

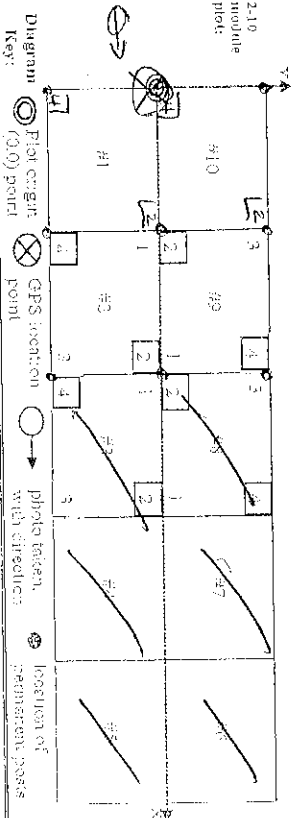
CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

GENERAL INFORMATION	
Project Label:	PCAP
Project Name:	01/1/2011
Plot Name:	HOT, HOT, HOT
Plot No.:	1133
Level 4 (no nested corners sampled)	<input type="checkbox"/>
Level 5 (nested corners sampled)	<input checked="" type="checkbox"/>
Date (mm/dd/yyyy):	06/30/2011
End date (if > 1 day):	/ /
Party:	Role: Plot leader
STOVER	STOVER
M. BRETT	M. BRETT
P. BARLOW	ASST
** Roles: Collector, Ass't, Guide, Observer, Taxonomist, etc.	
Plot NOT SAMPLED:	<input type="checkbox"/> Other
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. Hurred plots may still provide good data
<input checked="" type="checkbox"/> Very thorough	
<input type="checkbox"/> Accurate	
<input type="checkbox"/> Hurred	
TAXONOMIC ACCURACY	
high	moderate
low	not sample
vascular	1
bryo	1
lichen	1
TAXONOMIC STANDARD	
Authority:	G&C Pub Date: 1998

Minimum required fields in Bold and Underlined

LOCATION	
State:	OH
County:	MEDUSA
Quadrangle:	WEST RICHFIELD
Local Place Names:	RED WINDS PARK
Landowner:	CLE METRO
N-axis Bearing of plot:	288°
Data Confidentiality:	<input checked="" type="checkbox"/> Public data <input type="checkbox"/> Private Data
Check one:	<input checked="" 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
GPS location in plot (x=0 to 5, y=-1.0 to 1.0):	
x = 0 y = 0 (base of plot x=0, y=0)	
Coordinate system:	Coord. Units
<input checked="" type="checkbox"/> Lat/Long <input type="checkbox"/> UTM <input type="checkbox"/> StatePlane	<input checked="" type="checkbox"/> deg <input type="checkbox"/> deg min
<input type="checkbox"/> Other (specify):	<input type="checkbox"/> m <input type="checkbox"/> ft
Datum:	<input checked="" type="checkbox"/> NAD83/WGS84 <input type="checkbox"/> NAD27
Latitude:	41.21978
Longitude:	81.72224
Coord. Accuracy:	1 m <input type="checkbox"/> ft
GPS File Name:	1133A
Plot size for cover data:	0.04 (hectares)
<input type="checkbox"/> Stems not sampled on this plot <input type="checkbox"/> Stems absent	
<input checked="" type="checkbox"/> Stems present	Plot size stems: 0.04 ha
Depth: (1-5)	4
Intensive modules:	3, 8, 9, 12, 13, 14
Camera No.:	3
Photo Nos.:	C-3 0504

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



Plot placement: ☐ Representative ☒ GRTS ☐ Random ☐ Stratified Random

☐ Truss component ☐ Systematic (grid) ☐ Geom a specific feature ☐ Other

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

10x10 - 2x2

LOCATION - ca. 200 SW of Redwing Pond area. Plot is just W of mowed brush trail in field state is visible from trail.

NOTES - Agree with layout, original GRTS pt @ (0,0)

veg - Solidly continuous field. Trees and shrubs absent, herb layer dominated by composites, grasses mostly Poa spp., unusually high density of Juncus. Browse surprisingly low considering amount of Aster spp. present.

OVER

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet



Project Label: PCAP

Project Name: 4/4/2011

Plot No.: 1133

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CLASSIFICATION

(F1T = excellent, good, fair, poor; CONF = high, med, low)

Hydrogeomorphic class (WETLANDS ONLY):

DEPRESSION

F1T= Conf=

IMPOUNDMENT ☐ Beaver ☐ Human

F1T= Conf=

RIVERINE ☐ Headwater ☐ Mainstem ☐ Channel

F1T= Conf=

SLOPE (ground water hydrology or on a physical slope)

F1T= Conf=

FRINGING ☐ Reservoir ☐ Natural Lake

F1T= Conf=

COASTAL (specify subclass)

F1T= Conf=

BOG (strongly, moderately, weekly ombrotrophic)

F1T= Conf=

Ohio EPA VRI Plant Community Class (WETLANDS ONLY):

FOREST ☐ swamp forest ☐ bog forest ☐ forest seep

F1T= Conf=

EMERGENT ☐ marsh ☐ wet meadow ☐ open bog

F1T= Conf=

SHRUB ☐ shrub swamp ☐ tall sh. bog ☐ tall sh. fen

F1T= Conf=

MODIFIED NATURE RESERVE CLASS*

CODE (on separate form):

F1T= 5 Conf= 4

COMMUNITY NAME:

Old Field (<5 yrs)

HOMOGENEITY

Phytogeogenesis

☐ Compositional trend across the plot

☐ Conspicuous inclusions

☐ Irregular/pattern mosaic

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

STAND SIZE

☐ > 1,000 x plot size

☒ 100 x plot size

☐ 10-100 x plot size

☐ 3-10 x plot size

☐ 1-3 x plot size

☐ < plot size

DISTURBANCES

type* severity** yrs ago % of plot description

Human

Natural

Fire

Cut

Animal

Other

L

0

100

brush

Current Land Use: BARREN LAND

Former Land Use: UNKNOWN

HYDROLOGIC REGIME*

☒ Eupland (seldom flooded)

