

VRM and Land Use Planning



UNIT 3 – VRM Inventory

VRM and Land Use Planning

Visual Resource Management Classes are developed through the RMP process for all BLM lands

The approved VRM Classes shall result from, and conform with, the resource allocation decisions made in RMP's

BLM Manual 8400

Unit 3 Objective

Understand how to conduct a VRM Inventory and create Inventory Classes



Visual Resource Inventory



Visual Resource Inventory

A systematic process designed to determine the extent and quality of visual resources in a given area

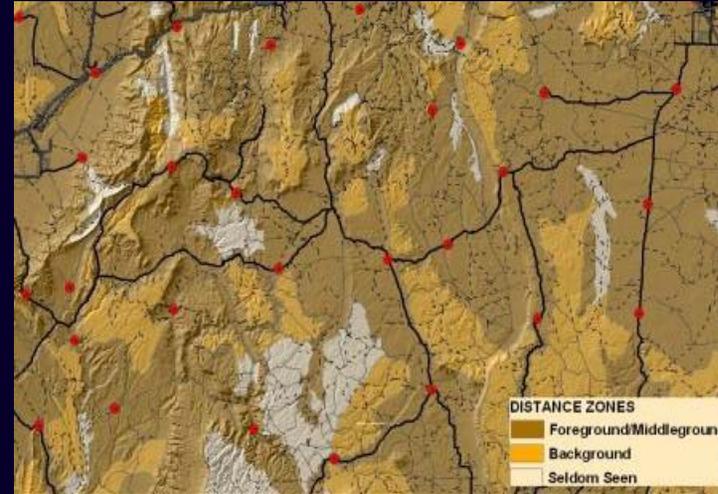


VRM Inventory Process – 3 Parts

Scenic Quality



Distance Zones



Sensitivity



VRM Inventory Process

Based on Inventory of These Three Factors – BLM Lands Become:

- Class I
- Class II
- Class III
- Class IV

*These are inventory classes,
not management classes!*

Scenic Quality Evaluation



Scenic Quality Evaluation

All lands have scenic value but areas with the most variety & the most harmonious composition have the greatest scenic value.



Scenic Quality Evaluation

Evaluation of Scenic Quality is done in relation to the natural landscape.

This does not mean man-made features necessarily detract!

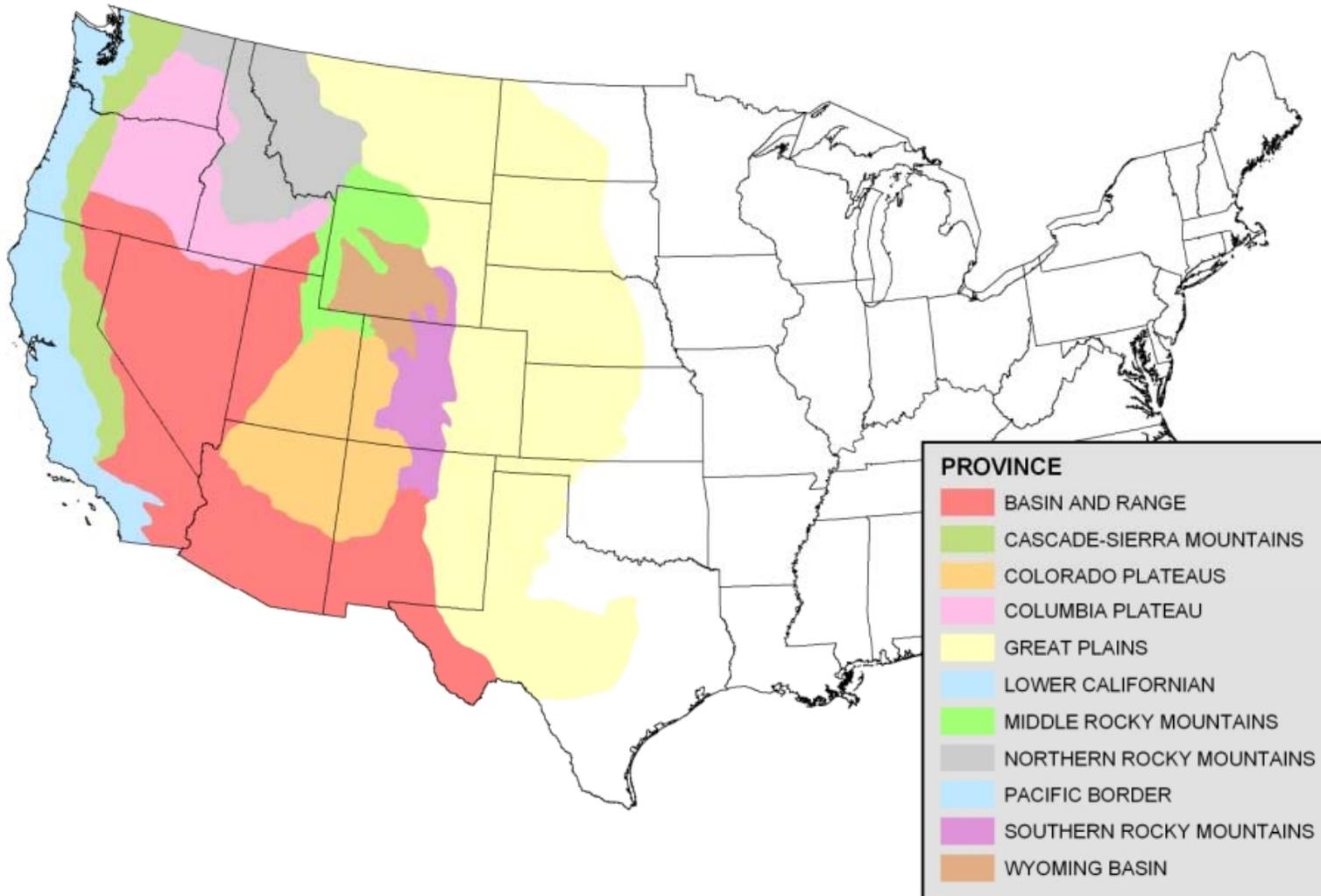
Scenic Quality Evaluation

Scenic Quality is a measure of the visual appeal of a tract of land.

Public lands are given an A, B, or C rating based on apparent scenic quality.

Scenic Quality Evaluation

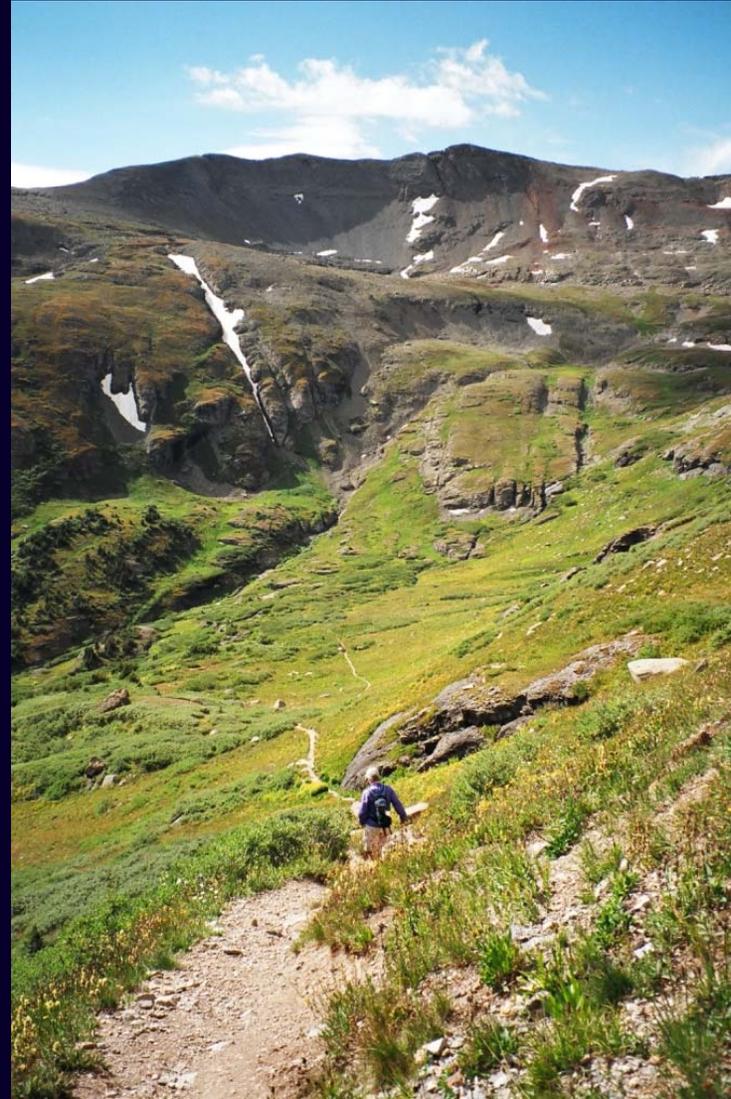
Physiographic Provinces of the Western United States



Scenic Quality Evaluation



Colorado Plateau



Southern Rocky Mountains

Scenic Quality Evaluation



Colorado Plateau



Colorado Plateau

Scenic Quality Evaluation

Determined Using 7 Key Factors

- **Land Form** – Steep & massive - more interest
- **Vegetation** – Variety of pattern, form, texture
- **Water** – Adds movement, serenity
- **Color** – Season, high use period
- **Adjacent Scenery** – Enhances overall impression
- **Scarcity** – Relatively unique
- **Cultural Modifications** – Detract or compliment

Landform

Topography gets more interesting as it gets steeper and more massive, or more severely sculpted



Vegetation

Give primary consideration to the variety of patterns, forms, color, and texture created by plant life.



Water

- Adds movement or serenity to a scene.
- The degree to which water dominates the scene affects the rating.

Water adds movement



Water adds serenity to a scene



Color

- Consider the Overall Color in the Landscape
- Key Factors are Variety, Contrast, and Harmony

Variety of Color



Contrast in Color



Harmony



Adjacent Scenery

The degree to which scenery outside the unit being rated enhances the overall impression of the scenery within the rating unit.



Lack of “Adjacent Scenery”



Here's the area being rated



Here's the adjacent scenery



Scarcity

This factor provides an opportunity to give added importance to one or all of the scenic features that may be relatively unique within a physiographic region.

Scarcity



Cultural Modifications

- May detract or compliment
- May improve scenic quality of an area



Scenic Quality Evaluation

You Will Use 7 Key Factors to Rank Lands
as A, B, or C

Comparative Basis – similar features in
Physiographic Province



UNITED STATES
DEPARTMENT OF THE INTERIOR
BUREAU OF LAND MANAGEMENT

SCENIC QUALITY FIELD INVENTORY

Date

District

Resource Area

Scenic quality rating unit

1. Evaluators (*names*)

2. LANDSCAPE CHARACTER (*Feature*)

a. LANDFORM/WATER

b. VEGETATION

c. STRUCTURE (*General*)

	a. LANDFORM/WATER	b. VEGETATION	c. STRUCTURE (<i>General</i>)
FORM			
LINE			
COLOR			
TEXTURE			

3. Narrative

4. SCORE (*Circle Appropriate Level*)*

	HIGH	MEDIUM	LOW	EXPLANATION OR RATIONALE	SCENIC QUALITY CLASSIFICATION <input type="checkbox"/> A — 19 or more <input type="checkbox"/> B — 12-18 <input type="checkbox"/> C — 11 or less
a. Landform	5	3	1		
b. Vegetation	5	3	1		
c. Water	5	3	0		
d. Color	5	3	1		
e. Adjacent Scenery	5	3	0		
f. Scarcity	5 +	3	1		
g. Cultural Modification	2	0	- 4		
TOTALS	+	+	=		

Scenic Quality Evaluation

3. Narrative



4. SCORE (Circle Appropriate Level)*					SCENIC QUALITY CLASSIFICATION
	HIGH	MEDIUM	LOW	EXPLANATION OR RATIONALE	
a. Landform	5	3	1		<input type="checkbox"/> A – 19 or more <input type="checkbox"/> B – 12–18 <input type="checkbox"/> C – 11 or less
b. Vegetation	5	3	1		
c. Water	5	3	0		
d. Color	5	3	1		
e. Adjacent Scenery	5	3	0		
f. Scarcity	5+	3	1		
g. Cultural Modification	2	0	-4		
TOTALS		+	+	=	

(Instructions on reverse)

SCENIC QUALITY

Inventory and Evaluation Chart

SCENIC QUALITY INVENTORY AND EVALUATION CHART

Key Factors	Rating Criteria and Score		
Landform	High vertical relief as expressed in prominent cliffs, spires, or massive rock outcrops; or severe surface variation or highly eroded formations including major badlands or dune systems; or detail features dominant and exceptionally striking and intriguing such as glaciers. 5	Steep canyons, mesas, buttes, cinder cones, and drumlins; or interesting erosional patterns or variety in shape and size of landforms; or detail features which are interesting though not dominant or exceptional. 3	Low rolling hills, foothills, or flat valley bottoms, or few or no interesting landscape features. 1
Vegetation	Variety of vegetative types as expressed in interesting forms, textures, and patterns 5	Some variety of vegetation but only one or two major types 3	Little or no variety or contrast in vegetation. 1
Water	Clear and clean appearing, still or cascading white water, any of which are a dominant factor in the landscape. 5	Flowing or still, but not dominant in the landscape. 3	Absent, or present but not noticeable. 0
Color	Rich color combinations, variety or vivid color, or pleasing contrasts in the soil, rock, vegetation, water, or snowfields. 5	Some intensity or variety in colors and contrast of the soil, rock, and vegetation, but not a dominant scenic element. 3	Subtle color variations, contrast, or interest, generally mute tones. 1
Influence of Adjacent Scenery	Adjacent scenery greatly enhances visual quality. 5	Adjacent scenery moderately enhances overall visual quality. 3	Adjacent scenery has little or no influence on overall visual quality. 0
Scarcity	One of a kind, or unusually memorable, or very rare within the region. Consistent chance for exceptional wildlife or wildflower viewing. 5+	Distinctive, though somewhat similar to others within region. 3	Interesting within setting, but fairly common within the region. 1
Cultural Modifications	Modifications add favorably to visual variety while promoting visual harmony 2	Modifications add little or no visual variety to the area, and introduce no discordant elements. 0	Modifications add variety but are very discordant and promote strong disharmony. -4

4. SCORE (Circle Appropriate Level)*

	HIGH	MEDIUM	LOW	EXPLANATION OR RATIONALE	SCENIC QUALITY CLASSIFICATION <input checked="" type="checkbox"/> A — 19 or more <input type="checkbox"/> B — 12-18 <input type="checkbox"/> C — 11 or less
a. Landform	5(4)	3	1		
b. Vegetation	5	3(2)	1		
c. Water	(5)	3	0		
d. Color	(5)	3	1		
e. Adjacent Scenery	5(4)	3	0	<i>see explanation on reverse</i>	
f. Scarcity	5+	(3)	1		
g. Cultural Modification	2	0	(-3)4		
TOTALS	18 + 5 + (-3) = 20				

(Instructions on reverse)

Scenic Quality Evaluations

- Use Interdisciplinary Team
- Evaluate – Several Viewpoints (KOPs)
- Score Based on Overall Impression
- Develop a Photographic (visual) Record
- File Evaluation Forms (keep a record of your work)

Scenic Quality Evaluations

- Slides Showing Hypothetical Examples of All Three Classes
 - Class A
 - Class B
 - Class C

Hypothetical Class A Scenery



Hypothetical Class B Scenery



Hypothetical Class C Scenery



Scenic Quality Rating Example



Scenic Quality Rating Exercise



Exercise – Adjacent Scenery



Scenic Quality Rating Units

Divide Planning Area into
Scenic Quality Rating Units

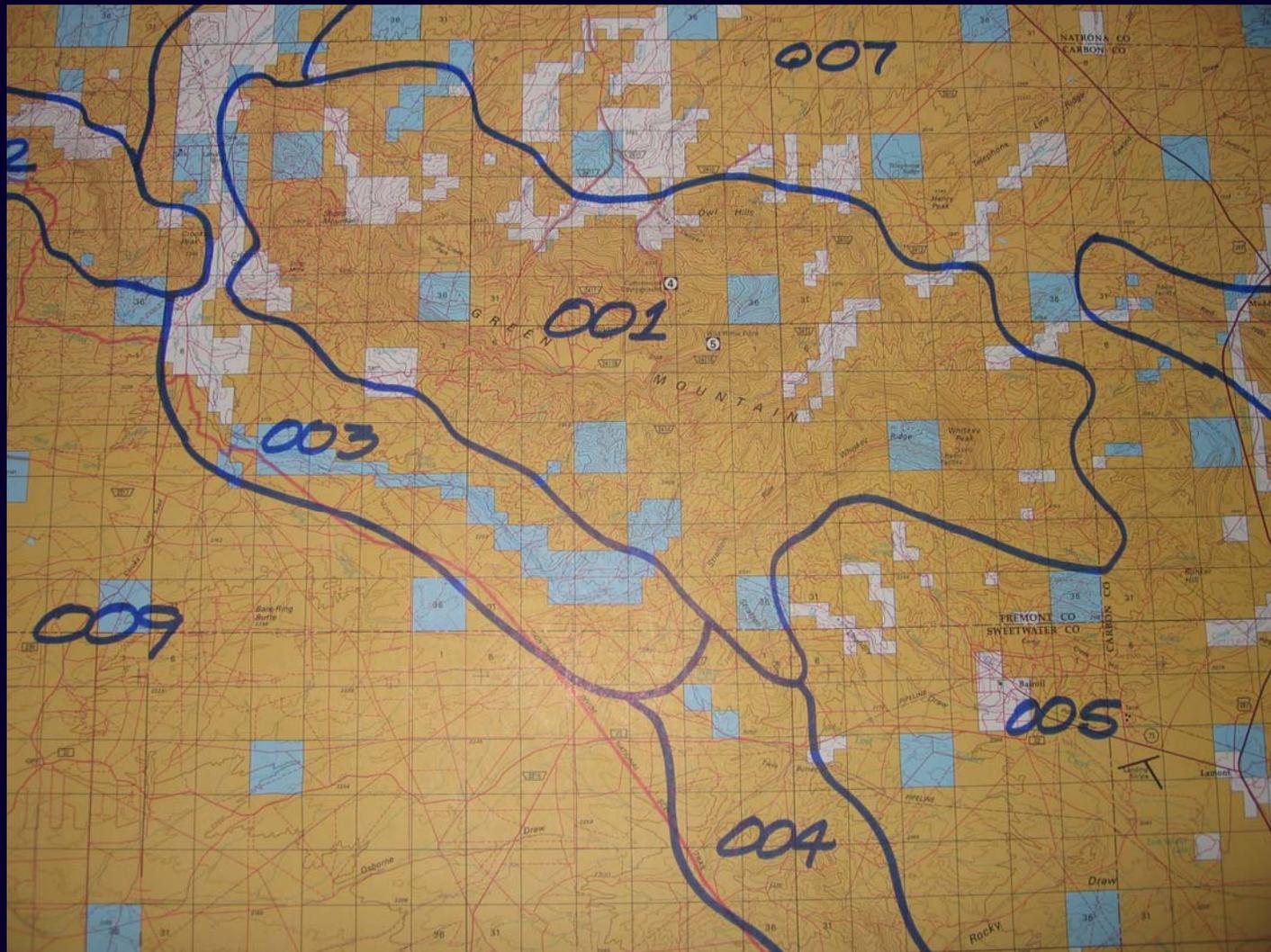
Based on Like Physiographic
Characteristics

Why Scenic Quality Rating Units?

Breaks landscape down into units with similar characteristics so that management objectives remain applicable to entire area.

