

Site Code	
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Crew initials	
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Water Quality						
Date:	Operator:	Instrument:	Instrument ID:			
Sonde Measurements	Flag	Comments				
Calibration Date:						
Temp (C):						
pH:						
Conduct (uS):						
Temp corrected: Y N	Flags: N= Not collected, E=estimated, C=custom flag					
Grab sample	Turbidity (NTU)					
Date:	Reading 1	Reading 2	Reading 3	Additional	Additional	Average
Time						
Preservation: Frozen Acid	Comments					

Bugs						
Method: Reach Wide Targeted Riffle						Comments
Net: Hess Kick Surber Mini Surber						
Date Collected:	Ethanol? Y N					
# Loc Sampled:	Total Area:	# of Jars:				

Photos						
Bottom of Reach Coordinates			Top of Reach Coordinates		Camera #:	
Lat: Long:			Lat: Long:		Date: Time:	
Photo #	Type*	Transect	Direction facing		Location	Photo description/comments
			US	DS	XS	LF RT
			US	DS	XS	LF RT
			US	DS	XS	LF RT
			US	DS	XS	LF RT
			US	DS	XS	LF RT
			US	DS	XS	LF RT
			US	DS	XS	LF RT
			US	DS	XS	LF RT
			US	DS	XS	LF RT
			US	DS	XS	LF RT
			US	DS	XS	LF RT
			US	DS	XS	LF RT
			US	DS	XS	LF RT
			US	DS	XS	LF RT
			US	DS	XS	LF RT

BR = Bottom of Reach, TR = Top of Reach, F= F-Transect, M = monument, V = overview, O = Other

Site Code

Crew initials

Failed Form

Detailed Directions/ Access Attempts

Navigational Coordinates

Lat/Long:		Description	
Lat/Long:		Description	
Lat/Long:		Description	
Lat/Long:		Description	
Lat/Long:		Description	

Correspondence Log

Name: _____ Date: _____

Correspondence:

Name: _____ Date: _____

Correspondence:

Name: _____ Date: _____

Correspondence:

Site Code

Crew initials

Failed Form

Revisit		Comments
<input type="checkbox"/>	Different route or permission needed	
<input type="checkbox"/>	Verb/written denial	
<input type="checkbox"/>	Locked gate	
<input type="checkbox"/>	Marked fence	
<input type="checkbox"/>	Buildings/property	
<input type="checkbox"/>	Landowner not talked to	
<input type="checkbox"/>	Cliff	
<input type="checkbox"/>	Too long hike	
<input type="checkbox"/>	Extremely dense veg	
<input type="checkbox"/>	Dangerous hiking conditions	
<input type="checkbox"/>	Not Wadeable	
<input type="checkbox"/>	Too high	
<input type="checkbox"/>	Boatable	
<input type="checkbox"/>	kayak	
<input type="checkbox"/>	raft	
<input type="checkbox"/>	motor	
<input type="checkbox"/>	Other	
<input type="checkbox"/>	Backpacking	
<input type="checkbox"/>	ATV or Other Truck	
<input type="checkbox"/>	Marijuana grow site	
<input type="checkbox"/>	Fire	
<input type="checkbox"/>	Weather	
Permanently Inaccessible		
<input type="checkbox"/>	Access denied, private	
<input type="checkbox"/>	Access denied, terrain	
<input type="checkbox"/>	Not wadeable/not boatable	
Non-Target		
<input type="checkbox"/>	Dry	
<input type="checkbox"/>	Ephemeral	
<input type="checkbox"/>	Intermittent	
<input type="checkbox"/>	Lentic	
<input type="checkbox"/>	Wetland	
<input type="checkbox"/>	Dam	
<input type="checkbox"/>	Beaver Ponds	
<input type="checkbox"/>	Map error	
<input type="checkbox"/>	Not on BLM land	
<input type="checkbox"/>	On hillslope	
<input type="checkbox"/>	Ditch	
<input type="checkbox"/>	No evidence of a channel	

Transect

Site Code

Crew initials

Channel		
Width (m)		Flag
Wetted	<input type="text"/>	<input type="text"/>
Bar	<input type="text"/>	<input type="text"/>
Bankfull	<input type="text"/>	<input type="text"/>
Height (cm)		Flag
Bankfull	<input type="text"/>	<input type="text"/>
Floodplain	<input type="text"/>	<input type="text"/>

Bank								
	Angle	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Canopy		
Left	<input type="text"/>	<input type="text"/>
Center up	<input type="text"/>	<input type="text"/>
Center Left	<input type="text"/>	<input type="text"/>
Center Down	<input type="text"/>	<input type="text"/>
Center Right	<input type="text"/>	<input type="text"/>
Right	<input type="text"/>	<input type="text"/>

Substrate			
% Dist LB	Size^	Location [?]	Flag/Comments
5	<input type="text"/>	<input type="text"/>	<input type="text"/>
15	<input type="text"/>	<input type="text"/>	<input type="text"/>
25	<input type="text"/>	<input type="text"/>	<input type="text"/>
35	<input type="text"/>	<input type="text"/>	<input type="text"/>
45	<input type="text"/>	<input type="text"/>	<input type="text"/>
55	<input type="text"/>	<input type="text"/>	<input type="text"/>
65	<input type="text"/>	<input type="text"/>	<input type="text"/>
75	<input type="text"/>	<input type="text"/>	<input type="text"/>
85	<input type="text"/>	<input type="text"/>	<input type="text"/>
95	<input type="text"/>	<input type="text"/>	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
		add wet or dry-mid	<input type="text"/>

*Erosion
D=Depositional
E=Erosional

#Stability
F=Fracture (visible crack)
S=Slump (separate block)
L=Slough (accumulated sluff)
E=Eroding (bare and steep (10°))
A=Absent

[?] Substrate Location
wet, dry-mid, dry-edge
[^] Substrate Non-Meas. Size
FN=finest
SN=sand
HP=hardpan
BR=bedrock

Dry transect?
Y N
Side Channel?
Y N
Left of main Right of main
Comments

Flags: N= Not collected, E=estimated, C=custom flag

Mid Tran

Site Code

Crew initials

Channel		
Width (m)	Flag	
Wetted	<input type="text"/>	<input type="text"/>
Bar	<input type="text"/>	<input type="text"/>

Bank							
	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Large Woody Debris				
Fill in if unmarked boxes are zero				
Diameter Large end	Pieces All/Part In Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.3-0.6m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.6-0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
>0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Diameter Large end	Pieces Above Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.3-0.6m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.6-0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Substrate			
% Dist LB	Size^	Location [?]	Flag/Comments
<input type="text"/>	5	<input type="text"/>	<input type="text"/>
<input type="text"/>	15	<input type="text"/>	<input type="text"/>
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<input type="text"/>	35	<input type="text"/>	<input type="text"/>
<input type="text"/>	45	<input type="text"/>	<input type="text"/>
<input type="text"/>	55	<input type="text"/>	<input type="text"/>
<input type="text"/>	65	<input type="text"/>	<input type="text"/>
<input type="text"/>	75	<input type="text"/>	<input type="text"/>
<input type="text"/>	85	<input type="text"/>	<input type="text"/>
<input type="text"/>	95	<input type="text"/>	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
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Transect

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Width (m)		Flag
Wetted	<input type="text"/>	<input type="text"/>
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Bankfull	<input type="text"/>	<input type="text"/>
Floodplain	<input type="text"/>	<input type="text"/>

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	Angle	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Canopy		
Left	<input type="text"/>	<input type="text"/>
Center up	<input type="text"/>	<input type="text"/>
Center Left	<input type="text"/>	<input type="text"/>
Center Down	<input type="text"/>	<input type="text"/>
Center Right	<input type="text"/>	<input type="text"/>
Right	<input type="text"/>	<input type="text"/>

Substrate			
% Dist LB	Size^	Location [?]	Flag/Comments
5	<input type="text"/>	<input type="text"/>	<input type="text"/>
15	<input type="text"/>	<input type="text"/>	<input type="text"/>
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35	<input type="text"/>	<input type="text"/>	<input type="text"/>
45	<input type="text"/>	<input type="text"/>	<input type="text"/>
55	<input type="text"/>	<input type="text"/>	<input type="text"/>
65	<input type="text"/>	<input type="text"/>	<input type="text"/>
75	<input type="text"/>	<input type="text"/>	<input type="text"/>
85	<input type="text"/>	<input type="text"/>	<input type="text"/>
95	<input type="text"/>	<input type="text"/>	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
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Dry transect?
Y N
Side Channel?
Y N
Left of main Right of main
Comments

Flags: N= Not collected, E=estimated, C=custom flag

Mid Tran

Site Code

Crew initials

Channel		
Width (m)	Flag	
Wetted		
Bar		

Bank							
	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank							
Right Bank							

Large Woody Debris				
Fill in if unmarked boxes are zero				
Diameter Large end	Pieces All/Part In Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m				
0.3-0.6m				
0.6-0.8m				
>0.8m				
Diameter Large end	Pieces Above Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m				
0.3-0.6m				
0.6-0.8m				
>0.8m				