☐ Intermittently/seasonally saturated

☐ Brackish

☐ Fresh

☒ Upland (rare)

(by default unless plot is a wetland)

☐ Occasionally flooded (<1/yr)

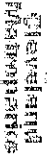
☐ Temporarily flooded

☐ Unknown

Page 1 of 2

Plot area (ha): 0.24

10

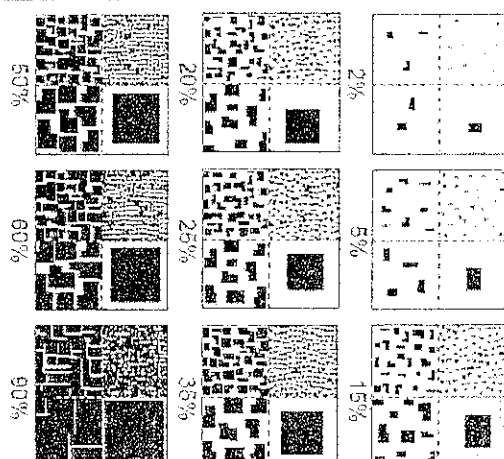


State - Gov. entire job:

[illegible][illegible]

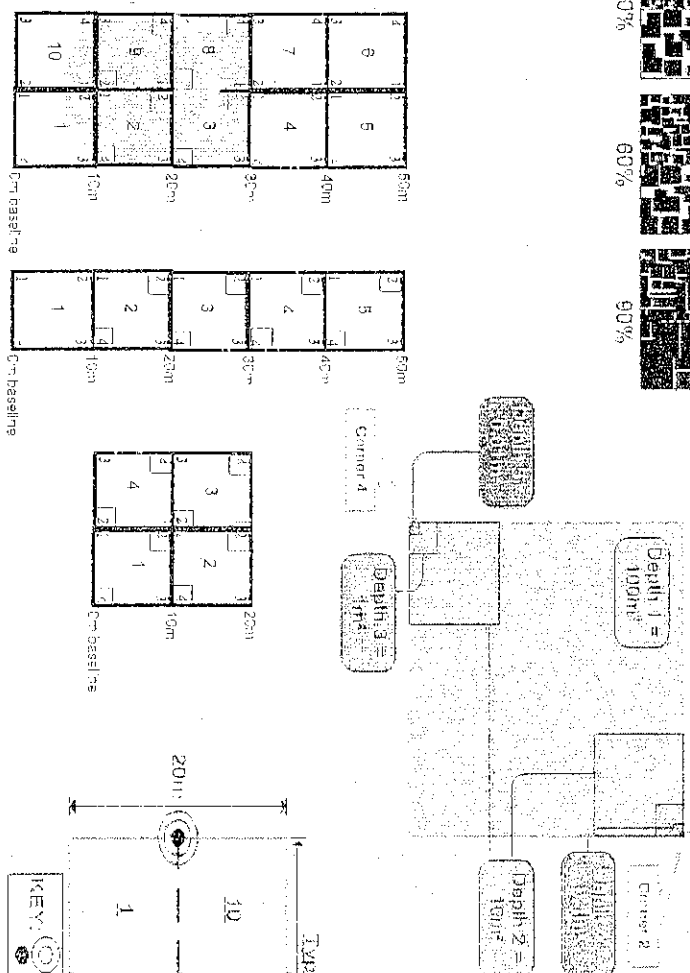
EXAMPLES OF PERCENT OF AREA COVERED

The following grid is a cell is used for various data elements to convey the amount of quantity. **NOTE:** within any given box, each individual cell represents the same size area covered, just different sized values.



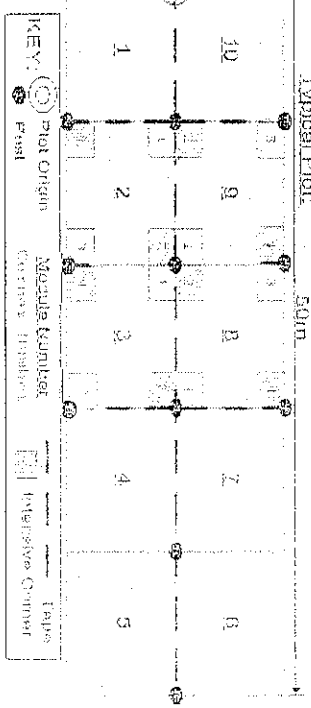
cover class	% cover	midpoint
1	solitary or few	0.0001
2	0-1%	0.005
3	1-2%	0.015
4	2-5%	0.035
5	5-10%	0.075
6	10-25%	0.175
7	25-50%	0.375
8	50-75%	0.625
9	75-95%	0.850
10	95-100%	0.975

Nested Corners



BROWSE RATING NARRATIVE DESCRIPTION

LOW OR NONE: there is no measurable browse line AND there are very few or no plants 1-m nested quadrat and intensive module. In general, low values relate to less than 10 percent, by numbers of stems browsed. **MEDIUM LOW** values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse areas. For example, tulipums may flower and fruit, but jewelweed and arrowwood viburnum exhibit browse. **MEDIUM:** browse affects greater than 10 percent and less than 25 percent of stems in the 1 m2 nested quadrat and intensive module. A browse line is usually not evident or obvious for all classes and species of vegetation, but careful examination may show preferential browse and/or browse lines for some species of plants. **MEDIUM HIGH** values include evidence of a browse line and 25 percent of stems browsed with very little vegetation regeneration evident. In this rating, for some species of plants, reproduction does not appear to occur or it is very severely limited. **HIGH:** greater than 25 percent of the stems of plants in the 1 m2 nested quadrat and intensive module AND a browse line is evident. **VERY HIGH** values include extensive browse conditions, where the browse line is very evident AND almost all seedlings and herbs are severely browsed or missing. Browse line may be 5 to 6 feet in height with no or little green growth beneath.



