

CLEVELAND METROPARKS Plant Community Assessment Program: Quality Control Form



Project Label:

PCAP

Plot No: 1050

Date Sampled: 7-13-11

Lead:

Eysenbach

Comment required if item answer is NO

Parking/Access outside of Park Boundaries	<input checked="" type="radio"/> Y <input type="radio"/> N	If yes, write details in Comments section below
Field journals completed	<input type="radio"/> Y <input type="radio"/> N	
Site sketch made on 1:3000 map?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Check cover page	<input checked="" type="radio"/> Y <input type="radio"/> N	
X-axis Bearing of plot recorded	<input checked="" type="radio"/> Y <input type="radio"/> N	
GPS coords. Recorded	<input checked="" type="radio"/> Y <input type="radio"/> N	
North direction recorded	<input checked="" type="radio"/> Y <input type="radio"/> N	
Photographs taken?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Plot No., Date agreement on all pages?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Header data completed all pages?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Cover classes recorded in all Intensive modules	<input checked="" type="radio"/> Y <input type="radio"/> N	
Browse Level By Species	<input checked="" type="radio"/> Y <input type="radio"/> N	
Woody stem quality control check	<input checked="" type="radio"/> Y <input type="radio"/> N	
Invasive plant quality control check	<input checked="" type="radio"/> Y <input type="radio"/> N	
Ash trees mapped	<input type="radio"/> Y <input type="radio"/> N	N/A
Cover by Strata? (confirm cover type)	<input checked="" type="radio"/> Y <input type="radio"/> N	
Soil samples collected with matching plot #	<input checked="" type="radio"/> Y <input type="radio"/> N	
Vouchers labeled on datasheet with initials and number	<input type="radio"/> Y <input type="radio"/> N	N/A
Vouchers labeled on collection bag	<input type="radio"/> Y <input type="radio"/> N	N/A
Pink flags removed	<input checked="" type="radio"/> Y <input type="radio"/> N	
Data sheet QA before leaving site?	<input type="radio"/> Y <input type="radio"/> N	
Common equipment returned to tub	<input type="radio"/> Y <input type="radio"/> N	
Data sheets scanned?	7/15	Enter date to left
Final data sheets scanned?		Enter date to left
Buffer Widths measured?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Web Soil Survey	<input checked="" type="radio"/> Y <input type="radio"/> N	
Voucher Location	Refrigerator	<input type="radio"/> Y <input type="radio"/> N
(# vouchers collected)	Press (#)	Enter number to left
	Drier	<input type="radio"/> Y <input type="radio"/> N
	Identified	<input type="radio"/> Y <input type="radio"/> N
	Mounted	<input type="radio"/> Y <input type="radio"/> N
	Thrown away	<input type="radio"/> Y <input type="radio"/> N

GRTS point verification: Is plot sampleable?

<input type="checkbox"/> Yes	Original GRTS point is sampleable
<input type="checkbox"/> No	Original GRTS point lands in a non-sampleable area (fill in category below)
	<input type="checkbox"/> Point falls in a water (i.e. river, lake)
	<input type="checkbox"/> Managed mowed area (i.e. golf course, picnic area, right-of-way)
	<input type="checkbox"/> Paved area (i.e. parkinglot, road)
	<input type="checkbox"/> Unsafe to sample (i.e. steep slope)
	<input type="checkbox"/> Other

Additional Comments:

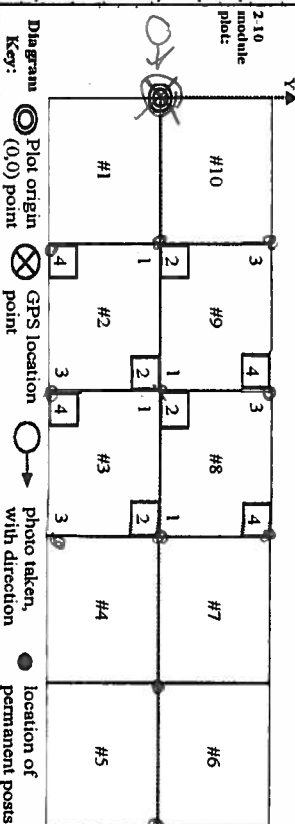
Park at the Dog Park

GENERAL INFORMATION			
Project Label:	PCAP		
Project Name:	OIRRA01		
Plot Name:	Barky Spiky		
Plot No.:	1150		
<input type="checkbox"/> Level 4 (no nested corners sampled)			
<input checked="" type="checkbox"/> Level 5 (nested corners sampled)			
Date (mm/dd/yyyy):	7/13/2011		
End date (if > 1 day):	/ /		
Party:	S. Eysenbach		
Role**	Plot leader		
J. Lanterman	J. Murphy		
M. Bick	M. Bick		
Megan	Megan		
** Roles: Co-leader, Asst. Guide, Owner, Taxonomist, etc			
Plot NOT SAMPLED:	<input type="checkbox"/> Other		
<input type="checkbox"/> Perm. water	<input type="checkbox"/> Paved	<input type="checkbox"/> Slope	<input type="checkbox"/> Safety
SAMPLING QUALITY*			
Effort Level:	subjective evaluation of how much effort put into sampling. Hurried plots may still provide good data		
<input checked="" type="checkbox"/> Very thorough			
<input type="checkbox"/> Accurate			
<input type="checkbox"/> Hurried			
TAXONOMIC ACCURACY			
	high	moderate	low
vascular	<input checked="" type="checkbox"/>		
bryo			
lichen			
TAXONOMIC STANDARD			
Authority:	G&C	Pub Date:	1998

Minimum required fields in Bold and Underlined

LOCATION	
State:	OH
County:	Cuyahoga
Quadrangle:	Winton map Lakewood
Local Place Names:	Lakewood Dog Park
Landowner:	CM
X-axis Bearing of plot:	145°
Data Confidentiality:	<input checked="" type="checkbox"/> Private Data
Check one:	<input type="checkbox"/> Public data
<input type="checkbox"/> Fuzz 100m	<input type="checkbox"/> Fuzz 250m
<input type="checkbox"/> Fuzz 500m	
Reason:	
If data not public why?	
Source of coordinates	<input type="checkbox"/> MAP <input checked="" type="checkbox"/> GPS
GPS location in plot x=0 to 5, y=-1.0,+1.0:	
x = 0 y = 0 (base of plot x=0, y=0)	
Coordinate system:	Coord. Units
<input checked="" type="checkbox"/> Lat/Long	<input type="checkbox"/> UTM <input type="checkbox"/> StatePlane
<input type="checkbox"/> Other (specify)	deg <input type="checkbox"/> deg min
Datum:	<input checked="" type="checkbox"/> NAD83/WGS84 <input type="checkbox"/> NAD27
Latitude:	41.47685
Longitude:	81.82706
Coord. Accuracy:	m <input checked="" type="checkbox"/> ft
GPS File Name:	1150A
Plot size for cover data:	0.1 (hectares)
<input type="checkbox"/> Stems not sampled on this plot	<input type="checkbox"/> Stems absent
<input checked="" type="checkbox"/> Stems present	Plot size stems: D, 1 (ha)
Depth: (1-5):	4
Intensive modules:	2, 3, 8, 9 (EDIT IF MODIFIED)
Camera No.:	CA
Photo Nos.:	CA-1069

*Definitions and values in CM PCAP FOM v. 1.0 and CVS Field Guide

<p>Diagram</p> <p>Key: Plot origin (0,0) point</p> <p>GPS location</p> <p>photo taken, with direction</p> <p>location of permanent posts</p>	
<p>Plot Placement: <input type="checkbox"/> Representative <input checked="" type="checkbox"/> GRTS <input type="checkbox"/> Random <input type="checkbox"/> Stratified Random</p> <p>Transect component <input type="checkbox"/> Systematic (grid) <input type="checkbox"/> Capture specific feature <input type="checkbox"/> Other</p> <p>NOTES: Include Layout (any unusual shape details), Location (directions and landscape content), Rationale (why here), and Veg Characterization (description of community, dominants, strata, BROWSE). Additional notes in space on back.</p>	
<p>Layout: 2x5</p> <p>Location: Park at Dog Park. Walk across valley plug, up the slope to the top of the slope.</p> <p>Rationale: GRTS pt</p> <p>Veg Char: Very depauperate understory and midstory</p> <p>Canopy: Red Oak, Sugar Maple, Black Cherry</p> <p>No midstory</p> <p>Understory: Jack in the pulpit</p>	

OVER

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Project Label: PCAP

Project Name: ORR9011

Plot No.: 1150

CLASSIFICATION

(FIT = excellent, good, fair, poor; CONF = high, med, low)

Hydrogeomorphic class (WETLANDS ONLY):

- ☐ DEPRESSION
Fit=___ Conf=___
- ☐ IMPOUNDMENT ☐ Beaver ☐ Human
Fit=___ Conf=___
- ☐ RIVERINE ☐ Headwater ☐ Mainstem ☐ Channel
Fit=___ Conf=___
- ☐ SLOPE (ground water hydrology or on a physical slope)
Fit=___ Conf=___
- ☐ FRINGING ☐ Reservoir ☐ Natural Lake
Fit=___ Conf=___
- ☐ COASTAL (specify subclass)
Fit=___ Conf=___
- ☐ BOG (strongly, moderately, weekly ombrotrophic)
Fit=___ Conf=___

Ohio EPA VIBI Plant Community Class (WETLANDS ONLY):

- ☐ FOREST ☐ swamp forest ☐ bog forest ☐ forest seep
Fit=___ Conf=___
- ☐ EMERGENT ☐ marsh ☐ wet meadow ☐ open bog
Fit=___ Conf=___
- ☐ SHRUB ☐ shrub swamp ☐ tall sh. bog ☐ tall sh. fen
Fit=___ Conf=___

MODIFIED NATURESERVE CLASS*

CODE (on separate form): C4 Fit= fair Conf= low

COMMUNITY NAME: Beech-Red Oak

with a lot of Sugar maple

STAND SIZE

- ☐ >1,000 x plot size
- ☐ > 100 x plot size
- ☒ 10-100 x plot size
- ☐ 3-10 x plot size
- ☐ 1-3 x plot size
- ☐ < plot size

DISTURBANCES

type*	severity**	hrs ago	% of plot	description
Human	MH	5	50	Lots of trash
Natural				
Fire				
Cut				
Animal	VH	0	100	Deer Browse
Other				

**L=low, ML=med low, M=med, MH=med high, H=high, VH=very high

Current Land Use: CM

Former Land Use: B UNKNOWN

HYDROLOGIC REGIME*

- ☒ Upland (seldom flooded) ☐ Intermittently flooded
- ☐ Saltwater ☐ Intermittently/seasonally saturated ☐ Semipermanently flooded
- ☐ Brackish (seldom flooded) ☐ Permanently flooded
- ☐ Fresh (dry <1/yr, seldom flooded) ☐ Permanently/Semipermanent. saturated ☐ Tidal/Seiche flooded daily
- ☒ Upland (n/a) ☐ Occasionally flooded (<1/yr) ☐ Tidal/Seiche flooded monthly
- (by default unless plot is a wetland) ☐ Temporarily flooded ☐ Tidal/Seiche flooded irregular (e.g. wind, storms)
- ☐ Unknown

HOMOGENEITY

- ☒ Homogeneous
- ☐ Compositional trend across the plot
- ☐ Conspicuous inclusions
- ☐ Irregular/pattern mosaic

Additional notes & diagrams: (Representativeness of plot to the stand, successional status, maturity, etc.)

