

CLEVELAND METROPARKS Plant Community Assessment Program: Quality Control Form



Project Label: _____

PCAP

Plot No: 1253Date Sampled: 7-23, 7-24Lead: Bartol

Comment required if item answer is NO

Parking/Access outside of Park Boundaries:	Y <input checked="" type="radio"/> N <input type="radio"/>	If yes, write details in Comments section below
Field journals completed	Y <input checked="" type="radio"/> N <input type="radio"/>	
Site sketch made on 1:3000 map?	Y <input checked="" type="radio"/> N <input type="radio"/>	
Check cover page	X-axis Bearing of plot recorded	Y <input checked="" type="radio"/> N <input type="radio"/>
	GPS coords. Recorded	Y <input checked="" type="radio"/> N <input type="radio"/>
	North direction recorded	Y <input checked="" type="radio"/> N <input type="radio"/>
	Photographs taken?	Y <input checked="" type="radio"/> N <input type="radio"/>
Plot No., Date agreement on all pages?	Y <input checked="" type="radio"/> N <input type="radio"/>	
Header data completed all pages?	Y <input checked="" type="radio"/> N <input type="radio"/>	
Cover classes recorded in all Intensive modules	Y <input checked="" type="radio"/> N <input type="radio"/>	
Browse Level By Species	Y <input checked="" type="radio"/> N <input type="radio"/>	
Woody stem quality control check	Y <input checked="" type="radio"/> N <input type="radio"/>	
Invasive plant quality control check	Y <input checked="" type="radio"/> N <input type="radio"/>	
Ash trees mapped	Y <input type="radio"/> N <input checked="" type="radio"/>	N/A
Cover by Strata? (confirm cover type)	Y <input checked="" type="radio"/> N <input type="radio"/>	
Soil samples collected with matching plot #.	Y <input checked="" type="radio"/> N <input type="radio"/>	
Vouchers labeled on datasheet with initials and number	Y <input checked="" type="radio"/> N <input type="radio"/>	
Vouchers labeled on collection bag	Y <input checked="" type="radio"/> N <input type="radio"/>	
Pink flags removed	Y <input checked="" type="radio"/> N <input type="radio"/>	
Data sheet QA before leaving site?	Y <input checked="" type="radio"/> N <input type="radio"/>	
Common equipment returned to tub.	Y <input type="radio"/> N <input type="radio"/>	
Data sheets scanned?	7-25-12	Enter date to left N 7
Final data sheets scanned?		Enter date to left
Buffer Widths measured?	Y <input checked="" type="radio"/> N <input type="radio"/>	KEL 6-29-12
Web Soil Survey	Y <input checked="" type="radio"/> N <input type="radio"/>	TK 7-27-12
Voucher Location	Refrigerator	Y <input type="radio"/> N <input type="radio"/>
(# vouchers collected)	Press (#)	Enter number to left
	Drier	Y <input type="radio"/> N <input type="radio"/>
	Identified	Y <input checked="" type="radio"/> N <input type="radio"/>
	Mounted	Y <input type="radio"/> N <input type="radio"/>
	Thrown away	Y <input type="radio"/> N <input type="radio"/>

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

Additional Comments:

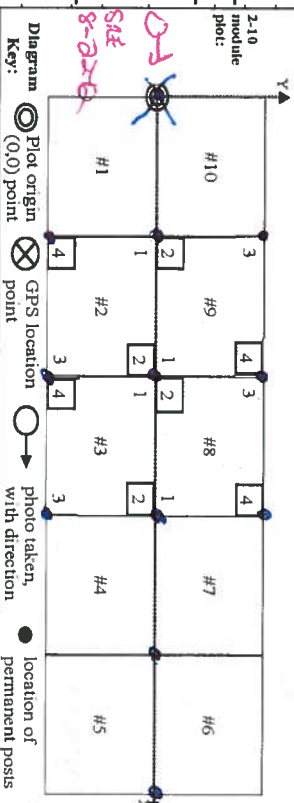
Walk along Bridle trail approx. 30m before entering woods to avoid large grape/rose/rubus tangle

