queen post truss
- Steel multi-plate arch
- Steel deck girder
- Steel stringer
- Steel through girder
- Through truss
- Warren truss

Wooden:

- Timber slab
- Timber stringer
- Timber trestle

MATERIALS, CONDITION

Provide at-a-glance descriptions of the materials (roadbed, superstructure, substructure, railings) and condition of the bridge. Details may be provided in the Feature Description. The **Feature Description section of the site form must also be filled out** as it addresses integrity and eligibility of the feature.

ADDITIONAL INFORMATION

Enter other *brief* description(s) about the bridge. Provide detailed information in the Feature Data section on Page 3.

PHOTOGRAPHS AND SCALE DRAWINGS

Below, and on Page 2A of the site form, are lists of standards for photographs and scale drawings. These figures should be included in the Attachments Section. *Photograph and scale drawings should only be rendered if it is safe to collect data.*

Photographic Standards:

- view down the road through the bridge
- profile view of the bridge from the side
- view of the substructure (abutments and piers)
- view of the bottom of the deck (if possible)
- view of any makers' marks or bridge plaque present
- view of any unusual design, material or construction features. A scale drawing may replace a sketch map prepared for the site form

Scale Drawing Standards:

- draw to scale
- show proper dimensions of the bridge, abutments, piers, approach roadway, guardrails, and any other features

NDCRS ARCHITECTURAL SITE FORM—PAGE 3

FEATURE DATA

FEATURE DESCRIPTION, INTEGRITY, ELIGIBILITY

Use the Feature Description page to detail aspects of the building *not* described above. The following checklist of building elements may be useful. Also, there are several informative online resources listed in the Cited and Selected References section at the end of this document. If the description exceeds the space provided, add a Continuation Page.

Wall System

- materials
- type of framing
- dimension and kind of lumber
- timber chinking material
- type(s) of joinery/corner treatment (notching)
- type(s) of nails used
- type(s) of siding

Roof System

- materials
- support method
- dimensions and kinds of rafters and beams
- presence/absence of electrical connections
- missing/added elements of feature (to evaluate integrity)

Support Structure/Foundation

- sills
- footings
- pilings

Other kinds of support

- shoring for older features

Details

- lumber dimensions on cornerboards, trim of door/window frames

Evidence of paint/other finishes

Interior

Cultural material found inside abandoned features

Describe any alterations and indicate date(s) of alteration(s). Integrity is a quality measured in terms of setting, material, workmanship, style, feeling, and association, the combination of which provides an existing or restorable context that allows for interpretation or recovery of scientific data. Using National Register Criteria A, B, C, and D, evaluate the feature's ability to convey historical and architectural significance. **If the feature is significant under any of the criteria, cite only the criteria that support eligibility. If the feature fails to meet any of the criteria, a statement to that effect should be made.**

Explain the dating technique. For example, "The original open porch was enclosed with wood frame walls and screens in 1963, according to the owner," or "A single story addition on the north side of the building is absent on the 1907 Sanborn Map but present on the 1912 Sanborn Map." Also, note elements of a particular feature not evident in a photograph. The material of the cornice, for instance, may differ from the rest of the wall, but may be painted to appear to be the same material.

OWNER'S CONTACT INFORMATION

Provide contact information for the owner so that he/she can be contacted for revisits or for more information. The information is not required but may assist future work.

ARCHITECTURAL SITE FORM—PAGE 4

SITE AREA

Enter the site area in **square feet (ft²)**, not feet squared or ft-x-ft or meters.

DESCRIPTION OF ACCESS AND SITE SETTING

For rural sites the access field describes routing to the site. Start at a known point, such as a town or a highway junction, and trace the route providing the mileage and directions.

The description of setting provides **information about the site not evident in other sections** of the site form. Provide a summary of the topographical and environmental composition (setting), cultural materials, site integrity, and site condition. Information entered on Page 4 remains consistent for **the entire site; it only needs to be completed once per site**. If historic cultural material (such as refuse, machinery, implements, building materials, etc.) or historical archeological features are found on site, a Historical Archeological site form should be completed.

SUMMARY OF SITE AND SIGNIFICANCE

Address the integrity of the **entire site** as it exists. It is best stated in terms of historical and/or architectural contexts. It may relate broadly to a context on a local, regional, state, and/or national level. It conveys the importance of the resource and summarizes events, personalities, historic occupations, and/or activities that contribute to the site's significance. A statement of the site's integrity must support the Preservation Recommendation(s) made on the Page 2; preservation issues may be discussed.

In completing this section, the *Secretary of the Interior's Criteria for Evaluation* should be consulted. It lists the basis by which properties are determined significant and eligible for listing in the National Register of Historic Places (https://www.nps.gov/history/local-law/arch_stnds_3.htm).

REFERENCES CITED / COMMENTS

The References Cited/Comments field provides space for references cited, including websites, and comments.

DEED SEARCH

A deed search for an architectural and/or historical site is not required. However, these types of searches routinely are conducted, and the results and presentation vary. If a deed search is conducted, it is recommended that research of the individuals listed in the deed search be undertaken. That is, with the data obtained at the county courthouse the recorder can research the individual(s) associated with the property using local and state library and online resources. The following list includes a few of these resources.

Regional Biographies and More:

Institute for Regional Studies at the North Dakota State University Archives

<https://library.ndsu.edu/ir/handle/10365/26086>

Land Patents (Bureau of Land Management):

<https://glorerecords.blm.gov/default.aspx>

State Archives of North Dakota:

<https://www.history.nd.gov/archives/index.html>

Any sources consulted should be listed in the References/Comments section or on a Continuation Page.

NDCRS SITE FORM: ATTACHMENTS SECTION

TOPOGRAPHIC MAP

Print the portion of the USGS 7.5' topographic quadrangle that shows the site location and surrounding area. This may involve seaming together more than one map. Include the name of the topographic quadrangle and the legal location of the site on the map. The scale of the reproduced map should be **1:24,000**. Plot the boundaries of the site on the topographic map. For rural architectural sites, plot site boundary lines as determined by the extent of site features or significant areas surrounding the features. For urban architectural sites, plot property boundary lines.

The AHP uses the topographic map to check the site's legal description. To ensure maximum accuracy, the plotted topographic map should match the sketch map in shape and orientation.

SITE PHOTOGRAPHS

Include prints of the site. Polaroid photographs are not acceptable. Photographs of Architectural sites require at least **two opposing corner views of each major feature and at least one print of each minor feature**. Major features are types such as dwellings and barns while examples of minor features are privies or grain bins. Prints are archival materials that are part of the permanent site record. Photographs should be in focus and **labeled with captions identifying the orientation and feature(s) captured. Please note that a single photograph from a distance that obscures most detail is not sufficient for an intensive survey or to evaluate the significance of a property.** Limit the number of photographs to one or two per page.

Photographic Identification: A photographic caption should include identification. Photographs of the site should be cataloged so that they can be retrieved.

Storage Location: Photographs of the site should be properly stored to insure a permanent inventory of the cultural resource and a record of work undertaken.

SKETCH MAP

A sketch map should be prepared at the site. The final version should **include a north arrow, scale, legend, site boundaries, and locations of features and artifact concentrations. Label the features and artifact concentrations.**

If aerial imagery is used provide the year the aerial imagery was taken.

Landmarks and geographic features, such as trees, streams, rivers, fences, bench markers, access roads, railroads, and trails, should be included on the sketch map. Contour markings should be sketched to help others relocate the site on a topographic map or outdoors.

The sketch map should be to scale, providing an accurate plot of the site. The final version should be archival quality. **Indicate the scale on the map. Label the features and artifact concentrations.**

Contact the appropriate federal, state or tribal officials for specific sketch and mapping requirements that they may issue.

To summarize, the topographic map shows a site's legal location and its relationship to a large area. The sketch map shows relationships between artifacts, cultural features, and natural features within the site.

NDCRS SITE FORM: CONTINUATION PAGE

A Continuation Page contains information that exceeds the space available in other sections of the site form. **Identification of the field/section of entry must be included** on the Continuation Page to cross-reference the information.

CITED AND SELECTED REFERENCES

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NDCRS ARCHITECTURAL SITE FORM (2017)

STRUCTURAL SYSTEM & EXTERIOR MATERIALS	STYLE—<i>Alphabetical</i>	STYLE—<i>Chronological</i>	ETHNICITY	CONTEXTS
<ol style="list-style-type: none"> 1 Asbestos Siding/Shingle 2 Asphalt Siding/Shingle 3 Brick 4 Clay Tile 5 Composition Board 6 Concrete Block 7 Concrete, Poured/Cast 8 Earth/Clay 9 Earthen Brick 10 Glass, Block 11 Glass, Tinted 12 Log 13 Metal, Decorative Wood 14 Metal, Frame 15 Metal, Horizontal Siding 16 Metal, Sheet 17 Perma Stone 18 Plastic, Vinyl 19 Pole 20 Stone, Cut 21 Stone, Uncut 22 Stucco/Plaster 23 Tarpaper 24 Thatch 25 Wood Frame 26 Wood, Horizontal Siding 27 Wood, Shingles/Shakes 28 Wood, Vertical Siding 29 Other 30 Cast Stone 31 Cementitious Siding 32 EIFS 33 Fiberglass 34 Molded Plastic 35 Slate 	<p>Residential</p> <p>American Foursquare/Cube Art Deco Beaux Arts Bungalow Colonial Revival Contemporary Craftsman Eastern European Revivals Eclectic Elizabethan/Tudor Revival Ethnic/Vernacular Gabled Front: L/T Gothic Revival Hipped Roof Box International Style Italianate Mansard Mansardic/Second Empire Millennium Mansion Mission/Pueblo Revival Moderne Other 20th Century Modern Other Contemporary Other Style New Traditional Plain Residential Prefabricated/Modular Prairie Style Queen Anne Ranch/Split Level Richardsonian Romanesque Romanesque Shingle Style Stick Style Trailer House Utilitarian</p> <p>Commercial</p> <p>Boomtown/False Front Chicago School Early Brick Commercial Transitional Brick Commercial</p>	<p>Residential</p> <p>Italianate Mansardic/Second Empire Stick Style Queen Anne Richardsonian Romanesque Romanesque Eastern European Revivals Ethnic/Vernacular Gabled Front: Gabled L/T Gothic Revival Shingle Style American Foursquare/Cube Hipped Roof Box Beaux Arts Elizabethan/Tudor Revival Mission/Pueblo Revival Colonial Revival Bungalow Craftsman Prairie Style Plain Residential Other Contemporary Art Deco Moderne International Style Trailer House Ranch/Split Level Mansard Other 20th Century Modern Contemporary New Traditional Millennium Mansion Eclectic Prefabricated/Modular Utilitarian Other Style</p> <p>Commercial</p> <p>Boomtown/False Front Early Brick Commercial Chicago School Transitional Brick Commercial</p>	<ol style="list-style-type: none"> 0 Unknown or Not Applicable 1 African American 2 Native American 3 Arabic 4 British/Celtic 5 Canadian 6 Czech/Bohemian 7 Danish 8 Dutch 9 Finnish 10 French 11 German or Austrian or Swiss 12 German-Russian 13 Greek 14 Icelandic 15 Irish 16 Italian 17 Jewish 18 Métis 19 Norwegian 20 Asian 21 Polish 22 Russian 23 Scot 24 Spanish 25 Swedish 26 Ukrainian 27 Other 	<ol style="list-style-type: none"> 1 Aviation 2 Bridges 3 Colonization 4 Commerce 5 Communications 6 Depression, Great 7 Education 8 Energy Development 9 Entertainment 10 Exploration 11 Farming, Bonanza 12 Farming, Dairy 13 Farming 14 Fur Trade 15 Government, National 16 Government, Territorial 17 Government, State 18 Government, Local 19 Horticulture 20 Industrial Development 21 Irrigation & Conservation 22 Military 23 Mining, Coal 24 Petroleum 25 Railroads 26 Ranching, Open Range 27 Ranching, Fee Simple 28 Religion 29 Roads, Trails, Highways 30 Rural Settlement 31 Urban Settlement 32 Water Navigation
<p>FEATURE DATE</p> <ol style="list-style-type: none"> 1 pre-1880 2 1880-1900 3 1900-1915 4 1915-1930 5 1930-1945 6 Eliminated Category 7 1945-1960 8 1960-1975 9 1975-1990 10 1990-2005 11 2005-2020 12 2020-2035 	<p>CONDITION</p> <ol style="list-style-type: none"> 1 Destroyed 2 Inundated 3 Very Poor 4 Poor 5 Fair 6 Good 7 Excellent 	<p>PLAN SHAPE</p> <p>Blank = Not Applicable</p> <ol style="list-style-type: none"> 1 Circular 2 Irregular 3 L-Shaped 4 Polygonal 5 Rectangular 6 Square 7 T-Shaped 8 U-Shaped 9 Other 	<p>FEATURE TYPE</p> <p>See below for Feature/Site Type for Historical & Architectural Sites by Category</p>	

NDCRS ARCHITECTURAL SITE FORM (2015)

STRUCTURAL SYSTEM & EXTERIOR MATERIALS	STYLE—<i>Alphabetical</i>	STYLE—<i>Chronological</i>	ETHNICITY	CONTEXTS
<ol style="list-style-type: none"> 1 Asbestos Siding/Shingle 2 Asphalt Siding/Shingle 3 Brick 4 Clay Tile 5 Composition Board 6 Concrete Block 7 Concrete, Poured/Cast 8 Earth/Clay 9 Earthen Brick 10 Glass, Block 11 Glass, Tinted 12 Log 13 Metal, Decorative Wood 14 Metal, Frame 15 Metal, Horizontal Siding 16 Metal, Sheet 17 Perma Stone 18 Plastic, Vinyl 19 Pole 20 Stone, Cut 21 Stone, Uncut 22 Stucco/Plaster 23 Tarpaper 24 Thatch 25 Wood Frame 26 Wood, Horizontal Siding 27 Wood, Shingles/Shakes 28 Wood, Vertical Siding 29 Other 30 Cast Stone 31 Cementitious Siding 32 EIFS 33 Fiberglass 34 Molded Plastic 35 Slate 	<p>Residential</p> <p>American Foursquare/Cube Art Deco Beaux Arts Bungalow Colonial Revival Contemporary Craftsman Eastern European Revivals Eclectic Elizabethan/Tudor Revival Ethnic/Vernacular Gabled Front: L/T Gothic Revival Hipped Roof Box International Style Italianate Mansard Mansardic/Second Empire Millennium Mansion Mission/Pueblo Revival Moderne Other 20th Century Modern Other Contemporary Other Style New Traditional Plain Residential Prefabricated/Modular Prairie Style Queen Anne Ranch/Split Level Richardsonian Romanesque Romanesque Shingle Style Stick Style Trailer House Utilitarian</p> <p>Commercial</p> <p>Boomtown/False Front Chicago School Early Brick Commercial Transitional Brick Commercial</p>	<p>Residential</p> <p>Italianate Mansardic/Second Empire Stick Style Queen Anne Richardsonian Romanesque Romanesque Eastern European Revivals Ethnic/Vernacular Gabled Front: Gabled L/T Gothic Revival Shingle Style American Foursquare/Cube Hipped Roof Box Beaux Arts Elizabethan/Tudor Revival Mission/Pueblo Revival Colonial Revival Bungalow Craftsman Prairie Style Plain Residential Other Contemporary Art Deco Moderne International Style Trailer House Ranch/Split Level Mansard Other 20th Century Modern Contemporary New Traditional Millennium Mansion Eclectic Prefabricated/Modular Utilitarian Other Style</p> <p>Commercial</p> <p>Boomtown/False Front Early Brick Commercial Chicago School Transitional Brick Commercial</p>	<ol style="list-style-type: none"> 0 Unknown or Not Applicable 1 African American 2 Native American 3 Arabic 4 British/Celtic 5 Canadian 6 Czech/Bohemian 7 Danish 8 Dutch 9 Finnish 10 French 11 German or Austrian or Swiss 12 German-Russian 13 Greek 14 Icelandic 15 Irish 16 Italian 17 Jewish 18 Métis 19 Norwegian 20 Asian 21 Polish 22 Russian 23 Scot 24 Spanish 25 Swedish 26 Ukrainian 27 Other 	<ol style="list-style-type: none"> 1 Aviation 2 Bridges 3 Colonization 4 Commerce 5 Communications 6 Depression, Great 7 Education 8 Energy Development 9 Entertainment 10 Exploration 11 Farming, Bonanza 12 Farming, Dairy 13 Farming 14 Fur Trade 15 Government, National 16 Government, Territorial 17 Government, State 18 Government, Local 19 Horticulture 20 Industrial Development 21 Irrigation & Conservation 22 Military 23 Mining, Coal 24 Petroleum 25 Railroads 26 Ranching, Open Range 27 Ranching, Fee Simple 28 Religion 29 Roads, Trails, Highways 30 Rural Settlement 31 Urban Settlement 32 Water Navigation
<p>FEATURE DATE</p> <ol style="list-style-type: none"> 1 pre-1880 2 1880-1900 3 1900-1915 4 1915-1930 5 1930-1945 6 Eliminated Category 7 1945-1960 8 1960-1975 9 1975-1990 10 1990-2005 11 2005-2020 12 2020-2035 	<p>CONDITION</p> <ol style="list-style-type: none"> 1 Destroyed 2 Inundated 3 Very Poor 4 Poor 5 Fair 6 Good 7 Excellent 	<p>PLAN SHAPE</p> <p>Blank = Not Applicable</p> <ol style="list-style-type: none"> 1 Circular 2 Irregular 3 L-Shaped 4 Polygonal 5 Rectangular 6 Square 7 T-Shaped 8 U-Shaped 9 Other 	<p>FEATURE TYPE</p> <p>See below for Feature/Site Type for Historical & Architectural Sites by Category</p>	

Feature/Type Site for Architectural & Historical Archaeological Sites (2015)

<p><u>Agriculture</u> 62 Animal shelter 62 Barn 92 Blacksmith shop 66 Chicken coop; Poultry house 43 Corral; Enclosure; Pen 10 Dump 40 Dwelling, Single Unit 70 Experiment station 5 Farm, Dairy 1 Farm; Farmstead 55 Garage; Carriage house 78 Garden 11 Grain storage, Commercial 61 Granary bin 64 Line shack 65 Mobile home 50 Privy 77 Pump house; Well house 4 Ranch 67 Root cellar; Icehouse; Smokehouse 61 Silo; Silage pit 77 Spring house 62 Stable 13 Stock dam 15 Storage building; Warehouse 69 Summer kitchen 2 Veterinary clinic 92 Welding shop 14 Well; Pump 17 Windmill 71 Work shop</p>	<p><u>Transportation</u> 2 Accident; Disaster site 49 Airport; Airfield; Landing field 56 Boat landing, Commercial/Steam 57 Boat landing, Recreational 21 Bridge; Culvert; Trestle 59 Depot; Terminal 82 Ferry; Ford 72 Freight yard 55 Garage; Carriage house 88 Gasoline station; Convenience store 96 Gas storage 59 Government office 55 Hangar 70 Loading platform 100 Parking lot 101 Parking ramp/garage 48 Railroad grade; Tracks; Spur 56 Rest stop; Stage station 48 Road; Highway 103 Roadside sculpture, billboard, sign 38 Roundhouse; Tipple 48 Siding 78 Signal 62 Stable; Livery 72 Switch yard 17 Tower, Radio/TV/Microwave 48 Trail 82 Tunnel 83 Turn-around (railroad)</p>
<p><u>Commerce</u> 76 Bank; Savings and Loan; Credit Union; Finance 92 Blacksmith shop 45 Business 88 Convenience store 68 General store 11 Grain storage, Commercial 64 Hotel; Motel; Inn 62 Livery 100 Parking lot 101 Parking ramp/garage 71 Repair shop 47 Shopping center; Mall 47 Store, Retail 15 Warehouse; Storage building 68 Trading post 68 Sutler's store</p>	<p><u>Government</u> 75 Auditorium 32 Border crossing station; Customs house 30 City hall 84 Correctional facility; Jail; Juvenile hall 59 Courthouse 10 Dump; Sanitary landfill 58 Fire station 59 Government office 12 Hatchery, Fish/Bird/Animal 86 Indigent house 78 Monument 73 Museum; Gallery; Studio, Art/Photo/Sculpture 86 Orphanage 39 Park 32 Police station; Sheriff's office 52 Recreation area, Indoor 51 Recreation area, Outdoor 10 Sewage treatment plant 7 Town; City; Colony; Settlement 73 Township hall</p>