Plot is located on a slope. Very decapitate mid- and understory. Lots of trash in the plot from glass, bottles to concrete bricks. Deer have eaten everything. Beech sprouts severely browsed. Nice big red oaks and beeches with lots and lots of sugar maple between.

CLEVELAND METROPARKS Plant Community Assessment Program Species Cover Data Sheet


Page 1 of 1

Project Label: PCAP Project name: OLR2011 Plot no.: 150
 Total modules: 10 Intensive modules: 4 Plot configuration: 2x5 Plot area (ha): 0.1
 Visual est. % open water entire site: 0 Visual est. %unveg. o.w. entire site: 0 Visual est. %invasives entire site: 2



Cleveland Metroparks

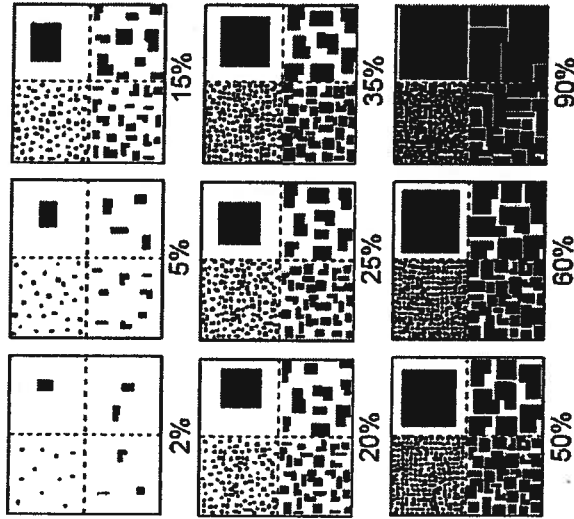
Br = Browse Level. Use cover classes to describe amount of browse per species over entire plot

		Cleveland Metroparks		Br = Browse Level. Use cover classes to describe amount of browse per species over entire plot																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																	
Strata - Cov. entire plot		T S H (F)(A) Br		Species		Estimate for the each intensive module:		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod	

S&T
7-15-11

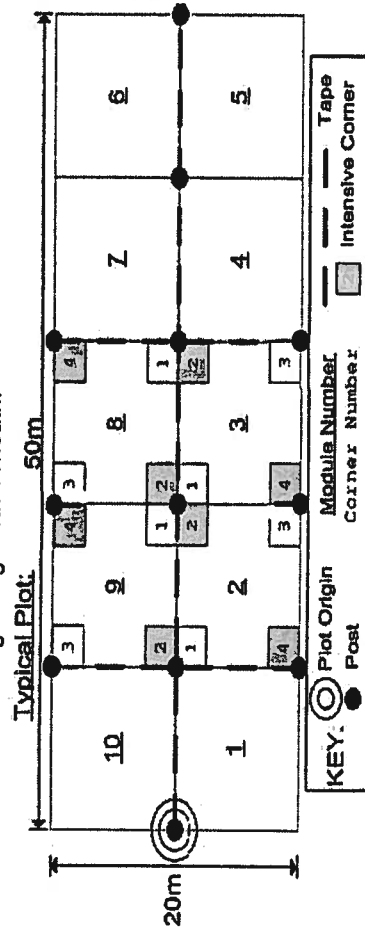
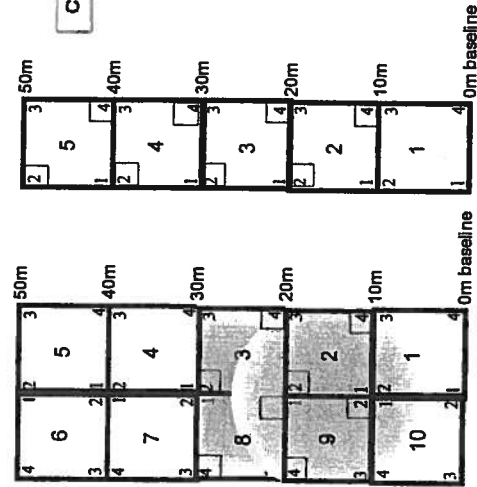
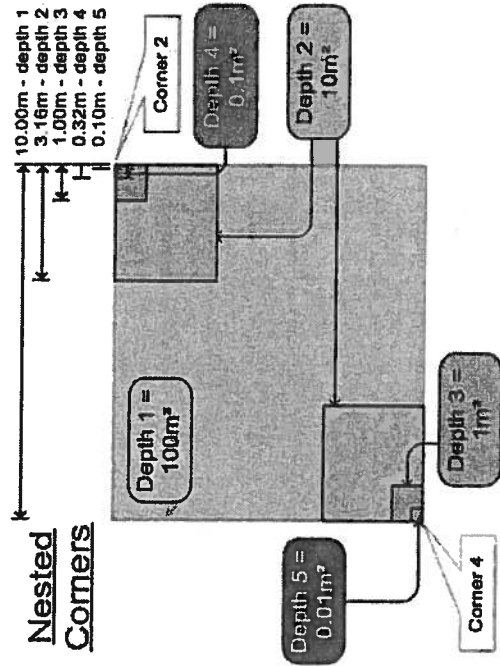
EXAMPLES OF PERCENT OF AREA COVERED

The following graphic can be used for various data elements to convey "Amount" or "Quantity". NOTE: Within any given box, each quadrant contains the same total area covered, just different sized objects.



cover class	% cover	midpoint
1	solitary or few	0.0001
2	0-1%	0.005
3	1-2%	0.015
4	2-5%	0.035
5	5-10%	0.075
6	10-25%	0.175
7	25-50%	0.375
8	50-75%	0.625
9	75-95%	0.850
10	95-100%	0.975

Nested Corners



BROWSE RATING NARRATIVE DESCRIPTION

LOW OR NONE: there is no measurable browse line AND there are very few or no plants 1-m nested quadrat and intensive module. In general, low values relate to less than 10 percent, by numbers of stems browsed. **MEDIUM LOW** values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse areas. For example, trilliums may flower and fruit, but jewelweed and arrowwood viburnum exhibit browse. **MEDIUM:** browse affects greater than 10 percent and less than 25 percent of stems in the 1 m2 nested quadrat and intensive module. A browse line is usually not evident or obvious for all classes and species of vegetation, but careful examination may show preferential browse and/or browse lines for some species of plants. **MEDIUM HIGH** values include evidence of a browse line and 25 percent of stems browsed with very little vegetation regeneration evident. In this rating, for some species of plants, reproduction does not appear to occur or it is very severely limited. **HIGH:** greater than 25 percent of the stems of plants in the 1 m2 nested quadrat and intensive module AND a browse line is evident. **VERY HIGH** values include extensive browse conditions, where the browse line is very evident AND almost all seedlings and herbs are severely browsed or missing. Browse line may be 5 to 6 feet in height with no or little green growth beneath.

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet



Project Label: PCAP

Project Name: CWR 2011

Plot No.: 1150

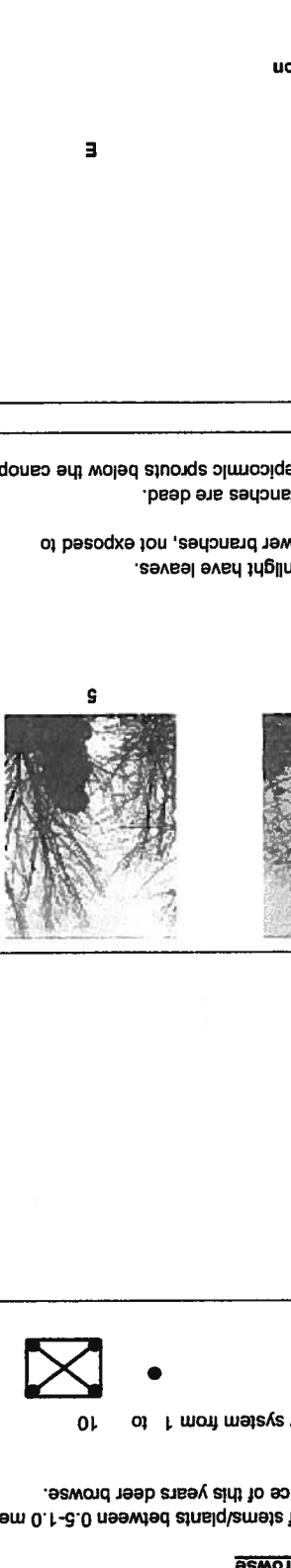
Page: 1 of 1

Explain subsample (additional room on back):

mod #	species	c	voucher#	# stems 0.5-1m browsed	% sub or super sample	# shrub clumps	size class (cm) woody stems > 1m												
							1 0-1	2 1-2.5	3 2.5-5	4 5-10	5 10-15	6 15-20	7 20-25	8 25-30	9 30-35	10 35-40	11 >40 (record each tree)		
✓ 1	Acer saccharum										•								70.3
✓ 1	Quercus rubra																		45.5
✓ 1	Prunus serotina										••	•							40.9
✓ 2	Acer saccharum										••	•							
✓ 3	Acer saccharum										••	•							
✓ 3	standing dead										•								
✓ 3	Prunus serotina										••	••							46.6
✓ 4	Acer saccharum										••	••							
✓ 4	Fagus grandifolia			••															
✓ 4	standing dead																		
✓ 5	Fagus grandifolia			•				•											64.8
✓ 5	Acer saccharum									••	••								43.0
✓ 5	Garya ovata																		67.7
✓ 5	Fraxinus americana								••	•	••	••	•	•					
✓ 6	Acer saccharum									••	••	••	•	•					46.0
✓ 6	Fraxinus americana										••	•							
✓ 7	Acer saccharum									••	•								
✓ 7	Ostrya virginiana																		
✓ 8	Acer saccharum									••			••	•					43.3
✓ 8	Quercus rubra																		
✓ 9	Acer saccharum										••	••	••	••					
✓ 10	Acer saccharum										••	••	••	•					

