

Project Label: PCAP

Plot No: 3435 Date Sampled: Aug 10-11 2011 Lead: D. Stover

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 details 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		
Cover by Strata? (confirm cover type)	<input checked="" type="radio"/> Y <input type="radio"/> N		
Soil samples collected with matching plot #	<input checked="" type="radio"/> Y <input type="radio"/> N		
Vouchers labeled on datasheet with initials and number	<input checked="" type="radio"/> Y <input type="radio"/> N		
Vouchers labeled on collection bag	<input checked="" type="radio"/> Y <input type="radio"/> N		
Pink flags removed	<input checked="" type="radio"/> Y <input type="radio"/> N		
Data sheet QA before leaving site?	<input checked="" type="radio"/> Y <input type="radio"/> N	flags left in grape tangle to help future crews	
Common equipment returned to tub.	<input checked="" type="radio"/> Y <input type="radio"/> N		
Data sheets scanned?	8/15/11	Enter date to left	
Final data sheets scanned?		Enter date to left	
Buffer Widths measured?	<input checked="" type="radio"/> Y <input type="radio"/> N		
Web Soil Survey	<input checked="" type="radio"/> Y <input type="radio"/> N		
Voucher Location	Refrigerator	<input checked="" type="radio"/> Y <input type="radio"/> N	
(# vouchers collected)	Press (#)		Enter number to left
DS 217- 225	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	

GRTS point verification: Is plot sampleable?

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

Additional Comments:

333 Janis Rd - resident feeding deer & turkey
(8 Tom turkey, 5 deer) + Racoons



CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Page 1 of 2

GENERAL INFORMATION		LOCATION
Project Label:	PCAP	
Project Name:	C1BC2C11	
Plot Name:	Acer X	
Plot No.:	3435	
<input type="checkbox"/> Level 4 (no nested corners sampled) <input checked="" type="checkbox"/> Level 5 (nested corners sampled)		
Date (mm/dd/yyyy): 08/10/2011		
End date (if > 1 day): 08/11/2011		
Party	Role**	
J LANTERMAN	ASST	
A MACK	STILLS, STEMMES	
G COLEZEA	11	
<small>** Roles: Co-leader, Asst., Guide, Owner, Taxonomist, etc.</small>		
PLOT NOT SAMPLED:		
<input type="checkbox"/> Pem. water <input type="checkbox"/> Paved <input type="checkbox"/> Slope <input type="checkbox"/> Safety		
SAMPLING QUALITY*		
Effort Level:	<input checked="" type="checkbox"/> Very thorough <input type="checkbox"/> Accurate <input type="checkbox"/> Hurried	
TAXONOMIC ACCURACY		
high	modera	low
vascul.	<input checked="" type="checkbox"/>	n/a
bryo	<input checked="" type="checkbox"/>	
lichen	<input checked="" type="checkbox"/>	<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 C1111; **OVER** in wetter areas. Browse medium.

Original GRTS pt

Plot: 3435

Landowner: CLE METRO

X-axis Bearing of plot: [18] °

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 = y = (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: 41.37642

Longitude: 81.83994

Coord. Accuracy: m ft + - 1.5

GPS File Name: 3435 A

Plot size for cover data: 0.1 (hectares)

Stems not sampled on this plot Stems absent

Stems present

Plot size stems: 0.1 (ha)

Depth: (1-5): 4

Intensive modules: 2, 3, 8, 9 (EDIT IF MODIFIED)

Camera No.: 3

Photo Nos.: C3-0626, 0627

Diagram Key:

Plot placement:
 Representative GRTS Random Stratified Random
 Transect component Systematic (grid) Capture specific feature Other

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

Plot: LAY-OUT - 2 x 5

Location: Park @ end of JANICE PR. (it is permissible to park along road). Plot is ca. 60m E into woods

Rationale: Agree with LAY-OUT; original GRTS pt @ (0,1)

Veg: Acer successional woods. A. rubrum and A. saccharinum present in canopy with suspected hybrids (possible ornamental escapes from adjacent residential area). Some Fraxinus, Crataegus in subcanopy. Ilex, Ligustrum, Lindera in shrub layer (Lonicera dominating in med 7). Vitis spp. in canopy and shrub layer; Toxicodendron as well. Herb layer mostly weedy; Toxicodendron, Glyceria

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Project Label: PCAP

Project Name: 01/02/06

Plot No.: 3435

GluechordMetroparks

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CLASSIFICATION		STAND SIZE		DISTURBANCES					
(Fit= excellent, good, fair, poor; CONF = high, med, low)		Fit and Confidence		type*	severity**	yrs ago	% of plot	description	
Hydrogeomorphic class (WETLANDS ONLY):				>1,000 x plot size	Human	M	>1	5%	trash, toothy trail
<input type="checkbox"/> DEPRESSION		Fit= Conf=		> 100 x plot size	Natural	M			
<input type="checkbox"/> IMPOUNDMENT <input type="checkbox"/> Beaver <input type="checkbox"/> Human		Fit= Conf=		10-100 x plot size	Fire	M			
<input type="checkbox"/> RIVERINE <input type="checkbox"/> Headwater <input type="checkbox"/> Mainstem <input type="checkbox"/> Channel		Fit= Conf=		3-10 x plot size	Cut	M			
<input type="checkbox"/> SLOPE (ground water hydrology or on a physical slope)		Fit= Conf=		1-3 x plot size	Animal	M	0	100%	browse
<input type="checkbox"/> FRINGING <input type="checkbox"/> Reservoir <input type="checkbox"/> Natural Lake		Fit= Conf=		< plot size	Other	M			
<input type="checkbox"/> COASTAL (specify subclass)		Fit= Conf=							
<input type="checkbox"/> BOG (strongly, moderately, weekly ombrotrophic)		Fit= Conf=							
Ohio EPA VIB 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 NATURE RESERVE CLASS*									
CODE (on separate form): <u>W02</u> <input type="checkbox"/> <u>M</u> <input type="checkbox"/> <u>mixed community</u>		Fit= <u>G</u> Conf= <u>H</u>							
COMMUNITY NAME: <u>Apple Sweetwood</u> <input type="checkbox"/> <u>Red Maple Thicket woodland</u>									
HOMOGENEITY		Additional notes & diagrams: (Representativeness of plot to the stand, successional status, maturity, etc.)							
<input type="checkbox"/> Homogeneous		<i>Grape vine - honeysuckle tangue in rods 6, 7; grassy opening in rods 1, 10.</i>							
<input type="checkbox"/> Compositional trend across the plot									
<input type="checkbox"/> Conspicuous inclusions									
<input type="checkbox"/> Irregular/pattern mosaic									

After revisit on 10-18-2011, LTH determined that the site was more a mixed community type with elms, and silver maples

CLEVELAND METROPARKS Plant Community Assessment Program Species Cover Data Sheet

Project Label: _____ PCAP

Project name: 2013C2011

Total modules: 10
Visual est. % open water entire site: 0 Visual est.

Project name: 213C
Intensive modules: 4

Plot no.: 3435
Size: 2 x 5

Plot area (ha): 20.1



Cleveland
Metroparks

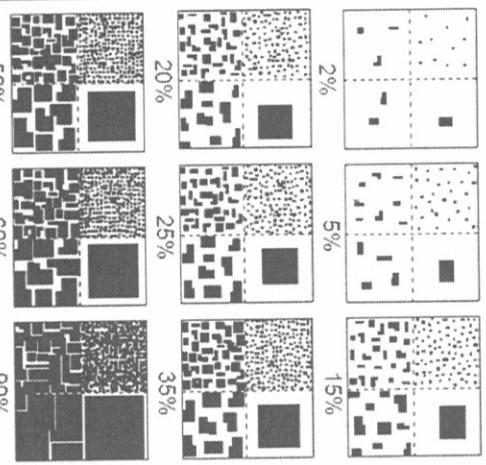
$Br =$ Browse Level. Use cover classes to describe amount of browse per species over entire plot

