

## CLEVELAND METROPARKS Plant Community Assessment Program: Quality Control Form

 Cleveland Metroparks
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DS

Project Label:

PCAP

Plot No:

1191 Date Sampled: 8-16-11

Lead:

			Comment required if item answer is NO
Parking/Access outside of Park Boundaries.	<input checked="" type="radio"/>	N	If yes, write details in Comments section below
Field journals completed	<input type="radio"/>	N	
Site sketch made on 1:3000 map?	<input checked="" type="radio"/>	N	
Check cover page	X-axis Bearing of plot recorded	<input checked="" type="radio"/>	N
	GPS coords Recorded	<input checked="" type="radio"/>	N
	North direction recorded	<input checked="" type="radio"/>	N
	Photographs taken?	<input checked="" type="radio"/>	N
Plot No., Date agreement on all pages?	<input checked="" type="radio"/>	N	
Header data completed all pages?	<input checked="" type="radio"/>	N	
Cover classes recorded in all Intensive modules	<input checked="" type="radio"/>	N	
Browse Level By Species	<input checked="" type="radio"/>	N	
Woody stem quality control check	<input checked="" type="radio"/>	N	
Invasive plant quality control check	<input checked="" type="radio"/>	N	
Ash trees mapped	<input type="radio"/>	N	NJA
Cover by Strata? (confirm cover type)	<input checked="" type="radio"/>	N	
Soil samples collected with matching plot #.	<input checked="" type="radio"/>	N	
Vouchers labeled on datasheet with initials and number	<input checked="" type="radio"/>	N	
Vouchers labeled on collection bag	<input checked="" type="radio"/>	N	
Pink flags removed	<input checked="" type="radio"/>	N	
Data sheet QA before leaving site?	<input checked="" type="radio"/>	N	
Common equipment returned to tub.	<input type="radio"/>	N	
Data sheets scanned?	Enter date to left		
Final data sheets scanned?	8-23-11 Enter date to left		
Buffer Widths measured?	<input checked="" type="radio"/>	N	
Web Soil Survey	<input checked="" type="radio"/>	N	
Voucher Location	Refrigerator	<input type="radio"/>	N
(# vouchers collected)	Press (#)	Enter number to left	
	Drier	<input type="radio"/>	N
	Identified	<input type="radio"/>	N
	Mounted	<input type="radio"/>	N
	Thrown away	<input type="radio"/>	N

## GRTS point verification: Is plot sampleable?

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

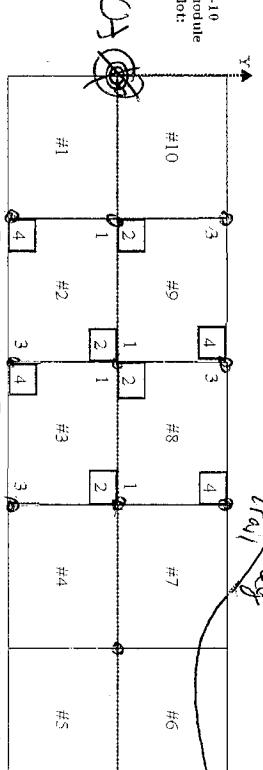
## Additional Comments:

Parking along Button RD



CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Page 1 of 2

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet																	
GENERAL INFORMATION					LOCATION												
Project Label:		PCAP			State:		OH	County: Cuyahoga									
Project Name:		MK 42			Quadrangle:		Shaker Heights										
Plot Name:					Local Place Names:		Button Rd										
Plot No.:		1191			Landowner:		OM										
					X-axis Bearing of plot:		126°										
		<input checked="" type="checkbox"/> Level 5 (nested corners sampled) <input checked="" type="checkbox"/> Level 4 (no nested corners sampled)			Data Confidentiality:												
Date (mm/dd/yyyy):		8/16/2011			Check one:		<input checked="" type="checkbox"/> Public data <input type="checkbox"/> Private Data										
End date (if > 1 day):		/ /			Fuzz 100m		<input type="checkbox"/> Fuzz 250m <input type="checkbox"/> Fuzz 500m										
Party		<input checked="" type="checkbox"/> Role** <b>S. T. Sonnenbach</b> <i>Plot leader</i>			Reason:												
		<input checked="" type="checkbox"/> Roles: Co-leader, Asst., Guide, Owner, Taxonomist, etc. <b>D. Stevens</b> <i>Plot leader</i>			If data not public why?												
		<input checked="" type="checkbox"/> PLOT NOT SAMPLED: <input type="checkbox"/> Perm. water <input type="checkbox"/> Paved <input type="checkbox"/> Slope <input type="checkbox"/> Safety			Source of coordinates:		<input checked="" type="checkbox"/> Lat/Long <input type="checkbox"/> UTM <input type="checkbox"/> StatePlane <input checked="" type="checkbox"/> deg <input type="checkbox"/> deg min <input type="checkbox"/> Other (specify) <input checked="" type="checkbox"/> m <input type="checkbox"/> ft <input type="checkbox"/>										
		<b>SAMPLING QUALITY*</b> <b>Effort Level:</b> <input checked="" type="checkbox"/> Very thorough <input checked="" type="checkbox"/> Accurate <input type="checkbox"/> Hasty <input type="checkbox"/> Hurried			GPS location in plot x=0 to 5, y=-1,0,+1): $x = \textcircled{C}$ $y = \textcircled{C}$ (base of plot $x=0, y=0$ )		<b>NOTES:</b> 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.										
		<b>Coordinate system:</b> <u>Coord. Units</u>			Plot placement:		<input type="checkbox"/> Representative <input checked="" type="checkbox"/> Grid <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										
		<b>PLOT NOT SAMPLED:</b> <input type="checkbox"/> Other			Datum:		<input checked="" type="checkbox"/> NAD83/WGS84 <input type="checkbox"/> NAD27										
		<b>LAYOUT:</b> <u>Layout: 2x5</u> <b>Location:</b> Park on the side of Button Road. Walk approx 200m into Woods to plot			Diagram Key:												
		<b>Effort Level:</b> <input checked="" type="checkbox"/> Very thorough <input checked="" type="checkbox"/> Accurate <input type="checkbox"/> Hasty			Rationale:		<i>6RTS pt</i>										
		<b>TAXONOMIC ACCURACY</b> <table border="1"> <tr> <td>high</td> <td>moder.</td> <td>low</td> <td>not suffl</td> </tr> <tr> <td><input checked="" type="checkbox"/></td> <td></td> <td><input checked="" type="checkbox"/></td> <td>n/a</td> </tr> </table>			high	moder.	low	not suffl	<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	n/a	Plot size for cover data:		<u>0.1</u> (hectares) <input type="checkbox"/> Steens present <input checked="" type="checkbox"/> Steens absent		
high	moder.	low	not suffl														
<input checked="" type="checkbox"/>		<input checked="" type="checkbox"/>	n/a														
					Depth: (1-5):		<input checked="" type="checkbox"/> 4										
		<b>INTENSIVE MODULES:</b> 2, 3, 8, 9 <small>(EDIT IF MODIFIED)</small>			Camera No.:		<u>2</u>										
		<b>TAXONOMIC STANDARD</b> <input type="checkbox"/> lichen <input type="checkbox"/> bryo			Photo Nos.:		<u>CA-1164</u>										
Authority:		G&C			Pub Date:		1998										

Minimum required fields in Bold and Underlined

<sup>10</sup> Browse line evident all tree sprouts browsed.

Jug Chai: mixed forest with *Carya*,  
*Quercus*, *Picea*, *Fraxinus* in canopy;  
*Carpinus* & *Acer* in understory; shrub  
layer sparse-absent; *Ostrya*, *Carpinus*,  
*Lindera*<sup>+</sup>; herb layer sparse-absent heavily  
bronzed; *Berberis* invading. Bronze high with

# CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Project Label: PCAP

Project Name: O/B/E 201

Plot No.: 1191

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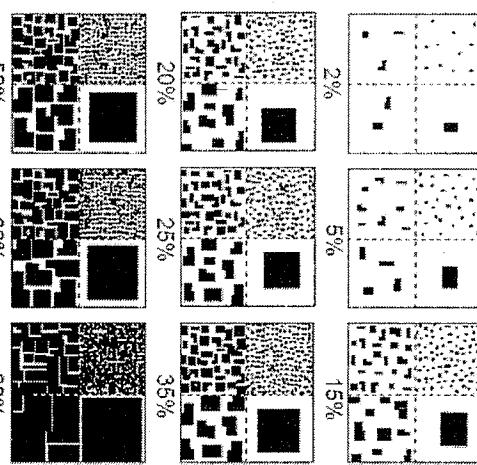
## CLASSIFICATION

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

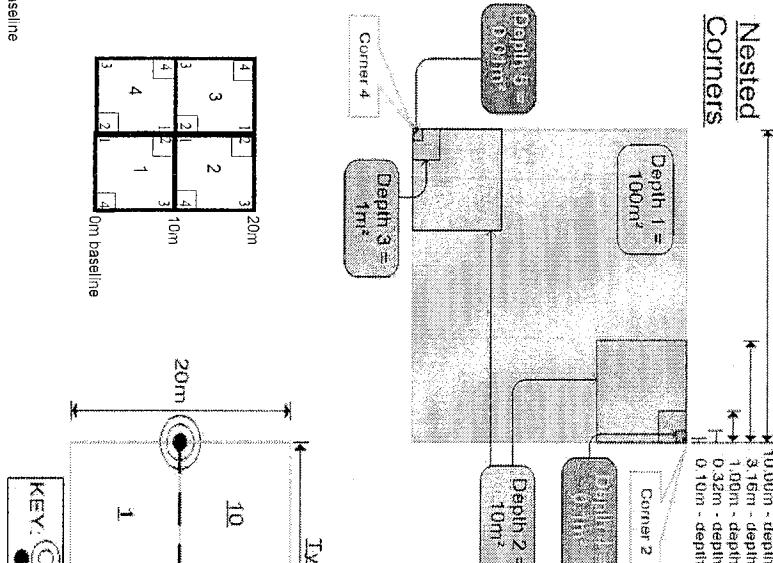


#### EXAMPLES OF PERCENT OF AREA COVERED

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



#### Nested Corners



cover class	% cover	midpoint
1	solitary or few	0.0001
2	0-1%	0.005
3	1-2%	0.015
4	2.5%	0.035
5	5-10%	0.075
6	10-25%	0.175
7	25-50%	0.375
8	50-75%	0.625
9	75-95%	0.850
10	95-100%	0.975

#### **BROWSE RATING NARRATIVE DESCRIPTION**

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

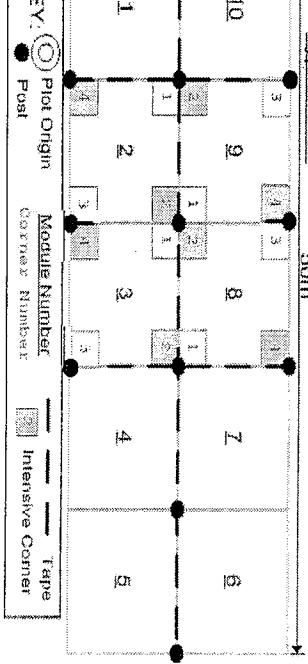
**MEDIUM LOW** values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse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

**MEDIUM:** browse affects greater than 10 percent and less than 25 percent of stems in the 1 m<sup>2</sup> nested quadrat and intensive module. A browse line is usually not evident or obvious for all classes and species of vegetation, but careful examination may show preferential browse and/or browse lines for some species of plants.

