

CLEVELAND METROPARKS Plant Community Assessment Program: Quality Control Form

Project Label:

PCAP

Cleveland Metroparks

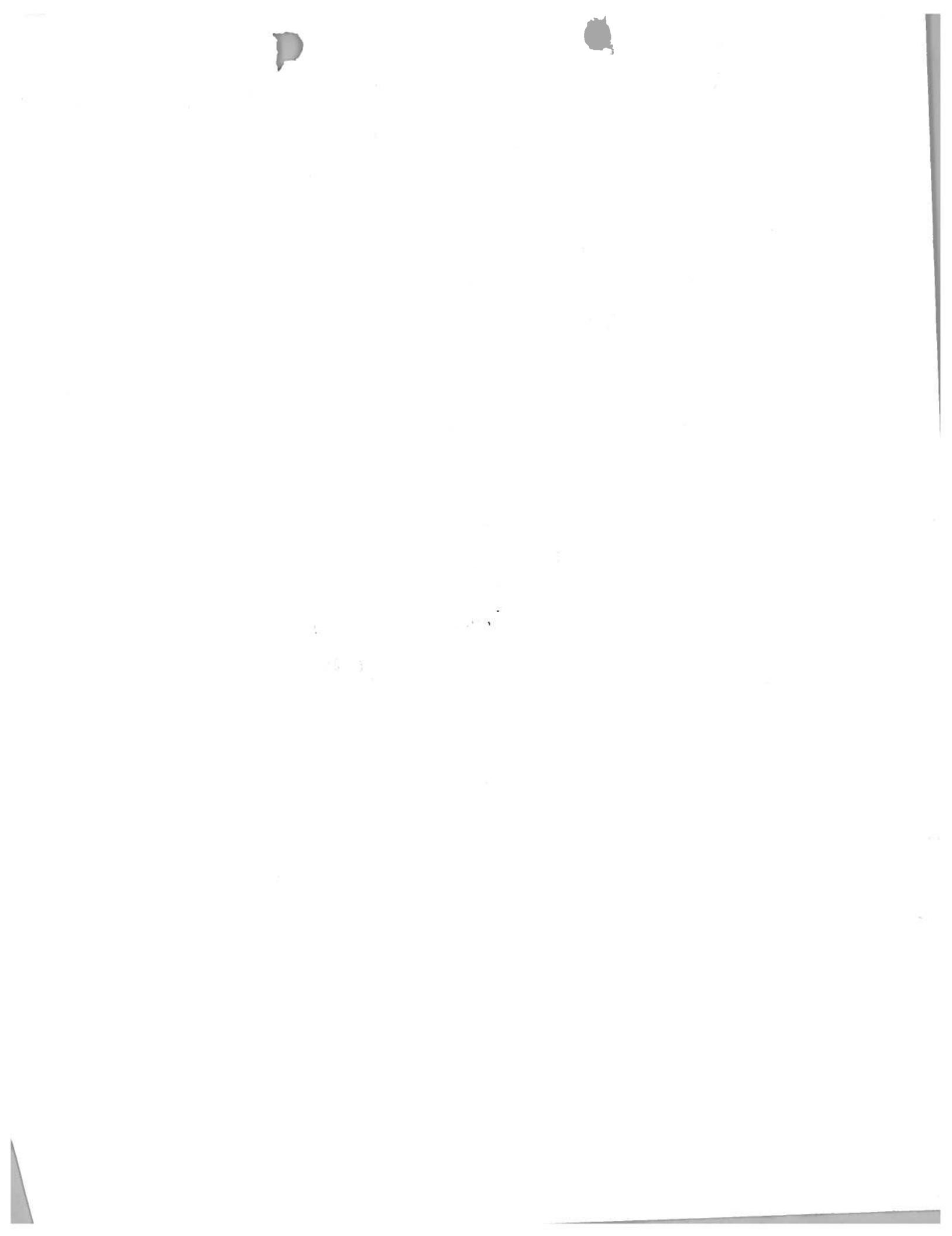
Plot No: 1339 Date Sampled: 07/15/13 Lead: SJC

Parking/Access outside of Park Boundaries:		Y <input checked="" type="radio"/> N <input type="radio"/>	Comment required if item answer is NO If yes, write details in Comments section below
Field journals completed		Y <input checked="" type="radio"/> N <input type="radio"/>	
Site sketch made on 1:3000 map?		Y <input checked="" type="radio"/> N <input type="radio"/>	
Check cover page	X-axis Bearing of plot recorded	Y <input checked="" type="radio"/> N <input type="radio"/>	
	GPS coords Recorded	Y <input checked="" type="radio"/> N <input type="radio"/>	
	North direction recorded	Y <input checked="" type="radio"/> N <input type="radio"/>	
Photographs taken?		Y <input checked="" type="radio"/> N <input type="radio"/>	
Plot No., Date agreement on all pages?		Y <input checked="" type="radio"/> N <input type="radio"/>	
Header data completed all pages?		Y <input checked="" type="radio"/> N <input type="radio"/>	
Cover classes recorded in all intensive modules		Y <input checked="" type="radio"/> N <input type="radio"/>	
Browse Level By Species		Y <input checked="" type="radio"/> N <input type="radio"/>	
Woody stem quality control check		Y <input checked="" type="radio"/> N <input type="radio"/>	
Invasive plant quality control check		Y <input checked="" type="radio"/> N <input type="radio"/>	
Ash trees mapped		Y <input checked="" type="radio"/> N <input type="radio"/>	
Cover by Strata? (confirm cover type)		Y <input checked="" type="radio"/> N <input type="radio"/>	
Soil samples collected with matching plot #.		Y <input checked="" type="radio"/> N <input type="radio"/>	
Vouchers labeled on datasheet with initials and number		Y <input checked="" type="radio"/> N <input type="radio"/>	
Vouchers labeled on collection bag		Y <input checked="" type="radio"/> N <input type="radio"/>	
Pink flags removed		Y <input checked="" type="radio"/> N <input type="radio"/>	
Data sheet QA before leaving site?		Y <input checked="" type="radio"/> N <input type="radio"/>	
Common equipment returned to tub.		Y <input checked="" type="radio"/> N <input type="radio"/>	
Data sheets scanned?		Y <input checked="" type="radio"/> N <input type="radio"/>	7/19/13 Enter date to left
Final data sheets scanned?		Y <input checked="" type="radio"/> N <input type="radio"/>	Enter date to left
Buffer Widths measured?		Y <input checked="" type="radio"/> N <input type="radio"/>	BB 6-28-13
Web Soil Survey		Y <input checked="" type="radio"/> N <input type="radio"/>	AS 7-26-13
Voucher Location SJC-064-083	Refrigerator	Y <input checked="" type="radio"/> N <input type="radio"/>	
	Press (#)	Y <input checked="" type="radio"/> N <input type="radio"/>	Enter number to left
	Drier	Y <input checked="" type="radio"/> N <input type="radio"/>	
	Identified	Y <input checked="" type="radio"/> N <input type="radio"/>	
	Mounted	Y <input checked="" type="radio"/> N <input type="radio"/>	
	Thrown away	Y <input checked="" type="radio"/> N <input type="radio"/>	

GRTS point verification: Is plot sampleable?

