

**Practice: 647 - Early Successional Habitat Development and Management**

**Scenario: #2 - Disking**

**Scenario Description:**

This practice addresses inadequate wildlife habitat for species requiring early successional habitat. This scenario provides early successional habitat by setting back succession and manipulating species composition by disking vegetation and creating bare ground. The typical setting for this scenario is at the edge of crop fields, in pastures, and in odd areas such as pivot corners. This scenario is applicable nationwide. Where the management of woody plants is require to create or maintain early successional habitat conservation practice 314 brush management or 666 forest stand improvement should be used. Where chemical control of weeds, including invasives, is required to reduce competition for the desired plant community conservation practice 315 herbaceous weed control should be used. Where the seedbank is inadequate for natural regeneration and seeding is required, use conservation practice 550 range seeding or 327 Conservation Cover. Where the need is to create early successional habitat within or at the edge of woodland or forest use conservation practice 666 forest stand improvement to remove trees.

**Before Situation:**

The site is static or trending to higher successional plant species. The disturbance regeme to maintain a lower successional stage is lacking. Pastures are often monotypic, lacking in diversity. Bare ground for seedling establishment is absent. Stands are often dense and inhibit the movements of younger wildlife species suchh as game bird chicks.

**After Situation:**

The application of this scenario improves wildlife habitat for species requiring early successional plant communities by reducing competition and creating bare ground for the establishment of early successional plants. Additionally, brood rearing habitat is improved both by the resultant food resources and the increased openness of the plant community that allows chicks to negotiate the terrain and exploit those food resources.

**Scenario Feature Measure:** width and length of treated area

**Scenario Unit:** Acres

**Scenario Typical Size:** 10

**Scenario Cost:** \$353.61

**Scenario Cost/Unit:** \$35.36

**Cost Details (by category):**

Component Name	ID	Component Description	Unit	Price (\$/unit)	Quantity	Cost
<b>Equipment/Installation</b>						
Tillage, Primary	946	Includes heavy disking (offset) or chisel plow. Includes equipment, power unit and labor costs.	Acre	\$15.35	5	\$76.75
<b>Labor</b>						
Supervisor or Manager	234	Labor involving supervision or management activities. Includes crew supervisors, foremen and farm/ranch managers time required for adopting new technology, etc.	Hour	\$36.28	3	\$108.84
<b>Mobilization</b>						
Mobilization, small equipment	1138	Equipment <70 HP but can't be transported by a pick-up truck or with typical weights between 3,500 to 14,000 pounds.	Each	\$168.02	1	\$168.02