

CLEVELAND METROPARKS Plant Community Assessment Program: Quality Control Form



Project Label: PCAP

Plot No: 1300 Date Sampled: 8-13-12 Lead: Fyzenbach

Comment required if item answer is NO

Parking/Access outside of Park Boundaries:	<input checked="" type="radio"/> Y <input type="radio"/> N	If yes, write details in Comments section below
Field journals completed	<input checked="" type="radio"/> Y <input type="radio"/> N	
Site sketch made on 1:3000 map?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Check cover page	X-axis Bearing of plot recorded	<input checked="" type="radio"/> Y <input type="radio"/> N
	GPS coords. Recorded	<input checked="" type="radio"/> Y <input type="radio"/> N
	North direction recorded	<input checked="" type="radio"/> Y <input type="radio"/> N
	Photographs taken?	<input checked="" type="radio"/> Y <input type="radio"/> N
Plot No., Date agreement on all pages?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Header data completed all pages?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Cover classes recorded in all Intensive modules	<input checked="" type="radio"/> Y <input type="radio"/> N	
Browse Level By Species	<input checked="" type="radio"/> Y <input type="radio"/> N	
Woody stem quality control check	<input checked="" type="radio"/> Y <input type="radio"/> N	
Invasive plant quality control check	<input checked="" type="radio"/> Y <input type="radio"/> N	
Ash trees mapped	<input checked="" type="radio"/> Y <input type="radio"/> N	
Cover by Strata? (confirm cover type)	<input checked="" type="radio"/> Y <input type="radio"/> N	
Soil samples collected with matching plot #.	<input checked="" type="radio"/> Y <input type="radio"/> N	
Vouchers labeled on datasheet with initials and number	<input checked="" type="radio"/> Y <input type="radio"/> N	N/A
Vouchers labeled on collection bag	<input checked="" type="radio"/> Y <input type="radio"/> N	N/A
Pink flags removed	<input checked="" type="radio"/> Y <input type="radio"/> N	
Data sheet QA before leaving site?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Common equipment returned to tub.	<input checked="" type="radio"/> Y <input type="radio"/> N	
Data sheets scanned?		Enter date to left 8/31/12 SC
Final data sheets scanned?		Enter date to left
Buffer Widths measured?	<input checked="" type="radio"/> Y <input type="radio"/> N	NR 7-6-12
Web Soil Survey	<input checked="" type="radio"/> Y <input type="radio"/> N	SC 8-31-12
Voucher Location	Refrigerator	<input checked="" type="radio"/> Y <input type="radio"/> N
(# vouchers collected)	Press (#)	Enter number to left
	Drier	<input checked="" type="radio"/> Y <input type="radio"/> N
	Identified	<input checked="" type="radio"/> Y <input type="radio"/> N
	Mounted	<input checked="" type="radio"/> Y <input type="radio"/> N
	Thrown away	<input checked="" type="radio"/> Y <input type="radio"/> N

GRTS point verification: Is plot sampleable?

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

Additional Comments:

D

D

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

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Page 1 of 2

GENERAL INFORMATION		LOCATION
Project Label: PCAP		State: OH County: Cuyahoga
Project Name: DISC 2012		Quadrangle: Chagrin Falls
Plot Name: It is not that kind of pump		Local Place Names: Look About ledge
<u>Plot No.:</u> 1300		Landowner: CM
<input type="checkbox"/> Level 4 (no nested corners sampled)		Data Confidentiality:
<input checked="" type="checkbox"/> Level 5 (nested corners sampled)		Check one: <input checked="" type="checkbox"/> Public data <input type="checkbox"/> Private Data
Date (mm/dd/yyyy): 8/13/2012		<input type="checkbox"/> Fuzz 100m <input type="checkbox"/> Fuzz 250m <input type="checkbox"/> Fuzz 500m
End date (if > 1 day): / /		<u>Reason:</u> If data not public why?
Party	Role**	
S. Eysenbach	Plot leader	
A. Young	Rot Asst	
L. Hufman	Asst	
F. Kistler	Asst	
** Roles: Coordinator, Ass't., Guide, Owner, Taxonomist, etc.		
PLOT NOT SAMPLED:		Source of coordinates <input type="checkbox"/> MAP <input checked="" type="checkbox"/> GPS
		Coordinate system: <u>Coord. Units</u>
		<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"/>
Datum:		<input checked="" type="checkbox"/> NAD83/WGS84 <input type="checkbox"/> NAD27
GPS location in plot x=0 to 5, y=-1,0,+1: x = <u>4</u> y = <u>-1</u> (base of plot x=0, y=0)		<u>Location:</u> Small strip of woods in between Drive & lawn on look-about ledge
Plot NOT Sampled:		Flux set 5m in case of setbacks <u>4.5m x 20m plot</u>
SAMPLING QUALITY*		Rational GRTS point
Effort Level: <input checked="" type="checkbox"/> Very thorough <input type="checkbox"/> Accurate <input type="checkbox"/> Hurried		subjective evaluation of how much effort put into sampling. Hurried plots may still provide good data
TAXONOMIC ACCURACY		Depth: (1-5): <u>4</u>
Intensive modules: <u>2, 3, 4, 5</u> (edit if modified)		<u>Veg Char</u> Canopy: Sugar maple, Magnolia, Red Maple, Ash
Camera No.: <u>2</u>		Shrub: Sugar Maple, Witch Hazel, Ostrya, Fraxinus
Photo Nos.: <u>C2-2076</u>		Herb: Fox seedling, Vinca minor, Galium
TAXONOMIC STANDARD		
Authority: G&C Pub Date: 1998		OVER

