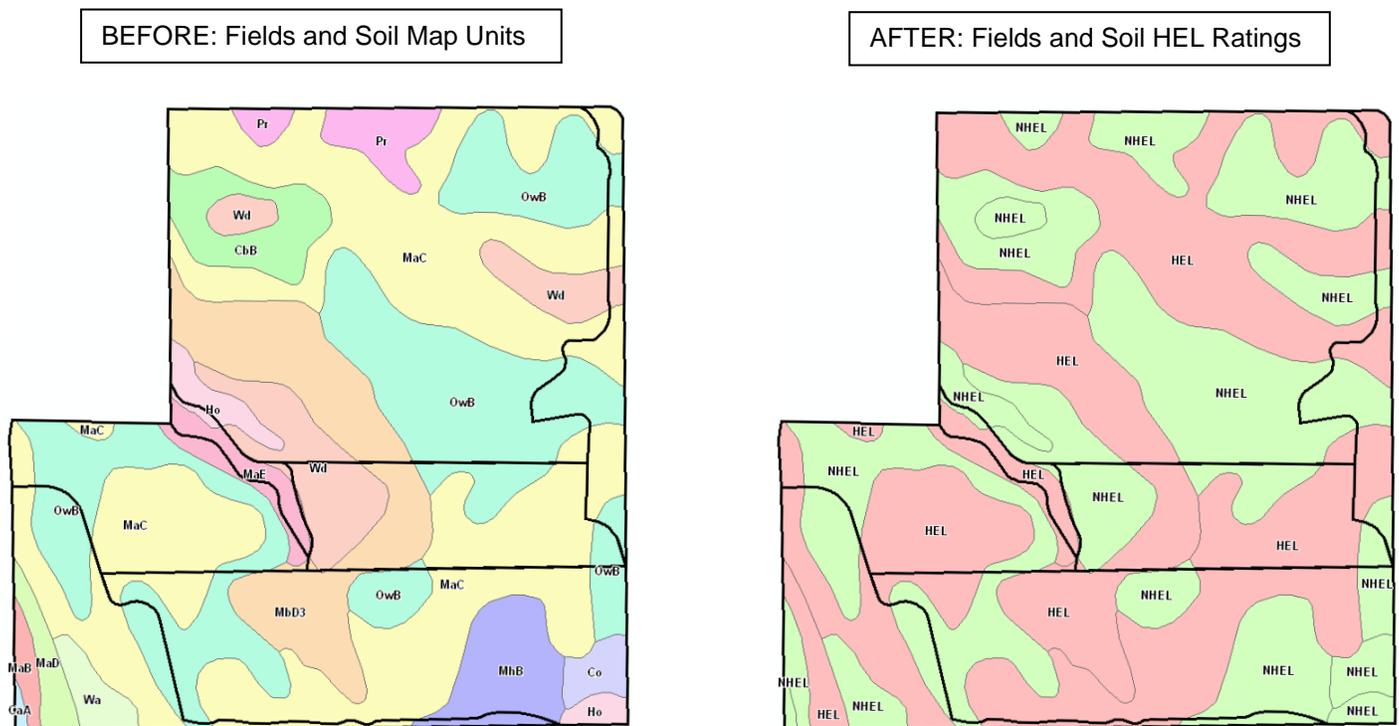


## The Soil Layers Tool

SSURGO soil data may be used in ArcMap to display soil polygons and their associated soil map unit symbols. In many cases, however, a particular soil property or interpretation is of greater interest to the end-user than simply knowing the soil type.

While the NRCS Soil Data Viewer software provides an excellent means for creating interpretive soil maps, the NRCS-MI Soil Layers tool may also be used to rapidly create ArcMap layers for some of the most common soil properties and interpretations.

For example, each soil type maybe displayed according to its HEL rating...



### Where Is It?

The Soil Layers Tool is a simple drop-down list on the NRCS-MI ArcMap Toolbar.



Note: The Tool will be “grayed-out” if a county-wide SSURGO soil layer is not present in the current project.

