

PCAP PLOT DATA QUALITY CONTROL

Project Label:	PCAP	Plot No:	103	Date Sampled:	6/15/11	Lead:	PS
Comment required if item answer is NO							
Parking/Access outside of Park Boundaries.		Y	N	If yes, write information in Comments section below			
Field journals completed		Y	N				
Site sketch made on 1:3000 map?		Y	N				
Check cover page	X-axis Bearing of plot recorded	Y	N				
	GPS coords. Recorded	Y	N				
	North direction recorded	Y	N				
	Photographs taken?	Y	N				
Plot No., Date agreement on all pages?		Y	N				
Header data completed all pages?		Y	N				
Cover classes recorded in all Intensive modules		Y	N				
Browse Level By Species		Y	N				
Woody stem quality control check		Y	N				
Invasive plant quality control check		Y	N				
Ash trees mapped		Y	N	NA			
Cover by Strata? (confirm cover type)		Y	N				
Soil samples collected?		Y	N				
Vouchers labeled on datasheet with initials and number		Y	N				
Vouchers labeled on collection bag		Y	N				
Data sheet QA before leaving site?		Y	N				
Data sheets scanned?		6/23/11		Enter date to left			
Final data sheets scanned?				Enter date to left			
Web Soil survey		Y	N				
Voucher Location	Refrigerator	Y	N				
(# vouchers collected)	Press (#)			Enter number to left			
	Drier	Y	N				
	Identified	Y	N				
	Mounted	Y	N				
	Thrown away	Y	N				

Was there a wetland at the point?:

Y N If NO, go to the next question. If YES, stop

Was there a wetland within 60m of this point?

Y N If NO, go to the next section. If YES, stop

Pick one of the next three options below:

- The soils ARE NOT hydric and the area at the point is
 - Developed with buildings, roads, pavement, fill
 - Farmed, turf
 - Other (specify)

- The soils ARE hydric and the area at the point is
 - Developed with buildings, roads, pavement, fill
 - Farmed, turf
 - Other (specify)

- No wetland determination can be made (explain below)

Additional Comments:

Buffer widths measured and entered - JEM 6/17/11

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Page 1 of 2

GENERAL INFORMATION			
Project Label:	PCAP		
Project Name:	<u>1103</u>		
Plot Name:	<u>The day after</u> <u>it stopped a cat</u>		
Plot No.:	<u>1103</u>		
Date (mm/dd/yyyy):	<u>06/15/2011</u>		
End date (if > 1 day):	<u>/ /</u>		
Party	Role**		
<u>1 STEVENS</u>	Plot Leader, <u>STEVENS</u>		
<u>2 BARTON</u>	Ass't Buffer		
<u>J MURPHY</u>	Scenes, <u>STEVENS</u>		
<u>A MACK</u>	<u>41</u>		
** Roles: Co-leader, Ass't, Guide, Owner, Taxonomist, etc.			
PLOT NOT SAMPLED:			
<input type="checkbox"/> Perm. water <input type="checkbox"/> Paved <input type="checkbox"/> Slope <input type="checkbox"/> Safety			
SAMPLING QUALITY*			
Effort Level: <input type="checkbox"/> Very thorough <input type="checkbox"/> Accurate <input type="checkbox"/> Hurried			
subjective evaluation of how much effort put into sampling. Hurried plots may still provide good data			
TAXONOMIC ACCURACY			
high	modera.	low	not samp
vascular	<u>/</u>		
bryo		<u>/</u>	
lichen			<u>/</u>
TAXONOMIC STANDARD			
Authority:	G&C Pub Date: 1998		
Minimum required fields in Bold and Underlined			

LOCATION	
State:	OH County: <u>CUYAHOGA</u>
Quadrangle:	<u>BEREA</u>
Local Place Names:	<u>W 130TH & BRAKE RD</u>
Landowner:	<u>CLE METROPARKS</u>
Data Confidentiality:	
Check one: <input checked="" 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 = <u>0</u> y = <u>0</u> (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"/> deg <input type="checkbox"/> deg min <input type="checkbox"/> Other (specify) <u>■ m □ ft</u>	
Datum:	<input checked="" type="checkbox"/> NAD83/WGS84 <input type="checkbox"/> NAD27
Latitude:	<u>41.29571</u>
Longitude:	<u>81.78210</u>
Coord. Accuracy:	<input type="checkbox"/> m <input type="checkbox"/> ft <u>+/- 1.7</u>
GPS File Name: <u>1103A</u>	
Plot size for cover data: <u>0.1</u> (hectares)	
<input type="checkbox"/> Stems not sampled on this plot <input type="checkbox"/> Stems absent	
Plot size stems:	<u>0.1</u> (ha)
Depth:	<u>4</u>
Intensive modules:	<u>2, 3, 8, 9</u> (EDIT IF MODIFIED)
Camera No.:	<u>3</u>
Photo Nos.:	<u>450, 451</u>

LOCATION - ca. 480 m NE of intersection of <u>W 130TH ST & BRAKE RD</u> ; in young successional woods E of residential property	
Layout - <u>2x5</u>	
Rationale - Agree with layout	
<u>VEG</u> - Successional woods with <u>Carya</u> canopy with scattered <u>Ulmus</u> and <u>Tilia</u> in subcanopy - canopy. Strong <u>Acer saccharum</u> shrub layer and subcanopy. This is a regenerating <u>Beech</u> - <u>maple</u> wood. Herb layer depauperate; current year's deer browse medium, but exp heavy browse apparent from years past (weak browse line visible at forest edge)	

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

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Project Label: PCAP

Project Name: ms 201

Plot No.: 2103 Page 2 of 2

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

BOG (strongly, moderately, weekly, ombrotrophic)

COASTAL (specify subclass)

Fit= Conf=

STAND SIZE	DISTURBANCES				
	type*	severity**	yrs ago	% of plot	description
<input type="checkbox"/> >1,000 x plot size	Human	<u>L</u>	<u>2</u>	<u>1-22</u>	<u>trash, near residential area</u>
<input type="checkbox"/> > 100 x plot size	Natural	<u>>1</u>	<u>1</u>	<u>1</u>	<u>trash & 23-61</u>
<input type="checkbox"/> 10-100 x plot size	Fire				
<input type="checkbox"/> 3-10 x plot size	Cut				
<input type="checkbox"/> 1-3 x plot size	Animal	<u>M</u>	<u>2</u>	<u>100</u>	<u>deer browse</u>
<input type="checkbox"/> < plot size	Other				

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

Former Land Use: PARCEL AND

Current Land Use: UNKNOWN (Possibly Farmland)

HYDROLOGIC REGIME*

SALINITY*

Upland (seldom flooded)

Intermittently/seasonally saturated

(seldom flooded)

Permanently/Semipermanently saturated

(dry <1/yr, seldom flooded)

Temporarily flooded

(dry <1/yr, seldom flooded)

Occasionally flooded (<1/yr)

(e.g. wind, storms)

Unknown

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

HOMOGENEITY

Homogeneous

Compositional trend across the plot

Conspicuous inclusions

Irregular/pattern mosaic

CLEVELAND METROPARKS Plant Community Assessment Program Species Cover Data Sheet

Project Label

Total modules: 10

Visual est. % open water entire site: 0 Visual est.

Project name: 3/MS
extensive modules: 4

Plot no.: 1103
configuration: 2 x 5
Visual est. % inv. ~~entire site~~: 2
P

Plot area (ha): 0.1 (

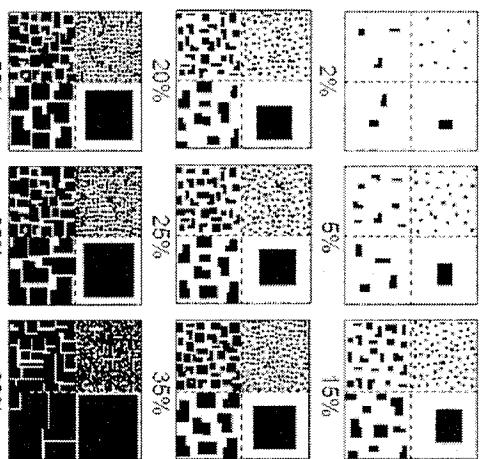
Cleveland
Metropolis

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

Strata - Cov. entire plot		Species		% Unveg. litter (bare litter)																				
T	S	H	(F)	(A)	Br	C	Voucher #	depth	cov															
7								7		7		1	6		1	9		1	9		1	9		
6	1							4	7			4	5	1	6							4	6	
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	2																							

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 areas.



