

CLEVELAND METROPARKS Plant Community Assessment Program: Quality Control Form



NZ 7/25/12

Project Label:

PCAP

Plot No:

1250

Date Sampled:

7/23/12

Lead:

Eysenbach

Comment required if item answer is NO

Parking/Access outside of Park Boundaries:	<input checked="" type="radio"/> Y	N	If yes, write details in Comments section below
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	<input checked="" type="radio"/> Y	N	
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?	7/25/12		Enter date to left NZ
Final data sheets scanned?			Enter date to left
Buffer Widths measured?	<input checked="" type="radio"/> Y	N	KEL 6-29-12
Web Soil Survey	<input checked="" type="radio"/> Y	N	TK 7-27-12
Voucher Location	Refrigerator	Y	N
(# vouchers collected)	Press (#)		Enter number to left
567-564	Drier	Y	N
	Identified	<input checked="" type="radio"/> 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. parking lot, road)
	<input type="checkbox"/> Unsafe to sample (i.e. steep slope)
	<input type="checkbox"/> Other

Additional Comments:

Park at the RTA Park + Ride parking lot
Plot is 200 to the southwest

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

GENERAL INFORMATION																					
Project Label:	PCAP																				
Project Name:	01MS2012																				
Plot Name:	Poison Ivy less than 1																				
Plot No.:	1250																				
<input type="checkbox"/> Level 4 (no nested corners sampled) <input checked="" type="checkbox"/> Level 5 (nested corners sampled)																					
Date (mm/dd/yyyy):	7/23/2012																				
End date (if > 1 day):	/ /																				
Party:	Role**																				
J. Eysenbach	Plot leader																				
A. Young	Asst																				
M. Balth	Asst																				
** 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: <input checked="" type="checkbox"/> Very thorough <input type="checkbox"/> Accurate <input type="checkbox"/> Hurried																					
subjective evaluation of how much effort put into sampling. Hurried plots may still provide good data																					
TAXONOMIC ACCURACY <table border="1"> <tr> <td>highly</td> <td>modera.</td> <td>low</td> <td>not simpl</td> </tr> <tr> <td>✓</td> <td></td> <td></td> <td>n/a</td> </tr> <tr> <td>vascul.</td> <td></td> <td></td> <td></td> </tr> <tr> <td>bry'o</td> <td></td> <td>✓</td> <td></td> </tr> <tr> <td>lichen</td> <td></td> <td></td> <td>✓</td> </tr> </table>		highly	modera.	low	not simpl	✓			n/a	vascul.				bry'o		✓		lichen			✓
highly	modera.	low	not simpl																		
✓			n/a																		
vascul.																					
bry'o		✓																			
lichen			✓																		
TAXONOMIC STANDARD Authority: G&C Pub Date: 1998																					

LOCATION	
State:	OH County: Cuyahoga
Quadrangle:	Berea
Local Place Names:	Poav Rd + RTA parking lot
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:	<input checked="" type="checkbox"/> Coord. Units
Lat/Long	<input type="checkbox"/> UTM <input checked="" type="checkbox"/> StatePlane <input type="checkbox"/> deg <input type="checkbox"/> deg min
Other (specify)	<input type="checkbox"/> m <input type="checkbox"/> ft <input type="checkbox"/>
Datum:	<input checked="" type="checkbox"/> NAD83/WGS84 <input type="checkbox"/> NAD27
GPS location in plot x=0 to 5, y=-1,0,+1):	
x = 0 y = 0 (base of plot x=0, y=0)	
Latitude:	41.33799
Longitude:	81.82852
Coord. Accuracy:	✓ m <input type="checkbox"/> ft +- 1.6
GPS File Name:	1260
Plot size for cover data:	0.04 (hectares)
X-axis Bearing of plot:	194°
Depth: (1-5):	4
Intensive modules:	2, 3, 8, 9 (EDIT IF MODIFIED)
Camera No.:	2
Photo Nos.:	C2-1972
Plot placement:	<input checked="" type="checkbox"/> PLOTS <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	

SEE 11-5-12 moved corners

Diagram Key:
 Plot origin (0,0) point
 GPS location point
 photo taken with direction
 location of permanent pos

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: 1x4
 Avoid Cattail marsh

Location: Park at RTA Park Rd. Plot is across drive approx 200m near the cattail marsh