Substrate			
% Dist LB	Size^	Location [?]	Flag/Comments
5			
15			
25			
35			
45			
55			
65			
75			
85			
95			
		add wet or dry-mid	
		add wet or dry-mid	
		add wet or dry-mid	
		add wet or dry-mid	
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Channel		
Width (m)		Flag
Wetted	<input type="text"/>	<input type="text"/>
Bar	<input type="text"/>	<input type="text"/>
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Height (cm)		Flag
Bankfull	<input type="text"/>	<input type="text"/>
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	Angle	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Canopy		
Left	<input type="text"/>	<input type="text"/>
Center up	<input type="text"/>	<input type="text"/>
Center Left	<input type="text"/>	<input type="text"/>
Center Down	<input type="text"/>	<input type="text"/>
Center Right	<input type="text"/>	<input type="text"/>
Right	<input type="text"/>	<input type="text"/>

Substrate			
% Dist LB	Size^	Location [?]	Flag/Comments
5	<input type="text"/>	<input type="text"/>	<input type="text"/>
15	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Dry transect?
Y N
Side Channel?
Y N
Left of main Right of main
Comments

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Mid Tran

Site Code

Crew initials

Channel		
Width (m)	Flag	
Wetted	<input type="text"/>	<input type="text"/>
Bar	<input type="text"/>	<input type="text"/>

Bank							
	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Large Woody Debris				
Fill in if unmarked boxes are zero				
Diameter Large end	Pieces All/Part In Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.3-0.6m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.6-0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
>0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Diameter Large end	Pieces Above Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.3-0.6m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.6-0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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% Dist LB	Size^	Location [?]	Flag/Comments
<input type="text"/>	5	<input type="text"/>	<input type="text"/>
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<input type="text"/>	55	<input type="text"/>	<input type="text"/>
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Wetted	<input type="text"/>	<input type="text"/>
Bar	<input type="text"/>	<input type="text"/>
Bankfull	<input type="text"/>	<input type="text"/>
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Bankfull	<input type="text"/>	<input type="text"/>
Floodplain	<input type="text"/>	<input type="text"/>

Bank								
	Angle	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Canopy		
Left	<input type="text"/>	<input type="text"/>
Center up	<input type="text"/>	<input type="text"/>
Center Left	<input type="text"/>	<input type="text"/>
Center Down	<input type="text"/>	<input type="text"/>
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% Dist LB	Size^	Location [?]	Flag/Comments
5	<input type="text"/>	<input type="text"/>	<input type="text"/>
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55	<input type="text"/>	<input type="text"/>	<input type="text"/>
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75	<input type="text"/>	<input type="text"/>	<input type="text"/>
85	<input type="text"/>	<input type="text"/>	<input type="text"/>
95	<input type="text"/>	<input type="text"/>	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
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Y N
Side Channel?
Y N
Left of main Right of main
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Channel		
Width (m)	Flag	
Wetted		
Bar		

Bank							
	Erosion*	Veg	LWD	Cobble	Bedrock	Stable [#]	Flag
Left Bank							
Right Bank							

Large Woody Debris				
Fill in if unmarked boxes are zero				
Diameter Large end	Pieces All/Part In Bankfull			
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Substrate			
% Dist LB	Size [^]	Location [?]	Flag/Comments
	5		
	15		
	25		
	35		
	45		
	55		
	65		
	75		
	85		
	95		
		add wet or dry-mid	
		add wet or dry-mid	
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Channel		
Width (m)		Flag
Wetted	<input type="text"/>	<input type="text"/>
Bar	<input type="text"/>	<input type="text"/>
Bankfull	<input type="text"/>	<input type="text"/>
Height (cm)		Flag
Bankfull	<input type="text"/>	<input type="text"/>
Floodplain	<input type="text"/>	<input type="text"/>

Bank								
	Angle	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Canopy		
Left	<input type="text"/>	<input type="text"/>
Center up	<input type="text"/>	<input type="text"/>
Center Left	<input type="text"/>	<input type="text"/>
Center Down	<input type="text"/>	<input type="text"/>
Center Right	<input type="text"/>	<input type="text"/>
Right	<input type="text"/>	<input type="text"/>

Substrate			
% Dist LB	Size^	Location [?]	Flag/Comments
5	<input type="text"/>	<input type="text"/>	<input type="text"/>
15	<input type="text"/>	<input type="text"/>	<input type="text"/>
25	<input type="text"/>	<input type="text"/>	<input type="text"/>
35	<input type="text"/>	<input type="text"/>	<input type="text"/>
45	<input type="text"/>	<input type="text"/>	<input type="text"/>
55	<input type="text"/>	<input type="text"/>	<input type="text"/>
65	<input type="text"/>	<input type="text"/>	<input type="text"/>
75	<input type="text"/>	<input type="text"/>	<input type="text"/>
85	<input type="text"/>	<input type="text"/>	<input type="text"/>
95	<input type="text"/>	<input type="text"/>	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
		add wet or dry-mid	<input type="text"/>

*Erosion
D=Depositional
E=Erosional

#Stability
F=Fracture (visible crack)
S=Slump (separate block)
L=Slough (accumulated sluff)
E=Eroding (bare and steep (10°))
A=Absent

?Substrate Location
wet, dry-mid, dry-edge
^Substrate Non-Meas. Size
FN=finest
SN=sand
HP=hardpan
BR=bedrock

Dry transect?
Y N
Side Channel?
Y N
Left of main Right of main
Comments

Flags: N= Not collected, E=estimated, C=custom flag

Mid Tran

Site Code

Crew initials

Channel		
Width (m)	Flag	
Wetted		
Bar		

Bank							
	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank							
Right Bank							

Large Woody Debris				
Fill in if unmarked boxes are zero				
Diameter Large end	Pieces All/Part In Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m				
0.3-0.6m				
0.6-0.8m				
>0.8m				
Diameter Large end	Pieces Above Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m				
0.3-0.6m				
0.6-0.8m				
>0.8m				

Substrate			
% Dist LB	Size^	Location [?]	Flag/Comments
5			
15			
25			
35			
45			
55			
65			
75			
85			
95			
		add wet or dry-mid	
		add wet or dry-mid	
		add wet or dry-mid	
		add wet or dry-mid	
		add wet or dry-mid	

***Erosion**
 D=Depositional
 E=Erosional

#Stability
 F=Fracture (visible crack)
 S=Slump (separate block)
 L=Slough (accumulated sluff)
 E=Eroding (bare and steep (10°))
 A=Absent

?Substrate Location
 wet, dry-mid, dry-edge

^Substrate Non-Meas. Size
 FN=finer
 SN=sand
 HP=hardpan
 BR=bedrock

Comments

Flags: N= Not collected, E=estimated, C=custom flag

Transect

Site Code

Crew initials

Channel		
Width (m)		Flag
Wetted	<input type="text"/>	<input type="text"/>
Bar	<input type="text"/>	<input type="text"/>
Bankfull	<input type="text"/>	<input type="text"/>
Height (cm)		Flag
Bankfull	<input type="text"/>	<input type="text"/>
Floodplain	<input type="text"/>	<input type="text"/>

Bank								
	Angle	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Canopy		
Left	<input type="text"/>	<input type="text"/>
Center up	<input type="text"/>	<input type="text"/>
Center Left	<input type="text"/>	<input type="text"/>
Center Down	<input type="text"/>	<input type="text"/>
Center Right	<input type="text"/>	<input type="text"/>
Right	<input type="text"/>	<input type="text"/>

Substrate			
% Dist LB	Size^	Location [?]	Flag/Comments
5	<input type="text"/>	<input type="text"/>	<input type="text"/>
15	<input type="text"/>	<input type="text"/>	<input type="text"/>
25	<input type="text"/>	<input type="text"/>	<input type="text"/>
35	<input type="text"/>	<input type="text"/>	<input type="text"/>
45	<input type="text"/>	<input type="text"/>	<input type="text"/>
55	<input type="text"/>	<input type="text"/>	<input type="text"/>
65	<input type="text"/>	<input type="text"/>	<input type="text"/>
75	<input type="text"/>	<input type="text"/>	<input type="text"/>
85	<input type="text"/>	<input type="text"/>	<input type="text"/>
95	<input type="text"/>	<input type="text"/>	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
		add wet or dry-mid	<input type="text"/>

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#Stability
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A=Absent

Dry transect?
Y N
Side Channel?
Y N
Left of main Right of main
Comments

[?] Substrate Location
wet, dry-mid, dry-edge
[^] Substrate Non-Meas. Size
FN=finest SN=sand HP=hardpan BR=bedrock

Flags: N= Not collected, E=estimated, C=custom flag

Mid Tran

Site Code

Crew initials

Channel		
Width (m)	Flag	
Wetted	<input type="text"/>	<input type="text"/>
Bar	<input type="text"/>	<input type="text"/>

Bank							
	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Large Woody Debris				
Fill in if unmarked boxes are zero				
Diameter Large end	Pieces All/Part In Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.3-0.6m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.6-0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
>0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Diameter Large end	Pieces Above Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.3-0.6m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.6-0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
>0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Substrate			
% Dist LB	Size^	Location [?]	Flag/Comments
<input type="text"/>	5	<input type="text"/>	<input type="text"/>
<input type="text"/>	15	<input type="text"/>	<input type="text"/>
<input type="text"/>	25	<input type="text"/>	<input type="text"/>
<input type="text"/>	35	<input type="text"/>	<input type="text"/>
<input type="text"/>	45	<input type="text"/>	<input type="text"/>
<input type="text"/>	55	<input type="text"/>	<input type="text"/>
<input type="text"/>	65	<input type="text"/>	<input type="text"/>
<input type="text"/>	75	<input type="text"/>	<input type="text"/>
<input type="text"/>	85	<input type="text"/>	<input type="text"/>
<input type="text"/>	95	<input type="text"/>	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>

