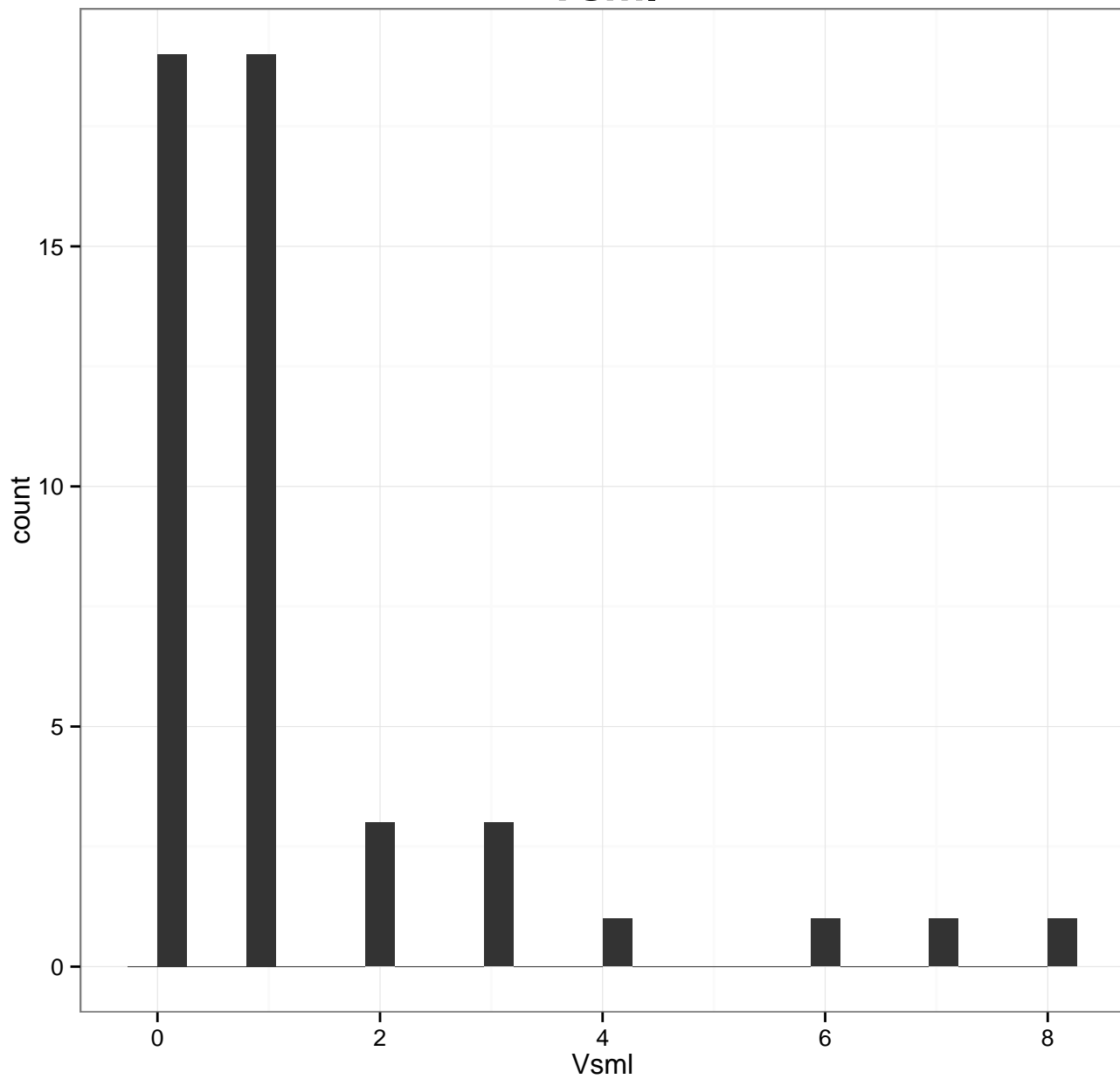
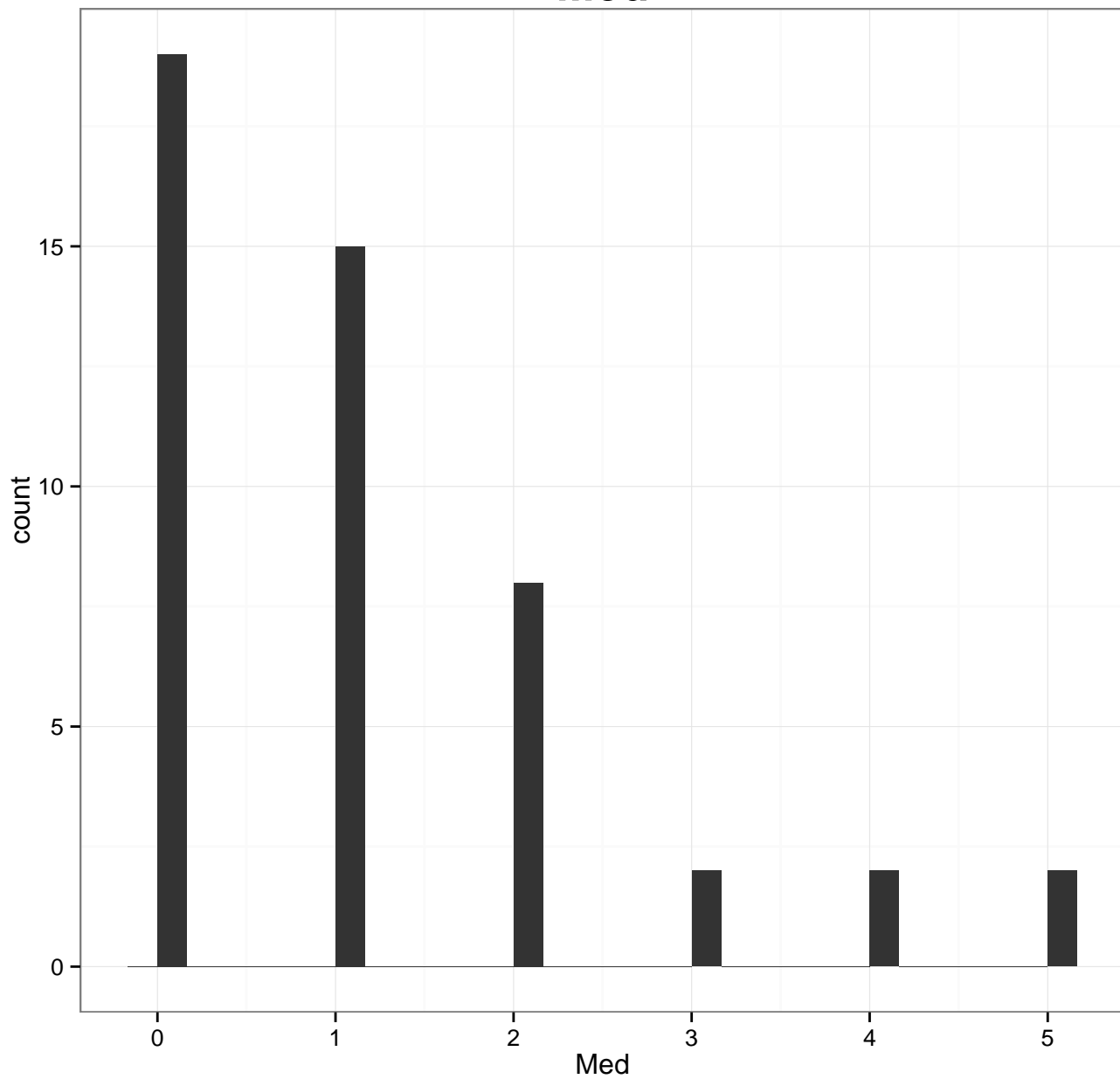


