ERODIBLE SOILS LIST Lewis County, West Virginia--Detailed Soil Map Legend Frozen List as of 1/1/90

	 	
 Map Symbol 	MAPPING UNIT NAME	HEL Class (Water)
 BrE 	Bethesda-Rock outcrop complex, steep, very stony	Highly erodible land
BuC	Buchanan channery loam, 3 to 15 percent slopes, very stony	Potentially highly erodible land
BuD	Buchanan channery loam, 15 to 25 percent slopes, very stony	Highly erodible land
Cn	Chagrin silt loam	Not highly erodible land
GaC	Gilpin silt loam, 8 to 15 percent slopes	Highly erodible land
GaD	Gilpin silt loam, 15 to 25 percent slopes	Highly erodible land
GaE	Gilpin silt loam, 25 to 35 percent slopes	Highly erodible land
GaF	Gilpin silt loam, 35 to 70 percent slopes	Highly erodible land
GDF	Gilpin-Dekalb association, very steep, very	Highly erodible land
021	stony	
GuC	Gilpin-Upshur silt loams, 8 to 15 percent slopes	Highly erodible land
GuD	Gilpin-Upshur silt loams, 15 to 25 percent slopes	Highly erodible land
GuE	Gilpin-Upshur silt loams, 25 to 35 percent slopes	Highly erodible land
GwF3	Gilpin-Upshur silt loams, 35 to 70 percent slopes, severely eroded	Highly erodible land
Ha	Hackers silt loam	Not highly erodible land
JaE	Janelew channery silt loam, steep	Highly erodible land
Lh	Lobdell-Holly silt loams	Not highly erodible land
MoB	Monongahela silt loam, 3 to 8 percent slopes	Potentially highly erodible land
Ms	Moshannon silt loam	Not highly erodible land
Po	Pope fine sandy loam	Not highly erodible land
Sn	Senecaville silt loam	Not highly erodible land
Su	Sensabaugh silt loam	Not highly erodible land
U£	Udorthents, smoothed	Not classified
Ur	Udorthents-Urban land complex	Not classified
VaC	Vandalia silt loam, 8 to 15 percent slopes	Highly erodible land
VaD	Vandalia silt loam, 15 to 25 percent slopes	Highly erodible land
VaE	Vandalia silt loam, 25 to 35 percent slopes	Highly erodible land
WuE3	Westmoreland-Upshur complex, 25 to 35	Highly erodible land
	percent slopes, severely eroded	

 $[\]star$ For complexes and undifferentiated units the first named member is the HEL Class for the map unit.