***Erosion**
 D=Depositional
 E=Erosional

#Stability
 F=Fracture (visible crack)
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?Substrate Location
 wet, dry-mid, dry-edge

^Substrate Non-Meas. Size
 FN=finest
 SN=sand
 HP=hardpan
 BR=bedrock

Comments

Flags: N= Not collected, E=estimated, C=custom flag

Transect

Site Code

Crew initials

Channel		
Width (m)		Flag
Wetted	<input type="text"/>	<input type="text"/>
Bar	<input type="text"/>	<input type="text"/>
Bankfull	<input type="text"/>	<input type="text"/>
Height (cm)		Flag
Bankfull	<input type="text"/>	<input type="text"/>
Floodplain	<input type="text"/>	<input type="text"/>

Bank								
	Angle	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Canopy		
Left	<input type="text"/>	<input type="text"/>
Center up	<input type="text"/>	<input type="text"/>
Center Left	<input type="text"/>	<input type="text"/>
Center Down	<input type="text"/>	<input type="text"/>
Center Right	<input type="text"/>	<input type="text"/>
Right	<input type="text"/>	<input type="text"/>

Substrate			
% Dist LB	Size^	Location [?]	Flag/Comments
5	<input type="text"/>	<input type="text"/>	<input type="text"/>
15	<input type="text"/>	<input type="text"/>	<input type="text"/>
25	<input type="text"/>	<input type="text"/>	<input type="text"/>
35	<input type="text"/>	<input type="text"/>	<input type="text"/>
45	<input type="text"/>	<input type="text"/>	<input type="text"/>
55	<input type="text"/>	<input type="text"/>	<input type="text"/>
65	<input type="text"/>	<input type="text"/>	<input type="text"/>
75	<input type="text"/>	<input type="text"/>	<input type="text"/>
85	<input type="text"/>	<input type="text"/>	<input type="text"/>
95	<input type="text"/>	<input type="text"/>	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
		add wet or dry-mid	<input type="text"/>
		add wet or dry-mid	<input type="text"/>

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[?] Substrate Location
wet, dry-mid, dry-edge
[^] Substrate Non-Meas. Size
FN=finest SN=sand HP=hardpan BR=bedrock

Dry transect?
Y N
Side Channel?
Y N
Left of main Right of main
Comments

Flags: N= Not collected, E=estimated, C=custom flag

Mid Tran

Site Code

Crew initials

Channel		
Width (m)	Flag	
Wetted	<input type="text"/>	<input type="text"/>
Bar	<input type="text"/>	<input type="text"/>

Bank							
	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Large Woody Debris				
Fill in if unmarked boxes are zero				
Diameter Large end	Pieces All/Part In Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.3-0.6m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.6-0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
>0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Diameter Large end	Pieces Above Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.3-0.6m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.6-0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
>0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Substrate			
% Dist LB	Size^	Location [?]	Flag/Comments
<input type="text"/>	5	<input type="text"/>	<input type="text"/>
<input type="text"/>	15	<input type="text"/>	<input type="text"/>
<input type="text"/>	25	<input type="text"/>	<input type="text"/>
<input type="text"/>	35	<input type="text"/>	<input type="text"/>
<input type="text"/>	45	<input type="text"/>	<input type="text"/>
<input type="text"/>	55	<input type="text"/>	<input type="text"/>
<input type="text"/>	65	<input type="text"/>	<input type="text"/>
<input type="text"/>	75	<input type="text"/>	<input type="text"/>
<input type="text"/>	85	<input type="text"/>	<input type="text"/>
<input type="text"/>	95	<input type="text"/>	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>

***Erosion**
 D=Depositional
 E=Erosional

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 F=Fracture (visible crack)
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?Substrate Location
 wet, dry-mid, dry-edge

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 FN=finest
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 BR=bedrock

Comments

Flags: N= Not collected, E=estimated, C=custom flag

Transect

Site Code

Crew initials

Channel		
Width (m)		Flag
Wetted	<input type="text"/>	<input type="text"/>
Bar	<input type="text"/>	<input type="text"/>
Bankfull	<input type="text"/>	<input type="text"/>
Height (cm)		Flag
Bankfull	<input type="text"/>	<input type="text"/>
Floodplain	<input type="text"/>	<input type="text"/>

Bank								
	Angle	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Canopy		
Left	<input type="text"/>	<input type="text"/>
Center up	<input type="text"/>	<input type="text"/>
Center Left	<input type="text"/>	<input type="text"/>
Center Down	<input type="text"/>	<input type="text"/>
Center Right	<input type="text"/>	<input type="text"/>
Right	<input type="text"/>	<input type="text"/>

Substrate			
% Dist LB	Size^	Location [?]	Flag/Comments
5	<input type="text"/>	<input type="text"/>	<input type="text"/>
15	<input type="text"/>	<input type="text"/>	<input type="text"/>
25	<input type="text"/>	<input type="text"/>	<input type="text"/>
35	<input type="text"/>	<input type="text"/>	<input type="text"/>
45	<input type="text"/>	<input type="text"/>	<input type="text"/>
55	<input type="text"/>	<input type="text"/>	<input type="text"/>
65	<input type="text"/>	<input type="text"/>	<input type="text"/>
75	<input type="text"/>	<input type="text"/>	<input type="text"/>
85	<input type="text"/>	<input type="text"/>	<input type="text"/>
95	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	add wet or dry-mid	<input type="text"/>
	<input type="text"/>	add wet or dry-mid	<input type="text"/>
	<input type="text"/>	add wet or dry-mid	<input type="text"/>
	<input type="text"/>	add wet or dry-mid	<input type="text"/>
	<input type="text"/>	add wet or dry-mid	<input type="text"/>

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[?] Substrate Location
wet, dry-mid, dry-edge
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FN=finest
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Dry transect?
Y N
Side Channel?
Y N
Left of main Right of main
Comments

Flags: N= Not collected, E=estimated, C=custom flag

Mid Tran

Site Code

Crew initials

Channel		
Width (m)	Flag	
Wetted	<input type="text"/>	<input type="text"/>
Bar	<input type="text"/>	<input type="text"/>

Bank							
	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Large Woody Debris				
Fill in if unmarked boxes are zero				
Diameter Large end	Pieces All/Part In Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.3-0.6m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.6-0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
>0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Diameter Large end	Pieces Above Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.3-0.6m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.6-0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
>0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Substrate			
% Dist LB	Size^	Location [?]	Flag/Comments
<input type="text"/>	5	<input type="text"/>	<input type="text"/>
<input type="text"/>	15	<input type="text"/>	<input type="text"/>
<input type="text"/>	25	<input type="text"/>	<input type="text"/>
<input type="text"/>	35	<input type="text"/>	<input type="text"/>
<input type="text"/>	45	<input type="text"/>	<input type="text"/>
<input type="text"/>	55	<input type="text"/>	<input type="text"/>
<input type="text"/>	65	<input type="text"/>	<input type="text"/>
<input type="text"/>	75	<input type="text"/>	<input type="text"/>
<input type="text"/>	85	<input type="text"/>	<input type="text"/>
<input type="text"/>	95	<input type="text"/>	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>

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#Stability
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?Substrate Location
 wet, dry-mid, dry-edge

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 FN=finest
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Comments

Flags: N= Not collected, E=estimated, C=custom flag

Transect

Site Code

Crew initials

Channel		
Width (m)		Flag
Wetted	<input type="text"/>	<input type="text"/>
Bar	<input type="text"/>	<input type="text"/>
Bankfull	<input type="text"/>	<input type="text"/>
Height (cm)		Flag
Bankfull	<input type="text"/>	<input type="text"/>
Floodplain	<input type="text"/>	<input type="text"/>

Bank								
	Angle	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Canopy		
Left	<input type="text"/>	<input type="text"/>
Center up	<input type="text"/>	<input type="text"/>
Center Left	<input type="text"/>	<input type="text"/>
Center Down	<input type="text"/>	<input type="text"/>
Center Right	<input type="text"/>	<input type="text"/>
Right	<input type="text"/>	<input type="text"/>

Substrate			
% Dist LB	Size^	Location [?]	Flag/Comments
5	<input type="text"/>	<input type="text"/>	<input type="text"/>
15	<input type="text"/>	<input type="text"/>	<input type="text"/>
25	<input type="text"/>	<input type="text"/>	<input type="text"/>
35	<input type="text"/>	<input type="text"/>	<input type="text"/>
45	<input type="text"/>	<input type="text"/>	<input type="text"/>
55	<input type="text"/>	<input type="text"/>	<input type="text"/>
65	<input type="text"/>	<input type="text"/>	<input type="text"/>
75	<input type="text"/>	<input type="text"/>	<input type="text"/>
85	<input type="text"/>	<input type="text"/>	<input type="text"/>
95	<input type="text"/>	<input type="text"/>	<input type="text"/>
		add wet or dry-mid	
		add wet or dry-mid	
		add wet or dry-mid	
		add wet or dry-mid	
		add wet or dry-mid	

