

"The first rule of intelligent tinkering is to keep all the pieces."

"Game management and forestry grow natural species in an environment not greatly altered for the purpose in hand, relying on partial control of a few factors to enhance the yield above what unguided nature would produce. Their controls are barely visible; an observer, unless he were and expert, could see no difference between managed and unmanaged terrain. Hence their success depends more on the right factors and the right controls than on heavy investments of labor or materials."

Aldo Leopold



SWOAM's Management Principles

- Maintenance or improvement of the overall health of the forest;
- Maintenance or creation of different forest age classes;
- Maintenance or improvement of the overall quality of the forest
- Maintenance of soil productivity;



SWOAM's Management Principles

continued

- Conservation of water quality, wetlands, and riparian zones;
- Protection of open space;
- Protection of rare or fragile natural areas and rare and endangered species habitat;
- Conservation of viable populations of native plant and animal species
- Consideration for protection of cultural and historic features such as stonewalls, cellar holes and cemeteries.



Focus Species Forestry

A Guide to Integrating Timber and Biodiversity Management in Maine

Published by Maine Audubon in cooperation with:

Maine Department of Conservation

Professional Logging Contractors of Maine, Master Logger

Program

Small Woodland Owners Association of Maine



Umbrella Species Effect of Managing for American Marten in Northern Maine

Reptiles 3 (100%)

Amphibians 8 (50%)

Mammals 40 (80%)

Birds 80 (70%)

Plants Hundreds?

Fungi Hundreds?

Insects Thousands



- Identify your goals and objectives
- Identify and classify your forest stands
- Identify special value areas
- Identify focus species that use the forest you have
- Review the management guidelines
- Integrate your goals with the focus species needs
- Develop and implement actions



- You have an Aspen-Birch forest
- You learn that partridge really like this type of forest
- You learn that they like different age classes in even-aged blocks.
- •You design a management and harvesting scheme that produces that result.



Riparian Habitats

- Streams
- Ponds
- Wetlands
- Vernal pools



- Snags
- Cavity trees
- Down woody material
- They are important stand features
- They are where you find them
- You need to provide recruitment



Additional Resources

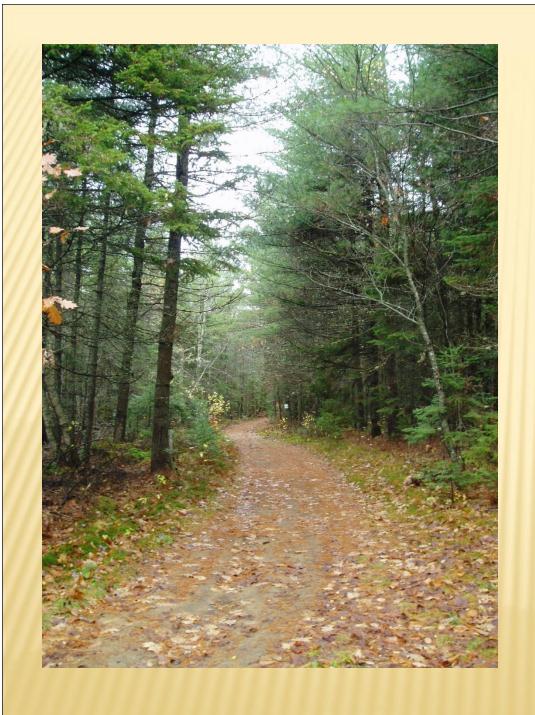
- U of M Cooperative Extension
 - A Foresters Guide to Managing Wildlife Habitats in Maine
 - The Woods in Your Backyard
 - Trees, Shrubs and vines for Attracting Birds



Additional Resources

Natural Resource Conservation Service

•WHIP - Wildlife Habitat Incentives Program



Thank you Questions?

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