

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

Project Label:

PCAP

Plot No: 3405 Date Sampled:

7-26-11 Lead: Eisenbach

		Comment required if item answer is NO	
Parking/Access outside of Park Boundaries.		<input checked="" type="radio"/> Y	N
Field journals completed		<input checked="" type="radio"/> Y	N
Site sketch made on 1:3000 map?		<input checked="" type="radio"/> Y	N
Check cover page	X-axis Bearing of plot recorded	<input checked="" type="radio"/> Y	N
	GPS coords Recorded	<input checked="" type="radio"/> Y	N
	North direction recorded	<input checked="" type="radio"/> Y	N
	Photographs taken?	<input checked="" type="radio"/> Y	N
Plot No., Date agreement on all pages?		<input checked="" type="radio"/> Y	N
Header data completed all pages?		<input checked="" type="radio"/> Y	N
Cover classes recorded in all Intensive modules		<input checked="" type="radio"/> Y	N
Browse Level By Species		<input checked="" type="radio"/> Y	N
Woody stem quality control check		<input checked="" type="radio"/> Y	N
Invasive plant quality control check		<input checked="" type="radio"/> Y	N
Ash trees mapped		<input checked="" type="radio"/> Y	N
Cover by Strata? (confirm cover type)		<input checked="" type="radio"/> Y	N
Soil samples collected with matching plot #.		<input checked="" type="radio"/> Y	N
Vouchers labeled on datasheet with initials and number		<input checked="" type="radio"/> Y	N
Vouchers labeled on collection bag		<input checked="" type="radio"/> Y	N
Pink flags removed		<input checked="" type="radio"/> Y	N
Data sheet QA before leaving site?		<input checked="" type="radio"/> Y	N
Common equipment returned to tub.		<input checked="" type="radio"/> Y	N
Data sheets scanned?	7/29/11	Enter date to left	
Final data sheets scanned?		Enter date to left 11-4-2011	
Buffer Widths measured?		<input checked="" type="radio"/> Y	N
Web Soil Survey		<input checked="" type="radio"/> Y	N
Voucher Location	Refrigerator	<input checked="" type="radio"/> Y	N
(# vouchers collected)	Press (#)	Enter number to left	
	Drier	<input checked="" type="radio"/> Y	N
	Identified	<input checked="" type="radio"/> Y	N
	Mounted	<input checked="" type="radio"/> Y	N
	Thrown away	<input checked="" type="radio"/> Y	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: Notify neighbor

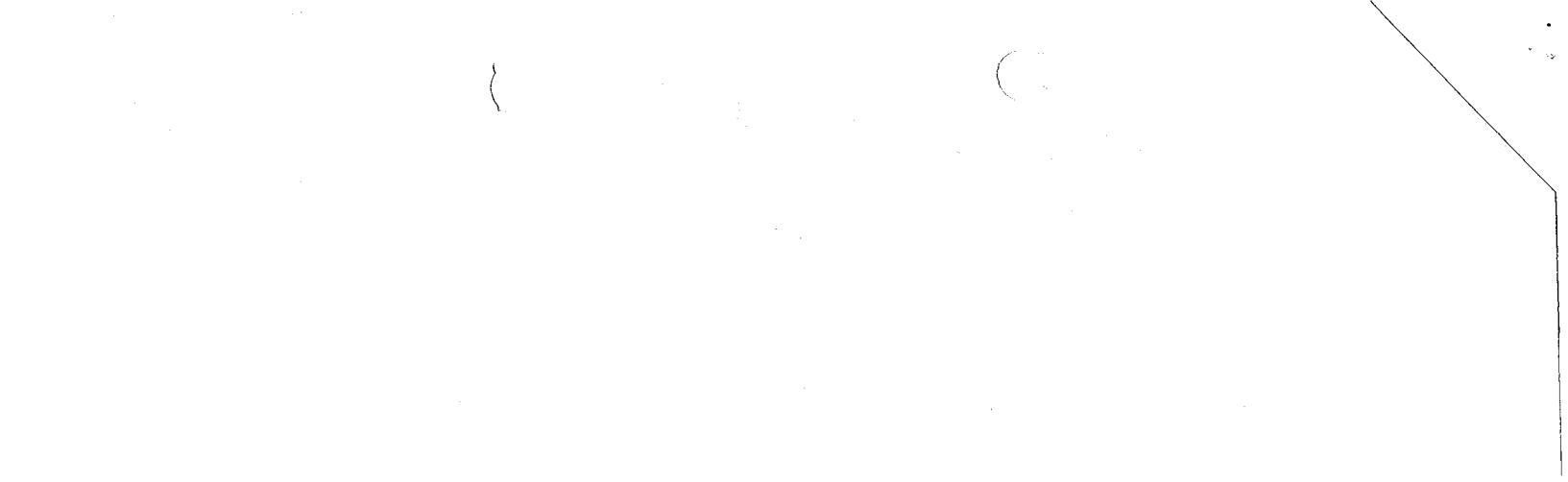
Please call or leave note (Pat Marshal) or knock on door to let her know what you are doing and that you will be parking at the end of Hilltop Farm Rd

Address: 5327 SOM Center

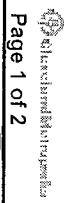
PCAP Data Quality Control 2011.xls last revised 6/20/2011 ceh

Or park near sewer off of Hawthn Pkwy and walk in if you feel like a hike

Natural Resources Management Form NR/2011



# CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet



Page 1 of 2

<b>GENERAL INFORMATION</b>	
<b>Project Label:</b>	PCAP
<b>Project Name:</b>	<u>Good Times at Hilltop Farm</u>
<b>Plot Name:</b>	<u>Plot No.: 3405</u>
<b>Plot No.:</b>	<u>3405</u>
<input type="checkbox"/> Level 4 (no nested corners sampled)	<input checked="" type="checkbox"/> Level 5 (nested corners sampled)
<b>Date (mm/dd/yyyy):</b>	<u>7/26/2011</u>
<b>End date (if &gt; 1 day):</b>	<u>/ /</u>
<b>Party</b>	<b>Role**</b>
<u>S. Evansback</u>	<input checked="" type="checkbox"/> Plot leader
<u>Q. Coyle</u>	<input checked="" type="checkbox"/> Plot leader
<u>M. Breth</u>	<input checked="" type="checkbox"/> Plot leader
** Roles: Co-leader, Asst. Guide, Owner, Taxonomist, etc.	
<b>PLOT NOT SAMPLED:</b>	
<input type="checkbox"/> Perm water	<input type="checkbox"/> Other
<input type="checkbox"/> Paved	<input type="checkbox"/> Slope
<input type="checkbox"/> Safety	<input type="checkbox"/> Safety
<b>SAMPLING QUALITY*</b>	
<b>Effort Level:</b> <input checked="" type="checkbox"/> Very thorough <input type="checkbox"/> Accurate <input type="checkbox"/> Hurried	
<b>subjective evaluation of how much effort put into sampling. Hurnried plots may still provide good data</b>	
<b>TAXONOMIC ACCURACY</b>	
<input checked="" type="checkbox"/> high	<input type="checkbox"/> moderate
<input checked="" type="checkbox"/>	<input type="checkbox"/> low
<input checked="" type="checkbox"/>	<input type="checkbox"/> not simpl.
<input checked="" type="checkbox"/> vascular	<input type="checkbox"/> n/a
<input type="checkbox"/> bryo	<input checked="" type="checkbox"/>
<input checked="" type="checkbox"/> lichen	<input checked="" type="checkbox"/>
<b>TAXONOMIC STANDARD</b>	
<b>Authority:</b>	G&C
<b>Pub Date:</b>	1998
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 2011