Feature/Type Site for Architectural & Historical Archaeological Sites (2015)

<p>Industry</p> <ul style="list-style-type: none"> 2 Accident; Disaster site 45 Administrative 92 Blacksmith shop 56 Boat landing, Commercial/Steam 45 Business 34 Brick manufacturing plant 88 Bulk plant 34 Concrete manufacturing plant 10 Dump 31 Electric generation facility 36 Electric transformer facility 38 Electric transmission facility 34 Factory; Foundry 88 Fuel station 96 Gas storage 96 Gas transmission facility 70 Laboratory 70 Loading platform 37 Mill, Saw/Stamp/Minerals 35 Mine; Quarry; Borrow pit 96 Oil refinery 58 Oil tank battery 96 Oil transmission facility 14 Oil/Gas well 100 Parking lot 101 Parking ramp/garage 96 Pipeline 71 Work shop; Repair shop 15 Storage building; Warehouse 16 Storage yard 17 Tower 92 Welding shop 88 Yard, Coal/Wood/etc. 	<p>Military</p> <ul style="list-style-type: none"> 45 Administrative 79 Armory 42 Barracks; Dormitory; Bunk house 79 Bastion; Blockhouse 60 Battlefield 44 Campsite, Temporary 29 Cemetery 33 Clinic; Dispensary 43 Corral; Enclosure; Pen 79 Defensive works 40 Dwelling, Single Unit 41 Dwelling, Double Unit 42 Dwelling, Multiple Unit 8 Fort; Cantonment; Post; Base; Camp 55 Garage; Carriage house 59 Government office 33 Hospital; Infirmary 80 Lodge; Social 78 Memorial; Monument 79 Missile site 79 Palisade 39 Parade ground 59 Post/Base Exchange 79 Powder magazine 50 Privy 52 Recreation area, Indoor 51 Recreation area, Outdoor 51 Shooting range; Rifle range 9 School 15 Storage building; Warehouse 16 Storage yard 68 Sutler store 17 Tower 48 Trail 71 Work/Repair shop
<p>Food</p> <ul style="list-style-type: none"> 90 Bakery 28 Bar; Tavern 24 Bottling plant 24 Brewery; Distillery 45 Business 90 Butcher shop 25 Cannery 97 Creamery 97 Dairy processing plant 94 Fairgrounds; Rodeo grounds 25 Frozen food locker 68 General store 26 Grocery store 90 Meat packing plant 27 Mill, Flour/Grist 23 Restaurant; Café; Mess hall 25 Sugar refinery 	<p>Religion</p> <ul style="list-style-type: none"> 54 Chapel, Non-denominational; Place of worship 53 Church, Catholic 63 Church, Protestant 9 Church school 42 Convent; Monastery 40 Dwelling, Single Unit 41 Dwelling, Double Unit 42 Dwelling, Multiple Unit 78 Fountain; Garden 55 Garage/Carriage house 78 Monument; Memorial; Shrine 45 Organizational 40 Parsonage; Manse; Rectory 50 Privy 19 Seminary; Bible college 54 Synagogue

Feature/Type Site for Architectural & Historical Archaeological Sites (2015)

<p>Health 45 Administrative; Business; Organizational 33 Clinic; Pharmacy; Dispensary 33 Hospital/Infirmary 70 Laboratory 86 Nursing home 33 Sanatorium; Pest house 47 Store, Retail</p>	<p>Education 45 Administrative 75 Classroom 19 College; University 42 Dormitory; Barracks; Bunk house 80 Fraternity; Sorority 70 Laboratory 75 Lecture hall; Auditorium 20 Library 51 Playground 52 Recreation area, Indoor 51 Recreation area, Outdoor 9 School; Church school 19 Seminary; Bible college 95 Sport facility, Indoor 19 Trade/Technical/Business school</p>	
<p>Residential 40 Dwelling, Single Unit 41 Dwelling, Double Unit 42 Dwelling, Multiple Unit 55 Garage; Carriage house 78 Garden 65 Mobile home 50 Privy 14 Pump/Well 77 Pump house; Well house 102 Retirement community 62 Stable 15 Storage building 104 Trailer park 17 Windmill</p>	<p>Arts/Entertainment 52 Arcade; Casino 75 Auditorium; Lecture hall; Classroom 32 Billiards/Pool hall 94 Fairgrounds 91 Grandstand 39 Park 39 Parade Ground 51 Recreation area, Outdoor 51 Resort 51 Shooting range/Rifle range 103 Roadside sculpture/billboard/sign 94 Rodeo grounds 73 Museum; Gallery; Studio, Art/Photo/Sculpture 74 Theater; Cinema</p>	<p>Recreation/Sport 49 Airfield; Landing field 52 Arcade; Casino 57 Boat landing, Recreational 51 Camp; Picnic grounds 94 Fairgrounds 91 Grandstand 39 Park 51 Playground 52 Recreation area, Indoor 51 Recreation area, Outdoor 51 Resort 51 Shooting range; Rifle range 94 Rodeo grounds 62 Stable 95 Sports facility, Indoor 81 Sports facility, Outdoor 48 Trail</p>
<p>Landscape Architecture 78 Garden; Fountain 73 Museum; Gallery; Studio, Art/Photo/Sculpture 39 Park 51 Recreation area, Outdoor 51 Resort 103 Roadside sculpture, billboard, sign</p>	<p>Funerary 45 Business 29 Cemetery; Mortuary 54 Chapel 78 Fountain; Garden 78 Gravestone; Memorial; Monument; Shrine; Vault 50 Privy</p>	<p>Office 45 Administrative; Business; Organizational; Professional 100 Parking lot 101 Parking ramp/garage</p>
<p>Engineering 21 Bridge; Culvert; Trestle 22 Canal; Flume 13 Dam 78 Monument 17 Tower 82 Tunnel</p>	<p>Communication 87 Newspaper office 18 Post office; Mail station 87 Print shop 85 Radar facility 93 Radio/TV station 89 Telephone/Telegraph facility 17 Tower, Radio/TV/Microwave</p>	<p>Miscellaneous 2 Accident; Disaster site 10 Dump 15 Storage building; Warehouse 17 Tower 71 Work shop 99 Other – USE SPARINGLY</p>

Feature/Site Type for Architectural & Historical Archeological Sites (2015)

- 1** Farm; Farmstead
- 2** Accident; Disaster site
- 3** Animal/Veterinary clinic
- 4** Ranch
- 5** Dairy farm
- 7** Town; City; Colony; Settlement
- 8** Base; Camp; Cantonment; Fort; Post
- 9** School; Church school
- 10** Dump; Sanitary landfill; Sewage treatment plant
- 11** Commercial grain storage
- 12** Fish/Bird/Animal hatchery
- 13** Dam; Stock dam
- 14** Pump; Well; Oil/Gas well
- 15** Storage building; Warehouse; Storage yard
- 17** Windmill; Tower; Radio/TV/Microwave tower
- 18** Post office; Mail station
- 19** College; University; Seminary/Bible College; Trade/Technical/Business school
- 20** Library
- 21** Bridge; Culvert; Trestle
- 22** Canal; Flume
- 23** Restaurant; Café; Mess hall
- 24** Bottling plant; Brewery; Distillery
- 25** Cannery; Frozen food locker; Sugar refinery
- 26** Grocery store
- 27** Flour/Grist mill
- 28** Bar; Tavern
- 29** Cemetery; Mortuary
- 30** City hall
- 31** Electric generation facility
- 32** Billiards/Pool hall; Border crossing station; Customs house; Police station; Sheriff's office
- 33** Clinic; Pharmacy; Dispensary; Hospital; Infirmary; Sanatorium; Pest house
- 34** Brick manufacturing plant; Concrete manufacturing plant; Factory; Foundry
- 35** Mine; Quarry; Borrow pit
- 36** Electric transformer facility
- 37** Saw/Stamp/Minerals mill
- 38** Electric transmission facility/Roundhouse/Tipple
- 39** Park; Parade ground
- 40** Single unit dwelling; Parsonage; Manse; Rectory
- 41** Double unit dwelling
- 42** Multiple unit dwelling; Barracks; Dormitory; Bunk house; Convent; Monastery
- 43** Corral; Enclosure; Pen
- 44** Temporary campsite
- 45** Administrative; Business; Organizational; Professional
- 47** Shopping center; Mall; Retail store
- 48** Railroad grade; Tracks; Spur; Siding; Road; Highway; Trail
- 49** Airport; Airfield; Landing field
- 50** Privy
- 51** Camp; Picnic grounds; Playground; Outdoor recreation Area; Resort; Shooting range; Rifle range
- 52** Arcade; Casino; Indoor recreation area
- 53** Catholic Church
- 54** Chapel; Non-denominational chapel; Place of worship
- 54** Synagogue
- 55** Garage; Carriage house; Hangar
- 56** Commercial/Steam boat landing; Rest stop; Stage station
- 57** Recreation boat landing
- 58** Fire station; Oil tank battery
- 59** Courthouse; Depot; Terminal; Government office; Post/Base exchange
- 60** Battlefield
- 61** Granary bin; Silo; Silage pit
- 62** Animal shelter; Barn; Stable; Livery
- 63** Protestant Church
- 64** Hotel; Motel; Inn; Line shack
- 65** Mobile home
- 66** Chicken coop; Poultry house
- 67** Root cellar; Icehouse; Smokehouse
- 68** General store; Suttle store; Trading post
- 69** Summer kitchen
- 70** Experiment station; Laboratory; Loading platform
- 71** Work shop; Repair shop
- 72** Freight yard; Switch yard
- 73** Township hall; Museum; Gallery; Studio, Art/Photo/Sculpture
- 74** Theater; Cinema
- 75** Auditorium; Lecture Hall; Classroom
- 76** Bank; Credit Union; Savings and loan; Finance
- 77** Pump house; Well house; Spring house
- 78** Fountain; Garden; Gravestone; Memorial; Monument; Shrine; Vault; Signal
- 79** Armory; Bastion; Blockhouse; Defensive works; Missile site; Palisade; Powder magazine
- 80** Fraternity; Sorority; Lodge; Social
- 81** Outdoor sports facility
- 82** Ferry; Ford; Tunnel
- 83** Turn-around (railroad)
- 84** Correctional facility; Jail; Juvenile hall
- 85** Radar facility
- 86** Indigent house; Nursing home; Orphanage
- 87** Newspaper office; Print shop
- 88** Bulk plant; Fuel station; Gasoline station; Convenience store; Coal/Wood yard
- 89** Telephone; Telegraph facility
- 90** Bakery; Butcher shop; Meat packing plant
- 91** Grandstand
- 92** Blacksmith shop; Welding shop
- 93** Radio/TV station
- 94** Fairgrounds; Rodeo grounds
- 95** Indoor sports facility
- 96** Gas storage; Oil refinery; Oil/Gas transmission facility; Pipeline
- 97** Creamery; Dairy processing plant
- 99** Other – USE SPARINGLY
- 100** Parking lot
- 101** Parking ramp/garage
- 102** Retirement community
- 103** Roadside sculpture; Billboard/sign
- 104** Trailer park

FIELD MANUAL: NDCRS ARCHITECTURAL SITE FORM (2009)

STRUCTURAL SYSTEM & EXTERIOR MATERIALS	<u>STYLE—Alphabetical</u>	<u>STYLE—Chronological</u>	<u>ETHNICITY</u>	<u>CONTEXTS</u>
1 Asbestos Siding/Shingle 2 Asphalt Siding/Shingle 3 Brick 4 Clay Tile 5 Composition Board 6 Concrete Block 7 Concrete, Poured/Cast 8 Earth/Clay 9 Earthen Brick 10 Glass, Block 11 Glass, Pigmented 12 Log 13 Metal, Decorative Wood 14 Metal, Frame 15 Metal, Horizontal Siding 16 Metal, Sheet 17 Perma Stone 18 Plastic, Vinyl 19 Pole 20 Stone, Cut 21 Stone, Uncut 22 Stucco/Plaster 23 Tarpaper 24 Thatch 25 Wood Frame 26 Wood, Horizontal Siding 27 Wood, Shingles/Shakes 28 Wood, Vertical Siding 29 Other	<p align="center">Residential</p> American Foursquare/Cube Art Deco Beaux Arts Bungalow Colonial Revival Craftsman Eastern European Revivals Eclectic Elizabethan/Tudor Revival Ethnic/Vernacular Gabled Front: L/T Gothic Revival Hipped Roof Box International Style Italianate Mansardic/Second Empire Mission/Pueblo Revival Moderne Other Contemporary Other Style Plain Residential Prefabricated/Modular Prairie Style Queen Anne Ranch/Split Level Richardsonian Romanesque Romanesque Shingle Style Stick Style Trailer House Utilitarian <p align="center">Commercial</p> Boomtown/False Front Chicago School Early Brick Commercial Transitional Brick Commercial	<p align="center">Residential</p> Italianate Mansardic/Second Empire Stick Style Queen Anne Richardsonian Romanesque Romanesque Eastern European Revivals Ethnic/Vernacular Gabled Front: Gabled L/T Gothic Revival Shingle Style American Foursquare/Cube Hipped Roof Box Beaux Arts Elizabethan/Tudor Revival Mission/Pueblo Revival Colonial Revival Bungalow Craftsman Prairie Style Plain Residential Other Contemporary Art Deco Moderne International Style Trailer House Ranch/Split Level Eclectic Prefabricated/Modular Utilitarian Other Style <p align="center">Commercial</p> Boomtown/False Front Early Brick Commercial Chicago School Transitional Brick Commercial	0 Unknown or Not Applicable 1 African American 2 Native American 3 Arabic 4 British/Celtic 5 Canadian 6 Czech/Bohemian 7 Danish 8 Dutch 9 Finnish 10 French 11 German or Austrian or Swiss 12 German-Russian 13 Greek 14 Icelandic 15 Irish 16 Italian 17 Jewish 18 Métis 19 Norwegian 20 Asian 21 Polish 22 Russian 23 Scot 24 Spanish 25 Swedish 26 Ukrainian 27 Other	1 Aviation 2 Bridges 3 Colonization 4 Commerce 5 Communications 6 Depression, Great 7 Education 8 Energy Development 9 Entertainment 10 Exploration 11 Farming, Bonanza 12 Farming, Dairy 13 Farming 14 Fur Trade 15 Government, National 16 Government, Territorial 17 Government, State 18 Government, Local 19 Horticulture 20 Industrial Development 21 Irrigation & Conservation 22 Military 23 Mining, Coal 24 Petroleum 25 Railroads 26 Ranching, Open Range 27 Ranching, Fee Simple 28 Religion 29 Roads, Trails, Highways 30 Rural Settlement 31 Urban Settlement 32 Water Navigation
<p><u>FEATURE DATE</u></p> 1 pre-1880 2 1880-1900 3 1900-1915 4 1915-1930 5 1930-1945 6 Eliminated Category 7 1945-1960 8 1960-1975 9 1975-1990 10 1990-2005 11 2005-present	<p><u>CONDITION</u></p> 1 Destroyed 2 Inundated 3 Very Poor 4 Poor 5 Fair 6 Good 7 Excellent	<p><u>PLAN SHAPE</u></p> Blank = Not Applicable 1 Circular 2 Irregular 3 L-Shaped 4 Polygonal 5 Rectangular 6 Square 7 T-Shaped 8 U-Shaped 9 Other	<p><u>FEATURE TYPE</u></p> <p align="center">See the field manual for Feature/Site Type for Historical & Architectural Sites by Category</p>	

Feature/Site Type for Architectural & Historical Archeological Sites by Category (2009)

<p><u>AGRICULTURE</u> 62 Animal shelter/stable 62 Barn 92 Blacksmith shop 66 Chicken coop/Poultry house 3 Clinic, Animal/Veterinarian 43 Corral/Enclosure/Pen 70 Experiment Station 5 Farm, Dairy 1 Farm/Farmstead 61 Granary/Bin 91 Greenhouse/Nursery 12 Hatchery, Animal/Bird/Fish 67 Ice/Smoke house/Root cellar 64 Line shack 14 Pump/Well 77 Pump house/Well house 4 Ranch 61 Silo/Silage pit 13 Stock dam 15 Storage building 16 Storage yard 69 Summer kitchen 17 Windmill 71 Work shop</p> <p><u>ARTS & ENTERTAINMENT</u> 75 Auditorium/Lecture hall 74 Cinema/Theater 75 Lecture Hall 99 Museum/Gallery 75 Opera house 73 Studio, Photo/Art/Sculpture 74 Theater</p> <p><u>COMMERCE</u> 76 Bank/S & L/Financial 68 General store 47 Shopping center/Mall 47 Store, Retail 68 Trading post 15 Warehouse</p> <p><u>COMMUNICATIONS</u> 87 Newspaper office 87 Print shop 85 Radar facility 93 Radio/TV station 89 Telephone/Telegraph facility 17 Tower, Radio/TV/Microwave</p> <p><u>EDUCATION</u> 19 Business college 75 Classroom/Lecture hall 19 College/University 70 Laboratory 20 Library 9 School 19 Seminary 19 Trade/Technical school</p> <p><u>ENGINEERING</u> 21 Bridge/trestle 22 Canal/flume 13 Dam 17 Tower</p> <p><u>FOOD SERVICE</u> 90 Bakery 28 Bar/Tavern 24 Bottling plant 24 Brewery/Distillery 90 Butcher shop 25 Cannery 97 Creamery 97 Dairy processing plant 25 Frozen food locker 26 Grocery store 90 Meat packing plant 27 Mill, Grist/Flour 23 Restaurant/Café/Mess Hall 25 Sugar refinery</p>	<p><u>FUNERARY</u> 29 Cemetery 78 Gravestone 78 Memorial 78 Monument 29 Mortuary</p> <p><u>GOVERNMENT</u> 32 Border crossing station 30 City Hall 84 Correctional Facility/Jail 59 Courthouse 32 Customs house 58 Fire station 59 Government office 86 Indigent home 86 Orphanage 33 Pest House 32 Police Station 18 Post Office/Mail Station 10 Sanitary landfill 10 Sewage treatment plant 32 Sheriff's office 73 Township Hall 98 Water treatment plant</p> <p><u>HEALTHCARE</u> 33 Clinic/Dispensary 33 Hospital/Infirmary 86 Nursing home</p> <p><u>INDUSTRIAL</u> 34 Brick manufacturing plant 88 Bulk plant 34 Concrete manufacturing plant 31 Electric generation facility 36 Electric transformer facility 38 Electric transmission facility 34 Factory/Foundry 96 Gas storage 96 Gas transmission facility 14 Gas well 11 Grain storage, Commercial 36 Lumber yard 37 Mill, Saw 37 Mill, Stamp/Minerals refinery 35 Mine/Quarry 96 Oil refinery 58 Oil tank battery 96 Oil transmission facility 71 Repair shop 16 Storage yard 38 Tipple 15 Warehouse 92 Welding/Blacksmith shop</p> <p><u>LANDSCAPE ARCHITECTURE</u> 78 Fountain 78 Garden 78 Monument 39 Park</p> <p><u>MILITARY</u> 79 Armory 60 Battlefield 79 Bastion 79 Blockhouse 44 Campsite, Temporary 8 Camp, Semi-permanent 79 Defensive works 8 Fort/Cantonment/Post/Base 79 Missile site 79 Palisade 39 Parade Ground 59 Post/Base Exchange (PX/BX) 79 Powder magazine 51 Rifle range 68 Sutler's store 48 Trail</p> <p><u>OFFICE/HEADQUARTERS</u> 45 Administrative 45 Business</p>	<p><u>OFFICE/HEADQUARTERS</u> 80 Fraternal/Sororal 80 Lodge 45 Organizational 46 Professional 80 Social</p> <p><u>RECREATION/SPORTS</u> 52 Arcade/Casino 32 Billiard parlor/Pool hall 57 Boat landing, Recreational 51 Campgrounds/Picnic grounds 94 Fairgrounds 91 Grandstand 51 Playground 52 Recreation area, Indoor 51 Recreation area, Outdoor 51 Resort 94 Rodeo grounds 95 Sport facility, Indoor 81 Sport facility, Outdoor</p> <p><u>RELIGIOUS</u> 54 Chapel, Non-denominational 9 Church school 53 Church, Catholic 63 Church, Protestant 42 Convent/Monastery 30 Fellowship hall 40 Parsonage/Manse/Rectory 19 Seminary 78 Shrine 54 Synagogue</p> <p><u>RESIDENTIAL</u> 42 Barracks/Dormitory/Bunk house 41 Dwelling, Double unit 42 Dwelling, Multiple unit 40 Dwelling, Single unit 55 Garage/Carriage house 64 Hotel/Motel/Inn 65 Mobile home 50 Privy</p> <p><u>TRANSPORTATION</u> 49 Airport/Airfield/Landing field 56 Boat landing, Commercial/Steam 57 Boat landing, Recreational 21 Bridge/Trestle 59 Depot/Terminal 82 Ferry 82 Ford 72 Freight yard 88 Fuel station/Yard, Coal or Wood, etc. 88 Gasoline station 55 Hangar 48 Highway 62 Livery 70 Loading platform 56 Rest stop 48 Road 73 Roundhouse 48 Siding 78 Signal 62 Stable 48 Spur 56 Stage station 72 Switch yard 48 Trail 82 Tunnel 83 Turn-around (Railroad)</p> <p><u>MISCELLANEOUS</u> 2 Accident/Disaster site 10 Dump 73 Spring 77 Spring house 17 Tower 7 Town/City/Colony/Settlement 99 Other</p>
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Feature/Site Type for Architectural & Historical Archeological Sites in Numerical Order (2009)

