

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Characteristics
of the area

Page 1 of 2

GENERAL INFORMATION			
Project Label:	PCAP		
Project Name:	DIMS2011		
Plot Name:	Uninhabited Alpha Site		
Plot No.:	1115		
<input type="checkbox"/> Level 4 (no nested corners sampled) <input checked="" type="checkbox"/> Level 5 (nested corners sampled)			
Date (mm/dd/yyyy):	6/13/2011		
End date (if > 1 day):	/ /		
Party			
S. Fuzenbeck	Role** Plot leader		
T. Lantzman	Plot Ass't		
M. Birth	Soil/Wood		
Quinn	Soil/Wood		
** Roles: Co-leader, Ass't, Guide, Owner, Taxonomist, etc.			
PLOT NOT SAMPLED:			
<input type="checkbox"/> Perm. water <input type="checkbox"/> Paved <input type="checkbox"/> Slope <input type="checkbox"/> Safety			
SAMPLING QUALITY*			
Effort Level:	subjective evaluation of how much effort put into sampling. Hurnried plots may still provide good data		
<input checked="" type="checkbox"/> Very thorough <input type="checkbox"/> Accurate <input type="checkbox"/> Hurried			
TAXONOMIC ACCURACY			
high	moder.	low	not suppl.
vascul.	<input checked="" type="checkbox"/>	n/a	
bryo		<input checked="" type="checkbox"/>	
lichen		<input checked="" type="checkbox"/>	
TAXONOMIC STANDARD			
Authority:	G&C Pub Date: 1998		

Minimum required fields in Bold and Underlined

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

LOCATION

State: OH County: Cuy
Quadangle Berea? Not on Maps

Local Place Names: Strongsville Wildlife Park
Landowner: CMP

X-axis Bearing of plot: **[240]** °

Data Confidentiality:

Check one: Public data Private Data
 Fuzz 100m Fuzz 250m Fuzz 500m

Reason:

If data not public why?

Source of coordinates MAP GPS

GPS location in plot x=0 to 5, y=-1,0,+1:
x = **0** y = **0** (base of plot x=0, y=0)

Coordinate system: Lat/Long UTM StatePlane deg deg min
 Other (specify) **m** ft

Datum: **NAD83/WGS84** NAD27

Latitude: **41.32073**

Longitude: **81.81107**

Coord. Accuracy: **.25** m ft

GPS File Name: **1115A**

Plot size for cover data: **.05** (hectares)

Plot ID: **1115**

Plot module: **1**

Plot number: **1**

Plot corner numbers: **#1 #2 #3 #4 #5**

Plot layout: **1x5**

Location: Park at Strongsville Wildlife parking lot. Walk 30 M NW. Cross small stream and 1 hill. Plot is located along a slope. Wof area at base of slope.

Rationale: 6 RTS pt. Runs along slope

Veg Char: Canopy Sub-Sugar Maple
Hickory, Jack-in-pulpit, Wild Lettuce

Photo Nos.: **943**

Photo Notes: Browse was evident on lower Beech sprouts and Smilax. Not much **OVER** else growing in plot

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Project Label: PCAP

Project Name: CMS 2011

Plot No.: 115

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CLASSIFICATION	STAND SIZE	DISTURBANCES			
		type*	severity**	yrs ago	% of plot
(Fit = excellent, good, fair, poor; CONF = high, med, low)		Fit and Confidence			
Hydrogeomorphic class (WETLANDS ONLY):					
<input type="checkbox"/> DEPRESSION	Fit= _____	Conf= _____			
<input type="checkbox"/> IMPOUNDMENT <input type="checkbox"/> Beaver <input type="checkbox"/> Human	Fit= _____	Conf= _____			
<input type="checkbox"/> RIVERINE <input type="checkbox"/> Headwater <input type="checkbox"/> Mainstem <input type="checkbox"/> Channel	Fit= _____	Conf= _____			
<input type="checkbox"/> SLOPE (ground water hydrology or on a physical slope)	Fit= _____	Conf= _____			
<input type="checkbox"/> FRINGING <input type="checkbox"/> Reservoir <input type="checkbox"/> Natural Lake	Fit= _____	Conf= _____			
<input type="checkbox"/> COASTAL (specify subclass)	Fit= _____	Conf= _____			
<input type="checkbox"/> BOG (strongly, moderately, weekly ombrotrophic)	Fit= _____	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	Fit= _____	Conf= _____			
<input type="checkbox"/> EMERGENT <input type="checkbox"/> marsh <input type="checkbox"/> wet meadow <input type="checkbox"/> open bog	Fit= _____	Conf= _____			
<input type="checkbox"/> SHRUB <input type="checkbox"/> shrub swamp <input type="checkbox"/> tall sh. bog <input type="checkbox"/> tall sh. fen	Fit= _____	Conf= _____			
MODIFIED NATURERESERVE CLASS:					
CODE (on separate form): D	Fit= _____	Conf= _____			
COMMUNITY NAME: Mixed Forest					
<i>Larger oaks w/ younger beech/maple succession.</i>					
HOMOGENEITY	Additional notes & diagrams: (Representativeness of plot to the stand, successional status, maturity, etc.)				
<input checked="" type="checkbox"/> Homogeneous	<i>There was a deer trail through Mod 1 and part of 2</i>				
<input type="checkbox"/> Compositional trend across the plot					
<input type="checkbox"/> Conspicuous inclusions					
<input type="checkbox"/> Irregular/pattern mosaic					
	<i>Very old large oaks with intermixed younger beech maple in succession. On a small slope seasonally wet at base of slope</i>				

