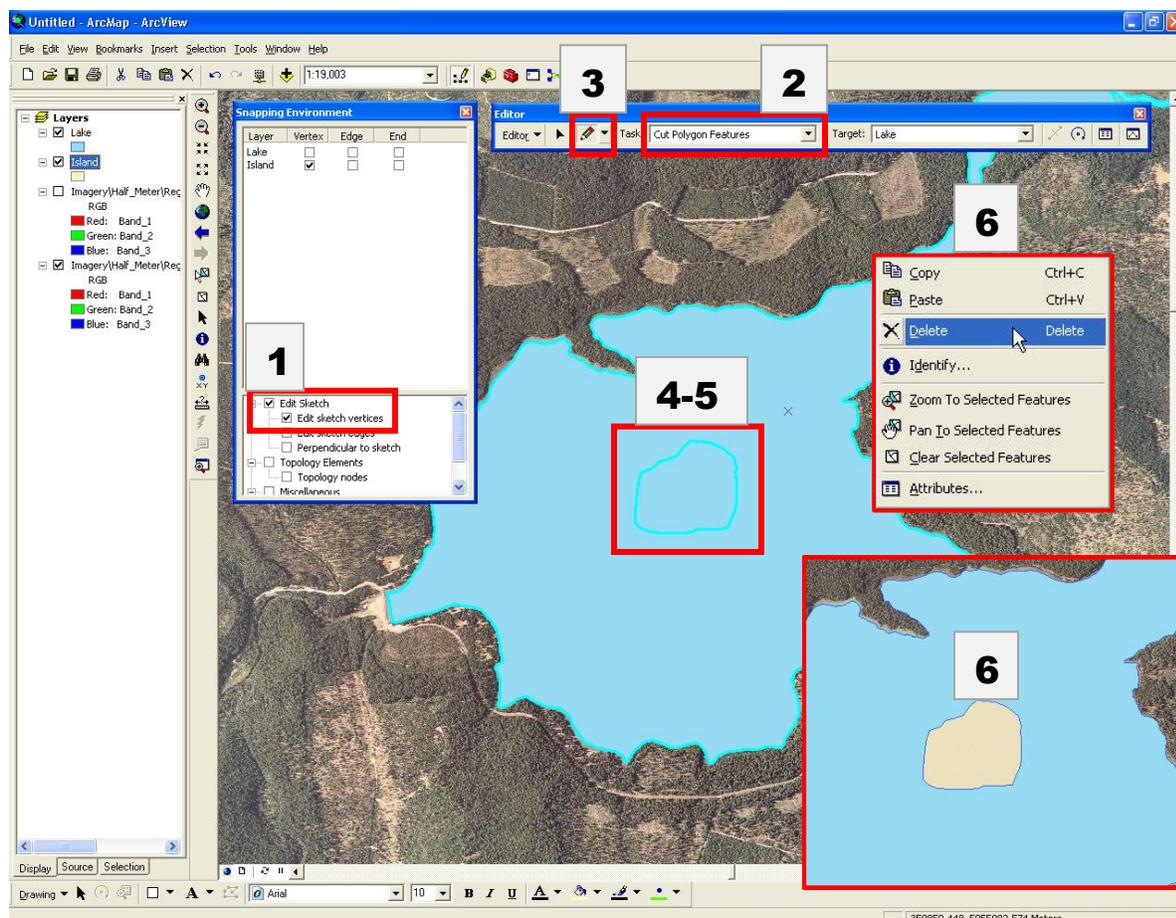




Cutting donut holes in existing polygons

1. Open the Snapping Environment dialog box and turn on snapping for edit sketch vertices. The check box is at the bottom of the dialog box. With edit sketch snapping, you can better construct a closed boundary defining the area you want to remove.
2. Set the task to Cut Polygon Features.
3. Click the Sketch tool.  (Select the feature you are editing if the sketch tool is grayed out)
4. Sketch the area you want to remove. Make sure the end vertex snaps to the first one, so you end up with a closed polygon.
5. Finish the sketch.
6. You now have two polygons. Select only the inner polygon and press the Delete key.





Cutting donut holes using existing polygons

To use an existing overlapping polygon for the shape of the hole, use the Clip command. When using this method, keep in mind that all editable features underneath the feature you are using to clip with will be clipped.

1. Select the inner polygon.
2. Click the Editor menu and click Clip.
3. Set the buffer distance to 0 and choose to discard the area that intersects.
4. Click OK.
5. The Lake feature is now clipped to the Island

