

CLEVELAND METROPARKS Plant Community Assessment Program: Quality Control Form



Project Label:

PCAP

Plot No: 1269

Date Sampled: 8-6-12

Lead: Barton

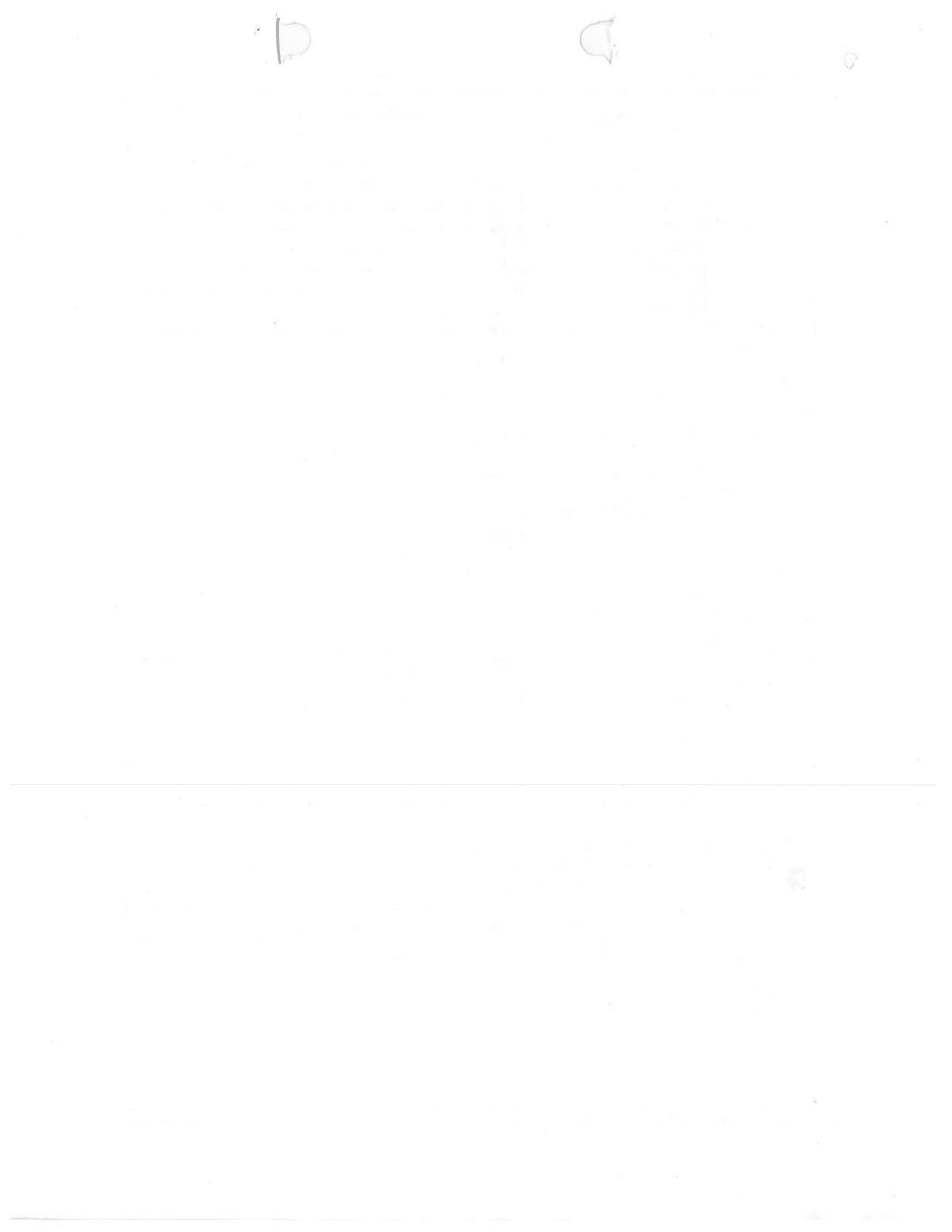
Comment required if item answer is NO

Parking/Access outside of Park Boundaries:	Y <input checked="" type="radio"/> N <input type="radio"/>	If yes, write details in Comments section below
Field journals completed	Y <input checked="" type="radio"/> N <input type="radio"/>	
Site sketch made on 1:3000 map?	Y <input checked="" type="radio"/> N <input type="radio"/>	
Check cover page	X-axis Bearing of plot recorded	Y <input checked="" type="radio"/> N <input type="radio"/>
	GPS coords. Recorded	Y <input checked="" type="radio"/> N <input type="radio"/>
	North direction recorded	Y <input checked="" type="radio"/> N <input type="radio"/>
	Photographs taken?	Y <input checked="" type="radio"/> N <input type="radio"/>
Plot No., Date agreement on all pages?	Y <input checked="" type="radio"/> N <input type="radio"/>	
Header data completed all pages?	Y <input checked="" type="radio"/> N <input type="radio"/>	
Cover classes recorded in all Intensive modules	Y <input checked="" type="radio"/> N <input type="radio"/>	
Browse Level By Species	Y <input checked="" type="radio"/> N <input type="radio"/>	
Woody stem quality control check	Y <input checked="" type="radio"/> N <input type="radio"/>	
Invasive plant quality control check	Y <input checked="" type="radio"/> N <input type="radio"/>	
Ash trees mapped	Y <input checked="" type="radio"/> N <input type="radio"/>	N/A
Cover by Strata? (confirm cover type)	Y <input checked="" type="radio"/> N <input type="radio"/>	
Soil samples collected with matching plot #	Y <input checked="" type="radio"/> N <input type="radio"/>	
Vouchers labeled on datasheet with initials and number	Y <input checked="" type="radio"/> N <input type="radio"/>	
Vouchers labeled on collection bag	Y <input checked="" type="radio"/> N <input type="radio"/>	
Pink flags removed	Y <input checked="" type="radio"/> N <input type="radio"/>	
Data sheet QA before leaving site?	Y <input checked="" type="radio"/> N <input type="radio"/>	
Common equipment returned to tub.	Y <input checked="" type="radio"/> N <input type="radio"/>	
Data sheets scanned?		Enter date to left
Final data sheets scanned?		Enter date to left
Buffer Widths measured?	Y <input checked="" type="radio"/> N <input type="radio"/>	KL 7-3-12
Web Soil Survey	Y <input checked="" type="radio"/> N <input type="radio"/>	JP 8-9-12
Voucher Location	Refrigerator	Y <input checked="" type="radio"/> N <input type="radio"/>
(# vouchers collected)	Press (#)	Enter number to left
	Drier	Y <input checked="" type="radio"/> N <input type="radio"/>
	Identified	Y <input checked="" type="radio"/> N <input type="radio"/>
	Mounted	Y <input checked="" type="radio"/> N <input type="radio"/>
	Thrown away	Y <input checked="" type="radio"/> N <input type="radio"/>

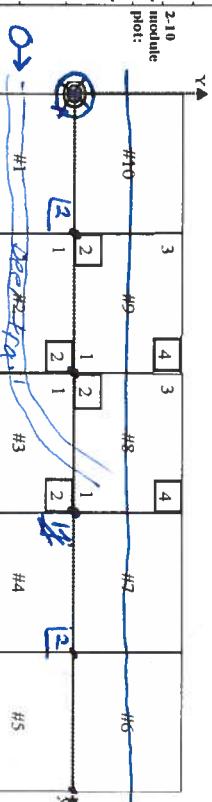
GRTS point verification: Is plot sampleable?

