Appendix C - Onsite Function and Value Assessment:

Ranking-> High (3), Medium (2), Low (1)	Site Rev.	Weight	Final Score
Is the impact in the shore impact zone? OR Is the impact in the shoreland district and have a direct surficial connection to a protected water?	Stop ! no wetland impact allowed		
 <u>Shoreline Protection</u>: Within 150 feet of a stream (watercourse with a defined bottom) or within 500 feet of a protected water lake = 3 Between 150 feet and 300 feet of a stream and within 1000 feet of a protected water (in the shoreland district) = 2 all other wetlands = 1 		X 3 =	
 Surface Water Quality: have a direct hydrologic connection to a stream, creek, river, or lake and that are within the shoreland district 3 All other non-isolated wetlands = 2 All isolated wetlands = 1 		X 3 =	
 Flood Attenuation: Within the defined floodplains & floodways of lakes and rivers = 3 all other non-isolated wetlands = 2 isolated wetlands =1 		X 3 =	
 <u>Ground Water Protection</u>: Areas within the wellhead protection areas = 3 as defined by the MN Department of Health shall receive a value of High. Areas with soils a sandy substrate = 3 all other wetlands = 2 		X 1 =	
 Fisheries Habitat: within 1,000 feet of an identified public water or water capable of supporting fish (types 3, 4, and 5) = 3 have a direct surficial connection to a public water = 2 		X 1 =	
 all other wetlands = 1 <u>Wildlife Habitat</u>: a wetland that provides critical habitat = 3 all other wetlands that provide general wildlife habitat = 2 properties with conflicting uses (i.e., commercial, livestock, row-crops, etc) = 1 		X 1 =	
 Floral Diversity: site dominated by 10 or more species or exhibit high potential for species diversity = 3 site dominated by more than 5 species or exhibit medium potential for species diversity = 2 site dominated by few species or have a high probability for disturbance or for non-native species = 1 		X 1/3 =	
Aesthetics & Recreational Use: • wetlands located in the defined shoreland = 3 • all other wetlands = 1 TOTAL (round to the nearest	whole	X 1/3 =	