1 Farm/Farmstead	40 Dwelling, Single unit	73 Spring
2 Accident/Disaster site	41 Dwelling, Double unit	73 Roundhouse
3 Clinic, Animal/Veterinarian	42 Dwelling, Multiple unit	73 Studio, Photo/Art/Sculpture
4 Ranch	42 Convent/Monastery	73 Township hall
5 Farm, Dairy	42 Barracks/Dormitory/Bunk house	74 Theater
7 Town/City/Colony/Settlement	43 Corral/Enclosure/Pen	74 Cinema
8 Fort/Cantonment/Post/Base	44 Campsite, Temporary	75 Lecture hall
8 Camp, Semi-permanent	45 Administrative	75 Opera house
9 Church school	45 Business	75 Auditorium
9 School	45 Organizational	75 Classroom
10 Sanitary landfill	46 Professional	76 Bank/S&L/Financial
10 Sewage treatment plan	47 Shopping center/Mall	77 Pump house/Well house
10 Dump	47 Store, Retail	77 Spring house
11 Grain storage, Commercial	48 Trail	78 Gravestone
12 Hatchery, Animal/Bird/Fish	48 Road	78 Memorial
13 Stock dam	48 Highway	78 Monument
13 Dam	48 Siding	78 Signal
14 Well/Pump	48 Spur	78 Shrine
14 Gas well	48 Railroad grade/Tracks	78 Fountain
14 Oil well	49 Airport/Airfield/Landing field	78 Garden
15 Storage Building/Warehouse	50 Privy	79 Bastion
16 Storage yard	51 Camp/Picnic grounds	79 Blockhouse
17 Windmill	51 Recreation area, Outdoor	79 Armory
17 Tower, Radio/TV/Microwave	51 Resort	79 Powder magazine
17 Tower	51 Playground	79 Missile site
18 Post Office/Mail Station	51 Rifle range	79 Palisade
19 Seminary	52 Recreation area, Indoor	79 Defensive works
19 Trade/Technical school	52 Arcade/Casino	80 Social
19 College/University	53 Church, Catholic	80 Fraternal/Sororal
19 Business college	54 Chapel, Non-denominational	80 Lodge
19 Seminary	54 Synagogue	81 Sport facility, Outdoor
20 Library	55 Hangar	82 Ferry
21 Bridge/Trestle	55 Garage/Carriage house	82 Ford
22 Canal/Flume	56 Boat landing, Commercial/Steam	82 Tunnel
23 Restaurant/Café/Mess hall	56 Rest stop	83 Turn-around (Railroad)
24 Bottling plant	56 Stage Station	84 Correctional facility/Jail
24 Brewery/Distillery	57 Boat landing, Recreational	85 Radar facility
25 Sugar refinery	58 Oil tank battery	86 Indigent house
25 Cannery	58 Fire station	86 Orphanage
25 Frozen food locker	59 Government office	86 Nursing home
26 Grocery store	59 Courthouse	87 Newspaper office
27 Mill, Grist/Flour	59 Depot/Terminal	87 Print shop
28 Bar/Tavern	59 Post/Base Exchange (PX/BX)	88 Bulk plant
29 Mortuary	60 Battlefield	88 Fuel station/Yard, Coal or Wood, etc.
29 Cemetery	61 Silo/Silage pit	88 Gasoline station
30 City Hall	61 Granary/Bin	89 Telephone/Telegraph facility
31 Electric generation facility	62 Animal shelter	90 Butcher shop
32 Police station	62 Barn	90 Meat packing plant
32 Sheriff's office	62 Livery	90 Bakery
32 Border crossing station	62 Stable	91 Greenhouse/Nursery
32 Customs house	63 Church, Protestant	91 Grandstand
32 Billiard parlor/Pool hall	64 Hotel/Motel/Inn	92 Welding shop
33 Pest House	64 Line shack	92 Blacksmith shop
33 Clinic/Dispensary	65 Mobile home	93 Radio/TV station
33 Hospital/Infirmary	66 Chicken coop/Poultry house	94 Rodeo grounds
34 Factory/Foundry	67 Ice/Smokehouse/Root cellar	94 Fairgrounds
34 Brick manufacturing plant	68 Trading post	95 Sport facility, Indoor
34 Concrete manufacturing plant	68 General store	96 Pipeline
35 Mine/Quarry	68 Sutler's store	96 Oil refinery
36 Lumber yard	69 Summer kitchen	96 Oil transmission facility
36 Electric transformer facility	70 Experiment station	96 Gas storage
37 Mill, Saw	70 Laboratory	96 Gas transmission facility
37 Mill, Stamp/Minerals refinery	70 Loading platform	97 Creamery
38 Tipple	71 Repair shop	97 Dairy processing plant
38 Electric transmission facility	71 Work shop	98 Water treatment plant
39 Park	72 Freight yard	99 Museum/gallery
39 Parade ground	72 Switch yard	99 Other
40 Parsonage/Manse/Rectory		

NDCRS ARCHITECTURAL STYLE CODES

STYLES	1982	1986	1989
1	Art Deco/Moderne	American Foursquare	American Foursquare/Cube
2	Beaux Arts/Neo Classical	Art Deco/Moderne	
3	Boomtown	Beaux Arts/Neo Classical	Beaux Arts/Neo Classical
4	Bungalow/Craftsman	Boomtown	Boomtown/False Front
5	Chicago School	Bungalow	Bungalow
6	Colonial Revival	Chicago School	Chicago School
7	Corporate International	Colonial Revival	Colonial Revival
8	Elizabethan/Tudor Revival	Craftsman	Craftsman
9	Exotic Revival	Corporate international	International Style
10	Gothic Revival	Early 20th Cent. Commercial	Early Brick Commercial
11	Greek Revival	Elizabethan/Tudor	Elizabethan/Tudor Revival
12	Homestead	Exotic Revival	Eastern European Revivals
13	International	Gothic Revival	Gothic Revival
14	Italianate	Homestead	Gabled Front
15	Mission/Spanish Revival	International	Moderne
16	New Brutalism	Italianate	Italianate
17	New Formalism	Mission/Spanish Revival	Mission/Pueblo Revival
18	Prairie Style	New Brutalism	
19	Queen Anne	New Formalism	
20	Ranch/Split Level	Prairie Style	Prairie Style
21	Richardson Romanesque	Princess Anne	
22	Second Empire	Queen Anne	Queen Anne
23	Shingle Style	Ranch/Split Level	Ranch/Split Level
24	Stick Style	Richardson Romanesque	Richardson Romanesque
25	Vernacular	Second Empire	Monsard/Second Empire
26	Other	Shingle Style	Shingle Style
27		Stick Style	Stick Style
28		Vernacular	Ethnic/Vernacular
29		Other	Other Style
30		Romanesque	Romanesque
31		Box Bungalow	Hipped Roof Box
32			Transitional Brick Commercial
33			Modular/Lustron
34			Plain Residential
35			Other Contemporary

FIELD MANUAL
NDCRS ARCHITECTURAL SITE FORM

1989

FEATURE TYPE

AGRICULTURE

- 62 Animal Shelter/Stable
- 62 Barn
- 92 Blacksmith Shop
- 66 Chicken Coop/Poultry House
- 3 Clinic, Animal/Veterinarian
- 43 Corral/Enclosure/Pen
- 70 Experiment Station
- 5 Farm, Dairy
- 1 Farm/Farmstead
- 61 Granary/Bin
- 91 Greenhouse/Nursery
- 12 Hatchery, Anm'l/Bird/Fish
- 67 Ice/Smoke House/Root Cellar
- 64 Line Shack
- 14 Pump/Well
- 77 Pump House/Well House
- 4 Ranch
- 61 Silo/Silage Pit
- 13 Stock Dam
- 15 Storage Building
- 16 Storage Yard
- 69 Summer Kitchen
- 14 Well/Pump
- 17 Windmill
- 71 Work shop

ARTS AND ENTERTAINMENT

- 75 Auditorium/Lecture Hall
- 74 Cinema/Theater
- 75 Lecture Hall
- 99 Museum/Gallery
- 75 Opera House
- 73 Studio, Photo/Art/Sculpt
- 74 Theater

COMMERCE

- 76 Bank/S & L/Financial
- 68 General Store
- 47 Shopping Center/Mall
- 47 Store, Retail
- 68 Trading Post
- 15 Warehouse

COMMUNICATIONS

- 87 Newspaper Office
- 87 Print Shop
- 85 Radar Facility
- 93 Radio/TV Station
- 89 Teleph./Telegr. Facil.
- 17 Tower, Radio/TV/Microwave

EDUCATION

- 19 Business College
- 75 Class Room/Lecture Hall
- 19 College/University
- 70 Laboratory
- 20 Library
- 9 School
- 19 Seminary
- 19 Trade/Technical School

ENGINEERING

- 21 Bridge/Trestle
- 22 Canal/Flume

- 13 Dam
- 17 Tower
- FOOD SERVICE
- 90 Bakery
- 28 Bar/Tavern
- 24 Bottling Plant
- 24 Brewery/Distillery
- 90 Butcher Shop
- 25 Cannery
- 97 Creamery
- 97 Dairy Processing Plant
- 25 Frozen Food Locker
- 26 Grocery Store
- 90 Meat Packing Plant
- 27 Mill, Grist/Flour
- 23 Restaurant/Cafe/Mess Hall
- 25 Sugar Refinery

FUNERARY

- 29 Cemetery
- 78 Gravestone
- 78 Memorial
- 78 Monument
- 29 Mortuary

GOVERNMENT

- 32 Border Crossing Station
- 30 City Hall
- 84 Correctional Facility/Jail
- 59 Courthouse
- 32 Customs House
- 58 Fire Station
- 59 Government Office
- 86 Indigent Home
- 86 Orphanage
- 33 Pest House
- 32 Police Station
- 18 Post Office/Mail Station
- 10 Sanitary Land Fill
- 10 Sewage Treatment Plant
- 32 Sheriff's Office
- 73 Township Hall
- 98 Water Treatment Plant

HEALTH CARE

- 33 Clinic/Dispensary
- 33 Hospital/Infirmary
- 86 Nursing Home

INDUSTRIAL

- 34 Brick Manufacturing Plant
- 88 Bulk Plant
- 34 Concrete Mfg. Plant
- 31 Elect. Gener. Facility
- 36 Elect. Transform. Facility
- 38 Elect. Transmiss. Facility
- 34 Factory/Foundry
- 96 Gas Storage
- 96 Gas Transmission Facility
- 14 Gas Well
- 11 Grain Storage, Commercial
- 36 Lumber Yard
- 37 Mill, Saw
- 37 Mill, Stamp/Minerals Refin.

- 35 Mine/Quarry
- 96 Oil Refinery
- 96 Oil Tank Battery
- 96 Oil Transmission Facility
- 14 Oil Well
- 96 Pipeline
- 71 Repair Shop
- 16 Storage Yard
- 38 Tipple
- 15 Warehouse
- 92 Welding/Blacksmith Shop

LANDSCAPE ARCHITECTURE

- 78 Fountain
- 78 Garden
- 78 Monument
- 39 Park

MILITARY

- 79 Armory
- 60 Battlefield
- 79 Bastion
- 79 Blockhouse
- 44 Camp Site, Temporary
- 8 Camp, Semi-Permanent
- 79 Defensive Works
- 8 Fort/Cantonment/Post/Base
- 79 Missile Site
- 79 Pallisade
- 39 Parade Ground
- 59 Post/Base Exchange(PX/BX)
- 79 Powder Magazine
- 51 Rifle Range
- 68 Sutler's Store
- 48 Trail

OFFICE/HEADQUARTERS

- 45 Administrative
- 45 Business
- 80 Fraternal/Sororal
- 80 Lodge
- 45 Organizational
- 46 Professional
- 80 Social

RECREATION/SPORTS

- 52 Arcade/Casino
- 32 Billiard Parlor/Pool Hall
- 57 Boat Landing, Recreational
- 51 Camp/Picnic Grounds
- 94 Fairgrounds
- 91 Grandstand
- 51 Play ground
- 52 Recreation Area, Indoor
- 51 Recreation Area, Outdoor
- 51 Resort
- 94 Rodeo Grounds
- 95 Sport Facility, Indoor
- 81 Sport Facility, Outdoor

RELIGIOUS

- 54 Chapel, Non-Denom.
- 9 Church School
- 53 Church, Catholic
- 63 Church, Protestant

- 42 Convent/Monastery
- 30 Fellowship Hall
- 40 Parsonage/Panse/Rectory
- 19 Seminary
- 78 Shrine
- 54 Synagog

RESIDENTIAL

- 42 Barracks/Dorm./Bunk House
- 41 Dwelling, Double Unit
- 42 Dwelling, Multiple Unit
- 40 Dwelling, Single Unit
- 65 Garage/Carriage House
- 64 Hotel/Motel/Inn
- 65 Mobile Home
- 50 Privy

TRANSPORTATION

- 49 Airport/Airfield/Land. Fld.
- 56 Boat Landing, Com'c'l/Steam
- 57 Boat Landing, Recreational
- 21 Bridge/Trestle
- 59 Depot/Terminal
- 82 Ferry
- 82 Ford
- 72 Freight Yard
- 88 Fuel Station/Yard, Coal/Wood, etc.
- 88 Gasoline Station
- 55 Manger
- 48 Highway
- 62 Livery
- 70 Loading Platform
- 48 Railroad Grade/Tracks
- 56 Rest Stop
- 48 Road
- 73 Roundhouse
- 48 Siding
- 78 Signal
- 62 Stable
- 48 Spur
- 56 Stage Station
- 72 Switch Yard
- 48 Trail
- 82 Tunnel
- 83 Turn-around

MISCELLANEOUS

- 2 Accident/Disaster Site
- 10 Dump
- 73 Spring
- 77 Spring House
- 17 Tower
- 7 Town/City/Colony/Settlement
- 99 Other

STRUCTURAL SYSTEM/EXTERIOR MATERIALS

- 1. Asbestos Siding/Shingle
- 2. Asphalt Siding/Shingles
- 3. Brick
- 4. Clay Tile
- 5. Composition Board
- 6. Concrete Block
- 7. Concrete, Poured/Cast
- 8. Earth/Clay
- 9. Earthen Brick
- 10. Glass, Block
- 11. Glass, Pigmented
- 12. Log
- 13. Metal, Decorative Wood
- 14. Metal, Frame
- 15. Metal, Horizontal Siding
- 16. Metal, Sheet
- 17. Perma Stone
- 18. Plastic, Vinyl
- 19. Pole
- 20. Stone, Cut
- 21. Stone, Uncut
- 22. Stucco/Plaster
- 23. Tarpaper
- 24. Thatch
- 25. Wood Frame
- 26. Wood, Horizontal siding
- 27. Wood, Shingles/Shakes
- 28. Wood, Vertical Siding
- 29. Other

ETHNIC

- 0. Unknown
- 1. African
- 2. American Indian
- 3. Arabic
- 4. British/Celtic
- 5. Canadian
- 6. Czech/Bohemian
- 7. Danish
- 8. Dutch
- 9. Finnish
- 10. French
- 11. German/Austrian/Swiss
- 12. German-Russian
- 13. Greek
- 14. Icelandic
- 15. Irish
- 16. Italian
- 17. Jewish
- 19. Norwegian
- 20. Oriental
- 21. Polish
- 22. Russian
- 23. Scot
- 24. Spanish
- 25. Swedish
- 26. Ukrainian
- 27. Other

FEATURE DATE

- 1. pre-1880
- 2. 1880-1900
- 3. 1900-1915
- 4. 1915-1930
- 5. 1930-1945
- 6. post-1945

CONDITION

- 1. Destroyed
- 2. Inundated
- 3. Very Poor
- 4. Poor
- 5. Fair
- 6. Good
- 7. Excellent

CONTEXTS

- 1 Aviation
- 2 Bridges
- 3 Colonization
- 4 Commerce
- 5 Communications
- 6 Depression, the Great
- 7 Education
- 8 Energy Development
- 9 Entertainment
- 10 Exploration
- 11 Farming, Bonanza
- 12 Farming, Dairy
- 13 Farming
- 14 Fur Trade
- 15 Government, National
- 16 Government, Territorial
- 17 Government, State
- 18 Government, Local
- 19 Horticulture
- 20 Industrial Development
- 21 Irrigation and Conservation
- 22 Military
- 23 Mining, Coal
- 24 Petroleum
- 25 Railroads
- 26 Ranching, Open Range
- 27 Ranching, Fee Simple
- 28 Religion
- 29 Roads, Trails, and Highways
- 30 Rural Settlement
- 31 Urban Settlement
- 32 Water Navigation

STYLES

- 1. American Foursquare/Cube
- 3. Beaux Arts/Neo Classical
- 4. Boomtown/False Front
- 5. Bungalow
- 6. Chicago School
- 7. Colonial Revival
- 8. Craftsman
- 9. International Style
- 10. Early Brick Commercial
- 11. Elizabethan/Tudor Revival
- 12. Eastern European Revivals
- 13. Gothic Revival
- 14. Gabled Front
- 15. Moderne
- 16. Italianate
- 17. Mission/Pueblo Revival
- 20. Prairie Style
- 22. Queen Anne
- 23. Ranch/Split Level
- 24. Richardsonian Romanesque
- 25. Mansardic/Second Empire
- 26. Shingle Style
- 27. Stick Style
- 28. Ethnic/Vernacular
- 29. Other Style
- 30. Romanesque
- 31. Hipped Roof Box
- 32. Transitional Brick Comm.
- 33. Modular/Lustron
- 34. Plain Residential
- 35. Other Contemporary

PLAN SHAPE

- 0. Not Applicable
- 1. Circular
- 2. Irregular
- 3. L-Shaped
- 4. Polygonal
- 5. Rectangular
- 6. Square
- 7. T-Shaped
- 8. U-Shaped
- 9. Other

arrangement is intended merely to facilitate finding the code number of a site type. Any site type may conceivably occur in any context; therefore, the recorder must select the code number of the term that most accurately indicates the earliest identifiable function of the site regardless of which heading the term is located under and without regard to which context the site will be assigned.

When coding Site Type use the broadest applicable term. For example, code "farm" rather than "barn" or "chicken coop"; code "town" rather than "retail store" or "dwelling". Feature Types should already have been recorded (see page 47). This field records the overall function of the entire site.

