Agricultural field boundaries with Lidar-derived hedge information – clipped by Parish boundaries

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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 Ordnance Survey Parish boundaries and Norfolk County Council Lidar-derived tree canopy polygons (minimum height of trees = 2m).

Suffolk_Hedgerows3_web.tab

TOID char (16) ;	OS unique ID for each full field boundary (NB these have been cut by Parish and so some will be duplicated in this dataset)
Legend char (30) ;	Type of feature
Parish char (100) ;	Parish name
Census_Code char (9) ;	Census Code
Length_m float ;	Total length of hedge (cut to Parish boundary) in metres
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 float ;	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
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 float ;	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
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	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