Minimum required fields in Bold and Underlined

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

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Project Label: PCAP

Project Name: DISC 2012

Plot No.: 1300

Ground Materials

Page 2 of 2

MODIFIED NATUREERVE CLASS*		DISTURBANCES																																			
CODE (on separate form): <i>D</i>	Fit= <u>Conf=</u>	<table border="1"> <thead> <tr> <th>type*</th> <th>severity**</th> <th>yrs ago</th> <th>% of plot</th> <th>description</th> </tr> </thead> <tbody> <tr> <td>Human</td> <td><i>H</i></td> <td><i>O</i></td> <td><i>100</i></td> <td><i>Trails</i></td> </tr> <tr> <td>Natural</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Fire</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Cut</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Animal</td> <td><i>M</i></td> <td><i>O</i></td> <td><i>100</i></td> <td><i>Deer Browse</i></td> </tr> <tr> <td>Other</td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>	type*	severity**	yrs ago	% of plot	description	Human	<i>H</i>	<i>O</i>	<i>100</i>	<i>Trails</i>	Natural					Fire					Cut					Animal	<i>M</i>	<i>O</i>	<i>100</i>	<i>Deer Browse</i>	Other				
type*	severity**	yrs ago	% of plot	description																																	
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Cut																																					
Animal	<i>M</i>	<i>O</i>	<i>100</i>	<i>Deer Browse</i>																																	
Other																																					
HOMOGENEITY		**L=low, M=med low, M=med, MH=med high, H=high, VH=very high																																			
<input checked="" type="checkbox"/> Homogeneous <input type="checkbox"/> Compositional trend across the plot <input type="checkbox"/> Conspicuous inclusions <input type="checkbox"/> Irregular/pattern mosaic		Current Land Use: <i>Park</i> Former Land Use: <i>Unk</i>																																			
HYDROLOGIC REGIME*																																					
SALINITY*	<input checked="" type="checkbox"/> Upland (seldom flooded) <input type="checkbox"/> Intermittently/seasonally saturated (seldom flooded) <input type="checkbox"/> Permanently/Semipermanent, saturated (dry <1/yr, seldom flooded) <input type="checkbox"/> Occasionally flooded (<1/yr) <input type="checkbox"/> Temporarily flooded (e.g. wind, storms) <input type="checkbox"/> Unknown																																				
	<input type="checkbox"/> Intermittently flooded	<input type="checkbox"/> Semipermanently flooded																																			
	<input type="checkbox"/> Permanently flooded	<input type="checkbox"/> Tidal/Seiche flooded daily																																			
	<input type="checkbox"/> Tidal/Seiche flooded monthly	<input type="checkbox"/> Tidal/Seiche flooded irregular																																			

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

Plot was located near look about ledge. Canopy was mixed w/Sugar maple, Red Maple, Ash, Magnolia. The shrub layer was mostly sugar maple w/ a few other woods including Betula and carpinus. Two trails were in the plot one in mod 2 and one in mod 3. A water pump was located in mod 3. Most of mod 1 was covered in Vinca minor and mod 3 had a significant amount as well. Browse was noted on the evergreens clumps. After lateriflous and some of the smaller woody plants, this is an highly disturbed area between a driveway and a mowed field.

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

Project Label:

PCAP

Project name: GLSC 2012

Page 1 of 3

Total modules:

3

Intensive modules:

3

Plot configuration:

1x3

Plot area (ha): 0.03



Cleveland
Metroparks

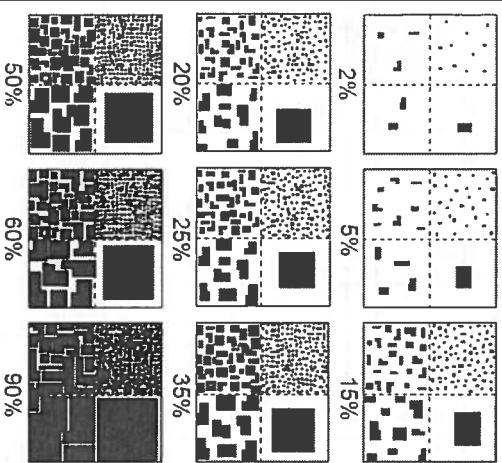
Br = Browse Level. Use cover classes to
describe amount of browse per species over
entire plot

Strata - Cov. entire plot

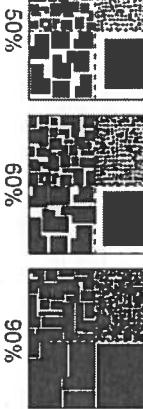
T	S	H	(F)	(A)	Br	Species	c	Voucher #	mod	corner	mod	corner	med	corner	mod	corner	R	R								
1	2	2	2	2	2	<i>Tsuga canadensis</i>	4	422	3	22	3	22	3	22	3	22	3	22	3	22	3	22	3	22	3	22
2	2	2	2	2	2	<i>Fraxinus sp. (Sassafras)</i>	4	422	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2
1	2	2	2	2	2	<i>Aur sp. (Soeilling)</i>	4	422	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	2	2	2	2	2	<i>Pronanthes sp.</i>	4	422	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	2	2	2	2	2	<i>Duchesnea indica</i>	4	422	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	2	2	2	2	2	<i>Arctium sp.</i>	4	422	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	<i>Larix virginica</i>	4	422	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	<i>Aster lateriflorus</i>	4	422	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	<i>Galium sp.</i>	4	422	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	<i>Taraxacum officinale</i>	4	422	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	2	2	2	2	2	<i>Melissa officinalis</i>	3	32	3	2	3	2	3	2	3	2	3	2	3	2	3	2	3	2	3	2
1	2	2	2	2	2	<i>Gaultheria procumbens</i>	3	32	3	2	3	2	3	2	3	2	3	2	3	2	3	2	3	2	3	2
1	2	2	2	2	2	<i>Solidago canadensis</i>	3	32	3	2	3	2	3	2	3	2	3	2	3	2	3	2	3	2	3	2
8	7	7	7	7	7	<i>Acer saccharum</i>	3	394	4	494	4	494	4	494	4	494	4	494	4	494	4	494	4	494	4	494
7	7	7	7	7	7	<i>Acer rubrum</i>	3	374	4	474	4	474	4	474	4	474	4	474	4	474	4	474	4	474	4	474
7	7	7	7	7	7	<i>Vinca minor</i>	3	374	4	474	4	474	4	474	4	474	4	474	4	474	4	474	4	474	4	474
2	2	2	2	2	2	<i>Liriodendron tulipifera</i>	2	294	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	2	2	2	2	2	<i>Asimina triloba</i>	2	294	-	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	<i>Eriogonum philadelphicum</i>	2	21	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
6	3	3	3	3	3	<i>Magnolia acuminata</i>	2	22	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	1	1	1	1	1	<i>Motus alba</i>	2	23	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
1	1	1	1	1	1	<i>Arisema triphyllum var triphyllum</i>	2	22	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
2	2	2	2	2	2	<i>Actaea alba</i>	2	21	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
4	4	4	4	4	4	<i>Robinia pseudoacacia</i>	2	24	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	

