

WTRA/WTP Stratification

Stratification is to be used when a WTRA/WTP is being developed for a specific reason (eg. protect a badger den). It is not meant to be completed for every Wildlife retention area. The GIS staff will only enter the area that is being stratified (not necessarily all of the multi polygon area).

All maintenance tables have been updated as per the lists agreed upon by the Planning Team.
NOTE: if there are any changes to the maintenance tables they have to be updated by the Genus administrator (devona.hay@gov.bc.ca)

This is the stratification tab on the block window where you would link WTP and assign the class, and type to the polygon.

It is recommended that the Planners/ops techs provide the multiphase contractors with the information to enter the tabular information and then get GIS contractors to input the spatial and link.

Mngmt Unit: Merritt / Lic: A80475 / CP: APR-80475 / Mark: 80475 / Cut Block: 3

Details Allocation Activities Amendments Tasks Actions Cruise Sort Harvest Unit Inventory Timber Developed Stratification Transport Third Party

Method of Stratification: Forest Land

Step 1: Choose method (forest land)

Polygons associated with Block:

Class	Type	Area	Label	Earliest Harvest Date	Remove from Block Gross Area	Digitized
Wildlife Tree Patch	Wildlife Tree Patch	.00		0000/00/00	☐	☐
Wildlife Tree Patch	Wildlife Tree Patch					
Omega						
Cultural Heritage						
Alkali saltgrass						
American Bittern						
Badger						

