

Native Plant Community (NPC) Conservation Status Ranks - Global and State

last revised 03/17/2020

Upland Forests and Woodlands							
NPC code	System, Class, Type or Subtype	S-rank	S-rank (Highest Risk)	S-rank (Category)	G-rank (Detailed)	G-rank (Highest Risk)	G-rank (Category)
Fire-Dependent Forest/Woodland System							
FDn12	Northern Dry-Sand Pine Woodland	(S2)	(S2)	S1-S3	(G4G5)	(G4)	Not G1 or G2
FDn12a	Jack Pine Woodland (Sand)	S2	S2	S1-S3	G4G5	G4	Not G1 or G2
FDn12b	Red Pine Woodland (Sand)	S2	S2	S1-S3	G4G5	G4	Not G1 or G2
FDn22	Northern Dry-Bedrock Pine (Oak) Woodland	(S2, S3)	(S2)	S1-S3	(G4?, GNR)	(G4)	Not G1 or G2
FDn22a	Jack Pine Woodland (Bedrock)	S3	S3	S1-S3	G4?	G4	Not G1 or G2
FDn22b	Red Pine - White Pine Woodland (Northeastern Bedrock)	S3	S3	S1-S3	G4?	G4	Not G1 or G2
FDn22c	Pin Oak Woodland (Bedrock)	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
FDn22d	Red Pine - White Pine Woodland (Eastcentral Bedrock)	S2	S2	S1-S3	G4?	G4	Not G1 or G2
FDn32	Northern Poor Dry-Mesic Mixed Woodland	(S1, S2, S3)	(S1)	S1-S3	(G2, G3, G4G5, G4G5 or G5, G5, GNR)	(G2)	Possible G1 or G2
FDn32a	Red Pine - White Pine Woodland (Canadian Shield)	S3	S3	S1-S3	G3	G3	Not G1 or G2
FDn32b	Red Pine - White Pine Woodland (Minnesota Point)	S1	S1	S1-S3	G2	G2	G1 or G2
FDn32c	Black Spruce - Jack Pine Woodland	S2 or S3	S2	S1-S3	G4G5 or G5	G4	Not G1 or G2
FDn32c1	Jack Pine - Balsam Fir Subtype	S2	S2	S1-S3	G5	G5	Not G1 or G2
FDn32c2	Black Spruce - Feathermoss Subtype	S3	S3	S1-S3	G5	G5	Not G1 or G2
FDn32c3	Jack Pine - Black Spruce - Aspen Subtype	S3	S3	S1-S3	G4G5	G4	Not G1 or G2
FDn32d	Jack Pine - Black Spruce Woodland (Sand)	S2	S2	S1-S3	G5	G5	Not G1 or G2
FDn32e	Spruce - Fir Woodland (North Shore)	S1	S1	S1-S3	GNR	GNR	Not G1 or G2
FDn33	Northern Dry-Mesic Mixed Woodland	(S2, S3, S5)	(S2)	Possible S1-S3	(G4?, G5, GNR)	(G4)	Not G1 or G2
FDn33a	Red Pine - White Pine Woodland	S3	S3	S1-S3	G4?	G4	Not G1 or G2
FDn33a1	Balsam Fir Subtype	S3	S3	S1-S3	G4?	G4	Not G1 or G2
FDn33a2	Mountain Maple Subtype	S3	S3	S1-S3	G4?	G4	Not G1 or G2
FDn33b	Aspen - Birch Woodland	S5	S5	Not S1-S3	GNR	GNR	Not G1 or G2
FDn33c	Black Spruce Woodland	S2	S2	S1-S3	G5	G5	Not G1 or G2
FDn43	Northern Mesic Mixed Forest	(S2, S3, S5)	(S2)	Possible S1-S3	(G3G4, G4? or G5, G4, G4G5 or G5, G4? or G4G5 or G5)	(G3)	Not G1 or G2
FDn43a	White Pine - Red Pine Forest	S2	S2	S1-S3	G3G4	G3	Not G1 or G2
FDn43b	Aspen - Birch Forest	S5	S5	Not S1-S3	G4? or G4G5 or G5	G4	Not G1 or G2
FDn43b1	Balsam Fir Subtype	S5	S5	Not S1-S3	G4G5 or G5	G4	Not G1 or G2
FDn43b2	Hardwood Subtype	S5	S5	Not S1-S3	G4? or G5	G4	Not G1 or G2
FDn43c	Upland White Cedar Forest	S3	S3	S1-S3	G4	G4	Not G1 or G2
FDc12	Central Poor Dry Pine Woodland	(S2)	(S2)	S1-S3	(G3G4 or G4G5)	(G3)	Not G1 or G2
FDc12a	Jack Pine - (Bearberry) Woodland	S2	S2	S1-S3	G3G4 or G4G5	G3	Not G1 or G2
FDc23	Central Dry Pine Woodland	(S1S2)	(S1)	S1-S3	(G2)	(G2)	G1 or G2
FDc23a	Jack Pine - (Yarrow) Woodland	S1S2	S1	S1-S3	G2	G2	G1 or G2
FDc23a1	Ericaceous Shrub Subtype	S1S2	S1	S1-S3	G2	G2	G1 or G2
FDc23a2	Bur Oak - Aspen Subtype	S1S2	S1	S1-S3	G2	G2	G1 or G2
FDc24	Central Rich Dry Pine Woodland	(S1 or S3)	(S1)	S1-S3	(G4?)	(G4)	Not G1 or G2
FDc24a	Jack Pine - (Bush Honeysuckle) Woodland	S1 or S3	S1	S1-S3	G4?	G4	Not G1 or G2
FDc24a1	Bracken Subtype	S1	S1	S1-S3	G4?	G4	Not G1 or G2