EXAMPLES OF PERCENT OF AREA COVERED

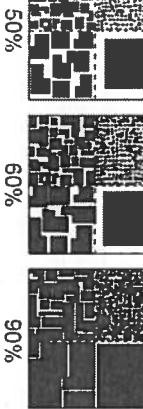
The following graphic can be used for various data elements to convey 'Amount of "Quantity." NOTE: Within any given box, each quadrant contains the same total area covered just different sized objects.



Nested
Corners



20% 25% 35%



50% 60% 90%

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

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

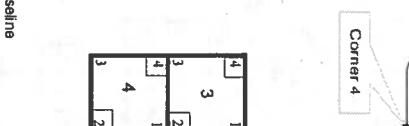
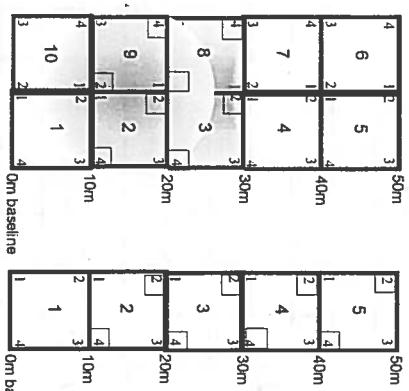
MEDIUM LOW values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse areas.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

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

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

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

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



20% 25% 35%



50% 60% 90%



20% 25% 35%



50% 60% 90%



20% 25% 35%



50% 60% 90%



20% 25% 35%



50% 60% 90%



20% 25% 35%



50% 60% 90%



20% 25% 35%



50% 60% 90%



20% 25% 35%



50% 60% 90%



20% 25% 35%



50% 60% 90%



20% 25% 35%



50% 60% 90%



20% 25% 35%



50% 60% 90%



20% 25% 35%



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20% 25% 35%



50% 60% 90%



20% 25% 35%



50% 60% 90%



Total modules: 3

3

Intensive modules: 3

Plot configuration: 1x3

Plot area (ha): 0.03


Cleveland Metroparks

Strata - Cov. entire plot

T S H (F) (A) Br

Species

c

Voucher #

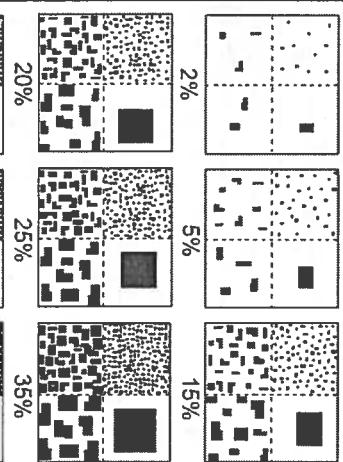
depth

cov

depth

EXAMPLES OF PERCENT OF AREA COVERED

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



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

BROWSE RATING NARRATIVE DESCRIPTION

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

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

MEDIUM: browse affects greater than 10 percent and less than 25 percent of stems in the 1 m² nested quadrat and intensive module. A browse line is usually and arrowwood viburnum exhibit browse.

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 organisms.

HIGH: greater than 25 percent of the stems of plants in species of plants, reproduction does not appear to occur or it is very severely limited.

VERY HIGH values include extensive browse conditions where the browse line is very evident AND almost all the 1 m² nested quadrat and intensive module **AND** a browse line is evident.

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.

50m

Figure 1. A schematic diagram of the experimental setup.

Plot Origin Module Number _____
Post Corner Number _____
_____ Tape _____
_____ [2] Intensiva Corner

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

Project name: DISC 2012 Plot no.: 1300

Page 3 of 3

Total modules: 3 Intensive modules: 3 Plot configuration: 1X3 Plot area (ha): 0.03



**Cleveland
Metroparks**

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

Strata - Cov. entire plot

T S H (F)(A) Br

Species

c

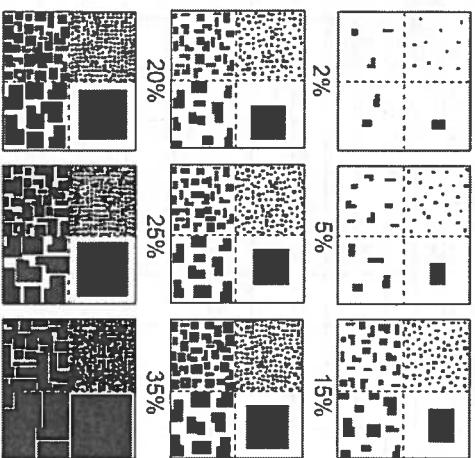
Voucher #

depth

cov

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.



