

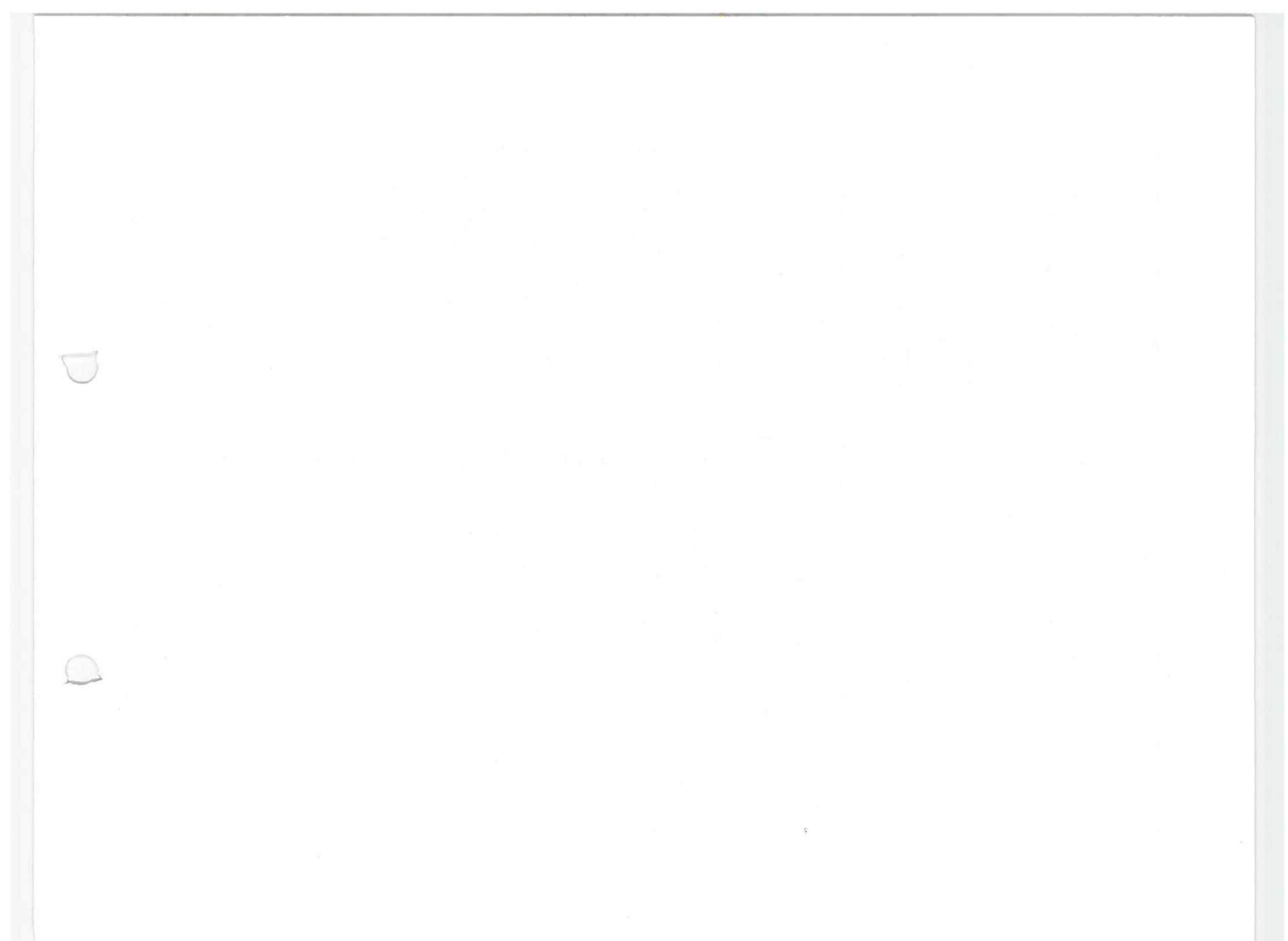
		Comment required if item answer is NO	
Parking/Access outside of Park Boundaries:	<input checked="" type="radio"/> Y	<input type="radio"/> N	If yes, write details in Comments section below
Field journals completed	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Site sketch made on 1:3000 map?	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Check cover page	X-axis Bearing of plot recorded	<input checked="" type="radio"/> Y	N
	GPS records, Recorded	<input checked="" type="radio"/> Y	N
	North direction recorded	<input checked="" type="radio"/> Y	N
	Photographs taken?	<input checked="" type="radio"/> Y	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	<i>N/A</i>
Cover by Stratag (confirm cover type)	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Soil samples collected with matching plot #.	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Vouchers labeled on datasheet with initials and number	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Vouchers labeled on collection bag	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Pink flags removed	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Data sheet QA before leaving site?	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Common equipment returned to tub.	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Data sheets scanned?	<u>8-22-12</u> Enter date to left <i>JT</i>		
Final data sheets scanned?	<u>8-22-12</u> Enter date to left <i>JT</i>		
Buffer Widths measured?	<input checked="" type="radio"/> Y	<input type="radio"/> N	<i>1/2, 7-16-12</i>
Web Soil Survey	<input checked="" type="radio"/> Y	<input type="radio"/> N	<i>JP 8-22-12</i>
Voucher Location	Refrigerator	<input type="radio"/> Y	<input checked="" type="radio"/> N
(# vouchers collected)	Press (#)	Enter number to left	
	Drier	<input type="radio"/> Y	<input type="radio"/> N
	Identified	<input type="radio"/> Y	<input type="radio"/> N
	Mounted	<input type="radio"/> Y	<input type="radio"/> N
	Thrown away	<input type="radio"/> Y	<input type="radio"/> N

GRTS point verification: Is plot sampleable?

<input checked="" type="radio"/> 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. parking lot, road)
	<input type="checkbox"/> Unsafe to sample (i.e. steep slope)
	<input type="checkbox"/> Other

Additional Comments:

Park at NASA after acquiring permission. Plot is through gate in fence by Gervin Management Center.



CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet										© Cleveland Metroparks Page 1 of 2																																							
GENERAL INFORMATION					LOCATION																																												
Project Label:		PCAP			State:		OH County: Cuy																																										
Project Name:		OIRR2012			Quadrangle:		Lakewood																																										
Plot Name:		Connis, John, Rosemary & Thyme			Local Place Names:		NASA Geren Management Center																																										
Plot No.:		1294			Landowner:		CM																																										
<input type="checkbox"/> Level 4 (no nested corners sampled) <input checked="" type="checkbox"/> Level 5 (nested corners sampled)					Data Confidentiality: Check one: <input checked="" type="checkbox"/> Public data <input type="checkbox"/> Private Data <input type="checkbox"/> Fuzz 100m <input type="checkbox"/> Fuzz 250m <input type="checkbox"/> Fuzz 500m																																												
Date (mm/dd/yyyy): 8/16/12					Reason:																																												
End date (if > 1 day): / /					If data not public why?																																												
Party		Role**			Source of coordinates <input type="checkbox"/> MAP <input checked="" type="checkbox"/> GPS																																												
Z. Barton		Plot leader			Coordinate system: <input type="checkbox"/> Lat/Long <input type="checkbox"/> UTM <input type="checkbox"/> StatePlane <input type="checkbox"/> Other (specify) <input type="checkbox"/> deg <input type="checkbox"/> deg min <input checked="" type="checkbox"/> NAD83/WGS84 <input type="checkbox"/> NAD27																																												
S. Catella		Woody/Sals			GPS location in plot x=0 to 5, y=-1,0,+1: x = 0 y = 0 (base of plot x=0, y=0)																																												
W. Rucker		"			Latitude: 41.41570 Longitude: -81.87309																																												
C. Huisman		Boss			Coord. Accuracy: <input type="checkbox"/> m <input checked="" type="checkbox"/> ft 100% +- GPS File Name: 1294A Plot size for cover data: 0.1 (hectares) X-axis Bearing of plot: 48°																																												
J. Reinier		Sedge guy			Depth: (1-5): 4 Intensive modules: 2, 3, 8, 9 (EDIT IF MODIFIED)																																												
** Roles: Co-leader, Asst., Guide, Owner, Taxonomist, etc. PLOT NOT SAMPLED: <input type="checkbox"/> Other <input type="checkbox"/> Perm. water <input type="checkbox"/> Paved <input type="checkbox"/> Slope <input type="checkbox"/> Safety																																																	
SAMPLING QUALITY* Effort Level: <input checked="" type="checkbox"/> Very thorough (subjective evaluation of how much effort put into sampling. Hurried plots may still provide good data) <input type="checkbox"/> Accurate <input type="checkbox"/> Hurried																																																	
TAXONOMIC ACCURACY <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td></td> <td style="text-align: center;">high</td> <td style="text-align: center;">modera.</td> <td style="text-align: center;">low</td> <td style="text-align: center;">not simpl</td> <td colspan="5"></td> </tr> <tr> <td>vascul.</td> <td style="text-align: center;">X</td> <td></td> <td></td> <td></td> <td colspan="5">n/a</td> </tr> <tr> <td>bryo</td> <td></td> <td></td> <td style="text-align: center;">X</td> <td></td> <td colspan="5"></td> </tr> <tr> <td>lichen</td> <td></td> <td></td> <td></td> <td style="text-align: center;">X</td> <td colspan="5"></td> </tr> </table>											high	modera.	low	not simpl						vascul.	X				n/a					bryo			X							lichen				X					
	high	modera.	low	not simpl																																													
vascul.	X				n/a																																												
bryo			X																																														
lichen				X																																													
TAXONOMIC STANDARD Authority: G&C Pub Date: 1998																																																	
Minimum required fields in Bold and Underlined																																																	
*Definitions and values in CM PCAP FOM v. 1.0 and CVS Field Guide																																																	
OVER																																																	

MODIFIED NATURESERVE CLASS*

CODE (on separate form): Fit= 6 Conf= HB02

COMMUNITY NAME:

Hemlock-Hardwood Forest

HOMOGENEITY

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

DISTURBANCES

type*	severity**	yrs ago	% of plot	description
Human				
Natural				
Fire				
Cut				
Animal	<u>M</u>	<u>0</u>	<u>100</u>	<u>Browse</u>
Other				

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

Current Land Use: ParkFormer Land Use: Unk.

HYDROLOGIC REGIME*

SALINITY*

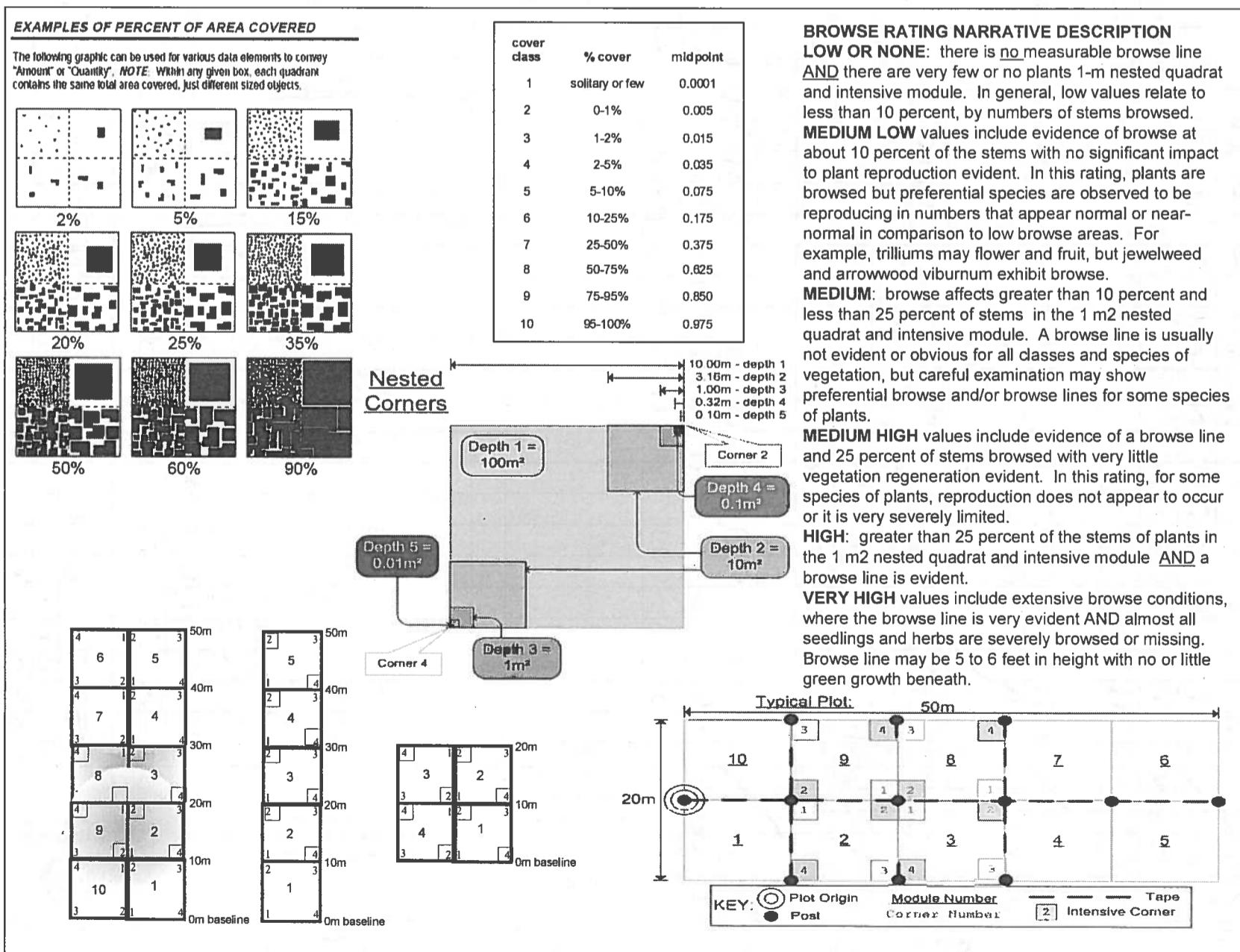
 Saltwater Brackish Fresh Upland (n/a)

(by default unless plot is a wetland)

- | | |
|---|---|
| <input checked="" type="checkbox"/> Upland (seldom flooded) | <input type="checkbox"/> Intermittently flooded |
| <input type="checkbox"/> Intermittently/seasonally saturated (seldom flooded) | <input type="checkbox"/> Semipermanently flooded |
| <input type="checkbox"/> Permanently/Semipermanent. saturated (dry <1/yr, seldom flooded) | <input type="checkbox"/> Permanently flooded |
| <input type="checkbox"/> Occasionally flooded (<1/yr) | <input type="checkbox"/> Tidal/Seiche flooded daily |
| <input type="checkbox"/> Temporarily flooded | <input type="checkbox"/> Tidal/Seiche flooded monthly |
| | <input type="checkbox"/> Tidal/Seiche flooded irregular (e.g. wind, storms) |
| | <input type="checkbox"/> Unknown |

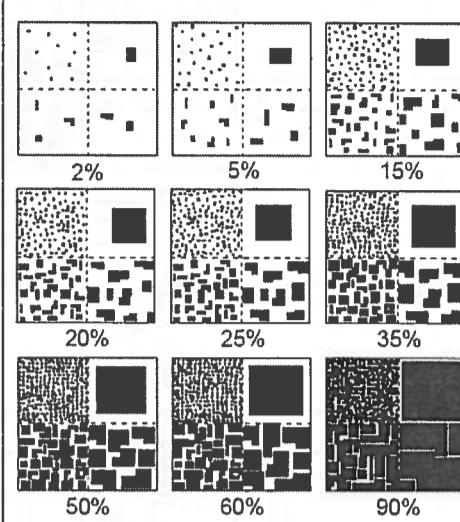
Additional notes & diagrams: (Representativeness of plot to the stand, successional status, maturity, etc.)