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

Additional Comments:



CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

GENERAL INFORMATION		LOCATION																
Project Label:	PCAP																	
Project Name:	<u>DLBc 2012</u>																	
Plot Name:	<u>Red ants in the Pants</u>																	
Plot No.:	<u>1269</u>																	
Party	<input type="checkbox"/> Level 4 (no nested corners sampled) <input checked="" type="checkbox"/> Level 5 (nested corners sampled)																	
End date (if > 1 day):	<u>8/6/12</u>																	
Plot leader	<u>Z. Barker</u>																	
Role**	<u>Plot leader</u>																	
<u>N. Zimmerman</u>	<u>Med/Vis/15</u>																	
<u>M. Rucker</u>	<u>Bat Asst.</u>																	
<u>T. Kistler</u>	<u>MedVis/15</u>																	
** Roles: Co-leader, Asst., Guide, Owner, Taxonomist, etc.																		
PLOT NOT SAMPLED: <input type="checkbox"/> Other <input type="checkbox"/> Perv. water <input type="checkbox"/> Paved <input type="checkbox"/> Slope <input type="checkbox"/> Safety																		
SAMPLING QUALITY* <p>Effort Level: <input checked="" type="checkbox"/> Very thorough <input type="checkbox"/> Accurate <input type="checkbox"/> Hurried</p> <p>subjective evaluation of how much effort put into sampling. Hurried plots may still provide good data</p>																		
TAXONOMIC ACCURACY <table border="1"> <tr> <td>high</td> <td>modera.</td> <td>low</td> <td>not simpl.</td> </tr> <tr> <td><input checked="" type="checkbox"/></td> <td></td> <td><input type="checkbox"/></td> <td>n/a</td> </tr> <tr> <td>bryo</td> <td></td> <td><input checked="" type="checkbox"/></td> <td><input type="checkbox"/></td> </tr> <tr> <td>lichen</td> <td></td> <td></td> <td><input checked="" type="checkbox"/></td> </tr> </table>			high	modera.	low	not simpl.	<input checked="" type="checkbox"/>		<input type="checkbox"/>	n/a	bryo		<input checked="" type="checkbox"/>	<input type="checkbox"/>	lichen			<input checked="" type="checkbox"/>
high	modera.	low	not simpl.															
<input checked="" type="checkbox"/>		<input type="checkbox"/>	n/a															
bryo		<input checked="" type="checkbox"/>	<input type="checkbox"/>															
lichen			<input checked="" type="checkbox"/>															
Intensive modules: <u>2, 3, 6, 9, 12, 34</u> (EDIT IF MODIFIED) Camera No.: <u>4</u> <u>0220</u> Photo Nos.: <u>0220</u> Plot placement: <u>GRTS</u> <input type="checkbox"/> Representative <input type="checkbox"/> Random <input type="checkbox"/> Stratified Random <input type="checkbox"/> Transect component <input type="checkbox"/> Systematic grid <input type="checkbox"/> Capture specific feature <input type="checkbox"/> Other																		
Local Place Names: <u>Riverview and Valleyview Pkwy</u> Landowner: <u>CM</u> Data Confidentiality: Check one: <input checked="" type="checkbox"/> Public data <input type="checkbox"/> Private Data <input type="checkbox"/> Fuzz 100m <input type="checkbox"/> Fuzz 250m <input type="checkbox"/> Fuzz 500m																		
Reason: If data not public why? Source of coordinates <input type="checkbox"/> MAP <input checked="" type="checkbox"/> GPS Coordinate system: <u>Lat/Long</u> <input type="checkbox"/> UTM <input type="checkbox"/> StatePlane <u>Coord. Units</u> <input type="checkbox"/> deg <input type="checkbox"/> deg min <input type="checkbox"/> Other (specify) <input type="checkbox"/> m <input type="checkbox"/> ft <input type="checkbox"/> m & ft																		
Date (mm/dd/yyyy): <u>8/6/12</u> Plot: 																		
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.																		
LOCATION: Parked in a gravel pull off on the west side of Riverview Rd. Hiked the west side of Riverview Rd. OR: Park in unmarked driveway (seen on map directly east of plot) off of Riverview Rd. Driveway is blocked, walk through pasture to rear right side of horse corral. There is a 'bootie' there that leads to creek. Follow creek to plot first. RATIONALE: Stake was placed at north, then west. Plot GRITS point. Plot was run along the on south side of creek.																		
Depth: (1-5): <u>4</u> Side of the slope in a 1x5 layout to avoid wet area by creek and steep slope up the hill.																		
Veg. char.: Canopy: <i>Liquidambar</i> , <i>Acer saccharum</i> , <i>Fagus grandifolia</i> , <i>Fraxinus sp.</i> , <i>Ulmus sp.</i> Shrub: <i>Euonymus alatus</i> , <i>Lindera benzoin</i> , <i>Kalmia latifolia</i> , <i>Rosa multiflora</i> , <i>Hedera helix</i> , <i>Pilea pumila</i> , <i>Thelypteris noveboracensis</i> , <i>Allium tricoccum</i> , <i>Polystichum acrostichoides</i>																		

Minimum required fields in Bold and Underlined

*Definitions and values in CM PCAP FOM v. 1.0 and CVS Field Guide

OVER

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Project Label: PCAP

Project Name: 013c-2012

Plot No.: 1269

Page 2 of 2

Glueckland/Murphy

MODIFIED NATURERESERVE CLASS*

CODE (on separate form):

Fit= 6 Conf= H

COMMUNITY NAME:

Mixed

HOMOGENEITY

Homogeneous

Compositional trend across the plot

Conspicuous inclusions

Irregular/pattern mosaic

* L=low, M=med low, M=med, H=med high, H=high, VH=very high
Current Land Use: Park
Former Land Use: UnK

