

## Explanation of Native Plant Community Names and Codes

The table below outlines the conventions used for naming native plant community (NPC) classes, types, and subtypes and for developing codes for each of these levels. The names of the NPC classes are based on floristic region, soil moisture or nutrient regimes, and vegetation or habitat features. For wooded communities, NPC type names are based on dominant tree species, sometimes qualified with understory species or minor canopy species (designated by parentheses) that help to separate the type from other types in the class. If the types in a class have distinct geographic ranges or substrate affinities, these are often indicated in the name as well (e.g., “Eastcentral,” “Westcentral,” “Bedrock,” or “Sand”). Subtype names for wooded communities are also based on common dominant tree species and diagnostic understory plants or groups of plants. For open communities, type and subtype names are based on moisture status (such as dry or mesic), mineral status (such as rich or poor), substrate type (such as sandstone, sand/gravel, or bedrock), prominent plants (such as willow, beachgrass, or graminoid), geography, and hydrologic or other distinctive features.