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

Additional Comments:



CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Project Name: DIVS 2013Plot No.: 1329

Page 2 of 2

Project Label:	PCAP	Fit=	Conf=
MODIFIED NATUREERVE CLASS*			
CODE (on separate form): <u>LOT</u>			
COMMUNITY NAME: <u>Mesic Floodplain</u>			
HOMOGENEITY			
<input type="checkbox"/> Homogeneous <input type="checkbox"/> Compositional trend across the plot <input type="checkbox"/> Conspicuous inclusions <input type="checkbox"/> Irregular/pattern mosaic			
HYDROLOGIC REGIME*			
<input 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"/> (seldom flooded) <input type="checkbox"/> Permanently flooded <input type="checkbox"/> Permanently/Semipermanent saturated (dry <1/yr, seldom flooded) <input type="checkbox"/> Tidal/Seiche flooded daily <input type="checkbox"/> Occasionally flooded (<1/yr) <input type="checkbox"/> Tidal/Seiche flooded monthly <input checked="" type="checkbox"/> (e.g. wind, storms) <input type="checkbox"/> Tidal/Seiche flooded irregular <input type="checkbox"/> Temporarily flooded <input type="checkbox"/> Unknown			
(by default unless plot is a wetland)			

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

Most of the canopy was composed of dying (?), or else just sparse black walnut. Numerous standing dead or sick ash. The bridle trail that ran through most 1, 2, 3, & 5 might have been a bootleg but there were definitely horse hoof prints present. Pins fell in trail and were pretty noticeable, I doubt they'll be there since if nobody seals them they'll likely get salted over. Trail introduced less common species than found throughout the rest of the plot like *Polygonum* sp. and *Juncus tenuis*. That's why I noted a conspicuous inclusion.



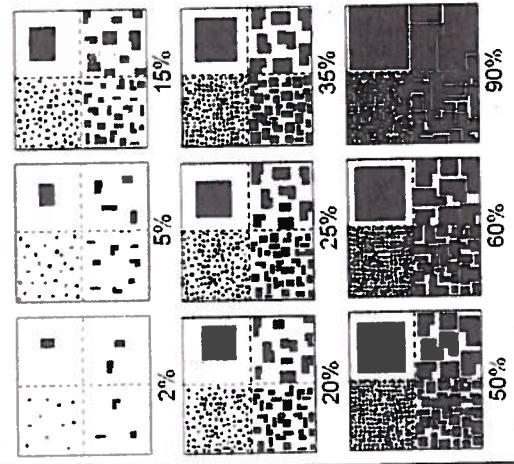
Total modules: 10

Intensive modules: 4 Plot configuration: 2x5

Blatt 2222 (b-a)

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 1m² each quadrant contains the same total area covered just different sized objects.



BROWSE RATING NARRATIVE DESCRIPTION

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

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

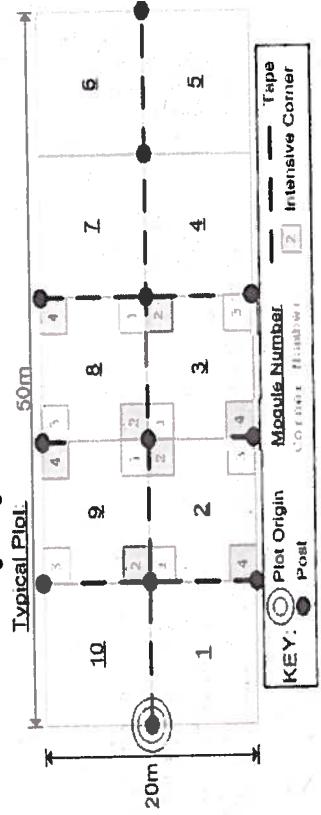
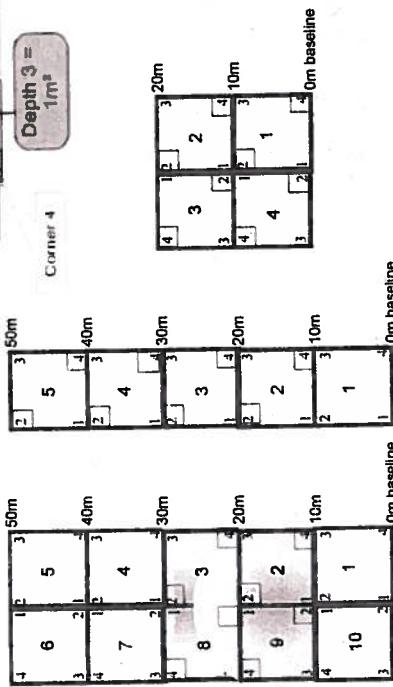
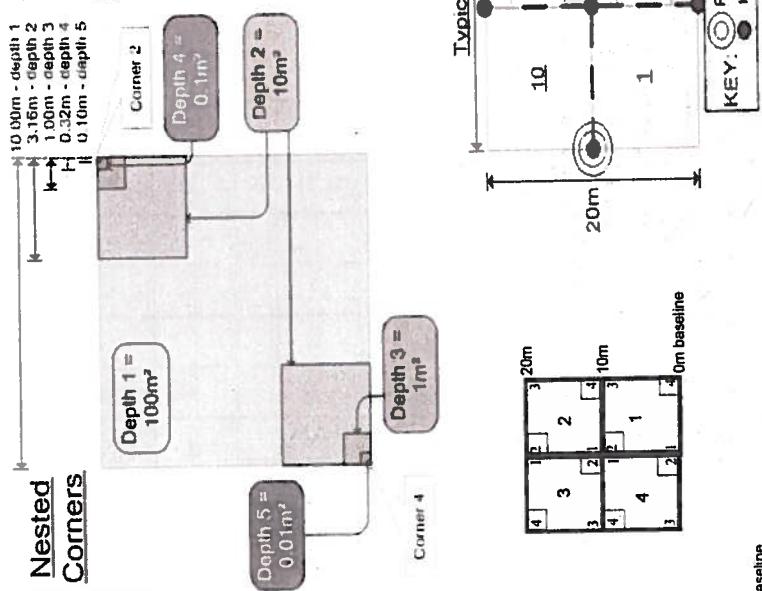
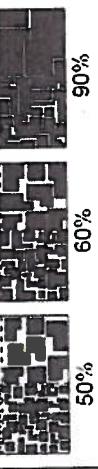
MEDIUM: browse affects greater than 10 percent and less than 25 percent of stems in the 1 m² nested quadrat and intensive module. A browse line is usually not evident or obvious for all classes and species of vegetation, but careful examination may show preferential browse and/or browse lines for some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

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

HIGH: greater than 25 percent of the stems of plants in the 1 m² nested quadrat and intensive module AND a browse line is evident. **VERY HIGH** values include extensive browse conditions, where the browse line is very evident AND almost all seedlings and herbs are severely browsed or missing. Browse line may be 5 to 6 feet in height with no or little green growth beneath.

