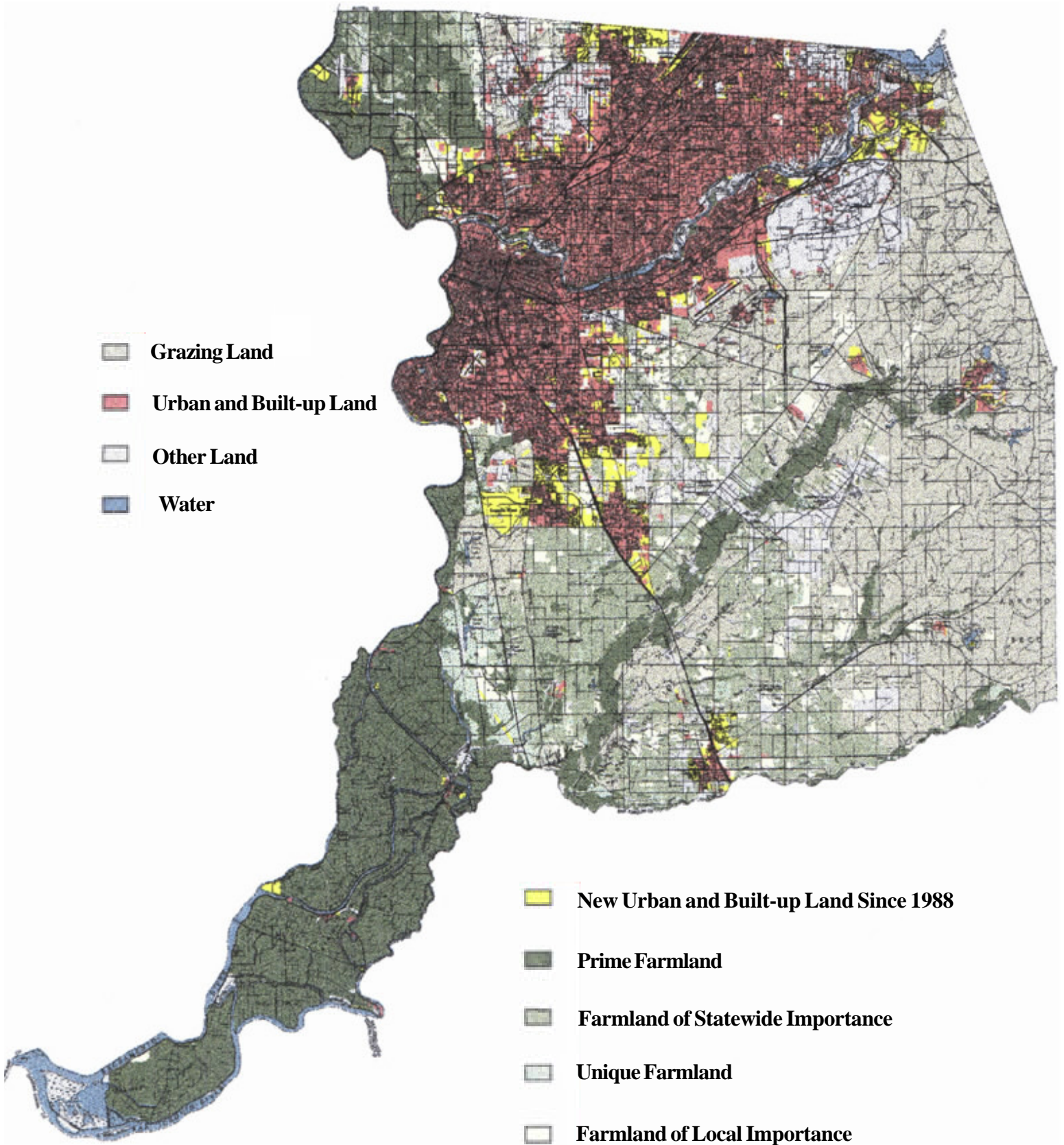


# Sacramento County Farmland Conversion 1988-1998



Source: California Department of Conservation, Farmland Mapping and Monitoring Program, 2000.

# FMMP Land Use Definitions

## **New Urban and Built-up Land Since 1988**

Conversions to urban and built-up land are from prime farmland, farmland of statewide importance, unique farmland, farmland of local importance, grazing land and other land.

## **Prime Farmland**

Land with the best combination of physical and chemical characteristics able to sustain long term production of agricultural crops. This land must have been used for production of irrigated crops at some time during the four years prior to the mapping date.

## **Farmland of Statewide Importance**

Land of agricultural importance to the local economy, as defined by each county's local advisory committee and adopted by its board of supervisors.

## **Unique Farmland**

Land used for production of the state's major crops on soils not qualifying for prime or statewide importance. This land is usually irrigated, but may include nonirrigated fruits and vegetables as found in some climatic zones in California.

## **Farmland of Local Importance**

Land of agricultural importance to the local economy, as defined by each county's local advisory committee and adopted by its board of supervisors.

## **Grazing Land**

Land on which the existing vegetation is suitable for grazing of livestock. The minimum mapping unit for this category is 40 acres.

## **Urban and Built-up Land**

Residential land with a density of at least six units per ten-acre parcel, as well as land used for industrial and commercial purposes, golf courses, landfills, airports, sewage treatment, and other water control structures.

## **Other Land**

Land which does not meet the criteria of any other category. Common examples include low density rural developments, wetlands, dense brush and timberlands, gravel pits, and small water bodies.

## **Water**

Perennial water bodies with an extent of at least 40 acres.