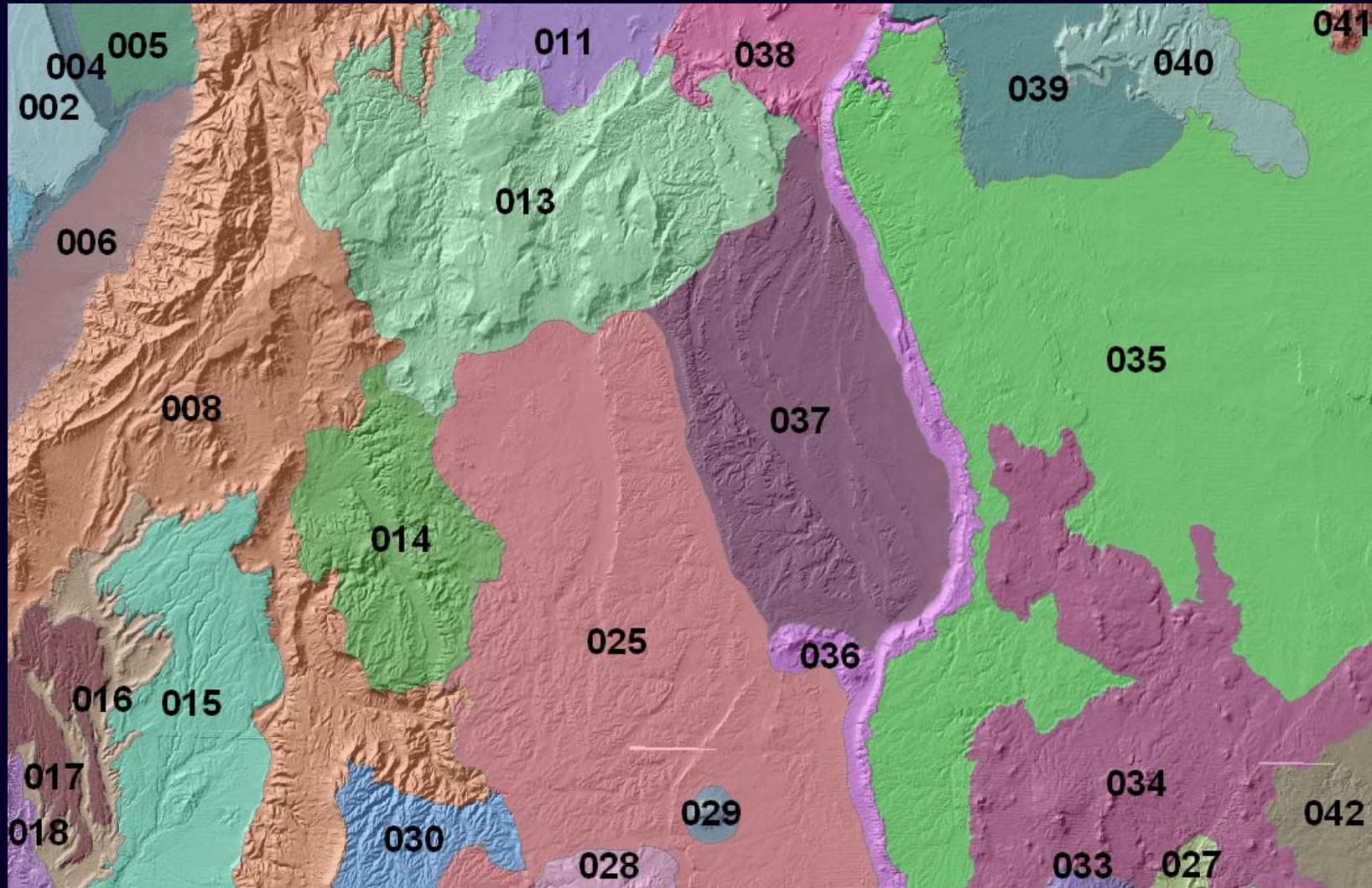
- Texture
- Color
- Variety
- Topography
- Visual Patterns

Scenic Quality Rating Units on Paper



UNIT 3 – VRM Inventory

Scenic Quality Rating Units in GIS



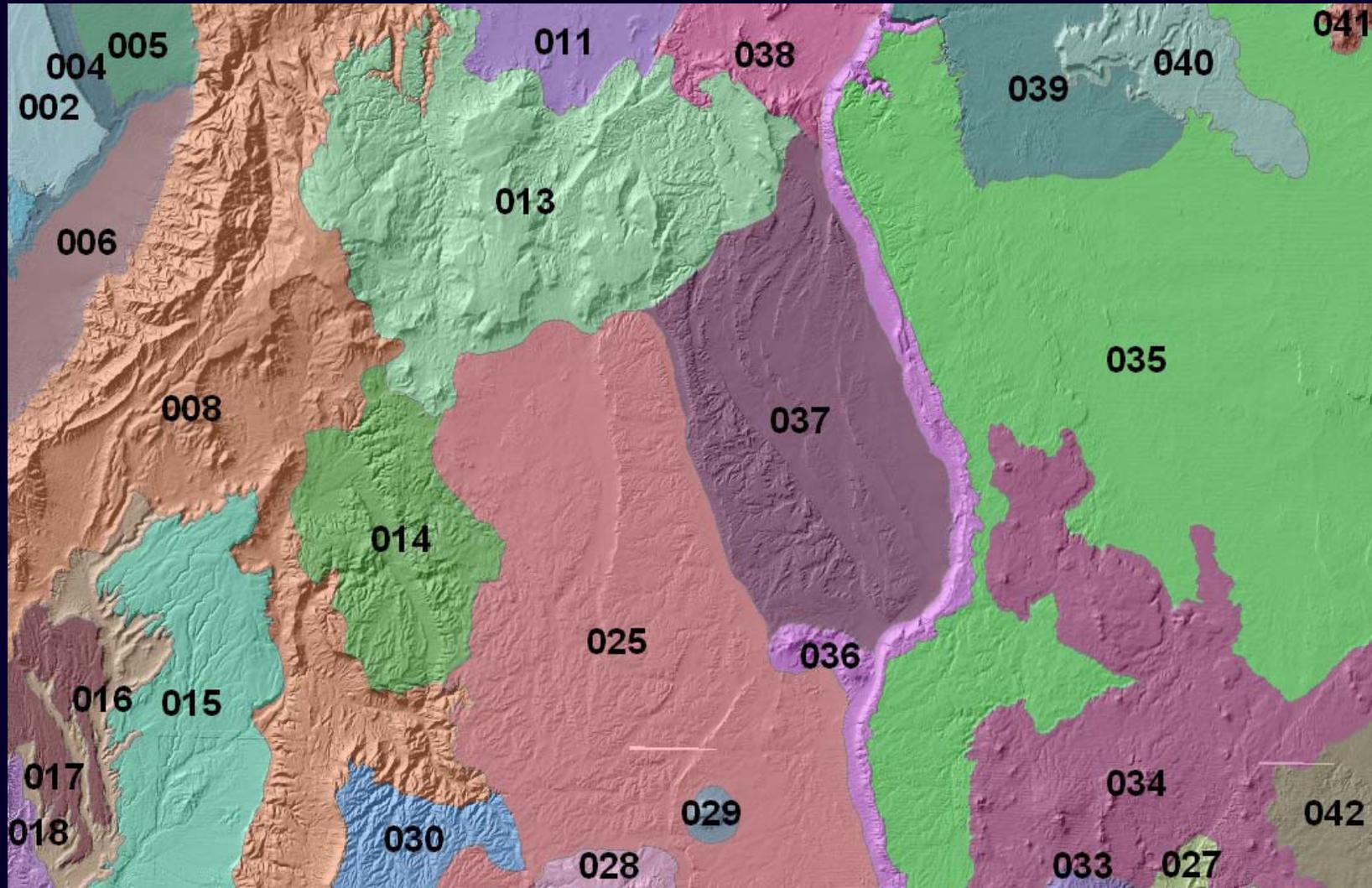
Rating Unit Size



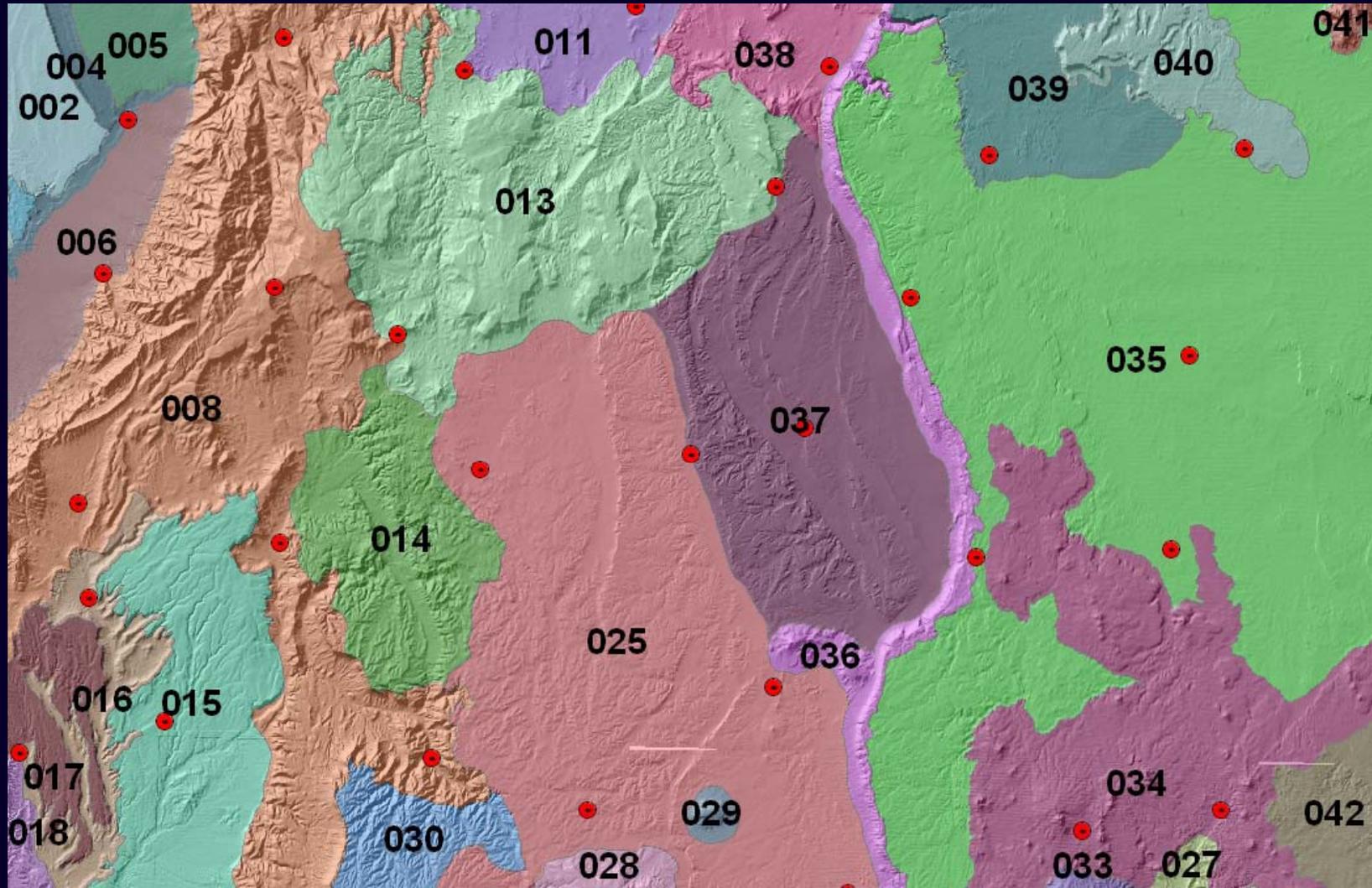
Rating Unit Size



Evaluating Rating Units



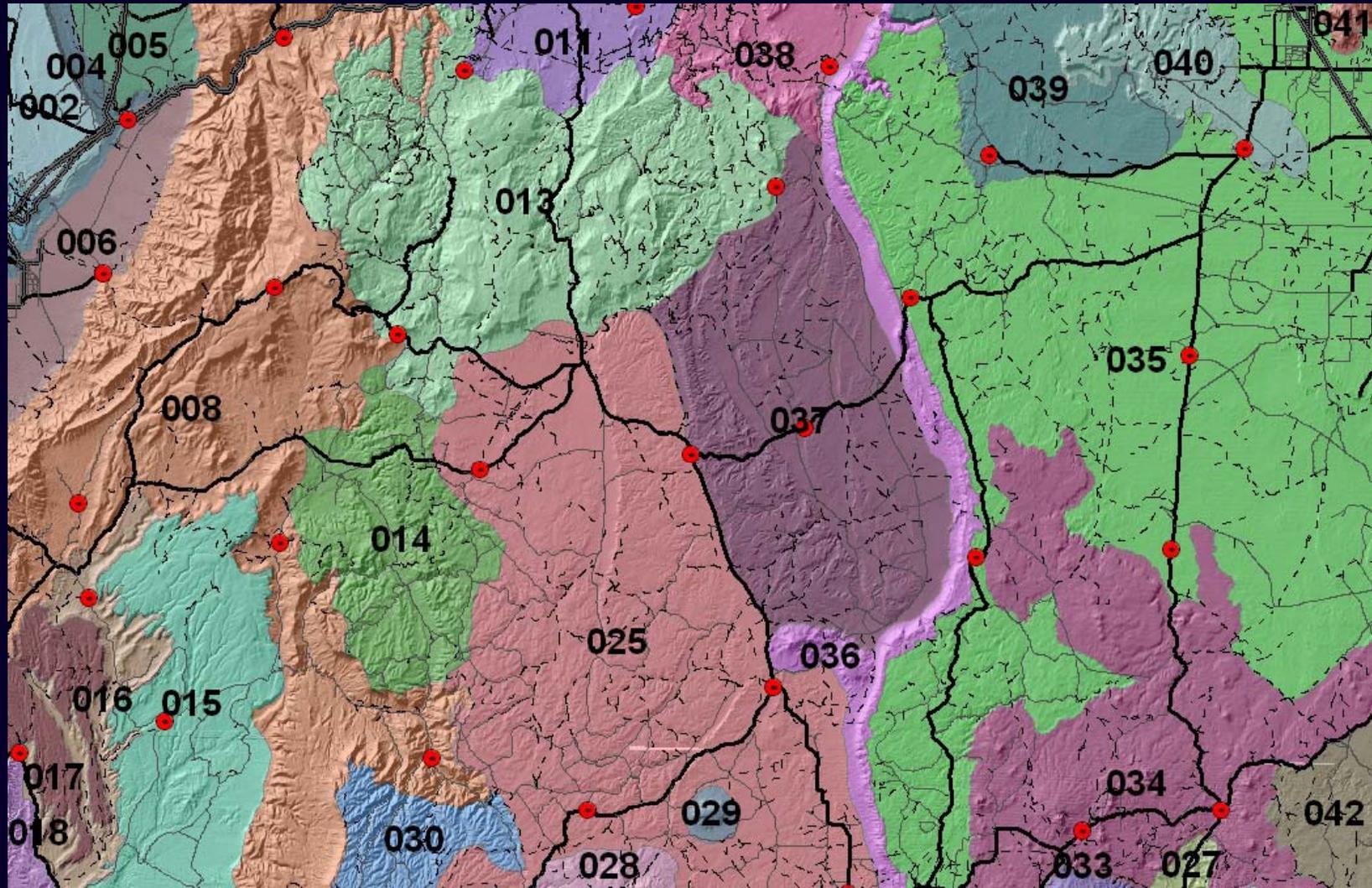
Choosing KOP's



Choosing KOP's

- 1) Traffic volume
- 2) Logical stopping places
- 3) Effectively evaluate the SQRU

Choosing KOP's



Scenic Quality Evaluation

Scenic Quality Inventory can be daunting

Volunteers/Field Staff can be invaluable

GIS is indispensable

Scenic Quality Evaluation

Using Volunteers

- Need to know how to drive
- Need to know how to use a GPS
- Need to know how to read a map
- Need to know how to use a digital camera
- Need to know how to use a compass

Scenic Quality Evaluation

VRM Inventory Record

Office

KOP ID	Photo ID	Date	Azimuth	Waypoint ID	GPS Coordinates

Scenic Quality Evaluation

VRM Inventory Record VRM Matters Field Office

KOP ID	Photo ID	Date	Azimuth	Waypoint ID	GPS Coordinates
01	153	4/3/06	290°	001	N 4143692 E 295000
01	154	4/3/06	15°	002	N 4154991 E 288765
01	155	4/3/06	185°	003	N 4180021 E 300029
02	156	4/4/06	90°	004	N 4142900 E 296000
02	157	4/4/06	270°	005	N 4131942 E 299054
03	158	4/5/06	100°	006	N 4191874 E 298004
03	159	4/5/06	200°	007	N 4171899 E 288755
03	160	4/5/06	300°	008	N 4162873 E 287642
04	161	4/6/06	25°	009	N 4143600 E 288764

4. SCORE (Circle Appropriate Level)*

	HIGH	MEDIUM	LOW	EXPLANATION OR RATIONALE	SCENIC QUALITY CLASSIFICATION <input checked="" type="checkbox"/> A — 19 or more <input type="checkbox"/> B — 12-18 <input type="checkbox"/> C — 11 or less
a. Landform	5(4)	3	1		
b. Vegetation	5	3(2)	1		
c. Water	(5)	3	0		
d. Color	(5)	3	1		
e. Adjacent Scenery	5(4)	3	0	<i>see explanation on reverse</i>	
f. Scarcity	5+	(3)	1		
g. Cultural Modification	2	0	(-3)4		
TOTALS	18 + 5 + (-3) = 20				

(Instructions on reverse)

UNITED STATES
DEPARTMENT OF THE INTERIOR
BUREAU OF LAND MANAGEMENT

Date *Aug. 16, 1985*

District *Moab*

Resource Area *Grand*

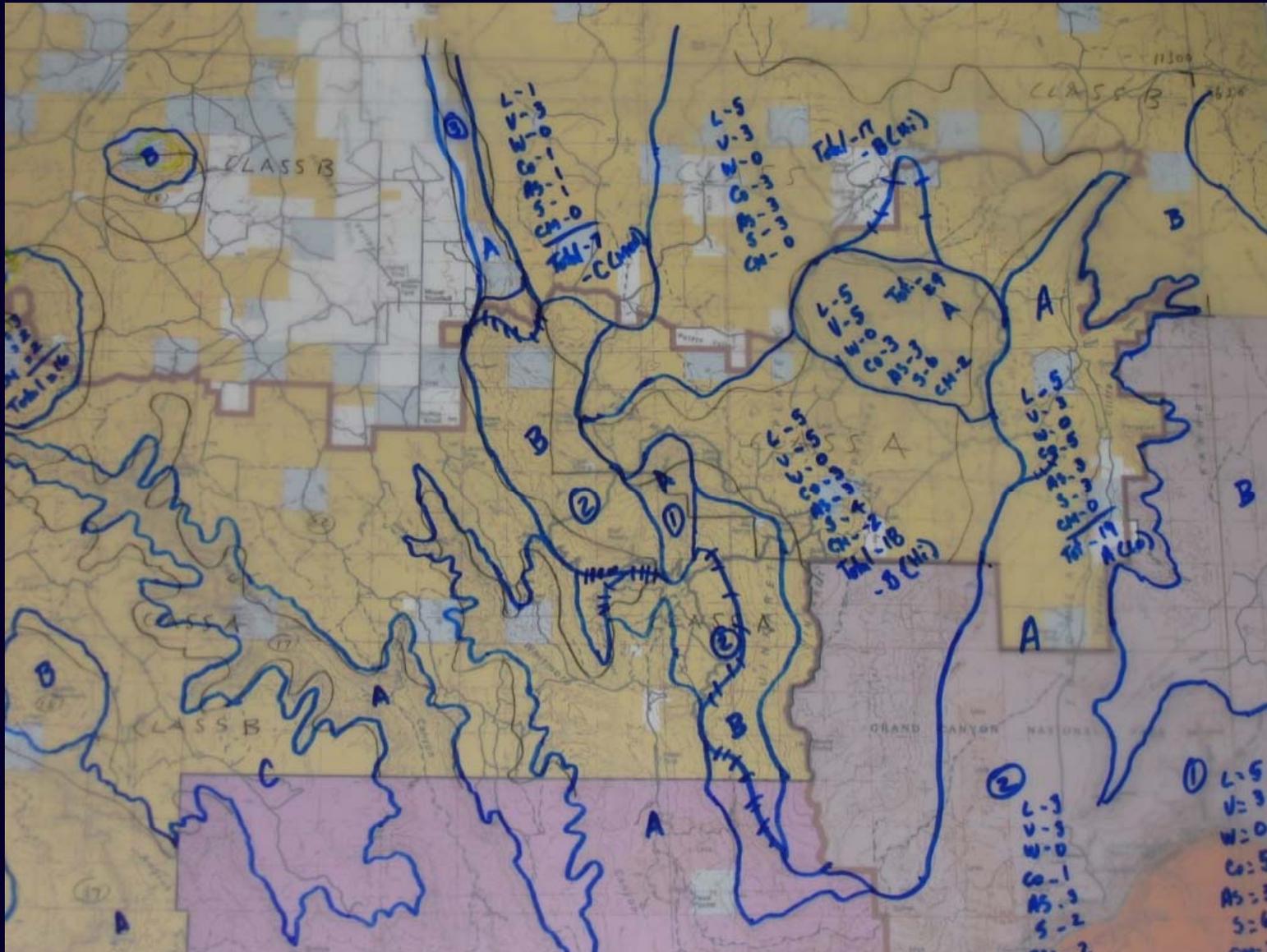
SCENIC QUALITY RATING SUMMARY

1. Evaluators (*names*)

Bob Tumwater, Russ Grimes, Pete Jordan

SCENIC QUALITY RATING UNITS (1)	Landform (2)	Vegetation (3)	Water (4)	Color (5)	Adjacent Scenery (6)	Scarcity (7)	Cultural Modification (8)	Total Score (9)	Scenic Quality Rating (10)	EXPLANATION (11)
001	3	4	5	4	2	2	0	20	A	<i>colorful waterway</i>
002	3	1	0	2	3	2	0	11	C	<i>rolling hills, colorless, little veg.</i>
003	2	1	0	2	3	2	0	10	C	<i>flat, colorless, barren</i>
004	4	3	4	4	3	1	0	19	A	<i>water, scenic cliffs, & interesting veg.</i>
005	4	3	0	4	4	3	0	18	B	<i>scenic cliffs</i>
006	1	1	0	2	2	2	0	8	C	<i>flat, colorless, barren</i>
007	4	4	5	4	3	2	0	22	A	<i>water, riverside veg., colorful cliffs.</i>
008	3	3	0	3	3	3	0	15	B	<i>good mixture of color, typo., & veg.</i>
009	3	2	0	2	2	2	0	11	C	<i>rugged but otherwise mountains</i>
010	1	2	0	2	3	2	0	10	C	<i>mountains but good view of N.P.</i>