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

**HIGH:** greater than 25 percent of the stems of plants in the 1 m<sup>2</sup> 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.



FLORIDA METROPOLITAN Plant Community Assessment Program Species Cover Data Sheet

Page 2 of 3

Project Label: PCAP  
Project Name: Oberon  
Plot No.: 1191

Total modules:

Visual est % open water entire site:

Intensive modules:

Visual est % invasives entire site:

Pilot area (ha):

Visual est % cover entire site:

Pilot configuration:

Visual est % burned down entire site:

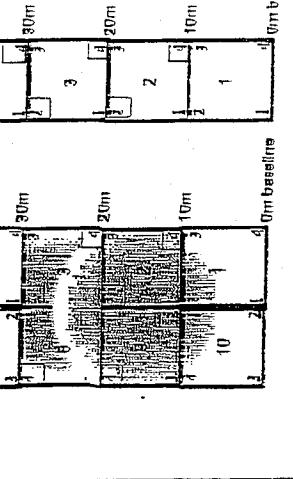
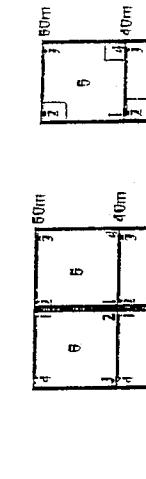
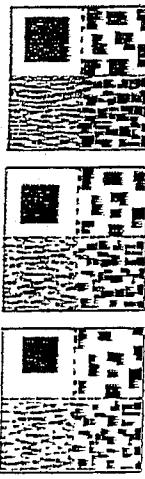
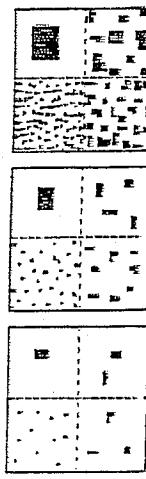
Visual est % ground fire salt entire site:

Visual est % ground fire salt depth cov:

Visual est % ground fire salt depth cov:

## EXAMPLES OF PERCENT OF AREA COVERED

The following graphic can be used for venues that struggle to convey "Attention" or "Quality". If it's within any given box, get it right.



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 indicate 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 effects greater than 10 percent and less than 25 percent of stems in the 1 m<sup>2</sup> 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.

**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 m<sup>2</sup> nested quadrat and intensive module **AND** a browse line is evident.

**VERY HIGH** values include extensive browse conditions

Common enemies include extensive browse mammals, where the browse line is very evident AND almost all seedlings and herbs are severely browsed or missing. Browse line may be 5 to 8 feet in height with no or little

**Typical Plot: 40m**

**Plot Origin:**  Plot  New  Pasture

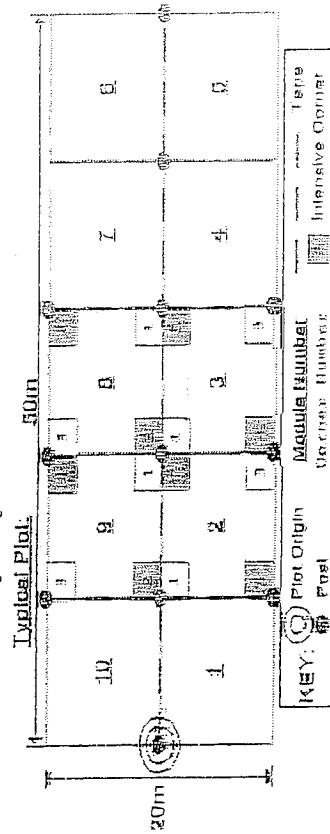
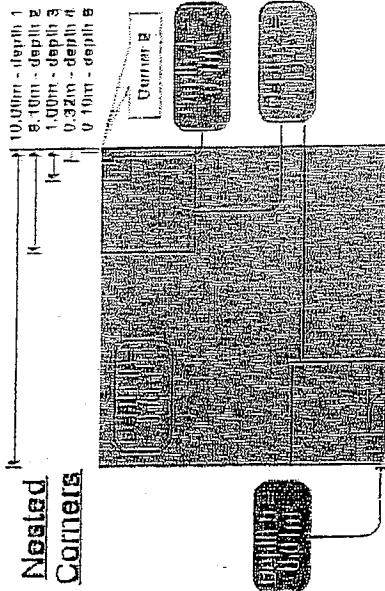
**KEY:**

- Plot Origin:  Plot  New  Pasture

**Scale:** 1:10000

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class	% error	probability of error	probabilty
1	0.1%	0.0001	0.0001
2	1-2%	0.015	0.0006
3	2-5%	0.035	0.0015
4	5-10%	0.075	0.006
5	10-25%	0.175	0.025
6	25-50%	0.375	0.060
7	50-75%	0.625	0.090
8	75-90%	0.875	0.100
9	95-100%	0.9999	0.9999
10			



CLEVELAND METROPARKS Plant Guide

T'uijst Letter

11801-11805

SILVA EST

Visual est. 4 lunved o.w. entire site

~~Visual est. invasives~~

Habitat (hab): O-

1

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卷之三

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THE JOURNAL OF CLIMATE

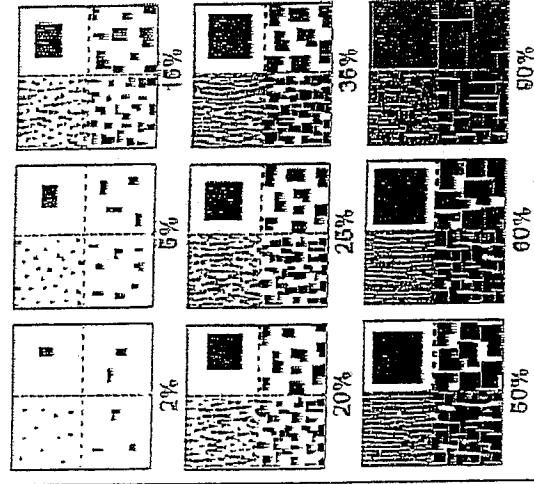
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BT = Browse Level. Use cover classes to describe amount of browse per species over entire plot.

#### EXAMPLES OF PERCENT OF AREA COVERED

The following graphic set can be used for various stem densities to survey 'Amount of Cover' (NR 18). Within any given plot, each quadrant contains the same % of area covered, but different stand objectives.



#### 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.

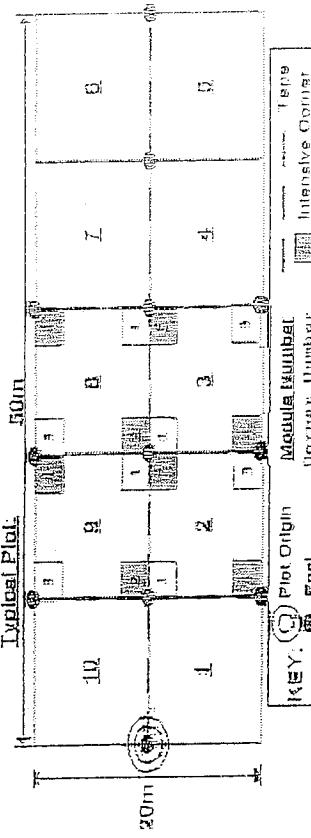
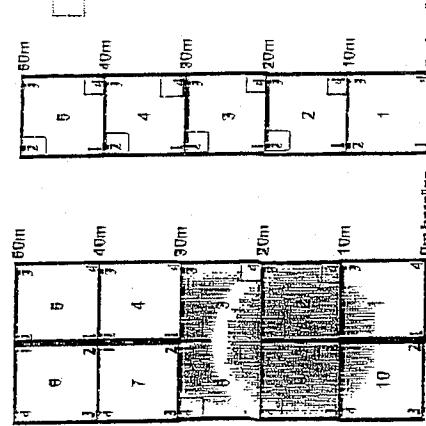
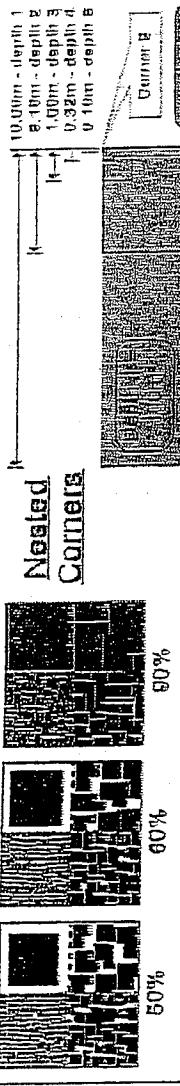
**MEDIUM LOW** values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse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

**MEDIUM:** browse effects greater than 10 percent and less than 25 percent of stems in the 1 m<sup>2</sup> nested quadrat and intensive module. A browse line is usually not evident or obvious for all classes and species of vegetation, but careful examination may show preferential browse and/or browse lines for some species of plants.