CLEVELAND METROPARKS Plant Community Assessment Program Species Cover Data Sheet 2a															Page <u>1</u> of <u>2</u>												
Project Label:			Project name:			Plot no.: <u>01RR2012</u>																					
PCAP						1294																					
Total modules:			Intensive modules:			Plot configuration: <u>2x5</u>									Plot area (ha): <u>0.1</u>												
10			4																								
 Cleveland Metroparks			Estimate for each intensive module: %open water 1 8 / 1 0 / 1 0 / 1 0 / 1 0 / %unvegetated open water 1 8 / 1 0 / 1 0 / 1 0 / 1 0 / %unveg. ground (bare soil) 1 4 / 1 4 / 1 3 / 1 5 / 1 5 / %unveg. litter (bare litter) 1 9 / 1 8 / 1 5 / 1 5 / 1 5 /																								
Strata - Cov. entire plot			T	S	H	(F)	(A)	Br	Species	c	Voucher #	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov
7	3	7	1	1	1	1	1	1	<i>Tsuga canadensis</i>			4	9		4	7		2	4		4	5					
6	6	2	5	5	5	5	5	5	<i>Fagus grandifolia</i>			4	5		4	8	4	4	8	2	2	4	4				
8	2								<i>Acer saccharum</i>			4	6	4		4	6	4	4	7	4	9					
2									<i>Hamamelis virginiana</i>																		<u>R 3</u>
6	2								<i>Quercus rubra</i>			4	9		4	6											<u>2 4</u>
5	2	2	5	5	5	5	5	5	<i>Prunus serotina</i>			3	4	2	3	2		2	2	2	2	2	3				
2			5	5	5	5	5	5	<i>Viburnum acerifolium</i>			3	2	3	2	2	2	2	2	2	3	2	2				
2									<i>Parthenocissus quinquefolia</i>			3	2	2		2	2	2	2	2	3	2	2				
6									<i>Mass. sp.</i>			2	2	4		2	5	7	4	8	2	4	7	3			
2									<i>Carex pensylvanica</i>																		
2									<i>Quercus seedlings</i>			2	2	2		2	2									<u>2 2</u>	
2									<i>Epifagus virginiana</i>			2	1		1	2		1	1								
3	2		2	2	2	2	2	2	<i>Ostrya virginiana</i>			2	5	2			2	2	2	2	2	4	6				
2									<i>Acer seedlings</i>			2	2		2	2	2	2	2	2	2	2	2				
2									<i>Carex sp.</i>			2	2														
2			6	6	6	6	6	6	<i>Crataegus sp.</i>			2	1		1	1										<u>2 1</u>	
4									<i>Paococ sp. Dianthia spicata</i>			2	2	2				2	5	2	2	4					
2									<i>Toxicodendron radicans</i>			2	1				3	2								<u>2 1</u>	
2			9	9	9	9	9	9	<i>Solidago caesia</i>			2	2	2		2	2		2	2	2	2	2				
2			10	10	10	10	10	10	<i>Smilax rotundifolia</i>			3	2		3	2		2	2	2	2	2	2				
2									<i>Vitis seedlings</i>			2	3			2											
1	2								<i>Fraxinus seedlings</i>			2	2				3	2	2	2	2	2	2				
2									<i>Mitchella repens</i>			1	2		1	2		1	2								
2									<i>Agrastis pectenans</i>									2	2	1	2						
2									<i>Asteraceae sp.</i>									2	2		2	1					



EXAMPLES OF PERCENT OF AREA COVERED

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



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

BROWSE RATING NARRATIVE DESCRIPTION

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

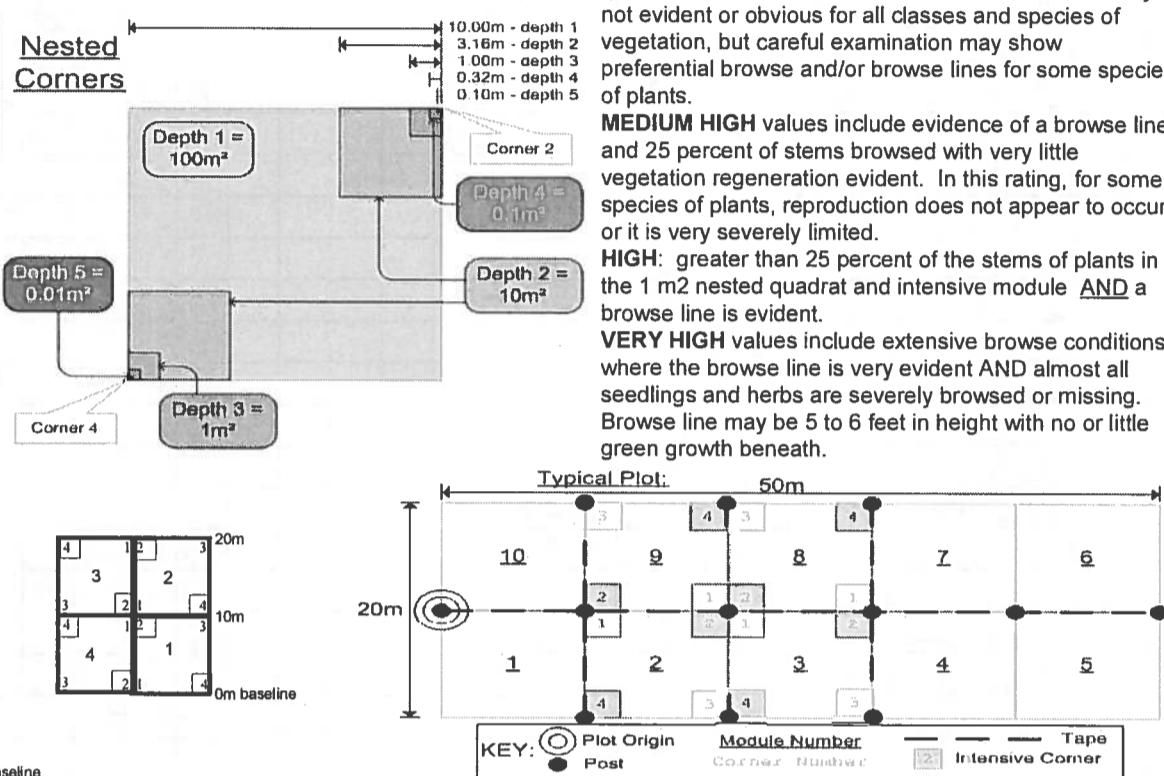
MEDIUM LOW values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse areas.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

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

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

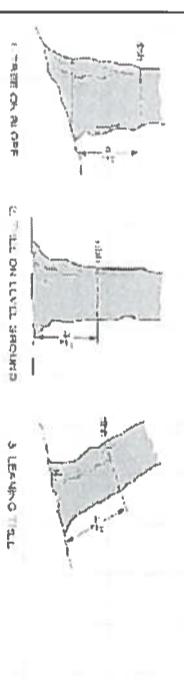
HIGH: greater than 25 percent of the stems of plants in the 1 m² nested quadrat and intensive module **AND** a browse line is evident.

