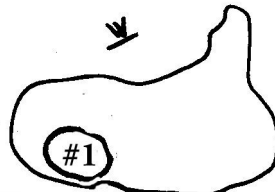
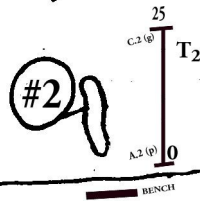


# PLUM ISLAND SOUND



FAR SALT PANNE

ACCESS GATE

BERM

TOWER

## Marsh Mapping

Directions: Record the following natural features on your map:

- |                             |                              |
|-----------------------------|------------------------------|
| Natural Features            | Human Impact                 |
| -Different vegetation types | -Houses, roads, parking lots |
| -Wildlife                   | -Ditches, culverts (pipes)   |
| -Water                      | -Litter                      |

Create a key on your map to clarify the meanings of each symbol you use

**KEY:**

SOUTH POOL

### FISH TRAPS:

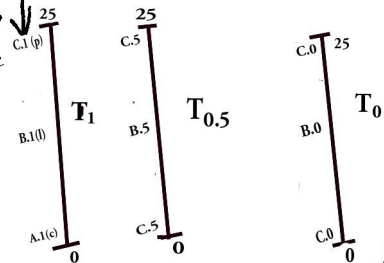
- Trap 1 is in the panne before the gate
- Trap 2 is in the oblong salt panne
- Trap 3 is in the "corner" of the North Pool among the tall grasses
- Trap 4 is among the Phragmites in the near end of the North Pool. Stand on or near the metal remnant and throw trap into the water
- Trap 5 is next to the water gauge among the cattails in the South Pool

BERM

NORTH POOL

PHRAGMITES

#4



Vegetation Transect



Fish Trap



Set of Wells

Sets of wells along transect lines are marked only with well numbers; 1.1, 2.1, 3.1, etc. They are not marked with well symbols.

PARKING LOT

Phragmites

Cattail

# Parker River National Wildlife Refuge