HYDROLOGIC REGIME*

- | HYDROLOGIC REGIME* | |
|--------------------|-------------|
| type* | severity** |
| Human | Yrs ago |
| Natural | % of plot |
| Fire | description |
| Cut | |
| Animal | |
| Other | |
- Upland (seldom flooded)
- Intermittently/flooded
- Seasonally saturated
- Semipermanently flooded
- (seldom flooded)
- Permanently/Semipermanently saturated
- Tidal/Seiche flooded daily
- (dry <1/yr, seldom flooded)
- Tidal/Seiche flooded monthly
- (e.g. wind, storms)
- Occasionally flooded (<1/yr)
- Temporarily flooded
- Unknown

(by default unless plot is a wetland)

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

CLEVELAND METROPARKS Plant Community Assessment Program Species Cover Data Sheet 2a

Project Label: PCAF

Project name: 9/3/2012

Plot no.: 1264

Page 1 of 3

Total modules:

6

Intensive modules: 4 Plot configuration: 1/5

Plot area (ha): 0,05

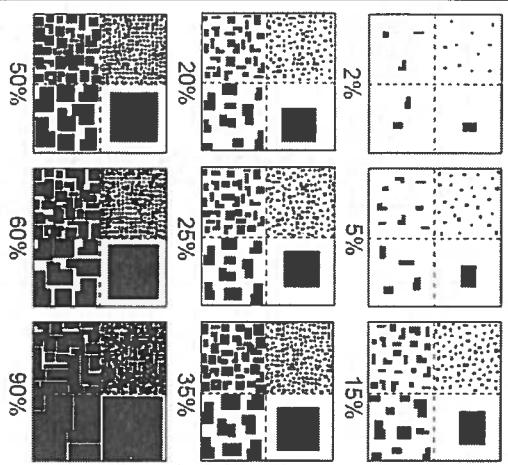
Cleveland
Metroparks

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

Strata - Cov. entire plot										% unverg. litter (bare litter)													
T	S	H	(F)	(A)	Br	Species	C	Voucher #	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	
5	5	2				<i>Fagus grandifolia</i>	1	1	8	1	1	8	1	1	9	1	1	8	1	1	8	1	
6	2					<i>Liriodendron tulipifera</i>	3	7	2	4	4	4	4	4	2	8	4	2	8	4	4	8	5
3						<i>Polystichum acrostichoides</i>	3	4	2	3	3	3	3	2	4	2	2	4	2	2	2	3	
2						<i>Alliaria petiolata</i>	4	2		2	2	2	2	1	2	2	2	2	2	2	2	2	
8						<i>Lindera benzoin</i>	3	4	3	4	2	3	2	2	2	2	2	2	2	2	2	2	
2						<i>Actea alba</i>	3	2		2	2	2	2	1	2	2	2	2	2	2	2	2	
2						<i>Acer spicatum</i>	4	2	3	2	2	2	2	1	2	2	1	2	1	2	1	2	
2						<i>Fraxinus americana</i>	4	2	3	2	2	2	2	1	2	2	1	2	1	2	1	2	
2						<i>Carica carifolia</i>	3	2		2	2	2	2	1	2	2	1	2	1	2	1	2	
5						<i>Thelypteris noveboracensis</i>	3	5	4	3	4	2	6	3	7	3	7	3	7	3	7	3	
2						<i>Toxcedon radicans</i>	2	1		1	2	1	2	1	2	1	2	1	2	1	2	1	
2						<i>Cirsium heterophyllum</i>	2	2		1	2	1	2	1	2	1	2	1	2	1	2	1	
2						<i>Acer saccharum</i>	2	8	4	1	2	3	6	4	8	4	2	2	4	7	2	2	
2						<i>Allium tricoccum</i>	2	2	2	2	2	2	2	3	2	2	2	2	2	2	2	2	
2						<i>Boronia thunbergii</i>	2	5	3	1	3	3	3	2	3	2	2	3	2	2	3	2	
2						<i>Solidago flexicaulis</i>	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	
2						<i>Apisara triphyllum</i>	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	
2						<i>Timandra cordifolia</i>	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	
2						<i>Viola sp.</i>	2	2	2	3	2	3	2	3	2	3	2	3	2	3	2	3	
2						<i>Glyceria striata</i>	2	2	2	3	2	3	2	3	2	3	2	3	2	3	2	3	
2						<i>Parthenocissus quinquefolia</i>	1	2		3	2				1	X							
2						<i>Marsilea sp.</i>	2	2	2	2	3			3	2	3							
2						<i>Carex sp. (Clax.)</i>	1	2	2	1	2			1	2								
2						<i>Poa sp. (in repro)</i>	1	2		3	2			1	2								

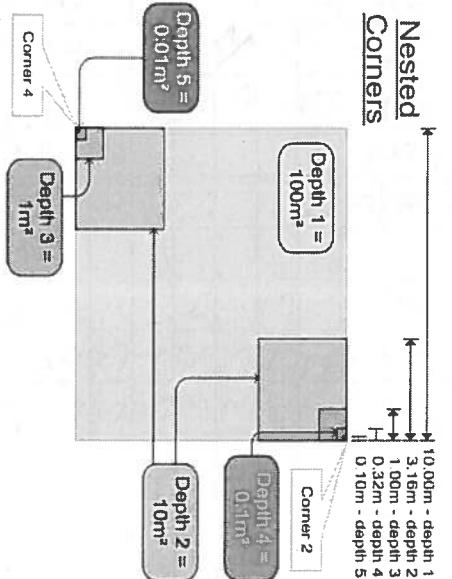
EXAMPLES OF PERCENT OF AREA COVERED

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



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

Nested Corners



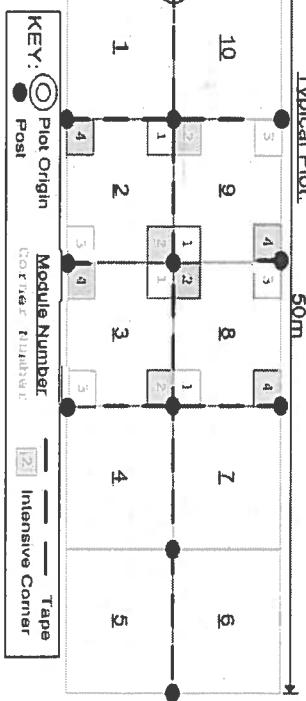
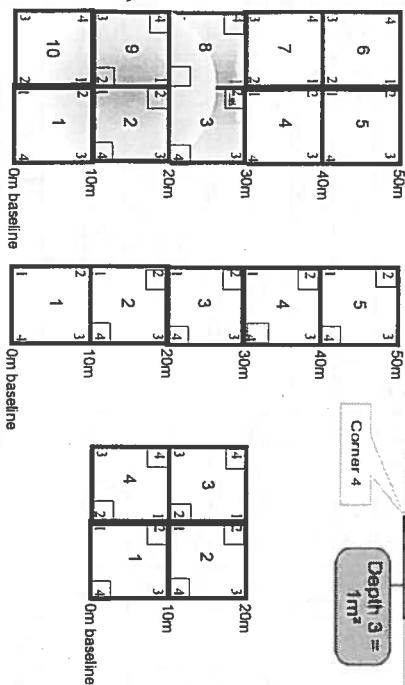
MEDIUM HIGH

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.



