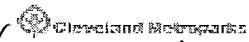


CLEVELAND METROPARKS Plant Community Assessment Program: Quality Control Form



Project Label: PCAP Plot No: 1140 Date Sampled: 7/14/11 Lead: PS

Comment required if item answer is NO

Parking/Access outside of Park Boundaries.	<input checked="" type="radio"/> Y <input type="radio"/> N	If yes, write details in Comments section below
Field journals completed	<input checked="" type="radio"/> Y <input type="radio"/> N	
Site sketch made on 1:3000 map?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Check cover page	X-axis Bearing of plot recorded	<input checked="" type="radio"/> Y <input type="radio"/> N
	GPS coords. Recorded	<input checked="" type="radio"/> Y <input type="radio"/> N
	North direction recorded	<input checked="" type="radio"/> Y <input type="radio"/> N
	Photographs taken?	<input checked="" type="radio"/> Y <input type="radio"/> N
Plot No., Date agreement on all pages?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Header data completed all pages?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Cover classes recorded in all Intensive modules	<input checked="" type="radio"/> Y <input type="radio"/> N	
Browse Level By Species	<input checked="" type="radio"/> Y <input type="radio"/> N	
Woody stem quality control check	<input checked="" type="radio"/> Y <input type="radio"/> N	
Invasive plant quality control check	<input checked="" type="radio"/> Y <input type="radio"/> N	
Ash trees mapped	<input checked="" type="radio"/> Y <input type="radio"/> N	N/A
Cover by Strata? (confirm cover type)	<input checked="" type="radio"/> Y <input type="radio"/> N	
Soil samples collected with matching plot #	<input checked="" type="radio"/> Y <input type="radio"/> N	
Vouchers labeled on datasheet with initials and number	<input checked="" type="radio"/> Y <input type="radio"/> N	N/A
Vouchers labeled on collection bag	<input checked="" type="radio"/> Y <input type="radio"/> N	N/A
Pink flags removed	<input checked="" type="radio"/> Y <input type="radio"/> N	
Data sheet QA before leaving site?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Common equipment returned to tub.	<input checked="" type="radio"/> Y <input type="radio"/> N	
Data sheets scanned?	7/14/11	Enter date to left
Final data sheets scanned?	9-2-11	Enter date to left
Buffer Widths measured?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Web Soil Survey	<input checked="" type="radio"/> Y <input type="radio"/> N	
Voucher Location	Refrigerator	<input checked="" type="radio"/> Y <input type="radio"/> N
(# vouchers collected)	Press (#)	Enter number to left
	Drier	<input checked="" type="radio"/> Y <input type="radio"/> N
	Identified	<input checked="" type="radio"/> Y <input type="radio"/> N
	Mounted	<input checked="" type="radio"/> Y <input type="radio"/> N
	Thrown away	<input checked="" type="radio"/> Y <input type="radio"/> N

GRTS point verification: Is plot sampleable?

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

Additional Comments:

{

}

PQ

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Page 1 of 2

GENERAL INFORMATION		LOCATION															
Project Label:	PCAP																
Project Name:	O/C 221																
Plot Name:	5 PEOPLE PLOT																
Plot No.:	#5 / 1/48																
Party	<input type="checkbox"/> Level 4 (no nested corners sampled) <input checked="" type="checkbox"/> Level 5 (nested corners sampled)																
Date (mm/dd/yyyy):	07/14/2011																
End date (if > 1 day):	/ /																
Role**	D STOVER <input checked="" type="checkbox"/> Plot Leader, BUFFETT COLLAR <input checked="" type="checkbox"/> Soils, GEOMES <input checked="" type="checkbox"/> BUFFETT A MACK <input checked="" type="checkbox"/> " " Z BAERTON <input checked="" type="checkbox"/> ASSY, BUFFETT																
<small>** Roles: Co-leader, Asst., Guide, Owner, Taxonomist, etc.</small>																	
PLOT NOT SAMPLED: <input type="checkbox"/> Perm. water <input type="checkbox"/> Paved <input type="checkbox"/> Slope <input type="checkbox"/> Safety																	
SAMPLING QUALITY* Effort Level: <input checked="" type="checkbox"/> Very thorough <input type="checkbox"/> Accurate <input type="checkbox"/> Hurried																	
TAXONOMIC ACCURACY <table border="1"> <tr> <td>high</td> <td>moder.</td> <td>low</td> </tr> <tr> <td><input checked="" type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>vascul.</td> <td></td> <td>n/a</td> </tr> <tr> <td>bryo</td> <td><input type="checkbox"/></td> <td><input checked="" type="checkbox"/></td> </tr> <tr> <td>lichen</td> <td><input type="checkbox"/></td> <td><input checked="" type="checkbox"/></td> </tr> </table>			high	moder.	low	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	vascul.		n/a	bryo	<input type="checkbox"/>	<input checked="" type="checkbox"/>	lichen	<input type="checkbox"/>	<input checked="" type="checkbox"/>
high	moder.	low															
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>															
vascul.		n/a															
bryo	<input type="checkbox"/>	<input checked="" type="checkbox"/>															
lichen	<input type="checkbox"/>	<input checked="" type="checkbox"/>															
TAXONOMIC STANDARD Authority: G&C Pub Date: 1998																	
<small>Minimum required fields in Bold and Underlined</small>																	
<small>*Definitions and values in CM PCAP FOM v. 1.0 and CVS Field Guide</small>																	

Diagram Key:
 ● Plot origin (0,0) point
 ○ GPS location
 → photo taken, with direction
 ● location of permanent posts

Plot placement: Representative of GRTS Random Stratified Random
 Transect component Systematic (grid) Capture specific feature Other

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

Layout - 1x5

LOCATION - ca. 240 m N of West Woods Picnic Area. Plot is on terrace directly E of apt rail. Soil very rocky, had difficulty putting in nails and stake. Stake and nails may be removed due to proximity to apt. (state placed)

RATIONALE - Layout was only possible direction. N runs up slight slope and veg change! we chose to stay on lower terrace. Origin sets fell midway between (0,0) and (c-1)

Plot size for cover data: 0.05 (hectares)

Plot size for stems: 0.05 (ha)

Stems present: Stems absent Stems not sampled on this plot

Depth: (1-5): 4 1/2, 3, 4

Intensive modules: 2, 3, 8, 9 (EDIT IF MODIFIED)

