

**I. Substrate (Bottom Type) Score: 20**

**a) Size**

<input type="checkbox"/> 14 pt Mostly Large (Fist Size or Bigger)	<input type="checkbox"/> 6 pt Mostly Small (Smaller Than Fingernail, but Still Coarse, or Bedrock)
<input checked="" type="checkbox"/> 10 pt Mostly Medium (Smaller than Fist, but Bigger than Fingernail)	<input type="checkbox"/> 0 pt Mostly Very Fine (Not Coarse, Sometimes Greasy or Mucky)

**b) "Smothering"**

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

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

**c) "Silting"**

NO 5 pt  
Are Silts and Clays Distributed Throughout Stream?


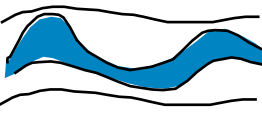


YES 0 pt  
Symptoms: Light Kicking of Bottom Results in Substantial Clouding of Stream for More than a Minute or Two

**II. Fish Cover (Hiding Places) - Add 2 Points For Each One Present Score: 14**

<input checked="" type="checkbox"/> 2 pt Underwater Tree Roots (Large)	<input type="checkbox"/> 2 pt Boulders	<input checked="" type="checkbox"/> 2 pt Downed Trees, Logs, Branches	<input type="checkbox"/> 2 pt Water Plants	<input type="checkbox"/> 2 pt Undercut Banks
<input checked="" type="checkbox"/> 2 pt Underwater Tree Rootlets (Fine)	<input checked="" type="checkbox"/> 2 pt Backwaters, Oxbows or Side Channels	<input checked="" type="checkbox"/> 2 pt Shallow, Slow Areas for Small Fish	<input checked="" type="checkbox"/> 2 pt Deep Areas (Chest Deep)	<input checked="" type="checkbox"/> 2 pt Shrubs, Small Trees that Hang Close Over the Bank

**III. Stream Shape and Human Alterations Score: 15**

**a) "Curviness" or "Sinuosity" of Channel**

<input type="checkbox"/> 8 pt 2 or More Good Bends 	<input checked="" type="checkbox"/> 6 pt 1 or 2 Good Bends 
<input type="checkbox"/> 3 pt Mostly Straight Some "Wiggle" 	<input type="checkbox"/> 0 pt Very Straight 

**b) How Natural Is The Site?**

<input type="checkbox"/> 12 pt Mostly Natural	<input type="checkbox"/> 6 pt Many Man-made Changes, but still some natural conditions left (e.g., trees, meanders)
<input checked="" type="checkbox"/> 9 pt A Few Minor Man-made Changes (e.g., a bridge, some streambank changes)	<input type="checkbox"/> 0 pt Heavy, Man-made Changes (e.g., leveed or channelized)

**IV. Stream Forests & Wetlands (Riparian Area) & Erosion Score: 13.5**

**a) Width of Riparian Forest & Wetland - Mostly:**

<input checked="" type="checkbox"/> 8 pt Wide (Can't Throw A Rock Through/ Across It)	<input type="checkbox"/> 5 pt Forest/Wetland	<input type="checkbox"/> 2 pt Conservation Tillage
<input type="checkbox"/> 5 pt Narrow (Can Throw A Rock Through/ Across It)	<input type="checkbox"/> 4 pt Shrubs	<input type="checkbox"/> 1 pt Suburban
<input checked="" type="checkbox"/> 0 pt None	<input type="checkbox"/> 3 pt Overgrown Fields	<input type="checkbox"/> 1 pt Row Crop
<b>Avg 4 pts</b>	<input type="checkbox"/> 2 pt Fenced Pasture	<input type="checkbox"/> 0 pt Open Pasture
	<input checked="" type="checkbox"/> 2 pt Park (Grass)	<input type="checkbox"/> 0 pt Urban/ Industrial

**b) Land Use - Mostly:**

**Avg 3.5 pts**

**c) Bank Erosion - Typically:**

<input checked="" type="checkbox"/> 4 pt Stable Hard or Well-Vegetated Banks
<input type="checkbox"/> 2 pt Combination of Stable and Eroding Banks
<input type="checkbox"/> 0 pt Raw, Collapsing Banks

**d) How Much of Stream is Shaded?**

<input type="checkbox"/> 3 pt Mostly
<input checked="" type="checkbox"/> 2 pt Partly
<input type="checkbox"/> 0 pt None

**V. Depth & Velocity Score: 13**

**a) Deepest Pool is At Least:**

<input checked="" type="checkbox"/> 8 pt Chest Deep	<input type="checkbox"/> 4 pt Knee Deep
<input type="checkbox"/> 6 pt Waist Deep	<input type="checkbox"/> 0 pt Ankle Deep

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

<input type="checkbox"/> 2 pt Very Fast: Hard to Stand in the Current	<input checked="" type="checkbox"/> 1 pt Moderate: Slowly Takes Objects Downstream	<input checked="" type="checkbox"/> 0 pt None
<input checked="" type="checkbox"/> 3 pt Fast: Quickly Takes Objects Downstream	<input checked="" type="checkbox"/> 1 pt Slow: Flow Nearly Absent	

**VI. Riffles/Runs (Areas Where Current is Fast/Turbulent, Surface May Be Broken) Score: 10**

**a) Riffles/Runs Are:**

<input type="checkbox"/> 8 pt Knee Deep or Deeper & Fast	<input type="checkbox"/> 4 pt Ankle Deep or Less & Slow
<input checked="" type="checkbox"/> 6 pt Ankle/Calf Deep & Fast	<input type="checkbox"/> 0 pt Do Not Exist

**b) Riffle/Run Substrates Are:**

<input type="checkbox"/> 7 pt Fist Size or Larger	<input type="checkbox"/> 0 pt Smaller Than Your Fingernails or Do Not Exist
<input checked="" type="checkbox"/> 4 pt Smaller Than Fist Size, but Larger Than Fingernail	