



HRS Codes

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Feature Table

Attributes

Attributes	Code	Definition
Stone Circle	SC	A circular/oval alignment of stones that are indicative of human placement. Includes conjoined and bisected stone circles. These features may be commonly referred to as tipi-rings. Ceremonial Circles are a separate attribute.
Stone Arc	ARC	A semi-circular alignment of stones that are indicative of human placement. An arc must have a curve that is circular but represents less than half the outline of a circle. Includes hunting blinds and stone circles which have had stones removed.
Stone Cairn	CAIRN	A clustering or mound of stones that is indicative of human placement. Does not include modern stone piles which are the result of field clearing (modern agricultural practices/activities) or stone piles attributed to modern fence posts.
Stone Line	LINE	A linear alignment of stones that are indicative of human placement. Does not include stone lines related to medicine wheels (i.e., spokes) or drive lines.
Drive Line	DRIVE	A linear alignment feature made of stone/earth or stone cairns which outline a thoroughfare to guide herds of animals towards a kill site (e.g., jump, pound, etc.).
Ceremonial Circle	CIRC	A stone circle at least 10 m in diameter or interpreted to be of ceremonial use. This is considered to be larger than the diameter of habitation circles. There may also be peripheral stone features inside or around the circle.
Vison Quest	VQ	Vision quest structures/features are typically made up of an oval or "U" of stones, either laid out as an outline, or piled up to form a low wall. They often have shallow interior depressions and are typically constructed in such a way that a person would be allowed to lie down within the interior of the feature.
Earthen Mound	MOUND	A mound or pile of sediments that is indicative of human construction. May take on a variety of shapes and sizes.
Pit	PIT	Pits are constructed by digging into the ground from a living floor/previous surface and have subsequently been completely infilled and buried. Infill may be comprised of a combination of artifacts, stones, and/or sediments. Includes boiling pits and roasting pits.
Trenches	TRNCH	A linear depression. May be associated with Earthen Mounds.

Depression	DEP	A feature that is in negative relief to the surrounding landscape and is indicative of human construction. A hallowed area that may be partially infilled. Must be associated with other features and/or artifacts. Does not include natural blowouts or cattle wallows.
Chimney	CHIM	The remnants of an old chimney stack, hearth and/or flue.
Cellar	CELL	An underground storage space usually below the floorboards of a building or built into a hillside.
Refuse Area	REF	Also known as a dump or a midden. A place where unwanted material is discarded.
Bone Bed	BONE	A layer of faunal remains that represent a single or multiple kill/processing event. Taphonomic evidence of processing may be preliminary or advanced.
Foundation	FOUND	The remnants of the base of a building. Usually constructed from stone and/or concrete but may be wood.
Building	BUILD	The remnants of a vacated building with, at minimum, standing walls still present.
Posthole	PH	The outline of where a post had been present and has since been removed or decayed and subsequently filled with sediment.
Posts/Palisade	POST	The remnants of a post or palisade left <i>in situ</i> .
Hearth	HERTH	The remnants of an area used as a hearth, usually contains fire-broken/cracked rock, ashes, charcoal and/or a dark staining within the sediment.
Trail/Portage	TRAIL	The remnants of a trail. The trail may be negative in relief to the surrounding landscape and will have a change in vegetation since the sediments are more compact. The trail may also contain cart tracks which are narrower than a standard vehicle. The trail may still be used to this day. Check the Dominion Land Survey Field Books available through ISC.
Privy	PRIVY	A refuse area specifically used for human waste but may contain artifacts.
Buried Anomaly	ANOM	A feature below the surface that was detected by non-invasive remote sensing.
Other	OTHER	If the feature is not provided in this list, choose Other then provide a description of the feature in the "Comment/Description" field.
Burial-Single (SSN)	BUR_S	A confirmed or possible burial of a single individual.
Burial-Multiple (SSN)	BUR_M	Confirmed or possible burials of more than one individual.
Coffin/Scaffold	COFF	The remnants of a coffin or a scaffold.

Petroglyph (SSN)	PETR	An image created by removing part of the rock's surface by etching, incising, carving or abrading.
Pictograph (SSN)	PICT	An image created by painting on a rock's surface. Red ochre is the most common medium, but dyes may take on the colours black, white or yellow.
Effigy (SSN)	EFF	A stone or earthen depiction of a human, animal or thing.
Medicine Wheel (SSN)	MEDW	A stone feature consisting of at least two of the following: a large central cairn, a stone ring(s), or radiating lines.

