

Interactive Mapping Exercise: *Best Coast Belize*

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WOODS INSTITUTE
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The Nature
Conservancy



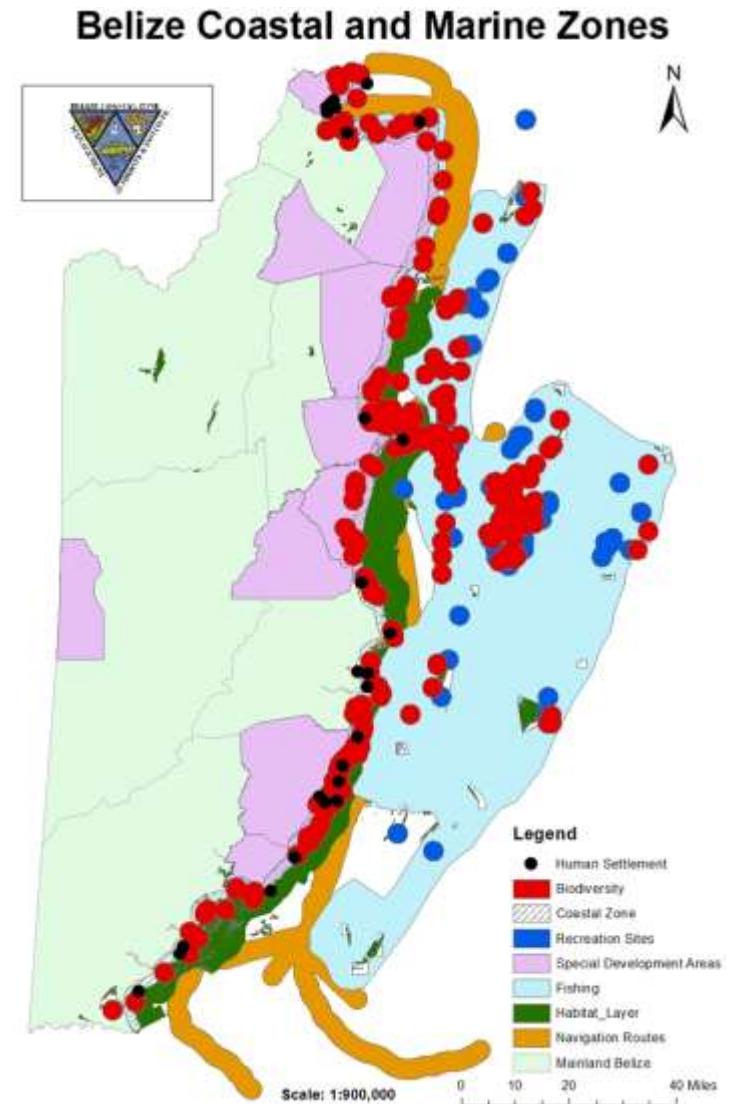
INSTITUTE ON THE
ENVIRONMENT
UNIVERSITY OF MINNESOTA
Driven to Discover™