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

Nested Corners



Total modules:

- 1 -

Plot configuration: 2x5

Plot area (ha): 0.11



Stern 10

describe amount of browse per species over entire plot

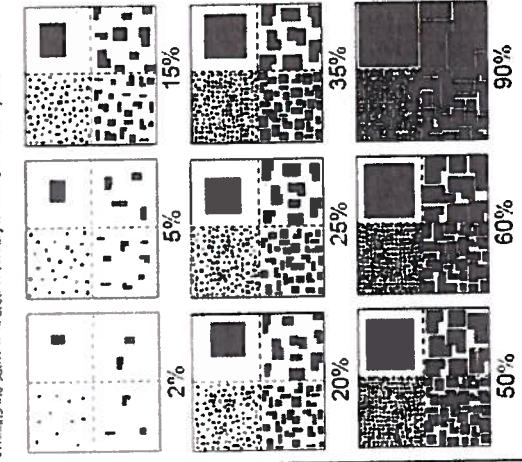
Estimate for each
intensive module:

- %open water
- %unvegetated open water

1000 J. POLYMER SCIENCE: PART A

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

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cover class	% cover	midpoint
solitary or few	0-1%	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

10' 0" depth 1
3.16m - depth 2
1' 0" depth 3
0.32m - depth 4
0' 10" depth 5

Corner 1
Corner 2
Corner 3
Corner 4

Depth 1 = 100m²

Depth 2 = 10m²

Depth 3 = 1m²

Depth 4 = 0.1m²

Depth 5 = 0.01m²

Nested
Corners

20m
50m

90%

60%

35%

25%

15%

5%

2%

1%

0%

100%

200%

300%

400%

500%

600%

700%

800%

900%

1000%

1100%

1200%

1300%

1400%

1500%

1600%

1700%

1800%

1900%

2000%

2100%

2200%

2300%

2400%

2500%

2600%

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2800%

2900%

3000%

3100%

3200%

3300%

3400%

3500%

3600%

3700%

3800%

3900%

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4100%

4200%

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7100%

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7400%

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7900%

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8200%

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9000%

9100%

9200%

9300%

9400%

9500%

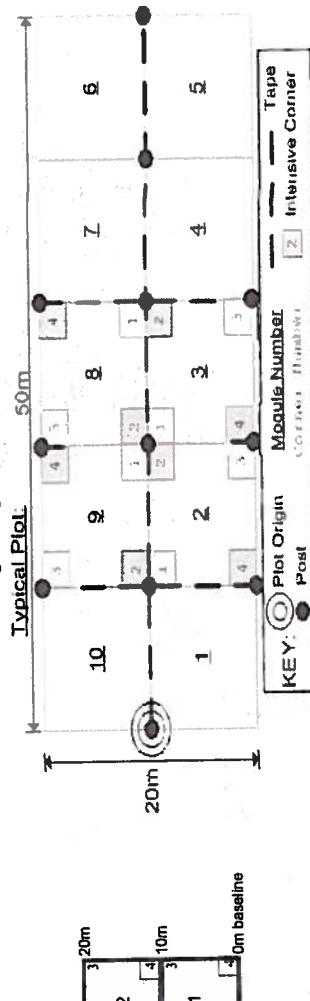
9600%

9700%

9800%

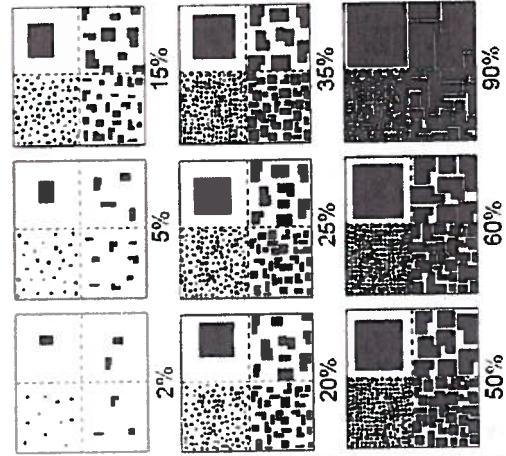
9900%

10000%



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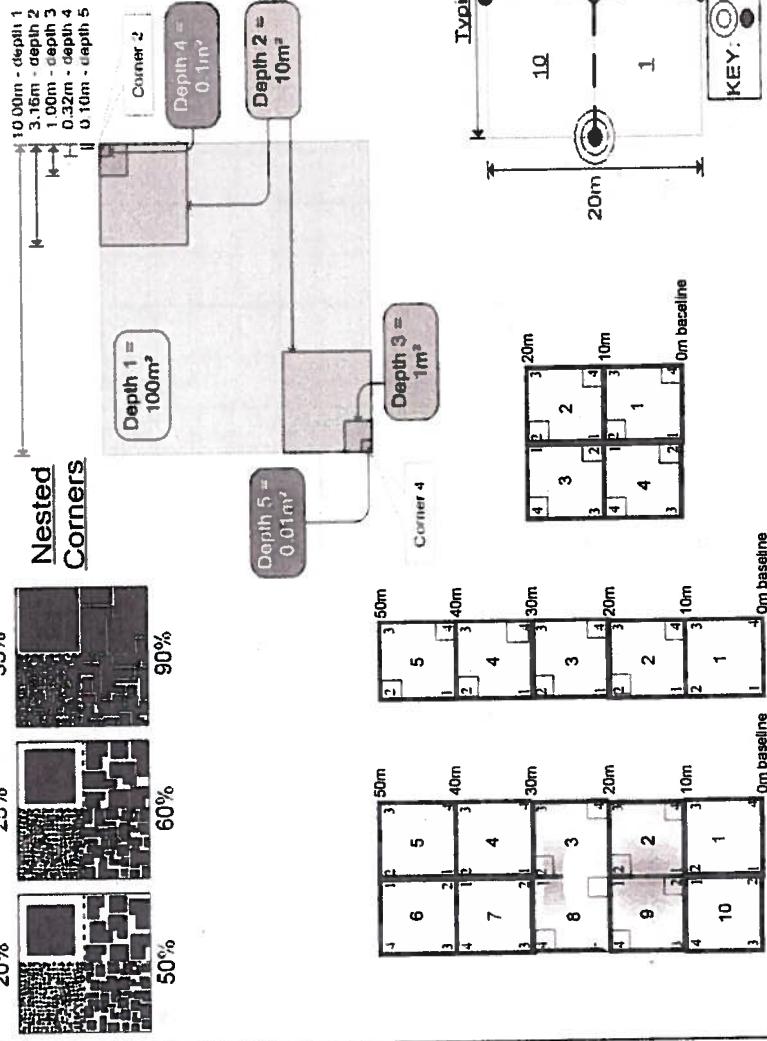
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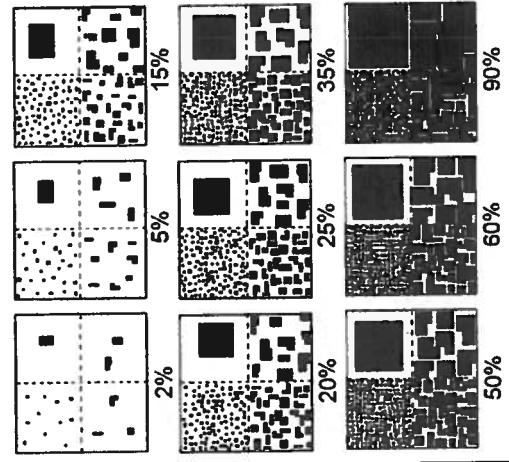
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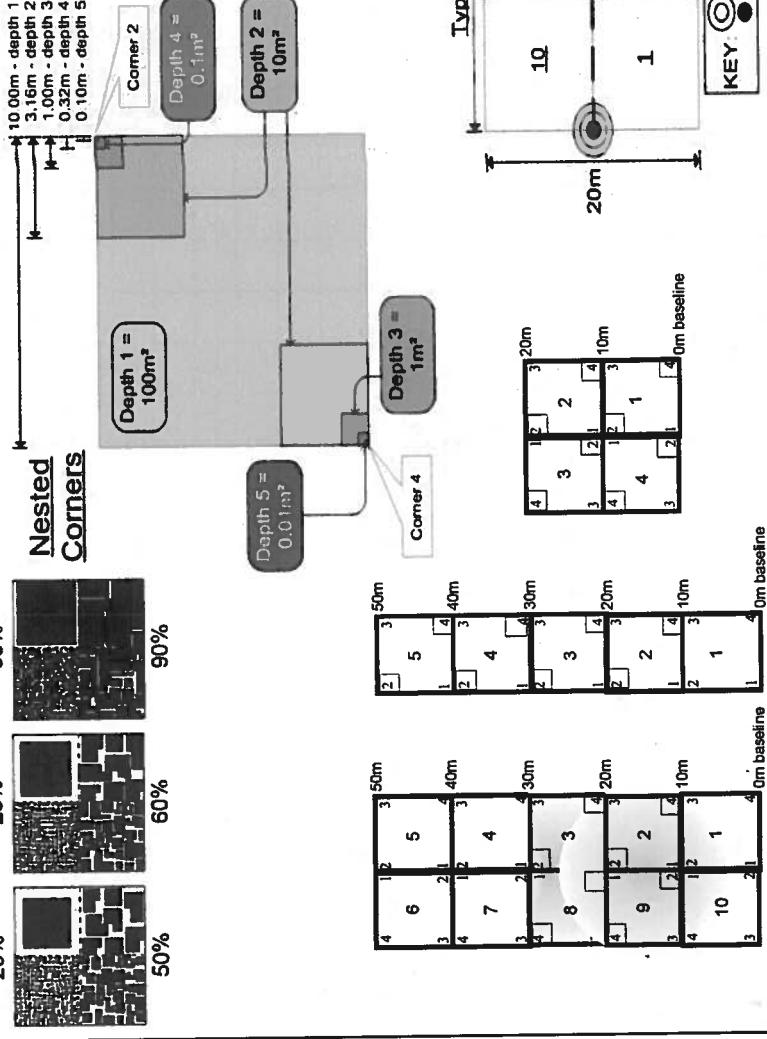
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4	2-5%	0.035
5	5-10%	0.075
6	10-25%	0.175
7	25-50%	0.375
8	50-75%	0.625
9	75-85%	0.850
10	85-100%	0.975



CLEVELAND METROPARKS Plant Community Assessment Program Natural Wonders Stem Survey

Project Label: PCAP

Project Name: D1/M32013 Plot No.: 1334

Digitized by srujanika@gmail.com

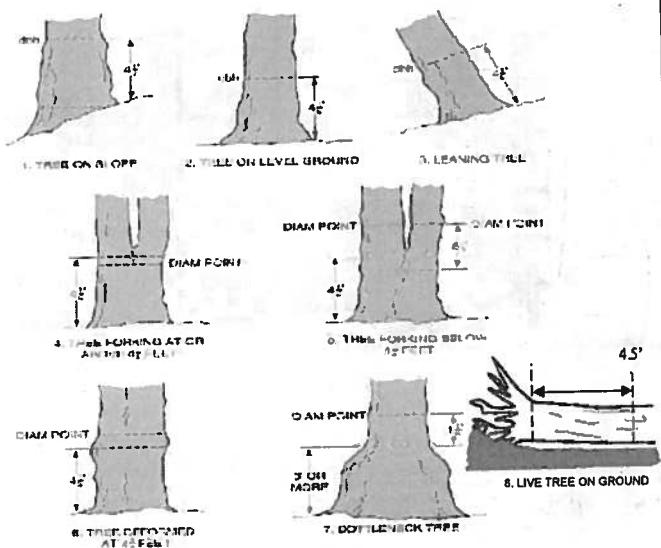
Explain subsample (additional room on back):

Plot No.: 334

Page: 1 of 4

ପାଞ୍ଚମାଂଶୀ ମିଶରନାମି

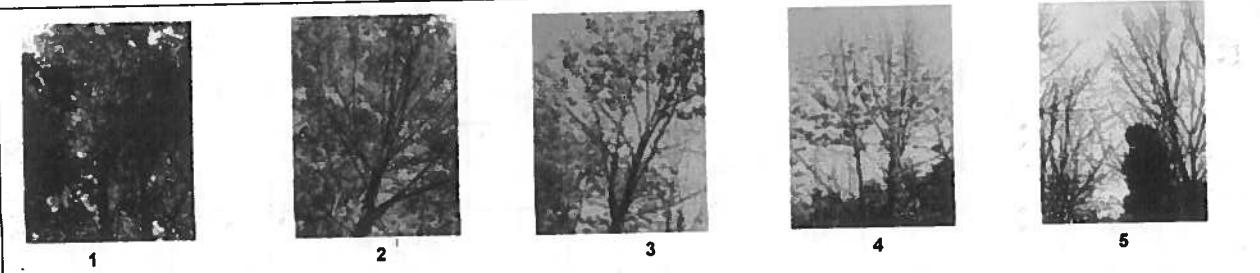
DBH Measurement Rules



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: DIMS2013

Plot No.: 1339

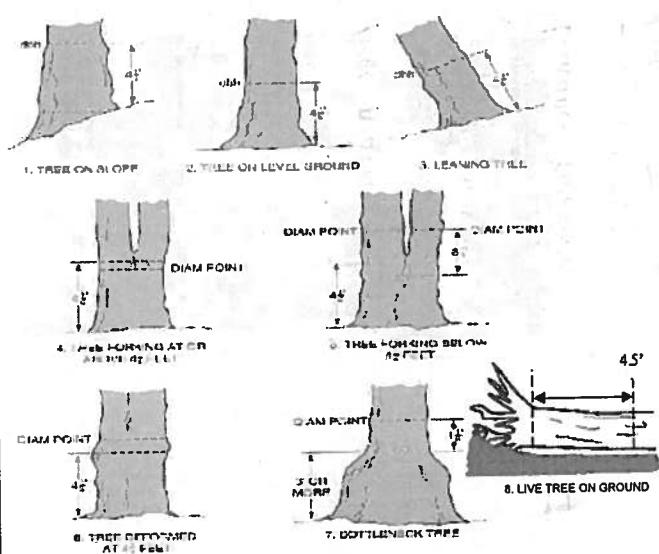
Page: 2 of 4

Explain subsample (additional room on back):

mod #	species	c	voucher#	# stems 0-1.4m browsed	% sub sample	# shrub clumps	size class (cm) woody stems > 1.4m										11 >40 (record each tree)
							1	2	3	4	5	6	7	8	9	10	
4	<i>Toxicodendron radicans</i>																
4	<i>Parthenocissus quinquefolia</i>																
5	<i>Lindera benzoin</i>			••													
5	<i>Acer negundo</i>																
5	<i>Syringa nigra</i>																
5	<i>Parthenocissus quinquefolia</i>																
6	<i>Lindera benzoin</i>																
6	<i>Syringa nigra</i>																
6	<i>Parthenocissus quinquefolia</i>																
6	<i>Rosa multiflora</i>																
6	<i>Craibiaea sp.</i>																
6	<i>Acer negundo</i>																
6	<i>Ulmus rubra</i>																
7	<i>Acer negundo</i>			••													
7	<i>Lindera benzoin</i>																
7	<i>Fraxinus pennsylvanica</i>																
7	<i>Syringa nigra</i>																
7	<i>Ulmus rubra</i>																
7	<i>Styrax obassia</i>																
7	<i>Rosa multiflora</i>																
7	<i>Fraxinus americana</i>																
7	<i>Parthenocissus quinquefolia</i>																
8	<i>Oriiodendron salicifolium</i>																

