



New Mexico Riparian Habitat Map Legend Version 1.0

The New Mexico Riparian Habitat Map Legend is presented below in Table 1. The legend has three hierarchical levels:

Level 1. General vegetation types characterized by major lifeforms and strata—forest and woodlands, shrublands, and herbaceous vegetation— plus a category of non-vegetated Miscellaneous Lands Types.

Forests and woodlands: polygons dominated by stands of closed-canopied forest or open-canopied woodlands that are generally taller than 5m (some stands are dominated by short-statured species such as junipers that are < 5m). Shrub patches or herbaceous vegetation may be present under trees and in openings.

Shrublands: Polygons dominated by dense to open stands of woody shrubs between 0.5 and 5m. Small young trees may be present along with scattered patches or individual mature trees or open areas dominated by herbaceous vegetation.

Herbaceous Vegetation: polygons dominated by stands of grass-like species (graminoids) and/or forbs. Small young trees and shrubs may be present as scattered patches or individuals. Some open areas may be predominantly bare ground.

Level 2. Mid-level units with broad categories of elevation zones (Montane > 6,500 ft and Lowland <6,500 ft), native versus non-native woody species; natural and semi-natural vegetation, and riparian versus upland vegetation, and specific elements of Miscellaneous Land Types (e.g., roads, built-up areas, agriculture, etc.).

Level 3. Fine-scale units that reflect leaf retention (Deciduous versus Evergreen); specific species composition based on origin (Native, Russian Olive, or Tamarisk), or site characteristics (wet, dry, or alkaline). Each Level 3 unit is cross-referenced to U.S. National Vegetation Classification ([USNVC](#)) Alliances that reflect specific species composition, environments, and ecology. See the [New Mexico Riparian Habitat Map Annotated](#) Legend spreadsheet for more details on the NVC classes.

In addition to these levels, we sometimes added a modifier to a polygon. This is additional information about habitat context or treatments. These are explained in Table 2.



Table 1. New Mexico Riparian Habitat Map Legend structured

New Mexico Riparian Habitat Map Legend			[Version 1.1 20190628]
Level Codes and Names			L3 MU ID
I	FOREST and WOODLAND		
IA	Montane Riparian Forest and Woodlands		
	IA1	Montane Native Evergreen Riparian Forest	12
	IA2	Montane Native Mixed Evergreen-Deciduous Riparian Forest	23
	IA3	Montane Native Deciduous Riparian Forest	11
IB	Lowland Riparian Forest and Woodlands		
	IB1	Western Lowland Native Deciduous Riparian Forest	6
	IB2	Great Plains Lowland Native Deciduous Riparian Forest	36
	IB3	Lowland Native-Introduced Russian Olive Deciduous Riparian Forest	24
	IB4	Lowland Native-Introduced Tamarisk Deciduous Riparian Forest	25
	IB5	Lowland Native-Introduced Russian Olive - Tamarisk Deciduous Riparian Forest	42
	IB6	Lowland Native Evergreen Dry Riparian Forest	7
	IB7	Lowland Native Evergreen-Deciduous Riparian Forest	41
IC	Lowland Introduced Riparian Woodland and Scrub		
	IC1	Russian Olive Introduced Riparian Woodland and Scrub	16
	IC2	Tamarisk Introduced Riparian Woodland and Scrub	15
	IC3	Russian Olive - Tamarisk Introduced Riparian Woodland and Scrub	26
	IC4	Mixed Introduced Forest and Scrub	27
ID	Upland Forest and Woodland		
	ID1	Upland Forest and Woodland	20
IE	Semi-Natural Riparian Woodland and Scrub		
	IE1	Semi-Natural Riparian Woodland and Scrub	34
II	SHRUBLAND		
IIA	Montane Riparian Shrubland		
	IIA1	Subalpine-Montane Riparian Shrubland	18
	IIA2	Montane Dry Riparian Shrubland	35
IIB	Lowland Riparian Shrubland		
	IIB1	Lowland Wet Riparian Shrubland	4
	IIB2	Lowland Dry Riparian Shrubland	3
	IIB3	Desert Alkaline-Saline Wet Shrubland	40
	IIB4	Lowland Native-Introduced Russian Olive Riparian Scrub	29
	IIB5	Lowland Native-Introduced Tamarisk Riparian Scrub	30
	IIB6	Lowland Native-Introduced Russian Olive - Tamarisk Riparian Scrub	31
IIC	Upland Shrubland		
	IIC1	Upland Shrubland	28
III	HERBACEOUS VEGETATION		
IIIA	Montane Marshes and Wet Meadows		
	IIIA1	Subalpine and Montane Marsh	19
	IIIA2	Montane Wet Meadow	13
IIIB	Lowland Marshes and Wet Meadows		
	IIIB1	Western Lowland Marsh	5
	IIIB2	Great Plains Lowland Marsh	37
	IIIB3	Arid West Lowland Wet Meadow	9
	IIIB4	Great Plains Lowland Wet Meadow	38
IIIC	Montane Dry Meadow and Grassland		
	IIIC1	Montane Dry Riparian Meadow and Grassland	10

IIID	Lowland	Dry Meadow and Grassland	
		IIID1	Western Lowland Salt Meadow and Dry Grassland
		IIID2	Great Plains Lowland Salt Meadow and Dry Grassland
IIIE	Upland	Grassland	
		IIIE1	Upland Grassland
IV	MISCELLANEOUS LAND TYPES		
IVA	Bare	Unvegetated	
		IVA1	Riparian Bare Ground/Rockland [non-channel]
IVB	Water/	Channel	
		IVB1	Open Channel Riverwash/Water/Unvegetated Bars
IVC	Shadow		
		IVC1	Shadow
IVD	Agriculture		
		IVD1	Agriculture - all types
IVE	Urban/Built-Up	Areas	
		IVE1	Development/Disturbed Ground
IVF	Roads		
		IVF1	Roads
IVG	Upland	Unvegetated	
		IVG1	Upland Bare Ground/Rockland

Table 2. Map unit modifiers assigned as needed to polygons of the New Mexico Riparian Habitat Map. MU_ID_mod refers to the attribute name in the geodatabase for the map.

Modifier	MU_ID_mod	Rules
Agriculture	1	This indicates a polygon that is imbedded in an agricultural setting, outside of the current floodplain.
Treatment/Disturbed	2	Assigned where there is high confidence that mapped polygons have evidence of either vegetation treatment (mechanically or by herbicide) or other disturbances such as a fires or floods that have recently altered the site. Based on NAIP imagery used in a given mapping domain.
Russian olive	3	Assigned when considered a major inclusion in stands but usually <25% of the polygon area (may be more in Semi-natural woodland and scrub or Agriculture)
Tamarisk	4	Assigned when considered a major inclusion in stands but usually <25% of the polygon area (may be more in Semi-natural woodland and scrub or Agriculture)
Russian Olive-Tamarisk	5	Assigned when considered a major inclusion in stands but usually <25% of the polygon area (may be more in Semi-natural woodland and scrub or Agriculture)

Modifier	MU_ID_mod	Rules
Ditch Bank	6	This modifier was used to indicate Semi-Natural Riparian Woodland and Scrub growing along a ditch bank outside the current active floodplain or when stands of natural vegetation were growing along a ditch bank (levies) inside the floodplain.
Native Vegetation	7	Assigned to indicate >25% cover within stands classified as Semi-natural woodland and scrub or Agriculture, or as major inclusion in non-native-dominated polygons (i.e., Russian olive and/or tamarisk).
Mixed native-exotic	8	Used as a modifier to indicate >25% cover within stands classified as Semi-natural woodland and scrub or Agriculture.
Marsh/Wetland	9	Assigned when considered a major inclusion in stands but usually <25% of the polygon area (may be more in Semi-natural woodland and scrub or Agriculture)
Treatment/Disturbed post 2016	10	Used to indicate stands that had been significantly modified by treatment, insects or fire after the 2016 NAIP image date based on field data.
Dead Overstory	11	Used to indicate herbaceous stands with a dead overstory, which include cottonwoods, willows or other shrubs and trees with the exception of tamarisk.
Dead Tamarisk Overstory	99	Used to indicate stands that have >90% dead tamarisk in them. Many tamarisk dominated stands have died by chemical treatment and have changed in community type but still have the structure of the dead trees/shrubs in them.