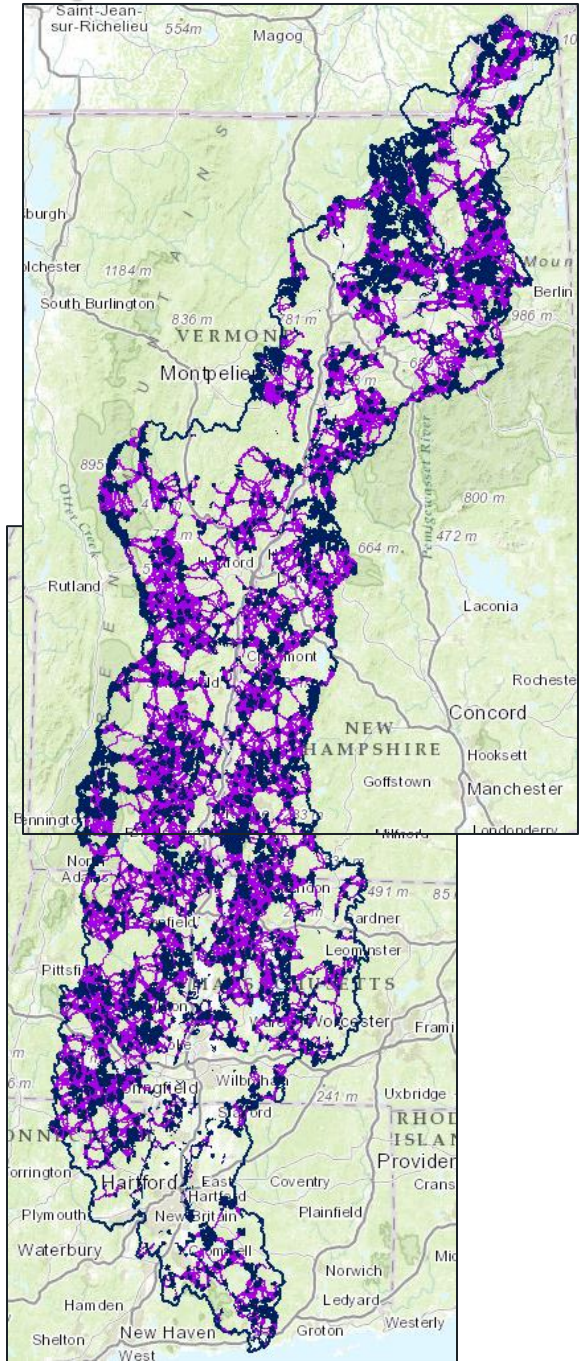
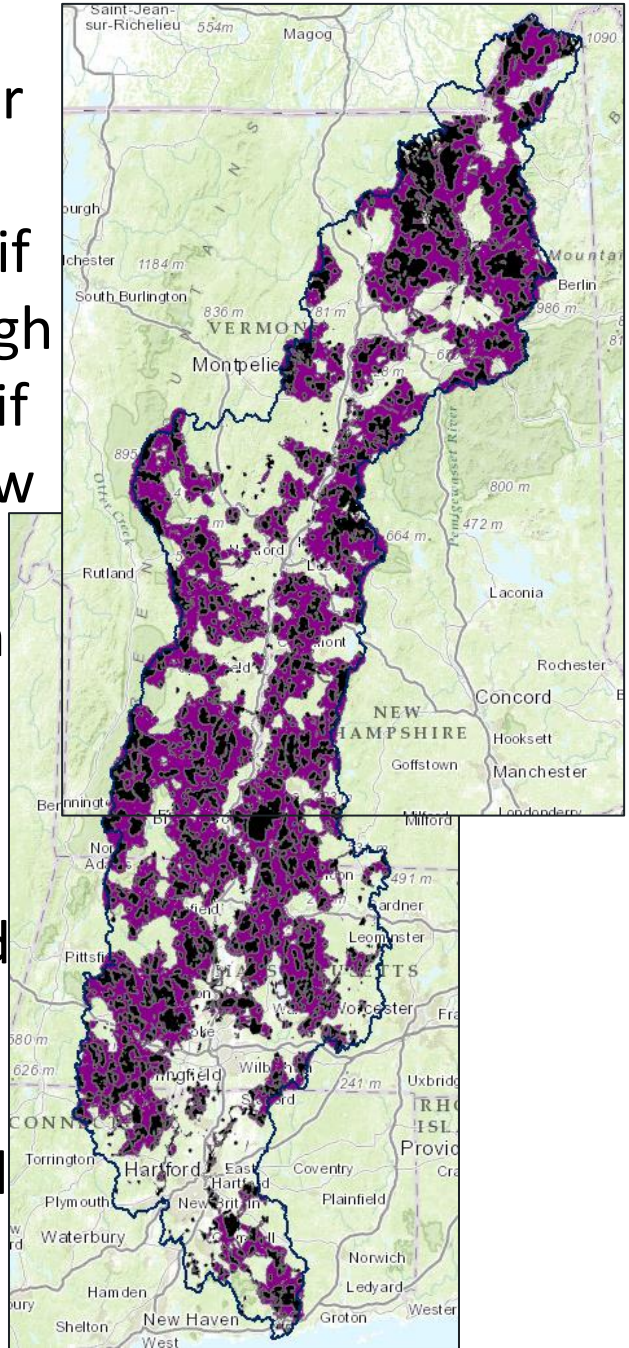
Top Ten Scenario 1 + Raw Conductance