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

GENERAL INFORMATION																					
Project Label:	PCAP																				
Project Name:	01/11/2012																				
Plot Name:	B.118 Zacks																				
	Excellent Adventure																				
Plot No.:	1253																				
<input type="checkbox"/> Level 4 (no nested corners sampled) <input checked="" type="checkbox"/> Level 5 (nested corners sampled)																					
Date (mm/dd/yyyy):	7/23/12																				
End date (if > 1 day):	7/24/12																				
Party:	Role**																				
Z. Barton	Plot leader																				
K. Lewis	Rel. Asst.																				
M. Rucker	Wood/bk's																				
S. Catella	Wood/bk's																				
L. Hoffman	Soil's																				
** Roles: Co-leader, Asst., Guide, Owner, Taxonomist, etc.																					
PLOT NOT SAMPLED: <input type="checkbox"/> Other <input type="checkbox"/> Perm. water <input type="checkbox"/> Paved <input type="checkbox"/> Slope <input type="checkbox"/> Safety																					
SAMPLING QUALITY* Effort Level: <input checked="" type="checkbox"/> Very thorough <input type="checkbox"/> Accurate <input type="checkbox"/> Hurried subjective evaluation of how much effort put into sampling. Hurried plots may still provide good data.																					
TAXONOMIC ACCURACY <table border="1"> <tr> <td></td> <td>high</td> <td>modera.</td> <td>low</td> <td>not simpl</td> </tr> <tr> <td>vascul.</td> <td>X</td> <td></td> <td></td> <td>n/a</td> </tr> <tr> <td>bryo</td> <td></td> <td></td> <td>X</td> <td></td> </tr> <tr> <td>lichen</td> <td></td> <td></td> <td></td> <td>X</td> </tr> </table>			high	modera.	low	not simpl	vascul.	X			n/a	bryo			X		lichen				X
	high	modera.	low	not simpl																	
vascul.	X			n/a																	
bryo			X																		
lichen				X																	
TAXONOMIC STANDARD Authority: G&C Pub Date: 1998																					

LOCATION	
State:	OH
County:	Medina
Quadrangle:	West Richfield
Local Place Names:	Park at ledge later
	Hiking woods about 300m
Landowner:	CM
Data Confidentiality: Check one: <input checked="" type="checkbox"/> Public data <input type="checkbox"/> Private Data <input type="checkbox"/> Fuzz 100m <input type="checkbox"/> Fuzz 250m <input type="checkbox"/> Fuzz 500m	
Reason: If data not public why?	
Source of coordinates: <input type="checkbox"/> MAP <input checked="" type="checkbox"/> GPS	
Coordinate system: <input checked="" type="checkbox"/> Coord. Units <input checked="" type="checkbox"/> Lat/Long <input type="checkbox"/> UTM <input type="checkbox"/> StatePlane <input 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	
GPS location in plot x=0 to 5, y=-1.0, +1): x = 0 y = 6 (base of plot x=0, y=0)	
Latitude: 41.20741	
Longitude: 81.73128	
Coord. Accuracy: <input type="checkbox"/> m <input checked="" type="checkbox"/> ft 1.3 +-	
GPS File Name: 12534	
Plot size for cover data: 0.1 (hectares)	
X-axis Bearing of plot: [15] °	
Depth: (1-5): 4	
Intensive modules: 2, 3, 8, 9 (EDIT IF MODIFIED)	
Camera No.: 4	
Photo Nos.: 0173	
Plot Placement: <input checked="" type="checkbox"/> GRTS <input type="checkbox"/> Representative <input type="checkbox"/> Random <input type="checkbox"/> Stratified Random <input type="checkbox"/> Transect component <input type="checkbox"/> Systematic (grid) <input type="checkbox"/> Capture specific feature <input type="checkbox"/> Other	

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



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

Layout: 2x5

Location: Plot runs north from GRTS

Reference: GRTS Point

Veg. Char: Canopy: Acer rubrum, Lin. cedron, tulipifera, Pinus strobus

Shrub: Acer rubrum, Acer saccharum, L. lindera, benzoia, Rosa multiflora

Herb: Frax. seedlings, potentilla simplex, Cornus racemosa, Carex sp., Fragaria vesca

OVER

Project Label: _____

PCAP

Project name: 01/1/2012

Plot no.: 1253

Total modules: 10

Intensive modules: 4

Plot configuration: 2x5

Plot area (ha): 0.1



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

Cleveland Metroparks		Strata - Cov. entire plot		Br = Browse Level. Use cover classes to describe amount of browse per species over entire plot		Estimate for each intensive module:		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner		mod		corner</	
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CLEVELAND METROPARKS Plant Community Assessment Program Species Cover Data Sheet 7a

