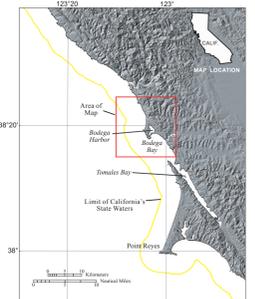


- DESCRIPTION OF MAP UNITS**
- UNCONSOLIDATED CONTINENTAL SHELF SEDIMENTS**
- Se(m)_ru Soft, unconsolidated sediment (mud), predominantly rippled
 - Se(s)_ru Soft, unconsolidated sediment (sand and mud), predominantly rippled
 - Se(s)_mru_u Unconsolidated dynamic mound of sediment (sand/mud)
 - Se(s)_mru_hu Unconsolidated hummocky mound of sediment (sand and mud)
 - Se(s)_ru Soft, unconsolidated sediment (sand), predominantly rippled
 - Se(s)_g_ru Soft, unconsolidated sediment (sand and gravel), predominantly rippled
 - Se(s)_g_slu Current scour in unconsolidated coarse sediment (coarse sand and gravel)
 - Se(s)_g_rslu Soft, mobile sediment window that has unconsolidated and rippled sediment waves, overlying scoured lag pavement of sand and gravel
 - Se(s)_u Depression in soft, unconsolidated sediment
- UNCONSOLIDATED ESTUARY SEDIMENTS**
- Es(s)_ru Sediment waves and ripples in soft, unconsolidated sediment (sand)
- MIXED SUBSTRATE ON CONTINENTAL SHELF**
- Sme_cru Mixed habitat of soft, unconsolidated sediment, overlying hard, consolidated sedimentary bedrock
 - Sme_gu Mixed habitat of soft, unconsolidated sediment, overlying hard granitic bedrock
 - Sme_bu_cru Mixed habitat of boulders or pinnacles and unconsolidated sediment
- HARD SUBSTRATE ON CONTINENTAL SHELF**
- Shm_c Hard, consolidated sedimentary bedrock outcrop
 - Shm_gu Volcanic sedimentary bedrock outcrop
 - Shm_g Hard granitic bedrock outcrop
 - Shb_p_c Boulder or pinnacle of hard sedimentary rock
 - Shb_p_g Boulder or pinnacle of hard granitic rock
- ANTHROPOGENIC FEATURES ON CONTINENTAL SHELF**
- Shm_a7 Hard mounds composed of unidentified material, possibly marine debris (inferred)
- ANTHROPOGENIC FEATURES IN BODEGA HARBOR**
- Sh_a_g Hard anthropogenic feature (harbor-mouth jetty)
 - Sh_b_g Hard anthropogenic feature (grain or breakwater inside harbor)
 - Es_a-g Anthropogenic disturbance (dredged harbor channel) in soft, unconsolidated sediment
- EXPLANATION OF MAP SYMBOLS**
- Contact**
- Area of "no data"—Areas near shoreline not mapped owing to insufficient high-resolution seafloor mapping data; areas beyond 3-nautical-mile limit of California's State Waters were not mapped as part of California Seafloor Mapping Program
 - 3-nautical-mile limit of California's State Waters
- Bathymetric contour (in meters)**—Derived from modified 10-m-resolution bathymetry grid. Contour interval: 10 m



DISCUSSION

This map shows "potential" marine benthic habitats in the Offshore of Bodega Head map area. Marine benthic habitats represent a particular type of substrate, geomorphology, seafloor process, or any other attribute that may provide a habitat for a specific species or an assemblage of organisms. Such maps are based largely on seafloor geology, and this map integrates seafloor geology (sheet 10) with information depicted on several other thematic maps of the Offshore of Bodega Head map area: high-resolution bathymetry (sheet 1); shaded-relief imagery (sheet 2); backscatter (sheet 3); seafloor character (sheet 5); and ground-truth information (sheet 6). This map also uses information from the USARED bottom sampling compilation by Reid and others (2008). The combination of remotely observed data (for example, multibeam bathymetry and backscatter, seismic reflection profiles) and directly observed data (for example, camera transects, sediment samples) translates to higher confidence in the ability to interpret broad areas of the seafloor (fig. 1).

To avoid any possible misunderstanding of the term "habitat," the term "potential habitat" (as defined by Greene and others, 2005) is used herein to describe a set of distinct seafloor conditions that in the future may qualify as an "actual habitat." Once habitat associations of a species are determined, they can be used to create maps that depict actual habitats, which then need to be confirmed by "ground-truth" surveying using in situ observations, video, and/or photographic documentation.

