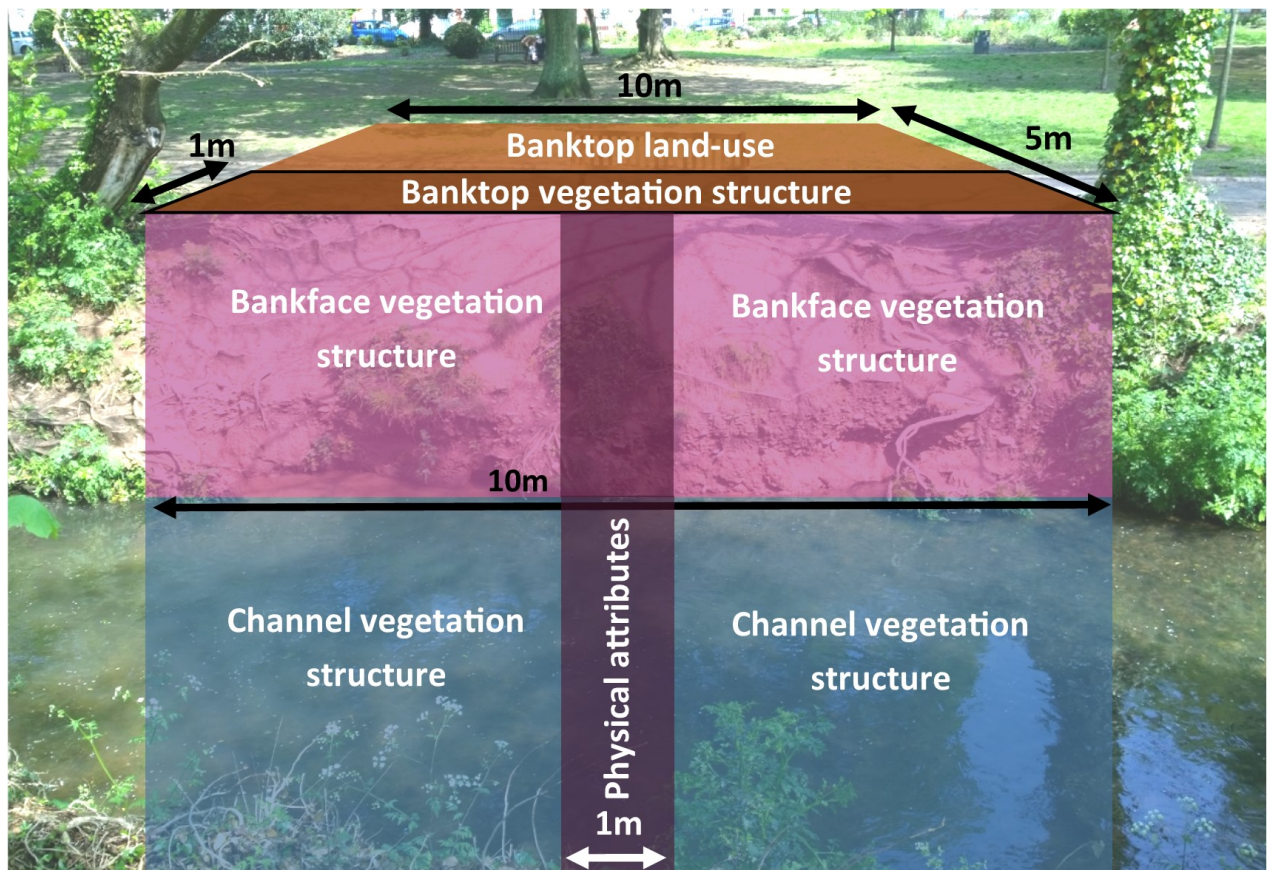
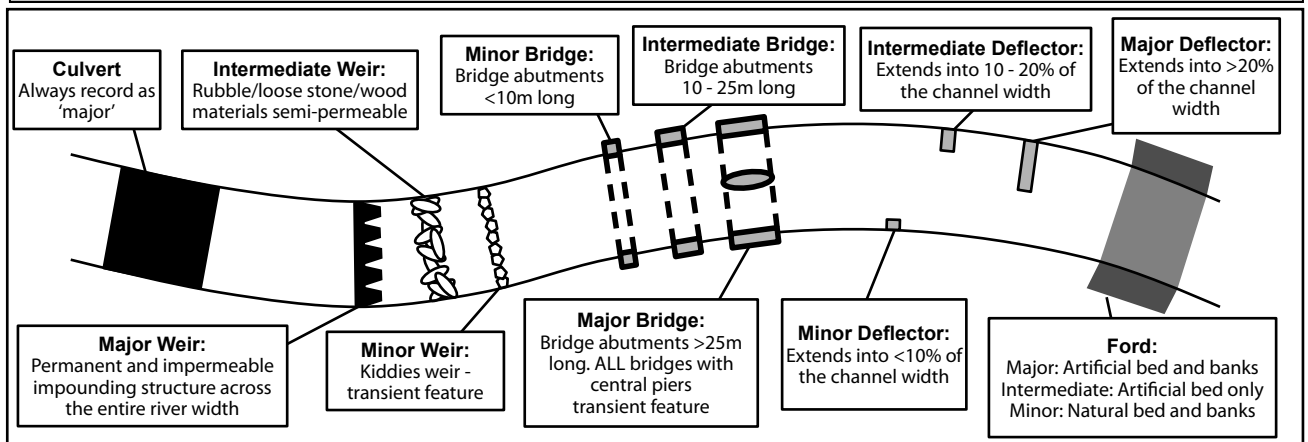


