

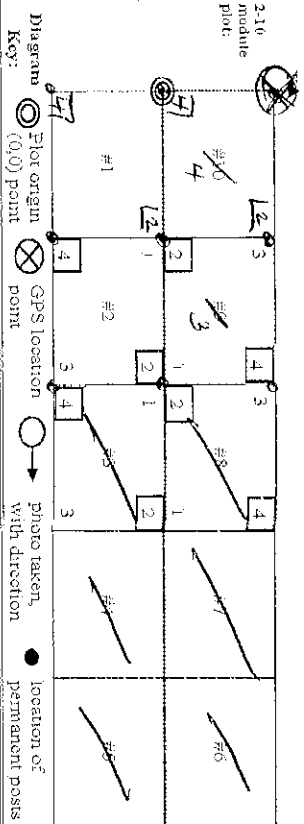
CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet

GENERAL INFORMATION			
Project Label: PCAP			
Project Name: 01RR2011			
Plot Name: PIRUS THE PEAR			
Plot No.: 1138			
<input type="checkbox"/> Level 4 (no nested corners sampled) <input checked="" type="checkbox"/> Level 5 (nested corners sampled)			
Date (mm/dd/yyyy): 07/06/2011			
End date (if > 1 day): / /			
Party:	Role**		
D. STIVER	Plot leader		
J. LAUTERMAN	ASST		
A. MACK	SOILS/STEMS		
M. BIRETH	"		
** Roles: Collector, Assr, Guide, Owner, Taxonomist, etc.			
PLOT NOT SAMPLED:		<input type="checkbox"/> Other <input type="checkbox"/> Perra. water <input type="checkbox"/> Paved <input type="checkbox"/> Slope <input type="checkbox"/> Safety	
SAMPLING QUALITY*		subjective evaluation of how much effort put into sampling. Hurried plots may still provide good data.	
Effort Level:		<input checked="" type="checkbox"/> Very thorough <input type="checkbox"/> Accurate <input type="checkbox"/> Hurried	
TAXONOMIC ACCURACY			
	high	modera.	low
vascular	<input checked="" type="checkbox"/>		n/a
bryo			
lichen			
TAXONOMIC STANDARD			
Authority:	G&C	Pub Date:	1998

Minimum required fields in Bold and Underlined

LOCATION	
State: OH	County: CUYA HOGA
Quadrangle: WESTH CUMBERLAND	
Local Place Name: UTELSECTON OF BARRETT & SPATFIELD RDS	
Landowner: CLE METRO	
X-axis Bearing of plot:	[274]°
Data Confidentiality:	
Check one:	<input checked="" type="checkbox"/> Public data <input type="checkbox"/> Private Data <input type="checkbox"/> Fuzz 100m <input type="checkbox"/> Fuzz 250m <input type="checkbox"/> Fuzz 500m
Reason:	
If data not public why?	
Source of coordinates:	<input type="checkbox"/> MAP <input checked="" type="checkbox"/> GPS GPS location in plot x=0 to 5, y=-1, 0, +1): x = 0 y = 1 (base of plot x=0, y=0)
Coordinate system:	Coord. Units <input checked="" type="checkbox"/> Lat/Long <input type="checkbox"/> UTM <input type="checkbox"/> StatePlane <input type="checkbox"/> deg <input type="checkbox"/> deg min <input type="checkbox"/> Other (specify) <input type="checkbox"/> m <input type="checkbox"/> ft
Datum:	<input checked="" type="checkbox"/> NAD83/WGS84 <input type="checkbox"/> NAD27
Latitude:	41.39480
Longitude:	81.88810
Coord. Accuracy:	<input type="checkbox"/> m <input type="checkbox"/> ft <input type="checkbox"/> + - 1'
GPS File Name:	1138A
Plot size for cover data:	0.04 (hectares)
<input type="checkbox"/> Stems not sampled on this plot <input type="checkbox"/> Stems absent <input checked="" type="checkbox"/> Stems present Plot size stems 0.04 (ha)	
Depth: (1-5):	4 1/2, 3, 4
Intensive modules:	2, 3, 4 (EDIT IF MODIFIED)
Camera No.:	3
Photo Nos.:	C-3 0519 - 0520

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



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.

LAYOUT - 2x2

LOCATION - ca. 160m W of BARRETT RD - SPATFIELD RD. intersection. May park on side of road to access plot.

ATTRIBUTES - Agree with layout, original GRTS pt (and stake) @ (0,1)

VEG - Old field - shrubby thicket Ribus, Fragaria, scattered Pirus and Acer in shrub layer; composites dominate direct next layer; major grass species: Dactylis, Poa, Agrostis, Elytrigia. Browse medium.

OVER

CLEVELAND METROPARKS Plant Community Assessment Program - Background Data Sheet



Project Label: _____

PCAP _____

Project Name: 01/R204

Plot No.: 1138

Page 2 of 2

CLASSIFICATION

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

Fir and Confidence

Hydrogeomorphic class (WETLANDS ONLY):

DEPRESSION

Fir= _____ Conf= _____

IMPOUNDMENT ☐ Beaver ☐ Human

Fir= _____ Conf= _____

RIVERINE ☐ Headwater ☐ Mainstem ☐ Channel

Fir= _____ Conf= _____

SLOPE (ground water hydrology or on a physical slope)

Fir= _____ Conf= _____

FRINGING ☐ Reservoir ☐ Natural Lake

Fir= _____ Conf= _____

COASTAL (specify subclass)

Fir= _____ Conf= _____

BOG (strongly, moderately, weekly ombrotrophic)

Fir= _____ Conf= _____

Ohio EPA VIBI Plant Community Class (WETLANDS ONLY):

FOREST ☐ swamp forest ☐ bog forest ☐ forest seep

Fir= _____ Conf= _____

EMERGENT ☐ marsh ☐ wet meadow ☐ open bog

Fir= _____ Conf= _____

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

Fir= _____ Conf= _____

MODIFIED NATURE RESERVE CLASS*

CODE (on separate form): 104

Fir= F Conf= M

COMMUNITY NAME: "Old Field"