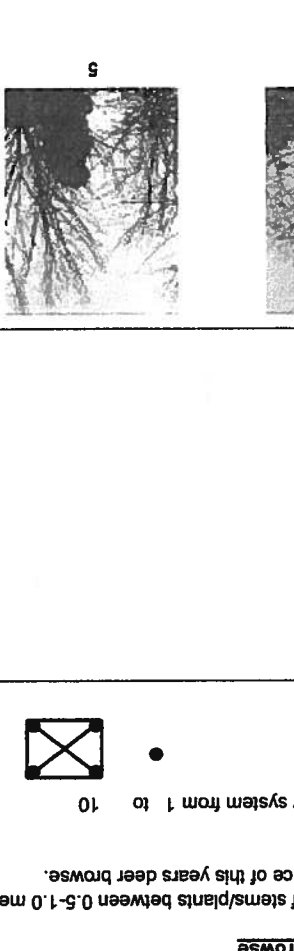
ASH CANOPY BREAKUP CONDITION (for dead trees):
 (If an ash receives a score of 5 (dead) under canopy condition it must also receive a breakup condition rank as described below)

A: All main branches contain fine twigs (newly dead).
 B: Over 50% of main branches have fine twigs.
 C: Less than 50% of main branches have fine twigs.
 D: Stem still standing and tertiary main branches present.
 E: Central stem still standing.

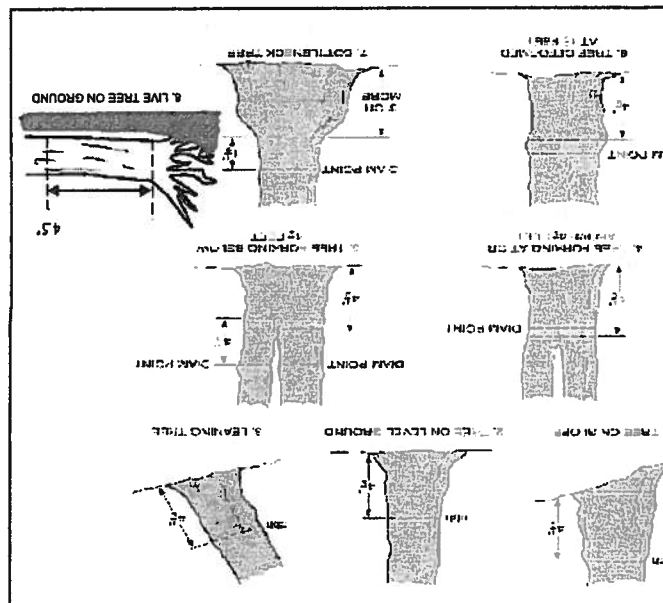


ASH CANOPY CONDITION

1. Healthy, full canopy: A healthy ash canopy is normally thinner than many other trees such as maple.
 2. Thinning canopy: There aren't as many leaves as there ought to be, but all top branches exposed to sunlight have leaves.
 3. Dieback: Canopy is thinning and some top branches exposed to sunlight are dead (have no leaves). Lower branches, not exposed to sunlight, die naturally and are not considered.
 4. >50% Dieback: The canopy has less than half of the leaves that should be there and/or half of the top branches are dead.
 5. Dead canopy: No leaves remain in the canopy portion of the tree. It still counts as a 5 even if there are epicormic sprouts below the canopy (lowest branch) on the trunk.



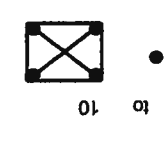
DBH Measurement Rules



Woody Stem Deer Browse

Record the number of stems/plants between 0.5-1.0 meters tall that exhibit evidence of this years deer browse.

Record using the tally system from 1 to 10



Project Label: PCAP

Project Name: OLR 2011

PLOT No.: 1150

COVER BY STRATA%, estimate using midpoints of 5 sec: 3, 8, 13, 18%

Strata	Height Range (m)	Total Cover (%)
Tree	5 - 8	98
Shrub	0.5 - 5	3
Herb	0.05	3
(Floating)*		
(Aquatic)**		

* rooted and floating or slightly emerged
** submersed, most plant mass below surface
SEE BACK OF PAGE FOR "TYPICAL" STRATA DESCRIPTIONS. STRATA CAN VARY BY COVER TYPE.

EARTH SURFACE & GROUND COVER

Underlying Earth Surface*	Ground Cover	percent
(Sum = 100%)	(Each ≤ 100%)	
Historical	Coarse Woody Debris***	8
Mineral Soil	Fine Woody Debris***	8
Gravel-Cobble*	Litter	98
Boulder**	Duff (Ferm + Humus)	0
Bedrock	Bryophyte-Lichen	3
* Gravel Cobble = 1/16 to 10 in	Water	0
** Boulder = > 10 in	Bare Soil	3
*** > 5 cm in diameter	Road/Trail	0
**** < 5 cm in diameter	Other Trash	3

Remember: In a standard 2x5 plot each module = 10% cover

MICROTOPOGRAPHIC FEATURE COUNTS - Intensive modules only

Ranks for microhabitat features. Select one or select two and average the score. NOTE: If mod falls on a slope automatically gals ranked based on steepness (1-3)
Slope 1 = slight elevational grade across module (hlt) Slope 2 = falls on slope -20° Slope 3 = maximum steepness that can be safely sampled -45°

- 0 feature is absent or functionally absent (Golf Course Fair)
- 3 feature is present in very small amounts or if more common, of low quality
- 7 feature is present in moderate amounts, but not of highest quality, or in small amounts of highest quality
- 10 feature is present in moderate or greater amounts and of highest quality

c.w.d. - count for pieces with minimum 1m length									
mod#	carrier	tussocks depth 3 1x1m (count)	hummocks depth 2 3.16x3.16m (count)	no. macro. depth 1 10x10m (count)	c.w.d (2-12 cm) depth 1 10x10m (count)	c.w.d (12-40cm) depth 1 10x10m (count)	c.w.d >40 cm depth 1 10x10m (count)	microhab. interspers. depth 1 10x10m (rank)	microhab. SLOPE 10x10m (rank)
4	2/4	0	0	0	12	2	0	1	2
3	2/4	0	0	1	9	2	1	2	2
8	2/4	0	0	2	10	3	2	2	2
9	2/4	0	0	1	11	2	1	1	2

NOTE: tussock and hummocks are counted in BOTH nested quadrat corners but counts are aggregated.
macro depressions = macrotopographic depressions with middle These may extend into other modules and be counted again.
c.w.d. = course woody debris
microhab. interspers. = overall ranking of plot microtopographic interspersal complexity using scale below

NOTE: tussock and hummocks are counted in BOTH nested quadrat corners but counts are aggregated.
macro depressions = macrotopographic depressions with module. These may extend into other modules and be counted again.
c.w.d. = coarse woody debris
microhab. interspers. = overall ranking of plot microtopographic interspersions complexity using scale below

TRAIL INFORMATION: If trail falls in plot record type and cover for each

Type	%Cover
u All Purpose	
u Bridle	
u Hiking sanctioned	
u Boulding unsanctioned	
u Gravel	
u Deer	

no trails

CROWN COVER (DENSIMETER): Make 4 readings per module facing N, S, E, W. Place dot count in corresponding space.
(4 dots per grid square)

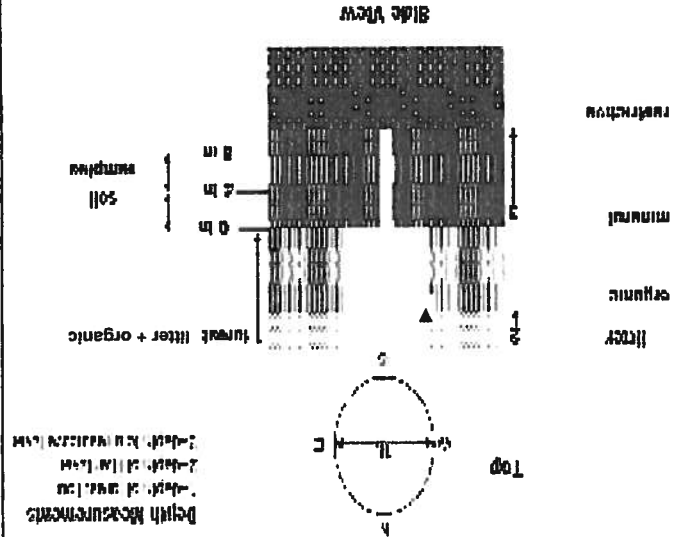
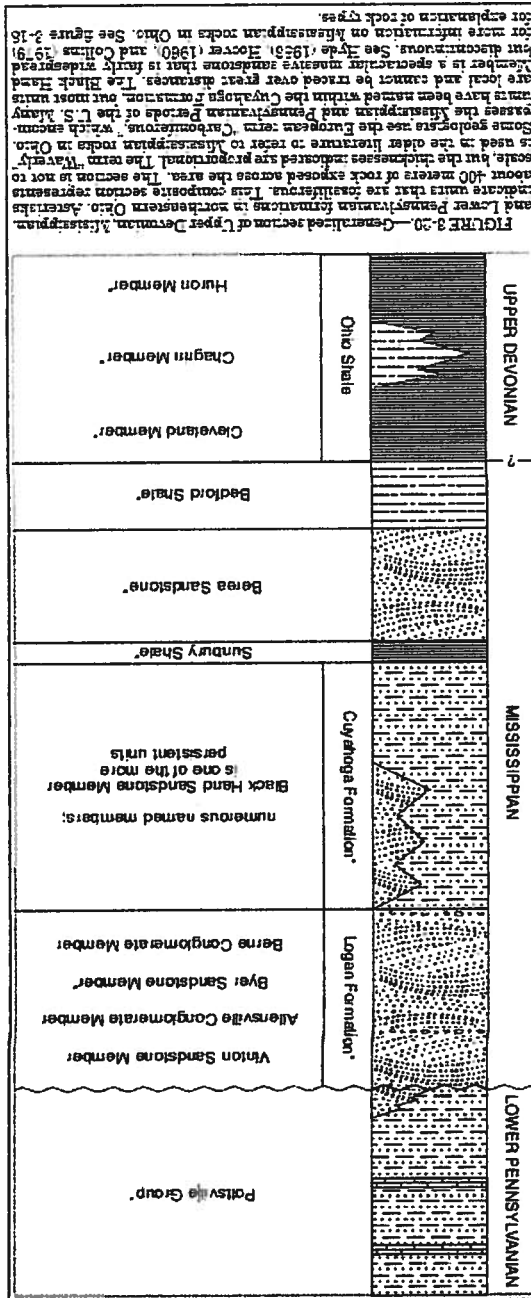
Module	N	S	E	W
2	7	1	5	1
3	5	5	6	6
8	1	3	2	5
9	5	3	3	3

MENAB INDICES (degrees) + for up - for down
(FILLED OUT USING GIS PROGRAM - DO NOT FILL OUT IN FIELD)

Alt aspect	N	NE	E	SE	S	SW	W	NW
+45 degrees								
+90 degrees								
+135 degrees								
+180 degrees								
+225 degrees								
+270 degrees								
+315 degrees								

* Landform Index (position within landscape)
** Terrain Shape Index (slope microtopographic shape)

LEFI is angle of plot to the horizon. TSI is angles formed by local slopes. For TSI measure angle from recorder's eye to eye of person standing ~10 m away.



COVER BY STRATA	
STRATUM	GENERAL FORM
Tree (generally >5 m)	Tree (overstory), very tall shrubs*, liana, epiphyte)
Shrub (generally 0.5 to 5 m)	Tree (sapling), shrub, liana, epiphyte)
Herb (field)	Herb, dwarf-shrub*, tree (seedling*)
Floating	Floating
Aquatic (submerged)	Submerged
*Very tall shrubs are sometimes included in the tree stratum	
**Can also include seedlings of shrubs, i.e. all shrubs <0.5m	
***Tree seedlings are often defined as up to 1.4 m height or as <2.5 cm DBH in which case they would span the herb and shrub layers.	

Project label: PCAP Project Name: 0/0/2011

Plot No.: 1150

Page: 1 of 1

SOIL PIT DESCRIPTION: Excavate 20 cm plug with shovel. Describe using Munsell chart, visual exam, texture, and odor.

SOIL SAMPLES Standard procedure: collect a soil sample of the top 10 cm of soil from center of each intensive module and composite the sample

Soil pit module # 8 (one per entire plot)

5 cm	matrix color	10 YR 5/2
	mottle color	—
	%mottle	—
	oxid roots	Y (N)
	texture*	1
	redox features**	Y (N)
	hydr. cond.***	1 S M (D)
20 cm	matrix color	10 YR 4/2
	mottle color	—
	%mottle	—
	oxid roots	Y (N)
	texture*	2
	redox features**	Y (N)
	hydr. cond.***	1 S M (D)

* refer to texture classes on reverse side
 ** e.g. hydrogen sulfide odor, gleying, etc.
 *** Circle one:
 I=indurated S=saturated M=moist D=dry
 Notes: include evidence of earthworms (worms, castings, middens)
 Earthworms present
 Castings layer present
 middens not observed

Soil Description/notes:

Soil Collection Module	Horizon (A, B, C)
2,3,8,9 composited	A

Web Soil Survey Information:

Soil Series/Type: Brecksville silt loam

Soil Series Source: Ohio Soil Survey

Landform type: Drainage ways

Parent Material: Residual weathered fine shale

DRAINAGE*

- ☐ Excessively drained
- ☐ Somewhat excessively
- ☒ Well drained
- ☐ Moderately well dr.
- ☐ Somewhat poorly dr.
- ☐ Poorly dr.
- ☐ Very poorly dr.
- ☐ Impermeable surface

STANDING BIOMASS (required for emergent wetlands): collected in 0.1m clip plots (32x32 cm) from corners 1 and 3 in each intensive module. Required for VIBI-E score calculation. C7=check when collected

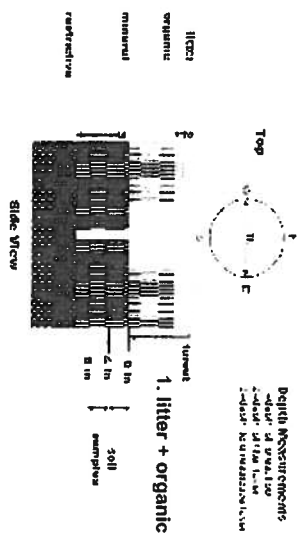
Module #	C7	Corner	Corner

SOIL DEPTH MEASUREMENT INSTRUCTIONS: Measure to the nearest 0.1 cm in center of intensive modules. If >30.5 cm, record as >30

mod#	1 litter + organic depth (cm)	2 litter depth (cm)	3 restrict. depth (cm)	*WSSI	water depth (cm)	sat soil depth (cm)
2	4.0	4.0	6.5	0		>30
3	4.5	4.8	5.3	0		>30
4	3.0	3.0	7.00	0		>30
8	2.0	2.0	3.5	0		>30

Length of soil probe = 125 cm

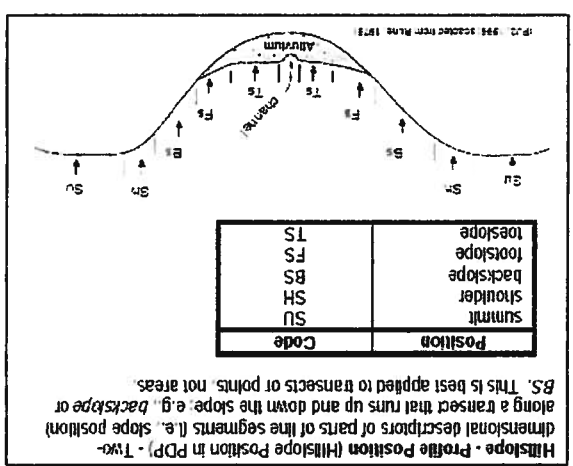
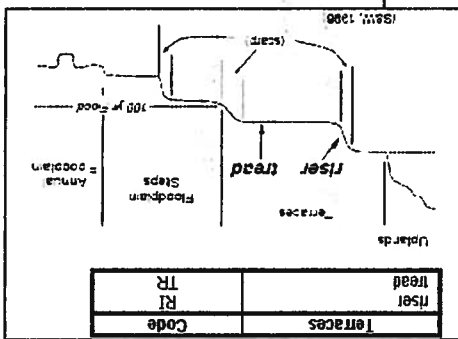
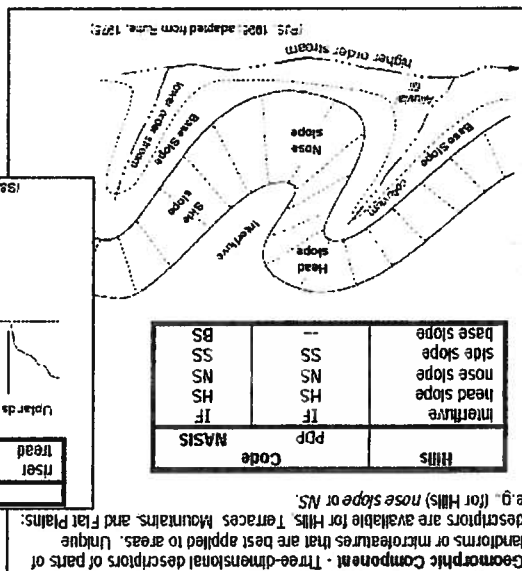
* Use Web Soil Survey for #3 Restrictive layer dept.



Depth to 20-40" restrictive layer
 mods switch to switch for when entering data

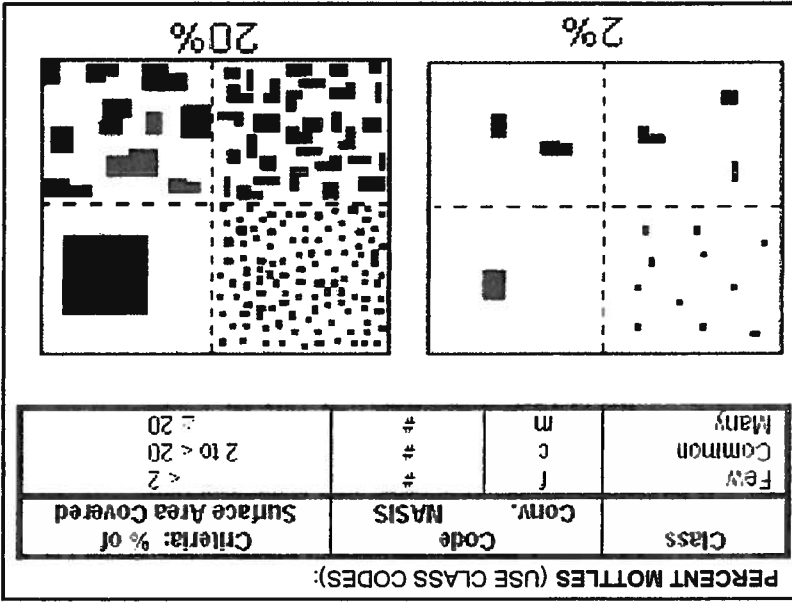
HYDROLOGIC REGIME Modified from Grossman et al 1998. (Frequency and duration of flooding.)

UPLAND: Not a wetland. Very rarely flooded.
INTERMITTENTLY/SEASONALLY SATURATED: Dry at least once per year. Surface water is seldom present, but substrate is saturated to surface for extended periods during the growing season.
PERMANENTLY/SEMI-PERMANENTLY SATURATED: Dry less than once per year. Surface water is seldom present, but substrate is saturated to surface for extended periods during the growing season. Equivalent to Cowardin's Saturated modifier.
OCCASIONALLY FLOODED: Surface water can be present for brief periods during growing season, but not in most years. Often characterizes flood-plain upper terraces.
TEMPORARILY FLOODED: Surface water present for brief periods during growing season, but water table usually lies well below soil surface. Often characterizes flood-plain levees and lower terraces. Equivalent to Cowardin's Temporary modifier.
INTERMITTENTLY FLOODED: Substrate is usually exposed, but surface water can be present for variable periods without detectable seasonal periodicity. Inundation is not predictable to a given season and is dependent upon highly localized rain storms. This modifier was developed for use in the arid West for water regimes of Playa lakes, intermittent streams, and dry washes but can be used in other parts of the U.S. where appropriate. This modifier can be applied to both wetland and non-wetland situations. Equivalent to Cowardin's Intermittently Flooded modifier.
SEMI-PERMANENTLY FLOODED (exposed <1/year): Surface water persists throughout the growing season in most years. Land surface is normally saturated when water level drops below soil surface. Includes Cowardin's Intermittently Exposed and Semi-permanently Flooded modifiers.
PERMANENTLY FLOODED: Water covers the land surface at all times of the year in all years. Equivalent to Cowardin's "permanently flooded".
UNKNOWN: The hydrologic regime cannot be determined from the available information.

