



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

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 map, 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 cross-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 OC/CHL Original spp/hab table from Gwaii Haanas Habitat Classification Based on Visible Macro-Biota Assemblages for the Queen Charlotte shoreline									
SUBSTRATE STABILITY MAJOR SUBSTRATE COASTAL CLASSES EXPOSURE CODE COMMUNITY CODE (CC/CHL)	IMMOBILE SUBSTRATES					MOBILE OR PARTIALLY MOBILE SUBSTRATES			
	BEDROCK	BEDROCK	BEDROCK/BOULDER	BEDROCK/GRAVEL	BEDROCK/GRAVEL	SAND & GRAVEL	SAND & GRAVEL	ESTUARY or SAND/MUD	BEDROCK OR SEDIMENT
	1-20	1-20	1-23, 32, 33	1-23, 33	1-23, 33	24, 25, 26, 32	24, 25, 26, 32	27, 28, 29, 30, 31	21-30
	VE	E	SE	SP	VP, P	SP	VP, P	VP, P, SP	SE, E
	1	2	3	4	5	6	7	8	9
upper	<i>Ferrucaria</i>	<i>Ferrucaria</i>	<i>Ferrucaria</i>	<i>Ferrucaria</i>	<i>Ferrucaria</i>	<i>Ferrucaria</i>	<i>Ferrucaria</i>	<i>Ferrucaria</i>	<i>Ferrucaria</i>
middle	<i>Palicourea californica</i>	<i>Palicourea californica</i>	<i>Palicourea californica</i>	<i>Palicourea californica</i>	<i>Palicourea californica</i>	<i>Palicourea californica</i>	<i>Palicourea californica</i>	<i>Palicourea californica</i>	<i>Palicourea californica</i>
midlow	<i>Alaria</i>	<i>Alaria</i>	<i>Alaria</i>	<i>Alaria</i>	<i>Alaria</i>	<i>Alaria</i>	<i>Alaria</i>	<i>Alaria</i>	<i>Alaria</i>
lower	<i>Laminaria</i>	<i>Laminaria</i>	<i>Laminaria</i>	<i>Laminaria</i>	<i>Laminaria</i>	<i>Laminaria</i>	<i>Laminaria</i>	<i>Laminaria</i>	<i>Laminaria</i>
subtidal	<i>Ulva</i>	<i>Ulva</i>	<i>Ulva</i>	<i>Ulva</i>	<i>Ulva</i>	<i>Ulva</i>	<i>Ulva</i>	<i>Ulva</i>	<i>Ulva</i>