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

**HIGH:** greater than 25 percent of the stems of plants in the 1 m<sup>2</sup> 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 8 feet in height with no or little green growth beneath.

cover class	% cover	midpoint
1	solitary 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	75-90%	0.875
10	95-100%	0.975



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

Project Label: PCAP

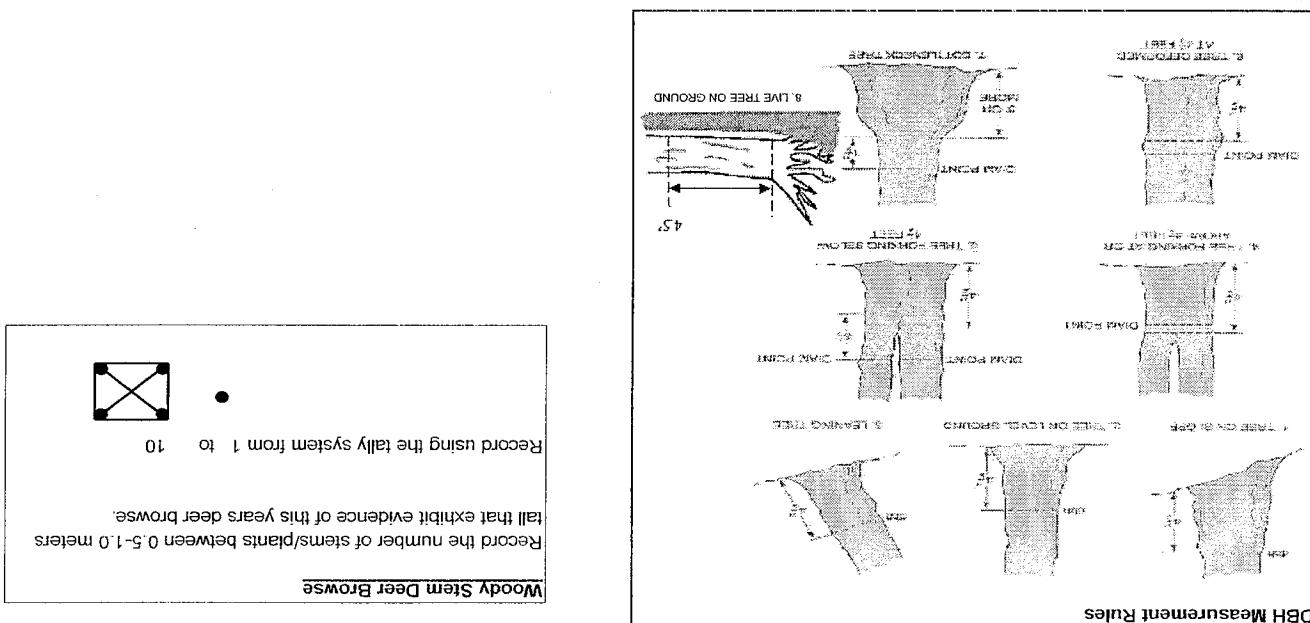
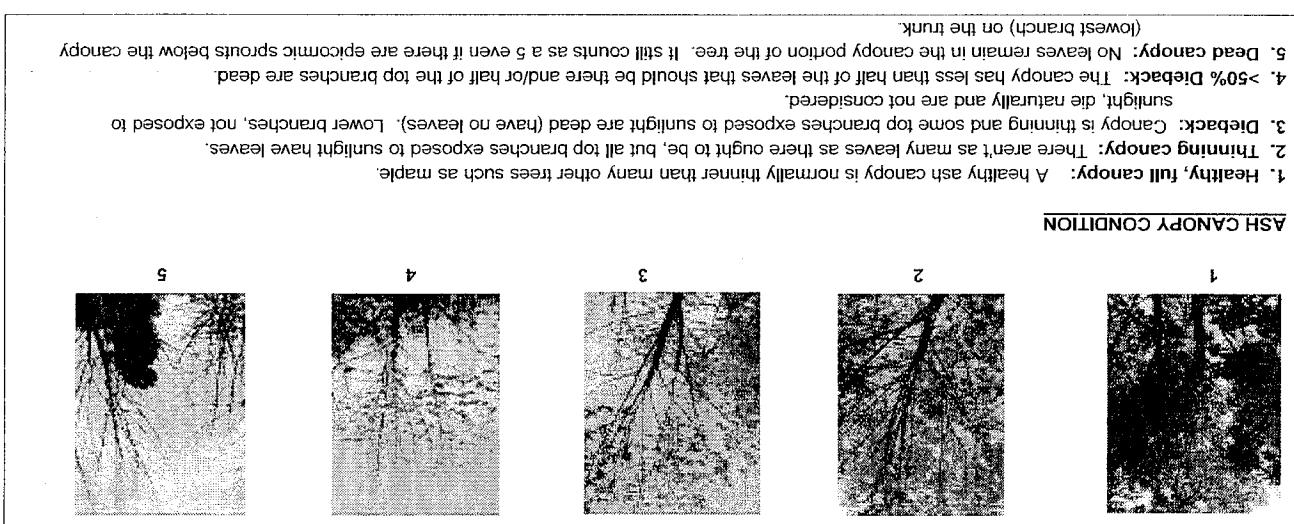
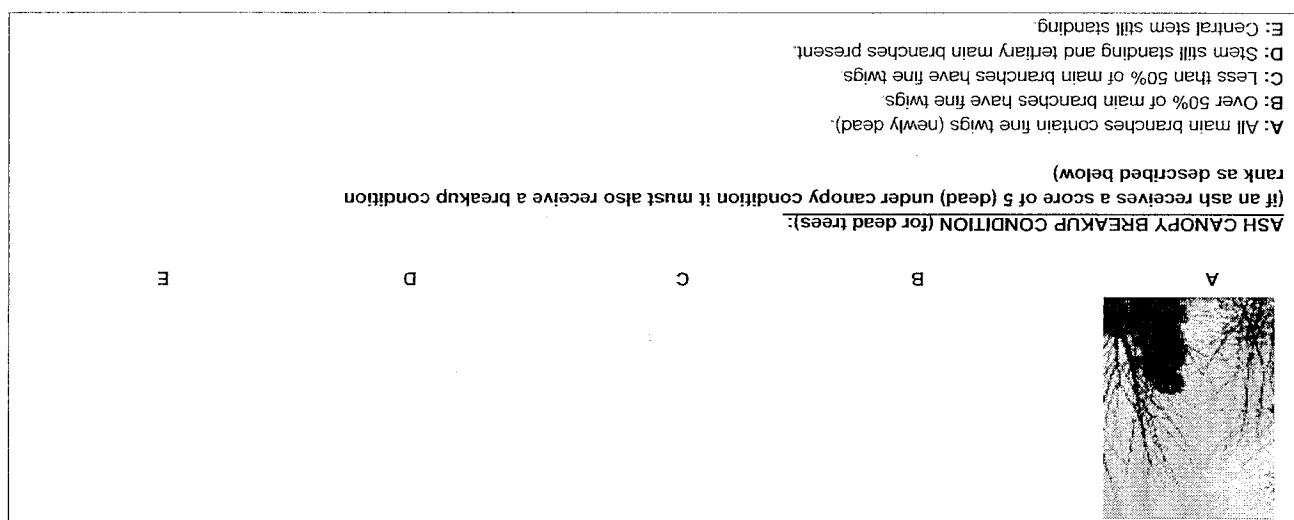
Project Name: OIRE 2011

Plot No. 191

Page: 1 of 4

Explain subsample (additional room on back):

mod #	species	c	voucher#	# stems 0.5-1m browsed	% sub sample	# shrub clumps	size class (cm) woody stems >1m	1	2	3	4	5	6	7	8	9	10	11
							0-1	1-2.5	2.5-5	5-10	10-15	15-20	20-25	25-30	30-35	35-40	>40 (record each tree)	
-1	<i>Carpinus caroliniana</i>						0	2	2	2	2	2	2	2	2	2	2	
-1	Standing Dead																	
-1	<i>Carya ovata</i>																	
-1	<i>Acer saccharum</i>						0	0	0	0	0	0	0	0	0	0	0	
-1	<i>Quercus alba</i>																	
-1	<i>Quercus rubra</i>																	
-2	<i>Betula nigra</i>																	
-2	<i>Fagus grandifolia</i>						4											
-2	<i>Acer rubrum</i>							0	0	0	0	0	0	0	0	0	0	
-2	Standing Dead							0	0	0	0	0	0	0	0	0	0	
-2	<i>Carpinus caroliniana</i>							0	0	0	0	0	0	0	0	0	0	
-2	<i>Prunus serotina</i>							0	0	0	0	0	0	0	0	0	0	
-2	<i>Poncirus trifoliata</i>							0	0	0	0	0	0	0	0	0	0	
-3	<i>Cratylia sp.</i>							0	0	0	0	0	0	0	0	0	0	
-3	<i>Crataegus sp.</i>							0	0	0	0	0	0	0	0	0	0	
-3	<i>Fraxinus pennsylvanica</i>							0	0	0	0	0	0	0	0	0	0	
-3	<i>Cornus sp.</i>							0	0	0	0	0	0	0	0	0	0	
-3	Standing Dead							0	0	0	0	0	0	0	0	0	0	
-3	<i>Acer saccharum</i>							0	0	0	0	0	0	0	0	0	0	
-3	<i>Carpinus caroliniana</i>							0	0	0	0	0	0	0	0	0	0	
-3	<i>Vitis cordifolia</i>							0	0	0	0	0	0	0	0	0	0	
-3	<i>Carya glabra</i>							0	0	0	0	0	0	0	0	0	0	
-3	<i>Prunus serotina</i>							0	0	0	0	0	0	0	0	0	0	
-3	<i>Parthenocissus quinquefolia</i>							0	0	0	0	0	0	0	0	0	0	
-3	<i>Berberis thunbergii</i>							0	0	0	0	0	0	0	0	0	0	



CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: 01/PCAP

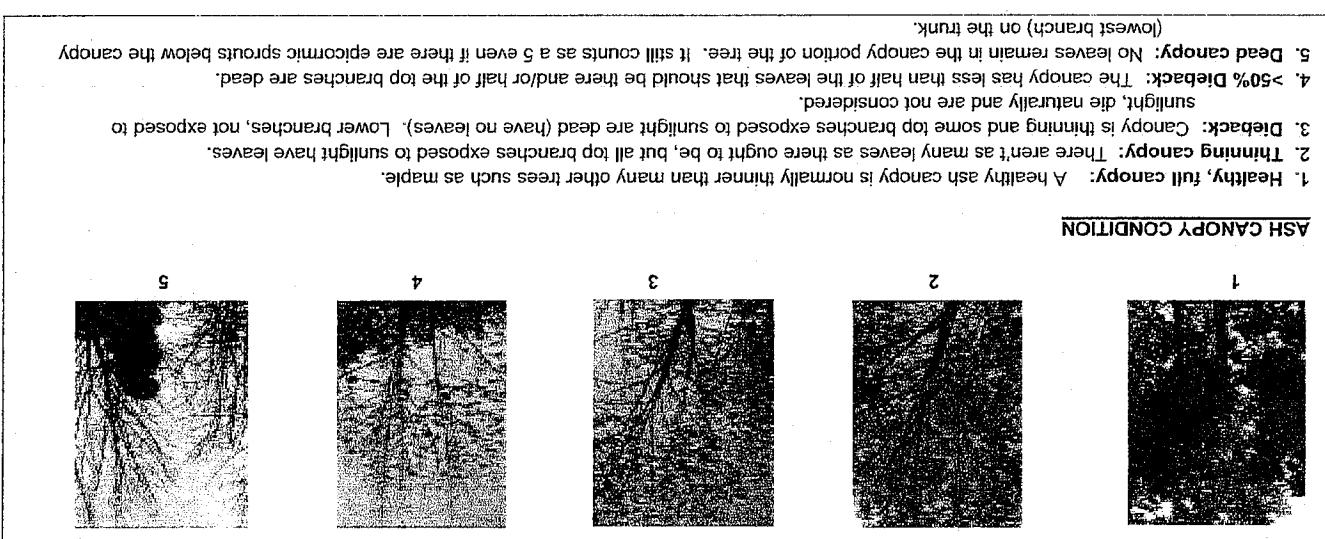
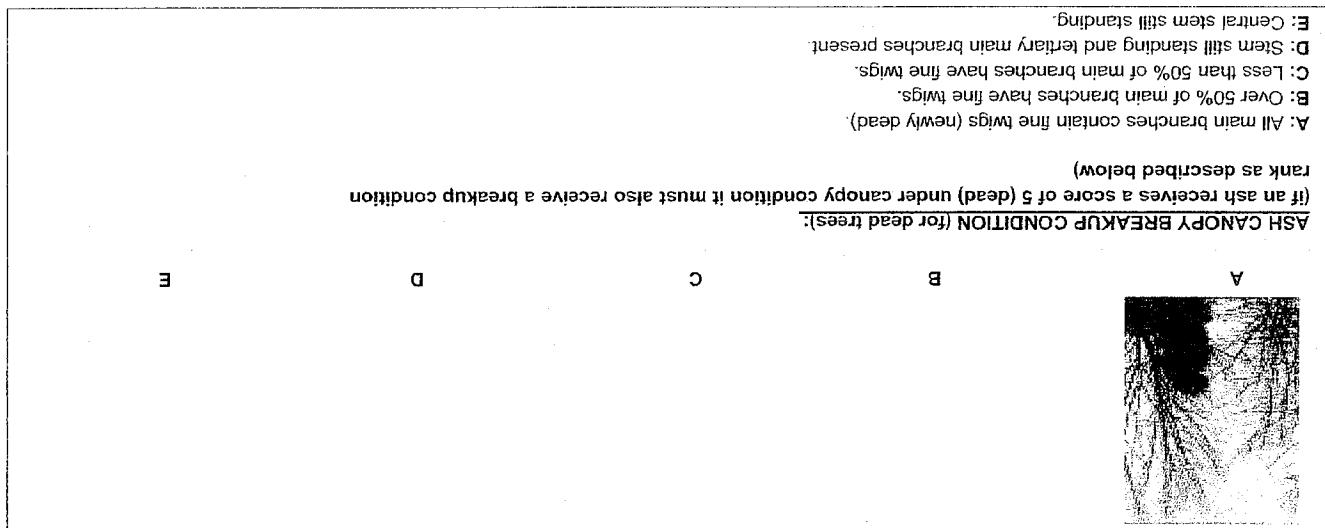
Plot No.: 111