CLEVELAND METROPARKS Plant Community Assessment Program Species Cover Data Sheet

Page 2 of 2

Project Label: PCAP Project name: 61 H/ 2011 Plot no.: 1133

Total modules: Intensive modules: Plot configuration: Plot area (ha):

Visual est. % open water entire site: Visual est. % unveg. c.w. entire site: Visual est. % invasives entire site:

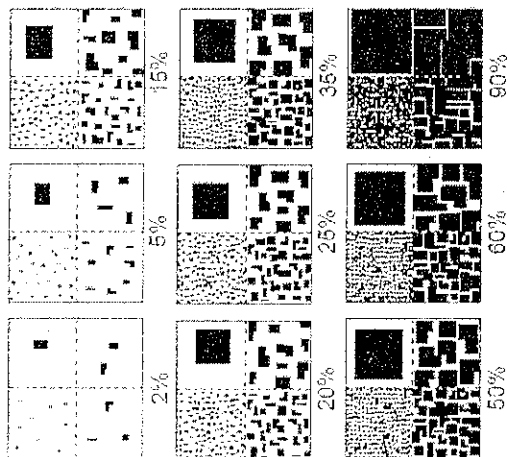


BR = Browse Level. Use cover classes to describe amount of browse per species over entire plot.

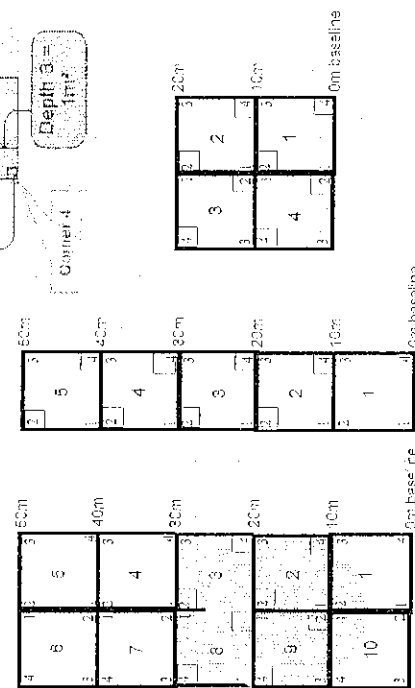
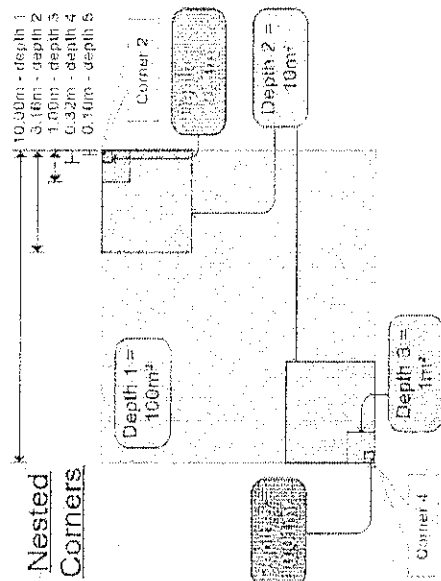
T	S	H	(F)	(A)	Br	Species	c	Voucher #	Estimate for each intensive module:																
									% open water	% unveg. c.w. (bare soil)	% unveg. (over bare litter)	mod	corner	mod	corner	mod	corner	mod	corner	mod	corner	mod	corner	mod	corner
2						<i>Agrostis perfoliata</i>			1			1	4	1	2	2	4	2	3	4	3	3	4	4	2
4						<i>Poa compressa</i>																			
2						<i>Geum canadense</i>																			
2						<i>Oxalis</i> sp.																			
2						<i>Acalypha rhomboides</i>																			
1						<i>Frangula alnus</i>																			
2						<i>Rudbeckia fulgida</i> (cv?)																			
2						<i>Horsetail gigantea</i>																			
2						<i>Rosa multiflora</i>																			
2						<i>Fraxinus</i> sp. (seedling)																			
1						<i>Lilium</i> sp.																			
1						<i>Ulmus</i> sp.																			
2						<i>Scirpus atrovirens</i>																			
2						<i>Echinochloa</i> sp.																			
1						<i>Lycopus americanus</i>																			
1						<i>Lobelia inflata</i> (detected)																			
1						<i>Potentilla norvegica</i>																			
1						<i>Festuca elatior</i>																			

EXAMPLES OF PERCENT OF AREA COVERED

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



cover class	% cover	midpoint
1	solitary or few	0.0001
2	0-1%	0.005
3	1-2%	0.015
4	2-5%	0.055
5	5-10%	0.075
6	10-25%	0.175
7	25-50%	0.375
8	50-75%	0.625
9	75-95%	0.850
10	95-100%	0.975



BROWSE RATING NARRATIVE DESCRIPTION

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

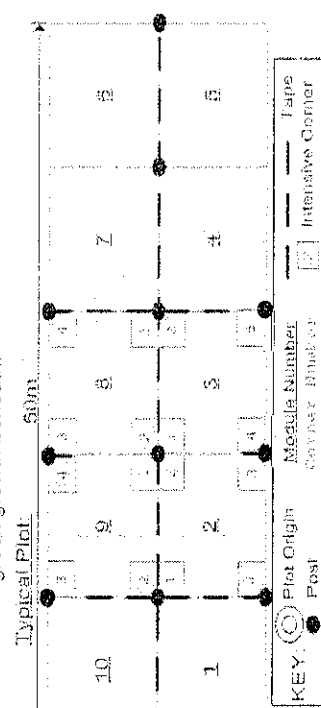
MEDIUM LOW values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse areas.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

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

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

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

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



Page: 1 of 1

[illegible][illegible]

ASH CANOPY BREAKUP CONDITION (for dead trees):
 (if an ash receives a score of 5 (dead) under canopy condition it must also receive a breakup condition rank as described below)

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

A

B

C

D

E

ASH CANOPY CONDITION

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

1

2

3

4

5

DBH Measurement Rules

1. Measure at a point free from buttresses, holes, or other irregularities in the trunk.
 2. Measure at a point free from bark irregularities, such as bark ridges or bark splits.
 3. Measure at a point free from any other irregularities in the trunk.
 4. Measure at a point free from any other irregularities in the trunk.
 5. Measure at a point free from any other irregularities in the trunk.
 6. Measure at a point free from any other irregularities in the trunk.
 7. Measure at a point free from any other irregularities in the trunk.
 8. Measure at a point free from any other irregularities in the trunk.
 9. Measure at a point free from any other irregularities in the trunk.
 10. Measure at a point free from any other irregularities in the trunk.

