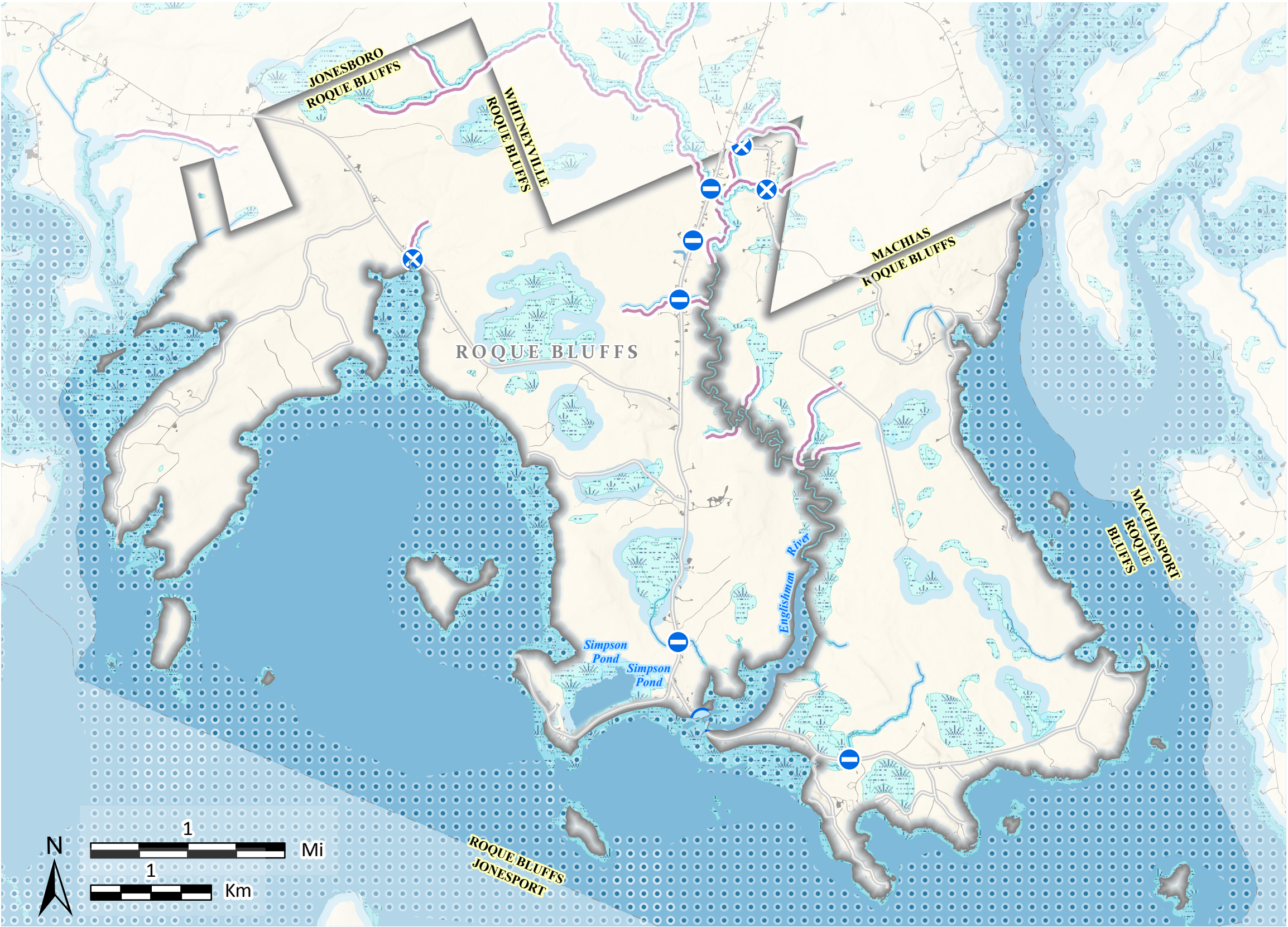


# Roque Bluffs

## Water Resources and Shoreland Habitats



This map is nonregulatory and is intended for planning purposes only



- Organized Towns**
- Wild Brook Trout Priority Conservation Areas**  
Reflects surveys on selected Maine streams.
- 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.
- Shoreland Areas**  
Areas are delineated by ME Dep. of Environmental Protection's Mandatory Shoreland Zoning Act, which includes 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/>
- Developed**  
Impervious surfaces including buildings and roads.

TOWNSHIP BOUNDARIES - Maine Office of GIS (2020)  
ROADS - ME Office of GIS, ME Dept of Transportation (2021)  
HYDROLOGY - USGS National Hydrography Dataset (2016 )  
DEVELOPED - CCAP NOAA impervious land 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 (2010)  
ME ROAD STREAM HABITAT CROSSINGS - ME Dept of Inland Fisheries & Wildlife, US Fish and Wildlife Service (2022)

**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](http://www.beginningwithhabitat.org)

April 2025