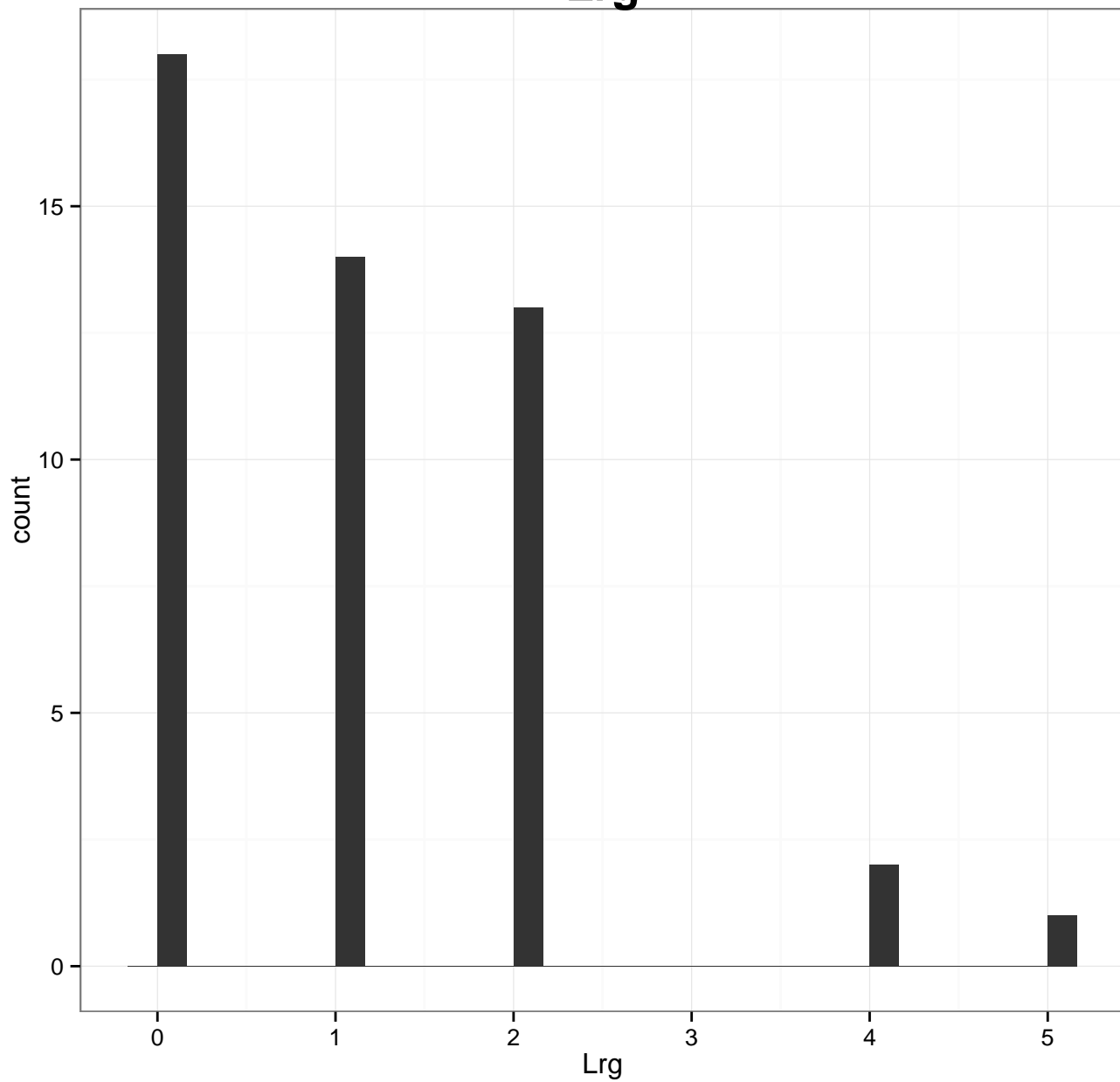
# Vsml



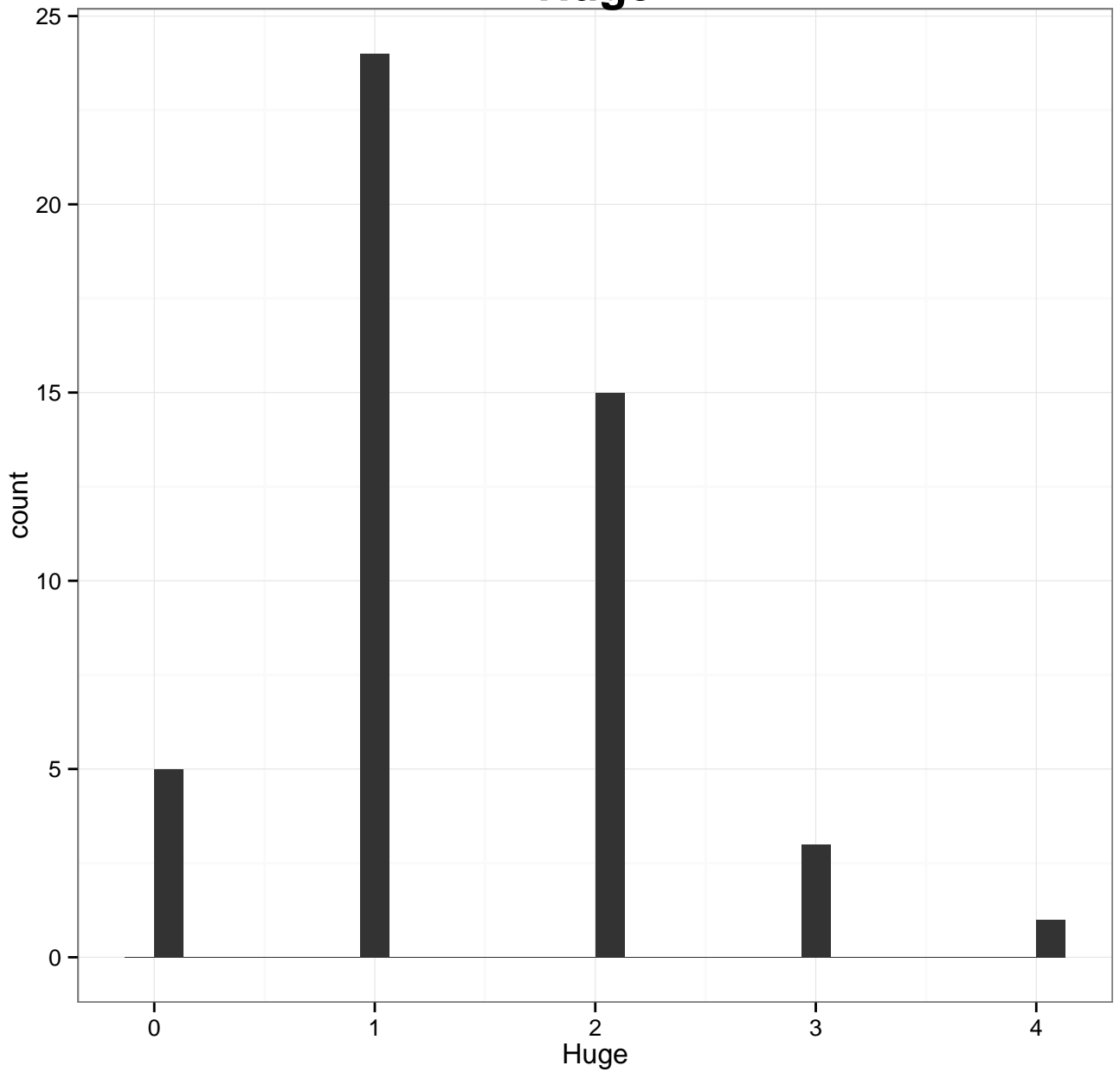
# Med



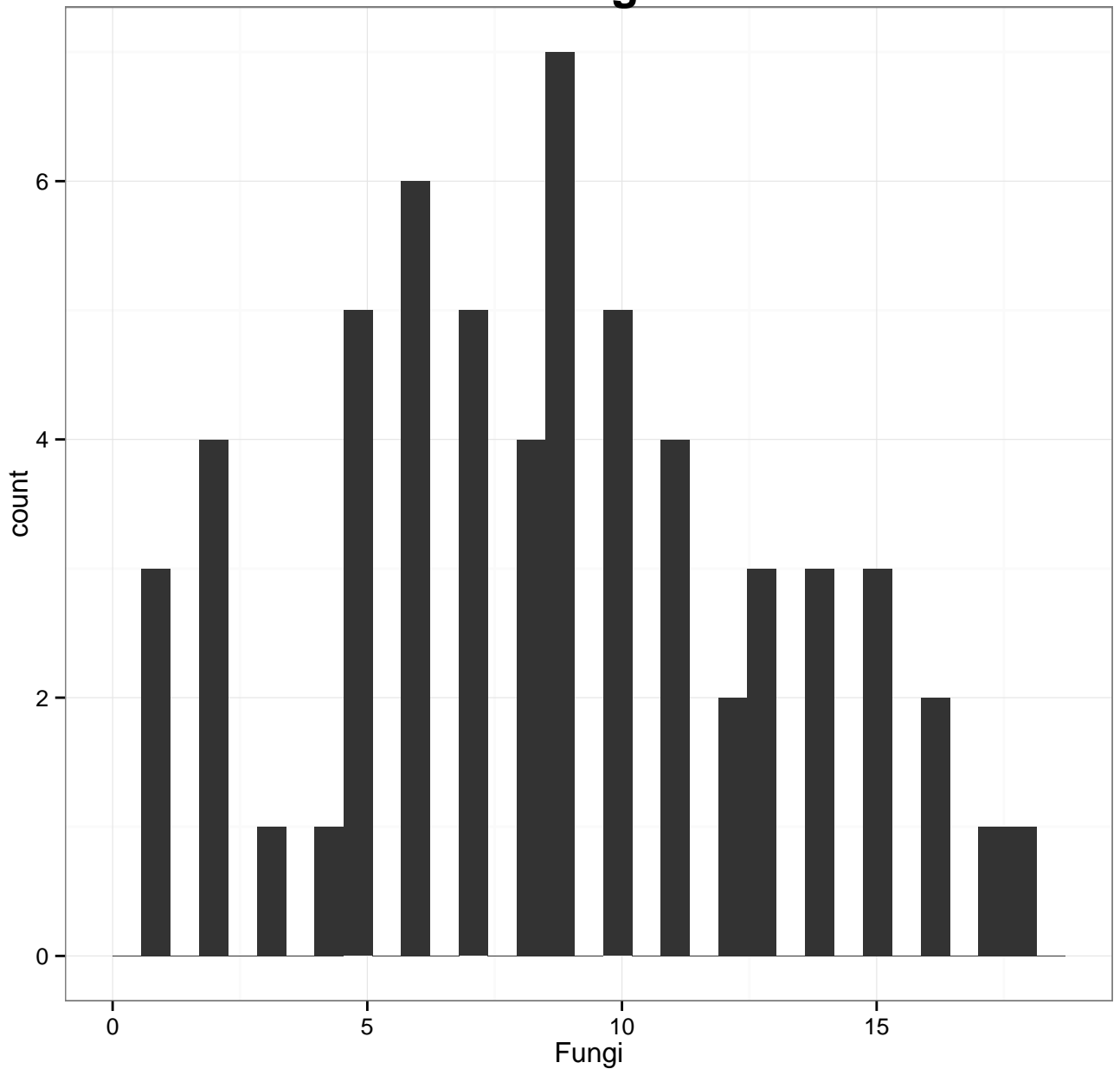
Lrg



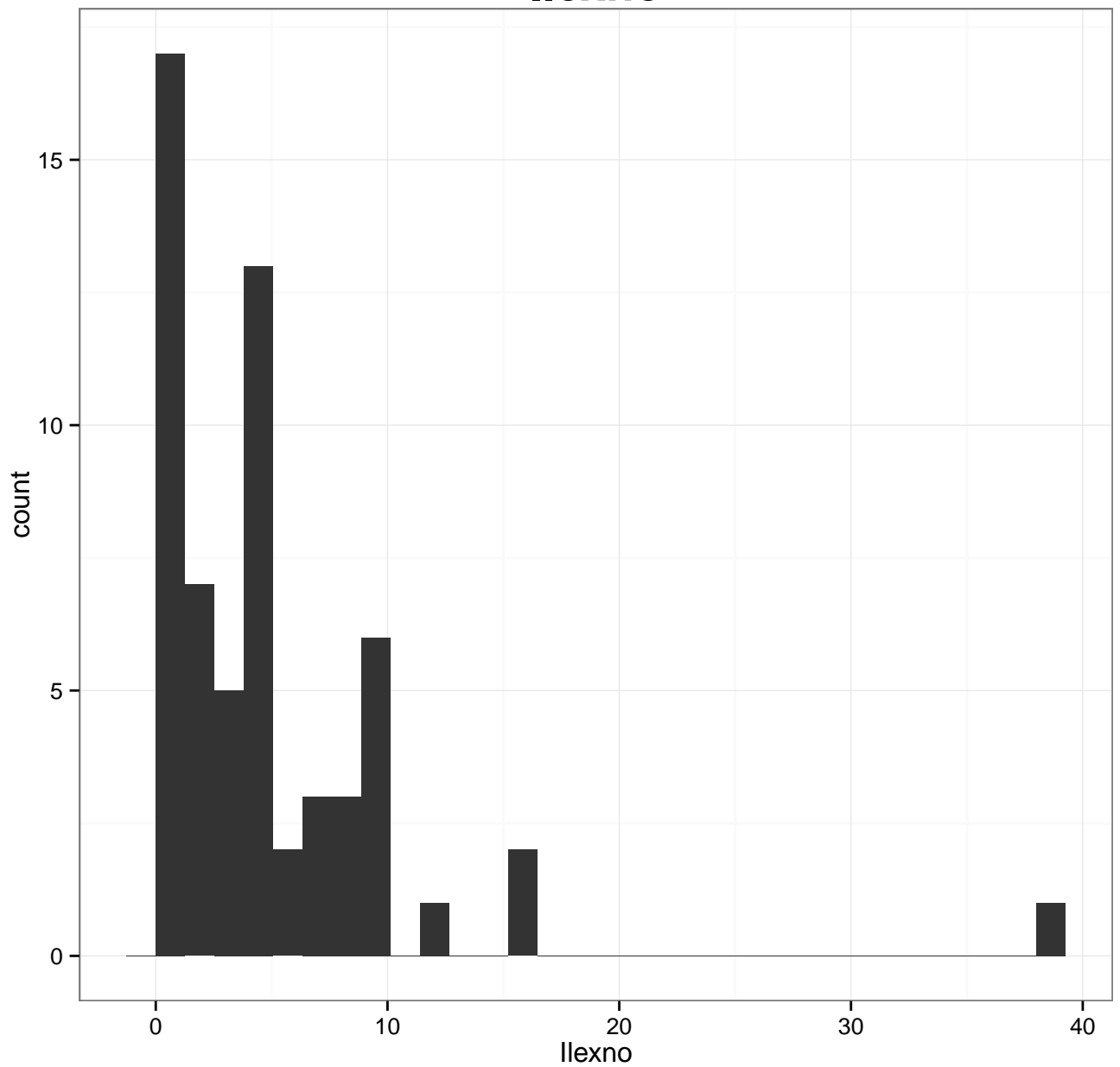
# Huge



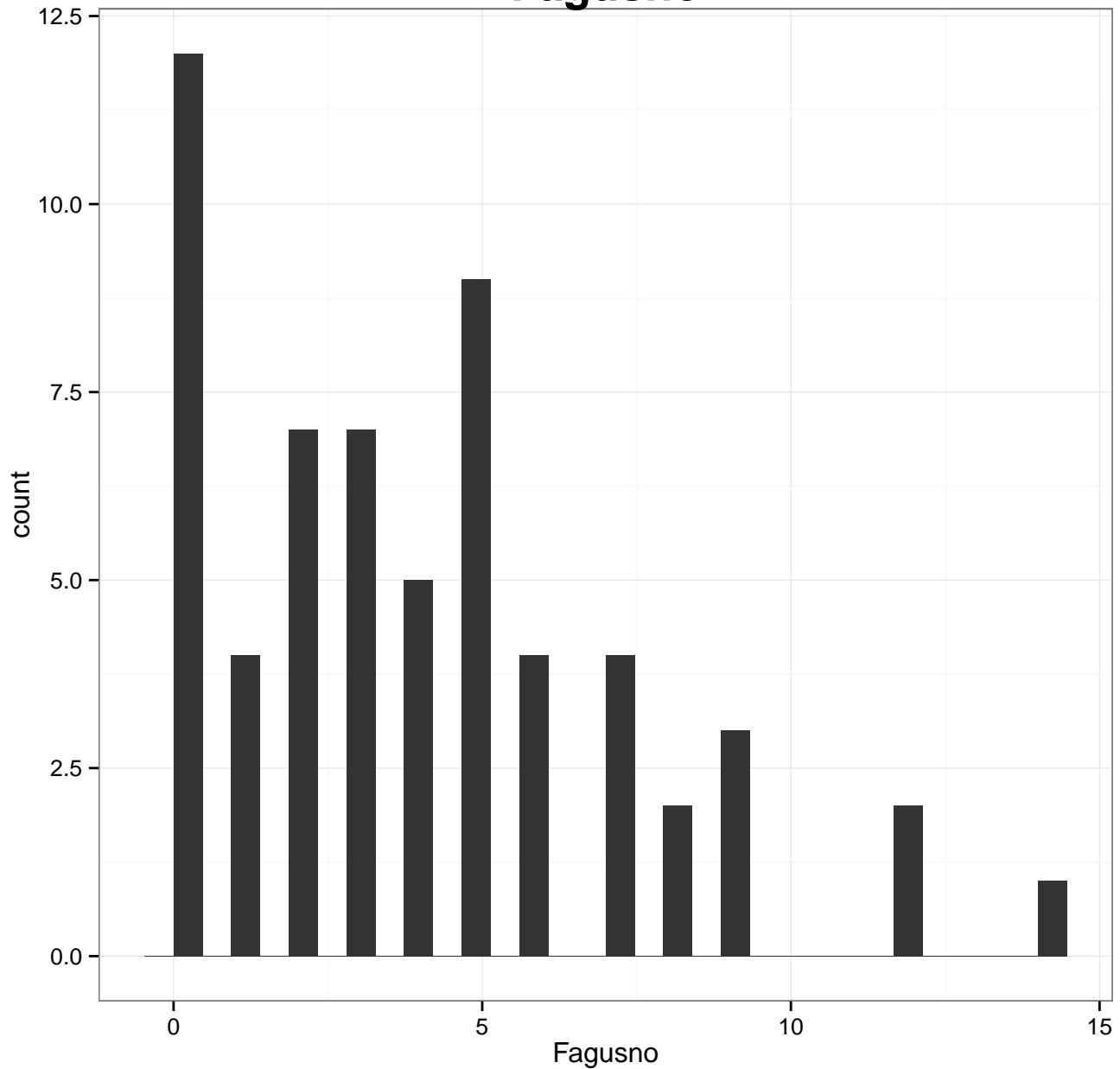
# Fungi



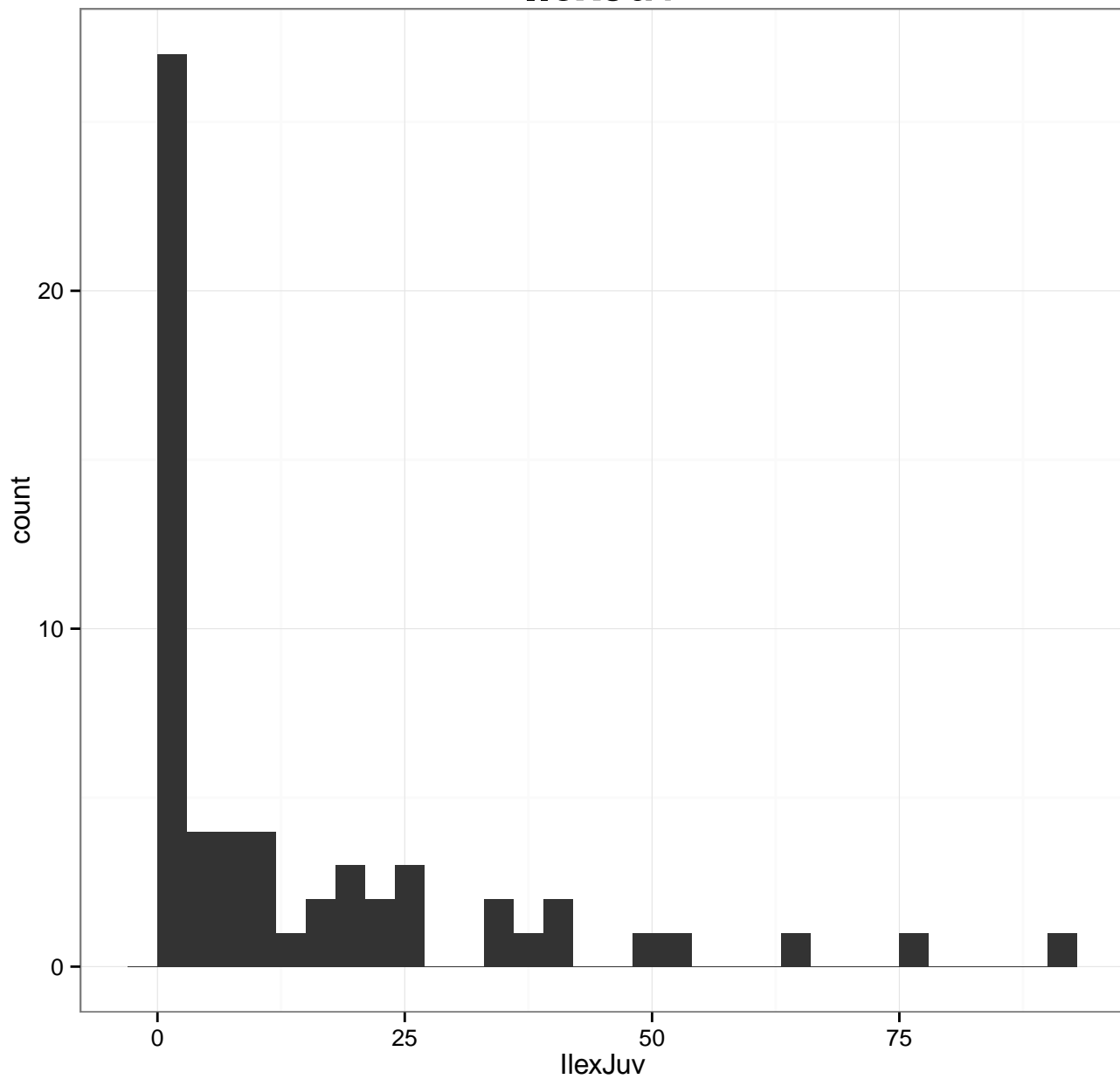
# llexno



# Fagusno

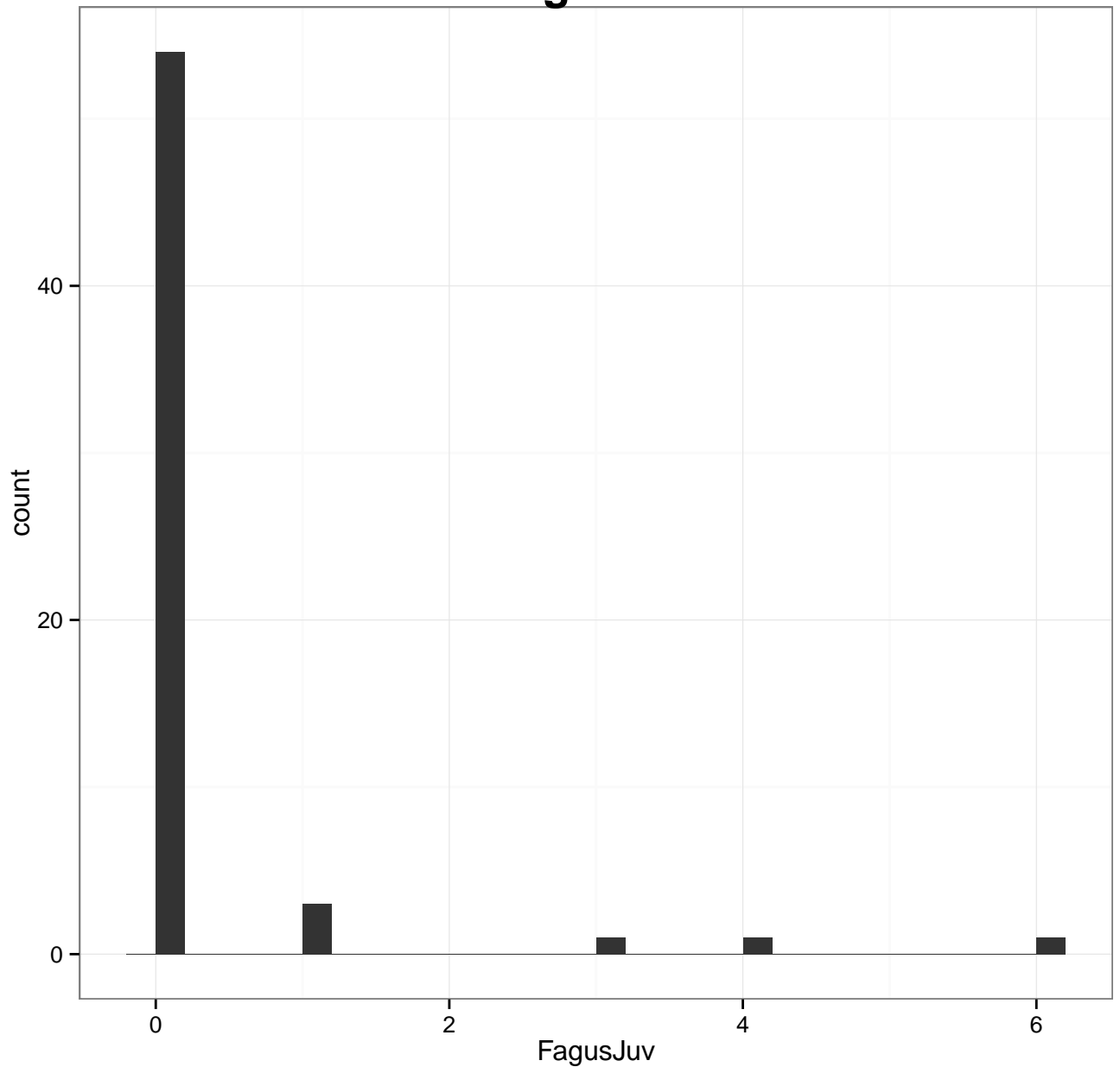


# IlexJuv

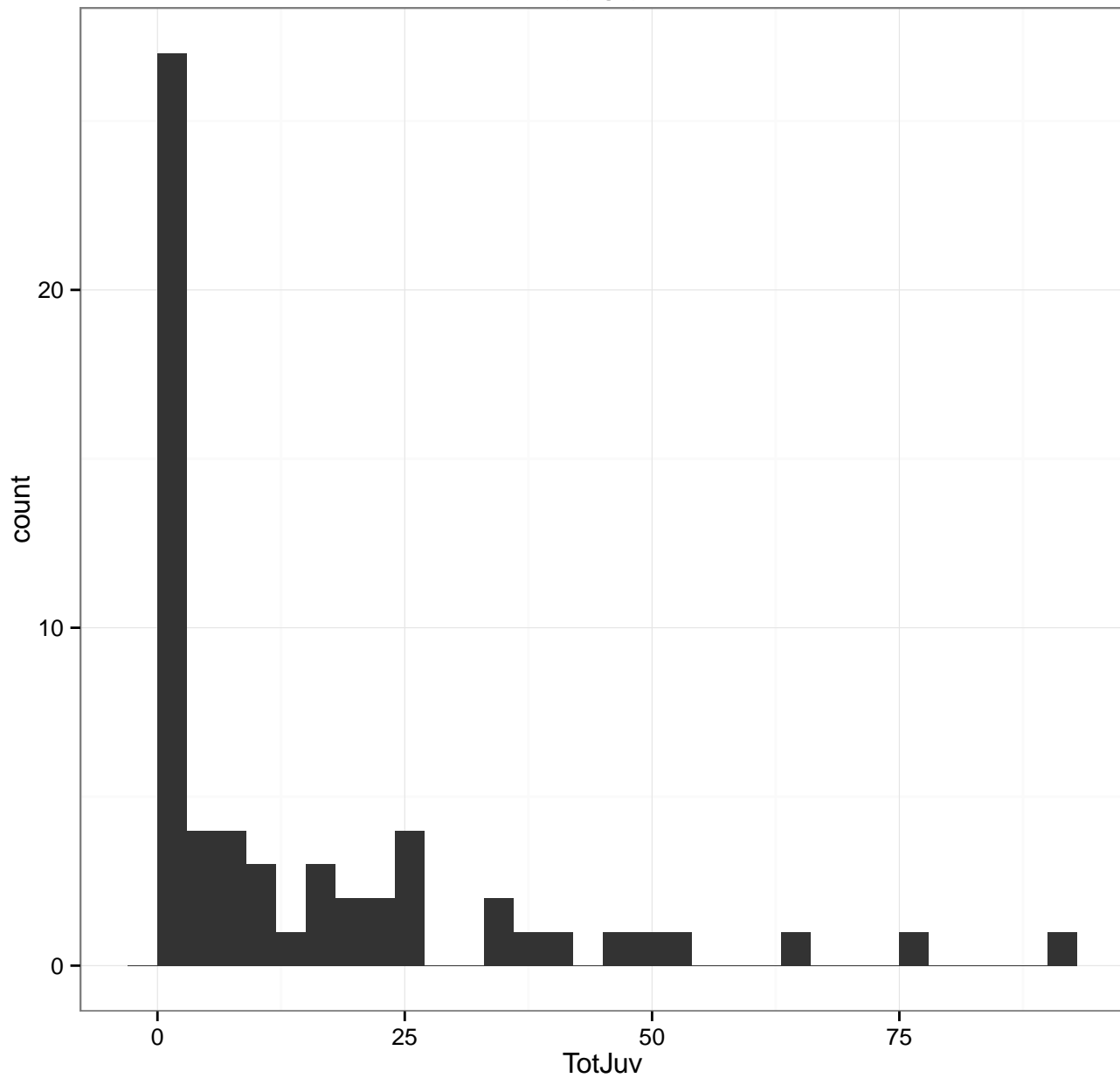




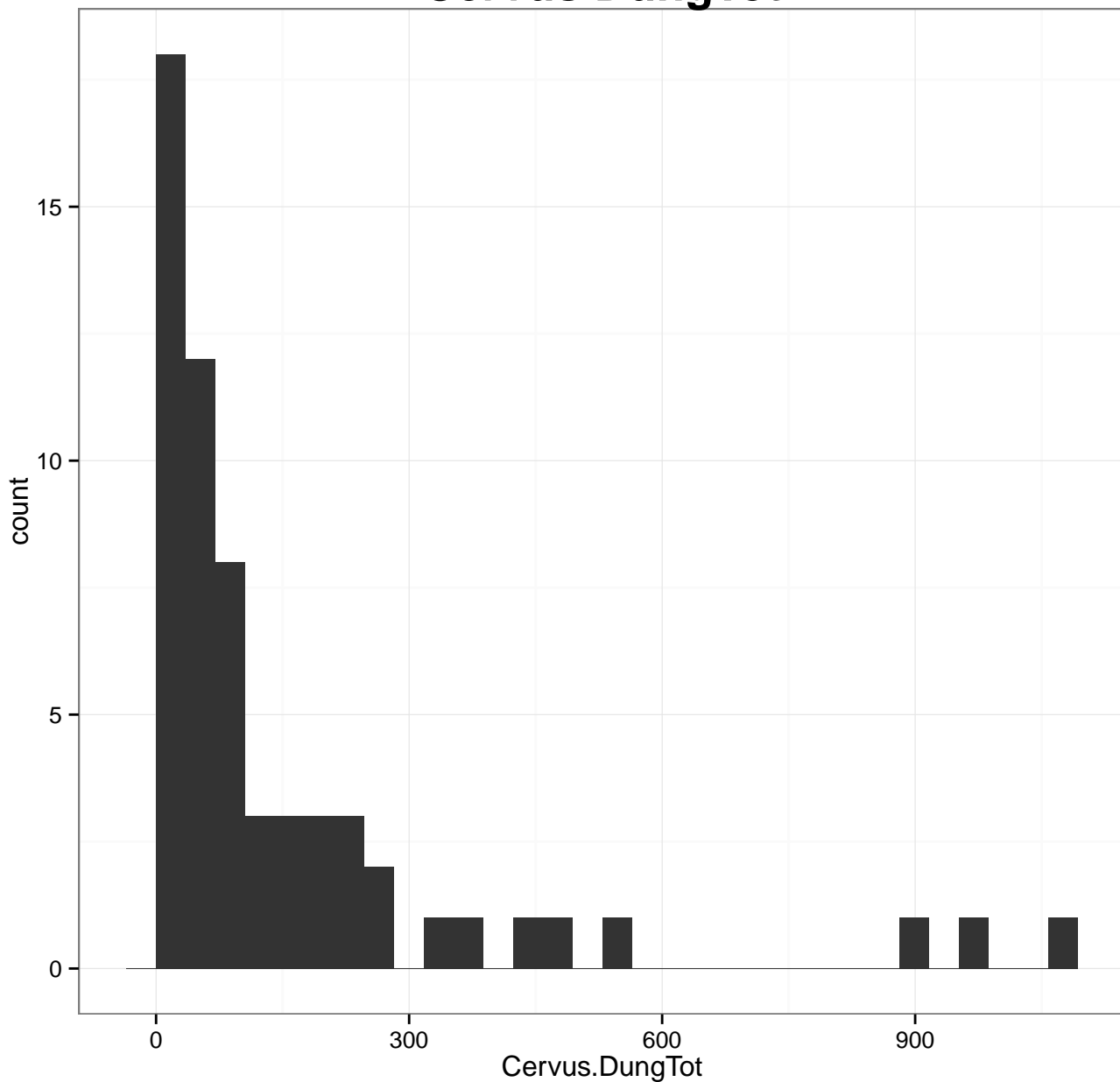
# FagusJuv



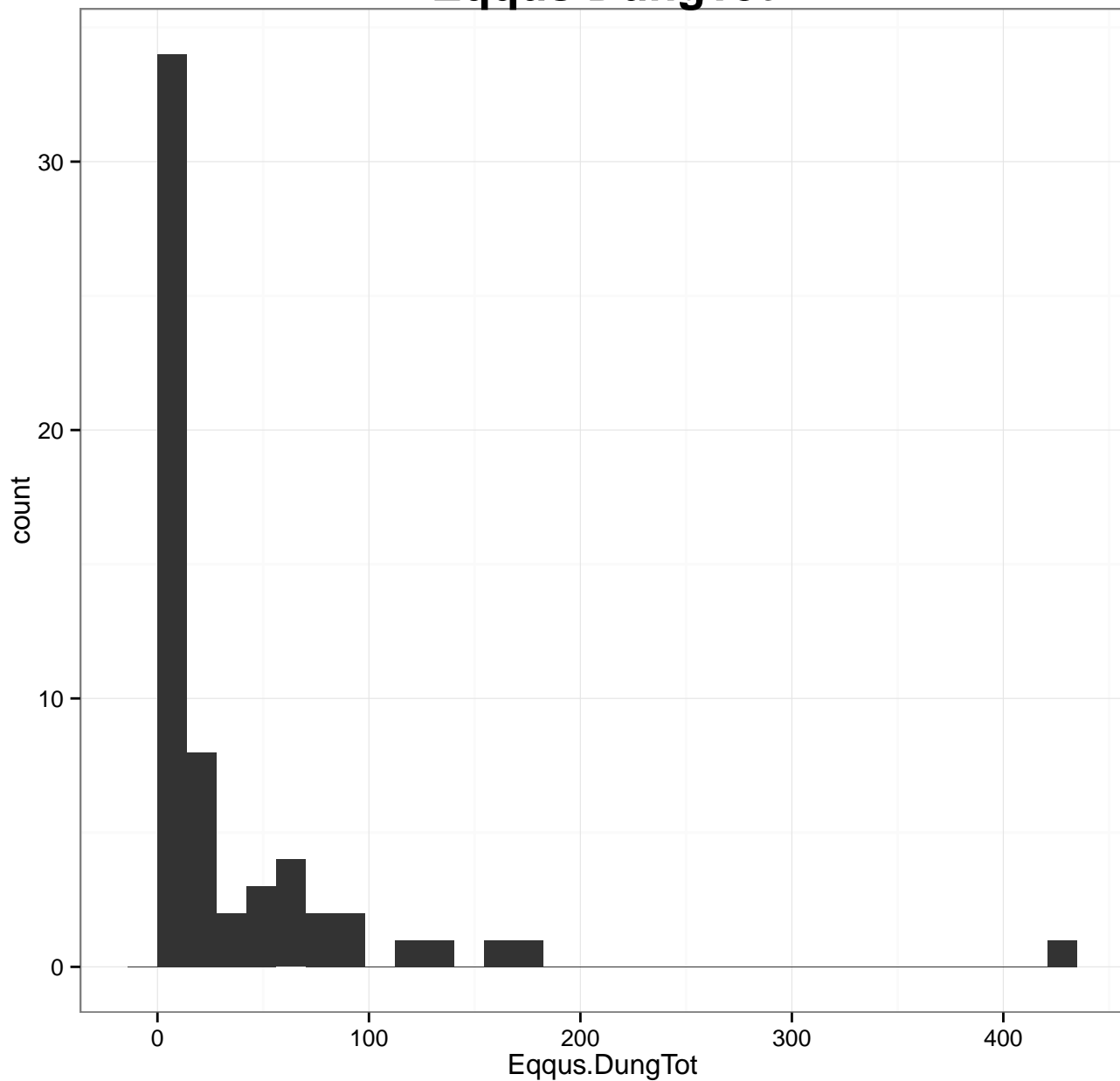
# TotJuv



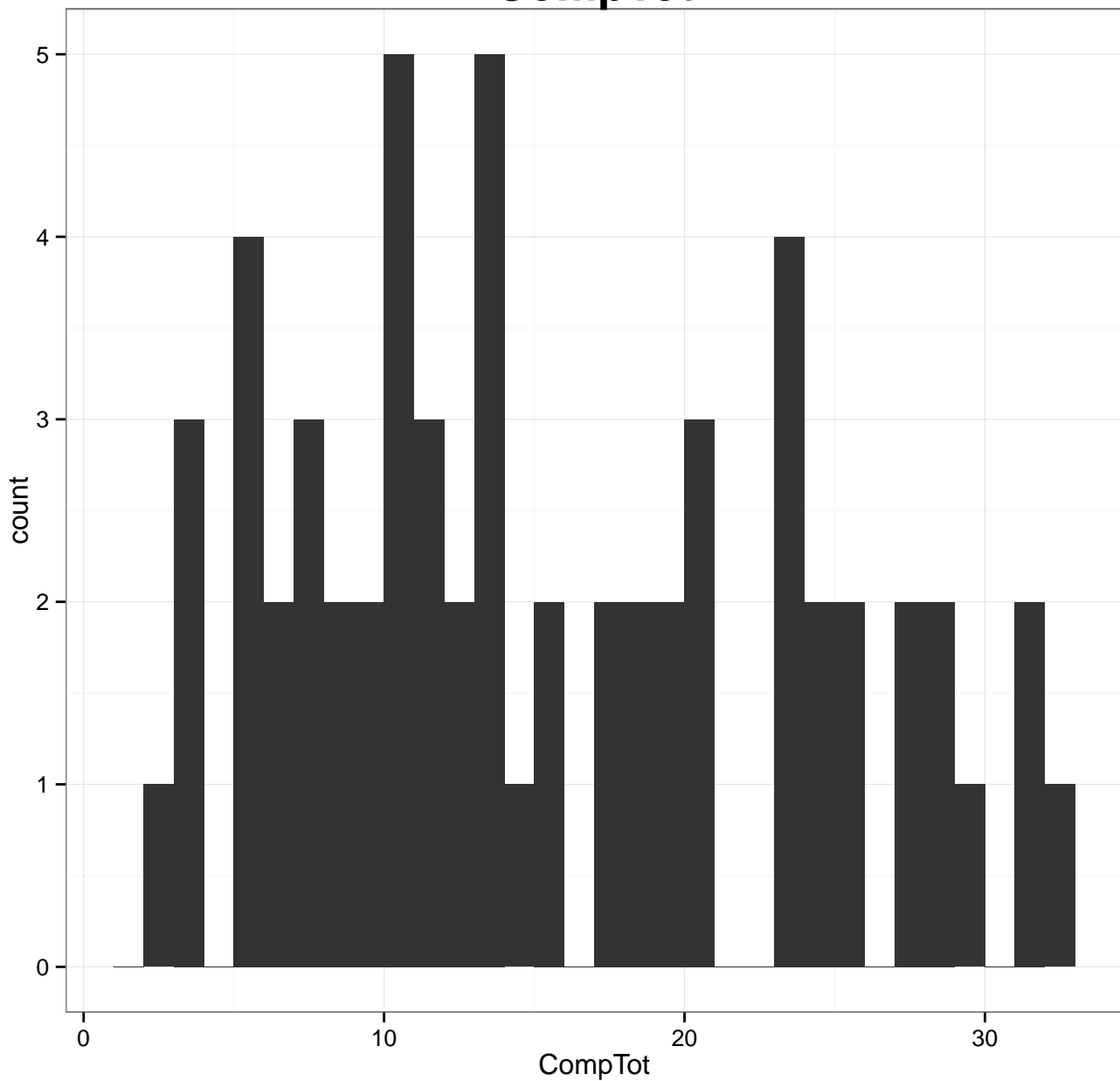
# Cervus.DungTot



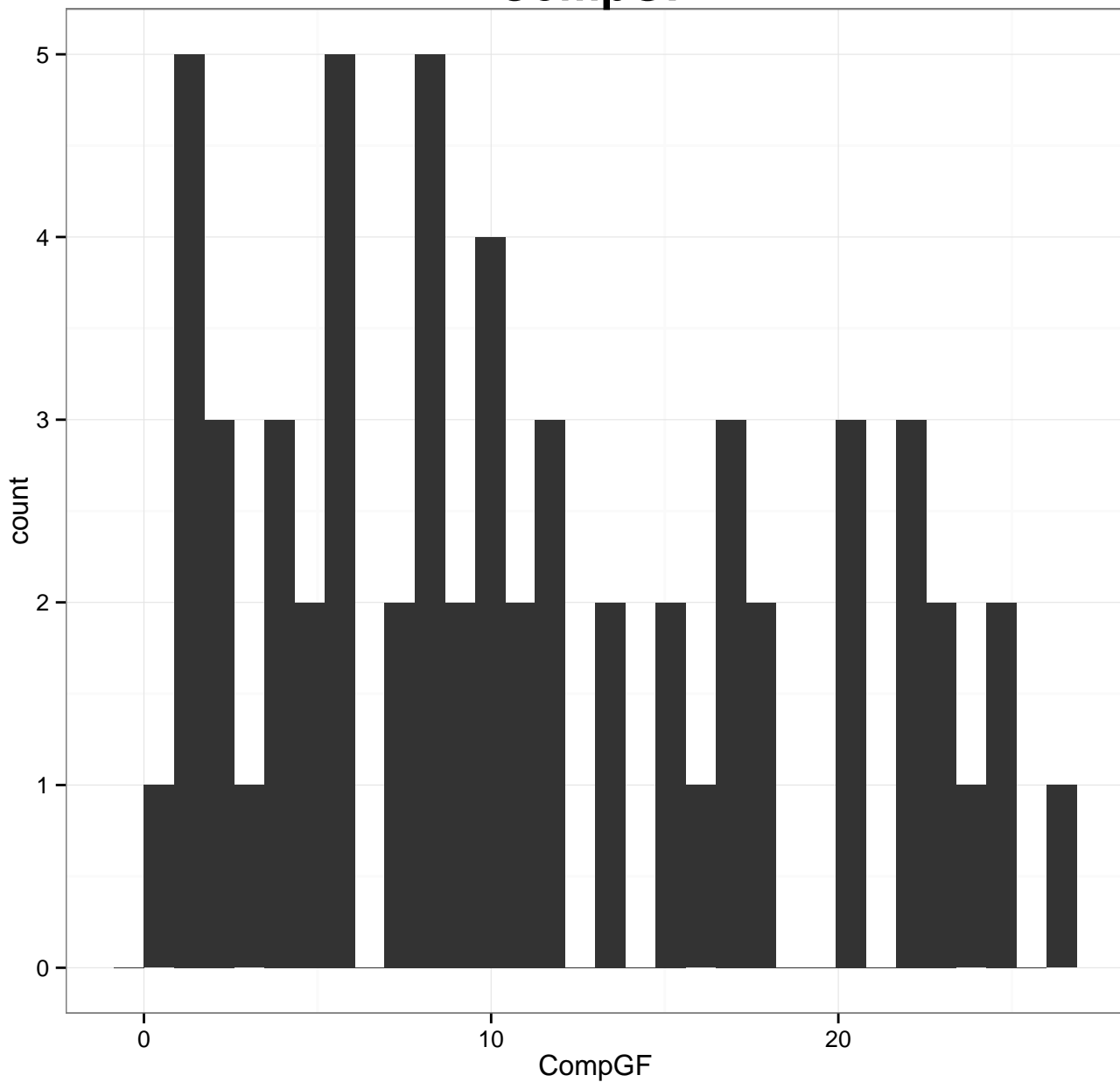
# Eqqus.DungTot



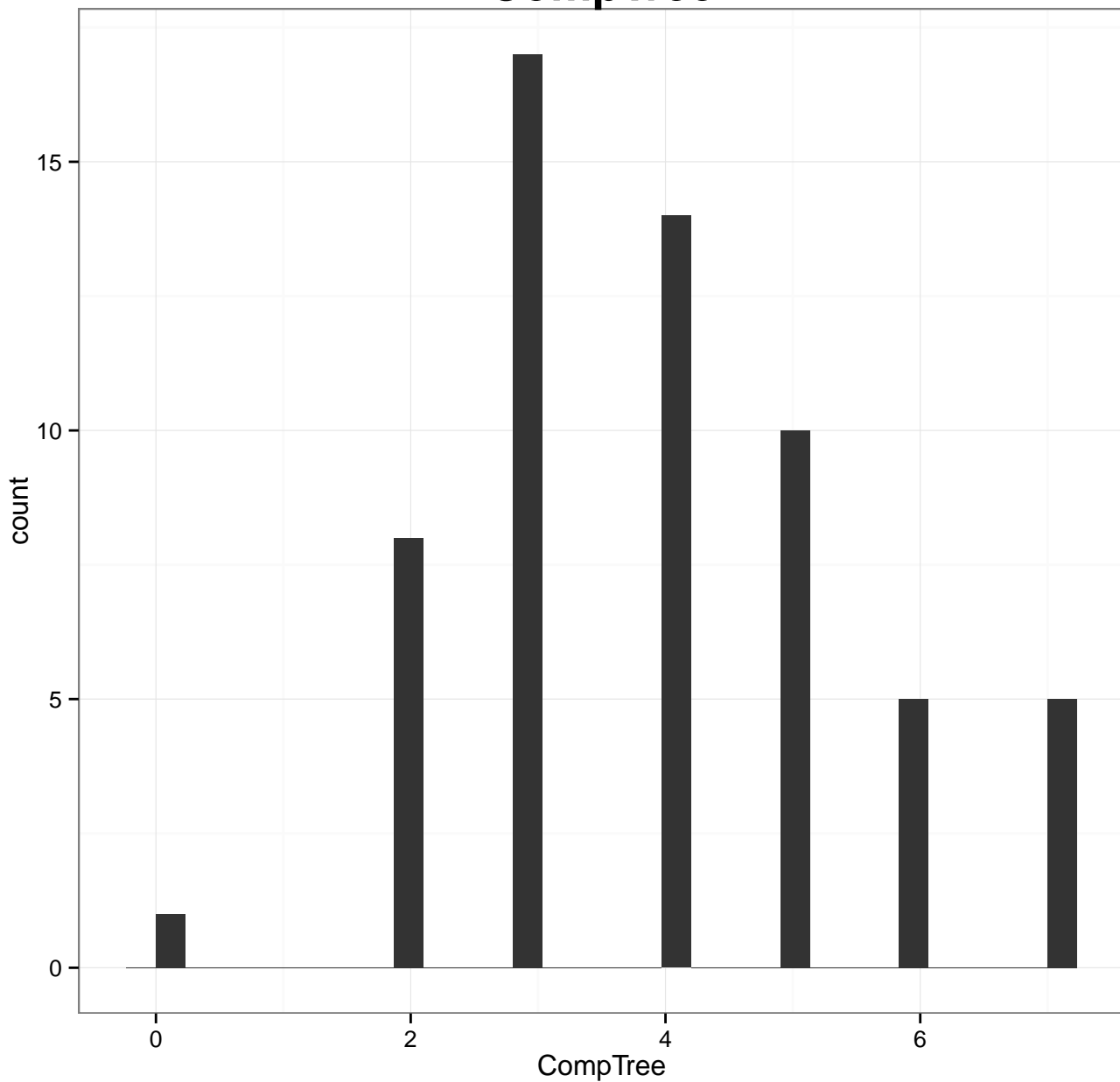
# CompTot



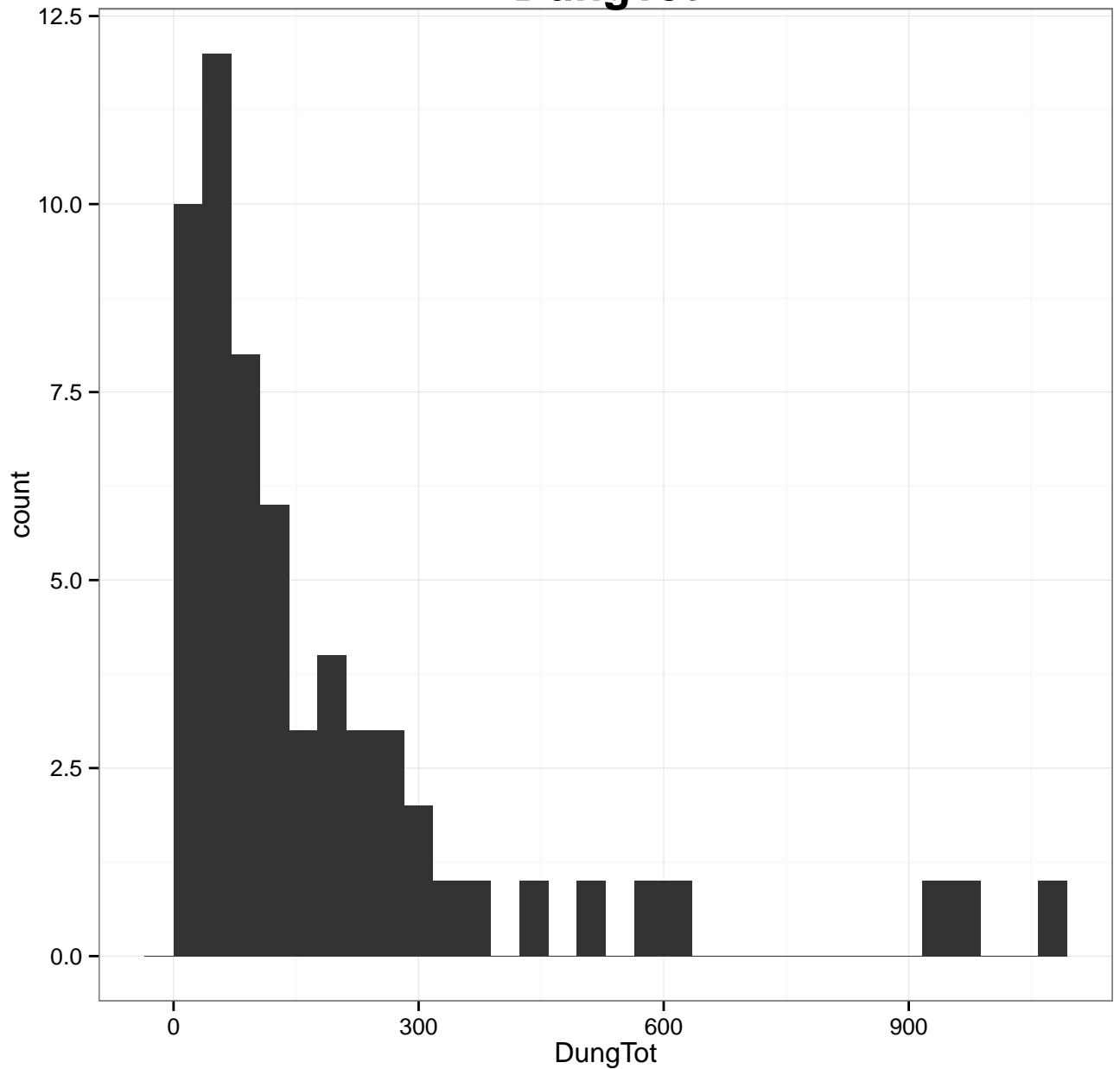
# CompGF



# CompTree

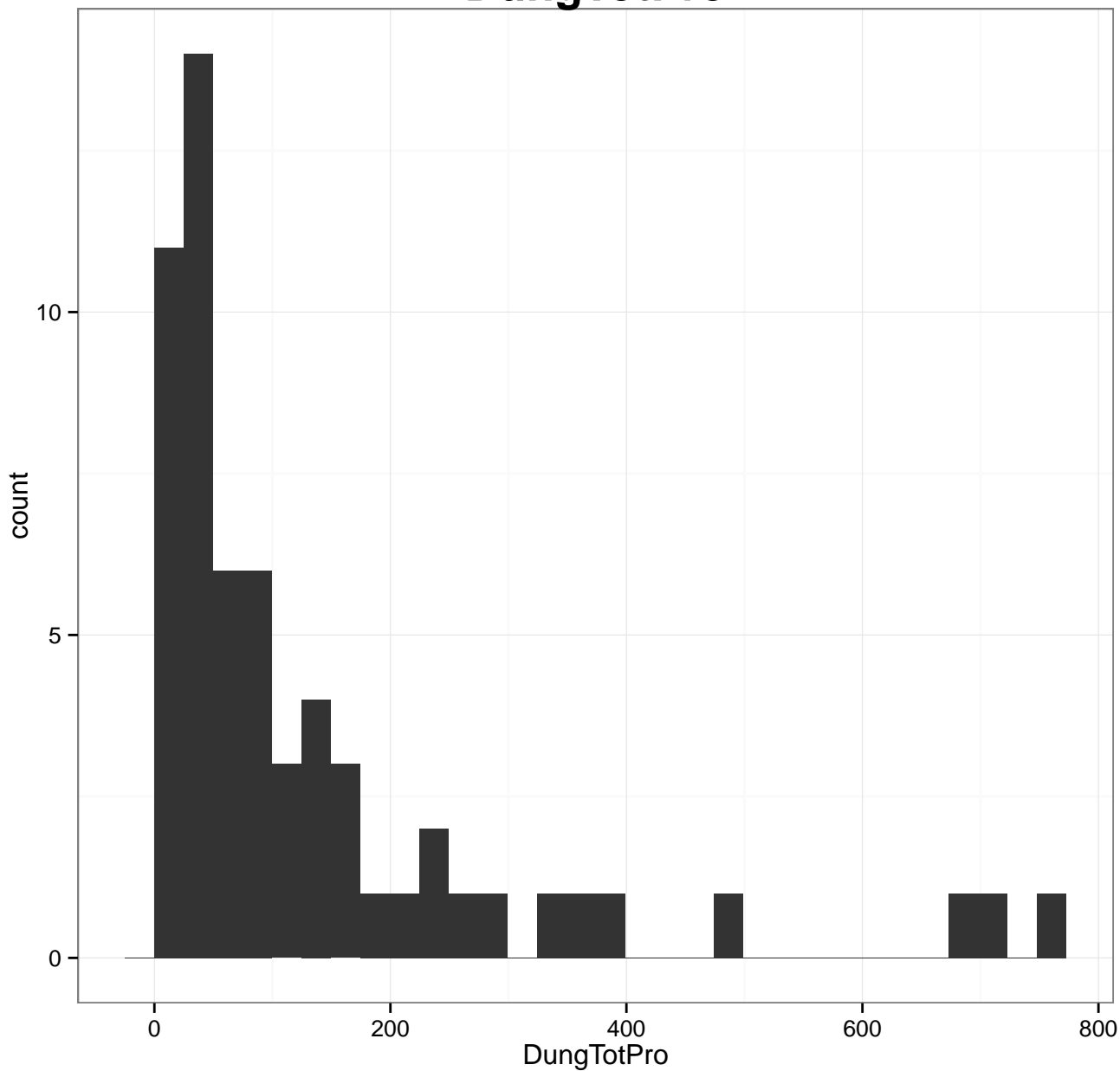


# DungTot

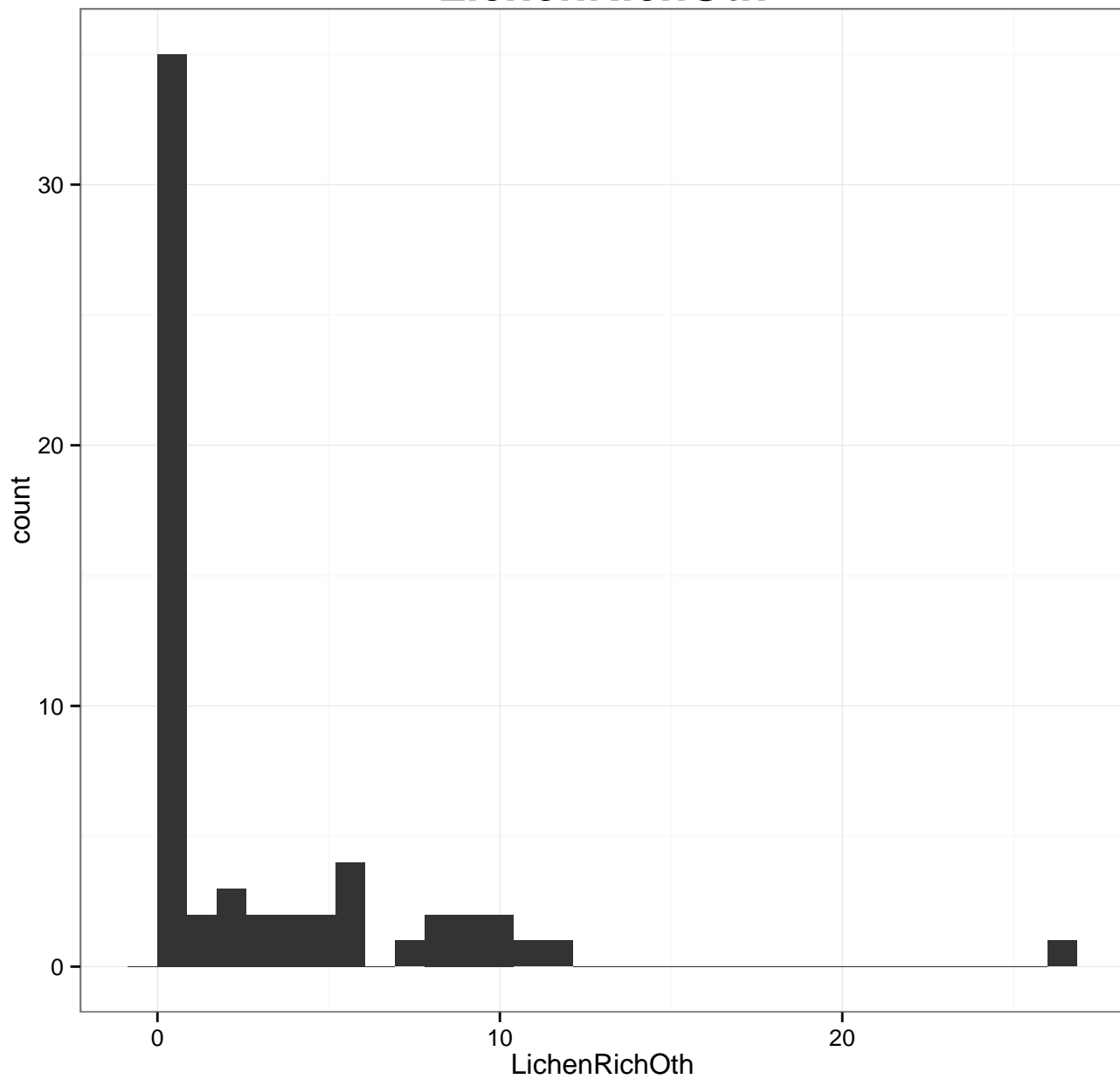




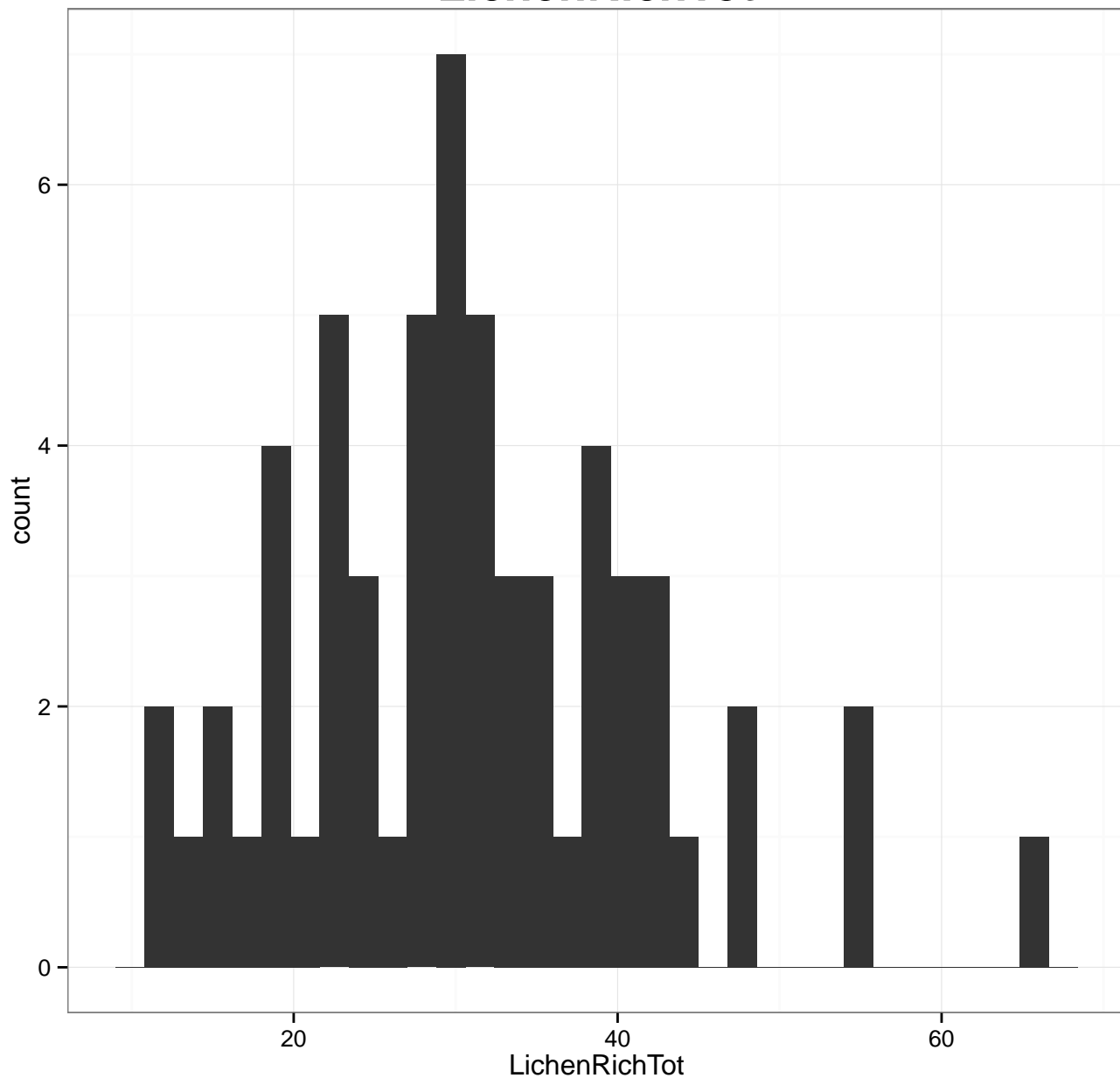
# DungTotPro



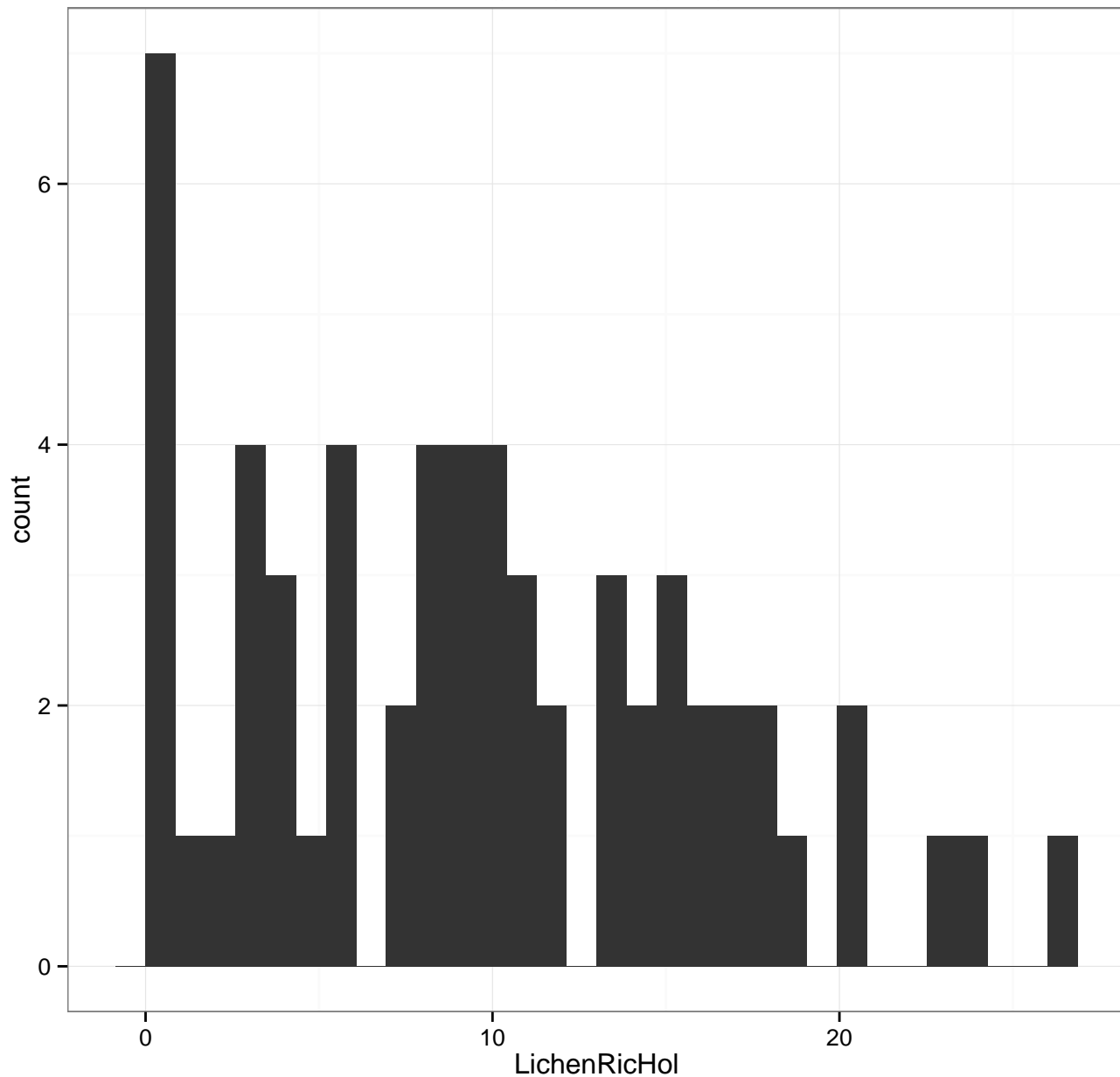
