

Educator Metadata "State 24,000"

The self extracting file contains the following data layers that have been summarized from the AGRC metadata. Please refer to the AGRC (<http://agrc.utah.gov/>) for the complete metadata information.

GCS_North_American_1983
NAD_1983_UTM_Zone_12N
Meters

Layer Name - SGID024.CountyBoundaries2003

This data set represents county boundaries in Utah at 1:24,000 scale. Includes boundary changes to Emery and Grand Counties Effective Date Jan. 6th 2003.

Attribute – **"Name"** (Displays all 29 counties.)

Layer Name - SGID024.EpicentersModern

This data set represents the locations of earthquake epicenters in Utah recorded by the University of Utah Seismograph Stations.

Attribute – **"Year"** (Displays the year the earthquake was recorded.)

Attribute – **"Latitude"** (Displays the latitude of the earthquake center.)

Attribute – **"Longitude"** (Displays the longitude of the earthquake center.)

Attribute – **"Depth"** (Displays the depth of the earthquake.)

Attribute – **"Magnitude"** (Displays the magnitude of the earthquake.)

Layer Name - SGID024.FaultLines

This dataset represents geologic fault lines for a limited area along the Wasatch Front in Utah.

Attribute – **"Code"**

CODE DESCRIPTION > **0 Uncoded, > 1 Surface, > 2 Approximate location, > 3**

Inferred

Layer Name - SGID024.Lakes

This data set represents water bodies in Utah.

Attribute – **"Code"**

DESCRIPTION (**1 = lake or pond, 2 = reservoir, 4 = intermittent lake or pond, 6 = fish hatchery, 7 = sewage disposal/filter pond, 9 = tailings pond, 10 = industrial impoundment, 13 = duck pond, 14 = alkali flat, 15 = inundation area, 16 = channel in water area (submerged), 17 = streams, 18 = wash or ephemeral drain**)

Layer Name – SGID024_Municipalities2002

This dataset show the city boundaries throughout the State of Utah.

Attribute – **"Name"** (Displays the city boundaries by name.)

Layer Name - SGID024.Springs

This data set represents springs in Utah.

Attribute – **"Code"**

Relate key (AGRC simple code) (**0 = Uncoded, 1 = Spring, 2 = Non-flowing well, 3 = Flowing well, 4 = Windmill, 5 = Gaging station, 6 = Pumping station**)