Camera No.: 3

Photo Nos.: C-3 0536

Comments: *VEG - Mixed canopy of Platanus, Acer rubrum, A. saccharum and dying Robinia. Subcanopy dominated by maple. Herb layer dominated recent herbicide use on Polygonum cuspidatum (moss) Browse low. Lots of trash.*

OVER

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Project Label: PCAP

Project Name: ELC 2011

Plot No.: 1148

Page 2 of 2

CLASSIFICATION

(FIT = excellent, good, fair, poor; CONF = high, med, low)

Fit and Confidence

Hydrogeomorphic class (WETLANDS ONLY):

DEPRESSION

IMPOUNDMENT Beaver Human

RIVERINE Headwater Mainstem Channel

SLOPE (ground water hydrology or on a physical slope)

FRINGING Reservoir Natural Lake

COASTAL (specify subclass)

BOG (strongly, moderately, weekly ombrotrophic)

BOG (strongly, moderately, weekly ombrotrophic)

Ohio EPA VIBI Plant Community Class (WETLANDS ONLY):

FOREST swamp forest bog forest forest seep

EMERGENT marsh wet meadow open bog

SHRUB shrub swamp tall sh. bog tall sh. fen

MODIFIED NATURE RESERVE CLASS*

CODE (on separate form): L01

Fit= G Conf= H

COMMUNITY NAME:

Mesic floodplain
(terrace)

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

HOMOGENEITY

Homogeneous

Compositional trend across the plot

Conspicuous inclusions

Irregular/pattern mosaic

STAND SIZE

DISTURBANCES

STAND SIZE	DISTURBANCES			
type*	severity**	yrs ago	% of plot	description
<input type="checkbox"/> >1,000 x plot size	<input type="checkbox"/> Human	<u>H</u>	<u>2</u>	<u>Hecticide use (Polygonum avicinatum)</u>
<input type="checkbox"/> > 100 x plot size	<input type="checkbox"/> Natural	<u>O</u>	<u>25</u>	<u>trash, foil</u>
<input type="checkbox"/> 10-100 x plot size	<input type="checkbox"/> Fire			
<input type="checkbox"/> 3-10 x plot size	<input type="checkbox"/> Cut			
<input type="checkbox"/> 1-3 x plot size	<input type="checkbox"/> Animal	<u>L</u>	<u>0</u>	<u>gravel</u>
<input type="checkbox"/> < plot size	<input type="checkbox"/> Other			
				**L=low, M=med, M=med, H=med high, VH=very high
				Current Land Use:
				Former Land Use:
HYDROLOGIC REGIME*	SALINITY*	UPLAND (n/a)	TEMPORAL FLOODING	PERMANENT FLOODING
<input type="checkbox"/> Upland (seldom flooded)	<input type="checkbox"/> Salwater	<input type="checkbox"/> Intermittently/seasonally saturated	<input type="checkbox"/> Intermittently flooded	<input type="checkbox"/> Semi-permanently flooded
<input type="checkbox"/> Brackish	<input type="checkbox"/> Fresh	<input type="checkbox"/> (seldom flooded)	<input type="checkbox"/> Permanently flooded	<input type="checkbox"/> Tidal/Seiche flooded daily
<input type="checkbox"/> Fresh	<input type="checkbox"/> Fresh	<input type="checkbox"/> (dry <1/yr, seldom flooded)	<input type="checkbox"/> Permanently flooded	<input type="checkbox"/> Tidal/Seiche flooded monthly
		<input type="checkbox"/> Occasionally flooded (<1/yr)	<input type="checkbox"/> Tidal/Seiche flooded irregular (e.g. wind, storms)	
		<input type="checkbox"/> Temporarily flooded		
			<input type="checkbox"/> Unknown	

CLEVELAND METROPARKS Plant Community Assessment Program Species Cover Data Sheet

Project Label: _____ PCAF

Total miles

Journal of Health Politics

Visual est. % open w

Visual e

%unveg.o.w. entire site:

Visual est. % invasives entire site:

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ପ୍ରକାଶକ

describe amount of browse per species over entire plot

14

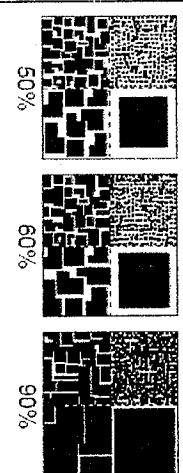
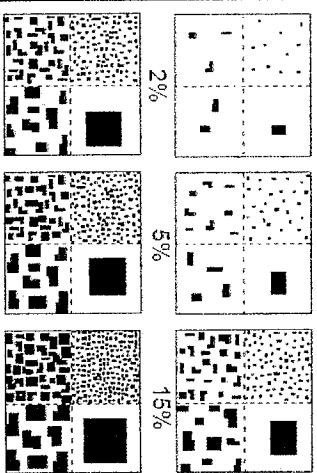
Mus. Sociedad

+24

294

EXAMPLES OF PERCENT OF AREA COVERED

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



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

BROWSE RATING NARRATIVE DESCRIPTION

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

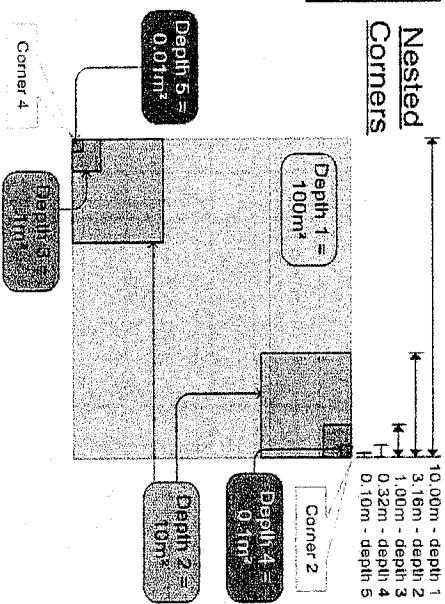
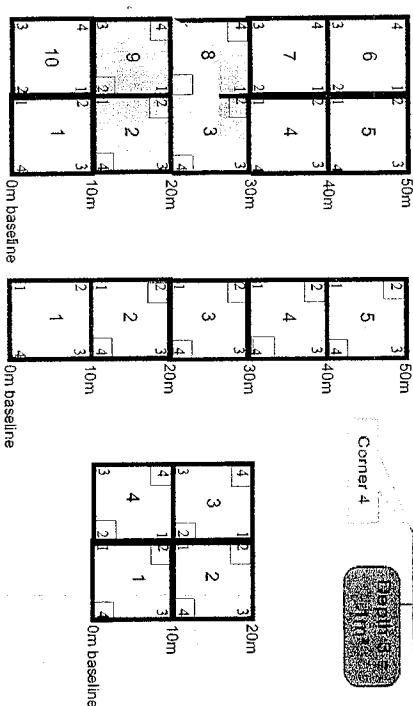
MEDIUM LOW values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse areas.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

