11. REACH TYPES

Reaches are sections of a channel with a characteristic pattern of morphological units. They are classified according to the predominant morphological units according to the different channel types (bedrock, alluvial, mixed).

BEDROCK

Bedrock Fall	This is a section of channel dominated by waterfalls and plunge pools.	
Cascade	This is a section of channel dominated by small waterfalls (rock steps), plunge pools and other bedrock pools.	
Planar Bedrock	This is a bedrock channel with a relatively smooth bed. Significant pools, rapids or falls are absent.	
ALLLUVIAL		
Step-Pool	This is a section of the river made up of a series of steps and pools. The steps form across the channel and consist of cobble and/or boulders.	
Plain-Bed	This is a section of the river characterised by randomly scattered large material (cobble or small boulder) which lacks any clear pattern.	
Pool-Riffle	This is a section of the river typically characterised by a sequence of alluvial pools and riffles formed in gravel and/or cobble. Runs or shallow pools may be present between riffles.	
Regime	This is a section of the river that has either a sand or gravel bed which is mobile, even at low flows.	
MIXED		
Pool-Rapid	This is a section of river characterised by alluvial pools backed up behind bedrock or boulder rapids.	

12. BED MATERIAL

This is an assessment of the dominant bed material. If two or more classes are in approximately equal proportions, note the larger material. If bedrock is present tick this class together with the other dominant class.

CLASS	SIZE (mm)	DESCRIPTION
Bedrock	not applicable	
Boulder	>256	larger than an adult head
Cobble	64 - 256	larger than a fist
Gravel	2 - 64	small pea to the size of a fist
Sand	0.0625 - 2	individual grains visible
Silt & Clay	> 0.0625	powdery or soapy

13. BANK MATERIAL

This is an assessment of the dominant material occurring throughout the bank. Classify left and right hand banks separately. If sediment is layered in the bank, or bedrock is present indicate the two dominant classes. Use the classification above (12).