PCAP PLOT DATA QUALITY CONTROL			
Project Label:	PCAP	Plot No.:	1115 Date Sampled: 6-13-2011 Lead: Eysenbach
Comment required if item answer is NO			
Parking/Access outside of Park Boundaries:		<input checked="" type="radio"/> Y <input type="radio"/> N	If yes, write information in Comments section below
Field journals completed		<input checked="" type="radio"/> Y <input type="radio"/> N	
Site sketch made on 1:3000 map?		<input checked="" type="radio"/> Y <input type="radio"/> N	
Check cover page	X-axis Bearing of plot recorded	<input checked="" type="radio"/> Y <input type="radio"/> N	
	GPS coords. Recorded	<input checked="" type="radio"/> Y <input type="radio"/> N	
	North direction recorded	<input checked="" type="radio"/> Y <input type="radio"/> N	
	Photographs taken?	<input checked="" type="radio"/> Y <input type="radio"/> N	
Plot No., Date agreement on all pages?		<input checked="" type="radio"/> Y <input type="radio"/> N	
Header data completed all pages?		<input checked="" type="radio"/> Y <input type="radio"/> N	
Cover classes recorded in all Intensive modules		<input checked="" type="radio"/> Y <input type="radio"/> N	
Browse Level By Species		<input checked="" type="radio"/> Y <input type="radio"/> N	
Woody stem quality control check		<input checked="" type="radio"/> Y <input type="radio"/> N	
Invasive plant quality control check		<input checked="" type="radio"/> Y <input type="radio"/> N	
Ash trees mapped		<input checked="" type="radio"/> Y <input type="radio"/> N	No Ash in plot
Cover by Strata? (confirm cover type)		<input checked="" type="radio"/> Y <input type="radio"/> N	
Soil samples collected?		<input checked="" type="radio"/> Y <input type="radio"/> N	
Vouchers labeled on datasheet with initials and number		<input checked="" type="radio"/> Y <input type="radio"/> N	N/A
Vouchers labeled on collection bag		<input checked="" type="radio"/> Y <input type="radio"/> N	N/A
Data sheet QA before leaving site?		<input checked="" type="radio"/> Y <input type="radio"/> N	
Data sheets scanned?		6/23/11	Enter date to left
Final data sheets scanned?			Enter date to left
Web Soil Survey			
Voucher Location	Refrigerator	<input checked="" type="radio"/> Y <input type="radio"/> N	
(# vouchers collected) None	Press (#)		Enter number to left
	Drier	<input checked="" type="radio"/> Y <input type="radio"/> N	
	Identified	<input checked="" type="radio"/> Y <input type="radio"/> N	
	Mounted	<input checked="" type="radio"/> Y <input type="radio"/> N	
	Thrown away	<input checked="" type="radio"/> Y <input type="radio"/> N	

Was there a wetland at the point?: Y N If NO, go to the next question. If YES, stop.
 Was there a wetland within 60m of this point? Y N If NO, go to the next section. If YES, stop.

Pick one of the next three options below:	
<input type="checkbox"/>	The soils ARE NOT hydric and the area at the point is
<input type="checkbox"/>	Developed with buildings, roads, pavement, fill
<input type="checkbox"/>	Farmed, turf
<input type="checkbox"/>	Other (specify):
<input type="checkbox"/>	The soils ARE hydric and the area at the point is
<input type="checkbox"/>	Developed with buildings, roads, pavement, fill
<input type="checkbox"/>	Farmed, turf
<input type="checkbox"/>	Other (specify):
<input type="checkbox"/>	No wetland determination can be made (explain below)

Additional Comments:	
* Buffer plots measured and entered - STEM 6/17/11	

Entered
Buffer widths

CLEVELAND METROPARKS Plant Community Assessment Program Species Cover Data Sheet

Page 1

Project Label: PCAP Project name: 01MS2011 Plot no.: 1X5

Total modules: 5 Intensive modules: 4 Plot configuration: 1X5

Visual est. % open water entire site: 0 Visual est. %unveg. o.w. entire site: 10%

Visual est. %invasives entire site: 5%



**Cleveland
Metroparks**

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

%unvegetated open water

%unveg. ground (bare soil)

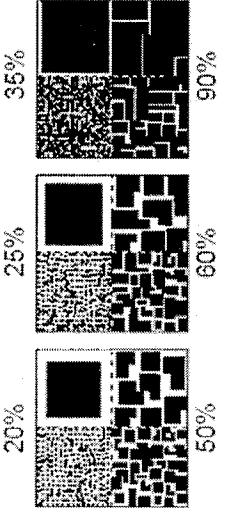
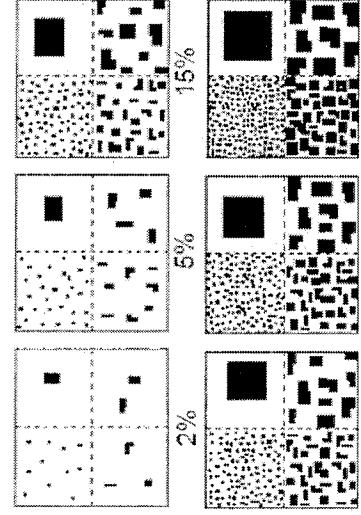
%unveg. litter (bare litter)

Strata - Cov. entire plot

T	S	H	(F)	(A)	Br	Species	C	Voucher #	mod	corner															
5	4					<i>Ailanthus trichylonum</i>	4	3	3	2	2	4	2	3	4	2	4	4	2	R	R				
6	3					<i>Sassafras albidum</i>	4	5	3	4	3	2	4	2	2	4	2	2	3						
6						<i>Lindera benzoin</i>	4	8	3																
7	3					<i>Pyrnanthes sp</i>	3	2	1	2	3	2													
7	2					<i>Acer saccharum</i>	5	9	4	4	7	4	4	6	4										
7	2					<i>Rosa multiflora</i>	3	2	3	2	2	2	1												
4	4					<i>Prunus sargentina</i>	3	2	3	2	2	2	1	3	2	3	2	3	4	3	4	-			
4						<i>Tilia americana</i>	2	0	4	1	4	7	2	1	3	2	3	2	3	2	3	1			
5	2					<i>Acer rubrum</i>	2	7	4	2	2	2	1	3	2	3	2	3	2	3	2	2			
5	2					<i>Acer seedlings</i>	1	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1			
6	2					<i>Quercus spp.</i>	1	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1			
7	3					<i>Populus tremuloides</i>	1	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1			
7	2					<i>Quercus rubra</i>	1	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1			
7	2					<i>Toxicodendron radicans</i>	1	4	5	3	4	4	1	3	2	2	3	2	2	2	2	2			
1	1					<i>Majanthemum gracilesum</i>	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2			
2	2					<i>Moss sp</i>	1	1	2	1	1	2	1	1	1	1	1	1	1	1	1	1	1		
2	2					<i>Carya cordiformis</i>	1	1	2	1	1	2	1	1	1	1	1	1	1	1	1	1	1		
6	5					<i>Fagus grandifolia</i>	1	2	2	2	2	2	1	2	1	2	1	2	1	2	1	2	1		
3	1					<i>Sanicula sp</i>	1	2	2	2	2	2	1	2	1	2	1	2	1	2	1	2	1		
1	1					<i>Hackelia virginica</i>	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1	2	1		
6						<i>Quercus coccinea</i>	1	5																	