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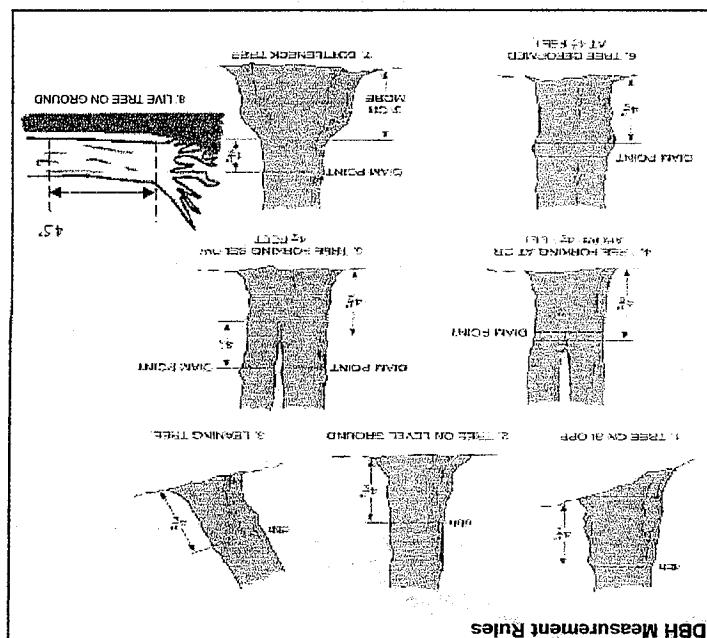
 Cleveland Metroparks

Explain subsample (additional room on back):

mod #	species	c	voucher#	browsed	# shrub clumps	# stems woody stems >1m										11 >40 (record each tree)	
						% sub sample	0-1	1-2.5	2-5	3	4	5	6	7	8	9	
-4	<i>Acer saccharum</i>									0							
-4	<i>Troxinus americana</i>									0							
-4	<i>Citococcus sp</i>									0							
-4	Standing Dead									0							
-4	<i>Vitis asticuhs</i>									0							
-4	<i>Burkis thunbergii</i>									0							
-4	<i>Carya glabra</i>									0							
-4	<i>Perthonocissus quinquefolia</i>									0							
-4	<i>Quercus rubra</i>									0							
-5	<i>Corylus glabra</i>									0							
-5	<i>Parthenocissus quinquefolia</i>									0							
-5	<i>Prunus serotina</i>									0							
-5	<i>Ostrya virginiana</i>									0							
-5	<i>Acer saccharum</i>									0							
-5	<i>Carya ovata</i>									0							
-5	<i>Juglans nigra</i>									0							
-5	Standing dead									0							
-5	<i>Burkis thunbergii</i>									0							
-6	<i>Juglans nigra</i>									0							
-6	<i>Acer saccharum</i>									0							
-6	Standing dead									0							
-6	<i>Carya glabra</i>									0							
-6	<i>Acer rubrum</i>									0							
-6	<i>Festucaidius quinquefolia</i>									0							



 Record using the tally system from 1 to 10
Woodly Stem Deer Browse
Record the number of stems/plants between 0.5-1.0 meters tall that exhibit evidence of this years deer browse.



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

Project Label: PCAP

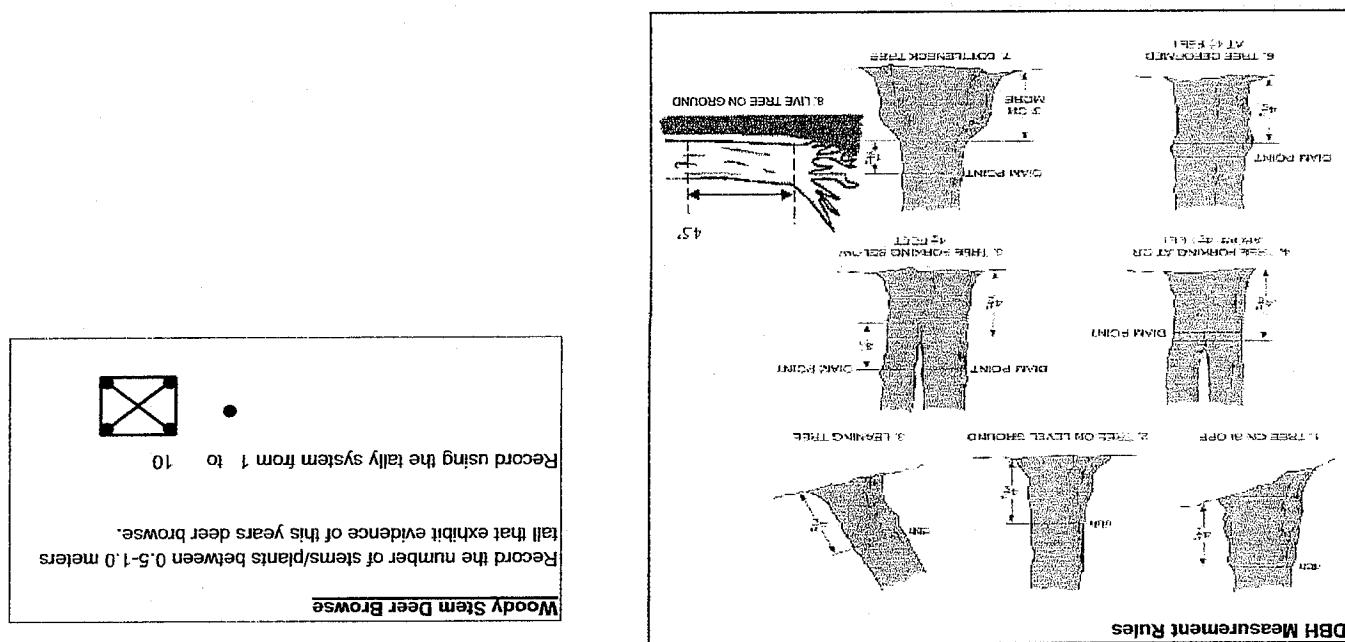
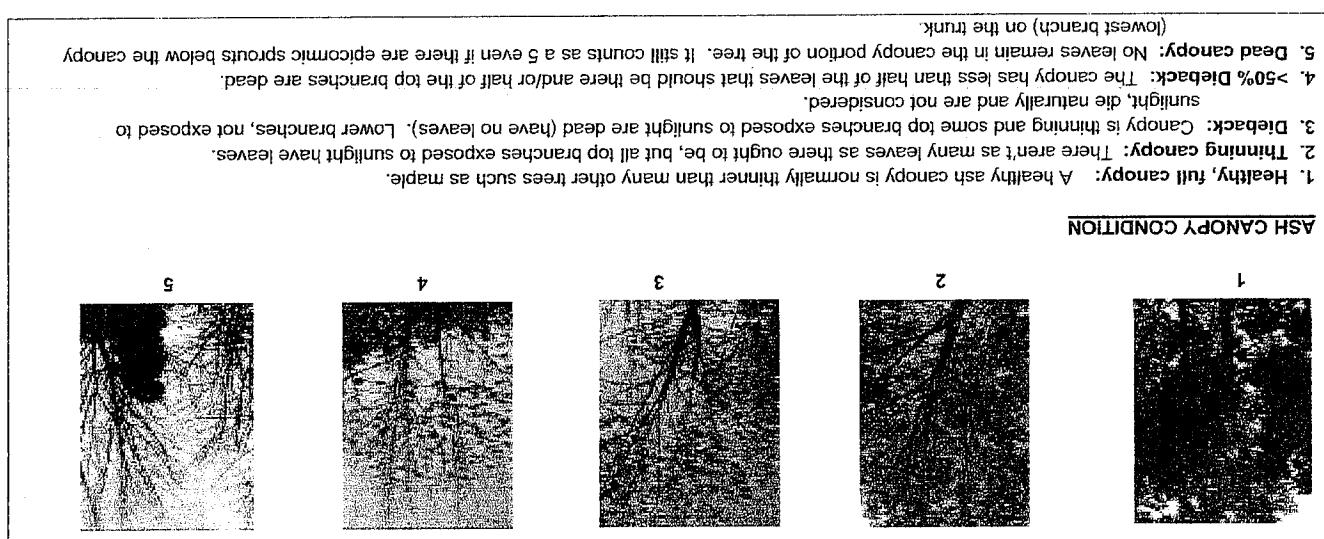
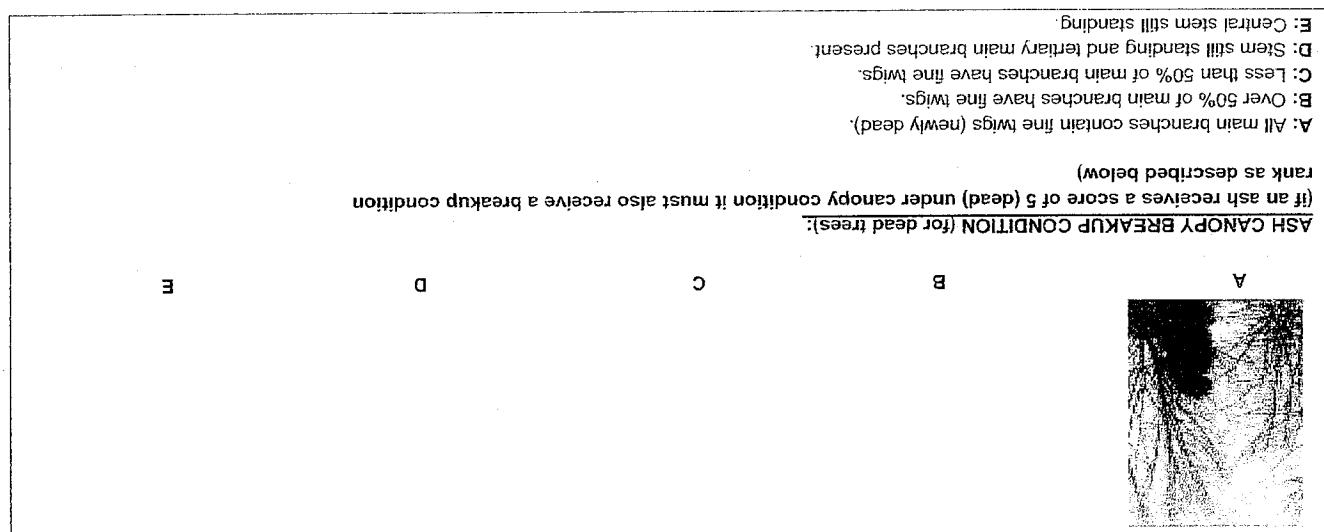
Project Name: D13E2011

