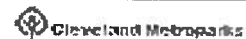


CLEVELAND METROPARKS Plant Community Assessment Program: Quality Control Form



Project Label: PCAP

Plot No: 135

Date Sampled: 6-24-13

Lead: Lacerda

Comment required if item answer is NO

Parking/Access outside of Park Boundaries:	<input checked="" type="radio"/> Y <input type="radio"/> N	If yes, write details in Comments section below
Field journals completed	<input checked="" type="radio"/> Y <input type="radio"/> N	
Site sketch made on 1:3000 map?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Check cover page	<input checked="" type="radio"/> Y <input type="radio"/> N	
X-axis Bearing of plot recorded	<input checked="" type="radio"/> Y <input type="radio"/> N	
GPS coords. Recorded	<input checked="" type="radio"/> Y <input type="radio"/> N	
North direction recorded	<input checked="" type="radio"/> Y <input type="radio"/> N	
Photographs taken?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Plot No., Date agreement on all pages?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Header data completed all pages?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Cover classes recorded in all Intensive modules	<input checked="" type="radio"/> Y <input type="radio"/> N	
Browse Level By Species	<input checked="" type="radio"/> Y <input type="radio"/> N	
Woody stem quality control check	<input checked="" type="radio"/> Y <input type="radio"/> N	
Invasive plant quality control check	<input checked="" type="radio"/> Y <input type="radio"/> N	
Ash trees mapped	<input checked="" type="radio"/> Y <input type="radio"/> N	N/A
Cover by Strata? (confirm cover type)	<input checked="" type="radio"/> Y <input type="radio"/> N	
Soil samples collected with matching plot #.	<input checked="" type="radio"/> Y <input type="radio"/> N	
Vouchers labeled on datasheet with initials and number	<input checked="" type="radio"/> Y <input type="radio"/> N	
Vouchers labeled on collection bag	<input checked="" type="radio"/> Y <input type="radio"/> N	
Pink flags removed	<input type="radio"/> Y <input checked="" type="radio"/> N	Remote area
Data sheet QA before leaving site?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Common equipment returned to tub.	<input type="radio"/> Y <input type="radio"/> N	
Data sheets scanned?	<u>6/28/13</u>	Enter date to left <u>AB</u>
Final data sheets scanned?		Enter date to left
Buffer Widths measured?	<input checked="" type="radio"/> Y <input type="radio"/> N	<u>AL 6-20-13</u>
Web Soil Survey	<input checked="" type="radio"/> Y <input type="radio"/> N	<u>AB 6/28/13</u>
Voucher Location	Refrigerator	<input type="radio"/> Y <input type="radio"/> N
(# vouchers collected)	Press (#)	Enter number to left
<u>TAL 028</u>	Drier	<input type="radio"/> Y <input type="radio"/> N
<u>002</u>	Identified	<input type="radio"/> Y <input type="radio"/> N
	Mounted	<input type="radio"/> Y <input type="radio"/> N
	Thrown away	<input type="radio"/> Y <input type="radio"/> N

<b>GRTS point verification: Is plot sampleable?</b>	
<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:

Park off of Alexander Rd at the Metroparks Serving Summit County Bike trail parking lot.



# CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

## GENERAL INFORMATION

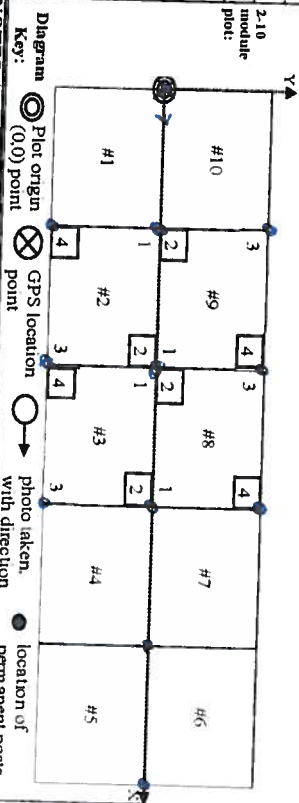
Project Label: **PCAP**  
 Project Name: **C18e2013**  
 Plot Name: **1315 Gatzsucker**  
 Plot No.: **1315**  
 Level 4 (no nested corners sampled)  
 Level 5 (nested corners sampled)  
 Date (mm/dd/yyyy): **6/24/13**  
 End date (if > 1 day):  
 Party: **T. Loeferle** Role: **Plot leader**  
**B. Chasla** **Woods Stems**  
**B. Ballard** **"**  
 Plot NOT SAMPLED: ☐ Other  
☐ Perm. water ☐ Paved ☐ Slope ☐ Safety  
 SAMPLING QUALITY\*  
 Effort Level: ☒ Very thorough ☐ Accurate ☐ Hurried  
 subjective evaluation of how much effort put into sampling. Hurried plots may still provide good data  
 TAXONOMIC ACCURACY  
 high ☐ moderate ☐ low ☐ not simpl  
 vascu. ☒ ☐ ☐ n/a  
 bryo ☐ ☒ ☐  
 lichen ☐ ☐ ☒  
 TAXONOMIC STANDARD  
 Authority: **G&C** Pub Date: **1998**