SAMPLES OF PERCENT OF AREA COVERED

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



BROWSE RATING NARRATIVE DESCRIPTION

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

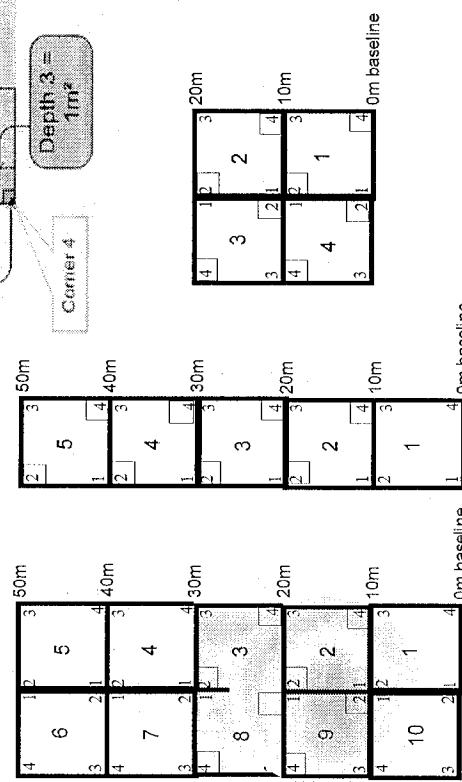
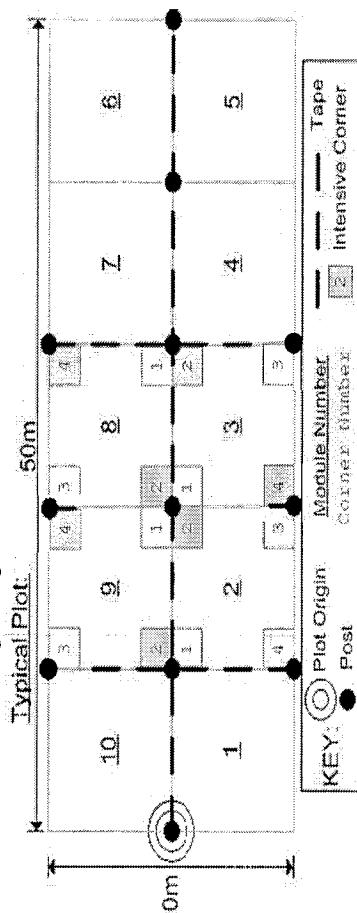
MEDIUM LOW values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse areas.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

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

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

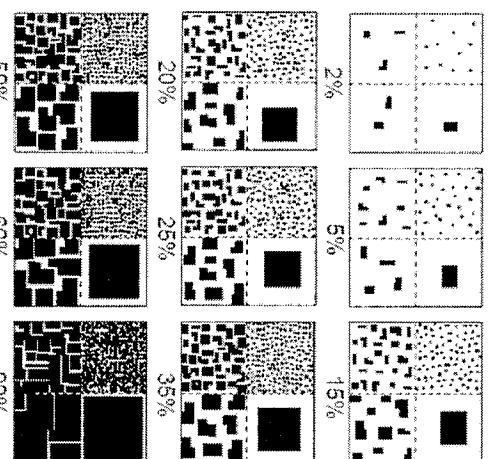
HIGH: greater than 25 percent of the stems of plants in the 1m² nested quadrat and intensive module AND a browse line is evident.

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



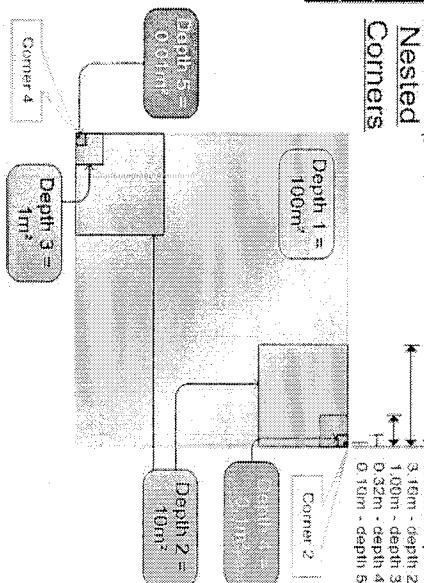
EXAMPLES OF PERCENT OF AREA COVERED

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

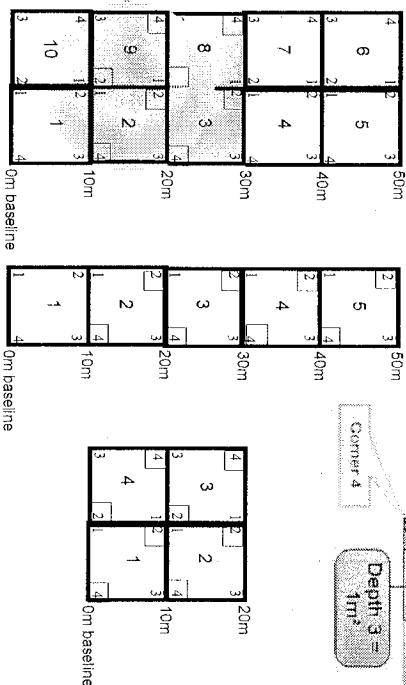


Nested Corners

50%
60%
90%



Typical Plot: 50m



BROWSE RATING NARRATIVE DESCRIPTION

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

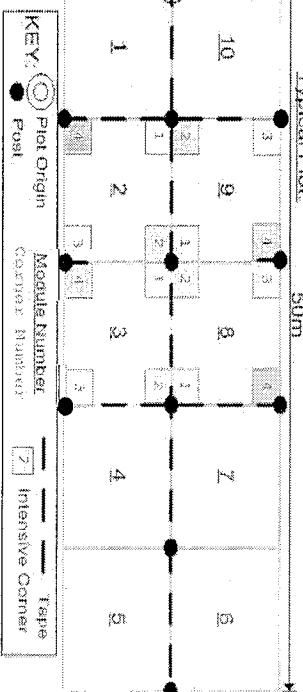
MEDIUM LOW values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse areas.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