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

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

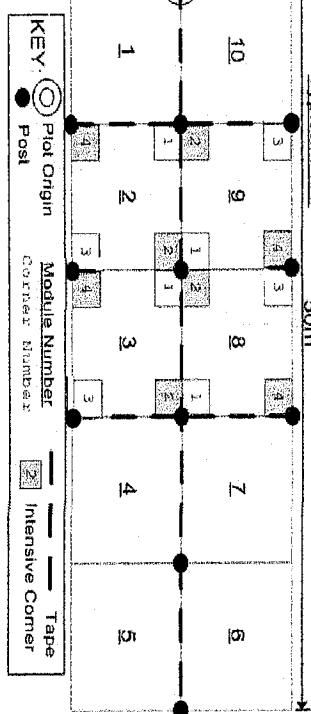
HIGH: greater than 25 percent of the stems of plants in the 1 m² nested quadrat and intensive module AND a browse line is evident.

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



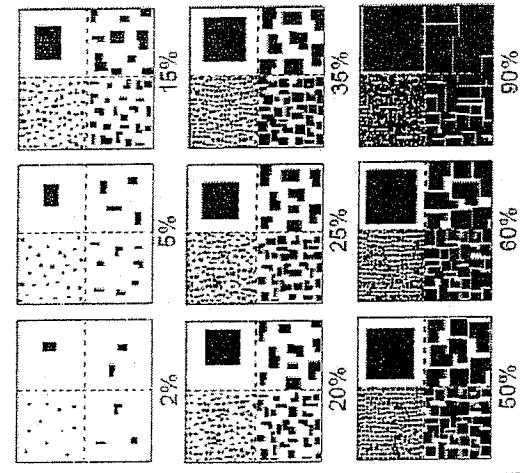
Typical Plot:

50m



EXAMPLES OF PERCENT OF AREA COVERED

The following graphics can be used for validating data elements to identify 'Amount' or 'Quantity'. (NOTE: Within any given box, each quadrant contains the same total area covered, just different sized objects.



BROWSE RATING NARRATIVE DESCRIPTION

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

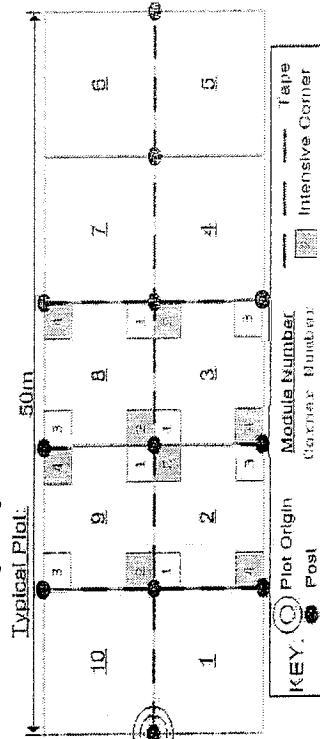
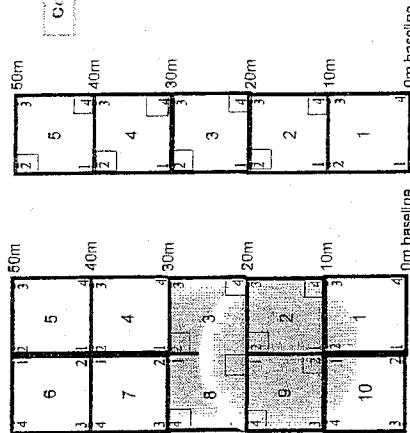
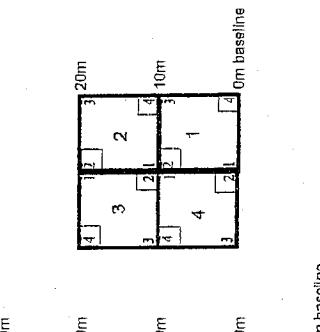
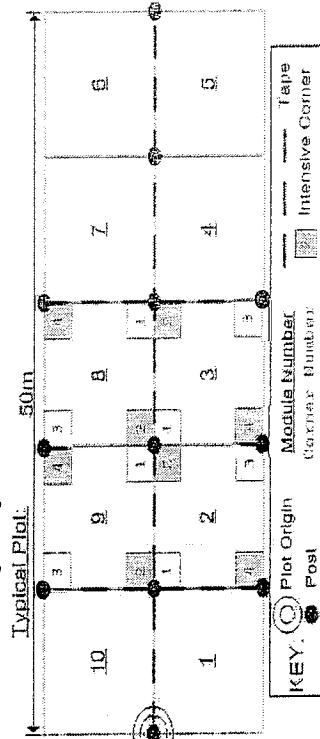
MEDIUM LOW values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse areas.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

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

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

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

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



CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

© Cleveland Metroparks

Project Label: PCAP

Project Name: 01 ELC 2011

Plot No.: 1148

Page: 1

of 2

Explain subsample (additional room on back):