Scenic Quality Evaluation

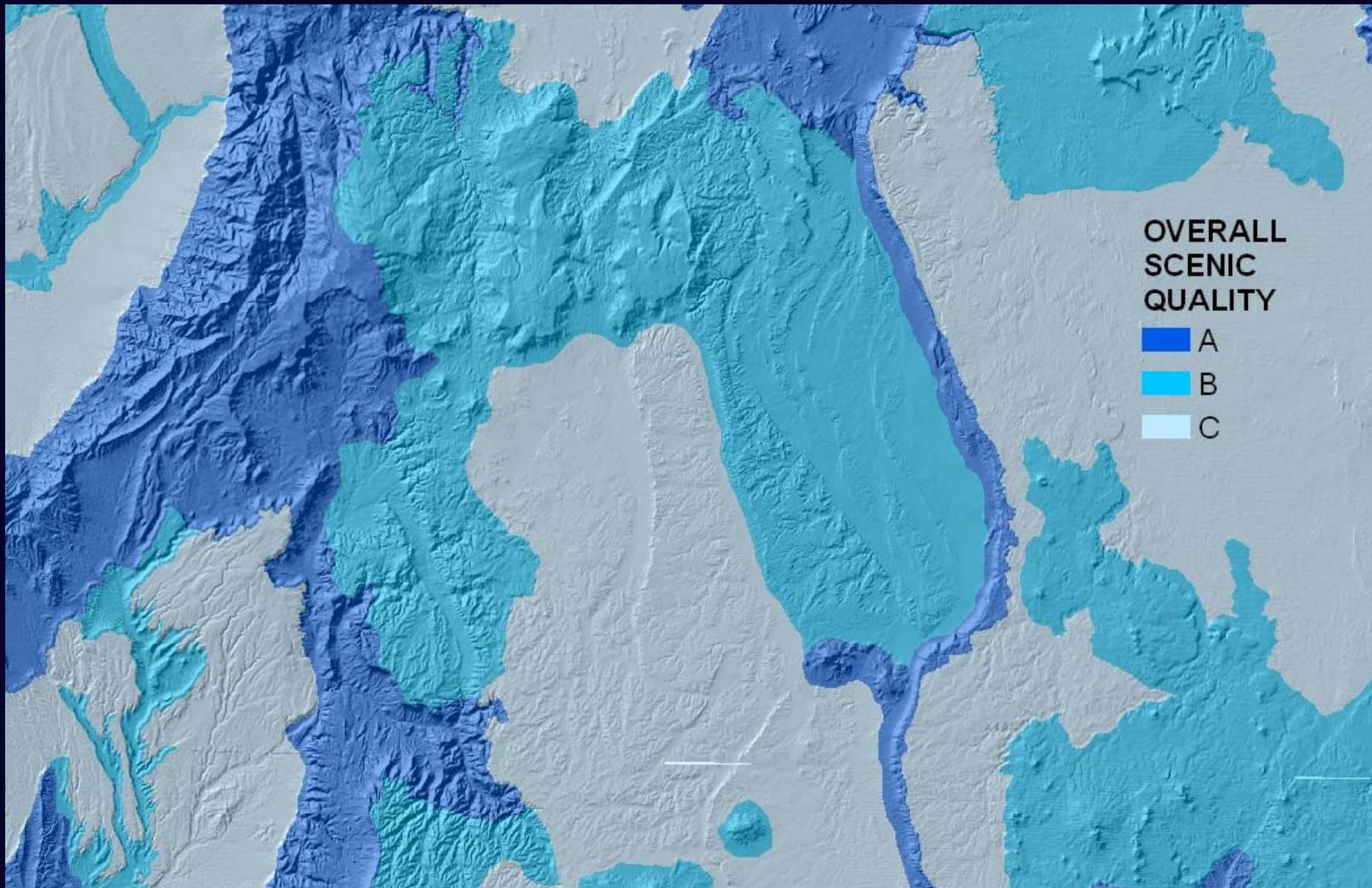


Scenic Quality Evaluation

SQ_UNIT	LANDFORM	VEGETATION	WATER	COLOR	ADJ_SCENERY	SCARCITY	CULTURALMOD	TOTAL_SCORE	SQ_RATING	GEN_SQ_RATING	ACRES
001	3	3	0	3	2	1	0	12	B (Lo)	B	3922.569
002	1	3	0	2	0	1	0	7	C (Med)	C	30262.480
003	3	3	0	3	1	2	0	12	B (Lo)	B	1648.235
004	2	3	4	3	1	5	-3	15	B (Med)	B	12140.752
005	3	3	0	1	4	2	-2	11	C (Hi)	C	18958.617
006	3	3	0	1	4	2	-2	11	C (Hi)	C	40177.891
007	5	5	3	5	0	4	0	22	A (Lo)	A	249.132
008	5	5	3	5	0	4	0	22	A (Lo)	A	341650.642
009	2	3	0	1	3	2	0	11	C (Hi)	C	1073.566
010	2	3	0	1	3	2	0	11	C (Hi)	C	3101.878
011	2	2	0	3	1	1	-2	7	C (Med)	C	26948.720
012	5	3	0	5	3	3	1	20	A (Lo)	A	760.500
013	4	4	0	3	3	2	-1	15	B (Med)	B	139524.236
014	3	3	0	1	3	2	0	12	B (Lo)	B	51374.602
015	3	3	0	1	3	1	0	11	C (Hi)	C	138797.410
016	3	4	0	3	0	3	1	14	B (Med)	B	25043.626
017	3	3	0	1	3	1	0	11	C (Hi)	C	32079.312
018	5	3	3	5	3	2	2	23	A (Med)	A	14015.895
019	3	3	0	3	2	2	2	15	B (Med)	B	13717.023

- Scenic quality can all be included in the same data set
- Total scores are calculated across each row
- Scores are then used to determine the rating

Scenic Quality Evaluation



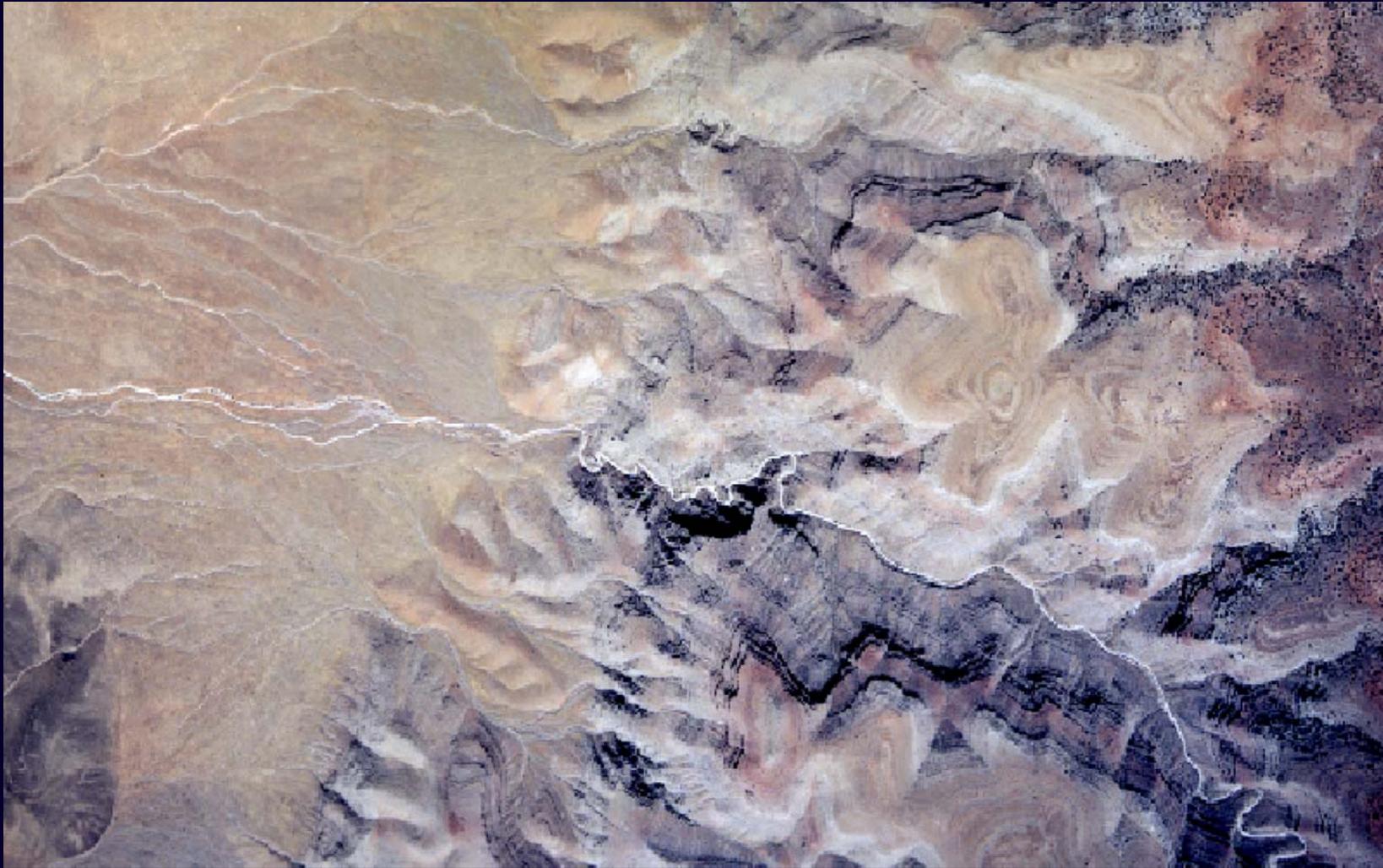
Digital Raster Graphs

Place Names and unique features

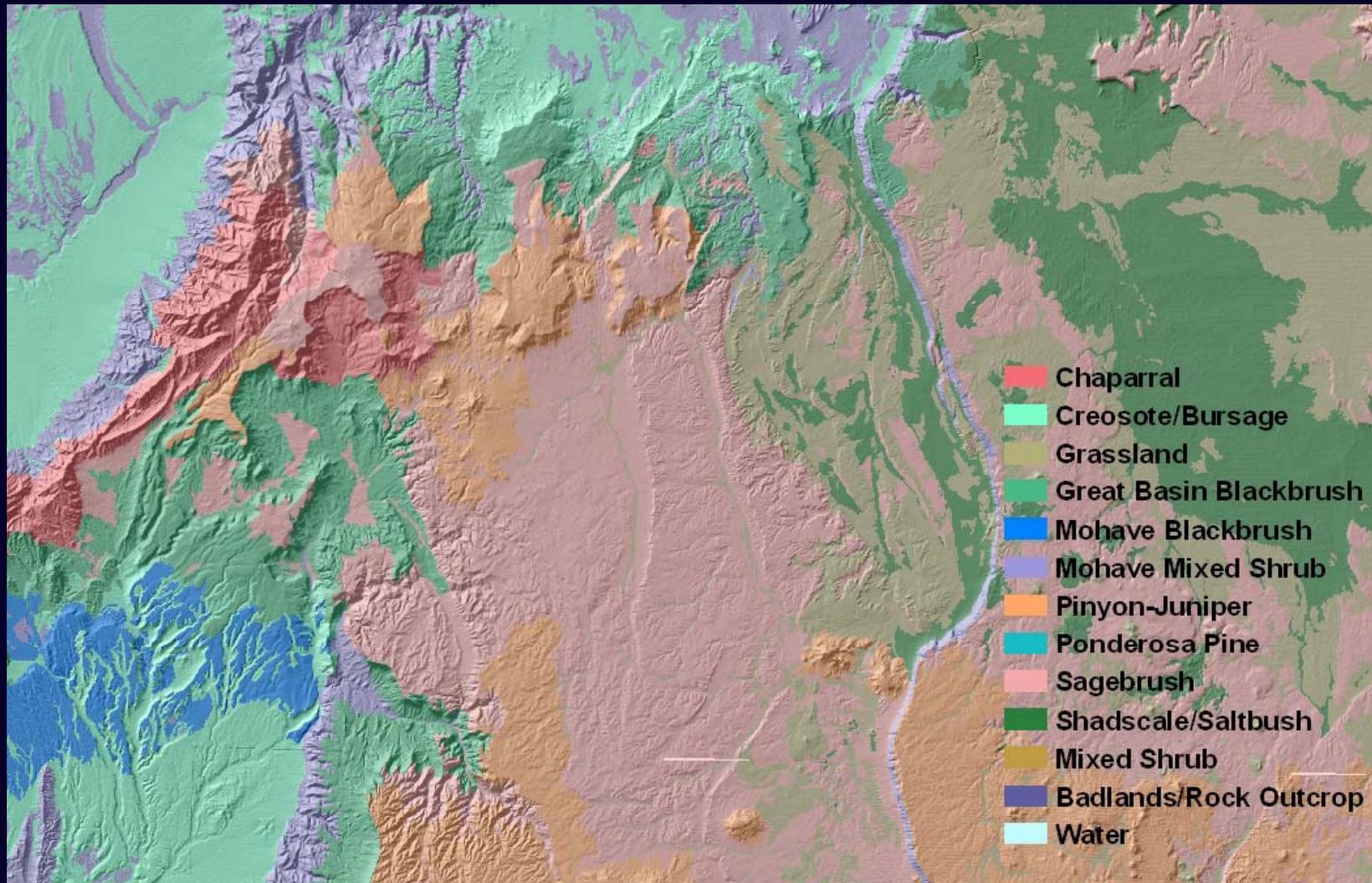


Aerial Photography

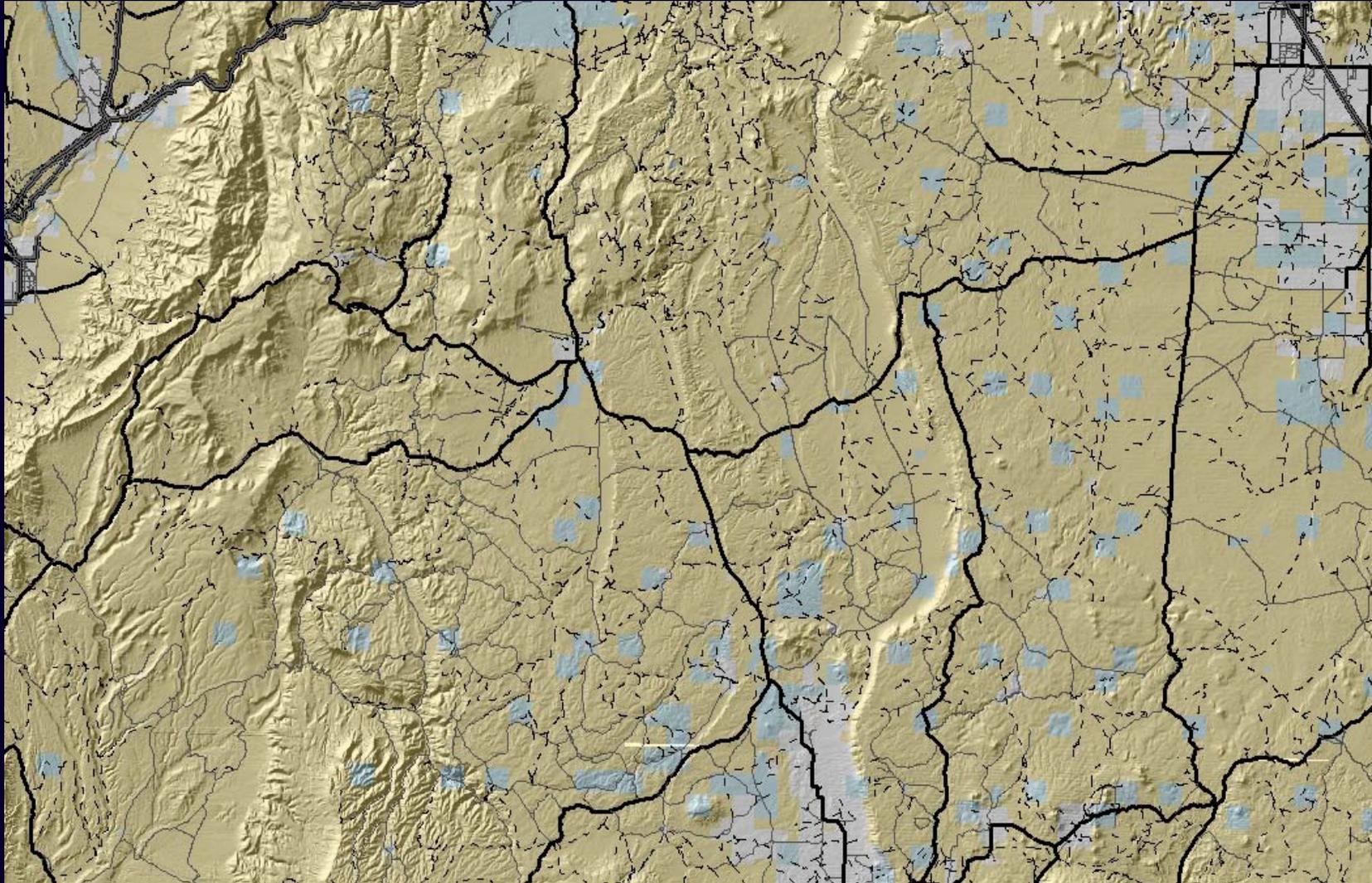
Landform features, vegetation, and color



