











Legend

Woodland and scrub Grassland and marsh Mire Miscellaneous 1 Woodland 1 Acid grassland 1 Bog 1 Cultivated/disturbed land 1 Broad-leaved *6 Sphagnum bog Α 1 Unimproved *1 Arable 1 Semi-natural *1 Blanket bog 2 Semi-improved SI *2 Amenity grassland Α 2 Plantation *7 Wet modified bog *3 Ephermeral/short \times_{\times} 2 Neutral grassland perennial 2 Coniferous *8 Dry modified bog 1 Unimproved 1 Plantation 2 Boundaries (mapping optional) 2 Semi-improved 2 Flush and spring 2 Mixed 1 Intact hedge 1 Acid/neutral flush *1 Native species rich 4 Improved grassland I 2 Scrub *3 Fen *2 Species poor 1 Dense/continuous 5 Marsh/marshy grassland 2 Scattered \times_{\times} 2 Defunct hedge Swamp, marginal and inundation SI 6 Poor semi-improved *1 Native species rich grassland 3 Parkland/scattered trees 1 Swamp *2 Species poor 1 Broad-leaved • • Tall herb and fern Open water 2 Coniferous • • 1 Bracken 1 Standing water 3 Hedges and trees 3 Mixed **● ●** 1 Continuous *1 Native species rich 2 Running water *2 Species poor 2 Scattered \times_{\times} 4 Recently-felled woodland Rock exposure and waste 1 Coniferous 4 Fence 3 Other 1 Natural 1 Tall ruderal Fence removed $\times \times \times \times$ 4 Other Exposure 000 2 Non-ruderal 5 Wall 1 Acid/neutral Heathland 8 Earth bank 1 Dry dwarf shrub heath 3 Built-up areas 1 Acid *6 Buildings 5 Dry heath/acid grassland mosaic 4 Bare ground 6 Wet heath/acid grassland mosaic (22) **Target Notes**