

IN - INSTREAM HABITAT & BANK RESTORATION

PRE-TREATMENT

Grant #:

Project title:

Date :

Evaluator:

Site ID:

page ____ of ____

Project Feature Number				
Feature Type Code				
Habitat	1. Length of targeted treatment area: (ft)			
	2. Current level II habitat type: FLT, POO, RIF, DRY, OTH			
	3. Maximum residual water depth in treatment area: (ft)			
	4. Is change in habitat type an objective of the feature?			
	a. Targeted level II habitat type: FLT, POO, RIF, OTH			
	5. Is increasing max. water depth in the treatment area an objective?			
	a. Targeted maximum residual depth: (ft)			
Shelter	6. Instream shelter value in the targeted treatment area: 0, 1, 2, 3			
	7. Percent of targeted treatment area covered by shelter: (%)			
	8. 1st/2nd dominant: BED, BOL, BUB, LWD, RTW, SWD, UCB, VEG, OTH	/	/	/
	9. Is increasing instream shelter rating an objective of the feature?			
	a. Targeted minimum shelter rating: (0-300)			
	10. Large woody debris count in treatment area: (D >1', L 6-20' / D >1', L >20')	/	/	/
	11. Is increasing LWD count in the treatment area an objective of the feature?			
Substrate	12. 1st/2nd dominant substrate: SLC, SND, GRV, COB, BOL, BED, OTH	/	/	/
	13. Is changing substrate composition an objective of the feature?			
	a. Targeted 1st/2nd dominant: SLC, SND, GRV, COB, BOL, BED, OTH	/	/	/
Channel	14. Current stream channel problems: AGG, BRD, FLO, GRC, HDC, INC, NAR, SCU, STT, WID, NON, OTH			
	15. Is improving stream channel conditions an objective of the feature?			
	a. Targeted: AGG, FPD, GRC, INC, NAR, SIN, STB, TOG, WID, OTH			
Banks	16. Is there bank erosion or instability in the vicinity of the treatment area?			
	a. Locations: UPS, DNS, WIN and LBK, RBK			
	b. Apparent causes: BAR, CNR, EMG, GRZ, HYD, UND, USG, OTH			
	17. Is stabilizing streambanks and/or reducing bank erosion an objective?			
	18. Is reducing the streambank angle an objective of the feature?			
	a. Bank angle in treatment area: (degrees)			
	b. Targeted bank angle: (degrees)			
Comments	Feature #:	Feature #:	Feature #:	