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



CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet																	
Project Label: PCAP			Project Name: OIRR 2072			Plot No.: 1294			Page: 1 of 3					Cleveland Metroparks			
mod #	species	c	voucher#	# stems 0-1.4m browsed	% sub or super sample	# shrub clumps	size class (cm) woody stems >1.4m										>40 (record each tree)
✓ 1	<i>Fagus grandifolia</i>			• *			•	•	•	•	•	•	•	•	•		
✓ 1	Standing dead						•						•				
✓ 1	<i>Tsuga canadensis</i>												•			57.3	
✓ 1	<i>Acer saccharum</i>							•			•						
✓ 1	<i>Prunus serotina</i>															68.3	
✓ 1	<i>Viburnum acerifolium</i>			•													
✓ 1	<i>Acer rubrum</i>			•			•										
✓ 1	<i>Ostrya virginiana</i>			•				•									
✓ 2	<i>Acer saccharum</i>										•						
✓ 2	<i>Tsuga canadensis</i>															55.1, 51.6	
✓ 2	<i>Quercus rubra</i>						•										
✓ 2	<i>Ostrya virginiana</i>							•									
✓ 2	<i>Prunus serotina</i>							•									
✓ 2	<i>Viburnum acerifolium</i>			•													
✓ 2	<i>Vitis aestivalis</i>						•										
✓ 2	Standing dead						•										
✓ 2	<i>Smilax rotundifolia</i>			•													
✓ 3	<i>Fagus grandifolia</i>	•					•	•									
✓ 3	<i>Tsuga canadensis</i>									•							
✓ 3	<i>Acer saccharum</i>							•									
✓ 3	<i>Smilax rotundifolia</i>			•													
✓ 4	<i>Fagus grandifolia</i>	•					•	•			•						
✓ 4	<i>Acer saccharum</i>							•	•		•		•		•		
✓ 5	<i>Acer saccharum</i>								•	•	•	•	•				

DBH Measurement Rules



Woody Stem Deer Browse

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

Record using the tally system from 1 to 10



ASH CANOPY CONDITION

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



A

B

C

D

E

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

- A: All main branches contain fine twigs (newly dead).
- B: Over 50% of main branches have fine twigs.
- C: Less than 50% of main branches have fine twigs.
- 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: OIRR 2012		Plot No.: 1294		Page: 2 of 5 Cleveland Metroparks												
mod #	species	c	voucher#	# stems 0-1.4m browsed	% sub or super sample	# shrub clumps	size class (cm) woody stems >1.4m										>40 (record each tree)	
							0-1	1-2.5	2.5-5	5-10	10 - <15	15 - <20	20 - <25	25 - <30	30 - <35	35 - <40		
✓ 5	Quercus alba																84.0, 42.9	
✓ 6	Quercus alba																	
✓ 6	Acer saccharum						•	•	•	•								
✓ 6	Fagus grandifolia																	
✓ 6	Acer rubrum																	
✓ 6	Fagus grandifolia	x							x	•								
✓ 6	Acer rubrum																	
✓ 6	Tsuga canadensis																	
✓ 6	Standing dead																60.5	
✓ 7	Acer saccharum						•	•										
✓ 7	Fagus grandifolia	x						•	•									
✓ 7	Smilax rotundifolia																	
✓ 8	Fagus grandifolia	x																
✓ 8	Acer saccharum																	
✓ 8	Smilax rotundifolia	x																
✓ 8	Viburnum acerifolium	x																
✓ 9	Acer saccharum										•						54.1	
✓ 9	Viburnum acerifolium	x																
✓ 9	Ostrya virginiana											•						
✓ 9	Fagus grandifolia																	
✓ 9	Amelanchier sp.																	
✓ 9	Standing dead						•	•										
✓ 9	Smilax rotundifolia	x																
✓ 10	Fagus grandifolia	x																
✓ 10	Ostrya virginiana																	

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: DRR 2017

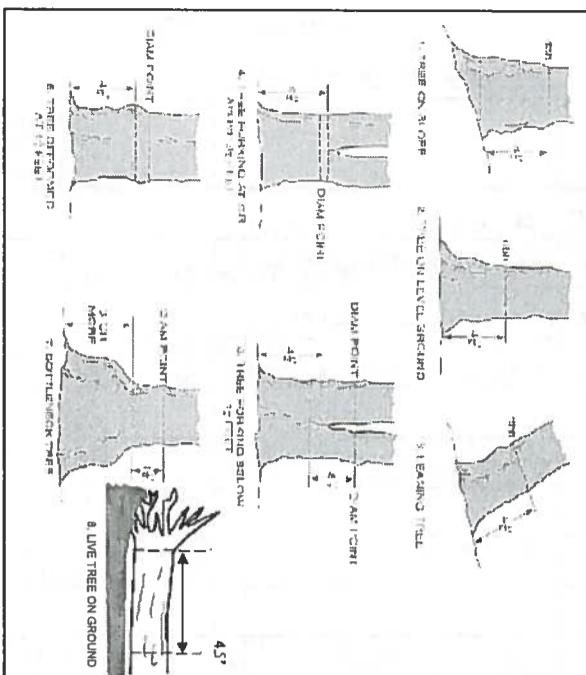
Plot No. : 1294

Page: 3 of 3



Explain subsample (additional room on back):

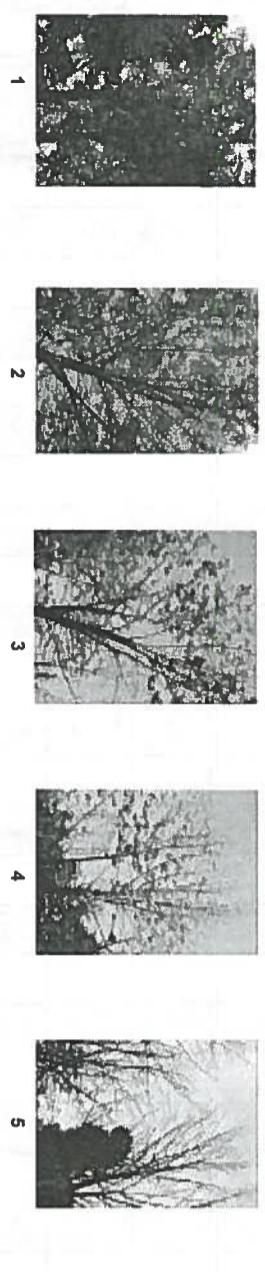
DBH Measurement Rules



Woody Stem Deer Browse

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

Record using the tally system from 1 to 10



ASH CANOPY CONDITION

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

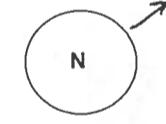
ASH CANOPY BREAKUP CONDITION (for dead trees): (if an ash receives a score of 5 (dead) under canopy condition it must also receive a breakup condition rank as described below)

- 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 Emerald Ash Borer - <i>Fraxinus</i> Sheet										INTENSIVE MODULES ONLY		TREES $\geq 10\text{cm}$ ONLY	
Project Label: PCAP					Project Name: OIRR 2012					Plot No.: 1294		Date: 8/16/12	
No Intensive Modules												Page: 1 of 2	

Module	Tree ID.	Species	Dead	c	Voucher #	DBH (cm)	Ht @ DBH	Ash condition	*Dead condition	# Exit holes	Epicormic present	Woodpecker holes
1		NO ASH										
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 $1.25\text{m}^2 \times 1.5\text{m}$
 Woodpecker and epicormic marked present (1) or absent (0)



*** Change Intensive module numbers when necessary

9	8
2	3

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

CLEVELAND METROPARKS Plant Community Assessment Program: Invasive Species Survey



Tier 1: Early detection/ Rapid response				Presence	GPS	Presence
	NE	SE	SW	NW		X: yes
<i>Microstegium vimineum</i>	Japanese stiltgrass					
<i>Ranunculus ficaria</i>	Lesser Celandine					
<i>Cynanchum louiseae</i>	(vine) Black Swallow-wort					
<i>Butomus umbellatus</i>	(wetland) Flowering Rush					
<i>Heracleum mantegazzianum</i>	Giant Hogweed					