Zones

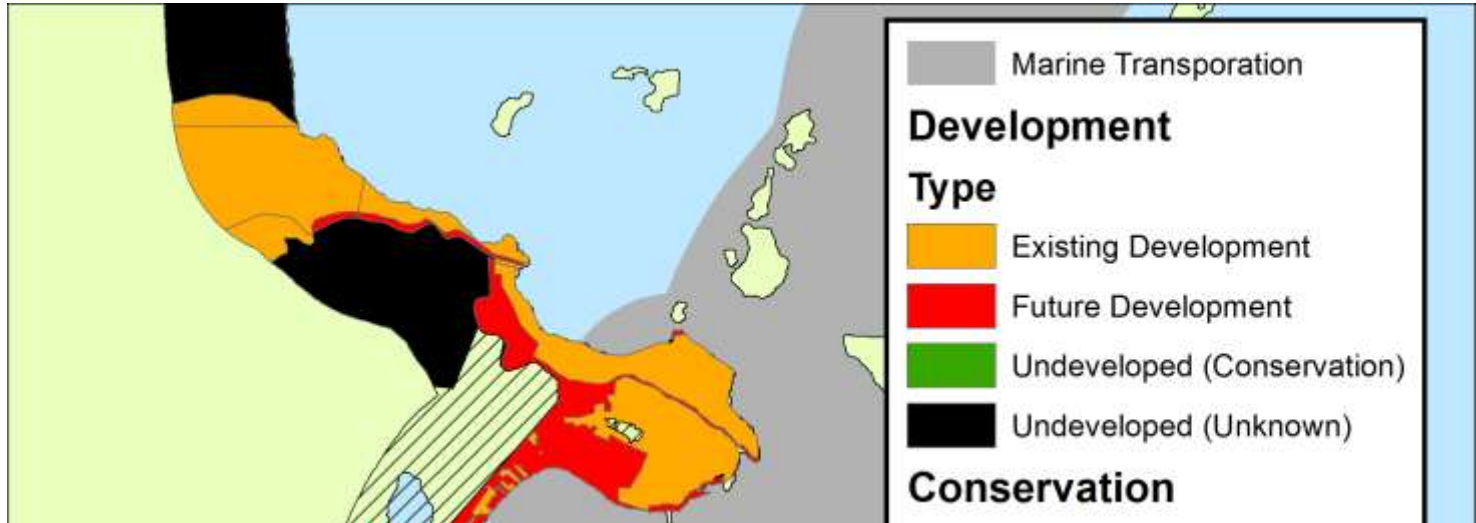
- Marine Transportation
- Tourism/Recreation
- Biodiversity
- Critical Habitats
- Shoals
- Fishing
- Coastal & Marine Managed Areas
- Special Development Areas
- Cultural & Historical Areas
- Human Settlements
- Coastal Development



natural
capital
PROJECT



Drawing the Coastal Zone



	Marine Transportation
Development	
Type	
	Existing Development
	Future Development
	Undeveloped (Conservation)
	Undeveloped (Unknown)
Conservation	
Status	
	Designated
	Proposed Coastal Reserve
	Voluntary recognized

Map-Overlay-Annotation Tool

Logged in as: Test

Map Satellite Terrain Earth

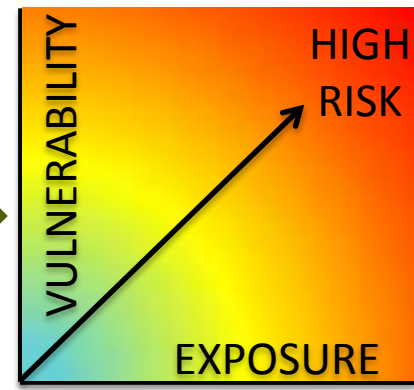
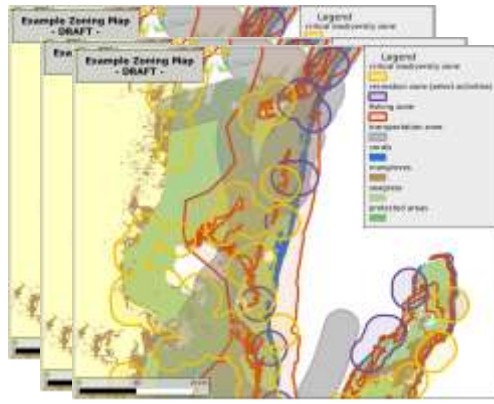
Click a vertex once, or double click on the map to end this shape

Caribbean Sea

Coastal Zone Management Plan for Belize



Stakeholder, local scientists and government officials



- Fisheries
- Coastal protection
- Tourism opportunities

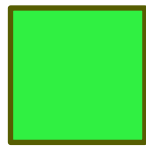
Draft zoning schemes

- current uses
- future uses
- CACs, other stakeholder engagement
- Other reports (e.g., sustainable tourism)