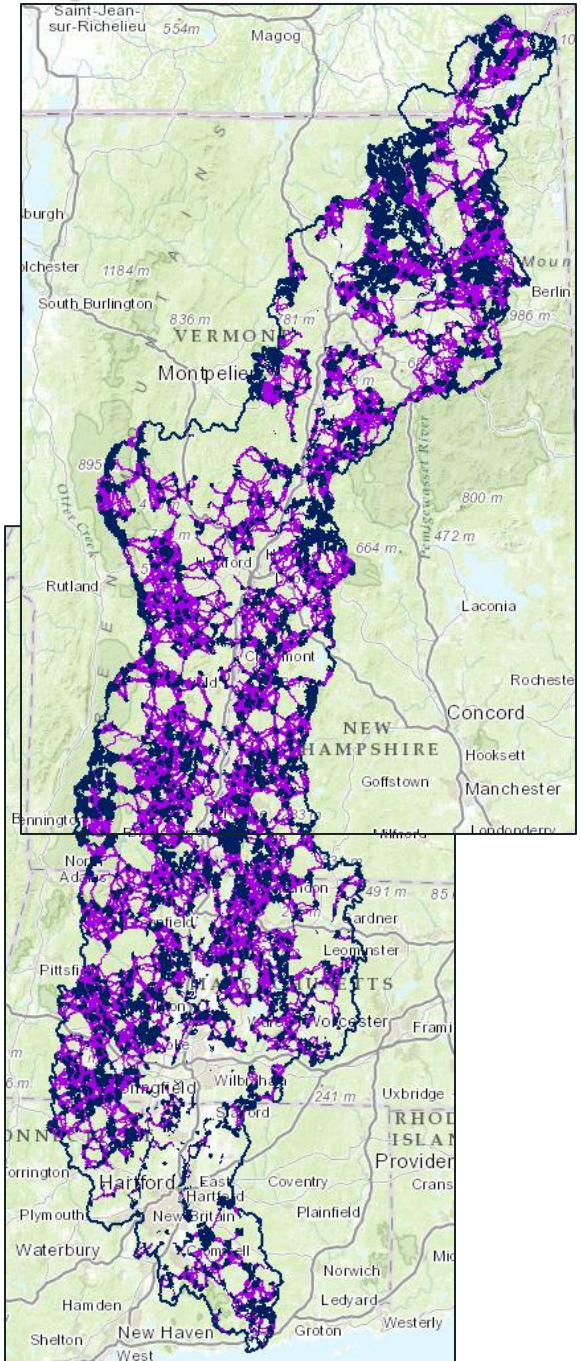


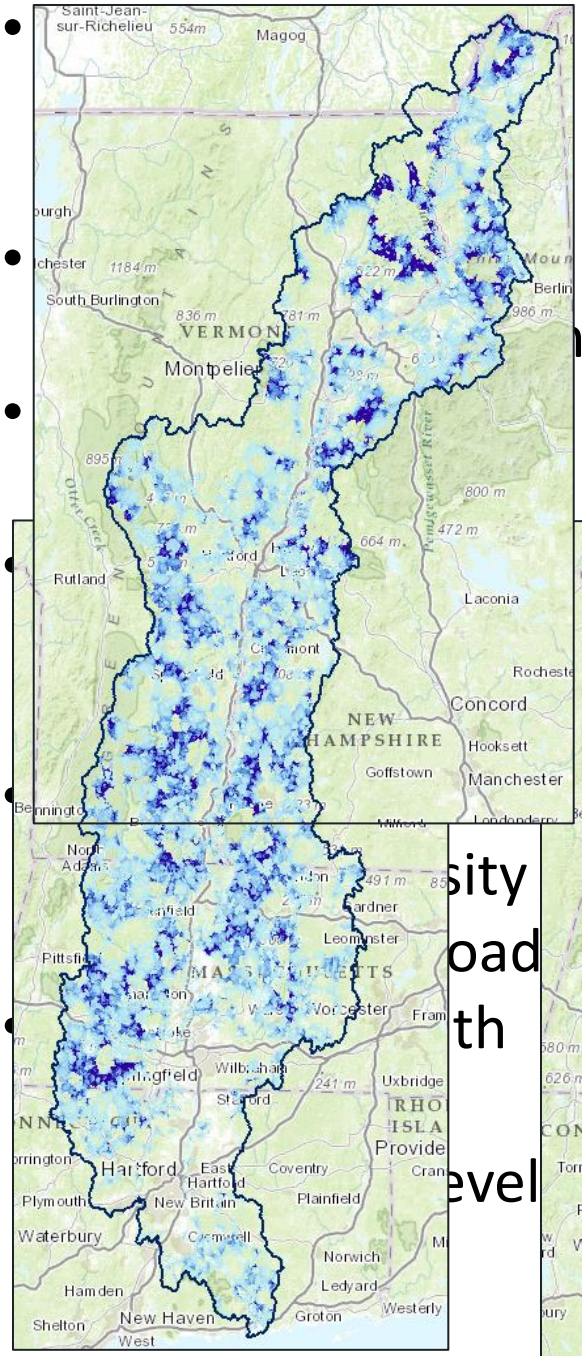
- ID 10 best paths between each pair of cores
- Keep more paths if conductance is high
- Drop more paths if conductance is low
- Buffer remaining paths by 250m on each side
- Excludes high, medium intensity develop. and road
- Connector width reflects conductance level

