SAVE OUR STREAMS IZAAK WALTON LEAGUE OF AMERICA



## Flow Monitoring Data Form for Stream Monitors

Your Name:					
Group Name:		Numbe	Number of Participants:		
Name of Stream:	GPS Coordinates:				
City/State:	Survey Date: Start Time:			End Time:	
Description of Site Location:					
WEATHER CONDITIONS (check	all that apply)	)			
Today: 🗆 Sunny	□ Overcast	□ Intermittent Rain	□ Steady Rain	□ Heavy Rain □ Snow	
Yesterday: 🗆 Sunny	□ Overcast	□ Intermittent Rain	$\Box$ Steady Rain	🗆 Heavy Rain 🛛 Snow	
Day Before Yesterday:  🗆 Sunny	□ Overcast	□ Intermittent Rain	$\Box$ Steady Rain	□ Heavy Rain □ Snow	
Measure stream width at a poin water's edge. Measure width rou Stream width:fee	t that visually unded to the n t	appears to be the a nearest foot.	verage width of t	he stream from water's edge to	
<b>DEPTH</b> Measure the stream depth at fix converted to fractions in feet, th 1.66 feet.	/e equidistant en converted	intervals across the to a decimal equival	stream. Depth w ent in feet. For e	vill be measured in inches, xample, 20 inches = 1²/₃ feet =	
1inches/12 =	_feet 2	inches/12 =	feet 3	inches/12 =feet	
4inches/12 =	_feet 5	inches/12 =	feet		
Calculate the average stream de	epth by adding	g the results, in feet,	of 1 through 5 a	bove and dividing by 5.	
Average stream depth:	feet				
AREA					
Calculate the area of the stream	h transect by r	nultiplying the avera	ge stream denth	by the stream width.	

alculate the area of	the stream transect by multiplying the ave	erage stream depth b	ly the stream width
Stream Width (	feet) x Average Stream Depth (	feet) =	square feet

## VELOCITY

**Average Float Time:** Add the results for each of the 5 float time trials and divide by 5. Average float time: \_\_\_\_\_\_ seconds

Average Velocity: Divide the distance traveled (3 feet) by the average float time. (Because each ball traveled 3 feet, dividing 3 feet by the average float time provides the average velocity in feet per second.) Average velocity: \_\_\_\_\_\_ feet/second

## **FLOW RATE**

Calculate the flow rate by multiplying the area of the stream transect by the average velocity. Area (\_\_\_\_\_\_\_ square feet) x Average Velocity (\_\_\_\_\_\_ feet/second) = \_\_\_\_\_\_ cubic feet/second