

Appendix 9-9
Summary of Potential Construction
Effects on Terrestrial Valued
Components Prior to Mitigation

Appendix 9-9: Summary of Potential Construction Effects on Terrestrial Valued Components Prior to Mitigation

Valued Component	Potential Effect	Potential Construction Effects Before Mitigation					Level of Potential Effect ¹
		Extent		Frequency	Reversibility	Ecological Context	
		Magnitude/Geographic Extent	Duration				
Vegetation Communities and Plant Species of Cultural Importance	Loss or alteration of Vegetation Communities or Plant Species of Cultural Importance in the Project Footprint due to clearing of vegetation.	Measurable effect marginally beyond established thresholds of acceptable change.	Timeframe of greater than 10 years.	Occurs once over the duration of the disturbance.	Project-specific effects are permanent.	No adverse ecosystem effects.	Moderate
		Level II	Level III	Level I	Level III	Level I	
	Introduction and spread of non-native and invasive species in the Local Assessment Area during construction.	Measurable effect marginally beyond established thresholds of acceptable change.	The potential effect is likely to persist until the completion of construction and rehabilitation activities.	Occurs at sporadic or intermittent intervals.	Potential effect is potentially reversible but over a long period of time.	No adverse ecosystem effects.	Moderate
		Level II	Level II	Level II	Level II	Level I	
Loss/impairment of Vegetation Communities or Plant Species of Cultural Importance in the Project Footprint from accidental releases of fuels or hazardous substances during construction.	No measureable effect above baseline.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Low	
							Level I
Loss/impairment of Vegetation Communities or Plant Species of Cultural Importance in the Project Footprint from herbicide application during construction.	No measureable effect above baseline.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Low	
							Level I

Valued Component	Potential Effect	Potential Construction Effects Before Mitigation					Level of Potential Effect ¹
		Extent		Frequency	Reversibility	Ecological Context	
		Magnitude/Geographic Extent	Duration				
	Increased risk of forest fire in the Local and Assessment Area during construction.	Measurable effect marginally beyond established thresholds of acceptable change.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Potential effect is potentially reversible but over a long period of time.	No adverse ecosystem effects.	Low
		Level II	Level I	Level II	Level II	Level I	
Boreal Woodland Caribou	Habitat loss/alteration/fragmentation.	Measurable effect marginally beyond established thresholds of acceptable change.	Timeframe of greater than 10 years.	Occurs once over the duration of the disturbance.	Project-specific effects are permanent.	No adverse ecosystem effects.	Moderate
		Level II	Level III	Level I	Level III	Level I	
	Temporary sensory disturbance.	Measurable effect marginally beyond established thresholds of acceptable change.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Moderate
		Level II	Level I	Level II	Level I	Level I	
	Increased mortality due to vehicle collisions.	No measureable effect above baseline.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Low
		Level I	Level I	Level II	Level I	Level I	
	Increased mortality or changes in distribution due to changes in hunting access.	No measureable effect above baseline.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Low
		Level I	Level I	Level II	Level I	Level I	

Valued Component	Potential Effect	Potential Construction Effects Before Mitigation					Level of Potential Effect ¹
		Extent		Frequency	Reversibility	Ecological Context	
		Magnitude/Geographic Extent	Duration				
	Increased mortality or changes in distribution due to changes in predation.	No measureable effect above baseline.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Low
		Level I	Level I	Level II	Level I	Level I	
	Introduction of disease/parasitism (i.e., brainworm [<i>P. tenius</i>] from white-tailed deer).	No measureable effect above baseline.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Low
		Level I	Level I	Level II	Level I	Level I	
Moose	Habitat loss/alteration/fragmentation.	Measurable effect marginally beyond established thresholds of acceptable change.	Timeframe of greater than 10 years.	Occurs once over the duration of the disturbance.	Project-specific effects are permanent.	No adverse ecosystem effects.	Moderate
		Level II	Level III	Level I	Level III	Level I	
	Temporary sensory disturbance.	Measurable effect marginally beyond established thresholds of acceptable change.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Moderate
		Level II	Level I	Level II	Level I	Level I	
	Increased mortality due to vehicle collisions.	No measureable effect above baseline.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Low
		Level I	Level I	Level II	Level I	Level I	

