eld Removed			
ield Auto-Calculated by system	AEOLOGICAL SURVEY OF SITE INVENTORY FORM	IDAHO State No.:	
	Part A-Administrative Data	1. Link or State No.:	1
		2. Agency No.:	
		3. Temporary No.:	
4. Site name(s):		5. County:	
6. Class: Prehistoric Histori	ic Traditional cultural property	Undetermined	
7. Land owner:	8. Federal admin. ur	it:	
9. Project:		10. Report No.:	
11. Recorder(s):			
12. Organization:			
 Site map (required) Photos with labels/log (required) Artifact illustrations Feature drawings 15. Elevation(site datum): 	 Rock art attachment Historical records Assoc. IHSI form(s): Other attachments: 		
16. Site dimensions: m	X m	Area:	_ m ²
17. <mark>UTM at site datum</mark> :Zone 18. <mark>UTM source</mark> :	0 m Easting	0 ^m Northing using the American	North Datum of 198
19. Legal description:	2	20. USGS 7.5' map reference:	
21. Access:			
22. Site description:			
Primary Site Type 루			
Brief Resource Description 토			

23. Site type:				
Historic building	Rockshelter/cave	Mortuary	E Faunal	
Historic structure	Stacked/placed rocks	Rock art	Culturally modified trees	
Historic object	Quarry/lithic source	Feature(s)	Other:	
Prehistoric residential	Linear	Artifact(s)		
24. Specify themes and tin	ne periods:			
Themes			Time Periods	
Prehistoric archaeology	Military	Prehistoric-general	Settlement: 1855-1890	
Agriculture Architecture	 Mining industry Native Americans 	Paleoindian Archaic-general	Phase 1 statehood: 1890- 1904	
Civ. Conservation Corps	Politics/government	Early Archaic	Phase 2 statehood: 1904-	
	Public land managemt.	Middle Archaic	1920	
Communication	Recreation/tourism	Late Archaic	Interwar: 1920-1940	
Culture and society	Settlement	Late Prehistoric-general	Premodern: 1940-1958	
Ethnic heritage	Timber industry	Protohistoric/Contact	Modern: 1958-present	
Exploration/fur trapping		Historic Native American	Hist/Mod-general	
	Other:	Exploration: 1805-1860		
_	storic Places (NRHP) evaluati		-	
Individually eligible	Contributing in a district	Not eligible Insuf	ficient information to evaluate	
26. NRHP criteria used:	A: Event B:Person	C:Design and construction	D:Information potential	
27. Comments on significa	ince:			
28. If not eligible, explain v	vhy:			
20 Condition (machintonia		Condition (historic comp	opent):	
29. Condition (prehistoric	component):	Condition (instoric comp	Jonenty.	
30. Impact agents:	component):		jonentj.	
		ng/quarrying Road/highway	Vandalism	
30. Impact agents:	Development project		Vandalism	
30. Impact agents:	Development project Minir Erosion No ir Grazing Recr	ng/quarrying Road/highway Iformation Structural decay	Vandalism	
30. Impact agents: Agricultural use Building alteration	Development project Minir Erosion No ir Grazing Recr	ng/quarrying Road/highway	Vandalism	
30. Impact agents: Agricultural use Building alteration Deflation	Development project Minir Erosion No ir Grazing Recr Looting Rese	ng/quarrying Road/highway Iformation Structural decay	Vandalism	
30. Impact agents: Agricultural use Building alteration Deflation Demolished	Development project Minir Erosion No ir Grazing Recr Looting Rese	ng/quarrying Road/highway Iformation Structural decay	Vandalism	
30. Impact agents: Agricultural use Building alteration Deflation Demolished	Development project Minir Erosion No ir Grazing Recr Looting Rese	ng/quarrying Road/highway Iformation Structural decay	Vandalism	
30. Impact agents: Agricultural use Building alteration Deflation Demolished Comments on impacts 31. Surface Collection:	Development project Minir Erosion No ir Grazing Recr Looting Rese	ng/quarrying Road/highway Iformation Structural decay	Vandalism	
30. Impact agents: Agricultural use Building alteration Deflation Demolished Comments on impacts 31. Surface Collection: 32. Sediments:	Development project Minir Erosion No ir Grazing Recr Looting Rese	ng/quarrying Road/highway Iformation Rodent damage eation use Structural decar earch excav. Timber harvest	Vandalism	
30. Impact agents: Agricultural use Building alteration Deflation Demolished Comments on impacts 31. Surface Collection: 32. Sediments: Explain how determin	Development project Minir Erosion No ir Grazing Recr Looting Rese	ng/quarrying Road/highway Iformation Rodent damage eation use Structural decay earch excav. Timber harvest	☐ Vandalism ☐ Other:	