Tier 2: Assess as Needed				# of Plants	comments	# of Plants
	NE	SE	SW	NW		
<i>Acer platanoides</i>	Norway Maple					1: 1-10
<i>Ailanthus altissima</i>	Tree of Heaven			1		2: 11-50.
<i>Lonicera japonica</i>	(vine) Japanese Honeysuckle					3: 51-100
<i>Lythrum salicaria</i>	(wetland) Purple Loosestrife					4: 101-1,000
<i>Aegopodium podagraria</i>	(G-cover) Bishop's Goutweed					5: >1,000
<i>Celastrus orbiculatus</i>	(vine) Asian Bittersweet					
<i>Torilis sp.</i>	Hedgeparsley					
<i>Comium maculatum</i>	Poison Hemlock					
<i>Rhamnus cathartica</i>	Common Buckthorn	(shrub)				
<i>Berberis thunbergii</i>	Japanese Barberry	(shrub)	2	1		
<i>Alnus glutinosa</i>	European Alder					
<i>Dipsacus laciniatus</i>	Cut-leaf Teasel					
<i>Elaeagnus umbellata</i>	Autumn Olive	(shrub)				
<i>Lonicera maackii</i>	Amur Honeysuckle	(shrub)				
<i>Euonymus fortunei</i>	Wintercreeper					

Tier 3: Presence is of interest				# of Plants	comments	# of Plants
	NE	SE	SW	NW		
<i>Convallaria majalis</i>	(G-cover) Lily of the Valley					
<i>Coronilla varia</i>	(G-cover) Crown Vetch					
<i>Bletherococcus pentaphyllum</i>	Five-leaf Atralia	(shrub)				
<i>Pachysandra terminalis</i>	(G-cover) Japanese Pachysandra			3		3: 51-100
<i>Philadelphiaus coronarius</i>	Mock Orange	(shrub)				
<i>Pulmonaria officinalis</i>	(G-cover) Lungwort					
<i>Rubus phoenicolasius</i>	Wineberry					
<i>Iris pseudacorus</i>	(wetland) Yellow Flag Iris					
<i>Ornithogalum umbellatum</i>	Star of Bethlehem					
<i>Viburnum opulus var. opulus</i>	European Cranberry	(shrub)				
<i>Viburnum plicatum</i>	Doublefile Viburnum	(shrub)				

Tier 4: Widespread and abundant				Presence	comments	# of Plants
	NE	SE	SW	NW		
<i>Alliaria petiolata</i>	Garlic Mustard					1: 1-10
<i>Ligustrum vulgare</i>	Common Privet	(shrub)				2: 11-50.
<i>L. morrowii</i> , <i>L. tatarica</i>	Bush Honeysuckles	(shrub)				3: 51-100
<i>Phalaris arundinacea</i>	Reed Canarygrass					4: 101-1,000
<i>Phragmites australis</i>	(wetland) Phragmites					5: >1,000
<i>Polygonum cuspidatum</i>	Japanese Knotweed					
<i>Frangula alnus</i>	Glossy Buckthorn	(shrub)				
<i>Rosa multiflora</i>	Multi-flora Rose	(shrub)				
<i>Typha angustifolia</i> , <i>T. x glauca</i>	Cattails (wetland)					
<i>Cirsium arvense</i>	Canada thistle					
<i>Dipsacus fullonum</i>	Common Teasel					
<i>Hesperis matronalis</i>	Dame's Rocket					
<i>Vinca minor</i> (G-cover)	Periwinkle					

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

4bCM PCAP Invasive species datasheet.xls last revised 6/11/2012 ceh

Natural Resources

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

Project Label: PCAP

Project Name: OIRR 2012

Plot No.: 1294

Cleveland Metroparks

Page: 1 of 1

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

Module #	C?	Corner	Corner

CLASSIFICATION

(FIT = excellent, g Fit and Confidence)

Hydrogeomorphic class (WETLANDS ONLY):

DEPRESSION Fit=_____ Conf=_____

IMPOUNDMENT Beaver Human Fit=_____ Conf=_____

RIVERINE Headwater Mainstem Channel Fit=_____ Conf=_____

SLOPE (ground water hydrology or on a physical slope) Fit=_____ Conf=_____

FRINGING Reservoir Natural Lake Fit=_____ Conf=_____

COASTAL (specify subclass) Fit=_____ Conf=_____

BOG (strongly, moderately, weekly ombrotrophic) Fit=_____ Conf=_____

Ohio EPA VIBI Plant Community Class (WETLANDS ONLY):

FOREST swamp forest bog forest forest seep Fit=_____ Conf=_____

EMERGENT marsh wet meadow open bog Fit=_____ Conf=_____

SHRUB shrub swamp tall sh. bog tall sh. fen Fit=_____ Conf=_____

McNAB INDICES (degrees) + for up - for down

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

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

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

* Landform Index (position within landscape)

** Terrain Shape Index (site micetopographic shape)

MICROTOPOGRAPHIC FEATURE COUNTS - Intensive modules only

Ranks for microhabitat features. Select one or select two and average the score. NOTE: If mod falls on a slope automatically gets ranked based on steepness (1-3) to begin + any features present

Slope 1 = slight elevational grade across module (hill)

Slope 2 = falls on slope ~20°

Slope 3 = maximum steepness that can be safely sampled ~45°

0 feature is absent or functionally absent from the wetland

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

7 feature is present in moderate amounts, but not of highest quality, or in small amounts of highest quality

10 feature is present in moderate or greater amounts and of highest quality

c.w.d. - count for pieces with minimum 1m length								
mod#	corner	no of	no of	c.w.d	c.w.d	c.w.d	microhab.	microhab.
		tussocks	hummocks	macro	(2-12 cm)	(12-40cm)	interspers.	
		depth 3	depth 2	depth 1	depth 1	depth 1	depth 1	SLOPE
		1x1m	3 16x3 16m	10x10m	10x10m	10x10m	10x10m	10x10m
(count)	(count)	(count)	(count)	(count)	(count)	(count)	(rank)	(rank)
2		Ø	Ø	2	16	2	Ø	2
3		Ø	Ø	3	14	Ø	Ø	3
8		Ø	Ø	12	18	1	Ø	4
9		Ø	Ø	24	22	Ø	Ø	4

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

Module	N	S	E	W
2	8	2	7	2
3	12	3	2	6
8	10	11	10	9
9	2	2	6	6

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

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.	

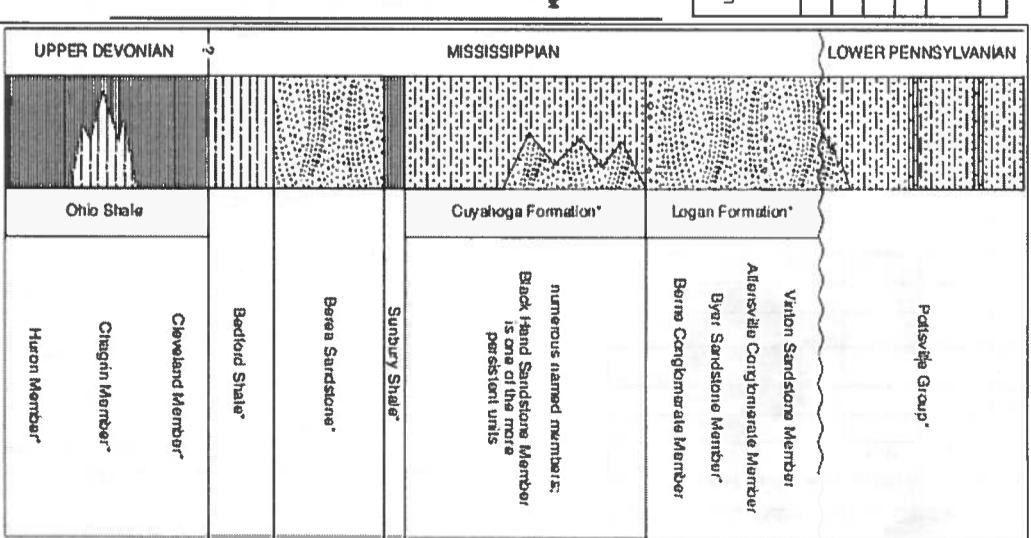
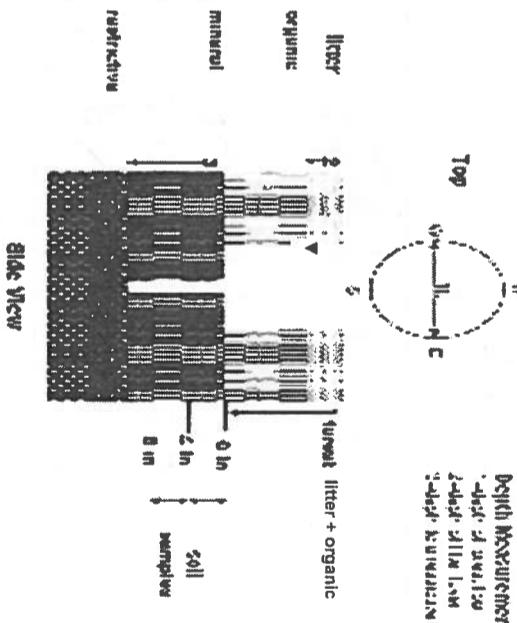


