

Recreation Access Model Attributes

Update March 26, 2019

Prefixes in field names indicate the general theme, as follows:

- rPrk = Regional parks access
- lPrk = Local parks access
- rTrl = Regional trails access
- lTrl = Local trails access
- rBtl = Regional boat launch access
- rFsh = Regional fishing access
- lFsh = Local fishing access
- rSwm = Regional swimming access
- lSwm = Local swimming access

Field Name	Field Alias	Description
PopSum	Population	Estimated population within the hexagon
rPrk_bNeed	Reg. Parks Base Need, Acres	Additional acres of regional parks needed in driving range of hexagon, to achieve baseline benchmark of 10 acres per 1000 people
rPrk_mNeed	Reg. Parks Max Need, Acres	Additional acres of regional parks needed in driving range of hexagon, to achieve maximum benchmark of 50 acres per 1000 people
rPrk_Acc	Reg. Park Acres in Range	Average acres of regional parks in driving access range
rPrk_p1K	Reg. Park Acres per 1000	Population-weighted average acres of regional parks in driving access range, per 1000 people
rPrk_tt30	Prop. w/in 30 Min. of Reg. Park	Proportion of population within a 30-minute drive of a park at least 1000 acres in size
rPrk_ttAvg	Avg. Drive Time to Reg. Park	Population-weighted average drive time, in minutes, to nearest park at least 1000 acres in size.
rPrk_bStat	Reg. Parks Baseline Benchmark Status	Categorical status of regional parks access relative to baseline benchmark; indicates how many additional park acres would be needed to serve people in 1000 identical hexagons
rPrk_mStat	Reg. Parks Max Benchmark Status	Categorical status of regional parks access relative to maximum benchmark
lPrk_bNeed	Loc. Parks Base Need, Acres	Additional acres of local parks needed within or adjacent to hexagon, to achieve baseline benchmark of 3 acres per 1000 people
lPrk_mNeed	Loc. Parks Max Need, Acres	Additional acres of local parks needed within or adjacent to hexagon, to achieve maximum benchmark of 15 acres per 1000 people
lPrk_Acc	Loc. Park Acres in Range	Average acres of local parks in walking access range of 30 minutes

Field Name	Field Alias	Description
IPrk_p1K	Loc. Park Acres per 1000	Population-weighted average acres of local parks in walking access range, per 1000 people
IPrk_tt10	Prop. w/in 10 Min. of Loc. Park	Proportion of population within a 10-minute walk of a park
IPrk_ttAvg	Avg. Walk Time to Loc. Park	Population-weighted average walk time to nearest park, in minutes
IPrk_bStat	Loc. Parks Baseline Benchmark Status	Categorical status of local parks access relative to baseline benchmark; indicates how many additional park acres would be needed to serve people within the hexagon
IPrk_mStat	Loc. Parks Max Benchmark Status	Categorical status of local parks access relative to maximum benchmark
rTrl_bNeed	Reg. Trails Base Need, Miles	Additional miles of regional trails needed in driving range of hexagon, to achieve baseline benchmark of 3 miles per 7500 people
rTrl_mNeed	Reg. Trails Max Need, Miles	Additional miles of regional trails needed in driving range of hexagon, to achieve maximum benchmark of 15 miles per 7500 people
rTrl_Acc	Reg. Trail Miles in Range	Average miles of regional trails in driving access range
rTrl_p75C	Reg. Trail Miles per 7500	Population-weighted average miles of regional trails in driving access range, per 7500 people
rTrl_tt30	Prop. w/in 30 Min. of Reg. Trail	Proportion of population within a 30-minute drive of a trail system at least 10 miles long
rTrl_ttAvg	Avg. Drive Time to Reg. Trail	Population-weighted average drive time, in minutes, to nearest trail system at least 10 miles long
rTrl_bStat	Reg. Trails Baseline Benchmark Status	Categorical status of regional trails access relative to baseline benchmark; indicates how many additional trail miles would be needed to serve people in 1000 identical hexagons
rTrl_mStat	Reg. Trails Max Benchmark Status	Categorical status of regional trails access relative to maximum benchmark
ITrl_bNeed	Loc. Trails Base Need, Miles	Additional miles of local trails needed within or adjacent to hexagon, to achieve baseline benchmark of 1 mile per 7500 people
ITrl_mNeed	Loc. Trails Max Need, Miles	Additional miles of local trails needed within or adjacent to hexagon, to achieve baseline benchmark of 5 miles per 7500 people
ITrl_Acc	Loc. Trails Mile in Range	Average miles of local trails in walking access range of 30 minutes
ITrl_p75C	Loc. Trail Miles per 7500	Population-weighted average miles of local trails in walking access range, per 7500 people
ITrl_tt10	Prop. w/in 10 Min. of Loc. Trail	Proportion of population within a 10-minute walk of a trail
ITrl_ttAvg	Avg. Walk Time to Loc. Trail	Population-weighted average walk time to nearest trail, in minutes.