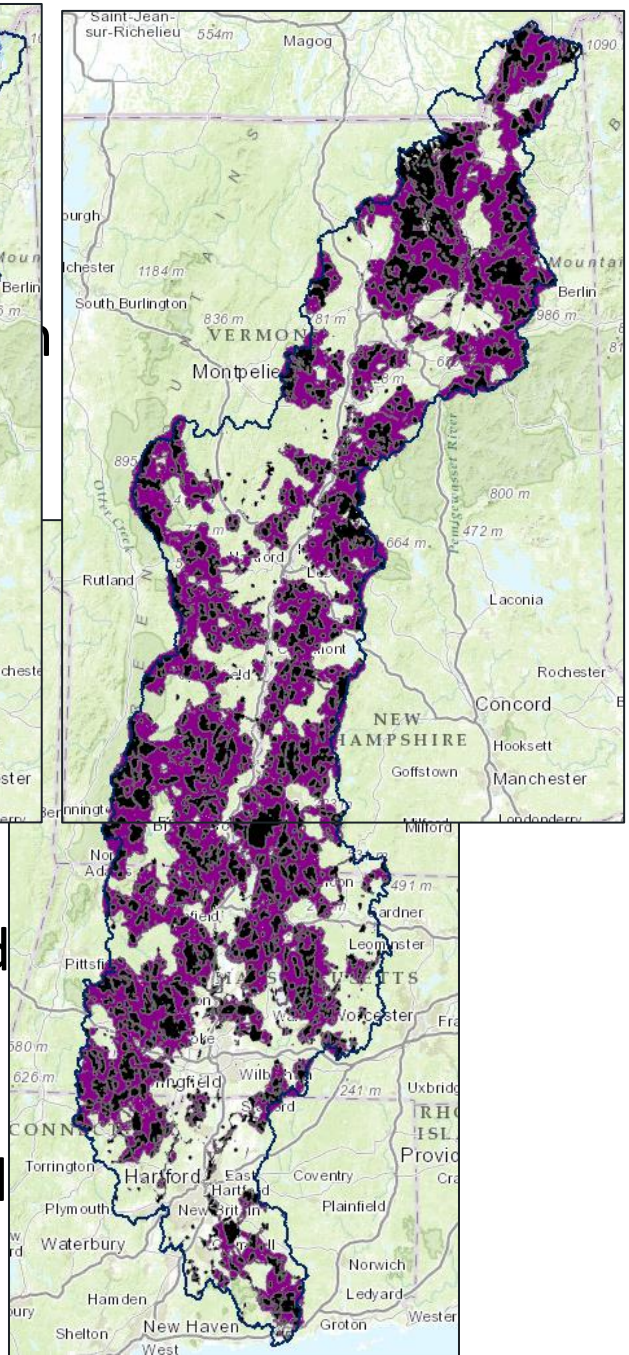
C & B Scenario 1



Top Ten Scenario 1 + Raw Conductance C & B Scenario 1







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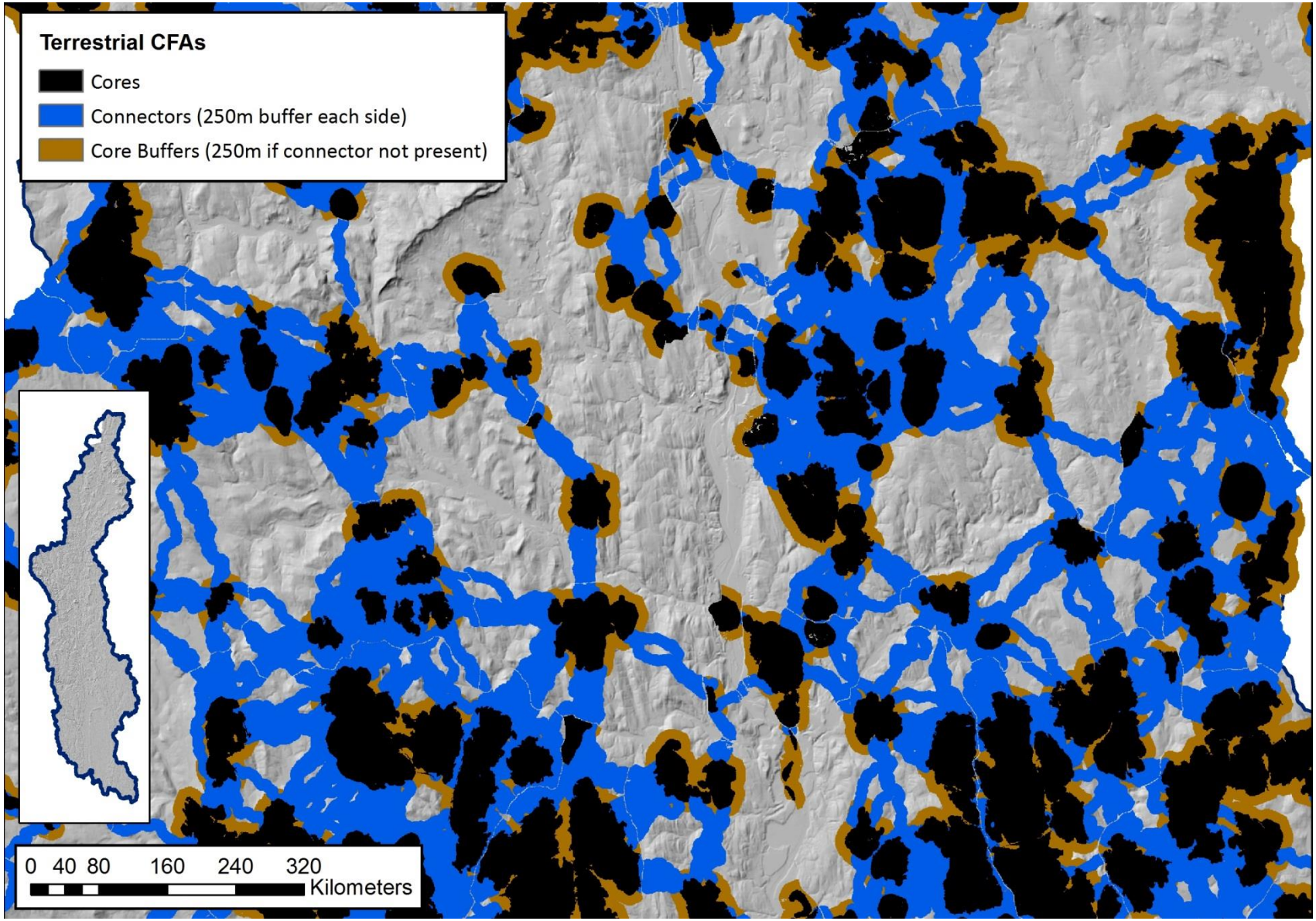
Core-connector-buffer Scenarios (Dec. 2014, Jan 2015)

