

ELC
COMMUNITY
DESCRIPTION &
CLASSIFICATION

SITE:

14 Gustavus Monro Park

POLYGON: 1

SURVEYOR(S): J Sankey, F Fohr, J Kellam

DATE: 06/03/2013

UTME: 430457.0

START:

END:

UTMZ:

UTMN: 790802.0

POLYGON DESCRIPTION

SYSTEM	SUBSTRATE	TOPOGRAPHIC FEATURE	HISTORY	VEGETATION	COMMUNITY
<div><div><input checked="" type="radio"/> TERRESTRIAL</div><div><input type="radio"/> WETLAND</div><div><input type="radio"/> AQUATIC</div></div>	<div><div><input type="radio"/> ORGANIC</div><div><input type="radio"/> MINERAL SOIL</div><div><input type="radio"/> PARENT MIN.</div><div><input type="radio"/> ACIDIC BEDRK.</div><div><input type="radio"/> BASIC BEDRK.</div><div><input type="radio"/> CARB. BEDRK.</div></div>	<div><div><input type="radio"/> LACUSTRINE</div><div><input type="radio"/> RIVERINE</div><div><input type="radio"/> BOTTOMLAND</div><div><input type="radio"/> TERRACE</div><div><input type="radio"/> VALLEY SLOPE</div><div><input type="radio"/> TABLELAND</div><div><input type="radio"/> ROLL. UPLAND</div><div><input type="radio"/> CLIFF</div><div><input type="radio"/> TALUS</div><div><input type="radio"/> CREVICE / CAVE</div><div><input type="radio"/> ALVAR</div><div><input type="radio"/> ROCKLAND</div><div><input type="radio"/> BEACH / BAR</div><div><input type="radio"/> SAND DUNE</div><div><input type="radio"/> BLUFF</div></div>	<div><div><input type="radio"/> NATURAL</div><div><input type="radio"/> CULTURAL</div></div>	<div><div><input type="radio"/> PLANKTON</div><div><input type="radio"/> SUBMERGED</div><div><input type="radio"/> FLOATING-LVD.</div><div><input type="radio"/> GRAMINOID</div><div><input type="radio"/> FORB</div><div><input type="radio"/> LICHEN</div><div><input type="radio"/> BRYOPHYTE</div><div><input type="radio"/> DECIDUOUS</div><div><input type="radio"/> CONIFEROUS</div><div><input type="radio"/> MIXED</div></div>	<div><div><input type="radio"/> LAKE</div><div><input type="radio"/> POND</div><div><input type="radio"/> RIVER</div><div><input type="radio"/> STREAM</div><div><input type="radio"/> MARSH</div><div><input type="radio"/> SWAMP</div><div><input type="radio"/> FEN</div><div><input type="radio"/> BOG</div><div><input type="radio"/> BARREN</div><div><input type="radio"/> MEADOW</div><div><input type="radio"/> PRAIRIE</div><div><input type="radio"/> THICKET</div><div><input type="radio"/> SAVANNAH</div><div><input type="radio"/> WOODLAND</div><div><input type="radio"/> FOREST</div><div><input type="radio"/> PLANTATION</div></div>
<div>SITE</div>			<div>COVER</div>		
<div><div><input type="radio"/> OPEN WATER</div><div><input type="radio"/> SHALLOW WATER</div><div><input type="radio"/> SURFICIAL DEP.</div><div><input type="radio"/> BEDROCK</div></div>			<div><div><input type="radio"/> OPEN</div><div><input type="radio"/> SHRUB</div><div><input type="radio"/> TREED</div></div>		

STAND DESCRIPTION

LAYER		HT	CVR	SPECIES IN ORDER OF DECREASING DOMINANCE
		(>> MUCH GREATER THAN; > GREATER THAN; = ABOUT EQUAL TO		
1	CANOPY			Fagus grandifolia >> Quercus palustris = Ostrya virginiana = Quercus bicolor = Quercus rubra > Tilia Cordata = Prunus serotina = Acer s
2	SUB-CANOPY			
3	UNDERSTOREY			
4	GRD. LAYER			

HT CODES:1 = >25 m2 = 10<HT≤25 m3 = 2<HT ≤10 m4 = 1<HT≤2 m5 = 0.5<HT≤1 m6 = 0.2<HT≤0.57 = HT≤0.2 m

