



МИНИСТЕРСТВО НА ЗЕМЕДЕЛИЕТО, ХРАНИТЕ И ГОРИТЕ  
**СЕВЕРОИЗТОЧНО ДЪРЖАВНО ПРЕДПРИЯТИЕ**  
ТП „ДЪРЖАВНО ГОРСКО СТОПАНСТВО ПРЕСЛАВ“

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ЗАПОВЕД

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*Във връзка със заповеди №РД49-421/02.11.2016г. и №РД49-493/13.12.2016г. на  
Министъра на земеделието, храните и горите за прилагане управлението на  
горите в Р. България и с оглед изпълнението на Принцип №6 за екологични  
стойности и въздействия от стандарта, съгласно раздел III, глава II от ЗГ*

НАРЕЖДАМ

1. Утвърждавам списък на горите във фаза на старост (ГФС) в държавните горски територии (ДГТ) в района на дейност на ТП „ДГС Преслав“ по защитени зони от Натура 2000, отдели и подотдели, както следва:

-зона BG0000178 Тича- 13, 2д, 4к, 5д, 6в, д, е, ж, 7з, и, к, н, 8в, г, 167л, 1776, 1786, в, г, и, л, м, 181б, г, 190е, 192г. Обща площ на ГФС в зоната- 265,1 ха;

-зона BG0000393 Еокоридор Камчия- Емине- 11б, 13г, д, ж, 14а, б, 16б, в, г, 17а, е, 29к, 102з, и, 104м, 107г, 109е. Обща площ на ГФС в зоната- 263,7 ха;

-зона BG0000421 Преславска планина- 177а, 187б, 190б, 193г, 199в, 202г, 203в, 204а, д, 205г, и, к, 209в, 213б, г, д, 223б, 224а, 226б, 233з, 236е, 237в, г, е, 241д, и, 242б, щ, 244б, в. Обща площ на ГФС в зоната- 358,0 ха.

Общата площ на горите във фаза на старост в ДГТ в района на дейност на ТП „ДГС Преслав“ е 886,8 ха, което е 5,41% от общата сертифицирана площ на стопанството.

2. Утвърждавам списък на всички естествени екосистеми на територията на ТП „ДГС Преслав“, които съществуват при естествени природни условия и списък на представителни образци от естествените екосистеми, представляващи 10% от площта на съответната екосистема, в които не се допускат горскостопански дейности, освен дейности за възстановяването им в близко до естественото.

3. Посочените насаждения в т.1 и т.2 са защитени в естественото им състояние, като се изключват изцяло от ползване и намеса в случаите на големи природни нарушения: ветровали, ветроломи, снеголоми, каламитети и др., заемащи над 30% от площта.

Насажденията изброени в т.1 и т.2 са посочени и в Приложение №1- неразделна част от настоящата заповед.

Настоящата заповед да се сведе до знанието на отговорните служители за сведение и изпълнение. Заповедта да бъде публикувана на интернет страницата на етапанството и с нея да бъдат запознати всички заинтересовани страни.

Контрол по изпълнението на настоящата заповед възлагам на заместник директора.



*Ph.D. Srinivasulu & B. R. Venkateswara*

Table 1: Comparison of the performance of the proposed algorithm with the existing algorithms.

No.	Type of noise source	Dimensions	Comparison of the proposed algorithm with the existing algorithms		Observations	Conclusion
			PSNR (dB)	SSIM		
1	White noise	128x128	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
2	Salt & Pepper noise	128x128	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
3	Uniform noise	128x128	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
4	Gaussian noise	128x128	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
5	White noise	256x256	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
6	Salt & Pepper noise	256x256	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
7	Uniform noise	256x256	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
8	Gaussian noise	256x256	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
9	White noise	512x512	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
10	Salt & Pepper noise	512x512	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
11	Uniform noise	512x512	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
12	Gaussian noise	512x512	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
13	White noise	1024x1024	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
14	Salt & Pepper noise	1024x1024	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
15	Uniform noise	1024x1024	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
16	Gaussian noise	1024x1024	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
17	White noise	2048x2048	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
18	Salt & Pepper noise	2048x2048	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
19	Uniform noise	2048x2048	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
20	Gaussian noise	2048x2048	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
21	White noise	4096x4096	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
22	Salt & Pepper noise	4096x4096	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
23	Uniform noise	4096x4096	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
24	Gaussian noise	4096x4096	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
25	White noise	8192x8192	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
26	Salt & Pepper noise	8192x8192	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
27	Uniform noise	8192x8192	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.
28	Gaussian noise	8192x8192	25.00	0.999	Proposed algorithm is better than the existing algorithms.	Proposed algorithm is better than the existing algorithms.