Rationale: LOTS of fall in transition from Cattail marsh to upland P+ definitely out of Cattail marsh

Veg Char: Canopy: Ash, Elm
 Shrub: Buckthorn, Bush honeysuckle
 Herb: Pae, Glycyrrhiza, Poison Ivy

Minimum required fields in Bold and Underlined

OVER

CLEVELAND METROPARKS Plant Community Assessment Program Species Cover Data Sheet

Project Label:

Project name: 01ms 2017

Plot no : 1750

Page 3 of 3

Total modules:

Intensive modules: 4

Plot configuration: 1 x 41

Plot area (ha): 24

~~Visual est. % open water entire site:~~

Visual est. %unwed, only entire site

Visual est %invasive	%allire site
1	1
2	2
3	3
4	4
5	5
6	6
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10	10
11	11
12	12
13	13
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97	97
98	98
99	99
100	100



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

[illegible]

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: OIM52012

Plot No.: 1240

Page: 1 of 1



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 2.5-5	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	Rhus glabra			11	25%	23												
1	Lonicera Maackii			11														
1	Ulmus americana																	
1	Toxicodendron radicans																	
1	Fraxinus pennsylvanica																	
1	Standing dead																	53.8
2	Rhus glabra			11	50%	11												
2	Standing dead																	
2	Cataegus sp.																	
2	Lonicera Maackii			11														
2	Fraxinus pennsylvanica			11														
2	Quercus ulmifera																	
2	Toxicodendron radicans																	
2	Toxicodendron radicans																	
3	Fraxinus pennsylvanica			11														
3	Standing dead																	
3	Toxicodendron radicans																	
3	Lonicera Maackii			11														
3	Rhus glabra			17	25%	23												
4	Fraxinus pennsylvanica			11														
4	Standing dead																	
4	Toxicodendron radicans																	
4	Rosa multiflora			11														
4	Rhus glabra			32	50%	21												

see
10-5+1
and
half
dot
DNF

Project Label: PCAP

Project Name: Q1M52012

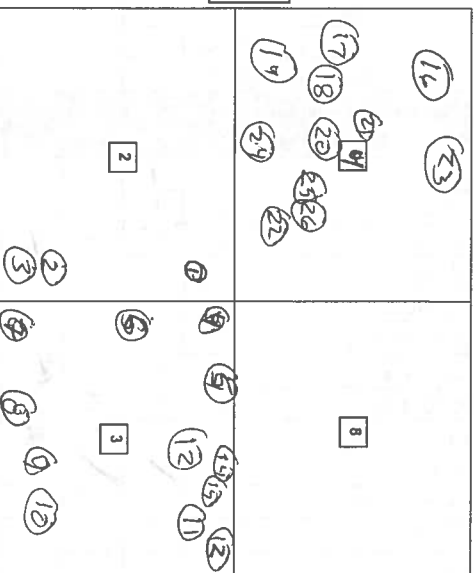
Plot No.: 1250

Date: 7/23/12

Tree ID	Species	Dead	c	Voucher #	DBH (cm)	HL DBH	Ash condition	Dead condition	# Exit holes	Epicormic present	Woodpecker holes
1	Fraxinus pennsylvanica				9.6		2	0	0	0	0
2	Fraxinus pennsylvanica				11.3		2	0	0	1	0
3	Fraxinus pennsylvanica				16.2		2	0	0	1	0
4	Fraxinus pennsylvanica				13.1		2	0	0	1	0
5	Fraxinus pennsylvanica				15.1		2	0	0	1	0
6	Fraxinus pennsylvanica				20.1		3	0	0	0	0
7	Fraxinus pennsylvanica				22.9		3	0	0	1	0
8	Fraxinus pennsylvanica				12.1		3	0	0	1	0
9	Fraxinus pennsylvanica				18.2		4	0	0	1	0
10	Fraxinus pennsylvanica				10.8		4	0	0	1	0
11	Fraxinus pennsylvanica				17.0		3	0	0	0	0
12	Fraxinus pennsylvanica				21.2		2	0	0	0	0
13	Fraxinus pennsylvanica				12.0		2	0	0	0	0
14	Fraxinus pennsylvanica				10.9		4	0	0	1	0
15	Fraxinus pennsylvanica				15.4		3	0	0	1	0
16	Fraxinus pennsylvanica				10.6		2	0	0	0	0
17	Fraxinus pennsylvanica				16.3		3	0	0	1	0
18	Fraxinus pennsylvanica				13.2		4	0	0	1	0
19	Fraxinus pennsylvanica				13.9		3	0	0	0	0
20	Fraxinus pennsylvanica				14.3		3	0	0	1	0
21	Fraxinus pennsylvanica				13.1		3	0	0	1	0
22	Fraxinus pennsylvanica				10.1		4	0	0	1	0
23	Fraxinus pennsylvanica				13.1		2	0	0	1	0
24	Fraxinus pennsylvanica				10.1		2	0	0	0	0
25	Fraxinus pennsylvanica				14.2		2	0	0	1	0