25-30% round

DBH Measurement Rules



Woody Stem Deer Browse

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

Record using the tally system from 1 to 10



1



2



3



4



5

ASH CANOPY CONDITION

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



A

B

C

D

E

ASH CANOPY BREAKUP CONDITION (for dead trees):

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

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

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: OHMS 2013

Plot No.: 1339

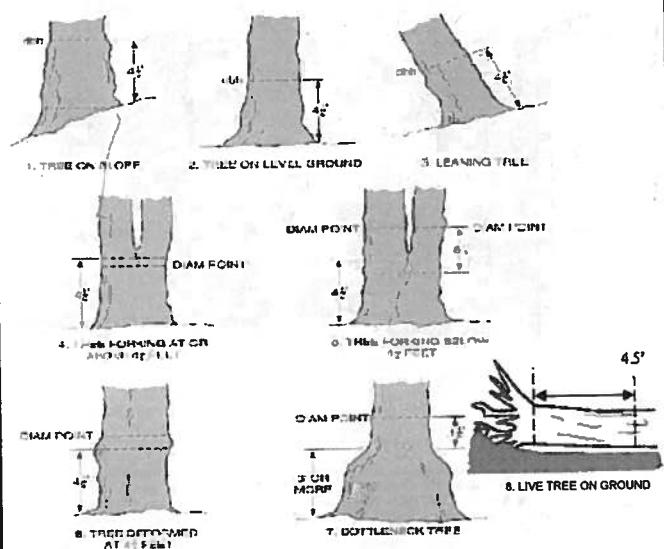
Page: 3 of 4

Explain subsample (additional room on back):

Cleveland Metroparks

mod #	species	c	voucher#	# stems 0-1.4m browsed	% sub 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	
8	<i>Ulmus rubra</i>																
8	<i>Syringa nigra</i>																
8	<i>Acer negundo</i>																
8	<i>Lindera benzoin</i>																
8	<i>Parthenocissus quinquefolia</i>																
8	<i>Carya cordiformis</i>																
8	<i>ROSA MULTIFLORA</i>																
9	<i>Acer negundo</i>																
9	<i>Syringa nigra</i>																
9	<i>Tilia americana</i>																
9	<i>Liriodendron tulipifera</i>																
9	<i>Parthenocissus quinquefolia</i>																
9	<i>Lindera benzoin</i>																
9	<i>Fraxinus sp.</i>																
9	<i>Rubus occidentalis</i>																
9	<i>Ulmus rubra</i>																
9	<i>Toxicodendron radicans</i>																
9	<i>ROSA Multiflora</i>																
9	Stand ing Dead																
9	<i>Fragaria ananassa</i>																
10	<i>Liquidambar styraciflua</i>																
10	<i>Lindera benzoin</i>																
10	<i>Toxicodendron radicans</i>																
10	<i>Ulmus rubra</i>																

DBH Measurement Rules



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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



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5. Dead canopy: No leaves remain in the canopy portion of the tree. It still counts as a 5 even if there are epicormic sprouts below the canopy (lowest branch) on the trunk.



A



B



C



D



E

ASH CANOPY BREAKUP CONDITION (for dead trees):

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

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

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: 01/452013

Page No. 1330

Brace 4

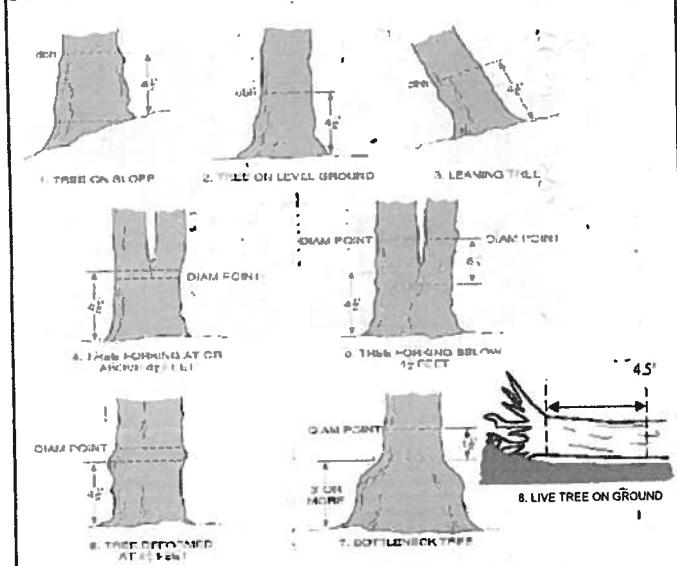
Cleveland Metroparks

Explain subsample (additional room on back):

Plot No.: 1339

Page: 4 of 4

DBH Measurement Rules



Woody Stem Deer Browse

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

Record using the tally system from 1 to 10



1



2



3



4



5

ASH CANOPY CONDITION

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



A

B

C

D

E

ASH CANOPY BREAKUP CONDITION (for dead trees):

