# HABITAT RESTORATION IN PRACTICE

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# Empower the Board to describe, defend, and shape the ASRP



### WHAT ARE WE TRYING TO DO WITH ASRP?

Make places that fish, frogs, and other creatures want to live in.

Minimize future maintenance, as much as possible.



# HOW DO WE MAKE GOOD PLACES?

- Temperature
- Gravel
- Wood
- Connectivity
- Complexity
- Shade
- Flow
- Depth



- Velocity
- Sinuosity
- Plants
- Access/Connections
- Geology
- Invasive Species
- Diversity
- Change

# DIFFERENT PERSPECTIVES ON THE SAME PROJECT

- Temperature
- Gravel
- Wood
- Connectivity
- Complexity
- Shade
- Flow





- Velocity
- Sinuosity
- Plants
- Access/Connections
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# THREE RESTORATION PERSPECTIVES

Temperature



Complexity

# Access/Connection

- Cooler is better (mostly)
- Shade cools water
- Groundwater is cooler

- Places to hunt/hide/grow
- Over space and time

- Greater resilience
- Less competition



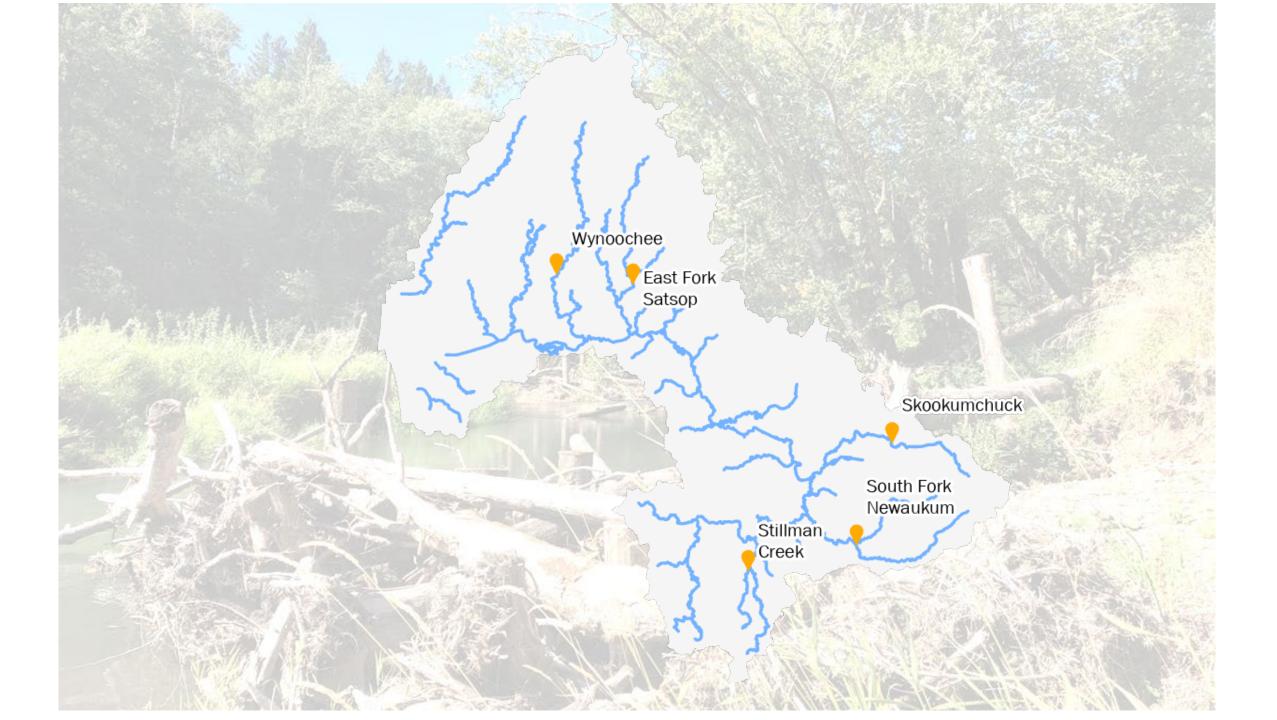
#### Temperature

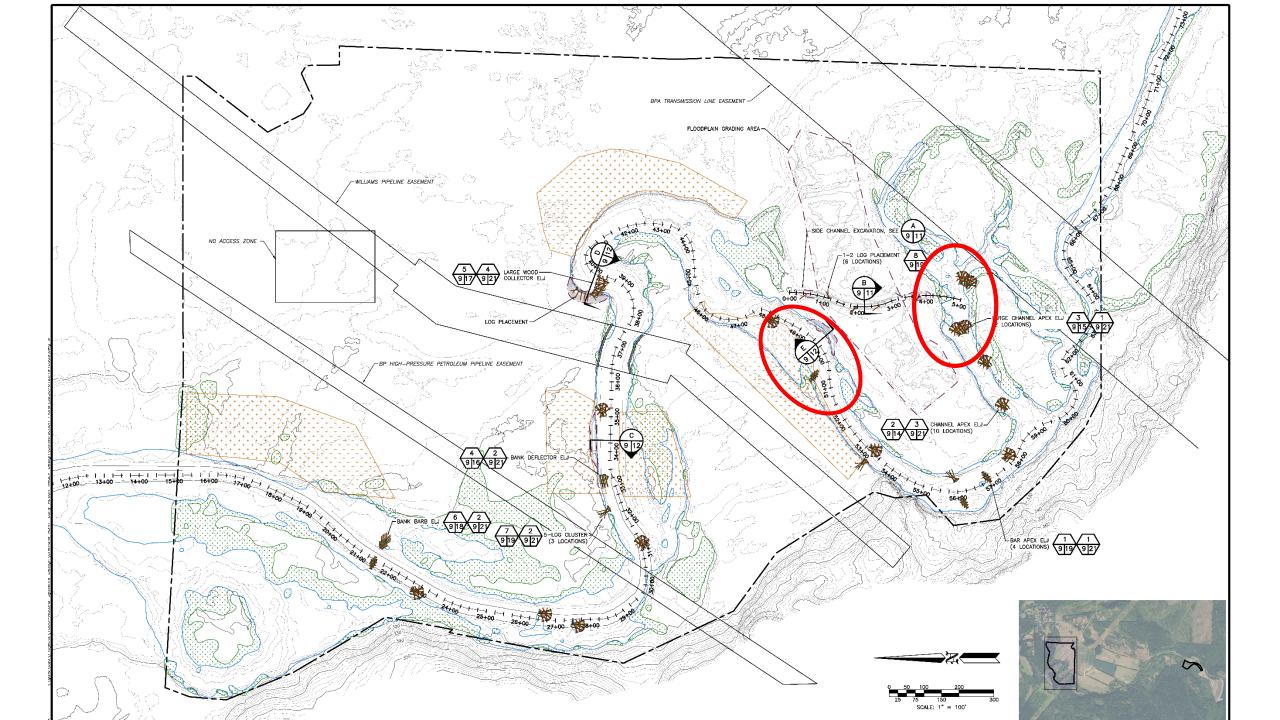
Water cooled by **shade** or sourced from the **ground** is better

#### Connections

Access to off and side channel corridors enhances **resilience** and reduces competition

**Complexity** Increases places to hunt, grow and hide over time and space









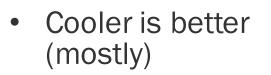






# THREE RESTORATION PERSPECTIVES

Temperature



- Shade cools water
- Groundwater is cooler

 Places to hunt/hide/grow

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Complexity

• Over space and time

• Greater resilience

**Access/Connection** 

• Less competition

# QUESTIONS / DISCUSSION