NPC code	System, Class, Type or Subtype	S-rank	S-rank (Highest Risk)	S-rank (Category)	G-rank (Detailed)	G-rank (Highest Risk)	G-rank (Category)
<i>FDc24a2</i>	<i>Bur Oak - Carrion-Flower Subtype</i>	S3	S3	S1-S3	G4?	G4	Not G1 or G2
FDc25	Central Dry Oak-Aspen (Pine) Woodland	(S2)	(S2)	S1-S3	(G4?, G4G5)	(G4)	Not G1 or G2
FDc25a	Jack Pine - Oak Woodland	S2	S2	S1-S3	G4G5	G4	Not G1 or G2
FDc25b	Oak - Aspen Woodland	S2	S2	S1-S3	G4?	G4	Not G1 or G2
FDc34	Central Dry-Mesic Pine-Hardwood Forest	(S2, S3)	(S2)	S1-S3	(G3 or G4, G4?)	(G3)	Not G1 or G2
FDc34a	Red Pine - White Pine Forest	S2	S2	S1-S3	G3 or G4	G3	Not G1 or G2
FDc34b	Oak - Aspen Forest	S3	S3	S1-S3	G4?	G4	Not G1 or G2
FDs27	Southern Dry-Mesic Pine-Oak Woodland	(S1, S2)	(S1)	S1-S3	(G3, G4?)	(G3)	Not G1 or G2
FDs27a	Jack Pine - Oak Woodland (Sand)	S1	S1	S1-S3	G4?	G4	Not G1 or G2
FDs27b	White Pine - Oak Woodland (Sand)	S1	S1	S1-S3	G3	G3	Not G1 or G2
FDs27c	Black Oak - White Oak Woodland (Sand)	S2	S2	S1-S3	G4?	G4	Not G1 or G2
FDs36	Southern Dry-Mesic Oak-Aspen Forest	(S3S4)	(S3)	S1-S3	(GNRQ)	(GNR)	Not G1 or G2
FDs36a	Bur Oak - Aspen Forest	S3S4	S3	S1-S3	GNRQ	GNR	Not G1 or G2
FDs37	Southern Dry-Mesic Oak (Maple) Woodland	(S3, S4)	(S3)	Possible S1-S3	(G3G4, G4?)	(G3)	Not G1 or G2
FDs37a	Oak - (Red Maple) Woodland	S4	S4	Not S1-S3	G3G4	G3	Not G1 or G2
FDs37b	Pin Oak - Bur Oak Woodland	S3	S3	S1-S3	G4?	G4	Not G1 or G2
FDs38	Southern Dry-Mesic Oak-Hickory Woodland	(S3)	(S3)	S1-S3	(GNR)	(GNR)	Not G1 or G2
FDs38a	Oak - Shagbark Hickory Woodland	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
FDw24	Northwestern Dry-Mesic Oak Woodland	(S2, S3)	(S2)	S1-S3	(G4?)	(G4)	Not G1 or G2
FDw24a	Bur Oak - (Prairie Herb) Woodland	S2	S2	S1-S3	G4?	G4	Not G1 or G2
FDw24b	Bur Oak - (Forest Herb) Woodland	S3	S3	S1-S3	G4?	G4	Not G1 or G2
FDw34	Northwestern Mesic Aspen-Oak Woodland	(S3, S4)	(S3)	Possible S1-S3	(G4G5, G5)	(G4)	Not G1 or G2
FDw34a	Aspen - (Prairie Herb) Woodland	S3	S3	S1-S3	G4G5	G4	Not G1 or G2
FDw34b	Aspen - (Beaked Hazel) Woodland	S4	S4	Not S1-S3	G5	G5	Not G1 or G2
FDw44	Northwestern Wet-Mesic Aspen Woodland	(S3, S4)	(S3)	Possible S1-S3	(G3G4)	(G3)	Not G1 or G2
FDw44a	Aspen - (Cordgrass) Woodland	S3	S3	S1-S3	G3G4	G3	Not G1 or G2
FDw44b	Aspen - (Chokecherry) Woodland	S4	S4	Not S1-S3	G3G4	G3	Not G1 or G2
Mesic Hardwood Forest System							
MHn35	Northern Mesic Hardwood Forest	(S4)	(S4)	Not S1-S3	(G5)	(G5)	Not G1 or G2
MHn35a	Aspen - Birch - Basswood Forest	S4	S4	Not S1-S3	G5	G5	Not G1 or G2
MHn35b	Red Oak - Sugar Maple - Basswood - (Bluebead Lily) Forest	S4	S4	Not S1-S3	G5	G5	Not G1 or G2
MHn44	Northern Wet-Mesic Boreal Hardwood-Conifer Forest	(S2, S3, S3S4, S4)	(S2)	Possible S1-S3	(G5, GNR)	(G5)	Not G1 or G2
MHn44a	Aspen - Birch - Red Maple Forest	S4	S4	Not S1-S3	G5	G5	Not G1 or G2
MHn44b	White Pine - White Spruce - Paper Birch Forest	S2	S2	S1-S3	GNR	GNR	Not G1 or G2
MHn44c	Aspen - Fir Forest	S3S4	S3	S1-S3	G5	G5	Not G1 or G2
MHn44d	Aspen - Birch - Fir Forest	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
MHn45	Northern Mesic Hardwood (Cedar) Forest	(S2, S3, S4)	(S2)	Possible S1-S3	(G2Q, G3?, G4?)	(G2)	Possible G1 or G2
MHn45a	Paper Birch - Sugar Maple Forest (North Shore)	S4	S4	Not S1-S3	G4?	G4	Not G1 or G2
MHn45b	White Cedar - Yellow Birch Forest	S2	S2	S1-S3	G2Q	G2	G1 or G2
MHn45c	Sugar Maple Forest (North Shore)	S3	S3	S1-S3	G3?	G3	Not G1 or G2
MHn46	Northern Wet-Mesic Hardwood Forest	(S4)	(S4)	Not S1-S3	(GNR)	(GNR)	Not G1 or G2
MHn46a	Aspen - Ash Forest	S4	S4	Not S1-S3	GNR	GNR	Not G1 or G2
MHn46b	Black Ash - Basswood Forest	S4	S4	Not S1-S3	GNR	GNR	Not G1 or G2
MHn47	Northern Rich Mesic Hardwood Forest	(S3)	(S3)	S1-S3	(G3?)	(G3)	Not G1 or G2
MHn47a	Sugar Maple - Basswood - (Bluebead Lily) Forest	S3	S3	S1-S3	G3?	G3	Not G1 or G2
MHn47b	Sugar Maple - Basswood - (Horsetail) Forest	S3	S3	S1-S3	G3?	G3	Not G1 or G2
MHc26	Central Dry-Mesic Oak-Aspen Forest	(S4)	(S4)	Not S1-S3	(G4G5, GNR)	(G4)	Not G1 or G2

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MHc26a	Oak - Aspen - Red Maple Forest	S4	S4	Not S1-S3	GNR	GNR	Not G1 or G2
MHc26b	Red Oak - Sugar Maple - Basswood - (Large-Flowered Trillium) Forest	S4	S4	Not S1-S3	G4G5	G4	Not G1 or G2
MHc36	Central Mesic Hardwood Forest (Eastern)	(S4)	(S4)	Not S1-S3	(G3G4)	(G3)	Not G1 or G2
MHc36a	Red Oak - Basswood Forest (Noncalcareous Till)	S4	S4	Not S1-S3	G3G4	G3	Not G1 or G2
MHc36b	Red Oak - Basswood Forest (Calcareous Till)	S4	S4	Not S1-S3	G3G4	G3	Not G1 or G2
MHc37	Central Mesic Hardwood Forest (Western)	(S4)	(S4)	Not S1-S3	(G3G4)	(G3)	Not G1 or G2
MHc37a	Aspen - (Sugar Maple - Basswood) Forest	S4	S4	Not S1-S3	G3G4	G3	Not G1 or G2
MHc37b	Sugar Maple - Basswood - (Aspen) Forest	S4	S4	Not S1-S3	G3G4	G3	Not G1 or G2
MHc38	Central Mesic Cold-Slope Hardwood-Conifer Forest	(S1)	(S1)	S1-S3	(G2?)	(G2)	G1 or G2
MHc38a	White Pine - Sugar Maple - Basswood Forest (Cold Slope)	S1	S1	S1-S3	G2?	G2	G1 or G2
MHc47	Central Wet-Mesic Hardwood Forest	(S3)	(S3)	S1-S3	(G3G4)	(G3)	Not G1 or G2
MHc47a	Basswood - Black Ash Forest	S3	S3	S1-S3	G3G4	G3	Not G1 or G2
MHs37	Southern Dry-Mesic Oak Forest	(S3, S4)	(S3)	Possible S1-S3	(G4?)	(G4)	Not G1 or G2
MHs37a	Red Oak - White Oak Forest	S3	S3	S1-S3	G4?	G4	Not G1 or G2
MHs37b	Red Oak - White Oak - (Sugar Maple) Forest	S4	S4	Not S1-S3	G4?	G4	Not G1 or G2
MHs38	Southern Mesic Oak-Basswood Forest	(S3)	(S3)	S1-S3	(G2G3 or GNR, G3, G4?)	(G2)	Possible G1 or G2
MHs38a	White Pine - Oak - Sugar Maple Forest	S3	S3	S1-S3	G2G3 or GNR	G2	Possible G1 or G2
MHs38b	Basswood - Bur Oak - (Green Ash) Forest	S3	S3	S1-S3	G3	G3	Not G1 or G2
MHs38c	Red Oak - Sugar Maple - Basswood - (Bitternut Hickory) Forest	S3	S3	S1-S3	G4?	G4	Not G1 or G2
MHs39	Southern Mesic Maple-Basswood Forest	(S2, S3)	(S2)	S1-S3	(G3G4)	(G3)	Not G1 or G2
MHs39a	Sugar Maple - Basswood - (Bitternut Hickory) Forest	S2	S2	S1-S3	G3G4	G3	Not G1 or G2
MHs39b	Sugar Maple - Basswood - Red Oak - (Blue Beech) Forest	S3	S3	S1-S3	G3G4	G3	Not G1 or G2
MHs39c	Sugar Maple Forest (Big Woods)	S2	S2	S1-S3	G3G4	G3	Not G1 or G2
MHs49	Southern Wet-Mesic Hardwood Forest	(S2, S3)	(S2)	S1-S3	(G3G4)	(G3)	Not G1 or G2
MHs49a	Elm - Basswood - Black Ash - (Hackberry) Forest	S3	S3	S1-S3	G3G4	G3	Not G1 or G2
MHs49b	Elm - Basswood - Black Ash - (Blue Beech) Forest	S2	S2	S1-S3	G3G4	G3	Not G1 or G2
MHw36	Northwestern Wet-Mesic Hardwood Forest	(S2)	(S2)	S1-S3	(GNR)	(GNR)	Not G1 or G2
MHw36a	Green Ash - Bur Oak - Elm Forest	S2	S2	S1-S3	GNR	GNR	Not G1 or G2

Wetland Forests

NPC code	System, Class, Type or Subtype	S-rank	S-rank (Highest Risk)	S-rank (Category)	G-rank (Detailed)	G-rank (Highest Risk)	G-rank (Category)
Floodplain Forest System							
FFn57	Northern Terrace Forest	(S3)	(S3)	S1-S3	(GNR)	(GNR)	Not G1 or G2
FFn57a	Black Ash - Silver Maple Terrace Forest	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
FFn67	Northern Floodplain Forest	(S3)	(S3)	S1-S3	(GNR)	(GNR)	Not G1 or G2
FFn67a	Silver Maple - (Sensitive Fern) Floodplain Forest	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
FFs59	Southern Terrace Forest	(S1, S2, S3)	(S1)	S1-S3	(G2G3, G4?)	(G2)	Possible G1 or G2
FFs59a	Silver Maple - Green Ash - Cottonwood Terrace Forest	S3	S3	S1-S3	G4?	G4	Not G1 or G2
FFs59b	Swamp White Oak Terrace Forest	S1	S1	S1-S3	G2G3	G2	G1 or G2
FFs59c	Elm - Ash - Basswood Terrace Forest	S2	S2	S1-S3	G4?	G4	Not G1 or G2
FFs68	Southern Floodplain Forest	(S3)	(S3)	S1-S3	(G3G4)	(G3)	Not G1 or G2
FFs68a	Silver Maple - (Virginia Creeper) Floodplain Forest	S3	S3	S1-S3	G3G4	G3	Not G1 or G2
Wet Forest System							
WFn53	Northern Wet Cedar Forest	(S3, S4)	(S3)	Possible S1-S3	(GNR)	(GNR)	Not G1 or G2
WFn53a	Lowland White Cedar Forest (North Shore)	S4	S4	Not S1-S3	GNR	GNR	Not G1 or G2

