

CLEVELAND METROPARKS Plant Community Assessment Program: Quality Control Form

Project Label:

PCAP

Plot No:

1248

Date Sampled:

6-17-12

Lead:

Eysenbach

LWH 7/20/12



Comment required if item answer is NO

Parking/Access outside of Park Boundaries:	Y	<input checked="" type="radio"/> N	If yes, write details in Comments section below
Field journals completed	Y	<input type="radio"/> N	
Site sketch made on 1:3000 map?	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Check cover page	<input checked="" type="radio"/> Y	<input type="radio"/> N	
X-axis Bearing of plot recorded	<input checked="" type="radio"/> Y	<input type="radio"/> N	
GPS coords. Recorded	<input checked="" type="radio"/> Y	<input type="radio"/> N	
North direction recorded	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Photographs taken?	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Plot No., Date agreement on all pages?	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Header data completed all pages?	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Cover classes recorded in all Intensive modules	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Browse Level By Species	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Woody stem quality control check	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Invasive plant quality control check	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Ash trees mapped	<input type="radio"/> Y	<input type="radio"/> N	N/A
Cover by Strata? (confirm cover type)	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Soil samples collected with matching plot #	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Vouchers labeled on datasheet with initials and number	Y	N	N/A
Vouchers labeled on collection bag	Y	N	N/A
Pink flags removed	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Data sheet QA before leaving site?	<input checked="" type="radio"/> Y	<input type="radio"/> N	
Common equipment returned to tub.	Y	N	
Data sheets scanned?	<input checked="" type="radio"/> Y	<input type="radio"/> N	Enter date to left 7/23/12
Final data sheets scanned?	<input type="radio"/> Y	<input type="radio"/> N	Enter date to left
Buffer Widths measured?	<input checked="" type="radio"/> Y	<input type="radio"/> N	REL 6-29-12
Web Soil Survey	<input checked="" type="radio"/> Y	<input type="radio"/> N	AJY 7-19-2012
Voucher Location	Refrigerator	Y	N
(# vouchers collected)	Press (#)		Enter number to left
None	Drier	Y	N
	Identified	Y	N
	Mounted	Y	N
	Thrown away	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:

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CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

GENERAL INFORMATION	
Project Label:	PCAP
Project Name:	ONC2012
Plot Name:	Becky Keane
Plot No.:	12418
<input type="checkbox"/> Level 4 (no nested corners sampled) <input checked="" type="checkbox"/> Level 5 (nested corners sampled)	
Date (mm/dd/yyyy):	7/16/2012
End date (if > 1 day):	7/17/2012
Party:	Role**
S. I. Scharbach	Plot leader
L. H. Scharbach	Woods/soils
J. P. Scharbach	Woods/soils
** Roles: Co-leader, Asst. Guide, Owner, Taxonomist, etc.	
PLOT NOT SAMPLED: <input type="checkbox"/> Other <input type="checkbox"/> Perm. water <input type="checkbox"/> Paved <input type="checkbox"/> Slope <input type="checkbox"/> Safety	
SAMPLING QUALITY*	
Effort Level:	subjective evaluation of how much effort put into sampling. Hurried plots may still provide good data
<input checked="" type="checkbox"/> Very thorough	
<input type="checkbox"/> Accurate	
<input type="checkbox"/> Hurried	
TAXONOMIC ACCURACY	
high	modera.
low	not simpl
vascul.	n/a
bryo	
lichen	
TAXONOMIC STANDARD	
Authority:	G&C Pub Date: 1998

LOCATION	
State:	OH
County:	Cuy
Quadrangle:	Mayfield Heights
Local Place Name:	Buttermilk Falls
Landowner:	CM
Data Confidentiality:	<input checked="" type="checkbox"/> Public data <input type="checkbox"/> Private Data <input type="checkbox"/> Fuzz 100m <input type="checkbox"/> Fuzz 250m <input type="checkbox"/> Fuzz 500m
Reason:	
If data not public why?	
Source of coordinates:	<input type="checkbox"/> MAP <input checked="" type="checkbox"/> GPS
Coordinate system:	Coord. Units
Lat/Long <input type="checkbox"/> UTM <input type="checkbox"/> StatePlane	deg <input type="checkbox"/> deg min
Other (specify)	m <input type="checkbox"/> ft <input type="checkbox"/>
Datum:	NAD83/WGS84 <input type="checkbox"/> NAD27
GPS location in plot x=0 to 5, y=-1,0,+1:	
x = 0 y = 0 (base of plot x=0, y=0)	
Latitude:	41.56488
Longitude:	-81.42982
Coord. Accuracy:	m <input type="checkbox"/> ft 100%+-
GPS File Name:	12418A
Plot size for cover data:	0.1 (hectares)
X-axis Bearing of plot:	257°
Depth: (1-5):	4
Intensive modules:	2, 3, 8, 9 (EDIT IF MODIFIED)
Camera No.:	2
Photo Nos.:	02-1826
Plot placement:	<input checked="" type="checkbox"/> GRTS <input type="checkbox"/> Representative <input type="checkbox"/> Random <input type="checkbox"/> Stratified Random <input type="checkbox"/> Transect component <input type="checkbox"/> Systematic grid <input type="checkbox"/> Capture specific feature <input type="checkbox"/> Other

