

Section	Division	Group	Class	Code	Class type	V4.3 Equivalent	Code(4.3)
Provisioning (Abiotic)	Water	Surface water used for nutrition, materials or energy	Surface water for drinking	4.2.1.1	By amount, type, source	Surface water for drinking	1.1.2.1
Provisioning (Abiotic)	Water	Surface water used for nutrition, materials or energy	Surface water used as a material (non-drinking purposes)	4.2.1.2	By amount & source	Surface water for non-drinking purposes	1.2.2.1
Provisioning (Abiotic)	Water	Surface water used for nutrition, materials or energy	Freshwater surface water used as an energy source	4.2.1.3	By amount, type, source	Not recognised in V4.3	N/A
Provisioning (Abiotic)	Water	Surface water used for nutrition, materials or energy	Coastal and marine water used as energy source	4.2.1.4	By amount, type, source	Not recognised in V4.3	N/A
Provisioning (Abiotic)	Water	Ground water for used for nutrition, materials or energy	Ground (and subsurface) water for drinking	4.2.2.1	By amount, type, source	Ground water for drinking	1.1.2.2
Provisioning (Abiotic)	Water	Ground water for used for nutrition, materials or energy	Ground water (and subsurface) used as a material (non-drinking purposes)	4.2.2.2	By amount & source	Ground water as source of energy	1.2.2.2
Provisioning (Abiotic)	Water	Ground water for used for nutrition, materials or energy	Ground water (and subsurface) used as an energy source	4.2.2.3	By amount & source	Ground water for non-drinking purposes	N/A
Provisioning (Abiotic)	Water	Other aqueous ecosystem outputs	Other	4.2.X.X	Use nested codes to allocate other provisioning services from non-living systems to appropriate	Not recognised in V4.3	N/A
Provisioning (Abiotic)	Non-aqueous natural abiotic ecosystem outputs	Mineral substances used for nutrition, materials or energy	Mineral substances used for nutritional purposes	4.3.1.1	Amount by type	Minerals	N/A
Provisioning (Abiotic)	Non-aqueous natural abiotic ecosystem outputs	Mineral substances used for nutrition, materials or energy	Mineral substances used for material purposes	4.3.1.2	Amount by type	Solid	N/A
Provisioning (Abiotic)	Non-aqueous natural abiotic ecosystem outputs	Mineral substances used for nutrition, materials or energy	Mineral substances used for as an energy source	4.3.1.3	Amount by type	N/A	N/A
Provisioning (Abiotic)	Non-aqueous natural abiotic ecosystem outputs	Non-mineral substances or ecosystem properties used for nutrition, materials or energy	Non-mineral substances or ecosystem properties used for nutritional purposes	4.3.2.1	Amount by type	Non-mineral	N/A
Provisioning (Abiotic)	Non-aqueous natural abiotic ecosystem outputs	Non-mineral substances or ecosystem properties used for nutrition, materials or energy	Non-mineral substances used for materials	4.3.2.2	Amount by type	Gas	N/A