Marine benthic habitats are classified using the Benthic Marine Potential Habitat Classification Scheme, a mapping-attribute code developed by Greene and others (1999, 2007). In this map series, habitat-classification codes are based on the deepwater habitat-characterization scheme developed by Greene and others (1999), which was created to not only easily distinguish marine benthic habitats but also to facilitate ease of use and species within GIS and database programs. The code, which is summarized in chapter 6 in the accompanying pamphlet, is derived from several categories of the Benthic Marine Potential Habitat Classification Scheme (Greene and others, 1999, 2007), and it can be subdivided on the basis of the spatial scale of the data.

High-resolution, multibeam-sonar data, converted to bathymetric depth grids (seafloor digital elevation models; sheet 1), are essential to development of the habitat map, as is shaded-relief imagery (sheet 2), which allows for visualization of seafloor terrain and provides a foundation for interpretation of submarine landforms. Areas of seafloor bedrock exposures are identified by their common sharp edges and high relative relief; these may be contiguous outcrops, isolated patches of outcrop protruding through sediment cover (pinnacles or knobs), or isolated boulders.

Backscatter maps (sheet 3) also are essential for developing potential benthic habitat maps. High backscatter is further indication of "hard" bottom, consistent with interpretation as rock or coarse sediment. In many locations, areas within or around a rocky feature appear to be covered by a thin veneer of sediment, identified on the habitat map as "mixed" (indicating both rock and sediment). Broad, generally smooth areas of the seafloor that lack sharp and angular edge characteristics are mapped as "sediment" and are further defined by various sedimentary features such as erosional scours and depressions, as well as depositional features such as dunes, mounds, or sand waves. Low backscatter, indicative of a "soft" bottom, also significantly aids identification and classification of sedimentary habitats.

The Offshore of Bodega Head map area contains 22 potential marine benthic habitat types, covering 138.88 km². These habitat types include unconsolidated continental shelf sediment (9 habitat types); soft, unconsolidated estuary (1 habitat type); mixed substrate on continental shelf (3 habitat types); hard substrate on continental shelf (5 habitat types); and anthropogenic features (4 habitat types). In the total area mapped, the dominant habitat type is soft, unconsolidated sediment, which covers 100.17 km² (72.1 percent). Exposed hard bedrock covers 36.15 km² (26.0 percent); sediment-covered bedrock, which is the mixed hard-soft in duration class, covers 2.45 km² (1.8 percent); and anthropogenic features cover 0.11 km² (0.1 percent), on both the continental shelf and in an estuary. Rock outcrops and rubble are considered the primary habitat types for rockfish (*Sebastes* spp.) and lingcod (*Ophiodon elongatus*) (Cass and others, 1990; Love and others, 2002), both of which are recreationally and commercially important species.

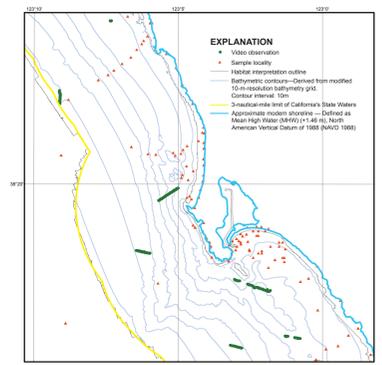


Figure 1. Map showing video-observation locations and sample localities for Offshore of Bodega Head map area.

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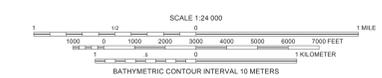
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Shoreline elevation data from California Coastal Conservancy available at <http://www.cccwa.gov/geospatial/data/contourlines.html> and from U.S. Geological Survey's National Elevation Dataset available at <http://ned.srs.gov/>. California's State Waters limit from NOAA Office of Coast Survey.

Universal Transverse Mercator projection, Zone 10N
NOT INTENDED FOR NAVIGATIONAL USE



Potential marine benthic habitats mapped by H. Gary Greene, Charles A. Endris, and Bryan E. Dieter, 2015.
Bathymetric contours by Merrilee D. Endry, 2015.
GIS database and digital cartography by Charles A. Endris and Erik N. Lowe.
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Potential Marine Benthic Habitats, Offshore of Bodega Head Map Area, California
By
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2015

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