NPC code	System, Class, Type or Subtype	S-rank	S-rank (Highest Risk)	S-rank (Category)	G-rank (Detailed)	G-rank (Highest Risk)	G-rank (Category)
WFn53b	Lowland White Cedar Forest (Northern)	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
WFn55	Northern Wet Ash Swamp	(S3, S4)	(S3)	Possible S1-S3	(G4)	(G4)	Not G1 or G2
WFn55a	Black Ash - Aspen - Balsam Poplar Swamp (Northeastern)	S4	S4	Not S1-S3	G4	G4	Not G1 or G2
WFn55b	Black Ash - Yellow Birch - Red Maple - Basswood Swamp (Eastcentral)	S3	S3	S1-S3	G4	G4	Not G1 or G2
WFn55c	Black Ash - Mountain Maple Swamp (Northern)	S4	S4	Not S1-S3	G4	G4	Not G1 or G2
WFn64	Northern Very Wet Ash Swamp	(S4)	(S4)	Not S1-S3	(G4)	(G4)	Not G1 or G2
WFn64a	Black Ash - Conifer Swamp (Northeastern)	S4	S4	Not S1-S3	G4	G4	Not G1 or G2
WFn64b	Black Ash - Yellow Birch - Red Maple - Alder Swamp (Eastcentral)	S4	S4	Not S1-S3	G4	G4	Not G1 or G2
WFn64c	Black Ash - Alder Swamp (Northern)	S4	S4	Not S1-S3	G4	G4	Not G1 or G2
WFs55	Southern Wet Aspen Forest	(S4)	(S4)	Not S1-S3	(GNR)	(GNR)	Not G1 or G2
WFs55a	Lowland Aspen Forest	S4	S4	Not S1-S3	GNR	GNR	Not G1 or G2
WFs57	Southern Wet Ash Swamp	(S1, S1S2)	(S1)	S1-S3	(GNR)	(GNR)	Not G1 or G2
WFs57a	Black Ash - (Red Maple) Seepage Swamp	S1S2	S1	S1-S3	GNR	GNR	Not G1 or G2
WFs57b	Black Ash - Sugar Maple - Basswood - (Blue Beech) Seepage Swamp	S1	S1	S1-S3	GNR	GNR	Not G1 or G2
WFW54	Northwestern Wet Aspen Forest	(S4)	(S4)	Not S1-S3	(G5)	(G5)	Not G1 or G2
WFW54a	Lowland Black Ash - Aspen - Balsam Poplar Forest	S4	S4	Not S1-S3	G5	G5	Not G1 or G2
Forested Rich Peatland System							
FPn62	Northern Rich Spruce Swamp (Basin)	(S3)	(S3)	S1-S3	(G5)	(G5)	Not G1 or G2
FPn62a	Rich Black Spruce Swamp (Basin)	S3	S3	S1-S3	G5	G5	Not G1 or G2
FPn63	Northern Cedar Swamp	(S3, S4)	(S3)	Possible S1-S3	(G4)	(G4)	Not G1 or G2
FPn63a	White Cedar Swamp (Northeastern)	S4	S4	Not S1-S3	G4	G4	Not G1 or G2
FPn63b	White Cedar Swamp (Northcentral)	S3	S3	S1-S3	G4	G4	Not G1 or G2
FPn63c	White Cedar Swamp (Northwestern)	S3	S3	S1-S3	G4	G4	Not G1 or G2
FPn71	Northern Rich Spruce Swamp (Water Track)	(S3)	(S3)	S1-S3	(GNR)	(GNR)	Not G1 or G2
FPn71a	Rich Black Spruce Swamp (Water Track)	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
FPn72	Northern Rich Tamarack Swamp (Eastern Basin)	(S3)	(S3)	S1-S3	(G4)	(G4)	Not G1 or G2
FPn72a	Rich Tamarack Swamp (Eastcentral)	S3	S3	S1-S3	G4	G4	Not G1 or G2
FPn81	Northern Rich Tamarack Swamp (Water Track)	(S4)	(S4)	Not S1-S3	(GNR)	(GNR)	Not G1 or G2
FPn81a	Rich Tamarack (Sundew - Pitcher Plant) Swamp	S4	S4	Not S1-S3	GNR	GNR	Not G1 or G2
FPn82	Northern Rich Tamarack Swamp (Western Basin)	(S4, S5)	(S4)	Not S1-S3	(G4)	(G4)	Not G1 or G2
FPn82a	Rich Tamarack - (Alder) Swamp	S5	S5	Not S1-S3	G4	G4	Not G1 or G2
FPn82b	Extremely Rich Tamarack Swamp	S4	S4	Not S1-S3	G4	G4	Not G1 or G2
FPs63	Southern Rich Conifer Swamp	(S2S3)	(S2)	S1-S3	(G2G3 or G3G4)	(G2)	Possible G1 or G2
FPs63a	Tamarack Swamp (Southern)	S2S3	S2	S1-S3	G2G3 or G3G4	G2	Possible G1 or G2
FPw63	Northwestern Rich Conifer Swamp	(S3)	(S3)	S1-S3	(G4)	(G4)	Not G1 or G2
FPw63a	Tamarack - Black Spruce Swamp (Aspen Parkland)	S3	S3	S1-S3	G4	G4	Not G1 or G2
FPw63b	Tamarack Seepage Swamp (Aspen Parkland)	S3	S3	S1-S3	G4	G4	Not G1 or G2
Acid Peatland System							
APn80	Northern Spruce Bog	(S4)	(S4)	Not S1-S3	(G4G5, G5, G4G5 or G5)	(G4)	Not G1 or G2
APn80a	Black Spruce Bog	S4	S4	Not S1-S3	G4G5 or G5	G4	Not G1 or G2
APn80a1	Treed Subtype	S4	S4	Not S1-S3	G5	G5	Not G1 or G2
APn80a2	Semi-Treed Subtype	S4	S4	Not S1-S3	G4G5	G4	Not G1 or G2
APn81	Northern Poor Conifer Swamp	(S4, S5)	(S4)	Not S1-S3	(G5)	(G5)	Not G1 or G2
APn81a	Poor Black Spruce Swamp	S5	S5	Not S1-S3	G5	G5	Not G1 or G2
APn81b	Poor Tamarack - Black Spruce Swamp	S4	S4	Not S1-S3	G5	G5	Not G1 or G2
APn81b1	Black Spruce Subtype	S4	S4	Not S1-S3	G5	G5	Not G1 or G2
APn81b2	Tamarack Subtype	S4	S4	Not S1-S3	G5	G5	Not G1 or G2

