

CLEVELAND METROPARKS Plant Community Assessment Program: Quality Control Form

Project Label: PCAP

Plot No: 1322 Date Sampled: 7/15/13 Lead: J. Miller



Parking/Access outside of Park Boundaries		Y	N	Comment required if item answer is NO
Field journals completed		<input checked="" type="radio"/>	<input type="radio"/>	If yes, write details in Comments section below
Site sketch made on 1:3000 map?		<input checked="" type="radio"/>	<input type="radio"/>	
Check cover page	X-axis Bearing of plot recorded	<input checked="" type="radio"/>	<input type="radio"/>	
	GPS coords. Recorded	<input checked="" type="radio"/>	<input type="radio"/>	
	North direction recorded	<input checked="" type="radio"/>	<input type="radio"/>	
	Photographs taken?	<input checked="" type="radio"/>	<input type="radio"/>	
Plot No., Date agreement on all pages?		<input checked="" type="radio"/>	<input type="radio"/>	
Header data completed all pages?		<input checked="" type="radio"/>	<input type="radio"/>	
Cover classes recorded in all Intensive modules		<input checked="" type="radio"/>	<input type="radio"/>	
Browse Level By Species		<input checked="" type="radio"/>	<input type="radio"/>	
Woody stem quality control check		<input checked="" type="radio"/>	<input type="radio"/>	
Invasive plant quality control check		<input checked="" type="radio"/>	<input type="radio"/>	
Ash trees mapped		<input checked="" type="radio"/>	<input type="radio"/>	
Cover by Strata? (confirm cover type)		<input checked="" type="radio"/>	<input type="radio"/>	
Soil samples collected with matching plot #		<input checked="" type="radio"/>	<input type="radio"/>	
Vouchers labeled on datasheet with initials and number		<input checked="" type="radio"/>	<input type="radio"/>	
Vouchers labeled on collection bag		<input checked="" type="radio"/>	<input type="radio"/>	
Pink flags removed		<input checked="" type="radio"/>	<input type="radio"/>	
Data sheet QA before leaving site?		<input checked="" type="radio"/>	<input type="radio"/>	
Common equipment returned to tub.		<input checked="" type="radio"/>	<input type="radio"/>	
Data sheets scanned?				7/19/13 Enter date to left
Final data sheets scanned?				Enter date to left
Buffer Widths measured?		<input checked="" type="radio"/>	<input type="radio"/>	AL 6-20-13
Web Soil Survey		<input checked="" type="radio"/>	<input type="radio"/>	AS 7-19-13
Voucher Location (# vouchers collected) JAM 111- JAM 116	Refrigerator	<input checked="" type="radio"/>	<input type="radio"/>	
	Press (#)			Enter number to left
	Drier	<input type="radio"/>	<input type="radio"/>	
	Identified	<input type="radio"/>	<input type="radio"/>	
	Mounted	<input type="radio"/>	<input type="radio"/>	
	Thrown away	<input type="radio"/>	<input type="radio"/>	

GRTS point verification: Is plot sampleable?

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

Additional Comments:

Plot No.: 1322

Project Name: 011412013

Project Label: PCAP

MODIFIED NATURESERVE CLASS*

CODE (on separate form)

Fit= Conf=

COMMUNITY NAME:

Mixed Forest

HOMOGENEITY

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

DISTURBANCES

type*	severity**	yrs ago	% of plot	description
Human				
Natural				
Fire				
Cut				
Animal		0	100%	deer browse
Other				

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

Current Land Use: CMP

Former Land Use: Unknown

HYDROLOGIC REGIME*

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

SALINITY*

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

(by default unless plot is a wetland)

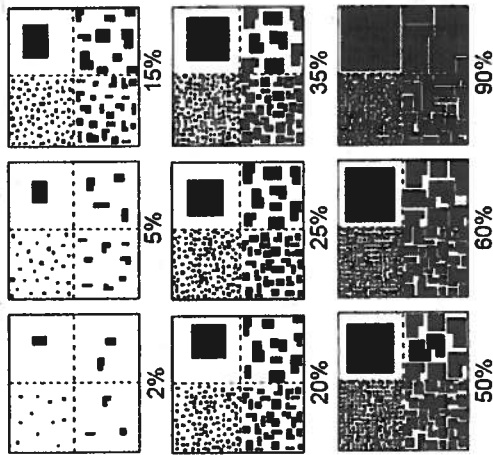
Additional notes & diagrams: (Representativeness of plot to the stand, successional status, maturity, etc.)

and basswood are lower on the slope. Slope community matters for a mixture of dry + wet species. Indian pipe and bear-corn both present. Emerging shrub layer mostly sugar maple, with some ulmus, ostrya and cypripedium.

Leaf litter washed away in places; extensive worm activity. Bed of small "creek" along midline is bare soil, ~0.5m. wide. Slope is @ ~40° @ its steepest on both sides. Plot includes the south of ridge on top of each side of the slope.

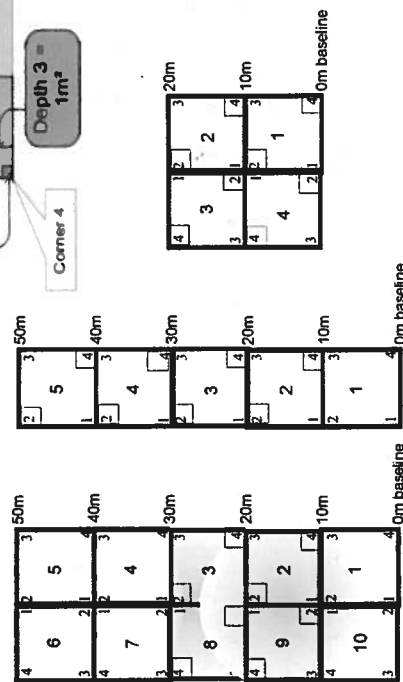
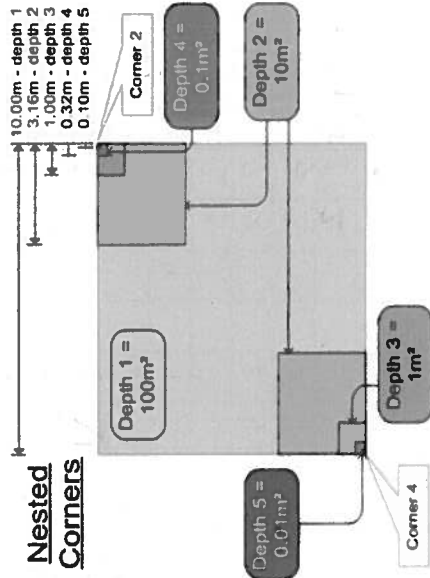
EXAMPLES OF PERCENT OF AREA COVERED

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



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

Nested Corners



BROWSE RATING NARRATIVE DESCRIPTION

LOW OR NONE: there is no measurable browse line AND there are very few or no plants 1-m nested quadrat and intensive module. In general, low values relate to less than 10 percent, by numbers of stems browsed.