Scenario	Cores (%)	Connectors (%)	Core Buffers (%)		% Cores connected (approx.)	% Cores isolated (approx.)
C&B 1	25	34	3		86	14
C&B 2	25	24	6		82	18
C&B 3	25	18	8		80	20
C&B 4	25	11	11		77	23
Top Ten 1	25	22	9		97	3
Top Ten 2	25	14	12		91	9
Top Ten 3	25	10	13		81	19

Thank you to Maritza Mallek and Renee Farnsworth for these calculations

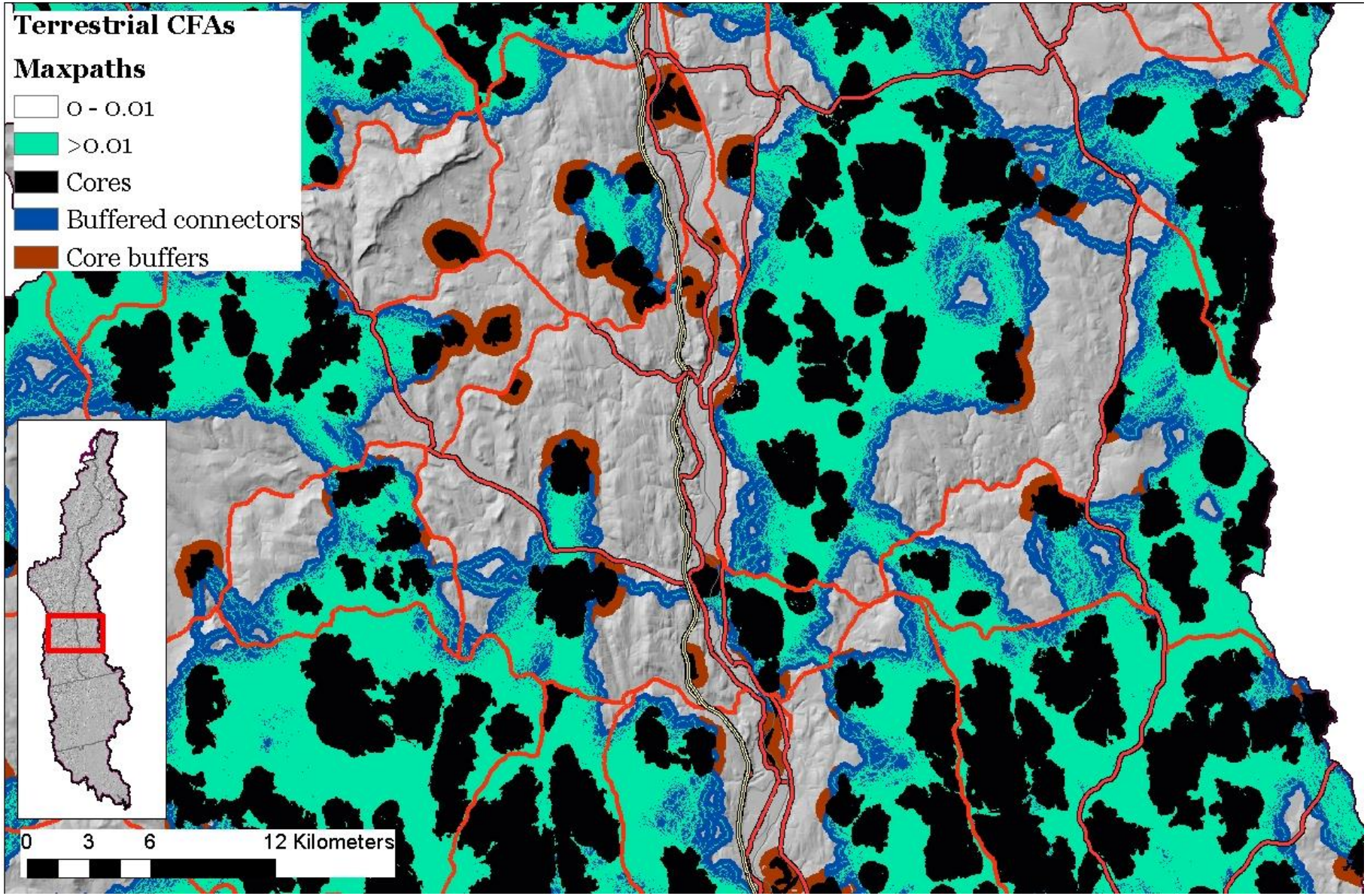
Core-Conduct-Buffer Scenario

Top 10 Paths Scenario 1 (Connectors = 22% of Landscape)



