

General

The design of grass lined waterways is based on the erodibility of the soil and the type of vegetal cover expected within the channel cross section.

Soil erodibility is a descriptive feature based on the soil's allowable effective stress which is defined as the maximum hydraulic stress that may be applied directly to the soil without the occurrence of unacceptable erosion.

For non-cohesive soils including those classified as GW, GP, SW, and SP in the Unified Soil Classification System, allowable effective stress is determined by the grain size d_{75} in inches. For cohesive soils including those classified as GM, SC, GC, SM, CH, CL, MH, ML, OH, and OL, plasticity index and void ratio are needed.

From information contained in the Web Soil Survey, soil series found in New Jersey have been categorized for soil erodibility, see Table NJ7-1. The allowable effective stress used in design of a waterway should be based on this erodibility classification unless an on-site investigation is performed. The allowable effective stress for an easily eroded soil is 0.02 pounds per square foot and for an erodible soil the value is 0.03 pounds per square foot.

Vegetal cover decreases the effective stress exerted by the flow of water in the waterway channel. The vegetal cover factor describes the ability of the vegetal cover to reduce the maximum hydraulic stress on the soil and is determined by the type and quality of the vegetation. Dense sod forming grasses provide better protection and therefore have a higher cover factor than sparser bunch type grasses. Most agricultural waterways in New Jersey are designed for a grass mixture providing good, uniform coverage and assuming C and D retardance for capacity and stability design, respectively.

The establishment period for the vegetal cover is critical to the successful installation of a grassed waterway. While the waterway is designed assuming a well established vegetation, that is not the case immediately following seeding and through perhaps the first growing season. During this period, flow in the waterway will exert a greater effective stress on the soil so measures are necessary to prevent erosion and damage.

Ideally, flow should be diverted from the waterway until grass can become established. However, because the waterway is likely to take some flow even with runoff from future diversions or terraces excluded, a mulch cover is generally required. The establishment method including the mulch material or product, and degree of anchoring should be selected based on the assumed cover factor, see Table NJ7-2. In general, the higher the vegetal cover factor, the greater the role vegetation will play in ensuring the stability of the waterway, and, therefore, more important is the need for a high quality well anchored mulch during the establishment period.

Table NJ7-1:
Soil Erodibility Classification for Design of
Grassed Waterways

Soil Series	Erodibility Classification	Soil Series	Erodibility Classification
Abbottstown	Easily Eroded	Colemantown	Easily Eroded
Adelphia	Easily Eroded	Collington	Easily Eroded
Adrian	1	Colonie	Easily Eroded
Alden	Easily Eroded	Colts Neck	Easily Eroded
Alloway	Erodible	Croton	Erodible
Amwell	Easily Eroded	Delaware	Easily Eroded
Annandale	Easily Eroded	Dennisville	Easily Eroded
Appoquinimink	1	Deptford	Easily Eroded
Arendtsville	Erodible	Donlonton	Easily Eroded
Arnot	Erodible	Downer	Easily Eroded
Askecksy	Easily Eroded	Doylestown	Easily Eroded
Atherton	Easily Eroded	Duffield	Erodible
Athol	Easily Eroded	Dunellen	Easily Eroded
Atsion	Easily Eroded	Elkton	Erodible
Aura	Easily Eroded	Ellington variant	Easily Eroded
Bartley ²	Easily Eroded	Evesboro	Easily Eroded
Beaches	Easily Eroded	Fallsington	Easily Eroded
Bedington	Easily Eroded	Farmington	Easily Eroded
Berks ²	Easily Eroded	Fort Mott	Easily Eroded
Berryland	Easily Eroded	Fredon	Easily Eroded
Bertie	Easily Eroded	Freehold ²	Easily Eroded
Biddeford	1	Galestown	Easily Eroded
Bigapple	Easily Eroded	Galloway	Easily Eroded
Birdsboro ²	Easily Eroded	Galway	Easily Eroded
Boonton	Easily Eroded	Gladstone	Easily Eroded
Bowmansville	Easily Eroded	Glassboro	Easily Eroded
Braceville	Easily Eroded	Great Piece	Easily Eroded
Broadkill	1	Haledon	Easily Eroded
Bucks	Easily Eroded	Halsey	Easily Eroded
Buddtown	Easily Eroded	Hammonton	Easily Eroded
Califon	Easily Eroded	Hasbrouck	Easily Eroded
Carlisle	1	Hazen	Easily Eroded
Catden	1	Hazleton	Easily Eroded
Chalfont	Easily Eroded	Hibernia	Easily Eroded
Charlton	Easily Eroded	Hinckley	Easily Eroded
Chatfield	Easily Eroded	Hollis	Easily Eroded
Chenango	Easily Eroded	Holmdel	Easily Eroded
Chicone	Easily Eroded	Holyoke	Easily Eroded
	Erodible	Hooksan	Easily Eroded
Chippewa	Easily Eroded	Hoosic	Easily Eroded
Cokesbury	Easily Eroded	Horseneck	Easily Eroded