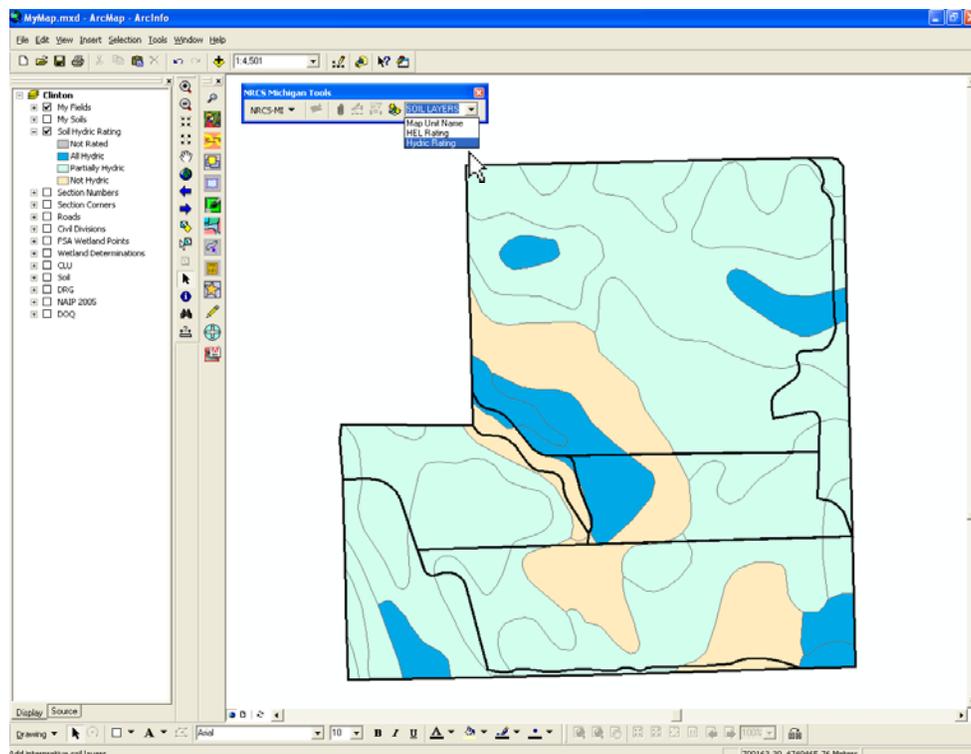
## Using the Soil Layers Tool

Drill-down on the **SOIL LAYERS** list and select the desired soil layer. At present, four options are available...



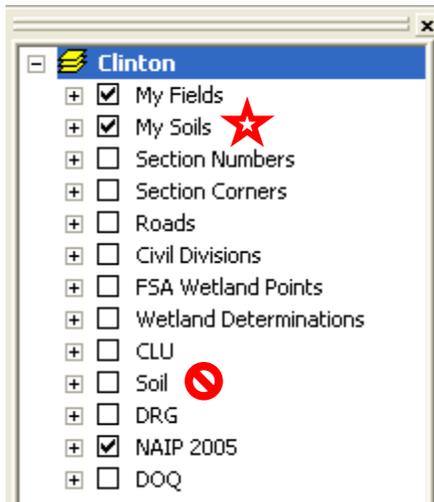
- **Map Unit Name**
  - Unique legend values based on the full name of each soil type
  - Soil names appear alphabetically in legend
  - Default symbology is based on the corresponding county-wide soil layer, if present
- **HEL Rating**
  - Soil HEL ratings as identified in the NRCS-MI field office HEL list
  - Legend categories include “Highly erodible (HEL)”
    - “Potentially highly erodible (PHEL)” \* *Where applicable* \*
    - “Not highly erodible (NHEL)”
    - “Not Rated”
- **Hydric Rating**
  - Hydric rating of each soil type as identified in the SSURGO soil database
  - Legend categories include “All Hydric”
    - “Partially Hydric” \* *Map unit contains hydric component(s)* \*
    - “Not Hydric”
    - “Not Rated”
- **Prime Farmland Rating**
  - Unique legend values based on the prime farmland classifications for the input soil layer

In this example, a hydric soil layer is created based on the layer “My Soils”.



## Choosing the Input Soil Layer

The Soil Layers Tool scans through all of the layers in the Table of Contents (TOC) from top to bottom and chooses the first soil layer it finds as the input layer.



For example, the TOC shown here contains two soil layers...

- **“My Soils”** (soils clipped to a client’s fields) , and
- **“Soil”** (the default county-wide soil layer).

In this case, the Soil Layers Tool would use the “My Soils” layer as the input because it appears as the first soil layer in the TOC.

You may choose which soil layer is used as input simply by rearranging the order of layers in the TOC.

## Keep In Mind

- The resulting soil layers may be used with other ArcMap tools...

(Please refer to the NRCS-MI GIS web site for individual ArcMap tool user guides.)

- Use the NRCS-MI Layer Cutter tool to clip an HEL soil layer to a client’s fields and generate a report which details the percentage of each field that is HEL.
- The features within a Hydric Soil layer may be used as input when digitizing wetland determinations. From within an ArcMap edit session, either copy and paste features, use the Replace Sketch function, or intersect hydric soils and field features with the NRCS-MI Intersect Polygons tool.
- When creating a soil map with the Toolkit Map Products tool, consider using a Soil Name layer. Those who view the map may find that having the actual name of each soil in the map legend is more helpful than just the map unit symbol.
- The Soil Layers tool is not a replacement for Soil Data Viewer. It is simply intended as a means to more rapidly create layers for a few of the most commonly queried soil properties. Additional soil layer choices may be added at a later date, by request.
- Due to the current design of Customer Service Toolkit, the resulting layers saved within a Toolkit ArcMap project revert to a single symbol legend when the project is reopened. A request has been logged with the Toolkit developers, but until a fix is implemented, any interpretive soil layers which were based on a “clipped” Toolkit soil layer will have to be recreated, (as needed), when reopening a Toolkit ArcMap project.