Vegetation



Transportation

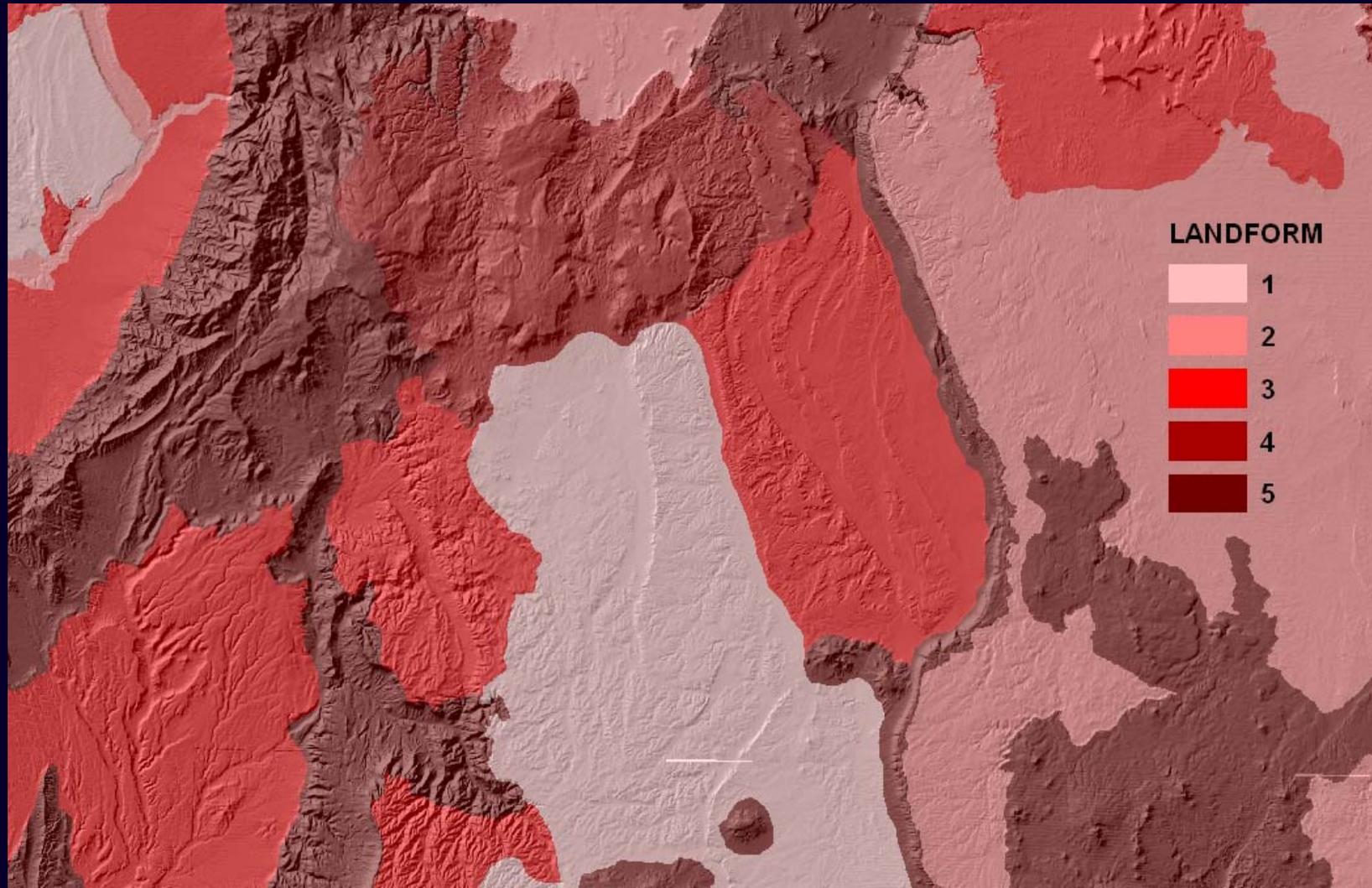


Scenic Quality Evaluation

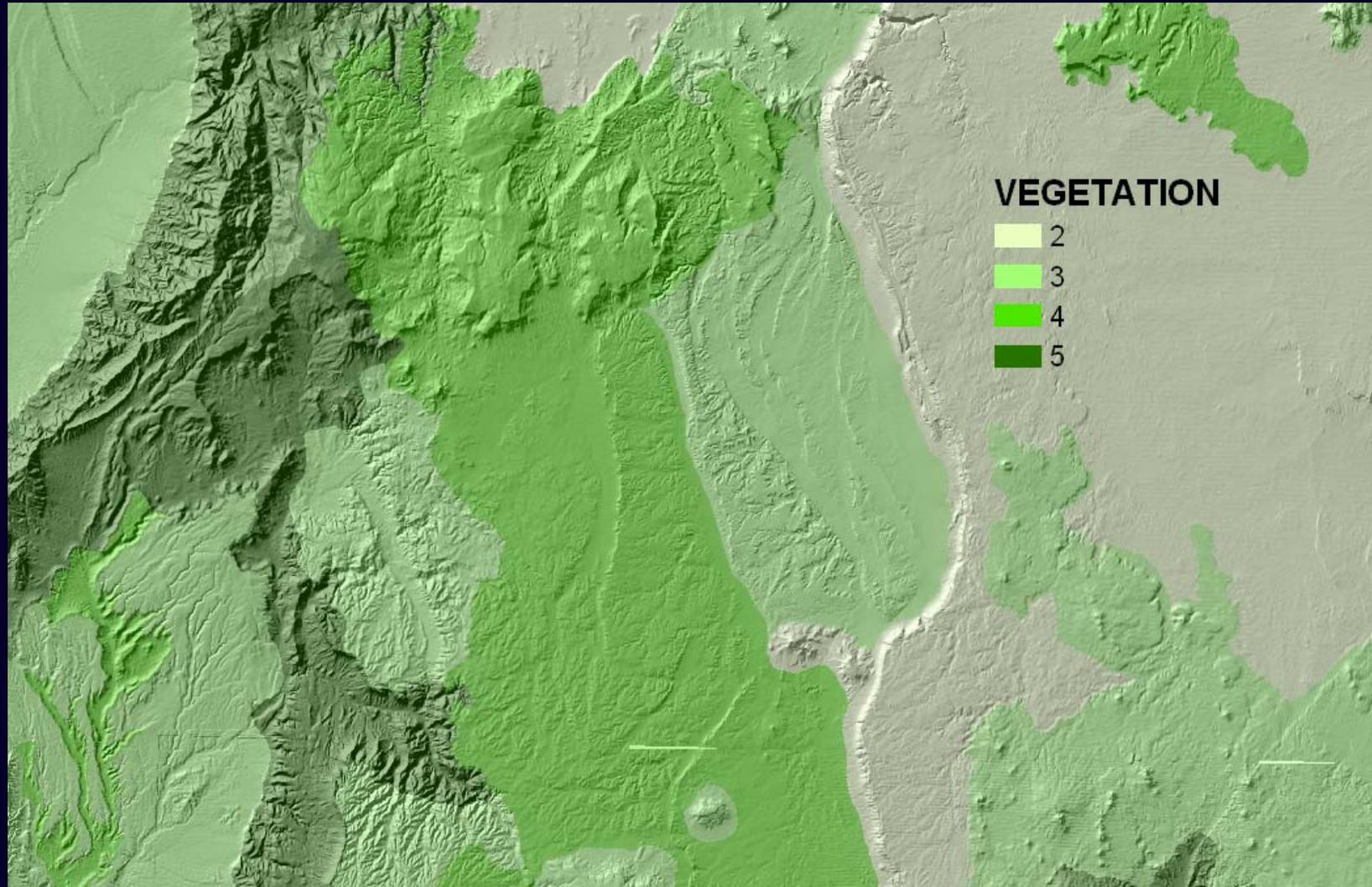
SQ_UNIT	LANDFORM	VEGETATION	WATER	COLOR	ADJ_SCENERY	SCARCITY	CULTURALMOD	TOTAL_SCORE	SQ_RATING	GEN_SQ_RATING	ACRES
001	3	3	0	3	2	1	0	12	B (Lo)	B	3922.569
002	1	3	0	2	0	1	0	7	C (Med)	C	30262.480
003	3	3	0	3	1	2	0	12	B (Lo)	B	1648.235
004	2	3	4	3	1	5	-3	15	B (Med)	B	12140.752
005	3	3	0	1	4	2	-2	11	C (Hi)	C	18958.617
006	3	3	0	1	4	2	-2	11	C (Hi)	C	40177.891
007	5	5	3	5	0	4	0	22	A (Lo)	A	249.132
008	5	5	3	5	0	4	0	22	A (Lo)	A	341650.642
009	2	3	0	1	3	2	0	11	C (Hi)	C	1073.566
010	2	3	0	1	3	2	0	11	C (Hi)	C	3101.878
011	2	2	0	3	1	1	-2	7	C (Med)	C	26948.720
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013	4	4	0	3	3	2	-1	15	B (Med)	B	139524.236
014	3	3	0	1	3	2	0	12	B (Lo)	B	51374.602
015	3	3	0	1	3	1	0	11	C (Hi)	C	138797.410
016	3	4	0	3	0	3	1	14	B (Med)	B	25043.626
017	3	3	0	1	3	1	0	11	C (Hi)	C	32079.312
018	5	3	3	5	3	2	2	23	A (Med)	A	14015.895
019	3	3	0	3	2	2	2	15	B (Med)	B	13717.023

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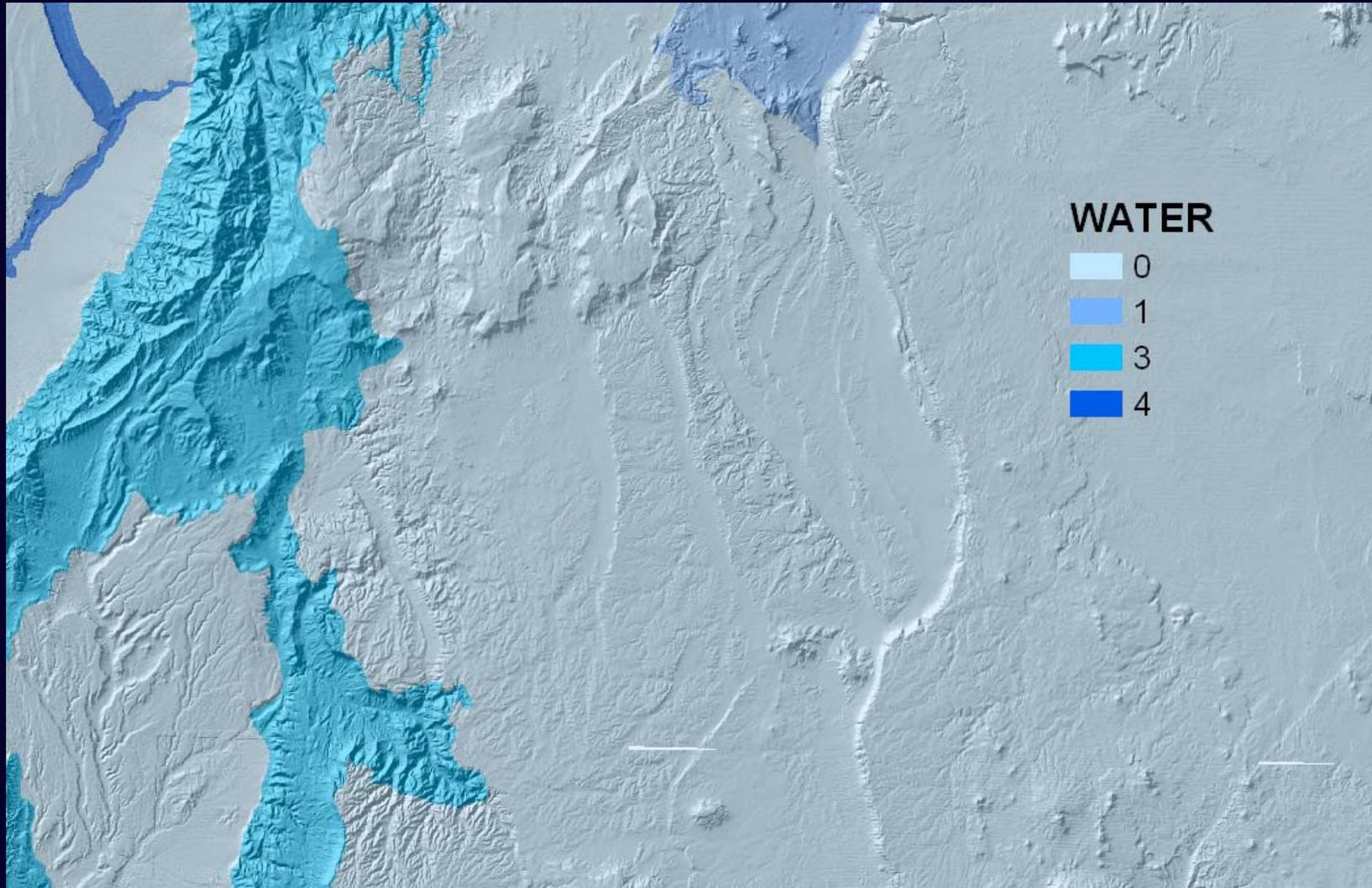
Landform