# LichenRichOth



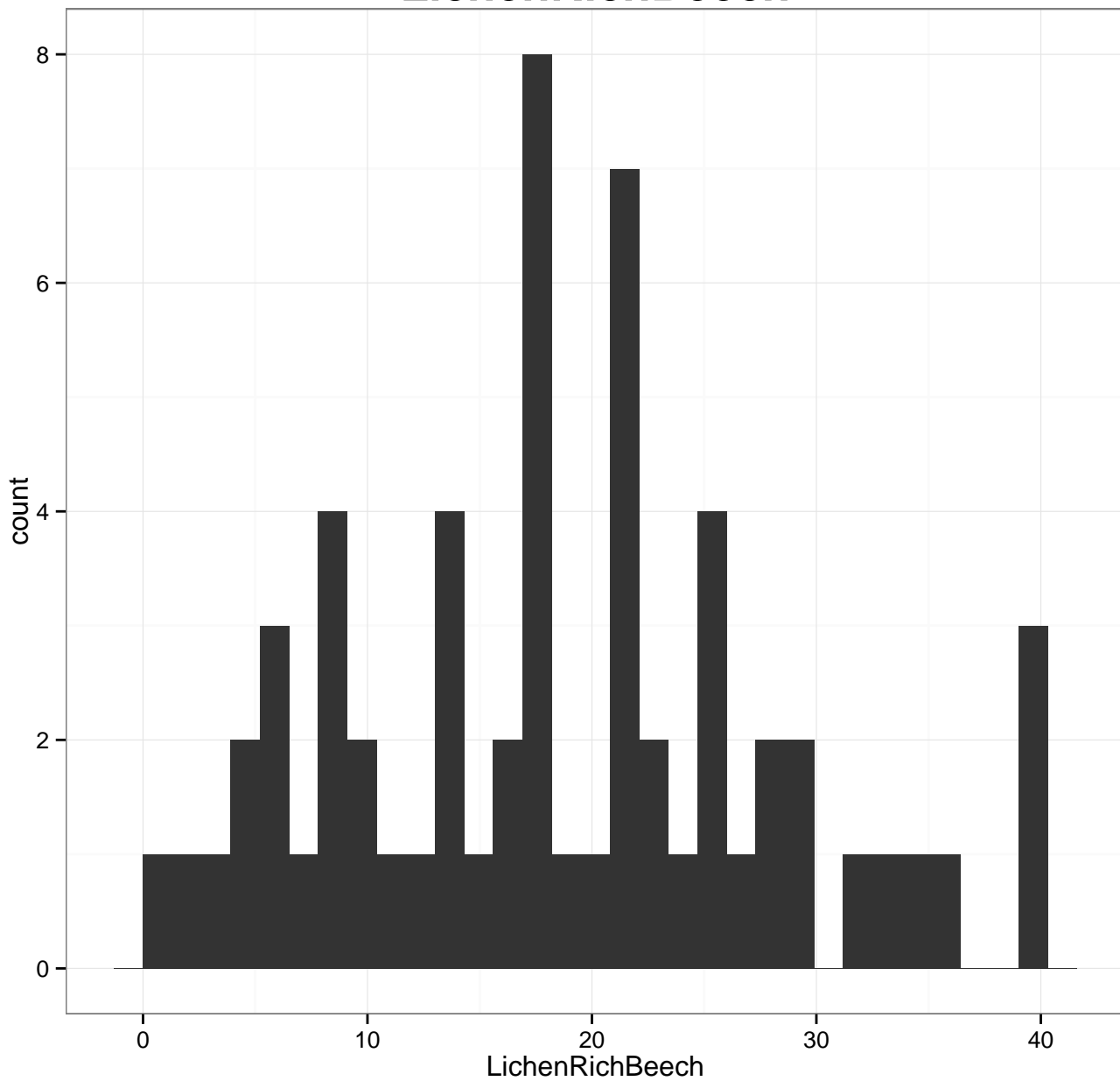
# LichenRichTot



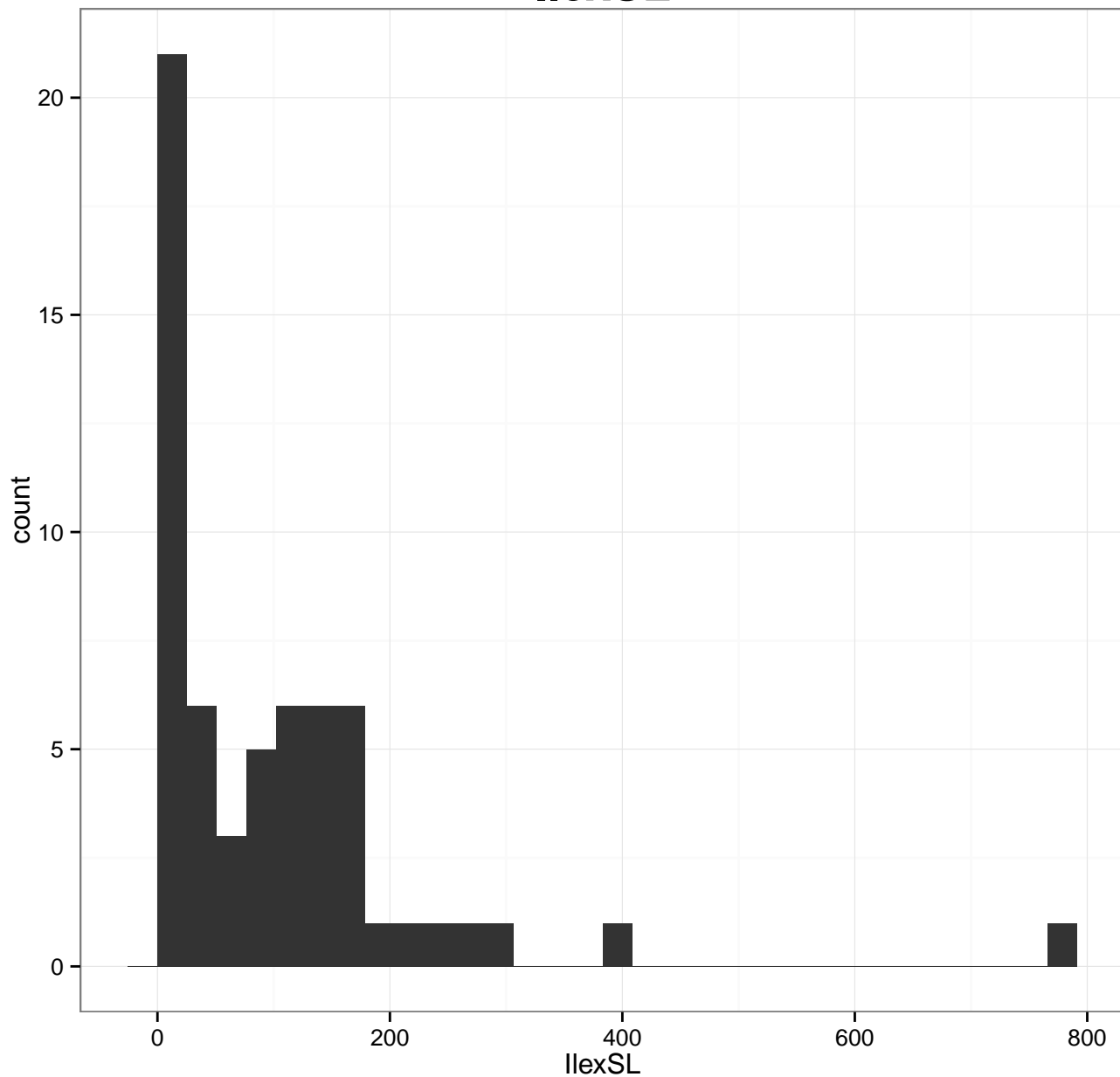
# LichenRicHol



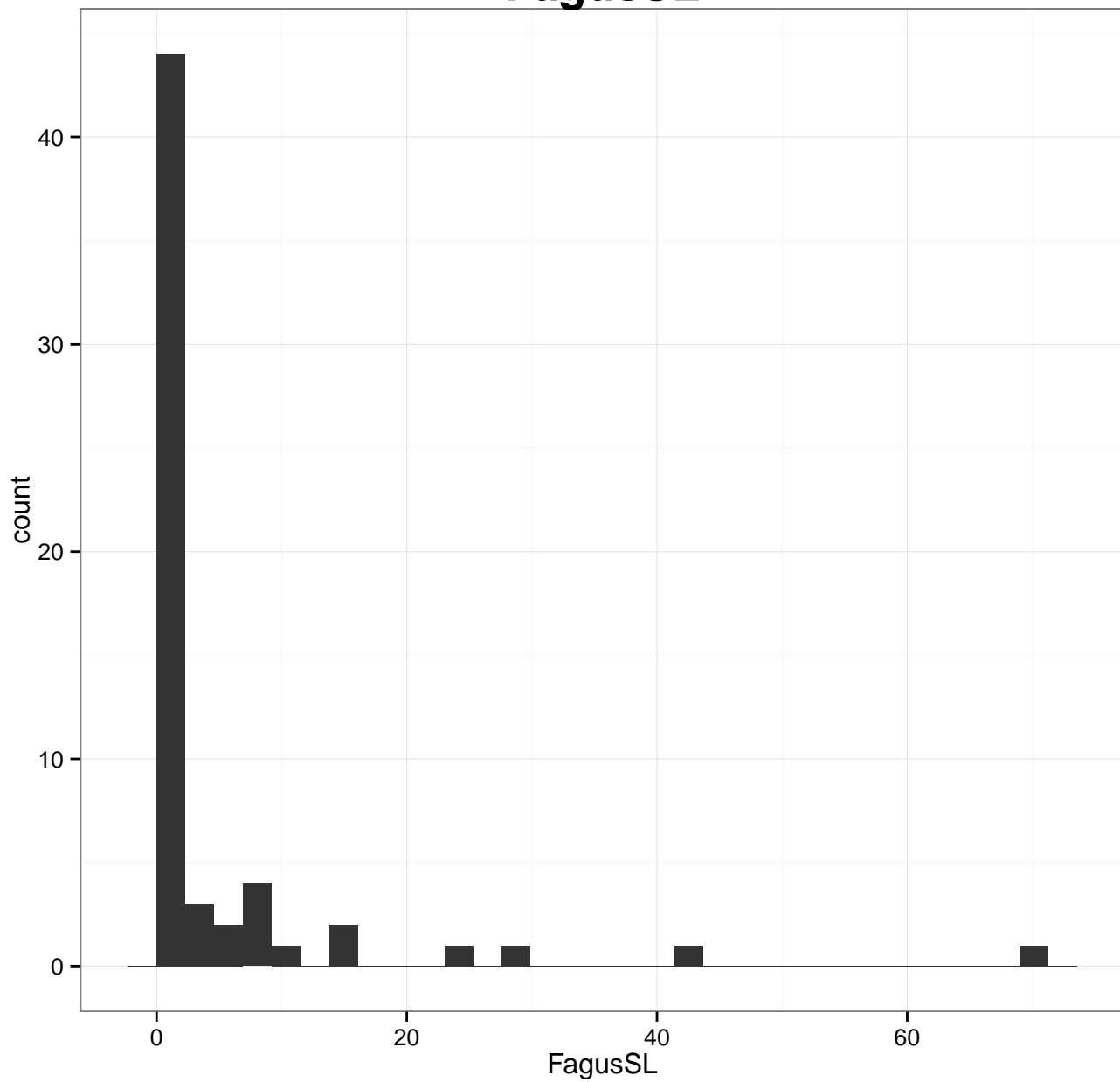
# LichenRichBeech



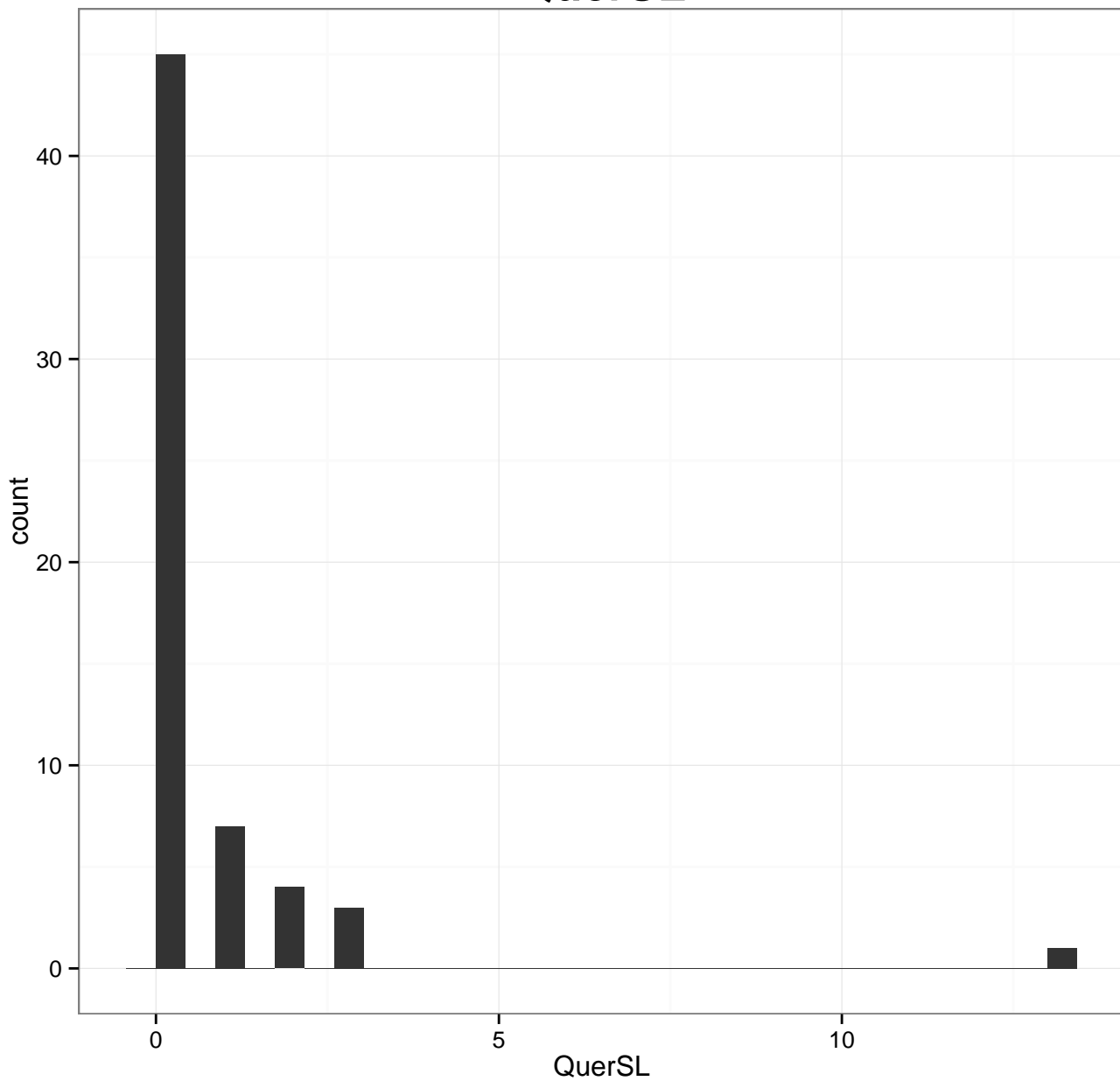
# IlexSL



# FagusSL

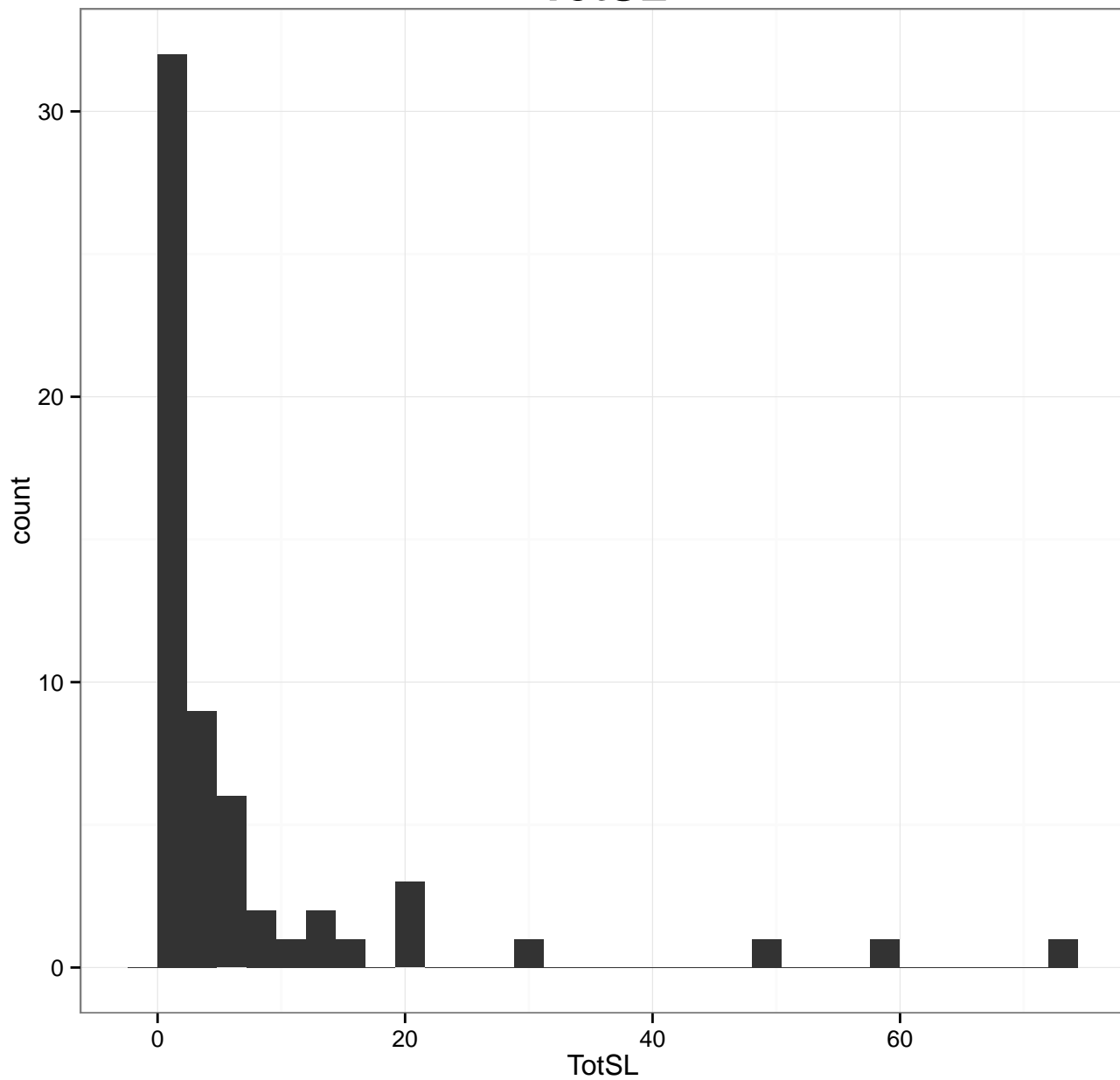


# QuerSL

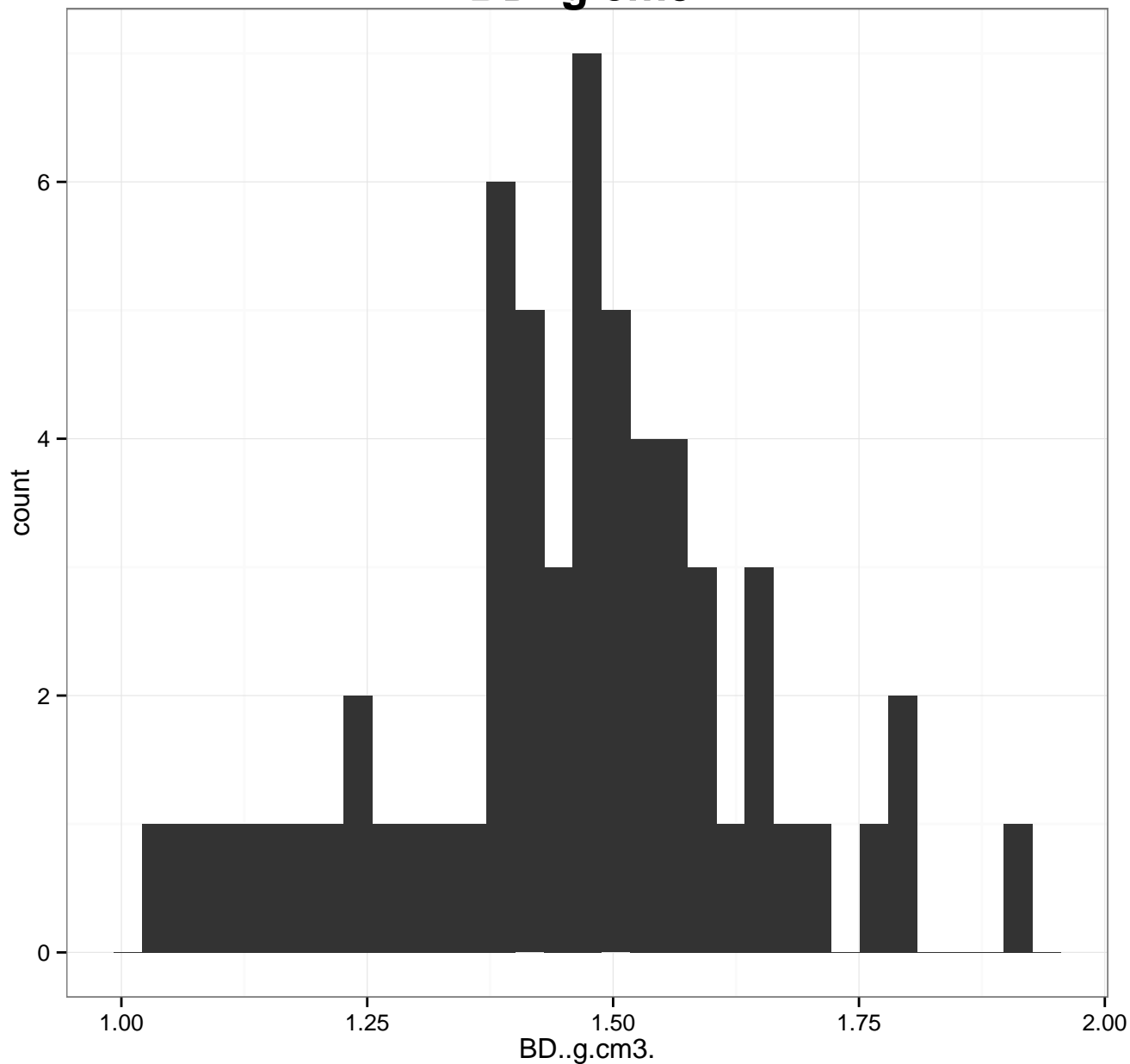




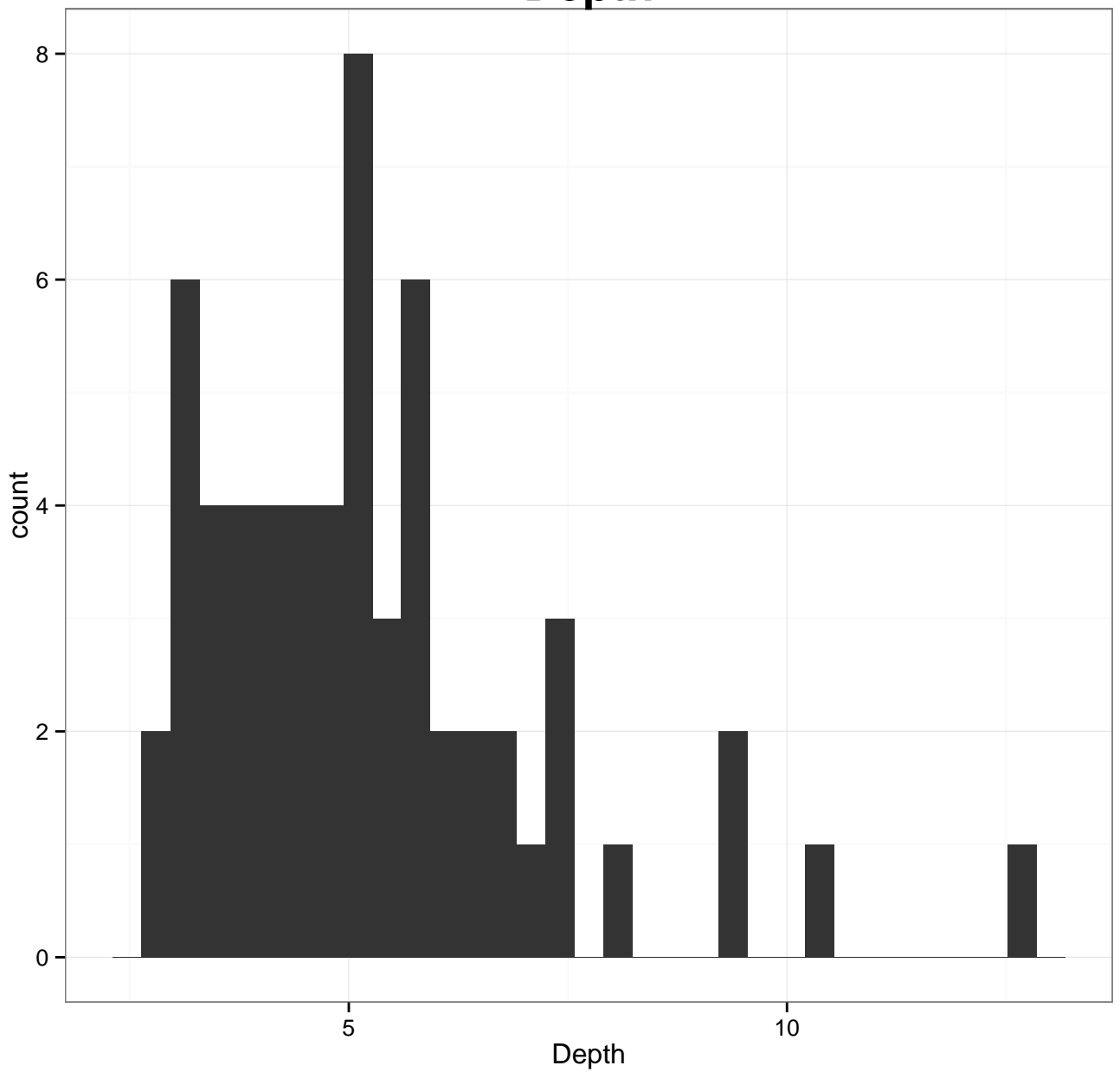
# TotSL



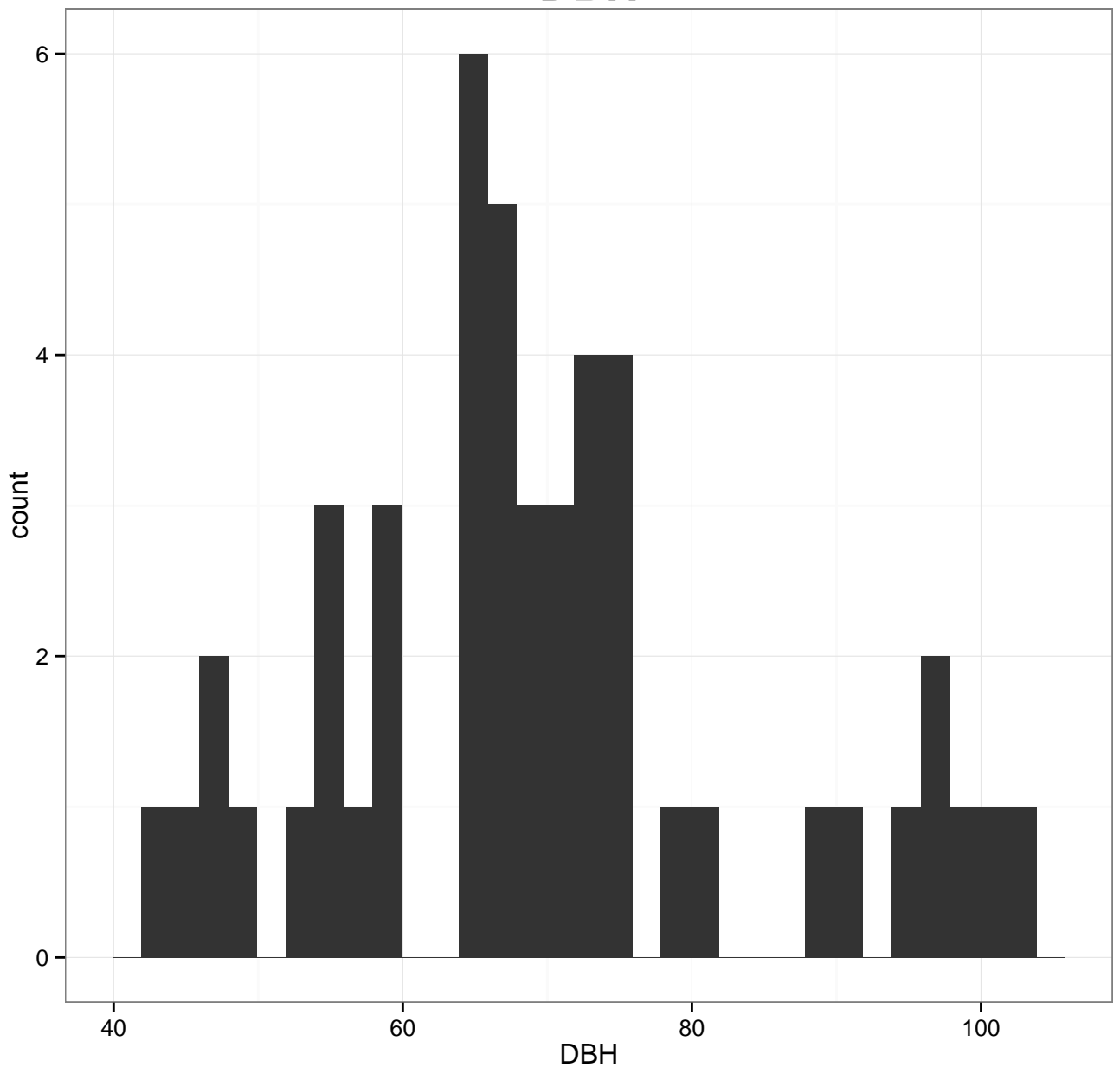
**BD..g.cm3.**



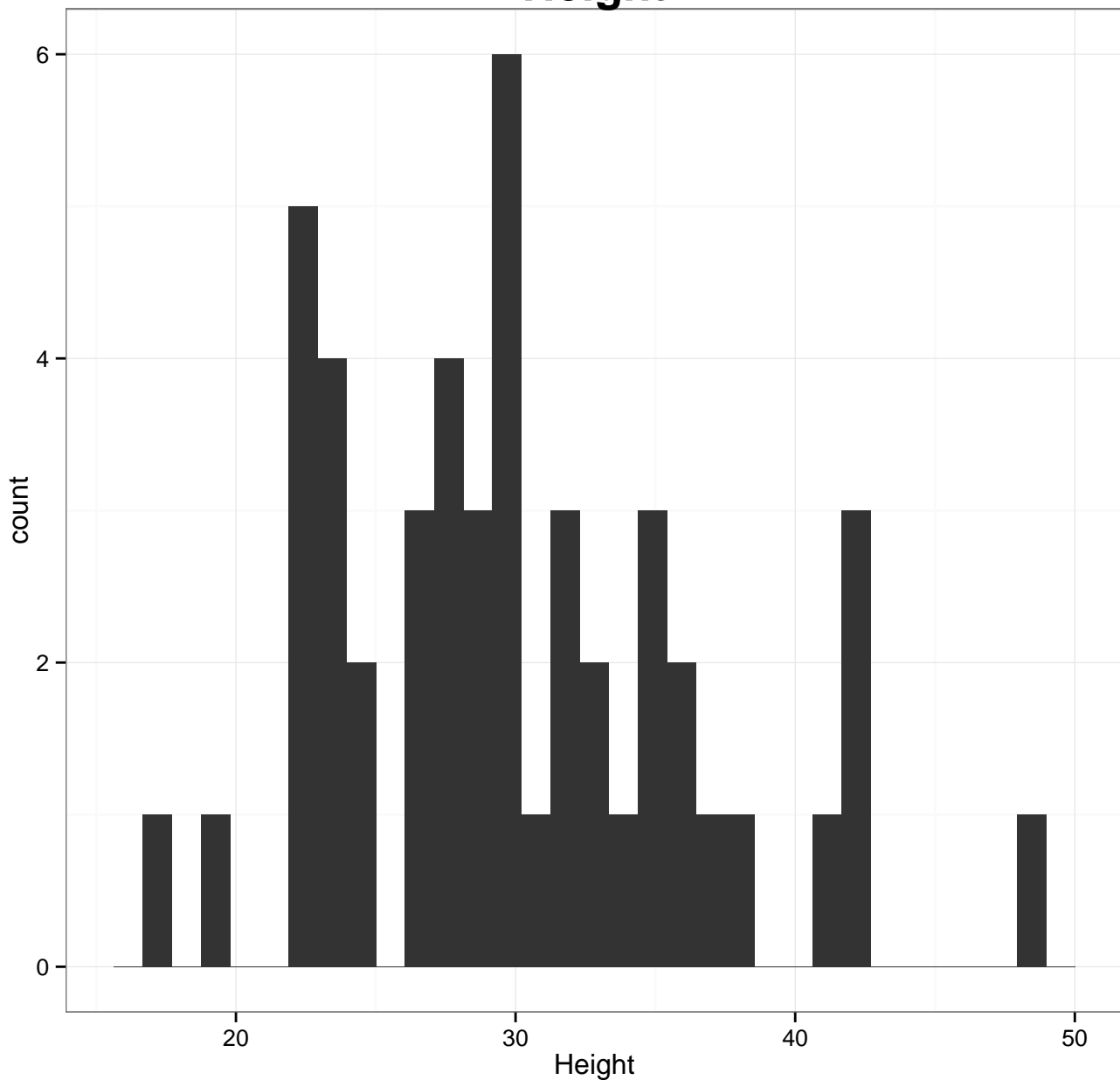
# Depth



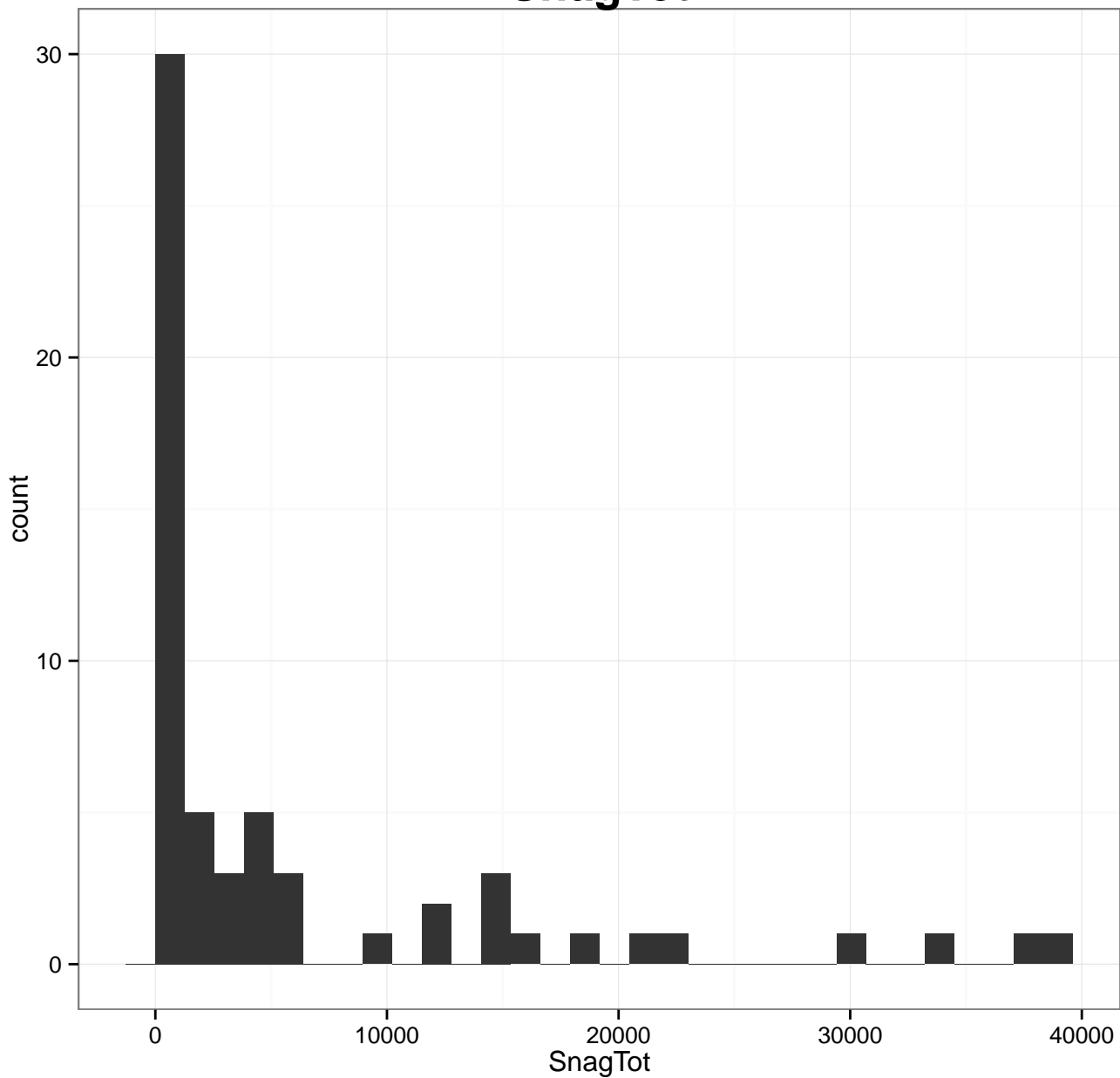
# DBH



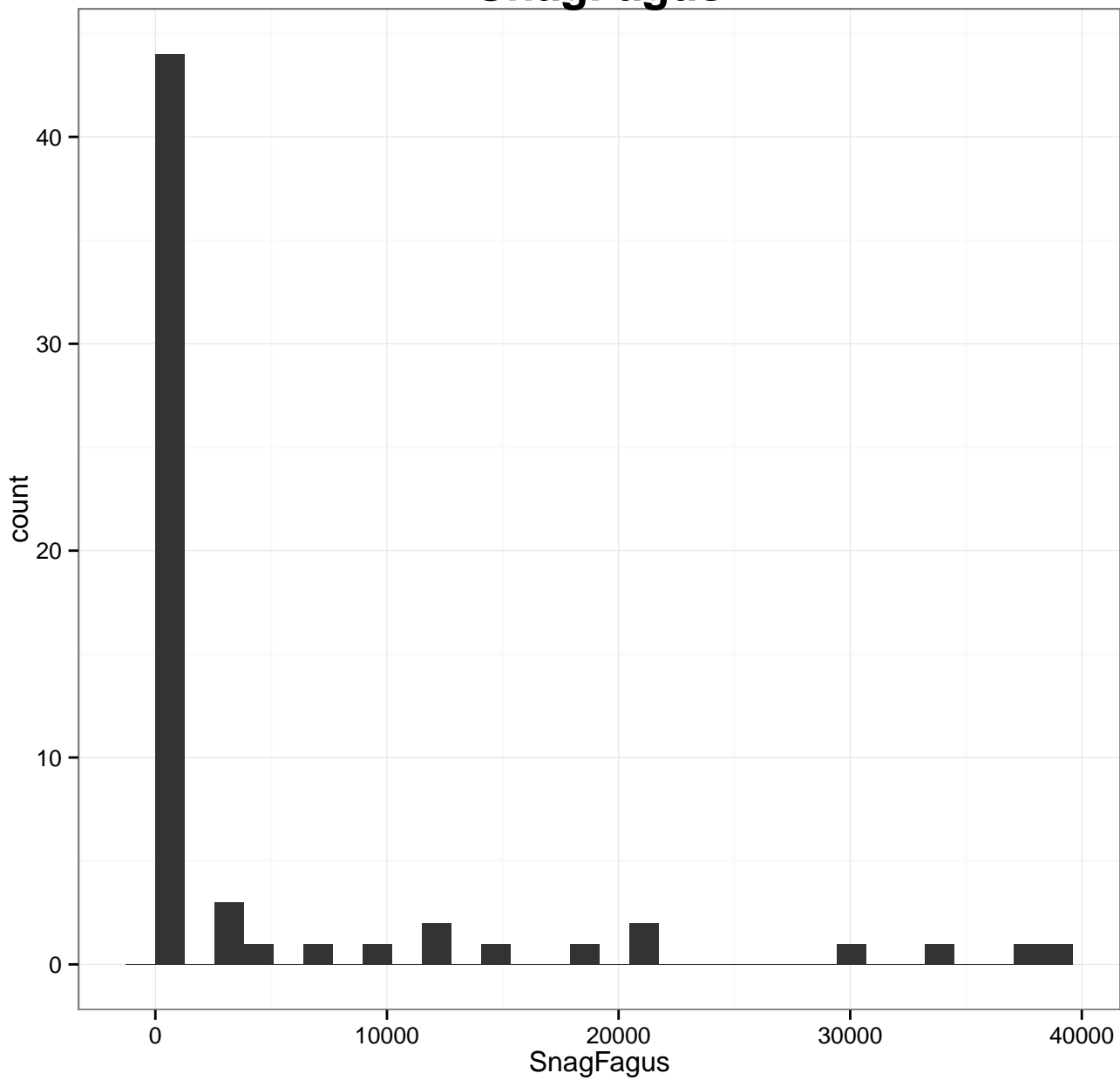
# Height



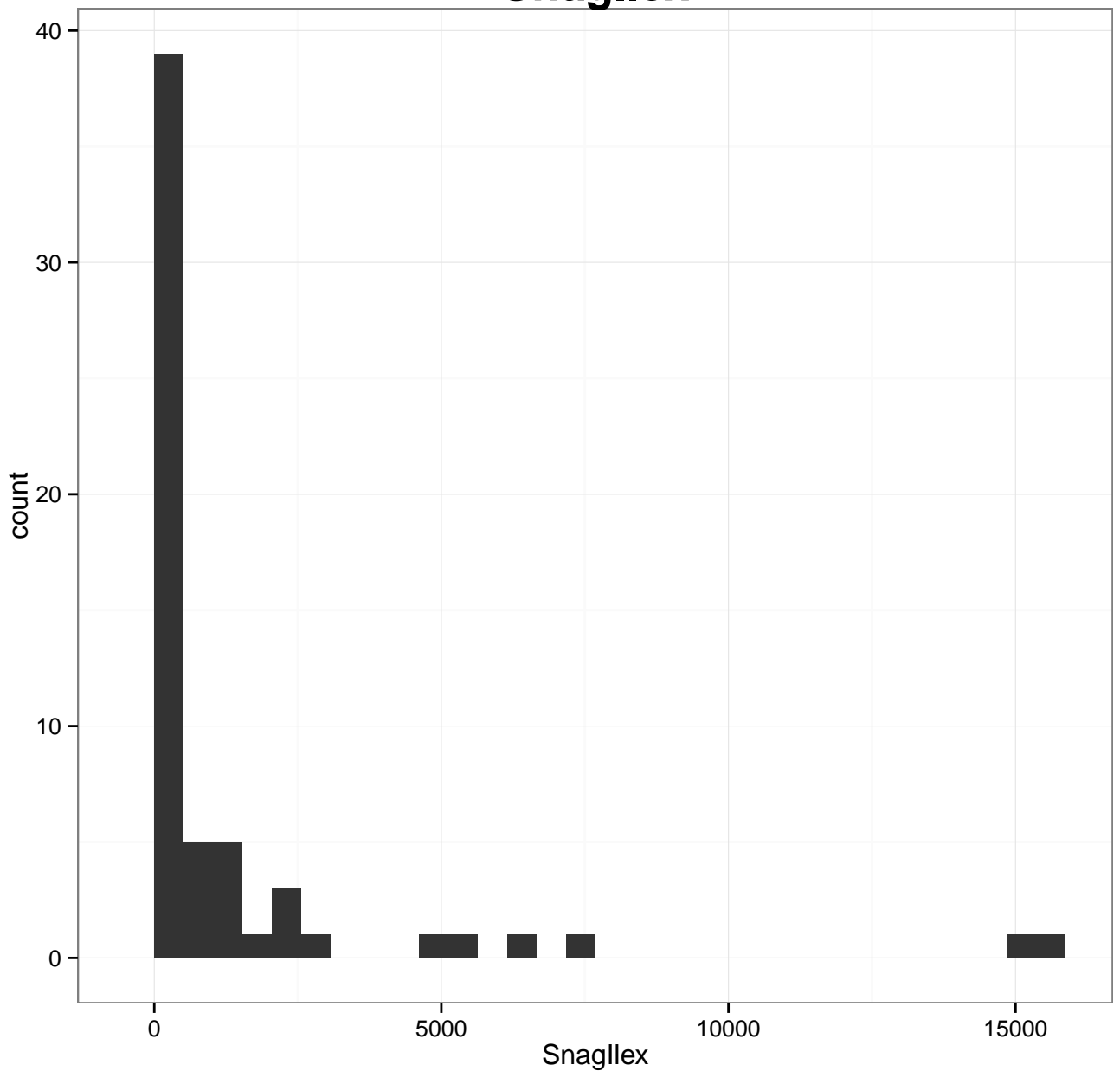
# SnagTot



# SnagFagus

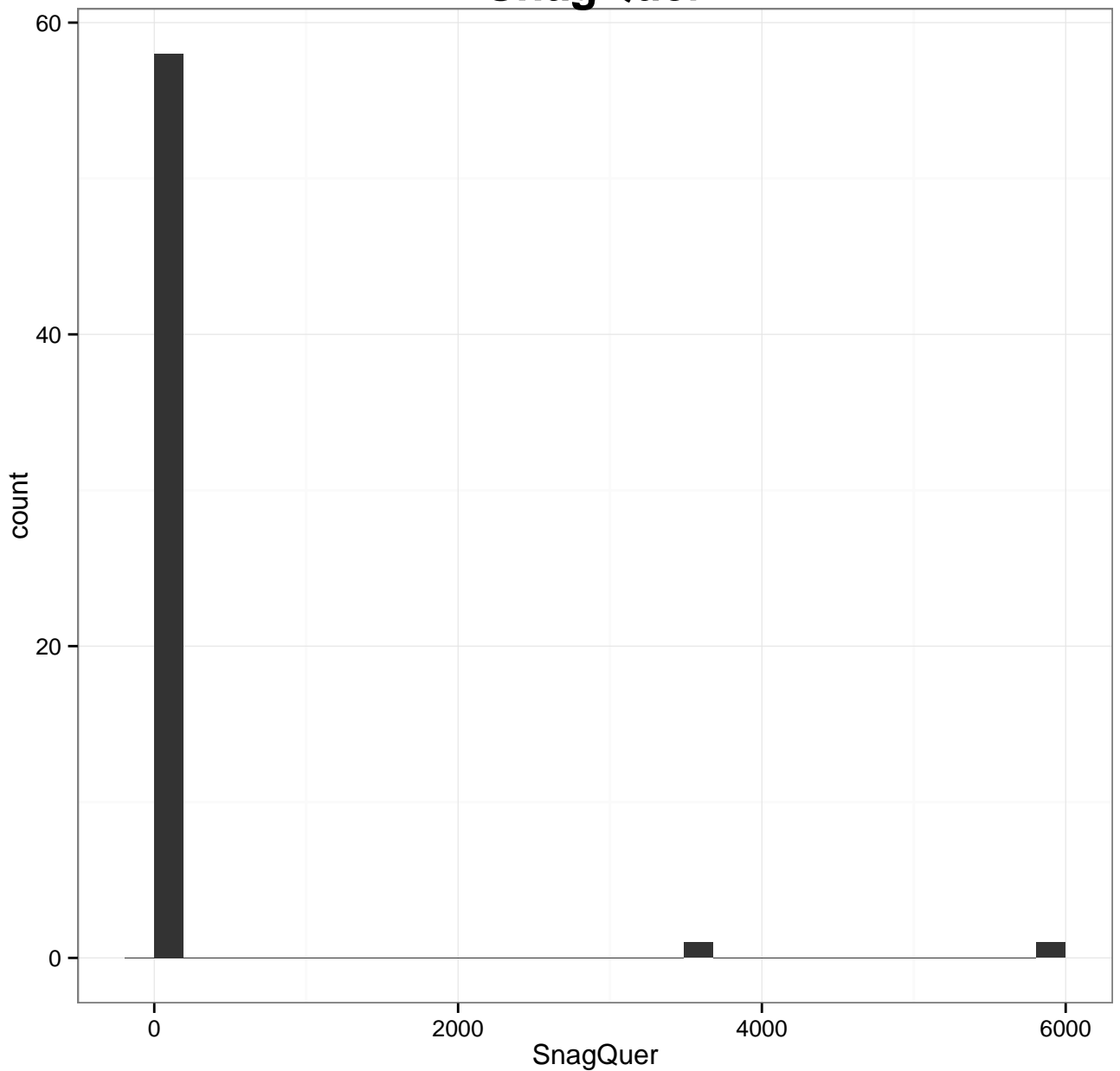


# Snagllex

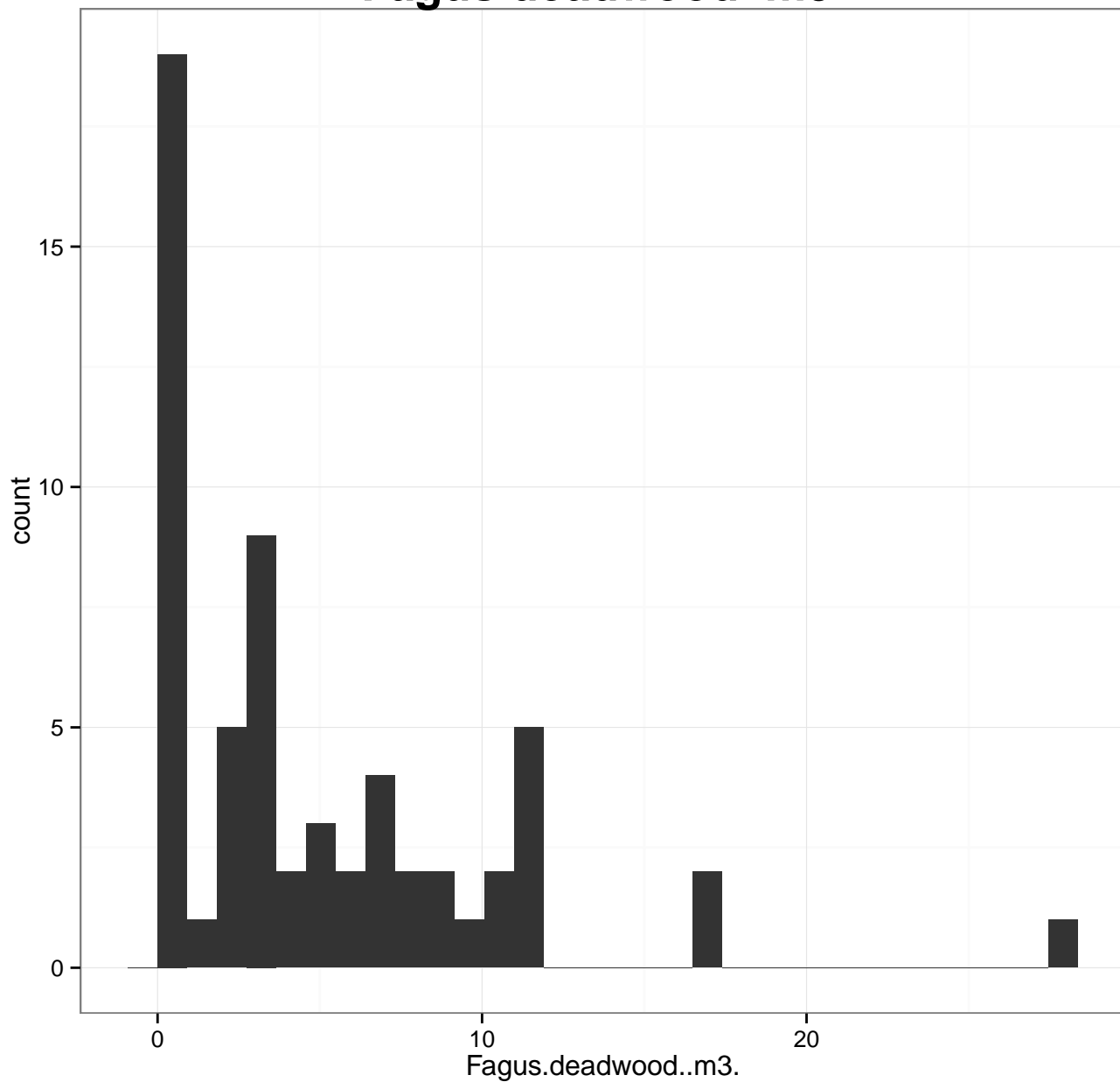




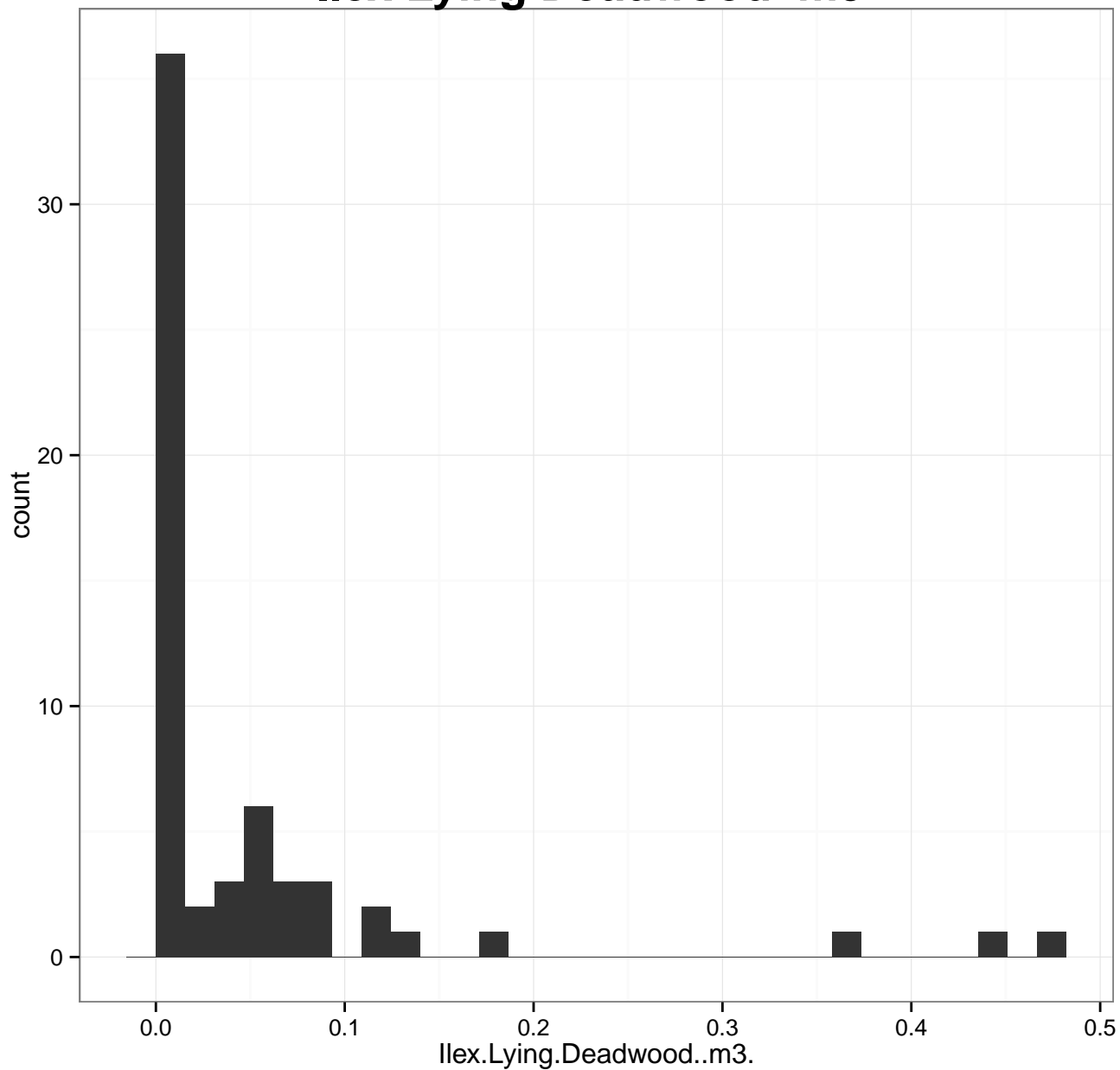
# SnagQuer



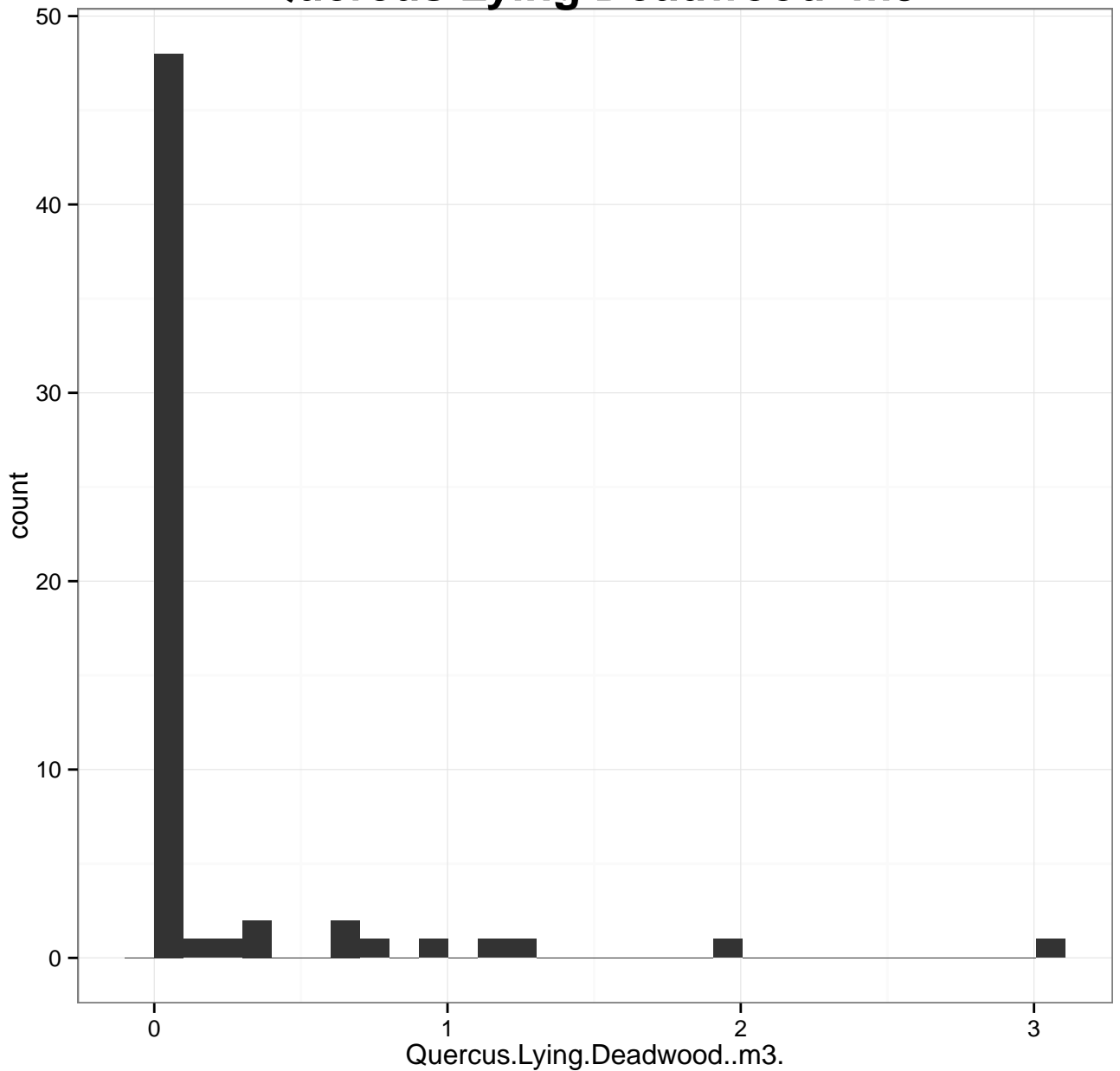
# Fagus.deadwood..m3.



