Areas of Conservation Emphasis

ACE-II

Acknowledgements

- Technical Team: Melanie Gogol-Prokurat, Dan Applebee, Dave Dixon, Ray McDowell, Kristi Fien, Rod Gonzales, Lori Gufstafson, Eric Haney, Monica Parisi, Kevin Shaffer, Adriene Truex.

- Steering Committee: Tina Bartlett, Kevin Hunting, Tom Lupo, Amber Pairis, Kevin Shaffer.

ACE-II

- Not a comprehensive analysis of critical conservation areas for individual species
- Will not allow you to identify specific parcels with high conservation value
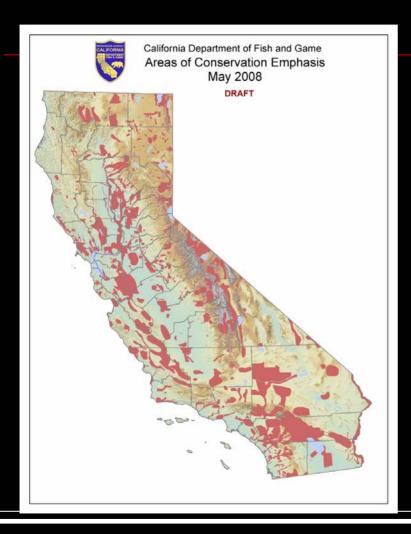
ACE-II

- A tool to identify areas of the state that meet broad conservation goals
- Complements other efforts, including ACE-I
- A modeling process, which can be modified and used for different purposes using the best currently available biological information
- A tool to inform all levels of government, non-profits, and private environmental endeavors on Department priorities for conservation.
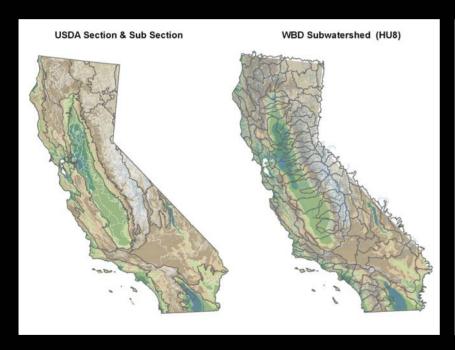
Purpose

- **Identify DFG Priorities for Land Acquisition and Conserve the Highest Priority Areas**
- **Develop a Comprehensive Acquisition Strategy**
- **Coordinate among DFG Programs**
- **Implement DFG Initiatives Involving Land Acquisition**
  - **Land Acquisition Process**
  - **Connectivity and Corridors**
  - **Climate Change**
- **Focus Limited Resources. Act Quickly on Opportunities**
- **Communicate with Agencies and Stakeholders, Focus Partnership Efforts**
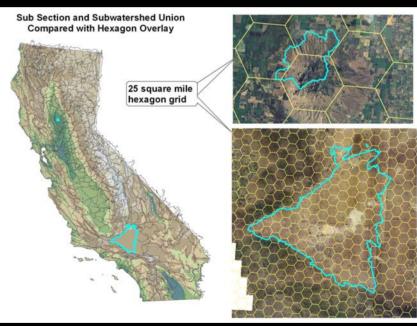
ACE-I

California Department of Fish and Game
Areas of Conservation Emphasis
May 2008
DRAFT

North Coast & Klamath
Modoc Plateau
Central Valley & Bay Delta
Sierra Nevada & Cascades
Central Coast
Mojave Desert
South Coast
Colorado Desert
Marine

CALIFORNIA WILDLIFE
Conservation Challenges

CALIFORNIA'S WILDLIFE ACTION PLAN
Prepared by UC Davis Wildlife Health Center for the California Department of Fish and Game

Scale of Analysis

USDA Section & Sub Section — WBD Subwatershed (HU8)

Sub Section and Subwatershed Union Compared with Hexagon Overlay — 25 square mile hexagon grid

ACE-II Components

- Biological
- Recreation
- Threat
- Landscape

ACE-II Components

- **Biological**
    - Biodiversity and endemism
    - Representation of habitat types
    - Key critical habitats
    - Wildlife migration routes

ACE-II Components

- Recreation
  - Key habitats for game species
  - Hunting opportunities and needs
  - Fishing opportunities and needs
  - Wildlife viewing opportunities and needs

ACE-II Components

- **Threats**
  - Areas of preventable conversion
  - Areas with high likelihood of natural conversion
  - Areas already converted

ACE-II Components

- Landscape
  - Protected areas
  - Protected areas where hunting is allowed
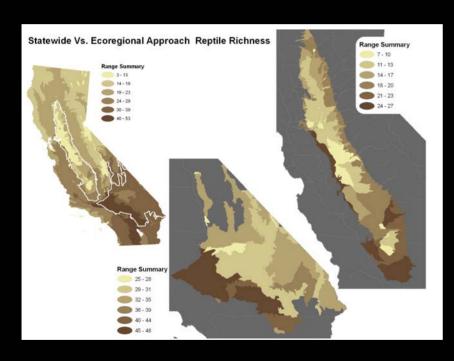
FINAL PRODUCT(S)

- Updated richness maps at statewide and/or ecoregional level for each taxonomic group

- Updated rarity-weighted richness (endemism) maps

- Final map using weighted scoring where all inputs are given a weighted value and those values are summed across the landscape.
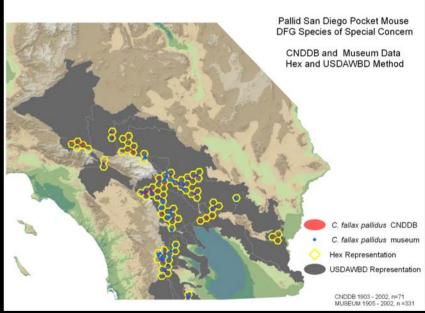
Data Inputs

- Statewide call for data
- All native species – species richness
- T&E Species
- Critical habitats
- Areas of high endemism
- Habitats
- Rare natural communities
- Fish ranges
- Migration routes
- Deer winter range

- CAPPS & LAEs
- Intensive ag areas
- Habitat linkages
- Ownership
- Fishing and hunting opportunities
- Fire risk
- Sea-level rise projections
- Invasive species
- Roads, road density
- Urban areas

Ranking Scale

Process and Timeline

- **June 2009:**
  - **Gather data layers**
  - **Review possible methods**
  - **Make decisions about model process**
  - **Create list of conservation targets and data layers needed.**
- **July 2009:**
  - **Provide steering committee with draft model goals, assumptions, process, and intended products for review**
  - **Gather data layers and modify as needed**
  - **Make final decisions on model scale based on the scale of available layers**
- **Aug 2009:**
  - **Receive feedback from steering committee on model goals, assumptions, process and products**
  - **Gather data layers**
  - **Conduct sensitivity analysis**

Process and Timeline

- **Sept 2009:**
  - **Gather data layers (main focus on biological layers)**
  - **Compile all biological category data layers and test additive results and weighting**
  - **Make modifications as needed**
  - **Create draft biological value map**
- **Oct 2009:**
  - **Gather data layers (main focus on recreation/game species layers)**
  - **Compile recreation category data**
- **Nov 2009:**
  - **Compile landscape and threat data**
  - **Test additive results for recreation, threat, and landscape layers**
  - **Create draft recreation, threat, and landscape maps**
- **Dec 2009:**
  - **Test overlays and additive models of biological, recreation, threat, and landscape layers**
  - **Create draft final map**
- **Jan/Feb 2010: take draft model to regions for input**

What Comes Next?