



# NOAA's Continually Updated Shoreline Product

## NOAA's National Geodetic Survey (NGS)

has developed an ambitious project—the Continually Updated Shoreline Product (CUSP)—**to provide the most current shoreline representation** of the United States and its territories.

## Why a new continuous shoreline?

At least 15 federal agencies, most coastal state and local organizations, as well as academic institutions and private companies are **consumers of coastal mapping data**. Shoreline data assists decision makers in developing coastal community plans, managing resources, mitigating hazard events, conducting environmental analyses, and more.

## Goal for CUSP

**Shoreline is a dynamic interface between land and water.** Over the years, several continuous shorelines have been developed, but many may not have been maintained and, therefore, no longer adequately represent changes to the land-water interface. **CUSP has been designed to deliver continuous shoreline with frequent updates.**

CUSP will identify surveys for inclusion, **employ state-of-the-art technology** for cartographic review and validation, **attribute shoreline features**, and develop a strategy to delineate shoreline as it becomes available. Where applicable, CUSP will reference a mean-high water shoreline based on vertical modeling or image interpretation using both water level stations and/or shoreline indicators.



## Data Sources for CUSP

CUSP is built upon NGS National Shoreline data and uses **both NOAA and non-NOAA contemporary sources** to replace older vintage shoreline areas. These data sources—coupled with NOAA tools (such as VDatum) and outside-sourced data sets which meet NOAA standards—contribute to the creation of a continually updated shoreline.

NOAA is **exploring additional data sources** for CUSP. Shoreline providers who wish to contribute their data to CUSP are encouraged to contact us.

## For more information, contact NGS:

- **On the Web**  
geodesy.noaa.gov/CUSP
- **By email**  
ngs.shoreline@noaa.gov

CUSP