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

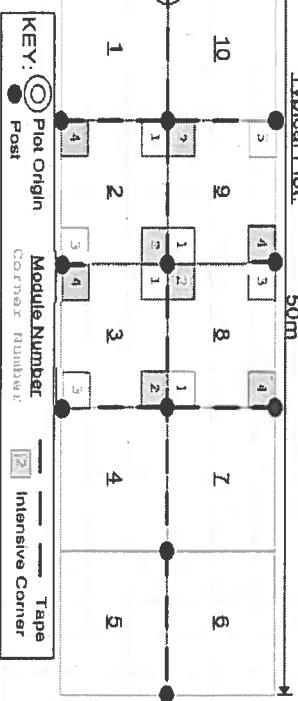
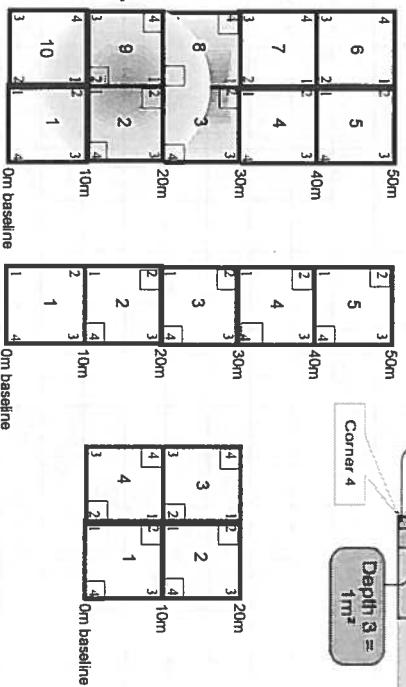
Nested Corners

10.00m depth 1
3.16m depth 2
1.00m depth 3
0.32m depth 4
0.10m depth 5

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

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

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



BROWSE RATING NARRATIVE DESCRIPTION

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

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

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

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

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

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

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

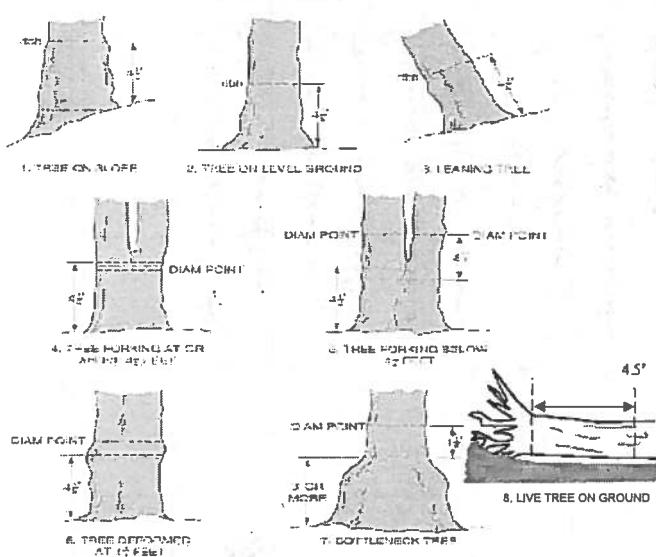
Project Name: Q1 SC 2012

Page: _____ of _____

ପରମାଣୁକାନ୍ତ ଶବ୍ଦଗୀତି

Explain subsample (additional room on back):

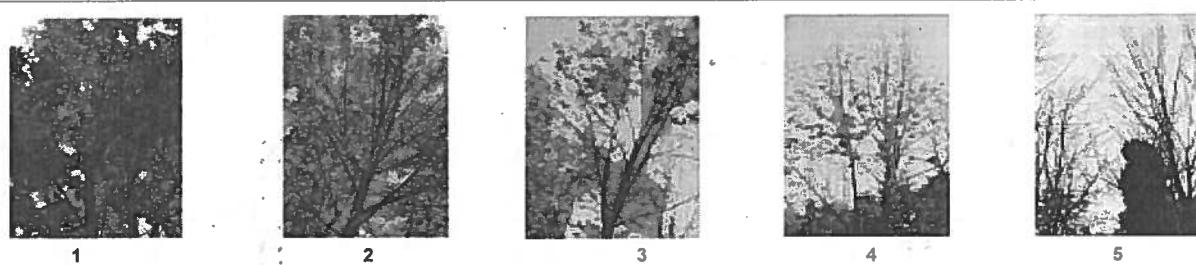
DBH Measurement Rules



Woody Stem Deer Browse

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

Record using the tally system from 1 to 10

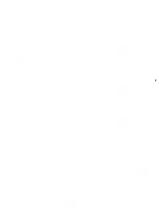


ASH CANOPY CONDITION

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



A



B



C



D



E

ASH CANOPY BREAKUP CONDITION (for dead trees):

