Figure 5.3. Calculation of private-vacant-upland areas for land development scenarios

Removed several items from the Monroe County Property Appraiser's parcel attribute table that do not apply to the scenario. The purpose of this is to reduce the size of the parcel table.

Selected all PC codes equal to 81--89 and 94 and calc'd owner to public.
Selected for name containing "Conservancy", "Audoban", or "Trust" and calc'd to private_cons.
Calc'd the remaining records to private.

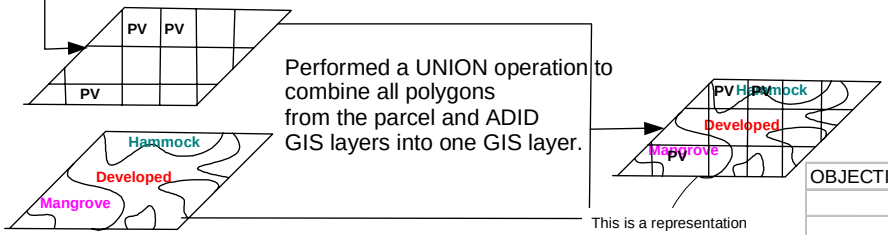
Selected codeown equal to 1 and vacant equal to 1. Calc'd pri_vac equal to 1. These are our private, vacant areas. The next step is to assign a vegetation type to these areas.

OBJECTID	Shape	AREA	PERIMETER	ID	PC	OWNER	CODEOWN	VACANT	PRI_VAC
1		2023789.7	5992.300912	112390	88	public	0	0	0
2		434293.13	3673.643555	112380	0	private	1	1	1
3		1507985.6	5119.512181	112400	88	public	0	0	0

Created a binary field for faster selection statements.

Selected PC code equal to 00, 10, 40, 70 and calc'd vacant to 1.
Calc'd the remaining records to 0.

This is the attribute table associated with the parcel GIS layer. The parcel GIS layer is then overlayed with the ADID GIS layer to assigned vegetation types to each parcel polygon.



Performed a UNION operation to combine all polygons from the parcel and ADID GIS layers into one GIS layer.

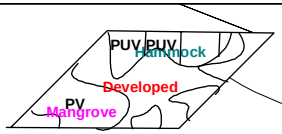
Added a field called pr_va_up. Selected pri_vac equal to 1 and code (habitat) equal to Hammocks, or Exotics, or Grasslands, or Ridge/ Hammock. Calc'd pr_va_up equal to 1. These are the private vacant upland parcels that can be developed in various scenarios.

This is a representation of the attribute table from the GIS layer.

OBJECTID	CODE	PC	CODEOWN	VACANT	PRI_VAC	PR_VA_UP
1	1	1	1	0	0	0
2	5	0	1	1	1	1
3	0	88	0	0	0	0

Added a unique identifier to each polygon.
Performed a DISSOLVE operation on vegetation type to remove un-necessary boundaries between like vegetation types. The lines between the private-vacant-upland areas are not removed during this process.
Note: The attribute table had to be re-linked to the GIS layer after this process. Only the private-vacant-upland areas have all of their attributes associated with the polygon.

Selected all private-vacant-upland areas and calculated their new vegetation code value to DEVELOPED for a 100% built scenario. Calculated the non-private-vacant-upland areas to their same or "current condition" vegetation value.



Representation of the attribute table

OBJECTID	CODE	PC	OWNER	CODEOWN	VACANT	PRI_VAC	PR_VA_UP	CODE_BO
90	5	00	private	1	1	1	1	8
91	5	00	private	1	1	1	1	8
92	2	XX	public	0	1	0	0	2
93	1	XX	private	1	0	0	0	1