## LOCATION

State: **OH** County: **Cuyahoga**  
 Quadrangle: **Northfield**  
 Local Place Names: **Metroparks serving Summit County bike trail**  
 Landowner: **CLMP**  
 Data Confidentiality:  
 Check one: ☒ Public data ☐ Private Data  
☐ Fuzz 100m ☐ Fuzz 250m ☐ Fuzz 500m  
 Reason:  
 If data not public why?  
 Source of coordinates: ☐ MAP ☒ GPS  
 Coordinate system: **Coord. Units**  
☒ Lat/Long ☐ UTM ☐ StatePlane ☐ deg ☐ deg min  
☐ Other (specify)  
 Datum: ☒ NAD83/WGS84 ☐ NAD27  
 GPS location in plot x=0 to 5, y=-1.0 to 1.0:  
 x = **0** y = **0** (base of plot x=0, y=0)  
 Latitude: **41.35333**  
 Longitude: **81.56807**  
 Coord. Accuracy: ☒ m ☐ ft **2.5** +/-  
 GPS File Name: **1301315A**  
 Plot size for cover data: **0.1** (hectares)  
 X-axis Bearing of plot: **R90** °  
 Depth: (1-5) **4**  
 Intensive modules: 2, 3, 8, 9 (EDIT IF MODIFIED)  
 Camera No.: **5**  
 Photo Nos.: **2318**  
 Plot Placement: ☒ GRTS ☐ Representative  
☐ Random ☐ Stratified Random ☐ Transect component  
☐ Systematic (grid) ☐ Capture specific feature ☐ Other

Needs pins

↓ deer hunting stand



NOTES: Include Layout (any unusual shape details), Location (directions and landscape content), Rationale (why here), and Veg Characterization (description of community, dominants, strata, BROWSE). Additional notes in space on back.

Layout: 2x5

Location: Parked @ Metroparks-Serving-Summit-Co. bike-trail lot off Alexander Rd., walked S. on bike-path for ~550 m, then turned down into woods on trailing (steep). 150 m. into forest.

Rationale: GRTS point

Veg Characterization: Very browsed, little understory vegetation, visibility + 90 m below resident browse line. Overstory is atypical succession of dominantly Acer rubra. with Quercus Rubra, poplars, Sassafras, Liriodendron tulipifera included, few shrubs, 1 Acer saccharum shrub, illegal dm stand South of plot with

OVER







Cleveland  
Metroparks

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

Strata - Cov. entire plot

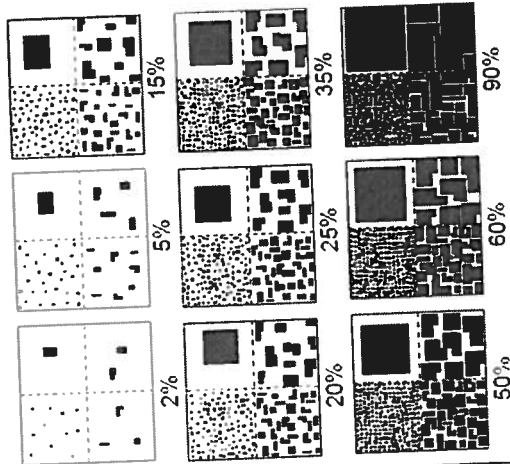
T	S	H	(F)	(A)	Br	Species	C	Voucher #	1	10	1	10	1	10	1	10	1	10	1	10	1	10	1	10	1	10
									1	10	1	10	1	10	1	10	1	10	1	10	1	10	1	10	1	10
2						Prunus sp. (seedling)		CS 2310	4																	
2						Acer rubrum rubrum																				
5						Quercus rubra			4	9	4															
						Unknown macrocarpa (seedling)		TAL 010022	3	7	3															
						Unknown dicot (seedling)		CS 23202321	3																	
2						Arisaema triphyllum triphyllum			3																	
2						Fraxinus sp. (seedling)		CS 2319	2	2	3															
2						Fraxinus pennsylvanica			2	2	2															
5						Liriodendron tulipifera		CS 23202324	2	5																
1						Unknown dicot 2 (seedling)		CS 2322																		
5						Quercus palustris			4	1																
3						Sassafras albidum			4	4																
2						Unknown dicot 3 (seedling)			3	2	3	2	2													
2						4' Pyrus sp. seedling (Pyrus)		CS 23232328																		
2						Pyrus sp. seedling (Pyrus)			3	2	3	2														
2						Rubus sp. (seedling)			2	2	2	2														
2						Rubus allaganiensis			2	2	1	1														
2						Ulmus sp. seedling			2	1																
2						Unknown dicot 3 (crataegus)			2	1	1	1														
2						8 ROSA MULTIFLORA		TAL 023	2	1	1	2														
1						Smilax hispida			2	1	2	2														
2						Unknown macrocarpa (seedling)		CS 23242326	2	1																
2						Unknown macrocarpa (seedling)		TAL 024	1	2																
2						Bracteantha bracteosa		TAL 025	1	1																
2						Laevia virginica		TAL 022	1	2																
2						BERBERIS THUNBERGII			1	2																
2						Acer sp. (seedling)		CS 23242327	1	2																

2ACM PCAP Species Cover Data sheet Page 1 of x\_ver 3.xls last revised 5/29/2012 ceh

307 made  
4/19/2013

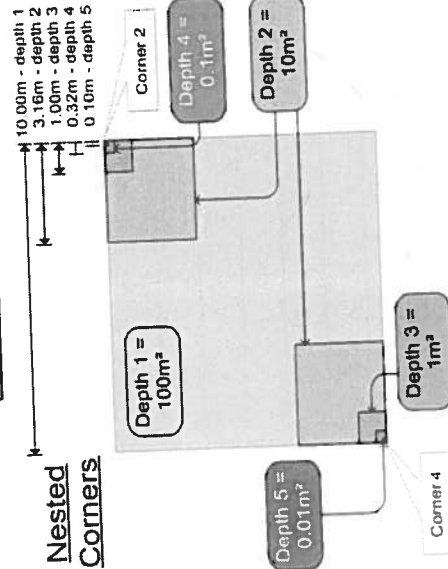
# EXAMPLES OF PERCENT OF AREA COVERED

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 kind 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.

