

Date:

Citizens Qualitative Habitat Evaluation Index

CQHEI Total

Vol ID:

Site ID:

River and Watershed:

I. Substrate (Bottom Type)

Score:

a) Size

Mostly Large (Fist Size or Bigger) 14 pt

Mostly Small (Smaller Than Fingernail, but Still Coarse, or Bedrock) 6 pt

Mostly Medium (Smaller than Fist, but Bigger than Fingernail) 10 pt

Mostly Very Fine (Not Coarse, Sometimes Greasy or Mucky) 0 pt

b) "Smothering"

Are Fist Size and Larger Pieces Smothered By Sands/Silts? NO 5 pt

YES 0 pt
Symptoms: Hard to Move Large Pieces, Often Black on Bottom with Few Insects

c) "Siltling"

Are Silts and Clays Distributed Throughout Stream? NO 5 pt

YES 0 pt
Symptoms: Light Kicking of Bottom Results in Substantial Clouding of Stream for More than a Minute or Two

II. Fish Cover (Hiding Places) - Add 2 Points For Each One Present

Score:

Underwater Tree Roots (Large) 2 pt

Boulders 2 pt

Downed Trees, Logs, Branches 2 pt

Water Plants 2 pt

Undercut Banks 2 pt

Underwater Tree Rootlets (Fine) 2 pt

Backwaters, Oxbows or Side Channels 2 pt

Shallow, Slow Areas for Small Fish 2 pt


Deep Areas (Chest Deep) 2 pt

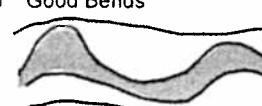
Shrubs, Small Trees that Hang Close Over the Bank 2 pt

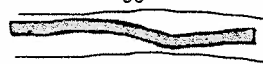
III. Stream Shape and Human Alterations


Score:

a) "Curviness" or "Sinuosity" of Channel

2 or More Good Bends 8 pt


1 or 2 Good Bends 6 pt


Mostly Straight Some "Wiggle" 3 pt


Very Straight 0 pt


b) How Natural Is The Site?

Mostly Natural 12 pt

Many Man-made Changes, but still some natural conditions left (e.g., trees, meanders) 6 pt

A Few Minor Man-made Changes (e.g., a bridge, some streambank changes) 9 pt

Heavy, Man-made Changes (e.g., leveed or channelized) 0 pt

IV. Stream Forests & Wetlands (Riparian Area) & Erosion

Score:

a) Width of Riparian Forest & Wetland - Mostly:

Wide (Can't Throw A Rock Through/ Across It) 8 pt

Narrow (Can Throw A Rock Through/ Across It) 5 pt

None 0 pt

b) Land Use - Mostly:

Forest/Wetland 5 pt

Shrubs 4 pt

Overgrown Fields 3 pt

Fenced Pasture 2 pt

Park (Grass) 2 pt

Conservation Tillage 2 pt

Suburban 1 pt

Row Crop 1 pt

Open Pasture 0 pt

Urban/Industrial 0 pt

c) Bank Erosion - Typically:

Stable Hard or Well-Vegetated Banks 4 pt

Combination of Stable and Eroding Banks 2 pt

Raw, Collapsing Banks 0 pt

d) How Much of Stream is Shaded?

Mostly 3 pt

Partly 2 pt

None 0 pt

V. Depth & Velocity

Score:

a) Deepest Pool is At Least:

Chest Deep 8 pt

Knee Deep 4 pt

Waist Deep 6 pt

Ankle Deep 0 pt

b) Check ALL The Flow Types That You See (Add Points):

Very Fast: Hard to Stand in the Current 2 pt

Fast: Quickly Takes Objects Downstream 3 pt

Moderate: Slowly Takes Objects Downstream 1 pt

Slow: Flow Nearly Absent 1 pt

None 0 pt

VI. Riffles/Runs (Areas Where Current is Fast/Turbulent, Surface May Be Broken)

Score:

a) Riffles/Runs Are:

Knee Deep or Deeper & Fast 8 pt

Ankle/Calf Deep & Fast 6 pt

Ankle Deep or Less & Slow 4 pt

Do Not Exist 0 pt

b) Riffle/Run Substrates Are:

Fist Size or Larger 7 pt

Smaller Than Fist Size, but Larger Than Fingernail 4 pt

Smaller Than Your Fingernails or Do Not Exist 0 pt