Strata - Cov. entire plot

Strata - Cov. entire plot		Estimate for each intensive module:																		
		mod	corner	mod	corner	mod	corner	mod	corner	mod	corner	mod	corner	mod	corner	mod	corner	mod	corner	
T	S	H	(F)	(A)	Br	Species		C	Voucher #	depth	cov	depth								
6						<i>Acer saccharinum</i>			4	7		4	6	15						
7						<i>Acer rubrum</i>			4	8	4	4	6	4	7	2	12	5		
6	1					<i>Ulmus americana</i>			4	4		4	6	4	7	1	6			
5	1	5				<i>Toxicodendron radicans</i>			4	3	4	3	2	4	3	2	4	4	7	4
5	15					<i>Fraxinus</i> ^{sp- seedlings}			4	4	4	5	3	2	4	3	3	3	3	
6						<i>Acer (x freemanii)</i>			4	6		2	7	4	1	5				
6	X					<i>Lonicera morrowii</i>			2	4		4	2	1	4	6	2	4	23	
1						<i>Carex vulpinoidea</i>			4	1										
5						<i>Cinna arundinacea</i>			4	2	3	3	2		3	2	2	2		
2						<i>Leersia virginica</i>			4	1	2	2	2		3	1	1	2	1	
6						<i>Glyceria striata</i>			4	2	3	2	4		2	2	3	3	2	4
2						<i>Acer</i> seedling			4	2		4	2		2	2	3	3	2	
1						<i>Viburnum pectinatum</i>			4	2		4	2		2	1	2	3	2	4
2						<i>Lysimachia nummularia</i>			3	2										
2						<i>Carex</i> sp. ^(blanda)			3	1										
3						<i>Moss</i> sp.			3	2	2	2	2	2	1		1	1		
3	1					<i>Prunus</i> sp.			3	2	2	4	2	2	34	3	3	4		
2						<i>Juncus</i> ^{sp-} <i>Juncus</i> ^{tenuis}			3	1			2	1	2	1	3			
1						<i>Juncus effusus</i>			3	2	2	2	2		2	2	1	2	+	
15						<i>Geum canadense</i>			2	2	3	2	2	3	2	2	2	1	1	+
3	3					<i>Ligustrum vulgare</i>			2	2					1	5	4	3	2	3
2	1					<i>Rubus pensylvanicus</i>			2	2	2				2	1	2	2	2	
12	2					<i>Rosa multiflora</i>			2	2	2	2	1	2	1	1	1	1	1	
4	2					<i>Lindera benzoin</i>			2	2	3	3	2	3	2	2	2	2	23	
2	2					<i>Parthenocissus quinquefolia</i>			2	1	1	1	1	1	1	1	1	2	1	2

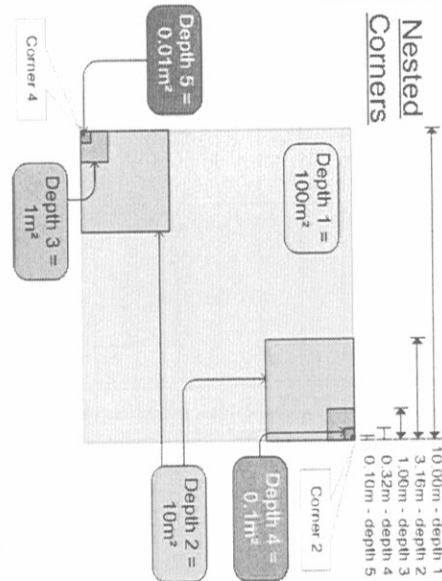
EXAMPLES OF PERCENT OF AREA COVERED

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



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

Nested Corners



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.

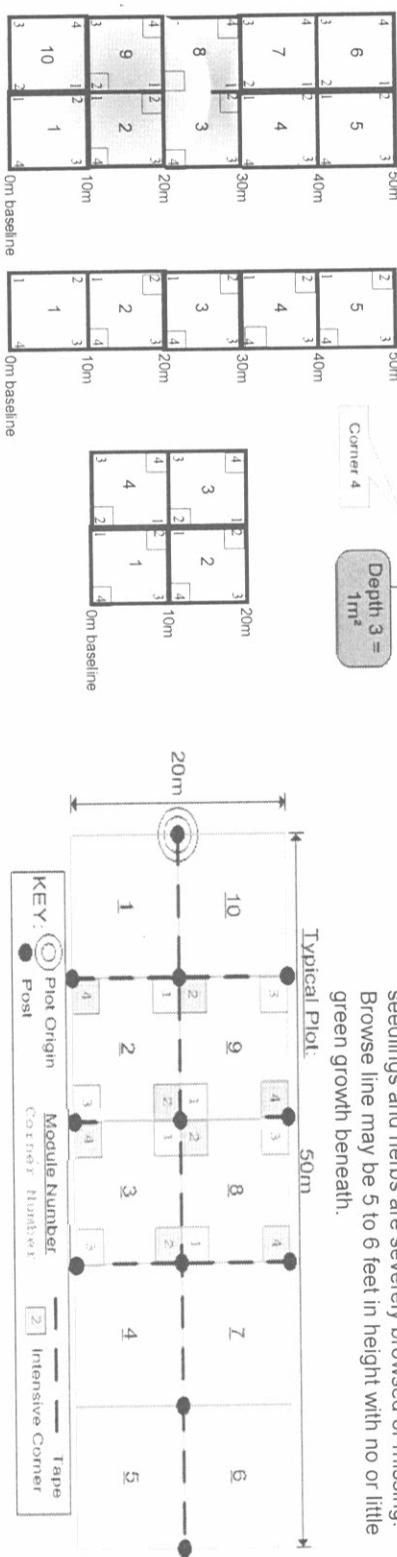
MEDIUM: browse affects greater than 10 percent and less than 25 percent of stems in the 1 m² nested quadrat and intensive module. A browse line is usually not evident or obvious for all classes and species of vegetation, but careful examination may show preferential browse and/or browse lines for some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

Typical Plot:



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.

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UNIVERSITY OF TORONTO PLANT COMMUNITY ASSESSMENT PROGRAM Species Cover Data Sheet

Project label: PCAP

Total modules

Visual est. % open water entire site

Visual est. %invasives entire site

Plot area (ha):

Visual est. %invasives entire site

Page 2 of 5

Project name: B 01BC200 Plot no. 3435

Intensive modules:

Plot configuration:

Plot area (ha):



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

Estimate for EACH intensive module:

mod	cover	mod	cover	mod	cover	mod	cover	mod	cover	mod	cover	mod	cover	mod	cover	mod	cover	mod	cover
2	4	2	2	3	4	3	2	8	4	8	2	9	4	7	2	R	R	mod	cover
depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov
1		1		1		1		1		1		1		1		1		1	
%unweeded open water		%unweeded ground (bare soil)		%unweeded litter (bare litter)		%unweeded ground (bare soil)		%unweeded litter (bare litter)		%unweeded ground (bare soil)		%unweeded litter (bare litter)		%unweeded ground (bare soil)		%unweeded litter (bare litter)		%unweeded ground (bare soil)	
1		1		1		1		1		1		1		1		1		1	