Diagram ☒ Plot origin ☒ GPS location ☐ photo taken, with direction ☐ location of permanent posts

Key: (O) point (X) point

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

Layout: 2x5

Location: 20m from gravel pull-off between Brille trail and Hiking trail near Buttermilk Falls

Senic overlook

Rationale: GRTS

Veg. Char: Canopy - *Fagus grandifolia*, *Acer saccharum*

Shrub: *Fagus grandifolia*, *Acer saccharum*

Herb: *Fagus grandifolia*, *Smilax latifolia*, *Thelypteris noveboracensis*, *Anemone*

Trifolium

We can see Ox Lane from plot

Minimum required fields in Bold and Underlined

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

OVER

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

Page 1 of 1

Project Label: _____

PCAP

Project name: 01NC202

Plot no.: 1248

Total modules: 10

Intensive modules: 4

Plot configuration: 2x5

Plot area (ha): 0.1



Cleveland Metroparks

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

Strata - Cov. entire plot

T	S	H	(F)(A)	Br	Species	c	Voucher #	Estimate for each intensive module:				%unvegetated open water				%unveg. ground (bare soil)				%unveg. litter (bare litter)			
								mod	corner	mod	corner	mod	corner	mod	corner	mod	corner	mod	corner	mod	corner	mod	corner
9	7	2		6	Fagus grandifolia			2	4	2	2	3	4	3	2	8	4	8	2	9	4	9	2
4	1			6	Lindera benzoin			1	2														
	2				Acer sp. (seedling)					2	2												
	2				Smilax rotundifolia					2	2	1	2										
	2				Crataegus sp.																		
6					Acer saccharum																		
	2				Moss sp.																		
	2				Arisaema triphyllum ssp. triphyllum																		
	2				Toxicus sp. (seedling)																		
	1				Podophyllum peltatum																		
	2				Thelypodium novaeboracensis																		
	2				Dryopteris carthusiana																		
	1				Epistegia virginiana																		

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet



Project Label: PCAP

Project Name: OINC 2012

Plot No.: 1248

Page: 1 of 2

Explain subsample (additional room on back):

mod #	species	c	voucher#	# stems 0-1.4m browsed	% sub or super sample	# shrub clumps	size class (cm) woody stems >1.4m	1 0-1	2 1-2.5	3 2.5-4.5	4 5-10	5 10-15	6 15-20	7 20-25	8 25-30	9 30-35	10 35-40	11 >40 (record each tree)
1	Fagus grandifolia									44.9, 76.0
1	standing dead																	
2	standing dead																	
2	Fagus grandifolia									68.5
2	Lindera benzoin																	
2	Smilax rotundifolia			..														
3	standing dead																	10.8 (rightly split) degraded in split
3	Fagus grandifolia									
3	Smilax rotundifolia			.														
4	Fagus grandifolia									33.7, 51.6, 59.7
5	Fagus grandifolia									
5	standing dead																	
6	Fagus grandifolia									70.5
6	standing dead																	
6	Lindera benzoin			.														
6	Smilax rotundifolia			.														
7	Lindera benzoin			..														
7	Fagus grandifolia													
7	standing dead																	
8	standing dead																	
8	Fagus grandifolia													
8	Lindera benzoin																	
9	Fagus grandifolia													65.4
9	standing dead																	

Glenn and Marjorie

Doc: 4
of 5

[illegible]