Upland Grasslands, Shrublands, and Sparse Vegetation

NPC code	System, Class, Type or Subtype	S-rank	S-rank (Highest Risk)	S-rank (Category)	G-rank (Detailed)	G-rank (Highest Risk)	G-rank (Category)
Cliff/Talus System							
CTn11	Northern Dry Cliff	(S1, S2, S3, S4)	(S1)	Possible S1-S3	(GNR)	(GNR)	Not G1 or G2
CTn11a	Dry Mafic Cliff (Northern)	S4	S4	Not S1-S3	GNR	GNR	Not G1 or G2
CTn11b	Dry Rove Cliff (Northern)	S2	S2	S1-S3	GNR	GNR	Not G1 or G2
CTn11c	Dry Thomson Cliff (Northern)	S1	S1	S1-S3	GNR	GNR	Not G1 or G2
CTn11d	Dry Felsic Cliff (Northern)	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
CTn11e	Dry Sandstone Cliff (Northern)	S1	S1	S1-S3	GNR	GNR	Not G1 or G2
CTn12	Northern Open Talus	(S2, S3)	(S2)	S1-S3	(G4G5 or GNR)	(G4)	Not G1 or G2
CTn12a	Dry Open Talus (Northern)	S3	S3	S1-S3	G4G5 or GNR	G4	Not G1 or G2
CTn12b	Mesic Open Talus (Northern)	S2	S2	S1-S3	G4G5 or GNR	G4	Not G1 or G2
CTn24	Northern Scrub Talus	(S3)	(S3)	S1-S3	(G4G5 or GNR)	(G4)	Not G1 or G2
CTn24a	Dry Scrub Talus (Northern)	S3	S3	S1-S3	G4G5 or GNR	G4	Not G1 or G2
CTn24b	Mesic Scrub Talus (Northern)	S3	S3	S1-S3	G4G5 or GNR	G4	Not G1 or G2
CTn32	Northern Mesic Cliff	(S1, S2, S3)	(S1)	S1-S3	(GNR)	(GNR)	Not G1 or G2
CTn32a	Mesic Mafic Cliff (Northern)	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
CTn32b	Mesic Rove Cliff (Northern)	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
CTn32c	Mesic Thomson Cliff (Northern)	S1	S1	S1-S3	GNR	GNR	Not G1 or G2
CTn32d	Mesic Felsic Cliff (Northern)	S2	S2	S1-S3	GNR	GNR	Not G1 or G2
CTn32e	Mesic Sandstone Cliff (Northern)	S1	S1	S1-S3	GNR	GNR	Not G1 or G2
CTn42	Northern Wet Cliff	(S1, S2)	(S1)	S1-S3	(GNR)	(GNR)	Not G1 or G2
CTn42a	Wet Mafic Cliff (Northern)	S2	S2	S1-S3	GNR	GNR	Not G1 or G2
CTn42b	Wet Rove Cliff (Northern)	S1	S1	S1-S3	GNR	GNR	Not G1 or G2
CTn42c	Wet Felsic Cliff (Northern)	S1	S1	S1-S3	GNR	GNR	Not G1 or G2
CTn42d	Wet Sandstone Cliff (Northern)	S1	S1	S1-S3	GNR	GNR	Not G1 or G2
CTs12	Southern Dry Cliff	(S1, S2, S4)	(S1)	Possible S1-S3	(G4G5, GNR)	(G4)	Not G1 or G2
CTs12a	Dry Sandstone Cliff (Southern)	S2	S2	S1-S3	G4G5	G4	Not G1 or G2
CTs12b	Dry Limestone - Dolomite Cliff (Southern)	S4	S4	Not S1-S3	G4G5	G4	Not G1 or G2
CTs12c	Dry Sioux Quartzite Cliff (Southern)	S1	S1	S1-S3	GNR	GNR	Not G1 or G2
CTs23	Southern Open Talus	(S3)	(S3)	S1-S3	(G4G5)	(G4)	Not G1 or G2
CTs23a	Dry Limestone - Dolomite Talus (Southern)	S3	S3	S1-S3	G4G5	G4	Not G1 or G2
CTs23b	Mesic Limestone - Dolomite Talus (Southern)	S3	S3	S1-S3	G4G5	G4	Not G1 or G2
CTs33	Southern Mesic Cliff	(S2, S3)	(S2)	S1-S3	(G4G5)	(G4)	Not G1 or G2
CTs33a	Mesic Sandstone Cliff (Southern)	S2	S2	S1-S3	G4G5	G4	Not G1 or G2
CTs33b	Mesic Limestone - Dolomite Cliff (Southern)	S3	S3	S1-S3	G4G5	G4	Not G1 or G2
CTs43	Southern Maderate Cliff	(S1)	(S1)	S1-S3	(G3?)	(G3)	Not G1 or G2
CTs43a	Maderate Cliff	S1	S1	S1-S3	G3?	G3	Not G1 or G2
CTs43a1	Limestone Subtype	S1	S1	S1-S3	G3?	G3	Not G1 or G2
CTs43a2	Dolomite Subtype	S1	S1	S1-S3	G3?	G3	Not G1 or G2
CTs46	Southern Algific Talus	(S1)	(S1)	S1-S3	(G2)	(G2)	G1 or G2
CTs46a	Algific Talus	S1	S1	S1-S3	G2	G2	G1 or G2

NPC code	System, Class, Type or Subtype	S-rank	S-rank (Highest Risk)	S-rank (Category)	G-rank (Detailed)	G-rank (Highest Risk)	G-rank (Category)
CTs46a1	Limestone Subtype	S1	S1	S1-S3	G2	G2	G1 or G2
CTs46a2	Dolomite Subtype	S1	S1	S1-S3	G2	G2	G1 or G2
CTs53	Southern Wet Cliff	(S1, S2)	(S1)	S1-S3	(G4G5)	(G4)	Not G1 or G2
CTs53a	Wet Sandstone Cliff (Southern)	S1	S1	S1-S3	G4G5	G4	Not G1 or G2
CTs53b	Wet Limestone - Dolomite Cliff (Southern)	S2	S2	S1-S3	G4G5	G4	Not G1 or G2
CTu22	Lake Superior Cliff	(S1, S2, S3)	(S1)	S1-S3	(GNR)	(GNR)	Not G1 or G2
CTu22a	Exposed Mafic Cliff (Lake Superior)	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
CTu22b	Exposed Felsic Cliff (Lake Superior)	S2	S2	S1-S3	GNR	GNR	Not G1 or G2
CTu22c	Sheltered Mafic Cliff (Lake Superior)	S1	S1	S1-S3	GNR	GNR	Not G1 or G2
Rock Outcrop System							
ROn12	Northern Bedrock Outcrop	(S2, S4)	(S2)	Possible S1-S3	(G3G5, G3G5 or GNR)	(G3)	Not G1 or G2
ROn12a	Sandstone Outcrop (Northern)	S2	S2	S1-S3	G3G5	G3	Not G1 or G2
ROn12b	Crystalline Bedrock Outcrop (Northern)	S4	S4	Not S1-S3	G3G5 or GNR	G3	Not G1 or G2
ROn23	Northern Bedrock Shrubland	(S1, S3)	(S1)	S1-S3	(GNR)	(GNR)	Not G1 or G2
ROn23a	Bedrock Shrubland (Inland)	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
ROn23b	Bedrock Shrubland (Lake Superior)	S1	S1	S1-S3	GNR	GNR	Not G1 or G2
ROs12	Southern Bedrock Outcrop	(S2, S3)	(S2)	S1-S3	(G3?, GNR)	(G3)	Not G1 or G2
ROs12a	Crystalline Bedrock Outcrop (Prairie)	S2	S2	S1-S3	G3?	G3	Not G1 or G2
ROs12a1	Minnesota River Subtype	S2	S2	S1-S3	G3?	G3	Not G1 or G2
ROs12a2	Sioux Quartzite Subtype	S2	S2	S1-S3	G3?	G3	Not G1 or G2
ROs12b	Crystalline Bedrock Outcrop (Transition)	S2	S2	S1-S3	G3?	G3	Not G1 or G2
ROs12c	Sedimentary Bedrock Outcrop (Southeast)	S2 or S3	S2	S1-S3	G3?	G3	Not G1 or G2
ROs12c1	Sandstone Subtype	S2	S2	S1-S3	GNR	GNR	Not G1 or G2
ROs12c2	Limestone-Dolomite Subtype	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
Lakeshore System							
LKi32	Inland Lake Sand/Gravel/Cobble Shore	(S1, S2)	(S1)	S1-S3	(G4G5)	(G4)	Not G1 or G2
LKi32a	Sand Beach (Inland Lake)	S1	S1	S1-S3	G4G5	G4	Not G1 or G2
LKi32b	Gravel/Cobble Beach (Inland Lake)	S2	S2	S1-S3	G4G5	G4	Not G1 or G2
LKi43	Inland Lake Rocky Shore	(S4)	(S4)	Not S1-S3	(G4G5)	(G4)	Not G1 or G2
LKi43a	Boulder Shore (Inland Lake)	S4	S4	Not S1-S3	G4G5	G4	Not G1 or G2
LKi43b	Bedrock Shore (Inland Lake)	S4	S4	Not S1-S3	G4G5	G4	Not G1 or G2
LKi54	Inland Lake Clay/Mud Shore	(S1, S3, S4)	(S1)	Possible S1-S3	(G2G3 or GNR, GNR)	(G2)	Possible G1 or G2
LKi54a	Clay/Mud Shore (Inland Lake)	S4	S4	Not S1-S3	GNR	GNR	Not G1 or G2
LKi54b	Mud Flat (Inland Lake)	S3	S3	S1-S3	G2G3 or GNR	G2	Possible G1 or G2
LKi54b1	Saline Subtype	S1	S1	S1-S3	G2G3 or GNR	G2	Possible G1 or G2
LKi54b2	Non-Saline Subtype	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
LKu32	Lake Superior Sand/Gravel/Cobble Shore	(S1, S2, S4)	(S1)	Possible S1-S3	(G3?, G3G4, G3G5, G4G5)	(G3)	Not G1 or G2
LKu32a	Beachgrass Dune (Lake Superior)	S1	S1	S1-S3	G3G5	G3	Not G1 or G2
LKu32b	Juniper Dune Shrubland (Lake Superior)	S1	S1	S1-S3	G3G4	G3	Not G1 or G2
LKu32c	Sand Beach (Lake Superior)	S1	S1	S1-S3	G3?	G3	Not G1 or G2
LKu32d	Beach Ridge Shrubland (Lake Superior)	S2	S2	S1-S3	G4G5	G4	Not G1 or G2
LKu32e	Gravel/Cobble Beach (Lake Superior)	S4	S4	Not S1-S3	G4G5	G4	Not G1 or G2
LKu43	Lake Superior Rocky Shore	(S2, S4)	(S2)	Possible S1-S3	(G4G5)	(G4)	Not G1 or G2
LKu43a	Dry Bedrock Shore (Lake Superior)	S4	S4	Not S1-S3	G4G5	G4	Not G1 or G2

