



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 - P/VP

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

Tidal Lagoon

11 - Bedrock or Sediment - CC 35 - VP/P/SP

CC	Type
Rock Shore Types - characterized by a lack of clastic sediments such as gravel or sand.	
1	Rock Ramp, Wide
2	Rock Flattish Beach
3	Rock Cliff
4	Rock Ramp, Narrow
5	Rock Flattish Beach
Rock and Sediment Shore Types - rock and pockets of clastic sediments	
6	Rampy with Gravel Beach, Wide
7	Rampy with Gravel Beach, Wide
8	Cliff with Gravel Beach
9	Rampy with Gravel Beach, Narrow
10	Rampy with Gravel Beach, Wide
11	Rampy with Sand and Gravel Beach, Wide
12	Rampy with Sand and Gravel Beach, Wide
13	Cliff with Sand and Gravel Beach
14	Rampy with Sand and Gravel Beach, Narrow
15	Rampy with Sand and Gravel Beach, Narrow
16	Rampy with Sand Beach, Wide
17	Rampy with Sand Beach, Wide
18	Cliff with Sand Beach
19	Rampy with Sand Beach, Narrow
20	Rampy with Sand Beach, Narrow