

Phase	Description
Phase 1: Definition	Provide evidence to L2 Committee of the need for a new module, form statewide development team, develop definition of wetland type that is the focus of the effort
Phase 2: Basic Design	Develop a conceptual model of the natural processes and anthropogenic stressors that control the form, structure, and function of the proposed wetland class, develop the "Verification version" of the module, Identify the physical "Test Gradient" on which to test the module
Phase 3: Test Verification Version	Test the efficacy of the verification version of the module by selecting 30+ Test Sites along Test Gradient, look for strongly biased scores in each metric, revise metrics as needed, report results to the L2 Committee, decide if more verification work is needed. Present final results to CWMW.
Phase 4: Validation	Validate the completed verification version of the module by identifying existing and/or preferred Level 3 data on which to regress newly collected L2 data. Analyze the validation data by comparing the actual results of the correlation between L2 and L3 to expected results based on the conceptual models. identify the limitations of module and make any metric changes deemed appropriate to improve the overall performance of the module. H. Submit the validation results for review by the L2 Committee
Phase 5: Module Production	The module is finalized when it is converted to a field book with an online version (eCRAM version) for data management and trainging materials are produced.
Phase 6: Ambient Survey	Conduct a statewide or regional ambient survey using the final version of the module. 12. Conduct other parametric or non-parametric tests when additional statistical models are needed to demonstrate that the new module is producing reliable results.

Estuarine-Perennial	Estuarine-BarBuilt	Riverine	Riverine-Episodic	Riverine-Tidal
X	X	X	X	X
X	X	X	in process	in process
X	X	X		
X	X	X		
X	in process	X		
X	in process	X		

<b>Depressional-Perennial</b>	<b>Depressional-Seasonal</b>	<b>Vernal Pool (Individual and Systems)</b>	<b>Wet Meadow</b>	<b>Lacustrine</b>
X	X	X	X	X
X	in process	X	X	minimal progress
X	in process	X	X	
in process				
in process		in process		

<b>Playa</b>
X
minimal progress