Base 2 2

Total modules:

Intensive modules:

Plot configuration:

Plot area (ha):



Cleveland Metroparks

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

Strata - Cov. entire plot

[illegible]

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: 01 Hi 2012

Plot No.: 1253

Page: 1 of 5



Explain subsample (additional room on back):

mod #	species	c	voucher#	# stems 0-1.4m browsed	% sub or super sample	# shrub clumps	size class (cm) woody stems > 1.4m	1 0-1	2 1-2.5	3 2.5-5	4 5-10	5 10-15	6 15-20	7 20-25	8 25-30	9 30-35	10 35-40	11 >40 (record each tree)
1	Acer rubrum																	
1	Quercus rubra																	
1	Acer saccharum																	
1	Fagus grandifolia																	
1	Vitis sp.																	
1	Liriodendron tulipifera																	
1	Standing dead																	
1	Fraxinus pennsylvanica																	
1	Lonicera mororii																	
1	multiflora ^{multiflora} Rosa ^{Rosa}																	
1	Toxicodendron radicans																	
1	Cornus sp. ^{racemosa}																	
1	Fraxinus sp.																	
1	Ligustrum vulgare																	
1	Berberis thunbergii																	
2	Acer saccharum																	
2	Liriodendron tulipifera																	
2	Acer rubrum																	
2	Standing Dead																	
2	Quercus macrocarpa																	
2	Quercus sp.																	
2	Fraxinus pennsylvanica																	
2	Fraxinus sp.																	
2	Cornus racemosa																	

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CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet



Project Label: PCAP

Project Name: 01/4/2012

Plot No.: 1253

Page: 2 of 5

Explain subsample (additional room on back):

mod #	species	c	voucher#	# stems 0-1.4m browsed	% sub or super sample	# shrub clumps	size class (cm) woody stems >1.4m													
							1 0-1	2 1-<2.5	3 2.5-<5	4 5-<10	5 10-<15	6 15-<20	7 20-<25	8 25-<30	9 30-<35	10 35-<40	11 >40 (record each tree)			
2	Rosa multiflora					1														
2	Vitis sp			2																
3	Pinus strobus																			
3	Acer rubrum																			
3	Acer saccharum																			
3	Liriodendron tulipifera			2																
3	Standing Dead																			
3	Vitis sp.																			
3	Liriodendron tulipifera			1		1														
3	Rosa multiflora			2																
3	Acer saccharum																			
4	Standing Dead																			
4	Acer saccharum																			
4	Liriodendron tulipifera																			
4	Acer rubrum																			
4	Vitis sp																			
4	Cornus sp																			
4	Cornus alternifolia																			
4	Fraxinus sp.																			
4	Rosa multiflora																			
4	Ligustrum vulgare																			
5	Liriodendron tulipifera					3														
5	Rosa multiflora					4														
5	Liriodendron tulipifera					2														

2 spice
3 mult
4 mult
2 more

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: 014-2012

Plot No.: 1253

Page: 3 of 5



Explain subsample (additional room on back):

mod #	species	c	voucher#	# stems 0-1.4m browsed	% sub or super sample	# shrub clumps	size class (cm) woody stems > 1.4m	1 0-1	2 1-2.5	3 2.5-5	4 5-10	5 10-15	6 15-20	7 20-25	8 25-30	9 30-35	10 35-40	11 >40 (record each tree)
5	Standing Dead																	
5	Fraxinus sp.																	
5	Acer saccharum																	
5	Acer rubrum																	
5	Vitis sp.																	
5	Cornus sp.																	
6	Aster multiflorus																	
6	Vitis sp.																	
6	Ulmus americana																	
6	Acer saccharum																	
6	Standing Dead																	
6	Cornus sp.																	
6	Acer rubrum																	
6	Pinus strobus																	49.1
6	Rosa multiflora																	
6	Toxicodendron radicans																	
6	Lonicera maackii																	
6	Lonicera maackii																	
6	Quercus prinus																	
6	Cornus racemosa																	
7	Acer rubrum																	
7	Acer saccharum																	
7	Vitis sp.																	