<u>AGRICULTURE</u>		<u>SITE TYPE</u>			
62	Animal Shelter/Stable	13	Dam	35	Mine/Quarry
62	Barn	17	Tower	96	Oil Refinery
92	Blacksmith Shop	<u>FOOD SERVICE</u>		58	Oil Tank Battery
66	Chicken Coop/Poultry House	90	Bakery	96	Oil Transmission Facility
3	Clinic, Animal/Veterinarian	28	Bar/Tavern	14	Oil Well
43	Corral/Enclosure/Pen	24	Bottling Plant	96	Pipeline
70	Experiment Station	24	Brewery/Distillery	71	Repair Shop
5	Farm, Dairy	90	Butcher Shop	16	Storage Yard
1	Farm/Farmstead	25	Cannery	38	Tipple
61	Granary/Bin	97	Creamery	15	Warehouse
91	Greenhouse/Nursery	97	Dairy Processing Plant	92	Welding/Blacksmith Shop
12	Hatchery, Ann'l/Bird/Fish	25	Frozen Food Locker	<u>LANDSCAPE ARCHITECTURE</u>	
67	Ice/Smoke House/Root Cellar	26	Grocery Store	78	Fountain
64	Line Shack	90	Meat Packing Plant	78	Garden
14	Pump/Well	27	Mill, Grist/Flour	78	Monument
77	Pump House/Well House	23	Restaurant/Cafe/Mess Hall	39	Park
4	Ranch	25	Sugar Refinery	<u>MILITARY</u>	
61	Silo/Silage Pit	<u>FUNERARY</u>		79	Armory
13	Stock Dam	29	Cemetery	60	Battlefield
15	Storage Building	78	Gravestone	79	Bastion
16	Storage Yard	78	Memorial	79	Blockhouse
69	Summer Kitchen	78	Monument	44	Camp Site, Temporary
14	Well/Pump	29	Mortuary	8	Camp, Semi-Permanent
17	Windmill	<u>GOVERNMENT</u>		79	Defensive Works
71	Work shop	32	Border Crossing Station	8	Fort/Cantonment/Post/Base
<u>ARTS AND ENTERTAINMENT</u>		30	City Hall	79	Missile Site
75	Auditorium/Lecture Hall	84	Correctional Facility/Jail	79	Palisade
74	Cinema/Theater	59	Courthouse	39	Parade Ground
75	Lecture Hall	32	Customs House	59	Post/Base Exchange (PX/BX)
99	Museum/Gallery	58	Fire Station	79	Powder Magazine
75	Opera House	59	Government Office	51	Rifle Range
73	Studio, Photo/Art/Sculpt	86	Indigent Home	68	Sutler's Store
74	Theater	86	Orphanage	48	Trail
<u>COMMERCE</u>		33	Pest House	<u>OFFICE/HEADQUARTERS</u>	
76	Bank/S & L/Financial	32	Police Station	45	Administrative
68	General Store	18	Post Office/Mail Station	45	Business
47	Shopping Center/Mall	10	Sanitary Land Fill	80	Fraternal/Sororal
47	Store, Retail	10	Sewage Treatment Plant	80	Lodge
68	Trading Post	32	Sheriff's Office	45	Organizational
15	Warehouse	73	Township Hall	46	Professional
<u>COMMUNICATIONS</u>		98	Water Treatment Plant	80	Social
87	Newspaper Office	<u>HEALTH CARE</u>		<u>RECREATION/SPORTS</u>	
87	Print Shop	33	Clinic/Dispensary	52	Arcade/Casino
85	Radar Facility	33	Hospital/Infirmary	32	Billiard Parlor/Pool Hall
93	Radio/TV Station	86	Nursing Home	57	Boat Landing, Recreational
89	Teleph./Telegr. Facil.	<u>INDUSTRIAL</u>		51	Camp/Picnic Grounds
17	Tower, Radio/TV/Microwave	34	Brick Manufacturing Plant	94	Fairgrounds
<u>EDUCATION</u>		88	Bulk Plant	91	Grandstand
19	Business College	34	Concrete Mfg. Plant	51	Play ground
75	Class Room/Lecture Hall	31	Elect. Gener. Facility	52	Recreation Area, Indoor
19	College/University	36	Elect. Transform. Facility	51	Recreation Area, Outdoor
70	Laboratory	38	Elect. Transmiss. Facility	51	Resort
20	Library	34	Factory/Foundry	94	Rodeo Grounds
9	School	96	Gas Storage	95	Sport Facility, Indoor
19	Seminary	96	Gas Transmission Facility	81	Sport Facility, Outdoor
19	Trade/Technical School	14	Gas Well	<u>RELIGIOUS</u>	
<u>ENGINEERING</u>		11	Grain Storage, Commercial	54	Chapel, Non-Denom.
21	Bridge/Trestle	36	Lumber Yard	9	Church School
22	Canal/Flume	37	Mill, Saw	53	Church, Catholic
		37	Mill, Stamp/Minerals Refin.	63	Church, Protestant

42 Convent/Monastery
30 Fellowship Hall
40 Parsonage/Manse/Rectory
19 Seminary
78 Shrine
54 Synagog

RESIDENTIAL

42 Barracks/Dorm./Bunk House
41 Dwelling, Double Unit
42 Dwelling, Multiple Unit
40 Dwelling, Single Unit
55 Garage/Carriage House
64 Hotel/Motel/Inn
65 Mobile Home
50 Privy

TRANSPORTATION

49 Airport/Airfield/Land. Fld.
56 Boat Landing, Com'c'l/Steam
57 Boat Landing, Recreational
21 Bridge/Trestle
59 Depot/Terminal
82 Ferry
82 Ford
72 Freight Yard
88 Fuel Station/Yard,
Coal/Wood, etc.
88 Gasoline Station
55 Hanger
48 Highway
62 Livery
70 Loading Platform
48 Railroad Grade/Tracks
56 Rest Stop
48 Road
73 Roundhouse
48 Siding
78 Signal
62 Stable
48 Spur
56 Stage Station
72 Switch Yard
48 Trail
82 Tunnel
83 Turn-around

MISCELLANEOUS

2 Accident/Disaster Site
10 Dump
73 Spring
77 Spring House
17 Tower
7 Town/City/Colony/Settlement
99 Other

While the Feature Type code list is shared by both the Architectural and Historical Archeological code sheets, the instructions for coding differ. The difference between the two is that the Historical Archeological form uses the broadest applicable term and the Architectural form uses the most specific applicable term.

FEATURE TYPE

<u>AGRICULTURE</u>				
62	Animal Shelter/Stable	13	Dam	
62	Barn	17	Tower	
92	Blacksmith Shop	<u>FOOD SERVICE</u>		
66	Chicken Coop/Poultry House	90	Bakery	
3	Clinic, Animal/Veterinarian	28	Bar/Tavern	
43	Corral/Enclosure/Pen	24	Bottling Plant	
70	Experiment Station	24	Brewery/Distillery	
5	Farm, Dairy	90	Butcher Shop	
1	Farm/Farmstead	25	Cannery	
61	Granary/Bin	97	Creamery	
91	Greenhouse/Nursery	97	Dairy Processing Plant	
12	Hatchery, Anm'l/Bird/Fish	25	Frozen Food Locker	
67	Ice/Smoke House/Root Cellar	26	Grocery Store	
64	Line Shack	90	Meat Packing Plant	
14	Pump/Well	27	Mill, Grist/Flour	
77	Pump House/Well House	23	Restaurant/Cafe/Mess Hall	
4	Ranch	25	Sugar Refinery	
61	Silo/Silage Pit	<u>FUNERARY</u>		
13	Stock Dam	29	Cemetery	
15	Storage Building	78	Gravestone	
16	Storage Yard	78	Memorial	
69	Summer Kitchen	78	Monument	
14	Well/Pump	29	Mortuary	
17	Windmill	<u>GOVERNMENT</u>		
71	Work shop	32	Border Crossing Station	
<u>ARTS AND ENTERTAINMENT</u>			30	City Hall
75	Auditorium/Lecture Hall	84	Correctional Facility/Jail	
74	Cinema/Theater	59	Courthouse	
75	Lecture Hall	32	Customs House	
99	Museum/Gallery	58	Fire Station	
75	Opera House	59	Government Office	
73	Studio, Photo/Art/Sculpt	86	Indigent Home	
74	Theater	86	Orphanage	
<u>COMMERCE</u>			33	Pest House
76	Bank/S & L/Financial	32	Police Station	
68	General Store	18	Post Office/Mail Station	
47	Shopping Center/Mall	10	Sanitary Land Fill	
47	Store, Retail	10	Sewage Treatment Plant	
68	Trading Post	32	Sheriff's Office	
15	Warehouse	73	Township Hall	
<u>COMMUNICATIONS</u>			98	Water Treatment Plant
87	Newspaper Office	<u>HEALTH CARE</u>		
87	Print Shop	33	Clinic/Dispensary	
85	Radar Facility	33	Hospital/Infirmary	
93	Radio/TV Station	86	Nursing Home	
89	Teleph./Telegr. Facil.	<u>INDUSTRIAL</u>		
17	Tower, Radio/TV/Microwave	34	Brick Manufacturing Plant	
<u>EDUCATION</u>			88	Bulk Plant
19	Business College	34	Concrete Mfg. Plant	
75	Class Room/Lecture Hall	31	Elect. Gener. Facility	
19	College/University	36	Elect. Transform. Facility	
70	Laboratory	38	Elect. Transmiss. Facility	
20	Library	34	Factory/Foundry	
9	School	96	Gas Storage	
19	Seminary	96	Gas Transmission Facility	
19	Trade/Technical School	14	Gas Well	
<u>ENGINEERING</u>			11	Grain Storage, Commercial
21	Bridge/Trestle	36	Lumber Yard	
22	Canal/Flume	37	Mill, Saw	
		37	Mill, Stamp/Minerals Refin.	
		35	Mine/Quarry	
		96	Oil Refinery	
		58	Oil Tank Battery	
		96	Oil Transmission Facility	
		14	Oil Well	
		96	Pipeline	
		71	Repair Shop	
		16	Storage Yard	
		38	Tipple	
		15	Warehouse	
		92	Welding/Blacksmith Shop	
		<u>LANDSCAPE ARCHITECTURE</u>		
		78	Fountain	
		78	Garden	
		78	Monument	
		39	Park	
		<u>MILITARY</u>		
		79	Armory	
		60	Battlefield	
		79	Bastion	
		79	Blockhouse	
		44	Camp Site, Temporary	
		8	Camp, Semi-Permanent	
		79	Defensive Works	
		8	Fort/Cantonment/Post/Base	
		79	Missile Site	
		79	Palisade	
		39	Parade Ground	
		59	Post/Base Exchange(PX/BX)	
		79	Powder Magazine	
		51	Rifle Range	
		68	Sutler's Store	
		48	Trail	
		<u>OFFICE/HEADQUARTERS</u>		
		45	Administrative	
		45	Business	
		80	Fraternal/Sororal	
		80	Lodge	
		45	Organizational	
		46	Professional	
		80	Social	
		<u>RECREATION/SPORTS</u>		
		52	Arcade/Casino	
		32	Billiard Parlor/Pool Hall	
		57	Boat Landing, Recreational	
		51	Camp/Picnic Grounds	
		94	Fairgrounds	
		91	Grandstand	
		51	Play ground	
		52	Recreation Area, Indoor	
		51	Recreation Area, Outdoor	
		51	Resort	
		94	Rodeo Grounds	
		95	Sport Facility, Indoor	
		81	Sport Facility, Outdoor	

Continued next
page

RELIGIOUS

54	Chapel, Non-Denom.
9	Church School
53	Church, Catholic
63	Church, Protestant
42	Convent/Monastery
30	Fellowship Hall
40	Parsonage/Manse/Rectory
19	Seminary
78	Shrine
54	Synagog

RESIDENTIAL

42	Barracks/Dorm./Bunk House
41	Dwelling, Double Unit
42	Dwelling, Multiple Unit
40	Dwelling, Single Unit
55	Garage/Carriage House
64	Hotel/Motel/Inn
65	Mobile Home
50	Privy

TRANSPORTATION

49	Airport/Airfield/Land. Fid.
56	Boat Landing, Com'c'l/Steam
57	Boat Landing, Recreational
21	Bridge/Trestle
59	Depot/Terminal
82	Ferry
82	Ford
72	Freight Yard
88	Fuel Station/Yard, Coal/Wood, etc.
88	Gasoline Station
55	Hanger
48	Highway
62	Livery
70	Loading Platform
48	Railroad Grade/Tracks
56	Rest Stop
48	Road

73	Roundhouse
48	Siding
78	Signal
62	Stable
48	Spur
56	Stage Station
72	Switch Yard
48	Trail
82	Tunnel
83	Turn-around

MISCELLANEOUS

2	Accident/Disaster Site
10	Dump
73	Spring
77	Spring House
17	Tower
7	Town/City/Colony/Settlement
99	Other

THE SAME LIST IN NUMERICAL ORDER

4	Farm-Farmstead	36	Lumber Yard	67	Ice/Smoke House/Root Cellar
2	Accident/Disaster Site	36	Elect. Transform. Facility	68	Trading Post
3	Clinic, Animal/Veterinarian	37	Mill, Saw	68	General Store
4	Ranch	37	Mill, Stamp/Minerals Refin.	68	Sutler's Store
5	Farm, Dairy	38	Tipple	69	Summer Kitchen
7	Town/City/Colony/Settlement	38	Elect. Transmiss. Facility	70	Experiment Station
8	Fort/Cantonment/Post/Base	39	Park	70	Laboratory
8	Camp, Semi-Permanent	39	Parade Ground	70	Loading Platform
9	Church School	40	Parsonage/Manse/Rectory	71	Repair Shop
9	School	40	Dwelling, Single Unit	71	Work shop
10	Sanitary Land Fill	41	Dwelling, Double Unit	72	Freight Yard
10	Sewage Treatment Plant	42	Dwelling, Multiple Unit	72	Switch Yard
10	Dump	42	Convent/Monastery	73	Spring
11	Grain Storage, Commercial	42	Barracks/Dorm./Bunk House	73	Roundhouse
12	Hatchery, Am'l/Bird/Fish	43	Corral/Enclosure/Pen	73	Studio, Photo/Art/Sculpt
13	Stock Dam	44	Camp Site, Temporary	73	Township Hall
13	Dam	45	Administrative	74	Theater
14	Well/Pump	45	Business	74	Cinema/Theater
14	Pump/Well	45	Organizational	75	Lecture Hall
14	Gas Well	46	Professional	75	Opera House
14	Oil Well	47	Shopping Center/Mall	75	Auditorium/Lecture Hall
15	Warehouse	47	Store, Retail	75	Class Room/Lecture Hall
15	Storage Building	48	Trail	76	Bank/S & L/Financial
15	Warehouse	48	Road	77	Pump House/Well House
16	Storage Yard	48	Highway	77	Spring House
16	Storage Yard	48	Siding	78	Gravestone
17	Windmill	48	Spur	78	Memorial
17	Tower, Radio/TV/Microwave	48	Railroad Grade/Tracks	78	Monument
17	Tower	48	Trail	78	Signal
17	Tower	49	Airport/Airfield/Land. Fid.	78	Shrine
18	Post Office/Mail Station	50	Privy	78	Fountain
19	Seminary	-51	Camp/Picnic Grounds	78	Garden
19	Trade/Technical School	51	Recreation Area, Outdoor	78	Monument
19	College/University	51	Resort	79	Bastion
19	Business College	51	Play ground	79	Blockhouse
19	Seminary	51	Rifle Range	79	Armory
20	Library	52	Recreation Area, Indoor	79	Powder Magazine
21	Bridge/Trestle	52	Arcade/Casino	79	Missile Site
21	Bridge/Trestle	53	Church, Catholic	79	Palisade
22	Canal/Tume	54	Chapel, Non-Denom.	79	Defensive Works
23	Restaurant/Cafe/Mess Hall	54	Synagog	80	Socia
24	Bottling Plant	55	Hanger	80	Fraternal/Sororal
24	Brewery/Distillery	55	Garage/Carriage House	80	Lodge
25	Sugar Refinery	56	Boat Landing, Com'c'l/Steam	81	Sport Facility, Outdoor
25	Cannery	56	Rest Stop	82	Ferry
25	Frozen Food Locker	56	Stage Station	82	Ford
26	Grocery Store	57	Boat Landing, Recreational	82	Tunnel
27	Mill, Grist/Flour	57	Boat Landing, Recreational	83	Turn-around
28	Bar/Tavern	58	Oil Tank Battery	84	Correctional Facility/Jail
29	Mortuary	58	Fire Station	85	Radar Facility
29	Cemetery	59	Government Office	86	Indigent Home
30	City Hall	59	Courthouse	86	Orphanage
30	Fellowship Hall	59	Depot/Terminal	86	Nursing Home
31	Elect. Gener. Facility	59	Post/Base Exchange(PX/BX)	87	Newspaper Office
32	Police Station	60	Battlefield	87	Print Shop
32	Sheriff's Office	61	Silo/Silage Pit	88	Bulk Plant
32	Border Crossing Station	61	Granary/Bin	88	Fuel Station/Yard, Coal/Wood, etc.
32	Customs House	62	Animal Shelter/Stable	88	Gasoline Station
32	Billiard Parlor/Pool Hall	62	Barn	89	Teleph./Telegr. Facil.
33	Pest House	62	Livery	90	Butcher Shop
33	Clinic/Dispensary	62	Stable	90	Meat Packing Plant
33	Hospital/Infirmary	63	Church, Protestant	90	Bakery
34	Factory/Foundry	64	Hotel/Motel/Inn	91	Greenhouse/Nursery
34	Brick Manufacturing Plant	64	Line Shack	91	Grandstand
34	Concrete Mfg. Plant	65	Mobile Home	92	Welding/Blacksmith Shop
35	Mine/Quarry	66	Chicken Coop/Poultry House	92	Blacksmith Shop
				93	Radio/TV Station
				94	Rodeo Grounds
				94	Fairgrounds
				95	Sport Facility, Indoor
				96	Pipeline
				96	Oil Refinery
				96	Oil Transmission Facility
				96	Gas Storage
				96	Gas Transmission Facility
				97	Creamery
				97	Dairy Processing Plant
				98	Water Treatment Plant
				99	Museum/Gallery
				99	Other

FIELD MANUAL
NDCRS ARCHITECTURAL SITE FORM

1986

FEATURE TYPE

AGRICULTURE

- 82 Animal Shelter/Stable
- 62 Barn
- 92 Blacksmith Shop
- 66 Chicken Coop/Poultry House
- 3 Clinic, Animal/Veterinarian
- 43 Corral/Enclosure/Pen
- 70 Experiment Station
- 5 Farm, Dairy
- 1 Farm/Farmstead
- 61 Granary/Bin
- 91 Greenhouse/Nursery
- 12 Hatcher, Anm'l/Bird/Fish
- 67 Ice/Smoke House/Root Cellar
- 64 Line Shack
- 14 Pump/Well
- 77 Pump House/Well House
- 4 Ranch
- 61 Silo/Silage Pit
- 13 Stock Dam
- 15 Storage Building
- 16 Storage Yard
- 69 Summer Kitchen
- 14 Well/Pump
- 17 Windmill
- 71 Work shop
- ARTS AND ENTERTAINMENT
- 75 Auditorium/Lecture Hall
- 74 Cinema/Theater
- 75 Lecture Hall
- 99 Museum/Gallery
- 75 Opera House
- 73 Studio, Photo/Art/Sculpt
- 74 Theater
- COMMERCE
- 76 Bank/S & L/Financial
- 68 General Store
- 47 Shopping Center/Mall
- 47 Store, Retail
- 68 Trading Post
- 15 Warehouse
- COMMUNICATIONS
- 87 Newspaper Office
- 87 Print Shop
- 85 Radar Facility
- 93 Radio/TV Station
- 89 Teleph./Telegr. Facil.
- 17 Tower, Radio/TV/Microwave
- EDUCATION
- 19 Business College
- 75 Class Room/Lecture Hall
- 19 College/University
- 70 Laboratory
- 20 Library
- 9 School
- 19 Seminary
- 19 Trade/Technical School
- ENGINEERING
- 21 Bridge/Trestle
- 22 Canal/Flume

- 13 Dam
- 17 Tower
- FOOD SERVICE
- 90 Bakery
- 28 Bar/Tavern
- 24 Bottling Plant
- 24 Brewery/Distillery
- 90 Butcher Shop
- 25 Cannery
- 97 Creamery
- 97 Dairy Processing Plant
- 25 Frozen Food Locker
- 26 Grocery Store
- 90 Meat Packing Plant
- 27 Mill, Grist/Flour
- 23 Restaurant/Cafe/Mess Hall
- 25 Sugar Refinery
- FUNERARY
- 29 Cemetery
- 78 Gravestone
- 78 Memorial
- 78 Monument
- 29 Mortuary
- GOVERNMENT
- 32 Border Crossing Station
- 30 City Hall
- 84 Correctional Facility/Jail
- 59 Courthouse
- 32 Customs House
- 58 Fire Station
- 59 Government Office
- 86 Indigent Home
- 86 Orphanage
- 33 Pest House
- 32 Police Station
- 18 Post Office/Mail Station
- 10 Sanitary Land Fill
- 10 Sewage Treatment Plant
- 32 Sheriff's Office
- 73 Township Hall
- 98 Water Treatment Plant
- HEALTH CARE
- 33 Clinic/Dispensary
- 33 Hospital/Infirmary
- 86 Nursing Home
- INDUSTRIAL
- 34 Brick Manufacturing Plant
- 88 Bulk Plant
- 34 Concrete Mfg. Plant
- 31 Elect. Gener. Facility
- 36 Elect. Transform. Facility
- 38 Elect. Transmiss. Facility
- 34 Factory/Foundry
- 96 Gas Storage
- 96 Gas Transmission Facility
- 14 Gas Well
- 11 Grain Storage, Commercial
- 36 Lumber Yard
- 37 Mill, Saw
- 37 Mill, Stamp/Minerals Refin.