Plot No.: 3405

Page 2 of 2

CLASSIFICATION		STAND SIZE Fit= _____ Conf= _____	DISTURBANCES				
(FIT = excellent, good, fair, poor; CONF = high, med, low)			type*	severity**	yrs ago	% of plot	description
<b>Hydrogeomorphic class (WETLANDS ONLY):</b>							
<input type="checkbox"/> DEPRESSION <input type="checkbox"/> IMPOUNDMENT <input type="checkbox"/> Beaver <input type="checkbox"/> Human <input type="checkbox"/> RIVERINE <input type="checkbox"/> Headwater <input type="checkbox"/> Mainstem <input type="checkbox"/> Channel <input type="checkbox"/> SLOPE (ground water hydrology or on a physical slope) <input type="checkbox"/> FRINGING <input type="checkbox"/> Reservoir <input type="checkbox"/> Natural Lake <input type="checkbox"/> COASTAL (specify subclass) <input type="checkbox"/> BOG (strongly, moderately, weekly ombrotrophic)							
<b>Ohio EPA VIBI Plant Community Class (WETLANDS ONLY):</b> <input type="checkbox"/> FOREST <input type="checkbox"/> swamp forest <input type="checkbox"/> bog forest <input type="checkbox"/> forest seep <input type="checkbox"/> EMERGENT <input type="checkbox"/> marsh <input type="checkbox"/> wet meadow <input type="checkbox"/> open bog <input type="checkbox"/> SHRUB <input type="checkbox"/> shrub swamp <input type="checkbox"/> tall sh. bog <input type="checkbox"/> tall sh. fen		Fit= _____ Conf= _____ Fit= _____ Conf= _____					
<b>MODIFIED NATURERESERVE CLASS*</b> CODE (on separate form): <u>✓ 3 C</u>		Fit= <u>poor</u> Conf= <u>low</u>					
<b>COMMUNITY NAME:</b> <u>Passive Pasture</u>		<b>HYDROLOGIC REGIME*</b> Fit= _____ Conf= _____					
<b>HOMOGENEITY</b> <input checked="" type="checkbox"/> Homogeneous <input type="checkbox"/> Compositional trend across the plot <input type="checkbox"/> Conspicuous inclusions <input type="checkbox"/> Irregular/pattern mosaic		Additional notes & diagrams: (Representativeness of plot to the stand, successional status, maturity, etc.) <u>Shaded meadow covered in white grass and Orchard Grass. There was a drivin path through the middle of the plot w/some horse poo.</u>					

\* Make sure you notify neighbor when parking at the end of Hilltop farm road. She is very nice if she is not around please leave her a note!

CLEVELAND METROPARKS Plant Community Assessment Program Species Cover Data Sheet

Project Label: \_\_\_\_\_ PCAP

Project name: DISCO

Plot no.: 3405

21

Total modules: \_\_\_\_\_ Visual est. % open water entire site:               Visual est.

Intensive modules: 4

Visual est. %invasives entire site: 4

Plot area (ha): 0.04



HISTOPHARM

describe amount of browse per species over entire plot

### %unvegetated open w.

Strata - Cov. entire plot

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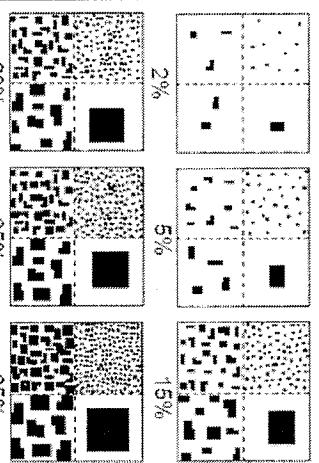
%unveg. litter (bare)

100

TCE Q

### 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.



Nested  
Corners

20%  
5%  
15%  
25%  
36%

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 quadat and intensive module. In general, low values relate to less than 10 percent, by numbers of stems browsed.

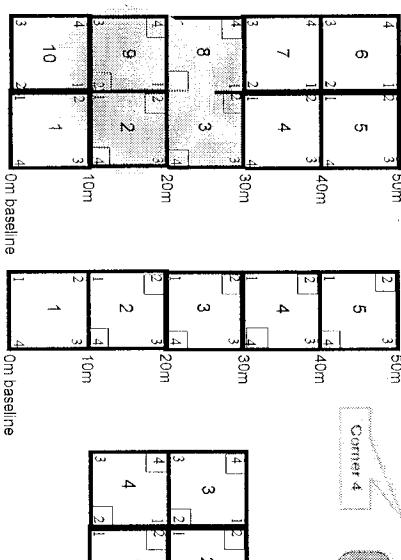
**MEDIUM LOW** values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse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

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

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

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



50m

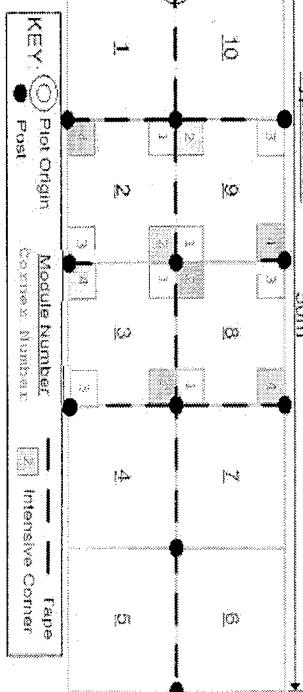
40m

30m

20m

10m

10m baseline



CLEVELAND METROPARKS Plant Community Assessment Program Species Cover Data Sheet

Project Label: \_\_\_\_\_ PCAP

Project name: DISC20

Plot no.: 3405

251

Total modules: 7 Intensive modules: 4 Plot configuration:  
 Visual est. % open water entire site: \_\_\_\_\_ Visual est. % unveg o/w. entire site: \_\_\_\_\_ Visual est. % unveg o/w. entire site: \_\_\_\_\_