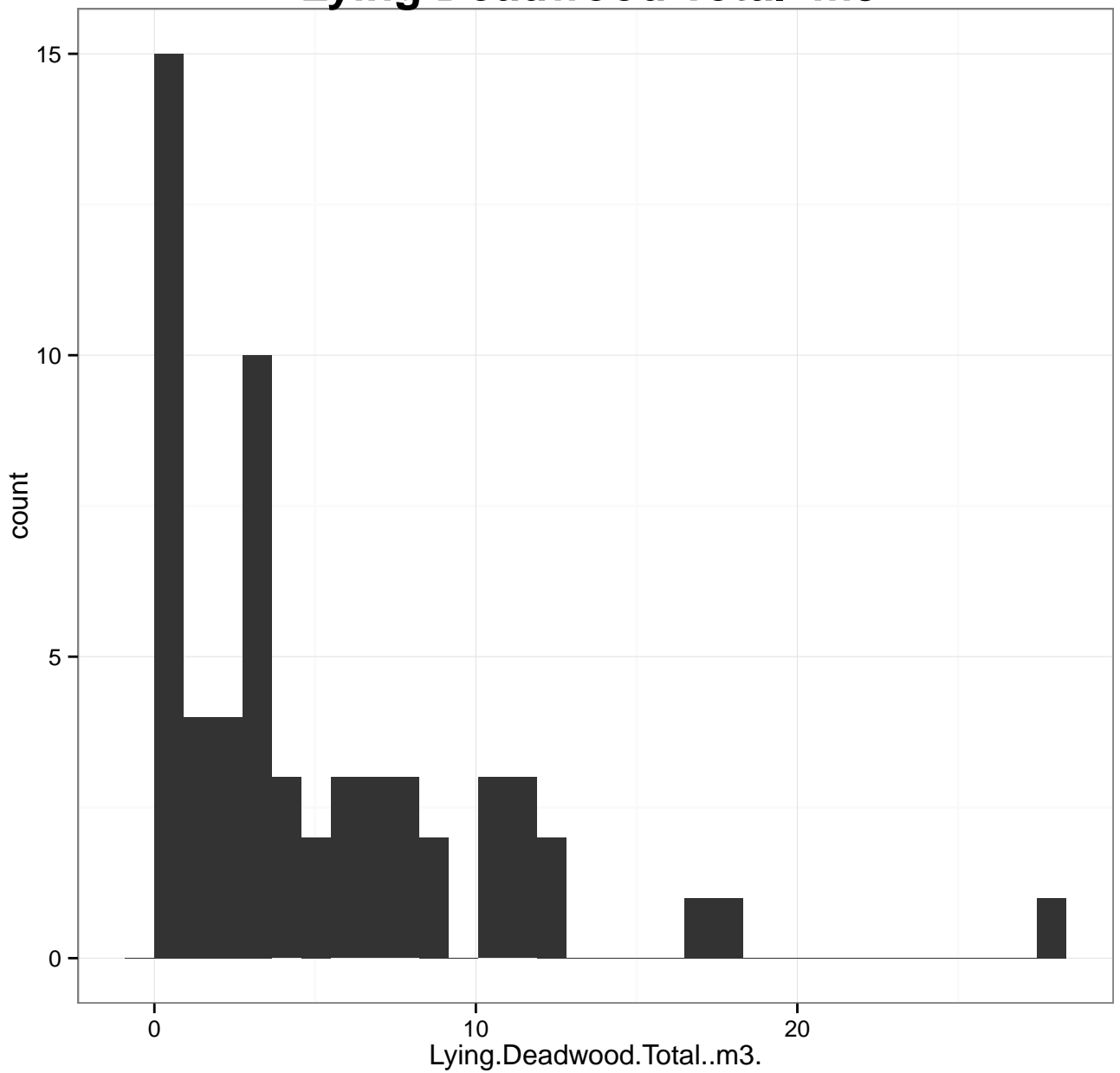
# Ilex.Lying.Deadwood..m3.



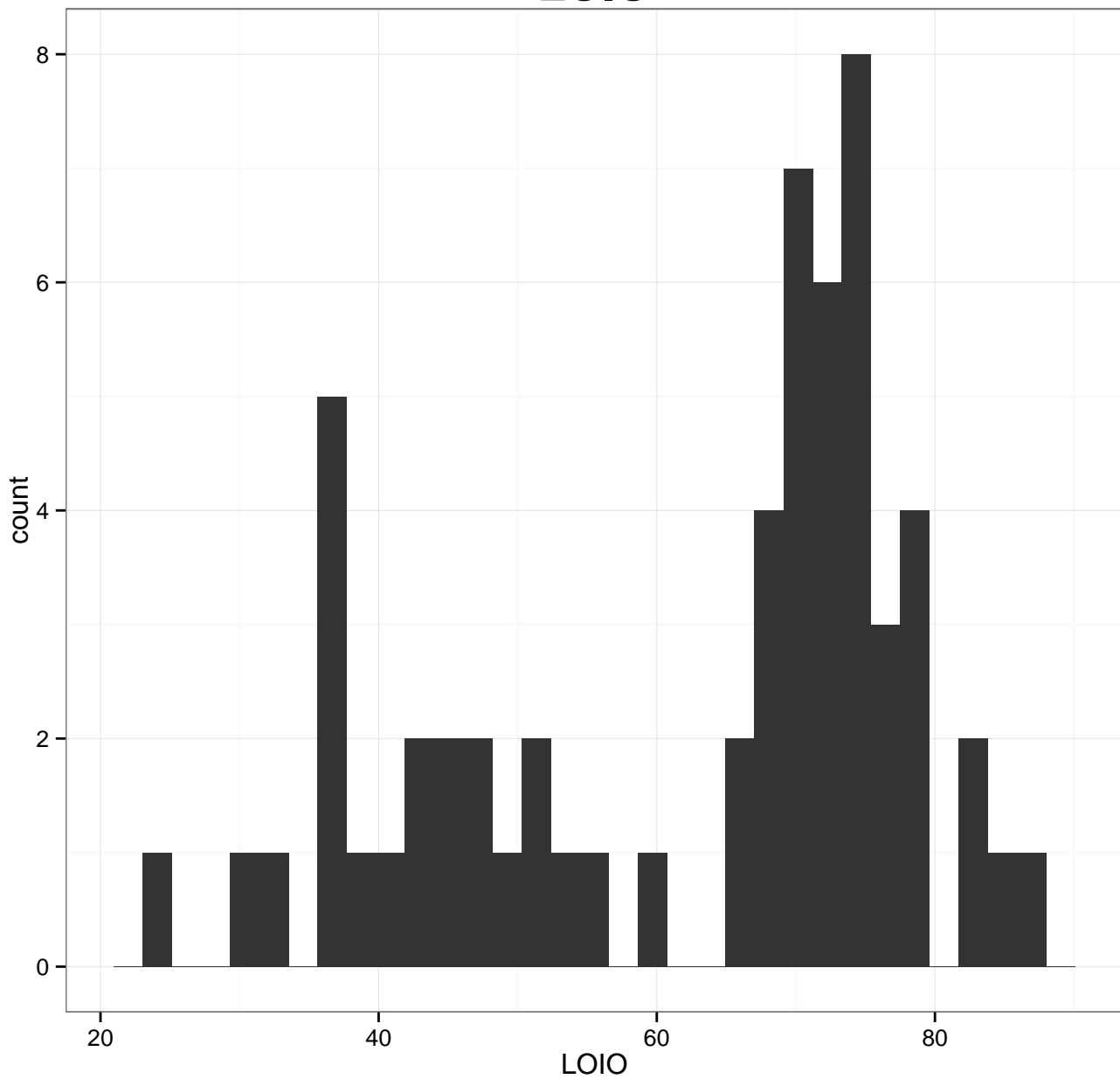
# Quercus.Lying.Deadwood..m3.



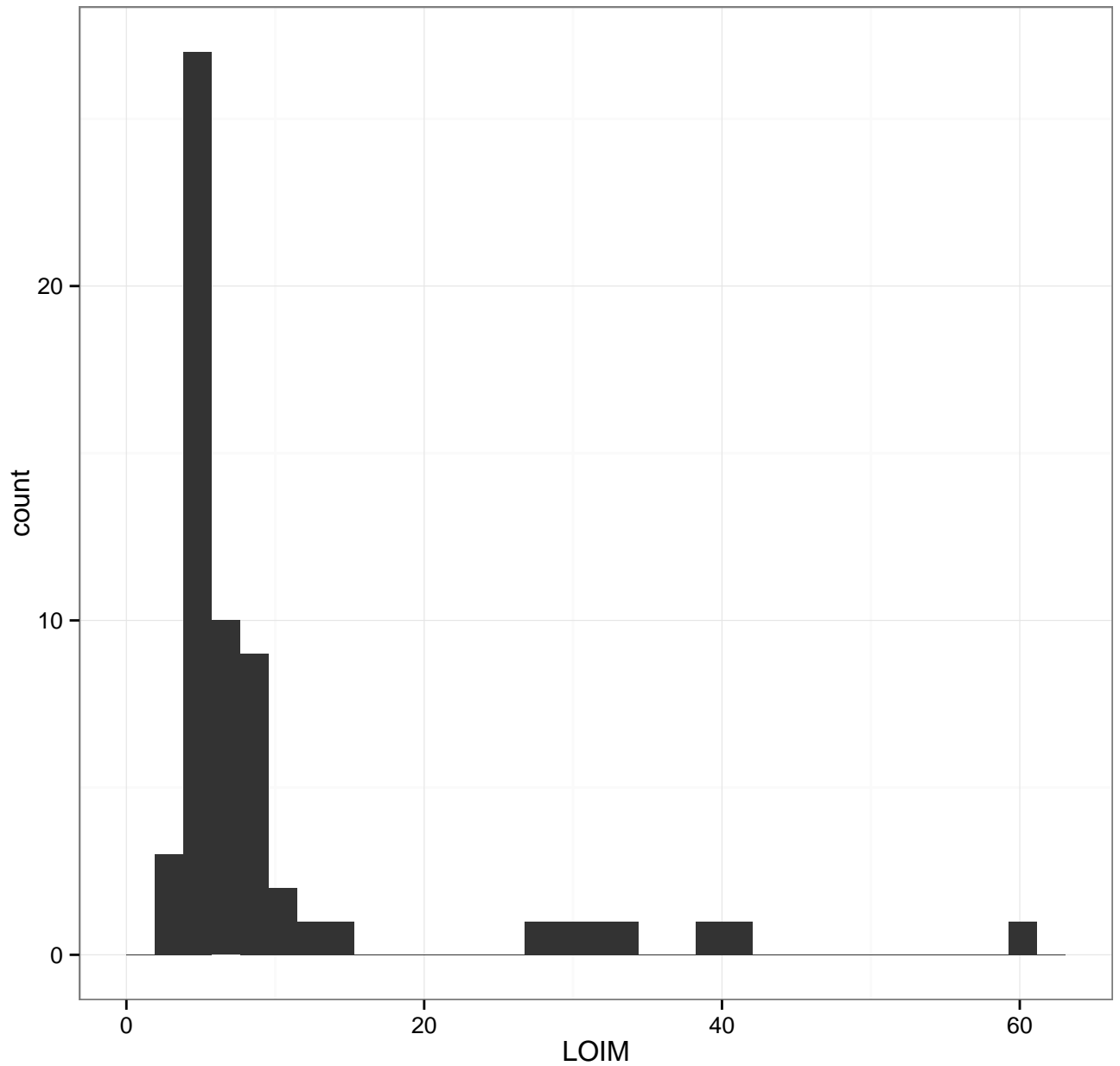
# Lying.Deadwood.Total..m3.