Soil Series	Erodibility Classification	Soil Series	Erodibility Classification
Howell	Easily Eroded	Parker	Easily Eroded
Ingleside	Easily Eroded	Parsippany	Erodible
Jade Run	Easily Eroded	Pascack	Easily Eroded
Keansburg	Easily Eroded	Passaic	Erodible
Keyport ²	Easily Eroded	Pattenburg	Easily Eroded
Klej	Easily Eroded	Pawcatuck	1
Klinesville	Easily Eroded	Paxton	Easily Eroded
Knickerbocker	Easily Eroded	Peckmantown	Easily Eroded
Kresson ²	Easily Eroded	Pedricktown	Easily Eroded
Lackawanna	Easily Eroded	Pemberton	Easily Eroded
Lakehurst	Easily Eroded	Penn	Easily Eroded
Lakewood	Easily Eroded	Phalanx	Easily Eroded
Lamington	Easily Eroded	Plummer	Easily Eroded
Lansdale	Easily Eroded	Pompton	Easily Eroded
Lansdowne ²	Easily Eroded	Pope	Easily Eroded
Lawrenceville	Easily Eroded	Portsmouth variant	Erodible
Legore ²	Easily Eroded	Preakness	Easily Eroded
Lehigh	Easily Eroded	Quakerbridge	Easily Eroded
Lenni	Easily Eroded	Quakertown	Easily Eroded
Lenoir	Easily Eroded	Raritan	Easily Eroded
Lordstown	Erodible	Readington	Easily Eroded
Manahawkin	1	Reaville	Easily Eroded
Manlius	Easily Eroded	Ridgebury	Easily Eroded
Mannington	1	Rikers	Easily Eroded
Marlton ²	Easily Eroded	Riverhead	Easily Eroded
Matapeake	Easily Eroded	Rockaway	Easily Eroded
Matawan	Easily Eroded	Rowland	Easily Eroded
Mattapex	Easily Eroded	Royce	Easily Eroded
Meckesville	Easily Eroded	Sassafras	Easily Eroded
Minoa	Easily Eroded	Scio	Easily Eroded
Mispillion	1	Sharptown	Easily Eroded
Mount Lucas ²	Easily Eroded	Shrewsbury	Easily Eroded
Mullica	Easily Eroded	Swainton	Easily Eroded
Muttontown	Easily Eroded	Swartswood	Easily Eroded
Nanticoke	1	Swedesboro	Easily Eroded
Nassau	Easily Eroded	Tinton	Easily Eroded
Natchaug	1	Tioga	Easily Eroded
Neshaminy ²	Easily Eroded	Transquaking	1
Netcong	Easily Eroded	Trussum	Easily Eroded
Nixon	Easily Eroded	Tunkhannock	Easily Eroded
Norton	Easily Eroded	Turbotville	Erodible
Norwich	Easily Eroded	Unadilla	Easily Eroded
Oquaga	Easily Eroded	Venango	Easily Eroded
Othello	Easily Eroded	Wallkill	1
Otisville	Easily Eroded	Wallpack	Easily Eroded
Palms	1		

Soil Series	Erodibility Classification	Soil Series	Erodibility Classification
Washington	Erodible	Whippany	Erodible
Wassaic	Easily Eroded	Whitman	Easily Eroded
Watchung	Erodible	Willette	1
Weeksville	Easily Eroded	Woodmansie	Easily Eroded
Wellsboro	Easily Eroded	Woodstown	Easily Eroded
Westphalia	Easily Eroded	Wurtsboro	Easily Eroded
Wethersfield	Easily Eroded	Yalesville ²	Easily Eroded

1. Drainage measures are more commonly applied to this series.
2. Some mapping units within this soil series may be classified as “Erodible”. Refer to the Web Soil Survey for specific mapping unit descriptions at the design location or conduct an on-site investigation to verify soil properties.

Table NJ 7-2 Establishment method for grass lined channels

C (cover factor)	Grass type and Cover Condition	Establishment Method
C > 0.75 0.87	Sod-type grass, good cover	Establish waterway with sod or apply anchored mulch blanket to seeded channel
$0.5 \leq C \leq 0.75$ 0.75 0.50 0.50	Grass mixture, good cover Grass mixture, fair cover Bunch-type grass, good cover	Anchor mulch to seeded channel by disking or by anchored netting
C < 0.5 0.37 0.40	Grass mixture, poor cover Bunch-type grass, fair cover	Apply mulch or hydromulch to seeded channel

Refer to EFH Chapter 7, Table 7-3 for cover factors for various grasses in good uniform cover condition