

The Bay of Quinte is a healthy and vibrant ecosystem.
Now, we must make sure it doesn't deteriorate.

What is an environmental challenge?

The Great Lakes Water Quality Agreement identified 14 categories that are used to measure the health of Areas of Concern. We call them environmental challenges. The Bay of Quinte Area of Concern has 11 out of the 14.

Current status of the environmental challenges

STATUS: RESTORED

- # 3 - Degradation of fish and wildlife populations
- # 4 - Fish tumours and other deformities
- # 6 - Degradation of benthos (underwater bugs)
- # 7 - Restrictions on dredging activities
- # 14 - Loss of fish and wildlife habitat

STATUS: SUBMITTED FOR REDESIGNATION APPROVAL

- # 10 - Beach closings

STATUS: REDESIGNATION PROCESS UNDERWAY

- # 1 - Restriction on fish and wildlife consumption
- # 9 - Restrictions on drinking water or taste and odour problems

STATUS: IMPAIRED

- # 8 - Eutrophication or undesirable algae
- # 11 - Degradation of aesthetics
- # 13 - Degradation of phytoplankton and zooplankton populations

We're making great progress in addressing the environmental challenges, 5 restored and numbers 1, 9, and 10 are not far behind. The Bay of Quinte is well on its way to being removed from the Areas of Concern list.

There is a list of 80 recommended actions to address the environmental challenges. A large number of these actions have been completed. However, there are still some requiring municipal involvement.

You will find a full list of the municipally relevant recommended actions and descriptions of the environmental challenges on our web site. www.bqrap.ca

Please make the Bay of Quinte part of your campaign agenda

To find out more about the Bay of Quinte Remedial Action Plan and why it's a success story that needs your input and support, visit www.bqrap.ca or contact: Sarah Midlane-Jones, BQRAP Communications - smidlanejones@bqrap.ca - 613-394-3915 ext 214

Healthy Bay • Healthy Community

In partnership locally with Lower Trent Conservation and Quinte Conservation