- 35 Mine/Quarry
- 96 Oil Refinery
- 58 Oil Tank Battery
- 96 Oil Transmission Facility
- 14 Oil Well
- 96 Pipeline
- 71 Repair Shop
- 16 Storage Yard
- 38 Tipple
- 15 Warehouse
- 92 Welding/Blacksmith Shop
- LANDSCAPE ARCHITECTURE
- 78 Fountain
- 78 Garden
- 78 Monument
- 39 Park
- MILITARY
- 79 Armory
- 60 Battlefield
- 79 Bastion
- 79 Blockhouse
- 44 Camp Site, Temporary
- 8 Camp, Semi-Permanent
- 79 Defensive Works
- 8 Fort/Cantonment/Post/Base
- 79 Missile Site
- 79 Pallisade
- 39 Parade Ground
- 59 Post/Base Exchange(PX/BX)
- 79 Powder Magazine
- 51 Rifle Range
- 68 Sutler's Store
- 48 Trail
- OFFICE/HEADQUARTERS
- 45 Administrative
- 45 Business
- 80 Fraternal/Sororal
- 80 Lodge
- 45 Organizational
- 46 Professional
- 80 Social
- RECREATION/SPORTS
- 52 Arcade/Casino
- 32 Billiard Parlor/Pool Hall
- 57 Boat Landing, Recreational
- 51 Camp/Picnic Grounds
- 94 Fairgrounds
- 91 Grandstand
- 51 Play ground
- 52 Recreation Area, Indoor
- 51 Recreation Area, Outdoor
- 51 Resort
- 94 Rodeo Grounds
- 95 Sport Facility, Indoor
- 81 Sport Facility, Outdoor
- RELIGIOUS
- 54 Chapel, Non-Denom.
- 9 Church School
- 53 Church, Catholic
- 63 Church, Protestant

- 42 Convent/Monastery
- 30 Fellowship Hall
- 40 Parsonage/Manse/Rectory
- 19 Seminary
- 78 Shrine
- 54 Synagog
- RESIDENTIAL
- 42 Barracks/Dorm./Bunk House
- 41 Dwelling, Double Unit
- 42 Dwelling, Multiple Unit
- 40 Dwelling, Single Unit
- 55 Garage/Carriage House
- 64 Hotel/Motel/Inn
- 65 Mobile Home
- 50 Privy
- TRANSPORTATION
- 49 Airport/Airfield/Land. Fld.
- 56 Boat Landing, Com'c'l/Steam
- 57 Boat Landing, Recreational
- 21 Bridge/Trestle
- 59 Depot/Terminal
- 82 Ferry
- 82 Ford
- 72 Freight Yard
- 88 Fuel Station/Yard, Coal/Wood, etc.
- 88 Gasoline Station
- 55 Manger
- 48 Highway
- 62 Livery
- 70 Loading Platform
- 48 Railroad Grade/Tracks
- 56 Rest Stop
- 48 Road
- 73 Roundhouse
- 48 Siding
- 78 Signal
- 62 Stable
- 48 Spur
- 56 Stage Station
- 72 Switch Yard
- 48 Trail
- 82 Tunnel
- 83 Turn-around
- MISCELLANEOUS
- 2 Accident/Disaster Site
- 10 Dump
- 73 Spring
- 77 Spring House
- 17 Tower
- 7 Town/City/Colony/Settlement
- 99 Other

BUILDING MATERIALS

- 1. Asbestos Siding/Shingle
- 2. Asphalt Siding/Shingles
- 3. Brick
- 4. Clay Tile
- 5. Composition Board
- 6. Concrete Block
- 7. Concrete, Poured/Cast
- 8. Earth/Clay
- 9. Earthen Brick
- 10. Glass, Block
- 11. Glass, Pigmented
- 12. Log
- 13. Metal, Decorative
- 14. Metal, Frame
- 15. Metal, Horizontal Siding

- 16. Metal, Sheet
- 17. Perma Stone
- 18. Plastic, Vinyl
- 19. Pole
- 20. Stone, Cut
- 21. Stone, Uncut
- 22. Stucco/Plaster
- 23. Tarpaper
- 24. Thatch
- 25. Wood Frame
- 26. Wood, Horizontal Siding
- 27. Wood, Shingles/Shakes
- 28. Wood, Vertical Siding
- 29. Other

ETHNIC

- 0. Unkown
- 1. African
- 2. American Indian
- 3. Arabic
- 4. British/Celtic
- 5. Canadian
- 6. Czech/Bohemian
- 7. Danish
- 8. Dutch
- 9. Finnish
- 10. French
- 11. German/Austrian/Swiss
- 12. German-Russian
- 13. Greek
- 14. Icelandic
- 15. Irish
- 16. Italian
- 17. Jewish
- 18. Metis
- 19. Norwegian
- 20. Oriental
- 21. Polish
- 22. Russian
- 23. Scot
- 24. Spanish
- 25. Swedish
- 26. Ukrainian
- 27. Other

FEATURE DATE

- 1. pre-1880
- 2. 1880-1900
- 3. 1900-1915
- 4. 1915-1930
- 5. 1930-1945
- 6. post-1945

CONDITION

- 0. Unknown
- 1. Destroyed
- 2. Inundated
- 3. Very Poor
- 4. Poor
- 5. Fair
- 6. Good
- 7. Excellent

SIGNIFICANCE

- 1. Eligible
- 2. Not Eligible
- 3. Contributing
- 4. Non-Contrib.

PLAN SHAPE

- 0. Unknown/Not App.
- 1. Circular
- 2. Irregular
- 3. L-Shaped
- 4. Polygonal
- 5. Rectangular
- 6. Square
- 7. T-Shaped
- 8. U-Shaped
- 9. Other

CONTEXTS

- 1 Aviation
- 2 Bridges
- 3 Colonization
- 4 Commerce
- 5 Communications
- 6 Depression, the Great
- 7 Education
- 8 Energy Development
- 9 Entertainment
- 10 Exploration
- 11 Farming, Bonanza
- 12 Farming, Dairy
- 13 Farming
- 14 Fur Trade
- 15 Government, National
- 16 Government, Territorial
- 17 Government, State
- 18 Government, Local
- 19 Horticulture
- 20 Industrial Development
- 21 Irrigation and Conservation
- 22 Military
- 23 Mining, Coal
- 24 Petroleum
- 25 Railroads
- 26 Ranching, Open Range
- 27 Ranching, Fee Simple
- 28 Religion
- 29 Roads, Trails, and Highways
- 30 Rural Settlement
- 31 Urban Settlement
- 32 Water Navigation

STYLES

- 1. American Foursquare
- 2. Art Deco/Moderne
- 3. Beaux Arts/NeoClassical
- 4. Boomtown
- 5. Bungalow
- 6. Chicago School
- 7. Colonial Revival
- 8. Craftsman
- 9. Corporate International
- 10. Early 20th Century Comm.
- 11. Elizabethan/Tudor
- 12. Exotic Revivals
- 13. Gothic Revival
- 14. Homestead
- 15. International
- 16. Italianate
- 17. Mission/Span. Revival
- 18. New Brutalism
- 19. New Formalism
- 20. Prairie Style
- 21. Princess Anne
- 22. Queen Anne
- 23. Ranch/Split Level
- 24. Richardsonian Romanesque
- 25. Second Empire
- 26. Shingle Style
- 27. Stick Style
- 28. Vernacular
- 29. Other
- 30. Romanesque
- 31. Box Bungalow

(designating barn) is entered into the Feature Type field. Since one code sheet is completed for each standing feature, five code sheets would be completed. Each of the five code sheets will bear a code number for Feature Type which directly links to the arbitrarily assigned Feature # of that code sheet.

While the Feature Type code list is shared by both the Architectural and Historical Archeological code sheets, the instructions for coding differ. The difference between the two is that the Historical Archeological form uses the broadest applicable term and the Architectural form uses the most specific applicable term.

FEATURE TYPE

<u>AGRICULTURE</u>	13 Dam	35 Mine/Quarry
62 Animal Shelter/Stable	17 Tower	96 Oil Refinery
62 Barn	<u>FOOD SERVICE</u>	58 Oil Tank Battery
92 Blacksmith Shop	90 Bakery	96 Oil Transmission Facility
66 Chicken Coop/Poultry House	28 Bar/Tavern	14 Oil Well
3 Clinic, Animal/Veterinarian	24 Bottling Plant	96 Pipeline
43 Corral/Enclosure/Pen	24 Brewery/Distillery	71 Repair Shop
70 Experiment Station	90 Butcher Shop	16 Storage Yard
5 Farm, Dairy	25 Cannery	38 Tipple
1 Farm/Farmstead	97 Creamery	15 Warehouse
61 Granary/Bin	97 Dairy Processing Plant	92 Welding/Blacksmith Shop
91 Greenhouse/Nursery	25 Frozen Food Locker	<u>LANDSCAPE ARCHITECTURE</u>
12 Hatchery, Anm'l/Bird/Fish	26 Grocery Store	78 Fountain
67 Ice/Smoke House/Root Cellar	90 Meat Packing Plant	78 Garden
64 Line Shack	27 Mill, Grist/Flour	78 Monument
14 Pump/Well	23 Restaurant/Cafe/Mess Hall	39 Park
77 Pump House/Well House	25 Sugar Refinery	<u>MILITARY</u>
4 Ranch	<u>FUNERARY</u>	79 Armory
61 Silo/Silage Pit	29 Cemetery	60 Battlefield
13 Stock Dam	78 Gravestone	79 Bastion
15 Storage Building	78 Memorial	79 Blockhouse
16 Storage Yard	78 Monument	44 Camp Site, Temporary
69 Summer Kitchen	29 Mortuary	8 Camp, Semi-Permanent
14 Well/Pump	<u>GOVERNMENT</u>	79 Defensive Works
17 Windmill	32 Border Crossing Station	8 Fort/Cantonment/Post/Base
71 Work shop	30 City Hall	79 Missile Site
<u>ARTS AND ENTERTAINMENT</u>	84 Correctional Facility/Jail	79 Pallisade
75 Auditorium/Lecture Hall	59 Courthouse	39 Parade Ground
74 Cinema/Theater	32 Customs House	59 Post/Base Exchange (PX/BX)
75 Lecture Hall	58 Fire Station	79 Powder Magazine
99 Museum/Gallery	59 Government Office	51 Rifle Range
75 Opera House	86 Indigent Home	68 Sutler's Store
73 Studio, Photo/Art/Sculpt	86 Orphanage	48 Trail
74 Theater	33 Pest House	<u>OFFICE/HEADQUARTERS</u>
<u>COMMERCE</u>	32 Police Station	45 Administrative
76 Bank/S & L/Financial	18 Post Office/Mail Station	45 Business
68 General Store	10 Sanitary Land Fill	80 Fraternal/Sororal
47 Shopping Center/Mall	10 Sewage Treatment Plant	80 Lodge
47 Store, Retail	32 Sheriff's Office	45 Organizational
68 Trading Post	73 Township Hall	46 Professional
15 Warehouse	98 Water Treatment Plant	80 Social

0891

1986

COMMUNICATIONS

- 87 Newspaper Office
- 87 Print Shop
- 85 Radar Facility
- 93 Radio/TV Station
- 89 Teleph./Telegr. Facil.
- 17 Tower, Radio/TV/Microwave

EDUCATION

- 19 Business College
- 75 Class Room/Lecture Hall
- 19 College/University
- 70 Laboratory
- 20 Library
- 9 School
- 19 Seminary
- 19 Trade/Technical School

ENGINEERING

- 21 Bridge/Trestle
- 22 Canal/Flume

HEALTH CARE

- 33 Clinic/Dispensary
- 33 Hospital/Infirmary
- 86 Nursing Home

INDUSTRIAL

- 34 Brick Manufacturing Plant
- 88 Bulk Plant
- 34 Concrete Mfg. Plant
- 31 Elect. Gener. Facility
- 36 Elect. Transform. Facility
- 38 Elect. Transmiss. Facility
- 34 Factory/Foundry
- 96 Gas Storage
- 96 Gas Transmission Facility
- 14 Gas Well
- 11 Grain Storage, Commercial
- 36 Lumber Yard
- 37 Mill, Saw
- 37 Mill, Stamp/Minerals Refin.

RECREATION/SPORTS

- 52 Arcade/Casino
- 32 Billiard Parlor/Pool Hall
- 57 Boat Landing, Recreational
- 51 Camp/Picnic Grounds
- 94 Fairgrounds
- 91 Grandstand
- 51 Play ground
- 52 Recreation Area, Indoor
- 51 Recreation Area, Outdoor
- 51 Resort
- 94 Rodeo Grounds
- 95 Sport Facility, Indoor
- 81 Sport Facility, Outdoor

RELIGIOUS

- 54 Chapel, Non-Denom.
- 9 Church School
- 53 Church, Catholic
- 63 Church, Protestant
- 42 Convent/Monastery
- 30 Fellowship Hall
- 40 Parsonage/Manse/Rectory
- 19 Seminary
- 78 Shrine
- 54 Synagog

RESIDENTIAL

- 42 Barracks/Dorm./Bunk House
- 41 Dwelling, Double Unit
- 42 Dwelling, Multiple Unit
- 40 Dwelling, Single Unit
- 55 Garage/Carriage House
- 64 Hotel/Motel/Inn
- 65 Mobile Home
- 50 Privy

TRANSPORTATION

- 49 Airport/Airfield/Land. Fid.
- 56 Boat Landing, Com'c'l/Steam
- 57 Boat Landing, Recreational
- 21 Bridge/Trestle
- 59 Depot/Terminal
- 82 Ferry
- 82 Ford
- 72 Freight Yard
- 88 Fuel Station/Yard, Coal/Wood, etc.
- 88 Gasoline Station
- 55 Hanger
- 48 Highway
- 62 Livery
- 70 Loading Platform
- 48 Railroad Grade/Tracks
- 56 Rest Stop
- 48 Road
- 73 Roundhouse
- 48 Siding
- 78 Signal
- 62 Stable
- 48 Spur
- 56 Stage Station
- 72 Switch Yard
- 48 Trail
- 82 Tunnel
- 83 Turn-around

MISCELLANEOUS

- 2 Accident/Disaster Site
- 10 Dump
- 73 Spring
- 77 Spring House
- 17 Tower
- 7 Town/City/Colony/Settlement
- 99 Other

FIELD MANUAL NDCRS ARCHITECTURAL SITE FORM

SECTION II

THEME 1 & 2

0. Unknown
1. Agriculture
2. Art
3. Commerce
4. Communication
5. Community Planning
6. Conservation
7. Economics
8. Education
9. Engineering
10. Exploration/Settlement
11. Industry
12. Invention
13. Landscape Architecture
14. Law
15. Literature
16. Military
17. Music
18. Philosophy
19. Politics/Government
20. Religion
21. Science
22. Sculpture
23. Social/Humanitarian
24. Theater
25. Transportation
26. Other

ETHNIC

0. Unknown
1. African
2. American Indian
3. British
4. Canadian
5. Czech/Bohemian
6. Danish
7. Dutch
8. Finnish
9. French
10. German/Austrian/Swiss
11. German-kussian
12. Greek
13. Irish
14. Italian
15. Metis
16. Norwegian
17. Oriental
18. Polish
19. Russian
20. Scot
21. Spanish
22. Swedish
23. Ukranian
24. Other

USE/ORIG & PRES

0. Unknown
1. Abandoned
2. Agriculture
 - A. animal hospital/clinic
 - B. barn
 - C. chicken coop
 - D. corral/enclosure
 - E. equipment storage
 - F. fish hatchery
 - G. grain storage
 - H. greenhouse
 - I. stock dam
 - J. wellshop/windmill/well
 - K. workshop/blacksmith
 - L. other
3. Arts/Entertainment
 - A. auditorium/opera house
 - B. museum/planetarium
 - C. sculpture/painting
 - D. theater/cinema
 - E. other
4. Commerce
 - A. bank/financial
 - B. display room
 - C. fur trade
 - D. mail order house
 - E. retail store
 - F. warehouse
 - G. wholesale distributor
 - H. other
5. Communication
 - A. newspaper shop

USE/ORIG & PRES (CON'T)

5. Communication (Con't)
 - B. radar facility
 - C. radio/TV station
 - D. radio/TV transmitting facility
 - E. telecommunications facility
 - F. telegraph office
 - G. telephone facility
 - H. other
6. Education
 - A. college/university
 - B. library
 - C. school
 - D. research facility
 - E. other
7. Engineering
 - A. canal
 - B. dam
 - C. other
8. Food Service
 - A. bakery
 - B. diner/restaurant
 - C. market
 - D. processing plant
 - E. tavern/bar
 - F. other
9. Funerary
 - A. cemetery
 - B. mortuary
 - C. other
10. Governmental
 - A. city/town hall
 - B. correctional facility
 - C. courthouse/capitol
 - D. customs house
 - E. fire hall
 - F. office
 - G. police station
 - H. post office
 - I. public safety/services
 - J. other
11. Health Care
 - A. hospital/clinic
 - B. nurse home
 - C. sanitarium
 - D. other
12. Industrial
 - A. commercial grain storage/treatment
 - B. electrical power facility
 - C. factory/plant
 - D. mining/quarry
 - E. storage/yard
 - F. other
13. Landscape Architecture
 - A. park
 - B. other
14. Military
 - A. administration
 - B. barracks
 - C. battlefield
 - D. blockhouse
 - E. camp
 - F. commissary
 - G. corral/stable
 - H. fort/post
 - I. guardhouse
 - J. hospital
 - K. magazine/armory
 - L. mess hall
 - M. officer's quarters
 - N. pallisade/bastion/defensive works
 - D. sutler's store/PX/canteen
 - P. trail
 - Q. other
15. Office/Headquarters
 - A. business
 - B. fraternal
 - C. organization/association
 - D. professional
 - E. other
16. Recreation/Tourism
 - A. fairgrounds
 - B. non-athletic recreation
 - C. sport facility (indoor)
 - D. sport facility (outdoor)
 - E. other

USE/ORIG & PRES (CON'T)

17. Religious
 - A. church school
 - B. church/synagog
 - C. monastery/convent
 - D. rectory/manse/parsonage
 - E. shrine
 - F. other
18. Residential
 - A. double dwelling
 - B. garage/carriage house
 - C. hotel/motel/inn
 - D. ice house/root cellar/smokehouse
 - E. multiple dwelling
 - F. privy/outhouse
 - G. single dwelling
 - H. summer kitchen
 - I. other
19. Transportation
 - A. airport/hangar
 - B. boat dock/landing
 - C. bridge/trestle
 - D. depot/terminal
 - E. road
 - F. roundhouse/switchyard
 - G. tunnel
 - H. other
20. Other

DATING TECHNIQUE

0. Unknown
1. Combination of Methods
2. Interview
3. Photo Research
4. Professional Judgement
5. Sanborn/Insurance Maps
6. Written Documentation
7. Other