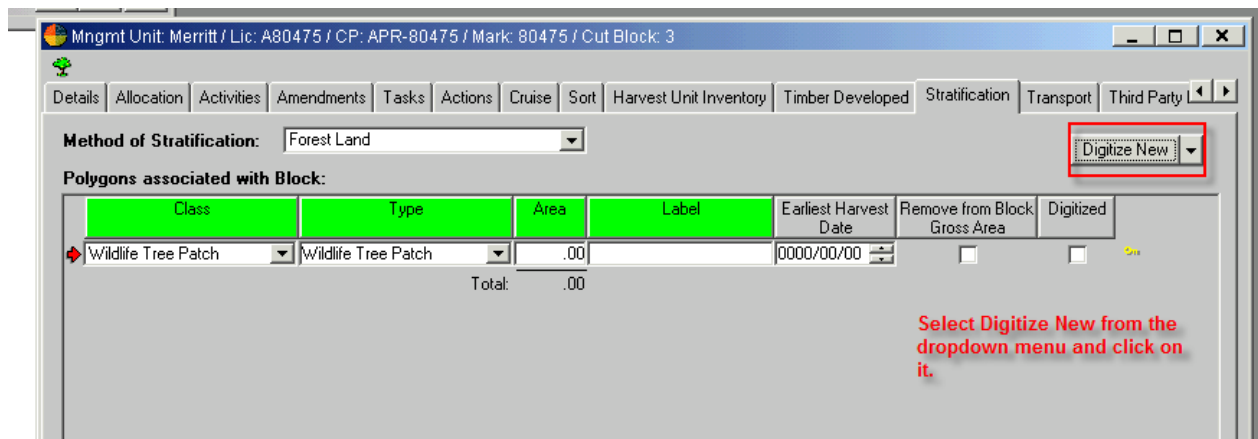
Step 2: Choose Wildlife Tree Patch

Step 3: Choose type of stratification, eg. Badger

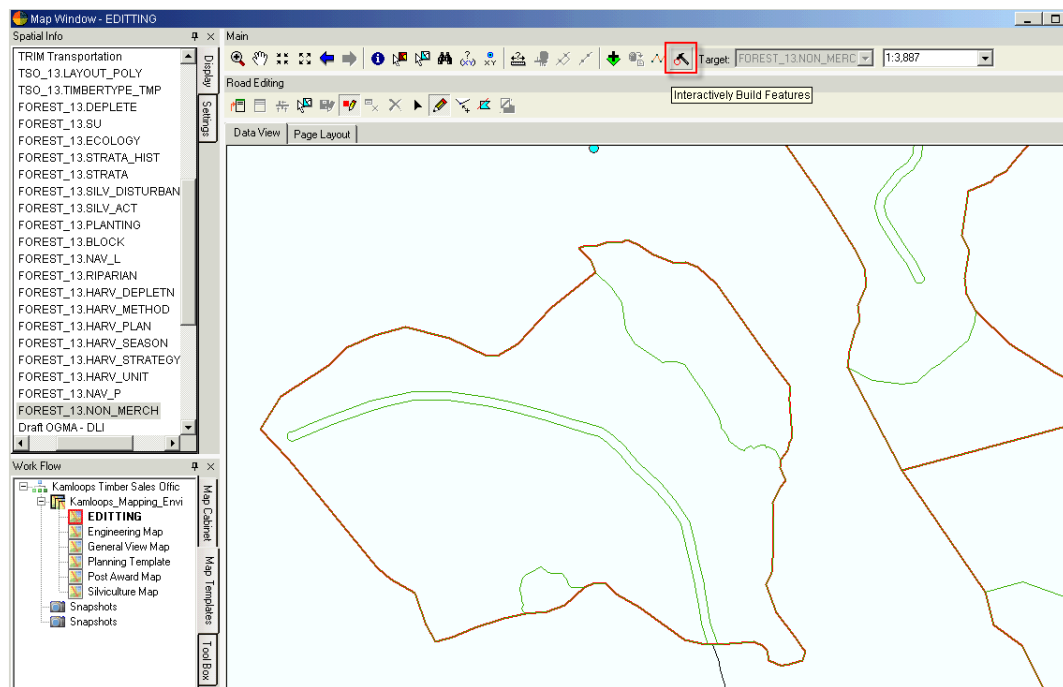
Polygons associated with Permit:

Class	Type	Area	Label	Earliest Harvest Date	Digitized?
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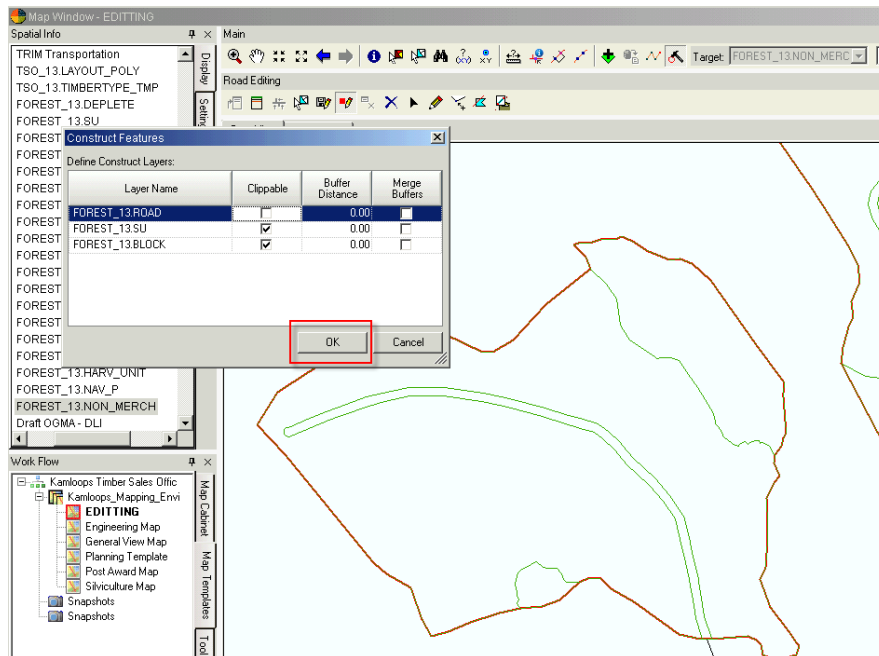
In order to get the spatial into the layer, use the copy button or the digitize new button if you only want one part of a multipart WTRA/WTP. **Tip: Make sure you have the SU layer turned on in the map window first.** When the WTRA/WTP is linked a checkmark will show up in the digitized box.



