

FPS Tree DAMAGE code (source & severity) (3 digit code) in PLOTS table

<i>First digit</i>	<i>Second digit</i>	<i>Third digit</i>		
0 - No Damage	N/A	N/A		
1 - Unspecified	0 – (always code 0)	0- Unspecified 1- Light damage 2- Moderate damage 3- Severe damage 4- Fatal damage		
2 - Mechanical	1- Fire 2- Logging 3- Crown 4- Bole 5- Roots 6- Tags, Nails, etc.	0- Unspecified 1- Light damage 2- Moderate damage 3- Severe damage 4- Fatal damage		
3 - Chemical	1- Foliar (broadcast 2- Stem (spot treatment) 3- Soil (root treatment)	0- Unspecified 1- Light damage 2- Moderate damage 3- Severe damage 4- Fatal damage		
4 - Disease	0- Unknown 1- Mistletoe 2- Needle rusts 3- Stem decay 4- Stem rusts 5- Stem cankers 6- Root disease 7- Armillaria mellea 8- Phellinus weirii	0- Unspecified 1- Light damage 2- Moderate damage 3- Severe damage 4- Fatal damage		
5 - Insects	1- Defoliators 2- Bark beetles 3- Sucking insects 4- Pitch moths	0- Unspecified 1- Light damage 2- Moderate damage 3- Severe damage 4- Fatal damage		
6 - Animal	1- Deer & Elk 2- Bear 3- Livestock 4- Porcupine 5- Mt. Beaver 6- Small mammals 7- Birds	0- Unspecified 1- Light damage 2- Moderate damage 3- Severe damage 4- Fatal damage		
7 - Weather	1- Windthrown 2- Snow, ice, freezing 3- Drought (summer) 4- Dessication (winter) 5- Suncald 6- Lightning 7- Flooding	0- Unspecified 1- Light damage 2- Moderate damage 3- Severe damage 4- Fatal damage		
8 – Suppression	0 – (always code 0)	0- Unspecified 1- Light damage 2- Moderate damage 3- Severe damage 4- Fatal damage		
9 - Physical	1- Broken top 2- Dead top 3- Multiple tops 4- Forked tree 5- Leaning tree 6- Crook or Sweep 7- Bole cracks 8- Epicormic branching 9- Crown damage	<u>Fork codes</u> 1- Below 1.3 m 2- Above 1.3 m 3- Above 5.0 m	<u>Lean codes</u> 0- Unspecified 1- < 25 degrees 2- 26 to 45 degrees 3- > 45 degrees 4- Tree down	<u>Codes for others</u> 0 -Unspecified 1- Light 2- Moderate 3- Severe 4- Fatal