CVR CODES0= NONE1= 0% < CVR ≤10%2= 10 < CVR ≤ 25%3= 25 < CVR ≤ 60%4= CVR > 60%

STAND COMPOSITION:		BA: <input type="text"/>	
<input type="text"/>			

SIZE CLASS ANALYSIS:	<input type="text"/>	< 10	<input type="text"/>	10 - 24	<input type="text"/>	25 - 50	<input type="text"/>	> 50
STANDING SNAGS:	<input type="text"/>	< 10	<input type="text"/>	10 - 24	<input type="text"/>	25 - 50	<input type="text"/>	> 50
DEADFALL / LOGS:	<input type="text"/>	< 10	<input type="text"/>	10 - 24	<input type="text"/>	25 - 50	<input type="text"/>	> 50

ABUNDANCE CODES: N = NONE R = RARE O = OCCASIONAL A = ABUNDANT

COMM. AGE :	<input type="radio"/> PIONEER	<input type="radio"/> YOUNG	<input type="radio"/> MID-AGE	<input type="radio"/> MATURE	<input type="radio"/> OLD GROWTH
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SOIL ANALYSIS:

TEXTURE: <input type="text"/>	DEPTH TO MOTTLES / GLEY	g = <input type="text"/> (cm)	G = <input type="text"/> (cm)
MOISTURE: <input type="text"/>	DEPTH OF ORGANICS: <input type="text"/>	(cm)	
HOMOGENEOUS / VARIABLE <input type="text"/>	DEPTH TO BEDROCK: <input type="text"/>	(cm)	

COMMUNITY CLASSIFICATION:

COMMUNITY CLASS:	<input type="text"/>	CODE:	<input type="text"/>
COMMUNITY SERIES:	<input type="text"/>	CODE:	<input type="text"/>
ECOSITE:	<input type="text"/>	CODE:	<input type="text"/>
VEGETATION TYPE:	<input type="text"/>	CODE:	<input type="text"/>
<input type="checkbox"/> INCLUSION	<input type="text"/>	CODE:	<input type="text"/>
<input type="checkbox"/> COMPLEX	<input type="text"/>	CODE:	<input type="text"/>

Notes:

Polygon 1 consists of a forest canopy of mature trees. Park staff cuts the grass in this polygon so there is very little under story. Although the woodlot is small, there are some excellent specimens of mature native trees, with hop hornbeam of particular note. American Beech trees have largely succumbed to Beech Bark disease.

ELC

STAND & SOIL
CHARACTERISTICS

SITE: 14 Gustavus Monro Park

POLYGON: 1

DATE: 06/03/2013

SURVEYOR(S): J Sankey, F Fohr, J Kellam

TREE TALLY BY SPECIES:

PRISM FACTOR

☐

SPECIES	TALLY 1	TALLY 2	TALLY 3	TALLY 4	TOTAL	RELATIVE AVERAGE
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TOTAL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	100
BASAL AREA (BA)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		MEAN: <input type="checkbox"/>
DEAD	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

STAND COMPOSITION:

SOIL ASSESSMENT	1	2	3	4
TEXTURE	<div></div>	<div></div>	<div></div>	<div></div>
DEPTH TO MOTTLES:	g = <div></div>	g = <div></div>	g = <div></div>	g = <div></div>
DEPTH TO GLEY:	G = <div></div>	G = <div></div>	G = <div></div>	G = <div></div>
DEPTH OF ORGANICS	<div></div>	<div></div>	<div></div>	<div></div>
DEPTH TO BEDROCK	<div></div>	<div></div>	<div></div>	<div></div>
MOISTURE REGIME	<div></div>	<div></div>	<div></div>	<div></div>

SOIL PROFILE

COMMUNITY PROFILE DIAGRAM

CANOPY	SUB-CANOPY	UNDERSTOREY	GROUND LAYER
<div></div>	<div></div>	<div></div>	<div></div>

Notes:

ELC**PLANT
SPECIES
LIST****SITE:** 14 Gustavus Monro Park**POLYGON:** 1**DATE:** 06/03/2013**SURVEYOR(S):** J Sankey, F Fohr, J Kellam**LAYERS:** 1 = CANOPY > 10m 2 = SUBCANOPY 3 = UNDERSTOREY 4 = GROUND (GRD.) LAYER**ABUNDANCE CODES:** R = RARE O = OCCASIONAL A = ABUNDANT D = DOMINANT

SPECIES CODE	LAYER				COLL.
	1	2	3	4	
Tilia Cordata	R				<input type="checkbox"/>
Quercus palustris	O				<input type="checkbox"/>
Prunus serotina	R				<input type="checkbox"/>
Acer saccharum	R				<input type="checkbox"/>
Carya ovata	R				<input type="checkbox"/>
Fagus grandifolia	D				<input type="checkbox"/>
Malus sp.	R				<input type="checkbox"/>
Ostrya virginiana	O				<input type="checkbox"/>
Prunus avium	R				<input type="checkbox"/>
Pyrus communis	R				<input type="checkbox"/>
Quercus bicolor	O				<input type="checkbox"/>
					<input type="checkbox"/>
Quercus rubra	O				<input type="checkbox"/>
					<input type="checkbox"/>
					<input type="checkbox"/>