Woody Stem Deer Browse

Record the number of stems/plants between 0.5-1.0 meters tall that exhibit evidence of this year's deer browse

Record using the tally system from 1 to 10

1

2

3

4

5

6

7

8

9

10

CLEVELAND METROPARKS Plant Community Assessment Program: Invasive Species Survey


Tier 1: Early detection/ Rapid response		Presence				GPS	Presence X: yes
		NE	SE	SW	NW		
Microstegium vimineum	Japanese stiltgrass						
Ranunculus ficaria	Lesser Celandine						
Cynanchum louiseae (vine)	Black Swallow-wort						
Butomus umbellatus (wetland)	Flowering Rush						
Heracleum mantegazzianum	Giant Hogweed						
Tier 2: Assess as Needed		# of Plants				comments	# of Plants 1: 1-10 2: 11-50 3: 51-100 4: 101-1,000 5: >1,000
		NE	SE	SW	NW		
Acer platanoides	Norway Maple						
Ailanthus altissima	Tree of Heaven						
Lonicera japonica (vine)	Japanese Honeysuckle		24	24		See map for large patch	
Lythrum salicaria (wetland)	Purple Loosestrife						
Aegopodium podagraria (G-cover)	Bishop's Goutweed						
Celastrus orbiculatus (vine)	Asian Bittersweet						
Torilis sp.	Hedgeparsley						
Conium maculatum	Poison Hemlock						
Rhamnus cathartica	Common Buckthorn (shrub)						
Berberis thunbergii	Japanese Barberry (shrub)						
Alnus glutinosa	European Alder						
Dipsacus laciniatus	Cut-leaf Teasel						
Elacagnus umbellata	Autumn Olive (shrub)						
Lonicera maackii	Amur Honeysuckle (shrub)						
Euonymus fortunei	Wintercreeper						
Tier 3: Presence is of Interest		# of Plants				comments	# of Plants 1: 1-10 2: 11-50 3: 51-100 4: 101-1,000 5: >1,000
		NE	SE	SW	NW		
Convallaria majalis (G-cover)	Lily of the Valley						
Coronilla varia (G-cover)	Crown Vetch						
Eleutherococcus pentaphyllus	Five-leaf Aralia (shrub)						
Pachysandra terminalis (G-cover)	Japanese Pachysandra						
Philadelphus coronarius	Mock Orange (shrub)						
Pulmonaria officinalis (G-cover)	Lungwort						
Rubus phoenicolasius	Wineberry						
Iris pseudacorus (wetland)	Yellow Flag Iris						
Ornithogalum umbellatum	Star of Bethlehem						
Viburnum opulus var. opulus	European Cranberry (shrub)						
Viburnum plicatum	Doublefile Viburnum (shrub)						
Tier 4: Widespread and abundant		Presence				comments	Presence X: yes
		NE	SE	SW	NW		
Alliaria petiolata	Garlic Mustard	X					
Ligustrum vulgare	Common Privet (shrub)	X	X	X			
L. morrowii, L. tatarica	Bush Honeysuckles (shrub)	X	X	X			
Phalaris arundinacea	Reed Canarygrass						
Phragmites australis (wetland)	Phragmites						
Polygonum cuspidatum	Japanese Knotweed						
Frangula alnus	Glossy Buckthorn (shrub)				X		
Rosa multiflora	Multiflora Rose (shrub)	X	X	X	X		
Typha angustifolia, T. x. glauca	Cattails (wetland)						
Cirsium arvense	Canada thistle		X	X			
Dipsacus fullonum	Common Teasel			X			
Hesperis matronalis	Dame's Rocket						
Vinca minor (G-cover)	Periwinkle						

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

Project Label: PCAPProject Name: OH1201Plot No: 133Date: 06/30/11

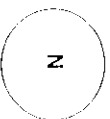
Module ID	Tree ID	Species	Dead	C	Voucher #	DBH (cm)	HT @ DBH	Ash condition	Dead condition	ASH ONLY		
										# Ext. holes	Epicormic present	Woodpecker holes
	1	No										
	2	ASH										
	3											
	4											
	5											
	6											
	7											
	8											
	9											
	10											
	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)

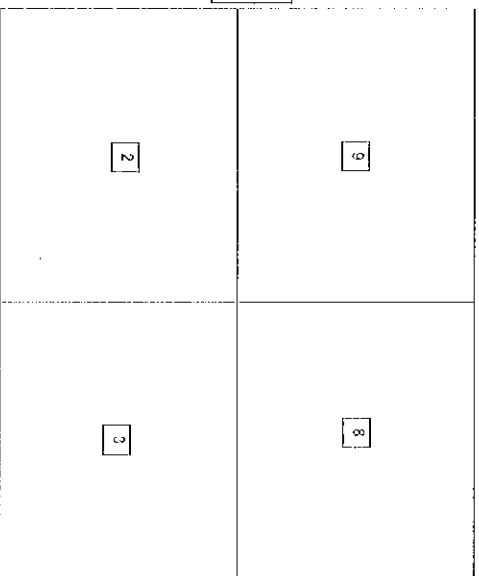
Count EAB exit holes 1.25m² x 21.5m

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

Page: 1 of 1

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

Slope 1 = slope dependent upon across module length **Slope 2** = fit to column 2-20
Slope 3 = "win" increments that can be only at 20-45