30. Impact agents: Agricultural use Building alteration Deflation Demolished Comments on impacts 31. Surface Collection: 32. Sediments: Explain how determin	Development project Minir Frosion No ir Grazing Recr Looting Rese	ng/quarrying Road/highway Iformation Rodent damage eation use Structural decay earch excav. Timber harvest	☐ Vandalism ☐ Other:	
30. Impact agents: Agricultural use Building alteration Deflation Demolished Comments on impacts 31. Surface Collection: 32. Sediments: Explain how determin 33. Excavation status: Describe collection/exc	Development project Minir Frosion No ir Grazing Recr Looting Rese	ng/quarrying Road/highway Iformation Rodent damage eation use Structural decay barch excav. Timber harvest barch excav. Timber harvest barch excav. Test unit test Block excavation	☐ Vandalism ☐ Other:	
30. Impact agents: Agricultural use Building alteration Deflation Demolished Comments on impacts 31. Surface Collection: 32. Sediments: Explain how determin 33. Excavation status: Describe collection/exc 34. Excavation volume (income)	Development project Minir Erosion No ir Grazing Recr Looting Rese ed: Unexcavated Auger/p Surface scrape Shovel cav.:	ng/quarrying Road/highway Iformation Rodent damage eation use Structural decay barch excav. Timber harvest barch excav. Timber harvest barch excav. Test unit test Block excavation	 Vandalism Other: Backhoe, etc. 	
30. Impact agents: Agricultural use Building alteration Deflation Demolished Comments on impacts 31. Surface Collection: 32. Sediments: Explain how determin 33. Excavation status: Describe collection/exc	Development project Minir Erosion No ir Grazing Recr Looting Rese ed: Unexcavated Auger/p Surface scrape Shovel cav.:	ng/quarrying Road/highway Iformation Rodent damage eation use Structural decay barch excav. Timber harvest barch excav. Timber harvest barch excav. Test unit test Block excavation	 Vandalism Other: Backhoe, etc. 	
30. Impact agents: Agricultural use Building alteration Deflation Deflation Demolished Comments on impacts 31. Surface Collection: 32. Sediments: Explain how determin 33. Excavation status: Describe collection/exc 34. Excavation volume (inc 35. Additional comments:	Development project Minir Frosion No ir Grazing Recr Looting Rese ed: Unexcavated Auger/p Surface scrape Shovel cav.: dicate liters or cubic meters):	ng/quarrying Road/highway Iformation Rodent damage eation use Structural decay barch excav. Timber harvest barch excav. Timber harvest barch excav. Test unit test Block excavation	 Vandalism Other: Backhoe, etc. 	
30. Impact agents: Agricultural use Building alteration Deflation Demolished Comments on impacts 31. Surface Collection: 32. Sediments: Explain how determin 33. Excavation status: Describe collection/exc 34. Excavation volume (income)	Development project Minir Frosion No ir Grazing Recr Looting Rese ed: Unexcavated Auger/p Surface scrape Shovel cav.: dicate liters or cubic meters):	ng/quarrying Road/highway Iformation Rodent damage eation use Structural decay barch excav. Timber harvest barch excav. Timber harvest barch excav. Test unit test Block excavation	 Vandalism Other: Backhoe, etc. 	

Part	B-Environmental	Data
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Fait D-Environmental Data
36. Distance to permanent water:
37. Water source: Spring, seep River/stream Lake Other:
38. On-site vegetation (estimate percentage of total vegetation for each class and identify species):
Trees: % Species:
Shrubs: % Species:
Forbs: % Species:
Grasses: % Species:
Lichens/mosses: % Species:
Describe vegetation:
39. Visible surface area:
40. Landform (Describe, including lithology, form, and soil, using locally or regionally appropriate terms):
Part C-Prehistoric Sites
41. Phase/period: 😾
42. How classified:
43. Maximum artifact densitym ²
44. Individual artifacts: 📮
45. Lithic debitage - estimated quantity None
Flaking stages: Decortication Secondary Tertiary Shatter
46. Material types
47. Additional description
48. Features: 루
49. Additional description
Part D-Historic Sites
50. Cultural affiliation
51. Oldest Date:1 Recent Date:
52. How determined:
53. Maximum artifact densitym ²
54. Individual artifacts: 📮
55. Additional description
56. Features: 📃

57. Additional description