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

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

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

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



CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: OI MS2011

Plot No.: 115

Page: 1 of 1

Explain subsample (additional room on back):

mod #	species	c	voucher#	browsed	# shrub clumps	size class (cm) woody stems >1m	size class (cm) woody stems >1m										>40 (record each tree)
							1	2	3	4	5	6	7	8	9	10	
✓ 1	<i>Lindernia tulipifera</i>					2	2	2	2	2	2	2	2	2	2	2	114
✓ 1	<i>Acer saccharinum</i>					2	2	2	2	2	2	2	2	2	2	2	
✓ 1	<i>Nyssa sylvatica</i>					2	2	2	2	2	2	2	2	2	2	2	
✓ 1	<i>Acer rubrum</i>					2	2	2	2	2	2	2	2	2	2	2	
✓ 1	<i>Spiraea dumosa</i>					2	2	2	2	2	2	2	2	2	2	2	
✓ 1	<i>Vitis cordata</i>					2	2	2	2	2	2	2	2	2	2	2	
✓ 2	<i>Sassafras albidum</i>					2	2	2	2	2	2	2	2	2	2	2	535,2
✓ 2	<i>Acer saccharinum</i>					2	2	2	2	2	2	2	2	2	2	2	
✓ 2	<i>Fagus grandifolia</i>					2	2	2	2	2	2	2	2	2	2	2	
✓ 2	<i>Vitis cordata</i>					2	2	2	2	2	2	2	2	2	2	2	
✓ 2	<i>Acer rubrum</i>					2	2	2	2	2	2	2	2	2	2	2	
✓ 2	<i>Quercus alba</i>					2	2	2	2	2	2	2	2	2	2	2	841,2
✓ 3	<i>Acer saccharinum</i>					2	2	2	2	2	2	2	2	2	2	2	
✓ 3	<i>Fagus grandifolia</i>					2	2	2	2	2	2	2	2	2	2	2	
✓ 3	<i>Quercus rubra</i>					2	2	2	2	2	2	2	2	2	2	2	
✓ 3	<i>Shrubby dead</i>					2	2	2	2	2	2	2	2	2	2	2	72
✓ 3	<i>Quercus alba</i>					2	2	2	2	2	2	2	2	2	2	2	56,5
✓ 4	<i>Fagus grandifolia</i>					2	2	2	2	2	2	2	2	2	2	2	53,5,57,8
✓ 4	<i>Vitis cordata</i>					2	2	2	2	2	2	2	2	2	2	2	
✓ 4	<i>Acer saccharinum</i>					2	2	2	2	2	2	2	2	2	2	2	
✓ 4	<i>Quercus alba</i>					2	2	2	2	2	2	2	2	2	2	2	
✓ 5	<i>Acer saccharinum</i>					2	2	2	2	2	2	2	2	2	2	2	
✓ 5	<i>Fagus grandifolia</i>					2	2	2	2	2	2	2	2	2	2	2	

* Missing browse data - SRE 9-21-2011

CLEVELAND METROPARKS Emerald Ash Borer - <i>Fraxinus</i> Sheet								INTENSIVE MODULES ONLY TREES $\geq 10\text{CM}$ ONLY	
Project Label: PCAP Project Name: OIMS 2011 Plot No.: J1J5 Date: 4-13-2011								Page: 1 of 2	
								© 2013 NATURE CONSERVANCY	

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

Baseline	
9	8
2	3

*** Change intensive module numbers when necessary

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

- * If Ash Condition scores 5 (dead) provide breakup score (A-E)
- Count EAB exit holes $1.25\text{m}^2 \times 1.5\text{m}$
- Woodpecker and epicormic marked present (1) or absent (0)

CLEVELAND METROPARKS Plant Community Assessment Program: Invasive Species Survey

X: Yes

Tier 1: Early detection/ Rapid response				GPS
Presence				Comments
Micrasterigium vimineum	Japanesе Stiltgrass	NE	SE	NW
Ranunculus ficaria	Lesser Celandine			
Cyanachum lutescens	(vine)	Black Swallow-wort		
Butomus umbellatus	(wetland)	Flowering Rush		
Tier 2: Assess as Needed	# of Plants	Comments		
Aegopodium podagraria (G-cover)	Purple Loosestrife			
Lythrum salicaria (wetland)	Bishop's Goutweed			
Lonicera japonica (vine)	Japanese Honeysuckle			
Alnus glutinosa	European Alder	2.	1	1 + 1
Dipsacus laciniatus	Cut-leaf Teasel			
Elaeagnus umbellata	Autumn Olive			
Cornus sanguinea	(G-cover)			
Coronilla varia	Lily of the Valley			
Convallaria majalis (G-cover)		NE	SE	NW
Tier 3: Presence is of interest	# of Plants	Comments		
Alnus glutinosa	Japanese Barberry			
Rhamnus cathartica	Poison Hemlock			
Cornus maculatum (wetland)	Hedgeparsley			
Berberis thunbergii	Japanese Barberry			
Dipsacus laciniatus	European Alder			
Elaeagnus umbellata	Cut-leaf Teasel			
Cornus sanguinea	Autumn Olive			
Coronilla varia	Lily of the Valley			
Convallaria majalis (G-cover)		NE	SE	NW
Tier 4: Widespread and abundant	Presence	Comments		
Rubus phoenicolasius	Wineberry			
Iris pseudacorus	Yellow Flag Iris			
Osmunda cinnamomea	Star of Bethlehem			
Viburnum opulus var. opulus	European Cranberry (shrub)			
Viburnum plicatum	Doublefile Viburnum (shrub)			
Pulmonaria officinalis (G-cover)	Lungwort			
Pholidopterus coronarius	Mock Orange (shrub)			
Polygonatum multiflorum (wetland)	Japanese Pachysandra			
L. morrowii, L. tatarica	Five-leaf Aralia (shrub)			
Ligustrum vulgare	Common Privet (shrub)			
Alliaria petiolata	Garlic Mustard			
X: Yes	Presence			

4B CM PCAP invasive species database.xls last revised 6/10/2011 ceh
Natural Resources

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

Tier 1: Early detection/ Rapid response				GPS
Presence				Comments
Micrasterigium vimineum	Japanesе Stiltgrass	NE	SE	NW
Ranunculus ficaria	Lesser Celandine			
Cyanachum lutescens	(vine)	Black Swallow-wort		
Butomus umbellatus	(wetland)	Flowering Rush		
Tier 2: Assess as Needed	# of Plants	Comments		
Aegopodium podagraria (G-cover)	Purple Loosestrife			
Lonicera japonica (vine)	Japanese Honeysuckle			
Alnus glutinosa	Tree of Heaven			
Alnus altissima	Norway Maple			
Acer platanoides		NE	SE	NW
6: > 1,000	# of Plants	Comments		
5: 100-1,000				
4: 50-100				
3: 11-50				
2: 11-50.				
1: 1-10				
3: > 50				
X: Yes	Presence			