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

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

CLEVELAND METROPARKS Plant Community Assessment Program: Invasive Species Survey



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

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

Presence

X: yes

of Plants

1: 1-10

2: 11-50

3: 51-100

4: 101-1,000

5: >1,000

of Plants

1: 1-10

2: 11-50

3: 51-100

4: 101-1,000

5: >1,000

of Plants

1: 1-10

2: 11-50

3: 51-100

4: 101-1,000

5: >1,000

CLEVELAND METROPARKS Emerald Ash Borer - *Fraxinus* Sheet

Project Label: PCAP

Project Name: OIMs 2013

INTENSIVE MODULES ONLY TREES $\geq 10\text{cm}$ ONLY Date: 7-19-13

Plot No.: 1339

Date: 7-19-13

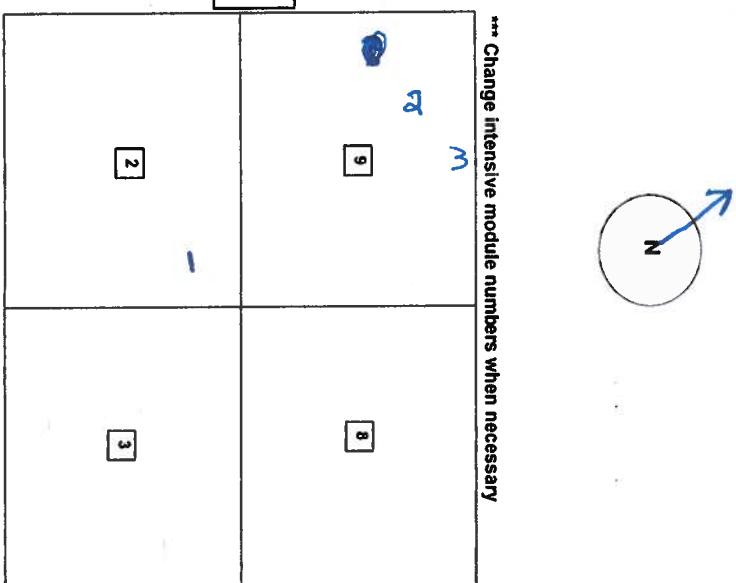
Page: 1 of 2



100% Complete

Module ID	Tree ID	Species	Dead c	Voucher #	DBH (cm)	Ht @ DBH condition	Ash condition	"Dead" condition	# Exit holes	ASH Only		
										Epicormic present	Woodpecker	holes
2	1	<i>Fraxinus pennsylvanica</i>		164	1	3	0	0	0	0	0	1
9	2	<i>Fraxinus sp.</i>		409	4		19	0	0	0	0	1
9	3	<i>Fraxinus sp.</i>		17	1		0	0	0	0	0	0
	4											
	5											
	6											
	7											
	8											
	9											
	10											
	11											
	12											
	13											
	14											
	15											
	16											
	17											
	18											
	19											
	20											
	21											
	22											
	23											
	24											
	25											

Baseline



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

* If Ash Condition scores 5 (dead) provide breakup score (A-E)

Count EAB exit holes $1.25\text{mm}^2 \times \geq 1.5\text{m}$

Woodpecker and epicormic marked present (1) or absent (0)

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

STANDING BIOMASS (required for emergent wetlands): collected in 0.1 m clip plots (32x32 cm) from corners 1 and 3 in each intensive module. Required for VIBI-E score calculation. C₁-check when

CNAB_INDICES (degrees) + for up - for down

MCNAB INDICES (degrees) + for up - for down

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

CLASSIFICATION					
Module #	C?	Corner	Corner		
Hydrogeomorphic class (WETLANDS ONLY):					
<input type="checkbox"/> DEPRESSION		Fit=	Conf=		
<input type="checkbox"/> IMPOUNDMENT <input type="checkbox"/> Beaver <input type="checkbox"/> Human		Fit=	Conf=		
<input type="checkbox"/> RIVERINE <input type="checkbox"/> Headwater <input type="checkbox"/> Mainstem <input type="checkbox"/> Channel		Fit=	Conf=		
<input type="checkbox"/> SLOPE (^{if} found with hydrology or on physical slope)		Fit=	Conf=		
<input type="checkbox"/> FRINGING <input type="checkbox"/> Reservoir <input type="checkbox"/> Natural Lake		Fit=	Conf=		
<input type="checkbox"/> COASTAL (specify subclass)		Fit=	Conf=		
<input type="checkbox"/> BOG (strongly, moderately, weakly ombrotrophic)		Fit=	Conf=		
Ohio EPA VIBI Plant Community Class (WETLANDS ONLY):					
<input type="checkbox"/> FOREST <input type="checkbox"/> swamp forest <input type="checkbox"/> bog forest <input type="checkbox"/> forest seep		Fit=	Conf=		
<input type="checkbox"/> EMERGENT <input type="checkbox"/> marsh <input type="checkbox"/> wet meadow <input type="checkbox"/> open bog		Fit=	Conf=		
<input type="checkbox"/> emergent <input type="checkbox"/> swamp <input type="checkbox"/> bog <input type="checkbox"/> forest		Fit=	Conf=		

McNAB INDICES (degrees) + for up - for down	
[FILLED OUT USING GIS PROGRAM - DO NOT FILL OUT IN FIELD]	
Alt aspect	N
+45 degrees	NE
+90 degrees	E
+135 degrees	SE
+180 degrees	S
+225 degrees	SW
+270 degrees	W
+315 degrees	NW

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

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

Module	N	S	E	W
2	34	24	11	21
3	24	29	3	16
8	42	19	26	18
9	18	15	15	7

		no of hummocks		no of depressions		no of macro		no of microhab.	
mod#	corner	depth 3 1x1m	depth 2 3.16x3.16m	depth 1 10x10cm					
1	0	0	3	18	16	2	0	2	0
2	0	0	2	14	2	0	2	0	0
3	0	0	2	14	0	0	2	0	0
8	0	0	16	0	3	0	2	0	0
9	0	0	16	0	0	2	0	0	0

and numbers are counted in both nested quadra 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.

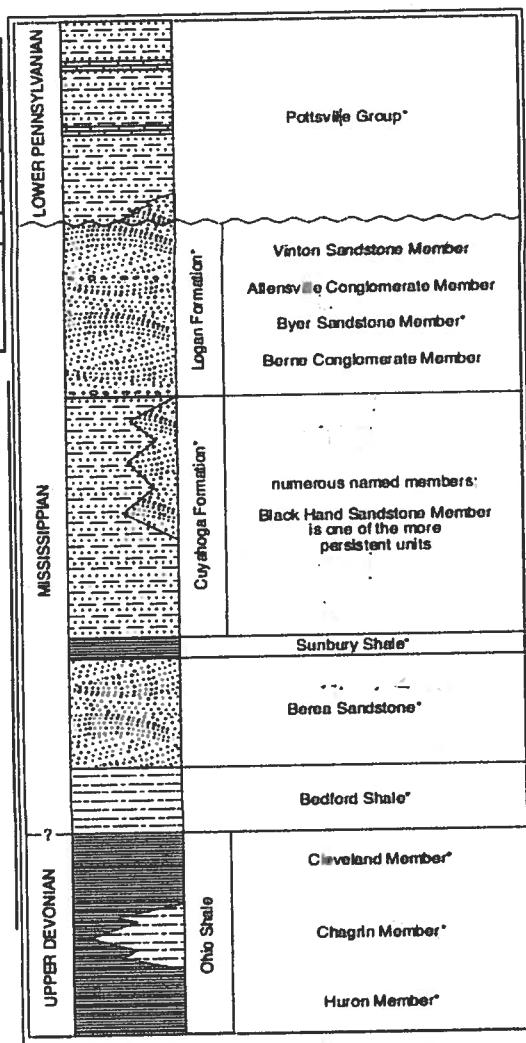
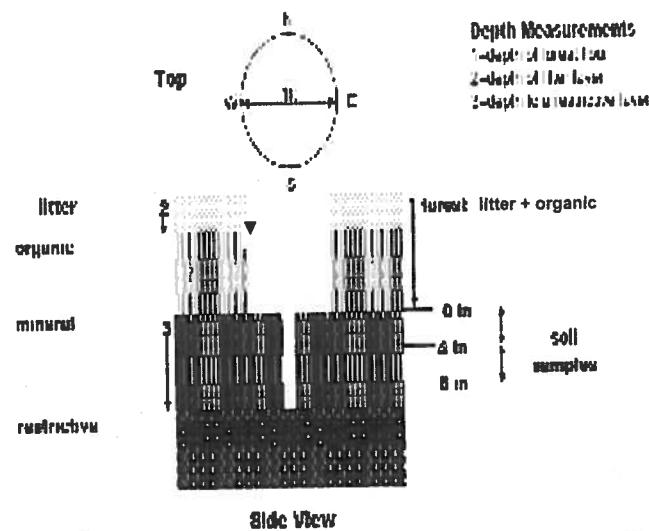