Plot No.: J1G1

Page: 3 of 4

Explain subsample (additional room on back):

mod #	species	c	voucher#	# stems 0.5-1m browsed	% sub or super sample	# shrub clumps	size class (cm) woody stems >1m											11 >40 (record each tree)
							0-<1	1	2	3	4	5	6	7	8	9	10	
16	Berberis thunbergii			4			•	•	•	•								
17	Standing dead																	
17	Crataegus sp.			3														
17	Carya cordiformis																	
17	Fraxinus americana																	
17	Carya glabra																	
17	Pathenocissus quinquefolia			15														47.7
17	Berberis thunbergii			1														47.2
17	Smilax rotundifolia																	
18	Acer saccharum																	
18	Crataegus sp.																	
18	Cornus florida																	
18	Carpinus caroliniana																	
18	Fraxinus americana			7														
18	Berberis thunbergii																	
18	Standing dead																	
19	Cercis canadensis																	
19	Cercis canadensis																	
19	Cercis canadensis																	
19	Crataegus sp.																	
19	Carya ovata																	
19	Lindera benzoin			1														
19	Acer saccharum																	



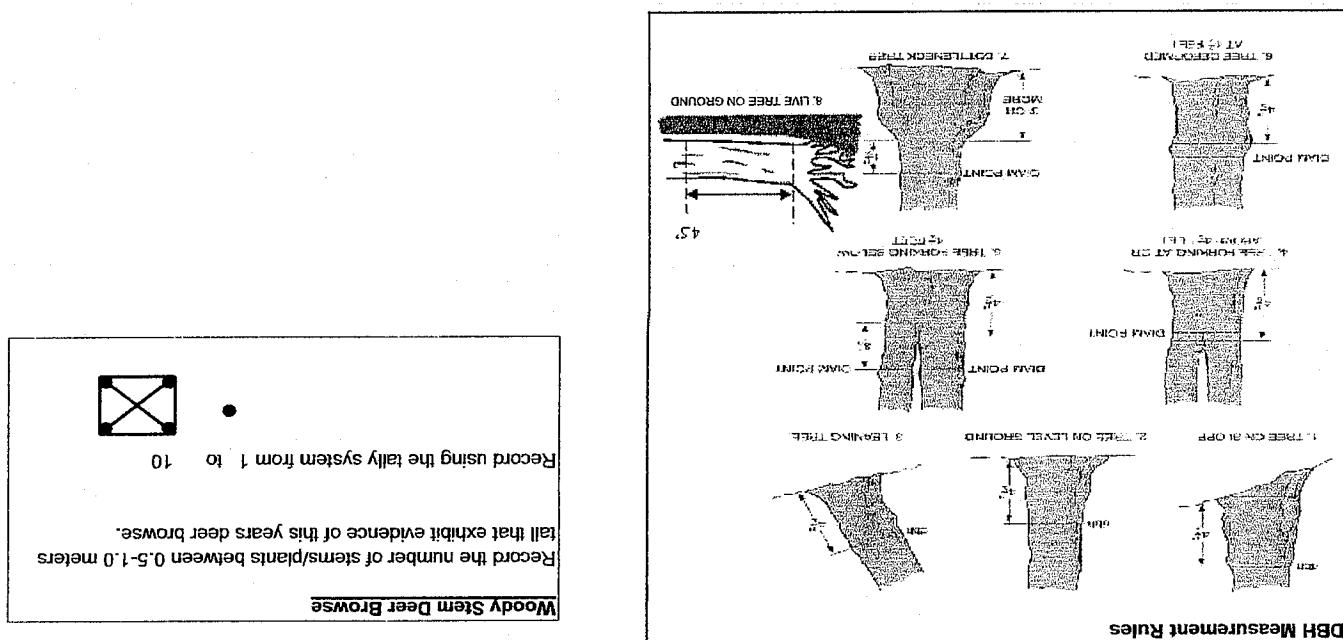
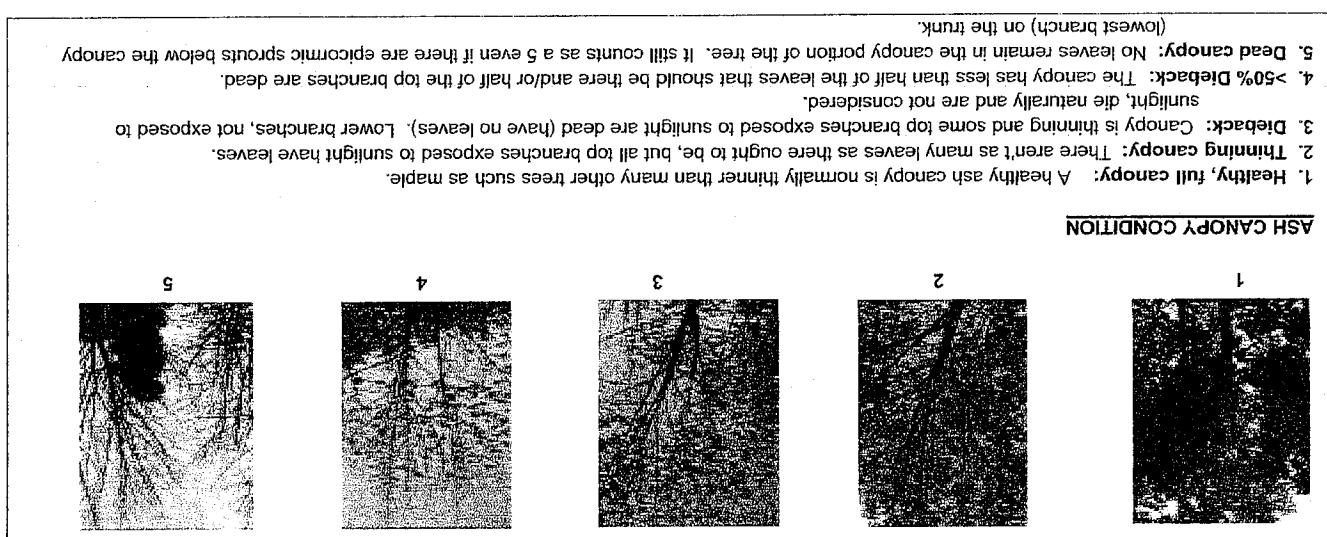
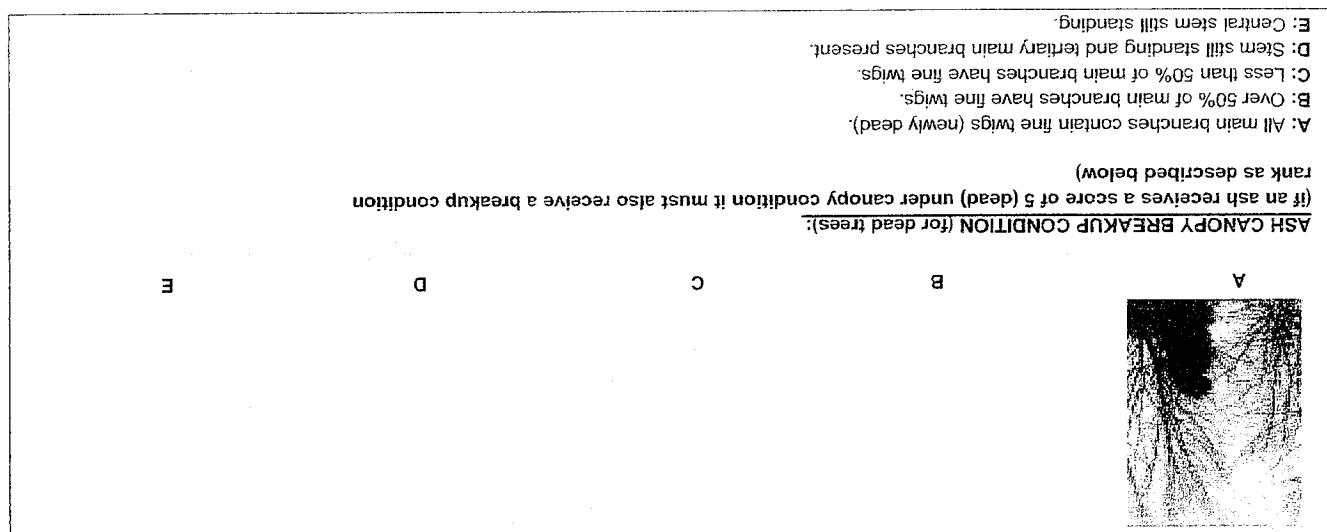
CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

JIB 2011

Page: 4 of 5

Explain subsample (additional room on back):



CLEVELAND METROPARKS Plant Community Assessment Program - Plant Cover and Earth Surfaces  
 Project Label: PCAP Project Name: 01B2011

Project Label: PCAF

1820

Plot No.

COVER BY STRATA (% estimate using

פְּרָמֶנְדִּים וְעַמְּלִיכָּה

**TRAIL INFORMATION:** If trail fails  
in plot record type and cover for

Page: 1 of 1

COVER BY STRATA (%) estimate using midpoints of ex 3.8-13.1-18.5%		
Strata	Height Range (m)	Total Cover (%)
Tree	5 - X	88
Shrub	0.5 - 5	23
Herb	X - 0.5	33
(Floating)*	-	
(Aquatic) **	-	

\* rooted and floating or slightly emersed  
\*\* submersed, most plant mass below surface  
SEE BACK OF PAGE FOR "TYPICAL"  
STRATA DESCRIPTIONS. STRATA  
CAN VARY BY COVER TYPE.