Tier 4: Widespread and abundant				Comments
Presence				Comments
Phragmites australis (wetland)	Phragmites			
Polygonatum cuspidatum	Japanese Knotweed			
Fragaria ananassa	Glossy Buckthorn (shrub)			
Rosa multiflora	Multiflora Rose (shrub)			
Crataegus monogyna	Common Hawthorn			
Crataegus laevigata	Canada Thistle			
Typha angustifolia, T. glauca	Cattails (wetland)			
Frangula alnus	Smooth Buckthorn			
L. morrowii, L. tatarica	Bush Honeysuckles (shrub)			
Phalaris arundinacea	Reed Canarygrass			
Phragmites australis (wetland)	Phragmites			
Polygonatum multiflorum	Japanese Knotweed			
Frangula alnus	Japanese Knotweed			
Rubus fruticosus	Red Honeysuckle			
Ligustrum vulgare	Common Privet (shrub)			
Alliaria petiolata	Garlic Mustard			
X: Yes	Presence			

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

Project label: PCAP Project Name: OMS 2011

Plot No.: 115

Page: 1 of 1



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

Soil pit module # 3 (one per entire plot)

5 cm	matrix color <u>KOYR 4/2</u>
mottle color	<u>None</u>
% mottle	<u>0%</u>
oxid roots	<u>Y</u>
texture*	<u>1</u>
redox features**	<u>Y</u>
hydr. cond. ***	<u>I S M D</u>
20 cm	matrix color <u>10 YR 5/3</u>
mottle color	<u>None</u>
% mottle	<u>0%</u>
oxid roots	<u>Y</u>
texture*	<u>1</u>
redox features**	<u>Y</u>
hydro. cond. ***	<u>I S M D</u>

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

Soil Collection Module	Horizon (A, B, C)
<u>2,3,8,9-composite</u>	<u>A</u>

Soil Description/notes:

Module #	C?	Corner	Corner

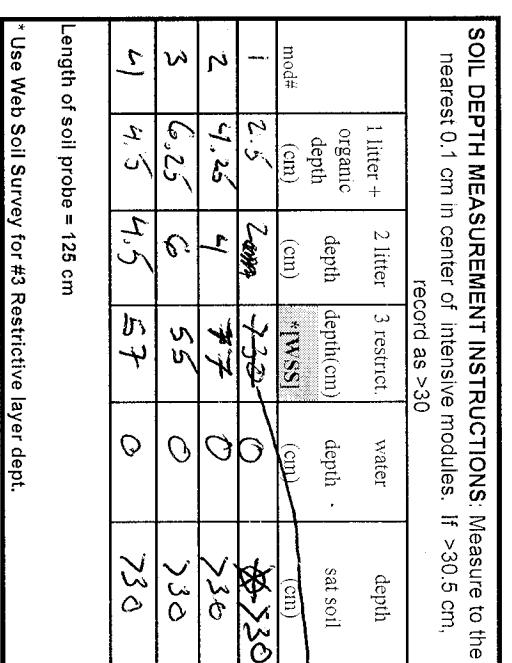
STANDING BIOMASS (required for emergent wetlands): collected in 0.1m clip plots (32x32 cm) from corners 1 and 3 in each intensive module. Required for VIBI-E score calculation. C? = check when collected

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

mod#	1 litter + organic depth (cm)	2 litter depth (cm)	3 restrict. depth (cm)	water depth (cm)	sat soil depth (cm)
1	2.5	2.0	7.32	0	7.30
2	4.25	4	7.7	0	7.30
3	6.25	6	5.5	0	7.30
4	4.5	4.5	5.7	0	7.30

Length of soil probe = 125 cm

* Use Web Soil Survey for #3 Restrictive layer dept.



Notes: include evidence of earthworms (worms, castings, middens)

No evidence of
earthworms

- Well drained
- Moderately well dr.
- Somewhat poorly dr.
- Very poorly dr.
- Impermeable surface

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

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

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

the U.S., where developed for use in the arid West for water regimes of Playa lakes, intermittent streams, and dry washes but can be used in other parts of the U.S. where appropriate. This model can be applied to both wetland and non-wetland situations. Equivalent to other parts of the world, it is developed to both wetland and non-wetland situations. Equivalent to other parts of the world, it is developed to both wetland and non-wetland situations.

INTERMITTENTLY FLOODED: Streambed is usually exposed, but surface water can be present for variable periods without detectable seasonal periodicity. Inundation is not predictable to a given season and is dependent upon highly localized rain storms. This modifier is used when a stream bed is covered by water only part of the time.

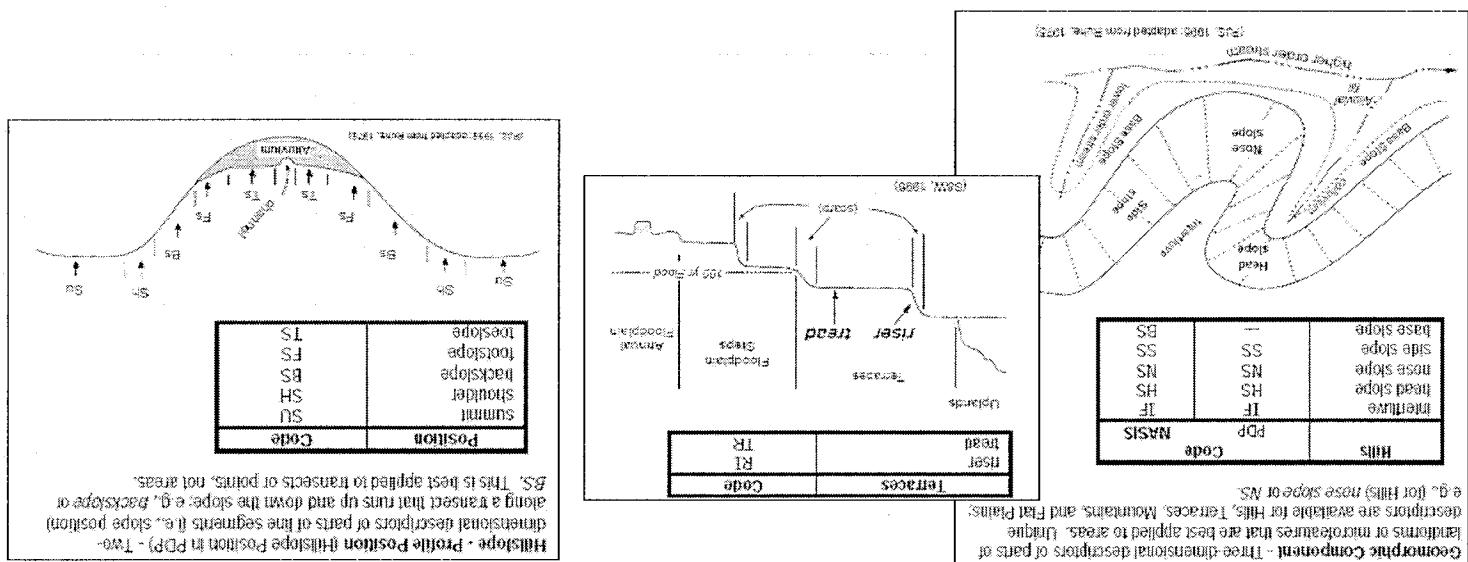
TEMPORARILY FLOODDED: Surface water present for brief periods during growing season, but water table usually lies well below soil characterizes floodplain terrace.