FIGURE 3-20.—Generalized section of Upper Devonian, Mississippian, and Lower Pennsylvanian formations in northeastern Ohio. Asterisks indicate units that are fossiliferous. This composite section represents about 400 meters of rock exposed across the area. The section is not to scale, but the thicknesses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

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

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

Soil pit module # <u>8</u> (one per entire plot)	
5 cm	matrix color <u>2.5 Y 3/2</u> moisture color <u>1/1A</u>
10 cm	%mineral <u>8</u> oxid roots <u>Y</u> <u>N</u>
15 cm	texture* <u>2</u> redox features** <u>Y</u> <u>N</u>
20 cm	hydr. cond *** <u>I</u> <u>S</u> <u>M</u> <u>D</u> matrix color <u>2.5 Y 4/2</u> moisture color <u>N/A</u>
25 cm	%anomie <u>0</u> oxid roots <u>Y</u> <u>N</u> texture* <u>2</u> redox features** <u>Y</u> <u>N</u>
hydro cond ***	<u>I</u> <u>S</u> <u>M</u> <u>D</u>
* refer to texture classes on reverse side ** e.g. hydrogen sulfide odor, gleying, etc. *** Circle one: I=indurated S=saturated M=moist D=dry	
Notes: include evidence of earthworms (worms, castings, middens)	
found 3 worms	

SOIL DEPTH MEASUREMENT: Measure to the nearest 0.1 cm in center of intensive modules. If >30.5 cm, record as >30			
1 liter+ organic depth (cm)	2 liter water depth (cm)		
depth sat soil (cm)	depth sat (cm)		
1	0	73.0	73.0
2	0	73.0	73.0
3	0	73.0	73.0
8	0	73.0	73.0
9	0	73.0	73.0

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

DRAINAGE*	
Excessively dr.	<input type="checkbox"/> Somewhat excessively
Well drained	<input type="checkbox"/> Moderately well dr.
Somewhat poorly dr.	<input type="checkbox"/> Very poorly dr.
Impermeable surface	
<u>AS 7ab-13</u>	

PARENT MATERIAL: <u>Alluvium</u>	
Soil Series Source: Ohio Soil Survey	
Landform type: <u>Flood plain</u>	
Depth to rest. Layer: <u>more than 80 inches</u>	
10 cm	

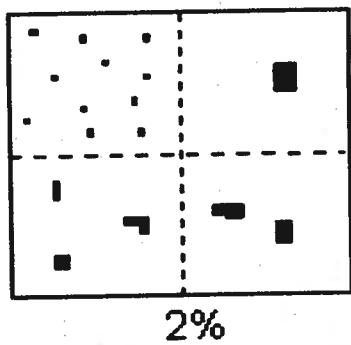
COVER BY STRATA	
estimate using midpoints of 5, ex: 3, 8, 13 %	
Strata	
Tree	Height Range (ft) <u>5 - 25</u> Total Cover (%) <u>48</u>
Shrub	<u>1.5 - 5.5</u> <u>38</u>
Herb	<u>0.0 - 1.5</u> <u>93</u>
(Floating)* (Aquatic)*	- 0

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

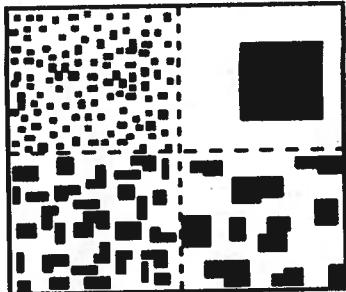
SEE BACK OF PAGE FOR 'TYPICAL STRATA' DESCRIPTIONS. STRATA CAN VARY BY COVER TYPE.

PERCENT MOTTLES (USE CLASS CODES):

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



2%



20%

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

0= Organic

1= Loamy

2= Clayey

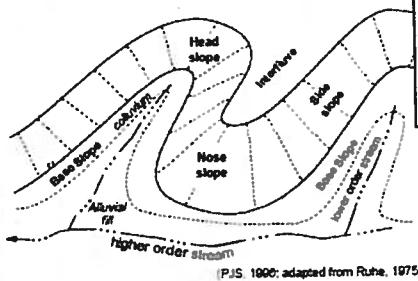
3= Sandy

4= Coarse Sand

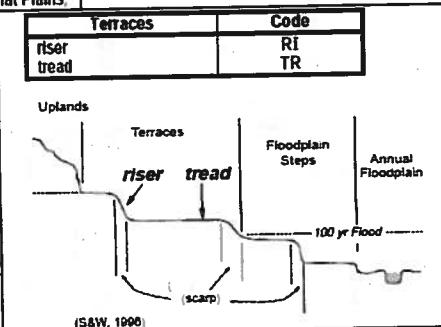
9= Not measured - make plot note

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

Hills	Code	
PDP		NASIS
Interfluve	IF	IF
head slope	HS	HS
nose slope	NS	NS
side slope	SS	SS
base slope	—	BS



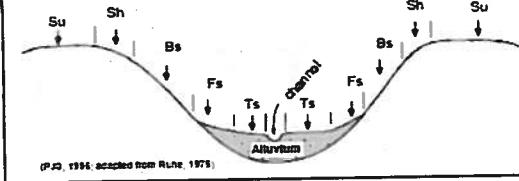
(PJS, 1990; adapted from Riche, 1975)



(S.A.W., 1990)

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

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



(PJS, 1990; adapted from Riche, 1975)

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

UPLAND: Not a wetland. Very rarely flooded.

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

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

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

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

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

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

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

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

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP MS 1339

DATE: 07/15/2013

Location:

AA Center ON OS OE OW

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

Buffer Natural Cover Strata

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

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

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

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

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

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

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

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

Site ID:

DATE: 07/15/2013

PCAP MS 1339

—Kerned by (initials)

Plot Coordinates										
Plot	1	2	3	Flag	F111 bubble if present - Plot 1	2	3	Flag	F111 bubble if present - Plot 1	
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"/>
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"/>
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"/>
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"/>
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"/>
Poison Hemlock	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Chelgrass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tamarsk	<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"/>
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"/>
Canada Thistle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Leary Sedge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Other	<input type="checkbox"/>	<input type="checkbox"/>

Plot Coordinates

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP MS 1339

DATE: 07/15/2013

Location:

AA Center N OS OE OW

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

Plot 1 Plot 2 Plot 3

Buffer Natural Cover Strata

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

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

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

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

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

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

PLOT COORDINATES														
Plot	1	2	3	Flag	Plot	1	2	3	Flag	Plot	1	2	3	Flag
Fill bubble if present - Plot					Fill bubble if present - Plot					Fill bubble if present - Plot				
✓ Confirm a filled data bubble indicates presence and an unfilled bubble indicates absence by filling in this bubble														
Site ID:	DCAE HS 1334													
DATE:	07/15/2013													
FORM B-1: BUFFER SAMPLE PLOTS - TARGETED ALIEN SPECIES (Back)														
REVIEWED BY (Initials):														
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 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 flag box, and describe where the Buffer Transects and the coordinates were taken and why in the comment section below. The coordinates of the nearest practicable location can be either placed to the center of Plot 3 as possible, or at the center of the last accessible Buffer Plot.														
Flag														
Location of coordinates (choose one):														
Latitude North 41.32940 Longitude West 081.82915 Use Decimal Degrees; NAD83														
Flag														
Comments														
Nearst practicable location (flag and comment below)														
AA CENTER <input checked="" type="radio"/> N3 <input type="radio"/> S3 <input type="radio"/> E3 <input type="radio"/> W3														