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.

CLEVELAND METROPARKS Plant Community Assessment Program Species Cover Data Sheet 2a

Project Label: PCAP

Project name: 01Bc2012

Page 2 of 3

Total modules: _____

Intensive modules: _____

Plot configuration: _____

Plot area (ha): _____



**Cleveland
Metroparks**

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

Strata - Cov. entire plot

T	S	H	(F)	(A)	Br	Species	250 10 25-12	Voucher #	mod	corner																		
						<i>Ulmus dicoylea</i> ^{250 10 25-12}	250 10 25-12	250 10 25-12	1	4	1	2	2	4	2	2	3	4	3	2	2	1	1	1	2	R	R	
						<i>Geum urbanum</i> ^{250 10 25-12}	250 10 25-12	250 10 25-12																				
						<i>Hedysarum virginianum</i>			1		1		1		1		1		1		1		1					
						<i>Quercus</i> seedlings			1																			
						<i>Adiantum pedatum</i>			1																			
						<i>Ribes sp.</i> ^{250 9-25-12}	250 9-25-12	250 9-25-12	1																			
						<i>Cornus canadensis</i>			1																			
						<i>Euonymus alatus</i>			1																			
						<i>Geranium maculatum</i>			1																			
						<i>Polygonum virginianum</i>			1																			
						<i>Osmunda cinnamomea</i>			1																			
						<i>Podophyllum peltatum</i>			1																			
						<i>Ilex sp.</i>			1																			
						<i>Prunus pensylvanica</i>			1																			
						<i>Ulmus americana</i>	250 10 25-12	250 10 25-12	1																			
						<i>Aster laevis</i>	250 10 25-12	250 10 25-12	1																			
						<i>Arenaria serpyllifolia</i>	^{250 9-25-12}	250 9-25-12	1																			
						<i>Urtica dioica</i> ^{250 9-25-12}	250 9-25-12	250 9-25-12	1																			
						<i>Taxodium sp.</i>			1																			
						<i>Ranunculus sp.</i>			1																			
						<i>Quercus alba</i>			1																			
						<i>Hamamelis virginiana</i> ^{250 9-25-12}	250 9-25-12	250 9-25-12	1																			
						<i>Polystichum acrostichoides</i>	250 9-25-12	250 9-25-12	1																			
						<i>Parthenocissus quinquefolia</i>			1																			
						<i>Caulophyllum thalictroides</i>			1																			
<i>Total</i>																												
<i>Final</i>																												

CLEVELAND METROPARKS Plant Community Assessment Program Species Cover Data Sheet 2a

Project Label: PCAP

Project name: 01Bc2012

Page 3 of 3

Total modules: _____

Intensive modules: _____

Plot configuration: _____

Plot area (ha): _____



**Cleveland
Metroparks**

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

Strata - Cov. entire plot

T S H (F) (A) Br

Species

C

Voucher #

mod

corner

mod

corner</p

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: 01812012

Plot No.: 1269

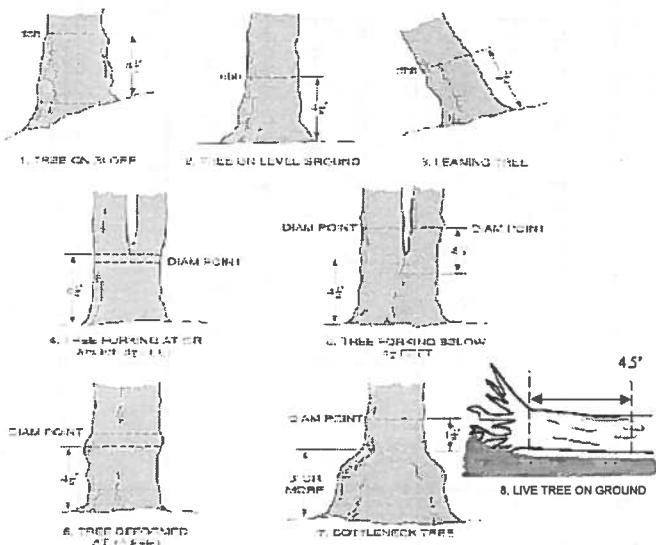
Page: 1 of 2

Cleveland Metroparks

Explain subsample (additional room on back):

mod #	species	c	voucher#	# stems 0-1.4m browsed	% sub or super sample	# shrub clumps	size class (cm) woody stems >1.4m										35 - <40 >40 (record each tree)
							1 0-<1	2 1-<2.5	3 2.5-<5	4 5-<10	5 10 - <15	6 15 - <20	7 20 - <25	8 25 - <30	9 30 - <35	10 35 - <40	
1	Liriodendron tulipifera			•			•										65, 8
1	Fagus grandifolia																
1	Acer saccharum																
1	Standing dead																
1	Carpinus caroliniana																
1	Berberis thunbergii																
1	Lindera benzoin			•			9										
2	Acer saccharum																
2	Fagus grandifolia			•			4										
2	Ulmus sp.			•			2										
2	Lindera benzoin			•													
2	Euonymus alatus			•													
2	Berberis thunbergii			•													
1	Ribes sp.		258175	•													
1	Euonymus alatus			•													
2	Thunus sp.			•													
3	Acer saccharum			•													
3	Fagus grandifolia			•													
3	Quercus alba			•													
3	Standing dead			•													
3	Euonymus alatus			•													
3	Carya cordiformis			•													48.3
3	Hamamelis virginiana			•													
4	Fagus grandifolia			•													

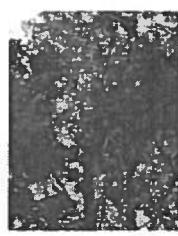
DBH Measurement Rules



Woody Stem Deer Browse

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

Record using the tally system from 1 to 10



1



2



3



4



5

ASH CANOPY CONDITION

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



A

B

C

D

E

ASH CANOPY BREAKUP CONDITION (for dead trees):