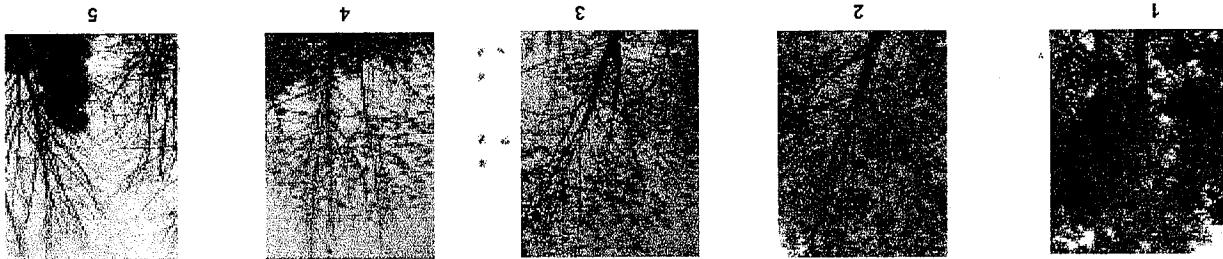
mod #	species	c	voucher#	# stems 0.5-1m or super sample	# shrub clumps	size class (cm) woody stems >1m										11 >40 (record each tree)
						1	2	3	4	5	6	7	8	9	10	
✓ 1	Acer Saccharum				•	•	•	•	X							48.7
✓ 1	Platanus occidentalis															
✓ 1	Robinia pseudoacacia									•						
✓ 1	Standing Dead				•	•										
✓ 1	Fraxinus americana					•										
✓ 1	Acer subrum					•										
✓ 2	Acer Saccharum				•	•	•	•								
✓ 2	Acer subrum					•	•	•	•							
✓ 2	Platanus occidentalis					•	•	•	•							
✓ 2	Carpinus Caroliniana					•	•	•	•							
✓ 2	Ulmus americana					•	•	•	•							
✓ 2	Fraxinus americana					•	•	•	•							
✓ 2	Betula allegheniensis					•	•	•	•							
✓ 2	Pyrus Coronaria					•	•	•	•							
✓ 2	Liquidambar styraciflua					•	•	•	•							
✓ 2	Standing Dead					•										
✓ 2	Vitis aestinalis					•	•	•	•							
✓ 3	Acer Saccharum					•	•	•	•							
✓ 3	Acer sacrum					•	•	•	•							
✓ 3	Tilia dentata					•	•	•	•							
✓ 3	Carpinus Caroliniana					•	•	•	•							
✓ 3	Allianthus altissima															42.7
✓ 3	Prunus Serotina															
✓ 3	Stonewall Dead															

ASCH 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)



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

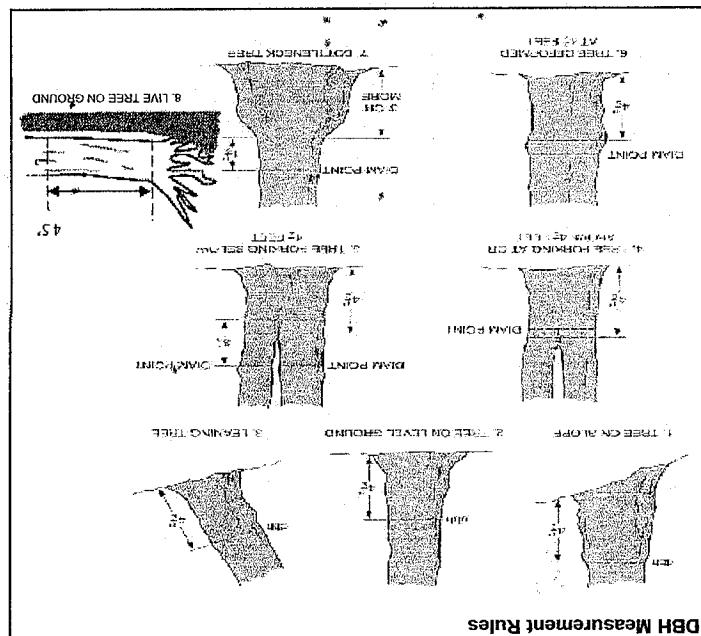
ASH CANOPY CONDITION



Record using the tally system from 1 to 10.

Record the number of stems/plants between 0.5-1.0 metres tall that exhibit evidence of this year's deer browse.

Woody Stem Deer Browse



CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Explain subsample (additional room on back)

Plot No.: 1148

Page: 2 of 2

2
BIBLIOTHECA HISTORICA

rank as described below)

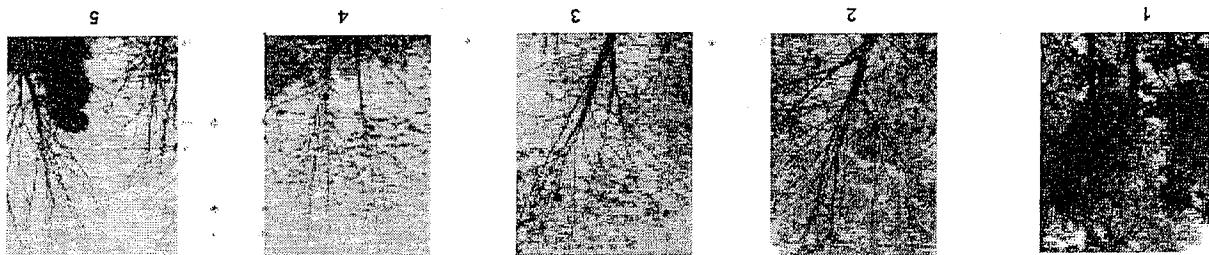
ASH CANOPY BREAKUP CONDITION FOR DEAD TREES:

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



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, have leaves.
 4. >50% Dieback: The canopy has less than half of the leaves that should be there and/or half of the top branches are dead.
 5. Dead canopy: No leaves remain in the canopy portion of the tree. It still counts as 5 even if there are epicormic sprouts below the canopy (lowest branch) on the trunk.



RECORDS USING THE TALLY SYSTEM FROM 1 TO 10

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



Woody Stem User Browse

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

Project Label: PCAP

Project Name: GLECCLOU

Plot No.: 1148



Page: 1 of 1

COVER BY STRATA % estimate using midpoints of class ex: 3, 8, 13, 18%		
Strata	Height Range - (in)	Total Cover (%)
Tree	5 - 4	98
Shrub	0.5 - 5	23
Herb	0 - 0.5	3
Floating*	*	0
(Aquatic) **	-	0

EARTH SURFACE & GROUND COVER	
Underlying Earth Surface*	Ground Cover
(Sum = 100%)	percent
Histosol	0
Mineral Soil	74
Gravel-Cobbles*	23
Boulders**	3
Bedrock	0
* Gravel-Cobble = 1/16 to 10 in	
**Boulder = > 10 in	
*** 25 cm in diameter	
**** 5 cm in diameter	
Other	0

COVER BY STRATA % estimate using midpoints of class ex: 3, 8, 13, 18%	
Strata	Height Range - (in)
Tree	5 - 4
Shrub	0.5 - 5
Herb	0 - 0.5
Floating*	*
(Aquatic) **	-

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

SEE BACK OF PAGE FOR "TYPICAL"

STRATA DESCRIPTIONS. STRATA CAN VARY BY COVER TYPE

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

MICROTOPOGRAPHIC FEATURE COUNTS - Intensive modules only

Rankings for microhabitat features. Select one or select two and average the score. NOTE: If mod fails on a slope automatically gets ranked based on steepness (1-3)

Slope 1 = slight elevational grade across module (hill)

Slope 2 = fails on slope > 20°

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

0 feature is absent or functionally absent (Golf Course Fit!)