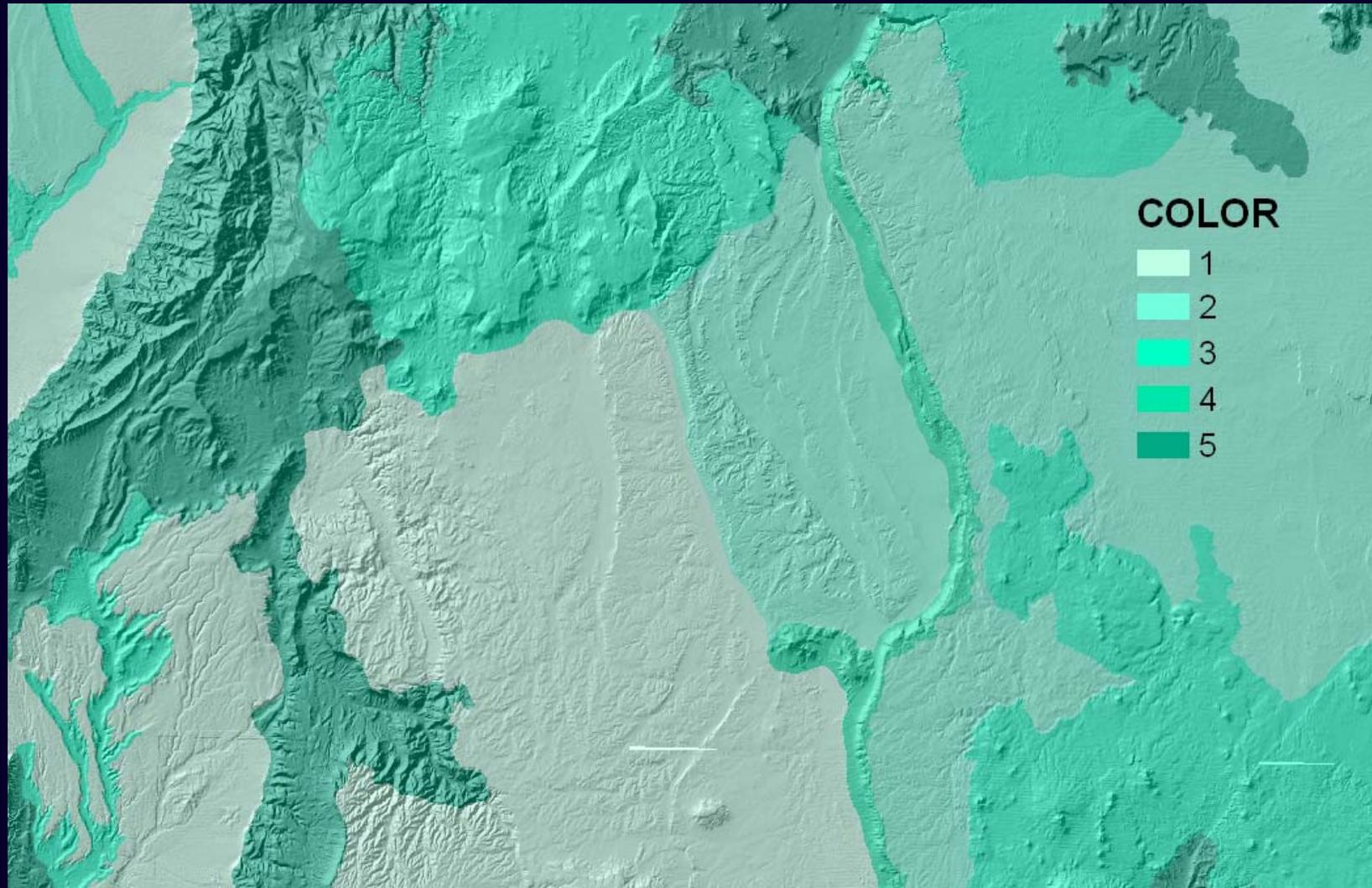
Vegetation



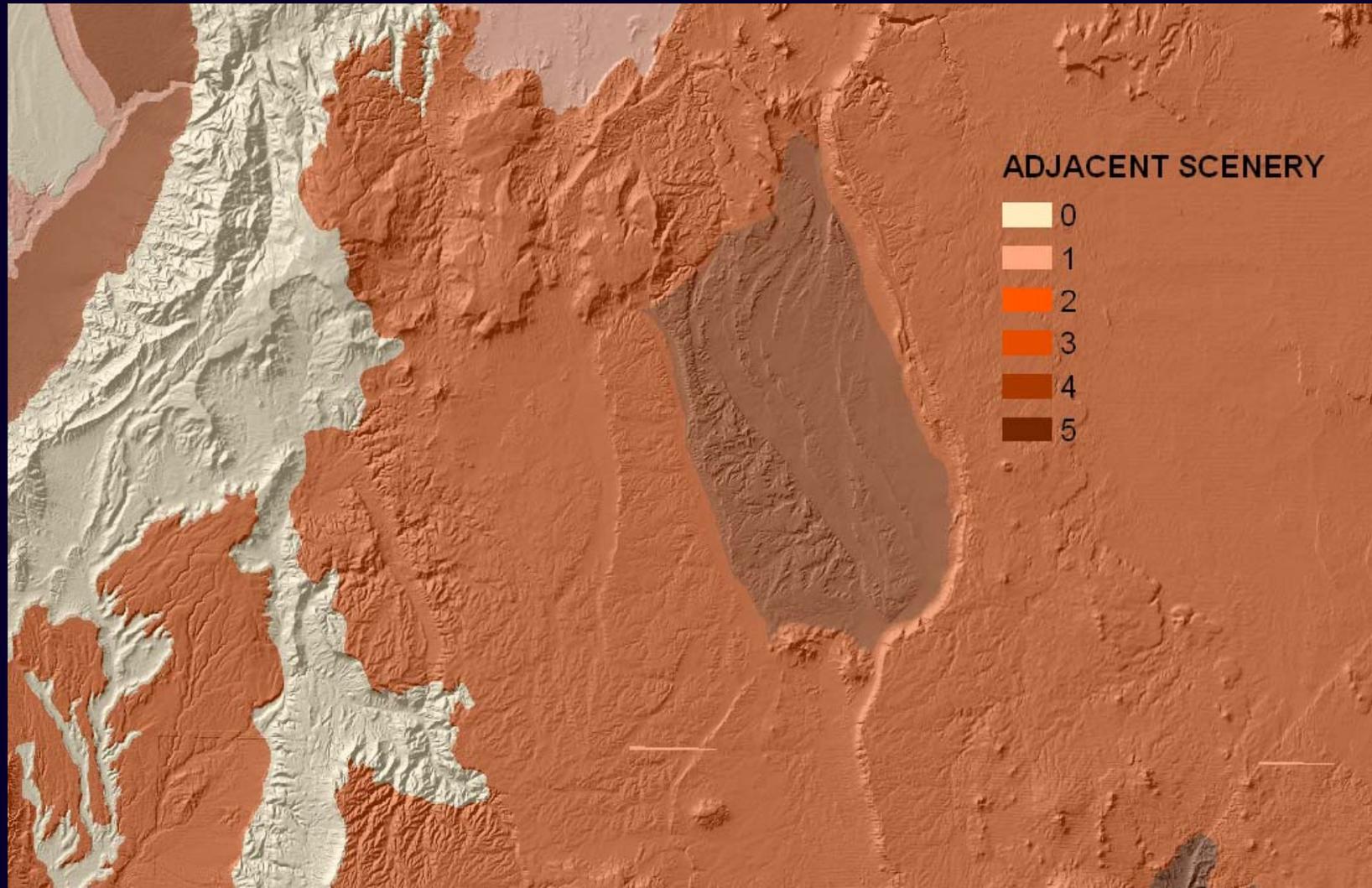
Water



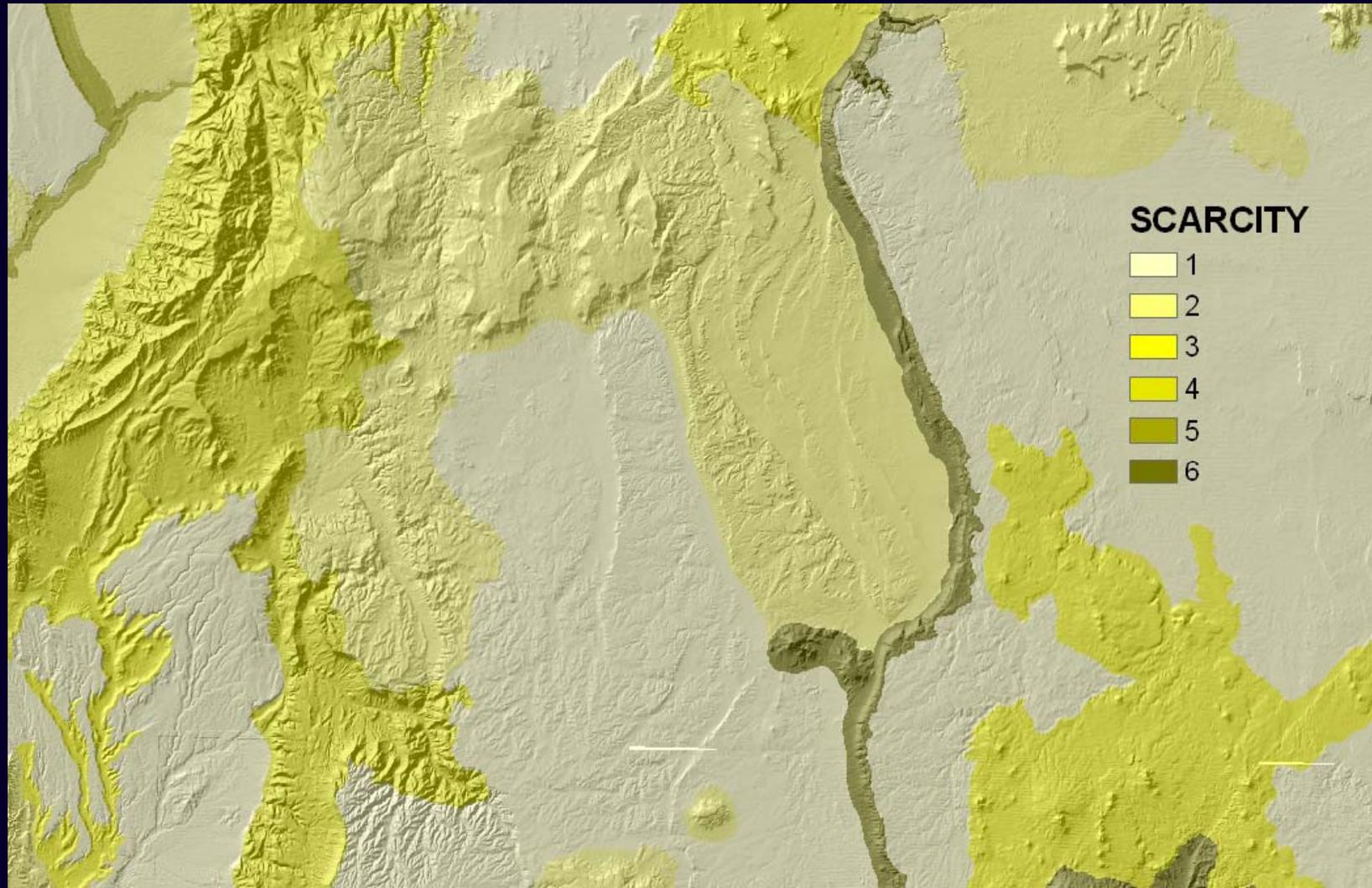
Color



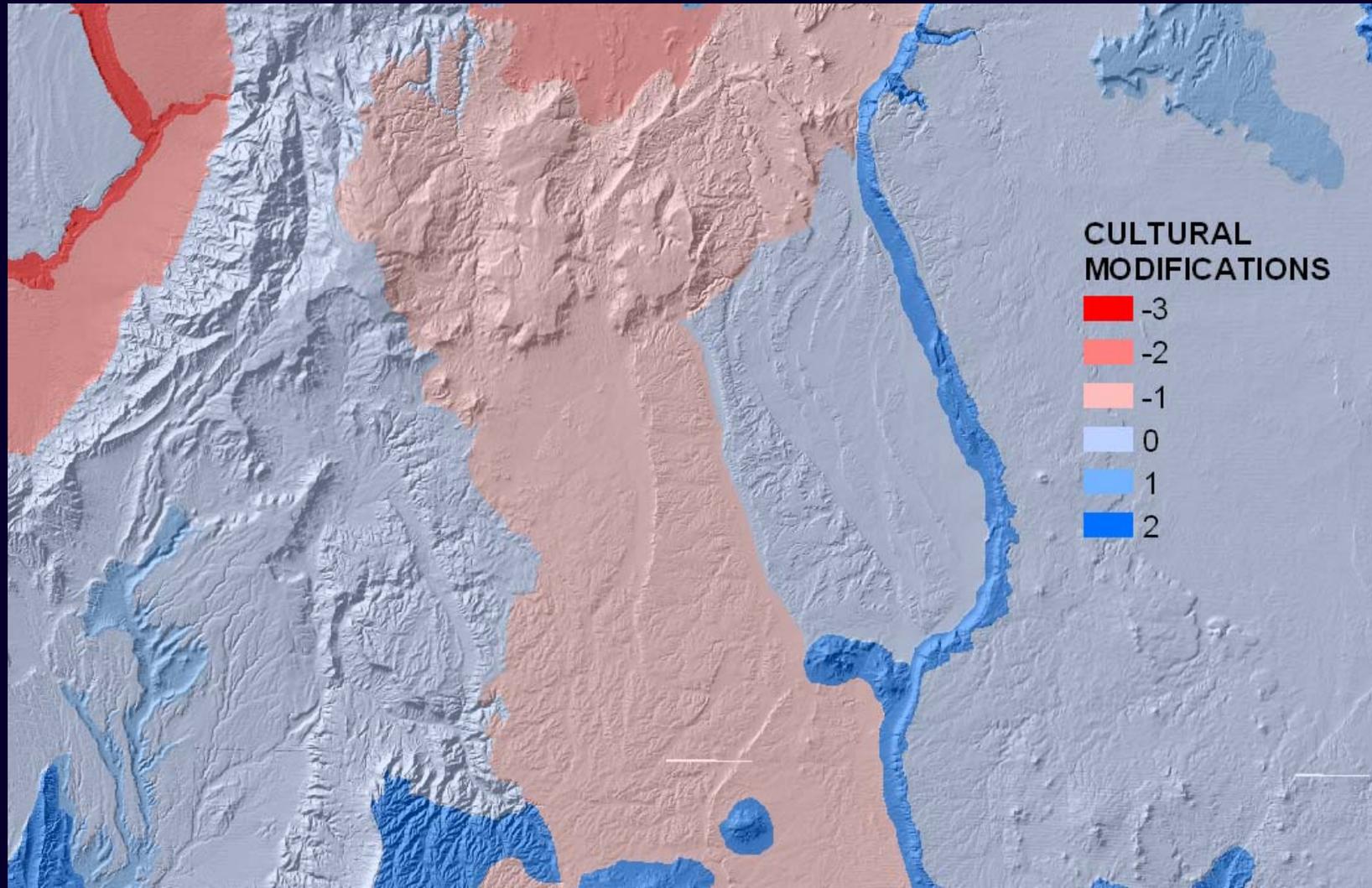
Adjacent Scenery



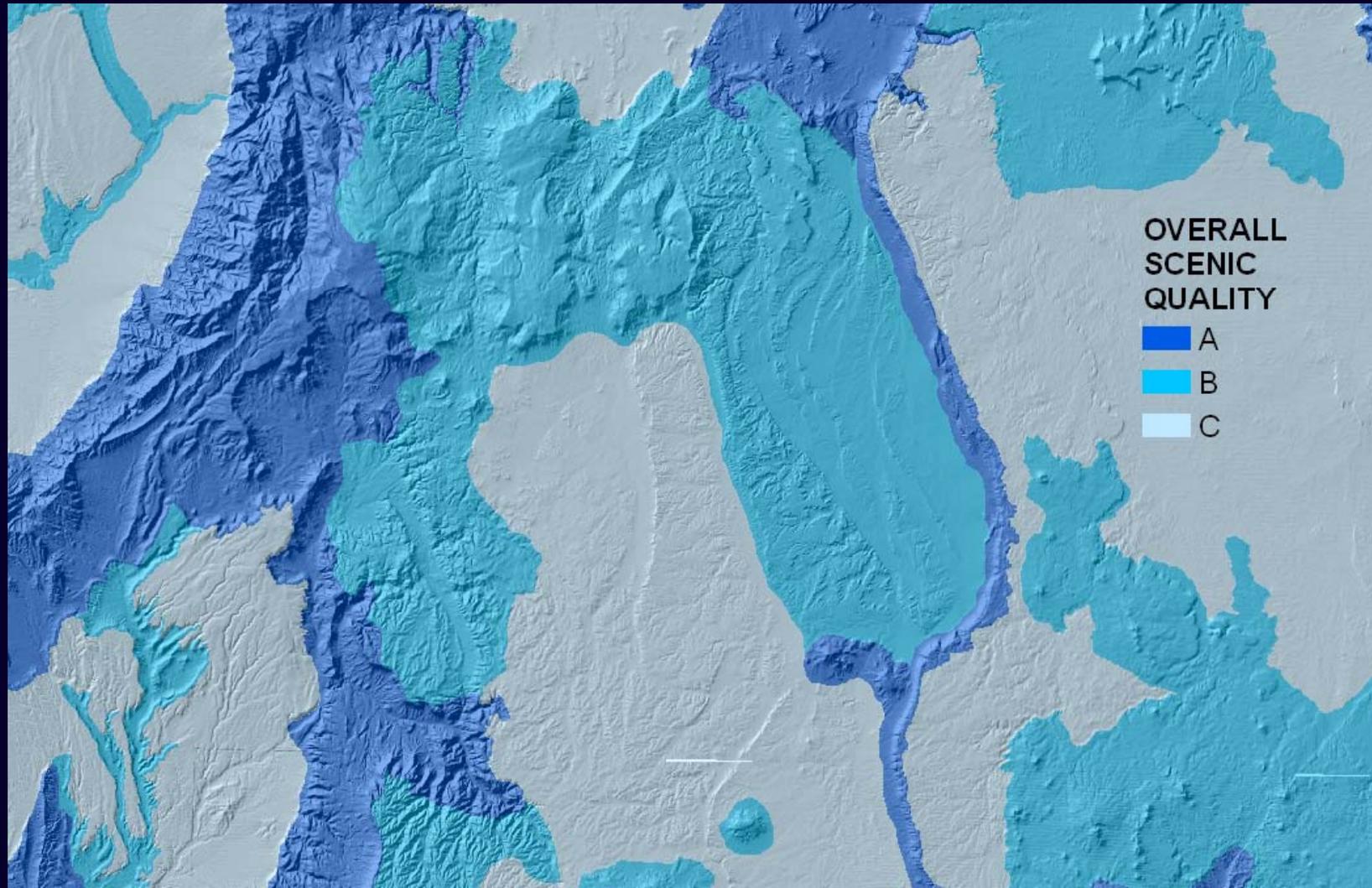
Scarcity



Cultural Modifications



Scenic Quality Evaluation



Sensitivity Level Analysis

- A measure of public concern for Scenic Quality
- Public Lands assigned:
 - High Sensitivity
 - Medium Sensitivity
 - Low Sensitivity

Sensitivity Level Analysis

Factors to Consider

- Types of Users
- Amount of Use
- Public Interest
- Adjacent Land Uses
- Special Areas

Types of Uses

Sensitivity level varies by use

Oil/Gas Production

Recreation



Low Visual Sensitivity



UNIT 3 – Sensitivity Level Analysis

High Visual Sensitivity



UNIT 3 – Sensitivity Level Analysis

Amount of Use



Amount of Use

Areas seen by large numbers of people are often more sensitive.

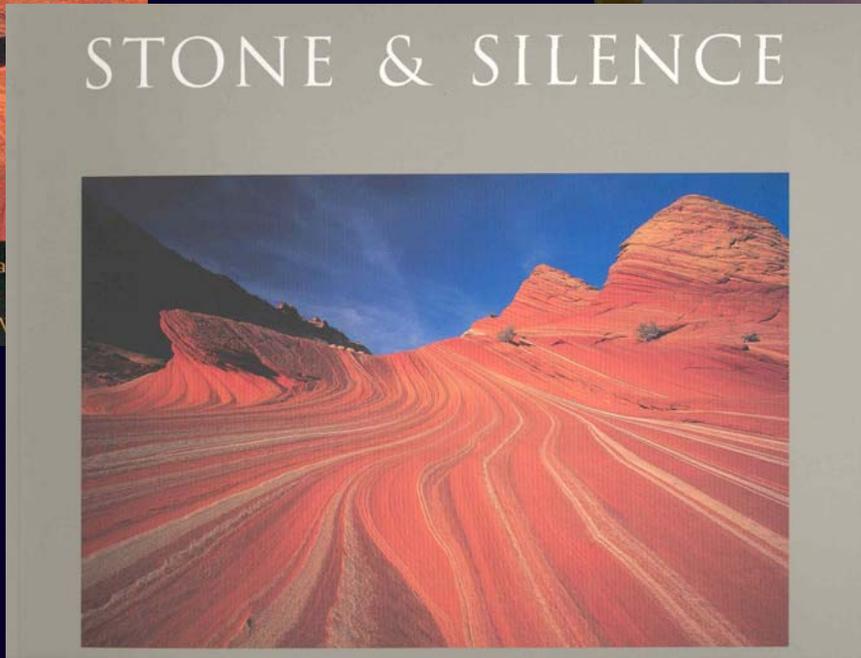
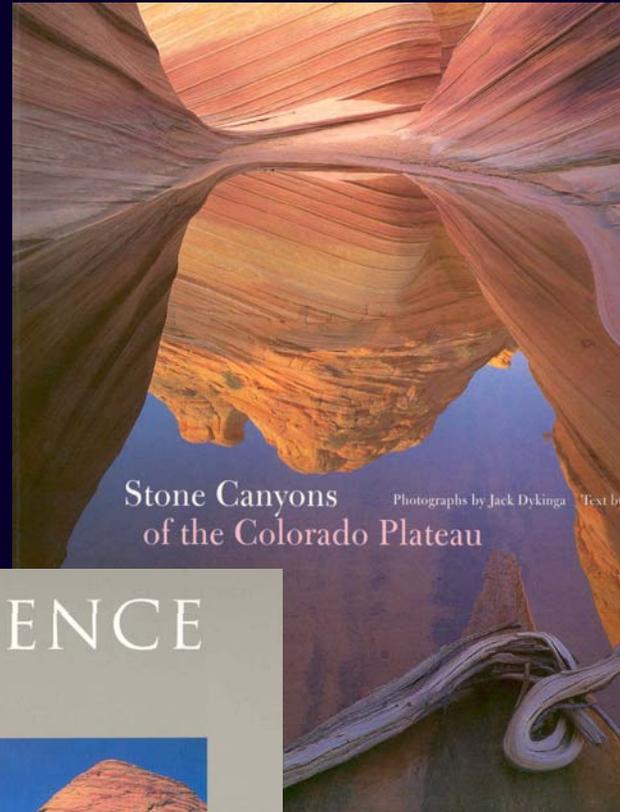
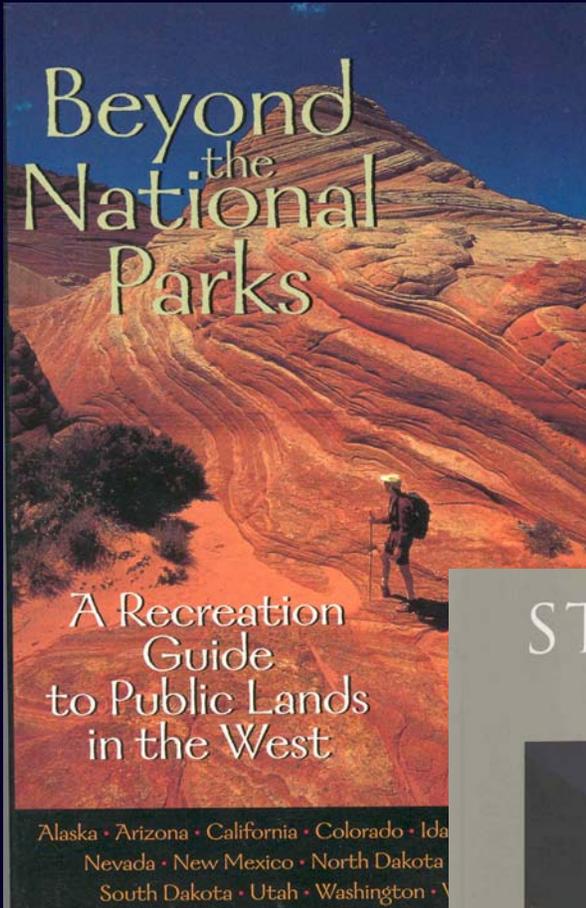


Public Interest

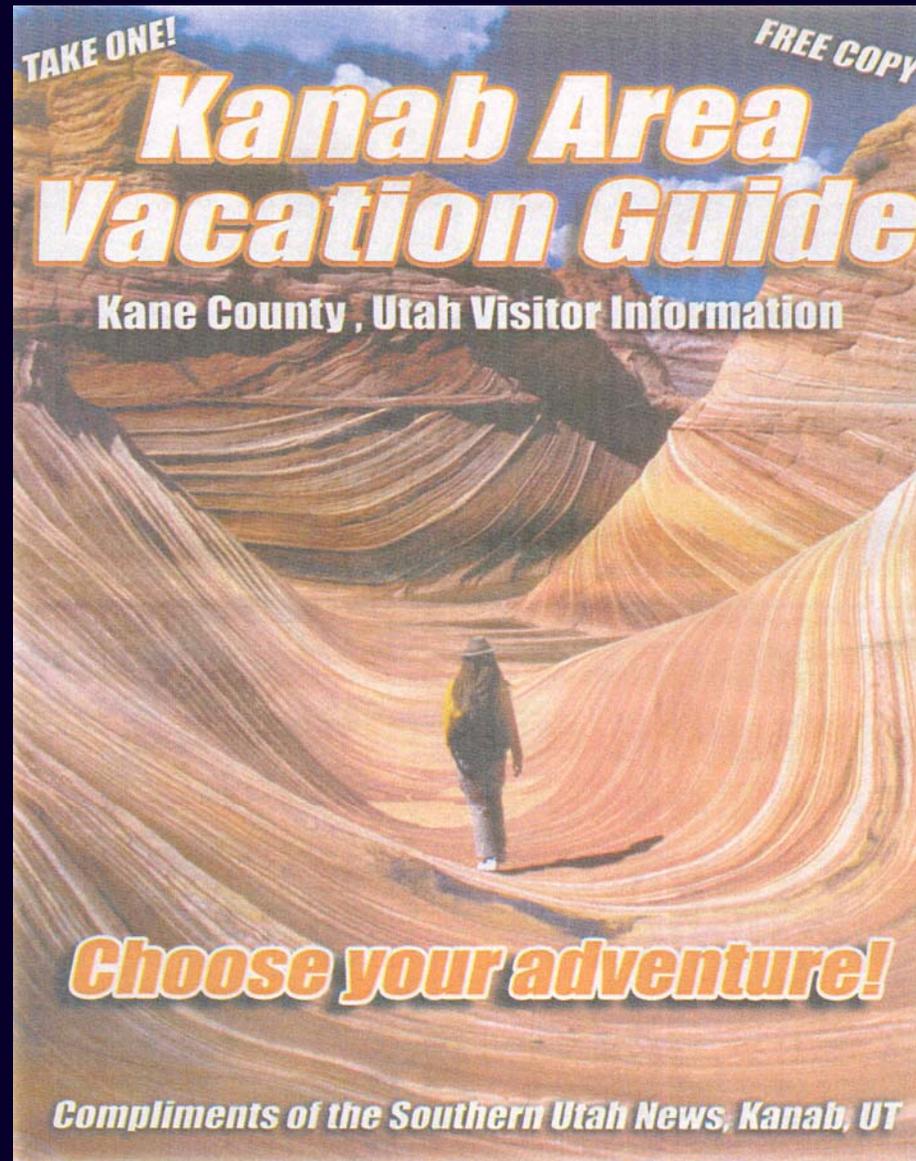
Visual Quality may be of concern to Local, State, or National groups.



Public Interest



Public Interest



Adjacent Land Uses

Interrelationships with adjacent land uses can affect Visual Sensitivity of an area.



Special Areas

Management objectives for special areas frequently require special consideration.



Sensitivity Level Analysis

- Break area into Sensitivity Level Rating Units (SLRU)
- Based on physical characteristics
- May coincide with SQRUs
- Score using Form 8400-6
- Scores are High, Medium, and Low
- Score high sensitivity areas first
- GIS can be used exclusively

Sensitivity Level Analysis

High Sensitivity Examples

- National Monuments
- Wilderness / WSA
- Scenic Byways and Backways
- Major Transportation Corridors
- Areas of Critical Environmental Concern

Low Sensitivity Examples

- OHV Open Areas
- Mineral Development
- Oil and Gas

Sensitivity Level Analysis

Using GIS data for sensitivity level rating

- Buffer transportation corridors (viewsheds)
- Use existing polygon data to identify other high sensitivity areas
- Divide remaining area into medium and low sensitivity
- Record rationale on Form 8400-6

Form 8400-6
(September 1985)

UNITED STATES
DEPARTMENT OF THE INTERIOR
BUREAU OF LAND MANAGEMENT

Date *Aug. 15, 1985*

District *Moab*

Resource Area *Grand*

SENSITIVITY LEVEL RATING SHEET

1. Evaluators (*names*)

Bob Tumwater, Russ Grimes, Pete Jordan

SENSITIVITY LEVEL RATING UNIT (1)	Type of User (2)	Amount of Use (3)	Public Interest (4)	Adjacent Land Uses (5)	Special Areas (6)	Other Factors (7)	Overall Rating (8)	EXPLANATION (9)
<i>001</i>	<i>H</i>	<i>H</i>	<i>H</i>	<i>H</i>	<i>H</i>	<i>-</i>	<i>H</i>	<i>within f/m zone of i-70 & u163</i>
<i>002</i>	<i>H</i>	<i>L</i>	<i>M</i>	<i>L</i>	<i>H</i>	<i>-</i>	<i>H</i>	<i>visible from river & floatboat users.</i>
<i>003</i>	<i>L</i>	<i>L</i>	<i>L</i>	<i>L</i>	<i>L</i>	<i>-</i>	<i>L</i>	<i>isolated area with low scenic values</i>
<i>004</i>	<i>H</i>	<i>M</i>	<i>H</i>	<i>M</i>	<i>M</i>	<i>-</i>	<i>H</i>	<i>f/m zone for state park entrance road.</i>

Sensitivity Level Analysis

Area	Perimeter	VRM_SENS_#	VRM_SENS_ID	Sensitivity	Acres
101405766.46713	61746.62449	2	1	Low	25057.912
4344709.44585	13210.33774	3	3	Medium	1073.601
6485879.11900	18107.02315	4	4	Medium	1602.696
1107084411.98499	428313.34835	5	33	Medium	273566.536
82245846.84604	77227.05475	6	15	Low	20323.393
1261860573.89215	445523.75351	7	20	Medium	311812.562
6141307.40991	11440.57608	8	10	High	1517.550
92741510.29288	49014.37186	9	26	Low	22916.928
407231938.93712	133974.67762	10	34	High	100629.211
28111362.12154	35491.20211	11	28	Medium	6946.469
4403774.46450	11149.12471	12	16	Low	1088.196
207555071.97906	82130.90353	13	38	High	51287.979

Sensitivity can all be included in the same data set

Distance Zones

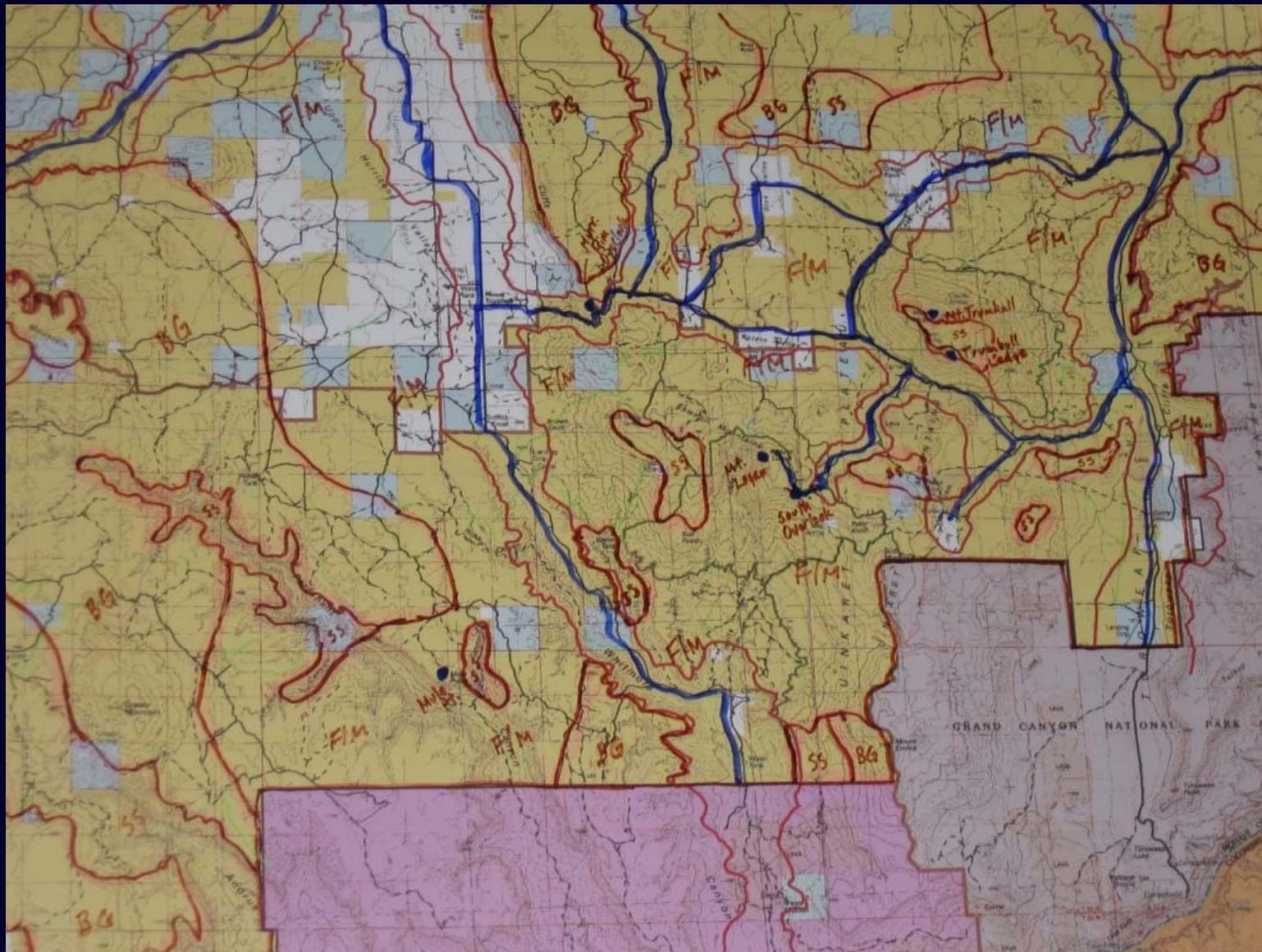
Three Distance Zones

- Foreground/Middleground: 0 – 5 miles
- Background: 5 – 15 miles
- Seldom Seen: beyond background or can't see