n: ✓ X 4 Plot  
invasives entire site: \_\_\_\_\_

Plot area (ha): 0.04

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

Strata - Cov. entire plot

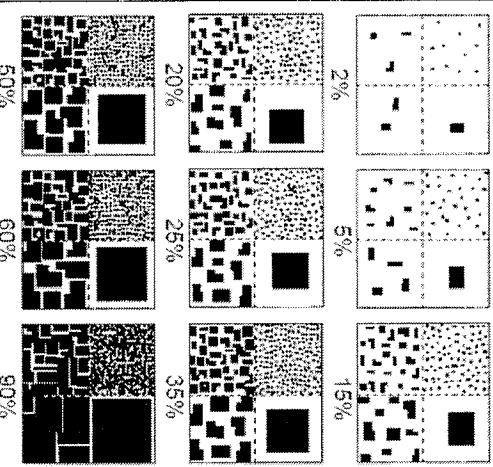
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%unveg litter (bare litter)	1	1	1	1	1	1
1	1	1	1	1	1	1
1	1	1	1	1	1	1
1	1	1	1	1	1	1
1	1	1	1	1	1	1

Quackgloss

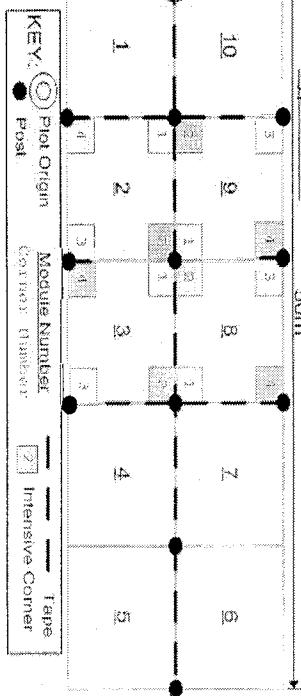
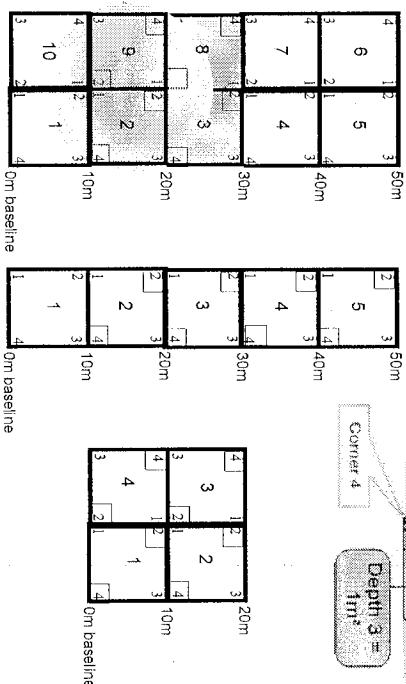
### EXAMPLES OF PERCENT OF AREA COVERED

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



### Nested Corners

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



### BROWSE RATING NARRATIVE DESCRIPTION

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

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

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

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

**HIGH:** greater than 25 percent of the stems of plants in the 1 m<sup>2</sup> nested quadrat and intensive module **AND** a browse line is evident.

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

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: OLSC 2011 Plot No.: 3405

Page: 1

Explain subsample (additional room on back):

Plot No.: 3405 Page: 1 of 1

**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.



E

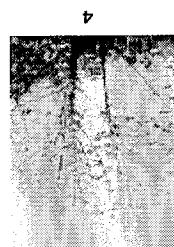
B

C

D

A

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. If still counts as a 5 even if there are epicormic sprouts below the canopy (lowest branch) on the trunk.