EARTH SURFACE & GROUND COVER			
Underlying Earth Surface*	Ground Cover		
Silt = 100%	Percent (Each $\leq 100\%$ )	Percent	Percent
Hilstosol			15
Mineral Soil		Fine Woody Debris****	13
Gravel-Cobbles*		Litter	93
Boulder**		Duff (Fern + Humus)	
Bedrock		Bryophytes-Lichens	
Water			
• Gravel-Cobble = 1m to 10 in			
• Boulder = 10 in			
*** 5 cm in diameter			
*** > 5 cm in diameter			
Older			

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

## MICROTOPOGRAPHIC FEATURE COUNTS - Intensive modules only

Ranks for microhabitat features. Select one or select

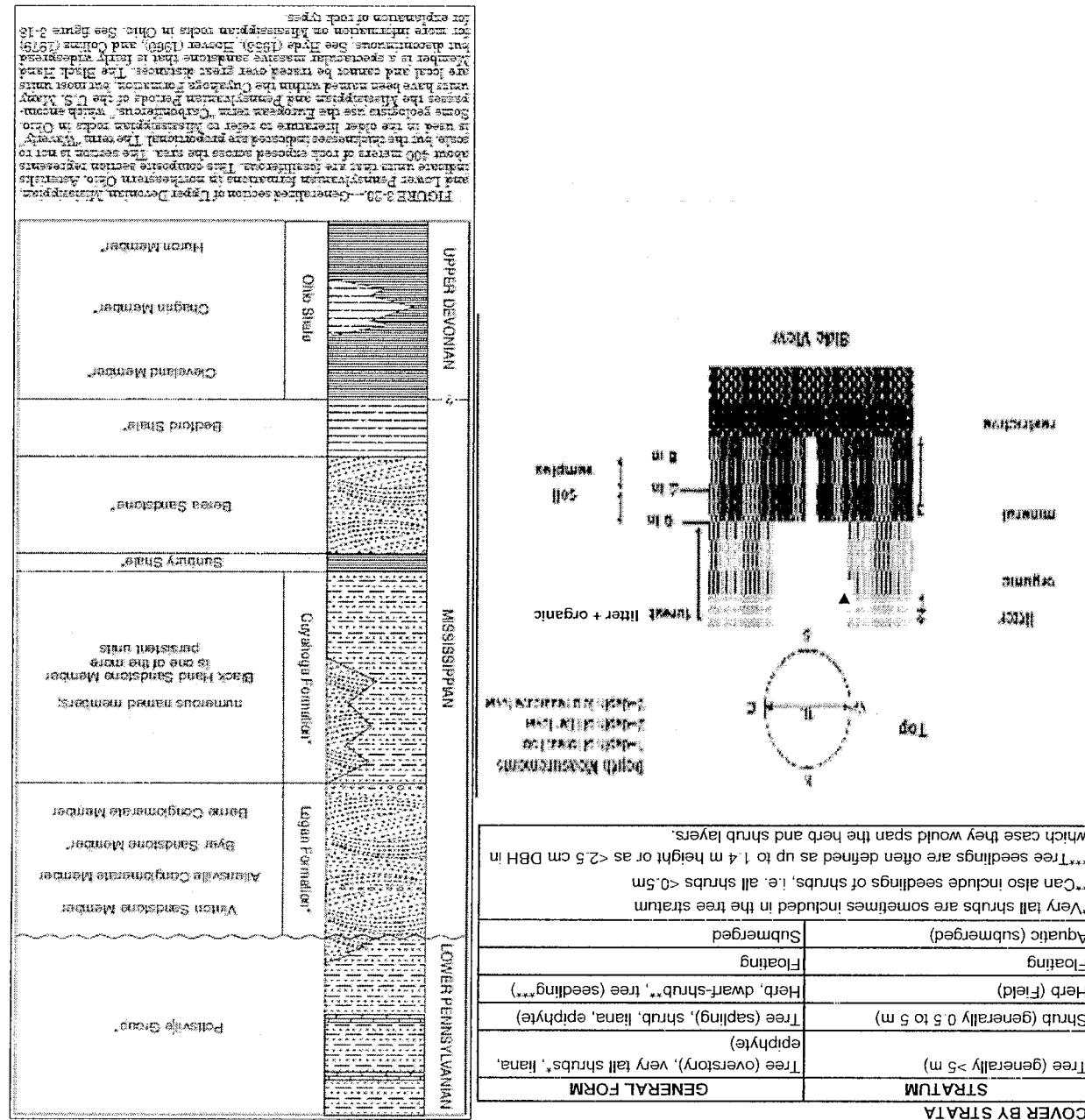
the score. NOTE: If mod fails on a slope automatically gets ranked based on steepness (1-3)

CROWN COVER (DENSIMETER) Make			
Module	N	S	E
2	2	2	4
3	3	0	2
4	1	3	2

+ readings per module facing N, S, E, W. Place dot count in corresponding space.  
(dots per grid square)

MCNAB INDICES (degrees) + for up - for down [FILLED OUT USING GIS PROGRAM - DO NOT FILL OUT IN FIELD]			
A aspect	N	LFI*	TSI**
+45 degrees	NE	LFI is angle of plot to the horizon. TSI is angles formed by local slopes.	
+90 degrees	E	For TSI measure angle from records of eye view of person standing	
+135 degrees	SE	-	
+180 degrees	S	-	
+225 degrees	SW	-	
+270 degrees	W	-	
+315 degrees	NW	-	
Landform Index (position within landscape)			

NOTE: tussock and hummocks are counted in BOTH nested quadrat corners but counts are aggregated.  
macro depressions = macrotopographic depressions with module. These may extend into other modules and be counted again  
c.w.d. = coarse woody debris  
microhab. depresses. = overall ranking of plot macrotopographic depressions on complexity using scale below



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

**Project label:** PCAP    **Project Name:** Q182Z01\

**Plot No.:** 11A\

**Page:** 1 of 1

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

**Soil pit module #:** 8 (one per entire plot)

5 cm	matrix color	<u>10YR 3/4</u>
mottle color	<u>N/A</u>	
%mottle	<u>N/A</u>	
oxid roots	<u>Y</u>	<u>(N)</u>
texture*	<u>1</u>	
redox features**	<u>Y</u>	<u>(N)</u>
hyd. cond.***	<u>I S M(D)</u>	
20 cm	matrix color	<u>10YR 5/6</u>
mottle color	<u>N/A</u>	
%mottle	<u>N/A</u>	
oxid roots	<u>Y</u>	<u>(D)</u>
texture*	<u>1</u>	
redox features**	<u>Y</u>	<u>(D)</u>
hydro cond. ***	<u>I S M(D)</u>	
<b>DRAINAGE*</b>		
Depth to restricting factor <u>&gt; 80 in.</u>		

**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

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

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

**Soil Description/notes:**

**Soil Series/Type:** Elswoorth Silt Loam  
**Soil Series Source:** Ohio Soil Survey

**Wet Soil Survey Information:**

E1B

**Landform type:** Ridge  
**Parent Material:** Till

**DRainage\***

nearest 0.1 cm in center of intensive modules. If >30.5 cm, record as >30

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

mod#	1 litter + organic depth (cm)	2 litter depth(cm)	3 restrict. depth(cm)	water depth (cm)	depth sat soil (cm)
2	1.1	1.1	4.2	0	>30
3	1.6	1.6	4.9	0	>30
8	1.2	1.2	5.0	0	>30
9	1.8	1.8	6.9	0	>30

Length of soil probe = 125 cm  
\*Use Web Soil Survey for #3 Restrictive layer dept.

**Depth to Restr. fact.**

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

**I=Indicated S=saturated M=moist D=dry**

**Earthworm castings present in abundance**

**Earthworms present in soil pit**

**Present in abundance**

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

Flooded".

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

is normally saturated when water level drops below soil surface. Includes Cowardin's Intermittently Exposed and Semipermanently Flooded models.

**SEMI-PERMANENTLY FLOODED** (exposed <1year). Surface water persists throughout the growing season in most years. Land surface

is intermittently flooded when water level drops below soil surface. Includes Cowardin's Intermittently Exposed and Semipermanently Flooded models.

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

surface. Often characterizes floodplain levees and lower terraces. Equivalent to Cowardin's Temporally flooded.

**TEMPORARILY FLOODED:** Surface water present for brief periods during growing season, but water table usually lies well below soil

characterizes floodplain upper terraces.

**OCCASIONALLY FLOODED:** Surface water can be present for brief periods during growing season, but not in most years. Often

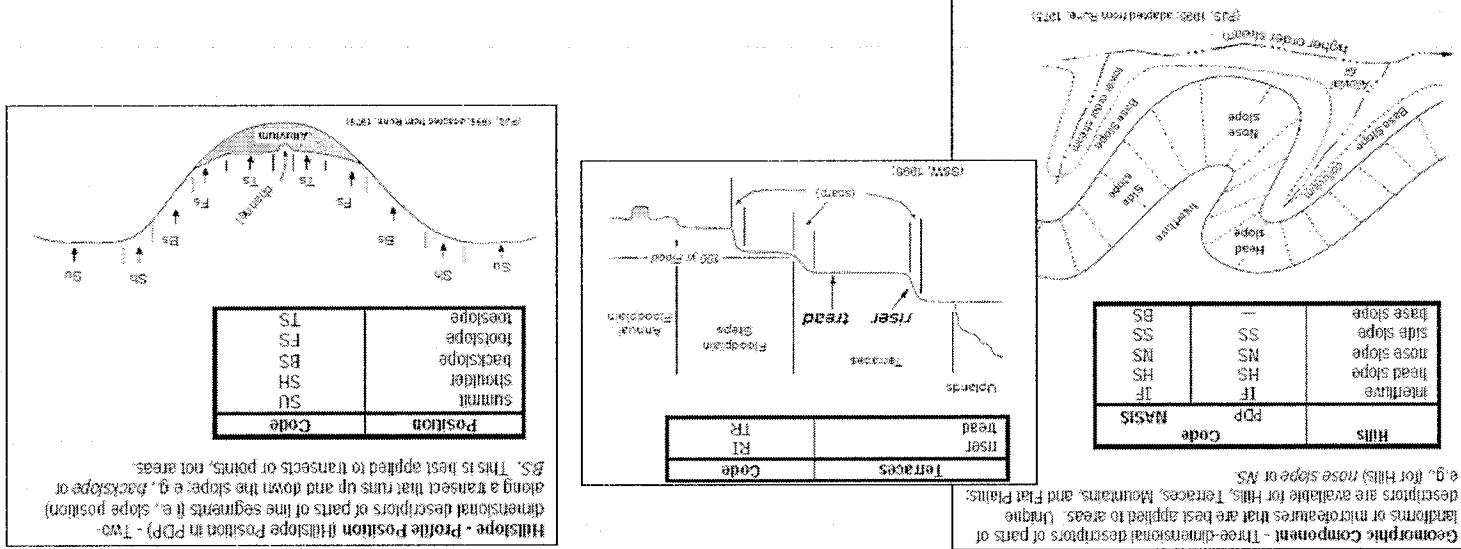
saturated to surface for extended periods during the growing season. Equivalent to Cowardin's Saturated model.