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP 01MS8013 1339

DATE: 07/15/2013

Location:

AA Center ON OS E OW

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

Plot 1 Plot 2 Plot 3

3

Buffer Natural Cover Strata

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

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

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

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

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

Industrial Development Stressors				Habitat/Vegetation Stressors											
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	
Oil Drilling	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	Forest Clear Cut	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	Herbicide Use	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4
Gas Wells	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	Forest Selective Cut	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	Mowing/Shrub Cutting	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4
Mine (surface)	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	Tree Plantation	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	Trails	<input checked="" type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4
Mine (underground)	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	Tree Canopy Herbivory (INSECT)	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	Soil Compaction (ANIMAL OR HUMAN)	<input checked="" type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4
Military	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	Shrub Layer Browsed (WILD OR DOMESTIC)	<input checked="" type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	Offroad vehicle damage	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4
Other: _____	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	Highly Grazed Grasses (OVERALL <3' HIGH)	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input checked="" type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4
Other: _____	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	Recently Burned Forest Canopy	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	Other: _____	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4
Other: _____	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	Recently Burned Grassland (BLACKENED)	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	Other: _____	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4

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

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

2428168304

1	BP 3 and 3 fall into this	2	Soft soil trail was east and west through BP 1	3	Ways is < 10 m E of BP 1
Flag	Comments				

Use Decimal Degrees: NAD83

Latitude North 41.32869 Longitude West 081.82861

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

Flag

Location of coordinates (choose one):

If Buffer Plot 3 can not be accessed, take the nearest practicable location ALONG THE TRANSECT. This is important because all Buffer Plots are centred on the Buffer Transsects and the coordinates will indicate the location of the transect. Fill in the "nearest practicable location" bubble, fill in the 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.

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

PLOT COORDINATES

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 Saurina	○	○	Perennial Pepperweed	○	○	○	Common Buckthorn	○	○	○	
Garlic Mustard	○	○	Giant Reed	○	○	○	Himalayan Blackberry	○	○	○	
Poison Hemlock	○	○	Chenopodium	○	○	○	Tamarisk	○	○	○	
Miller-A-Minute Weed	○	○	Reed Canary Grass	○	○	○	Other:	○	○	○	
Birdfoot Trefoil	○	○	Common Reed	○	○	○	Other:	○	○	○	
Canada Thistle	○	○	Leaky Spurge	○	○	○	Other:	○	○	○	

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

Site ID: PCLP MS 1339 DATE: 07/15/2013

Reviewed by (initials):

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

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP MS 1339

DATE: 07/15/2013

Location:

AA Center N S E W

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

Plot 1 Plot 2 Plot 3

3

Buffer Natural Cover Strata

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

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

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

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

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

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

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

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

2428168304

Flag	Comments
1	Point 3 is in the middle of river; Point taken <30m
2	Point 4 is at the bank recently collapsed
3	GPS taken to 30m to GPS 1, GPS in river; Point taken on river bank

Use Decimal Degrees: NAD83

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

3	Flag	Location of coordinates (choose one):			
<input type="radio"/> AA CENTER	<input type="radio"/> N3	<input type="radio"/> S3	<input type="radio"/> E3	<input type="radio"/> W3	● Nearest practicable location (flag and comment below)
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 nearest practicable location ALONG THE TRANSECT. This is important because all Buffer Plots are centered on the coordinates 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 to the center of Plot 3 as possible or at the center of the last accessible Buffer Plot.					
If Buffer Plot 3 can not be accessed, take the nearest practicable location ALONG THE TRANSECT. This is important because all Buffer Plots are centered on the coordinates 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 to the center of Plot 3 as possible or at the center of the last accessible Buffer Plot.					

PLOT COORDINATES

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

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

Site ID: QCApMS1389 Date: 01/15/2013

Reviewed by (initials):

REVIEWER:

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

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP MS B39

DATE: 07/15/2013

Location:

AA Center ON OS OE W

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

Plot 1 Plot 2 Plot 3

Buffer Natural Cover Strata

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

Strata Section: Fill in appropriate cover class bubble for each strata type for each plot. 0 = Absent; 1 = Sparse(<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 HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		
Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		
Herbs, Forbs and Grasses	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			Herbs, Forbs and Grasses	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 checked="" type="radio"/> 3 <input type="radio"/> 4		
Bare ground	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Bare ground	<input type="radio"/> 0 <input 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 checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Rock	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Rock	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		
Water	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Water	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Water	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		
Submerged Vegetation	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Submerged Vegetation	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Submerged Vegetation	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		

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

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

Industrial Development Stressors				Habitat/Vegetation Stressors											
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	
Oil Drilling	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Forest Clear Cut	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Herbicide Use	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Gas Wells	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Forest Selective Cut	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Mowing/Shrub Cutting	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Mine (surface)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Tree Plantation	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Trails	<input checked="" type="radio"/> X <input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Mine (underground)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Tree Canopy Herbivory (INSECT)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Soil Compaction (ANIMAL OR HUMAN)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Military	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Shrub Layer Browsed (WILD OR DOMESTIC)	<input checked="" type="radio"/> X <input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Offroad vehicle damage	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Highly Grazed Grasses (OVERALL <3 HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Recently Burned Forest Canopy	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				
Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Recently Burned Grassland (BLACKENED)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				

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

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

2428168304

4. *Brachylaena acuminata* is a woody shrub in the Asteraceae family. It is a rare and endemic species.

Flag Comments

Use Decimal Degrees: NAD83

Latitude North 41.52780 Longitude West 0.6183064

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

Flag

If Buffer Plot 3 can not be accessed, take the nearest practicable location ALONG THE TRANSECT. This is important because all Buffer Plots are centred 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 at the center of Plot 3 as possible or at the center of the last accessible Buffer Plot.

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.

PLOT COORDINATES

	1	2	3	Flag	Fill bubble if present - Plot 1	1	2	3	Flag	Fill bubble if present - Plot 2	1	2	3	Flag	Fill bubble if present - Plot 3	1	2	3	Flag
Giant Salvinia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Japanese Knotweed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Multi-flora Rose	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Euastian Watermoll	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Knotweed
Yellow Hyacinth	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Kudzu	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Johnson Grass	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Eurasian Watermoll	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Purple Loosestrife
Giant Mussel	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Common Buckthorn	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Common Pepperweed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Giant Salvinia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Perennial Pepperweed
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Himalayan Blackberry	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Japanese Knotweed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Yellow Foliage Heart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Giant Reed
Pisonia Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Tamansk	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Chenopodium	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Mile-A-Minute Weed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Reed Canary Grass
Mile-A-Minute Weed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Reed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Birdsfoot Trefoil	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Common Reed
Birdsfoot Trefoil	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leaffy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:
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.																			

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

Site ID: GCAF MS139 DATE: 07/15/2013

Reviewed by (initials):

Reviewed by (initials):

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