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

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

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: 5/8/2012

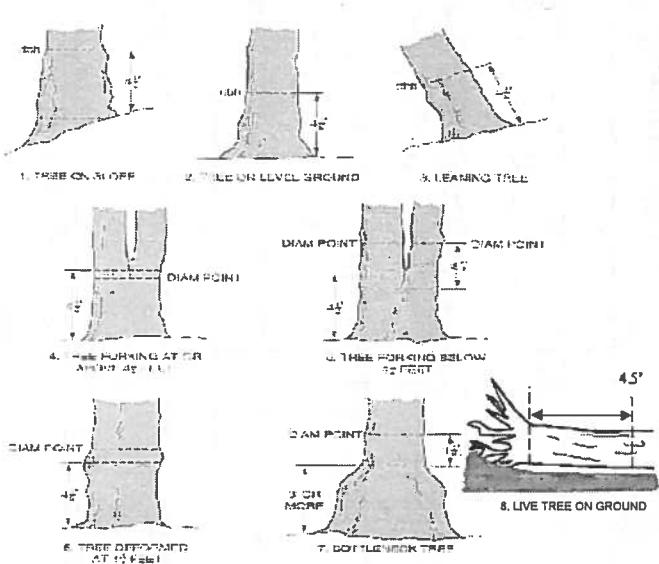
Plot No.: 1269 Page: 2 of 2

 Cleveland Metroparks

Explain subsample (additional room on back):

mod#	species	c	voucher#	browsed	# stems 0-1.4m	% sub or super sample	# shrub clumps	size class (cm) woody stems > 1.4m									
								1	2	3	4	5	6	7	8	9	10
4	<i>Acer saccharum</i>																
4	<i>Carpinus sp.</i>																
4	<i>Betula lumbra</i>																
4	<i>Euonymus alatus</i>																
5	<i>Tilia americana</i>																
5	<i>Acer saccharum</i>																
5	Standing dead																
5	<i>Fraxinus sp.</i>																
5	<i>Carpinus cordiformis</i>																
5	<i>Lindera benzoin</i>																
5	<i>Boronia thunbergii</i>																
5	<i>Rosa multiflora</i>																
5	<i>Ulmus sp.</i>																

DBH Measurement Rules



Woody Stem Deer Browse

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

Record using the tally system from 1 to 10



1



2



3



4



5

ASH CANOPY CONDITION

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



A

B

C

D

E

ASH CANOPY BREAKUP CONDITION (for dead trees):

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

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

SOIL PIT DESCRIPTION: Excavate 20 cm

plug with shovel. Describe using Munsell chart, visual exam, texture, and odor.

Soil pit module # 3 (one per entire plot)

5 cm	matrix color	<u>10YR 3/1</u>
	moisture color	<u>1/1a</u>
	% moisture	<u>0</u>
	oxid. roots	<u>Y</u>
	texture*	<u>2</u>
	redox features**	<u>Y</u>
	hydr. cond.***	<u>1 S (N) D</u>
20 cm	matrix color	<u>10YR 3/1</u>
	moisture color	<u>1/1a</u>
	% moisture	<u>0</u>
	oxid. roots	<u>Y</u>
	texture*	<u>2</u>
	redox features**	<u>Y</u>
	hydr. cond.***	<u>1 S (N) D</u>

Soil Collection Module		Horizons (A, B, C)	
25x3.9 cm	composted	<u>1/2/3/4/5</u>	<u>A</u>

Soil Series/Type: Geeburg-Mentor silt loams
 (GeeM)

Soil Series Source: Ohio Soil Survey

Landform type: Terraces

Depth to rest. Layer: 780"

Parent Material: Lacustrine deposits

Disturbance:

Human

Animal

Plant

Water

Wind

Ice

Fire

Root

Chemical

Biological

Other

Human

Animal

Plant

Water

Wind

Ice

Fire

Root

Chemical

Biological

Other

Human

Animal

Plant

Water

Wind

Ice

Fire

Root

Chemical

Biological

Other

Human

Animal

Plant

Water

Wind

Ice

Fire

Root

Chemical

Biological

Other

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

EARTH SURFACE & GROUND COVER	
Underlying Earth Surface*	Ground Cover
(sum = 100%)	percent (Each \leq 0.00%)
Histosol	<u>0</u>
Mineral Soil	<u>100</u>
Gravel-Cobble *	<u>0</u>
Boulder **	<u>0</u>
Bedrock	<u>0</u>
* Gravel-Cobble = 1/16-1/8"	Water
** Boulder = > 10 in	Bare Soil
*** > 5 cm in diameter	Road/Trail
**** < 5 cm in diameter	Other

STAND SIZE	
Strata	
Tree	<u>5 - 80</u>
Shrub	<u>0.5 - 5</u>
Herb	<u>X - 0.5</u>
(Floating)*	<u>—</u>
(Aquatic)*	<u>—</u>

TRAIL INFORMATION:
 record type and cover for each

Type	% Cover
<input type="checkbox"/> All Purpose	
<input type="checkbox"/> Bridle	
<input type="checkbox"/> Hiking sanctioned	
<input type="checkbox"/> Bootleg unsanctioned	
<input type="checkbox"/> Gravel	
<input type="checkbox"/> Deer	<u>5</u>

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

COVER BY STRATA
 estimate using midpoints of 5, 6, 7, 8, 13 %

STAND SIZE

Height Range (in)

Total Cover (%)

5 - 80

93

0.5 - 5

38

X - 0.5

63

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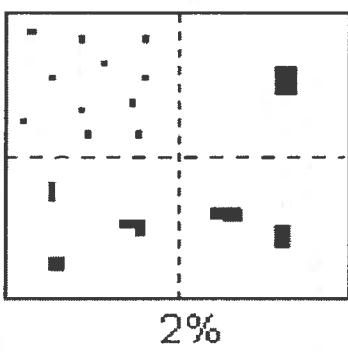
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SEE BACK OF PAGE FOR TYPICAL STRATA DESCRIPTIONS. STRATA CAN VARY BY COVER TYPE.