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

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

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: OL SC 2012

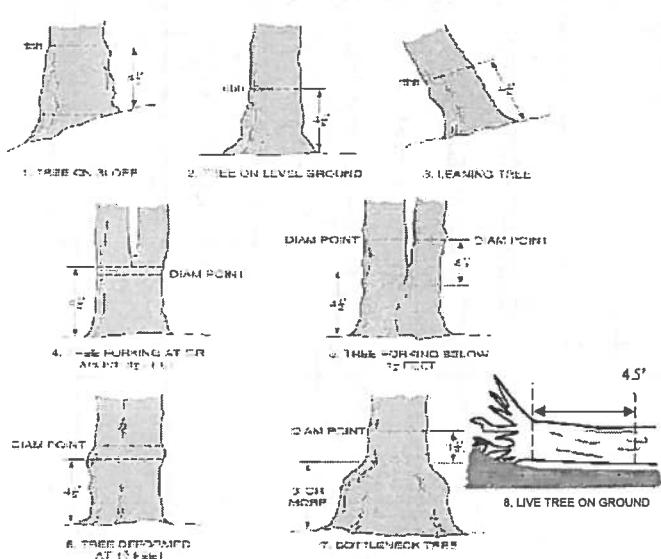
Plot No.: 1300

Cleveland Metroparks

Explain subsample (additional room on back):

mod #	species	c voucher#	# stems 0-1.4m browsed	% sub sample	# shrub clumps	size class (cm) woody stems >1.4m										11 35 - <40 >40 (record each tree)
						1	2	3	4	5	6	7	8	9	10	
✓3	Acer rubrum															
✓3	Quercus rubra															
✓3	Fraxinus sp.															
✓3	Prunus pensylvanica															
✓3	Cornus sp.															
✓3	Staphylocarpus															
✓3	Fragaria virginiana															

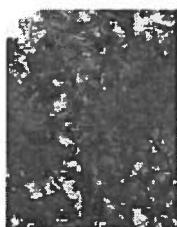
DBH Measurement Rules



Woody Stem Deer Browse

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

Record using the tally system from 1 to 10



1



2



3



4



5

ASH CANOPY CONDITION

1. Healthy, full canopy: A healthy ash canopy is normally thinner than many other trees such as maple.
2. Thinning canopy: There aren't as many leaves as there ought to be, but all top branches exposed to sunlight have leaves.
3. Dieback: Canopy is thinning and some top branches exposed to sunlight are dead (have no leaves). Lower branches, not exposed to sunlight, die naturally and are not considered.
4. >50% Dieback: The canopy has less than half of the leaves that should be there and/or half of the top branches are dead.
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A

B

C

D

E

ASH CANOPY BREAKUP CONDITION (for dead trees):

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

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

SOIL PIT DESCRIPTION: Excavate 20 cm long with shovel. Describe using Munsell chart.

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

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

EARTH SURFACE & GROUND COVER

Soil Collection Modulus		Horizons (A, B, C)	
(Sum = 100%)	percent	(Each ≤ 100%)	percent
2.3 & 9 composted	A		
Vert Soil Survey Information			
Soil Series/Type:	B ₂ B ₁ , Bogart Loam		
Soil Series Source:	Ohio Soil Survey		
Landform type:	Stream terraces and moraines		
Depth to rest. Layer:	780 inches		
Parent Material:	Dunefresh		
Mineral Soil	97	Fine Woody Debris****	3
Gravel-Cobble*	2	Litter	94
Boulder**	1	Duff (Fern + Humus)	Ø
Rednick	Ø	Brachythec- Lichen	1
* Gravel-Cobble = 1/16-10"	Water		
**Boulder = > 10 in	Bare Soil		
***>5 cm in diameter	Rough/Timid		3
**** <5 cm in diameter	Other		5
Excessively dr	□ Excessively dry		
	□ Somewhat excessively		

TRAIL INFORMATION:	
Type	record type and cover for each
<input type="checkbox"/> All Purpose	%Cover
<input type="checkbox"/> Bridle	
<input type="checkbox"/> Hiking sanctioned	
<input checked="" type="checkbox"/> Bootleg unsanctioned	5
<input type="checkbox"/> Gravel	
<input type="checkbox"/> Deer	

10

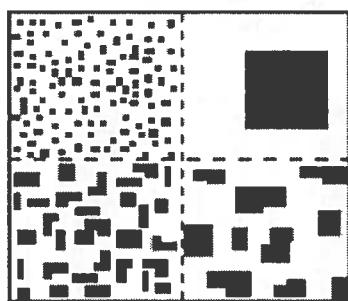
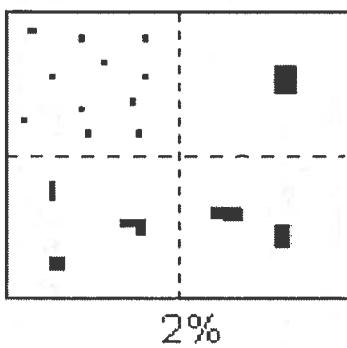
STAND SIZE

- > 600 x plot size
- > 100 x plot size
- 10-100 x plot size
- 3-10 x plot size
- 1-3 x plot size
- < plot size

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

PERCENT MOTTLES (USE CLASS CODES):

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



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

0= Organic

1= Loamy

2= Clayey

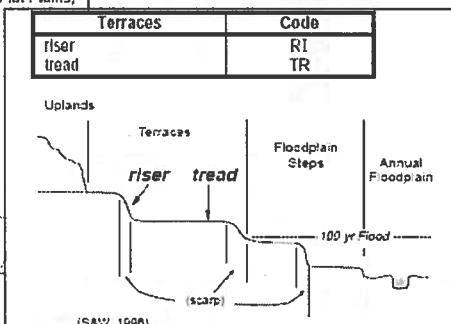
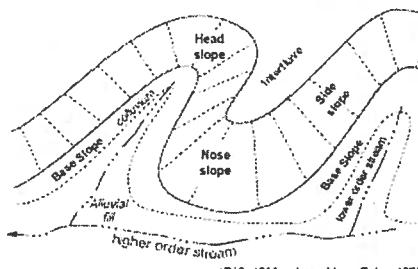
3= Sandy

4= Coarse Sand

9= Not measured - make plot note

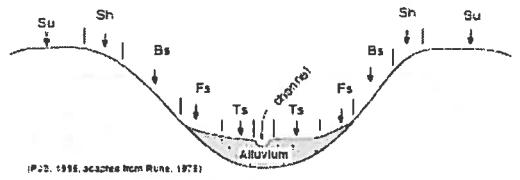
Geomorphic Component - Three-dimensional descriptors of parts of landforms or microfeatures that are best applied to areas. Unique descriptors are available for Hills, Terraces, Mountains, and Flat Plains; e.g., (for Hills) nose slope or NS.