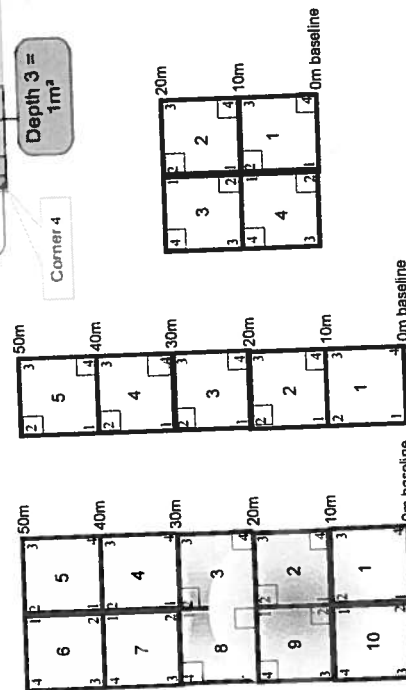
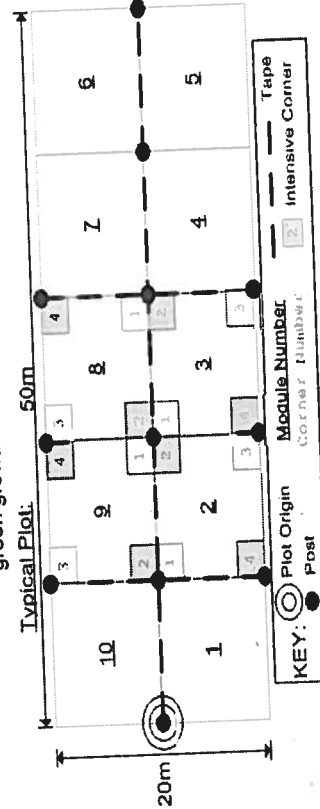
**MEDIUM LOW** values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse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

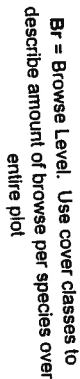




Plot area (ha): 0.1

~~Visual est. %invasives entire site~~

mod	comer	mod
-----	-------	-----



Estimate for each  
intensive module

%open w	%unvegetated open w	%unveg. ground (bare	%unveg. litter (bare
0	0	0	0
10	10	10	10
20	20	20	20
30	30	30	30
40	40	40	40
50	50	50	50
60	60	60	60
70	70	70	70
80	80	80	80
90	90	90	90
100	100	100	100

Strata - Cov. entire plot									
Species		Voucher #		depth		depth		depth	
T	S H (F)(A) Br			cov	depth	cov	depth	cov	depth
1	1			2	2	2	2	1	1

7-30-13

[illegible]

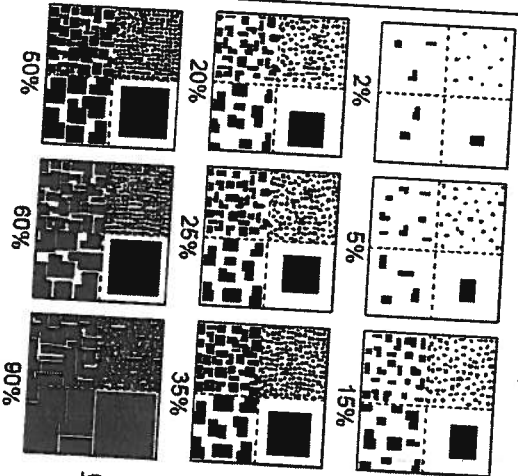
652320-21

✓	C5 2327	TAL 028
---	---------	---------

[illegible]

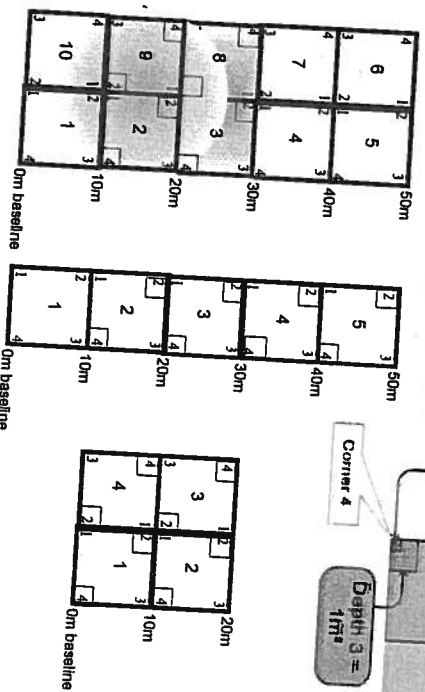
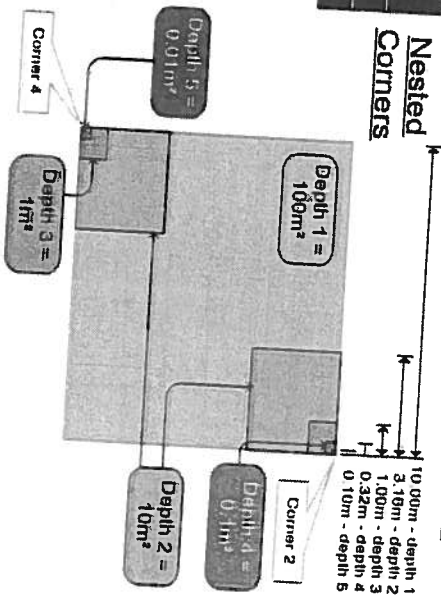
# EXAMPLES OF PERCENT OF AREA COVERED