HOMOGENEITY

☒ Homogeneous

☐ Compositional trend across the plot

☐ Conspicuous inclusions

☐ Irregular pattern mosaic

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

STAND SIZE

☐ > 1,000 x plot size

☐ > 100 x plot size

☐ 10-100 x plot size

☒ 3-10 x plot size

☐ 1-3 x plot size

☐ < plot size

DISTURBANCES

type*

severity**

yrs ago

% of plot

description

Human

Natural

Fire

Cut

Annual

M

0

100

browse

Other

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

Current Land Use: BARREN

Former Land Use: UNKNOWN (FARMING/FORESTED)

HYDROLOGIC REGIME*

☒ Upland (seldom flooded)

☐ Intermittently flooded

☐ Intermittently/seasonally saturated

☐ Semipermanently flooded

☐ Brackish

☐ Permanently flooded

☐ Fresh

☐ Tidal/Seiche flooded daily

☒ Upland (n/a)

☐ Tidal/Seiche flooded monthly

(by default unless plot is a wetland)

☐ Occasionally flooded (<1 yr)

☐ Temporarily flooded

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

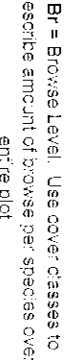
☐ Unknown

Page 7 of 3

10

Plot area (ha): 0.04

65/



T	S	H	(F)	(A)	B
---	---	---	-----	-----	---

UNIVERSITY OF ILLINOIS
URBANA-CHAMPAIGN

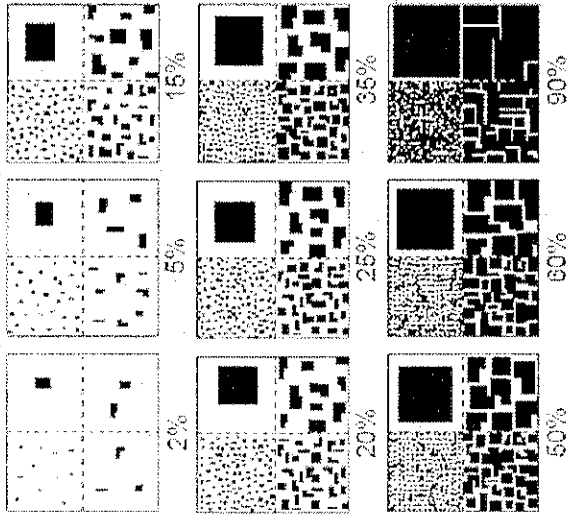
BR = Browse Level. Use cover classes to describe amount of browse per species over entire plot

Strata - Cov. entire plot

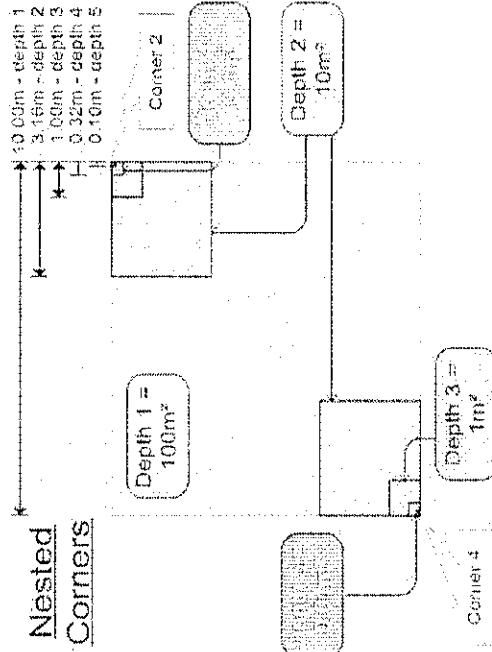
T S H (E) (A) Br	Species	Voucher #	Estimate for the each intensive module:															
			mod		corner		mod		corner		mod		corner		mod		corner	
			depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov	depth	cov
7'4	Fraxinus albus		1	4	1	2	2	4	2	2	3	4	3	2	4	4	4	2
3'2	Rosa multiflora		1	0			1	0			1	0			1	0		
4	Dactylis glomerata		4	4	3	2	2	5	3	2	2	4	2	4	3	4	3	
6	Elytigia repens		4	5	4		4	4	4	4	4	3	4	4	3	7	4	
4	Agrostis gigantea		4	4	2		3	4	2		3	4	2		4	4	3	
5	Poa pratensis		4	4	2		2	5	4		3	6	3		2	3		
3	Poa compressa		4	3	2		4	3	2						2	2		
4	Holcus lanatus		3	2	2		3	4	3		4	3	2		2	2		
6	Toxicodendron radicans		4	6	2		4	6			1	2			3	4		
7	Solidago canadensis		3	7	2		4	6	2		2	4	7	4				
3	Aster sp. (smooth stem)		4	4	3		3	3			4	2						
2	Plantago lanceolata		4	2			2	2	4		4	2						
2	Acer rubrum		3	2	2						2	1	2	2				
4'2	Acer negundo		3	2			2	4	2		1	4			2	2		
3	Glechoma hederacea		3	2			2	3	4		4	2			3	2		
3'2	Vitis riparia		2	2	2		3	2	2		4	4	3		4	3		
4	Pinus nelsonii	X DS116	2	3			1	4			1	3						
2	Parthenocissus vitacea		2	2			2	1										
3'2	Vitis aestivalis		2	1			2	3	2		2	4	2		1	3		
3	Symphoricarpos lateriflorum		2	3	3		2	2	2		2	2	2		4	3	8	
2	Prunella villosa		2	2				2	2									
1	Ulmus sp.		2	2	2													
2	Achillea millefolium		2	2	2						3	2			1	1		
2	Anthraxanthum odoratum		2	1			1	1										
2	Daucus carota		2	2			2	2	4				2	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 given box, each quadrant contains the same data area covered, just different sized objects.