FIGURE 3-20.—Generalized section of Upper Devonian, Mississippian, and Lower Pennsylvanian formations in north-eastern Ohio. Actual thicknesses of rock exposed across the area. The section is not to scale, but the thicknesses indicated are proportional. The term "Navy" is used in the older literature to refer to Mississippian rocks in Ohio. Some geologists use the term "Cincinnatian," 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 any distance. The Black Hand Member is a spectacular massive sandstone that is fairly widespread but discontinuous. See Hilde (1953), Hoover (1960), and Culross (1979) for more information on Mississippian rocks in Ohio. See figure 3-16 for explanation of rock types.

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

Soil pit module # 2 (one per entire plot)

5 cm	matrix color	10YR 2/2
	mottle color	none
	%mottle	0
	oxid roots	Y (N)
	texture*	i very sandy
	redox features**	Y (N)
	hydr cond.***	I S M D
20 cm	matrix color	2.5Y 4/3
	mottle color	none
	%mottle	0
	oxid roots	Y (N)
	texture*	i also very sandy
	redox features**	Y (N)
	hydr cond.***	I S M D

* refer to texture classes on reverse side
 ** e.g. hydrogen sulfide odor, gleying, etc.
 *** Circle one:
 I=indundated S=saturated M=moist D=dry

Notes: include evidence of earthworms (worms, castings, middens)

no evidence of earthworms

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

Soil Collection Module	Horizon (A, B, C)
2,3,8,9 composited	A
Web Soil Survey Information:	
Soil Series/Type:	CnB, Chili Loam
Soil Series Source: Ohio Soil Survey	
Landform type: Outwash terraces	
Depth to rest. Layer:	>80"
Parent Material:	Outwash
DRAINAGE*	
<input type="checkbox"/> Excessively dr	<input type="checkbox"/> Somewhat excessively
<input checked="" type="checkbox"/> Well drained	<input type="checkbox"/> Moderately well dr.
<input type="checkbox"/> Somewhat poorly dr.	<input type="checkbox"/> Very poorly dr.
<input type="checkbox"/> Impermeable surface	

JP 8/22/12 (wss)

SOIL DEPTH MEASUREMENT: Measure to the nearest 0.1 cm in center of intensive modules. If >30.5 cm, record as >30				
mod#	1 litter+ organic depth (cm)	2 litter depth (cm)	water depth (cm)	depth sat soil (cm)
2	1	1	0	>30
3	.7	.7	0	>30
8	.5	.5	0	>30
9	.3	.3	0	>30

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

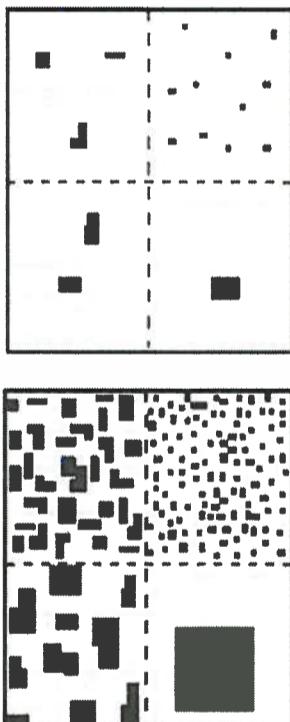
COVER BY STRATA %		
estimate using midpoints of 5, ex: 3, 8, 13		
Strata	Height Range (m)	Total Cover (%)
Tree	5 - 00	93
Shrub	0.5 - 5	18 23
Herb	X - 0.5	18
(Floating)*	-	—
(Aquatic)*	-	—
* rooted and floating or slightly emersed		
** submersed, most plant mass below surface		
SEE BACK OF PAGE FOR "TYPICAL" STRATA DESCRIPTIONS. STRATA CAN VARY BY COVER TYPE.		

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

STAND SIZE	
<input type="checkbox"/> >600 x plot size	
<input type="checkbox"/> > 100 x plot size	
<input type="checkbox"/> 10-100 x plot size	
<input type="checkbox"/> 3-10 x plot size	
<input checked="" type="checkbox"/> 1-3 x plot size	
<input type="checkbox"/> < plot size	

PERCENT MOTTLES (USE CLASS CODES):

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

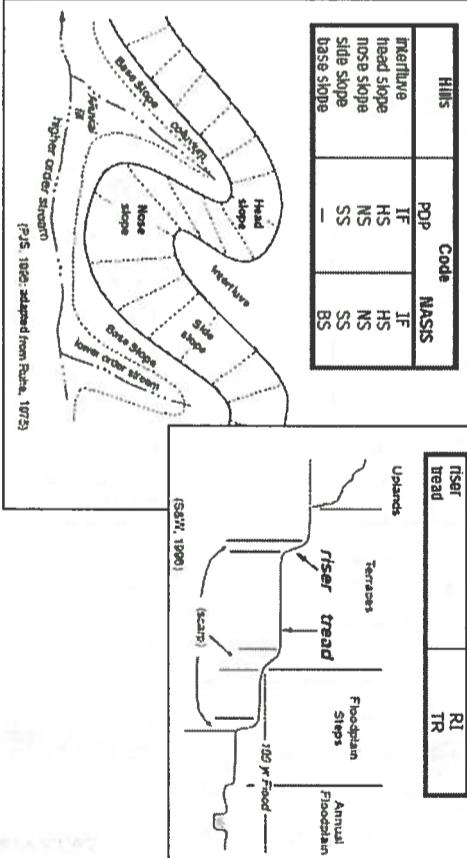


2%

20%

Geomorphic Component - Three-dimensional descriptions of parts of landforms or microtopographies 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	POP	Code	NASS
Intertongue	IF	#	
Head slope	HS	HS	
Nose slope	NS	NS	
Side slope	SS	SS	
Base slope	BS	BS	
Base slope			
Head slope			
Nose slope			
Side slope			
Base slope			
Head slope			
Nose slope			
Side slope			
Base slope			



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

UPLAND: Not a wetland. Very rarely flooded.