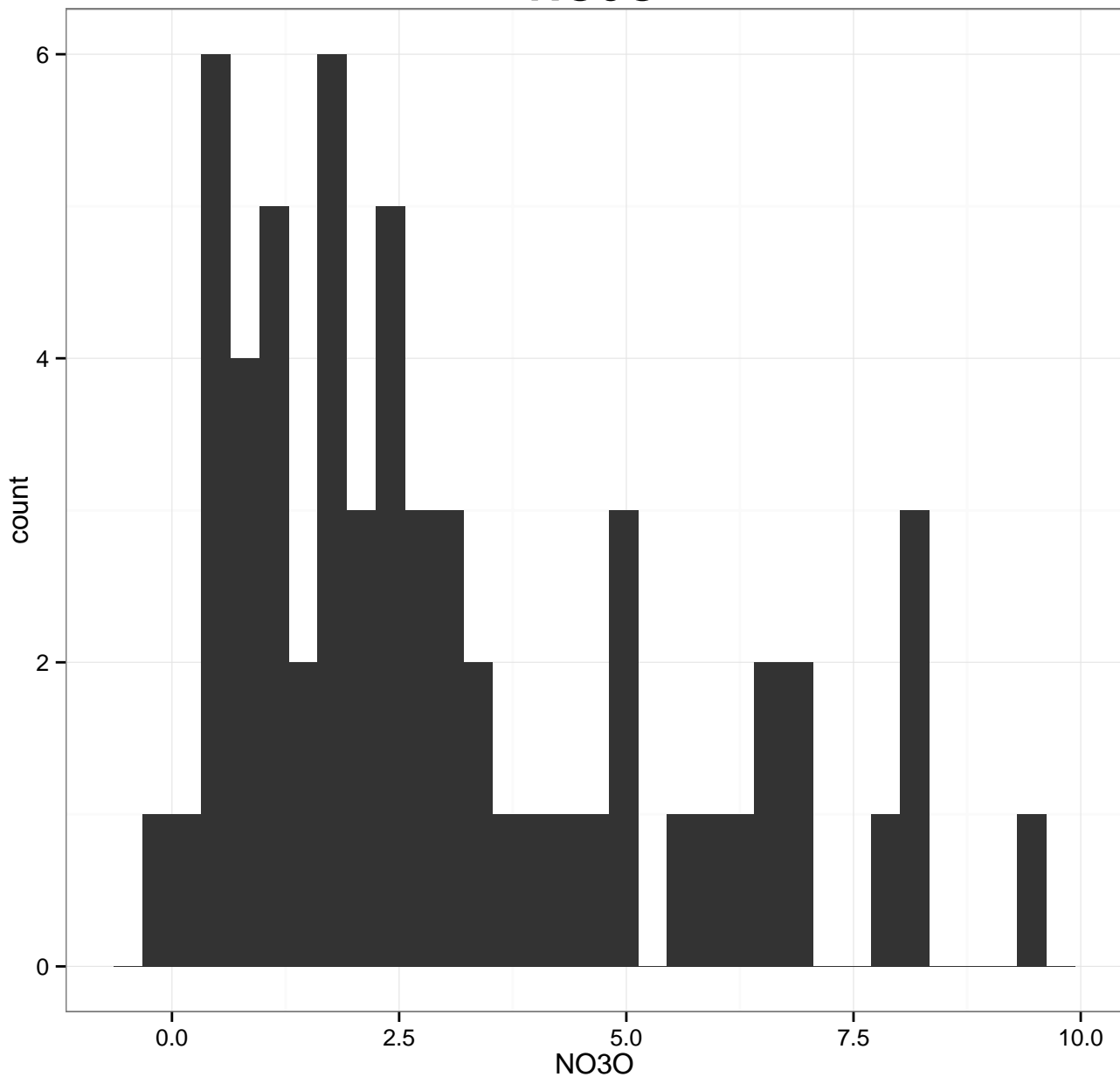
# LOIO



# LOIM

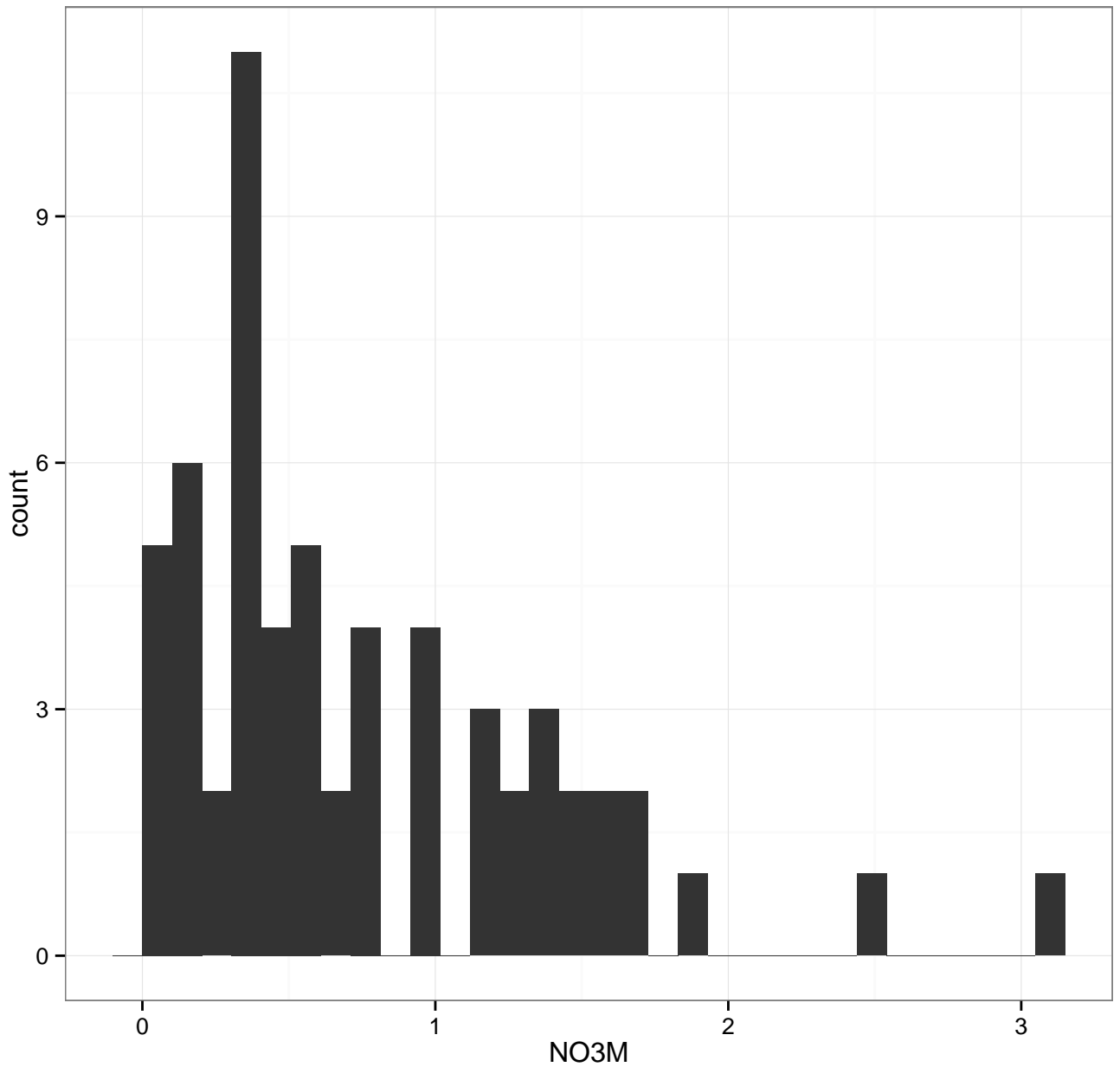


# NO3O

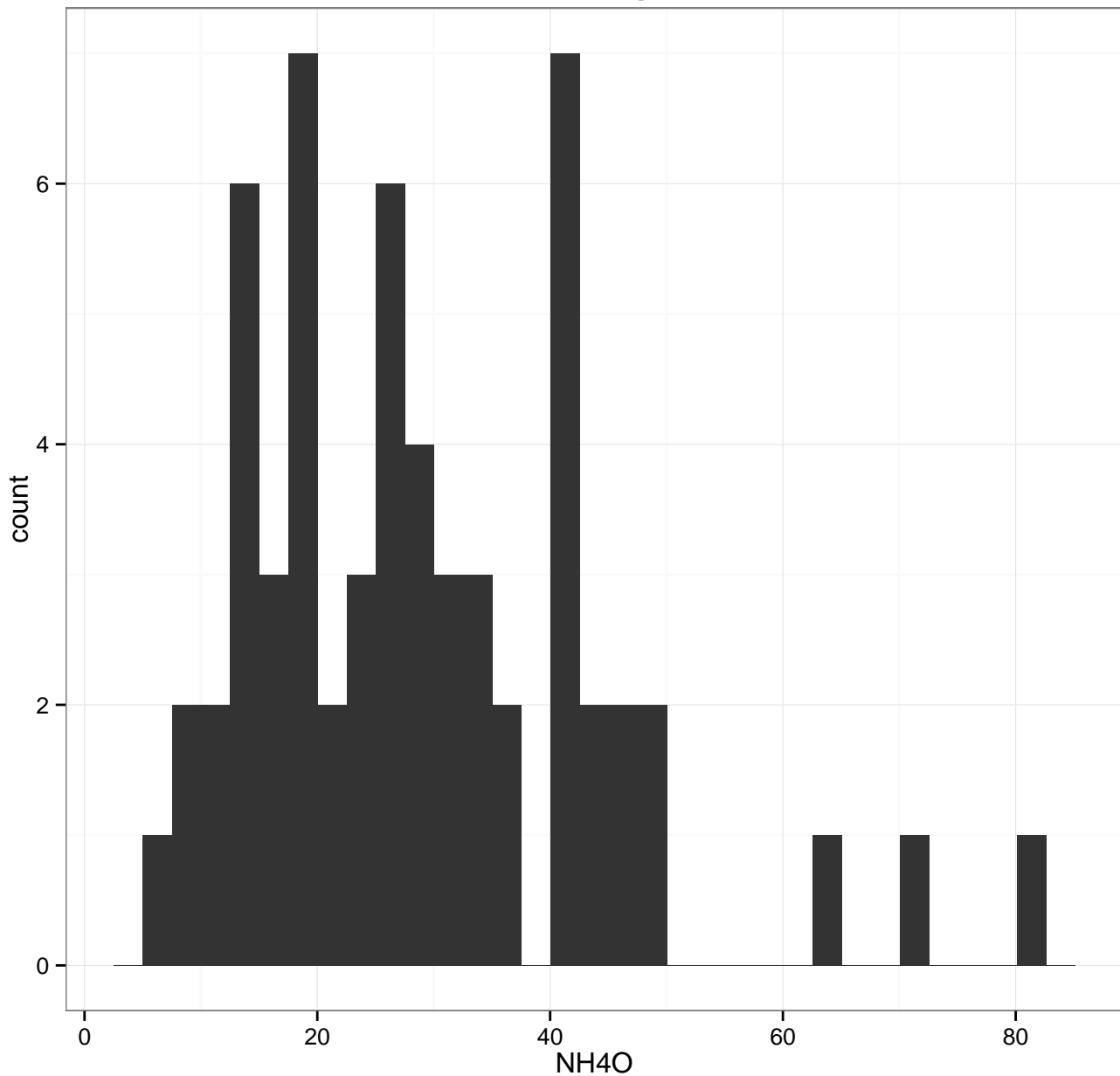




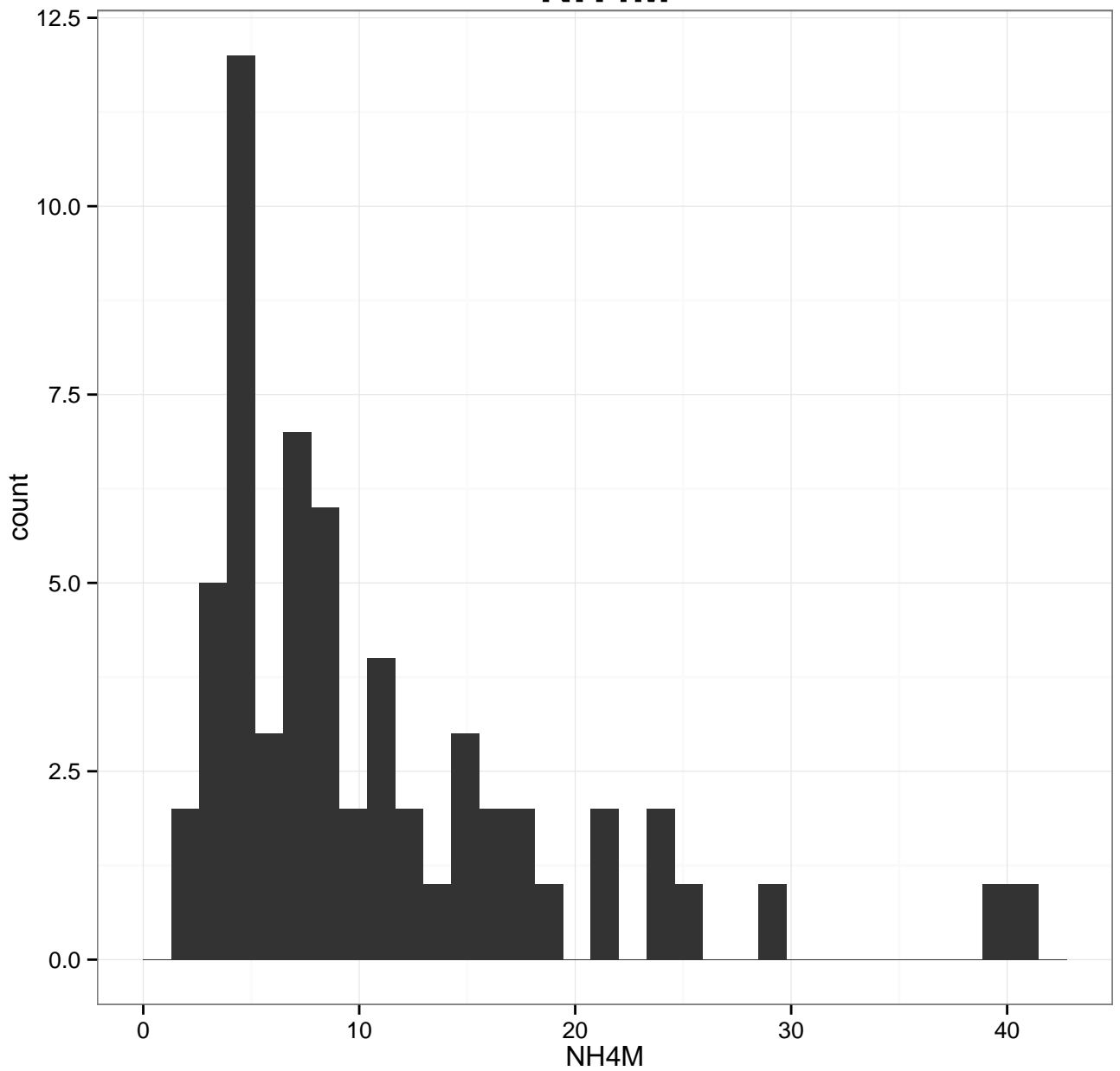
# NO3M



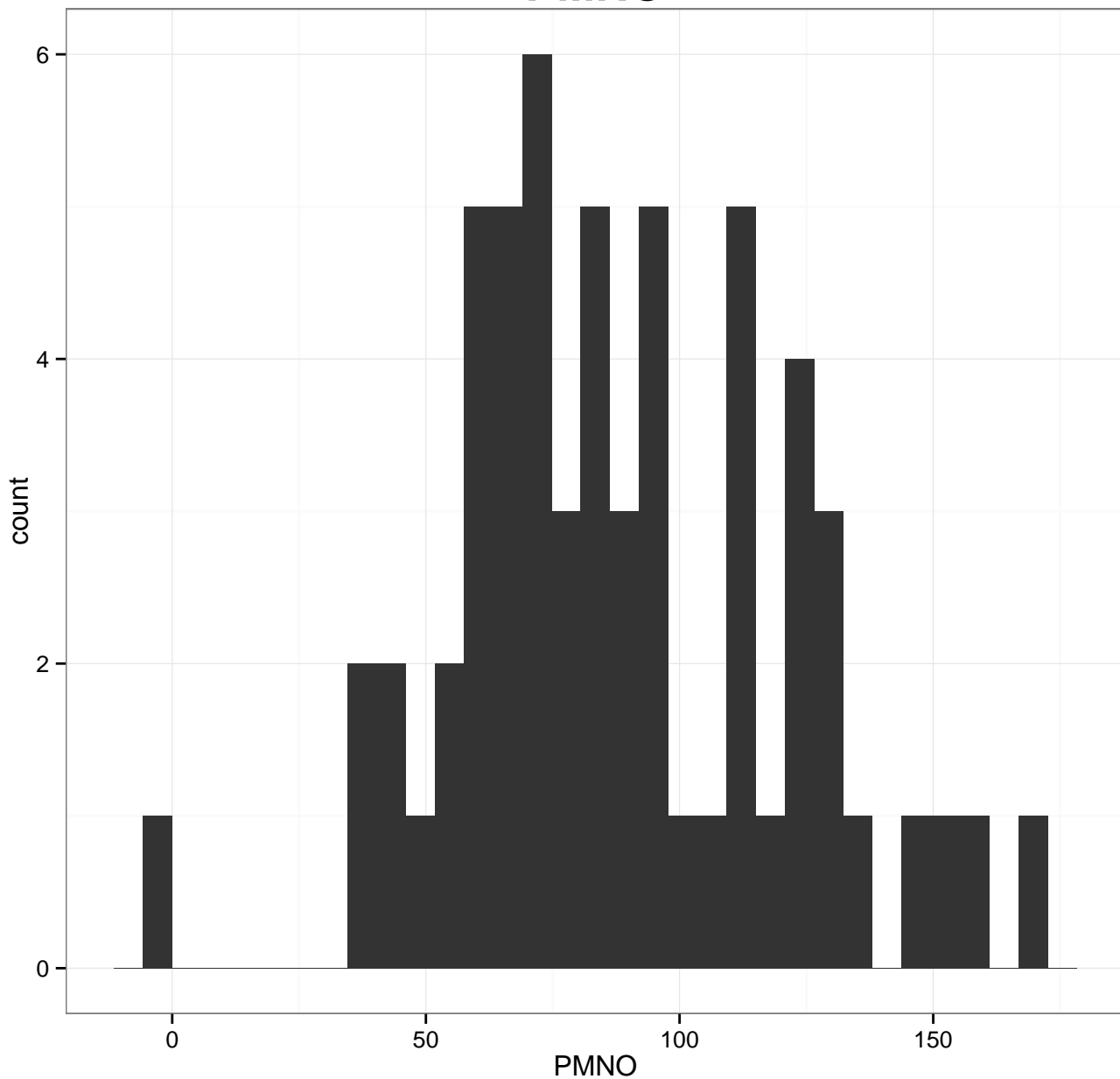
# NH4O



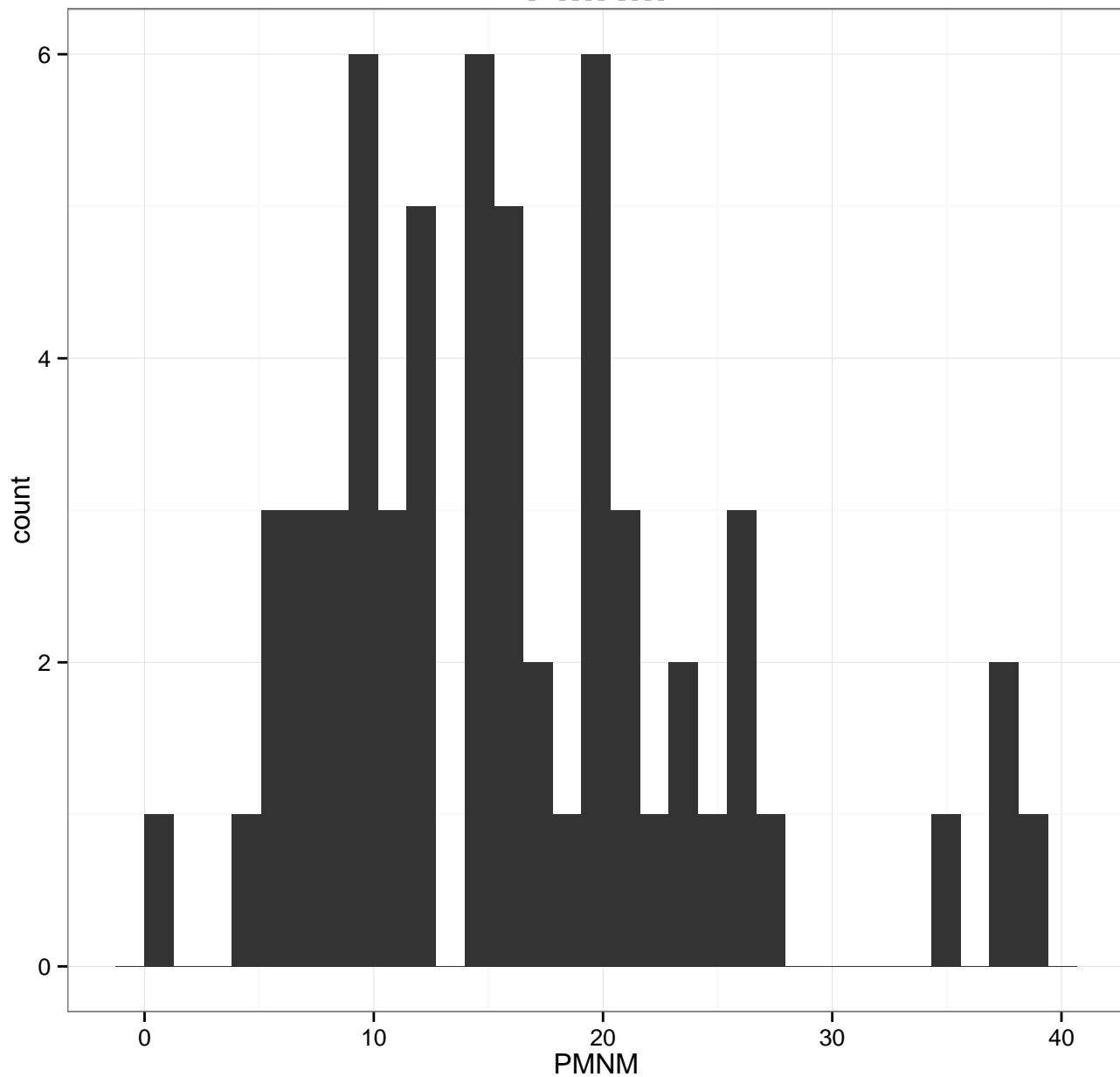
# NH4M



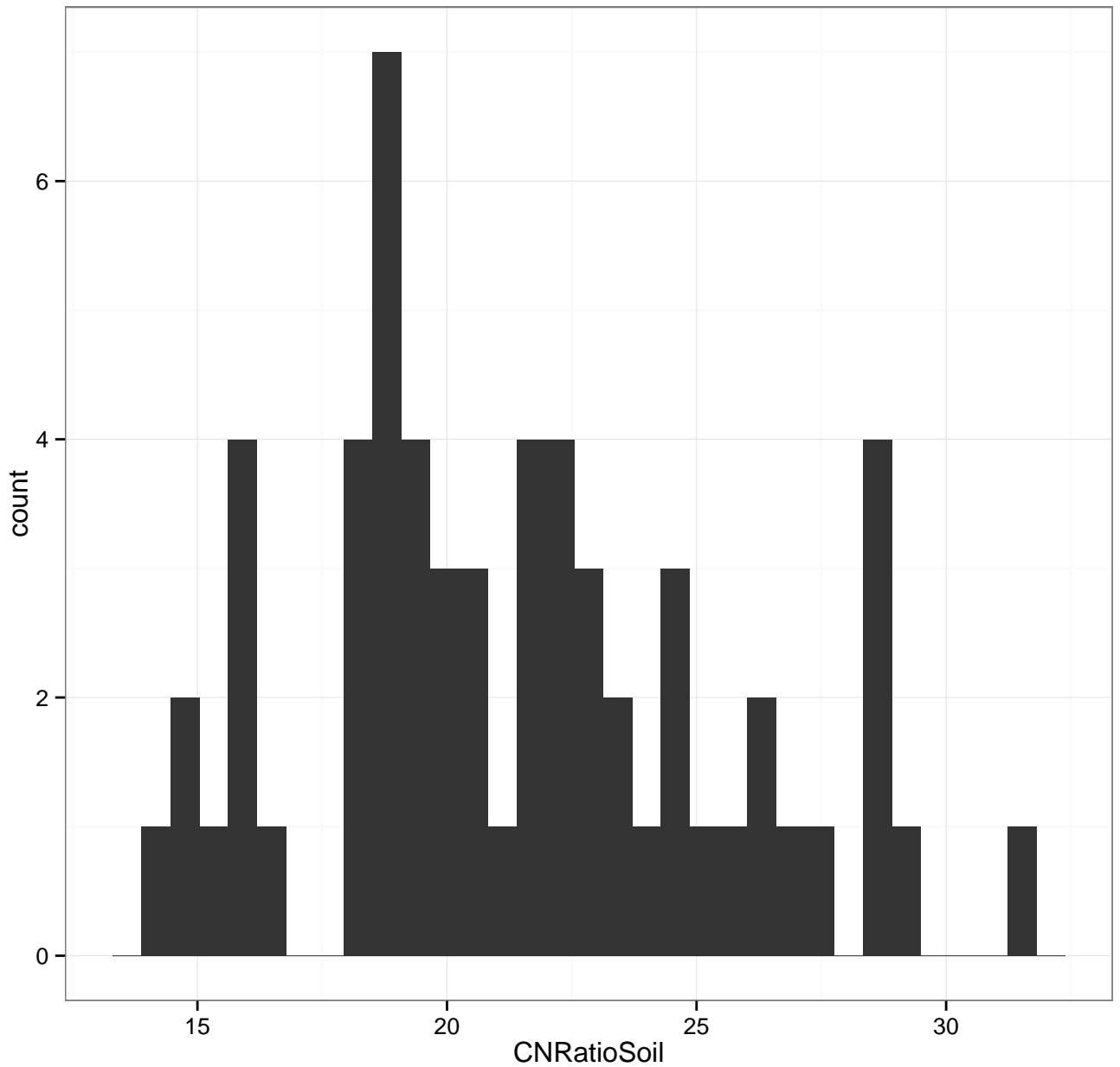
# PMNO

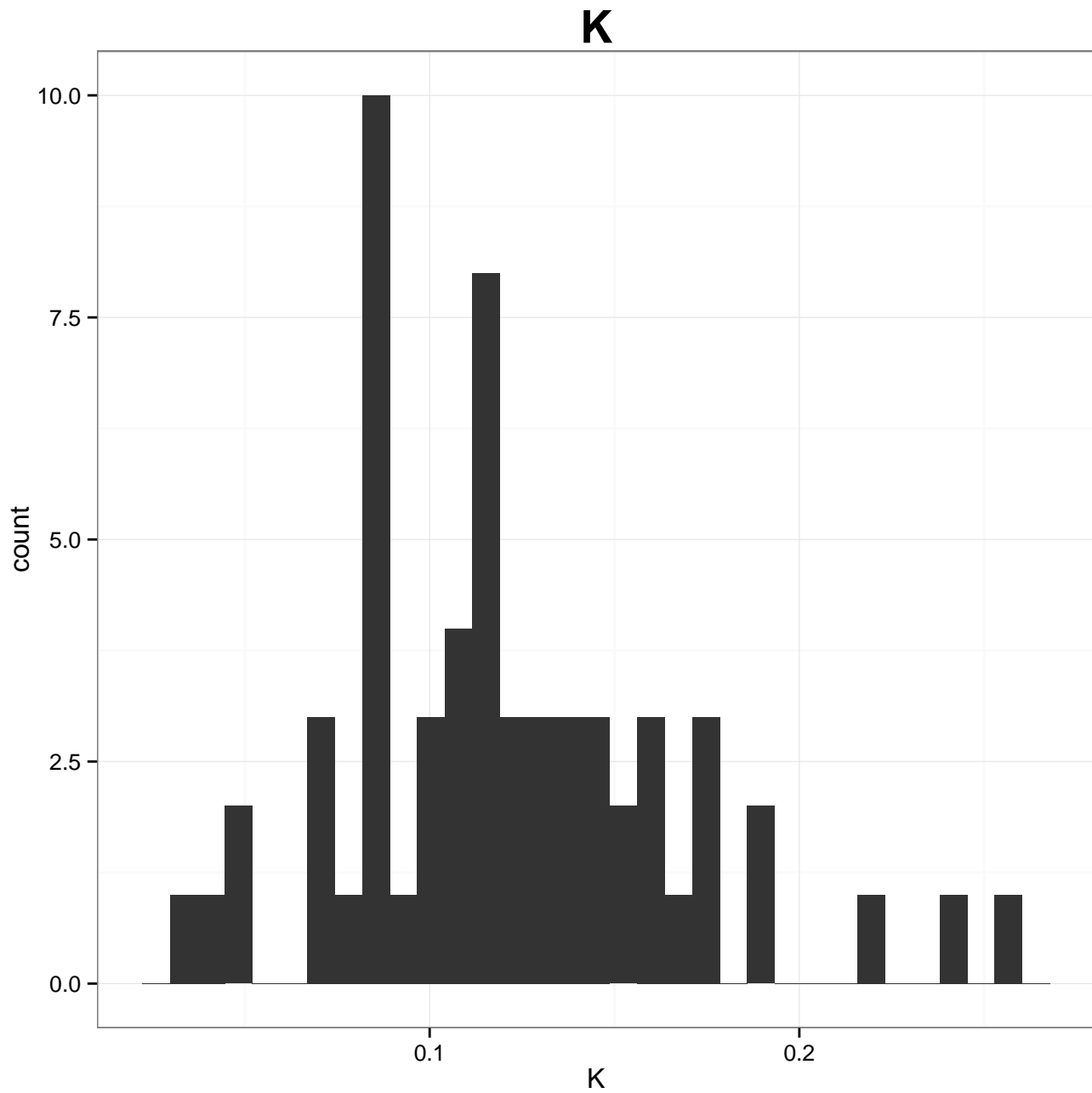


# PMNM

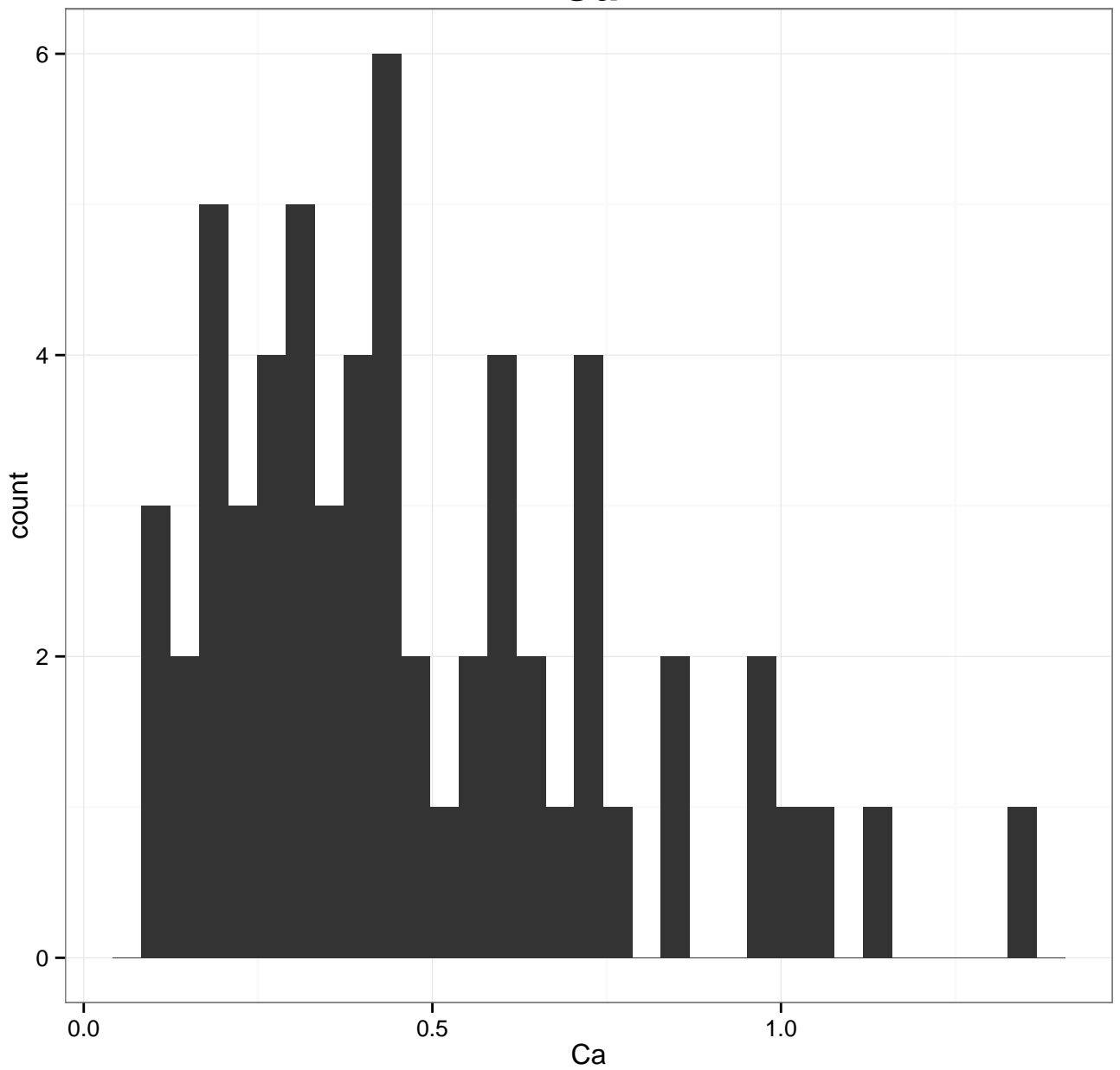


# CNRatioSoil



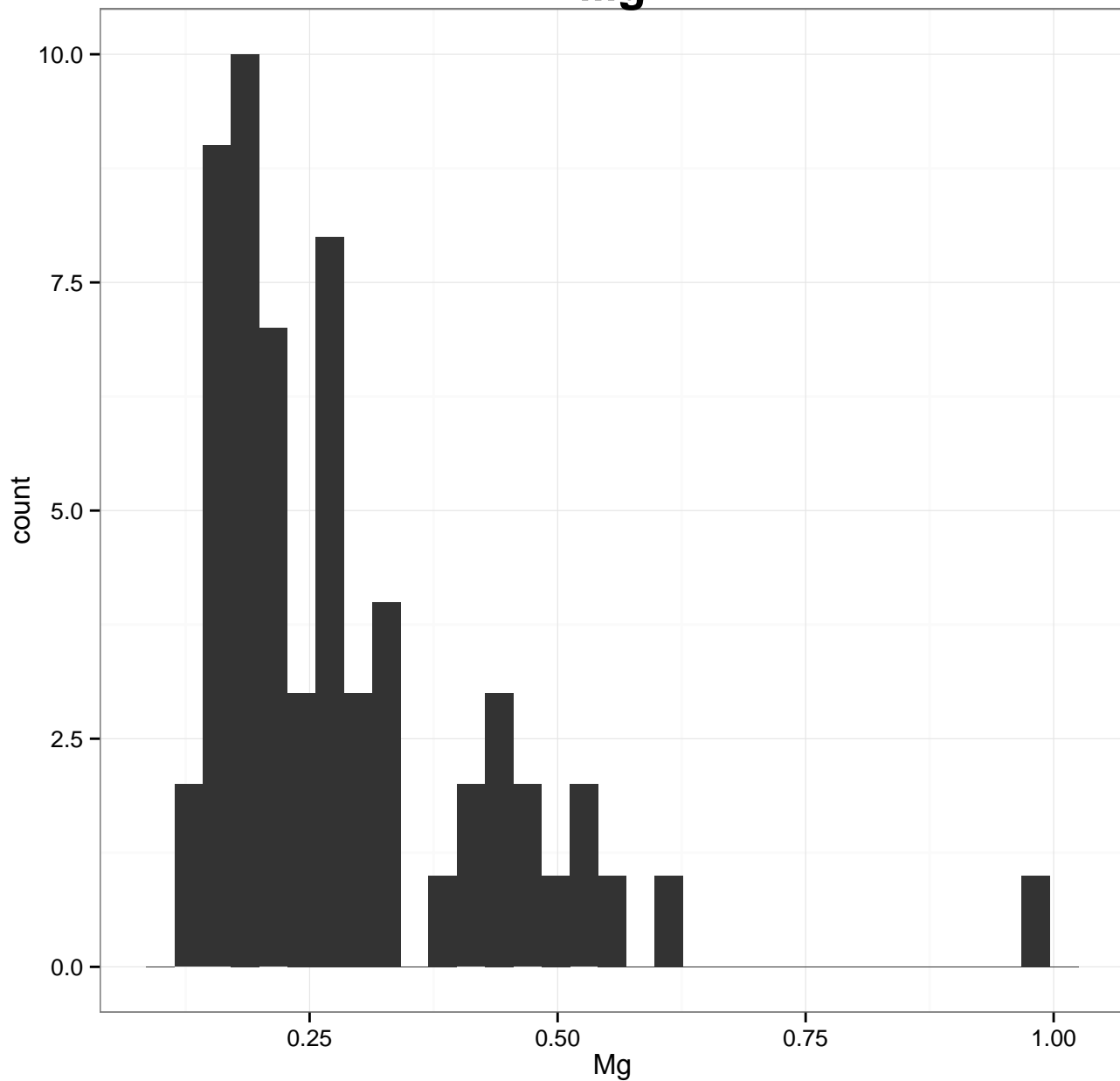


**Ca**

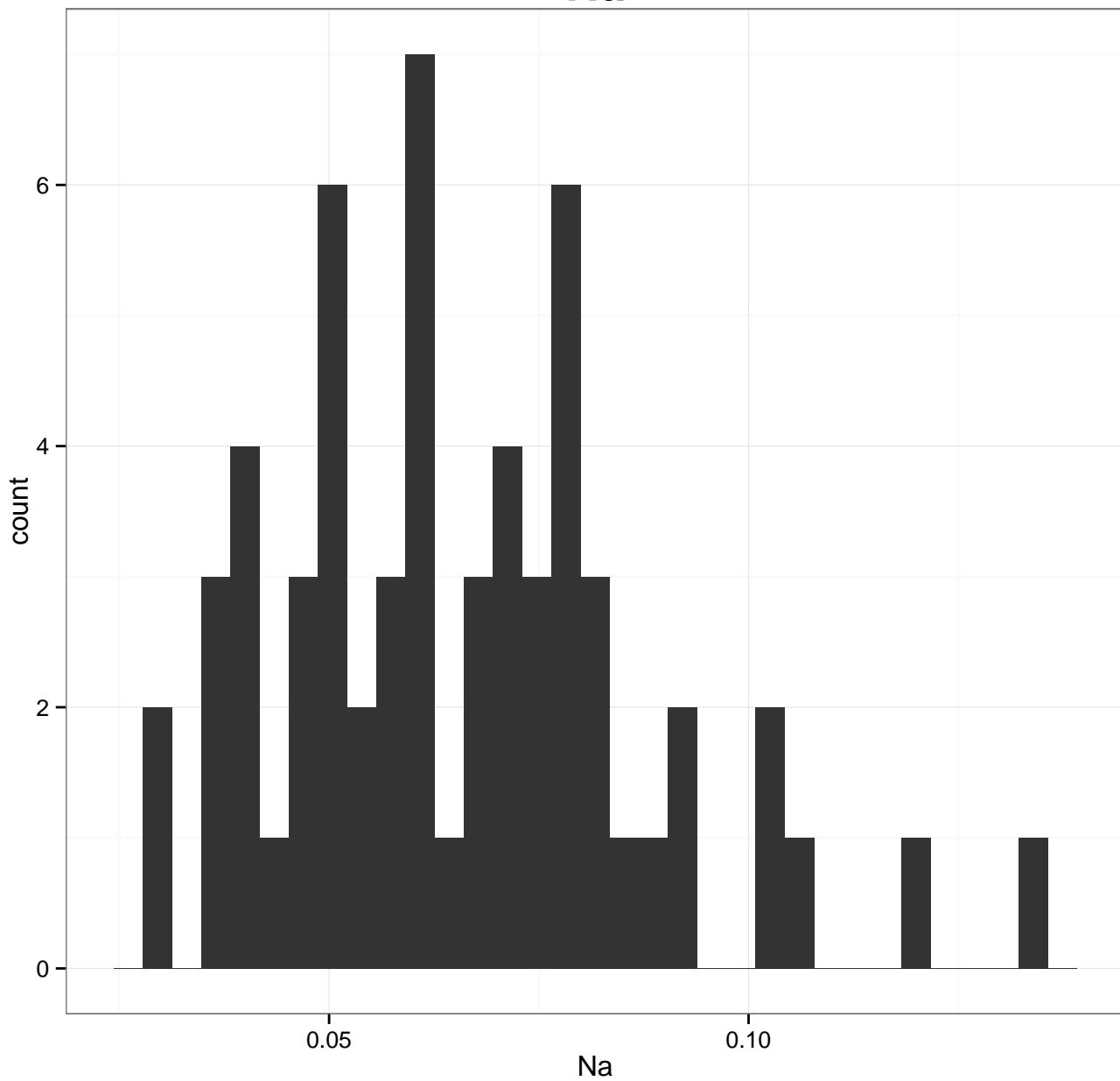




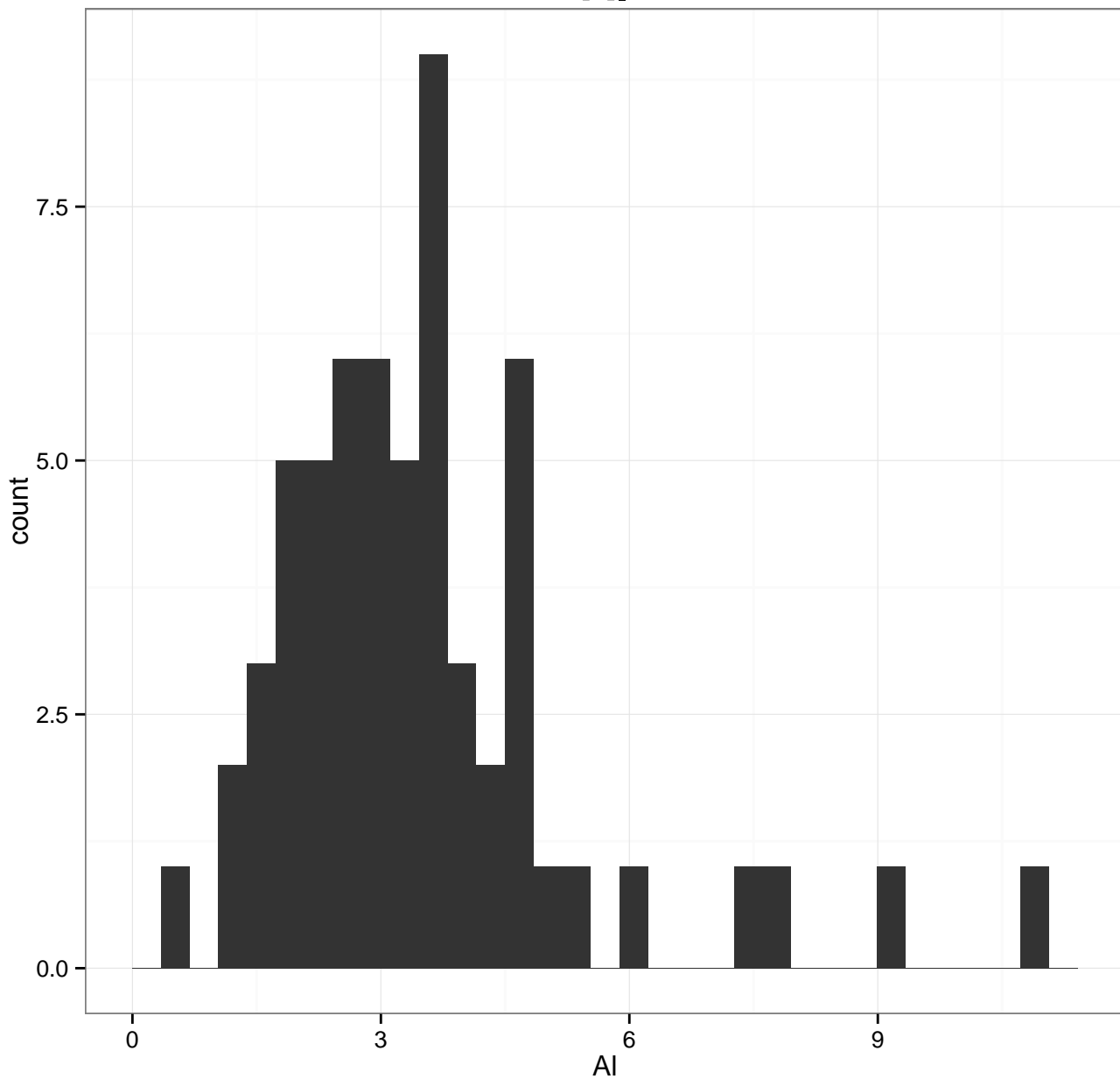
**Mg**



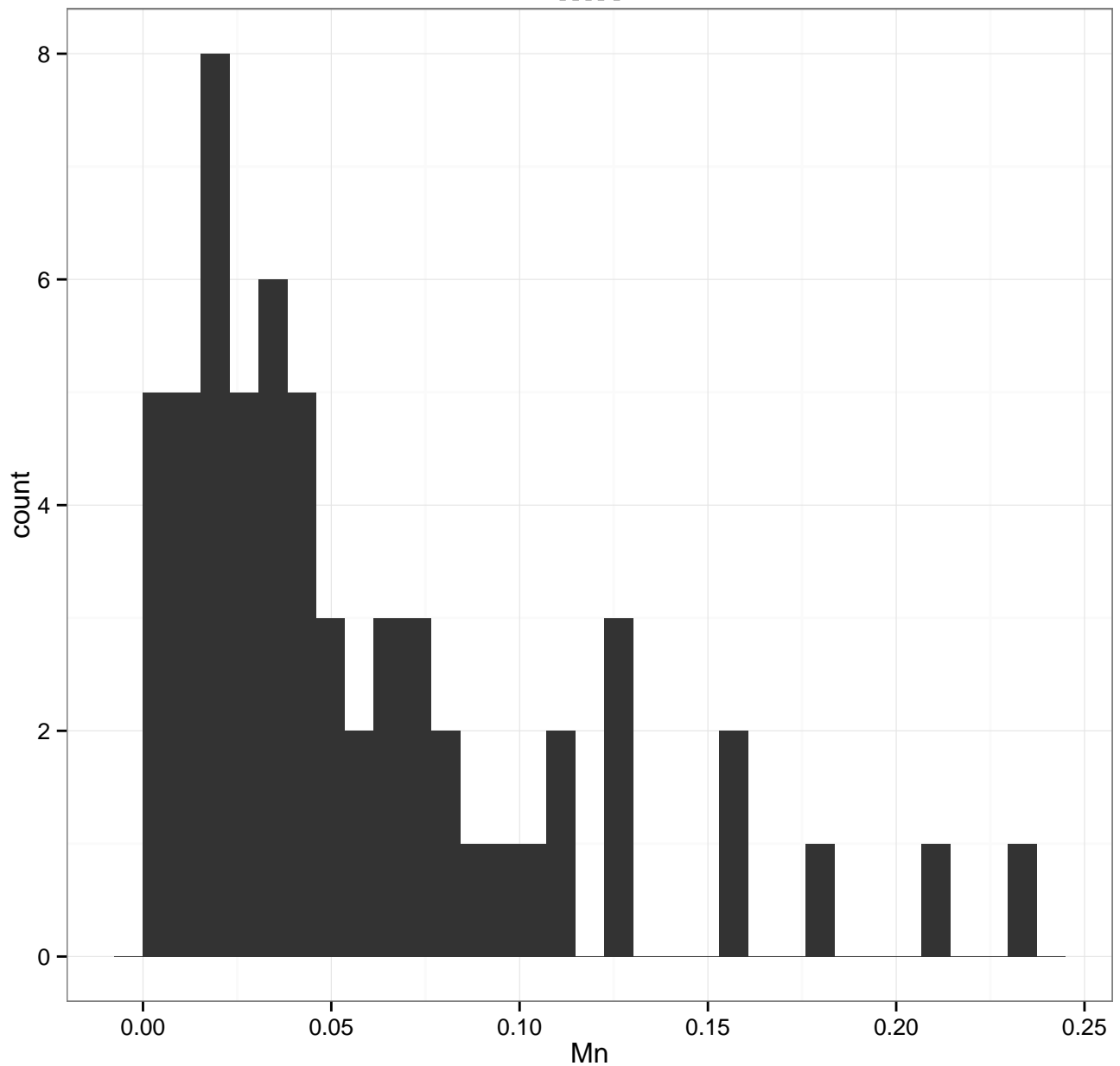
Na

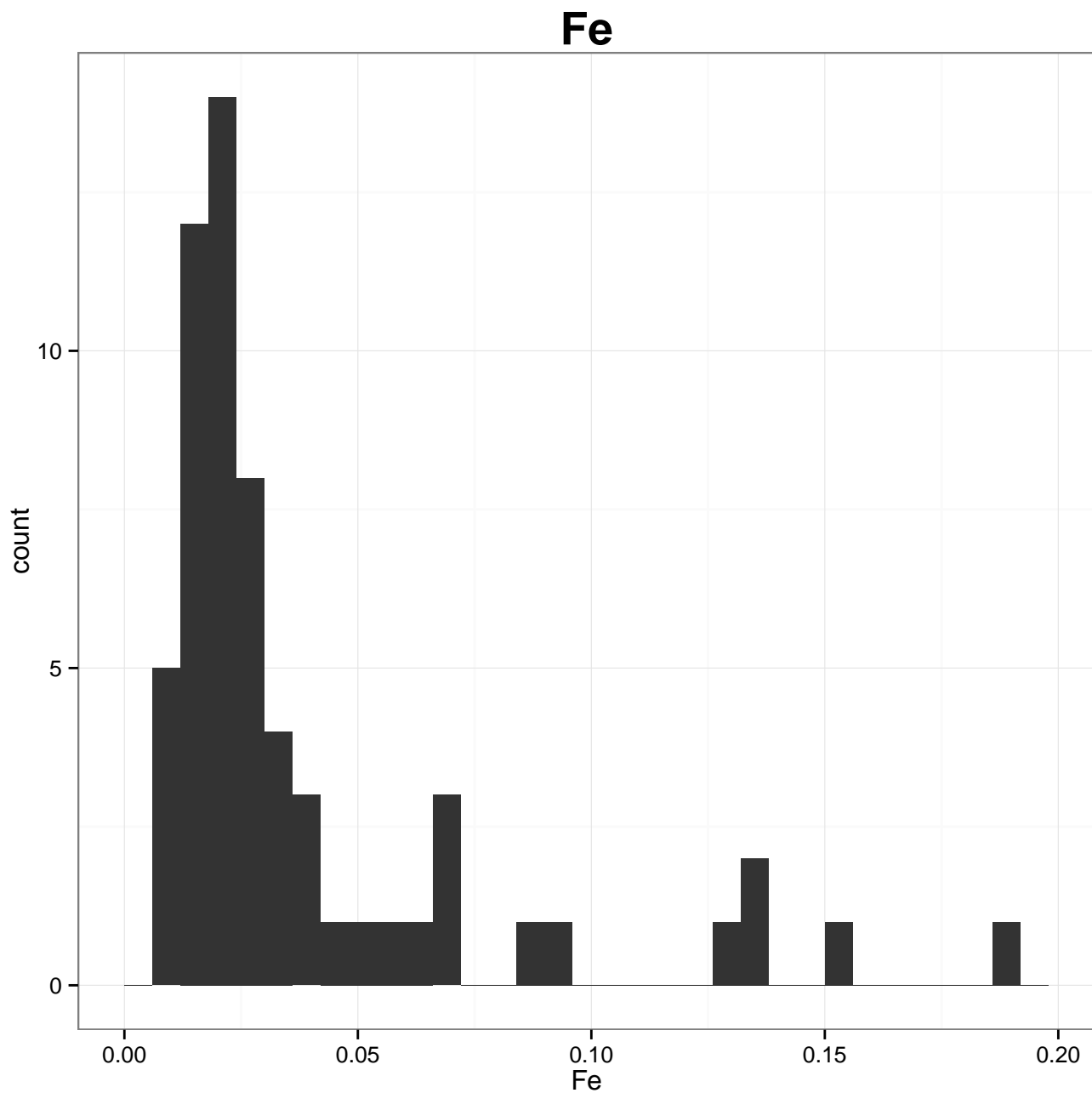


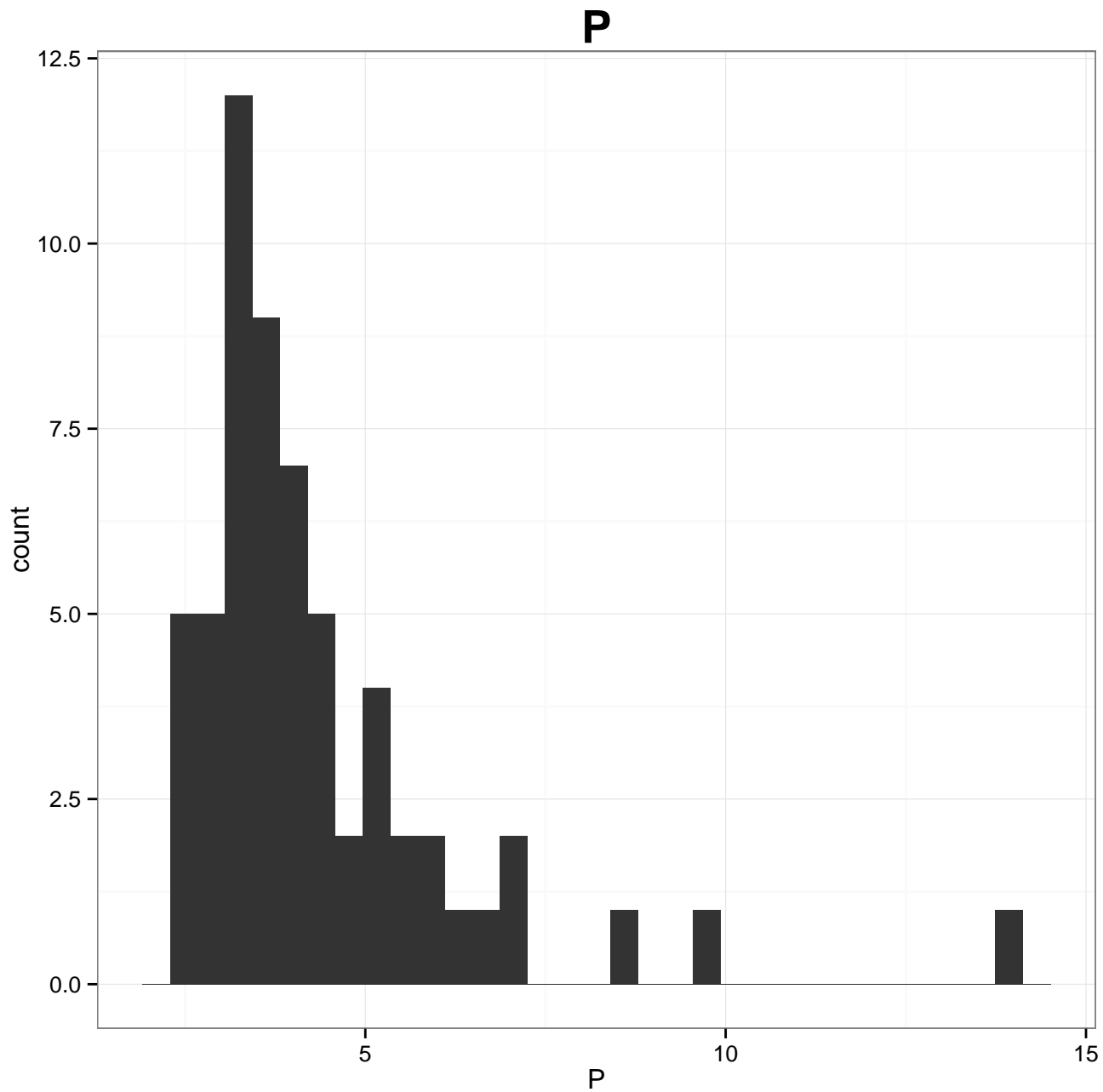
AI