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	75-99%	0.850
10	99-100%	0.975

BROWSE RATING NARRATIVE DESCRIPTION
LOW OR NONE there is no measurable browse line
AND there are very few or no plants 1-m nested quadat
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 reproduced but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse areas. For

normal in comparison to low browse areas. For example, trilliums may flower and fruit, but jewelweed and arrowroot viburnum exhibit greater 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

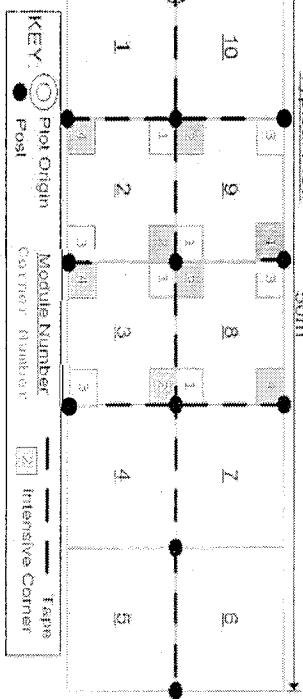
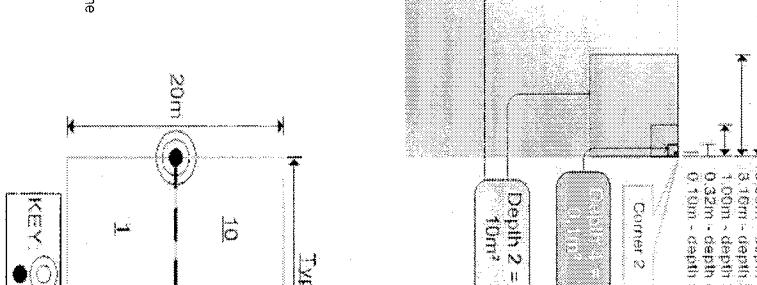
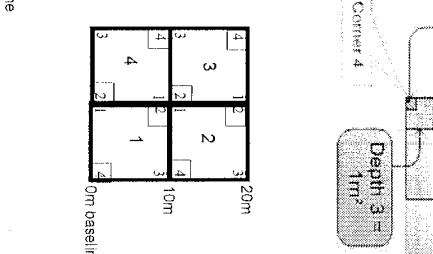
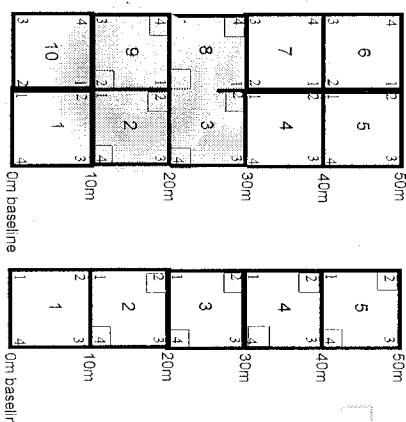
preferential browse and/or browse lines for some species of plants.

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.

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 Species Cover Data Sheet

Plot no.: 1103

Page 2 of 3

Project Label: PCAP

Project name: OMS201

Plot area (ha): 0.1

Total modules: 10

Intensive modules: 4

Plot configuration: 2X5

Visual est. % open water entire site: _____

Visual est. % unveg. o.w. entire site: _____

Visual est. % invasives entire site: _____

Cleveland
MetroparksBr = Browse Level. Use cover classes to
describe amount of browse per species over
entire plotEstimate for each
Intensive module:
mod corner
depth cov depth cov

%open water

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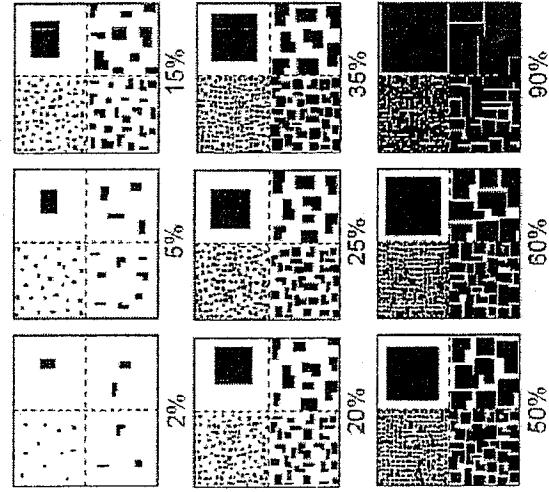
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EXAMPLES OF PERCENT OF AREA COVERED

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



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.

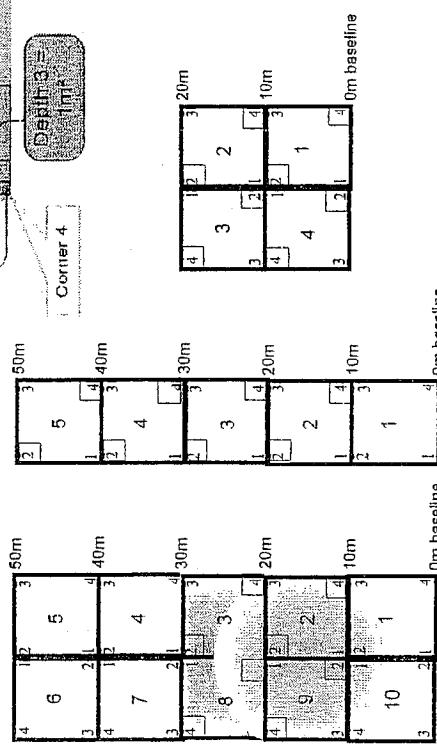
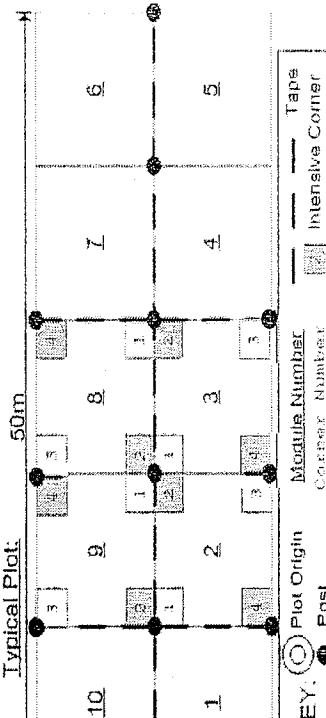
MEDIUM LOW values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse areas. 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.

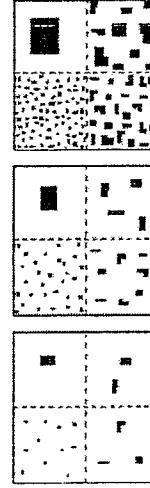
HIGH: greater than 25 percent of the stems of plants in the 1 m² nested quadrat and intensive module AND a browse line is evident.

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.

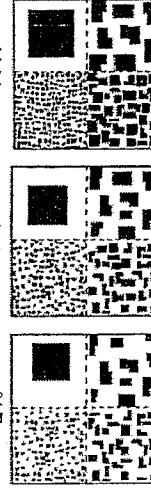


EXAMPLES OF PERCENT OF AREA COVERED

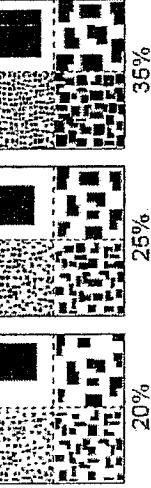
The following graphic can be used to various data elements to convey "Amount" or "Quantity". **NOTE:** Within any given box, each quadrant contains the same total area covered, just different sized objects.