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

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

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

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

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

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

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

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

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

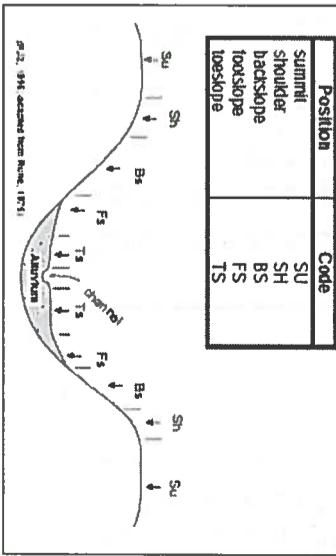
3= Sandy

4= Coarse Sand

9= Not measured - make plot note

Hillslope - Profile Position (Hillslope Position in PDP1 - Two-dimensional descriptors of parts of the 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
backslope	FS
backslope	TS



● Site ID: **PCAPRR1294**

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): **●**

DATE: **0.8/11.6/20.1.2**

● Location: **● AA Center** **ON** **OS** **OE** **OW**

Buffer Natural Cover Strata

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

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

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

Residential and Urban Stressors

Hydrology Stressors

Agricultural & Rural Stressors

Fill bubble if present - Plot 1	2	3	Flag	Fill bubble if present - Plot 1	2	3	Flag	Fill bubble if present - Plot 1	2	3	Flag
Read - gravel	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<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"/>	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"/>	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	<input type="radio"/>
Read - 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"/>	Dike/Dam/Road/RR Bed (WATER FLOW)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<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"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<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"/>	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"/>	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"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4
Parking Lot/Pavement	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<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"/>	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"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4
Golf Course	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<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"/>	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"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4
Lawn/Park	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<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"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	Dairy	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4
Suburban Residential	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<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"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	Orchard	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4
Urban/Multifamily	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<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"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	Confined Animal Feeding	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4
Landfill	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	Point Source/Pipe (EFFLUENT OR STORED WATER)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	Rural Residential	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4
Dumping	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<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"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	Gravel Pit	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4
Trash	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>	Other: <input type="text"/>	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	Irrigation	<input type="radio"/> 0 <input type="				

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

Reviewed by (initial): _____

Site ID: PCAPRR1294

DATE: 0.8/1.6/20.1.2

- 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	○	○	○		Purple Loosestrife	○	○	○		Johnson Grass	○	○	○	
Water Hyacinth	○	○	○		Knotweed	○	○	○		Kudzu	○	○	○	
Yellow Floating Heart	○	○	○		Japanese Knotweed	○	○	○		Multiflora Rose	○	○	○	
Giant Salvinia	○	○	○		Perennial Pepperweed	○	○	○		Common Buckthorn	○	○	○	
Garlic Mustard	○	○	○		Giant Reed	○	○	○		Himalayan Blackberry	○	○	○	
Poison Hemlock	○	○	○		Cheatgrass	○	○	○		Tamansk	○	○	○	
Mile-A-Minute Weed	○	○	○		Reed Canary Grass	○	○	○		Other: _____	○	○	○	
Birdsfoot Trefoil	○	○	○		Common Reed	○	○	○		Other: _____	○	○	○	
Canada Thistle	○	○	○		Leafy Spurge	○	○	○		Other: _____	○	○	○	
					Other: _____	○	○	○						

PLOT COORDINATES

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

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

Location of coordinates (choose one):

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

~~340~~
~~5340~~
~~5341~~

Flag

300
296
224

Latitude North

41.41598

Longitude West

122.87246

Use Decimal Degrees; NAD83

Flag

Comments

I included moss in herb etc. cover

FORM B-1: BUFFER SAMPLE PLOTS (Front)										
Site ID: CAPR124					Reviewed by (Initials): _____					
Location: <input checked="" type="radio"/> AA Center <input checked="" type="radio"/> N <input checked="" type="radio"/> S <input checked="" type="radio"/> O E <input checked="" type="radio"/> O W					DATE: <u>08/11.6120.1.2</u>					
Fill in bubbles for all that apply. Canopy Type: D = Deciduous; E = Evergreen. Leaf Type: B = Broadleaf; N = Needle Leaf. Absent: No tree canopy. Strata Section: Fill in appropriate cover class bubble for each strata type for each plot. 0 = Absent; 1 = Sparse(<10%); 2 = Moderate(10-40%); 3 = Heavy (40-75%); 4 = Very Heavy (>75%)										
Buffer Natural Cover Strata										
Buffer Plot 1	Canopy Type: <input checked="" type="radio"/> D <input type="radio"/> E	Absent: <input type="radio"/>	Buffer Plot 2	Canopy Type: <input type="radio"/> D <input checked="" type="radio"/> E	Absent: <input type="radio"/>	Buffer Plot 3	Canopy Type: <input type="radio"/> D <input checked="" type="radio"/> E	Absent: <input type="radio"/>	Leaf Type: <input type="radio"/> B <input checked="" type="radio"/> N	
Big Trees (>0.3m DBH)	<input type="radio"/>	<input type="radio"/>	Big Trees (>0.3m DBH)	<input type="radio"/>	<input checked="" type="radio"/>	Big Trees (>0.3m DBH)	<input type="radio"/>	<input type="radio"/>	Big Trees (>0.3m DBH)	
Small Trees (<0.3m DBH)	<input type="radio"/>	<input type="radio"/>	Small Trees (<0.3m DBH)	<input type="radio"/>	<input checked="" type="radio"/>	Small Trees (<0.3m DBH)	<input type="radio"/>	<input type="radio"/>	Small Trees (<0.3m DBH)	
Woody Shrubs, Saplings (0.5m-5m Ht/Girth)	<input type="radio"/>	<input type="radio"/>	Woody Shrubs, Saplings (0.5m-5m Ht/Girth)	<input type="radio"/>	<input checked="" type="radio"/>	Woody Shrubs, Saplings (0.5m-5m Ht/Girth)	<input type="radio"/>	<input type="radio"/>	Woody Shrubs, Saplings (0.5m-5m Ht/Girth)	
Woody Shrubs, Saplings (<0.5m Ht/Girth)	<input type="radio"/>	<input type="radio"/>	Woody Shrubs, Saplings (<0.5m Ht/Girth)	<input type="radio"/>	<input checked="" type="radio"/>	Woody Shrubs, Saplings (<0.5m Ht/Girth)	<input type="radio"/>	<input type="radio"/>	Woody Shrubs, Saplings (<0.5m Ht/Girth)	
Herbs, Forbs and Grasses	<input type="radio"/>	<input type="radio"/>	Herbs, Forbs and Grasses	<input type="radio"/>	<input checked="" type="radio"/>	Herbs, Forbs and Grasses	<input type="radio"/>	<input type="radio"/>	Herbs, Forbs and Grasses	
Bare ground	<input type="radio"/>	<input type="radio"/>	Bare ground	<input type="radio"/>	<input checked="" type="radio"/>	Bare ground	<input type="radio"/>	<input type="radio"/>	Bare ground	
Litter, duff	<input type="radio"/>	<input type="radio"/>	Litter, duff	<input type="radio"/>	<input checked="" type="radio"/>	Litter, duff	<input type="radio"/>	<input type="radio"/>	Litter, duff	
Rock	<input type="radio"/>	<input type="radio"/>	Rock	<input type="radio"/>	<input checked="" type="radio"/>	Rock	<input type="radio"/>	<input type="radio"/>	Rock	
Water	<input type="radio"/>	<input type="radio"/>	Water	<input type="radio"/>	<input checked="" type="radio"/>	Water	<input type="radio"/>	<input type="radio"/>	Water	
Submerged Vegetation	<input type="radio"/>	<input type="radio"/>	Submerged Vegetation	<input type="radio"/>	<input checked="" type="radio"/>	Submerged Vegetation	<input type="radio"/>	<input type="radio"/>	Submerged Vegetation	
Stressor Presence/Absence - Confirm that a filled data bubble indicates presence and an unfilled bubble indicates absence by filling this bubble. 										
Residential and Urban Stressors										
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"/>	<input type="radio"/>	Ditches, Channelization	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Pasture/Hay
Road - two lane	<input type="radio"/>	<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"/>	<input type="radio"/>	Range
Road - four lane	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Water Level Control Structure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Row Crops
Parking Lot/Pavement	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Excavation, Dredging	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fallow Field (RECENT-RESTING ROW CROP FIELD)
Golf Course	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fill/Spoil Banks	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fallow Field (OLD- GRASS, SHRUBS, TREES)
Lawn/Park	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Nursery
Suburban Residential	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Soil Loss/Root Exposure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dairy
Urban/Multifamily	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Wall/Riprap	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Orchard
Landfill	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Inlets, Outlets	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Confined Animal Feeding
Dumping	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Point Source/Pipe (EFFLUENT OR STORMWATER) Impervious surface input (SHEETFLOW)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Rural Residential
Trash	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Gravel Pit
Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Irrigation
Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other: _____
Industrial Development Stressors										
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	
Oil Drilling	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Forest Clear Cut	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Herbicide Use
Gas Wells	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Forest Selective Cut	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Mowing/Shrub Cutting
Mine (surface)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Tree Plantation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Trails
Mine (underground)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Tree Canopy Herbivory (INSECT)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Soil Compaction (ANIMAL OR HUMAN)
Military	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Shrub Layer Browsed (MILD OR DOMESTIC)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Offroad vehicle damage
Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Highly Grazed Grasses (OVERALL <1-HIGH)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Soil erosion (FROM WIND, WATER OR OVERUSE)
Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Recently Burned Forest Canopy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other: _____
Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Recently Burned Grassland (BLACKENED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other: _____
Habitat/Vegetation Stressors										
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	
Oil Drilling	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Forest Clear Cut	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Herbicide Use
Gas Wells	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Forest Selective Cut	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Mowing/Shrub Cutting
Mine (surface)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Tree Plantation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Trails
Mine (underground)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Tree Canopy Herbivory (INSECT)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Soil Compaction (ANIMAL OR HUMAN)
Military	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Shrub Layer Browsed (MILD OR DOMESTIC)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Offroad vehicle damage
Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Highly Grazed Grasses (OVERALL <1-HIGH)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Soil erosion (FROM WIND, WATER OR OVERUSE)
Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Recently Burned Forest Canopy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other: _____
Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Recently Burned Grassland (BLACKENED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other: _____