**ASH CANOPY CONDITION**

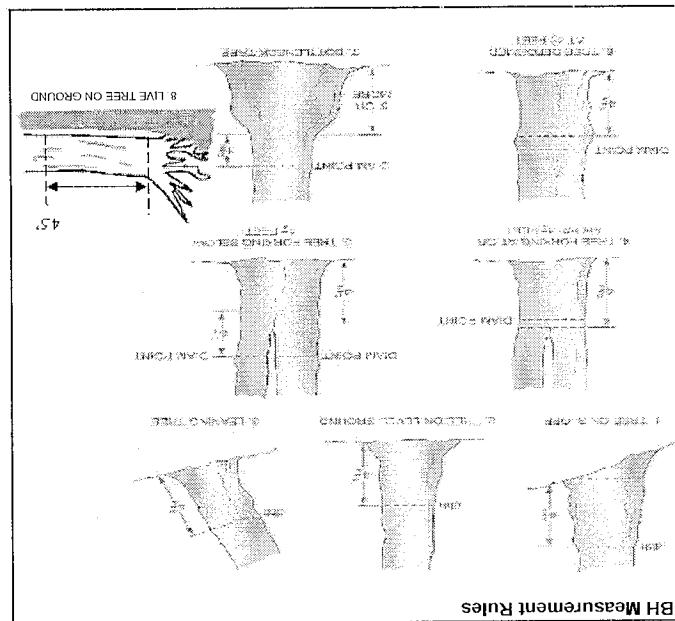
5

4

3

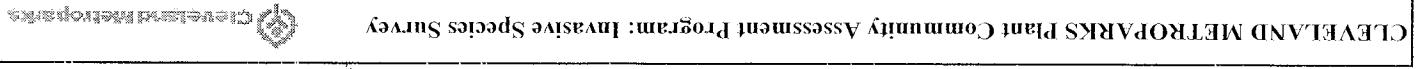
2

1



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

**CLEVELAND METROPARKS Plant Community Assessment Program: Invasive Species Survey**



Tier 1: Early detection/ Rapid response		Presence			GPS		
X: Yes	# of Plants	NE	SE	SW	NW	Presence	
1: 1-10	Acer Platanoides	Norway Maple					
2: 11-50.	Alnus alissima	Tre of Heaven					
3: 51-100	Lonicera japonica	(vine) Japanese Honeysuckle					
4: 101-1,000	Lytium salicaria	(vine) Purple Loosestrife					
5: >1,000	Aegopodium podagraria	(G-cover) Bishop's Goutweed					
1: 1-10	Trollis sp.	Hedgeparsley					
2: 11-50.	Celastrus orbiculatus	(Vine) Asian Bittersweet					
3: 51-100	Cornus maculatum	Poison Hemlock					
4: 101-1,000	Rhamnus cathartica	Common Buckthorn					
5: >1,000	Dipsacus laciniatus	Cut-leaf Teasel	2	3	2		
1: 1-10	Elaeagnus umbellata	Autumn Olive					
2: 11-50.	Lonicera maackii	Amur Honeysuckle	1				
3: 51-100	Coronilla varia	(G-cover) Crown Vetch					
4: 101-1,000	Elaeocarpus pentaphyllus	Five-leaf Aralia					
5: >1,000	Pachysandra terminalis	(G-cover) Japanese Pachysandra					
1: 1-10	Convallaria majalis	(G-cover) Lily of the Valley					
2: 11-50.	Corynilla varia	(G-cover) Lily of the Valley					
3: 51-100	Elaeocarpus pentaphyllus	Five-leaf Aralia					
4: 101-1,000	Pachysandra terminalis	(G-cover) Japanese Pachysandra					
5: >1,000	Pholidopterus coronarius	Mock Orange					
1: 1-10	Rubus phoenicolasius	Wineberry					
2: 11-50.	Iris pseudacorus	Yellow Flag Iris					
3: 51-100	Omnithes galum umbellatum	Star of Bethlehem					
4: 101-1,000	Viburnum opulus var. opulus	European Cranberry					
5: >1,000	Viburnum plicatum	Double-flowered Viburnum					
1: 1-10	Alliaria petiolata	Garlic Mustard					
2: 11-50.	Ligustrum vulgare	Common Privet					
3: 51-100	L. morrowii, L. latifolia	Bush honeysuckles (shrub)					
4: 101-1,000	Phalaris arundinacea	Reed Canarygrass					
5: >1,000	Phragmites australis	Phragmites (wetland)					
1: 1-10	Polygonum cuspidatum	Japanese Knotweed					
2: 11-50.	Typha angustifolia, T. x glauca	Cattails (wetland)					
3: 51-100	Rosa multiflora	Mossy Buckthorn (shrub)	X	X	X		
4: 101-1,000	Fragaria ananassa	Canada Thistle	X	X	X		
5: >1,000	Crithmum arvense	Common Teasel					
1: 1-10	Dipsacus fullonum	Common Teasel					
2: 11-50.	Hedysarum occidentale	Dame's Rocket					
3: 51-100	Urtica dioica	Periwinkle					
4: 101-1,000	Urtica dioica	Vinegar Weed					
5: >1,000	Urtica dioica	White Deadnettle					
1: 1-10	Urtica dioica	Yellow Deadnettle					
2: 11-50.	Urtica dioica	Red Deadnettle					
3: 51-100	Urtica dioica	White Deadnettle					
4: 101-1,000	Urtica dioica	Red Deadnettle					
5: >1,000	Urtica dioica	White Deadnettle					
1: 1-10	Urtica dioica	Red Deadnettle					
2: 11-50.	Urtica dioica	White Deadnettle					
3: 51-100	Urtica dioica	Red Deadnettle					
4: 101-1,000	Urtica dioica	White Deadnettle					
5: >1,000	Urtica dioica	Red Deadnettle					
1: 1-10	Urtica dioica	White Deadnettle					
2: 11-50.	Urtica dioica	Red Deadnettle					
3: 51-100	Urtica dioica	White Deadnettle					
4: 101-1,000	Urtica dioica	Red Deadnettle					
5: >1,000	Urtica dioica	White Deadnettle					
1: 1-10	Urtica dioica	Red Deadnettle					
2: 11-50.	Urtica dioica	White Deadnettle					
3: 51-100	Urtica dioica	Red Deadnettle					
4: 101-1,000	Urtica dioica	White Deadnettle					
5: >1,000	Urtica dioica	Red Deadnettle					
1: 1-10	Urtica dioica	White Deadnettle					
2: 11-50.	Urtica dioica	Red Deadnettle					
3: 51-100	Urtica dioica	White Deadnettle					
4: 101-1,000	Urtica dioica	Red Deadnettle					
5: >1,000	Urtica dioica	White Deadnettle					
1: 1-10	Urtica dioica	Red Deadnettle					
2: 11-50.	Urtica dioica	White Deadnettle					
3: 51-100	Urtica dioica	Red Deadnettle					
4: 101-1,000	Urtica dioica	White Deadnettle					
5: >1,000	Urtica dioica	Red Deadnettle					
1: 1-10	Urtica dioica	White Deadnettle					
2: 11-50.	Urtica dioica	Red Deadnettle					
3: 51-100	Urtica dioica	White Deadnettle					
4: 101-1,000	Urtica dioica	Red Deadnettle					
5: >1,000	Urtica dioica	White Deadnettle					
1: 1-10	Urtica dioica	Red Deadnettle					
2: 11-50.	Urtica dioica	White Deadnettle					
3: 51-100	Urtica dioica	Red Deadnettle					
4: 101-1,000	Urtica dioica	White Deadnettle					
5: >1,000	Urtica dioica	Red Deadnettle					
1: 1-10	Urtica dioica	White Deadnettle					
2: 11-50.	Urtica dioica	Red Deadnettle					
3: 51-100	Urtica dioica	White Deadnettle					
4: 101-1,000	Urtica dioica	Red Deadnettle					
5: >1,000	Urtica dioica	White Deadnettle					
1: 1-10	Urtica dioica	Red Deadnettle					
2: 11-50.	Urtica dioica	White Deadnettle					
3: 51-100	Urtica dioica	Red Deadnettle					
4: 101-1,000	Urtica dioica	White Deadnettle					
5: >1,000	Urtica dioica	Red Deadnettle					
1: 1-10	Urtica dioica	White Deadnettle					
2: 11-50.	Urtica dioica	Red Deadnettle					
3: 51-100	Urtica dioica	White Deadnettle					
4: 101-1,000	Urtica dioica	Red Deadnettle					
5: >1,000	Urtica dioica	White Deadnettle					
1: 1-10	Urtica dioica	Red Deadnettle					
2: 11-50.	Urtica dioica	White Deadnettle					
3: 51-100	Urtica dioica	Red Deadnettle					
4: 101-1,000	Urtica dioica	White Deadnettle					
5: >1,000	Urtica dioica	Red Deadnettle					
1: 1-10	Urtica dioica	White Deadnettle					
2: 11-50.	Urtica dioica	Red Deadnettle					
3: 51-100	Urtica dioica	White Deadnettle					
4: 101-1,000	Urtica dioica	Red Deadnettle					
5: >1,000	Urtica dioica	White Deadnettle					
1: 1-10	Urtica dioica	Red Deadnettle					
2: 11-50.	Urtica dioica	White Deadnettle					
3: 51-100	Urtica dioica	Red Deadnettle					
4: 101-1,000	Urtica dioica	White Deadnettle					
5: >1,000	Urtica dioica	Red Deadnettle					
1: 1-10	Urtica dioica	White Deadnettle					
2: 11-50.	Urtica dioica	Red Deadnettle					
3: 51-100	Urtica dioica	White Deadnettle					
4: 101-1,000	Urtica dioica	Red Deadnettle					
5: >1,000	Urtica dioica	White Deadnettle					
1: 1-10	Urtica dioica	Red Deadnettle					
2: 11-50.	Urtica dioica	White Deadnettle					
3: 51-100	Urtica dioica	Red Deadnettle					
4: 101-1,000	Urtica dioica	White Deadnettle					
5: >1,000	Urtica dioica	Red Deadnettle					
1: 1-10	Urtica dioica	White Deadnettle					
2: 11-50.	Urtica dioica	Red Deadnettle					
3: 51-100	Urtica dioica	White Deadnettle					
4: 101-1,000	Urtica dioica	Red Deadnettle					
5: >1,000	Urtica dioica	White Deadnettle					
1: 1-10	Urtica dioica	Red Deadnettle					
2: 11-50.	Urtica dioica	White Deadnettle					
3: 51-100	Urtica dioica	Red Deadnettle					
4: 101-1,000	Urtica dioica	White Deadnettle					
5: >1,000	Urtica dioica	Red Deadnettle					
1: 1-10	Urtica dioica	White Deadnettle					
2: 11-50.	Urtica dioica	Red Deadnettle					
3: 51-100	Urtica dioica	White Deadnettle					
4: 101-1,000	Urtica dioica	Red Deadnettle					
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3: 51-100	Urtica dioica	Red Deadnettle					
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2: 11-50.	Urtica dioica	Red Deadnettle					
3: 51-100	Urtica dioica	White Deadnettle					
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3: 51-100	Urtica dioica	White Deadnettle					
4: 101-1,000	Urtica dioica	Red Deadnettle					
5: >1,000	Urtica dioica	White Deadnettle					
1: 1-10	Urtica dioica	Red Deadnettle					
2: 11-50.	Urtica dioica	White Deadnettle					
3: 51-100	Urtica dioica	Red Deadnettle					