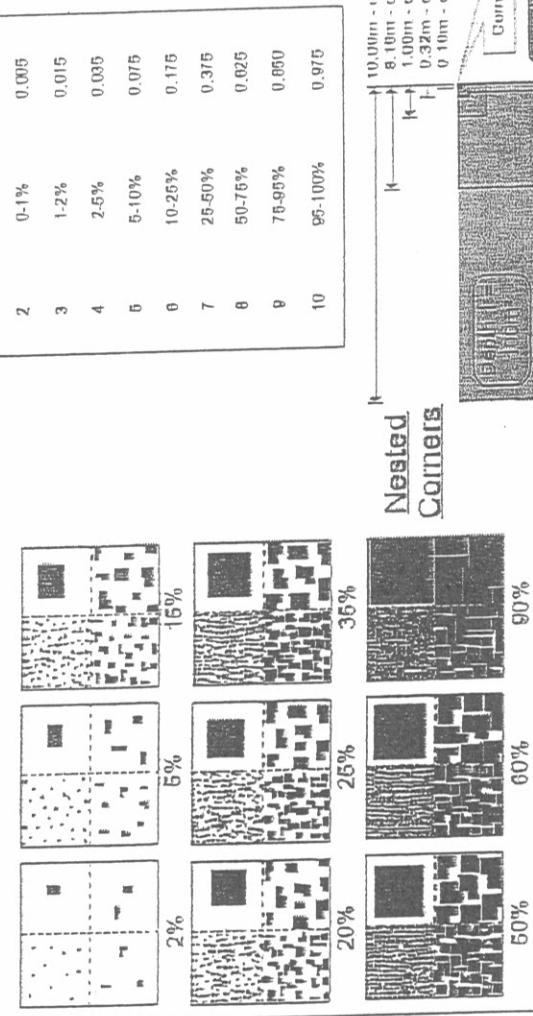
Strata Cov entire plot

Visual est. %unweeded o.w. entire site

T	S	H	(F)	(A)	Br	Species	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth
1					6	<i>Fragaria ananassa</i>	2	1	1	+	1	1	1	1	1	1	1	1	1
2					7	<i>Elymus virginicus</i>	2	1	1	+	1	1	1	1	1	1	1	1	
1					8	<i>Carex radiata</i>	1		1		1		1		1		1		
2					9	<i>Quercus sp.</i>	1	+	1	+	1	+	1	+	1	+	1	+	
2					10	<i>Potentilla simplex</i>	2	2	1	2	1	2	1	2	1	2	1	2	
2					11	<i>Carex tribuloides</i> (Lorales)	2	1	1	2	1	2	1	2	1	2	1	2	
1					12	<i>Vitis aestivalis</i>	2	1	1	+	1	1	1	1	1	1	1	1	
2					13	<i>Sanicula sp.</i>	3	1	3	1	3	1	3	1	3	1	3	1	
3					14	<i>Veronica officinalis</i>	3	2	2	2	2	2	2	2	2	2	2	2	
2					15	<i>Poa trivialis</i>	3	12	2	4	2	2	2	2	12	2	12	2	
2					16	<i>Aster lateriflorus</i>	2	2	2	2	2	2	2	2	2	2	2	2	
2					17	<i>Cercis canadensis</i>	2	1	2	2	1	2	1	1	1	2	1	2	
2					18	<i>Frangula alnus</i>	2	1	2	2	1	2	1	1	1	2	1	2	
2					19	<i>Alliaria petiolata</i>	2	1	2	2	1	2	1	1	1	2	1	2	
3	1				20	<i>Catalpa speciosa</i>	2	1	3	2	2	3	2	2	1	2	1	2	
2					21	<i>Canex suavis</i>	2	1	1	12	1	12	1	12	1	12	1	12	
2					22	<i>Polygonum virginianum</i>	1	2	2	2	2	2	2	2	3	1	2	2	
2					23	<i>Oxalis stricta</i>	1	1	1	1	1	1	1	1	1	1	2	2	
2					24	<i>Cirsium heterophyllum</i>	1	1	2	1	1	2	1	1	1	2	1	2	
2					25	<i>Lobelia inflata</i>	1	1	2	1	1	2	1	1	1	2	1	2	
1	1				26	<i>Libiumnum dentatum</i>	1	1	1	1	1	1	1	1	1	1	1	1	
1	1				27	<i>Solidago sp.</i>	1	1	2	1	1	2	1	1	1	2	1	2	
4	1				28	<i>Prunus serotina</i>	1	4	1	1	1	1	1	1	1	1	1	1	
2					29	<i>Agromyza gryposepala</i>	X	DS 217	1	1	4	3	4	3	4	5	4	5	
2					30	<i>Hackelia virginica</i>	1	1	1	1	1	1	1	1	1	1	1	1	

EXAMPLES OF PERCENT OF AREA COVERED

The [b]imbi[/b] of [b]Dioniso[/b] can be seen as the [b]way[/b] to [b]maturity[/b] of [b]Mithra[/b]. While [b]maturity[/b] may [b]mean[/b] a [b]stable[/b] life, [b]maturity[/b] can also mean a [b]stable[/b] death.



BROWSE BATING NARRATIVE DESCRIPTION

LOW OR NONE: there is no measurable browse line AND there are very few or no plants 1-m nested quatail 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.

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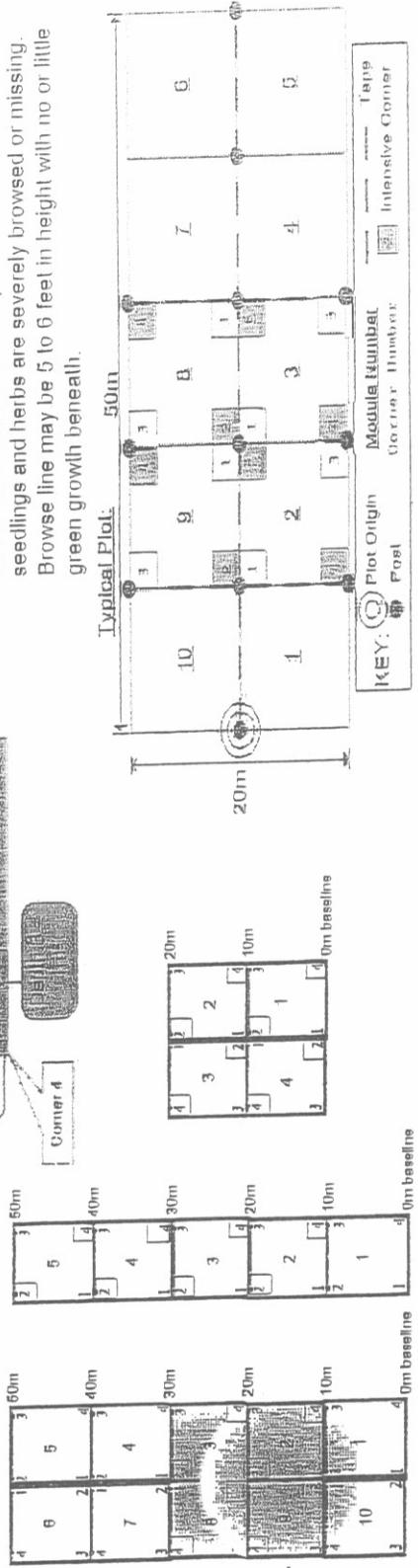
MEDIUM HIGH values include evidence of a browse line and 25 percent of stems browsed with very little regeneration evident. In this rating, for some species of plants, reproduction does not appear to occur or has very severely limited

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

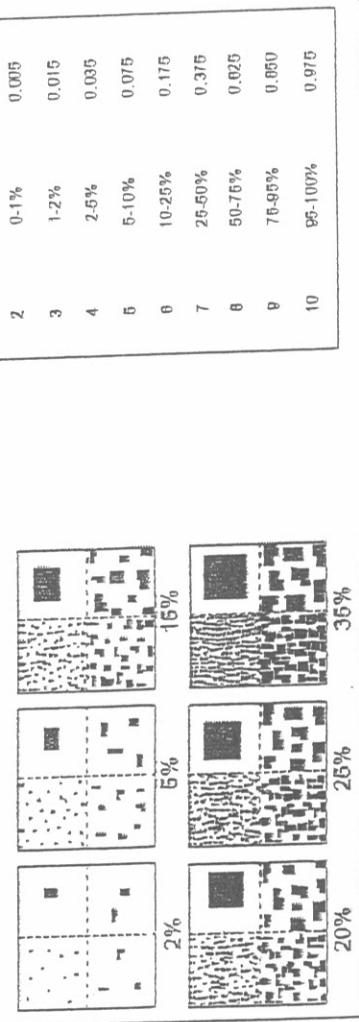
green growth beneath it.

15
14
13
12
11
10
9
8
7
6
5
4
3
2
1

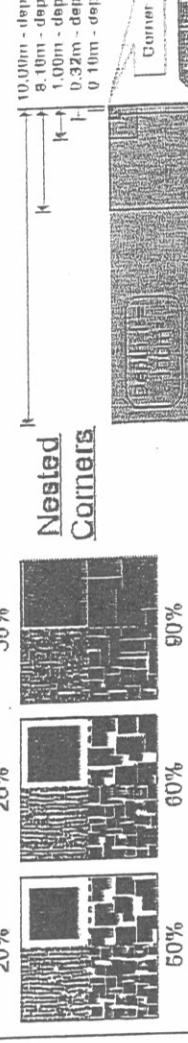


EXAMPLES OF PERCENT OF AREA COVERED

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

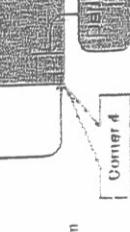


Nested Corners

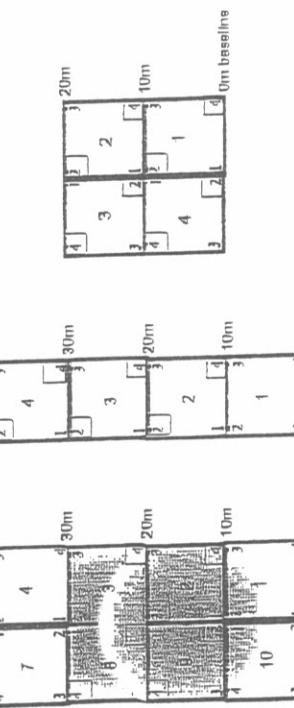


50% 60% 60%

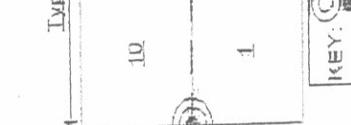
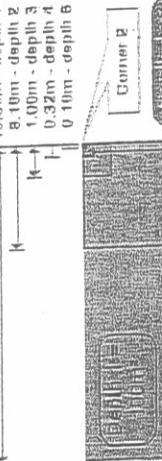
Depth 5 = 0.011m



Depth 5 = 0.011m



50m 60m 60m



50m 60m 60m

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.