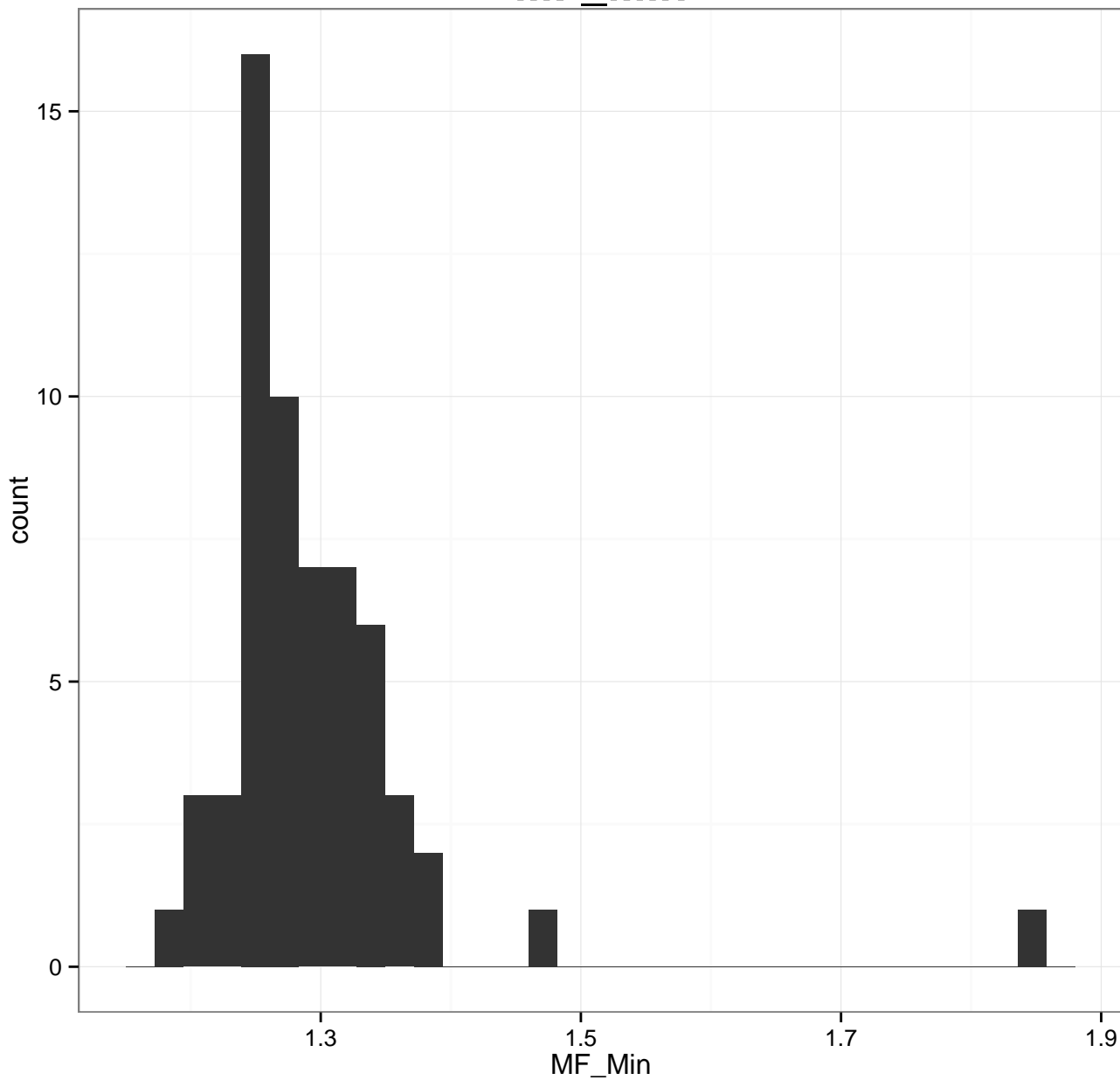
Mn



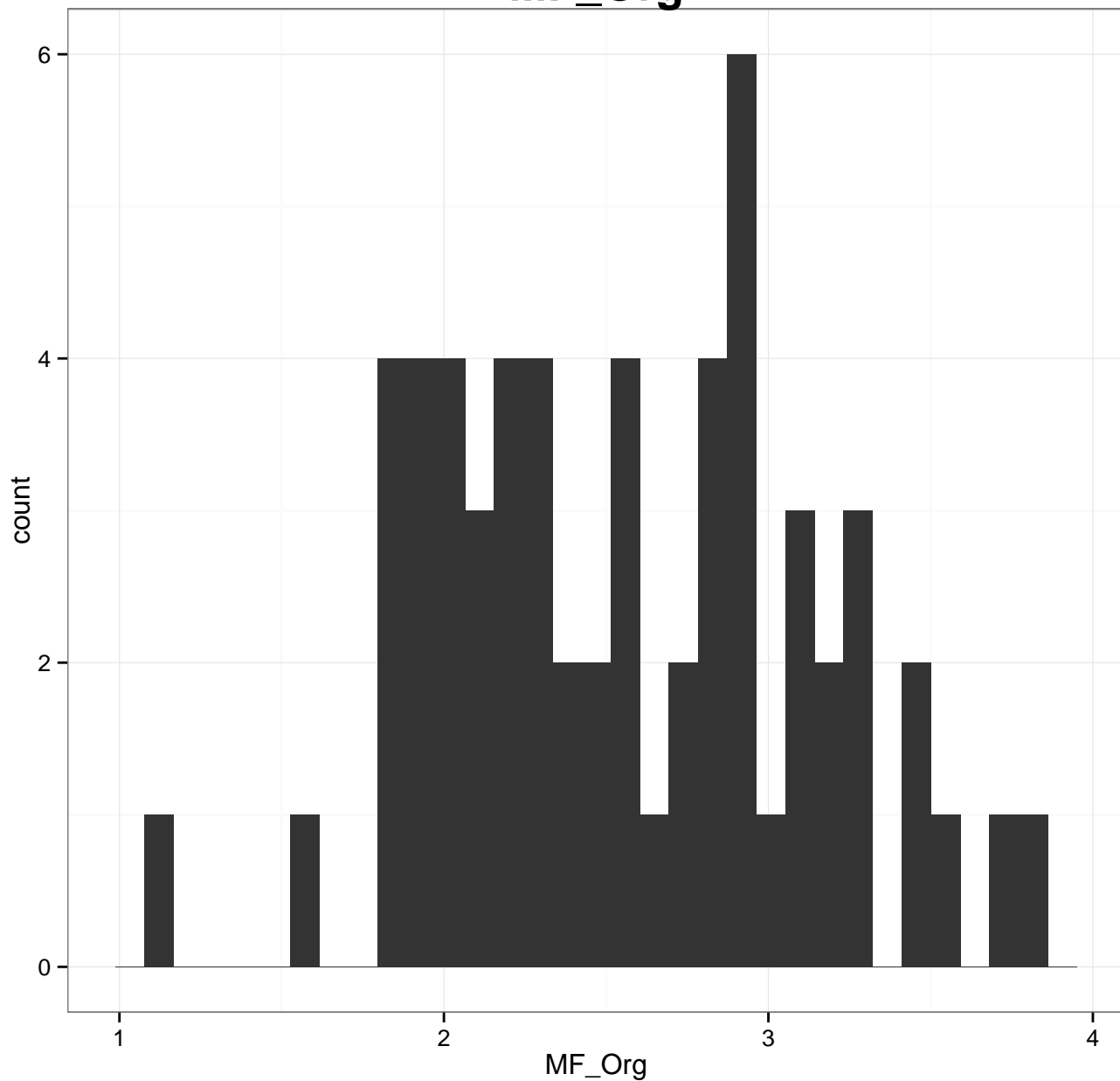




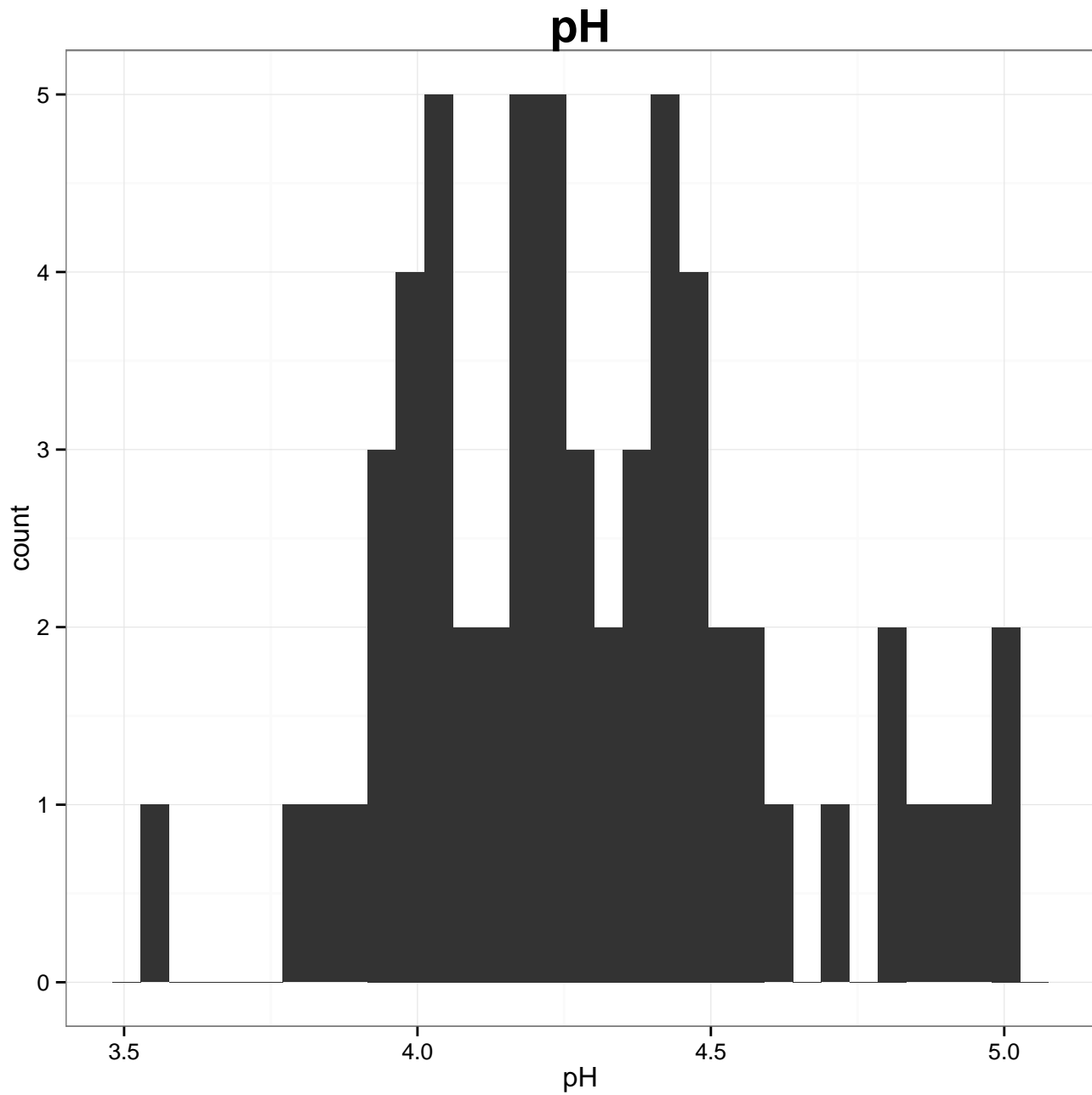
MF\_Min



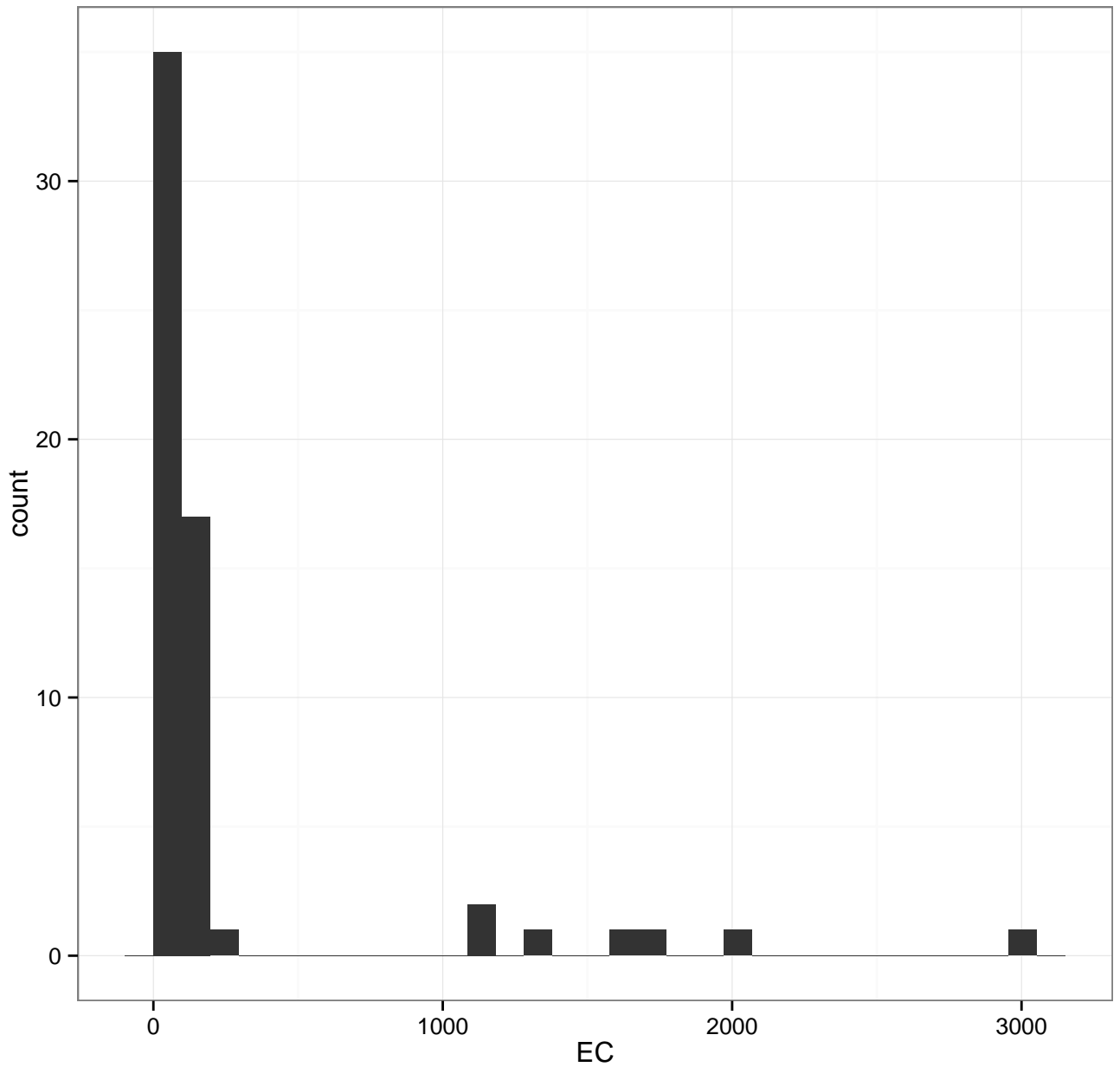
# MF\_Org



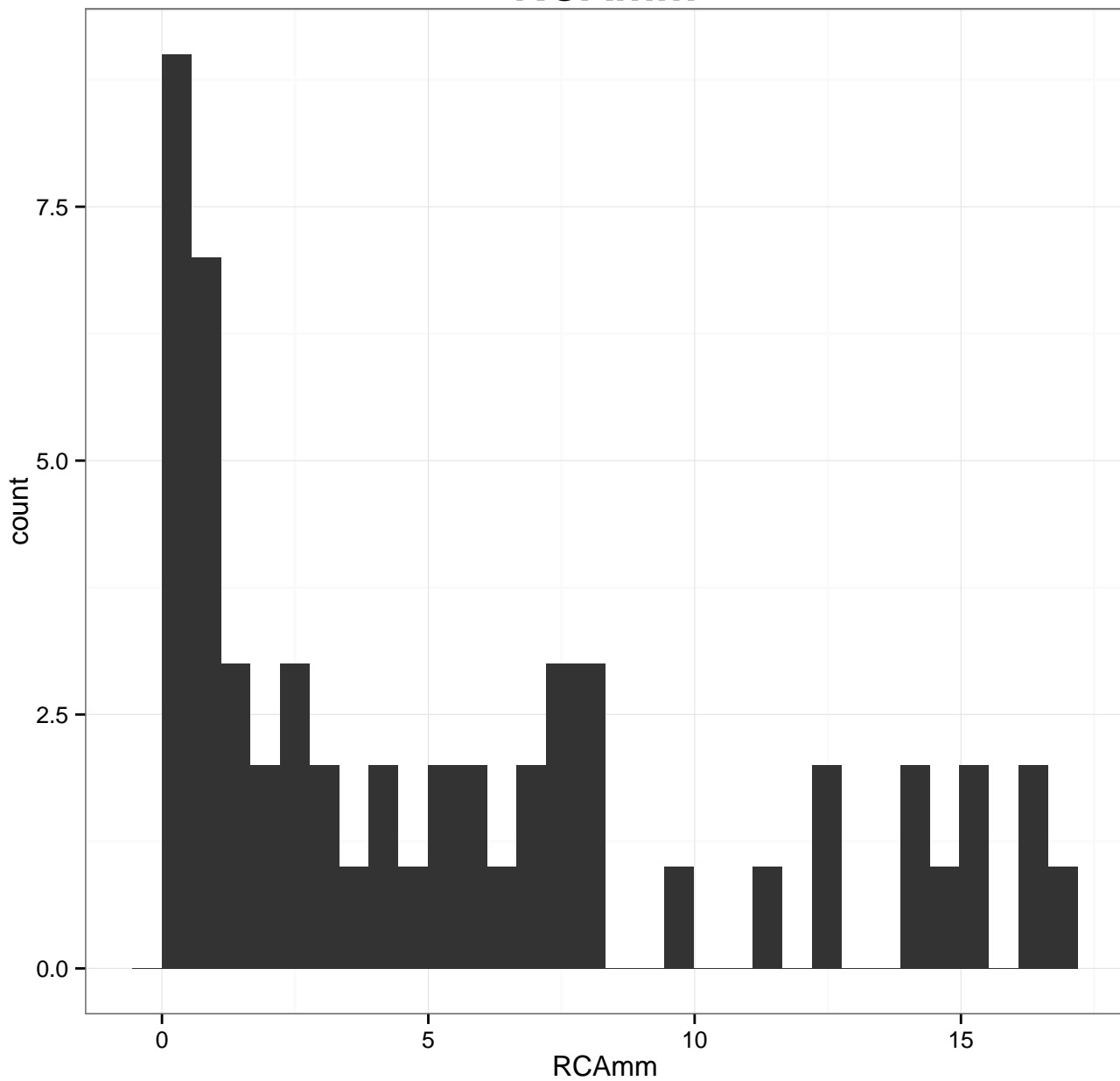




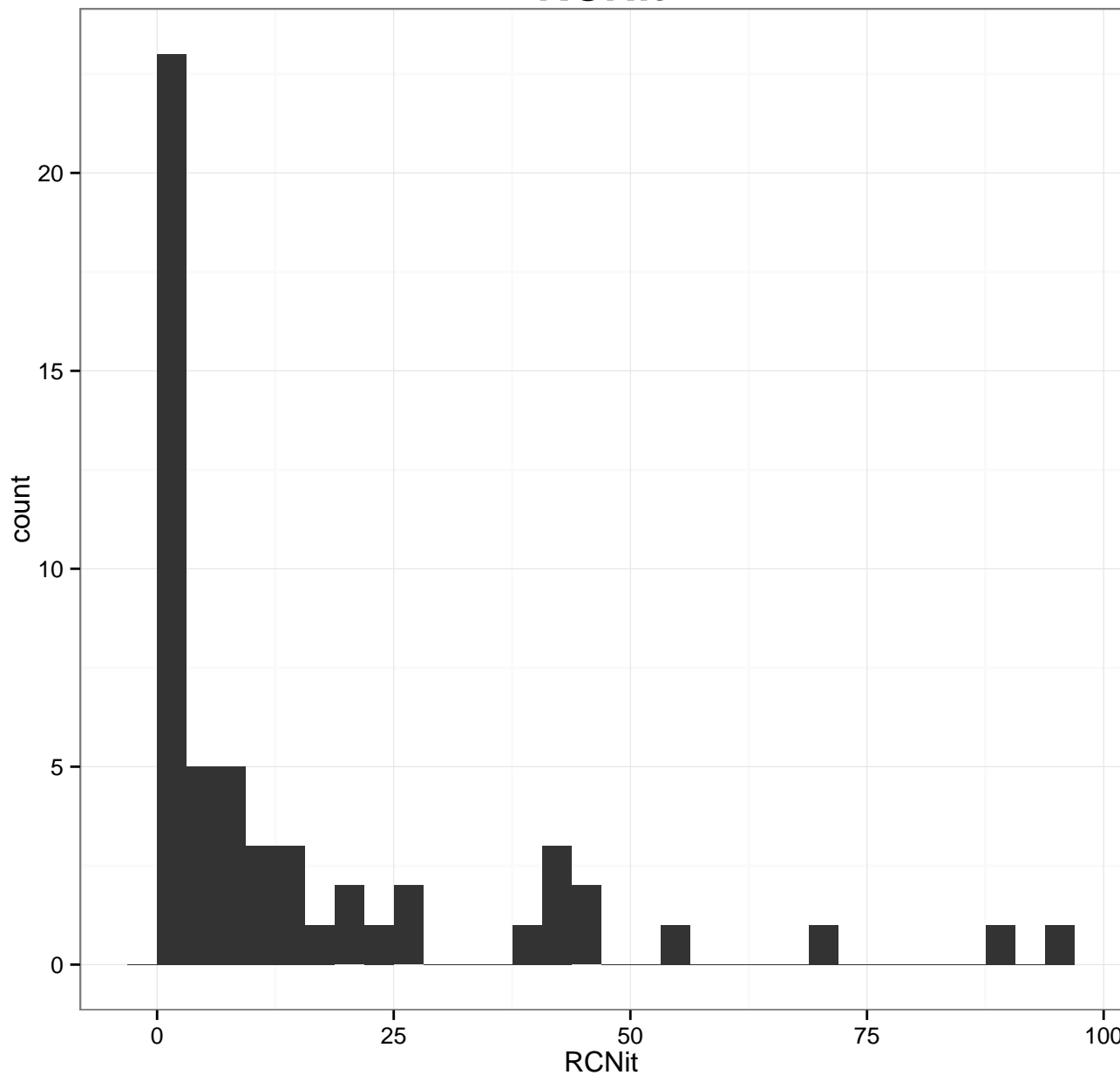
EC



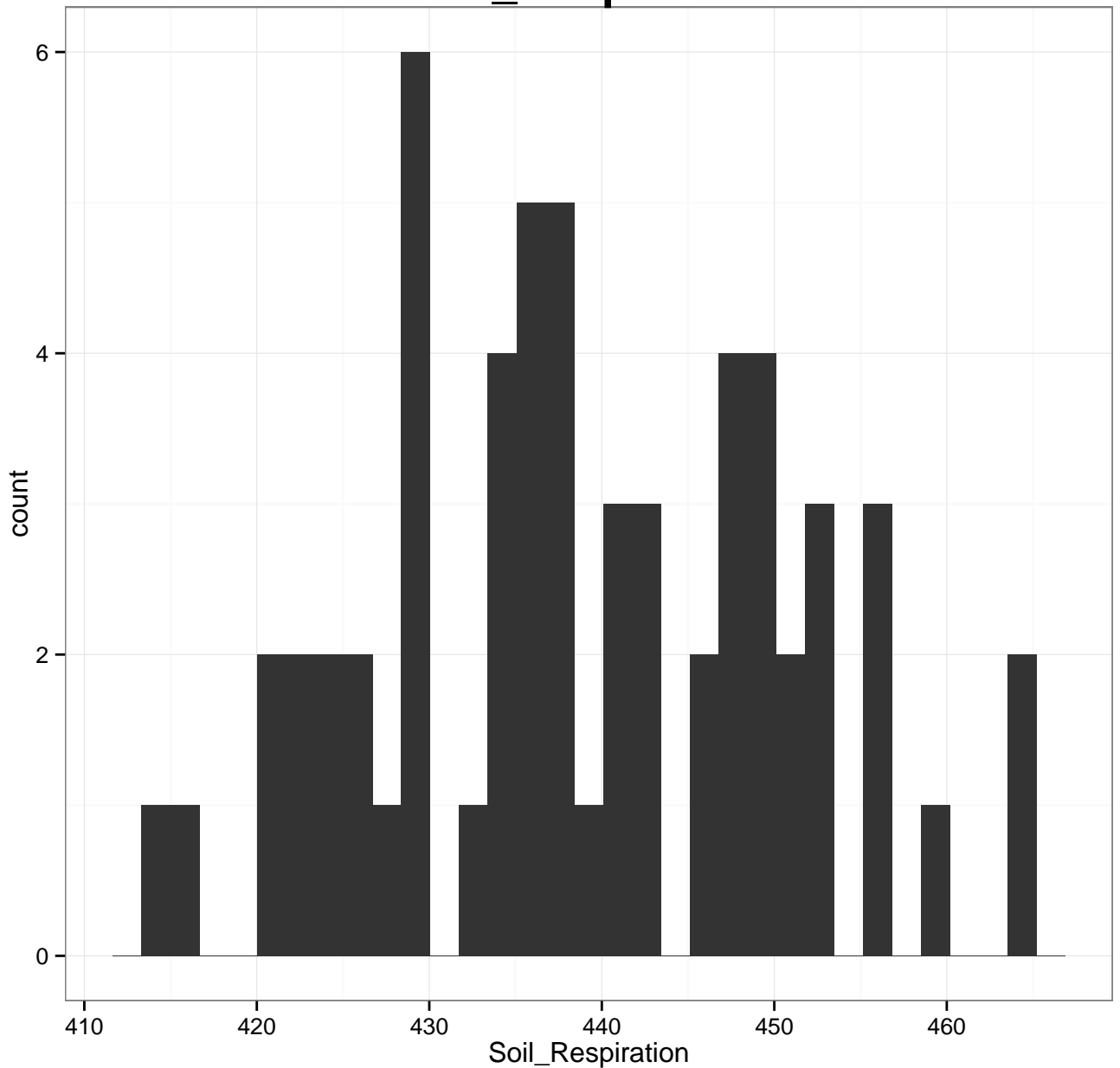
# RCamm



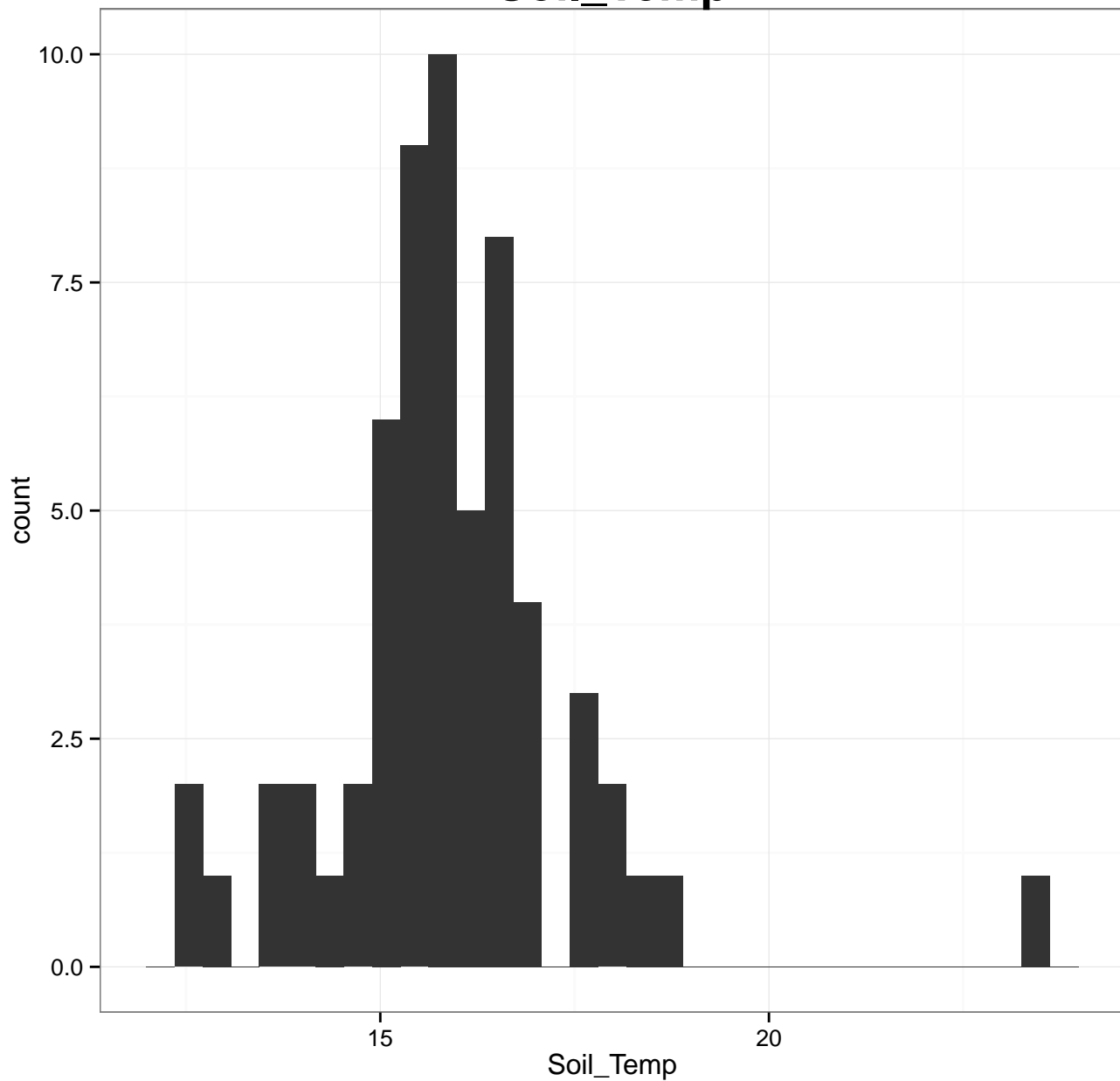
# RCNIt



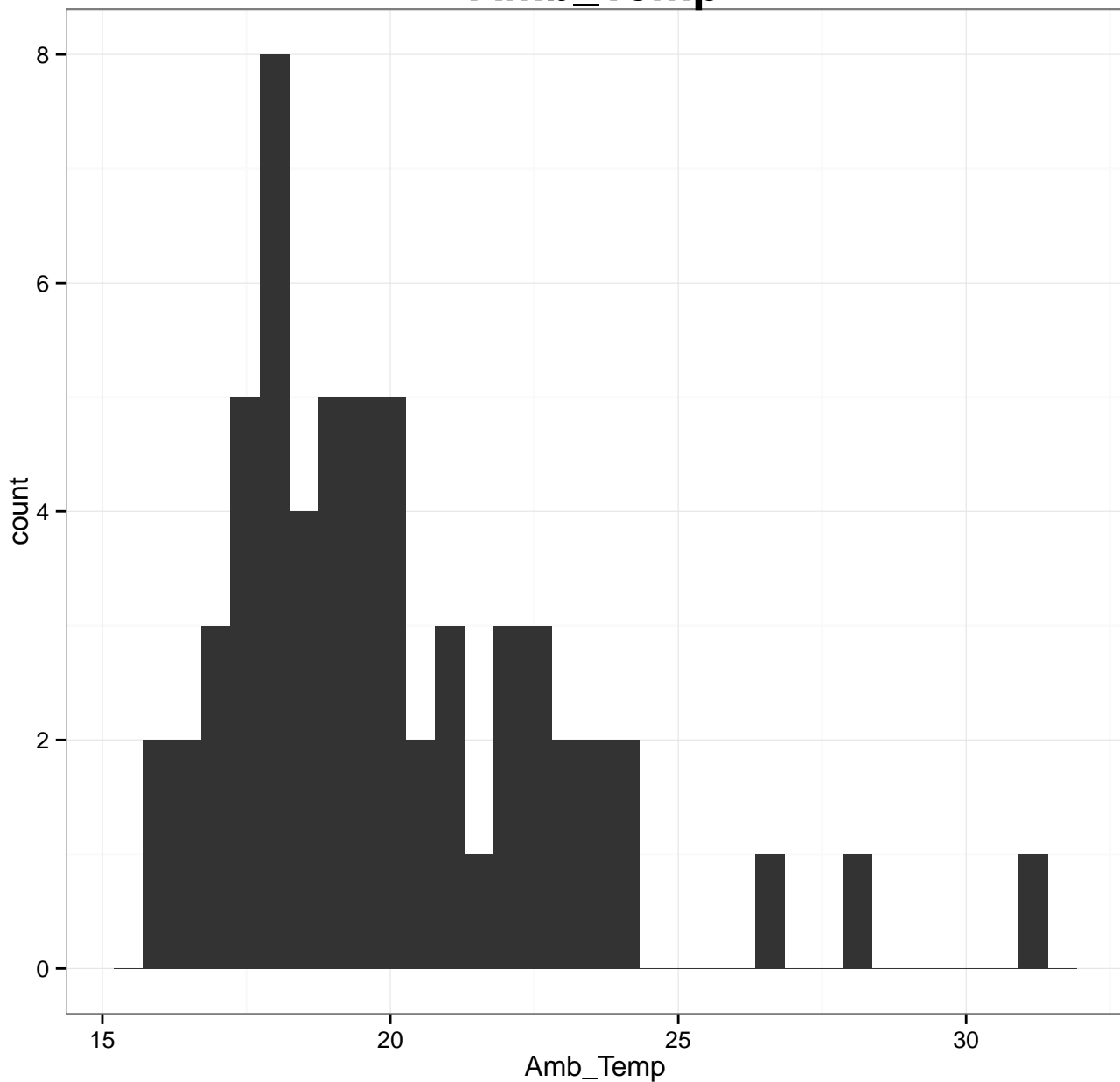
# Soil\_Respiration



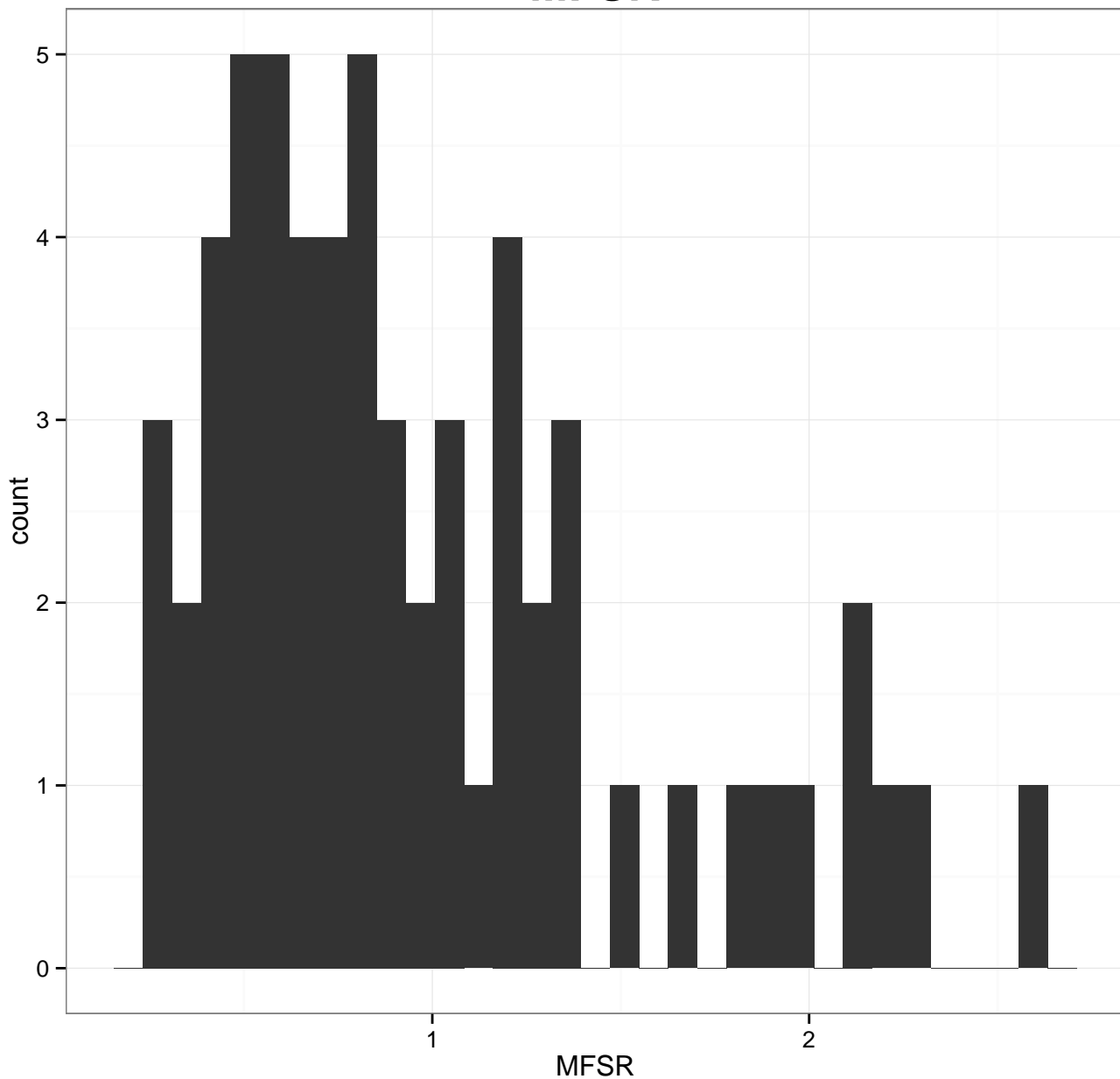
# Soil\_Temp



# Amb\_Temp

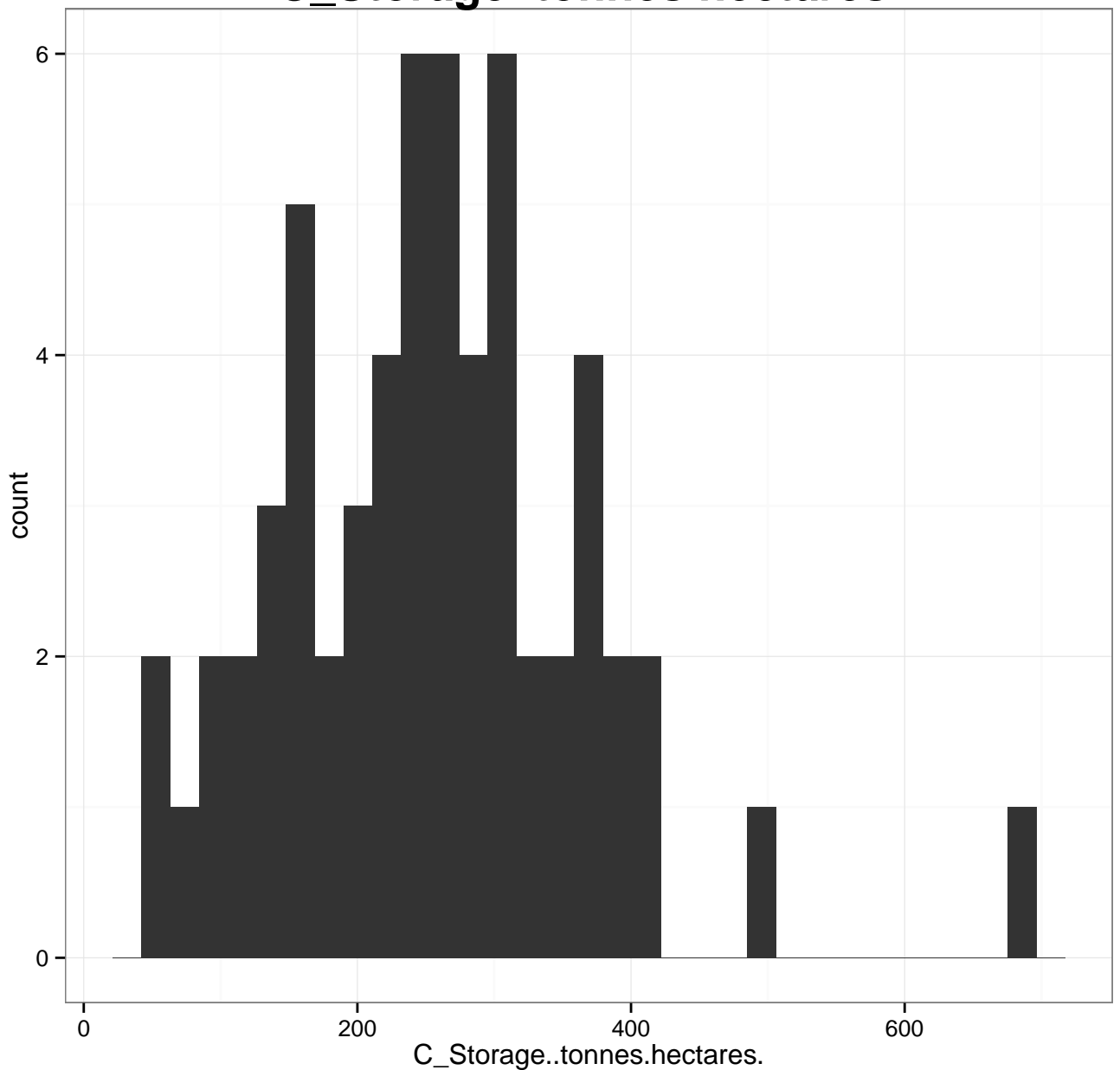


# MFSR

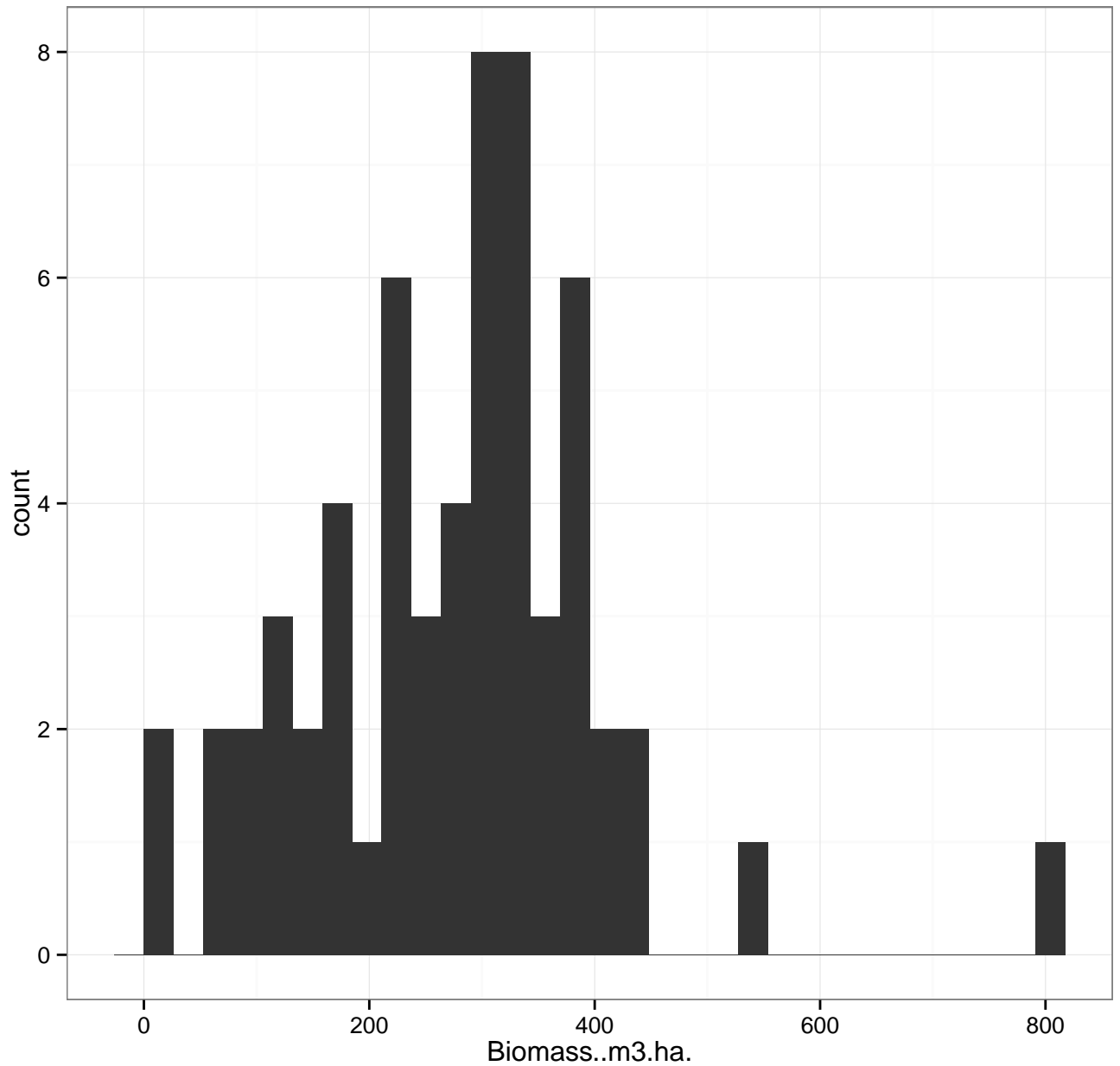




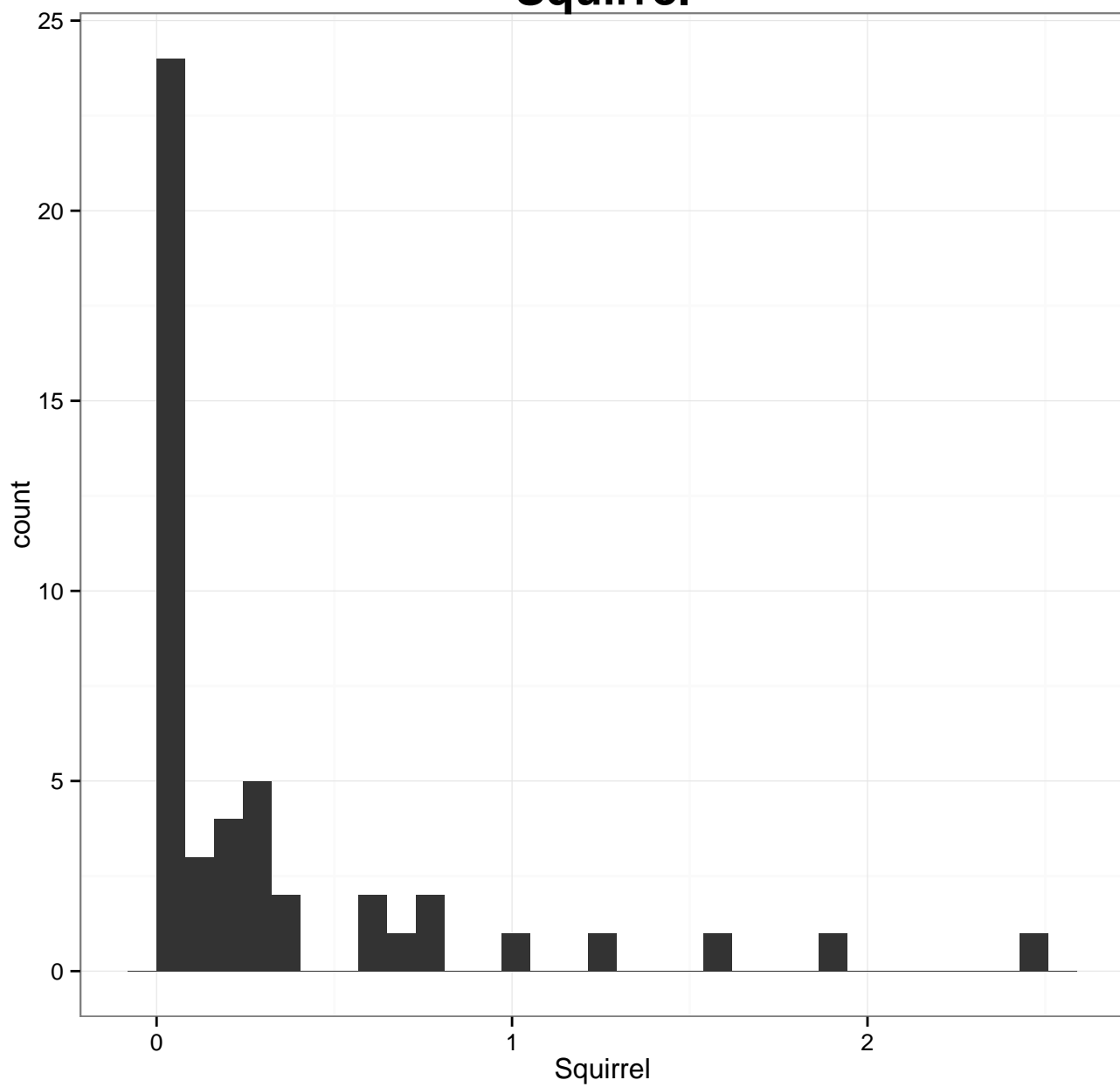
# C\_Storage..tonnes.hectares.



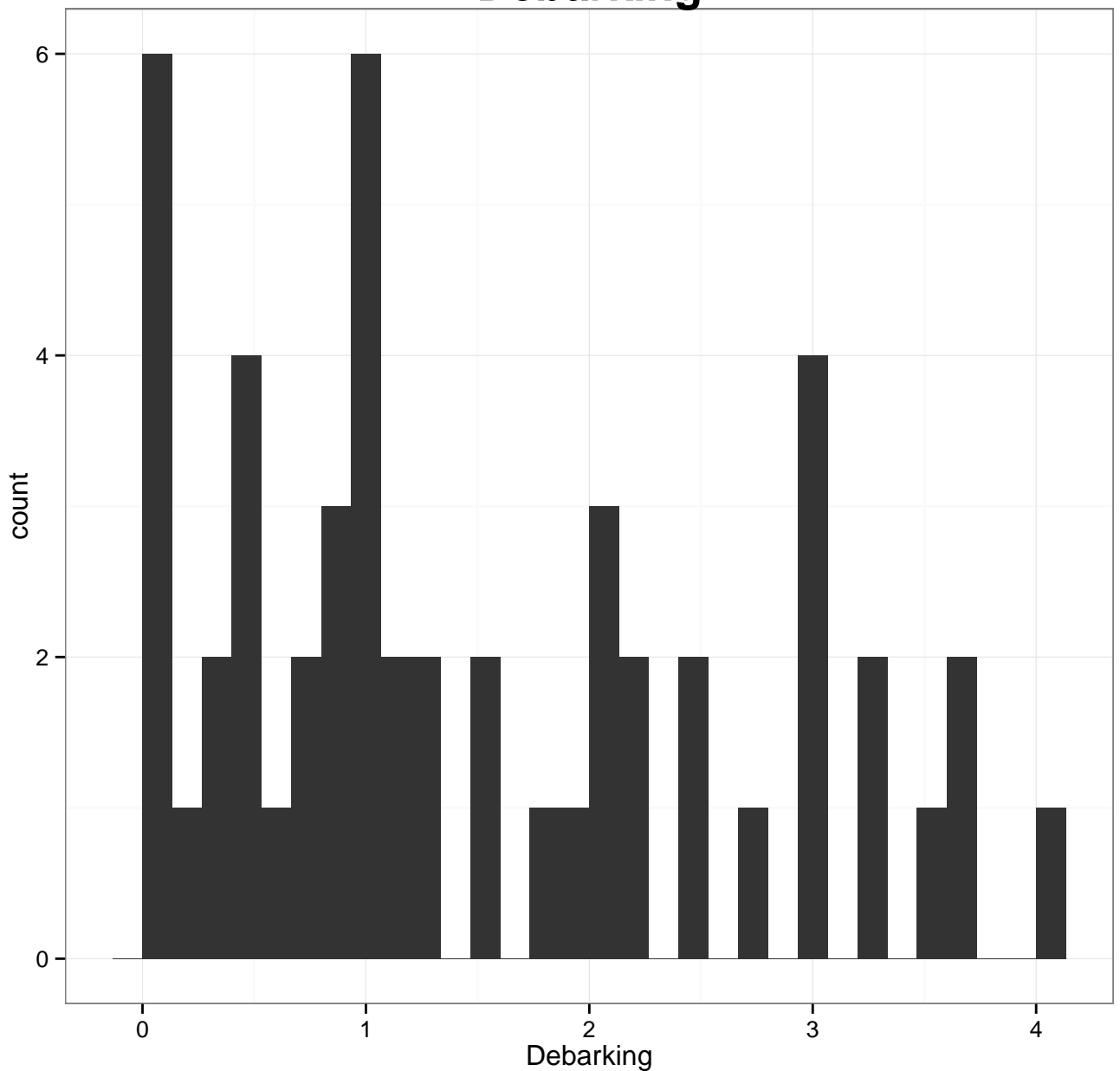
# Biomass..m3.ha.



