

MBSS HABITAT CERTIFICATION DATA SHEET

APPLICANT: _____ ORGANIZATION: _____ DATE: _____

BANK EROSION

	Left Bank	Right Bank
Extent (m)	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>
Severity _____ 0 - none 1 - min 2 - mod 3 - severe	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
Average Height (m)	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>

HABITAT ASSESSMENT

1. Instream Habitat (0-20).....
2. Epifaunal Substrate (0-20).....
3. Velocity/Depth Diversity (0-20)....
4. Pool/Glide/Eddy Quality (0-20)....

Extent (m).....

5. Riffle/Run Quality (0-20).....

Extent (m).....

6. Embeddedness (%).....
7. Shading (%).....

RIPARIAN VEGETATION

(facing upstream)

	LEFT BANK	RIGHT BANK
Width (50m max)	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>
Adj. Land Cover	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>
Veg Type	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>
Buffer Breaks (Y/N)	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>

BAR FORMATION & SUBSTRATE

Severity _____ 0 - none 1 - min 2 - mod 3 - severe	<input style="width: 20px; height: 20px;" type="text"/> Cobble <input style="width: 20px; height: 20px;" type="text"/> Gravel <input style="width: 20px; height: 20px;" type="text"/> Sand <input style="width: 20px; height: 20px;" type="text"/> Silt/Clay
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BUFFER BREAKS

	LEFT BANK	RIGHT BANK
Storm Drain	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
Tile Drain	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
Impervious Drainage	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
New Construction	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
Orchard	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
Crop	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
Pasture	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
Gully	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
Dirt Road	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
Gravel Road	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
Raw Sewage	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
Railroad	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>

Buffer Break Types (M = minor; S = Severe)

STREAM CHARACTER

A = Absent	P = Present	E = Extensive
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<input style="width: 20px; height: 20px;" type="text"/> Braided	<input style="width: 20px; height: 20px;" type="text"/> Gravel	<input style="width: 20px; height: 20px;" type="text"/> Boulder >2m
<input style="width: 20px; height: 20px;" type="text"/> Riffle	<input style="width: 20px; height: 20px;" type="text"/> Sand	<input style="width: 20px; height: 20px;" type="text"/> Boulder <2m
<input style="width: 20px; height: 20px;" type="text"/> Run/Glide	<input style="width: 20px; height: 20px;" type="text"/> Silt/Clay	<input style="width: 20px; height: 20px;" type="text"/> Beaver Pond
<input style="width: 20px; height: 20px;" type="text"/> Deep Pool (>= 0.5m)	<input style="width: 20px; height: 20px;" type="text"/> Cobble	<input style="width: 20px; height: 20px;" type="text"/> Overhead Cover
<input style="width: 20px; height: 20px;" type="text"/> Shallow Pool (< 0.5m)	<input style="width: 20px; height: 20px;" type="text"/> Bedrock	<input style="width: 20px; height: 20px;" type="text"/> Undercut Bank
<input style="width: 20px; height: 20px;" type="text"/> Filamentous Algae		<input style="width: 20px; height: 20px;" type="text"/> Orange Flocc

Maximum Depth (cm)

WOODY DEBRIS

<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	No. of Instream Woody Debris
<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	No. of Dewatered Woody Debris
<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	No. of Instream Rootwads
<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	No. of Dewatered Rootwads

CHANNELIZATION

Evidence of Channel Straightening or Dredging (Y/N)

TYPE	EXTENT (m)		
	LEFT BANK	BOTTOM	RIGHT BANK
Concrete	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>
Gabion	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>
Rip-Rap	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>
Earthen Berm	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px; border: 1px solid black; border-style: dashed;" type="text"/> <input style="width: 20px; height: 20px; border: 1px solid black; border-style: dashed;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>
Dredge Spoil Off Channel	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px; border: 1px solid black; border-style: dashed;" type="text"/> <input style="width: 20px; height: 20px; border: 1px solid black; border-style: dashed;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>
Pipe Culvert	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/> <input style="width: 20px; height: 20px;" type="text"/>

COMMENTS:
