Agricultural field boundaries with Lidar-derived hedge information

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Analysis used Ordnance Survey MasterMap agricultural field boundaries (Obstructing Features intersecting agricultural land, but not including woodland or garden boundaries), clipped by Norfolk County Council Lidar-derived tree canopy polygons (minimum height of trees = 2m).
These are whole field boundaries as defined by the OS unique ID TOID and have not been cut to Parish.

Suffolk_Hedgerows2_web.tab

TOID char (16) ;	OS unique ID for each full field boundary
Legend char (30) ;	Type of feature
Length_m float ;	Total length of hedge in metres
Length_trees_m_sum float ;	Total treed (trees >=2m high) length in hedge (m)
Length_trees_m_min float ;	Minimum tree polygon (trees >=2m high) length in hedge (m)
Length_trees_m_max float ;	Maximum tree polygon (trees >=2m high) length in hedge (m)
Length_trees_m_total_count Decimal (20, 0);	Total number of tree polygons (trees >=2m high) in hedge
Length_trees_m_mean float ;	Average (mean) length of tree polygon (trees >=2m high) in hedge
Length_trees_m_stdev_populatio float ;	Population standard deviation of the treed lengths (trees >=2m high) in hedge
Length_gap_m_sum float ;	Total length of gaps in hedge (m)
Length_gap_m_min float ;	Minimum length of gap in hedge (m)
Length_gap_m_max float ;	Maximum length of gap in hedge (m)
Length_gap_m_total_count Decimal (20, 0);	Total number of gaps in hedge
Length_gap_m_mean float ;	Average (mean) length of gap in hedge (m)
Length_gap_m_stdev_population float ;	Population standard deviation of the gap lengths in hedge
Tree_area_sqm_sum float ;	Total area of tree polygons in hedge (sq m)
Tree_area_sqm_min float ;	Minimum tree polygon area in hedge (sq m)
Tree_area_sqm_max float ;	Maximum tree polygon area in hedge (sq m)
Tree_area_sqm_mean float ;	Average (mean) area of tree polygons in hedge (sq m)
Tree_area_sqm_stdev_population float ;	Population standard deviation of tree polygon areas in hedge
Tree_height_m_sum float ;	Total height of trees in hedge (m)
Tree_height_m_min float ;	Minimum tree height in hedge (m)
Tree_height_m_max float ;	Maximum tree height in hedge (m)

Tree_height_m_mean float ;	Average (mean) tree height in hedge (m) *(doesn't include gaps where there are no trees)*
Tree_height_m_stdev_population float ;	Population standard deviation of tree height in hedge (m) *(doesn't include gaps where there are no trees)*
Tree_volume_m3_sum float ;	Total estimated volume (area x height) of trees in hedge (cubic m)
Tree_volume_m3_min float ;	Minimum estimated tree volume (area x height) in hedge (cubic m)
Tree_volume_m3_max float ;	Maximum estimated tree volume (area x height) in hedge (cubic m)
Tree_volume_m3_mean float ;	Average (mean) estimated volume (area x height) of trees in hedge (cubic m) *(doesn't include gaps where there are no trees)*
Tree_volume_m3_stdev_populatio float ;	Population standard deviation of estimated volume (area x height) of trees in hedge (cubic m) *(doesn't include gaps where there are no trees)*
Tree_vol_per_length_m float	Tree volume (cubic m) per m of boundary (Tree_volume_m3_sum / Length_m)
pc_gap float ;	% of hedge length which is gap
pc_trees float ;	% of hedge length which has trees >=2m high