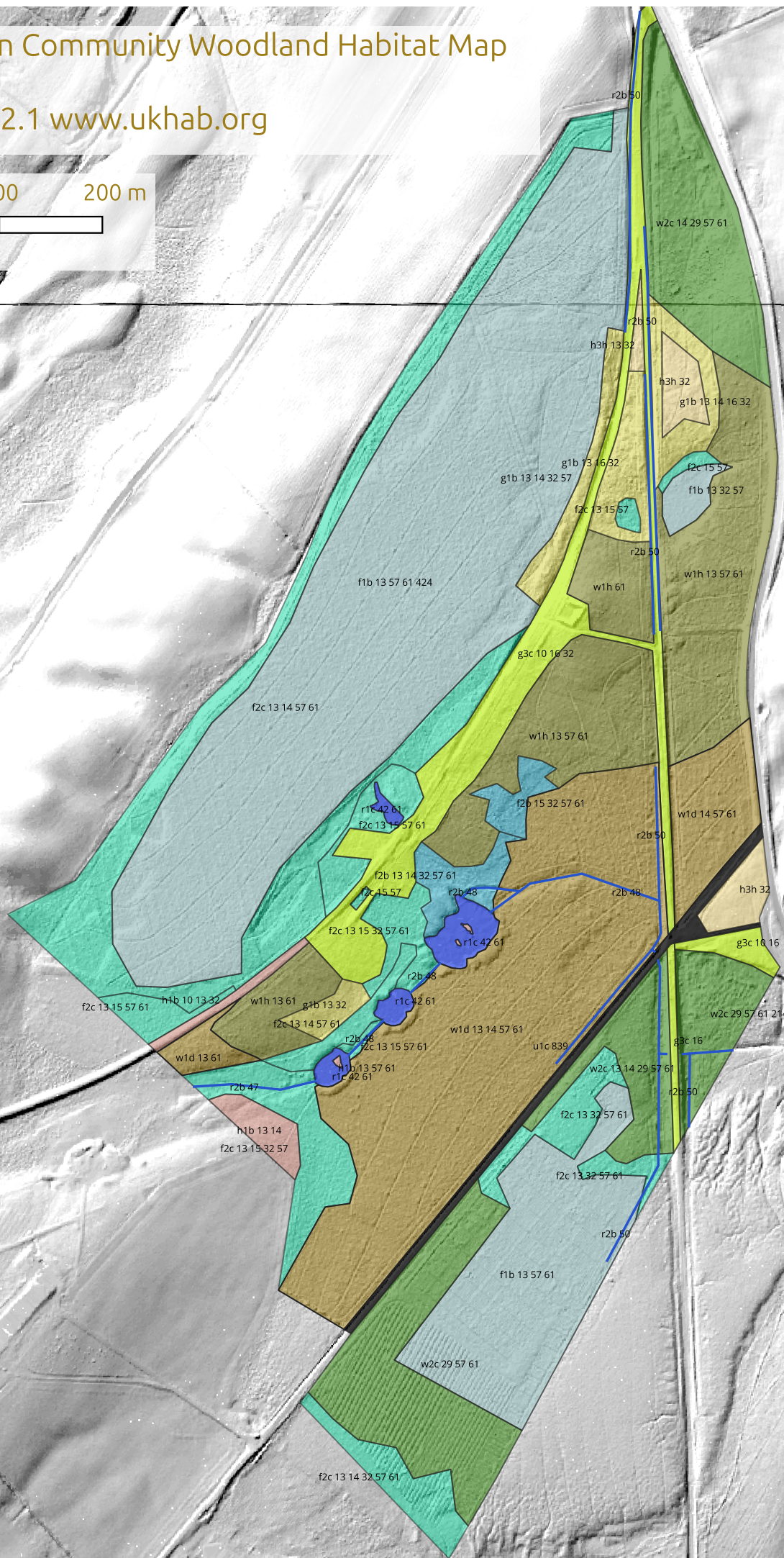


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Legend

UKHABLevel4Line

- r2b - Other rivers and streams
- 47 Freshwater - natural
- 48 Freshwater - heavily modified
- 50 Ditch

UKHABLevel4Area

- w1h - Other woodland; mixed
- w1d - Wet woodland
- w2c - Other coniferous woodland
- f1b - Lowland raised bog
- f2b - Purple moor-grass and rush pasture
- f2c - Upland flushes, fens and swamps
- g1b - Upland acid grassland
- g3c - Other neutral grassland
- h1b - Upland heathland
- h3h - Mixed scrub
- u1c - Artificial unvegetated, unsealed surface
- r1c - Oligotrophic and dystrophic lakes
- 10 Scattered scrub
- 13 Scattered dwarf shrubs
- 14 Scattered rushes
- 15 Rushes dominant
- 16 Tall forbs
- 29 Plantation
- 32 Scattered trees
- 42 Pond (priority status cannot be determined)
- 50 Ditch
- 57 Peat
- 61 Re-created habitat
- 424 Grip blocking
- 839 Track

Primary habitats are arranged in five hierarchical levels of increasing detail. Levels 2 to 5 are coded with alternate letters and numbers e.g. g3b5. In UKHab mapping rules every habitat feature must have a single Primary Habitat code. More detail can be added to Primary Habitat records with the use of Secondary Codes.

Secondary codes allow the recording of additional information, linked to the Primary Habitat. They are normally codes that can be used with more than one Level 2 Primary Habitat (e.g. 10 Scattered scrub could be linked with g Grassland or h Heathland and shrub or several other Level 2 Primary Habitats).

Example UKHab Code:

f1b 13 57 61 424

f1b primary code - Lowland raised bog

13 secondary code (essential) - Scattered dwarf shrubs

57 secondary code (essential) - Peat

61 secondary code (essential) - Re-created habitat

424 secondary code - Grip blocking