PERCENT MOTTLES (USE CLASS CODES):

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



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

0= Organic

1= Loamy

2= Clayey

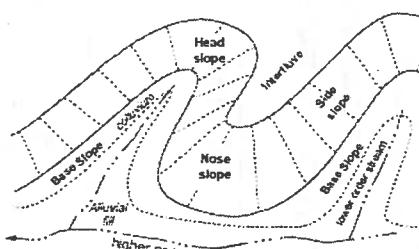
3= Sandy

4= Coarse Sand

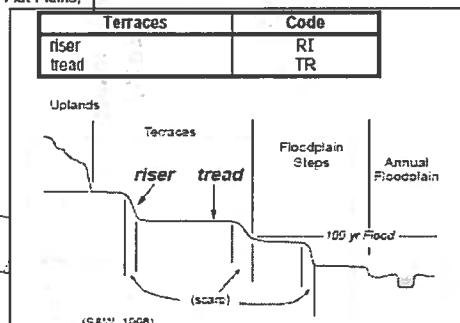
9= Not measured - make plot note

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

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

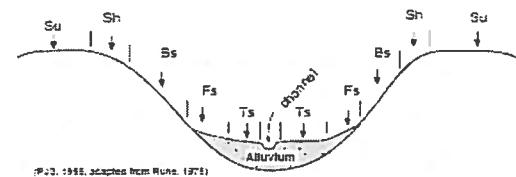


(PJS, 1995; adapted from Rusk, 1975)



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

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



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

UPLAND: Not a wetland. Very rarely flooded.

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

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

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

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

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

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

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

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

STANDING BIOMASS (required for emergent wetlands) collected in 1 m ² clip plots (32x32 cm) from corners 1 and 2 in each intensive module. Required for VIBI-E score calculation C' = check when collected			
Module #	C7	Corner	Corner

CLASSIFICATION	
LFI = excellent, F = fair and Confidence	
Impoundment-class (WETLANDS ONLY):	
DEPRESSION	F = _____ Conf = _____
IMPOUNDMENT <input type="checkbox"/> Beaver <input type="checkbox"/> Human	F = _____ Conf = _____
RIVERINE <input type="checkbox"/> Headwater <input type="checkbox"/> Mainstem <input type="checkbox"/> Channel	F = _____ Conf = _____
SLOPE (ground water hydrology or on a physical slope)	F = _____ Conf = _____
FRINGING <input type="checkbox"/> Reservoir <input type="checkbox"/> Natural Lake	F = _____ Conf = _____
COASTAL (specify subclass)	F = _____ Conf = _____
BOG (strongly, moderately, weekly, ombrotrophic)	F = _____ Conf = _____
Ohio EPA VIBI Plant Community Class (WETLANDS ONLY):	
FOREST <input type="checkbox"/> swamp forest <input type="checkbox"/> bog forest <input type="checkbox"/> forest step	F = _____ Conf = _____
EMERGENT <input type="checkbox"/> marsh <input type="checkbox"/> wet meadow <input type="checkbox"/> open bog	F = _____ Conf = _____
SHRUB <input type="checkbox"/> shrub swamp <input type="checkbox"/> tall sh. bog <input type="checkbox"/> tall sh. fen	F = _____ Conf = _____

MICROTOPOGRAPHIC FEATURE COUNTS - Intensive modules only

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

Slope 1 = slight elevational grade across module (1m)

Slope 2 = falls on slope ~20°

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

0 feature is absent or functionally absent from the wetland

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

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

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

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

no of tufts	no of hummocks	no macro depressions	c.w.d (2-12 cm)	c.w.d (12-40cm)	c.w.d >40 cm	microhab interspers.	microhab
depth 3	uplands (Tip-Ups)	depth 2	depth 1	depth 1	depth 1	depth 1	SLOPE
1x1m	3.1 (x3) 1cm	10x10m	10x10m	10x10m	10x10m	10x10m	
med#	corner	(count)	(count)	(count)	(count)	(rank)	(rank)
1	0	0	7	1	3	3	
2	0	0	5	3	1	2	3
3	0	0	6	3	4	2	3
4	0	0	11	3	4	1	2
5	0	0	9	4	1	2	3

Module	N	S	E	W
2	6	4	6	5
3	7	5	4	4
8	7	6	11	3
9	6	9	3	6

CROWN COVER (DENSIMETER) Make 4 readings per module facing N, S, E, W. Place dot count in corresponding space. (4 dots per grid square)				
Module	N	S	E	W
2	6	4	6	5
3	7	5	4	4
8	7	6	11	3
9	6	9	3	6

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

COVER BY STRATA

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

*Very tall shrubs are sometimes included in the tree stratum

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

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

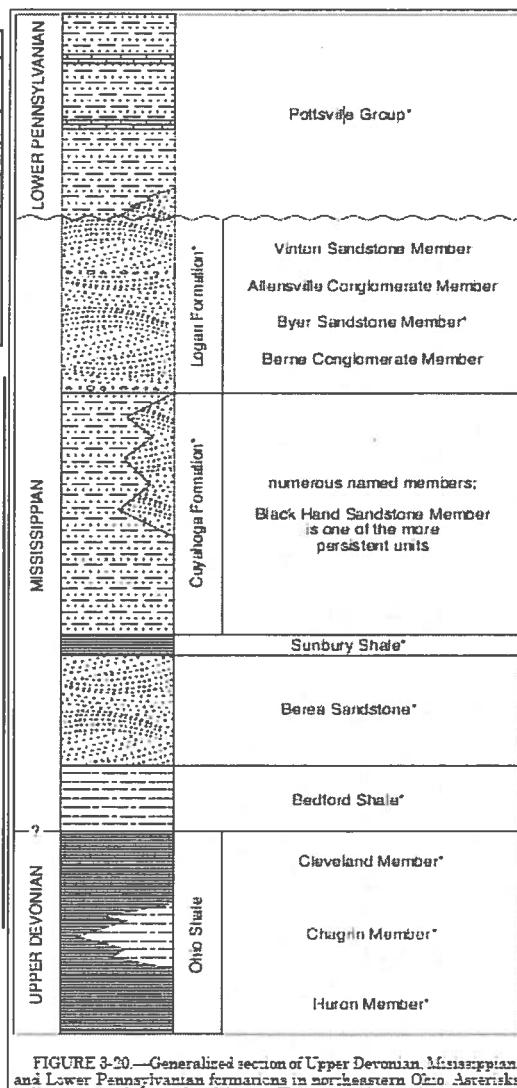
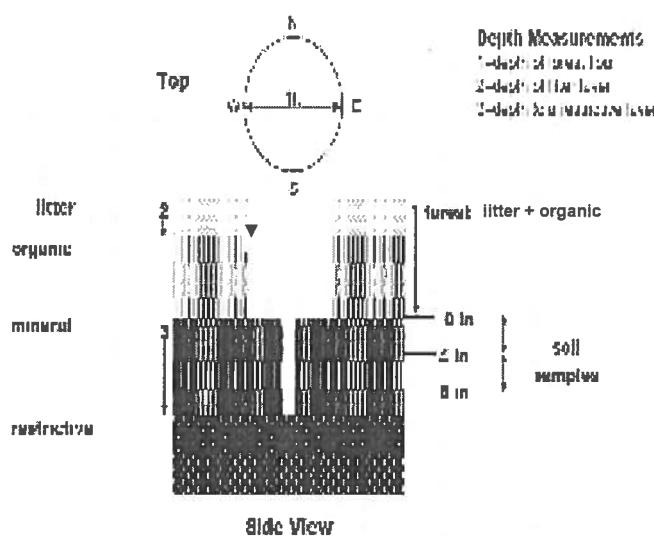