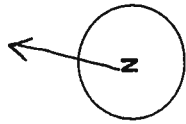


SOIL TEXTURE: Record the code for the soil texture of the 5 cm and 20 cm layers. To estimate texture, collect a soil sample from the appropriate layer and moisten it with water to the consistency of modeling clay/wet newspaper; the sample should be wet enough that all of the particles are saturated but excess water does not freely flow from the sample when squeezed. Attempt to roll the sample into a ball. If the soil will not stay in a ball and has a grainy texture, the texture is either sandy or coarse sandy. If the soil does form a ball, squeeze the sample between your fingers and attempt to form a self-supporting ribbon. Samples which form both a ball and a ribbon should be coded as clayey; samples which form a ball but not a ribbon should be coded as loamy. If the soil does not form a ball, squeeze the sample between your fingers and attempt to form a self-supporting ribbon. Samples which form both a ball and a ribbon should be coded as clayey; samples which form a ball but not a ribbon should be coded as loamy.

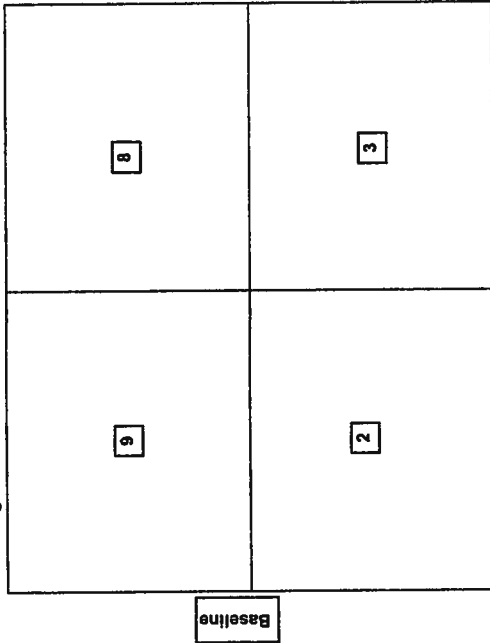
0 = Organic
1 = Loamy
2 = Clayey
3 = Sandy
4 = Coarse Sand
9 = Not measured - make plot note



Module	Tree ID	Species	Dead	c	Voucher #	DBH (cm)	Ht @ DBH	ASH ONLY			
								Ash condition	*Dead condition	# Exit holes	Epicormic present
	1	No Ash trees									
	2	in intensive									
	3										
	4										
	5										
	6										
	7										
	8										
	9										
	10										
	11										
	12										
	13										
	14										
	15										
	16										
	17										
	18										
	19										
	20										
	21										
	22										
	23										
	24										
	25										



*** Change intensive module numbers when necessary



Map all ash trees ≥10cm in each module using Tree ID number

* If Ash Condition scores 5 (dead) provide breakup score (A-E)
 Count EAB exit holes 1.25m² x 21.5m
 Woodpecker and epicormic marked present (1) or absent (0)

CLEVELAND METROPARKS Plant Community Assessment Program: Invasive Species Survey



Tier 1: Early detection/ Rapid response		Presence				GPS
		NE	SE	SW	NW	
Microstegium vimineum	Japanese stiltgrass					
Ranunculus ficaria	Lesser Celandine					
Cynanchum louiseae (vine)	Black Swallow-wort					
Butomus umbellatus (wetland)	Flowering Rush					
Heracleum mantegazzianum	Giant Hogweed					
Tier 2: Assess as Needed		# of Plants				comments
		NE	SE	SW	NW	
Acer platanoides	Norway Maple					
Ailanthus altissima	Tree of Heaven					
Lonicera japonica (vine)	Japanese Honeysuckle		2			1 lg clump patch
Lythrum salicaria (wetland)	Purple Loosestrife					
Aegopodium podagraria (G-cover)	Bishop's Goutweed					
Celastrus orbiculatus (vine)	Asian Bittersweet					
Torilis sp.	Hedgeparsley					
Conium maculatum	Poison Hemlock	1				
Rhamnus cathartica	Common Buckthorn (shrub)					
Berberis thunbergii	Japanese Barberry (shrub)					
Alnus glutinosa	European Alder					
Dipsacus laciniatus	Cut-leaf Teasel					
Elaeagnus umbellata	Autumn Olive (shrub)					
Lonicera maackii	Amur Honeysuckle (shrub)					
Euonymus fortunei	Wintercreeper	2	3	2	3	
Tier 3: Presence is of Interest		# of Plants				comments
		NE	SE	SW	NW	
Convallaria majalis (G-cover)	Lily of the Valley				2	
Coronilla varia (G-cover)	Crown Vetch					
Eleutherococcus pentaphyllus	Five-leaf Aralia (shrub)					
Pachysandra terminalis (G-cover)	Japanese Pachysandra		3	2		1 med. patch
Philadelphus coronarius	Mock Orange (shrub)					
Pulmonaria officinalis (G-cover)	Lungwort					
Rubus phoenicolasius	Wineberry					
Iris pseudacorus (wetland)	Yellow Flag Iris					
Ornithogalum umbellatum	Star of Bethlehem					
Viburnum opulus var. opulus	European Cranberry (shrub)	1	1			
Viburnum plicatum	Doublefile Viburnum (shrub)					
Tier 4: Widespread and abundant		Presence				comments
		NE	SE	SW	NW	
Alliaria petiolata	Garlic Mustard	X	X	X	X	
Ligustrum vulgare	Common Privet (shrub)		X			
L. morrowii, L. tatarica	Bush Honeysuckles (shrub)				X	
Phalaris arundinacea	Reed Canarygrass					
Phragmites australis (wetland)	Phragmites					
Polygonum cuspidatum	Japanese Knotweed	X			X	not much < 50 plants
Frangula alnus	Glossy Buckthorn (shrub)					
Rosa multiflora	Multiflora Rose (shrub)	X				
Typha angustifolia, T. x. glauca	Cattails (wetland)					
Cirsium arvense	Canada thistle	X				
Dipsacus fullonum	Common Teasel					
Hesperis matronalis	Dame's Rocket					
Vinca minor (G-cover)	Periwinkle			X		

Presence
X: yes

of Plants
1: 1-10
2: 11-50.
3: 51-100
4: 101-1,000
5: >1,000

of Plants
1: 1-10
2: 11-50.
3: 51-100
4: 101-1,000
5: >1,000

Presence
X: yes

a lot, looks like it was spray d. but is still growing vigorously!

Note: For Ground-cover plants record "stem #" but in comment field describe # of colonies and patch size (S,M, L)

4bCM PCAP Invasive species datasheet.xls last revised 6/23/2011 ceh

Natural Resources

Hedera helix

X X X

Encroachment from homes in NW-dumping, drain pipes

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP RR 1150DATE: 07/13/2011

Location:

☐ AA Center ☐ N ☒ S ☐ E ☐ W

Fill in bubble(s) if plot(s) could not be sampled and flag →

☒ Plot 1 ☒ Plot 2 ☒ Plot 3

Buffer Natural Cover Strata

Fill in bubbles for all that apply: Canopy Type: D = Deciduous; E = Evergreen. Leaf Type: B = Broadleaf; N = Needle Leaf. Absent: No tree canopy.

Strata Section: Fill in appropriate cover class bubble for each strata type for each plot. 0 = Absent; 1 = Sparse(<10%); 2 = Moderate(10-40%); 3 = Heavy (40-75%); 4 = Very Heavy (>75%)

Buffer Plot 1	Canopy Type: <input type="radio"/> D <input type="radio"/> E	Absent: <input type="radio"/>	Leaf Type: <input type="radio"/> B <input type="radio"/> N	Flag	Buffer Plot 2	Canopy Type: <input type="radio"/> D <input type="radio"/> E	Absent: <input type="radio"/>	Leaf Type: <input type="radio"/> B <input type="radio"/> N	Flag	Buffer Plot 3	Canopy Type: <input type="radio"/> D <input type="radio"/> E	Absent: <input type="radio"/>	Leaf Type: <input type="radio"/> B <input type="radio"/> N	Flag
Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	
Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	
Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	
Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	
Herbs, Forbs and Grasses	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Herbs, Forbs and Grasses	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Herbs, Forbs and Grasses	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	
Bare ground	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Bare ground	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Bare ground	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	
Litter, duff	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Litter, duff	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Litter, duff	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	
Rock	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Rock	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Rock	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	
Water	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Water	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Water	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	
Submerged Vegetation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Submerged Vegetation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Submerged Vegetation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	

Stressor Presence/Absence - Confirm that a filled data bubble indicates presence and an unfilled bubble indicates absence by filling this bubble. ☐

Residential and Urban Stressors					Hydrology Stressors					Agricultural & Rural Stressors				
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Ditches, Channelization	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Pasture/Hay	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Road - two lane	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Range	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Road - four lane	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Water Level Control Structure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Row Crops	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Parking Lot/Pavement	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Excavation, Dredging	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Fallow Field (RECENT-RESTING ROW CROP FIELD)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Golf Course	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Fill/Spoil Banks	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Lawn/Park	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Nursery	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Suburban Residential	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil Loss/Root Exposure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Dairy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Urban/Multifamily	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Wall/Riprap	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Orchard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Landfill	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Inlets, Outlets	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Confined Animal Feeding	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Dumping	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Rural Residential	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Trash	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Impervious surface input (SHEETFLOW)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Gravel Pit	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Irrigation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

