

Marine Zoning – Key West Area

- [Bay Keys WMA](#) (Pg 152)
Decreases disturbance of nesting and roosting birds including magnificent frigatebird, great white, tricolor, and little blue heron, cormorant, osprey, and various other small birds. Shallow seagrass flats around the island exhibit light prop scarring.
 - Alt1: 18 ac of no motor and 8 ac idle speed
 - Alt2: 57ac No Motor and 16 ac idle speed. (Adds second island)
 - Alt 3: 57 ac no Entry and 16 ac idle speed.
 - Alt4: Squares off and includes 3rd island: 294 ac no entry.
- [Cayo Agua WMA](#) (Pg 151)
Decreases disturbance of nesting and roosting birds including great white heron, osprey, and the large numbers of resting shorebirds that use the shallow seagrass flats.
 - Alt1: 8ac idle speed
 - Alt2: Same as 2
 - Alt 3: Same as 2
 - Alt4: Squares idle speed, adds 186ac
- [Demolition Key WMA \(New\)](#) (Pg 153)
Decreases disturbance of nesting and roosting birds including great white heron and magnificent frigatebird.
 - Alt1: Does not exist
 - Alt2: 23ac no entry.
 - Alt 3: Same as 2
 - Alt4: Same as 2
- [East Harbor Keys WMA](#) (Pg 150)
East Harbor Keys WMA decreases disturbance to various resting shorebirds and nesting bald eagles.
 - Alt1: 15ac no access
 - Alt2: 15ac no entry.
 - Alt 3: Same as 2
 - Alt4: Square no entry: Adds 3ac no entry.
- [Eastern Sambo Conservation Area](#) (Pg 149)
 - Alt1: 128ac no transit, no fish. Name change from SUA
 - Alt2: Same as 1
 - Alt 3: Same as 1
 - Alt4: Same as 1
- [Happy Jack WMA \(New\)](#) (Pg 144)
Happy Jack WMA decreases disturbance of wading bird foraging habitat and nesting reddish egret and great white heron.
 - Alt1: Does not exist
 - Alt2: 86ac no motor
 - Alt 3: 86ac no entry
 - Alt4: 129ac (sq) no entry

- [Lower Harbor Keys WMA](#) (Pg 150)
Lower Harbor Keys WMA decreases disturbance of nesting and roosting birds including great white heron, double-crested cormorant, osprey, and other wading birds. Many of the surrounding flats exhibit light prop scarring.
 - Alt1: 42 ac idle speed.
 - Alt2: Idle speed zone change - Adds 5ac
 - Alt 3: Same as 2
 - Alt4: **Drops Everything?**
- [Marvin Key WMA](#) (Pg 145)
Marvin Key WMA decreases disturbance of resting and foraging shorebirds that use the shallow seagrass flats.
 - Alt1: 21 acres no access.
 - Alt2: Removes existing 21 acres and sets aside different 83ac no entry.
 - Alt 3: Same as 2.
 - Alt4: Adds 416ac of no idle.
- [Marvin Barracuda WMA \(New\)](#)
Marvin Barracuda Key WMA decreases disturbance to important shallow water habitats and the large numbers of resting shorebirds that use the shallow seagrass flats. Decreases conflict of use between flats fisherman and transiting boaters. Maintain use of channels.
 - Alt1: Does not exist.
 - Alt2: 1.664ac of new no motor area
 - Alt 3: Same as 2
 - Alt4: Same as 2
- [Mud Keys WMA](#) (Pg148)
Decreases disturbance of nesting and roosting birds, including osprey and magnificent frigatebird, and a great white heron rookery. Many of the surrounding flats exhibit light prop scarring.
 - Alt1: two 23ac no entry cuts and two 27ac idle speed cuts.
 - Alt2: Same as 1
 - Alt 3: Same as 1
 - Alt4: Creates 654ac idle speed zone around whole area. Adds 1ac no entry.
- [Snipe Keys WMA](#) (Pg147)
Decreases disturbance of foraging birds including little blue heron, tern, and various shorebirds.
 - Alt1: 214ac No Motor and .31ac idle speed.
 - Alt2: Adds 31 ac no entry
 - Alt 3: Same as 2
 - Alt4: Squares no entry, becoming 59ac
- [Western Sambo SPA](#) (Pg149)
Western Sambo SPA protects a large area of interconnected nearshore and midshelf patch reefs, and a well-developed bank reef with a prominent spur-and-groove habitat along with associated seagrass and hardbottom communities. This zone provides a corridor for the migration of juvenile and adult fish and invertebrate populations. This area meets the advisory council goal to protect large, contiguous, diverse, and interconnected habitats, including for fish moving inshore to offshore through their life cycle.
 - Alt1: 7,680ac SPA (list regs)
 - Alt2: Adds 1,280ac to SPA. Entire area no anchor. Shoreline idle speed.
 - Alt 3: Same as 2
 - Alt4: Adds entire area idle speed. Changes shoreline to no entry.