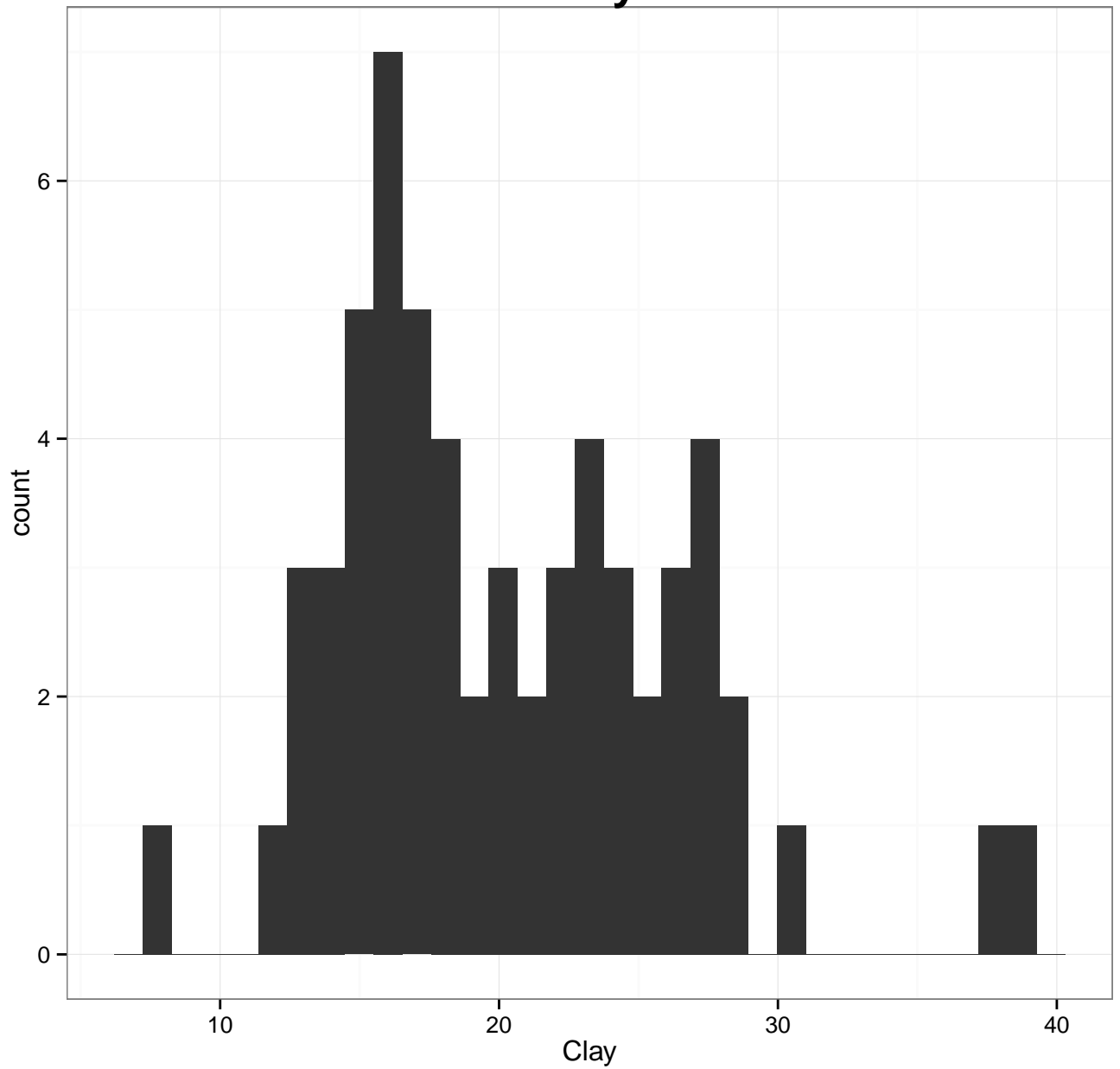
# Squirrel



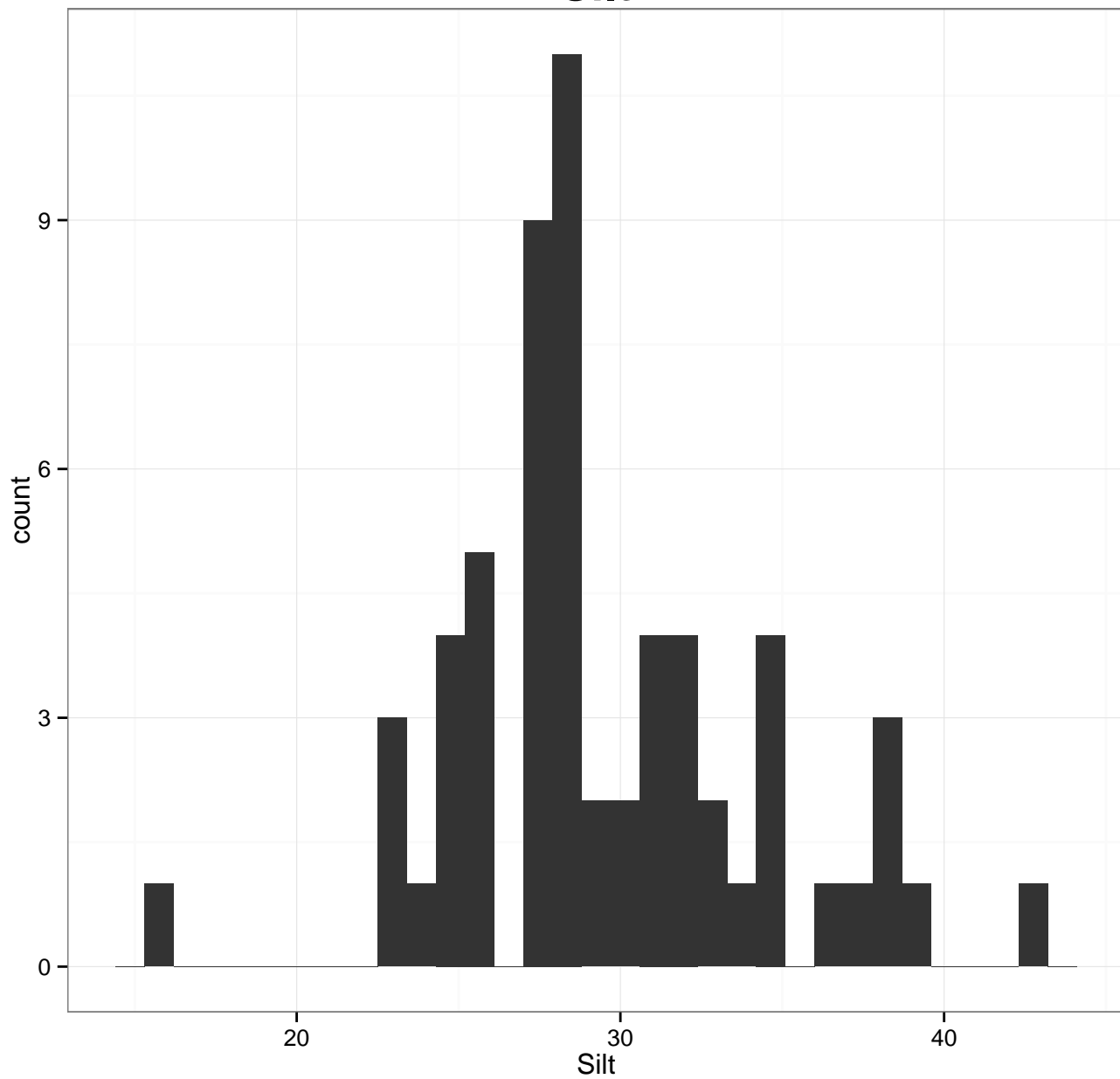
# Debarking



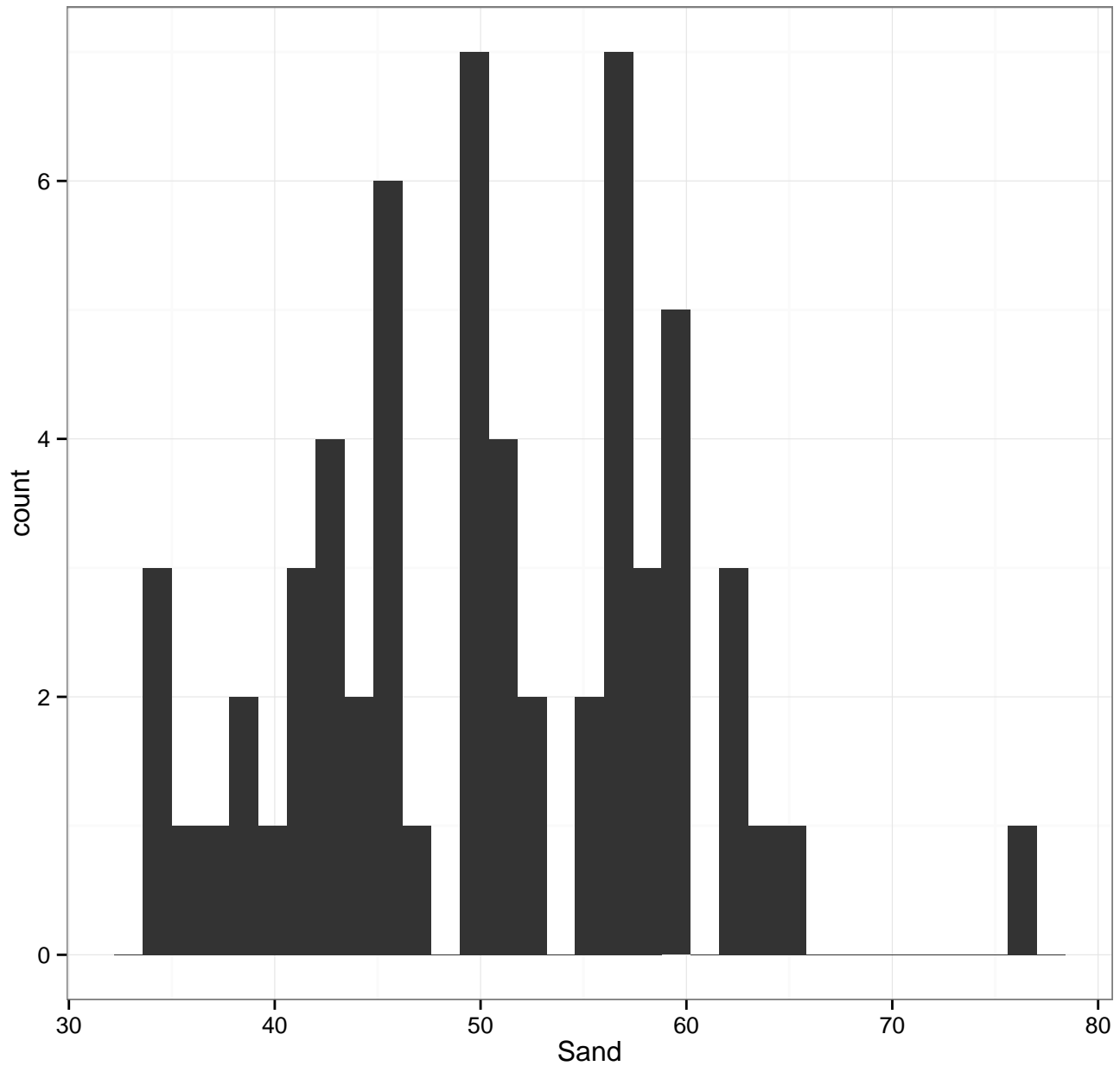
# Clay



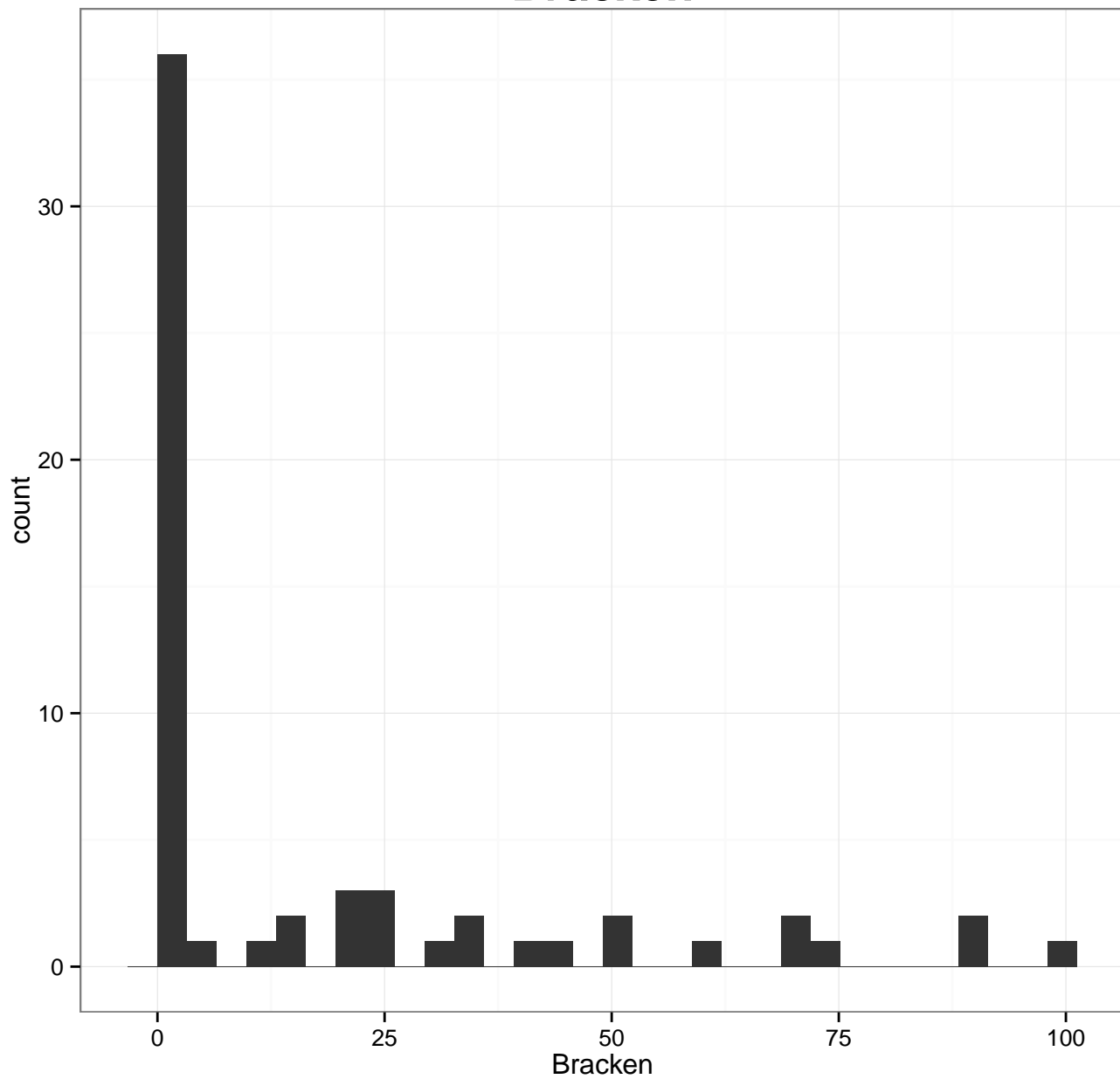
# Silt



# Sand

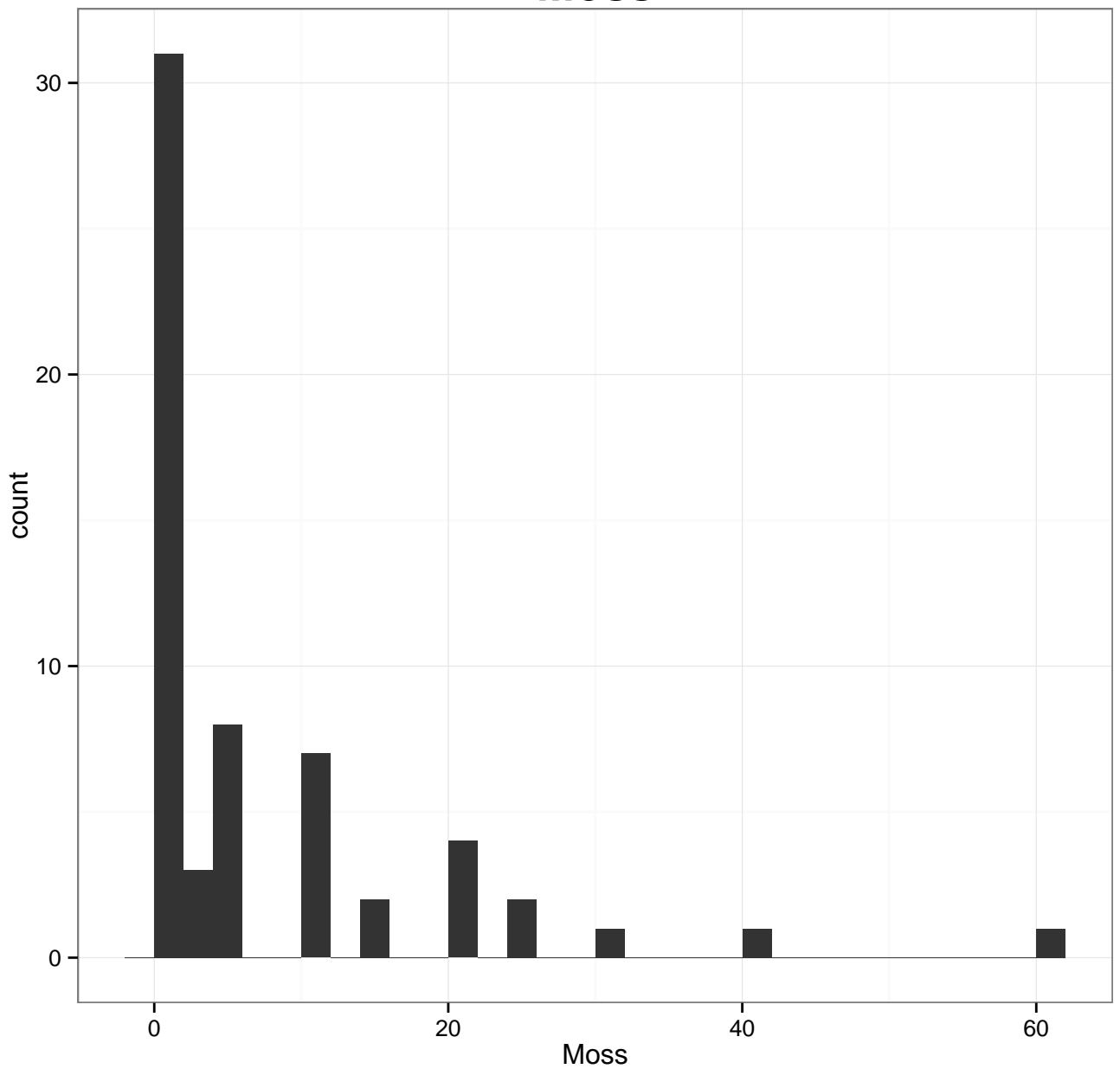


# Bracken

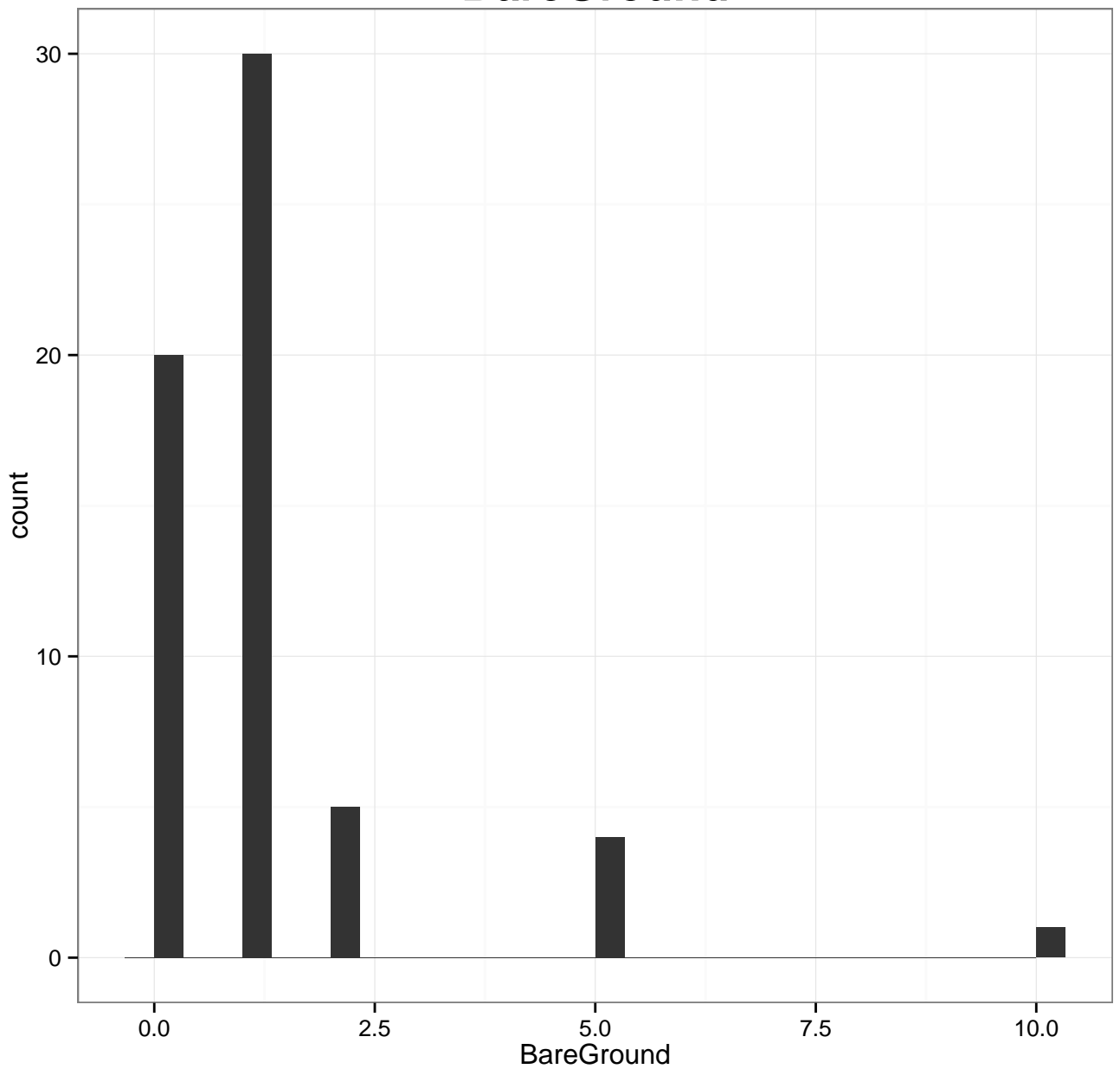




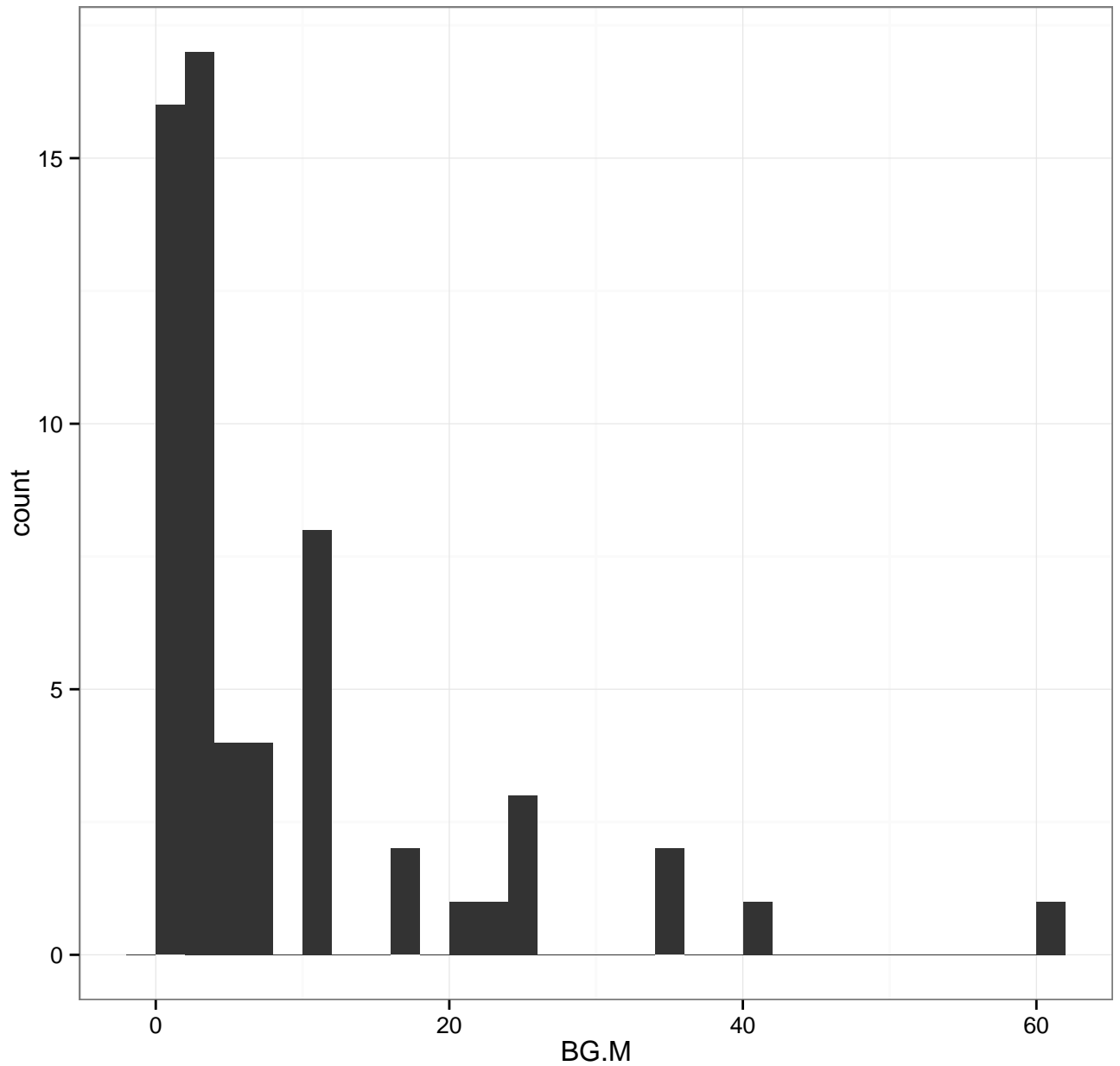
# Moss



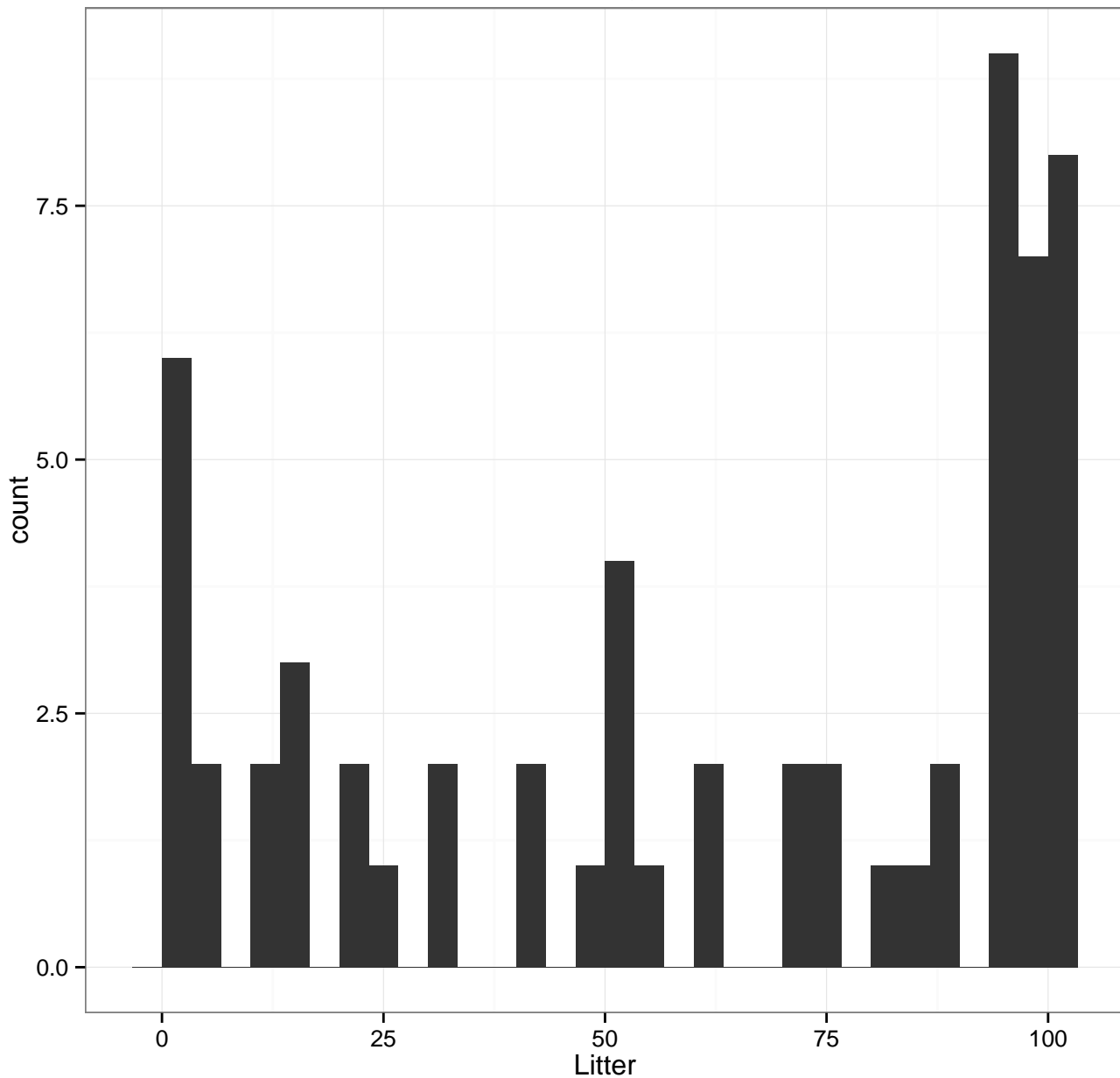
# BareGround



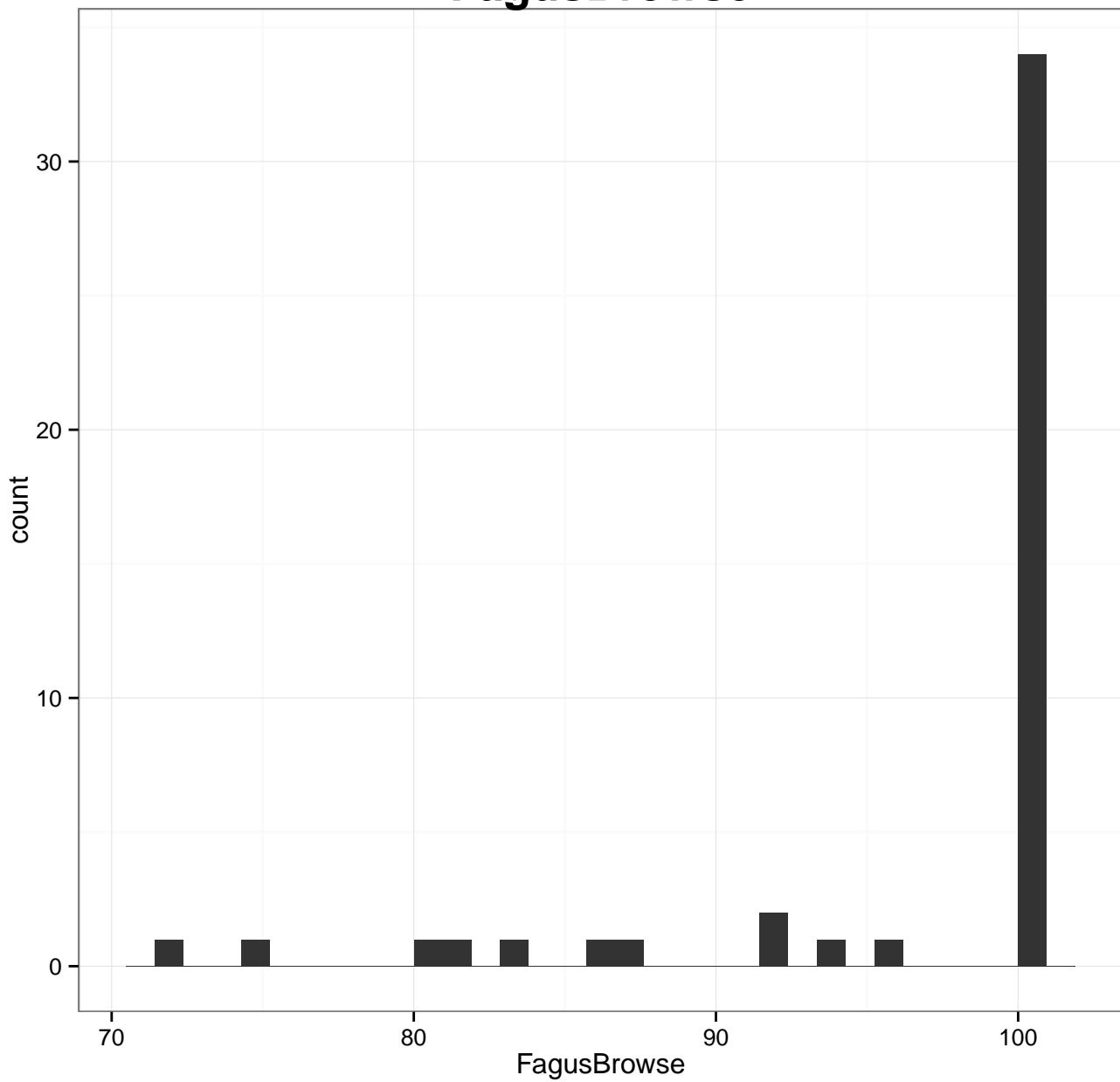
# BG.M



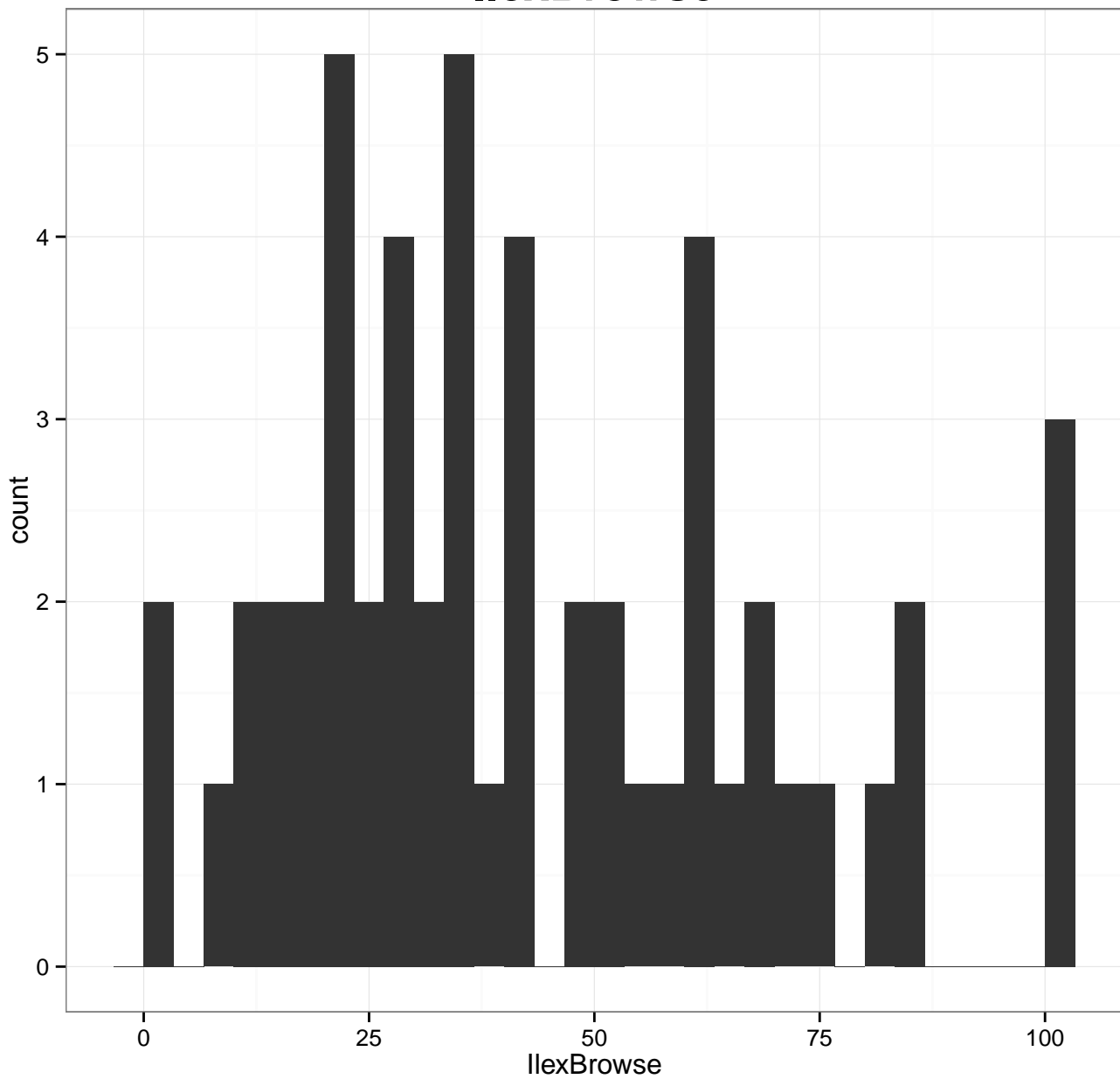
# Litter



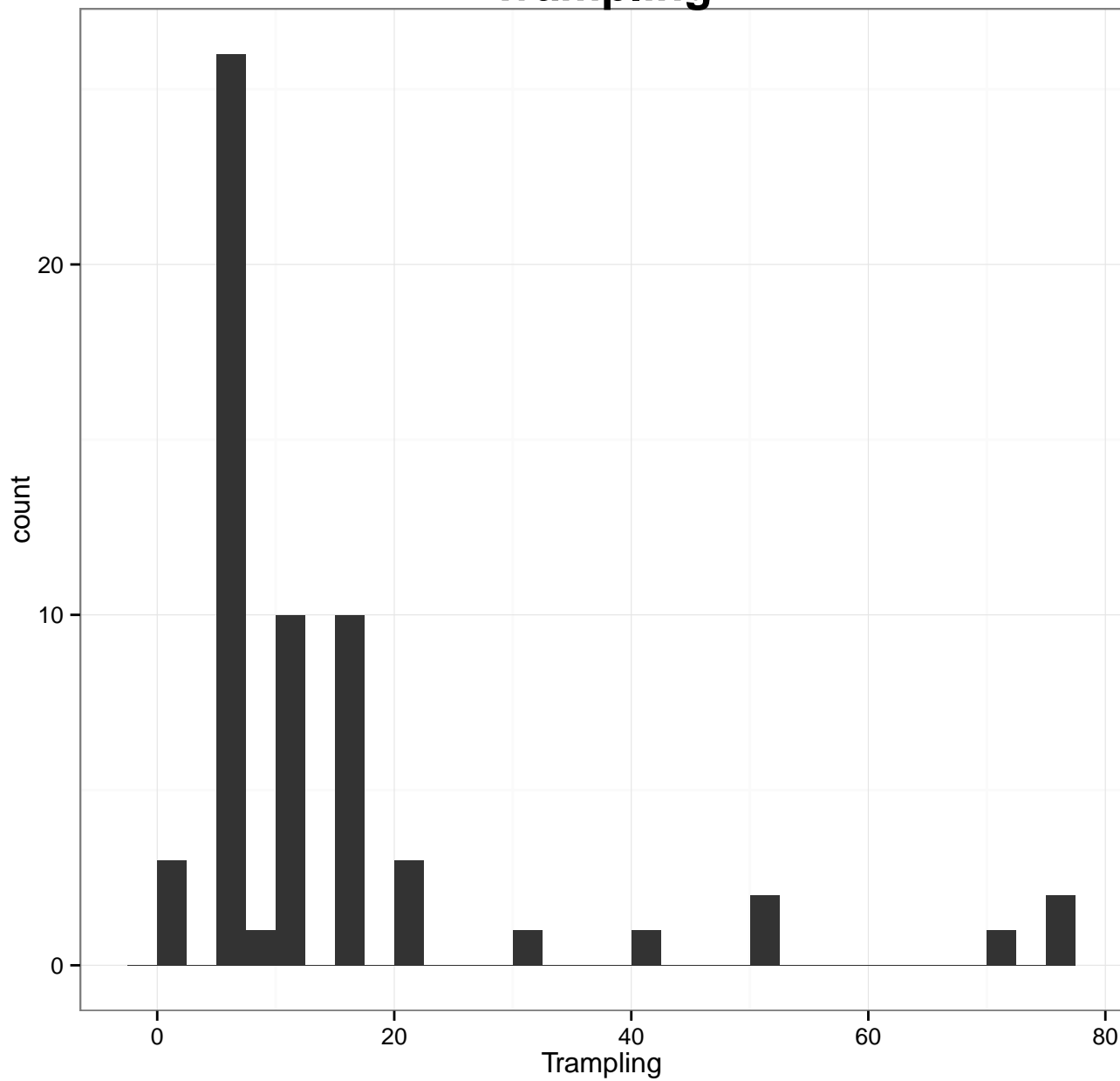
# FagusBrowse



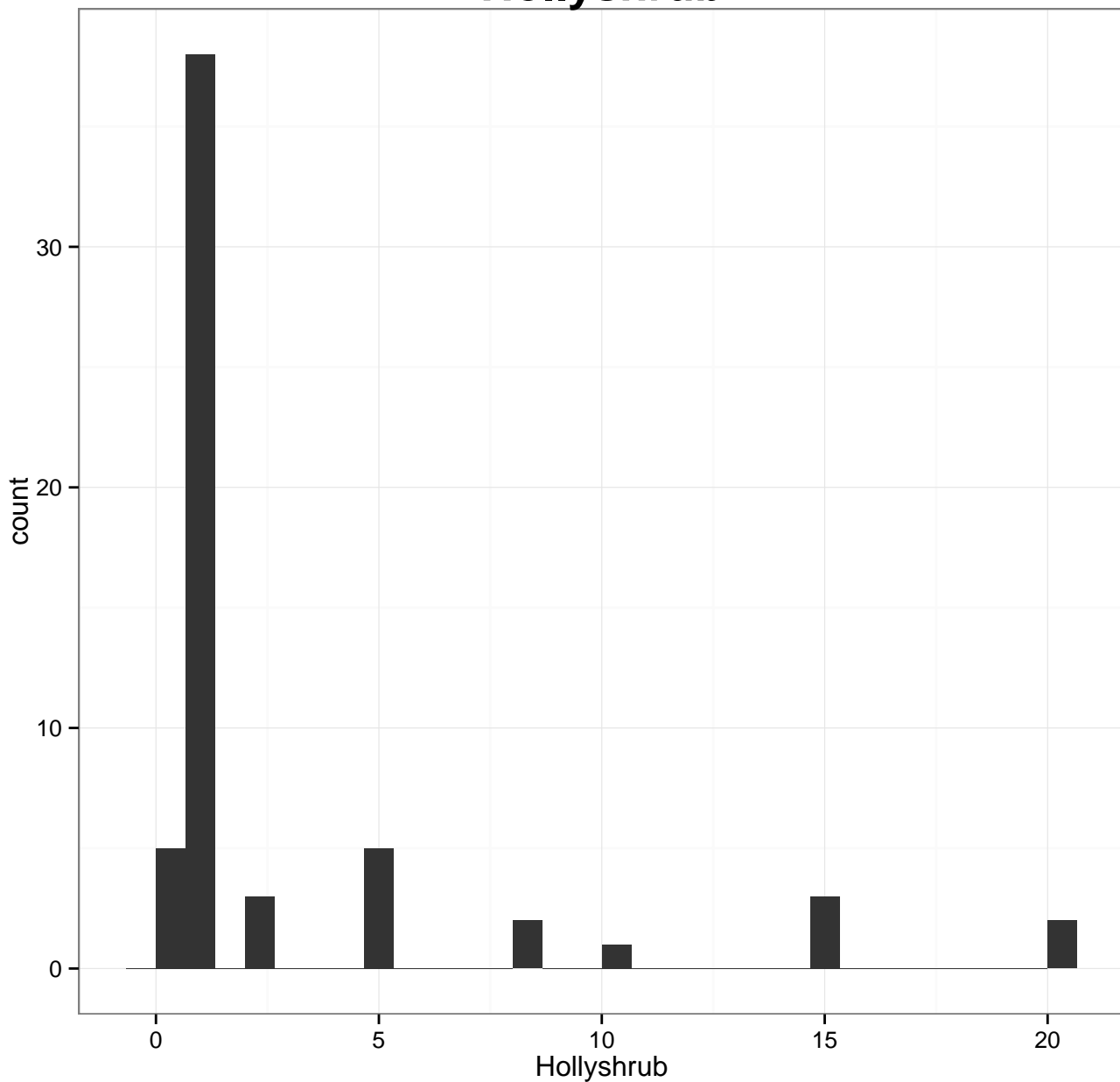
# IlexBrowse



# Trampling

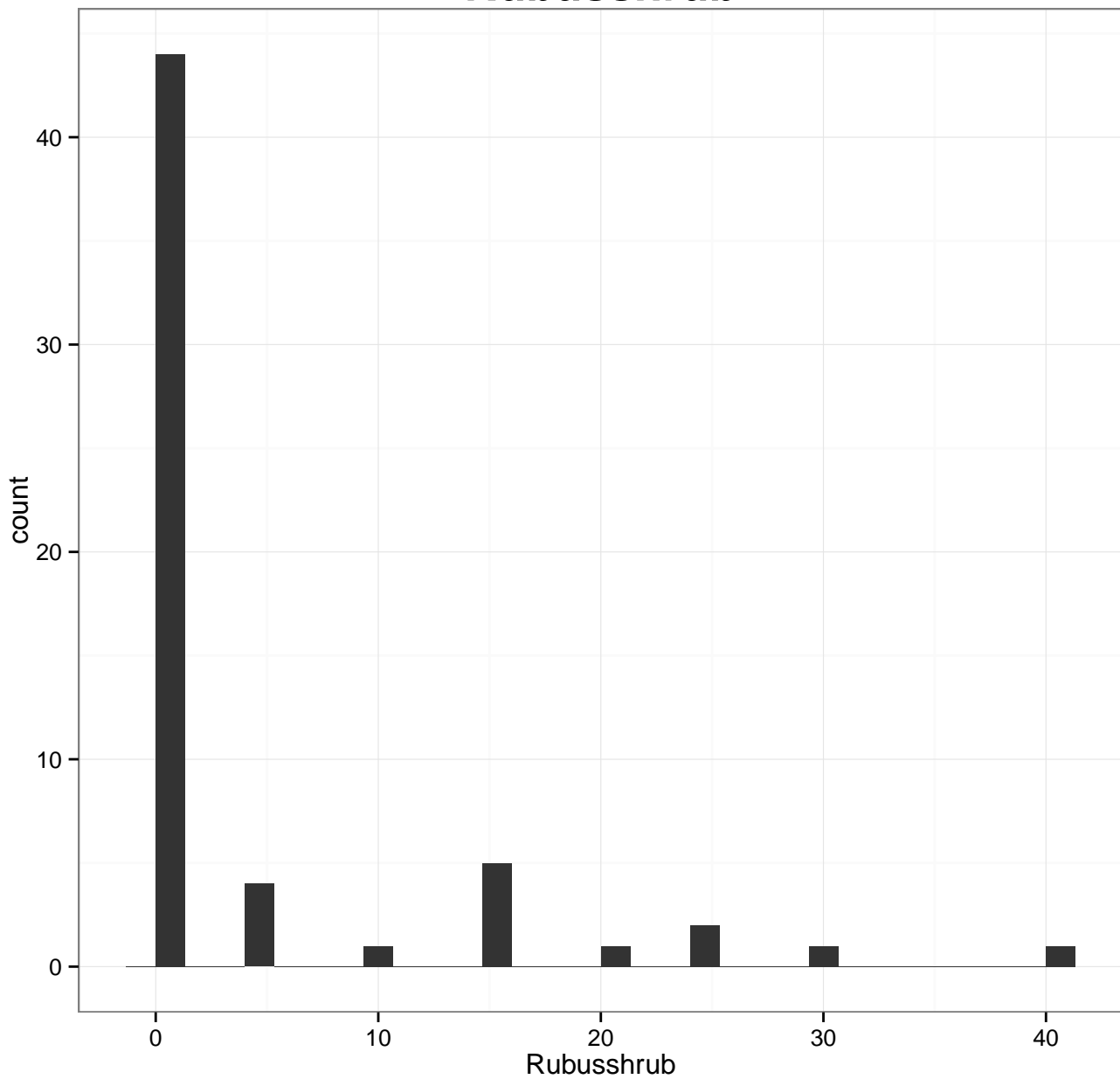


# Hollyshrub

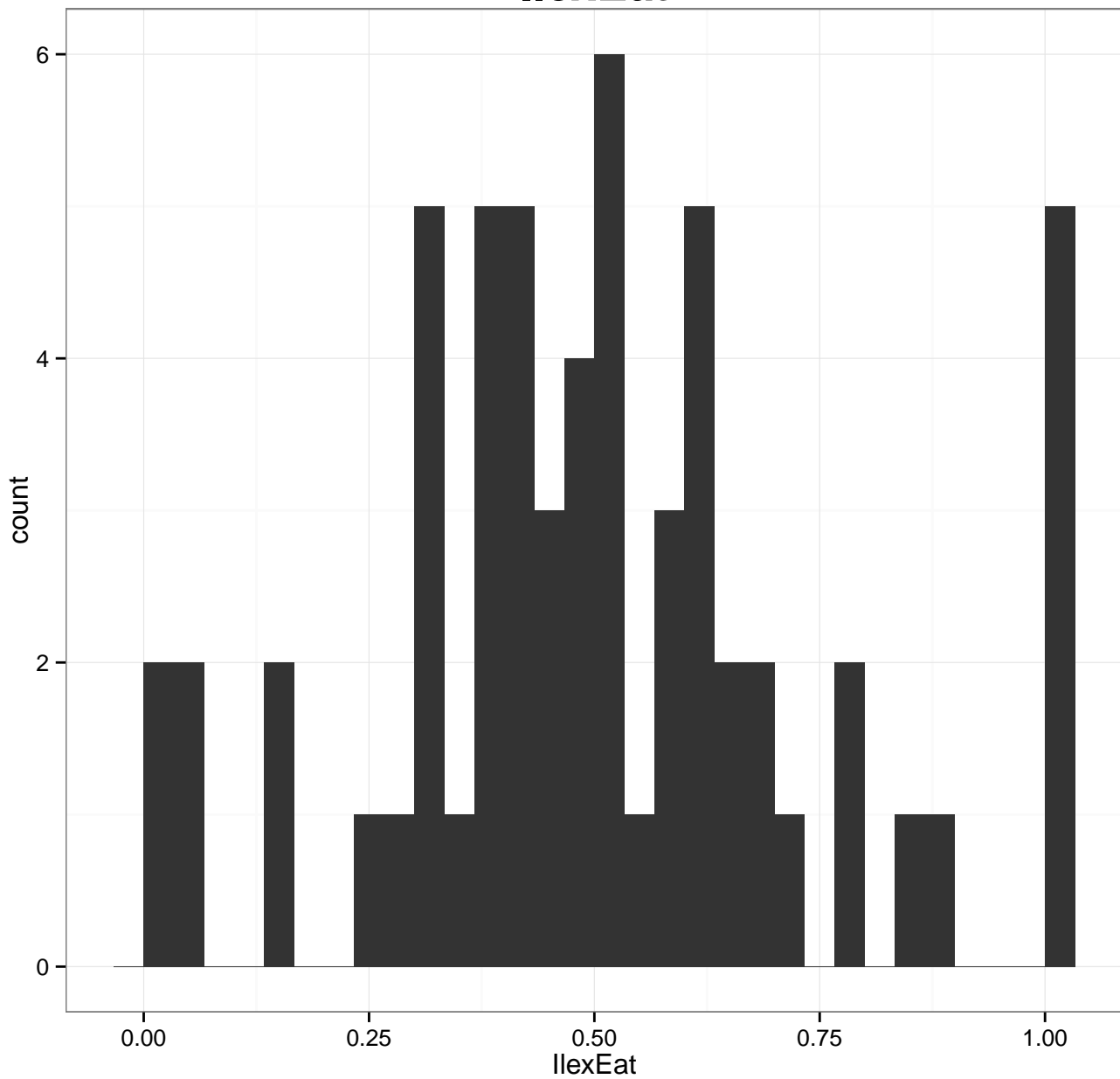




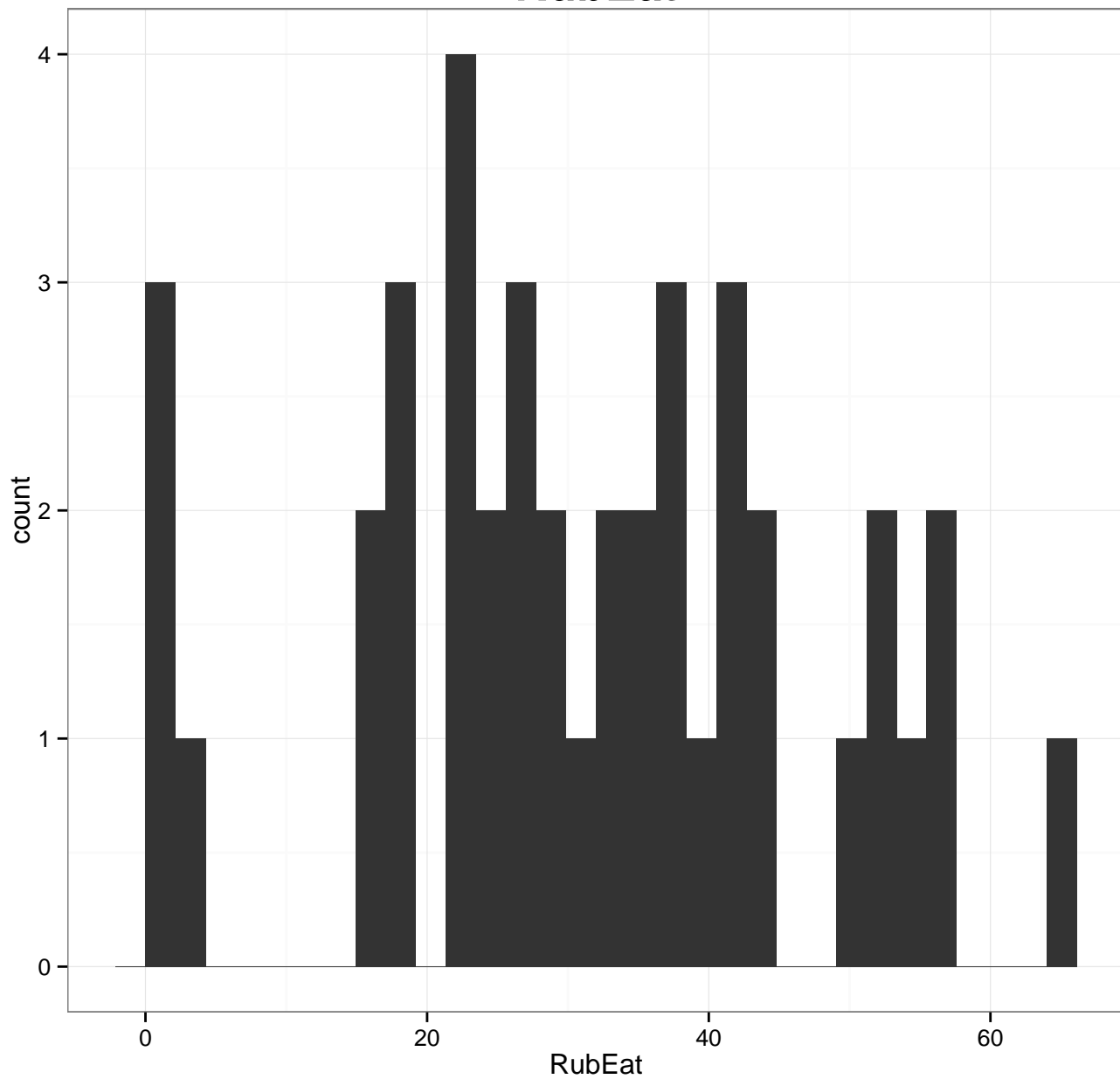
# Rubusshrub



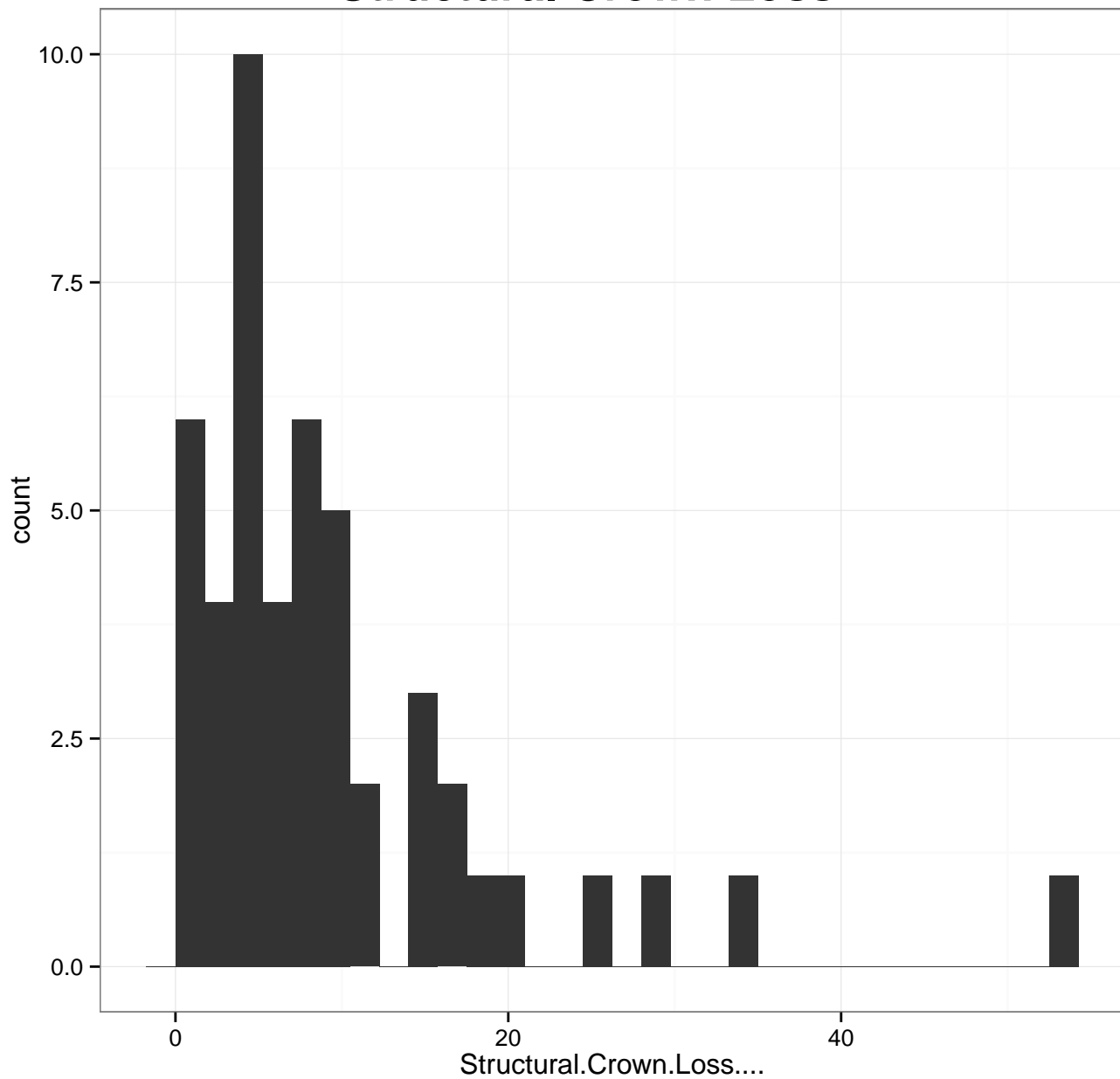
# IlexEat



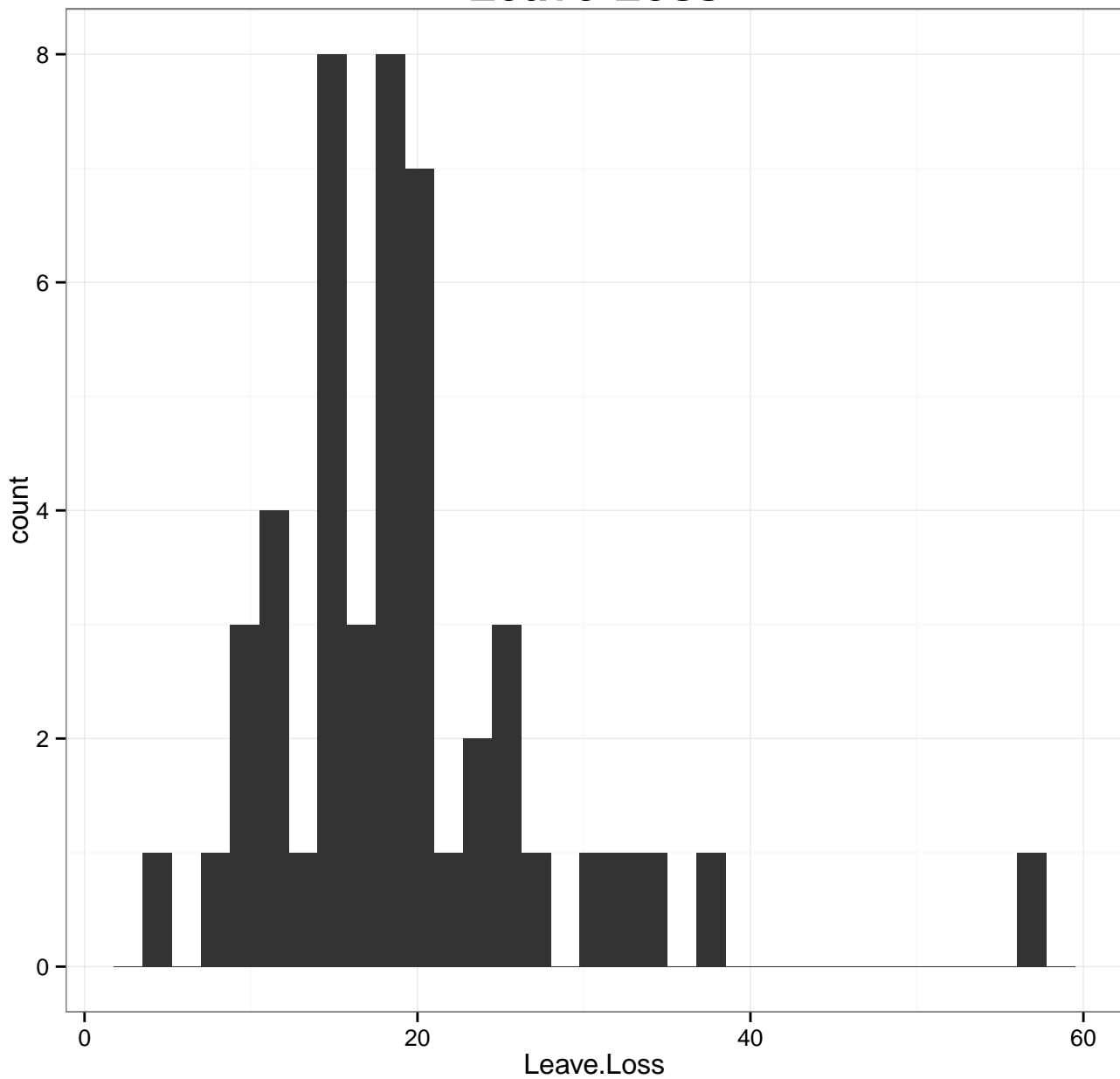
# RubEat



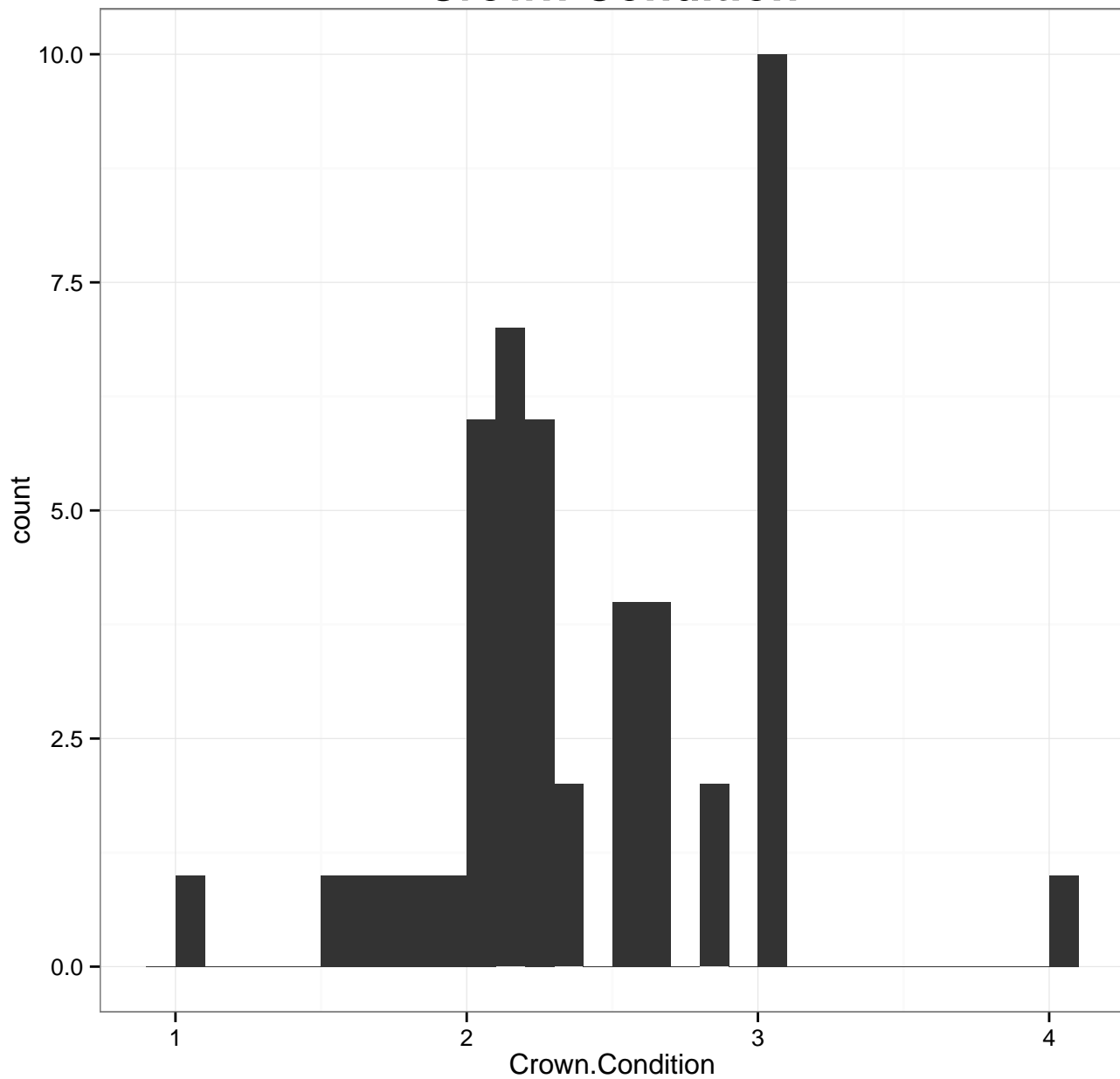
# Structural.Crown.Loss....



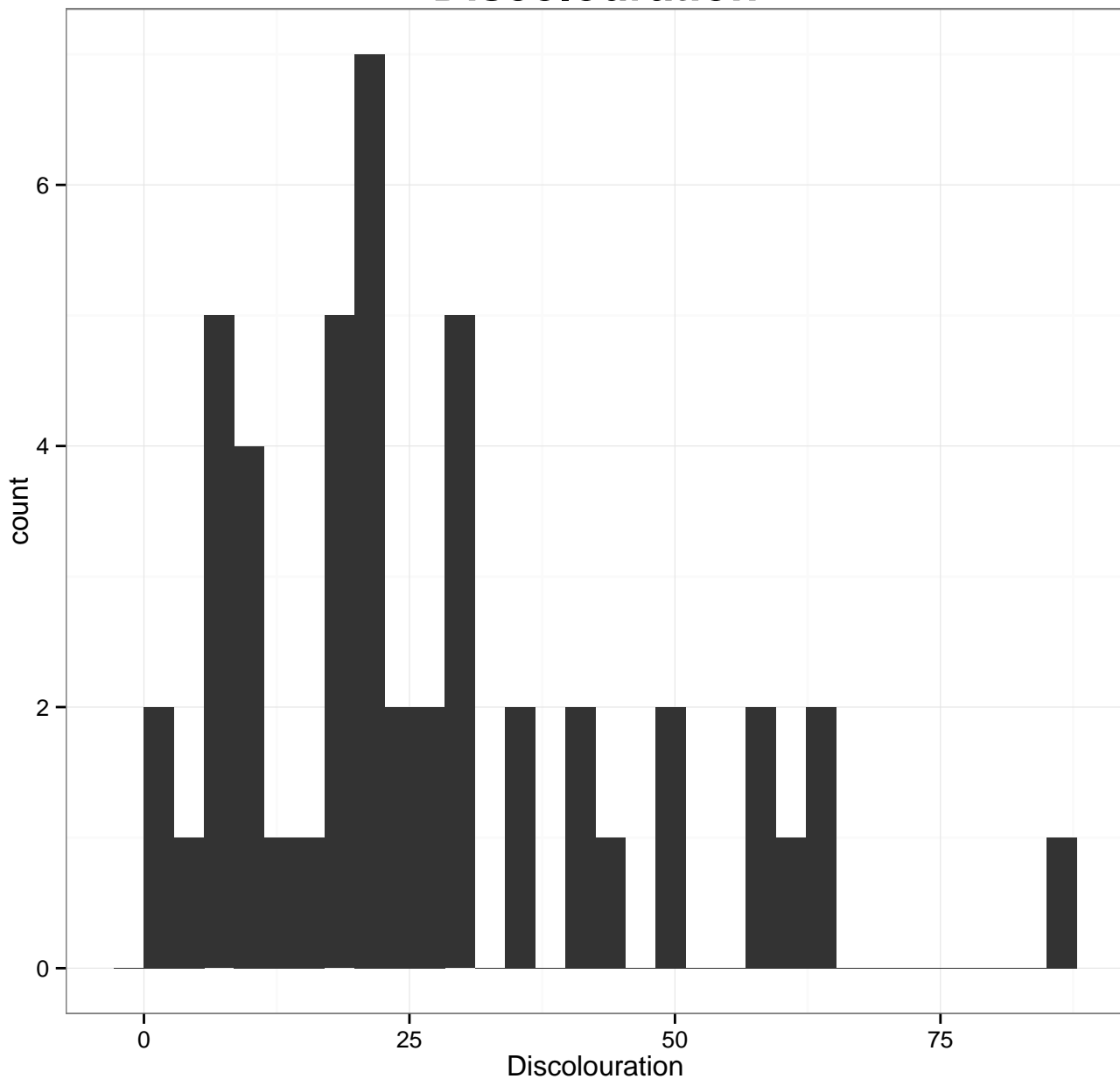
# Leave.Loss



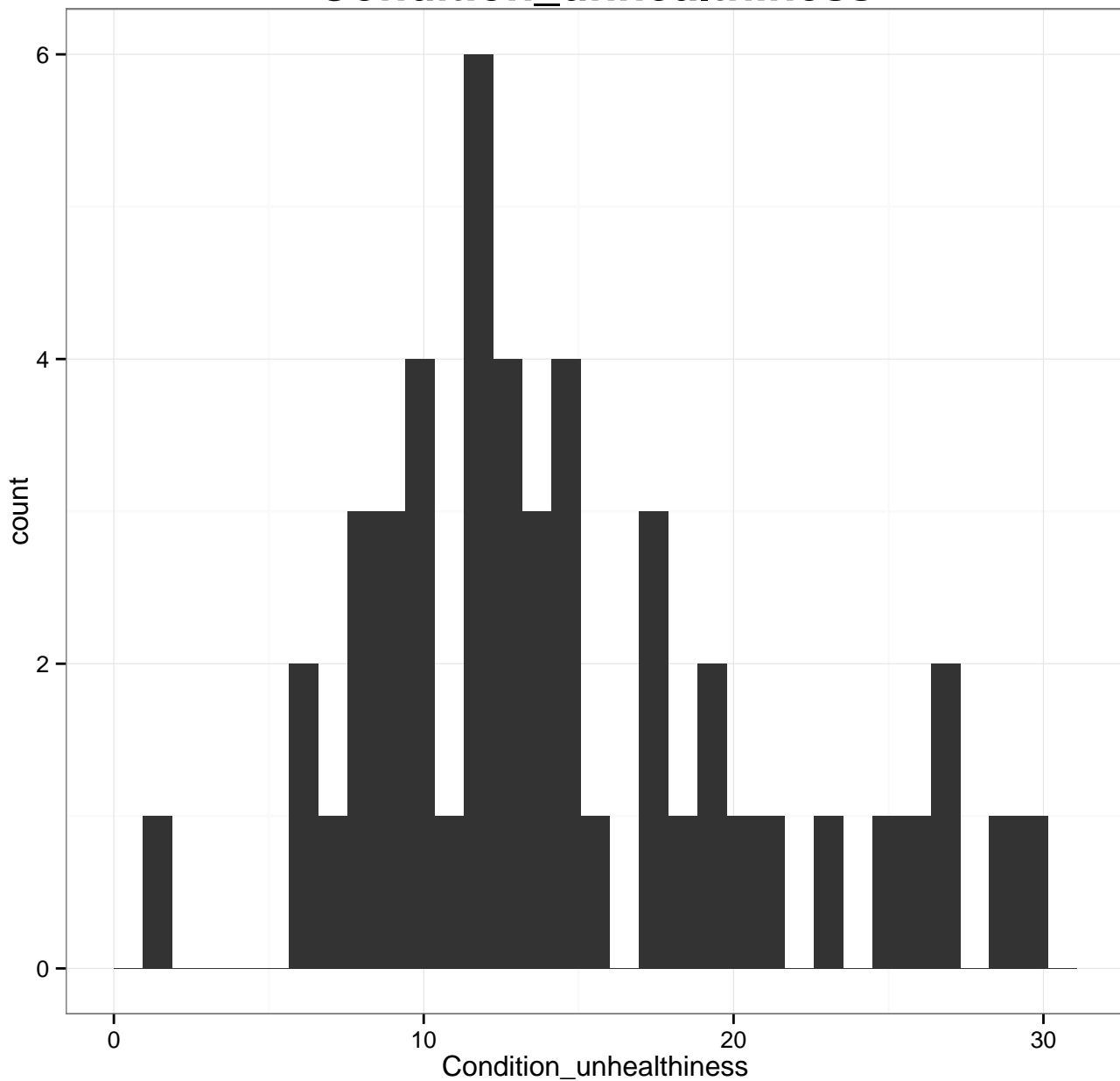
# Crown.Condition



# Discolouration

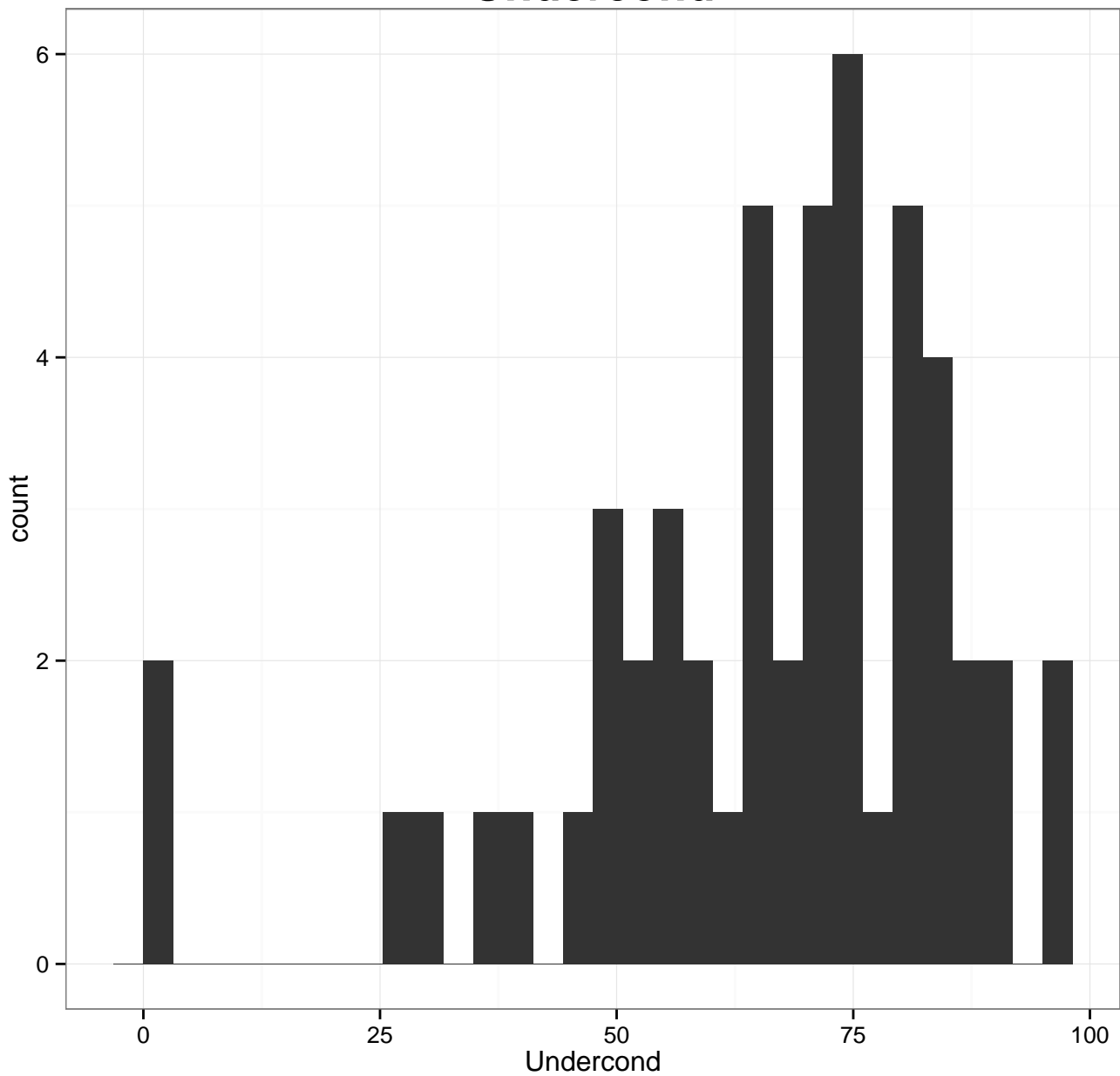


# Condition\_unhealthiness

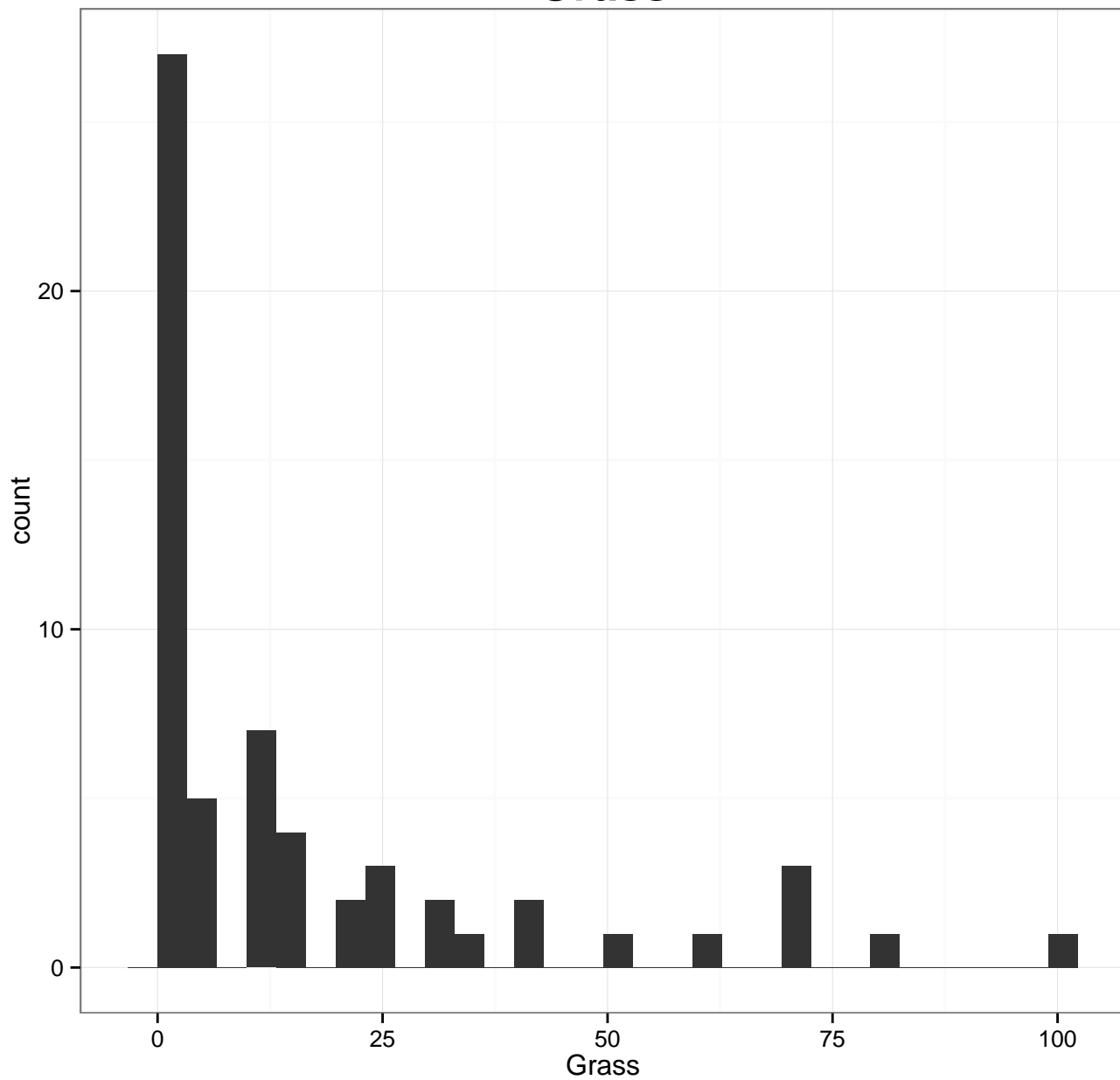




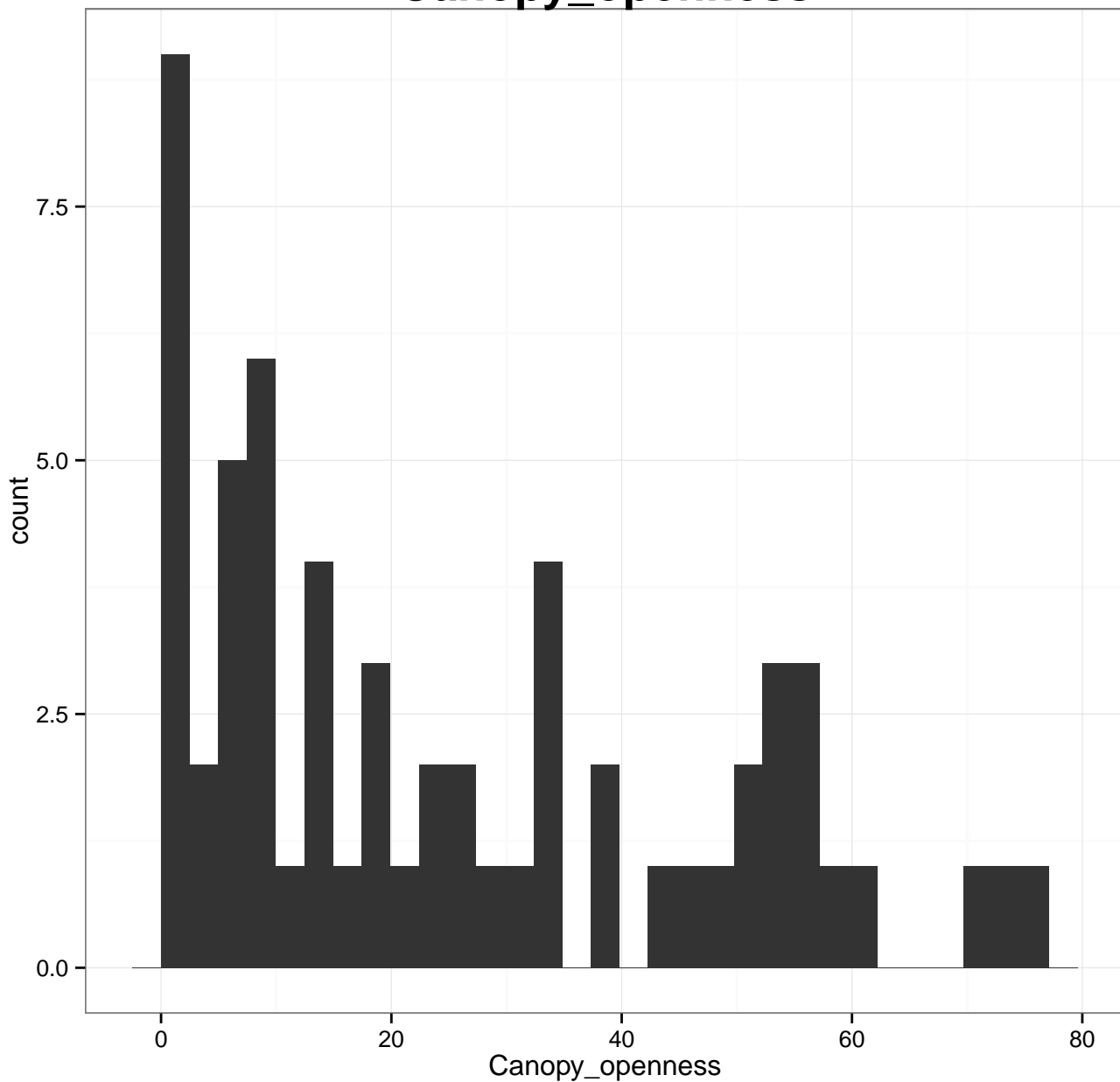
# Undercond



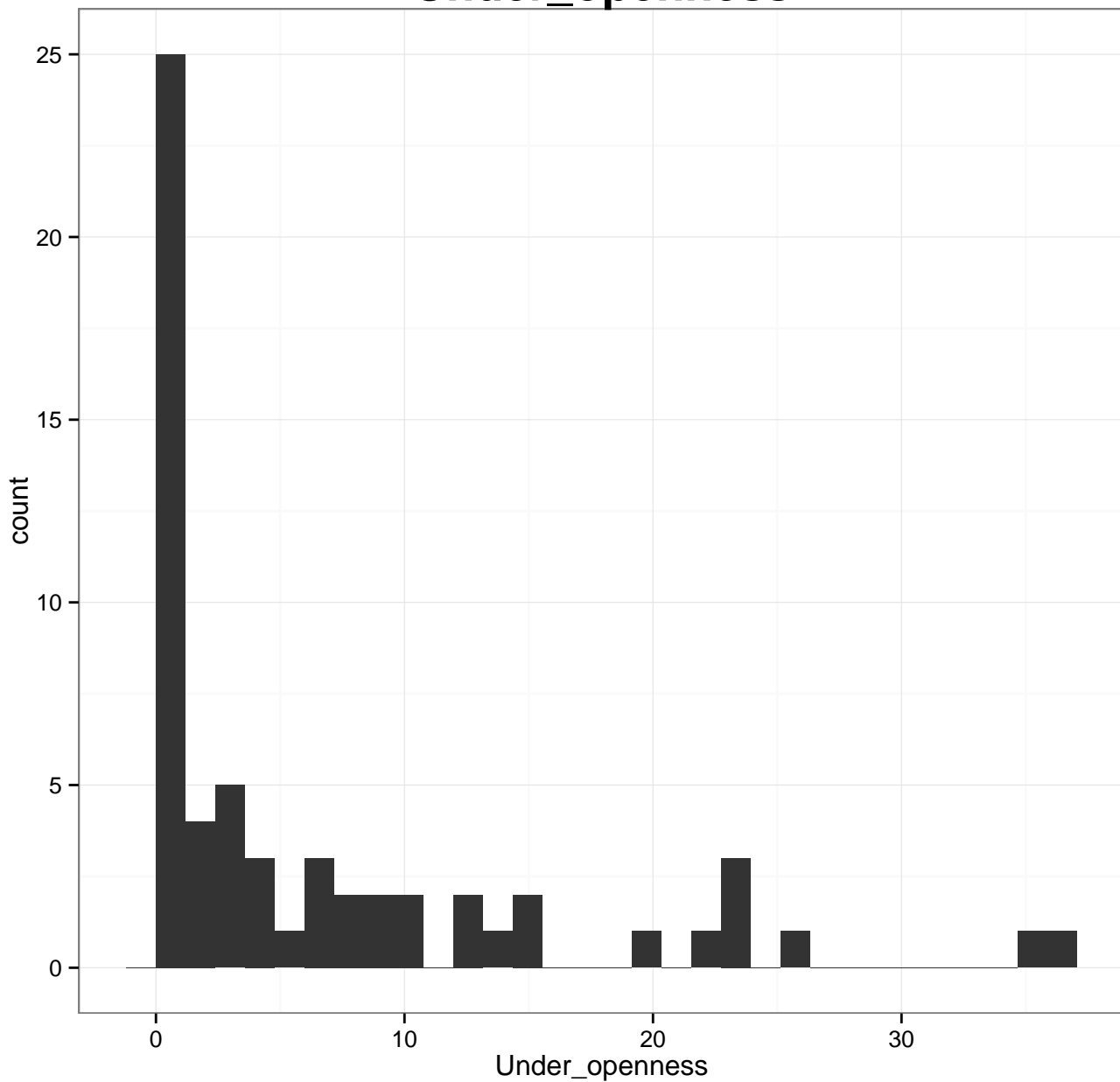
# Grass



# Canopy\_openness



# Under\_openness



# Canopy.Openness.Total