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

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

3 feature is present in moderate amounts and of highest quality

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

c.w.d. - count for pieces with minimum 1m length

no. of tufts/3' depth 1x1m	no. of hummocks	no macro.	c.w.d.	c.w.d.	c.w.d.	microhabit.	microhabit.
			(2-12 cm)	(12-40 cm)	>40 cm	interspers.	
			depth 2	depth 1	depth 1	depth 1	
			3.16x3.16m	10x10m	10x10m	10x10m	
mod#	corner (count)	(count)	(count)	(count)	(count)	(rank)	(rank)
1	0	0	8	0	0	1	0
2	0	0	2	8	0	1	0
3	0	0	1	7	0	0	X 2
4	0	0	3	9	0	2	0

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

macro depressions = macrotopographic depressions with module. These may extend into other modules and be counted again.

c.w.d. = coarse woody debris

microhabit. interspers. = overall ranking of plot microtopographic interspersion complexity using scale below

TRAIL INFORMATION: If trail falls in plot record type and cover for each			
Type			% Cover
<input type="checkbox"/>	All Purpose		
<input type="checkbox"/>	Bridle		
<input type="checkbox"/>	Hiking sanctioned		
<input type="checkbox"/>	Boulder unsanctioned		
<input type="checkbox"/>	Gravel		
<input type="checkbox"/>	Deer		

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

Module	N	S	E	W
1	0	0	1	0
2	0	0	20	0
3	0	0	0	0
4	0	0	0	0

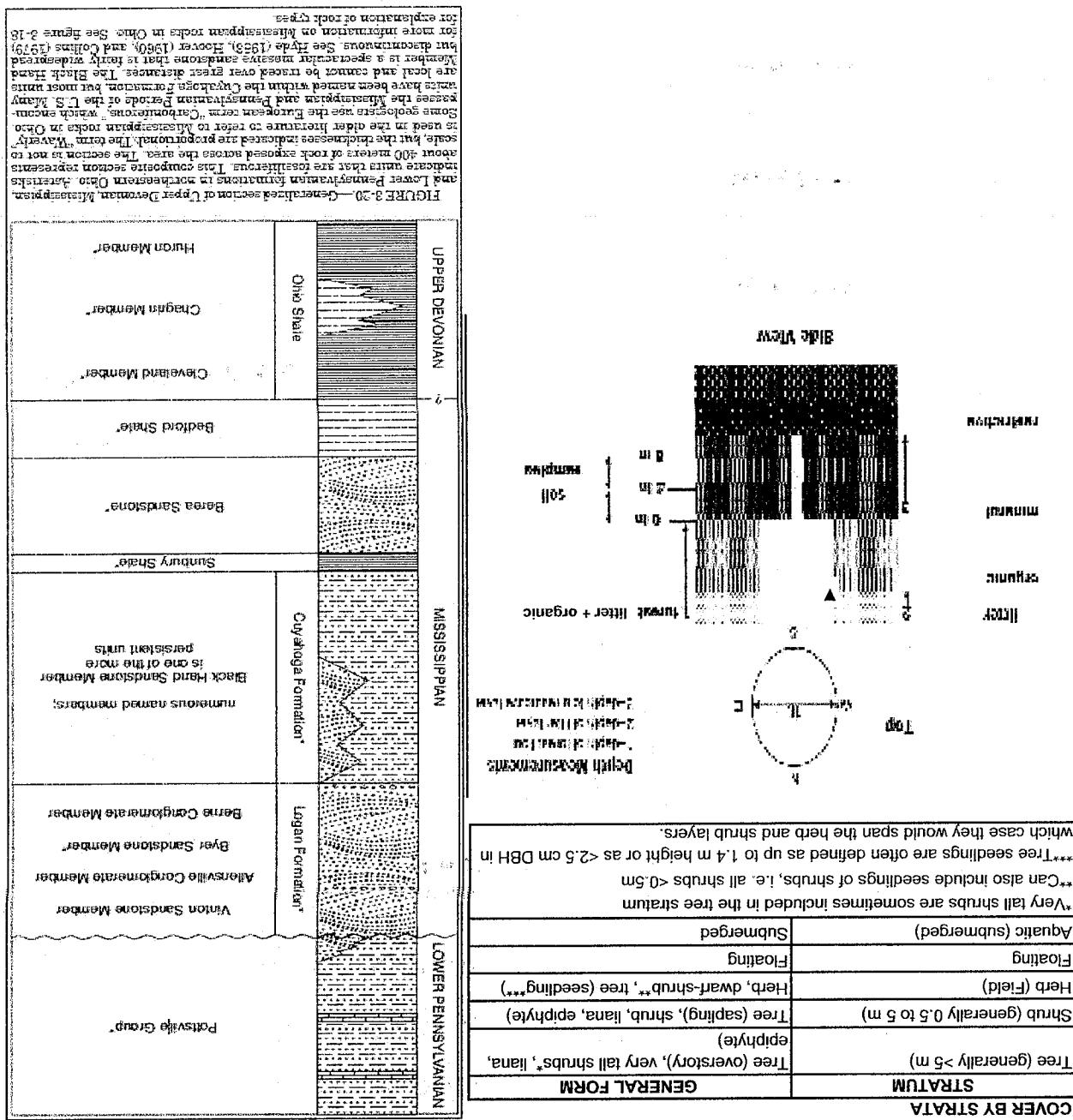
McNAB INDICES (degrees) + for up - for down
[FILLED OUT USING GIS PROGRAM - DO NOT FILL OUT IN FIELD]

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

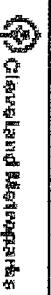
+45 degrees	NE		
+90 degrees	E		-
+135 degrees	SE		
+180 degrees	S		
+225 degrees	SW		
+270 degrees	W		
+315 degrees	NW		

*Landform Index (site microtopographic shape)

**Terrain Shape Index (site microtopographic shape)



CLEVELAND METROPARKS Plant Community Assessment Program - Soils, Crown Cover, Standing Biomass Data Sheet



Project label: PCAP Project Name: Gl EC 2011

Plot No.: 1148

Page: 1 of 1

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

Soil pit module # 4 (one per entire plot)

5 cm	matrix color	10YR 2/1
	mottle color	—
%mottle		—
oxid roots	Y	OK
texture*	1	
redox features**	Y	OK
hydr. cond.***	I S M D	
20 cm	matrix color	10YR 2/1
	mottle color	—
%mottle		—
oxid roots	Y	OK
texture*	1	OK
redox features**	Y	OK
hydr. cond.***	I S M D	

