

KEY TO DAFF PHASE 1 & PHASE 2 HABITAT SURVEY MAPS

-  Phase 1 target notes
-  Phase 2 target notes
-  Water courses
-  G1 Standing water / Open water
- Swamp**
-  F1 Swamp
-  F1.1 Scattered swamp vegetation
-  F2.2 Inundation vegetation
- Woodland & scrub**
-  A1.1.1 Semi-rare rain broadleaved woodland
-  A1.1.2 Broadleaved plantation
-  A1.2.1 Semi-rare rain coarse roots woodland
-  A1.2.2 Coarse roots plantation
-  A1.3.2 Mixed plantation
-  A2.1 Dense scrub
-  A2.2 Scattered scrub
-  A3.1 Scattered broadleaved trees
-  A3.2 Scattered coarses
-  A3.3 Scattered mixed trees
- Grassland**
-  B1.1 Unimproved acid grassland
-  B1.2 Semi-improved acid grassland
-  B2.1 Unimproved neutral grassland
-  B2.2 Semi-improved neutral grassland
-  B3.1 Unimproved calcareous grassland
-  B3.2 Semi-improved calcareous grassland
-  B4 Improved grassland
-  B5 Marshy grassland
-  B6 Poor semi-improved grassland
- Mire / DS**
-  E1.6.1 Basket bog
-  E1.6.2 Raked bog
-  E1.7 Wet modified bog
-  E1.8 Dry modified bog
-  E2.1 Acid/neutral fens
-  E2.2 Basic fens
-  E3 Fen
-  E3.1 Valley mire
-  E3.2 Basin mire
- Arable & miscellaneous**
-  J1.1 Arable
-  J1.2 Amenity grassland
-  J1.3 EpheMERAL short perennial
-  J1.4 Introduced sward
-  J3.4 Caravan site
-  J3.5 Sea wall
-  J3.6 Built up
-  J4 Bare ground
-  J6 Farmyard
- Heathland**
-  D1.1 Dry dwarf shrub heath (acid)
-  D2 Wet dwarf shrub heath
-  D5 Dry heath/acid grassland mosaic
-  D6 Wet heath/acid grassland mosaic
-  D7 Scattered heath vegetation
- Coastland**
-  H1.1 Mud/sand
-  H1.2 Shingle/cobbles
-  H1.3 Boulders/rocks
-  H2.3 Saltmarsh/dune interface
-  H2.4 Scattered saltmarsh
-  H2.6 Continuous saltmarsh
-  H3 Shingle above high tide mark
-  H6.3 Dune grassland/dune heath mosaic
-  H6.4 Dune slack
-  H6.5 Dune grassland
-  H6.6 Dune heath
-  H6.7 Dune scrub
-  H6.8 Open dune
-  H6.9 Scattered dune vegetation
-  H8.1 Maritime hard cliff
-  H8.2 Maritime soft cliff
-  H8.4 Coastal grassland
- H8.5 Coastal heathland
- H8.6 Coastal grassland/coastal heath mosaic
- Rock & spoil**
- I1.1.1 Acid/neutral heath cliff
- I1.2.1 Acid/neutral scree
- I1.3 Limestone pavement!!!
- I2.1 Quarry
- I2.2 Spoil
- I2.3 Mine
- I2.4 Refuse tip
- Bracken & ride rail**
- C1.1 Dense bracken
- C1.2 Scattered bracken
- C3.1 Tall ride rail

Notes: for labelling of grassland and arable areas, the following codes are used:
 SI Semi-improved
 I Improved
 A Arable
 bright yellow areas marked "A" indicate amenity grassland

