



Legend

- | 10 | Unit Break Points | | Mobile/Partially Mobile Substrates |
|----|--|--|--|
| | Undefined | | 6 - Sand & Gravel - CC 24-26, 32 - SP |
| | Immobile Substrates | | 7 - Sand & Gravel - CC 24-26, 32 - VP/P |
| | 1 - Bedrock - CC 1-20 - VE | | 8 - Estuary or Sand/Mud - CC 27-31 - VP/P/SP |
| | 2 - Bedrock - CC 1-20 - E | | 9 - Sediment - CC 21 - 30 - SE/E |
| | 3 - Bedrock/Boulder - CC 1-23, 32, 33 - SE | | Current Dominated |
| | 4 - Bedrock/Gravel - CC 1-23, 33 - SP | | 10 - Bedrock or Sediment - CC 34 - VP/P/SP |
| | 5 - Bedrock/Gravel - CC 1-23,33 - P/P/P | | Tidal Lagoon |
| | | | 11 - Bedrock or Sediment - CC 35 - VP/P/SP |

Mobile/Partially Mobile Substrates

Current Dominated

Tidal Lagoon

	CC	Type
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Shoreline Habitat

[illegible]