



This map is ADVISORY, for planning purposes only. Actual ground conditions and water body locations determine where and how MFS timber harvesting rules apply. Contact the MFS for additional information/assistance from a MFS Forester.

Not a legal survey map

Statewide Standards

Buffers

- 250 Foot Buffer Zones
- Great Ponds
- Non-forested Wetlands greater than 10 acres
- Rivers below the 25 square mile drainage point
- Coastal Wetlands
- Tidal Waters
- Essential Wildlife Habitat (Least Tern, Roseate Tern, Piping Plover)

75 Foot Buffer Zones

- Streams between the 300 acre drainage point and the 25 square mile drainage point

Shoreline Integrity - Streams draining less than 300 acres, ponds and Non-forested Wetlands greater than 0.1 acres and less than 10 acres

Shoreline Integrity also applies to UNMAPPED streams and wetlands.

Habitat

- Essential Wildlife Habitat (Least Tern, Roseate Tern, Piping Plover)

Forest Operation Notification & Shoreland Area* Map

Stetson

Adoption Date
8/22/2009

December 2021

0 2,000 4,000 8,000 Feet

*See MFS Rule - Chapter 2.1 for additional information.

Department of Agriculture, Conservation and Forestry
Maine Forest Service
Forest Policy & Management

Roads

- Interstate
- US Highway
- State Highway
- 24k Roads

Hydrology

- Pond or Lake
- River
- Estuary

Streams

- 300 Acre Drainage Point (start of the 7.5 ft buffer) 1234 - ID Number (location info)
- 25 Square Mile Drainage Point (start of the 250 ft buffer) 56 ID Number (location info)

Wetlands

- Emergent or Marine Wetland
- Non-forested Wetlands Greater Than 10 acres (Lacustrine, Palustrine)

Contours

- 20 ft
- 100 ft

Utilities

- Electric
- Pipeline
- Railroad
- Airfield

Data Source:
Maine Office of GIS

G.T.Miller E:\aws\SW S page size december 2021.mxd

LO Last Name _____

LO First Name _____

Prepared By _____

FONS # _____

Date _____

FON Town _____

- Statewide Standards Rules do not apply (Town/MDEP Standards apply)
- Statewide Standards Rules Apply
- LUPC - Unorganized or Deorganized Town
- Outside Maine