STYLE

0. Unknown
1. Art Deco/Moderne
2. Beaux Arts/Neo Classical
3. Boomtown
4. Bungalow/Craftsman
5. Chicago School
6. Colonial Revival
7. Corporate International
8. Elizabethan/Tudor Revival
9. Exotic Revival
10. Gothic Revival
11. Greek Revival
12. Homestead
13. International
14. Italianate
15. Mission/Spanish Revival
16. New Brutalism
17. New Formalism
18. Prairie Style
19. Queen Anne
20. Ranch/Split Level
21. Richardsonian Romanesque
22. Second Empire
23. Shingle Style
24. Stick Style
25. Vernacular
26. Other

STRUCTURAL COMP

0. Unknown
1. Brick
2. Clay Tile
3. Concrete, Block
4. Concrete, Poured/Precast
5. Concrete, Simulated Stone Block
6. Earthen Brick/Adobe
7. Half-Timbered
8. Log
9. Rammed Earth/Puddled Clay
10. Sod
11. Steel Frame
12. Stone, Cut
13. Stone, Random
14. Stone, Slab
15. Wood Frame
16. Other

EXTERIOR FINISH 1 & 2

0. Unknown
1. Asbestos Siding/Shingles
2. Asphalt Siding/Shingles
3. Brick
4. Earth/Clay
5. Glass, Block
6. Glass, Pigmented Structural
7. Metal, Cast
8. Metal, Lap Siding
9. Metal, Sheet
10. Metal, Stamped
11. Perma-stone/Form-stone
12. Stone
13. Stucco
14. Tarpaper
15. Terra Cotta/Tile
16. Vinyl, Lap Siding
17. Wattle & Daub
18. Wood, Board & Batten
19. Wood, Horizontal Siding
20. Wood, Shingle/Shakes
21. Wood, Vertical Siding
22. Other

SECTION IV

OWNERSHIP

0. Unknown
1. State
2. Federal
3. Private
4. Local Government
5. Reservation

CONDITION

0. Unknown
1. Destroyed
2. Inundated
3. Very Poor
4. Poor
5. Fair
6. Good
7. Excellent

COLLECTION

0. No Cultural Material
1. C M but no Collection
2. Systematic Collection
3. Non-Systematic
4. Completely Collected
5. Unknown

TEST & EXCAVATION

0. No
1. Yes, Results Positive
2. Yes, Results Negative
3. Unknown

RECOMMENDATIONS

0. Unknown
1. No Further Work
2. Further Evaluation
3. Impact Analysis
4. Both 2 & 3
5. Avoidance-Mitigation
6. Exclusion-Preservation

SECTION V

AREA SIGNF

1. Archeological
2. Architectural
3. Historical
4. Paleontological

CR TYPE

- | | |
|--------------|--------------------|
| 0. Unknown | 1. Exclusion |
| 1. Site | 2. Avoidance |
| 2. Building | 3. Area of Concern |
| 3. Structure | |
| 4. Object | |
| 5. District | |

NAT'L & STATE REGISTER

0. Undetermined
1. Listed
2. Nominated
3. Eligible
4. Not Eligible
5. Determined Eligible
6. Eligible as Part of District

ORIG USE 1
ORIG USE 2
PRES USE 1
PRES USE 2

Use refers to the function of a building, structure, or object. This is an Alph-Numeric field. Enter the number of the category, and then the letter of the sub-category. For example: a barn would be entered "2b." If the category is unknown, enter "0." If the sub-category is unknown enter only the number of the category. Remember to right justify.

Definitions of fields:

Orig Use 1: enter the primary original use of the building, structure, or object.

Orig Use 2: if the building, structure, or object had more than one original use, enter the secondary original use; otherwise leave blank. If the building or structure had more than two original uses, only the primary and secondary uses are coded. Describe other uses on page 3, Other Historical Information.

Pres Use 1: enter the primary present use of the building or structure.

Pres Use 2: if the building or structure has more than one present use, enter the secondary present use; otherwise leave blank. If the building or structure has more than two present uses, only the primary and secondary uses are coded. Describe other uses on page 2, Description of Site.

If a building or structure had other uses between the original use(s), and the present use(s), describe these uses on page 3, Other Historical Information. If these, or other, uses are significant, they should also be described on page 3, Statement of Significance, and/or on page 1, Section IV, Additional Information.

For each field select one of the following:

- 0. Unknown
- 1. Abandoned
- 2. Agriculture
 - A. animal hospital/clinic
 - B. barn
 - C. chicken coop
 - D. corral/enclosure
 - E. equipment storage
 - F. fish hatchery
 - G. grain storage
 - H. greenhouse
 - I. stock dam
 - J. wellhouse/windmill/well
 - K. workshop/blacksmith
 - L. other
- 3. Arts/Entertainment
 - A. auditorium/opera house
 - B. museum/planetarium
 - C. sculpture/painting
 - D. theater/cinema
 - E. other
- 4. Commerce
 - A. bank/financial
 - B. display room
 - C. fur trade
 - D. mail order house
 - E. retail store
 - F. warehouse
 - G. wholesale distributor
 - H. Other

Note: Farmhouse, garages, etc. should be coded under 18, Residential.

5. Communication
 A. newspaper shop
 B. radar facility
 C. radio/TV station
 D. radio/TV transmitting facility
 E. telecommunications facility
 F. telegraph office
 G. telephone facility
 H. other
6. Education
 A. college/university
 B. library
 C. school
 D. research facility
 E. other
7. Engineering
 A. canal
 B. dam
 C. other
8. Food Service
 A. bakery
 B. diner/restaurant
 C. market
 D. processing plant
 E. tavern/bar
 F. other
9. Funerary
 A. cemetery
 B. mortuary
 C. other
10. Governmental
 A. city/town hall
 B. correctional facility
 C. courthouse/capitol
 D. customs house
 E. fire hall
 F. police station
 G. office
 H. post office
 I. public safety/services
 J. other
11. Health Care
 A. hospital/clinic
 B. nursing home
 C. sanitarium
 D. other
12. Industrial
 A. commercial grain storage/treatment
 B. electrical power facility
 C. factory/plant
 D. mining/quarry
 E. storage/yard
 F. other
13. Landscape Architecture
 A. park
 B. other
14. Military
 A. administration/headquarters
 B. barracks
 C. battlefield
 D. blockhouse
 E. camp
 F. commissary
 G. corral/stable
 H. fort/post
 I. guardhouse
 J. hospital
 K. magazine/armory
 L. mess hall
 M. officer's quarters
 N. pallisade/bastion/defensive works
 O. sutler's store/PX/canteen
 P. trail
 Q. other
15. Office/Headquarters
 A. business
 B. fraternal
 C. organization/association
 D. professional
 E. other
16. Recreation/Tourism
 A. fairgrounds
 B. non-athletic recreation
 C. sport facility(indoor)
 D. sport facility(outdoor)
 E. other
17. Religious
 A. church school
 B. church/synagog
 C. monastery/convent
 D. rectory/manse/parsonage
 E. shrine
 F. other

18. Residential
 A. double dwelling
 B. garage/carriage house
 C. hotel/motel/inn
 D. ice house/root cellar/
 smokehouse
 E. multiple dwelling
 F. privy/outhouse
 G. single dwelling
 H. summer kitchen
 I. other

19. Transportation
 A. airport/hanger
 B. boat dock/landing
 C. bridge/trestle
 D. depot/terminal
 E. road
 F. roadhouse/switchyard
 G. tunnel
 H. other

20. Other

YEAR
CONSTRUCTED

Enter the year of construction. If the building, structure, or object was built during the course of more than one year, enter the first year of construction. If unknown, leave blank.

DATING
TECHNIQUE

Indicate the method used in determining the date of construction. If Combination of Method or Other is entered, describe methods on page 3, Comments/References. Select one of the following:

- | | |
|---------------------------|---------------------------|
| 0. Unknown | 4. Professional judgement |
| 1. Combination of Methods | 5. Sanborn/Insurance Maps |
| 2. Interview | 6. Written Documentation |
| 3. Photo Research | 7. Other |

STYLE

Enter the style that best describes the building, structure, or object's architectural features. Some structures and objects will be non-architectural, in which case stylistic considerations are inappropriate. Most buildings, structures, or objects will not be pure examples of their respective styles, but will have characteristic elements of these styles. If Other is used, describe stylistic elements on page 2, Description of Site. For further information about styles, refer to American Architecture Since 1780 by Marcus Whiffen, What Style Is It? by John Poppeliers, or A Guide to the Architecture of Minnesota by David Gebhard and Tom Martinson. Select one of the following:

0. Unknown: style is not applicable or cannot be determined (use sparingly).

1. Art Deco/Moderne: a style that used streamlined designs and was popular from the 1920's to the 1940's. Characteristics: smooth-surfaced volumes; flat roofs; rounded windows and corners; ornamentation consisting of zigzags, chevrons, and stylized plant and animal motifs; use of stucco, smooth concrete or stone, glass block, pigmented structural glass, and polished metal.



Pre-1982

1923 verified
Sites

2295.00

NORTH DAKOTA
CULTURAL RESOURCES
DATA BANK MANUAL

SW NE SW

CODED SECTION
INTRODUCTION

This manual is designed to instruct field personnel in the use of the North Dakota Cultural Resources Data Bank Form, a form which is to be used to record the location, environment and descriptive characteristics of North Dakota cultural resources. The information will be stored in the Central Data Processing Harris System 140 Computer and will be used in project planning and resources management.

When completing the form, please do the following:

1. Print clearly and use a pencil. Completely erase mistakes or cross out incorrect entries and write correct answer above.
2. Always left justify, that is begin entering the answer at the far left and continue to the right. If the answer does not fill the space provided, leave the portion to the right blank. For example, if the site covers an area of 40 meters enter

4	0				
---	---	--	--	--	--

.
F37
3. Do not guess. Always consult the manual. If you have a problem, alert the data technician by writing a note at the bottom of the page.
4. If a word is too long to fit into the space provided, use a standard abbreviation or continue until you run out of space. For example,

L	i	k	e	-	A	-	F	i	s	h	o	o	k		V	i	l	l	a
---	---	---	---	---	---	---	---	---	---	---	---	---	---	--	---	---	---	---	---

F1
Do not abbreviate unless the manual instructs you to do so.
5. If an answer is unknown or not applicable and there is no "unknown" category, leave blank.
6. Be careful. Incorrect information may become a part of the permanent data bank. Always recheck forms for mistakes and deletions. Be consistent.

An example of a properly encoded form can be found in Appendix A, metric conversion table in Appendix B, and land form definitions in Appendix C.

This manual and form were modeled after the Bureau of Land Management, Montana State Office, Cultural Resource Automatic Data Processing System Guidebook.

1. Site Name

Enter the site name. If there is more than one name, enter the one most commonly used. If no name is given, leave blank. Write out numerals and do not include punctuation.

2. Map Reference

Enter the name of the 7.5 minute topographic quadrangle[↑], or orthophotoquad used in plotting the site location. ~~Abbreviate or~~ *as written* Enter as much of the name as possible. Reference to a highway map or project map should not be entered. Only topo or ortho names are acceptable. Always abbreviate mountain as Mtn and quadrangle as Quad without punctuation.

3. State

Enter the number 312.

4. County

Enter the two letter abbreviation for the county.

Adams.....	AD	McLean.....	ML
Barnes.....	BA	Mercer.....	ME
Benson.....	BE	Morton.....	MO
Billings.....	BI	Mountrail.....	MN
Bottineau.....	BU	Nelson.....	NE
Bowman.....	BO	Oliver.....	OL
Burke.....	BK	Pembina.....	PB
Burleigh.....	BL	Pierce.....	PI
Cass.....	CS	Ramsey.....	RY
Cavalier.....	CV	Ransom.....	RM
Dickey.....	DI	Renville.....	RV
Divide.....	DV	Richland.....	RI
Dunn.....	DU	Rolette.....	RO
Eddy.....	ED	Sargent.....	SA
Emmons.....	EM	Sheridan.....	SH
Foster.....	FO	Sioux.....	SI
Golden Valley.....	GV	Slope.....	SL
Grand Forks.....	GF	Stark.....	SK
Grant.....	GT	Steele.....	ST
Griggs.....	GG	Stutsman.....	SN
Hettinger.....	HT	Towner.....	TO
Kidder.....	KD	Traill.....	TR
La Moure.....	LM	Walsh.....	WA
Logan.....	LO	Ward.....	WD
McHenry.....	MH	Wells.....	WE
McIntosh.....	MT	Williams.....	WI
McKenzie.....	MZ		

5. Site Number

Enter the number assigned to the site by the Smithsonian Institution River Basin Surveys System. *assigned by the SHSND.* The number should fall between 1 and 9999. Unverified sites, site leads, and isolated finds do not have S.I. numbers, so leave blank.

6. LTL/Legal Location

If the site is located within the boundaries of the Sisseton Indian Reservation, it is on Lake Traverse Land.

- 1. if it is on Lake Traverse land
- 0. if it is not

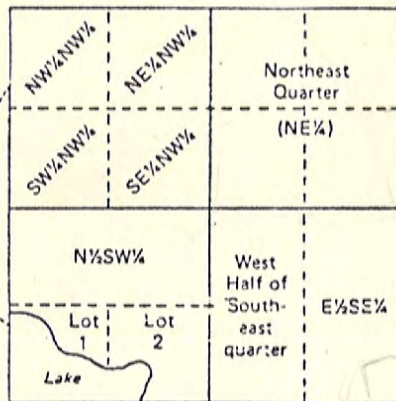
Then enter numerals for the township, range, and section.

6a. Additional Legal

When the site is located in more than one township, range, or section enter the additional locational information in the blanks following field 6a. For sites overlapping into three or more areas, such as a site situated on the corner of four adjoining sections, use additional forms. Only fields 1 through 9 need be completed on the additional forms.

7. Quarter-Quarter-Quarter Section^{1.}

6	5	4	3	2	1
7	8	9	10	11	12
18	17	16	15	14	13
19	20	21	22	23	24
30	29	28	27	26	25
31	32	33	34	35	36



1/4 1/4

Item 7 works in conjunction with items 8 and 9 to record more exact legal location. The order proceeds from the smallest subsection in 7 to the largest division in item 9. If locational information is not available to the quarter-quarter-quarter, leave field 7 blank.

^{1.} Department of the Interior, Bureau of Land Management, Montana State Office, Cultural Resources Automatic Data Processing System Guidebook p. 9.

- | | |
|---------------|---------------|
| 1. North half | 5. NE quarter |
| 2. East half | 6. SE quarter |
| 3. South half | 7. SW quarter |
| 4. West half | 8. NW quarter |
| | 9. Center of |

8. Quarter-Quarter Section

- | | |
|---------------|---------------------|
| 1. North half | 5. NE $\frac{1}{4}$ |
| 2. East half | 6. SE $\frac{1}{4}$ |
| 3. South half | 7. SW $\frac{1}{4}$ |
| 4. West half | 8. NW $\frac{1}{4}$ |
| | 9. Center of |

If unknown, leave blank

9. Quarter Section

- | | |
|---------------|---------------------|
| 1. North half | 5. NE $\frac{1}{4}$ |
| 2. East half | 6. SE $\frac{1}{4}$ |
| 3. South half | 7. SW $\frac{1}{4}$ |
| 4. West half | 8. NW $\frac{1}{4}$ |
| | 9. Center of |

10. City

If the resource is located within city limits, enter the name of the city. If not, leave blank.

11. Elevation

Enter elevation in meters rounded to the nearest 10 meters. Meters can be calculated by reading the distance above sea level from topographic map and converting from feet to meters. 1 foot = .3048 meters.

12. Surface Owner

Reservation lands are coded as private.

1. State
2. Federal
3. Private
4. Unknown

13. Subsurface Owner

1. State
2. Federal
3. Private
4. Unknown

14. Erosion

- | | |
|--------|---------------|
| 0. No | 2. Unknown |
| 1. Yes | 3. Endangered |

15. Rodent Activity

- | | |
|--------|---------------|
| 0. No | 2. Unknown |
| 1. Yes | 3. Endangered |

16. Vandalism

- | | |
|--------|---------------|
| 0. No | 2. Unknown |
| 1. Yes | 3. Endangered |

17. Cultivation damage

- | | |
|--------|---------------|
| 0. No | 2. Unknown |
| 1. Yes | 3. Endangered |

18. Construction Damage

This also includes damage caused by oil rigs, pipelines, and flooding that is a result of reservoir construction.

- | | |
|--------|---------------|
| 0. No | 2. Unknown |
| 1. Yes | 3. Endangered |

19. Grazing Damage

- | | |
|--------|----------------------|
| 0. No | 2. Unknown |
| 1. Yes | 3. <i>Endangered</i> |

20. Mining Damage (Coal, gravel, and any minerals)

- | | |
|--------|---------------|
| 0. No | 2. Unknown |
| 1. Yes | 3. Endangered |

21. Other sources of Damage

Other natural phenomena or human activities which have had an adverse effect on the resource.

- | | |
|--------|---------------|
| 0. No | 2. Unknown |
| 1. Yes | 3. Endangered |

22. Physical Integrity

The resource has integrity of location, design, setting, material, workmanship, feeling, association.

- 0. No - the site lacks integrity
- 1. Yes - the site has maintained its integrity
- 2. Unknown - No information

23. Ecological Zone

For the purposes of model development the state has been divided into ten zones based upon physiography and potential vegetation. Consult Figure A to determine zone.

- 1. Badlands
- 2. Unglaciaded Missouri Plateau
- 3. Glaciaded Missouri Plateau
- 4. Missouri River Trench
- 5. Coteau Slope
- 6. Missouri Coteau
- 7. Drift Prairie
- 8. Turtle Mountains
- 9. Red River Valley
- 10. Prairie Coteau

24. Landform I.

Landform I is to be used in conjunction with landform II to describe topography in the immediate vicinity of the site.