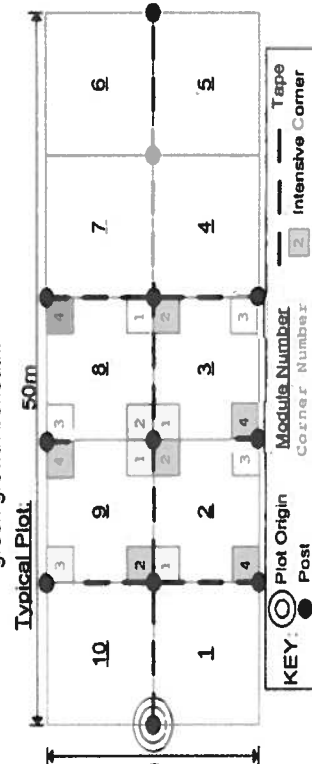
MEDIUM LOW values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse areas.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

MEDIUM: browse affects greater than 10 percent and less than 25 percent of stems in the 1 m2 nested quadrat and intensive module. A browse line is usually not evident or obvious for all classes and species of vegetation, but careful examination may show preferential browse and/or browse lines for some species of plants.

MEDIUM HIGH values include evidence of a browse line and 25 percent of stems browsed with very little vegetation regeneration evident. In this rating, for some species of plants, reproduction does not appear to occur or it is very severely limited.

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

VERY HIGH values include extensive browse conditions, where the browse line is very evident AND almost all seedlings and herbs are severely browsed or missing. Browse line may be 5 to 6 feet in height with no or little green growth beneath.



Page 7 of 3

11

Plot area (ha): 0.08



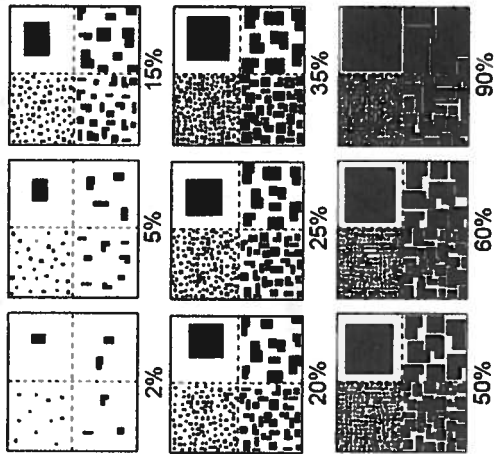
Cleveland MetroParks

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

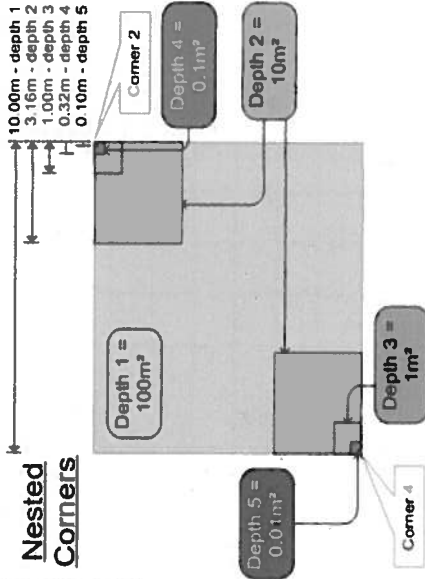
[illegible]

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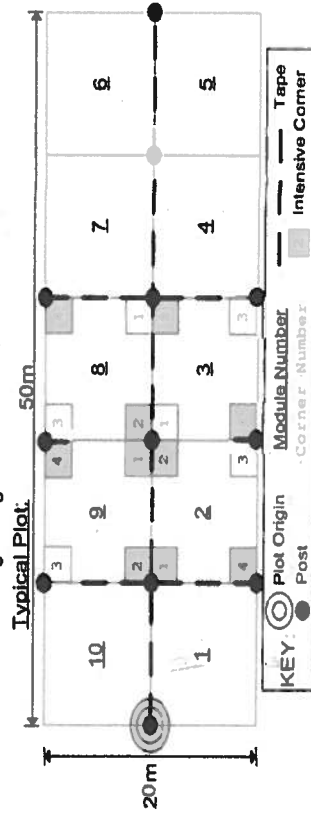


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2	0-1%	0.005
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5	5-10%	0.075
6	10-25%	0.175
7	25-50%	0.375
8	50-75%	0.625
9	75-95%	0.850
10	95-100%	0.975



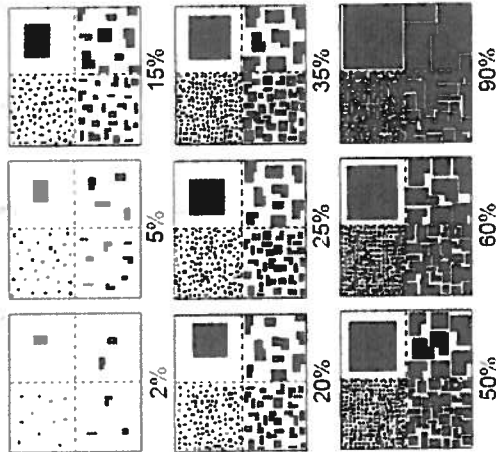
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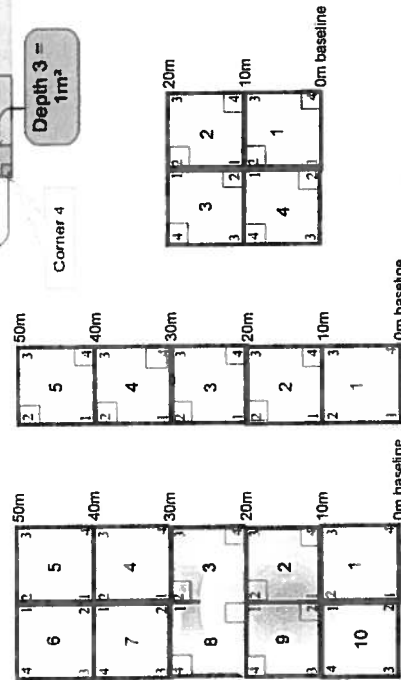
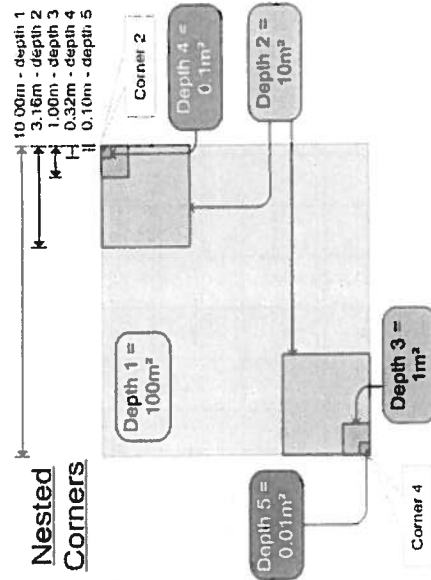
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8	50-75%	0.625
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10	95-100%	0.975