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	soil/very 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.

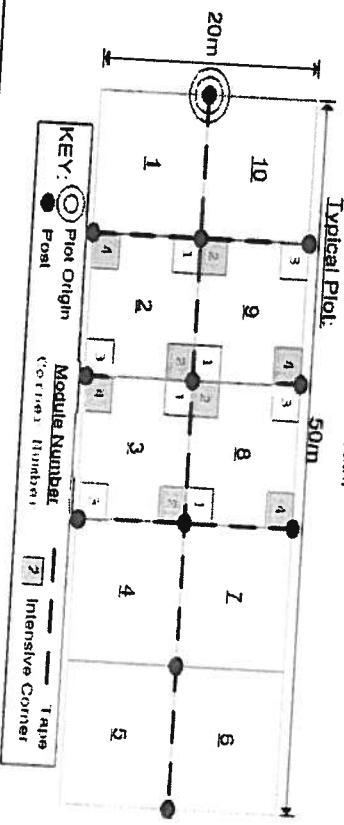
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**MEDIUM HIGH** values include evidence of a browse line and 25 percent of stems browsed with very little vegetation regeneration evident. In this rating, for some species of plants, reproduction does not appear to occur or it is very severely limited.

**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.

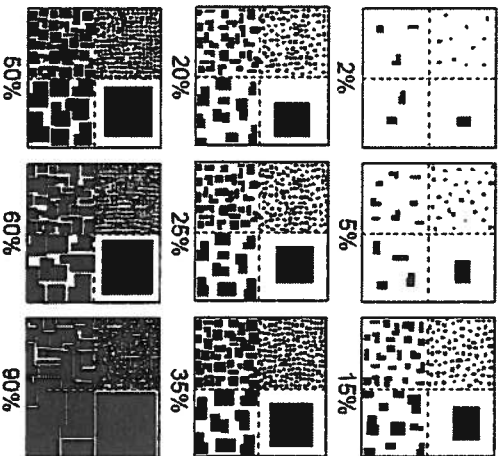






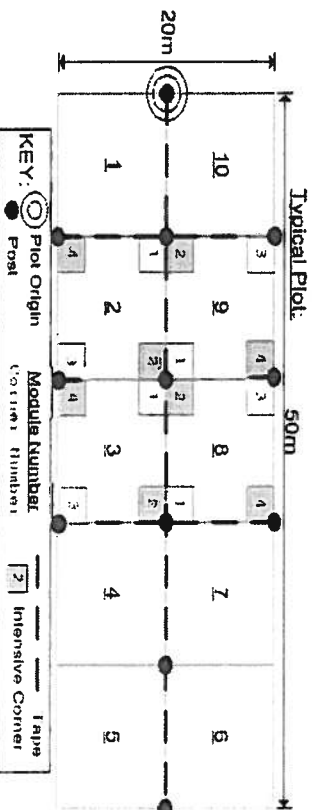
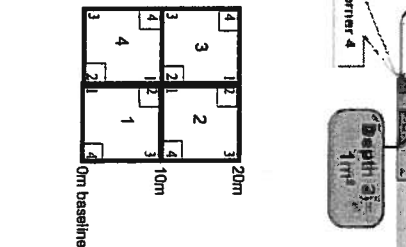
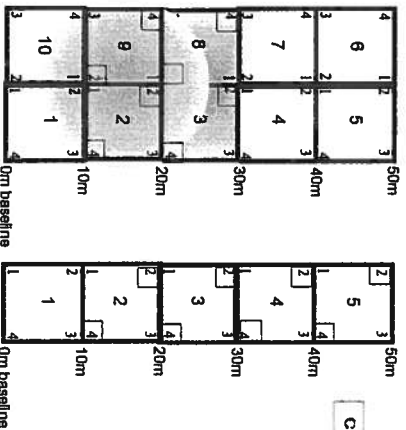
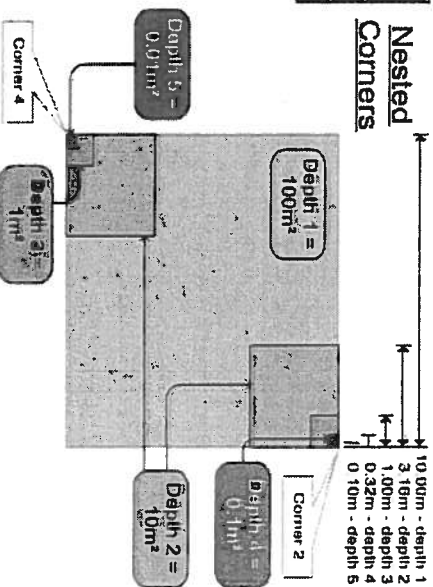
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cover class	% cover	midpoint
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3	1-2%	0.015
4	2-5%	0.035
5	5-10%	0.075
6	10-25%	0.175
7	25-50%	0.375
8	50-75%	0.625
9	75-95%	0.850
10	95-100%	0.975