KONAB INDICES (degrees) + for up - for down			
FILLED OUT USING GIS PROGRAM - DO NOT FILL OUT IN FIELD			
	LFI*		TSI**
Alt. degrees	N		
-45 degrees	NE		
-57.5 degrees	E		
-65 degrees	SE		
-80.5 degrees	S		
-92.5 degrees	SW		
-107.5 degrees	W		
-121.5 degrees	NW		

* LFI is angle of declivity
 ** TSI is angle of dip
 * If terrain TSI is
 negative, formed
 by a concave
 part TSI
 is positive
 from bench
 level to one of
 the points, depending
 on the map

1. Location index location within landscape;
 2. Total Slope Index (also - for concave the slope)

Modelle	N	S	E	W
1	96	96	96	96
2	96	96	96	96
3	96	96	96	96
4	96	96	96	96

Manuscript Received: March 1, 2014; Accepted: May 20, 2014

COVER BY STRATA

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

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

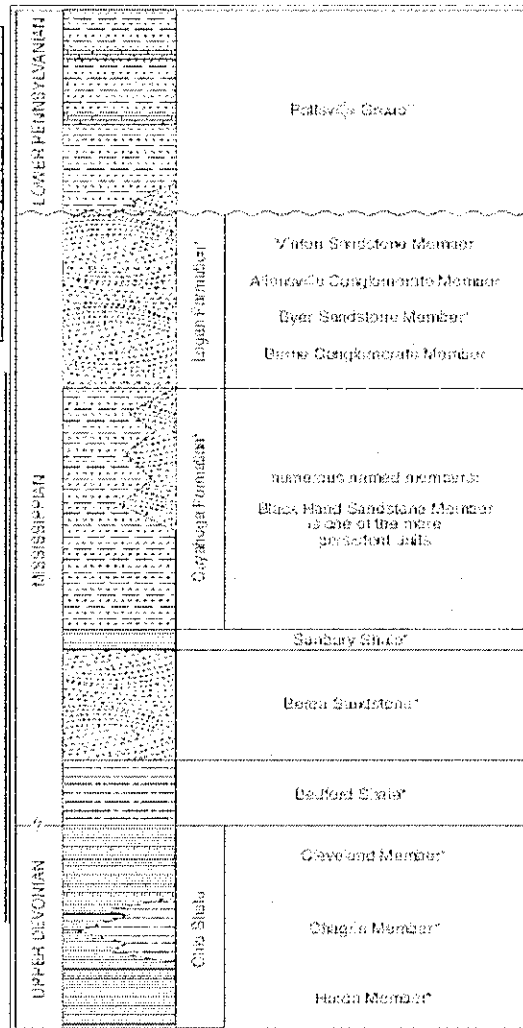
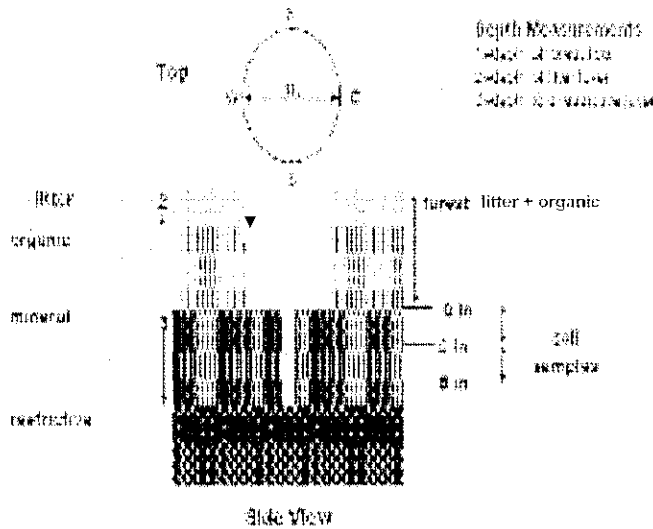
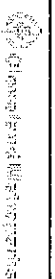


FIGURE 3-13.—Generalized section of Upper Devonian, Mississippian, and Lower Pennsylvanian formations in northeastern Ohio. Asterisks indicate parts that are fossiliferous. This composite section represents about 400 meters of rock exposed across the area. The section is not to scale, but the relative thicknesses indicated are proportional. The term "Lower" is used in the older literature to refer to Mississippian rocks in Ohio. Some geologists use the European term "Carboniferous," which encompasses the Mississippian and Pennsylvanian periods of the U.S. Many contacts have been named within the Cayuga Formation, but most units are local and cannot be traced over great distances. The Black Hand Member is a spectacular massive sandstone that is fairly widespread but discontinuous. See Hyde (1959), Harvey (1963), and Collins (1976) for more information on Mississippian rocks in Ohio. See figure 3-16 for explanation of rock types.



Project label: PCAP Project Name: CHZ01

Plot No.: 1132

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

Soil pit module # 1 (one per entire plot)

5 cm	matrix color	<u>10YR 4/3</u>
	moist color	<u>N₂O₂C</u>
	%mottle	<u>✓</u>
	oxid roots	<u>Y</u> <input checked="" type="checkbox"/> <u>Q</u>
	texture*	<u>1</u>
	redox features**	<u>Y</u> <input checked="" type="checkbox"/> <u>Q</u>
20 cm	hydr. cond ***	<u>1 S M</u> <input checked="" type="checkbox"/> <u>D</u>
	matrix color	<u>10YR 4/3</u>
	moist color	<u>N₂O₂C</u>
	%mottle	<u>✓</u>
	oxid roots	<u>Y</u> <input checked="" type="checkbox"/> <u>Q</u>
	texture*	<u>1</u>
	redox features**	<u>Y</u> <input checked="" type="checkbox"/> <u>Q</u>
	hydro. cond ***	<u>1 S M</u> <input checked="" type="checkbox"/> <u>D</u>

* refer to texture classes on reverse side
 ** e.g. hydrogen sulfide odor, greening, etc.
 *** Circle one
 1=undisturbed, S=saturated, M=moist, D=dry
 Notes: include evidence of earthworms (worms, castings, middens)
Earthworms found in mod 3

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)
<u>2,3,8,9</u> composted	<u>A</u>
<u>1,2,3,4</u> composted	<u>A</u>

Soil Description/notes:

Web Soil Survey Information:

Soil Series Type: Mahoning Silty loam

Soil Series Source: Ohio Soil Survey

Landform type: till plains

Parent Material: Till

DRAINAGE*

☐ Excessively drained

☐ Somewhat excessively

☐ Well drained

☐ Moderately well dr.