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

Soil Collection Module	Horizon (A, B, C)
2,3,8,9 composted	A

Soil Description/notes:

**Rock w/ Stuck ~ 5cm thru-
o + plot.**

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

Module #	C?	Corner	Corner

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

mod#	1 litter + organic depth (cm)	2 litter depth (cm)	3 restrict. depth(cm)	water depth (cm)	sat soil depth (cm)
1	6.75	6.75	27	0	>30
2	4.0	4.0	10	0	>30
3	5.25	5.25	21	0	>30
4	4.5	4.5	38	0	>30

* refer to texture classes on reverse side

** e.g. hydrogen sulfide odor, gleying, etc.

*** Circle one:

I=indundated S=saturated M=moist D=dry

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

**Castings found
Throughout plot.**

Depth to restrictive

feet.
20-40'

Length of soil probe = 125 cm

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

Top

Depth Measurements

inches

Litter organic mineral

inches

turnover

inches

1. litter + organic

inches

soil profile

inches

WJS-QJC 7/14/11
6aCM PCAP Soils_Crown cover_Landform_Standing Biomass_Data Sheet_Ver 2.xls.xls last revised 6/23/2011 ceh

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

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

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

the U.S., where appropria~~tion~~te. This modifier can be applied to both wetland and non-wetland situations. Equivalent to Cowardin's developed for use in the arid West for water regimes of playa lakes, intermittent streams, and dry washes that can be used in other parts of

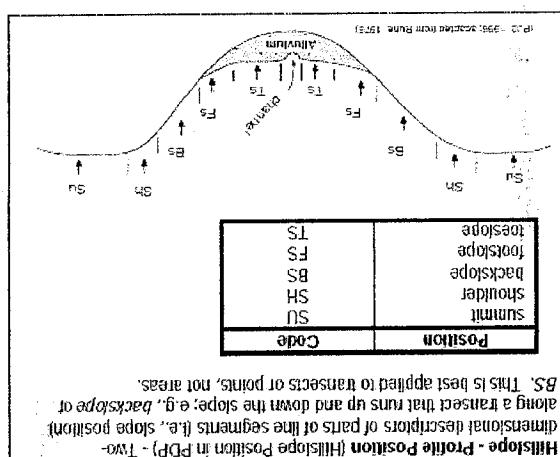
INTERMITTENTLY FLOODED: substrate is usually exposed, but surface water can be present for variable periods without detectable

CHARACTERIZES flood-plain upper terraces.

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.

UPLAND: Not a wetland. Very rarely flooded.

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

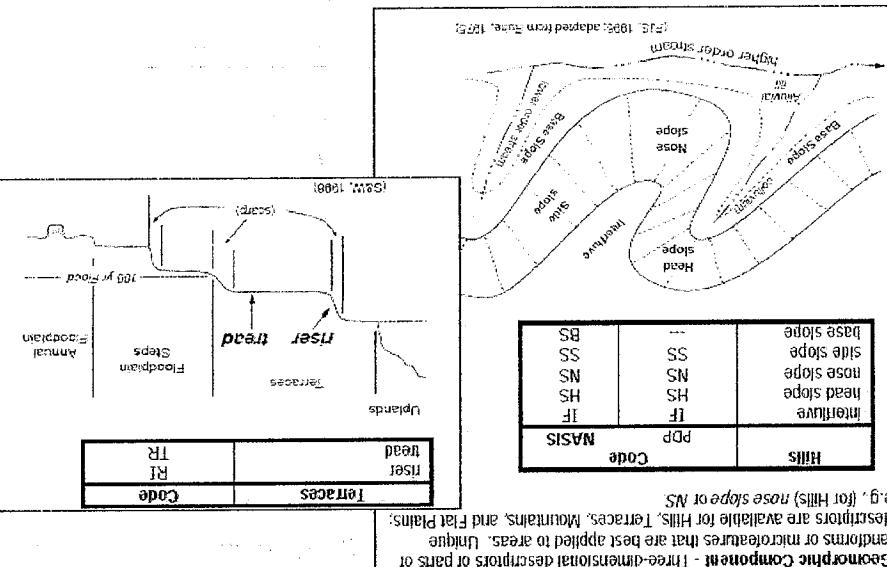


Hillside - Profile Position (hillside Profile Possible in PDP) - Two-dimensional descriptions of parts of the slope segments (i.e., slope position) along a transsect runs up and down the slope; e.g., backslope or face of the hillside.

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 modelling 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 a ball but not a ribbon should be coded as loamy.

0=Organic	1=Lamy	2=Clayey	3=Sandy	4=Coarse Sand
-----------	--------	----------	---------	---------------

PERCENT MOTTLIES (USE CLASS CODES):					
Class	Code	Code	NASIS	Critera: % of Surface Area Covered	Comments
Few	#	#	#	< 2	Mary
Common	#	#	#	2-10 < 20	
Many	#	#	#	≥ 20	



Hillslope - Profile Position [Hillslope Position in PDP] - Two-dimensional descriptors of parts of catchments along a transect that runs up and down the slope; e.g., slope position of dimensions of leach plumes or parts of line segments [i.e., slope position in PDP].	Hillslope - Profile Position [Hillslope Position in PDP] - Three-dimensional descriptors of parts of catchments along a transect that runs up and down the slope; e.g., slope position of dimensions of leach plumes or parts of line segments [i.e., slope position in PDP].	Terraces [Code]	Terraces [Code]
B3. This is best applied to transects of points, not areas. e.g., for hills, nose slope of NS	B3. This is best applied to transects of points, not areas. e.g., for hills, nose slope of NS		

CLEVELAND METROPARKS Plant Community Assessment Program: Invasive Species Survey



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

Presence
X: yes

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

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

Tier 3: Presence is of interest		# of Plants				comments
		NE	SE	SW	NW	
<i>Convallaria majalis</i> (G-cover)	Lily of the Valley					
<i>Coronilla varia</i> (G-cover)	Crown Vetch					
<i>Eleutherococcus pentaphyllus</i>	Five-leaf Aralia (shrub)					
<i>Pachysandra terminalis</i> (G-cover)	Japanese Pachysandra					
<i>Philadelphus coronarius</i>	Mock Orange (shrub)	X 1				
<i>Pulmonaria officinalis</i> (G-cover)	Lungwort					
<i>Rubus phoenicolasius</i>	Wineberry					
<i>Iris pseudacorus</i> (wetland)	Yellow Flag Iris					
<i>Ornithogalum umbellatum</i>	Star of Bethlehem					
<i>Viburnum opulus</i> var. <i>opusulus</i>	European Cranberry (shrub)					
<i>Viburnum plicatum</i>	Doublefile Viburnum (shrub)					

