## Saco

## **Water Resources and Shoreland Habitats**



Beginning with Habitat (BwH) equips Maine communities, landowners, and conservation partners with tools to protect, restore, and connect important habitats and ecosystems in a changing climate. www.beginningwithhabitat.org





This map is nonregulatory and is intended for planning purposes only

Organized

**Towns** 

## **Maine Stream Habitat Viewer Road Stream Crossings**

Barrier

Potential Barrier \*Crossings on private roads not shown.

Find crossing details on the Stream Viewer -

beginningwithhabitat.org/maps

Shellfish

**Growing Areas** 

Distributions of molluscan shellfish species.

**Wetlands** 

National Wetlands Inventory (NWI) uses aerial photographs to approximate wetland locations. NWI data typically under represents the presence of wetlands on the landscape.

Areas are delineated by ME Dep. of **Environmental Protection's Mandatory** Shoreland Zoning Act, which includes areas

Shoreland Areas

within 250 feet of great ponds, rivers, and wetlands, and within 75 feet of streams. The regulations within each shoreland zone depends on the town, and towns may regulate greater areas than what is shown here. For more information, please visit: https:// www.maine.gov/dep/land/slz/



Impervious surfaces including buildings and

TOWNSHIP BOUNDARIES - Maine Office of GIS ROADS - ME Office of GIS, ME Dept of

Transportation (2021) HYDROLOGY -USGS National Hydrography Dataset (2016)

DEVELOPED - CCAP NOAA impervious land

October 2025 cover (2022)
NATIONAL WETLANDS INVENTORY - U.S. Fish & Wildlife Service (2020) SHORELAND AREAS - ME Office of GIS, ME Natural Areas Pgm(2011)

BROOK TROUT PRIORITY CONSERVATION AREAS - ME Dept of Inland Fisheries & Wildlife (2020) MAINE HERITAGE FISH WATERS - ME Dept of Inland Fisheries & Wildlife (2022) ATLANTIC SALMON HABITAT - ME Dept of Marine Resources (2024) SHELLFISH - ME Dept of Marine Resources

ME ROAD STREAM HABITAT CROSSINGS - ME Dept of Inland Fisheries & Wildife, US Fish and Wildlife Service (2022)