*Erosion
D=Depositional
E=Erosional

Dry transect?
Y N
Side Channel?
Y N
Left of main Right of main
Comments

#Stability
F=Fracture (visible crack)
S=Slump (separate block)
L=Slough (accumulated sluff)
E=Eroding (bare and steep (10°))
A=Absent

[?] Substrate Location
wet, dry-mid, dry-edge
[^] Substrate Non-Meas. Size
FN=finest
SN=sand
HP=hardpan
BR=bedrock

Flags: N= Not collected, E=estimated, C=custom flag

Mid Tran

Site Code

Crew initials

Channel		
Width (m)	Flag	
Wetted	<input type="text"/>	<input type="text"/>
Bar	<input type="text"/>	<input type="text"/>

Bank							
	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Large Woody Debris				
Fill in if unmarked boxes are zero				
Diameter Large end	Pieces All/Part In Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.3-0.6m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.6-0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
>0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Diameter Large end	Pieces Above Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.3-0.6m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.6-0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
>0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Substrate			
% Dist LB	Size^	Location [?]	Flag/Comments
<input type="text"/>	5	<input type="text"/>	<input type="text"/>
<input type="text"/>	15	<input type="text"/>	<input type="text"/>
<input type="text"/>	25	<input type="text"/>	<input type="text"/>
<input type="text"/>	35	<input type="text"/>	<input type="text"/>
<input type="text"/>	45	<input type="text"/>	<input type="text"/>
<input type="text"/>	55	<input type="text"/>	<input type="text"/>
<input type="text"/>	65	<input type="text"/>	<input type="text"/>
<input type="text"/>	75	<input type="text"/>	<input type="text"/>
<input type="text"/>	85	<input type="text"/>	<input type="text"/>
<input type="text"/>	95	<input type="text"/>	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>

***Erosion**
 D=Depositional
 E=Erosional

#Stability
 F=Fracture (visible crack)
 S=Slump (separate block)
 L=Slough (accumulated sluff)
 E=Eroding (bare and steep (10°))
 A=Absent

?Substrate Location
 wet, dry-mid, dry-edge

^Substrate Non-Meas. Size
 FN=finest
 SN=sand
 HP=hardpan
 BR=bedrock

Comments

Flags: N= Not collected, E=estimated, C=custom flag

Transect

Site Code

Crew initials

Channel		
Width (m)		Flag
Wetted	<input type="text"/>	<input type="text"/>
Bar	<input type="text"/>	<input type="text"/>
Bankfull	<input type="text"/>	<input type="text"/>
Height (cm)		Flag
Bankfull	<input type="text"/>	<input type="text"/>
Floodplain	<input type="text"/>	<input type="text"/>

Bank								
	Angle	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Canopy		
Left	<input type="text"/>	<input type="text"/>
Center up	<input type="text"/>	<input type="text"/>
Center Left	<input type="text"/>	<input type="text"/>
Center Down	<input type="text"/>	<input type="text"/>
Center Right	<input type="text"/>	<input type="text"/>
Right	<input type="text"/>	<input type="text"/>

Substrate			
% Dist LB	Size^	Location?	Flag/Comments
5	<input type="text"/>	<input type="text"/>	<input type="text"/>
15	<input type="text"/>	<input type="text"/>	<input type="text"/>
25	<input type="text"/>	<input type="text"/>	<input type="text"/>
35	<input type="text"/>	<input type="text"/>	<input type="text"/>
45	<input type="text"/>	<input type="text"/>	<input type="text"/>
55	<input type="text"/>	<input type="text"/>	<input type="text"/>
65	<input type="text"/>	<input type="text"/>	<input type="text"/>
75	<input type="text"/>	<input type="text"/>	<input type="text"/>
85	<input type="text"/>	<input type="text"/>	<input type="text"/>
95	<input type="text"/>	<input type="text"/>	<input type="text"/>
		add wet or dry-mid	
		add wet or dry-mid	
		add wet or dry-mid	
		add wet or dry-mid	
		add wet or dry-mid	

*Erosion
D=Depositional
E=Erosional

#Stability
F=Fracture (visible crack)
S=Slump (separate block)
L=Slough (accumulated sluff)
E=Eroding (bare and steep (10°))
A=Absent

?Substrate Location
wet, dry-mid, dry-edge
^Substrate Non-Meas. Size
FN=finest
SN=sand
HP=hardpan
BR=bedrock

Dry transect?
Y N
Side Channel?
Y N
Left of main Right of main
Comments

Flags: N= Not collected, E=estimated, C=custom flag

Mid Tran

Site Code

Crew initials

Channel		
Width (m)	Flag	
Wetted	<input type="text"/>	<input type="text"/>
Bar	<input type="text"/>	<input type="text"/>

Bank							
	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Large Woody Debris				
Fill in if unmarked boxes are zero				
Diameter Large end	Pieces All/Part In Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.3-0.6m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.6-0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
>0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Diameter Large end	Pieces Above Bankfull			
	1.5-3m	3-5m	5-15m	>15m
0.1-<.3m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.3-0.6m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
0.6-0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
>0.8m	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Substrate			
% Dist LB	Size^	Location [?]	Flag/Comments
<input type="text"/>	5	<input type="text"/>	<input type="text"/>
<input type="text"/>	15	<input type="text"/>	<input type="text"/>
<input type="text"/>	25	<input type="text"/>	<input type="text"/>
<input type="text"/>	35	<input type="text"/>	<input type="text"/>
<input type="text"/>	45	<input type="text"/>	<input type="text"/>
<input type="text"/>	55	<input type="text"/>	<input type="text"/>
<input type="text"/>	65	<input type="text"/>	<input type="text"/>
<input type="text"/>	75	<input type="text"/>	<input type="text"/>
<input type="text"/>	85	<input type="text"/>	<input type="text"/>
<input type="text"/>	95	<input type="text"/>	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>
<input type="text"/>		add wet or dry-mid	<input type="text"/>

***Erosion**
 D=Depositional
 E=Erosional

#Stability
 F=Fracture (visible crack)
 S=Slump (separate block)
 L=Slough (accumulated sluff)
 E=Eroding (bare and steep (10°))
 A=Absent

?Substrate Location
 wet, dry-mid, dry-edge

^Substrate Non-Meas. Size
 FN=finest
 SN=sand
 HP=hardpan
 BR=bedrock

Comments

Flags: N= Not collected, E=estimated, C=custom flag

Transect

Site Code

Crew initials

Channel		
Width (m)		Flag
Wetted	<input type="text"/>	<input type="text"/>
Bar	<input type="text"/>	<input type="text"/>
Bankfull	<input type="text"/>	<input type="text"/>
Height (cm)		Flag
Bankfull	<input type="text"/>	<input type="text"/>
Floodplain	<input type="text"/>	<input type="text"/>

Bank								
	Angle	Erosion*	Veg	LWD	Cobble	Bedrock	Stable#	Flag
Left Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
Right Bank	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Canopy		
Left	<input type="text"/>	<input type="text"/>
Center up	<input type="text"/>	<input type="text"/>
Center Left	<input type="text"/>	<input type="text"/>
Center Down	<input type="text"/>	<input type="text"/>
Center Right	<input type="text"/>	<input type="text"/>
Right	<input type="text"/>	<input type="text"/>

Substrate			
% Dist LB	Size^	Location [?]	Flag/Comments
5	<input type="text"/>	<input type="text"/>	<input type="text"/>
15	<input type="text"/>	<input type="text"/>	<input type="text"/>
25	<input type="text"/>	<input type="text"/>	<input type="text"/>
35	<input type="text"/>	<input type="text"/>	<input type="text"/>
45	<input type="text"/>	<input type="text"/>	<input type="text"/>
55	<input type="text"/>	<input type="text"/>	<input type="text"/>
65	<input type="text"/>	<input type="text"/>	<input type="text"/>
75	<input type="text"/>	<input type="text"/>	<input type="text"/>
85	<input type="text"/>	<input type="text"/>	<input type="text"/>
95	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	add wet or dry-mid	<input type="text"/>
	<input type="text"/>	add wet or dry-mid	<input type="text"/>
	<input type="text"/>	add wet or dry-mid	<input type="text"/>
	<input type="text"/>	add wet or dry-mid	<input type="text"/>
	<input type="text"/>	add wet or dry-mid	<input type="text"/>

*Erosion
D=Depositional
E=Erosional

#Stability
F=Fracture (visible crack)
S=Slump (separate block)
L=Slough (accumulated sluff)
E=Eroding (bare and steep (10°))
A=Absent

[?] Substrate Location
wet, dry-mid, dry-edge
[^] Substrate Non-Meas. Size
FN=finest SN=sand HP=hardpan BR=bedrock

Dry transect?
Y N
Side Channel?
Y N
Left of main Right of main
Comments

Flags: N= Not collected, E=estimated, C=custom flag

Transect	
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Site Code	
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Crew initials	
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Fish Cover						
Type	Cover in Channel				Flag	
Filamentous Algae	0	1	2	3	4	
Macrophytes	0	1	2	3	4	
Large Woody Debris	0	1	2	3	4	
Small Woody Debris	0	1	2	3	4	
Live Trees or Roots	0	1	2	3	4	
Overhanging Veg	0	1	2	3	4	
Undercut Banks	0	1	2	3	4	
Boulders	0	1	2	3	4	
Artificial Structures	0	1	2	3	4	