 University of Illinois

appliance

[illegible]

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: 014-2012

Plot No.: 1253

Page: 5 of 5

 Cleveland Metropolitan

Explain subsample (additional room on back):

[illegible]

CLEVELAND METROPARKS Plant Community Assessment Program: Invasive Species Survey



Tier 1: Early detection/ Rapid response		Presence				GPS	
		NE	SE	SW	NW		Presence
Microstegium vimineum	Japanese stiltgrass						X: yes
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	
		NE	SE	SW	NW		# of Plants
Acer platanoides	Norway Maple						1: 1-10
Ailanthus altissima	Tree of Heaven						2: 11-50.
Lonicera japonica (vine)	Japanese Honeysuckle						3: 51-100
Lythrum salicaria (wetland)	Purple Loosestrife						4: 101-1,000
Aegopodium podagraria (G-cover)	Bishop's Goutweed						5: >1,000
Celastrus orbiculatus (vine)	Asian Bittersweet						
Torilis sp.	Hedgeparsley						
Conium maculatum	Poison Hemlock						
Rhamnus cathartica	Common Buckthorn (shrub)						
Berberis thunbergii	Japanese Barberry (shrub)	1	1				
Alnus glutinosa	European Alder						
Dipsacus laciniatus	Cut-leaf Teasel						
Elaeagnus umbellata	Autumn Olive (shrub)						
Lonicera maackii	Amur Honeysuckle (shrub)						
Euonymus fortunei	Wintercreeper						
Tier 3: Presence is of Interest		# of Plants				comments	
		NE	SE	SW	NW		# of Plants
Convallaria majalis (G-cover)	Lily of the Valley						1: 1-10
Coronilla varia (G-cover)	Crown Vetch						2: 11-50.
Eleutherococcus pentaphyllus	Five-leaf Aralia (shrub)						3: 51-100
Pachysandra terminalis (G-cover)	Japanese Pachysandra						4: 101-1,000
Philadelphus coronarius	Mock Orange (shrub)						5: >1,000
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	
		NE	SE	SW	NW		Presence
Alliaria petiolata	Garlic Mustard						X: yes
Ligustrum vulgare	Common Privet (shrub)	1	1		1	SRE 10-22-12	
L. morrowii, L. tatarica	Bush Honeysuckles (shrub)	1	1	2	2		
Phalaris arundinacea	Reed Canarygrass						
Phragmites australis (wetland)	Phragmites						
Polygonum cuspidatum	Japanese Knotweed						
Frangula alnus	Glossy Buckthorn (shrub)	1	1		1		
Rosa multiflora	Multiflora Rose (shrub)	2	3	2	2		
Typha angustifolia, T. x. glauca	Cattails (wetland)						
Cirsium arvense	Canada thistle						
Dipsacus fullonum	Common Teasel						
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)

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

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

Soil pit module # 2 (one per entire plot)

5 cm	matrix color	10YR 4/3
	moist color	N/A
	%mottle	0
	oxid roots	Y (N)
	texture*	1
	redox features**	Y (N)
	hydr. cond ***	1 S M (D)
20 cm	matrix color	10YR 3/3
	moist color	N/A
	%mottle	0
	oxid roots	Y (N)
	texture*	1
	redox features**	Y (N)
	hydr. cond ***	1 S M (D)

hydro cond *** I S M (D)

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

Castings present

Soil Collection Method	Horizon (A, B, C)
2,3,8,9 composited	A
Soil Series Type	ELC2, Ellisworth silt loam
Soil Series Source	Ohio Soil Survey
Landform type	Till plains
Depth to rest layer	780 inches
Parent Material	Till

☐ Excessively dr. ☐ Somewhat excessively dr.
☐ Well drained ☐ Moderately well dr.
☐ Somewhat poorly dr. ☐ Very poorly dr.
☐ Impermeable surface

TR 7-27-12

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

mod#	1 liter+ organic depth (cm)	2 liter depth (cm)	water depth (cm)	depth sat soil (cm)
2	2.0	2.0	0	>30
3	2.5	2.5	0	>30
8	2.3	2.3	0	>30
9	2.0	2.0	0	>30

EARTH SURFACE & GROUND COVER			
Underlying Earth Surface*		Ground Cover	
Sum = 100%	percent	Each ≤ 100%	percent
Histosol	0	Coarse Woody Debris***	5
Mineral Soil	45	Fine Woody Debris****	2
Gravel-Cobble*	5	Litter	4
Boulder**	0	Duff (Ferm. + Humus)	0
Bedrock	0	Bryophyte-Lichen	1
* Gravel-Cobble = 1/16-10"		Water	0
** Boulder = > 10 in		Bare Soil	3
*** > 5 cm in diameter		Road/Trail	0
**** < 5 cm in diameter		Other	0

