

<b>Between Transects Form</b>				<b>Grant/Project#:</b>	
<b>Site Name:</b>	<b>Site ID:</b>	<b>Date:</b> / /2008	<b>Team ID:</b>	<b>Visit</b>	<b>1 2</b>

	Channel Metrics						Large Wood Metrics							Log Jams							
	Wetted	Mean bankfull	# Pools	# Pools	Mean Pool	% Pool out	# Logs/Diameter				# Logs/Length			# R.W.'s	# key piec.	# key piec.	# of	# of key	Funct.		
	Width (m)*	Width (m)*	<0.5 m	>0.5 m	Freq.	of reach	ratio	A	B	C	D	E	F	G	in reach	in chann.	abv. chann.	piec.	piec.	class	
A-B																					
B-C																					
C-D																					
E-F																					
G-H																					
H-I																					
I-J																					
J-K																					

**CODES**

Large Woody Debris		Log Jams
Diameter Class (large end)	Length Class	Function Class
A = 4 < 12 in	E = 5 < 17 ft	A = Channel spanning
B = 12 < 24 in	F = 17 < 50 ft	B = Interact floodplain
C = 24 < 32 in	G = > 50 ft	C = No interaction
D = > 32 in		

**Comments:**

**Key pieces are:** logs with a length of at least two times the width of the channel and a diameter of 0.5 to 1 m (\* = estimation)

<b>Pool Variability</b>				<b>Grant/Project#:</b>	
<b>Site Name:</b>	<b>Site ID:</b>	<b>Date: / /2008</b>	<b>Team ID:</b>		<b>Visit 1 2</b>
Even Mix of large shallow, large deep, small shallow and small deep ponds pres.	Moderate: Majority of pools large and deep very few shallows	Marginal: Shallow pools much more prevalent than deep pools		Poor: Majority of pools small/shallow or absent	
IV	III	II		I	

Stream Element Classification Map (use Table for channel unit codes):

**TABLE 2. HABITAT CLASSIFICATION AT CHANNEL UNIT SCALE\***  
Adapted from Kaufmann and Robson, (1996).

Class	Code	Description
Pools		Still water, low velocity, smooth, glassy surface, usually deep compared to other parts of the channel.
	PP	Pool at base of plunging cascade or falls.
	PT	Pool like trench in stream center.
	PL	Pool scooped along bank.
	PG	Pool separated from main flow off side of channel.
	PD	Pool formed by impoundment above dam or constriction.
	P	Pool (unspecified type)
Glide	GL	Water moving slowly, with smooth, unbroken surface – low turbulence
Rifle	RI	Water moving, with small ripples, waves and eddies – waves not breaking, surface tension not broken, sound “babbling”, “gurgling”.
Rapid	RA	Water movement rapid and turbulent, surface with intermittent whitewater with breaking waves – sound: Continuous rushing, but not as loud as cascade.
Cascade	CA	Water movement rapid and very turbulent over steep channel bottom. Most of the water surface broken in short irregular plunges, mostly whitewater – sound: “Roaring”.
Falls	FA	Free falling water over vertical or near-vertical drop into plunge, water turbulent and white over high falls, sound: from “splash” to “roar”, depending upon discharge.
Dry Channel	DR	No water in channel
<b>Code Pool-Forming Element Category</b>		
N	Not Applicable. Habitat Unit is not a pool	
W	Large Woody Debris.	
R	Rootwads	
B	Spawner or Bedrock	
F	Unknown cause (unseen fluvial processes)	
WR, RW, RBW	Combinations	
OT	Other – note in comments	

\* Note that in order for a channel habitat unit to be distinguished, it must be at least as wide or long as the channel is wide.