Industrial Development Stressors					Habitat/Vegetation Stressors									
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Oil Drilling	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Forest Clear Cut	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Herbicide Use	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Gas Wells	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Forest Selective Cut	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Mowing/Shrub Cutting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Mine (surface)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tree Plantation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Trails	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Mine (underground)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tree Canopy Herbivory (INSECT)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil Compaction (ANIMAL OR HUMAN)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Military	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Shrub Layer Browsed (WILD OR DOMESTIC)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Offroad vehicle damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Highly Grazed Grasses (OVERALL <3' HIGH)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Forest Canopy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Grassland (BLACKENED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

Flag codes: K = No measurement made, U = Suspect measurement, F1, F2, etc. = misc. flags assigned by each field crew.
Explain all flags in comment section on the back of this form

2428168304

FORM B-1: BUFFER SAMPLE PLOTS - TARGETED ALIEN SPECIES (Back)

Reviewed by (Initial):

Site ID: PCA 12R 1150

DATE: 02/13/2011

Confirm a filled data bubble indicates presence and an unfilled bubble indicates absence by filling in this bubble

Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Eurasian Watermilloil					Purple Loosestrife					Johnson Grass				
Water hyacinth					Knotweed					Kudzu				
Yellow Floating Heart					Japanese Knotweed					Muliflora Rose				
Giant Salvinia					Perennial Pepperweed					Common Buckthorn				
Garlic Mustard					Giant Reed					Himalayan Blackberry				
Poison Hemlock					Cheatgrass					Tamarsk				
Mile-A-Minute Weed					Reed Canary Grass					Other:				
Birdfoot Trefoil					Common Reed					Other:				
Canada Thistle					Leafy Spurge					Other:				

PLOT COORDINATES

Provide GPS coordinates at the center of the Buffer Plot (#3) at the far end of each Buffer Transect and for the Buffer Plot at the AA CENTER. Indicate the location of the plot coordinates by filling in the appropriate bubble.

If Buffer Plot 3 can not be accessed, take the coordinates at the nearest practicable location ALONG THE TRANSECT. This is important because all Buffer Plots are centered on the Buffer Transects and the coordinates will indicate the location of the transect. Fill in the "nearest practicable location" bubble, fill in the flag box, and describe where the coordinates were taken and why in the comment section below. The coordinates of the nearest practicable location can be either placed as close to the center of Plot 3 as possible or at the center of the last accessible Buffer Plot.

Location of coordinates (choose one):

☐ AA CENTER ☐ N3 ☐ S3 ☐ E3 ☒ W3 ☐ Nearest practicable location (flag and comment below)

Flag

Latitude North

Longitude West

Use Decimal Degrees; NAD83

Flag

Comments

1 All 3 plots fall outside path boundary

7966623548

Buffer Sample Points - Targeted Alien Species 05/27/2011

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP RR 1150DATE: 07/13/2011

Location:

● AA Center ○ N ○ S ○ E ○ W

Fill in bubble(s) if plot(s) could not be sampled and flag →

○ Plot 1 ○ Plot 2 ○ Plot 3

Buffer Natural Cover Strata

Fill in bubbles for all that apply: Canopy Type: D = Deciduous; E = Evergreen. Leaf Type: B = Broadleaf; N = Needle Leaf. Absent: No tree canopy.

Strata Section: Fill in appropriate cover class bubble for each strata type for each plot. 0 = Absent; 1 = Sparse (<10%); 2 = Moderate (10-40%); 3 = Heavy (40-75%); 4 = Very Heavy (>75%)

Buffer Plot 1	Canopy Type: <input type="radio"/> D <input type="radio"/> E Absent: <input type="radio"/>	Leaf Type: <input type="radio"/> B <input type="radio"/> N Flag	Buffer Plot 2	Canopy Type: <input type="radio"/> D <input type="radio"/> E Absent: <input type="radio"/>	Leaf Type: <input type="radio"/> B <input type="radio"/> N Flag	Buffer Plot 3	Canopy Type: <input type="radio"/> D <input type="radio"/> E Absent: <input type="radio"/>	Leaf Type: <input type="radio"/> B <input type="radio"/> N Flag
Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4		Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Woody Shrubs, Saplings (0.5m-5m HIGH)	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Woody Shrubs, Saplings (<0.5m HIGH)	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Herbs, Forbs and Grasses	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Herbs, Forbs and Grasses	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Herbs, Forbs and Grasses	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Bare ground	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Bare ground	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Bare ground	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Litter, duff	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4		Litter, duff	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Litter, duff	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Rock	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Rock	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Rock	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Water	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Water	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Water	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Submerged Vegetation	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Submerged Vegetation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Submerged Vegetation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	

Stressor Presence/Absence - Confirm that a filled data bubble indicates presence and an unfilled bubble indicates absence by filling this bubble. ●

Residential and Urban Stressors					Hydrology Stressors					Agricultural & Rural Stressors				
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Ditches, Channelization	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Pasture/Hay	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Road - two lane	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Range	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Road - four lane	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Water Level Control Structure	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Row Crops	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Parking Lot/Pavement	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Excavation, Dredging	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Fallow Field (RECENT-RESTING ROW CROP FIELD)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Golf Course	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Fill/Spoil Banks	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Lawn/Park	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Nursery	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Suburban Residential	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Soil Loss/Root Exposure	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Dairy	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Urban/Multifamily	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Wall/Riprap	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Orchard	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Landfill	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Inlets, Outlets	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Confined Animal Feeding	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Dumping	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Rural Residential	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Trash	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Impervious surface input (SHEETFLOW)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Gravel Pit	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Irrigation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			

Industrial Development Stressors					Habitat/Vegetation Stressors									
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Oil Drilling	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Forest Clear Cut	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Herbicide Use	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Gas Wells	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Forest Selective Cut	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Mowing/Shrub Cutting	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Mine (surface)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Tree Plantation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Trails	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Mine (underground)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Tree Canopy Herbivory (INSECT)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Soil Compaction (ANIMAL OR HUMAN)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Military	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Shrub Layer Browsed (WILD OR DOMESTIC)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Offroad vehicle damage	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Highly Grazed Grasses (OVERALL <3' HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Soil erosion (FROM WIND, WATER OR OVERUSE)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Recently Burned Forest Canopy	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Recently Burned Grassland (BLACKENED)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			

Flag codes: K = No measurement made, U = Suspect measurement, F1, F2, etc. = misc. flags assigned by each field crew.

Explain all flags in comment section on the back of this form

Buffer Sample Plots 05/27/2011

2428168304

FORM B-1: BUFFER SAMPLE PLOTS - TARGETED ALIEN SPECIES (Back)

Reviewed by (initial):

Site ID: PCAP 12R 1150

DATE: 07/13/2011

Confirm a filled data bubble indicates presence and an unfilled bubble indicates absence by filling in this bubble

Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Eurasian Watermilloil	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Purple Loosestrife	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Johnson Grass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Water hyacinth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Knotweed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Kudzu	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Yellow Floating Heart	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Japanese Knotweed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Muliflora Rose	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Giant Salvinia	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Perennial Pepperweed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Common Buckthorn	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Garlic Mustard	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Giant Reed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Himalayan Blackberry	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Poison Hemlock	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Cheatgrass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Tamarisk	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Mile-A-Minute Weed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Reed Canary Grass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Other:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Birdfoot Trefoil	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Common Reed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Other:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Canada Thistle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Leafy Spurge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Other:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

PLOT COORDINATES

Provide GPS coordinates at the center of the Buffer Plot (#3) at the far end of each Buffer Transect and for the Buffer Plot at the AA CENTER. Indicate the location of the plot coordinates by filling in the appropriate bubble.

If Buffer Plot 3 can not be accessed, take the coordinates at the nearest practicable location ALONG THE TRANSECT. This is important because all Buffer Plots are centered on the Buffer Transects and the coordinates will indicate the location of the transect. Fill in the "nearest practicable location" bubble, fill in the flag box, and describe where the coordinates were taken and why in the comment section below. The coordinates of the nearest practicable location can be either placed as close to the center of Plot 3 as possible or at the center of the last accessible Buffer Plot.

Location of coordinates (choose one):

☐ AA CENTER ☐ N3 ☐ S3 ☐ E3 ☐ W3 ☐ Nearest practicable location (flag and comment below)

Flag

Latitude North 41.47702 Longitude West 081.82679

Use Decimal Degrees; NAD83

Flag Comments

7966623548

Buffer Sample Points - Targeted Alien Species 05/27/2011

DATE:















































































































○ AA Center ○ N ○ S ● E ● W ○ Plot 1 ○ Plot 2 ○ Plot 3

○ AA Center ○ N ○ S ● E ● W

○ Plot 1 ○ Plot 2 ○ Plot 3

Fill in bubbles for all that apply: Canopy Type: D = Deciduous; E = Evergreen; Leaf Type: B = Broadleaf; N = Needle Leaf; Absent: No tree canopy.

Fill in bubbles for all that apply: Canopy Type: D = Deciduous, E = Evergreen, Leaf Type: B = Broadleaf, N = Needle Leaf, Absent: No tree canopy
Strata Section: Fill in appropriate cover class bubble for each strata type for each plot. 0 = Absent, 1 = Sparse (<10%), 2 = Moderate (10-40%), 3 = Heavy (40-75%), 4 = Very Heavy (>75%)

Plot 1	Canopy Type:                                        	Leaf Type:                                        		Flag
	Canopy Type:                              			

[illegible]

Stressor Presence/Absence - Confirm that a filled data bubble indicates presence and an unfilled bubble indicates absence by filling this bubble.

Residential and Urban Stressors	Hydrology Stressors	Agricultural & Rural Stressors
---------------------------------	---------------------	--------------------------------

Fill bubble if present - Plot	1	2	3	Flag
Fill bubble if present - Plot	1	2	3	Flag
Fill bubble if present - Plot	1	2	3	Flag
Fill bubble if present - Plot	1	2	3	Flag

Road - gravel			O	O	O		Ditches, Channelization	O	O	O	Pasture/Hay			O	O	O
---------------	--	--	---	---	---	--	-------------------------	---	---	---	-------------	--	--	---	---	---

Road - two lane	0	0	0		Dike/Dam/Road/RR Bed (IMPEDE FLOW)	0	0	0		Range	0	0	0
-----------------	---	---	---	--	---------------------------------------	---	---	---	--	-------	---	---	---

Road - four lane	O	O	O		Water Level Control Structure	O	O	O		Row Crops	O	O	O		Follow Field Access Points
------------------	---	---	---	--	-------------------------------	---	---	---	--	-----------	---	---	---	--	----------------------------

[illegible][illegible]

Lawn/Park		0	0	0	(UNVEGETATED)		Nursery		0	0	0
Sprinkler Residential		0	0	0	Soil Loss/Roof Exposure		Daily		0	0	0

[illegible][illegible][illegible][illegible][illegible][illegible]

Industrial Development Stressors	Habitat/Vegetation Stressors
----------------------------------	------------------------------

Fill bubble if present - Plot				1	2	3	Flag
Fill bubble if present - Plot				1	2	3	Flag

Oil Drilling	0	0	0		Forest Clear Cut	0	0	0		Herbicide Use	0	0	0
--------------	---	---	---	--	------------------	---	---	---	--	---------------	---	---	---

[illegible][illegible]

Mine (underground)						
Tree Canopy Herbivory						
Soil Compaction						

[illegible][illegible][illegible][illegible]

Flag codes: K = No measurement made, U = Suspect measurement, F1, F2, etc. = misc. flags assigned by each field crew.