NPC code	System, Class, Type or Subtype	S-rank	S-rank (Highest Risk)	S-rank (Category)	G-rank (Detailed)	G-rank (Highest Risk)	G-rank (Category)
LKu43b	Wet Rocky Shore (Lake Superior)	S2	S2	S1-S3	G4G5	G4	Not G1 or G2
LKu43b1	Cobble Subtype	S2	S2	S1-S3	G4G5	G4	Not G1 or G2
LKu43b2	Bedrock Subtype	S2	S2	S1-S3	G4G5	G4	Not G1 or G2
River Shore System							
RVx32	Sand/Gravel/Cobble River Shore	(S3, S4)	(S3)	Possible S1-S3	(G4G5)	(G4)	Not G1 or G2
RVx32a	Willow Sandbar Shrubland (River)	S4	S4	Not S1-S3	G4G5	G4	Not G1 or G2
RVx32b	Sand Beach/Sandbar (River)	S3	S3	S1-S3	G4G5	G4	Not G1 or G2
RVx32b1	Intermittent Streambed Subtype	S3	S3	S1-S3	G4G5	G4	Not G1 or G2
RVx32b2	Permanent Stream Subtype	S3	S3	S1-S3	G4G5	G4	Not G1 or G2
RVx32c	Gravel/Cobble Beach (River)	S3	S3	S1-S3	G4G5	G4	Not G1 or G2
RVx32c1	Intermittent Streambed Subtype	S3	S3	S1-S3	G4G5	G4	Not G1 or G2
RVx32c2	Permanent Stream Subtype	S3	S3	S1-S3	G4G5	G4	Not G1 or G2
RVx43	Rocky River Shore	(S3)	(S3)	S1-S3	(GNR)	(GNR)	Not G1 or G2
RVx43a	Bedrock/Boulder Shore (River)	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
RVx43a1	Intermittent Streambed Subtype	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
RVx43a2	Permanent Stream Subtype	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
RVx54	Clay/Mud River Shore	(S2, S3)	(S2)	S1-S3	(GNR)	(GNR)	Not G1 or G2
RVx54a	Slumping Clay/Mud Slope (River)	S2	S2	S1-S3	GNR	GNR	Not G1 or G2
RVx54b	Clay/Mud Shore (River)	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
RVx54b1	Intermittent Streambed Subtype	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
RVx54b2	Permanent Stream Subtype	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
Upland Prairie System							
UPn12	Northern Dry Prairie	(S1, S2)	(S1)	S1-S3	(G2G3, G3?)	(G2)	Possible G1 or G2
UPn12a	Dry Barrens Prairie (Northern)	S1	S1	S1-S3	G2G3	G2	G1 or G2
UPn12b	Dry Sand - Gravel Prairie (Northern)	S2	S2	S1-S3	G2G3	G2	G1 or G2
UPn12c	Dry Sand - Gravel Brush-Prairie (Northern)	S1	S1	S1-S3	G2G3	G2	G1 or G2
UPn12d	Dry Hill Prairie (Northern)	S1	S1	S1-S3	G3?	G3	Not G1 or G2
UPn13	Northern Dry Savanna	(S1, S1S2)	(S1)	S1-S3	(G2)	(G2)	G1 or G2
UPn13a	Dry Barrens Jack Pine Savanna (Northern)	S1	S1	S1-S3	G2	G2	G1 or G2
UPn13b	Dry Barrens Oak Savanna (Northern)	S1S2	S1	S1-S3	G2	G2	G1 or G2
UPn13c	Dry Sand - Gravel Oak Savanna (Northern)	S1	S1	S1-S3	G2	G2	G1 or G2
UPn13d	Dry Hill Oak Savanna (Northern)	S1	S1	S1-S3	G2	G2	G1 or G2
UPn23	Northern Mesic Prairie	(S2)	(S2)	S1-S3	(G2G3)	(G2)	G1 or G2
UPn23a	Mesic Brush-Prairie (Northern)	S2	S2	S1-S3	G2G3	G2	G1 or G2
UPn23b	Mesic Prairie (Northern)	S2	S2	S1-S3	G2G3	G2	G1 or G2
UPn24	Northern Mesic Savanna	(S1, S2)	(S1)	S1-S3	(G1G2, G4G5)	(G1)	Possible G1 or G2
UPn24a	Mesic Oak Savanna (Northern)	S1	S1	S1-S3	G1G2	G1	G1 or G2
UPn24b	Aspen Openings (Northern)	S2	S2	S1-S3	G4G5	G4	Not G1 or G2
UPs13	Southern Dry Prairie	(S1S2, S2, S3)	(S1)	S1-S3	(G2G3 or G3?, G2G3 or G3, G3G4)	(G2)	Possible G1 or G2
UPs13a	Dry Barrens Prairie (Southern)	S1S2	S1	S1-S3	G2G3 or G3	G2	Possible G1 or G2
UPs13b	Dry Sand - Gravel Prairie (Southern)	S2	S2	S1-S3	G2G3 or G3	G2	Possible G1 or G2
UPs13c	Dry Bedrock Bluff Prairie (Southern)	S3	S3	S1-S3	G3G4	G3	Not G1 or G2
UPs13d	Dry Hill Prairie (Southern)	S2	S2	S1-S3	G2G3 or G3?	G2	Possible G1 or G2
UPs14	Southern Dry Savanna	(S1, S1S2)	(S1)	S1-S3	(G2 or G3, G3)	(G2)	Possible G1 or G2
UPs14a	Dry Barrens Oak Savanna (Southern)	S1 or S1S2	S1	S1-S3	G2 or G3	G2	Possible G1 or G2
UPs14a1	Jack Pine Subtype	S1	S1	S1-S3	G3	G3	Not G1 or G2

NPC code	System, Class, Type or Subtype	S-rank	S-rank (Highest Risk)	S-rank (Category)	G-rank (Detailed)	G-rank (Highest Risk)	G-rank (Category)
<i>UPs14a2</i>	<i>Oak Subtype</i>	S1S2	S1	S1-S3	G2 or G3	G2	Possible G1 or G2
UPs14b	Dry Sand - Gravel Oak Savanna (Southern)	S1S2	S1	S1-S3	G3	G3	Not G1 or G2
UPs14c	Dry Hill Oak Savanna (Southern)	S1	S1	S1-S3	G3	G3	Not G1 or G2
UPs23	Southern Mesic Prairie	(S2)	(S2)	S1-S3	(G1G2 or G2G3)	(G1)	G1 or G2
UPs23a	Mesic Prairie (Southern)	S2	S2	S1-S3	G1G2 or G2G3	G1	G1 or G2
UPs24	Southern Mesic Savanna	(S1)	(S1)	S1-S3	(G1 or G1G2)	(G1)	G1 or G2
UPs24a	Mesic Oak Savanna (Southern)	S1	S1	S1-S3	G1 or G1G2	G1	G1 or G2