Provisioning (Abiotic)	Non-aqueous natural abiotic ecosystem outputs	Non-mineral substances or ecosystem properties used for nutrition, materials or energy	Wind energy	4.3.2.3	Amount by type	Wind	N/A
Provisioning (Abiotic)	Non-aqueous natural abiotic ecosystem outputs	Non-mineral substances or ecosystem properties used for nutrition, materials or energy	Solar energy	4.3.2.4	Amount by type	Solar	N/A
Provisioning (Abiotic)	Non-aqueous natural abiotic ecosystem outputs	Non-mineral substances or ecosystem properties used for nutrition, materials or	Geothermal	4.3.2.5	Amount by type	Geo-thermal	N/A
Provisioning (Abiotic)	Non-aqueous natural abiotic ecosystem outputs	Other mineral or non-mineral substances or ecosystem properties used for nutrition, materials or energy	Other	4.3.2.6	Use nested codes to allocate other provisioning services from non-living systems to appropriate Groups and Classes	Not recognised in V4.3	N/A
Regulation & Maintenance (Abiotic)	Transformation of biochemical or physical inputs to ecosystems	Mediation of waste, toxics and other nuisances by non-living processes	Dilution by freshwater and marine ecosystems	5.1.1.1	Amount by type	Dilution by atmosphere, freshwater and marine ecosystems	2.1.2.2
Regulation & Maintenance (Abiotic)	Transformation of biochemical or physical inputs to ecosystems	Mediation of waste, toxics and other nuisances by non-living processes	Dilution by atmosphere	5.1.1.2	Amount by type	Dilution by atmosphere, freshwater and marine ecosystems	2.1.2.2
Regulation & Maintenance (Abiotic)	Transformation of biochemical or physical inputs to ecosystems	Mediation of waste, toxics and other nuisances by non-living processes	Mediation by other chemical or physical means (e.g. via Filtration, sequestration, storage or accumulation)	5.1.1.3	Amount by type	Mediation of waste, toxics and other nuisances, by natural chemical and physical processes	N/A
Regulation & Maintenance (Abiotic)	Transformation of biochemical or physical inputs to ecosystems	Mediation of nuisances of anthropogenic origin	Mediation of nuisances by abiotic structures or processes	5.1.2.1	Amount by type	Not recognised in V4.3	N/A
Regulation & Maintenance (Abiotic)	Regulation of physical, chemical, biological conditions	Regulation of baseline flows and extreme events	Mass flows	5.2.1.1	Amount by type	Mediation of flows by natural abiotic structures	N/A
Regulation & Maintenance (Abiotic)	Regulation of physical, chemical, biological conditions	Regulation of baseline flows and extreme events	Liquid flows	5.2.1.2	Amount by type	Not recognised in V4.3	N/A
Regulation & Maintenance (Abiotic)	Regulation of physical, chemical, biological conditions	Regulation of baseline flows and extreme events	Gaseous flows	5.2.1.3	Amount by type	Not recognised in V4.3	N/A
Regulation & Maintenance (Abiotic)	Regulation of physical, chemical, biological conditions	Maintenance of physical, chemical, abiotic conditions	Maintenance and regulation by inorganic natural chemical and physical processes	5.2.2.1	Amount by type	Maintenance of physical, chemical, abiotic conditions	N/A

Regulation & Maintenance (Abiotic)	Other type of regulation and maintenance service by abiotic processes	Other	Other	5.3.X.X	Use nested codes to allocate other provisioning services from non-living systems to appropriate Groups and Classes	Not recognised in V4.3	N/A
Cultural (Abiotic)	Direct, in-situ and outdoor interactions with natural physical systems that depend on presence in the environmental setting	Physical and experiential interactions with natural abiotic components of the environment	Natural, abiotic characteristics of nature that enable active or passive physical and experiential interactions	6.1.1.1	Amount by type	Not recognised in V4.3	N/A
Cultural (Abiotic)	Direct, in-situ and outdoor interactions with natural physical systems that depend on presence in the environmental setting	Intellectual and representative interactions with abiotic components of the natural environment	Natural, abiotic characteristics of nature that enable intellectual interactions	6.1.2.1	Amount by type	Not recognised in V4.3	N/A
Cultural (Abiotic)	Indirect, remote, often indoor interactions with physical systems that do not require presence in the environmental setting	Spiritual, symbolic and other interactions with the abiotic components of the natural environment	Natural, abiotic characteristics of nature that enable spiritual, symbolic and other interactions	6.2.1.1	Amount by type	Not recognised in V4.3	N/A
Cultural (Abiotic)	Indirect, remote, often indoor interactions with physical systems that do not require presence in the environmental setting	Other abiotic characteristics that have a non-use value	Natural, abiotic characteristics or features of nature that have either an existence, option or bequest value	6.2.2.1	Amount by type	Not recognised in V4.3	N/A
Cultural (Abiotic)	Other abiotic characteristics of nature that have cultural significance	Other	Other	6.3.X.X	Use nested codes to allocate other provisioning services from non-living systems to appropriate Groups and Classes	Not recognised in V4.3	N/A