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



BROWSE RATING NARRATIVE DESCRIPTION

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

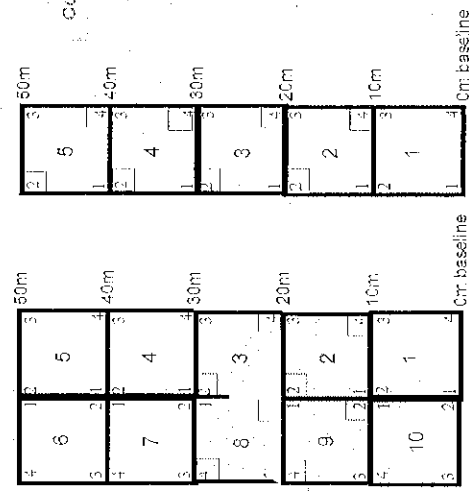
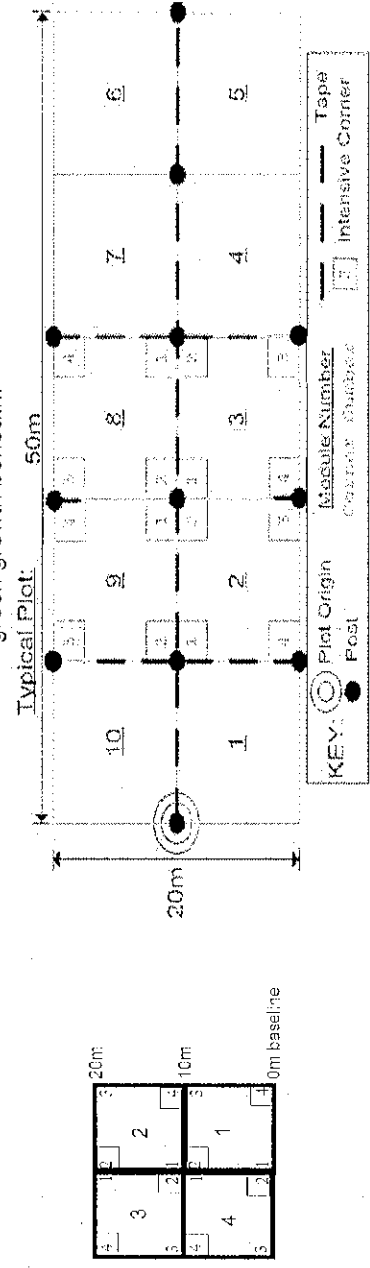
MEDIUM LOW values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse areas.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

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

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

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

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




CLEVELAND METROPARKS Plant Community Assessment Program Species Cover Data Sheet

Page 2 of 3

Project Label: PCAP Project name: 01/08/2011 Plot no.: 1138
 Total modules: Intensive modules: Plot configuration: Plot area (ha):
 Visual est. % open water entire site: Visual est. % unveg. o.w. entire site: Visual est. % invasives entire site:

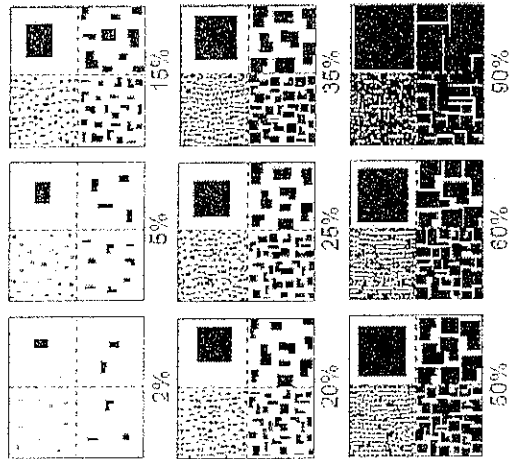


Br = Browse level. Use cover classes to describe amount of browse per species over entire plot

		UNIVERSITY OF ILLINOIS CHAMPAIGN-URBANA		Br = Browse Level. Use cover classes to describe amount of browse per species over entire plot		Estimate for each intensive module: %open water %unvegetated open water %unveg. ground (bare soil) %unveg. litter (bare litter)																						
Strata - Cov. entire plot																												
T	S	H	(F)	(A)	Br	Species	C	Voucher #	mod	corner	mod	corner	mod	corner	mod	corner	mod	corner	mod	corner	mod	corner	mod	corner	mod	corner	mod	corner
						<i>Oxalis stricta</i>			1	4	1	2	2	4	2	2	2	3	4	3	2	4	4	2	4	4	2	
						<i>Parthenocissus quin</i>			2	1			2	3	3	2	2	2	2									
						<i>Moss sp.</i>			2	1	2		2	1														
						<i>Cerastium vulgatum</i>			2	1			2	2	2		2	1										
						<i>Rubus atragynoides</i>		DS120	2	4	4		2	3	4		4	8	4		4	7	4					
<hr/>																												
						<i>Bromus inermis</i>																						
						<i>Erechtites hieracifolia</i>							3	2		2	1	3	2	3	2	4	2					
						<i>Galium aparine</i>							3	1						2	1	2	1					
						<i>Festuca pratensis</i>		DS119					3	3	2	2				-2	2	3	1					
						<i>Lynx communis (Bear)</i>		DS121					2	2	2	2						1	1					
						<i>Lythrum hyssagifolia</i>							2	2									1	1				
						<i>Lythrum hyssagifolia</i>							2	3	1	2												
						<i>Lythrum hyssagifolia</i>							2	2			2	2	1									
						<i>Cornus racemosa</i>		DS123		1	1			2	2	2						1	2					
						<i>Geum canadense</i>		DS124		1	1			1	2								3	1				
						<i>Asplenium ciliatum</i>				1	2			2	2													
						<i>Carex vulpinoidea</i>				1	2								2	2			3	2				
						<i>Phlox pilularis</i>				1	2			2	2	3		1	2				4	2				
						<i>Viburnum dentatum</i>				1	1																	
						<i>Acer saccharinum</i>								2	2													
						<i>Euonymus fortunei</i>								2	2													
						<i>Potentilla recta</i>								2	2	2												
						<i>Toraxium officinale</i>								2	1													
						<i>Scigeron annuus</i>								2	1													
						<i>Arctium lappa</i>								2	4													