CLEVELAND METROPARKS Emerald Ash Borer - *Fraxinus* Sheet

Project Label: PCAP

Project Name: OSSC 2011

INTENSIVE MODULES ONLY      TREES  $\geq 10\text{cm}$  ONLY  
Plot No.: 3405      Date: 7/26/11

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Page: 1 of 2

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

Baseline

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

9

8

2

3

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

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

Count EAB exit holes 1.25mm x 21.5m

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

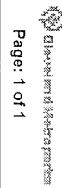
CLEVELAND METROPARKS Plant Community Assessment Program - Plant Cover and Earth Surface

Project Label: PCAP

Project Name: CYS 2011

Plot No.: 3405

Page: 1 of 1



**COVER BY STRATA** (% estimate using midpoints of ex. 3 & 13.8%)

Strata	Height Range	Total Cover (%)
Tre <sup>e</sup>	5 - >	58
Shrub	1 - 5	0
Herb	0 - 1	98
Floating*	-	0
(Aquatic)**	-	0

Gravel/Cobble*	0	Litter	0
Boulders**	0	Duff (Fern + Humus)	0
Bedrock	0	Bryophytes/Lichen	0
* Gravel/Cobble = 1/16 to 10 in		Water	0
** Boulder = > 10 in		Barren Soil	0
*** > 8 cm in diameter		Road/Trail	20
**** < 5 cm in diameter		Other	0

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

**MICROTOPOGRAPHIC FEATURE COUNTS - Intensive modules only**

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

Slope 1 = slight elevation 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 (Golf Course Flat)

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

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

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

no. of tufts	no. of hummocks	no. macro depressions	c.w.d.	c.w.d.	c.w.d.	microhab.	microhab.
depth 3		(2-12 cm)	(1-240 cm)	>40 cm interspersed			
depth 2		depth 1	depth 1	depth 1	SLOPE		
1x1m		10x10m	10x10m	10x10m	10x10m		
mod#	corner (count)	(count)	(count)	(count)	(count)	(count)	(count)
1	0	0	0	0	1	1	1
2	0	0	0	0	1	0	0
3	0	0	0	1	0	1	0
4	0	0	1	0	0	1	0

NOTE: tussock and hummocks are counted in BOTH nested quad corner, but counts are aggregated.

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

c.w.d. = coarse wavy debris

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

TRAIL INFORMATION: If trail fails in plot record type and cover for each			
Type	%Cover		
<input type="checkbox"/> All Purpose			
<input type="checkbox"/> Bridge			
<input type="checkbox"/> Hiking sanctioned			
<input checked="" type="checkbox"/> Boat unsanctioned	20		
<input type="checkbox"/> Gravel			
<input type="checkbox"/> Deer			

Module	N	S	E	W
1	32	0	41	38
2	72	1	64	23
3	48	8	11	42
4	2	0	18	7

**CROWN COVER DENSIMETER**: Make 4 readings per module facing N, S, E, W. Place 4 dots per grid square.

Module	N	S	E	W
1	32	0	41	38
2	72	1	64	23
3	48	8	11	42
4	2	0	18	7

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

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

At aspect	N	E	W	TSI**
				LFI is angle of plot to the horizon. TSI is angles formed by local slopes. For TSI measure angle from recorder eye to eye of person standing ~10 m away.

\* Landform Index (site microtopographic shape)

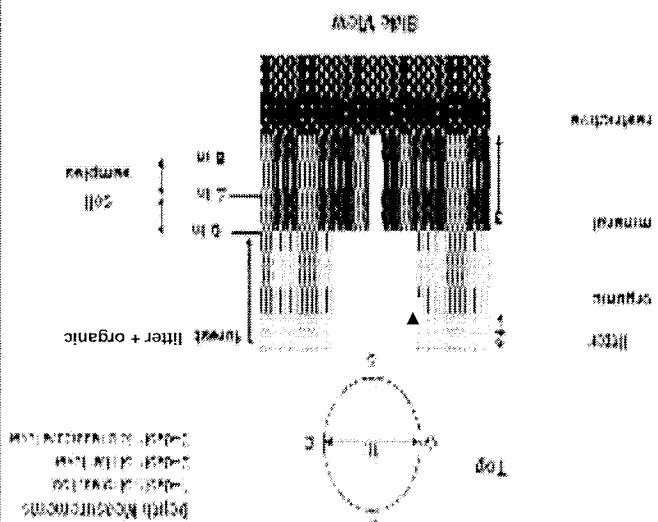
\*\* Terrain Shape Index (site microtopographic shape)

GENERAL FORM		STRATA		COVER BY STRATA	
TREE (generally > 5 m)	Shrub (generally 0.5 to 5 m)	epiphyte)	Tree (sapling), shrub, liana, epiphyte)	Herb (Field)	Floating
Wetland Sandstone Member	Lake Formation	Submerged	Aquatic (submerged)	Submerged	Aquatic (submerged)
Dwarf Sandstone Member	Black Island Formation				
numerous named members					
Black Island Sandstone Member					
numerous unnamed members					
MISSISSIPPIAN					
Sandstone Shale	Canyon Formation				
Sandstone Shale					
Berea Sandstone					
Baldord Shale					
Chagrin Member	Ohio Shale				
UPPER DEVONIAN					
Huron Member					

FIGURE 2-30—Generalized section of Upper Devonian Limestone Units, showing lateral facies changes from the Lower Pennsylvanian to the Mississippian. See Figures 2-1 through 2-3 for detailed descriptions of rock types.