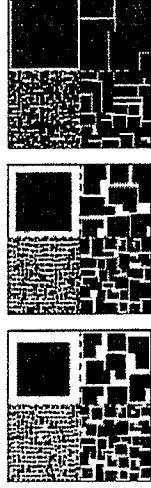
25% 5%



25% 5%



25% 5%



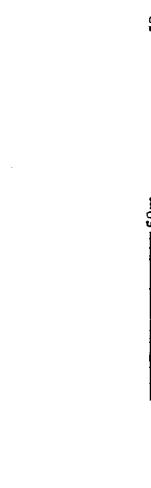
25% 5%

50% 10%

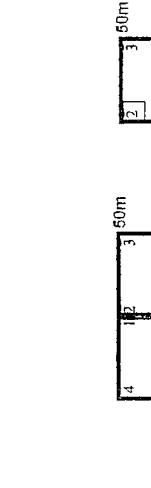
50% 10%



25% 5%

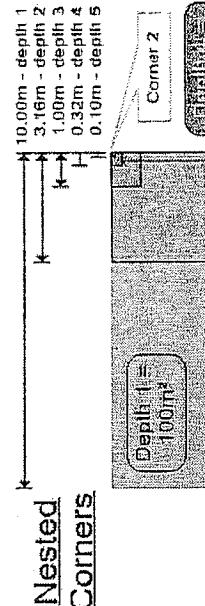


25% 5%



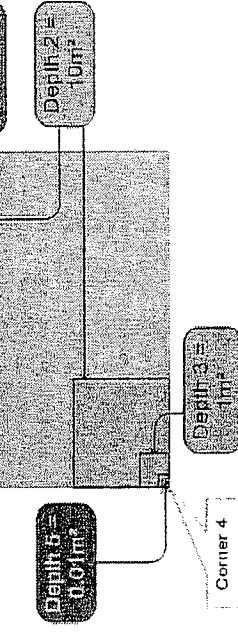
25% 5%

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

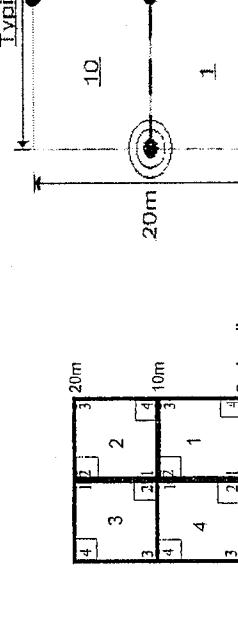


90%

90%



90%



90%

90%

90%

90%

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.

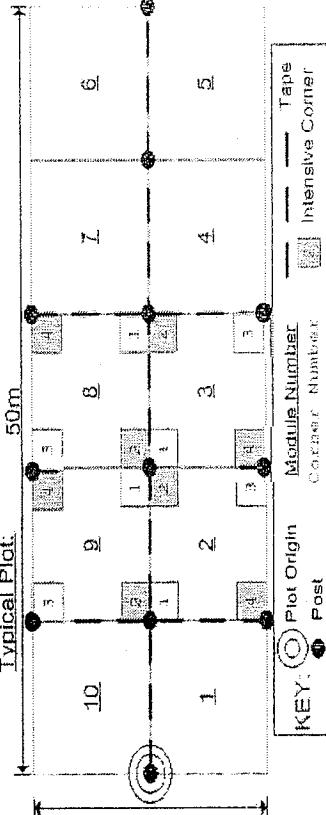
MEDIUM LOW values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse areas. 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.



KEY: (C) Plot Origin Module Number Corner Number Tape Intensive Corner

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: CMSS2011

Page: 1 of 3

Explain subsample (additional room on back):

ASH CANOPY BREAKUP CONDITION (for dead trees)					
	A	B	C	D	
rank as described below					
(if an ash receives a score of 5 (dead) under canopy condition it must also receive a breakup condition rank as described below):	E: Central stem still standing.	D: Stem still standing and tertiary main branches present.	C: Less than 50% of main branches have fine twigs.	B: Over 50% of main branches have fine twigs.	A: All main branches contain fine twigs (newly dead).

ASH CANOPY CONDITION					
	1	2	3	4	5
1. Healthy, full canopy:					
2. Thinning canopy:					
3. Dieback:					
4. >50% Dieback:					
5. Dead canopy:					

DBH Measurement Rules	
<p>Record the number of stems/plants between 0.5-1.0 meters tall that exhibit evidence of this years deer browse.</p> <p>Record using the tally system from 1 to 10</p> <p>•</p> <p></p> <p>Woody Stem Deer Browse</p>	

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: OHMS2011

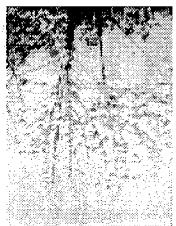
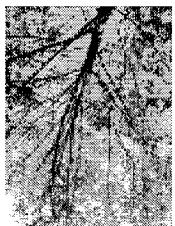
Plot No.: 1103

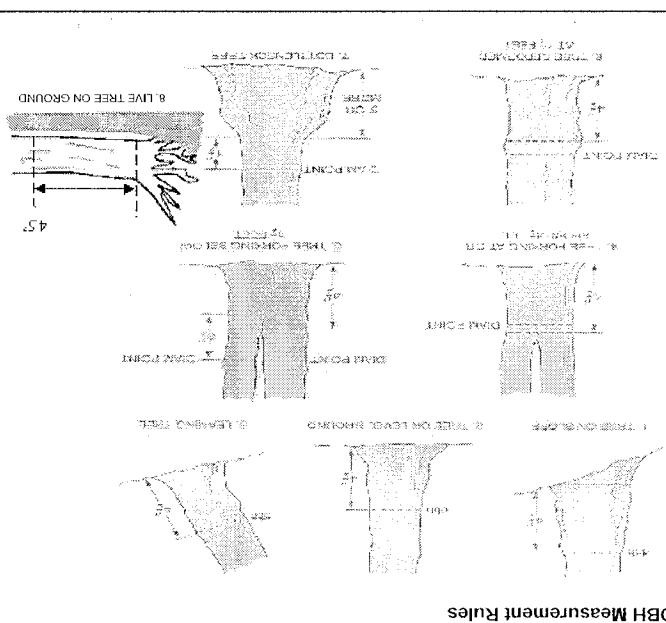
Page: 2 of 3

Explain subsample (additional room on back):

mod #	species	c voucher#	# stems 0.5-1m browsed	% sub sample	# shrub 0-1	size class (cm) woody stems >1m										10 >40 (record each tree)
						1	2	3	4	5	6	7	8	9	10	
✓ 4	<i>Carya cordiformis</i>									•	•	•	•	•	•	
✓ 4	<i>Ostrya virginiana</i>															
✓ 4	Standing dead					•	•									
✓ 5	<i>Fagus grandifolia</i>							•								
✓ 5	<i>Acer saccharum</i>															
✓ 5	<i>Ostrya virginiana</i>															
✓ 5	<i>Carya ovata</i>															
✓ 5	<i>Carya cordiformis</i>															
✓ 5	Standing dead						•									
✓ 5	<i>Acer rubrum</i>															
✓ 5	<i>Ulmus americana</i>															
✓ 6	<i>Acer saccharum</i>															
✓ 6	<i>Carya cordiformis</i>															
✓ 6	<i>Ostrya virginiana</i>															
✓ 6	Standing dead															
✓ 6	<i>Ulmus americana</i>															
✓ 6	<i>Rosa multiflora</i>															
✓ 7	<i>Acer saccharum</i>															
✓ 7	<i>Ulmus americana</i>															
✓ 7	<i>Carya cordiformis</i>															
✓ 7	Standing dead						•									
✓ 7	<i>Ostrya virginiana</i>															
✓ 7	<i>Carya ovata</i>															
✓ 8	<i>Acer saccharum</i>															