RIVER HABITAT SURVEY 2003 VERSION: SPOT-CHECK KEY Page 1 of 2

LEFT	Banks are determined by looking downstream	RIGHT	
E Physical Attributes			
BANKS		CHANNEL	
<p>Predominant bank material</p> <p>NV = not visible</p> <p>BE = bedrock BO = boulder CO = cobble GS = gravel/sand EA = earth (crumbly) PE = peat CL = sticky clay</p> <p>CC = concrete SP = sheet piling WP = wood piling GA = gabion BR = brick/laid stone RR = rip-rap TD = tipped debris FA = fabric BI = bio-engineering materials</p>	<p>Bank modifications</p> <p>NK = not known NO = none</p> <p>RS = resectioned (reprofiled) RI = reinforced PC = poached PC(B) = poached (bare) BM = artificial berm EM = embanked</p> <p>Marginal and bank features</p> <p>NV = not visible (e.g. far bank) NO = none</p> <p>EC = eroding cliff (EC if sandy substrate) SC = stable cliff (SC if sandy substrate)</p> <p>PB = unvegetated point bar VP = vegetated point bar</p> <p>SB = unvegetated side bar VS = vegetated side bar</p> <p>NB = natural berm</p>	<p>Predominant substrate</p> <p>NV = not visible</p> <p>BE = bedrock BO = boulder CO = cobble GP = gravel/pebble (G or P if predominant) SA = sand SI = silt CL = clay PE = peat EA = earth AR = artificial</p> <p>Predominant flow-type</p> <p>NV = not visible FF = free fall CH = chute BW = broken standing waves (white water) UW = unbroken standing waves CF = chaotic flow RP = rippled UP = upwelling SM = smooth NP = no perceptible flow DR = no flow (dry)</p>	<p>Channel modifications</p> <p>NK = not known NO = none</p> <p>CV = culverted RS = resectioned RI = reinforced DA = dam/weir/slucice FO = ford (man-made)</p> <p>Channel features</p> <p>NV = not visible NO = none</p> <p>EB = exposed bedrock RO = exposed boulders VR = vegetated rock MB = unvegetated mid-channel bar VB = vegetated mid-channel bar MI = mature island TR = trash (urban debris)</p>

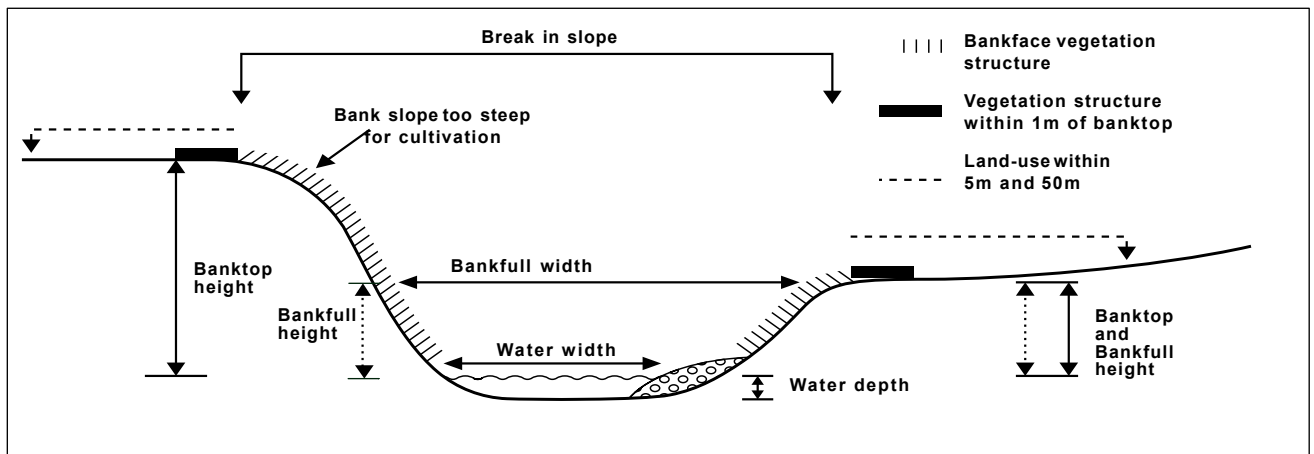


D Artificial Structures



F Banktop & Bankface Vegetation Structure (10m wide transect)

Vegetation types	Structure	Code	Description
		B	Bare earth/rock etc.
uniform		U	predominantly one type (no scrub or trees)
simple		S	two or three vegetation types
complex		C	four or more types



H Banktop Land Use & Vegetation Structure (10m wide spot-check)

BL = Broadleaf/mixed woodland (semi-natural)	AW = Artificial open water	TL = Tilled land
BP = Broadleaf/mixed plantation	OW = Natural open water	IL = Irrigated land
CW = Coniferous woodland (semi-natural)	RP = Rough unimproved grassland/pasture	PG = Parkland or gardens
CP = Coniferous plantation	IG = Improved/semi-improved grassland	NV = Not visible
SH = Scrub & shrubs	TH = Tall herb/rank vegetation	
OR = Orchard	RD = Rock, scree or sand dunes	
WL = Wetland (e.g. bog, marsh, fen)	SU = Suburban/urban development	
MH = Moorland/heath		