This figure illustrates the lateral facies changes across the Ohio River area. The section shows the transition from the Lower Pennsylvanian to the Mississippian. Key features include:

- Lower Pennsylvanian:** Features the "Lower Pennsylvanian Facies Change" at the base, followed by the "Lower Pennsylvanian to Mississippian Facies Change".
- Upper Pennsylvanian:** Shows the "Upper Pennsylvanian Facies Change" and includes the "Huron Member" and "Chagrin Member".
- Mississippian:** Shows the "Mississippian Facies Change" and includes the "Ohio Shale", "Baldord Shale", "Berea Sandstone", and "Chagrin Member".
- Devonian:** Shows the "Upper Devonian Facies Change" and includes the "Huron Member".



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

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

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

Project label: PCAP Project Name: O'SC 2011

Plot No.: 3405

Page: 1 of 1

**SOIL PIT DESCRIPTION:** Excavate 20 cm

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

Soil pit module #: 4 (one per entire plot)

5 cm	matrix color	10YR 3/3
	mottle color	—
%/mottle	—	
oxid roots	Y	(N)
texture*	—	
redox features**	Y	(N)
hydr. cond.***	I S M	(D)

20 cm  
matrix color 10YR 3/3

mottle color —

%/mottle —

oxid roots

Y

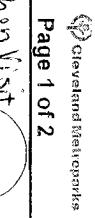
(N)

texture\*

—



# CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

 Cleveland Metroparks  
Page 1 of 2

<b>GENERAL INFORMATION</b>		<b>LOCATION</b>	<b>Restricted Area</b>																
<b>Project Label:</b>	PCAP																		
<b>Project Name:</b>																			
<b>Plot Name:</b>																			
<b>Plot No.:</b>																			
<b>Date (mm/dd/yyyy):</b>	/ /																		
<b>End date (if &gt; 1 day):</b>	/ /																		
<b>Party</b>	<b>Role**</b>																		
	<b>Plot leader</b>																		
<small>** Roles: Co-leader, Asst., Guide, Owner, Taxonomist, etc.</small>																			
<b>PLOT NOT SAMPLED:</b> <ul style="list-style-type: none"> <li><input type="checkbox"/> Other</li> <li><input type="checkbox"/> Perm. water</li> <li><input type="checkbox"/> Paved</li> <li><input type="checkbox"/> Slope</li> <li><input type="checkbox"/> Safety</li> </ul>																			
<b>SAMPLING QUALITY*</b> <table border="1" style="float: left; margin-right: 10px;"> <tr> <td colspan="2" style="text-align: center;">subjective evaluation of how much effort put into sampling. Hurried plots may still provide good data</td> </tr> </table> <p style="margin-left: 10px;">+ -</p>				subjective evaluation of how much effort put into sampling. Hurried plots may still provide good data															
subjective evaluation of how much effort put into sampling. Hurried plots may still provide good data																			
<b>TAXONOMIC ACCURACY</b> <table border="1" style="float: left; margin-right: 10px;"> <tr> <td>high</td> <td>modera.</td> <td>low</td> <td>not samp!</td> </tr> <tr> <td>vascul.</td> <td></td> <td>n/a</td> <td></td> </tr> <tr> <td>bryo</td> <td></td> <td></td> <td></td> </tr> <tr> <td>lichen</td> <td></td> <td></td> <td></td> </tr> </table>				high	modera.	low	not samp!	vascul.		n/a		bryo				lichen			
high	modera.	low	not samp!																
vascul.		n/a																	
bryo																			
lichen																			
<b>Plot size for cover data:</b> _____ (hectares)																			
<small>□ Stems not sampled on this plot □ Stems absent</small>																			
<small>□ Stems present <b>Plot size stems:</b> _____ (ha)</small>																			
<b>Depth:</b> (1-5):																			
<b>Intensive modules:</b> 2, 3, 8, 9 (EDIT IF MODIFIED)																			
<b>Camera No.:</b> _____																			
<b>Photo Nos.:</b> _____																			
Minimum required fields in Bold and Underlined																			
<small>*Definitions and values in CM PCAP FOM v. 1.0 and CVS Field Guide</small>																			
<b>OVER</b>																			

# CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

(C) Cleveland Metroparks

Project Label: PCAP Project Name: \_\_\_\_\_

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

Page 2 of 2

CLASSIFICATION	STAND SIZE	DISTURBANCES
(FIT = excellent, good, fair, poor; CONF = high, med, low)  <b>Hydrogeomorphic class (WETLANDS ONLY):</b>	Fit=_____ Conf=_____	<input type="checkbox"/> > 1,000 x plot size <input type="checkbox"/> Natural <input type="checkbox"/> Fire <input type="checkbox"/> Cut <input type="checkbox"/> Animal <input type="checkbox"/> Other  <small>**L=low, M=med, H=med high, VH=high, VH=very high</small>

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

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

FOREST  swamp forest  bog forest  forest steep

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

EMERGENT  marsh  wet meadow  open bog

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

SHRUB  shrub swamp  tall sh. bog  tall sh. fen

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

MODIFIED NATURESERVE CLASS\*

CODE (on separate form):

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

COMMUNITY NAME:

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

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

## JRM B-1: BUFFER SAMPLE PLOTS (cont)

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

Site ID: PCAPSC 3405

DATE: 07/28/2011

Location:  AA Center  N  S  E  W

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

## Buffer Natural Cover Strata

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

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

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

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

Residential and Urban Stressors				Hydrology Stressors				Agricultural & Rural Stressors							
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	
Road - gravel	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Ditches, Channelization	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Pasture/Hay	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	
Road - two lane	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Range	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	
Road - four lane	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Water Level Control Structure	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Row Crops	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	
Parking Lot/Pavement	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Excavation, Dredging	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Fallow Field (RECENT-RESTING ROW CROP FIELD)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	
Golf Course	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Fill/Spoil Banks	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	
Lawn/Park	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Nursery	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	
Suburban Residential	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Soil Loss/Roof Exposure	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Dairy	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	
Urban/Multifamily	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Wall/Riprap	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Orchard	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	
Landfill	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Inlets, Outlets	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Confined Animal Feeding	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	
Dumping	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Rural Residential	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	
Trash	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Impervious surface input (SHEETFLOW)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Gravel Pit	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	
Other:	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Other:	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Irrigation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	
Other:	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Other:	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Other:	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Forest Clear Cut	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Herbicide Use	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>
Gas Wells	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Forest Selective Cut	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Mowing/Shrub Cutting	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>
Mine (surface)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Tree Plantation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Trails	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>
Mine (underground)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Tree Canopy Herbivory (INSECT)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Soil Compaction (ANIMAL OR HUMAN)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>
Military	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Shrub Layer Browsed (WILD OR DOMESTIC)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Offroad vehicle damage	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>
Other:	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Highly Grazed Grasses (OVERALL <3" HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>
Other:	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Recently Burned Forest Canopy	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Other:	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>
Other:	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Recently Burned Grassland (BLACKENED)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			<input type="radio"/>	Other:	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" 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