**PERMANENTLY/SEMI-PERMANENTLY SATURATED:** Dry less than once per year. Surface water is seldom present, but substrate is

to surface for extended periods during the growing season.

**UPLAND:** Not a wetland. Very rarely flooded.

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



Geomorphic Component - Three-dimensional descriptions of parts of landscapes are applied to slopes. Unique descriptions are applicable to hills, terraces, mountain, and flat plains.

Hillside - Profile Position (Hillside Position in PDF) - Two-dimensional descriptions of parts of the slope position in a slope position

along a transect that runs up and down the slope e.g., backslope or along a transect that runs up and down the slope of points, not areas.

BS, this is best applied to transects or points, not areas.

e.g., for hills) nose slope of M.S.

which form a ball but not a ribbon should be coded as loamy.

both a ball and a ribbon should be coded as clayey; samples

and attempt to form a self-supporting ribbon. Samples which form

a grainy texture, the texture is either sandy or coarse sandy if the

soil does not form a ball, squeeze the sample between your fingers

roll the sample into a ball. If the soil will not stay in a ball and has

enough that all of the particles are saturated but excess water

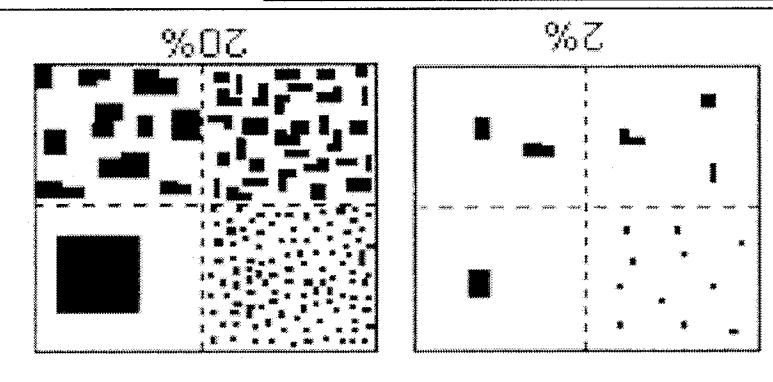
of modeling clay/wet newspaper, the sample should be wet

the appropriate layer and moisten it with water to the consistency

and 20 cm layers. To estimate texture, collect a soil sample from

soil texture. Record the code for the soil texture of the 5 cm

Class	Cornw. Code	NASIS Code	Criteria % of Surface Area Covered	Percent Mottles (use class codes)
Clay	I	M	< 2	
Silt	C	NS	2 to > 20	
Sand	#	SS		
Muddy	M	BS		



CLEVELAND METROPARKS Emerald Ash Borer - *Fraxinus* Sheet

Project Label: PCAP

Project Name: OLIVE 2011

INTENSIVE MODULES ONLY      TREES  $\geq$  10CM ONLY

Date: 8-16-11

Plot No.: 119      Page: 1 of 2

Tree Module ID	Species	Dead c	Voucher #	DBH (cm)	Ht @ DBH	Ash condition	ASH Only		
							*Dead holes	#Exit holes present	Epicormic Woodpecker holes
1	Ash Trees								
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

9

8

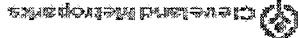
2

3

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

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

- \* If Ash Condition scores 5 (dead) provide breakup score (A-E)
- Count EAB exit holes 1.25in<sup>2</sup> x 21.5m
- Woodpecker and epicormic marked present (1) or absent (0)



X: Yes

# of Plants	Acer platanoides	Norway Maple	NE	SE	SW	NW	Comments
1: 1-10	Alianthus altissima	Tre-e of Heaven					
2: 11-50.	Lonicera japonica (vine)	Japanese Honeysuckle					
3: 51-100	Lytium salicaria (vine)	Purple Loosestrife					
4: 101-1,000	Aegopodium podagraria (G-cover)	Bishop's Goutweed					
5: >1,000	Trollis sp.	Hedgeparsley	1.				

# of Plants	Convallaria majalis (G-cover)	Lily of the Valley	NE	SE	SW	NW	Comments
1: 1-10	Cornus alternifolia (G-cover)	Crown Vetch					
2: 11-50.	Elaeagnus pungens Petiolaris	Five-leaf Aralia (shrub)					
3: 51-100	Elutherococcus pentaphyllus	Five-leaf Aralia (shrub)					
4: 101-1,000	Pachysandra terminalis (G-cover)	Japanese Pachysandra					
5: >1,000	Pholidelphus coronarius	Mock Orange (shrub)					

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3: 51-100	Elutherococcus pentaphyllus	Five-leaf Aralia (shrub)					
4: 101-1,000	Pachysandra terminalis (G-cover)	Japanese Pachysandra					
5: >1,000	Pholidelphus coronarius	Mock Orange (shrub)					

Presence	Microstegium vimineum	Japanese Stiltgrass	NE	SE	SW	NW	GPs	Comments
X: Yes	Ranunculus ficaria	Lesser Celandine						
X: Yes	Cyperus esculentus	(vine)	Black Swallow-wort					
X: Yes	Butomus umbellatus (wetland)	Flowering Rush						
X: Yes	Hedera helix	Giant Hogweed						
X: Yes	Heracleum mantegazzianum	Giant Hogweed						
X: Yes	Lonicera japonica (vine)	Japanese Honeysuckle						
X: Yes	Lytium salicaria (vine)	Purple Loosestrife						
X: Yes	Aegopodium podagraria (G-cover)	Bishop's Goutweed						
X: Yes	Trollis sp.	Hedgeparsley	1.					
X: Yes	Berberis thunbergii	Japanese Barberry (shrub)	3.	4.	4.	A.		
X: Yes	Rhamnus cathartica	Common Buckthorn (shrub)						
X: Yes	Conium maculatum	Poison Hemlock						
X: Yes	Alnus glutinosa	European Alder						
X: Yes	Alnus incana	European Alder						
X: Yes	Dipsacus laciniatus	Cut-leaf Teasel						
X: Yes	Elaeagnus umbellata	Autumn Olive (shrub)						
X: Yes	Lonicera maackii	Amur Honeysuckle (shrub)						
X: Yes	Euonymus fortunei	Wintercreeper						
X: Yes	Euonymus fortunei	Wintercreeper						
X: Yes	Convallaria majalis (G-cover)	Lily of the Valley	NE	SE	SW	NW		
X: Yes	Coronilla varia	Crown Vetch						
X: Yes	Elutherococcus pentaphyllus	Five-leaf Aralia (shrub)						
X: Yes	Pachysandra terminalis (G-cover)	Japanese Pachysandra						
X: Yes	Pholidelphus coronarius	Mock Orange (shrub)						
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X: Yes	Coronilla varia	Crown Vetch						
X: Yes	Elutherococcus pentaphyllus	Five-leaf Aralia (shrub)						
X: Yes	Pachysandra terminalis (G-cover)	Japanese Pachysandra						

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

Reviewed by (Initial):

Site ID: PCAP BE 1191

DATE: 01/16/2011

Location:

O AA Center O N O S X 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(&lt;10%), 2=Moderate(10-40%), 3 = Heavy (40-75%), 4 = Very Heavy (&gt;75%)

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

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

Residential and Urban Stressors				Hydrology Stressors				Agricultural & Rural Stressors						
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Ditches, Channelization	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Pasture/Hay	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Road - two lane	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Range	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Road - four lane	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Water Level Control Structure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Row Crops	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Parking Lot/Pavement	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Excavation, Dredging	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Fallow Field (RECENT-RESTING ROW CROP FIELD)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Golf Course	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Fill/Spoil Banks	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Lawn/Park	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Nursery	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Suburban Residential	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil Loss/Root Exposure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Dairy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Urban/Multifamily	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Wall/Riprap	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Orchard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Landfill	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Inlets, Outlets	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Confined Animal Feeding	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Dumping	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Rural Residential	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Trash	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Impervious Surface Input (SHEET FLOW)	<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 checked="" type="radio"/>	F1
Mine (underground)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tree Canopy Herbivory (INSECT)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil Compaction (ANIMAL OR HUMAN)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Military	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Shrub Layer browsed (WILD OR DOMESTIC)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Offroad vehicle damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Highly Grazed Grasses (OVERALL <3" HIGH)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Forest Canopy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Grassland (BLACKENED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

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

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

2428168304

Buffer Sample Plots 05/27/2011

Torlis

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

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

Site ID: PCAP BE 1191

DATE: 08/16/2011

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

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

## PLOT COORDINATES

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

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

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

### Flag

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

Latitude North 41° 38' 54"      Longitude West 81° 55' 63"

**Use Decimal Degrees: NAD83**

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

7966623548

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

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

Site ID: REAP BE 1191

DATE: 08/16/2011

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

## Buffer Natural Cover Strata

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

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

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

Residential and Urban Stressors				Hydrology Stressors				Agricultural & Rural Stressors						
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Ditches, Channelization	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Pasture/Hay	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Road - two lane	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Range	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Road - four lane	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Water Level Control Structure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Row Crops	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Parking Lot/Pavement	<input 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/Roof Exposure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Dairy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Urban/Multifamily	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Wall/Riprap	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Orchard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Landfill	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Inlets, Outlets	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Confined Animal Feeding	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Dumping	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Rural Residential	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Trash	<input type="radio"/>	<input 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 checked="" type="radio"/>	F1
Mine (underground)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tree Canopy Herbivory (INSECT)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil Compaction (ANIMAL OR HUMAN)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Military	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Shrub Layer browsed (WILD OR DOMESTIC)	<input checked="" type="radio"/>	<input checked="" 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

Buffer Sample Plots 05/27/2011

Lig

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

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

Site ID: PCAP BE 1191

DATE: 08 / 16 / 2011

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

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

## **PLOT COORDINATES**

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

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

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

### Flag

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

Latitude North

4.1.38467

### Longitude West

8.1 55444

**Use Decimal Degrees; NAD83**

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

7966623548

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

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

Site ID: PCAP BE 1191

DATE: 08/16/2011

Location:

 AA Center     N     S     E     W

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

 Plot 1     Plot 2     Plot 3

## Buffer Natural Cover Strata

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

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

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

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

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

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

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

Reviewed by (initials): \_\_\_\_\_

Site ID: PCAP BE 1191

DATE: 08/16/2011

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

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

## PLOT COORDINATES

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

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

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

### Flag

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

Latitude North 41° 38' 10" 77 Longitude West 08° 15' 55" 49.1

**Use Decimal Degrees: NAD83**

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

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

Site ID: PCAP BL 1191

DATE: 08/16/2011

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

## Buffer Natural Cover Strata

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

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

Buffer Plot 1	Canopy Type: <input checked="" type="radio"/> D <input type="radio"/> E		Absent: <input type="radio"/>	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 checked="" type="radio"/> B <input type="radio"/> N	Flag	Leaf Type: <input type="radio"/> B <input checked="" type="radio"/> N		Leaf Type: <input type="radio"/> B <input checked="" type="radio"/> N	Flag	Leaf Type: <input type="radio"/> B <input checked="" type="radio"/> N		Leaf Type: <input type="radio"/> B <input checked="" type="radio"/> N	Flag	
Big Trees (>0.3m DBH)	<input type="radio"/>	<input type="radio"/>	<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"/>
Small Trees (<0.3m DBH)	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/>	<input type="radio"/>	<input 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"/>
Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Herbs, Forbs and Grasses	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input 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 type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input 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 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 checked="" type="radio"/>		Ditches, Channelization	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Pasture/Hay	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Road - two lane	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Range	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Road - four lane	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Water Level Control Structure	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Row Crops	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Parking Lot/Pavement	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Excavation, Dredging	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Fallow Field (RECENT-RESTING ROW CROP FIELD)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Golf Course	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Fill/Spoil Banks	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Lawn/Park	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Nursery	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Suburban Residential	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Soil Loss/Root Exposure	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Dairy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Urban/Multifamily	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Wall/Riprap	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Orchard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Landfill	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Inlets, Outlets	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Confined Animal Feeding	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Dumping	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Rural Residential	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Trash	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Impervious surface input (SHEET FLOW)	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Gravel Pit	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Other: _____	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Irrigation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Other: _____	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input checked="" 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 checked="" type="radio"/>		Forest Clear Cut	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Herbicide Use	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Gas Wells	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Forest Selective Cut	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Mowing/Shrub Cutting	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Mine (surface)	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Tree Plantation	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Trails	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Mine (underground)	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Tree Canopy Herbivory (INSECT)	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Soil Compaction (ANIMAL OR HUMAN)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Military	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Shrub Layer browsed (WILD OR DOMESTIC)	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Offroad vehicle damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Other: _____	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Highly Grazed Grasses (OVERALL <3" HIGH)	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Soil erosion (FROM WIND, WATER OR OVERUSE)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Other: _____	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Recently Burned Forest Canopy	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Other: _____	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Recently Burned Grassland (BLACKENED)	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		

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

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

2428168304

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

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

Site ID: PCAP BE 119

DATE: 08/16/2011

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

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

## PLOT COORDINATES

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

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

- Location of coordinates (choose one):

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

Flag

Latitude North 41 38 57.5

Longitude West 081 55 47.4

Use Decimal Degrees; NAD83

Flag	Comments

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

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

Site ID: PCAP BE 1199

DATE: 08/16/2011

Location:	Fill in bubble(s) if plot(s) could not be sampled and flag →							
<input type="radio"/> AA Center	<input type="radio"/> N	<input type="radio"/> S	<input checked="" type="radio"/> E	<input type="radio"/> W	<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(&lt;10%); 2=Moderate(10-40%); 3 = Heavy (40-75%); 4 = Very Heavy (&gt;75%)

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

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

Residential and Urban Stressors				Hydrology Stressors				Agricultural & Rural Stressors				
Fill bubble if present - Plot	1	2	3	Fill bubble if present - Plot	1	2	3	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/Roof Exposure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dairy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Urban/Multifamily	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Wall/Riprap	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Orchard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Landfill	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Inlets, Outlets	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Confined Animal Feeding	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Dumping	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Rural Residential	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Trash	<input type="radio"/>	<input 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	Fill bubble if present - Plot	1	2	3	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 <4" 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 - TARGETED ALIEN SPECIES (Back)

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

Site ID: PCAP BE 1991

DATE: 08/16/2011

**(c) Confirm a filled data bubble indicates presence and an unfilled bubble indicates absence by filling in this bubble**

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

**PLOT COORDINATES**

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

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

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

Flag

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

Latitude North 41 38 6.04Longitude West 081 55.3.27

Use Decimal Degrees: NAD83

Flag	Comments

# CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Page 1 of 2  


<b>GENERAL INFORMATION</b>		<b>LOCATION</b>																	
<u>Project Label:</u>	PCAP	<u>State:</u>	OH County:																
<u>Project Name:</u>	136201	<u>Quadangle:</u>																	
<u>Plot Name:</u>																			
<u>Plot No.:</u>	1161A																		
		<input checked="" type="checkbox"/> Level 4 (no nested corners sampled)																	
		<input checked="" type="checkbox"/> Level 5 (nested corners sampled)																	
<u>Date (mm/dd/yyyy):</u>	1/1/1998																		
<u>End date (if &gt; 1 day):</u>	/ /																		
<u>Party</u>	<u>Role**</u>																		
	Plot leader																		
* Roles: Co-leader, Asst., Guide, Owner, Taxonomist, etc.																			
<b>PLOT NOT SAMPLED:</b>																			
<input type="checkbox"/> Perm. water <input type="checkbox"/> Paved <input type="checkbox"/> Slope <input type="checkbox"/> Safety																			
<b>SAMPLING QUALITY*</b>																			
subjective evaluation of how much effort put into sampling. Hurried plots may still provide good data																			
<b>Effort Level:</b> <input type="checkbox"/> Very thorough <input type="checkbox"/> Accurate <input type="checkbox"/> Hurried																			
<b>TAXONOMIC ACCURACY</b> <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>high</td> <td>modera.</td> <td>low</td> <td>not simpl</td> </tr> <tr> <td>vascular</td> <td></td> <td>n/a</td> <td></td> </tr> <tr> <td>bryo</td> <td></td> <td></td> <td></td> </tr> <tr> <td>lichen</td> <td></td> <td></td> <td></td> </tr> </table>				high	modera.	low	not simpl	vascular		n/a		bryo				lichen			
high	modera.	low	not simpl																
vascular		n/a																	
bryo																			
lichen																			
<b>TAXONOMIC STANDARD</b>																			
<u>Authority:</u> G&C <u>Pub Date:</u> 1998																			
Minimum required fields in Bold and Underlined																			

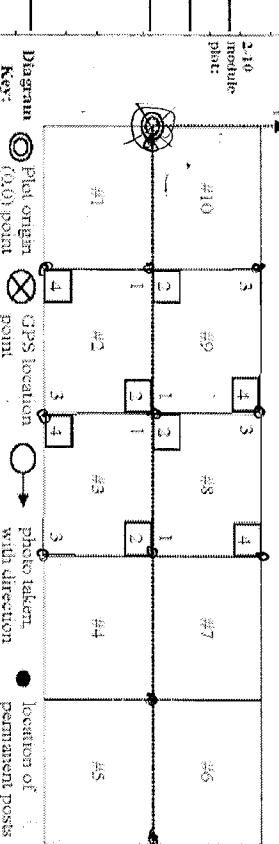


Diagram illustrating the plot layout. The plot is a 4x4 grid. Point #1 is the Plot origin. Point #4 is marked with an arrow pointing to "photo taken with direction". Point #16 is marked with a circle and labeled "location of permanent posts". Other points are numbered #2, #3, #5, #6, #7, #8, #9, #10, #11, #12, #13, #14, and #15.

\*Definitions and values in CMPCAP FOM v. 1.0 and CVS Field Guide

OVER

**CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet**



Project Label: PCAP

Project Name: \_\_\_\_\_

Plot No.: \_\_\_\_\_

Page 2 of 2

**CLASSIFICATION**

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

**Hydrogeomorphic class (WETLANDS ONLY):**

- DEPRESSION
- IMPOUNDMENT  Beaver  Human
- RIVERINE  Headwater  Mainstem  Channel
- SLOPE (ground water hydrology or on a physical slope)
- FRINGING  Reservoir  Natural Lake
- COASTAL (specify subclass)
- BOG (strongly, moderately, weekly, ombrotrophic)

Fit= \_\_\_\_\_ Conf= \_\_\_\_\_

**Ohio EPA VIBI Plant Community Class (WETLANDS ONLY):**

- FOREST  swamp forest  bog forest  forest seep
- EMERGENT  marsh  wet meadow  open bog
- SHRUB  shrub swamp  tall sh. bog  tall sh. fen

Fit= \_\_\_\_\_ Conf= \_\_\_\_\_

Fit= \_\_\_\_\_ Conf= \_\_\_\_\_

Fit= \_\_\_\_\_ Conf= \_\_\_\_\_

**MODIFIED NATURE RESERVE CLASS\***

CODE (on separate form):

COMMUNITY NAME:

**LANDFORM TYPE\*:**

**HOMOGENEITY**

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

**STAND SIZE**

- >1,000 x plot size
- > 100 x plot size
- 10-100 x plot size
- 3-10 x plot size
- 1-3 x plot size
- < plot size

**DISTURBANCES**

- |                        | type*   | severity** | yr ago | % of plot | description |
|------------------------|---------|------------|--------|-----------|-------------|
| Fit= _____ Conf= _____ | Human   |            |        |           |             |
| Fit= _____ Conf= _____ | Natural |            |        |           |             |
| Fit= _____ Conf= _____ | Fire    |            |        |           |             |
| Fit= _____ Conf= _____ | Cut     |            |        |           |             |
| Fit= _____ Conf= _____ | Animal  |            |        |           |             |
| Fit= _____ Conf= _____ | Other   |            |        |           |             |

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

**Current Land Use:**

Former Land Use:

**HYDROLOGIC REGIME\***

- |   |   |  |   |
|---|---|--|---|
| <input type="checkbox"/> Well drained                         | <input type="checkbox"/> Moderately well dr.  | <input type="checkbox"/> Intermittently flooded                  | <input type="checkbox"/> Permanently flooded            |
| <input type="checkbox"/> Somewhat poorly dr.                  | <input type="checkbox"/> Very poorly dr.  | <input type="checkbox"/> Seasonally saturated (seldom flooded)   | <input type="checkbox"/> Tidal/Seiche flooded daily     |
| <input type="checkbox"/> Very poorly dr.                      | <input type="checkbox"/> Impermeable surface  | <input type="checkbox"/> Temporarily flooded (e.g. wind, storms) | <input type="checkbox"/> Tidal/Seiche flooded monthly   |
| <input type="checkbox"/> Impermeable surface (seldom flooded) | <input type="checkbox"/> Permanently/Semipermanent, saturated (dry <1/yr, seldom flooded) | <input type="checkbox"/> Unknown                                 | <input type="checkbox"/> Tidal/Seiche flooded irregular |

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

- 
- 
- 
-

Park on the side of Button Rd. near (almost across from Santin G)  
Walk 100 m (approx) west/south to plot.

(

(