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



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

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



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

UPLAND: Not a wetland. Very rarely flooded.

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

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

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

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

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

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

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

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

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

Project Label: PCAP

Project Name: SLC 2012

Plot No.: 1306

Ohio Metroparks
Natural Resources Management FORM NRZ2010-05a
Page: 1 of 1

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

Module # C7 Corner Corner

LFB = excellent, E Fit and Confidence

CLASSIFICATION

<input type="checkbox"/> DEPRESSION	Fit= <u> </u>	Conf= <u> </u>
<input type="checkbox"/> IMPOUNDMENT <input type="checkbox"/> Beaver <input type="checkbox"/> Human	Fit= <u> </u>	Conf= <u> </u>
<input type="checkbox"/> RIVERINE <input type="checkbox"/> Headwater <input type="checkbox"/> Marshland <input type="checkbox"/> Channel	Fit= <u> </u>	Conf= <u> </u>
<input type="checkbox"/> SLOPE (ground water hydrology or on a physical slope)	Fit= <u> </u>	Conf= <u> </u>
<input type="checkbox"/> FRINGING <input type="checkbox"/> Reservoir <input type="checkbox"/> Natural Lake	Fit= <u> </u>	Conf= <u> </u>
<input type="checkbox"/> COASTAL (specify subclass)	Fit= <u> </u>	Conf= <u> </u>
<input type="checkbox"/> BOG (strongly, moderately, weakly ombrotrophic)	Fit= <u> </u>	Conf= <u> </u>
<input type="checkbox"/> FOREST <input type="checkbox"/> swamp forest <input type="checkbox"/> bog forest <input type="checkbox"/> forest bog	Fit= <u> </u>	Conf= <u> </u>
<input type="checkbox"/> EMERGENT <input type="checkbox"/> marsh <input type="checkbox"/> wet meadow <input type="checkbox"/> open bog	Fit= <u> </u>	Conf= <u> </u>
<input type="checkbox"/> SHRUB <input type="checkbox"/> shrub swamp <input type="checkbox"/> tall shr. bog <input type="checkbox"/> tall shr. fen	Fit= <u> </u>	Conf= <u> </u>

MICROTOPOGRAPHIC FEATURE COUNTS - Intensive modules only

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

Slope 1 = slight elevational grade across module (hill)

Slope 2 = falls on slope ~20°

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

0 feature is absent or functionally absent from the wetland

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

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

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

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

no. of tuusocks	no. of hummocks	no. macro. depressions	c.w.d. - count for pieces with minimum 1m length					
			(2-12 cm)	(12-40cm)	>40 cm	microhab. interspers.	microhab.	slope
depth 3	depth 2	depth 1	depth 1	depth 1	depth 1	depth 1	depth 1	depth 1
1x1m	3.1x3.1m	10x10m	10x10m	10x10m	10x10m	10x10m	10x10m	10x10m
mod#	corner	(count)	(count)	(count)	(count)	(rank)	(rank)	(rank)
1	-	∅	2	19	7	∅	2	∅
2	-	∅	3	12	1	∅	3	∅
3	-	∅	2	9	∅	2	1	∅

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

13 7 ∅

14 2 6

9

Module	N	S	E	W
1	4	3	1	8
2	9	7	3	9
3	6	6	8	9
4				

CROWN COVER (DENSIMETER) Make 4 readings per module facing N, S, E, W. Place dot count in corresponding space. (4 dots per grid square)				
Module	N	S	E	W
1	4	3	1	8
2	9	7	3	9
3	6	6	8	9
4				

LFI*	TSI**
LFI is angle of plot to the horizon. TSI is angles formed by local slopes. For TSI measure angle from recorder's eye to eye of person standing ~10 m away	
+45 degrees	NE
+90 degrees	E
+135 degrees	SE
+180 degrees	S
+225 degrees	SW
+270 degrees	W
+315 degrees	NW