2428168304

Reviewed by (Initial): _____

DATE: 07 / 13 / 2011

Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Eurasian Watermilfoil	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Purple Loosestrife	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Johnson Grass	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Water hyacinth	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Knotweed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Kudzu	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Yellow Floating Heart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Japanese Knotweed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Multiflora Rose	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Giant Salvinia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Perennial Pepperweed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Common Buckthorn	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Giant Reed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Himalayan Blackberry	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Poison Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Cheatgrass	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tamarisk	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Mile-A-Minute Weed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Reed Canary Grass	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Birdsfoot Trefoil	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Common Reed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Leafy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
										Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

7966623548

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial):

Site ID: PCAP R2 1150

DATE: 07/13/2011

Location:

☐ AA Center
 ☐ N
 ☐ S
 ☒ E
 ☐ W

Fill in bubble(s) if plot(s) could not be sampled and flag →

☐ Plot 1

 ☐ Plot 2

 ☐ Plot 3

Buffer Natural Cover Strata

Fill in bubbles for all that apply: Canopy Type: D = Deciduous; E = Evergreen. Leaf Type: B = Broadleaf; N = Needle Leaf. Absent: No tree canopy.

Strata Section: Fill in appropriate cover class bubble for each strata type for each plot. 0 = Absent; 1 = Sparse (<10%); 2 = Moderate (10-40%); 3 = Heavy (40-75%); 4 = Very Heavy (>75%)

Buffer Plot 1	Canopy Type: <input type="radio"/> D <input type="radio"/> E	Absent: <input type="radio"/>	Leaf Type: <input type="radio"/> B <input type="radio"/> N	Flag	Buffer Plot 2	Canopy Type: <input type="radio"/> D <input type="radio"/> E	Absent: <input type="radio"/>	Leaf Type: <input type="radio"/> B <input type="radio"/> N	Flag	Buffer Plot 3	Canopy Type: <input type="radio"/> D <input type="radio"/> E	Absent: <input type="radio"/>	Leaf Type: <input type="radio"/> B <input type="radio"/> N	Flag
Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Herbs, Forbs and Grasses	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Herbs, Forbs and Grasses	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Herbs, Forbs and Grasses	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Bare ground	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Bare ground	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Bare ground	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Litter, duff	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Litter, duff	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Litter, duff	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Rock	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Rock	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Rock	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Water	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Water	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Water	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Submerged Vegetation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Submerged Vegetation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Submerged Vegetation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			

Stressor Presence/Absence - Confirm that a filled data bubble indicates presence and an unfilled bubble indicates absence by filling this bubble. ●

Residential and Urban Stressors					Hydrology Stressors					Agricultural & Rural Stressors				
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Ditches, Channelization	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Pasture/Hay	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Road - two lane	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Range	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Road - four lane	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Water Level Control Structure	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Row Crops	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Parking Lot/Pavement	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Excavation, Dredging	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Fallow Field (RECENT-RESTING ROW CROP FIELD)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Golf Course	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Fill/Spoil Banks	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Lawn/Park	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Nursery	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Suburban Residential	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Soil Loss/Root Exposure	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Dairy	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Urban/Multifamily	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Wall/Riprap	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Orchard	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Landfill	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Inlets, Outlets	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Confined Animal Feeding	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Dumping	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Rural Residential	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Trash	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Impervious surface input (SHEETFLOW)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Gravel Pit	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Irrigation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			

Industrial Development Stressors					Habitat/Vegetation Stressors									
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Oil Drilling	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Forest Clear Cut	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Herbicide Use	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Gas Wells	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Forest Selective Cut	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Mowing/Shrub Cutting	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Mine (surface)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Tree Plantation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Trails	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Mine (underground)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Tree Canopy Herbivory (INSECT)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Soil Compaction (ANIMAL OR HUMAN)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Military	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Shrub Layer Browsed (WILD OR DOMESTIC)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Offroad vehicle damage	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Highly Grazed Grasses (OVERALL <3" HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Soil erosion (FROM WIND, WATER OR OVERUSE)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Recently Burned Forest Canopy	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Recently Burned Grassland (BLACKENED)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			

Flag codes: K = No measurement made, U = Suspect measurement, F1, F2, etc. = misc. flags assigned by each field crew. Explain all flags in comment section on the back of this form

2428168304

FORM B-1: BUFFER SAMPLE PLOTS - TARGETED ALIEN SPECIES (Back)

Reviewed by (Initial): _____

Site ID: PCP RR 1150

DATE: 07/13/2011

Confirm a filled data bubble indicates presence and an unfilled bubble indicates absence by filling in this bubble

Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Eurasian Watermilloil	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Purple Loosestrife	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Johnson Grass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Water hyacinth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Knotweed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Kudzu	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Yellow Floating Heart	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Japanese Knotweed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Muliflora Rose	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Giant Salvinia	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Perennial Pepperweed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Common Buckthorn	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Garlic Mustard	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Giant Reed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Himalayan Blackberry	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Poison Hemlock	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Cheatgrass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Tamansk	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Mile-A-Minute Weed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Reed Canary Grass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Other:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Birdfoot Trefoil	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Common Reed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Other:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Canada Thistle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Leafy Spurge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Other:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

Provide GPS coordinates at the center of the Buffer Plot (#3) at the far end of each Buffer Transect and for the Buffer Plot at the AA CENTER. Indicate the location of the plot coordinates by filling in the appropriate bubble.

If Buffer Plot 3 can not be accessed, take the coordinates at the nearest practicable location ALONG THE TRANSECT. This is important because all Buffer Plots are centered on the Buffer Transects and the coordinates will indicate the location of the transect. Fill in the "nearest practicable location" bubble, fill in the flag box, and describe where the coordinates were taken and why in the comment section below. The coordinates of the nearest practicable location can be either placed as close to the center of Plot 3 as possible or at the center of the last accessible Buffer Plot.

Location of coordinates (choose one):

☐ AA CENTER ☐ N3 ☐ S3 ☐ E3 ☒ W3 ☐ Nearest practicable location (flag and comment below)

Flag

Latitude North

41.47701

Longitude West

081.82810

Use Decimal Degrees: NAD83

Flag

Comments

7966623548

Buffer Sample Points - Targeted Alien Species 05/27/2011

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP RR 1150DATE: 07/13/2011

Location:

☐ AA Center ☒ N ☐ S ☐ E ☐ W

Fill in bubble(s) if plot(s) could not be sampled and flag →

☐ Plot 1 ☐ Plot 2 ☒ Plot 3

2

Buffer Natural Cover Strata

Fill in bubbles for all that apply: Canopy Type: D = Deciduous; E = Evergreen. Leaf Type: B = Broadleaf; N = Needle Leaf. Absent: No tree canopy.

Strata Section: Fill in appropriate cover class bubble for each strata type for each plot. 0 = Absent; 1 = Sparse(<10%); 2 = Moderate(10-40%); 3 = Heavy (40-75%); 4 = Very Heavy (>75%)

Buffer Plot 1	Canopy Type: <input checked="" type="radio"/> D <input type="radio"/> E	Absent: <input type="radio"/>	Leaf Type: <input checked="" type="radio"/> B <input type="radio"/> N	Flag	Buffer Plot 2	Canopy Type: <input checked="" type="radio"/> D <input type="radio"/> E	Absent: <input type="radio"/>	Leaf Type: <input checked="" type="radio"/> B <input type="radio"/> N	Flag	Buffer Plot 3	Canopy Type: <input type="radio"/> D <input type="radio"/> E	Absent: <input type="radio"/>	Leaf Type: <input type="radio"/> B <input type="radio"/> N	Flag
Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>		
Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>		
Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>		
Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>		
Herbs, Forbs and Grasses	<input type="radio"/> 0 <input type="radio"/> 1 <input checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Herbs, Forbs and Grasses	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Herbs, Forbs and Grasses	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>		
Bare ground	<input type="radio"/> 0 <input type="radio"/> 1 <input checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Bare ground	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4	<input type="radio"/>			Bare ground	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>		
Litter, duff	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Litter, duff	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Litter, duff	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>		
Rock	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Rock	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Rock	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>		
Water	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Water	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Water	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>		
Submerged Vegetation	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Submerged Vegetation	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Submerged Vegetation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>		

Stressor Presence/Absence - Confirm that a filled data bubble indicates presence and an unfilled bubble indicates absence by filling this bubble. ●

Residential and Urban Stressors					Hydrology Stressors					Agricultural & Rural Stressors				
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Ditches, Channelization	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Pasture/Hay	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Road - two lane	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Range	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Road - four lane	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Water Level Control Structure	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Row Crops	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Parking Lot/Pavement	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Excavation, Dredging	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Fallow Field (RECENT-RESTING ROW CROP FIELD)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Golf Course	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Fill/Spoil Banks	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Lawn/Park	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Nursery	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Suburban Residential	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Soil Loss/Root Exposure	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Dairy	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Urban/Multifamily	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Wall/Riprap	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Orchard	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Landfill	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Inlets, Outlets	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Confined Animal Feeding	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Dumping	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Rural Residential	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Trash	<input checked="" type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2				Impervious surface input (SHEETFLOW)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Gravel Pit	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Irrigation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			

