



Data Source:
Shoreline Type
GeoBC Coastal Resource Shorezone Database, 2008
Base Information
1:20,000 GeoBC Terrain Resource Information
Management (TRIM) Database
1:20,000
0 0.25 0.5 1
Kilometers

Legend	
	Unit Break Points
	Undefined
Immobile Substrates	
	1 - Bedrock - CC 1-20 - VE
	2 - Bedrock - CC 1-20 - E
	3 - Bedrock/Boulder - CC 1-23, 32, 33 - SE
	4 - Bedrock/Gravel - CC 1-23, 33 - SP
	5 - Bedrock/Gravel - CC 1-23,33 - PNP
Mobile/Partially Mobile Substrates	
	6 - Sand & Gravel - CC 24-26, 32 - SP
	7 - Sand & Gravel - CC 24-26,32 - VP/P
	8 - Estuary or Sand/Mud - CC 27-31 - VP/P/SP
	9 - Sediment - CC 21 - 30 - SE/E
Current Dominated	
	10 - Bedrock or Sediment - CC 34 - VP/P/SP
	11 - Bedrock or Sediment - CC 35 - VP/P/SP
Tidal Lagoon	
	12 - Tidal Lagoon
CC Type	
Rock Shore Types - characterized by a lack of classic sediments such as gravel or sand.	Sediment Shore Types - have substrates that have little or no bedrock cropping out.
1) Rock Ramp, Wide	21) Gravel Flat, Wide
2) Rock Platform, Wide	22) Gravel Beach
3) Rock Cliff, Narrow	23) Gravel Flat or Fan
4) Rock Ramp, Narrow	24) Sand and Gravel Flat or Fan, Wide
5) Rock Platform, Narrow	25) Sand and Gravel Beach
6) Sand and Gravel Beach	26) Sand and Gravel Flat or Fan, Narrow
7) Sand with Gravel Beach, Wide	27) Sand Beach, Wide
8) Platform with Gravel Beach, Wide	28) Sand Flat
9) Sand with Gravel Beach, Narrow	29) Sand Beach, Narrow
10) Platform with Gravel Beach, Narrow	30) Shallows
11) Heavy with Sand and Gravel Beach, Wide	31) Man-made, permeable
12) Platform with Sand and Gravel Beach, Wide	32) Man-made, impermeable
13) Cliff with Sand and Gravel Beach	33) Channel
14) Heavy with Sand and Gravel Beach, Narrow	34) Channel
15) Platform with Sand and Gravel Beach, Wide	35) Tidal Lagoon
16) Heavy with Sand Beach, Wide	
17) Platform with Sand Beach, Wide	
18) Cliff with Sand Beach	
19) Heavy with Sand Beach, Narrow	
20) Platform with Sand Beach, Narrow	

Shoreline Habitat

The Habitat Type provides a simplified picture of the "look" of the unit overall, based on the detailed biophysical attributes that have been mapped. The Habitat Type category is a summary of the observations of both the units biological and geomorphological features. Each Habitat Type has a definition that includes the typical substrate, wave exposure and biobands. For example, for the Semi-exposed, immobile substrate Habitat Type, part of the definition of that class is a certain combination of the most likely biobands and indicator species present at a bedrock shoreline with no mobile sediment present.

How is Habitat Type determined?

Each Habitat Type has typical biological features (including both an indicator species list and typical associated biobands). To determine the Habitat Type, the biomapper looks at the along-shore Units as designated and described by the physical mapper, and

1. records the observations of the biobands in the unit and looks for indicator species,
2. assigns a bio-wave exposure category,
3. reviews the physical mapped information, and
4. assigns the Habitat Type that best describes the unit.

The Habitat Type is based on the whole unit and is similar to the physical mappers use of the 'Coastal Class' category, in that the detailed across-shore data are summarized into one attribute. The simplified category describes the features of the whole unit.

Habitat Type is a summary of the biophysical classification of the whole shore unit, based on:

- the biobands observed,
- the wave exposure as indicated by the bands, and
- the substrate types in the unit.

Legend Definitions

CC - Coastal Classification number

Wave Exposure

- E - Exposed - Very high wave exposure, open ocean swells usually fetches >500km
- VE - Very Exposed - Extreme high wave exposure
- SE - Semi Exposed - High wave exposure, open shorelines, areas between fully exposed and more sheltered, usually fetches 50 to 500km
- P - Protected - Low wave exposure, sheltered inlets, usually fetches less than 10km
- SP - Semi Protected - Moderate wave exposure, partly sheltered, usually fetches 10-50km
- VP - Very Protected - Very low wave exposure, fetches < 1km, sheltered anchorages at heads of bays and inlets

Table WCVL GOES WITH BIO_AREAS WCVL SCVL WCVLNorth, JdF
Habitat Classification for "Exposure Bio" (EXP_BIO) and "Habitat Observed" (HAB_OBS) based on visible macro-biota assemblages for the West Coast Vancouver Island bio-mapping.

MAJOR SUBSTRATE	BEDROCK/BOULDER	BEDROCK/BOULDER	BEDROCK/BOULDER	BEDROCK/BOULDER	SAND & GRAVEL	SAND & GRAVEL	SANDMUD	SEDIMENT	BEDROCK OR SEDIMENT
COASTAL CLASSES	1-20	1-20	1-23, 32, 33	1-23, 33	24, 25, 26, 32	24, 25, 26, 32	27, 28, 29, 30, 31	24 - 30	
EXPOSURE (EXP_BIO)	E	SE	SP	P, VP	SP	P, VP	SP, P, VP	SE, E	VP, P, SP
HABITAT OBSERVED (HAB_OBS)	2	3 *	4	5	6	7	8	9	10
upper	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>
middle	<i>Balanus glandula</i>	<i>Balanus glandula</i>	<i>Balanus glandula</i>	<i>Balanus glandula</i>	<i>Balanus glandula</i>	<i>Balanus glandula</i>	<i>Balanus glandula</i>	<i>Balanus glandula</i>	<i>Balanus glandula</i>
lower	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>
mid/low	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>
low	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>
intertidal	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>
subtidal	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>	<i>Foraminifera</i>