Nested Corners



BROWSE RATING NARRATIVE DESCRIPTION

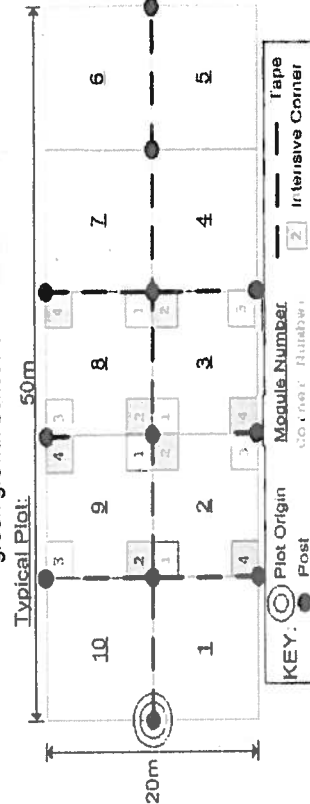
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CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: OH12013

Plot No.: 1322

Page: 1 of 3



Explain subsample (additional room on back):

mod #	species	c	voucher#	# stems 0-1.4m browsed	% sub or super sample	# shrub clumps	size class (cm) woody stems >1.4m												
							1 0-1	2 1-2.5	3 2.5-5	4 5-10	5 10-15	6 15-20	7 20-25	8 25-30	9 30-35	10 35-40	11 >40 (record each tree)		
1	Acer saccharum			••		••	••	••	••										
1	Standing dead																		
1	Tilia americana																		
1	Carpinus caroliniana																		
1	Quercus rubra																		
2	Tilia americana																		
2	Quercus rubra																		
2	Acer saccharum					••	••	••	••										
2	Standing dead					••	••	••	••										
3	Carpinus caroliniana					••	••	••	••										
3	Acer saccharum					••	••	••	••										
3	Standing dead					••	••	••	••										
3	Tilia americana																		
3	Euonymus alatus			•															
3	Acer nigrum					••	••	••	••										
4	Fraxinus pennsylvanica					••	••	••	••										
4	Acer saccharum					••	••	••	••										
2	Euonymus alatus			••															
3	ROSA MULTIFLORA			••															
3	Fraxinus pennsylvanica			••															
3	Parthenocissus quinquefolia			••															
4	Cornus sp.					••	••	••	••										
4	Cornus nigricarpa					••	••	••	••										
4	Cornus sp.					••	••	••	••										



A

B

2

9

E

ASH CANOPY BREAKUP CONDITION (for dead trees):

(If an ash receives a score of 5 (dead) under canopy condition it must also receive a breakup condition rank as described below)

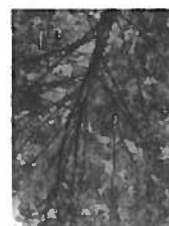
- A: All main branches contain fine twigs (newly dead).
B: Over 50% of main branches have fine twigs.
C: Less than 50% of main branches have fine twigs.
D: Stem still standing and tertiary main branches present.
E: Central stem still standing.

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

ASH CANOPY CONDITION



L



2



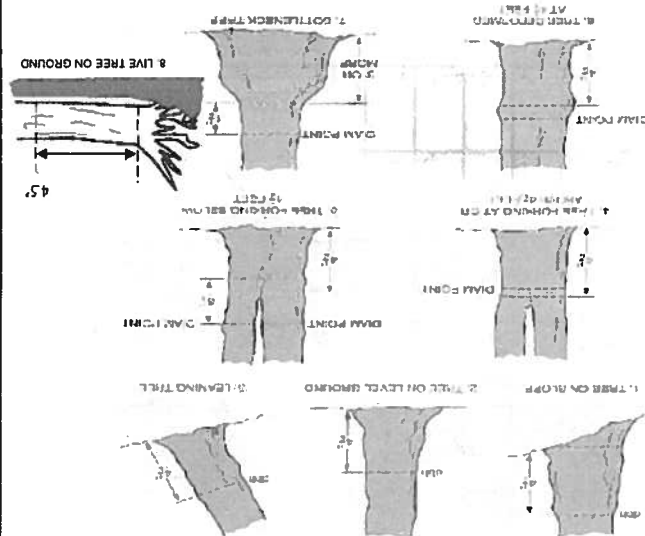
3



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3



DBH Measurement Rules

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

Record using the tally system from 1 to 10



•

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: OH 2013

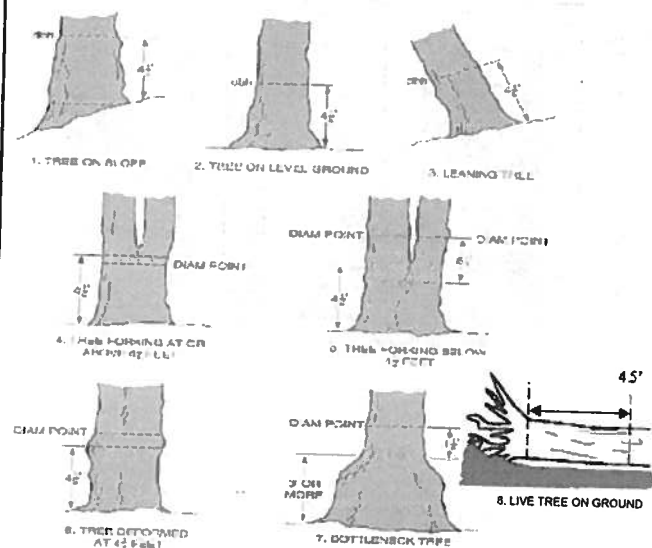
Plot No.: 1322

Page: 2 of 3

Explain subsample (additional room on back):

mod #	species	c	voucher#	# stems 0-1.4m browsed	% sub or super sample	# shrub clumps	size class (cm) woody stems >1.4m												
							1	2	3	4	5	6	7	8	9	10	11		
							0-1	1-2.5	2.5-5	5-10	10-15	15-20	20-25	25-30	30-35	35-40	>40 (record each tree)		
✓14	Standing dead																		
✓14	Larrea cordiformis																		
✓14	Parthenocissus quinquefolia																		
✓14	Ulmus rubra																		
✓14	Acer nigrum																		
✓14	Toxicodendron radicans																		
✓14	Prunus serotina																		
✓14	Ulmus sp.																		
✓15	Acer saccharum																		
✓15	Standing dead																		
✓15	Prunus serotina																		
✓15	Acer nigrum																		
✓15	Tilia americana																		
✓15	Acer rubrum																		
✓15	Fraxinus pennsylvanica																		
✓16	Acer saccharum																		
✓16	Fagus grandifolia																		
✓16	Ostrya																		
✓16	Standing dead																		
✓16	Carpinus cordifolia																		
✓16	Magnolia acuminata																		
✓16	Acer nigrum																		
✓16	Tilia americana																		
✓16	Fraxinus pennsylvanica																		