Valued Component	Potential Effect	Potential Construction Effects Before Mitigation					Level of Potential Effect ¹
		Extent		Frequency	Reversibility	Ecological Context	
		Magnitude/Geographic Extent	Duration				
	Increased mortality due to changes in hunting access.	Measurable effect marginally beyond established thresholds of acceptable change.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Low
		Level II	Level I	Level II	Level I	Level I	
	Increased mortality due to changes in predation.	No measureable effect above baseline.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Low
		Level I	Level I	Level II	Level I	Level I	
	Introduction of disease/parasitism (i.e., brainworm [<i>P. tenius</i>] from white-tailed deer).	No measureable effect above baseline	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Low
		Level I	Level I	Level II	Level I	Level I	
Beaver	Habitat loss/alteration/fragmentation.	No measureable effect above baseline.	Timeframe of greater than 10 years.	Occurs once over the duration of the disturbance.	Project-specific effects are permanent.	No adverse ecosystem effects.	Moderate
		Level I	Level III	Level I	Level III	Level I	
	Temporary sensory disturbance.	No measureable effect above baseline.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Low
		Level I	Level I	Level II	Level I	Level I	

Valued Component	Potential Effect	Potential Construction Effects Before Mitigation					Level of Potential Effect ¹
		Extent		Frequency	Reversibility	Ecological Context	
		Magnitude/Geographic Extent	Duration				
Marten	Habitat loss/alteration/fragmentation.	No measureable effect above baseline.	Timeframe greater than 10 years.	Occurs once over the duration of the disturbance.	Project-specific effects are permanent.	No adverse ecosystem effects.	Moderate
		Level I	Level III	Level I	Level III	Level I	
	Temporary sensory disturbance.	No measureable effect above baseline.	Timeframe greater than 10 years.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Low
		Level I	Level III	Level II	Level I	Level I	
Forest Birds	Habitat loss/alteration/fragmentation.	No measureable effect above baseline.	Timeframe greater than 10 years.	Occurs once over the duration of the disturbance.	Reversible over a long period of time.	No adverse ecosystem effects.	Moderate
		Level I	Level III	Level I	Level II	Level I	
	Temporary sensory disturbance.	No measureable effect above baseline.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Low
		Level I	Level I	Level II	Level I	Level I	
Waterbirds	Habitat loss/alteration/fragmentation.	No measureable effect above baseline.	Timeframe greater than 10 years	Occurs once over the duration of the disturbance.	Project-specific effects are permanent.	No adverse ecosystem effects.	Moderate
		Level I	Level III	Level I	Level III	Level I	

Valued Component	Potential Effect	Potential Construction Effects Before Mitigation					Level of Potential Effect ¹
		Extent		Frequency	Reversibility	Ecological Context	
		Magnitude/Geographic Extent	Duration				
	Temporary sensory disturbance.	No measureable effect above baseline.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Low
		Level I	Level I	Level II	Level I	Level I	
Ecologically Sensitive Wildlife Sites	Loss, alteration or physical disturbance of overwintering dens, heron rookeries, hibernacula, large stick nests, or mineral licks.	No measureable effect above baseline.	Short-term activities such as the time required to complete a discrete component.	Occurs once over the duration of the disturbance.	Project-specific effects are permanent.	No adverse ecosystem effects.	Moderate
		Level I	Level I	Level I	Level III	Level I	
	Temporary sensory disturbance.	No measureable effect above baseline.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Low
		Level I	Level I	Level II	Level I	Level I	
Herptiles	Temporary sensory disturbance.	No measureable effect above baseline.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Readily reversible over a short period of time.	No adverse ecosystem effects.	Low
		Level I	Level I	Level II	Level I	Level I	
	Increased mortality due to vehicle collisions.	No measureable effect above baseline.	Short-term activities such as the time required to complete a discrete component.	Occurs at sporadic or intermittent intervals.	Project-specific effects are permanent.	No adverse ecosystem effects.	Low
		Level I	Level I	Level II	Level III	Level I	

Valued Component	Potential Effect	Potential Construction Effects Before Mitigation					Level of Potential Effect ¹
		Extent		Frequency	Reversibility	Ecological Context	
		Magnitude/Geographic Extent	Duration				
	Loss or alteration of breeding or feeding habitat due to construction activities located near waterbody or bog/fen areas having suitable habitat for the species.	No measureable effect above baseline.	Short-term activities such as the time required to complete a discrete component.	Occurs once over the duration of the disturbance.	Project-specific effects are permanent.	No adverse ecosystem effects.	Low
		Level I	Level I	Level I	Level III	Level I	

Note: 1 The level of potential effect was ranked as being 'low', 'moderate' or 'high' based on the extent, frequency, reversibility and ecological context of the potential effect prior to the implementation of mitigation measures, and the probability of the occurrence of the predicted effect. A predicted effect was considered to be 'low' if there is a low probability of occurrence, 'moderate' if it has a moderate probability of occurrence, and 'high' if there is a high probability of occurrence.