

## STATUS QUO OF ECOLOGICAL GOODS, SERVICES & ATTRIBUTES (EGSA)



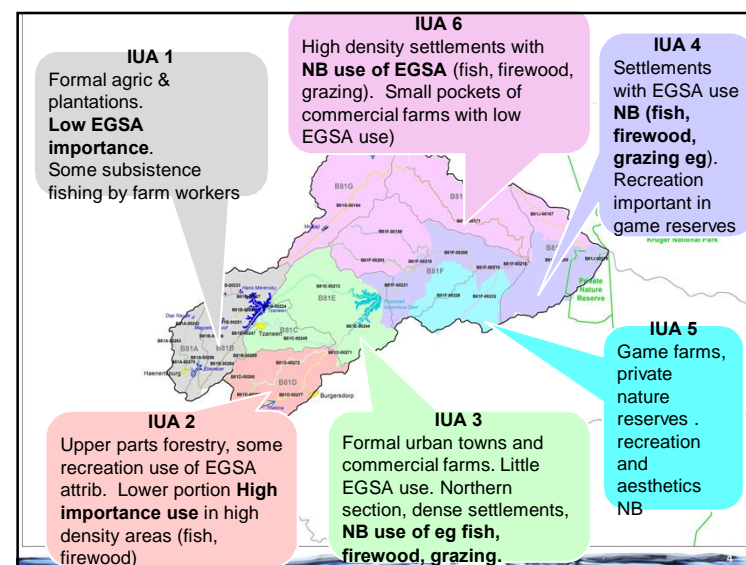
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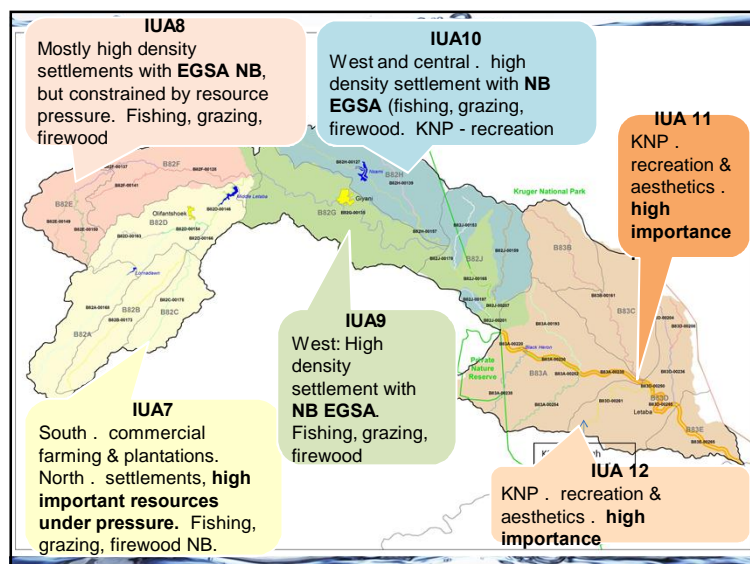
## Ecological Goods, Services & Attributes (EGSA)

- EGSA are the goods and services provided by the river (& associated ecological systems) that result in a value being produced for consumers.
- Provisioning services - most familiar category of benefit, (referred to as ecosystem goods), eg foods, fuels, fibres, medicine, etc., that are in many cases directly consumed;
- Other services include cultural, regulating services (e.g. water quality inputs), & supporting services (e.g. nutrient formation).
- Tend to focus on provisioning services

### Ecological Goods and Services Attributes (EGSA) 2

- Following methods were used to generate a picture of the most important EGSA that are associated with the riverine system and may be subject to change under a potential range of operational scenarios.
  - . Literature survey
  - . Interviews in the catchment where priorities are identified.
  - . Analysis of maps and Google Earth images





## Socio Cultural Importance (SCI)

- Linked to an analysis of the EGSA is an understanding of the Socio-Cultural Importance of the system.
- A system based on an analysis of a set of identified characteristics (ritual use, aesthetic qualities, resource dependence, recreational use, historical importance) is used to generate an overall score for each SQ.

## SCI

SCI score	Category	Comment
0 - 0.99	<b>VERY LOW</b>	Of little or no socio-cultural importance.
1 - 1.99	<b>LOW</b>	Of some importance. PES not critical, but caution should be displayed with regard to negative impact on dependent communities.
2 - 2.99	<b>MODERATE</b>	Of moderate importance. PES should not be allowed to be negative affected without strong motivation.
3 - 3.99	<b>HIGH</b>	Of high importance. A score in this range motivates for maintain or potentially positive change to PES.
4 - 5	<b>VERY HIGH</b>	Of extreme importance. A score in this range motivates for positive change to PES.

## SCI

“ The following SQs scored %high+. There were no scores in the %Very High+range. The bulk of those scoring %high+did so either because of the recreation and aesthetic value associated with the Game Parks or the high dependence on resources associated with poor and vulnerable communities located within the SQ.