## 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 at.

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

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

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

Project Label: PCAP

Project Name: 01B2013

Plot No.: 1315

Page: 1 of 2

 Cleveland Metroparks

Explain subsample (additional room on back):

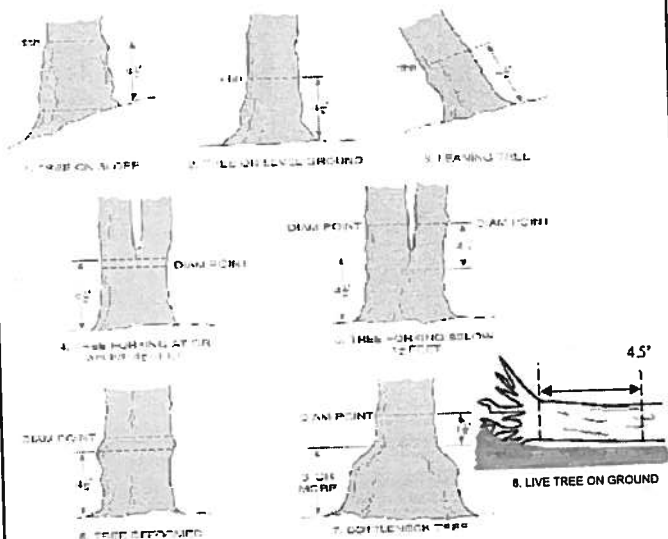
mod #	species	c	voucher#	# stems 0-1.4m browsed	% sub or super sample	# shrub clumps	size class (cm) woody stems > 1.4m										11 >40 (record each tree)			
							1 0-1	2 1-2.5	3 2.5-5	4 5-10	5 10-15	6 15-20	7 20-25	8 25-30	9 30-35	10 35-40				
1	Standing dead																			
1	Acer rubrum																			
1	Quercus rubra																			
1	Fraxinus pennsylvanica																			
2	Acer rubrum																			
2	Standing dead																			
2	Quercus rubra																			
2	Fraxinus pennsylvanica																			
2	Rosa multiflora																			
2	Rosa multiflora																			
2	Berberis albiflora																			
3	Acer rubrum																			
3	Rosa multiflora																			
3	Rubus sp.																			
4	Standing dead																			
4	Fraxinus sp.																			
4	Acer rubrum																			
4	Liriodendron tulipifera																			
4	Rosa multiflora																			
5	Liriodendron tulipifera																			
5	Acer rubrum																			
5	Standing dead																			
5	Fraxinus sp.																			
6	Liriodendron tulipifera																			

46.9

DBH AT  
1.4m



### 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



1



2



3



4



5

### 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.
- D: Stem still standing and tertiary main branches present.
- E: Central stem still standing.

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

Project Label: PCAP

Project Name: 01Be 2013

Plot No.: 1315

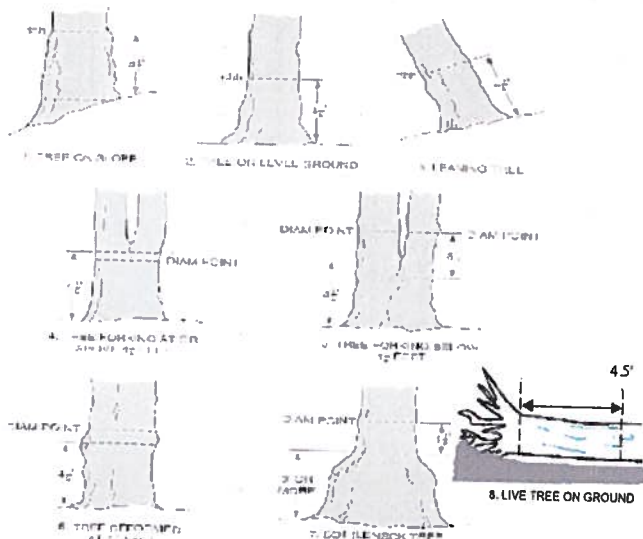
Page: 2 of 2

Cleveland Metroparks

Explain subsample (additional room on back):

mod #	species	c	voucher#	# stems 0-1.4m or super sample	# stems 1.4m or super sample	size class (cm) woody stems > 1.4m										>40 (record each tree)
						1	2	3	4	5	6	7	8	9	10	
16	Acer rubrum															42.5
16	Lindera benzoin															
16	Toxins sp.															
17	Liriodendron tulipifera															
17	Acer rubrum															
17	Acer saccharum															
17	Rosa multiflora															
17	Toxins sp.															
18	Staphy. dent.															
18	Acer rubrum															
18	Toxins sp.															
18	Rubus sp.															
19	Standing dead															45.9
19	Quercus palustris															
19	Acer rubrum															
19	Toxins sp.															
19	Rosa multiflora															
19	Euonymus sp.															
19	Saxifraga albertana															
19	Rubus sp.															
19	Lindera benzoin															
10	Saxifraga albertana															
10	Acer rubrum															
10	Liriodendron tulipifera															

### 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

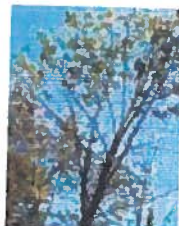
•



1



2



3



4



5

### 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.
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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):

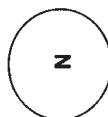
(If an ash receives a score of 5 (dead) under canopy condition it must also receive a breakup condition rank as described below)

- 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.
- D: Stem still standing and tertiary main branches present.
- E: Central stem still standing.