EXAMPLES OF PERCENT OF AREA COVERED

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



BROWSE RATING NARRATIVE DESCRIPTION

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

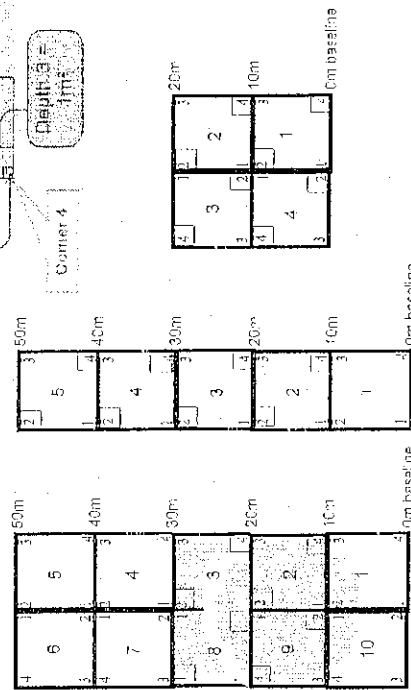
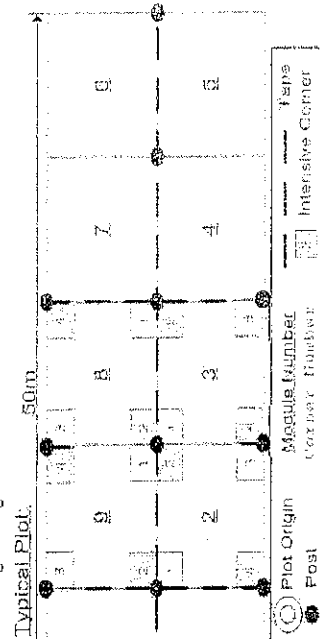
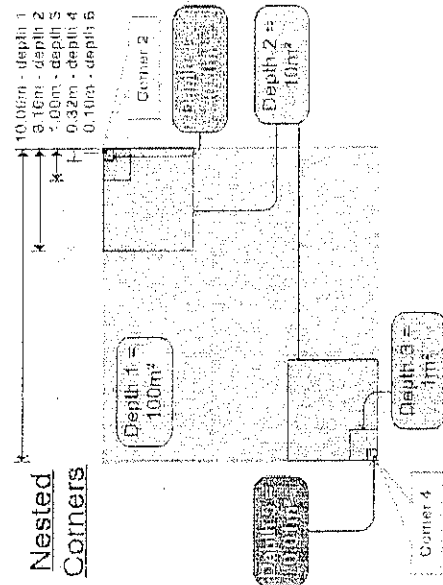
MEDIUM LOW values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse areas.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

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

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

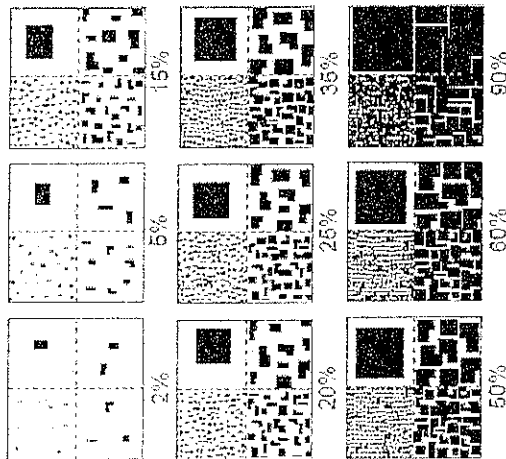
HIGH: greater than 25 percent of the stems of plants in the 1 m2 nested quadrat and intensive module AND a browse line is evident.

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 grids can be used for various data analysis to convey "Amount" or "Quantity". NOTE: Within each grid, each individual cell is the same size and covered, just different sized grids.



BROWSE RATING NARRATIVE DESCRIPTION

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

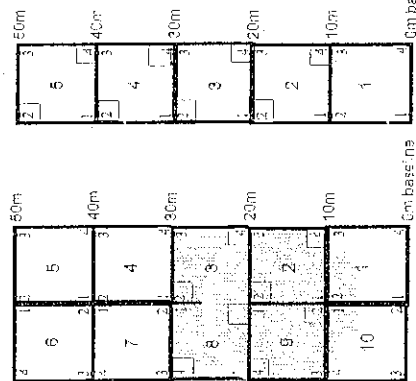
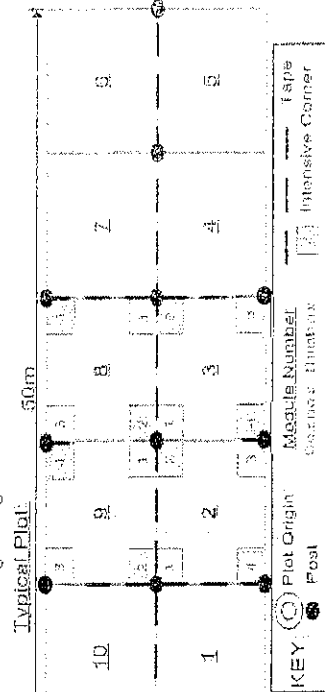
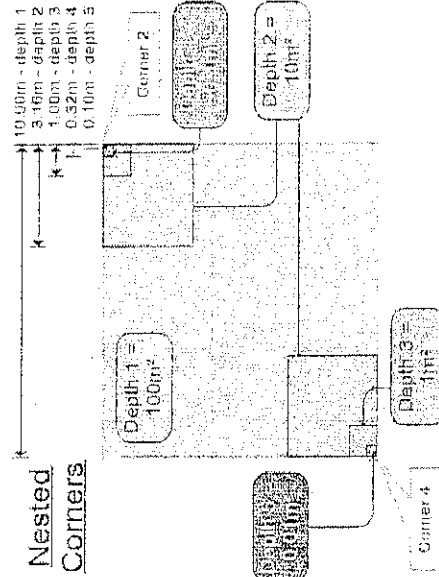
MEDIUM LOW: values include evidence of browse at about 10 percent of the stems with no significant impact to plant reproduction evident. In this rating, plants are browsed but preferential species are observed to be reproducing in numbers that appear normal or near-normal in comparison to low browse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