OCCASIONALLY FLOODED: Surface water can be present for brief periods during growing season, but not in most years. Often saturated to surface for extended periods during the growing season. Equivalent to Cowardin's Saturated modifier.

PERMANENTLY/SEMI-PERMANENTLY SATURATED: Dry less than once per year. Surface water is seldom present, but substrate is too surface to extremes during the growing season.

INTERMITTENTLY/SEASONALLY SATURATED: Dry at least once per year. Surface water is seldom present, but substrate is saturated

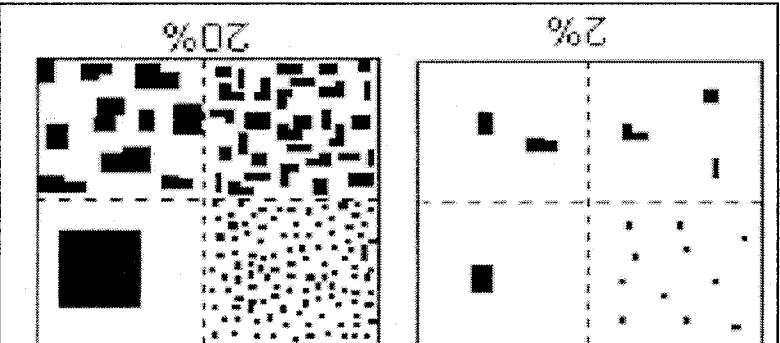
HYDROLOGIC REGIME Modelled from Grossman et al. 1998. (Frequency and duration of flooding.)



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

ORGANIC: 1=Loamy
2=Clayey
3=Sandy
4=Coarse Sand

9=Not measured - make plot note



Class	Code	CWRI	NASIS	Chlorotic % of Surface Area Covered	FEW	Common	Many
		T	C	<2	2 to >20	20	≥ 20

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

Project Label: PCAP Project Name: Olmsted 2011

Plot No.: 115

Page: 1 of 1

COVER BY STRATA (%) estimate using midpoints of 5 ext. 3, 8, 13, 18%)		
Strata	Height Range (m)	Total Cover (%)
Trees	2.5	9%
Shrub	3.7 - 5	5%
Herb	-	18%
(Floating)*	-	0
(Aquatic)**	-	0

EARTH SURFACE & GROUND COVER	
Underlying Earth Surface*	Ground Cover
(Sum = 100%)	(Each $\leq 10\%$)
Histosol	percent
Mineral Soil	percent
Gravel-Cobble*	0
Boulder**	0
Bedrock	0
Water	0
Barren Soil	1%
Road/Trail	5%
Other	9%

TRAIL INFORMATION: If trail fails in plot record type and cover for each	
Type	% Cover
<input type="checkbox"/> All Purpose	
<input type="checkbox"/> Bridle	
<input type="checkbox"/> Hiking sanctioned	
<input type="checkbox"/> Bootleg unsanctioned	
<input type="checkbox"/> Gravel	
<input checked="" type="checkbox"/> Deer	5%

- * rooted and floating or slightly emerged
- ** submerged, most plant mass below surface
- SEE BACK OF PAGE FOR "TYPICAL"
- STRATA DESCRIPTIONS, STRATA CAN VARY BY COVER TYPE.

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

MICROTOPOGRAPHIC FEATURE COUNTS - Intensive modules only

Rating 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 ('-3')

Slope 1 = slight elevation grade across module (1%)

Slope 2 = falls on slope $> 20^\circ$

Slope 3 = maximum steepness that can be safely sampled $\sim 45^\circ$

0 feature is absent or functionally absent (Golf Course Flat)

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

7 feature is present in moderate or greater amounts and of highest quality

10 feature is present in moderate or greater amounts and of highest quality

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

no. of tussocks	no. of hummocks	no. macro depressions	c.w.d.	c.w.d.	c.w.d.	microhabitat	microhabitat
depth 3	depth 2	(2+1.2 cm) (1.2+0.6 cm)	>40 cm	interspersed			
1x1m	1x1m	10x10cm	depth 1	depth 1	depth 1	SLOPE	
(count)	(count)	(count)	(count)	(count)	(count)	(rank)	
mod#	cover						
1	0	1	13	1	0	2	
2	0	1	12	1	0	1	
3	0	2	16	0	0	2	
4	0	1	10	2	0	2	

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

Module	N	S	E	W
X 1	1	2	3	1
X 2	1	3	5	2
X 4	1	3	2	1

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

LFI*	TSI**

LFI is angle of plot to the horizon. TSI is angles formed by local slopes for TSI.

measure angle from recorder eye to eye of person standing ~10 m away

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

* Landform index (position within landscape)