Fraxinus pennsylvanica
 * 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)

Baseline



*** Change intensive module numbers when necessary

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

1X4



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

Soil pit module # 2 (one per entire plot)

6 cm	matrix color	10YR 4/2
	mottle color	Ø
	%mottle	Ø
	oxid roots	Ø Y (N)
	texture*	1
	redox features**	Y (N)
	hydr. cond ***	1 S M (D)
20 cm	matrix color	10YR 4/2
	mottle color	Ø
	%mottle	Ø
	oxid roots	Y (N)
	texture*	2
	redox features**	Y (N)
	hydr. cond ***	1 S M (D)

* refer to texture classes on reverse side
** e.g. hydrogen sulfide odor, gleying, etc.
*** Circle one:
I=undisturbed S=saturated M=moist D=dry
Notes: include evidence of earthworms (worms, castings, middens)

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 Collection Module	Horizon (A, B, C)	A
2,3,8,9	compacted	
Soil Series Type:	Sh, Sebring silty loam	
Soil Series Source:	Ohio Soil Survey	
Landform type:	Drainage ways	
Depth to rest layer	20-40 inches	
Parent Material	Residuum from shale	
<input type="checkbox"/> Excessively dr. <input type="checkbox"/> Somewhat excessively dr. <input type="checkbox"/> Well drained <input type="checkbox"/> Moderately well dr. <input type="checkbox"/> Somewhat poorly dr. <input type="checkbox"/> Very poorly dr. <input type="checkbox"/> Impermeable surface		

TK 7-22-12

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 (cm)	depth sat soil (cm)
1	0.25	0.25	Ø	Ø 78.5
2	1.2	1.2	Ø	Ø 73.0 NE
3	1.4	1.4	Ø	Ø 73.6 8-10-12
4	0.8	0.8	Ø	Ø 73.6

EARTH SURFACE & GROUND COVER			
Underlying Earth Surface*	percent	Ground Cover	percent
(Sum = 100%)		(Each ≤ 100%)	
Histosol	Ø	Coarse Woody Debris***	3
Mineral Soil	100	Fine Woody Debris****	3
Gravel-Cobble*	Ø	Litter	5
Boulder**	Ø	Duff (Ferm + Humus)	Ø
Bedrock	Ø	Bryophyte-Lichen	3
* Gravel-Cobble = 1/16-10"		Water	Ø
** Boulder = > 10 in		Bare Soil	25
*** > 5 cm in diameter		Rock/Trail	Ø
**** < 5 cm in diameter		Other	Ø

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"/> Hiking unsanctioned	
<input type="checkbox"/> Gravel	
<input type="checkbox"/> Deer	

No trails

COVER BY STRATA
estimate using midpoints of 5, ex: 3, 8, 13 %

Strata	Height Range (m)	Total Cover (%)
Tree	7-5	68
Shrub	0.5-5	78
Herb	< -5	93
(Floating)*	-	
(Aquatic)*	-	

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

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

STAND SIZE	
<input type="checkbox"/> > 600 x plot size	
<input type="checkbox"/> > 100 x plot size	
<input type="checkbox"/> 10-100 x plot size	
<input type="checkbox"/> 3-10 x plot size	
<input checked="" type="checkbox"/> 1.3 x plot size	
<input type="checkbox"/> < plot size	

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

Module #	C?	Corner	Corner

CLASSIFICATION

(FT = excellent, F = fair and Confidence)

Hydrogeomorphic class (WETLANDS ONLY):