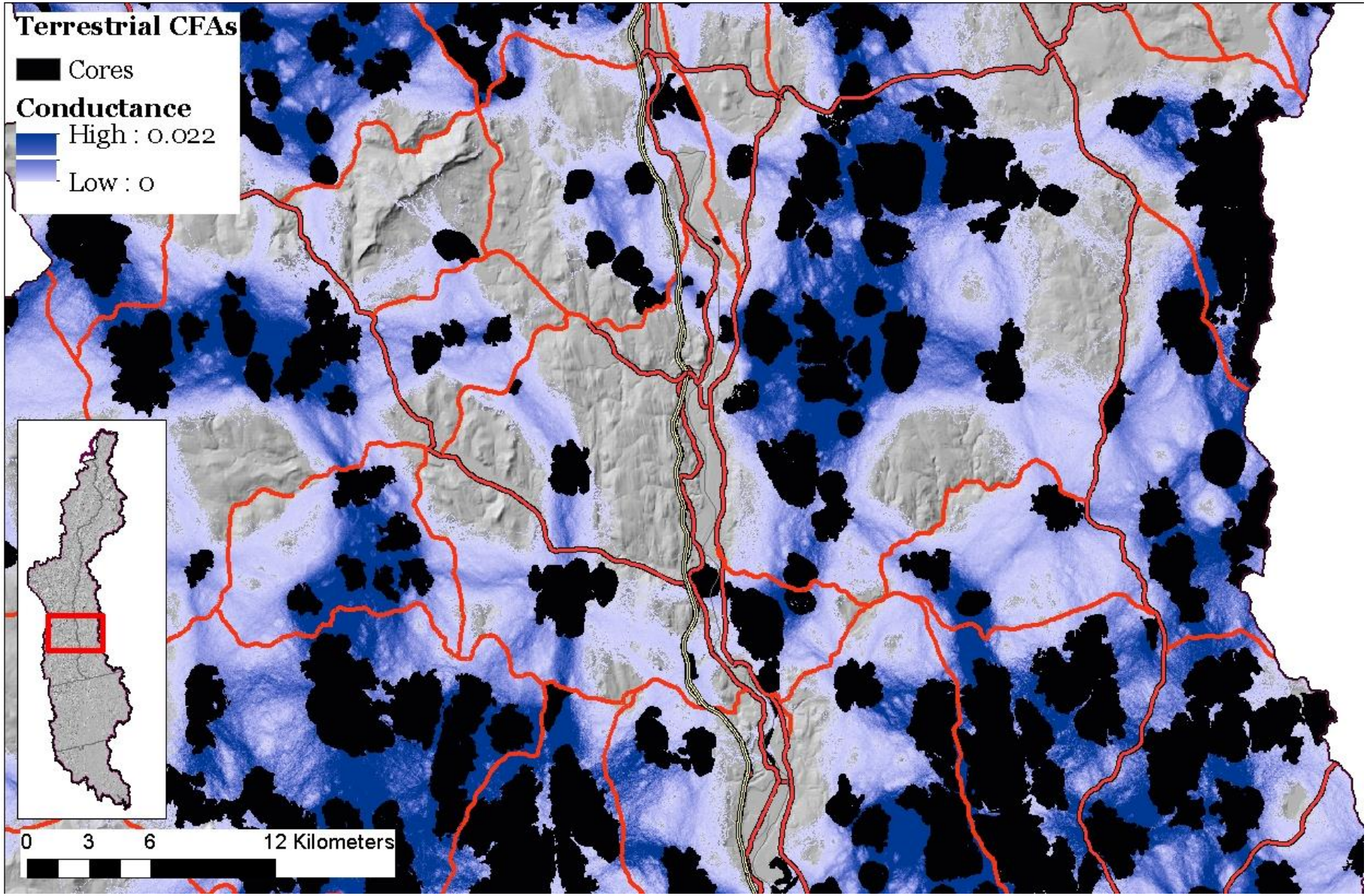
Derivation of Connectors "Scenario 1"