All Species- Presence/Absence					
Species	Left		Right		Flag
Invasive Woody	Y	N	Y	N	
Native Woody	Y	N	Y	N	
Invasive Herb.	Y	N	Y	N	
Native Herb.	Y	N	Y	N	
Sedges or Rushes	Y	N	Y	N	

Riparian Cover Only									
Left Bank					Right Bank				
Canopy Cover >5 m high, Woody									
0	1	2	3	4	0	1	2	3	4
Understory Cover 0.5-5m high, Woody									
0	1	2	3	4	0	1	2	3	4
Ground Cover <0.5 m high, Woody & Herb									
0	1	2	3	4	0	1	2	3	4

0=Absent (0%)

1=Sparse (<10%)

2=Moderate (10-40%)

3=Heavy (40-75%)

4=VeryHeavy (>75%)

0= Not Present

P= >10 m

C= In 10 m plot

B= On Bank

Veg Complexity													
Canopy >5m high	Left Bank					Flag	Right Bank					Flag	
Woody Veg Type	D	C	E	M	N		D	C	E	M	N		
Big Trees	0	1	2	3	4		0	1	2	3	4		
Small Trees	0	1	2	3	4		0	1	2	3	4		
Understory 0.5 to 5 m high													
Woody Veg Type	D	C	E	M	N		D	C	E	M	N		
Woody	0	1	2	3	4		0	1	2	3	4		
Non-woody	0	1	2	3	4		0	1	2	3	4		
Ground Cover <0.5 m high													
Woody	0	1	2	3	4		0	1	2	3	4		
Non-woody	0	1	2	3	4		0	1	2	3	4		
Bare	0	1	2	3	4		0	1	2	3	4		

Flags: N= Not collected, E=estimated, C=custom flag

Human Influence													
	Left Bank					Flag	Right Bank					Flag	
Dike/riprap/dam	0	P	C	B			0	P	C	B			
Buildings	0	P	C	B			0	P	C	B			
Pavement/clear lot	0	P	C	B			0	P	C	B			
Road/railroad	0	P	C	B			0	P	C	B			
Pipes (inlet/outlet)	0	P	C	B			0	P	C	B			
Hydrologic alter	0	P	C	B			0	P	C	B			
Landfill/trash	0	P	C	B			0	P	C	B			
Park/lawn	0	P	C	B			0	P	C	B			
Row crops	0	P	C	B			0	P	C	B			
Pasture/range/hay	0	P	C	B			0	P	C	B			
Grazing enclosure	0	P	C	B			0	P	C	B			
Livestock grazing	0	P	C	B			0	P	C	B			
Logging operation	0	P	C	B			0	P	C	B			
Mining activity	0	P	C	B			0	P	C	B			
Recreation	0	P	C	B			0	P	C	B			

Transect	
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Site Code	
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Crew initials	
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Fish Cover						
Type	Cover in Channel				Flag	
Filamentous Algae	0	1	2	3	4	
Macrophytes	0	1	2	3	4	
Large Woody Debris	0	1	2	3	4	
Small Woody Debris	0	1	2	3	4	
Live Trees or Roots	0	1	2	3	4	
Overhanging Veg	0	1	2	3	4	
Undercut Banks	0	1	2	3	4	
Boulders	0	1	2	3	4	
Artificial Structures	0	1	2	3	4	

All Species- Presence/Absence					
Species	Left		Right		Flag
Invasive Woody	Y	N	Y	N	
Native Woody	Y	N	Y	N	
Invasive Herb.	Y	N	Y	N	
Native Herb.	Y	N	Y	N	
Sedges or Rushes	Y	N	Y	N	

Riparian Cover Only									
Left Bank					Right Bank				
Canopy Cover >5 m high, Woody									
0	1	2	3	4	0	1	2	3	4
Understory Cover 0.5-5m high, Woody									
0	1	2	3	4	0	1	2	3	4
Ground Cover <0.5 m high, Woody & Herb									
0	1	2	3	4	0	1	2	3	4

0=Absent (0%)

1=Sparse (<10%)

2=Moderate (10-40%)

3=Heavy (40-75%)

4=VeryHeavy (>75%)

0= Not Present

P= >10 m

C= In 10 m plot

B= On Bank

Veg Complexity													
Canopy >5m high	Left Bank					Flag	Right Bank					Flag	
Woody Veg Type	D	C	E	M	N		D	C	E	M	N		
Big Trees	0	1	2	3	4		0	1	2	3	4		
Small Trees	0	1	2	3	4		0	1	2	3	4		
Understory 0.5 to 5 m high													
Woody Veg Type	D	C	E	M	N		D	C	E	M	N		
Woody	0	1	2	3	4		0	1	2	3	4		
Non-woody	0	1	2	3	4		0	1	2	3	4		
Ground Cover <0.5 m high													
Woody	0	1	2	3	4		0	1	2	3	4		
Non-woody	0	1	2	3	4		0	1	2	3	4		
Bare	0	1	2	3	4		0	1	2	3	4		

Flags: N= Not collected, E=estimated, C=custom flag

Human Influence													
	Left Bank					Flag	Right Bank					Flag	
Dike/riprap/dam	0	P	C	B		0	P	C	B				
Buildings	0	P	C	B		0	P	C	B				
Pavement/clear lot	0	P	C	B		0	P	C	B				
Road/railroad	0	P	C	B		0	P	C	B				
Pipes (inlet/outlet)	0	P	C	B		0	P	C	B				
Hydrologic alter	0	P	C	B		0	P	C	B				
Landfill/trash	0	P	C	B		0	P	C	B				
Park/lawn	0	P	C	B		0	P	C	B				
Row crops	0	P	C	B		0	P	C	B				
Pasture/range/hay	0	P	C	B		0	P	C	B				
Grazing enclosure	0	P	C	B		0	P	C	B				
Livestock grazing	0	P	C	B		0	P	C	B				
Logging operation	0	P	C	B		0	P	C	B				
Mining activity	0	P	C	B		0	P	C	B				
Recreation	0	P	C	B		0	P	C	B				

Transect	
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Site Code	
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Crew initials	
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Fish Cover						
Type	Cover in Channel				Flag	
Filamentous Algae	0	1	2	3	4	
Macrophytes	0	1	2	3	4	
Large Woody Debris	0	1	2	3	4	
Small Woody Debris	0	1	2	3	4	
Live Trees or Roots	0	1	2	3	4	
Overhanging Veg	0	1	2	3	4	
Undercut Banks	0	1	2	3	4	
Boulders	0	1	2	3	4	
Artificial Structures	0	1	2	3	4	

All Species- Presence/Absence					
Species	Left		Right		Flag
Invasive Woody	Y	N	Y	N	
Native Woody	Y	N	Y	N	
Invasive Herb.	Y	N	Y	N	
Native Herb.	Y	N	Y	N	
Sedges or Rushes	Y	N	Y	N	

Riparian Cover Only	
Left Bank	Right Bank
Canopy Cover >5 m high, Woody	
0 1 2 3 4	0 1 2 3 4
Understory Cover 0.5-5m high, Woody	
0 1 2 3 4	0 1 2 3 4
Ground Cover <0.5 m high, Woody & Herb	
0 1 2 3 4	0 1 2 3 4

0=Absent (0%)

1=Sparse (<10%)

2=Moderate (10-40%)

3=Heavy (40-75%)

4=VeryHeavy (>75%)

0= Not Present

P= >10 m

C= In 10 m plot

B= On Bank

Veg Complexity												
Canopy >5m high	Left Bank					Flag	Right Bank					Flag
Woody Veg Type	D	C	E	M	N		D	C	E	M	N	
Big Trees	0	1	2	3	4		0	1	2	3	4	
Small Trees	0	1	2	3	4		0	1	2	3	4	
Understory 0.5 to 5 m high												
Woody Veg Type	D	C	E	M	N		D	C	E	M	N	
Woody	0	1	2	3	4		0	1	2	3	4	
Non-woody	0	1	2	3	4		0	1	2	3	4	
Ground Cover <0.5 m high												
Woody	0	1	2	3	4		0	1	2	3	4	
Non-woody	0	1	2	3	4		0	1	2	3	4	
Bare	0	1	2	3	4		0	1	2	3	4	

Flags: N= Not collected, E=estimated, C=custom flag

Human Influence												
	Left Bank				Flag	Right Bank				Flag		
Dike/riprap/dam	0	P	C	B		0	P	C	B			
Buildings	0	P	C	B		0	P	C	B			
Pavement/clear lot	0	P	C	B		0	P	C	B			
Road/railroad	0	P	C	B		0	P	C	B			
Pipes (inlet/outlet)	0	P	C	B		0	P	C	B			
Hydrologic alter	0	P	C	B		0	P	C	B			
Landfill/trash	0	P	C	B		0	P	C	B			
Park/lawn	0	P	C	B		0	P	C	B			
Row crops	0	P	C	B		0	P	C	B			
Pasture/range/hay	0	P	C	B		0	P	C	B			
Grazing enclosure	0	P	C	B		0	P	C	B			
Livestock grazing	0	P	C	B		0	P	C	B			
Logging operation	0	P	C	B		0	P	C	B			
Mining activity	0	P	C	B		0	P	C	B			
Recreation	0	P	C	B		0	P	C	B			