Flag

### Comments

Use Decimal Degrees; NAD83

917.46 Longitude West 81 436111

91746

Longitude West 81° 43' 6" 91° 46'

Location of coordinates (choose one):  AA CENTER  N3  S3  E3  W3  NEAREST PRACTICABLE LOCATION (Flag and comment below)

THE BUFFER PLOT 3 CAN NOT BE ACCESSED TAKE THE COORDINATES AT THE NEAREST PRACTICABLE LOCATION ALONG THE TRANSPECT THIS IS IMPORTANT BECAUSE ALL BUFFER PLOTS ARE CENTERED ON THE BUFFER TRANSPECTS AND THE COORDINATES WILL MEDIATE THE LOCATION OF THE TRANSPECT FILL IN THE "NEAREST PRACTICABLE LOCATION" BUFFER PLOT 3 AS POSSIBLE OR AT THE CENTER OF THE LAST ACCESSIBLE BUFFER PLOT

PL0T COORDINATES

• Contains a filled data bubble indicating presence and an unfilled bubble indicating absence by filling in this bubble

Site ID: RAPSC3465 Date: 07/28/2011

## JRM B-1: BUFFER SAMPLE PLOTS (cont)

Reviewed by (initial):

Site ID: PCAPSC3405

DATE: 07/28/2011

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

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

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)											
Revise/used by (initials) _____											
Site ID: PCAPSC3405											
DATE: 01/28/2011											
• Confirm a filled data bubble indicates presence and an unfilled bubble indicates absence by filling in this bubble											
Fill bubble if present - Plot 1 2 3 Flag Fill bubble if present - Plot 1 2 3 Flag											
Eurasian Watermilfoil	<input type="checkbox"/>	<input type="checkbox"/>	Purple Loosestrife	<input type="checkbox"/>	<input type="checkbox"/>	Johnson Grass	<input type="checkbox"/>	<input type="checkbox"/>	Kudzu	<input type="checkbox"/>	<input type="checkbox"/>
Water Hyacinth	<input type="checkbox"/>	<input type="checkbox"/>	Japanese Knotweed	<input type="checkbox"/>	<input type="checkbox"/>	Millettia Rose	<input checked="" type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
Yellow Floating Heart	<input type="checkbox"/>	<input type="checkbox"/>	Perennial Pepperweed	<input type="checkbox"/>	<input type="checkbox"/>	Gomphium Blackberry	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>
Giant Salvinia	<input type="checkbox"/>	<input type="checkbox"/>	Giant Reed	<input type="checkbox"/>	<input type="checkbox"/>	Tamansk	<input type="checkbox"/>	<input type="checkbox"/>	Cheatgrass	<input type="checkbox"/>	<input type="checkbox"/>
Poison Hemlock	<input type="checkbox"/>	<input type="checkbox"/>	Mile-A-Minute Weed	<input type="checkbox"/>	<input type="checkbox"/>	Reed Canary Grass	<input type="checkbox"/>	<input type="checkbox"/>	Other	<input type="checkbox"/>	<input type="checkbox"/>
Birdsfoot Trefoil	<input type="checkbox"/>	<input type="checkbox"/>	Common Reed	<input type="checkbox"/>	<input type="checkbox"/>	Common Glasswort	<input type="checkbox"/>	<input type="checkbox"/>	Leary Sprague	<input type="checkbox"/>	<input type="checkbox"/>
Canadian Thistle	<input type="checkbox"/>	<input type="checkbox"/>	Common Glasswort	<input type="checkbox"/>	<input type="checkbox"/>	Other	<input type="checkbox"/>	<input type="checkbox"/>	Other	<input type="checkbox"/>	<input type="checkbox"/>
Provide GPS coordinates at the center of the Buffer Plot (#3) at the far end of each Buffer transect and for the Buffer Plot at the AA CENTER. Indicate the location of the plot coordinates by filling in the appropriate bubble.											
Plots are centered on the Buffer transects and the coordinates will indicate the location of the transect. Fill in the nearest practicable location below. Will in the flag box, and describe where the Buffer transects 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.											
Plots are centered on the Buffer transects and the coordinates will indicate the location of the transect. Fill in the nearest practicable location below. This is important because all Buffer plots are centered on the Buffer transects at the nearest practicable location ALONG THE TRANSECT. This is 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 below. Will in the flag box, and describe where the Buffer transects 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.											
Locaton of coordinates (choose one) _____ Flag											
Use Decimal Degrees; NAD83											
Latitude North 41 41 644 Longitude West 81 43 606											
Comments _____											
Flag											
AA CENTER <input type="checkbox"/> N3 <input type="checkbox"/> S3 <input type="checkbox"/> E3 <input type="checkbox"/> W3 <input type="checkbox"/> Nearest Practicable location (flag and comment below)											

## JRM B-1: BUFFER SAMPLE PLOTS

cont)

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

Site ID: PCAP SC 3405

DATE: 07 / 26 / 2011

Location:

 AA Center     N     S     E     W

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

 Plot 1     Plot 2     Plot 3

## Buffer Natural Cover Strata

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

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

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

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

Residential and Urban Stressors				Hydrology Stressors				Agricultural & Rural Stressors							
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	
Road - gravel	<input type="radio"/>	<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 type="radio"/>	<input type="radio"/>		
Mine (surface)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tree Plantation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Trails	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Mine (underground)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tree Canopy Herbivory (INSECT)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil Compaction (ANIMAL OR HUMAN)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Military	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Shrub Layer/Browsed (WILD OR DOMESTIC)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Offroad vehicle damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Highly Grazed Grasses (OVERALL >3' HIGH)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Forest Canopy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Grassland (BLACKENED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		

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

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

2428168304



## JRM B-1: BUFFER SAMPLE PLOTS

Reviewed by (initial):

Site ID: PCAP SC 3405

DATE: 07/26/2011

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 C Plot 3

1

## Buffer Natural Cover Strata

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

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

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

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

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

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	0	0	0		Forest Clear Cut	0	0	0		Herbicide Use	0	0	0		
Gas Wells	0	0	0		Forest Selective Cut	0	0	0		Mowing/Shrub Cutting	0	0	0		
Mine (surface)	0	0	0		Tree Plantation	0	0	0		Trails	0	0	0		
Mine (underground)	0	0	0		Tree Canopy Herbivory (INSECT)	0	0	0		Soil Compaction (ANIMAL OR HUMAN)	0	0	0		
Military	0	0	0		Shrub Layer Browsed (WILD OR DOMESTIC)	0	0	0		Offroad vehicle damage	0	0	0		
Other: _____	0	0	0		Highly Grazed Grasses (OVERALL <3" HIGH)	0	0	0		Soil erosion (FROM WIND, WATER, OR OVERUSE)	0	0	0		
Other: _____	0	0	0		Recently Burned Forest Canopy	0	0	0		Other: _____	0	0	0		
Other: _____	0	0	0		Recently Burned Grassland (BLACKENED)	0	0	0		Other: _____	0	0	0		