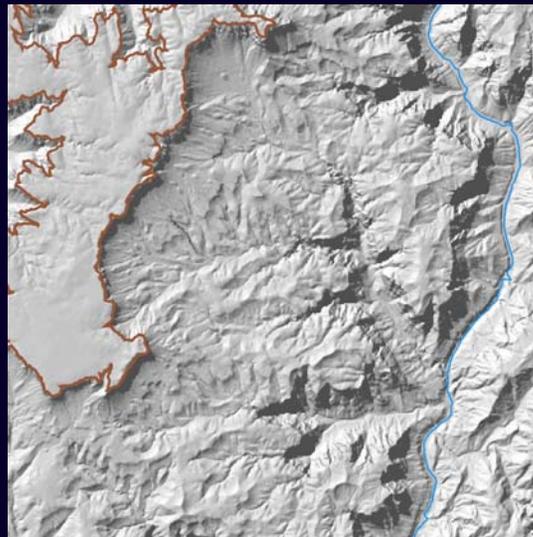
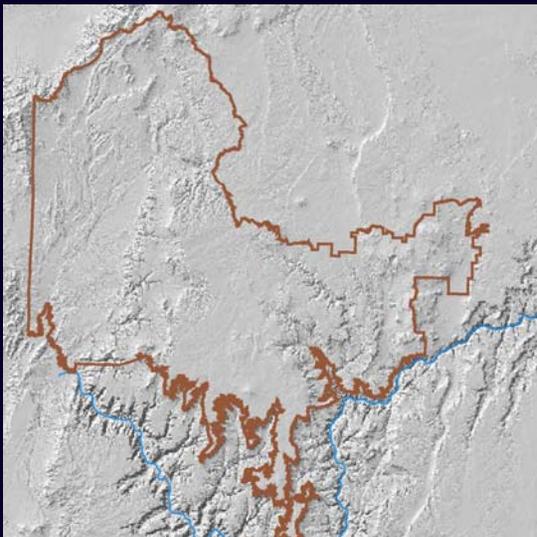
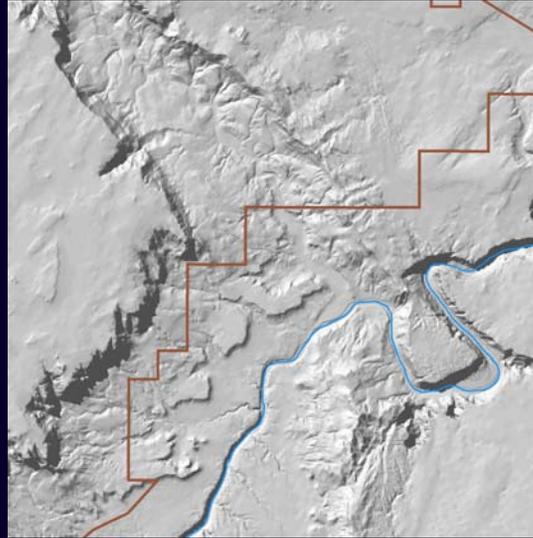
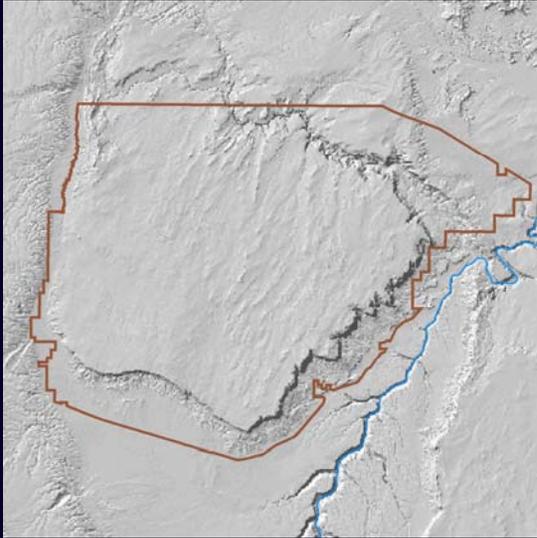
Distance Zones

- Relative Visibility – from Travel Routes & Key Observation Points
- Closer to Viewer – More Details are Visible

Distance Zones – Manual Method



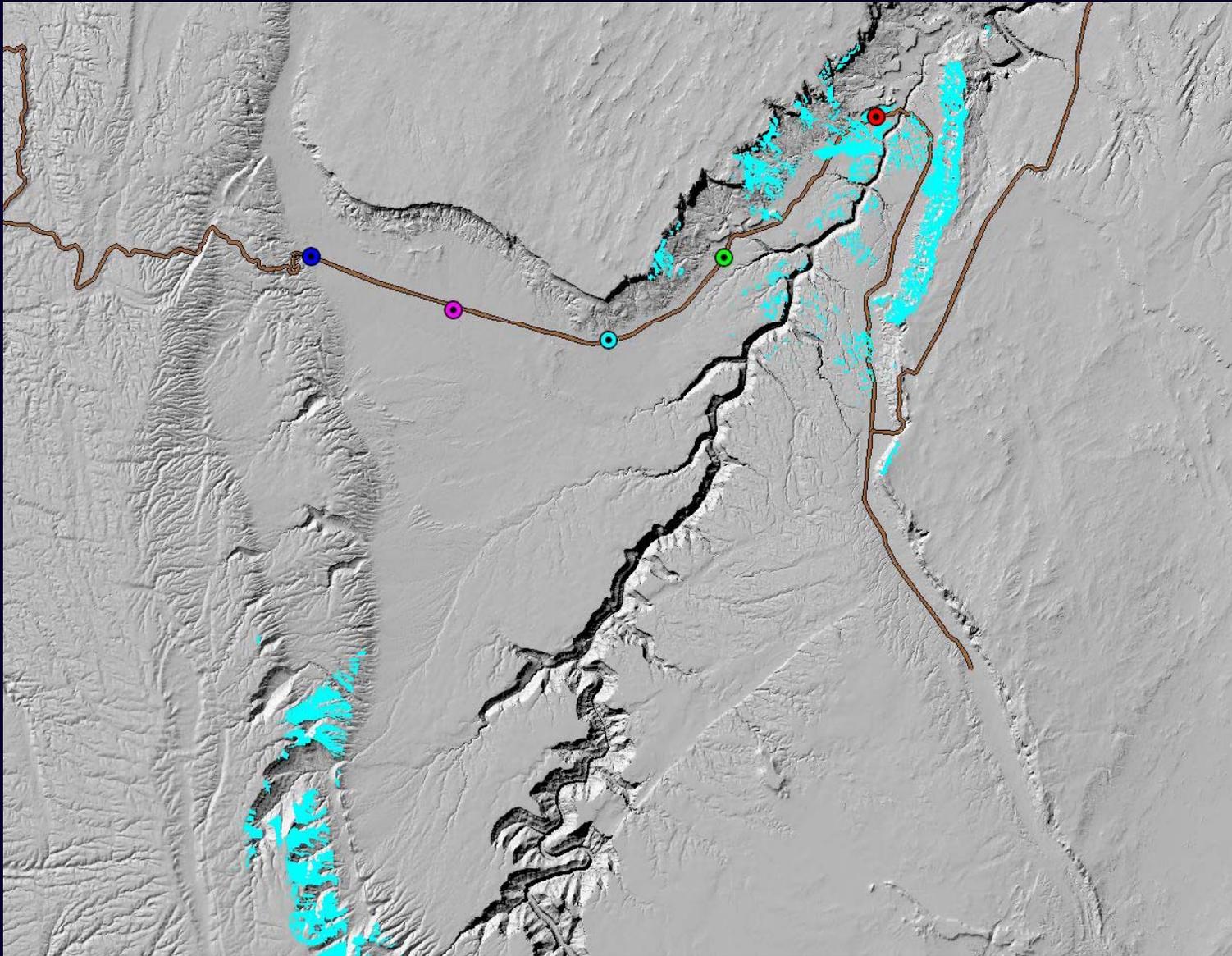
Using Digital Elevation Models



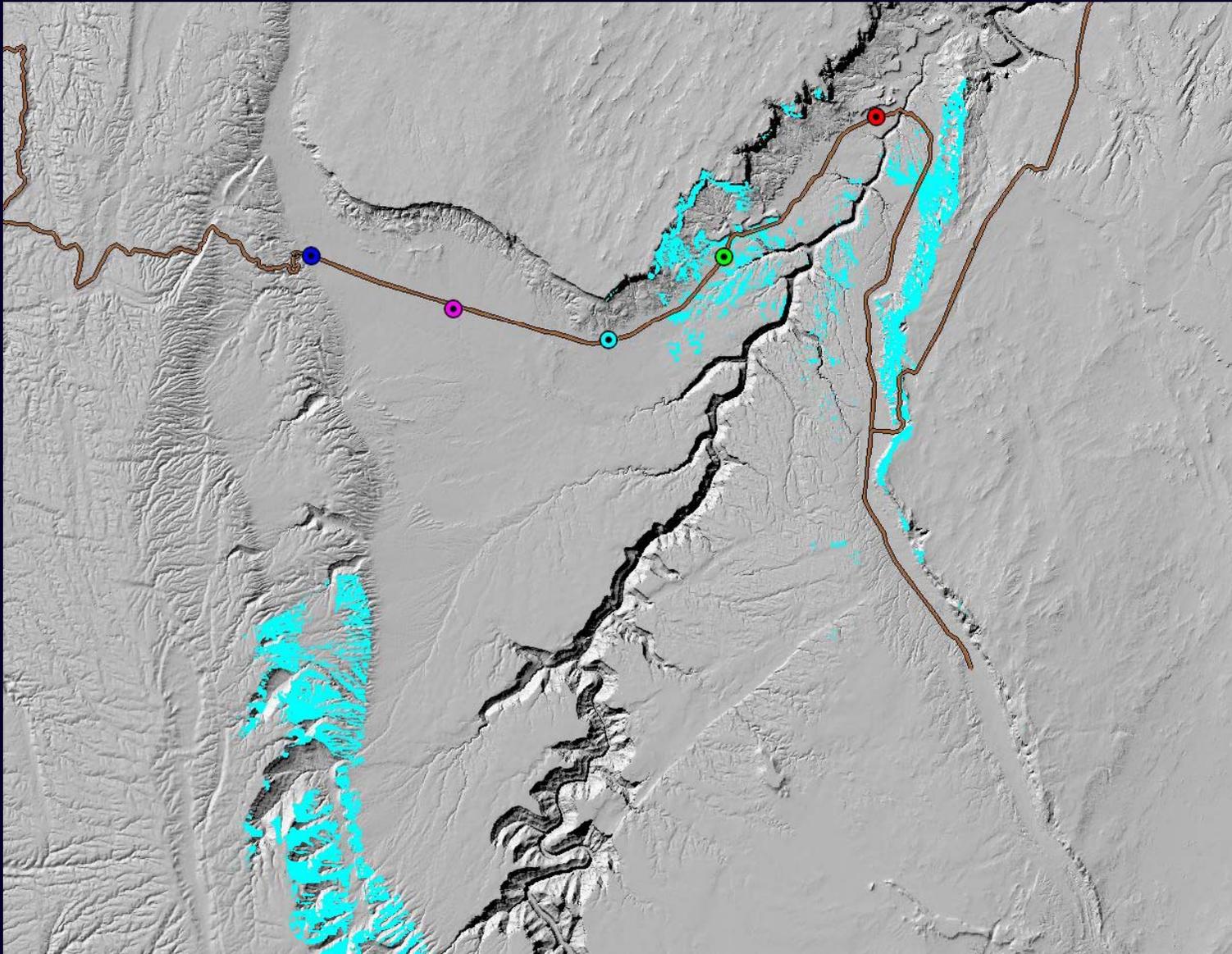
DEM's are for more than just pretty maps