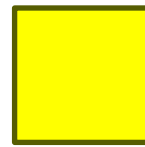
Risk to habitats

- coral
- mangroves
- seagrass

Scenarios



Habitat

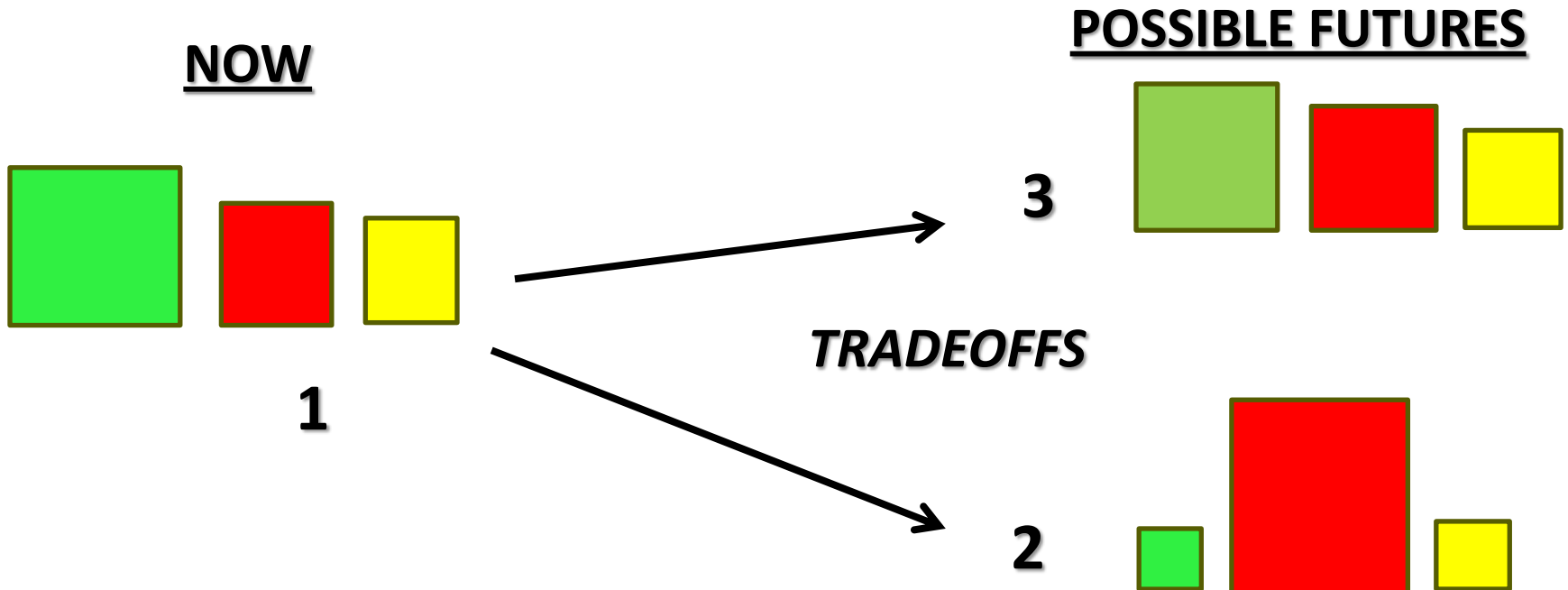


Fisheries



Tourism

1. Current
2. Unchecked Development (BAU)
3. Managed Development (Middle of the Road)





Congratulations!

- You're now a contestant on:

