This guide is to provide guidance for creating geometries for projects where the wetland and upland portions combined make up the entirety of the project geometry. When this happens, you can clip the wetlands out of the uplands or vice-versa.

**Step 1 – Create Your Project**

The first step is to create your project and project geometry. For this tutorial I have created the following project

**Edit Project: 3058652**

![Project Edit Screen](image-url)
**Step 2 – Create First Accomplishment (Usually Wetlands)**

The first accomplishment that you create can be either your wetlands or uplands accomplishment. Generally, this is your wetlands accomplishment, especially if you are using a layer such as NWI as the source of your wetlands geometry.

Creating the wetlands first means that the uplands will be clipped out of the wetlands, and creating the uplands first means the wetlands will be clipped out of the uplands.

For this tutorial I created my wetlands by digitizing them manually in the mapper.
**Step 3 – Clip out Second Accomplishment from First Accomplishment**

1) First, create the second accomplishment using the project geometry. To do this go to your accomplishments tab in your project and select “New Accomplishment with Project Geometry”.

**Edit Project: 3058652**

![Image of project geometry editor]

2) **Before saving** the newly created accomplishment, click on edit accomplishment geometry. You will notice that (as expected) the geometry for this accomplishment matched that of your project.

3) To clip out your previously created accomplishment, we first need to select it. It should appear in your mapper as a shape filled with hatched lines. To select this accomplishment, click on “Other Tools” and click on one of the selection tools. The “Box Area Draw” is generally easiest to use.

![Image of mapper with selection tools]
4) After selecting the “Box Area Draw” or other selection, draw your selection so that it is touching a part of (or all) the accomplishment that you created first.

5) Select the “Submit Selection” option and a new window will pop up with various layers to select from. Select the tick box next to “HabITS Accomplishments”. Not that the “Feature Count” column is not always accurate. If it says 0, do not worry. Once you submit you confirm your selection it will still select you first accomplishment.
6) After confirming your selection your first accomplishment should be highlighted in a blue color that is similar to the color of the selection box. This indicates that it has been selected. Click anywhere inside the (now highlighted in blue) first accomplishment to open up a menu with a variety of options. Choose the “Cut All from editing feature” to clip out the geometry of the selected first accomplishment from the geometry of the second accomplishment which you are currently editing.

7) Once you click “Cut All from editing feature”, the accomplishment that you are currently editing (second accomplishment) should look as though it has been clipped away from the first accomplishment. In most cases you are good to click “Return to Accomplishment Form” but in some cases there might be some cleanup that you have to do.

If your accomplishment still has slivers (vertices) around the edges of the project that are apart from your main geometry (see picture below) we will need to remove these before being able to return to the accomplishment form.
8) To remove the vertices either click on the to remove or, if that doesn’t work, drag them outside the area of the project. Then, click anywhere inside the accomplishment and choose “Crop editing feature to parent project”
9) Finally, our second geometry should be cleaned up and good to go. If all your slivers are gone (see image) than click on the “Return to Accomplishment Form” button.

10) Finally, save your accomplishment and you are done!