<p style="text-align: center;">ASH CANOPY BREAKUP CONDITION (for dead trees):</p> <p style="text-align: center;">rank as described below:</p> <p style="text-align: center;">A B C D E</p> 				
<p>E: Central stem standing upright</p> <p>D: Stem still standing and tertiary main branches present</p> <p>C: Less than 50% of main branches have fine twigs</p> <p>B: Over 50% of main branches have fine twigs</p> <p>A: All main branches contain fine twigs (newly dead).</p>				

<p style="text-align: center;">ASH CANOPY CONDITION</p> <p style="text-align: center;">1 2 3 4 5</p>     				
<p>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.</p> <p>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 sunlight, die naturally and are not considered to sunligh</p> <p>3. Dieback: Canopy is thinning and some top branches exposed to sunlight are dead (have no leaves). Lower branches, not exposed to</p> <p>2. Thinning canopy: There aren't as many leaves as there ought to be, but all top branches exposed to sunlight have leaves.</p> <p>1. Healthy, full canopy: A healthy ash canopy is normally thinner than many other trees such as maple.</p>				

	<p>Record using the tally system from 1 to 10</p> <p>Record the number of stems/plants between 0.5-1.0 meters tall that exhibit evidence of this years deer browse.</p> <p>Woodly Stem Deer Browse</p>		<p>DBH Measurement Rules</p> 	
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CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: QIMS 2011 Plot No.: 1103

Page: 3 01

Explain subsample (additional room on back)

ASH CANOPY BREAKDOWN CONDITION (for dead trees):
Each ash receives a score of 5 (dead) under canopy condition it must also receive a breakup condition
breakup is described below:

A B C D E

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. Deback: Sunlight is hitting many leaves, but some top branches are dead (have no leaves). Lower branches, not exposed to sunlight, die naturally and are not considered.

4. >50% Deback: 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.

ASH CANOPY CONDITION

A row of five black and white micrographs labeled 1 through 5. Each image shows a different view of a biological specimen, likely a microorganism, with various internal structures and textures visible.

		Record using the tally system from 1 to 10
		Record the number of stems/plants between 0.5-1.0 meters tall that exhibit evidence of this year's deer browse.
Woody Stem Deer Browse		

DBH Measurement Rules

1. DIA 10 CM FROM GROUND

2. DIA 10 CM FROM GROUND

3. DIA 10 CM FROM GROUND

4. DIA 10 CM FROM GROUND

5. DIA 10 CM FROM GROUND

6. DIA 10 CM FROM GROUND

7. DIA 10 CM FROM GROUND

8. LIVE TREE ON GROUND

CLEVELAND METROPARKS Emerald Ash Borer - *Fraxinus* Sheet
 Project Label: PCAP Project Name: GLMS 201/

INTENSIVE MODULES ONLY TREES $\geq 10\text{cm}$ ONLY
 Plot No.: 103 Date: 6/15/11
 Page: 1 of 2

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

Baseline

*** Change intensive module numbers when necessary

N

9

8

2

3

Map all ash trees $\geq 10\text{cm}$ in each module using Tree ID number

- * If Ash Condition scores 5 (dead) provide breakup score (A-E)
- Count EAB exit holes $1.25\text{cm}^2 \times \geq 1.5\text{in}$
- Woodpecker and epicormic marked present (1) or absent (0)

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

X: Yes

3: > 50

2: 11-50

1: 1-10

of Plants

6: > 1,000

5: 100-1,000

4: 50-100

of Plants

X: Yes

Tier 1: Early detection/ Rapid response

Presence GPS

NE SE SW NW

Microstegium vimineum Japanese stiltgrass

Ranunculus ficaria Lesser Celandine

Cyperus rotundus (vine) Black Sallow-wort

Bulbomus umbellatus (wetland) Flowering Rush

Alpinia officinalis Tree of Heaven

Aegopodium podagraria (G-cover) Bishop's Goutweed

Lytrum salicaria (wetland) Purple Loosestrife

Calystegia soldanella (vine) Asiatic Bittersweet

Conium maculatum (wetland) Poison Hemlock

Rhamnus cathartica Common Buckthorn (shrub)

Berberis thunbergii Japanese Barberry (shrub)

Alnus glutinosa European Alder

Dipsacus laciniatus Cut-leaf Teasel

Eleagnus umbellata Autumn Olive (shrub)

Corynilla varia (G-cover) Crown Vetch

Convolvulus sepium (G-cover) Lily of the Valley

Ceratostigma plumbaginoides (G-cover) Five-leaf Aralia (shrub)

Pachysandra terminalis (G-cover) Japanese Pachysandra

Pholidopterus coronarius Mock Orange (shrub)

Pulmonaria officinalis Lungwort (G-cover)

Rubus phoenicolasius Wineberry

Iris pseudacorus (wetland) Yellow Flag Iris

Osmunda cinnamomea Star of Bethlehem

Viburnum opulus var. opulus European Cranberry (shrub)

Viburnum plicatum Doublefile Viburnum (shrub)

Viburnum dentatum Doublefile Viburnum (shrub)

Aliaria petiolata Garlic Mustard

Ligustrum vulgare Common Privet (shrub)

L. morrowii, L. latifolia Japanese Knotweed

Phalaris arundinacea Reed Canarygrass

Phragmites australis (wetland) Phragmites

Polygonum cuspidatum Japanese Knotweed

Fragaria ananassa (wetland) Strawberry

Rosa multiflora Multiflora Rose (shrub)

Fragaria ananassa (shrub)

Crataegus monogyna (shrub)

Cirsium heterophyllum Canada Thistle

Typha angustifolia, T. x glauca Cat tails (wetland)

Cirsium arvense (wetland)

Dipsacus fullonum Common Teasel

Hedera helix (wetland)

Urtica dioica (wetland)

CLEVELAND METROPARKS Plant Community Assessment

Plot No.: 103

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

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.

matrix color	yellow
mottle color	Nonp
%mottle	0
oxid roots	Y
texture*	1

20 cm	hydr. cond	***	I	S	<u>N</u>	D
	matrix color	19 YR 4/3				

Many earthworms were found in soil samples

SOIL DEPTH MEASUREMENT INSTRUCTIONS: Measure to the nearest 0.1 cm in center of intensive modules. If >30.5 cm, subtract 2.5 cm.

Web Soil Survey Information:	
Soil Series/Type:	<i>Mahoning Silt loam</i>
Soil Series Source:	Ohio Soil Survey
Landform type:	<u>Lake plains, till plains</u>
Parent Material:	<u>Till</u>

mod#	1 litter + organic depth (cm)	2 litter depth (cm)	3 restrict. depth(cm)	water depth (cm)	depth sat soil (cm)
2	0.25	0.25	2125	0	230
3	0	0	2125	0	230
8	0.25	0.25	>125	0	>30

*** Circle one:
I=undrained S=saturated M=moist D=dry

Notes: include evidence of earthworms

(worms, castings, middens)

There were a large number of

卷之三

1.125 44 41 36.6% of

40

W~~h~~ (castings) C~~h~~ in idd

226

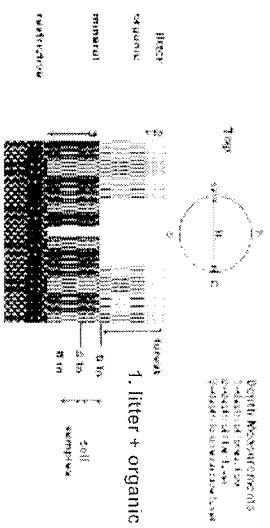
NOTE FROM THE

ପରିବାର ପରିବାର

502

throughout plot.