- 1. top of
- 2. bottom of
- 3. side of
- 4. unknown
- 5. Top & Bottom
- 6. Top & Side
- 7. Bottom & Side
- 8. Top, Bottom & Side

25. Landform II. (See Appendix C for landform definitions)

- 1. Beachline (glacial)
- 2. Beach or riverbank
- 3. Canyon
- 4. Island
- 5. Delta
- 6. Draw (Gully, Coulee, Ravine)
- 7. Flat
- 8. Floodplain
- 9. Hill-Knoll-Bluff
- 10. Ridge
- 11. Saddle
- 12. Sandbar (in water)
- 13. Spur
- 14. Swale
- 15. Terrace
- 16. River Valley
- 17. Butte
- 18. Unknown
- 19. Other

N O R T H D A K O T A

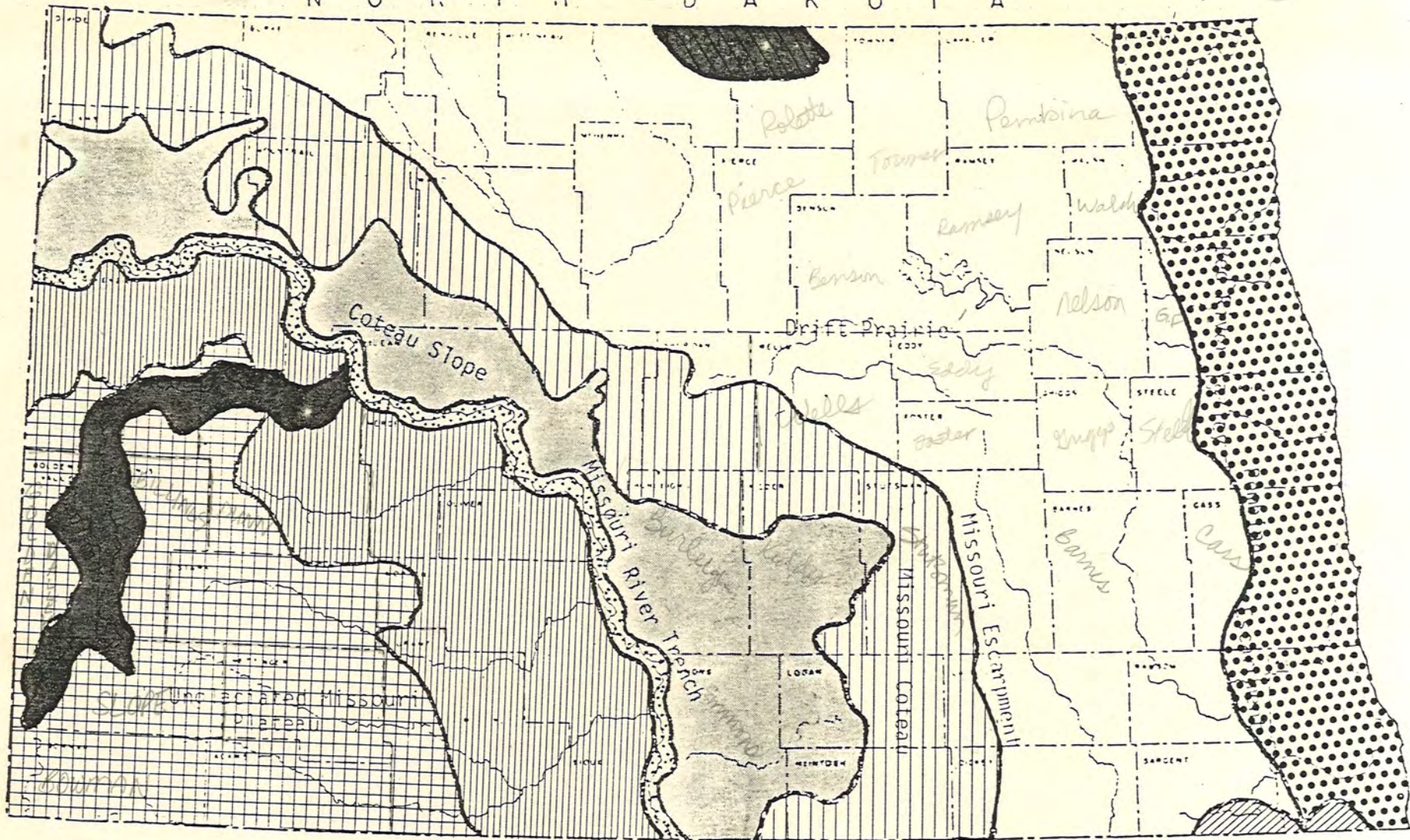










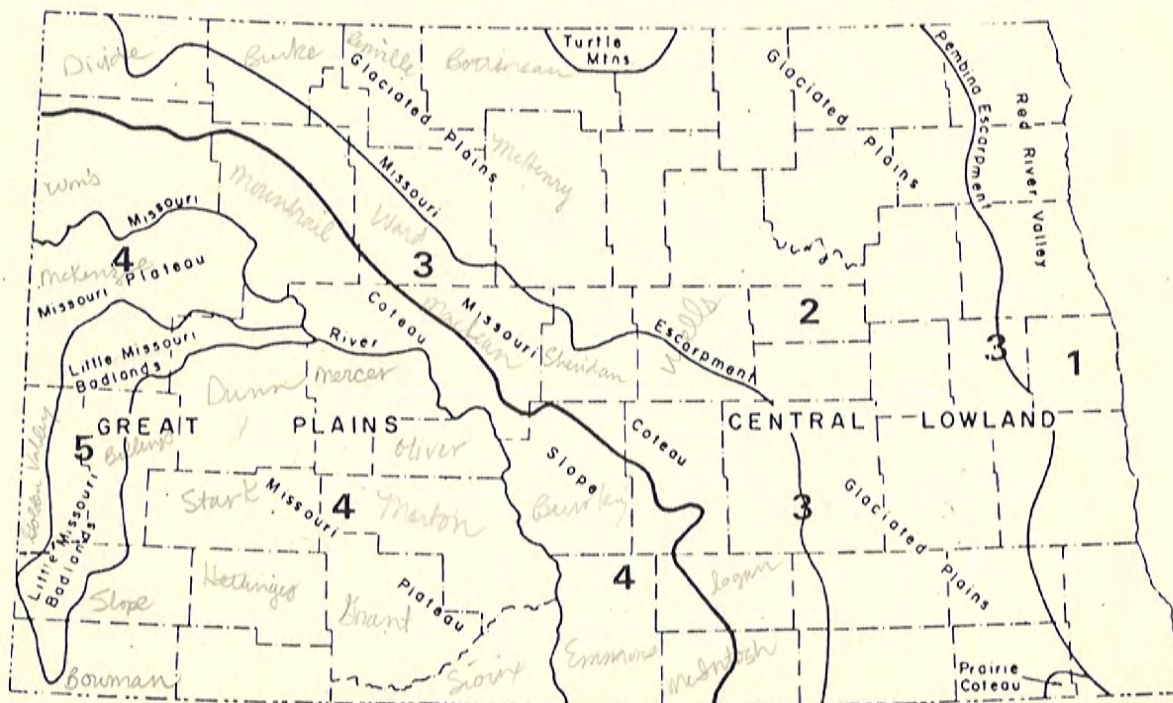


FIGURE A. ECOLOGICAL ZONES OF NORTH DAKOTA

- | | | | | | |
|---|---|------------------------------|----|---|------------------|
| 1 |  | Badlands | 6 |  | Missouri Coteau |
| 2 |  | Unglaciaded Missouri Plateau | 7 |  | Drift Prairie |
| 3 |  | Glaciaded Missouri Plateau | 8 |  | Turtle Mountains |
| 4 |  | Missouri River Trench | 9 |  | Red River Valley |
| 5 |  | Coteau Slope | 10 |  | Prairie Coteau |

26. General Topography

1. Flat Plains - More than 95 percent of the area is gently sloping with local relief less than 25 feet in most places (Red River Valley).
2. Smooth Plains - More than 80 percent of the area is gently sloping with local relief generally less than 100 feet in most places, but ranging up to 100 to 300 feet in some places (Glaciated Plains).
3. Irregular Plains - Glacially modified escarpments or glaciated plain with gentle slopes for 50 to 80 percent and the area. Local relief ranges from 100 to 300 feet (Pembina Escarpment, Prairie Coteau, Turtle Mts., Missouri Escarpment, Missouri Coteau).
4. Rolling, Hilly Plains - Gentle slopes characterize 50 to 80 percent of the area and local relief generally ranges from 300 to 500 feet (Coteau Slope, Missouri Plateau).
5. Little Missouri Badlands - Rugged, deeply eroded, hilly area along the Little Missouri River; gentle slopes characterize 20 to 50 percent of the area and local relief is commonly over 500 feet.



1. Map and explanation taken from "The Face of North Dakota, the Geological Story" by James P. Bluemle, Education Series 11, N. Dak. Geological Survey.

change order to fit with fields 7-9.

27. Exposure
protection from the elements. (Explain)
This is the direction the slope faces.

- | | |
|--------------|--------------|
| 1. North | 6. Southwest |
| 2. Northeast | 7. West |
| 3. East | 8. Northwest |
| 4. Southeast | 9. Closed |
| 5. South | 10. Open |
| | 11. Unknown |

28. View

Record the best view possible from the site in degrees.

- | | | |
|----------------|----------------|------------|
| 1. 90 degrees | 3. 270 degrees | 5. No view |
| 2. 180 degrees | 4. 360 degrees | 6. Unknown |

29. Lookout

Describe the quality of the view.

- | | |
|--------------------------|-------------------------------|
| 1. Excellent (5-7 miles) | 4. Poor (less than 1.0 miles) |
| 2. Good (2-5 miles) | 5. No view |
| 3. Fair (1.0-2.0 miles) | 6. Unknown |

30. Ecosystem

Ecosystem maps have been completed only for the USFS Little Missouri Grasslands and the USFS Rolling Prairie Ecosystem. If the site is not in these regions, do not code - leave blank.

- | | |
|----------------------|----------------------|
| 1. Bottomland | 8. Hardwood Draw |
| 2. Terraces | 9. Fresh Water Marsh |
| 3. Toe Slope | 10. Ponderosa Pine |
| 4. Scoria | 11. Hilly Scoria |
| 5. Badland | 12. Upland Breaks |
| 6. Upland Grasslands | 13. River Breaks |
| 7. Rolling Grassland | 14. Rockland |
| | 15. Unknown |

*Billings
McKenzie
Golden Valley
Slope*

definitions

31. Soil Association

Use in conjunction with N.D.S.U. Agricultural Experiment Station county sized general soil maps. If maps are unavailable, leave blank.

- ✓ 1. Aastad-Forman, nearly level
- 2. Aastad-Hamerly, nearly level
- 3. Aberdeen-Exline, nearly level
- 4. Agar, gently sloping
- 5. Agar, nearly level
- 6. Agar, sloping
- 7. Agar-Raber, gently sloping
- 8. Agar-Rhoades, gently sloping
- 9. Agar-Rhoades, nearly level
- 10. Agar-Vebar, sloping
- 11. Agar-Williams, gently sloping
- 12. Agar-Williams, nearly level
- 13. Arveson, nearly level
- 14. Arveson-Stirum, nearly level
- ✓ 15. Badland
- 16. Bainville, hilly and steep
- 17. Bainville-Badland, steep
- 18. Bainville-Chama, strongly sloping
- 19. Bainville-Flasher, hilly and steep
- 20. Bainville-Morton, strongly sloping
- 21. Bainville-Morton-Rhoades, strongly sloping
- 22. Bainville-Rhoades, hilly and steep
- 23. Bainville-Rhoades-Wibaux, hilly and steep
- 24. Barnes, gently undulating
- 25. Barnes, undulating
- 26. Barnes-Buse, rolling
- 27. Barnes-Cavour, gently undulating
- 28. Barnes-Cavour, nearly level
- 29. Barnes-Cavour, undulating
- 30. Barnes-Cresbard, gently undulating
- 31. Barnes-Embden, nearly level
- 32. Barnes-Embden, rolling
- 33. Barnes-Hamerly, gently undulating
- 34. Barnes-Hamerly, undulating
- 35. Barnes-Hamerly-Tetonka, undulating
- 36. Barnes-Hecla, gently undulating
- 37. Barnes-Hecla, nearly level
- 38. Barnes Hecla, undulating
- 39. Barnes-LaMoure, sloping and nearly level
- 40. Barnes-LaPrairie, sloping and nearly level
- 41. Barnes-Maddock, rolling
- 42. Barnes-Renshaw, undulating
- 43. Barnes-Sioux, rolling
- 44. Barnes-Svea, gently undulating
- 45. Barnes-Svea, nearly level
- 46. Barnes-Svea, undulating
- 47. Bearden, nearly level
- 48. Bearden, moderately saline, nearly level
- 49. Bearden, till substratum, nearly level
- 50. Bearden-Colvin, nearly level
- 51. Bearden-Overly, nearly level
- 52. Bearden-Overly, till substratum, nearly level
- 53. Bearden-Perella, nearly level

54. Bearden-Perella, moderately saline, nearly level
55. Bearden-Perella, strongly saline, nearly level
56. Benoit-Divide, nearly level
57. Brantford, nearly level
58. Brantford-Coe, undulating
59. Brantford-Divide, nearly level
60. Buse, hilly and steep
61. Buse-Barnes, strongly rolling
62. Buse-Coe, hilly and steep
63. Buse-Exline, steeply sloping and nearly level
64. Buse-Fairdale, steeply sloping and nearly level
65. Buse-Foreman, strongly rolling
66. Buse-LaMoure, steeply sloping and nearly level
67. Buse-LaPrairie, steeply sloping and nearly level
68. Buse-LaPrairie, strongly sloping and nearly level
69. Buse-Maddock, strongly rolling
70. Buse-Sioux, strongly rolling
71. Buse-Walsh-Ludden, steeply sloping and nearly level
72. Buse-Zell-Maddock, hilly and steep
73. Cavour-Cresbard, gently undulating
74. Cavour-Cresbard, nearly level
75. Chama-Bainville, sloping
76. Chama-Vebar, sloping
77. Cheyenne, nearly level
78. Cheyenne, undulating
79. Cheyenne-Wade, nearly level
80. Coe, strongly rolling
81. Coe-Brantford, rolling
82. Colvin, nearly level
83. Colvin-Borup-Perella, nearly level
84. Colvin-Glyndon, nearly level
85. Cresbard, gently undulating
86. Cresbard, nearly level
87. Cresbard-Edgeley, nearly level
88. Cresbard-Houdek, nearly level
89. Cresbard-Houdek, undulating
90. Cresbard-Svea, nearly level
91. Divide-Benoit, nearly level
92. Divide-Renshaw, nearly level
93. Eckman, rolling
94. Eckman-Gardens, undulating
95. Edgeley, nearly level
96. Edgeley-Cresbard, nearly level
97. Edgeley-Cresbard, undulating
98. Egeland-Emden, undulating
99. Ekalaka, gently sloping

99
38
61

100. Embden, nearly level
101. Embden, till substratum, nearly level
102. Embden-Glyndon nearly level
103. Embden-Glyndon, clay substratum, nearly level
104. Embden-Letcher, nearly level
105. Embden-Letcher, till substratum, nearly level
106. Embden-Tiffany, nearly level
107. Embden-Ulen, nearly level
108. Embden-Ulen, till substratum, nearly level
109. Exline, nearly level
110. Fairdale, nearly level
111. Fairdale-Zell, nearly level and steeply sloping
112. Fargo, nearly level
113. Fargo-Aberdeen-Exline, nearly level
114. Fargo-Bearden, nearly level
115. Fargo-Hegne, nearly level
116. Fargo-LaPrairie, nearly level
117. Farland, nearly level
118. Farland-Cheyenne, nearly level
119. Farland-Oahe, nearly level
120. Farland-Parshall, nearly level
121. Farland-Wade, nearly level
122. Flasher-Bainville, hilly and steep
123. Flasher-Bainville-Rhoades, hilly and steep
124. Flasher-Ekalaka, strongly sloping
125. Flasher-Vebar, hilly and steep
126. Flasher-Vebar, strongly sloping
127. Flasher-Williams, strongly sloping
128. Forman-Aastad, undulating
129. Forman-Buse, rolling
130. Forman-Hamerly, undulating
131. Fresh Water Marsh
132. Gardena-Aberdeen, nearly level
133. Gardena-Embden, nearly level
134. Gardena-Glyndon, nearly level
135. Gardena-Glyndon, clay substratum, nearly level
136. Gardena-Glyndon, till substratum, nearly level
137. Glyndon, nearly level
138. Glyndon, clay substratum, nearly level
139. Glyndon, till substratum, nearly level
140. Glyndon, till substratum, moderately saline, nearly level
141. Glyndon-Aberdeen till substratum, nearly level
142. Glyndon-Bearden, moderately saline, nearly level
143. Glyndon-Borup, nearly level
144. Glyndon-Embden, nearly level
145. Glyndon-Gardena, nearly level
146. Glyndon-Gardena, till substratum, nearly level

147. Glyndon-Perella, moderately saline, nearly level
148. Glyndon-Perella, strongly saline, nearly level
149. Glyndon-Vallers, nearly level
150. Glyndon-Vallers, strongly saline, nearly level
151. Grail-Arnegard, nearly level
152. Grail-Rhoades, nearly level
153. Hamar-Ulen, nearly level
154. Hamerly-Aastad, nearly level
155. Hamerly-Barnes, undulating
156. Hamerly-Barnes-Tetonka, undulating
157. Hamerly-Cavour, nearly level
158. Hamerly-Svea, gently undulating
159. Hamerly-Svea, nearly level
160. Hamerly-Svea-Tetonka, nearly level
161. Hamerly-Vallers, nearly level
162. Hamerly-Vallers, stony, nearly level
163. Havre-Banks, nearly level
164. Hecla, gently undulating
165. Hecla, nearly level
166. Hecla, till substratum, nearly level
167. Hecla-Arveson, nearly level

168. Hecla-Barnes, undulating
169. Hecla-Hamar, gently undulating
170. Hecla-Hamar, nearly level
171. Hecla-Letcher, nearly level
172. Hecla-Letcher, till substratum, nearly level
173. Hecla-Svea, nearly level
174. Hecla-Ulen, nearly level
175. Hecla-Ulen, clay substratum, nearly level
176. Hecla-Ulen, till substratum, gently undulating
177. Hecla-Ulen, till substratum, nearly level
178. Hegne, strongly saline, nearly level
179. Hegne-Fargo, nearly level
180. Houdek, nearly level
181. Houdek, undulating
182. Houdek-Buse, rolling
183. Houdek-Cresbard, nearly level
184. Houdek-Cresbard, undulating
185. Houdek-Cresbard-Embden, nearly level
186. Hoven, nearly level
187. Kelvin-Bottineau, nearly level
188. Kelvin-Bottineau, rolling
189. Kelvin-Bottineau, strongly rolling
190. Kelvin-Bottineau, undulating
191. Kelvin-Rolla, rolling
192. LaDelle, nearly level
193. Lake or Pond
194. Lake, Reservoir or Pond
195. LaMoure, nearly level

249. Overly-Nutley, nearly level
250. Parnell-Tetonka, nearly level
251. Parshall, nearly level
252. Parshall, rolling
253. Parshall, undulating
254. Parshall, till substratum, nearly level
255. Parshall, till substratum, rolling
256. Parshall, till substratum, undulating
257. Parshall-Agar, undulating
258. Parshall, till substratum-Cresbard, nearly level
259. Parshall, till substratum-Cresbard, undulating
260. Parshall-Wade, nearly level
261. Raber, nearly level
262. Raber, undulating
263. Raber-Sioux, rolling
264. Raber-Zahl, rolling
265. Regent, gently sloping
266. Regent, nearly level
267. Regent-Rhoades, gently sloping
268. Renshaw, nearly level
269. Renshaw-Barnes, nearly level
270. Renshaw-Barnes, undulating
271. Renshaw-Benoit, nearly level
272. Renshaw-Benoit, undulating
273. Renshaw-Divide, nearly level
274. Renshaw-Glyndon, till substratum-Divide, nearly level
275. Renshaw-Sioux, undulating
276. Renshaw-Vallars, stony, nearly level
277. Rhoades, gently sloping
278. Rolla, gently sloping
279. Rolla, nearly level
280. Roseglen, nearly level
281. Roseglen, undulating
282. Roseglen-Oahe, nearly level
283. Roseglen-Wade, nearly level
284. Saline Soils, nearly level
285. Salt Water Marsh
286. Savage, nearly level
287. Savage-Wade, nearly level
288. Shaly Colluvial Land, steep
289. Sioux, strongly rolling
290. Sioux-Buse, strongly rolling
291. Sioux-Kelvin, strongly rolling
292. Sioux-Oahe, rolling
293. Sioux-Renshaw, rolling
294. Stirum-Glyndon, nearly level
295. Sitrum-Letcher, nearly level
296. Straw-Arnegard, nearly level and gently sloping
297. Straw-Havre, nearly level
298. Svea-Barnes, nearly level
299. Svea-Cavour-Hamerly, nearly level
300. Svea-Cresbard, nearly level
301. Svea-Hamerly, gently undulating
302. Svea-Hamerly, nearly level

196. LaMoire-Buse, nearly level and steeply sloping
197. LaMoire-Rauville, nearly level
198. LaPrairie, nearly level
199. Letcher, nearly level
200. Letcher-Divide, nearly level
201. Lihen, gently undulating
202. Lihen, nearly level
203. Lihen, rolling
204. Lihen, strongly rolling
205. Lihen, undulating
206. Lismas, strongly sloping
207. Lohmiller-Havre, nearly level
208. Ludden-LaMoire, nearly level
209. Maddock, strongly rolling
210. Maddock-Barnes, rolling
211. Maddock Hecla, rolling
212. Maddock-Hecla, till substratum, rolling
213. Maddock-Hecla, undulating
214. Maddock-Hecla-till substratum, undulating
215. Maddock-Hecla-Hamar, rolling
216. Maddock-Hecla-Hamar, undulating
217. Makoti, nearly level
218. Makoti, Wade, nearly level
219. McKenzie, nearly level
220. Mine Pits and Dumps
221. Morton, gently sloping
222. Morton, nearly level
223. Morton-Agar, sloping
224. Morton-Bainville, sloping
225. Morton-Chama, gently sloping
226. Morton-Regent, gently sloping
227. Morton-Regent, nearly level
228. Morton-Rhoades, gently sloping
229. Morton-Rhoades, nearly level
230. Morton-Rhoades, sloping
231. Morton-Vebar, gently sloping
232. Morton-Vebar, sloping
233. Morton-Williams, gently sloping
234. Morton-Williams, sloping
235. Nutley, gently sloping
236. Nutley, nearly level
237. Nutley-Hoven, nearly level
238. Nutley-Williams, gently sloping
239. Oahe, nearly level
240. Oahe-Sioux, undulating
241. Oahe-Wade, nearly level
242. Oahe-Williams, undulating
243. Overly, till substratum, nearly level
244. Overly-Aberdeen, nearly level
245. Overly-Aberdeen, clay substratum, nearly level
246. Overly-Bearden, nearly level
247. Overly-Bearden, clay substratum, nearly level
248. Overly-Bearden, till substratum, nearly level