Conductance



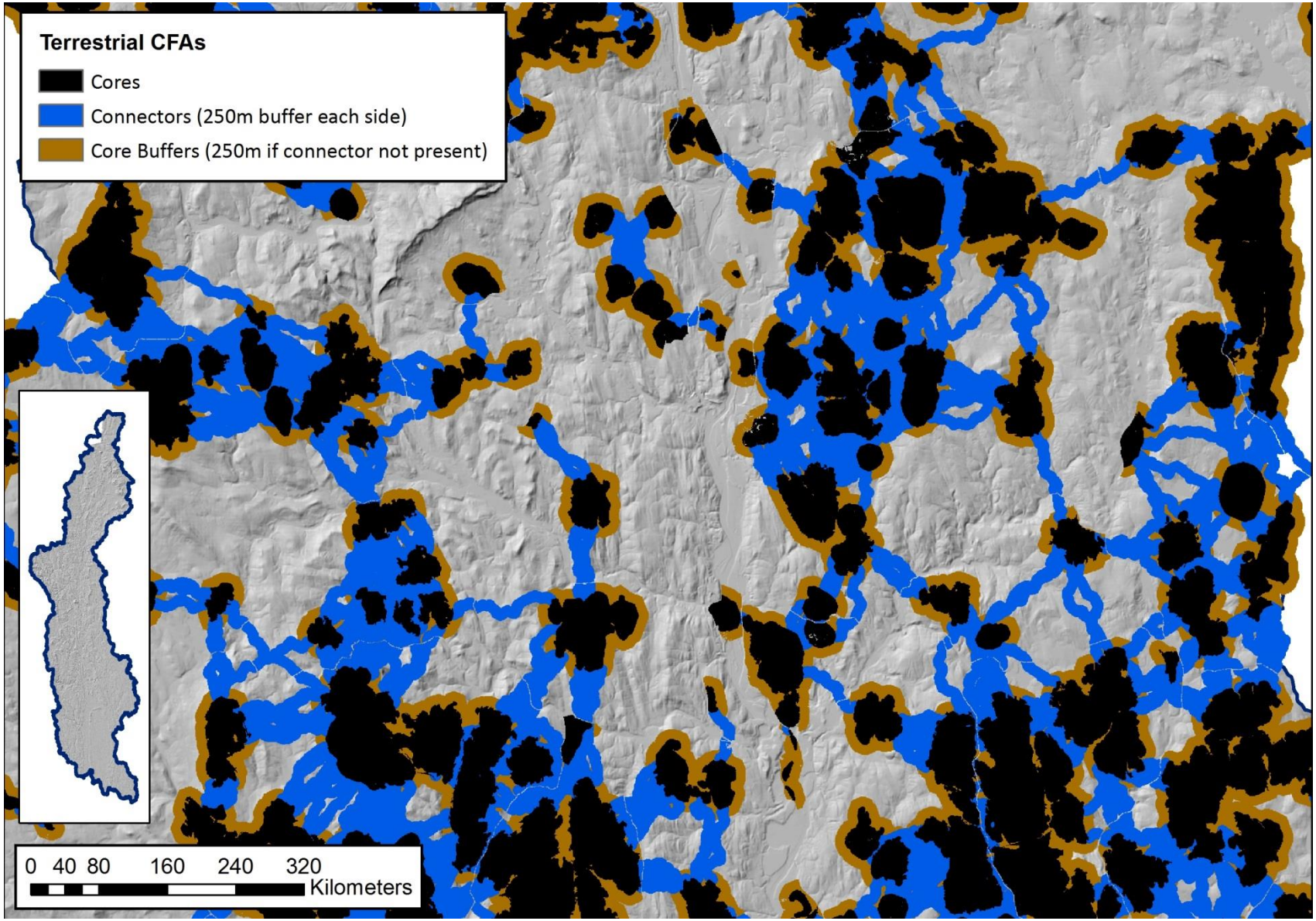
Derivation of Connectors

Conductance



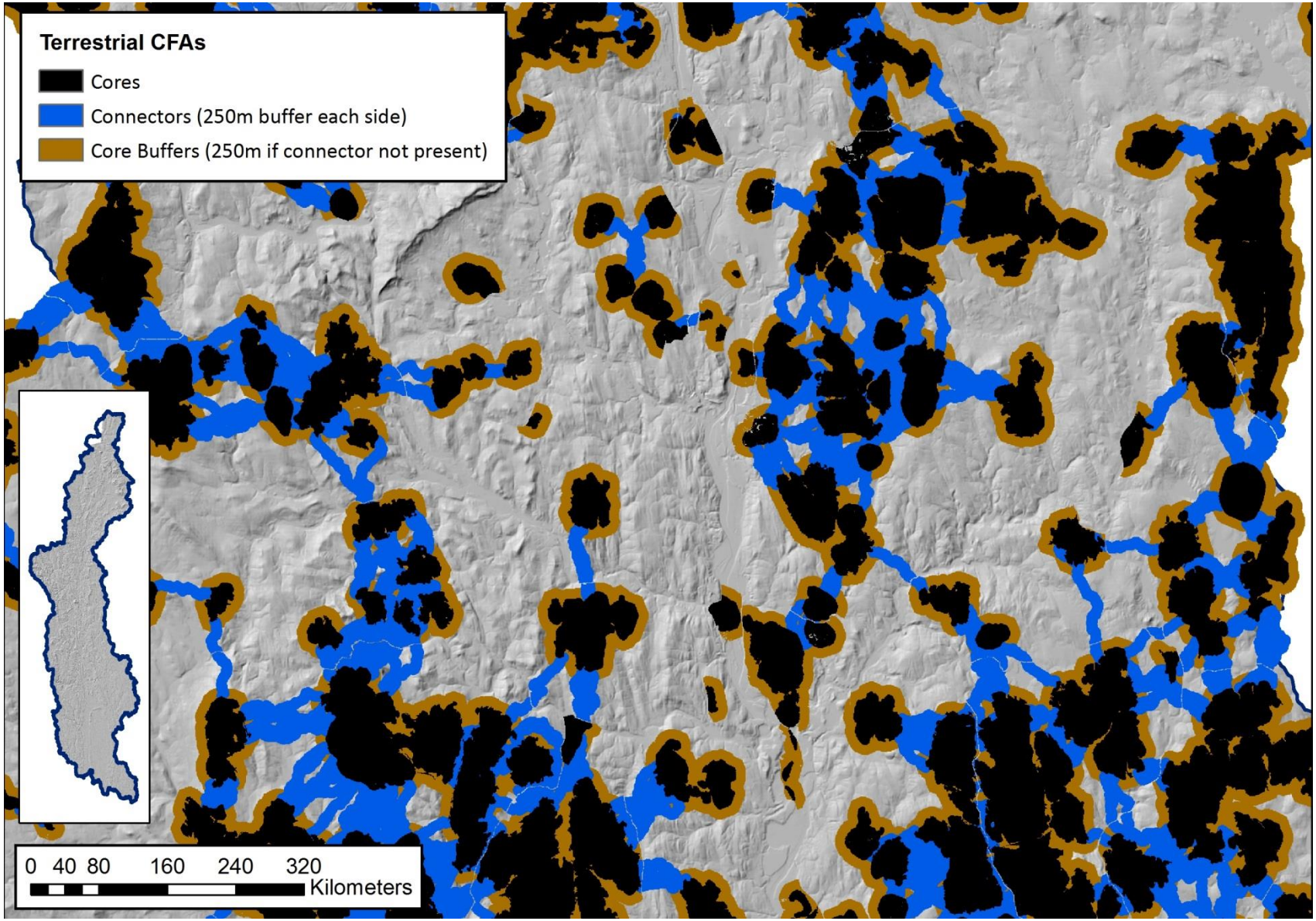
Core-Conduct-Buffer Scenario

Top 10 Paths Scenario 2 (Connectors = 14% of Landscape)