6aCM PCAP Soils_Crown cover_Landform_ Standing Biomass_Data Sheet_Ver 2.xls.xls last revised 6/9/2011 cehr



SOIL DEPTH MEASUREMENT INSTRUCTIONS: Measure to the nearest 0.1 cm in center of intensive modules. If >30.5 cm, record as >30					
	1 litter + organic depth (cm)	2 litter depth (cm)	3 restrict. depth (cm)	water depth (cm)	depth sat soil (cm)
mod#					
2	0.25	0.25	2125	0	>30
3	0	0	2125	0	>30
8	0.25	0.25	>125	0	>30
9	0.25	0.25	83	0	>30

Length of soil probe = 125 cm

→ >100 JEM 7/8/11

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

UNKNOWN: The hydrologic regime cannot be determined from the available information.

PERMANENTLY FLOODED. Water covers the land surface at all times of the year in all years. Equivalent to Cowardin's "permanently flooded".

SEMIPERMAMENTLY FLOODED (exposed <1year). Surface water persists throughout the growing season in most years. Land surface is normally saturated when water level drops below soil surface. Includes Gowardin's Intermittently Exposed and Semipermanently Flooded

the U.S., where appropriate. This modifier can be applied to both wetland and non-wetland situations. Equivalent to Cowardin's itemnelly Flooded modifier.

INTERMITTENTLY FLOODED: Substrate is usually exposed, but surface water can be present for variable periods without detectable inundation.

Time. Odontocetes filter out prey using their baleen plates to catch prey items, then swallow them whole.

characterizes floodplain upper terraces.

OCCASIONALLY FLOODDED: Surface water can be present for brief periods during the growing season, but not in most years. Often

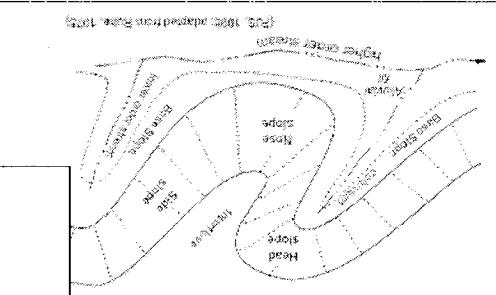
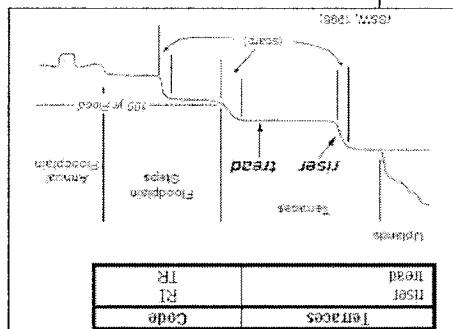
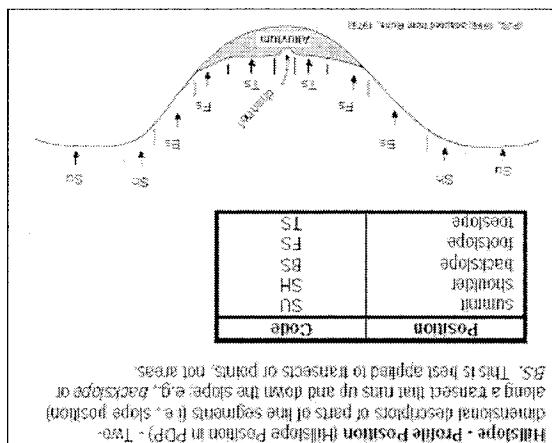
PERMANENT/SEMI-PERMANENT/ARTICULATED DRILLS ARE USED FOR EXCAVATED PERIODS DURING THE WORKING CYCLE. THEY LESSEN THE LOAD ON THE GEAR, STRUCTURE, MATERIALS AND EQUIPMENT. THE EXCAVATED MATERIAL IS USED AS A SUBSTITUTE FOR THE EXCAVATED MATERIAL.

PERMANENT AND SEMIPERMANENT CAVITATION SEASIDE

INTERMITTENTLY/SEASONALLY SATURATED: Dry at least once per year. Surface water is seldom present, but subsurface is saturated

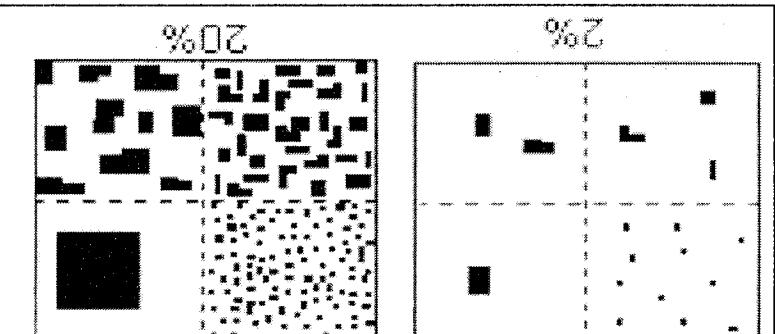
UPPLAND: Not a wetland. Very rarely flooded.

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



Hills	Code	PPD	RAISI
relative slope	IE	IE	RAISI
absolute slope	HS	HS	HS
steep slope	NS	NS	NS
shallow slope	SS	SS	SS
base slope	BS	—	BS

PERCENT MOTTLES (USE CLASS CODES):					
Class	Code	Code	Code	Code	Code
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/WEET 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 GRANULAR TEXTURE, THE TEXTURE IS EITHER SANDY OR COARSE SANDY. IF THE SOIL DOES NOT FORM A BALL, SQUEEZE THE SAMPLE BETWEEN YOUR FINGERS WHICH FORM A BALL BUT NOT A RIBBON SHOULD BE CODED AS LOAMY.	0=Organic	1=Lamay	2=Clayey	3=Sandy
SOIL MOTTLES	RECORD THE CODE FOR THE SOIL MOTTLES. SAMPLES WHICH FORM BOTH A BALL AND A RIBBON SHOULD BE CODED AS CLAYEY; SAMPLES WHICH FORM A RIBBON BUT NOT A BALL SHOULD BE CODED AS LOAMY. ATTEMPT TO FORM A SELF-SUPPORTING RIBBON. SAMPLES WHICH FORM A GRANULAR RIBBON SHOULD BE CODED AS SANDY. ATTEMPT TO SQUEEZE THE SAMPLE BETWEEN YOUR FINGERS AND SEE IF IT FORMS A BALL. IF IT DOES NOT FORM A BALL, IT SHOULD BE CODED AS LOAMY.	4=Coarse Sand	5=Sand	6=Lamay	7=Clayey
SOIL CONSISTENCY	RECORD THE CODE FOR THE SOIL CONSISTENCY. SAMPLES WHICH FORM A GRANULAR RIBBON SHOULD BE CODED AS CLAYEY; SAMPLES WHICH FORM A RIBBON BUT NOT A BALL SHOULD BE CODED AS LOAMY. ATTEMPT TO SQUEEZE THE SAMPLE BETWEEN YOUR FINGERS AND SEE IF IT FORMS A BALL. IF IT DOES NOT FORM A BALL, IT SHOULD BE CODED AS LOAMY.	8=Muddy	9=Not measured - make plot note	10=Very wet	11=Very dry



PERCENT MOTTLES (USE CLASS CODES)					
Class	Code	Code	Code	Criteria % of Surface Area Covered	Class
FEW	C001	N001	S001	Surface Area Covered	
Common	C	N	S	2 to > 20	
Many	M			> 20	

CLEVELAND METROPARKS Plant Community Assessment Program - Plant Cover and Earth Surface
 Project Label: PCAP Project Name: OH MS 2011

Plot No.: 1103

Page: 1 of 1

COVER BY STRATA (% estimate using
 measurements ex. 3, 13, 18₂)

Strata	Height Range	Total Cover (%)
Tree	5 - x	88
Shrub	0.5 - 5	23 53
Herb	x - 0.5	8
Floating*	-	-
(Aquatic)**	-	-

EARTH SURFACE & GROUND COVER	
Underlying Earth Surface*	Ground Cover
(Sum = 100%)	percent
Histogram	0
Mineral Soil	97
Gravel-Cobble*	1
Boulder**	0
Bedrock	0
• Gravel-Cobble = 1/16 to 10 in	58
• Boulder = > 10 in	0
• Gravel-Cobble = 1/16 to 10 in	43
• Boulder = > 10 in	0
Barren Soil	0
Road/Trail	0
Other	0

CROWN COVER DENSIMETER					
4 readings per module along N, S, E, W. Place 4 dots per grid square)					

SEE BACK OF PAGE FOR "TYPICAL" STRATA DESCRIPTIONS. STRATA CAN VARY BY COVER TYPE.