Transect	
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Site Code	
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Crew initials	
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Fish Cover						
Type	Cover in Channel				Flag	
Filamentous Algae	0	1	2	3	4	
Macrophytes	0	1	2	3	4	
Large Woody Debris	0	1	2	3	4	
Small Woody Debris	0	1	2	3	4	
Live Trees or Roots	0	1	2	3	4	
Overhanging Veg	0	1	2	3	4	
Undercut Banks	0	1	2	3	4	
Boulders	0	1	2	3	4	
Artificial Structures	0	1	2	3	4	

All Species- Presence/Absence					
Species	Left		Right		Flag
Invasive Woody	Y	N	Y	N	
Native Woody	Y	N	Y	N	
Invasive Herb.	Y	N	Y	N	
Native Herb.	Y	N	Y	N	
Sedges or Rushes	Y	N	Y	N	

Riparian Cover Only									
Left Bank					Right Bank				
Canopy Cover >5 m high, Woody									
0	1	2	3	4	0	1	2	3	4
Understory Cover 0.5-5m high, Woody									
0	1	2	3	4	0	1	2	3	4
Ground Cover <0.5 m high, Woody & Herb									
0	1	2	3	4	0	1	2	3	4

0=Absent (0%)

1=Sparse (<10%)

2=Moderate (10-40%)

3=Heavy (40-75%)

4=VeryHeavy (>75%)

0= Not Present

P= >10 m

C= In 10 m plot

B= On Bank

Veg Complexity													
Canopy >5m high	Left Bank					Flag	Right Bank					Flag	
Woody Veg Type	D	C	E	M	N		D	C	E	M	N		
Big Trees	0	1	2	3	4		0	1	2	3	4		
Small Trees	0	1	2	3	4		0	1	2	3	4		
Understory 0.5 to 5 m high													
Woody Veg Type	D	C	E	M	N		D	C	E	M	N		
Woody	0	1	2	3	4		0	1	2	3	4		
Non-woody	0	1	2	3	4		0	1	2	3	4		
Ground Cover <0.5 m high													
Woody	0	1	2	3	4		0	1	2	3	4		
Non-woody	0	1	2	3	4		0	1	2	3	4		
Bare	0	1	2	3	4		0	1	2	3	4		

Flags: N= Not collected, E=estimated, C=custom flag

Human Influence													
	Left Bank					Flag	Right Bank					Flag	
Dike/riprap/dam	0	P	C	B			0	P	C	B			
Buildings	0	P	C	B			0	P	C	B			
Pavement/clear lot	0	P	C	B			0	P	C	B			
Road/railroad	0	P	C	B			0	P	C	B			
Pipes (inlet/outlet)	0	P	C	B			0	P	C	B			
Hydrologic alter	0	P	C	B			0	P	C	B			
Landfill/trash	0	P	C	B			0	P	C	B			
Park/lawn	0	P	C	B			0	P	C	B			
Row crops	0	P	C	B			0	P	C	B			
Pasture/range/hay	0	P	C	B			0	P	C	B			
Grazing enclosure	0	P	C	B			0	P	C	B			
Livestock grazing	0	P	C	B			0	P	C	B			
Logging operation	0	P	C	B			0	P	C	B			
Mining activity	0	P	C	B			0	P	C	B			
Recreation	0	P	C	B			0	P	C	B			

Transect	
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Site Code	
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Crew initials	
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Fish Cover						
Type	Cover in Channel				Flag	
Filamentous Algae	0	1	2	3	4	
Macrophytes	0	1	2	3	4	
Large Woody Debris	0	1	2	3	4	
Small Woody Debris	0	1	2	3	4	
Live Trees or Roots	0	1	2	3	4	
Overhanging Veg	0	1	2	3	4	
Undercut Banks	0	1	2	3	4	
Boulders	0	1	2	3	4	
Artificial Structures	0	1	2	3	4	

All Species- Presence/Absence					
Species	Left		Right		Flag
Invasive Woody	Y	N	Y	N	
Native Woody	Y	N	Y	N	
Invasive Herb.	Y	N	Y	N	
Native Herb.	Y	N	Y	N	
Sedges or Rushes	Y	N	Y	N	

Riparian Cover Only									
Left Bank					Right Bank				
Canopy Cover >5 m high, Woody									
0	1	2	3	4	0	1	2	3	4
Understory Cover 0.5-5m high, Woody									
0	1	2	3	4	0	1	2	3	4
Ground Cover <0.5 m high, Woody & Herb									
0	1	2	3	4	0	1	2	3	4

0=Absent (0%)

1=Sparse (<10%)

2=Moderate (10-40%)

3=Heavy (40-75%)

4=VeryHeavy (>75%)

0= Not Present

P= >10 m

C= In 10 m plot

B= On Bank

Veg Complexity													
Canopy >5m high	Left Bank					Flag	Right Bank					Flag	
Woody Veg Type	D	C	E	M	N		D	C	E	M	N		
Big Trees	0	1	2	3	4		0	1	2	3	4		
Small Trees	0	1	2	3	4		0	1	2	3	4		
Understory 0.5 to 5 m high													
Woody Veg Type	D	C	E	M	N		D	C	E	M	N		
Woody	0	1	2	3	4		0	1	2	3	4		
Non-woody	0	1	2	3	4		0	1	2	3	4		
Ground Cover <0.5 m high													
Woody	0	1	2	3	4		0	1	2	3	4		
Non-woody	0	1	2	3	4		0	1	2	3	4		
Bare	0	1	2	3	4		0	1	2	3	4		

Flags: N= Not collected, E=estimated, C=custom flag

Human Influence													
	Left Bank					Flag	Right Bank					Flag	
Dike/riprap/dam	0	P	C	B			0	P	C	B			
Buildings	0	P	C	B			0	P	C	B			
Pavement/clear lot	0	P	C	B			0	P	C	B			
Road/railroad	0	P	C	B			0	P	C	B			
Pipes (inlet/outlet)	0	P	C	B			0	P	C	B			
Hydrologic alter	0	P	C	B			0	P	C	B			
Landfill/trash	0	P	C	B			0	P	C	B			
Park/lawn	0	P	C	B			0	P	C	B			
Row crops	0	P	C	B			0	P	C	B			
Pasture/range/hay	0	P	C	B			0	P	C	B			
Grazing enclosure	0	P	C	B			0	P	C	B			
Livestock grazing	0	P	C	B			0	P	C	B			
Logging operation	0	P	C	B			0	P	C	B			
Mining activity	0	P	C	B			0	P	C	B			
Recreation	0	P	C	B			0	P	C	B			

Transect	
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Site Code	
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Crew initials	
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Fish Cover						
Type	Cover in Channel				Flag	
Filamentous Algae	0	1	2	3	4	
Macrophytes	0	1	2	3	4	
Large Woody Debris	0	1	2	3	4	
Small Woody Debris	0	1	2	3	4	
Live Trees or Roots	0	1	2	3	4	
Overhanging Veg	0	1	2	3	4	
Undercut Banks	0	1	2	3	4	
Boulders	0	1	2	3	4	
Artificial Structures	0	1	2	3	4	

All Species- Presence/Absence					
Species	Left		Right		Flag
Invasive Woody	Y	N	Y	N	
Native Woody	Y	N	Y	N	
Invasive Herb.	Y	N	Y	N	
Native Herb.	Y	N	Y	N	
Sedges or Rushes	Y	N	Y	N	

Riparian Cover Only									
Left Bank					Right Bank				
Canopy Cover >5 m high, Woody									
0	1	2	3	4	0	1	2	3	4
Understory Cover 0.5-5m high, Woody									
0	1	2	3	4	0	1	2	3	4
Ground Cover <0.5 m high, Woody & Herb									
0	1	2	3	4	0	1	2	3	4

0=Absent (0%)

1=Sparse (<10%)

2=Moderate (10-40%)

3=Heavy (40-75%)

4=VeryHeavy (>75%)

0= Not Present

P= >10 m

C= In 10 m plot

B= On Bank

Veg Complexity													
Canopy >5m high	Left Bank					Flag	Right Bank					Flag	
Woody Veg Type	D	C	E	M	N		D	C	E	M	N		
Big Trees	0	1	2	3	4		0	1	2	3	4		
Small Trees	0	1	2	3	4		0	1	2	3	4		
Understory 0.5 to 5 m high													
Woody Veg Type	D	C	E	M	N		D	C	E	M	N		
Woody	0	1	2	3	4		0	1	2	3	4		
Non-woody	0	1	2	3	4		0	1	2	3	4		
Ground Cover <0.5 m high													
Woody	0	1	2	3	4		0	1	2	3	4		
Non-woody	0	1	2	3	4		0	1	2	3	4		
Bare	0	1	2	3	4		0	1	2	3	4		