303. Svea-Renshaw, nearly level
304. Ulen, nearly level
305. Ulen-Arveson, nearly level
306. Ulen-Arveson, till substratum, nearly level
307. Ulen-Embden, nearly level
308. Ulen-Embden, till substratum, nearly level
309. Ulen-Hamar, nearly level
310. Ulen-Hecla, nearly level
311. Ulen-Hecla, till substratum, nearly level
312. Ulen-Stirum, nearly level
313. Ulen-Stirum-Hecla, nearly level
314. Valentine-Lihen, rolling
315. Valentine-Maddock-Hamar, strongly rolling
316. Vallers, nearly level
317. Vebar, gently sloping
318. Vebar, nearly level
319. Vebar, sloping
320. Vebar-Ekalaka, gently sloping
321. Vebar-Lihen, gently sloping
322. Vebar-Lihen, sloping
323. Vebar-Morton, sloping
324. Vebar-Rhoades, gently sloping
325. Vebar-Rhoades, sloping
326. Vebar-Williams, gently sloping
327. Vebar-Williams, sloping
328. Wade, nearly level
329. Walsh, nearly level
330. Wibaux-Searing, strongly rolling
331. Williams, gently undulating
332. Williams, nearly level
333. Williams, undulating
334. Williams-Agar, rolling
335. Williams-Agar, undulating
336. Williams-Cavour, nearly level
337. Williams-Cresbard, gently undulating
338. Williams-Cresbard, nearly level
339. Williams-Cresbard, undulating
340. Williams-Morton, rolling
341. Williams-Morton, undulating
342. Williams-Oahe, gently undulating
343. Williams-Oahe, nearly level
344. Williams-Oahe, undulating
345. Williams-Parshall, rolling
346. Williams-Parshall, undulating
347. Williams-Sioux, rolling
348. Williams-Vebar, rolling
349. Williams-Vebar, undulating
350. Williams-Zahl, rolling
351. Zahl, hilly and steep
352. Zahl-Agar, strongly rolling
353. Zahl-Bainville, hilly and steep
354. Zahl-Bainville, strongly rolling
355. Zahl-Flasher, hilly and steep
356. Zahl-Parshall, strongly rolling
357. Zahl-Raber, strongly rolling
358. Zahl-Sioux, hilly and steep
359. Zahl-Sioux, strongly rolling
360. Zahl-Williams, strongly rolling

32. Geological Strata

Use "Geological Highway Map of North Dakota" by John P. Bluemle, N. Dak. Geological Survey Miscellaneous Map 19. This can be obtained from the North Dakota Geological Survey at the cost of \$1.00.

Select one number using map key and the corresponding list below.

Walsh Group

1. Silt and fine sand
2. Sand

Coleharbor Group

3. Flat-bedded clay, silt, and sand.
4. Gravel and sand, commonly clean and well-sorted.
5. Gravel and sand, commonly silty and poorly sorted (Outwash sediment).
6. Gravel and sand, commonly silty and poorly sorted (Delta sediment).
7. Unsorted mixture of clay, silt, sand, cobbles, and boulders (till). Hilly topography.
8. Unsorted mixture of clay, silt, sand, cobbles, and boulders (till). Nearly level to gently rolling topography.
9. Unsorted mixture of clay, silt, sand, cobbles, and boulders (till); consists only of scattered boulders in places.

10. White River Group

11. Golden Valley Formation

12. Sentinel Butte Formation

13. Bullion Creek Formation

14. Ludlow and Cannonball and Slope Formations (undifferentiated).

15. Hell Creek Formation

16. Fox Hills Formation

17. Carlile, Niobrara, and Pierre Formations (differentiated).

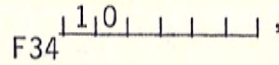
33. Stream Name *Drainage*

Enter the name of the closest major named stream.

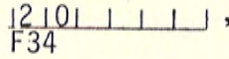
34. Distance to Water Source

Enter distance in meters rounded to the nearest 10 meters. Five and above round to the next highest 10 meters, four and below round to the next lowest 10 meters.

Example: 13 meters enter: Distance to Water 1 mile = 1600 meters



16 meters enter: Distance to Water



Source

35. Water Type

- | | |
|---|-------------------------------|
| 1. Lake | 4. Intermittent, moving water |
| 2. Spring | 5. Intermittent pond |
| 3. Moving body of water
(River, creek, stream) | 6. Marsh |
| | 7. Unknown |

36. Depth of Cultural Material

Enter in centimeters. 1 inch = 2.54 cm.

- | | |
|------------|-------------|
| 1. Surface | 9. 176-200 |
| 2. 1-25 | 10. 201-225 |
| 3. 26-50 | 11. 226-250 |
| 4. 51-75 | 12. 251-275 |
| 5. 76-100 | 13. 276-300 |
| 6. 101-125 | 14. > 300 |
| 7. 126-150 | 15. Unknown |
| 8. 151-175 | |

37. Site Area

Round to the nearest 10 square meters. If the site area is larger than the spaces provided code 9 9 9 9 9 9 and write the actual site area under F96.

38. Surface Collection

1. ~~No~~ - Cultural material present but not collected.
2. No Cultural material observed *No cultural material present*
3. Yes - Sample collected
4. Yes - Completely collected
5. Unknown
- (No but)* 6. Private collection observed *private collection observed*

39. Test Excavation (Includes any type of subsurface test)

- | | |
|--------|---------------------------|
| 0. No | 2. Yes, but nothing found |
| 1. Yes | 3. Unknown |

40. Excavation

- 0. No
- 1. Yes
- 2. Yes, but nothing found
- 3. Unknown

41. Date of Field Work

Enter the year in which the fieldwork took place.

42. Site Photo

- 0. No
- 1. Yes
- 2. Unknown

43. Site Map

Is there a sketch map on the descriptive site form?

- 0. No
- 1. Yes
- 2. Unknown

44. Management Recommendations

(In the opinion of the investigator)

- 1. No further work necessary
- 2. Additional evaluation required
- 3. Impact analysis required
- 4. Additional evaluation and impact analysis required
- 5. Avoidance - mitigation required
- 6. Exclusion - preservation
- 7. Unknown

45. Register Status

(In the opinion of the investigator)

- 1. Listed on the National Register of Historic Places
- 2. Nominated to the National Register
- 3. Eligible for nomination to the National Register
- 4. Not eligible for nomination to the National Register
- 5. Listed on the State Register
- 6. Nominated to the State Register
- 7. Eligible for nomination to the State Register
- 8. Not eligible for nomination to the State Register
- 9. Undetermined = *unknown*

46. Area of Significance

- 1. Archeological
- 2. Architectural
- 3. Historical
- 4. Archeological/architectural
- 5. Archeological/historical
- 6. Architectural/historical
- 7. Unknown
- 8. **PALEONTOLOGICAL**

47. Cultural Resource Type

1. Site
2. Building
3. Structure
4. Object
5. District
6. Unknown

48. Thematic Category

- | | |
|----------------------------|------------------------------|
| 1. Aboriginal | 15. Law |
| 2. Agriculture | 16. Literature |
| 3. Art | 17. Military |
| 4. Commerce | 18. Music |
| 5. Communications | 19. Philosophy |
| 6. Community planning | 20. Politics/government |
| 7. Conservation | 21. Religion |
| 8. Economics | 22. Science |
| 9. Education | 23. Sculpture |
| 10. Engineering | 24. Social/humanitarian |
| 11. Exploration/settlement | 25. Theater |
| 12. Industry | 26. Transportation |
| 13. Invention | 27. Other |
| 14. Landscape architecture | 28. Unknown |
| | 29. Recreation/Entertainment |

49. Rock Arrangements

(Pounds, surrounds, fish weir, rock alignments, drive lines, medicine wheels, rock cairn, turtle effigy, petroform.)

- | | |
|------------|------------|
| 0. Absent | 2. Unknown |
| 1. Present | |

50. Tipi ring (stone circle, stone ring)

0. Absent
1. Present
2. Unknown

51. Earthlodge Village

0. Absent
1. Present
2. Unknown

52. Earthworks (dams, garden enclosure, trench work, etc.)

0. Absent
1. Present
2. Unknown

53. Rock Shelter

- 0. Absent
- 1. Present
- 2. Unknown

54. Ruins, House and Village Sites (Forts, cribbed log, pile dwellings and standing structures)

- 0. Absent
- 1. Present
- 2. Unknown

55. Kill Site

- 0. Absent
- 1. Present
- 2. Unknown

56. Bison Jump

- 0. Absent
- 1. Present
- 2. Unknown

57. Quarry/Workshop

- 0. Absent
- 1. Present
- 2. Unknown

58. Cache, Storage pit

- 0. Absent
- 1. Present
- 2. Unknown

59. Hearth

- 0. Absent
- 1. Present
- 2. Unknown

60. Artifact scatter (lithic detritus scatter, cultural material scatter)

- 0. Absent
- 1. Present
- 2. Unknown

61. Grave, Cemetery

- 0. Absent
- 1. Present
- 2. Unknown

62. Mounds or Mound

- 0. Absent
- 1. Present
- 2. Unknown

63. Midden, refuse (*garbage*)

- 0. Absent
- 1. Present
- 2. Unknown

64. Trails, roads

- 0. Absent
- 1. Present
- 2. Unknown

65. Excavations (Eagle catching pit, quarries, mines, game pitfalls, barrow pit)

- 0. Absent
- 1. Present
- 2. Unknown

66. Rock Art (Pictograph, Petroglyphs)

- 0. Absent
- 1. Present
- 2. Unknown

67. Isolated find *one artifact. nothing else*

- 0. Absent
- 1. Present
- 2. Unknown

68. Miscellaneous - This category includes types of sites not included in the previous list, such as vision quest sites, conical pole structures, Mandan shrine sites, etc.

- 0. Absent
- 1. Present
- 2. Unknown

In the next section code "present" if that type of cultural material or feature was observed. If it was not observed, code "absent" even if it may lie concealed beneath the ground surface. If you observed something you suspect is cultural, but you are not sure, code "unknown".

69. Fire Cracked Rock

- 0. Absent
- 1. Present
- 2. Unknown

70. Trade Goods

- 0. Absent
- 1. Present
- 2. Unknown

71. Chipped Stone Work (lithic artifacts and lithic debitage)

- 0. Absent
- 1. Present
- 2. Unknown

Ochre ??

72. Projectile Points

- 0. Absent
- 1. Present
- 2. Unknown

73. Woodwork

- 0. Absent
- 1. Present
- 2. Unknown

74. Worked Bone (spatulas, scapula hoes, metapodial fleshers, etc.)

- 0. Absent
- 1. Present
- 2. Unknown

75. Shell Work

- 0. Absent
- 1. Present
- 2. Unknown

76. Skin, Hair

- 0. Absent
- 1. Present
- 2. Unknown

77. Glass

- 0. Absent
- 1. Present
- 2. Unknown

78. Ceramics (pottery, brick)

- 0. Absent
- 1. Present
- 2. Unknown

79. Ground stone

- 0. Absent
- 1. Present
- 2. Unknown

80. Metal Work

- 0. Absent
- 1. Present
- 2. Unknown

81. Faunal remains (non-human animal skeletal remains) *bones*

- 0. Absent
- 1. Present
- 2. Unknown

82. Floral remains (seeds, pollen, plant parts)

- 0. Absent
- 1. Present
- 2. Unknown

83. Fossil remains

- 0. Absent
- 1. Present
- 2. Unknown

84. Charcoal

- 0. Absent
- 1. Present
- 2. Unknown

85. Artifact Density (cultural material density)

- 0. No artifacts present
- 1. Sparse - cultural material widely scattered over a large area.
- 2. Medium - density is greater than sparse, but less than dense.
- 3. Dense - cultural material was concentrated within a restricted area.
- 4. Unknown

Period of occupation

aven

86. Early Period

- 0. No
- 1. Yes

dates given in appendix A - BLM manual

If you know it's prehistoric, but you don't know the period code:

87. Middle Period

- 0. No
- 1. Yes

Early Period	Middle Period	Late Period	Historic	Period Unknown
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
F86	F87	F88	F89	F90

88. Late Period

- 0. No
- 1. Yes

For example, if a site has multiple components dating to Early, Late, and Historic, then code:

89. Historic

- 0. No
- 1. Yes

Early Period	Middle Period	Late Period	Historic	Period Unknown
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
F86	F87	F88	F89	F90

90. Period Unknown

- 0. No
- 1. Yes

when you have unknown prehistoric & historic also,

91. Cultural Affiliation

ethnic

(tribal name)

skip early, middle, late & mark 1 for historic & 1 for period unknown

- 0. No - it can't be determined by evidence available at this time.
- 1. Yes - it has been established.

92. Basis for Dating

- 1. Not applicable
- 2. Absolute dating

(Radiocarbon Dendrochronology)

- 3. Relative dating
- 4. Both absolute and relative

(artifact typology)

93. Significance (in the opinion of the investigator)

Evaluate the significance of the site on a 1 to 5 ranking, where 1 is the least significant and 5 is the most.

- 1.
- 2.
- 3.
- 4.
- 5.

94. Verified Site

0. No - the site has not been verified by a professional archeologist
1. Yes - the site has been verified by a professional archeologist *or architectural historian*

95. Non-site

This category is used only in predictive modeling. Enter 0 if you are recording a site.

0. No
1. Yes

96. Description, Comments, and Problems

Enter brief statement.

97. Urban: Address

For resources located in urban areas enter street address.

98. Lot

Enter lot number if known. If not, leave blank.

99. Block

Enter block number if known. If not, leave blank.

100. Plat
Enter the name of plat. If the name is longer than the space provided, abbreviate or continue until all spaces are filled.
-

FOR SHSND OFFICE USE ONLY

101. Energy Conversion facilities

1. Exclusion *NR sites owned*
2. Avoidance *all others, incl. Fed-owned*
3. *Area of concern* → Site leads & isolate finds

102. Transmission facilities

1. Exclusion *(NR sites + state-owned historic sites)*
2. Avoidance
3. *Area of concern* → Site leads + isolate finds

APPENDIX A
Completed Site Form

NORTH DAKOTA
CULTURAL RESOURCES
DATA BANK FORM

SAMPLE

Field Number _____

Site Name _____

F1 Map Reference MANDAREE SE QUAD

F2 Subsection
State 32 County DW Site Number 000 L_TL 0 Twp. 147 R. 93 Sec. 34 XXX 3 QQ 5 Q
F3 F4 F5 F6 F7 F8 F9 F10

F6a F7a F8a F9a
Elevation 570 Surface Owner 2 Subsurface Owner 2 Erosion 1 Rodent Activity 0 Vandalism 0 Cultivation Damage 0 Construction Damage 0
F11 F12 F13 F14 F15 F16 F17 F18

F19 F20 F21 F22 F23 F24 F25 F26
Grazing Damage 0 Mining Damage 0 Other 0 Physical Integrity 2 Ecological Zone 1 Landform I 1 Landform II 2 General Topography 5

F27 F28 F29 F30 F31 F32 F33
Exposure 11 View 6 Lookout 6 Ecosystem 5 Soil Association 15 Geological Strata 12 Stream Name 1174E MISSOURI RIVE

F34 F35 F36 F37 F38 F39 F40 F41
Distance to Water 600 Water Type 3 Cultural Depth 15 Site Area 999999 Surface Collection 3 Test 0 Excavation 0 Date of Field Work 1975

F42 F43 F44 F45 F46 F47 F48 F49
Site Photos 1 Site Maps 1 Management Recommendations 2 Register Status 9 Area of Significance 1 Cultural Resource Type 1 Thematic Category 1 Rock Arrangements 0

F50 F51 F52 F53 F54 F55 F56 F57 F58
Tipi Ring 0 Earthlodge Village 2 Earthworks 0 Rock Shelter 0 Ruins House Sites 0 Kill Site 0 Jump 0 Quarry/Workshop 0 Cache, Storage pit 0

F59 F60 F61 F62 F63 F64 F65 F66
Hearth 0 Artifact Scatter 1 Grave, Cemetery 0 Mounds or Mound 0 Midden, Refuse 0 Trails, Roads 0 Excavations, Eagle catching pit 0 Rock Art 0

F67 F68 F69 F70 F71 F72 F73 F74
Isolated Find 0 Miscellaneous 0 Fire cracked rock 0 Trade Goods 0 Chipped stone work 1 Projectile points 0 Woodwork 0 Worked bone 0

F75 F76 F77 F78 F79 F80 F81 F82 F83 F84
Shell work 0 Skin, hair 0 Glass 0 Ceramics 0 Ground stone 0 Metal work 0 Faunal remains 0 Floral remains 0 Fossil remains 0 Charcoal 0

F85 F86 F87 F88 F89 F90 F91 F92 F93
Artifact Density 1 Early Period 0 Middle Period 1 Late Period 1 Historic 0 Period Unknown 0 Cultural Affiliation 0 Basis for dating 3 Significance 2

F94 F95
Verified Site 1 Non-site 0

Date of Field Work: 6-3-75
Coder: JOYCE PURCELL
Date Coded: 6-22-79

F96 Description, Comments, Problems SITE AREA
F97 1S 11002161
Urban: Address: _____
F98 Lot: _____ Block: _____ Plat: _____
F99 F100

APPENDIX B
Conversion Table

Acres to Hectares

Acres x 0.405 = Hectares

~~Hectares x 10,000 = Meters²~~

~~Acres~~ 1 acre = 4047 square meters

- a crest 4050.0

1 Acre = 4047 square meters

Yards² to Meters²

Yards² x 0.836 = Meters²

Feet² to Meters²

Feet² x 0.093 = Meters²

Miles² to Kilometers²

Miles² x 2.6 = Kilometers²

Kilometers² to Meters²

Kilometers² x 1,000,000 = Meters²

Inches to Centimeters

Inch x 2.54 = Centimeters

Yards to Meters

Yards x 0.914 = Meters

Miles to Meters

Miles x 1.609 = Kilometers

Kilometers x 1000 = Meters

Feet to Meters

Feet x .3048 = Meters

Appendix C - Landform Definitions

Many of the following are quoted or paraphrased from Webster's New Collegiate Dictionary, copyright 1974.

Beachline (glacial) - a shore of a glacial lake or glacial riverbank containing sand, gravel, or larger rock fragments.

Beach or riverbank - a shore of a lake or the bank of a present river covered by sand, gravel, or larger rock fragments.

Butte - an isolated hill with steep or precipitous sides.

Canyon - a deep, narrow valley with precipitous sides often with a stream flowing through it.

Delta - the alluvial deposit at the mouth of a river.

Draw (Gully, Coulee, Ravine) - an erosional trench caused by running water.

Flat - a level surface of land with little or no relief, a plain.

Floodplain - the portion of a stream valley which is submerged during floods.

Hill-Knoll-Bluff - a natural elevation of land that is smaller than a mountain.

Island - a tract of land surrounded by water.

Ridge - an extended line of high ground that is more than a line of hills and has a crest that is higher than ground on either side
(Cultural Resources Automatic Data Processing Systems Guidebook, page 32).

Saddle - a dip along the crest of a ridge or a low point on a spur.

Sandbar - a ridge of sand built up by currents in a river.

Spur - an extension jutting out from a ridge which is usually lower and continually sloping. It is often formed by two streams cutting parallel draws down the side of a ridge (ibid: 31).

Swale - a low-lying or depressed and often wet stretch of land.

Terrace - a level ordinarily narrow plain usually with steep front bordering a river, lake, or sea.

River Valley - a stream course that has a limited area of flat ground bordered by higher ground.