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

MICROTOTOPOGRAPHIC FEATURE COUNTS - Intensive modules only

Rank for microhabitat features. Select one or select two and average the score. NOTE: If mod fails on a slope automatically gets ranked based on steepness (1-2)
 Slope 1 = slight elevational grade across module (hill)
 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 Flat)

3 feature is present in very small amounts or if more common, of low quality

7 feature is present in moderate or greater 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#	count	no. of tussocks	no. of hummocks	no. macro. depressions (2-5 cm)	c.w.d.	c.w.d.	c.w.d.	microhab.	microhab.
1	1	3	3	3 (6x-16m)	10x10m	10x10m	10x10m	>45 cm interspers.	interspers.
2	2	2	4	0	1	16	0	depth 1	depth 1
3	3	2	4	0	2	14	0	depth 1	depth 1
8	8	2	4	0	0	17	4	10x10m	10x10m
9	9	2	4	0	0	14	0	10x10m	10x10m

NOTE: tussock and hummocks are counted in BOTH nested quadrat corners but counts are aggregated.

macro depressions = microtopographic depressions with module. These may extend into other modules and be counted again.
 c.w.d. = course woody debris
 microhab. interspers. = overall ranking of plot microtopographic interspersion complexity using scales below

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

Type	%Cover	100	4 trail s
□ All Purpose			
□ Bridge			
□ Hiking sanctioned			
□ Bootleg unsanctioned			
□ Gravel			
□ Deer			

MONAB INDICES (degrees) + for up - for down

FILLED OUT USING GIS PROGRAM - DO NOT FILL OUT IN FIELD

LFI* TSI**

LFI*

TSI**

* LFI = angle of plot to the horizon. TSI is angles formed by local slopes. For TSI measure angle from records to eye of person standing ~10 m away.

Module	N	S	E	W
2	2	3	3	1
3	6	17*	22*	22*
8	1	3	1	0
9	2	5	6	2

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

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

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

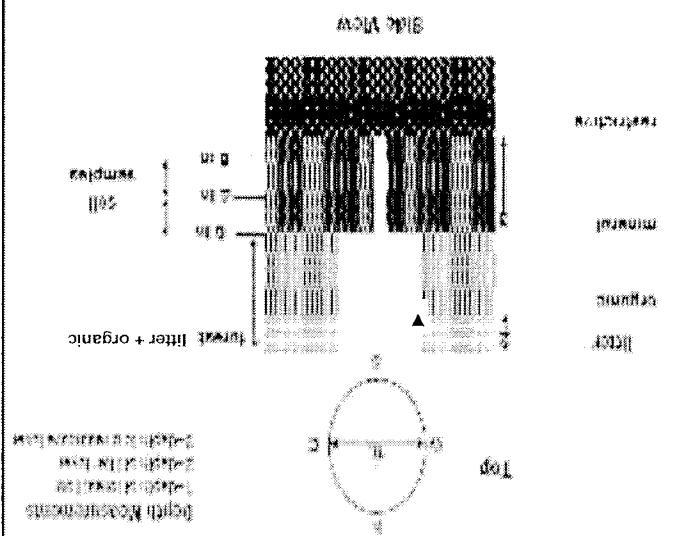
TSI**

LFI*

TSI**

LFI*

Pettway Group	Vinton Sandstone Member Allegheny Conglomerate Member Dry Sandstone Member	Lignite Formation	MISSISSIPPIAN
Vinton Sandstone Member	Allegheny Conglomerate Member Dry Sandstone Member	Clyburn Formation	Clyburn
Dry Sandstone Member	Allegheny Conglomerate Member Dry Sandstone Member	Sandy Shale	Clyburn
Allegheny Conglomerate Member	Dry Sandstone Member	Beauregard Sandstone	Clyburn
Dry Sandstone Member	Allegheny Conglomerate Member Dry Sandstone Member	Clyburn	Clyburn
Allegheny Conglomerate Member	Dry Sandstone Member	Clyburn	Clyburn
Dry Sandstone Member	Allegheny Conglomerate Member Dry Sandstone Member	Clyburn	Clyburn
Allegheny Conglomerate Member	Dry Sandstone Member	Clyburn	Clyburn
Dry Sandstone Member	Allegheny Conglomerate Member Dry Sandstone Member	Clyburn	Clyburn



These seedlings are often demand as up to 1/4 in height of as 2-3 cm in which case they would span the herb and shrub layers.

Can also include seedlings of shrubs, i.e. all shrubs < 0.5m

Aquatic (submerged)	Submerged
*Very tall shrubs are sometimes included in the tree stratum	

Floating

Stands (generally 0 to 3 m)	tree (sapling), shrub, <i>Acacia</i> , <i>Epiphiletum</i>	Herb (Field)
Hebr, dwarf-shrub*, tree (seedling**)		

GENERAL FORM	STRATUM	Trees (generally > 5 m) Tree (overstory). very tall shrubs', liana.
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COVER BY STRATA

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP 1103 MS

DATE: 06/15/2011

Location:

AA Center N OS OE OW

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="checkbox"/> D <input type="checkbox"/> E		Absent: <input type="checkbox"/>	Buffer Plot 2	Canopy Type: <input type="checkbox"/> D <input checked="" type="checkbox"/> E		Absent: <input type="checkbox"/>	Buffer Plot 3	Canopy Type: <input type="checkbox"/> D <input checked="" type="checkbox"/> E		Absent: <input type="checkbox"/>
	Leaf Type: <input checked="" type="checkbox"/> B <input type="checkbox"/> N	Flag			Leaf Type: <input type="checkbox"/> B <input checked="" type="checkbox"/> N	Flag			Leaf Type: <input type="checkbox"/> B <input checked="" type="checkbox"/> N	Flag	
Big Trees (>0.3m DBH)	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input type="checkbox"/> 4			Big Trees (>0.3m DBH)	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4			Big Trees (>0.3m DBH)	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
Small Trees (<0.3m DBH)	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input type="checkbox"/> 4			Small Trees (<0.3m DBH)	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4			Small Trees (<0.3m DBH)	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
Woody Shrubs, Saplings (0.5m-5m HIGH)	<input checked="" type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4			Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4			Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
Woody Shrubs, Saplings (<0.5m HIGH)	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4			Woody Shrubs, Saplings (<0.5m HIGH)	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4			Woody Shrubs, Saplings (<0.5m HIGH)	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
Herbs, Forbs and Grasses	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4			Herbs, Forbs and Grasses	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4			Herbs, Forbs and Grasses	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
Bare ground	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input checked="" type="checkbox"/> 3 <input type="checkbox"/> 4			Bare ground	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4			Bare ground	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
Litter, duff	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4			Litter, duff	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4			Litter, duff	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
Rock	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4			Rock	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4			Rock	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
Water	<input checked="" type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4			Water	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4			Water	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4		
Submerged Vegetation	<input checked="" type="checkbox"/> 0 <input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4			Submerged Vegetation	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4			Submerged Vegetation	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 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				Flag
Fill bubble if present - Plot	1	2	3	Fill bubble if present - Plot	1	2	3	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Ditches, Channelization	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Pasture/Hay	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			
Road - two lane	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Range	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			
Road - four lane	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Water Level Control Structure	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Row Crops	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			
Parking Lot/Pavement	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Excavation, Dredging	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Fallow Field (RECENT-RESTING ROW CROP FIELD)	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			
Golf Course	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Fill/Soil Banks	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Fallow Field (OLD- GRASS, SHRUBS, TREES)	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			
Lawn/Park	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Freshly Deposited Sediment (UNVEGETATED)	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Nursery	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			
Suburban Residential	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Soil Loss/Root Exposure	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Dairy	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			
Urban/Multifamily	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Wall/Riprap	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Orchard	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			
Landfill	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Inlets, Outlets	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Confined Animal Feeding	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			
Dumping	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Rural Residential	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			
Trash	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Impervious surface input (SHEETFLOW)	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Gravel Pit	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			
Other: _____	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Other: _____	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Irrigation	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			
Other: _____	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Other: _____	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			Other: _____	<input type="checkbox"/> 0 <input checked="" type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3			

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

2428168304

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

Reviewed by (initial):

Site ID: PCAP 1103 MS

DATE: 06/15/2011

- 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 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 checked="" 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"/>	

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):

Flag

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

Latitude North 4 1 2 9 5 6 2 Longitude West 0 8 1 7 8 1 8 8

Use Decimal Degrees; NAD83

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP 7103 MS

DATE: 06/15/2011

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"/>	Buffer Plot 2	Canopy Type: <input type="radio"/> D <input type="radio"/> E		Absent: <input type="radio"/>	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				Leaf Type: <input type="radio"/> B <input type="radio"/> N				Leaf Type: <input type="radio"/> B <input type="radio"/> N		
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						
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						
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						
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						
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						
Bare ground	<input type="radio"/> 0	<input checked="" 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						
Rock	<input checked="" 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						
Submerged Vegetation	<input checked="" 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"/>	<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/Soil 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 checked="" 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 checked="" 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: PCAP 1103 MS

DATE: 06/15/2011

○ 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 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 Sâlvina	<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"/>	

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):

Flag

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

Latitude North 11 1 29 4 7 3

Longitude West 8178218

Use Decimal Degrees: NAD83

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PcAP 1103 MS

DATE: 06/15/2011

Location: <input type="radio"/> AA Center <input type="radio"/> N <input checked="" type="radio"/> S <input type="radio"/> E <input type="radio"/> W	Fill in bubble(s) if plot(s) could not be sampled and flag →			
	<input type="radio"/> Plot 1	<input type="radio"/> Plot 2	<input type="radio"/> 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:		Absent: <input type="radio"/>	Buffer Plot 2	Canopy Type:		Absent: <input type="radio"/>	Buffer Plot 3	Canopy Type:		Absent: <input type="radio"/>
	Leaf Type:	Flag	Leaf Type:		Leaf Type:	Flag	Leaf Type:		Leaf Type:	Flag	
Big Trees (>0.3m DBH)	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	3	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Big Trees (>0.3m DBH)	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	3	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Big Trees (>0.3m DBH)	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	3	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Small Trees (<0.3m DBH)	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>	2	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Small Trees (<0.3m DBH)	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/>	3	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Small Trees (<0.3m DBH)	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/>	3	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	1	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	3	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	3	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/>	2	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	4	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	4	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Herbs, Forbs and Grasses	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input checked="" type="radio"/>	1	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Herbs, Forbs and Grasses	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	2	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Herbs, Forbs and Grasses	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	3	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Bare ground	<input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	2	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Bare ground	<input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	3	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Bare ground	<input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	4	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Litter, duff	<input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	2	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Litter, duff	<input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	3	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Litter, duff	<input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	4	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Rock	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	1	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Rock	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	2	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Rock	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	3	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Water	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	2	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Water	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	3	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Water	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	4	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>
Submerged Vegetation	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	1	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Submerged Vegetation	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	2	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Submerged Vegetation	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	3	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <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 checked="" 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"/> <input checked="" type="radio"/> <input type="radio"/>				Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/> <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"/> <input type="radio"/> <input checked="" type="radio"/>				Water Level Control Structure	<input type="radio"/> <input type="radio"/> <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"/> <input type="radio"/> <input type="radio"/>				Excavation, Dredging	<input type="radio"/> <input type="radio"/> <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"/> <input type="radio"/> <input type="radio"/>				Fill/Spoil Banks	<input type="radio"/> <input type="radio"/> <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"/> <input type="radio"/> <input type="radio"/>				Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/> <input type="radio"/> <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"/> <input type="radio"/> <input type="radio"/>				Soil Loss/Root Exposure	<input type="radio"/> <input type="radio"/> <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"/> <input type="radio"/> <input type="radio"/>				Wall/Riprap	<input type="radio"/> <input type="radio"/> <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"/> <input type="radio"/> <input type="radio"/>				Inlets, Outlets	<input type="radio"/> <input type="radio"/> <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"/> <input type="radio"/> <input type="radio"/>				Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/> <input type="radio"/> <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"/> <input type="radio"/> <input type="radio"/>				Impervious surface input (SHEETFLOW)	<input type="radio"/> <input type="radio"/> <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"/> <input type="radio"/> <input type="radio"/>				Other: _____	<input type="radio"/> <input type="radio"/> <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"/> <input type="radio"/> <input type="radio"/>				Other: _____	<input type="radio"/> <input type="radio"/> <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"/> <input type="radio"/> <input checked="" type="radio"/>				Forest Clear Cut	<input type="radio"/> <input type="radio"/> <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"/> <input type="radio"/> <input type="radio"/>				Forest Selective Cut	<input type="radio"/> <input type="radio"/> <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"/> <input type="radio"/> <input type="radio"/>				Tree Plantation	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>				Trails	<input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>				
Mine (underground)	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>				Tree Canopy Herbivory (INSECT)	<input type="radio"/> <input type="radio"/> <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"/> <input type="radio"/> <input type="radio"/>				Shrub Layer Browsed (WILD OR DOMESTIC)	<input checked="" type="radio"/> <input checked="" type="radio"/> <input checked="" type="radio"/>				Offroad vehicle damage	<input type="radio"/> <input type="radio"/> <input type="radio"/>				
Other: _____	<input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>				Highly Grazed Grasses (OVERALL <3" HIGH)	<input type="radio"/> <input type="radio"/> <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"/> <input type="radio"/> <input type="radio"/>				Recently Burned Forest Canopy	<input type="radio"/> <input type="radio"/> <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"/> <input type="radio"/> <input type="radio"/>				Recently Burned Grassland (BLACKENED)	<input type="radio"/> <input type="radio"/> <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: PCAP 1103 MS

DATE: 06/15/2011

○ 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 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 checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" 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"/>	

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):

Flag

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

Latitude North 4 1 2 9 4 4 6 Longitude West 0 8 1 7 8 1 6 4

Use Decimal Degrees: NAD83

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

7966623548

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP 1103 MS

DATE: 06/11/2011

Location: <input type="radio"/> AA Center <input type="radio"/> N <input type="radio"/> S <input type="radio"/> E <input type="radio"/> W	Fill in bubble(s) if plot(s) could not be sampled and flag →			
	<input type="radio"/> Plot 1	<input type="radio"/> Plot 2	<input type="radio"/> 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"/>	Buffer Plot 2	Canopy Type: <input type="radio"/> D <input type="radio"/> E		Absent: <input type="radio"/>	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		Leaf Type: <input type="radio"/> B <input type="radio"/> N		Flag		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 checked="" type="radio"/> 4			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
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			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
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			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
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			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
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 checked="" 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 checked="" 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 checked="" 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 checked="" 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 checked="" 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 checked="" 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"/>	<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 checked="" type="radio"/>	<input checked="" 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: PCAP 1103 MS

DATE: 06/15/2011

○ 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 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 checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" 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"/>	

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):

Flag

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

Latitude North 4 1 2 9 5 6 7 Longitude West 0 8 1 7 8 3 0 9

Use Decimal Degrees: NAD83

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP 1103 MS

DATE: 06/15/2011

Location:

○ AA Center N S O 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"/> 0	Buffer Plot 2	Canopy Type: <input type="radio"/> D <input checked="" type="radio"/> E		Absent: <input type="radio"/> 0	Buffer Plot 3	Canopy Type: <input type="radio"/> D <input checked="" type="radio"/> E		Absent: <input type="radio"/> 0
	Leaf Type: <input checked="" type="radio"/> B <input type="radio"/> N	Flag			Leaf Type: <input type="radio"/> B <input checked="" type="radio"/> N	Flag			Leaf Type: <input type="radio"/> B <input checked="" 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			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			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		
Small Trees (<0 3m DBH)	<input type="radio"/> 0 <input checked="" 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 checked="" 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 checked="" 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 checked="" type="radio"/> 1 <input checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			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			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		
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			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			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		
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 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 checked="" 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 checked="" 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 checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		
Litter, duff	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4			Litter, duff	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Litter, duff	<input type="radio"/> 0 <input checked="" 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 checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Rock	<input type="radio"/> 0 <input checked="" 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 checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Water	<input type="radio"/> 0 <input checked="" 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 checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Submerged Vegetation	<input type="radio"/> 0 <input checked="" 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 checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Ditches, Channelization	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Pasture/Hay	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Road - two lane	<input type="radio"/> 0 <input checked="" 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 checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Range	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Road - four lane	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Water Level Control Structure	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Row Crops	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Parking Lot/Pavement	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Excavation, Dredging	<input type="radio"/> 0 <input checked="" 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 checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Golf Course	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Fill/Spoil Banks	<input type="radio"/> 0 <input checked="" 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 checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Lawn/Park	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Nursery	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Suburban Residential	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Soil Loss/Root Exposure	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Dairy	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Urban/Multifamily	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Wall/Riprap	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Orchard	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Landfill	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Inlets, Outlets	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Confined Animal Feeding	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Dumping	<input type="radio"/> 0 <input checked="" 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 checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Rural Residential	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Trash	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Impervious surface input (SHEETFLOW)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Gravel Pit	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Irrigation	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Other: _____	<input type="radio"/> 0 <input checked="" 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 checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Forest Clear Cut	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Herbicide Use	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Gas Wells	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Forest Selective Cut	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Mowing/Shrub Cutting	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Mine (surface)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Tree Plantation	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Trails	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Mine (underground)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Tree Canopy Herbivory (INSECT)	<input type="radio"/> 0 <input checked="" 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 checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Military	<input type="radio"/> 0 <input checked="" 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 checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Offroad vehicle damage	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Other: _____	<input type="radio"/> 0 <input checked="" 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 checked="" 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 checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Recently Burned Forest Canopy	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Recently Burned Grassland (BLACKENED)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Other: _____	<input type="radio"/> 0 <input checked="" 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: PCAP 1103 MS

DATE: 06/15/2011

 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 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"/>	

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

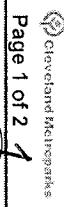
1

Latitude North 41.291531 Longitude West 081.78242

Use Decimal Degrees; NAD83

Flag	Comments
1	GPS Point taken at the first western plot. Next plots off property

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet



Page 1 of 2

GENERAL INFORMATION		LOCATION	
Project Label:	PCAP	State:	OH
Project Name:		County:	
Plot Name:		Quadrangle:	
Plot No.:		Local Place Names:	
		Landowner:	
		X-axis Bearing of plot:	[068] °
		Data Confidentiality:	
		Check one: <input type="checkbox"/> Public data <input type="checkbox"/> Private Data	
		End date (if > 1 day): / /	
Party	Role**	<input type="checkbox"/> Fuzz 100m <input type="checkbox"/> Fuzz 250m <input type="checkbox"/> Fuzz 500m <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	<input type="checkbox"/> Transect component <input type="checkbox"/> Systematic grid <input type="checkbox"/> Capture specific feature <input type="checkbox"/> Other
		GPS location in plot x=0 to 5, y=-1,0,+1;	
		x = y = (base of plot x=0, y=0)	
		Coordinate system: <u>Lat/Long</u> <input type="checkbox"/> UTM <input type="checkbox"/> StatePlane <input checked="" type="checkbox"/> deg <input type="checkbox"/> deg min	
		<input type="checkbox"/> Other (specify) <input checked="" 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:	
		Plot size for cover data: <input checked="" type="checkbox"/> (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.: _____	
TAXONOMIC STANDARD			
Authority: G&C Pub Date: 1998			
Minimum required fields in Bold and Underlined			
<p>*Definitions and values in CMPCAP FOM v. 1.0 and CVS Field Guide</p> <p>Plot Layout - setup <i>Plot layout Fall 2010</i></p> <p>OVER</p>			

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Project Label: PCAP

Project Name:

Plot No.: _____

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CLASSIFICATION		STAND SIZE		DISTURBANCES		
(FIT = excellent, good, fair, poor; CONF = high, med, low)		Fit and Confidence		type*	severity**	% of plot
Hydrogeomorphic class (WETLANDS ONLY):		Fit= _____	Conf= _____	Human		description
<input type="checkbox"/> DEPRESSION		Fit= _____	Conf= _____	Natural		
<input type="checkbox"/> IMPOUNDMENT <input type="checkbox"/> Beaver <input type="checkbox"/> Human		Fit= _____	Conf= _____	Fire		
<input type="checkbox"/> RIVERINE <input type="checkbox"/> Headwater <input type="checkbox"/> Mainstem <input type="checkbox"/> Channel		Fit= _____	Conf= _____	Cut		
<input type="checkbox"/> SLOPE (ground water hydrology or on a physical slope)		Fit= _____	Conf= _____	Animal		
<input type="checkbox"/> FRINGING <input type="checkbox"/> Reservoir <input type="checkbox"/> Natural Lake		Fit= _____	Conf= _____	Other		
<input type="checkbox"/> COASTAL (specify subclass)		Fit= _____	Conf= _____	Excessively drained		
<input type="checkbox"/> BOG (strongly, moderately, weeklyly, ombrotrophic)		Fit= _____	Conf= _____	Somewhat excessively drained		
Ohio EPA VIB Plant Community Class (WETLANDS ONLY):				Well drained		
<input type="checkbox"/> FOREST <input type="checkbox"/> swamp forest <input type="checkbox"/> bog forest <input type="checkbox"/> forest seep		Fit= _____	Conf= _____	Moderately well dr.		
<input type="checkbox"/> EMERGENT <input type="checkbox"/> marsh <input type="checkbox"/> wet meadow <input type="checkbox"/> open bog		Fit= _____	Conf= _____	Somewhat poorly dr.		
<input type="checkbox"/> SHRUB <input type="checkbox"/> shrub swamp <input type="checkbox"/> tall sh. bog <input type="checkbox"/> tall sh. fen		Fit= _____	Conf= _____	Very poorly dr.		
MODIFIED NATUREERVE CLASS*:				Impenetrable surface		
CODE (on separate form):		Fit= _____	Conf= _____	SALINITY*:		
COMMUNITY NAME:				<input type="checkbox"/> Saltwater	Intermittently flooded	
				<input type="checkbox"/> Brackish	Semipermanently flooded	
				<input type="checkbox"/> Fresh	Permanently flooded	
				<input type="checkbox"/> Upland (n/a)	Tidal/Seiche flooded daily (dry <1/yr, seldom flooded)	
					<input type="checkbox"/> Occasionally flooded (<1/yr)	
					<input type="checkbox"/> Temporarily flooded (e.g. wind, storms)	
					<input type="checkbox"/> Unknown	
HOMOGENEITY		Additional notes & diagrams: (Representativeness of plot to the stand, successional status, maturity, etc.)				
		<input type="checkbox"/> Homogeneous <input type="checkbox"/> Compositional trend across the plot <input type="checkbox"/> Conspicuous inclusions <input type="checkbox"/> Irregular/pattern mosaic				

Bring Nick's Gate Key! "No parking any time"
~~#43618~~ #3618 ODNR

Park across the street from 16582 W 130th. If you can unlock the gate pull back into the woods till the drive curves left, park here and hike into plot.