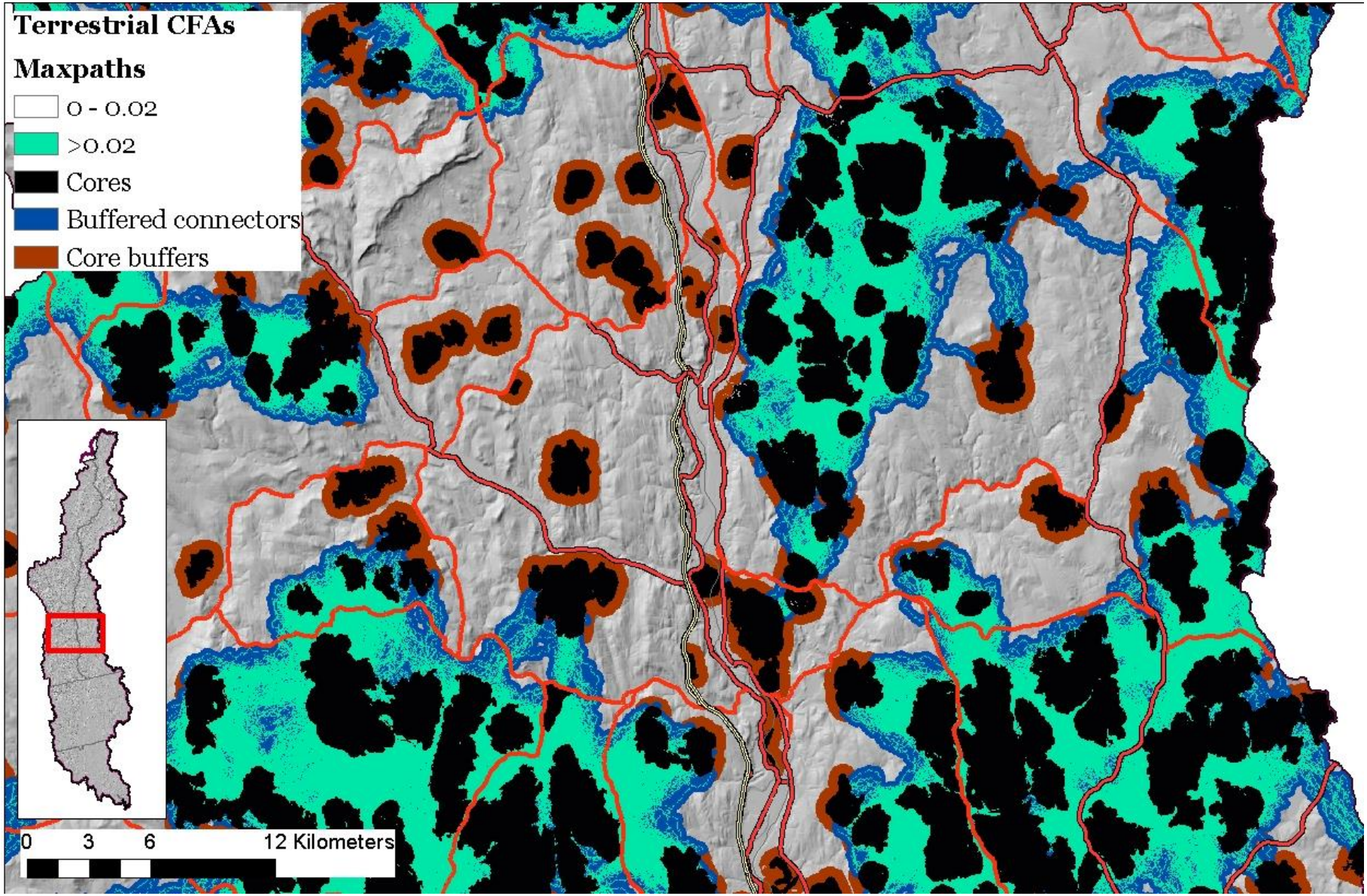
Core-Conduct-Buffer Scenario

Top 10 Paths Scenario 3 (Connectors = 10% of Landscape)



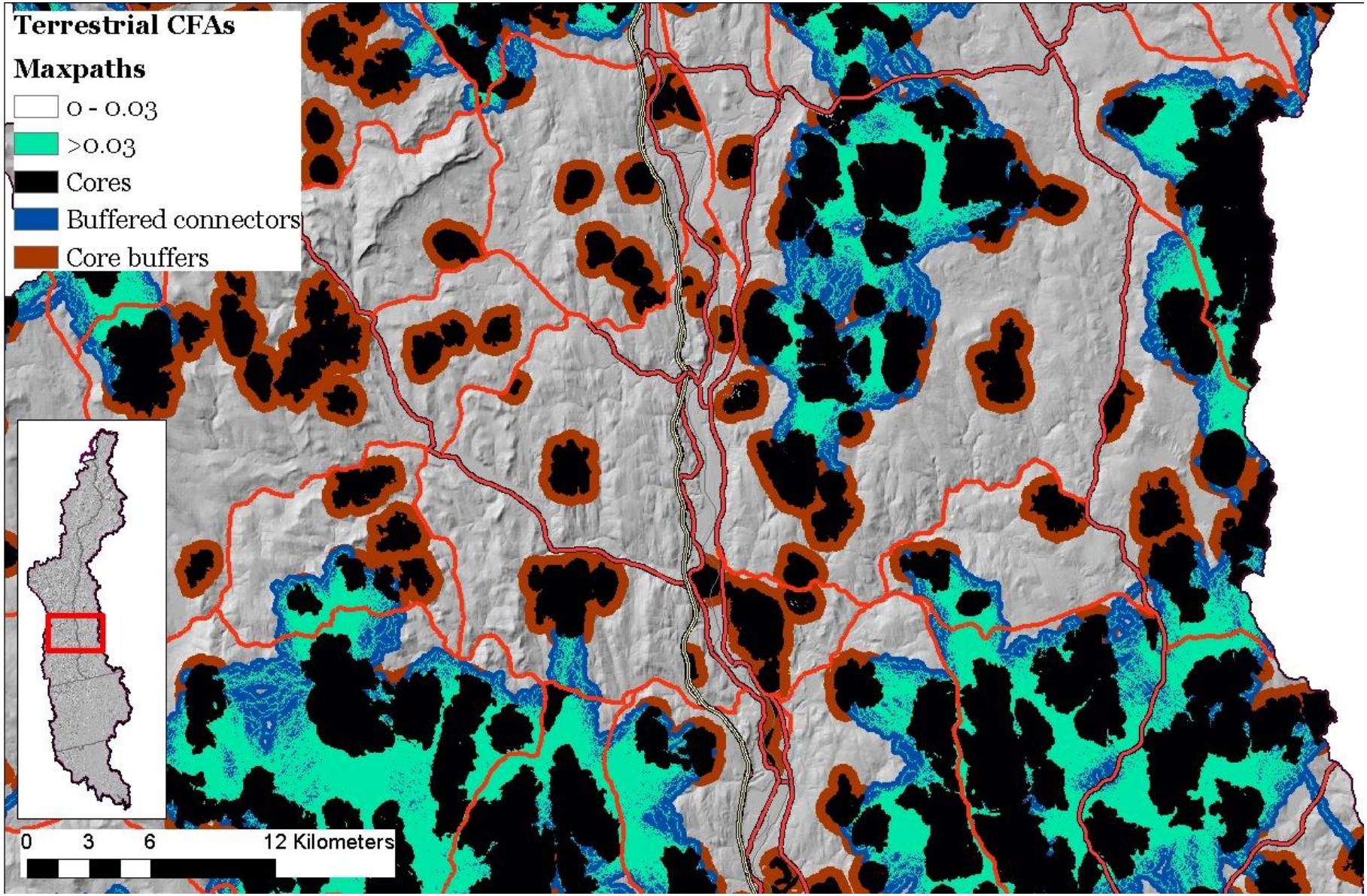
Derivation of Connectors "Scenario 2"