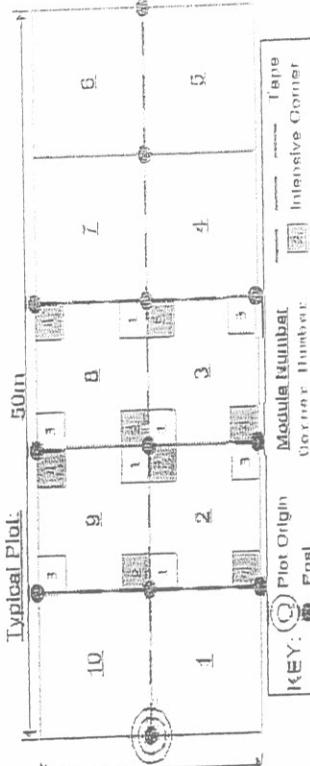
MEDIUM: browse affects greater than 10 percent and less than 25 percent of stems in the 1 m² nested quadrat and intensive module. A browse line is usually not evident or obvious for all classes and species of vegetation, but careful examination may show preferential browse and/or browse lines for some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

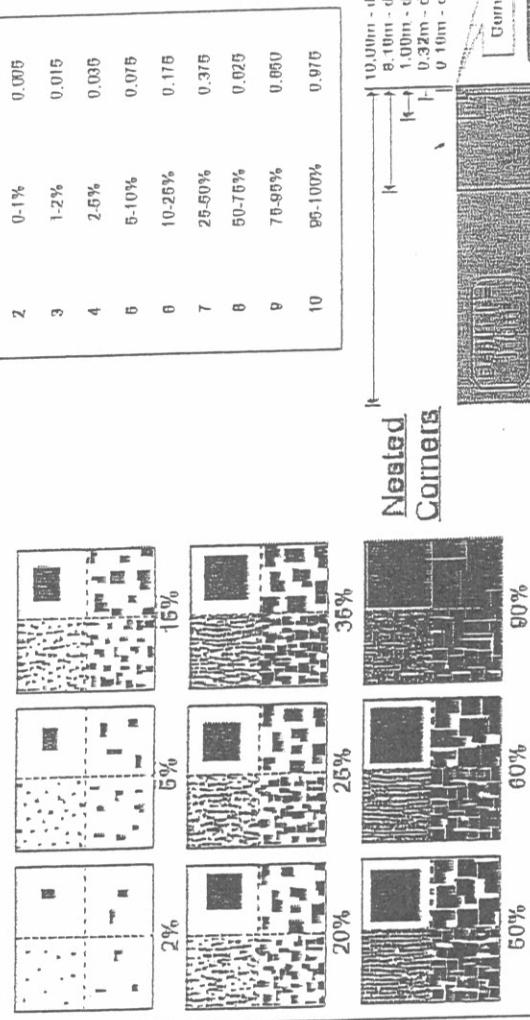
VERY HIGH values include extensive browse conditions,

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.



EXAMPLES OF PERCENT OF AREA COVERED

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



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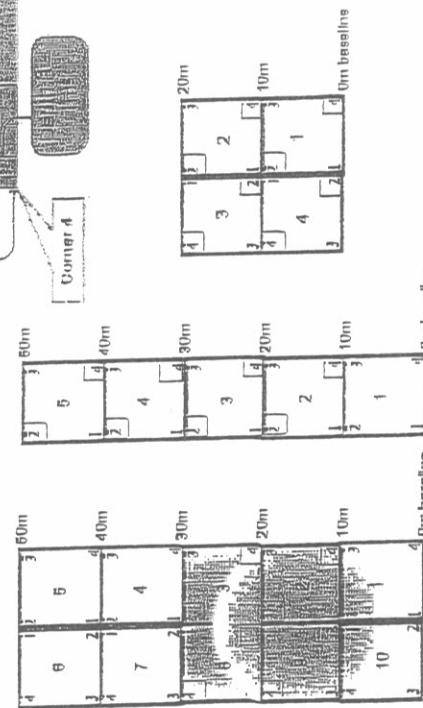
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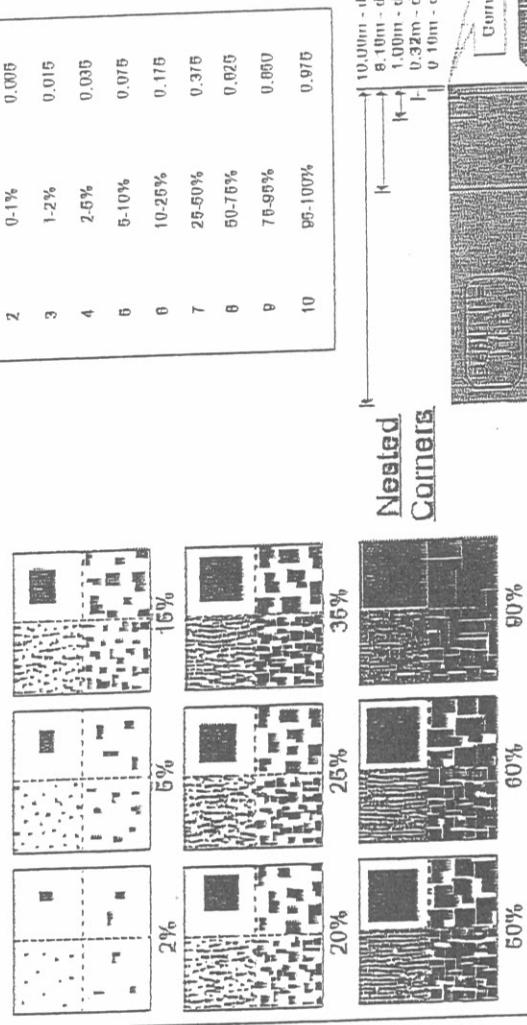
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EXAMPLES OF PERCENT OF AREA COVERED

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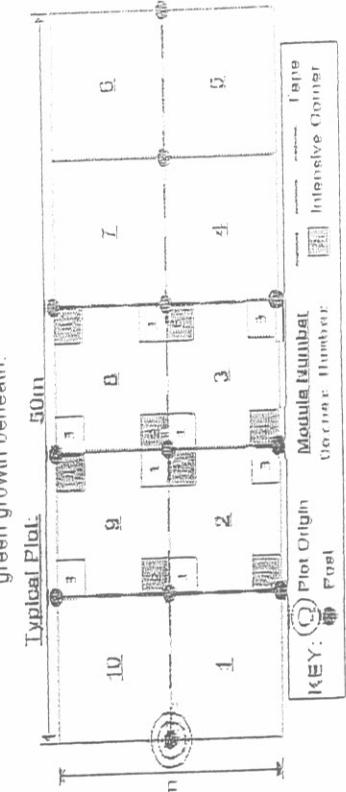
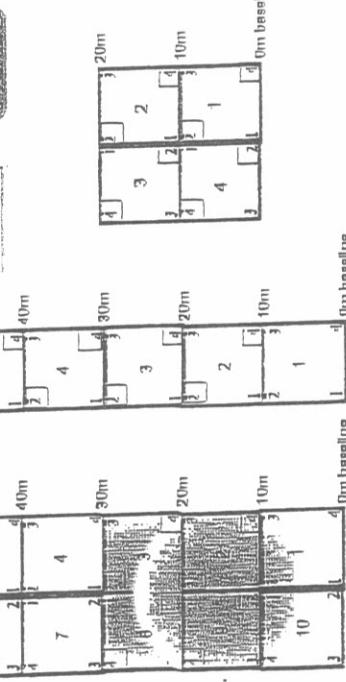
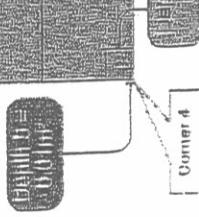
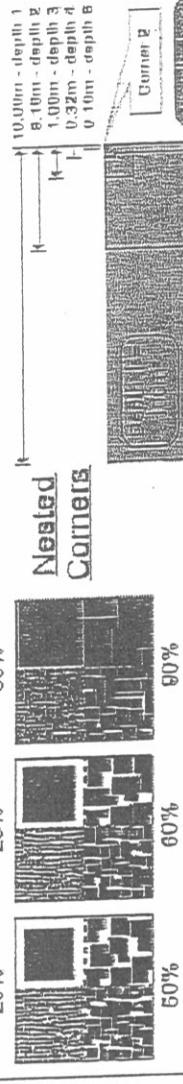
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COVER CLASS	% COVER	midpoint
1	solitary or few	0.0001
2	0-1%	0.0006
3	1-2%	0.015
4	2-5%	0.035
5	5-10%	0.075
6	10-25%	0.175
7	25-50%	0.375
8	50-75%	0.625
9	75-95%	0.850
10	95-100%	0.975



CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Explain subsample (additional room on back):

