

Each box refers to one Level 1 habitat (A – J).

For each transect section, note the appropriate Level 1 habitat, then choose the relevant options for Levels 2, 3 and 4 from within the box.

A - WOODLAND

LEVEL 2 options

- 1 Broadleaved
- 2 Coniferous
- 3 Mixed (10% of each)
- 4 Broadleaved water-logged
- 5 Coniferous water-logged
- 6 Mixed water-logged

LEVEL 3 options

- 1 Mixed-aged or semi-natural
- 2 Coppice with standards
- 3 Coppice without standards
- 4 Mature plantation (taller than 10m, with closed canopy)
- 5 Young plantation (5-10m, open canopy)
- 6 Parkland (scattered trees and grassy areas)
- 7 High-medium disturbance from people
- 8 Low disturbance
- 9 Near road (within 50m)

LEVEL 4 options

- 1 Dense shrub layer
- 2 Moderate shrub layer
- 3 Sparse shrub layer
- 4 Dense field layer
- 5 Moderate field layer
- 6 Sparse field layer
- 7 Grazed (moderate to heavy)
- 8 Lightly grazed
- 9 Dead wood present
- 10 Dead wood absent

Shrub layer comprises woody plants less than 5m tall.
Field layer comprises herbaceous, non-woody plants.

B - SCRUBLAND (includes young woodland <5m tall)

LEVEL 2 options

- 1 Regenerating natural or semi-natural woodland
- 2 Downland (chalk)
- 3 Heath scrub
- 4 Young coppice
- 5 New plantation
- 6 Clear-felled with or without new saplings
- 7 Other

LEVEL 3 options

- 1 Broadleaved
- 2 Coniferous
- 3 Mixed (at least 10% of each)
- 4 Broadleaved swamp scrub
- 5 Coniferous swamp scrub
- 6 Mixed swamp scrub
- 7 High-medium disturbance from people
- 8 Low disturbance
- 9 Near road (within 50m)

LEVEL 4 options

- 1 Predominantly tall (3-5m)
- 2 Predominantly low (1-3m)
- 3 Dense shrub layer
- 4 Moderate shrub layer
- 5 Sparse shrub layer
- 6 Extensive bracken
- 7 Dense field layer
- 8 Moderate field layer
- 9 Sparse field layer
- 10 Grazed (moderate to heavy)

C - SEMI-NATURAL GRASSLAND / MARSH

LEVEL 2 options

- 1 Chalk downland
- 2 Grass moor (unenclosed)
- 3 Grass moor mixed with heather (unenclosed)
- 4 Machair
- 5 Other dry grassland
- 6 Water-meadow/ grazing marsh
- 7 Reed swamp
- 8 Other open marsh
- 9 Saltmarsh

LEVEL 3 options

- 1 Hedgerow with trees
- 2 Hedgerow without trees
- 3 Tree-line without hedge
- 4 Other field boundary (wall, ditch, etc.)
- 5 Isolated group of trees
- 6 No field boundary
- 7 Montane
- 8 High-medium disturbance from people
- 9 Low disturbance
- 10 Near road (within 50m)

LEVEL 4 options

- 1 Ungrazed
- 2 Cattle
- 3 Sheep
- 4 Horses
- 5 Rabbits
- 6 Deer
- 7 Other grazers
- 8 Extensive bracken
- 9 Hay

D - HEATHLAND AND BOGS

LEVEL 2 options

- 1 Dry heath
- 2 Wet heath
- 3 Mixed heath
- 4 Bog
- 5 Breckland
- 6 Drained bog
- 7 Bare peat

LEVEL 3 options

- 1 Montane
- 2 Raised bog
- 3 Valley/basin bog
- 4 Blanket bog
- 5 Heath mixed with rough grass
- 6 Heath without grass
- 7 Heath with extensive bracken
- 8 Undetermined bog
- 9 Isolated group of trees
- 10 Disturbance from people
- 11 Low disturbance
- 12 Near road (within 50m)

LEVEL 4 options

- 1 Ungrazed
- 2 Cattle
- 3 Sheep
- 4 Horses
- 5 Rabbits
- 6 Deer
- 7 Other grazers
- 8 Ploughed
- 9 Burned
- 10 Planted with saplings less than 0.5m tall