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

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

Presence
X: yes

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

CLEVELAND METROPARKS Emerald Ash Borer - Fraxinus Sheet

Project Label: PCAP

Plo
Inte

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TREES > 10CM ONLY

Page: 1 of 2

1

Page: 1 of 2

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

*** Change intensive module numbers when necessary

二

NO ASH

Baseline

3

2

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 $1.25m^2 \times 21.5m$
 Woodbecker and epicormic marked present (1) or absent (0)

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP EC 2011

DATE: 07/14/2011

Location:

AA Center N S E W

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

Plot 1 Plot 2 Plot 3

Buffer Natural Cover Strata

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

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

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

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

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

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

2428168304

7966623548

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

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

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

Reviewed by (initials):

Site ID: R4D E2011 DATE: 07/14/2011

PLOT COORDINATES											
Fill bubble if present - Plot 1			Fill bubble if present - Plot 2			Fill bubble if present - Plot 3			Flag		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Eurasian Watermilfoil	Purple Loosestrife	Johnson Grass	Kudzu	Multiflora Rose	Giant Knotweed	Giant Salvinia	Common Buckthorn	Himalayan Blackberry	Chenopodium	Giant Reed	Reed Canary Grass
Water Hyacinth	Knotweed										
Yellow Floating Heart	Japanese Knotweed										
Giant Slenderia	Pepperweed										
Poison Hemlock	Chenopodium										
Mile-A-Minute Weed	Reed Canary Grass										
Birdsfoot Trefoil	Common Reed										
Canada Thistle	Leaky Spurge										
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.											
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 tag 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.											
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 tag 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.											
Location of coordinates (choose one):											
<input type="checkbox"/> AA CENTER <input type="checkbox"/> N3 <input type="checkbox"/> S3 <input type="checkbox"/> E3 <input checked="" type="checkbox"/> W3 <input type="checkbox"/> Nearest practicable location (flag and comment below)											
Latitude North 41 53 55 56 57 58 Longitude West 049 048 047 046 045 044 Use Decimal Degrees; NAD83											
Flag Comments											

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAD6C1148

DATE: 07/14/2011

Location:

AA Center N S E W

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

Plot 1 Plot 2 Plot 3

Buffer Natural Cover Strata

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

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

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

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

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

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

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

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

2428168304

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

MEASUREMENTS (number):

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

Site ID: PCAP EC 2011

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP 1148 EC

DATE: 7/14/2011

Location:

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

AA Center N S O E W

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

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

Residential and Urban Stressors				Hydrology Stressors				Agricultural & Rural Stressors				Flag
Fill bubble if present - Plot	1	2	3	Fill bubble if present - Plot	1	2	3	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="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"/>	<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 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"/>	Pasture/Hay	<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"/>	<input type="radio"/> <input checked="" type="radio"/> <input 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 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"/>	Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<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"/>	<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 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"/>	<input type="radio"/>
Road - four lane	<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"/>	<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 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"/>	Row Crops	<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"/>	<input type="radio"/> <input checked="" type="radio"/> <input 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 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"/>	Excavation, Dredging	<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"/>	<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 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"/>	<input type="radio"/>
Golf Course	<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"/>	<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 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"/>	Fallow Field (OLD- GRASS SHRUBS TREES)	<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"/>	<input type="radio"/> <input checked="" type="radio"/> <input 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 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"/>	Freshly Deposited Sediment (UNVEGETATED)	<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"/>	<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 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"/>	<input type="radio"/>
Suburban Residential	<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"/>	<input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Soil Loss/Root Exposure	<input checked="" type="radio"/> <input 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"/>	<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 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"/>	<input type="radio"/>
Urban/Multifamily	<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"/>	<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 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"/>	Orchard	<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"/>	<input type="radio"/> <input checked="" type="radio"/> <input 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 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"/>	Inlets, Outlets	<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"/>	<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 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"/>	<input type="radio"/>
Dumping	<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"/>	<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 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"/>	Rural Residential	<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"/>	<input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input type="radio"/>
Trash	<input checked="" type="radio"/> <input 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"/>	<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 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"/>	Gravel Pit	<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"/>	<input type="radio"/> <input checked="" type="radio"/> <input 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 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"/>	Other: _____	<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"/>	<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 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"/>	<input type="radio"/>
Other: _____	<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"/>	<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 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"/>	Other: _____	<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"/>	<input type="radio"/> <input checked="" type="radio"/> <input 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 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"/>	Recently Burned Forest Canopy	<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"/>	<input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Recently Burned Grassland (BLACKENED)	<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"/>	<input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <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

7966623548

FORM B-1: BUFFER SAMPLE PLOTS - TARGETED ALIEN SPECIES (Back)											
Reviewed by (initial): _____											
Site ID: PCAP148 ECL DATE: 7/14/2011											
④ Confirm a filled data bubble indicates presence and an unfilled bubble indicates absence by filling in this bubble											
Fill bubble if present - Plot 1 2 3 Flag Fill bubble if present - Plot 1 2 3 Flag											
Eurasian Watermilfoil	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Purple Loosestrife	<input type="radio"/>	<input type="radio"/>	Johnson Grass	<input type="radio"/>	<input type="radio"/>	Flag	
Water Hyacinth	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Knotweed	<input type="radio"/>	<input type="radio"/>	Oxalis	<input type="radio"/>	<input type="radio"/>	Flag	
Yellow Floating Heart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Japanese Knotweed	<input checked="" type="radio"/>	<input type="radio"/>	Multiflora Rose	<input type="radio"/>	<input type="radio"/>	Flag	
Giant Stinging Nettle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Ferns	<input type="radio"/>	<input type="radio"/>	Common Buckthorn	<input type="radio"/>	<input type="radio"/>	Flag	
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Giant Reed	<input type="radio"/>	<input type="radio"/>	Himalayan Blackberry	<input type="radio"/>	<input type="radio"/>	Flag	
Poison Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Cheatgrass	<input type="radio"/>	<input type="radio"/>	Tamnisk	<input type="radio"/>	<input type="radio"/>	Flag	
Mile-A-Minute Weed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Reed Canary Grass	<input type="radio"/>	<input type="radio"/>	Other	<input type="radio"/>	<input type="radio"/>	Flag	
Birdsfoot Trefoil	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Common Reed	<input type="radio"/>	<input type="radio"/>	Other	<input type="radio"/>	<input type="radio"/>	Flag	
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leaky Spurge	<input type="radio"/>	<input type="radio"/>	Other	<input type="radio"/>	<input type="radio"/>	Flag	
Provide GPS coordinates at the center of the Buffer Plot (#3) at the far end of each Buffer Transect and for the Buffer Plot at the AA CENTER. Indicate the location of the plot coordinates by filling in the appropriate bubble.											
If Buffer Plot 3 can not be accessed, take the coordinates at the nearest practicable location ALONG THE TRANSECT. This is important because all Buffer Plots are 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 as close to the centre of Plot 3 as possible or at the centre of the last accessible Buffer Plot.											
Location of coordinates (choose one):											
Latitude North 41 55 11.4 Longitude West -81 52 93.3 Use Decimal Degrees; NAD83											
Flag											
Comments											