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

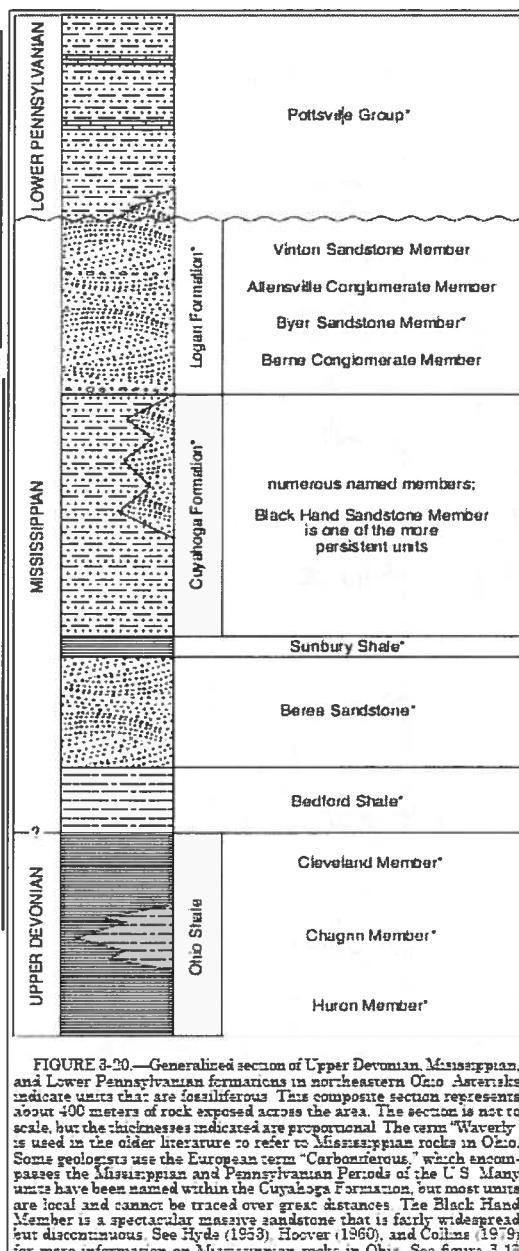
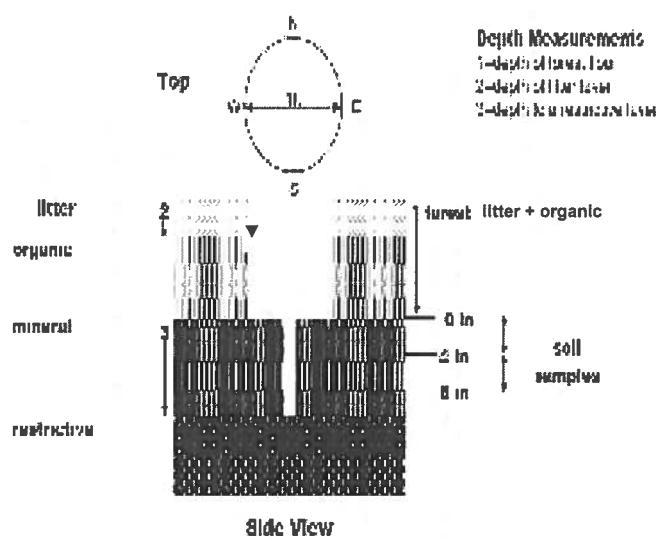
CROWN COVER (DENSIMETER) Make 4 readings per module facing N, S, E, W. Place dot count in corresponding space. (4 dots per grid square)				
Module	N	S	E	W
1	4	3	1	8
2	9	7	3	9
3	6	6	8	9
4				

CROWN COVER (DENSIMETER) Make 4 readings per module facing N, S, E, W. Place dot count in corresponding space. (4 dots per grid square)				
Module	N	S	E	W
1	4	3	1	8
2	9	7	3	9
3	6	6	8	9
4				

COVER BY STRATA

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

*Very tall shrubs are sometimes included in the tree stratum
**Can also include seedlings of shrubs, i.e. all shrubs <0.5m
***Tree seedlings are often defined as up to 1.4 m height or as <2.5 cm DBH in which case they would span the herb and shrub layers.



CLEVELAND METROPARKS Plant Community Assessment Program: Invasive Species Survey



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

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

4bCM PCAP Invasive species datasheet.xls last revised 5/29/2012 ceh

SM patches

Natural Resources

Presence

X: yes

of Plants

1: 1-10

2: 11-50.

3: 51-100

4: 101-1,000

5: >1,000

of Plants

1: 1-10

2: 11-50.

3: 51-100

4: 101-1,000

5: >1,000

Presence

X: yes

CLEVELAND METROPARKS Emerald Ash Borer - *Fraxinus* Sheet

Project Label: PCAP

Project Name: CSC 2012

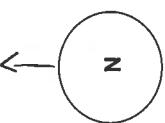
INTENSIVE MODULES ONLY TREES \geq 10CM ONLY Date: 8/13/2012

Page: 1 of 2

Module	Tree ID	Species	Dead c	Voucher #	DBH (cm)	Ht @ DBH condition	ASH ONLY				
							Ash condition	Dead holes	# Exit holes present	Epicormic holes	Woodpecker holes
3	1	<i>Fraxinus sp.</i>			636	2	Ø	Ø	Ø		
2											
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											
16											
17											
18											
19											
20											
21											
22											
23											
24											
25											

Baseline

*** Change intensive module numbers when necessary



9	8	—
2	3	—

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

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

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP Sc 1300

DATE: 08 / 13 / 2017

Location:

 AA Center N OS O E W

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

 Plot 1 Plot 2 Plot 3

Buffer Natural Cover Strata

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

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

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

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"/>	Ditches, Channelization	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Pasture/Hay	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	
Road - two lane	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Range	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	
Road - four lane	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Water Level Control Structure	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Row Crops	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	
Parking Lot/Pavement	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Excavation, Dredging	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	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"/>	
Golf Course	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Fill/Spoil Banks	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	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"/>	
Lawn/Park	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Nursery	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	
Suburban Residential	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Soil Loss/Root Exposure	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3	<input checked="" type="radio"/> Q		<input type="radio"/>	Dairy	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	
Urban/Multifamily	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Wall/Riprap	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Orchard	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	
Landfill	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Inlets, Outlets	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Confined Animal Feeding	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	
Dumping	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Rural Residential	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	
Trash	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Impervious surface input (SHEETFLOW)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Gravel Pit	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	
Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Irrigation	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	
Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3			<input type="radio"/>	

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

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

Reviewed by (Initials):

Site ID: PCAP SC1300

DATE: 08 / 13 / 2012

④ Confirm a filled data bubble indicates presence and an unfilled bubble indicates absence by filling in this bubble

Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	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"/>	
										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° 42' 33.3

Longitude West 81° 42' 36.0"

Use Decimal Degrees: NAD83

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP SC 1300

DATE: 08/13/2012

Location:

 AA Center N S E W

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

 Plot 1 Plot 2 Plot 3

Buffer Natural Cover Strata

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

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

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

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

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

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

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

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

2428168304

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

Reviewed by (initials):

