**Legend for Frost Boil environmental site factors**

**in Tables 10-18 in Barreda et al. 20061, and field data sheets. \*Key to codes & scalars**

(Revised L. Druckenmiller 2014)

**Microsite (Code)**

1 frost-scar

2 inter-scar

3 strang or hummock

4 inter-hummock

5 polygon center

6 polygon trough

7 polygon rim

13 mound

**Site moisture (scalar)**

1.0 extremely xeric

2.0 very xeric

3.0 xeric

4.0 subxeric to mesic

5.0 subxeric

6.0 mesic

7.0 mesic to subhygric

8.0 subhygric

9.0 hygric

10.0 hydric

**Soil moisture (scalar)**

1.0 very dry

2.0 dry

3.0 damp

4.0 damp to moist

5.0 moist

6.0 moist to wet

7.0 wet

8.0 very wet

9.0 saturated

10.0 very saturated

**Glacial geology (code)**

1 till

2 outwash

3 bedrock

4 none

**Topography (code)**

1 hill crest

2 side slope

3 footslope

4 flat

5 drainage

6 depression

**Snow duration (code)**

1 snow free all year

2 snow free most of winter

3 snow free prior to melt out

4 snow free immediately after melt out

5 snow bank persists 1-2 weeks after melt out

**Disturbance (scalar)**

0 none

1 some sign present

2 minor disturbance

3 moderate disturbance

4 major disturbance

5 very major disturbance

**Stability (code)**

1 stable

2 occasional disturbance

3 prolonged slow disturbance

4 annual disturbance

5 disturbed more than once annually

**Exposure (scalar)**

1.0 protected from winds

2.0 moderate exposure

3.0 exposed

4.0 very exposed

\*\*Key to location abbreviations

hv = Happy Valley

sa = Sagwon MAT

sn = Sagwon MNT

fb = Franklin Bluffs

dh = Deadhorse

wd = West Dock

hi = Howe Island

**Landform (code)**

1 Hills (including kames and moraines)

2 Talus slope

3 Colluvial basin

4 Glaciofluvial and other fluvial terraces

5 Marine terrace

6 Floodplains

7 Drained lakes and flat lake margins

8 Abandoned point bars and soughs

9 Estuary

10 Lake or pond

11 Stream

12 Sea bluff

13 Lake bluff

14 Stream bluff

15 Sand dunes

16 Beach

17 Disturbed

18 Alluvial plain/abandoned

19 Island

20 Plain-residual surface

**Surficial Geology-parent material (code)**

1 Glacial tills

2 Glaciofluvial deposits

3 Active alluvial sands

4 Active alluvial gravels

5 Stabilized alluvium (sands & gravels)

6 Undifferentiated hill slope colluvium

7 Basin colluvium and organic deposits

8 Drained lake or lacustrine deposits

9 Lake or pond organic, sand, or silt

10 Undifferentiated sands

11 Undifferentiated clay

12 Road and gravel pads

13 Loess

14 Fine sand

15 Marine sands

16 Marine clay

**Surficial Geomorphology (code)**

1 Frost scars

2 Wetland hummocks

3 Turf hummocks

4 Gelifluction features

**Animal and Human Disturbance type (code)**

1 Ptarmigan scat

2 Caribou tracks

3 Caribou scat

4 Goose tracks & scat

5 Squirrel mounds

6 Vole tracks & scat

7 Vehicle tracks