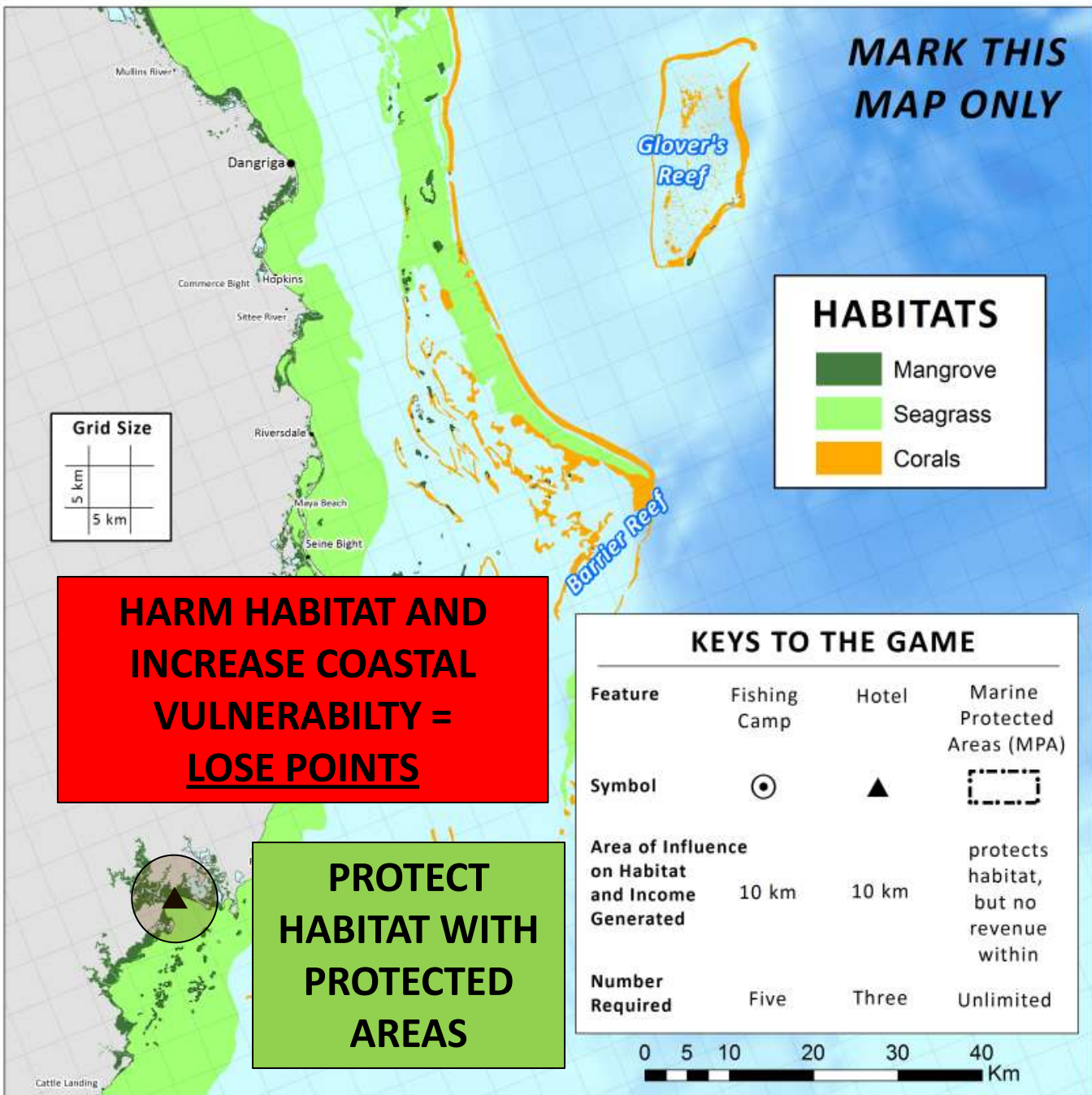
The Best Coast Belize

- In this game show, you'll compete to make the best plan for the southern coast of Belize.
- The team with the best coast, wins.

The Rules

- There's a goal:
Get the most points while protecting the most habitat possible.
- And there are some rules:
 - Create 5 fishing settlements
 - Build 3 hotels for recreation/ tourism
 - Draw in as many necessary protected areas (PAs)