Orientation

Orientation	Code	Description
North/South	NS	The measurement was oriented north to south across the feature.
East/West	EW	The measurement was oriented east to west across the feature.
Northwest/Southeast	NW_SE	The measurement was oriented northwest to southeast across the feature.
Northeast/Southwest	NE_SW	The measurement was oriented northeast to southwest across the feature.

Definition

Definition State	Code	Definition
Well-Defined	WELL	The feature is in stark contrast or high relief from the natural surroundings.
Moderately-Defined	MOD	The feature can be differentiated from the natural surrounds with some effort.
Poorly-Defined	POOR	The feature edges are difficult to differentiate from the natural surroundings and great effort is needed to outline the feature.

Visibility

Visibility	Code	Definition
Excellent	EXC	The feature is easily identifiable from a distance and not covered by vegetation or natural debris.
Good	GOOD	The feature is easily identifiable up-close. Natural coverage is minimal.
Moderate	MOD	The feature can be identified with some concentration and when up-close. Natural coverage impedes the feature slightly but can be altered enough to increase visibility.

Poor	POOR	The feature is difficult to see due to a high volume of natural coverage. Great effort is needed to clear the feature of coverage.
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Surface/Buried

Feature Exposure	Code	Definition
Surface	SURF	All, or the majority of the structural elements of the feature, are located on the surface with very little buried.
Moderately Buried	MOD	Up to half of the structural elements of the feature is buried below the surface.
Well Buried	WELL	Most of the structural elements of the feature are buried; however small portions of the feature are still visible at the surface.
Completely Buried	COM	The feature is completely buried below the surface and was only identified through excavation/testing.
Not Applicable	NA	The feature lacks structural elements that differentiate it from the surrounding landscape and therefore cannot be determined to be surficial or buried (e.g., depression).

Sample Location

Category

Sample Type	Code	Definition
Exploratory Test	EXPLR	The sample location was dug by hand and investigated at a high-level. Sediments may not have been screened in their entirety.
Detailed Test	DETT	The sample location was excavated by hand using a shovel and/or trowel, and the majority of sediment material was screened. The size of the sample location is smaller than a traditional excavation unit, but detailed level data was collected.
Mechanical Test	MECH	The sample location was dug by a mechanical implement. Screening of sediment material may have been limited to (a) sample set(s) of back-dirt.
Excavation Unit	UNIT	The sample location is an excavation unit that was excavated based on methods outlined in the permit application and approved by the HCB. All sediments were screened, and data collection was also completed using methods approved by the HCB.
Exposure	EXPOS	The sample location is a natural exposure of the subsurface sediments (e.g., rodent hole, tree throw, blowout, cutbank, etc.).
Surface Find	FIND	The sample location is the location where an artifact or specimen was discovered on the surface.

Sub-Category

Sub-Category	Code	Definition
Archaeological Feature	FEAT	Provide Feature ID in the “Comments” field.
Excavation Block/Trench	BLOCK	A unit belonging to a larger excavation block or trench. Provide the label block/trench in the “Comments” field.
Deep Test	DEEP	The sample location was excavated to a depth greater than 1 m depth below surface (DBS).
Stratigraphic Profile	STRAT	The sample location provides an example of the unaltered stratigraphic sediment profile at the time of the assessment. Does not include deep tests.
Monitoring Observation	OBSRV	A point in a project area that was exposed/alterd during construction activities and was examined by the archaeological monitor.
Other	OTHER	The sample location provides additional data in a method that is not previously defined

		(e.g., remote sensing). Define in the “Comments” field.
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Status – Positive/Negative

Status	Code	Definition
Positive	POS	The sample location contains artifacts or a buried feature.
Negative	NEG	The sample location is sterile for artifacts or buried features.

Assessment Area

Assessment Type

Assessment Type	Code	Description
HRIA	HRIA	Heritage Resource Impact Assessment
HRIA-M	HRIAM	Heritage Resource Impact Assessment – Mitigation
Type A	TYPEA	Research Permit
Type B	TYPEB	Avocational Permit
Comprehensive	COMP	Comprehensive Permit