- Viewsheds
- Slope
- Aspect
- Line of Sight

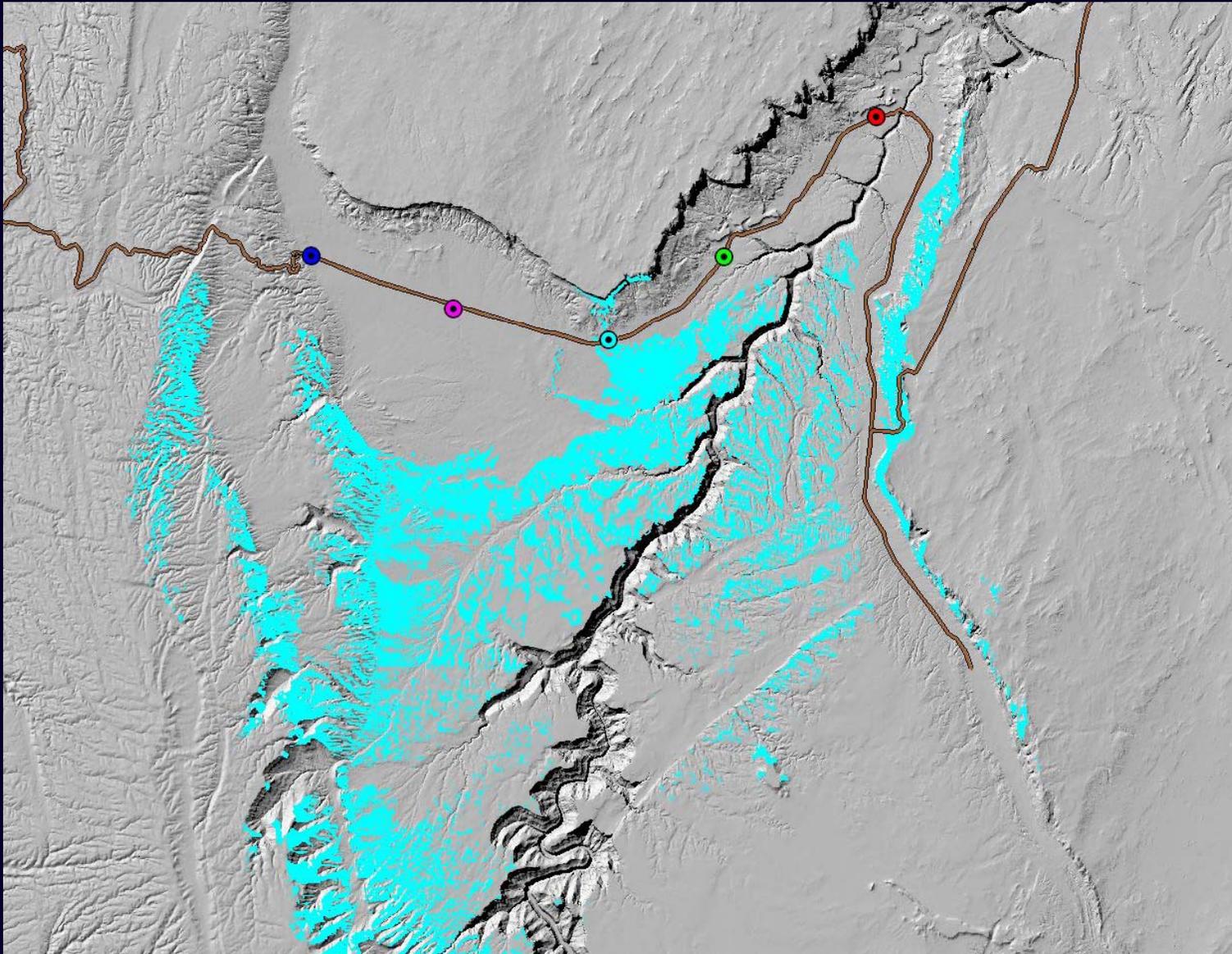
Viewsheds



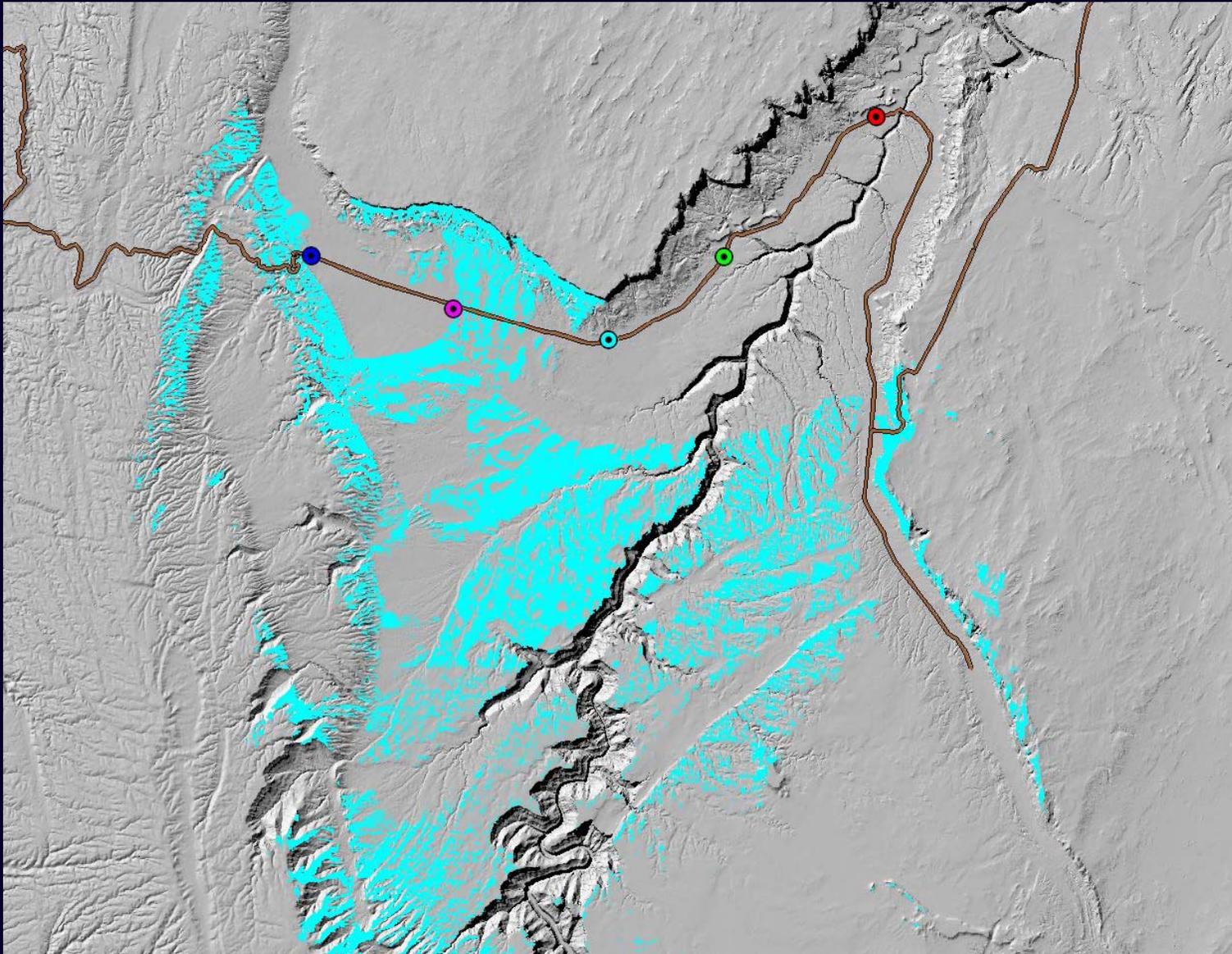
Viewsheds



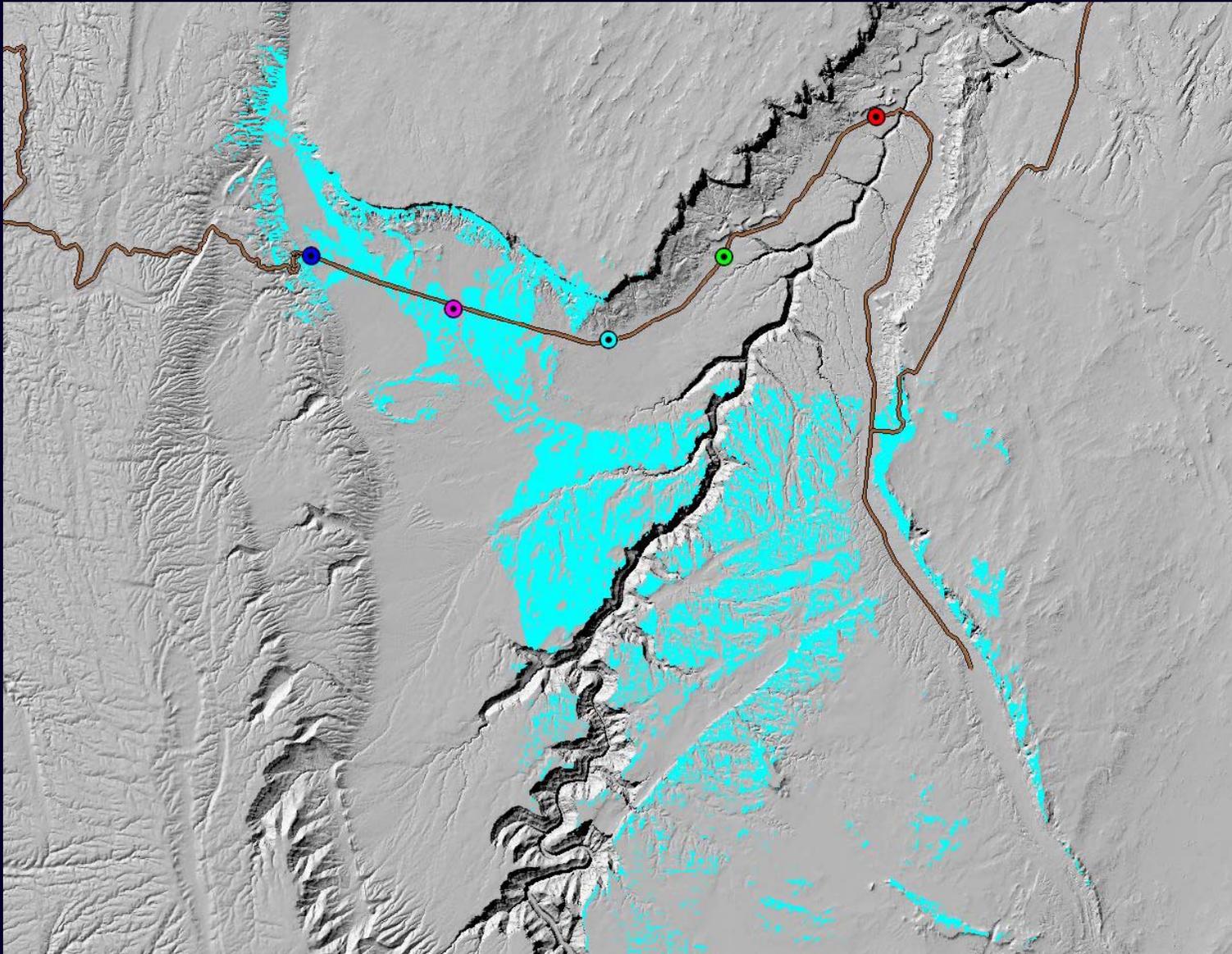
Viewsheds



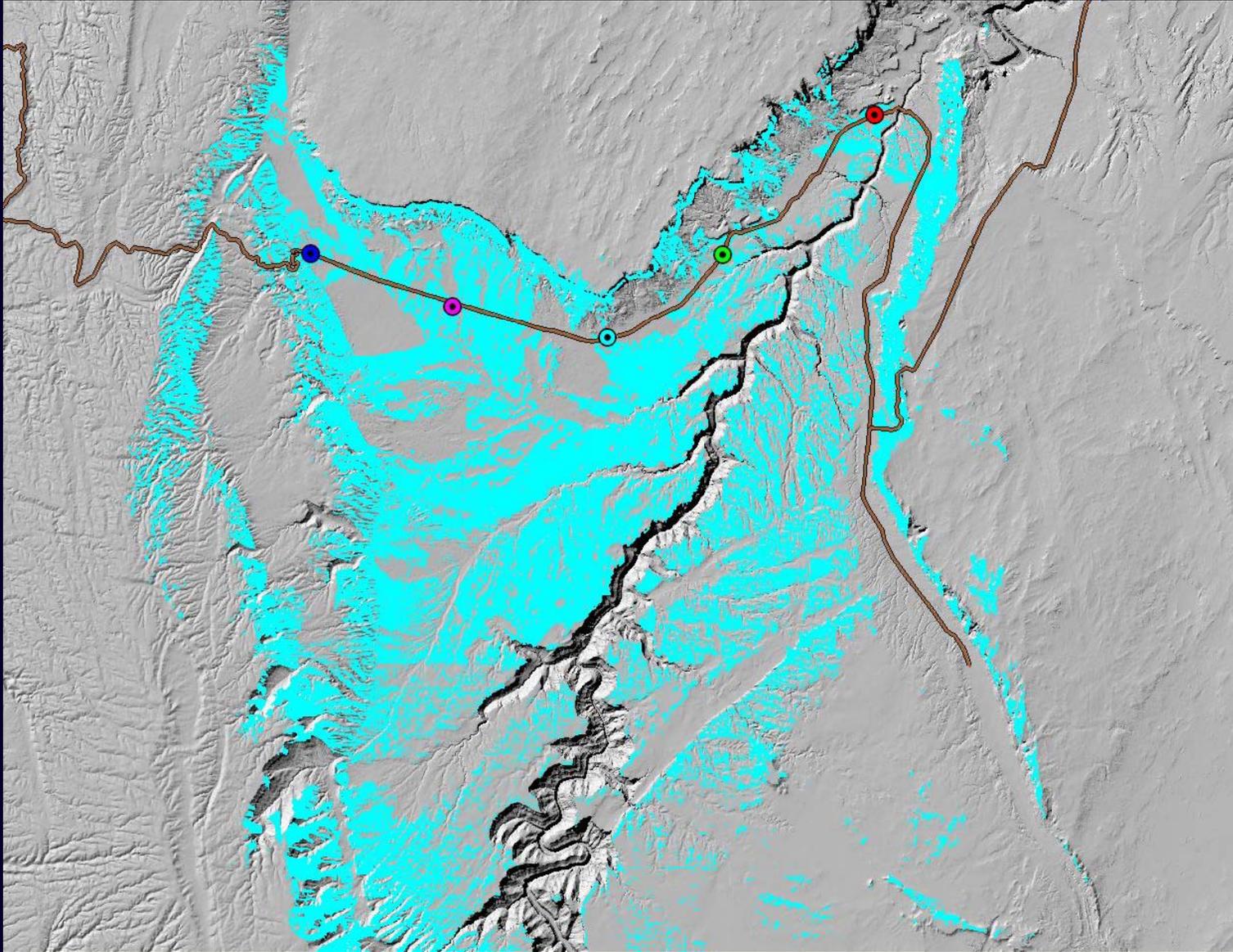
Viewsheds



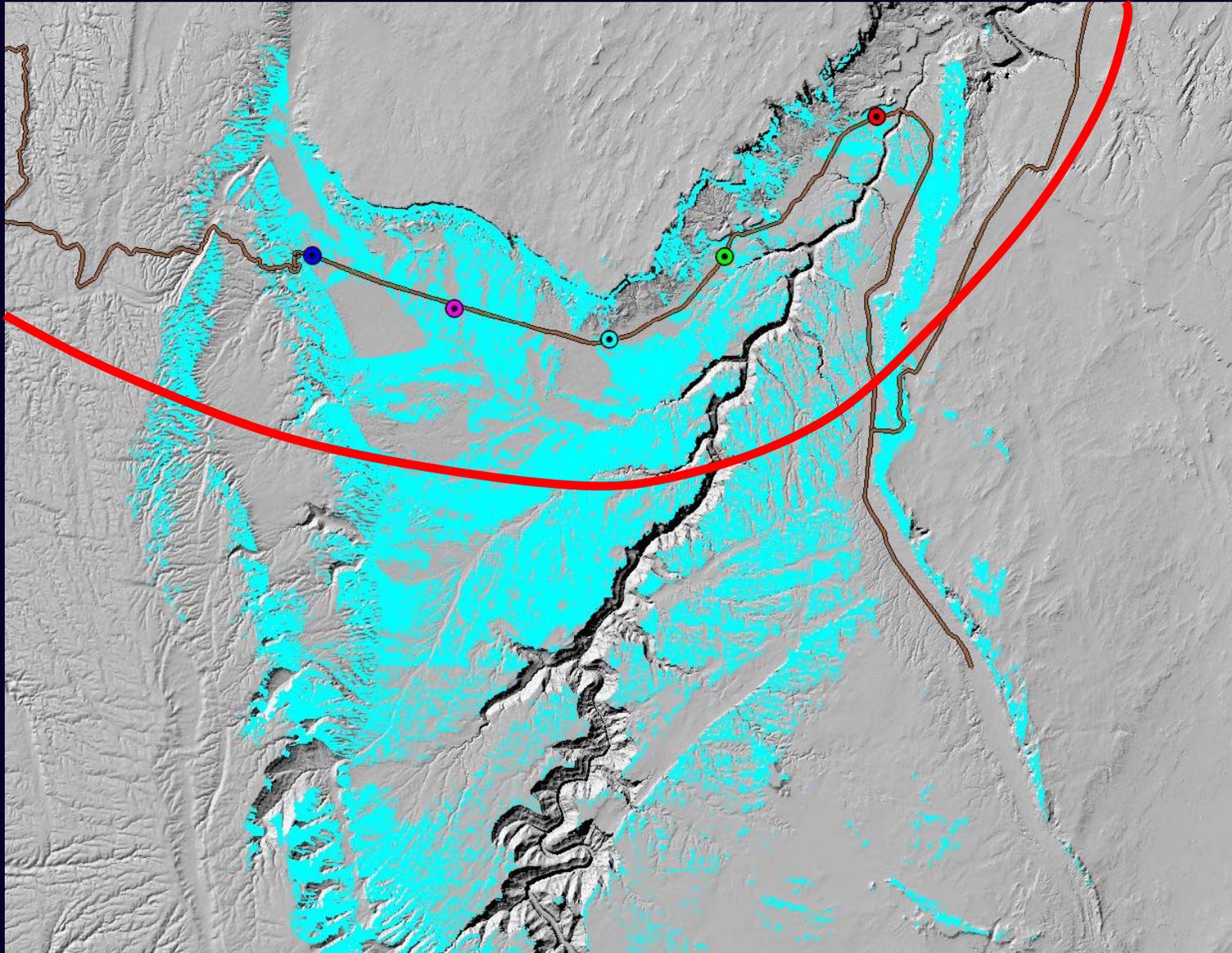
Viewsheds



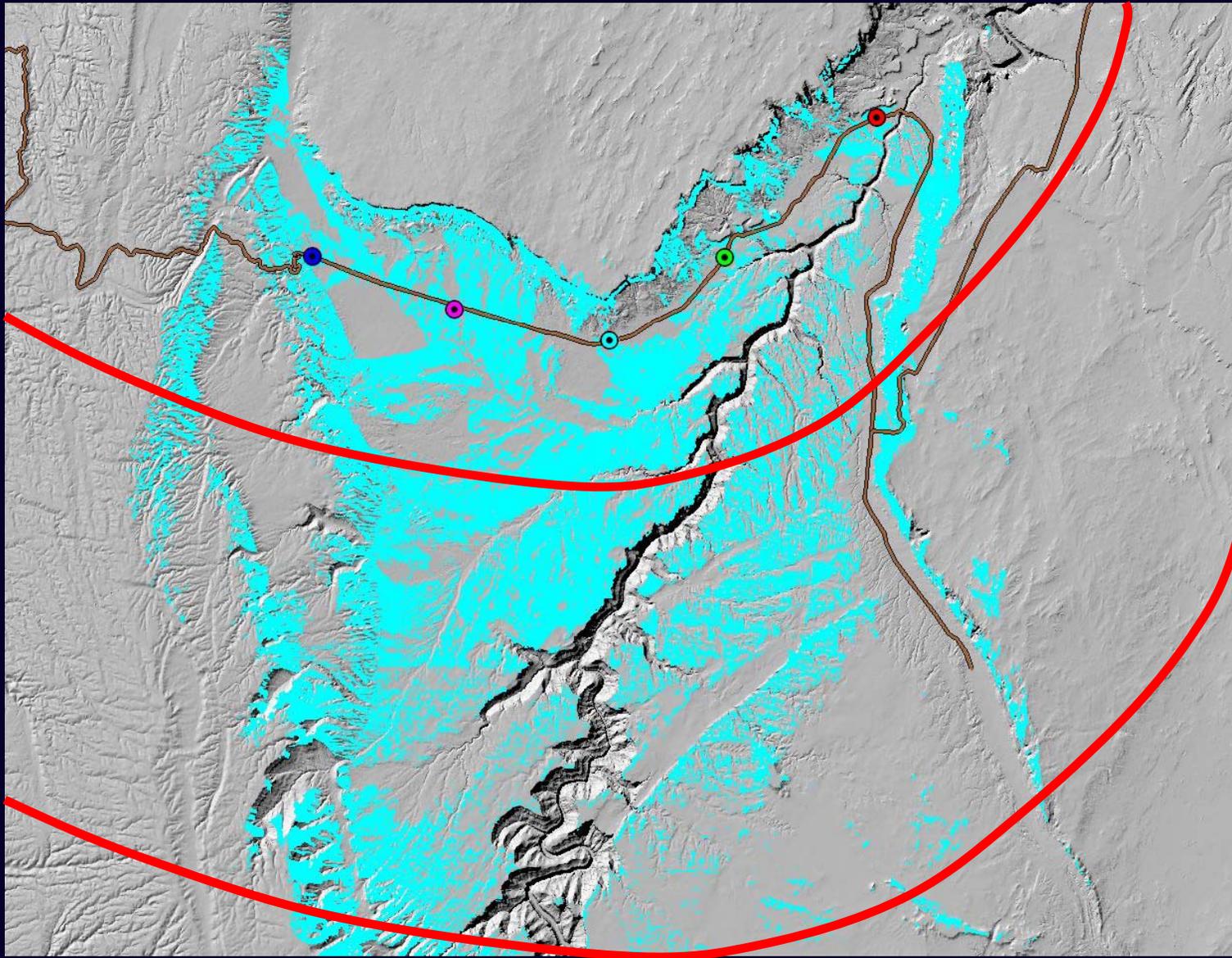
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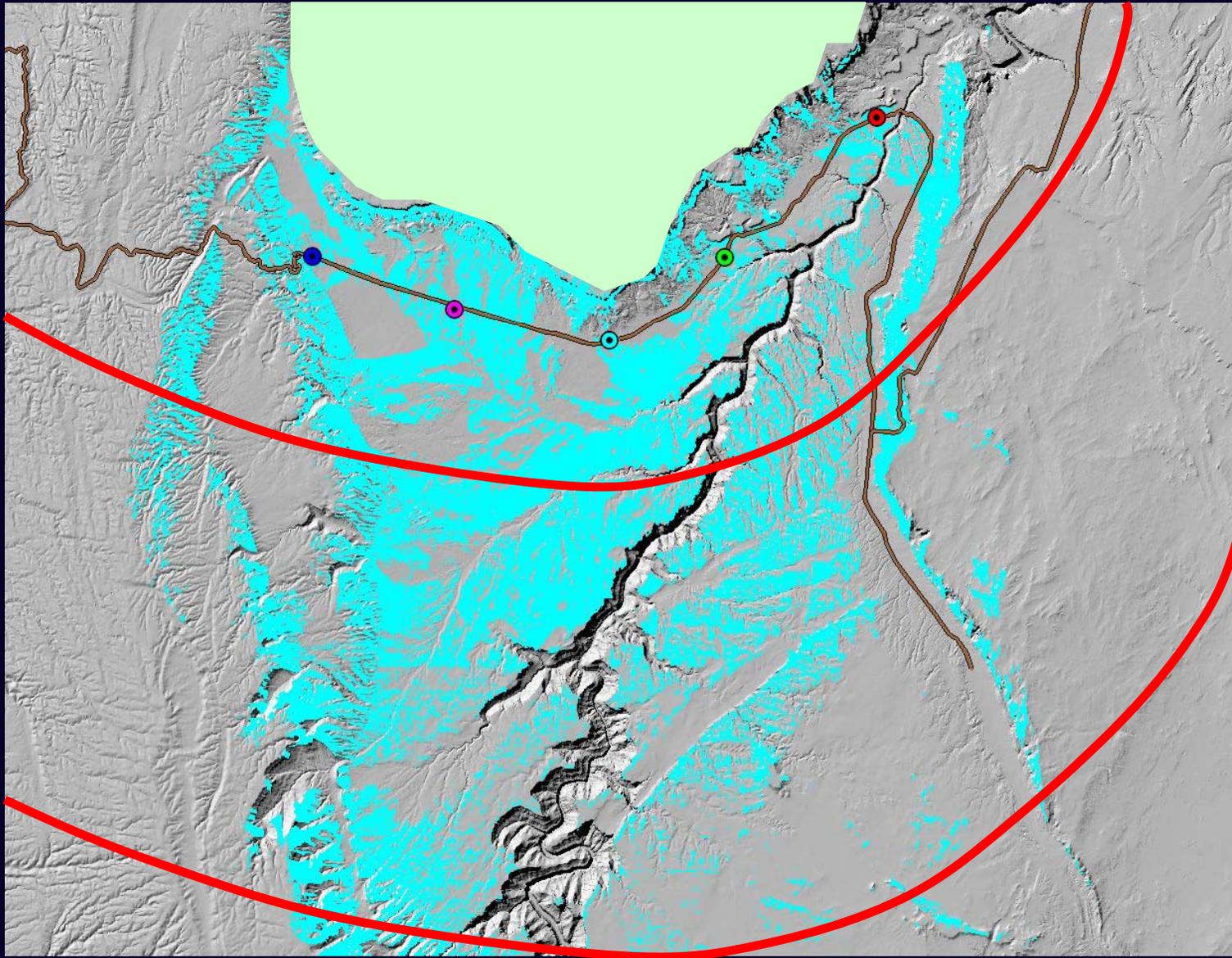
Viewsheds – Distance Zones