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

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

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

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



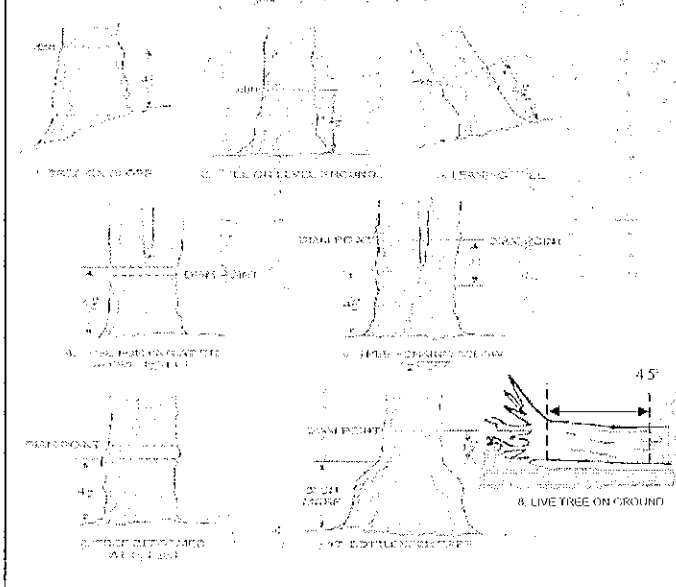
CLEVELAND METROPARKS Plant Community Assessment Program Natural Woody Stem Data Sheet

Project Label: PCAPProject Name: 01RR2011Plot No.: 1138Page: 1 of 2

Explain subsample (additional room on back):

Plot #	Species	Voucher#	# stems 0.5-1m browsed	% sub or super sample	# shrub clumps	size class (cm) woody stems > 1m	1 0-1	2 1-2.5	3 2.5-4.5	4 5-10	5 10-14.5	6 15-20	7 20-25	8 25-30	9 30-35	10 35-40	11 >40 (record esp. tree)
1	Fraxinus alnus		12		22												
1	Rosa multiflora		2		2												
1	Rubus	DS120	3		4												
1	Acer negundo																
1	Vitis riparia																
1	Prunus	DS121															
2	Fraxinus alnus		7		28												
2	Acer negundo																
2	Standing dead																
2	Prunus	DS127															
2	Rubus				8												
2	Rosa multiflora		2		4												
2	Vitis aestivalis																
3	Fraxinus alnus				13												
3	Rosa multiflora				3												
3	Rubus				17												
3	Vitis aestivalis																
4	Fraxinus alnus				6												
4	Standing dead																
4	Rubus		12	0.25	21												
2	Acer saccharinum																
4	Acer negundo																
4	Vitis aestivalis																
3	Acer negundo																

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



1



2



3



4



5

ASH CANOPY CONDITION

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



A

B

C

D

E

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)

- All main branches contain fine twigs (newly dead)
- Over 50% of main branches have fine twigs
- Less than 50% of main branches have fine twigs
- Stem still standing and tertiary main branches present
- Central stem still standing

~~SECRET~~

2018


med / Pres in Regular Same as

[illegible]

Woody Stem Deer Browse

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

Record using the tally system from 1 to 10



The diagram shows a square plot with a dot in each of the four corners and a dot in the center. Two diagonal lines cross in the center of the square, forming an 'X' shape that divides the square into four triangles.

CLEVELAND METROPARKS Plant Community Assessment Program: Invasive Species Survey


Tier 1: Early detection/ Rapid response		Presence				GPS
		NE	SE	SW	NW	
Microstegium vimineum	Japanese stiltgrass					
Ranunculus ficaria	Lesser Celandine					
Cynanchum louiseae (vine)	Black Swallow-wort					
Butomus umbellatus (wetland)	Flowering Rush					
Heracleum mantegazzianum	Giant Hogweed					
Tier 2: Assess as Needed		# of Plants				comments
		NE	SE	SW	NW	
Acer platanoides	Norway Maple					
Ailanthus altissima	Tree of Heaven					
Lonicera japonica (vine)	Japanese Honeysuckle	X	21			
Lythrum salicaria (wetland)	Purple Loosestrife					
Aegopodium podagraria (G-cover)	Bishop's Goutweed					
Celastrus orbiculatus (vine)	Asian Bittersweet					
Torilis sp.	Hedgeparsley					
Conium maculatum (wetland)	Poison Hemlock					
Rhamnus cathartica	Common Buckthorn (shrub)					
Berberis thunbergii	Japanese Barberry (shrub)					
Alnus glutinosa	European Alder					
Dipsacus laciniatus	Cut-leaf Teasel					
Elaeagnus umbellata	Autumn Olive (shrub)					
Lonicera maackii	Amur Honeysuckle (shrub)					
Euonymus fortunei	Wintercreeper					
Tier 3: Presence is of Interest		# of Plants				comments
		NE	SE	SW	NW	
Convallaria majalis (G-cover)	Lily of the Valley					
Coronilla varia (G-cover)	Crown Vetch					
Eleutherococcus pentaphyllus	Five-leaf Aralia (shrub)					
Pachysandra terminalis (G-cover)	Japanese Pachysandra					
Philadelphus coronarius	Mock Orange (shrub)					
Pulmonaria officinalis (G-cover)	Lungwort					
Rubus phoenicolasius	Wineberry					
Iris pseudacorus (wetland)	Yellow Flag Iris					
Ornithogalum umbellatum	Star of Bethlehem					
Viburnum opulus var. opulus	European Cranberry (shrub)					
Viburnum plicatum	Doublefile Viburnum (shrub)					
Tier 4: Widespread and abundant		Presence				comments
		NE	SE	SW	NW	
Alliaria petiolata	Garlic Mustard			X		
Ligustrum vulgare	Common Privet (shrub)			X	X	
L. morrowii, L. tatarica	Bush Honeysuckles (shrub)	X	X	X	X	
Phalaris arundinacea	Reed Canarygrass					
Phragmites australis (wetland)	Phragmites					
Polygonum cuspidatum	Japanese Knotweed					
Frangula alnus	Glossy Buckthorn (shrub)	X	X	X	X	
Rosa multiflora	Multiflora Rose (shrub)	X	X	X	X	
Typha angustifolia, T. x. glauca	Cattails (wetland)					
Cirsium arvense	Canada thistle			X	X	
Dipsacus fullonum	Common Teasel			X	X	
Hesperis matronalis	Dame's Rocket					
Vinca minor (G-cover)	Periwinkle					