Industrial Development Stressors					Habitat/Vegetation Stressors									
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Oil Drilling	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Forest Clear Cut	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Herbicide Use	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Gas Wells	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Forest Selective Cut	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Mowing/Shrub Cutting	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Mine (surface)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Tree Plantation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Trails	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Mine (underground)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Tree Canopy Herbivory (INSECT)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Soil Compaction (ANIMAL OR HUMAN)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Military	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Shrub Layer Browsed (WILD OR DOMESTIC)	<input checked="" type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2				Offroad vehicle damage	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Highly Grazed Grasses (OVERALL <3" HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Soil erosion (FROM WIND, WATER OR OVERUSE)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Recently Burned Forest Canopy	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Recently Burned Grassland (BLACKENED)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			

Flag codes: K = No measurement made, U = Suspect measurement, F1,F2, etc. = misc. flags assigned by each field crew. Explain all flags in comment section on the back of this form

2428168304

FORM B-1: BUFFER SAMPLE PLOTS - TARGETED ALIEN SPECIES (Back)

Reviewed by (Initial):

Site ID: PCAP RR 1150

DATE: 07/13/2011

Confirm a filled data bubble indicates presence and an unfilled bubble indicates absence by filling in this bubble

Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Eurasian Watermilloil					Purple Loosetife					Johnson Grass				
Water hyacinth					Knotweed					Kudzu				
Yellow Floating Heart					Japanese Knotweed					Muliflora Rose				
Giant Salvinia					Perennial Pepperweed					Common Buckthorn				
Garlic Mustard					Giant Reed					Himalayan Blackberry				
Poison Hemlock					Cheatgrass					Tamarisk				
Mile-A-Minute Weed					Reed Canary Grass					Other:				
Birdfoot Trefoil					Common Reed					Other:				
Canada Thistle					Leafy Spurge					Other:				

PLOT COORDINATES

Provide GPS coordinates at the center of the Buffer Plot (#3) at the far end of each Buffer Transect and for the Buffer Plot at the AA CENTER. Indicate the location of the plot coordinates by filling in the appropriate bubble.

If Buffer Plot 3 can not be accessed, take the coordinates at the nearest practicable location ALONG THE TRANSECT. This is important because all Buffer Plots are centered on the Buffer Transects and the coordinates will indicate the location of the transect. Fill in the "nearest practicable location" bubble, fill in the flag box, and describe where the coordinates were taken and why in the comment section below. The coordinates of the nearest practicable location can be either placed as close to the center of Plot 3 as possible or at the center of the last accessible Buffer Plot.

Location of coordinates (choose one):

☐ AA CENTER
 ☐ N3
 ☐ S3
 ☐ E3
 ☐ W3
 ☒ Nearest practicable location (flag and comment below)

Flag

Latitude North 41.47768 Longitude West 081.82698

Use Decimal Degrees; NAD83

Flag

Comments

1 Buffer plot 1 on edge of road - some of the plot
 2 Buffer plot 3 could not be sampled b/c it ends off of part
 3 Nearest practicable location b/c Buffer Plot 3 could not be sampled
 4PS pts taken at Buffer Plot 2

7966623548

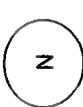
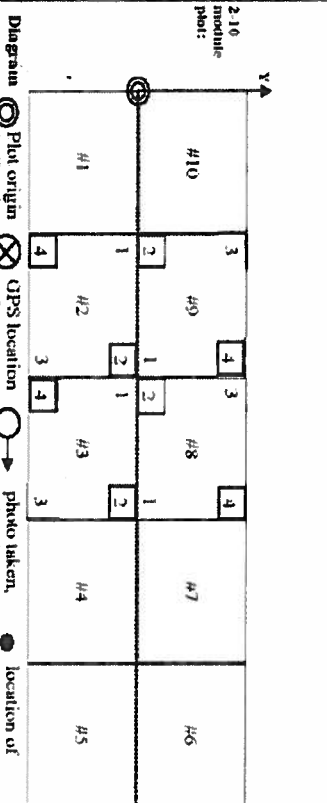
Buffer Sample Points - Targeted Alien Species 05/27/2011

GENERAL INFORMATION			
Project Label: PCAP			
Project Name:			
Plot Name:			
Plot No.: 1150			
<input type="checkbox"/> Level 4 (no nested corners sampled) <input checked="" type="checkbox"/> Level 5 (nested corners sampled)			
Date (mm/dd/yyyy): / /			
End date (if > 1 day): / /			
Party		Role**	
		Plot leader	
** Roles: Co-leader, Asst. Guide, Owner, Taxonomist, etc.			
PLOT NOT SAMPLED: <input type="checkbox"/> Other			
<input type="checkbox"/> Perm. water <input type="checkbox"/> Paved <input type="checkbox"/> Slope <input type="checkbox"/> Safety			
SAMPLING QUALITY*			
Effort Level:		subjective evaluation of	
<input type="checkbox"/> Very thorough <input type="checkbox"/> Accurate <input type="checkbox"/> Hurried		how much effort put into sampling. Hurried plots may still provide good data	
TAXONOMIC ACCURACY			
	high	modera.	low
vascul.			n/a
hryo			
lichen			
TAXONOMIC STANDARD			
Authority: G&C		Pub Date: 1998	

Minimum required fields in Bold and Underlined

LOCATION	
State: OH	County:
Quadrangle:	
Local Place Names:	
Landowner:	
X-axis Bearing of plot: [115] °	
Data Confidentiality:	
Check one: <input type="checkbox"/> Public data <input type="checkbox"/> Private Data	
<input type="checkbox"/> Fuzz 100m <input type="checkbox"/> Fuzz 250m <input type="checkbox"/> Fuzz 500m	
Reason:	
If data not public why?	
Source of coordinates <input type="checkbox"/> MAP <input checked="" type="checkbox"/> GPS	
GPS location in plot x=0 to 5, y=-1,0,+1):	
x =	y = (base of plot x=0, y=0)
Coordinate system:	
<input checked="" type="checkbox"/> Lat/Long <input type="checkbox"/> UTM <input type="checkbox"/> StatePlane <input type="checkbox"/> Other (specify)	<input checked="" type="checkbox"/> deg <input type="checkbox"/> deg min <input type="checkbox"/> m <input type="checkbox"/> ft <input type="checkbox"/>
Datum: <input checked="" type="checkbox"/> NAD83/WGS84 <input type="checkbox"/> NAD27	
Latitude:	
Longitude:	
Coord. Accuracy: <input type="checkbox"/> m <input type="checkbox"/> ft +-	
GPS File Name: 1150A	
Plot size for cover data: 0.1 (hectares)	
<input type="checkbox"/> Stems not sampled on this plot <input type="checkbox"/> Stems absent <input type="checkbox"/> Stems present Plot size stems: (ha)	
Depth: (1-5):	
Intensive modules: 2, 3, 8, 9 (EDIT IF MODIFIED)	
Camera No.: _____	
Photo Nos.: _____	

*Definitions and values in CM PCAP FOM v. 1.0 and CVS Field Guide

	
	
Plot placement: <input type="checkbox"/> Representative <input type="checkbox"/> GRTS <input type="checkbox"/> Random <input type="checkbox"/> Stratified Random	
<input type="checkbox"/> Transect component <input type="checkbox"/> Systematic (grid) <input type="checkbox"/> Capture specific feature <input type="checkbox"/> Other	
NOTES: Include Layout (any unusual shape details), Location (directions and landscape content), Rationale (why here), and Veg Characterization (description of community, dominants, strata, BROWSE). Additional notes in space on back.	
Retinicle - The GRTS point leads in a homogeneous maple oak forest. The plot is laid out the only way it will fit with out being too steep or crosshatched boundaries. - 2x5 plot layout	

OVER

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Project Label: _____ PCAP _____

Project Name: _____

Plot No.: _____

CLASSIFICATION

(FIT = excellent, good, fair, poor, CONF = high, med, low)

Fit and Confidence

Hydrogeomorphic class (WETLANDS ONLY):

- ☐ DEPRESSION
☐ IMPOUNDMENT ☐ Beaver ☐ Human
☐ RIVERINE ☐ Headwater ☐ Mainstem ☐ Channel
☐ SLOPE (ground water hydrology or on a physical slope)
☐ FRINGING ☐ Reservoir ☐ Natural Lake
☐ COASTAL (specify subclass)
☐ BOG (strongly, moderately, weekly ombrotrophic)

Ohio EPA VIBI Plant Community Class (WETLANDS ONLY):

- ☐ FOREST ☐ swamp forest ☐ bog forest ☐ forest seep
☐ EMERGENT ☐ marsh ☐ wet meadow ☐ open bog
☐ SHRUB ☐ shrub swamp ☐ tall sh. bog ☐ tall sh. fen

MODIFIED NATURESERVE CLASS*

CODE (on separate form):
 COMMUNITY NAME:

LANDFORM TYPE*:

HOMOGENEITY

- ☐ Homogeneous
☐ Compositional trend across the plot
☐ Conspicuous inclusions
☐ Irregular/pattern mosaic

Additional notes & diagrams: (Representativeness of plot to the stand, successional status, maturity, etc.)

STAND SIZE

- ☐ > 1,000 x plot size
☐ > 100 x plot size
☐ 10-100 x plot size
☐ 3-10 x plot size
☐ 1-3 x plot size
☐ < plot size

DRAINAGE*

- ☐ Excessively drained
☐ Somewhat excessively
☐ Well drained
☐ Moderately well dr.
☐ Somewhat poorly dr.
☐ Very poorly dr.
☐ Impermeable surface

SALINITY*

- ☐ Saltwater
☐ Brackish
☐ Fresh
☐ Upland (n/a)

DISTURBANCES

type*	severity**	yrs ago	% of plot	description
Human				
Natural				
Fire				
Cut				
Animal				
Other				

**L=low, ML=med low, M=med, MH=med high, H=high, VH=very high

Current Land Use:

Former Land Use:

HYDROLOGIC REGIME*

- ☐ Upland (seldom flooded)
☐ Intermittently/seasonally saturated
☐ Intermittently flooded
☐ Semipermanently flooded
☐ Permanently flooded
☐ Permanently/Semipermanent. saturated
☐ Tidal/Seiche flooded daily
☐ (dry <1/yr, seldom flooded)
☐ Tidal/Seiche flooded monthly
☐ Occasionally flooded (<1/yr)
☐ Tidal/Seiche flooded irregular
☐ Temporarily flooded
☐ (e.g. wind, storms)
☐ Unknown

Park at Dog Park, Next to Treatment Plant

2011 Budget Worksheet

Account	2008 Actual	2009 Actual	2010 Budget	Carry Over/Adjs	2010 Year to Date	2011 Proposed	2011 Budget
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Manager's Signature _____

Date _____