

## CLEVELAND METROPARKS Plant Community Assessment Program: Quality Control Form



Project Label: \_\_\_\_\_

PCAP

Plot No: 1256Date Sampled: 7-30-12Lead: Eisenbach8/2/12

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 checked="" 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 checked="" type="radio"/> Y	<input type="radio"/> N	
Vouchers labeled on collection bag	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Pink flags removed	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Data sheet QA before leaving site?	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Common equipment returned to tub.	<input type="radio"/> Y	<input type="radio"/> N	
Data sheets scanned?			Enter date to left <u>8/3/12</u>
Final data sheets scanned?			Enter date to left
Buffer Widths measured?	<input checked="" type="radio"/> Y	<input type="radio"/> N	<u>NZ 6/29/12</u>
Web Soil Survey	<input checked="" type="radio"/> Y	<input type="radio"/> N	<u>8/3/12</u>
Voucher Location	Refrigerator	<input type="radio"/> Y <input type="radio"/> N	
(# vouchers collected)	Press (#)		Enter number to left
<u>86</u>	Drier	<input type="radio"/> Y <input type="radio"/> N	
<u>543-545</u>	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 checked="" 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

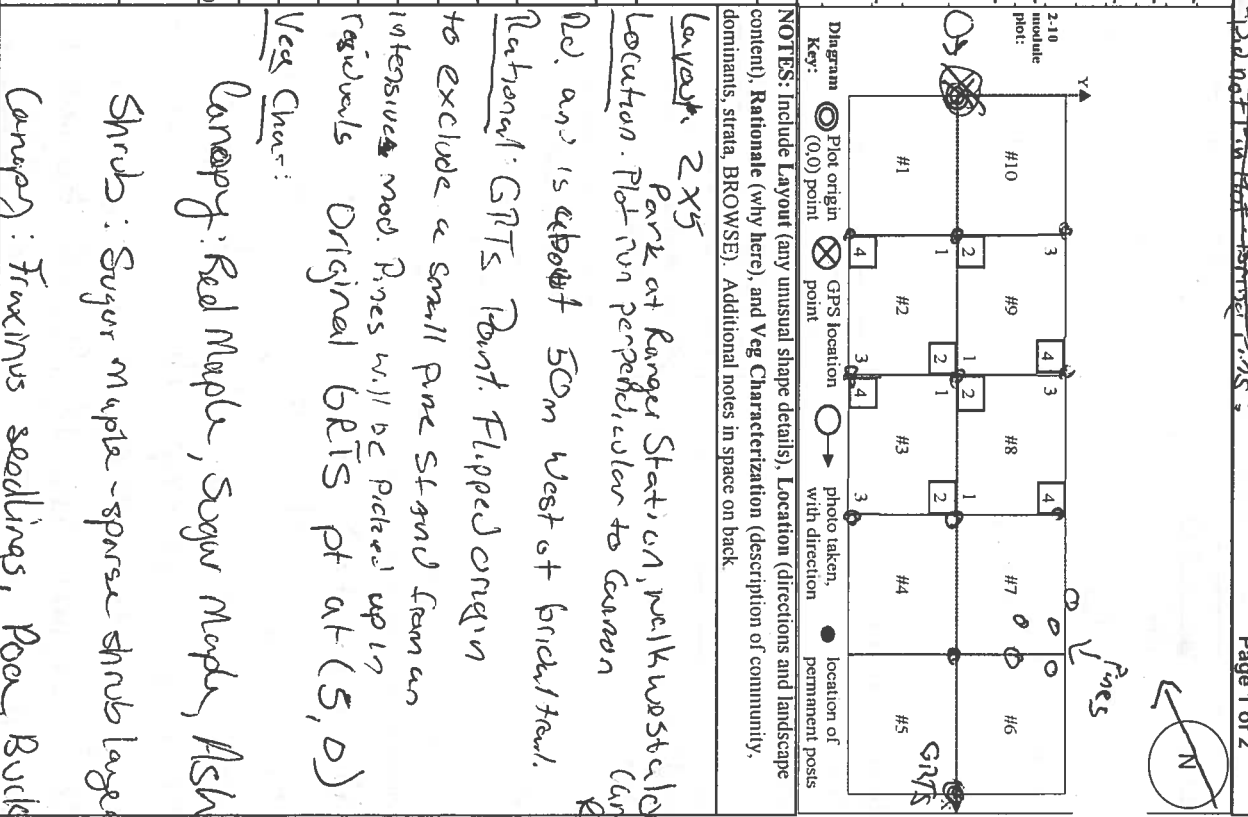
## Additional Comments:

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# CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

<b>GENERAL INFORMATION</b>	
Project Label:	PCAP
Project Name:	01SC12012
Plot Name:	Case of the Mondays
Plot No.:	1256
<input type="checkbox"/> Level 4 (no nested corners sampled) <input checked="" type="checkbox"/> Level 5 (nested corners sampled)	
Date (mm/dd/yyyy):	7/30/2012
End date (if > 1 day):	/ /
Party:	Role**
S. Eisenbach	Plot leader
E. Rucker	Asst.
T. Kistler	Asst.
** Roles: Co-leader, Asst., Guide, Observer, Taxonomist, etc.	
<b>PLOT NOT SAMPLED:</b> <input type="checkbox"/> Other	
<input type="checkbox"/> Perm. water <input type="checkbox"/> Paved <input type="checkbox"/> Slope <input type="checkbox"/> Safety	
<b>SAMPLING QUALITY*</b>	
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	
<b>TAXONOMIC ACCURACY</b>	
high	moderate
low	not simpl
vascul.	n/a
bryo	✓
lichen	✓
<b>TAXONOMIC STANDARD</b>	
Authority:	G&C Pub Date: 1998

<b>LOCATION</b>	
State:	OH
County:	Cuyahoga
Quadrangle:	Chagrin Falls
Local Place Names:	Parish Ranger Station, White Rock, Cannon Run
Landowner:	CM
Data Confidentiality:	<input checked="" type="checkbox"/> Public data <input type="checkbox"/> Private Data
Check one:	<input checked="" 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
Coordinate system:	<input checked="" type="checkbox"/> Lat/Long <input type="checkbox"/> UTM <input type="checkbox"/> StatePlane <input type="checkbox"/> deg <input type="checkbox"/> deg min
Other (specify):	<input type="checkbox"/> m <input type="checkbox"/> ft <input type="checkbox"/>
Datum:	<input checked="" type="checkbox"/> NAD83/WGS84 <input type="checkbox"/> NAD27
GPS location in plot x=0 to 5, y=1.0, +1):	
x = 0 y = 0 (base of plot x=0, y=0)	
Latitude:	41.410947
Longitude:	81.42554
Coord. Accuracy:	6 m or 1.7 + -
GPS File Name:	1256A
Plot size for cover data:	0.1 (hectares)
X-axis Bearing of plot:	202°
Depth: (1-5):	4
Intensive modules:	2, 3, 8, 9 (EDIT IF MODIFIED)
Camera No.:	2
Photo Nos.:	02-2010
Plot Placement:	<input checked="" type="checkbox"/> GRTS <input type="checkbox"/> Representative
<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	



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

## Project Label:

Project name: 01562012

Plot no.: 256

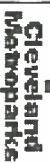
12

**Intensive modules:**

Plot configuration:

5X2

Plot area (ha): 0.1



**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	C	Voucher #	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov
6	2				8	<i>Prunus serotina</i>			4	6	3		2	3	2		2	5	2	2	2	2	2	2	2	2
8	1				10	<i>Acer rubrum</i>			4	4	4		4	4	4		4	5	4	3	3	3	3	3	3	3
	6				5	<i>Frexinus</i> sp. (seedlings)			4	7	3		4	2	3		2	4	2	3	2	2	2	2	2	2
	2					<i>Polygonum</i> <del><i>cespitatum</i></del> <sup>2d3</sup> <del>10092</del>		SRT 513	4	2	2		1	2			2	2	2	2	2	2	2	2	2	2
	3					<i>Carex stricta</i>			4	3	2				2		2	2	2	2	2	2	2	2	2	2
	3				4	<i>Crataegus</i> sp.			4	2			-	2			2	2	2		2	2	2	2	2	2
	2				8	<i>Ulmus</i> sp. (seedlings)			3	2			-	2			2	2	2		2	2	2	2	2	2
	2					<i>Toxicodendron radicans</i>			2	2	2		2	2	2		4	2	2		2	2	2	2	2	2
	2				8	<i>Rhamnus frangula</i>			2	2	2		-	2			2	2	2		2	2	2	2	2	2
	1					<i>Acer</i> sp. (seedlings)			2	1			-	1				1	1		2	2	2	2	2	2
	2				9	<i>Aster lateriflorus</i>			2	2	2						-	1	2		2	2	2	2	2	2
	4					<i>Poa</i> sp. (no seed)		SRT 515	3	3	2		-	2			2	2	2		2	2	2	2	2	2
	2					<i>Cinna canadensis</i>			1	2							2	2	2		2	2	2	2	2	2
	2					<i>Lernaea virginica</i>					2			2				2	2		2	2	2	2	2	2
	2					<i>Polygonum virginicum</i>					2			2				2	2		2	2	2	2	2	2
	1					<i>Eragrostis horridula</i>				2				2				2	2		2	2	2	2	2	2
	1					<i>Arisaema triphyllum</i> sp.			1	1			2	1				3	4		2	2	2	2	2	2
	2				10	<i>Rodalia pseudocatalpa</i>			1	1			2	1			3	4	2		2	2	2	2	2	2
	2					<i>Acer saccharum</i>			1	2			4	7	4		3	4	2		2	2	2	2	2	2
	2					<i>Ligustrum vulgare</i>			1	2							2	2	2		2	2	2	2	2	2
	2					<i>Moss</i> sp.							1	2				2	2		2	2	2	2	2	2
	4					<i>Vitis riparia</i>							1	4			4	6	2		4	4	4	4	4	4
	7					<i>Fraxinus americana</i> (tree)											4	6	2		4	4	4	4	4	4
	2					<i>Glycyrrhiza striata</i>												2	2		2	2	2	2	2	2
	1					<i>Hesperis virginiana</i>												2	2		2	2	2	2	2	2

25. 25

Deer gun





# CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet



Project Label: PCAP

Project Name: W15L20412

Plot No.: 1256

Page: 1 of 3

Explain subsample (additional room on back):

mod #	species	C	voucher#	# stems 0-1.4m browsed	% sub or super sample	# shrub clumps	size class (cm) woody stems >1.4m										11 >40 (record each tree)	
							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		
1	<i>Fraxinus americana</i>																	
1	Standing dead																	
1	<i>Acer rubrum</i>																	
1	<i>Rhamnus <del>officinalis</del> fecundula</i>			☒ ☒		28												
1	<i>Rubus</i> sp.					1												
1	<i>Berberis thunbergii</i>					3												
1	<i>Crataegus</i> sp.																	
2	<i>Acer rubrum</i>																	
2	<i>Prunus serotina</i>																	
2	<i>Acer saccharum</i>																	52.8
2	<i>Rhamnus <del>officinalis</del> fecundula</i>			☒		4												
2	<i>Erwinia</i> sp.																	
2	<i>Ligustrum vulgare</i>																	
2	<i>Rubus</i> sp.																	
3	<i>Acer rubrum</i>																	
3	<i>Acer saccharum</i>																	43.8, 46.7
2	<i>Robinia pseudoacacia</i>																	
3	<i>Robinia pseudoacacia</i>																	
4	<i>Acer rubrum</i>																	
4	<i>Vitis <del>sp.</del> vinifera</i>																	
4	<i>Fraxinus americana</i>																	56.6, 56.3
4	<i>Fagus grandifolia</i>																	
4	Standing dead																	50.4
4	<i>Acer saccharum</i>																	

# CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet



Project Label: PCAP

Project Name: 01 S 2012

Plot No.: 1256

Page: 2 of 3

Explain subsample (additional room on back):

mod #	species	c	voucher#	# stems 0-1.4m browsed	% sub or super sample	# shrub clumps	size class (cm) woody stems > 1.4m	1 0-1	2 1-2.5	3 2.5-4.5	4 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)
4	Acer platanoides																	
4	Ulmus rubra																	
5	Acer platanoides																	
5	Fraxinus americana																	43.5, 45.0
5	Acer saccharum																	
5	Ulmus rubra																	
5	Acer rubrum																	47.6
5	Standing dead																	
5	Lonicera morrowii					2												
5	Ligustrum vulgare																	
6	Fraxinus grandifolia																	
6	Standing dead																	
6	Acer saccharum																	
6	Acer rubrum																	
6	Lonicera morrowii																	
7	Pinus strobus																	48.2
7	Fraxinus americana																	
7	Fraxinus grandifolia																	
7	Acer rubrum																	
7	Toxicodendron radicans																	
7	Standing dead																	
7	Prunus serotina																	
8	Acer rubrum																	
8	Acer saccharum																	

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combin

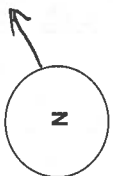
measured at 1.5 knots  $\angle \angle \angle \angle \angle$

Project Label: PCAP

Project Name: DLSC2012Plot No.: 1256Date: 30 July 2012

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

\* If Ash Condition scores 5 (dead) provide breakup score (A-E)  
 Count EAB exit holes 1.25m<sup>2</sup> x 21.5m  
 Woodpecker and epicormic marked present (1) or absent (0)



\*\*\* Change intensive module numbers when necessary

Baseline	
9	8
2	3

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





**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 # 3 (one per entire plot)

5 cm	matrix color	<u>10YR 4/2</u>
	mottle color	<u>N/A</u>
	%mottle	<u>N/A</u>
	oxid roots	<u>Y</u> <u>(R)</u>
	texture*	<u>1</u>
	redox features**	<u>Y</u> <u>(R)</u>
	hydr cond ***	<u>1 S M (D)</u>
20 cm	matrix color	<u>2.5Y 4/4</u>
	mottle color	<u>N/A</u>
	%mottle	<u>N/A</u>
	oxid roots	<u>Y</u> <u>(R)</u>
	texture*	<u>1</u>
	redox features**	<u>Y</u> <u>(R)</u>
	hydr cond ***	<u>1 S M (D)</u>

\* 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)

No castings  
of earthworms  
present

Soil Collection Module/Horizon (A, B, C)	<u>A</u>
2,3,8,9 compasted	
Soil Series Type	<u>Madsworth silt loam</u>
Soil Series Source	<u>Ohio Soil Survey</u>
Landform type	<u>Knots</u>
Depth to rest layer	<u>&gt;80"</u>
Parent Material	<u>Till</u>

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

SE 8/31/12

**SOIL DEPTH MEASUREMENT:** 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)	water depth (cm)	depth sat soil (cm)
2	3.5	3.5	0	>30
3	3.0	3.0	0	730
8	4.0	4.0	0	>30
9	4.5	4.5	0	>30

EARTH SURFACE & GROUND COVER			
Underlying Earth Surface*	percent	Ground Cover	percent
(Sum = 100%)		(Each ≤ 100%)	
Histosol	0	Coarse Woody Debris***	0
Mineral Soil	99	Fine Woody Debris****	5
Gravel-Cobble*	1	Litter	95
Boulder**	0	Duff (Ferm + Humus)	0
Bedrock	0	Bryophyte Lichen	0
* Gravel-Cobble = 1/16-10"		Water	0
** Boulder = > 10 in		Bare Soil	0
*** > 5 cm in diameter		Road/Trail	0
**** < 5 cm in diameter		Other	0

TRAIL INFORMATION:	
record type and cover for each	
Type	%Cover
<input type="checkbox"/> All Purpose	
<input type="checkbox"/> Bridle	
<input type="checkbox"/> Hiking sanctioned	
<input type="checkbox"/> Boulding unsanctioned	
<input type="checkbox"/> Gravel	
<input type="checkbox"/> Deer	

no trails

**COVER BY STRATA**  
estimate using midpoints of 5, ex: 3, 8, 13 %

Strata	Height Range (m)	Total Cover (%)
Tree	<u>4.5</u>	<u>43</u>
Shrub	<u>1.5-5</u>	<u>3</u>
Herb	<u>4.5</u>	<u>13</u>
(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.