Wetland Grasslands, Shrublands, and Marshes

NPC code	System, Class, Type or Subtype	S-rank	S-rank (Highest Risk)	S-rank (Category)	G-rank (Detailed)	G-rank (Highest Risk)	G-rank (Category)
Acid Peatland System							
APn90	Northern Open Bog	(S2, S4, S4S5)	(S2)	Possible S1-S3	(G2? or G4G5, G2?, G4G5, G5)	(G2)	Possible G1 or G2
APn90a	Low Shrub Bog	S4S5	S4	Not S1-S3	G5	G5	Not G1 or G2
APn90b	Graminoid Bog	S2 or S4	S2	Possible S1-S3	G2? or G4G5	G2	Possible G1 or G2
<i>APn90b1</i>	<i>Typic Subtype</i>	S4	S4	Not S1-S3	G4G5	G4	Not G1 or G2
<i>APn90b2</i>	<i>Schlenke Subtype</i>	S2	S2	S1-S3	G2?	G2	G1 or G2
APn91	Northern Poor Fen	(S3, S4, S5)	(S3)	Possible S1-S3	(G3G4, G4G5 or G5, GNR)	(G3)	Not G1 or G2
APn91a	Low Shrub Poor Fen	S5	S5	Not S1-S3	G4G5 or G5	G4	Not G1 or G2
APn91b	Graminoid Poor Fen (Basin)	S3	S3	S1-S3	G3G4	G3	Not G1 or G2
APn91c	Graminoid Poor Fen (Water Track)	S3 or S4	S3	Possible S1-S3	GNR	GNR	Not G1 or G2
<i>APn91c1</i>	<i>Featureless Water Track Subtype</i>	S4	S4	Not S1-S3	GNR	GNR	Not G1 or G2
<i>APn91c2</i>	<i>Flark Subtype</i>	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
Open Rich Peatland System							
OPn81	Northern Shrub Shore Fen	(S5)	(S5)	Not S1-S3	(G4G5, GNR)	(G4)	Not G1 or G2
OPn81a	Bog birch - Alder Shore Fen	S5	S5	Not S1-S3	GNR	GNR	Not G1 or G2
OPn81b	Leatherleaf - Sweet Gale Shore Fen	S5	S5	Not S1-S3	G4G5	G4	Not G1 or G2
OPn91	Northern Rich Fen (Water Track)	(S2, S3, S4)	(S2)	Possible S1-S3	(G3G5 or GNR, GNR)	(G3)	Not G1 or G2
OPn91a	Shrub Rich Fen (Water Track)	S4	S4	Not S1-S3	G3G5 or GNR	G3	Not G1 or G2
OPn91b	Graminoid Rich Fen (Water Track)	S2 or S3	S2	S1-S3	GNR	GNR	Not G1 or G2
<i>OPn91b1</i>	<i>Featureless Water Track Subtype</i>	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
<i>OPn91b2</i>	<i>Flark Subtype</i>	S2	S2	S1-S3	GNR	GNR	Not G1 or G2
OPn92	Northern Rich Fen (Basin)	(S4)	(S4)	Not S1-S3	(G4G5, G4G5 or GNR)	(G4)	Not G1 or G2
OPn92a	Graminoid Rich Fen (Basin)	S4	S4	Not S1-S3	G4G5 or GNR	G4	Not G1 or G2
OPn92b	Graminoid - Sphagnum Rich Fen (Basin)	S4	S4	Not S1-S3	G4G5	G4	Not G1 or G2
OPn93	Northern Extremely Rich Fen	(S2)	(S2)	S1-S3	(G2Q)	(G2)	G1 or G2
OPn93a	Spring Fen	S2	S2	S1-S3	G2Q	G2	G1 or G2
OPp91	Prairie Rich Fen	(S3)	(S3)	S1-S3	(G3, G3G4)	(G3)	Not G1 or G2
OPp91a	Rich Fen (Mineral Soil)	S3	S3	S1-S3	G3	G3	Not G1 or G2
OPp91b	Rich Fen (Peatland)	S3	S3	S1-S3	G3G4	G3	Not G1 or G2
OPp91c	Rich Fen (Prairie Seepage)	S3	S3	S1-S3	G3G4	G3	Not G1 or G2
OPp93	Prairie Extremely Rich Fen	(S1, S2)	(S1)	S1-S3	(G2, G2G3 or G3G4)	(G2)	Possible G1 or G2
OPp93a	Calcareous Fen (Northwestern)	S2	S2	S1-S3	G2	G2	G1 or G2
OPp93b	Calcareous Fen (Southwestern)	S2	S2	S1-S3	G2	G2	G1 or G2

NPC code	System, Class, Type or Subtype	S-rank	S-rank (Highest Risk)	S-rank (Category)	G-rank (Detailed)	G-rank (Highest Risk)	G-rank (Category)
OPp93c	Calcareous Fen (Southeastern)	S1	S1	S1-S3	G2G3 or G3G4	G2	Possible G1 or G2
Wet Forest System							
WFn74	Northern Wet Alder Swamp	(S3)	(S3)	S1-S3	(GNR)	(GNR)	Not G1 or G2
WFn74a	Alder - (Red Currant - Meadow-Rue) Swamp	S3	S3	S1-S3	GNR	GNR	Not G1 or G2
Forested Rich Peatland System							
FPn73	Northern Rich Alder Swamp	(S5)	(S5)	Not S1-S3	(G5)	(G5)	Not G1 or G2
FPn73a	Alder - (Maple - Loosestrife) Swamp	S5	S5	Not S1-S3	G5	G5	Not G1 or G2
Wet Meadow/Carr System							
WMn82	Northern Wet Meadow/Carr	(S4, S5)	(S4)	Not S1-S3	(G4? or G4G5, G4G5, G5)	(G4)	Not G1 or G2
WMn82a	Willow - Dogwood Shrub Swamp	S5	S5	Not S1-S3	G5	G5	Not G1 or G2
WMn82b	Sedge Meadow	S4 or S5	S4	Not S1-S3	G4? or G4G5	G4	Not G1 or G2
WMn82b1	Bluejoint Subtype	S5	S5	Not S1-S3	G4G5	G4	Not G1 or G2
WMn82b2	Tussock Sedge Subtype	S4	S4	Not S1-S3	G4? or G4G5	G4	Not G1 or G2
WMn82b3	Beaked Sedge Subtype	S4	S4	Not S1-S3	G4G5	G4	Not G1 or G2
WMn82b4	Lake Sedge Subtype	S5	S5	Not S1-S3	G4G5	G4	Not G1 or G2
WMs83	Southern Seepage Meadow/Carr	(S2, S3)	(S2)	S1-S3	(G3G4 or G4? or G4G5, G4?, G4? or G4G5)	(G3)	Not G1 or G2
WMs83a	Seepage Meadow/Carr	S3	S3	S1-S3	G4? or G4G5	G4	Not G1 or G2
WMs83a1	Tussock Sedge Subtype	S3	S3	S1-S3	G4?	G4	Not G1 or G2
WMs83a2	Aquatic Sedge Subtype	S3	S3	S1-S3	G3G4 or G4? or G4G5	G3	Not G1 or G2
WMs83a3	Impatiens Subtype	S2	S2	S1-S3	G4?	G4	Not G1 or G2
WMs92	Southern Basin Wet Meadow/Carr	(S2)	(S2)	S1-S3	(G3G5)	(G3)	Not G1 or G2
WMs92a	Basin Meadow/Carr	S2	S2	S1-S3	G3G5	G3	Not G1 or G2
WMp73	Prairie Wet Meadow/Carr	(S3)	(S3)	S1-S3	(G3? or G3G5)	(G3)	Not G1 or G2
WMp73a	Prairie Meadow/Carr	S3	S3	S1-S3	G3? or G3G5	G3	Not G1 or G2
Marsh System							
MRn83	Northern Mixed Cattail Marsh	(S2)	(S2)	S1-S3	(G4?, G5)	(G4)	Not G1 or G2
MRn83a	Cattail - Sedge Marsh (Northern)	S2	S2	S1-S3	G4?	G4	Not G1 or G2
MRn83b	Cattail Marsh (Northern)	S2	S2	S1-S3	G5	G5	Not G1 or G2
MRn93	Northern Bulrush-Spikerush Marsh	(S2, S3)	(S2)	S1-S3	(G3G4, G4 or G4G5)	(G3)	Not G1 or G2
MRn93a	Bulrush Marsh (Northern)	S3	S3	S1-S3	G3G4	G3	Not G1 or G2
MRn93b	Spikerush - Bur Reed Marsh (Northern)	S2	S2	S1-S3	G4 or G4G5	G4	Not G1 or G2
MRp83	Prairie Mixed Cattail Marsh	(S1)	(S1)	S1-S3	(G4?, G5)	(G4)	Not G1 or G2
MRp83a	Cattail - Sedge Marsh (Prairie)	S1	S1	S1-S3	G4?	G4	Not G1 or G2
MRp83b	Cattail Marsh (Prairie)	S1	S1	S1-S3	G5	G5	Not G1 or G2
MRp93	Prairie Bulrush-Arrowhead Marsh	(S1)	(S1)	S1-S3	(G3G4, G4G5, GNR)	(G3)	Not G1 or G2
MRp93a	Bulrush Marsh (Prairie)	S1	S1	S1-S3	G3G4	G3	Not G1 or G2
MRp93b	Spikerush - Bur Reed Marsh (Prairie)	S1	S1	S1-S3	G4G5	G4	Not G1 or G2
MRp93c	Arrowhead Marsh (Prairie)	S1	S1	S1-S3	GNR	GNR	Not G1 or G2
MRu94	Lake Superior Coastal Marsh	(S1)	(S1)	S1-S3	(G3?)	(G3)	Not G1 or G2
MRu94a	Estuary Marsh (Lake Superior)	S1	S1	S1-S3	G3?	G3	Not G1 or G2
Wetland Prairie System							
WPn53	Northern Wet Prairie	(S2, S3)	(S2)	S1-S3	(G2G3, G3?, G3G4)	(G2)	Possible G1 or G2
WPn53a	Wet Seepage Prairie (Northern)	S2	S2	S1-S3	G3?	G3	Not G1 or G2
WPn53b	Wet Brush-Prairie (Northern)	S3	S3	S1-S3	G3	G3	Not G1 or G2
WPn53c	Wet Prairie (Northern)	S3	S3	S1-S3	G3G4	G3	Not G1 or G2
WPn53d	Wet Saline Prairie (Northern)	S2	S2	S1-S3	G2G3	G2	G1 or G2