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

2428168304

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

Buffer Sample Plots 05/27/2011

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

Reviewed by (initials): _____

Site ID: PCAPR1294DATE: 0.8.11.16.12.0.12

● 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	○	○	○		Purple Loosestrife	○	○	○		Johnson Grass	○	○	○	
Water Hyacinth	○	○	○		Knotweed	○	○	○		Kudzu	○	○	○	
Yellow Floating Heart	○	○	○		Japanese Knotweed	○	○	○		Muliflora Rose	○	○	○	
Giant Salvinia	○	○	○		Perennial Pepperweed	○	○	○		Common Buckthorn	○	○	○	
Garlic Mustard	○	○	○		Giant Reed	○	○	○		Himalayan Blackberry	○	○	○	
Poison Hemlock	○	○	○		Cheatgrass	○	○	○		Tamansk	○	○	○	
Mile-A-Minute Weed	○	○	○		Reed Canary Grass	○	○	○		Other: _____	○	○	○	
Birdsfoot Trefoil	○	○	○		Common Reed	○	○	○		Other: _____	○	○	○	
Canada Thistle	○	○	○		Leafy Spurge	○	○	○		Other: _____	○	○	○	
					Other: _____	○	○	○			○	○	○	

PLOT COORDINATES

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

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

Location of coordinates (choose one):

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

Flag

Latitude North 41.41608Longitude West 0.0187301

Use Decimal Degrees; NAD83

Flag

Comments

- 1 Plot 1 was visually sampled from above about 10 m away
- 2 Total point along ridge near steep slope 10 m away
- 3 2 deer trails follow ridge

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial):

Site ID: PCAP RR1294

DATE: 0.8.11.6.120.12.

Location: AA Center ON OS SE OW

Fill in bubble(s) if plot(s) could not be sampled and flag → Plot 1 Plot 2 Plot 3

Buffer Natural Cover Strata

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

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

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

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

Industrial Development Stressors

Fill bubble if present - Plot 1	2	3	Flag	Fill bubble if present - Plot 1	2	3	Flag	Fill bubble if present - Plot 1	2	3	Flag
Oil Drilling	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Forest Clear Cut	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Herbicide Use	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		
Gas Wells	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Forest Selective Cut	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Mowing/Shrub Cutting	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		
Mine (surface)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Tree Plantation	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Trails	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		
Mine (

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

Reviewed by (Initial): _____

Site ID: PCAPRR 1294

DATE: 0.8.1.16 / 20.1.2

● 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="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Purple Loosestrife	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Johnson Grass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Water Hyacinth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Knotweed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Kudzu	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Yellow Floating Heart	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Japanese Knotweed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Multiflora Rose	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Giant Salvinia	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Perennial Pepperweed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Common Buckthorn	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Garlic Mustard	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Giant Reed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Himalayan Blackberry	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Poison Hemlock	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Cheatgrass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Tamnisk	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Mile-A-Minute Weed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Reed Canary Grass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Other: _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Birdsfoot Trefoil	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Common Reed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Other: _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Canada Thistle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Leafy Spurge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Other: _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
					Other: _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Other: _____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

PLOT COORDINATES

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

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

Location of coordinates (choose one):

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

Latitude North 41.41597 Longitude West 0.8187245

Use Decimal Degrees; NAD83

Flag

Comments

1 Metroparks yellow flag

Location:	○ AA Center	○ N	○ S	○ E	○ W	Fill in bubble(s) if plot(s) could not be sampled and flag → <i>j</i>
						○ Plot 1 ● Plot 2 ○ Plot 3

Buffer Natural Cover Strata

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

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

Buffer Plot 1	Canopy Type: ● (D)	Absent: ○	Buffer Plot 2	Canopy Type: ○ (D)	Absent: ○	Buffer Plot 3	Canopy Type: ○ (D)	Absent: ○	Flag		
									Leaf Type: B (0)	Leaf Type: N (1)	Leaf Type: D (2)
Big Trees (>0.3m DBH)	○	○	○	○	○	○	○	○	○	○	○
Small Trees (<0.3m DBH)	○	○	○	○	○	○	○	○	○	○	○
Woody Shrubs, Saplings (0.5m-5m Ht/SH)	○	○	○	○	○	○	○	○	○	○	○
Woody Shrubs, Saplings (<0.5m Ht/SH)	○	○	○	○	○	○	○	○	○	○	○
Herbs, Forbs and Grasses	○	○	○	○	○	○	○	○	○	○	○
Bare ground	○	○	○	○	○	○	○	○	○	○	○
Litter, duff	○	○	○	○	○	○	○	○	○	○	○
Rock	○	○	○	○	○	○	○	○	○	○	○
Water	○	○	○	○	○	○	○	○	○	○	○
Submerged Vegetation	○	○	○	○	○	○	○	○	○	○	○

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

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

Industrial Development Stressors

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

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

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

Buffer Sample Plots Explain all flags in comment section on the back of this form. 05/27/2011

2428168304

● Site ID: PCAPRR1294

FORM B-1: BUFFER SAMPLE PLOTS (Front) DATE: 8/16/2012

Reviewed by (Initial): ●

Location: AA Center ON OS OE W Plot 1 Plot 2 Plot 3

Fill in bubble(s) if plot(s) could not be sampled and flag → 2

Buffer Natural Cover Strata

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

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

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

Residential and Urban Stressors				Hydrology Stressors				Agricultural & Rural Stressors							
Fill bubble if present - Plot 1	1	2	3	Flag	Fill bubble if present - Plot 1	1	2	3	Flag	Fill bubble if present - Plot 1	1	2	3	Flag	
Road - gravel	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Road - two lane	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Road - four lane	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Parking Lot/Pavement	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Golf Course	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Lawn/Park	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/>														