FIGURE 3-20.—Generalized section of Upper Devonian, Mississippian, and Lower Pennsylvanian formations in northeastern Ohio. Asterisks indicate units that are fossiliferous. This composite section represents about 400 meters of rock exposed across the area. The section is not to scale, but the thicknesses indicated are proportional. The term "Waverly" is used in the older literature to refer to Mississippian rocks in Ohio. Some geologists use the European term "Carboniferous," which encompasses the Mississippian and Pennsylvanian Periods of the U.S. Many units have been named within the Cuyahoga Formation, but most units are local and cannot be traced over great distances. The Black Hand Member is a spectacular massive sandstone that is fairly widespread but discontinuous. See Hyde (1959), Hoover (1960), and Culbert (1975) for more information on Mississippian rocks in Ohio. See figure 3-18 for explanation of rock types.

CLEVELAND METROPARKS Plant Community Assessment Program: Invasive Species Survey



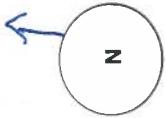
Tier 1: Early detection/ Rapid response		Presence				GPS	
		NE	SE	SW	NW		
Microstegium vimineum	Japanese stiltgrass						
Ranunculus ficaria	Lesser Celandine						
Cynanchum louiseae (vine)	Black Swallow-wort						
Butomus umbellatus (wetland)	Flowering Rush						
Heracleum mantegazzianum	Giant Hogweed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

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

Module	Tree ID	Species	Dead c	Voucher #	DBH (cm)	HI @ DBH	Ash condition	Dead condition	ASH ONLY		
									# Exit holes	Epicormic present	Woodpecker holes
1	NO ASH										
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											
16											
17											
18											
19											
20											
21											
22											
23											
24											
25											

Baseline

*** Change Intensive module numbers when necessary



9	8
2	3

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

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

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

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

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PLAP BL 1266

DATE: 07/27/2012

Location:

AA Center O N O S ~~E~~ ~~W~~

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

O Plot 1 O Plot 2 O Plot 3

Buffer Natural Cover Strata

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

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

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

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

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

Industrial Development Stressors				Habitat/Vegetation Stressors											
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	
Oil Drilling	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Forest Clear Cut	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Herbicide Use	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Gas Wells	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Forest Selective Cut	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Mowing/Shrub Cutting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Mine (surface)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tree Plantation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Trails	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Mine (underground)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tree Canopy Herbivory (INSECT)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil Compaction (ANIMAL OR HUMAN)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Military	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Shrub Layer Browsed (WILD OR DOMESTIC)	<input type="radio"/>	<input 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

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP Br 1269

DATE: 08/06/2012

Location:

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

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

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

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

2428168304

PLOT COORDINATES											
Flag	Flag	Flag	Flag	Flag	Flag	Flag	Flag	Flag	Flag		
<input type="checkbox"/> AA CENTER	<input type="checkbox"/> N3	<input type="checkbox"/> S3	<input type="checkbox"/> E3	<input type="checkbox"/> W3	<input type="checkbox"/> Nearest practicable location (Flag and comment below)						
Location of coordinates (choose one):											
Latitude North 41 • Longitude West 112.2 Use Decimal Degrees; NAD83											
<input type="checkbox"/> If Buffer Plot 3 can not be accessed, take the coordinates at the nearest practicable location ALONG THE TRANSECT. This is important because all Buffer PLOTS are centered on the Buffer Transects and the coordinates will indicate the location of the transect. Fill in the "nearest practicable location" bubble. Fill in the flag box, and describe where the coordinates were taken and why in the comment section below. The coordinates of the nearest practicable location can be either placed as close to the center of Plot 3 as possible or at the center of the last accessible Buffer Plot.											
<input type="checkbox"/> Provide GPS coordinates at the center of the Buffer Plot (43) at the far end of each Buffer Transect and for the Buffer Plot at the AA CENTER. Indicate the location of the plot coordinates by filling in the appropriate bubble.											
PLOT COORDINATES											
Fill bubble if present - Plot 1	2	3	Flag	Fill bubble if present - Plot 1	2	3	Flag	Fill bubble if present - Plot 1	2	3	Flag
Eurasian Watermilfoil	<input type="checkbox"/>	<input type="checkbox"/>	Purple Loosestrife	<input type="checkbox"/>	<input type="checkbox"/>	Johnsongrass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Water Hyacinth	<input type="checkbox"/>	<input type="checkbox"/>	Knotweed	<input type="checkbox"/>	<input type="checkbox"/>	Kudzu	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Yellow Floating Heart	<input type="checkbox"/>	<input type="checkbox"/>	Japanese Knotweed	<input type="checkbox"/>	<input type="checkbox"/>	Mulitiflora Rose	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Giant Salvinia	<input type="checkbox"/>	<input type="checkbox"/>	Perennial Pepperweed	<input type="checkbox"/>	<input type="checkbox"/>	Common Buckthorn	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Giant Mustard	<input type="checkbox"/>	<input type="checkbox"/>	Giant Reed	<input type="checkbox"/>	<input type="checkbox"/>	Himalayan Blackberry	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Posidon Hemlock	<input type="checkbox"/>	<input type="checkbox"/>	Chenopodium	<input type="checkbox"/>	<input type="checkbox"/>	Tamarisk	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Mile-A-Minute Weed	<input type="checkbox"/>	<input type="checkbox"/>	Reed Canary Grass	<input type="checkbox"/>	<input type="checkbox"/>	Other	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Birdsfoot Trefoil	<input type="checkbox"/>	<input type="checkbox"/>	Common Reed	<input type="checkbox"/>	<input type="checkbox"/>	Leary Sedge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Canada Thistle	<input type="checkbox"/>	<input type="checkbox"/>	Common Spurge	<input type="checkbox"/>	<input type="checkbox"/>	Other	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Confirm a filled data bubble indicates presence and an unfilled bubble indicates absence by filling in this bubble											
Site ID: PCAPR 1269 DATE: 08/06/2013											
Form B-1: BUFFER SAMPLE PLOTS - TARGETED ALIEN SPECIES (Back) Revised by (initials): _____											