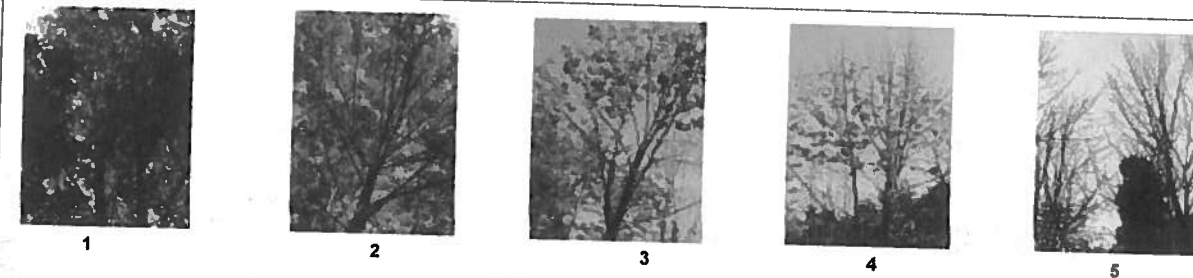
DBH Measurement Rules



Woody Stem Deer Browse

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

Record using the tally system from 1 to 10



ASH CANOPY CONDITION

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



A

B

C

D

E

ASH CANOPY BREAKUP CONDITION (for dead trees):

(If an ash receives a score of 5 (dead) under canopy condition it must also receive a breakup condition rank as described below)

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

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: 01 Hi 2013

Plot No.: 132a

Page: 3 of 3

Explain subsample (additional room on back):

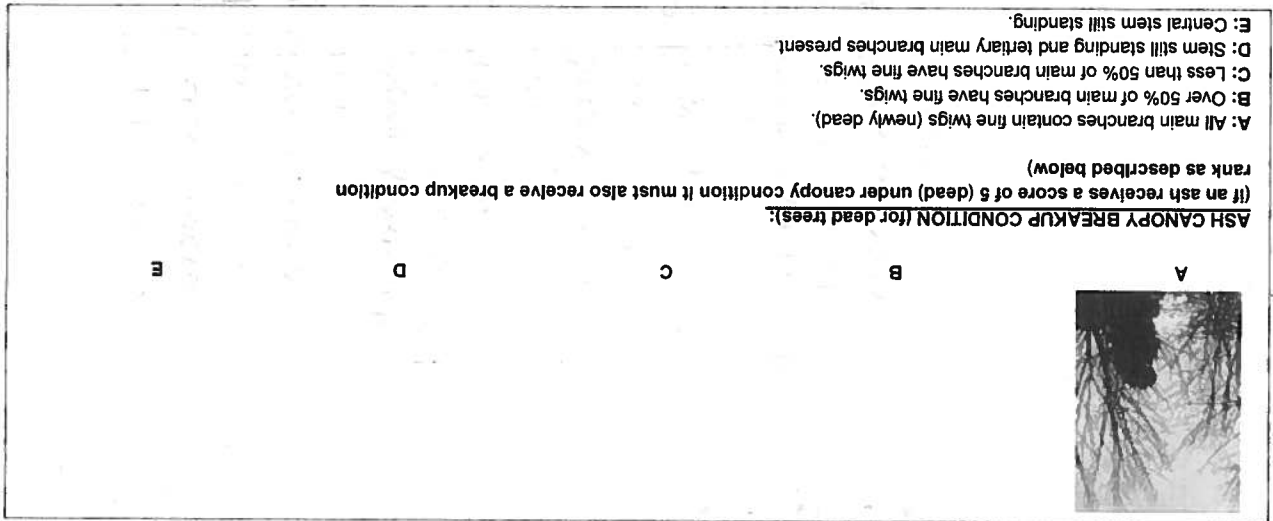
Explain substrate type (acidothermic forest or sandy)																		
mod #	species	c	voucher#	# stems 0-1.4m browsed	% sub or super sample	# shrub clumps	size class (cm) woody stems > 1.4m										11	
							1 0-1	2 1-2.5	3 2.5-5	4 5-10	5 10-15	6 15-20	7 20-25	8 25-30	9 30-35	10 35-40	>40 (record each tree)	
16	Prunus serotina			0														
16	Quercus rubra			0														
17	Acer saccharum																80.2	
17	Quercus rubra																	
17	Standing dead																	
17	Fagus grandifolia																	
17	Quercus muehlenbergii																	
18	Acer saccharum																	
18	Standing dead																	
18	Quercus muehlenbergii																	
18	Quercus rubra																49.8, 48.1	
18	Fagus grandifolia																	
18	Eucalyptus oblongatus																	
18	Fraxinus pennsylvanica																	
18	ROSA MULTIFLORA																	
4	PAVIA CERASUS			0														
7	Cornus ^{allernat}			0														