Module ID.	Species	Dead	c	Voucher #	DBH (cm)	Ht @ DBH	ASH ONLY			
							Ash condition	Dead condition	# Exit holes	Epicormic present
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										
16										
17										
18										
19										
20										
21										
22										
23										
24										
25										

\* If Ash Condition scores 5 (dead) provide breakup score (A-E)  
Count EAB exit holes 1.25m<sup>2</sup> x 1.5m  
Woodpecker and epicormic marked present (1) or absent (0)



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

Baseline	
9	8
2	3

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

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)	1	2	1	1	
Alnus glutinosa	European Alder					
Dipsacus laciniatus	Cut-leaf Teasel					
Elaeagnus umbellata	Autumn Olive (shrub)					
Lonicera maackii	Amur Honeysuckle (shrub)			1		
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	1	
Ligustrum vulgare	Common Privet (shrub)	2	2	1	4	
L. morrowii, L. tatarica	Bush Honeysuckles (shrub)	1	1	1		
Phalaris arundinacea	Reed Canarygrass		4		5	
Phragmites australis (wetland)	Phragmites					
Polygonum cuspidatum	Japanese Knotweed					
Frangula alnus	Glossy Buckthorn (shrub)	1	1	1	1	
Rosa multiflora	Multiflora Rose (shrub)	3	2	2	2	
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

~~Presence~~  
~~X: yes~~

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: 01 BE 1315

Plot No.: 01 BE 1315

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 VIB-E score calculation. C=check when collected

Module #	C7	Corner	Corner

## CLASSIFICATION

VET = excellent, F = Fit 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 (specify subclass)	Fit=	Conf=
<input type="checkbox"/> BOG (strongly, moderately, weakly ombrotrophic)	Fit=	Conf=

## Ohio EPA VIB 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 elevated grade across module (m)

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

		no. of tussocks		no. of hummocks		no. of depressions		c.w.d. (2-12 cm)		c.w.d. (12-40cm)		c.w.d. >40 cm		microhab. interspers.		microhab. SLOPE	
mod#	corner	depth 3 1x1m (count)	depth 2 3.16x3.16m (count)	depth 1 10x10m (count)	depth 1 10x10m (count)	depth 1 10x10m (count)	depth 1 10x10m (count)	depth 1 10x10m (count)	depth 1 10x10m (count)	depth 1 10x10m (count)	depth 1 10x10m (count)	depth 1 10x10m (count)	depth 1 10x10m (count)	depth 1 10x10m (rank)	depth 1 10x10m (rank)	depth 1 10x10m (rank)	depth 1 10x10m (rank)
2		0	0	0	0	0	0	43	2	0	0	0	0	1	1	1	1
3		0	0	0	0	0	0	52	0	0	0	0	0	2	1	1	1
8		0	0	0	0	0	0	46	0	0	0	0	0	2	1	1	1
9		0	0	0	0	0	0	70	0	0	0	0	0	2	1	1	1

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

MEAN INDICES (degrees) + for up - for down

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

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

Landform index (position within landscape)

Terrain Shape index (site microtopographic shape)

CROWN COVER (DENSITOMETER) Module 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	12	14	14	15
3	23	14	19	15
8	15	14	25	10
9	16	20	18	20