Flags: N= Not collected, E=estimated, C=custom flag

Human Influence													
	Left Bank					Flag	Right Bank					Flag	
Dike/riprap/dam	0	P	C	B		0	P	C	B				
Buildings	0	P	C	B		0	P	C	B				
Pavement/clear lot	0	P	C	B		0	P	C	B				
Road/railroad	0	P	C	B		0	P	C	B				
Pipes (inlet/outlet)	0	P	C	B		0	P	C	B				
Hydrologic alter	0	P	C	B		0	P	C	B				
Landfill/trash	0	P	C	B		0	P	C	B				
Park/lawn	0	P	C	B		0	P	C	B				
Row crops	0	P	C	B		0	P	C	B				
Pasture/range/hay	0	P	C	B		0	P	C	B				
Grazing enclosure	0	P	C	B		0	P	C	B				
Livestock grazing	0	P	C	B		0	P	C	B				
Logging operation	0	P	C	B		0	P	C	B				
Mining activity	0	P	C	B		0	P	C	B				
Recreation	0	P	C	B		0	P	C	B				

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Site Code	
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Crew initials	
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Fish Cover			
Type	Cover in Channel	Flag	
Filamentous Algae	0 1 2 3 4		
Macrophytes	0 1 2 3 4		
Large Woody Debris	0 1 2 3 4		
Small Woody Debris	0 1 2 3 4		
Live Trees or Roots	0 1 2 3 4		
Overhanging Veg	0 1 2 3 4		
Undercut Banks	0 1 2 3 4		
Boulders	0 1 2 3 4		
Artificial Structures	0 1 2 3 4		

All Species- Presence/Absence			
Species	Left	Right	Flag
Invasive Woody	Y N	Y N	
Native Woody	Y N	Y N	
Invasive Herb.	Y N	Y N	
Native Herb.	Y N	Y N	
Sedges or Rushes	Y N	Y N	

Riparian Cover Only	
Left Bank	Right Bank
Canopy Cover >5 m high, Woody	
0 1 2 3 4	0 1 2 3 4
Understory Cover 0.5-5m high, Woody	
0 1 2 3 4	0 1 2 3 4
Ground Cover <0.5 m high, Woody & Herb	
0 1 2 3 4	0 1 2 3 4

0=Absent (0%)

1=Sparse (<10%)

2=Moderate (10-40%)

3=Heavy (40-75%)

4=VeryHeavy (>75%)

0= Not Present

P= >10 m

C= In 10 m plot

B= On Bank

Veg Complexity												
Canopy >5m high	Left Bank					Flag	Right Bank					Flag
Woody Veg Type	D	C	E	M	N		D	C	E	M	N	
Big Trees	0	1	2	3	4		0	1	2	3	4	
Small Trees	0	1	2	3	4		0	1	2	3	4	
Understory 0.5 to 5 m high												
Woody Veg Type	D	C	E	M	N		D	C	E	M	N	
Woody	0	1	2	3	4		0	1	2	3	4	
Non-woody	0	1	2	3	4		0	1	2	3	4	
Ground Cover <0.5 m high												
Woody	0	1	2	3	4		0	1	2	3	4	
Non-woody	0	1	2	3	4		0	1	2	3	4	
Bare	0	1	2	3	4		0	1	2	3	4	

Flags: N= Not collected, E=estimated, C=custom flag

Human Influence										
	Left Bank				Flag	Right Bank				Flag
Dike/riprap/dam	0	P	C	B		0	P	C	B	
Buildings	0	P	C	B		0	P	C	B	
Pavement/clear lot	0	P	C	B		0	P	C	B	
Road/railroad	0	P	C	B		0	P	C	B	
Pipes (inlet/outlet)	0	P	C	B		0	P	C	B	
Hydrologic alter	0	P	C	B		0	P	C	B	
Landfill/trash	0	P	C	B		0	P	C	B	
Park/lawn	0	P	C	B		0	P	C	B	
Row crops	0	P	C	B		0	P	C	B	
Pasture/range/hay	0	P	C	B		0	P	C	B	
Grazing enclosure	0	P	C	B		0	P	C	B	
Livestock grazing	0	P	C	B		0	P	C	B	
Logging operation	0	P	C	B		0	P	C	B	
Mining activity	0	P	C	B		0	P	C	B	
Recreation	0	P	C	B		0	P	C	B	

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Site Code

Crew initials

Fish Cover			
Type	Cover in Channel	Flag	
Filamentous Algae	0 1 2 3 4		
Macrophytes	0 1 2 3 4		
Large Woody Debris	0 1 2 3 4		
Small Woody Debris	0 1 2 3 4		
Live Trees or Roots	0 1 2 3 4		
Overhanging Veg	0 1 2 3 4		
Undercut Banks	0 1 2 3 4		
Boulders	0 1 2 3 4		
Artificial Structures	0 1 2 3 4		

Veg Complexity												
Canopy >5m high	Left Bank					Flag	Right Bank					Flag
Woody Veg Type	D	C	E	M	N		D	C	E	M	N	
Big Trees	0	1	2	3	4		0	1	2	3	4	
Small Trees	0	1	2	3	4		0	1	2	3	4	
Understory 0.5 to 5 m high												
Woody Veg Type	D	C	E	M	N		D	C	E	M	N	
Woody	0	1	2	3	4		0	1	2	3	4	
Non-woody	0	1	2	3	4		0	1	2	3	4	
Ground Cover <0.5 m high												
Woody	0	1	2	3	4		0	1	2	3	4	
Non-woody	0	1	2	3	4		0	1	2	3	4	
Bare	0	1	2	3	4		0	1	2	3	4	

All Species- Presence/Absence			
Species	Left	Right	Flag
Invasive Woody	Y N	Y N	
Native Woody	Y N	Y N	
Invasive Herb.	Y N	Y N	
Native Herb.	Y N	Y N	
Sedges or Rushes	Y N	Y N	

Flags: N= Not collected, E=estimated, C=custom flag

Riparian Cover Only									
Left Bank					Right Bank				
Canopy Cover >5 m high, Woody									
0	1	2	3	4	0	1	2	3	4
Understory Cover 0.5-5m high, Woody									
0	1	2	3	4	0	1	2	3	4
Ground Cover <0.5 m high, Woody & Herb									
0	1	2	3	4	0	1	2	3	4

0=Absent (0%)

1=Sparse (<10%)

2=Moderate (10-40%)

3=Heavy (40-75%)

4=VeryHeavy (>75%)

0= Not Present

P= >10 m

C= In 10 m plot

B= On Bank

Human Influence										
	Left Bank				Flag	Right Bank				Flag
Dike/riprap/dam	0	P	C	B		0	P	C	B	
Buildings	0	P	C	B		0	P	C	B	
Pavement/clear lot	0	P	C	B		0	P	C	B	
Road/railroad	0	P	C	B		0	P	C	B	
Pipes (inlet/outlet)	0	P	C	B		0	P	C	B	
Hydrologic alter	0	P	C	B		0	P	C	B	
Landfill/trash	0	P	C	B		0	P	C	B	
Park/lawn	0	P	C	B		0	P	C	B	
Row crops	0	P	C	B		0	P	C	B	
Pasture/range/hay	0	P	C	B		0	P	C	B	
Grazing enclosure	0	P	C	B		0	P	C	B	
Livestock grazing	0	P	C	B		0	P	C	B	
Logging operation	0	P	C	B		0	P	C	B	
Mining activity	0	P	C	B		0	P	C	B	
Recreation	0	P	C	B		0	P	C	B	

Transect

Site Code

Crew initials

Fish Cover			
Type	Cover in Channel	Flag	
Filamentous Algae	0 1 2 3 4		
Macrophytes	0 1 2 3 4		
Large Woody Debris	0 1 2 3 4		
Small Woody Debris	0 1 2 3 4		
Live Trees or Roots	0 1 2 3 4		
Overhanging Veg	0 1 2 3 4		
Undercut Banks	0 1 2 3 4		
Boulders	0 1 2 3 4		
Artificial Structures	0 1 2 3 4		

Veg Complexity												
Canopy >5m high	Left Bank					Flag	Right Bank					Flag
Woody Veg Type	D	C	E	M	N		D	C	E	M	N	
Big Trees	0	1	2	3	4		0	1	2	3	4	
Small Trees	0	1	2	3	4		0	1	2	3	4	
Understory 0.5 to 5 m high												
Woody Veg Type	D	C	E	M	N		D	C	E	M	N	
Woody	0	1	2	3	4		0	1	2	3	4	
Non-woody	0	1	2	3	4		0	1	2	3	4	
Ground Cover <0.5 m high												
Woody	0	1	2	3	4		0	1	2	3	4	
Non-woody	0	1	2	3	4		0	1	2	3	4	
Bare	0	1	2	3	4		0	1	2	3	4	

All Species- Presence/Absence			
Species	Left	Right	Flag
Invasive Woody	Y N	Y N	
Native Woody	Y N	Y N	
Invasive Herb.	Y N	Y N	
Native Herb.	Y N	Y N	
Sedges or Rushes	Y N	Y N	

Flags: N= Not collected, E=estimated, C=custom flag

Riparian Cover Only									
Left Bank					Right Bank				
Canopy Cover >5 m high, Woody									
0	1	2	3	4	0	1	2	3	4
Understory Cover 0.5-5m high, Woody									
0	1	2	3	4	0	1	2	3	4
Ground Cover <0.5 m high, Woody & Herb									
0	1	2	3	4	0	1	2	3	4

0=Absent (0%)

1=Sparse (<10%)

2=Moderate (10-40%)

3=Heavy (40-75%)

4=VeryHeavy (>75%)