49.8, 48.1

80.2

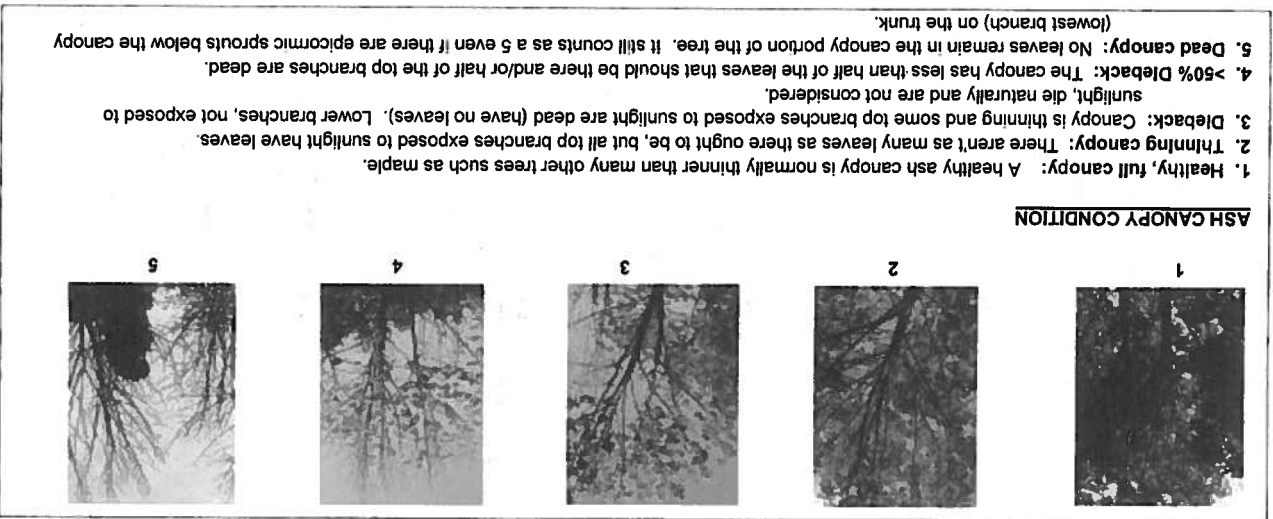
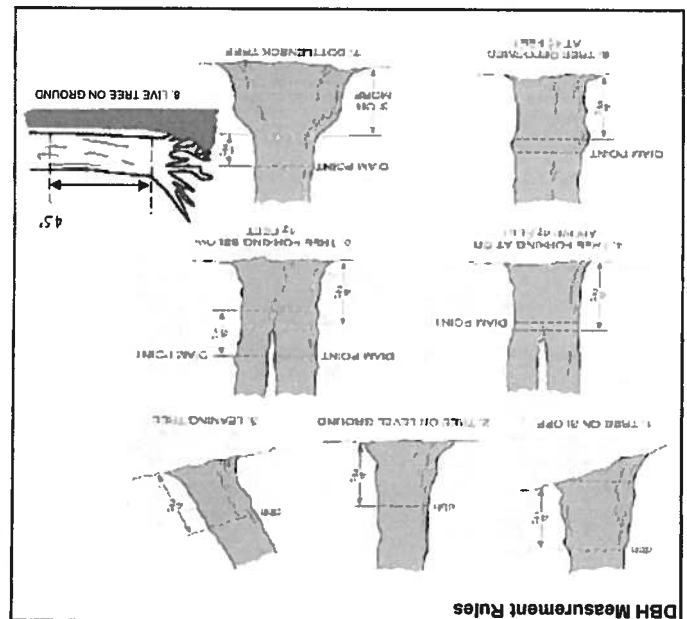
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ASH CANOPY CONDITION

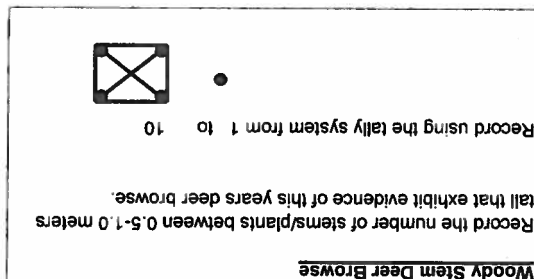
1. Healthy, full canopy: A healthy ash canopy is normally thinner than many other trees such as maple.
 2. Thinning canopy: There aren't as many leaves as there ought to be, but all top branches exposed to sunlight have leaves.
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 4. >50% Dieback: The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

Woody Stem Deer Browse

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

Record using the tally system from 1 to 10

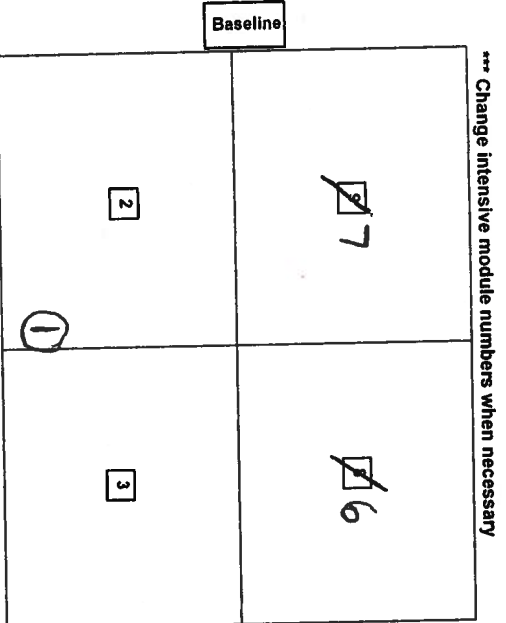
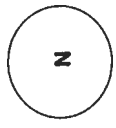


Do not exist on Woody or Batay? C/K 10-10-13
 8-13-13
 Standline Dead

CLEVELAND METROPARKS Emerald Ash Borer - Fraxinus Sheet
 Project Label: PCAP Project Name: BLK12013
 INTENSIVE MODULES ONLY TREES ≥ 10CM ONLY
 Plot No.: 1322 Date: 7/15/13
 Page: 1 of 2

Module ID	Species	Dead	Voucher #	DBH (cm)	Ht @ DBH	Ash condition	Dead condition	# Exit holes	Epicormic present	Woodpecker holes
2	Fraxinus sp.	✓		34.5	137	5	E	0	0	1
1										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										
16										
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18										
19										
20										
21										
22										
23										
24										
25										

* If Ash Condition scores 5 (dead) provide breakup score (A-E)
 Count EAB exit holes 1.25m² x ≥ 1.5m
 Woodpecker and epicormic marked present (1) or absent (0)



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

CLEVELAND METROPARKS Plant Community Assessment Program: Invasive Species Survey



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

Presence
X: yes

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

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

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

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

Project label: PCAP Project Name: DLH 2013Plot No.: 1322

Page: 1 of 1

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

Soil pit module # 76 (one per entire plot)

5 cm	matrix color	<u>10YR 4/2</u>
	mottle color	<u>N/A</u>
	%mottle	<u>0</u>
	oxid roots	<u>Y</u> <u>(N)</u>
	texture*	<u>2</u>
	redox features**	<u>Y</u> <u>(N)</u>
	hydr. cond.***	<u>1 S</u> <u>(M)</u> <u>D</u>
20 cm	matrix color	<u>2.5YR 4/2</u>
	mottle color	<u>N/A</u>
	%mottle	<u>0</u>
	oxid roots	<u>Y</u> <u>(N)</u>
	texture*	<u>2</u>
	redox features**	<u>Y</u> <u>(N)</u>
	hydro. cond.***	<u>1 S</u> <u>(M)</u> <u>D</u>

* refer to texture classes on reverse side
 ** e.g. hydrogen sulfide odor, gleying, etc.
 *** Circle one:
 I-indurated S-saturated M-moist D-dry
 Notes: include evidence of earthworms (worms, castings, middens)