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

No trail

COVER BY STRATA
estimate using midpoints of 5, 6, 3, 8, 13 %

Strata	Height Range (m)	Total Cover (%)
Tree	6 - X	93
Shrub	0.5-5	63
Herb	X - 0.5	18
(Floating)*	-	-
(Aquatic)*	-	-

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

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

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

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

Module #	C7	Corner	Corner

CLASSIFICATION

(FTT = excellent, FFI and Confidence

Hydrogeomorphic class (WETLANDS ONLY):

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

Ohio EPA VIBI Plant Community Class (WETLANDS ONLY):

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

MICROTOPOGRAPHIC FEATURE COUNTS - Intensive modules only

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

Slope 1 = slight elevational grade across module (nH) Slope 2 = falls on slope ~20° Slope 3 = maximum steepness that can be safely sampled ~45°

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

mod#	corner	c.w.d. - count for pieces with minimum 1m length						microhab. interspers.	microhab. SLOPE
		no. of tussocks	no. of hummocks	no. macro. depressions	depth 1 (2-12 cm)	depth 1 (12-40cm)	depth 1 >40 cm	depth 1 10x10m	depth 1 10x10m
		depth 3 1x1m	depth 2 3 16x3 16m	depth 1 10x10m	depth 1 10x10m	depth 1 10x10m	depth 1 10x10m	depth 1 10x10m	depth 1 10x10m
2	-	0	0	0	28	0	0	2	1
3	-	0	0	1	24	0	0	+2	1
8	-	0	0	0	30	0	0	2	1
9	-	0	0	0	32	1	0	3	1

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

McNAB INDICES (degrees) + for up - for down

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

AI aspect	N	NE	E	SE	S	SW	W	NW
+45 degrees								
+90 degrees								
+135 degrees								
+180 degrees								
+225 degrees								
+270 degrees								
+315 degrees								

* Landform Index (position within landscape)

** Terrain Shape Index (site microtopographic shape)

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

Module	N	S	E	W
2	6	3	5	11
3	3	7	6	11
8	8	4	3	7
9	5	7	3	7

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAPH:1253DATE: 7/24/2012

Location:

☒ AA Center ☐ N ☐ S ☐ E ☐ W

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

☐ Plot 1 ☐ Plot 2 ☐ Plot 3

Buffer Natural Cover Strata

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

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

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

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

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

Reviewed by (Initial): _____

Site ID: PCAPH:1253DATE: 7/24/2012

Location:

☐ AA Center
 ☒ N
 ☐ S
 ☐ E
 ☐ W

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

☐ Plot 1

 ☐ Plot 2

 ☐ Plot 3

Buffer Natural Cover Strata

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

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

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

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

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

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

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

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

Buffer Sample Plots 05/27/2011

2428168304

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PLAPH:1253DATE: 7/24/2012

Location:

☐ AA Center
 ☐ N
 ☐ S
 ☒ E
 ☐ W

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

☐ Plot 1

 ☐ Plot 2

 ☐ Plot 3

Buffer Natural Cover Strata

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

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

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

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

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

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

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

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

Buffer Sample Plots 05/27/2011

2428168304

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial):

Site ID:

PCAPH:1253

DATE:

7/24/2012

Location:

☐ AA Center
 ☐ N
 ☒ S
 ☐ E
 ☐ W

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

☐ Plot 1
 ☒ Plot 2
 ☒ Plot 3

1

Buffer Natural Cover Strata

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

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

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

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

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

Industrial Development Stressors

Habitat/Vegetation Stressors

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

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

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

Buffer Sample Plots 05/27/2011

2428168304

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (Initial): _____

Site ID: PCAPH;1253DATE: 7/24/2012

Location:

☐ AA Center
 ☐ N
 ☐ S
 ☐ E
 ☒ W

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

☐ Plot 1
 ☒ Plot 2
 ☒ Plot 3

1

Buffer Natural Cover Strata

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

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

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

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 (SHEETFLOW)	<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				Trails	<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 type="radio"/> 0 <input type="radio"/> 1 <input 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

Buffer Sample Plots 05/27/2011

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