**MARK THIS
MAP ONLY**



HABITATS

- Mangrove
- Seagrass
- Corals

Grid Size

5 km

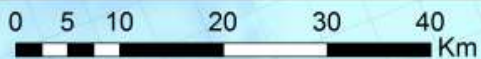
5 km

**HARM HABITAT AND
INCREASE COASTAL
VULNERABILITY =
LOSE POINTS**

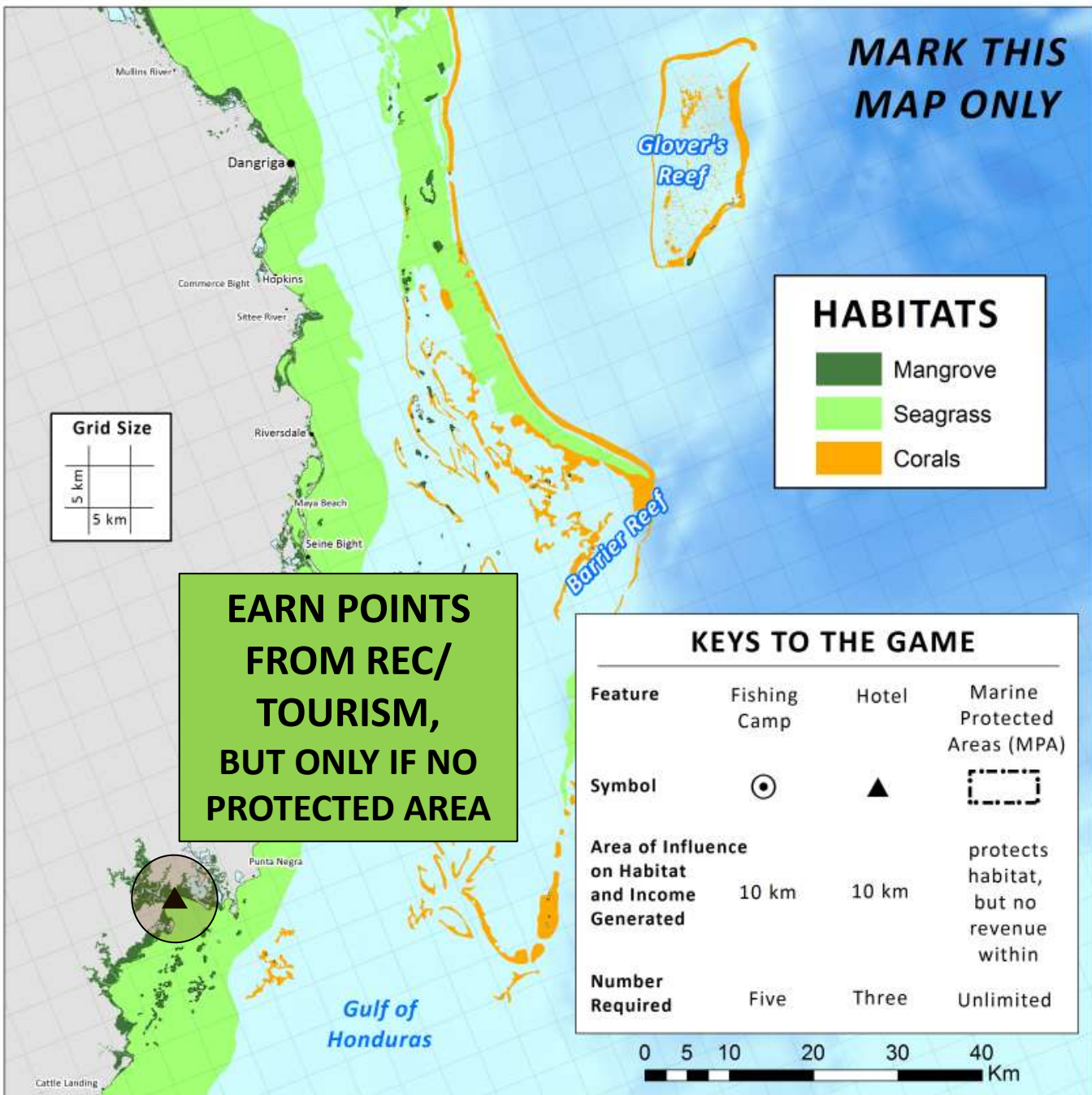
**PROTECT
HABITAT WITH
PROTECTED
AREAS**

KEYS TO THE GAME

Feature	Fishing Camp	Hotel	Marine Protected Areas (MPA)
Symbol	⊙	▲	⋮
Area of Influence on Habitat and Income Generated	10 km	10 km	protects habitat, but no revenue within
Number Required	Five	Three	Unlimited



**MARK THIS
MAP ONLY**



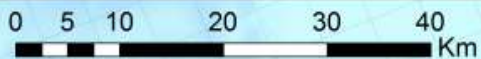
**EARN POINTS
FROM REC/
TOURISM,
BUT ONLY IF NO
PROTECTED AREA**

HABITATS

- Mangrove
- Seagrass
- Corals

KEYS TO THE GAME

Feature	Fishing Camp	Hotel	Marine Protected Areas (MPA)
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Additional Info

- **4 teams:** each marks their map
- Assume habitat loss is penalized equally across habitats (corals, seagrass, mangrove)
- I will compile marks and run InVEST models
- Winning team announced tomorrow!

The Rules

- There's a goal:
Get the most points while protecting the most habitat possible.
- And there are some rules:
 - Create 5 fishing settlements
 - Build 3 hotels for recreation/ tourism
 - Draw in as many necessary protected areas (PAs)