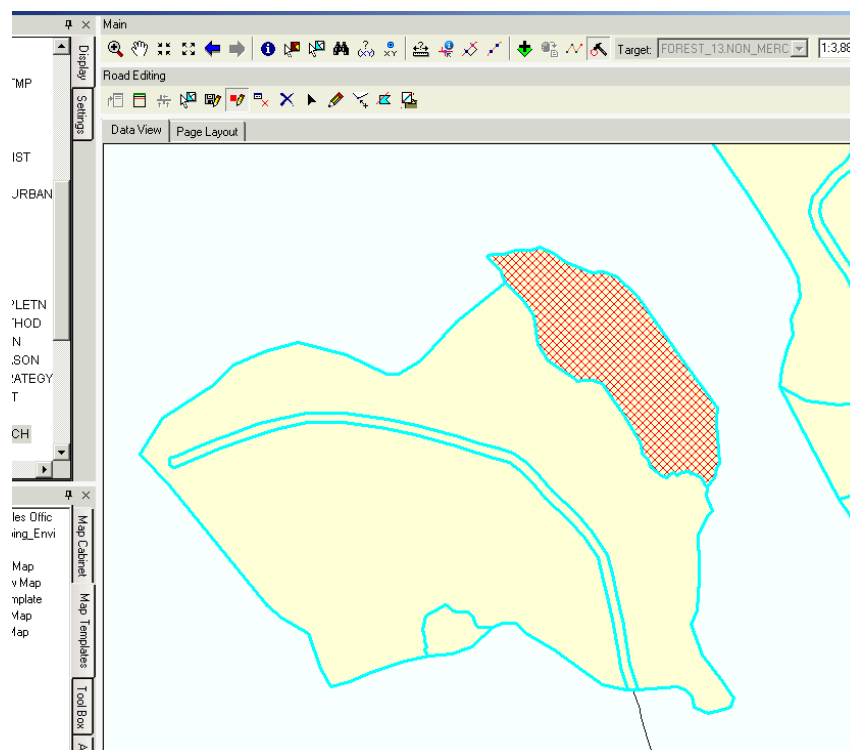
By selecting Digitize new, it starts the edit process. Because you may only want to select one piece of a multipiece WTRA, we need to go directly to the build process.



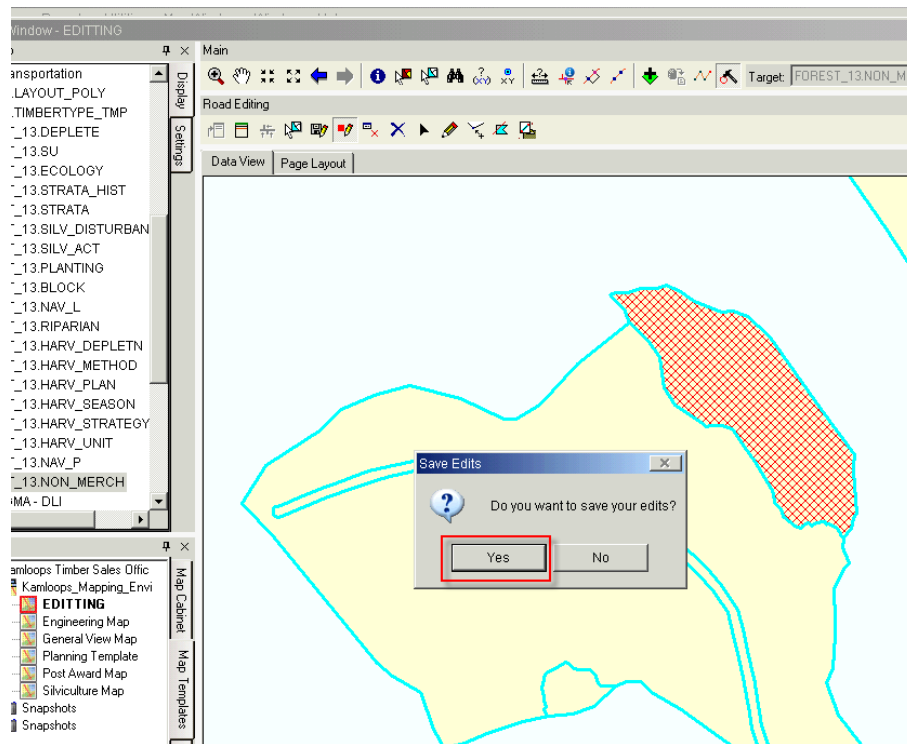
By Selecting the build process, it pops up a window that asks you what layers you want to use to construct features from and what layers should be clippable. Only select block and SU layers.



When you select the Build process it creates polygons for you to select the patches from. Select the patch by left clicking on the patch. To end the process, right click. (NOTE: you may not need to select all of the polygons).



Right Clicking within the polygon, will initiate the save edits. Select OK.



Once the edits are saved, the polygon will change from a hatch to a solid color and all the other polygons will disappear.