Project Label: PCAP

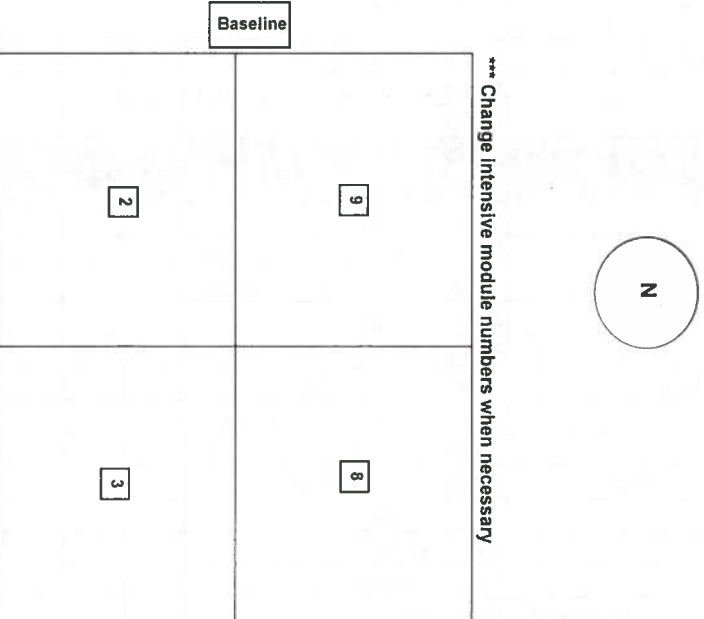
Project Name: ONE 2012

Pilot No.: 1248

Date: 6-17-2012

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

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



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

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

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

Soil pit module # 3 (one per entire plot)

5 cm	matrix color	<u>2.5Y 2.5/1</u>
	moist color	<u>N/A</u>
	%moist	<u>0</u>
	oxid roots	<u>Y</u> <u>(N)</u>
	texture*	<u>1</u>
	redox features**	<u>Y</u> <u>(N)</u>
	hydr. cond. ***	<u>I S M (D)</u>
20 cm	matrix color	<u>10YR 5/4</u>
	moist color	<u>N/A</u>
	%moist	<u>0</u>
	oxid roots	<u>(Y)</u> <u>N</u>
	texture*	<u>2</u>
	redox features**	<u>(Y)</u> <u>N</u>
	hydro. cond. ***	<u>I S M (D)</u>

no evidence of earthworms

Soil Collection Method	Horizon (A, B, C)
<u>2,3,8,9</u> composited	<u>A</u>
Soil Series	<u>Hirtwanga silt loam</u>
Soil Series Type	<u>Hirtwanga silt loam</u>
Soil Series Source	<u>Ohio Soil Survey</u>
Landform type	<u>Lake plains</u>
Depth to root layer	<u>30 to 40 inches to lithic bedrock</u>
Parent Material	<u>Till</u>
<input type="checkbox"/> Excessively dr. <input type="checkbox"/> Somewhat excessively dr. <input type="checkbox"/> Well drained <input type="checkbox"/> Moderately well dr. <input checked="" type="checkbox"/> Somewhat poorly dr. <input type="checkbox"/> Very poorly dr. <input type="checkbox"/> Impermeable surface	

ASY 7-19-2012

SOIL DEPTH MEASUREMENT: Measure to the nearest 0.1 cm in center of intensive modules. If >30.5 cm, record as >30			
mod#	1 liter+ organic depth (cm)	2 liter depth (cm)	water depth soil sat depth (cm)
<u>2</u>	<u>2.3-2.5</u>	<u>2.3-2.6</u>	<u>0</u>
<u>3</u>	<u>3.5</u>	<u>8.3</u>	<u>0</u>
<u>8</u>	<u>5.5</u>	<u>5.0</u>	<u>0</u>
<u>9</u>	<u>3.5</u>	<u>2.5</u>	<u>0</u>

EARTH SURFACE & GROUND COVER			
Underlying Earth Surface*		Ground Cover	
(Sum = 100%)	percent	(Each ≤ 100%)	percent
Histonol	<u>0</u>	Coarse Woody Debris***	<u>5</u>
Mineral Soil	<u>100</u>	Fine Woody Debris****	<u>3</u>
Gravel-Cobble*	<u>0</u>	Litter	<u>98</u>
Boulder**	<u>0</u>	Duff (Ferm. + Humus)	<u>98</u>
Bedrock	<u>0</u>	Bryophyte-Lichen	<u>2</u>
Gravel-Cobble = 1/16-10"		Water	<u>2</u>
**Boulder = > 10 in		Bare Soil	<u>2</u>
*** > 5 cm in diameter		Road/Trail	<u>0</u>
**** < 5 cm in diameter		Other	<u>0</u>