Site ID: PCAP SC 1200

DATE: 08/13/2012

④ Confirm a filled data bubble indicates presence and an unfilled bubble indicates absence by filling in this bubble

Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	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 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 checked="" 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 41.42409 Longitude West 881.42059

Use Decimal Degrees: NAD83

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP SC 1306

DATE: 08/13/2012

Location:

O AA Center O N O S O E O W

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

O Plot 1 O Plot 2 O Plot 3

Buffer Natural Cover Strata

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

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

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

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

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

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

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

Buffer Sample Plots 05/27/2011

2428168304

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

Reviewed by (Initial): _____

Site ID: PCAP SC 1300

DATE: 08/13/2012

● 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"/>	
										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

4

Latitude North 41.42258

Longitude West 081.42204

Use Decimal Degrees; NAD83

Flag	Comments
1	Trail running proximal to Lorabont Lodge SC
2	Plot 3 sampled at ~15 m away 2° to sheer cliff ~20' high Hemlock interspersed within canopy
3	STREAM runs through Plot 3
4	Coordinates taken at edge of cliff

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP SC1300

DATE: 08 / 13 / 2012

Location:

 AA Center N S E W

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

 Plot 1 Plot 2 Plot 3

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

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

Residential and Urban Stressors				Hydrology Stressors				Agricultural & Rural Stressors						
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Ditches, Channelization	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Pasture/Hay	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Road - two lane	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Range	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Road - four lane	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Water Level Control Structure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Row Crops	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Parking Lot/Pavement	<input 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 (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 checked="" type="radio"/>	<input type="radio"/>	2
Mine (surface)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tree Plantation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Trails	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	1
Mine (underground)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tree Canopy Herbivory (INSECT)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil Compaction (ANIMAL OR HUMAN)	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Military	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Shrub Layer browsed (WILD OR DOMESTIC)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Offroad vehicle damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Highly Grazed Grasses (OVERALL <3' HIGH)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input 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

Buffer Sample Plots 05/27/2011

2428168304

- 1 Plot 1 full w/a trail along the north shore edge. This diversity
2 to look about 1/2 mile is to the west of the plot.
3 Plot 2 full on the north shore near the site for land about
4 3 could not be sampled since it fall on residential area.
5 Plot 3 could not be sampled since it fall on residential area.

Flag Comments

Use Decimal Degrees; NAD83

Latitude North 41.42468

Longitude West

3

Location of Coordinates (choose one):
 AA CENTER O 3 O 3 O E 3 Nearest practicable location (flag and comment below)

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

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

PLOT COORDINATES

	Flag	Flag	Flag	Flag	Flag	Flag						
Mile-A-Minute Weed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>						
Giant Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>						
Giant Salsify	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>						
Yellow Floating Heart	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>						
Water Hyacinth	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>						
Eurasian Watermilfoil	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Purple Loosestrife	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Knotweed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Japonica Grass	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Japanese Knotweed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Multiflora Rose	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Giant Reed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Himalayan Blackberry	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Chenopodium	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Tamnisk	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Mile-A-Minute Weed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Reed Canary Grass	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Birdsfoot Trefoil	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Common Reed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leafy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Millettia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Poison Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<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"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leafy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Millettia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Poison Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<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"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leafy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Millettia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Poison Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<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"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leafy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Millettia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Poison Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<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"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leafy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Millettia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Poison Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<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"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leafy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Millettia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Poison Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<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"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leafy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Millettia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Poison Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<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"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leafy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Millettia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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Poison Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<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"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leafy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Millettia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Poison Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<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"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leafy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Millettia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Poison Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<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"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leafy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Millettia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Poison Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<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"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leafy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Millettia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Poison Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<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"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leafy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Millettia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Poison Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<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"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leafy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Millettia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Poison Hemlock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<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"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Canada Thistle	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Leafy Spurge	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Millettia	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Garlic Mustard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other:	<input type="radio"/>	<input type="radio"/>	<input type="radio"/> </					

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP SC 1300

DATE: 08/13/2012

Location:	Fill in bubble(s) if plot(s) could not be sampled and flag →									
<input checked="" type="radio"/> AA Center <input type="radio"/> N <input type="radio"/> OS <input type="radio"/> OE <input type="radio"/> OW	<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 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		Flag			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"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	
Small Trees (<0.3m DBH)	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 1	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4
Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 1	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4
Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/>	<input checked="" type="radio"/> 1	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	
Herbs, Forbs and Grasses	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 1	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4
Bare ground	<input type="radio"/>	<input checked="" type="radio"/> 1	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	
Litter, duff	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 1	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4
Rock	<input type="radio"/>	<input checked="" type="radio"/> 1	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	
Water	<input checked="" type="radio"/> 1	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4		
Submerged Vegetation	<input checked="" type="radio"/> 1	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input checked="" type="radio"/> 4	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/> 2	<input checked="" 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"/>	<input type="radio"/>	Ditches, Channelization	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Pasture/Hay	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Road - two lane	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Range	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Road - four lane	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Water Level Control Structure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Row Crops	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Parking Lot/Pavement	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Excavation, Dredging	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fallow Field (RECENT-RESTING ROW CROP FIELD)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Golf Course	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fill/Spoil Banks	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Lawn/Park	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Nursery	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Suburban Residential	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Soil Loss/Root Exposure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Dairy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Urban/Multifamily	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Wall/Riprap	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Orchard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Landfill	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Inlets, Outlets	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Confined Animal Feeding	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Dumping	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Rural Residential	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Trash	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Impervious surface input (SHEETFLOW)	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	Gravel Pit	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Irrigation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

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

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

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

2428168304

PLT COORDINATES

• Contains a filled date bubble indicates presence and an unfilled bubble indicates absence by filling in this bubble

Site ID: PCAP SC 1366 DATE: 08/13/2012

DRM BARRY

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