

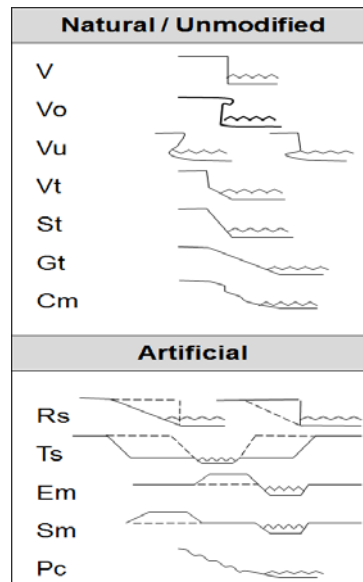
# MoRPh River Survey (ver 13)

## Sheet 5 - CODES

Section 2.1 Artificial / Managed ground cover types	
<b>Fp</b>	Pedestrianised, footpath
<b>Tr</b>	Transport infrastructure (road, railway, car park)
<b>Ic</b>	Buildings (commercial / industrial)
<b>Re</b>	Buildings (residential)
<b>Sy</b>	Storage area
<b>Ld</b>	Landfill area
<b>Ar</b>	Arable agriculture / allotments
<b>Pv</b>	Permanently vegetated agriculture (e.g. pasture, orchard)
<b>Pr</b>	Permanently vegetated recreation (e.g. playing fields, parks, gardens)
<b>Pw</b>	Plantation woodland
<b>Ow</b>	Open water (e.g. canal, reservoir)

Sections 3.2 / 3.3 / 4.1 / 4.3 Sediment sizes	
<b>AR</b>	Entirely artificial
<b>BE</b>	Bedrock
<b>BO</b>	Boulder
<b>CO</b>	Cobble
<b>GP</b>	Gravel-Pebble
<b>SA</b>	Sand
<b>SI</b>	Silt / Fine non-sticky sediments
<b>CL</b>	Clay
<b>OR</b>	Organic (leaves, twigs etc. not fully decomposed)
<b>PE</b>	Peat
<b>EA</b>	Earth (i.e. mixed, mainly sand and finer) <b>(for bank face material only)</b>
<b>NV</b>	Not visible

Section 3.1 Bank profile types	
Natural / Unmodified	
<b>V</b>	Vertical
<b>Vo</b>	Vertical with top overhang
<b>Vu</b>	Undercut or Vertical with undercut
<b>Vt</b>	Vertical with toe
<b>St</b>	Steep (> 45 degrees)
<b>Gt</b>	Gentle (< 45 degrees)
<b>Cm</b>	Composite
Artificial (OBVIOUSLY MODIFIED)	
<b>Rs</b>	Reshaped
<b>Ts</b>	Artificial two-stage
<b>Em</b>	Embanked
<b>Sm</b>	Set-back embankment
<b>Pc</b>	Poached bank



Sections 3.2 / 4.1 Reinforcement types	
<b>CC</b>	Concrete
<b>CB</b>	Concrete & brick / laid stone (cemented)
<b>BR</b>	Brick / laid stone (cemented)
<b>SP</b>	Sheet piling
<b>WP</b>	Wood piling / panels
<b>BW</b>	Builders waste / hard core (tipped)
<b>RR</b>	Rip-rap (large laid stone, uncemented)
<b>GA</b>	Gabions / rock rolls
<b>WS</b>	Willow spiling
<b>RE</b>	Planted reeds
<b>BC</b>	Biotextiles / coir
<b>WO</b>	Washed out reinforcement

Section 4.2 Flow types	
<b>FF</b>	Free fall
<b>CH</b>	Chute
<b>BW</b>	Broken standing waves
<b>UW</b>	Unbroken standing waves
<b>UP</b>	Upwelling
<b>RP</b>	Rippled
<b>SM</b>	Smooth
<b>NP</b>	No perceptible flow
<b>DR</b>	Dry