Project Name: OrBc2011

Plot No.: 3435

Page: 1

Cleveland Metroparks

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: C1B2e1

Plot No.: 3435

Page: 2 of 4

Explain subsample (additional room on back):

mod #	species	c	voucher#	# stems 0.5-1m browsed	% sub shrub sample	# clumps	size class (cm) woody stems >1m										11 >40 (record each tree)
							1	2	3	4	5	6	7	8	9	10	
4	<i>Crateagus</i> sp.					0	0										
5	<i>Acer rubrum</i>																
5	<i>Crateagus</i> sp.																
5	<i>Rosa multiflora</i>					0	0										
5	<i>Vitis aestivalis</i>					1	0										
5	Standing Dead						0										
5	<i>Ulmus americana</i>						0	0									
5	<i>Acer saccharinum</i>						0										
5	<i>Lonicera maackii</i>					0	0										
5	<i>Fraxinus pennsylvanica</i>					0	0										
5	<i>Catalpa</i> sp.					0	0										
5	<i>Viburnum dentatum</i>					1	0										
6	<i>Fraxinus americana</i>					0	0										
6	<i>Acer rubrum</i>						0										
6	<i>Vitis</i> sp.						0	0									
6	<i>Lonicera morrowii</i>						0	0									
6	<i>Acer saccharinum</i>						0										
6	<i>Ulmus americana</i>						0	0									
6	<i>Rosa multiflora</i>						0	0									
6	Standing Dead						0										
6	<i>Frangula alnus</i>						0	0									
7	<i>Ligustrum vulgare</i>						1	0									
7	<i>Vitis</i> sp.						0	0									
7	<i>Lonicera morrowii</i>						0	0									

ASH CANOPY BREAKUP CONDITION (for dead trees):

- A: All main branches contain fine twigs (newly dead).
 - B: Over 50% of main branches have fine twigs.
 - C: Less than 50% of main branches have fine twigs.
 - D: Less than 50% of main branches have fine twigs.
 - E: Control stem still standing

rank as described below)

1

6

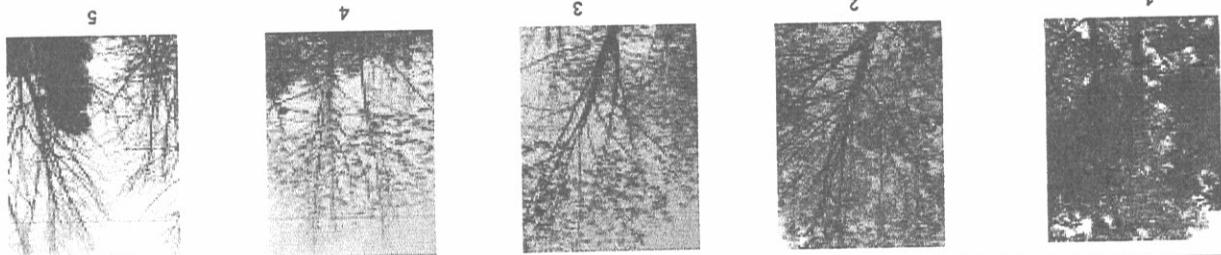
B

三



ASH CANOPY CONDITION

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

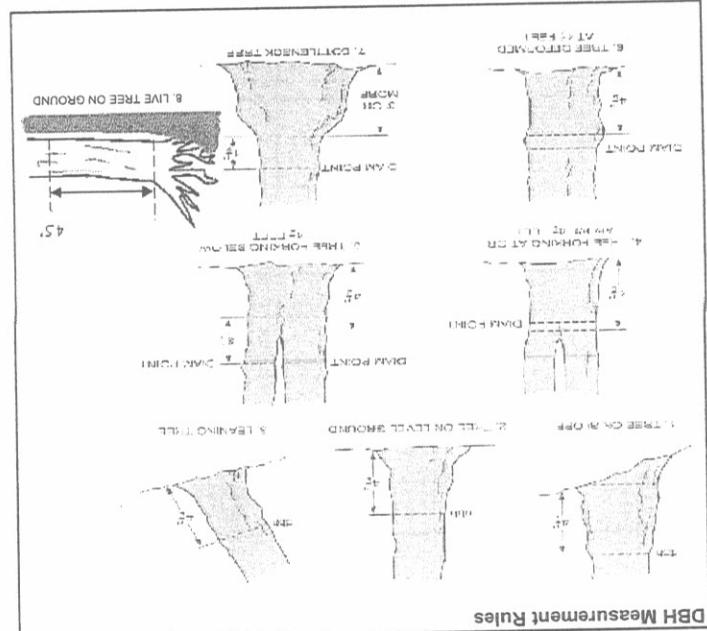


Record using the tally system (1 to 10).

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

Woody Stem Deer Browse

DBH Measurement Rules



CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

Project Name: C18c 2011

Plot No.: 34135

Page: 3 of

Cleveland Metroparks
Natural Resources Management

Explain subsample (additional room on back):

mod #	species	c	voucher#	# stems 0.5-1m browsed	% sub sample	# shrub clumps	size class (cm) woody stems >1m										#	11 >40 (record each tree)
							1	2	3	4	5	6	7	8	9	10		
7	Fraxinus americana																	
7	Rosa multiflora					1												
8	Vitis riparia																	
8	Lonicera morrowii																	
8	Fraxinus pennsylvanica																	
8	Prunus Serotina																	
8	Standing Dead																	
8	Toxicodendron radicans																	
8	Ligustrum vulgare																	
8	Vitis aestivalis																	
8	Acer sp. Saccharum																	
8	Acer rubrum																	
8	Ulmus americana																	
9	Stanslins Dead																	
9	Toxicodendron radicans																	
9	Prunus Serotina																	
9	Ligustrum vulgare																	
9	Fraxinus americana																	
9	Lindera benzoin																	
9	Lonicera morrowii																	
9	Pyrus coronata																	
9	Vitis riparia																	
10	Acer platanoides																	
10	Standing Dead																	

ASH CANOPY BREAKUP CONDITION (for dead trees):

(if an ash receives a score of 5 (dead) under canopy condition it must also receive a breakup condition rank as described below)

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

A

ASH CANOPY CONDITION

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

1 **2** **3** **4** **5**

DBH Measurement Rules

Woody Stem Deer Browse

Record the number of stems/plants between 0.5-1.0 meters tall that exhibit evidence of this years deer browse.

Record using the tally system from 1 to 10

DBH Measurement Rules

1. TALL ON LIVELY BRANCHES
 2. LEANING TRUNK
 3. TALL ON LIVELY BRANCHES
 4. HOLLOW TRUNK
 5. TALL ON LIVELY BRANCHES
 6. LIVE TREE ON GROUND
 7. DECIDUOUS TREE
 8. TALL ON LIVELY BRANCHES
 9. DIA POINT
 10. DIA POINT
 11. DIA POINT
 12. DIA POINT
 13. DIA POINT
 14. DIA POINT
 15. DIA POINT
 16. DIA POINT
 17. DIA POINT
 18. DIA POINT
 19. DIA POINT
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 30. DIA POINT
 31. DIA POINT
 32. DIA POINT
 33. DIA POINT
 34. DIA POINT
 35. DIA POINT
 36. DIA POINT
 37. DIA POINT
 38. DIA POINT
 39. DIA POINT
 40. DIA POINT
 41. DIA POINT
 42. DIA POINT
 43. DIA POINT
 44. DIA POINT
 45. DIA POINT

CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAP

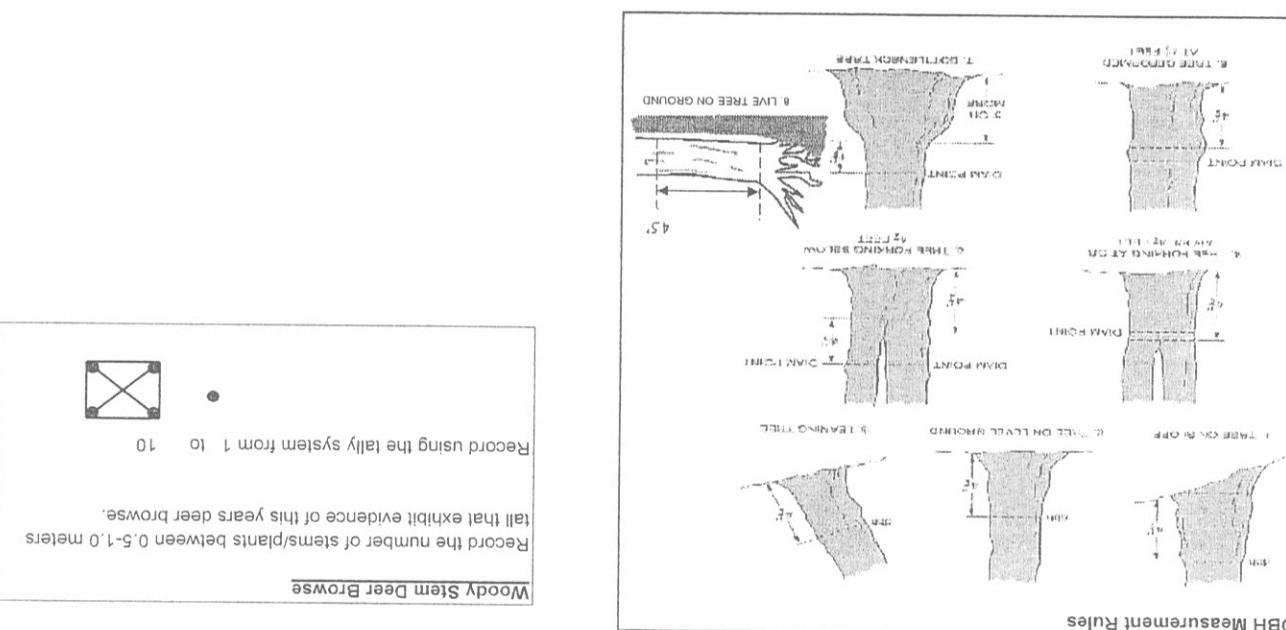
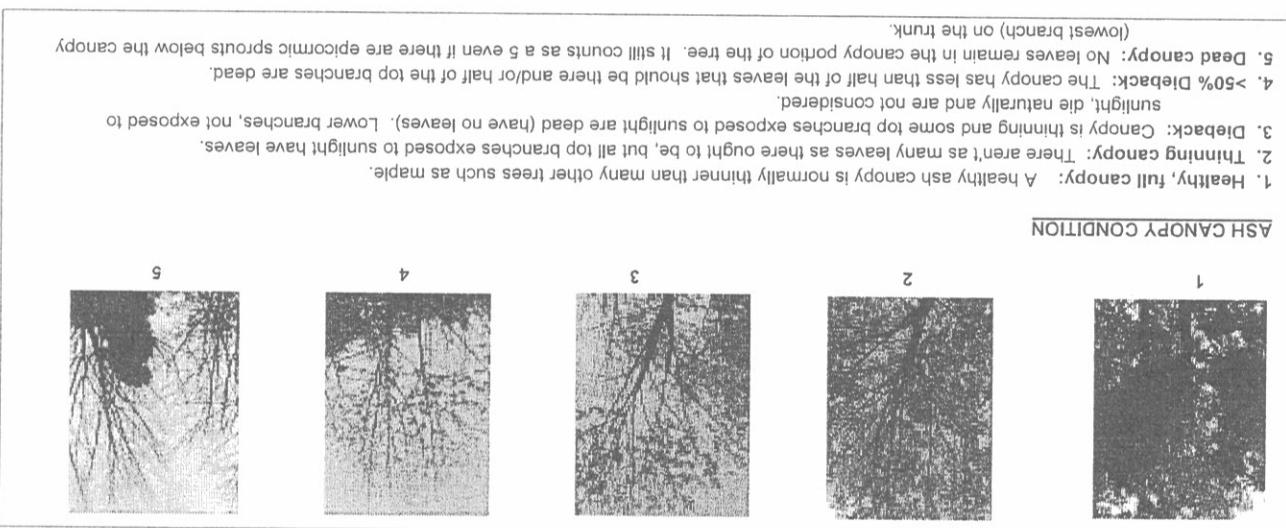
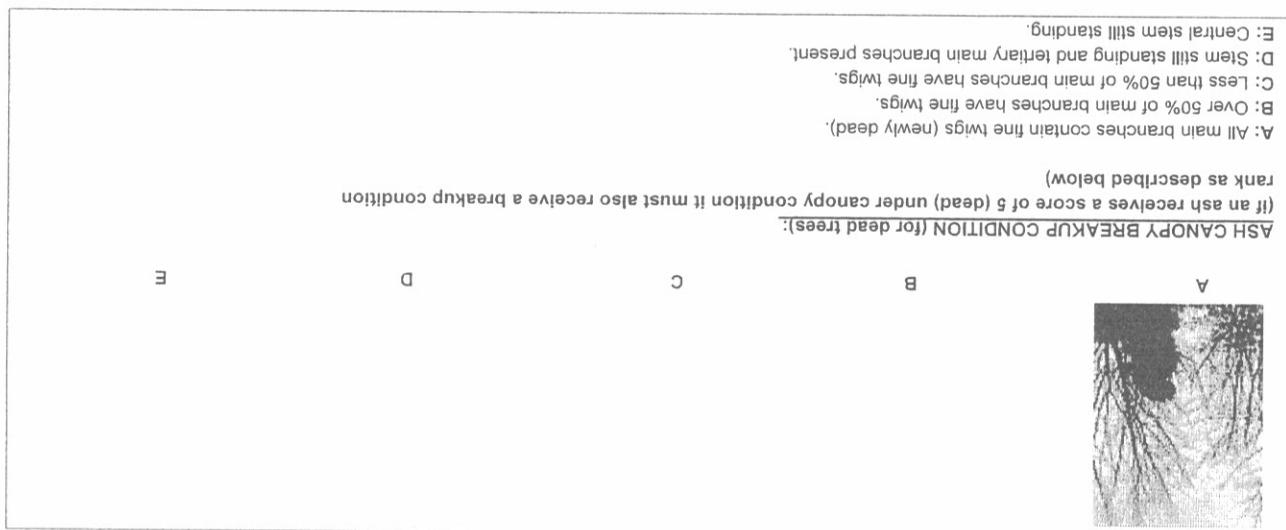
Explain subsample (additional room on back):

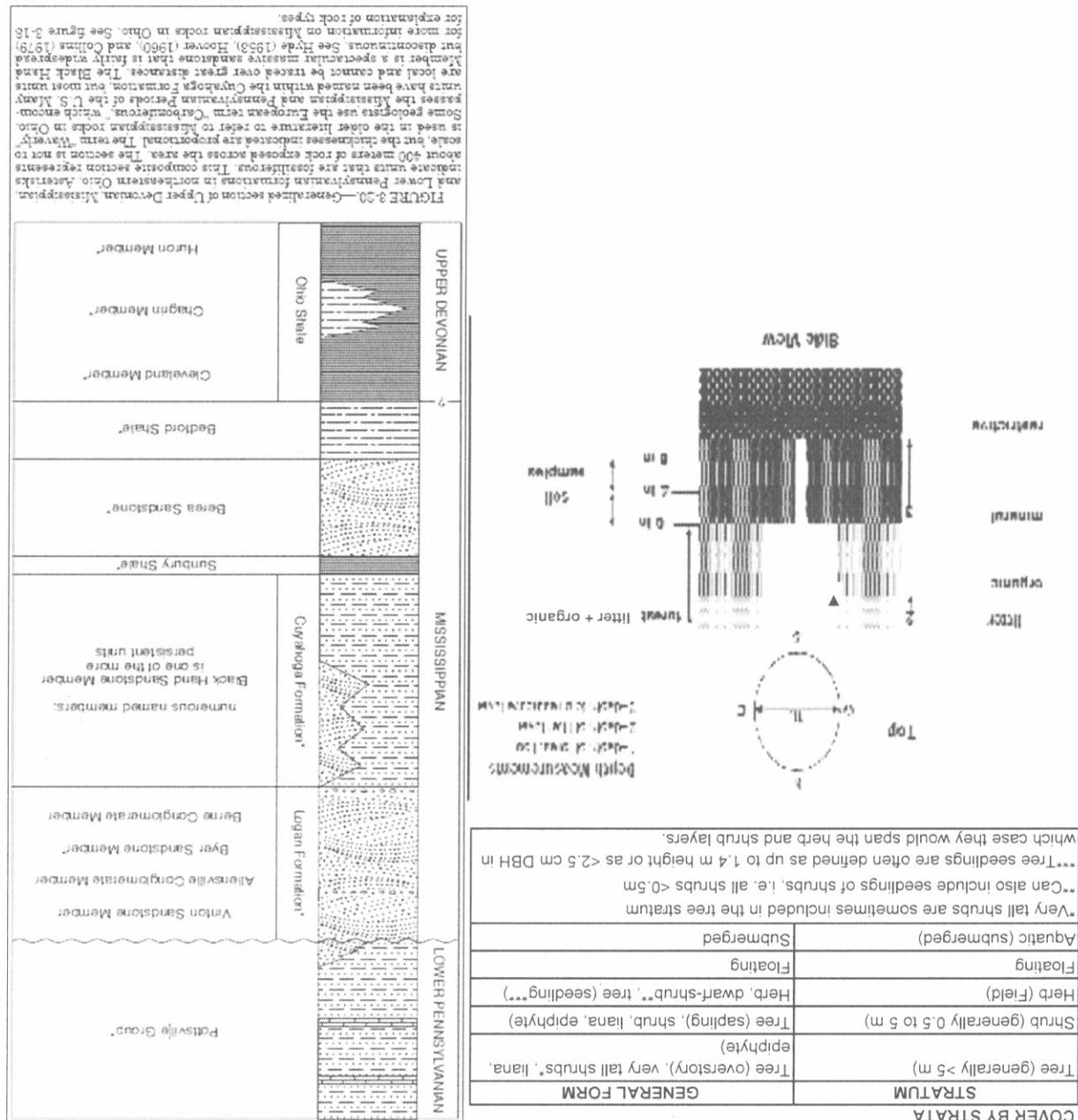
Project Name: οι&2011

Plot No.: 3435

Page: 4

11





CLEVELAND METROPARKS Emerald Ash Borer - *Fraxinus* Sheet

Project Label: PCAP

Project Name: 0102.201

INTENSIVE MODULES ONLY TREES $\geq 10\text{CM}$ ONLY
Plot No.: 3435 Date: 7/15/11