0= Not Present

P= >10 m

C= In 10 m plot

B= On Bank

Human Influence										
	Left Bank				Flag	Right Bank				Flag
Dike/riprap/dam	0	P	C	B		0	P	C	B	
Buildings	0	P	C	B		0	P	C	B	
Pavement/clear lot	0	P	C	B		0	P	C	B	
Road/railroad	0	P	C	B		0	P	C	B	
Pipes (inlet/outlet)	0	P	C	B		0	P	C	B	
Hydrologic alter	0	P	C	B		0	P	C	B	
Landfill/trash	0	P	C	B		0	P	C	B	
Park/lawn	0	P	C	B		0	P	C	B	
Row crops	0	P	C	B		0	P	C	B	
Pasture/range/hay	0	P	C	B		0	P	C	B	
Grazing enclosure	0	P	C	B		0	P	C	B	
Livestock grazing	0	P	C	B		0	P	C	B	
Logging operation	0	P	C	B		0	P	C	B	
Mining activity	0	P	C	B		0	P	C	B	
Recreation	0	P	C	B		0	P	C	B	

Transect

Site Code

Crew initials

Fish Cover			
Type	Cover in Channel	Flag	
Filamentous Algae	0 1 2 3 4		
Macrophytes	0 1 2 3 4		
Large Woody Debris	0 1 2 3 4		
Small Woody Debris	0 1 2 3 4		
Live Trees or Roots	0 1 2 3 4		
Overhanging Veg	0 1 2 3 4		
Undercut Banks	0 1 2 3 4		
Boulders	0 1 2 3 4		
Artificial Structures	0 1 2 3 4		

Veg Complexity												
Canopy >5m high	Left Bank					Flag	Right Bank					Flag
Woody Veg Type	D	C	E	M	N		D	C	E	M	N	
Big Trees	0	1	2	3	4		0	1	2	3	4	
Small Trees	0	1	2	3	4		0	1	2	3	4	
Understory 0.5 to 5 m high												
Woody Veg Type	D	C	E	M	N		D	C	E	M	N	
Woody	0	1	2	3	4		0	1	2	3	4	
Non-woody	0	1	2	3	4		0	1	2	3	4	
Ground Cover <0.5 m high												
Woody	0	1	2	3	4		0	1	2	3	4	
Non-woody	0	1	2	3	4		0	1	2	3	4	
Bare	0	1	2	3	4		0	1	2	3	4	

All Species- Presence/Absence			
Species	Left	Right	Flag
Invasive Woody	Y N	Y N	
Native Woody	Y N	Y N	
Invasive Herb.	Y N	Y N	
Native Herb.	Y N	Y N	
Sedges or Rushes	Y N	Y N	

Flags: N= Not collected, E=estimated, C=custom flag

Riparian Cover Only									
Left Bank					Right Bank				
Canopy Cover >5 m high, Woody									
0	1	2	3	4	0	1	2	3	4
Understory Cover 0.5-5m high, Woody									
0	1	2	3	4	0	1	2	3	4
Ground Cover <0.5 m high, Woody & Herb									
0	1	2	3	4	0	1	2	3	4

0=Absent (0%)

1=Sparse (<10%)

2=Moderate (10-40%)

3=Heavy (40-75%)

4=VeryHeavy (>75%)

0= Not Present

P= >10 m

C= In 10 m plot

B= On Bank

Human Influence										
	Left Bank				Flag	Right Bank				Flag
Dike/riprap/dam	0	P	C	B		0	P	C	B	
Buildings	0	P	C	B		0	P	C	B	
Pavement/clear lot	0	P	C	B		0	P	C	B	
Road/railroad	0	P	C	B		0	P	C	B	
Pipes (inlet/outlet)	0	P	C	B		0	P	C	B	
Hydrologic alter	0	P	C	B		0	P	C	B	
Landfill/trash	0	P	C	B		0	P	C	B	
Park/lawn	0	P	C	B		0	P	C	B	
Row crops	0	P	C	B		0	P	C	B	
Pasture/range/hay	0	P	C	B		0	P	C	B	
Grazing enclosure	0	P	C	B		0	P	C	B	
Livestock grazing	0	P	C	B		0	P	C	B	
Logging operation	0	P	C	B		0	P	C	B	
Mining activity	0	P	C	B		0	P	C	B	
Recreation	0	P	C	B		0	P	C	B	

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Site Code

Crew initials

Fish Cover			
Type	Cover in Channel	Flag	
Filamentous Algae	0 1 2 3 4		
Macrophytes	0 1 2 3 4		
Large Woody Debris	0 1 2 3 4		
Small Woody Debris	0 1 2 3 4		
Live Trees or Roots	0 1 2 3 4		
Overhanging Veg	0 1 2 3 4		
Undercut Banks	0 1 2 3 4		
Boulders	0 1 2 3 4		
Artificial Structures	0 1 2 3 4		

Veg Complexity												
Canopy >5m high	Left Bank					Flag	Right Bank					Flag
Woody Veg Type	D	C	E	M	N		D	C	E	M	N	
Big Trees	0	1	2	3	4		0	1	2	3	4	
Small Trees	0	1	2	3	4		0	1	2	3	4	
Understory 0.5 to 5 m high												
Woody Veg Type	D	C	E	M	N		D	C	E	M	N	
Woody	0	1	2	3	4		0	1	2	3	4	
Non-woody	0	1	2	3	4		0	1	2	3	4	
Ground Cover <0.5 m high												
Woody	0	1	2	3	4		0	1	2	3	4	
Non-woody	0	1	2	3	4		0	1	2	3	4	
Bare	0	1	2	3	4		0	1	2	3	4	

All Species- Presence/Absence			
Species	Left	Right	Flag
Invasive Woody	Y N	Y N	
Native Woody	Y N	Y N	
Invasive Herb.	Y N	Y N	
Native Herb.	Y N	Y N	
Sedges or Rushes	Y N	Y N	

Flags: N= Not collected, E=estimated, C=custom flag

Riparian Cover Only									
Left Bank					Right Bank				
Canopy Cover >5 m high, Woody									
0	1	2	3	4	0	1	2	3	4
Understory Cover 0.5-5m high, Woody									
0	1	2	3	4	0	1	2	3	4
Ground Cover <0.5 m high, Woody & Herb									
0	1	2	3	4	0	1	2	3	4

0=Absent (0%)

1=Sparse (<10%)

2=Moderate (10-40%)

3=Heavy (40-75%)

4=VeryHeavy (>75%)

0= Not Present

P= >10 m

C= In 10 m plot

B= On Bank

Human Influence												
	Left Bank					Flag	Right Bank					Flag
Dike/riprap/dam	0	P	C	B		0	P	C	B			
Buildings	0	P	C	B		0	P	C	B			
Pavement/clear lot	0	P	C	B		0	P	C	B			
Road/railroad	0	P	C	B		0	P	C	B			
Pipes (inlet/outlet)	0	P	C	B		0	P	C	B			
Hydrologic alter	0	P	C	B		0	P	C	B			
Landfill/trash	0	P	C	B		0	P	C	B			
Park/lawn	0	P	C	B		0	P	C	B			
Row crops	0	P	C	B		0	P	C	B			
Pasture/range/hay	0	P	C	B		0	P	C	B			
Grazing enclosure	0	P	C	B		0	P	C	B			
Livestock grazing	0	P	C	B		0	P	C	B			
Logging operation	0	P	C	B		0	P	C	B			
Mining activity	0	P	C	B		0	P	C	B			
Recreation	0	P	C	B		0	P	C	B			

Transect		Site Code		Crew initials		
Station	Depth (cm)	Flow	Too Deep?	Rod Angle	Flag	Comments
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3		Y N	>5m taken at angle			
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Site Code

Crew initials

Pool Habitat

Survey Status[^]: Length Surveyed:

Flood-Prone Width

Unit #	Habitat Type*	Pool Tail Depth (cm)	Max Depth (cm)	Angle if too deep	Length (m)
1	F P				
2	F P				
3	F P				
4	F P				
5	F P				
6	F P				
7	F P				
8	F P				
9	F P				
10	F P				
11	F P				
12	F P				
13	F P				
14	F P				
15	F P				
16	F P				
17	F P				
18	F P				
19	F P				
20	F P				
21	F P				
22	F P				
23	F P				
24	F P				
25	F P				
26	F P				
27	F P				
28	F P				
29	F P				
30	F P				

Measurement	Transect A	Transect K
Bankfull width (m)		
Bankfull height (cm)		
Max water depth (cm)		
Flood-prone height (cm) = (Bankfull Height + Max Water Depth) * 2		
Flood-prone width (m)[#]		

[#]Max floodprone width= 3*Bankfull width

[^]C=Collected, P=Partial Collected/Partial Flow, NF=No Flow, NP=No Pools, NC=Not Collected

*Habitat Types: F = Full pool P = Partial pool

Site Code

Crew initials

Pool Tail Fines				
Pool#	Grid#	Fines<2mm	Fines<6mm	Non-measurable
1	1			
1	2			
1	3			
2	1			
2	2			
2	3			
3	1			
3	2			
3	3			
4	1			
4	2			
4	3			
5	1			
5	2			
5	3			
6	1			
6	2			
6	3			
7	1			
7	2			
7	3			
8	1			
8	2			
8	3			
9	1			
9	2			
9	3			
10	1			
10	2			
10	3			