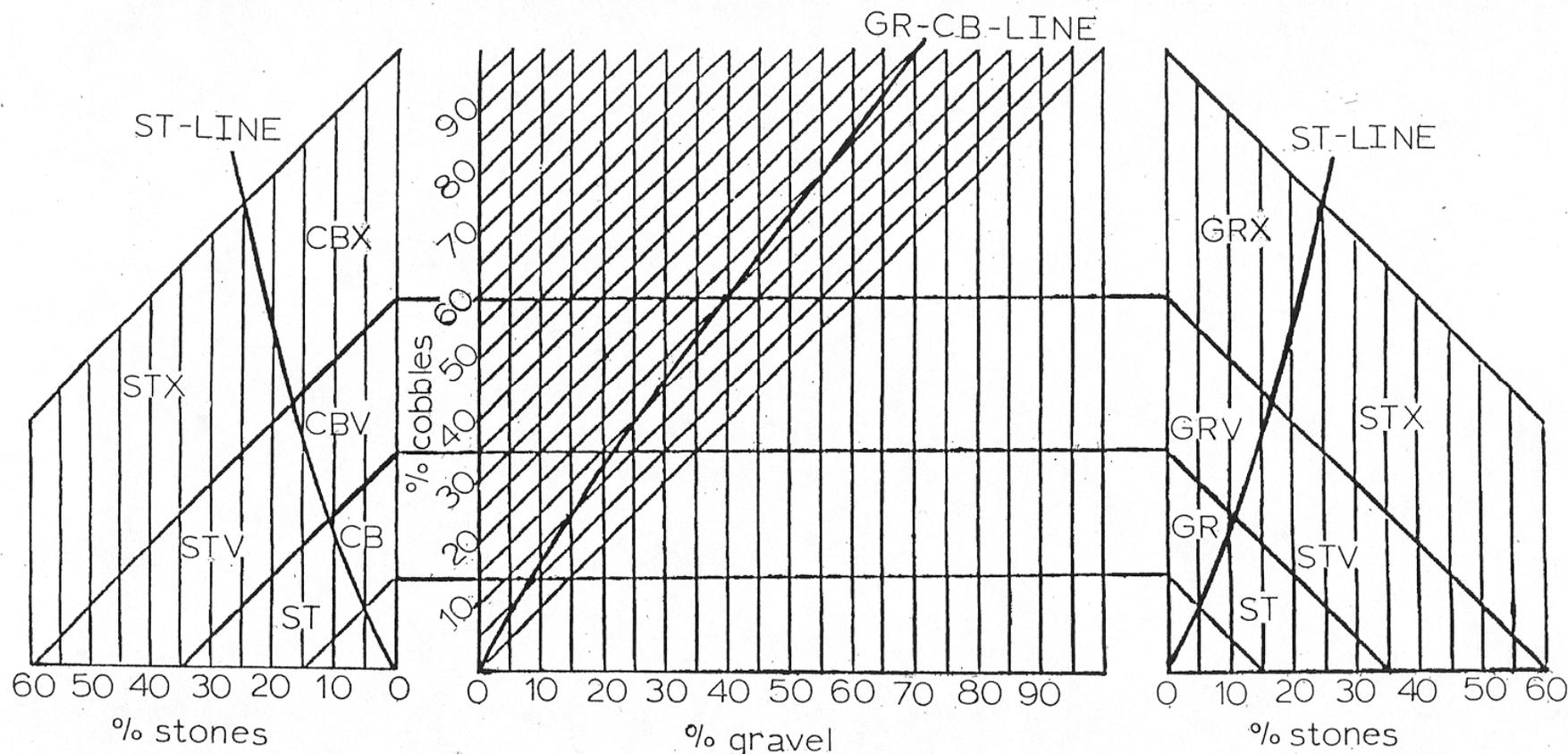


MO6 Guide for Determining Texture Modifiers



Instructions:

1. Find gravel percentage line (vertical).
2. Find cobble percentage line (slanted at 45°).
3. Find intersect of gravel and cobble percentage lines.
4. If intersect is: (a) left of the GR-CB line, go horizontally left,
(b) right of the GR-CB line, go horizontally right.
5. To intercept of stone percentage line (vertical) and name after symbol in area of intercept.
6. If intercept falls exactly on a line between classes, use the modifier of the higher class; i.e., use CBX when point falls on line between CBX and CBV; or use STX when point falls on line between CBX and STX.
7. When boulders are present, add their percentage to the stone percentage and follow the chart. If a "stony" modifier is then determined, and the % stones is $\geq 2X$ the % boulders, use the "stony" modifier. Otherwise, use a "bouldery" modifier.
8. When there is a mixture of rock and pararock fragments, do not combine rock and pararock percentages to determine the modifier. Rock fragment modifiers have precedence when the percentage of rock fragments is $\geq 15\%$, regardless of the percent pararocks. Use pararock modifiers when the percent pararocks is $\geq 15\%$ and the percent rock fragments is $< 15\%$.
9. Substitute channer (CN), flagstone (FL) and pararock (PGR, PCB, PST, PBY, PCN, PFL) modifiers when appropriate.
10. When there is $\geq 90\%$ rock fragments ($< 10\%$ fine earth), no modifiers are used. Instead, use the appropriate "In Lieu of Texture" term of the dominant size class; i.e., gravel, cobbles, stones, boulders.

The ratios of GR:CB and GR:ST contained in this guide are the same ratios identified in Exhibit 618-11 of the 2001 National Soil Survey Handbook (NSSH). The original authors of this guide are unknown. This guide was updated by the MO6 Staff March 2002.