SPECIES CODE	LAYER				COLL.
	1	2	3	4	
					<input type="checkbox"/>
					<input type="checkbox"/>
					<input type="checkbox"/>
					<input type="checkbox"/>
					<input type="checkbox"/>
					<input type="checkbox"/>
					<input type="checkbox"/>
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					<input type="checkbox"/>
					<input type="checkbox"/>
					<input type="checkbox"/>

Notes:

Polygon 1 consists of a forest canopy of mature trees. Park staff cuts the grass in this polygon so there is very little understory. Although the woodlot is small, there are some excellent specimens of of mature native trees, with Hon-hornbeam of particular note. American beech trees have largely succumbed to Beech Bark disease.

<div>ELC</div> <div>WILDLIFE</div>	SITE: 14 Gustavus Monro Park	
	POLYGON: 1	
	DATE: 06/03/2013	
	SURVEYOR(S): J Sankey, F Fohr, J Kellam	
	START TIME:	END TIME:

TEMP (°C):	CLOUD (10th):	WIND:	PRECIPITATION:
CONDITIONS:			

POTENTIAL WILDLIFE HABITAT:

<input type="checkbox"/>	VERNAL POOLS	<input type="checkbox"/>	SNAGS
<input type="checkbox"/>	HIBERNACULA	<input type="checkbox"/>	FALLEN LOGS
<input type="checkbox"/>		<input type="checkbox"/>	

SPECIES LIST:

TY	SP. CODE	EV	NOTES	#
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
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<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>

TY	SP. CODE	EV	NOTES	#
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>
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<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>

FAUNAL TYPE CODES (TY):

B = BIRD M = MAMMAL H = HERPETOFAUNA L = LEPIDOPTERA F = FISH O = OTHER

EVIDENCE CODES (EV):

BREEDING BIRD - POSSIBLE

SH = SUITABLE HABITAT

SM = SINGING MALE

BREEDING BIRD - PROBABLE

T = TERRITORY

D = DISPLAY

P = PAIR

A = ANXIETY BEHAVIOUR

N = NEST BUILDING

V = VISITING NEST

BREEDING BIRD - CONFIRMED

DD = DISTRACTION

NU = USED NEST

FY = FLEDGED YOUNG

NE = EGGS

NY = YOUNG

FS = FOOD/FAECAL SACK

AE = NEST ENTRY

OTHER WILDLIFE EVIDENCE:

OB = OBSERVED

VO = VOCALIZATION

CA = CARCASS

DP = DISTINCTIVE PARTS

HO = HOUSE/DEN

FY = EGGS OR YOUNG

TK = TRACKS

FE = FEEDING EVIDENCE

SC = SCAT

SI = OTHER SIGNS (specify)

Notes:



ELC

MANAGEMENT /
DISTURBANCE

SITE: 14 Gustavus Monro Park

POLYGON: 1

DATE: 06/03/2013

SURVEYOR(S): J Sankey, F Fohr, J Kellam

DISTURBANCE / EXTENT	0	1	2	3	SCORE ↑
TIME SINCE LOGGING	<input type="radio"/> >30 YRS	<input type="radio"/> 15 - 30 YRS	<input type="radio"/> 5 - 15 YRS	<input type="radio"/> 0 - 5 YEARS	0
INTENSITY OF LOGGING	<input checked="" type="radio"/> NONE	<input type="radio"/> FUEL WOOD	<input type="radio"/> SELECTIVE	<input type="radio"/> DIAMETER LIMIT	0
EXTENT OF LOGGING	<input checked="" type="radio"/> NONE	<input type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
SUGAR BUSH OPERATIONS	<input checked="" type="radio"/> NONE	<input type="radio"/> LIGHT	<input type="radio"/> MODERATE	<input type="radio"/> HEAVY	0
EXTENT OF OPERATIONS	<input checked="" type="radio"/> NONE	<input type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
GAPS IN FOREST CANOPY	<input type="radio"/> NONE	<input type="radio"/> SMALL	<input type="radio"/> INTERMEDIATE	<input type="radio"/> LARGE	0
EXTENT OF GAPS	<input type="radio"/> NONE	<input type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
LIVESTOCK (GRAZING)	<input checked="" type="radio"/> NONE	<input type="radio"/> LIGHT	<input type="radio"/> MODERATE	<input type="radio"/> HEAVY	0
EXTENT OF LIVESTOCK	<input checked="" type="radio"/> NONE	<input type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
ALIEN SPECIES	<input type="radio"/> NONE	<input checked="" type="radio"/> OCCASIONAL	<input type="radio"/> ABUNDANT	<input type="radio"/> DOMINANT	1
EXTENT OF ALIEN SPECIES	<input type="radio"/> NONE	<input checked="" type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
PLANTING (PLANTATION)	<input type="radio"/> NONE	<input type="radio"/> OCCASIONAL	<input type="radio"/> ABUNDANT	<input type="radio"/> DOMINANT	0
EXTENT OF PLANTING	<input type="radio"/> NONE	<input type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
TRACKS AND TRAILS	<input type="radio"/> NONE	<input type="radio"/> FAINT TRAILS	<input type="radio"/> WELL MARKED	<input type="radio"/> TRACKS OR ROADS	0
EXTENT OF TRACKS/TRAILS	<input type="radio"/> NONE	<input type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
DUMPING (RUBBISH)	<input checked="" type="radio"/> NONE	<input type="radio"/> LIGHT	<input type="radio"/> MODERATE	<input type="radio"/> HEAVY	0
EXTENT OF DUMPING	<input checked="" type="radio"/> NONE	<input type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
EARTH DISPLACEMENT	<input checked="" type="radio"/> NONE	<input type="radio"/> LIGHT	<input type="radio"/> MODERATE	<input type="radio"/> HEAVY	0
EXTENT OF DISPLACEMENT	<input checked="" type="radio"/> NONE	<input type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
RECREATIONAL USE	<input type="radio"/> NONE	<input checked="" type="radio"/> LIGHT	<input type="radio"/> MODERATE	<input type="radio"/> HEAVY	1
EXTENT OF RECR. USE	<input type="radio"/> NONE	<input checked="" type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	

NOISE	<input type="radio"/> NONE	<input type="radio"/> SLIGHT	<input type="radio"/> MODERATE	<input type="radio"/> INTENSE	<div>0</div>
EXTENT OF NOISE	<input type="radio"/> NONE	<input type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
DISEASE/DEATH OF TREES	<input type="radio"/> NONE	<input type="radio"/> LIGHT	<input checked="" type="radio"/> MODERATE	<input type="radio"/> HEAVY	<div>2</div>
EXTENT OF DISEASE/DEATH	<input type="radio"/> NONE	<input checked="" type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
WIND THROW (BLOW DOWN)	<input checked="" type="radio"/> NONE	<input type="radio"/> LIGHT	<input type="radio"/> MODERATE	<input type="radio"/> HEAVY	<div>0</div>
EXTENT OF WIND THROW	<input checked="" type="radio"/> NONE	<input type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
BROWSE (e.g. DEER)	<input checked="" type="radio"/> NONE	<input type="radio"/> LIGHT	<input type="radio"/> MODERATE	<input type="radio"/> HEAVY	<div>0</div>
EXTENT OF BROWSE	<input checked="" type="radio"/> NONE	<input type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
BEAVER ACTIVITY	<input checked="" type="radio"/> NONE	<input type="radio"/> LIGHT	<input type="radio"/> MODERATE	<input type="radio"/> HEAVY	<div>0</div>
EXTENT OF BEAVER ACTIVITY	<input checked="" type="radio"/> NONE	<input type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
FLOODING (pools & puddling)	<input checked="" type="radio"/> NONE	<input type="radio"/> LIGHT	<input type="radio"/> MODERATE	<input type="radio"/> HEAVY	<div>0</div>
EXTENT OF FLOODING	<input checked="" type="radio"/> NONE	<input type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
FIRE	<input checked="" type="radio"/> NONE	<input type="radio"/> LIGHT	<input type="radio"/> MODERATE	<input type="radio"/> HEAVY	<div>0</div>
EXTENT OF FIRE	<input checked="" type="radio"/> NONE	<input type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
ICE DAMAGE	<input checked="" type="radio"/> NONE	<input type="radio"/> LIGHT	<input type="radio"/> MODERATE	<input type="radio"/> HEAVY	<div>0</div>
EXTENT OF ICE DAMAGE	<input checked="" type="radio"/> NONE	<input type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
OTHER: <div></div>	<input type="radio"/> NONE	<input type="radio"/> LIGHT	<input type="radio"/> MODERATE	<input type="radio"/> HEAVY	<div>0</div>
EXTENT	<input type="radio"/> NONE	<input type="radio"/> LOCAL	<input type="radio"/> WIDESPREAD	<input type="radio"/> EXTENSIVE	
↑ INTENSITY x EXTENT = SCORE					

Notes: