

9. CHANNEL TYPE (tick one)

Bedrock	T1	Alluvial	T2	Mixed	T3	Fixed boulder bed	T4
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10. MORPHOLOGICAL UNITS (site)			11. REACH TYPE (circle one) (Reach)		
waterfall					
rock steps					
bedrock pavement			Bedrock	bedrock fall	R1
rapid	bedrock			cascade	R2
	boulder			planar bedrock	R3
bedrock or plunge pool					
step (cobble or boulder)			Mixed	pool-rapid	R4
plain-bed					
riffle			Alluvial	step-pool	R5
run				plain-bed	R6
shallow pool				pool-riffle	R7
deep pool - (alluvial)				regime	R8
sandwaves (mobile waves of sand)					
backwater					

12. BED MATERIAL

Dominant Bed Material: if bedrock present indicate bedrock PLUS dominant clast size

Bedrock	Boulder	Cobble	Gravel	Sand	Silt & Clay
B1	B2	B3	B4	B5	B6

13. BANK MATERIAL

	LHB	RHB
Bedrock Bk1		
Cobbles Bk2		
Cobbles with Sand Bk3		
Sands & Gravels Bk4		
Fine Sand & Clay Bk5		

14. RIPARIAN AND IN-CHANNEL VEGETATION

Rate: none - 0 sparse - 1 patchy-2 continuous-3 dense (impenetrable) - 4

	Reeds & sedges	Ground layer	Shrubs & trees
macro-channel banks			
top of active channel bank (flood zone)			
active channel banks			
bars			
channel bed			

15. CHANNEL MODIFICATIONS AND BANK IMPACTS

IN-CHANNEL MODIFICATIONS (Tick if visible from the study site)		BANK IMPACTS (at site)		
causeway		animals		
bridge		footpaths		
weir		vegetation clearance		
pump		invasive vegetation		
gabions		other		
canal				
channelisation				
mining				
other:				

Impact (tick one)	
Cm1 No impact	
Cm2 Bridge, pump, local bank stabilisation using gabions, animal impacts, footpaths, alien veg. present, vegetation clearance.	
Cm3 Causeway, gabions, dense alien vegetation	
Cm4 Local mining, weir	
Cm5 Canal, channelisation, extensive mining	