#2	10	14	11	15
03	20	13	15	11
#8	10	15	23	9
#9	18	21	19	20
	17	16	14	21



# 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.

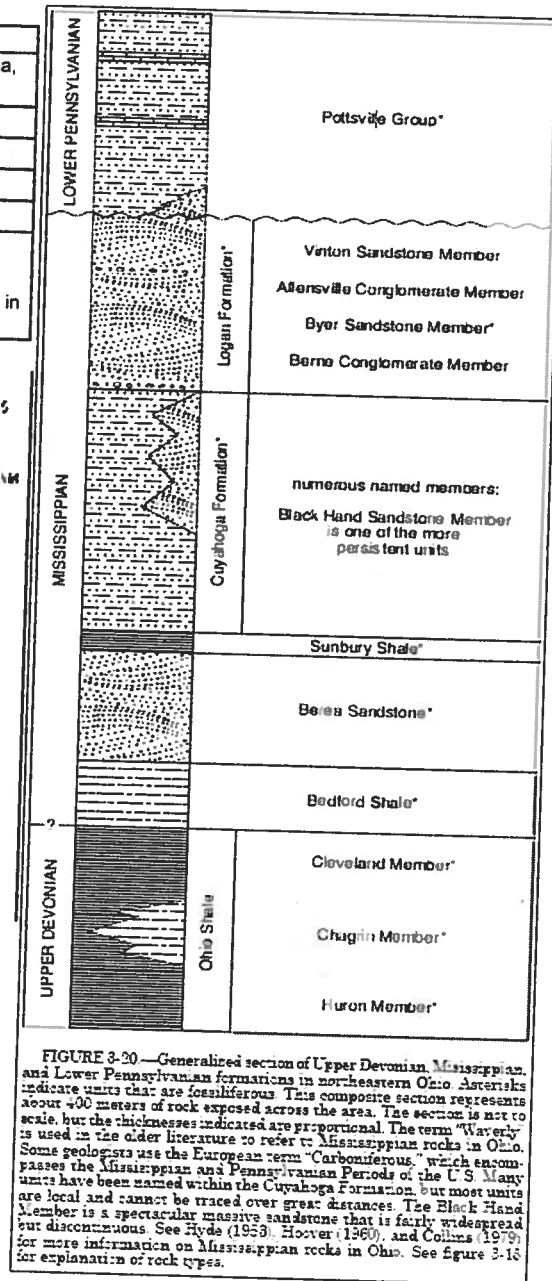
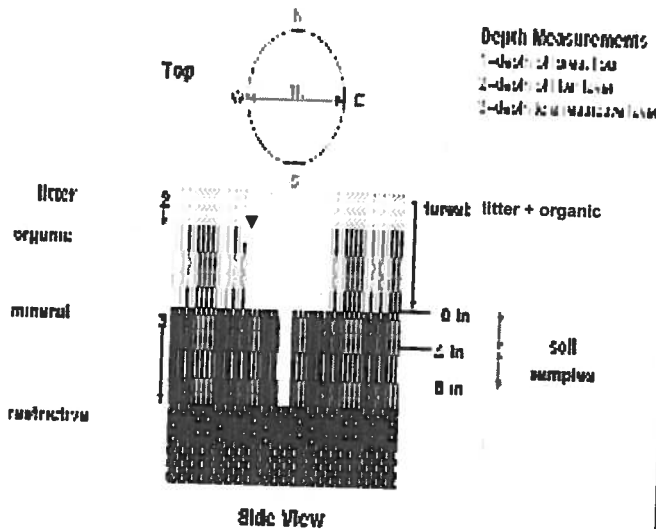


FIGURE 3-20—Generalized section of Upper Devonian, Mississippian, and Lower Pennsylvanian formations in northeastern Ohio. Asterisks indicate units that are fossiliferous. This composite section represents about 400 meters of rock exposed across the area. The section is not to scale, but the thicknesses 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.

Project label: PCAP Project Name: 0122 2013

Plot No.: 1315

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

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

Soil pit module # 2 (one per entire plot)

5 cm	matrix color	<u>2.5y 3/3</u>
	moist color	<u>None</u>
	%moist	<u>0</u>
	oxid roots	<u>Y</u> <u>(N)</u>
	texture*	<u>1</u>
	redox features**	<u>Y</u> <u>(N)</u>
	hydr. cond ***	<u>1 S (M) D</u>
20 cm	matrix color	<u>2.5y 3/2</u>
	moist color	<u>None</u>
	%moist	<u>0</u>
	oxid roots	<u>Y</u> <u>(N)</u>
	texture*	<u>1</u>
	redox features**	<u>(Y)</u> <u>N</u>
	hydro. cond ***	<u>1 S (M) D</u>

No evidence of worms

\* 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)

Soil Collection Module	Horizon (A, B, C)
<u>2.3.8.9</u> composted	<u>A</u>

Soil Series Type: Hillman

Soil Series Source: Ohio Soil Survey

Landform type: lake plains

Depth to rest Layer: 20-40 in. to bedrock

Parent Material: Till

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

AB 6/28/13

**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 soil (cm)
1	3.5	3.5	0	30
3	2.7	2.7	0	30
8	1.5	1.5	0	30
9	2.5	2.5	0	30

**EARTH SURFACE & GROUND COVER**

Underlying Earth Surface*	Ground Cover	percent
Gravel = 100%	percent	
Histosol	Coarse Woody Debris***	15
Mineral Soil	Fine Woody Debris****	25
Gravel-Cobble*	Litter	45
Boulder**	Duff (Ferm + Humus)	0
Bedrock	Bryophyte-Lichen	1%
* Gravel-Cobble = 1/16-10"	Water	0
** Boulder = > 10 in	Bare Soil	2
*** > 5 cm in diameter	Road/Trail	0
**** < 5 cm in diameter	Other	

**TRAIL INFORMATION:**

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

No trails

**COVER BY STRATA**

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

Strata	Height Range (m)	Total Cover (%)
Tree	<u>&gt; 5</u>	<u>88</u>
Shrub	<u>0.5-5</u>	<u>3</u>
Herb	<u>0.5-0.5</u>	<u>13</u>
(Floating)*		
(Aquatic)*		

\* rooted and floating or slightly emerged

\*\* submersed, most plant mass below surface

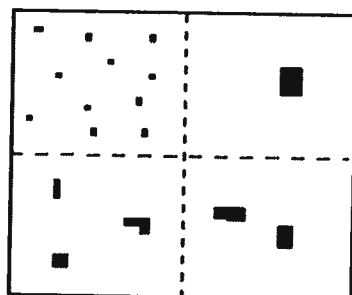
SEE BACK OF PAGE FOR TYPICAL STRATA DESCRIPTIONS. STRATA CAN VARY BY COVER TYPE.