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP EC 1148

DATE: 07/14/2011

Location: <input type="radio"/> AA Center <input type="radio"/> N <input checked="" type="radio"/> S <input type="radio"/> E <input type="radio"/> W					Fill in bubble(s) if plot(s) could not be sampled and flag →			
					<input type="radio"/> Plot 1	<input type="radio"/> Plot 2	<input type="radio"/> Plot 3	

Buffer Natural Cover Strata

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

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

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

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

Residential and Urban Stressors				Hydrology Stressors				Agricultural & Rural Stressors							
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	
Road - gravel	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Ditches, Channelization	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Pasture/Hay	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Road - two lane	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Range	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Road - four lane	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Water Level Control Structure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Row Crops	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Parking Lot/Pavement	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	K1	Excavation, Dredging	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Fallow Field (RECENT RESTING ROW CROP FIELD)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Golf Course	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Fill/Spoil Banks	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Lawn/Park	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Nursery	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Suburban Residential	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil Loss/Root Exposure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Dairy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Urban/Multifamily	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Wall/Riprap	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Orchard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Landfill	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Inlets, Outlets	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Confined Animal Feeding	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Dumping	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Rural Residential	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Trash	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>		Impervious surface input (SHEETFLOW)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Gravel Pit	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Irrigation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		

Industrial Development Stressors				Habitat/Vegetation Stressors											
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	
Oil Drilling	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Forest Clear Cut	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Herbicide Use	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Gas Wells	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Forest Selective Cut	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Mowing/Shrub Cutting	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>		
Mine (surface)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tree Plantation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Trails	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	F1	
Mine (underground)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tree Canopy Herbivory (INSECT)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil Compaction (ANIMAL OR HUMAN)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Military	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Shrub Layer Browsed (WILD OR DOMESTIC)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Offroad vehicle damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Highly Grazed Grasses (OVERALL <3" HIGH)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input type="radio"/>	<input type="radio"/>	<input 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

F1 part of AP1 was through plot. hair is pure and grass cut/uncut
 F2 at edge of AP2 in cool bed. lot of associated few
 F3 part of AP2 from near to far backside location, usg
 a 60x60 GPS unit

Flag Comments 4142

Use Decimal Degrees; NAD83

Latitude North 41 47 55
 Longitude West 52 90 8

Flag F2
 Location of coordinates (choose one):
 OA CENTER O N3 O S3 O E3 O W3 Nearest practicable location (flag and comment below)

If Buffer Plot 3 can not be accessed, take the coordinates at the nearest practicable location ALONG THE TRANSECT. This is important because all Buffer Plots are 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 flag box, and describe where the Buffer Transsects and 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	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Purple Loosestrife	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Johnson Grass	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Water hyacinth	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Knotweed	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Kudzu	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Yellow Floating Heart	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Japonese Knotweed	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Multiflora Rose	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Giant Salvinia	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Perennial Pepperweed	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Common Buckthorn	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Giant Mustard	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Giant Reed	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Himalayan Blackberry	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Poison Hemlock	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Cheatgrass	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Tamansk	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Mile-A-Minute Weed	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Reed Canary Grass	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Other	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Birdsfoot Trefoil	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Common Reed	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Other	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	
Canada Thistle	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Leaky Sprigge	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Other	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	

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

Site ID: / / /

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID:

PCAP1148EC

DATE:

7/14/201

Location:

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

○ AA Center ON OS ? E OW

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

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

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

Industrial Development Stressors

Habitat/Vegetation Stressors

Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Oil Drilling	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Forest Clear Cut	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Herbicide Use	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Gas Wells	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Forest Selective Cut	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Mowing/Shrub Cutting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Mine (surface)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tree Plantation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Trails	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	F1
Mine (underground)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tree Canopy Herbivory (INSECT)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil Compaction (ANIMAL OR HUMAN)	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Military	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Shrub Layer Browsed (WILD OR DOMESTIC)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Offroad vehicle damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Highly Grazed Grasses (OVERALL <3" HIGH)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	F2
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Forest Canopy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Grassland (BLACKENED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

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

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

2428168304

FORM B-1: BUFFER SAMPLE PLOTS - TARGETED ALIEN SPECIES (Back)											
Comments											Flag
<p>F1 Best long haul directly east of stream along slope/area</p> <p>F2 Plots 2 & 3 take in slope along slope</p> <p>F3 Plot 3 assessed from lower slope, GPS pt taken at head of practical location, coordinates from GPS unit</p>											
<p>Latitude North 41.55107 Longitude West 81.52832</p> <p>Use Decimal Degrees, NAD83</p>											
<p>Location of coordinates (choose one):</p> <p>○ AA CENTER ○ S3 ○ E3 ○ W3 <input checked="" type="checkbox"/> Nearest practicable location (flag and comment below)</p>											
<p>Flag F3</p>											
<p>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 GPS coordinates by filling in the appropriate bubble.</p>											
<p>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 "nearest practicable location" bubble. All in the center of the plot coordinates as close to the center of Plot 3 as possible or at the center of the last accessible Buffer Plot.</p>											
<p>Provide GPS coordinates at the center of the Buffer Plot (#3) at the far end of each Buffer Transect and for the AA CENTER. Indicate the location of GPS coordinates by filling in the appropriate bubble.</p>											
<p>PLOT COORDINATES</p>											
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
<p>○ Confirms a filled data bubble indicates presence and an unfilled bubble indicates absence by filling in this bubble</p>											
<p>Site ID: CAP1148EC Date: 7/14/2011</p>											
<p>Revised by (initial):</p>											