Page: 1 of 2

Module ID	Tree ID	Species	Dead c	Voucher #	DBH (cm)	HT @ DBH	Ash condition	*Dead holes	# Exit holes	Epicornic present	Woodpecker holes
8	1	<i>Fraxinus americana</i>			10.5	1.37	2	○	○	○	○
9	2	<i>Fraxinus americana</i>			15.7	1.37	2	○	○	○	○
3											
4											
5											
6											
7											
8											
9											
10											
11											
12											
13											
14											
15											
16											
17											
18											
19											
20											
21											
22											
23											
24											
25											

Baseline

*** Change intensive module numbers when necessary

2

9

1

8

3



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 $1.25\text{mm} \times \geq 1.5\text{mm}$
- Woodpecker and epicormic marked present (1) or absent (0)

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP BC 3435

DATE: 08/11/2011

Location: O AA Center O N O S O E O W	Fill in bubble(s) if plot(s) could not be sampled and flag →
	<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 type="radio"/> D <input type="radio"/> E		Absent: <input type="radio"/>	Buffer Plot 2	Canopy Type: <input type="radio"/> D <input type="radio"/> E		Absent: <input type="radio"/>	Buffer Plot 3	Canopy Type: <input type="radio"/> D <input type="radio"/> E		Absent: <input type="radio"/>
	Leaf Type: <input type="radio"/> B <input type="radio"/> N		Flag		Leaf Type: <input type="radio"/> B <input type="radio"/> N		Flag		Leaf Type: <input type="radio"/> B <input type="radio"/> N		Flag
Big Trees (>0.3m DBH)	<input type="radio"/> 0	<input checked="" type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4	Big Trees (>0.3m DBH)	<input checked="" type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4
Small Trees (<0.3m DBH)	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input checked="" type="radio"/> 3	<input type="radio"/> 4	Small Trees (<0.3m DBH)	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input checked="" type="radio"/> 3	<input type="radio"/> 4
Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input checked="" type="radio"/> 3	<input type="radio"/> 4	Woody Shrubs, Saplings (0.5m-5m HIGH)	<input type="radio"/> 0	<input type="radio"/> 1	<input checked="" type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4
Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0	<input type="radio"/> 1	<input checked="" type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4	Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0	<input checked="" type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4
Herbs, Forbs and Grasses	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input checked="" type="radio"/> 4	Herbs, Forbs and Grasses	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input checked="" 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 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
Submerged Vegetation	<input checked="" type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4	Submerged Vegetation	<input checked="" type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4

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

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

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

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

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

2428168304

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

Reviewed by (initial): _____

Site ID: PCAPBC3435

DATE: 08/11/2011

④ 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 checked="" type="radio"/>	<input checked="" type="radio"/>	<input checked="" 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

37672

Longitude West

8

83854

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 BC 3435

DATE: 08 / 11 / 2011

Location: O AA Center O N O S O E O W	Fill in bubble(s) if plot(s) could not be sampled and flag →	
O Plot 1 O Plot 2 O 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: D E		Absent: 0	Buffer Plot 2	Canopy Type: D E		Absent: 0	Buffer Plot 3	Canopy Type: D E		Absent: 0	
	Leaf Type: B N	Flag	Leaf Type: B N		Leaf Type: B N	Flag	Leaf Type: B N		Leaf Type: B 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
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 type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input checked="" type="radio"/> 4
Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0	<input type="radio"/> 1	<input checked="" type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4		Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input checked="" type="radio"/> 4
Herbs, Forbs and Grasses	<input type="radio"/> 0	<input type="radio"/> 1	<input checked="" type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4		Herbs, Forbs and Grasses	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input checked="" type="radio"/> 4
Bare ground	<input type="radio"/> 0	<input type="radio"/> 1	<input checked="" type="radio"/> 2	<input checked="" type="radio"/> 3	<input type="radio"/> 4		Bare ground	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input 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 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 type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input checked="" type="radio"/> 4
Water	<input checked="" type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4		Water	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input checked="" type="radio"/> 4
Submerged Vegetation	<input checked="" type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input type="radio"/> 4		Submerged Vegetation	<input type="radio"/> 0	<input type="radio"/> 1	<input type="radio"/> 2	<input type="radio"/> 3	<input checked="" type="radio"/> 4

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

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

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

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

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

2428168304

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

Reviewed by (initial): _____

Site ID: PCAP BC 3435

DATE: 08/11/2011

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 checked="" 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 37 6 31 Longitude West 81 83 9 82

Use Decimal Degrees: NAD83

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID:

PCAP BC3435

DATE: 08 / 11 / 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"/> OS <input type="radio"/> O E <input type="radio"/> W	<input type="radio"/> Plot 1	<input checked="" 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 type="radio"/> D <input checked="" type="radio"/> E		Absent: <input type="radio"/>	Buffer Plot 3	Canopy Type: <input type="radio"/> D <input checked="" type="radio"/> E		Absent: <input type="radio"/>
	Leaf Type: <input type="radio"/> B <input checked="" type="radio"/> N	Flag			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 checked="" type="radio"/> 3 <input type="radio"/> 4			Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			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 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			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 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 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 type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Rock	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Rock	<input 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"/> 0 <input 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			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"/> 0 <input 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			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							
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	
Road - gravel	<input type="radio"/> 0 <input 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 checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Soil Loss/Root Exposure	<input type="radio"/> 0 <input 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 checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Point Source/Pipe (EFFLUENT OR STORMWATER)	<input type="radio"/> 0 <input 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 checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4				Impervious surface input (SHEETFLOW)	<input type="radio"/> 0 <input 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											
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	
Oil Drilling	<input type="radio"/> 0 <input 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 checked="" type="radio"/> 0 <input 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 BC 3435

DATE: 08 / 11 / 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 checked="" 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):

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

Flag

Latitude North

41-37667

Longitude West

81 84037

Use Decimal Degrees: NAD83

Flag	Comments
1	Plots 2 & 3 fall off property in a residential area.
2	GPS Point taken on edge of property line \approx 35 m from center of plot

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAPBC 3435

DATE: 08/11/2011

Location: <input checked="" type="radio"/> AA Center <input type="radio"/> N <input type="radio"/> S <input type="radio"/> O E <input type="radio"/> W	Fill in bubble(s) if plot(s) could not be sampled and flag →
<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 type="radio"/> D <input type="radio"/> E		Absent: <input type="radio"/>	Buffer Plot 3	Canopy Type: <input type="radio"/> D <input type="radio"/> E		Absent: <input type="radio"/>
	Leaf Type: <input checked="" type="radio"/> B <input type="radio"/> N				Leaf Type: <input type="radio"/> B <input type="radio"/> N				Leaf Type: <input type="radio"/> B <input type="radio"/> N		
Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3 <input type="radio"/> 4			Big Trees (>0.3m DBH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input 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		
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			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 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 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 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			Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			Woody Shrubs, Saplings (<0.5m HIGH)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4		
Herbs, Forbs and Grasses	<input type="radio"/> 0 <input type="radio"/> 1 <input checked="" type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Herbs, Forbs and Grasses	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			Herbs, Forbs and Grasses	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4		
Bare ground	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			Bare ground	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			Bare ground	<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 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		
Rock	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Rock	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			Rock	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4		
Water	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Water	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			Water	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4		
Submerged Vegetation	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input type="radio"/> 4			Submerged Vegetation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4			Submerged Vegetation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4		

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

Residential and Urban Stressors				Hydrology Stressors				Agricultural & Rural Stressors							
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	
Road - gravel	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Ditches, Channelization	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Pasture/Hay	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Range	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Row Crops	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Fallow Field (RECENT-RESTING ROW CROP FIELD)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Fallow Field (OLD - GRASS, SHRUBS, TREES)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Nursery	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Dairy	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Orchard	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Confined Animal Feeding	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Rural Residential	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				
Trash	<input checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Impervious surface input (SHEETFLOW)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Gravel Pit	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Irrigation	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				

Industrial Development Stressors				Habitat/Vegetation Stressors											
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	
Oil Drilling	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Forest Clear Cut	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Herbicide Use	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Mowing/Shrub Cutting	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Trails	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Soil Compaction (ANIMAL OR HUMAN)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 checked="" type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3				Offroad vehicle damage	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Soil erosion (FROM WIND, WATER, OR OVERUSE)	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 type="radio"/> 1 <input type="radio"/> 2 <input checked="" type="radio"/> 3				Other: _____	<input type="radio"/> 0 <input type="radio"/> 1 <input type="radio"/> 2 <input checked="" 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 BC 3435