E - FARMLAND

LEVEL 2 options

- 1 Improved grassland
- 2 Unimproved
- 3 Mixed grass/ tilled land
- 4 Tilled land
- 5 Orchard
- 6 Other farming

LEVEL 3 options

- 1 Hedgerow with trees
- 2 Hedgerow without trees
- 3 Tree-line without hedge
- 4 Other field boundary (wall, ditch, etc.)
- 5 Isolated group of trees
- 6 Farmyard (active)
- 7 Near road (within 50m)
- 8 No field boundary

LEVEL 4 options

- 1 Ungrazed
- 2 Cattle
- 3 Sheep
- 4 Horses
- 5 Other stock
- 6 Bare earth/plough
- 7 Autumn cereal
- 8 Spring cereal
- 9 Root crops
- 10 Other crops
- 11 Oil seed rape
- 12 Other brassicas
- 13 Stubble (clean)
- 14 Stubble (weedy)
- 15 Unown/fallow
- 16 Recently cut grass

F - HUMAN SITES

LEVEL 2 options

- 1 Urban
- 2 Suburban
- 3 Rural

LEVEL 3 options

- 1 Building
- 2 Gardens
- 3 Municipal parks/ grass/golf courses/ recreational areas
- 4 Sewage works "urban"
- 5 Near road (within 50m)
- 6 Near active railway line (within 50m)
- 7 Other
- 8 Rubbish tip

LEVEL 4 options

- 1 Industrial
- 2 Residential
- 3 Well-wooded
- 4 Not well-wooded
- 5 Area of large gardens
- 6 Area of medium gardens
- 7 Area of small gardens
- 8 Many shrubs
- 9 Few shrubs
- 10 Disused

G - WATERBODIES (freshwater)

LEVEL 2 options

- 1 Pond (less than 50m²)
- 2 Small waterbody (50-450m²)
- 3 Lake/unlined reservoir
- 4 Lined reservoir
- 5 Gravel pit/sand pit
- 6 Stream (<3m wide)
- 7 River (>3m wide)
- 8 Ditch with water (<2m wide)
- 9 Small canal (2-5m wide)
- 10 Large canal (>5m wide)

LEVEL 3 options

- 1 Undisturbed/ disused
- 2 Water sports (sailing etc)
- 3 Angling (coarse or game)
- 4 Coarse angling
- 5 Game fishing
- 6 Industrial activity
- 7 Sewage processing "rural"
- 8 Other disturbance
- 9 Small island

LEVEL 4 options

- 1 Eutrophic (green water)
- 2 Oligotrophic clear (water, few weeds)
- 3 Dystrophic (black water)
- 4 Marl (clear water, large water-weeds)
- 5 Slow-medium running
- 6 Fast-running
- 7 Dredged
- 8 Undredged
- 9 Banks cleared
- 10 Banks vegetated

H - COASTAL

LEVEL 2 options

- 1 Marine - open shore
- 2 Marine shore - inlet/ cove/loch
- 3 Estuarine
- 4 Brackish lagoon
- 5 Open sea

LEVEL 3 options

- 1 Mud or silt
- 2 Sand
- 3 Shingle
- 4 Rocky
- 5 Fully vegetated
- 6 Sparse/medium vegetation
- 7 Inter-tidal
- 8 Below low-water mark

LEVEL 4 options

- 1 Cliff - vertical/steeply sloping
- 2 Dune
- 3 Flat/gently sloping
- 4 Small island
- 5 Spit
- 6 Dune slack
- 7 Sloping ground
- 8 Undisturbed
- 9 Disturbed

I - INLAND ROCK

LEVEL 2 options

- 1 Cliff
- 2 Scree/boulder slope
- 3 Limestone
- 4 Other rock outcrop
- 5 Quarry
- 6 Mine/spoil/slag heap
- 7 Cave

LEVEL 3 options

- 1 Active
- 2 Disused
- 3 Montane
- 4 Non-montane
- 5 High disturbance from climbers/walkers etc.
- 6 Medium disturbance
- 7 Low disturbance

LEVEL 4 options

- 1 Bare rock
- 2 Low vegetation present (mosses, liverworts, etc)
- 3 Grasses present
- 4 Scrub present

J - MISCELLANEOUS