**STAND SIZE**

- ☐ >600 x plot size  
☐ > 100 x plot size  
☒ 10-100 x plot size  
☐ 3-10 x plot size  
☐ 1-3 x plot size  
☐ < plot size

## FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): \_\_\_\_\_

Site ID: PCAP SC 1256DATE: 07/30/2012

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(&lt;10%); 2=Moderate(10-40%); 3 = Heavy (40-75%); 4 = Very Heavy (&gt;75%)

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

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

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

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 (Front)

Reviewed by (Initial): \_\_\_\_\_

Site ID: PCAP SC1256

DATE: 07/30/2012

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 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 checked="" type="radio"/> D <input checked="" type="radio"/> E	Absent: <input type="radio"/>	Leaf Type: <input checked="" type="radio"/> B <input checked="" 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 checked="" type="radio"/> 4	<input type="radio"/>			Big Trees (>0.3m DBH)	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input 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"/>		
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 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 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 checked="" 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 checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" 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"/>		
Bare ground	<input type="radio"/> 0 <input checked="" 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 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 checked="" type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Litter, duff	<input type="radio"/> 0 <input type="radio"/> 1 <input checked="" 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 checked="" 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 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 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 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"/>		
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 checked="" 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"/>	<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"/>	2	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 checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	i
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 checked="" 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

Buffer Sample Plots 05/27/2011



## FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): \_\_\_\_\_

Site ID: PCAP SC 1256DATE: 02/30/2012

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 (&lt;10%); 2 = Moderate (10-40%); 3 = Heavy (40-75%); 4 = Very Heavy (&gt;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 checked="" 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

Buffer Sample Plots 05/27/2011

2428168304



## FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): \_\_\_\_\_

Site ID: PCAP SC 1256DATE: 07/30/2012

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 (&lt;10%); 2 = Moderate (10-40%); 3 = Heavy (40-75%); 4 = Very Heavy (&gt;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 checked="" type="radio"/> D <input type="radio"/> E	Absent: <input type="radio"/>	Leaf Type: <input checked="" type="radio"/> B <input type="radio"/> N	Flag
Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input checked="" 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 checked="" 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 checked="" 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 checked="" 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 checked="" 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 checked="" 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 checked="" 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 checked="" 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 checked="" 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 checked="" 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 checked="" 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 checked="" 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 checked="" 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 checked="" 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 checked="" 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 checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>		Bare ground	<input checked="" 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 checked="" 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 checked="" 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 checked="" 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 checked="" type="radio"/> 4	<input type="radio"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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"/>	<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 checked="" 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

Buffer Sample Plots 05/27/2011

2428168304

## FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): \_\_\_\_\_

Site ID: PCAP SC 1256DATE: 0.71.30.12.12

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(&lt;10%); 2=Moderate(10-40%); 3 = Heavy (40-75%); 4 = Very Heavy (&gt;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 checked="" type="radio"/> D <input type="radio"/> E	Absent: <input type="radio"/>	Leaf Type: <input checked="" 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 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 checked="" 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 checked="" 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"/>		
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 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 type="radio"/> 1 <input checked="" 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 checked="" 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 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 checked="" 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"/>		
Bare ground	<input checked="" 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 checked="" 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 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 checked="" type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Litter, duff	<input type="radio"/> 0 <input type="radio"/> 1 <input checked="" 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 checked="" 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 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 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 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"/>		
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 checked="" 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 <input type="radio"/> 3				Ditches, Channelization	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Pasture/Hay	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			
Road - two lane	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Range	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			
Road - four lane	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Water Level Control Structure	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Row Crops	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			
Parking Lot/Pavement	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Excavation, Dredging	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Fallow Field (RECENT-RESTING ROW CROP FIELD)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			
Golf Course	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Fill/Spoil Banks	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			
Lawn/Park	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Nursery	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			
Suburban Residential	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Soil Loss/Root Exposure	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Dairy	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			
Urban/Multifamily	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Wall/Riprap	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Orchard	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			
Landfill	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Inlets, Outlets	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Confined Animal Feeding	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			
Dumping	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Rural Residential	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			
Trash	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Impervious surface input (SHEETFLOW)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Gravel Pit	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Irrigation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			

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

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

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