DATE: 08/11/2011

- 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 37657

Longitude West

81 83983

Use Decimal Degrees: NAD83

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP BC 3435

DATE: 08 / 11 / 2011

Location: <input type="radio"/> AA Center <input type="radio"/> N <input type="radio"/> S <input type="radio"/> O E <input type="radio"/> W	Fill in bubble(s) if plot(s) could not be sampled and flag →
<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 type="radio"/> D <input checked="" type="radio"/> E	Absent: <input type="radio"/>	Buffer Plot 2	Canopy Type: <input type="radio"/> D <input checked="" type="radio"/> E	Absent: <input type="radio"/>	Buffer Plot 3	Canopy Type: <input type="radio"/> D <input checked="" type="radio"/> E	Absent: <input type="radio"/>
	Leaf Type: <input type="radio"/> B <input checked="" type="radio"/> N	Flag		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 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 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 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 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 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 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 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 checked="" 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 checked="" 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 checked="" 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 checked="" type="radio"/> 4	
Bare ground	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4		Bare ground	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4		Bare ground	<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		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 type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4		Rock	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4		Rock	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4	
Water	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4		Water	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4		Water	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4	
Submerged Vegetation	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4		Submerged Vegetation	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4		Submerged Vegetation	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2 <input type="radio"/> 3 <input checked="" type="radio"/> 4	

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

Residential and Urban Stressors				Hydrology Stressors				Agricultural & Rural Stressors							
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	
Road - gravel	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2		Fill/Spoil Banks	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2		

Industrial Development Stressors				Habitat/Vegetation Stressors											
Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	Fill bubble if present - Plot	1	2	3	Flag	
Oil Drilling	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2		Highly Grazed Grasses (OVERALL <1" HIGH)	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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	<input type="radio"/> 0 <input checked="" type="radio"/> 1 <input type="radio"/> 2	<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.

2428168304

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

Reviewed by (initial): _____

Site ID: PCA PBC 3435

DATE: 08 / 11 / 2011

④ 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 checked="" 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):

Flan

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

Latitude North 4 1 1 3 7 7 7 7 7 Longitude West 8 0 1 8 4 0 1 0

Use Decimal Degrees: NAD83

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

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Page 1 of 2

GENERAL INFORMATION		LOCATION																	
Project Label: PCAP Project Name: Plot Name:		LOCATION State: OH County: Quadrangle: Local Place Names:																	
Plot No.: 3435 <input type="checkbox"/> Level 4 (no nested corners sampled) <input checked="" type="checkbox"/> Level 5 (nested corners sampled)		X-axis Bearing of plot: <u>180</u> ° Landowner: Data Confidentiality: Check one: <input type="checkbox"/> Public data <input type="checkbox"/> Private Data <input type="checkbox"/> Fuzz 100m <input type="checkbox"/> Fuzz 250m <input type="checkbox"/> Fuzz 500m																	
End date (if > 1 day): / / Party Role**		Reason: If data not public why? Source of coordinates <input type="checkbox"/> MAP <input checked="" type="checkbox"/> GPS GPS location in plot x=0 to 5, y=-1,0,+1): x = _____ y = _____ (base of plot x=0, y=0)																	
** Roles Co-leader, Asst, Guide, Owner, Taxonomist, etc PLOT NOT SAMPLED: <input type="checkbox"/> Other <input type="checkbox"/> Perm. water <input type="checkbox"/> Paved <input type="checkbox"/> Slope <input type="checkbox"/> Safety		Coordinate system: <u>Coord. Units</u> <input checked="" type="checkbox"/> Lat/Long <input type="checkbox"/> UTM <input type="checkbox"/> StatePlane <input checked="" type="checkbox"/> deg <input type="checkbox"/> deg min <input type="checkbox"/> Other (specify) <input checked="" type="checkbox"/> m <input type="checkbox"/> ft <input type="checkbox"/> ha																	
SAMPLING QUALITY* Effort Level: <input type="checkbox"/> Very thorough <input type="checkbox"/> Accurate <input type="checkbox"/> Hurried		Latitude: Longitude: Coord. Accuracy: <input type="checkbox"/> m <input type="checkbox"/> ft <input type="checkbox"/> + - Datum: <input checked="" type="checkbox"/> NAD83/WGS84 <input type="checkbox"/> NAD27 Plot size for cover data: _____ (hectares)																	
TAXONOMIC ACCURACY <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td><input type="checkbox"/> high</td> <td><input type="checkbox"/> moderate</td> <td><input type="checkbox"/> low</td> <td><input type="checkbox"/> not simpl</td> </tr> <tr> <td><input type="checkbox"/> vascul.</td> <td></td> <td></td> <td>n/a</td> </tr> <tr> <td><input type="checkbox"/> bryo</td> <td></td> <td></td> <td></td> </tr> <tr> <td><input type="checkbox"/> lichen</td> <td></td> <td></td> <td></td> </tr> </table>		<input type="checkbox"/> high	<input type="checkbox"/> moderate	<input type="checkbox"/> low	<input type="checkbox"/> not simpl	<input type="checkbox"/> vascul.			n/a	<input type="checkbox"/> bryo				<input type="checkbox"/> lichen				Rationale: Point landed at (0,+1) under canopy and on the edge of a low, wet open area. Slide plot to the east. Mods land ID fall into open grassy wet area. Rest of plot drier and closed canopy. Ephemerol creek bed runs through mods 1D thru 6	
<input type="checkbox"/> high	<input type="checkbox"/> moderate	<input type="checkbox"/> low	<input type="checkbox"/> not simpl																
<input type="checkbox"/> vascul.			n/a																
<input type="checkbox"/> bryo																			
<input type="checkbox"/> lichen																			
TAXONOMIC STANDARD Authority: G&C Pub Date 1998		Plot Diagram:  Plot Placement: <input type="checkbox"/> Representative of GRTS <input type="checkbox"/> Random <input type="checkbox"/> Stratified Random <input type="checkbox"/> Transect component <input type="checkbox"/> Systematic (grid) <input type="checkbox"/> Capture specific feature <input type="checkbox"/> Other NOTES: Include Layout (any unusual shape details), Location (directions and landscape content), Rationale (why here), and Vegetation Characterization (description of community dominants, strata, BROWSE). Additional notes in space on back.																	
Layout: <u>2x5</u> Plot Notes: * lots of grasses and sedges OVER																			

Minimum required fields in Bold and Underlined

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

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

Project Label: PCAP

Project Name:

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Plot No.: Page 2 of 2

CLASSIFICATION		STAND SIZE	DISTURBANCES				
(FIT = excellent, good, fair, poor, CONF = high, med, low)		Fit and Confidence	type*	severity**	yrs ago	% of plot	description
Hydrogeomorphic class (WETLANDS ONLY):							
□ DEPRESSION		Fit= <u> </u> Conf= <u> </u>	□ > 1,000 x plot size	Human			
□ IMPOUNDMENT □ Beaver □ Human		Fit= <u> </u> Conf= <u> </u>	□ > 100 x plot size	Natural			
□ RIVERINE □ Headwater □ Mainstem □ Channel		Fit= <u> </u> Conf= <u> </u>	□ 10-100 x plot size	Fire			
□ SLOPE (ground water hydrology or on a physical slope)		Fit= <u> </u> Conf= <u> </u>	□ 3-10 x plot size	Cult			
□ FRINGING □ Reservoir □ Natural Lake		Fit= <u> </u> Conf= <u> </u>	□ 1-3 x plot size	Animal			
□ COASTAL (specify subclass)		Fit= <u> </u> Conf= <u> </u>	□ < plot size	Other			
□ BOG (strongly, moderately, weekly ombrotrophic)		Fit= <u> </u> Conf= <u> </u>					**L=low, M=med, M=med, H=med high, H=high, VH=very high
Ohio EPA VIBI Plant Community Class (WETLANDS ONLY):							
□ FOREST □ swamp forest □ bog forest □ forest seep		Fit= <u> </u> Conf= <u> </u>					
□ EMERGENT □ marsh □ wet meadow □ open bog		Fit= <u> </u> Conf= <u> </u>					
□ SHRUB □ shrub swamp □ tall sh. bog □ tall sh. fen		Fit= <u> </u> Conf= <u> </u>					
MODIFIED NATURE RESERVE CLASS*							
CODE (on separate form):		Fit= <u> </u> Conf= <u> </u>					
COMMUNITY NAME:							
HOMOGENEITY		Additional notes & diagrams: (Representativeness of plot to the stand, successional status, maturity, etc.)					
□ Homogeneous							
□ Compositional trend across the plot							
□ Conspicuous inclusions							
□ Irregular/pattern mosaic							