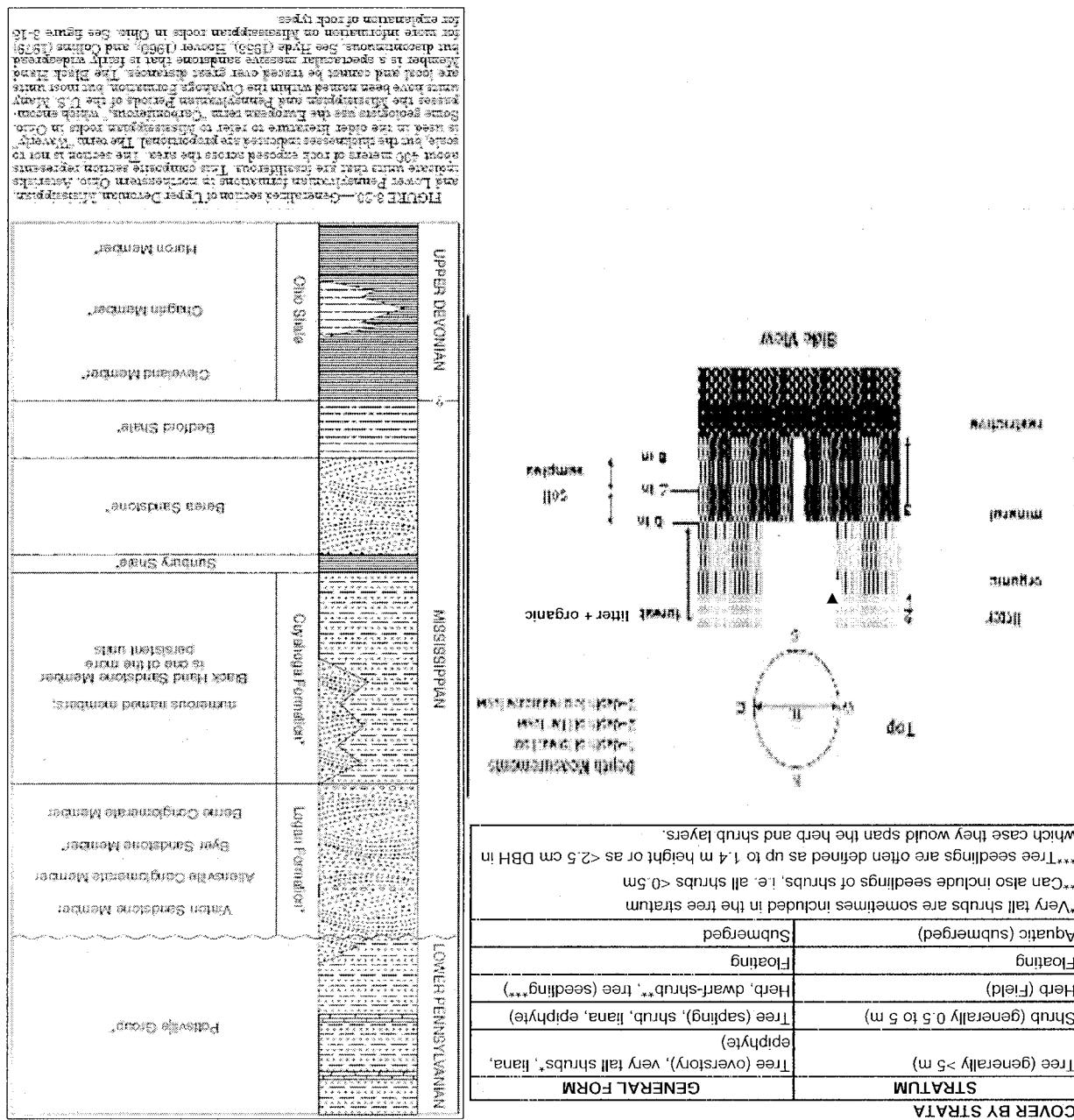
** Terrain Shape Index (site microtopographic shape)

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

microdepressions = microtopographic depressions with module. These may extend into other modules and be counted again.

c.w.d. = coarse woody debris

microintersperses = overall ranking of plot microtopographic interspersion complexity using scale below



FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP-1115 MS

DATE: 06/13/2011

Location:

AA Center N OS OE OW

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

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

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

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

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

Reviewed by (initial):

Site ID: PCAP - 1115 MS

DATE: 06/11/2001

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

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

PLOT COORDINATES

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

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

Location of coordinates (choose one):

Flag

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

Latitude North 41°32'06.0"

Longitude West

81.81.129

Use Decimal Degrees; NAD83

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP - 1115 MS

DATE: 06 / 13 / 2011

Location:

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

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

Residential and Urban Stressors				Hydrology Stressors				Agricultural & Rural Stressors				
Fill bubble if present - Plot	1	2	3	Fill bubble if present - Plot	1	2	3	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Ditches, Channelization	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Pasture/Hay	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	
Road - two lane	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Range	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	
Road - four lane	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Water Level Control Structure	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Row Crops	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	
Parking Lot/Pavement	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Excavation, Dredging	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Fallow Field (RECENT-RESTING RAIN CROP FIELD)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	
Golf Course	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Fill/Spoil Banks	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	
Lawn/Park	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Nursery	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	
Suburban Residential	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Soil Loss/Root Exposure	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Dairy	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	
Urban/Multifamily	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Wall/Riprap	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Orchard	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	
Landfill	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Inlets, Outlets	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Confined Animal Feeding	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	
Dumping	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Rural Residential	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	
Trash	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Impervious surface input (SHEETFLOW)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Gravel Pit	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	
Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Irrigation	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	
Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		<input type="radio"/>	

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

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

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

2428168304

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

Reviewed by (initials):

Site ID: PCAP - 1115 MS

DATE: 06/16/2011

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

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

PLOT COORDINATES

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

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

Location of coordinates (choose one):

Flag

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

Latitude North 41.32189

Longitude West 81 81149

Use Decimal Degrees; NAD83

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP - 1115-MS

DATE: 06 / 13 / 2011

Location:

AA Center N S E W

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

Plot 1 Plot 2 Plot 3

Buffer Natural Cover Strata

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

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

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

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

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

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

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

2428168304

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

Reviewed by (initial): _____

Site ID: PCAP - 1115 M5

DATE: 06/13/2011

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

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

PLOT COORDINATES

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

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

Location of coordinates (choose one):

Flag

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

Latitude North 41° 31' 93" 99° 1' 88" 111" 65°

Use Decimal Degrees; NAD83

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

7966623548

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP - 1115 MS

DATE: 06 / 13 / 2011

Location:

AA Center N OS E OW

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

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

Residential and Urban Stressors				Hydrology Stressors				Agricultural & Rural Stressors				Flag
Fill bubble if present - Plot	1	2	3	Fill bubble if present - Plot	1	2	3	Fill bubble if present - Plot	1	2	3	Flag
Road - gravel	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Ditches, Channelization	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Pasture/Hay	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Road - two lane	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Dike/Dam/Road/RR Bed (IMPEDE FLOW)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Range	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Road - four lane	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Water Level Control Structure	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Row Crops	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Parking Lot/Pavement	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Excavation, Dredging	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Fallow Field (RECENT-RESTING ROW CROP FIELD)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Golf Course	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Fill/Spoil Banks	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Lawn/Park	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Freshly Deposited Sediment (UNVEGETATED)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Nursery	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Suburban Residential	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Soil Loss/Root Exposure	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Dairy	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Urban/Multifamily	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Wall/Riprap	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Orchard	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Landfill	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Inlets, Outlets	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Confined Animal Feeding	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Dumping	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Rural Residential	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Trash	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Impervious surface input (SHEETFLOW)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Gravel Pit	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Irrigation	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			
Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Other: _____	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			