NPC code	System, Class, Type or Subtype	S-rank	S-rank (Highest Risk)	S-rank (Category)	G-rank (Detailed)	G-rank (Highest Risk)	G-rank (Category)
WPs54	Southern Wet Prairie	(S1, S2)	(S1)	S1-S3	(G2G3, G2G3 or G3G4, G3?)	(G2)	Possible G1 or G2
WPs54a	Wet Seepage Prairie (Southern)	S1	S1	S1-S3	G3?	G3	Not G1 or G2
WPs54b	Wet Prairie (Southern)	S2	S2	S1-S3	G2G3 or G3G4	G2	Possible G1 or G2
WPs54c	Wet Saline Prairie (Southern)	S1	S1	S1-S3	G2G3	G2	G1 or G2

Native Plant Community (NPC) Complexes: Conservation Status Ranks - Global and State

NPC code	Complex Communities	S-rank	S-rank (Highest Risk)	S-rank (Category)	G-rank (Detailed)	G-rank (Highest Risk)	G-rank (Category)
ABR_CX	Agassiz Beach Ridge Complex	(S2, S3)	(S2)	S1-S3	(G2G3, G3?, G3, G3G4, G3? or G3G5)	(G2)	Possible G1 or G2
AFP_CX	Alder Swamp / Forested Peatland Complex	(S3, S4, S5)	(S3)	Possible S1-S3	(G4, G5, GNR)	(G4)	Not G1 or G2
AIP_CX	Agassiz Interbeach Prairie Complex	(S2, S3)	(S2)	S1-S3	(G2G3, G3?, G3, G3G4, G3? or G3G5)	(G2)	Possible G1 or G2
AOX_CX	Aspen - Oak Woodland Complex	(S2, S3, S4)	(S2)	Possible S1-S3	(G3G4, G4?, G4G5, G5)	(G3)	Not G1 or G2
ASBH_CX	Alder Swamp /Wet Alder Swamp/ Wet-Mesic Boreal Hardwood-Conifer Forest	(S3, S3S4, S4, S5)	(S3)	Possible S1-S3	(G5, GNR)	(G5)	Not G1 or G2
ASM_CX	Alder Swamp / Northern Sedge Meadow Complex	(S4, S5)	(S4)	Not S1-S3	(G4? or G4G5, G4, G4G5, G5)	(G4)	Not G1 or G2
ASP_CX	Aspen Parkland Complex	(S2, S3, S4, S5)	(S2)	Possible S1-S3	(G2G3, G3?, G3, G3G4, G4? or G4G5, G4G5, G5)	(G2)	Possible G1 or G2
ASR_CX	Agassiz Shoreline Ridge and Swale Complex	(S3, S4, S5)	(S3)	Possible S1-S3	(G3, G3G4, G4? or G4G5, G4G5, G5)	(G3)	Not G1 or G2
AWAF_CX	Aspen Woodland/Forest Complex	(S3, S4)	(S3)	Possible S1-S3	(G3G4, G4G5, G5)	(G3)	Not G1 or G2
BW_CX	Beaver Wetland Complex	(S2, S3, S4, S5)	(S2)	Possible S1-S3	(G4? or G4G5, G4?, G4, G5, GNR)	(G4)	Not G1 or G2
CMH_CX	Central Dry-Mesic Wet-Mesic Hardwood Complex	(S3, S4)	(S3)	Possible S1-S3	(G3G4, G4G5, GNR)	(G3)	Not G1 or G2
CSW_CX	Conifer Swamp Complex	(S3, S4, S5)	(S3)	Possible S1-S3	(G3G4, G4, G4G5 or G5, G5, GNR)	(G3)	Not G1 or G2

NPC code	Complex Communities	S-rank	S-rank (Highest Risk)	S-rank (Category)	G-rank (Detailed)	G-rank (Highest Risk)	G-rank (Category)
DCT_CX	Dry Mafic Cliff (Northern) / Northern Talus Complex	(S3, S4)	(S3)	Possible S1-S3	(G4G5 or GNR, GNR)	(G4)	Not G1 or G2
DPW_CX	Dry Prairie - Woodland Complex - Central	(S1S2, S2, S3, S4)	(S1)	Possible S1-S3	(G2G3 or G3?, G2G3 or G3, G3G4, G4?)	(G2)	Possible G1 or G2
FCT_CX	FCT_CX - Felsic Cliff (Northern) / Northern Talus Complex	(S2, S3)	(S2)	S1-S3	(G4, G4G5 or GNR, GNR)	(G4)	Not G1 or G2
FPT_CX	FPT_CX - Forested Peatland / Upland Transition Complex	(S2, S3, S4, S5)	(S2)	Possible S1-S3	(G3G4, G4? or G5, G4, G4G5 or G5, G4? or G4G5 or G5 or GNR, G5, GNR)	(G3)	Not G1 or G2
FWMM_CX	Fen/Wet Meadow/Marsh Complex	(S2, S3, S4, S5)	(S2)	Possible S1-S3	(G3G4, G3G5 or GNR, G4?, G4? or G4G5, G4 or G4G5, G4G5, G4G5 or G5, G4G5 or GNR, G5, GNR)	(G3)	Not G1 or G2
JPSW_CX	Northern Jack Pine/Black Spruce Woodland Complex	(S2, S3)	(S2)	S1-S3	(G4G5, G5)	(G4)	Not G1 or G2
MCT_CX	Mesic Mafic Cliff (Northern) / Northern Talus Complex	(S2, S3)	(S2)	S1-S3	(G4G5 or GNR, GNR)	(G4)	Not G1 or G2
MF_PDMW_CX	Mesic Forest_Poor Dry-Mesic Woodland Complex	(S1, S2, S3, S5)	(S1)	Possible S1-S3	(G2, G3, G3G4, G4? or G4G5 or G5 or GNR, G4? or G5, G4, G4G5, G4G5 or G5, G5, GNR)	(G2)	Possible G1 or G2
MFS_CX	Meadow - Marsh - Fen - Swamp Complex	(S1, S3, S4, S5)	(S1)	Possible S1-S3	(G3, G3G4, G4?, G4? or G4G5, G5)	(G3)	Not G1 or G2
MHF_CX	Mesic Hardwood Forest Complex	(S2, S3, S3S4, S4)	(S2)	Possible S1-S3	(G3G4, G5, GNR)	(G3)	Not G1 or G2
MHS_CX	Southwestern Rich Mesic Hardwood Forest Complex	(S2, S3)	(S2)	S1-S3	(G2G3 or GNR, G3, G3G4, G4?)	(G2)	Possible G1 or G2
MMS_CX	Meadow - Marsh - Fen -Swamp Complex	(S2, S4, S5)	(S2)	Possible S1-S3	(G4?, G4? or G4G5, G4G5, G4G5 or GNR, G5, GNR)	(G4)	Not G1 or G2

NPC code	Complex Communities	S-rank	S-rank (Highest Risk)	S-rank (Category)	G-rank (Detailed)	G-rank (Highest Risk)	G-rank (Category)
MMWF_CX	Mesic Mix/Wet Forest Complex	(S3, S4, S5)	(S3)	Possible S1-S3	(G4G5 or G5, G5, GNR)	(G4)	Not G1 or G2
MSA_CX	Meadow - Marsh - Shrub Swamp - Wet Aspen Complex	(S1, S2, S3, S4, S5)	(S1)	Possible S1-S3	(G3? or G3G5, G3G4, G3G5, G4?, G4? or G4G5, G4G5, G5)	(G3)	Not G1 or G2
MSM_CX	Meadow - Shrub Swamp - Marsh - Wet-Mesic Hardwood Complex	(S2, S3, S4, S5)	(S2)	Possible S1-S3	(G3G4, G4?, G4? or G4G5, G5)	(G3)	Not G1 or G2
NPF_CX	Northern Poor Fen Complex	(S3, S5)	(S3)	Possible S1-S3	(G3G4, G4G5 or G5)	(G3)	Not G1 or G2
NT_CX	Northern Talus Complex	(S2, S3)	(S2)	S1-S3	(G4G5 or GNR)	(G4)	Not G1 or G2
NWF_CX	Northwestern Upland Hardwood Forest Complex	(S2, S3, S3S4)	(S2)	S1-S3	(G3, GNR, GNRQ)	(G3)	Not G1 or G2
OSW_CX	Crystalline Bedrock Outcrop (Northern) / Bedrock Shrubland (Inland) / Woodland Com	(S1, S2, S3, S4)	(S1)	Possible S1-S3	(G2, G3, G3G5 or GNR, G4?, G4G5, G5, GNR)	(G2)	Possible G1 or G2
PBW_CX	Parkland Brush Prairie - Wetland Complex	(S2, S3, S4)	(S2)	Possible S1-S3	(G2G3, G3, G3G4, GNR)	(G2)	Possible G1 or G2
PMA_CX	Wet - Mesic Prairie / Lowland Aspen Complex	(S2, S3, S4, S5)	(S2)	Possible S1-S3	(G2G3, G3, G3G4, G4? or G4G5, G5)	(G2)	Possible G1 or G2
PWL_CX	Prairie Wetland Complex	(S1, S2, S3)	(S1)	S1-S3	(G1G2 or G2G3, G2G3, G3? or G3G5, G4?, G5)	(G1)	Possible G1 or G2
RIP_CX	Parkland Riparian Forest Complex	(S2, S3, S4)	(S2)	Possible S1-S3	(G3G4, G4?, G4G5, G5, GNR)	(G3)	Not G1 or G2
ROCW_CX	Thomson Outcrop / Cliff / Woodland Complex	(S1, S2, S3, S4, S5)	(S1)	Possible S1-S3	(G3G5 or GNR, G4, G4?, G4? or G4G5 or G5 or GNR, GNR)	(G3)	Not G1 or G2
ROP_CX	Rock Outcrop -Prairie Complex	(S1S2, S2, S3)	(S1)	S1-S3	(G2G3 or G3?, G2G3 or G3, G3?, G3G4)	(G2)	Possible G1 or G2