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

2428168304

PLOT COORDINATES												
Flag			Flag			Flag			Flag			
Fill bubble if present - Plot 1	2	3	Purple loosestrife	2	3	Knotweed	2	3	Kudzu	2	3	
Eurasian Watermilfoil	<input type="checkbox"/>	<input type="checkbox"/>	Johnson Grass	<input type="checkbox"/>	<input type="checkbox"/>	Multiflora Rose	<input type="checkbox"/>	<input type="checkbox"/>	Gomphocarpus Fruticosus	<input type="checkbox"/>	<input type="checkbox"/>	
Yellow Flowering Heart	<input type="checkbox"/>	<input type="checkbox"/>	Japanese Knotweed	<input type="checkbox"/>	<input type="checkbox"/>	Himalayan Blackberry	<input type="checkbox"/>	<input type="checkbox"/>	Giant Hogweed	<input type="checkbox"/>	<input type="checkbox"/>	
Giant Slender	<input type="checkbox"/>	<input type="checkbox"/>	Perennial Pepperweed	<input type="checkbox"/>	<input type="checkbox"/>	Tamansk	<input type="checkbox"/>	<input type="checkbox"/>	Red Clover	<input type="checkbox"/>	<input type="checkbox"/>	
Garlic Mustard	<input type="checkbox"/>	<input type="checkbox"/>	Giant Reed	<input type="checkbox"/>	<input type="checkbox"/>	Mile-A-Minute Vine	<input type="checkbox"/>	<input type="checkbox"/>	Common Glassywing	<input type="checkbox"/>	<input type="checkbox"/>	
Poison Hemlock	<input type="checkbox"/>	<input type="checkbox"/>	Chenopodium	<input type="checkbox"/>	<input type="checkbox"/>	Weed	<input type="checkbox"/>	<input type="checkbox"/>	Common Milkweed	<input type="checkbox"/>	<input type="checkbox"/>	
Bridgfoot Trefoil	<input type="checkbox"/>	<input type="checkbox"/>	Common Reed	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	Common Milkweed	<input type="checkbox"/>	<input type="checkbox"/>	
Canadian Thistle	<input type="checkbox"/>	<input type="checkbox"/>	Leary Sprig	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	Common Milkweed	<input type="checkbox"/>	<input type="checkbox"/>	
Latitude North	41 41 66 2			Longitude West			8 43 6 97			Use Decimal Degrees: NAD83		
Flag	Comments											
1 Plot 3 fails off property. 2 Took point near house pasture fence.												

Locality of coordinates (choose one):

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

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

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

Plots are centred on the Buffer transects and the coordinates will indicate the location of the transect. Fill in the "nearest practicable location" bubble. Fill in the flag box and describe where the coordinates were taken and why in the comment section below. The coordinates of the nearest practicable location can be either placed as close to the centre of Plot 3 as possible or at the centre of the last accessible Buffer Plot.

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

Site ID: CAP 5C 3405    DATE: 07/26/2011    Received by (initials):

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

## JRM B-1: BUFFER SAMPLE PLOTS

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

Site ID: PCAPSC3405

DATE: 07/26/2011

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

## Buffer Natural Cover Strata

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

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

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

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

Residential and Urban Stressors				Hydrology Stressors				Agricultural & Rural Stressors				Flag
Fill bubble if present - Plot	1	2	3	Fill bubble if present - Plot	1	2	3	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Ditches, Channelization	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Pasture/Hay	<input checked="" 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								Flag
Fill bubble if present - Plot	1	2	3	Fill bubble if present - Plot	1	2	3	Fill bubble if present - Plot	1	2	3	Flag
Oil Drilling	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Forest Clear Cut	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Herbicide Use	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Gas Wells	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Forest Selective Cut	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Mowing/Shrub Cutting	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	
Mine (surface)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Tree Plantation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Trails	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Mine (underground)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Tree Canopy Herbivory (INSECT)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Soil Compaction (ANIMAL OR HUMAN)	<input checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" 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 checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Highly Grazed Grasses (OVERALL <3" HIGH)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Recently Burned Forest Canopy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Recently Burned Grassland (BLACKENED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

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

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

2428168304

FORM B-1: BUFFER SAMPLE PLOTS - TARGETED ALIEN SPECIES (Back)											
<input checked="" type="checkbox"/> Continue a filled data bubble indicates presence and an unfilled bubble indicates absence by filling in this bubble											
Site ID: CAPSC3405      Date: 07/26/2011											
<small>Reviewed by (initials): _____</small>											
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    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"/> Knotweed <input type="radio"/> <input type="radio"/> <input type="radio"/> Kudzu Yellow Flowering Heart <input type="radio"/> <input type="radio"/> <input type="radio"/> Japanese Knotweed <input type="radio"/> <input type="radio"/> <input type="radio"/> Multiflora Rose <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> Perennial Pepperweed Water Hyacinth <input type="radio"/> <input type="radio"/> <input type="radio"/> Knotweed <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"/> Himalayan Blackberry Poison Hemlock <input type="radio"/> <input type="radio"/> <input type="radio"/> Cheatgrass <input type="radio"/> <input type="radio"/> <input type="radio"/> Lambsquarters <input type="radio"/> <input type="radio"/> <input type="radio"/> Milk-A-Minute Weeds <input type="radio"/> <input type="radio"/> <input type="radio"/> Reed Canary Grass <input type="radio"/> <input type="radio"/> <input type="radio"/> Other Birdfoot Trefoil <input type="radio"/> <input type="radio"/> <input type="radio"/> Common Reed <input type="radio"/> <input type="radio"/> <input type="radio"/> Other Canada Thistle <input type="radio"/> <input type="radio"/> <input type="radio"/> Leafy Spurge <input type="radio"/> <input type="radio"/> <input type="radio"/> Other											
Provide GPS coordinates at the center of the Buffer Plot (#3) at the rear 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): AACENTER <input type="radio"/> N3 <input type="radio"/> S3 <input type="radio"/> E3 <input type="radio"/> W3 <input type="radio"/> Nearest practicable location (flag and comment below)											
Latitude North    41    41    6    5    0      Longitude West    81    43    4    6    5    0      Use Decimal Degrees; NAD83											
Flag											
Comments											
Buffer Sample Points - Targeted Alien Species 05/27/2011 7966623548											