Conductance



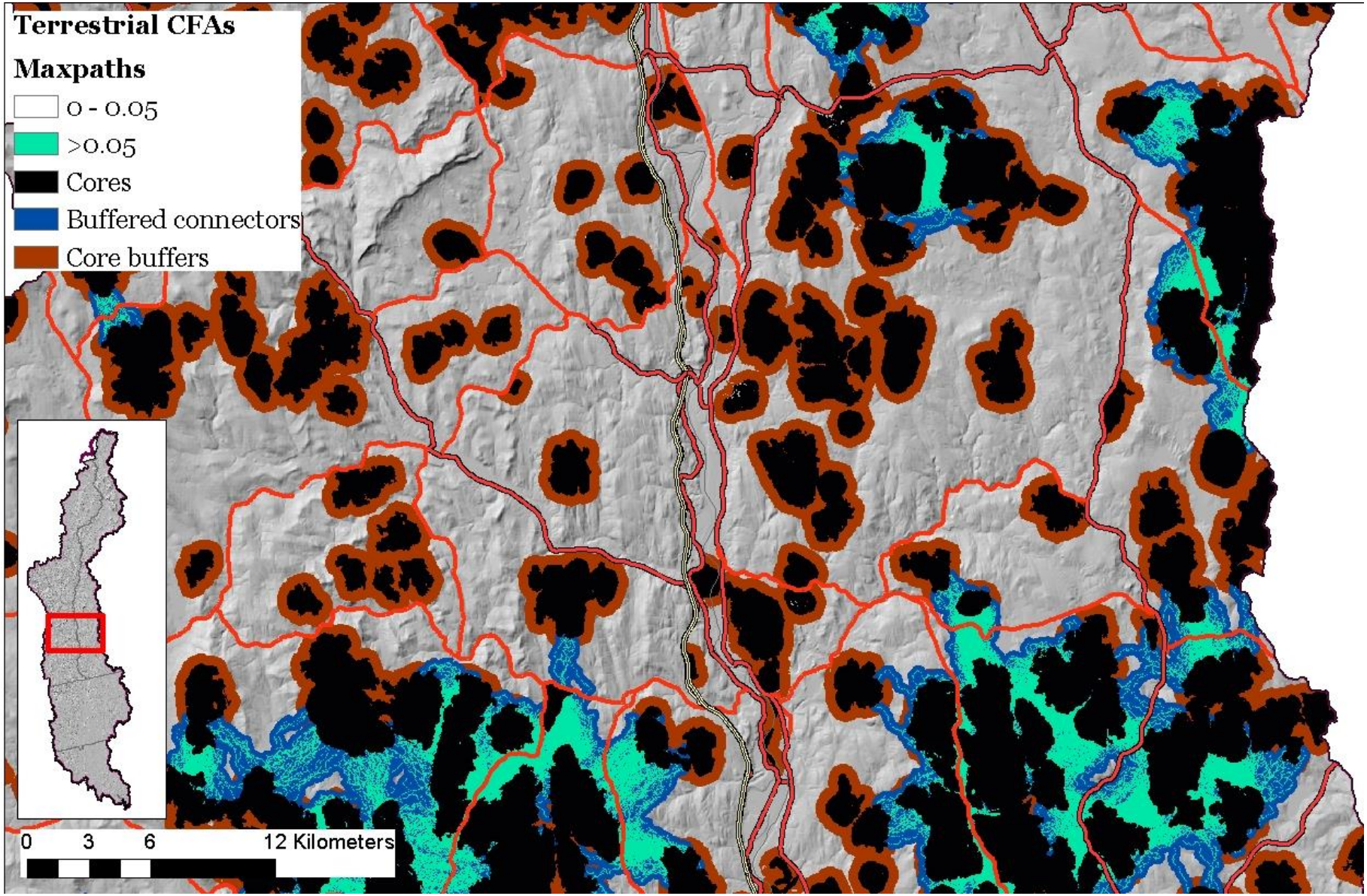
Derivation of Connectors "Scenario 3"

Conductance



Derivation of Connectors "Scenario 4"

Conductance



4 Core-Connector-Buffer Scenarios

- Same set of core areas (combined ecosystem-species – approx. 1,100), 25% of landscape
- Same underlying “conductance” (connectivity) used to create connectors
- 4 variations of how to “threshold” conductance to define the connectors
- For core areas (or parts of core areas) with no connectors, fixed width buffer added (500 m)
  - Do not cross highways, high intensity developm.
  - Width reduced compared to Nov. meeting (2 km)

Survey Results (7 Responses)

Most popular options: Top Ten Scenario 1, followed by Threshold 1 and Raw conductance.

Least popular options: Threshold 4, followed by Top Ten 3 and Threshold 3

	Top Ten Paths Scenario 1	Top Ten Paths Scenario 2	Top Ten Paths Scenario 3	Thresholded Conductance 1 (MaxPath>0.01)	Thresholded Conductance 2 (MaxPath>0.02)	Thresholded Condunctance 3 (MaxPath>0.03)	Thresholded Conductance 4 (MaxPath>0.05)	Raw conductance
First Choice	2	1	1	2	0	0	0	3
Second Choice	3	2	0	1	2	0	0	0
Third Choice	1	1	1	0	2	0	0	1
Fourth Choice	0	0	1	0	0	2	1	1
Fifth through Eighth Choice	0	2	1	2	2	1	2	1
Do Not Support Using	1	1	3	2	1	3	4	1