COVER BY STRATA		
Strata	Height Range (m)	Total Cover (%)
Tree	<u>7.5</u>	<u>93</u>
Shrub	<u>1.5-5</u>	<u>23</u>
Herb	<u><1.5</u>	<u>3</u>
(Floating)*	-	
(Aquatic)*	-	

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

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

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

No trails

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

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial):

Site ID: PCAP NC 1248DATE: 07/17/2012

Location:

☐ AA Center
 ☐ N
 ☐ S
 ☐ E
 ☒ W

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

☐ Plot 1

 ☐ Plot 2

 ☐ Plot 3

Buffer Natural Cover Strata

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

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

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

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

Residential and Urban Stressors					Hydrology Stressors					Agricultural & Rural Stressors				
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Ditches, Channelization	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Pasture/Hay	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Road - two lane	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Range	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Road - four lane	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Water Level Control Structure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Row Crops	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Parking Lot/Pavement	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Excavation, Dredging	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Fallow Field (RECENT-RESTING ROW CROP FIELD)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Golf Course	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Fill/Spoil Banks	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Lawn/Park	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Nursery	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Suburban Residential	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil Loss/Root Exposure	<input type="radio"/>	<input checked="" 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 checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>		Offroad vehicle damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Highly Grazed Grasses (OVERALL <3' HIGH)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Forest Canopy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Grassland (BLACKENED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

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

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

Buffer Sample Plots 05/27/2011

2428168304

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP NC 1248DATE: 07/17/2012

Location:

☐ AA Center
 ☐ N
 ☒ S
 ☐ E
 ☐ W

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

☐ Plot 1

 ☐ Plot 2

 ☐ Plot 3

Buffer Natural Cover Strata

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

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

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

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

Residential and Urban Stressors					Hydrology Stressors					Agricultural & Rural Stressors				
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="radio"/>	<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 checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" type="radio"/>		Offroad vehicle damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Highly Grazed Grasses (OVERALL <3' HIGH)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Forest Canopy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Grassland (BLACKENED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

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

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

Buffer Sample Plots 05/27/2011

2428168304

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP NIC 1248DATE: 07/17/2012

Location:

☐ AA Center
 ☐ N
 ☐ S
 ☒ E
 ☐ W

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

☐ Plot 1

 ☐ Plot 2

 ☐ Plot 3

Buffer Natural Cover Strata

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

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

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

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

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

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

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

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

2428168304

Buffer Sample Plots 05/27/2011

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP NC 1248DATE: 07/16/2012

Location:

☐ AA Center
 ☒ N
 ☐ S
 ☐ E
 ☐ W

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

☐ Plot 1

 ☐ Plot 2

 ☐ Plot 3

Buffer Natural Cover Strata

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

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

Buffer Plot 1	Canopy Type: <input checked="" type="radio"/> D <input type="radio"/> E	Absent: <input type="radio"/>	Leaf Type: <input checked="" type="radio"/> B <input type="radio"/> N	Flag	Buffer Plot 2	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	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
Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>		
Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>		
Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input checked="" 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 type="radio"/> 1 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>		
Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>		
Herbs, Forbs and Grasses	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Herbs, Forbs and Grasses	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Herbs, Forbs and Grasses	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>		
Bare ground	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Bare ground	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>			Bare ground	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/>		
Litter, duff	<input type="radio"/> 0 <input 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 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"/>			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"/>	<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"/>	2	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 checked="" type="radio"/>	1
Mine (underground)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Tree Canopy Herbivory (INSECT)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil Compaction (ANIMAL OR HUMAN)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Military	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Shrub Layer Browsed (WILD OR DOMESTIC)	<input checked="" type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>		Offroad vehicle damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Highly Grazed Grasses (OVERALL <3" HIGH)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Forest Canopy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Grassland (BLACKENED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

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

2428168304

Buffer Sample Plots 05/27/2011

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID:

PCAP NE 1248

DATE:

07/16/2012

Location:

● AA Center ○ N ○ S ○ E ○ W

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

○ Plot 1 ○ Plot 2 ○ Plot 3

Buffer Natural Cover Strata

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

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

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

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

Residential and Urban Stressors					Hydrology Stressors					Agricultural & Rural Stressors				
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="radio"/>	<input type="radio"/>	<input 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 checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>		Offroad vehicle damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Highly Grazed Grasses (OVERALL <3" HIGH)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Forest Canopy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Grassland (BLACKENED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

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

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

Buffer Sample Plots 05/27/2011

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