Development Type

Development Type	Code	Description
Aggregate Development - Aggregate Pit - Borrow or Clay Pit - Geophysical Testing - Physical Testing - Other	AGG	Open-pit mining of loose aggregate and binders, or invasive and non-invasive methods of investigating the presence of subsurface deposits of aggregates.
Agricultural Activity - Intensive Livestock Operation - Irrigation - New Cultivation - Water Drainage Project - Plant Site - Small Water Supply Project - Other	AGRI	Large scale agricultural activities include modification of lands or the construction of facilities for the purpose of housing large amounts of animals or processing plants.
Crown Land Sale	CROWN	The sale of Crown (Provincial) owned lands.
Electrical Transmission - Transmission Line - Distribution Line - Power Generation - Other	ELEC	Electrical lines designed for the distribution of electricity or the construction of facilities that produce electricity.
Exploration Project - Drilling Program - Geophysical Program - Hand Sampling Program - Other	EXPL	The investigation of surface and subsurface conditions to map, mineral and oil and gas deposits may utilize methods that are invasive or less-invasive.
Forestry Industry and Wildfire Related - Operating Plan - Operating Plan Amendment - Mill/Plant Site - Peat Harvesting Operation - Fire Control Activity - Other	FORST	Forestry activities that include fire control and harvesting or modifying areas of forests. Includes facilities to process raw forestry products or the extraction of peat.
Mining Project - Open Pit Mine - Shaft Mine - Mill/Plant Site - Reclamation Project - Other	MIN	Mines that extract subsurface minerals. This includes facilities that process the extracted raw materials. Reclamation of disused facilities is included.

Management Planning • Official Community Plan • Management Plan • Conservation Plan • Other	MAN	Plans and strategies to guide land use and manage and protect land and resources.
Oil and Gas • Transmission Pipeline • Wellsite • Flowline • Integrity Project • Plant/Battery Site • Reclamation Project • Other	OIL	All activities and facilities related to the extraction of oil and gas as well as maintenance and reclamation projects of oil and gas facilities.
Recreational Facility • Campground • Marina • Other	REC	Land used for recreational purposes.
Subdivision • Commercial/Industrial • Cottage/Residential • Agricultural • Tie Code • Other	SUB	Land that has been zoned for commercial, residential, or agricultural use, or has been proposed to be divided or linked.
Transportation Infrastructure • Grid/Municipal Road • Highway • Bridge • Rail Line/Yard • Other	TRANS	Transportation related activities including municipal roads, highways, railways and auxiliary facilities and structures.
Utility Infrastructure • Telecommunication • Natural Gas • Water Service • Other	UTL	A network system that provides a service or a product to a house or business. Includes the installation of service transport materials or small scale-facilities.
Waste, Sewage, and Water Facility • Reservoir/Dam/Flood Control • Sewage Treatment • Water Treatment • Waste Disposal/Landfill • Other	WAT	Large-scale facilities that control water, sewage and waste.
Miscellaneous	MISC	Any project that does not fit in the listed types of development types.

Archaeological Site Boundary

Site Type

Site Type	Code	Description
Artifact Find	ARF	Five or fewer artifacts observed and/or collected.
Artifact Scatter	ARS	Six or more artifacts observed and/or collected.
Artifact/Feature Combination	AFC	Where a combination of artifacts observed and/or collected and features are present at an archaeological site.
Feature(s)	FET	Feature(s) are present that are not identified as a SSN.
SSN - Burial(s)	SNB	A site that consists of partial or complete skeletal remains of one or more individuals. Associated features may also be present (i.e., cairn, mound, stone circle, etc.)
SSN - Effigy	SNE	Surface stone outline in human or animal form.
SSN - Medicine Wheel	SNM	A stone feature consisting of at least two of the following: a large central cairn, a stone ring(s), and/or radiating lines (i.e., spokes).
SSN - Rock Art	SNR	Painted, carved, or incised rock art.

Limits

Boundary Limits	Code	Description
Arbitrary	ARB	The site boundary was determined arbitrarily with no testing but sufficiently encompasses all known site features and activities. See Appendix C of the SARR guide for delineating default standards for archaeological site boundaries.
Legacy	LEG	The boundary was established prior to launch of HRS in 2025.
Tested	TEST	The boundary was determined using the approved testing methods.
Constrained	CNSTR	The boundary is constrained by physical barriers, including natural landforms.
Combination	COMBO	The boundary was determined using a combination of 2 or more of the listed limit types.

Avoidance Buffer

Limits

Buffer Limits	Code	Description
Arbitrary	ARB	The buffer has been set at an arbitrary distance that sufficiently protects the archaeological site integrity.
Landscape	LAND	The avoidance buffer follows the natural landscape contours which naturally protect the archaeological site integrity.
Combination	COMBO	The buffer was determined using a combination of both arbitrary and landscape limit types.