**STAND SIZE**

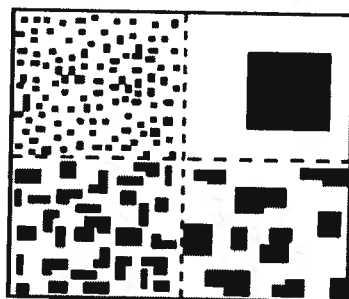
- ☐ > 600 x plot size
- ☐ > 100 x plot size
- ☒ 10-100 x plot size
- ☐ 3-10 x plot size
- ☐ 1-3 x plot size
- ☐ < plot size

# PERCENT MOTTLES (USE CLASS CODES):

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



2%



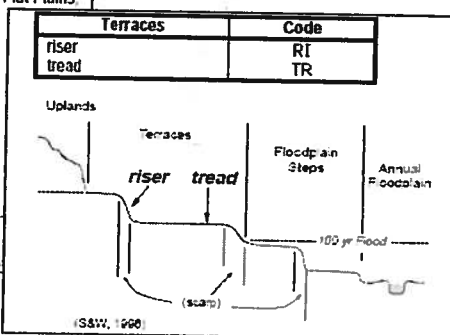
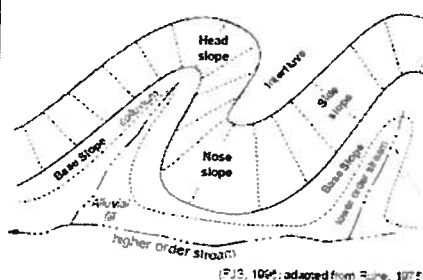
20%

**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

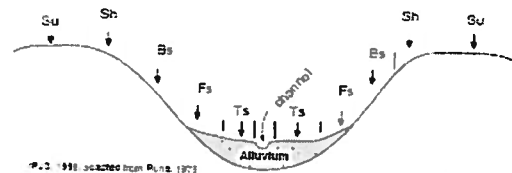
**Geomorphic Component** - Three-dimensional descriptors of parts of landforms or microfeatures that are best applied to areas. Unique descriptors are available for Hills, Terraces, Mountains, and Flat Plains; e.g., (for Hills) *nose slope* or *NS*.

Hills	Code	NASIS
interfluvial	IF	IF
head slope	HS	HS
nose slope	NS	NS
side slope	SS	SS
base slope	BS	BS



**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



**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/SEMIPERMANENTLY 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.

**SEMIPERMANENTLY 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.



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

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

Site ID: PCAP Be 1315DATE: 06/24/2013

Location:

☐ AA Center ☐ N ☐ OS ☐ OE ☒ W

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

☒ Plot 1 ☐ Plot 2 ☐ Plot 3

## Buffer Natural Cover Strata

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

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

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

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

Residential and Urban Stressors					Hydrology Stressors					Agricultural & Rural Stressors					
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	
Road - gravel	<input type="radio"/> 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.  
Explain all flags in comment section on the back of this form

2428168304

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

**Site ID:**

DATE:

Site ID: PCAP Be1315

DATE: 06/24/2013

193

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

## PLOT COORDINATES

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

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

**Location of coordinates (choose one):**

Flag

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

Latitude North

Longitude West

Latitude North 41.35320

081.56962

**Use Decimal Degrees; NAD83**

[illegible]

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

Reviewed by (Initial):

Site ID:

PCAP B2 1315

DATE:

0.6/2.4/2013

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

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

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

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

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

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

2428168304

Buffer Sample Plots 05/27/2011

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

DATE: 06/24/2013

Other:

## PLOT COORDINATES

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

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

Flag

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

Longitude West 0.8156799

**Use Decimal Degrees; NAD83**

## Flag

## Comments

Just outside plot 1 to the east is make shift deer stand  
See Tom's camera for photos (G-5)



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

Reviewed by (Initial):

Site ID:

PCAPBe1315

DATE:

0.6/24/2013

Location:

O AA Center O N O S ☒ E O W

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

O Plot 1 O Plot 2 O Plot 3

## Buffer Natural Cover Strata

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

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

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

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

Residential and Urban Stressors					Hydrology Stressors					Agricultural & Rural Stressors				
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="radio"/> 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.

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

Buffer Sample Plots 05/27/2011

2428168304

## Reviewed by (initial):

DATE: 06/24/2013

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 type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Giant Salvinia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Perennial Pepperweed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Common Buckthorn	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Giant Reed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Himalayan Blackberry	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Poison Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Cheatgrass	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tamarisk	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Mile-A-Minute Weed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Reed Canary Grass	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Birdsfoot Trefoil	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Common Reed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Leafy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
										Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

[illegible]

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

DATE: 06/24/2013

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

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

### Habitat/Vegetation Stressors

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

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

DATE: 06/24/2013

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

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

## PLOT COORDINATES

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

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

**Location of coordinates (choose one):**

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

Flag

Latitude North 41.35334

Longitude West 081.56792

**Use Decimal Degrees; NAD83**

[illegible]

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

7966623548



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

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

Site ID: PLAP B<sub>2</sub> 1315DATE: 06/24/2013

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

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

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

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

## Industrial Development Stressors

## Habitat/Vegetation Stressors

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

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

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

Buffer Sample Plots 05/27/2011

2428168304

## Reviewed by (Initial):

**Site ID:**

PCA# BQ 1315

DATE: \_\_\_\_\_

0612412013

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

41.35454

Longitude West

081. ~~15~~ 681.5

**Use Decimal Degrees; NAD83**

[illegible]

7966623548