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

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

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

2428168304

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

Reviewed by (initial):

Site ID: PCAP - 1115 ms

DATE: 06/13/2011

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

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

PLOT COORDINATES

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

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

Location of coordinates (choose one):

Flag

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

Latitude North 41 33 06 9 Longitude West 81 88 09 15 9

Use Decimal Degrees: NAD83

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

7966623548

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP - 1115 MS

DATE: 06 / 13 / 2011

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

Buffer Natural Cover Strata

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

Strata Section: Fill in appropriate cover class bubble for each strata type for each plot. 0 = Absent; 1 = Sparse(<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 checked="" type="radio"/> D <input type="radio"/> E		Absent: <input type="radio"/>	Buffer Plot 3	Canopy Type: <input checked="" type="radio"/> D <input type="radio"/> E		Absent: <input type="radio"/>
	Leaf Type: <input checked="" type="radio"/> B <input type="radio"/> N	Flag	Leaf Type: <input checked="" type="radio"/> B <input type="radio"/> N		Leaf Type: <input checked="" type="radio"/> B <input type="radio"/> N	Flag	Leaf Type: <input checked="" type="radio"/> B <input type="radio"/> N		Leaf Type: <input checked="" type="radio"/> B <input type="radio"/> N	Flag	
Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4			Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4		
Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			Small Trees (<0.3m DBH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4		
Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4			Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		
Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		
Herbs, Forbs and Grasses	<input 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 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 checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		
Bare ground	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Bare ground	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Bare ground	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		
Litter, duff	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Litter, duff	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			Litter, duff	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4		
Rock	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Rock	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Rock	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		
Water	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Water	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Water	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		
Submerged Vegetation	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Submerged Vegetation	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Submerged Vegetation	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4		

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

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

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

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

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

2428168304

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

Reviewed by (initial): _____

Site ID: PCAP-1115 MS

DATE: 06/13/2011

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

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

PLOT COORDINATES

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

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

Location of coordinates (choose one):

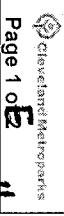
Flag

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

Latitude North 51 32 05 8 Longitude West 8 18 12 N 03 08 N

Use Decimal Degrees; NAD83

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet



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GENERAL INFORMATION		LOCATION
Project Label:	PCAP	
Project Name:		
Plot Name:		
Plot No.:	<input type="checkbox"/> Level 4 (no nested corners sampled) <input checked="" type="checkbox"/> Level 5 (nested corners sampled)	
Date (mm/dd/yyyy):	/ / /	
End date (if > 1 day):	/ / /	
Party	Role**	
	Plot leader	
** Roles: Co-leader, Asst., Guide, Owner, Taxonomist etc	<input type="checkbox"/> MAP <input checked="" type="checkbox"/> GPS	
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 type="checkbox"/> how much effort put into sampling. Hurried plots may still provide good data	
TAXONOMIC ACCURACY		
high	modera.	low
vascul.		<input type="checkbox"/> n/a
bryo		
lichen		
TAXONOMIC STANDARD		
Authority:	G&C Pub Date: 1998	
Minimum required fields in Bold and Underlined		
<p>* Definitions and values in CM PCAP FOM v. 1.0 and CVS Field Guide</p> <p>Plot Layout - 1x5 on a Slope Rationale - Point lands on a slope, SE or point at the bottom of the slope is a seasonally wet area, plot runs along the slope in a 1x5 area. Original GATS point fell b/w cover land & of med 1. Plot Another med we added NE of point to fit in a 1x5. Redacted compass complications. Plot may be off.</p> <p>Plot Set Up Depth (1-5): Intensive modules: 2, 3, 8, 9 (EDIT IF MODIFIED) Camera No.: _____ Photo Nos.: _____</p> <p>OVER</p>		

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet



Project Label: PCAP

Project Name:

Plot No.: _____

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CLASSIFICATION

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

Hydrogeomorphic class (WETLANDS ONLY):

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

FIT		CONF		STAND SIZE		DISTURBANCES			
Fit=	Conf=	Fit=	Conf=	>1,000 x plot size	> 100 x plot size	severity**	yrs ago	% of plot	description
				<input type="checkbox"/>	<input type="checkbox"/>	Human			
				<input type="checkbox"/>	<input type="checkbox"/>	Natural			
				<input type="checkbox"/>	<input type="checkbox"/>	Fire			
				<input type="checkbox"/>	<input type="checkbox"/>	Cut			
				<input type="checkbox"/>	<input type="checkbox"/>	Animal			
				<input type="checkbox"/>	<input type="checkbox"/>	Other			

**L=low, ML=med low, M=med, MH=med high, H=high, VH=very high

Current Land Use:

Former Land Use:

HYDROLOGIC REGIME*

- FOREST swamp forest bog forest forest seep
 - EMERGENT marsh wet meadow open bog
 - SHRUB shrub swamp tall sh. bog tall sh. fen
- | FIT | | CONF | | MODIFIED NATURESERVE CLASS* | | SALINITY* | | LANDFORM TYPE*: | |
|------|-------|------|-------|-----------------------------|-------|-----------|-------|-----------------|-------|
| Fit= | Conf= | Fit= | Conf= | Fit= | Conf= | Fit= | Conf= | Fit= | Conf= |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |
| | | | | | | | | | |

□ Intermittently flooded

□ Upland (seldom flooded)

□ Semipermanently flooded

□ Permanently flooded

□ Tidal/Seiche flooded daily

□ Tidal/Seiche flooded monthly

□ Tidal/Seiche flooded irregular (e.g. wind, storms)

□ Unknown

□ Intermittently/seasonally saturated (seldom flooded)

□ Permanently/Semipermanent, saturated (dry <1/yr, seldom flooded)

□ Occasionally flooded (<1/yr)

□ Temporarily flooded

□ Upland (n/a)

HOMOGENEITY

- Homogeneous
- Compositional trend across the plot
- Conspicuous inclusions
- Irregular/pattern mosaic

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

Park in Strongsville Wildlife Area Pkwy lot. Small trail at far corner of lot. Cross stream at rapids (upstream). Follow GPS Bear.