NPC code	Complex Communities	S-rank	S-rank (Highest Risk)	S-rank (Category)	G-rank (Detailed)	G-rank (Highest Risk)	G-rank (Category)
RRS_CX	River / Rocky Shore Complex	(S1, S3)	(S1)	S1-S3	(G4G5, GNR)	(G4)	Not G1 or G2
RRV_CX	Sand / Gravel / Cobble / Bedrock / Boulder / Shore (River) Complex	(S3)	(S3)	S1-S3	(G4G5, GNR)	(G4)	Not G1 or G2
RSO_CX	Lake Superior Rocky Shore / Bedrock Shrubland / Bedrock Outcrop Complex	(S1, S2, S4)	(S1)	Possible S1-S3	(G3G5 or GNR, G4G5, GNR)	(G3)	Not G1 or G2
SEW_CX	Seepage Wetland Complex	(S1, S2, S3)	(S1)	S1-S3	(G2, G2G3 or G3G4, G3?, G4?, G4? or G4G5, G5)	(G2)	Possible G1 or G2
SFS_CX	Shrub Shore Fen / Low Gradient Stream Complex	(S5)	(S5)	Not S1-S3	(GNR)	(GNR)	Not G1 or G2
SS_CX	Shrub Swamp Complex	(S3, S5)	(S3)	Possible S1-S3	(G5, GNR)	(G5)	Not G1 or G2
SWP_CX	Saline Wet Prairie Complex	(S1, S2, S3)	(S1)	S1-S3	(G1G2 or G2G3, G2G3, G2G3 or G3G4, G3? or G3G5, G3G4, G3G5, G4G5)	(G1)	Possible G1 or G2
WFWM_CX	Northern Wet Meadow Wet Forest Complex	(S3, S4)	(S3)	Possible S1-S3	(G4)	(G4)	Not G1 or G2

Conservation Status Ranks - Global and State

S-ranks

The native plant community (NPC) types and subtypes recognized in Minnesota have been assigned conservation status ranks (S-ranks) that reflect the risk of elimination of the community from Minnesota. There are five ranks:

S1 = critically imperiled

S2 = imperiled

S3 = vulnerable to extirpation

S4 = apparently secure; uncommon but not rare

S5 = secure, common, widespread, and abundant

These ranks are determined using methodology developed by the conservation organization NatureServe and its member natural heritage programs in North America.

G-Ranks

G-rank (Detailed). This field shows all G-ranks associated with this DNR classification unit. G-ranks for DNR NPC classification units are crosswalked from G-ranks assigned to the National Vegetation Classification (NVC) by NatureServe. (For details on the meanings of the ranks, see <http://explorer.natureserve.org/granks.htm>.) NVC classification units most directly crosswalk to the DNR classification at the DNR Type (for example WMs83a) and/or Subtype (for example WMs83a1) levels. G-ranks for DNR classification units higher than Type (e.g. Class) are derived from the Types and Subtypes within the Class or System. A G-rank bracketed by parentheses indicates a G-rank derived from lower-level DNR classification units and will include all values listed for Types and Subtype. Whereas a G-rank without parentheses indicates a direct G-rank from the NVC for that DNR NPC classification unit. (For more information on the classification hierarchy, see <https://www.dnr.state.mn.us/npc/classification.html>.) If an NPC classification includes an 'or' in its G-rank value, that DNR NPC classification crosswalked to more than one NVC classification. (For details on the particular g-rank crosswalk for a DNR NPC classification, most helpful in the cases of an 'or' in the g-rank, see the 'MN Crosswalk to NVC Classifications' link in the 'Overview' section above.) For complex codes (ending in "_CX"), the g-ranks in parentheses include all the g-ranks for the constituent NPC communities that may be included in that complex. More details about complexes and their constituent NPC classifications and g-ranks are found in the document "NPC_Complexes". (See the link in the 'Overview' section above.) The value of 'Not available at this level' means the DNR NPC classification is a classification level higher than Class, Type or Subtype. Giving a detailed listing of g-rank possibilities here would not be meaningful because in most cases the potential list would be too long. For

S-ranks were assigned to Minnesota's NPC types and subtypes based on information compiled by DNR plant ecologists on: 1) geographic range or extent; 2) area of range occupied; 3) number of occurrences; 4) number of good occurrences, or percent area of occurrences with good viability and ecological integrity; 5) environmental specificity; 6) long-term trend; 7) short-term trend; 8) scope and severity of major threats; and 9) intrinsic vulnerability.

A range in rank (for example, S1S2) indicates there is uncertainty in conservation status but it falls within a given range. For NPC types that are divided into subtypes, the S-rank of the NPC type is listed as the possible S-ranks for the subtypes (for example, S1 or S2).

complex codes (ending in "_CX"), more details about their constituent NPC classifications and g-ranks are found in the document "NPC_Complexes". (See the link in the 'Overview' section above.)

G-ranks (Highest Risk)

This field shows the rounded highest risk G-rank(s) associated with a classification. G-ranks were determined by NatureServe for their National Vegetation Classification (NVC) and applied to the Minnesota Native Plant Community classification (NPC) via a crosswalk table. This basis of this field are values from the field 'g_rank_detailed' and uses the highest risk if there is a list of values (e.g. G2 is higher risk than G4). It rounds that value to G1, G2, G3, G4, or G5 (the basic ranks) in order to simplify the larger list of variants and qualifiers seen in 'g_rank_detailed'. (For ranking details see, <http://explorer.natureserve.org/granks.htm>.) For classifications at the level of Type (for example WMs83a) or Subtype (for example WMs83a1), the values will appear without parentheses. If there are parentheses around the G-rank(s), the classification is at a higher level of the classification hierarchy (for example the Class level WMs83) and the value is the rounded highest risk of all the Type and Subtype classifications that are subordinate to it in the classification system. So if WMs83 consists of WMs83a which is G4, WMs83a1 which is G4, WMs83a2 which is G3, and WMs83a3 which is G4, the polygon's rounded highest risk will be '(G3)', representing the highest risk of the subordinate classifications. (For more information on the classification hierarchy, see <https://www.dnr.state.mn.us/npc/classification.html>.) Another use of the parentheses is for when the classification is a Complex code and the values in parentheses represent the rounded highest risk g-ranks for all the classifications found in that complex. For Complex codes (which end in "_CX"), more information about their

constituent NPC classifications and g-ranks are found at 'NPC_Complexes.pdf' (find link in the Overview

G1 - Critically Imperiled—At very high risk of extinction due to extreme rarity (often 5 or fewer populations), very steep declines, or other factors.

G2 - Imperiled—At high risk of extinction due to very restricted range, very few populations (often 20 or fewer), steep declines, or other factors.

G3 - Vulnerable—At moderate risk of extinction due to a restricted range, relatively few populations (often 80 or fewer), recent and widespread declines, or other factors.

G4 - Apparently Secure—Uncommon but not rare; some cause for long-term concern due to declines or other factors.

G5 - Secure—Common; widespread and abundant.

GNR - Unranked—Global rank not yet assessed.

(G1) - **G1** is the rounded highest risk g-rank of all the subordinate class and type g-ranks within this classification.

(G2) - **G2** is the rounded highest risk g-rank of all the subordinate class and type g-ranks within this classification.

(G3) - **G3** is the rounded highest risk g-rank of all the subordinate class and type g-ranks within this classification.

(G4) - **G4** is the rounded highest risk g-rank of all the subordinate class and type g-ranks within this classification.

(G5) - **G5** is the rounded highest risk g-rank of all the subordinate class and type g-ranks within this classification.

(GNR) - **GNR** is the rounded highest risk g-rank of all the subordinate class and type g-ranks within this classification.

G-rank (Categories)

This field shows the global conservation status rank (G-rank) as one of three categories: 1) G1 or G2, 2) Possible G1 or G2, and 3) not G1-G2. The main purpose is to allow quick identification of the most at risk polygons. When the category is 'Possible G1 or G2', the polygons are classified to the DNR Class level or higher or to a Complex code; these polygons may contain high g-ranks (G1 or G2) which could be determined if polygons were classified to DNR Type or Subtype. (See classification hierarchy at <https://www.dnr.state.mn.us/npc/classification.html>.)