



# Burnfoot Forest:

## Map 3: Draft Concept Map:

### Accessible text

#### **Timber Production Zone (Blue box on the map)**

##### **Constraints and Opportunities**

There are three distinctive timber producing zones within Burnfoot Forest. These are coloured in blue, orange and yellow on the map. These areas have growing conditions that are suitable for a mixed conifer productive woodland, that can be managed with different techniques.

##### **Concept**

This forest will focus on growing resilient timber. We will do this by utilising self thinning nurse crops to reduce the number of times machines need to go onto the steep slopes. The different coloured zones (blue, orange and yellow) have different soil types and are suited to different conifer tree species.

#### **Biodiversity Zone (Green box on the map)**

##### **Constraints and Opportunities**

The dramatic landform has created distinct habitat zones for wildlife (hills and valleys). Two of the wooded valleys are recorded as Ancient Woodland Inventory sites, which is an opportunity to restore and conserve this unique habitat.

##### **Concept**

Looking after Ancient Woodland remnants helps provide lots of habitat for wildlife and protect the watercourse within the forest and downstream.

## **Landscape Zone (purple box on the map)**

### **Constraints & Opportunities**

This forest is within the Langholm Hills Local Landscape Area (LLA) and is therefore an important part of the local views. This focus on the way the forest looks is an opportunity for us to consider utilising management systems that retain long term tree cover.

### **Concept**

This forest is part of a complex landscape of hills and valleys, with woodlands, grazing and farmland. By visiting local viewpoints we can find out which parts of the forest have most impact on the views. We can link Burnfoot to the surrounding landscape by matching our riverside planting to the local broadleaf tree species. The size and shape of coupes can also be adjusted to work with the shape of the landform.