Presence
X: yes

of Plants
1: 1-10
2: 11-50
3: 51-100
4: 101-1,000
5: >1,000

of Plants
1: 1-10
2: 11-50
3: 51-100
4: 101-1,000
5: >1,000

Presence
X: yes

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

Project Label: PCAP

Project Name: CLE 2011

Plot No: 1138

Date: 7/6/11

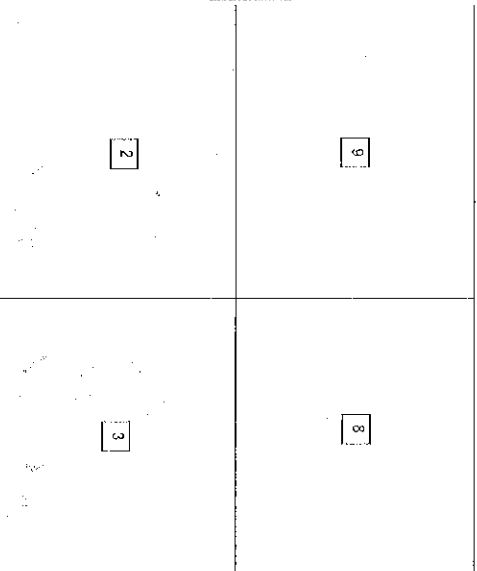
Tree ID	Species	DBH (cm)	Height (m)	Condition	Dead	# Exit holes	Epilobium present	Woodpecker holes
1	No Ash							
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
16								
17								
18								
19								
20								
21								
22								
23								
24								
25								

* If Ash Condition scores 5 (dead) provide breakup score (A-E)

Count EAB exit holes 1.25m² x 21.5m

Woodpecker and epicormic marked present (1) or absent (0)

** Change intensive module numbers when necessary



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

F.A.O. Economic & Social Commission for Africa, Addis Ababa

COVER BY STRATA

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

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

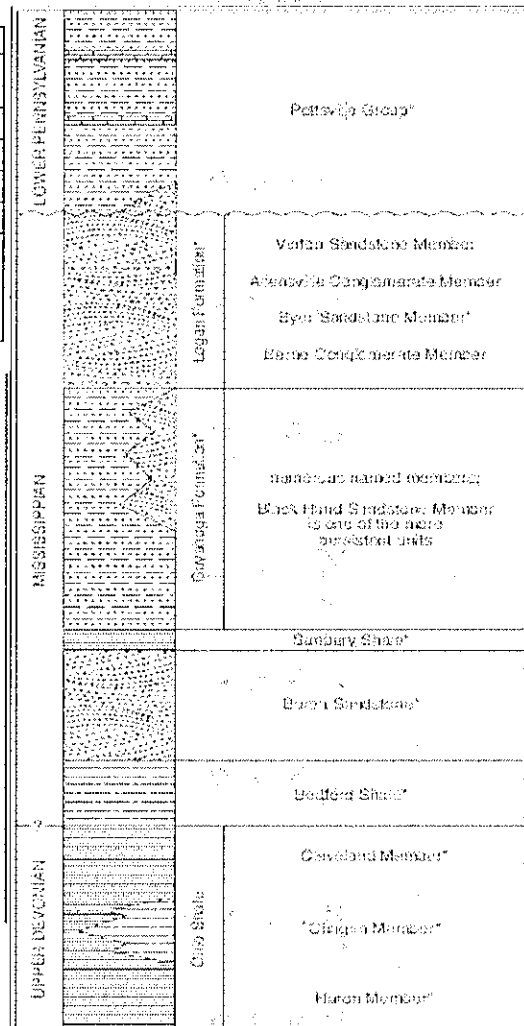
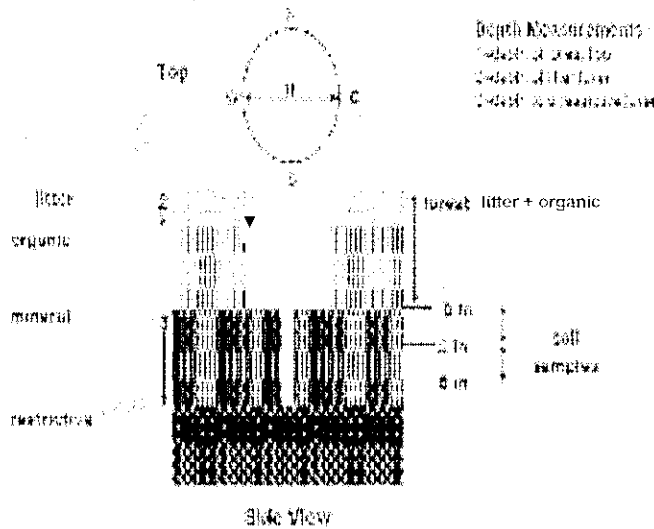


FIGURE 2-23.—Generalized column of Upper Devonian, Mississippian, and Lower Pennsylvanian formations in northeastern Ohio. A vertical scale indicates units that are fossiliferous. This composite column represents about 400 meters of rock exposed across the area. The column is not to scale, but the thicknesses indicated are proportional. The term "Member" is used in the older literature to refer to Mississippian rocks in Ohio. Some geologists use the European term "Conformable," which approximates the Mississippian and Pennsylvanian periods of the U.S. Many units have been named within the Onondaga Formation, but most were age local and cannot be traced over great distances. The Black Shale Member is a spectacular massive sandstone that is fairly widespread but discontinuous. See Hyde (1933), Horner (1969), and Collins (1975) for more information on Mississippian rocks in Ohio. See Figure 1-18 for explanation of rock types.