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAPBr1269

DATE: 08 / 06 / 2012

Location: OAA Center N OS OE OW						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 type="radio"/> D <input checked="" type="radio"/> E		Absent: <input type="radio"/> 0	Buffer Plot 2	Canopy Type: <input type="radio"/> D <input checked="" type="radio"/> E		Absent: <input type="radio"/> 0	Buffer Plot 3	Canopy Type: <input type="radio"/> D <input checked="" type="radio"/> E		Absent: <input type="radio"/> 0	
	Leaf Type: <input type="radio"/> B <input checked="" type="radio"/> N	Flag: <input type="radio"/> 0			Leaf Type: <input type="radio"/> B <input checked="" type="radio"/> N	Flag: <input type="radio"/> 0			Leaf Type: <input type="radio"/> B <input checked="" type="radio"/> N	Flag: <input type="radio"/> 0		
Big Trees (>0.3m DBH)	<input type="radio"/> 0	<input 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 type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4
Small Trees (<0.3m DBH)	<input type="radio"/> 0	<input type="radio"/> 1	<input checked="" type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4		Small Trees (<0.3m DBH)	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input checked="" type="radio"/> 4
Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input checked="" type="radio"/> 3	<input type="radio"/> 4		Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0	<input checked="" type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4
Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0	<input type="radio"/> 1	<input checked="" 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
Bare ground	<input type="radio"/> 0	<input checked="" type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4		Bare ground	<input type="radio"/> 0	<input checked="" type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4
Litter, duff	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input checked="" type="radio"/> 4		Litter, duff	<input type="radio"/> 0	<input 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 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

Stressor Presence/Absence - Confirm that a filled data bubble indicates presence and an unfilled bubble indicates absence by filling this bubble. 0

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

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

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

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

2428168304

PLOT COORDINATES											
Flag	Comments	Latitude North			Longitude West			Use Decimal Degrees; NAD83			
<input checked="" type="radio"/> AA CENTER	<input type="radio"/> N3	<input type="radio"/> S3	<input type="radio"/> E3	<input type="radio"/> W3	<input type="radio"/> Nearest practicable location (flag and comment below)						
Location of coordinates (choose one):										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 centered on the Buffer Transects and the coordinates will indicate the location of the transect. Fill in the "nearest practicable location" bubble, fill in the flag box, and describe where the coordinates were taken and why in the comment section below. The coordinates of the nearest practicable location can be either placed as close to the center of Plot 3 as possible or at the center of the last accessible Buffer Plot.											
Flag placed on the Buffer Transects and the coordinates will indicate the location of the transect. Fill in the "nearest practicable location" bubble, fill in the flag box, and describe where the coordinates were taken and why in the comment section below. The coordinates of the nearest practicable location can be either placed as close to the center of Plot 3 as possible or at the center of the last accessible Buffer Plot.											
Location of coordinates (choose one):											Flag
Provide GPS coordinates at the center of the Buffer Plot (#3) at the far end of each Buffer Transect and for the Buffer Plot at the AA CENTER. Indicate the location of the plot coordinates by filling in the appropriate bubble.											
PLOT COORDINATES											
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
• Confirm a filled data bubble indicates presence and an unfilled bubble indicates absence by filling in this bubble											
Site ID: CAPR 1269 DATE: 08/06/2012											
Form B-1: BUFFER SAMPLE PLOTS - TARGETED ALIEN SPECIES (Back) Revised by (initials): _____											

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP Bl 1269

DATE: 08/06/2012

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

Buffer Natural Cover Strata

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

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

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

-Stressor Presence/Absence - Confirm that a filled data bubble indicates presence and an unfilled bubble indicates absence by filling the 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 type="radio"/>	Ditches, Channelization	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Pasture/Hay	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Road - two lane	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Range	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Road - four lane	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Water Level Control Structure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Row Crops	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Parking Lot/Pavement	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Excavation, Dredging	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fallow Field (RECENT-RE IN ROW CROP FIELD)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Golf Course	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fill/Spoil Banks	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Lawn/Park	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Nursery	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Suburban Residential	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Soil Loss/Roof Exposure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dairy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Urban/Multifamily	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Wall/Riprap	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Orchard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Landfill	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Inlets, Outlets	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Confined Animal Feeding	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Dumping	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Rural Residential	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Trash	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Impervious surface input (SHEETFLOW)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Gravel Pit	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Irrigation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

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

PLOT COORDINATES											
Flag			Comments								
Latitude North 41.311.24 Longitude West 081.5966 Use Decimal Degrees; NAD83											
Location of coordinates (choose one): <input type="checkbox"/> AA CENTER <input type="checkbox"/> N3 <input type="checkbox"/> S3 <input checked="" type="checkbox"/> E3 <input type="checkbox"/> W3 <input type="checkbox"/> Nearest practicable location (Flag and comment below)											
Flag											
If Buffer Plot 3 can not be accessed, take the coordinates at the nearest practicable location ALONG THE TRANSECT. This is important because all Buffer Plots are centered on the Buffer 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 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 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.											
FORM B-1: BUFFER SAMPLE PLOTS - TARGETED ALIEN SPECIES (Back)											
Site ID: PCAP Bl. 1260 Date: 6/8/06											
Formatted by (initials): RL											
• 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="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Purple Loosestrife <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Johnson Grass <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Kudzu Water Hyacinth <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knotweed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Multiflora Rose <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Japanese Knotweed Yellow Floating Heart <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Fermentaria Pepperweed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Common Buckthorn Garlic Mustard <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Giant Reed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Himalayan Blackberry Poison Hemlock <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Cheatgrass <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Tamarsk Mile-A-Minute Weed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Reed Canary Grass <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other Birdfoot Trefoil <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Common Reed <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other Canada Thistle <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Leafy Spurge <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Other Other: _____											

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PLAP Br 1269

DATE: 08/06/2012

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

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

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

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

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

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

2428168304

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP Bf 1269DATE: 08/06/2012

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

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

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

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

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

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

2428168304

2. *dry habitats along stream edge*

Flag Comments

Use Decimal Degrees; NAD83

Latitude North 41.31110 Longitude West -081.59945

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

Flag

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

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

PLOT COORDINATES

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

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

Site ID: PCAP RE 1289 DATE: 08/06/2012

Retained by (initials):

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