

Table K2.--Soil Features

(See text for definitions of terms used in this table. Absence of an entry indicates that the feature is not a concern or that data were not estimated.)

Map symbol and soil name	Restrictive layer				Subsidence		Potential for frost action	Risk of corrosion	
	Kind	Depth to top	Thickness	Hardness	Initial	Total		Uncoated steel	Concrete
		In	In		In	In			
GpF3: Gilpin-----	Bedrock (paralithic)	20-40	---	---	0	---	Moderate	Low	High
Peabody-----	Bedrock (paralithic)	20-40	---	---	0	---	Moderate	High	Moderate
GvF: Gilpin-----	Bedrock (paralithic)	20-40	---	---	0	---	Moderate	Low	High
Pineville-----	---	---	---	---	0	---	Moderate	Low	High
Ha: Hackers-----	---	---	---	---	0	---	Moderate	Low	Moderate
MoB: Monongahela-----	---	---	---	---	0	---	Moderate	High	High
Ms: Moshannon-----	---	---	---	---	0	---	High	Low	Moderate
PvE: Pineville-----	---	---	---	---	0	---	Moderate	Low	High
RpF3: Rock outcrop-----	Bedrock (lithic)	0-0	---	---	0	---	None	---	---
Peabody-----	Bedrock (paralithic)	20-40	---	---	0	---	Moderate	High	Moderate
Gilpin-----	Bedrock (paralithic)	20-40	---	---	0	---	Moderate	Low	High
Sc: Senecaville-----	---	---	---	---	---	---	High	Moderate	Moderate

Table K2.--Soil Features--Continued

Map symbol and soil name	Restrictive layer				Subsidence		Potential for frost action	Risk of corrosion	
	Kind	Depth to top	Thickness	Hardness	Initial	Total		Uncoated steel	Concrete
		In	In		In	In			
Sm: Senecaville-----	---	---	---	---	0	---	High	Moderate	Moderate
Melvin-----	---	---	---	---	0	---	High	High	Low
Ss: Sensabaugh-----	---	---	---	---	0	---	Moderate	Low	Low
TsB: Tilsit-----	Bedrock (lithic)	40-40	---	---	0	---	High	High	High
Ud: Udorthents-----	---	---	---	---	---	---	---	---	---
UgC3: Upshur-----	Bedrock (paralithic)	40-40	---	---	0	---	Moderate	High	Moderate
Gilpin-----	Bedrock (paralithic)	20-40	---	---	0	---	Moderate	Low	High
UgD3: Upshur-----	Bedrock (paralithic)	40-40	---	---	0	---	Moderate	High	Moderate
Gilpin-----	Bedrock (paralithic)	20-40	---	---	0	---	Moderate	Low	High
UgE3: Upshur-----	Bedrock (paralithic)	40-40	---	---	0	---	Moderate	High	Moderate
Gilpin-----	Bedrock (paralithic)	20-40	---	---	0	---	Moderate	Low	High
VaD: Vandalia-----	---	---	---	---	0	---	Moderate	High	Moderate
VbD: Vandalia-----	---	---	---	---	0	---	Moderate	High	Moderate