Field Name	Field Alias	Description
ITrl_bStat	Loc. Trails Baseline Benchmark Status	Categorical status of local trails access relative to baseline benchmark; indicates how many additional trails miles would be needed to serve people within the hexagon
ITrl_mStat	Loc. Trails Max Benchmark Status	Categorical status of local trails access relative to maximum benchmark
rBtl_bNeed	Boating Base Need, Access Pts.):	Additional boat launches needed in driving range of hexagon, to achieve baseline benchmark of 1 boat launch per 10,000 people
rBtl_mNeed	Boating Max Need, Access Pts.):	Additional boat launches needed in driving range of hexagon, to achieve maximum benchmark of 5 boat launches per 10,000 people
rBtl_Acc	Boating Access Pts. in Range	Average number of boat launches in driving access range of 30 minutes
rBtl_p10K	Boating Access Pts. per 10,000	Population-weighted average number of boat launches in driving access range, per 10,000 people
rBtl_tt30	Prop. w/in 30 Min. of Boating	Proportion of population within a 30-minute drive of a boat launch
rBtl_ttAvg	Avg. Drive Time to Boating	Population-weighted average drive time, in minutes, to nearest boat launch
rBtl_bStat	Boating Baseline Benchmark Status	Categorical status of boating access relative to baseline benchmark; indicates how many additional boat launches would be needed to serve people in 1000 identical hexagons
rBtl_mStat	Boating Max Benchmark Status	Categorical status of boating access relative to maximum benchmark
rFsh_bNeed	Fishing Base Need, Access Pts.	Additional fishing access points needed in driving range of hexagon, to achieve baseline benchmark of 1 fishing access point per 10,000 people
rFsh_mNeed	Fishing Max Need, Access Pts.	Additional fishing access points needed in driving range of hexagon, to achieve baseline benchmark of 5 fishing access points per 10,000 people
rFsh_Acc	Fishing Access Pts. in Range	Average number of fishing access points in driving range of 30 minutes.
rFsh_p10K	Fishing Access Pts. per 10,000	Population-weighted average number of fishing access points in driving range, per 10,000 people
rFsh_tt30	Prop. w/in 30 Min. of Fishing	Proportion of population within a 30-minute drive of a fishing access point
rFsh_ttAvg	Avg. Drive Time to Fishing	Population-weighted average drive time, in minutes, to nearest fishing access point
IFsh_tt10	Prop. w/in 10 Min. of Fishing	Proportion of population within a 10-minute walk of a fishing access point

Field Name	Field Alias	Description
IFsh_ttAvg	Avg. Walk Time to Fishing	Population-weighted average walk time, in minutes, to nearest fishing access point
rFsh_bStat	Fishing Baseline Benchmark Status	Categorical status of fishing access relative to baseline benchmark; indicates how many additional fishing access points would be needed to serve people in 1000 identical hexagons
rFsh_mStat	Fishing Maximum Benchmark Status	Categorical status of fishing access relative to maximum benchmark
rSwm_bNeed	Swimming Base Need, Access Pts.	Additional non-pool, beach/bank swimming access points needed in driving range of hexagon, to achieve baseline benchmark of 1 swimming access point per 10,000 people
rSwm_mNeed	Swimming Max Need, Access Pts.	Additional non-pool, beach/bank swimming access points needed in driving range of hexagon, to achieve maximum benchmark of 5 swimming access point per 10,000 people
rSwm_Acc	Swimming Access Pts. in Range	Average number of swimming access points in driving range of 30 minutes
rSwm_p10K	Swimming Access Pts. per 10,000	Population-weighted average number of swimming access points in driving range, per 10,000 people
rSwm_tt30	Prop. w/in 30 Min. of Swimming	Proportion of population within a 30-minute drive of a swimming access point
rSwm_ttAvg	Avg. Drive Time to Swimming	Population-weighted average drive time, in minutes, to nearest swimming access point
ISwm_tt10	Prop. w/in 10 Min. of Swimming	Proportion of population within a 10-minute walk of a swimming access point
ISwm_ttAvg	Avg. Walk Time to Swimming	Population-weighted average walk time, in minutes, to nearest swimming access point.
rSwm_bStat	Swimming Baseline Benchmark Status	Categorical status of swimming access relative to baseline benchmark; indicates how many additional swimming access points would be needed to serve people in 1000 identical hexagons
rSwm_mStat	Swimming Max Benchmark Status	Categorical status of swimming access relative to maximum benchmark
terrScore	Terrestrial Recreation Score	Composite score of terrestrial recreation access, based on status of regional parks, local parks, regional trails, and local trails relative to baseline benchmarks, as well as travel time to nearest terrestrial recreation resources.
aquaScore	Aquatic Recreation Score	Composite score of aquatic recreation access, based on status of boating, fishing, and swimming access relative to baseline benchmarks, as well as travel time to nearest aquatic recreation resources.