

# Phase 1 Habitat Legend

## A - Woodland and scrub

- 1 Woodland
  - 1 Broad-leaved
  -  1 Semi-natural
  -  2 Plantation
- 2 Coniferous
  -  2 Plantation
- 3 Mixed
  -  2 Plantation
- 2 Scrub
  -  1 Dense/Continuous
- 3 Parkland/scattered trees
  -  1 Broad-leaved
  -  2 Coniferous
- 4 Recently-felled woodland
  -  1 Broad-leaved
  -  2 Coniferous

## C - Tall herb and fern

- 1 Bracken
  -  1 Continuous
- 3 Other
  -  1 Tall Ruderal

## D - Heathland

- 1 Dry dwarf shrub heath
  -  1 Acid
- 5 Dry heath/acid grassland mosaic
  -  Heathland Dry Heath/Acid Grassland

## B - Grassland and marsh

- 1 Acid grassland
  -  1 Unimproved
  -  2 Semi-improved
- 2 Neutral grassland
  -  1 Unimproved
  -  2 Semi-improved
- 3 Calcareous grassland
  -  1 Unimproved
- 4 Improved grassland
  -  I Improved Grassland
- 5 Marsh/marshy grassland
  -  Marshy Grassland
- 6 Poor semi-improved grassland
  -  SI Poor Semi-improved Grassland

## E - Mire

- 1 Bog
  -  8 Dry modified bog
- 3 Fen
  -  2 Basin Mire

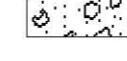
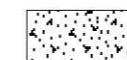
## F - Swamp, marginal and inundation

- 1 Swamp
  -  Swamp
- 2 Marginal and inundation
  -  2 Inundation vegetation

## G - Open water

- 1 Standing water
  -  Standing Water
- 2 Running water
  -  Running Water
  -  Watercourse

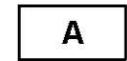
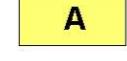
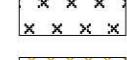
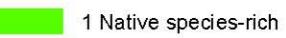
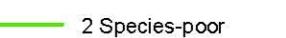
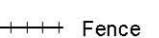
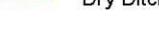
## H - Coastland

- 1 Intertidal
  -  1 Mud/sand
  -  2 Shingle/cobbles
  -  3 Boulders/rocks
- 3 Shingle above high water mark
  -  Shingle/Gravel Above High Tide Mark
- 4 Boulders/rocks above high tide mark
  -  Boulders/Rocks Above High Tide Mark
- 6 Sand dune
  -  8 Open dune
- 8 Maritime cliff and slope
  -  1 Hard Cliff
  -  4 Coastal grassland

## I - Rock exposure and waste

- 1 Natural
  -  1 Acid/neutral
- 2 Artificial
  -  Q 1 Quarry
  -  S 2 Spoil
  -  R 4 Refuse-tip

## J - Miscellaneous

- 1 Cultivated/disturbed land
  -  A 1 Arable
  -  A 2 Amenity grassland
  -  3 Ephemeral/short perennial
  -  4 Introduced shrub
- 2 Boundaries (mapping optional)
  - 1 Intact Hedge
    -  1 Native species-rich
    -  2 Species-poor
  - 2 Defunct Hedge
    -  2 Species-poor
  - 3 Hedge and Trees
    -  Hedge and Trees Species-poor
    -  Trees
  - 4 Fence
    -  Fence
    -  Dry Ditch
  - 6 Dry Ditch
    -  Dry Ditch

## 3 Built up area

-  4 Caravan site
-  6 Buildings

## 4 Bare ground

-  Bare Ground

## 5 Other habitat

-  Other Habitat