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

Project label: PCAP Project Name: Q1R22611

Plot No.: 1138



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

Soil pit module # 1 (one per entire plot)

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

* Refer to texture classes on reverse side
 ** e.g. hydrogen sulfide odor, greying, etc.
 *** Circle one:
 1=undrained, S=saturated, M=moist, D=dry
 Notes: no slide evidence of earthworms (worms, castings, middens)

No worms were found in the soil pit

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

Soil Collection Module	Horizon (A, B, C)
<u>2,3,8,9</u> composted	<u>A</u>
Soil Description/notes:	
<p>Web Soil Survey Information:</p> <p>Soil Series/Type: <u>Oshtemo sandy loam</u></p> <p>Soil Series Source: Ohio Soil Survey</p> <p>Landform type: <u>Outwash terraces</u></p> <p>Parent Material: <u>sandy outwash and/or</u></p> <p>DRAINAGE*</p> <p><input type="checkbox"/> Excessively drained</p> <p><input type="checkbox"/> Somewhat excessively</p> <p><input checked="" type="checkbox"/> Well drained</p> <p><input type="checkbox"/> Moderately well dr.</p> <p><input type="checkbox"/> Somewhat poorly dr.</p> <p><input type="checkbox"/> Very poorly dr.</p> <p><input type="checkbox"/> impermeable surface</p>	

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

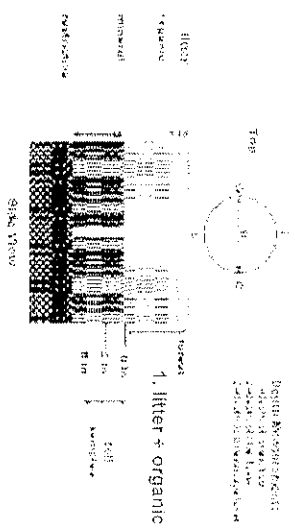
Module #	C?	Corner	Corner

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

1 liter + organic depth (cm)	2 liter depth (cm)	3 restrict depth (cm)	water depth (cm)	depth sat soil (cm)
<u>1</u>	<u>0</u>	<u>64</u>	<u>0</u>	<u>>30 cm</u>
<u>2</u>	<u>0</u>	<u>34</u>	<u>0</u>	<u>>30 cm</u>
<u>3</u>	<u>0</u>	<u>70</u>	<u>0</u>	<u>>30 cm</u>
<u>4</u>	<u>0</u>	<u>51</u>	<u>0</u>	<u>>30 cm</u>

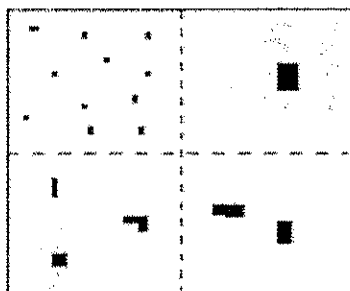
restrictive layer > 80 inches

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

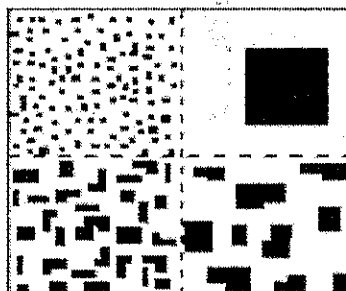


PERCENT MOTTLES (USE CLASS CODES):

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



2%



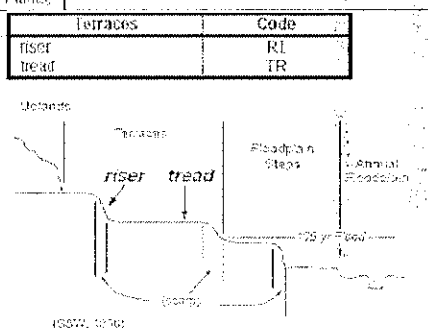
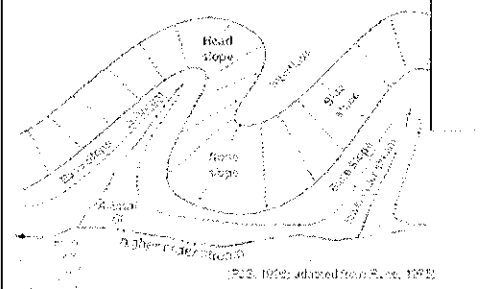
20%

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

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

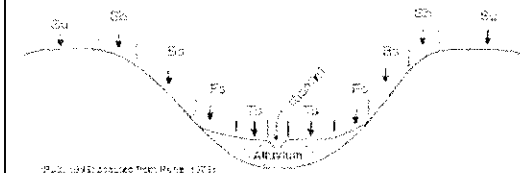
Geomorphic Component - Three-dimensional descriptors of parts of landforms or microfeatures that are best applied to areas. Unique descriptors are available for Hills, Terraces, Mountains, and Flat Plains; e.g., flat Hills nose slope or NS.

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



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

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



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

UPLAND: Not a wetland. Very rarely flooded.

