




















Remnant health checklist

Layer	Do you have?	Y/N	Benefits	Threats	Actions you can take
Trees	Trees of different ages				Keep trees of all sizes
	Trees of different heights				Limit stock access
	Fruit & flowers				Fence to protect seedlings
	Hollows in trunks & branches				Retain old & dead trees
Shrubs	Range of shrub species				Limit stock access
	Shrubs of different heights				Managed grazing regime
	Lots of shrubs				Revegetate with natives
	Fruit & flowers				Support natural regeneration
Grasses & Herbs	Lots of grasses & herbs				Limit stock access
	Range of grass & herb species				Manage grazing around flowering time
	Perennial cover				Manage grazing to maintain grass height

Layer	Do you have?	Y/N	Benefits	Threats	Actions you can take
Grasses	Fruit & flowers			N↑	Control pest animals & plants Manage the edge of your remnant Undertake informed spraying
Ground Layer & Soils	Leaf litter & small branches on the ground Small amount of bare ground Fallen timber Biological soil crust		     	     N↑ 	Reduce soil disturbance Limit vehicle traffic Manage grazing according to soil type Low stocking rates Leave fallen timber Leave leaf litter & small branches on the ground

Benefit & threat symbols

 Habitat/shelter	 Reduce runoff	 Removal of trees	 Pest animals	 Removing fallen timber
 Seed source	 Regulate water infiltration	 Stock camping	N↑ Nutrient input	 Burning
 Food source	 Seed germination	 Grazing	 Non target herbicide & spray drift	 Lack of trees & shrubs
 Stabilise the soil		 Pest plants	 Vehicle traffic	 Pruning