<input type="checkbox"/> DEPRESSION	Fit=	Conf=
<input type="checkbox"/> IMPOUNDMENT <input type="checkbox"/> Beaver <input type="checkbox"/> Human	Fit=	Conf=
<input checked="" type="checkbox"/> RIVERINE <input type="checkbox"/> Headwater <input checked="" type="checkbox"/> Mainstem <input type="checkbox"/> Channel	Fit=	Conf=
<input type="checkbox"/> SLOPE (ground water hydrology or on a physical slope)	Fit=	Conf=
<input type="checkbox"/> FRINGING <input type="checkbox"/> Reservoir <input type="checkbox"/> Natural Lake	Fit=	Conf=
<input type="checkbox"/> COASTAL (specify subclass)	Fit=	Conf=
<input type="checkbox"/> BOC (strongly, moderately, weakly ombrotrophic)	Fit=	Conf=

Ohio EPA VIB-E Plant Community Class (WETLANDS ONLY):

<input checked="" type="checkbox"/> FOREST <input type="checkbox"/> Swamp forest <input type="checkbox"/> bog forest <input type="checkbox"/> forest seep	Fit=	Conf=
<input type="checkbox"/> EMERGENT <input type="checkbox"/> marsh <input type="checkbox"/> wet meadow <input type="checkbox"/> open bog	Fit=	Conf=
<input type="checkbox"/> SHRUB <input type="checkbox"/> shrub swamp <input type="checkbox"/> tall sh. bog <input type="checkbox"/> tall sh. fen	Fit=	Conf=

MICROTOPOGRAPHIC FEATURE COUNTS - intensive modules only

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

Slope 1 = slight elevational grade across module (m)

Slope 2 = falls on slope -20°

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

- 0 feature is absent or functionally absent from the wetland
- 3 feature is present in the wetland in very small amounts or if more common, of low quality
- 7 feature is present in moderate amounts, but not of highest quality, or in small amounts of highest quality
- 10 feature is present in moderate or greater amounts and of highest quality

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

mod#	corner	tussocks		hummocks		depressions		C.W.D.		microhab.		microhab.	
		depth 3 1x1m (count)	depth 2 3 16x3 16m (count)	depth 1 10x10m (count)	depth 1 10x10m (count)	depth 1 10x10m (count)	depth 1 10x10m (count)	depth 1 10x10m (count)	depth 1 10x10m (count)	depth 1 10x10m (rank)	depth 1 10x10m (rank)	SLOPE 10x10m (rank)	SLOPE 10x10m (rank)
1		0	0	0	0	0	0	0	0	2	2	0	0
2		0	0	0	0	0	0	0	0	2	2	0	0
3		0	0	0	0	0	0	0	0	2	2	0	0
4		0	0	0	0	0	0	12	0	2	2	0	0

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

MCNAB INDICES (degrees) + for up - for down

(FILLED OUT USING GIS PROGRAM - DO NOT FILL OUT IN FIELD)

AI aspect	N	S	E	W
+45 degrees				
+90 degrees				
+135 degrees				
+180 degrees				
+225 degrees				
+270 degrees				
+315 degrees				

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

CROWN COVER (DENSITOMETER) Make 4 readings per module facing N, S, E, W. Place dot count in corresponding space. (4 dots per grid square)

Module	N	S	E	W
1x	7	3	3	2
2x	66	17	42	20
3x	13	11	10	10
4x	12	15	10	17

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP MS 1250DATE: 07/23/2012

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

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

Residential and Urban Stressors					Hydrology Stressors					Agricultural & Rural Stressors				
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="radio"/>	<input type="radio"/>	<input 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

2428168304

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP MS 1250DATE: 07/23/2012

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

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

Residential and Urban Stressors					Hydrology Stressors					Agricultural & Rural Stressors				
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="radio"/>	<input type="radio"/>	<input 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 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: PCAPMS1250DATE: 11/7/2012

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

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

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

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

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

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

Buffer Sample Plots 05/27/2011

2428168304

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP MS 1250DATE: 07/23/2012

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 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 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 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 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 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 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 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 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 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 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 type="radio"/>	<input type="radio"/>	<input type="radio"/>		Offroad vehicle damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Highly Grazed Grasses (OVERALL <3' HIGH)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Forest Canopy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Recently Burned Grassland (BLACKENED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

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

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

Buffer Sample Plots 05/27/2011

2428168304

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAP MS250DATE: 07/23/2012

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

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 checked="" 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 checked="" 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 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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