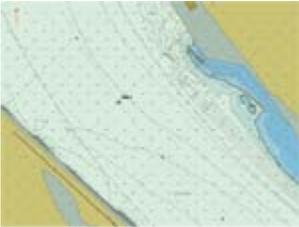


## I.1 Depths in Fairways and Areas

### I.1.1 Detailed Depth - referenced to one water level (C)

Detailed depth information (area) – referred to one reference water level only : Water area within the waterway whose detailed depth information is within a defined range of values that refer to only one vertical datum, the reference water level.

Graphics	Encoding Instructions	Object Encoding
<p><i>IENC Symbolization</i></p> 	<p>A) The reference water level is only provided in the cell header (field: DSPM, subfield SDAT) or in 'm_sdat' plus 'verdat', if applicable (e.g., within a cell where two rivers with different reference water levels meet). verdat on individual objects related to depth is prohibited.</p> <p>B) If the area is bounded by two or more depth contours: DRVAL2 takes the value of the deepest depth contour bounding the area. DRVAL1 takes the value of the shallowest depth contour bounding the area.</p> <p>C) If the shallowest depth of an unsurveyed area near the shore is defined by the river bank and the position of the riverbank is not exactly known, DRVAL1 = height of the riverbank above sounding/vertical datum, normally it is "unknown". DRVAL2 takes the value of the deepest depth contour bounding the area. QUASOU has to be encoded (see C.1.7 and I.1.9).</p> <p>D) If the shallowest depth of an unsurveyed area near the shore is defined by the river bank and the position of the river bank is exactly known, DRVAL1 = "0". DRVAL2 takes the value of the deepest depth contour bounding the area. Drying areas have to be encoded according to I.1.6 (low/high water range) QUASOU has to be encoded (see C.1.7 and I.1.9).</p> <p>E) If the area is bounded by only one depth contour and it is a hole: DRVAL1 takes the value of the depth contour shown. DRVAL2 takes the value of the deepest sounding within the depth contour if this is known. If one doesn't know how deep the hole reaches (which is normal) DRVAL2 is "unknown".</p> <p>F) If the area is bounded by only one depth contour and it is a peak:</p>	<p><b>Object Encoding</b></p> <p><b>Object Class = DEPARE(A)</b></p> <p>(M) DRVAL1 = [x.x] (metres), e.g., 2.7 or UNKNOWN</p> <p>(M) DRVAL2 = Maximum known depth of depth area: [xx.x] (metres) or UNKNOWN</p> <p>(C) QUASOU = [2 (depth unknown), 8 (value reported (not surveyed))]</p> <p>(C) SORDAT = [YYYYMMDD]</p> <p>(C) SORIND = (Refer to Section B, General Guidance)</p>

	<p>DRVAL2 takes the value of the depth contour shown. DRVAL1 takes the value of the shoalest sounding within the depth contour if this is known. If one doesn't know how high the peak reaches DRVAL1 is "unknown".</p> <p>G) Shallow depth areas with a diameter less than 10 m have to be encoded additionally as underwater rock, wreck or obstruction (see J.1.1 Rocks, J.2.1 Wrecks or J.3.1 Obstructions).</p> <p>H) All navigable water bodies shall be covered by either DEPARE, depare, DRGARE or UNSARE (Group 1) objects using one of the options mentioned in I.1.1 to I.1.9.</p>	
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