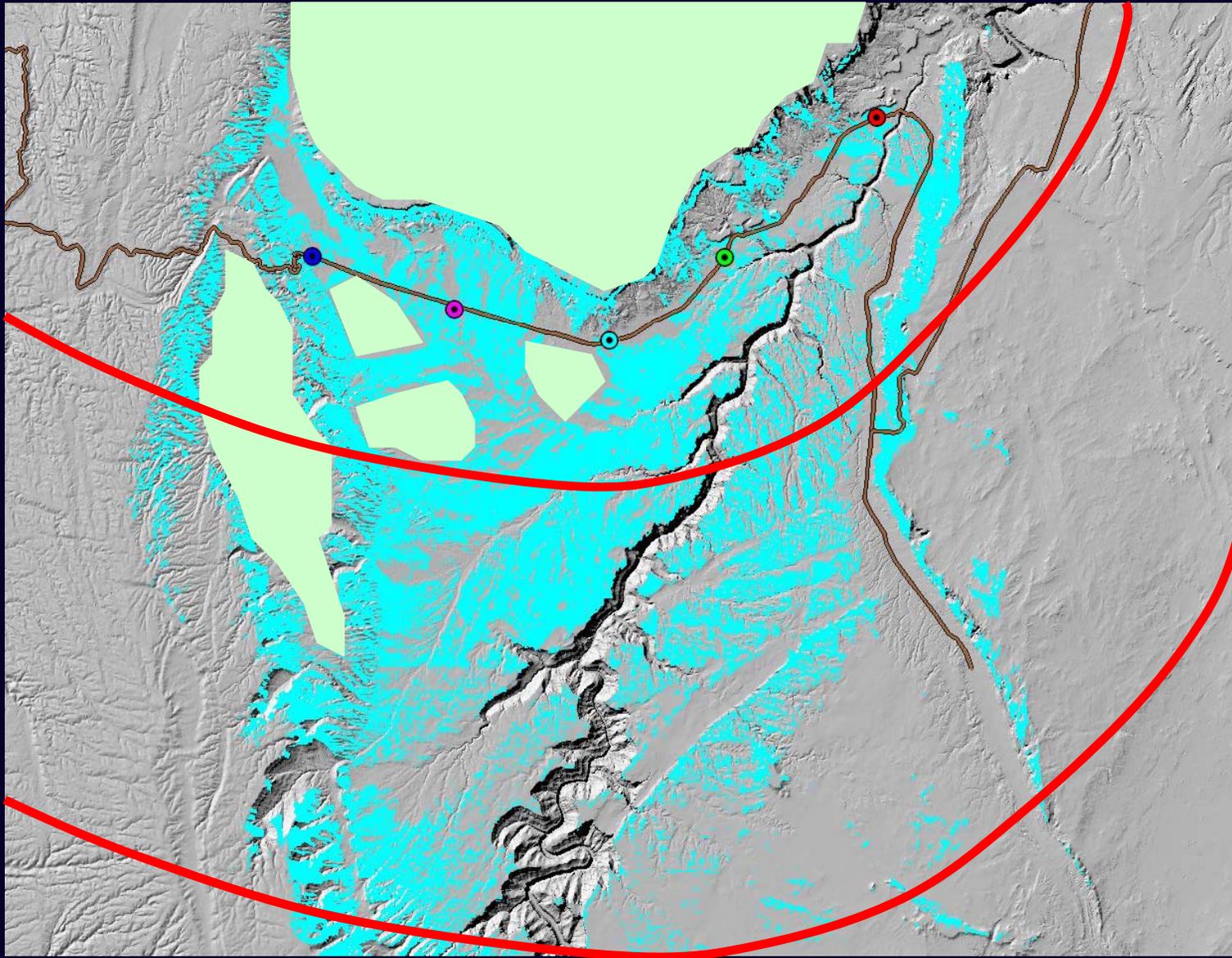
Viewsheds – Distance Zones



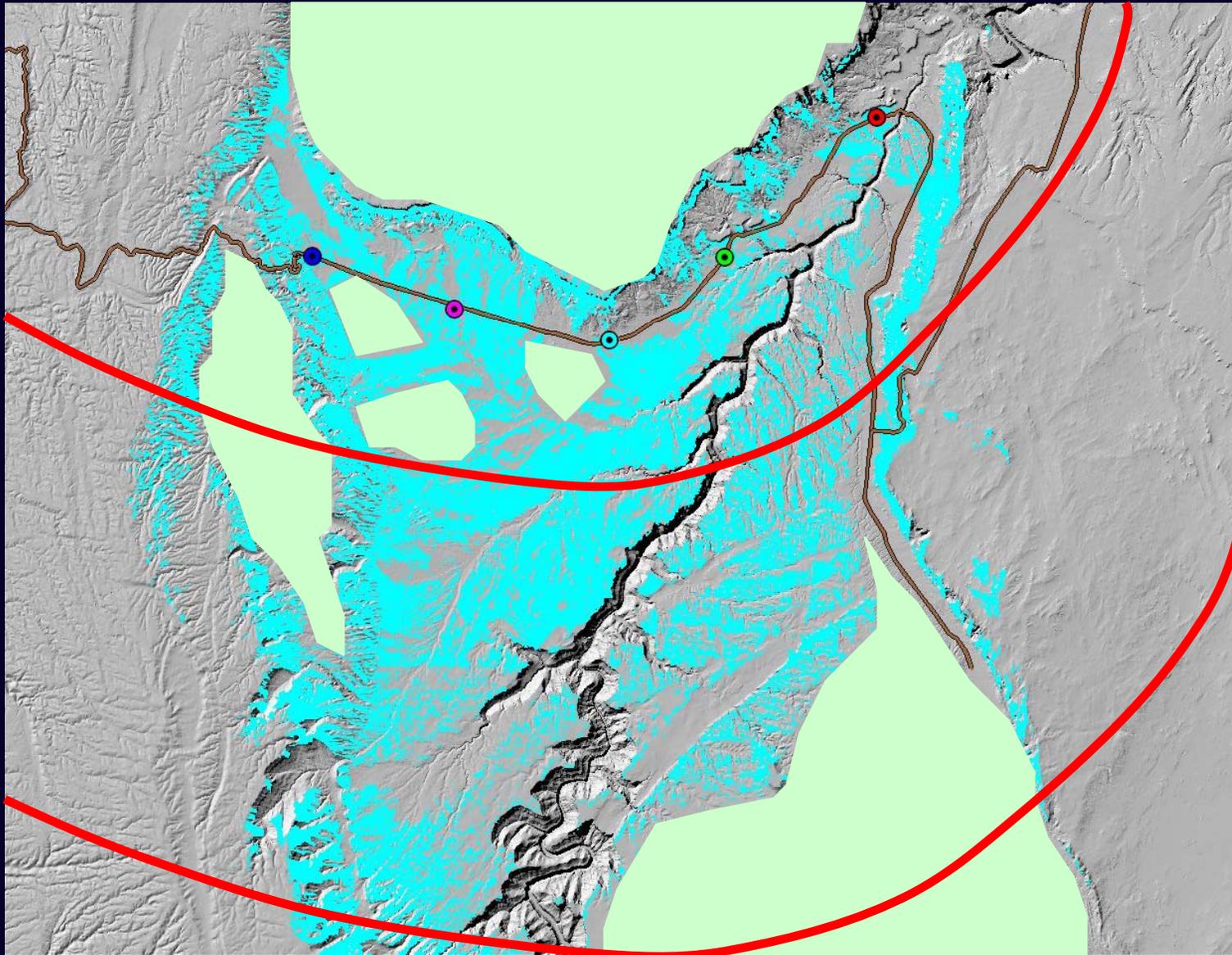
Viewsheds – Seldom Seen



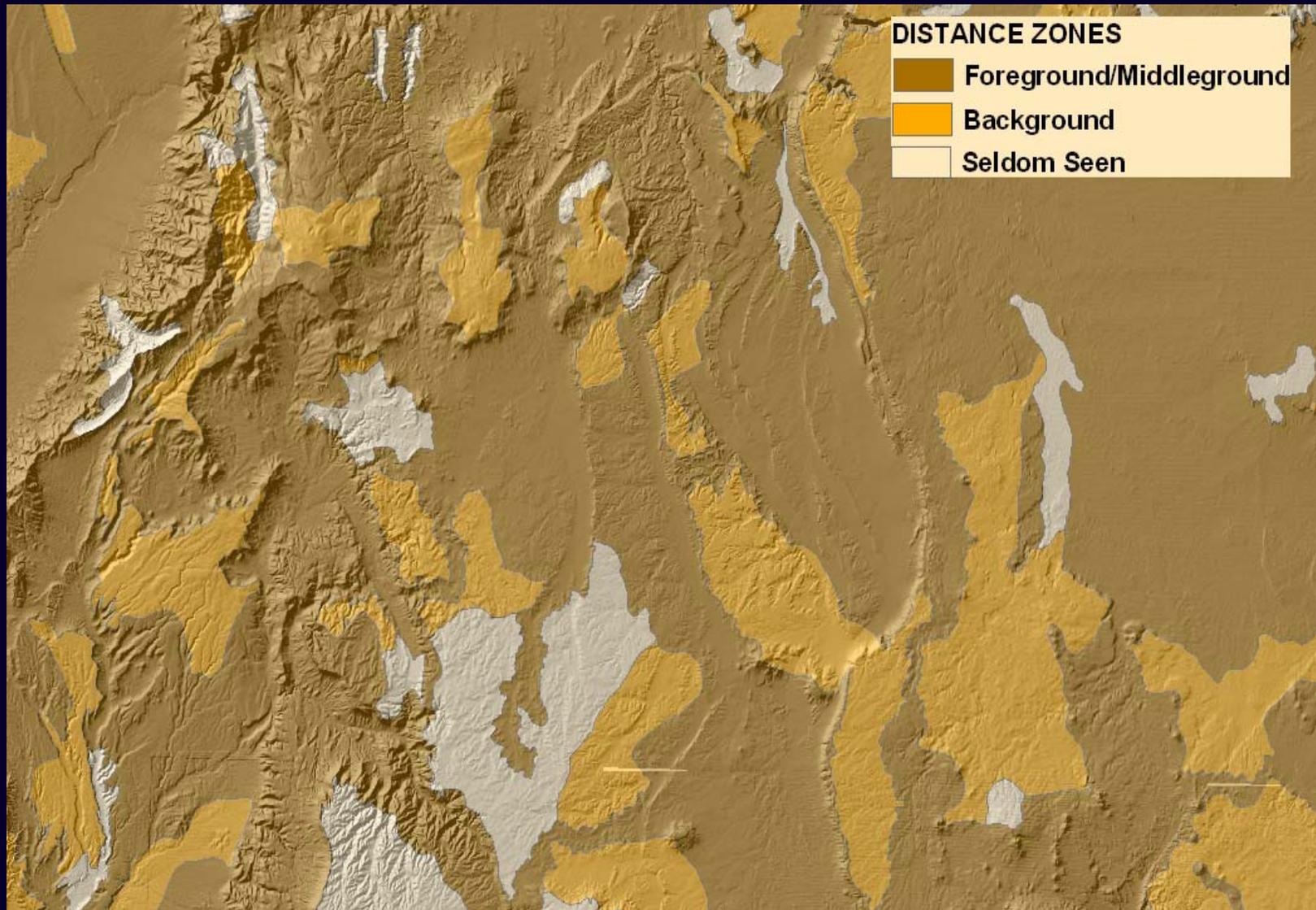
Viewsheds – Seldom Seen



Viewsheds – Seldom Seen



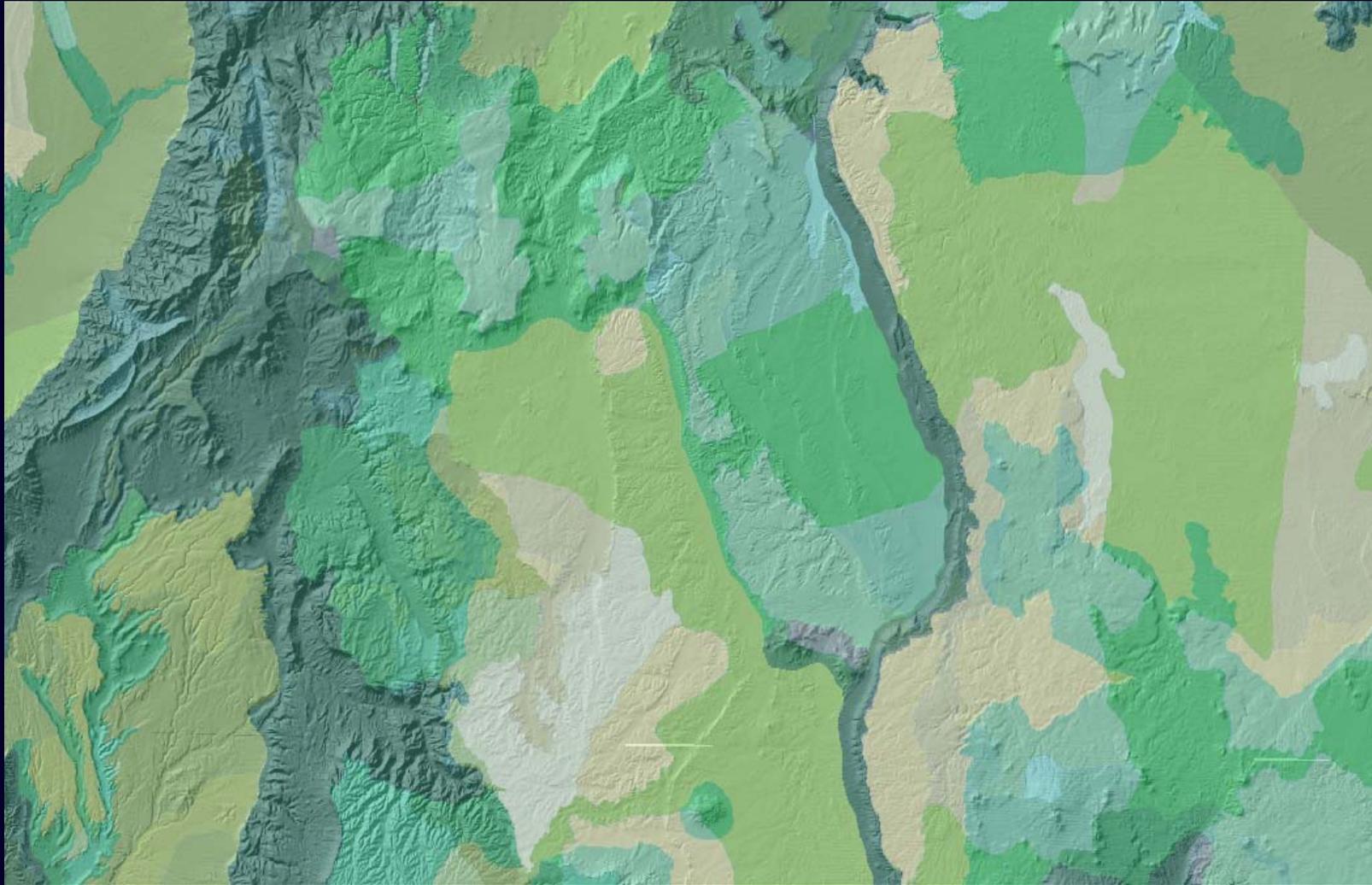
Distance Zones in GIS



Determining Inventory Classes

- Combine Overlays for:
 - Scenic Quality
 - Sensitivity Levels
 - Distance Zones
- Use Matrix (H-8410-1) to Determine Inventory Classes
- Use GIS to overlay data

Final GIS Overlay



UNIT 3 – Determining Inventory Classes

Determining Inventory Classes

Class I – Assigned to those areas in which a management decision has been made to maintain a natural landscape.

Class II, III, & IV – Assigned based on combinations of Scenic Quality, Sensitivity Levels, and Distance Zones as shown in the following matrix.

Basis for Determining Visual Resource Inventory Classes

		Visual Sensitivity Levels						
		High		Medium		Low		
Special Areas		I	I	I	I	I	I	I
Scenic Quality	A	II	II	II	II	II	II	II
	B	II	III	III/IV*	III	IV	IV	IV
	C	III	IV	IV	IV	IV	IV	IV
		f/m	b	s/s	f/m	b	s/s	s/s
		Distance Zones						

* if adjacent area is Class III or lower, (ie - Class II) assign Class III, if higher, (ie. Class IV) Class IV

Basis for Determining Visual Resource Inventory Classes

		Visual Sensitivity Levels					
		High		Medium		Low	
Special Areas		I	I	I	I	I	I
Scenic Quality	A	II	II	II	II	II	II
	B	II	III	III / IV *	III	IV	IV
	C	III	IV	IV	IV	IV	IV
		f/m	b	s/s	f/m	b	s/s
		Distance Zones					

* if adjacent area is Class III or lower, (ie - Class II) assign Class III, if higher, (ie. Class IV) Class IV

Basis for Determining Visual Resource Inventory Classes

		Visual Sensitivity Levels						
		High		Medium		Low		
Special Areas		I	I	I	I	I	I	I
Scenic Quality	A	II	II	II	II	II	II	II
	B	II	III	III/IV*	III	IV	IV	IV
	C	III	IV	IV	IV	IV	IV	IV
		f/m	b	s/s	f/m	b	s/s	s/s
		Distance Zones						

* if adjacent area is Class III or lower, (ie - Class II) assign Class III, if higher, (ie. Class IV) Class IV

Basis for Determining Visual Resource Inventory Classes

		Visual Sensitivity Levels						
		High			Medium			Low
Special Areas		I	I	I	I	I	I	I
Scenic Quality	A	II	II	II	II	II	II	II
	B	II	III	III ^{IV*}	III	IV	IV	IV
	C	III	IV	IV	IV	IV	IV	IV
		f/m	b	s/s	f/m	b	s/s	s/s
		Distance Zones						

* if adjacent area is Class III or lower, (ie - Class II) assign Class III, if higher, (ie. Class IV) Class IV

Basis for Determining Visual Resource Inventory Classes

		Visual Sensitivity Levels					
		High		Medium		Low	
Special Areas		I	I	I	I	I	I
Scenic Quality	A	II	II	II	II	II	II
	B	II	III	III ^{IV*}	III	IV	IV
	C	III	IV	IV	IV	IV	IV
		f/m	b	s/s	f/m	b	s/s
		Distance Zones					

* if adjacent area is Class III or lower, (ie - Class II) assign Class III, if higher, (ie. Class IV) Class IV

Basis for Determining Visual Resource Inventory Classes

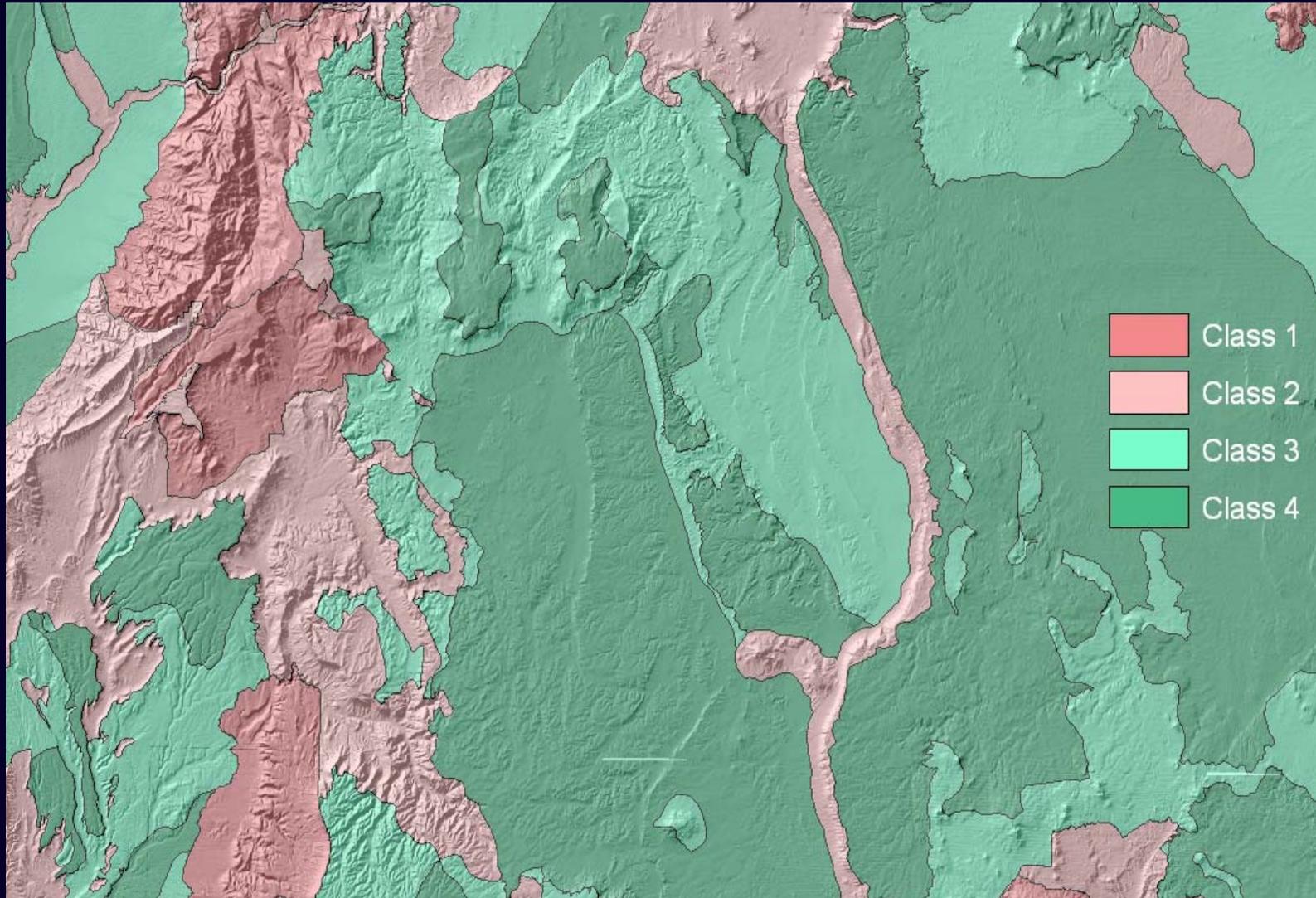
		Visual Sensitivity Levels					
		High		Medium		Low	
Special Areas		I	I	I	I	I	I
Scenic Quality	A	II	II	II	II	II	II
	B	II	III	III ^{IV*}	III	IV	IV
	C	III	IV	IV	IV	IV	IV
		f/m	b	s/s	f/m	b	s/s
		Distance Zones					

* if adjacent area is Class III or lower, (ie - Class II) assign Class III, if higher, (ie. Class IV) Class IV

Final VRM Inventory – GIS Table

AREA	PERIMETER	VRM_INV05	VRM_INV05	VRM_NAME	ACRES
88598812.21474	56907.13644	2	1	Class 4	21893.245
43732802.34093	52254.17771	3	2	Class 3	10806.612
4243199.82351	11536.45695	4	3	Class 2	1048.518
76723607.46113	41017.22384	5	4	Class 3	18958.818
1008211.51999	5144.08075	6	5	Class 2	249.135
106104170.36201	216425.21003	7	251	Class 2	26218.913
34809139.75616	41672.56790	8	249	Class 1	8601.526
4382785.08206	14160.52293	9	7	Class 4	1083.010
6593938.02355	19006.44048	10	8	Class 4	1629.398
58607383.69920	39791.54533	11	9	Class 3	14482.201
56522195.44263	39449.96829	12	10	Class 4	13966.940
3077729.64477	6737.16150	13	11	Class 2	760.524
973070615.63662	941958.77150	14	259	Class 2	240451.004
1862835921.44000	633358.77510	15	13	Class 4	460316.816
180040485.14687	95664.71467	16	14	Class 3	44488.976
41256207.47116	42410.57193	17	15	Class 4	10194.632
5986607.50004	10672.26227	18	16	Class 3	1479.323
44669764.22444	45649.58569	19	17	Class 2	11038.140
305253347.53849	186287.27056	20	18	Class 3	75429.751
25489133.49121	27094.95388	21	250	Class 1	6298.503
14378448.33972	24317.44410	22	260	Class 1	3552.992
7203169.39654	11836.73336	23	20	Class 4	1779.942
12228790.87990	24437.86736	24	261	Class 1	3021.800
58774367.02859	64160.13622	25	19	Class 2	14523.463
4403774.46450	11149.12471	26	21	Class 4	1088.196
178762484.77902	99878.27453	27	22	Class 3	44173.175
3734127.12952	12589.03456	28	23	Class 2	922.723

Final VRM Inventory – GIS Data



Land Use Planning and VRM

- **Updating VRM Inventories**

- Maintain an updated inventory for every acre
- Priorities for new inventory work (8410-1)
 - Issue Resolution
 - Projects with no inventory
- Goal - complete inventory with each RMP revision
- During plan revision, consider;
 - areas that have experienced most change
 - population growth, recreation use
 - new land use status, trails, byways, corridors