

Map 5:  
3D Phase 1 habitats.

**Glen Dye Moor**  
**3D Phase 1 habitats**

- Legend**
-  Boundary
  - Physical features**
  -  Point height (m)
  -  Contour (m)
  -  B Road
  -  Minor Road
  -  Estate road
  -  Building
  -  Waterbody
  -  Watercourse

See previous page for legend to Phase 1 habitats.

Scale: Not to scale.



















































Map contains:  
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**Glen Dye Moor**

**Legend to Phase 1 habitats**

**Phase 1 habitat legend**

 A1.1.1 - Broadleaved woodland - semi-natural	 D1.1-E1.8-E2.1 mosaic	 E1.8 - Dry modified bog
 A1.2.1 - Coniferous woodland - semi-natural	 D1.1-E1.8-J4 mosaic	 E1.8-E4-J4 mosaic
 A1.2.2 - Coniferous woodland - plantation	 D1.1-E2.1 mosaic	 E2.1 - Flush and spring - acid/neutral flush
 B1.1 - Acid grassland - unimproved	 D2 - Wet dwarf shrub heath	 E2.1-F1 mosaic
 B1.1-C1.1 mosaic	 D2-E1.6.1 mosaic	 E4 - Bare peat
 B1.1-D1.1 mosaic	 D2-E1.7 mosaic	 E4-J4
 B1.1-E1.7-E2.1 mosaic	 D2-E1.7-E2.1 mosaic	 F1 - Swamp
 B1.1-E2.1 mosaic	 D2-E2.1 mosaic	 G1.3 - Standing water - oligotrophic
 B1.2 - Acid grassland - semi-improved	 D5 - Dry heath/acid grassland	 I1.2.1 - Scree - acid/neutral
 B2.1 - Neutral grassland - unimproved	 D5-E2.1 mosaic	 J4 - Bare ground
 C1.1 - Bracken - continuous	 D6 - Wet heath/acid grassland	 Track
 C1.1-E2.1 mosaic	 E1.6.1 - Blanket sphagnum bog	<b>Point features</b>
 D1.1 - Dry dwarf shrub heath - acid	 E1.6.1-E1.7 mosaic	 Scattered, broadleaved shrubs & trees
 D1.1-D2 mosaic	 E1.7 - Wet modified bog	 Scattered bracken
 D1.1-E1.7 mosaic	 E1.7-E1.8 mosaic	 Scattered conifers
 D1.1-E1.8 mosaic	 E1.7-E2.1 mosaic	 Scattered broom & gorse
		 M32a spring