☒ Somewhat poorly dr.

☐ Poorly dr.

☐ Very poorly dr.

☐ Impermeable surface

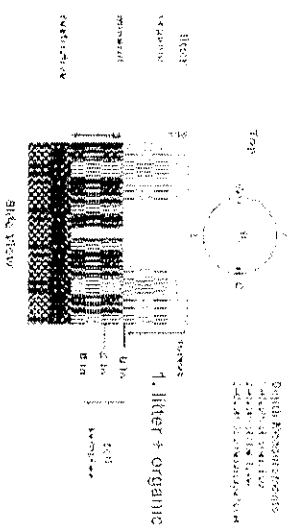
STANDING BIOMASS (required for emergent wetlands): collected in 0.1m clip plots (32x32 cm) from corners 1 and 3 in each intensive module. Required for VIBR-E score calculation. C7=check when collected

Module #	C7	Corner	Corner

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

module	1 liter ± organic depth (cm)	2 liter depth (cm)	3 restrict depth (cm)	water depth (cm)	sat soil depth (cm)
1	<u>Q</u>	<u>Q</u>	<u>7100</u>	<u>Q</u>	<u>>30</u>
2	<u>Q</u>	<u>Q</u>	<u>7100</u>	<u>Q</u>	<u>>30</u>
3	<u>Q</u>	<u>Q</u>	<u>7100</u>	<u>Q</u>	<u>>30</u>
4	<u>Q</u>	<u>Q</u>	<u>7100</u>	<u>Q</u>	<u>>30</u>

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

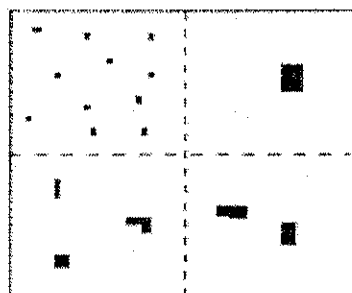


* 705TH 41VP
 depth meter
 7449 80"

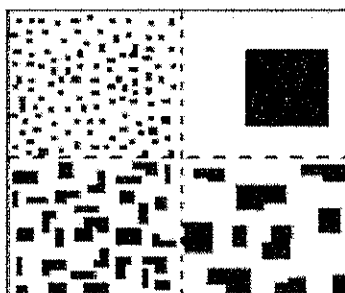
WSS 7/1/11 AM

PERCENT MOTTLES (USE CLASS CODES):

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



2%



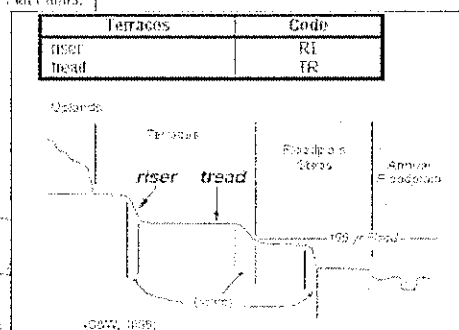
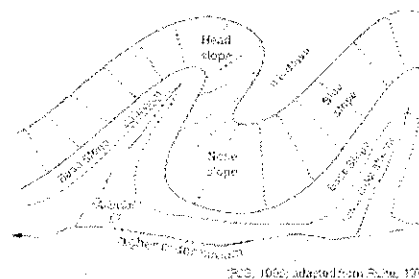
20%

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

- 0= Organic
- 1= Loamy
- 2= Clayey
- 3= Sandy
- 4= Coarse Sand
- 9= Not measured - make plot note

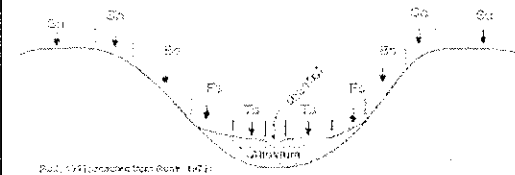
Geomorphic Component - Three-dimensional descriptors of parts of landforms or microfeatures that are best applied to areas. Unique descriptors are available for Hills, Terraces, Mountains, and Flat Plains; e.g., for Hills: *nose slope* or *NS*.

Hills	Code	NASIS
interfluvial	IF	IF
head slope	HS	HS
nose slope	NS	NS
side slope	SS	SS
base slope	BS	BS



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

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



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

UPLAND: Not a wetland. Very rarely flooded.

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

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

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

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

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

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

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

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

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP 1133 HJDATE: 06/30/2011

Location:

☐ AA Center
 ☐ N
 ☐ S
 ☐ E
 ☒ W

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

☐ Plot 1

 ☐ Plot 2

 ☐ Plot 3

Buffer Natural Cover Strata

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

Strata Section: Fill in appropriate cover class bubble for each strata type for each plot. 0 = Absent; 1 = Sparse (<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"/>	Flag	Buffer Plot 2	Canopy Type: <input type="radio"/> D <input type="radio"/> E	Absent: <input checked="" type="radio"/>	Flag	Buffer Plot 3	Canopy Type: <input type="radio"/> D <input type="radio"/> E	Absent: <input checked="" type="radio"/>	Flag
	Leaf Type: <input type="radio"/> B <input type="radio"/> N				Leaf Type: <input type="radio"/> B <input type="radio"/> N				Leaf Type: <input type="radio"/> B <input type="radio"/> N		
Big Trees (>0.3m DBH)	<input checked="" type="radio"/>	<input type="radio"/>		Big Trees (>0.3m DBH)	<input checked="" type="radio"/>	<input type="radio"/>		Big Trees (>0.3m DBH)	<input checked="" type="radio"/>	<input type="radio"/>	
Small Trees (<0.3m DBH)	<input checked="" type="radio"/>	<input type="radio"/>		Small Trees (<0.3m DBH)	<input checked="" type="radio"/>	<input type="radio"/>		Small Trees (<0.3m DBH)	<input checked="" type="radio"/>	<input type="radio"/>	
Woody Shrubs, Saplings (0.5m-5m HIGH)	<input checked="" type="radio"/>	<input type="radio"/>		Woody Shrubs, Saplings (0.5m-5m HIGH)	<input checked="" type="radio"/>	<input type="radio"/>		Woody Shrubs, Saplings (0.5m-5m HIGH)	<input checked="" type="radio"/>	<input type="radio"/>	
Woody Shrubs, Saplings (<0.5m HIGH)	<input checked="" type="radio"/>	<input type="radio"/>		Woody Shrubs, Saplings (<0.5m HIGH)	<input checked="" type="radio"/>	<input type="radio"/>		Woody Shrubs, Saplings (<0.5m HIGH)	<input checked="" type="radio"/>	<input type="radio"/>	
Herbs, Forbs and Grasses	<input type="radio"/>	<input checked="" type="radio"/>		Herbs, Forbs and Grasses	<input type="radio"/>	<input checked="" type="radio"/>		Herbs, Forbs and Grasses	<input type="radio"/>	<input checked="" type="radio"/>	
Bare ground	<input checked="" type="radio"/>	<input type="radio"/>		Bare ground	<input checked="" type="radio"/>	<input type="radio"/>		Bare ground	<input checked="" type="radio"/>	<input type="radio"/>	
Litter, duff	<input checked="" type="radio"/>	<input type="radio"/>		Litter, duff	<input checked="" type="radio"/>	<input type="radio"/>		Litter, duff	<input checked="" type="radio"/>	<input type="radio"/>	
Rock	<input checked="" type="radio"/>	<input type="radio"/>		Rock	<input checked="" type="radio"/>	<input type="radio"/>		Rock	<input checked="" type="radio"/>	<input type="radio"/>	
Water	<input checked="" type="radio"/>	<input type="radio"/>		Water	<input checked="" type="radio"/>	<input type="radio"/>		Water	<input checked="" type="radio"/>	<input type="radio"/>	
Submerged Vegetation	<input checked="" type="radio"/>	<input type="radio"/>		Submerged Vegetation	<input checked="" type="radio"/>	<input type="radio"/>		Submerged Vegetation	<input checked="" 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 ROWCROP FIELD)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Golf Course	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Fill/Spoil Banks	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Lawn/Park	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Nursery	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Suburban Residential	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Soil Loss/Root Exposure	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Dairy	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Urban/Multifamily	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Wall/Riprap	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Orchard	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Landfill	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Inlets, Outlets	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Confined Animal Feeding	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Dumping	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Rural Residential	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Trash	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Impervious surface input (SHEETFLOW)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Gravel Pit	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Irrigation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

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

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

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

2428168304

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

Reviewed by (initial):

Site ID: 9C00 113 H2

DATE: 06/30/2011

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

Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Eurasian Watermilloil					Purple Loosestrife					Johnson Grass				
Water hyacinth					Knotted					Kudzu				
Yellow Floating Heart					Japanese Knotweed					Mulberry Rose				
Giant Salvinia					Perennial Pepperweed					Common Buckhorn				
Garlic Mustard					Giant Reed					Himalayan Blackberry				
Poison Hemlock					Cheatgrass					Tamark				
Mile-A-Minute Weed					Reed Canary Grass					Other:				
Birdfoot Trefoil					Common Reed					Other:				
Canada Thistle					Leafy Spurge					Other:				
										Other:				

PLOT COORDINATES

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

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

Location of coordinates (choose one):

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

Flag

Latitude North 41.21486 Longitude West 81.72345

Use Decimal Degrees; NAD83

Flag

Comments

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial):

Site ID: PCAP 1133 HIDATE: 06/30/2011

Location:

☐ AA Center
 ☐ N
 ☒ S
 ☐ E
 ☐ W

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

☐ Plot 1

 ☐ Plot 2

 ☐ Plot 3

Buffer Natural Cover Strata

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

Strata Section: Fill in appropriate cover class bubble for each strata type for each plot. 0 = Absent; 1 = Sparse (<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 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"/>		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 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 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 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 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 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 (SHEET FLOW)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Gravel Pit	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Irrigation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		Other: _____	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

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

2428168304

Buffer Sample Plots 05/27/2011

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

Reviewed by (initial):

Site ID: PCAP 1133 HI

DATE: 06/30/2011

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

Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Eurasian Watermilloff					Purple Loosetife					Johnson Grass				
Water hyacinth					Kudzu									
Yellow Floating Heart					Japanese Knotweed					Multiflora Rose				
Giant Salvinia					Perennial Pepperweed					Common Buckhorn				
Garlic Mustard					Giant Reed					Himalayan Blackberry				
Poison Hemlock					Cheatgrass					Tamarisk				
Mile-A-Minute Weed					Reed Canary Grass					Other:				
Birdfoot Trefoil					Common Reed					Other:				
Canada Thistle					Leafy Spurge					Other:				

PLOT COORDINATES

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

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

Location of coordinates (choose one):

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

Flag

Latitude North 41.21870 Longitude West 81.72208

Use Decimal Degrees; NAD83

Flag

Comments

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial):

Site ID: PCAP 1133 HIDATE: 06/30/2011

Location:

☐ AA Center
 ☐ N
 ☐ S
 ☒ E
 ☐ W

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

☐ Plot 1

 ☐ Plot 2

 ☐ Plot 3

Buffer Natural Cover Strata

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

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

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

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				Forest Clear Cut	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Herbicide Use	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Gas Wells	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Forest Selective Cut	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Mowing/Shrub Cutting	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Mine (surface)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Tree Plantation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Traits	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Mine (underground)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Tree Canopy Herbivory (INSECT)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Soil Compaction (ANIMAL OR HUMAN)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Military	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Shrub Layer Browsed (WILD OR DOMESTIC)	<input checked="" type="radio"/> 0 <input checked="" type="radio"/> 1 <input checked="" type="radio"/> 2				Offroad vehicle damage	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Highly Grazed Grasses (OVERALL <3" HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Recently Burned Forest Canopy	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			
Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Recently Burned Grassland (BLACKENED)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2			

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

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

2428168304

Buffer Sample Plots 05/27/2011

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

Reviewed by (initial):

Site ID: 3CAF 1133 HT

DATE: 06/30/2011

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

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

PLOT COORDINATES

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

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

Location of coordinates (choose one):

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

Flag

Latitude North 41.21955 Longitude West 81.72095

Use Decimal Degrees; NAD83

Flag

Comments

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial):

Site ID: PCAR 1133 MI

DATE: 06/30/2011

Location:

☐ AA Center ☒ N ☐ S ☐ E ☐ W

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

☐ Plot 1 ☐ Plot 2 ☐ Plot 3

Buffer Natural Cover Strata

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

Strata Section: Fill in appropriate cover class bubble for each strata type for each plot. 0 = Absent; 1 = Sparse (<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"/> Absent	Flag	Buffer Plot 2	Canopy Type: <input type="radio"/> D <input type="radio"/> E	Absent: <input type="radio"/> Absent	Flag	Buffer Plot 3	Canopy Type: <input type="radio"/> D <input type="radio"/> E	Absent: <input type="radio"/> Absent	Flag
Leaf Type: <input type="radio"/> B <input type="radio"/> N				Leaf Type: <input type="radio"/> B <input type="radio"/> N				Leaf Type: <input type="radio"/> B <input type="radio"/> N			
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"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input 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 type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Herbs, Forbs and Grasses	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Herbs, Forbs and Grasses	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Herbs, Forbs and Grasses	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<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 type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<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 type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<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 type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Litter, duff	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Litter, duff	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Litter, duff	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<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 type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<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 type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<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 type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Water	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Water	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Water	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Submerged Vegetation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Submerged Vegetation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Submerged Vegetation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<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"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Ditches, Channelization	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Pasture/Hay	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Road - two lane	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Range	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Road - four lane	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Water Level Control Structure	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Row Crops	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Parking Lot/Pavement	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Excavation, Dredging	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Fallow Field (RECENT-RESTING ROW CROP FIELD)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Golf Course	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Fill/Spoil Banks	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Lawn/Park	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Nursery	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Suburban Residential	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Soil Loss/Root Exposure	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Dairy	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Urban/Multifamily	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Wall/Riprap	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Orchard	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Landfill	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Inlets, Outlets	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Confined Animal Feeding	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Dumping	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Rural Residential	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Trash	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Impervious surface input (SHEETFLOW)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Gravel Pit	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Other:	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Other:	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Irrigation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	
Other:	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Other:	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		Other:	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4	

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

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

Reviewed by (initial):

Site ID: 3001133 H1

DATE: 06/30/2011

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

Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Other	Fill bubble if present - Plot	1	2	3	Flag
Eurasian Watermilloil	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Purple Loosestrife	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Johnson Grass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Water hyacinth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Knowerd	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Kudzu	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Yellow Floating Heart	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Japanese Knotweed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Muliflora Rose	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Giant Salvinia	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Perennial Pepperweed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Common Buckthorn	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Garlic Mustard	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Giant Reed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Himalayan Blackberry	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Poison Hemlock	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Cheatgrass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Tamansk	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Mill-A-Minute Weed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Reed Canary Grass	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Other:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Birdfoot Trefoil	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Common Reed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Other:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Canada Thistle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Leary Spurge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		Other:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							Other:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

PLOT COORDINATES

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

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

Location of coordinates (choose one):

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

Flag

Latitude North 41.22695 Longitude West 81.72211

Use Decimal Degrees; NAD83

Flag

Comments

1 Plot 3 is in baseball field

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initials): _____

Site ID: PCAR 1133 MTDATE: 06/30/2011

Location:

☒ AA Center
 ☐ N
 ☐ S
 ☐ E
 ☐ W

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

☐ Plot 1

 ☐ Plot 2

 ☐ Plot 3

Buffer Natural Cover Strata

Fill in bubbles for all that apply: Canopy Type: D = Deciduous; E = Evergreen; L = 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 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"/>	<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 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 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 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 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 type="radio"/>	Herbs, Forbs and Grasses	<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 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"/>
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 type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Rock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Rock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Rock	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Water	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Water	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Water	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Submerged Vegetation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Submerged Vegetation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Submerged Vegetation	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

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

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

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

2428168304

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

Reviewed by (initial):

Site ID: PCA 1133 HI

DATE: 06/30/2011

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

Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag
Eurasian Watermilloil					Purple Loosestrife					Johnson Grass				
Water hyacinth					Knotweed					Kudzu				
Yellow Floating Heart					Japanese Knotweed					Mullitiora Rose				
Giant Salvinia					Perennial Pepperweed					Common Buckthorn				
Garlic Mustard					Giant Reed					Himalayan Blackberry				
Poison Hemlock					Cheatgrass					Tamansk				
Wile-A-Minute Weed					Reed Canary Grass					Other:				
Birdfoot Trefoil					Common Reed					Other:				
Canada Thistle					Leafy Spurge					Other:				
Other:					Other:					Other:				

PLOT COORDINATES

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

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

Location of coordinates (choose one):

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

Latitude North 41 21 9 76 Longitude West 81 42 220

Use Decimal Degrees; NAD83

Flag

Comments

7966623548

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