2 worms and
castings present

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

Soil Collection Module	Horizon (A, B, C)	A
2.3.2.2 composted		
Web Soil Survey Information:		
Soil Series/Type	<u>ELF2-ELISWORTH</u>	<u>S11 L04</u>
Soil Series Source	<u>Ohio Soil Survey</u>	
Landform type	<u>Till Plain</u>	
Depth to rest layer	<u>more than 80"</u>	<u>101 cm</u>
Parent Material:	<u>T:11</u>	

DRAINAGE*

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

AS 7/19/13

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

module	1 liter+ organic depth (cm)	2 liter depth (cm)	water depth (cm)	depth sat soil (cm)
2	.5	.5	0	730
3	.5	.5	0	730
4	.1	.1	0	730
7	.1	.1	0	730

EARTH SURFACE & GROUND COVER

Underlying Earth Surface*	Ground Cover	percent
(Sum = 100%)	percent	percent
Histosol	Coarse Woody Debris***	8
Mineral Soil	Fine Woody Debris****	5
Gravel-Cobble*	Litter	84
Boulder**	Duff (Fern + Humus)	0
Bedrock	Bryophyte-Lichen	1
	Water	0
	Bare Soil	3
* Gravel-Cobble = 1/16-10"	Road/Trail	0
** Boulder = > 10 in		
*** > 5 cm in diameter		
**** < 5 cm in diameter		

TRAIL INFORMATION:

record type and cover for each	%Cover
Type	
All Purpose	
Bridle	
Hiking sanctioned	
Boatleg unsanctioned	
Gravel	
Deer	

No trails

COVER BY STRATA

estimate using midpoints of 5, ex: 3, 8, 13

Strata	Height Range (m)	Total Cover (%)
Tree	> .5	93
Shrub	0.5 - 5	63
Herb	< .05	28
(floating)*		0
(Aquatic)*		0

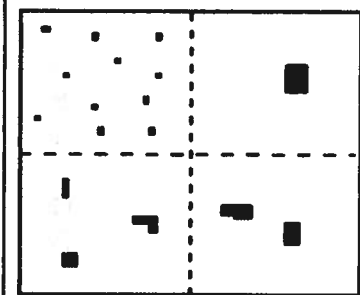
* rooted and floating or slightly emerged
 ** submersed, most plant mass below surface

STAND SIZE

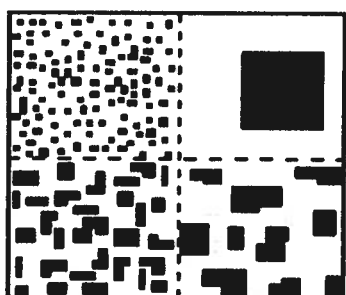
- ☐ < 600 x plot size
☐ > 100 x plot size
☐ 10-100 x plot size
☒ 3-10 x plot size
☐ 1-3 x plot size
☐ < plot size

PERCENT MOTTLES (USE CLASS CODES):

Class	Conv.	Code NASIS	Criteria: % of Surface Area Covered
Few	f	#	< 2
Common	c	#	2 to < 20
Many	m	#	≥ 20



2%



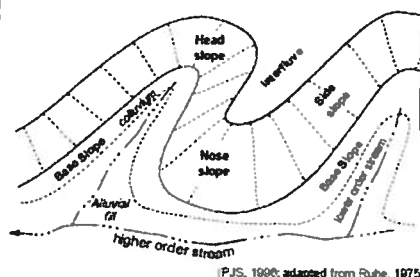
20%

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

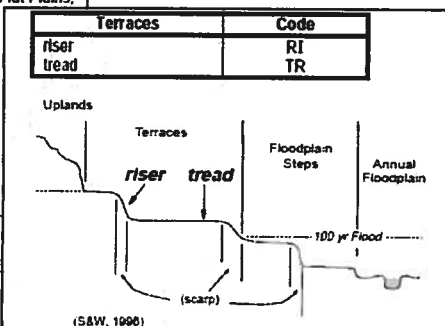
- 0= Organic
- 1= Loamy
- 2= Clayey
- 3= Sandy
- 4= Coarse Sand
- 9= Not measured - make plot note

Geomorphic Component - Three-dimensional descriptors of parts of landforms or microfeatures that are best applied to areas. Unique descriptors are available for Hills, Terraces, Mountains, and Flat Plains; e.g., (for Hills) nose slope or NS.

Hills	Code PDP	Code NASIS
Interfluvial	IF	IF
head slope	HS	HS
nose slope	NS	NS
side slope	SS	SS
base slope	---	BS



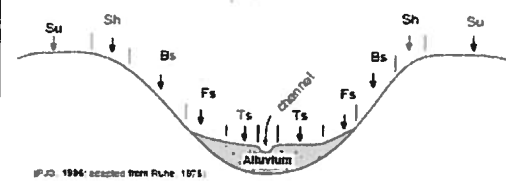
(P.J.S. 1990; adapted from Ruess, 1975)



(S&W, 1990)

Hillslope - Profile Position (Hillslope Position in PDP) - Two-dimensional descriptors of parts of line segments (i.e., slope position) along a transect that runs up and down the slope; e.g., backslope or BS. This is best applied to transects or points, not areas.

Position	Code
summit	SU
shoulder	SH
backslope	BS
footslope	FS
toeslope	TS



(P.J.S. 1994; adapted from Ruess, 1975)

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

UPLAND: Not a wetland. Very rarely flooded.

INTERMITTENTLY/SEASONALLY SATURATED: Dry at least once per year. Surface water is seldom present, but substrate is saturated to surface for extended periods during the growing season.

PERMANENTLY/SEMI-PERMANENTLY SATURATED: Dry less than once per year. Surface water is seldom present, but substrate is saturated to surface for extended periods during the growing season. Equivalent to Cowardin's Saturated modifier.

OCCASIONALLY FLOODED: Surface water can be present for brief periods during growing season, but not in most years. Often characterizes flood-plain upper terraces.

TEMPORARILY FLOODED: Surface water present for brief periods during growing season, but water table usually lies well below soil surface. Often characterizes flood-plain levees and lower terraces. Equivalent to Cowardin's Temporary modifier.

INTERMITTENTLY FLOODED : Substrate is usually exposed, but surface water can be present for variable periods without detectable seasonal periodicity. Inundation is not predictable to a given season and is dependent upon highly localized rain storms. This modifier was developed for use in the arid West for water regimes of Playa lakes, intermittent streams, and dry washes but can be used in other parts of the U.S. where appropriate. This modifier can be applied to both wetland and non-wetland situations. Equivalent to Cowardin's Intermittently Flooded modifier.

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

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

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

CLEVELAND METROPARKS Plant Community Assessment Program - Plant Cover and Earth Surface

Project Label: PCAP

Project Name: DIH12013

PLOT No.: 1322

Page: 1 of 1

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. C' check when collected

Module #	C7	Corner	Corner

CLASSIFICATION

(Fill in excellent, F, and Confidence)

Hydrogeomorphic class (WETLANDS ONLY)

<input type="checkbox"/> DEPRESSION	Fit =	Conf =
<input type="checkbox"/> IMPOUNDMENT <input type="checkbox"/> Beaver <input type="checkbox"/> Human	Fit =	Conf =
<input type="checkbox"/> RIVERINE <input type="checkbox"/> Headwater <input type="checkbox"/> Mainstem <input type="checkbox"/> Channel	Fit =	Conf =
<input type="checkbox"/> SLOPE (ground water hydrology or on a physical slope)	Fit =	Conf =
<input type="checkbox"/> FRINGING <input type="checkbox"/> Reservoir <input type="checkbox"/> Natural Lake	Fit =	Conf =
<input type="checkbox"/> COASTAL (specific subtypes)	Fit =	Conf =
<input type="checkbox"/> BOG (strongly, moderately, weakly, anthropogenic)	Fit =	Conf =

Ohio EPA VIBI Plant Community Class (WETLANDS ONLY)

<input type="checkbox"/> FOREST <input type="checkbox"/> Swamp forest <input type="checkbox"/> bog forest <input type="checkbox"/> forest seep	Fit =	Conf =
<input type="checkbox"/> EMERGENT <input type="checkbox"/> marsh <input type="checkbox"/> wet meadow <input type="checkbox"/> open bog	Fit =	Conf =
<input type="checkbox"/> SHRUB <input type="checkbox"/> shrub swamp <input type="checkbox"/> tall sh. bog <input type="checkbox"/> tall sh. fen	Fit =	Conf =

MICROTOPOGRAPHIC FEATURE COUNTS - Intensive modules only

Ranks 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 (1-3) to begin + any features present
Slope 1 = slight elevational grade across module (th)
Slope 2 = falls on slope -20°
Slope 3 = maximum steepness that can be safely sampled -45°

- 0 feature is absent or functionally absent from the wetland
- 3 feature is present in the wetland in very small amounts or if more common, of low quality
- 7 feature is present in moderate amounts, but not of highest quality, or in small amounts of highest quality
- 10 feature is present in moderate or greater amounts and of highest quality

C.W.D. - count for pieces with minimum 1m length

	no. of tussocks	no. of hummocks	no. macro. depressions	C.W.D. (2-12 cm)	C.W.D. (12-40 cm)	C.W.D. >40 cm	microhab. interspers.	microhab. SLOPE
depth 3 1x1m	depth 2 3 16x3 16m	depth 1 10x10m	depth 1 10x10m	depth 1 10x10m	depth 1 10x10m	depth 1 10x10m	depth 1 10x10m	depth 1 10x10m
mod#	corner	(count)	(count)	(count)	(count)	(count)	(rank)	(rank)
2	0	0	1	33	0	0	3	2
3	0	0	1	23	0	0	2	2
6	0	0	1	23	0	0	3	3
7	0	0	1	31	0	0	3	3
9	0	0	1	31	0	0	3	3
7	0	0	1	31	0	0	3	3

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

McNAB INDICES (degrees) + for up - for down

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

Alt 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			

Landform Index (position within landscape)

-- Terrain Shape Index (site microtopographic shape)

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

Module	N	S	E	W
2	5	17	12	5
3	7	12	10	6
16	15	14	18	18
17	9	7	7	7

COVER BY STRATA

STRATUM	GENERAL FORM
Tree (generally >5 m)	Tree (overstory), very tall shrubs*, liana, epiphyte)
Shrub (generally 0.5 to 5 m)	Tree (sapling), shrub, liana, epiphyte)
Herb (Field)	Herb, dwarf-shrub**, tree (seedling***)
Floating	Floating
Aquatic (submerged)	Submerged

*Very tall shrubs are sometimes included in the tree stratum

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

***Tree seedlings are often defined as up to 1.4 m height or as <2.5 cm DBH in which case they would span the herb and shrub layers.

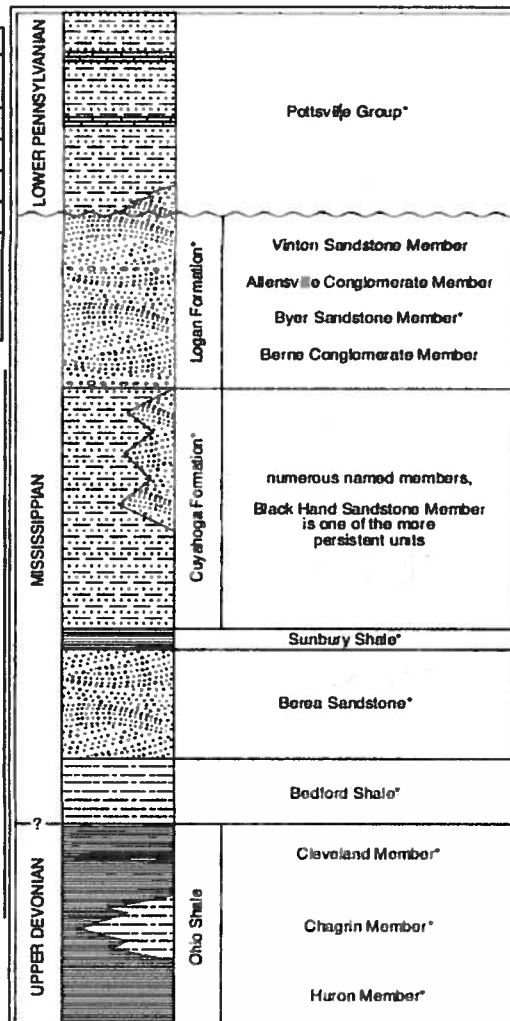
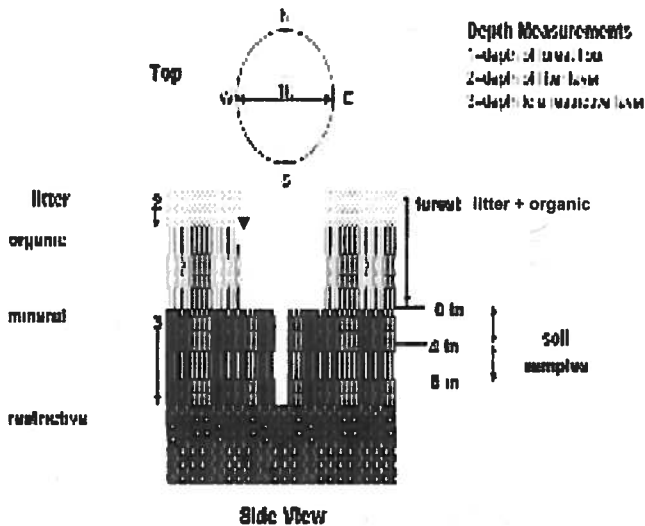


FIGURE 3-20—Generalized section of Upper Devonian, Mississippian, and Lower Pennsylvanian formations in northeastern Ohio. Asterisks indicate units that are fossiliferous. This composite section represents about 400 meters of rock exposed across the area. The section is not to scale, but the thicknesses indicated are proportional. The term "Waverly" is used in the older literature to refer to Mississippian rocks in Ohio. Some geologists use the European term "Carboniferous," which encompasses the Mississippian and Pennsylvanian Periods of the U.S. Many units have been named within the Cuyahoga Formation, but most units are local and cannot be traced over great distances. The Black Hand Member is a spectacular massive sandstone that is fairly widespread but discontinuous. See Hyde (1953), Hoover (1960), and Collins (1979) for more information on Mississippian rocks in Ohio. See figure 3-18 for explanation of rock types.

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PLAP H1322DATE: 07/15/2013

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 plot. 0 = Absent; 1 = Sparse (<10%); 2 = Moderate (10-40%); 3 = Heavy (40-75%); 4 = Very Heavy (>75%)

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

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

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

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

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

2428168304

Buffer Sample Plots 05/27/2011

Reviewed by (initial): _____

DATE: 0.7/1.4/2.0.1.3

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"/>	

08

7966623548

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP Hi 1322DATE: 0.7/1.5/2.0.1.3

Location:

☐ AA Center
 ☒ N
 ☐ S
 ☐ E
 ☐ W

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

☐ Plot 1

 ☐ Plot 2

 ☐ Plot 3

Buffer Natural Cover Strata

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

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

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

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 checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	1
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 checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	1
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 type="radio"/>		Offroad vehicle damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Highly Grazed Grasses (OVERALL <3" HIGH)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Forest Canopy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Grassland (BLACKENED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

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

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

Buffer Sample Plots 05/27/2011

2428168304

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

Site ID: PCAP H 1322

DATE: 07/14/2013

Reviewed by (Initial): _____

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 checked="" 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

Latitude North 41.21088

Longitude West 081.70682

Use Decimal Degrees; NAD83

Flag Comments

1 Drill trail runs through BPN1, gravel construction
 2 BPN2 is adjacent to the road

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP H: 1322DATE: 07/15/2013

Location:

☐ AA Center ☐ N ☐ S ☒ E ☐ W

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

☐ Plot 1 ☐ Plot 2 ☐ Plot 3

Buffer Natural Cover Strata

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

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

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

Stressor Presence/Absence - Confirm that a filled data bubble indicates presence and an unfilled bubble indicates absence by filling this bubble. ③

Residential and Urban Stressors					Hydrology Stressors					Agricultural & Rural Stressors					
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	
Road - gravel	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Ditches, Channelization	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Pasture/Hay	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Road - two lane	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Range	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Road - four lane	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Water Level Control Structure	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Row Crops	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Parking Lot/Pavement	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Excavation, Dredging	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Fallow Field (RECENT-RESTING ROW CROP FIELD)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Golf Course	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Fill/Spoil Banks	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Lawn/Park	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Nursery	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Suburban Residential	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil Loss/Root Exposure	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Dairy	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Urban/Multifamily	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Wall/Riprap	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Orchard	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Landfill	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Inlets, Outlets	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Confined Animal Feeding	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Dumping	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Rural Residential	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Trash	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Impervious surface input (SHEETFLOW)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Gravel Pit	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Irrigation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<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"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Forest Clear Cut	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Herbicide Use	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Gas Wells	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Forest Selective Cut	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Mowing/Shrub Cutting	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Mine (surface)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tree Plantation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Trails	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Mine (underground)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tree Canopy Herbivory (INSECT)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil Compaction (ANIMAL OR HUMAN)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Military	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Shrub Layer Browsed (WILD OR DOMESTIC)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Offroad vehicle damage	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Highly Grazed Grasses (OVERALL <3' HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Forest Canopy	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Grassland (BLACKENED)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	

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

2428168304

Buffer Sample Plots 05/27/2011

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

Reviewed by (initials):

DATE: 07/14/20.13

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"/>	

G. mustard herbaceous
Rosa

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAF Hi 2013 1322DATE: 07/15/2013

Location:

☐ AA Center
 ☐ N
 ☒ S
 ☐ E
 ☐ W

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

☐ Plot 1

 ☐ Plot 2

 ☐ Plot 3

Buffer Natural Cover Strata

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

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

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

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

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

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

2428168304

Buffer Sample Plots 05/27/2011

Reviewed by (Initial): _____

DATE: 07/14/2013

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 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 checked="" 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"/>	

Flag

Longitude West 081.70634.

G. Mustard M. ~~mustard~~
multiflora Lysimachia

Reviewed by (initial):

DATE: 67/15/2013











































































































☐ 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

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 strata type.

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: 	Buffer Plot 2	Canopy Type:  					Absent: 	Buffer Plot 3	Canopy Type:  					Absent: 
	Leaf Type:  					Flag		Leaf Type:  					Flag		Leaf Type:  					Flag
Big Trees (>0.3m DBH)							Big Trees (>0.3m DBH)							Big Trees (>0.3m DBH)						
Small Trees (<0.3m DBH)							Small Trees (<0.3m DBH)							Small Trees (<0.3m DBH)						
Woody Shrubs, Saplings (0.5m-5m HIGH)							Woody Shrubs, Saplings (0.5m-5m HIGH)							Woody Shrubs, Saplings (0.5m-5m HIGH)						
Woody Shrubs, Saplings (<0.5m HIGH)							Woody Shrubs, Saplings (<0.5m HIGH)							Woody Shrubs, Saplings (<0.5m HIGH)						
Herbs, Forbs and Grasses							Herbs, Forbs and Grasses							Herbs, Forbs and Grasses						
Bare ground							Bare ground							Bare ground						
Litter, duff																				

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

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 checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	/		Pasture/Hay	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>								
Road - two lane	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	/					Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input checked="" 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 checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>						Impervious surface input (SHEETFLOW)	<input checked="" 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"/>								

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 checked="" 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.

Buffer Sample Plots 05/27/2011

2428168304

Reviewed by (Initial): _____

PCAP Hi 1322

0.71412013

● Confirm a filled data bubble indicates presence and an unfilled bubble indicates absence

to	Final
university	Eu
university	W
university	Ry
university	G
university	G
university	W
university	E
university	C

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.

Flag

Location of coordinates (choose one):

Location of coordinates (choose one):
☐ AA CENTER ☐ N3 ☐ S3 ☐ E3 ☐ W3 ☐ Nearest practicable location (flag and comment below)

Latitude North 41.29063

Longitude West 081.70699

209 Use Decimal Degrees; NAD83

[illegible]

7966623548