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

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

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

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

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

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

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

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

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP 1138 RRDATE: 07/06/2011

Location:

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

● AA Center ○ N ○ S ○ E ○ W

○ Plot 1 ○ Plot 2 ○ Plot 3

Buffer Natural Cover Strata

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

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

Buffer Plot 1	Canopy Type: (D) (E)	Absent: (●)	Leaf Type: (B) (N)	Flag	Buffer Plot 2	Canopy Type: (D) (E)	Absent: (●)	Leaf Type: (B) (N)	Flag	Buffer Plot 3	Canopy Type: (D) (E)	Absent: (●)	Leaf Type: (B) (N)	Flag
Big Trees (>0.3m DBH)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Big Trees (>0.3m DBH)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Big Trees (>0.3m DBH)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Small Trees (<0.3m DBH)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Small Trees (<0.3m DBH)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Small Trees (<0.3m DBH)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Woody Shrubs, Saplings (0.5m-5m HIGH)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Woody Shrubs, Saplings (0.5m-5m HIGH)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Woody Shrubs, Saplings (0.5m-5m HIGH)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Woody Shrubs, Saplings (<0.5m HIGH)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Woody Shrubs, Saplings (<0.5m HIGH)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Woody Shrubs, Saplings (<0.5m HIGH)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Herbs, Forbs and Grasses	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Herbs, Forbs and Grasses	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Herbs, Forbs and Grasses	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Bare ground	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Bare ground	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Bare ground	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Litter, duff	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Litter, duff	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Litter, duff	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Rock	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Rock	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Rock	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Water	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Water	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Water	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Submerged Vegetation	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Submerged Vegetation	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Submerged Vegetation	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (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	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Ditches, Channelization	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Pasture/Hay	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Road - two lane	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Dike/Dam/Road/RR Bed (IMPEDE FLOW)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Range	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Road - four lane	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Water Level Control Structure	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Row Crops	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Parking Lot/Pavement	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Excavation, Dredging	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Fallow Field (RECENT-RESTING ROWCROP FIELD)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Golf Course	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Fill/Spoil Banks	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Fallow Field (OLD- GRASS, SHRUBS, TREES)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Lawn/Park	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Freshly Deposited Sediment (UNVEGETATED)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Nursery	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Suburban Residential	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Soil Loss/Root Exposure	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Dairy	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Urban/Multifamily	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Wall/Riprap	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Orchard	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Landfill	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Inlets, Outlets	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Confined Animal Feeding	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Dumping	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Point Source/Pipe (EFFLUENT OR STORMWATER)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Rural Residential	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Trash	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Impervious surface input (SHEETFLOW)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Gravel Pit	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Other: _____	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Other: _____	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Irrigation	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Other: _____	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Other: _____	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Other: _____	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (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	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Forest Clear Cut	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Herbicide Use	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Gas Wells	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Forest Selective Cut	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Mowing/Shrub Cutting	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Mine (surface)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Tree Plantation	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Trails	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Mine (underground)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Tree Canopy Herbivory (INSECT)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Soil Compaction (ANIMAL OR HUMAN)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Military	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Shrub Layer Browsed (WILD OR DOMESTIC)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Offroad vehicle damage	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Other: _____	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Highly Grazed Grasses (OVERALL <3" HIGH)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Soil erosion (FROM WIND, WATER, OR OVERUSE)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Other: _____	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Recently Burned Forest Canopy	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Other: _____	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	
Other: _____	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Recently Burned Grassland (BLACKENED)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)		Other: _____	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (4)	(0) (1) (2) (3) (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

Buffer Sample Plots 05/27/2011

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

Reviewed by (Initial):

Site ID: PCAP 1136 RR

DATE: 07/06/2011

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

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 41.39484
 Longitude West 081.58810
 Use Decimal Degrees; NAD83

Flag Comments

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial):

Site ID: PCAB 1138 RRDATE: 0.7/0.6/2.0.1.1

Location:

☐ AA Center
 ☒ N
 ☐ S
 ☐ E
 ☐ W

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

☒ Plot 1

 ☐ Plot 2

 ☐ Plot 3

1

Buffer Natural Cover Strata

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

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

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

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

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

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

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: _____

DATE: _____

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

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

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

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

Location of coordinates (choose one):

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

Flag

Latitude North

Longitude West

Use Decimal Degrees; NAD83

Flag

Comments

1 Plots 1, 2, and 3 could not be sampled because they run off park boundary

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial):

Site ID: PCAB 1138 RR

DATE: 07/06/2011

Location:

☐ AA Center ☐ N ☒ S ☐ E ☐ W

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

☒ Plot 1 ☒ Plot 2 ☒ Plot 3

Buffer Natural Cover Strata

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

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

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

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

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

Buffer Sample Plots 05/27/2011

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

Reviewed by (Initial):

Site ID: PLA0 1138 RR

DATE: 07/06/2011

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

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

PLOT COORDINATES

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

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

Location of coordinates (choose one):

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

Flag

Latitude North

Longitude West

Use Decimal Degrees; NAD83

Flag

Comments

1 Plots 1, 2, and 3 could not be sampled because they ran off park boundaries

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial): _____

Site ID: PCAP 1138 RRDATE: 07/06/2011

Location:

☐ AA Center
 ☐ N
 ☐ S
 ☒ E
 ☐ W

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

☒ Plot 1

 ☐ Plot 2

 ☐ Plot 3
1

Buffer Natural Cover Strata

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

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

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

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

Residential and Urban Stressors

Hydrology Stressors

Agricultural & Rural Stressors

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

Industrial Development Stressors

Habitat/Vegetation Stressors

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

Site ID: PCAP 1135 RR DATE: 07/06/2011

Reviewed by (Initial): _____

● 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	PLOT COORDINATES				
					Fill bubble if present - Plot	1	2	3	Flag
Eurasian Watermiloil	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Johnson Grass
Water hyacinth	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Kudzu
Yellow Floating Heart	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Mulberry Rose
Giant Salvinia	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Common Buckhorn
Garlic Mustard	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Himalayan Blackberry
Poison Hemlock	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tamarisk
Mile-A-Minute Weed	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Other:
Birdfoot Trefoil	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Other:
Canada Thistle	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Other:

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)

Latitude North _____ Longitude West _____

Use Decimal Degrees; NAD83

Comments: Plots 1, 2, and 3 could not be sampled because they were off park boundaries.

FORM B-1: BUFFER SAMPLE PLOTS (Front)

Reviewed by (initial):

Site ID: PCAP 1138 RR

DATE: 07/06/2011

Location:

☐ AA Center ☐ N ☐ S ☐ E ☒ W

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

☐ Plot 1 ☐ Plot 2 ☐ Plot 3

Buffer Natural Cover Strata

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

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

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

Buffer Sample Plots 05/27/2011

[illegible]