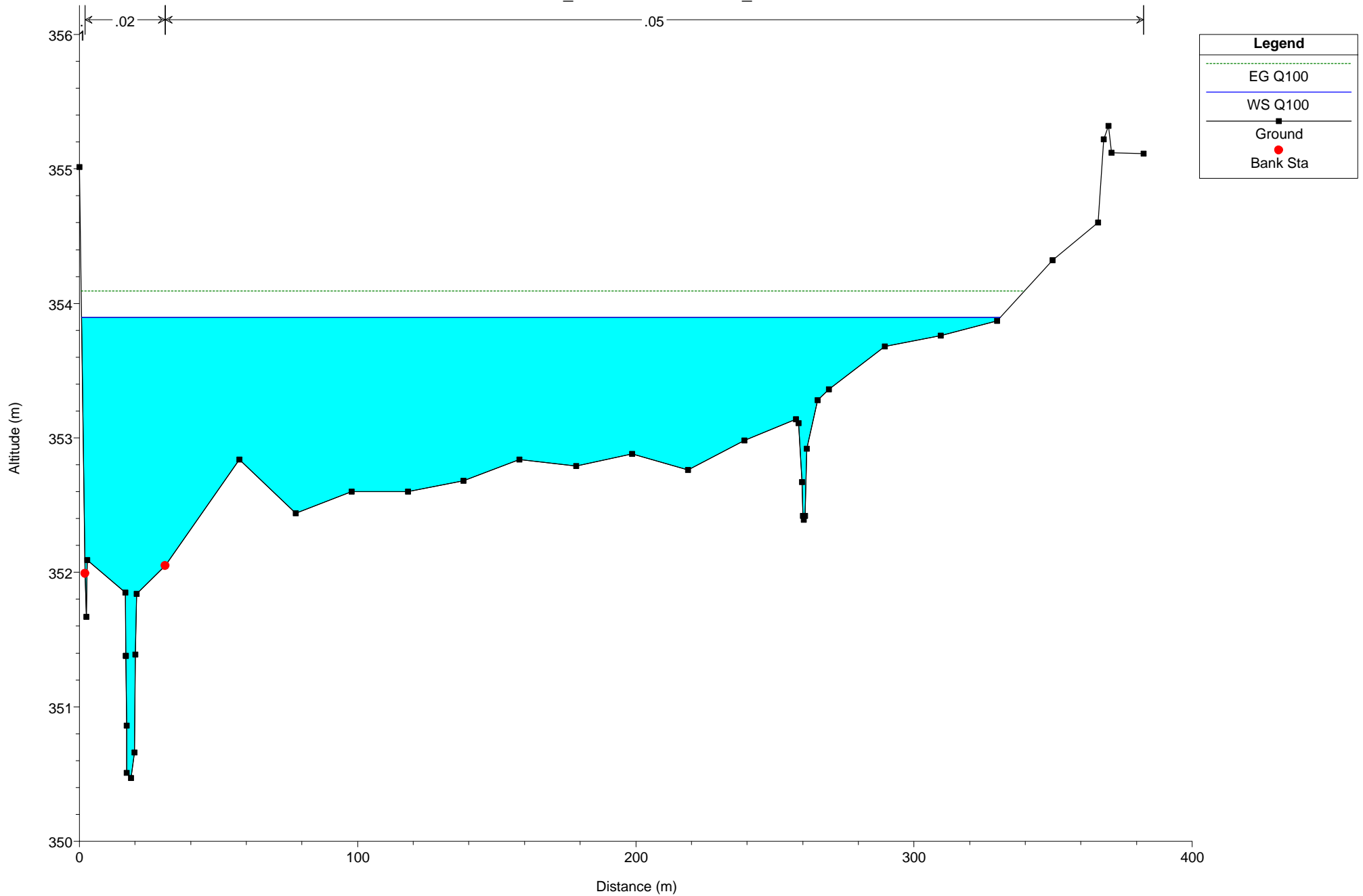
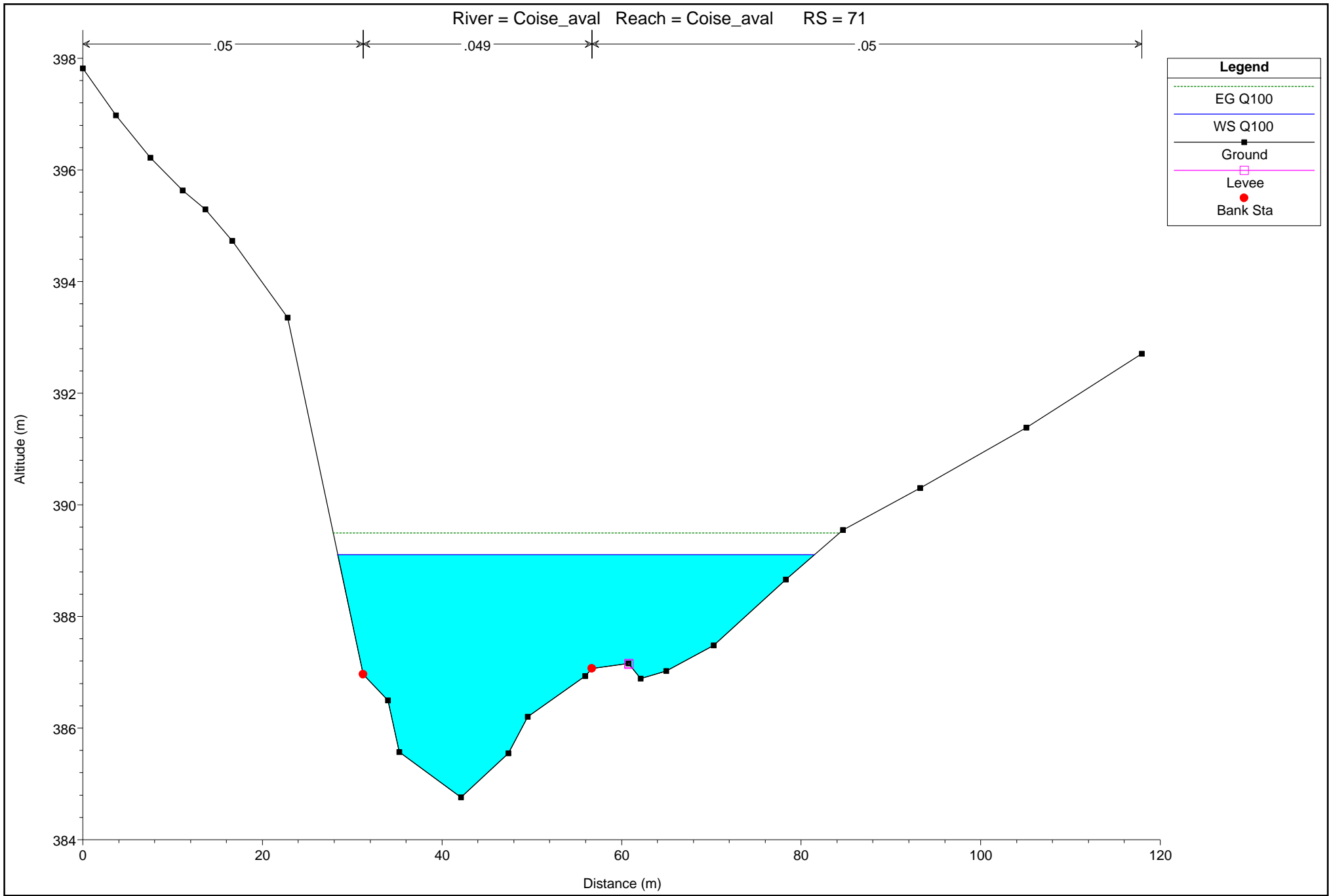
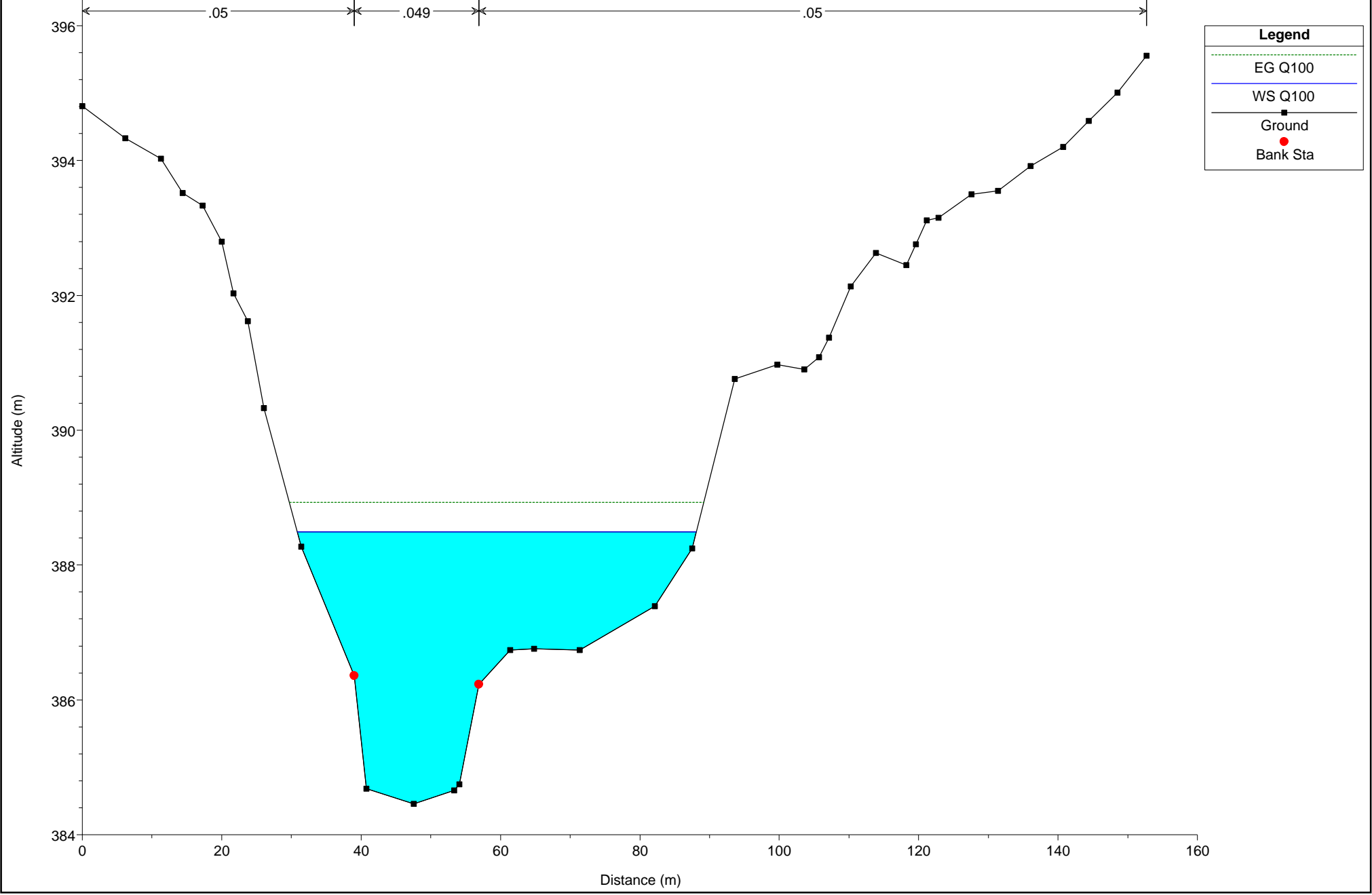


River = Coise_aval Reach = Coise_aval RS = 22.3

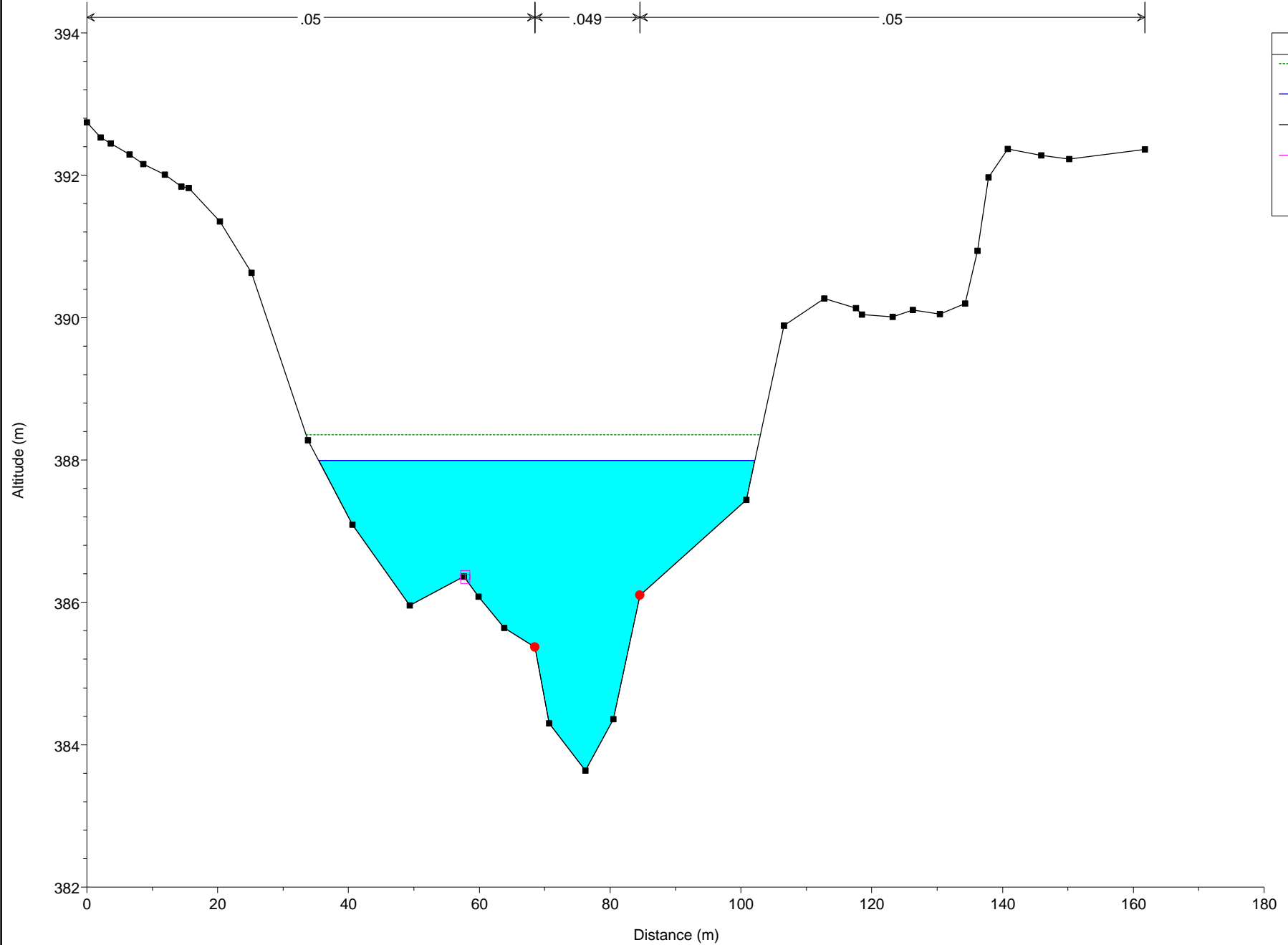




River = Coise_aval Reach = Coise_aval RS = 70

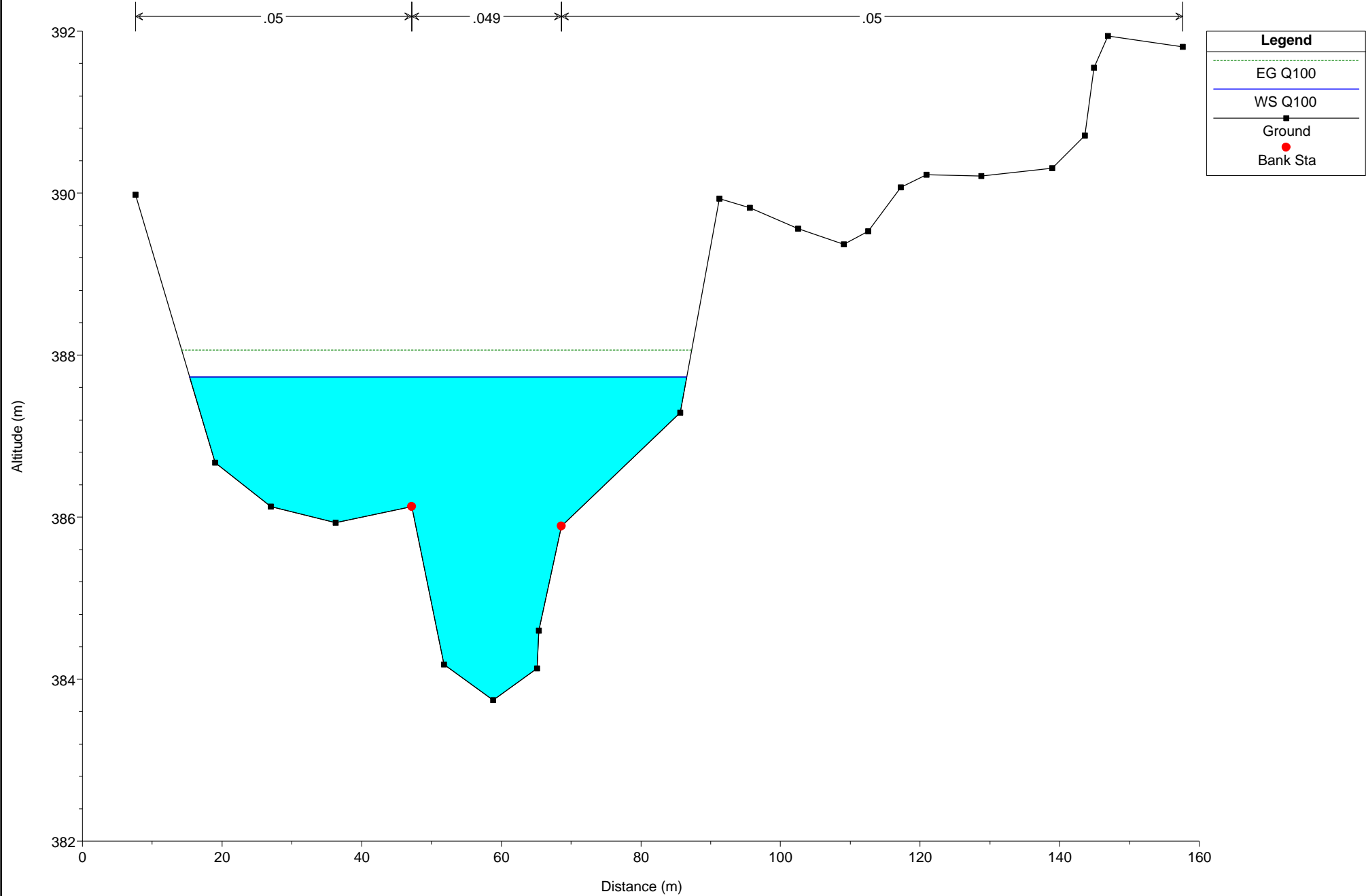


River = Coise_aval Reach = Coise_aval RS = 69

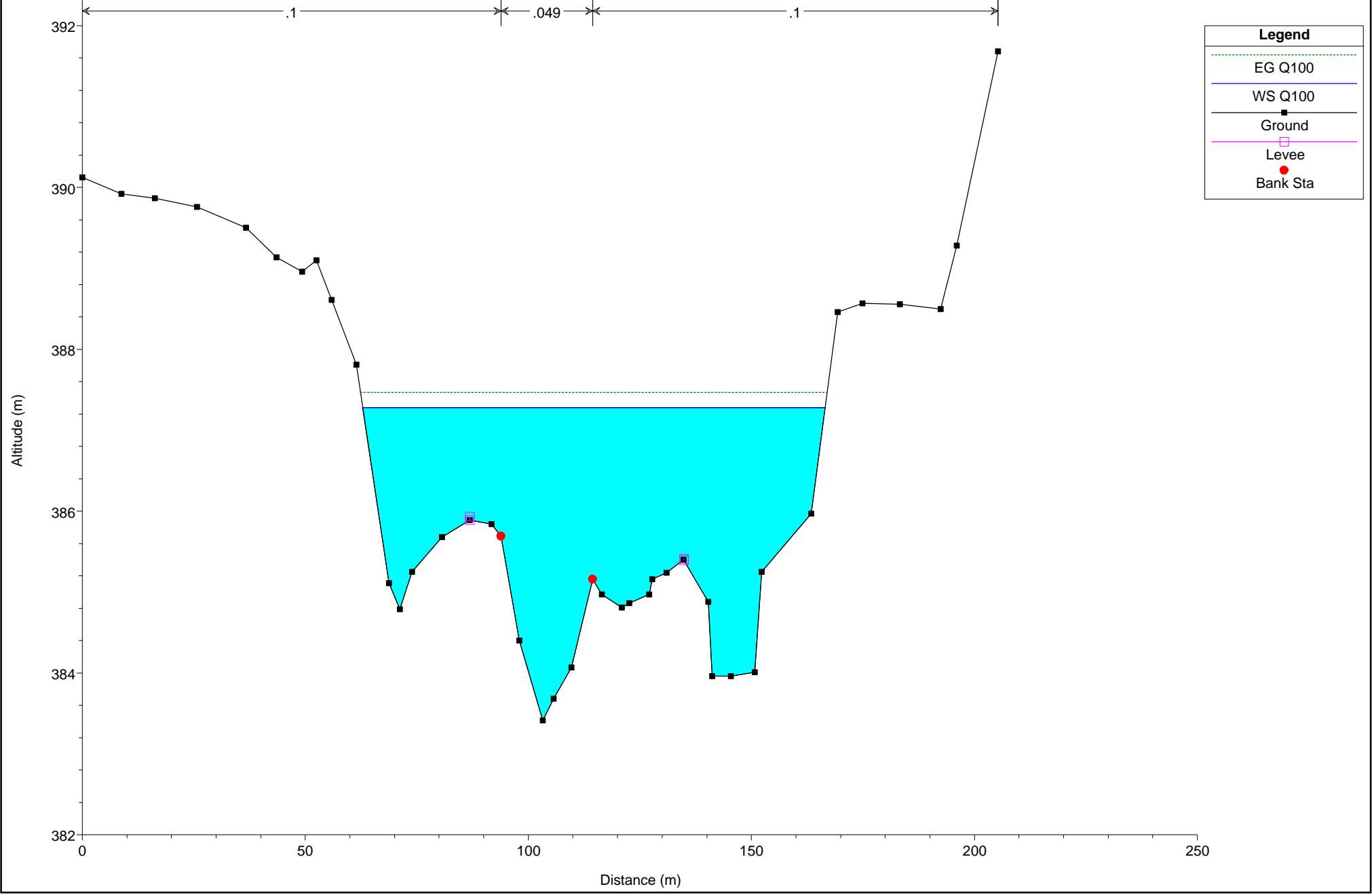


Legend	
EG Q100	--- (green dashed line)
WS Q100	— (blue solid line)
Ground	— (black solid line)
Levee	□ (pink square)
Bank Sta	● (red circle)

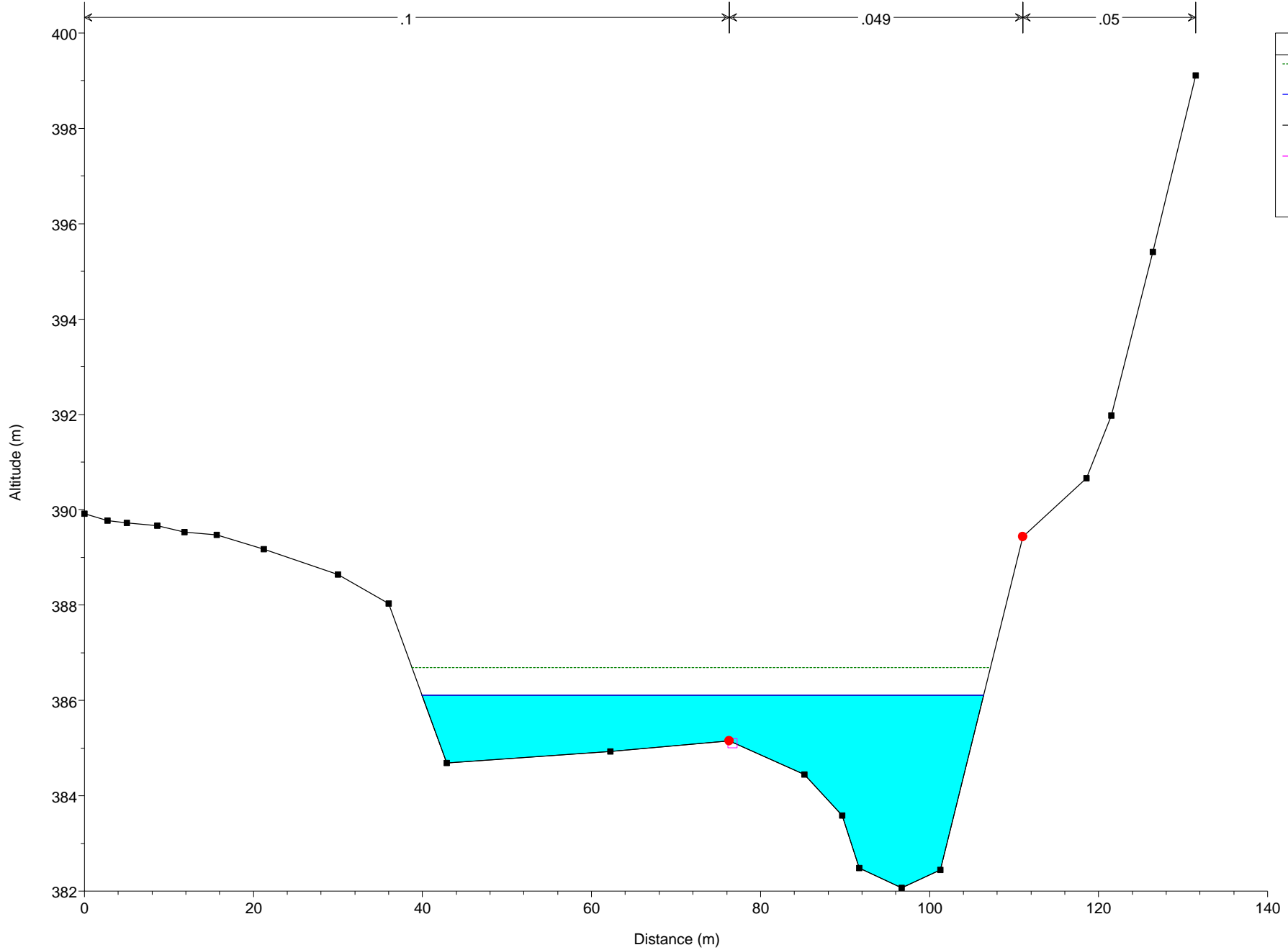
River = Coise_aval Reach = Coise_aval RS = 68



River = Coise_aval Reach = Coise_aval RS = 67

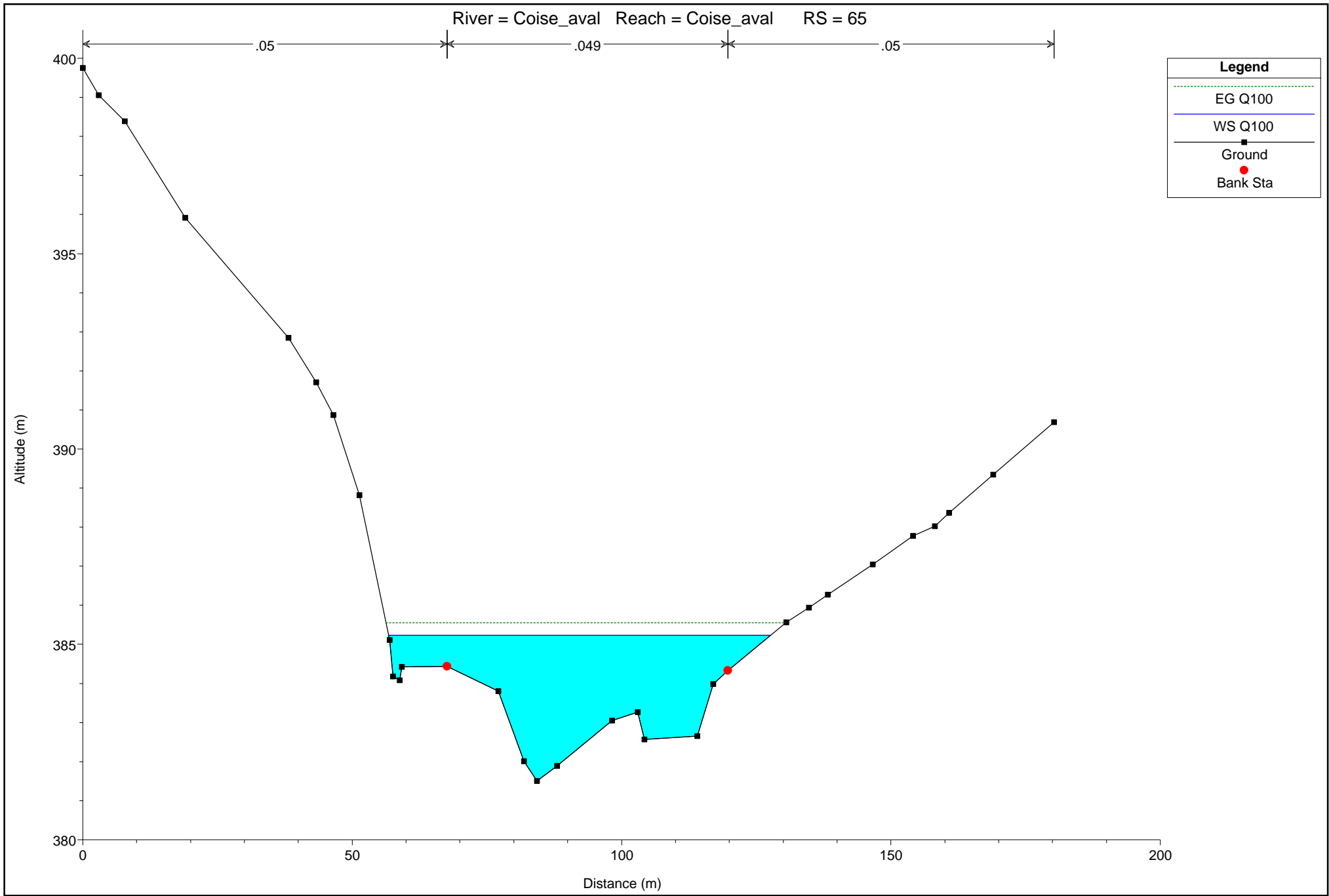


River = Coise_aval Reach = Coise_aval RS = 66

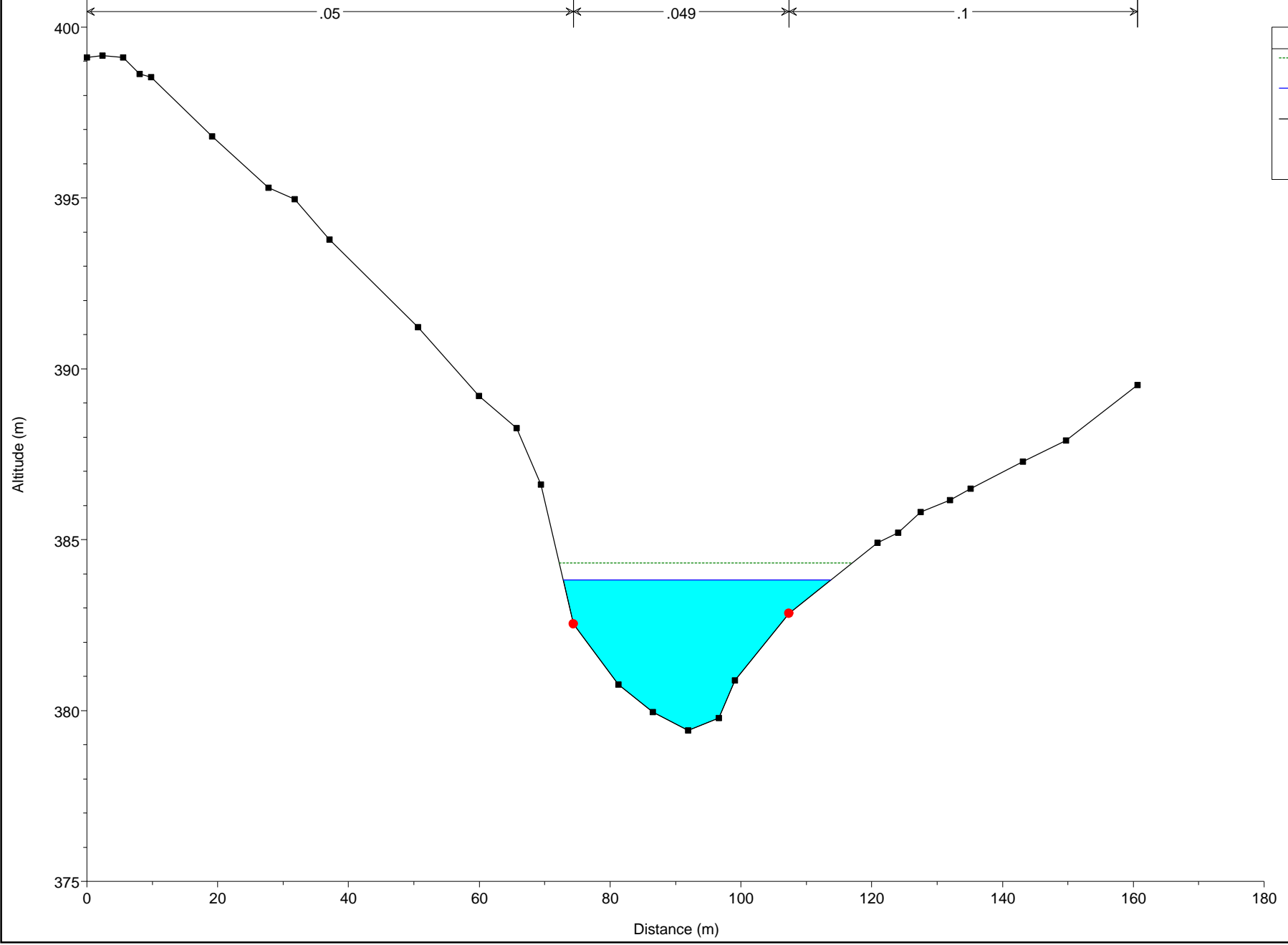


Legend

- EG Q100 (dotted green line)
- WS Q100 (blue line)
- Ground (black line with square markers)
- Levee (magenta line with square markers)
- Bank Sta (red dot)

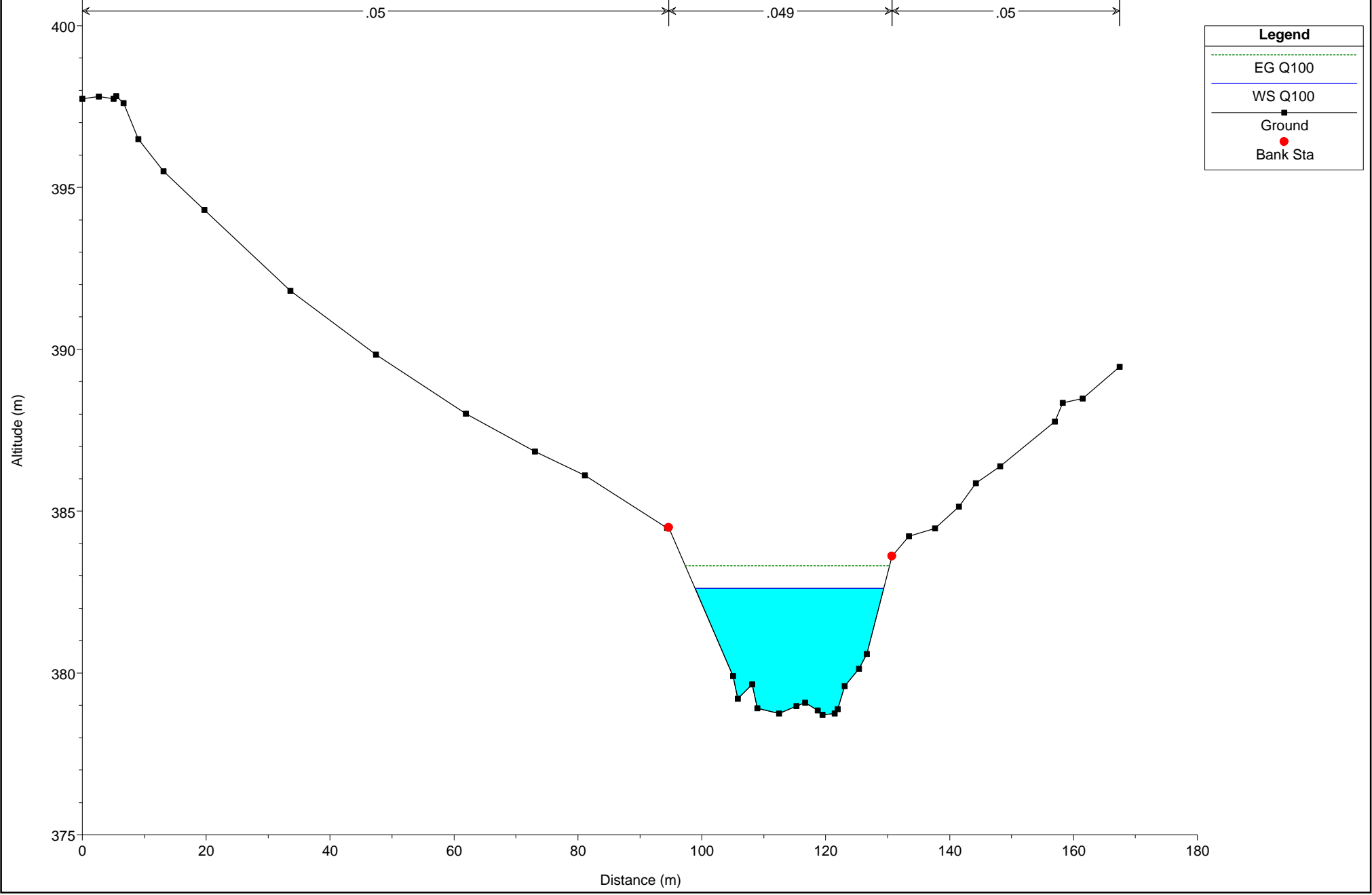


River = Coise_aval Reach = Coise_aval RS = 64

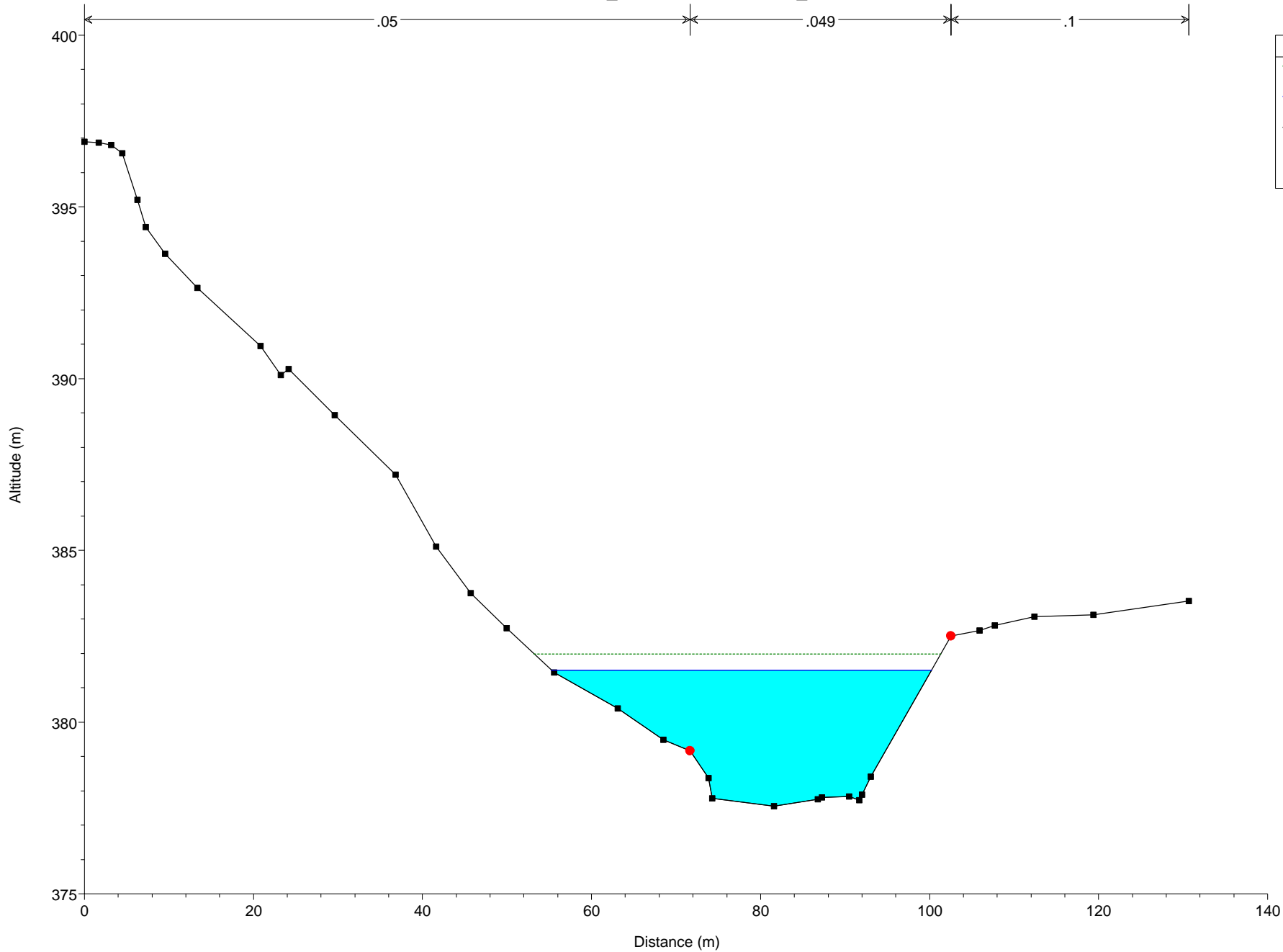


Legend	
—•—•—•—	EG Q100
—•—•—•—	WS Q100
■	Ground
●	Bank Sta

River = Coise_aval Reach = Coise_aval RS = 63

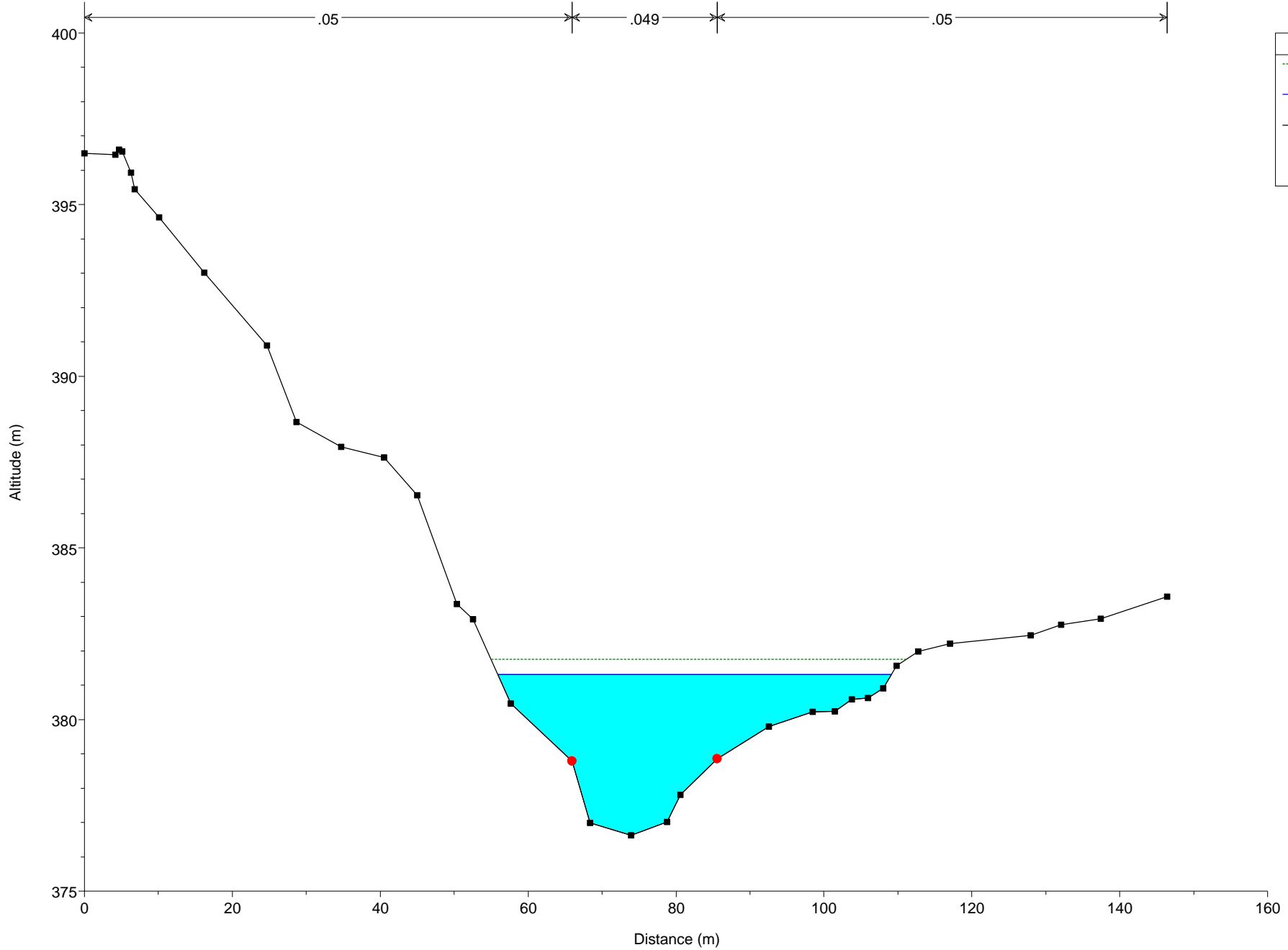


River = Coise_aval Reach = Coise_aval RS = 62



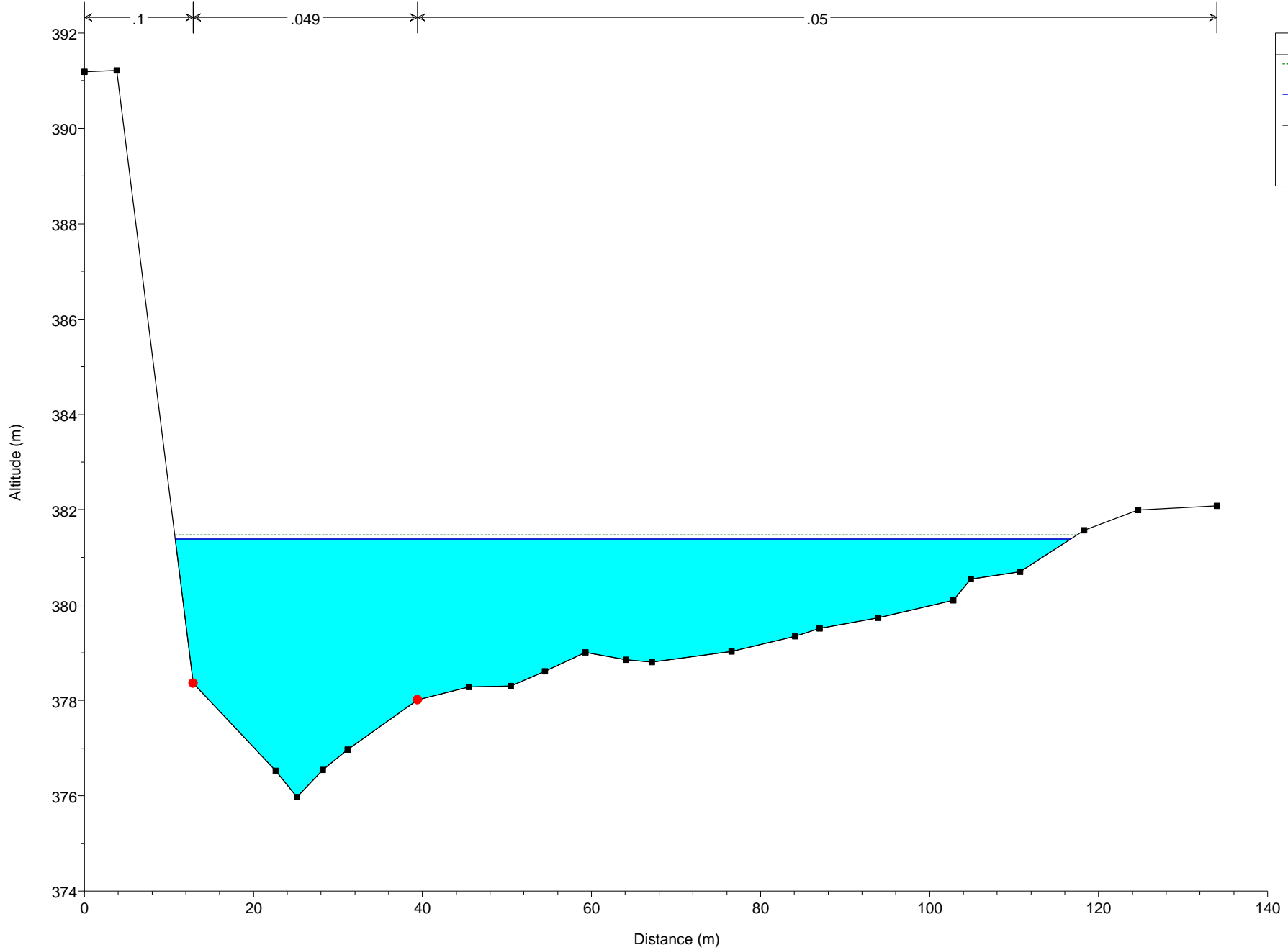
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	●

River = Coise_aval Reach = Coise_aval RS = 61

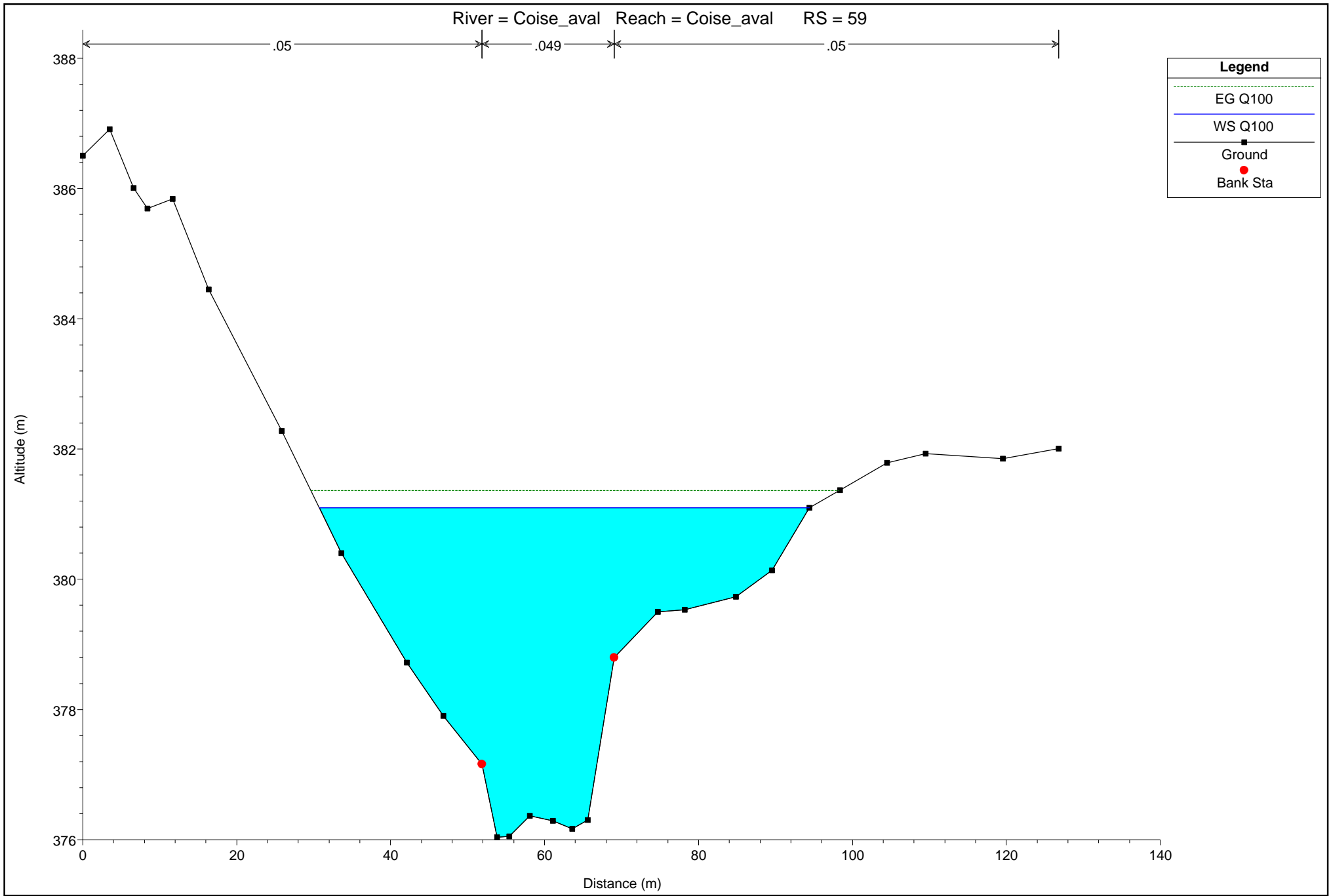


Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta

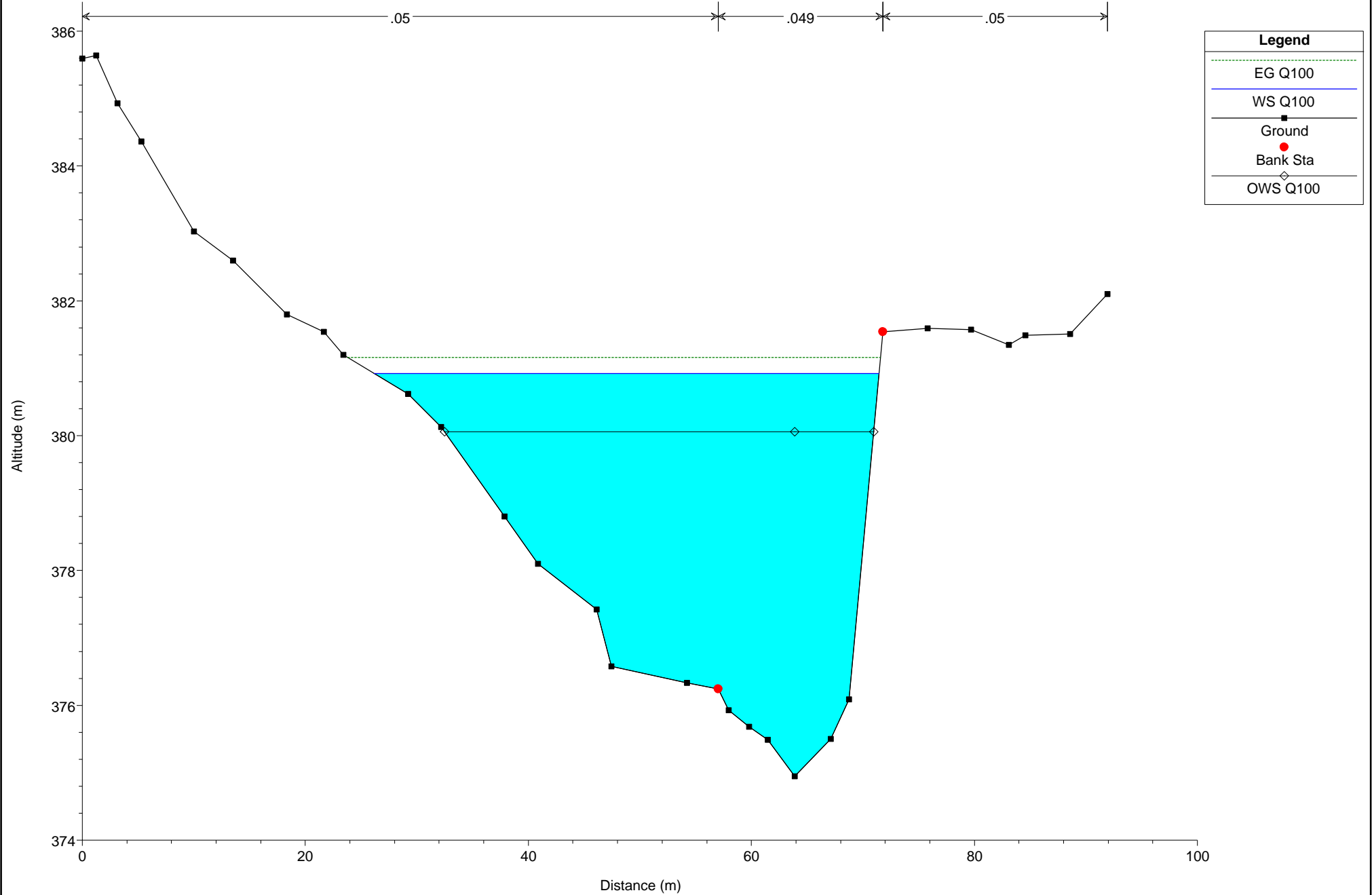
River = Coise_aval Reach = Coise_aval RS = 60



Legend	
EG Q100	---
WS Q100	—
Ground	■
Bank Sta	●



River = Coise_aval Reach = Coise_aval RS = 58

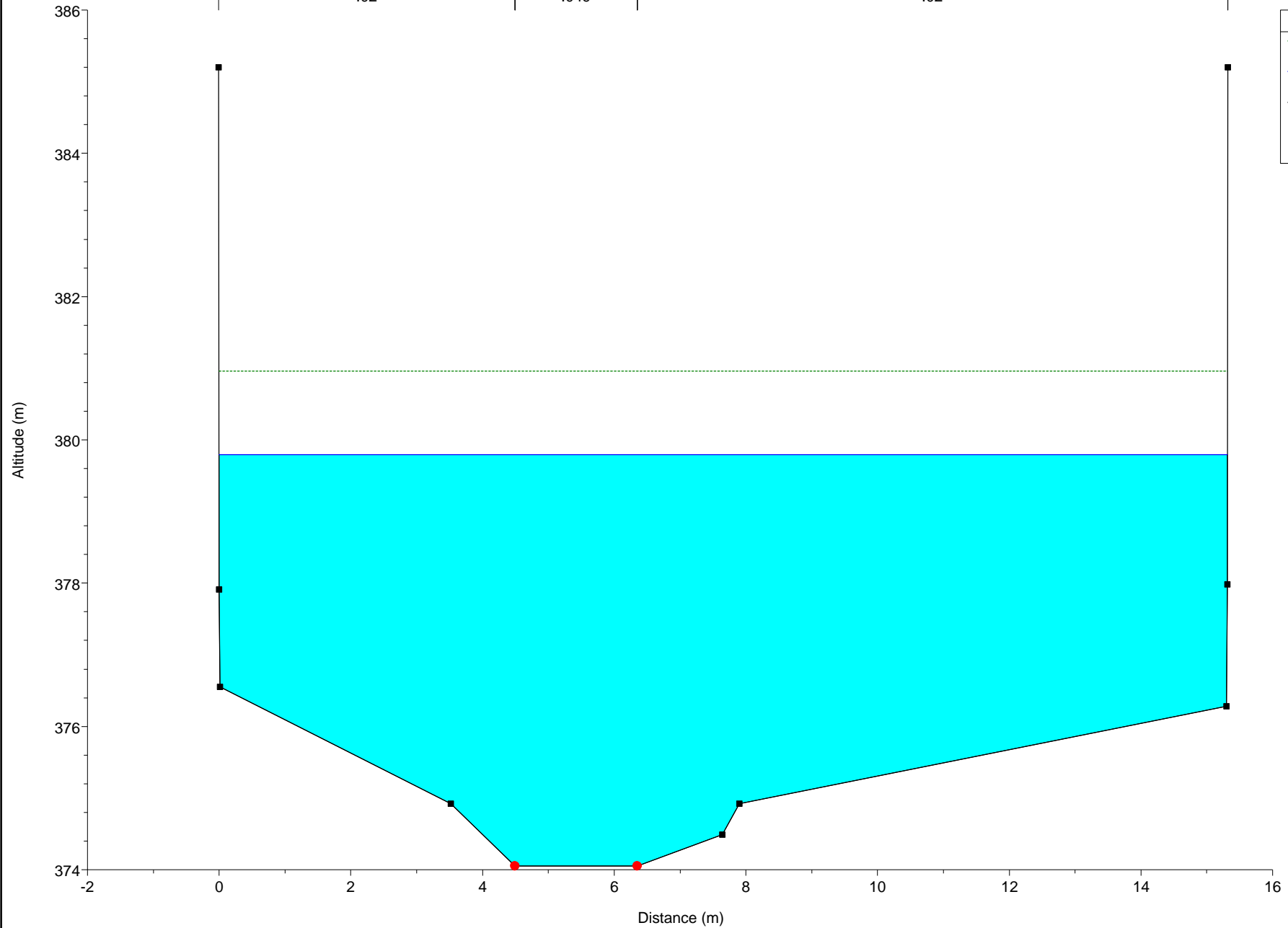


Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	●
OWS Q100	◇

River = Coise_aval Reach = Coise_aval RS = 57.6

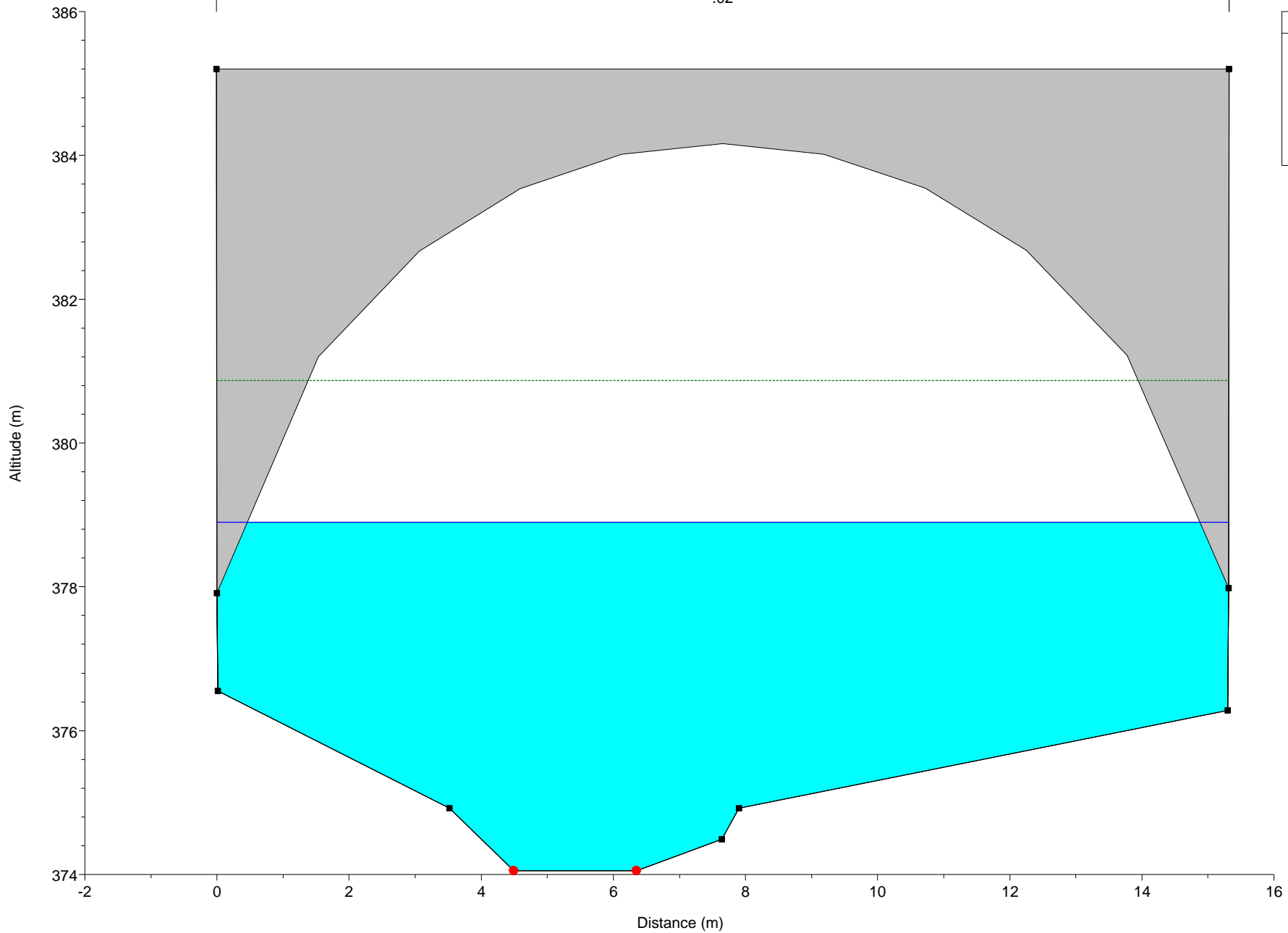
← .02 * .049 * .02 →

Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	•



River = Coise_aval Reach = Coise_aval RS = 57.5 BR

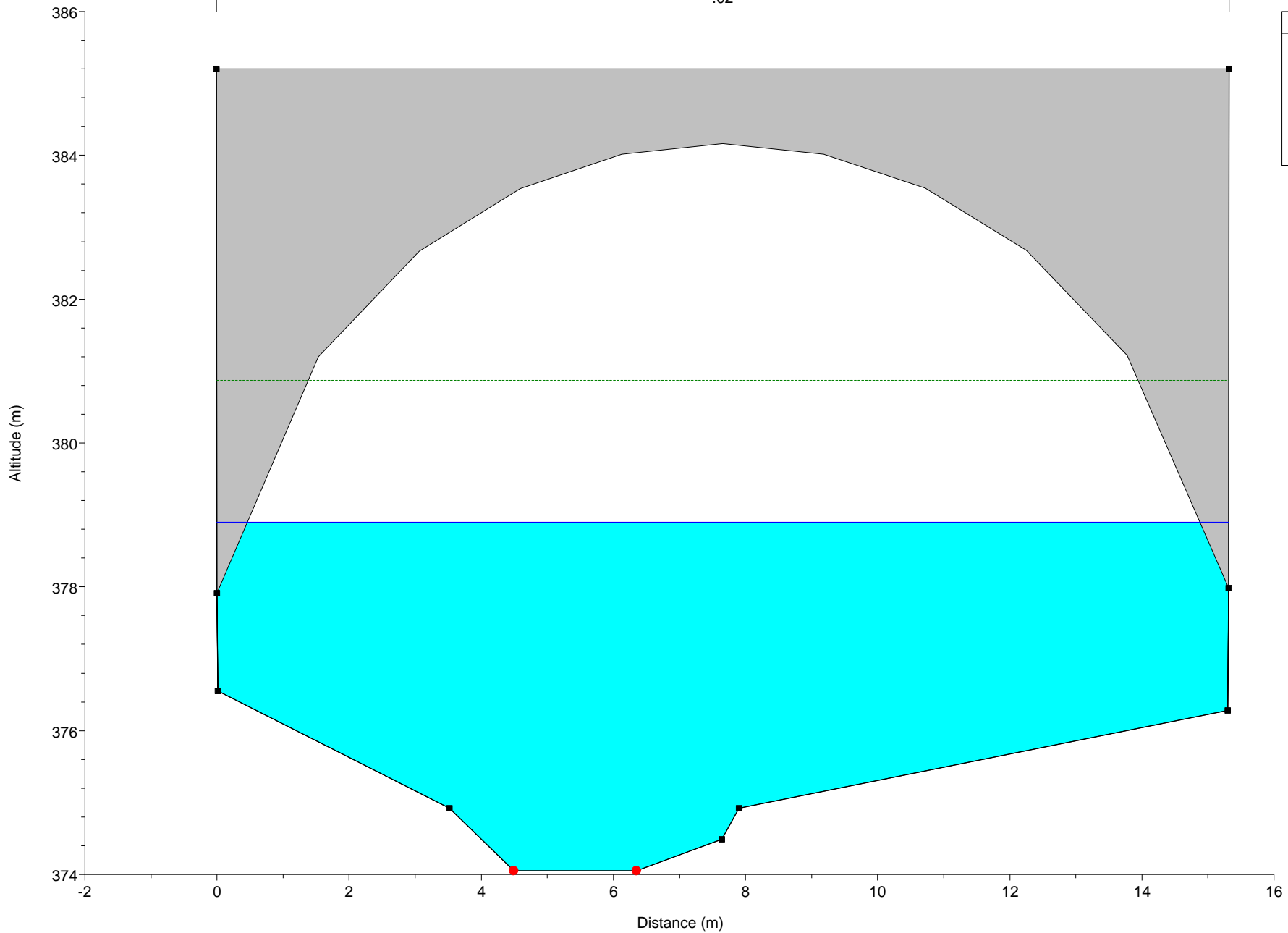
.02



Legend	
EG Q100	— (green dotted line)
WS Q100	— (blue solid line)
Ground	— (black solid line with square markers)
Bank Sta	• (red dot)





River = Coise_aval Reach = Coise_aval RS = 57.5 BR

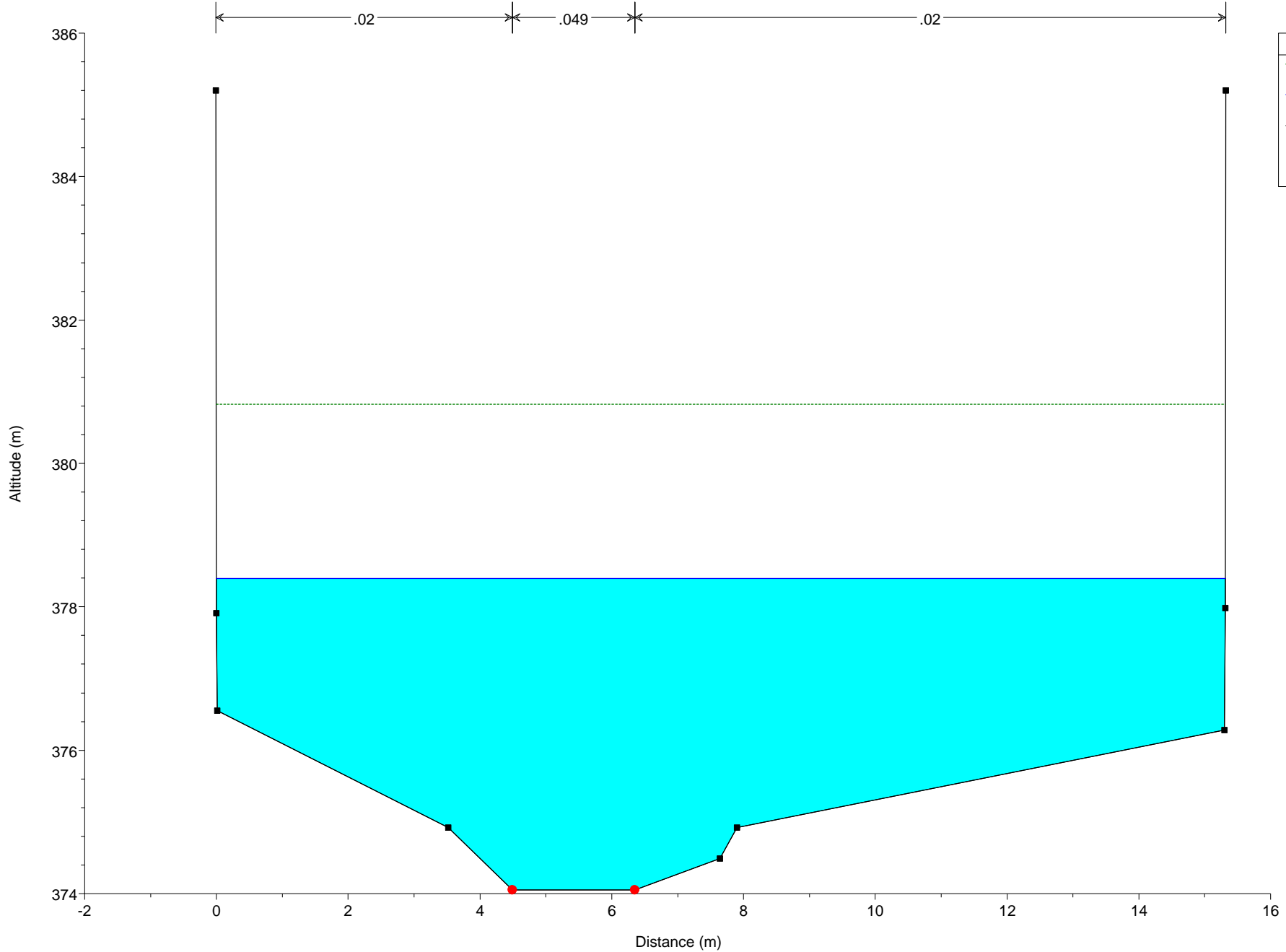
.02



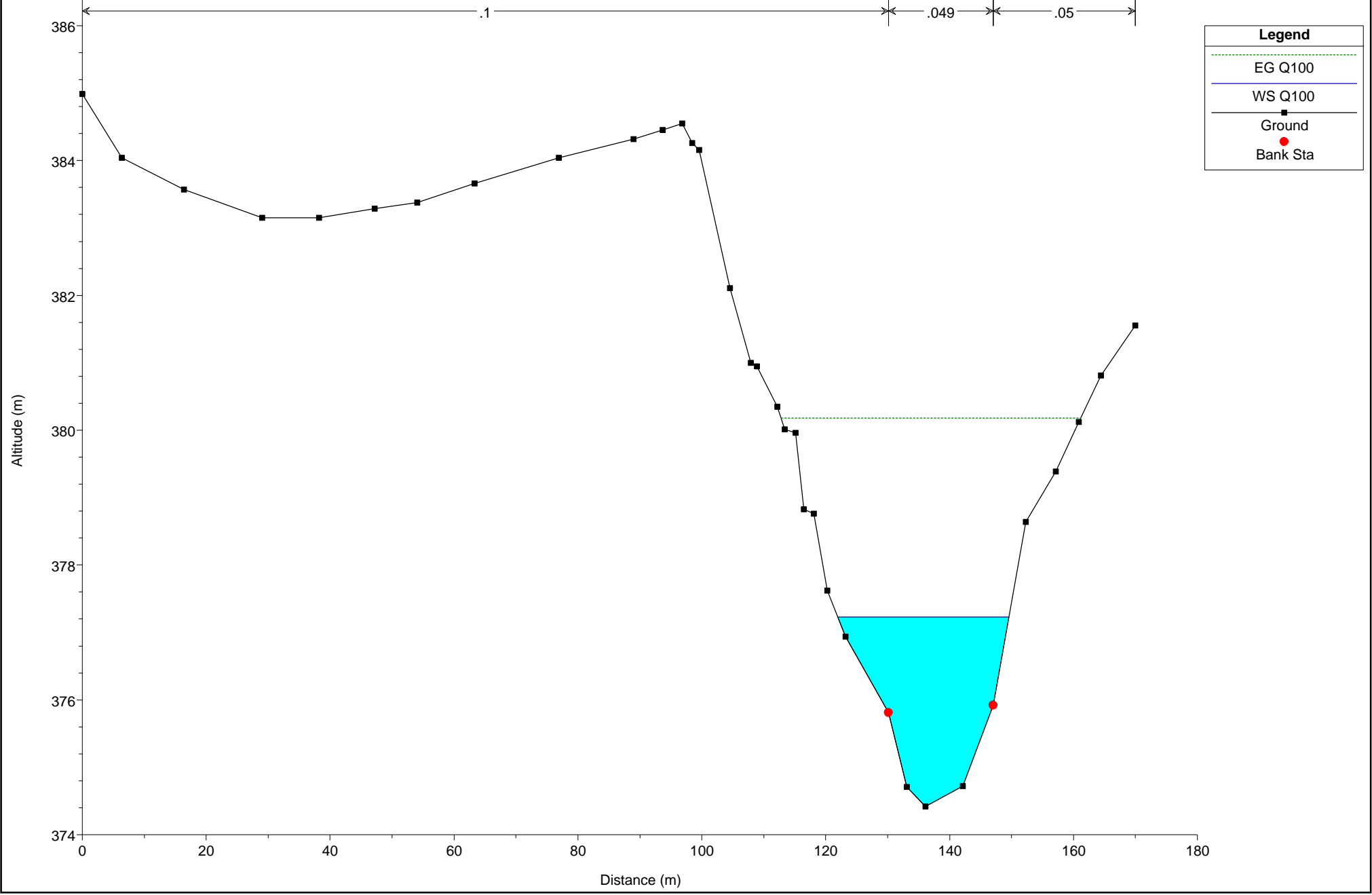
Legend	
EG Q100	Green dotted line
WS Q100	Blue solid line
Ground	Black solid line with square markers
Bank Sta	Red solid dot

River = Coise_aval Reach = Coise_aval RS = 57.4

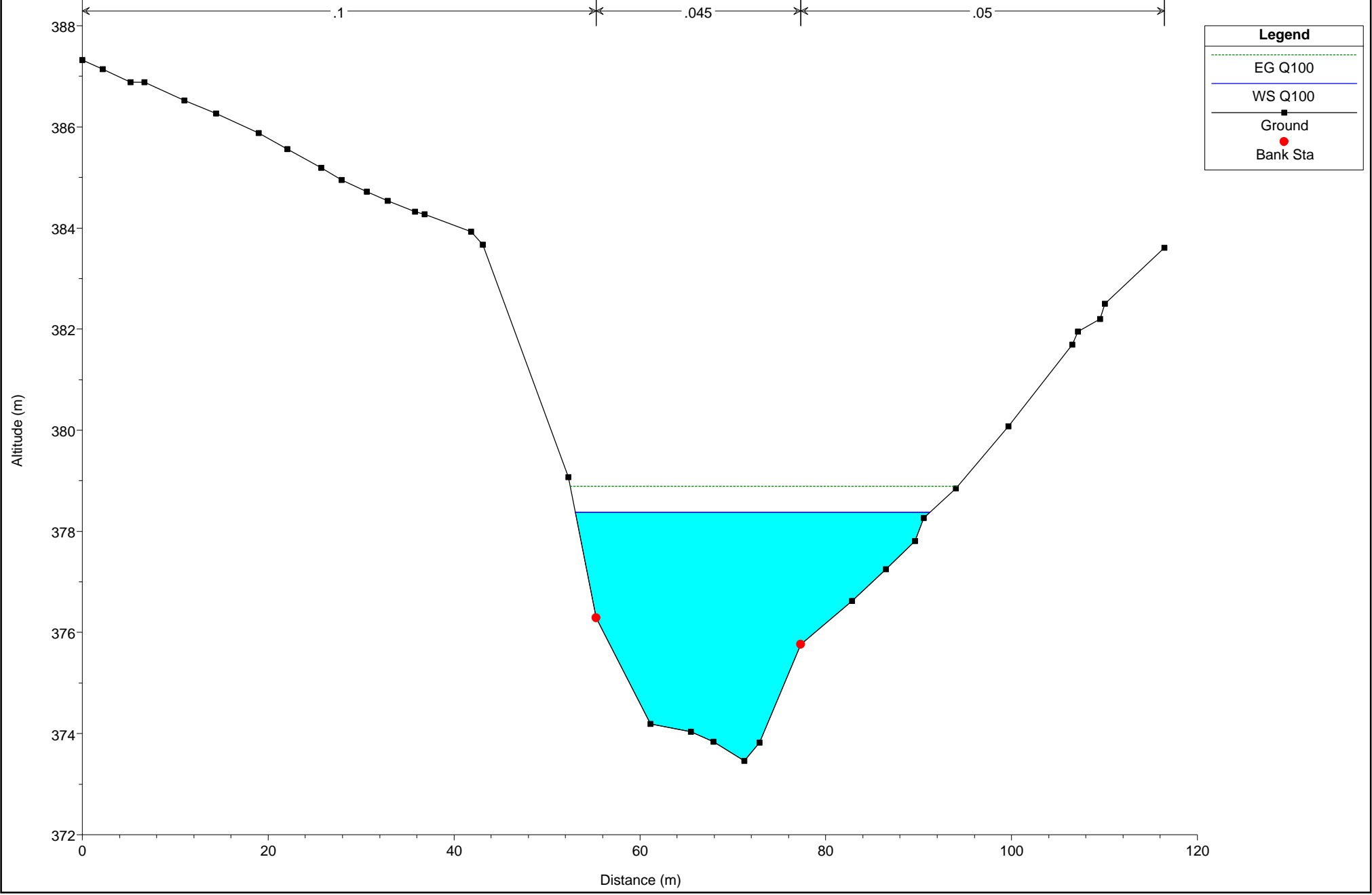
Legend	
EG Q100	
WS Q100	
Ground	
Bank Sta	



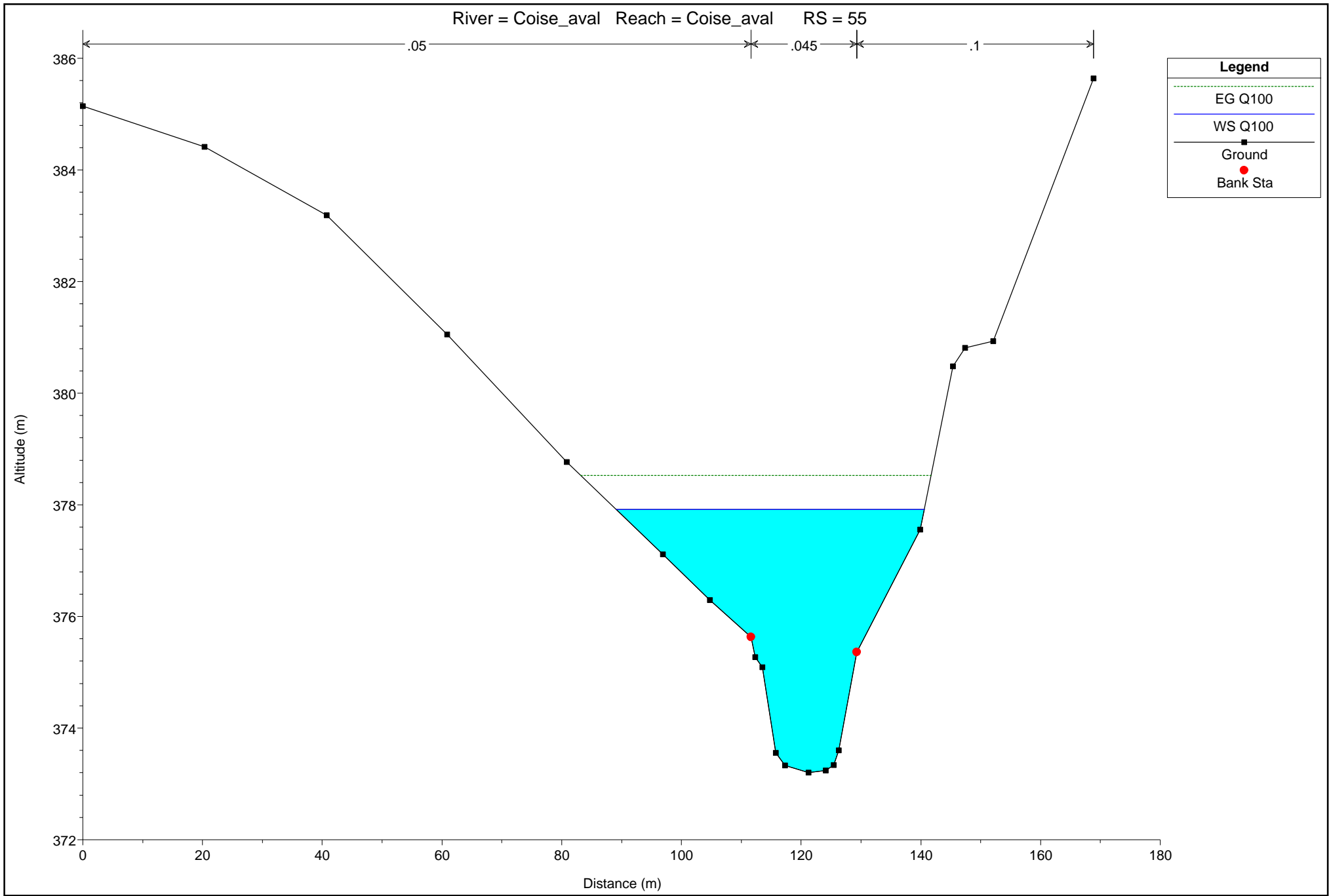
River = Coise_aval Reach = Coise_aval RS = 57



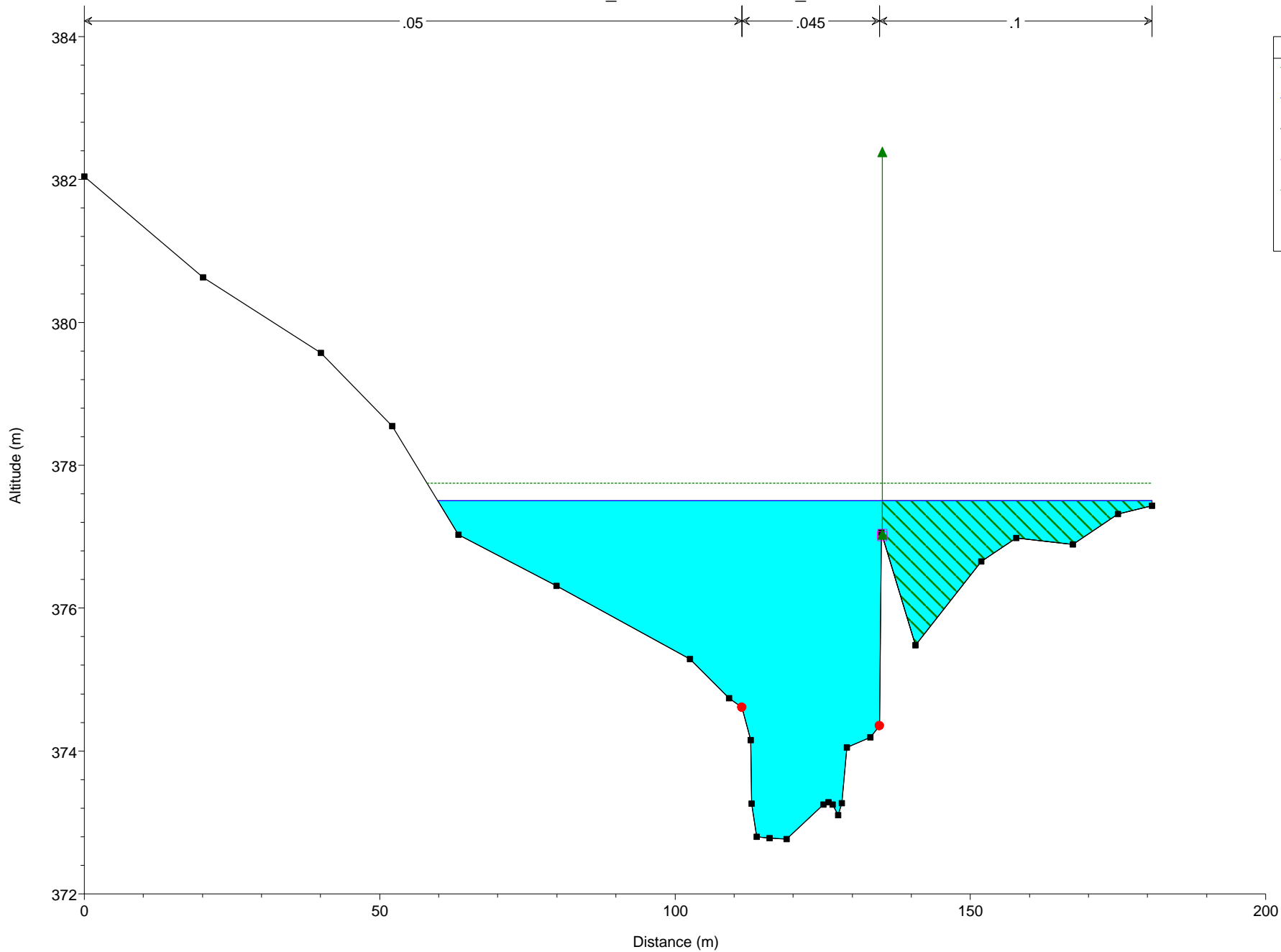
River = Coise_aval Reach = Coise_aval RS = 56



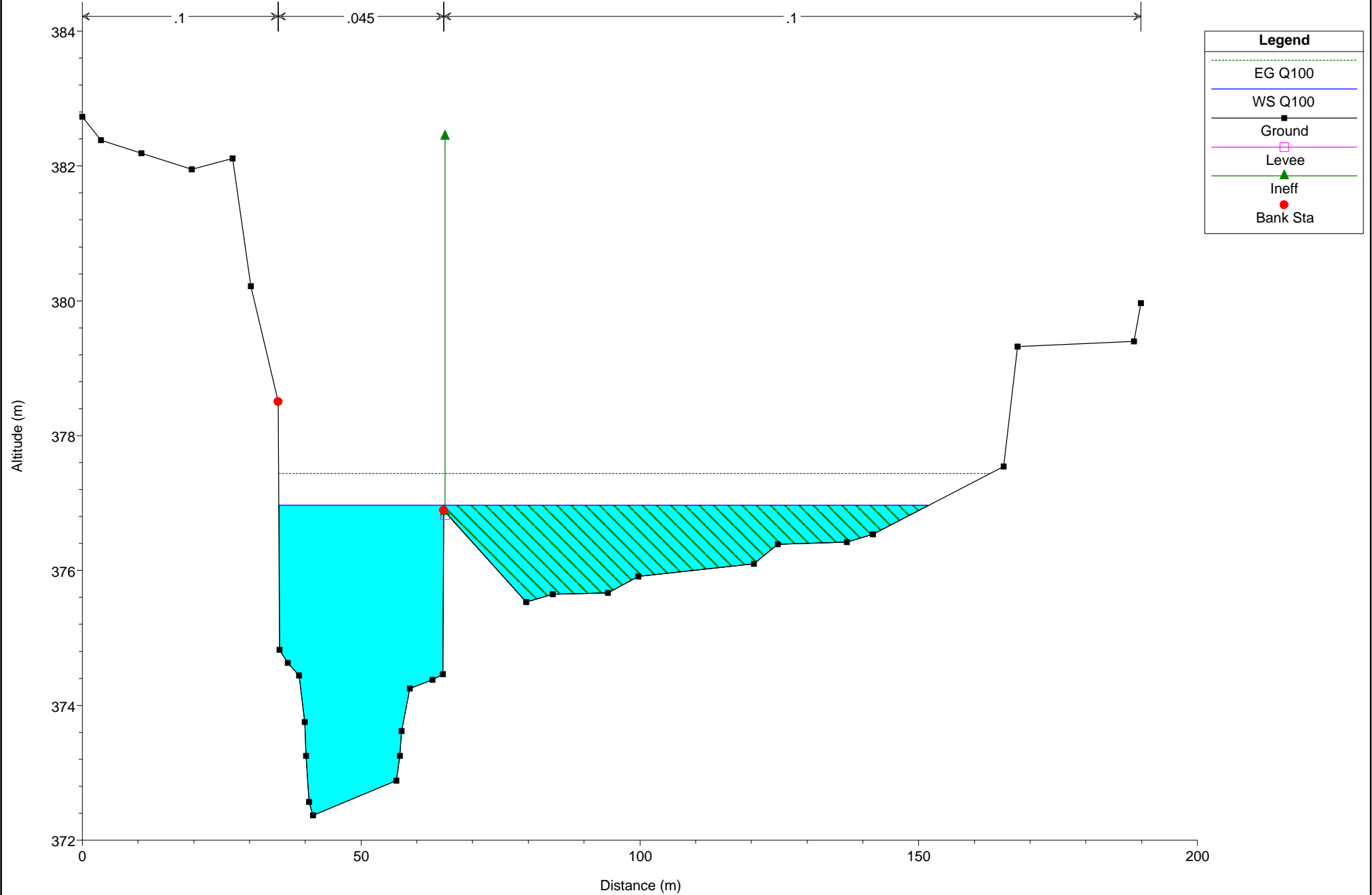
Legend	
---	EG Q100
---	WS Q100
■	Ground
●	Bank Sta



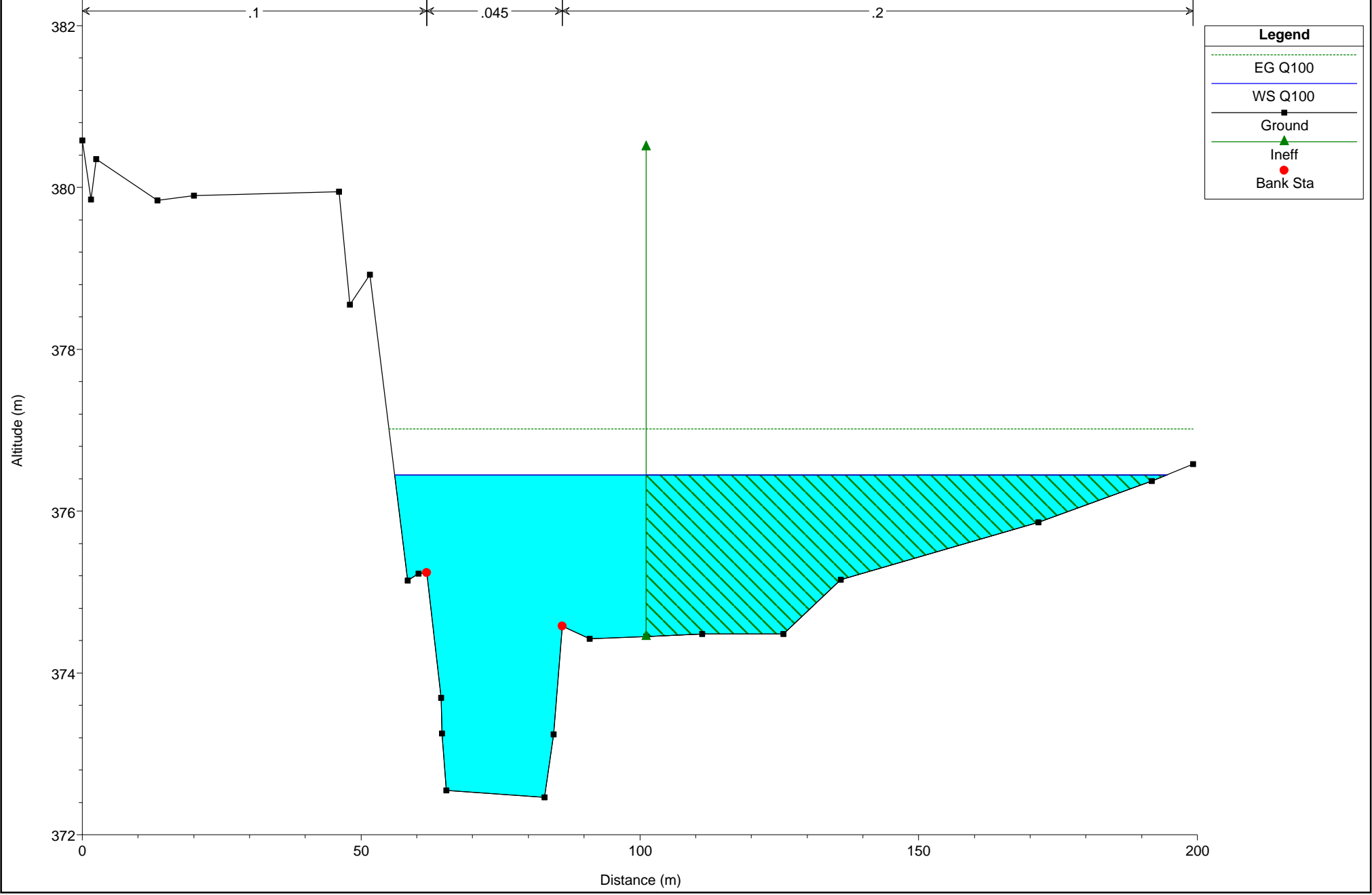
River = Coise_aval Reach = Coise_aval RS = 54



River = Coise_aval Reach = Coise_aval RS = 53



River = Coise_aval Reach = Coise_aval RS = 52

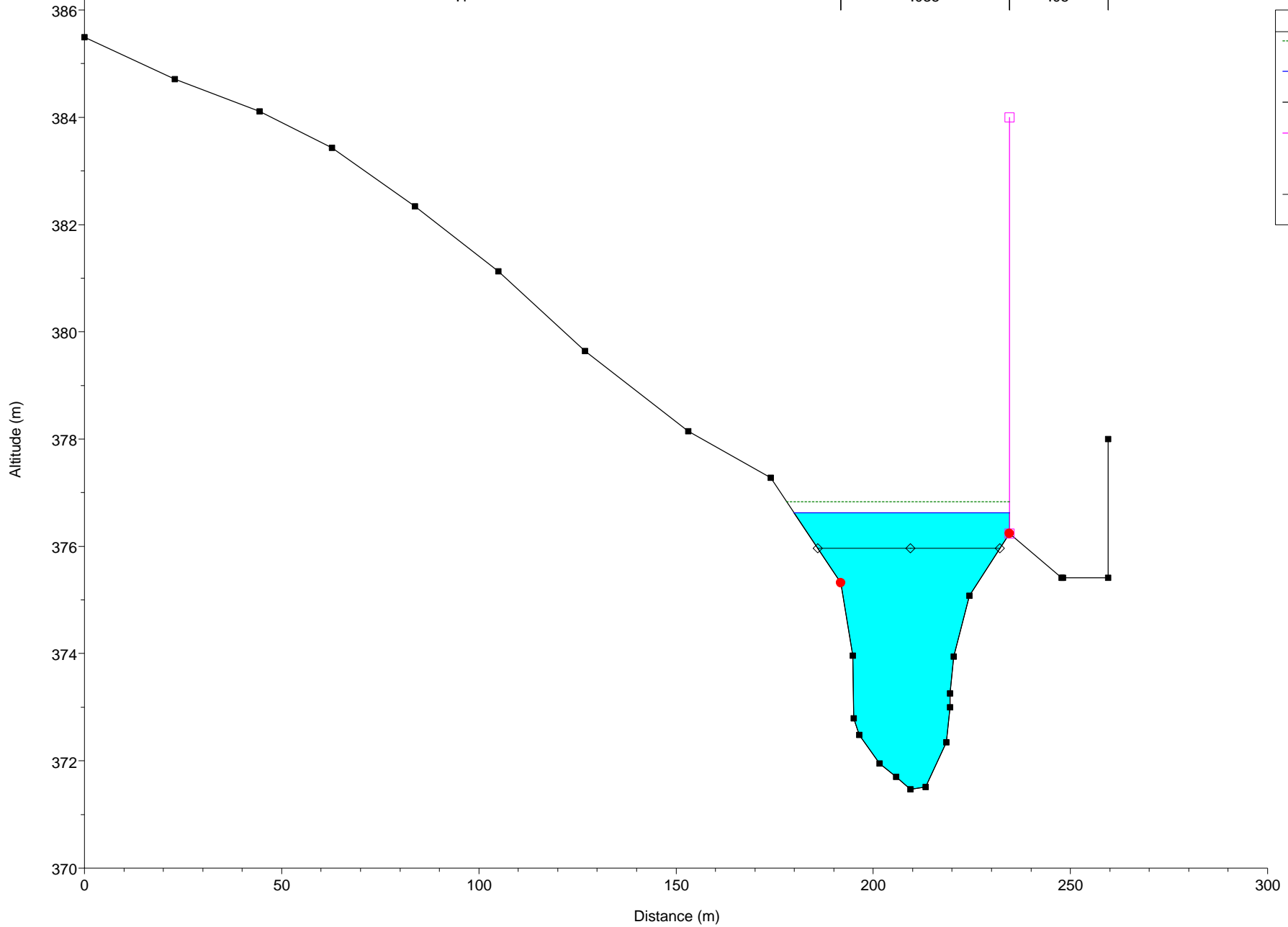


River = Coise_aval Reach = Coise_aval RS = 51.6

.1

.035

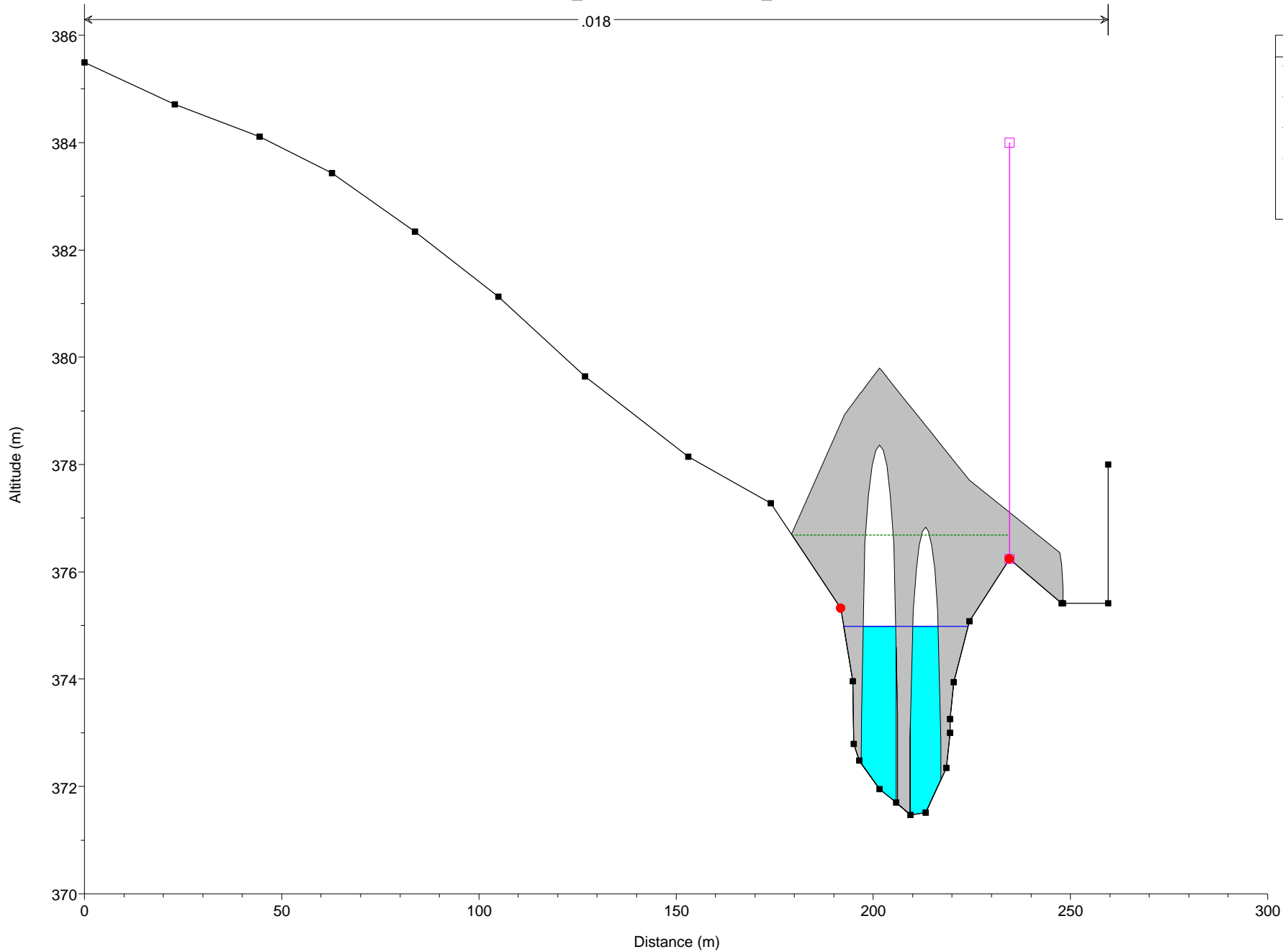
.05



Legend	
---	EG Q100
—	WS Q100
■	Ground
□	Levee
●	Bank Sta
◇	OWS Q100

River = Coise_aval Reach = Coise_aval RS = 51.5 BR

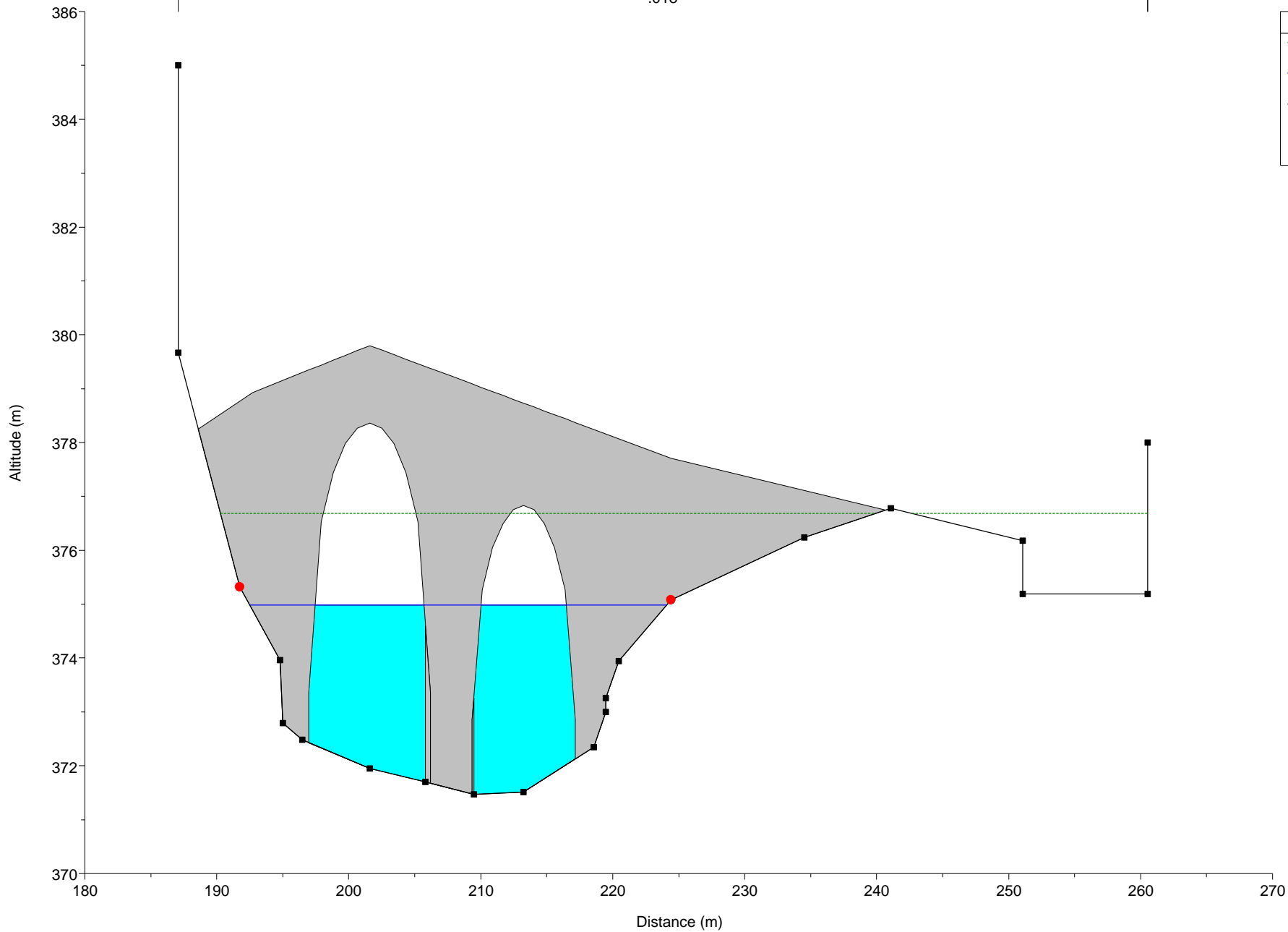
.018



Legend	
EG Q100	---
WS Q100	—
Ground	■
Levee	□
Bank Sta	●

River = Coise_aval Reach = Coise_aval RS = 51.5 BR





.018

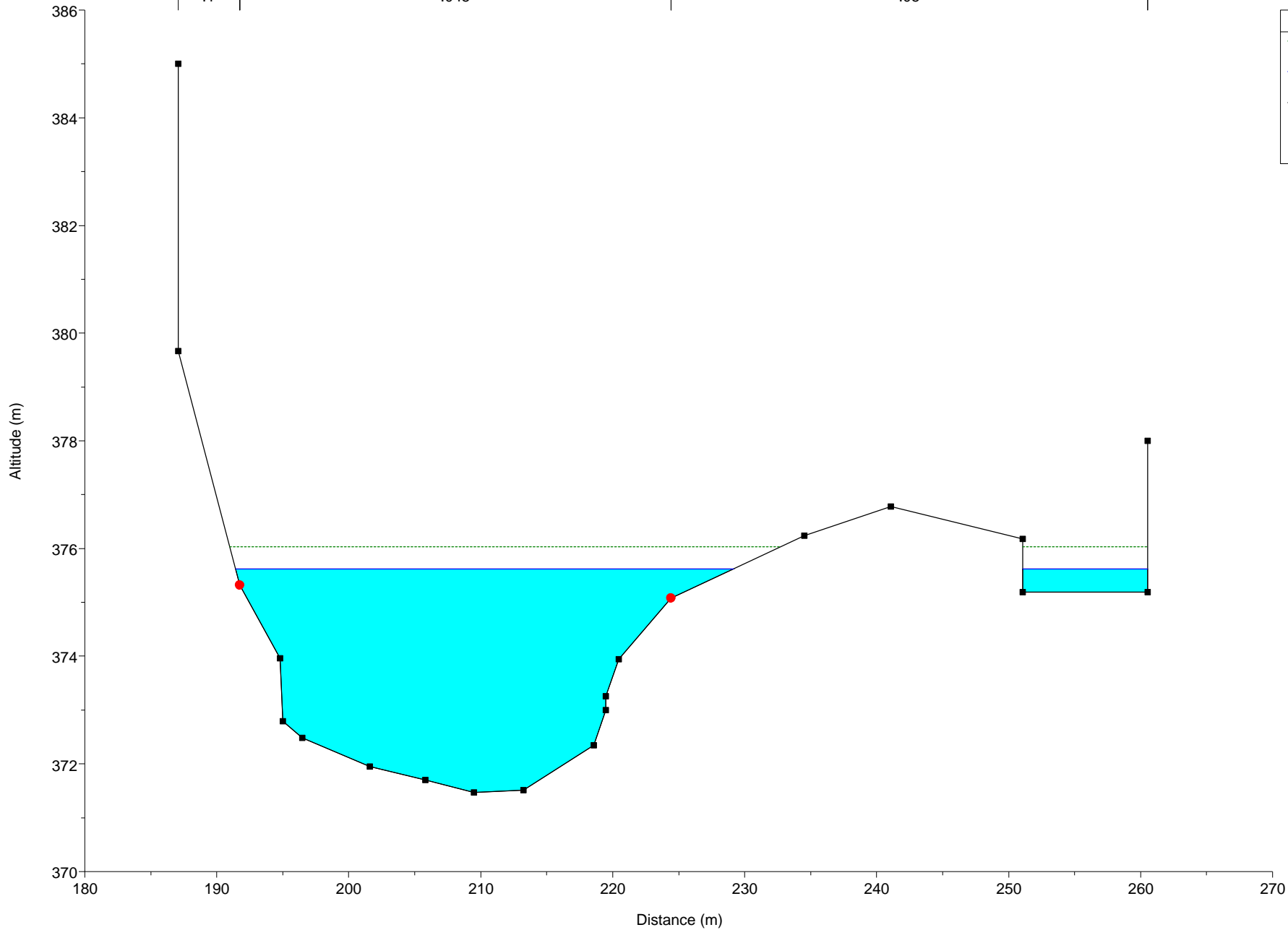


Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta

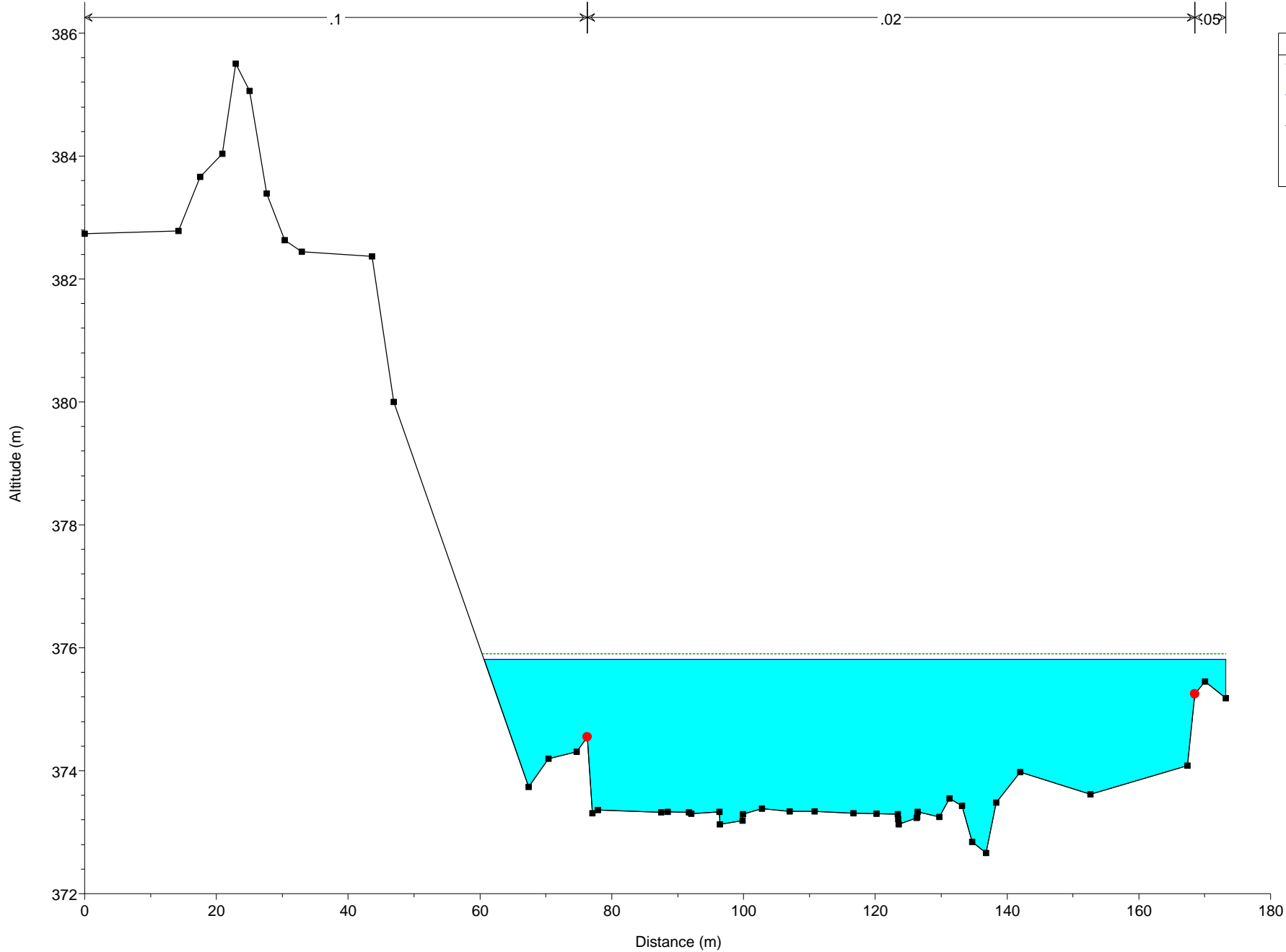
River = Coise_aval Reach = Coise_aval RS = 51.4

← .1 → .045 .05 →

Legend	
EG Q100	
WS Q100	
Ground	
Bank Sta	



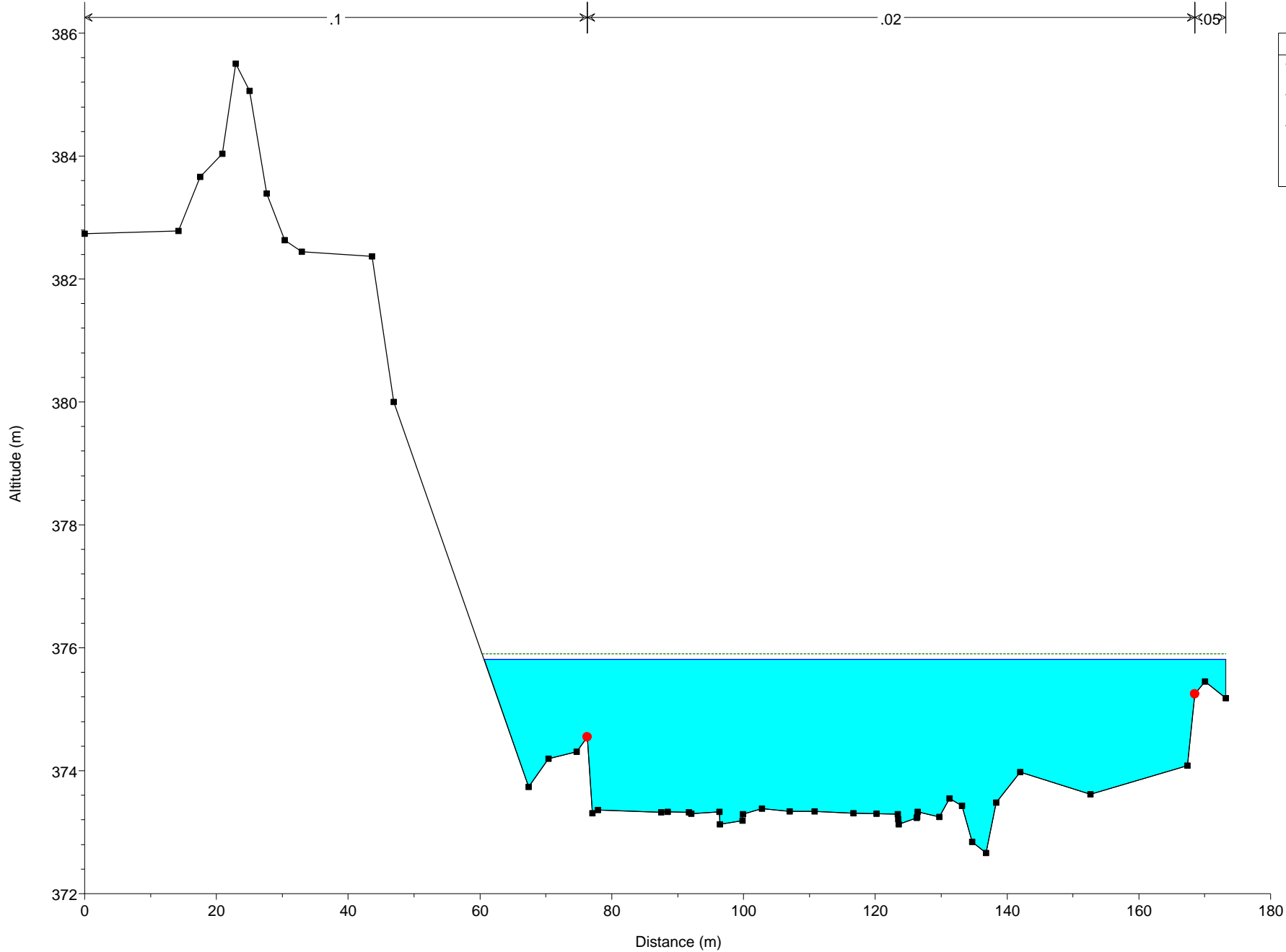
River = Coise_aval Reach = Coise_aval RS = 51



Legend

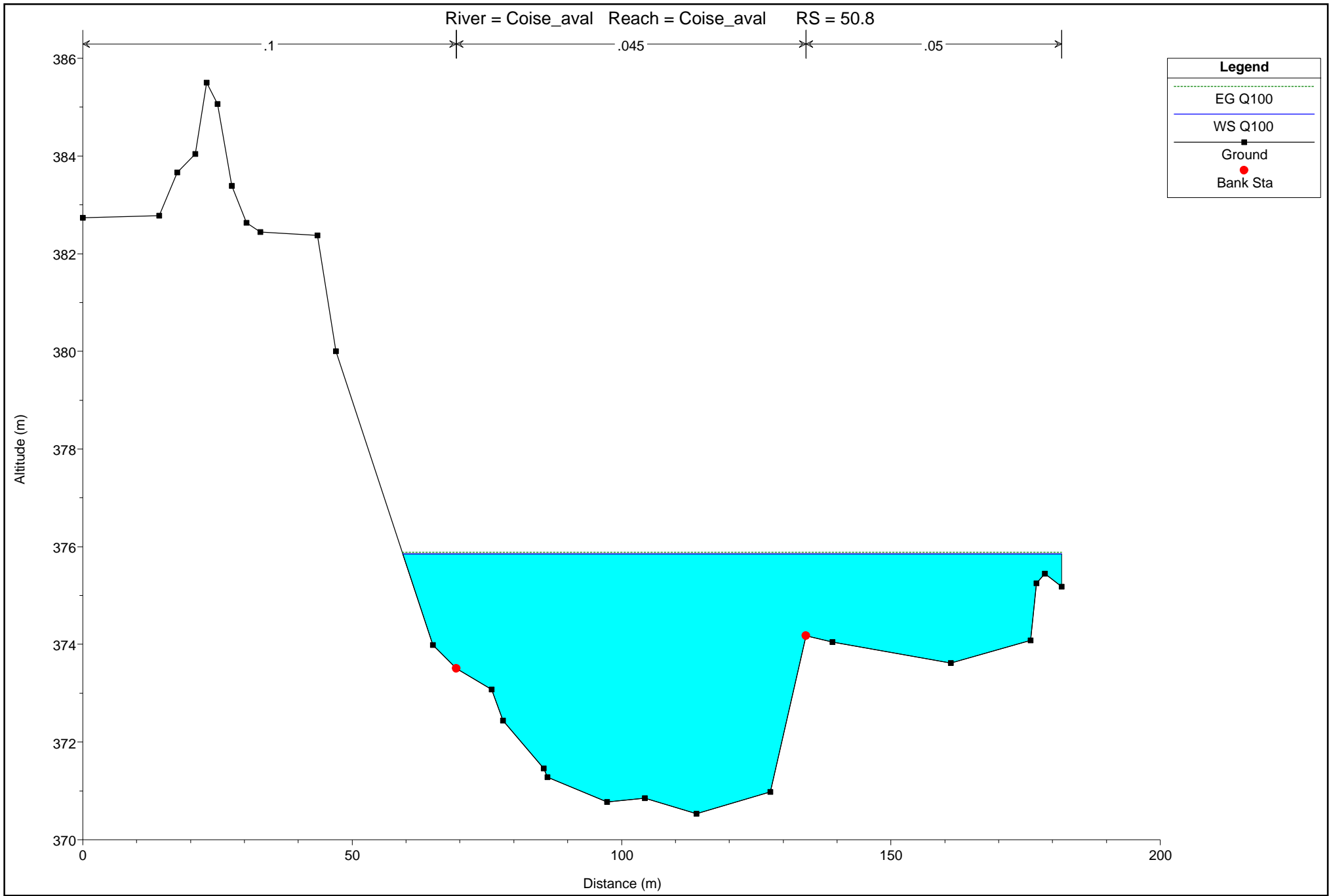
- EG Q100 (dashed line)
- WS Q100 (solid blue line)
- Ground (solid black line with square markers)
- Bank Sta (red dot)

River = Coise_aval Reach = Coise_aval RS = 50.9

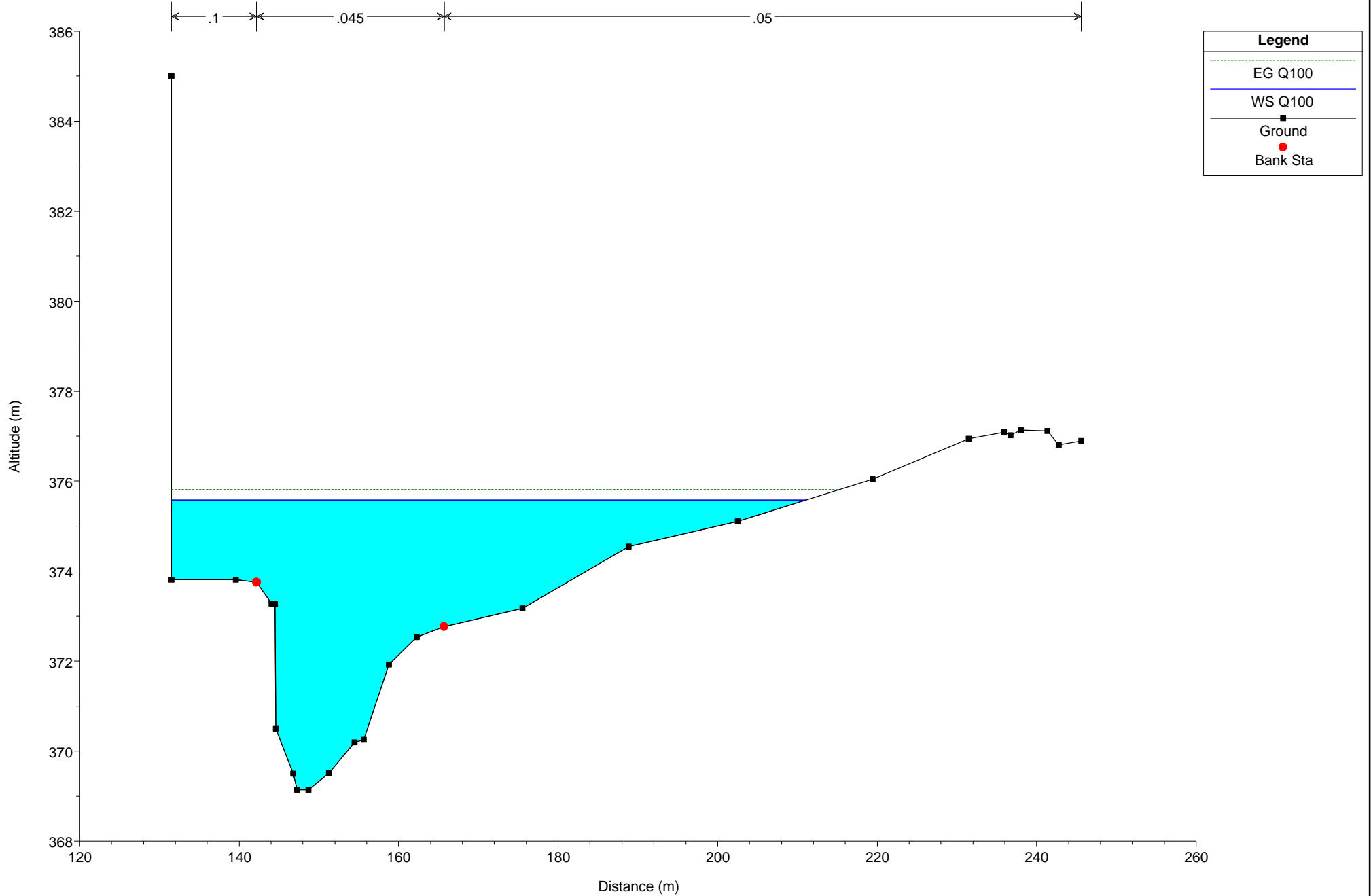


Legend

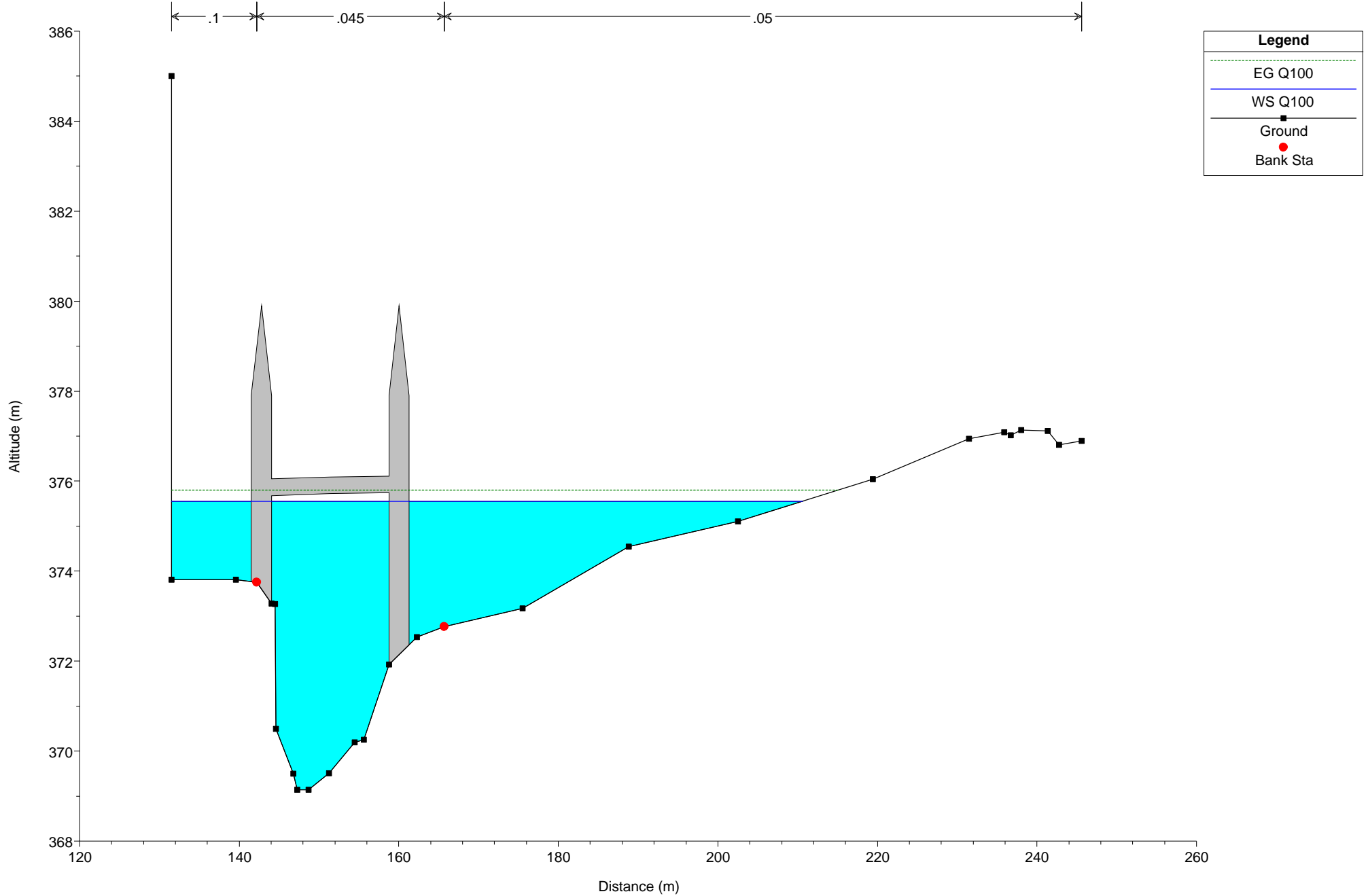
- EG Q100 (dotted line)
- WS Q100 (solid blue line)
- Ground (black line with square markers)
- Bank Sta (red dot)



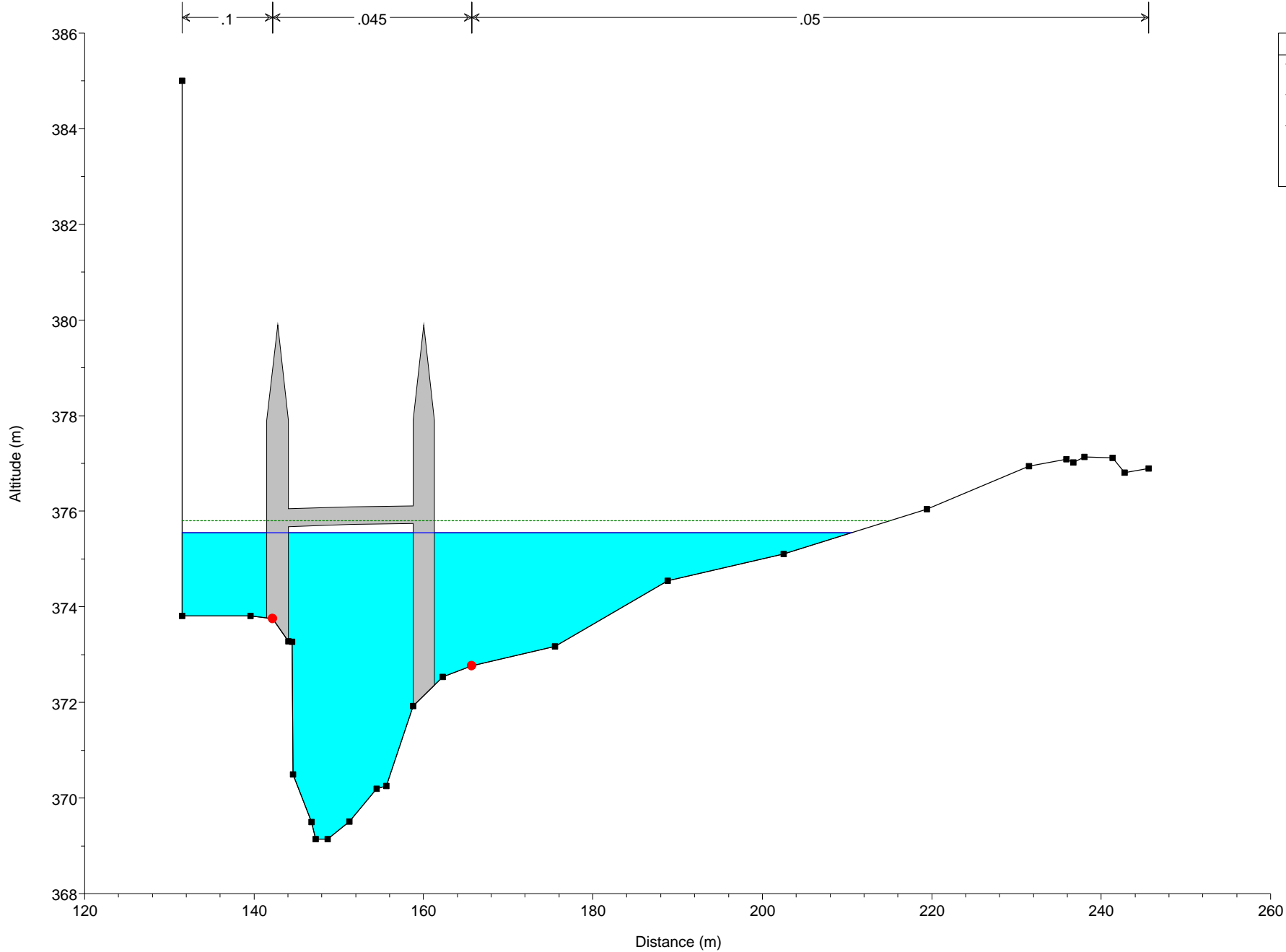
River = Coise_aval Reach = Coise_aval RS = 50



River = Coise_aval Reach = Coise_aval RS = 49.9 BR

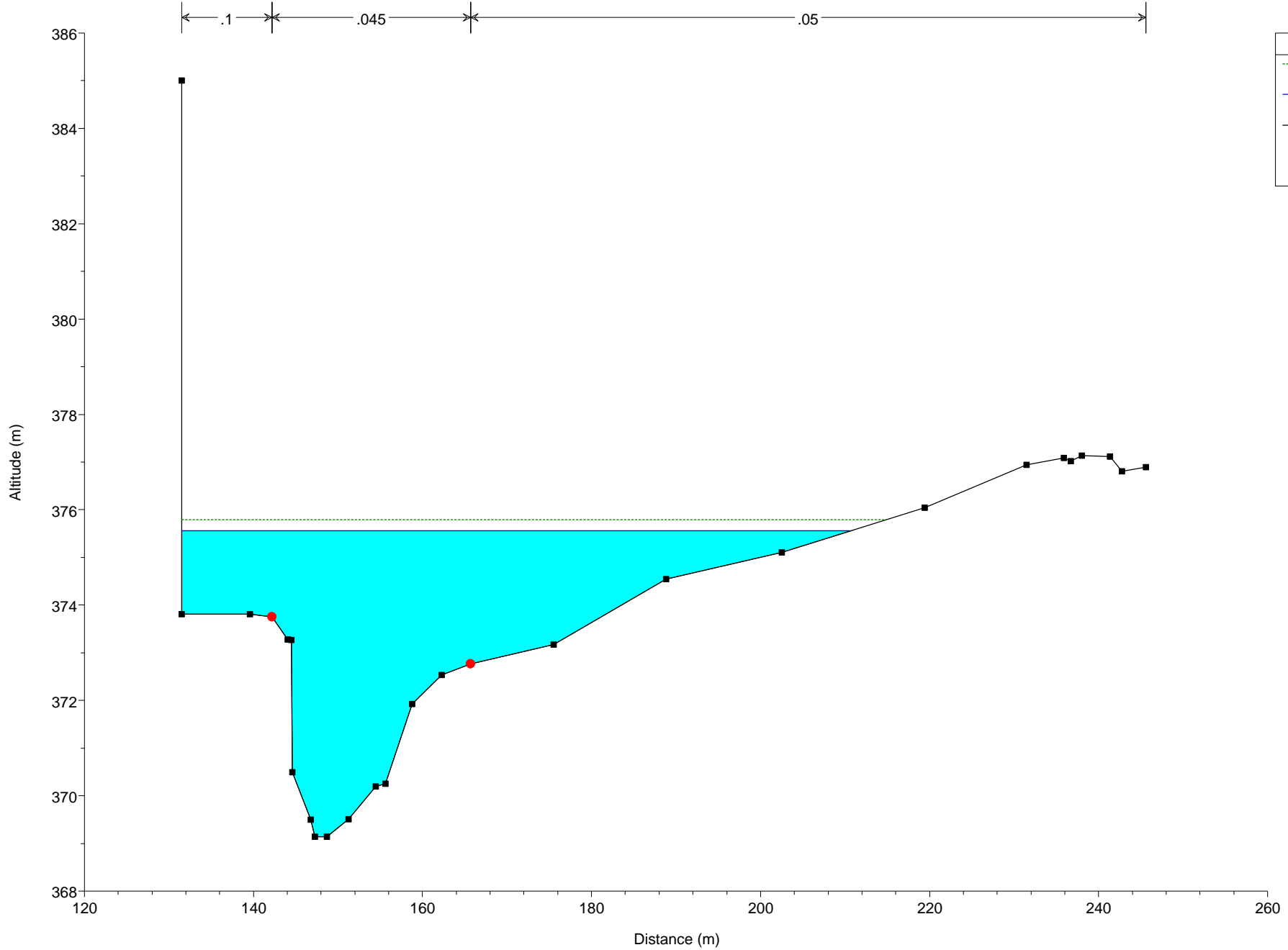


River = Coise_aval Reach = Coise_aval RS = 49.9 BR



Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta

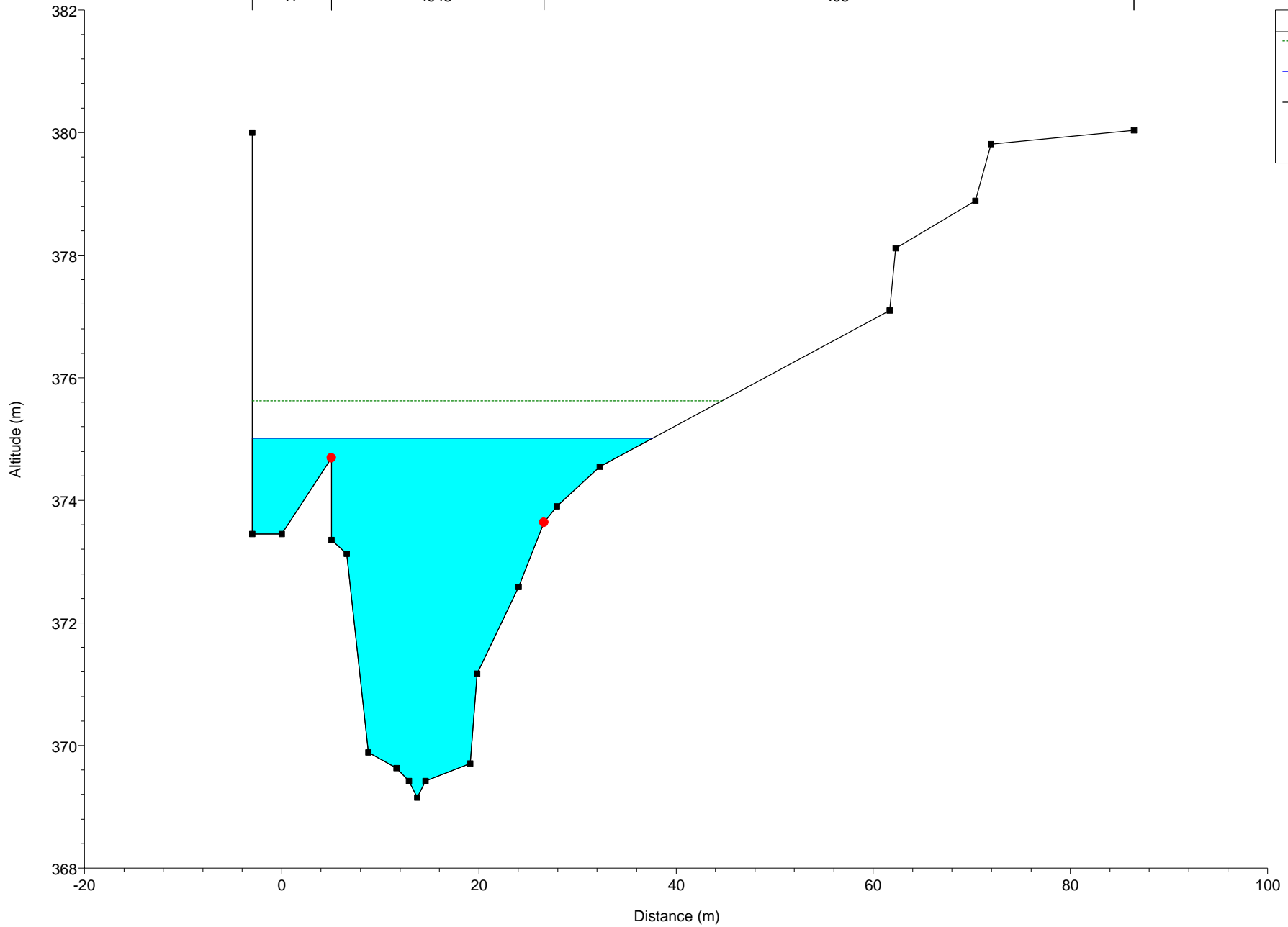
River = Coise_aval Reach = Coise_aval RS = 49.8



Legend	
EG Q100	— (green dashed line)
WS Q100	— (blue solid line)
Ground	— (black solid line with square markers)
Bank Sta	• (red dot)

River = Coise_aval Reach = Coise_aval RS = 49

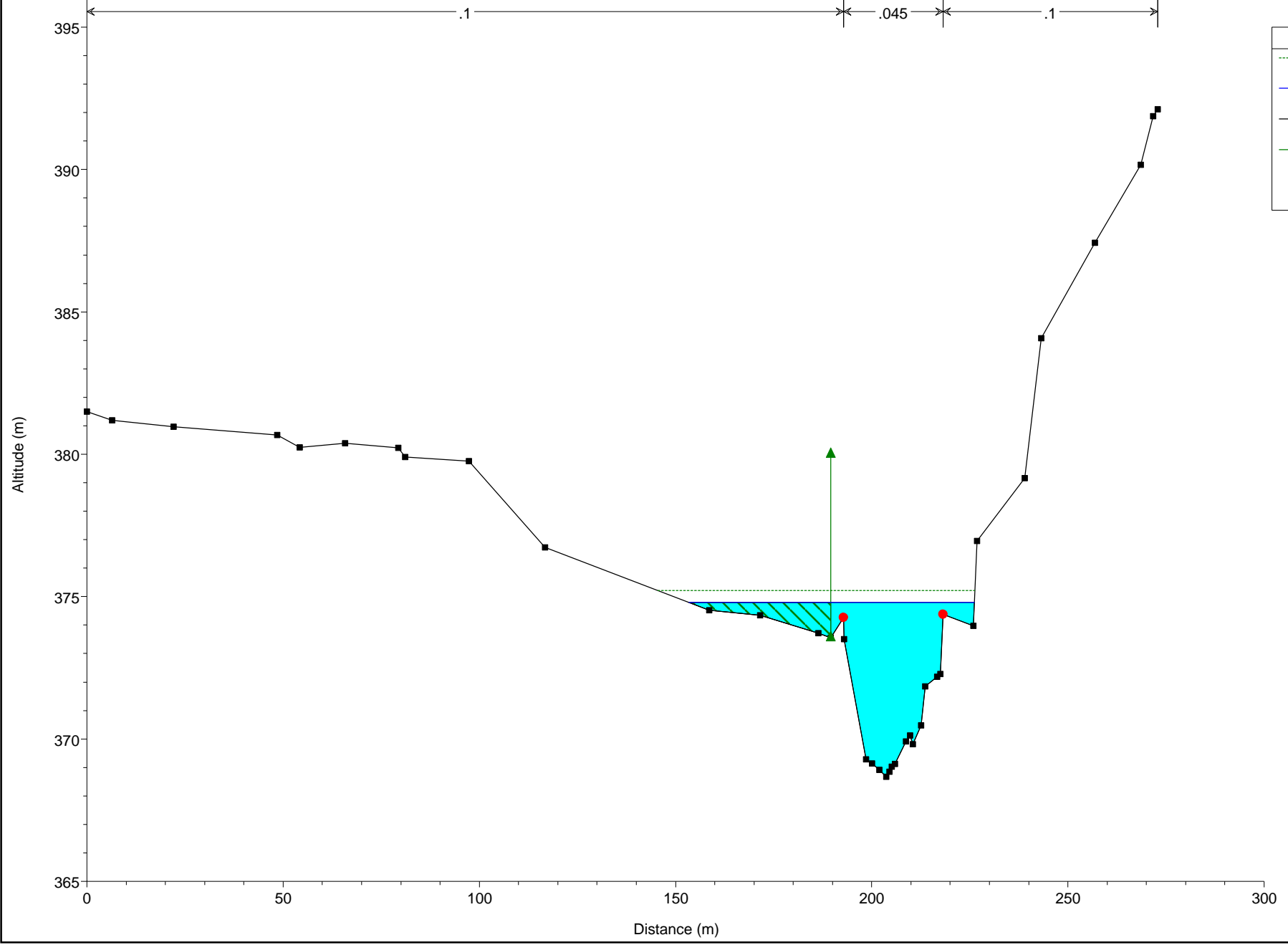
← .1 → | ← .045 → | ← .05 →



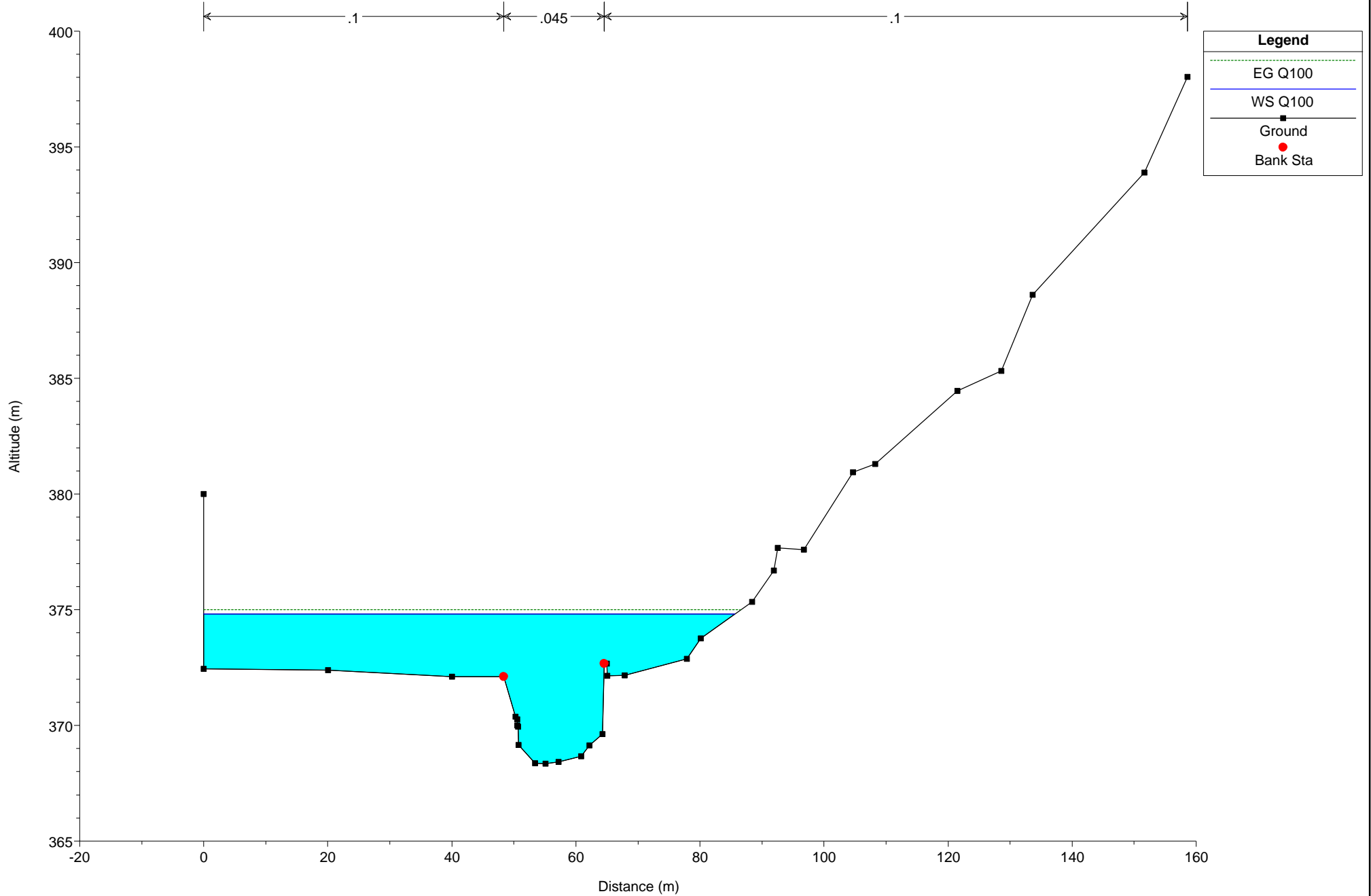
River = Coise_aval Reach = Coise_aval RS = 48

← .1 | .045 | .1 →

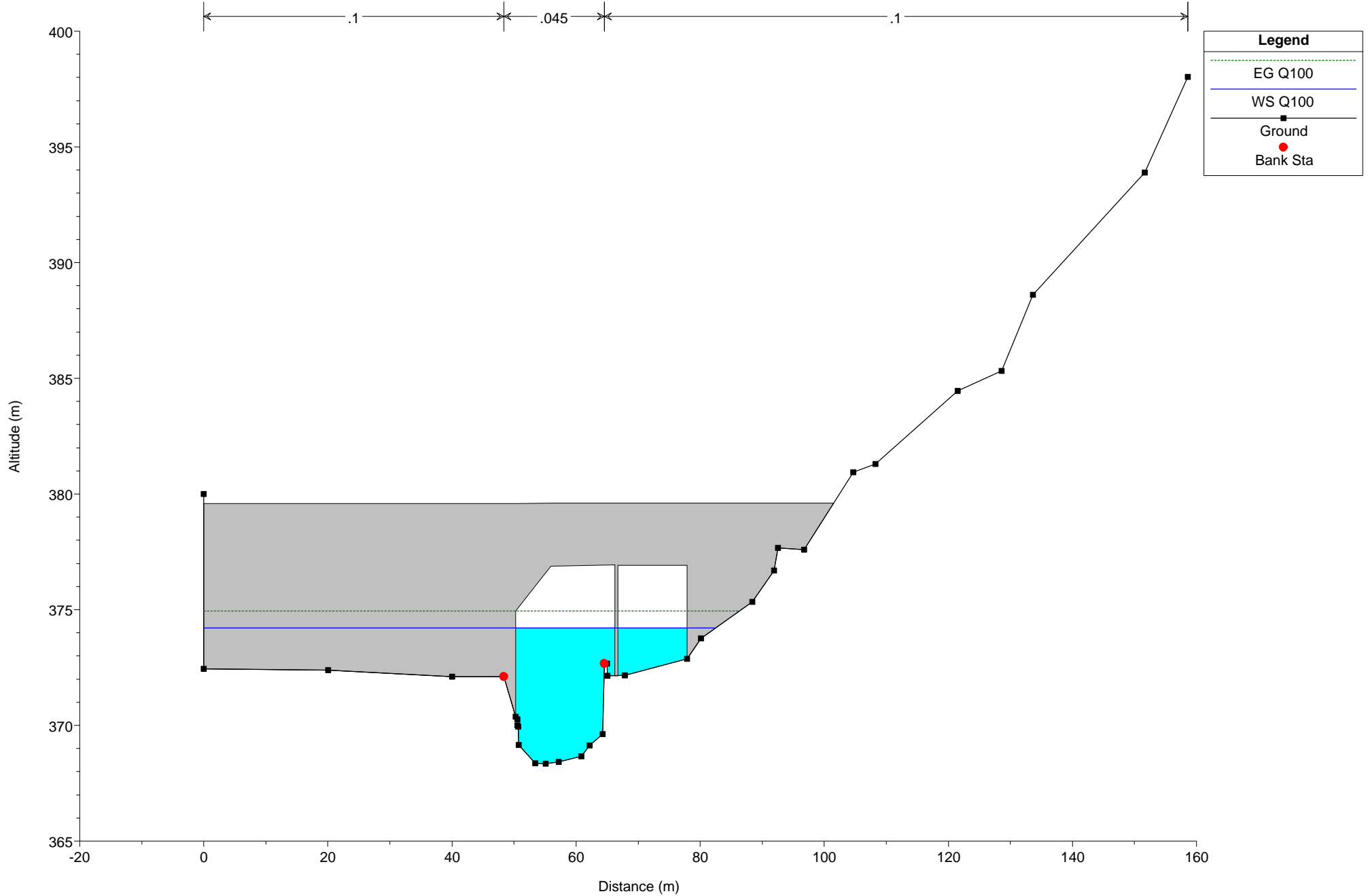
Legend	
EG Q100	-----
WS Q100	-----
Ground	■
Ineff	▲
Bank Sta	●



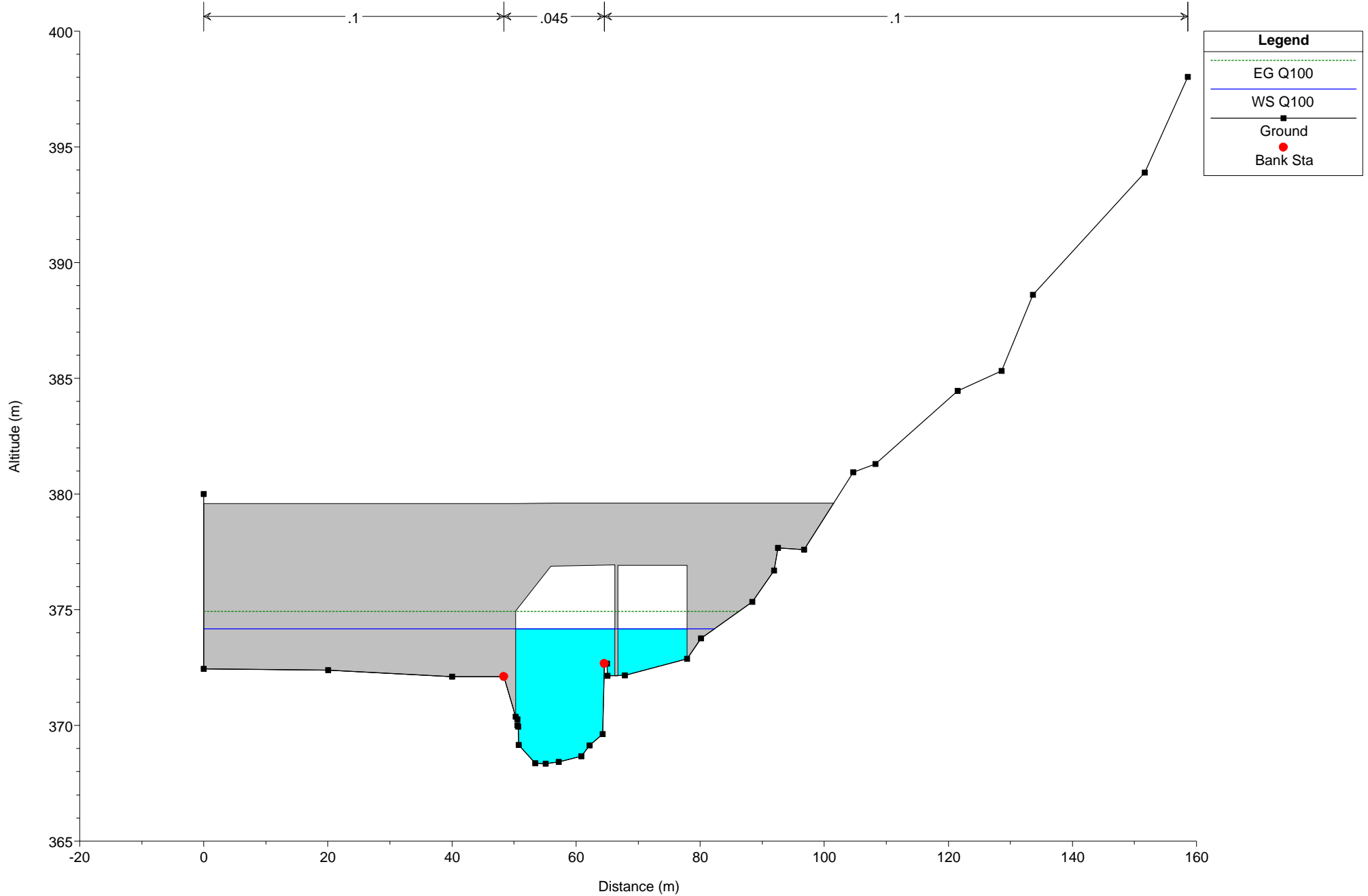
River = Coise_aval Reach = Coise_aval RS = 47

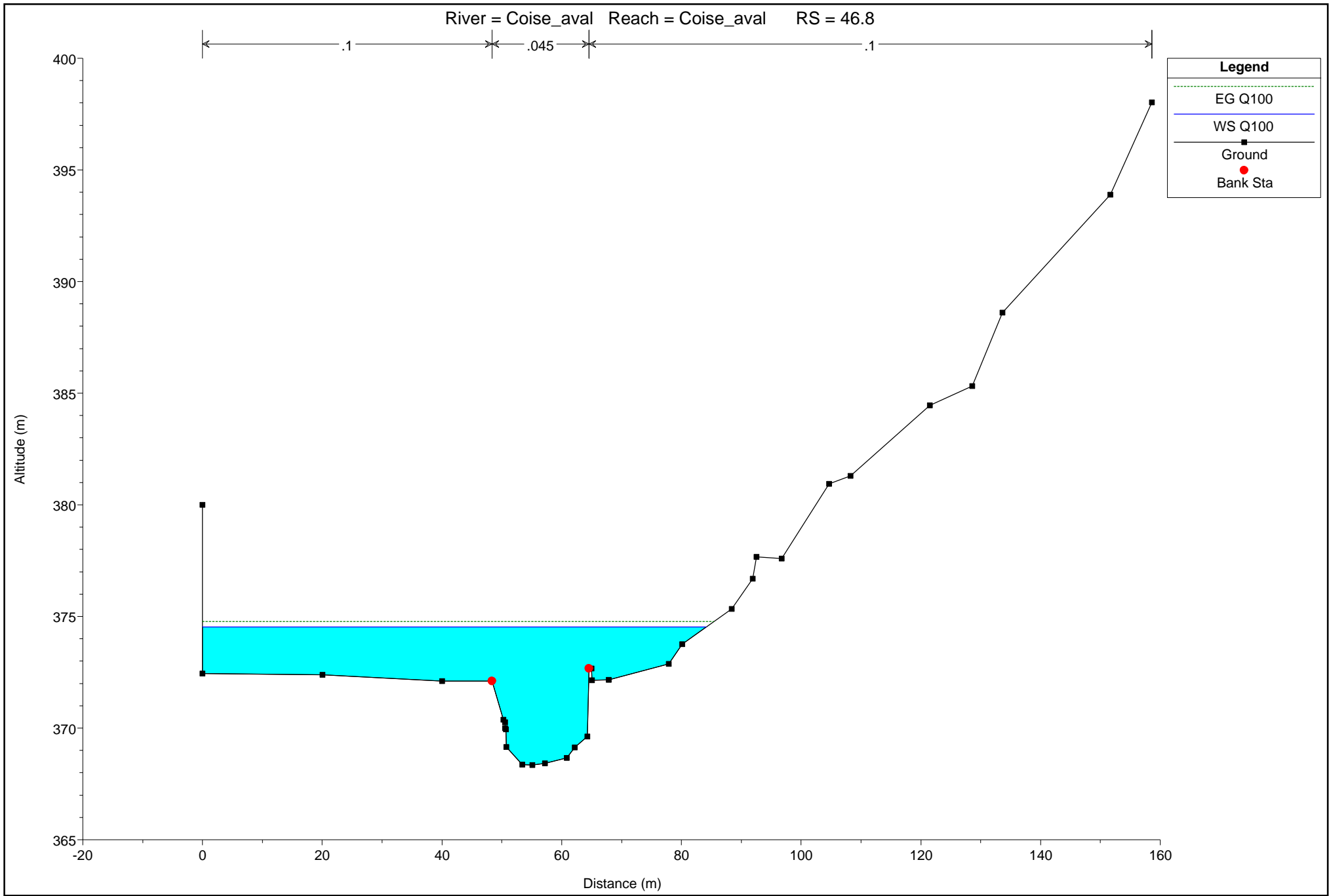


River = Coise_aval Reach = Coise_aval RS = 46.9 BR

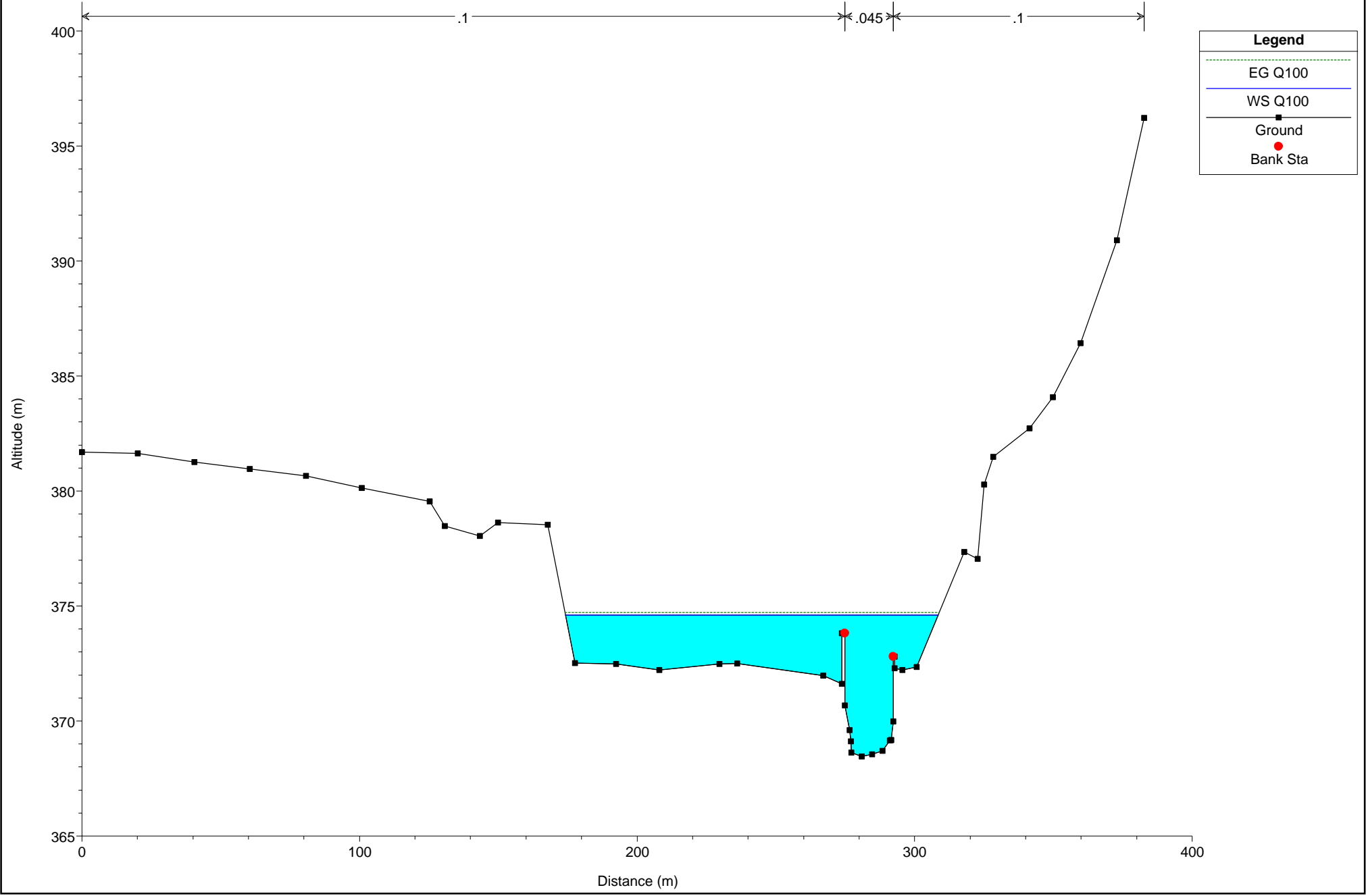


River = Coise_aval Reach = Coise_aval RS = 46.9 BR





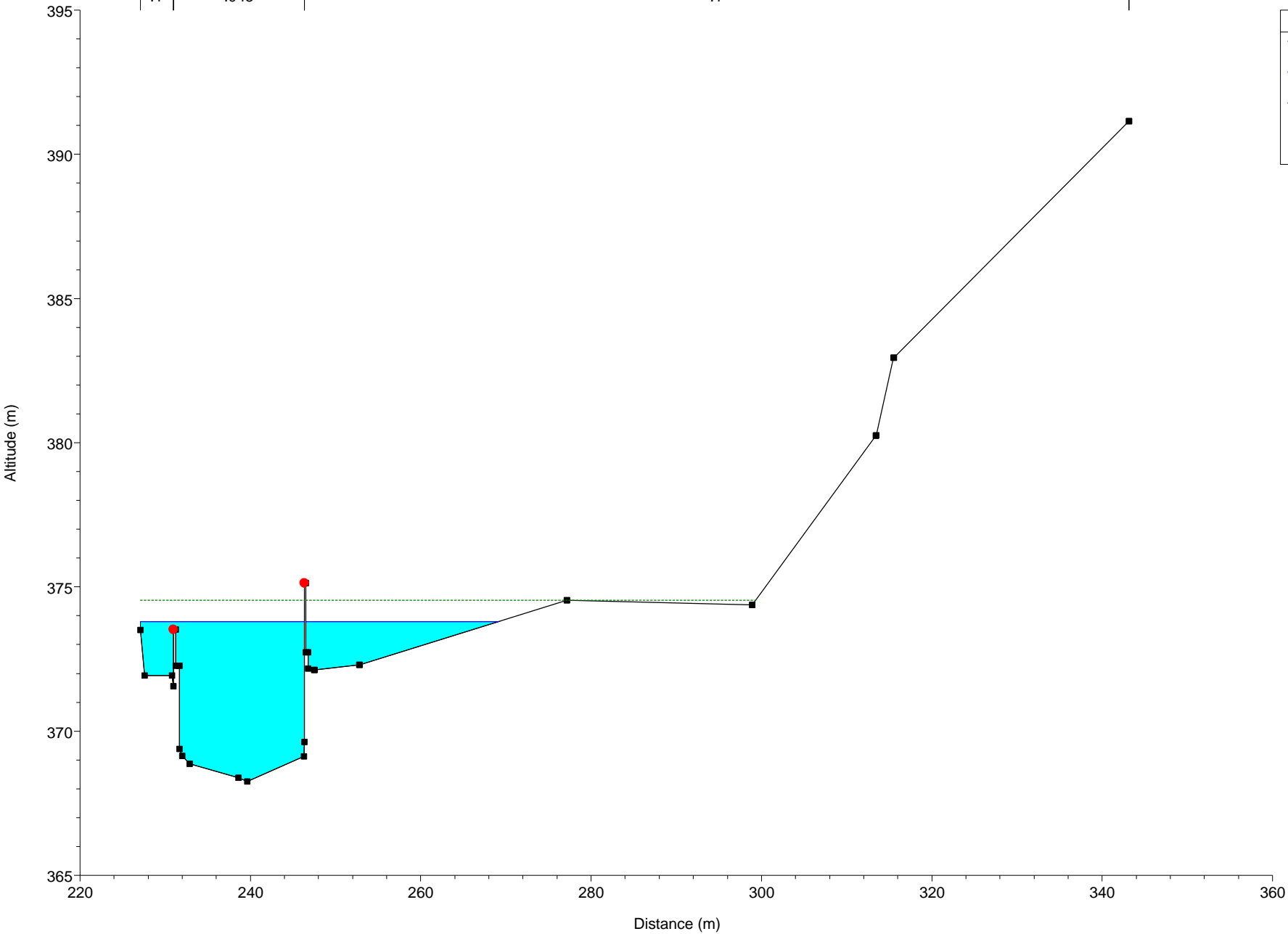
River = Coise_aval Reach = Coise_aval RS = 46



River = Coise_aval Reach = Coise_aval RS = 45.3

←.1→ ←.045→ ←.1→

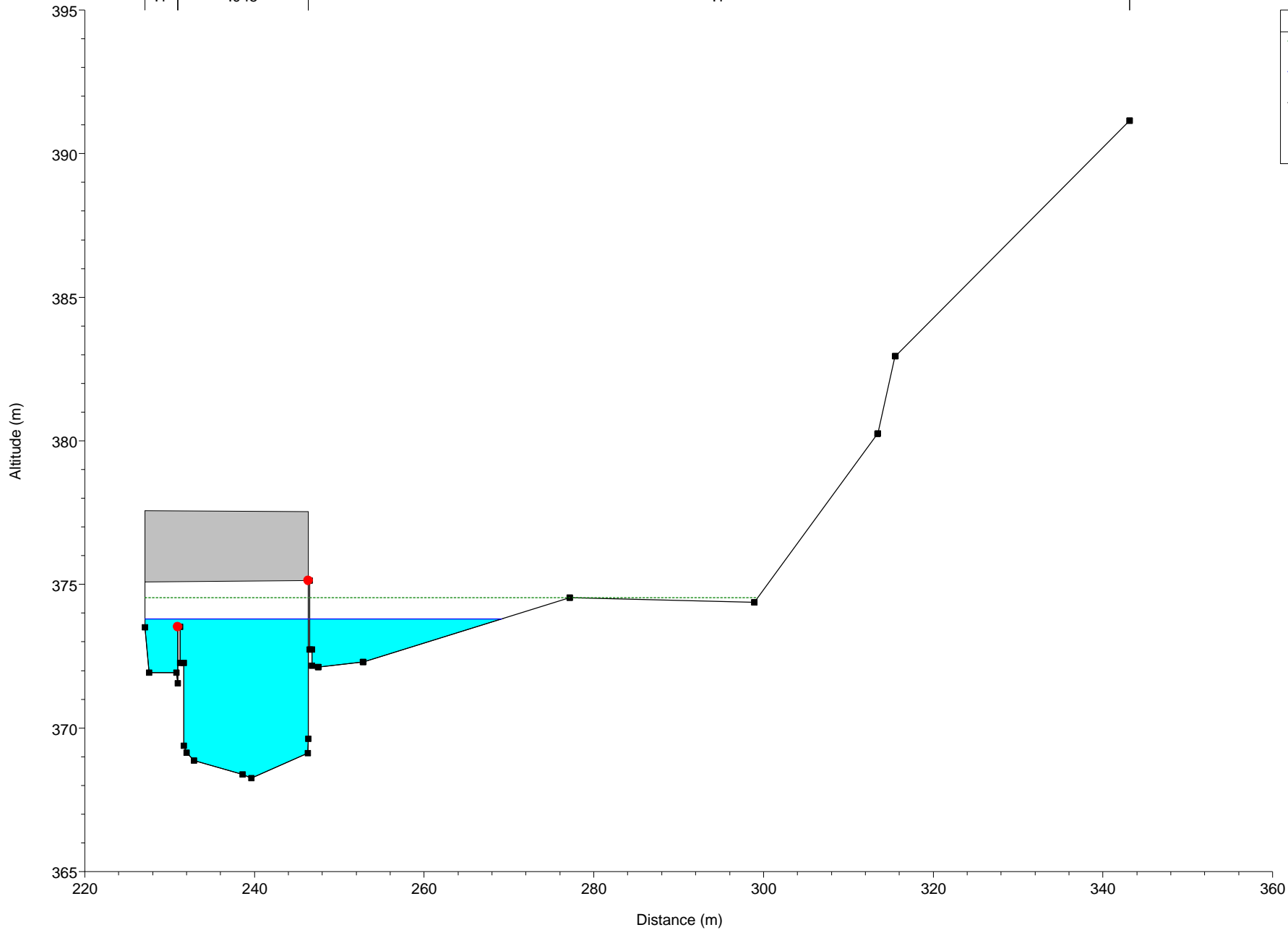
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	●



River = Coise_aval Reach = Coise_aval RS = 45.2 BR

←.1→ .045 →.1→

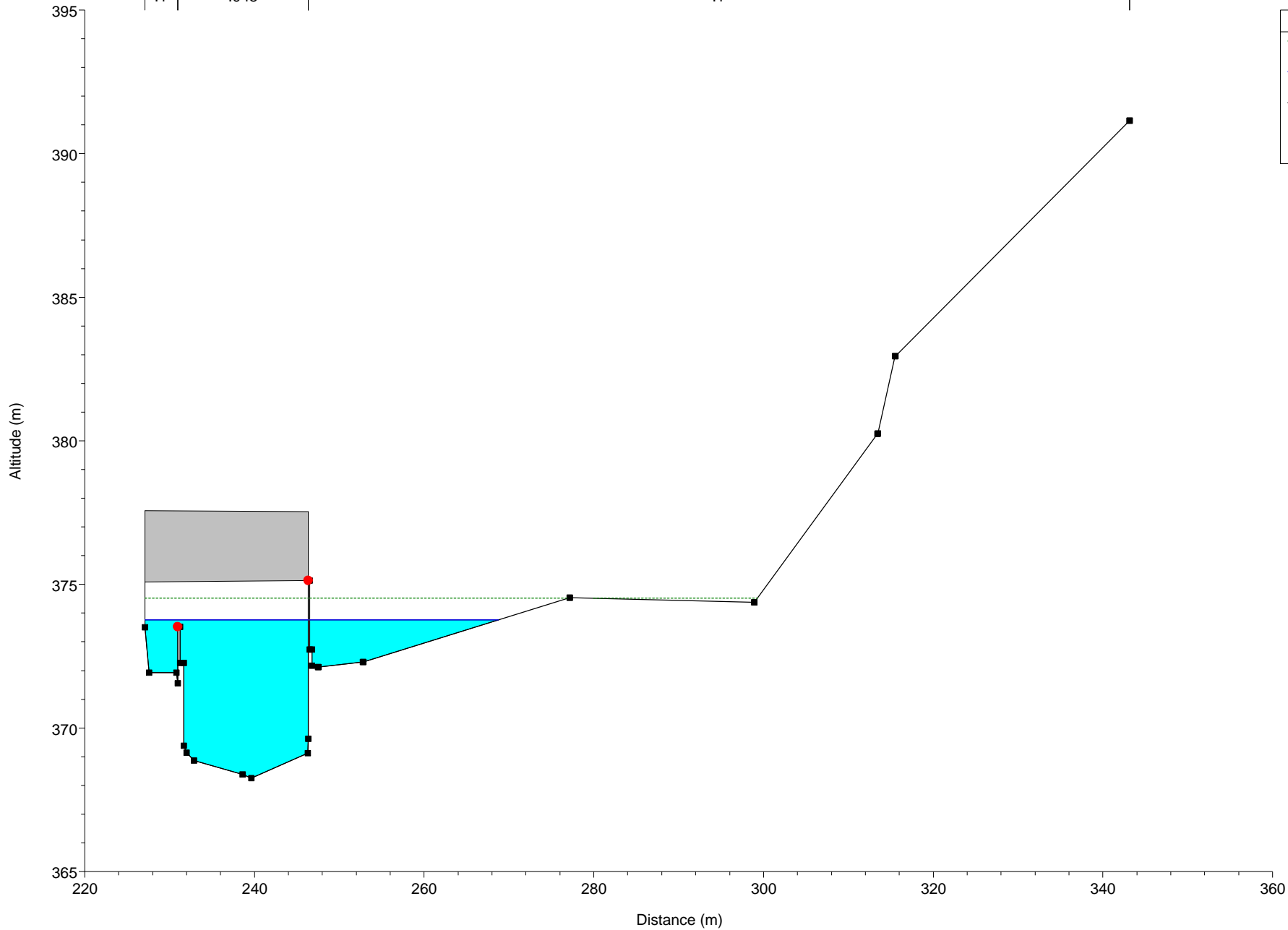
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	●



River = Coise_aval Reach = Coise_aval RS = 45.2 BR

←.1→ .045 →.1→

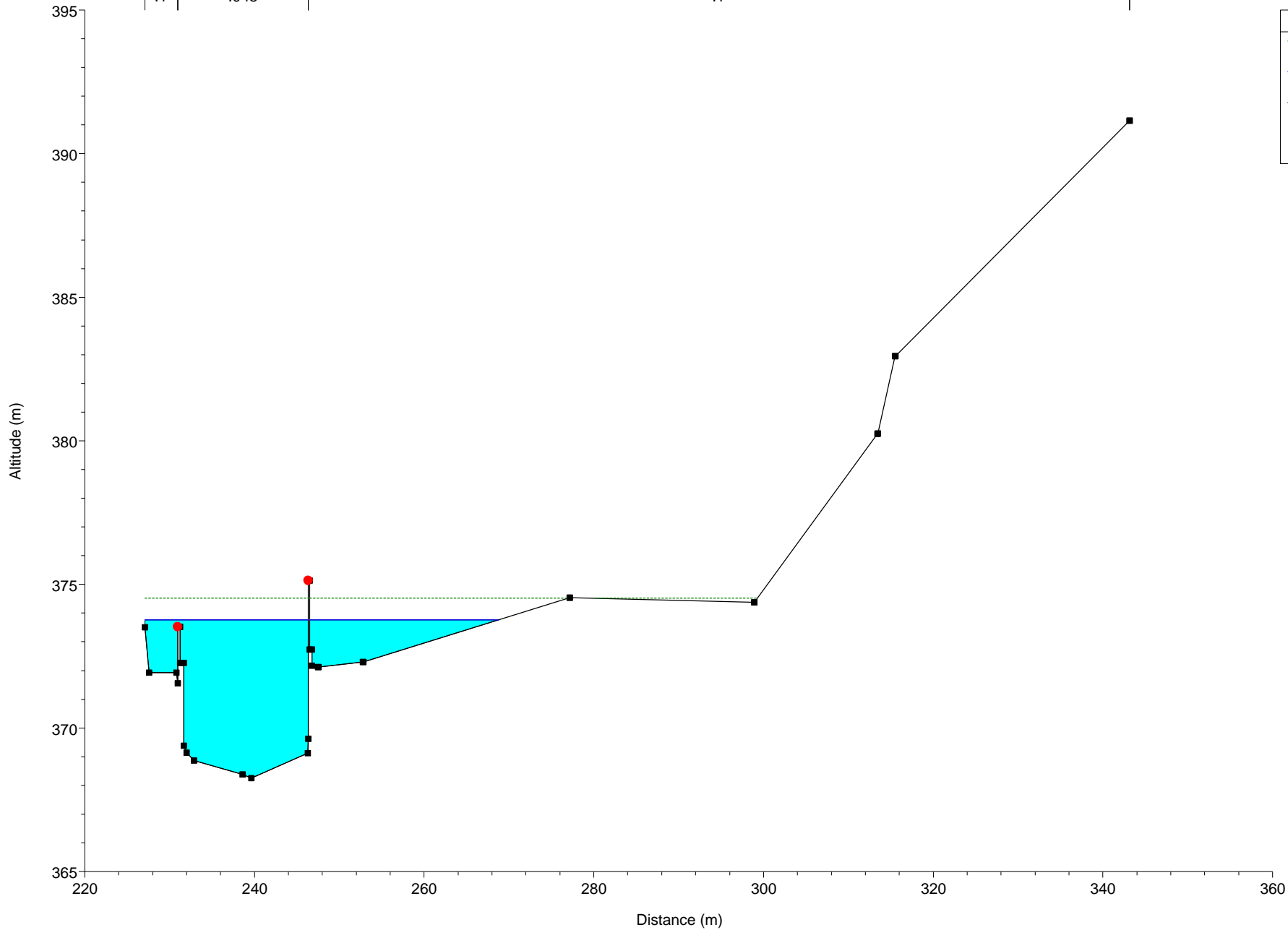
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	●

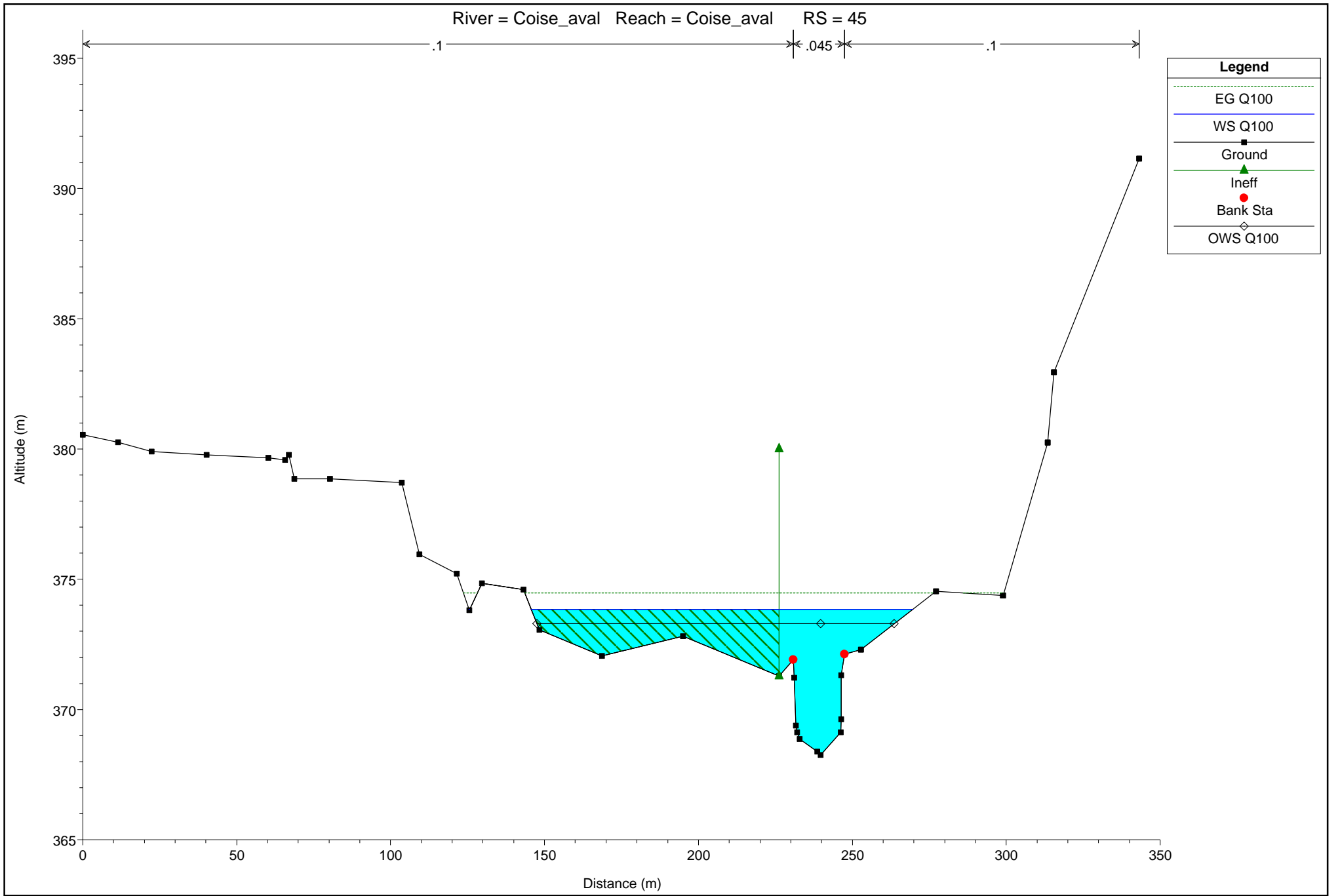


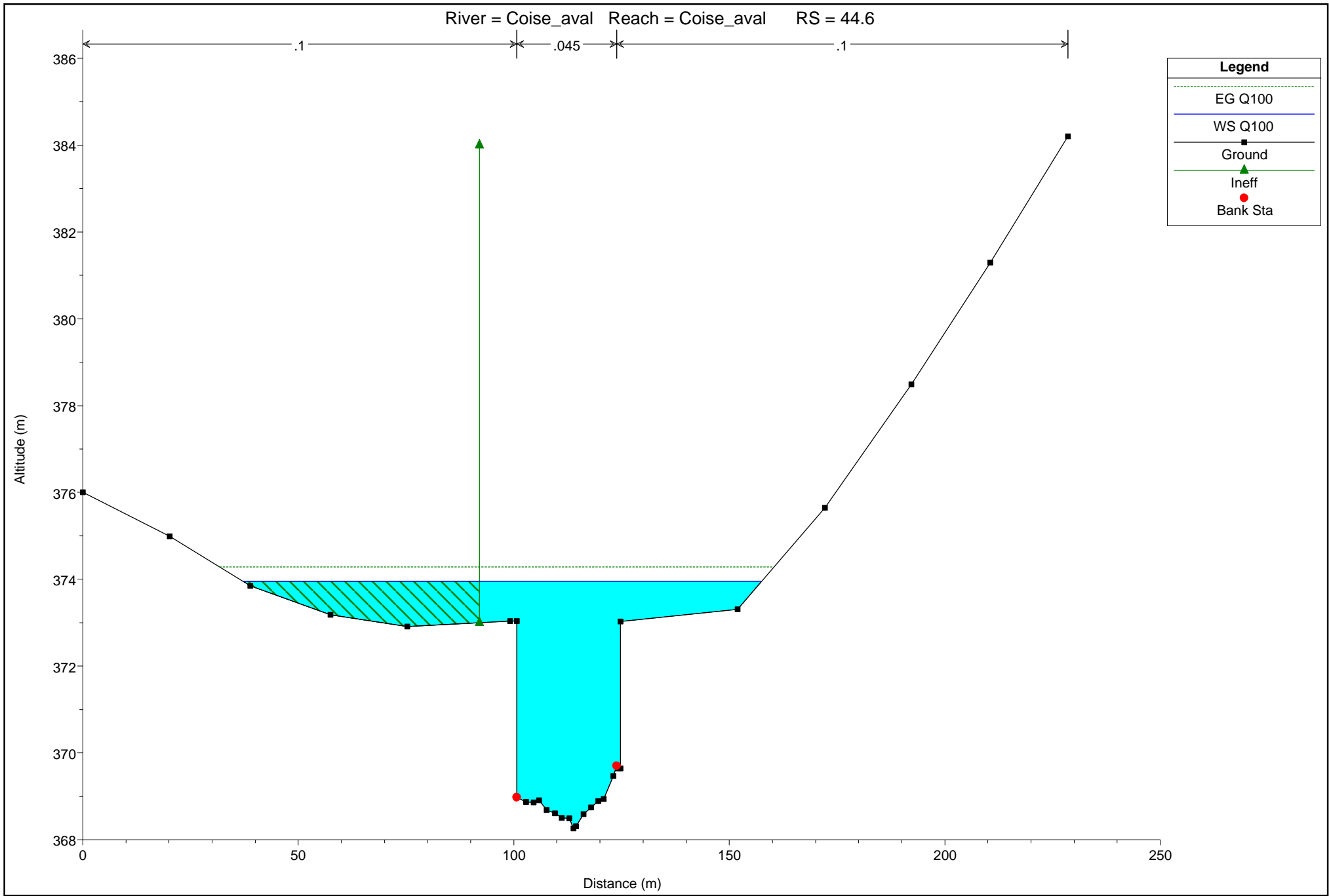
River = Coise_aval Reach = Coise_aval RS = 45.1

←.1→ ←.045→ ←.1→

Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	●

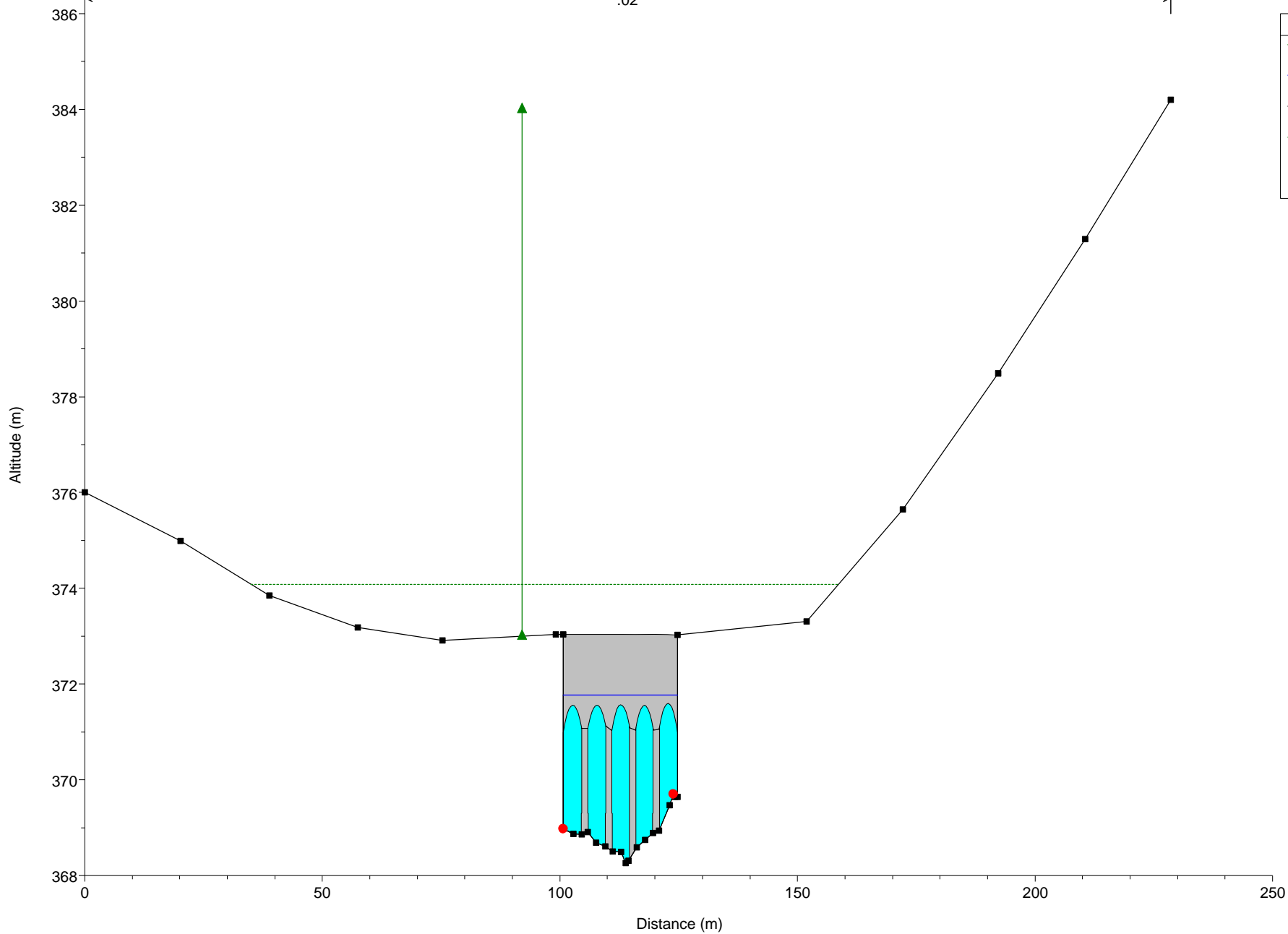






River = Coise_aval Reach = Coise_aval RS = 44.5 BR

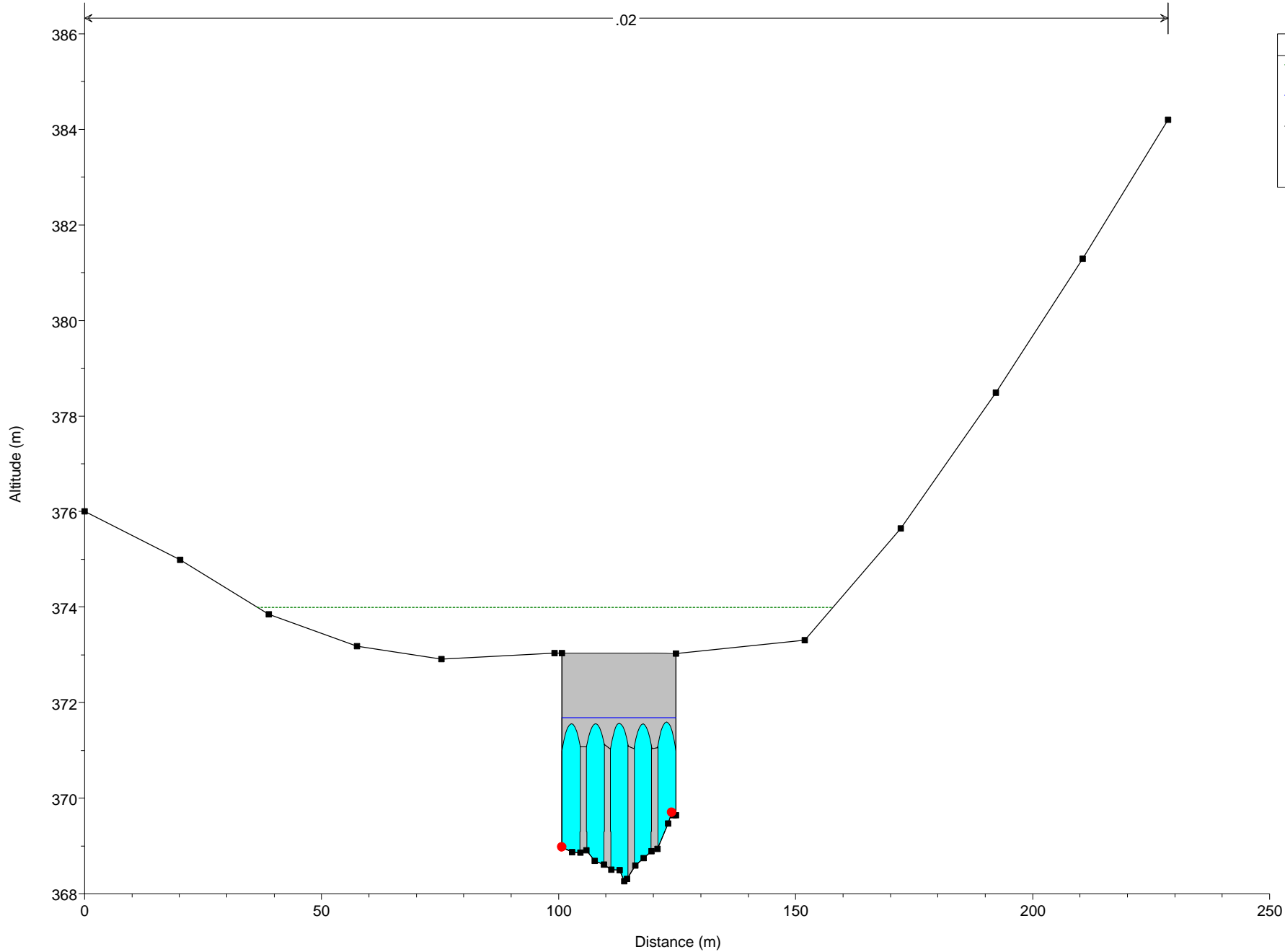
.02



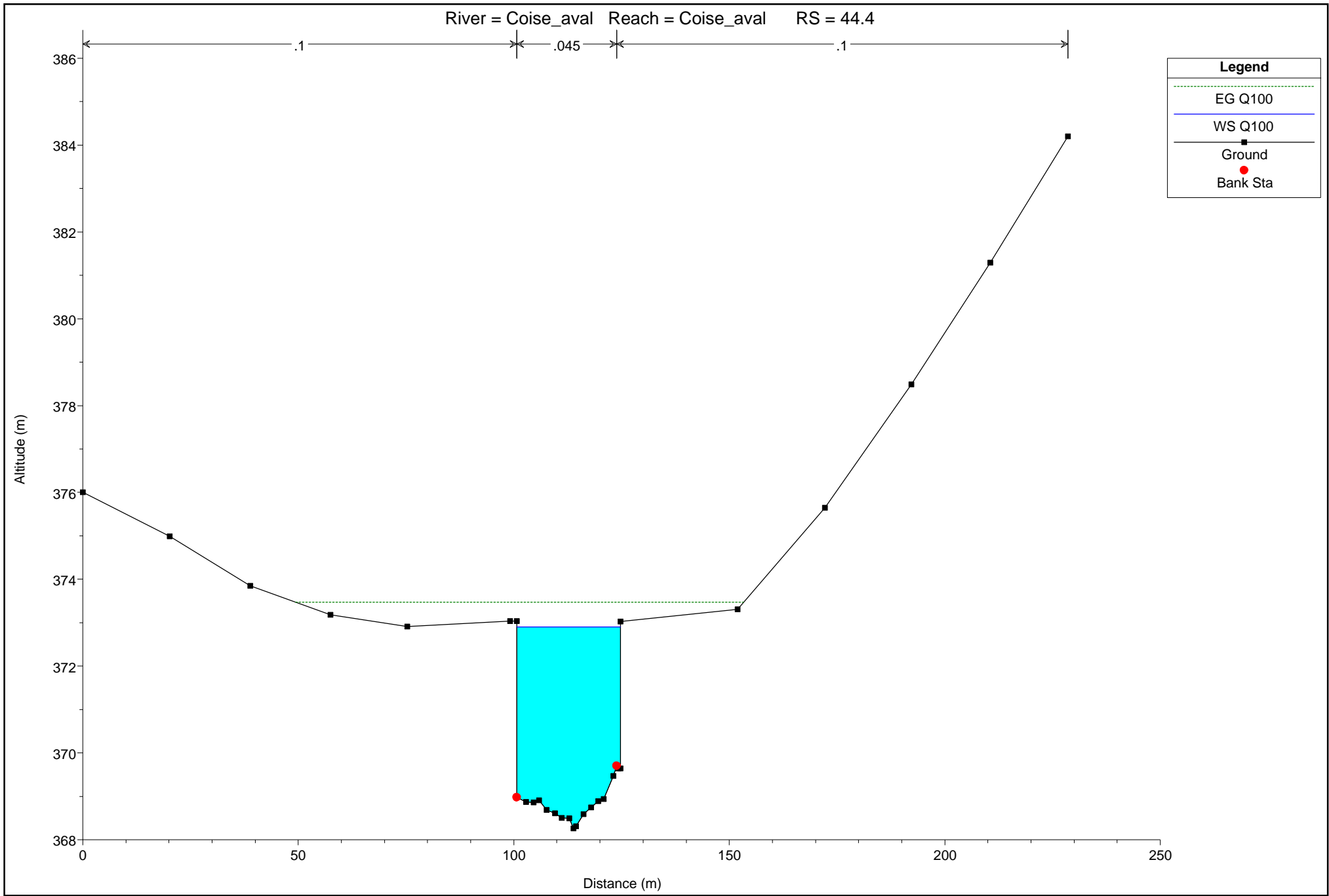
Legend	
EG Q100	(Dotted Green Line)
WS Q100	(Solid Blue Line)
Ground	(Black Square)
Ineff	(Green Triangle)
Bank Sta	(Red Circle)

River = Coise_aval Reach = Coise_aval RS = 44.5 BR

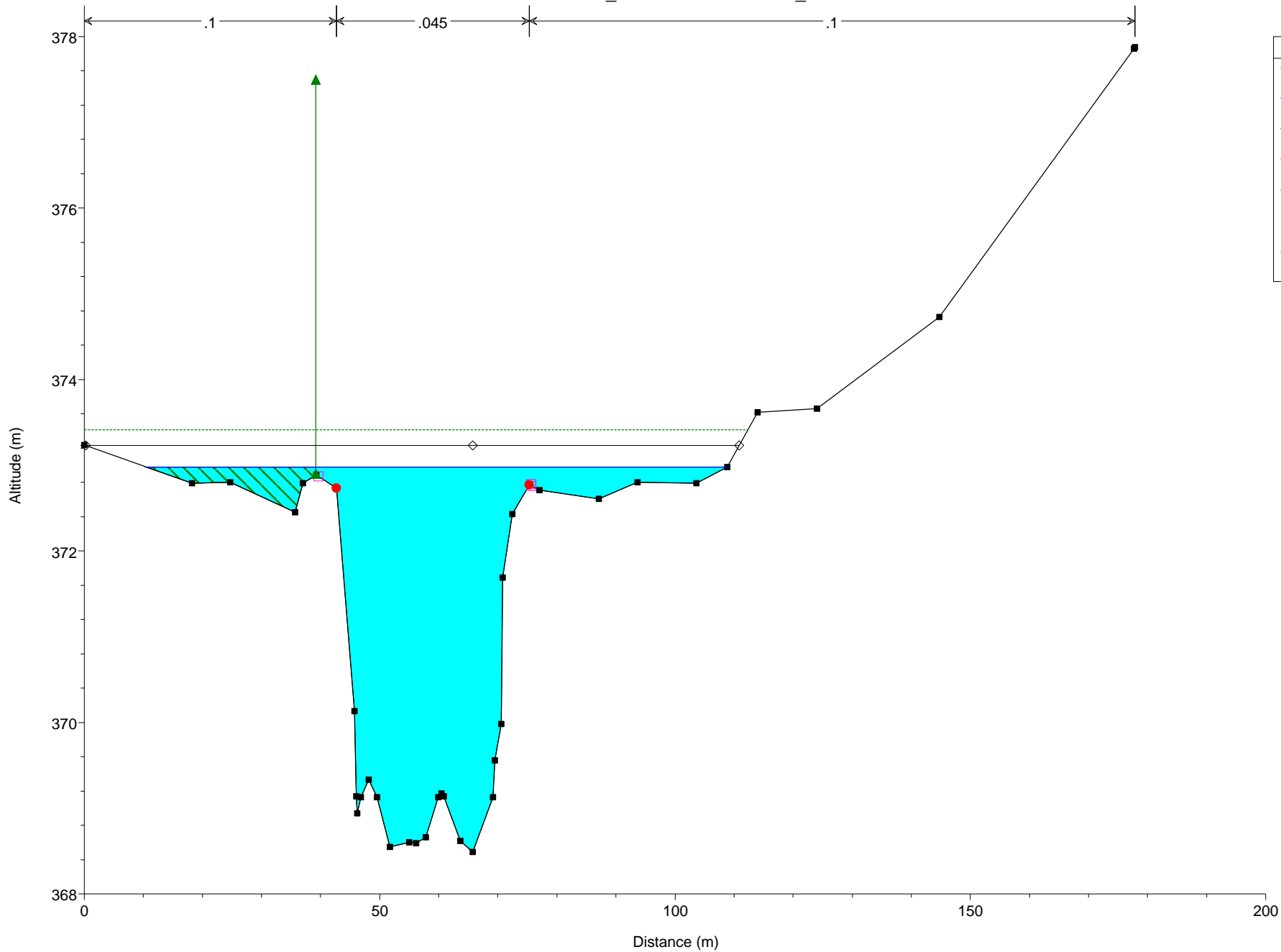
.02



Legend	
---	EG Q100
---	WS Q100
■	Ground
●	Bank Sta

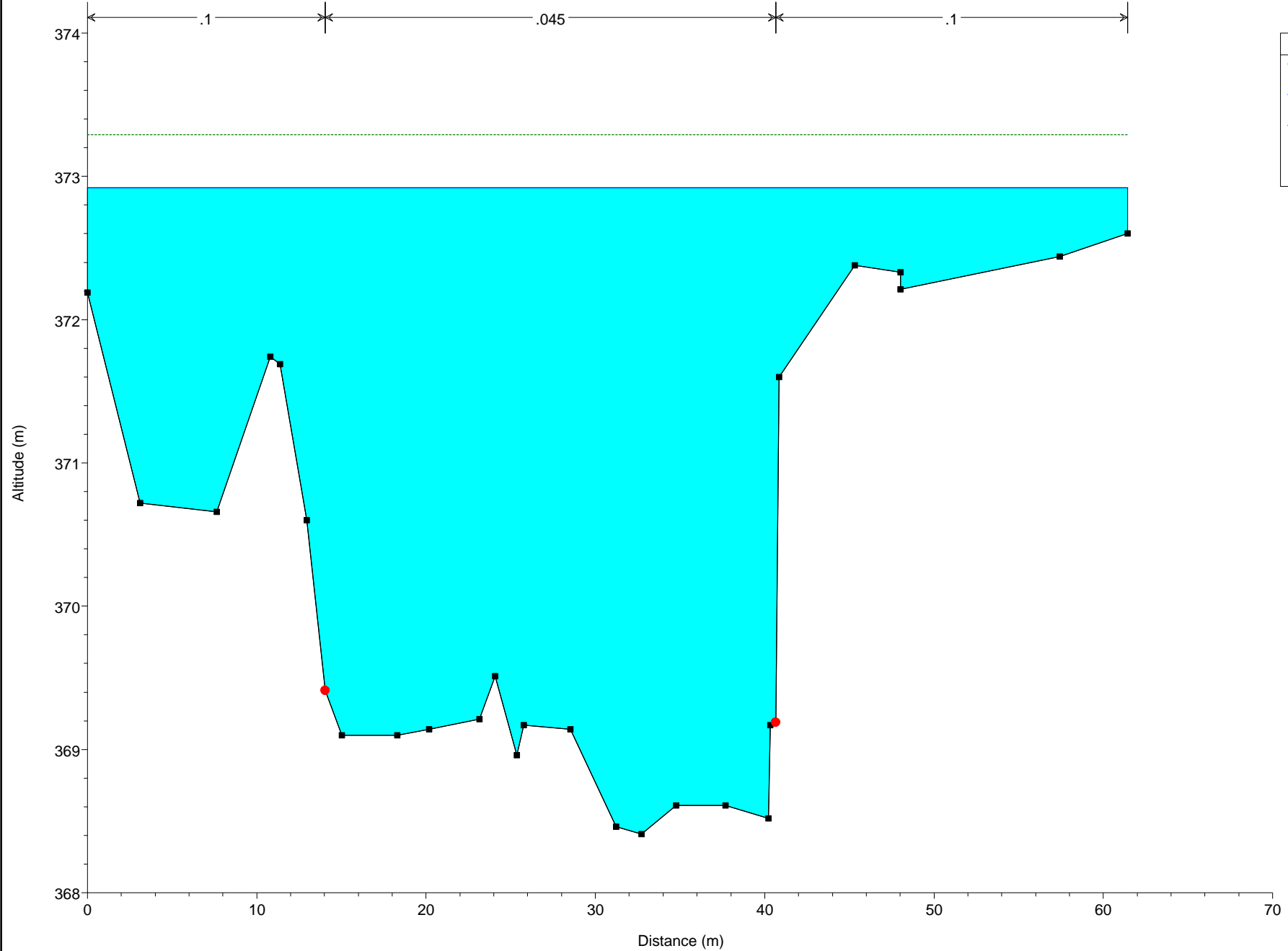


River = Coise_aval Reach = Coise_aval RS = 44



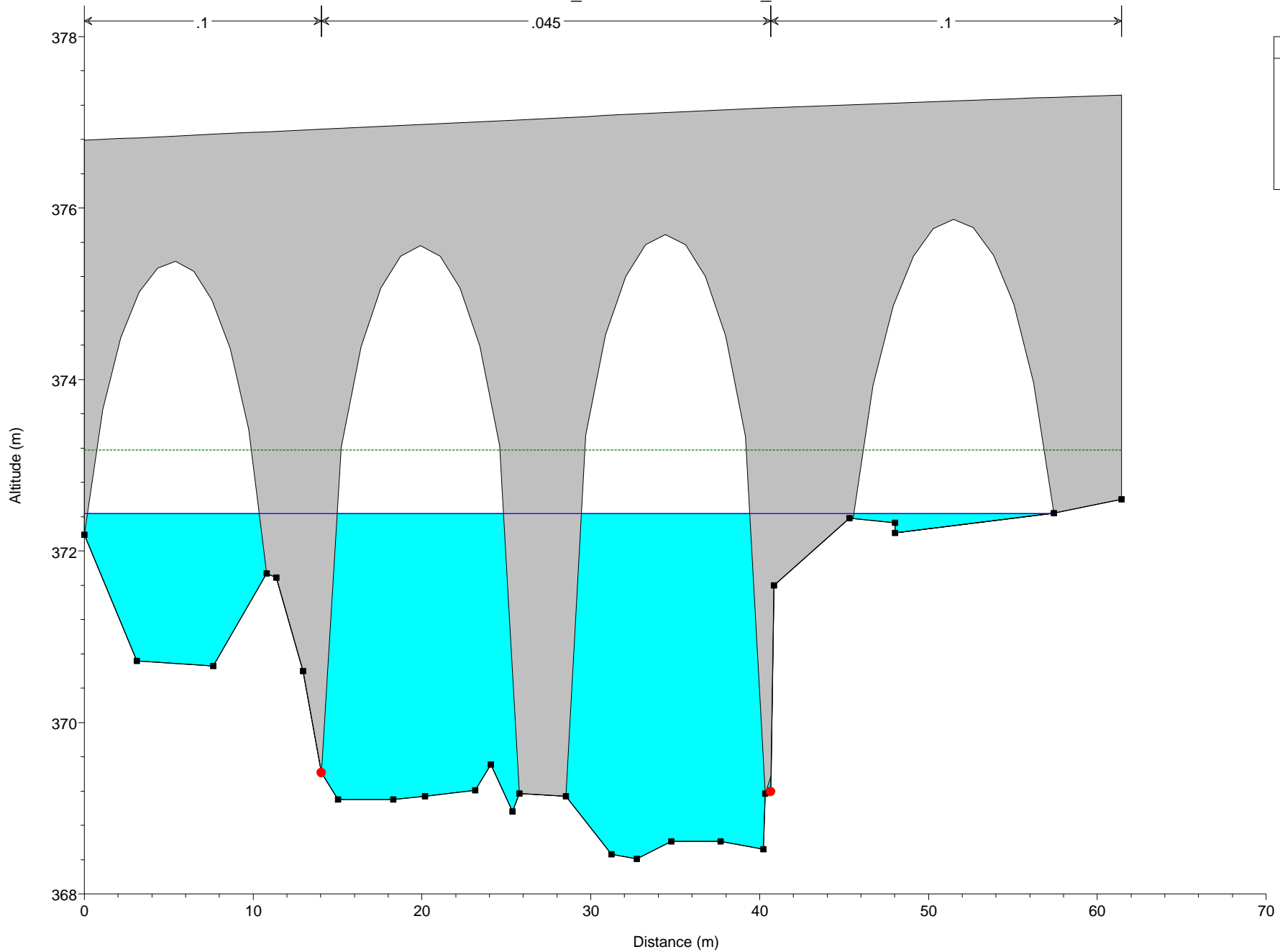
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----■
Levee	-----□
Ineff	-----▲
Bank Sta	-----●
OWS Q100	-----◇

River = Coise_aval Reach = Coise_aval RS = 43.6



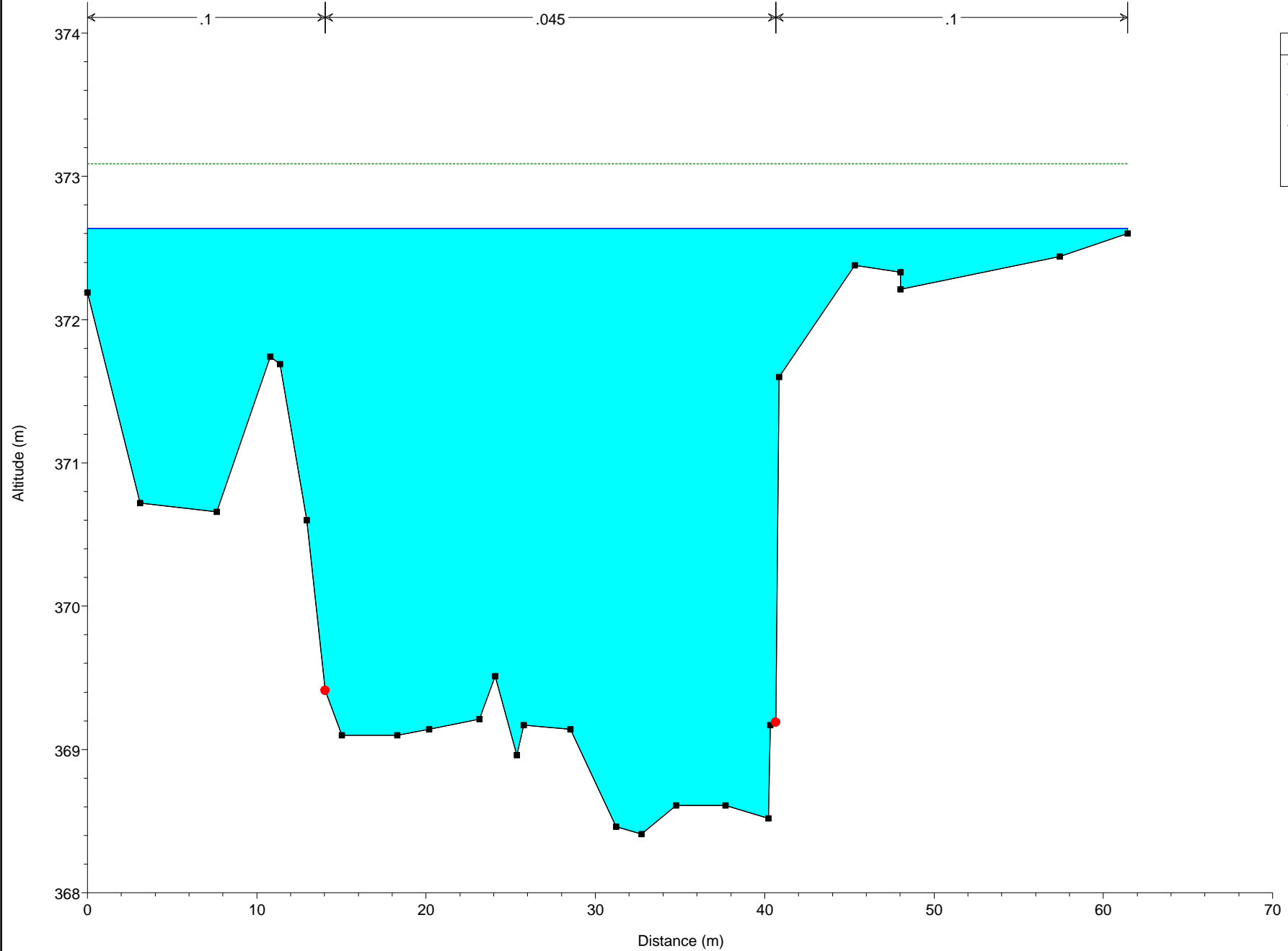
Legend	
---	EG Q100
---	WS Q100
■	Ground
●	Bank Sta

River = Coise_aval Reach = Coise_aval RS = 43.5 BR



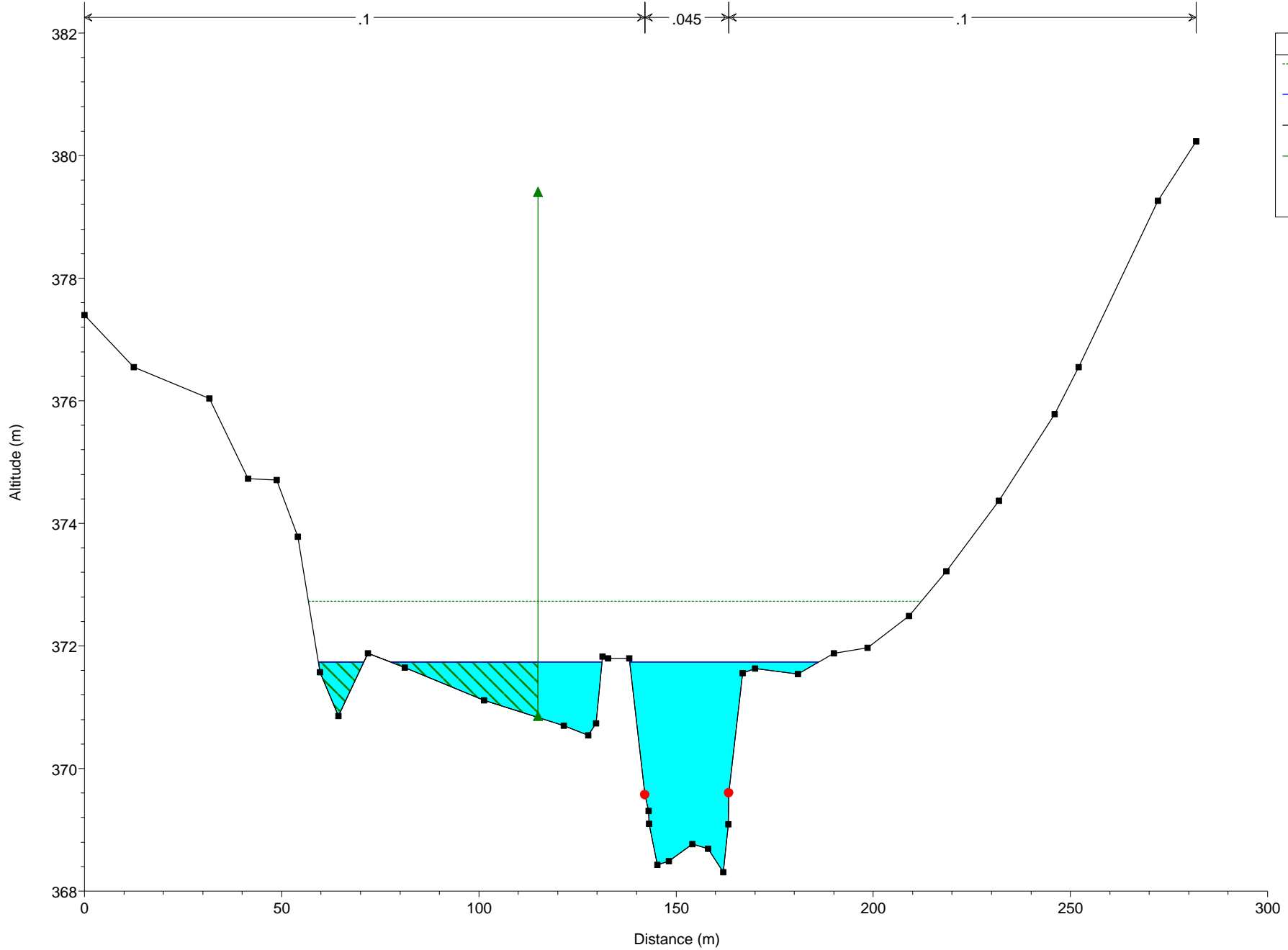
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	-----

River = Coise_aval Reach = Coise_aval RS = 43.4



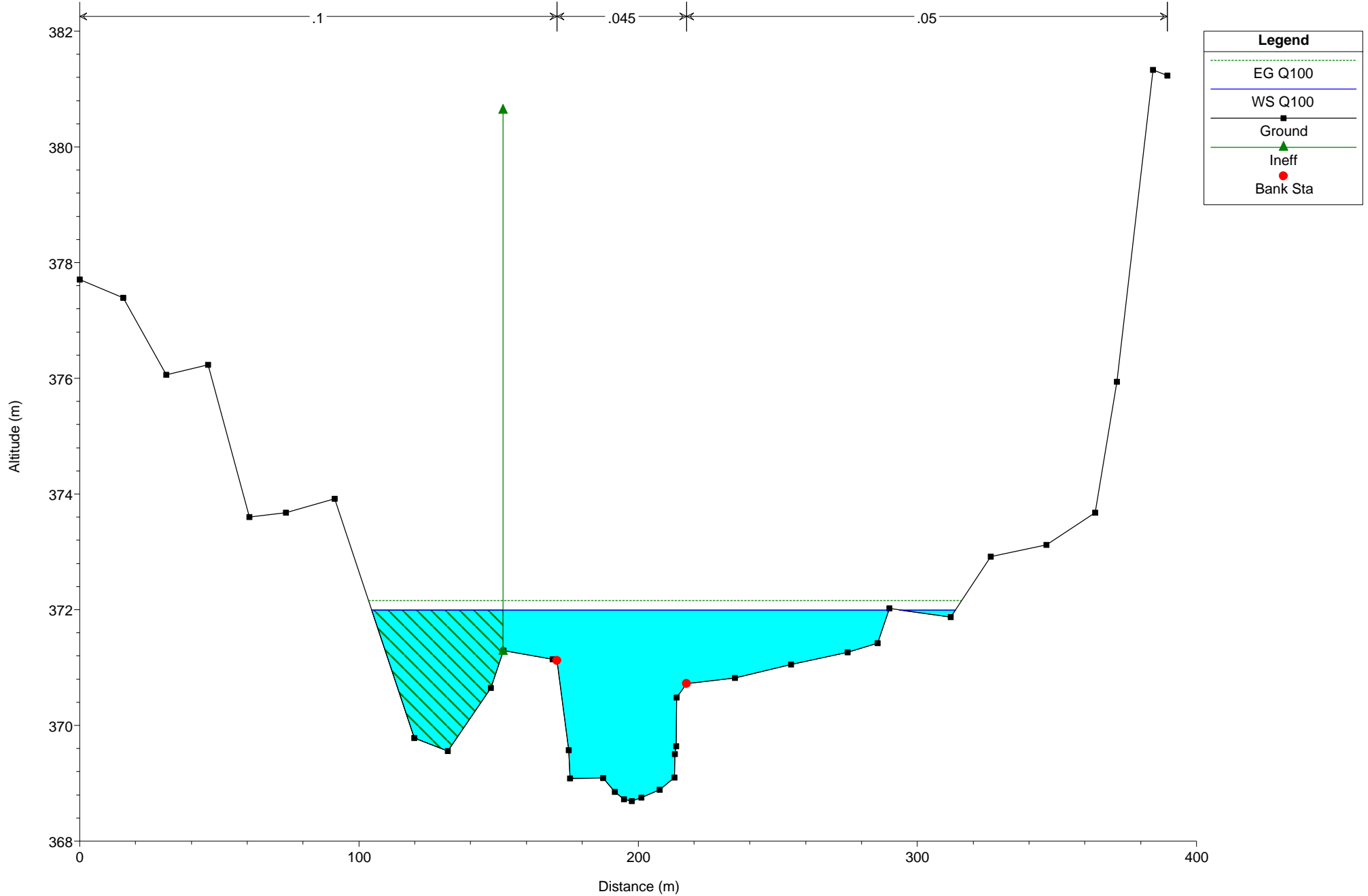
Legend	
EG Q100	(Dotted green line)
WS Q100	(Blue line)
Ground	(Black line with square markers)
Bank Sta	(Red dot)

River = Coise_aval Reach = Coise_aval RS = 43

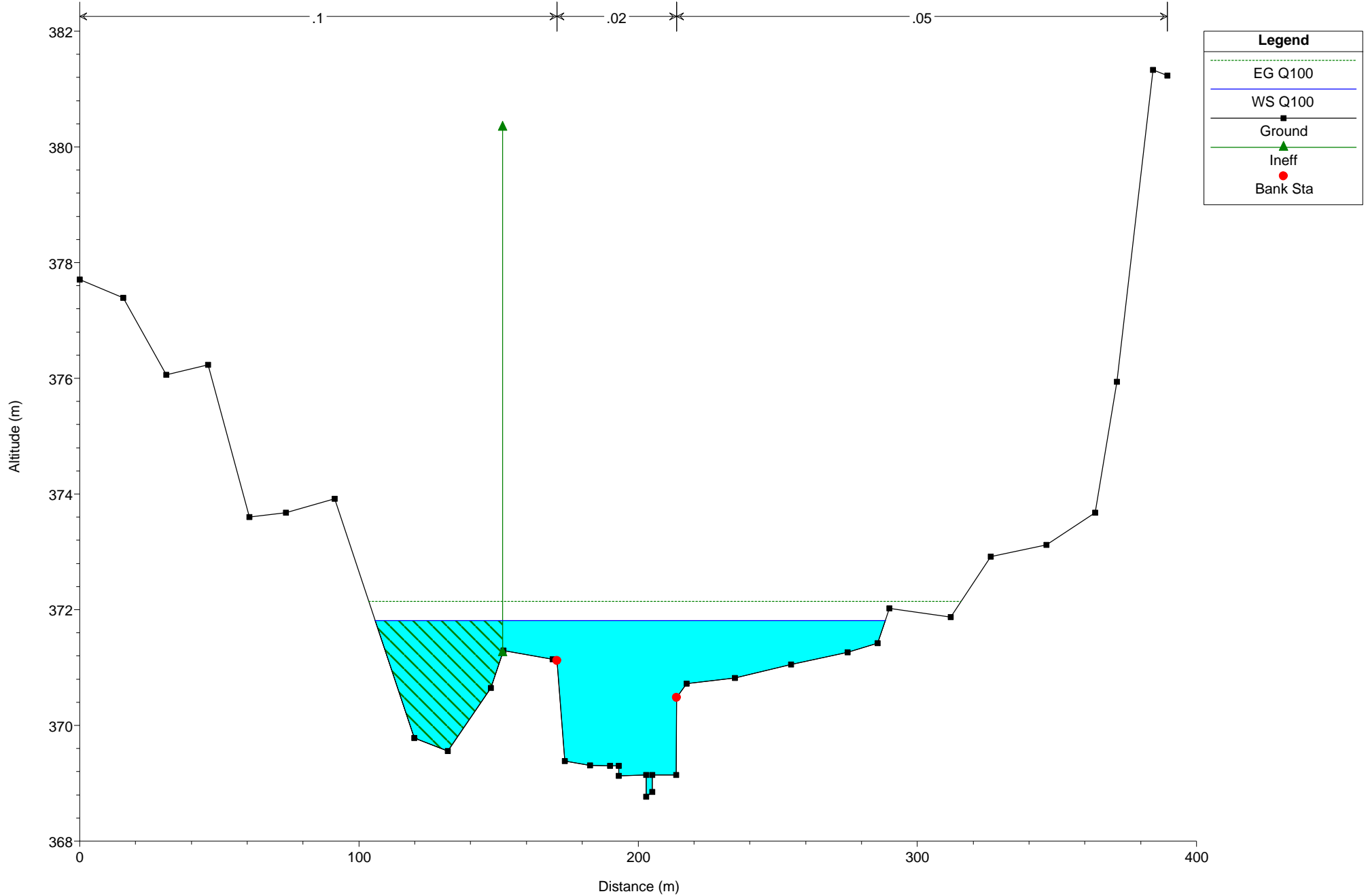


Legend	
EG Q100	(Dotted line)
WS Q100	(Blue line)
Ground	(Black line with square markers)
Ineff	(Green line with triangle marker)
Bank Sta	(Red dot)

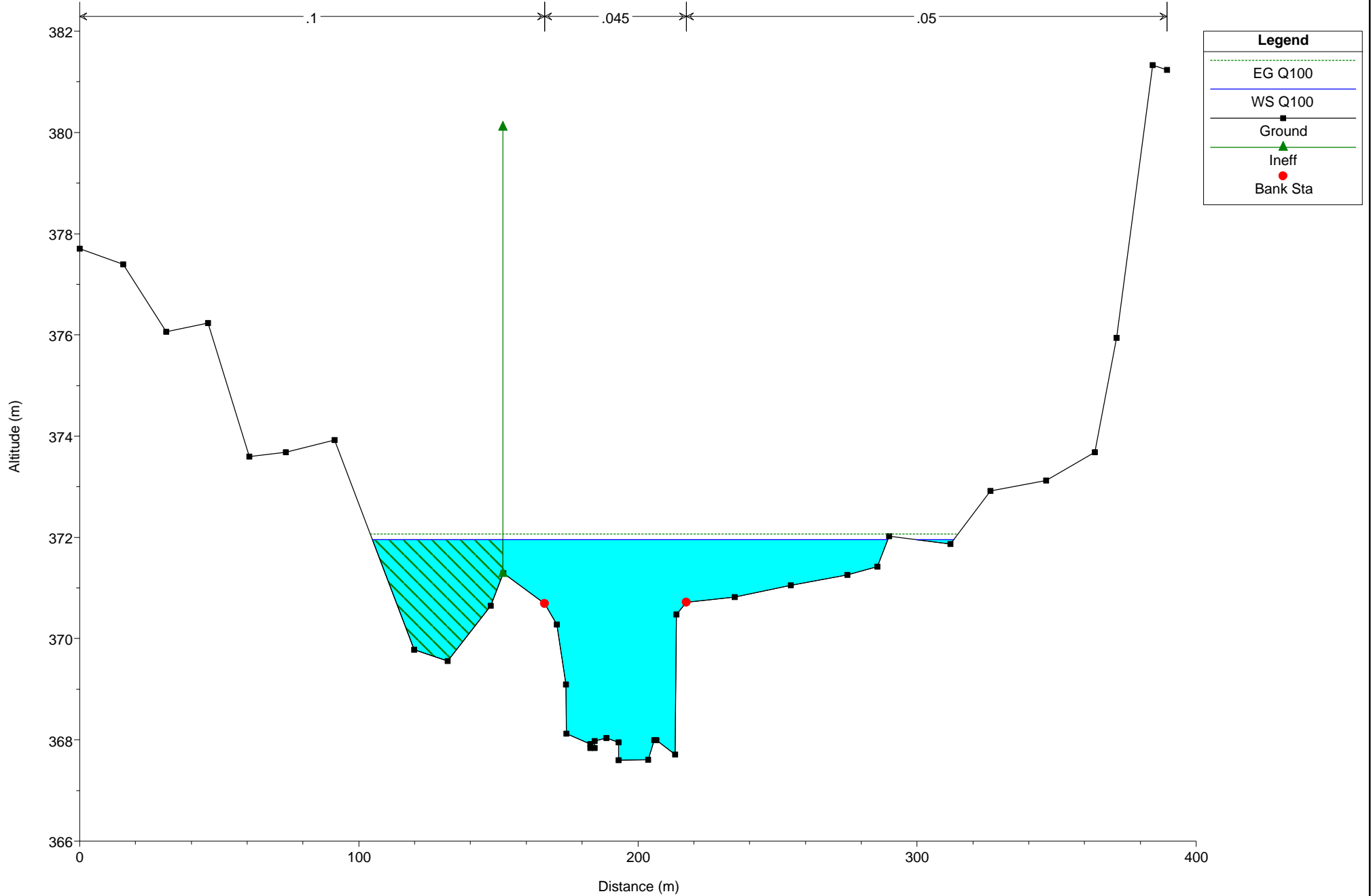
River = Coise_aval Reach = Coise_aval RS = 42.3



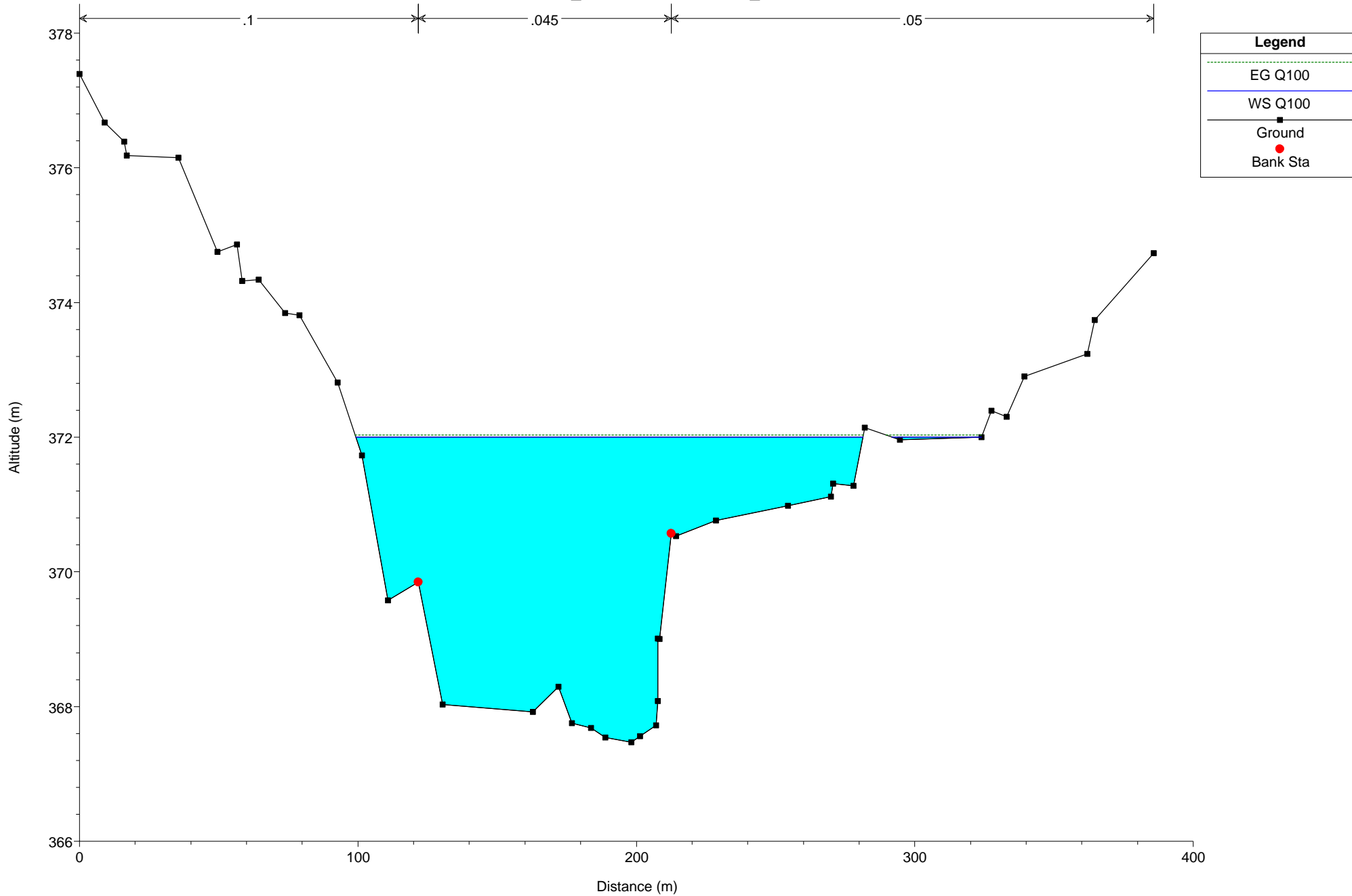
River = Coise_aval Reach = Coise_aval RS = 42.2



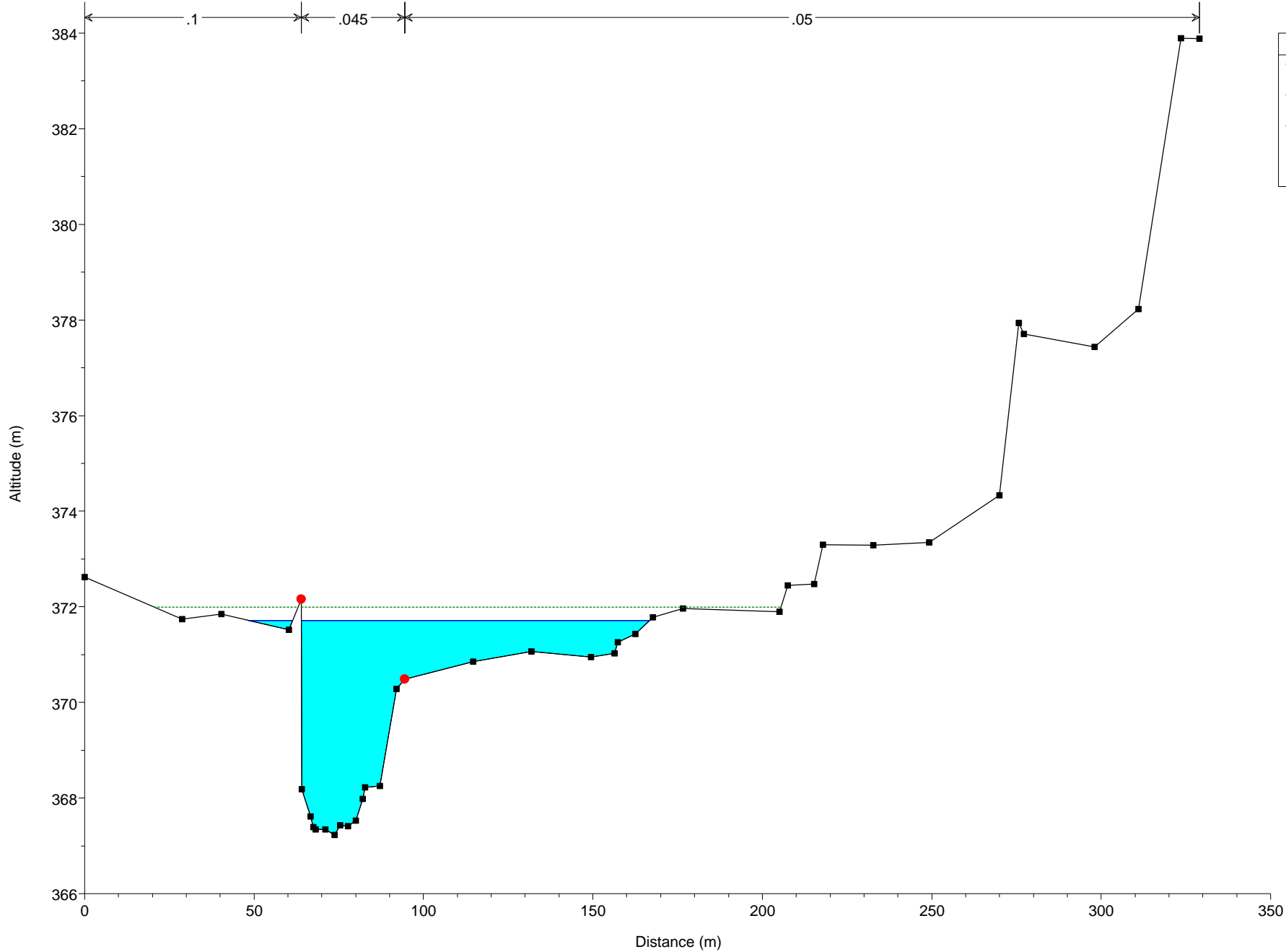
River = Coise_aval Reach = Coise_aval RS = 42.1



River = Coise_aval Reach = Coise_aval RS = 42



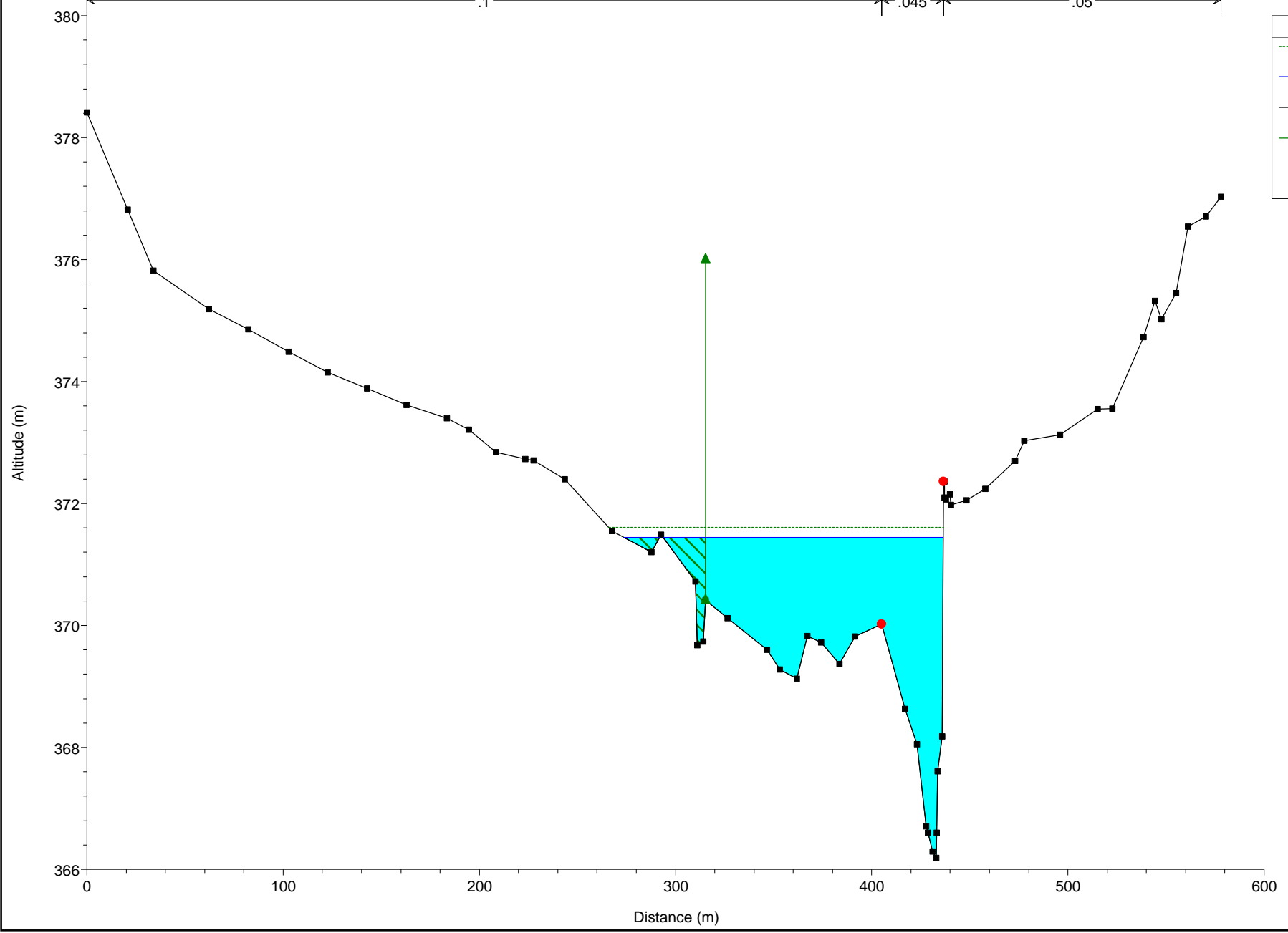
River = Coise_aval Reach = Coise_aval RS = 41



Legend	
EG Q100	Green dashed line
WS Q100	Blue solid line
Ground	Black line with square markers
Bank Sta	Red dot

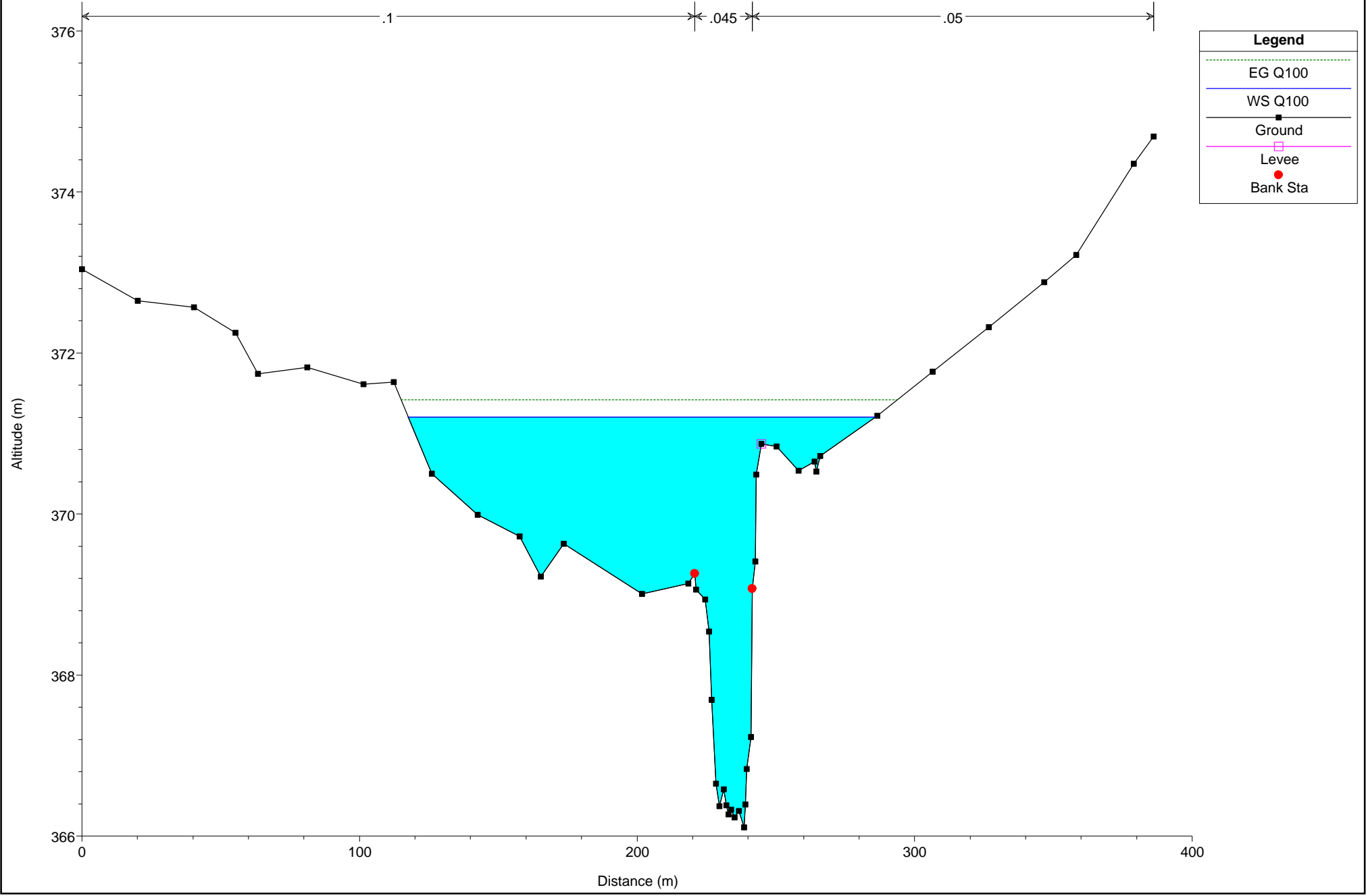
River = Coise_aval Reach = Coise_aval RS = 40

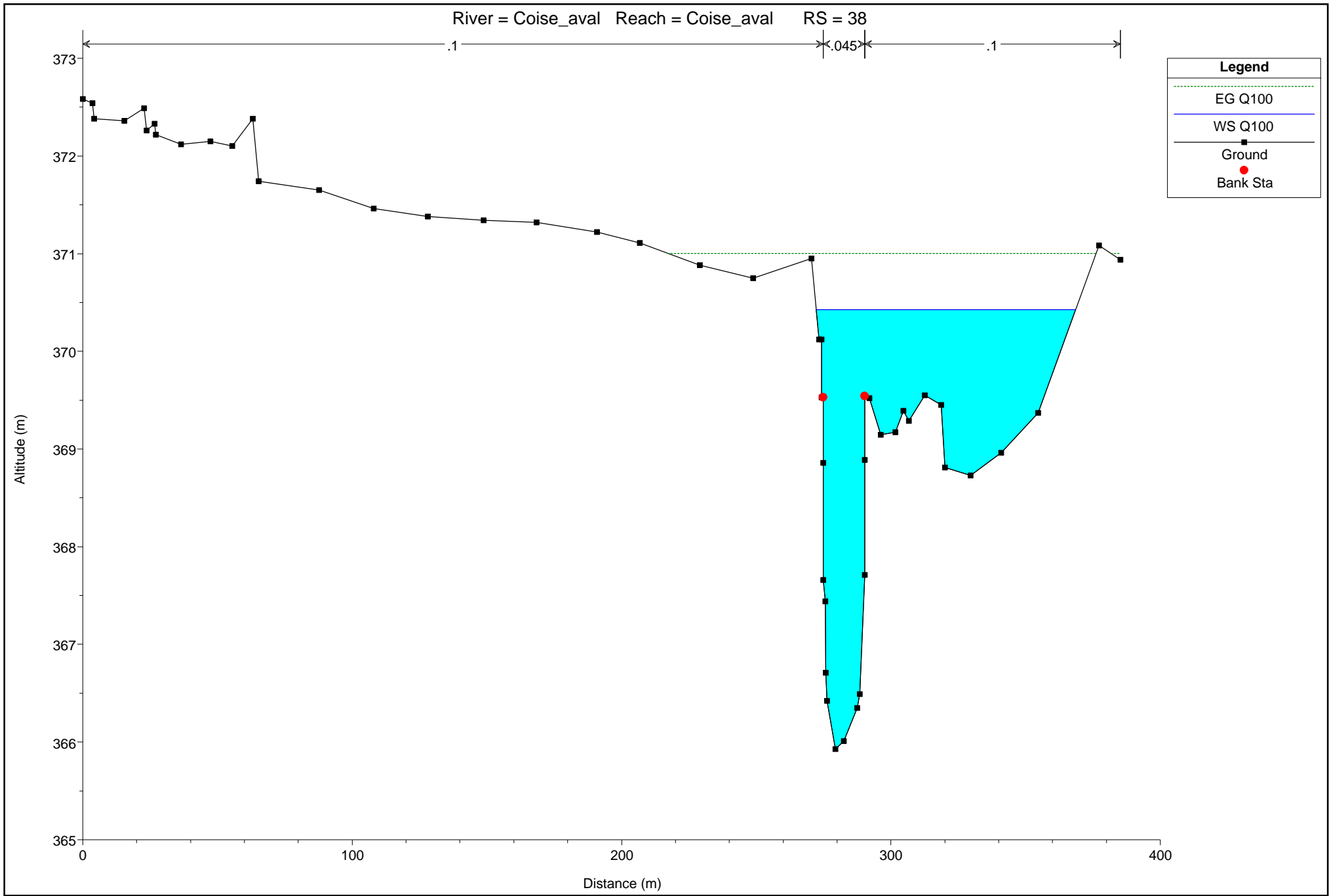
.1 .045 .05

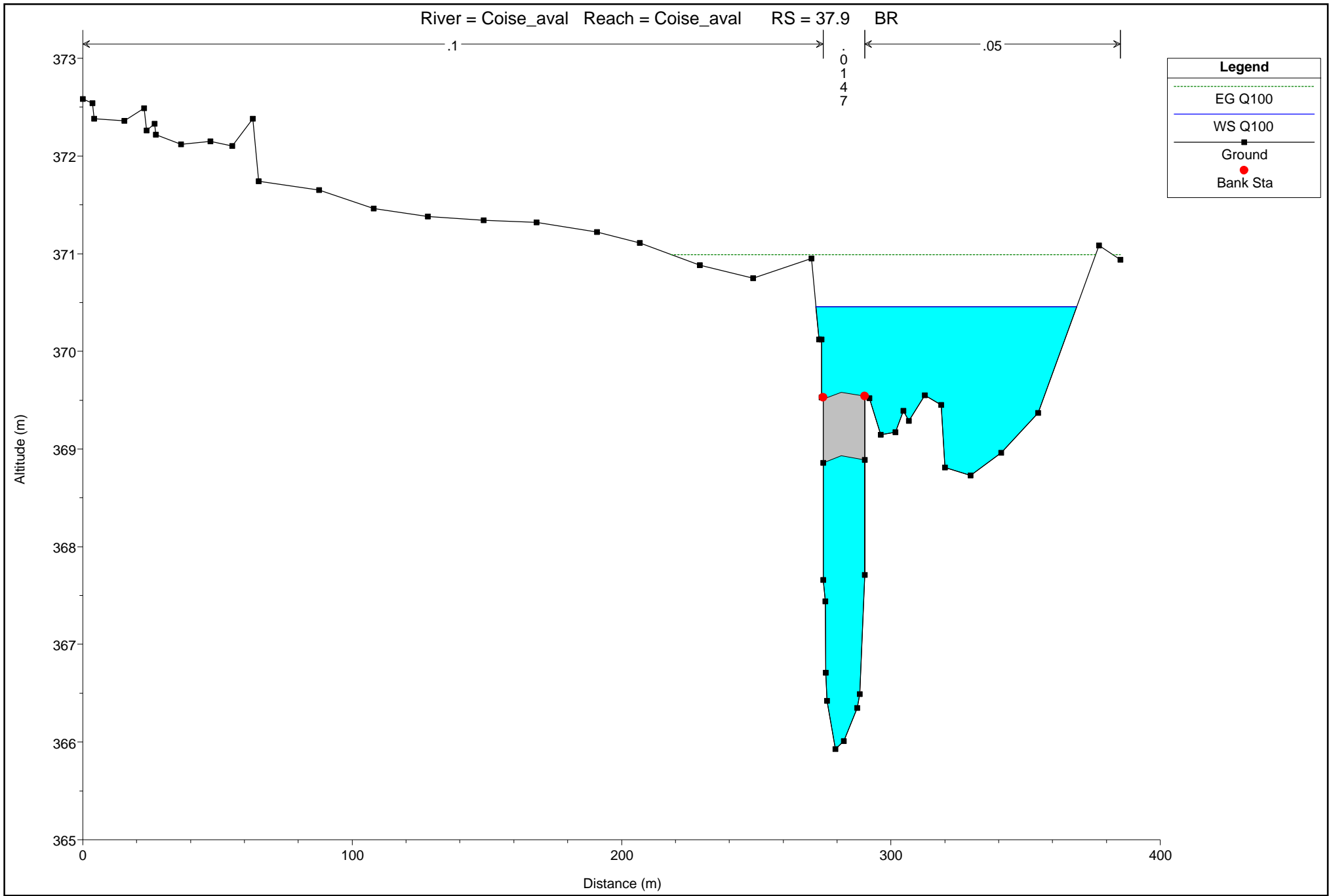


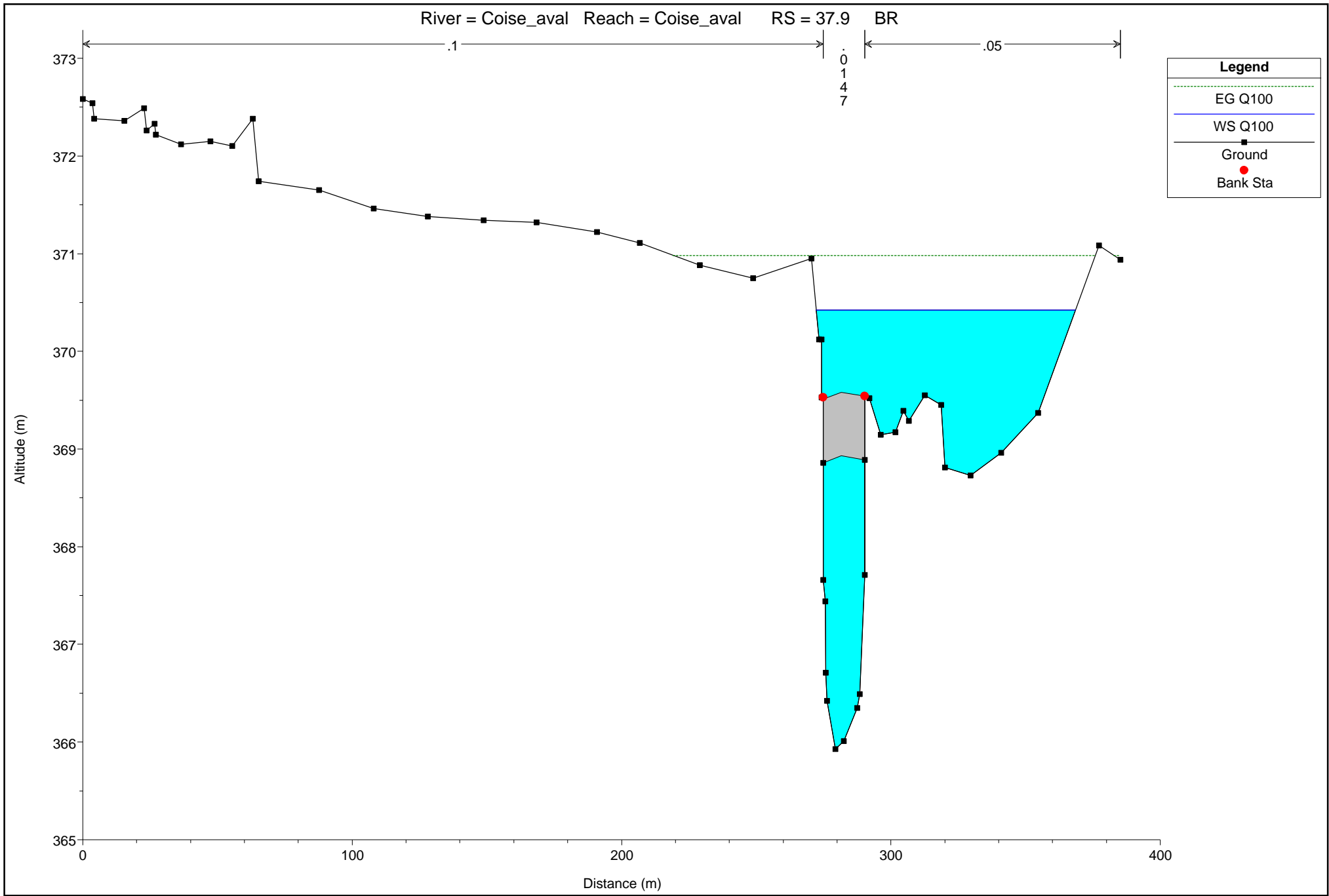
Legend	
EG Q100	(Green dashed line)
WS Q100	(Blue solid line)
Ground	(Black line with square markers)
Ineff	(Green triangle)
Bank Sta	(Red dot)

River = Coise_aval Reach = Coise_aval RS = 39

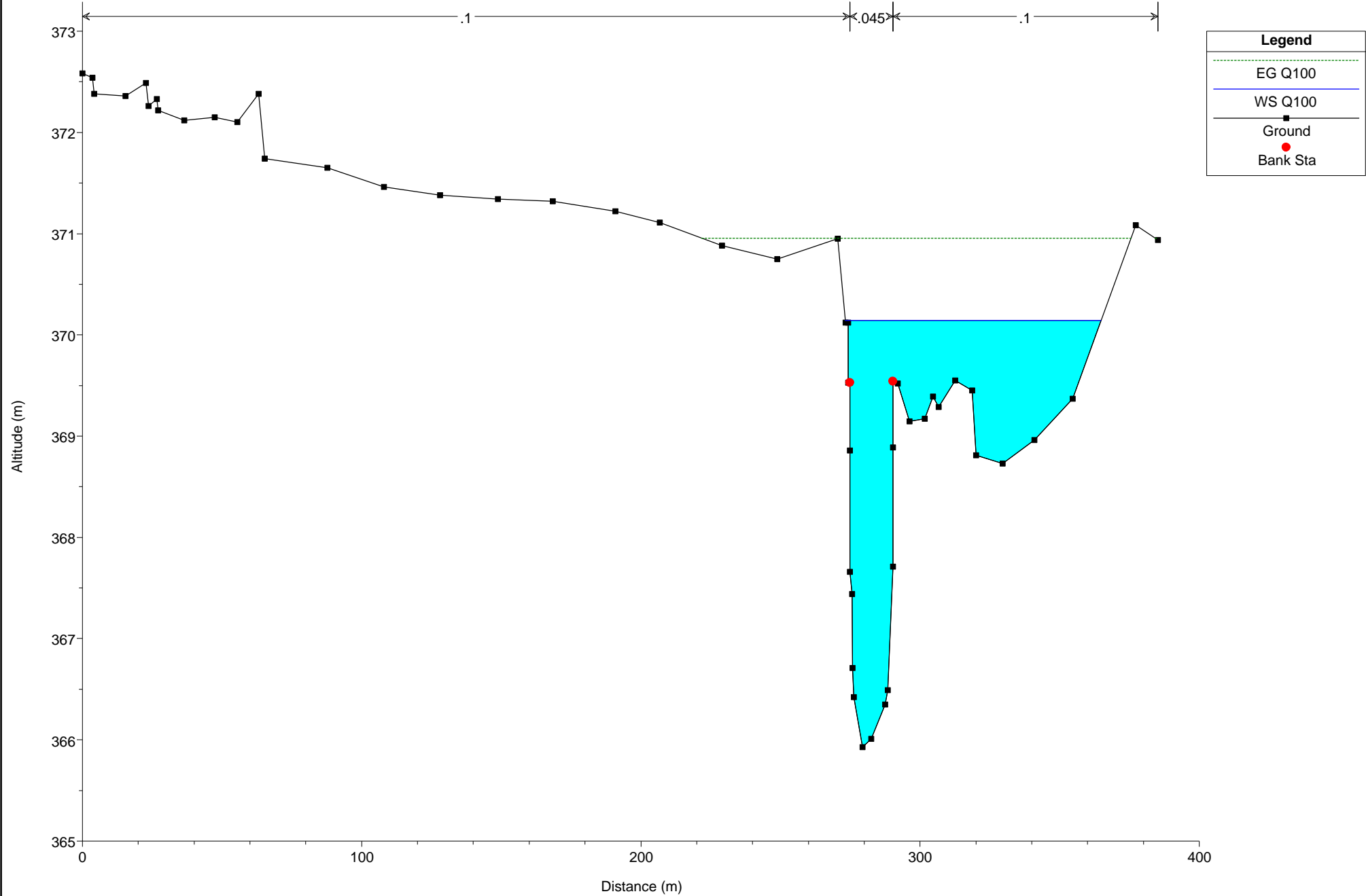




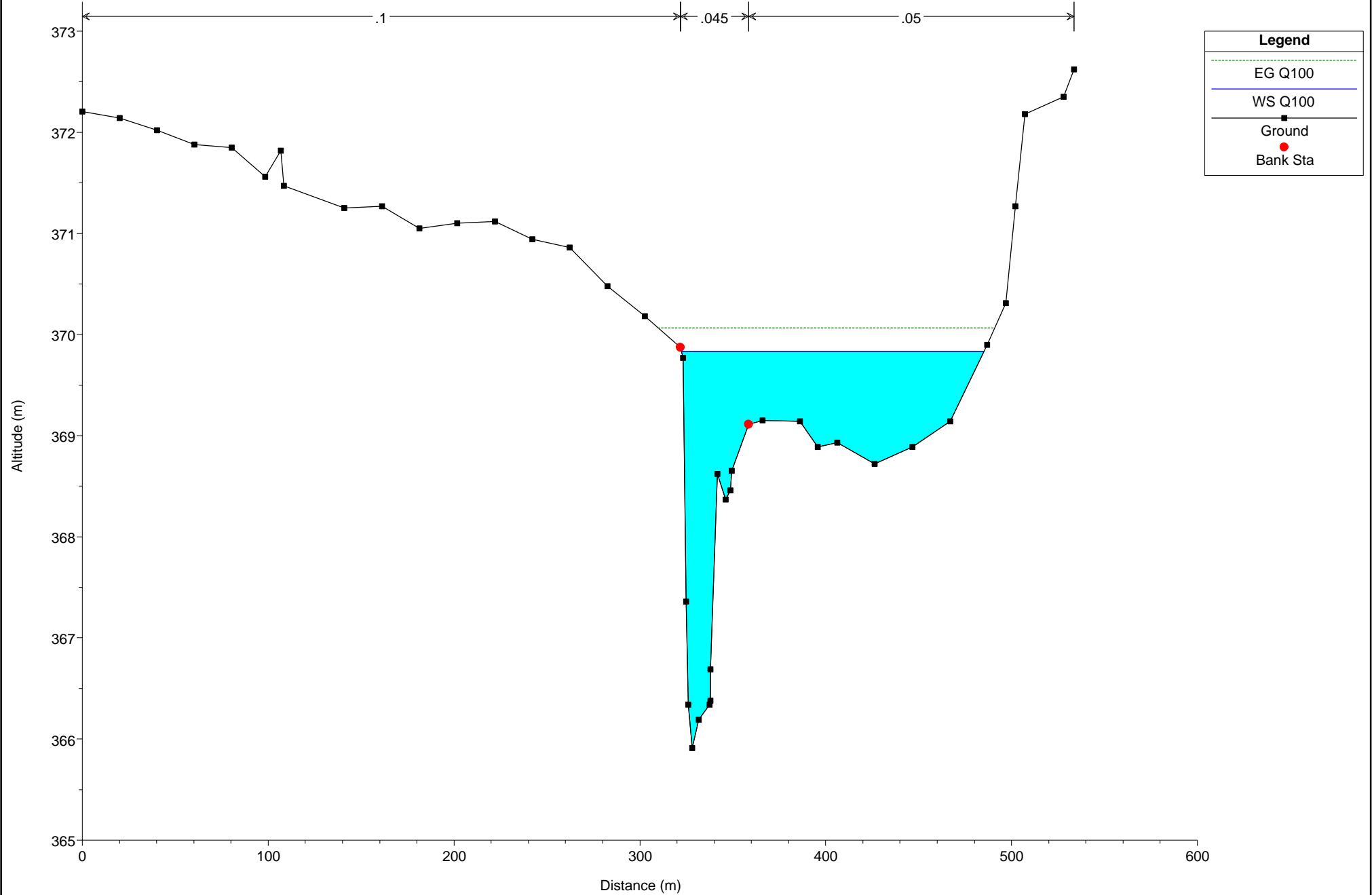




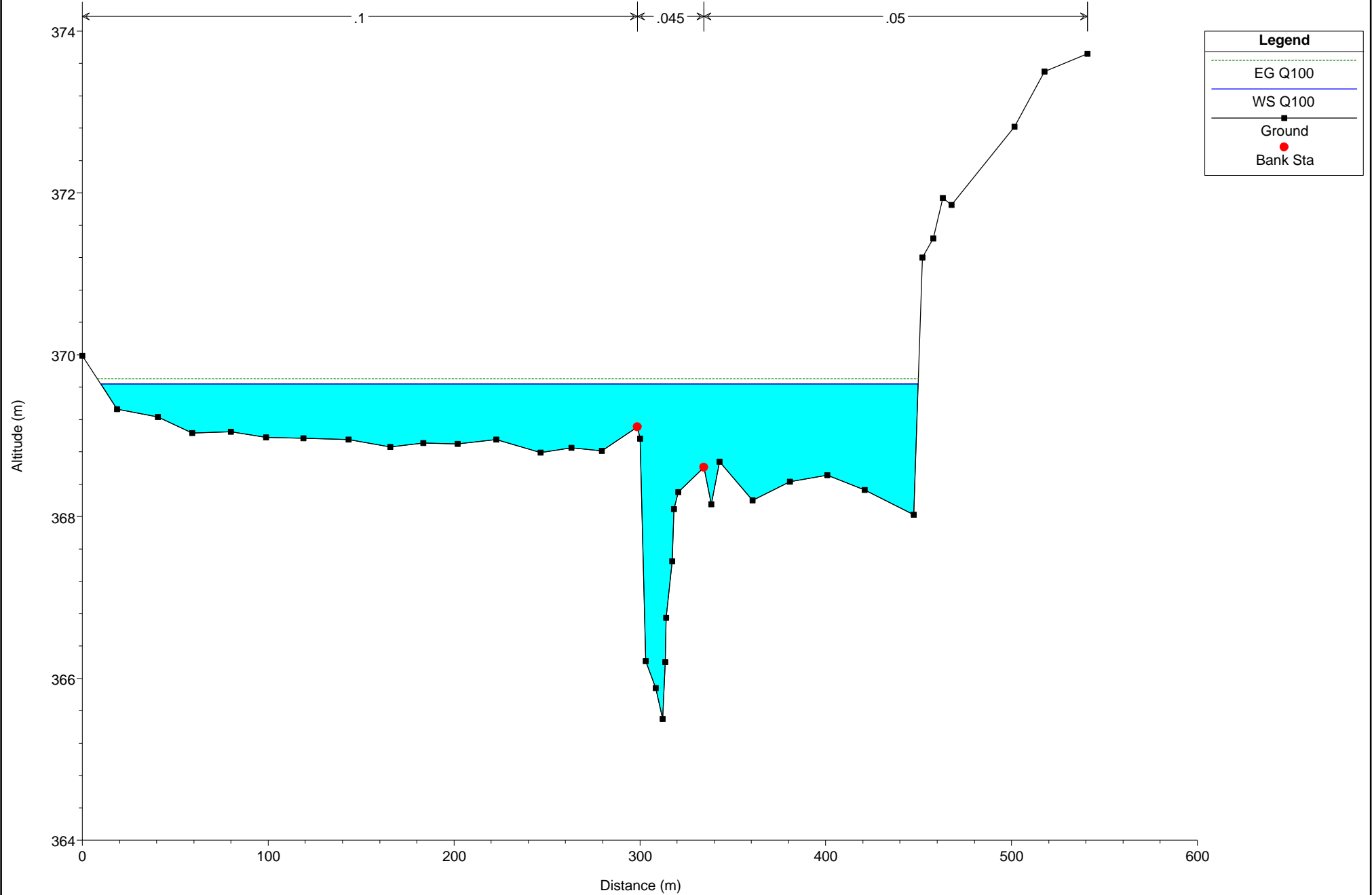
River = Coise_aval Reach = Coise_aval RS = 37.8



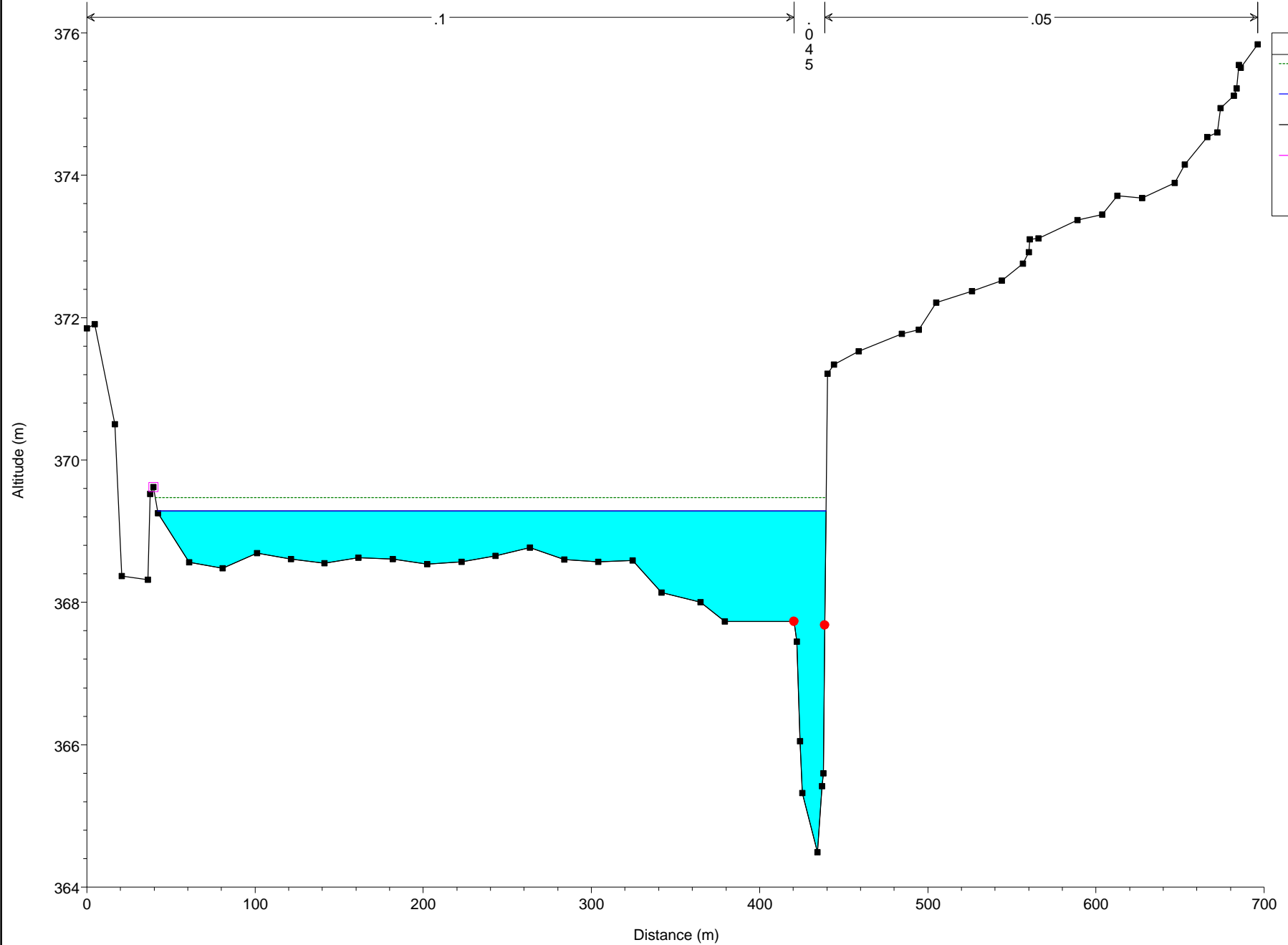
River = Coise_aval Reach = Coise_aval RS = 37



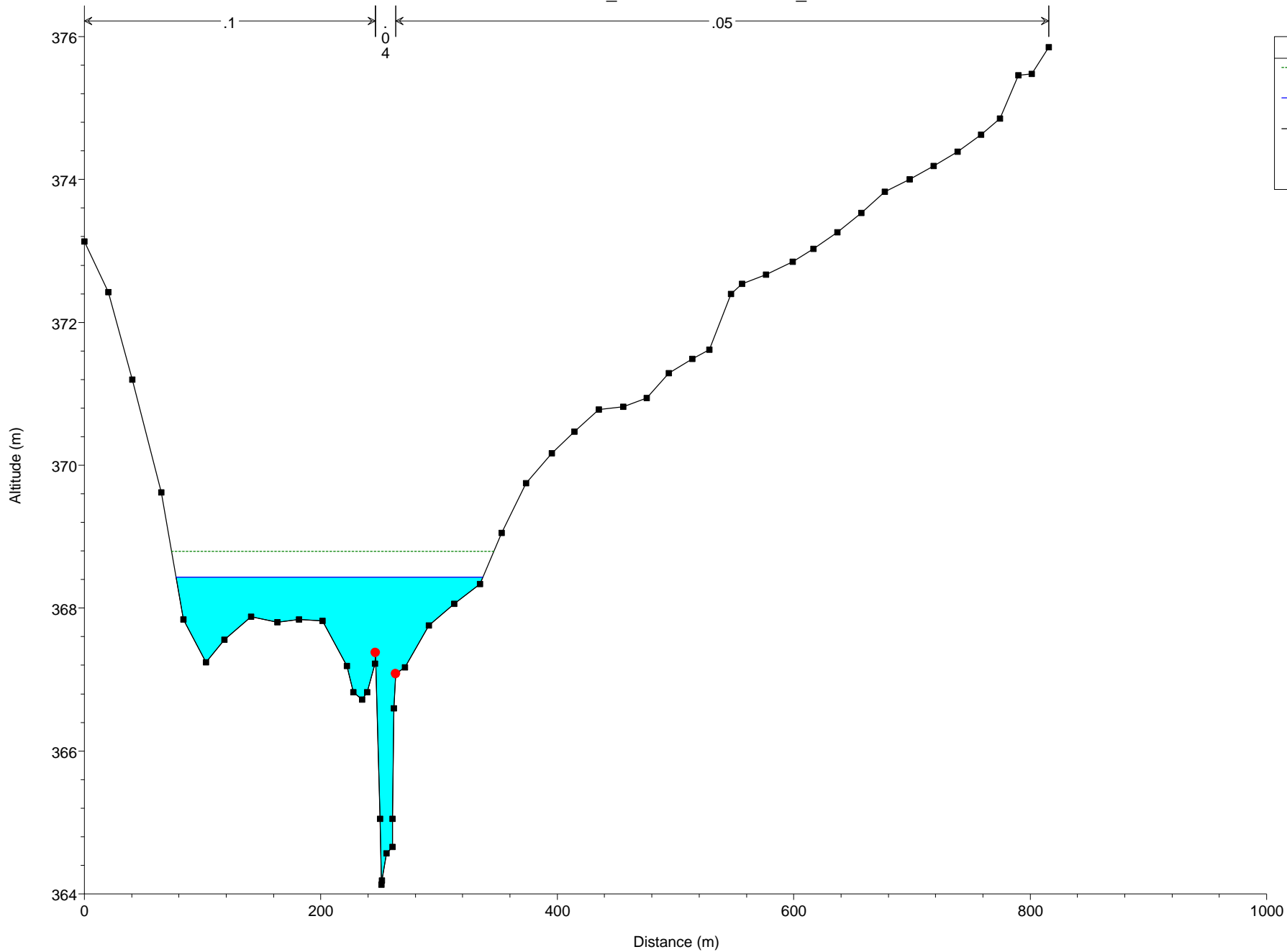
River = Coise_aval Reach = Coise_aval RS = 36



River = Coise_aval Reach = Coise_aval RS = 35



River = Coise_aval Reach = Coise_aval RS = 34



Legend	
---	EG Q100
---	WS Q100
■	Ground
●	Bank Sta

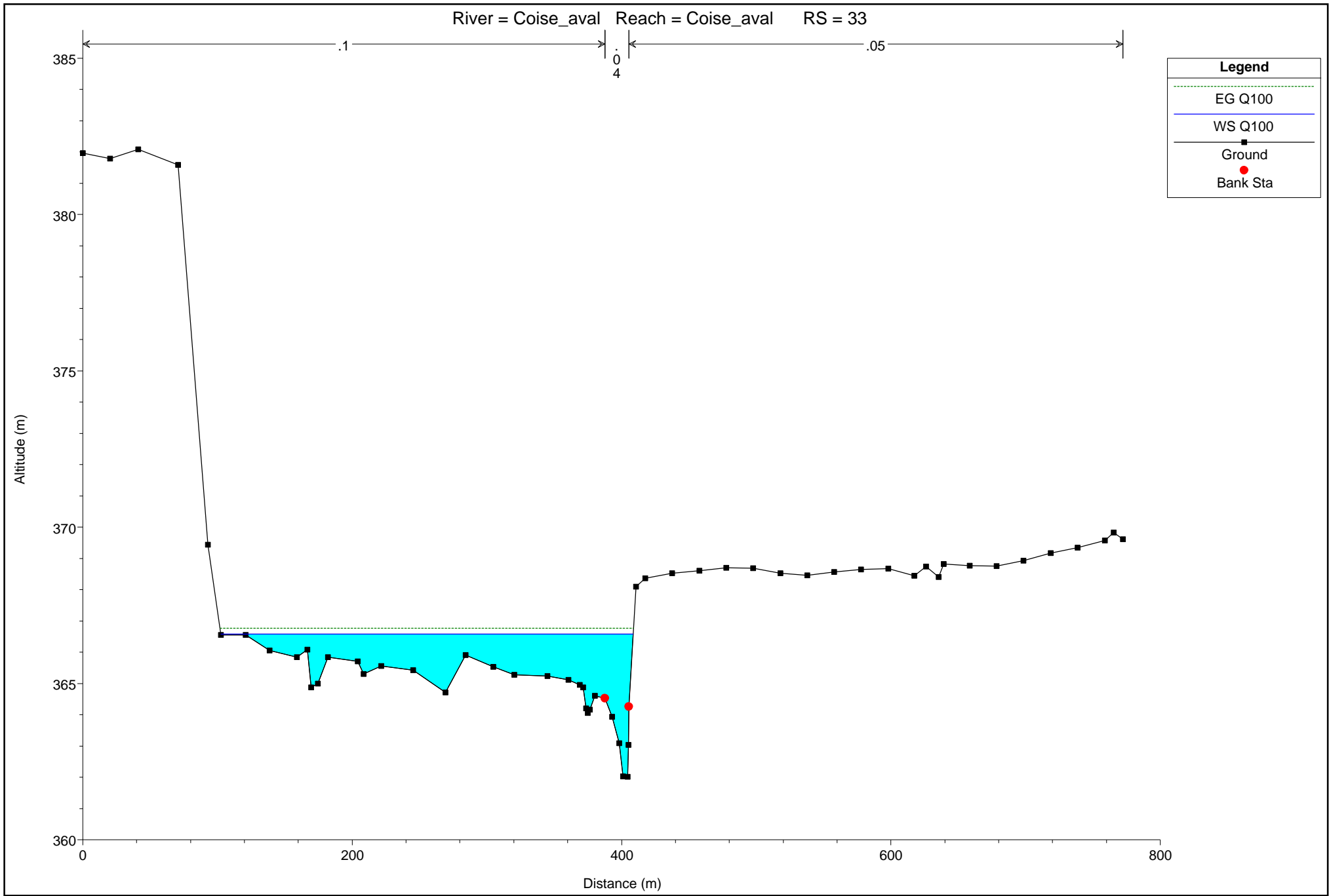
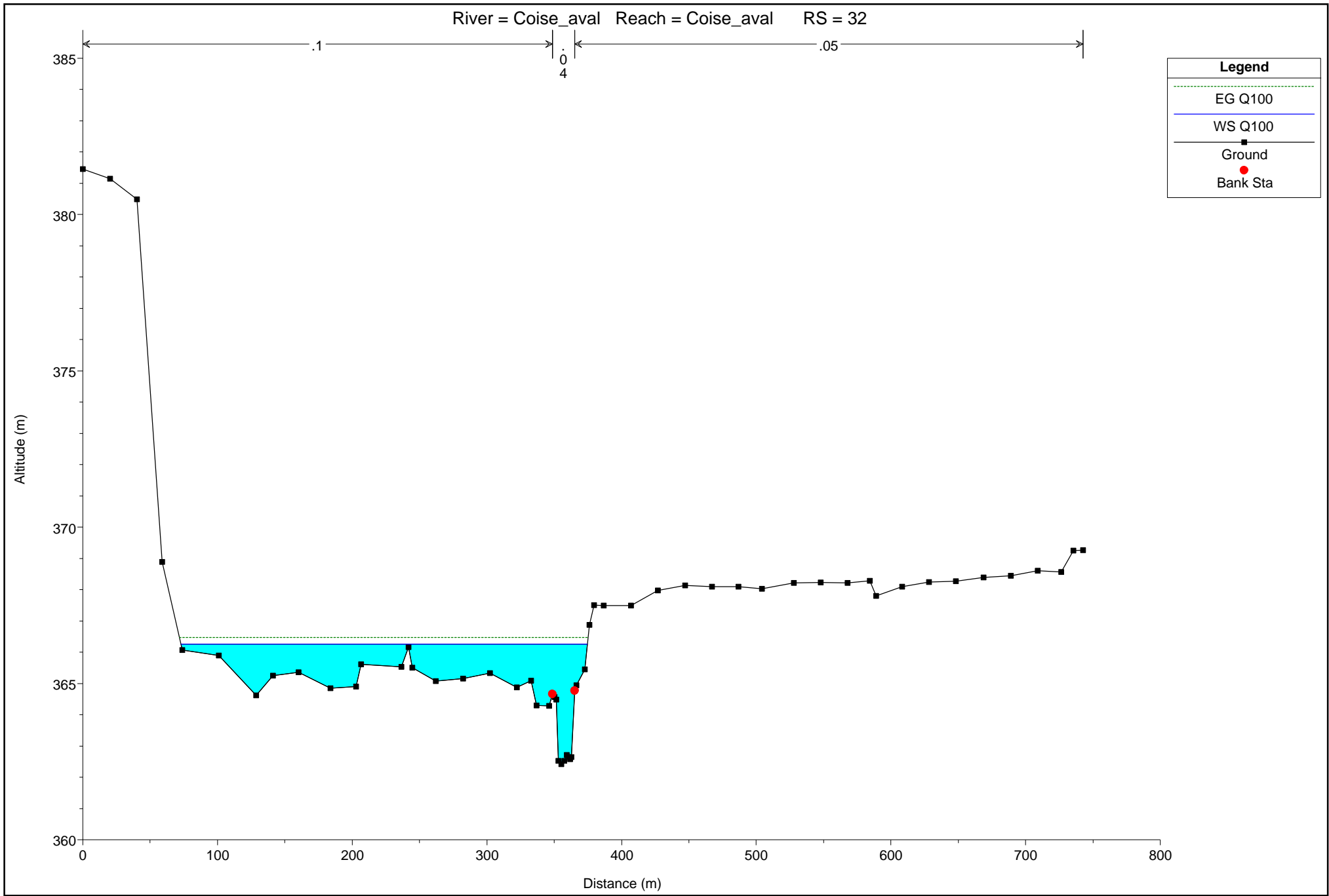
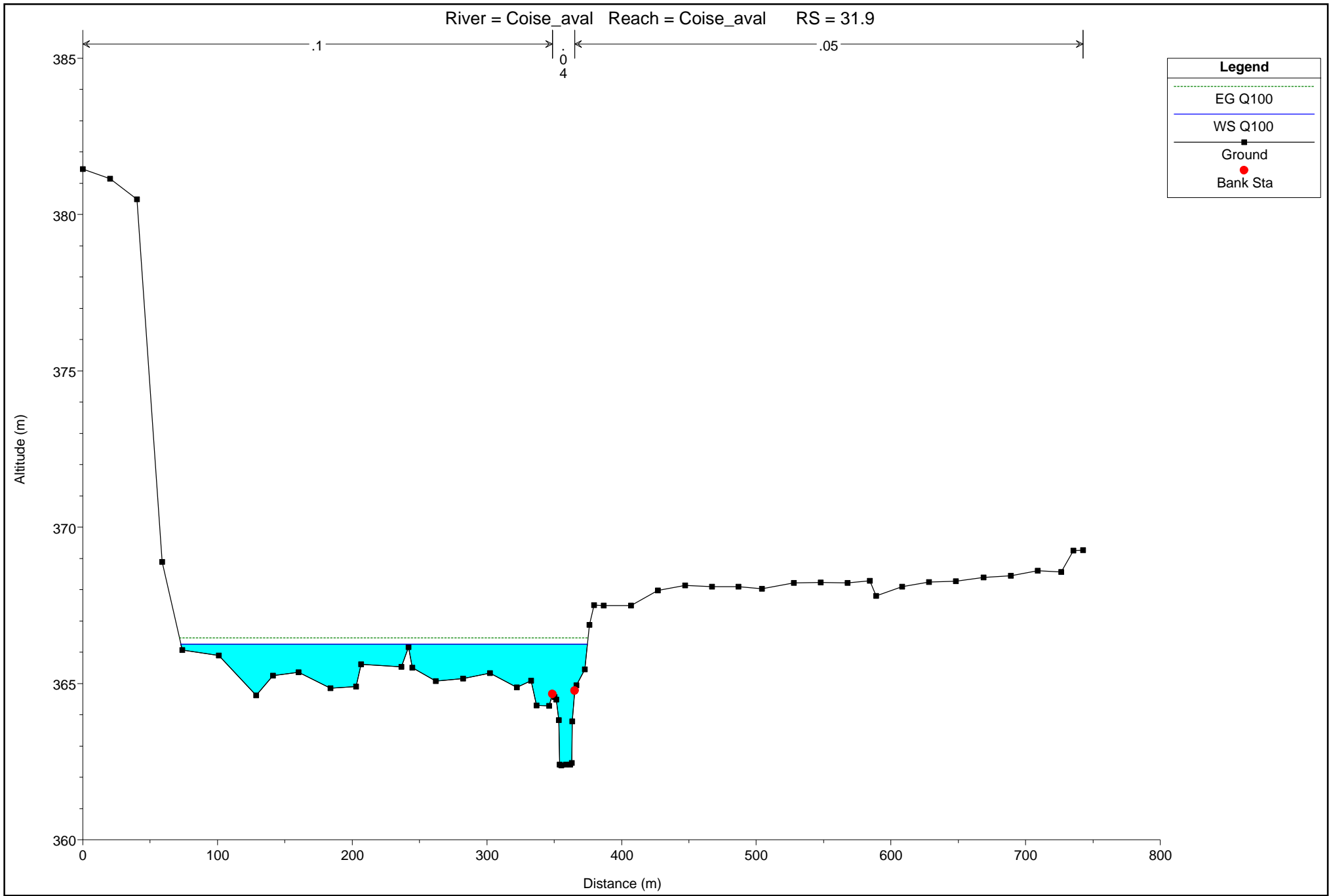
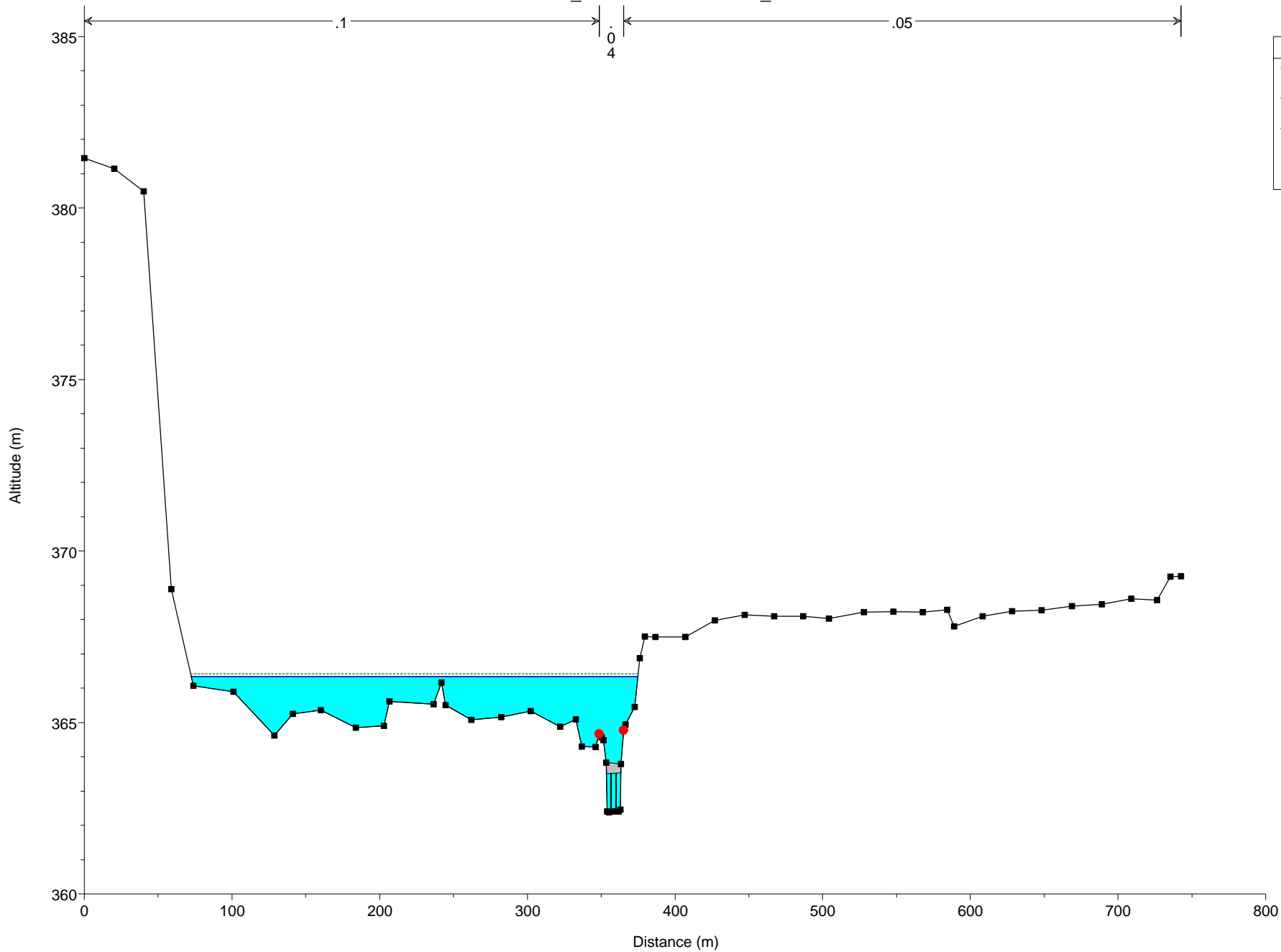


Figure 1: Cross-section profile of the Coise_aval river reach. The plot shows the ground elevation (black line with squares) and the water surface elevation (WS Q100, blue line) relative to the ground. The cyan shaded area represents the water body. The reach length is 0.05 km, and the river length is 0.1 km. The station number is RS = 33. The ground elevation starts at approximately 382 m at 0 m distance and drops to about 362 m at 400 m. The water surface elevation is consistently around 366 m in the reach. Two bank stations are marked with red dots at approximately 380 m and 390 m distance.

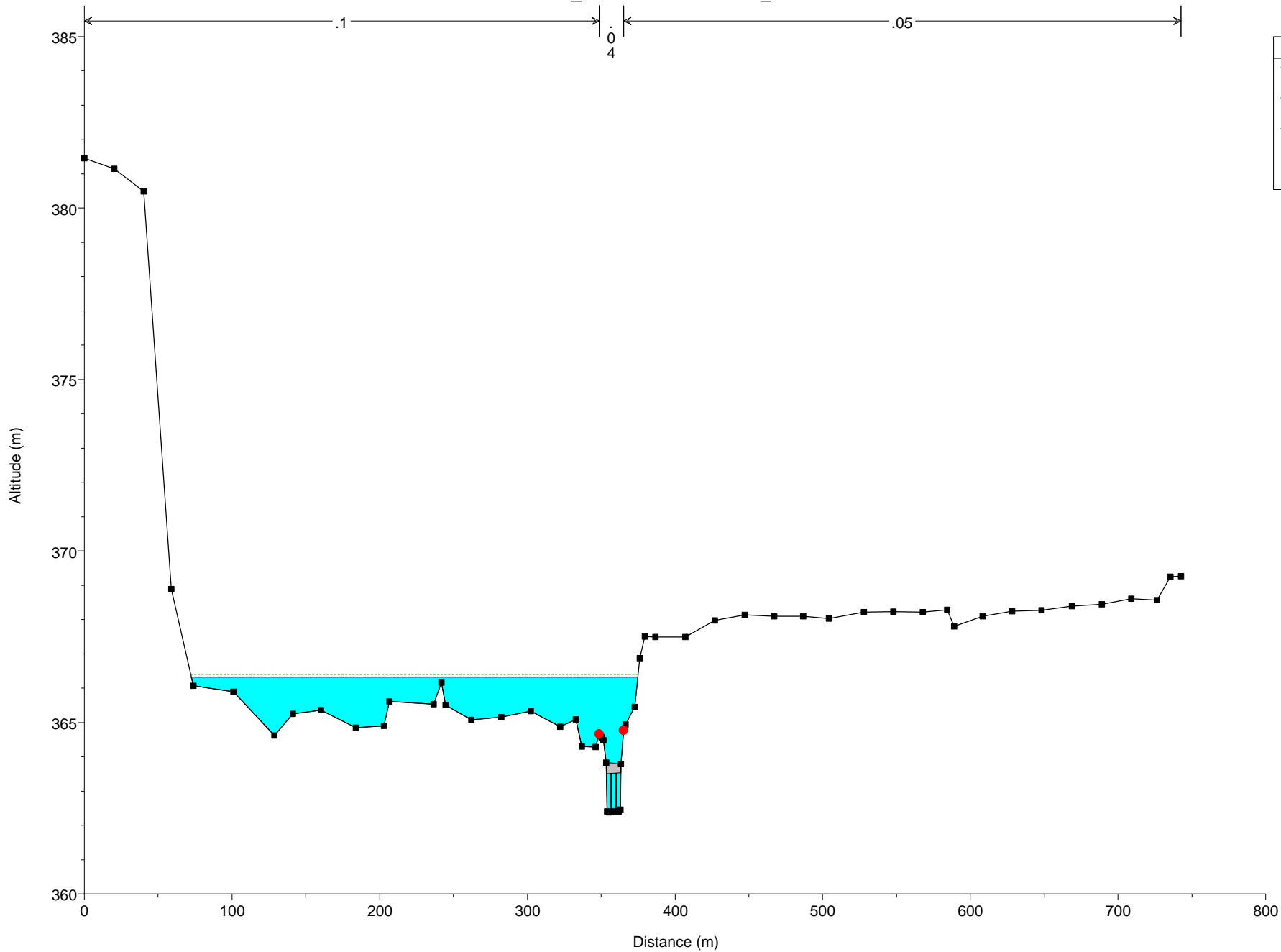




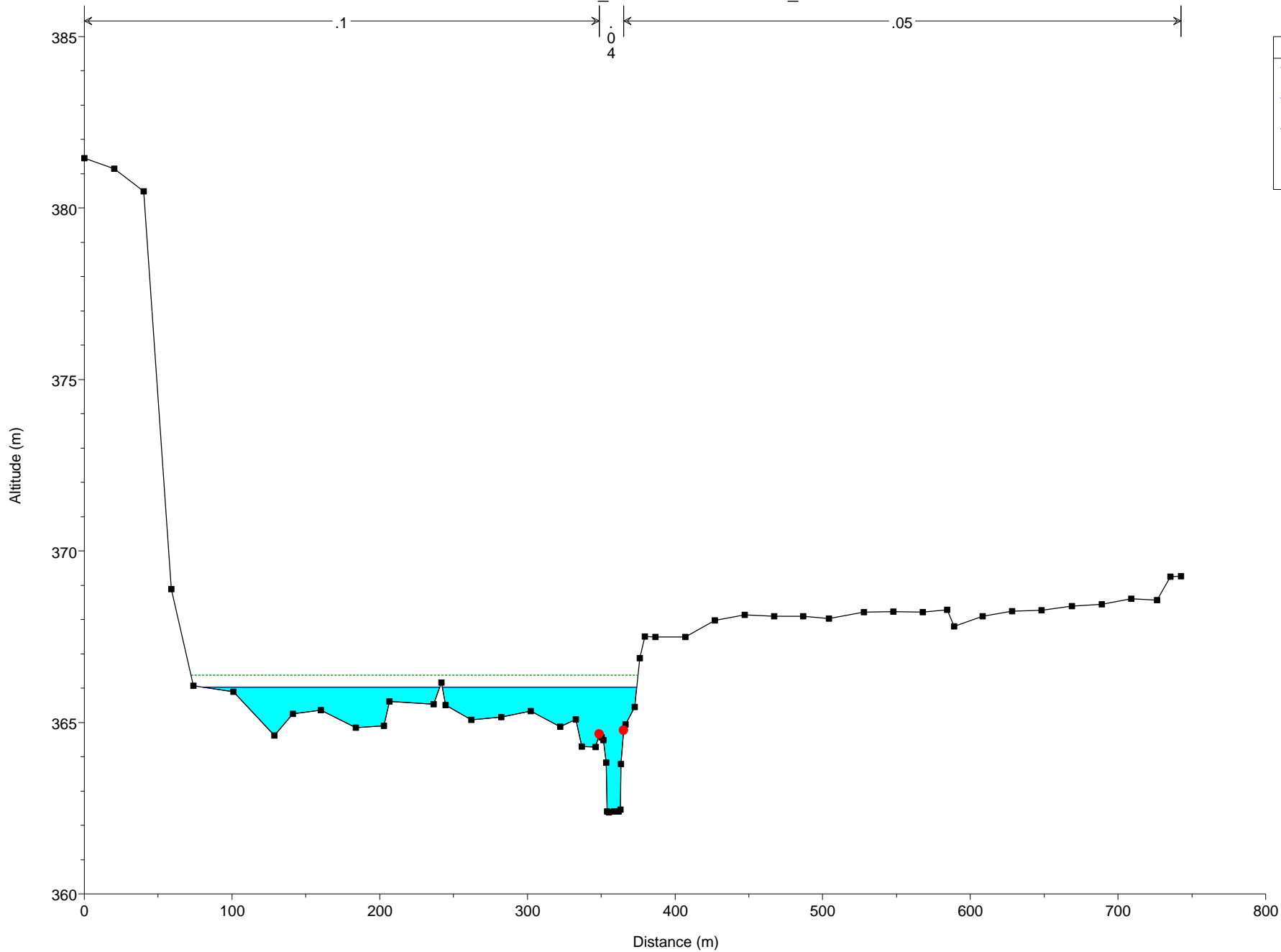
River = Coise_aval Reach = Coise_aval RS = 31.8 BR



River = Coise_aval Reach = Coise_aval RS = 31.8 BR

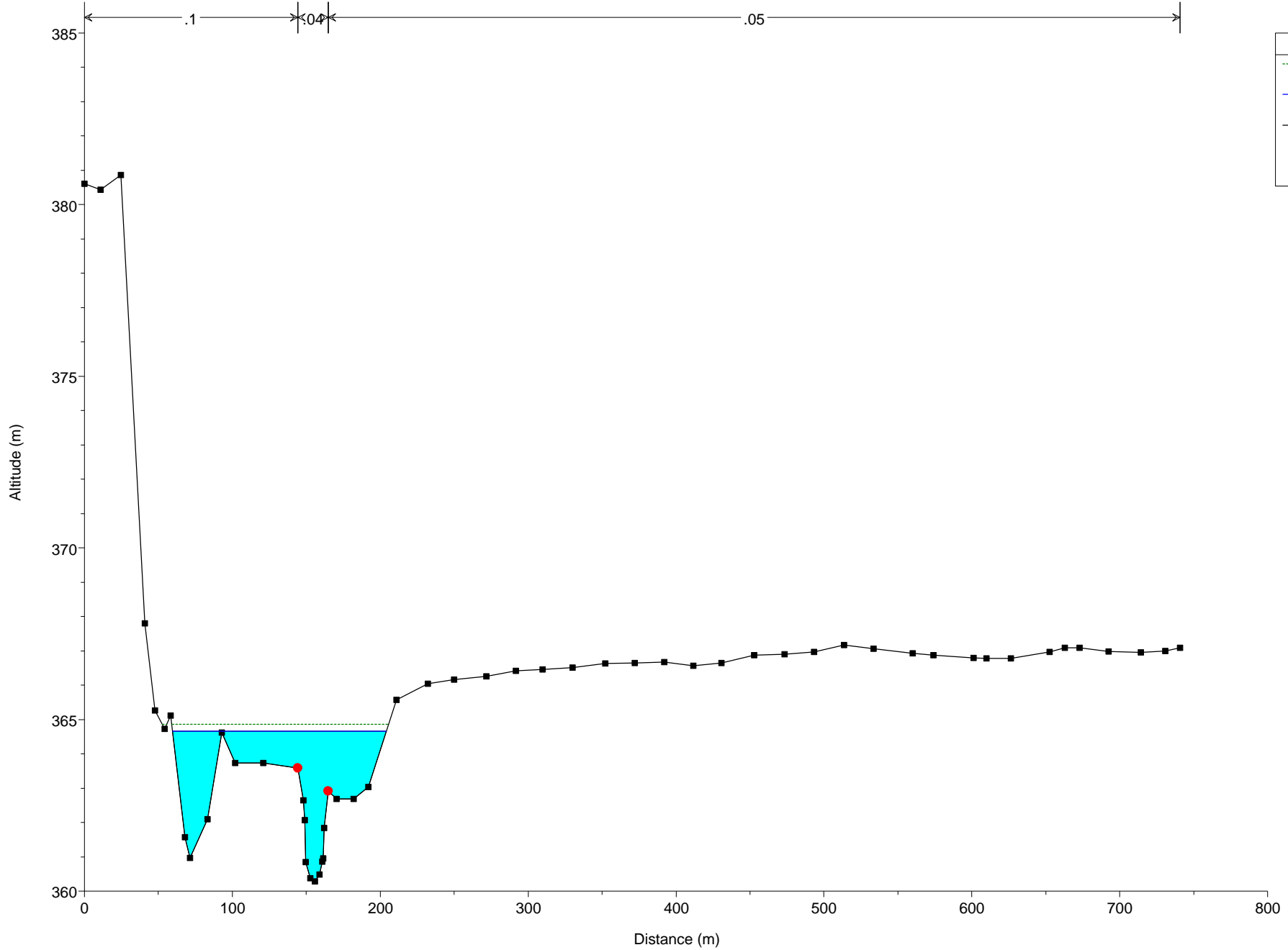


River = Coise_aval Reach = Coise_aval RS = 31.7

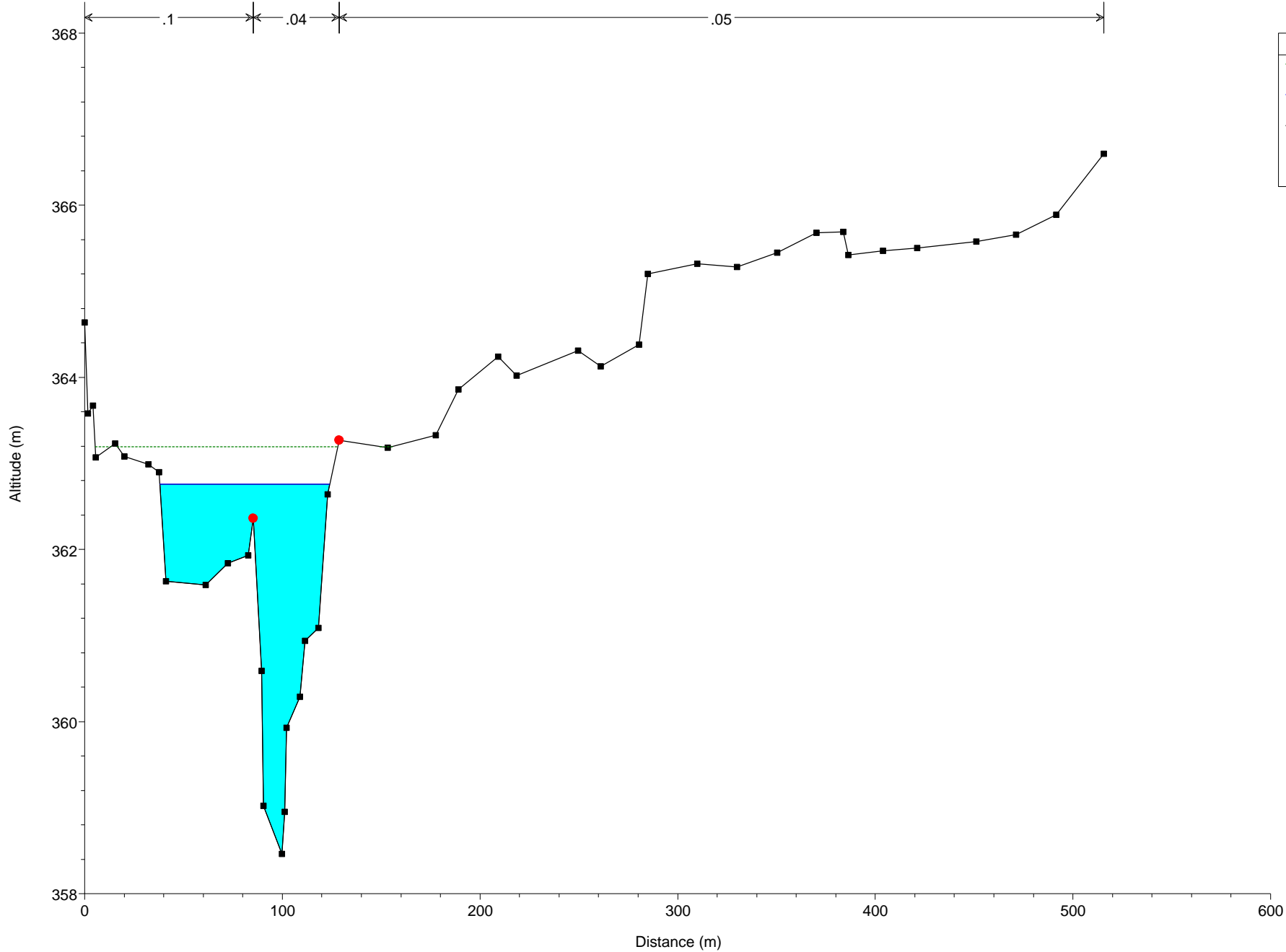


Legend	
EG Q100	-----
WS Q100	-----
Ground	-----■
Bank Sta	●

River = Coise_aval Reach = Coise_aval RS = 31

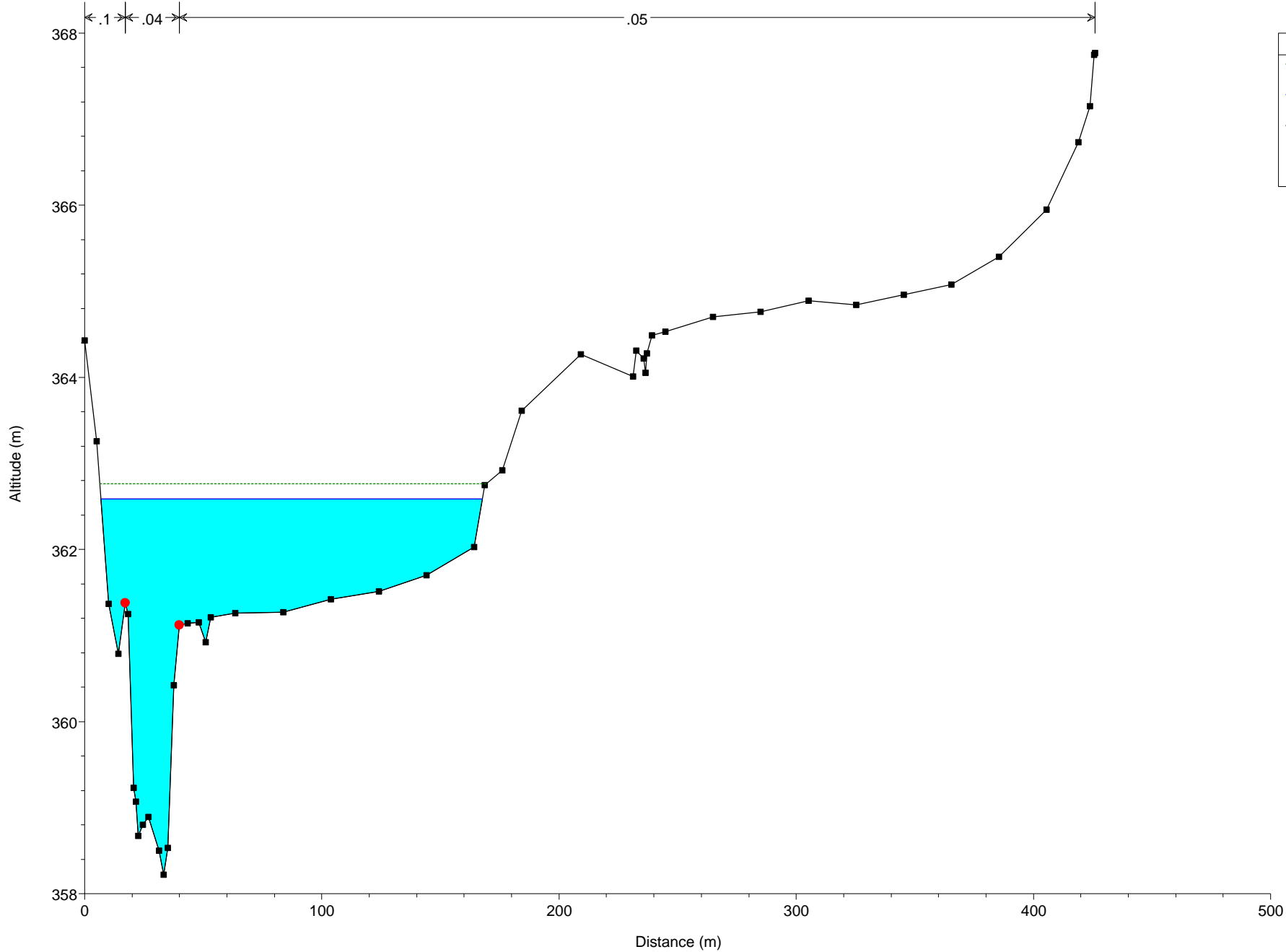


River = Coise_aval Reach = Coise_aval RS = 29



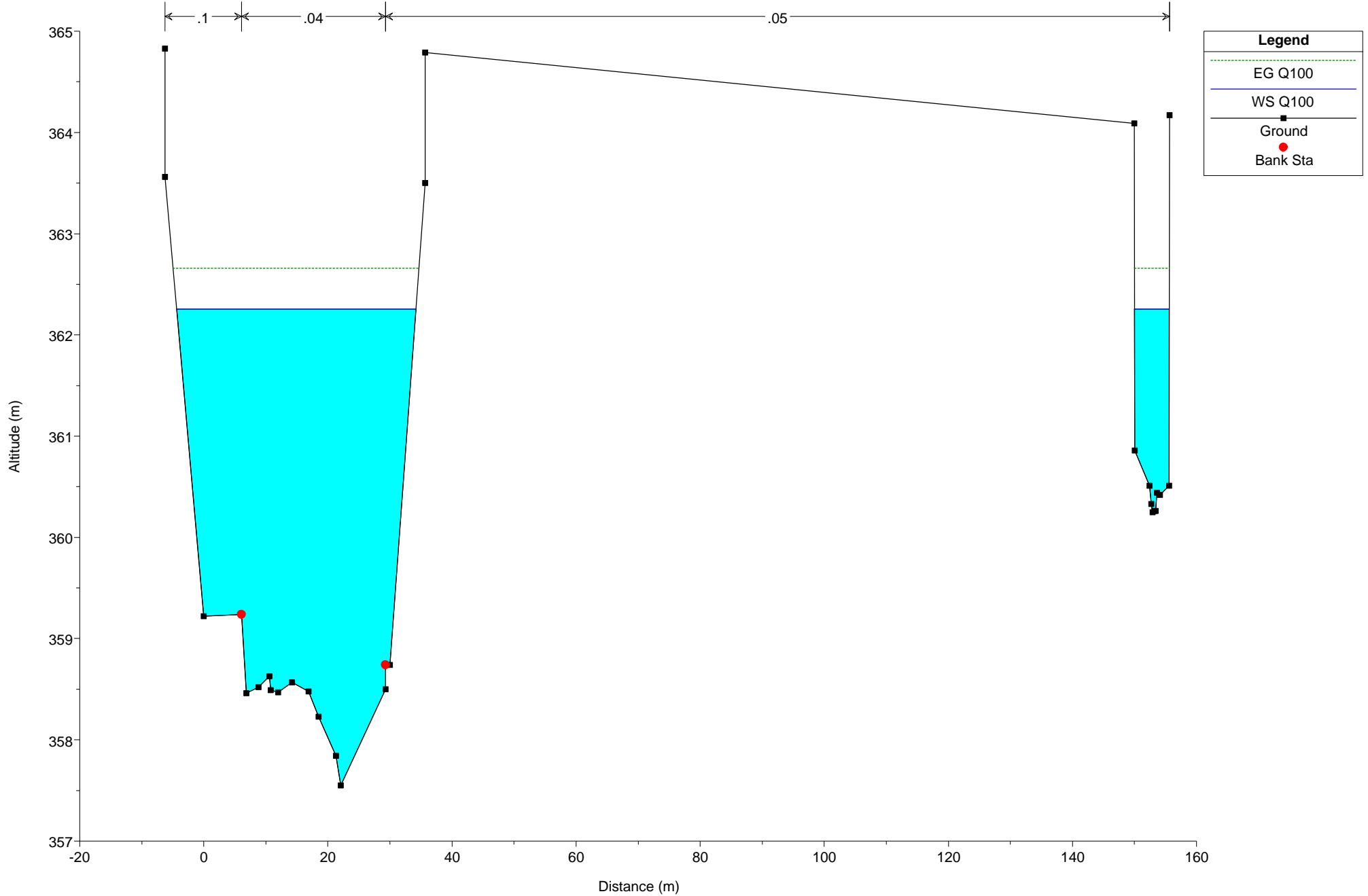
Legend	
EG Q100	— (dashed green line)
WS Q100	— (solid blue line)
Ground	— (black line with square markers)
Bank Sta	• (red dot)

River = Coise_aval Reach = Coise_aval RS = 28



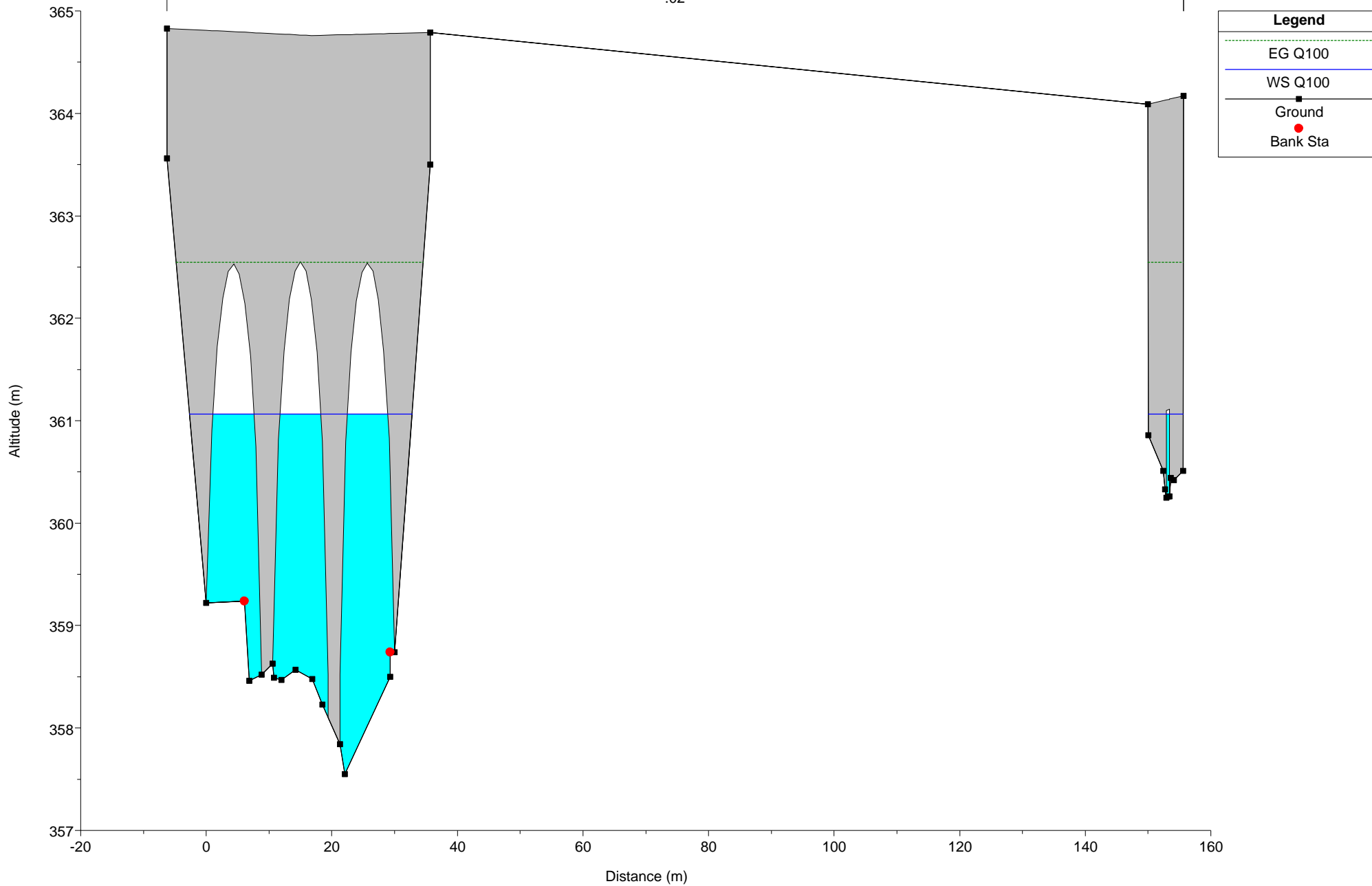
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	•

River = Coise_aval Reach = Coise_aval RS = 27.9



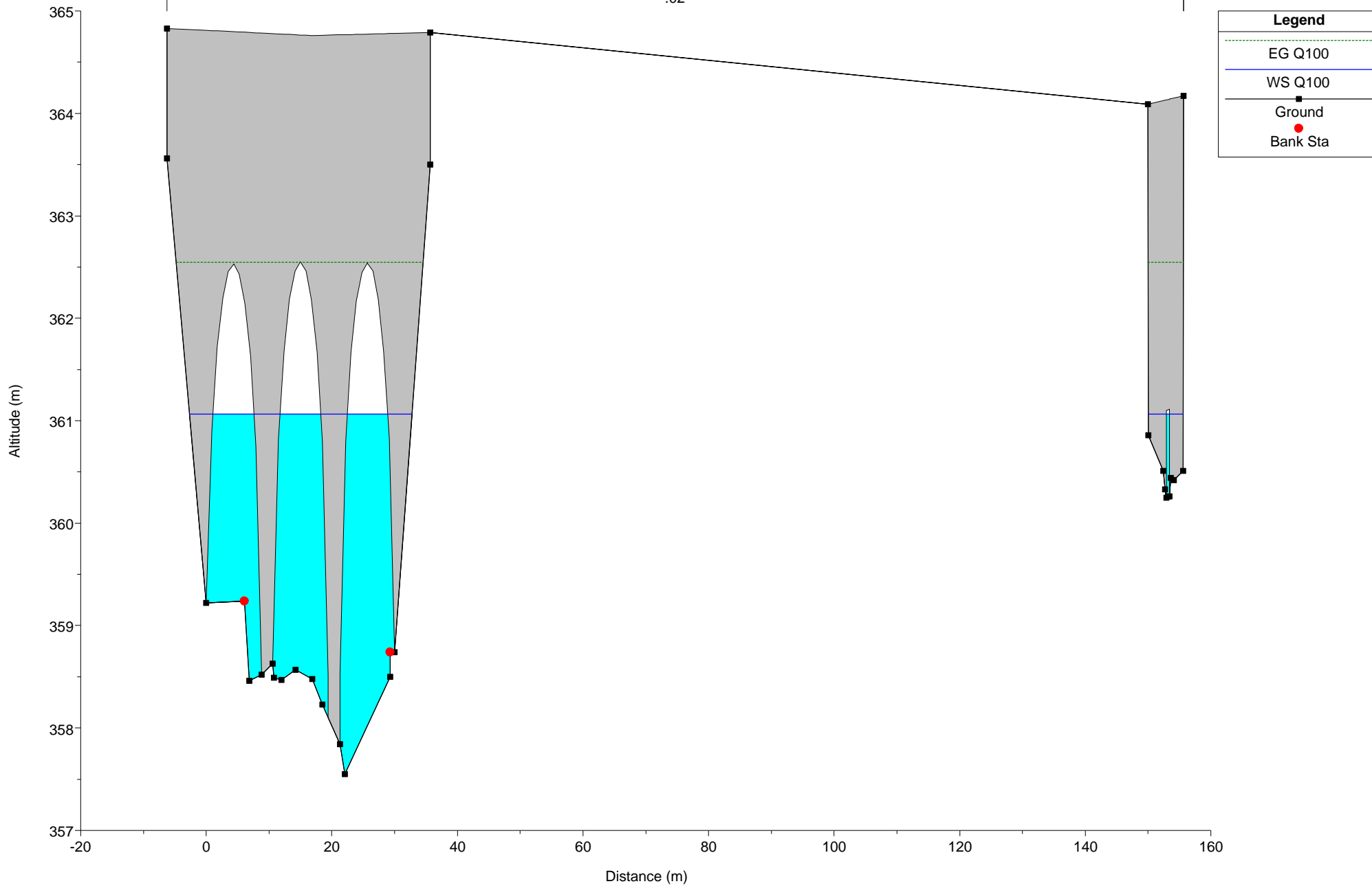
River = Coise_aval Reach = Coise_aval RS = 27.8 BR

.02

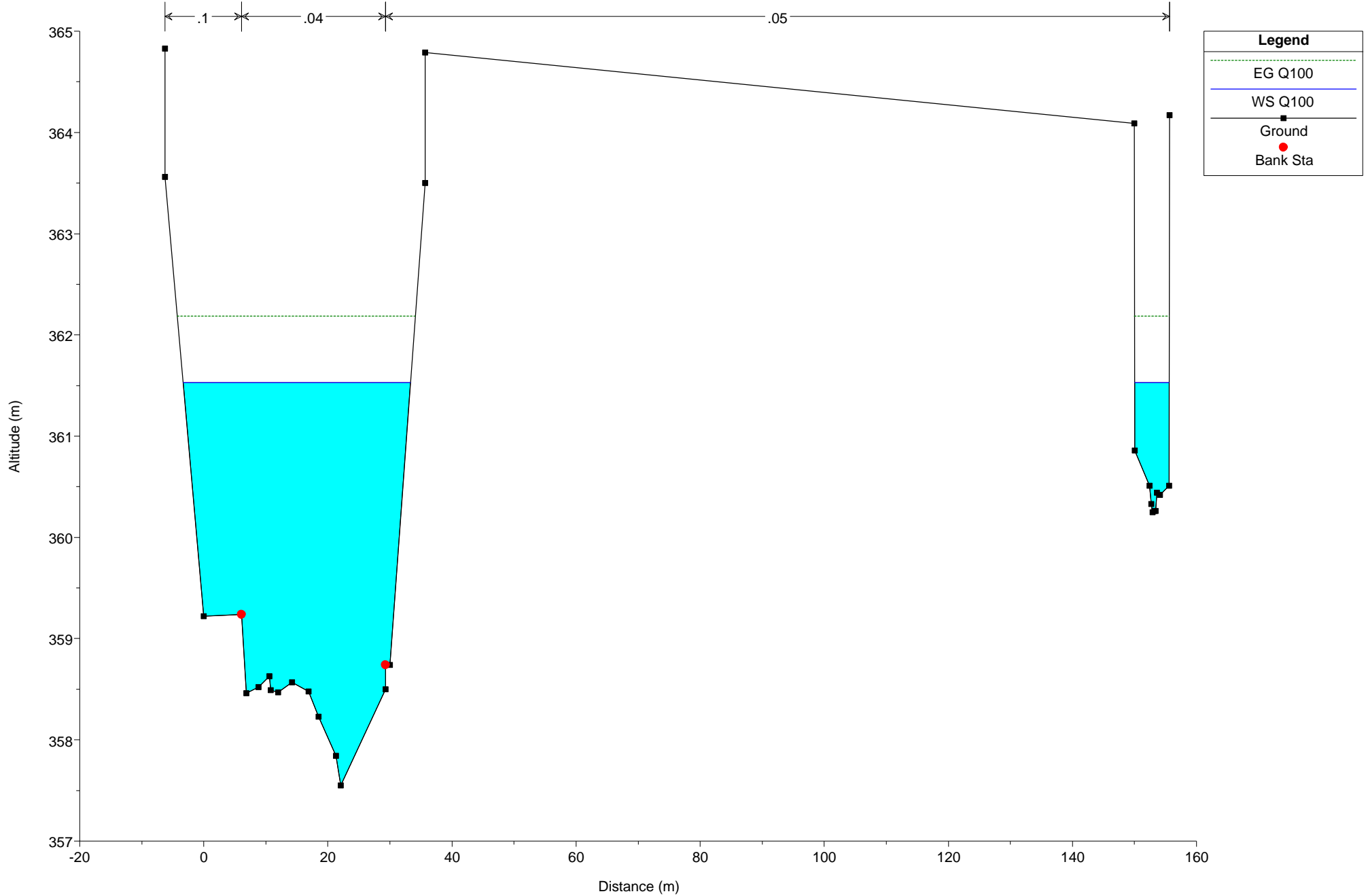


River = Coise_aval Reach = Coise_aval RS = 27.8 BR

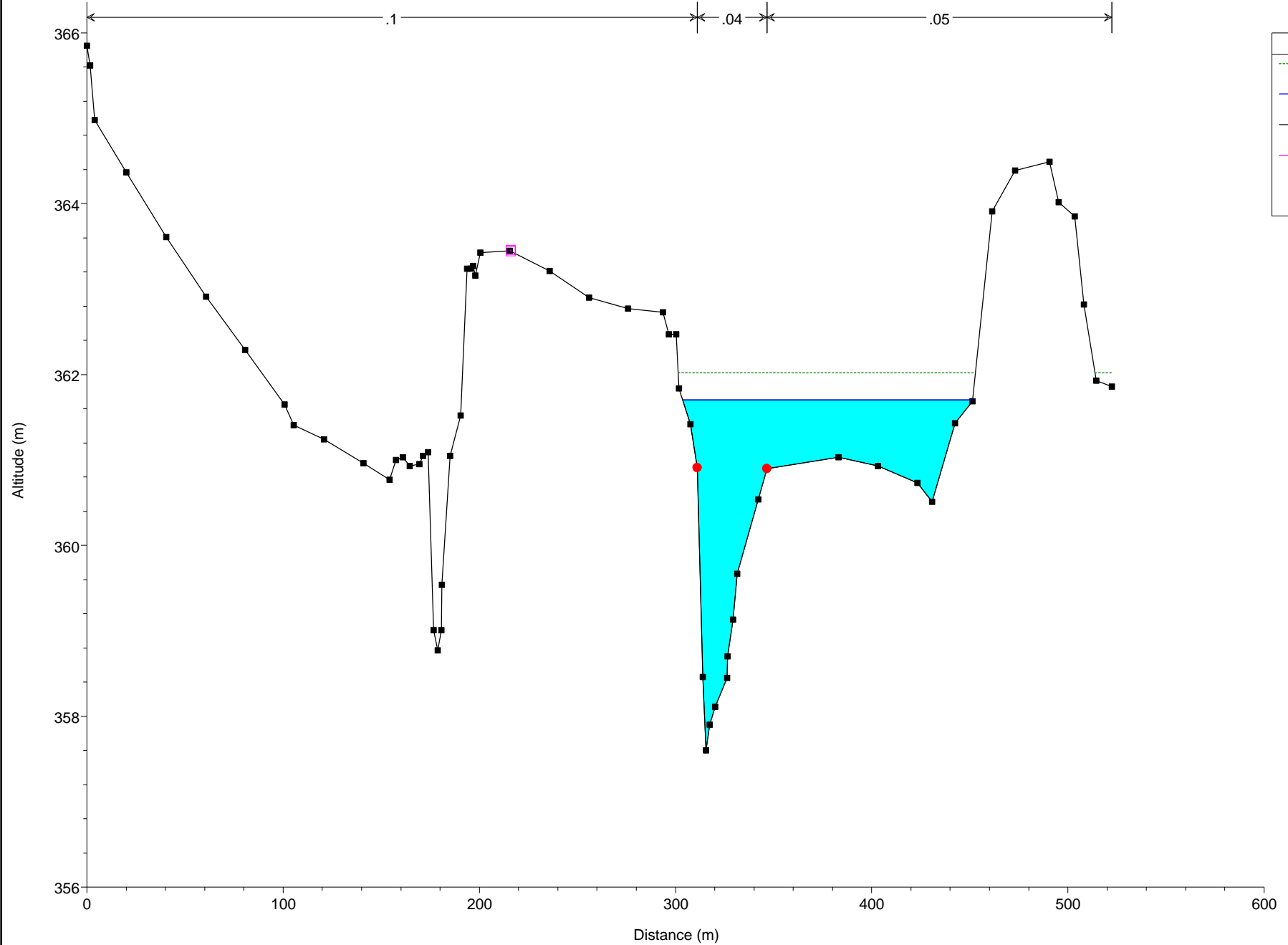
.02



River = Coise_aval Reach = Coise_aval RS = 27.7

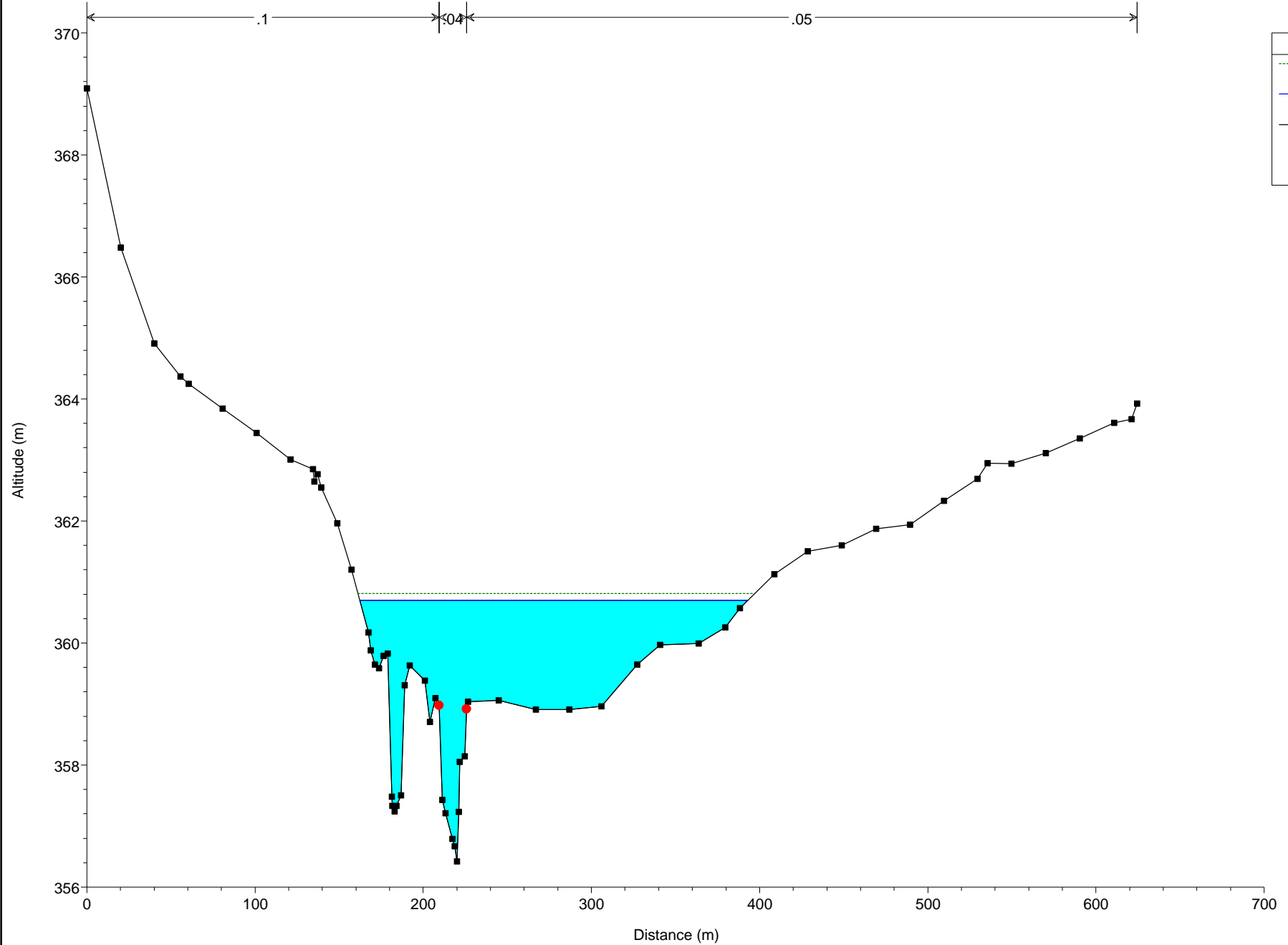


River = Coise_aval Reach = Coise_aval RS = 27.5



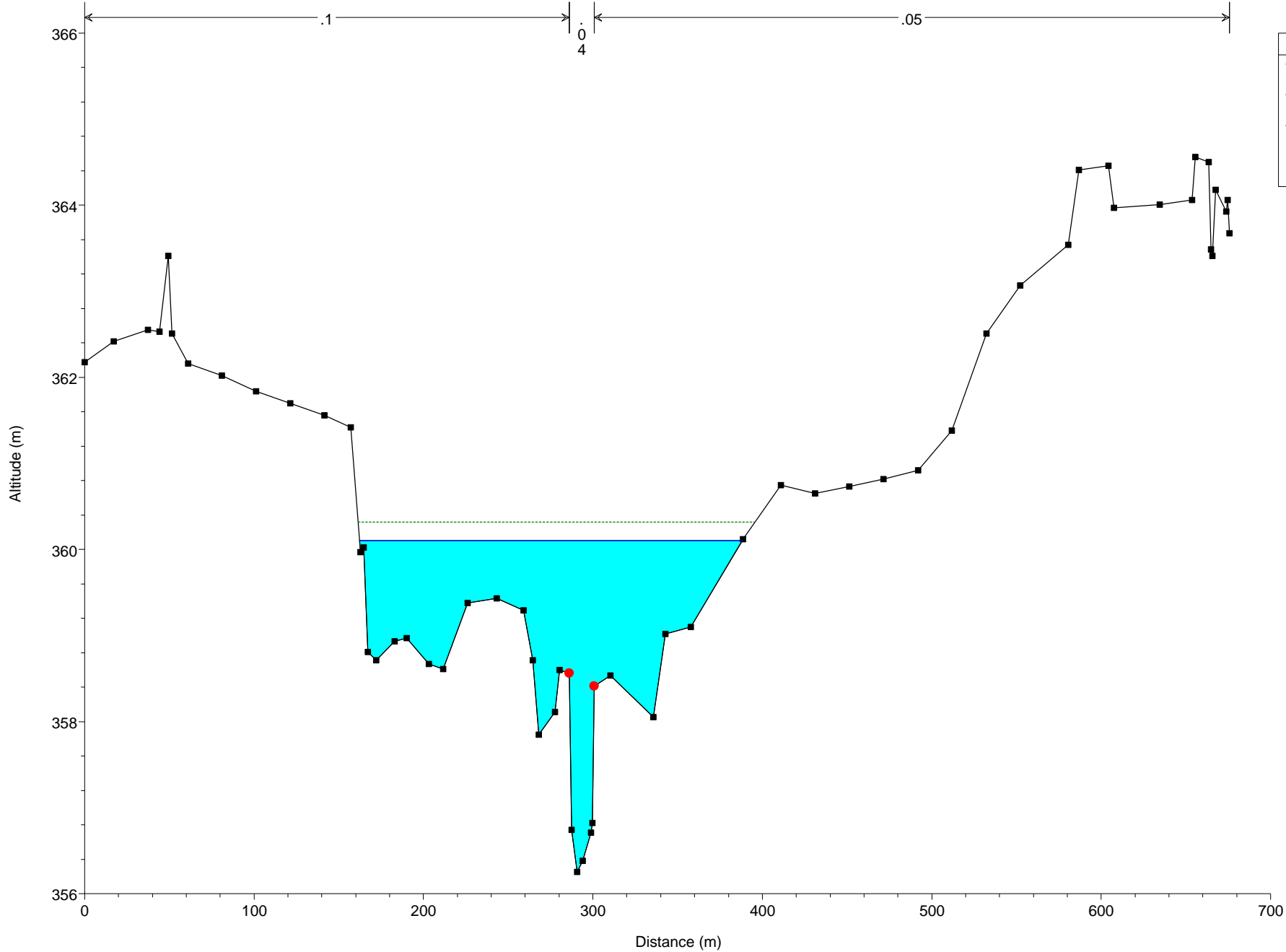
Legend	
---	EG Q100
---	WS Q100
■	Ground
□	Levee
●	Bank Sta

River = Coise_aval Reach = Coise_aval RS = 27



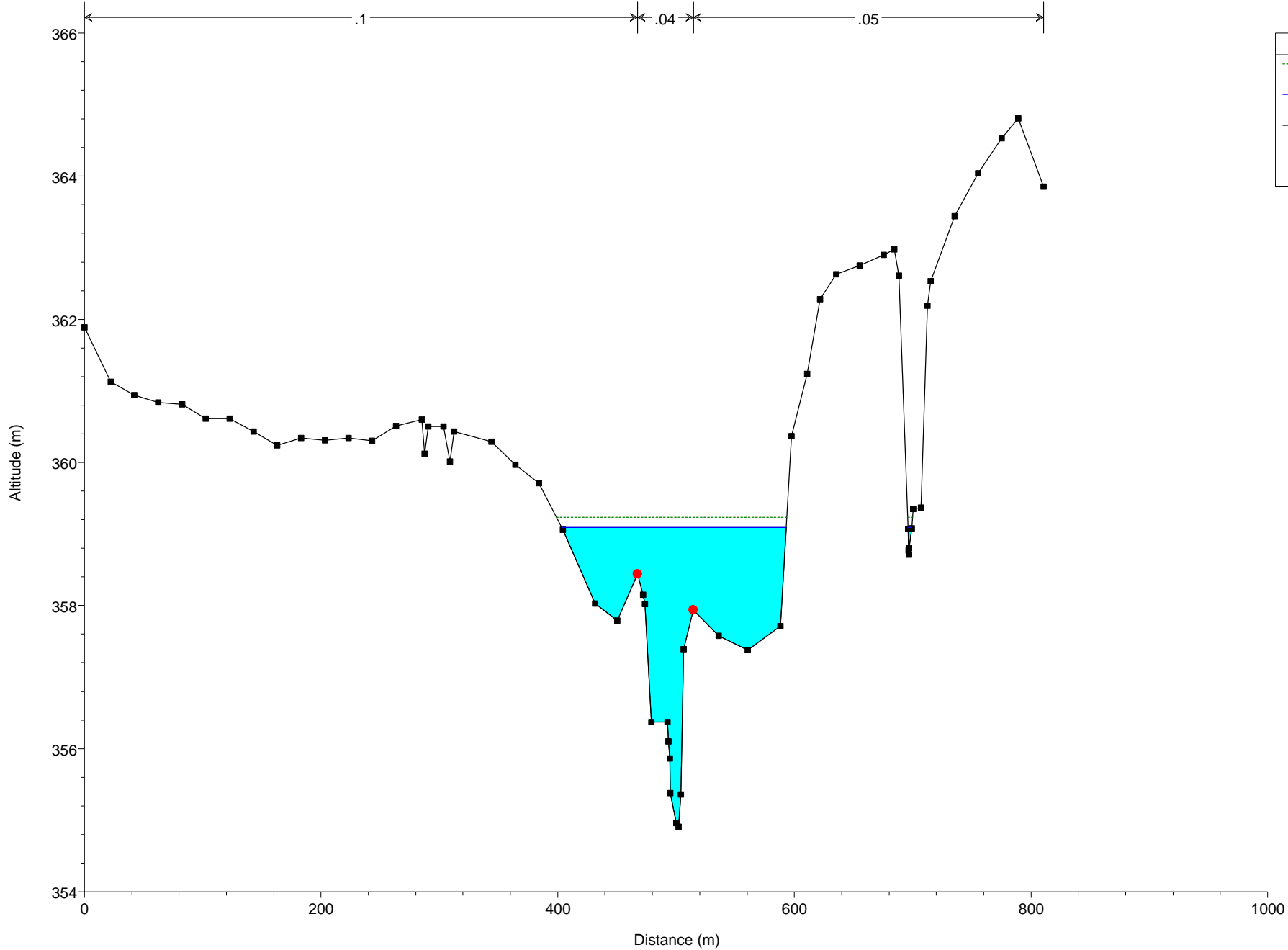
Legend	
EG Q100	(dotted green line)
WS Q100	(solid blue line)
Ground	(black line with square markers)
Bank Sta	(red dot)

River = Coise_aval Reach = Coise_aval RS = 26



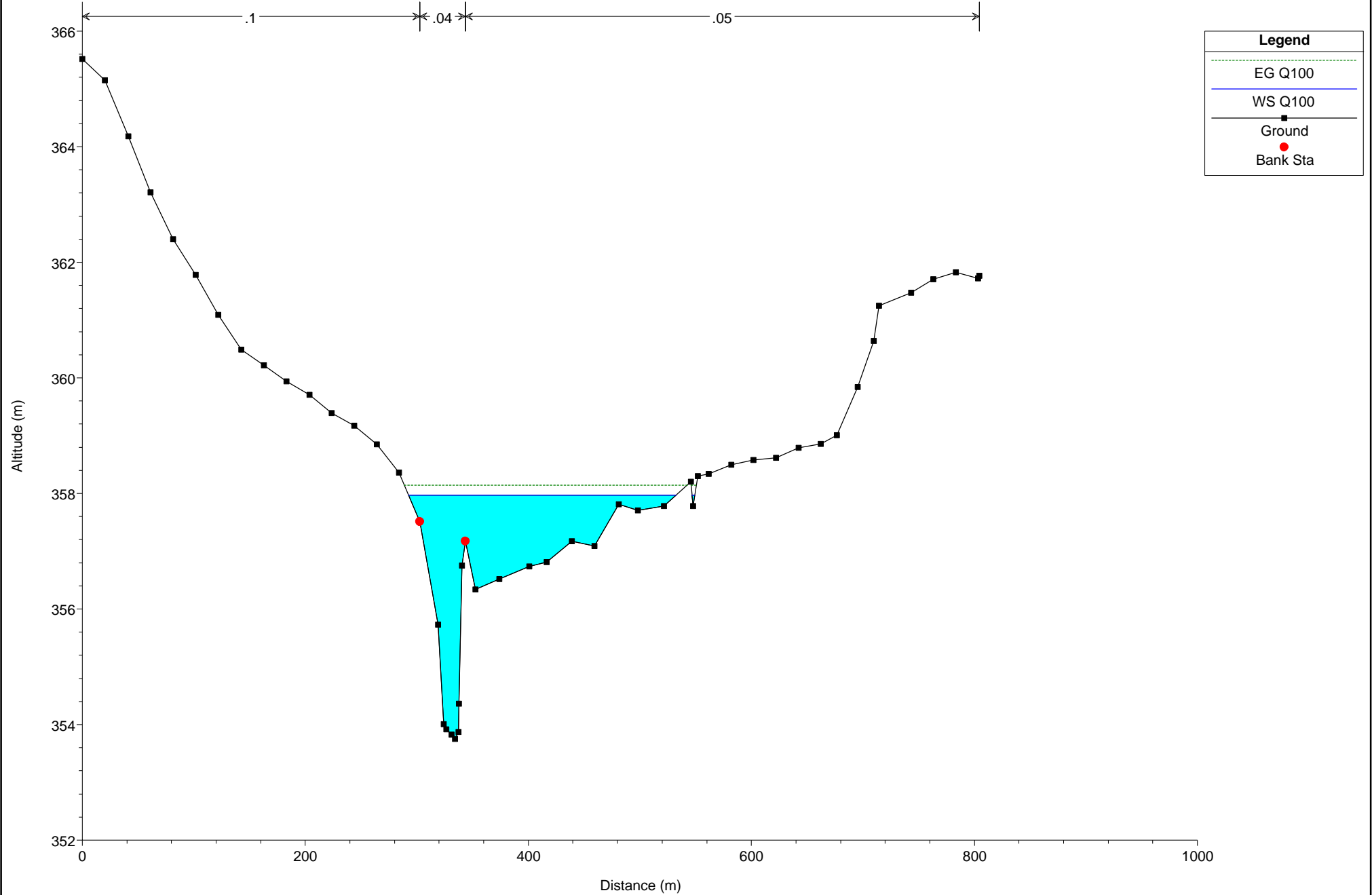
Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta

River = Coise_aval Reach = Coise_aval RS = 25.5

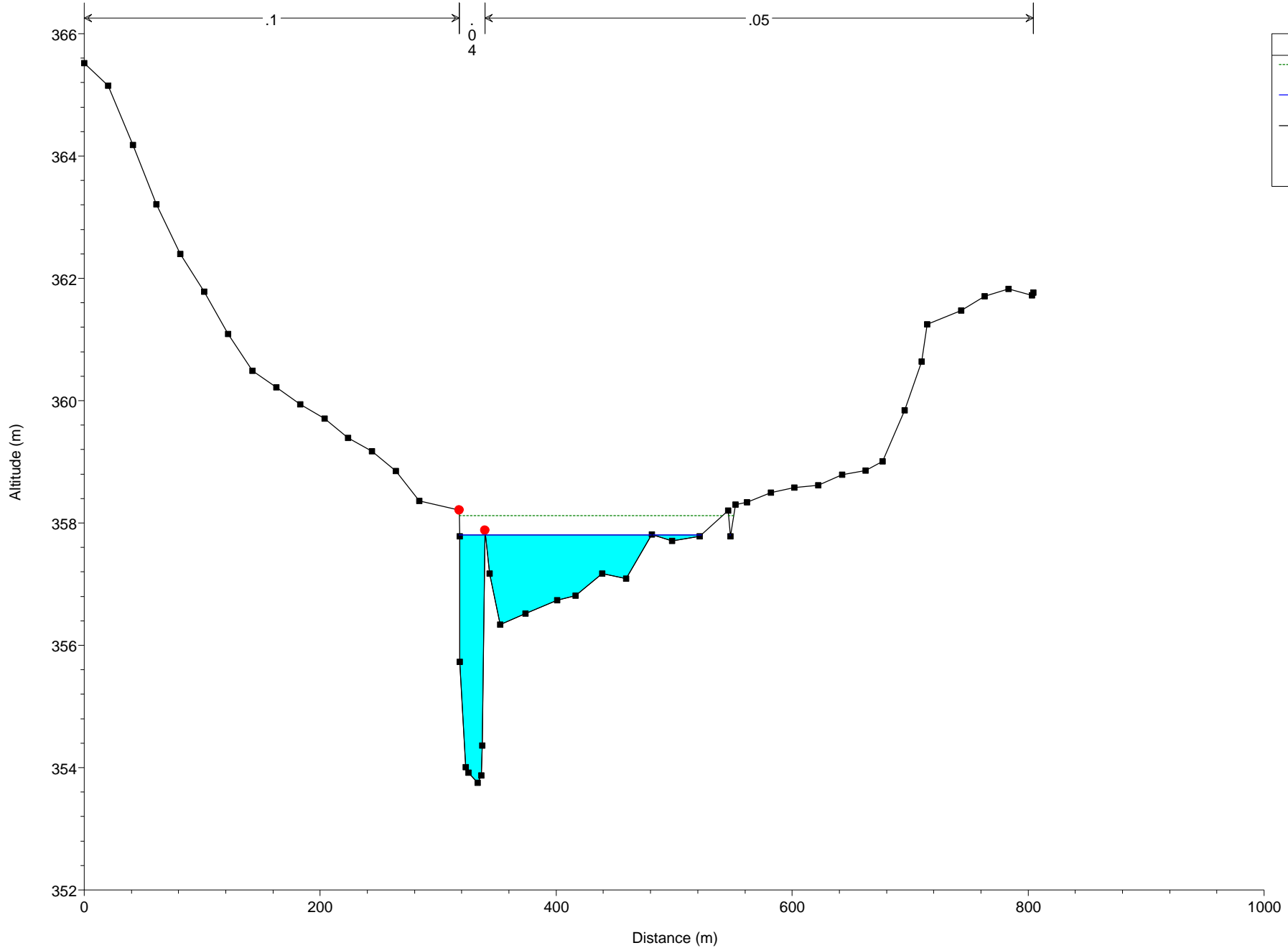


Legend	
EG Q100	---
WS Q100	—
Ground	■
Bank Sta	●

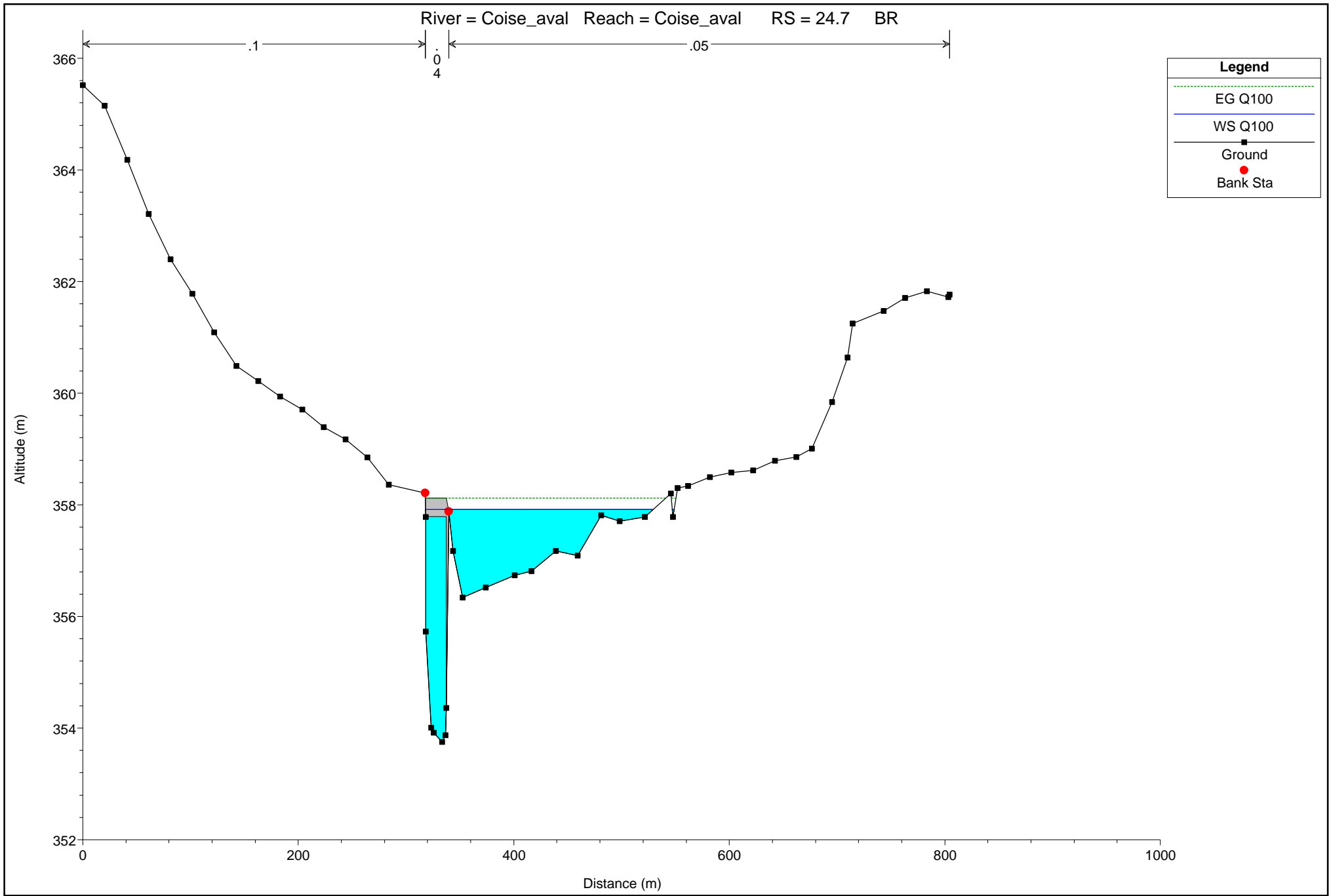
River = Coise_aval Reach = Coise_aval RS = 25

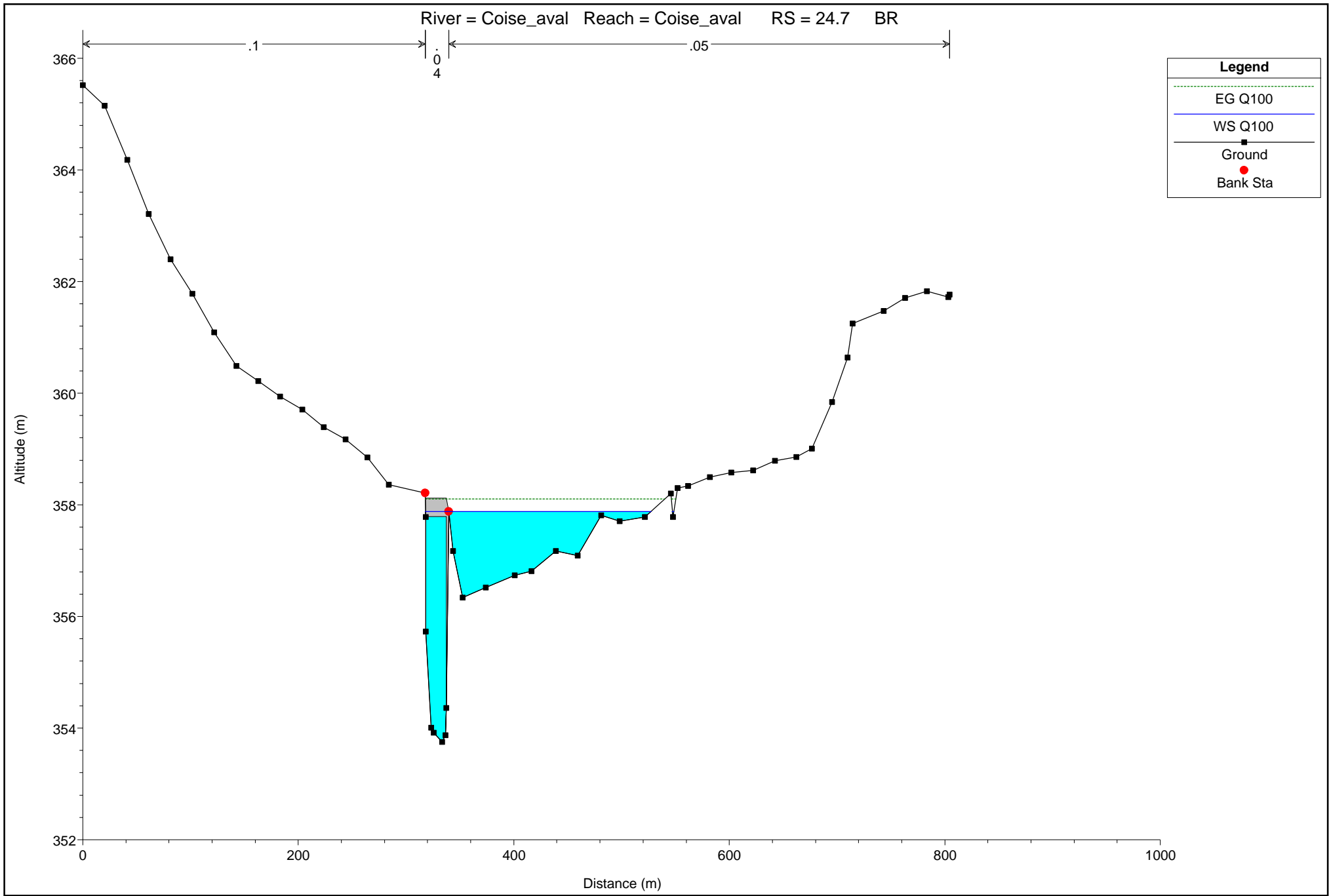


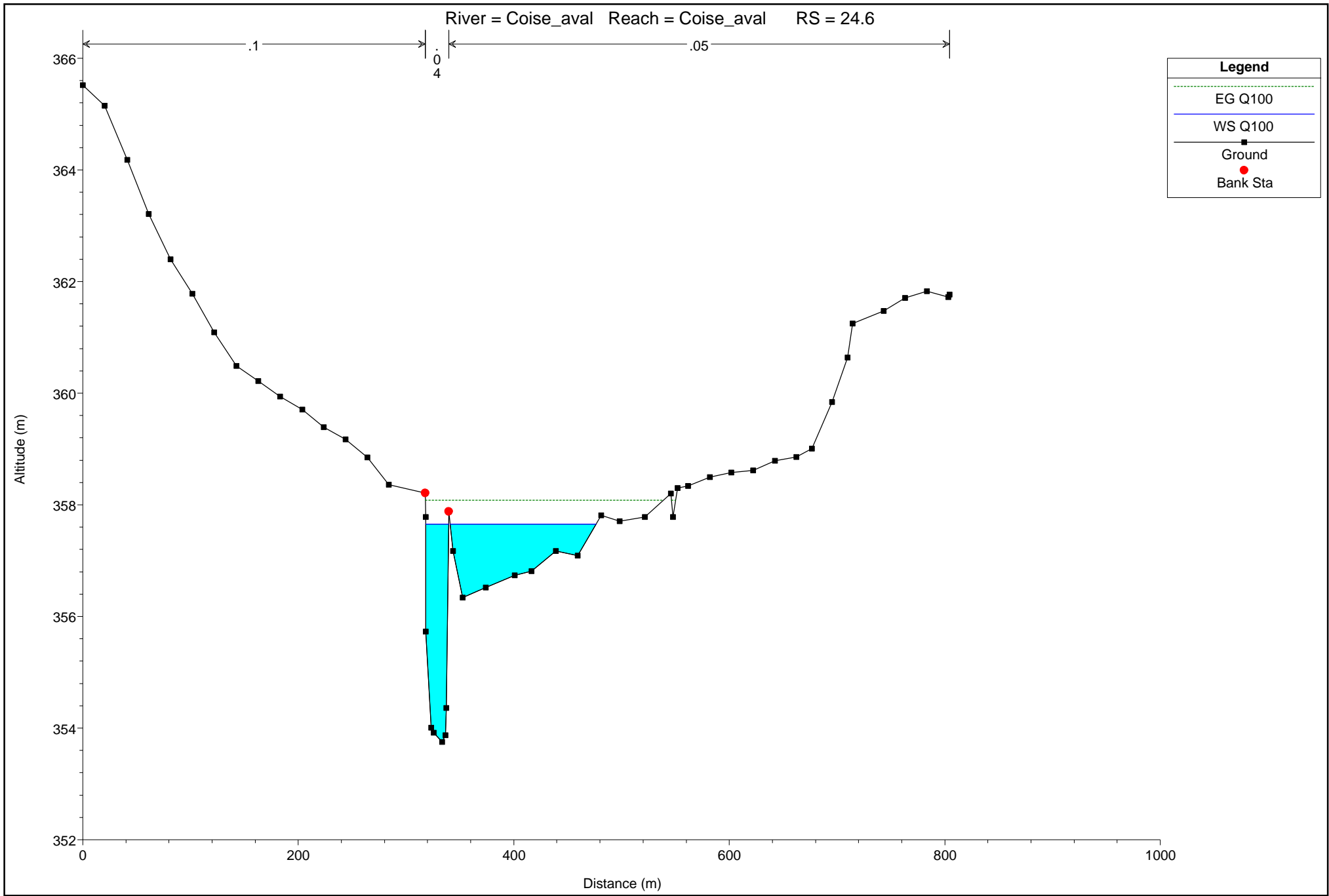
River = Coise_aval Reach = Coise_aval RS = 24.8



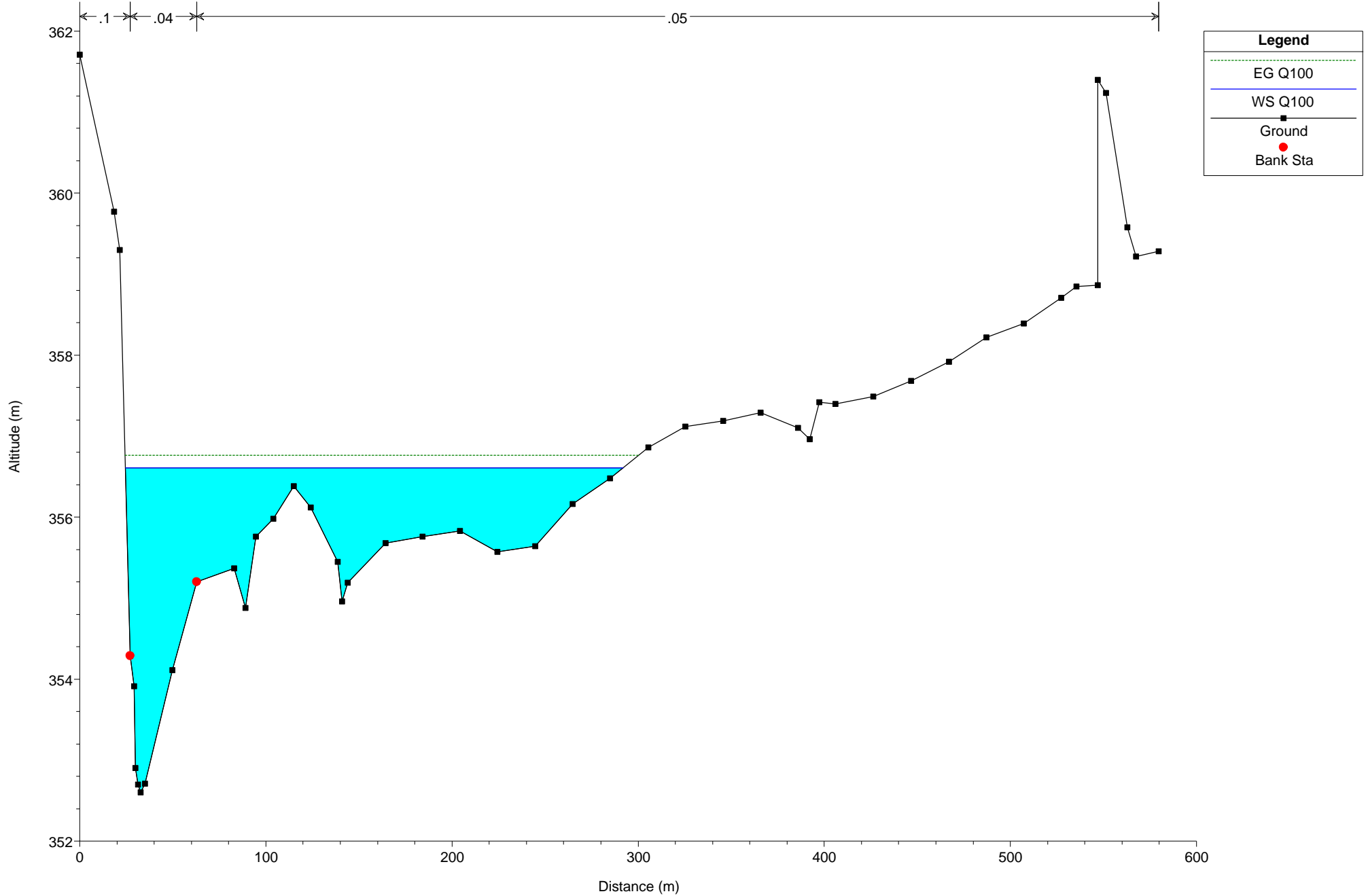
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	•



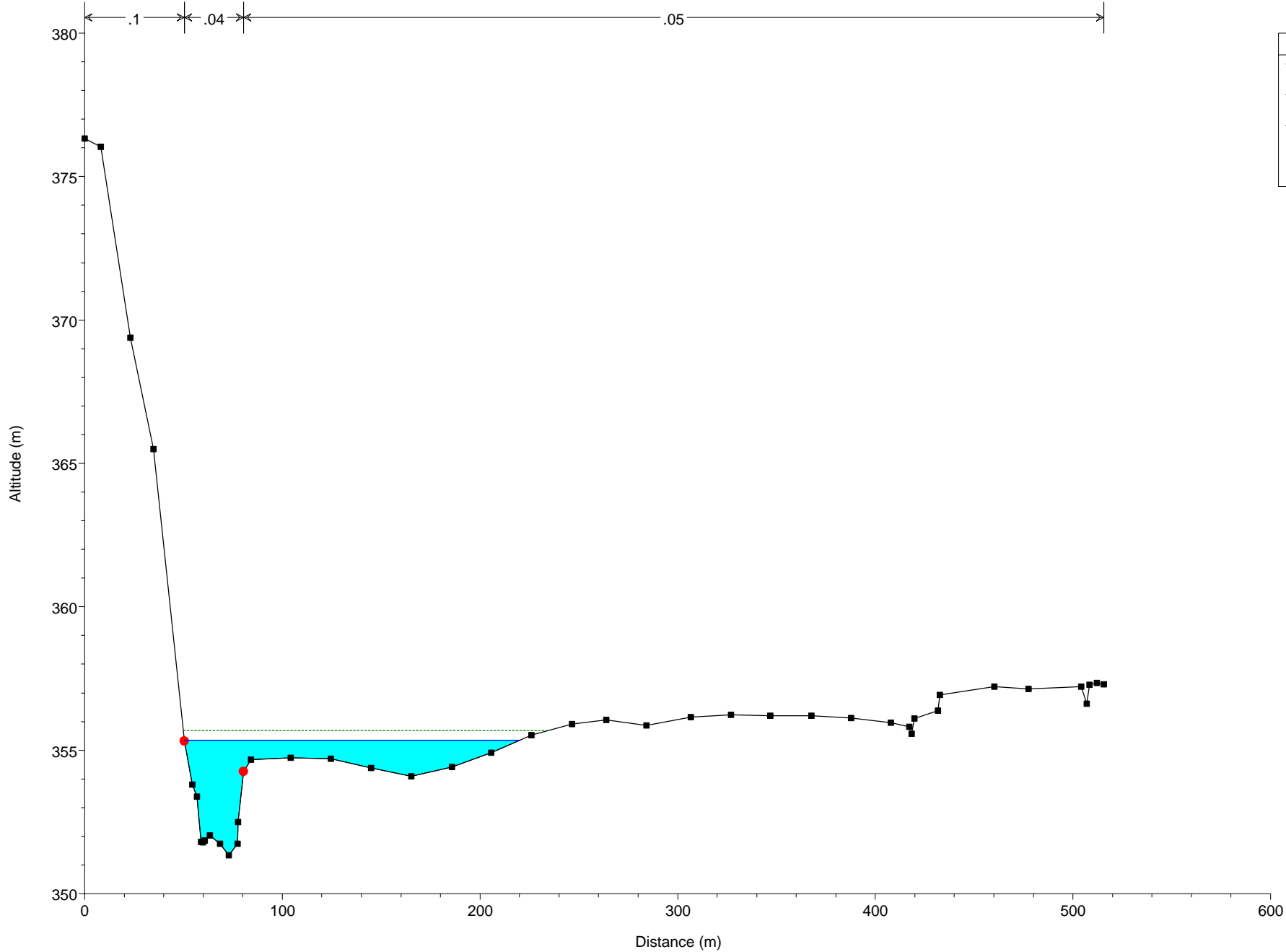




River = Coise_aval Reach = Coise_aval RS = 24



River = Coise_aval Reach = Coise_aval RS = 23.5



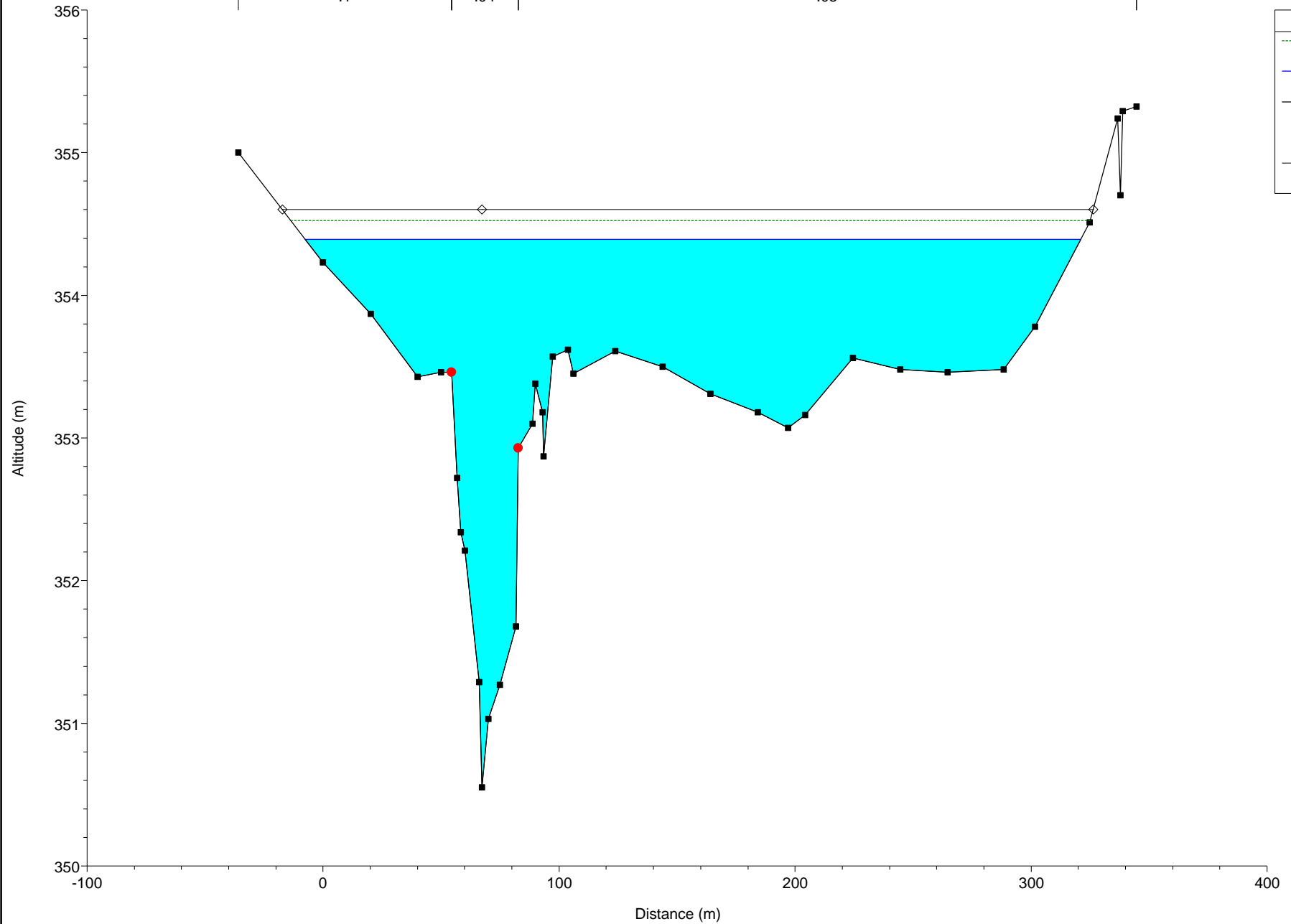
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	●

River = Coise_aval Reach = Coise_aval RS = 23

.1

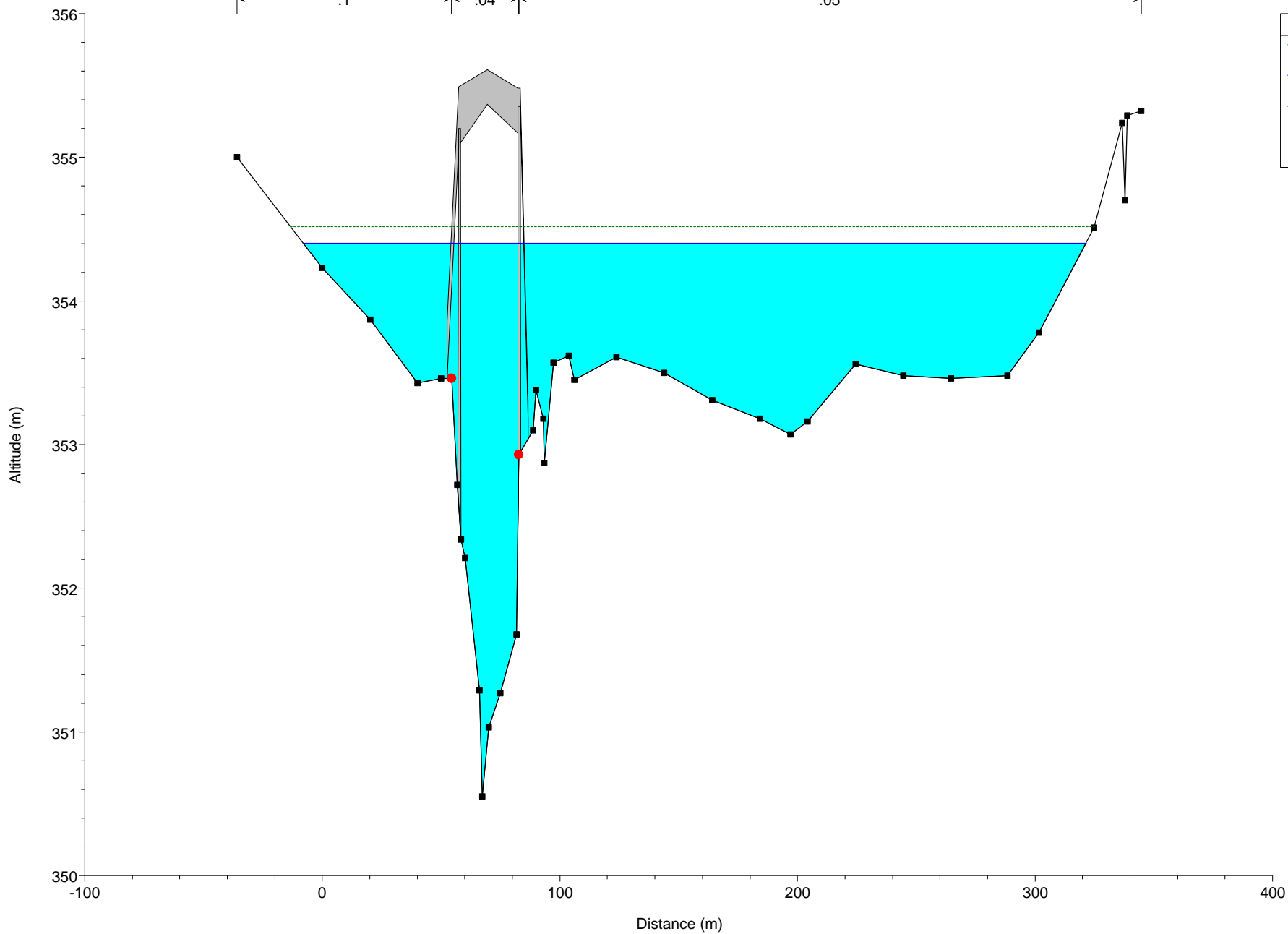
.04

.05

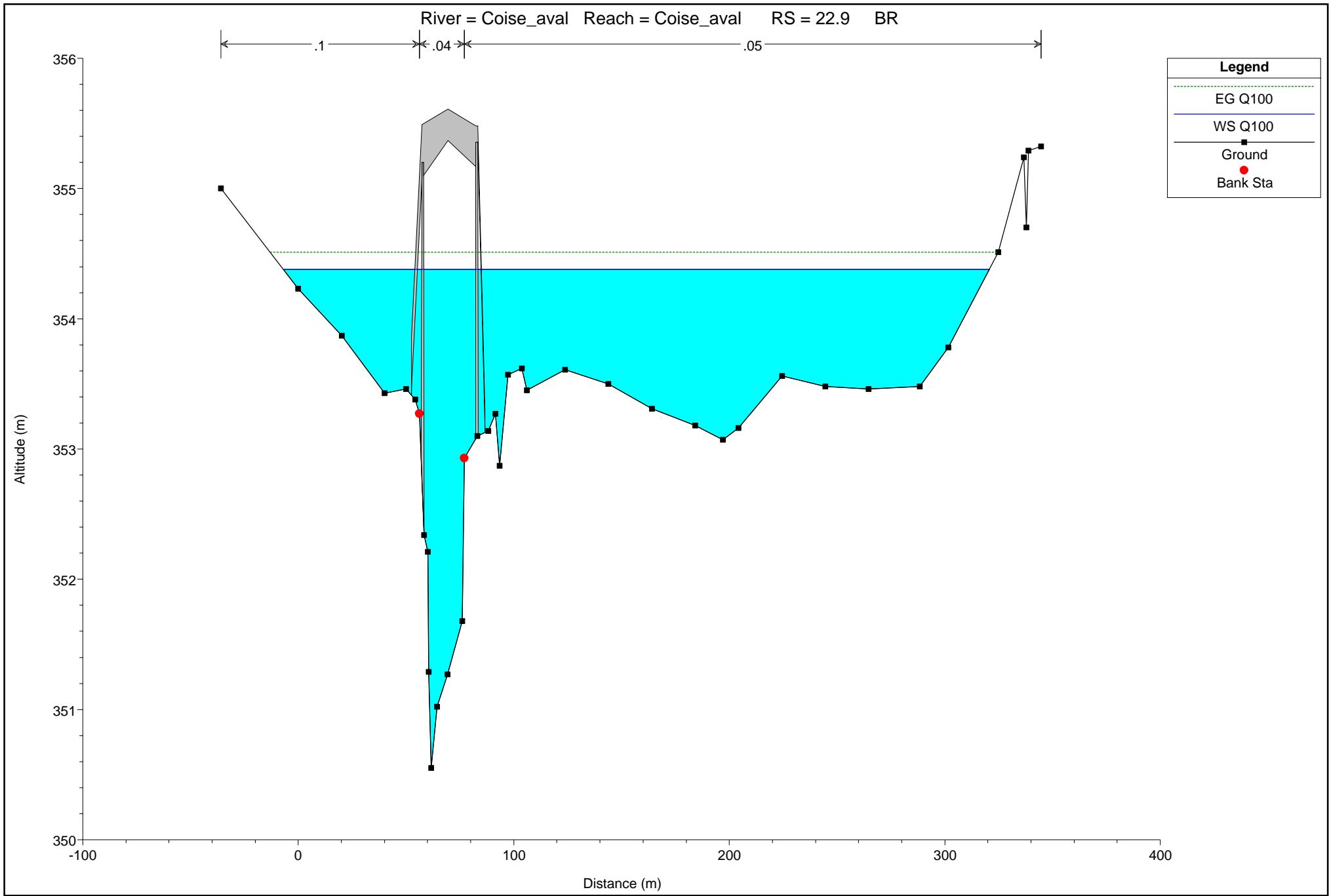


Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta
◇	OWS Q100

River = Coise_aval Reach = Coise_aval RS = 22.9 BR



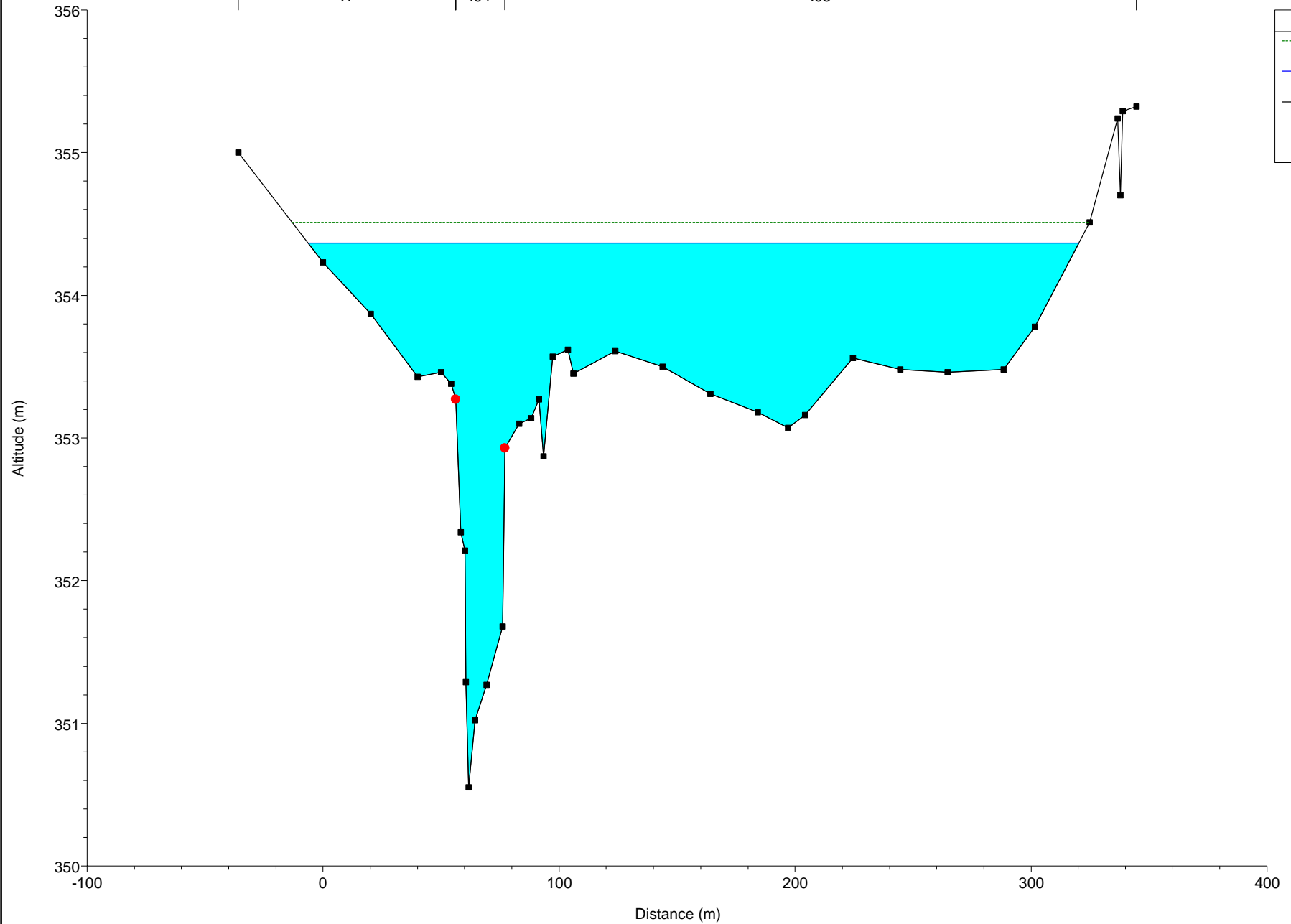
Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta



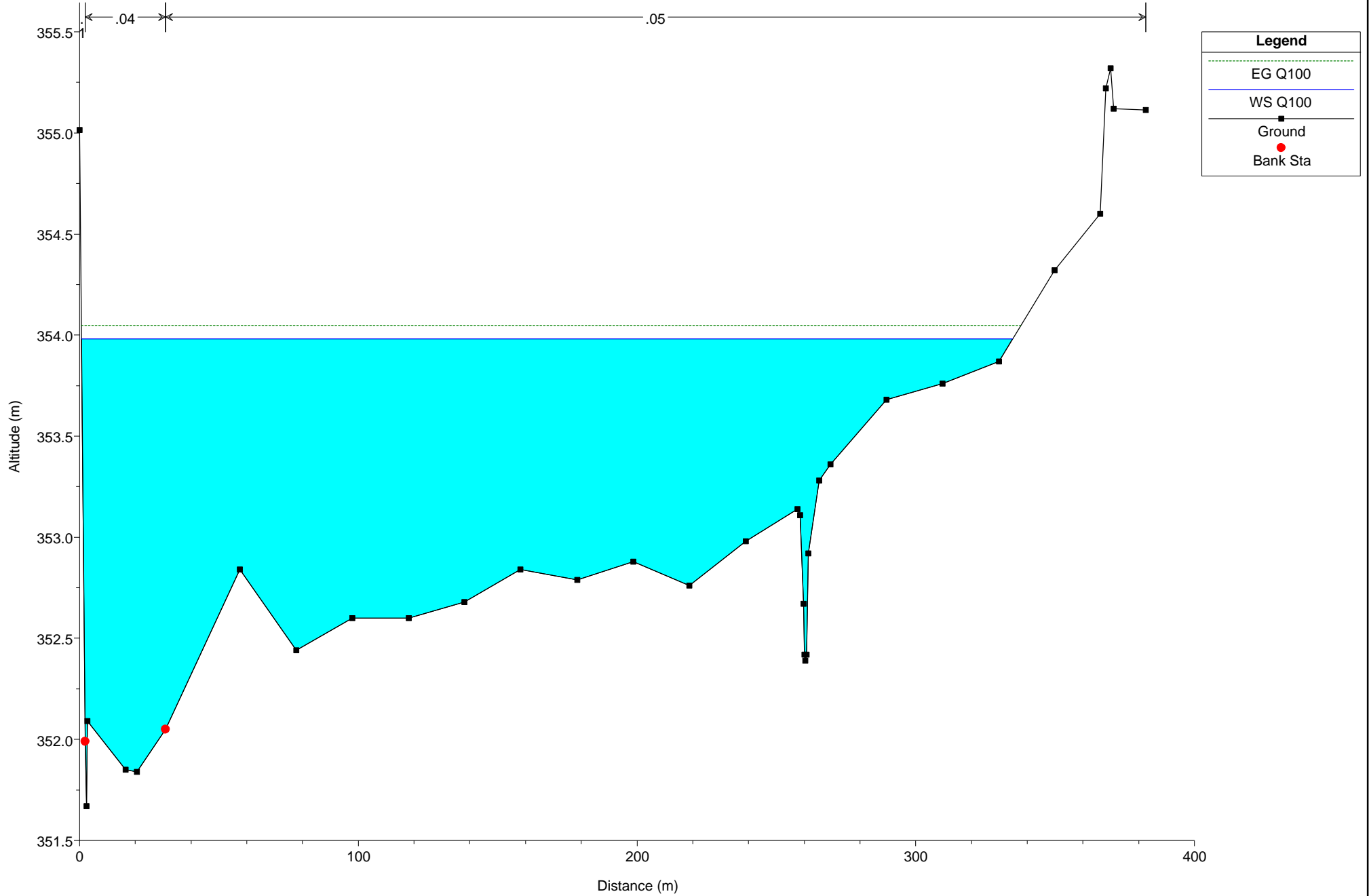
River = Coise_aval Reach = Coise_aval RS = 22.8

← .1 * .04 * .05 →

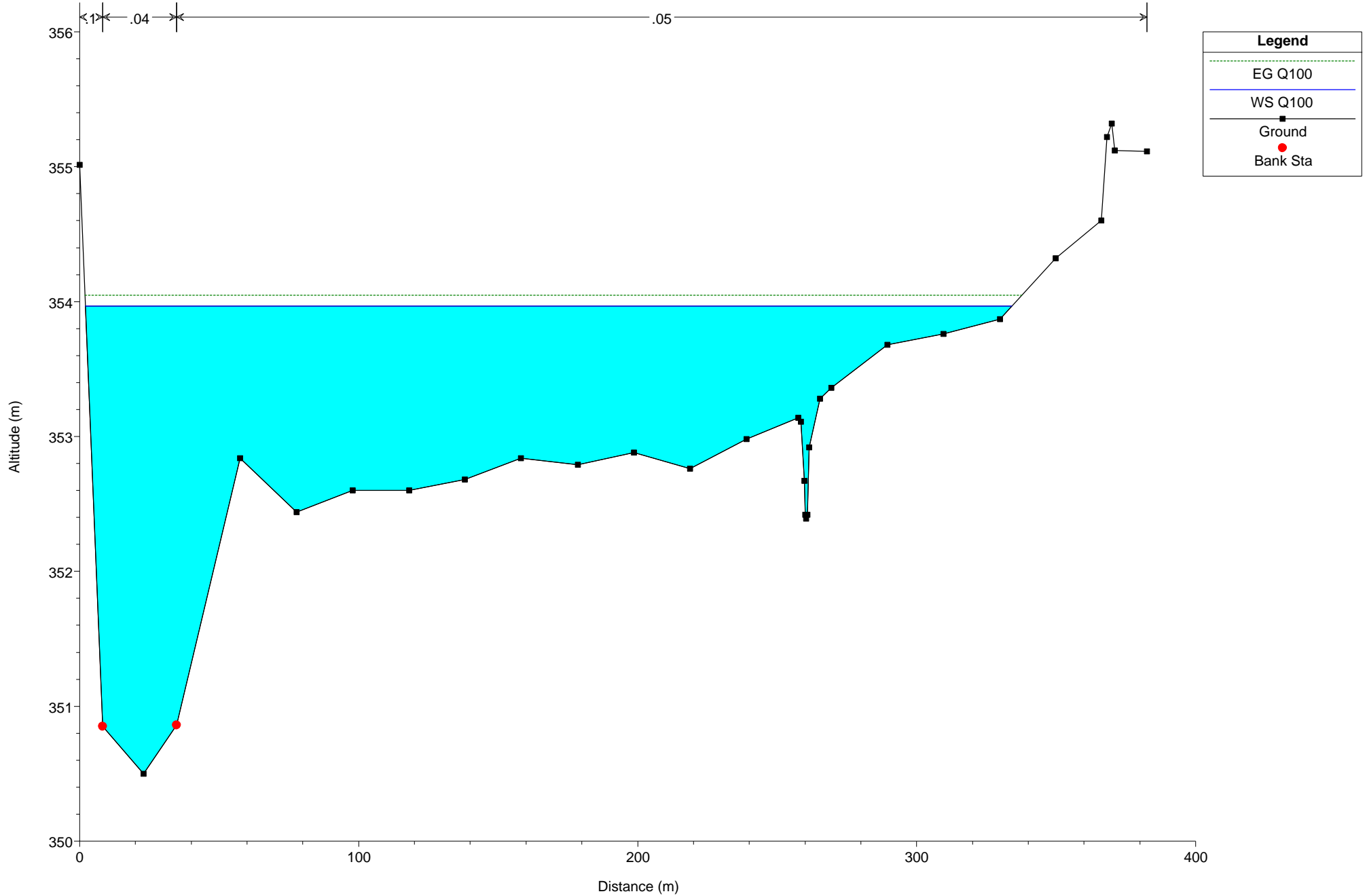
Legend	
EG Q100	— (dotted green line)
WS Q100	— (solid blue line)
Ground	— (solid black line with square markers)
Bank Sta	• (solid red circle)



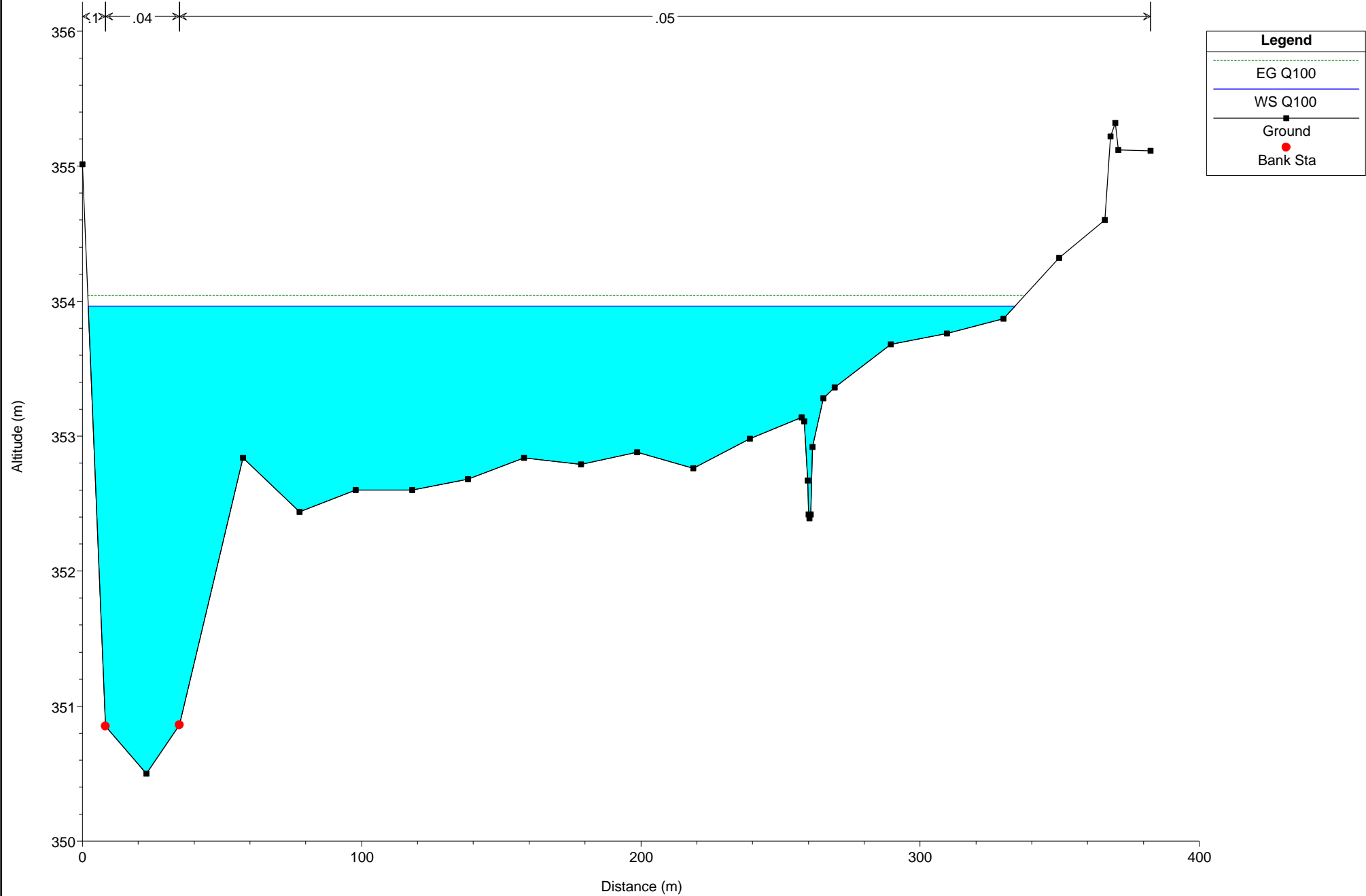
River = Coise_aval Reach = Coise_aval RS = 22.2



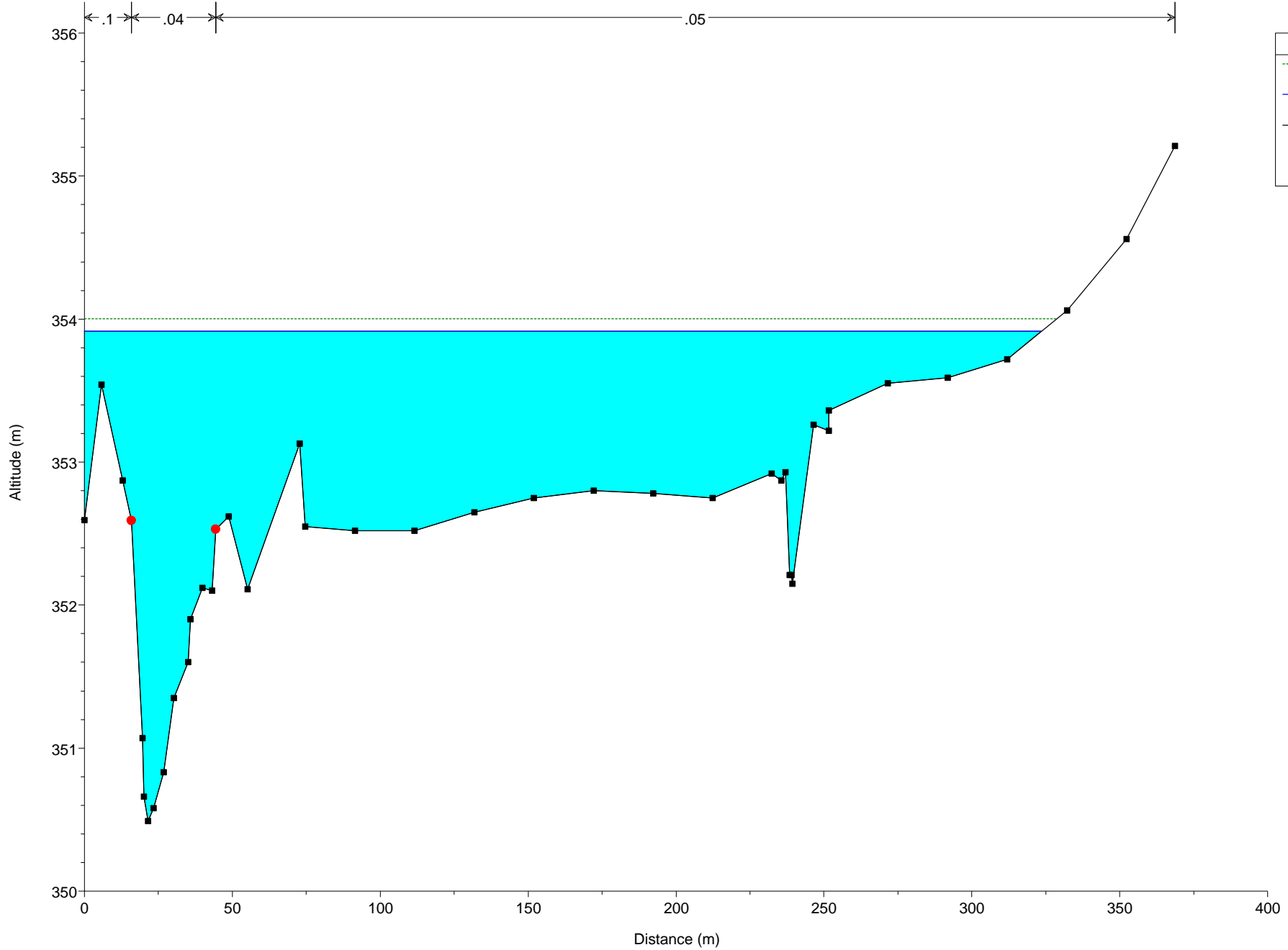
River = Coise_aval Reach = Coise_aval RS = 22.1



River = Coise_aval Reach = Coise_aval RS = 22



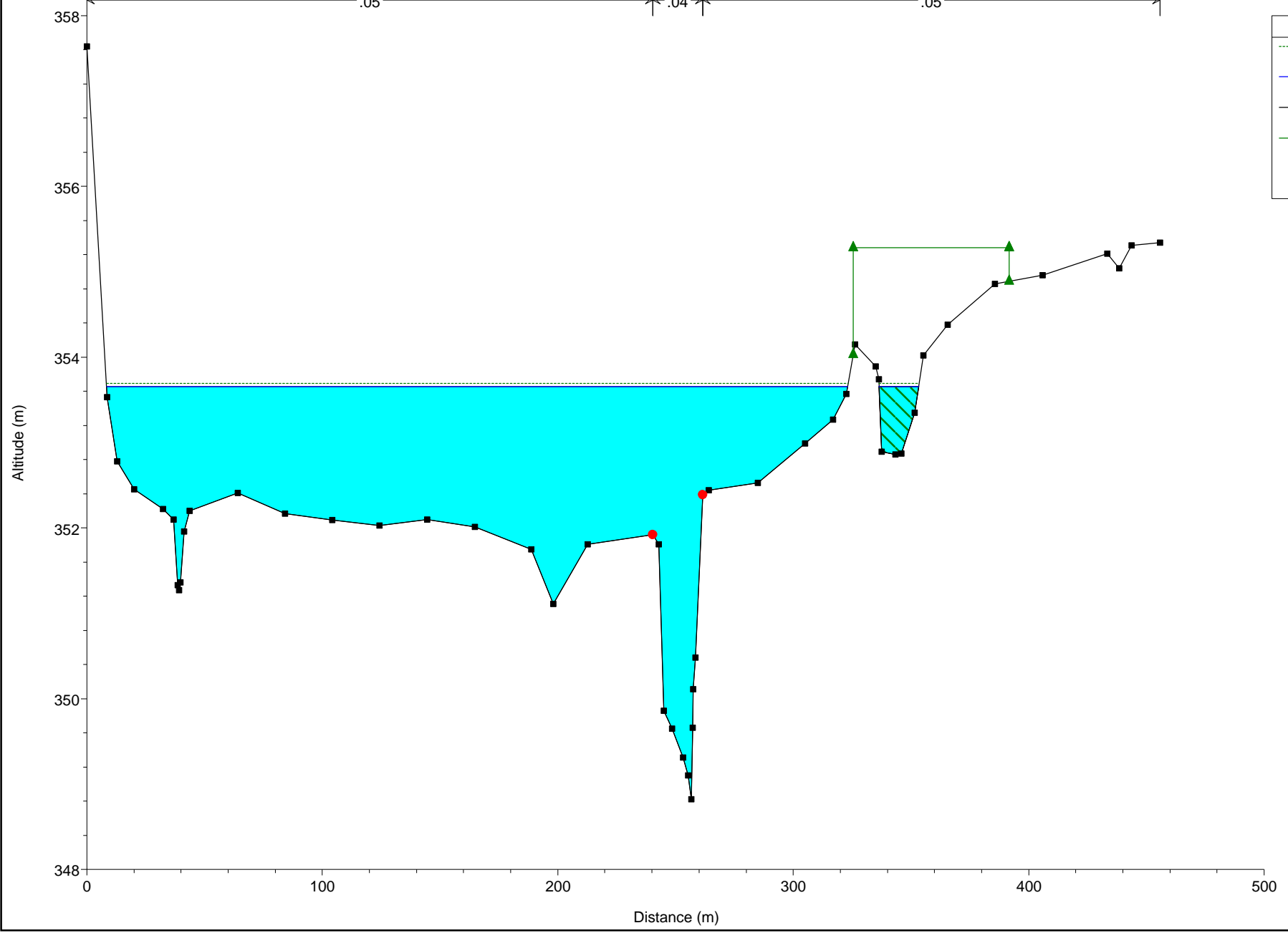
River = Coise_aval Reach = Coise_aval RS = 21.5



Legend	
EG Q100	— (dotted green line)
WS Q100	— (blue line)
Ground	— (black line with square markers)
Bank Sta	• (red dot)

River = Coise_aval Reach = Coise_aval RS = 21

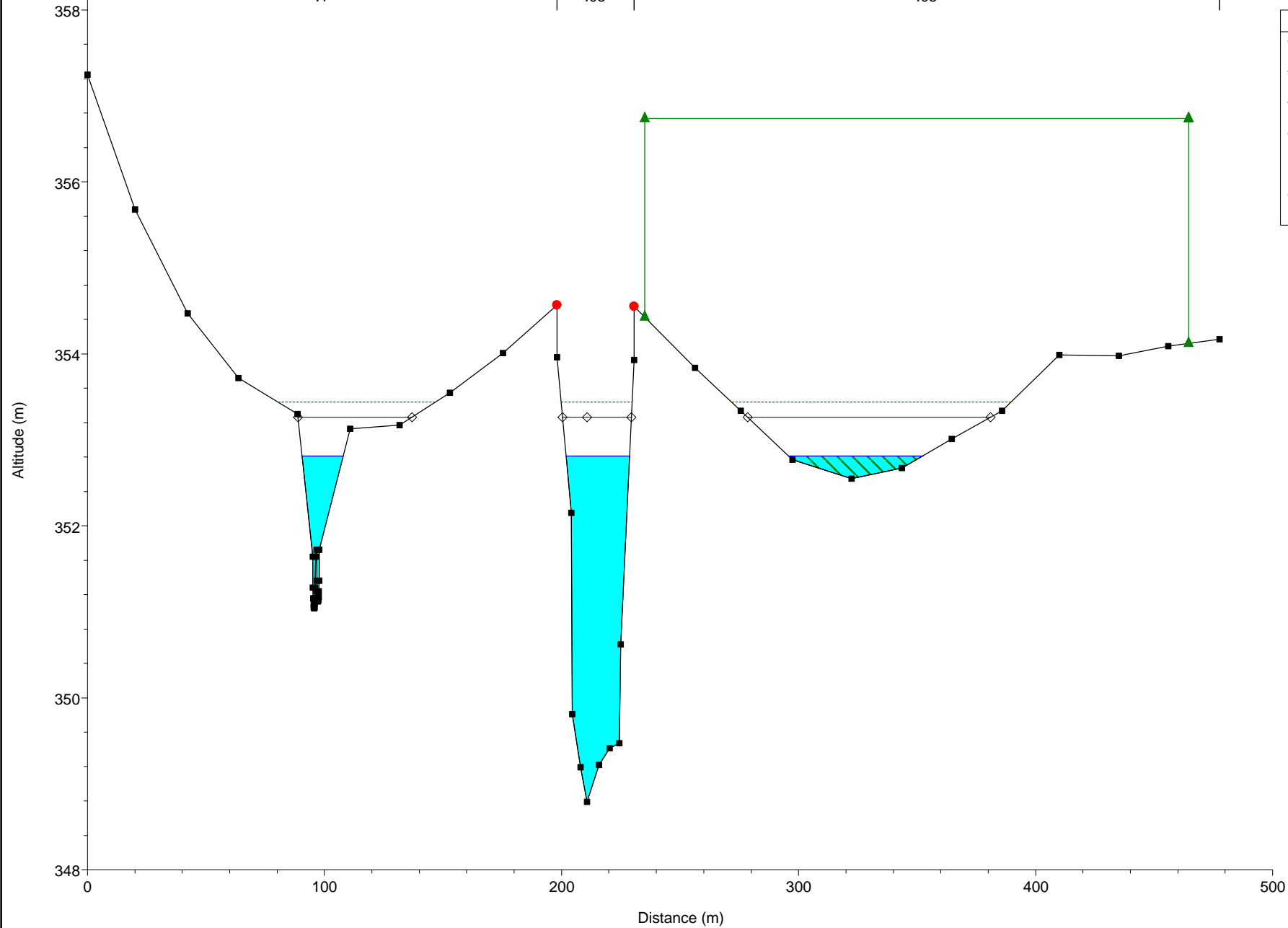
← .05 ← .04 ← .05 →



Legend	
---	EG Q100
---	WS Q100
■	Ground
▲	Ineff
●	Bank Sta

River = Coise_aval Reach = Coise_aval RS = 20.6

← .1 → | ← .05 → | ← .05 →



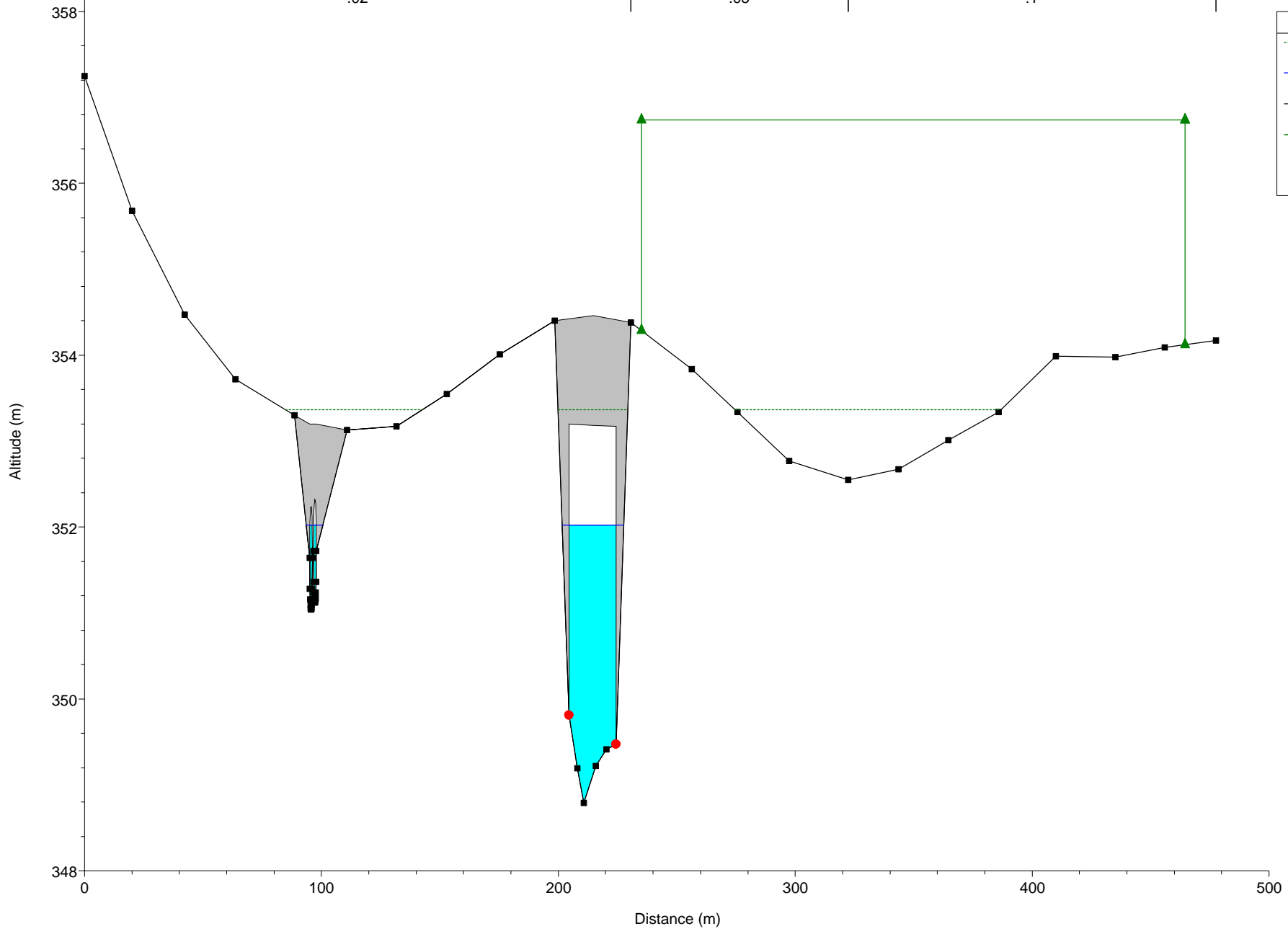
Legend	
---	EG Q100
---	WS Q100
■	Ground
▲	Ineff
●	Bank Sta
◇	OWS Q100

River = Coise_aval Reach = Coise_aval RS = 20.5 BR

.02

.05

.1

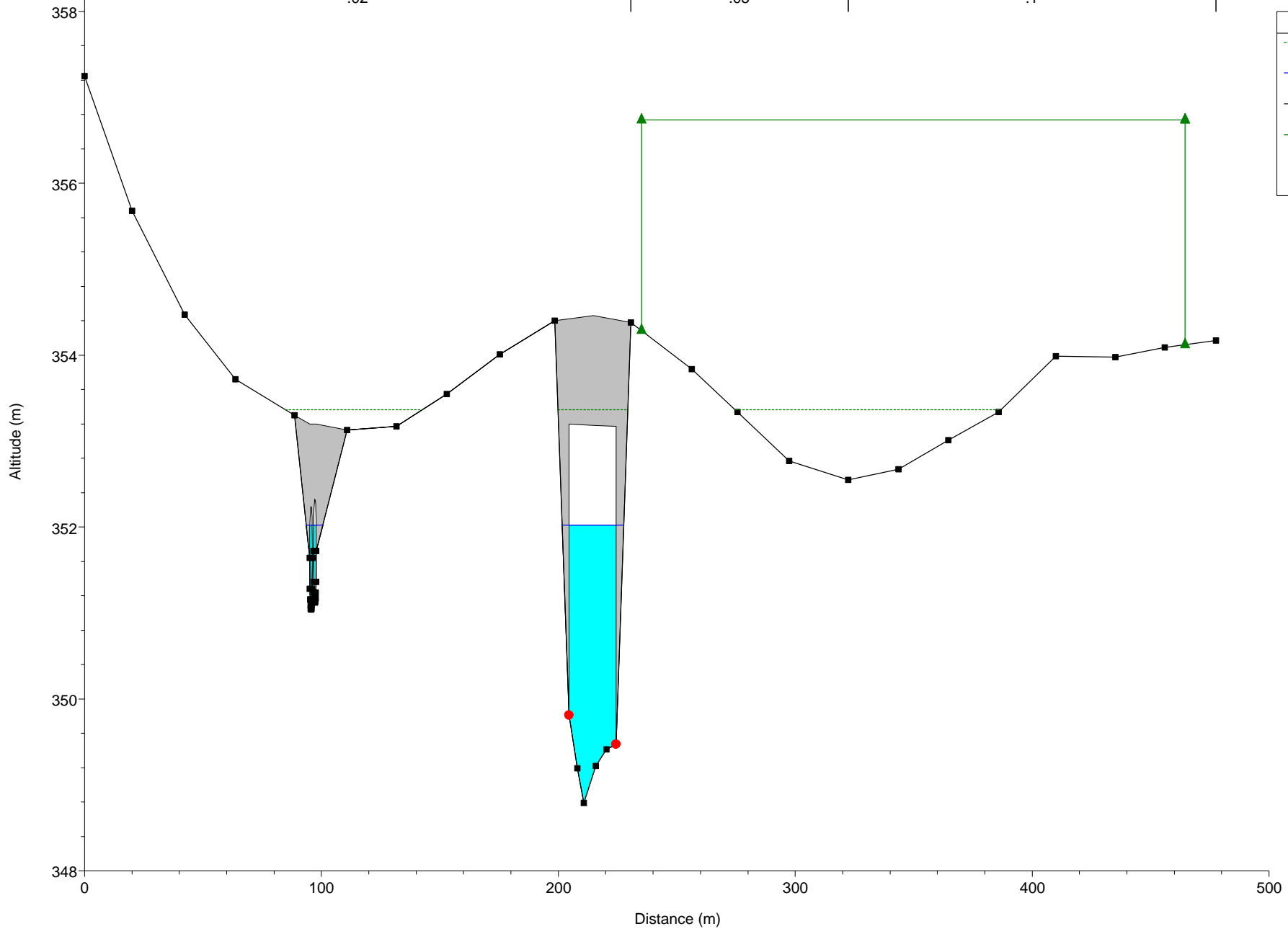


River = Coise_aval Reach = Coise_aval RS = 20.5 BR

.02

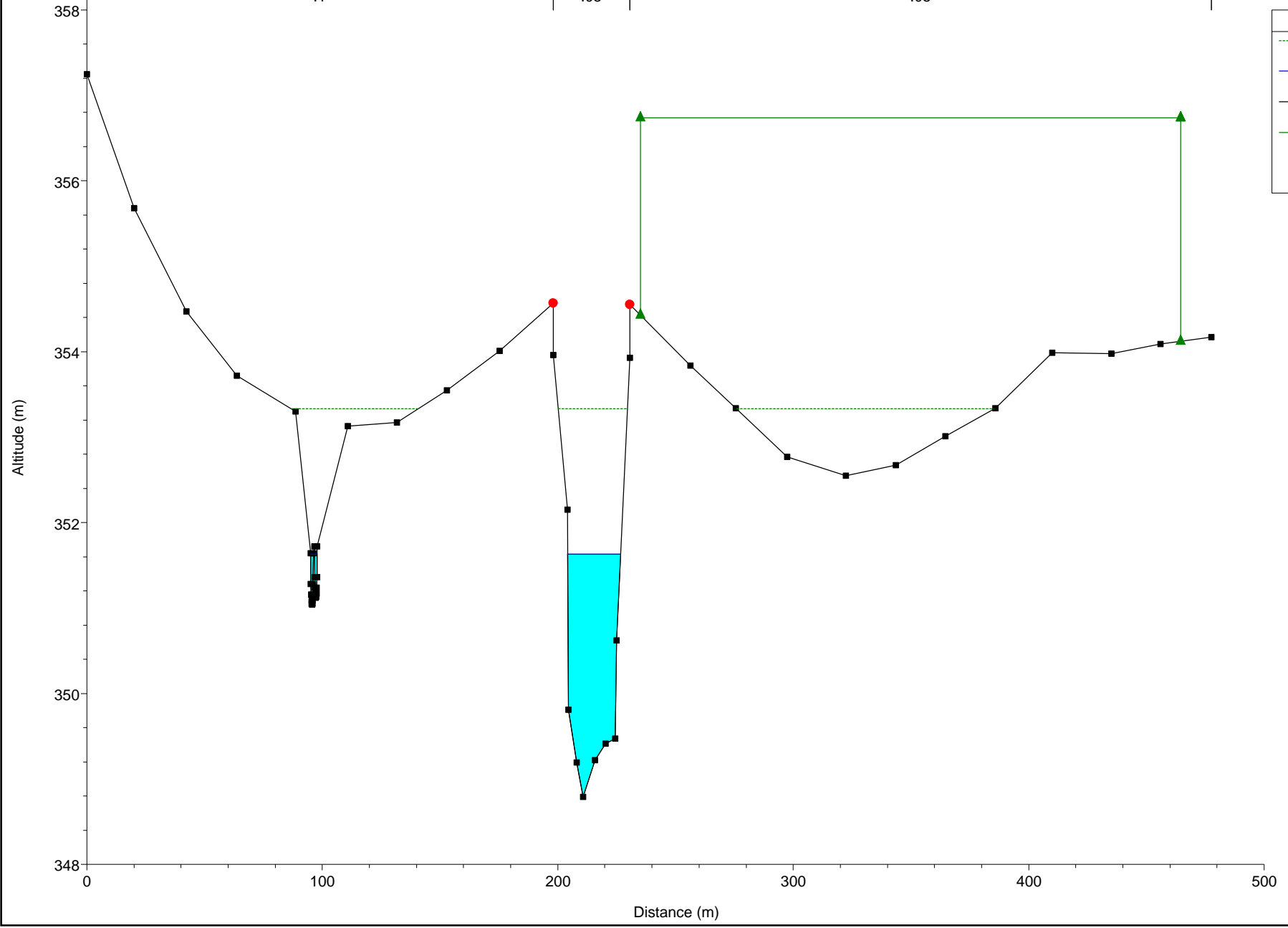
.05

.1



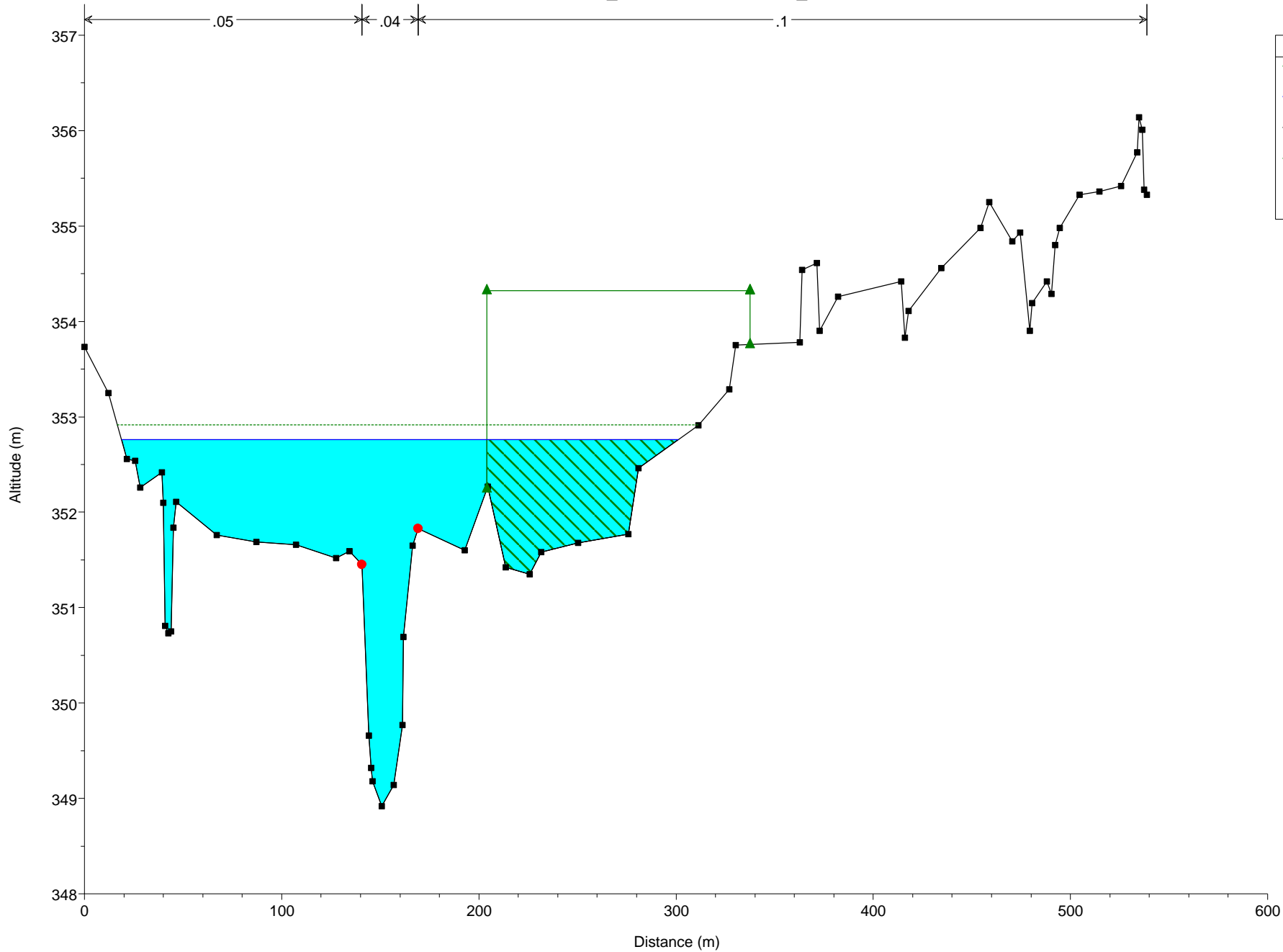
River = Coise_aval Reach = Coise_aval RS = 20.4

← .1 | .05 | .05 →



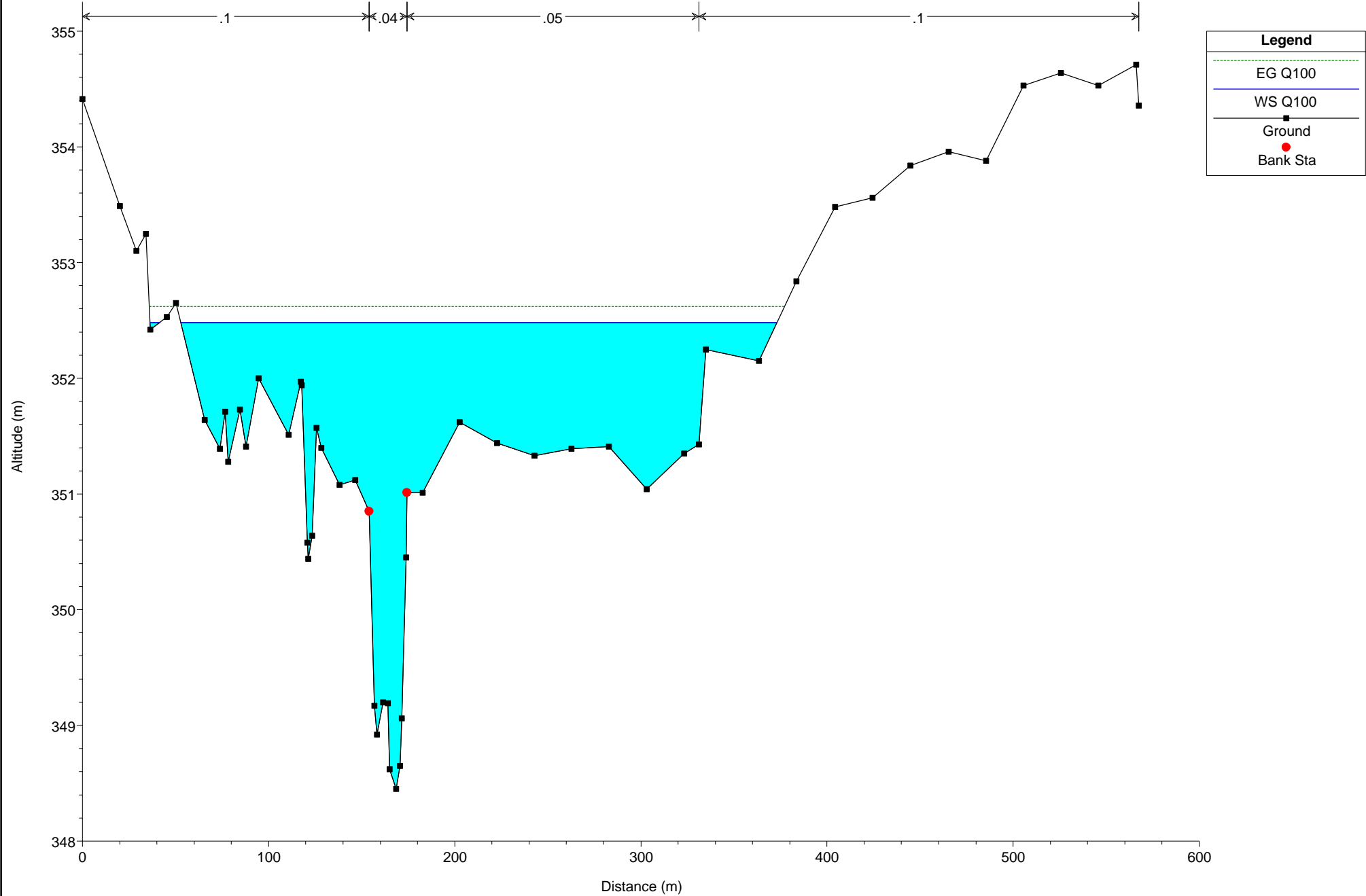
Legend	
EG Q100	(dotted green line)
WS Q100	(solid blue line)
Ground	(black line with square markers)
Ineff	(green line with triangle markers)
Bank Sta	(red dot)

River = Coise_aval Reach = Coise_aval RS = 20



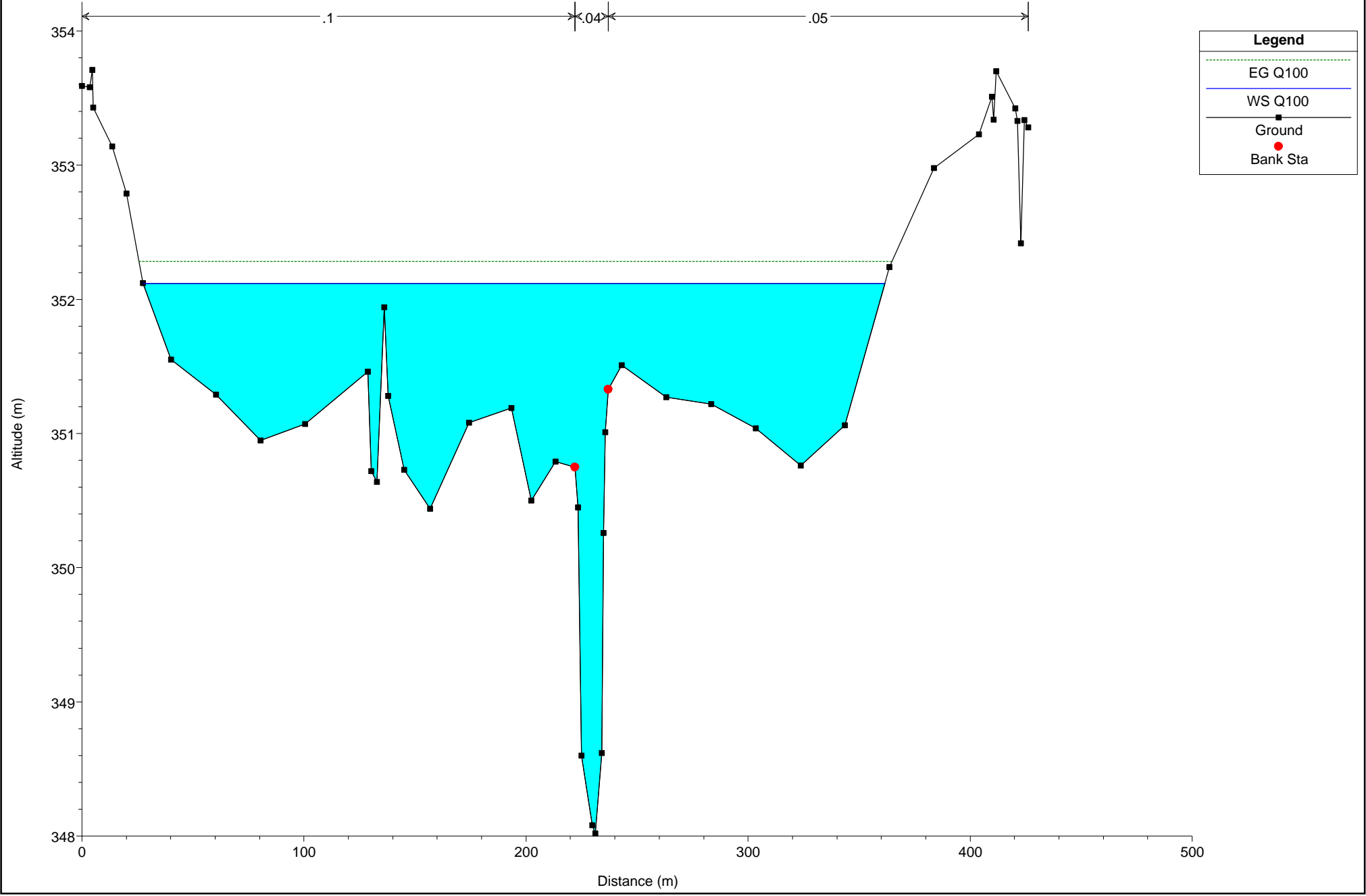
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Ineff	-----
Bank Sta	-----

River = Coise_aval Reach = Coise_aval RS = 19

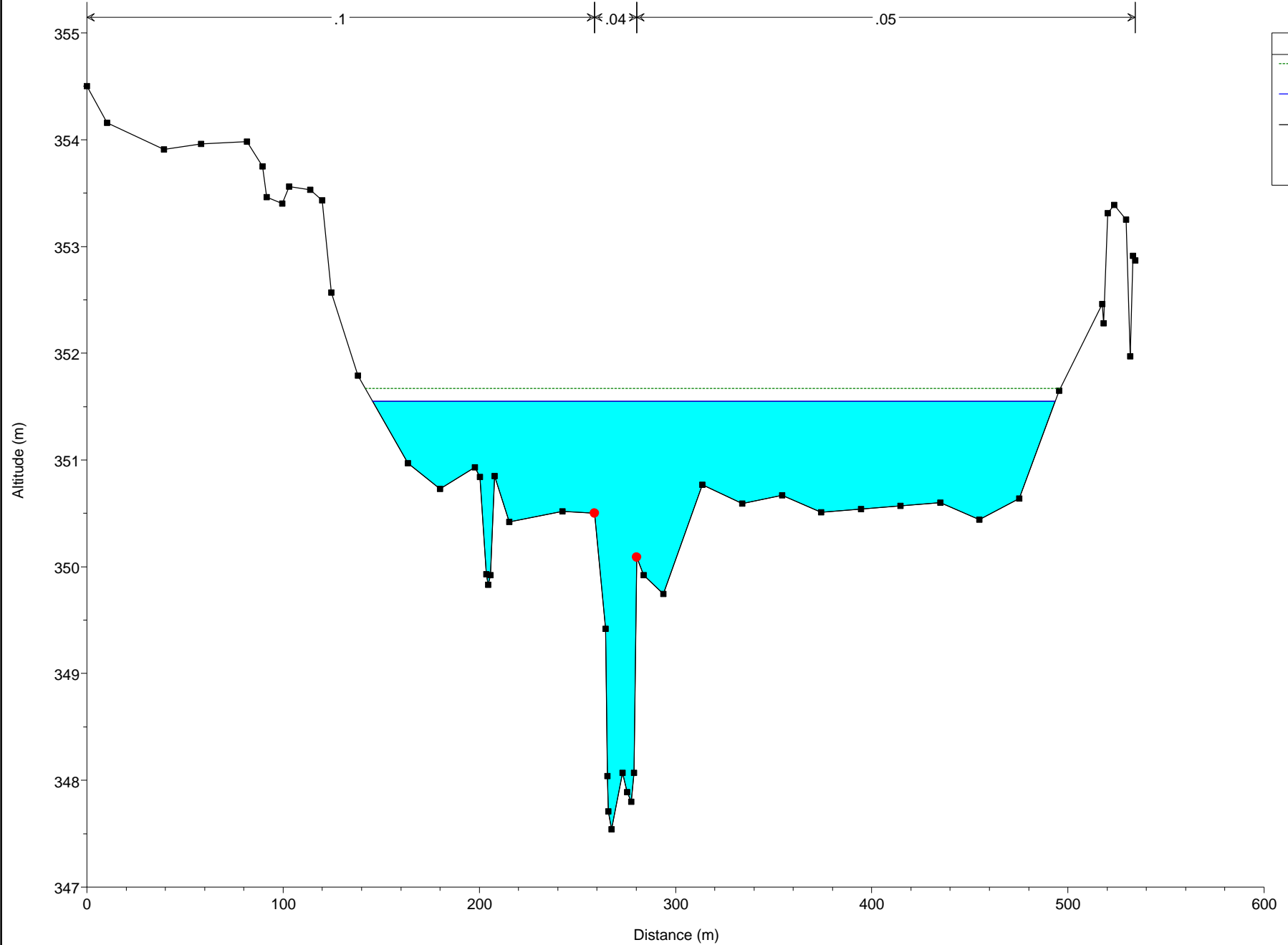


Legend	
EG Q100	(Green dashed line)
WS Q100	(Blue solid line)
Ground	(Black solid line with square markers)
Bank Sta	(Red dot)

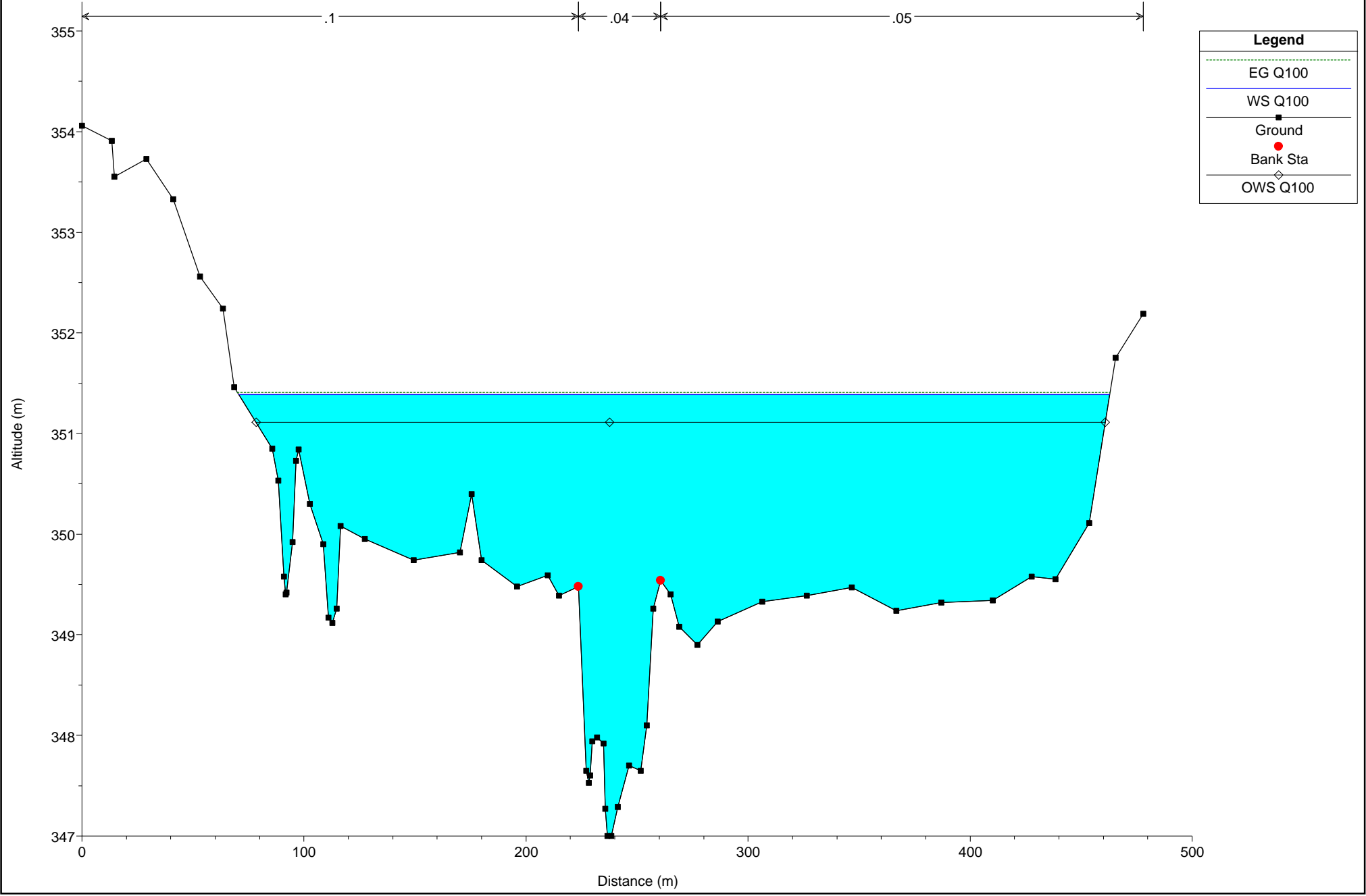
River = Coise_aval Reach = Coise_aval RS = 18



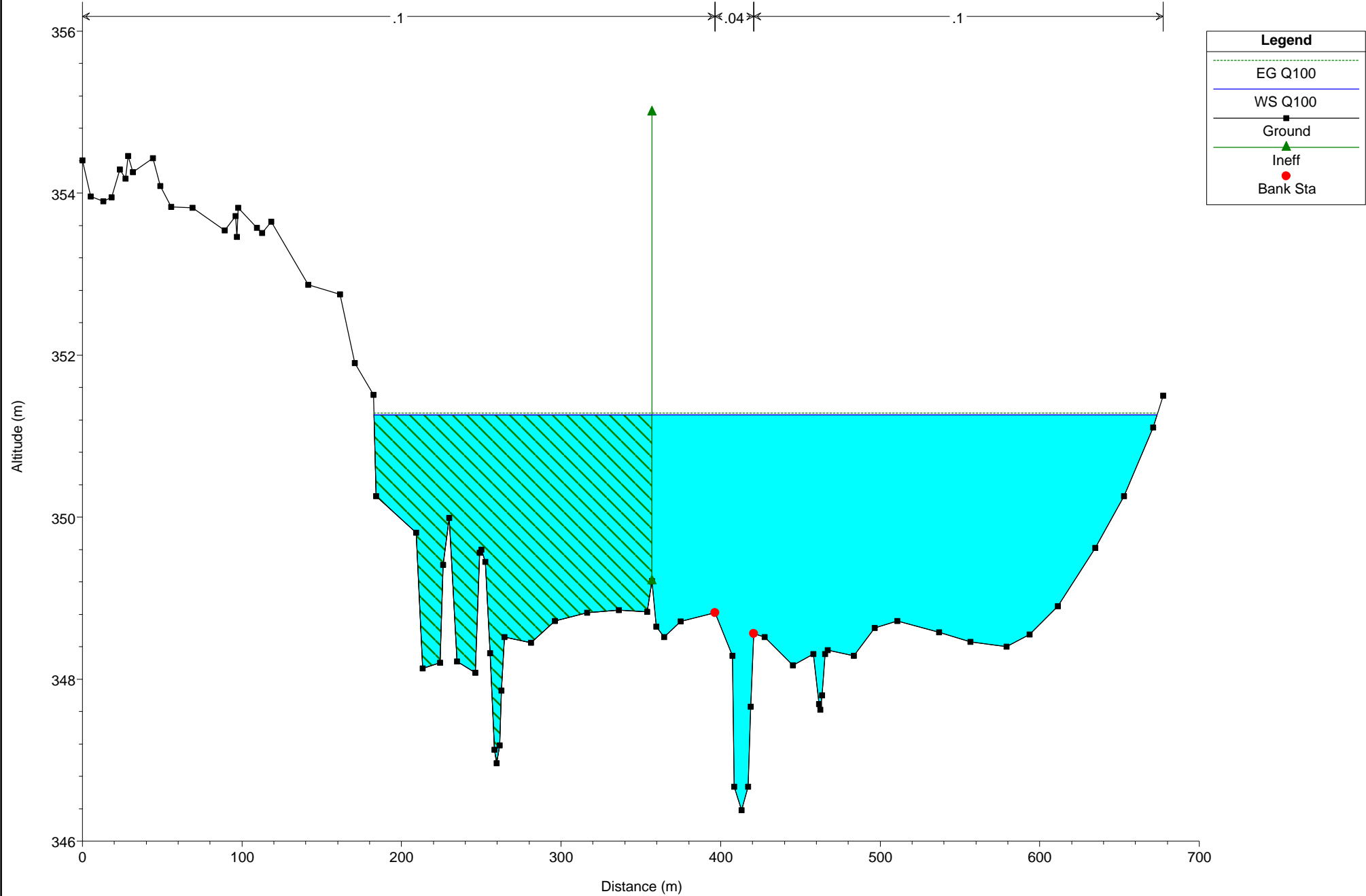
River = Coise_aval Reach = Coise_aval RS = 17



River = Coise_aval Reach = Coise_aval RS = 16



River = Coise_aval Reach = Coise_aval RS = 15



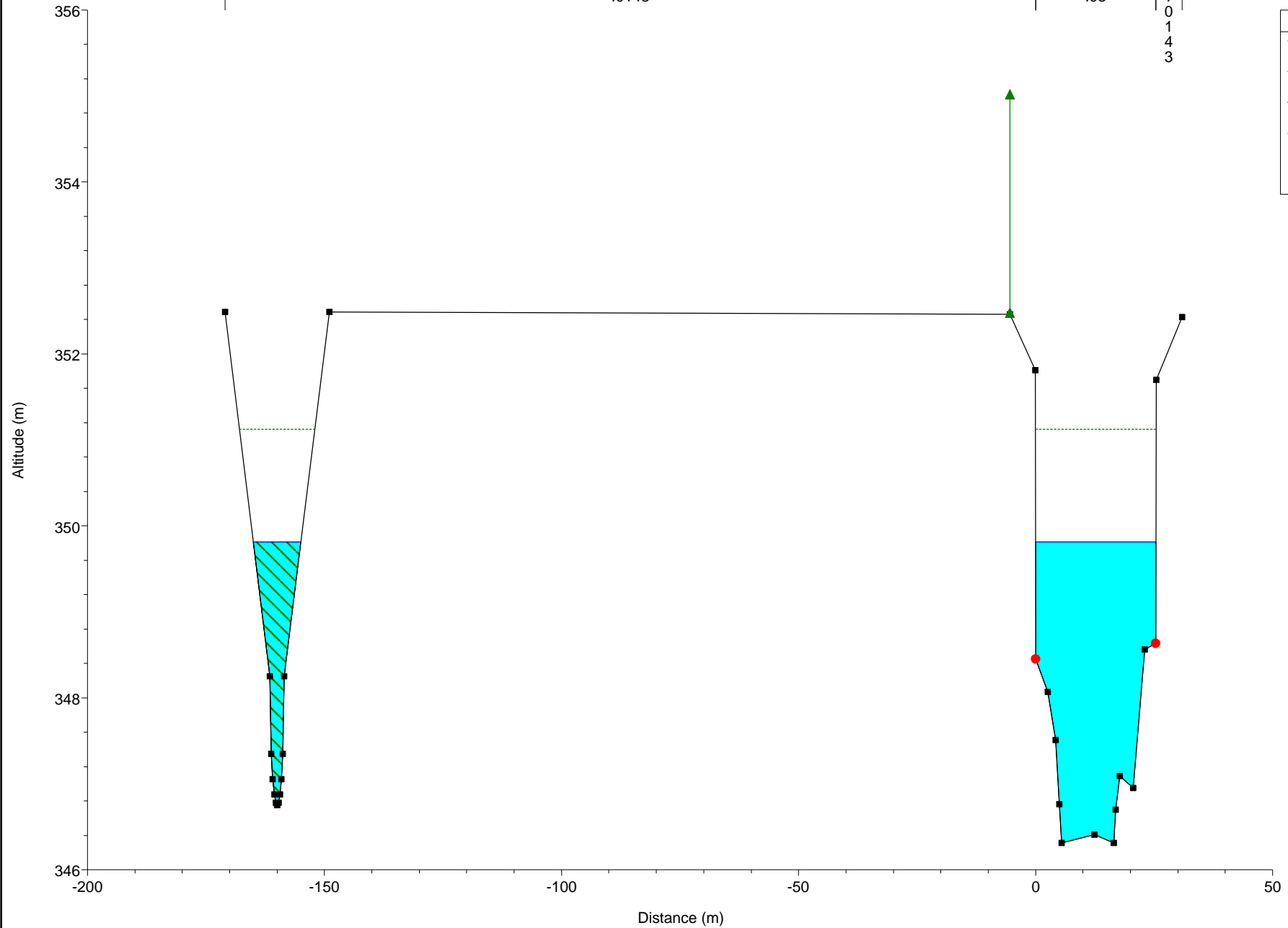
River = Coise_aval Reach = Coise_aval RS = 14.6

.0143

.03

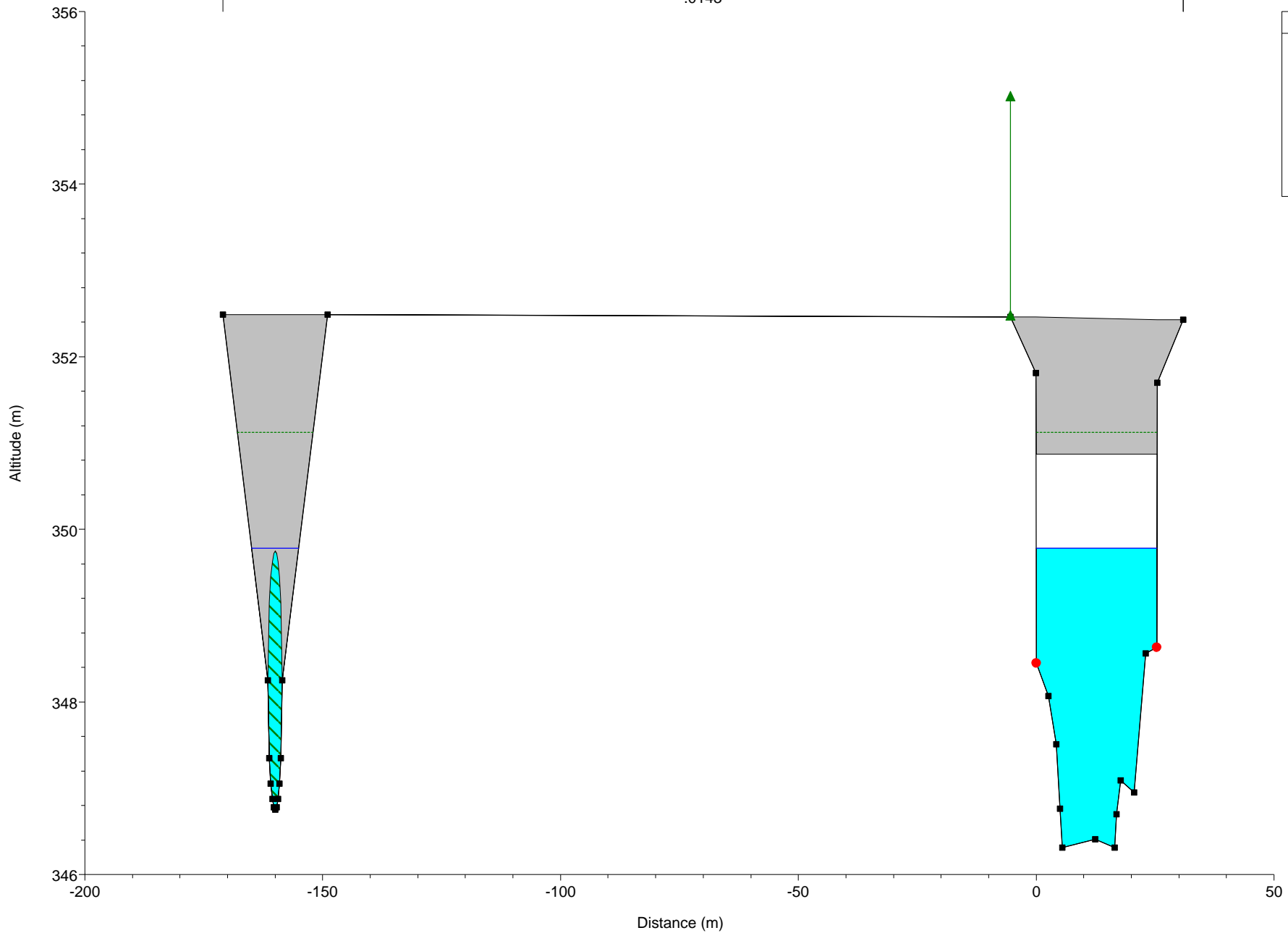
0
1
4
3

Legend	
---	EG Q100
---	WS Q100
■	Ground
▲	Ineff
●	Bank Sta



River = Coise_aval Reach = Coise_aval RS = 14.5 BR

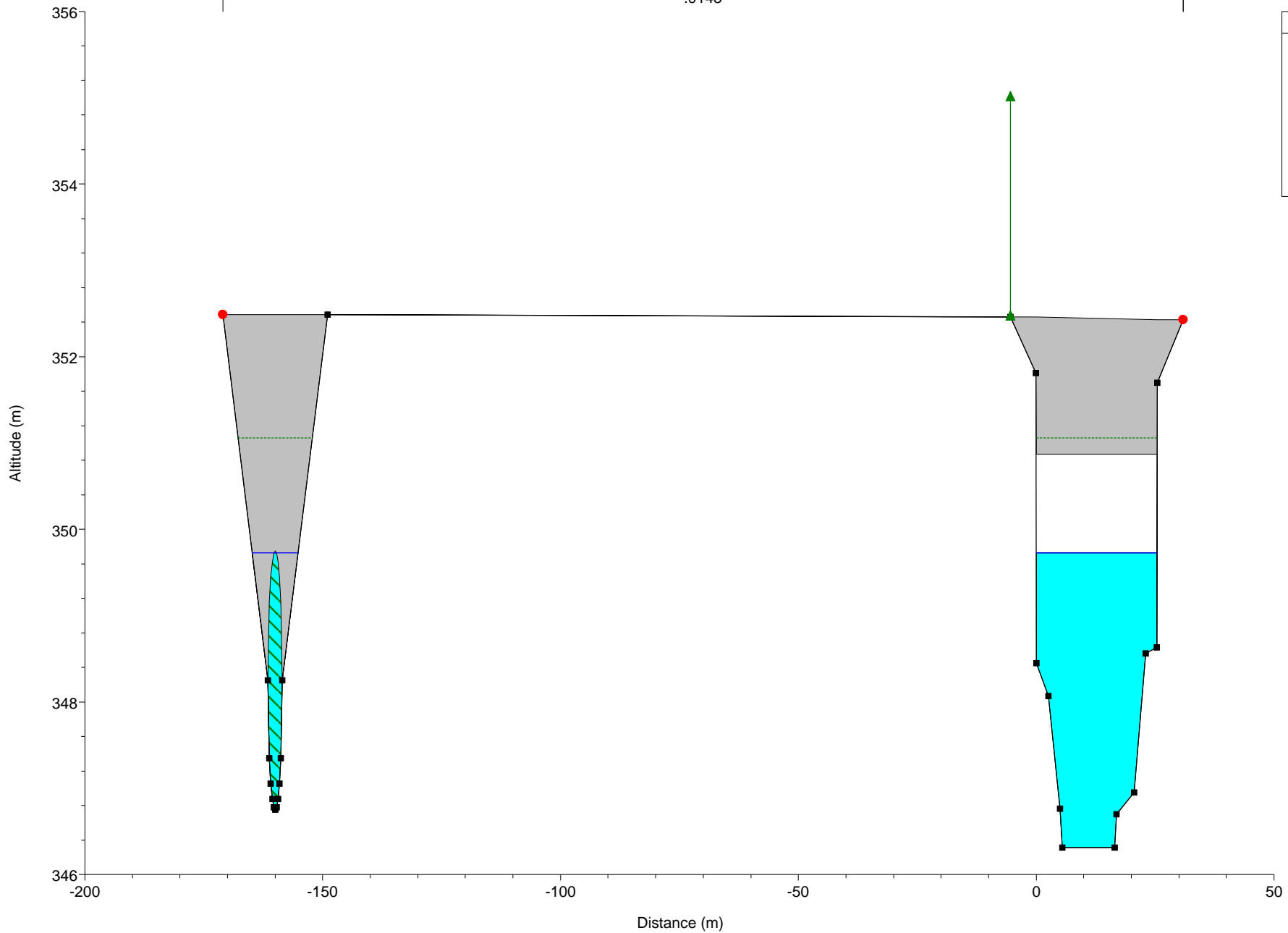
.0143



Legend	
EG Q100	(dotted line)
WS Q100	(blue line)
Ground	(black line with square markers)
Ineff	(green line with triangle markers)
Bank Sta	(red line with circle markers)

River = Coise_aval Reach = Coise_aval RS = 14.5 BR

.0143



Legend	
EG Q100	---
WS Q100	---
Ground	■
Ineff	▲
Bank Sta	●

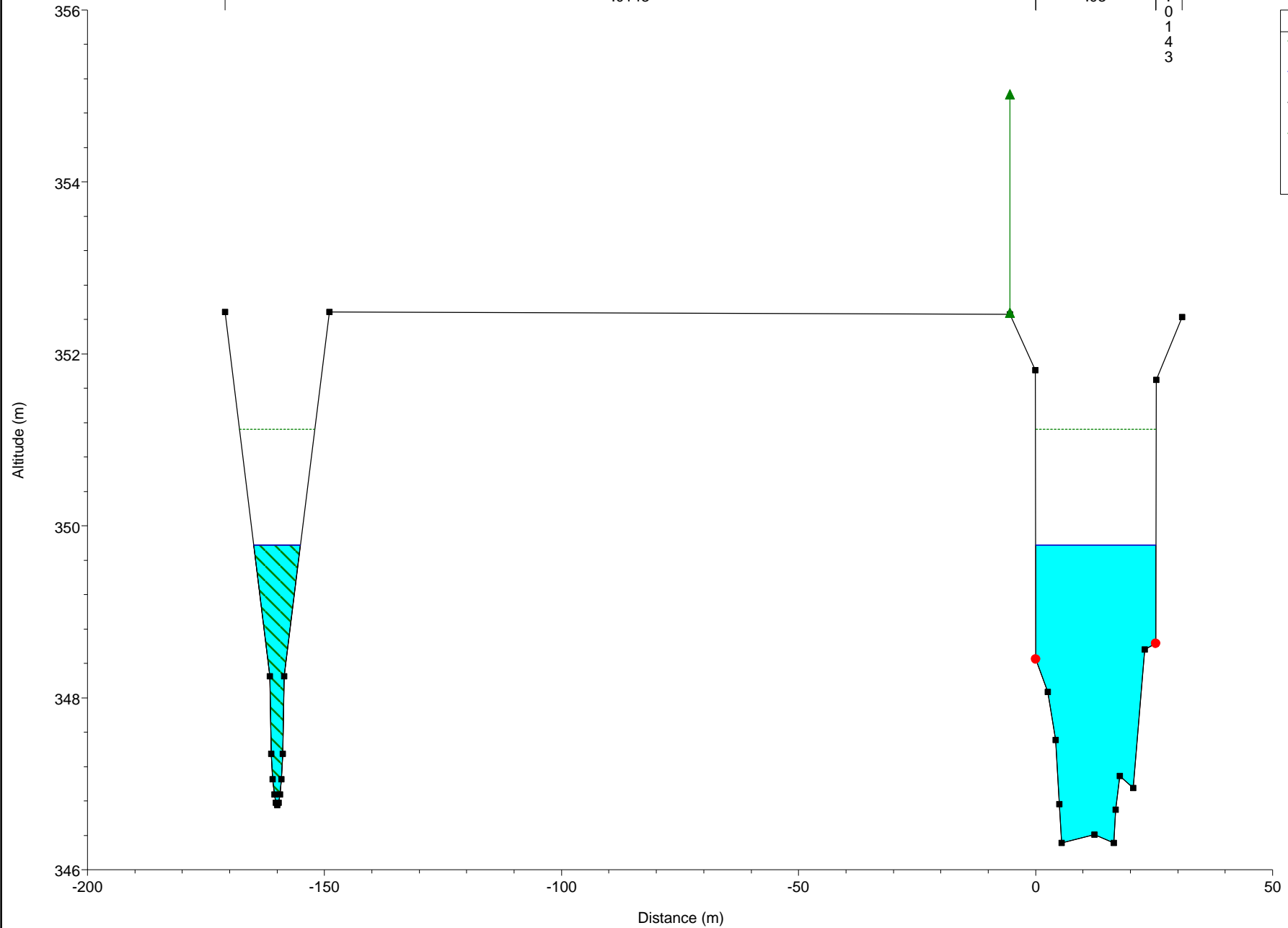
River = Coise_aval Reach = Coise_aval RS = 14.4

.0143

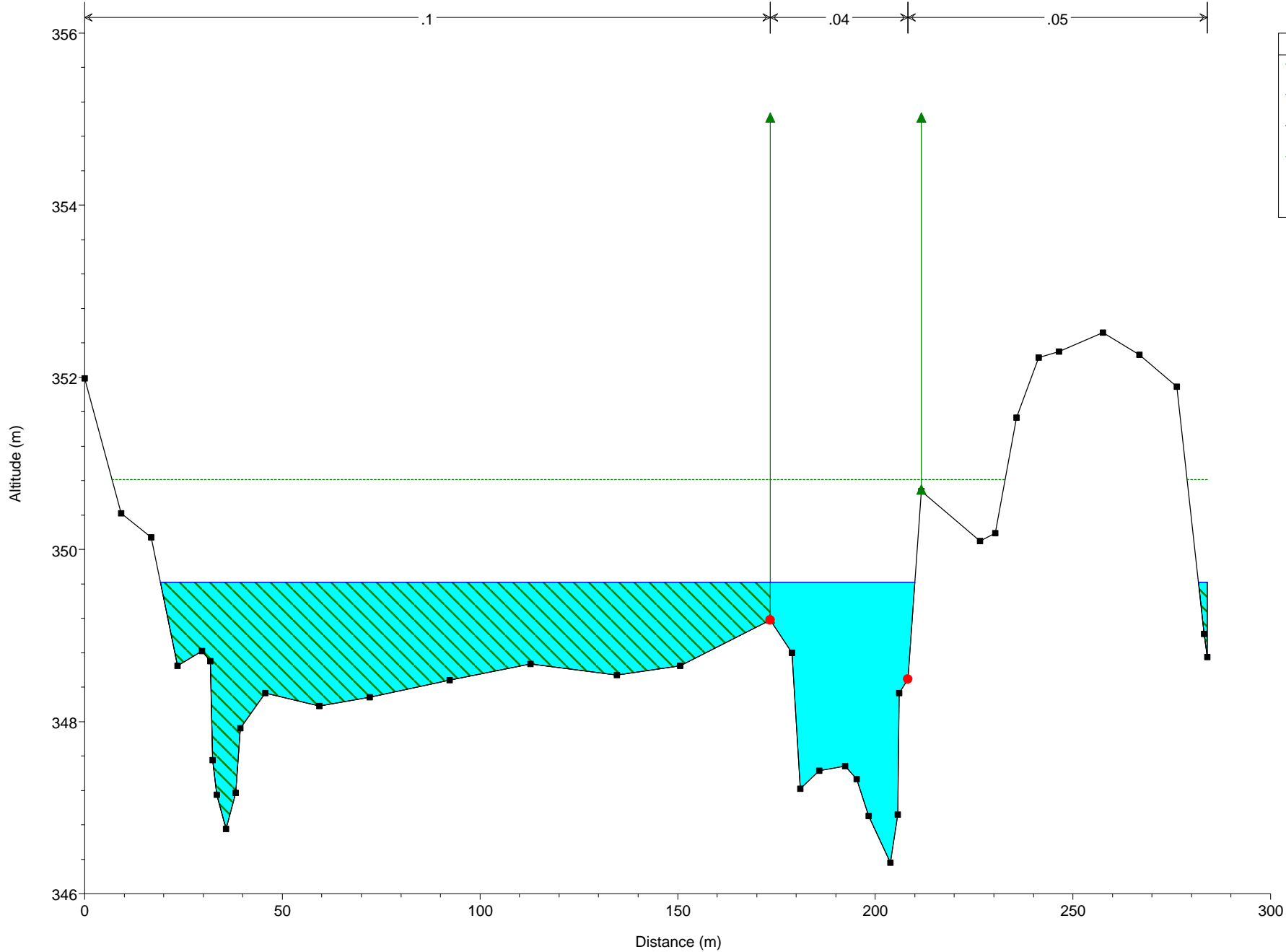
.03

0
1
4
3

Legend	
---	EG Q100
—	WS Q100
■	Ground
▲	Ineff
●	Bank Sta

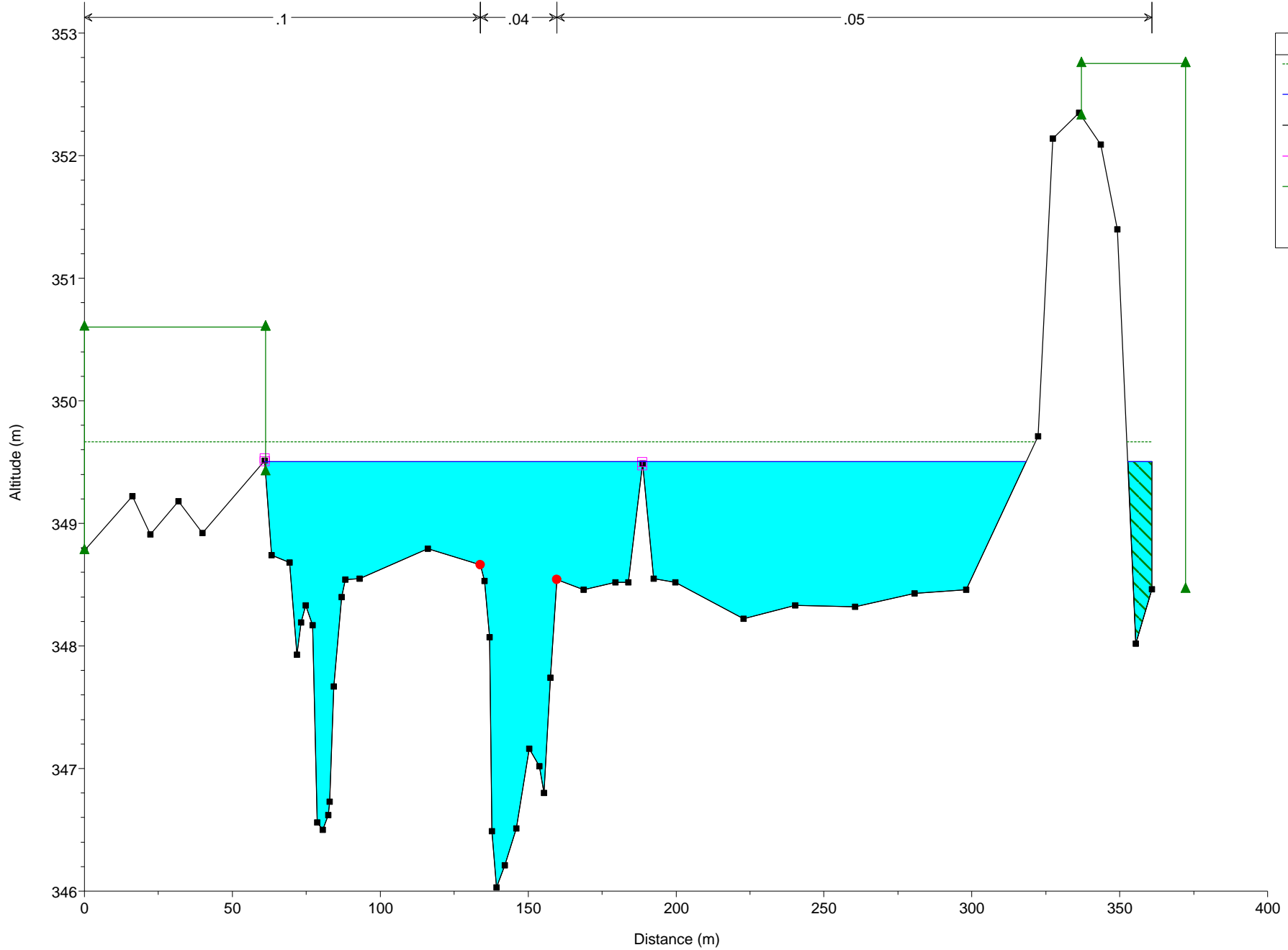


River = Coise_aval Reach = Coise_aval RS = 14



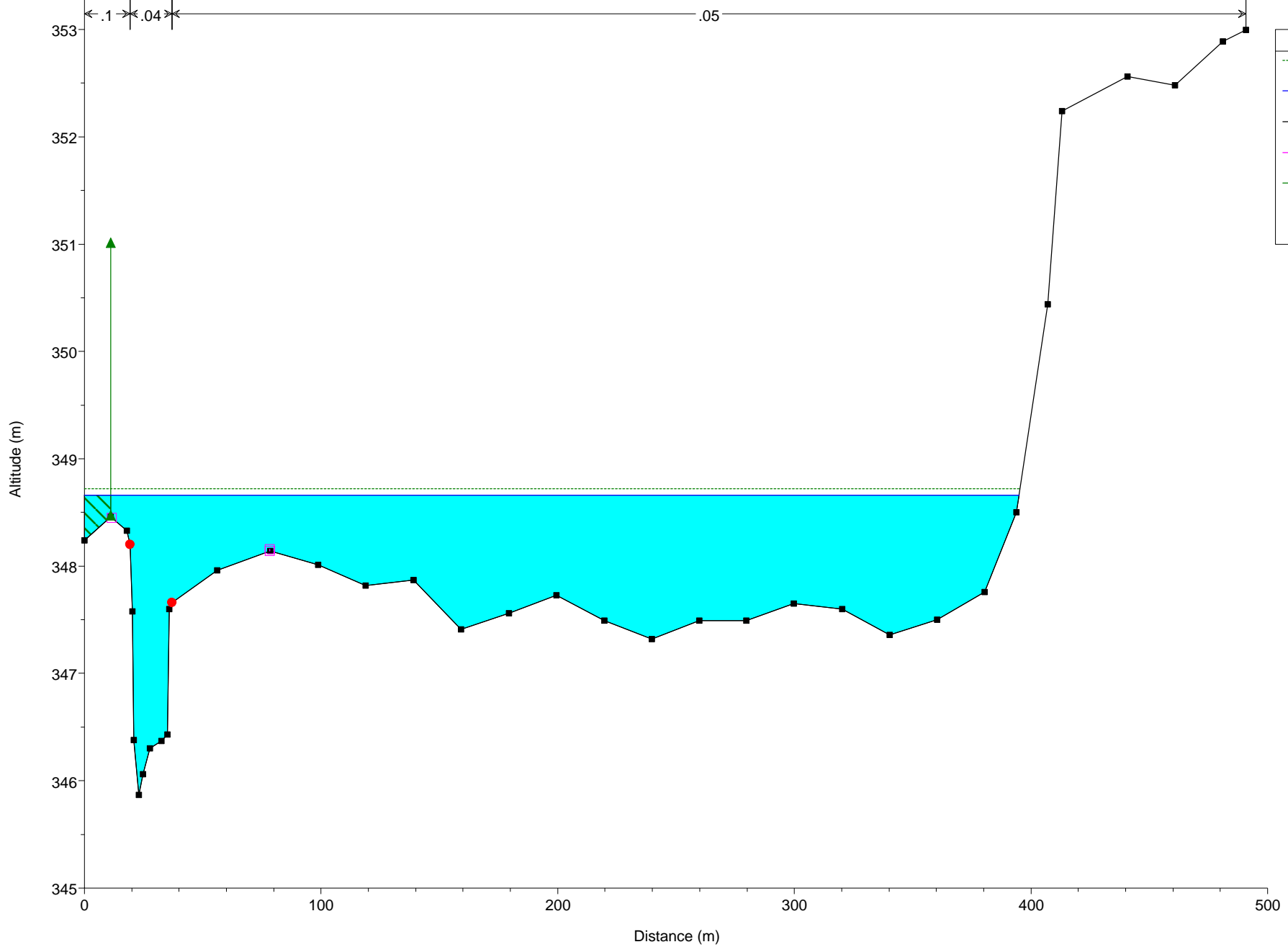
Legend	
EG Q100	(Green dotted line)
WS Q100	(Blue solid line)
Ground	(Black solid line with square markers)
Ineff	(Green solid line with triangle markers)
Bank Sta	(Red solid line with circle markers)

River = Coise_aval Reach = Coise_aval RS = 13



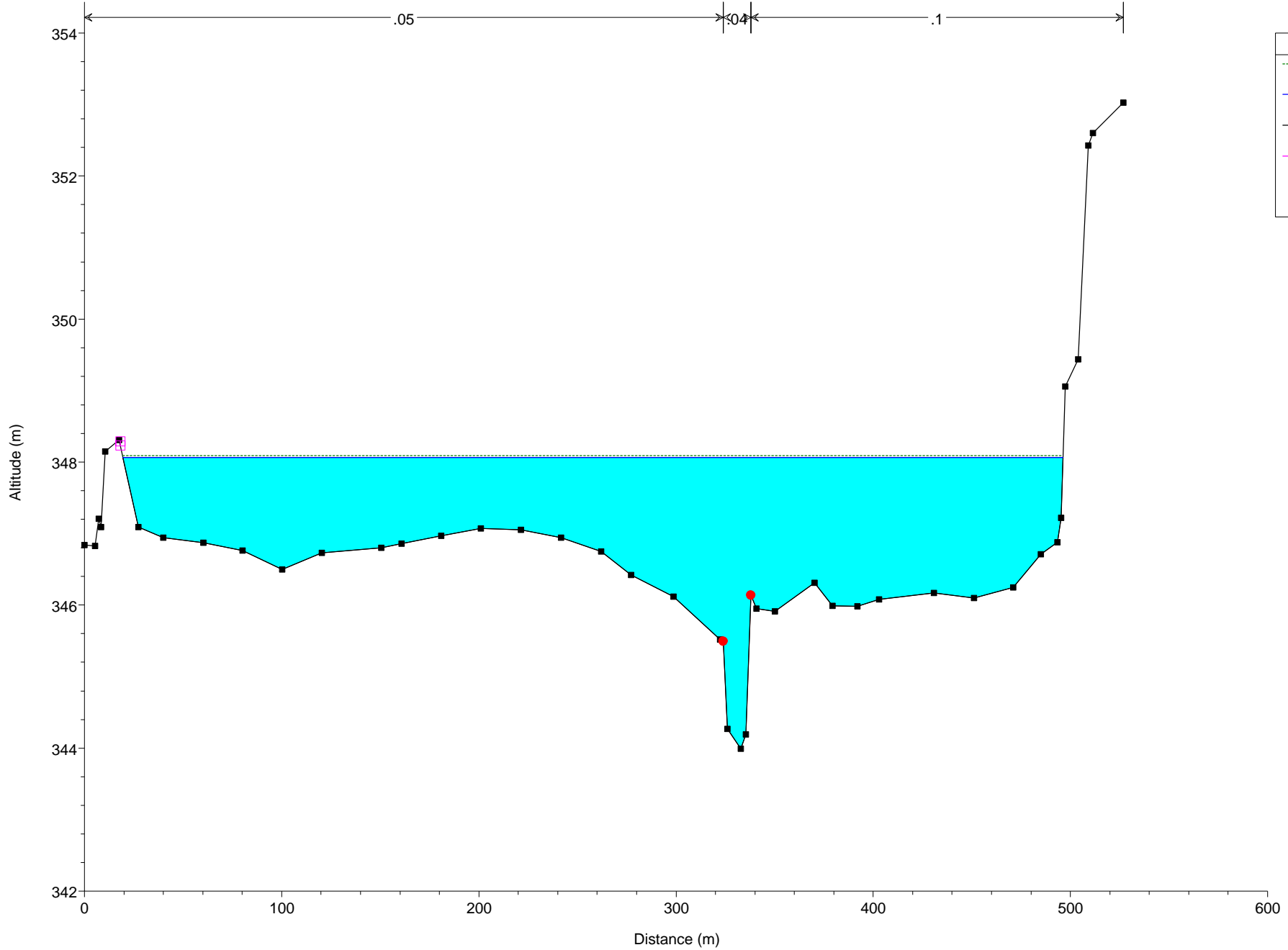
Legend	
---	EG Q100
—	WS Q100
■	Ground
□	Levee
▲	Ineff
●	Bank Sta

River = Coise_aval Reach = Coise_aval RS = 12

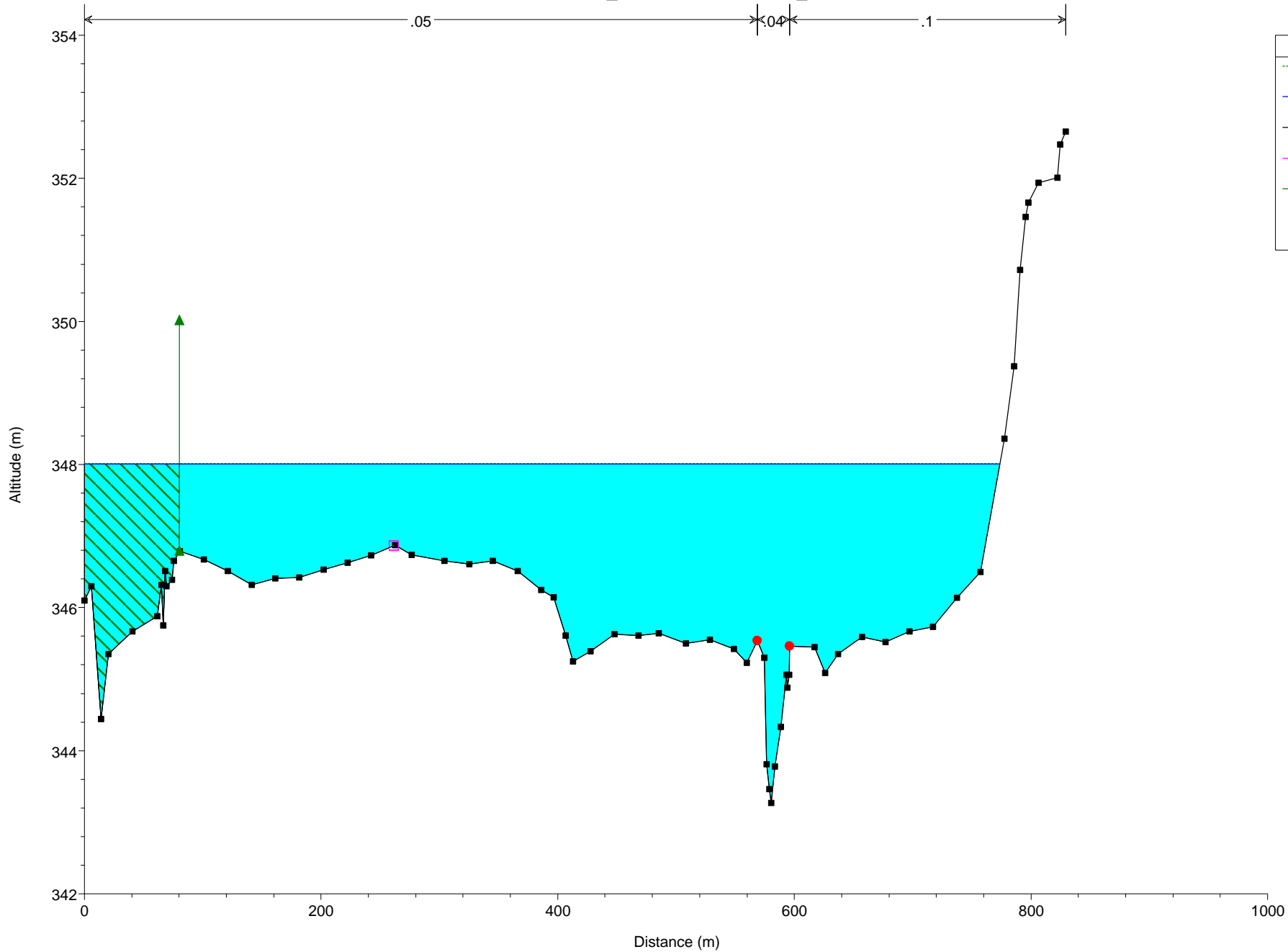


Legend	
EG Q100	--- (dotted green line)
WS Q100	— (solid blue line)
Ground	— (solid black line with square markers)
Levee	— (solid magenta line with square markers)
Ineff	— (solid green line with triangle markers)
Bank Sta	— (solid red line with circle markers)

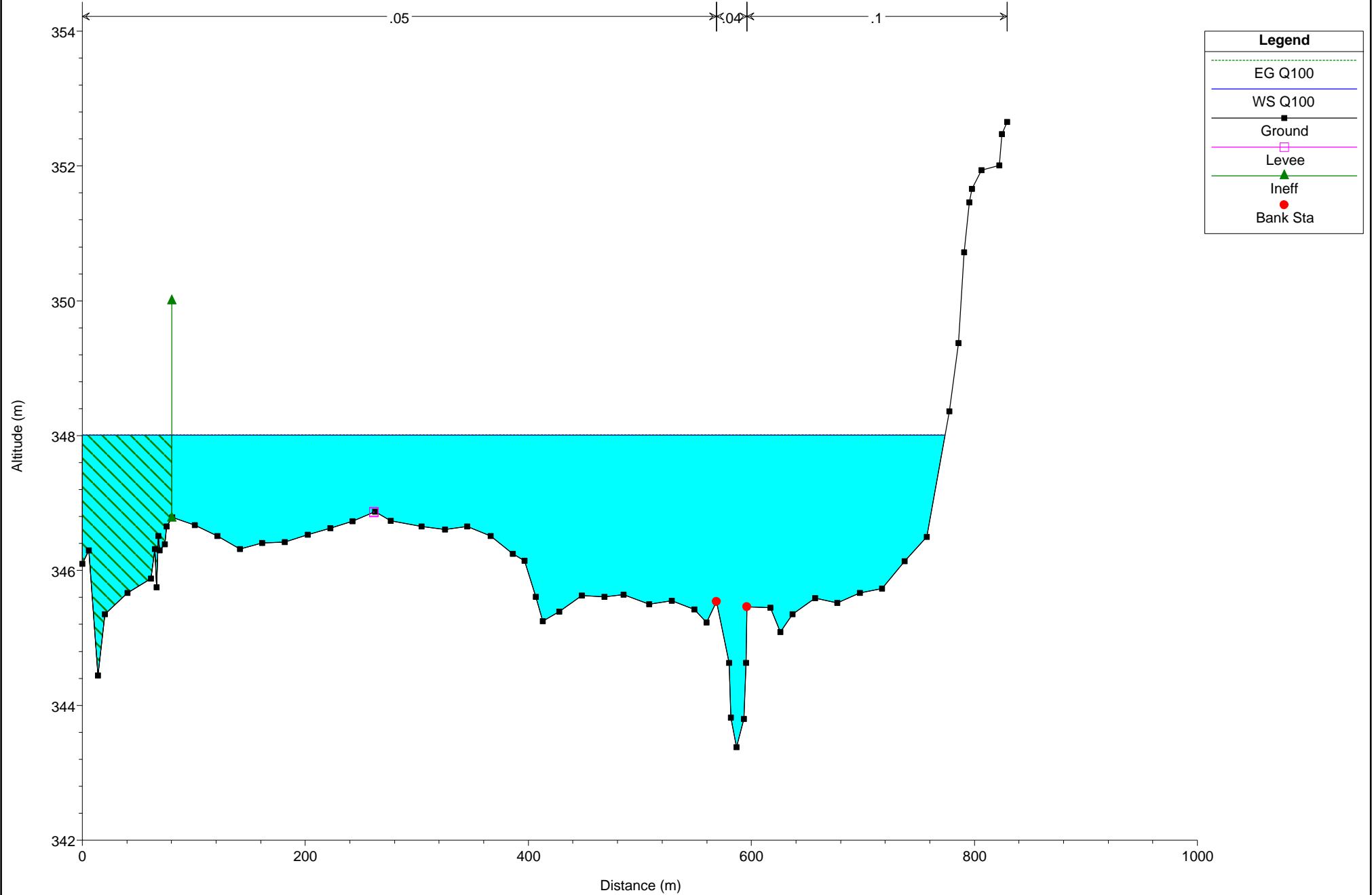
River = Coise_aval Reach = Coise_aval RS = 11



River = Coise_aval Reach = Coise_aval RS = 10

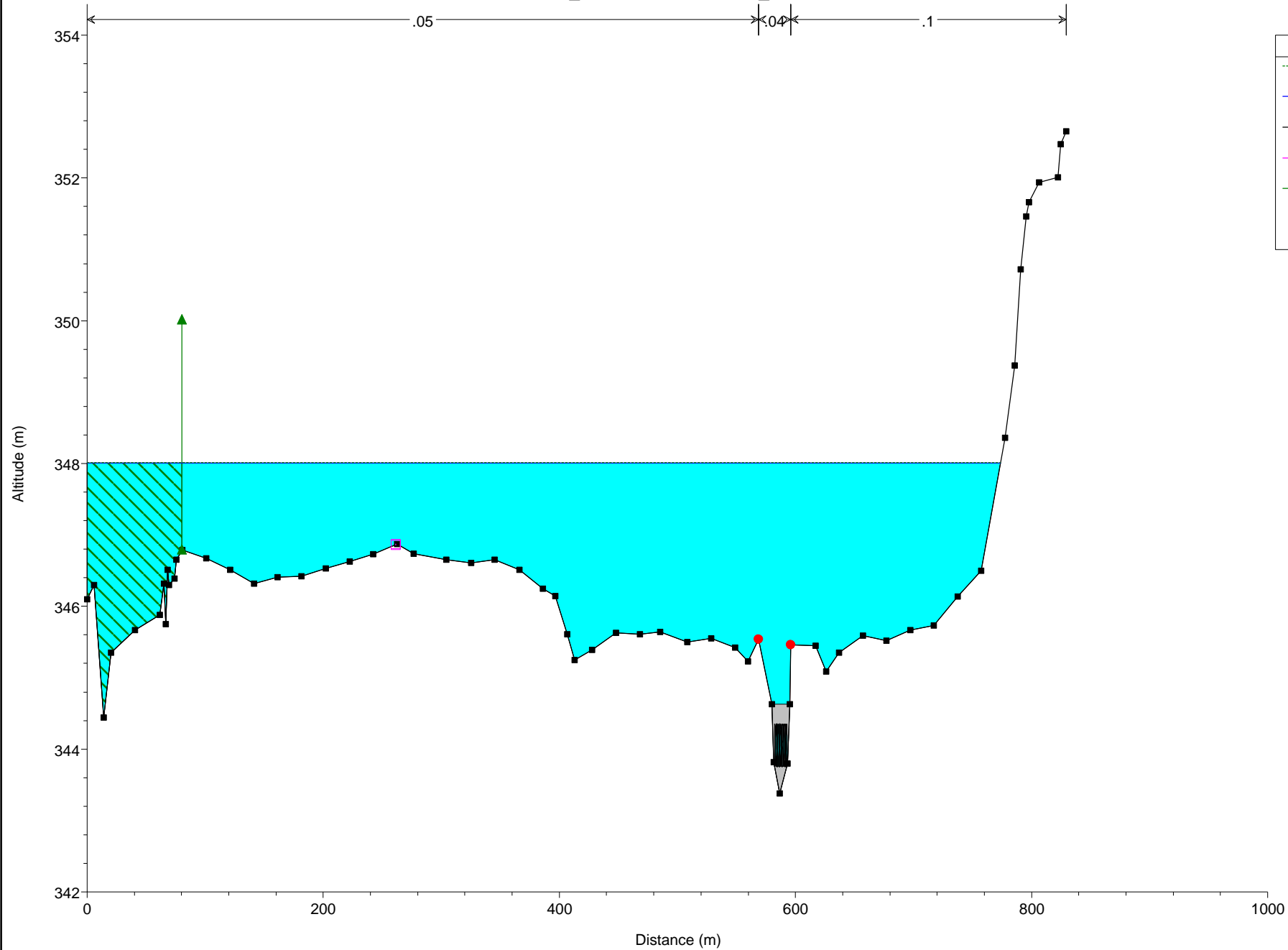


River = Coise_aval Reach = Coise_aval RS = 9.6



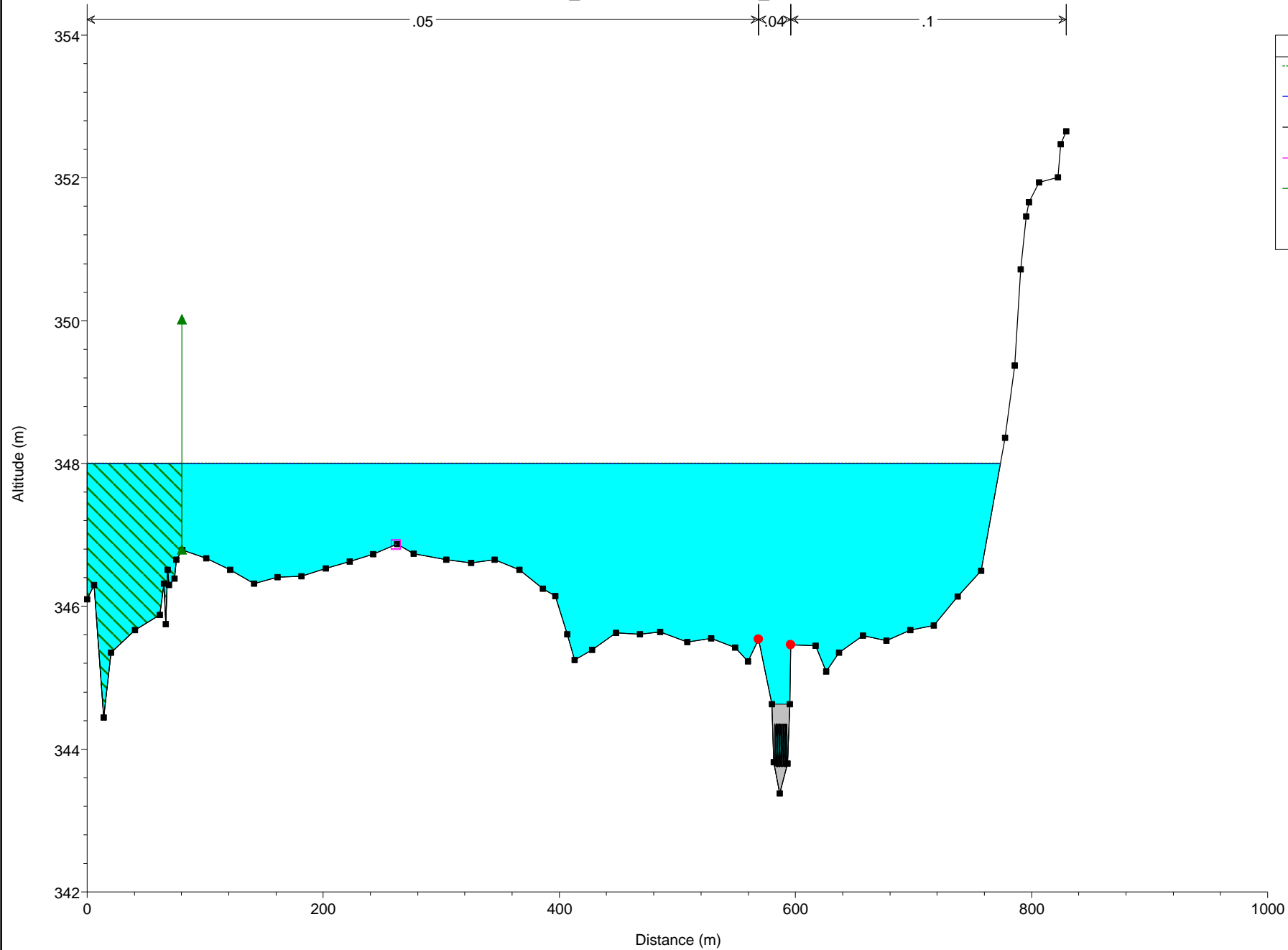
Legend	
EG Q100	(dotted line)
WS Q100	(blue line)
Ground	(black line with square markers)
Levee	(pink line with square markers)
Ineff	(green line with triangle markers)
Bank Sta	(red circle)

River = Coise_aval Reach = Coise_aval RS = 9.5 Culv



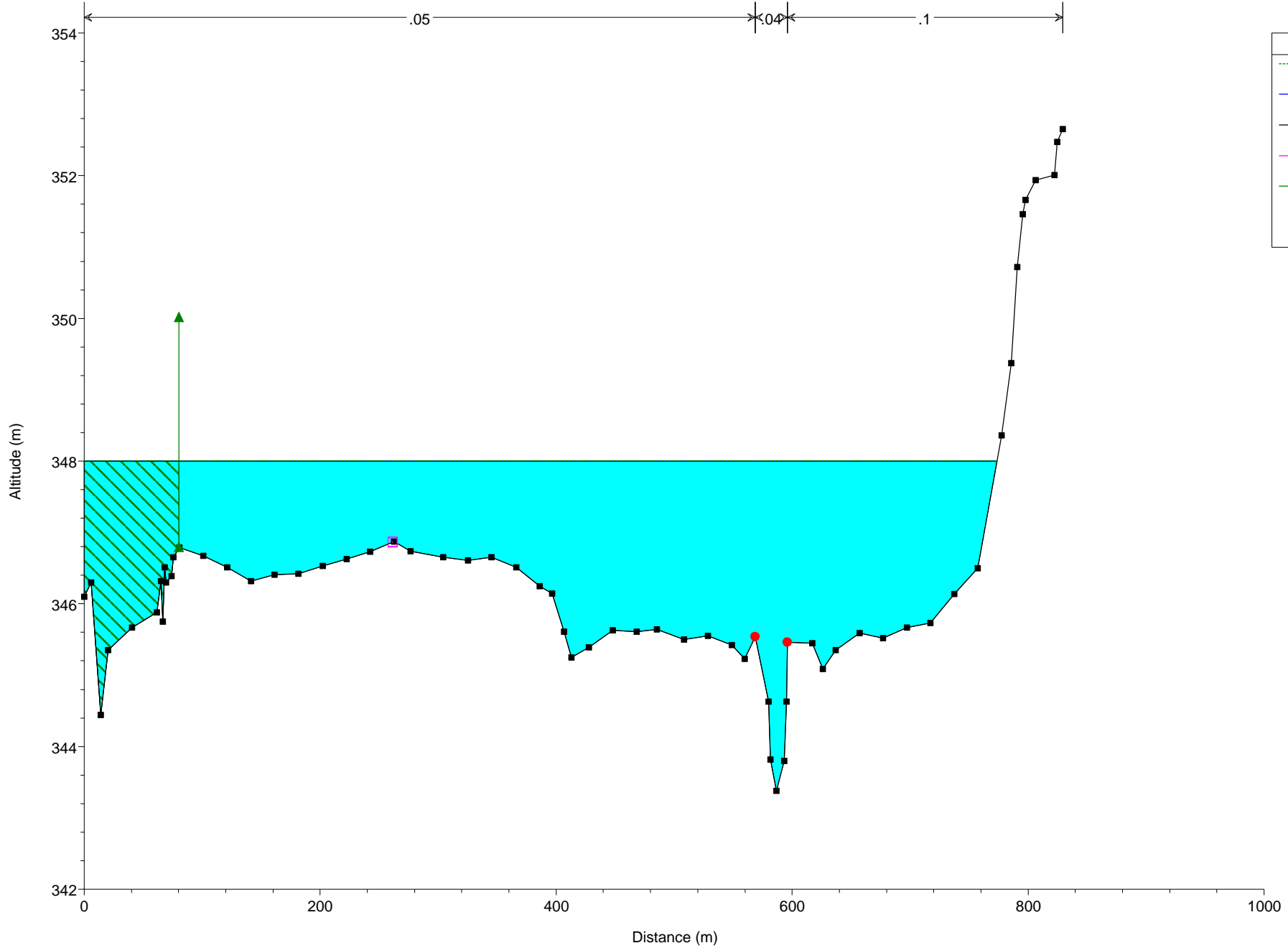
Legend	
EG Q100	-----
WS Q100	-----
Ground	■
Levee	□
Ineff	▲
Bank Sta	●

River = Coise_aval Reach = Coise_aval RS = 9.5 Culv



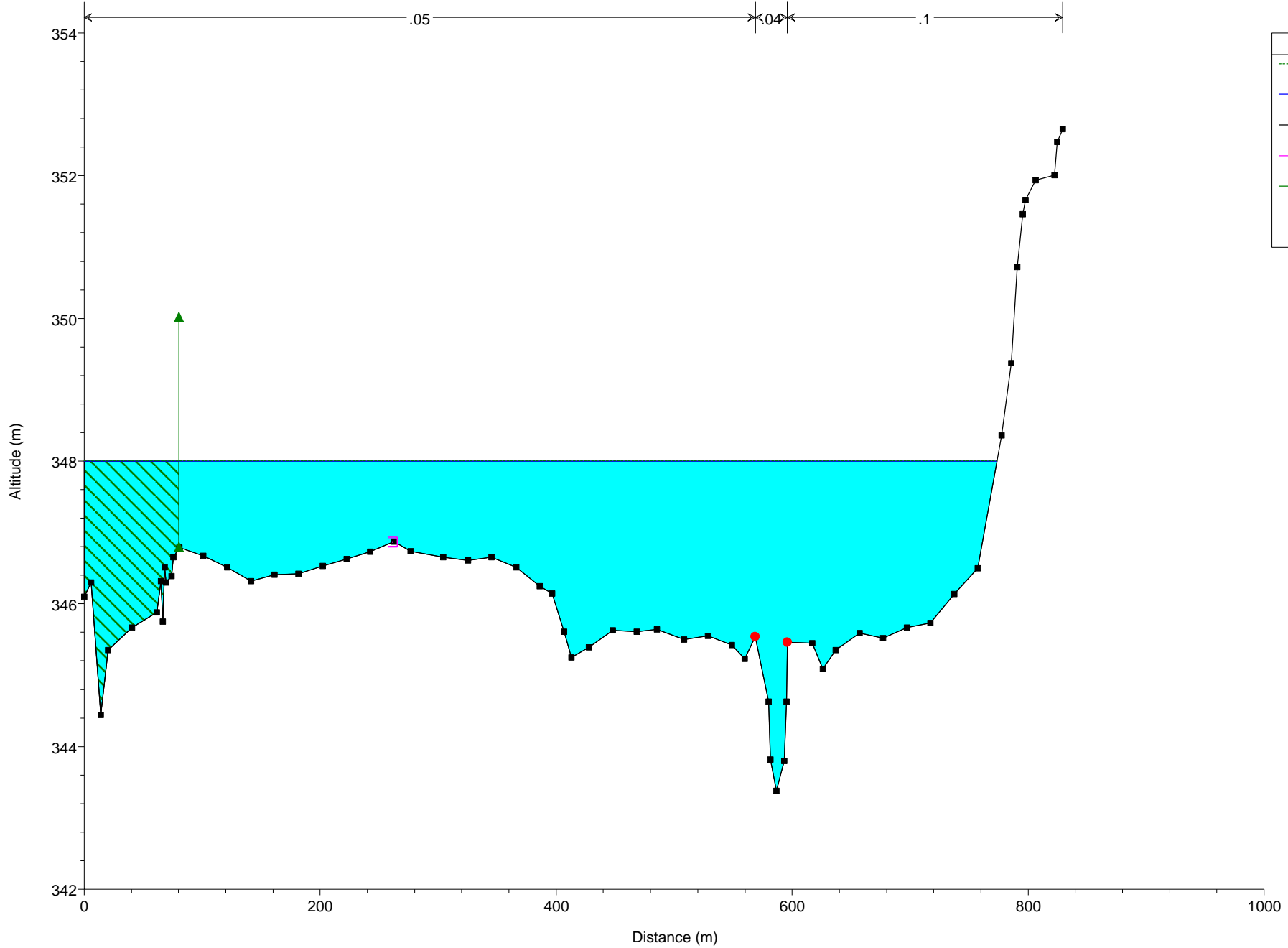
Legend	
EG Q100	-----
WS Q100	-----
Ground	■
Levee	□
Ineff	▲
Bank Sta	●

River = Coise_aval Reach = Coise_aval RS = 9.4



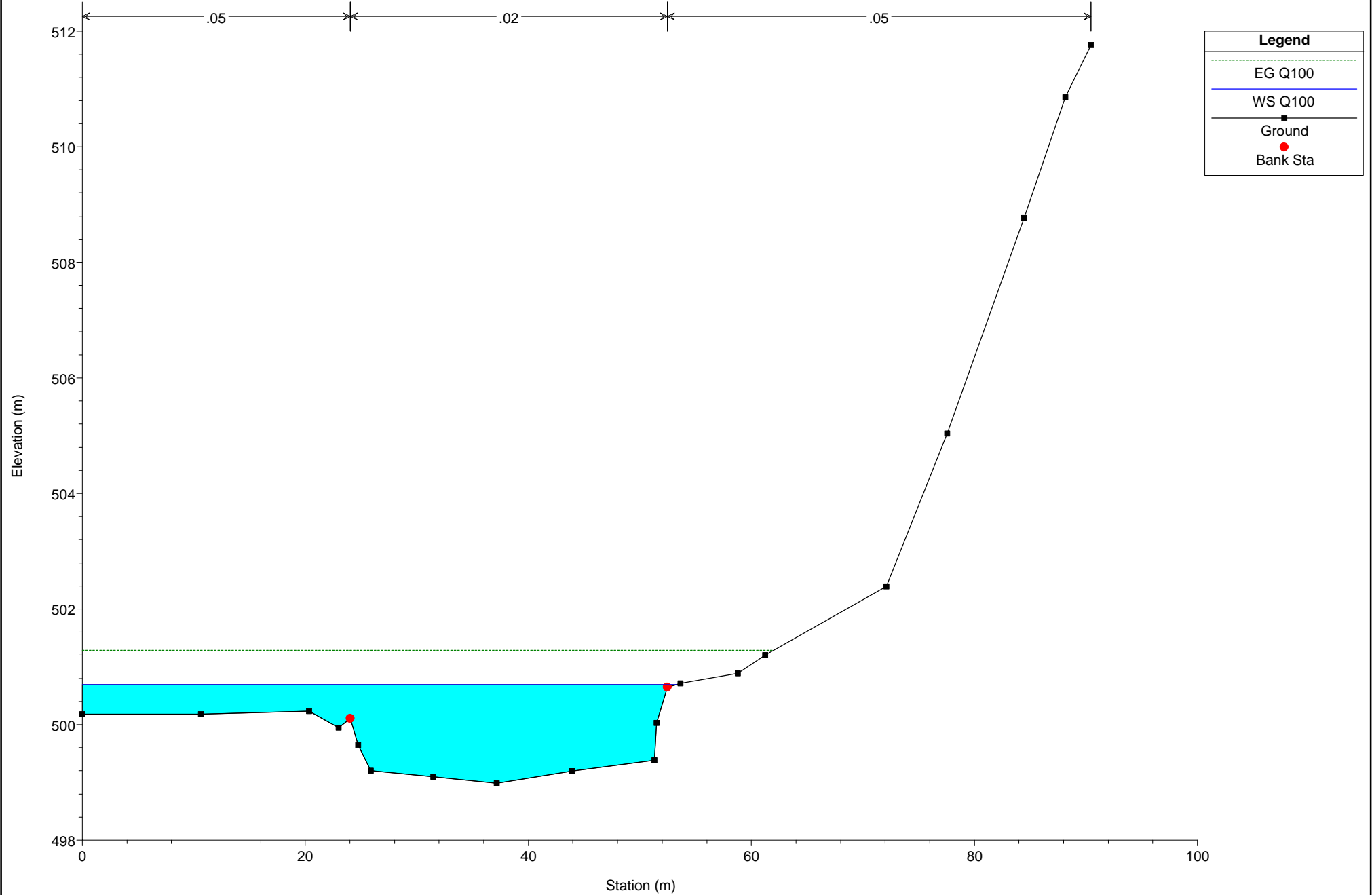
Legend	
EG Q100	(dotted line)
WS Q100	(blue line)
Ground	(black squares)
Levee	(pink square)
Ineff	(green triangle)
Bank Sta	(red circle)

River = Coise_aval Reach = Coise_aval RS = 9.3



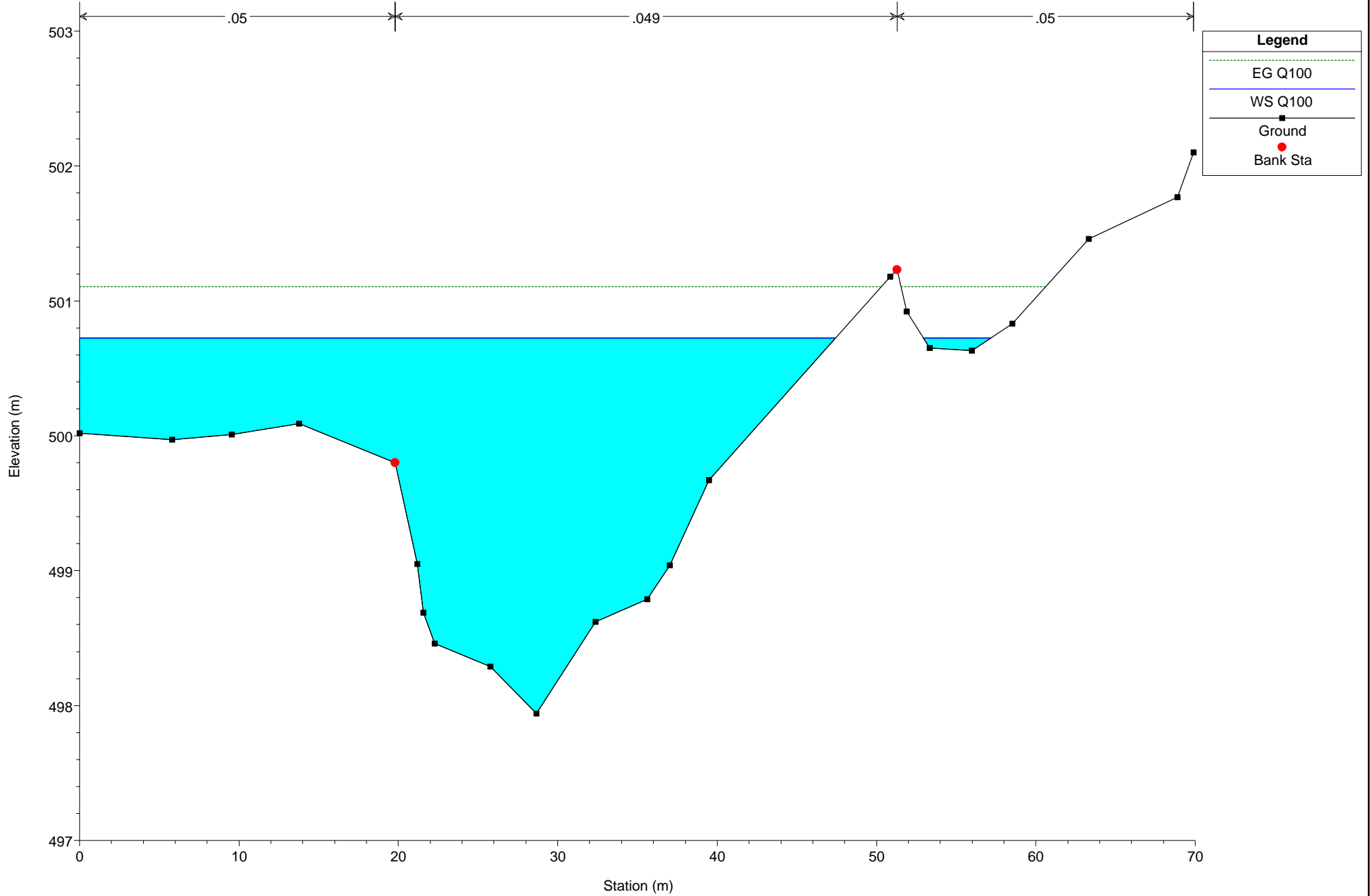
Legend	
EG Q100	-----
WS Q100	-----
Ground	■
Levee	□
Ineff	▲
Bank Sta	●

River = coise_garenne Reach = coise_garenne RS = 312

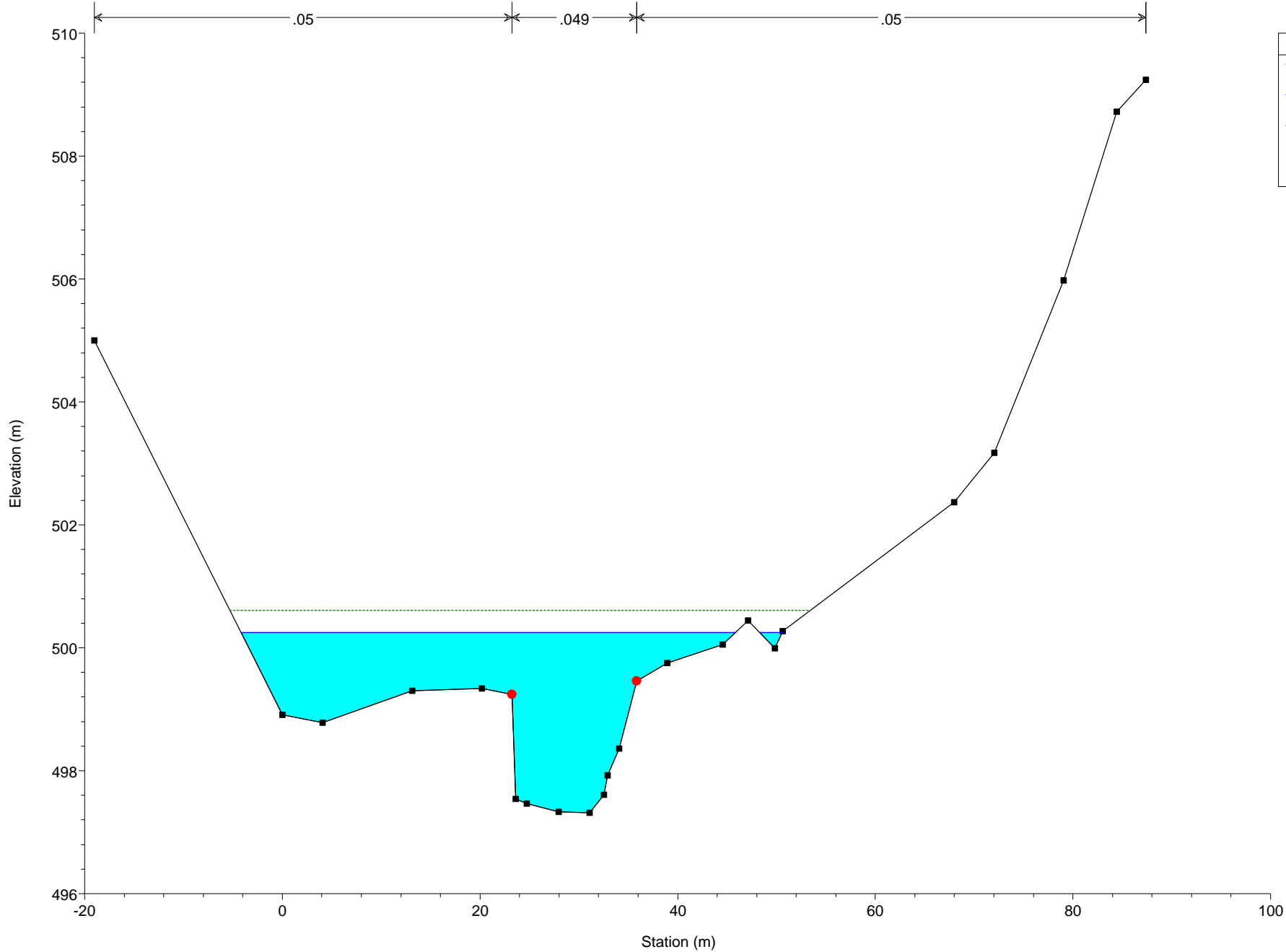


Legend	
EG Q100	(Dotted green line)
WS Q100	(Solid blue line)
Ground	(Black square)
Bank Sta	(Red circle)

River = coise_garenne Reach = coise_garenne RS = 311.8



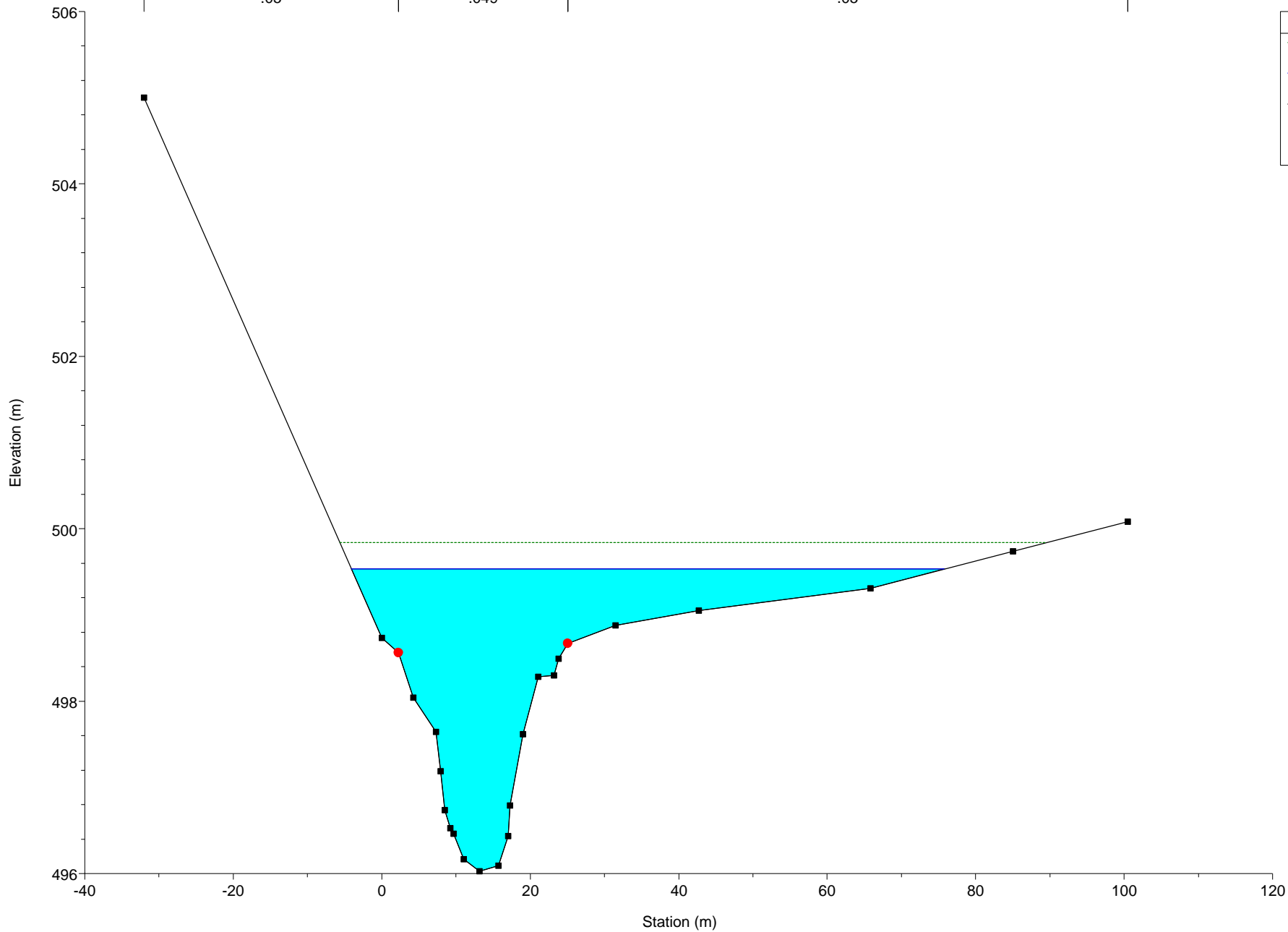
River = coise_garenne Reach = coise_garenne RS = 311



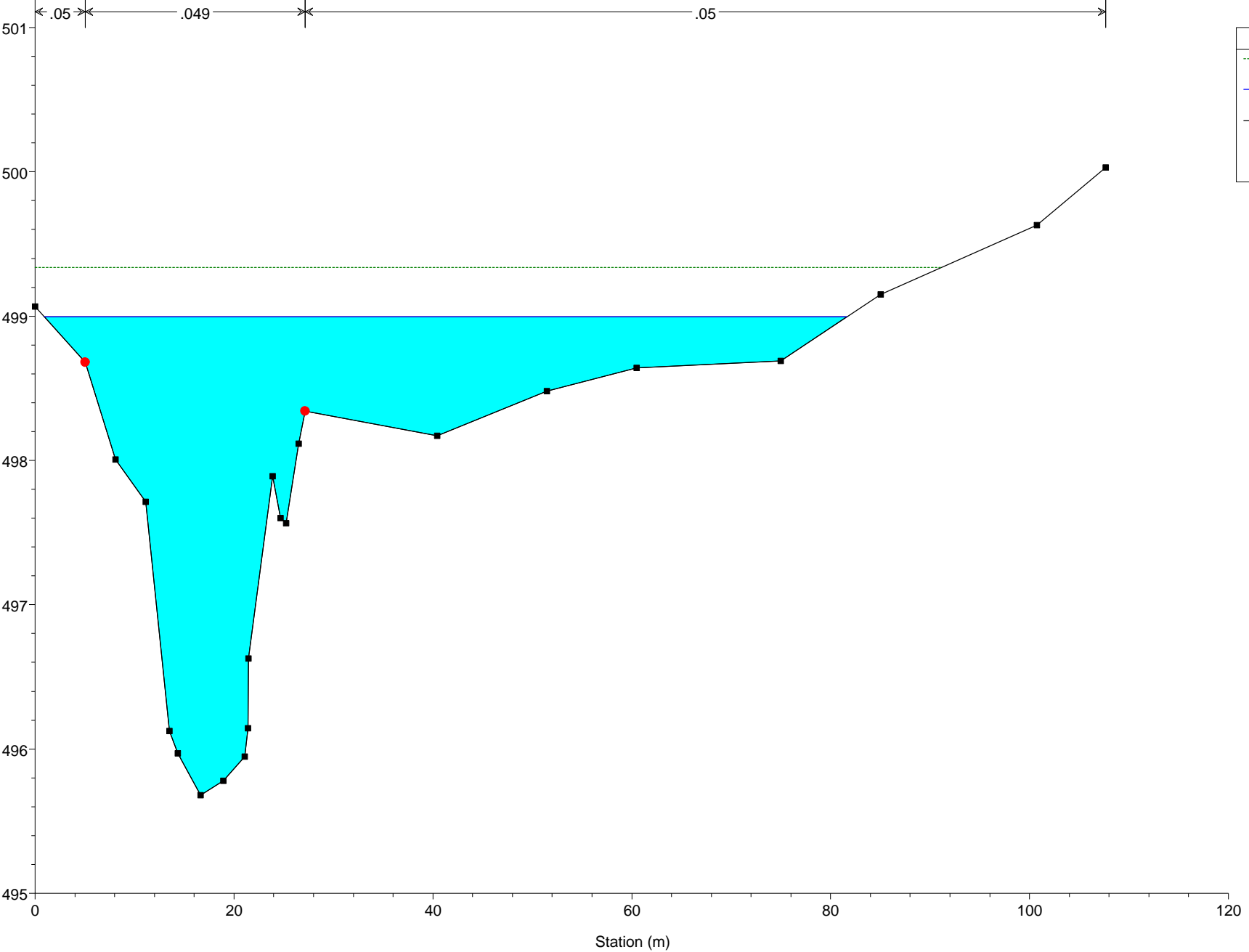
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	•

River = coise_garenne Reach = coise_garenne RS = 310

Legend	
EG Q100	
WS Q100	
Ground	
Bank Sta	

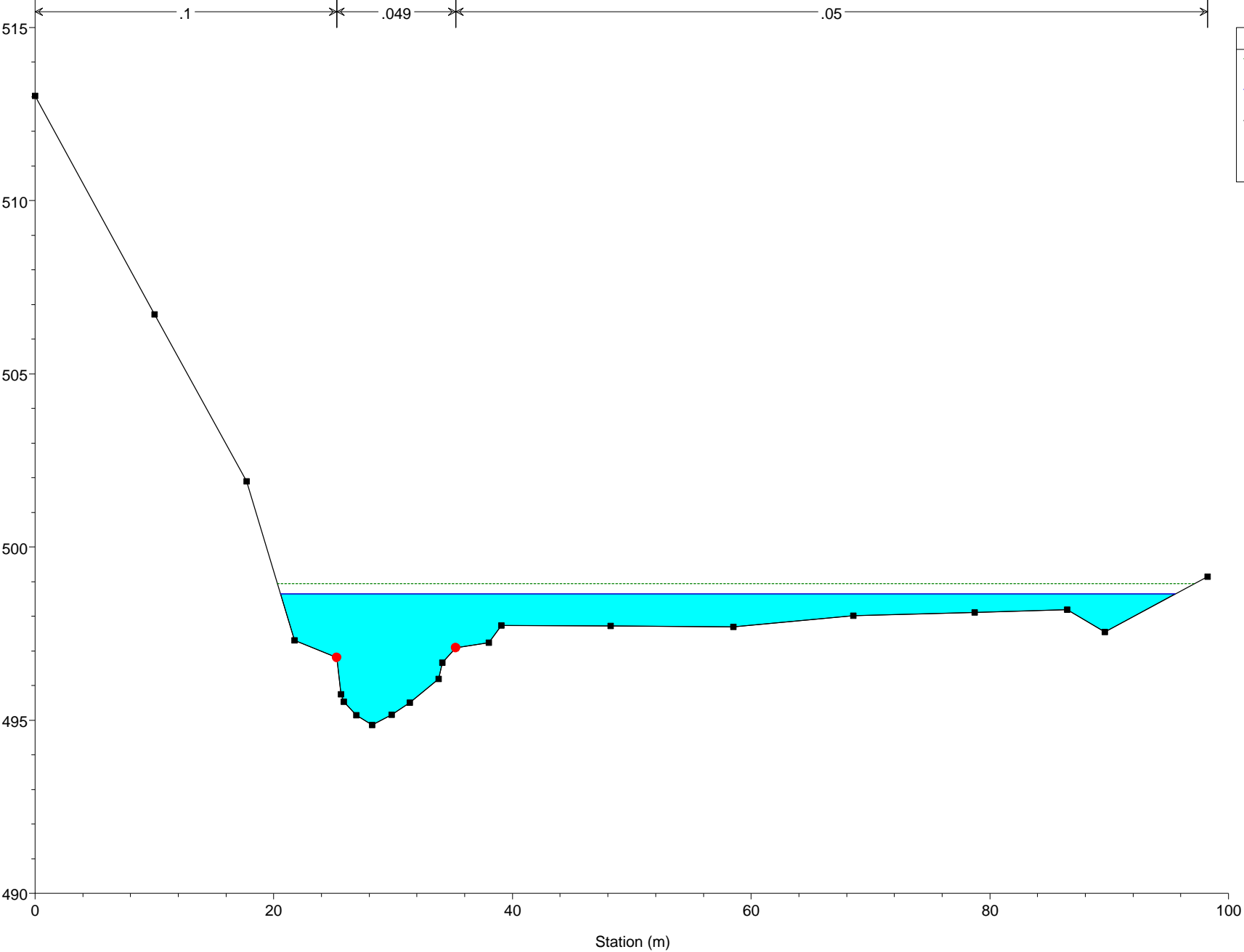


River = coise_garenne Reach = coise_garenne RS = 309



Legend	
EG Q100	— (dotted green line)
WS Q100	— (solid blue line)
Ground	■ (black square)
Bank Sta	● (red circle)

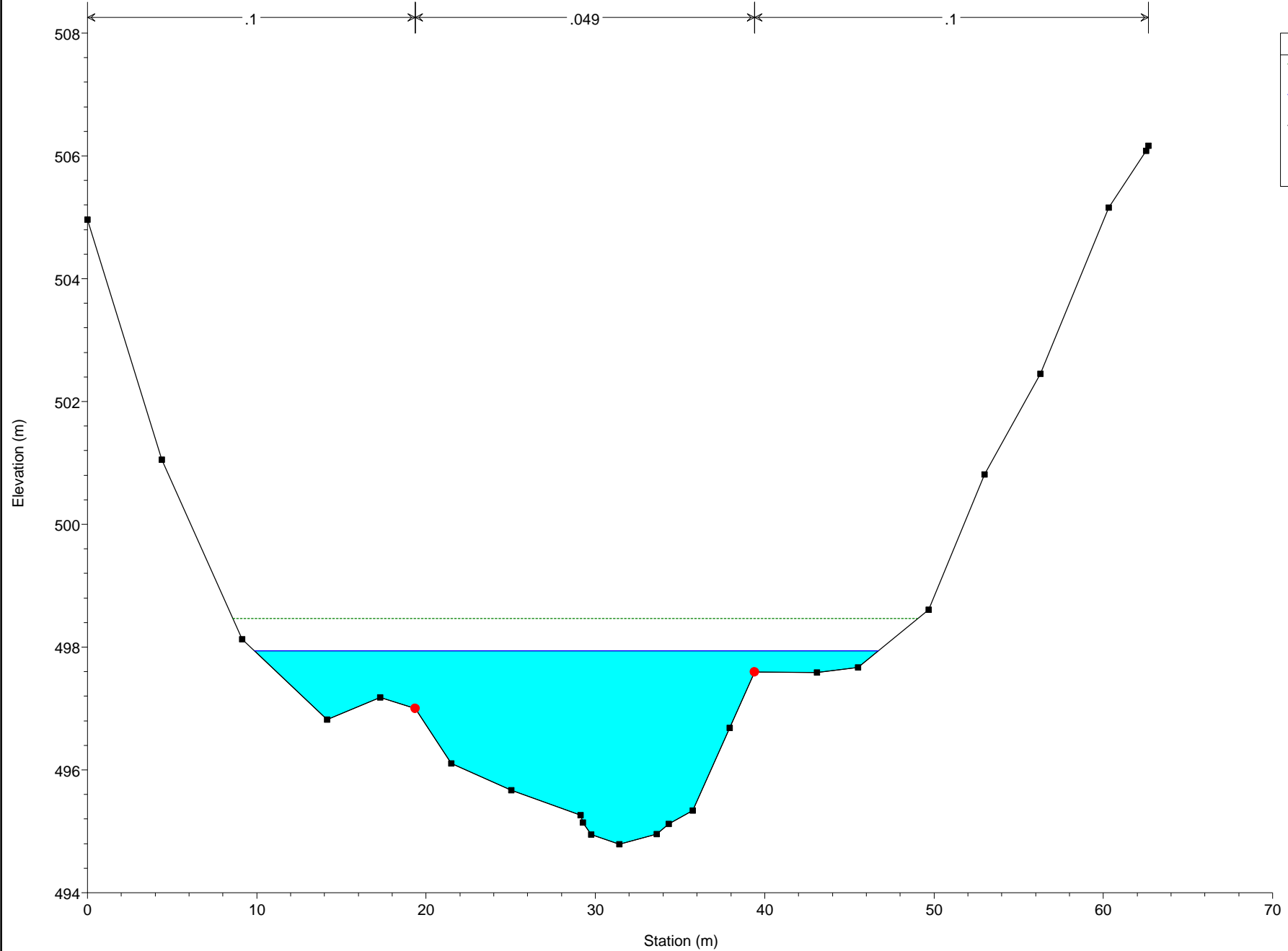
River = coise_garenne Reach = coise_garenne RS = 308



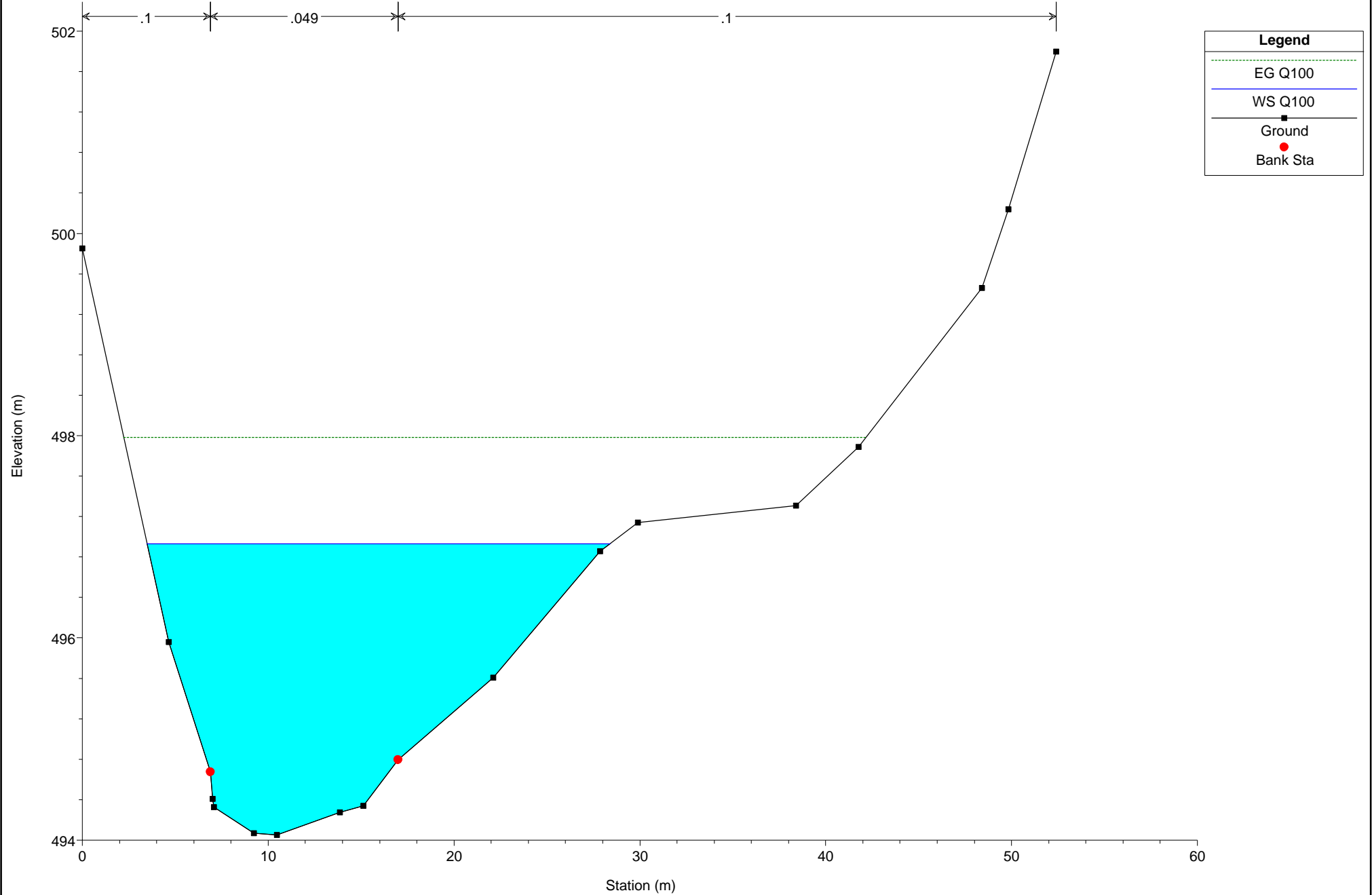
Legend	
EG Q100	(Dotted Green Line)
WS Q100	(Solid Blue Line)
Ground	(Black Square)
Bank Sta	(Red Circle)

River = coise_garenne Reach = coise_garenne RS = 307

Legend	
EG Q100	
WS Q100	
Ground	
Bank Sta	

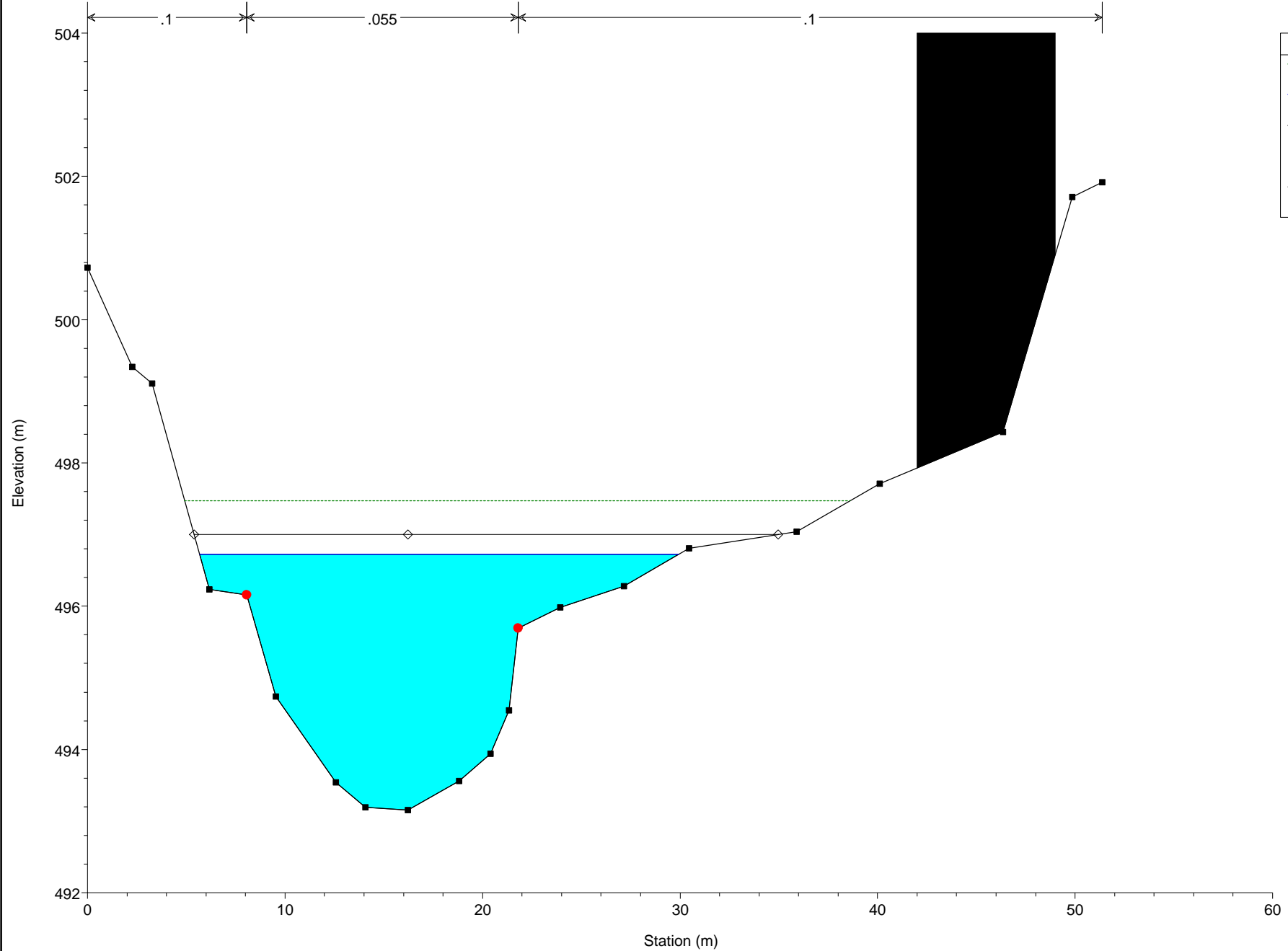


River = coise_garenne Reach = coise_garenne RS = 306



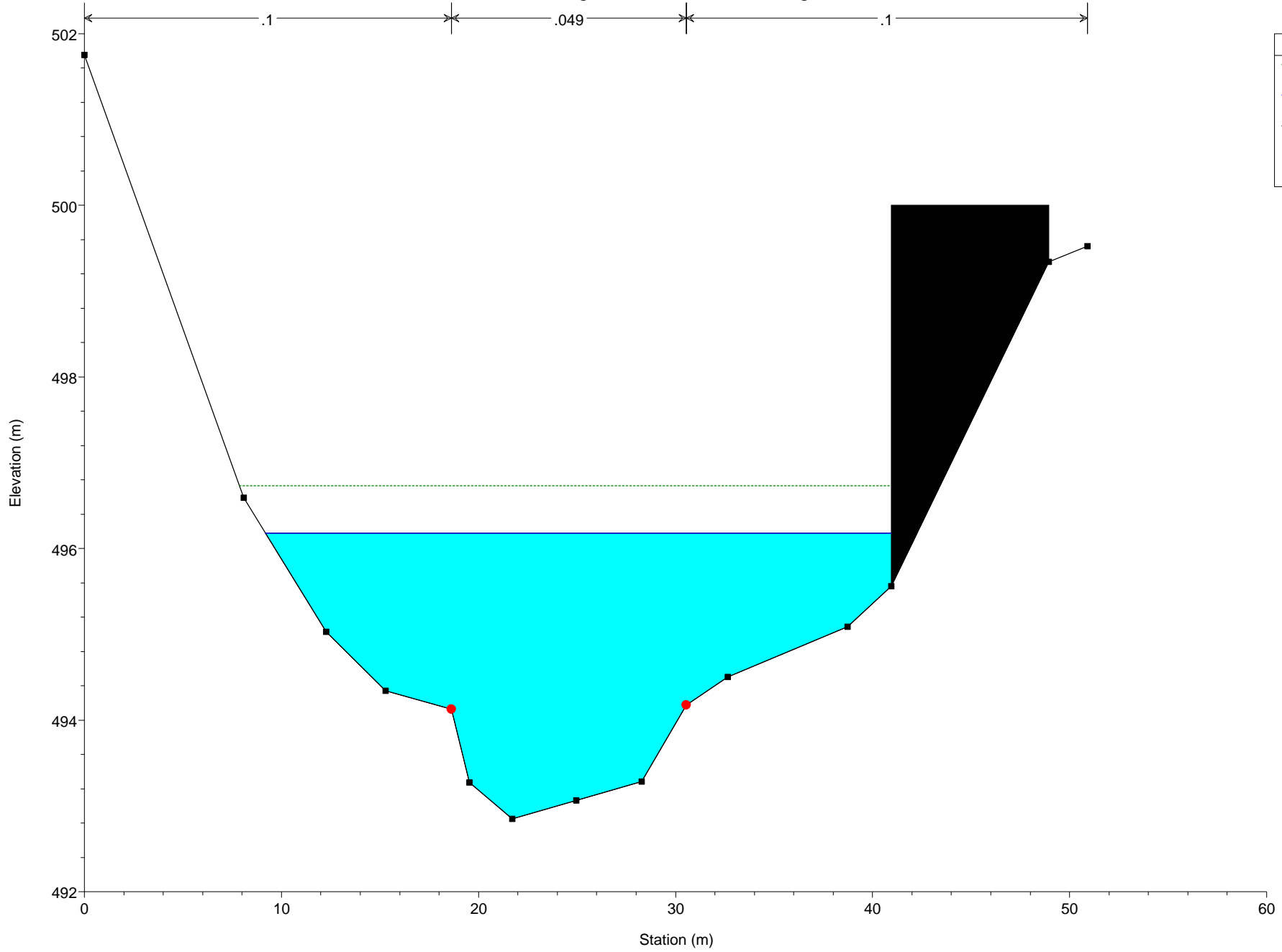
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	•

River = coise_garenne Reach = coise_garenne RS = 305



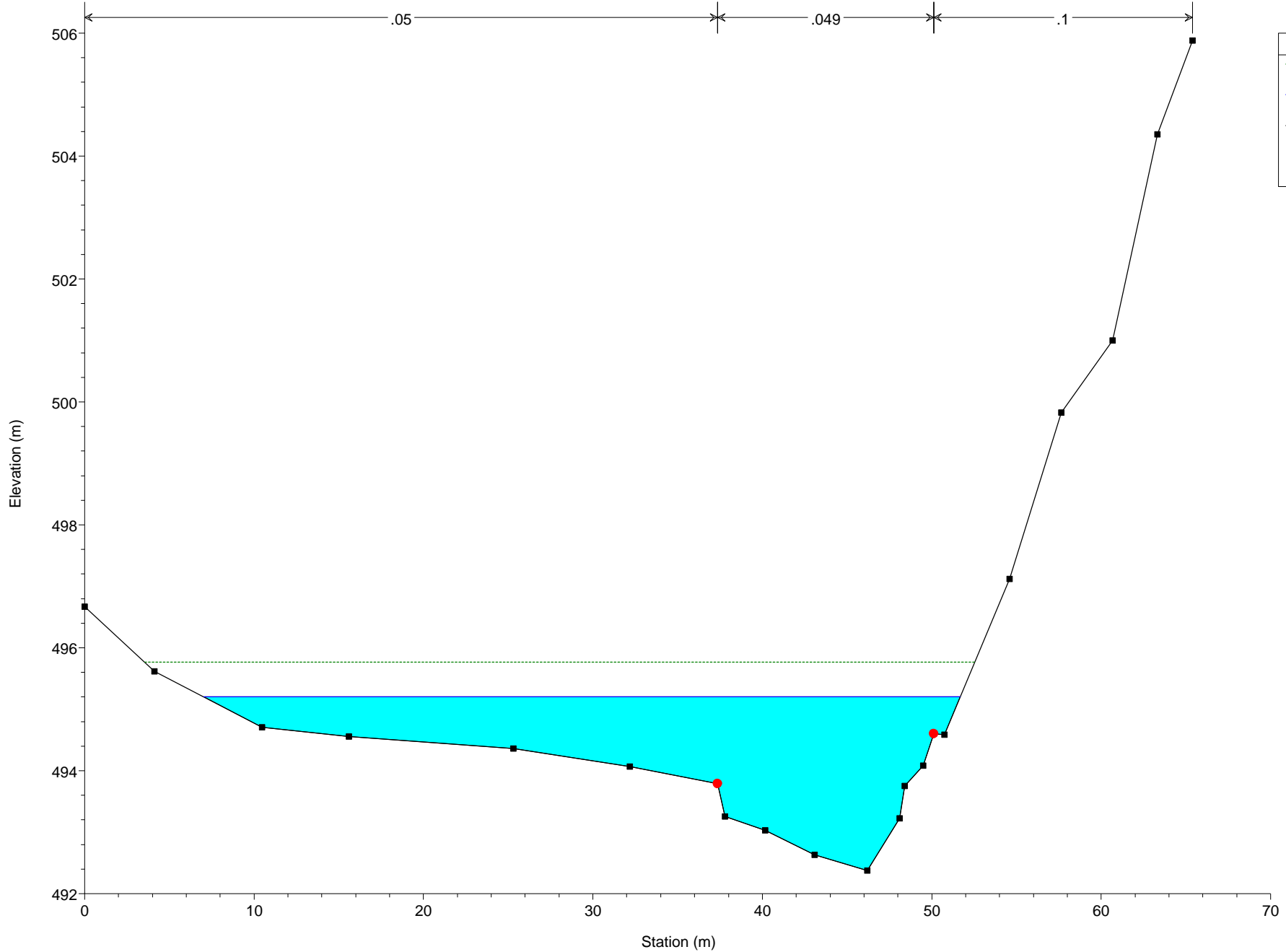
Legend	
EG Q100	(Dotted green line)
WS Q100	(Solid blue line)
Ground	(Black line with square markers)
Bank Sta	(Red dot)
OWS Q100	(Black line with diamond markers)

River = coise_garenne Reach = coise_garenne RS = 304



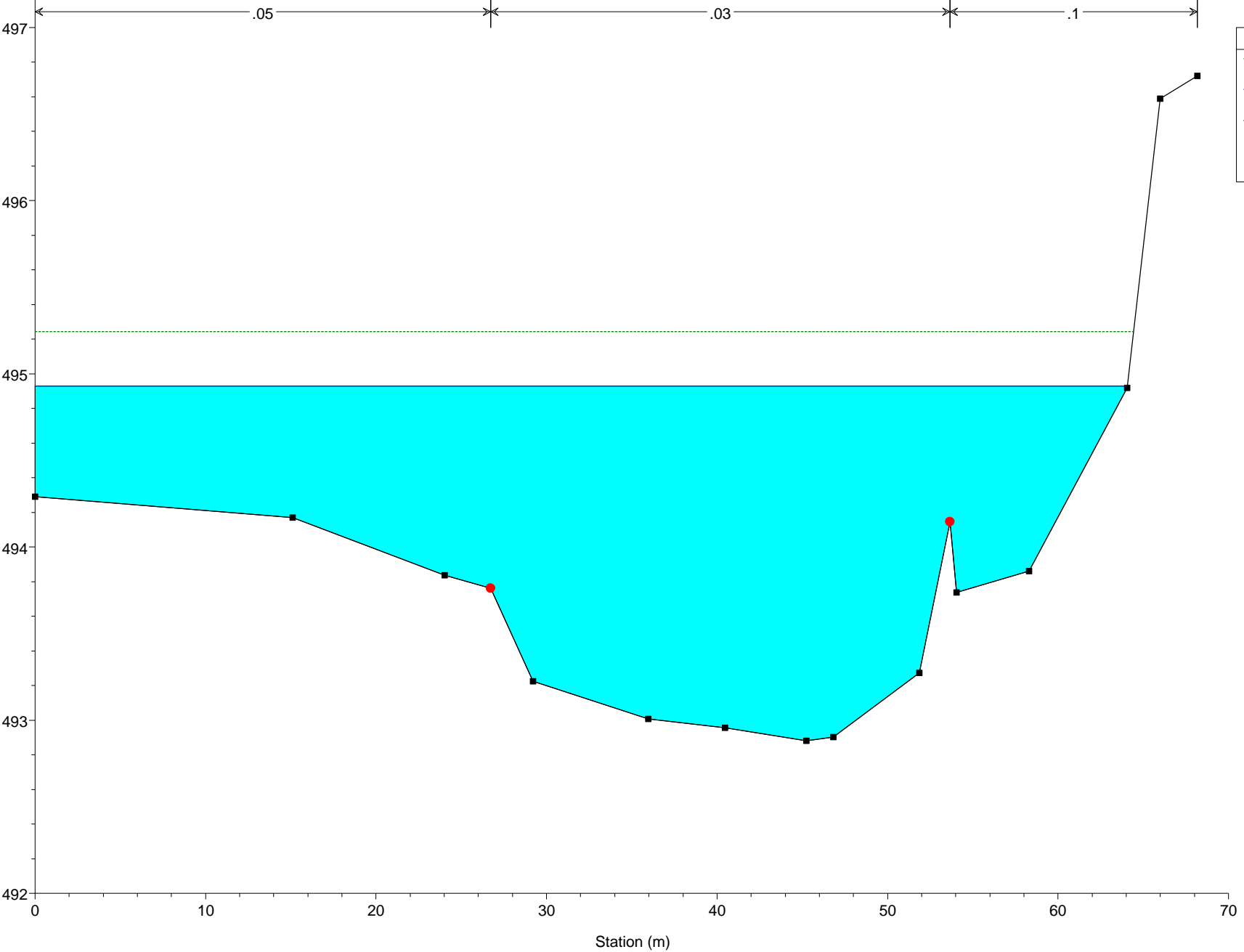
Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta

River = coise_garenne Reach = coise_garenne RS = 303



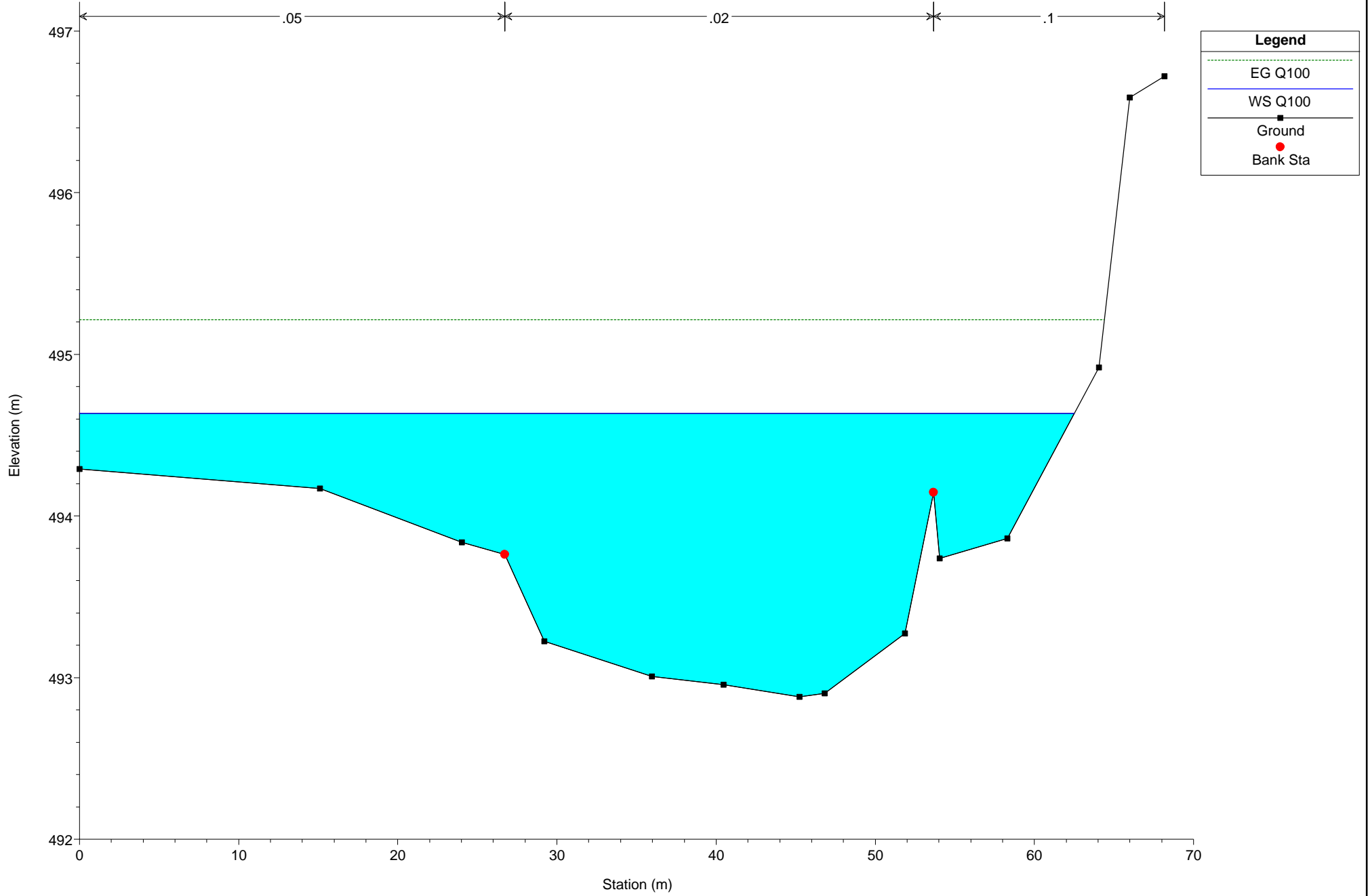
Legend	
EG Q100	-----
WS Q100	-----
Ground	■
Bank Sta	●

River = coise_garenne Reach = coise_garenne RS = 302.1

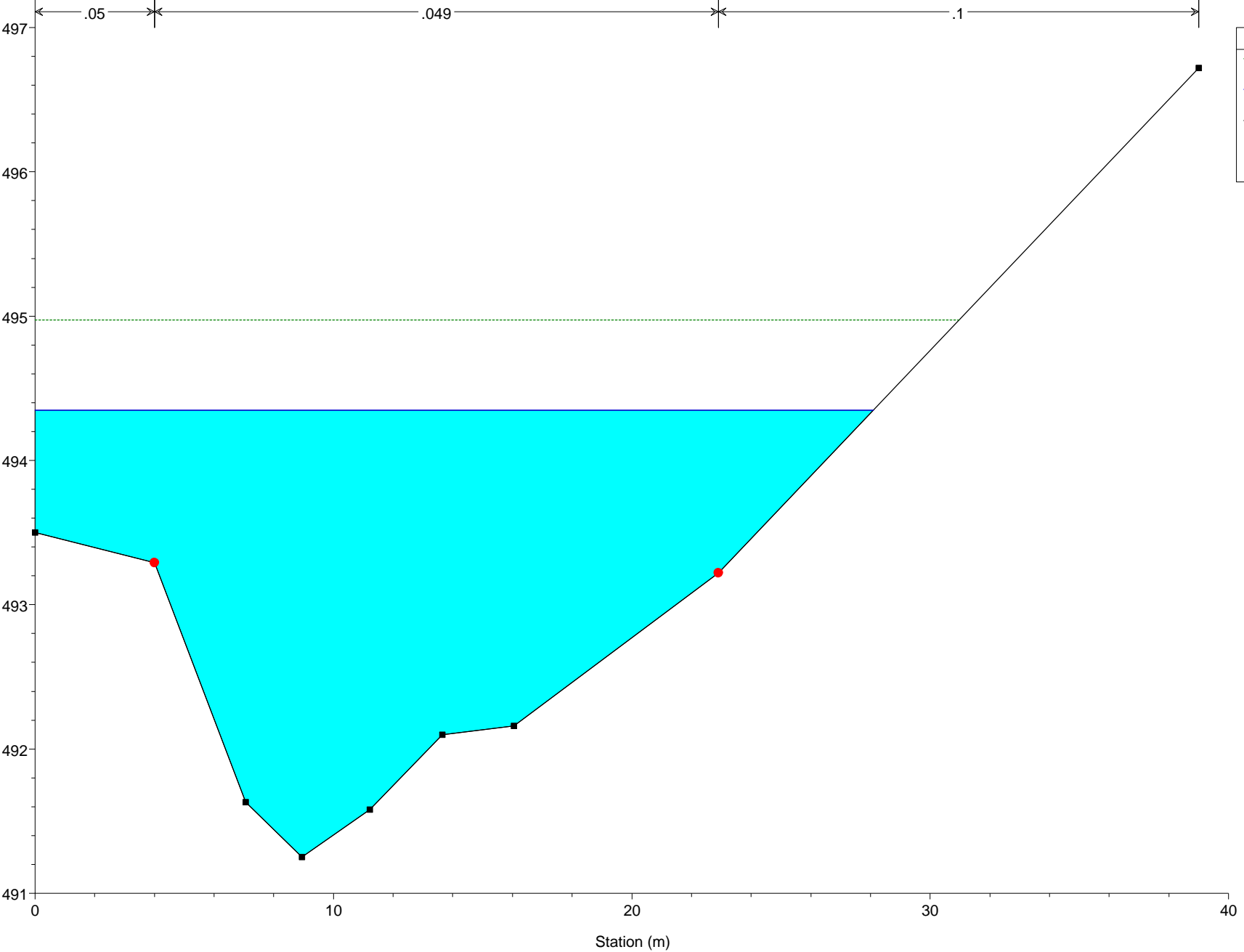


Legend	
EG Q100	— (dotted green line)
WS Q100	— (solid blue line)
Ground	— (solid black line)
Bank Sta	• (red dot)

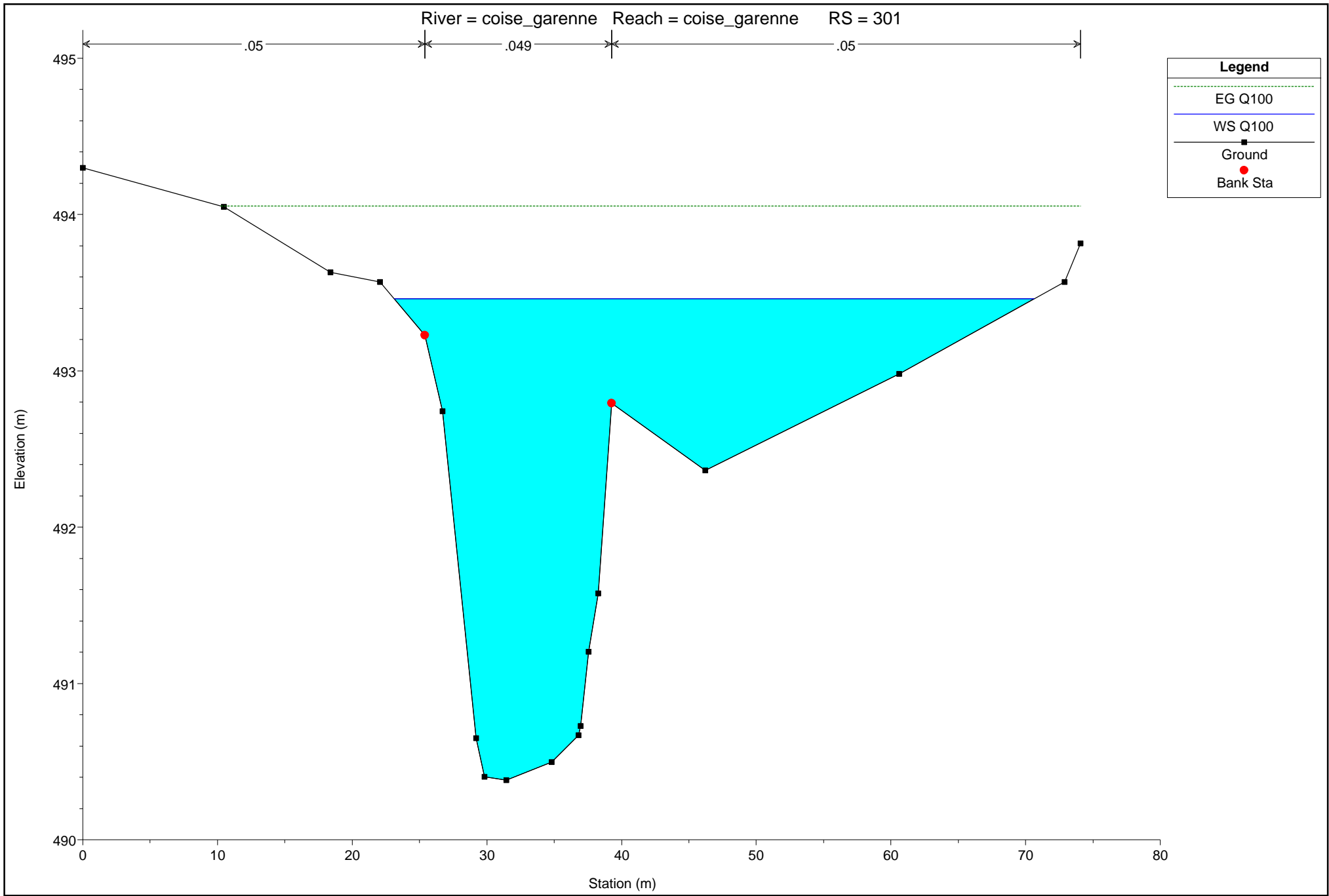
River = coise_garenne Reach = coise_garenne RS = 302

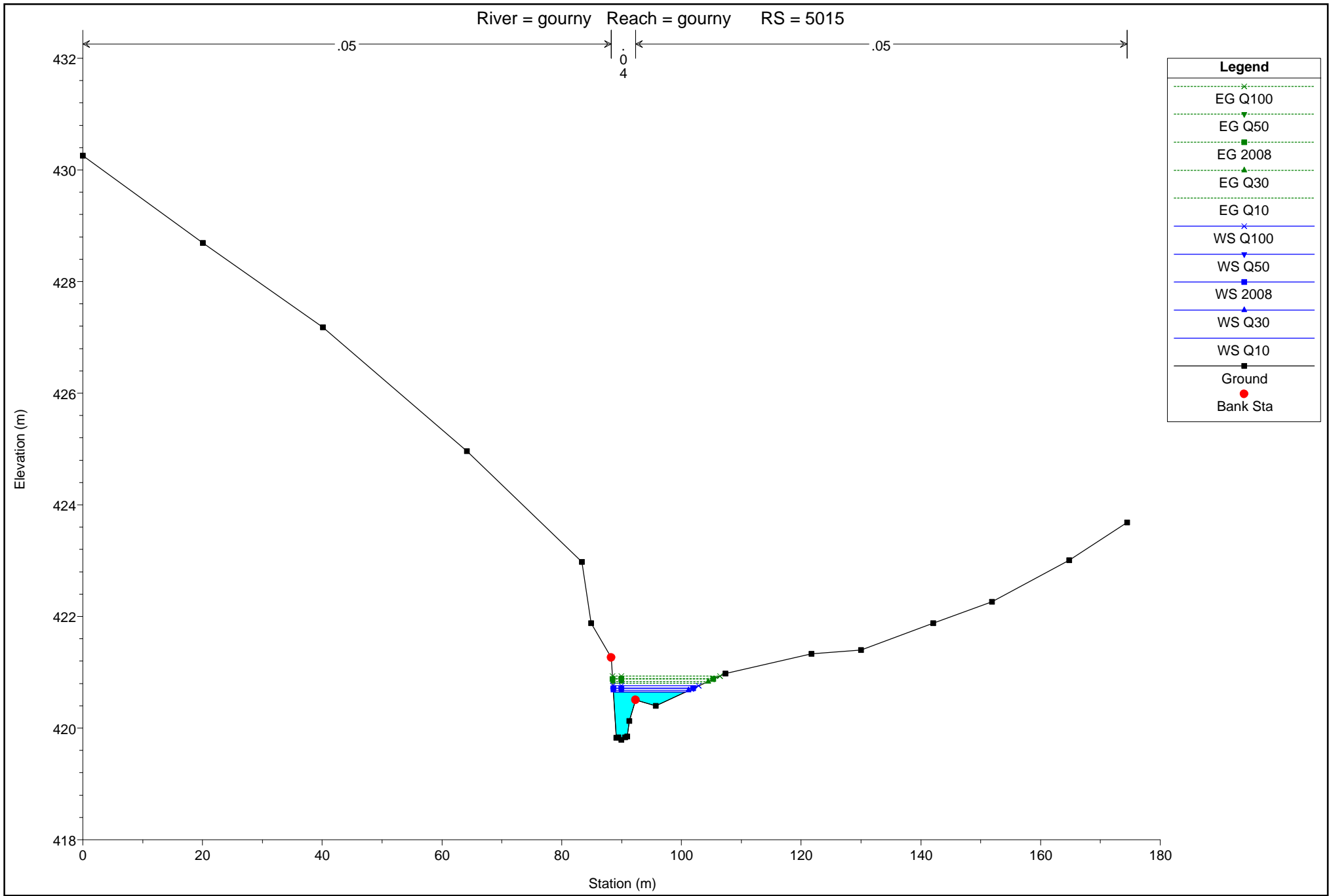


River = coise_garenne Reach = coise_garenne RS = 301.8

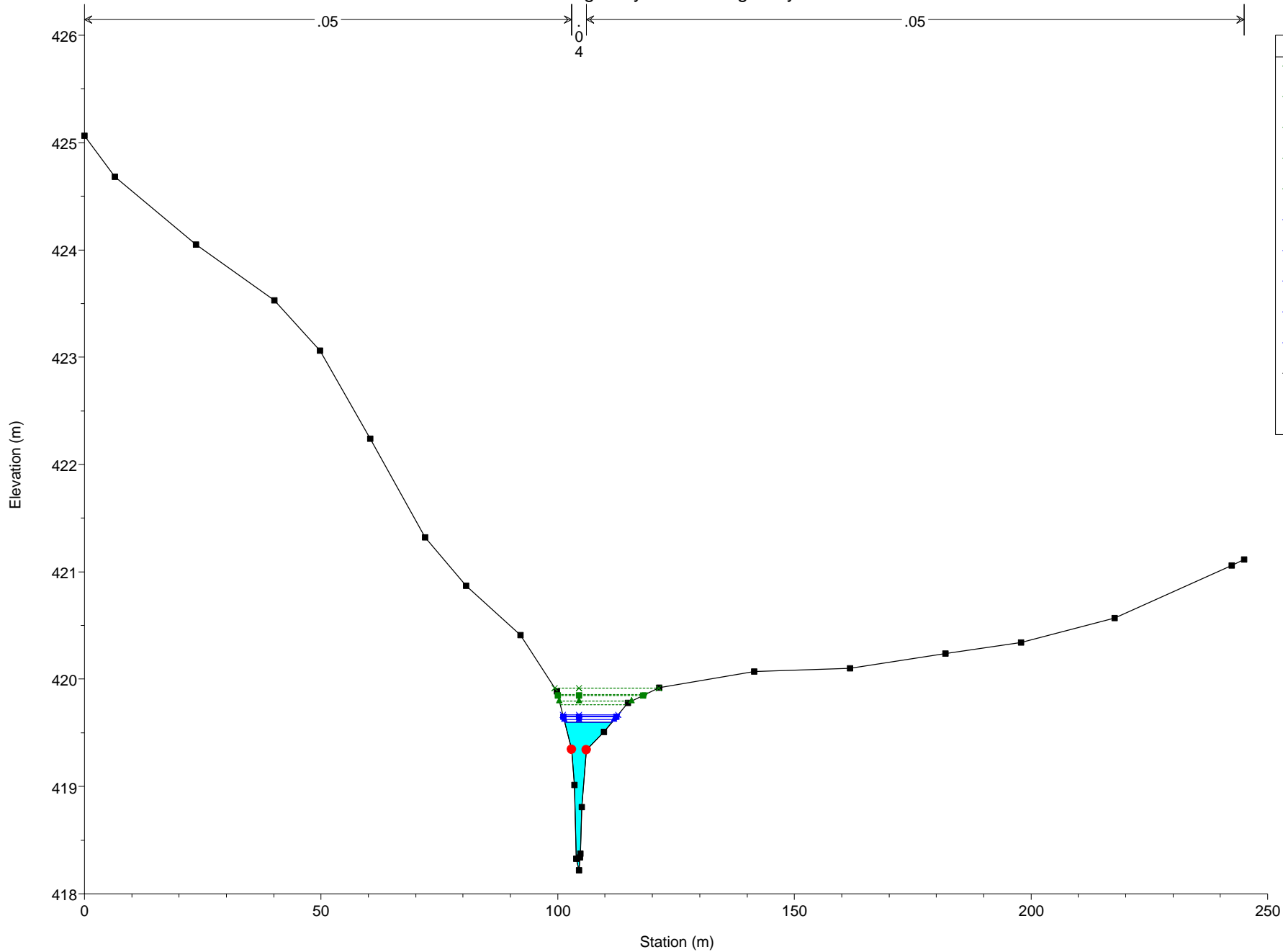


Legend	
EG Q100	(Dotted Green Line)
WS Q100	(Blue Line)
Ground	(Black Square)
Bank Sta	(Red Dot)



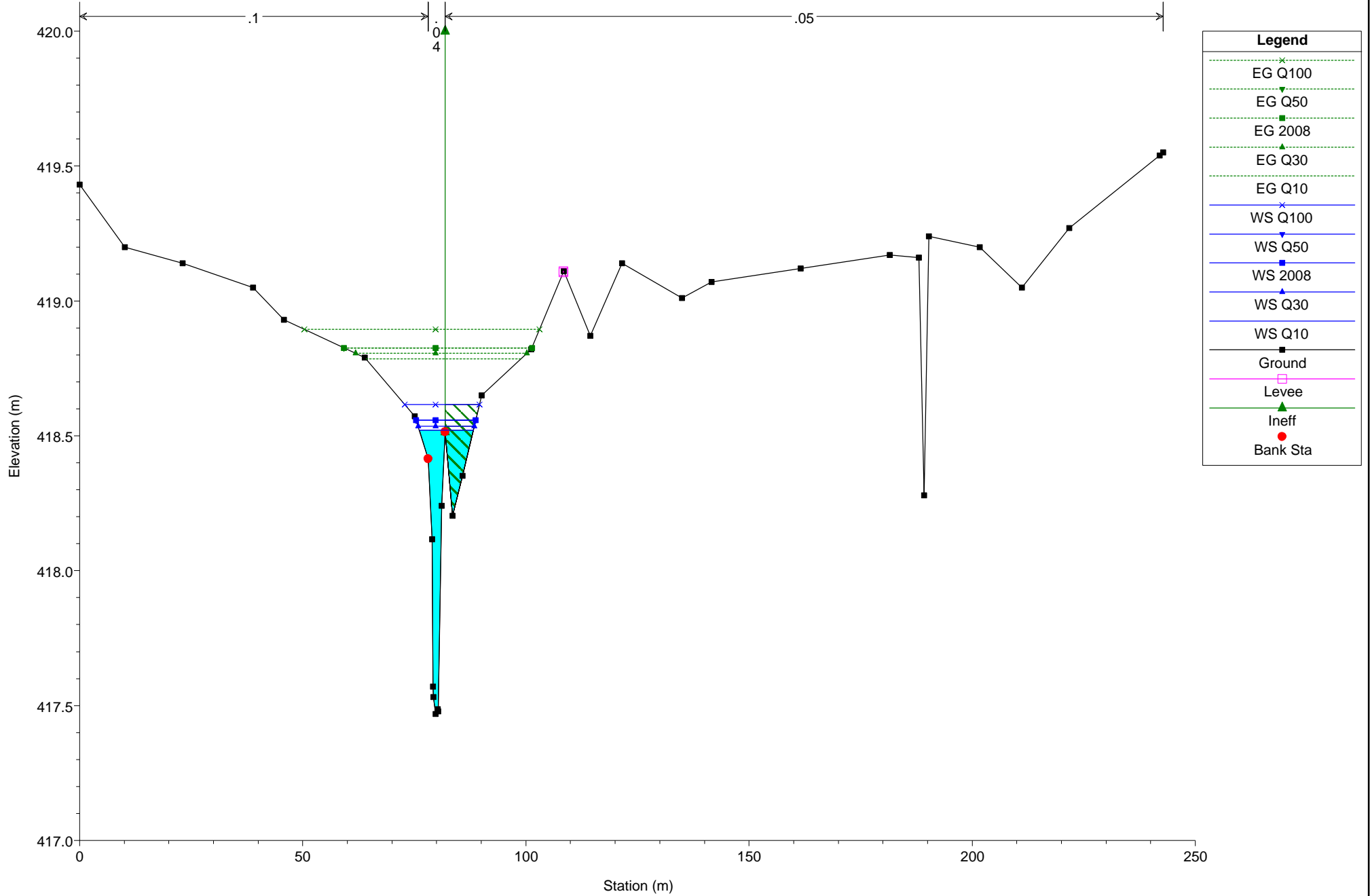


River = gourny Reach = gourny RS = 5013

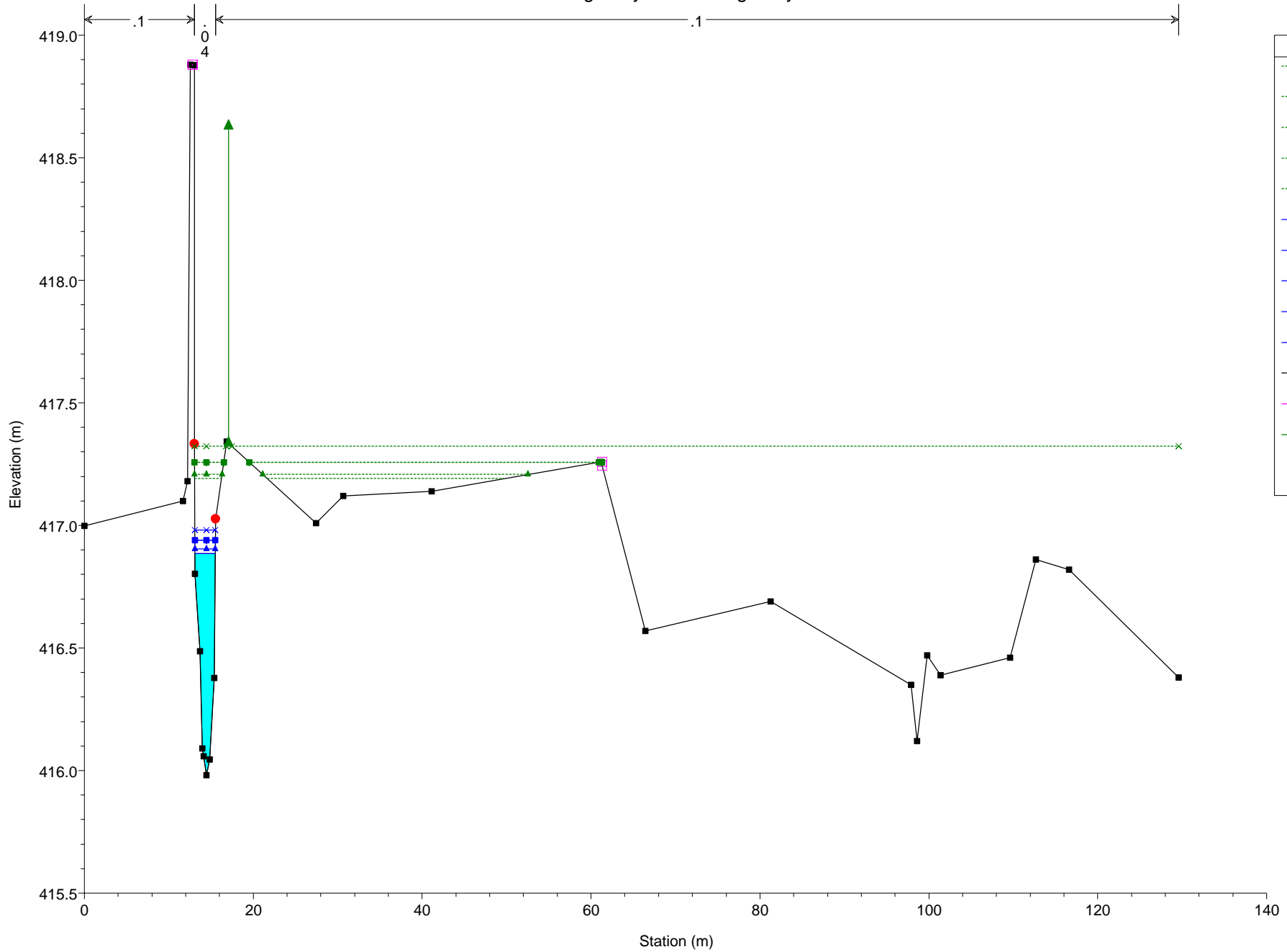


Legend	
EG Q100	x
EG Q50	v
EG 2008	■
EG Q30	▲
EG Q10	●
WS Q100	x
WS Q50	v
WS 2008	■
WS Q30	▲
WS Q10	●
Ground	■
Bank Sta	●

River = gourny Reach = gourny RS = 5011

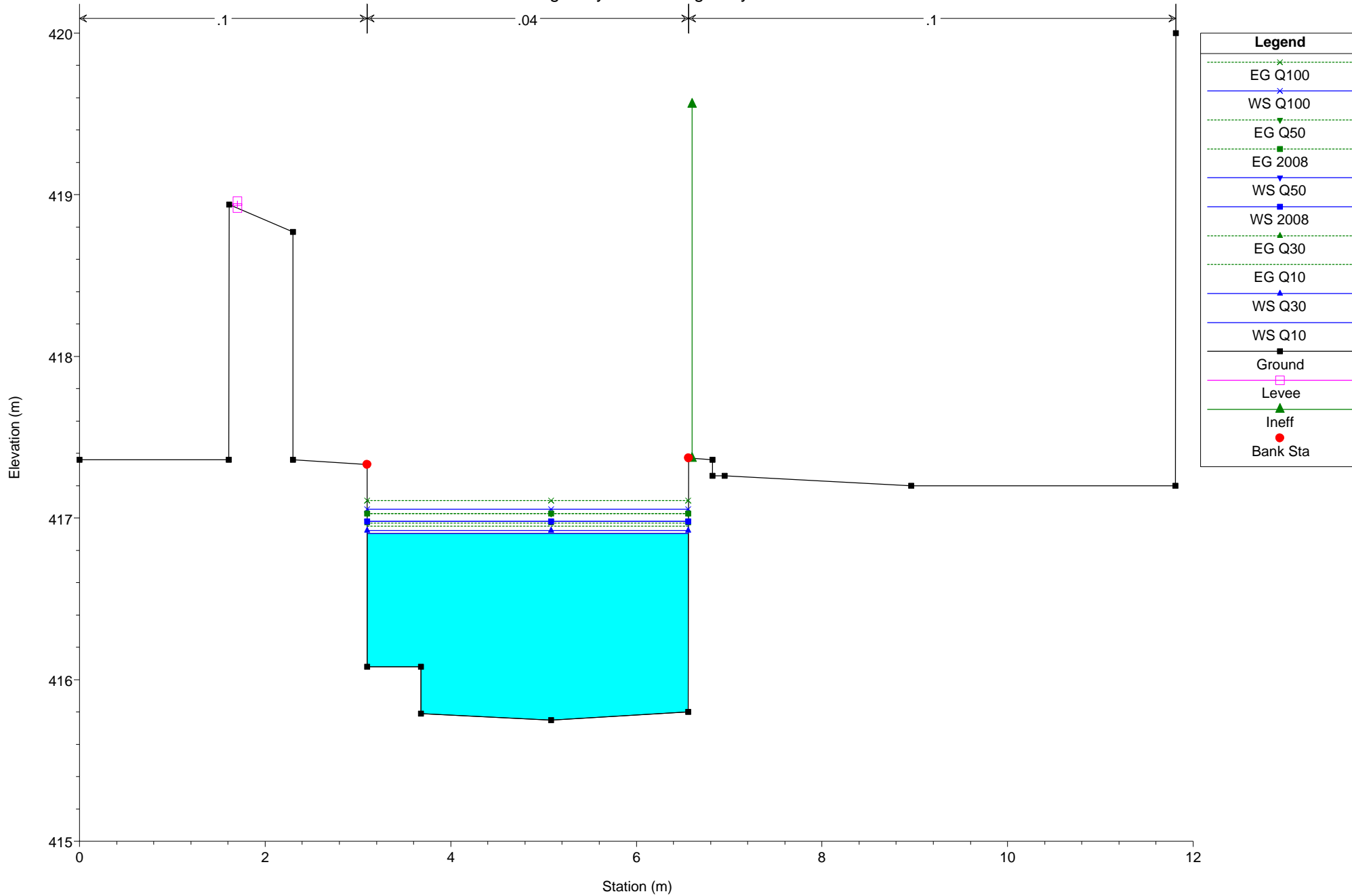


River = gourny Reach = gourny RS = 5009

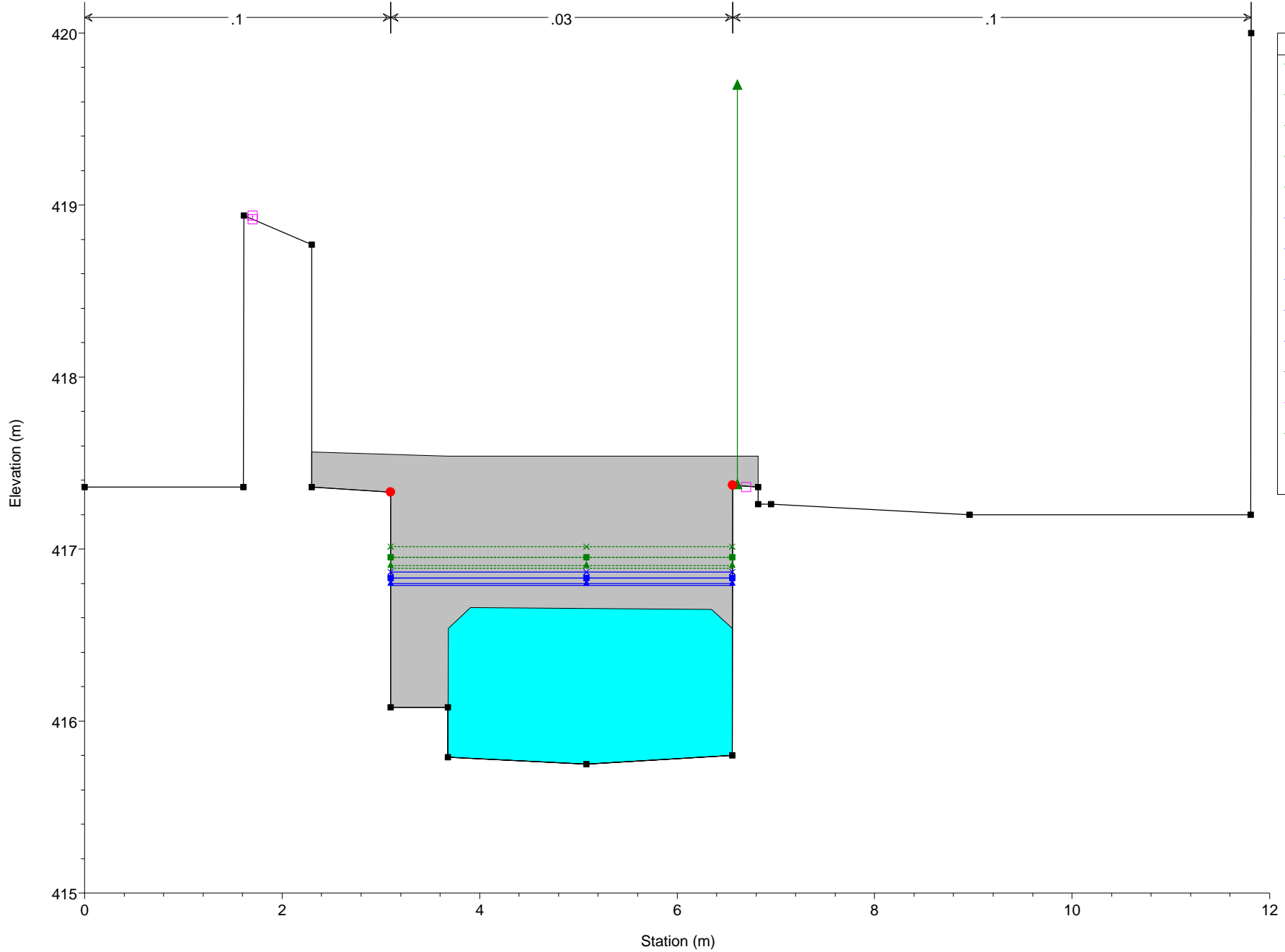


Legend	
EG Q100	x
EG Q50	▼
EG 2008	■
EG Q30	▲
EG Q10	○
WS Q100	x
WS Q50	▼
WS 2008	■
WS Q30	▲
WS Q10	○
Ground	■
Levee	□
Ineff	▲
Bank Sta	●

River = gourny Reach = gourny RS = 5008

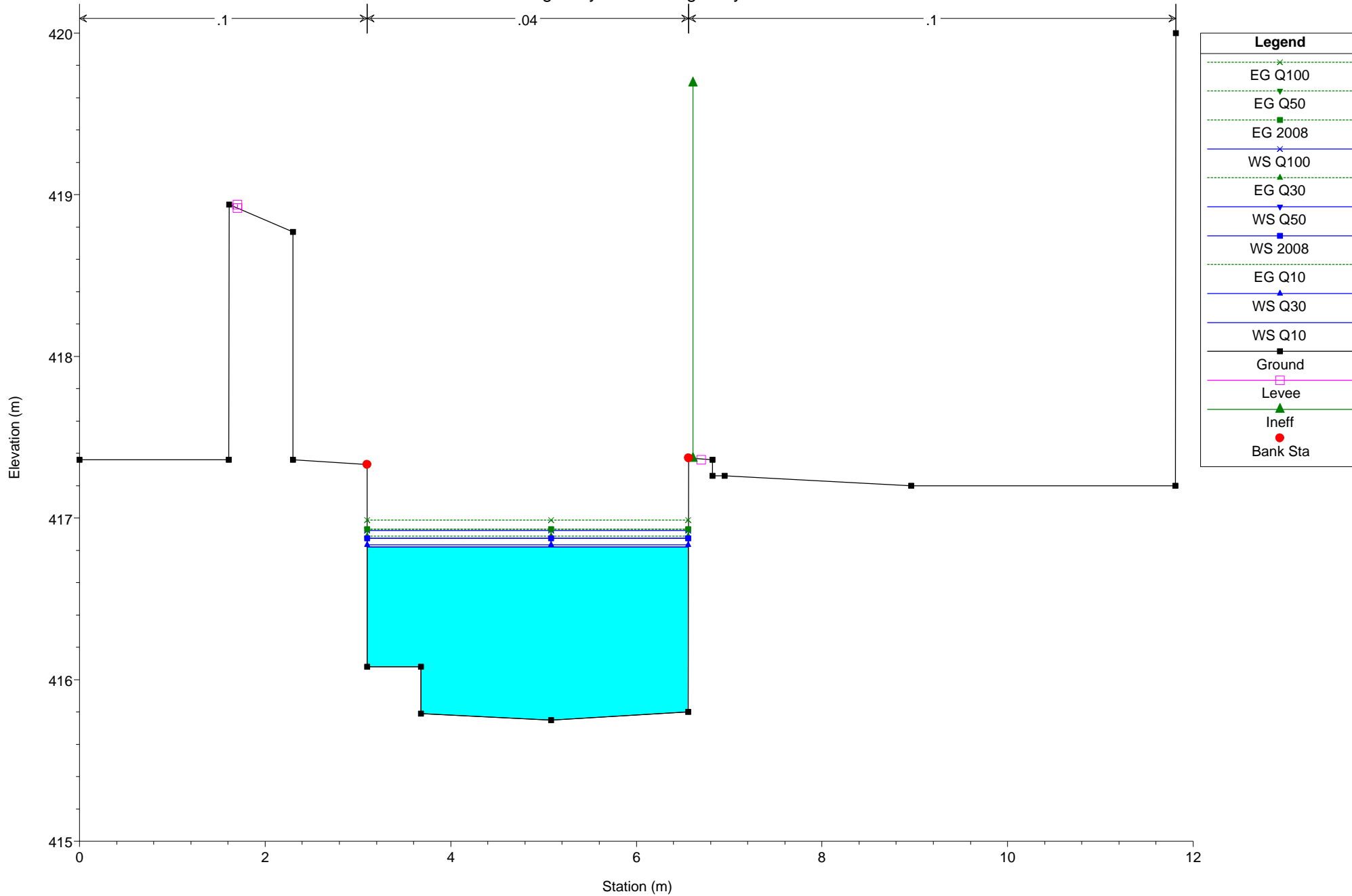


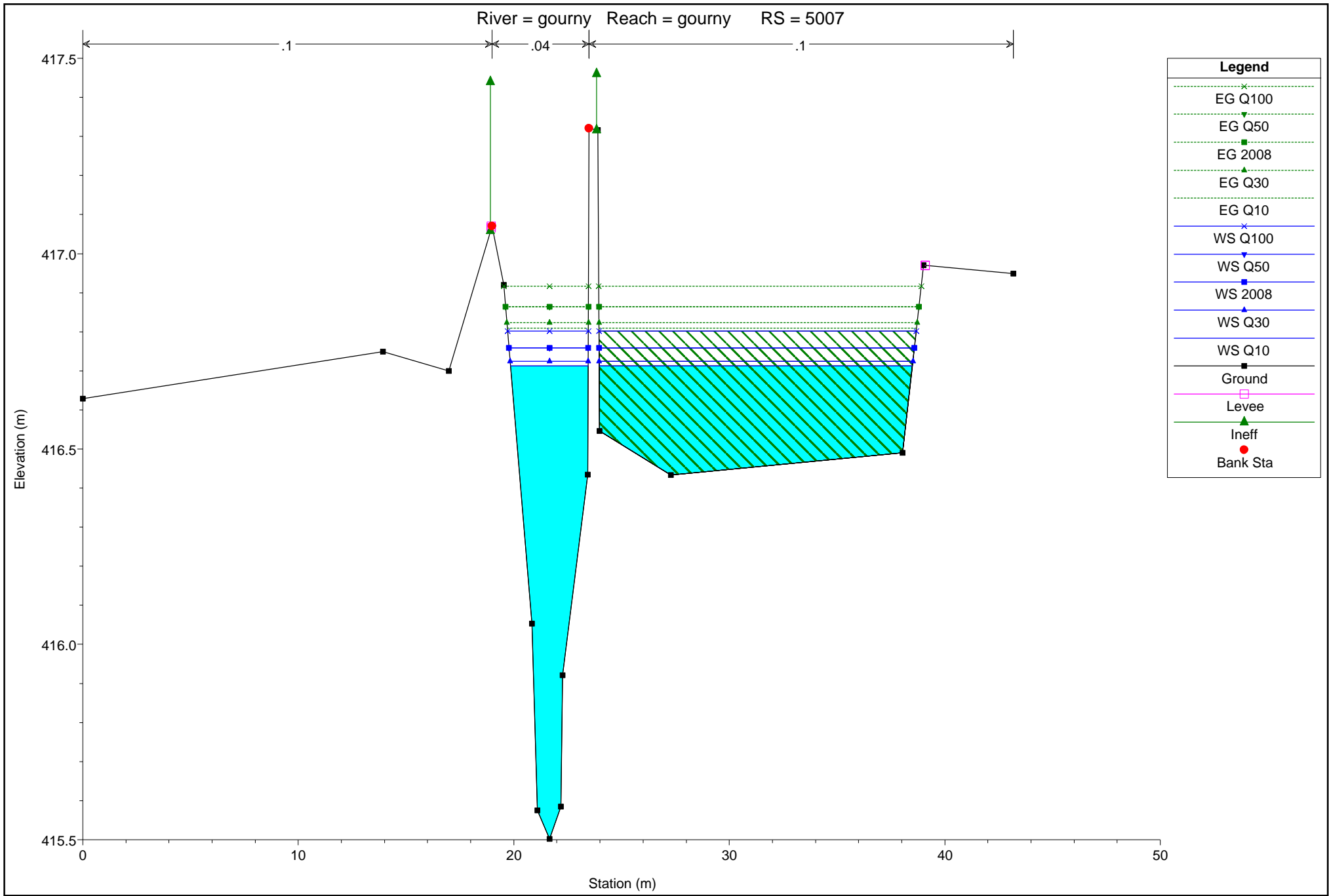
River = gourny Reach = gourny RS = 5007.9 BR



Legend	
EG Q100	x
EG Q50	v
EG 2008	■
EG Q30	▲
EG Q10	x
WS Q100	— x —
WS Q50	— v —
WS 2008	— ■ —
WS Q30	— ▲ —
WS Q10	— x —
Ground	— ■ —
Levee	— □ —
Ineff	— ● —
Bank Sta	— ▲ —

River = gourny Reach = gourny RS = 5007.8





River = gourny Reach = gourny RS = 5007

.1

.04

.1

417.5

417.0

416.5

416.0

415.5

0

10

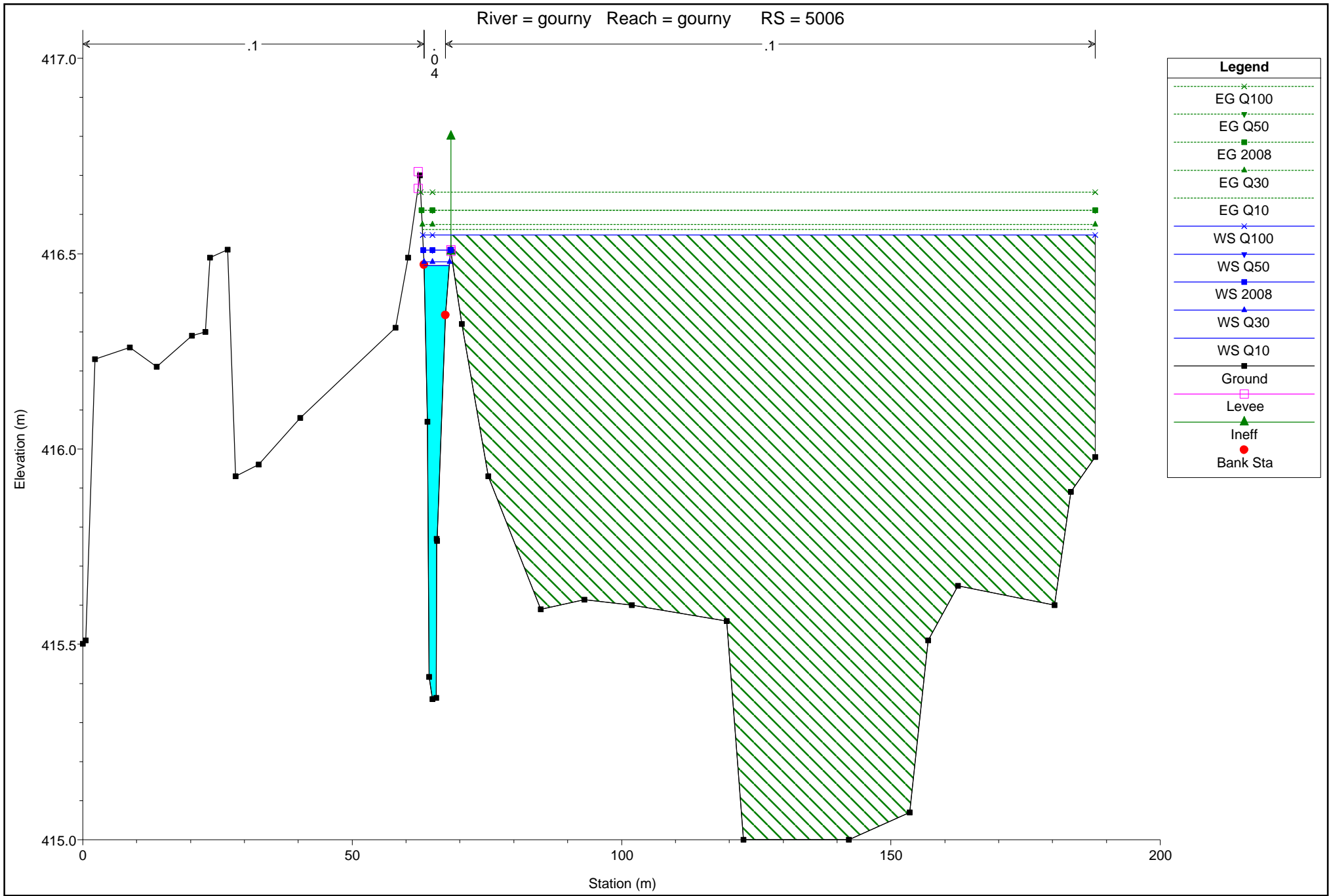
20

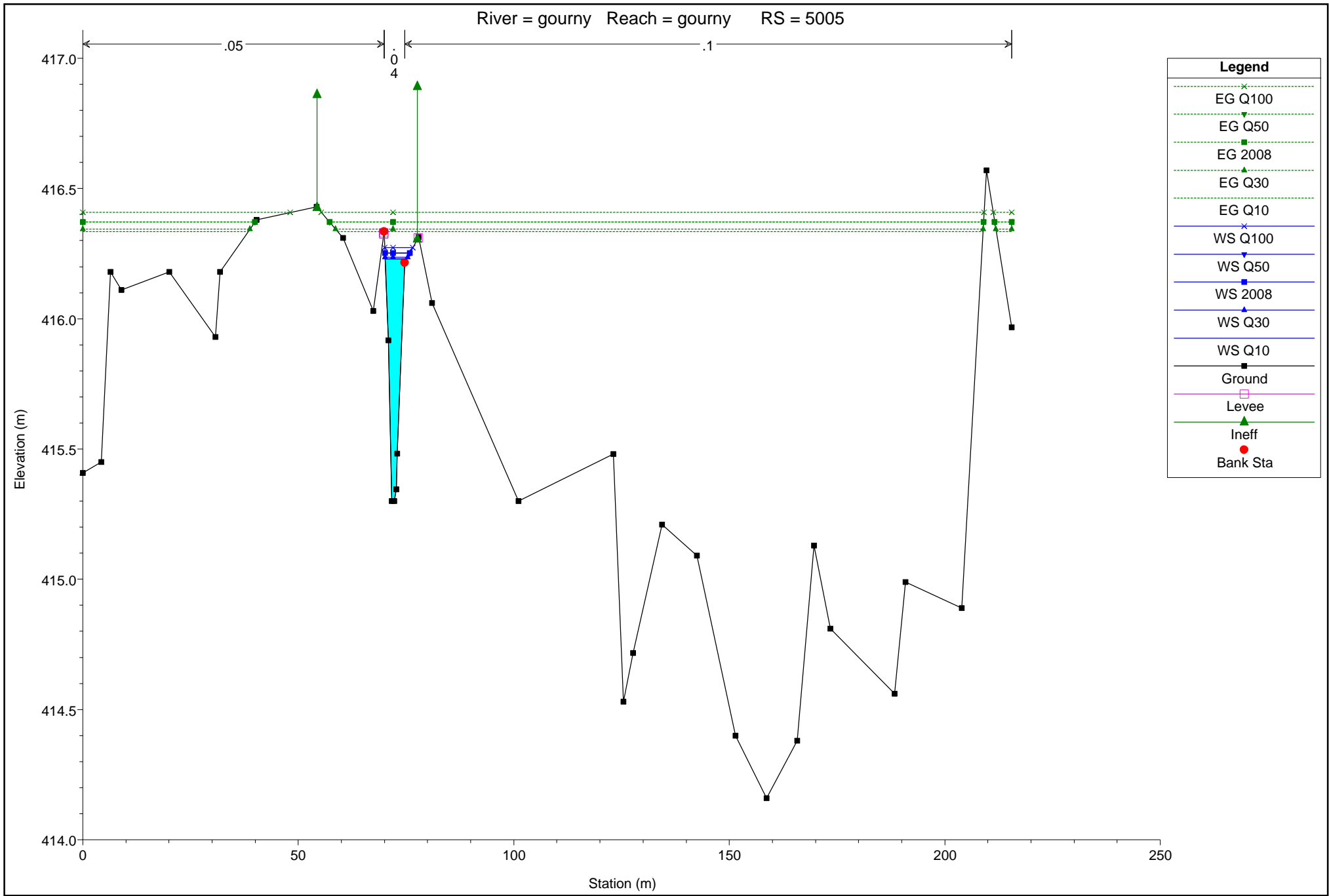
30

40

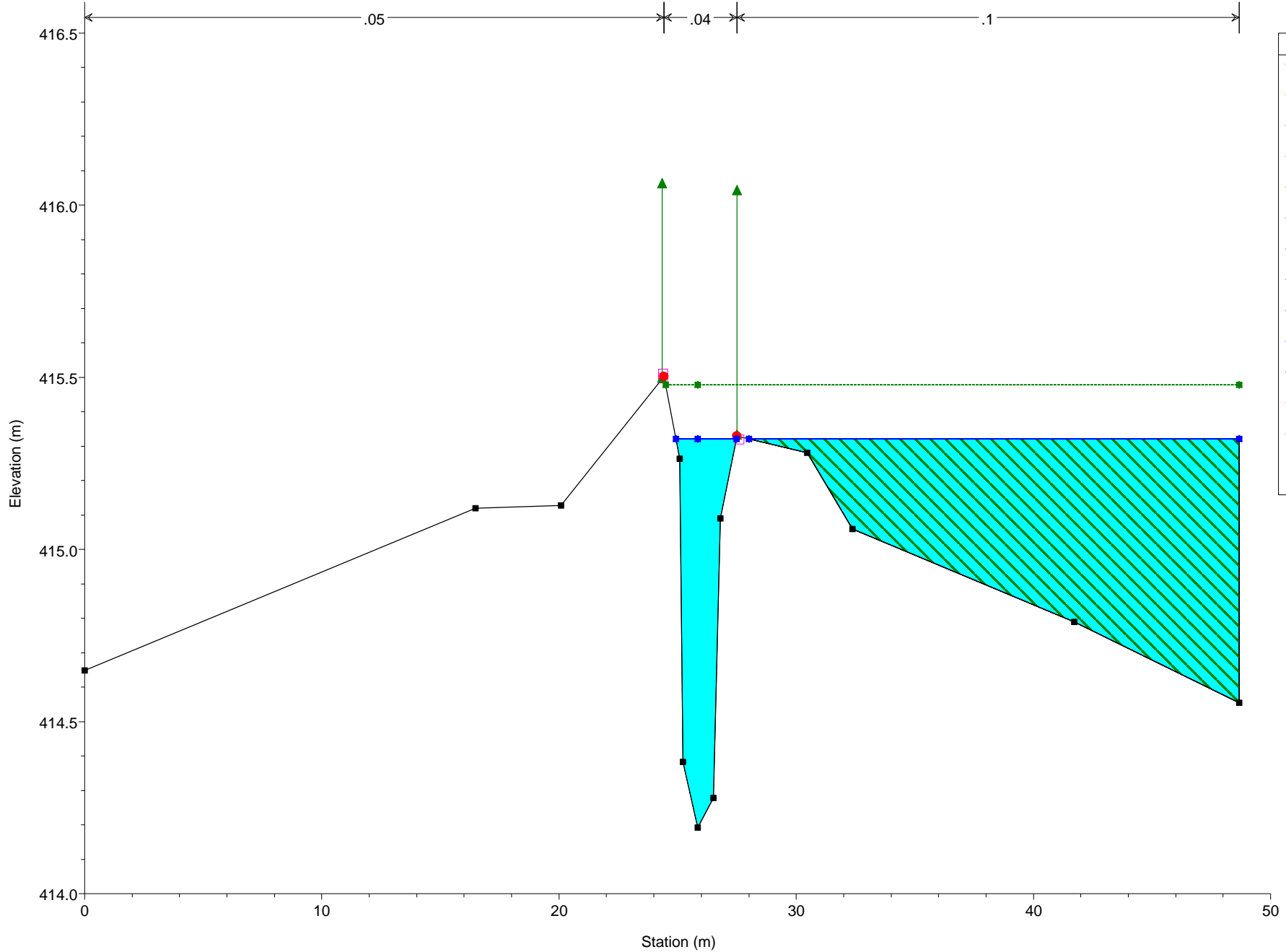
50

Station (m)

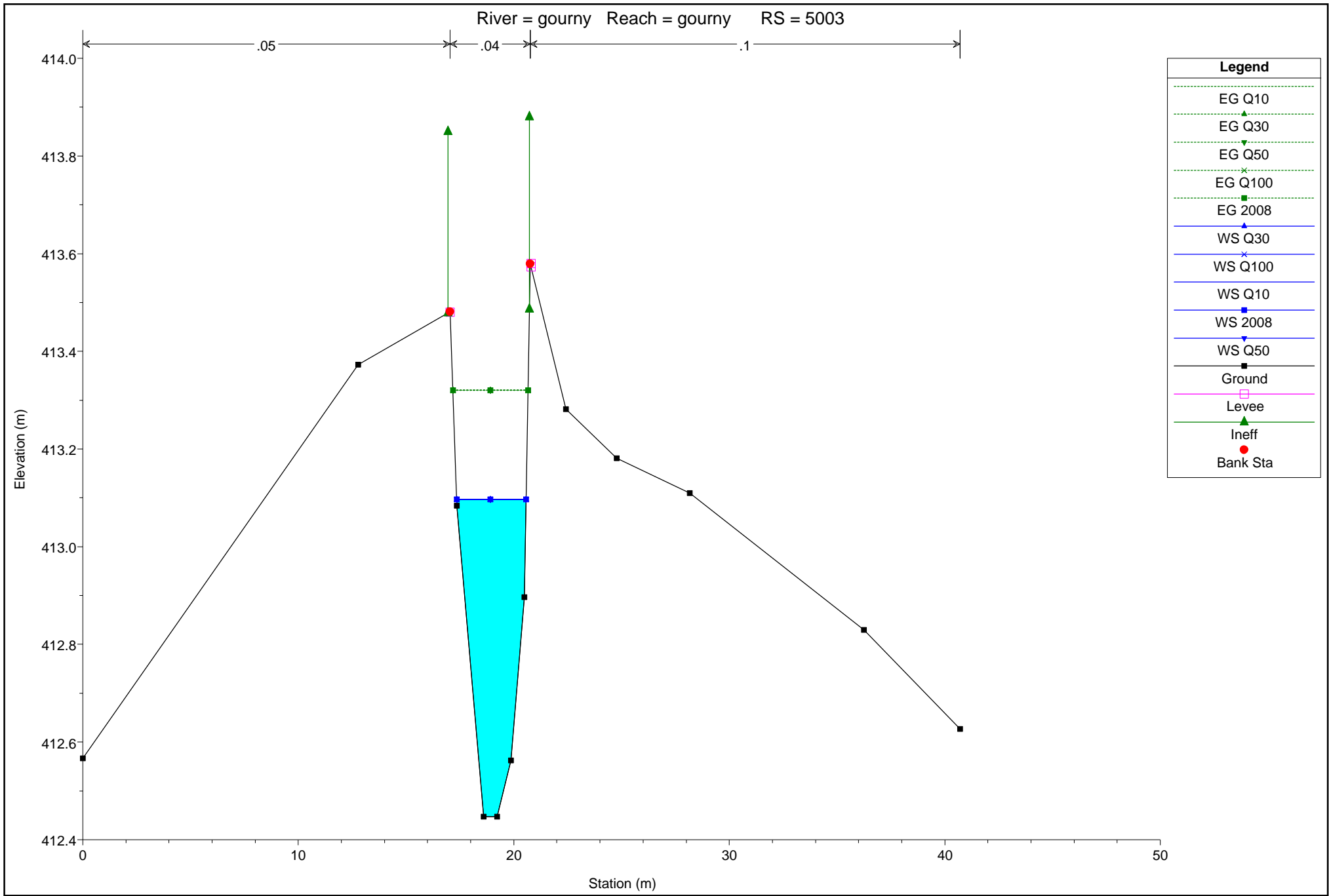


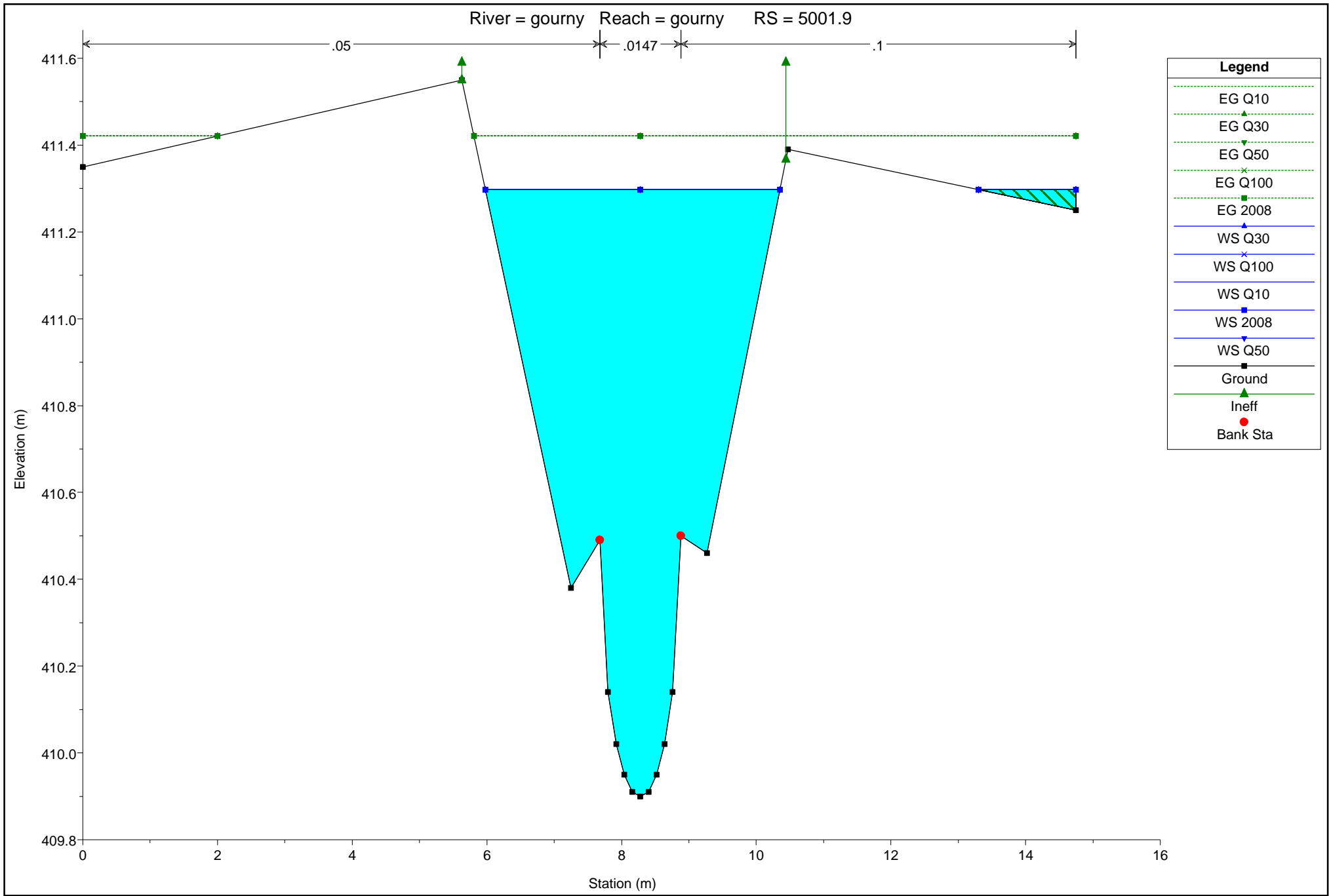


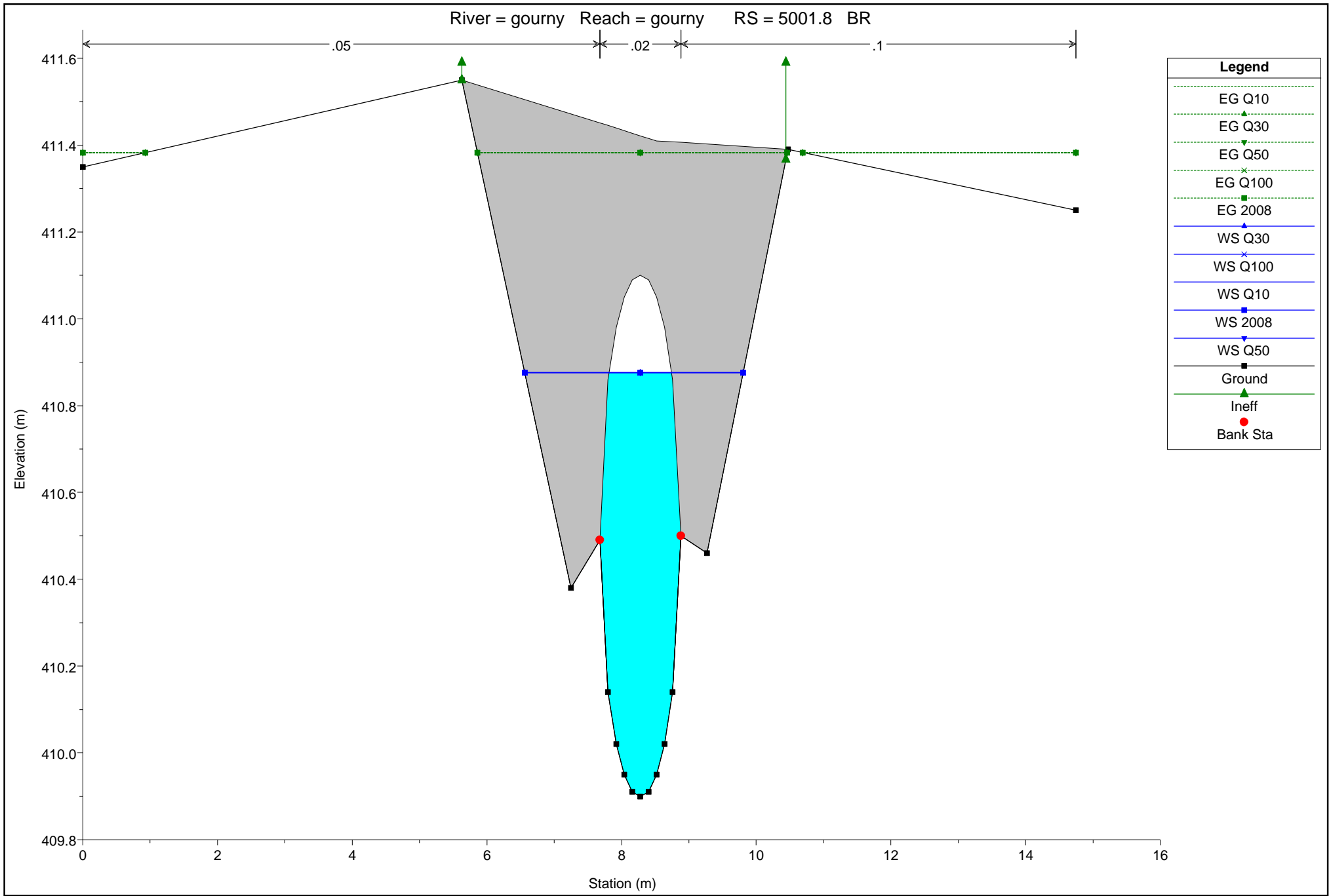
River = gourny Reach = gourny RS = 5004

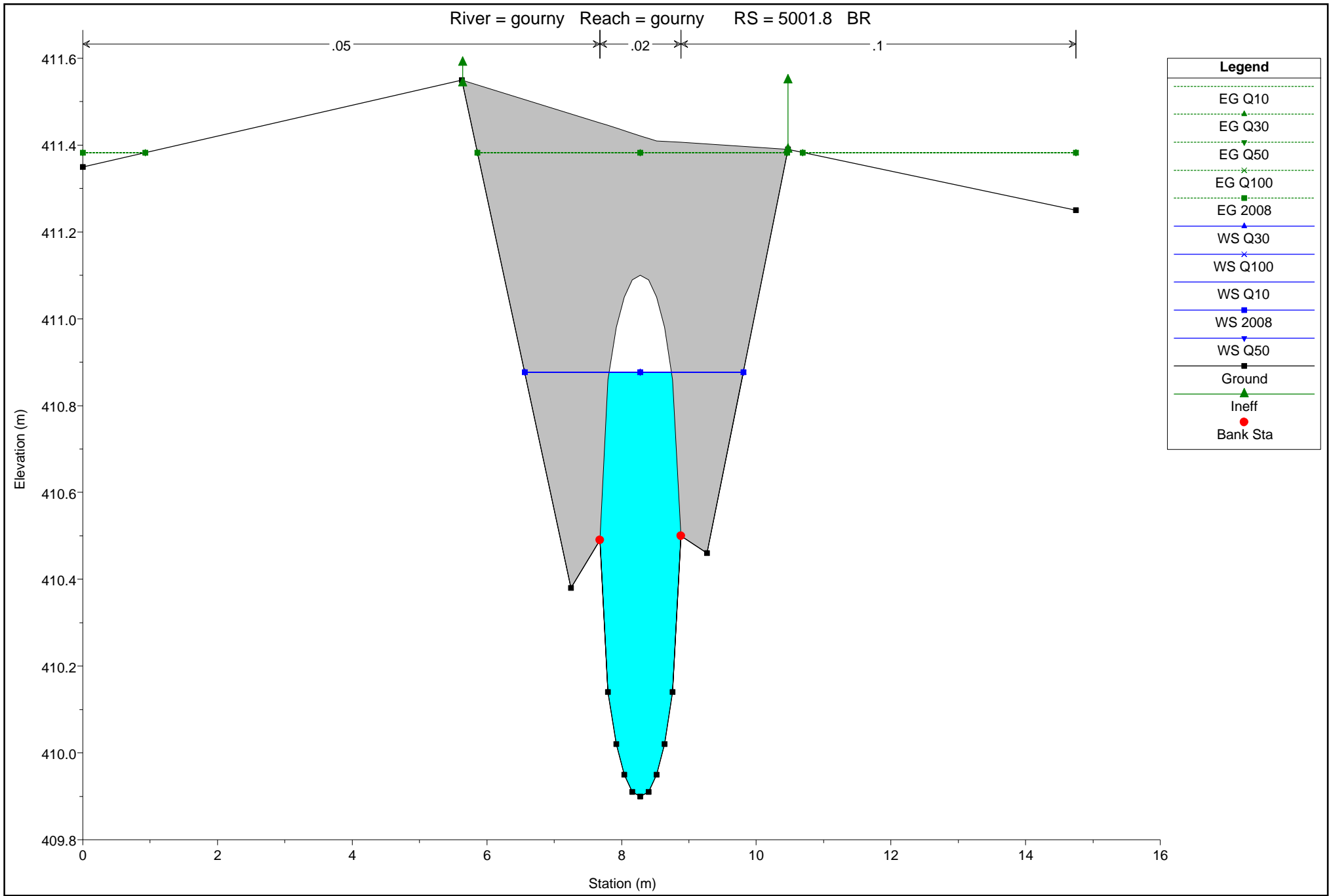


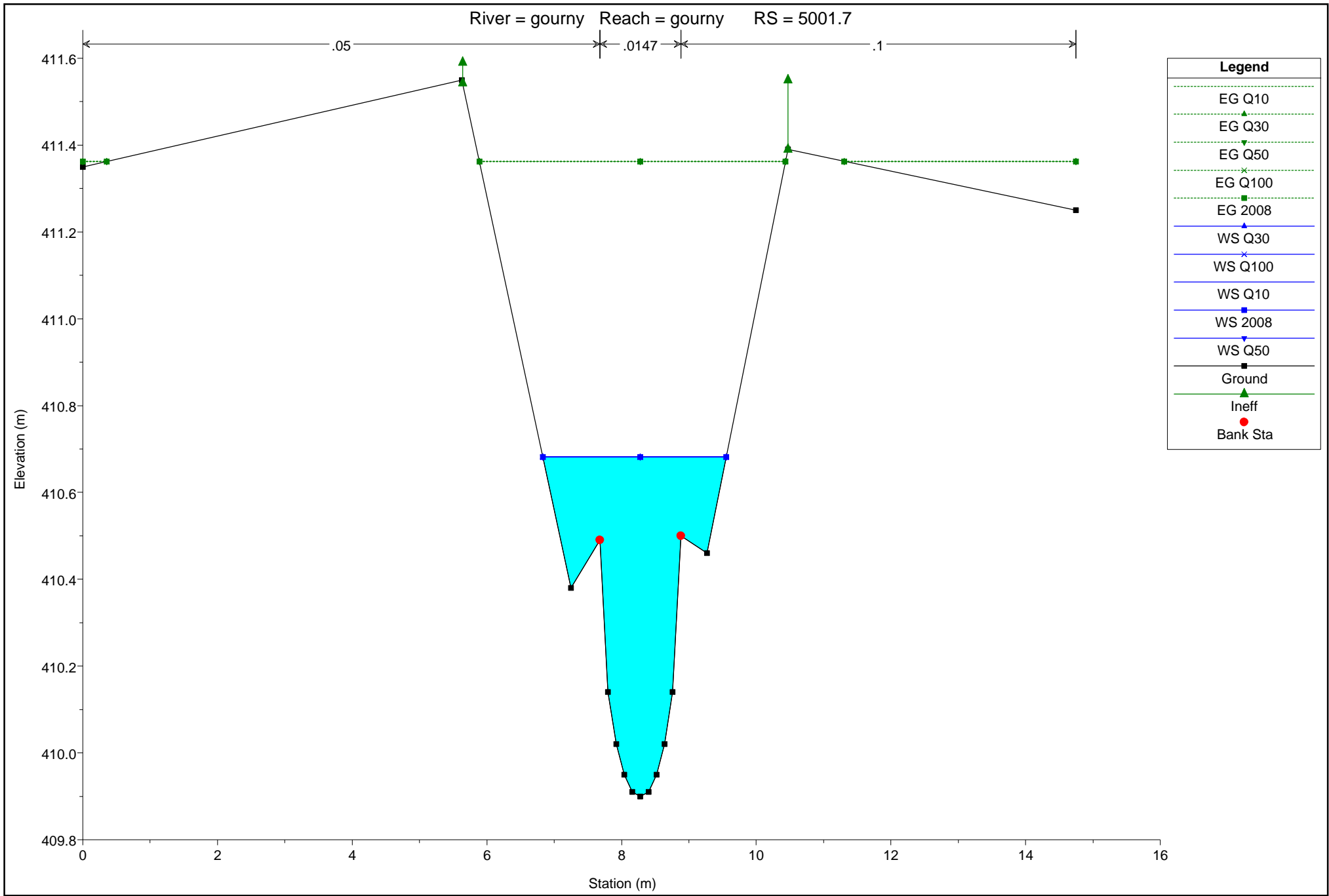
Legend	
EG Q10	▲
EG Q30	▼
EG Q50	×
EG Q100	■
EG 2008	■
WS Q30	▲
WS Q100	×
WS Q10	■
WS 2008	■
WS Q50	▼
Ground	■
Levee	□
Ineff	▲
Bank Sta	●



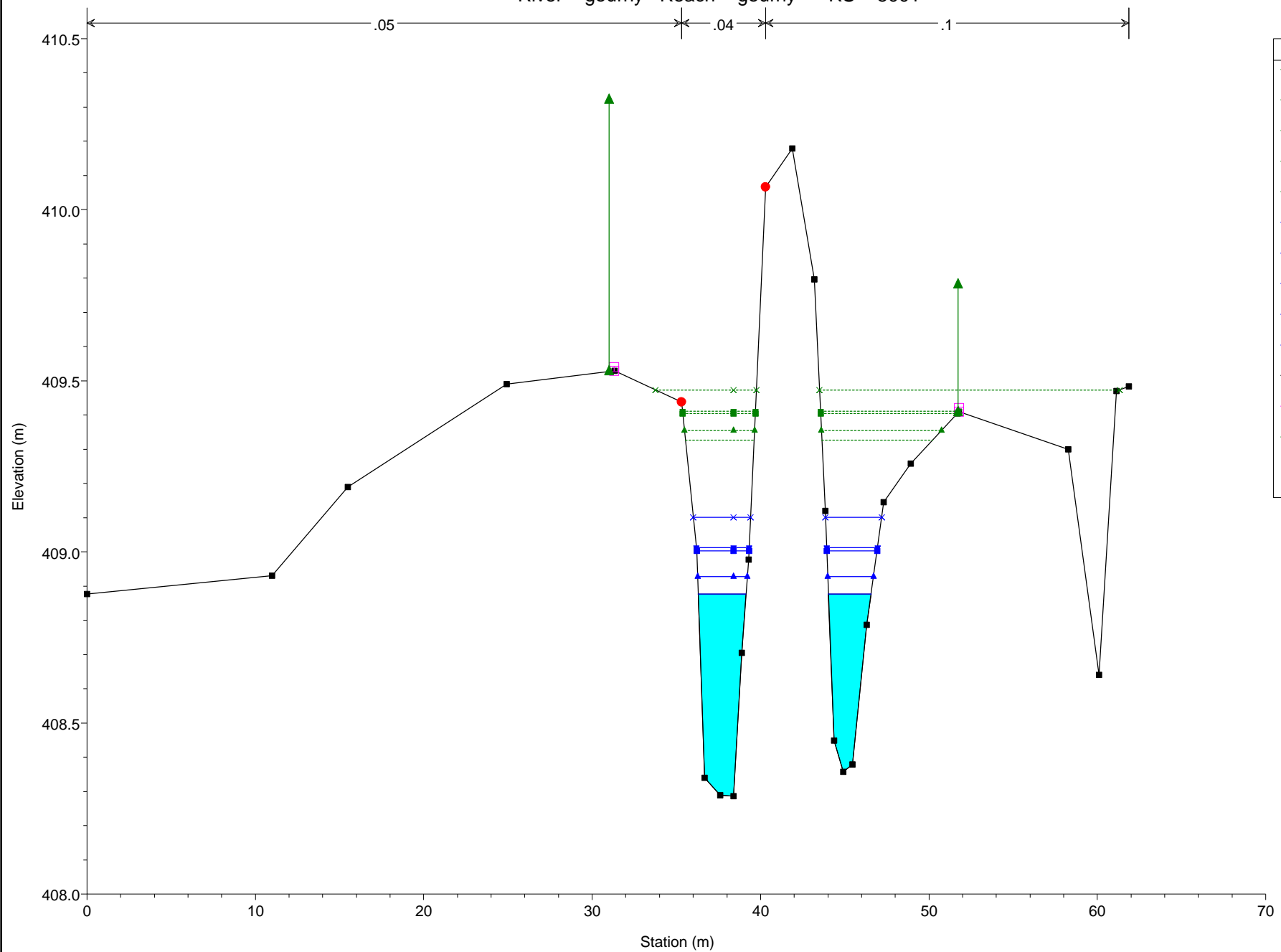






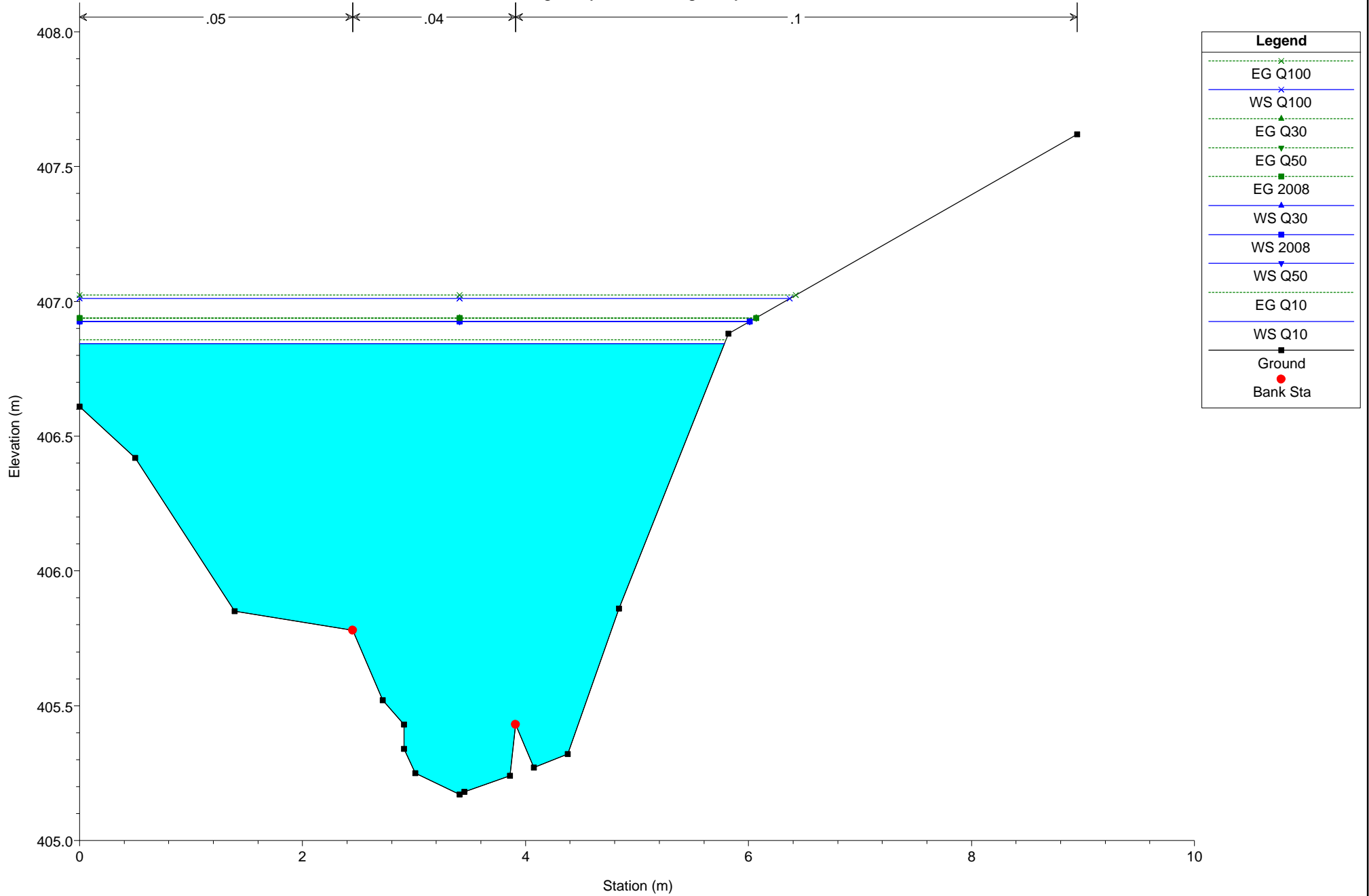


River = gourny Reach = gourny RS = 5001

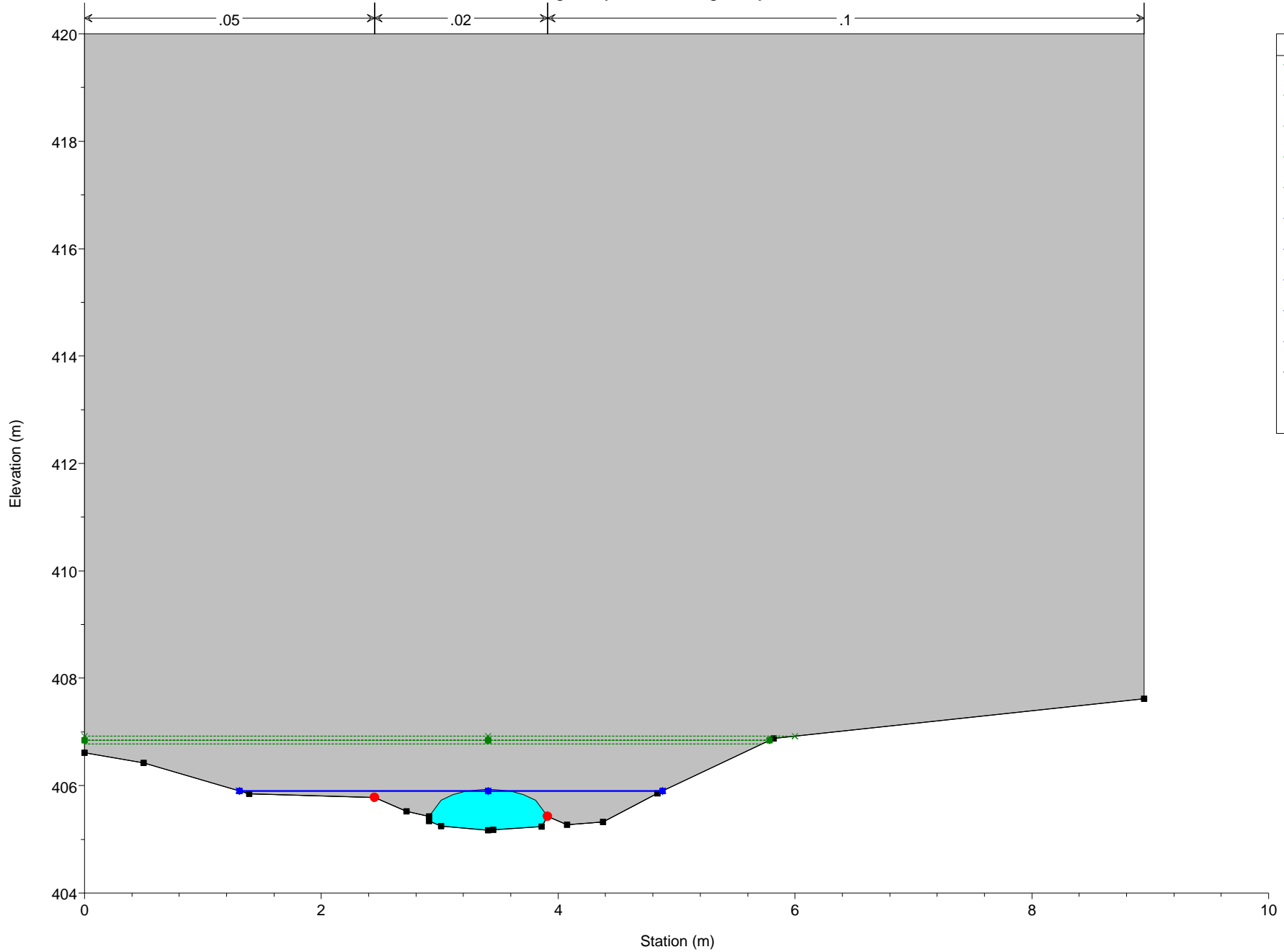


Legend	
EG Q100	x
EG Q50	▼
EG 2008	■
EG Q30	▲
EG Q10	x
WS Q100	x
WS Q50	▼
WS 2008	■
WS Q30	▲
WS Q10	x
Ground	■
Levee	□
Ineff	▲
Bank Sta	●

River = gourny Reach = gourny RS = 5000.6

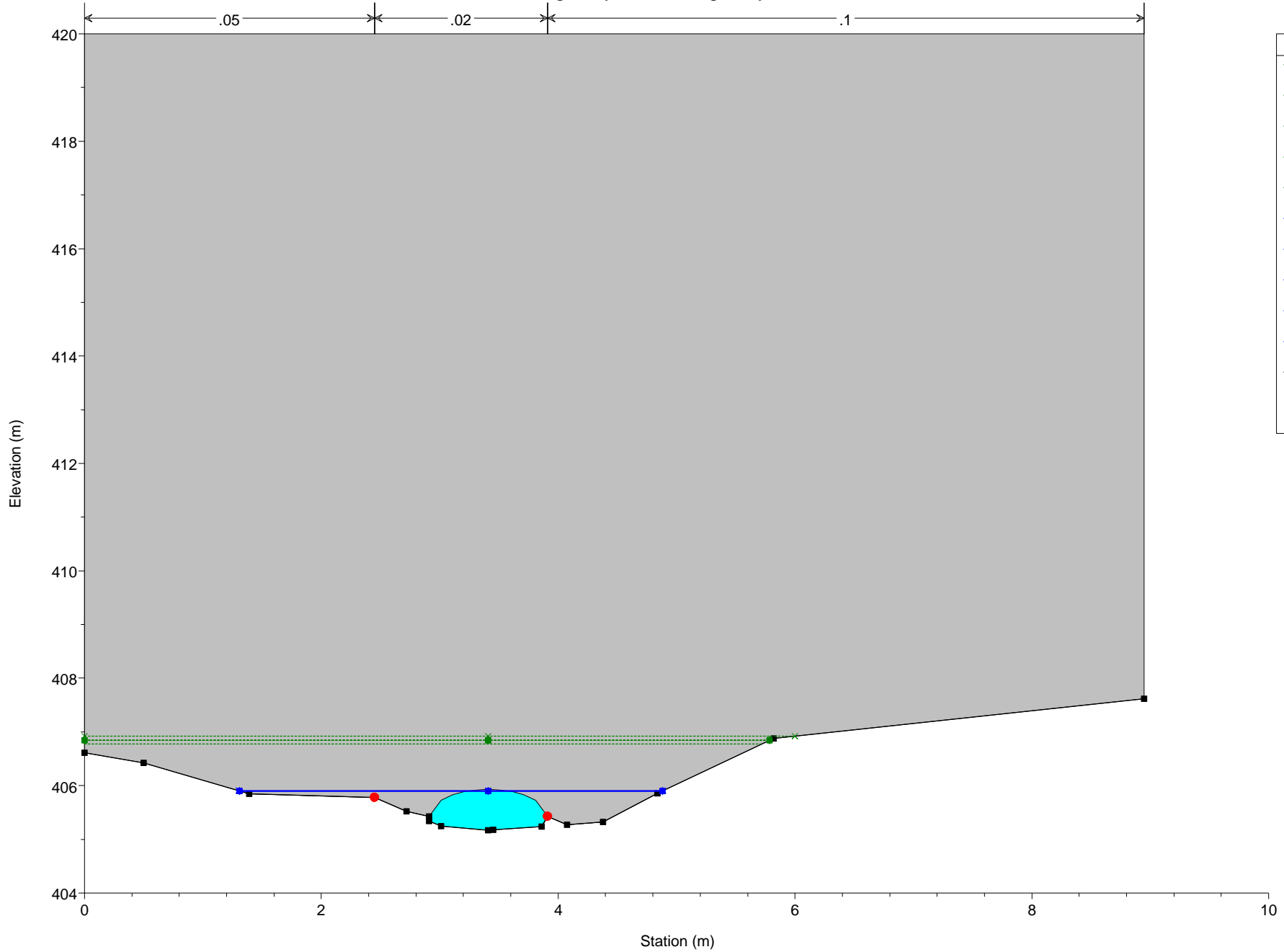


River = gourny Reach = gourny RS = 5000.5 BR



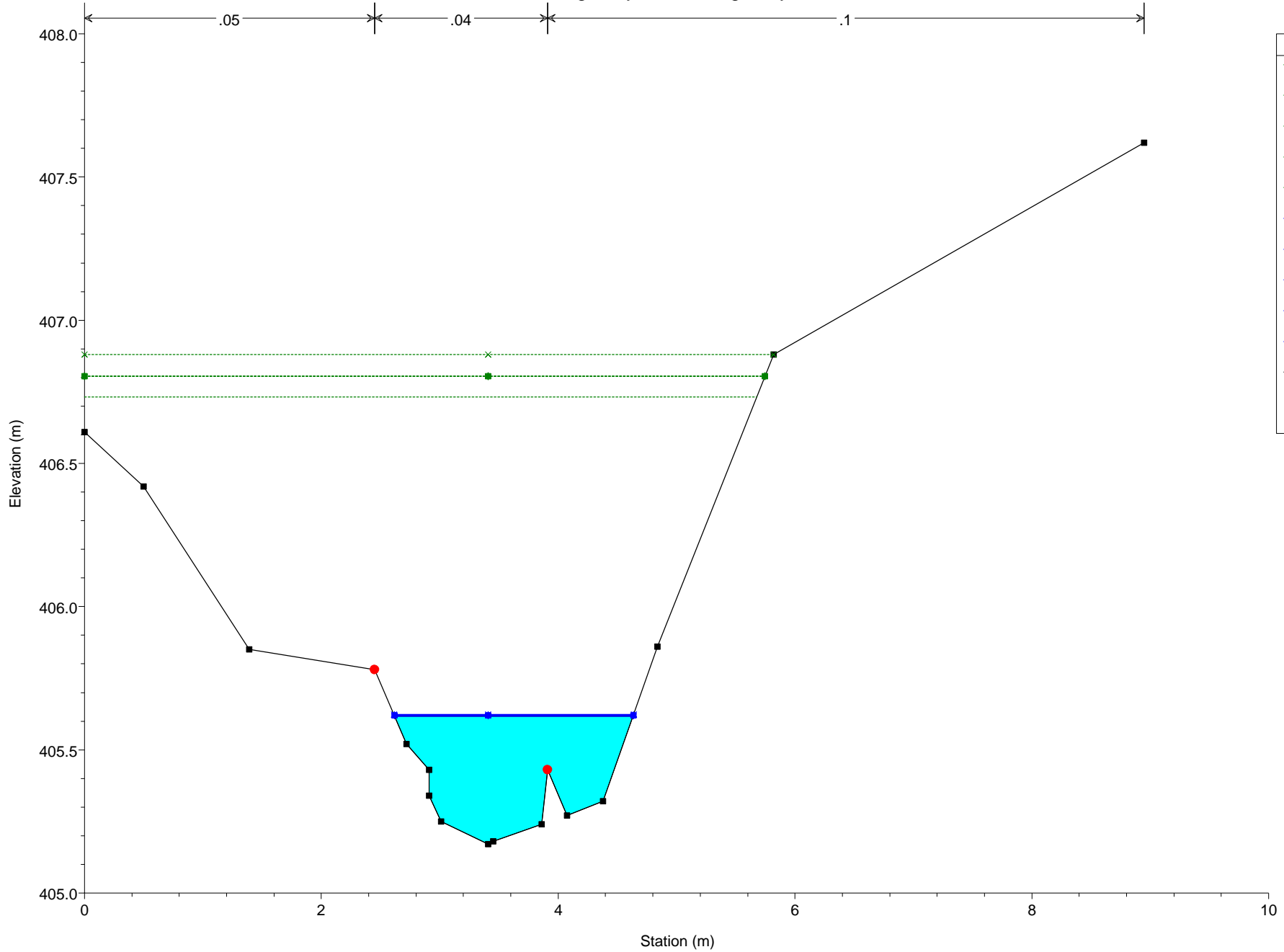
Legend	
EG Q100	x
EG Q30	▲
EG Q50	▼
EG 2008	■
EG Q10	x
WS Q100	x
WS Q30	▲
WS 2008	■
WS Q50	▼
WS Q10	x
Ground	■
Bank Sta	●

River = gourny Reach = gourny RS = 5000.5 BR



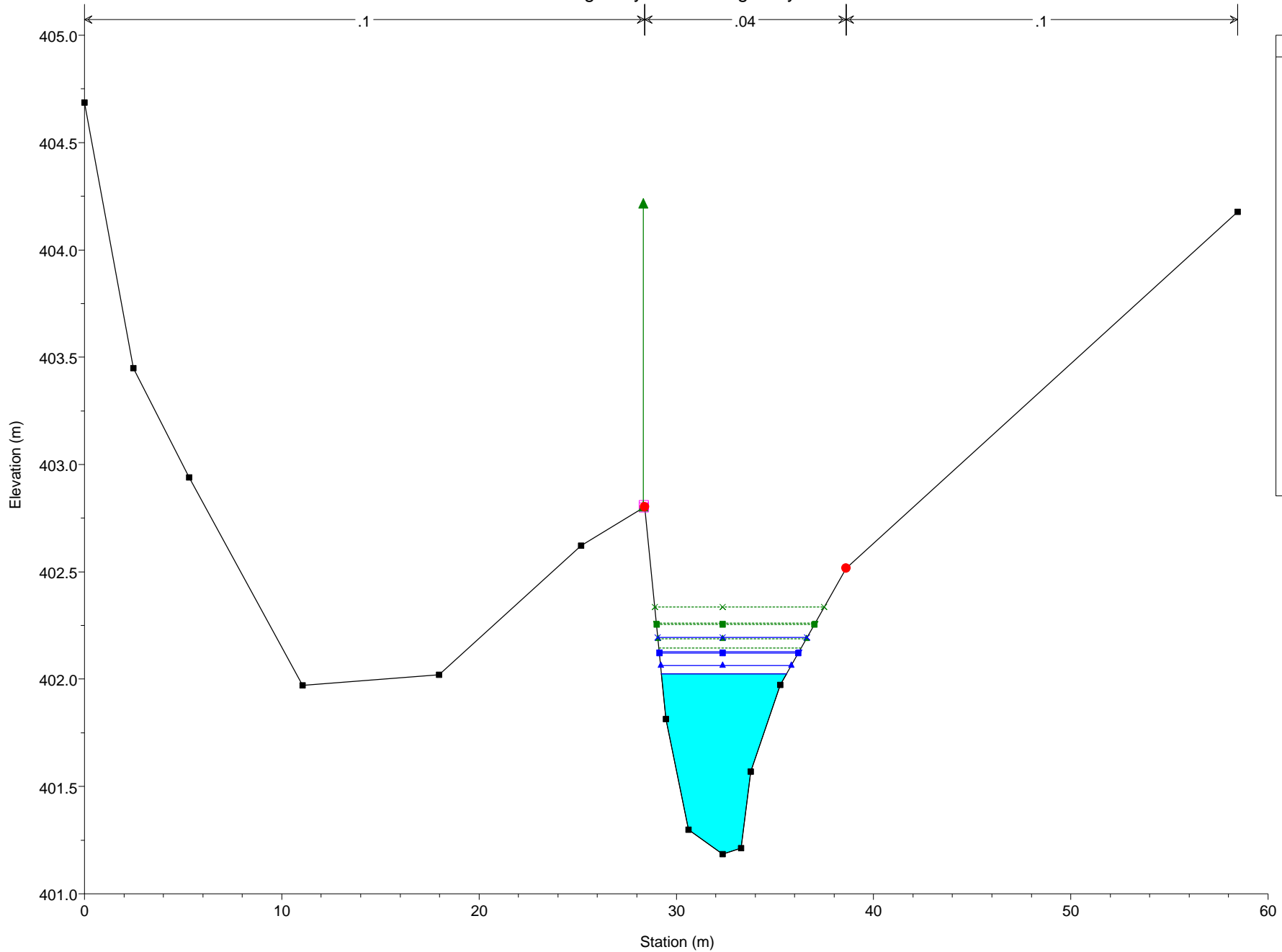
Legend	
EG Q100	x
EG Q30	▲
EG Q50	▼
EG 2008	■
EG Q10	—
WS Q100	x
WS Q30	▲
WS 2008	■
WS Q50	▼
WS Q10	—
Ground	■
Bank Sta	●

River = gourny Reach = gourny RS = 5000.4



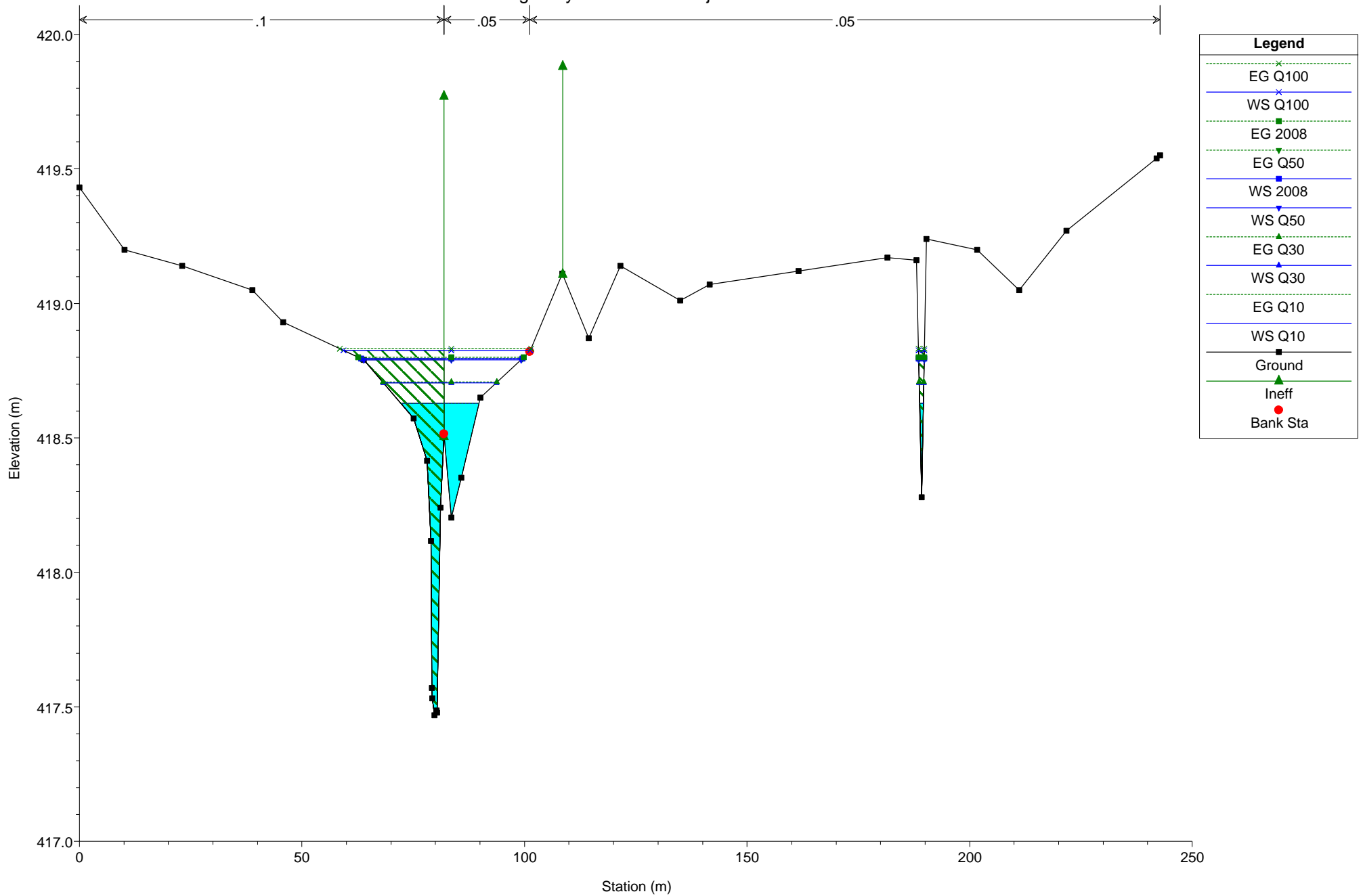
Legend	
EG Q100	x
EG Q30	▲
EG Q50	▼
EG 2008	■
EG Q10	■
WS Q100	x
WS Q30	▲
WS 2008	■
WS Q50	▼
WS Q10	■
Ground	■
Bank Sta	●

River = gourny Reach = gourny RS = 4997

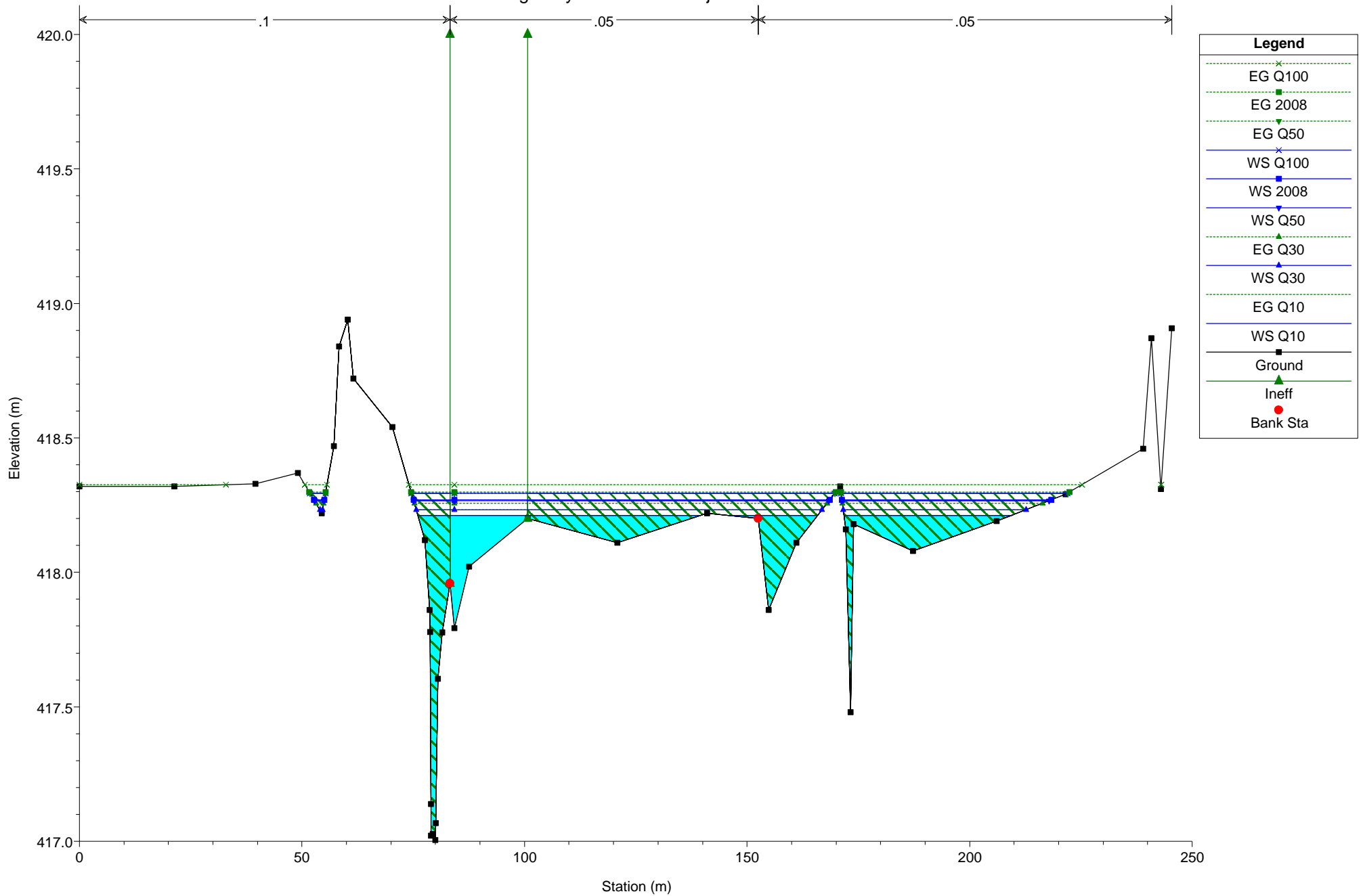


Legend	
EG Q100	Green dashed line with 'x' marker
EG Q50	Green dashed line with downward triangle marker
EG 2008	Green dashed line with square marker
WS Q100	Blue solid line with 'x' marker
EG Q30	Green dashed line with upward triangle marker
EG Q10	Green dashed line with downward triangle marker
WS Q50	Blue solid line with downward triangle marker
WS 2008	Blue solid line with square marker
WS Q30	Blue solid line with upward triangle marker
WS Q10	Blue solid line with downward triangle marker
Ground	Black solid line with square marker
Levee	Pink solid line with square marker
Ineff	Green solid line with upward triangle marker
Bank Sta	Red solid line with circle marker

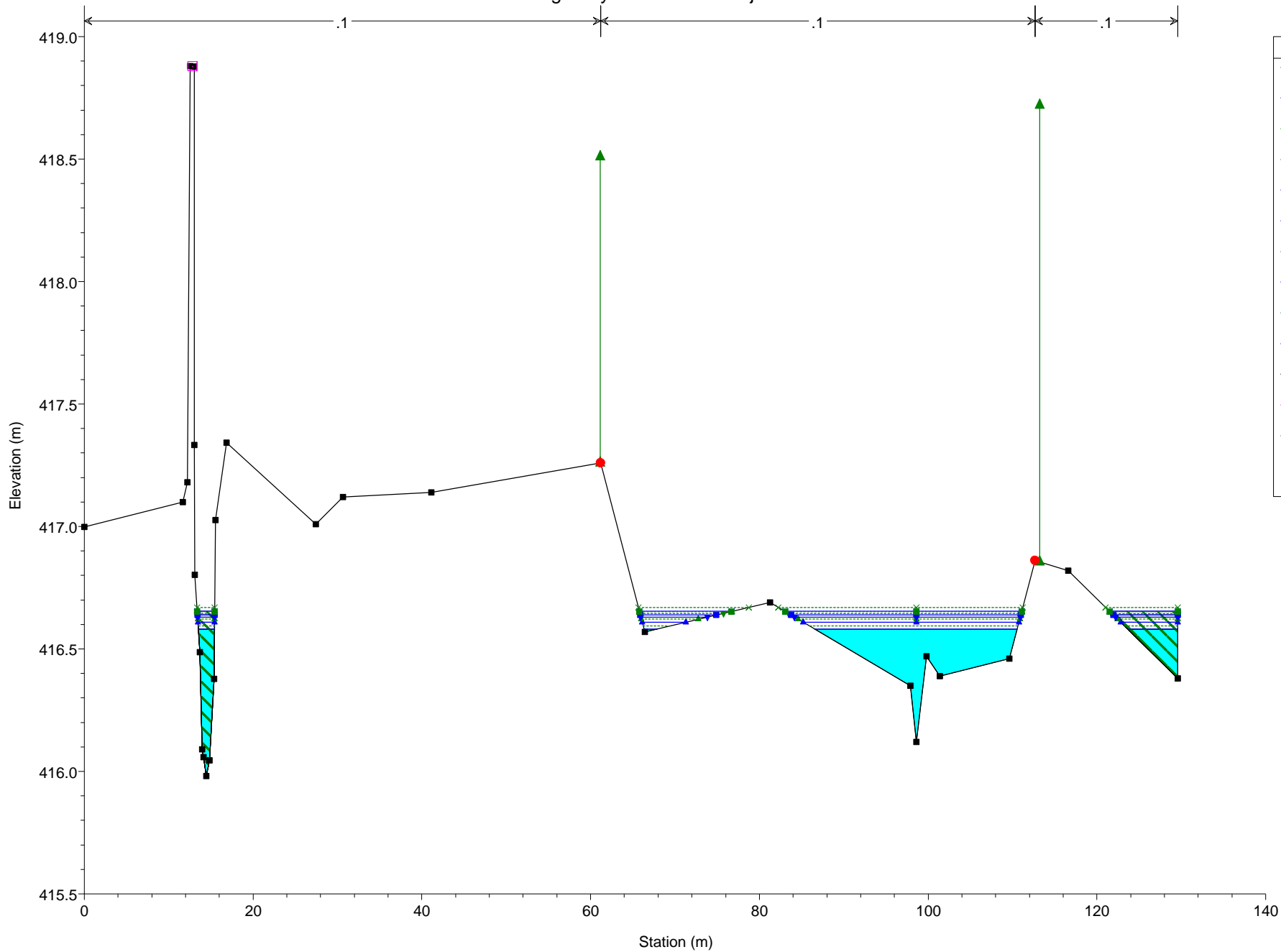
River = gourny Reach = lit majeur droit RS = 5011



River = gourny Reach = lit majeur droit RS = 5010

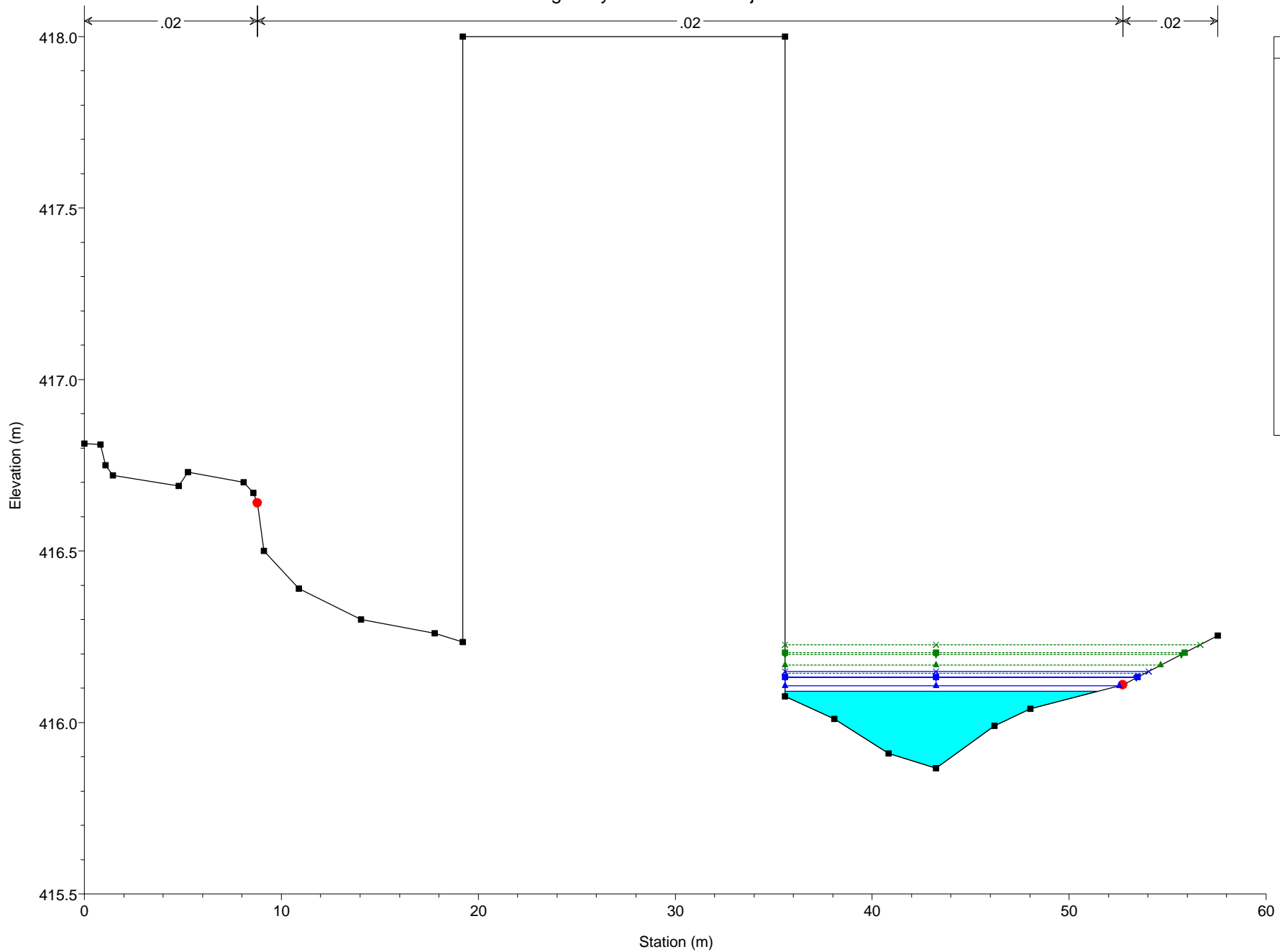


River = gourny Reach = lit majeur droit RS = 5009



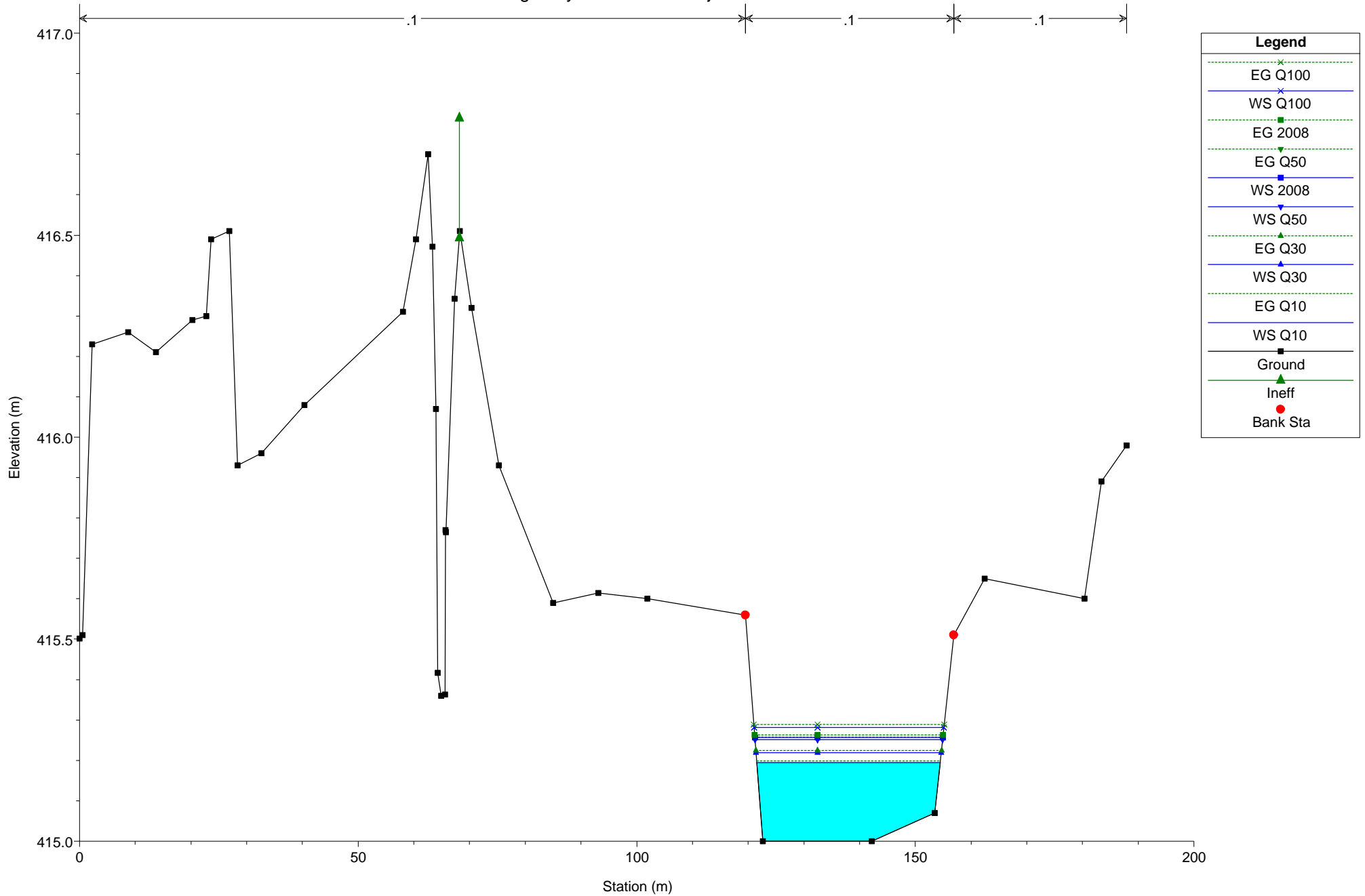
Legend	
EG Q100	x
WS Q100	x
EG 2008	■
EG Q50	▼
WS 2008	■
WS Q50	▼
EG Q30	▲
WS Q30	▲
EG Q10	x
WS Q10	■
Ground	■
Levee	□
Ineff	▲
Bank Sta	●

River = gourny Reach = lit majeur droit RS = 5008

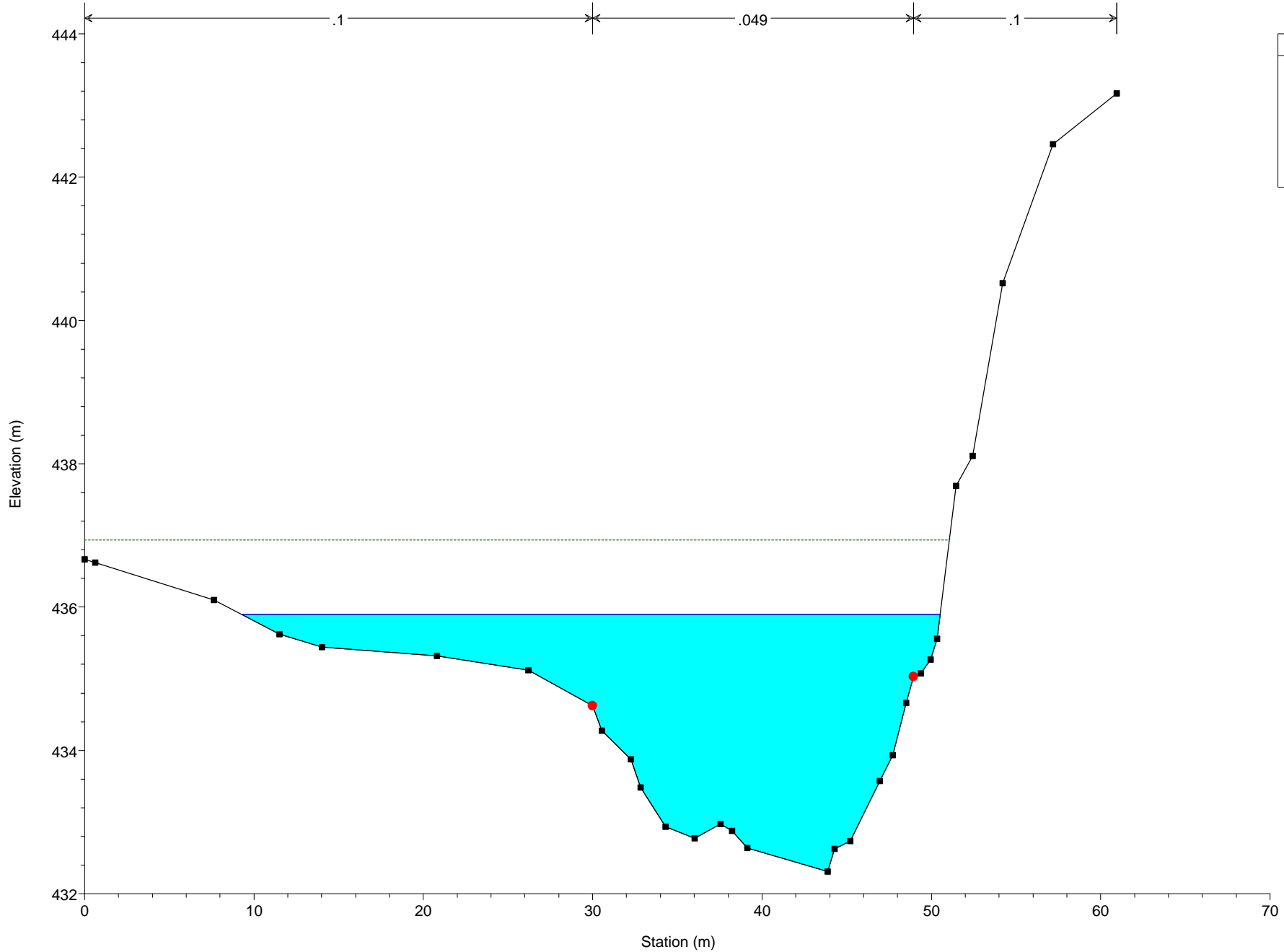


Legend	
EG Q100	✕
EG 2008	■
EG Q50	▼
EG Q30	▲
WS Q100	✕
EG Q10	—
WS 2008	■
WS Q50	▼
WS Q30	▲
WS Q10	—
Ground	■
Bank Sta	●

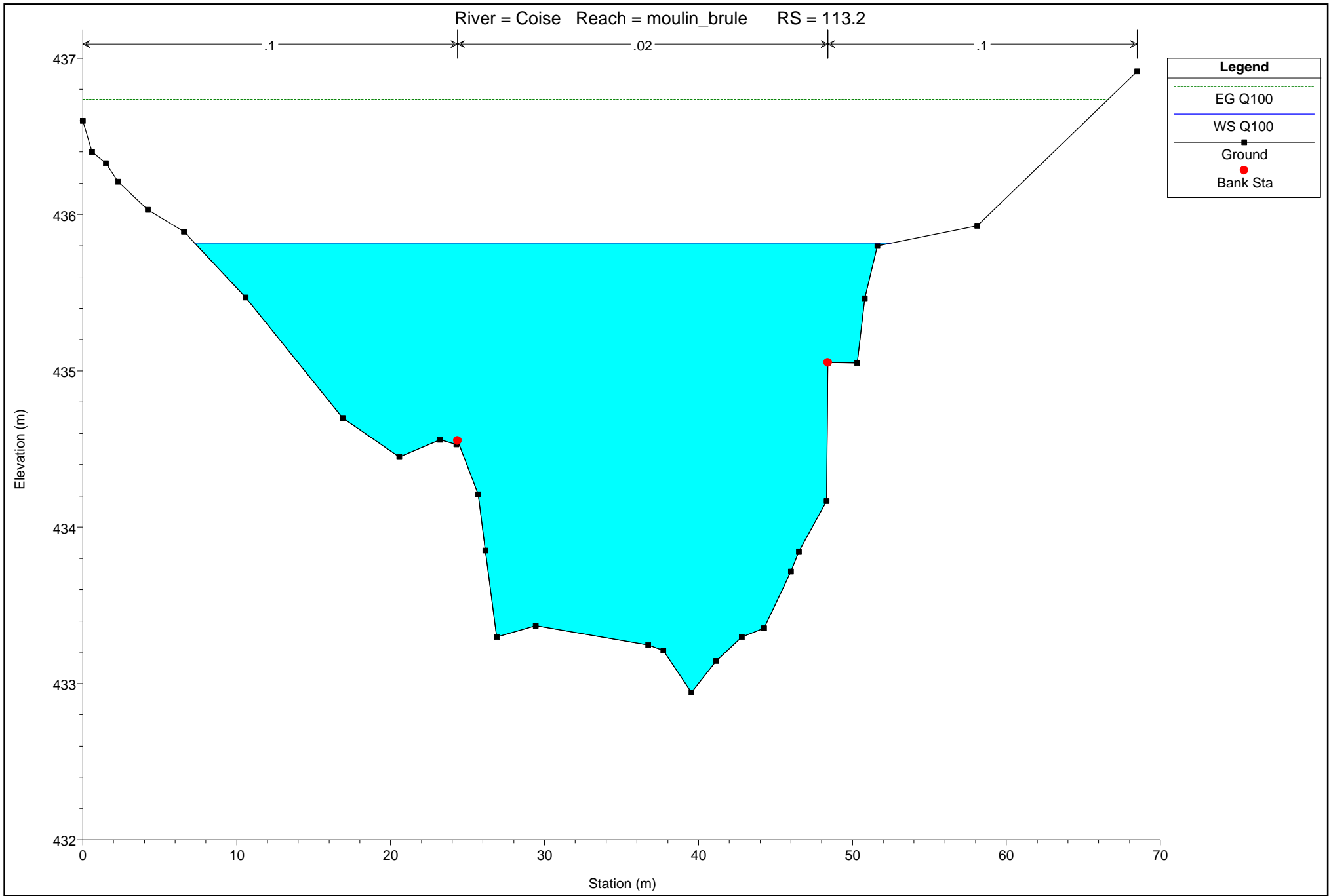
River = gourny Reach = lit majeur droit RS = 5006

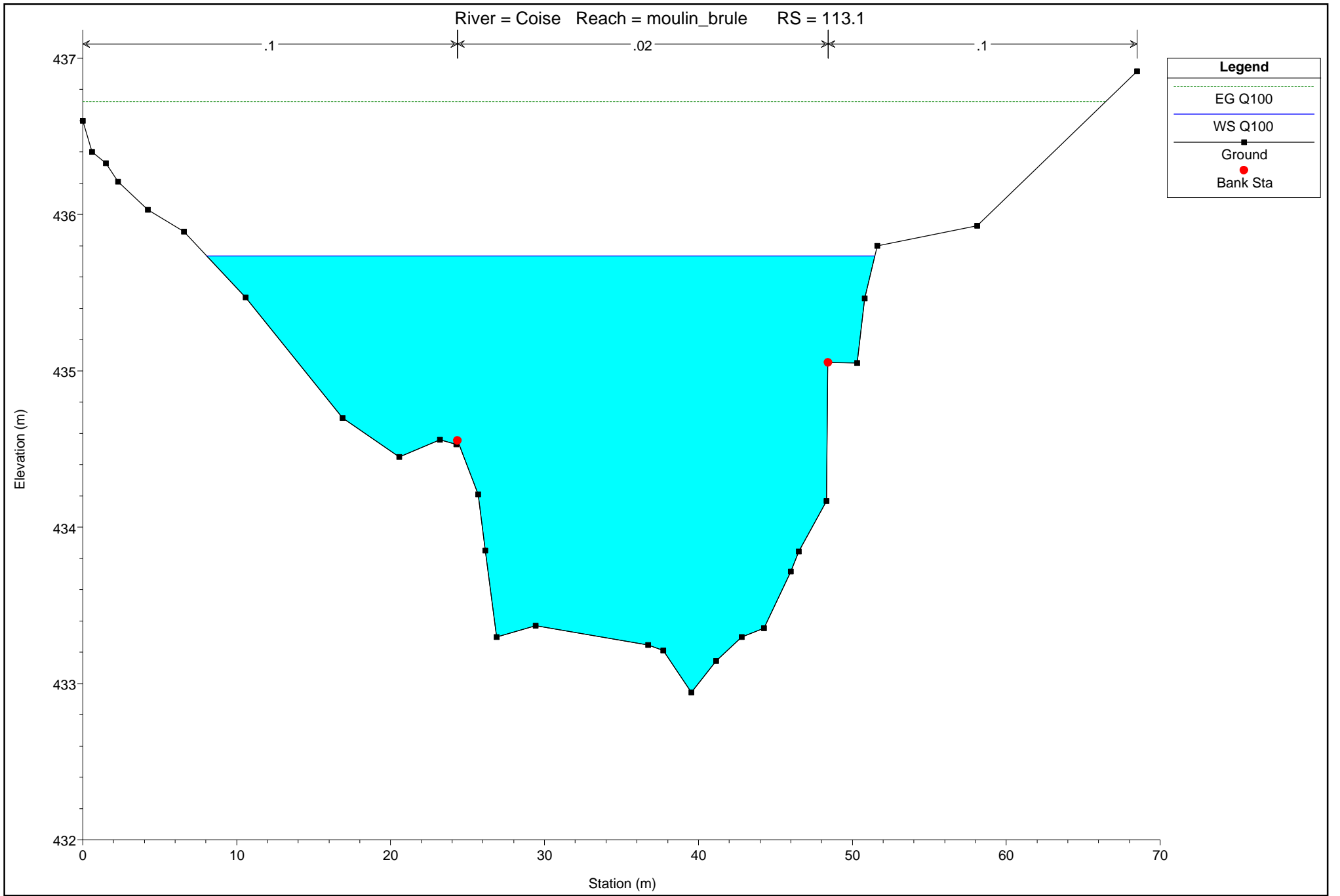


River = Coise Reach = moulin_brule RS = 114

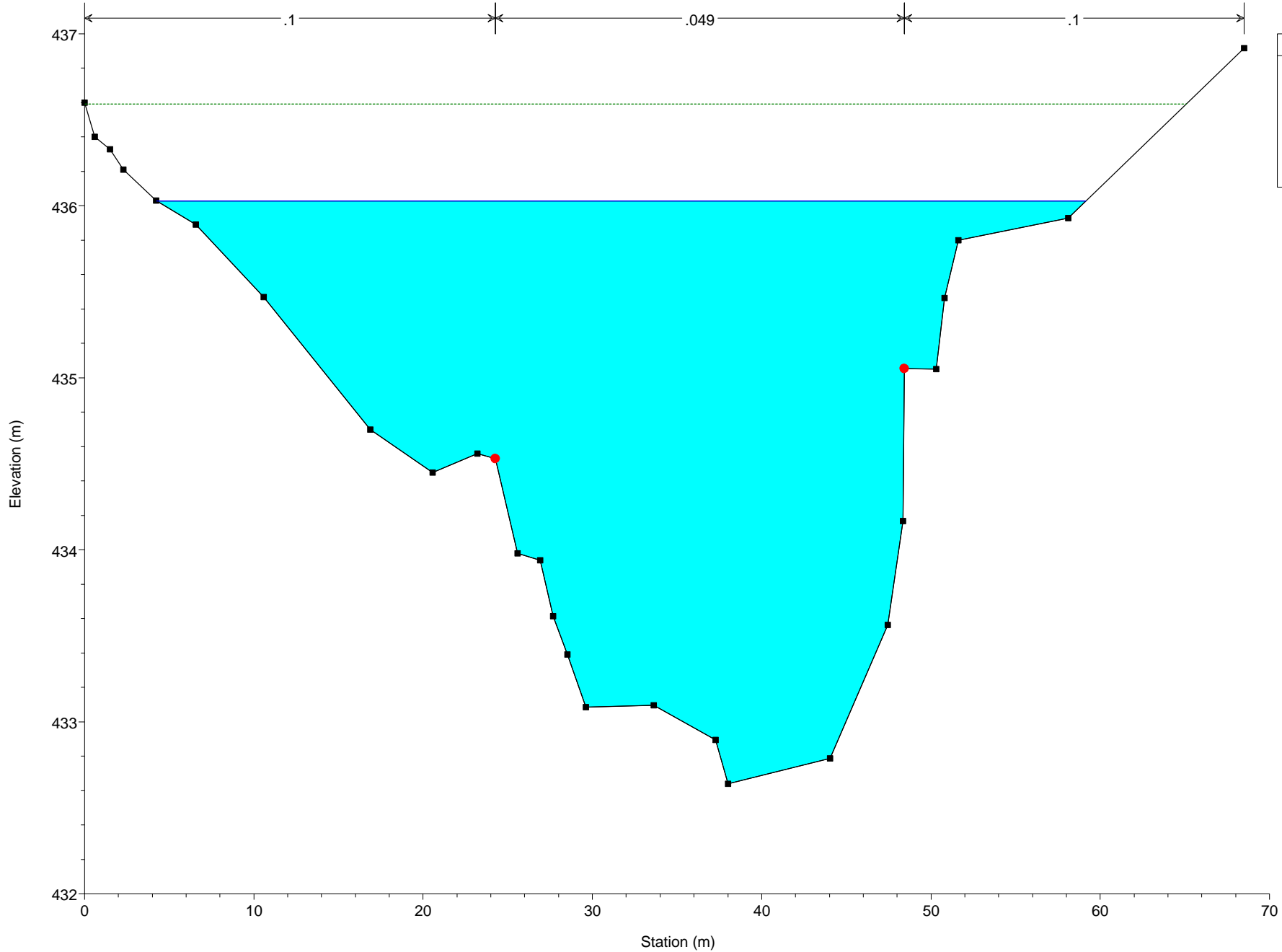


Legend	
EG Q100	(Green dotted line)
WS Q100	(Blue line)
Ground	(Black square)
Bank Sta	(Red circle)



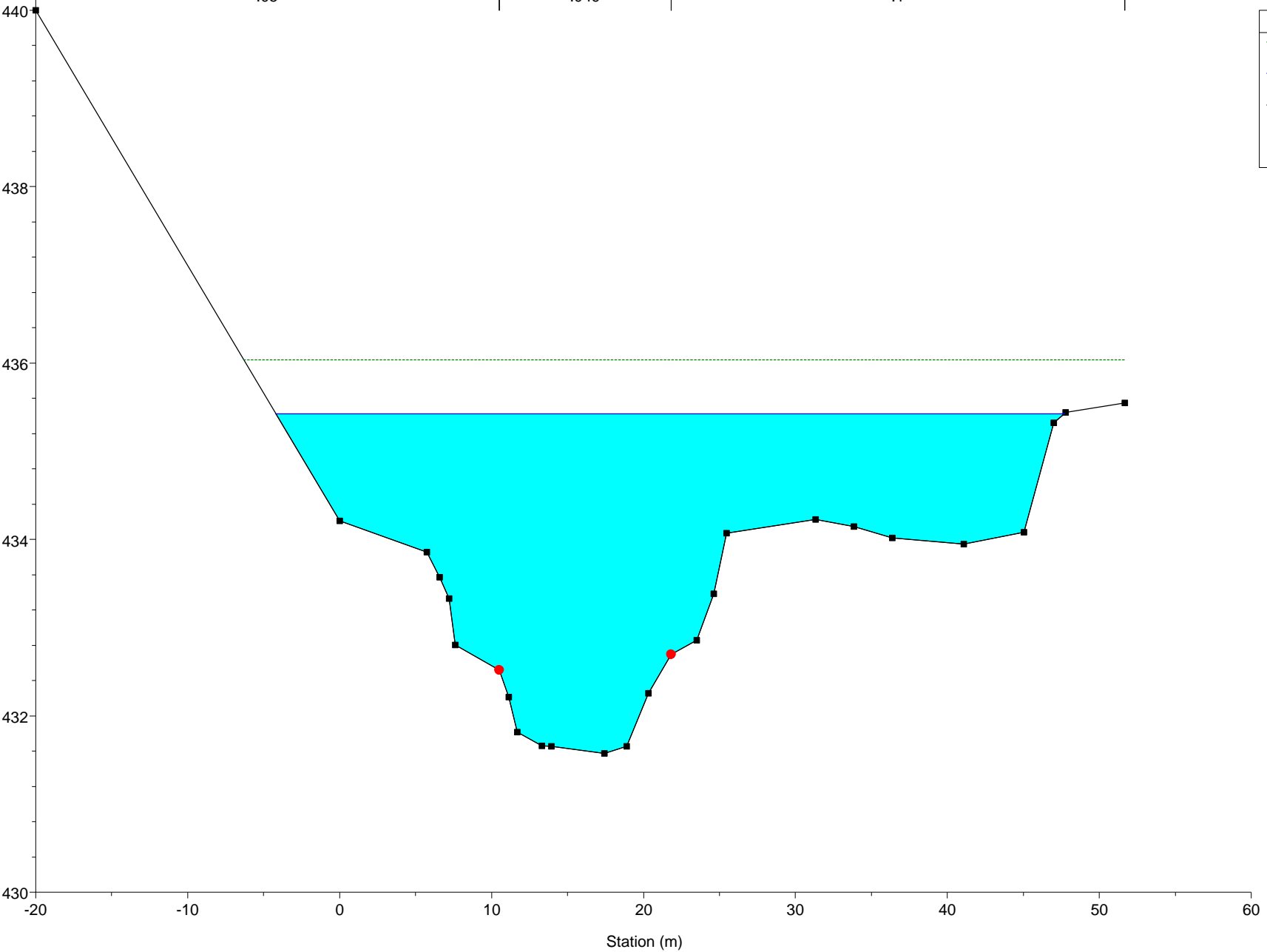


River = Coise Reach = moulin_brule RS = 113

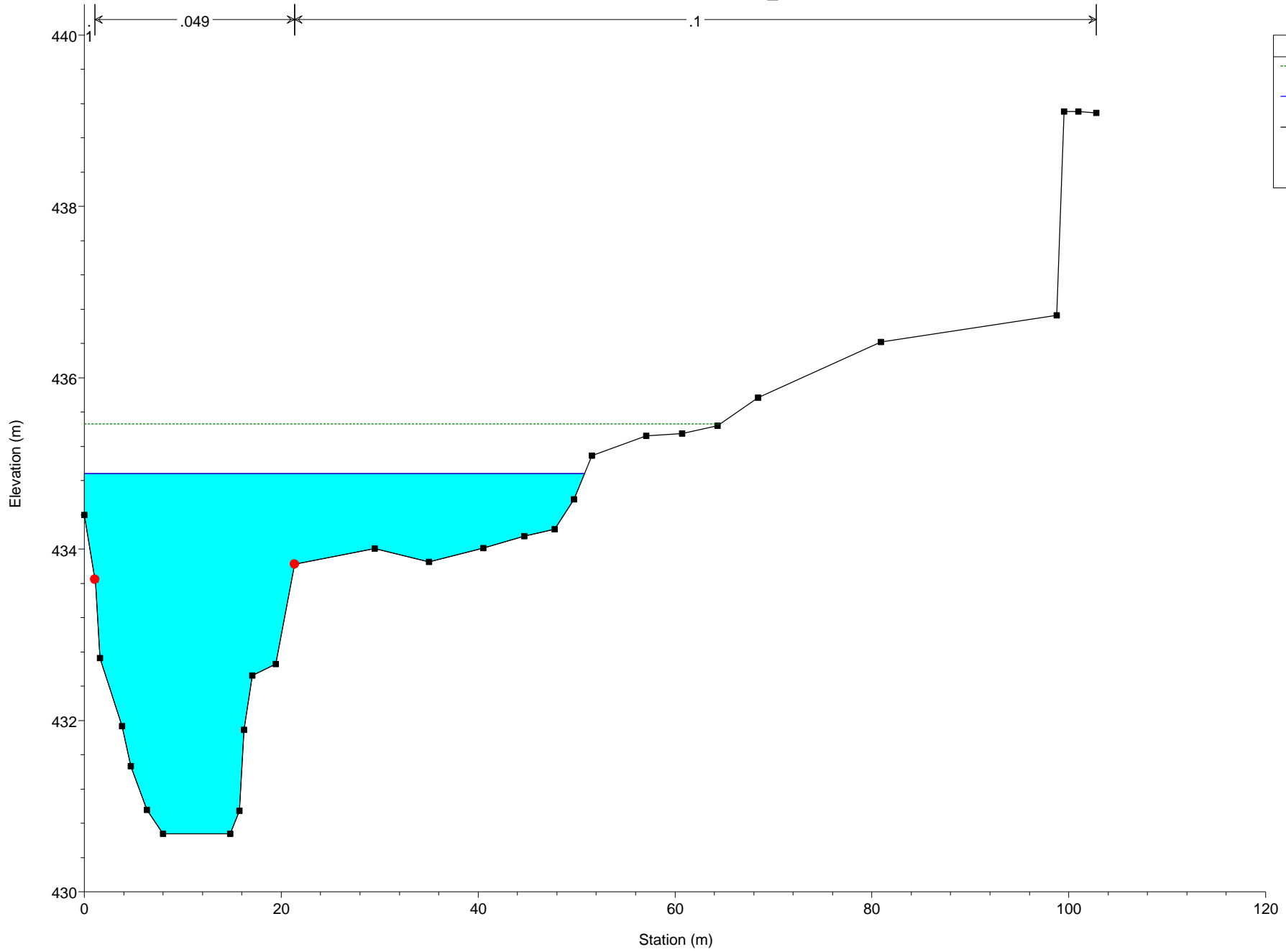


Legend	
EG Q100	— (green dotted line)
WS Q100	— (blue solid line)
Ground	— (black solid line)
Bank Sta	• (red dot)

River = Coise Reach = moulin_brule RS = 112

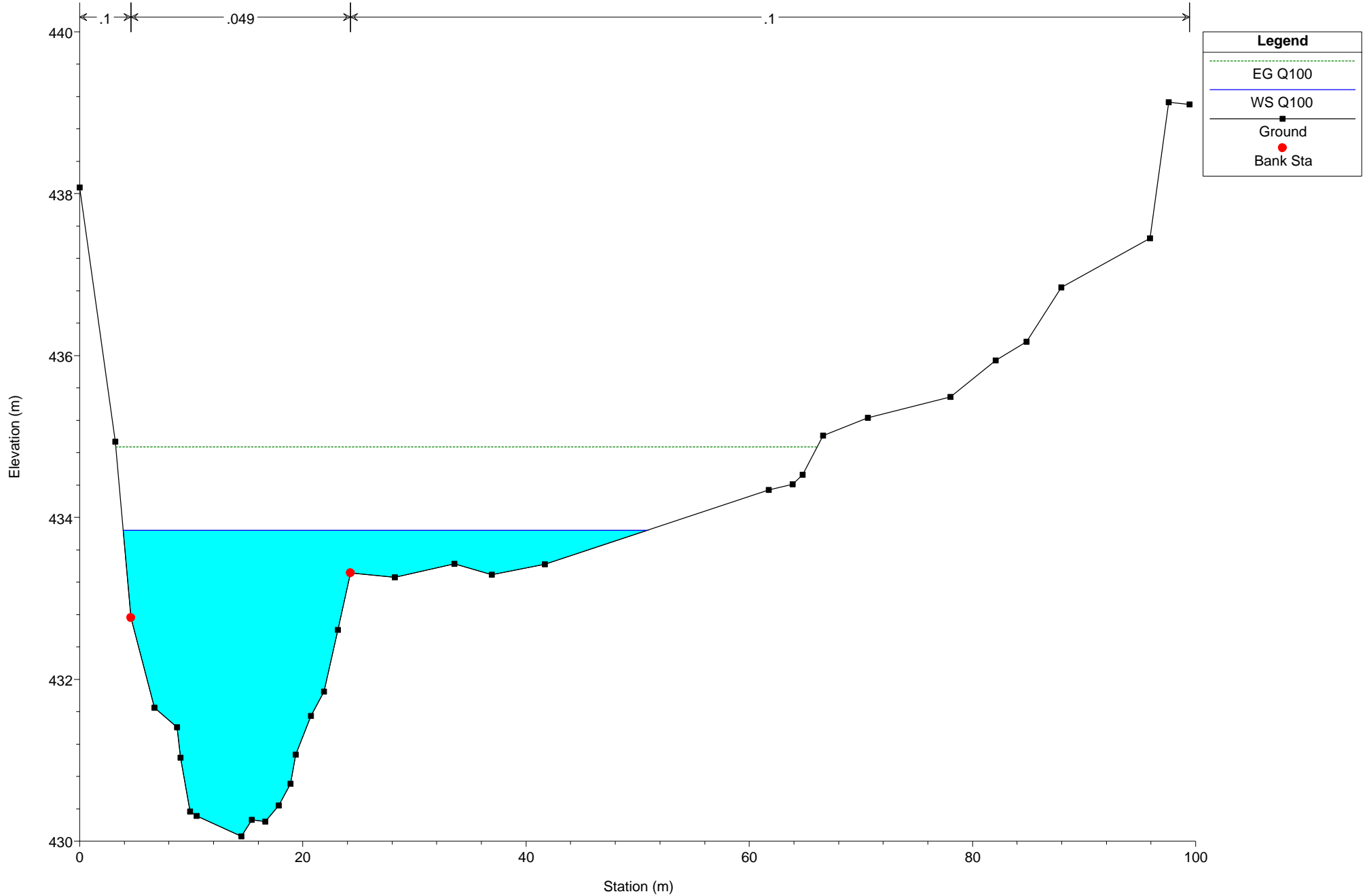


River = Coise Reach = moulin_brule RS = 111

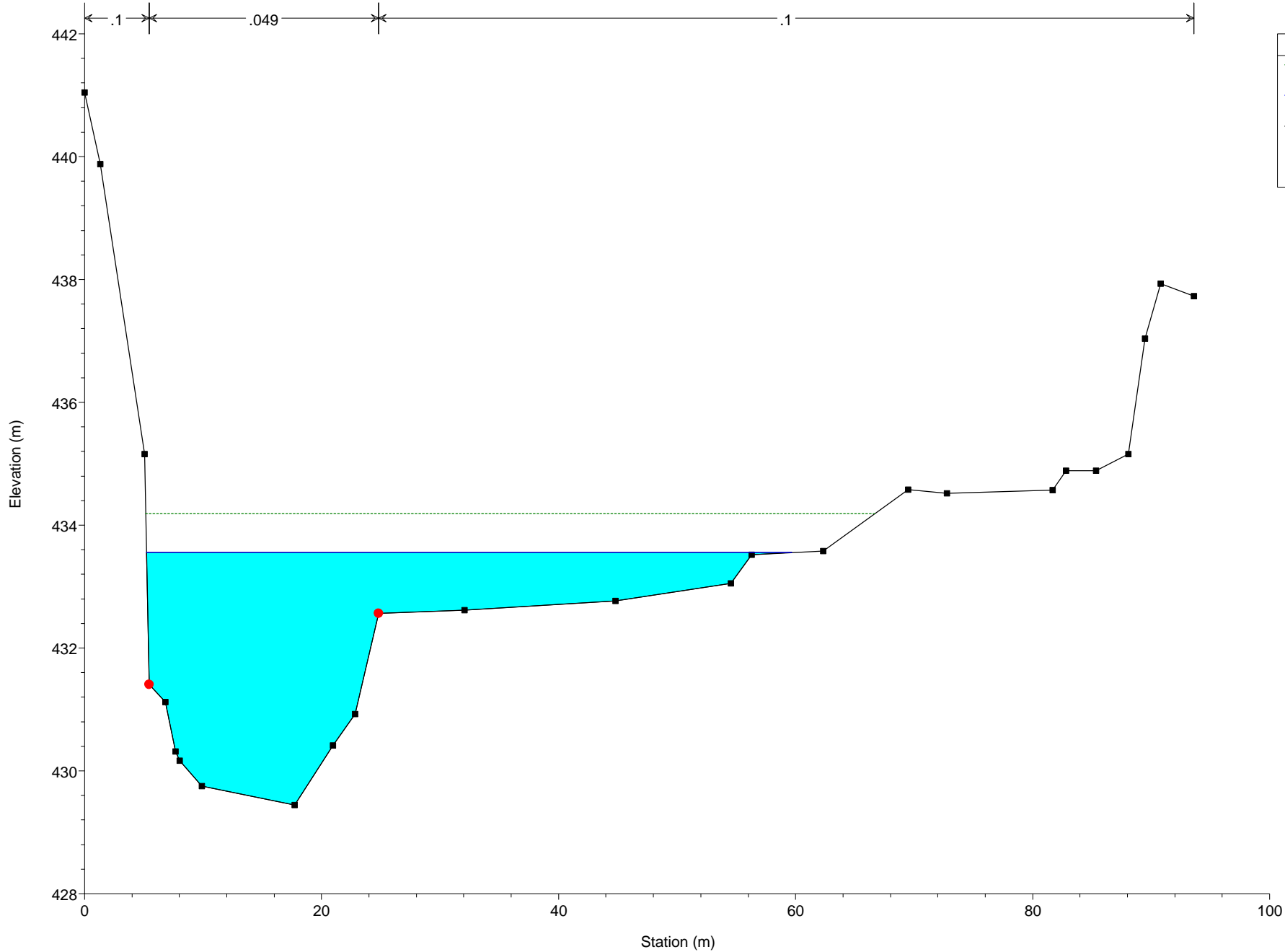


Legend	
EG Q100	(dotted green line)
WS Q100	(blue line)
Ground	(black square)
Bank Sta	(red circle)

River = Coise Reach = moulin_brule RS = 110

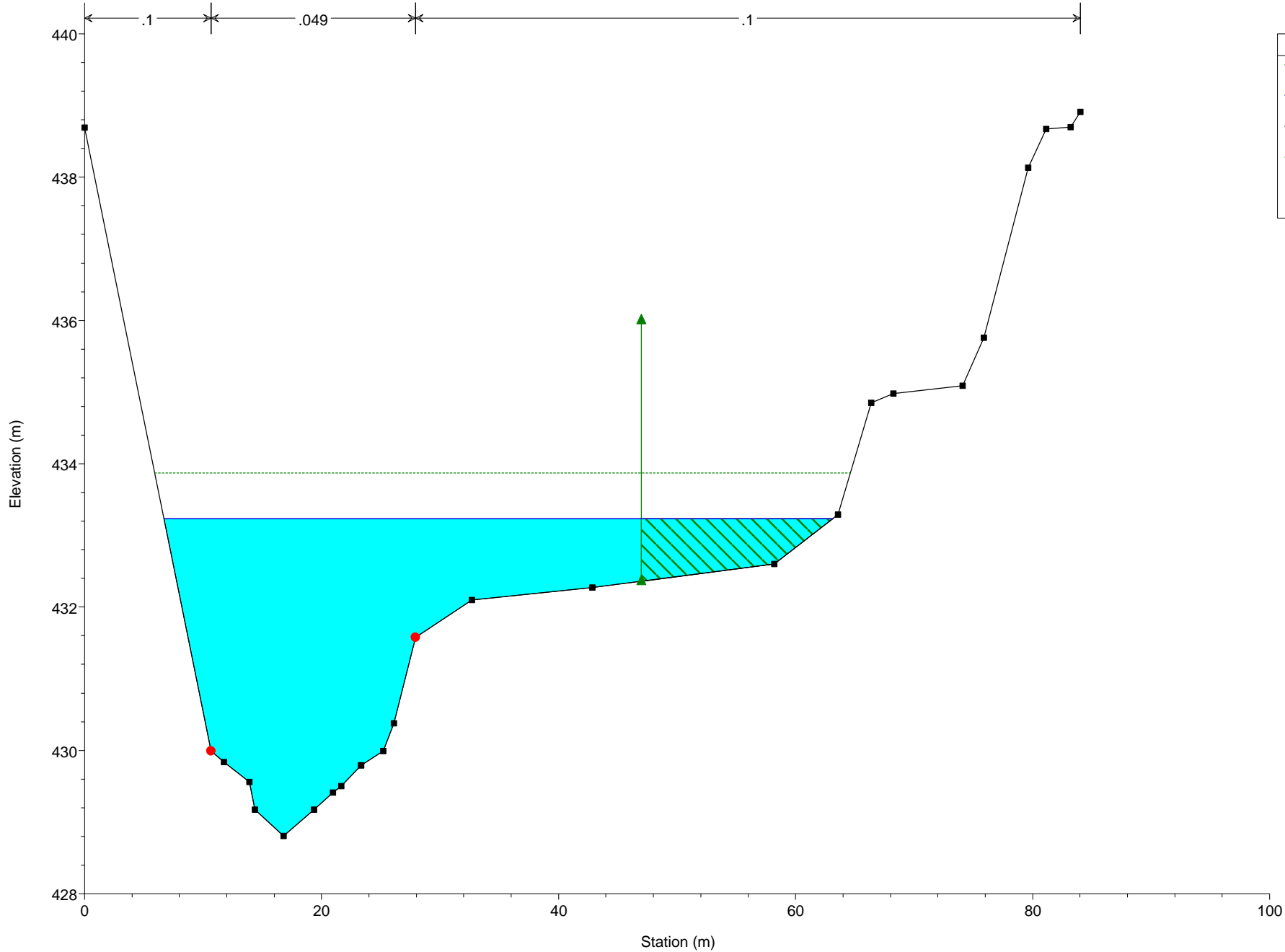


River = Coise Reach = moulin_brule RS = 109



Legend	
EG Q100	(Green dashed line)
WS Q100	(Blue solid line)
Ground	(Black square)
Bank Sta	(Red dot)

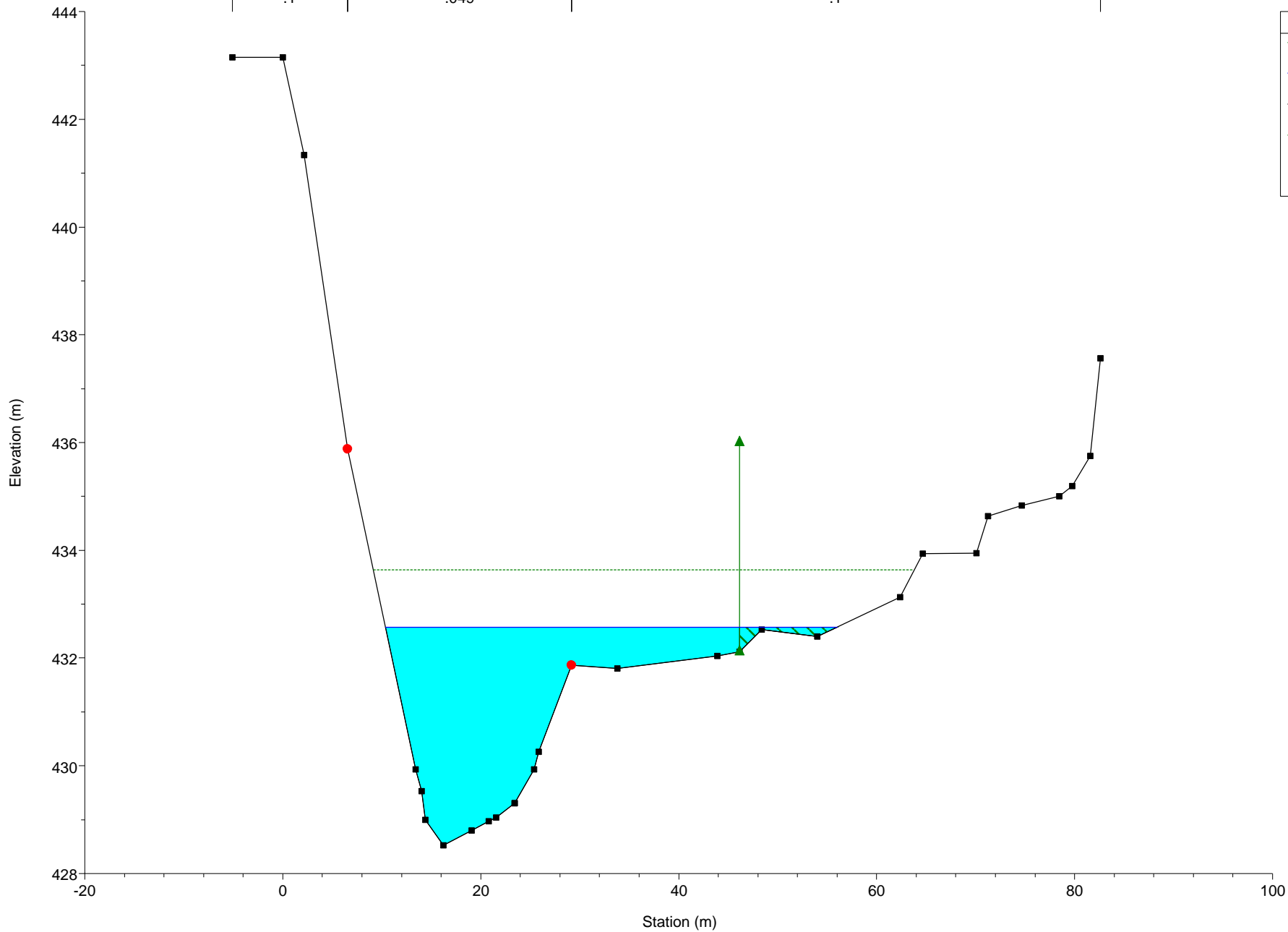
River = Coise Reach = moulin_brule RS = 108



Legend	
EG Q100	---
WS Q100	—
Ground	—■
Ineff	—▲
Bank Sta	—●

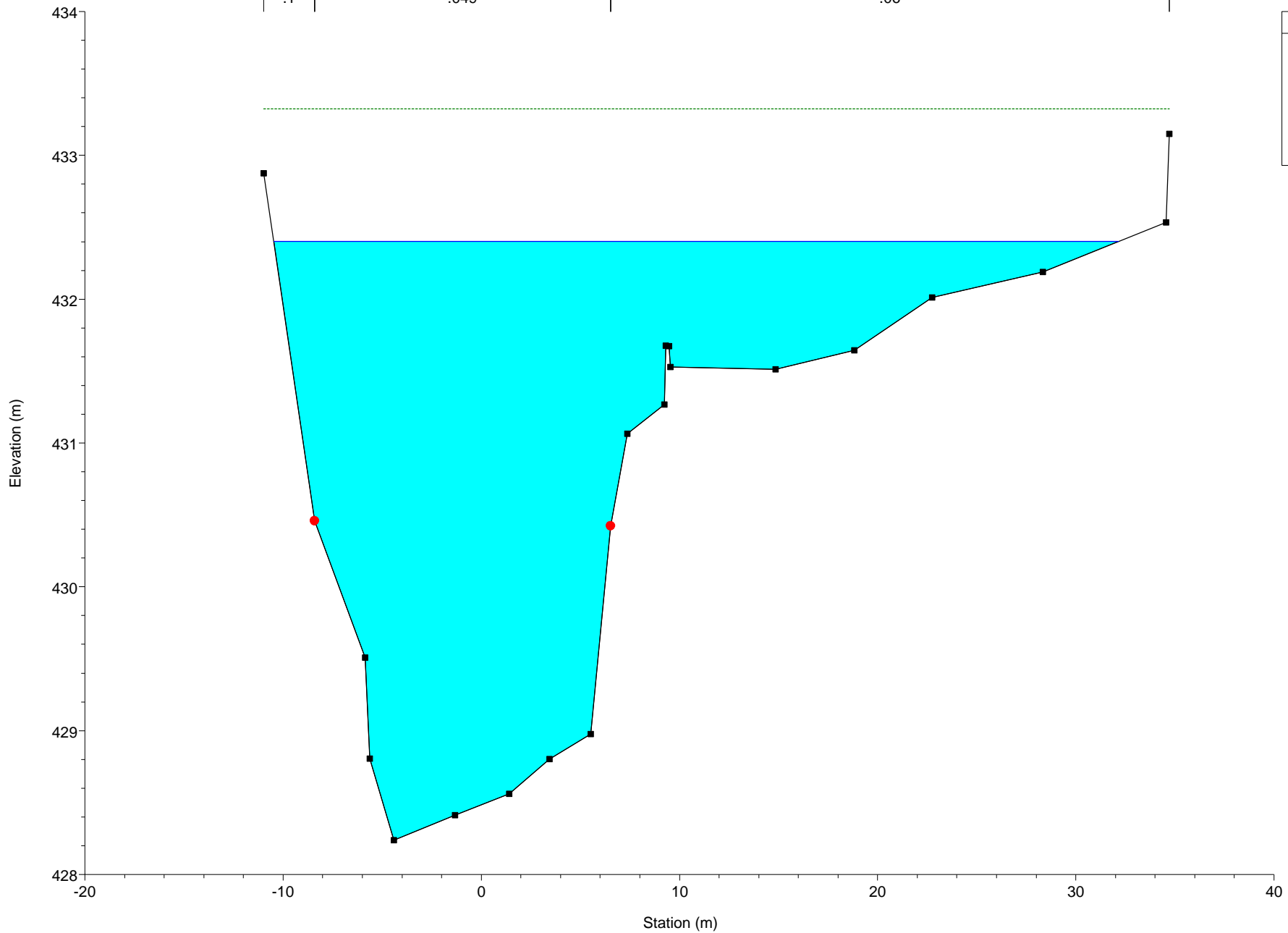
River = Coise Reach = moulin_brule RS = 107

← .1 * | .049 * | ← .1 →



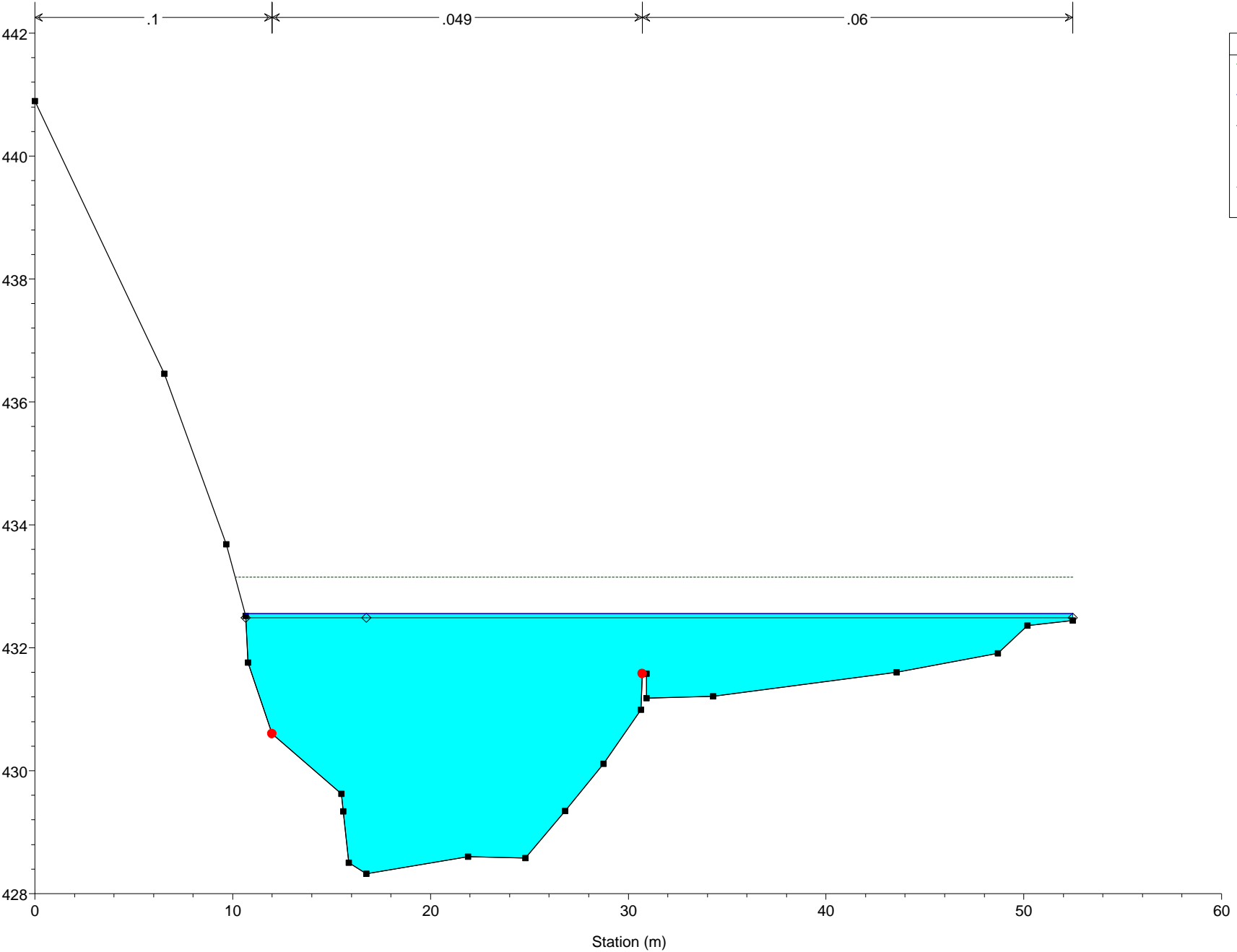
River = Coise Reach = moulin_brule RS = 106

←.1→ .049 .06 →



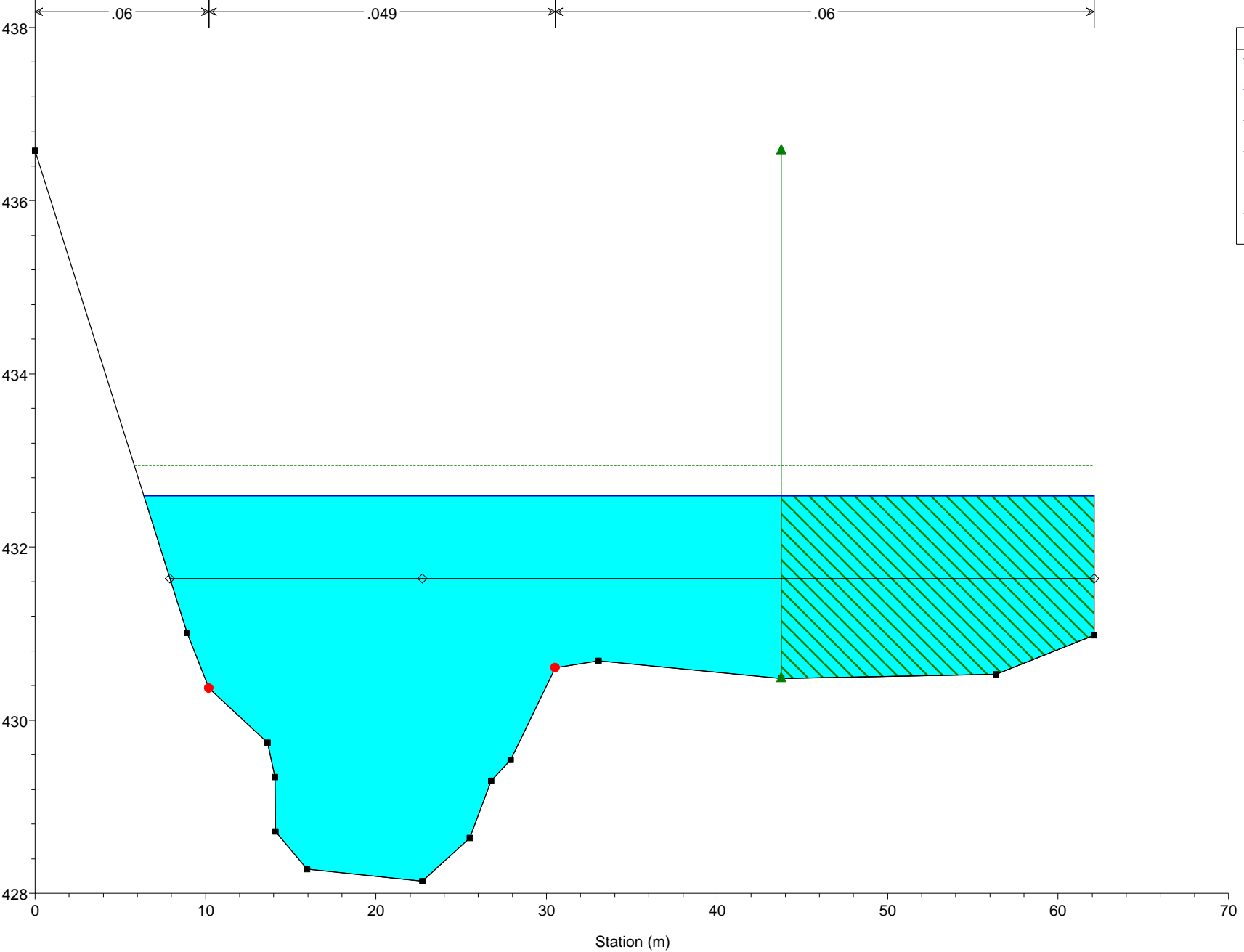
Legend	
— — — — —	EG Q100
—————	WS Q100
■	Ground
●	Bank Sta

River = Coise Reach = moulin_brule RS = 105.7



Legend	
EG Q100	(Dotted Green Line)
WS Q100	(Blue Line)
Ground	(Black Square)
Bank Sta	(Red Circle)
OWS Q100	(Open Diamond)

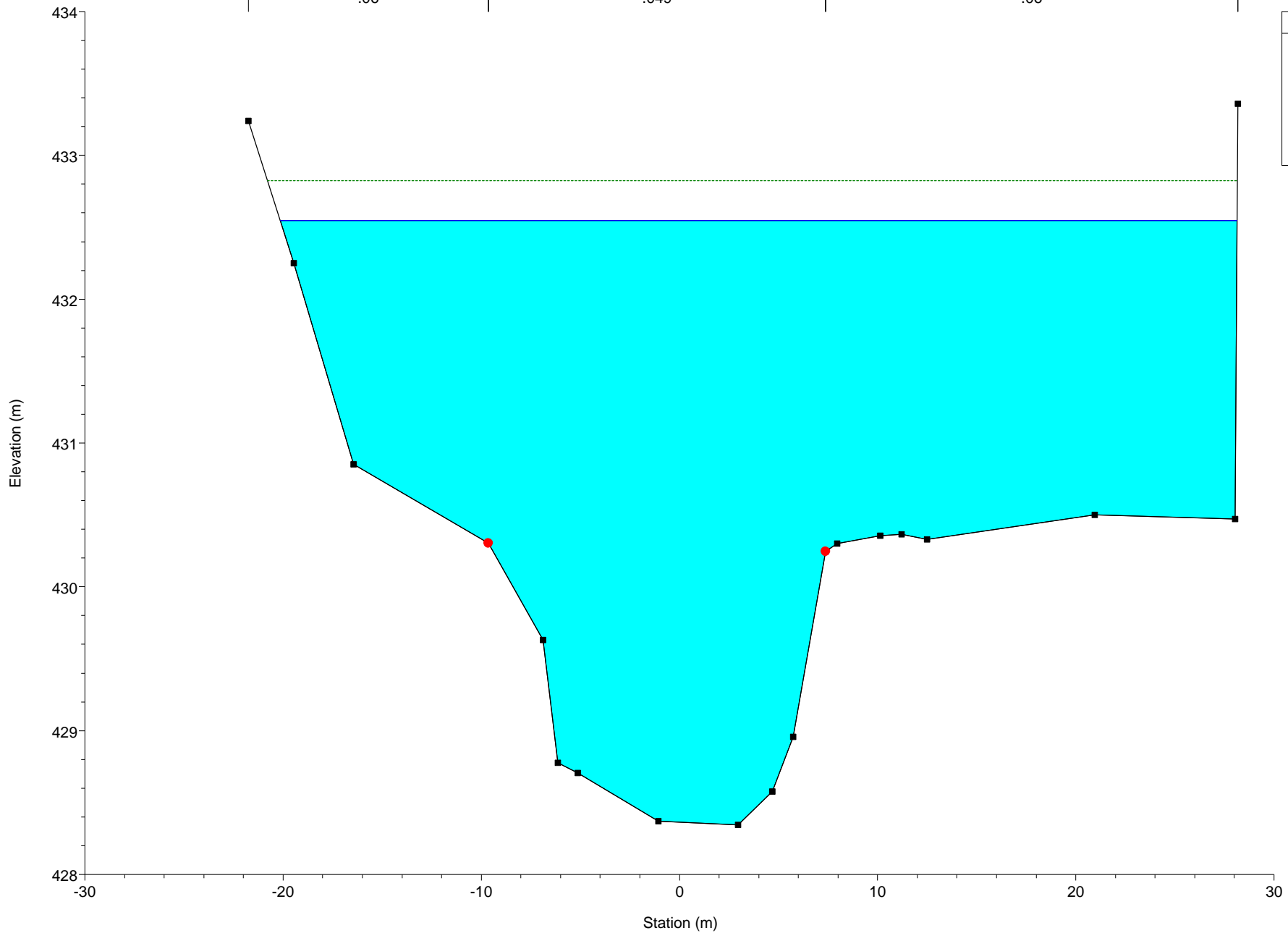
River = Coise Reach = moulin_brule RS = 105.5



Legend	
EG Q100	(dotted line)
WS Q100	(blue line)
Ground	(black line with square)
Ineff	(green line with triangle)
Bank Sta	(red dot)
OWS Q100	(black line with diamond)

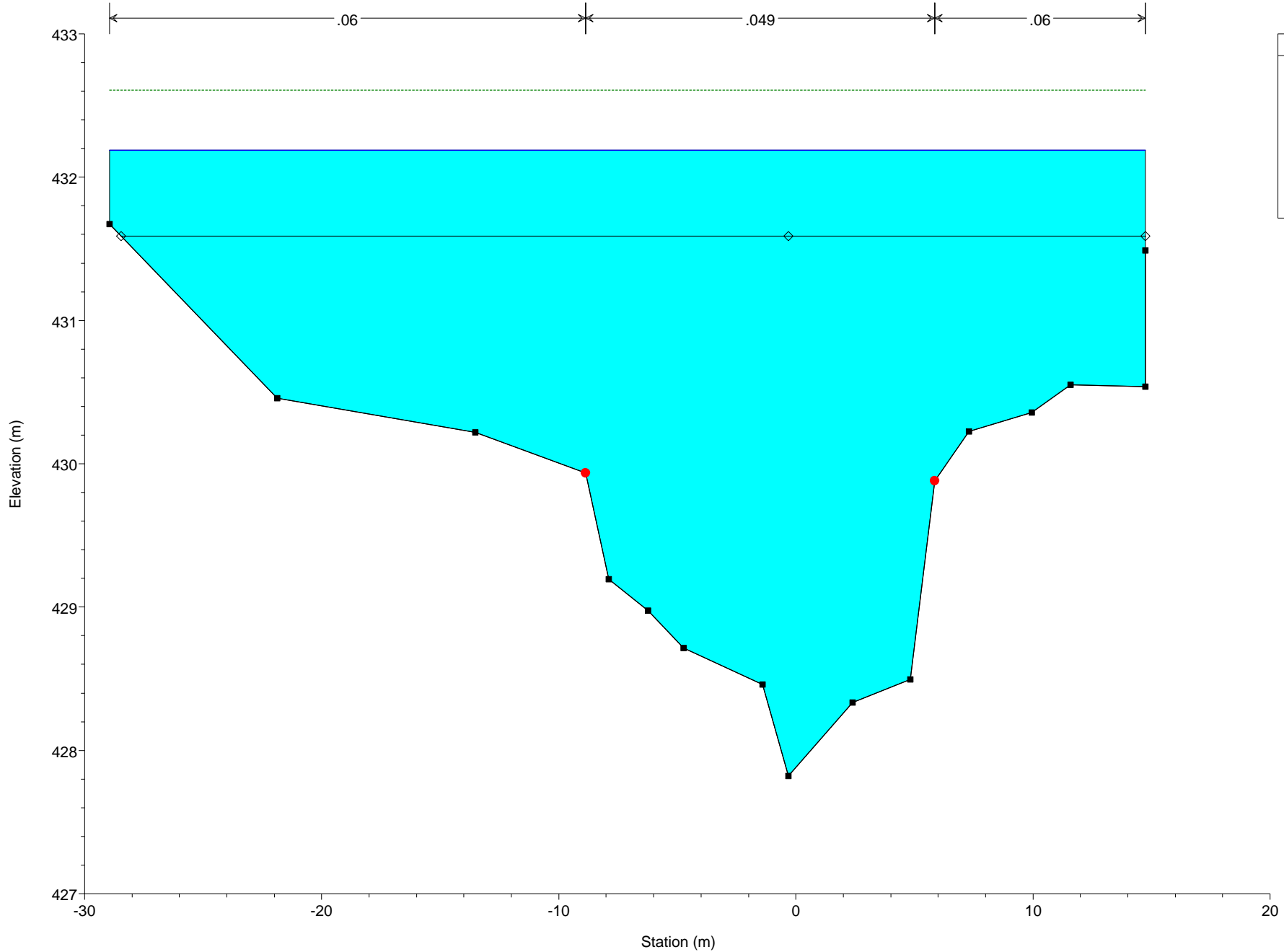
River = Coise Reach = moulin_brule RS = 105

← .06 * .049 * .06 →



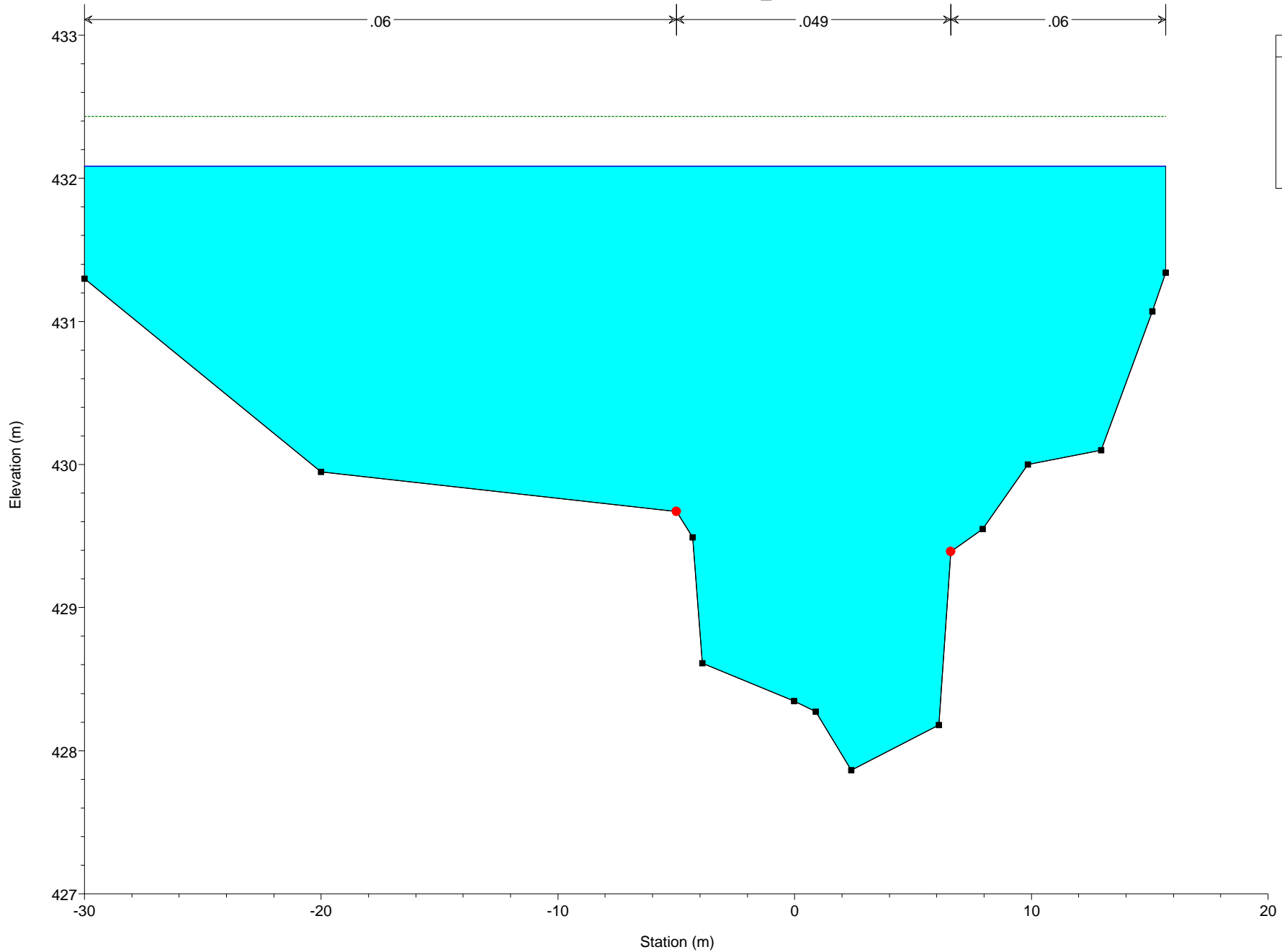
Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta

River = Coise Reach = moulin_brule RS = 104



Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta
◇	OWS Q100

River = Coise Reach = moulin_brule RS = 103.5

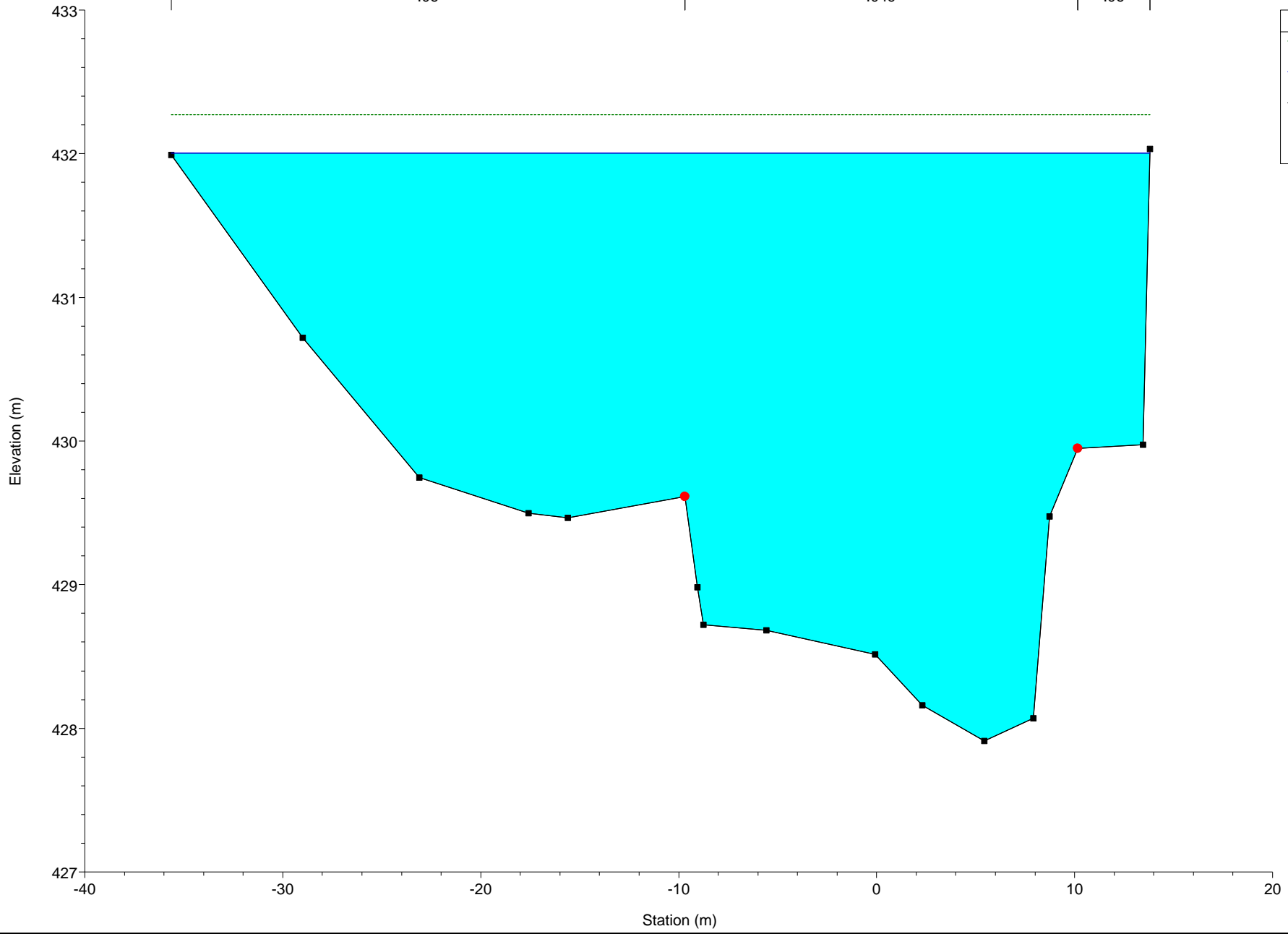


Legend	
EG Q100	
WS Q100	
Ground	
Bank Sta	

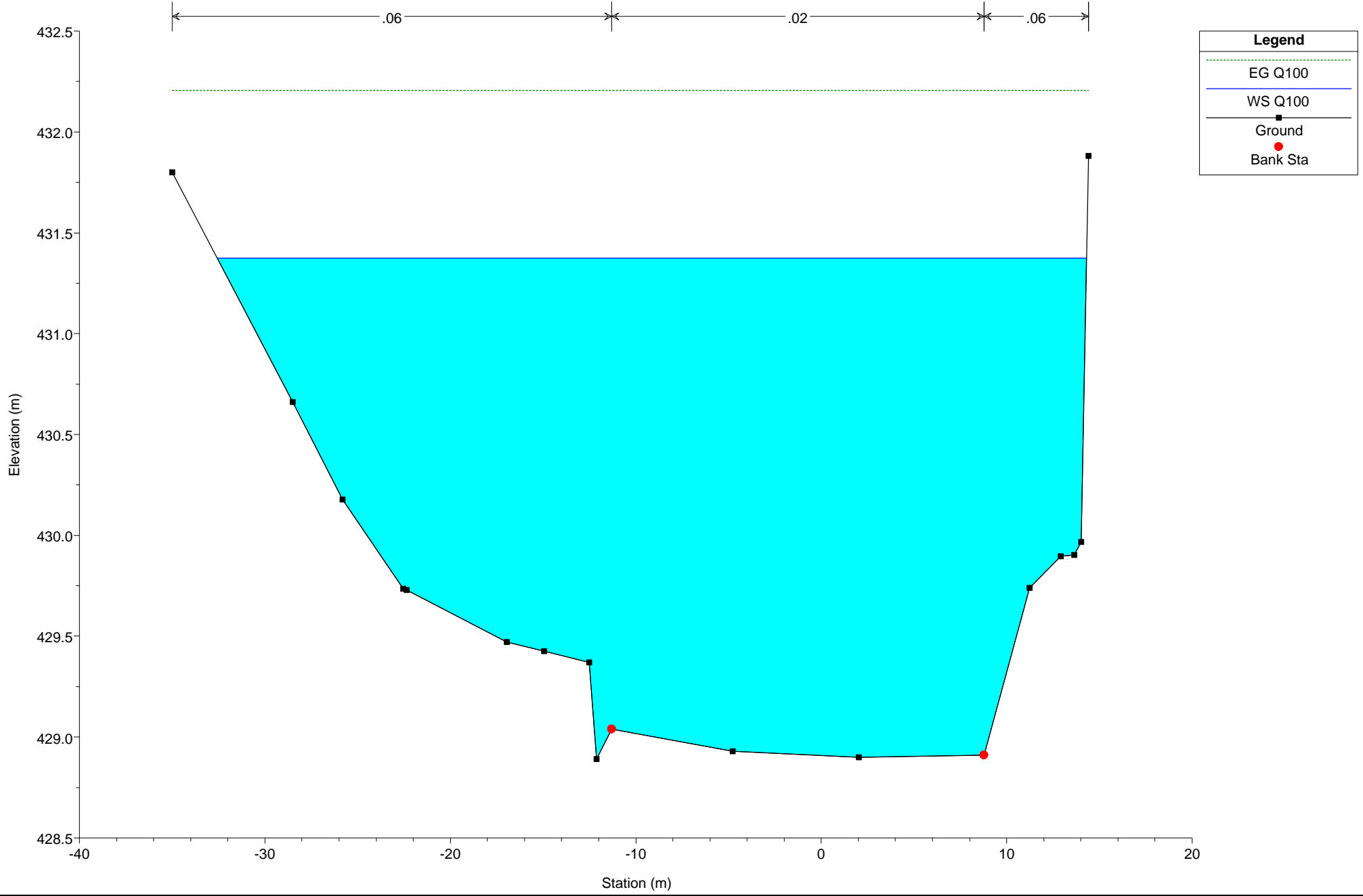
River = Coise Reach = moulin_brule RS = 103

← .06 * .049 * .06 →

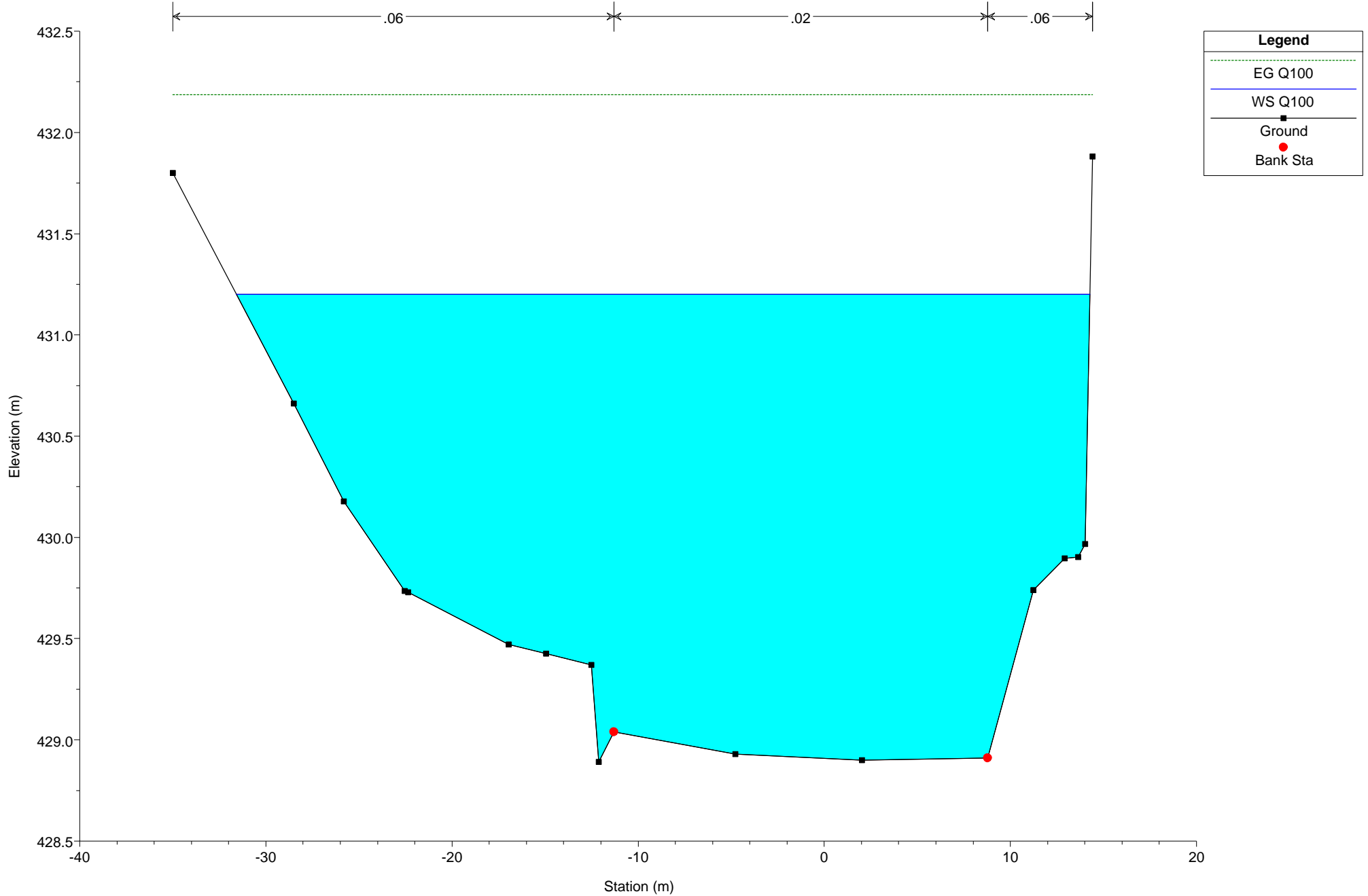
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	●



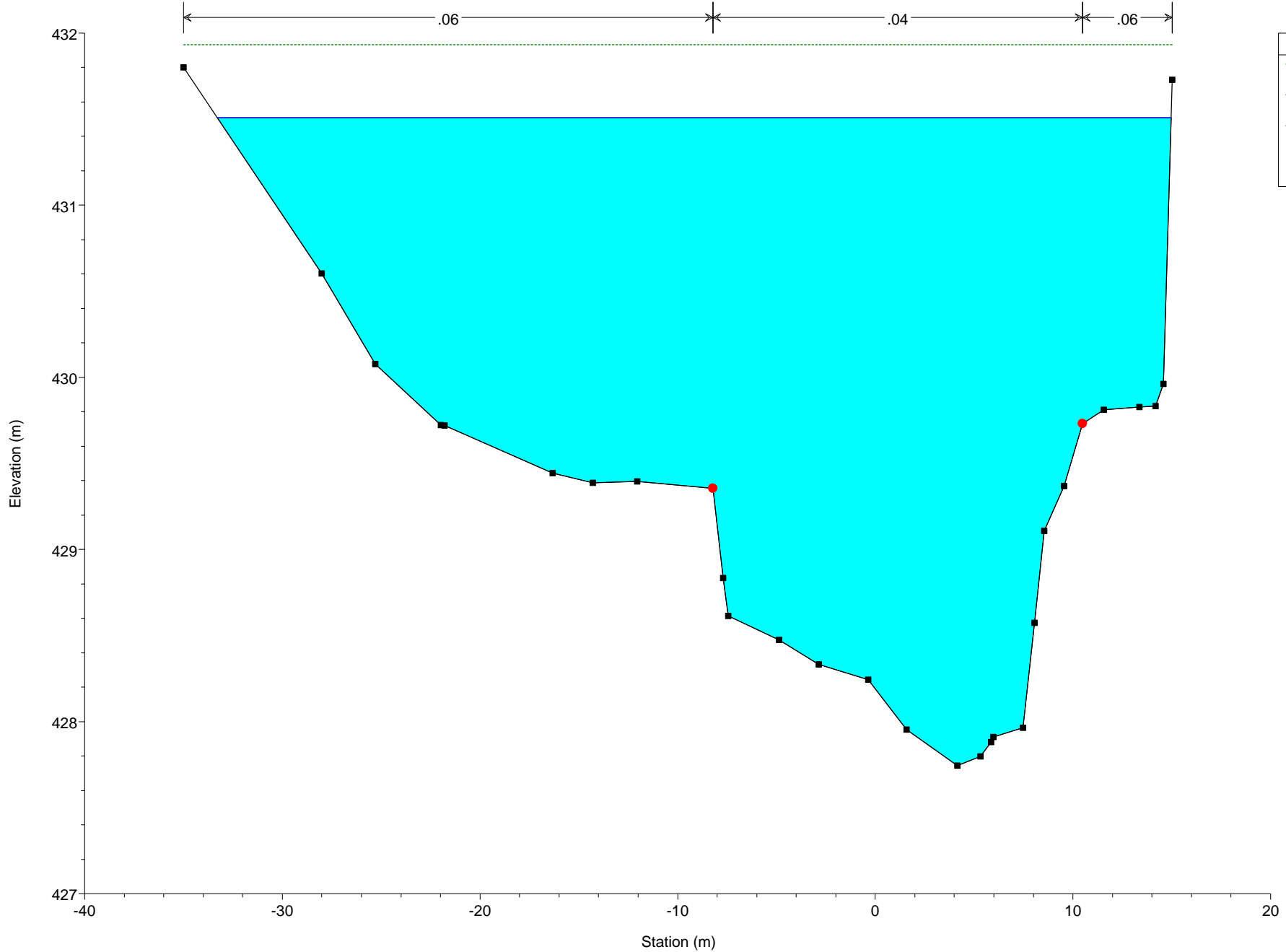
River = Coise Reach = moulin_brule RS = 102.4



River = Coise Reach = moulin_brule RS = 102.3

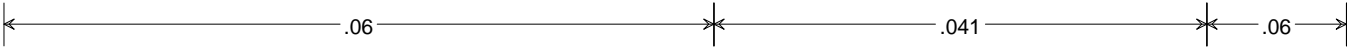


River = Coise Reach = moulin_brule RS = 102.2

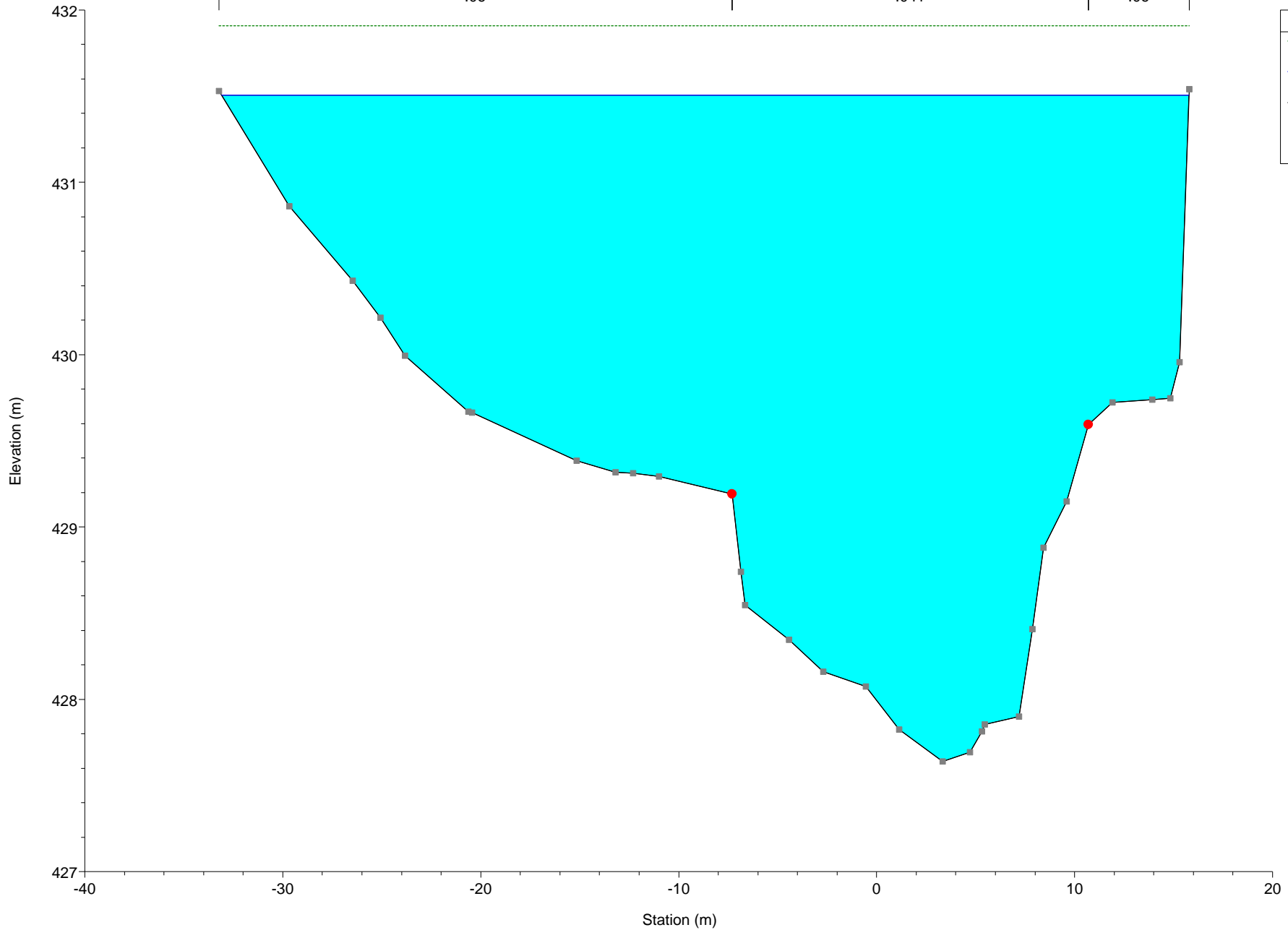


Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta

River = Coise Reach = moulin_brule RS = 102.166*

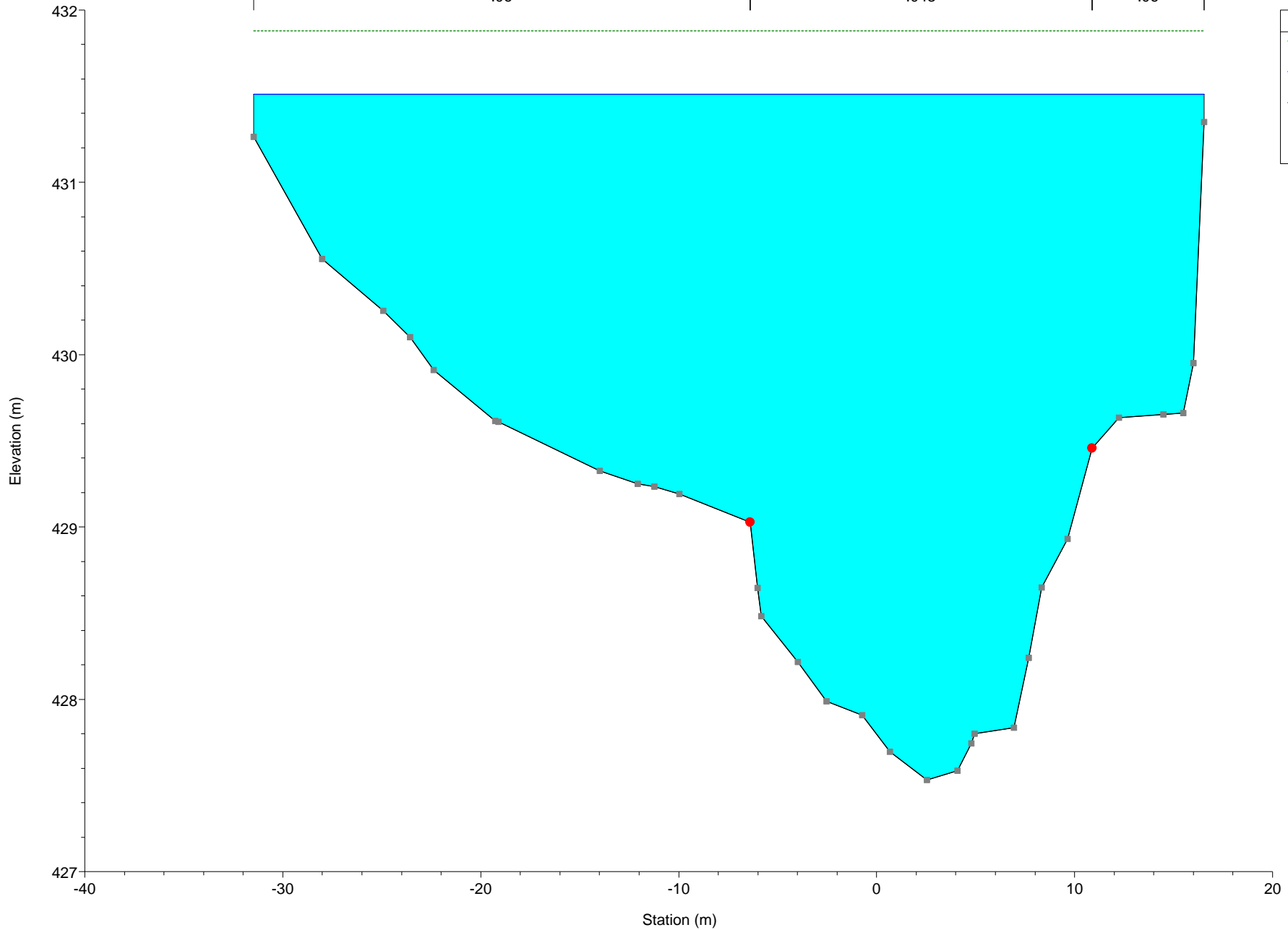


Legend	
EG Q100	
WS Q100	
Ground	
Bank Sta	



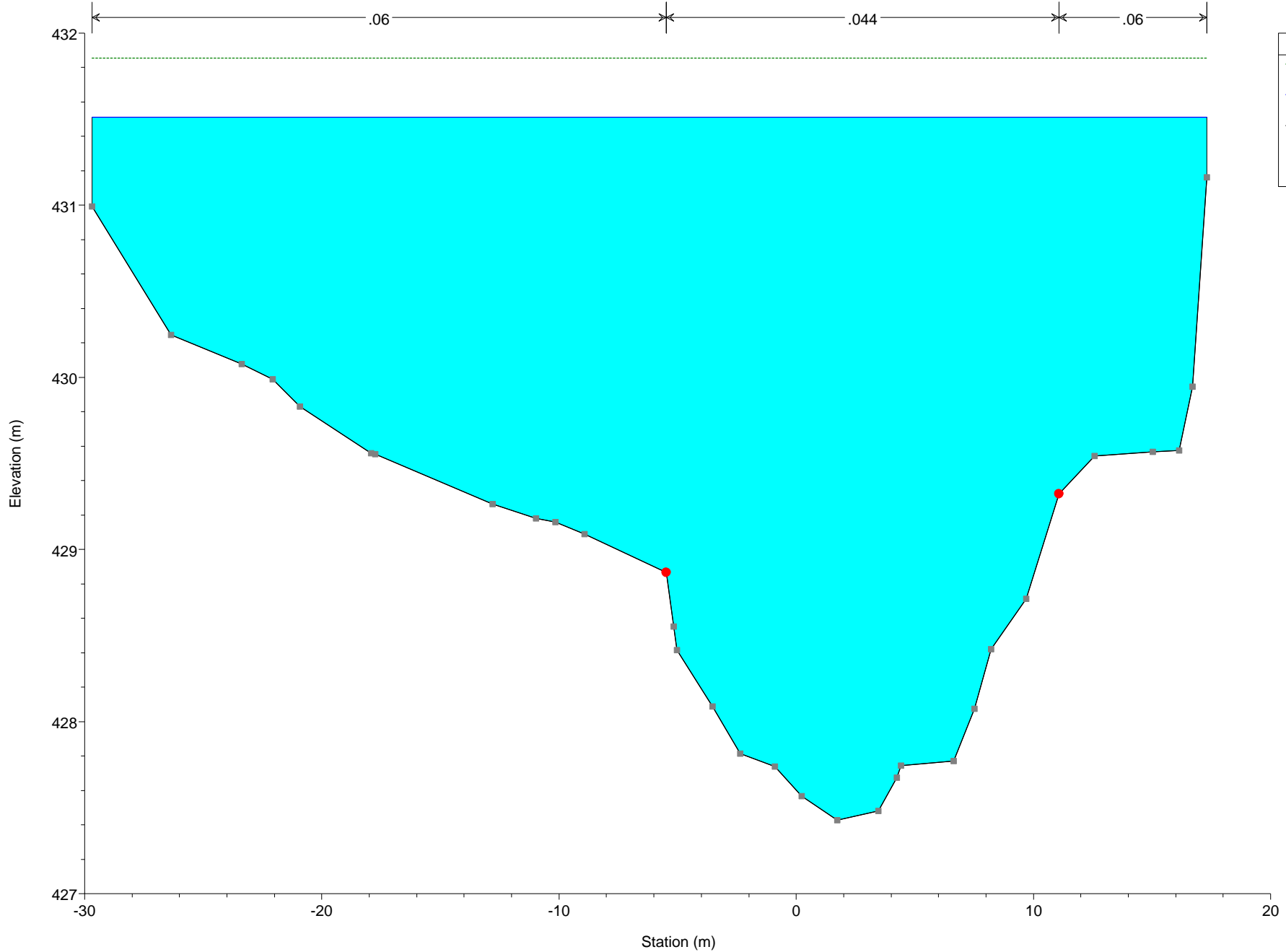
River = Coise Reach = moulin_brule RS = 102.133*

← .06 → ← .043 → ← .06 →



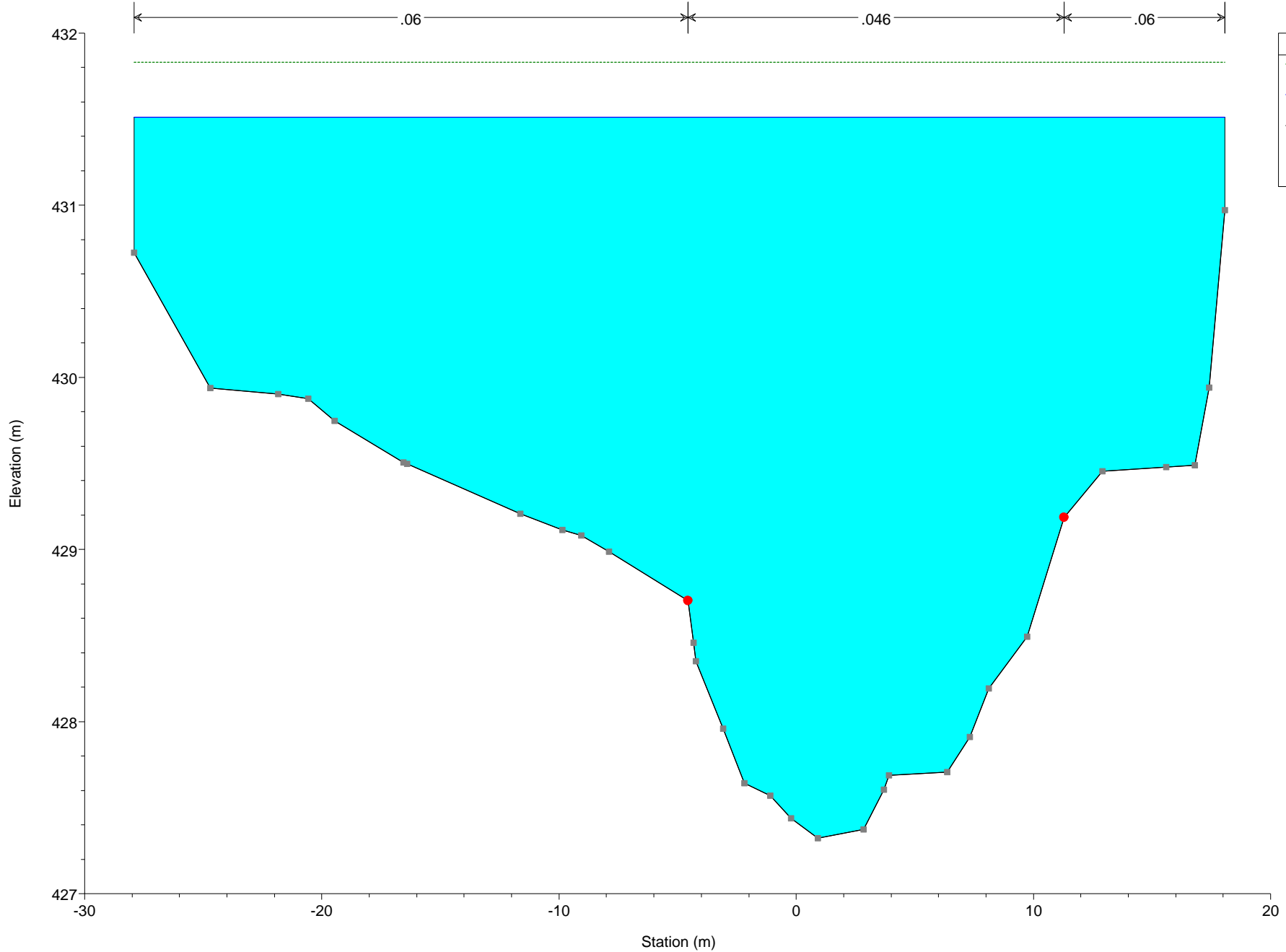
Legend	
---	EG Q100
---	WS Q100
■	Ground
●	Bank Sta

River = Coise Reach = moulin_brule RS = 102.100*



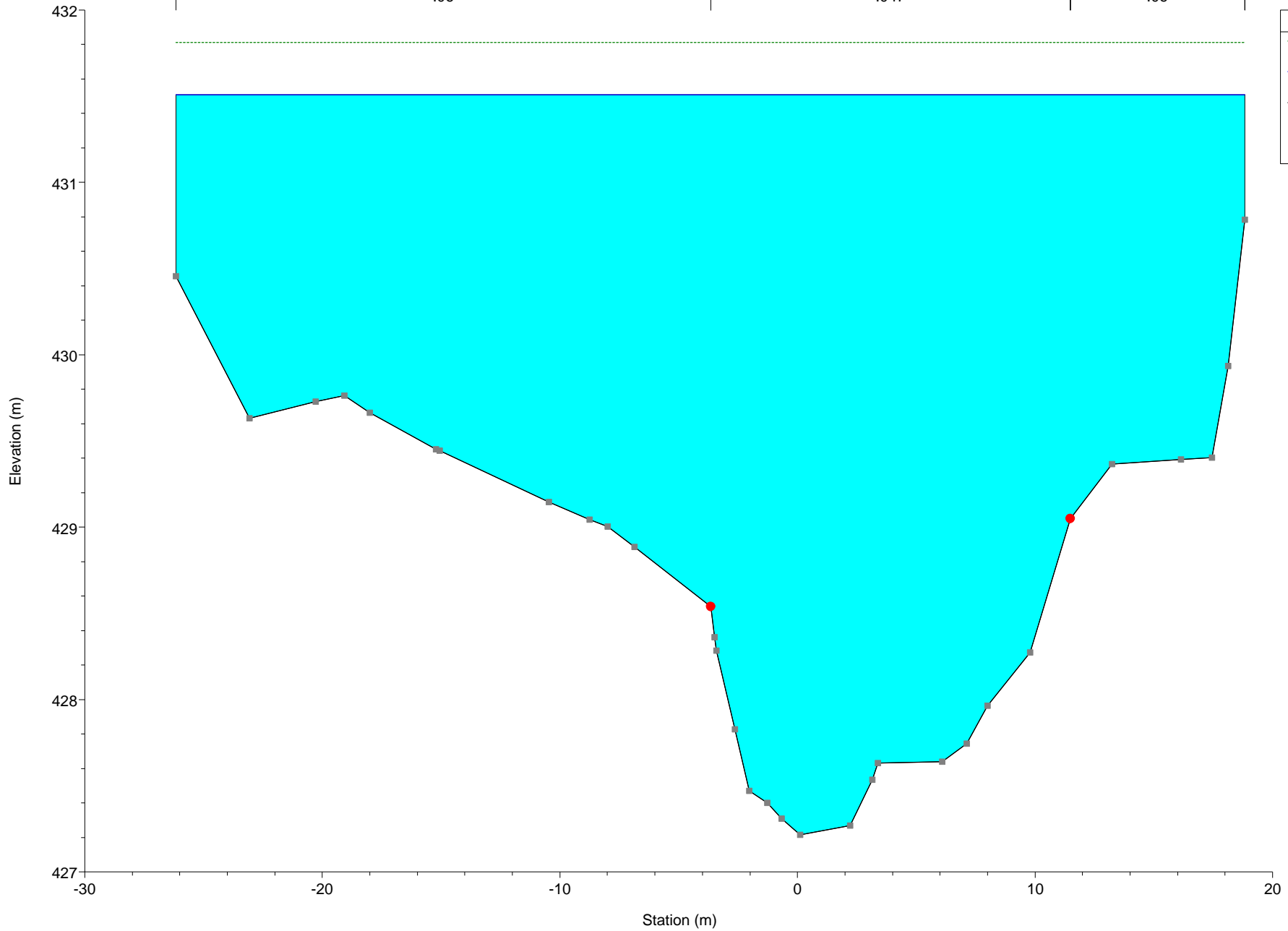
Legend	
EG Q100	(dotted green line)
WS Q100	(blue line)
Ground	(black line with square markers)
Bank Sta	(red dot)

River = Coise Reach = moulin_brule RS = 102.067*



Legend	
EG Q100	(Dotted Green Line)
WS Q100	(Blue Line)
Ground	(Black Line with Square Markers)
Bank Sta	(Red Dot)

River = Coise Reach = moulin_brule RS = 102.034*



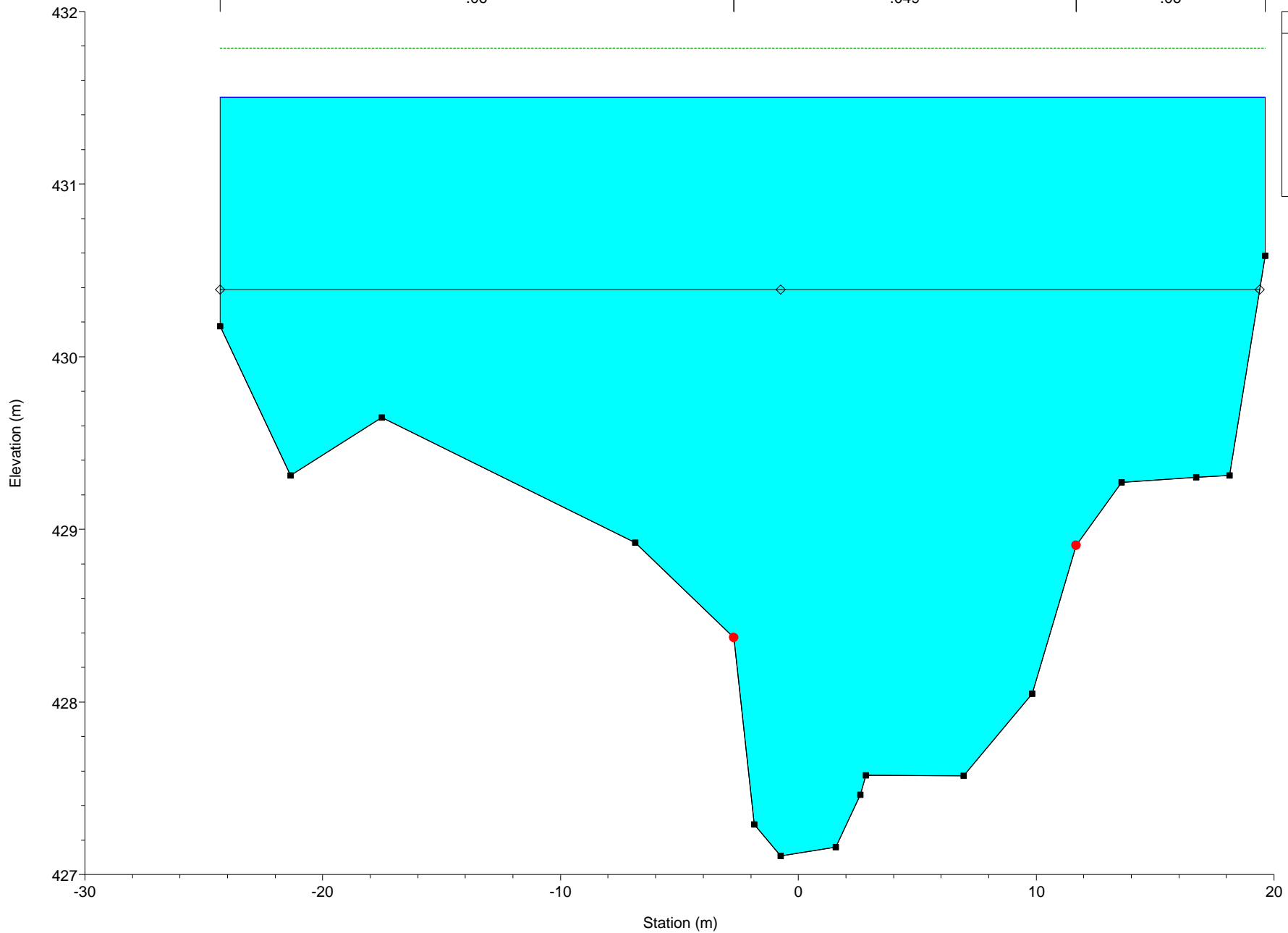
Legend	
EG Q100	(dotted green line)
WS Q100	(blue line)
Ground	(black line with square markers)
Bank Sta	(red dot)

River = Coise Reach = moulin_brule RS = 102

.06

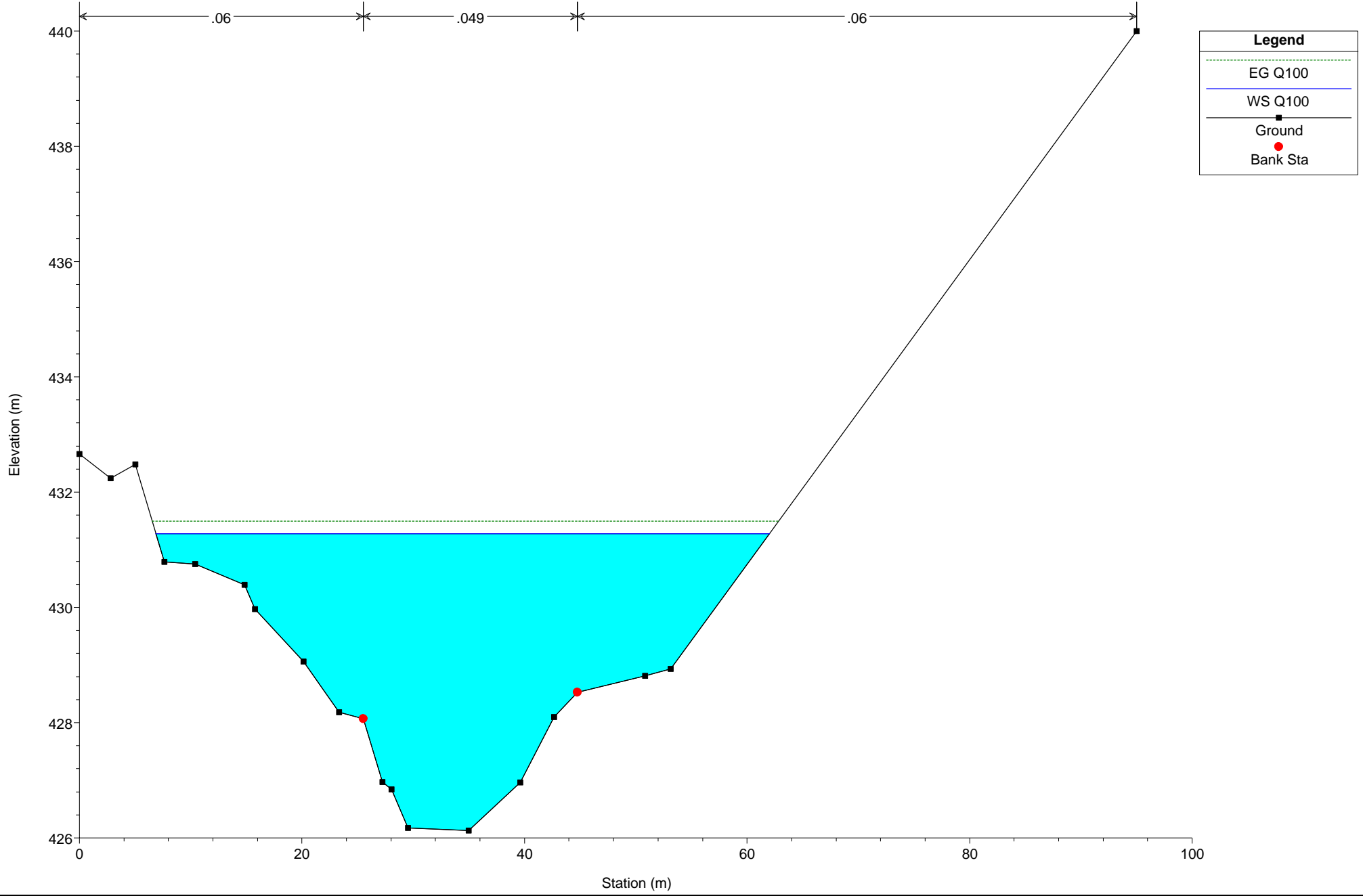
.049

.06



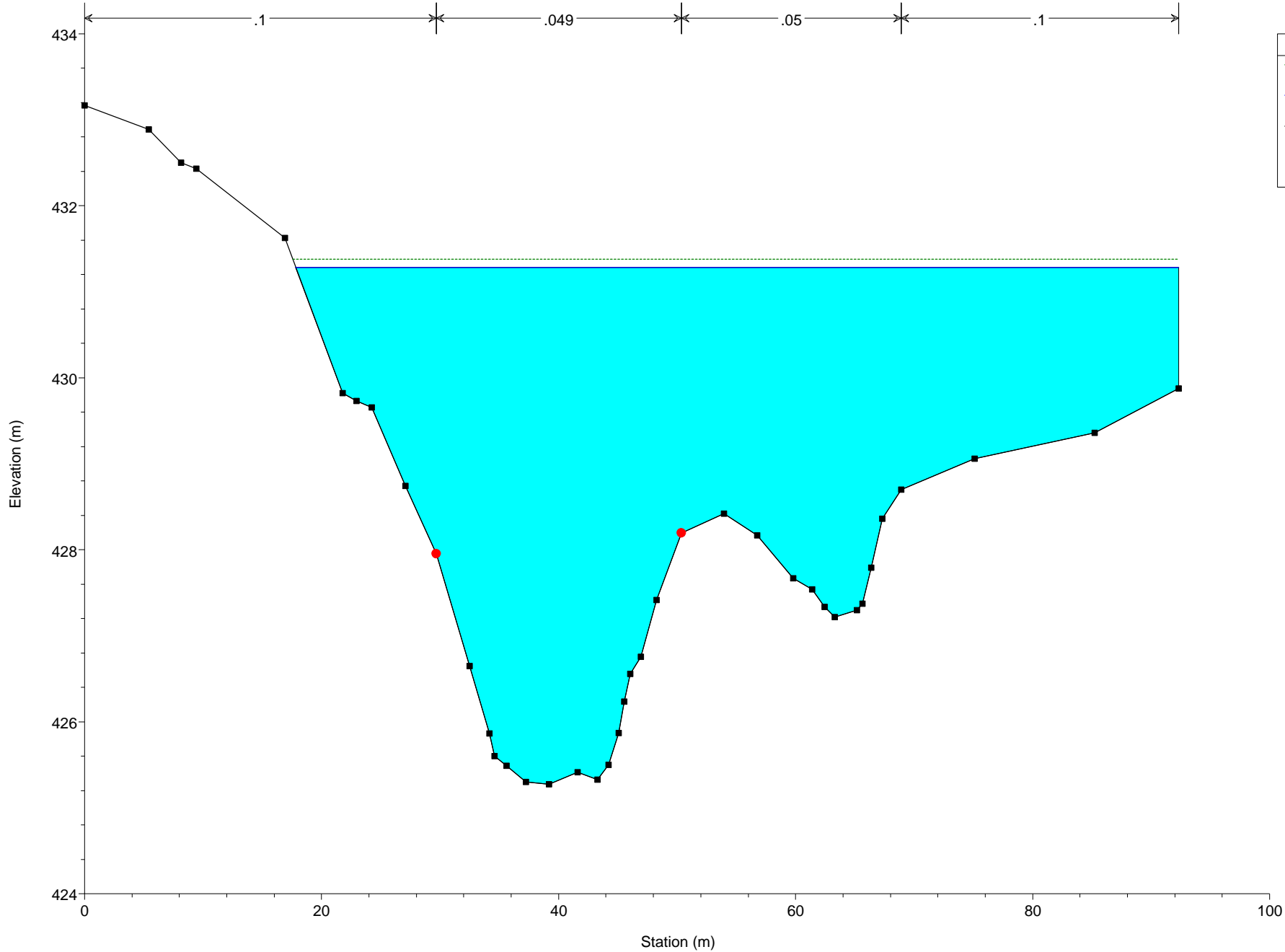
Legend	
---	EG Q100
---	WS Q100
■	Ground
●	Bank Sta
◇	OWS Q100

River = Coise Reach = moulin_brule RS = 101



Legend	
---	EG Q100
---	WS Q100
■	Ground
●	Bank Sta

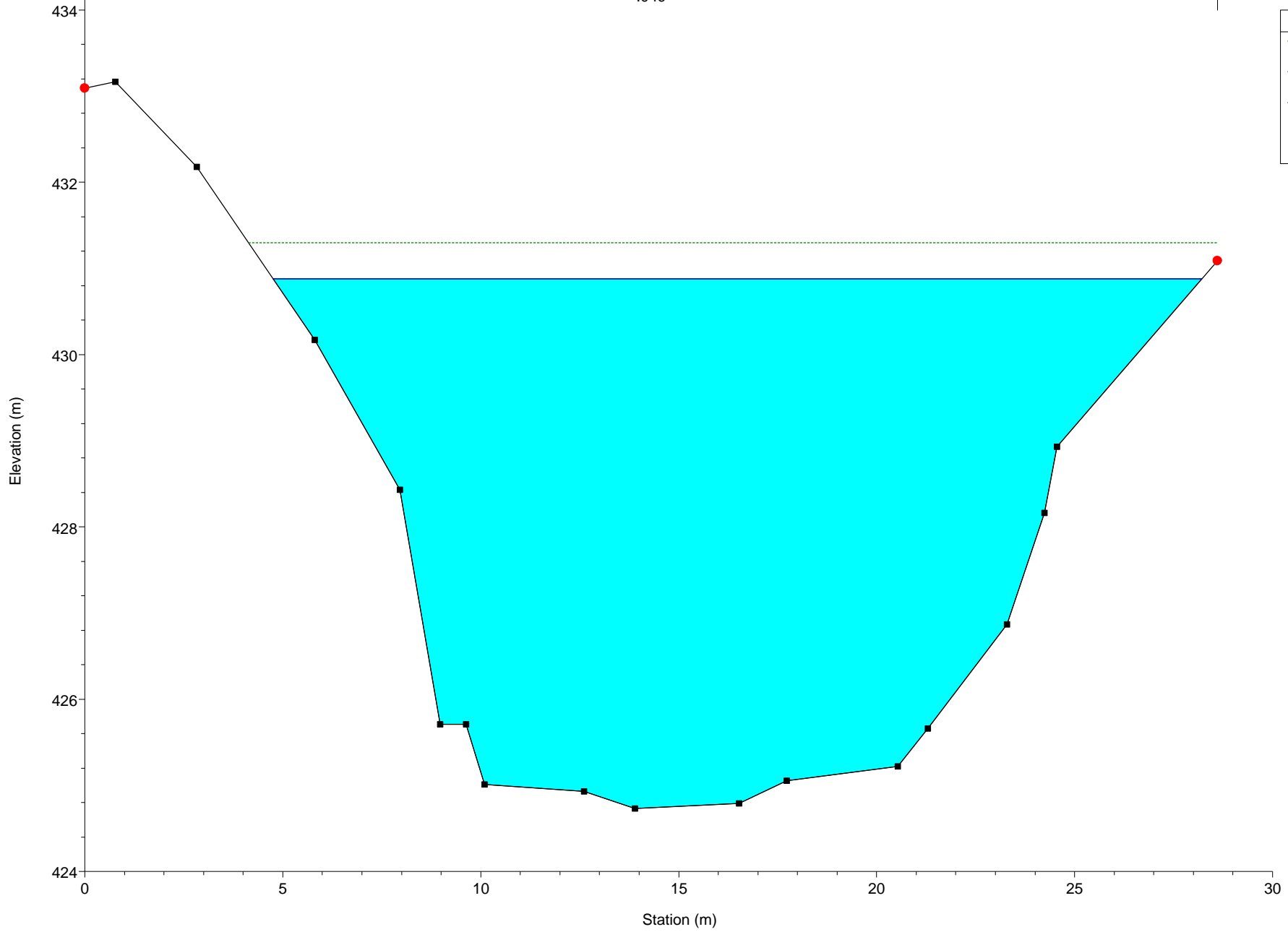
River = Coise Reach = moulin_brule RS = 100



Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta

River = Coise Reach = moulin_brule RS = 99.6

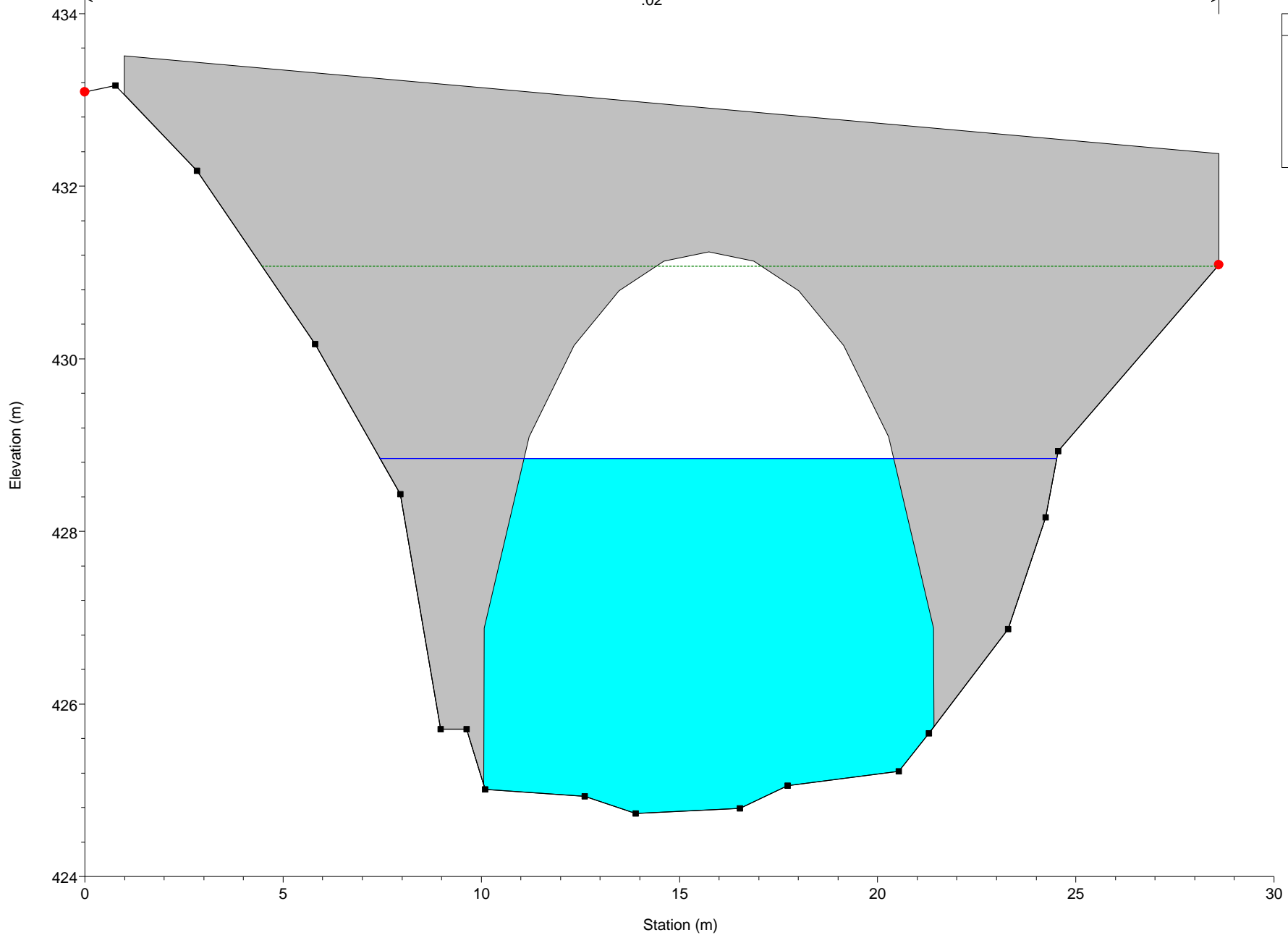
.049



Legend	
EG Q100	(Green dotted line)
WS Q100	(Blue solid line)
Ground	(Black solid line with square markers)
Bank Sta	(Red solid circle)

River = Coise Reach = moulin_brule RS = 99.5 BR

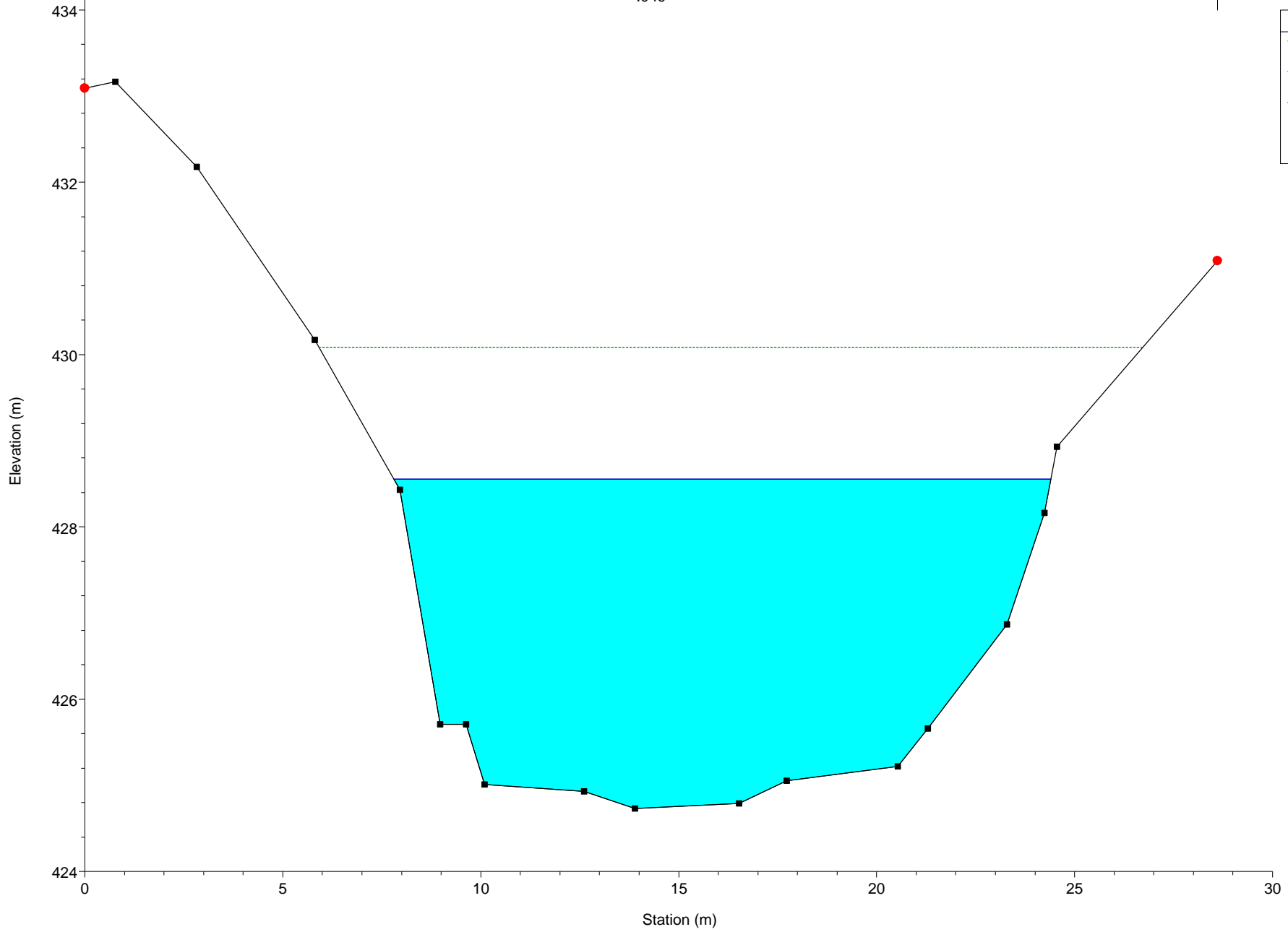
.02



Legend	
— · — · —	EG Q100
—	WS Q100
■	Ground
●	Bank Sta

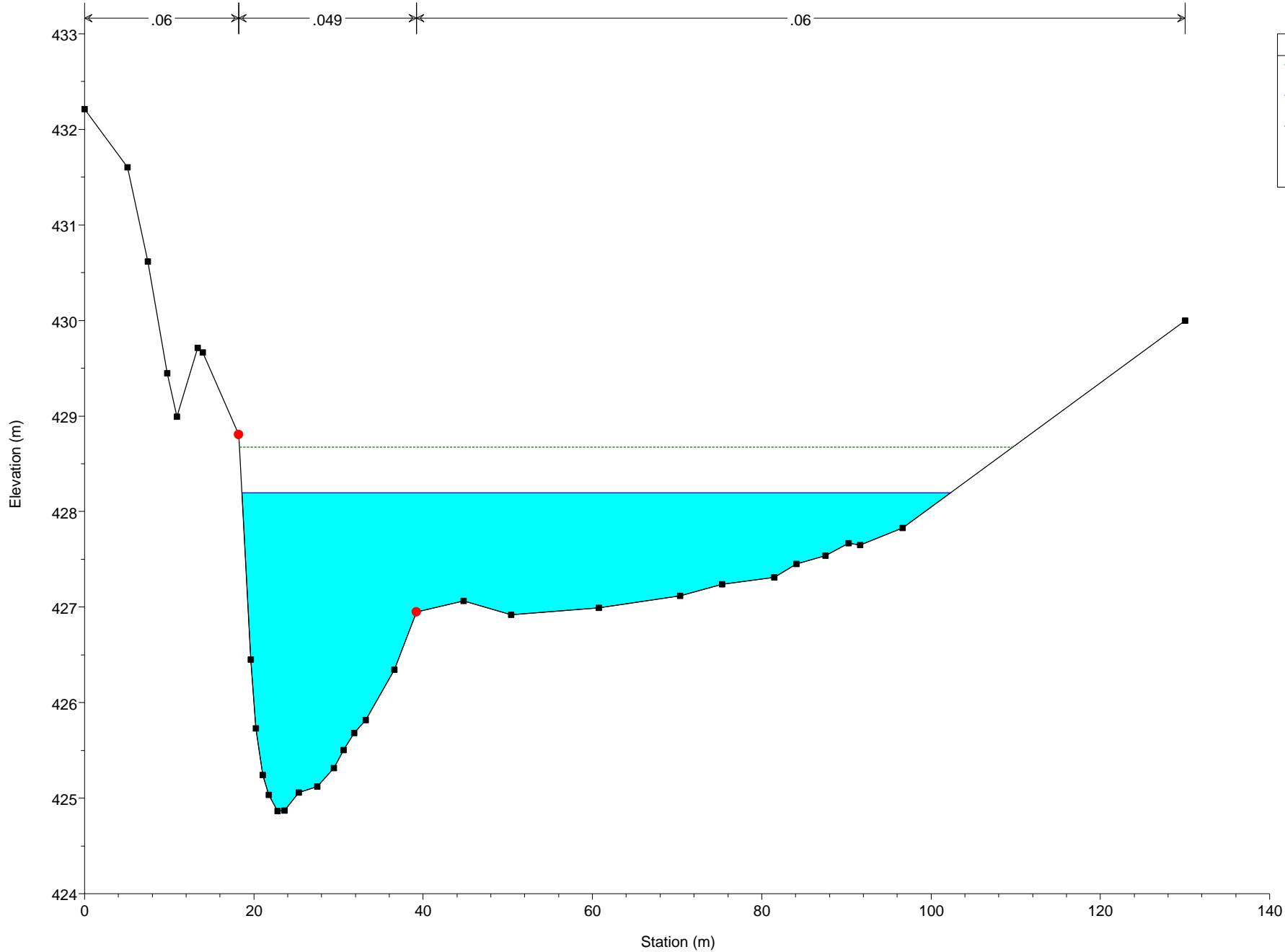
River = Coise Reach = moulin_brule RS = 99.4

.049

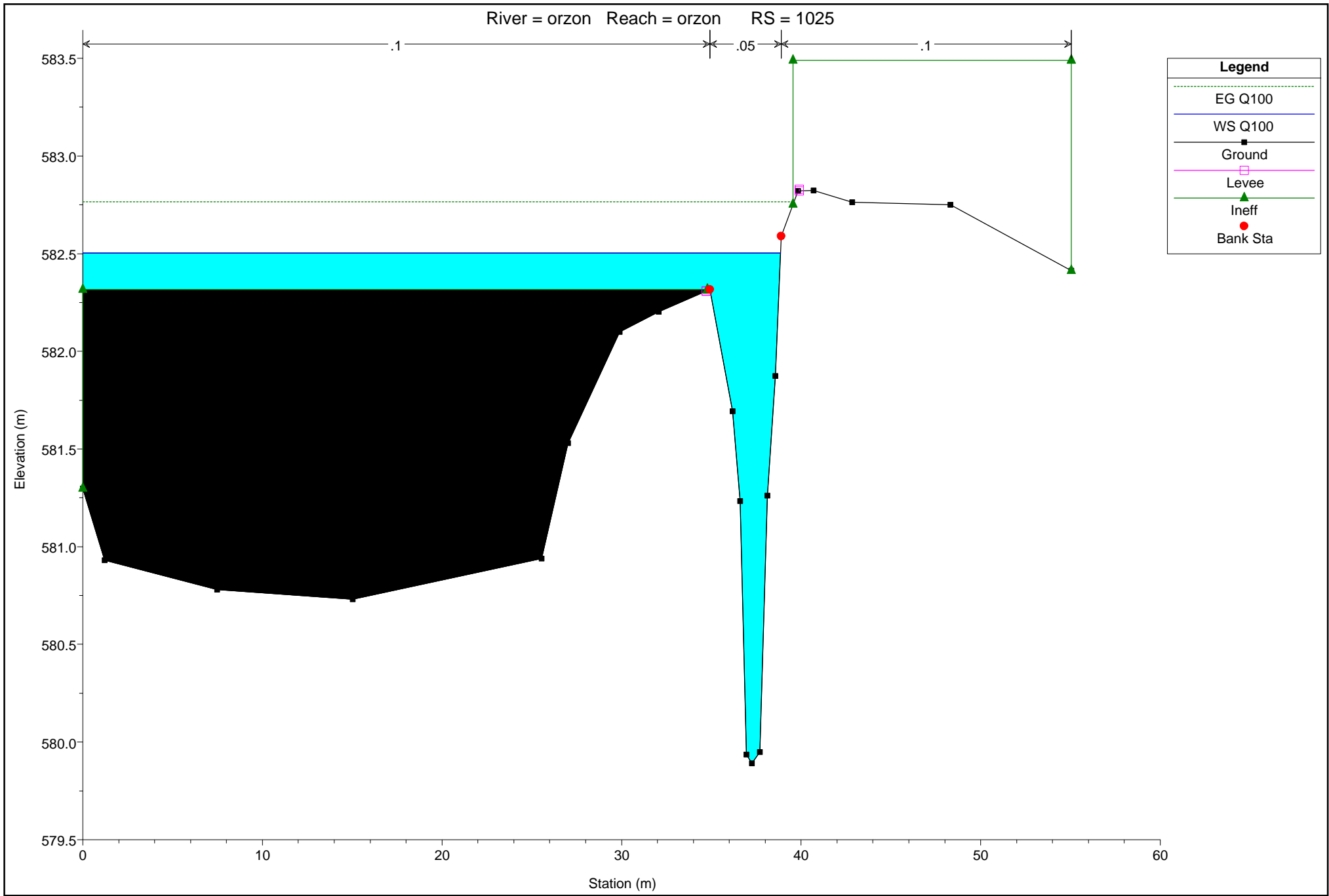


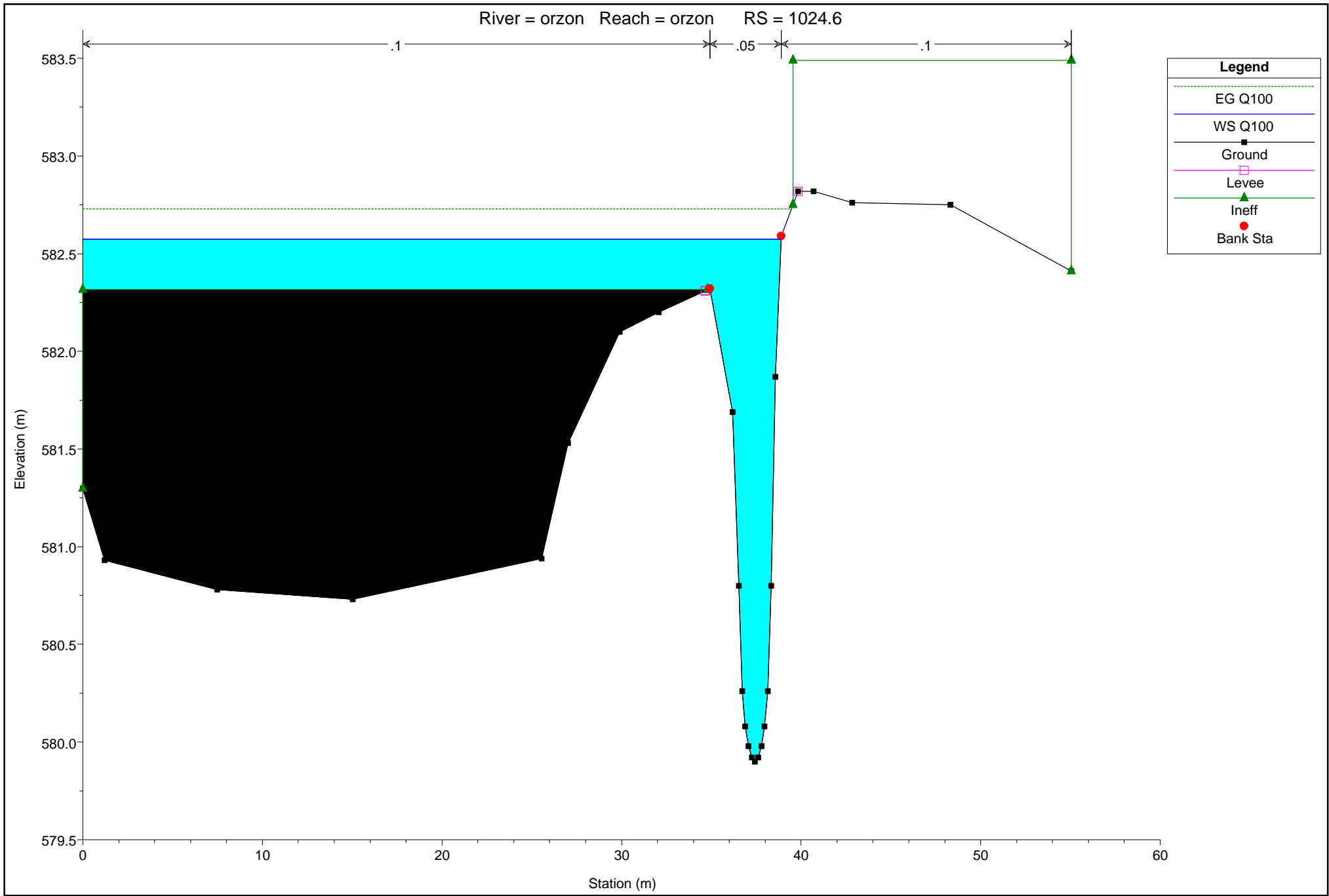
Legend	
EG Q100	— (dotted green line)
WS Q100	— (solid blue line)
Ground	— (solid black line)
Bank Sta	• (red dot)

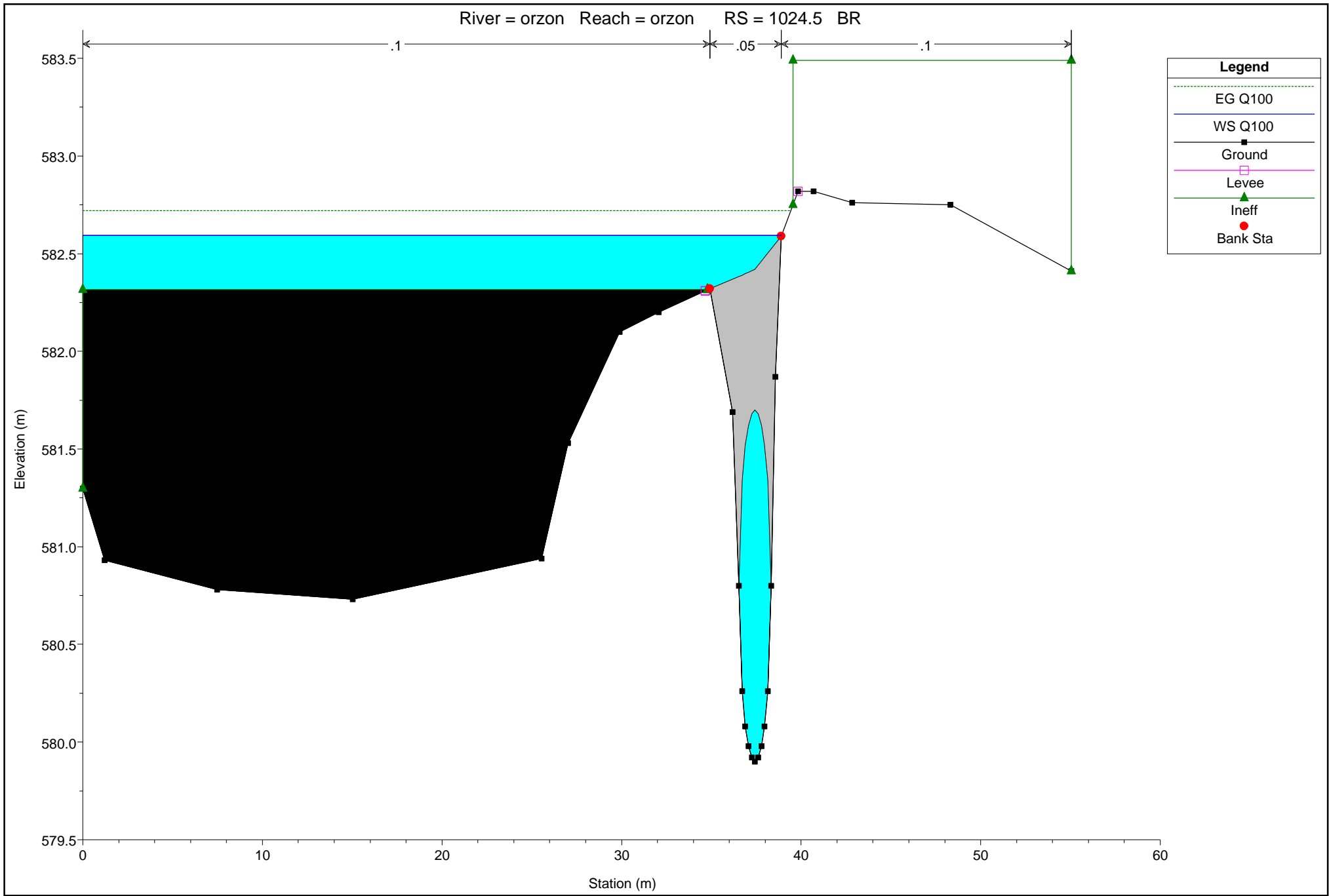
River = Coise Reach = moulin_brule RS = 99

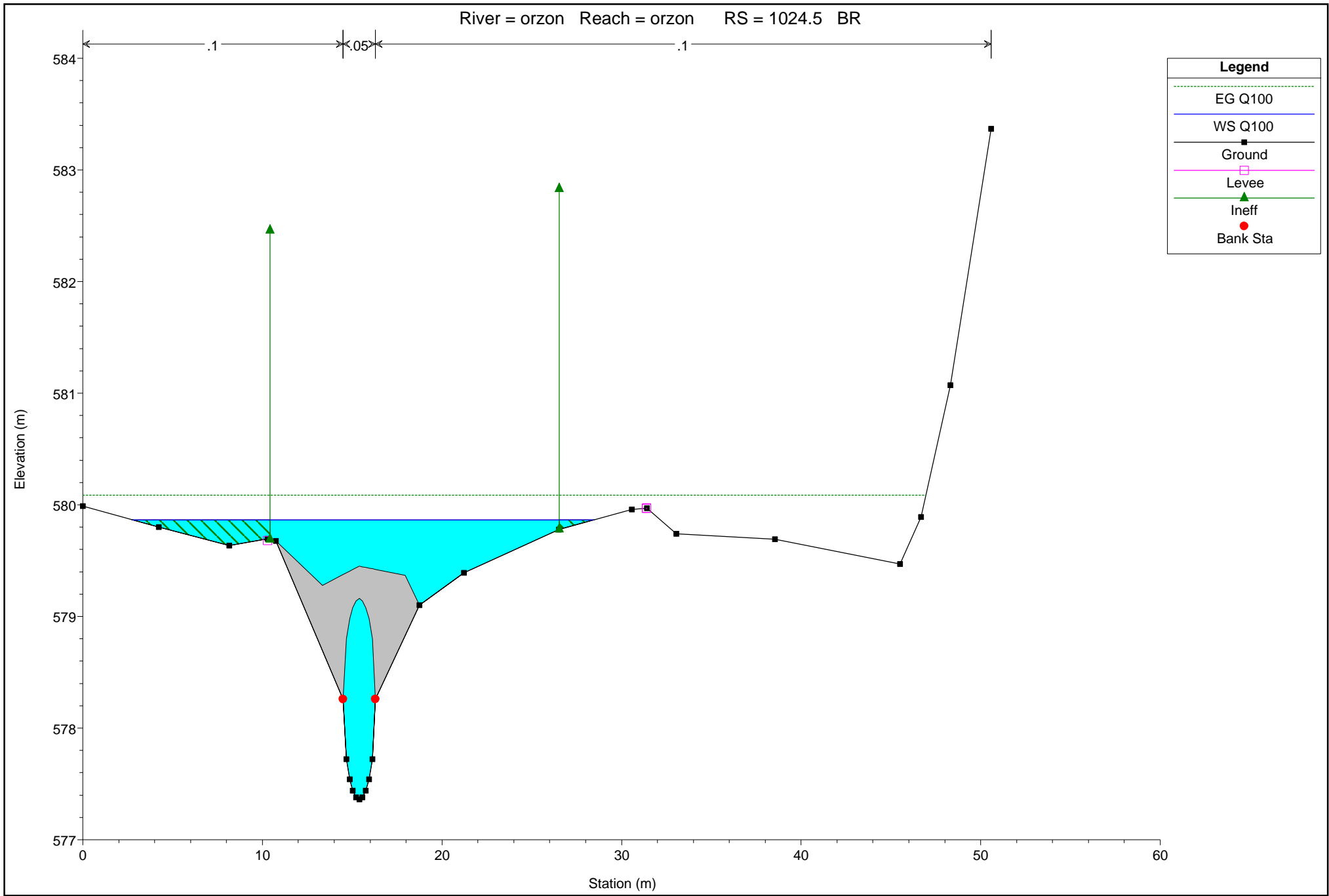


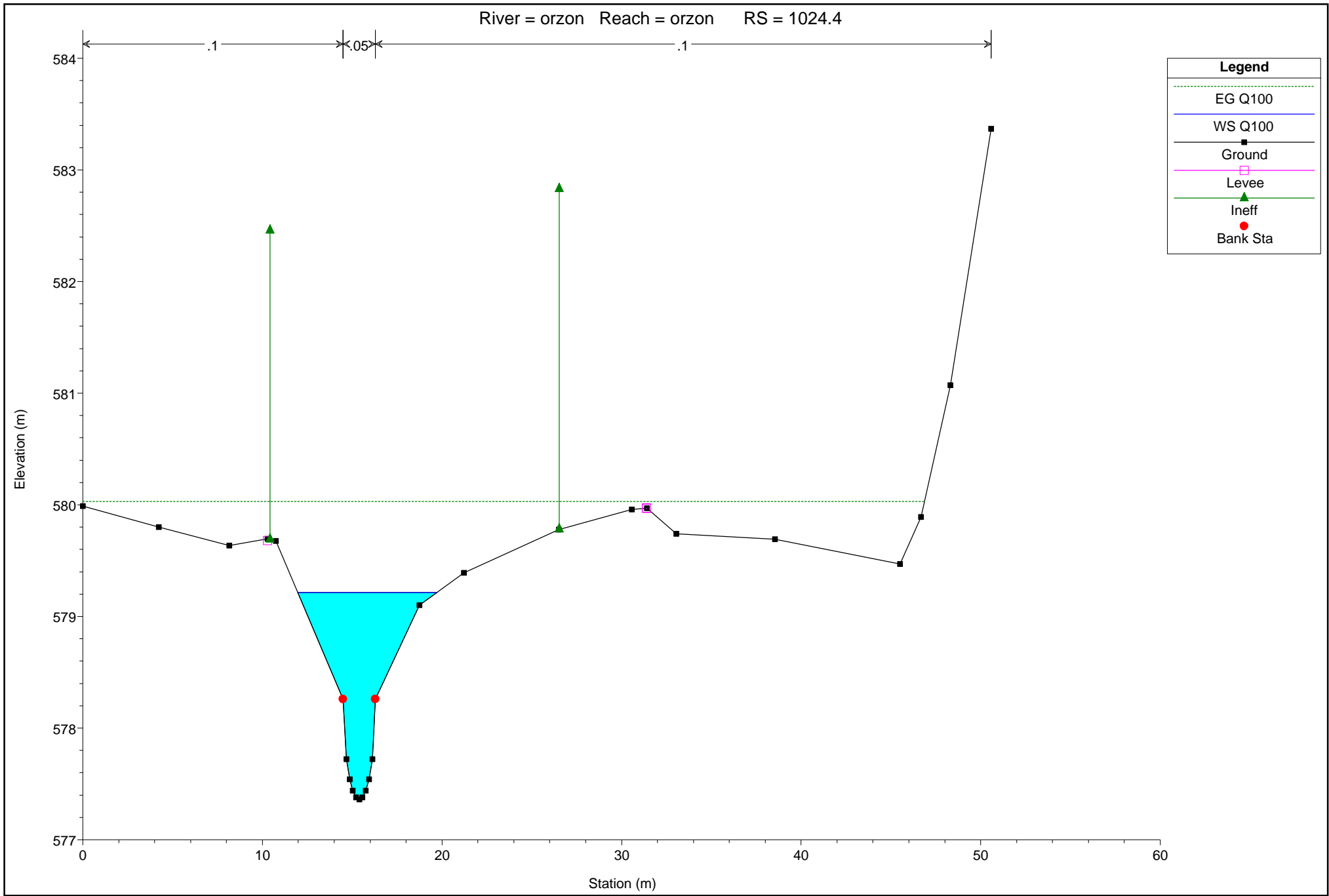
Legend	
EG Q100	(Dotted green line)
WS Q100	(Blue line)
Ground	(Black line with square markers)
Bank Sta	(Red dot)





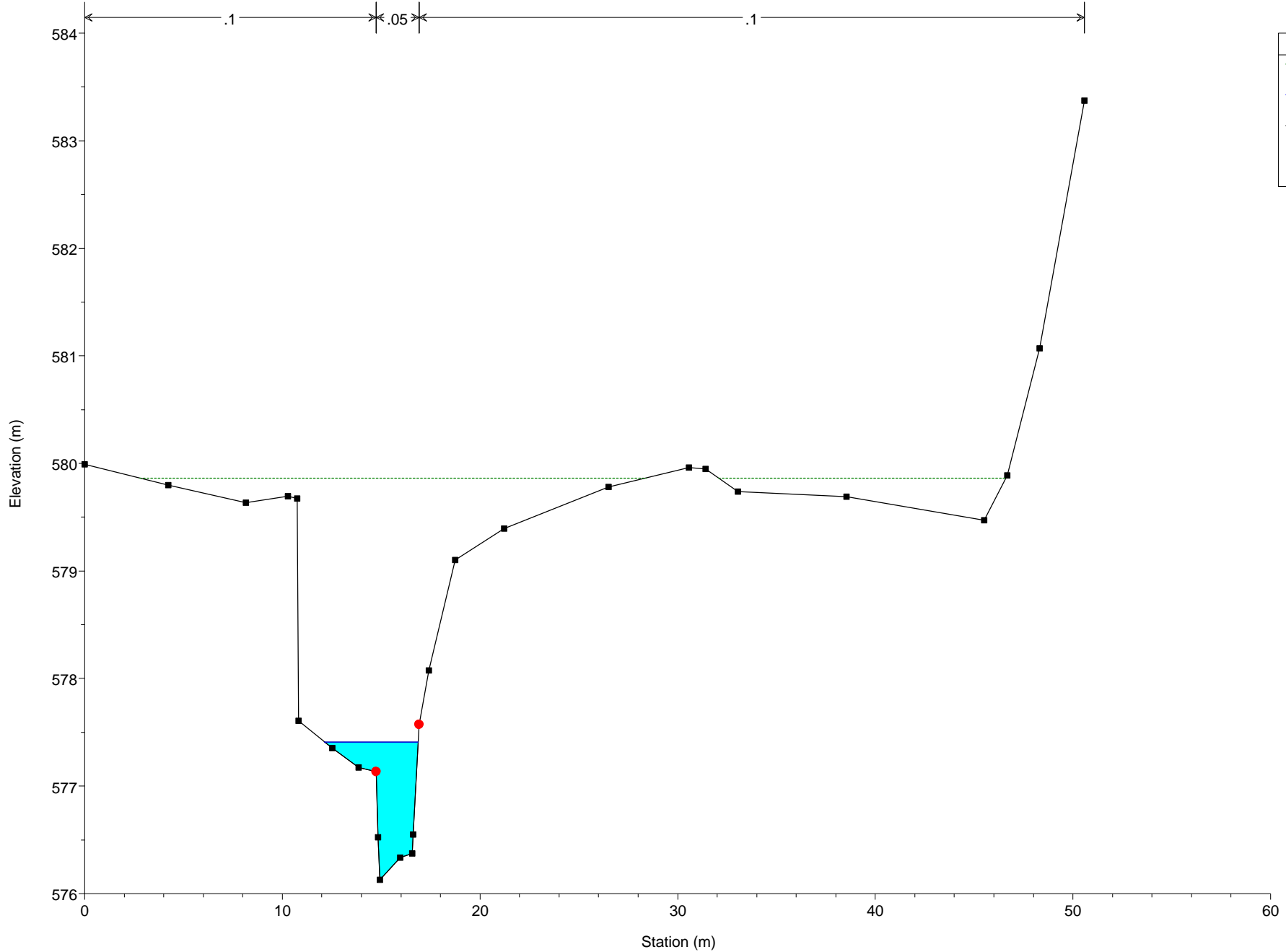


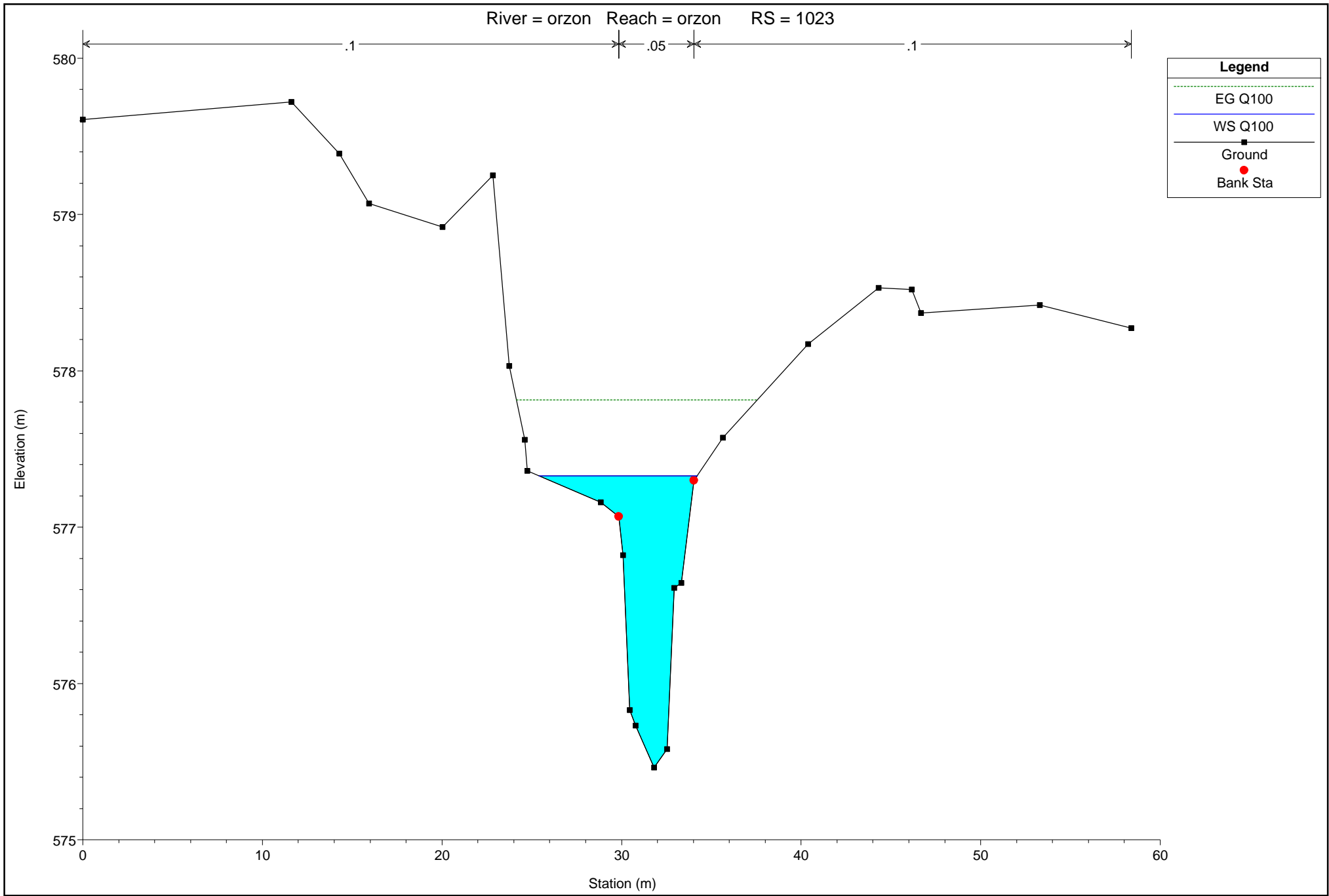


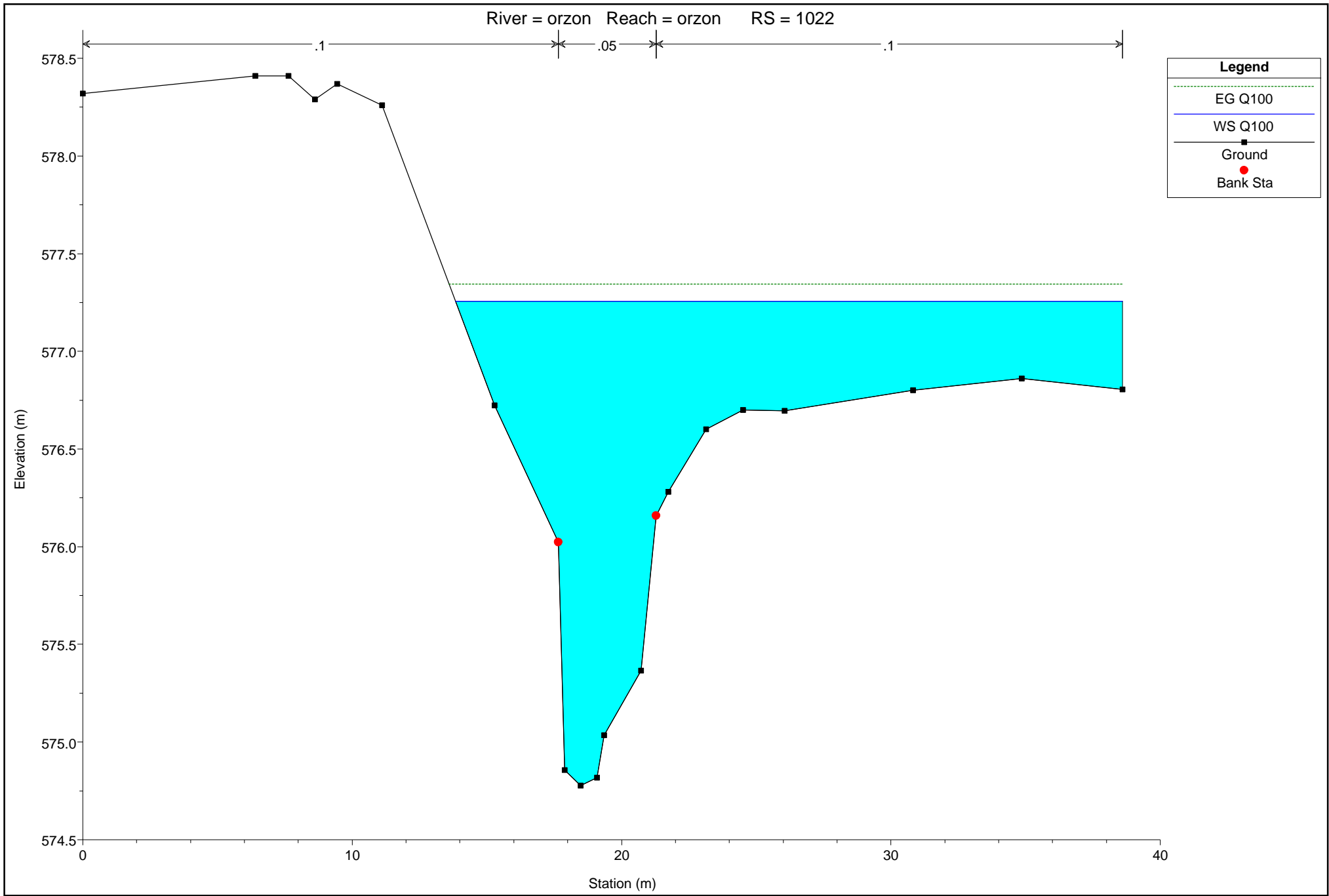


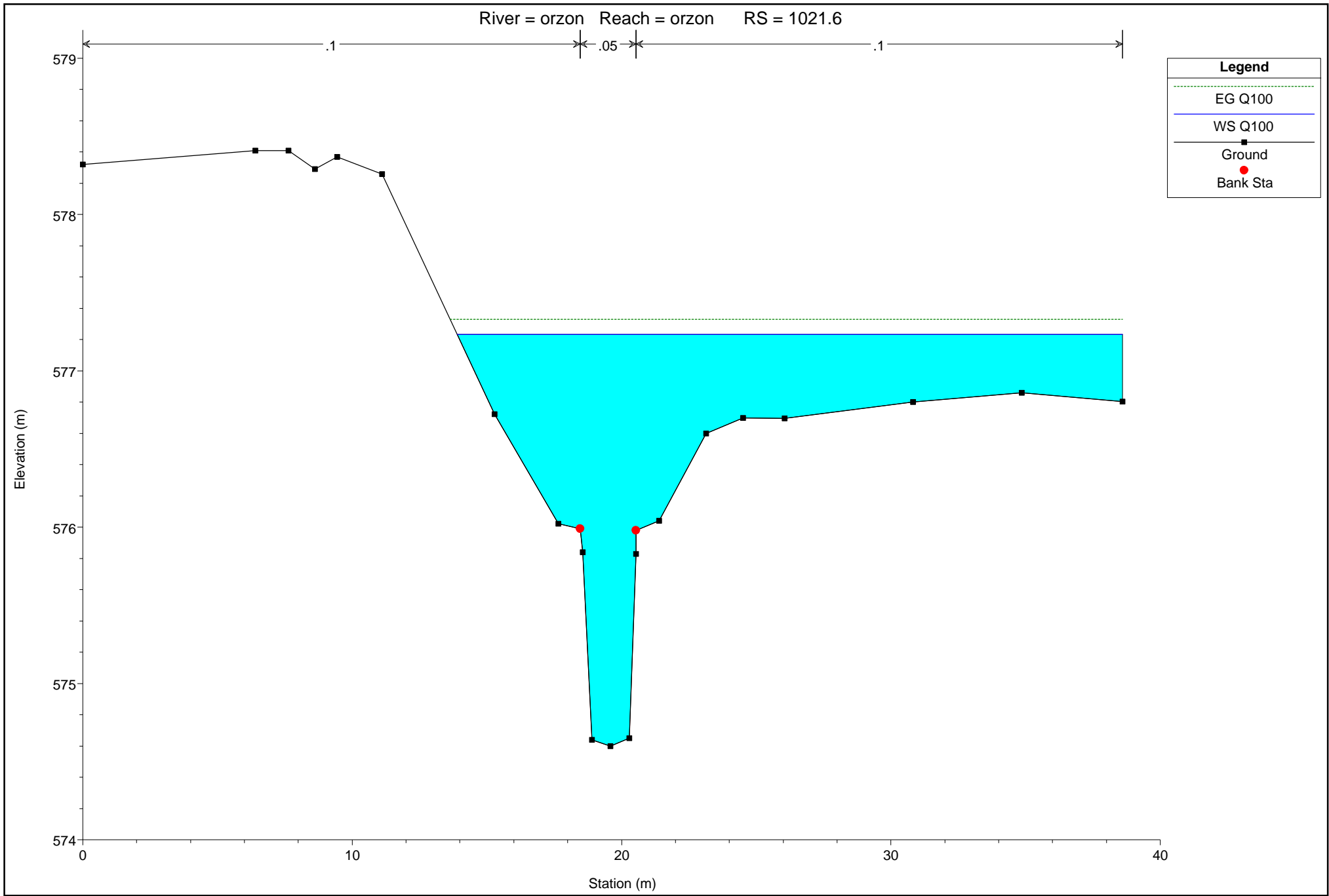
River = orzon Reach = orzon RS = 1024

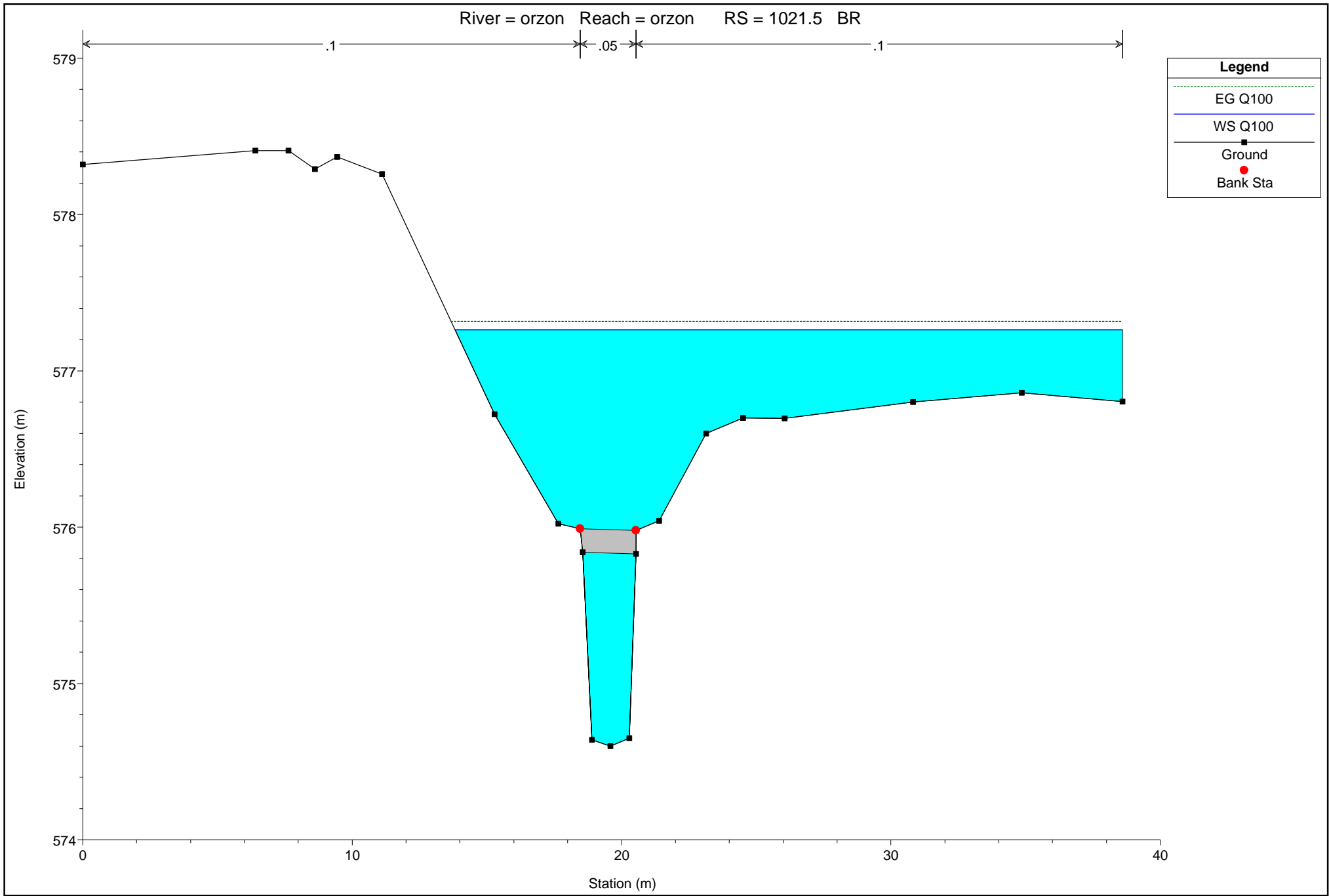
Legend	
EG Q100	
WS Q100	
Ground	
Bank Sta	

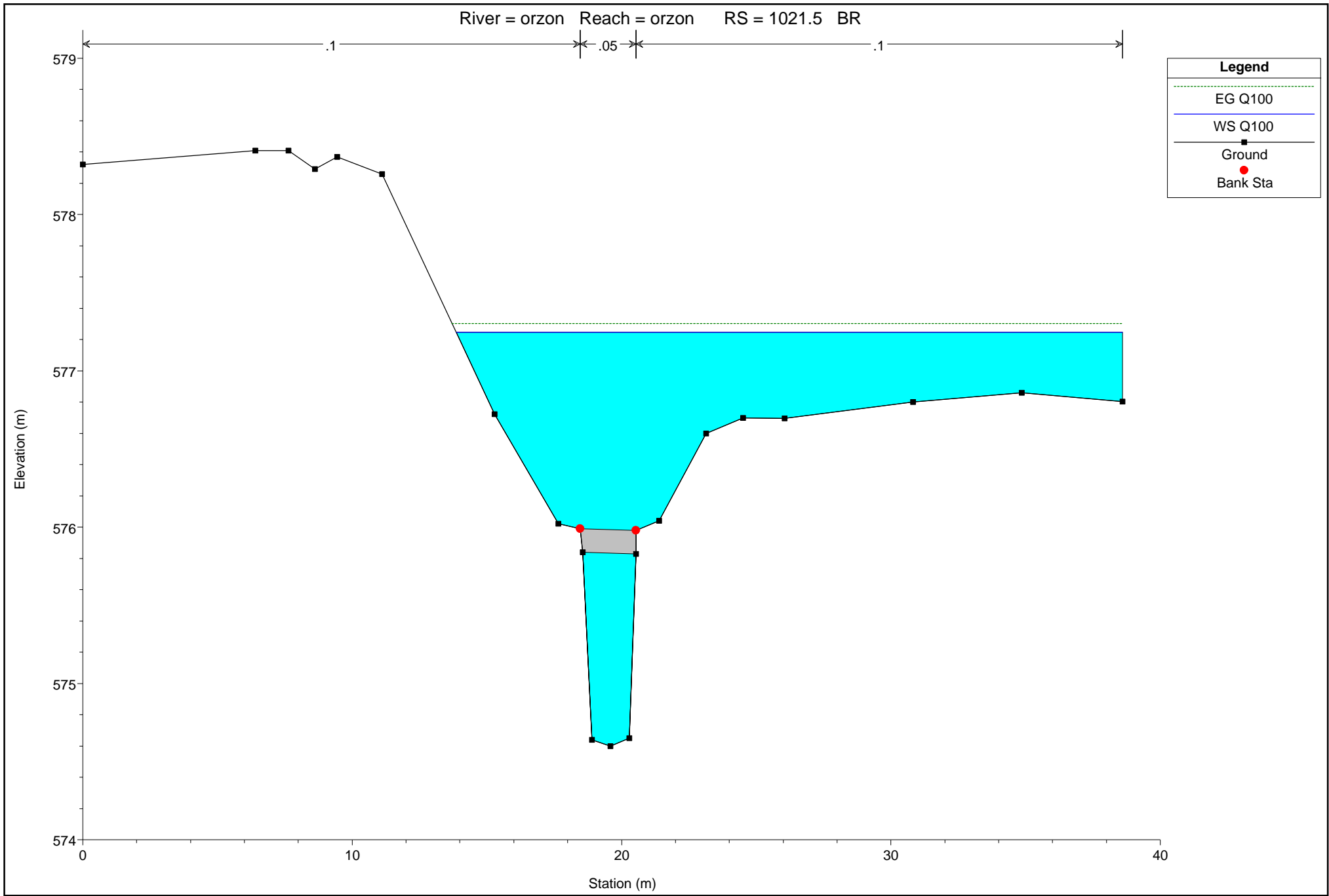


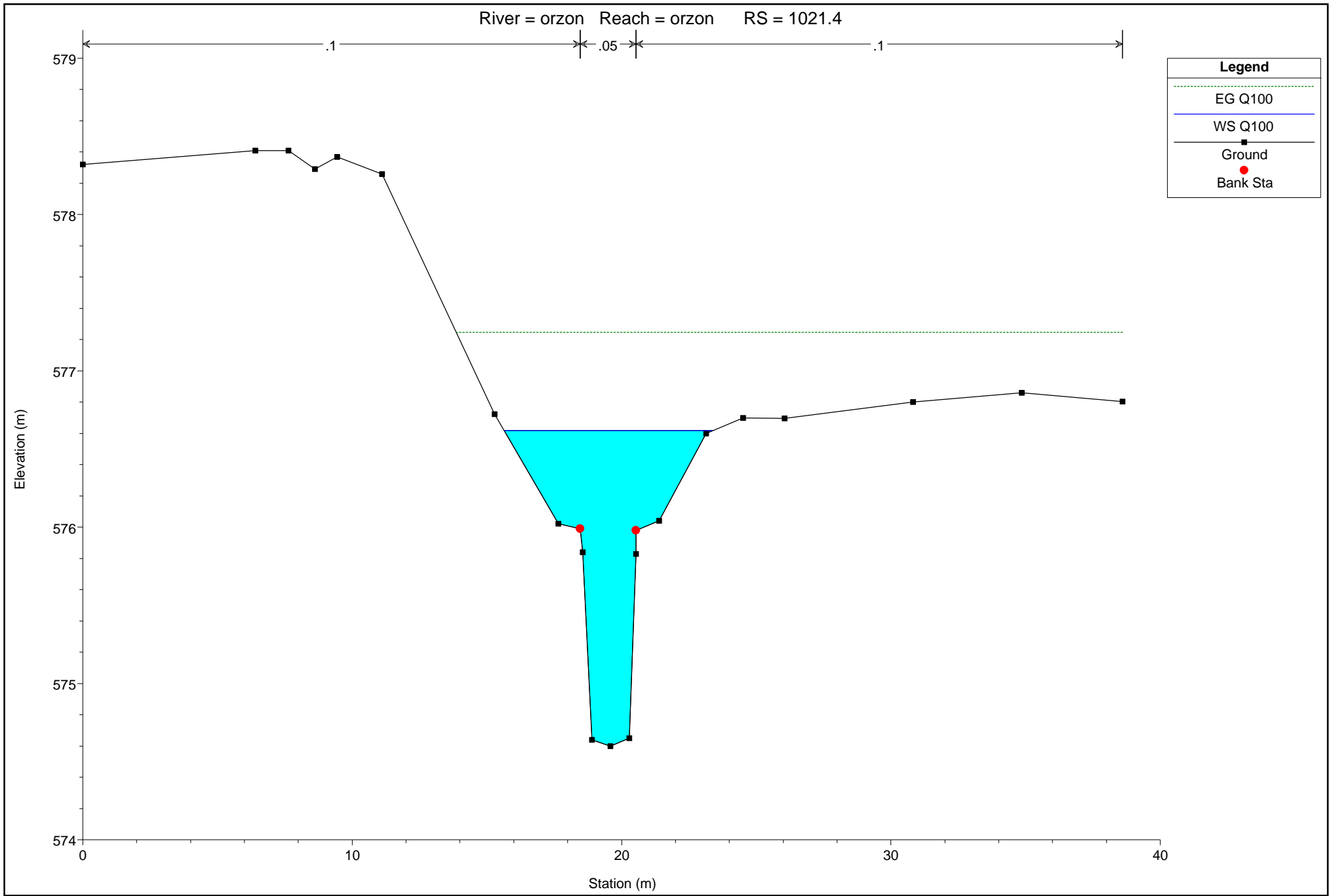




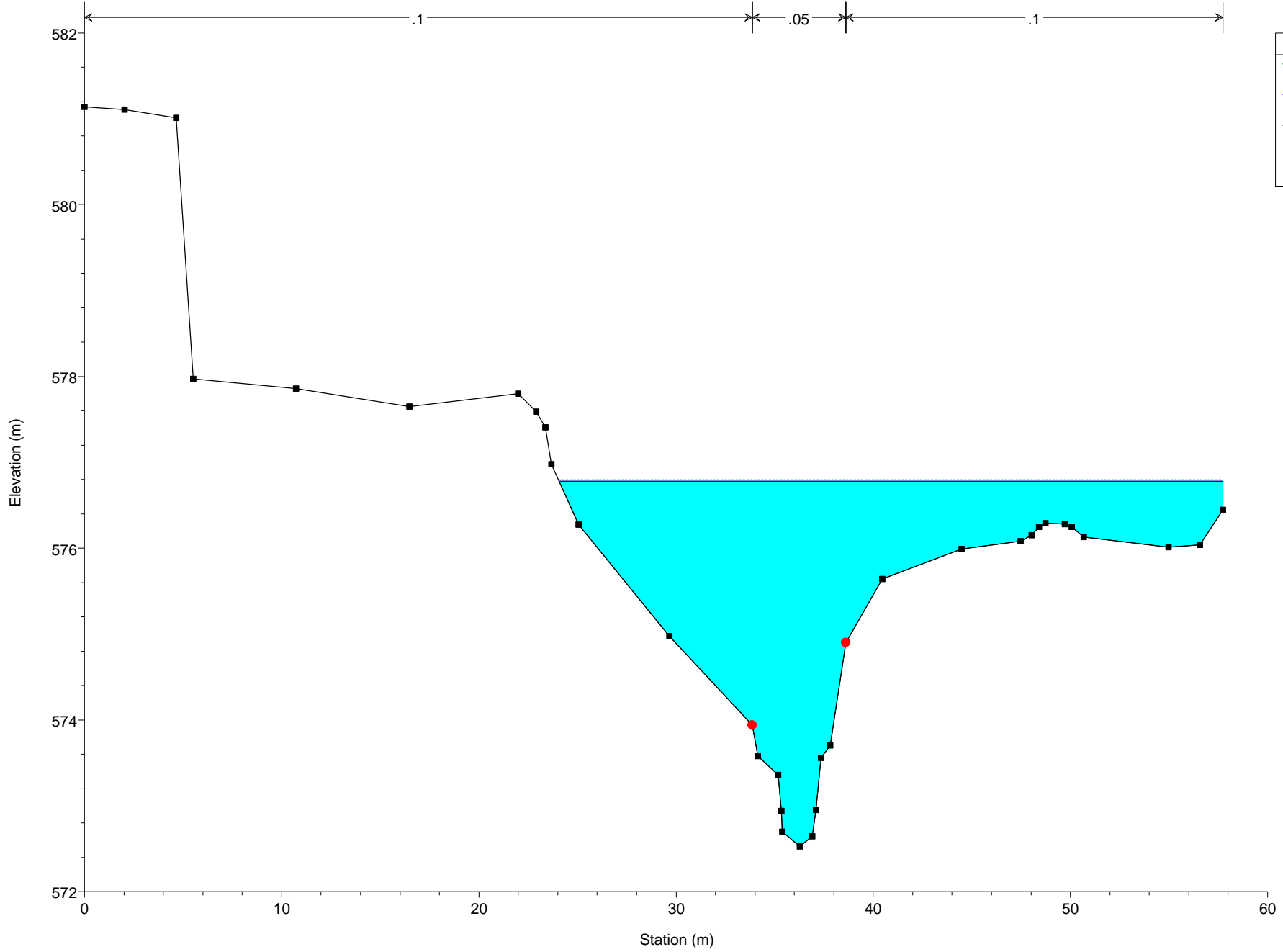


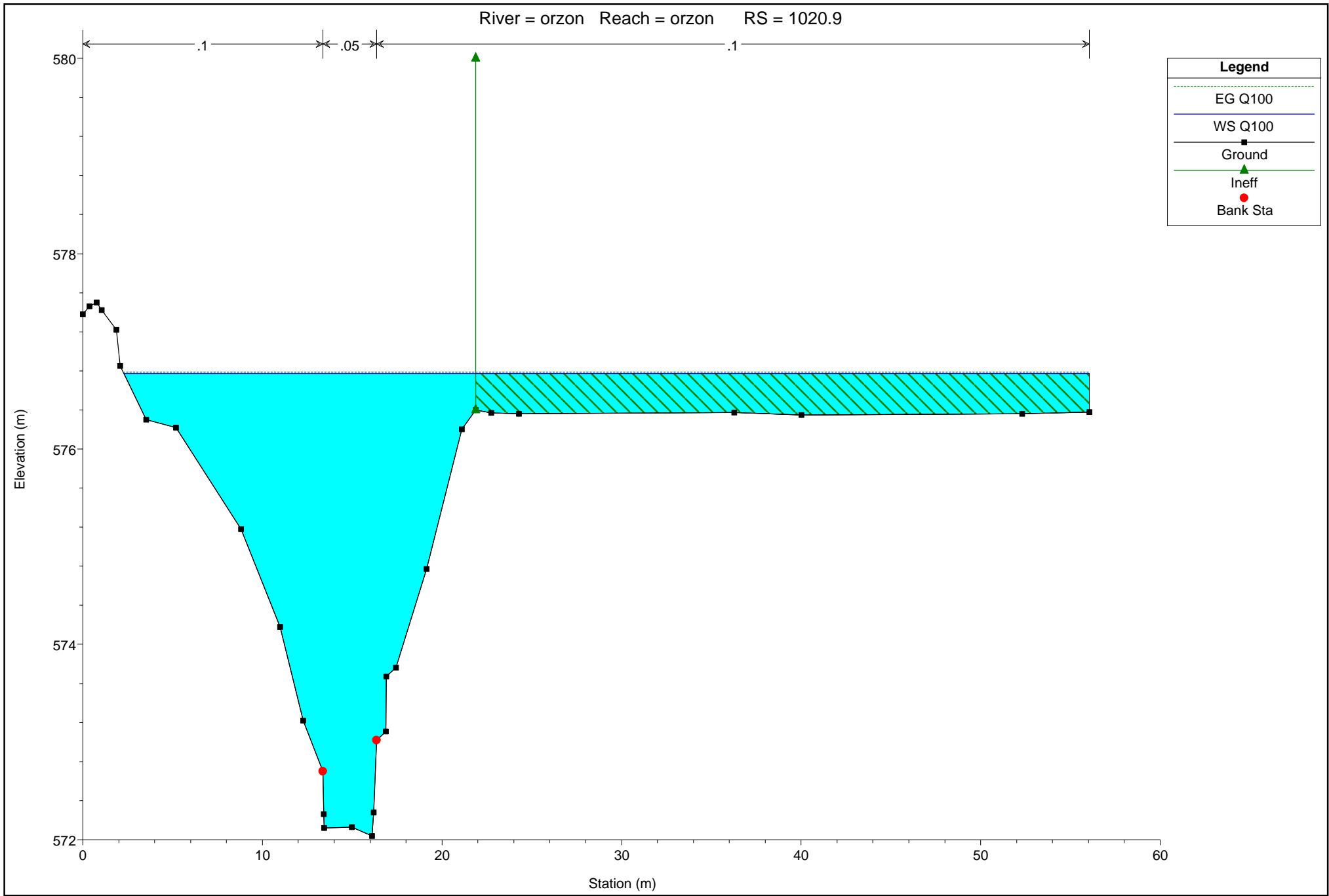


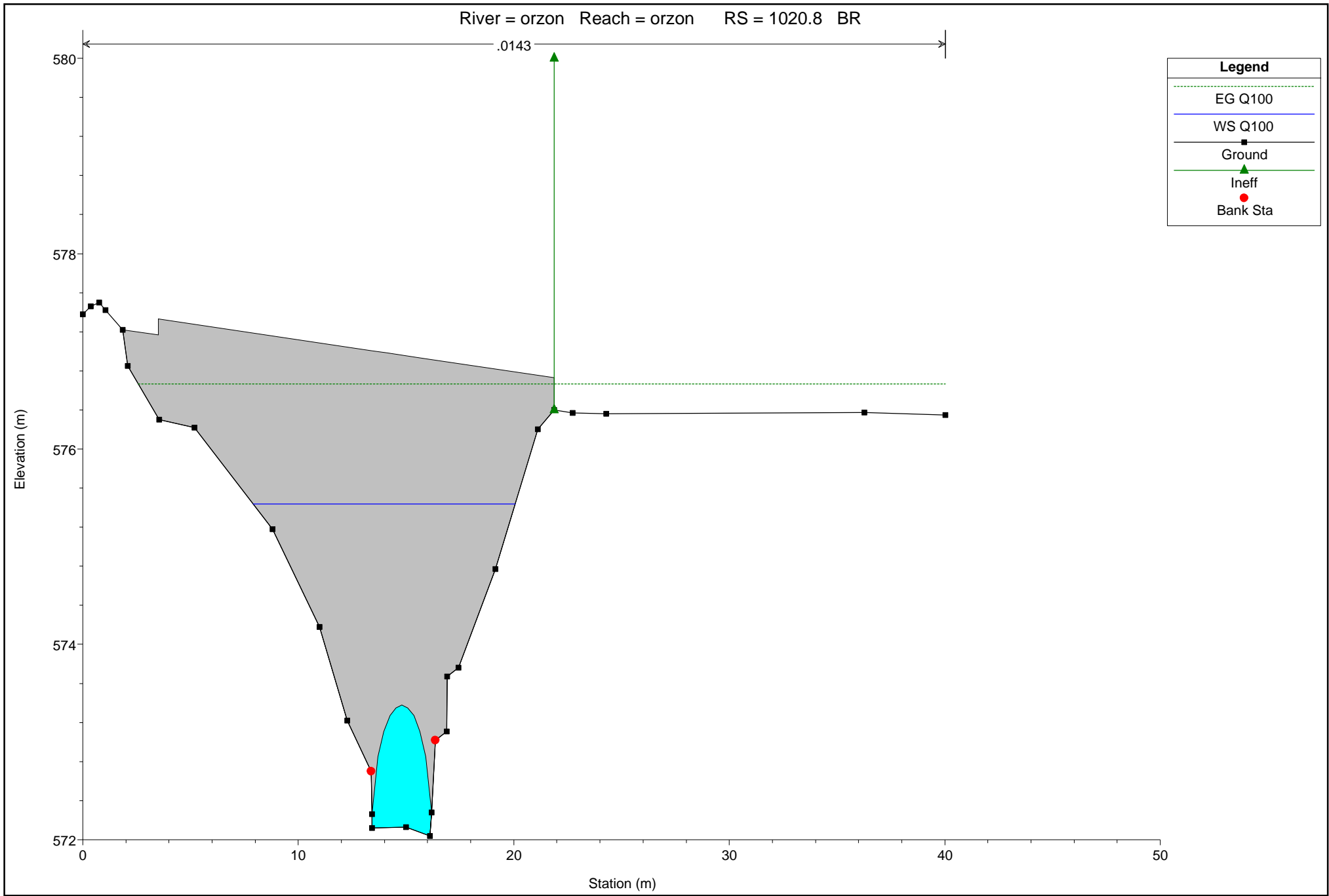


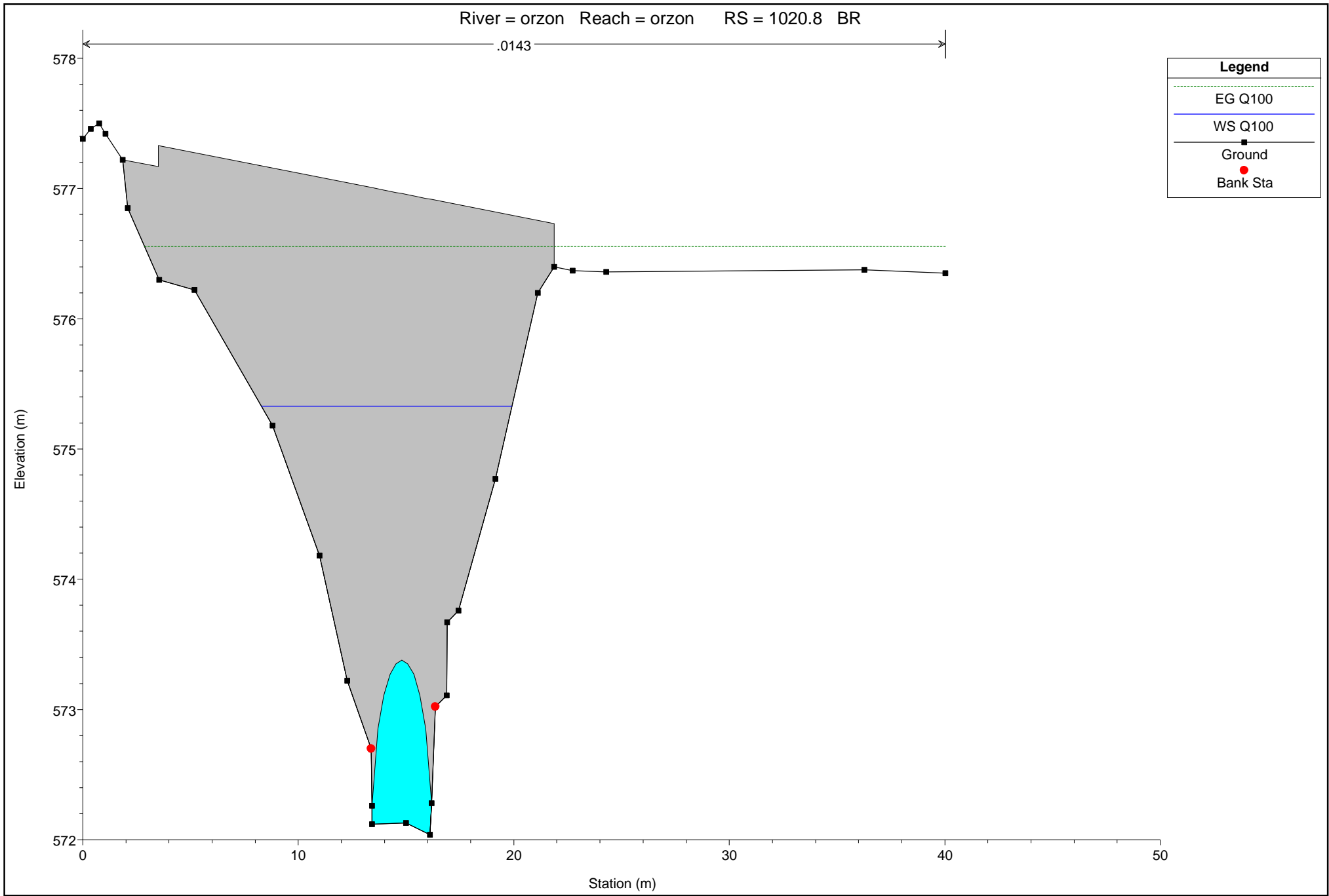


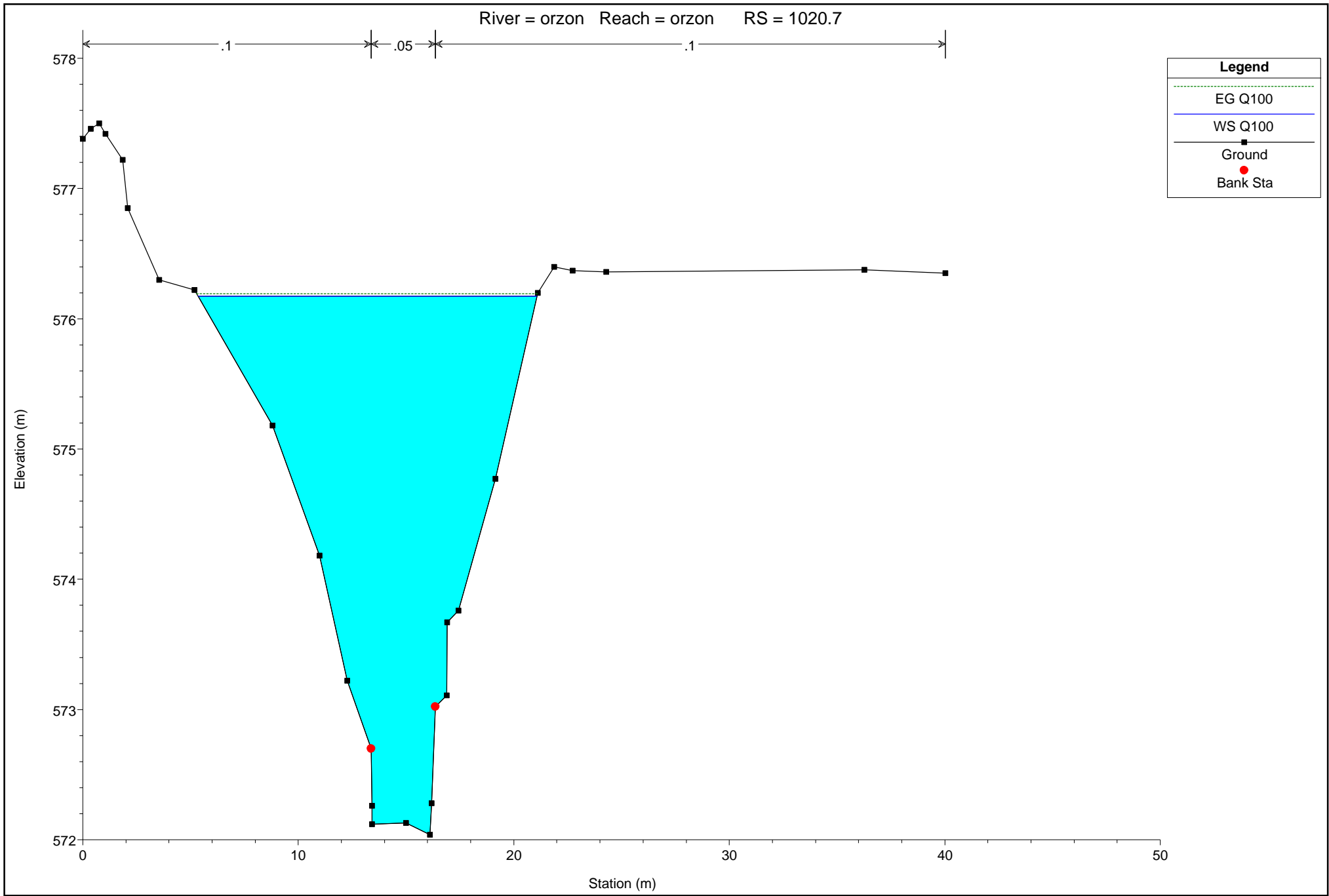
River = orzon Reach = orzon RS = 1021

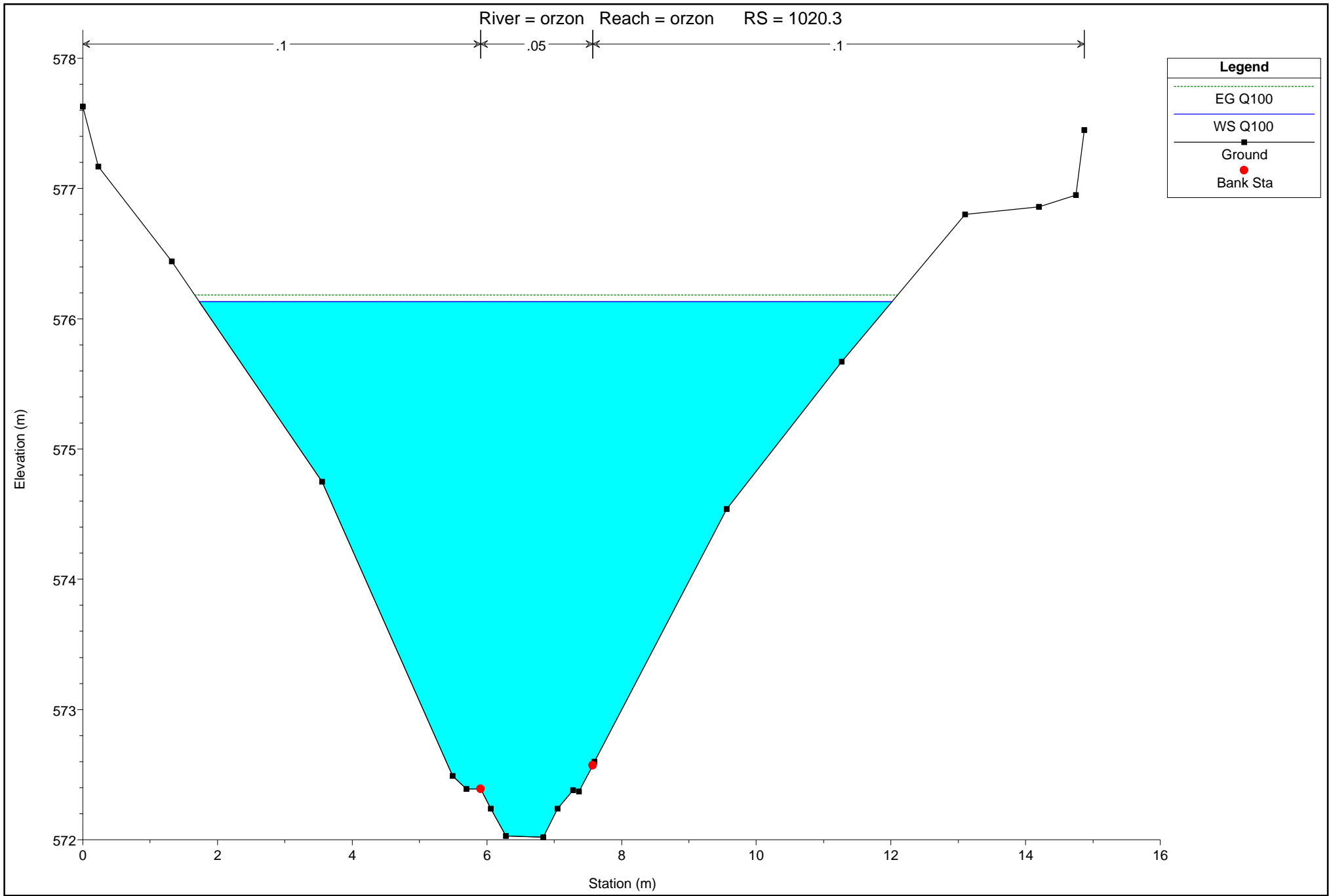


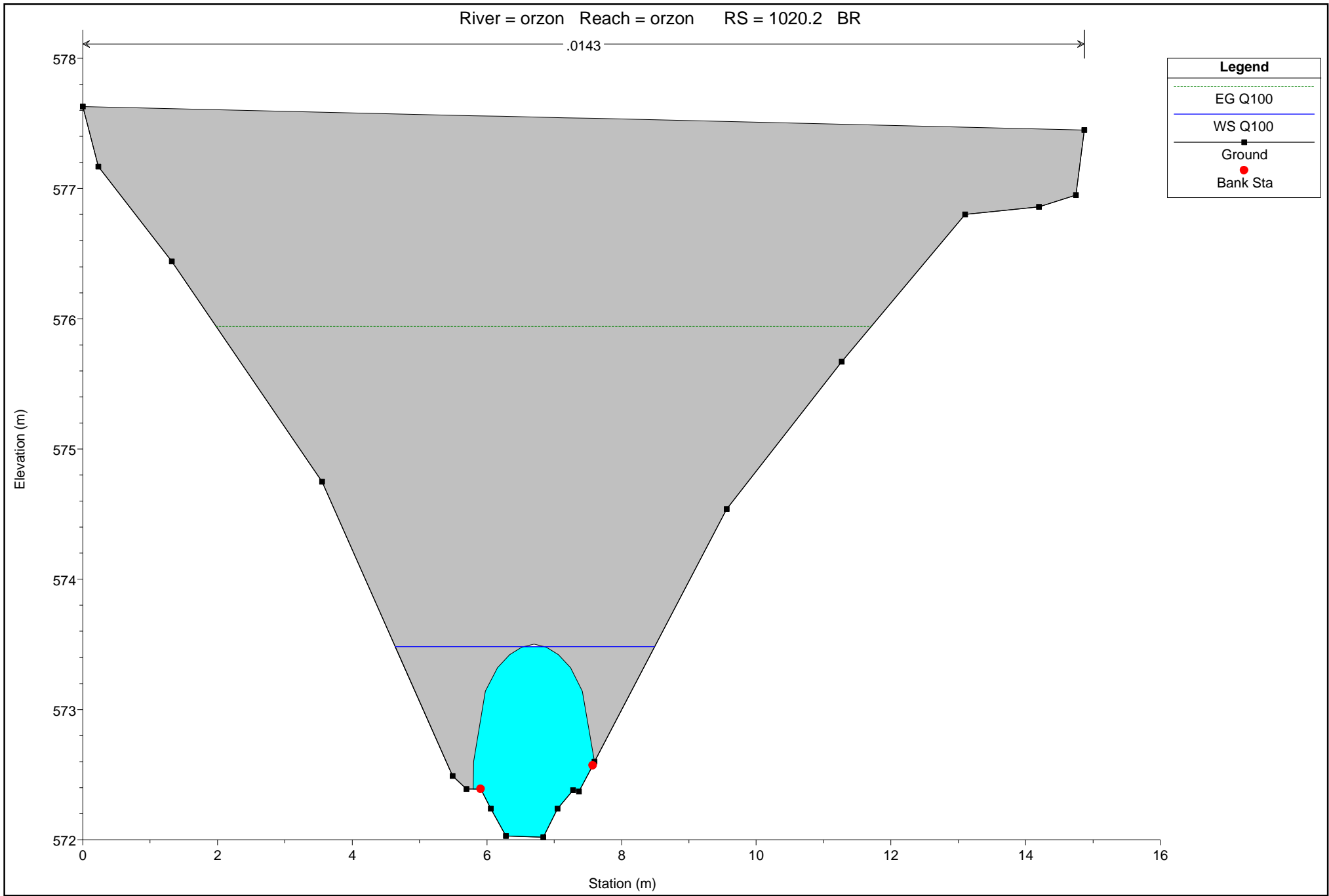




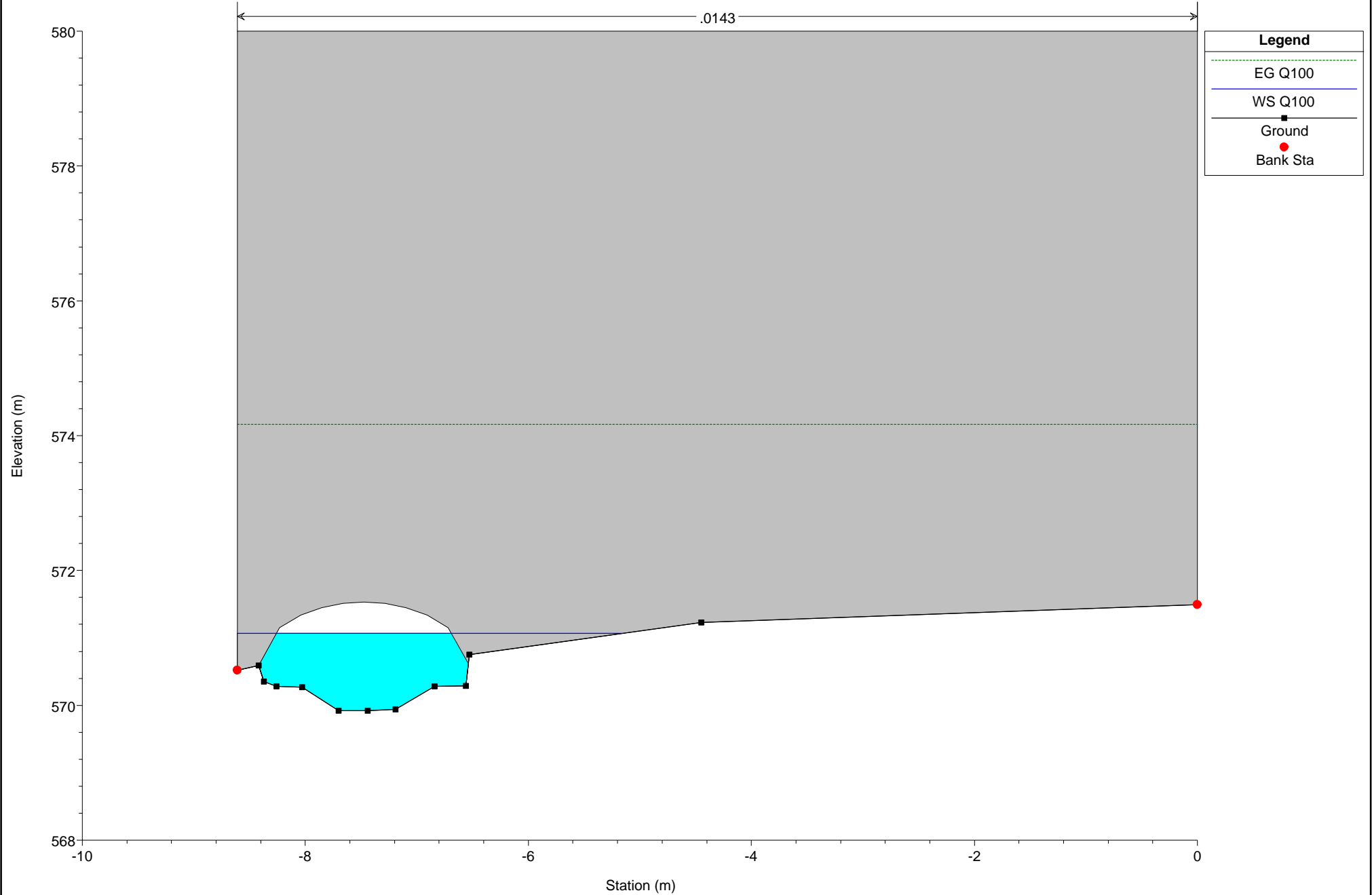




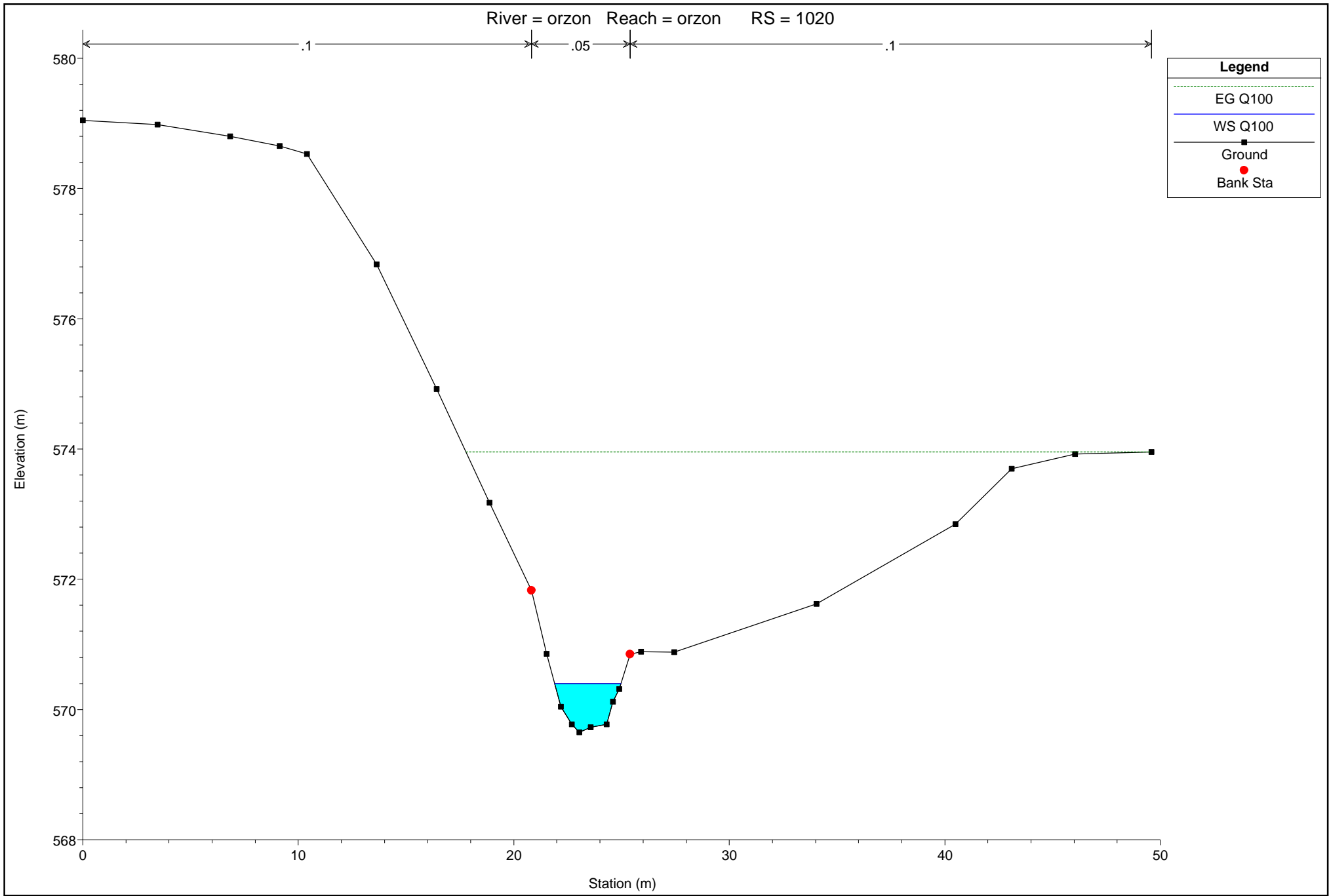




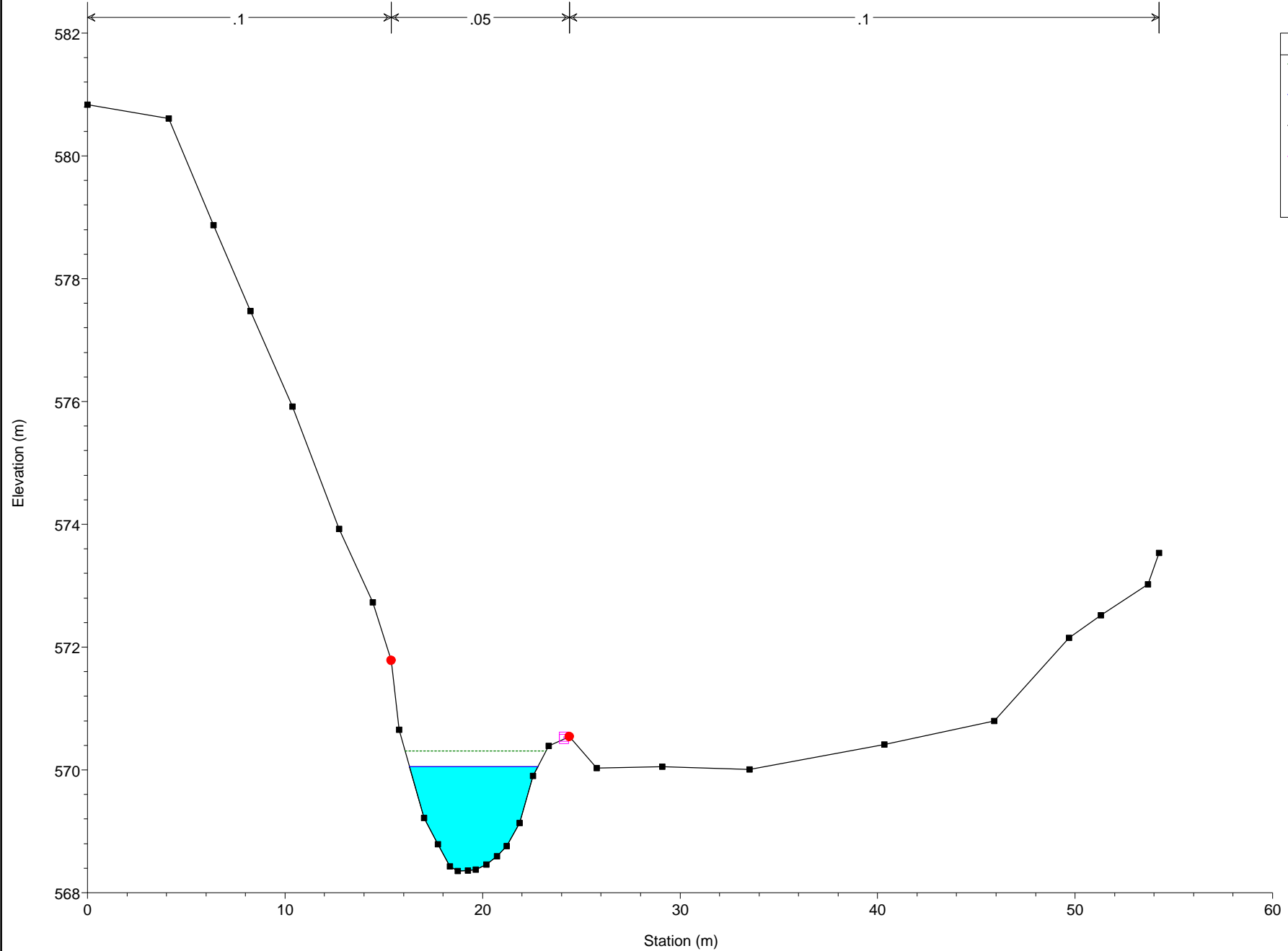
River = orzon Reach = orzon RS = 1020.2 BR



Legend	
EG Q100	— (green dashed line)
WS Q100	— (blue solid line)
Ground	— (black solid line with square markers)
Bank Sta	• (red dot)

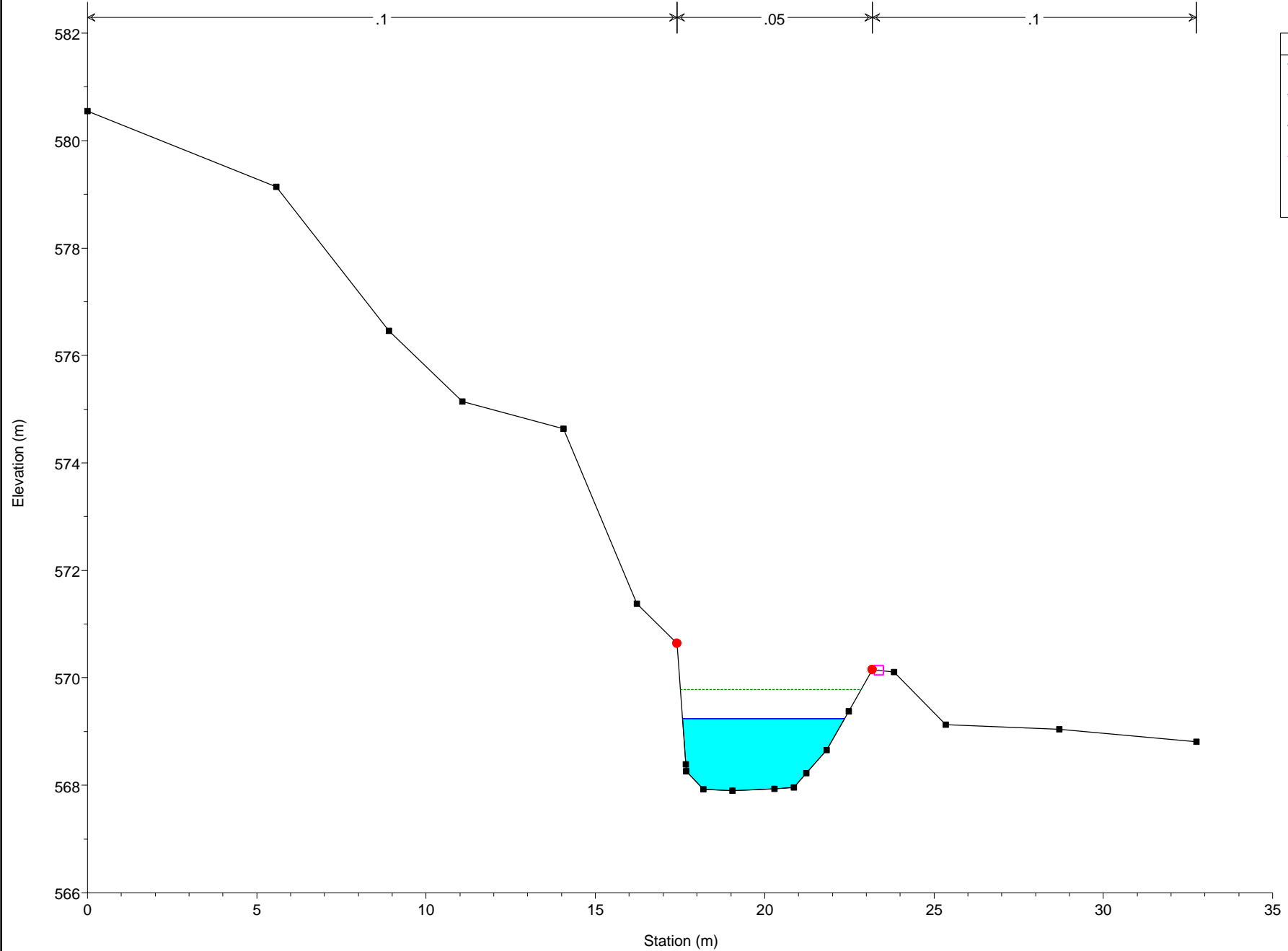


River = orzon Reach = orzon RS = 1019



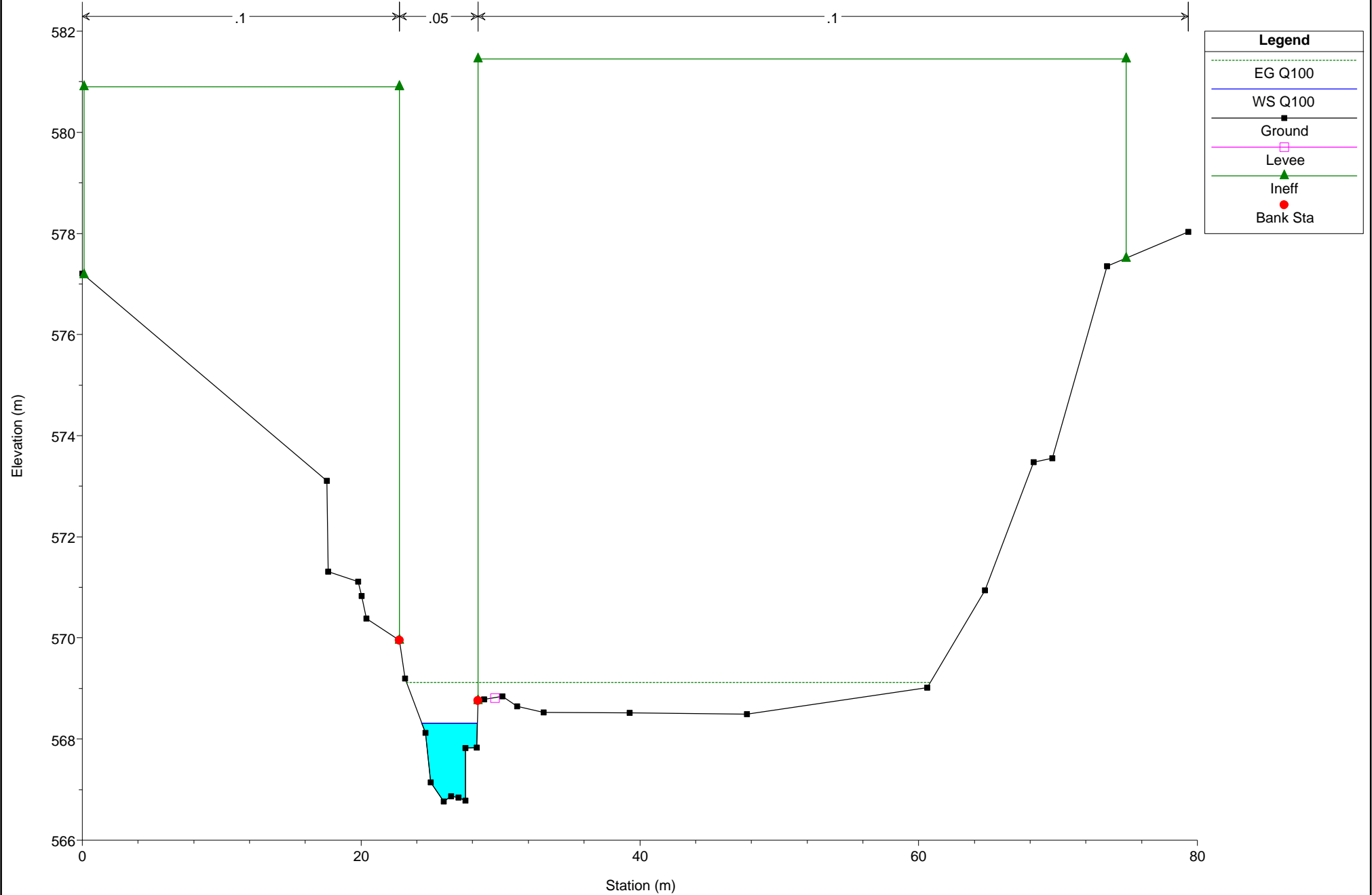
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----■
Levee	-----□
Bank Sta	-----●

River = orzon Reach = orzon RS = 1018



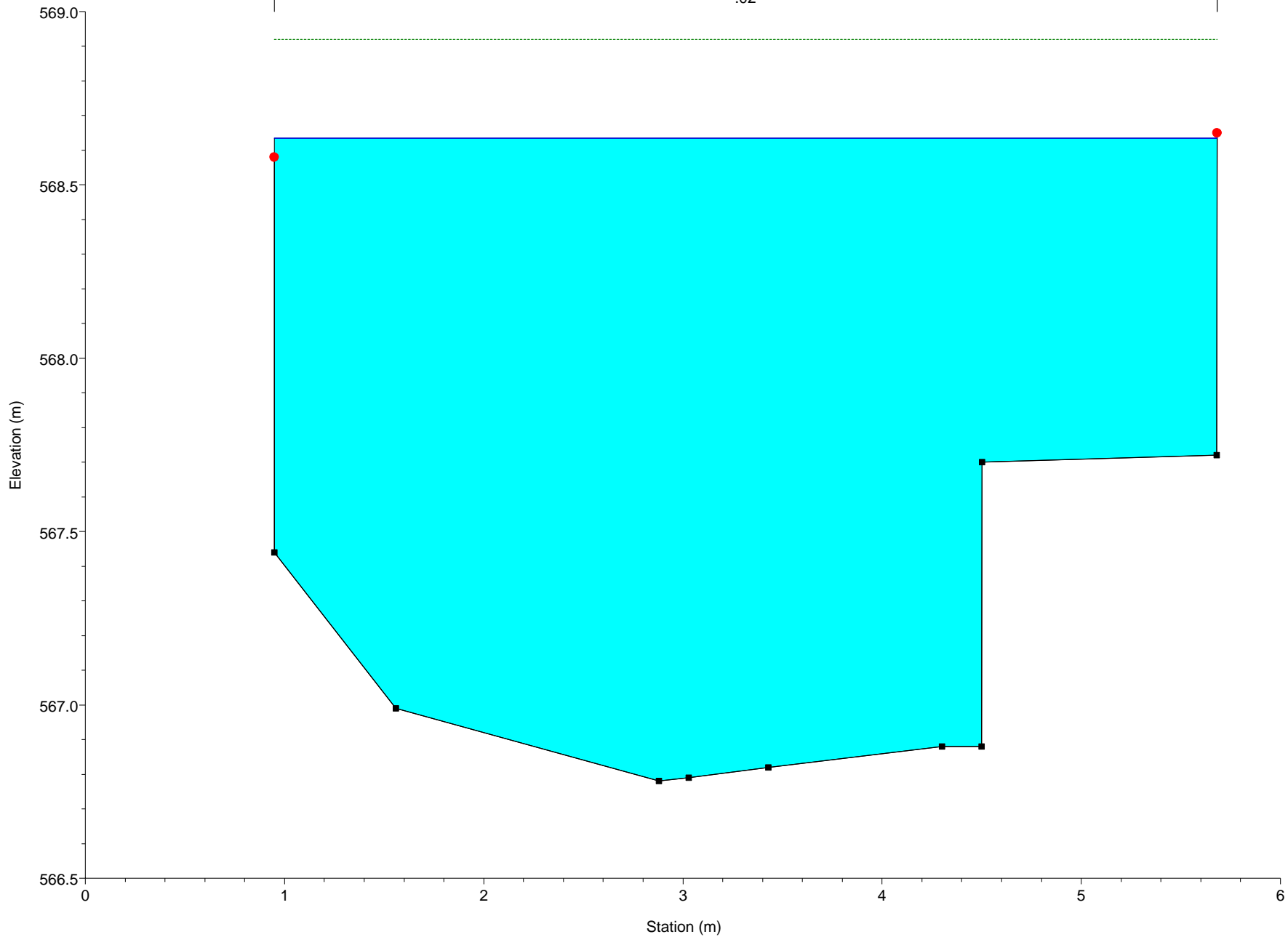
Legend	
EG Q100	---
WS Q100	—
Ground	■
Levee	□
Bank Sta	●

River = orzon Reach = orzon RS = 1017



River = orzon Reach = orzon RS = 1016.6

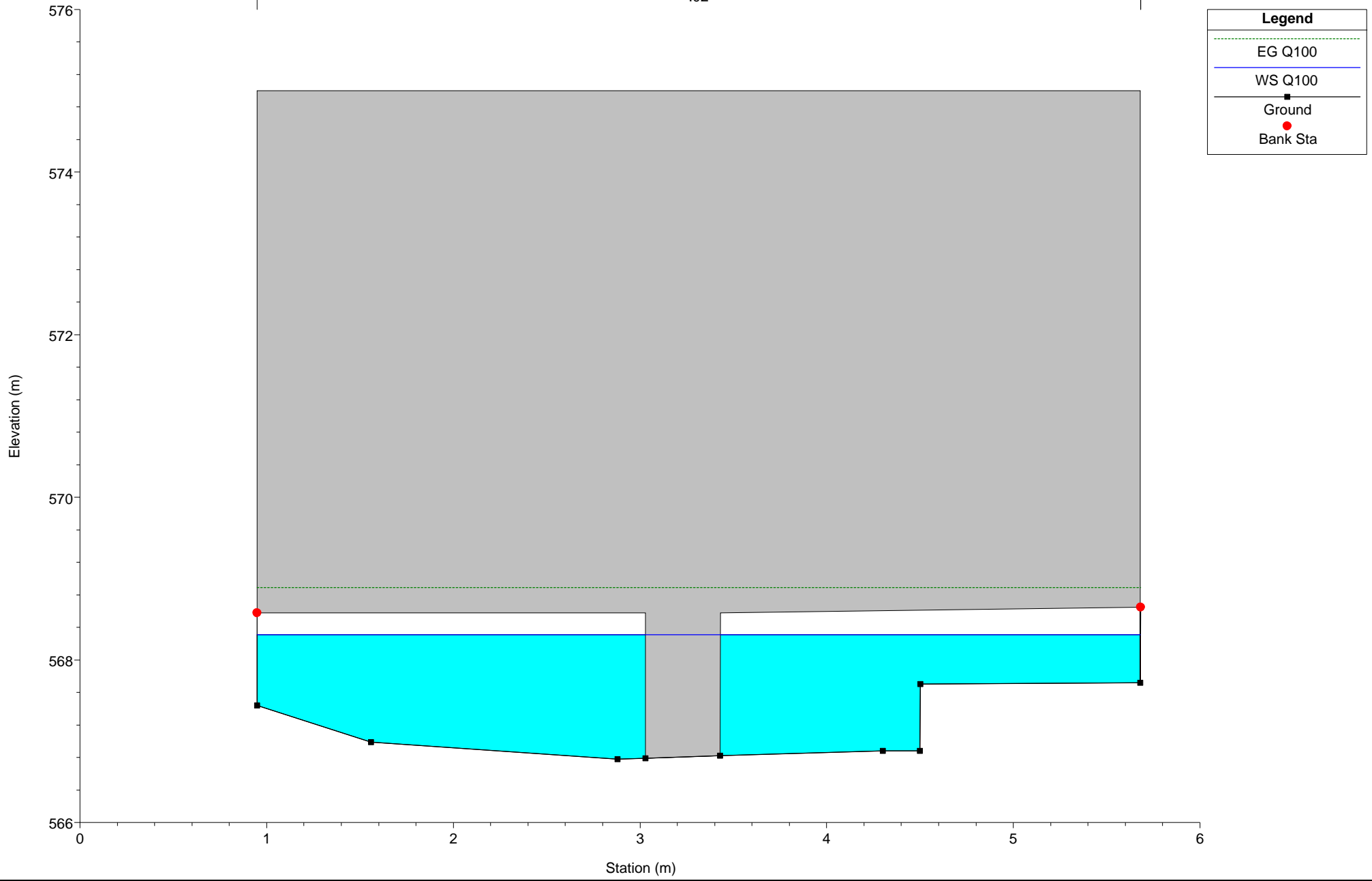
.02



Legend	
EG Q100	(Dashed green line)
WS Q100	(Blue line)
Ground	(Black line with square markers)
Bank Sta	(Red dot)

River = orzon Reach = orzon RS = 1016.5 BR

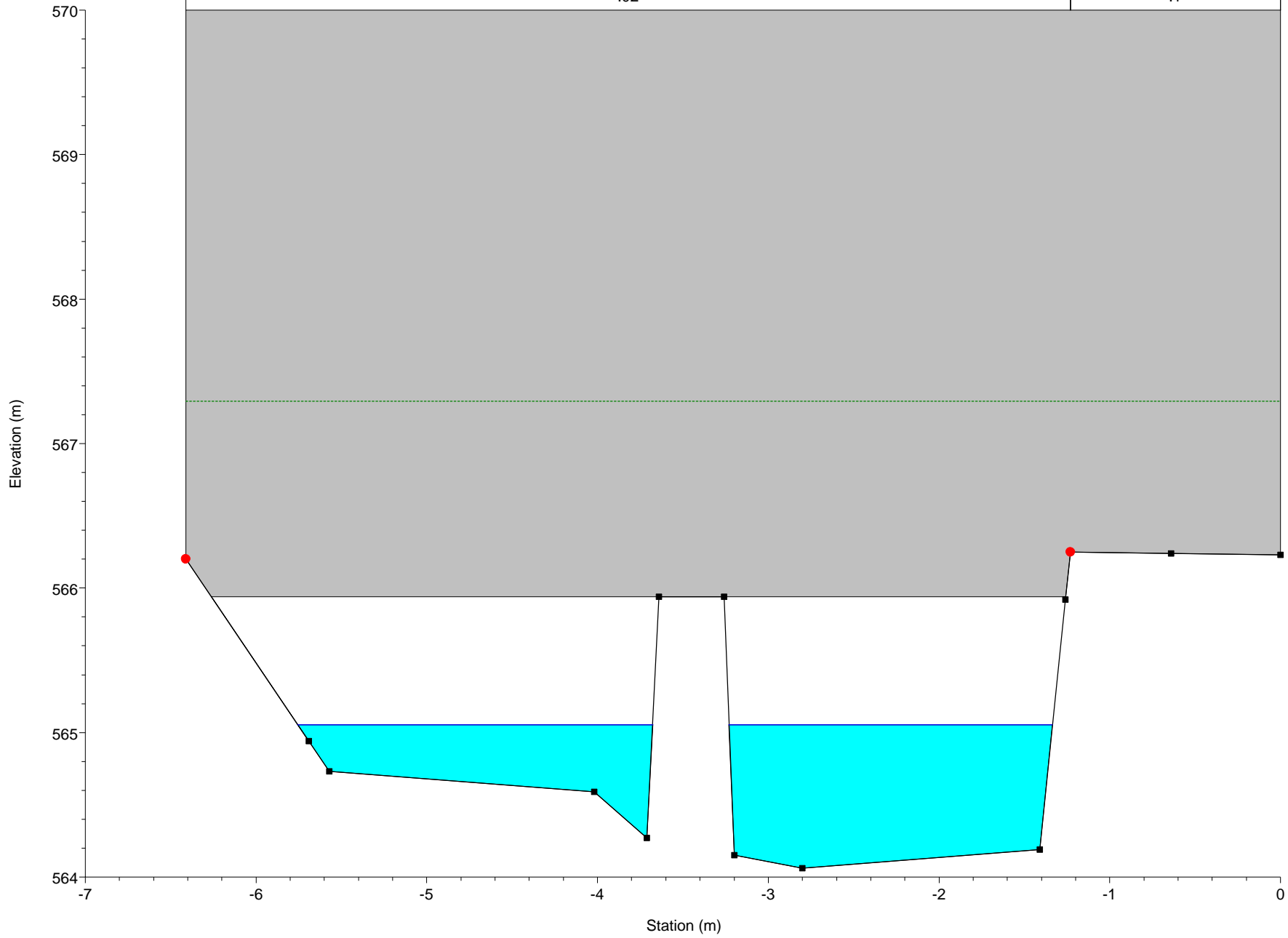
.02



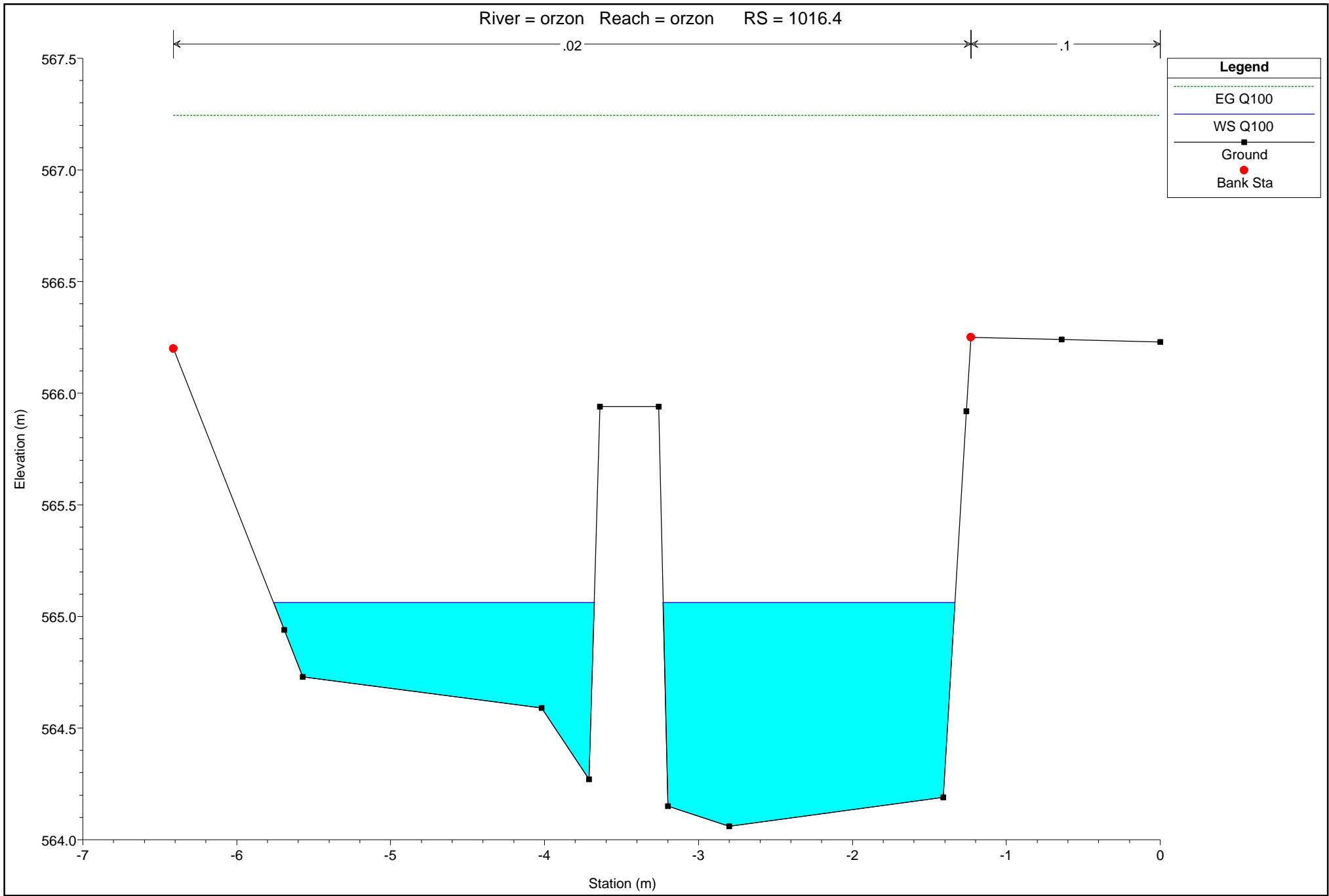
River = orzon Reach = orzon RS = 1016.5 BR

.02

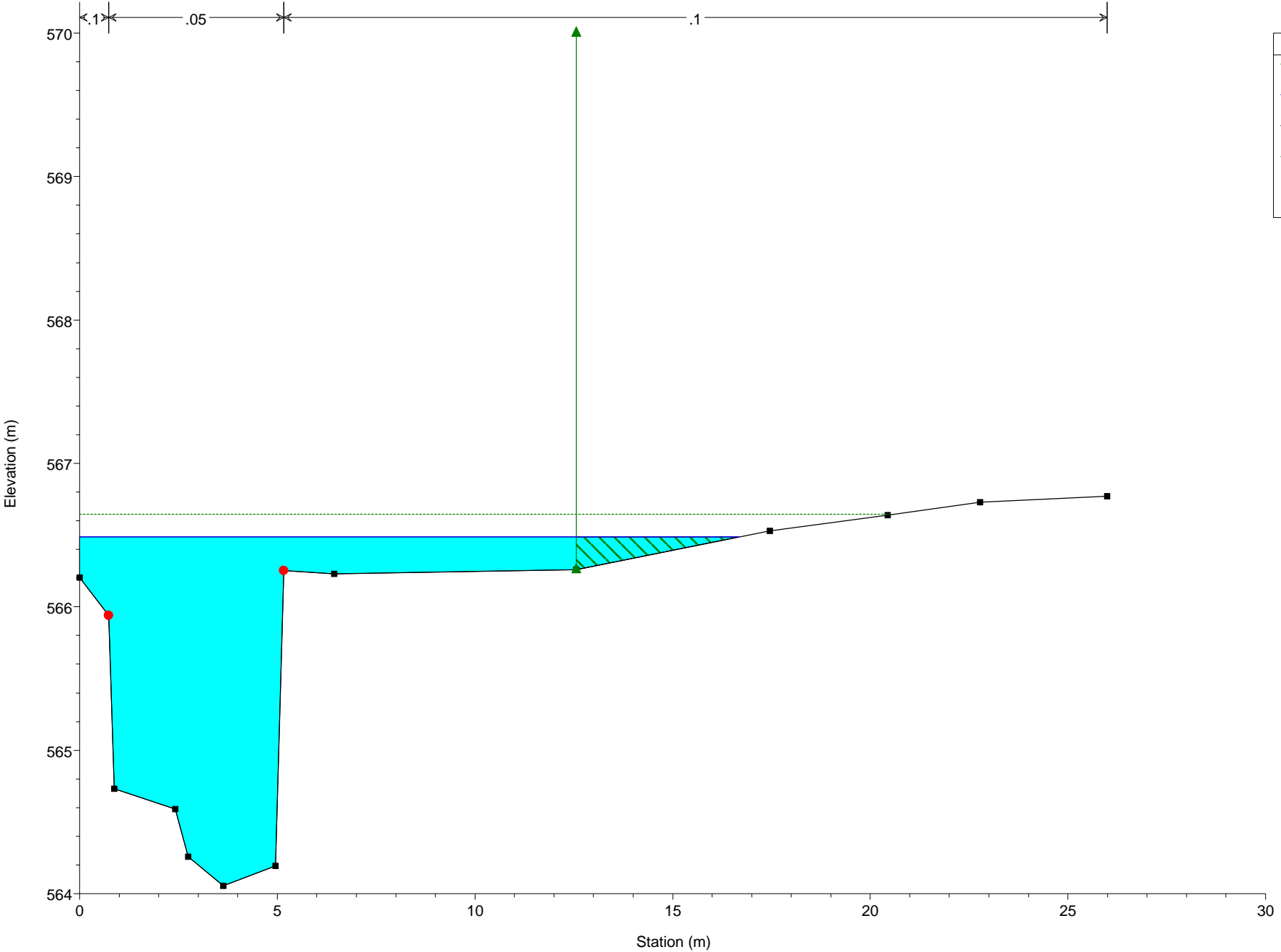
.1



Legend	
EG Q100	---
WS Q100	—
Ground	—■—
Bank Sta	●

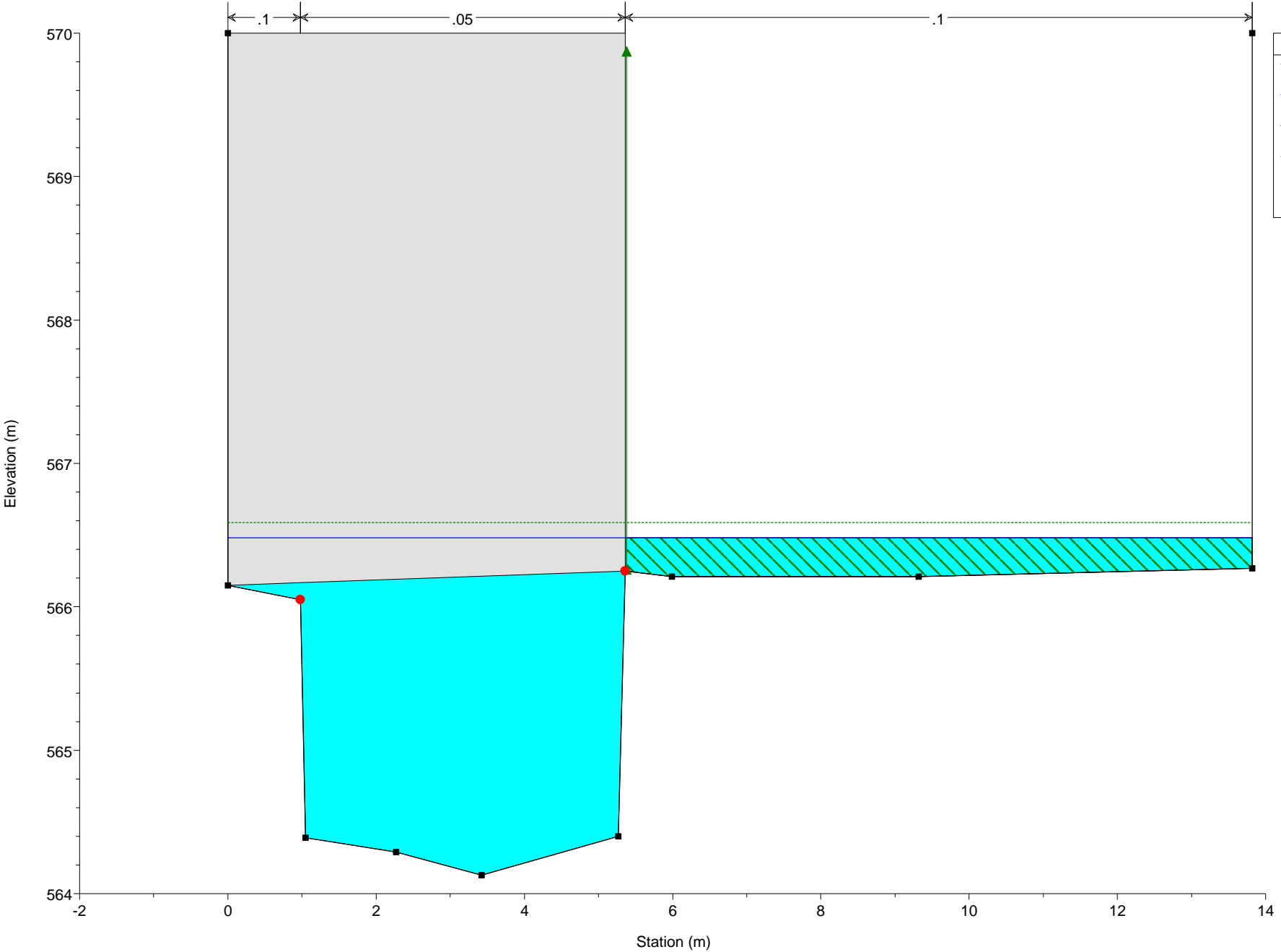


River = orzon Reach = orzon RS = 1016

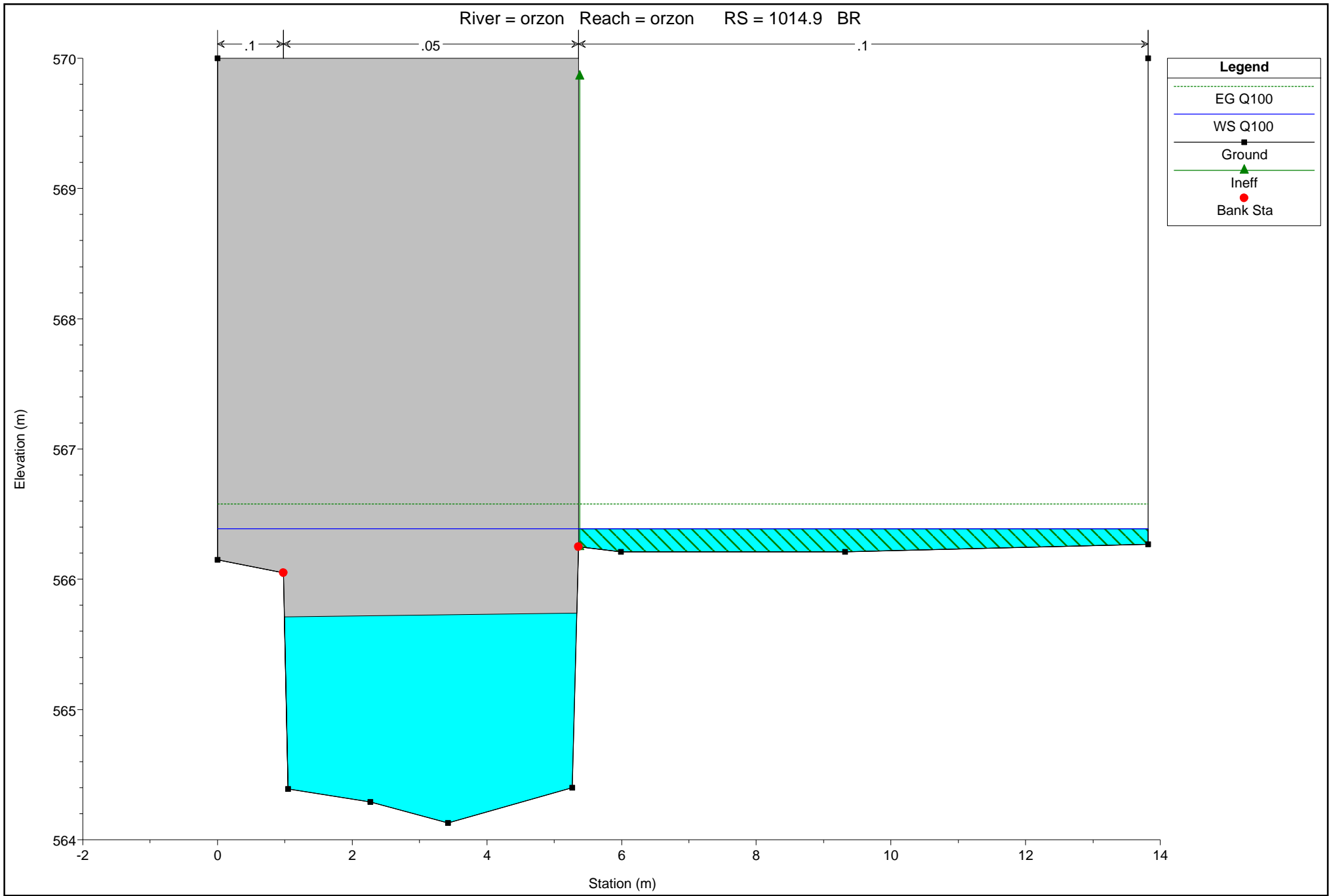


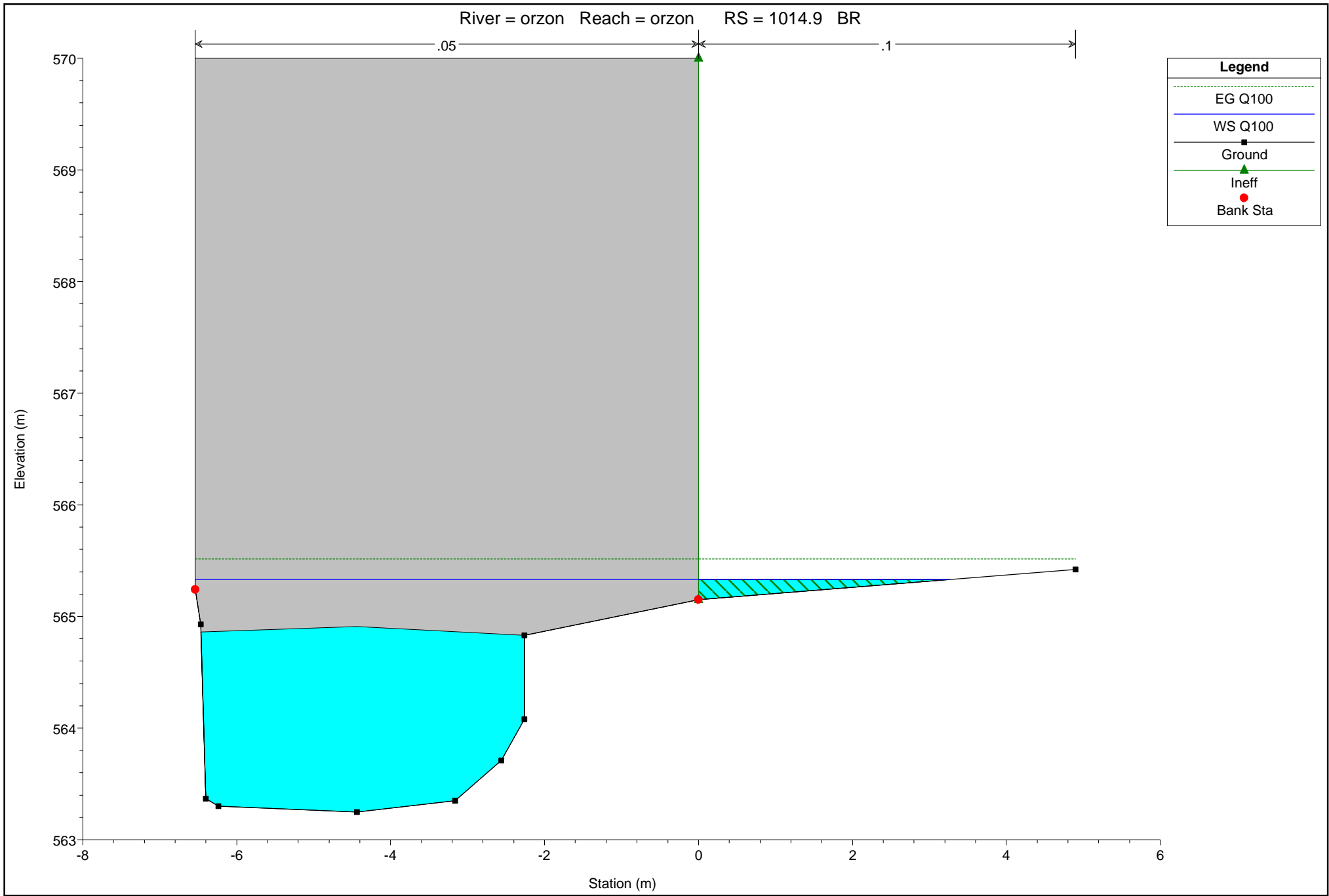
Legend	
EG Q100	(Dotted green line)
WS Q100	(Blue line)
Ground	(Black line with square marker)
Ineff	(Green line with triangle marker)
Bank Sta	(Red dot)

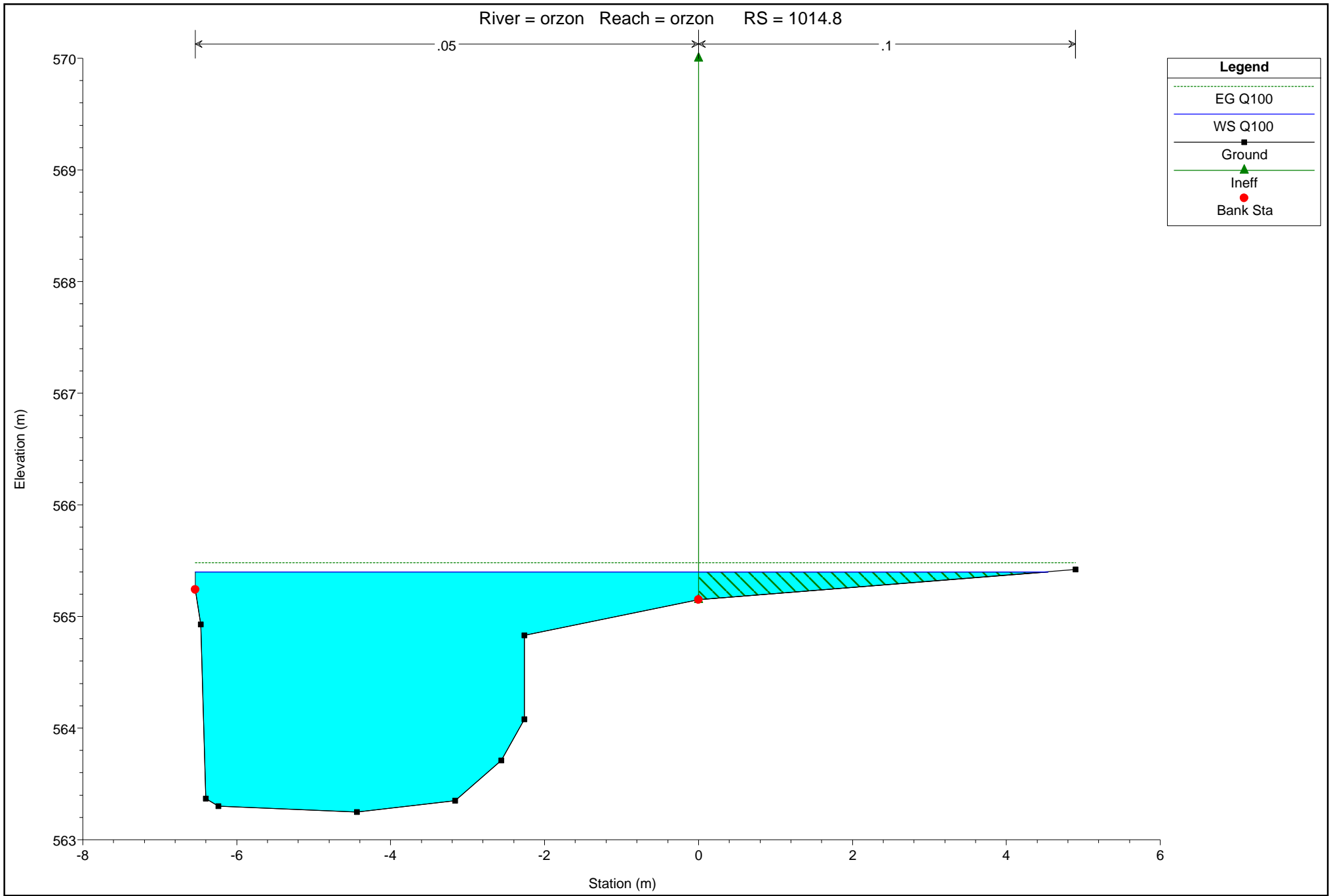
River = orzon Reach = orzon RS = 1015

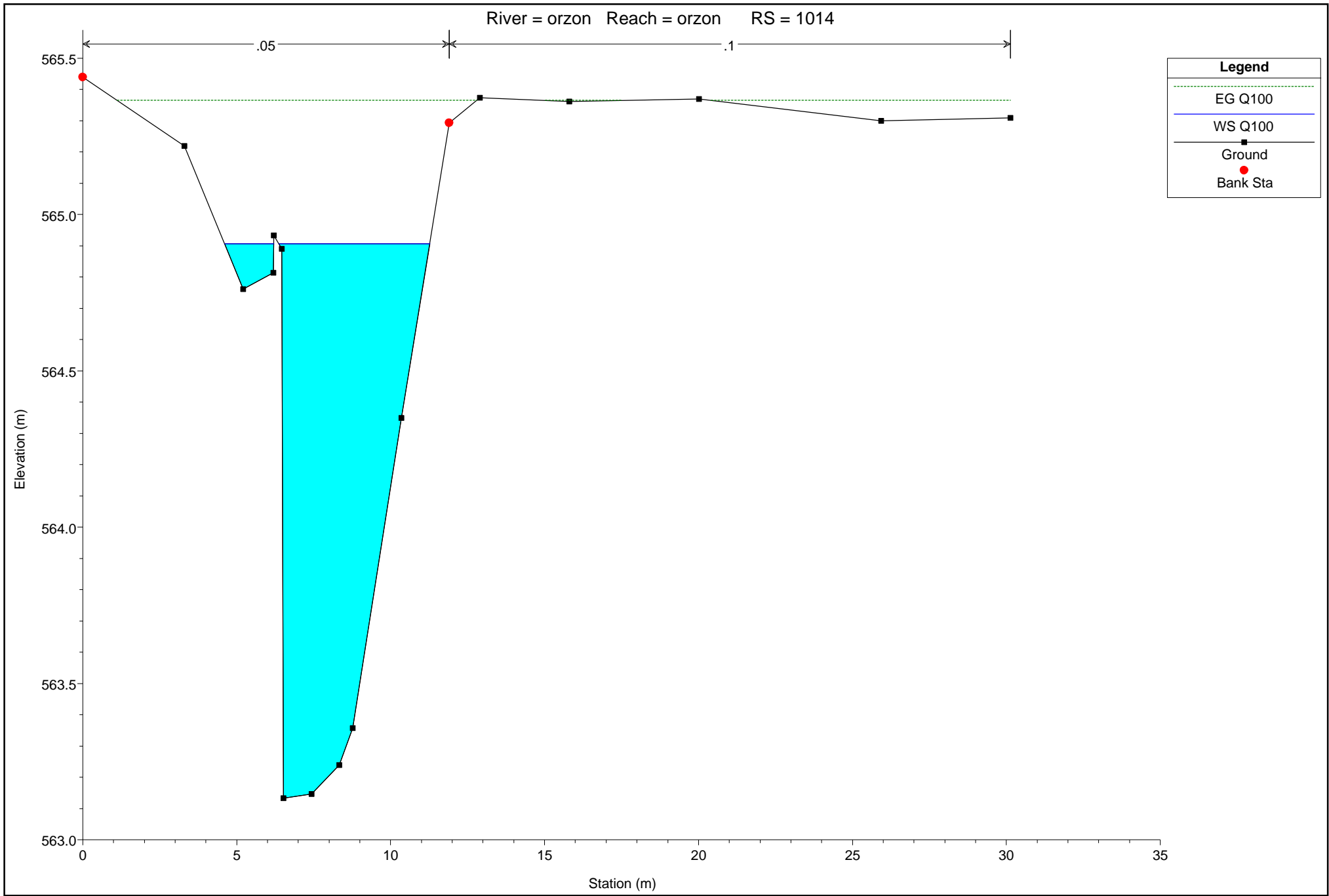


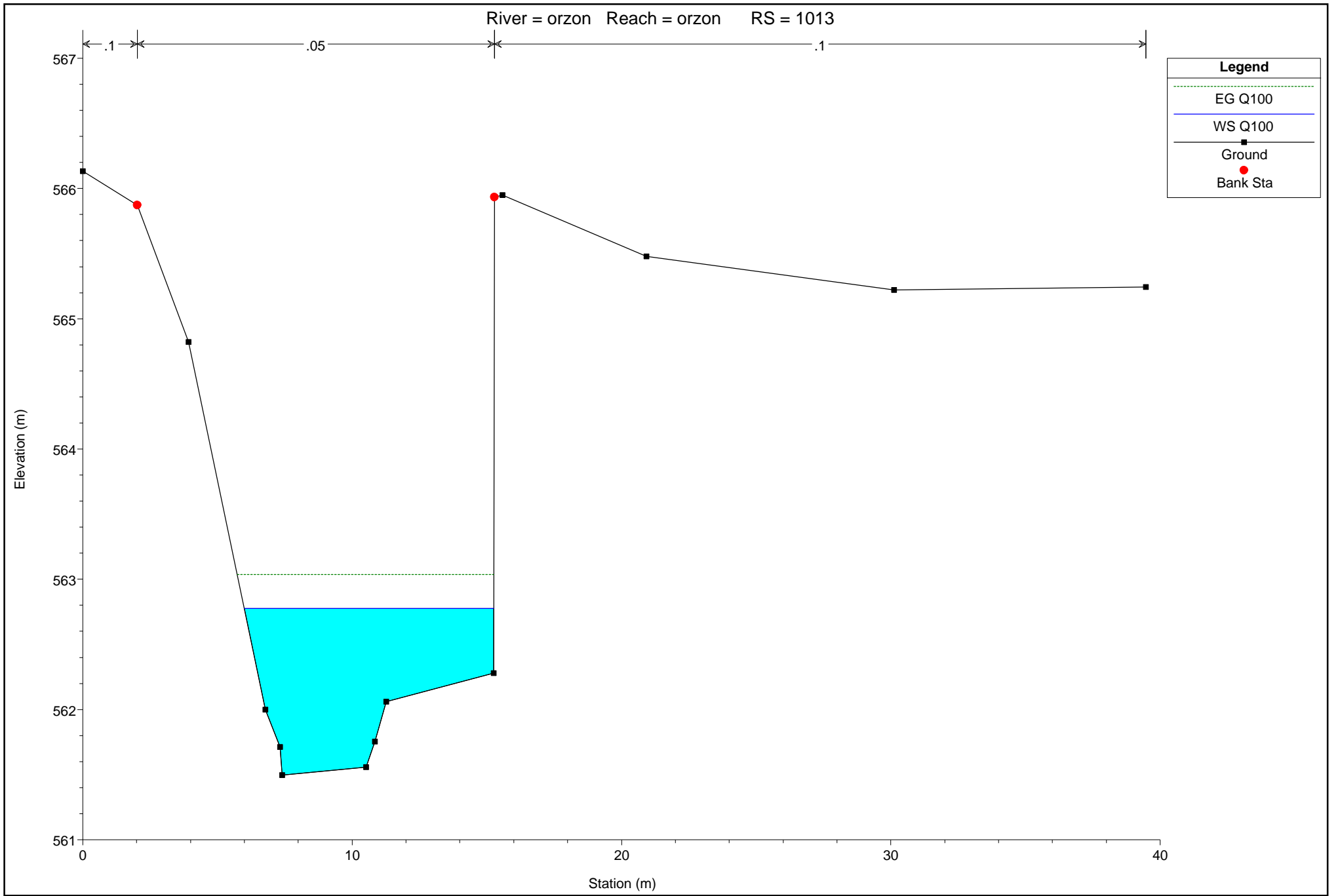
Legend	
---	EG Q100
—	WS Q100
■	Ground
▲	Ineff
●	Bank Sta





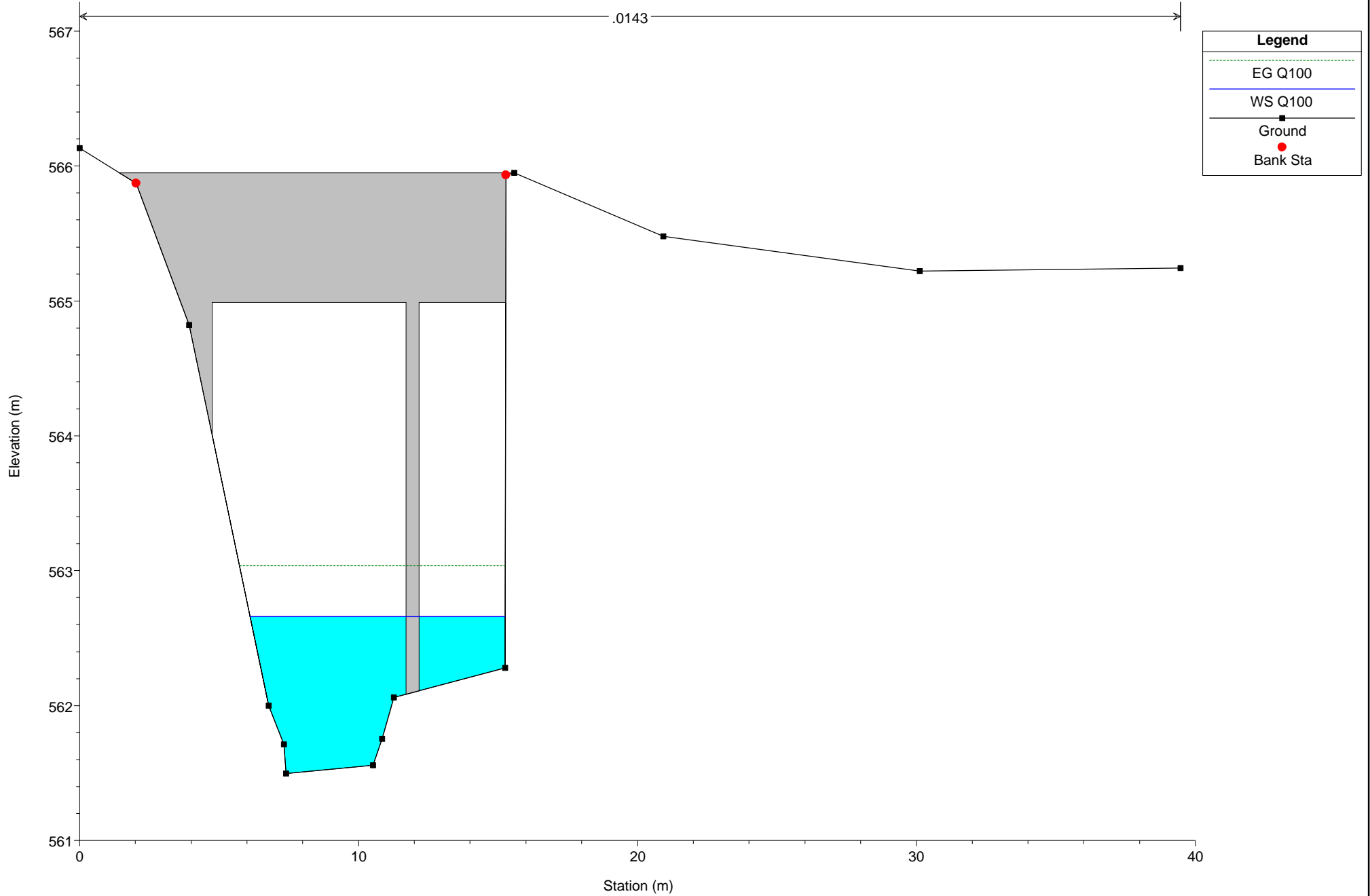






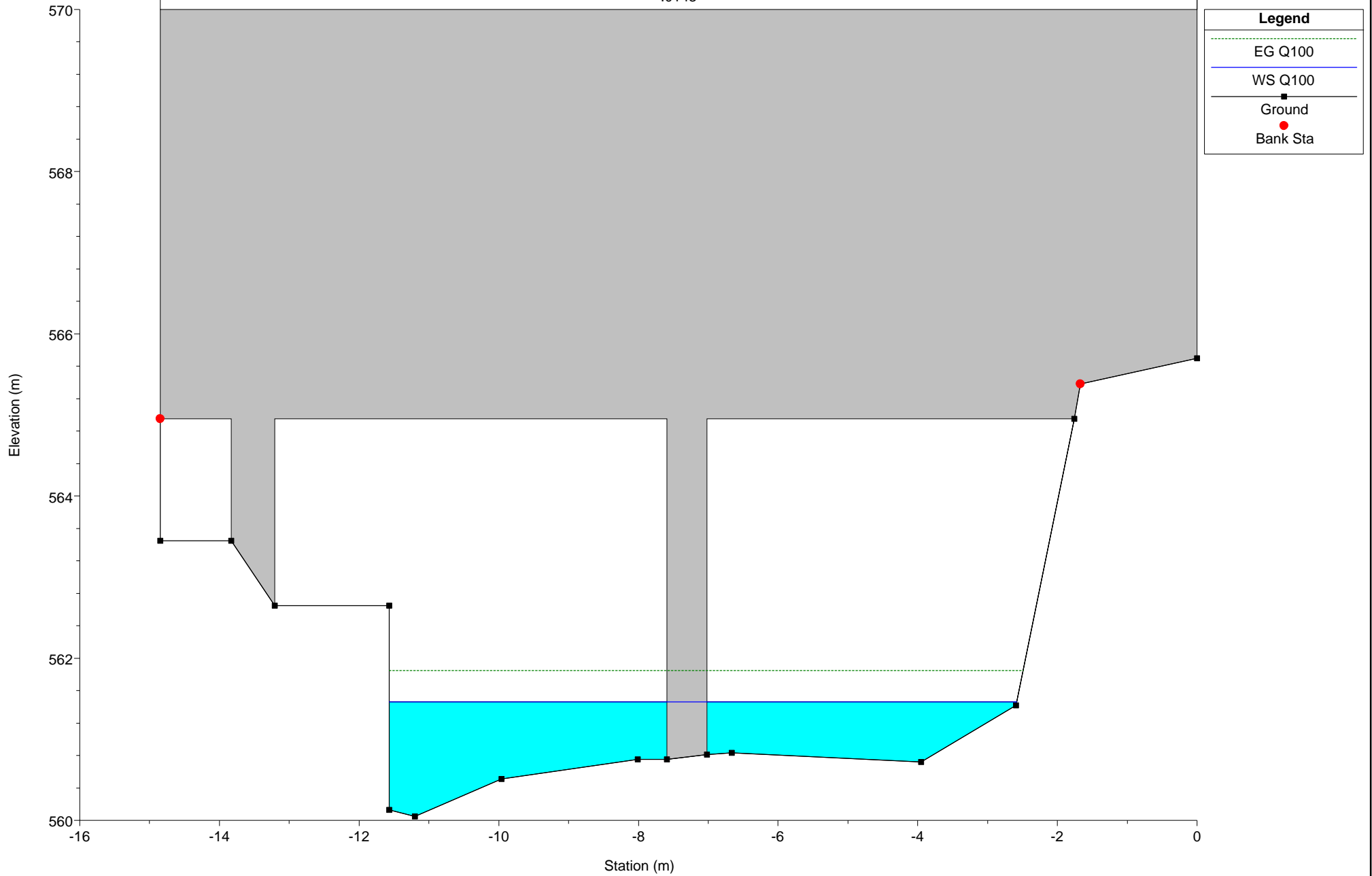
River = orzon Reach = orzon RS = 1012.9 BR

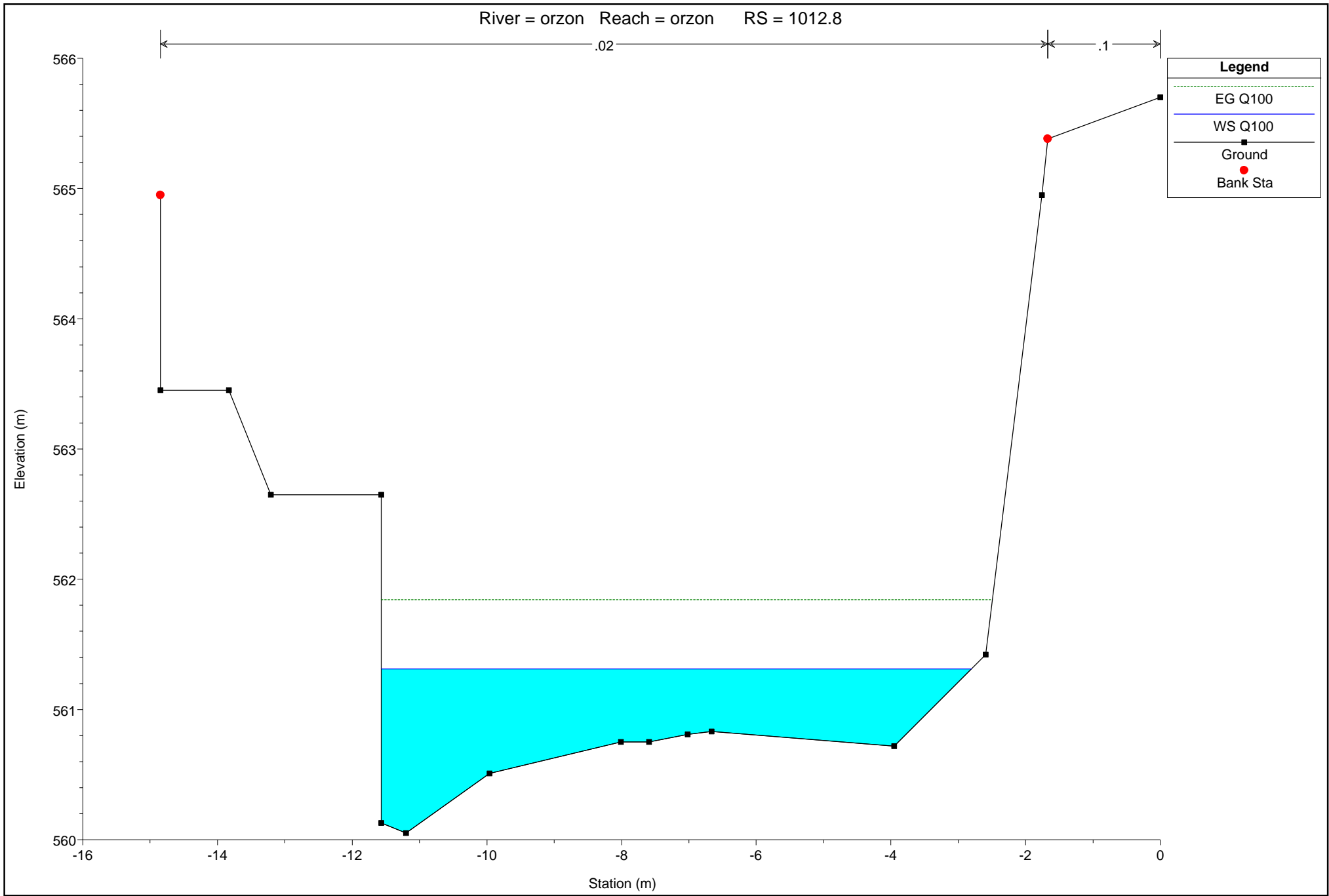
.0143

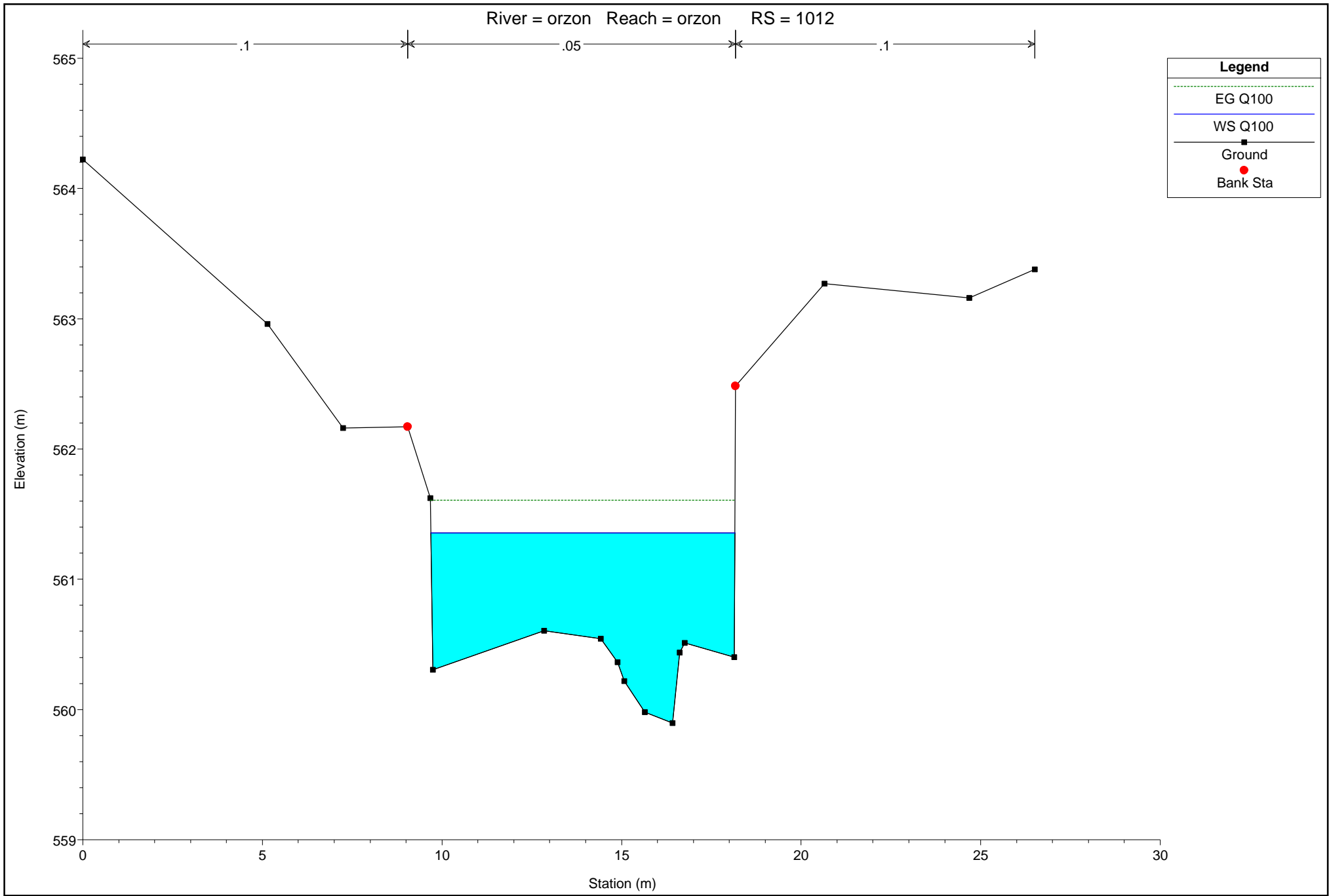


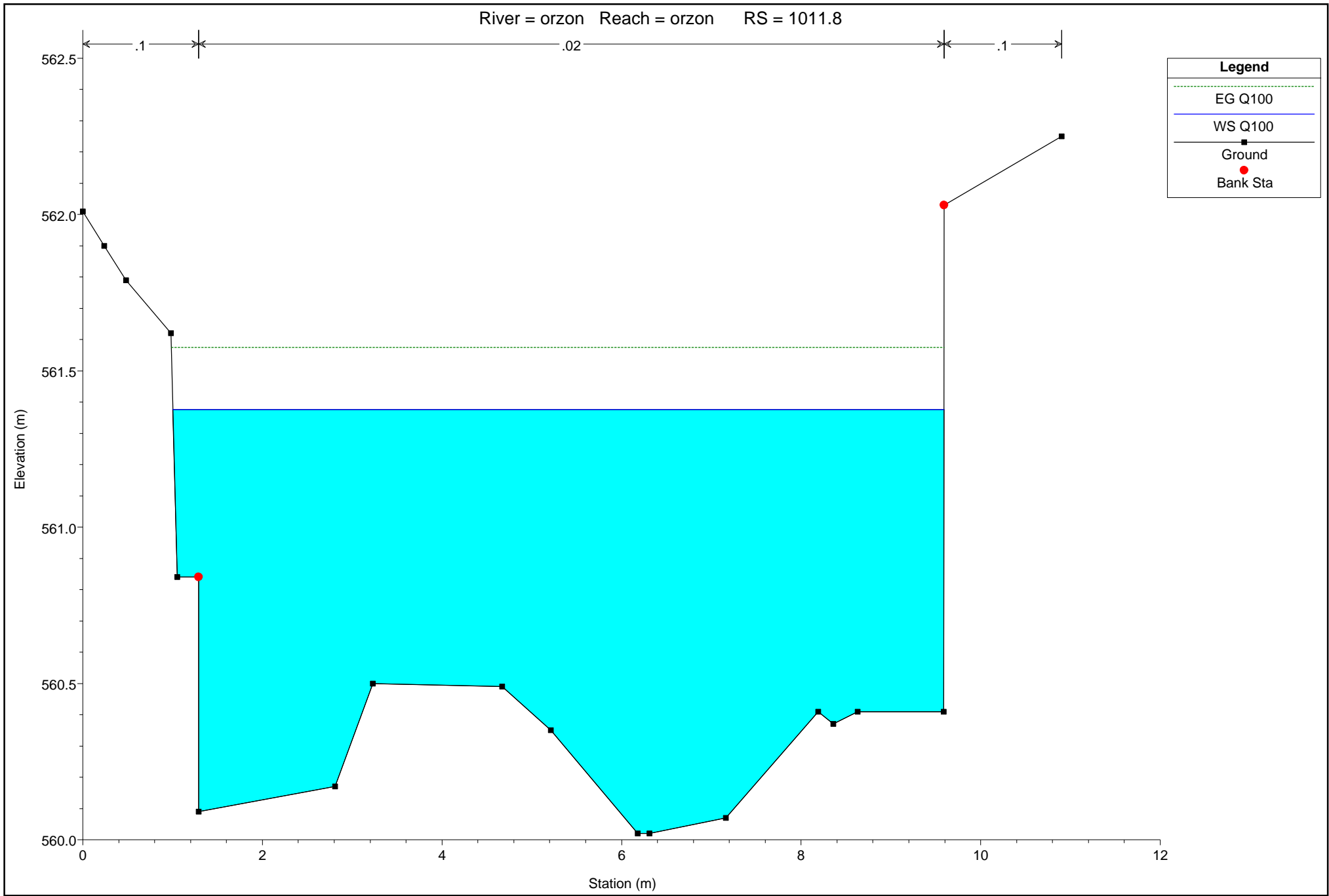
River = orzon Reach = orzon RS = 1012.9 BR

.0143

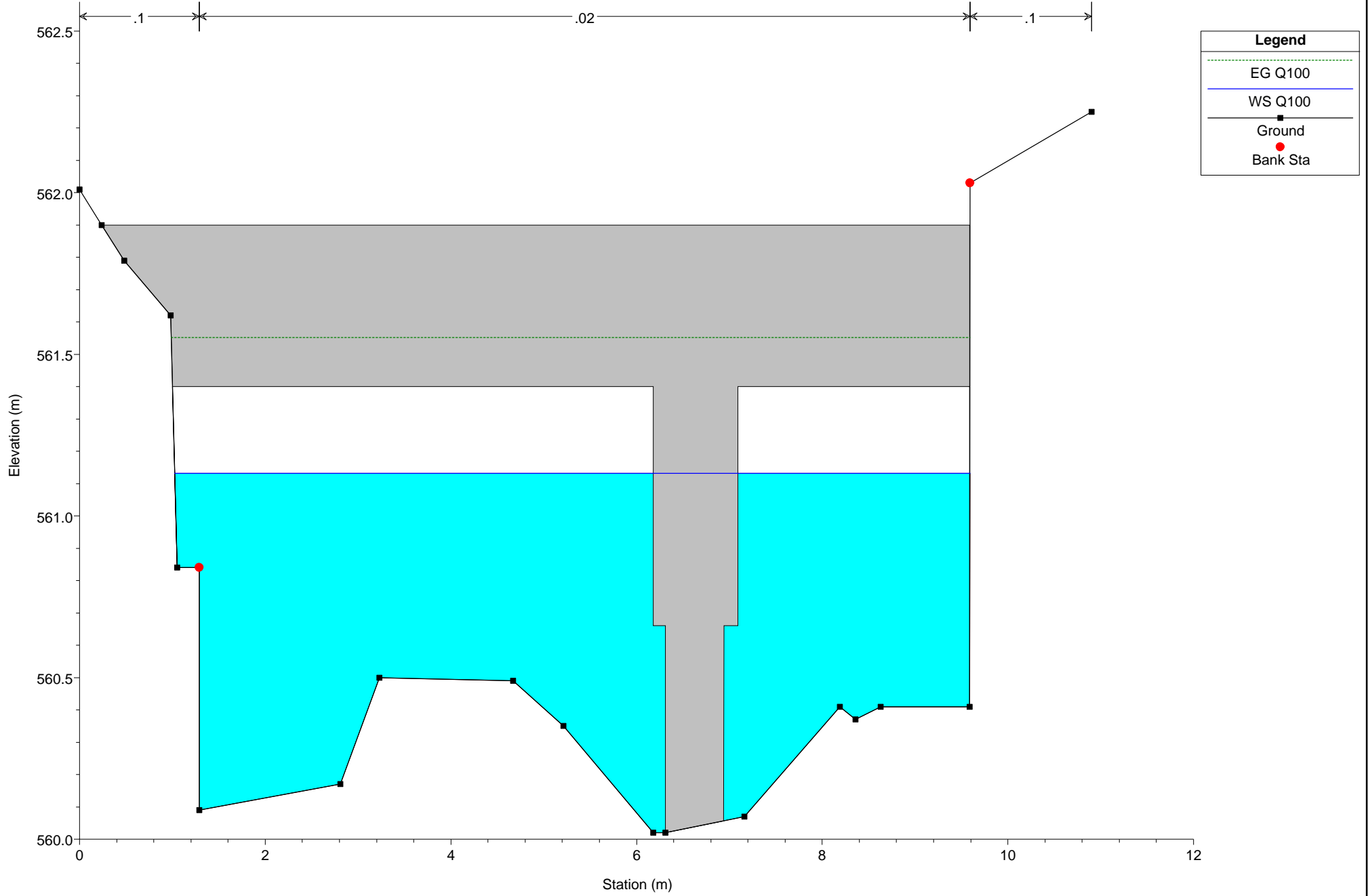






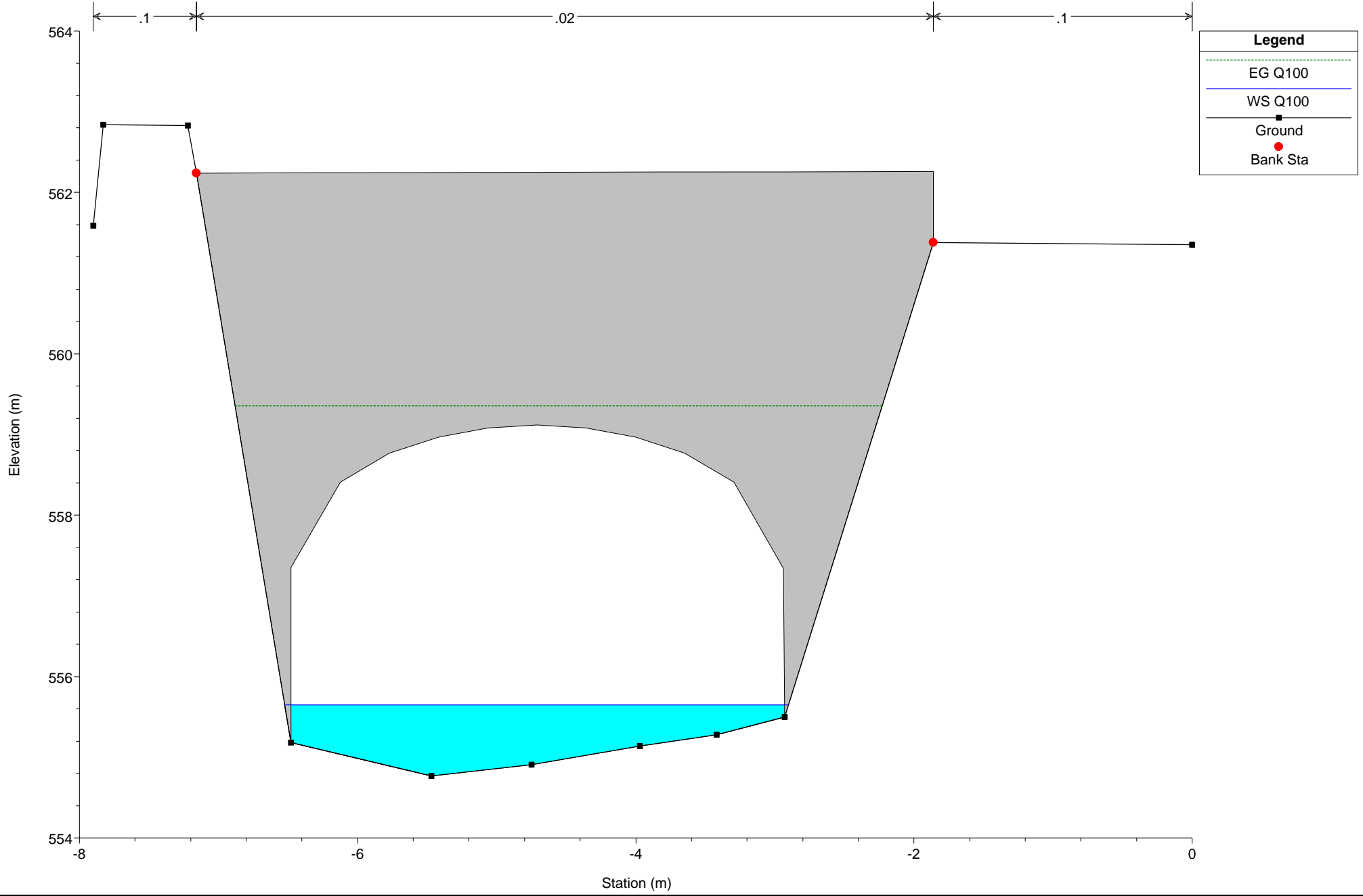


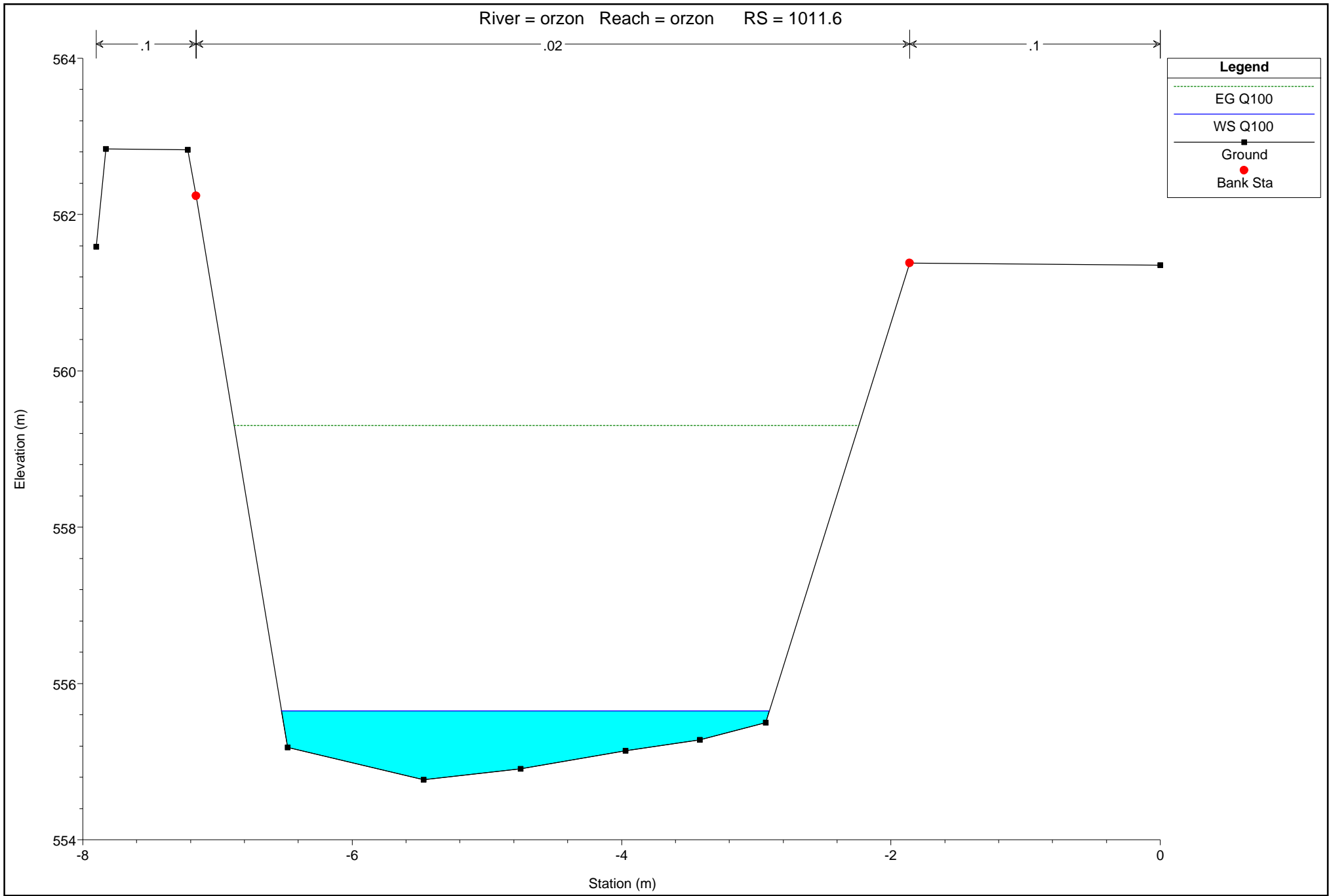
River = orzon Reach = orzon RS = 1011.7 BR



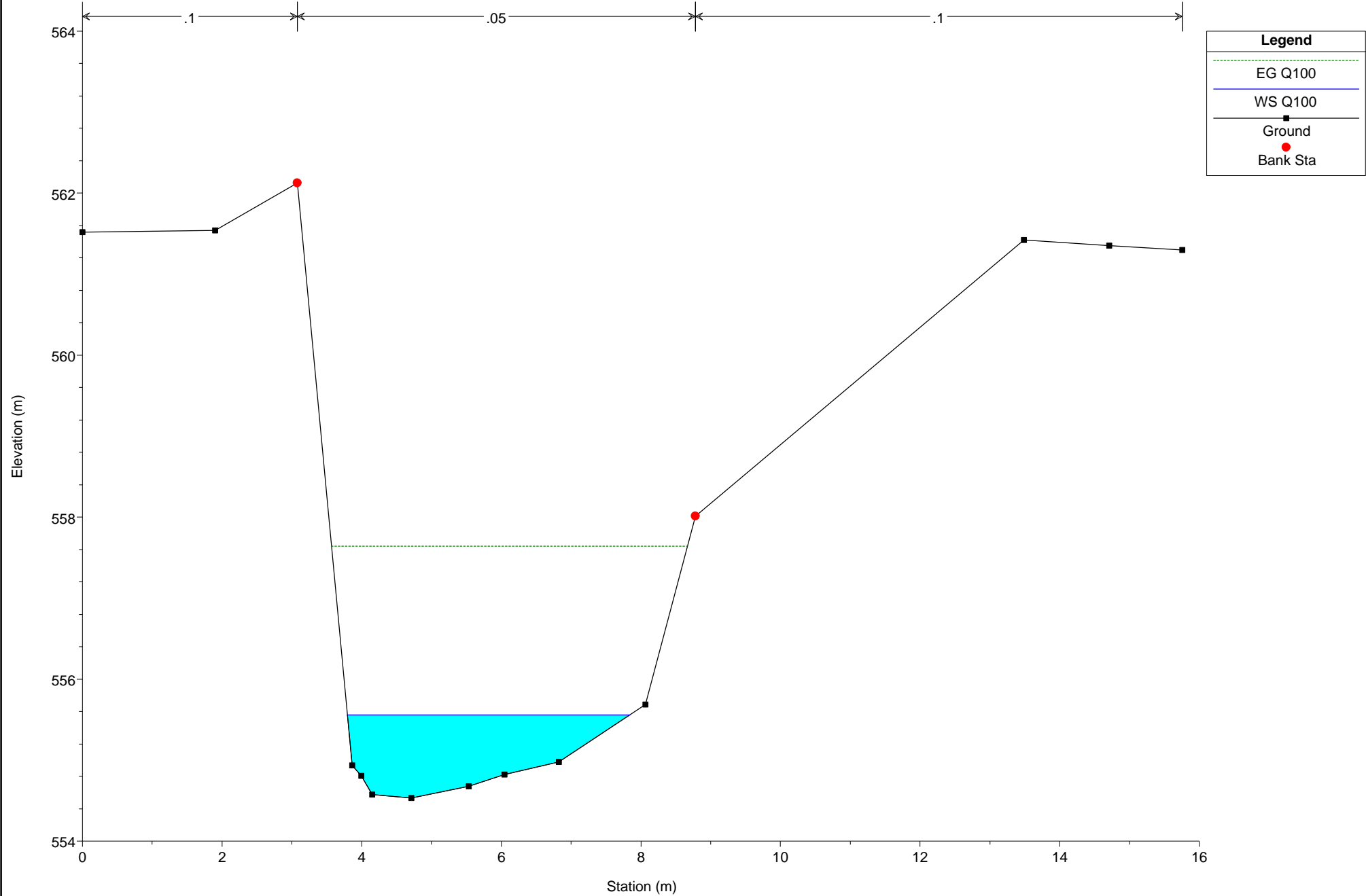
Legend	
---	EG Q100
---	WS Q100
■	Ground
●	Bank Sta

River = orzon Reach = orzon RS = 1011.7 BR



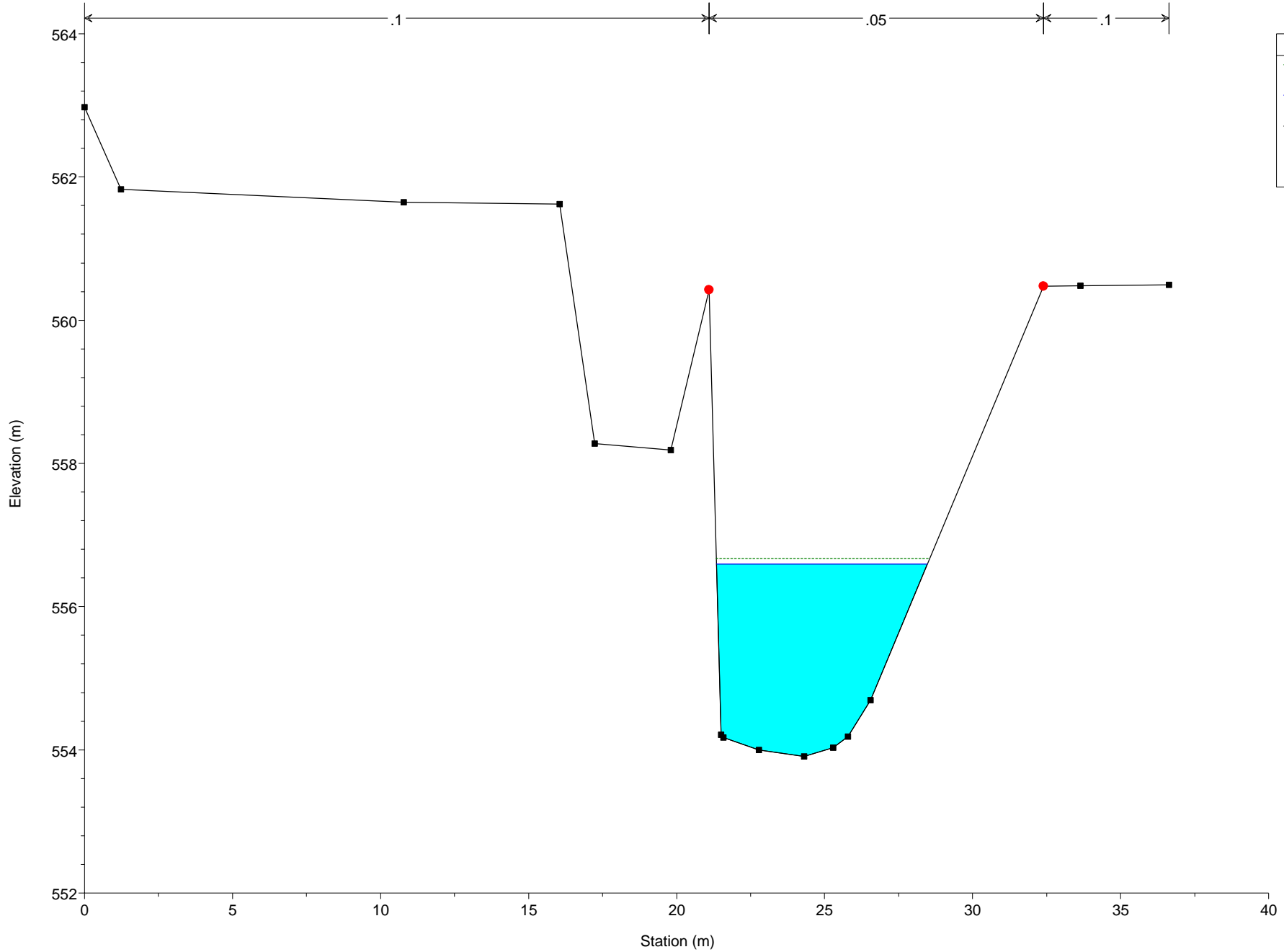


River = orzon Reach = orzon RS = 1010

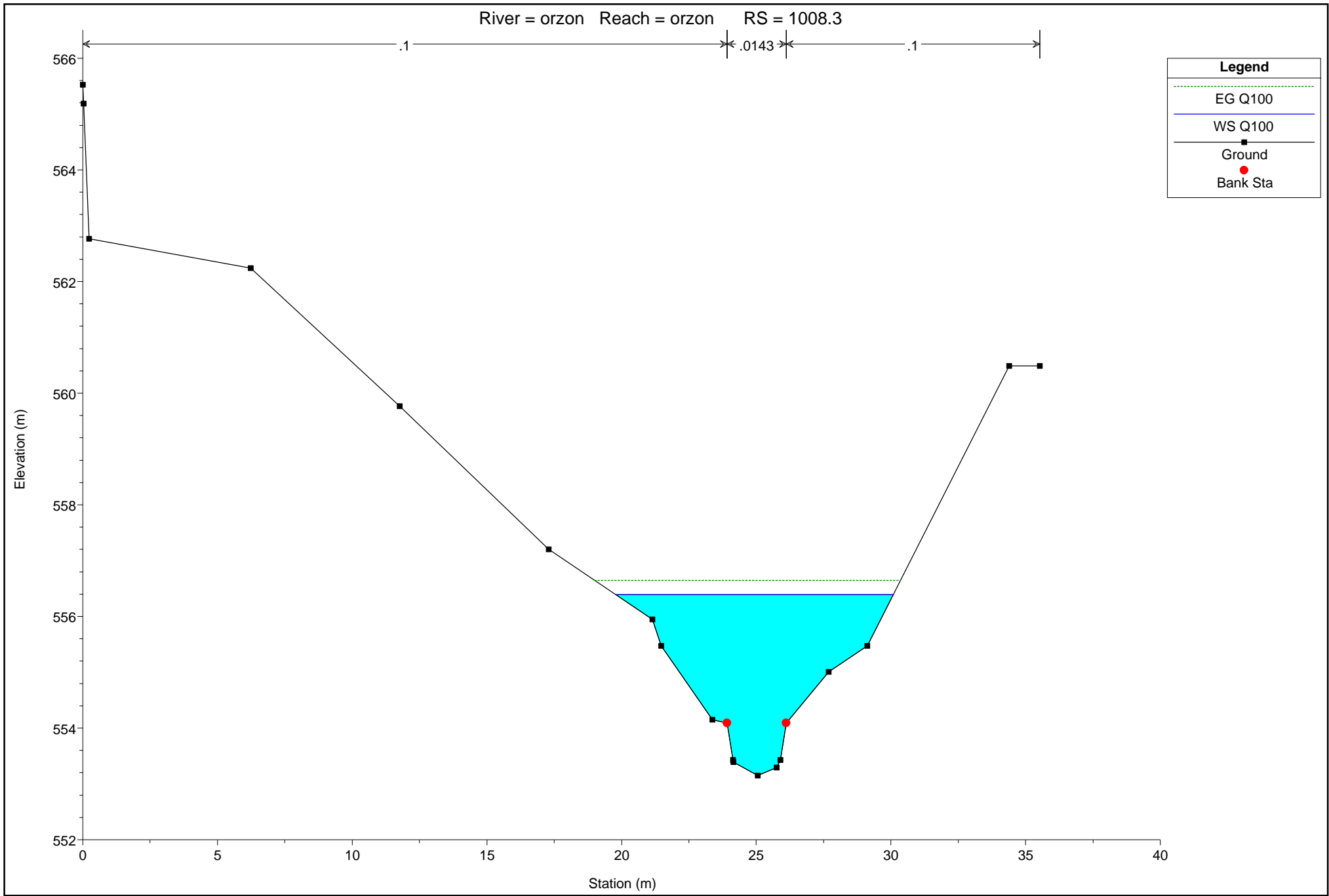


Legend	
EG Q100	-----
WS Q100	-----
Ground	■
Bank Sta	●

River = orzon Reach = orzon RS = 1009

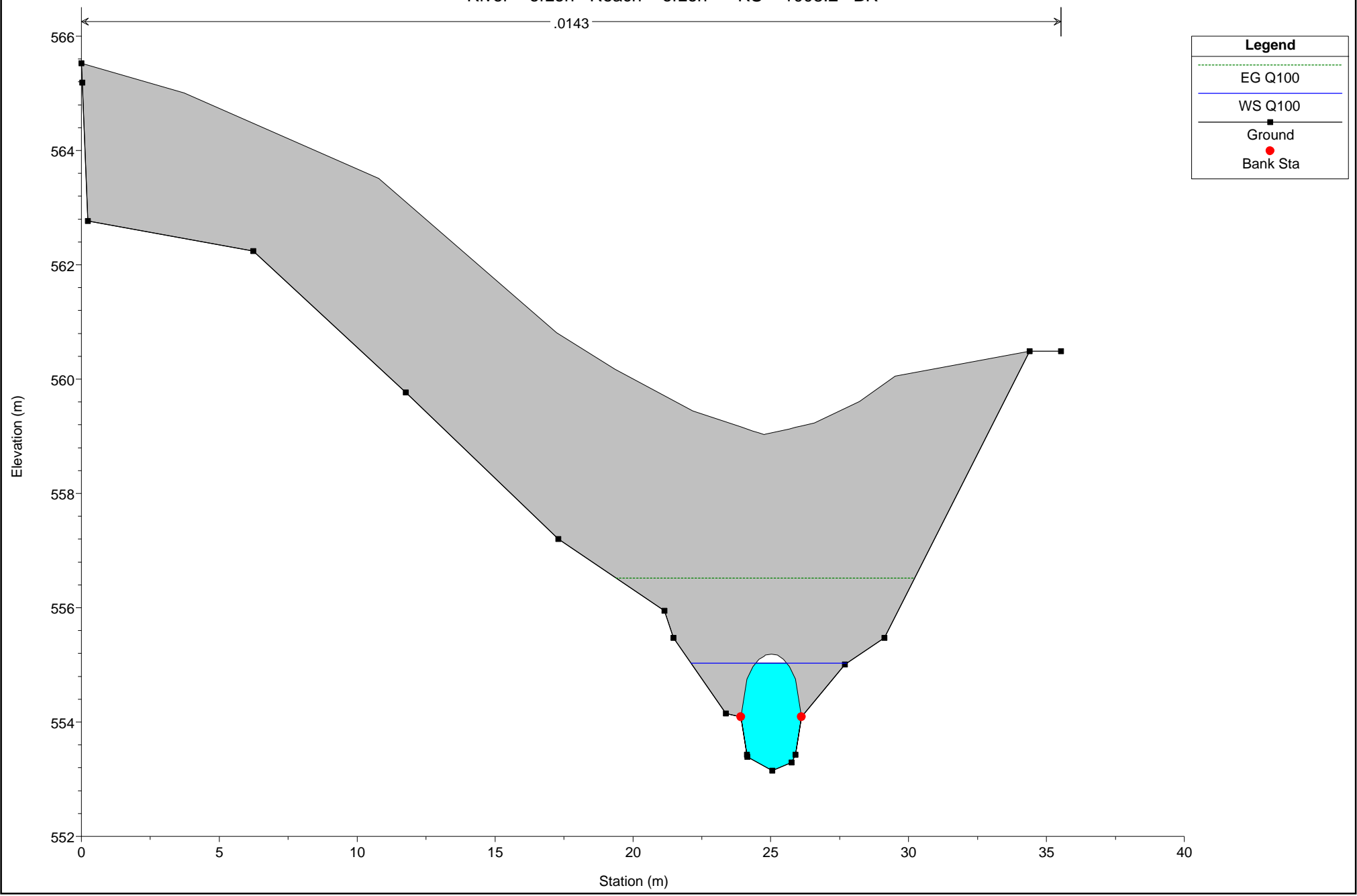


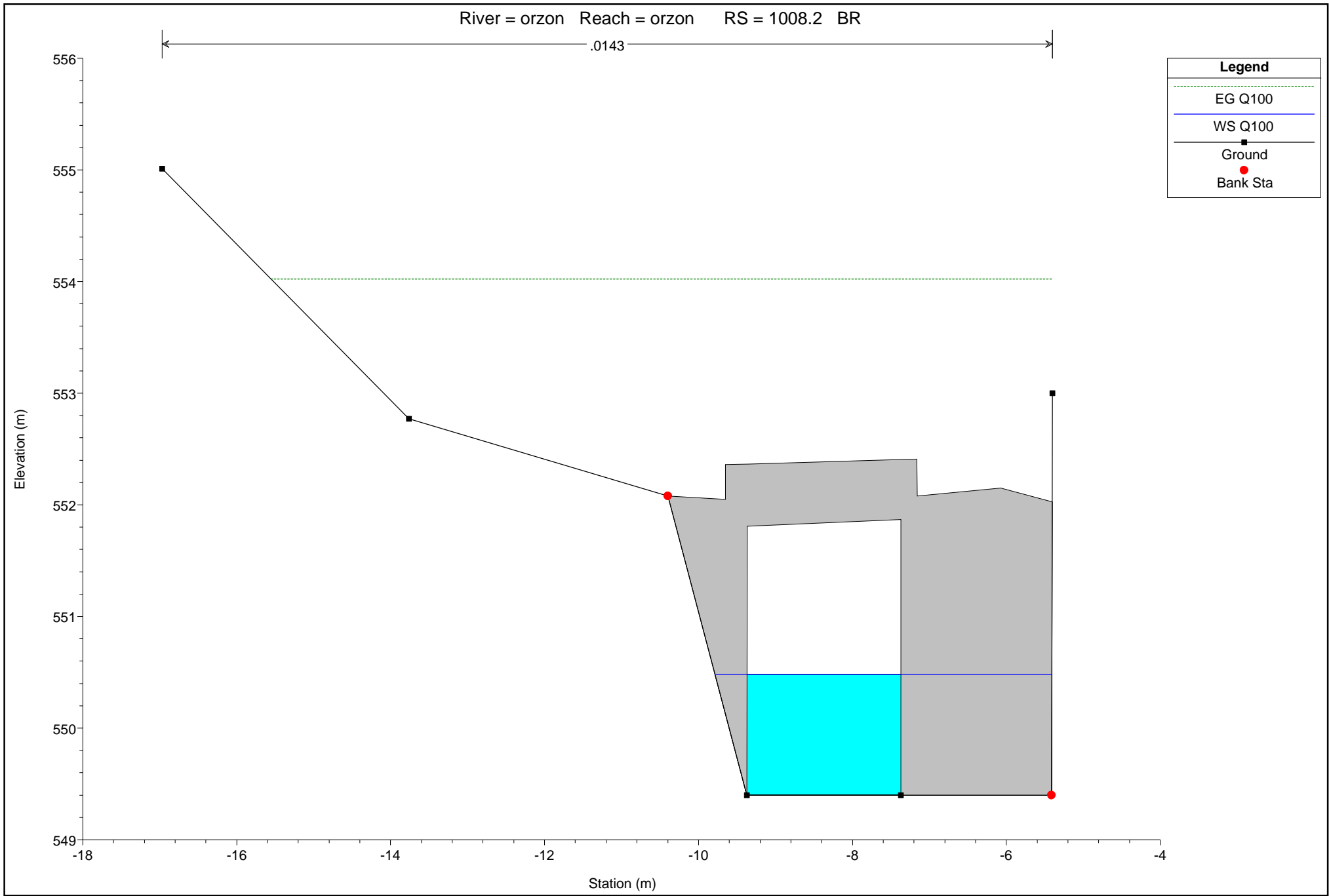
Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta

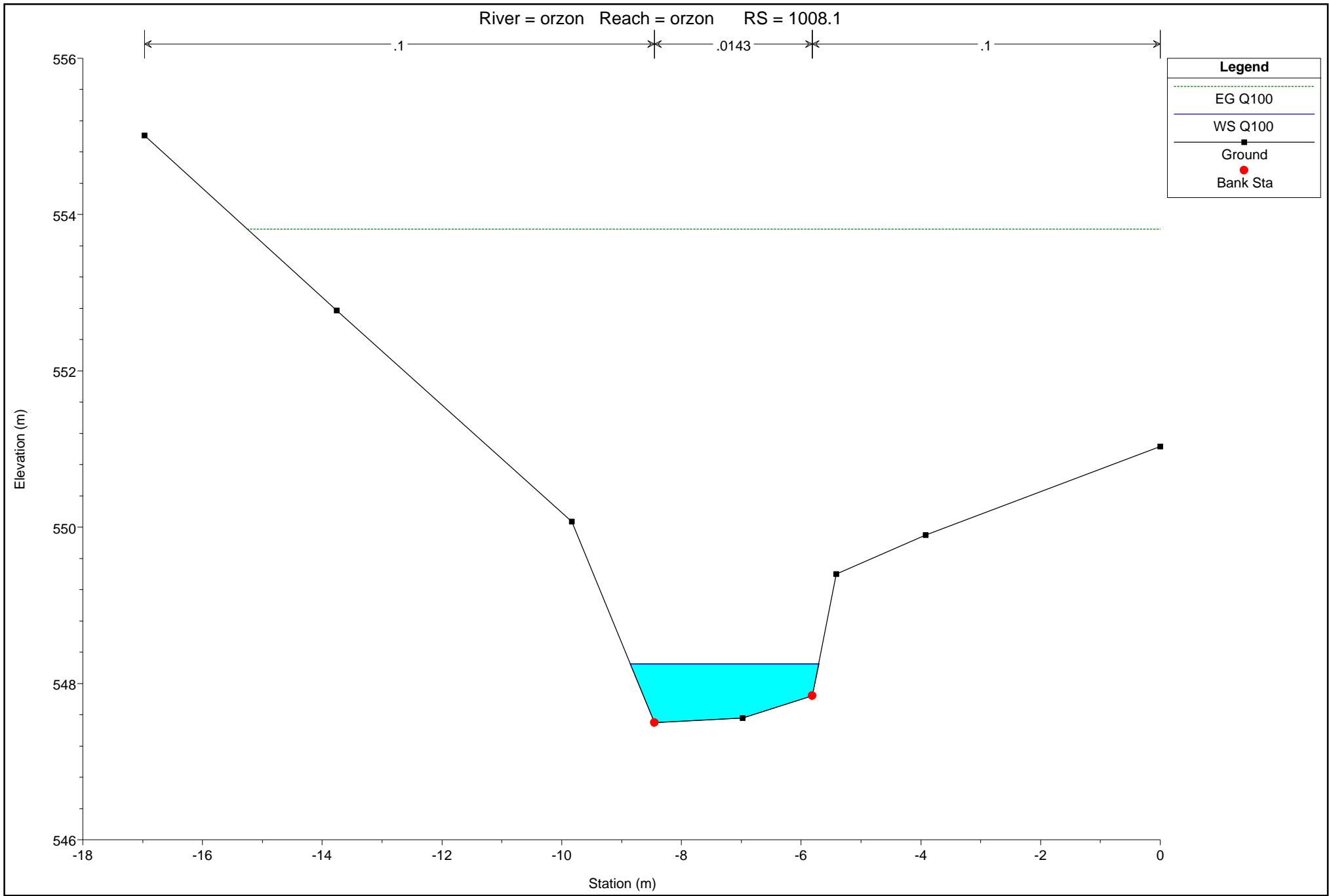


River = orzon Reach = orzon RS = 1008.2 BR

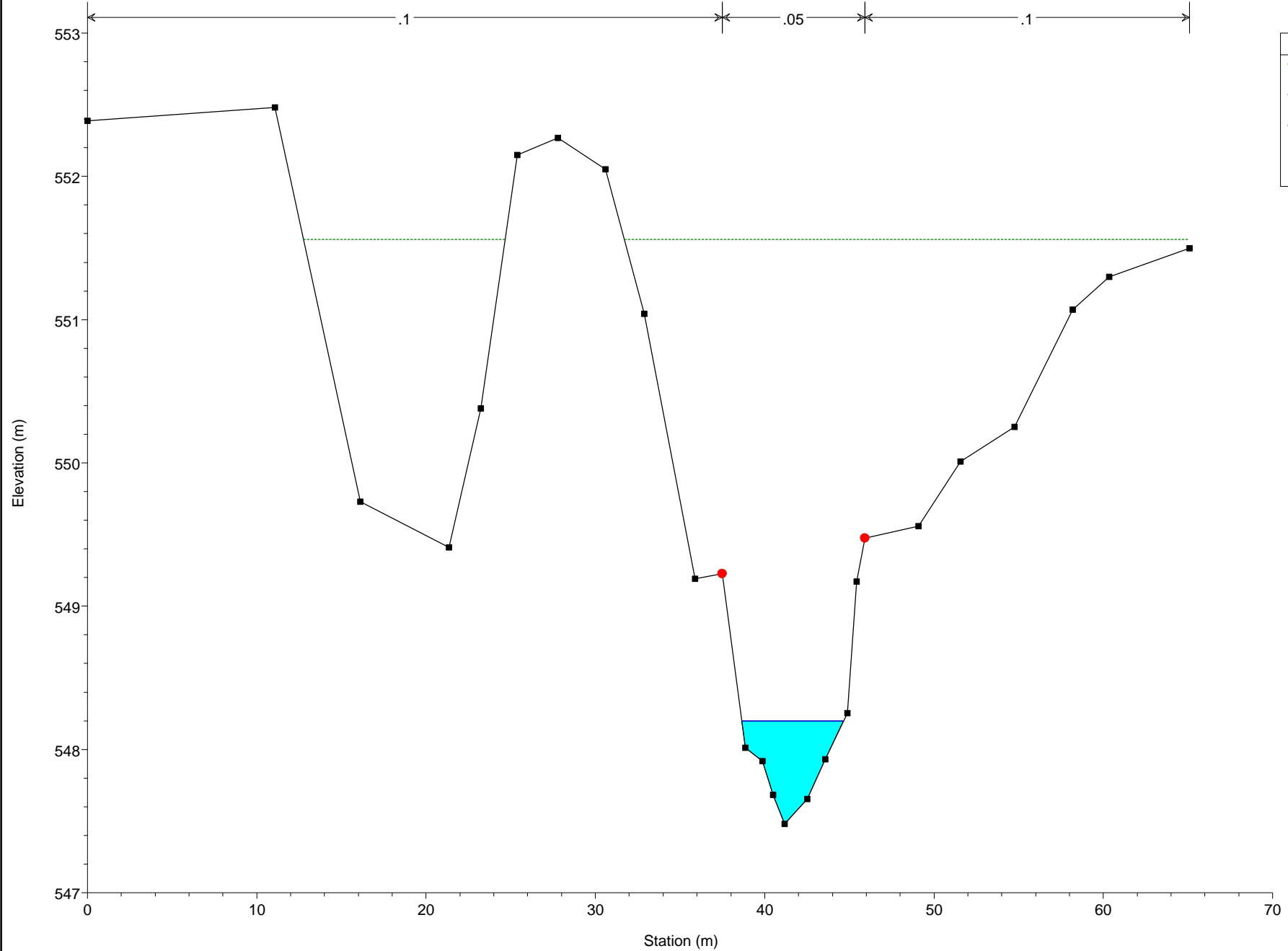
.0143



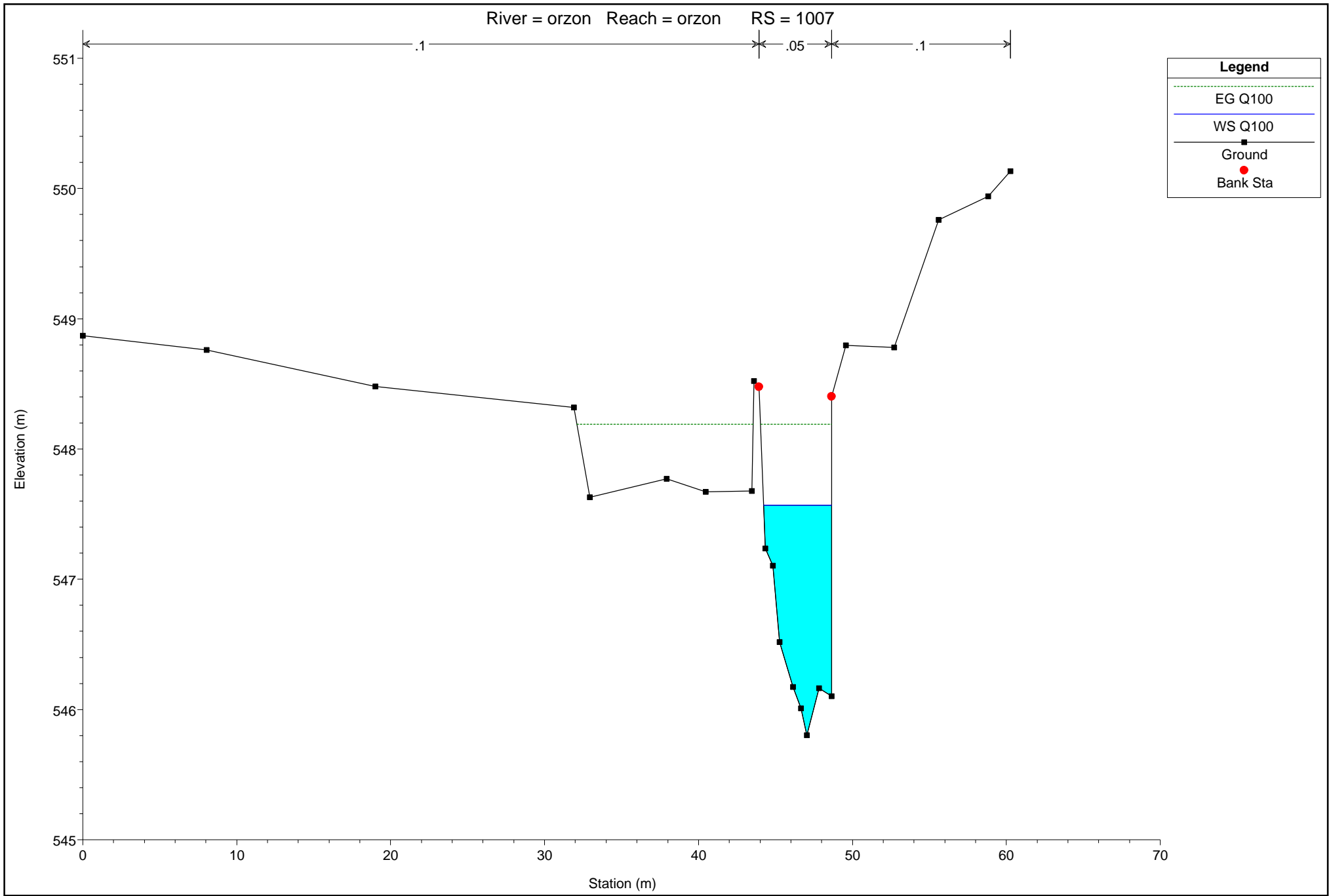


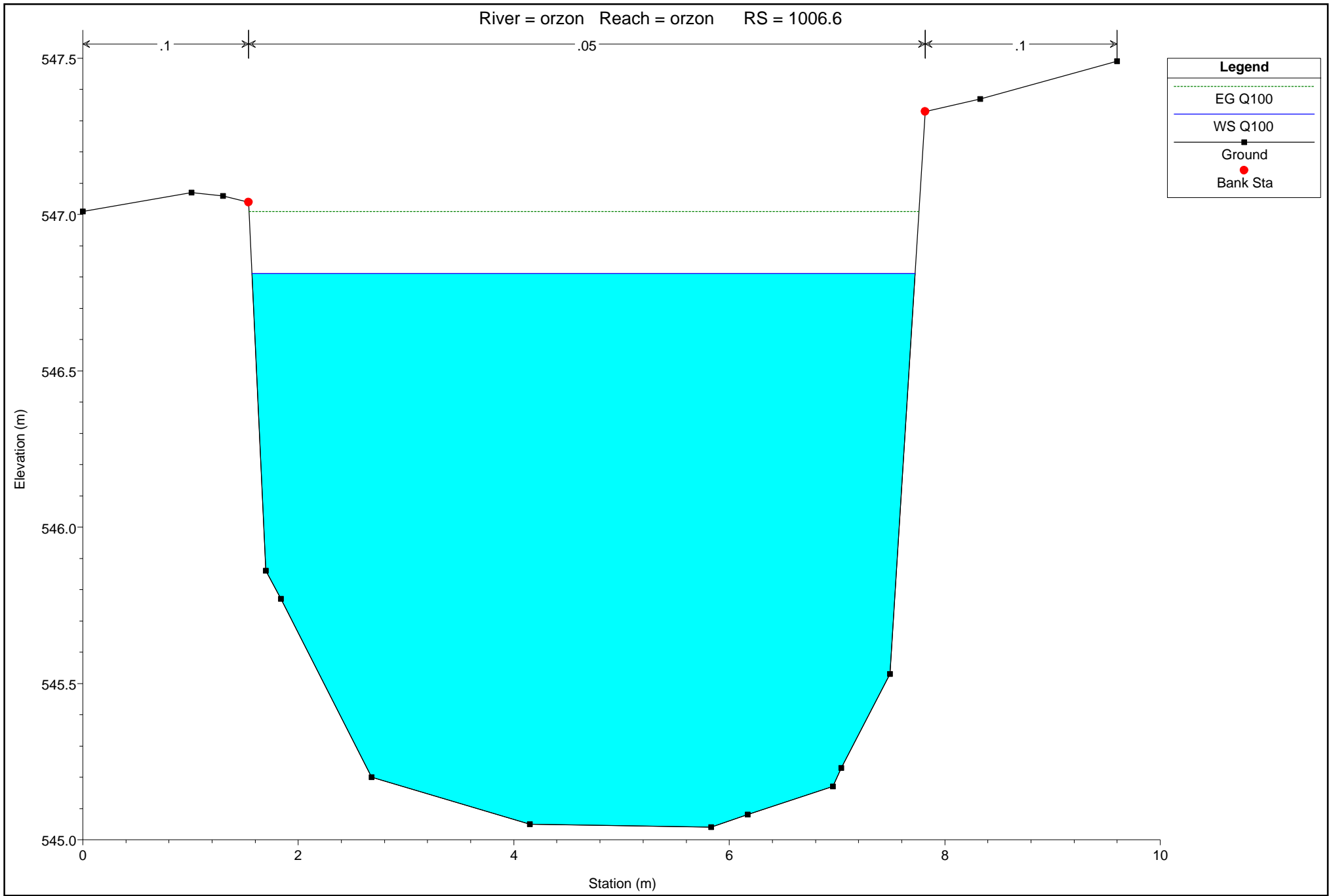


River = orzon Reach = orzon RS = 1008



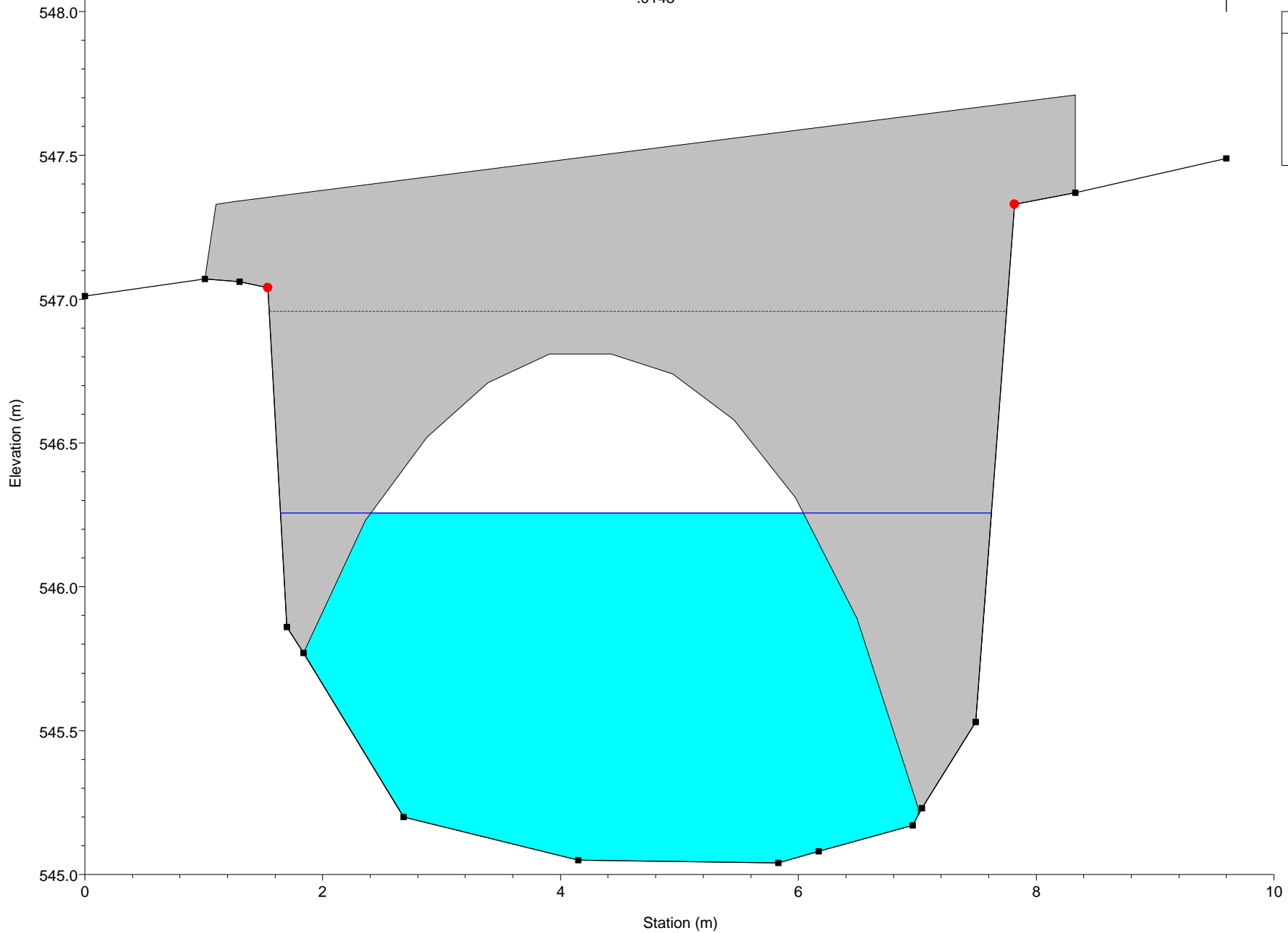
Legend	
EG Q100	(Dotted green line)
WS Q100	(Solid blue line)
Ground	(Solid black line with square markers)
Bank Sta	(Red dot)





River = orzon Reach = orzon RS = 1006.5 BR

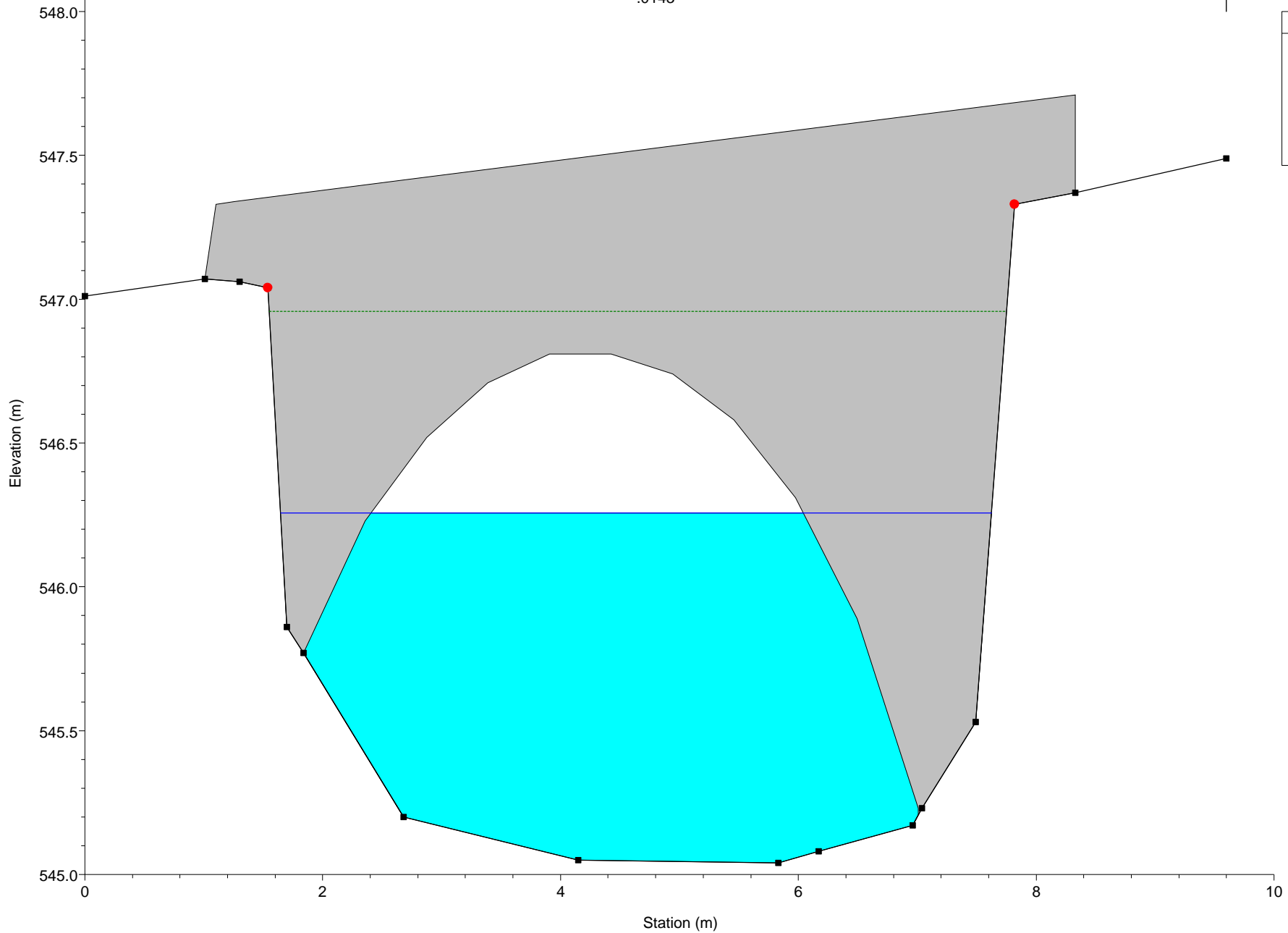
.0143



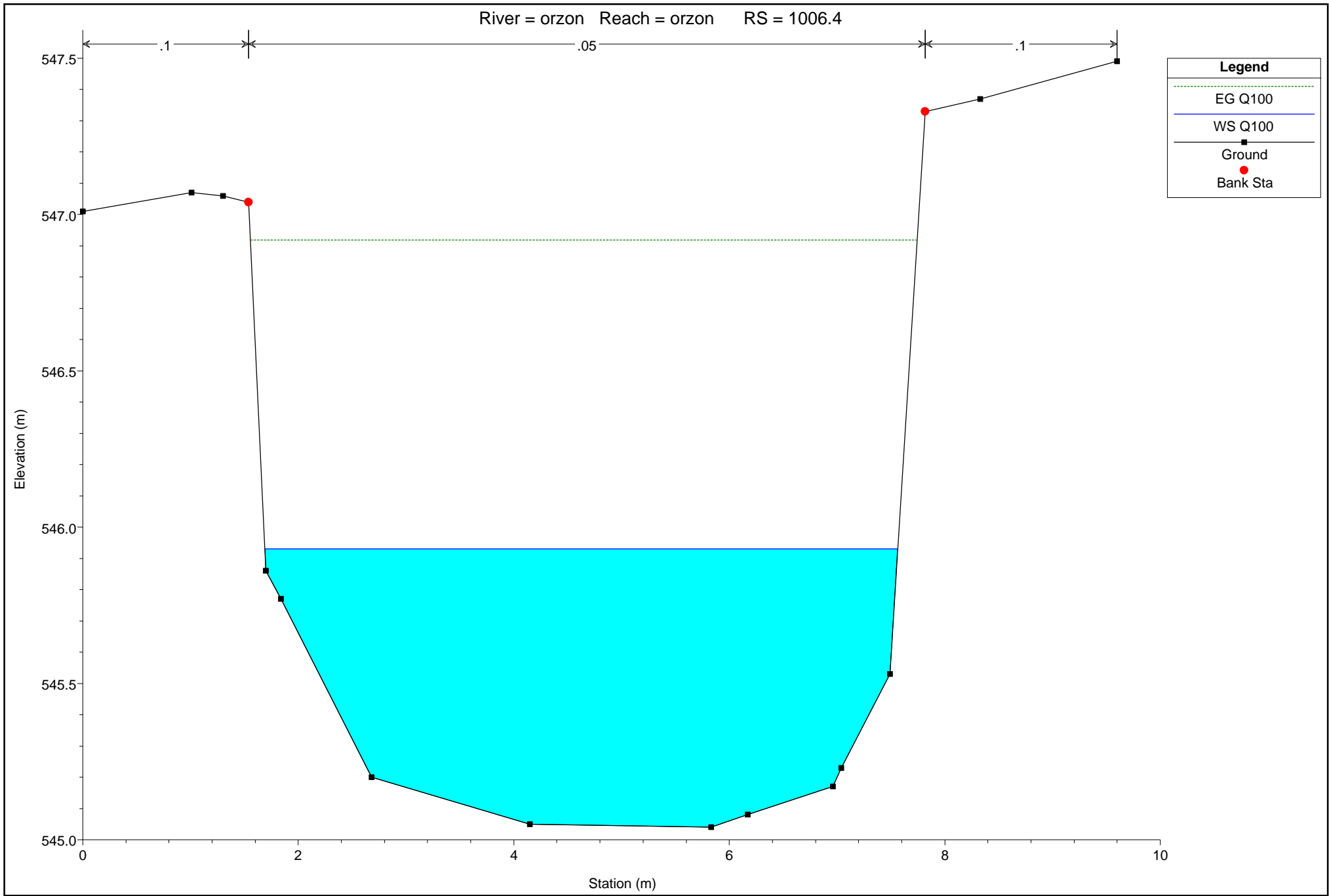
Legend	
— — — — —	EG Q100
—————	WS Q100
■	Ground
●	Bank Sta

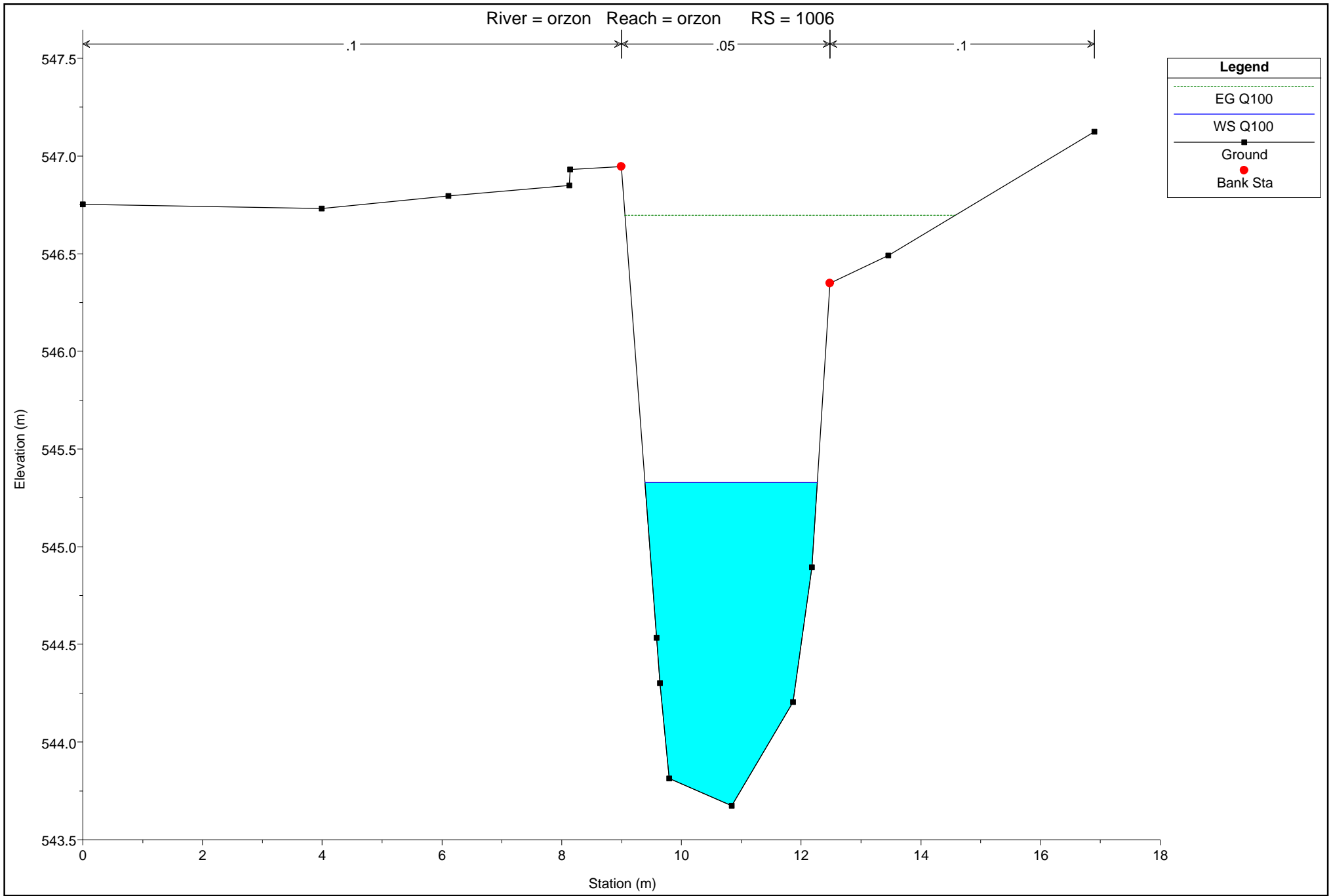
River = orzon Reach = orzon RS = 1006.5 BR

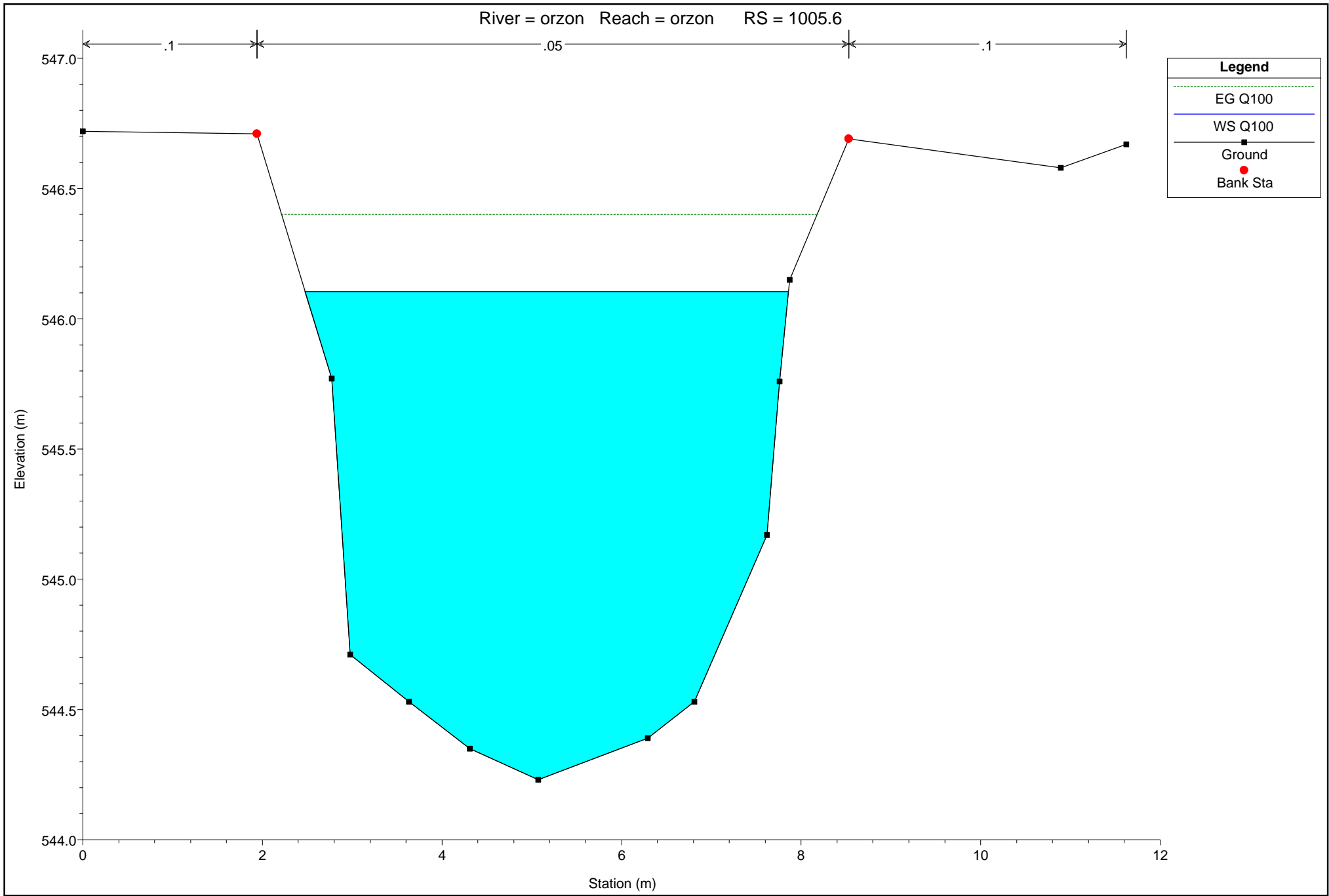
.0143

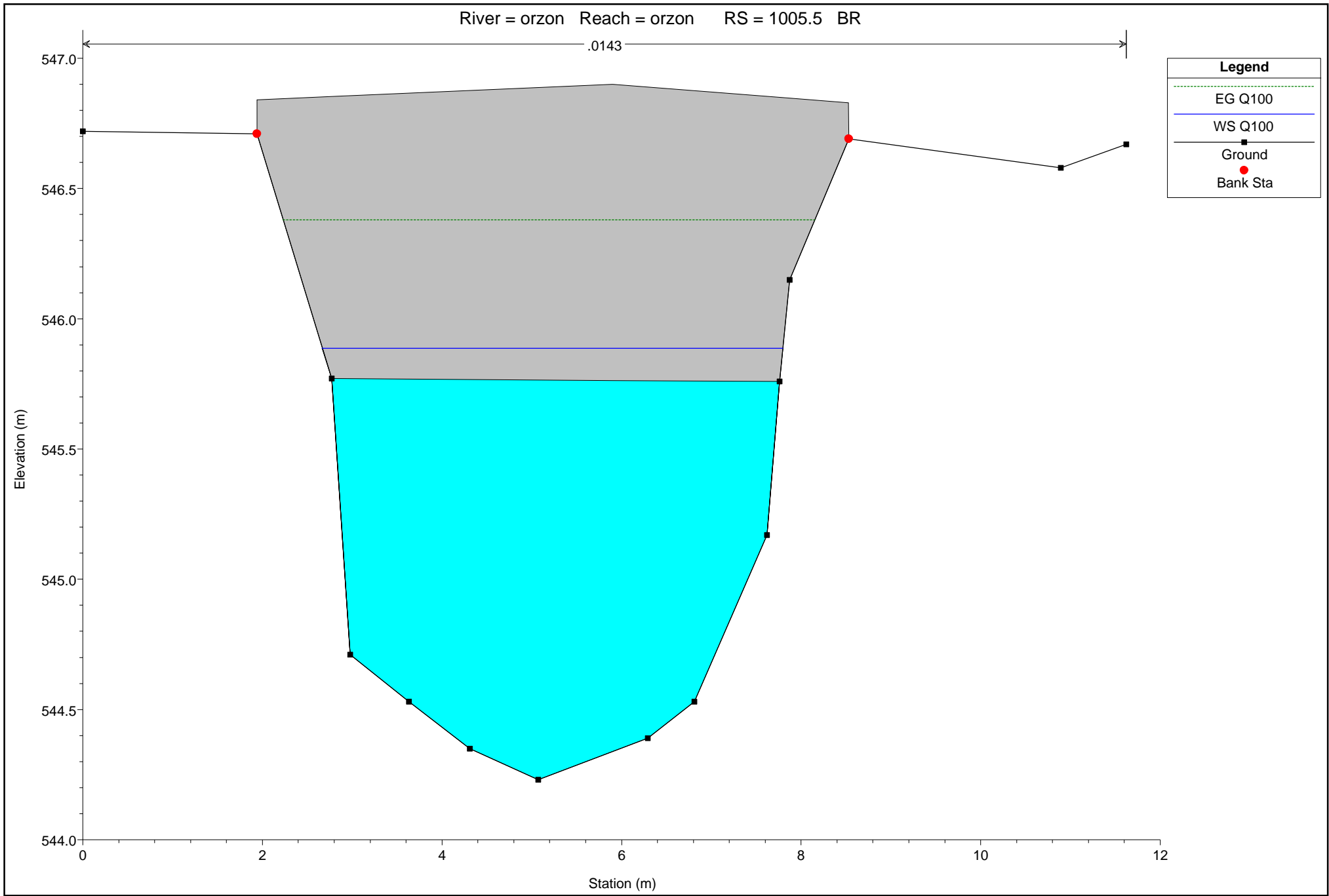


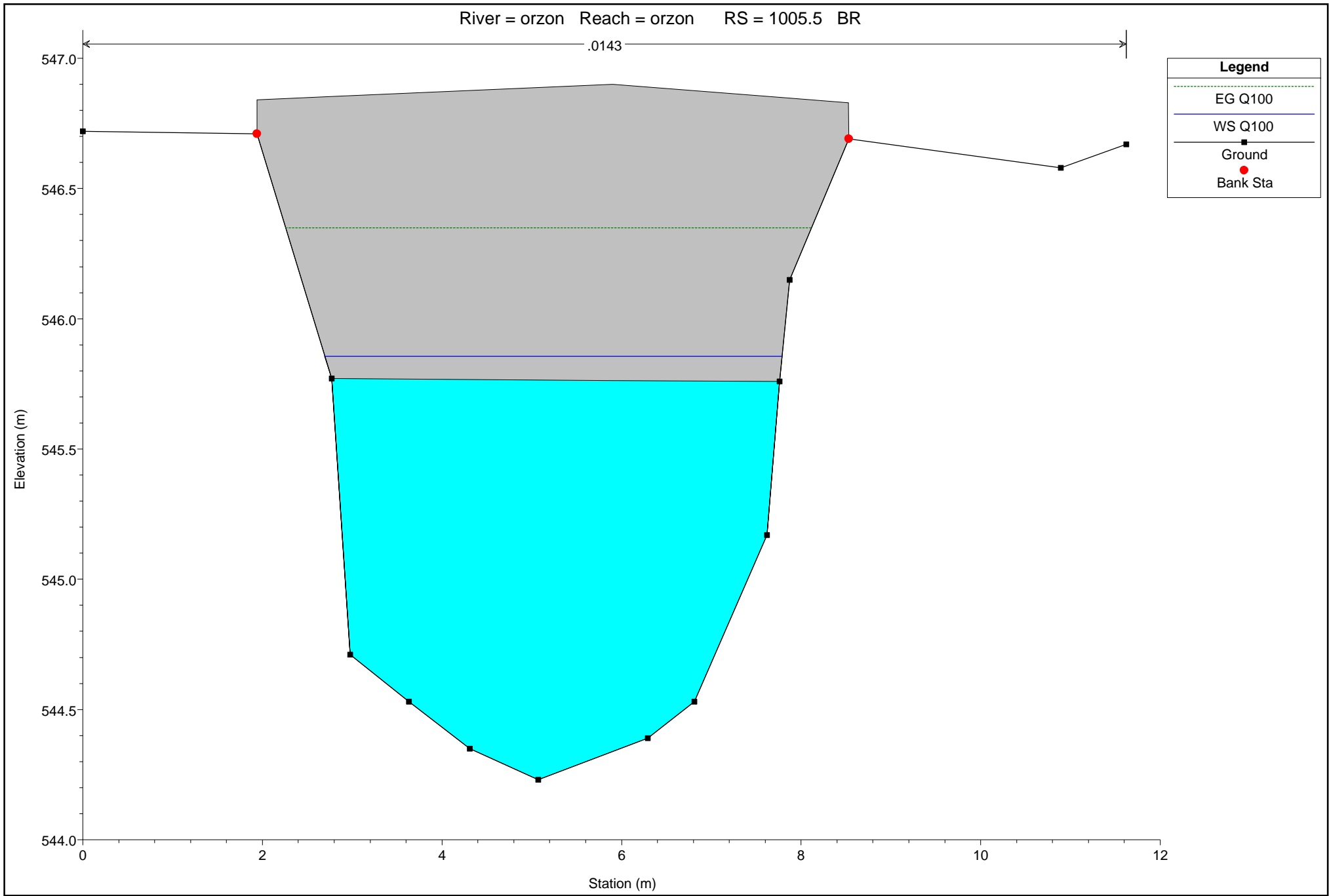
Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta

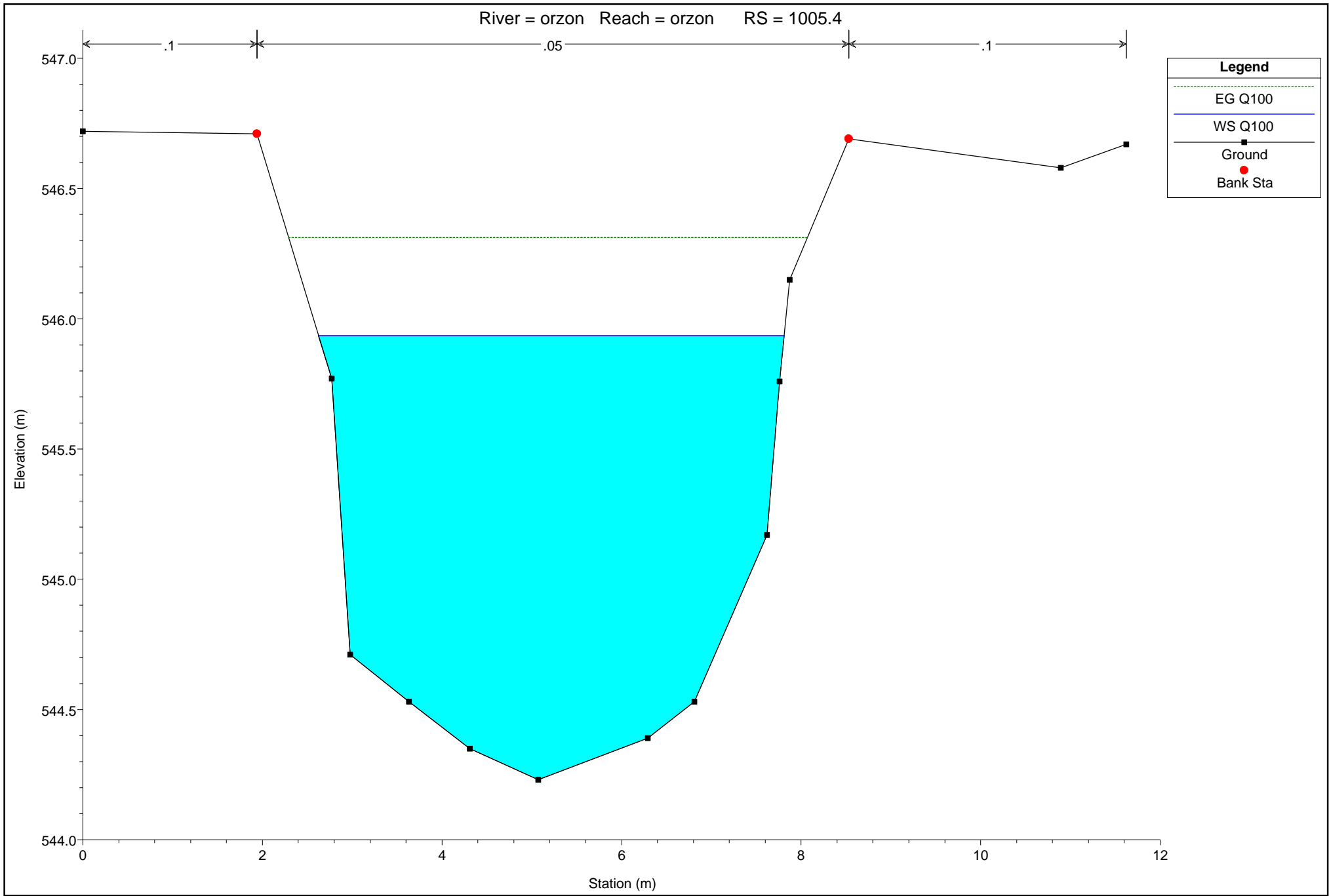


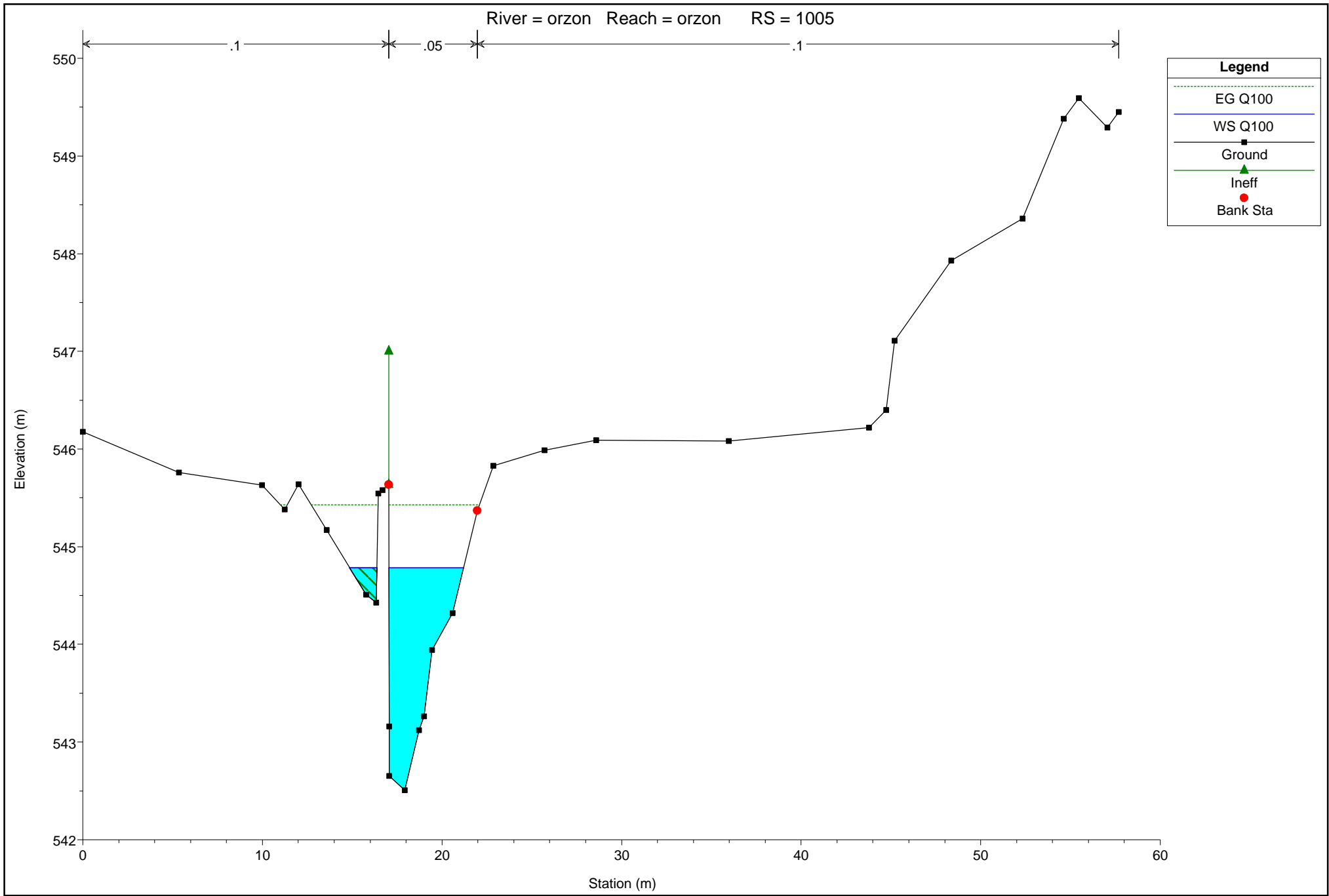




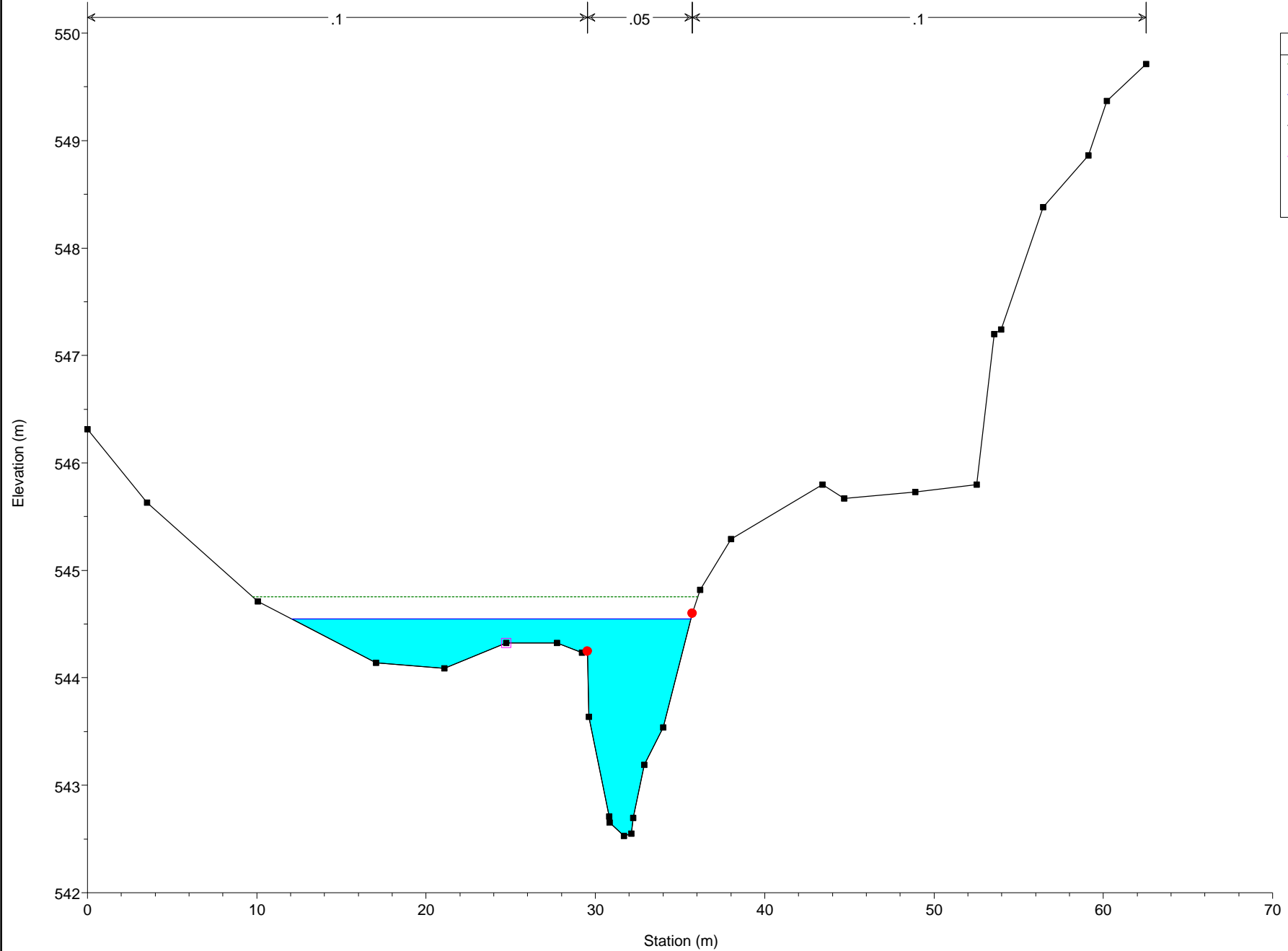




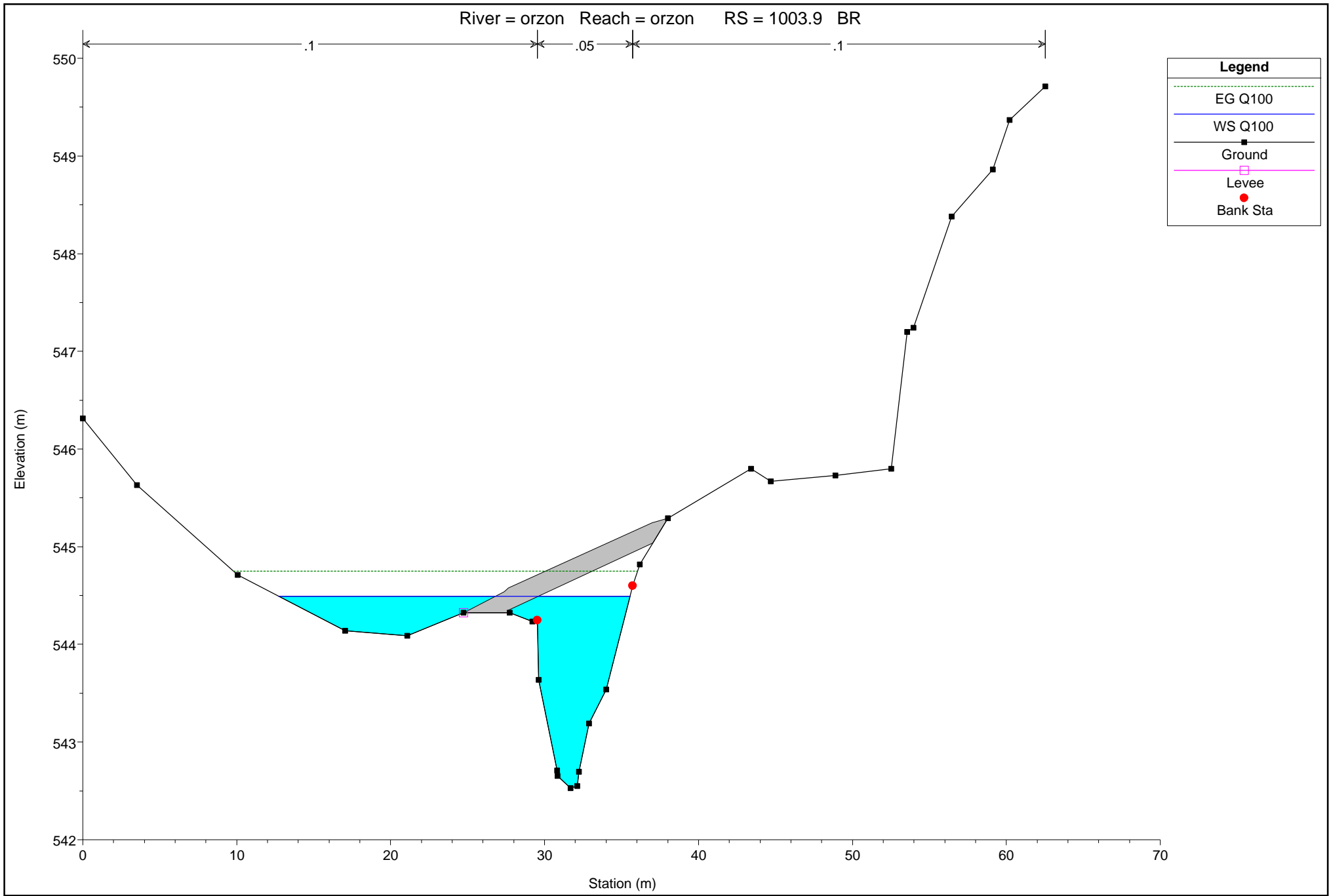


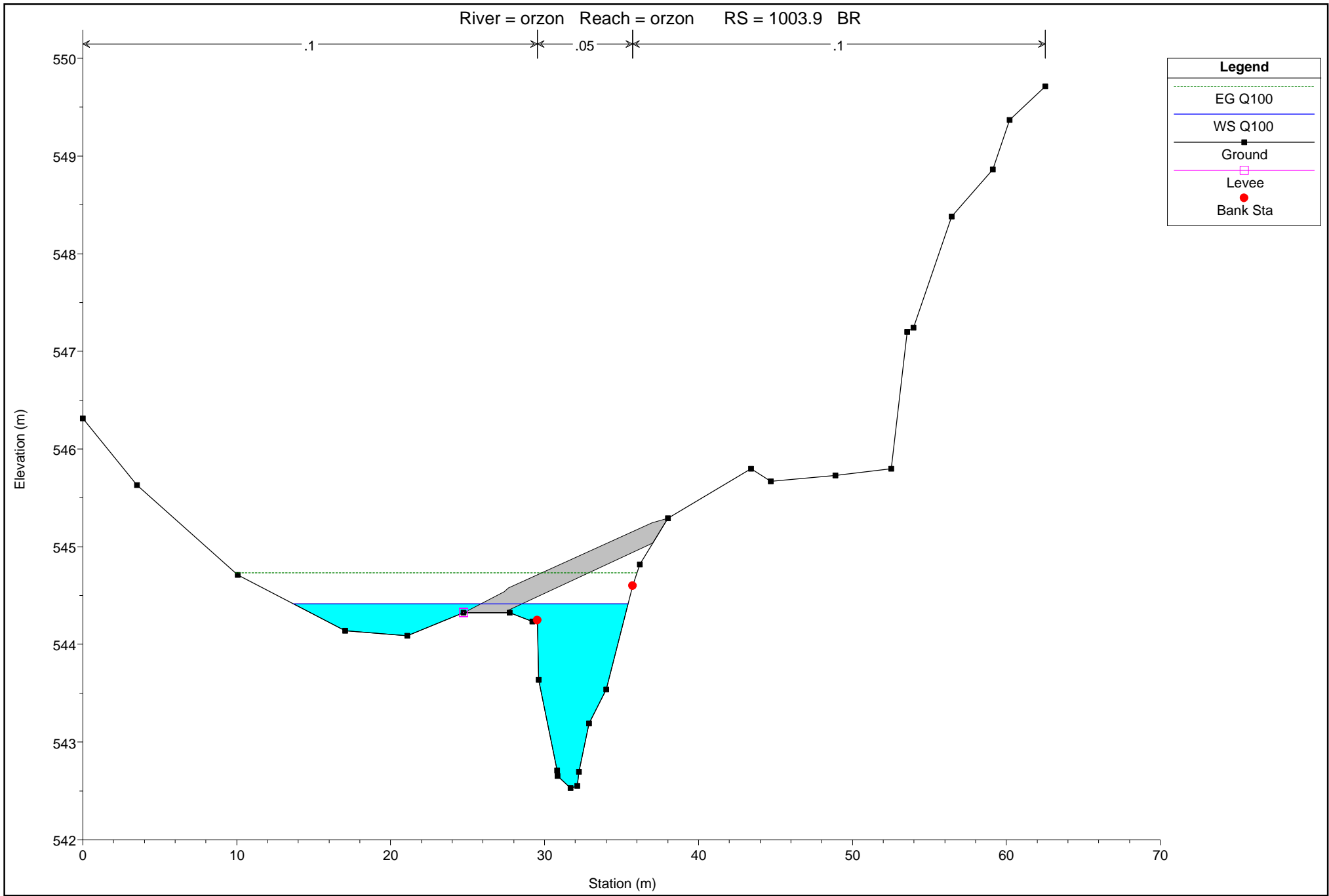


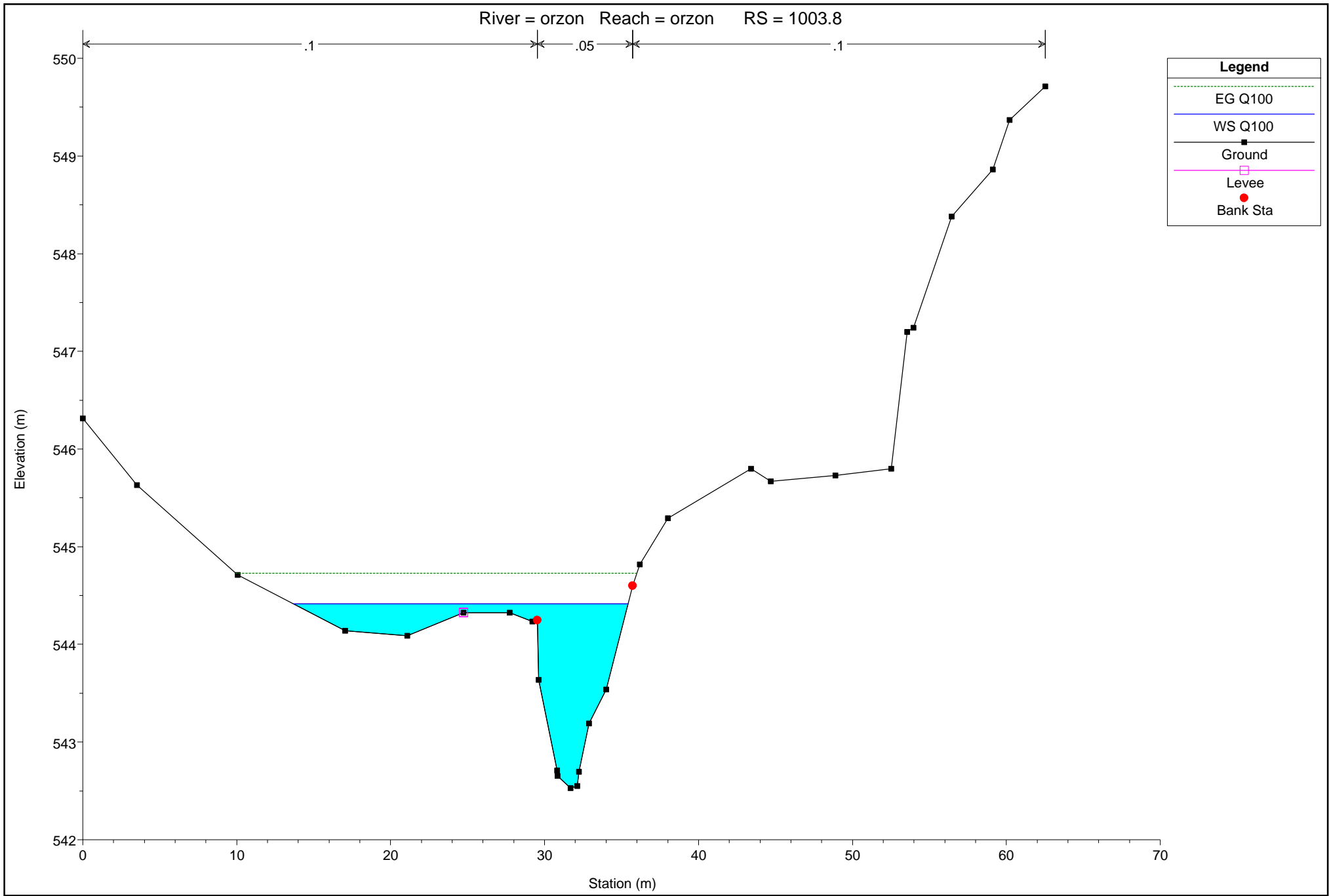
River = orzon Reach = orzon RS = 1004



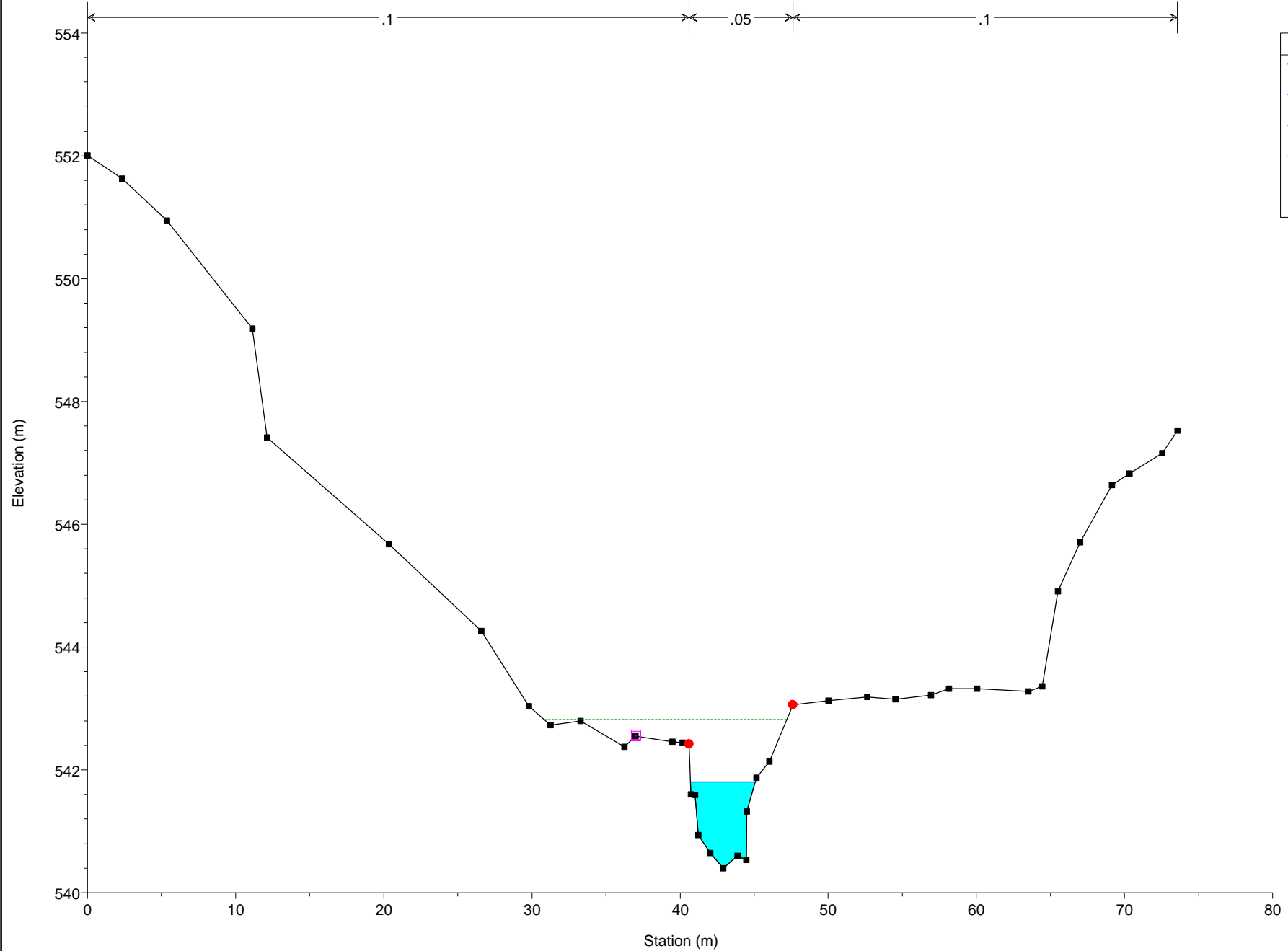
Legend	
EG Q100	---
WS Q100	—
Ground	■
Levee	□
Bank Sta	●





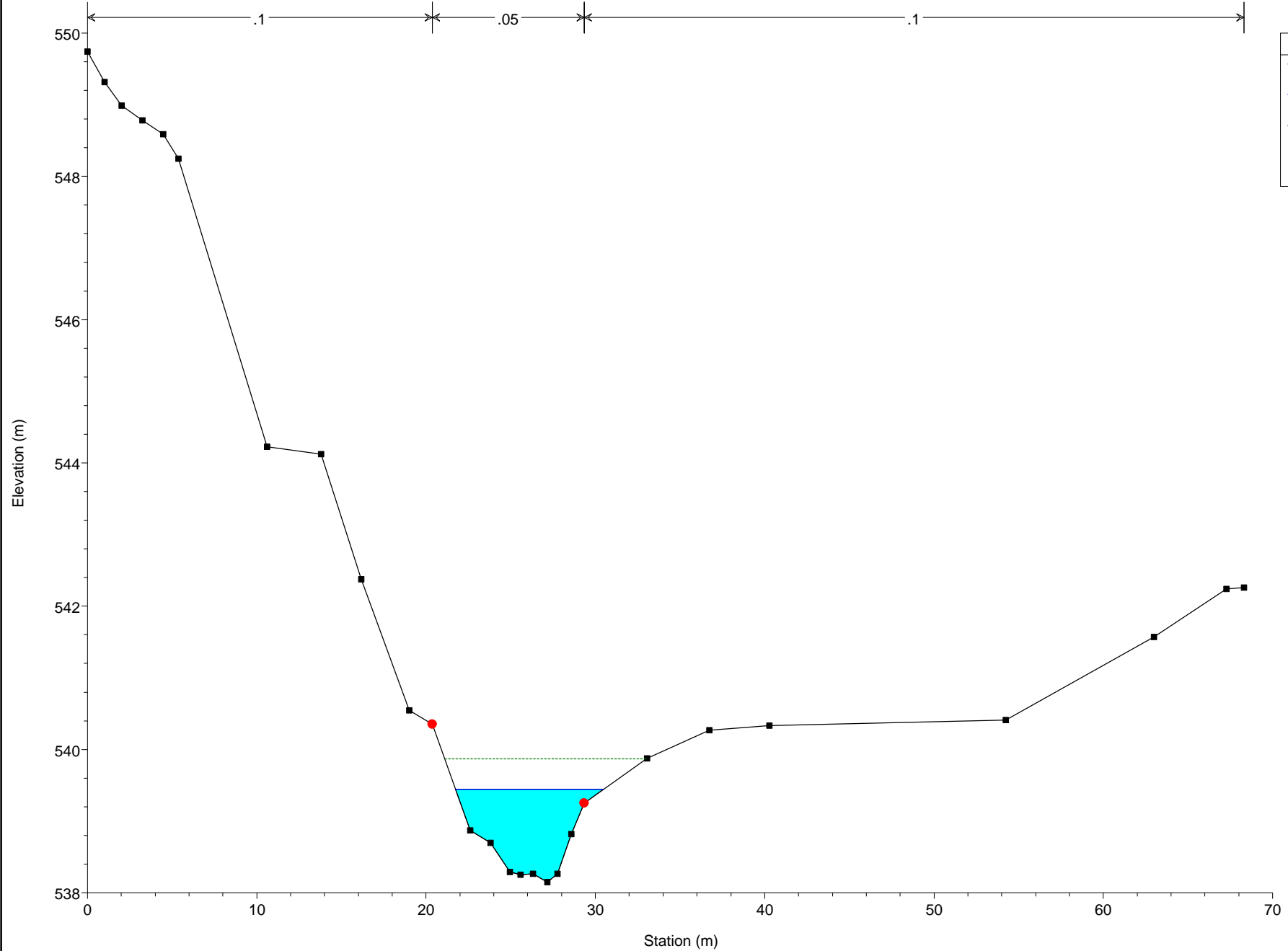


River = orzon Reach = orzon RS = 1003

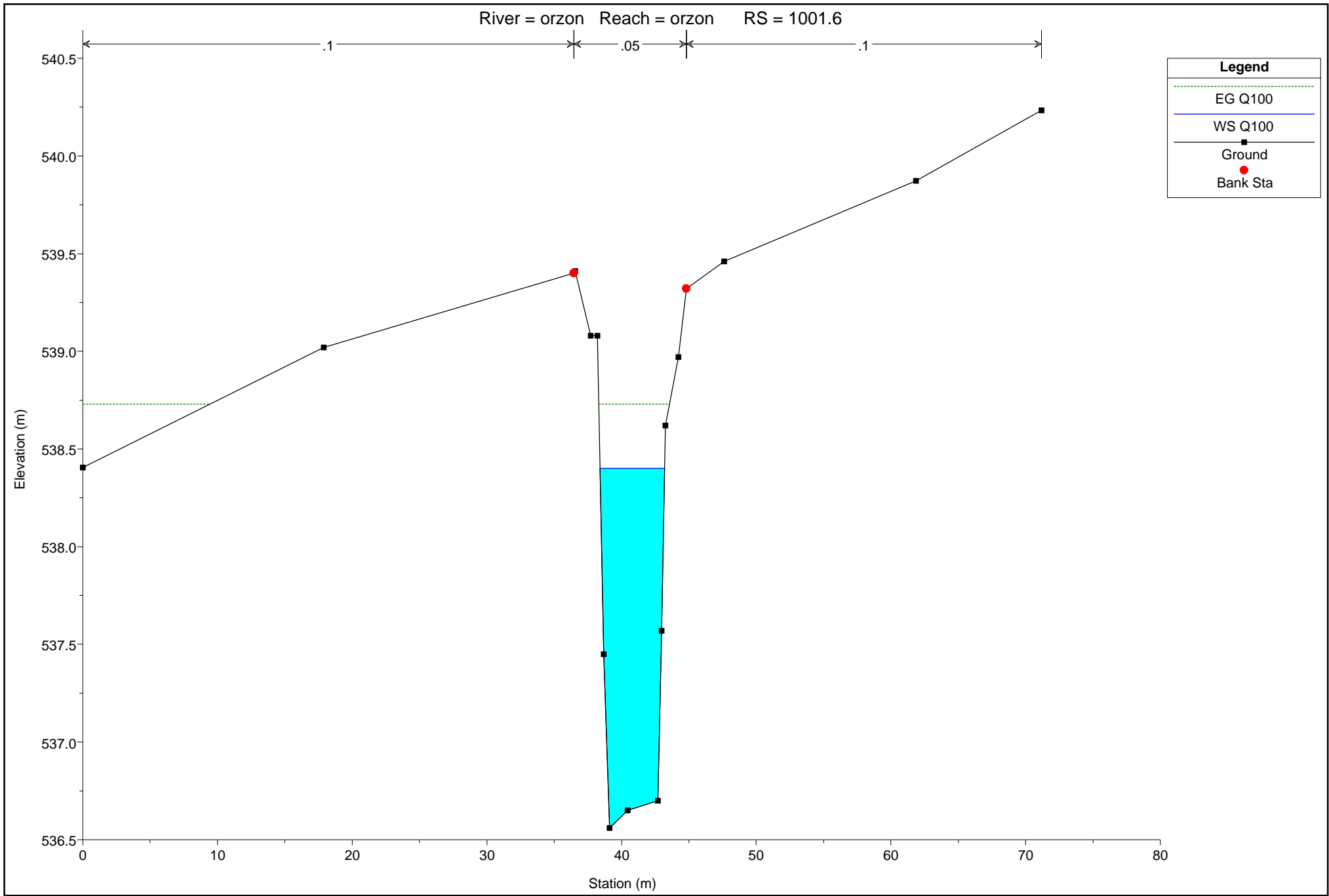


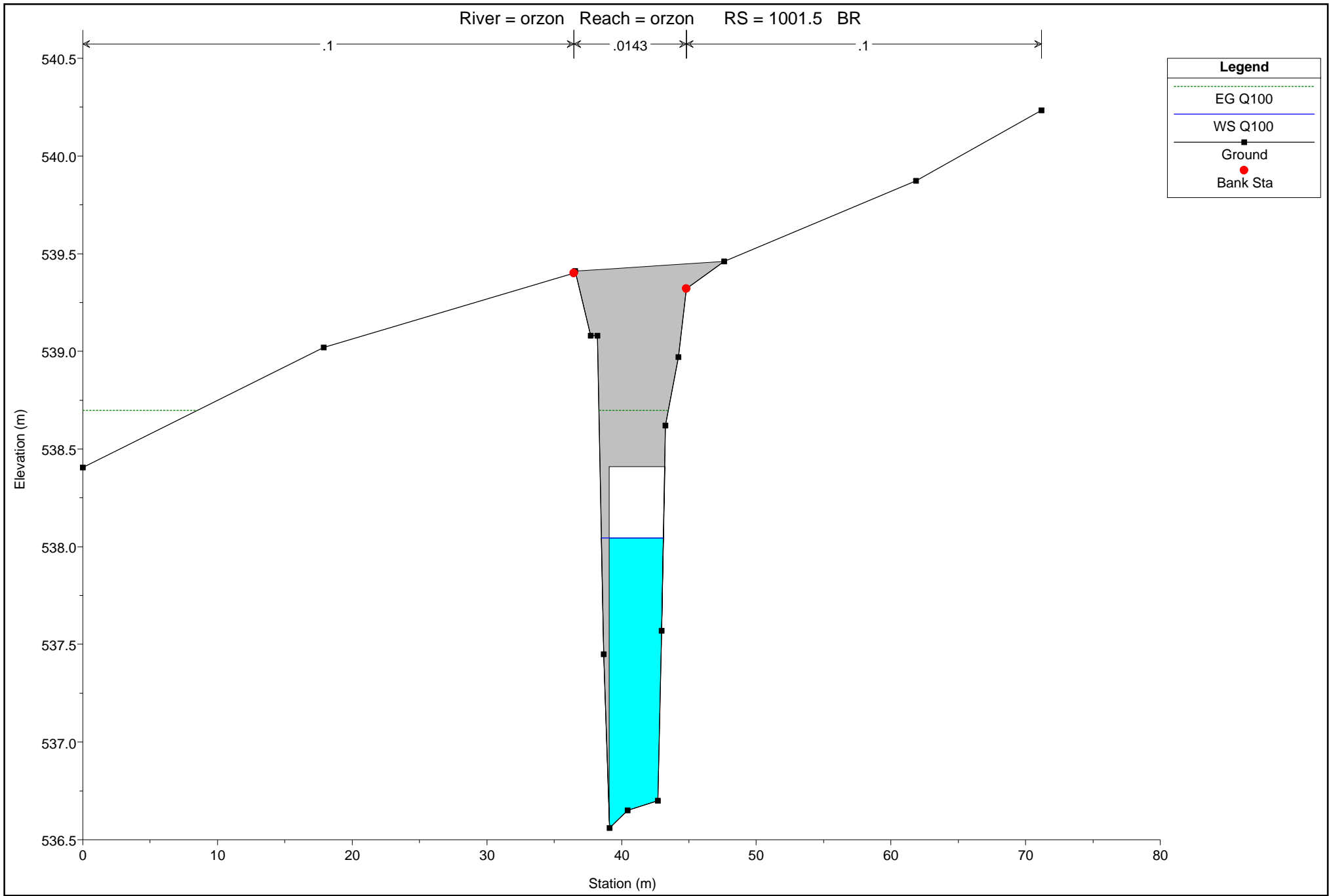
Legend	
EG Q100	--- (dashed green line)
WS Q100	— (solid blue line)
Ground	— (solid black line)
Levee	□ (magenta square)
Bank Sta	● (red circle)

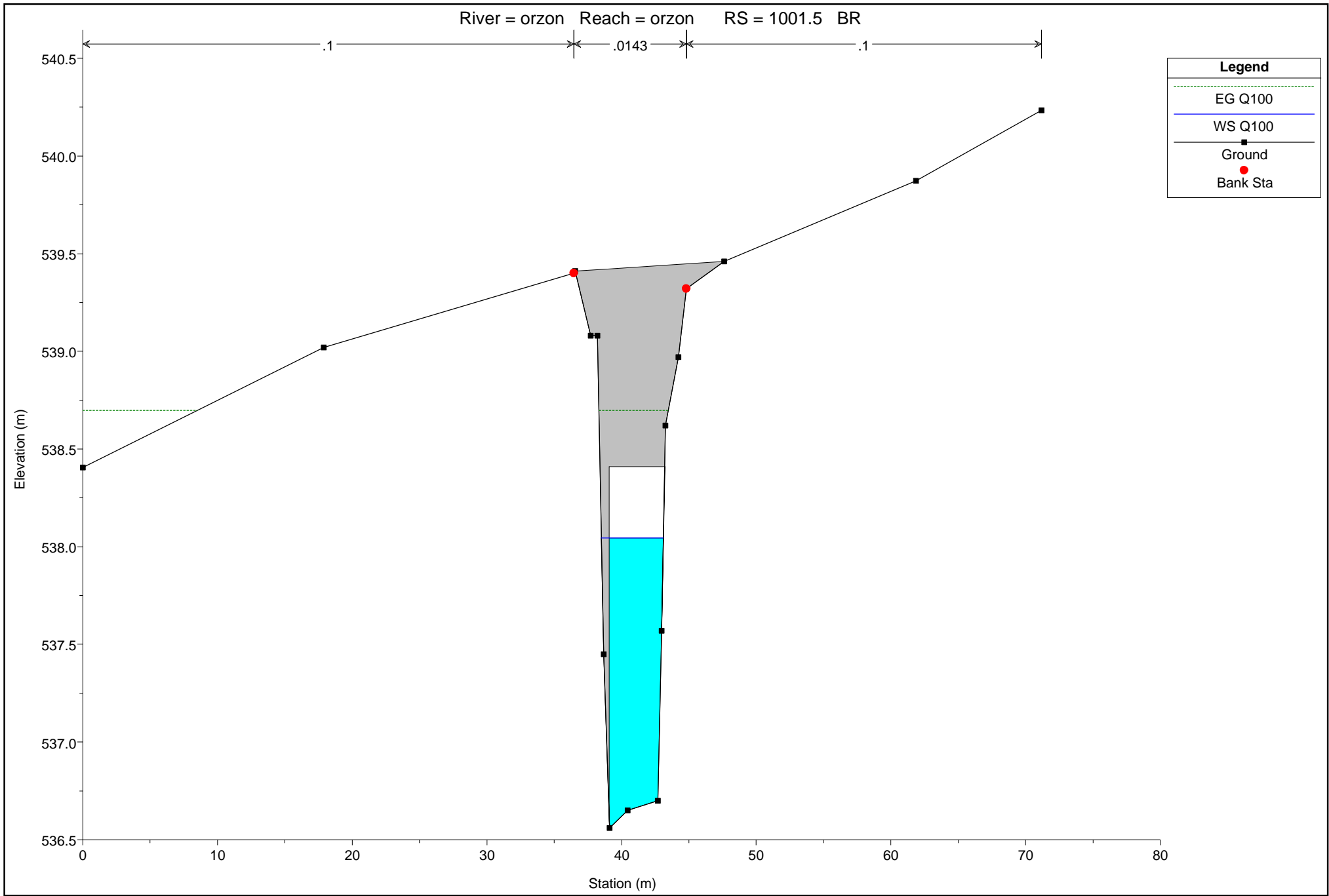
River = orzon Reach = orzon RS = 1002

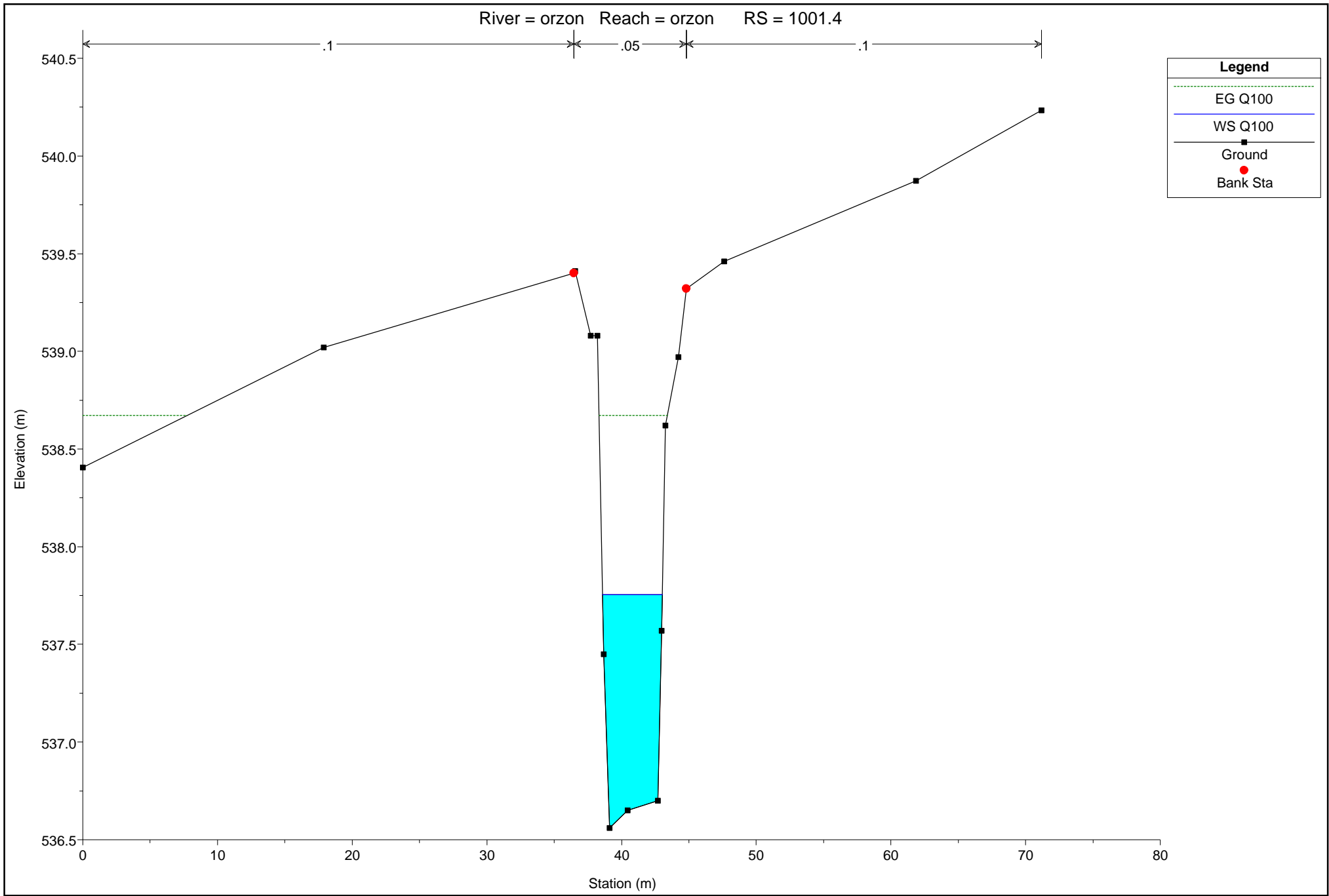


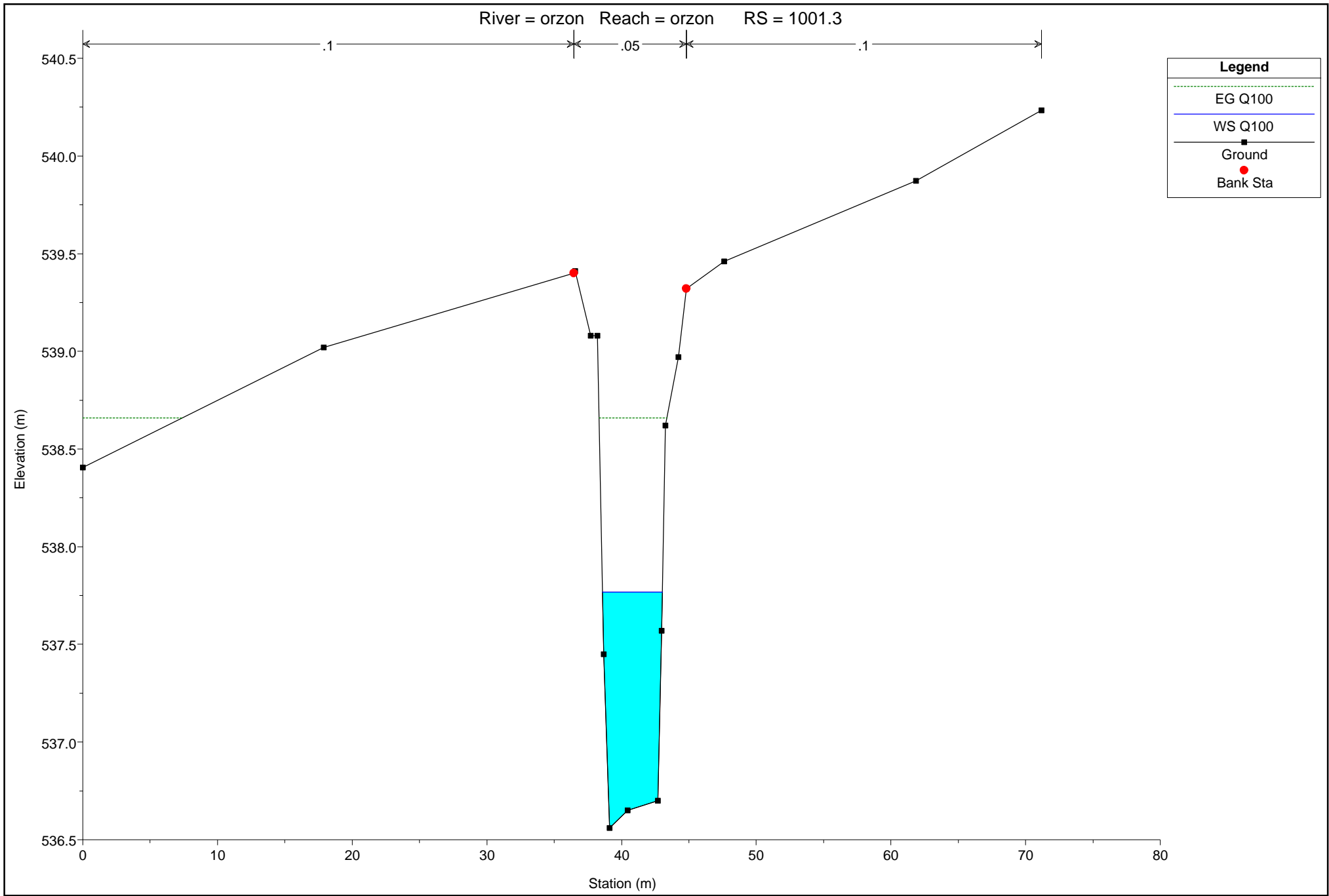
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	●



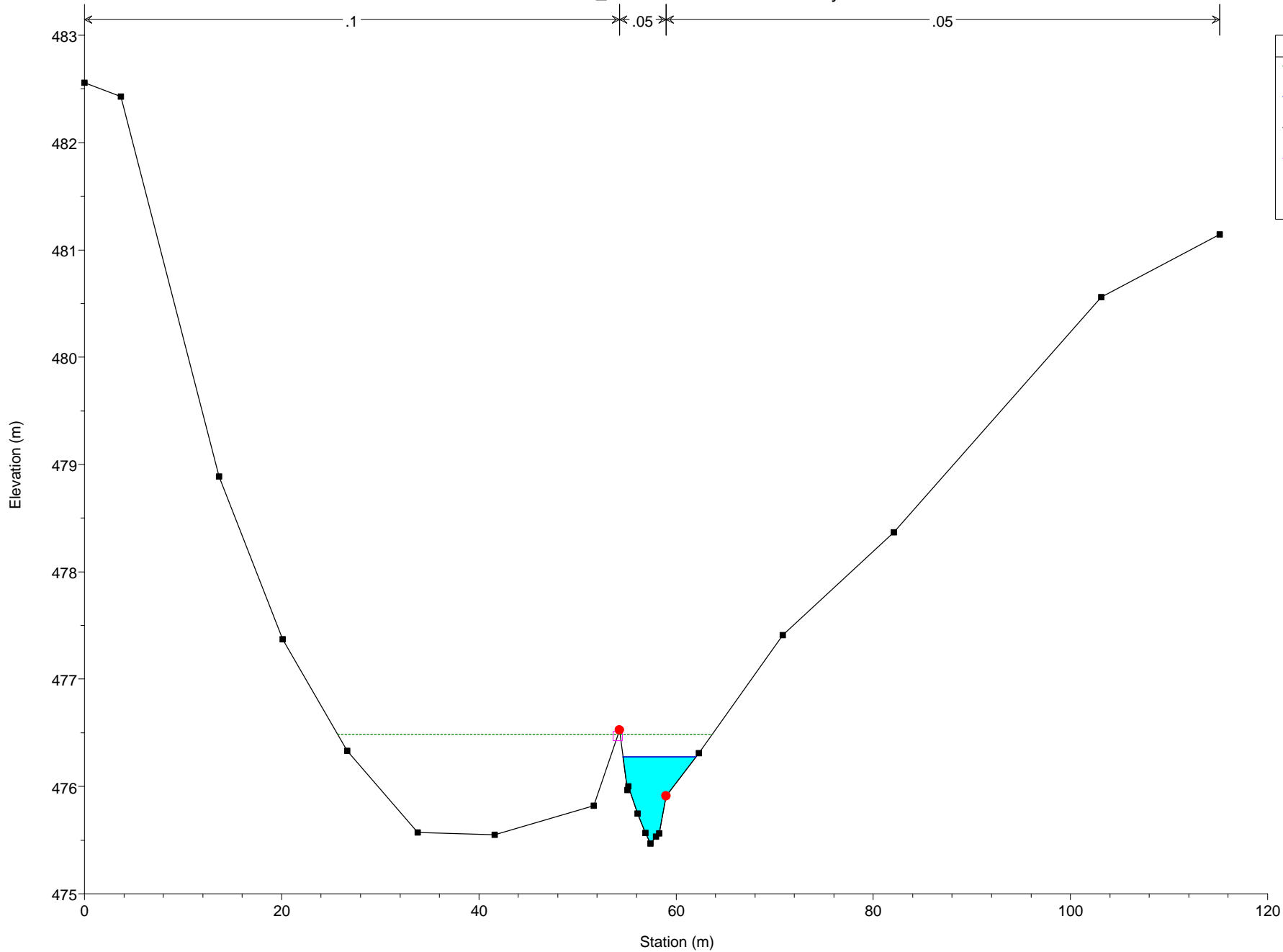




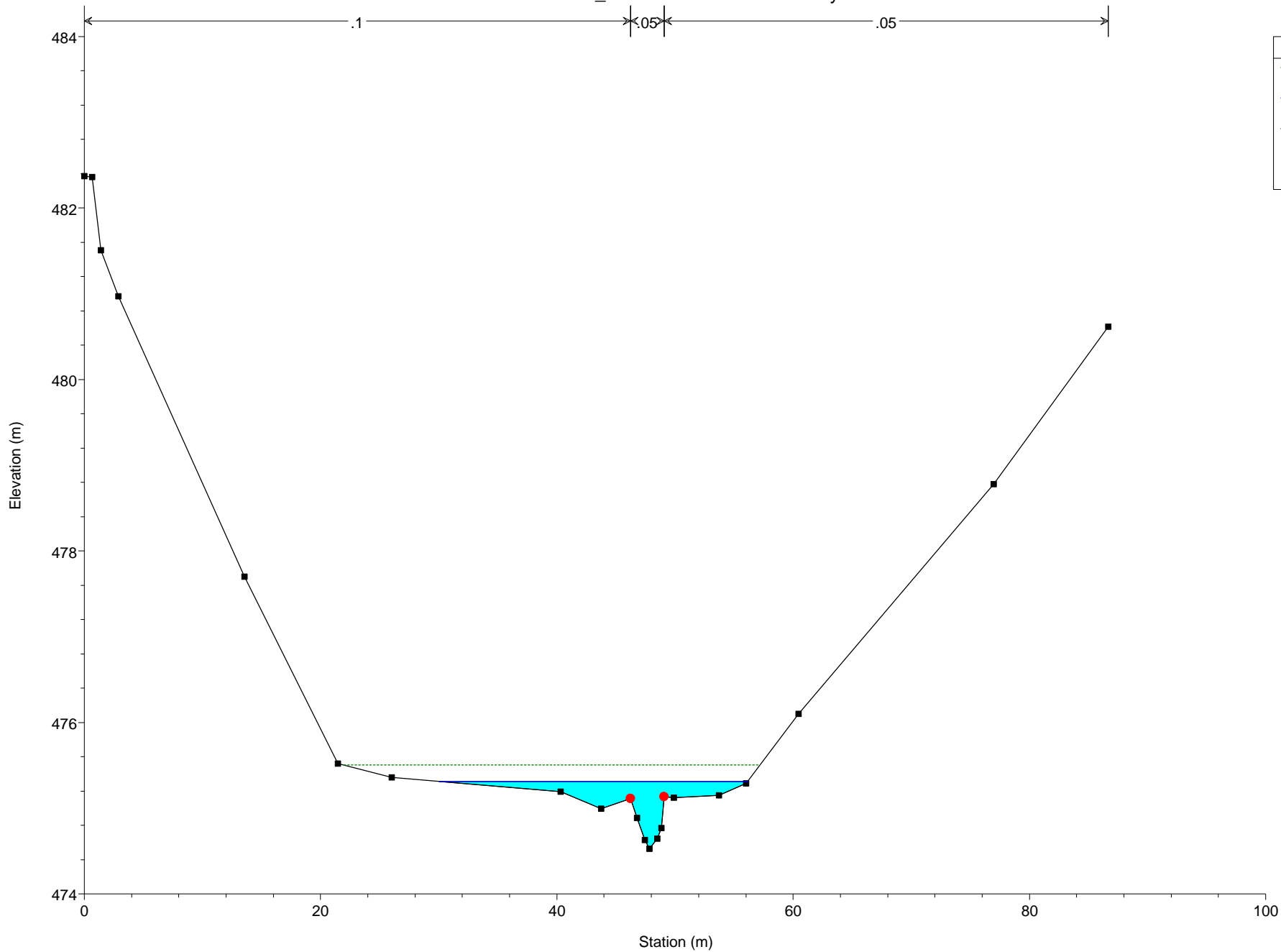




River = coise_stdenis Reach = Ramarey RS = 222

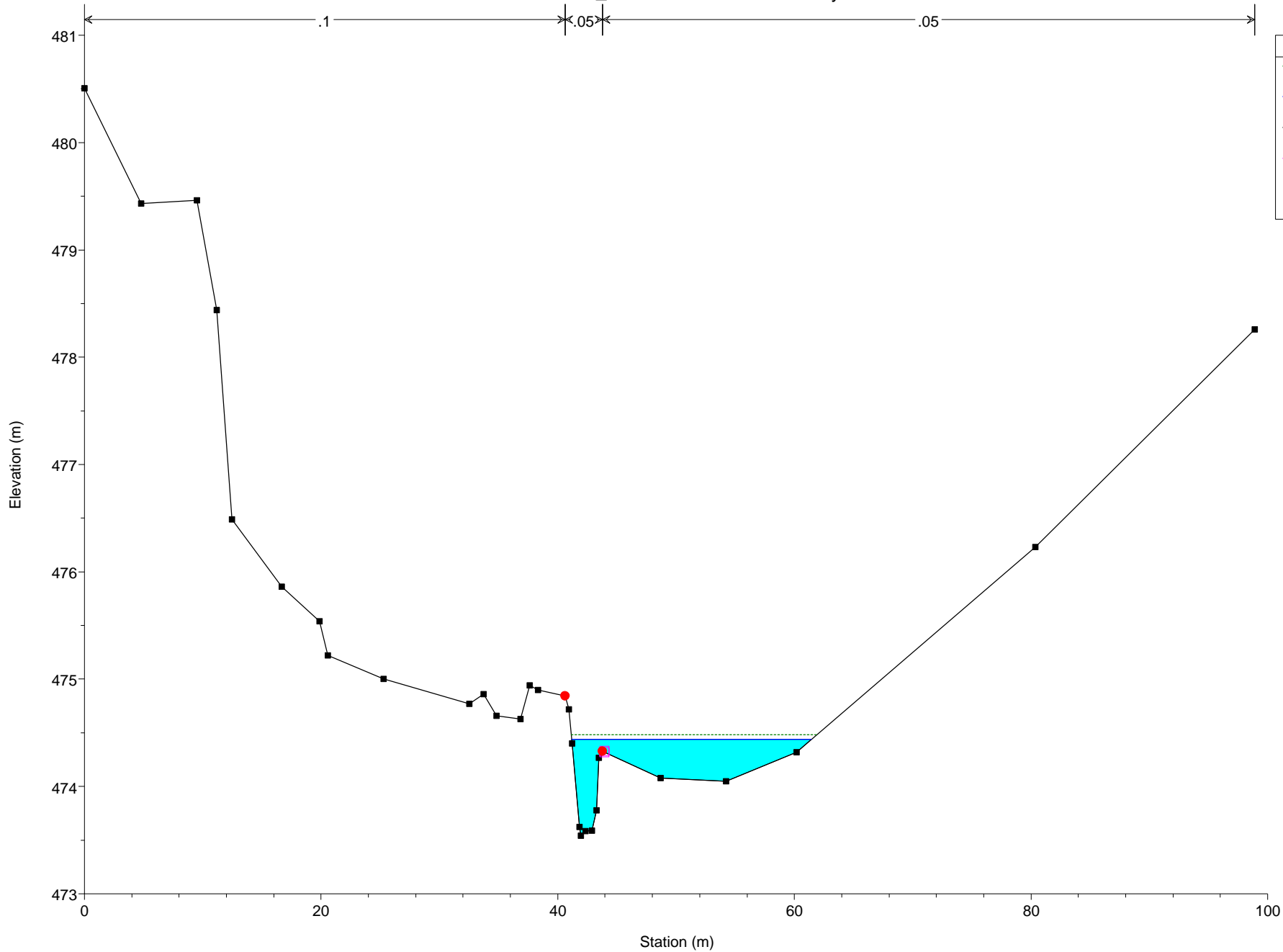


River = coise_stdenis Reach = Ramarey RS = 221

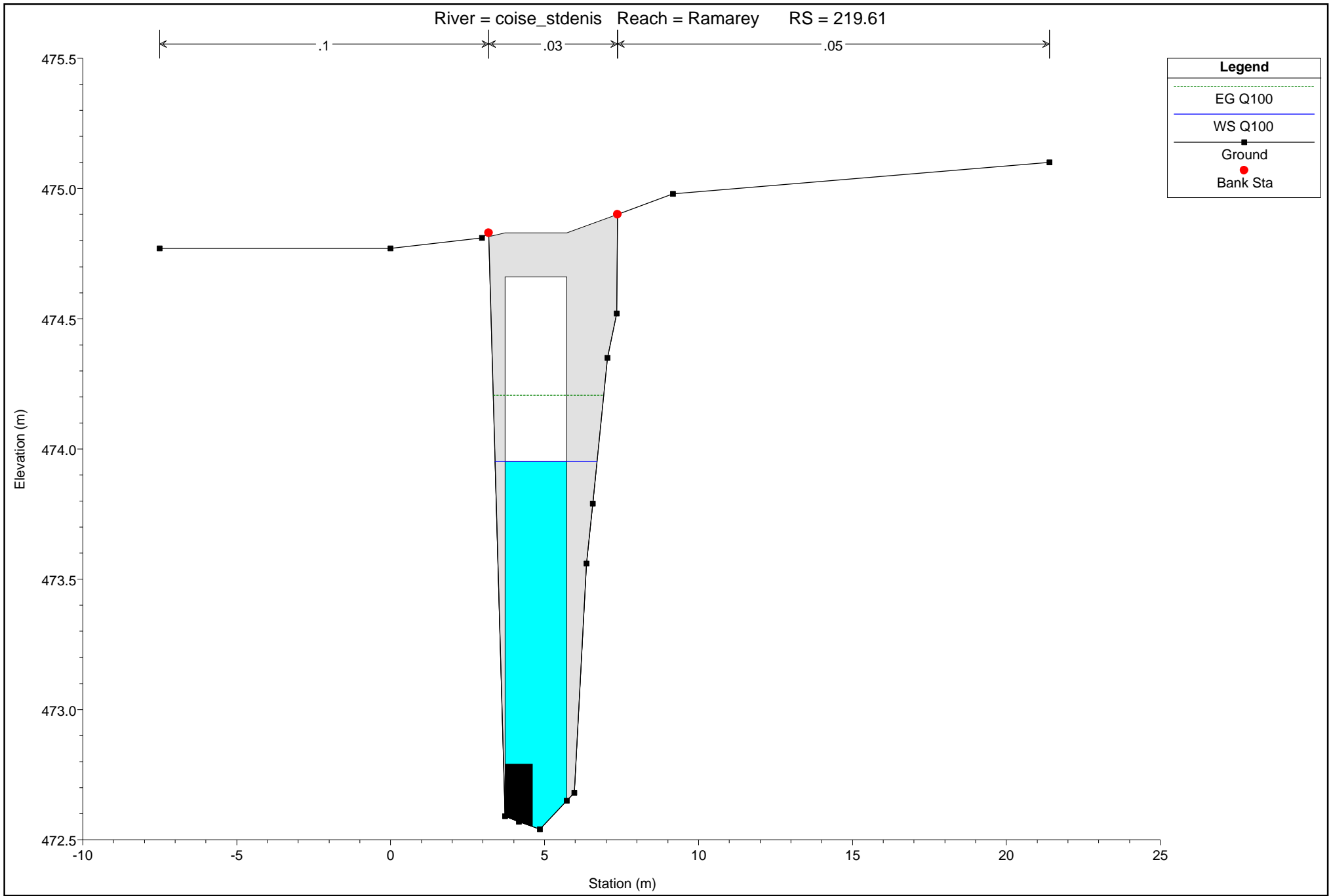


Legend	
EG Q100	(dotted green line)
WS Q100	(blue line)
Ground	(black square)
Bank Sta	(red dot)

River = coise_stdenis Reach = Ramarey RS = 220

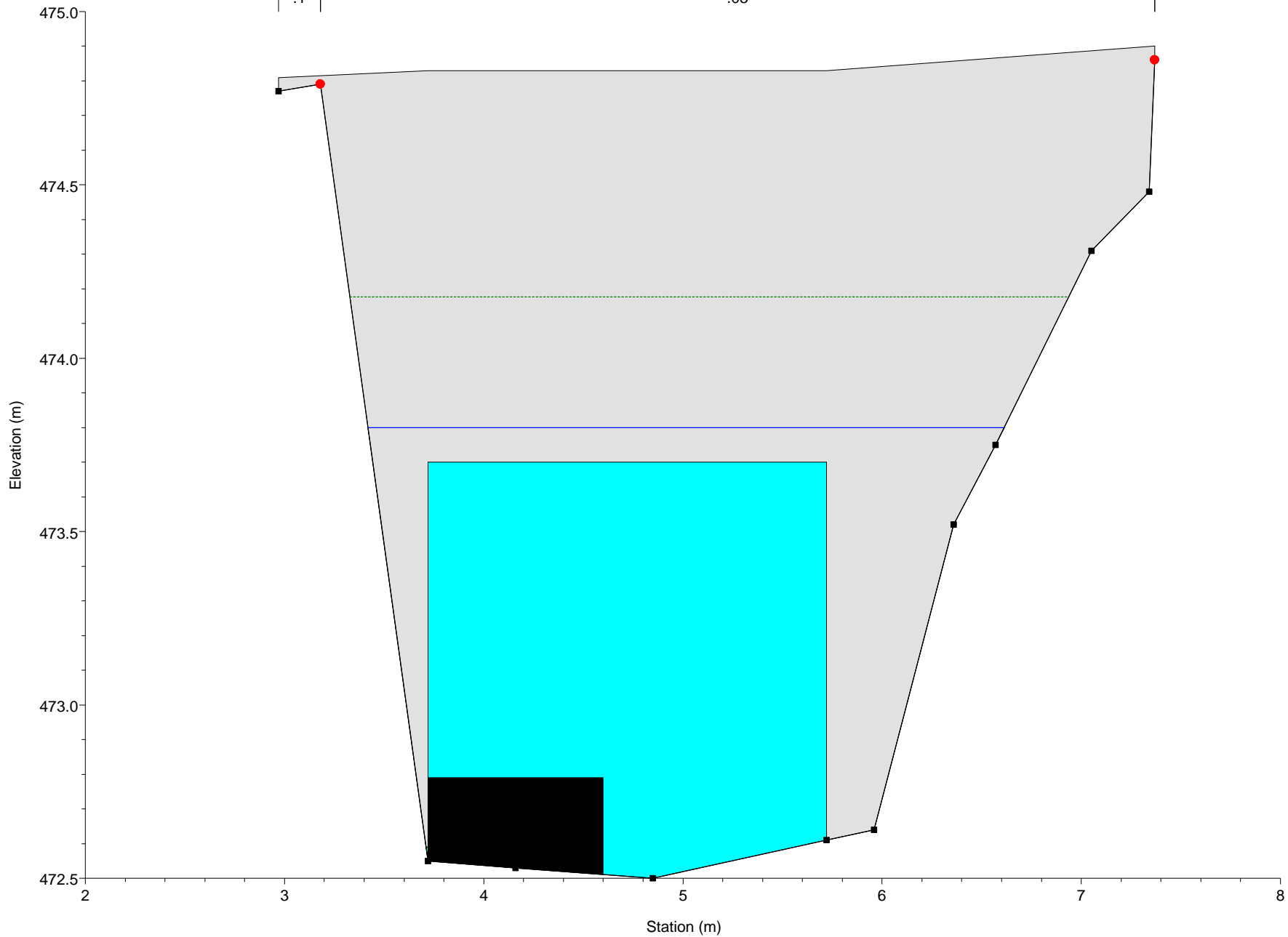


Legend	
EG Q100	(Dotted line)
WS Q100	(Solid blue line)
Ground	(Black line with square markers)
Levee	(Magenta line with square markers)
Bank Sta	(Red dot)

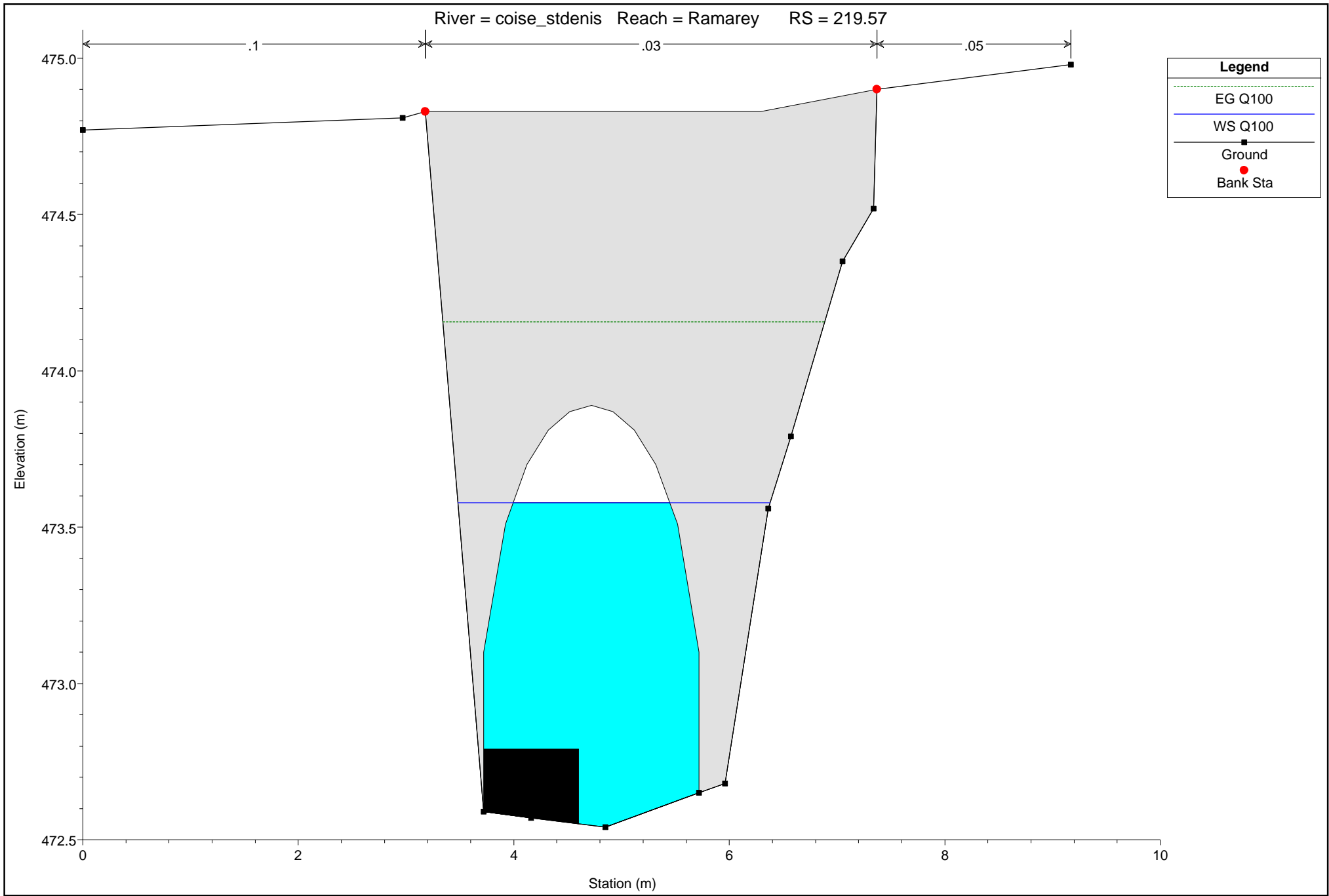


River = coise_stdenis Reach = Ramarey RS = 219.58

← .1 → .03 →

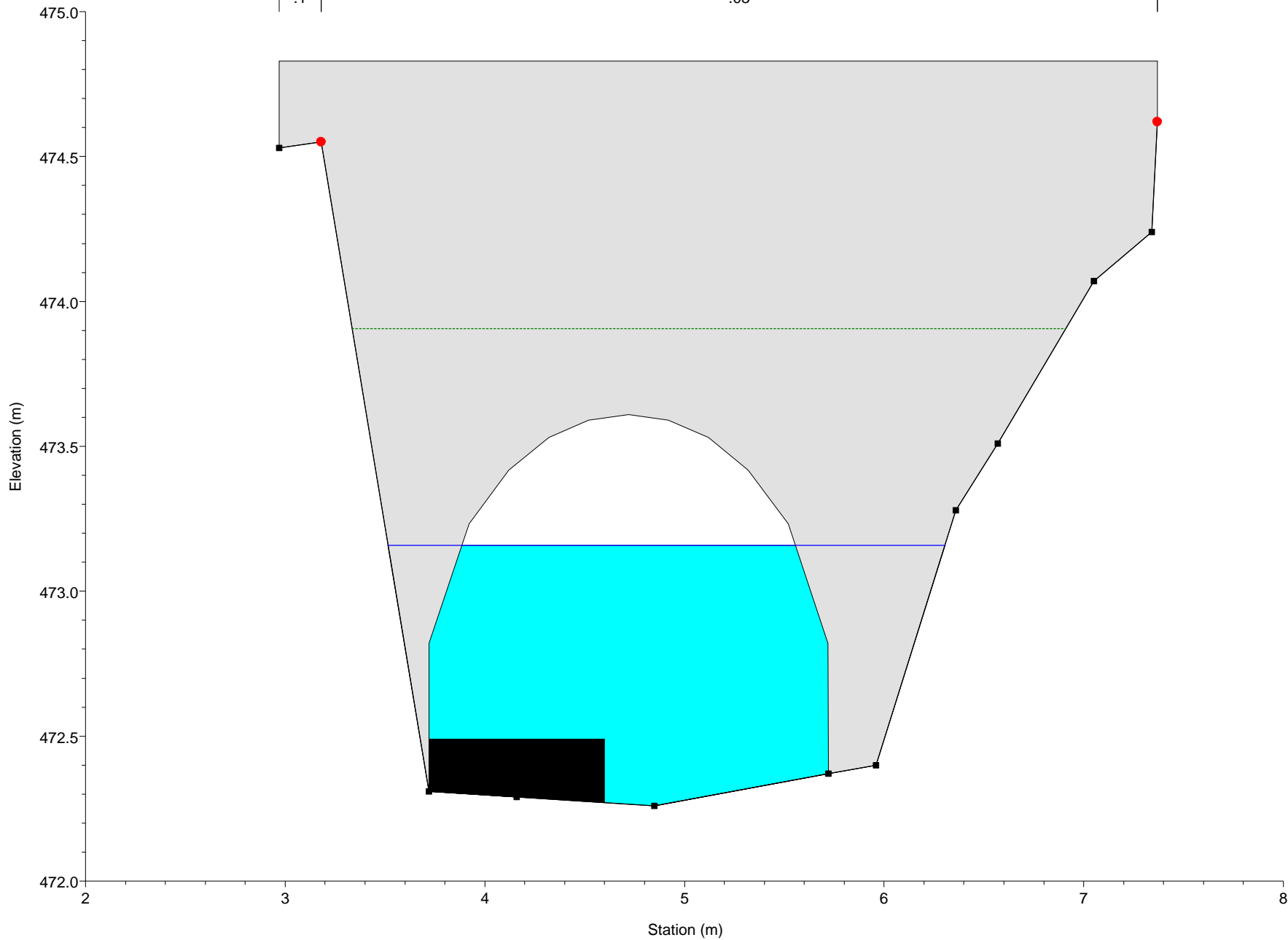


Legend	
EG Q100	(dotted line)
WS Q100	(blue line)
Ground	(black square)
Bank Sta	(red circle)



River = coise_stdenis Reach = Ramarey RS = 219.56

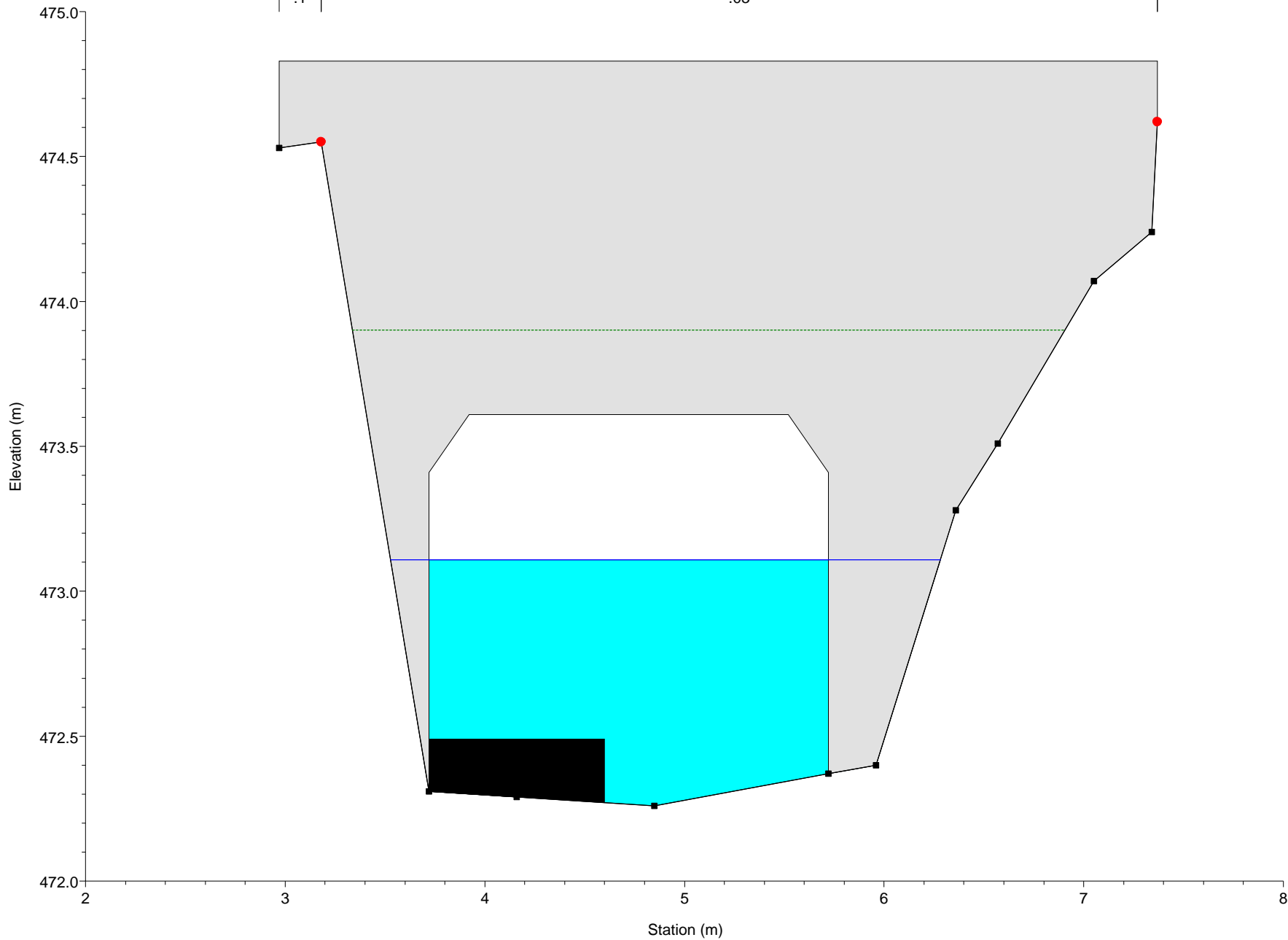
← .1 → .03 →



Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta

River = coise_stdenis Reach = Ramarey RS = 219.55

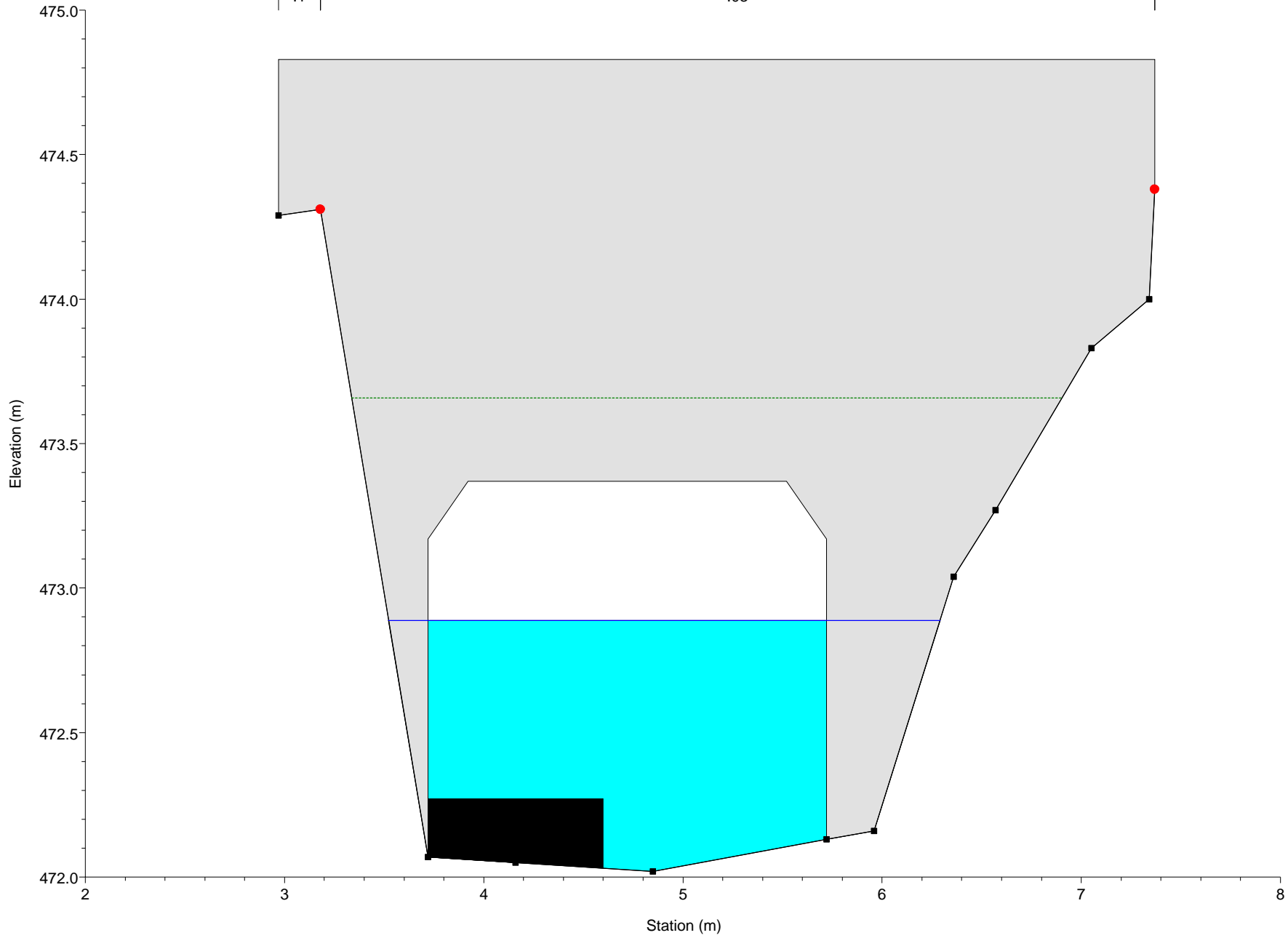
← .1 → .03 →



Legend	
---	EG Q100
---	WS Q100
■	Ground
●	Bank Sta

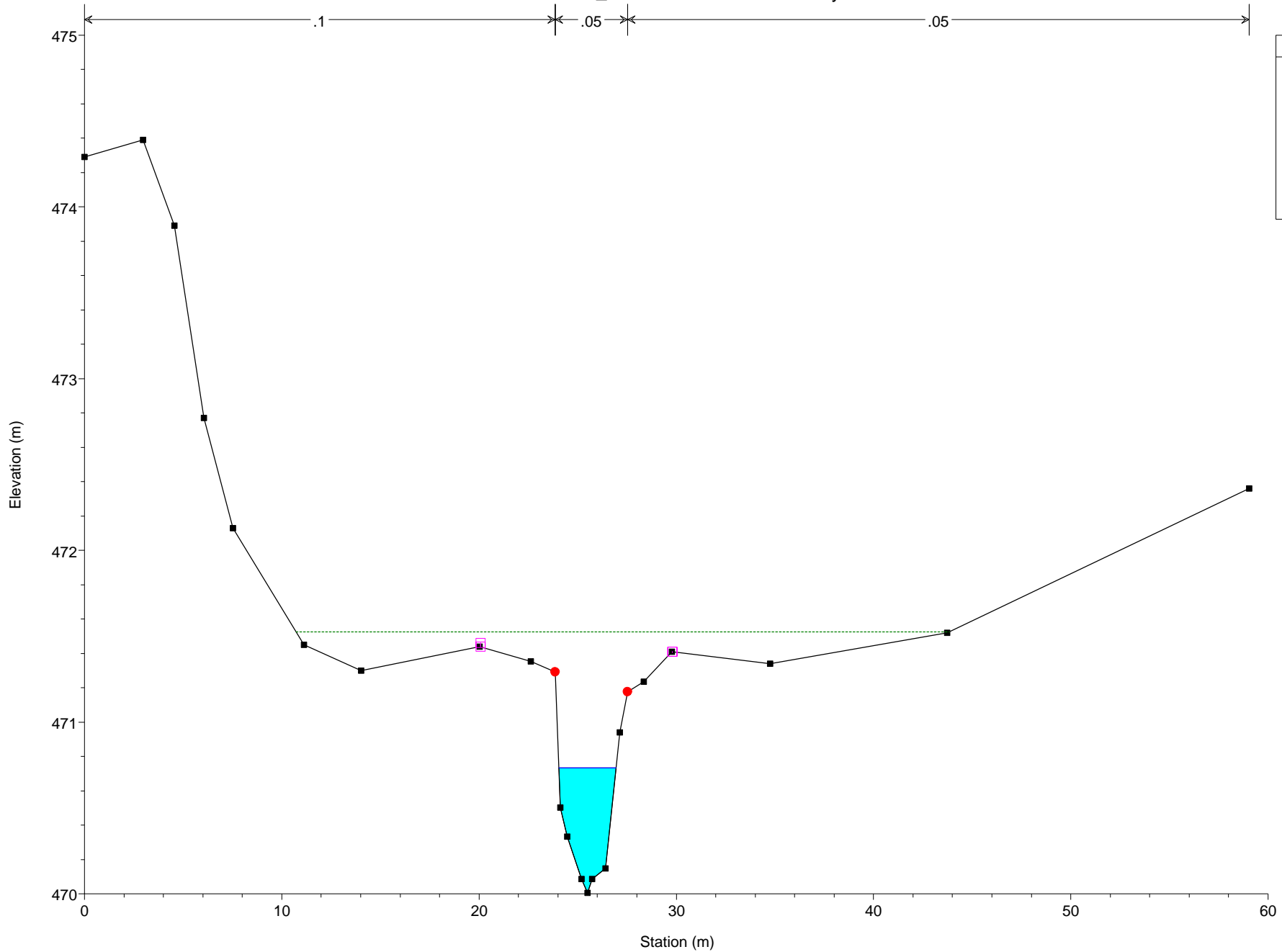
River = coise_stdenis Reach = Ramarey RS = 219.4

← .1 → .03 →



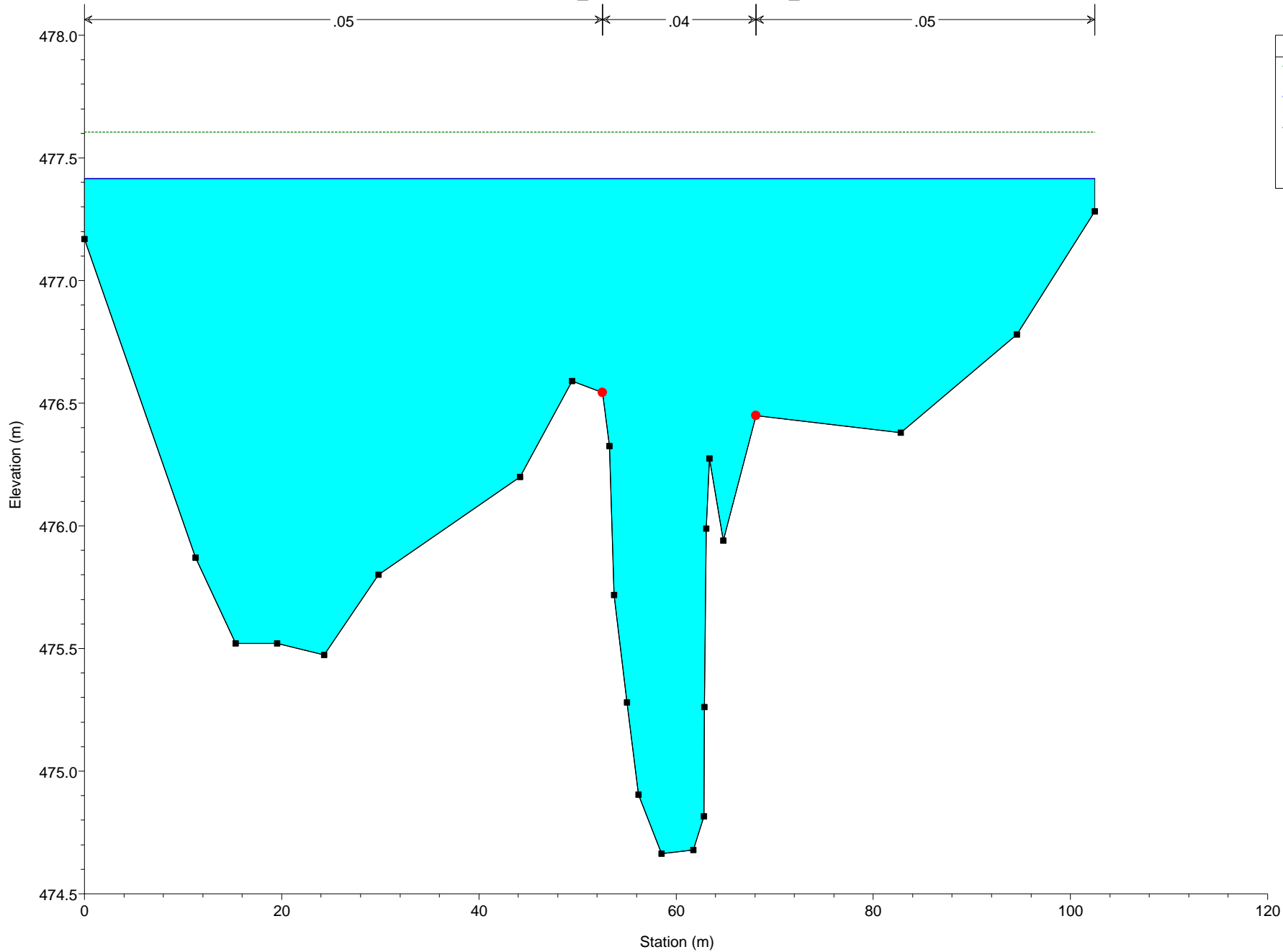
Legend	
---	EG Q100
---	WS Q100
■	Ground
●	Bank Sta

River = coise_stdenis Reach = Ramarey RS = 219



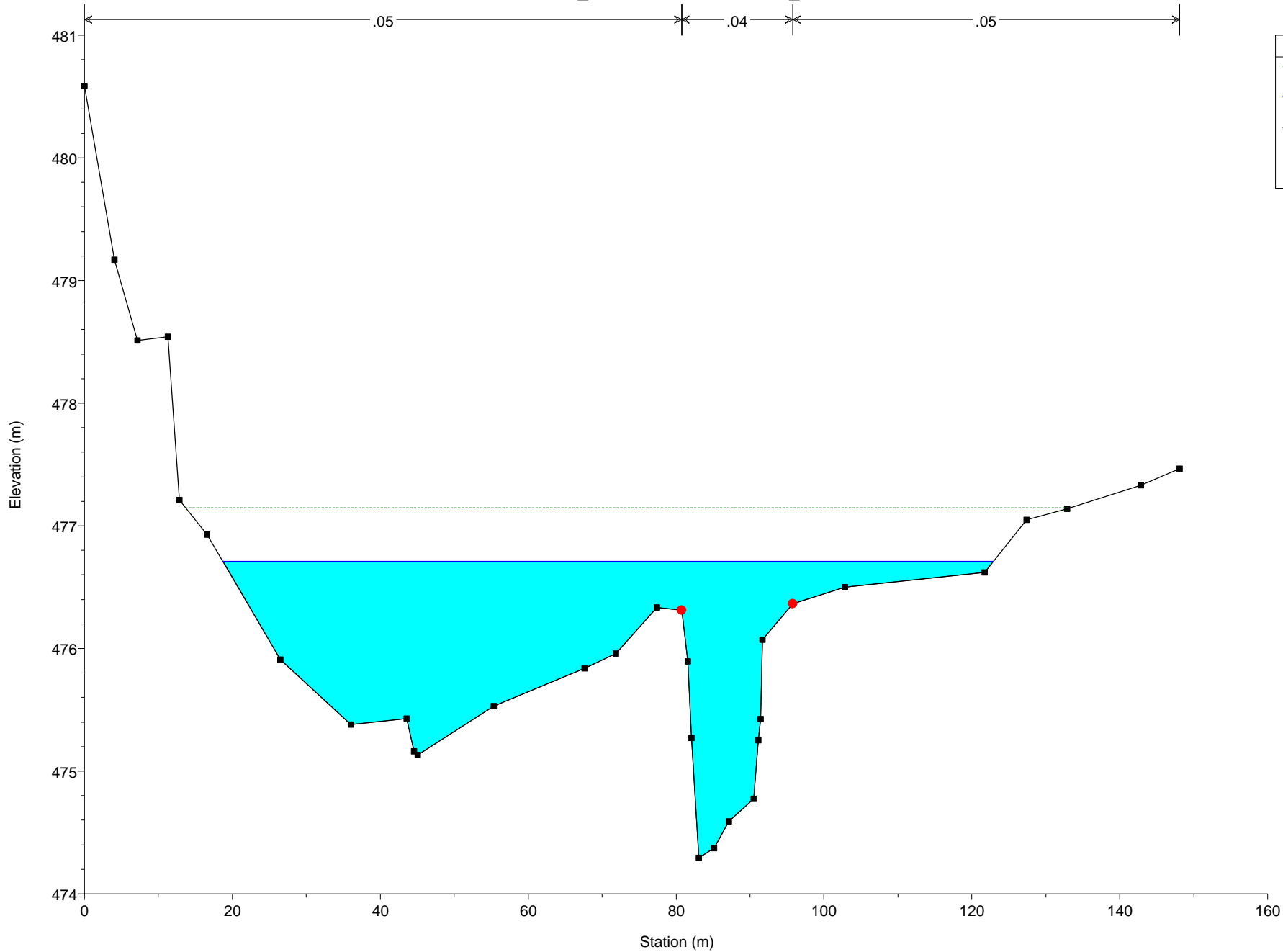
Legend	
EG Q100	(dotted green line)
WS Q100	(blue line)
Ground	(black line with square markers)
Levee	(magenta line with square markers)
Bank Sta	(red circle)

River = coise_stdenis Reach = coise_stdenis RS = 218



Legend	
EG Q100	— (Green Dashed Line)
WS Q100	— (Blue Solid Line)
Ground	— (Black Solid Line)
Bank Sta	• (Red Dot)

River = coise_stdenis Reach = coise_stdenis RS = 217



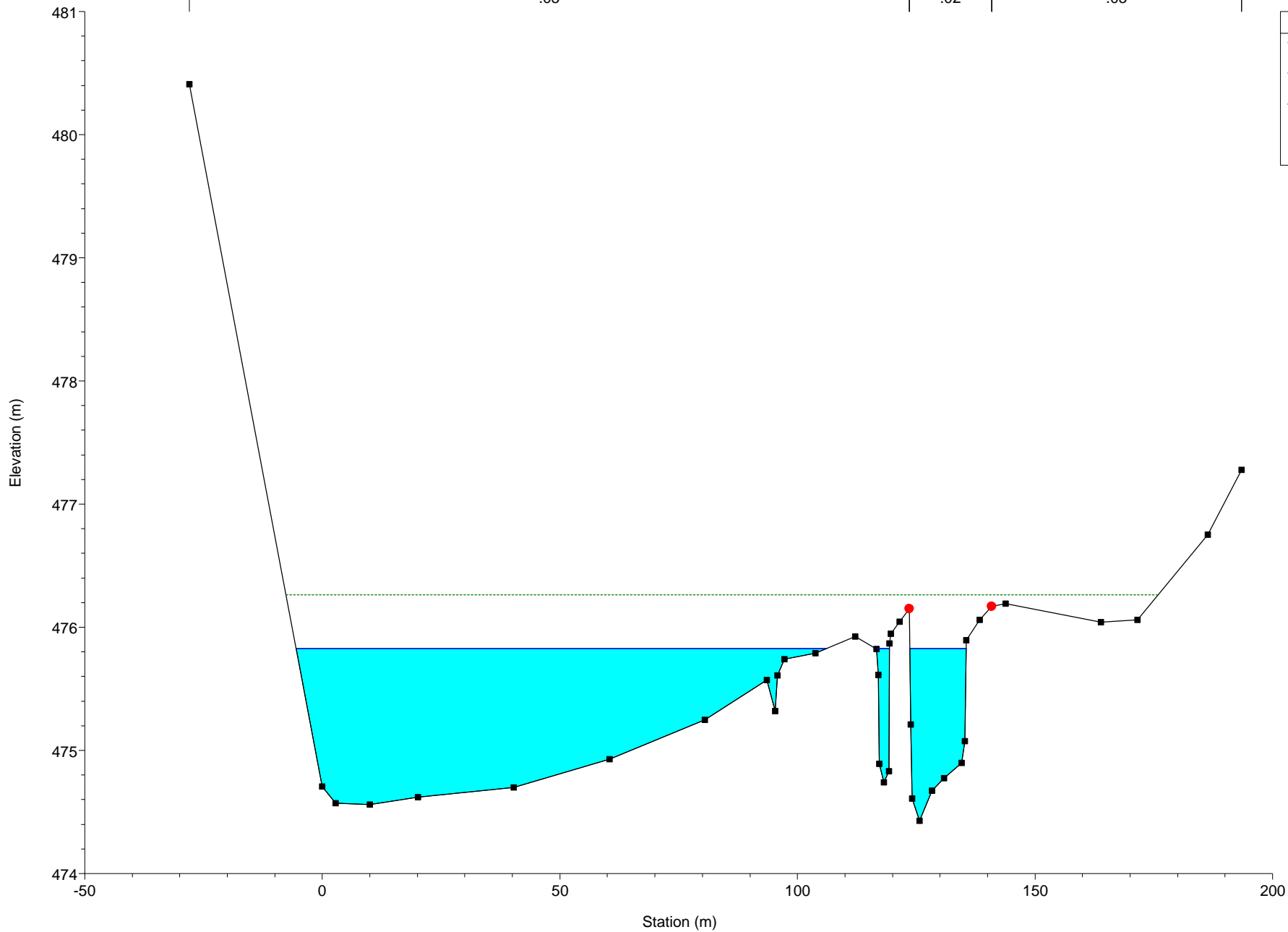
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	●

River = coise_stdenis Reach = coise_stdenis RS = 216

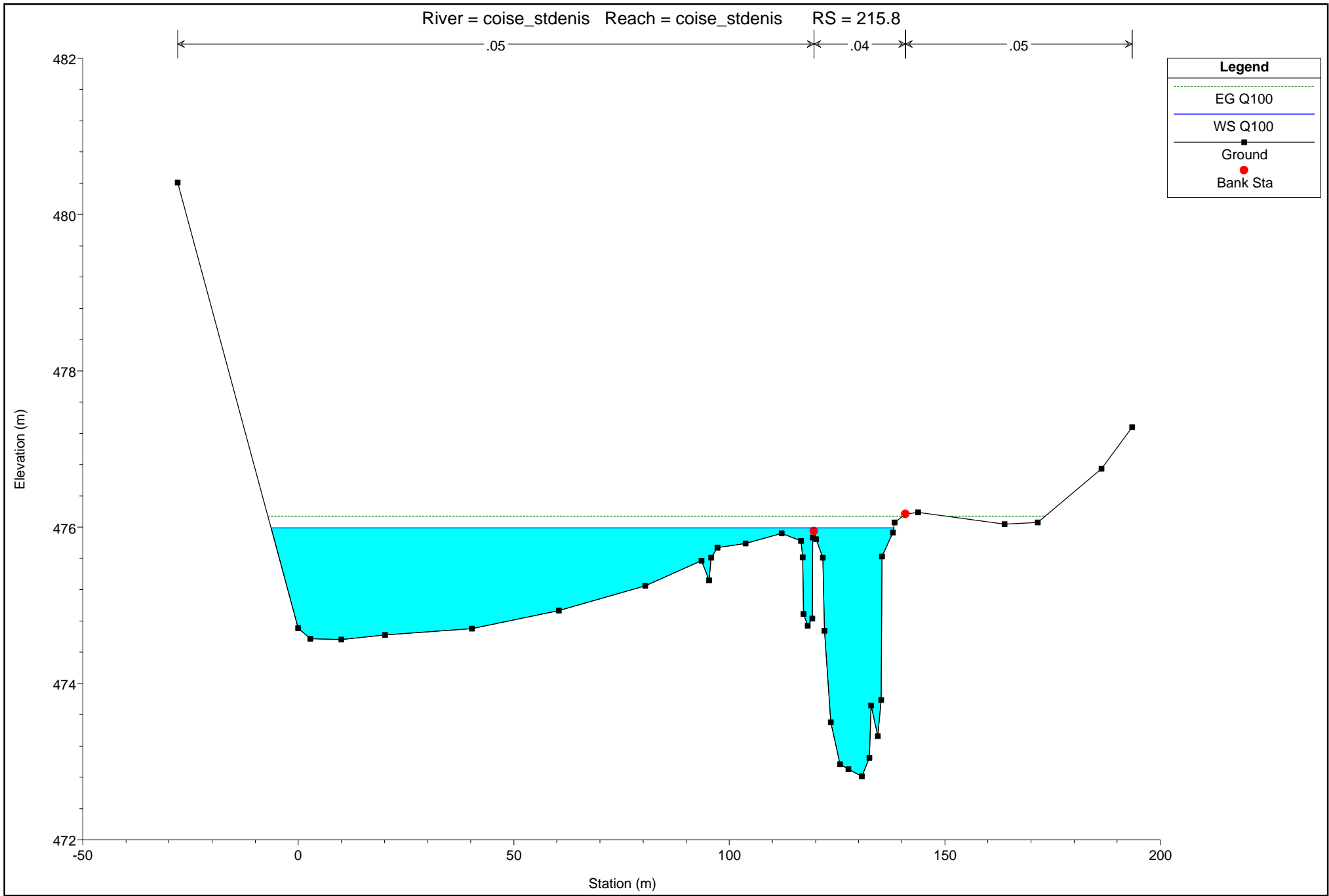
.05

.02

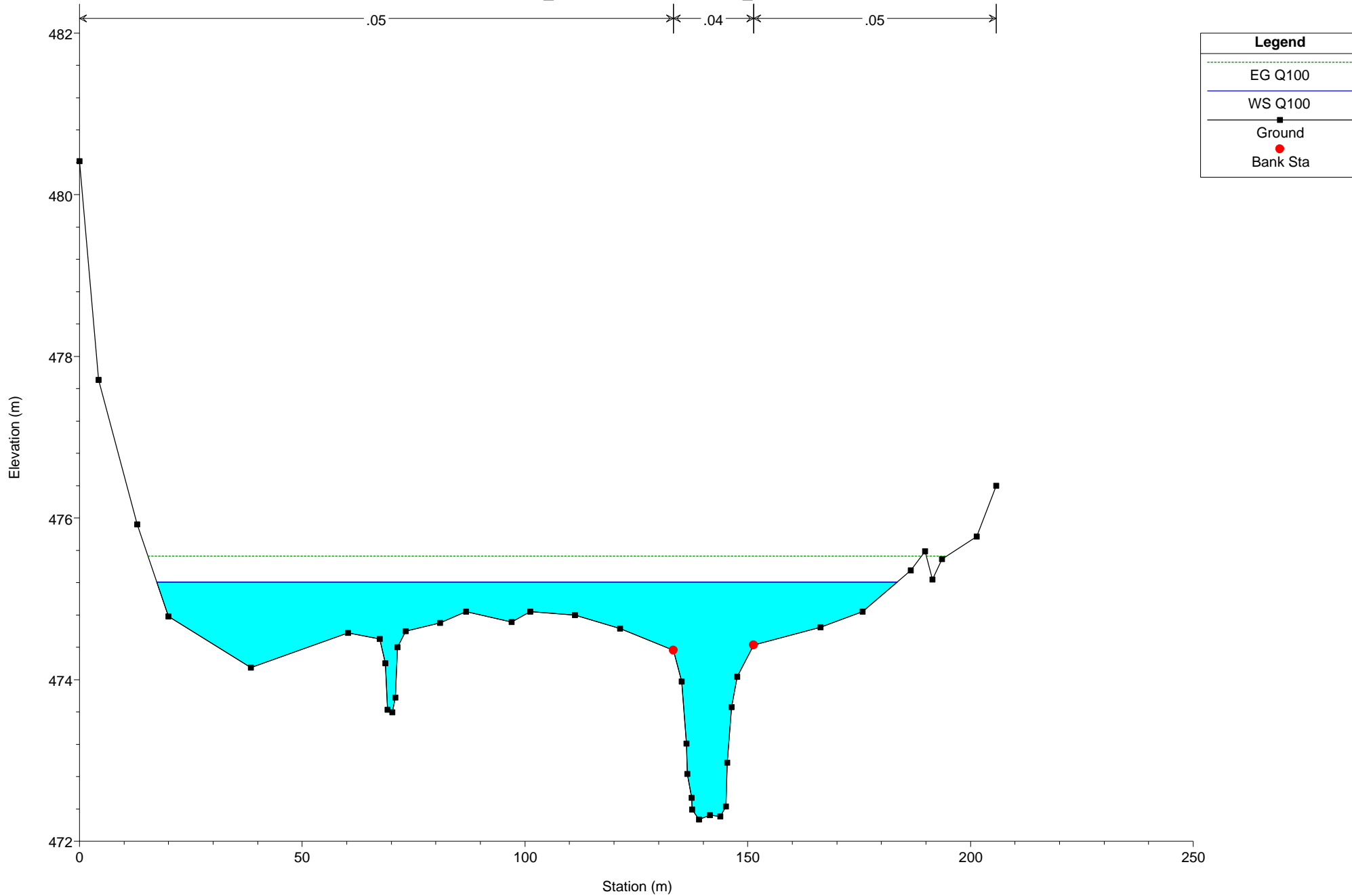
.05



Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta



River = coise_stdenis Reach = coise_stdenis RS = 215

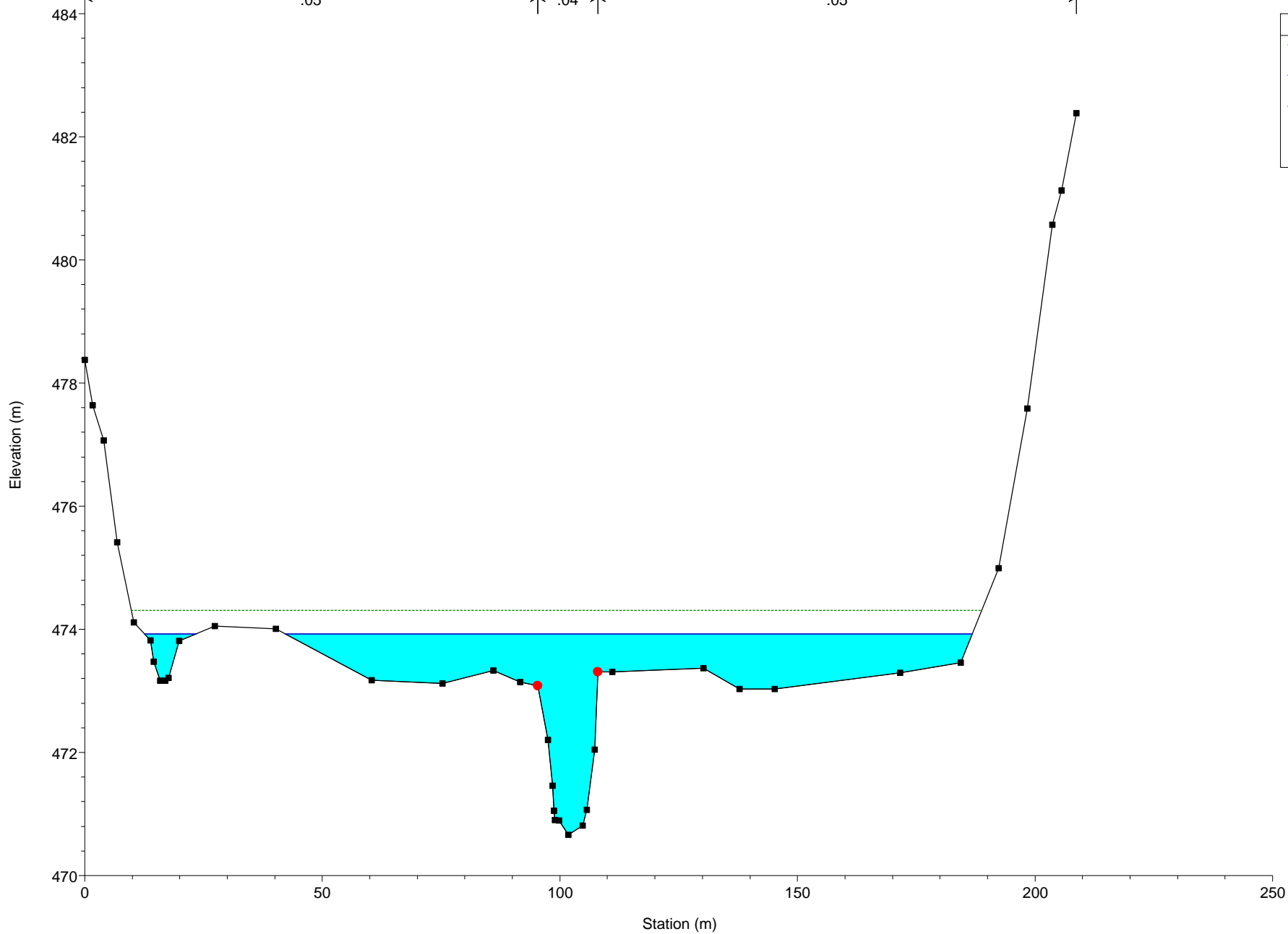


River = coise_stdenis Reach = coise_stdenis RS = 214

.05

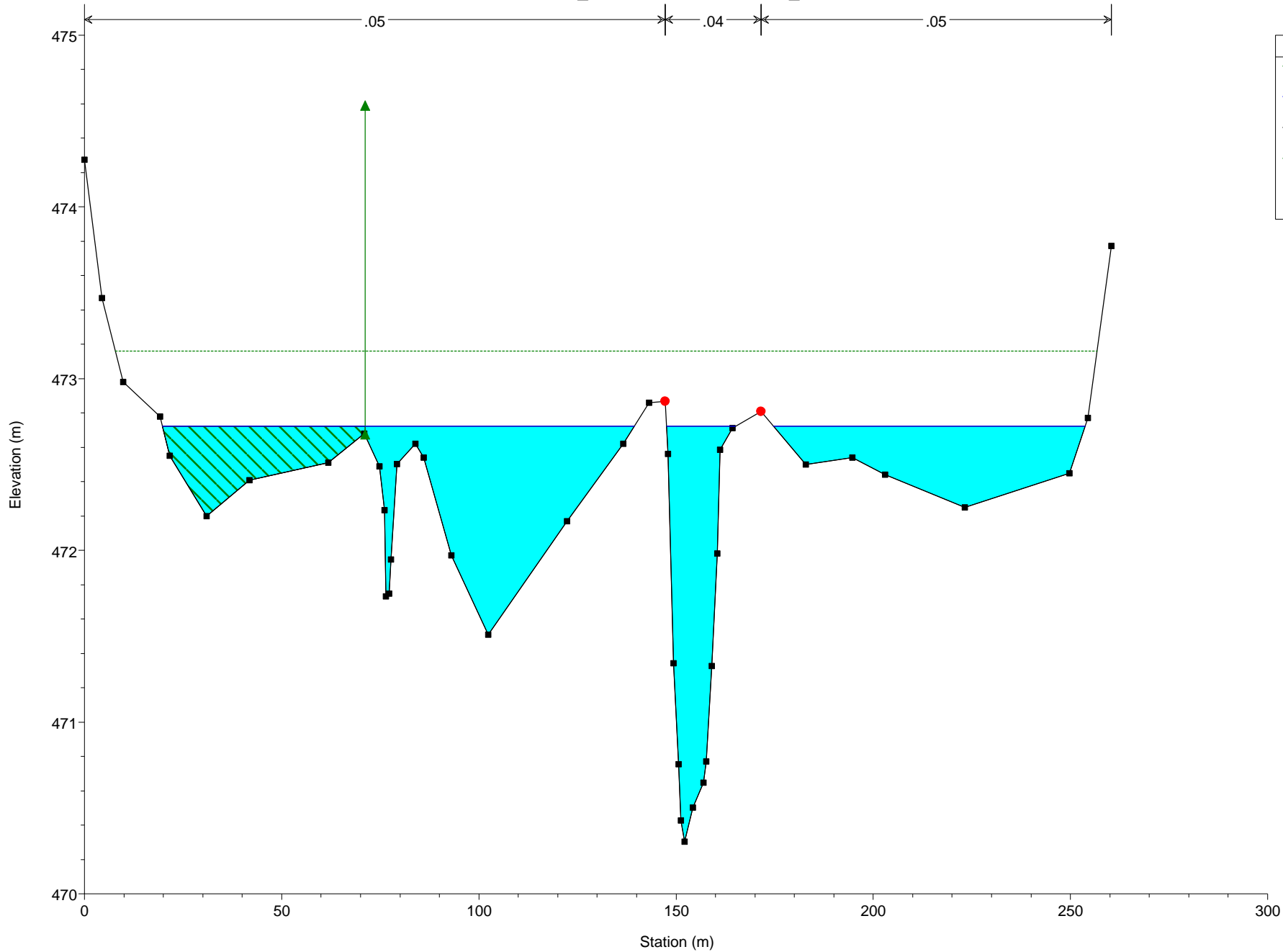
.04

.05



Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta

River = coise_stdenis Reach = coise_stdenis RS = 213

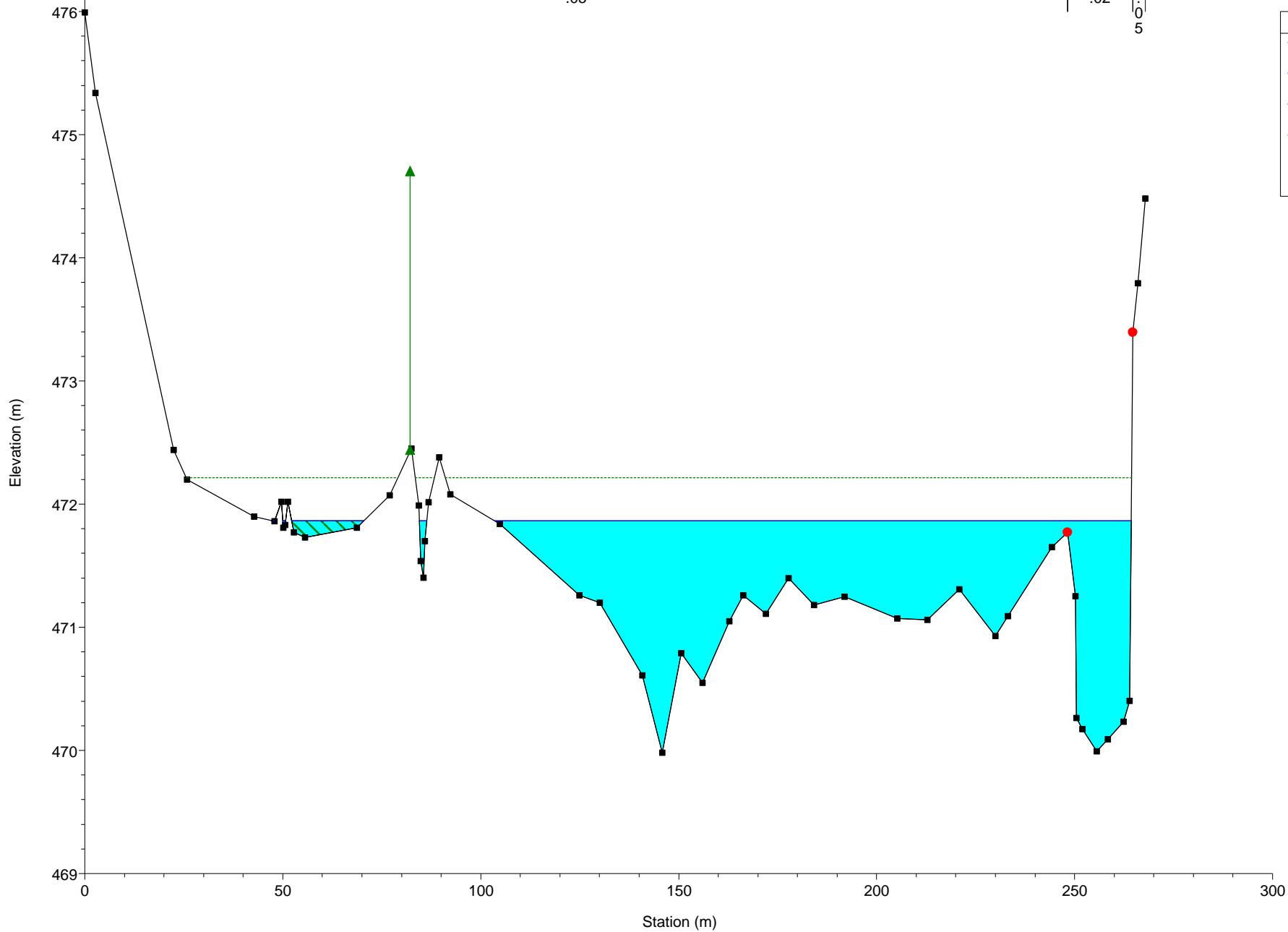


Legend	
---	EG Q100
—	WS Q100
■	Ground
▲	Ineff
●	Bank Sta

River = coise_stdenis Reach = coise_stdenis RS = 212

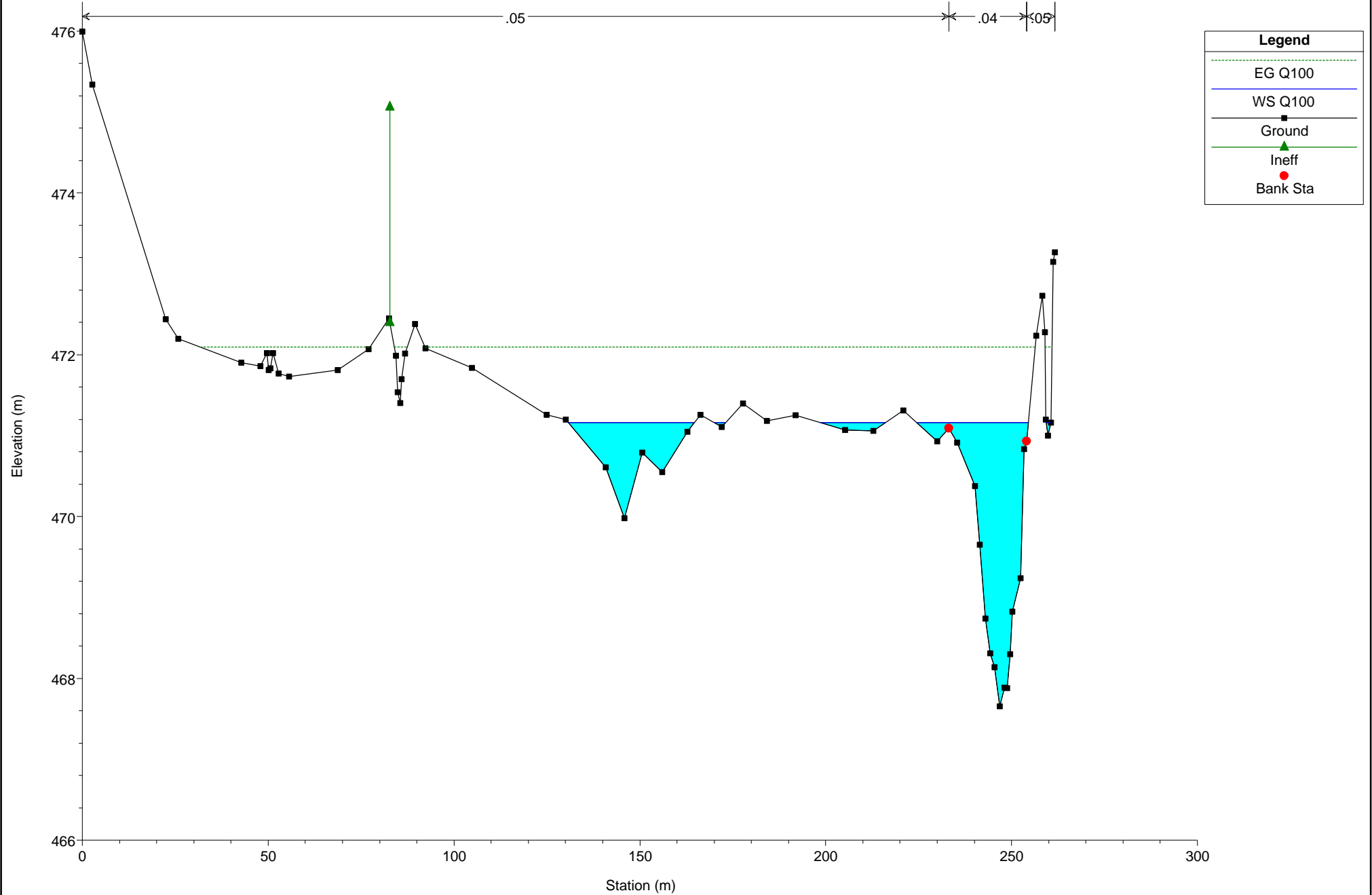
.05

.02
0
5



Legend	
--- (dotted green line)	EG Q100
— (solid blue line)	WS Q100
■ (black square)	Ground
▲ (green triangle)	Ineff
● (red circle)	Bank Sta

River = coise_stdenis Reach = coise_stdenis RS = 211.8

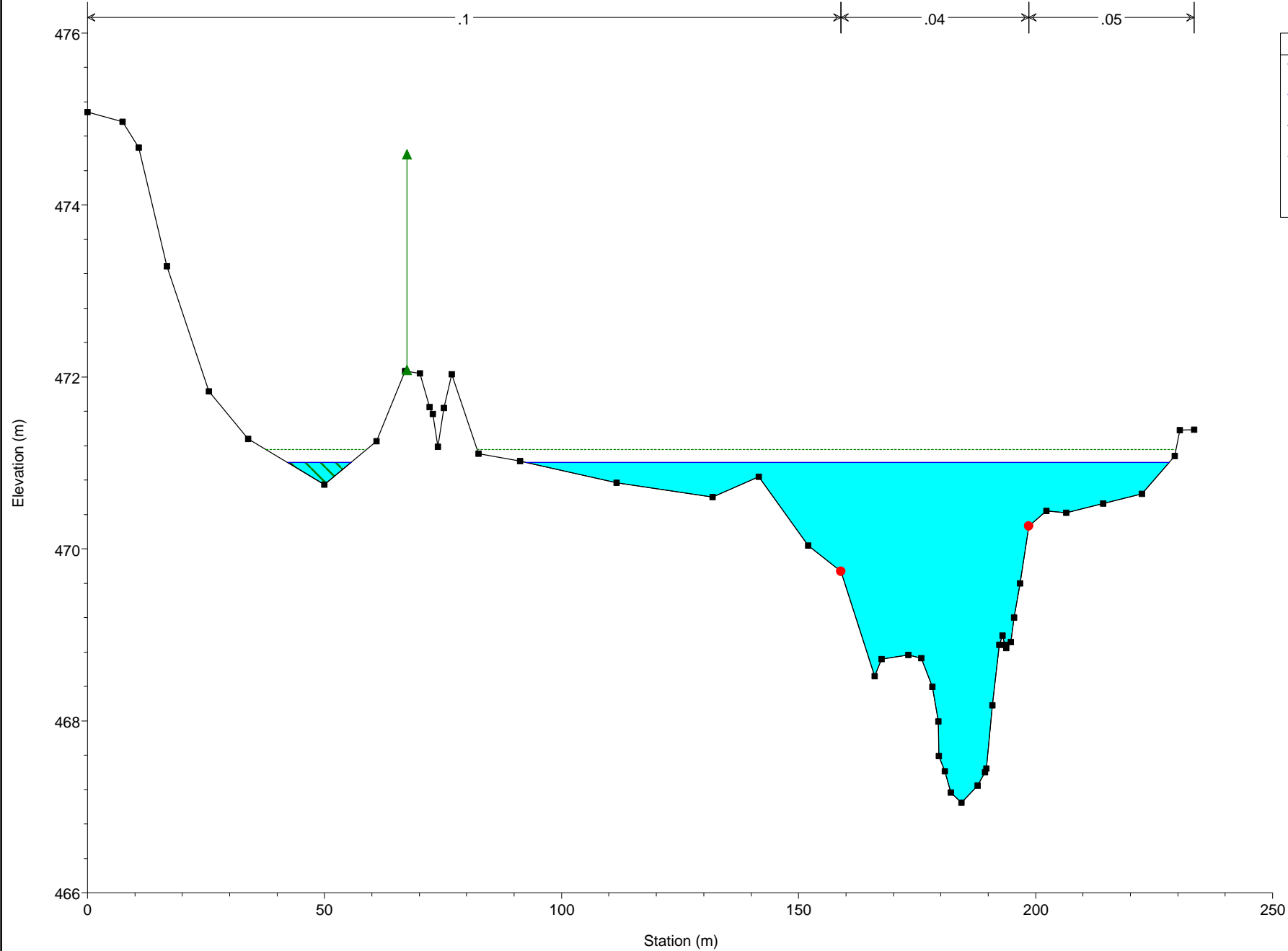


Legend	
EG Q100	(dotted green line)
WS Q100	(solid blue line)
Ground	(solid black line with square markers)
Ineff	(solid green line with triangle marker)
Bank Sta	(solid red line with circle marker)

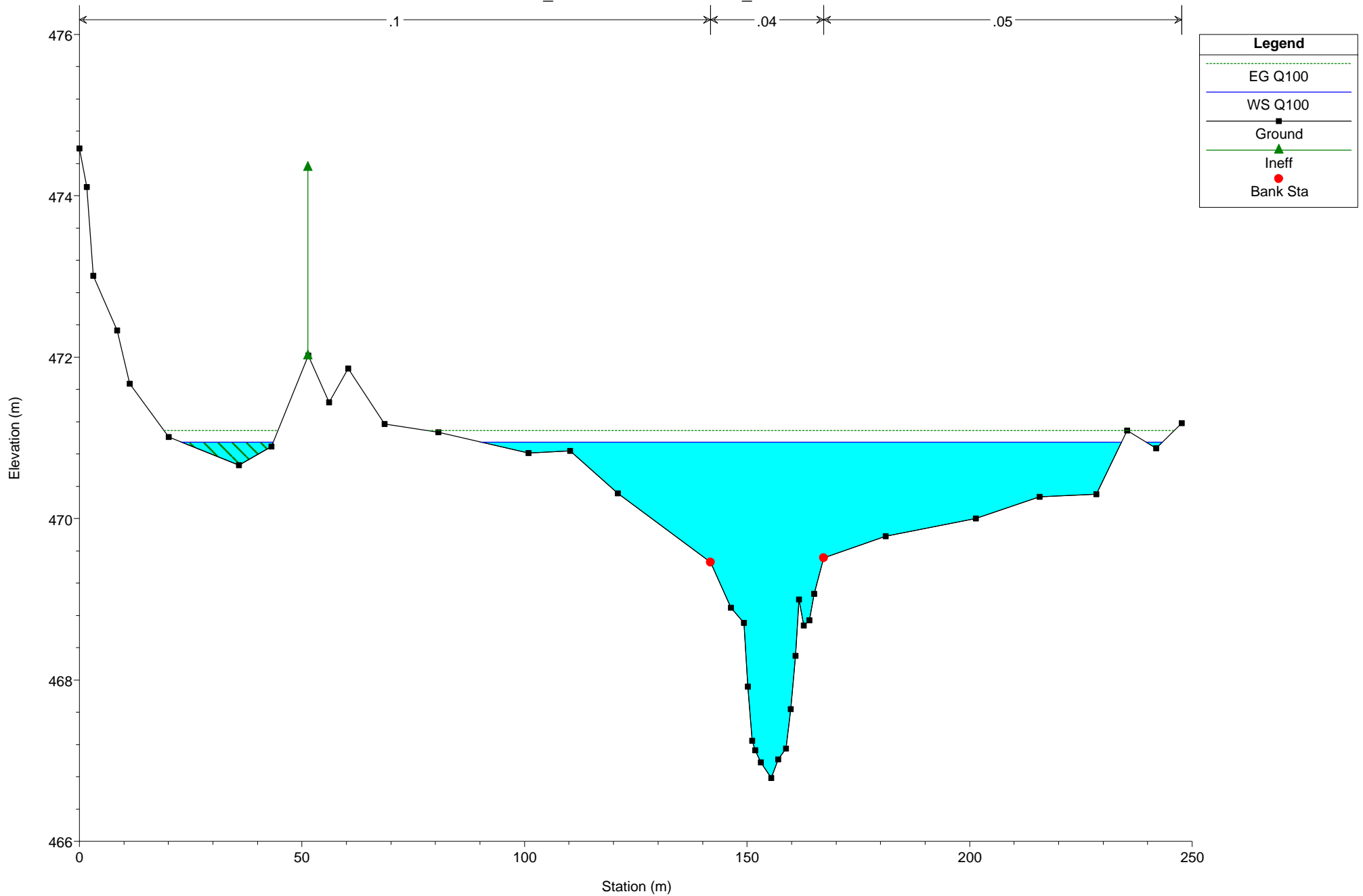
River = coise_stdenis Reach = coise_stdenis RS = 211

← .1 | .04 | .05 →

Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Ineff	-----
Bank Sta	-----

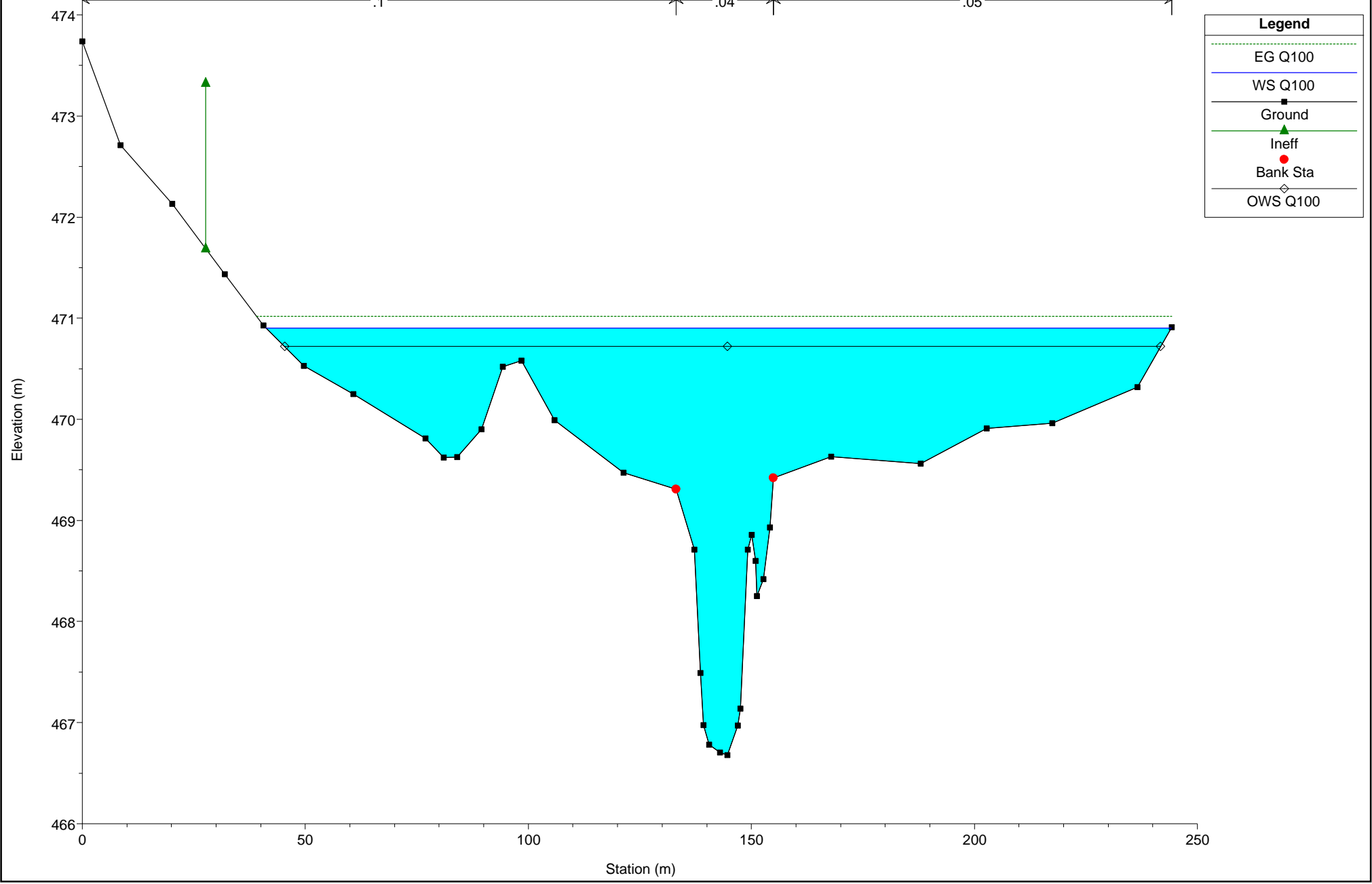


River = coise_stdenis Reach = coise_stdenis RS = 210



River = coise_stdenis Reach = coise_stdenis RS = 209

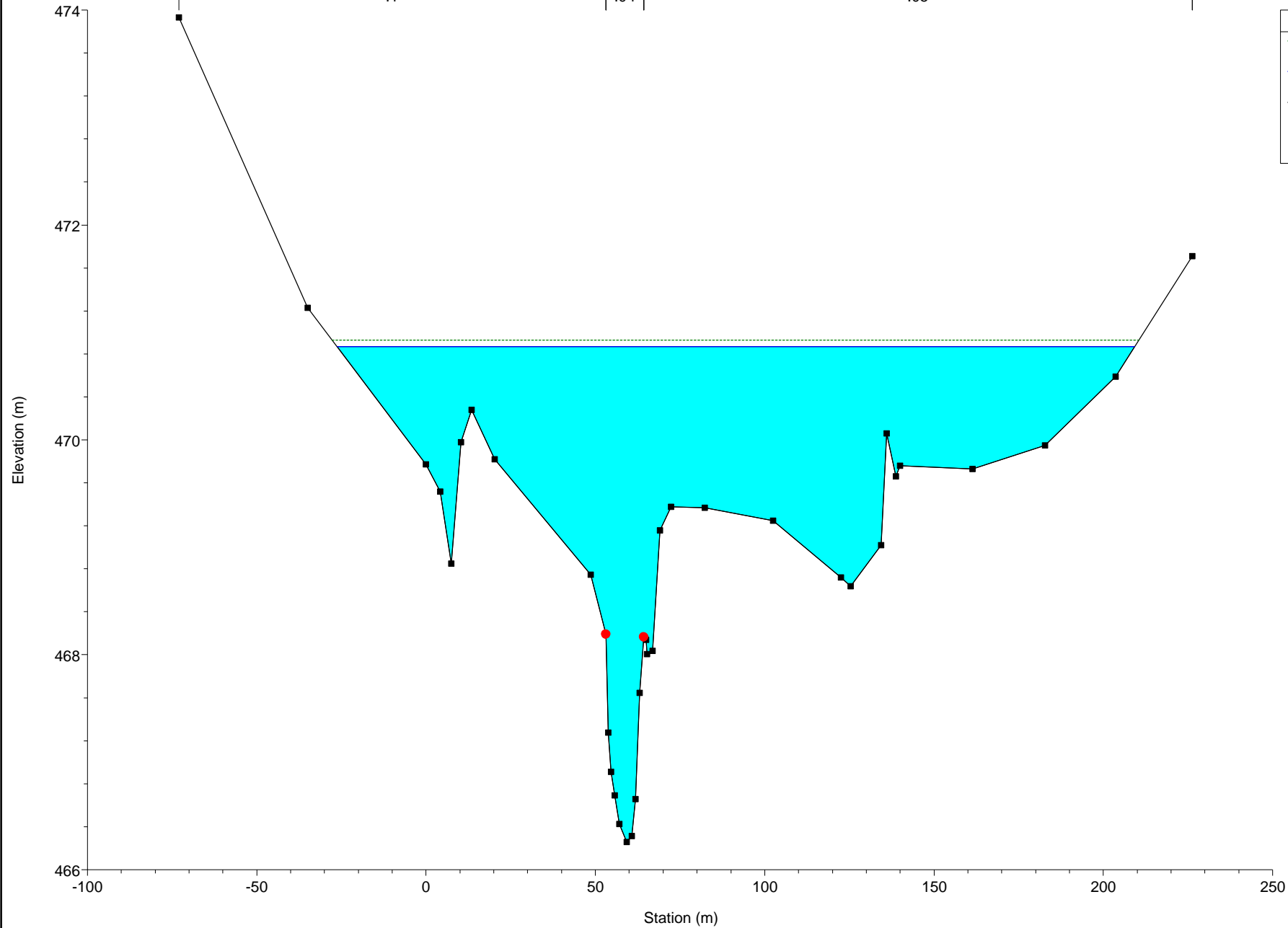
.1 .04 .05



River = coise_stdenis Reach = coise_stdenis RS = 208

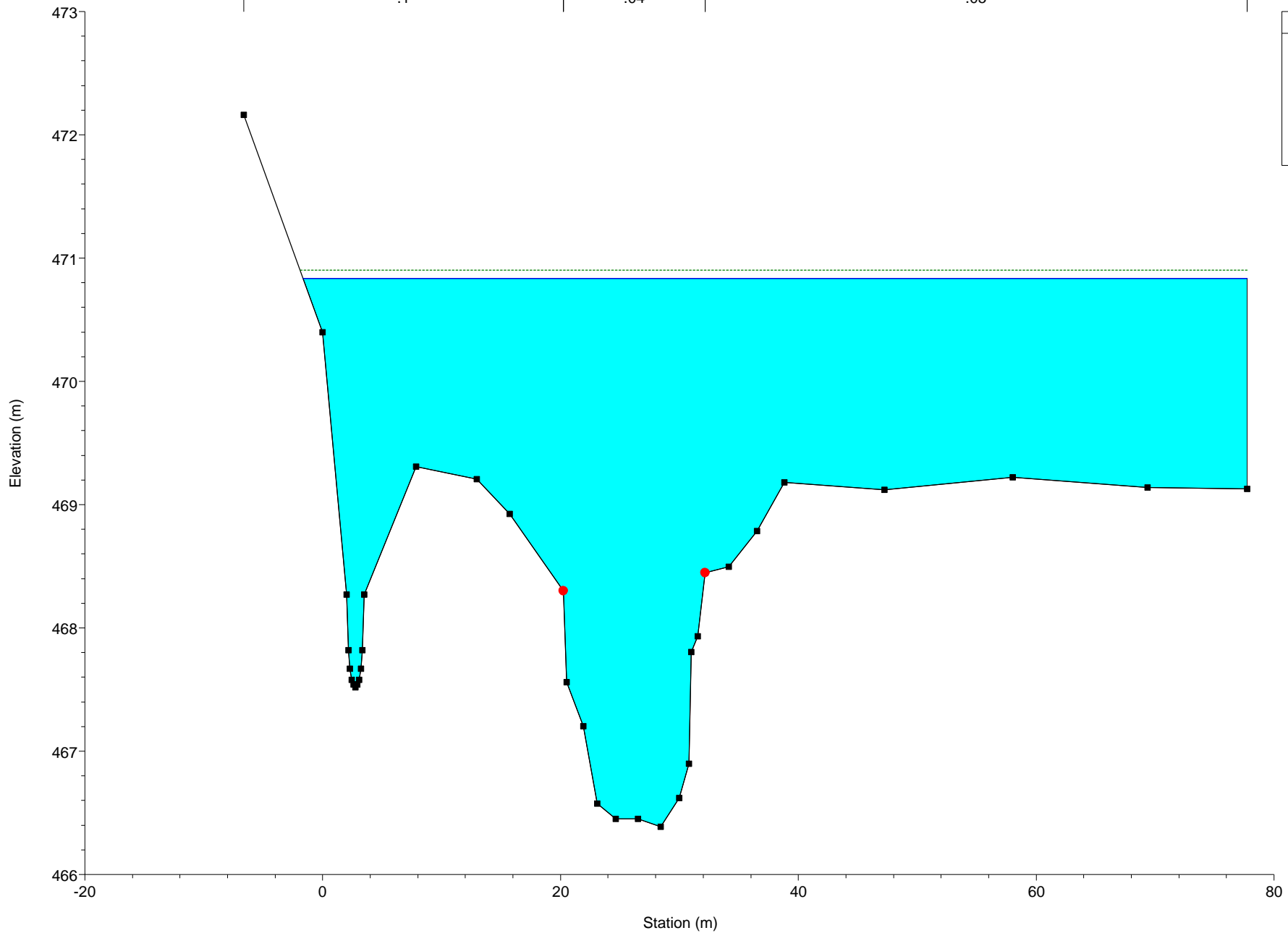
← .1 ← .04 ← .05 →

Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta



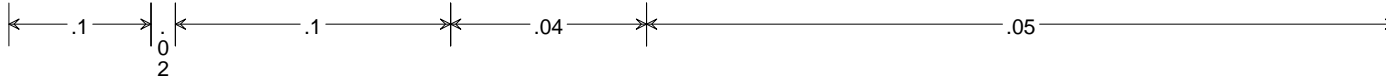
River = coise_stdenis Reach = coise_stdenis RS = 207

← .1 | .04 | .05 →

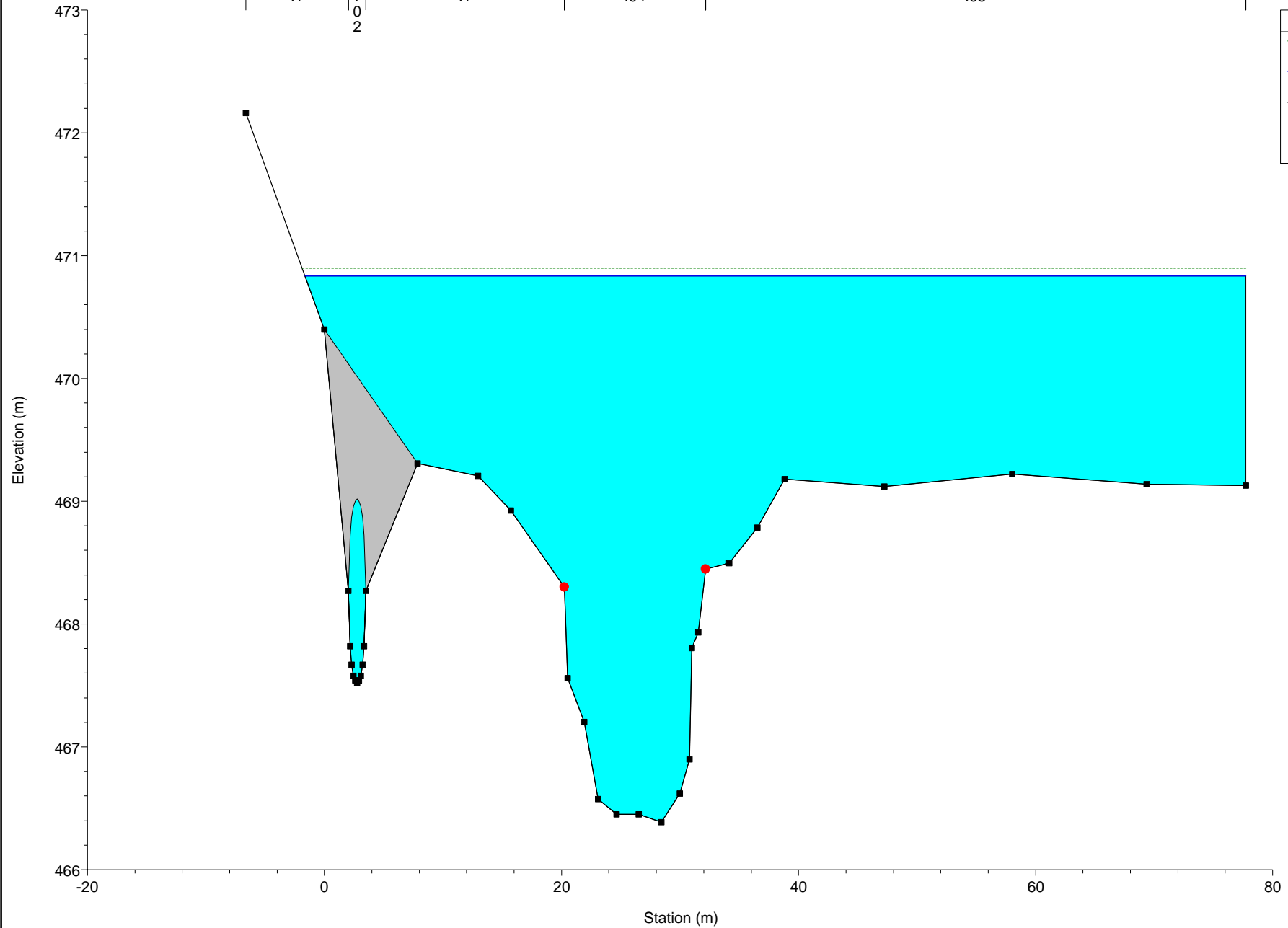


Legend	
EG Q100	— (dashed green line)
WS Q100	— (blue line)
Ground	— (black line with square markers)
Bank Sta	• (red dot)

River = coise_stdenis Reach = coise_stdenis RS = 206.9 BR



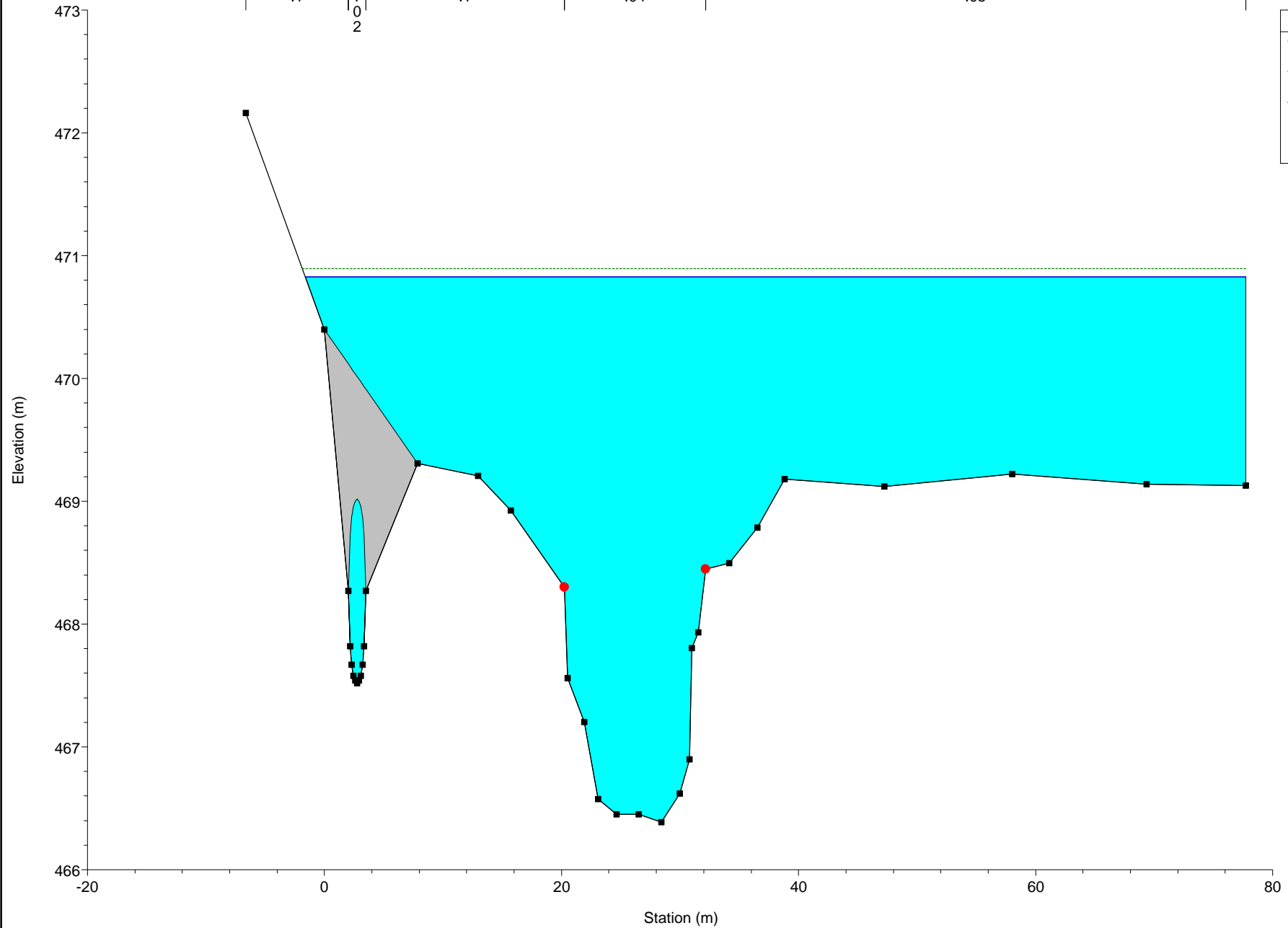
Legend	
	EG Q100
	WS Q100
	Ground
	Bank Sta



River = coise_stdenis Reach = coise_stdenis RS = 206.9 BR



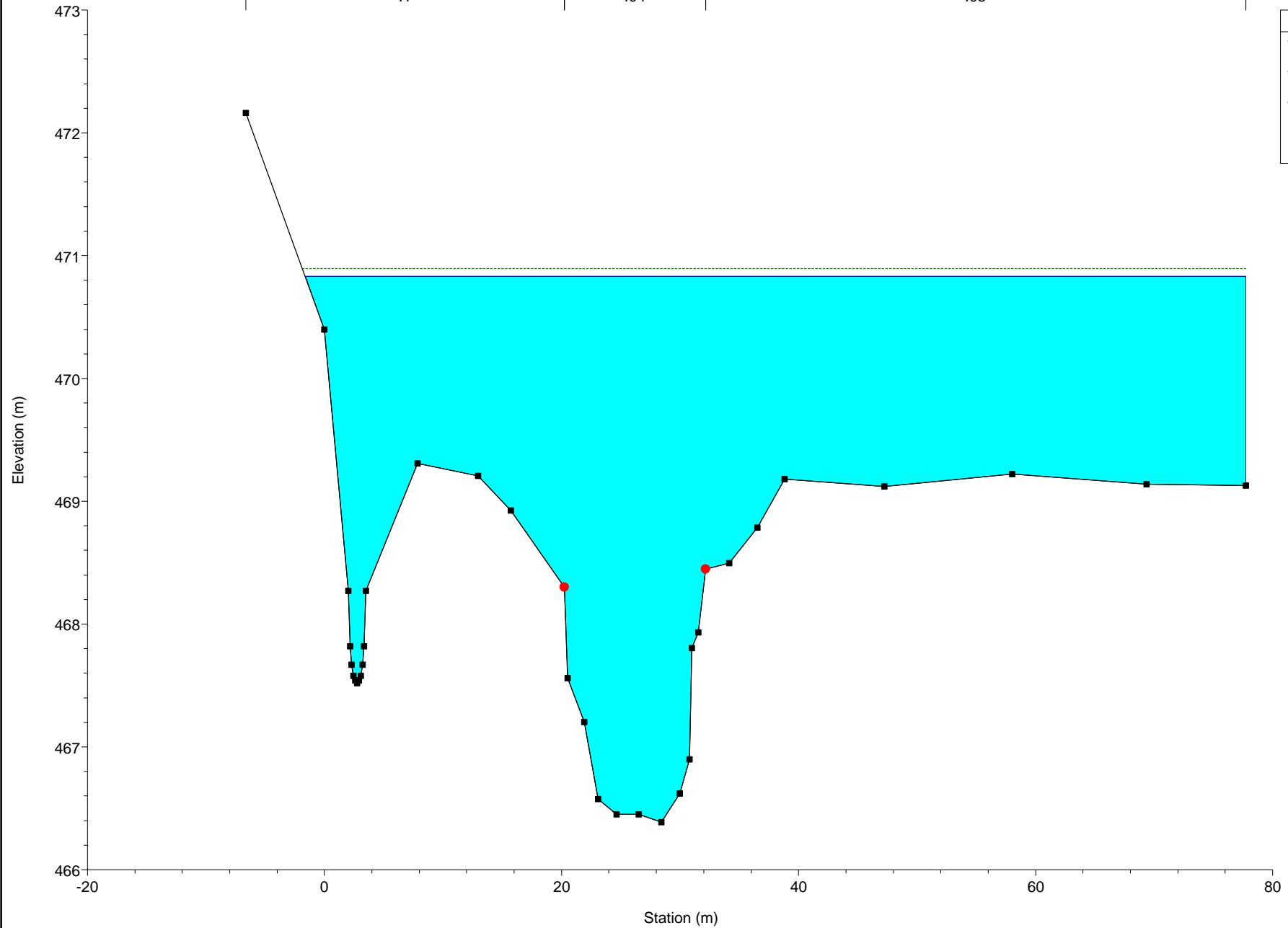
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	●



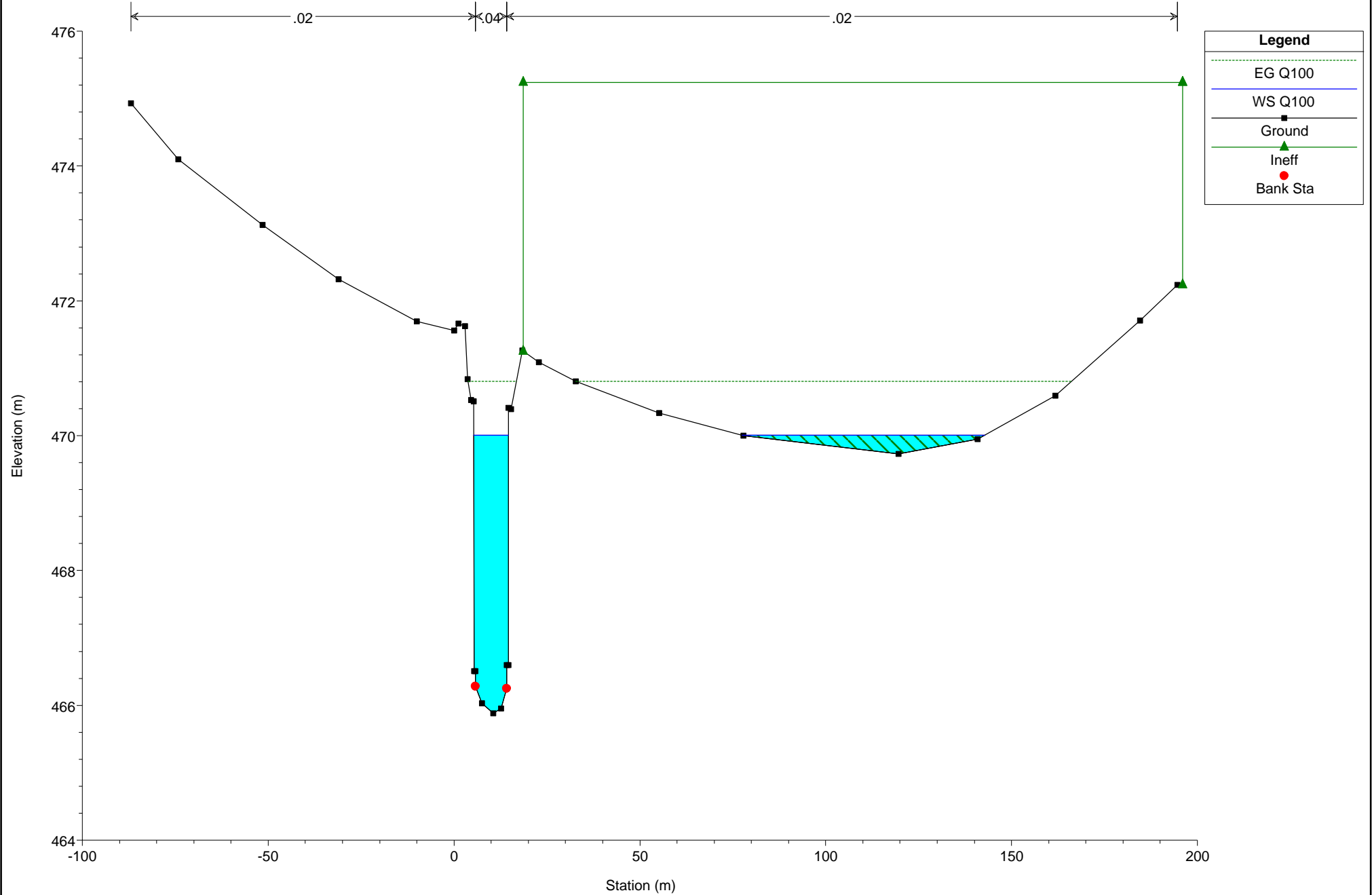
River = coise_stdenis Reach = coise_stdenis RS = 206.8

← .1 | .04 | .05 →

Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	●

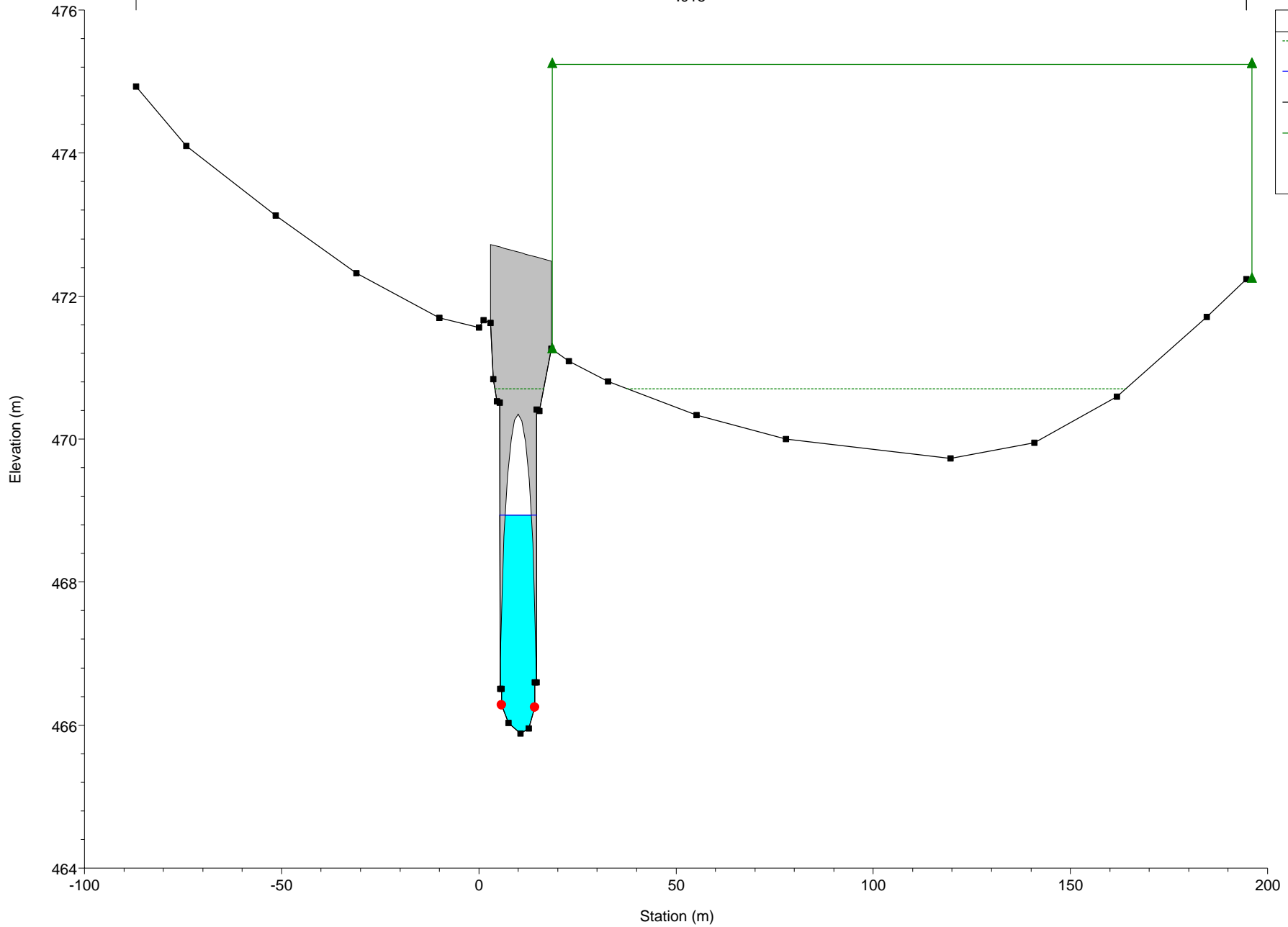


River = coise_stdenis Reach = coise_stdenis RS = 206.6



River = coise_stdenis Reach = coise_stdenis RS = 206.5 BR

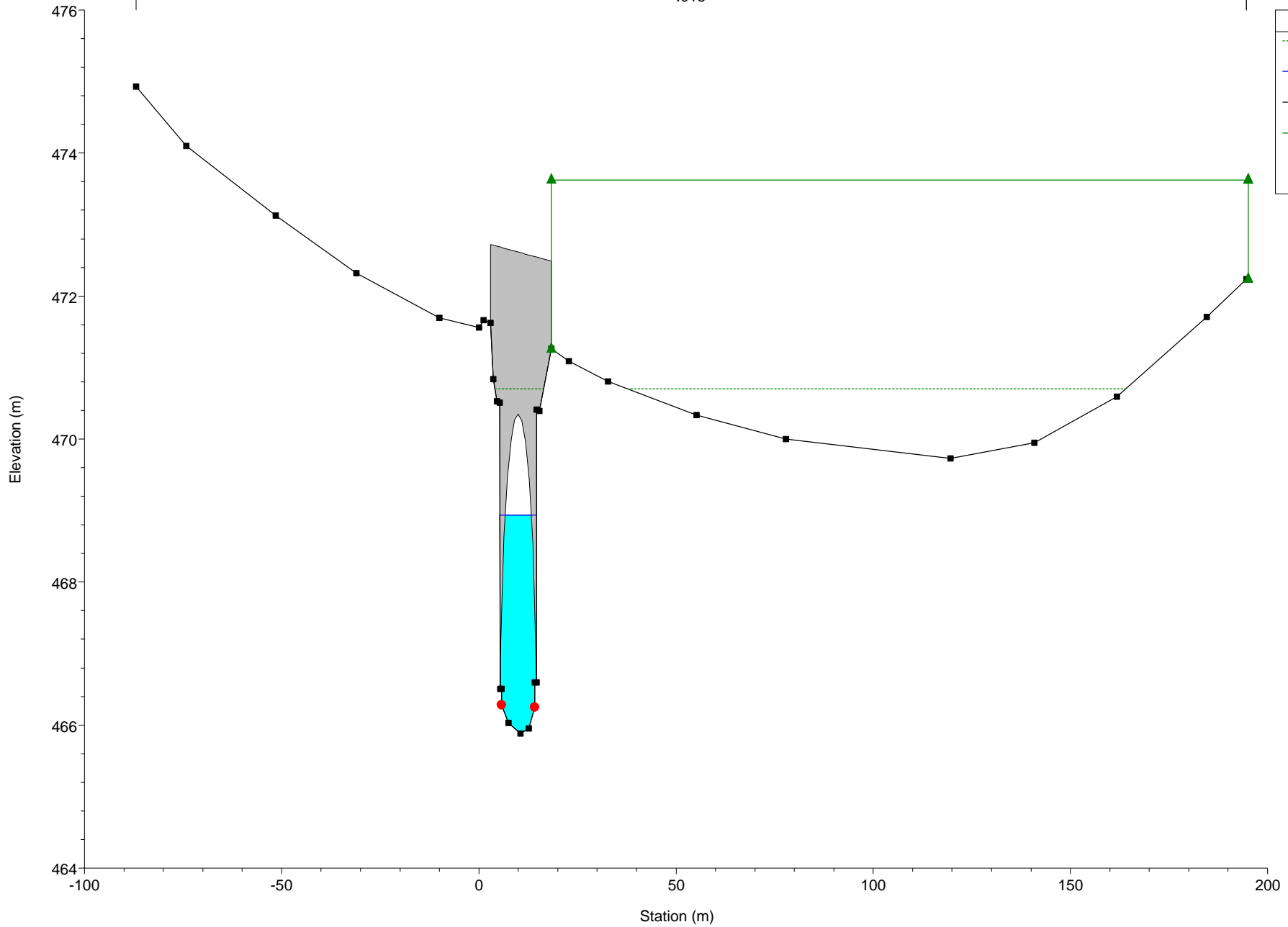
.015

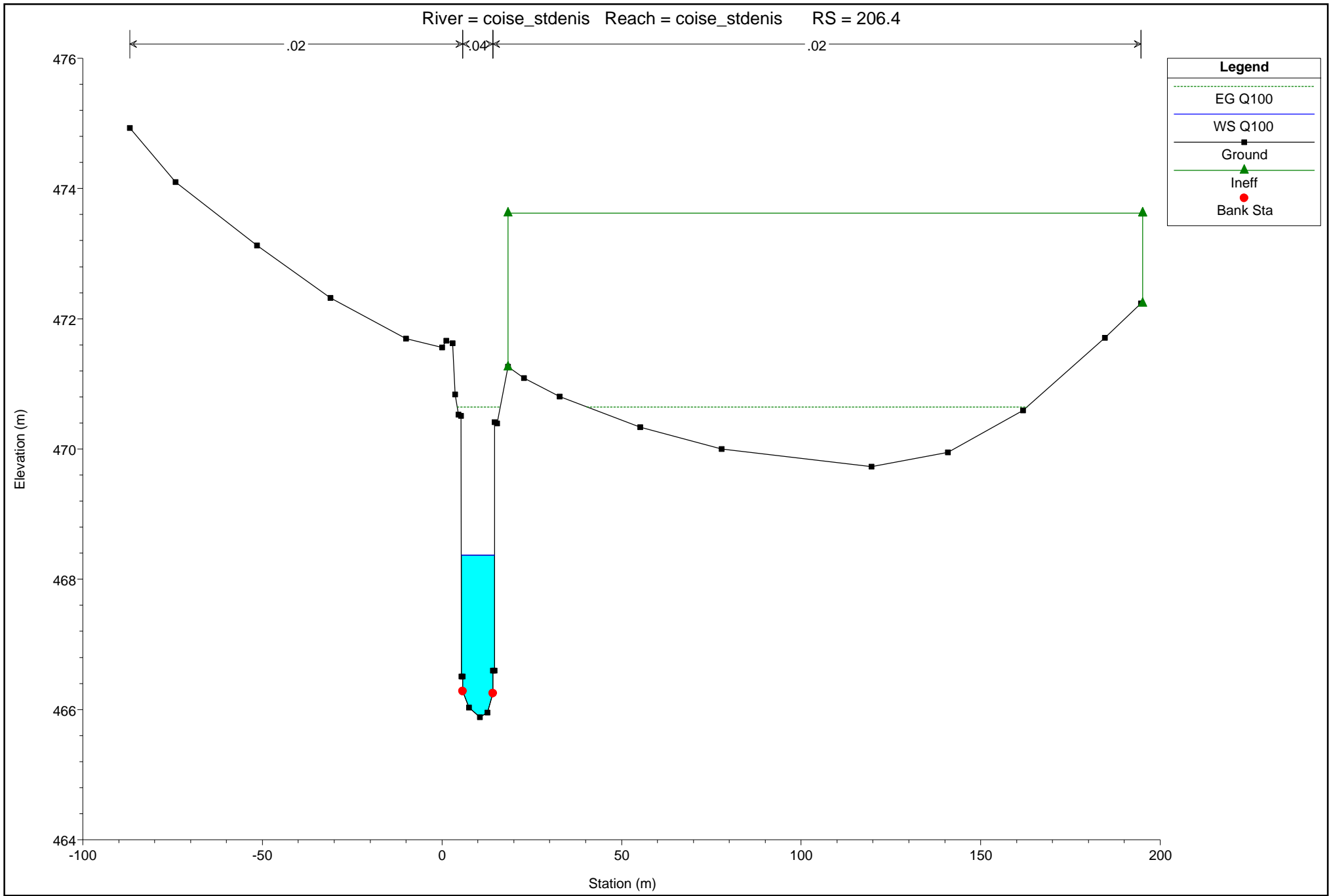


Legend	
---	EG Q100
—	WS Q100
■	Ground
—▲	Ineff
●	Bank Sta

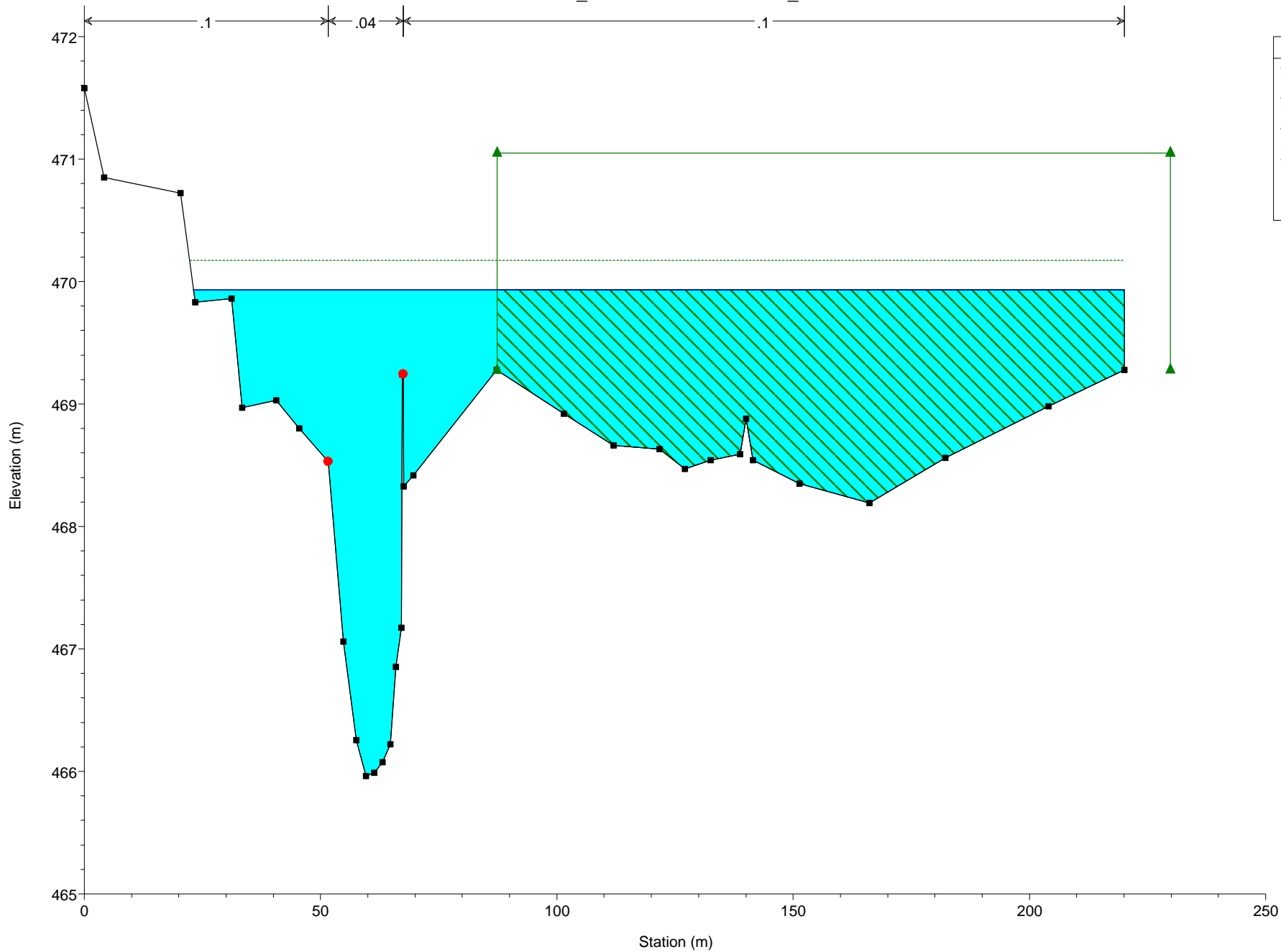
River = coise_stdenis Reach = coise_stdenis RS = 206.5 BR

.015



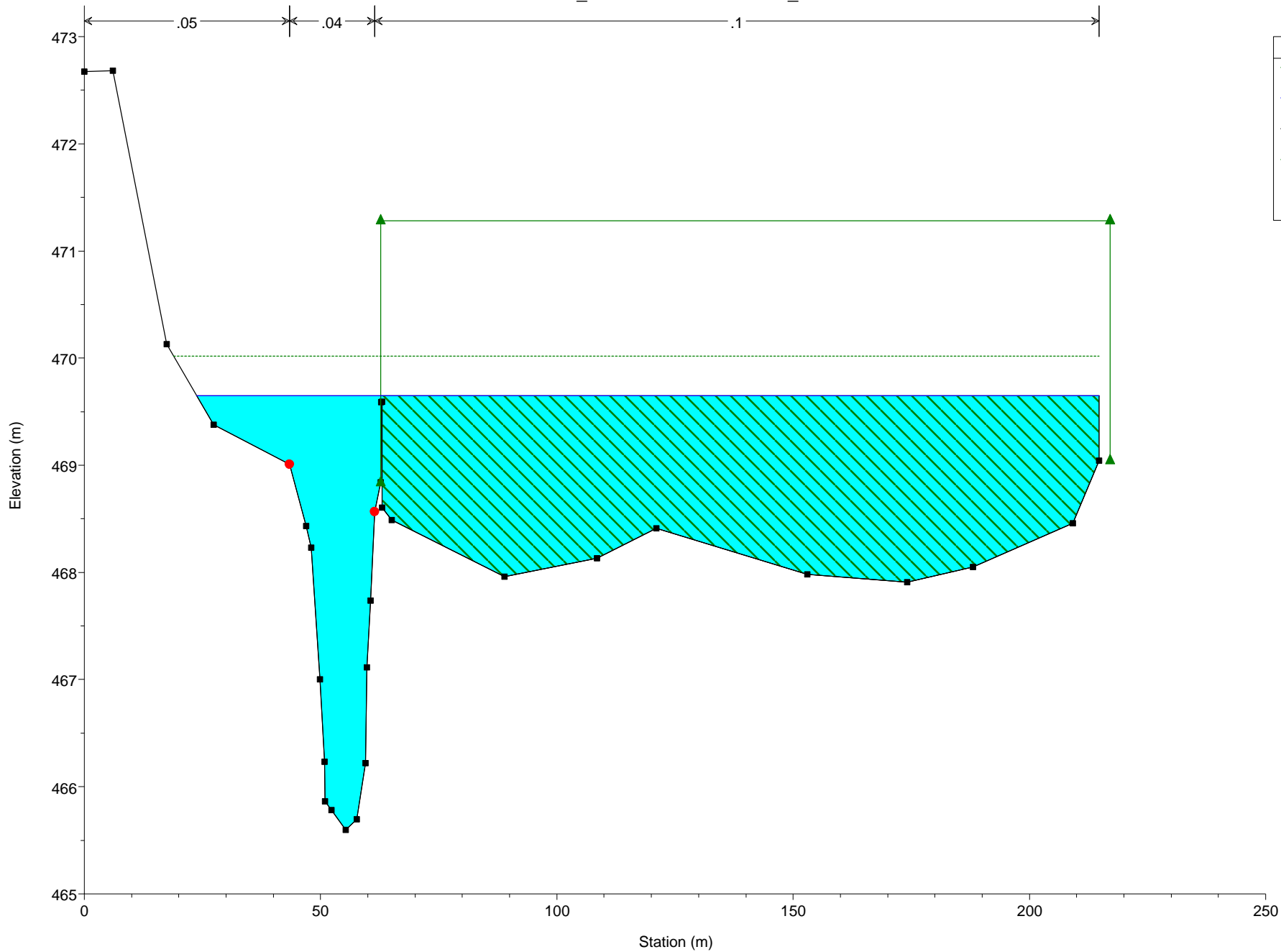


River = coise_stdenis Reach = coise_stdenis RS = 206



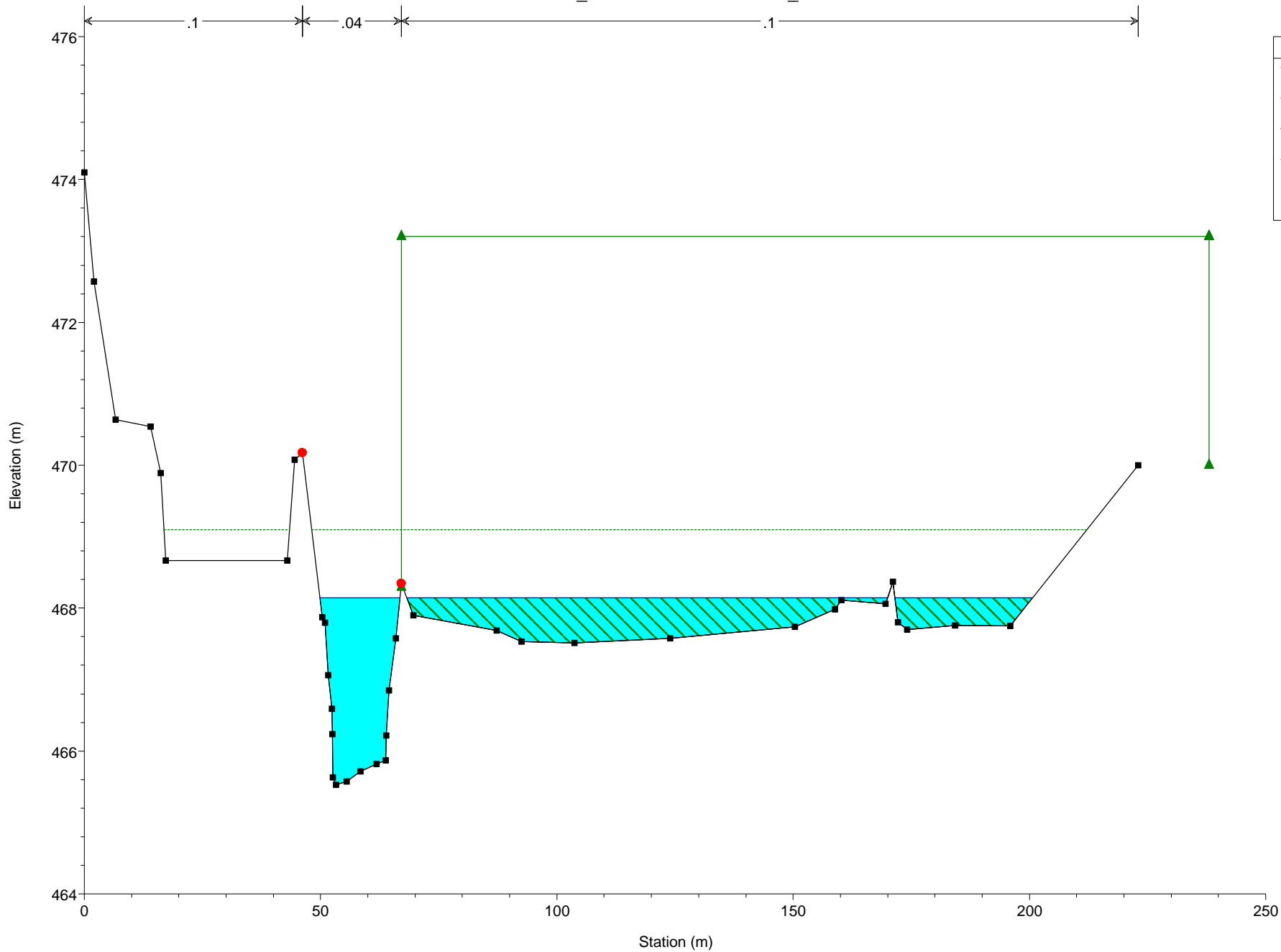
Legend	
EG Q100	(Dotted line)
WS Q100	(Blue line)
Ground	(Black line with square markers)
Ineff	(Green line with triangle markers)
Bank Sta	(Red dot)

River = coise_stdenis Reach = coise_stdenis RS = 205



Legend	
EG Q100	(Dotted line)
WS Q100	(Blue line)
Ground	(Black line with square markers)
Ineff	(Green line with triangle markers)
Bank Sta	(Red dot)

River = coise_stdenis Reach = coise_stdenis RS = 204



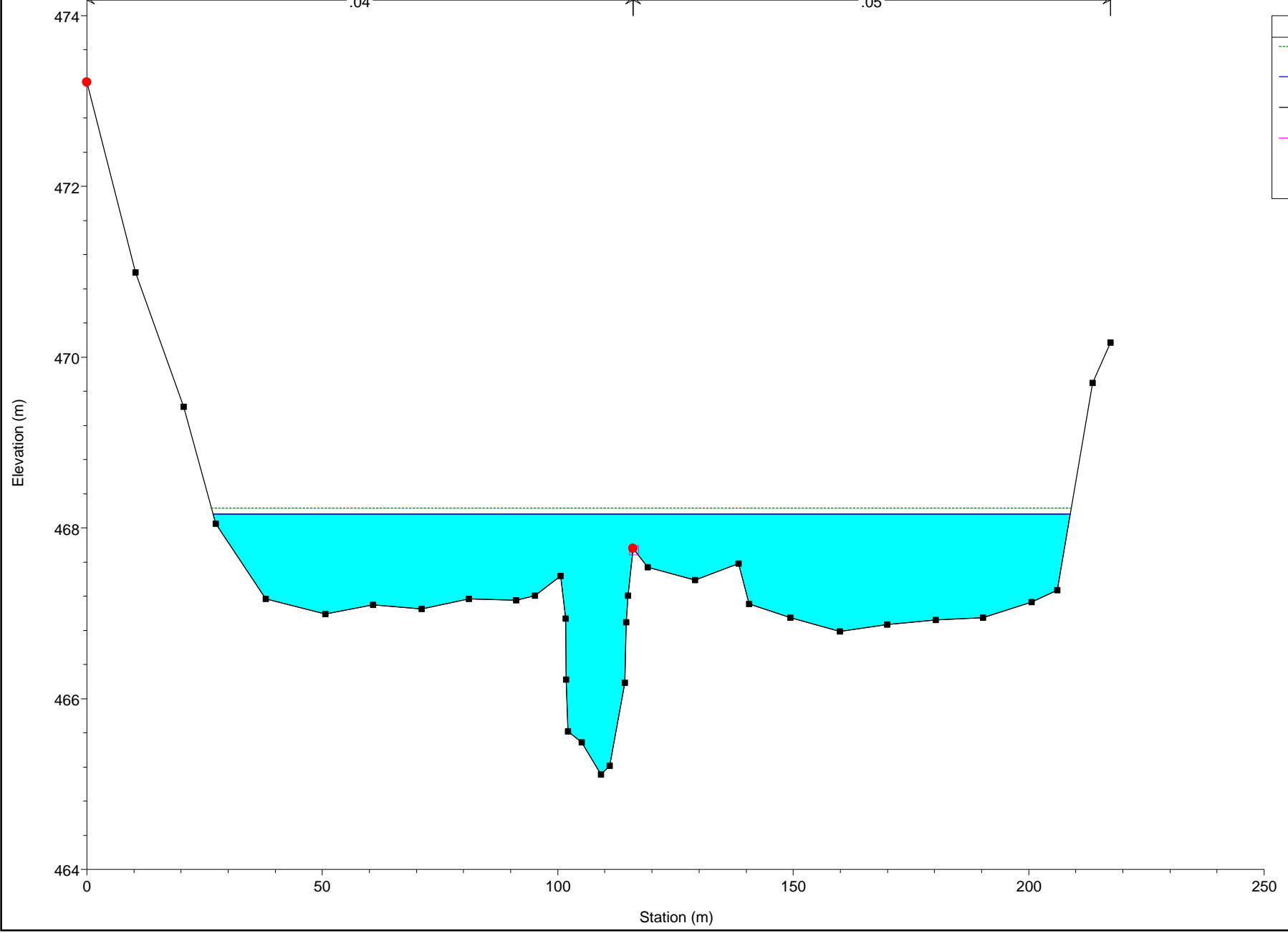
Legend	
---	EG Q100
—	WS Q100
■	Ground
▲	Ineff
●	Bank Sta

River = coise_stdenis Reach = coise_stdenis RS = 203

.04

.05

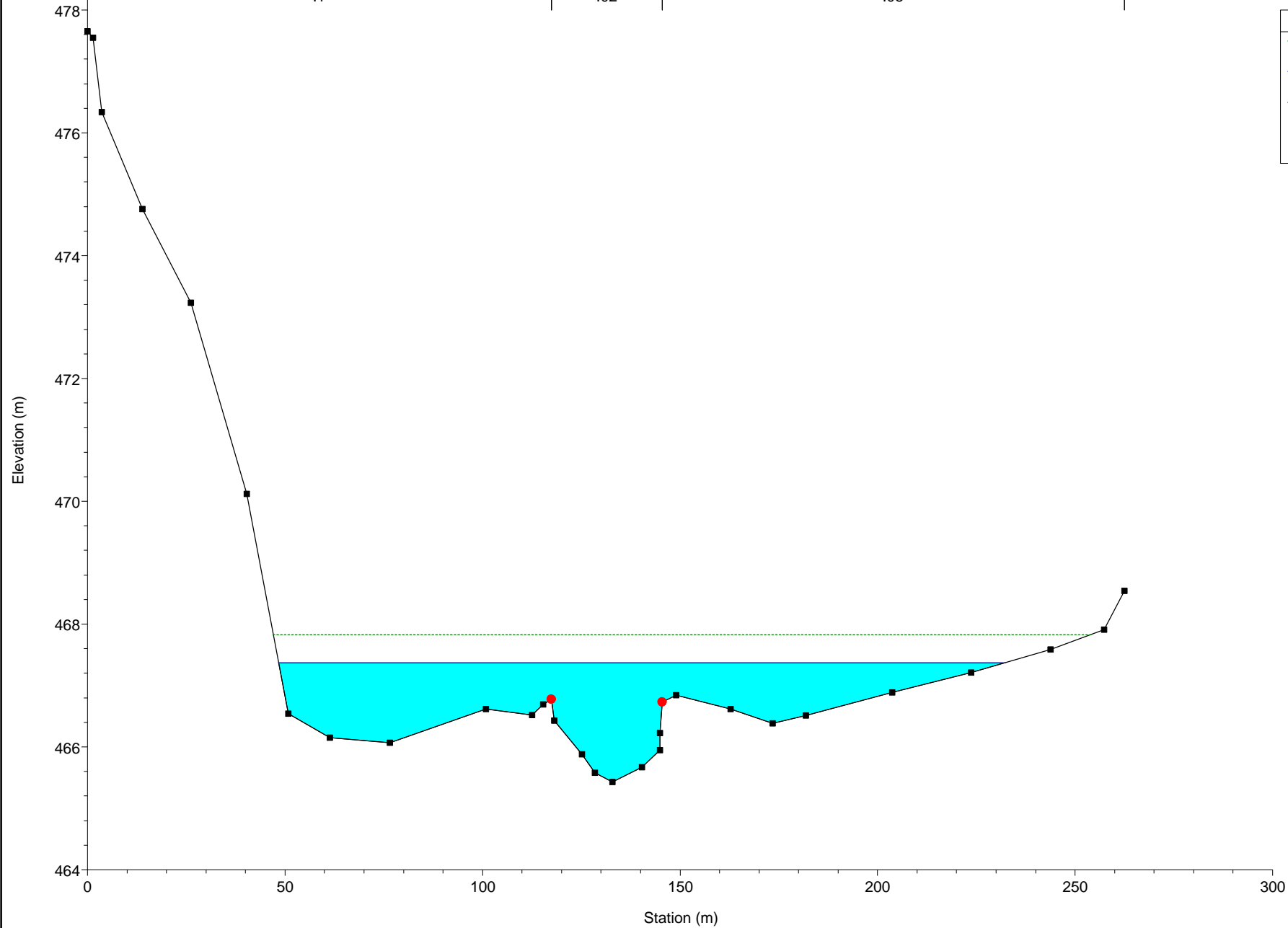
Legend	
EG Q100	
WS Q100	
Ground	
Levee	
Bank Sta	

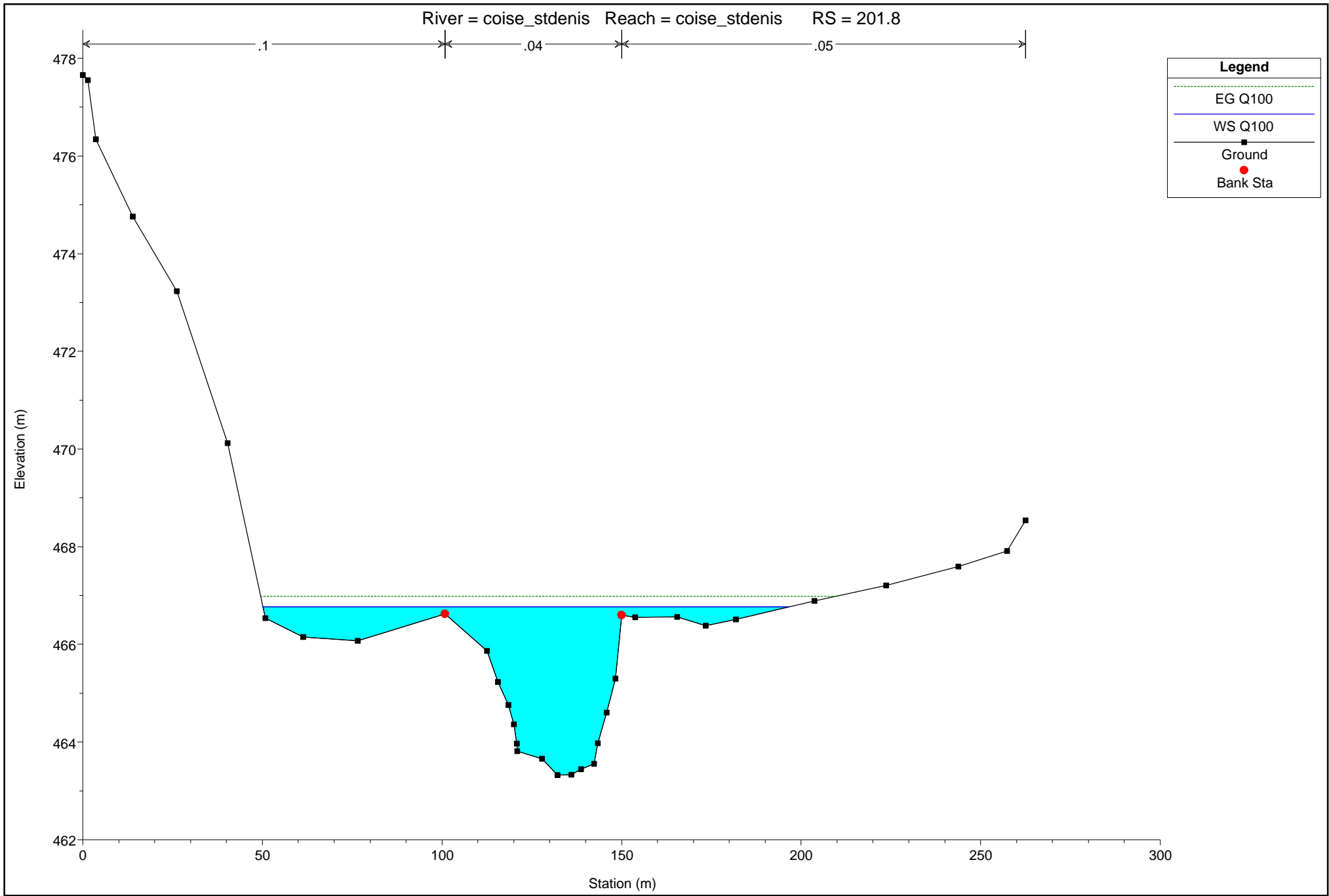


River = coise_stdenis Reach = coise_stdenis RS = 202

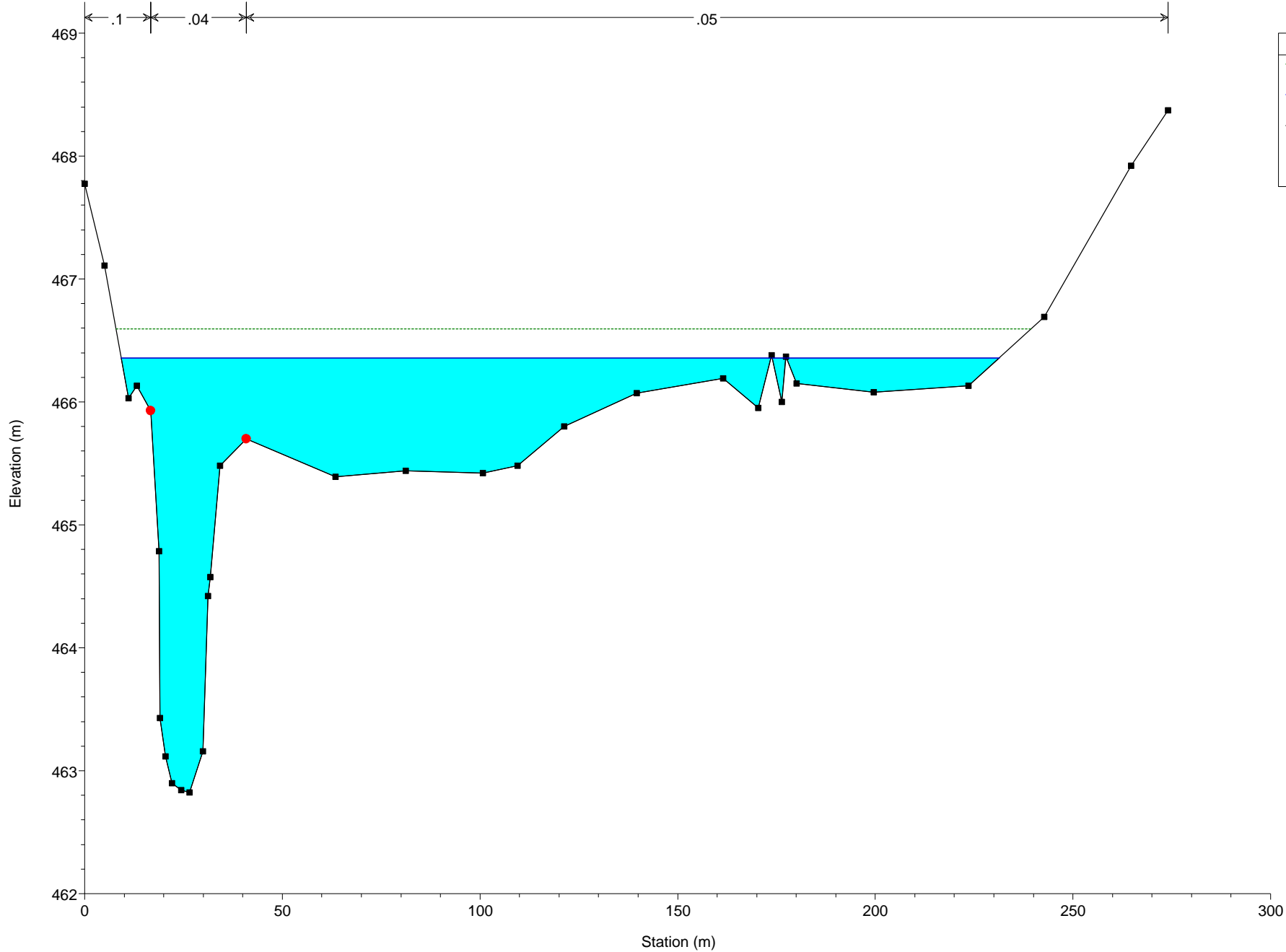
← .1 | .02 | .05 →

Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	●





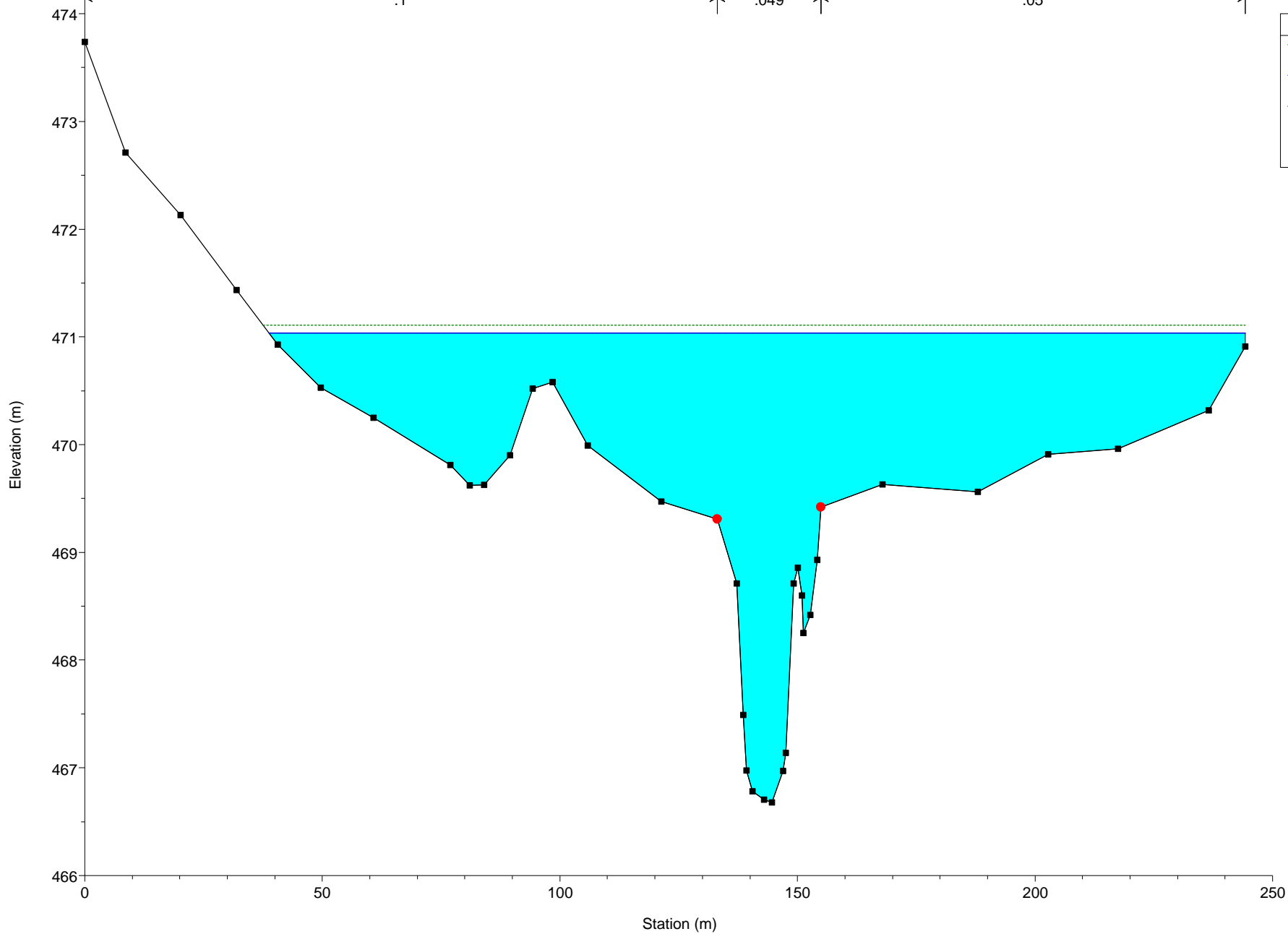
River = coise_stdenis Reach = coise_stdenis RS = 201



Legend	
EG Q100	(dotted green line)
WS Q100	(blue line)
Ground	(black square)
Bank Sta	(red circle)

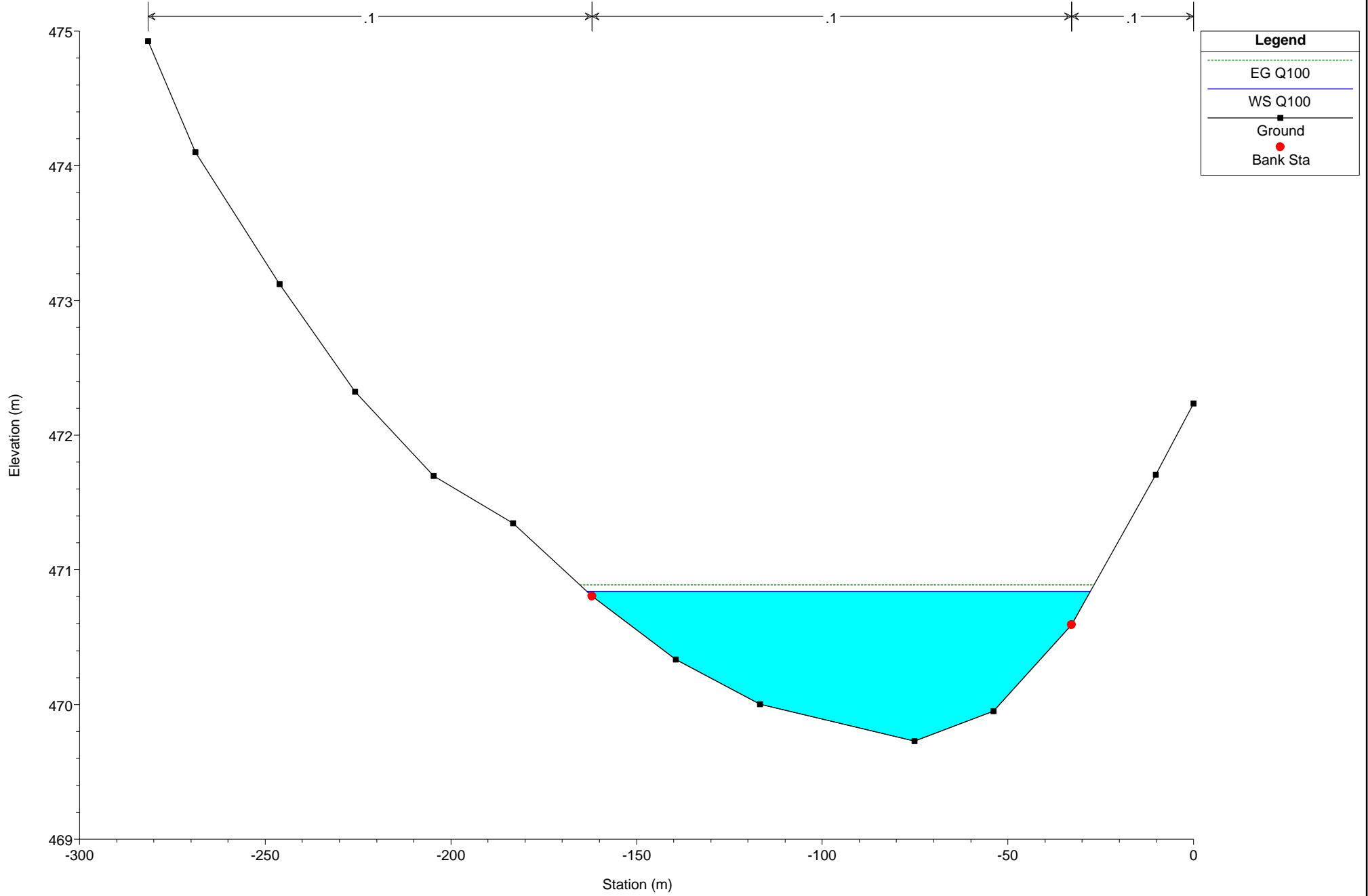
River = coise_stdenis Reach = bief rive droite RS = 209

← .1 | .049 | .05 →

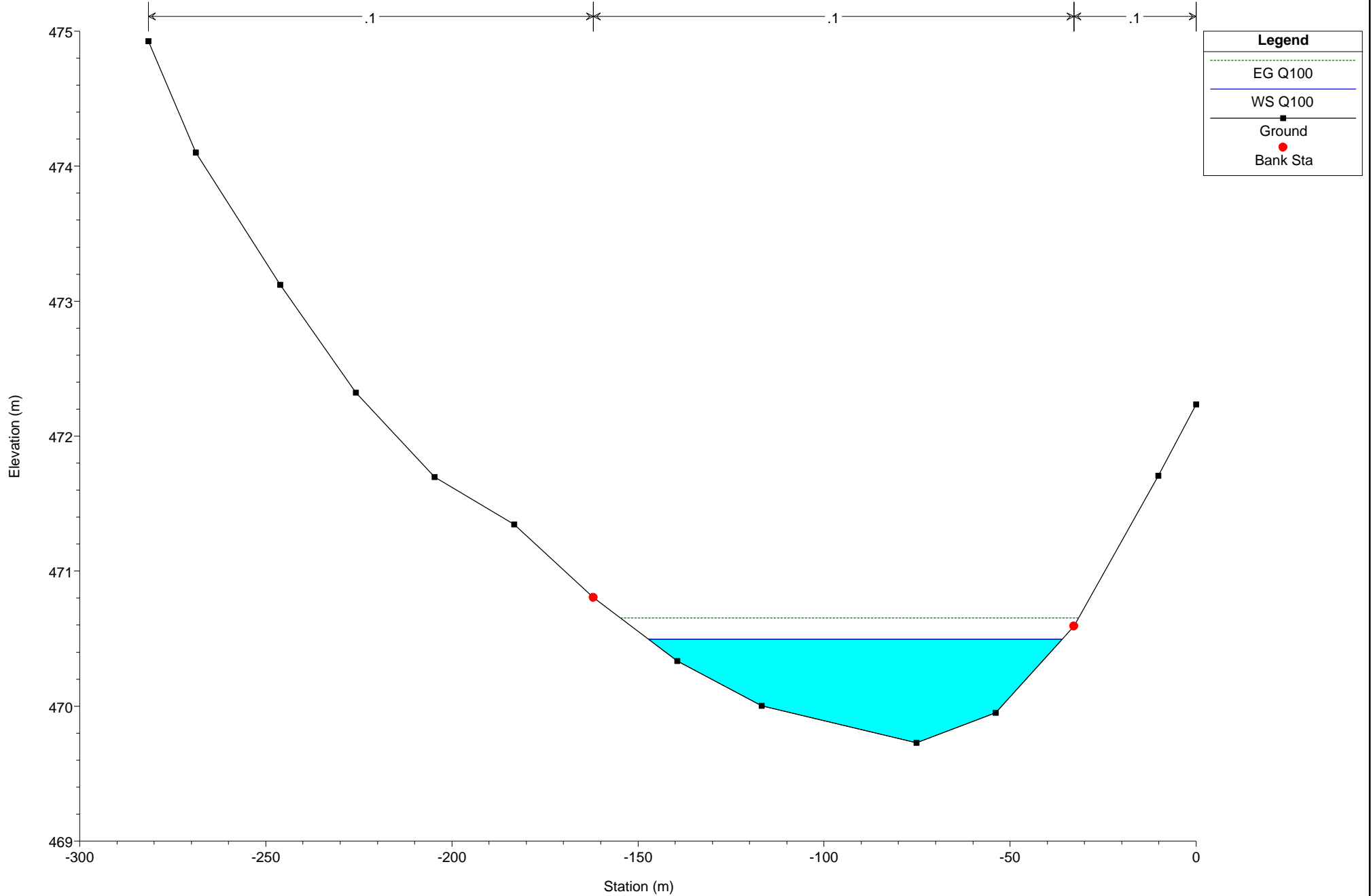


Legend	
EG Q100	(Dotted green line)
WS Q100	(Blue line)
Ground	(Black square)
Bank Sta	(Red circle)

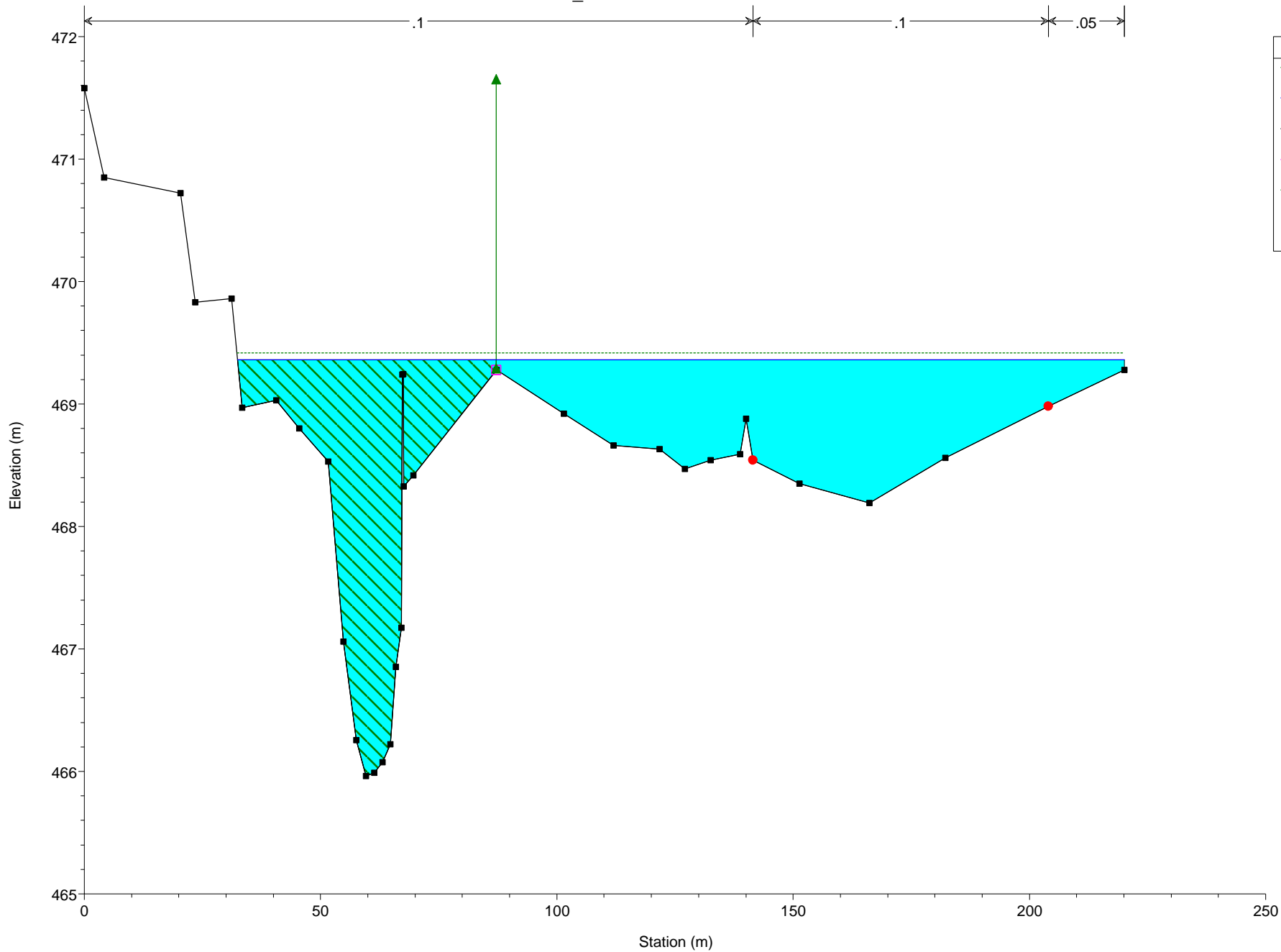
River = coise_stdenis Reach = bief rive droite RS = 206.6



River = coise_stdenis Reach = bief rive droite RS = 206.4

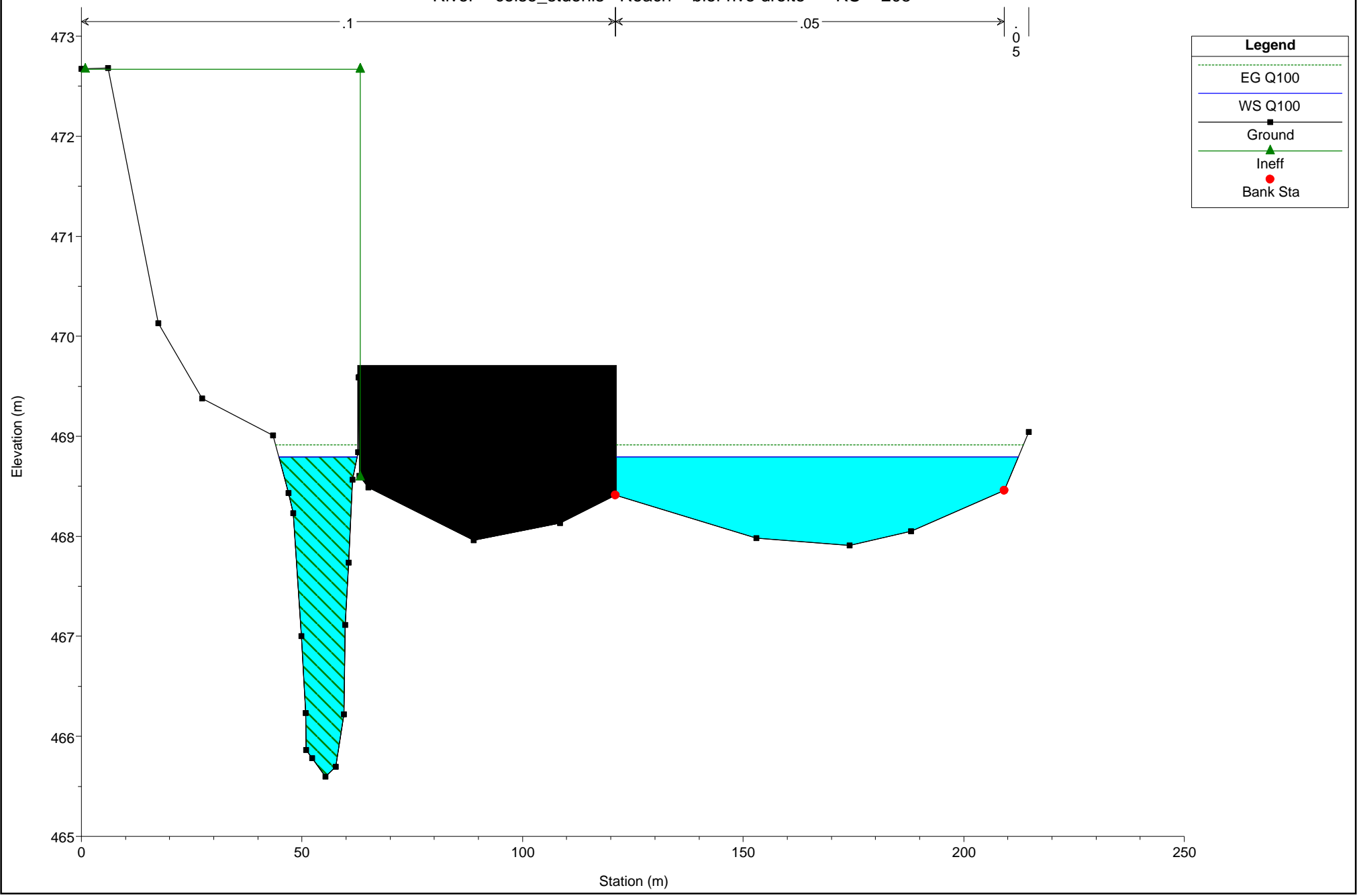


River = coise_stdenis Reach = bief rive droite RS = 206

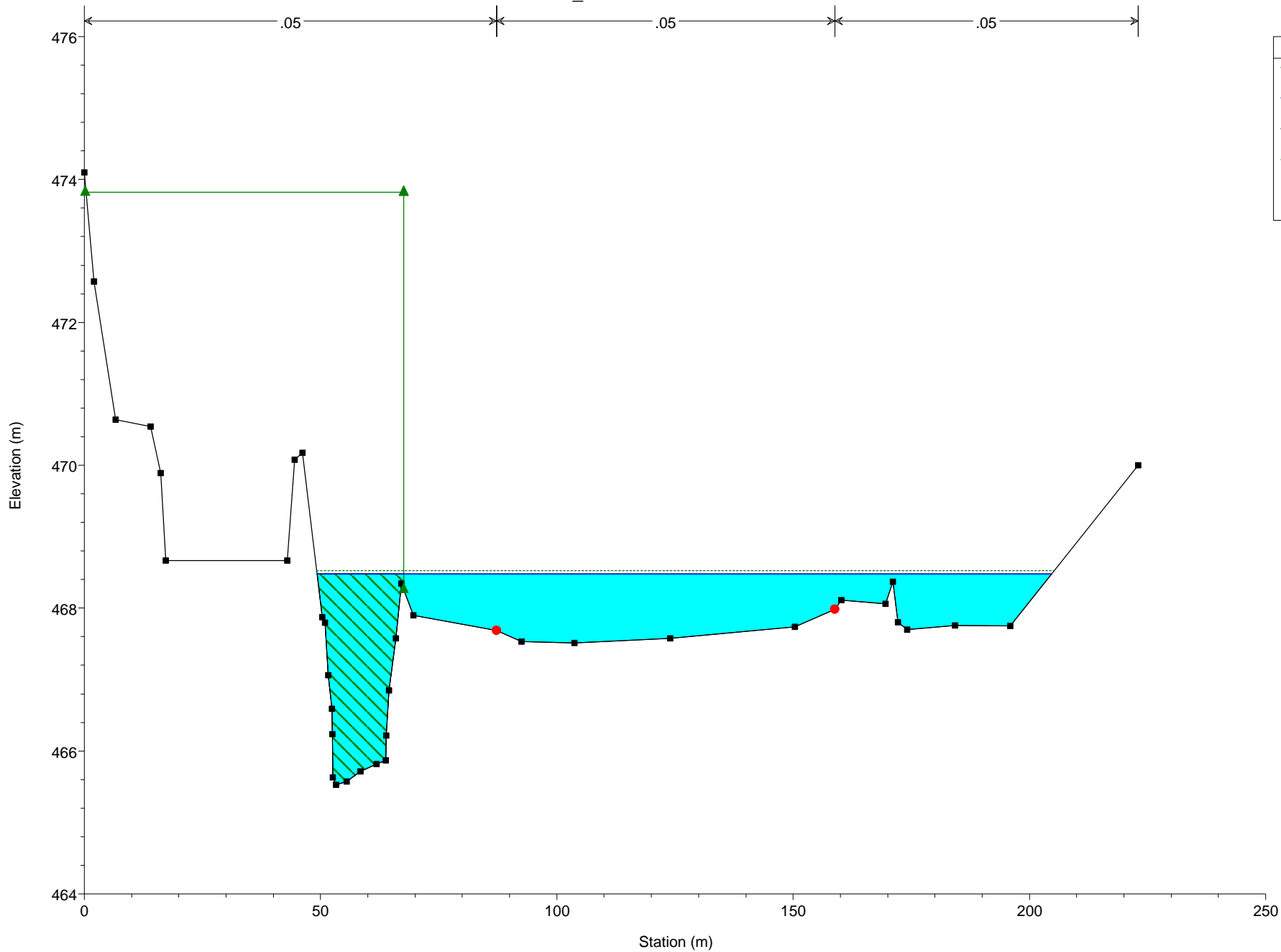


Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Levee	-----
Ineff	-----
Bank Sta	-----

River = coise_stdenis Reach = bief rive droite RS = 205

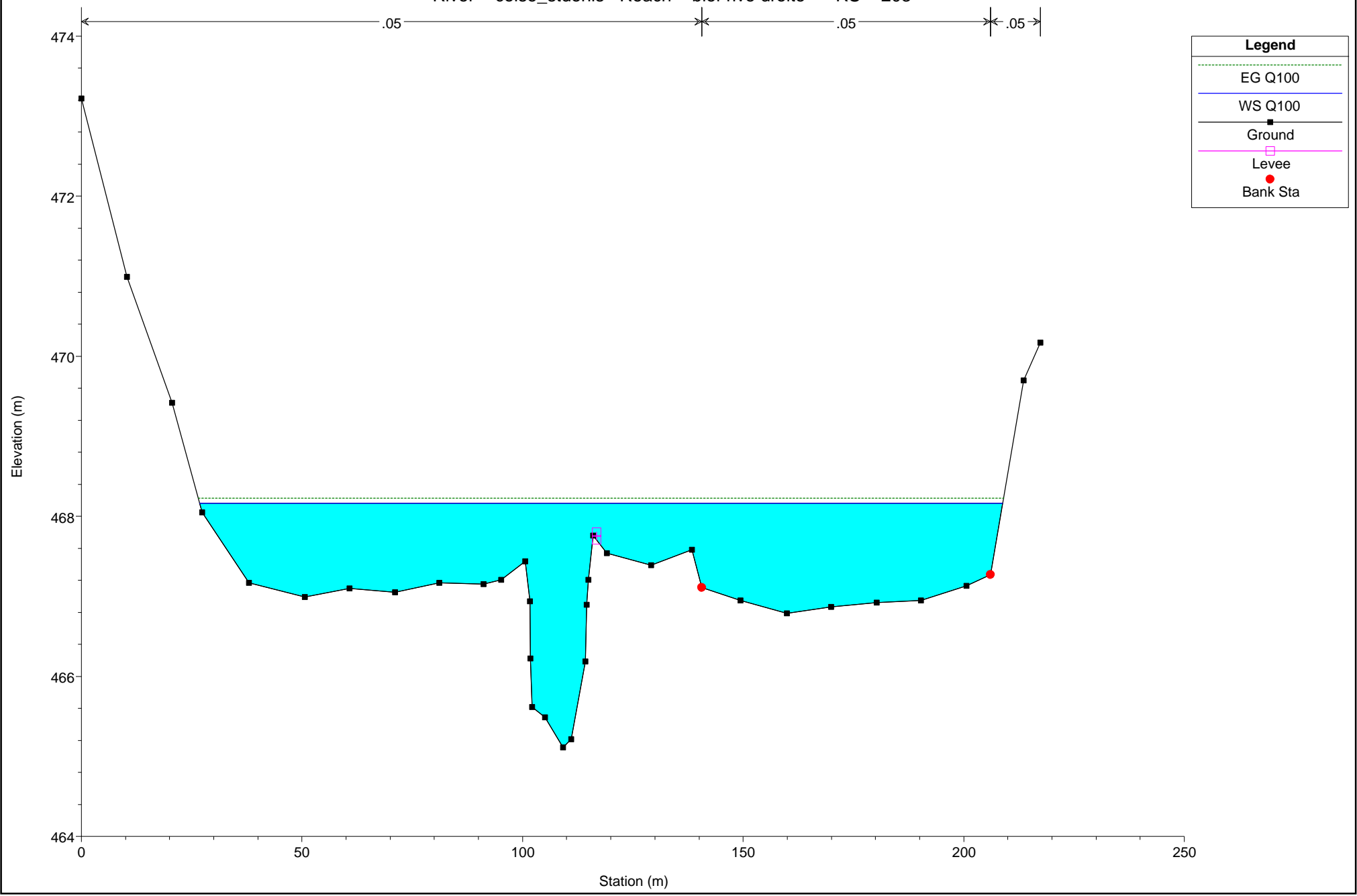


River = coise_stdenis Reach = bief rive droite RS = 204



Legend	
EG Q100	-----
WS Q100	-----
Ground	■
Ineff	▲
Bank Sta	●

River = coise_stdenis Reach = bief rive droite RS = 203

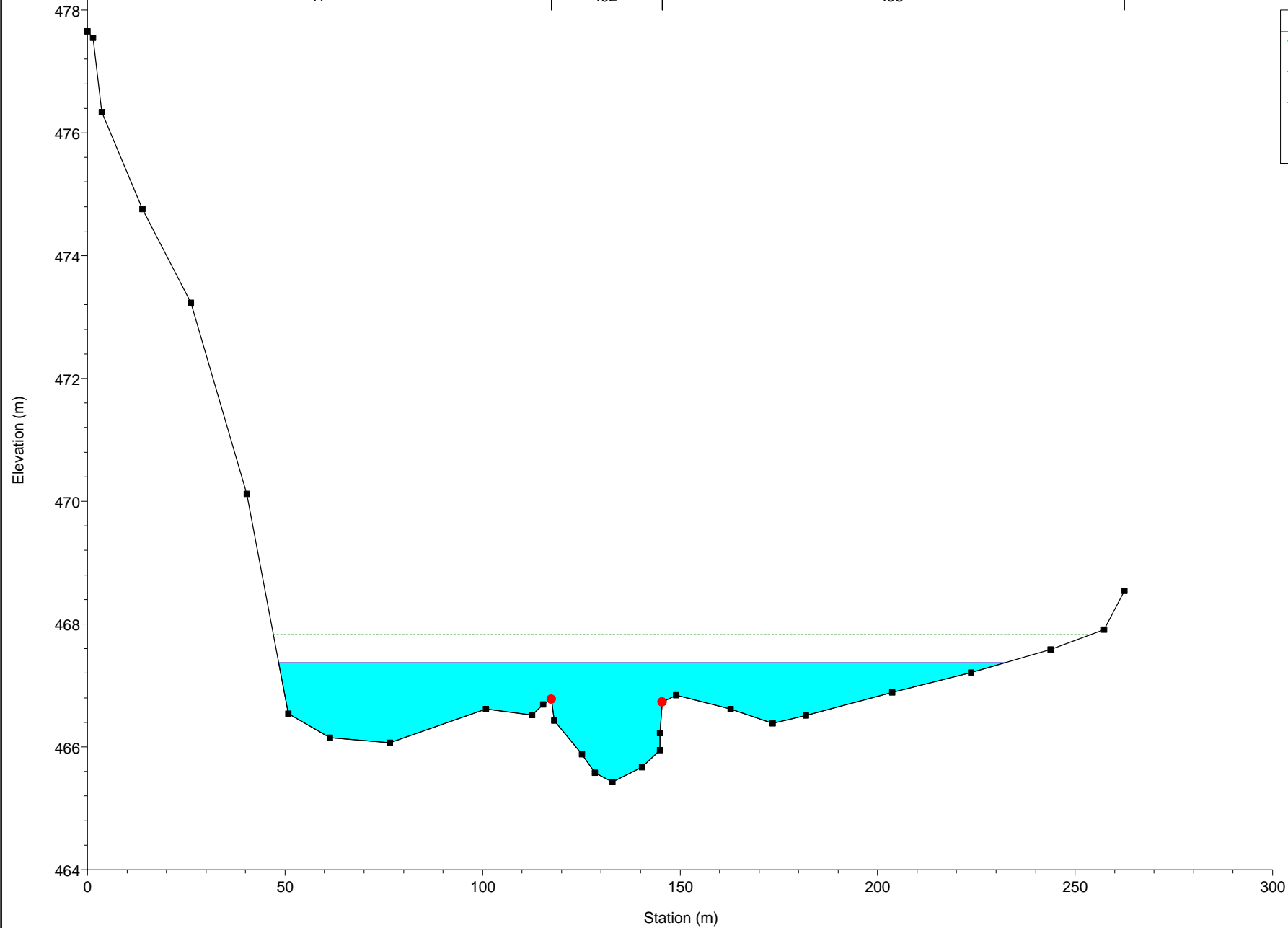


Legend	
EG Q100	— (dotted green line)
WS Q100	— (blue line)
Ground	— (black line with square markers)
Levee	— (pink line with square marker)
Bank Sta	— (red line with circular marker)

River = coise_stdenis Reach = bief rive droite RS = 202

← .1 | .02 | .05 →

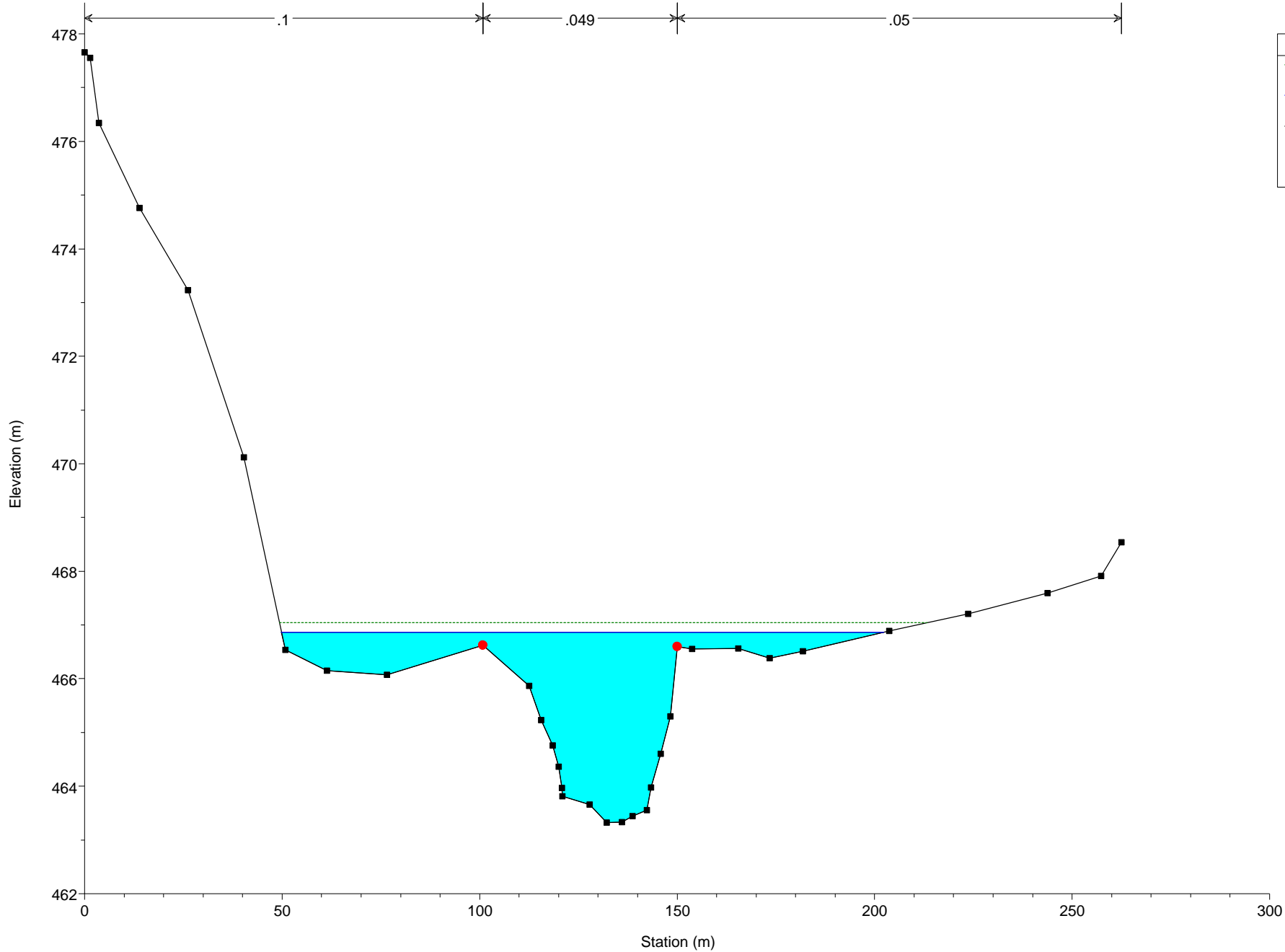
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Bank Sta	●



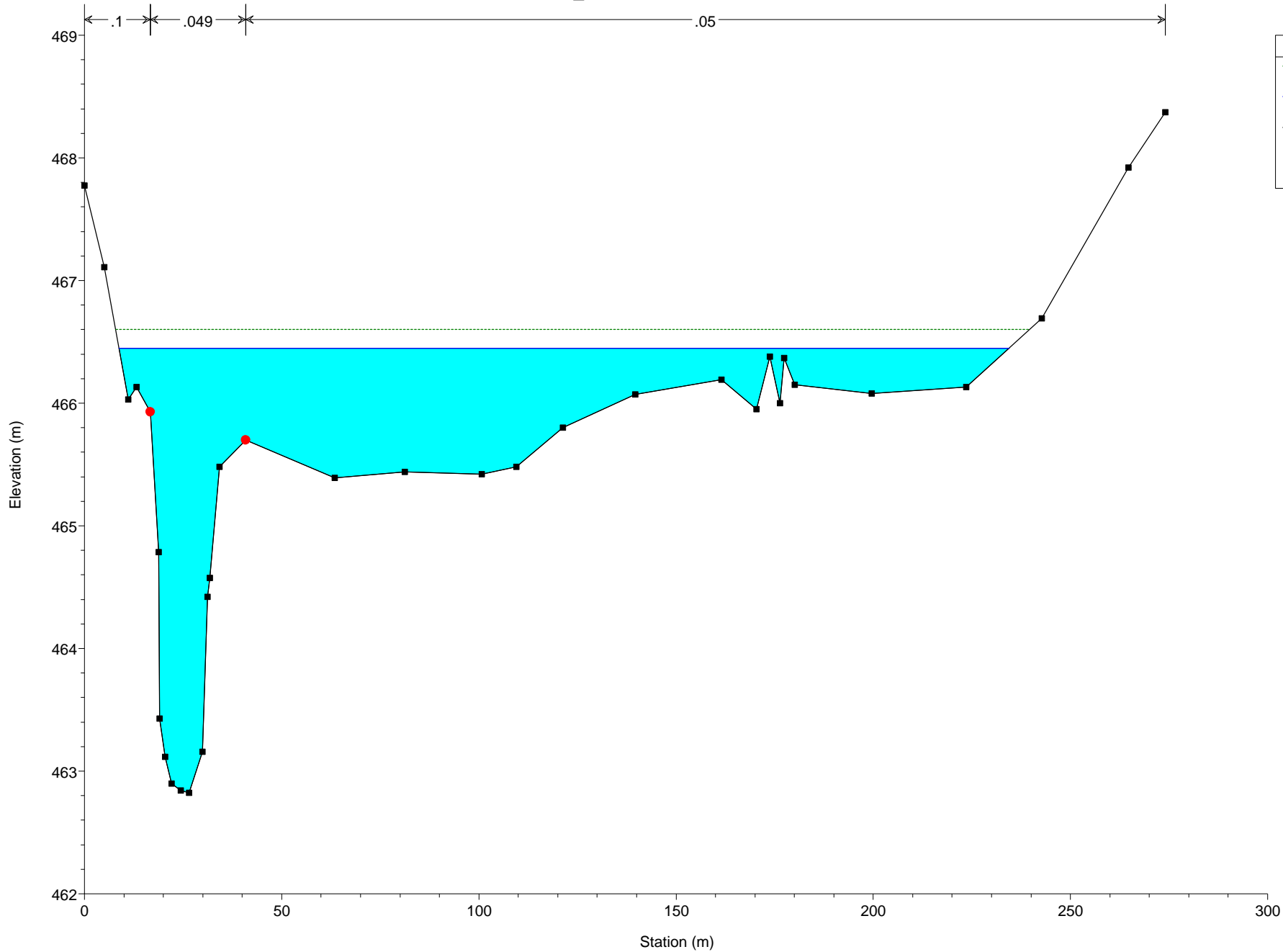
River = coise_stdenis Reach = bief rive droite RS = 201.8

← .1 | .049 | .05 →

Legend	
---	EG Q100
—	WS Q100
■	Ground
●	Bank Sta

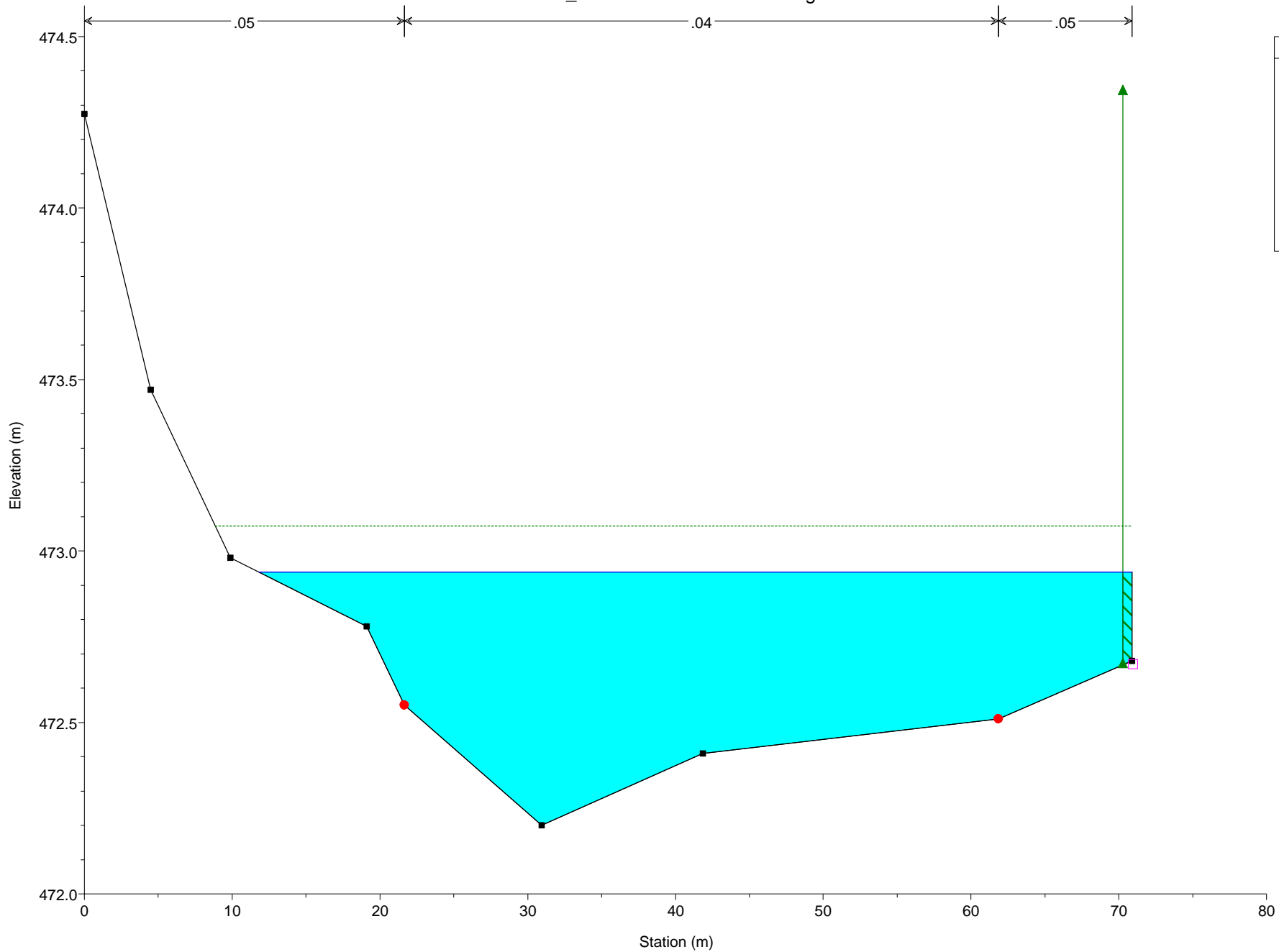


River = coise_stdenis Reach = bief rive droite RS = 201



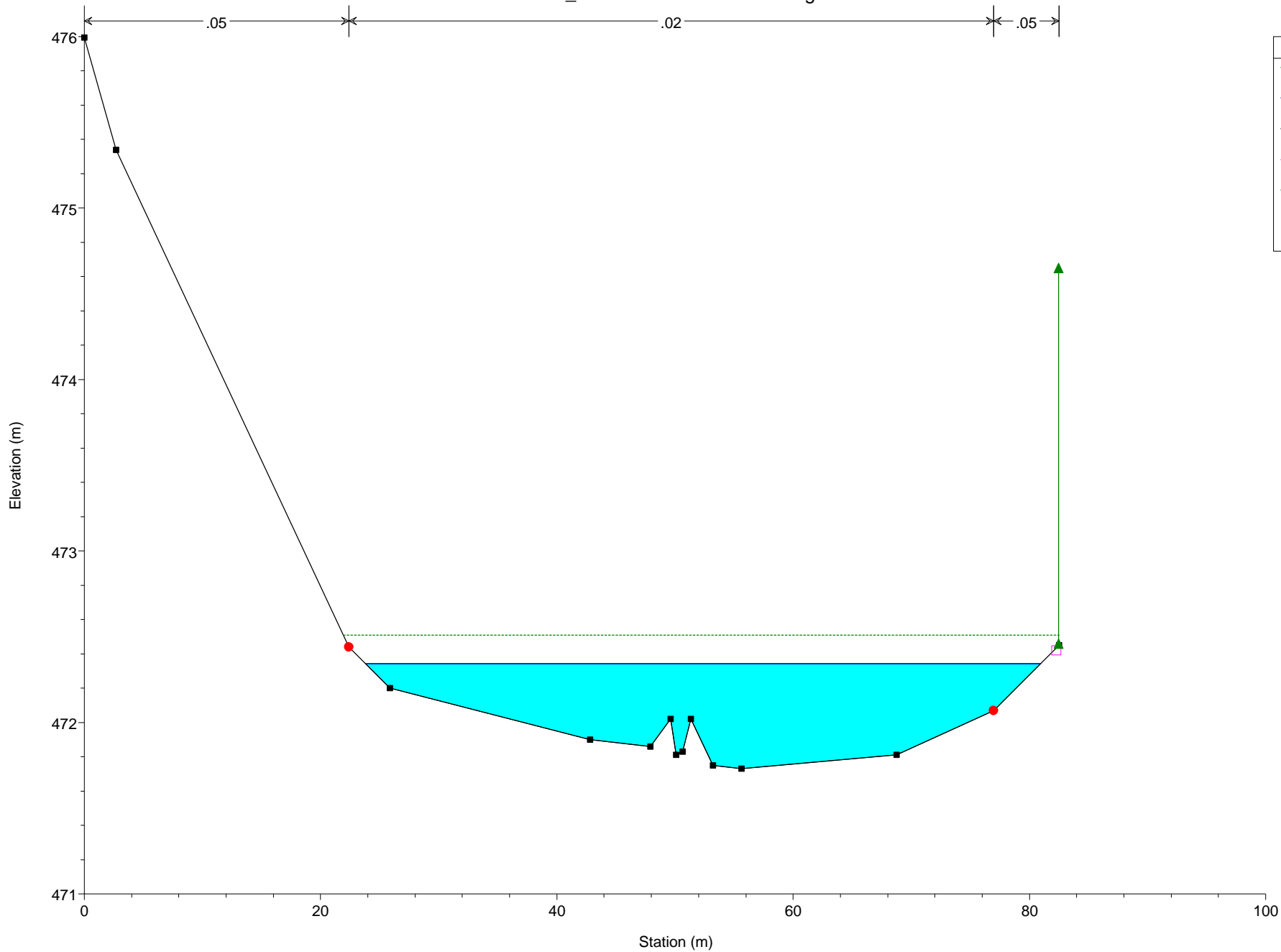
Legend	
EG Q100	(dotted line)
WS Q100	(solid blue line)
Ground	(black line with square markers)
Bank Sta	(red dot)

River = coise_stdenis Reach = bief rive gauche RS = 213



Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Levee	-----
Ineff	-----
Bank Sta	-----

River = coise_stdenis Reach = bief rive gauche RS = 212



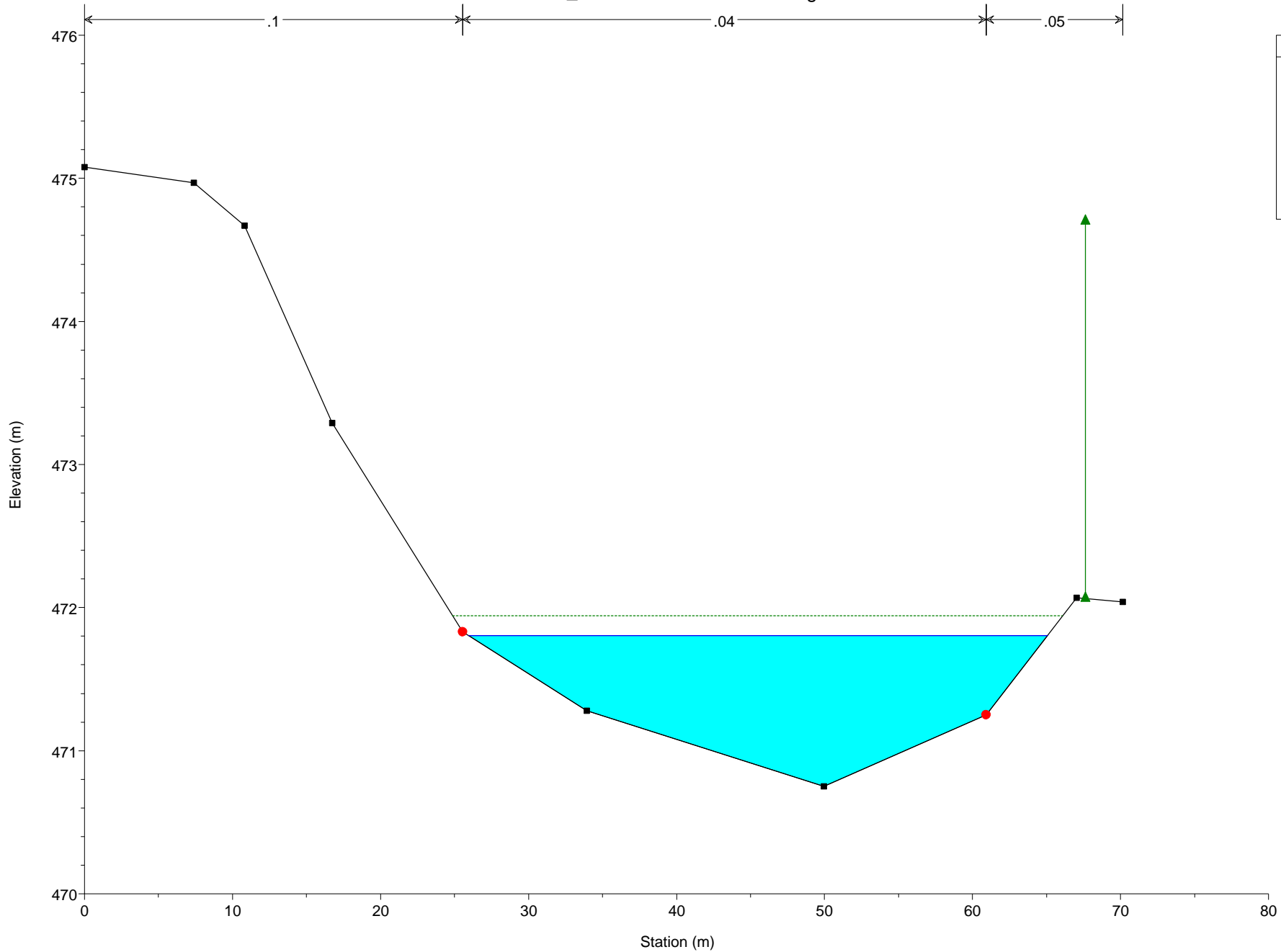
Legend	
EG Q100	-----
WS Q100	—————
Ground	—■—
Levee	—□—
Ineff	—▲—
Bank Sta	●

River = coise_stdenis Reach = bief rive gauche RS = 211

.1

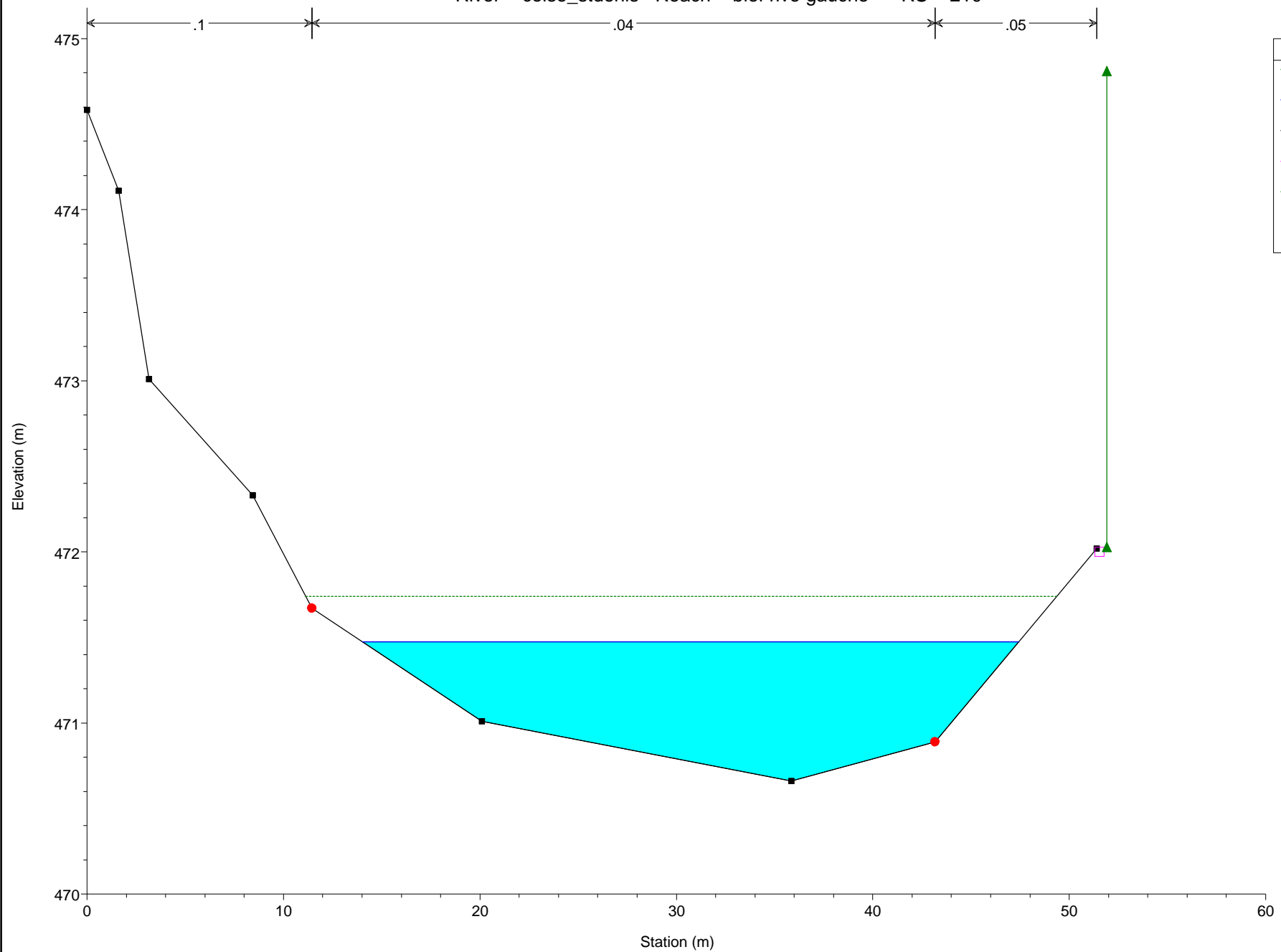
.04

.05



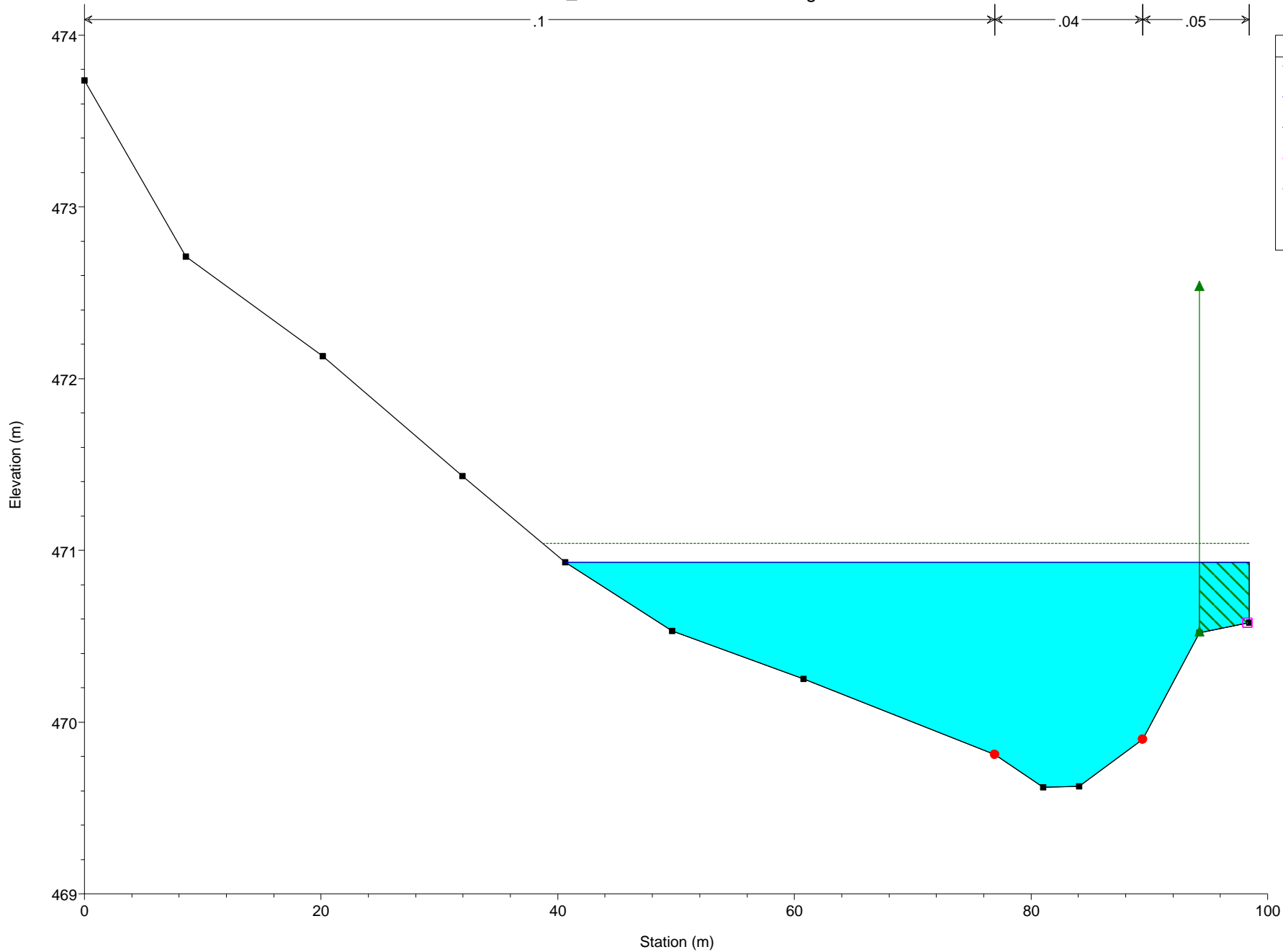
Legend	
EG Q100	(Dotted line)
WS Q100	(Blue line)
Ground	(Black square)
Ineff	(Green triangle)
Bank Sta	(Red circle)

River = coise_stdenis Reach = bief rive gauche RS = 210



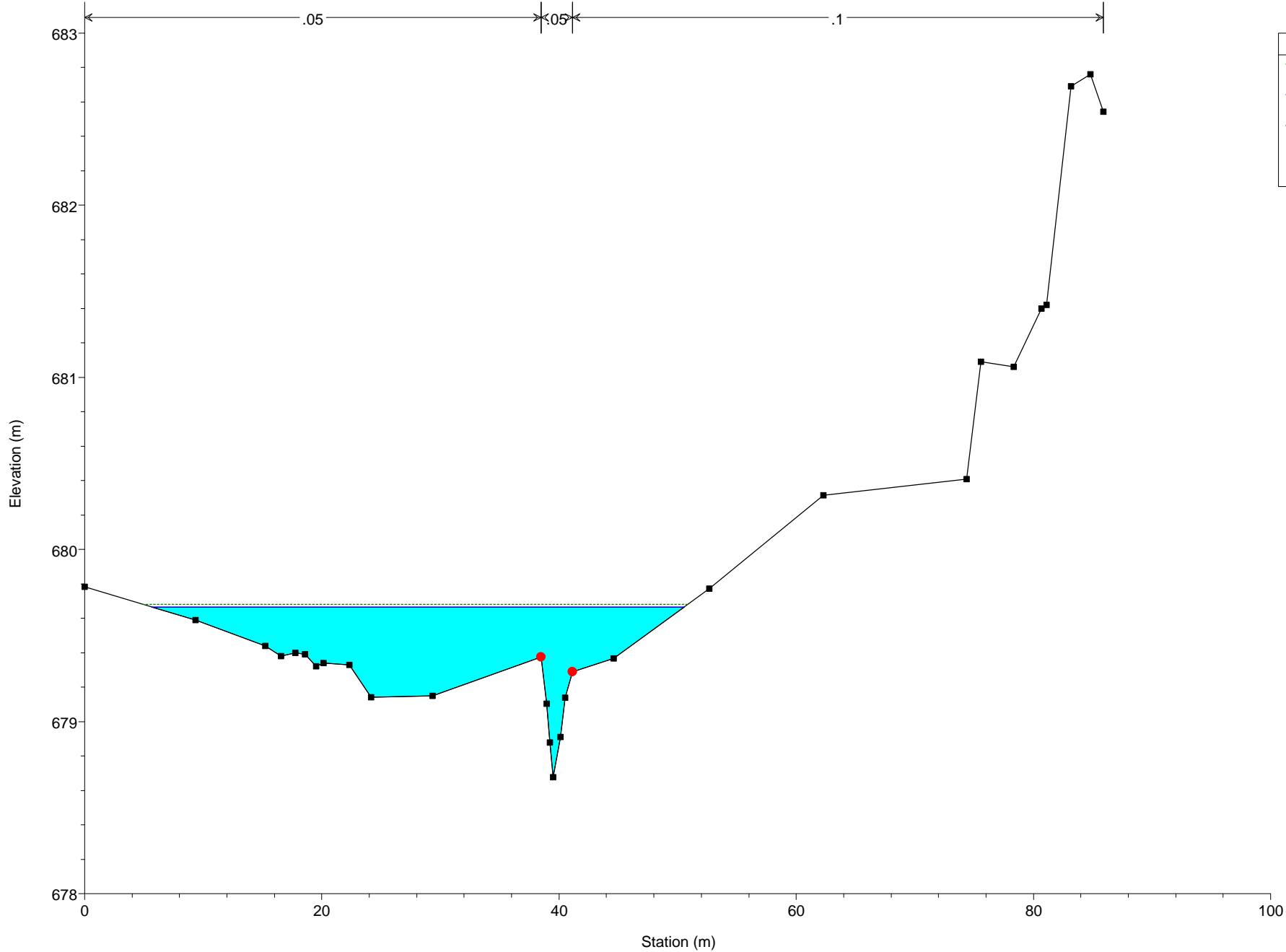
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Levee	-----
Ineff	-----
Bank Sta	-----

River = coise_stdenis Reach = bief rive gauche RS = 209

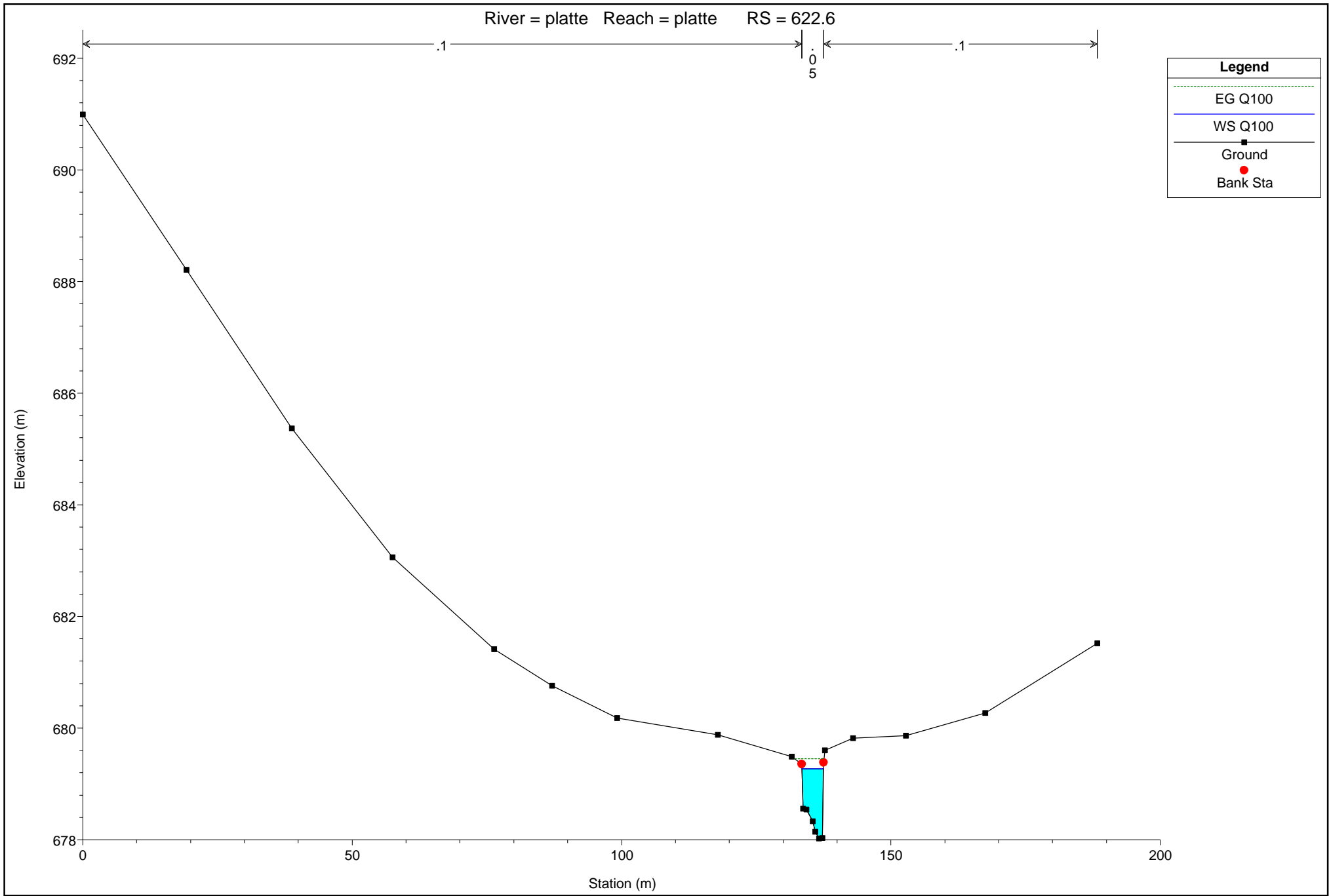


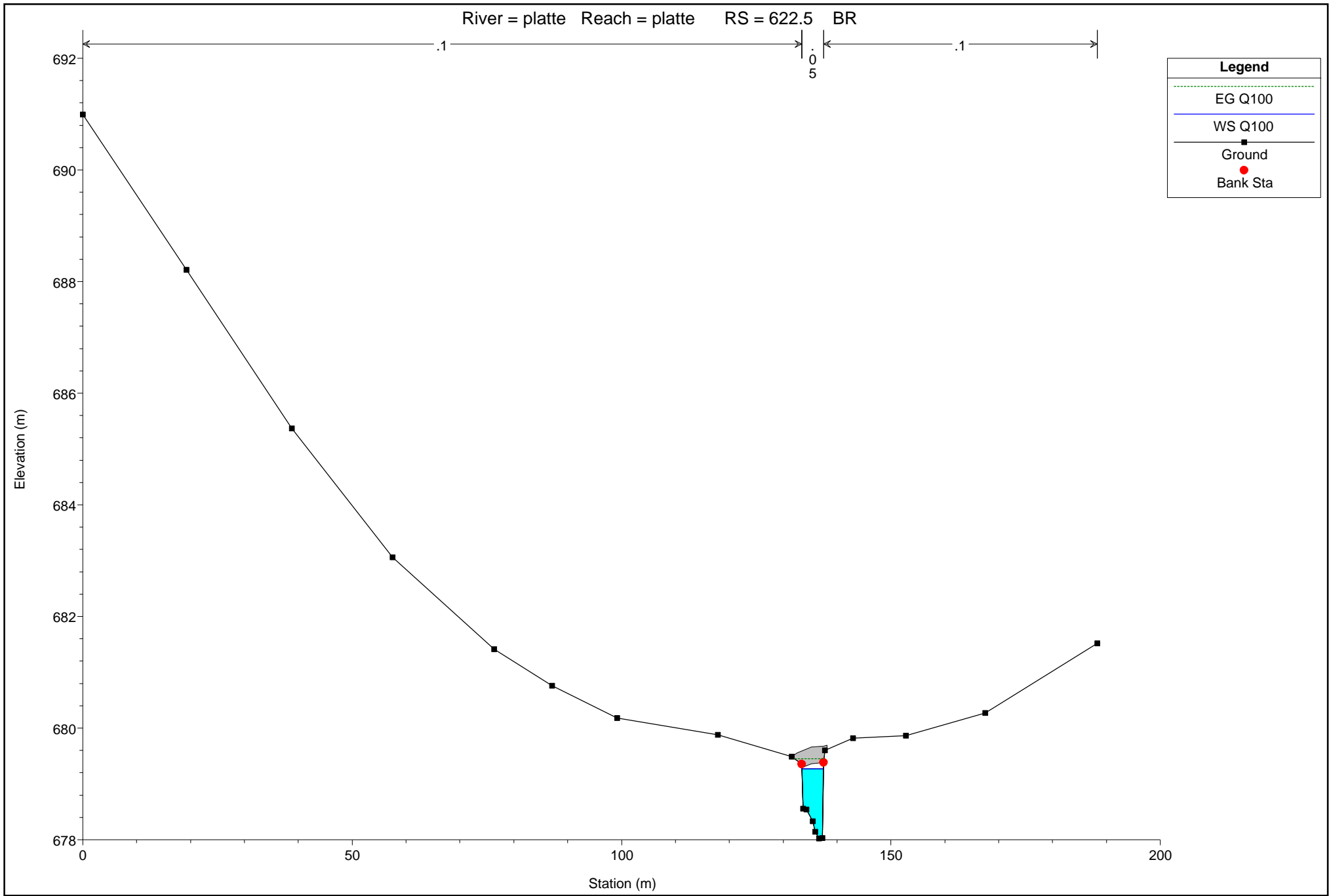
Legend	
EG Q100	(Green dashed line)
WS Q100	(Blue solid line)
Ground	(Black solid line with square marker)
Levee	(Pink solid line with square marker)
Ineff	(Green solid line with triangle marker)
Bank Sta	(Red solid line with circle marker)

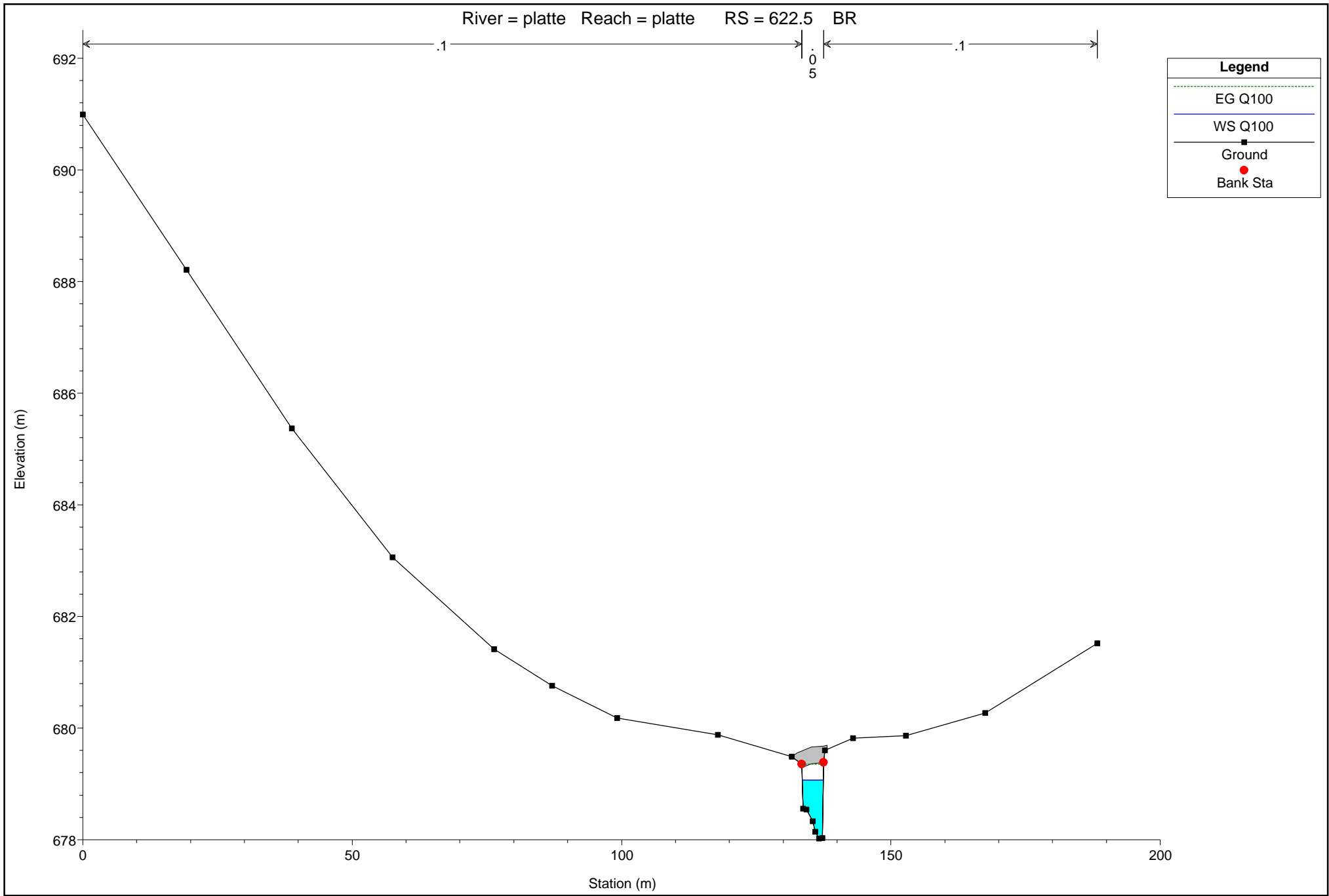
River = platte Reach = platte RS = 623

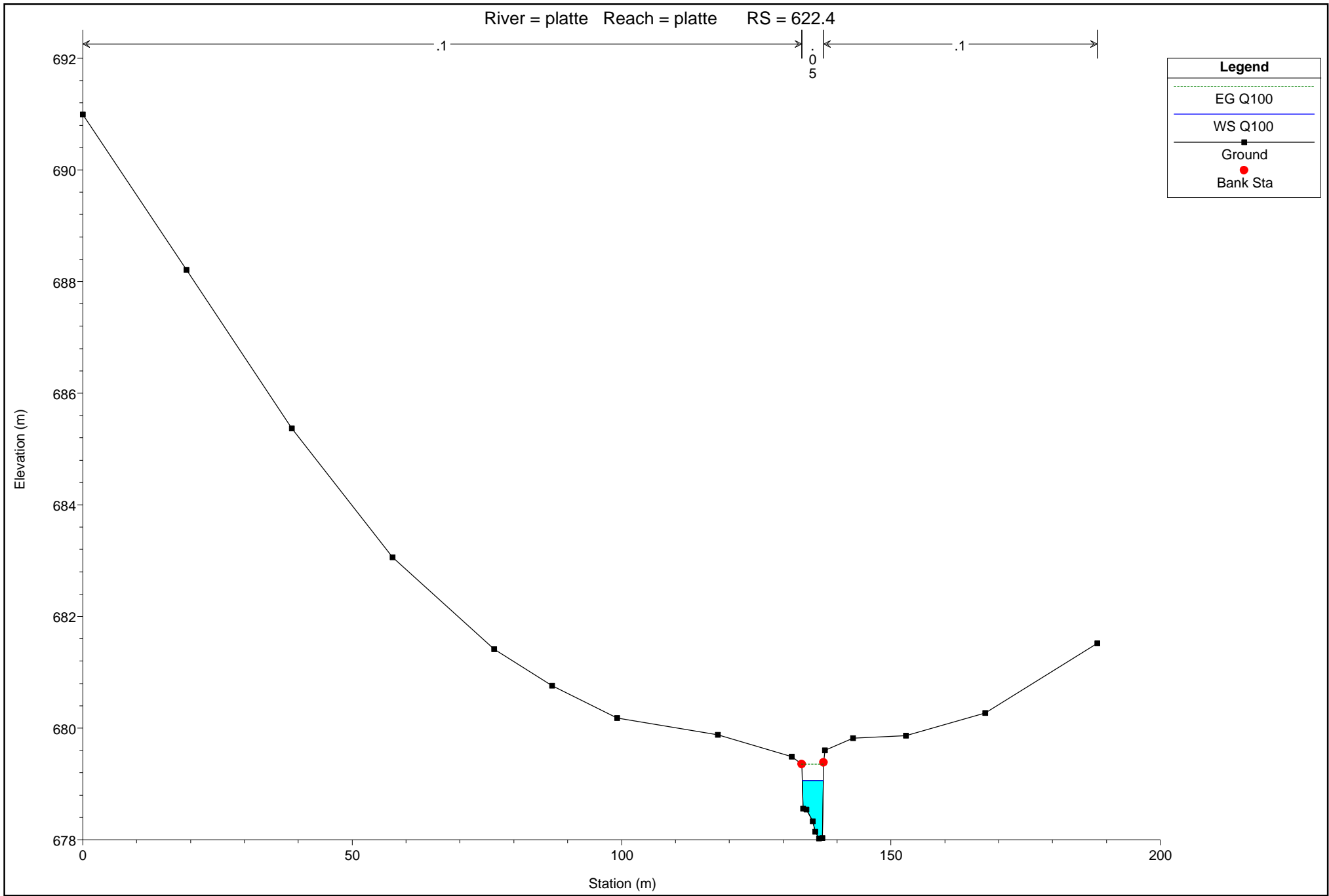


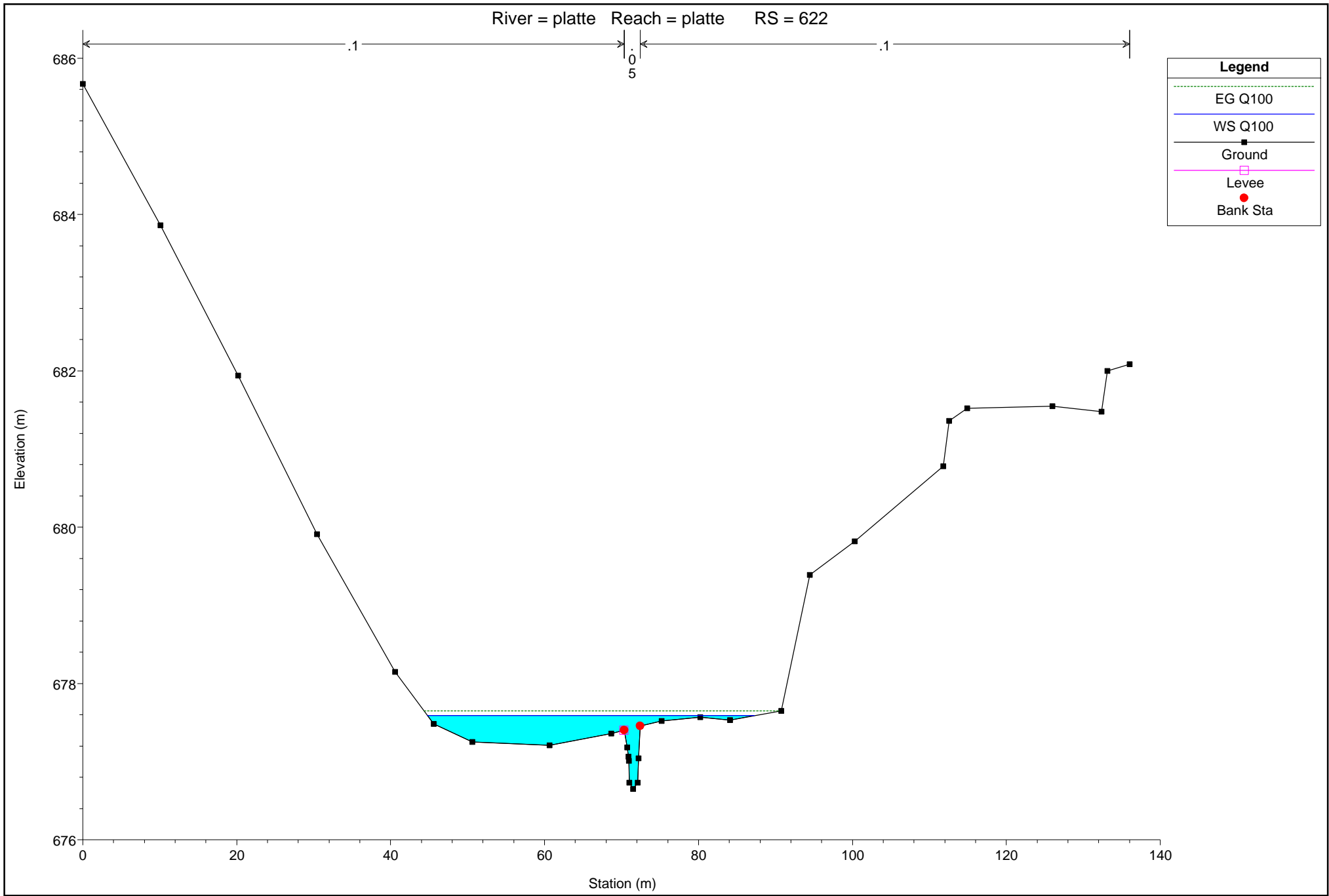
Legend	
EG Q100	---
WS Q100	—
Ground	■
Bank Sta	●

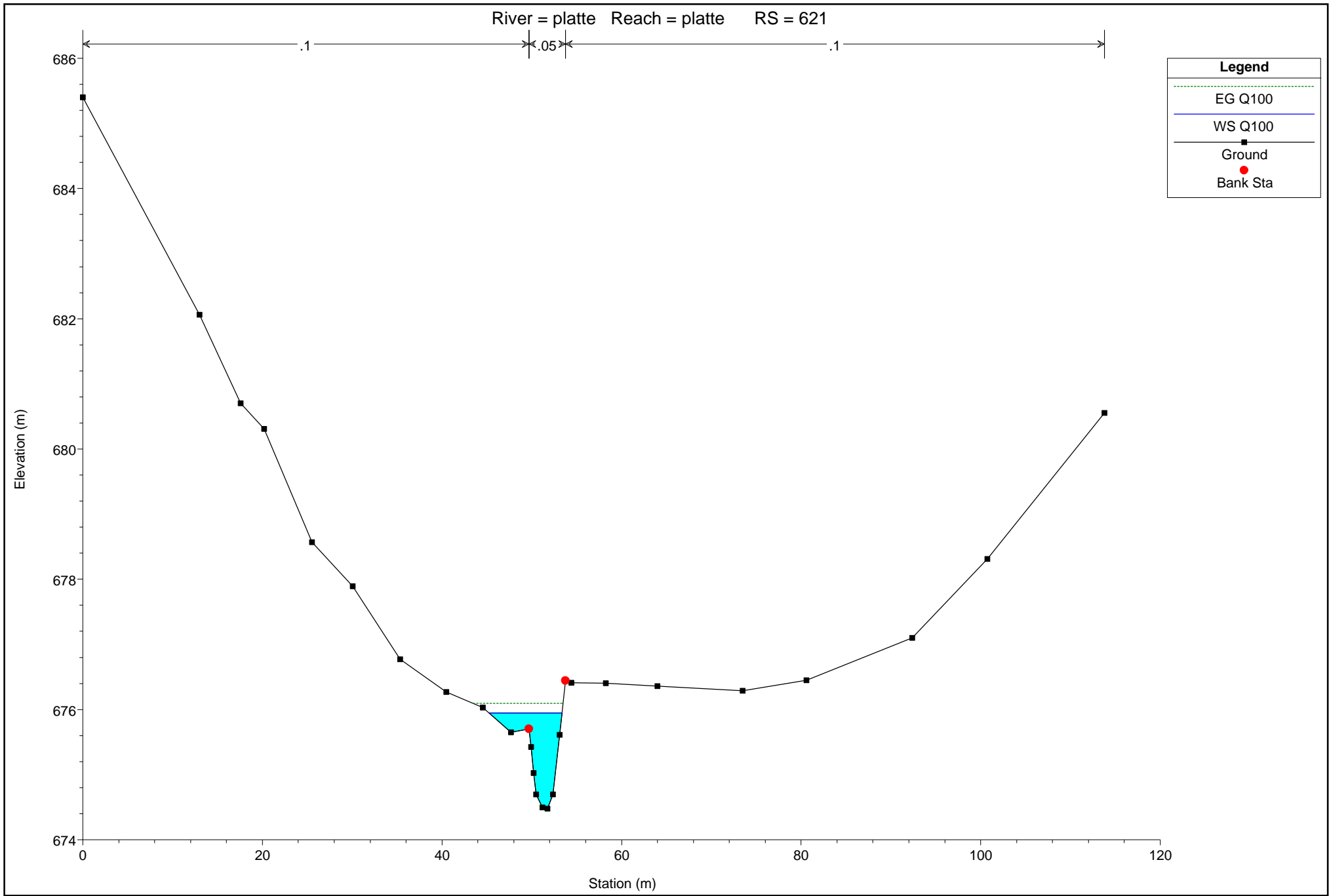


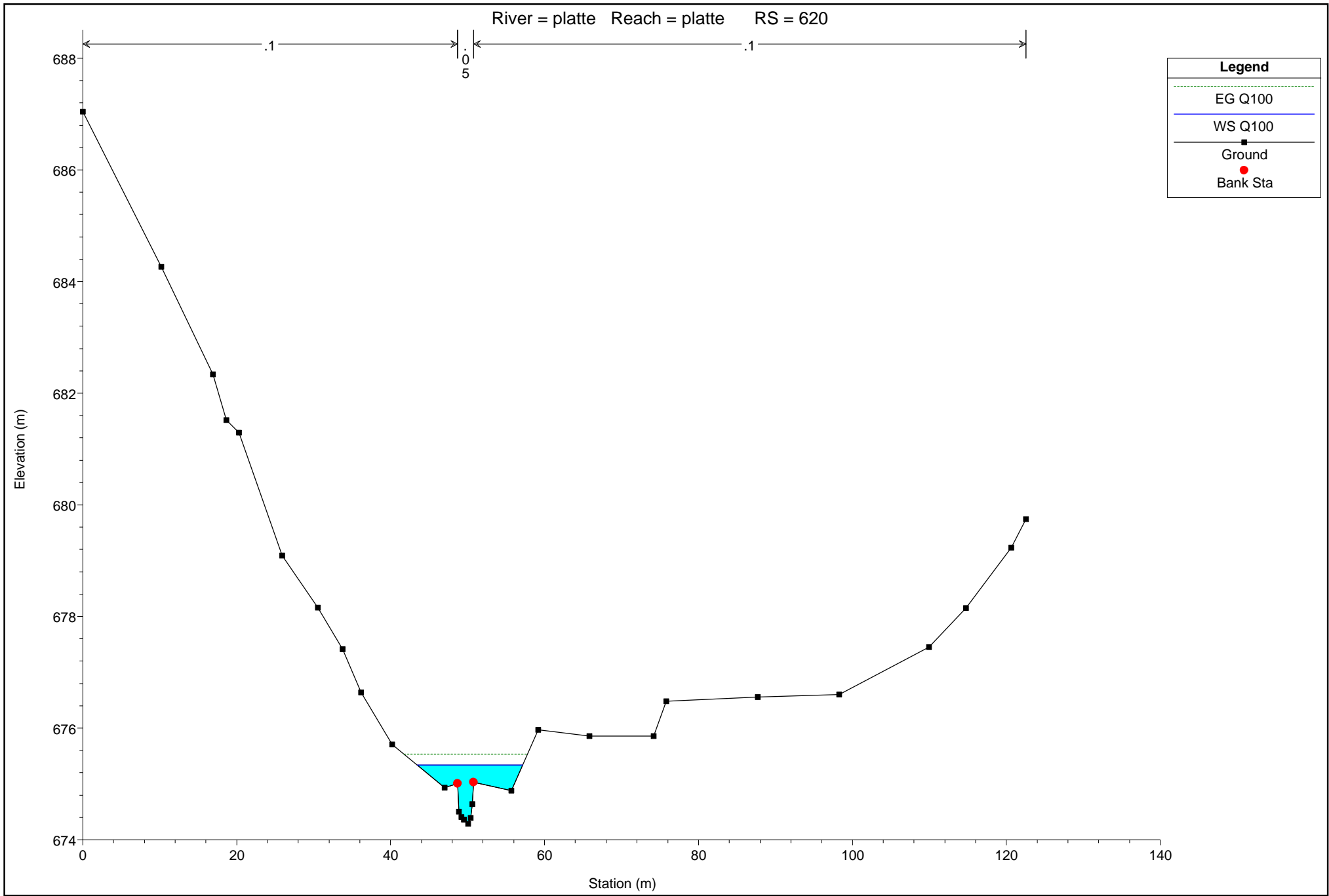


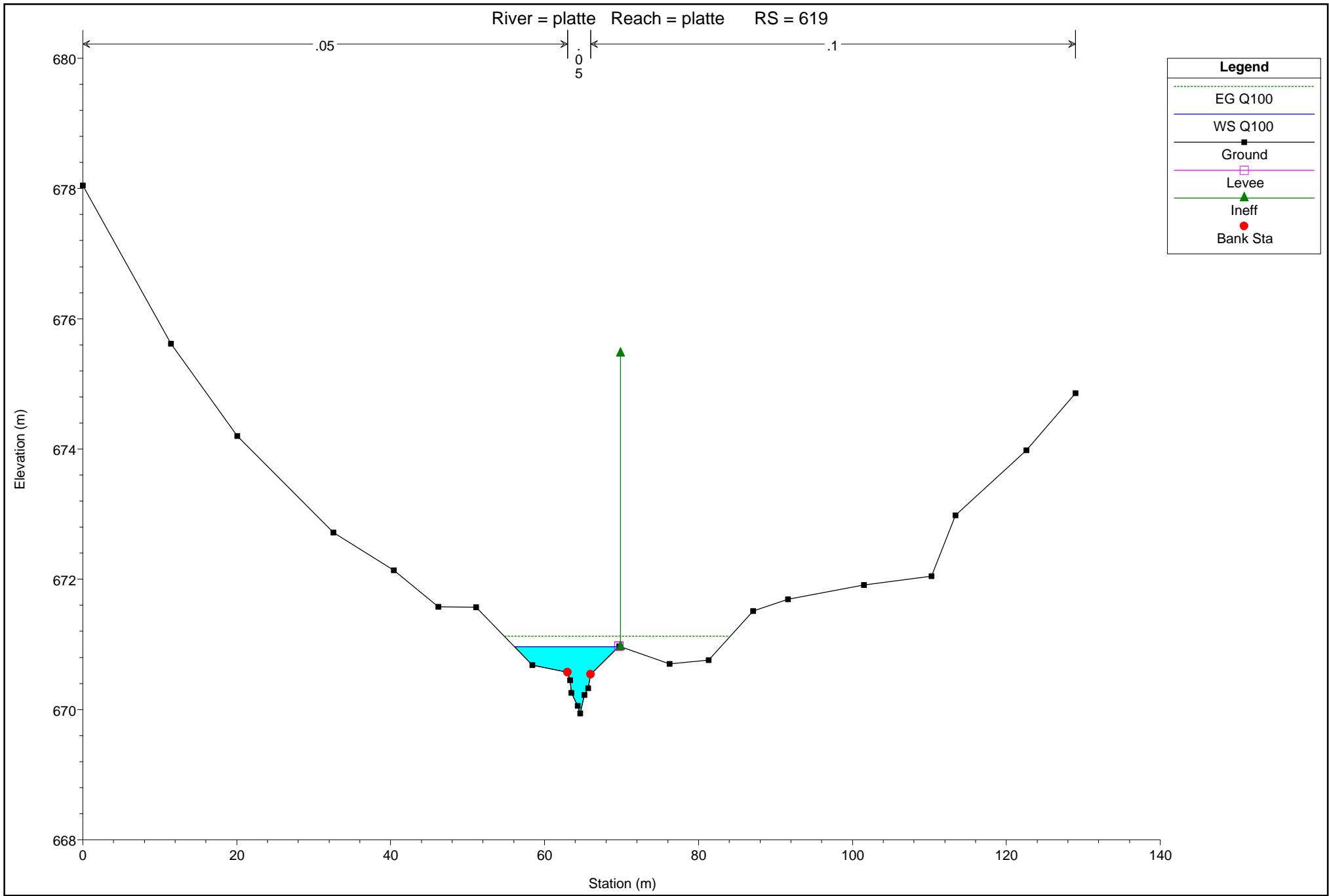


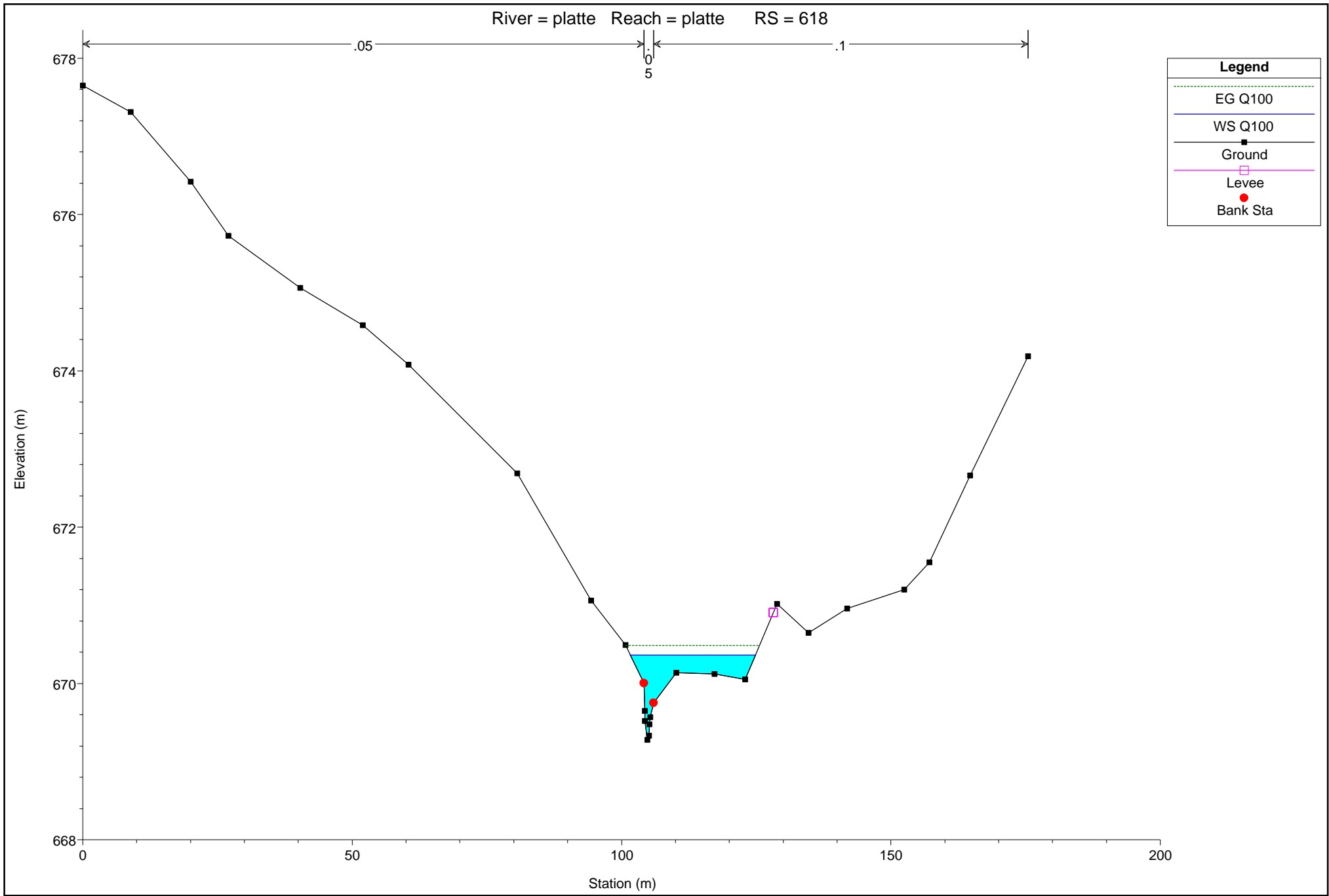


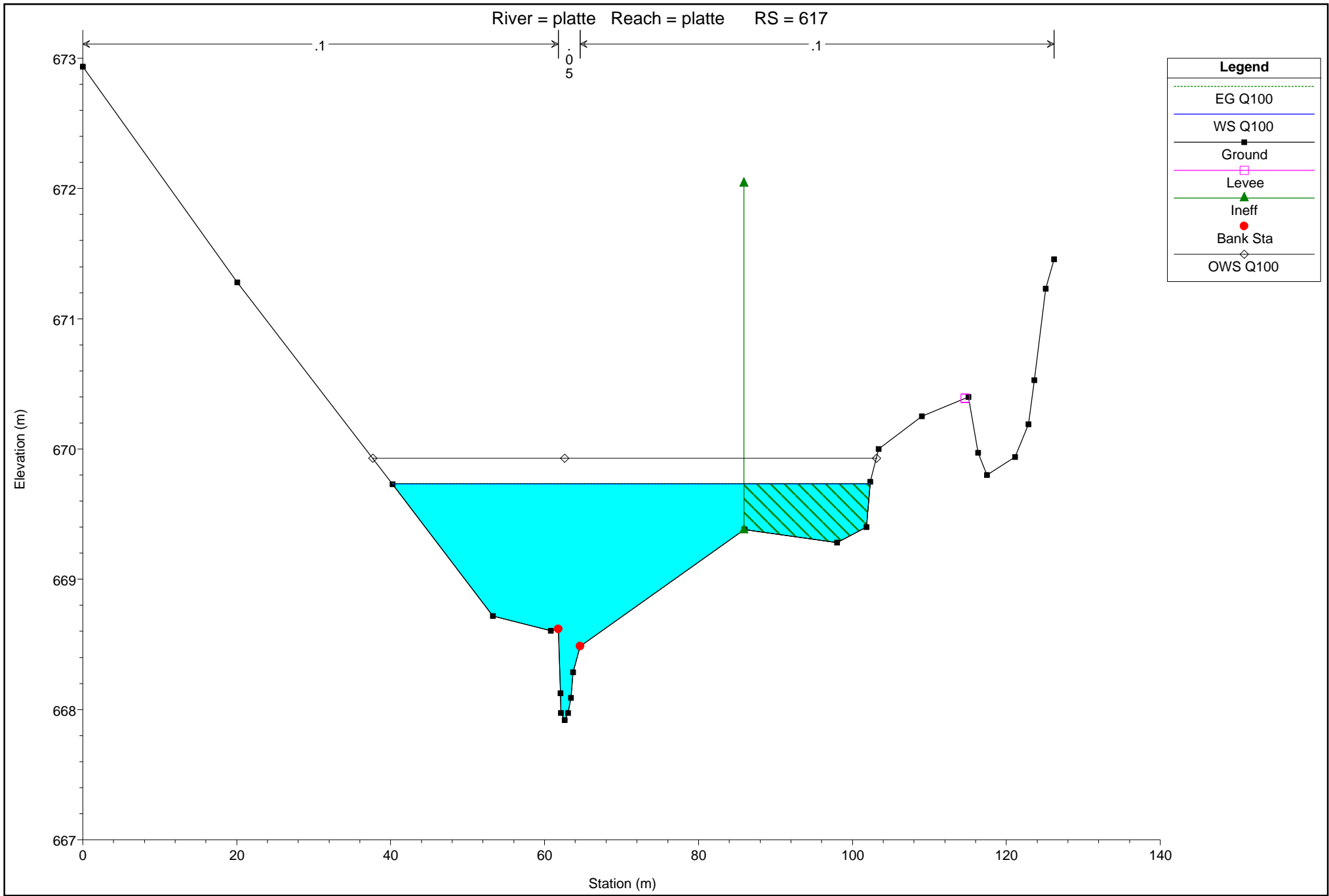




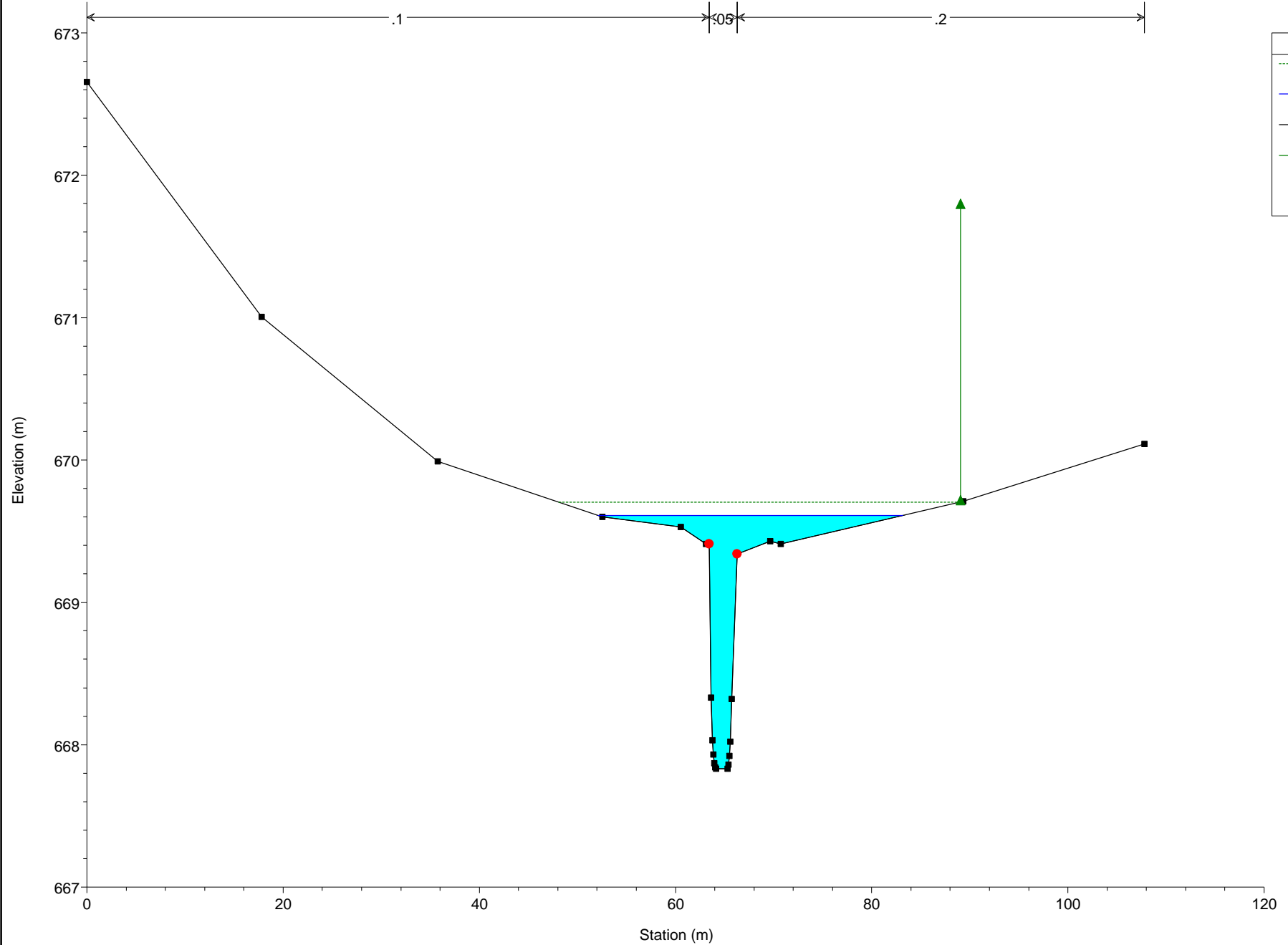




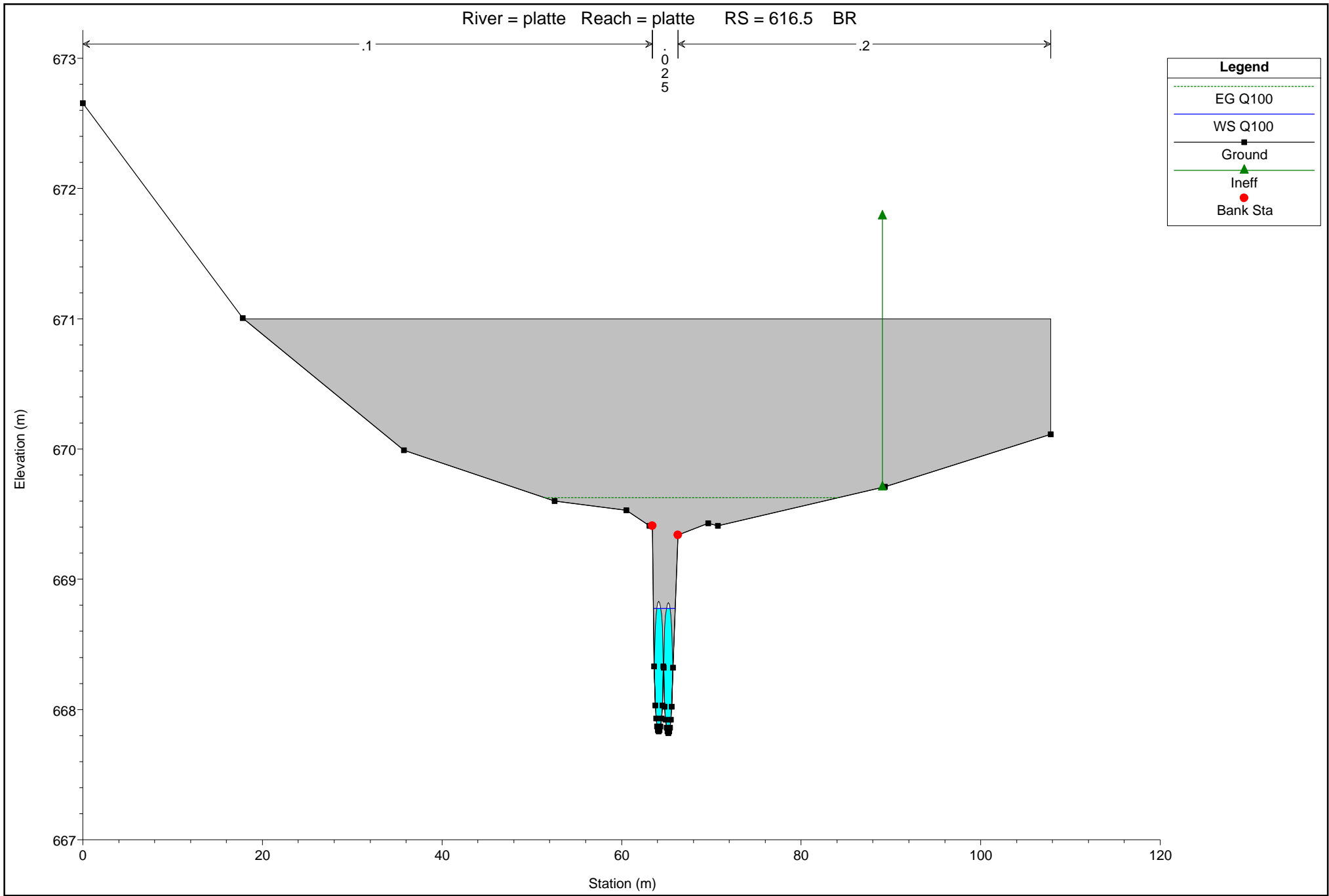


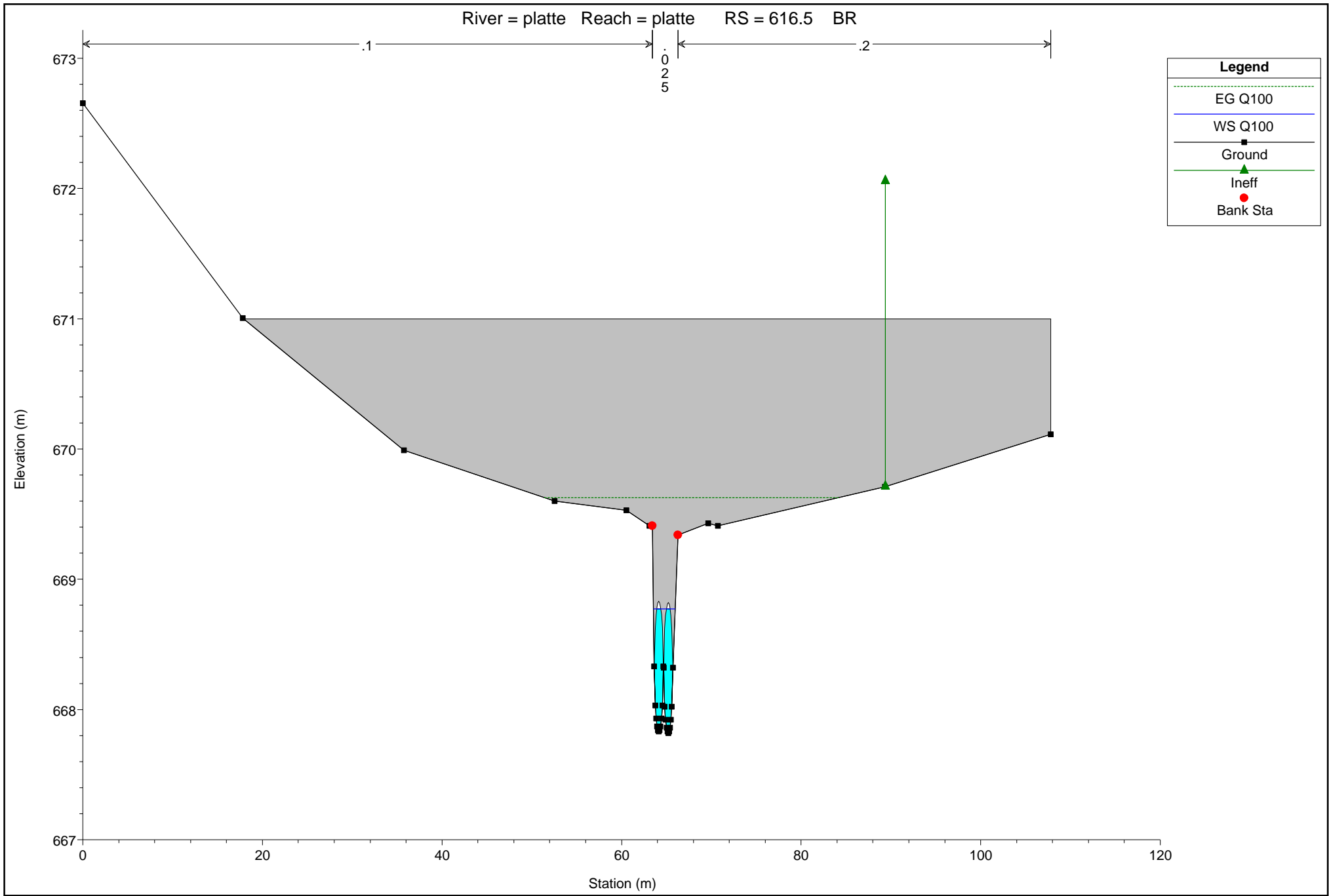


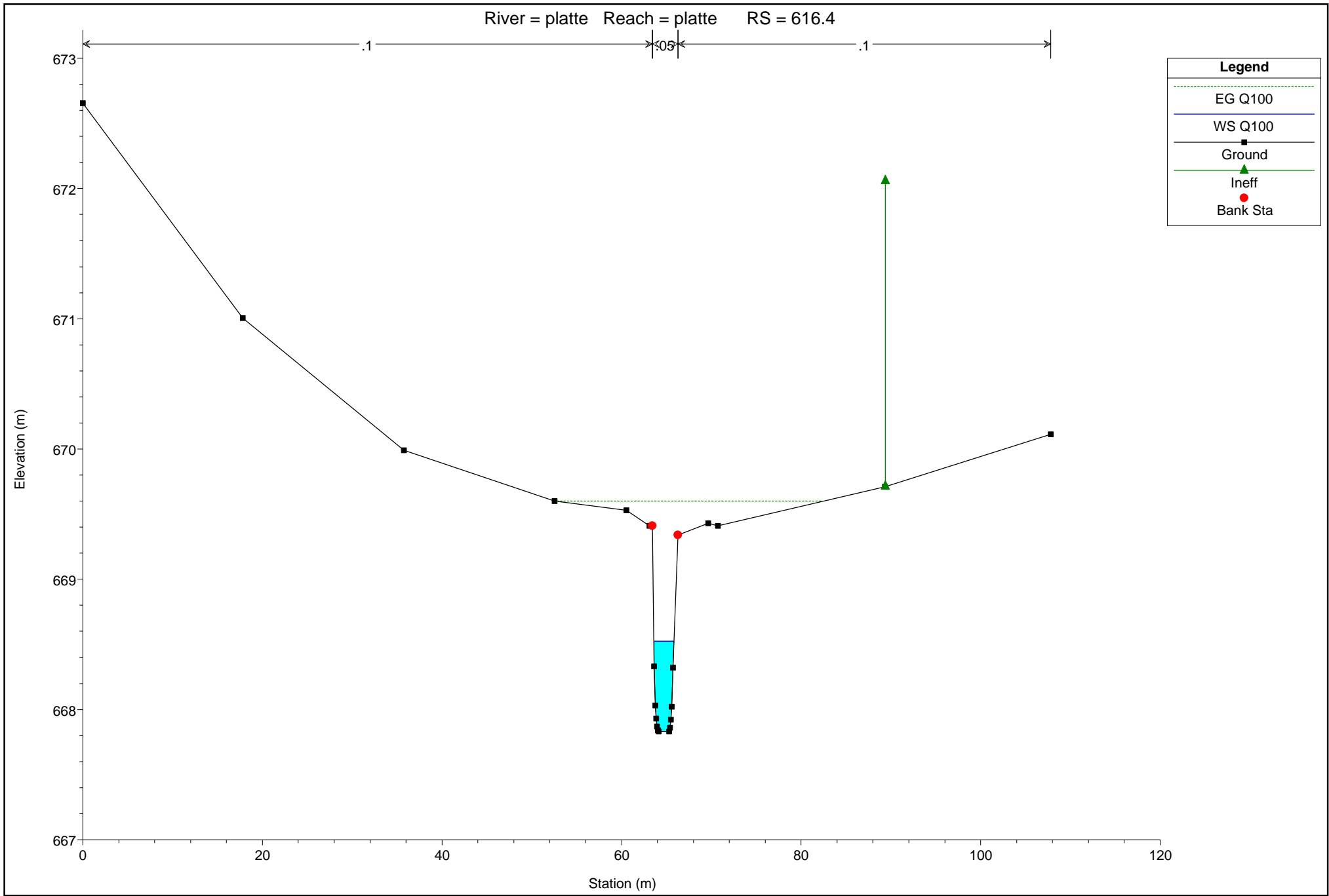
River = platte Reach = platte RS = 616.6



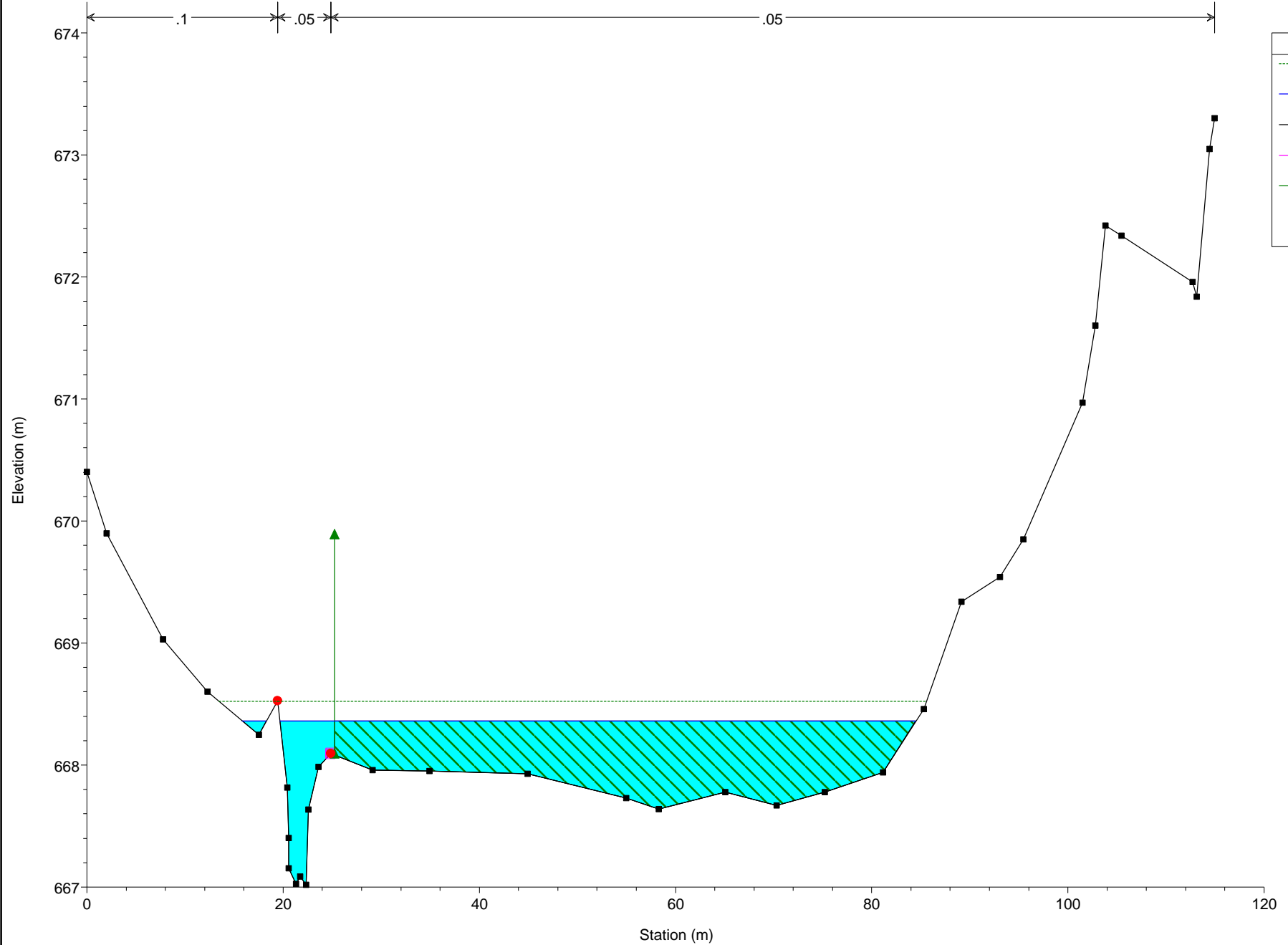
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Ineff	-----
Bank Sta	-----



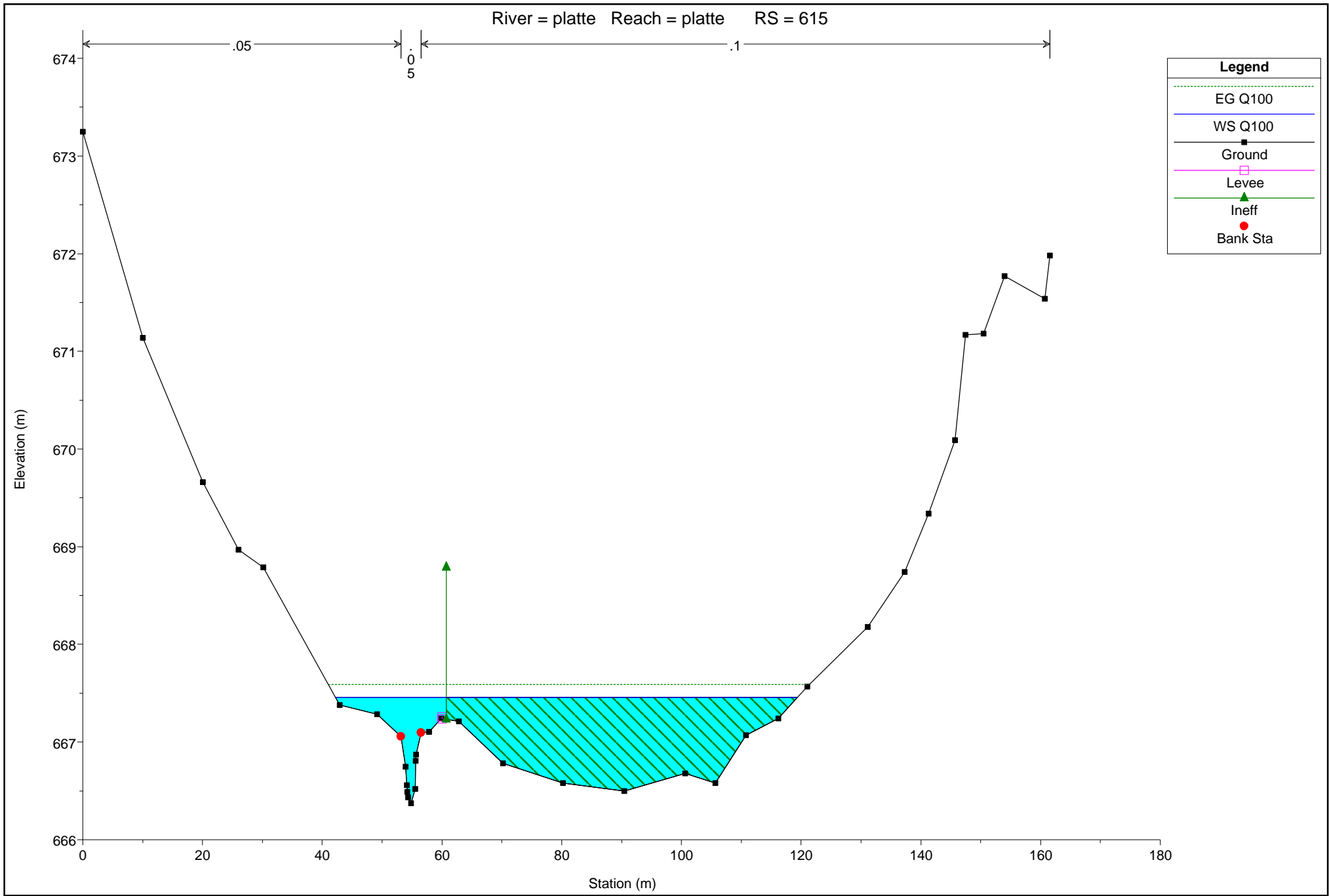


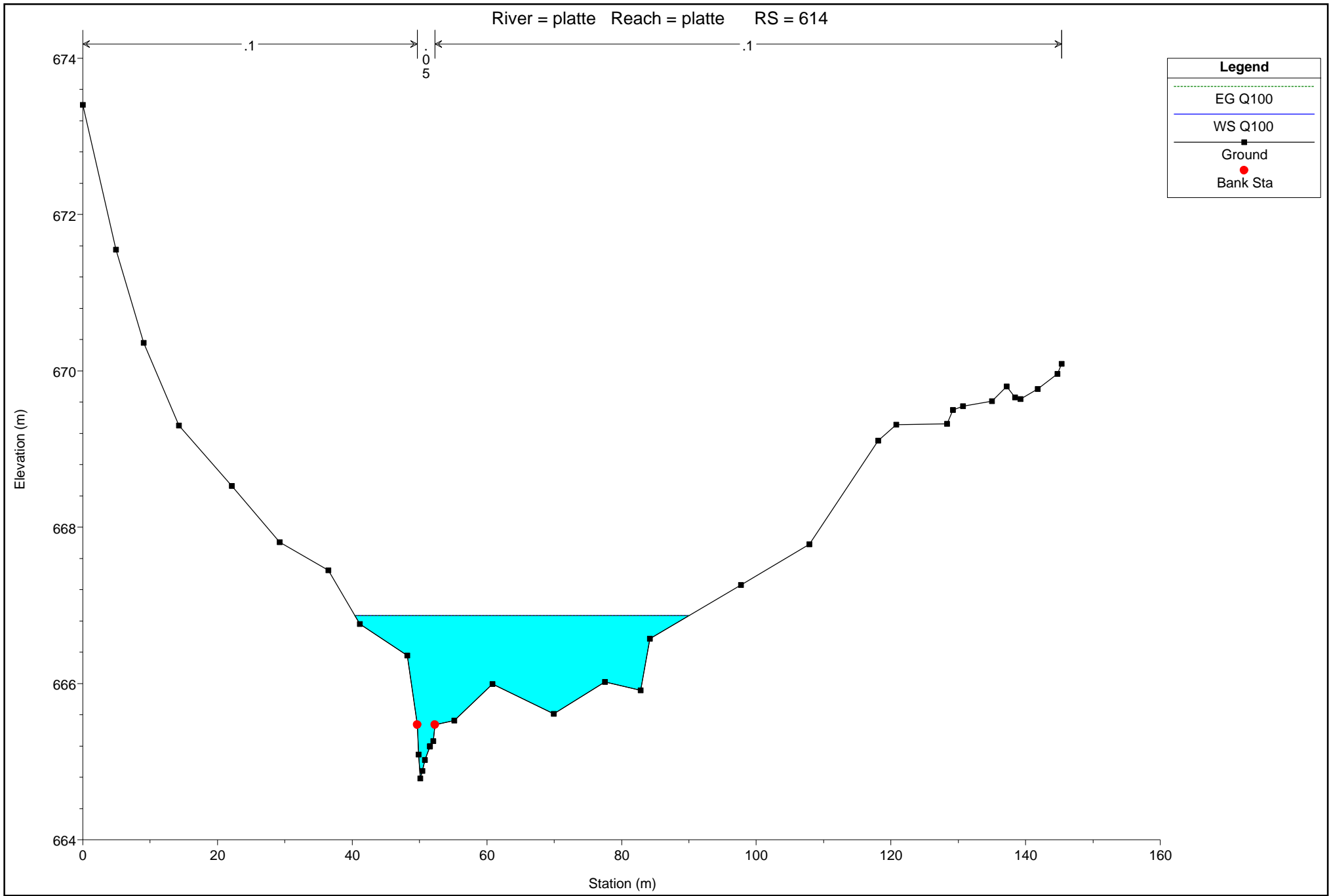


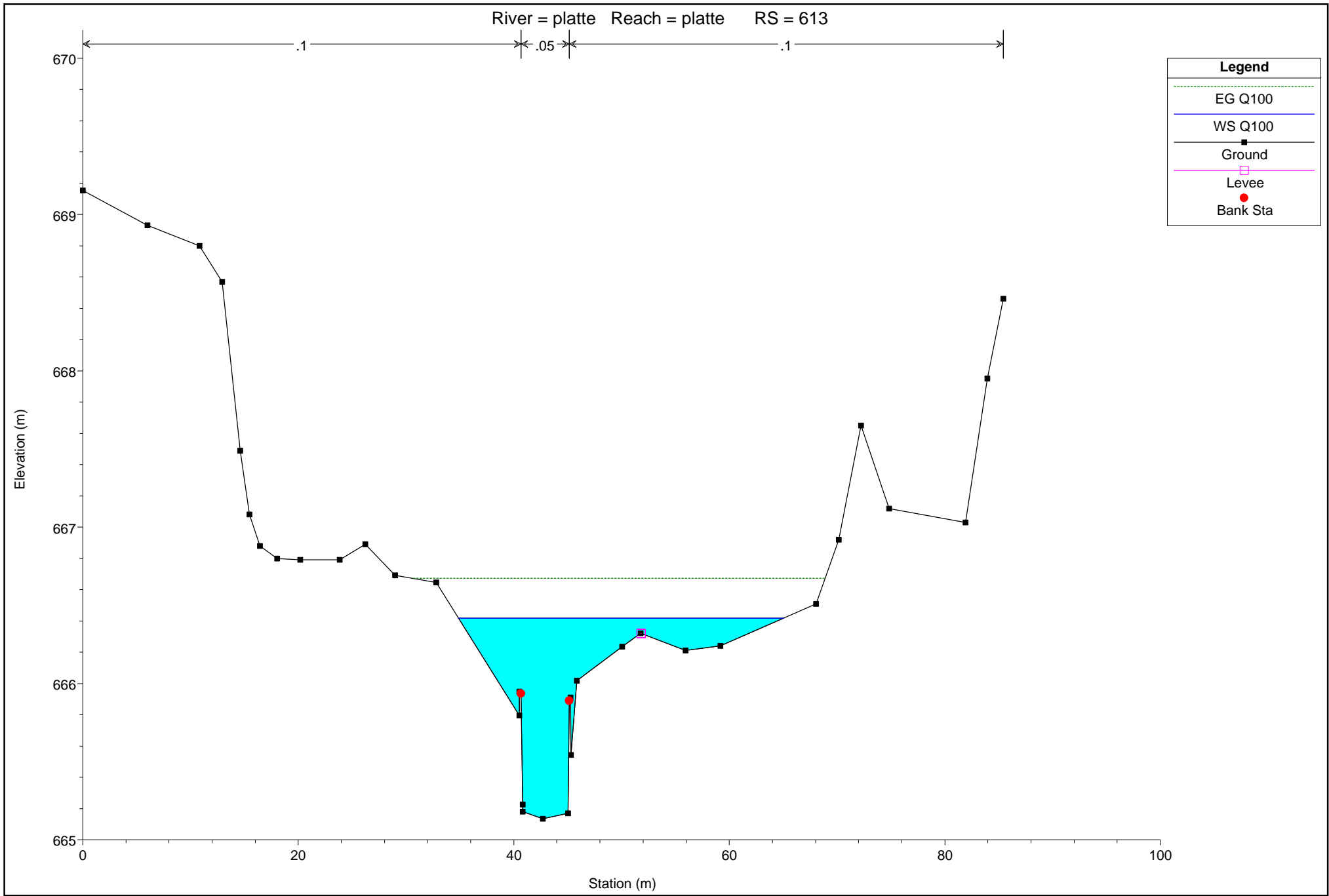
River = platte Reach = platte RS = 616

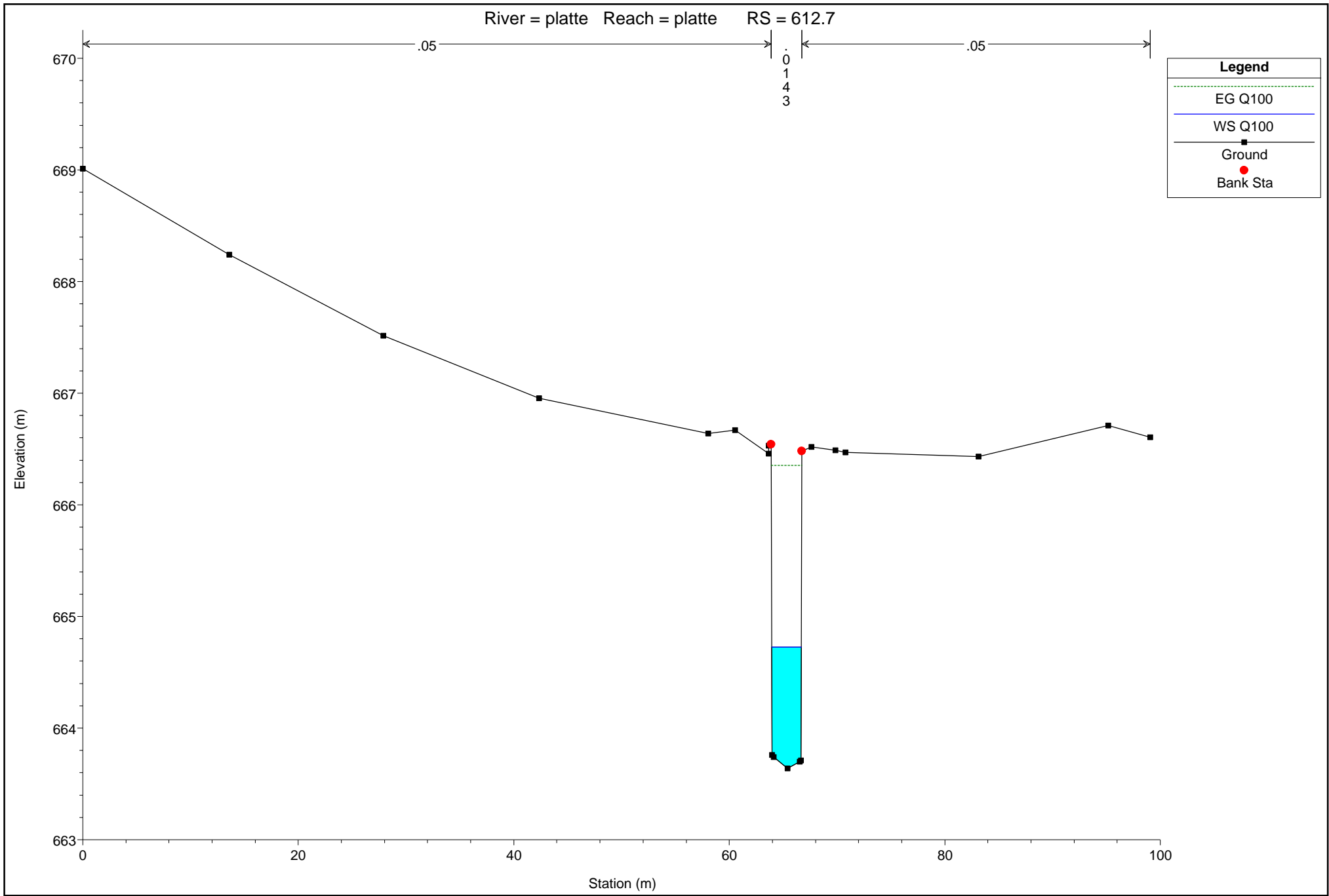


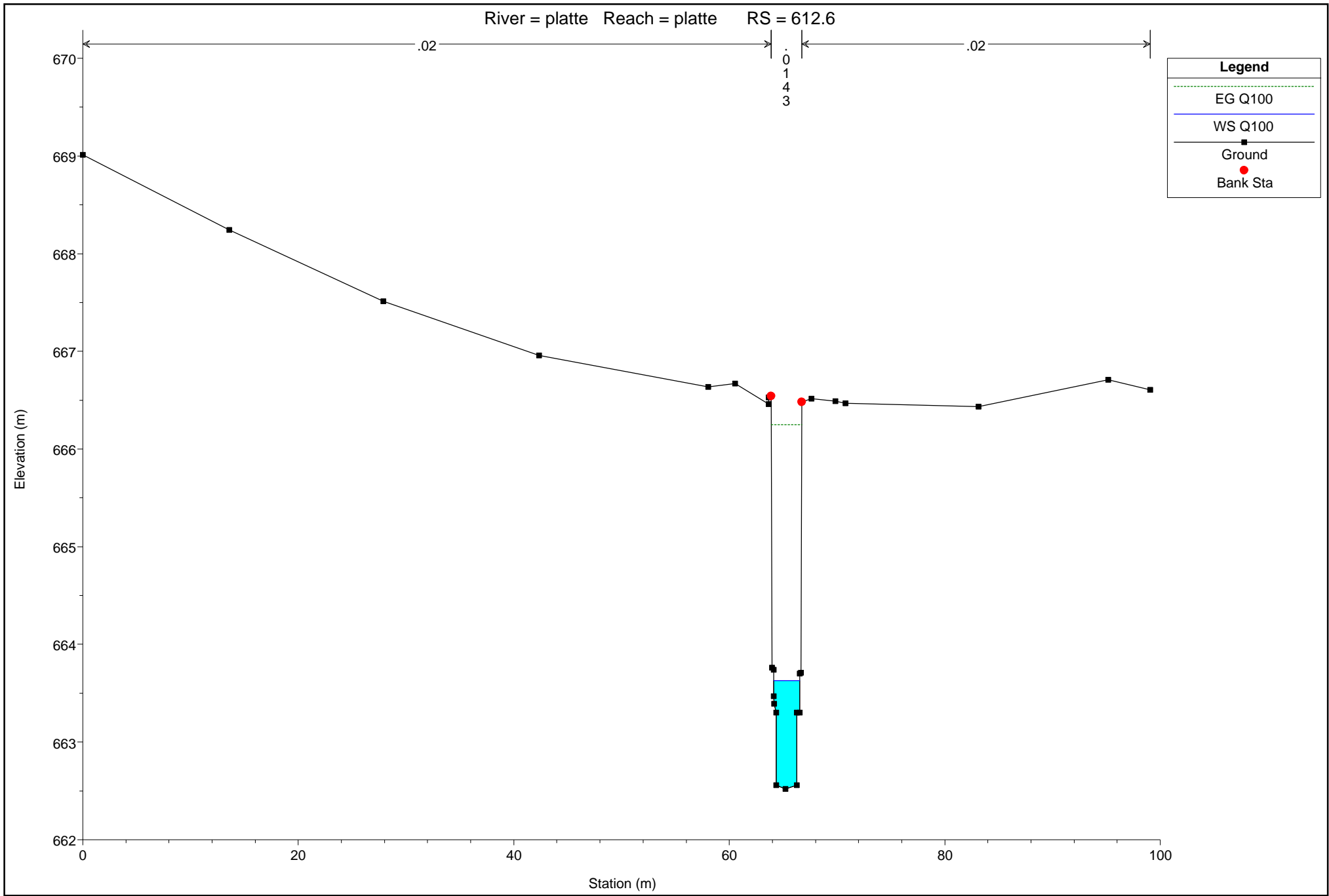
Legend	
EG Q100	-----
WS Q100	—————
Ground	—■—
Levee	—□—
Ineff	—▲—
Bank Sta	—●—

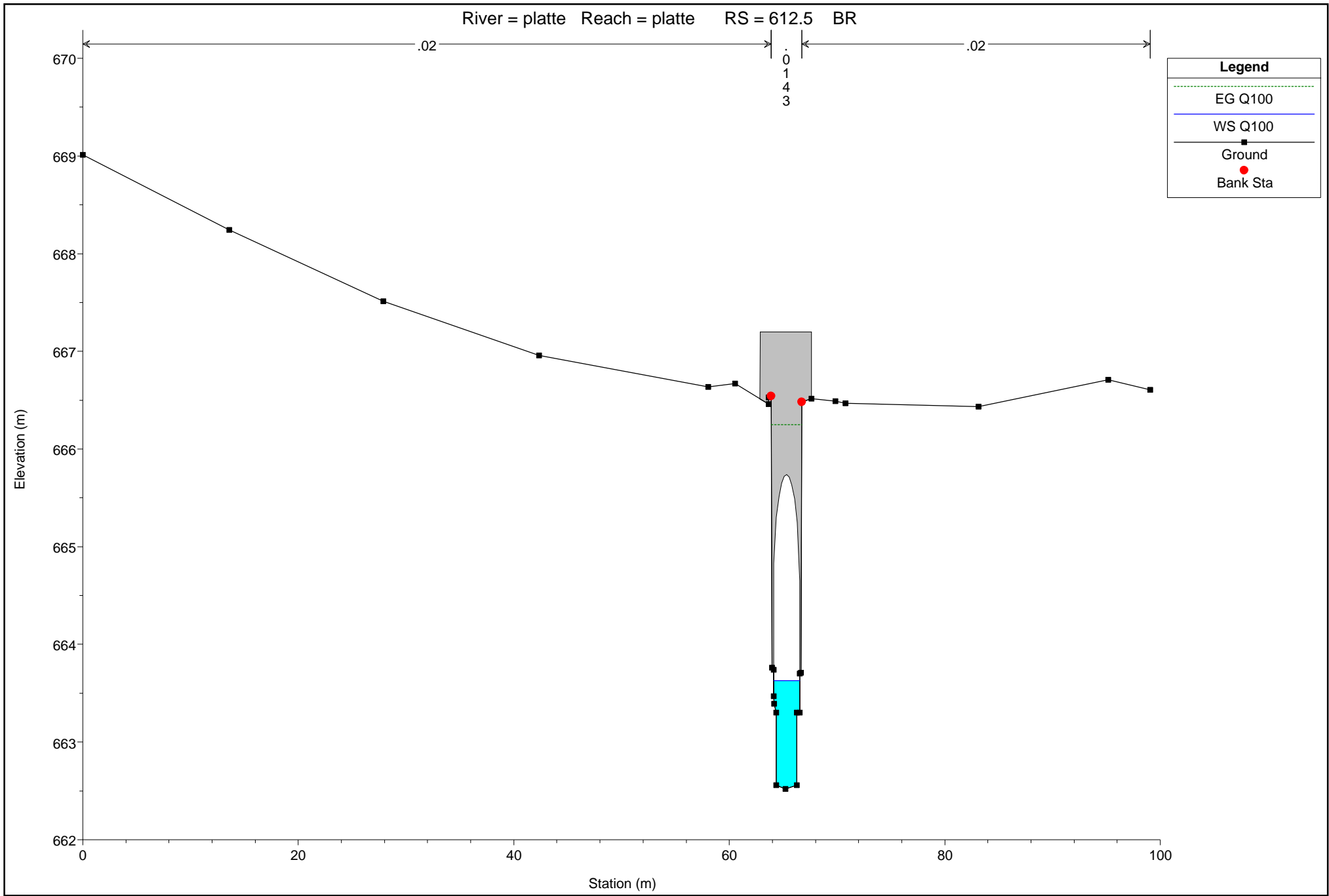


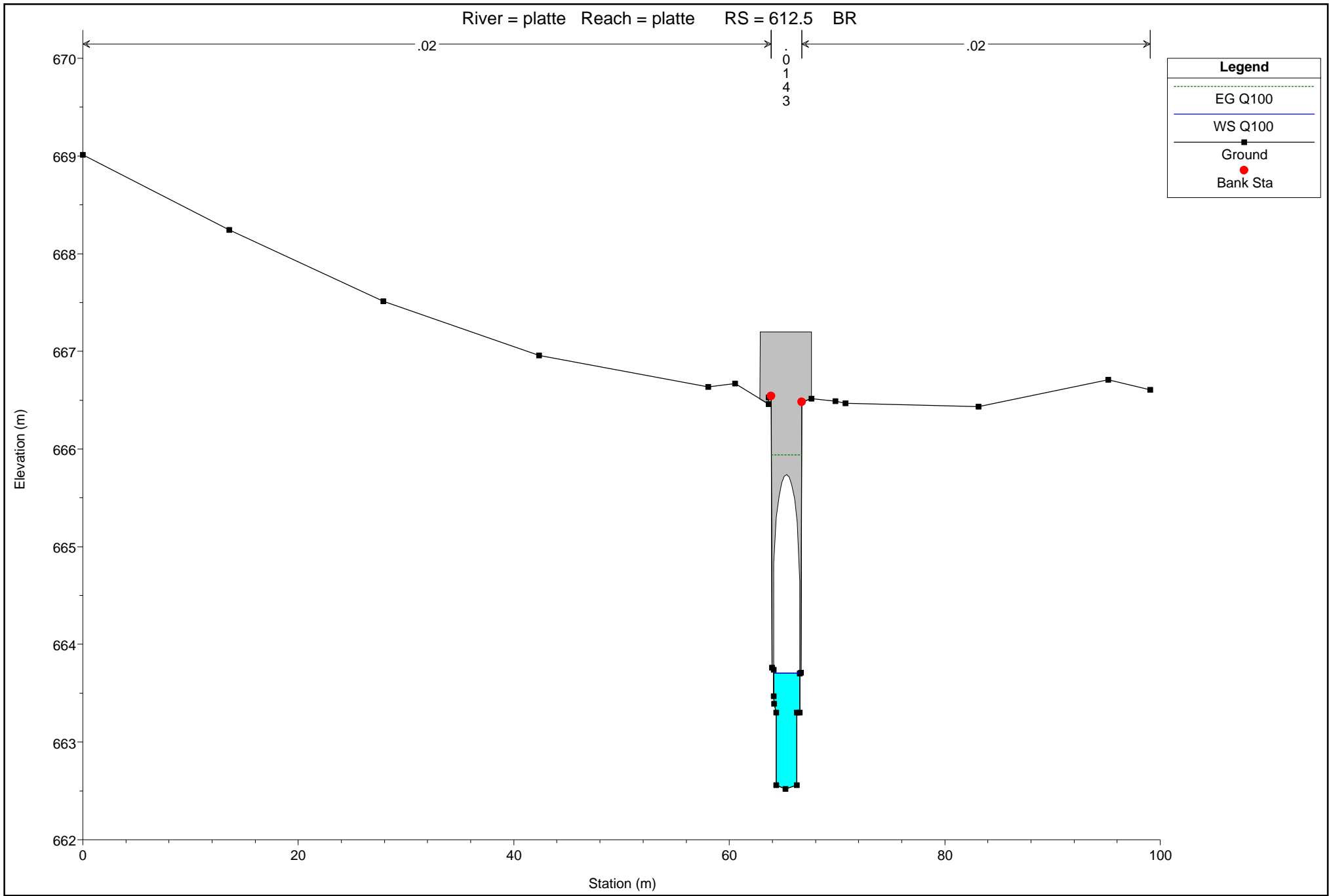


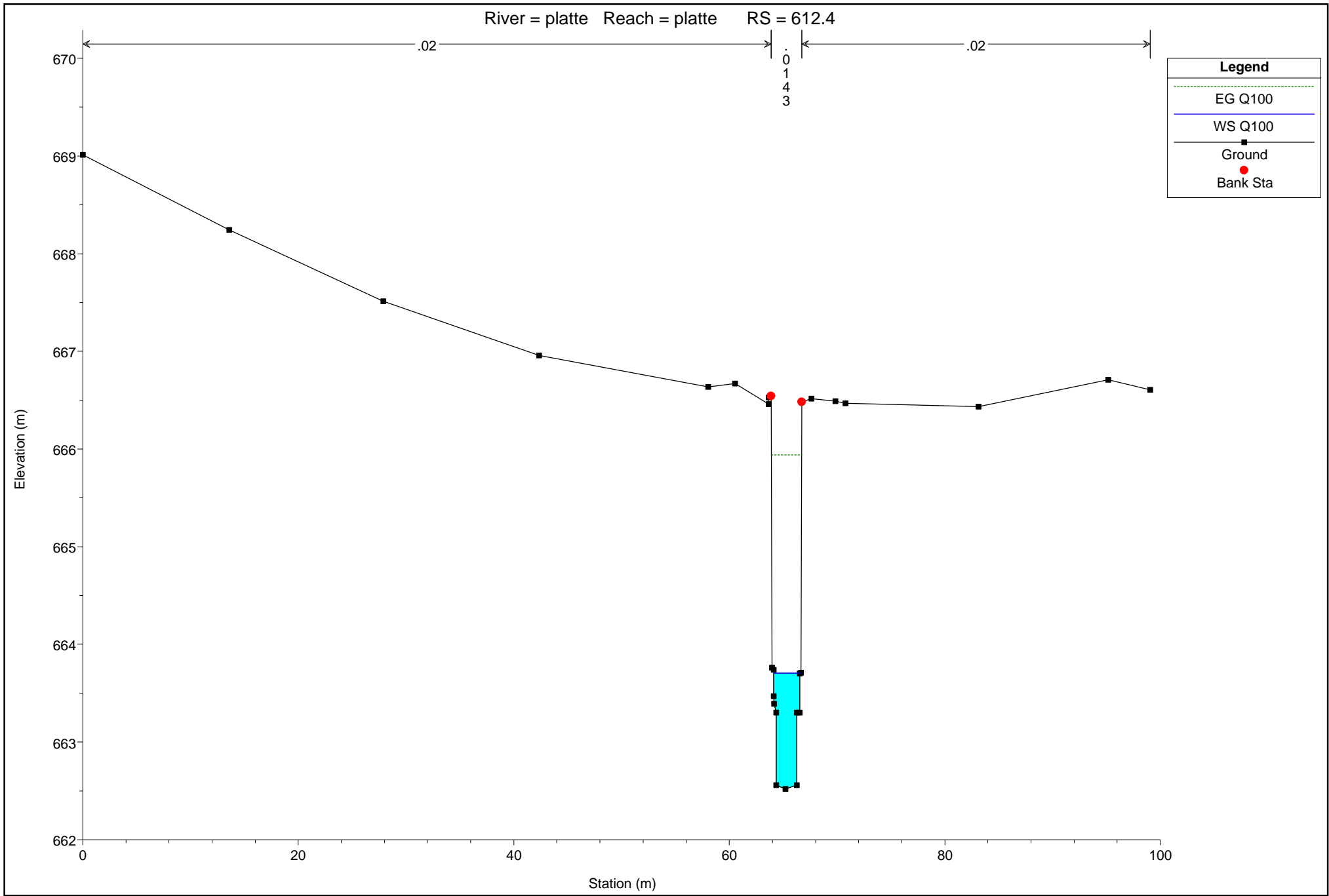




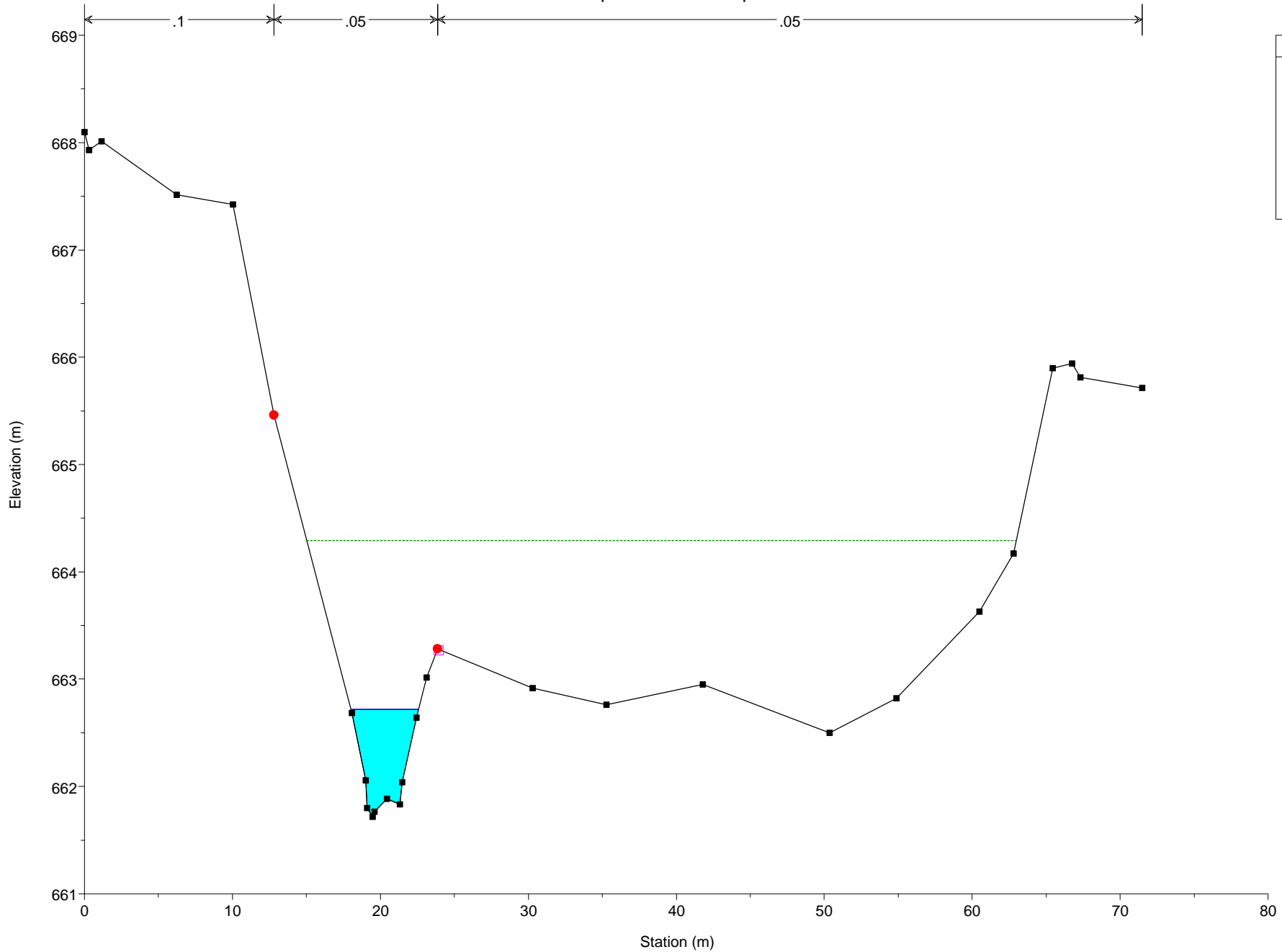




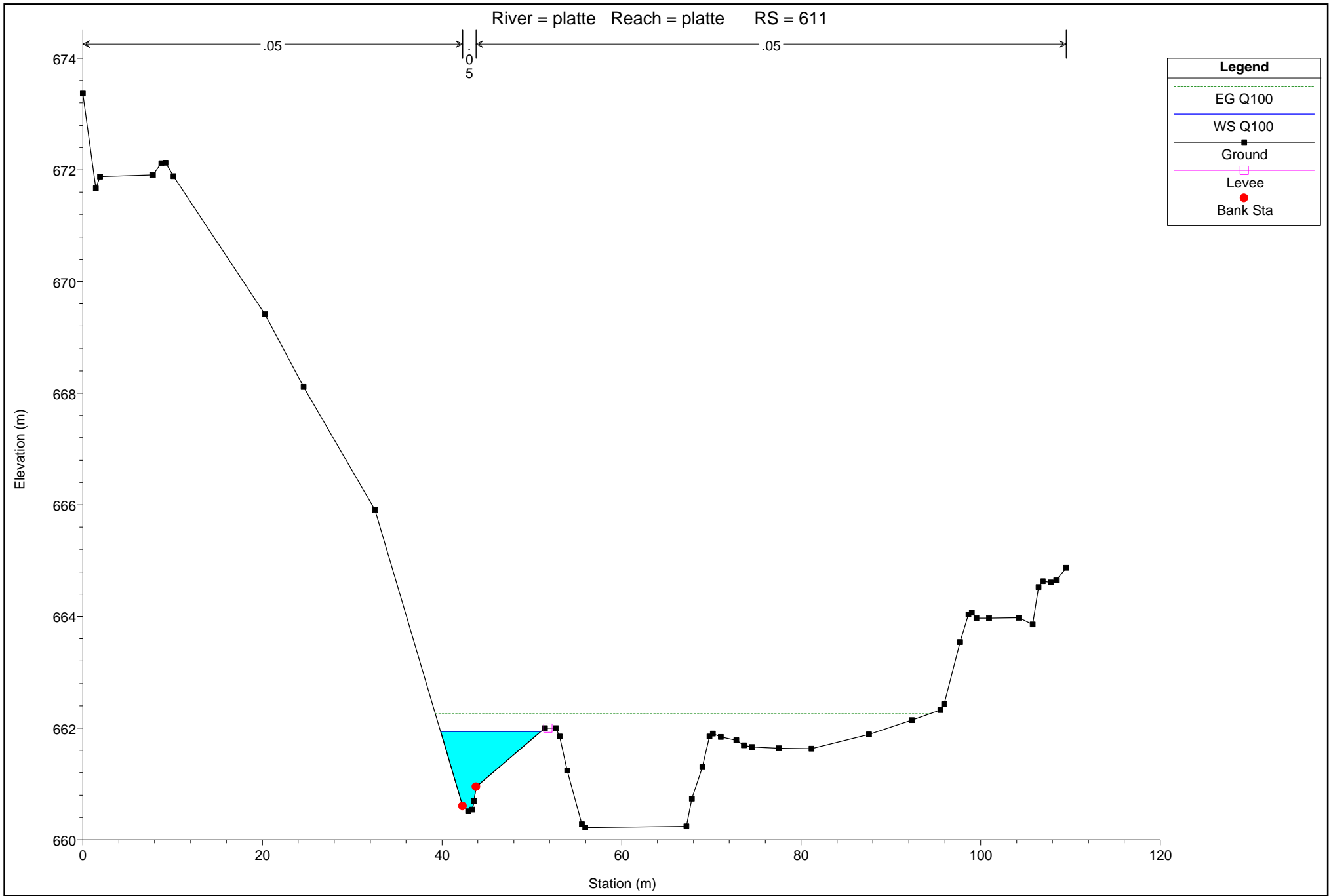




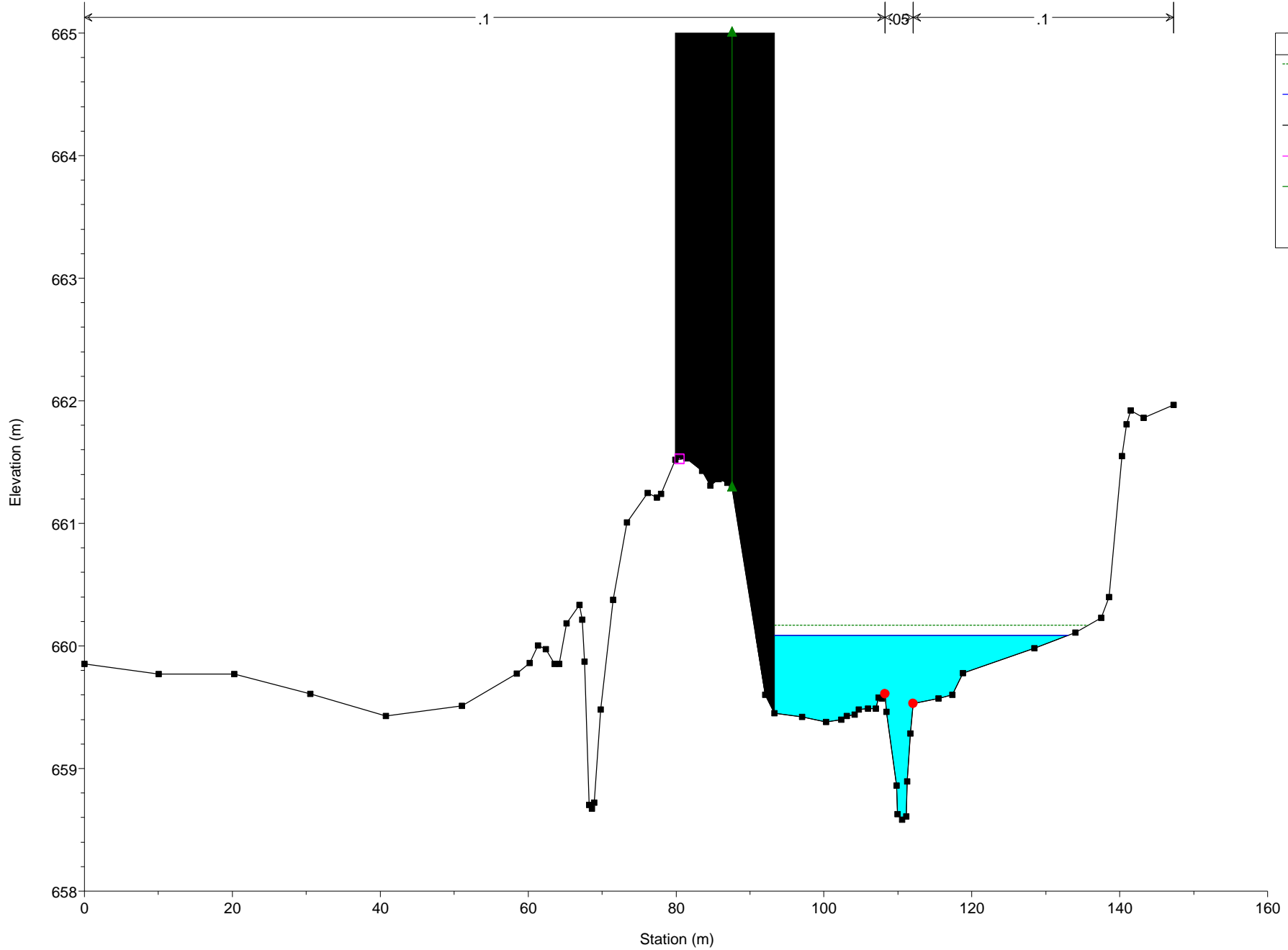
River = platte Reach = platte RS = 612



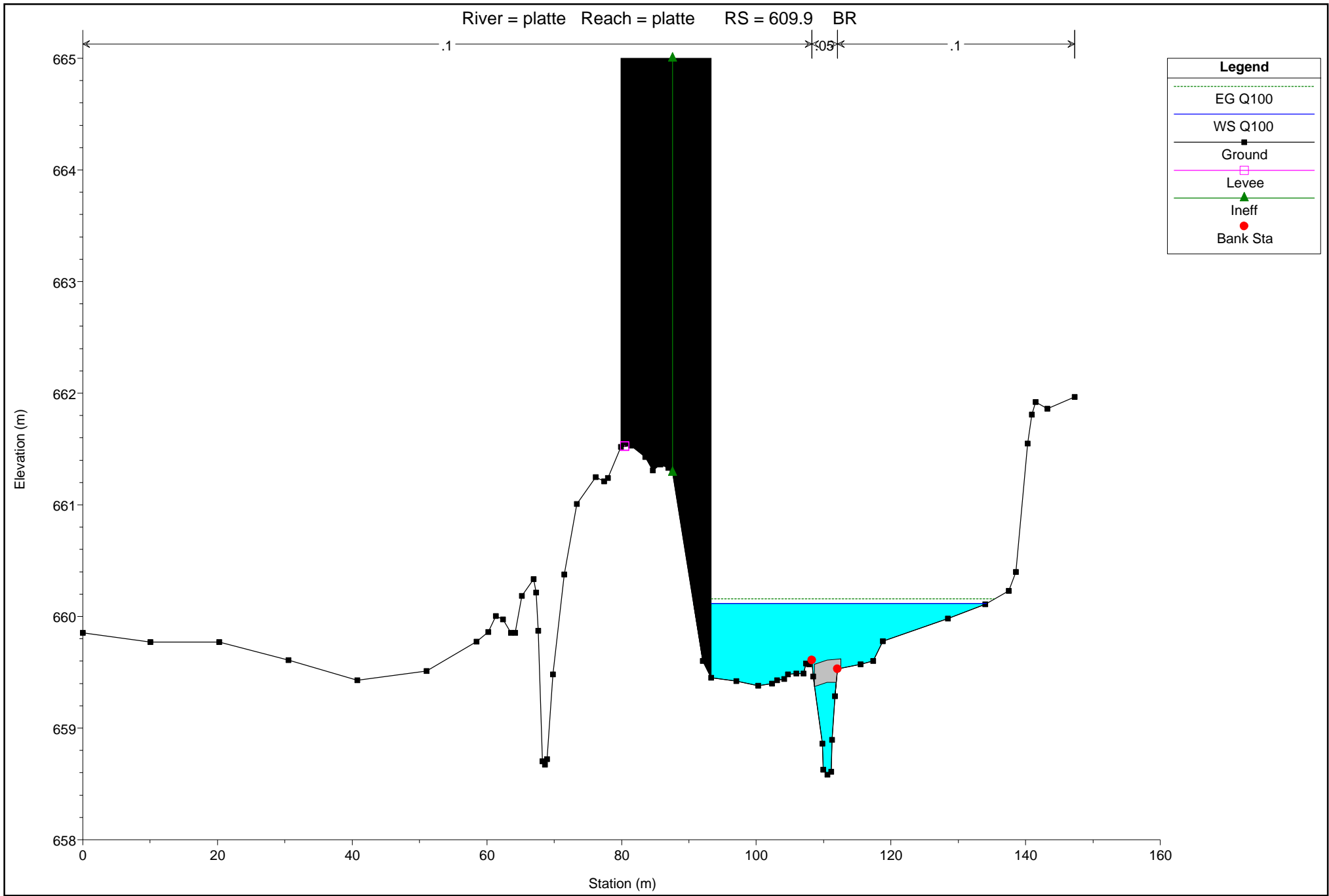
Legend	
EG Q100	-----
WS Q100	-----
Ground	-----
Levee	-----
Bank Sta	•

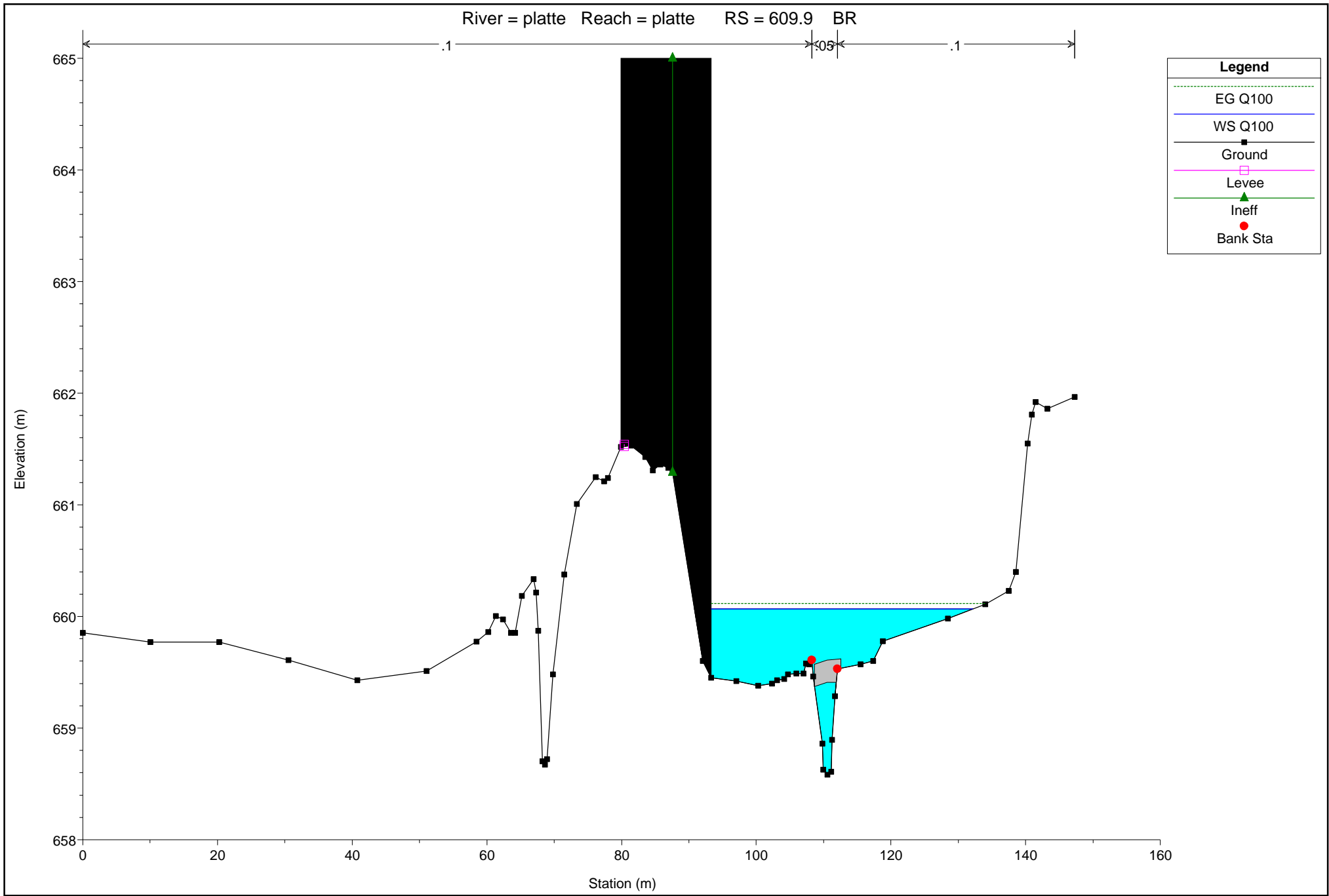


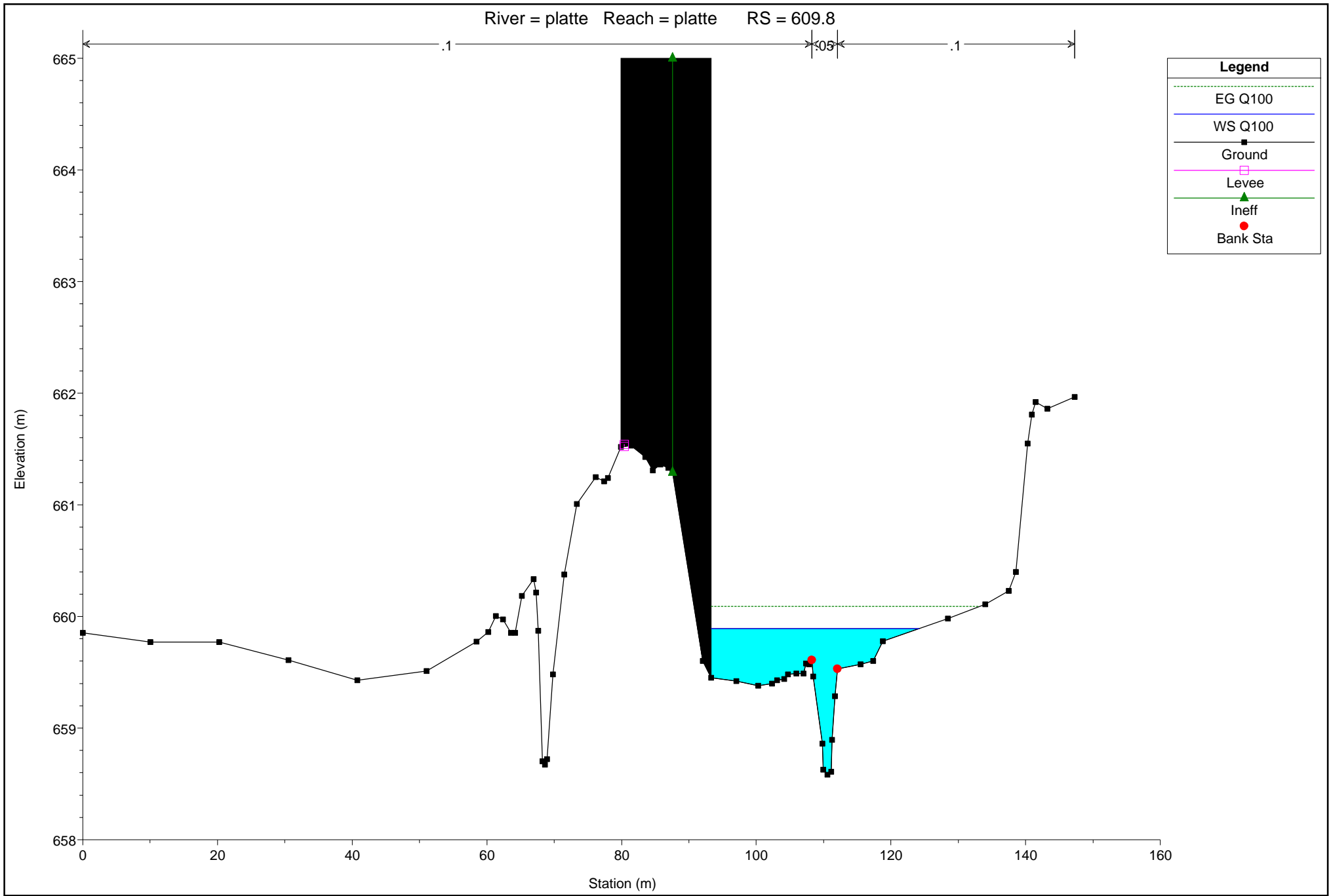
River = platte Reach = platte RS = 610



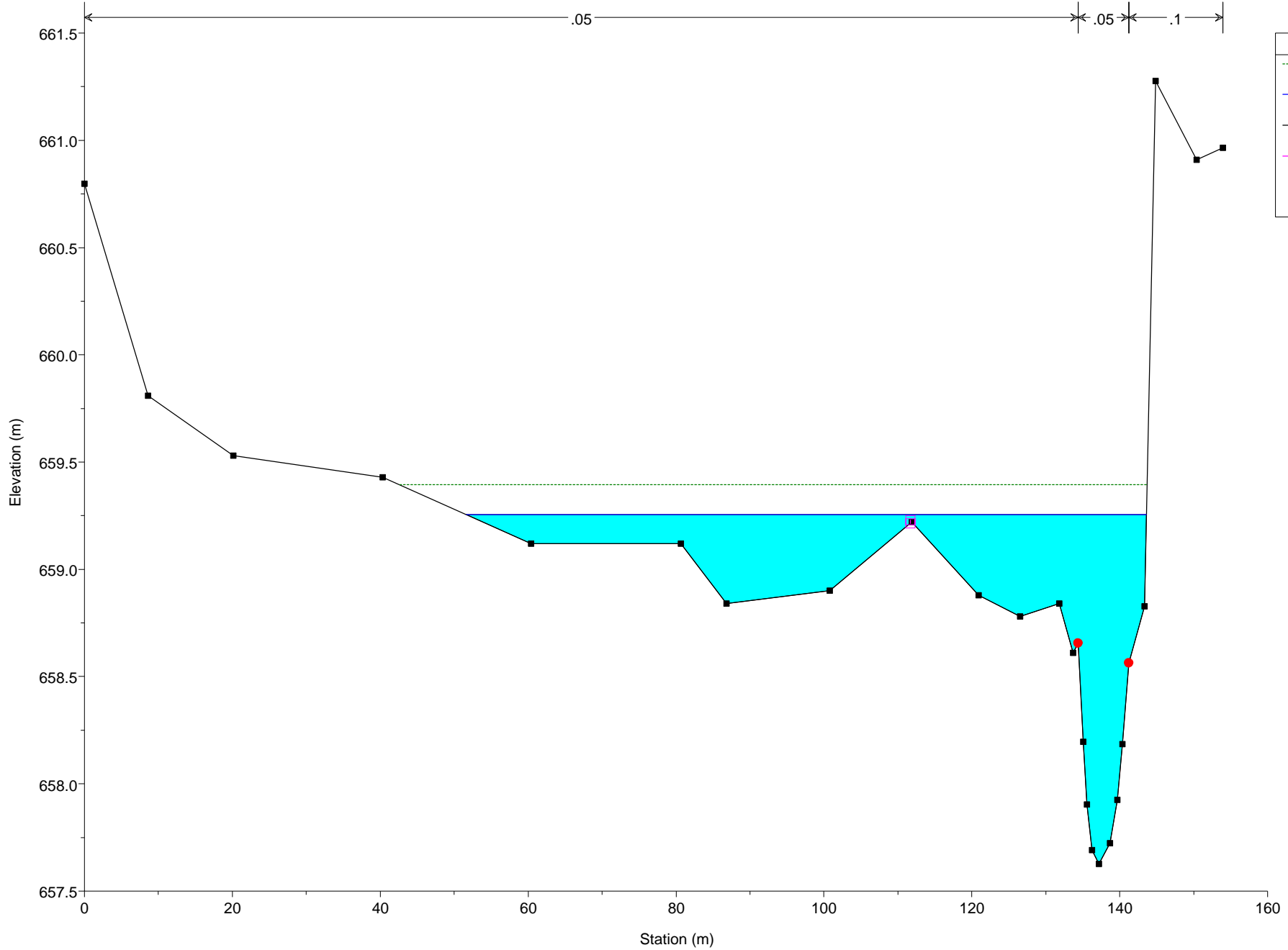
Legend	
EG Q100	---
WS Q100	—
Ground	■
Levee	□
Ineff	▲
Bank Sta	●







River = platte Reach = platte RS = 609



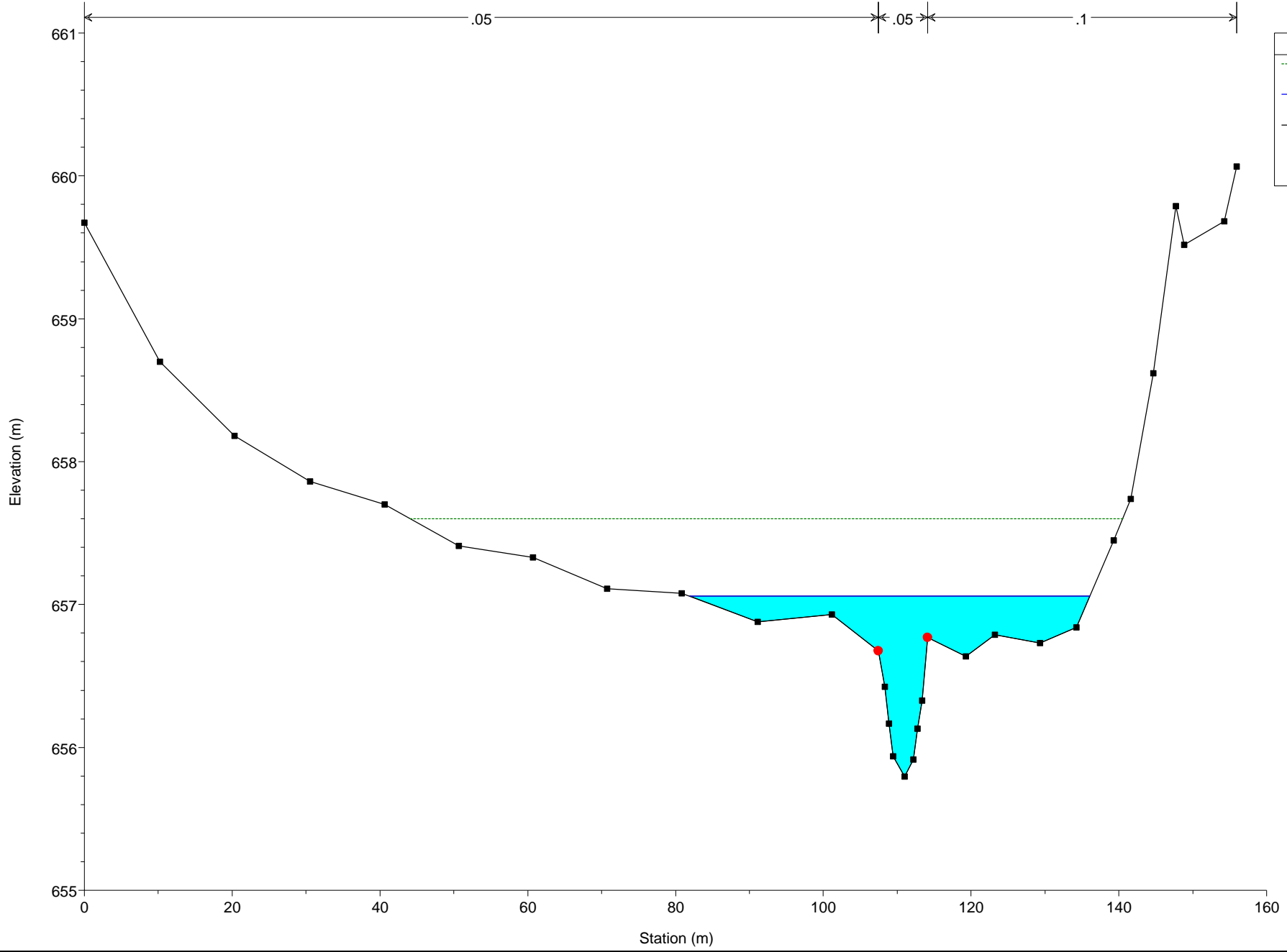
Legend	
EG Q100	(dotted green line)
WS Q100	(solid blue line)
Ground	(solid black line with square markers)
Levee	(solid magenta line with square markers)
Bank Sta	(solid red line with circular markers)

River = platte Reach = platte RS = 608

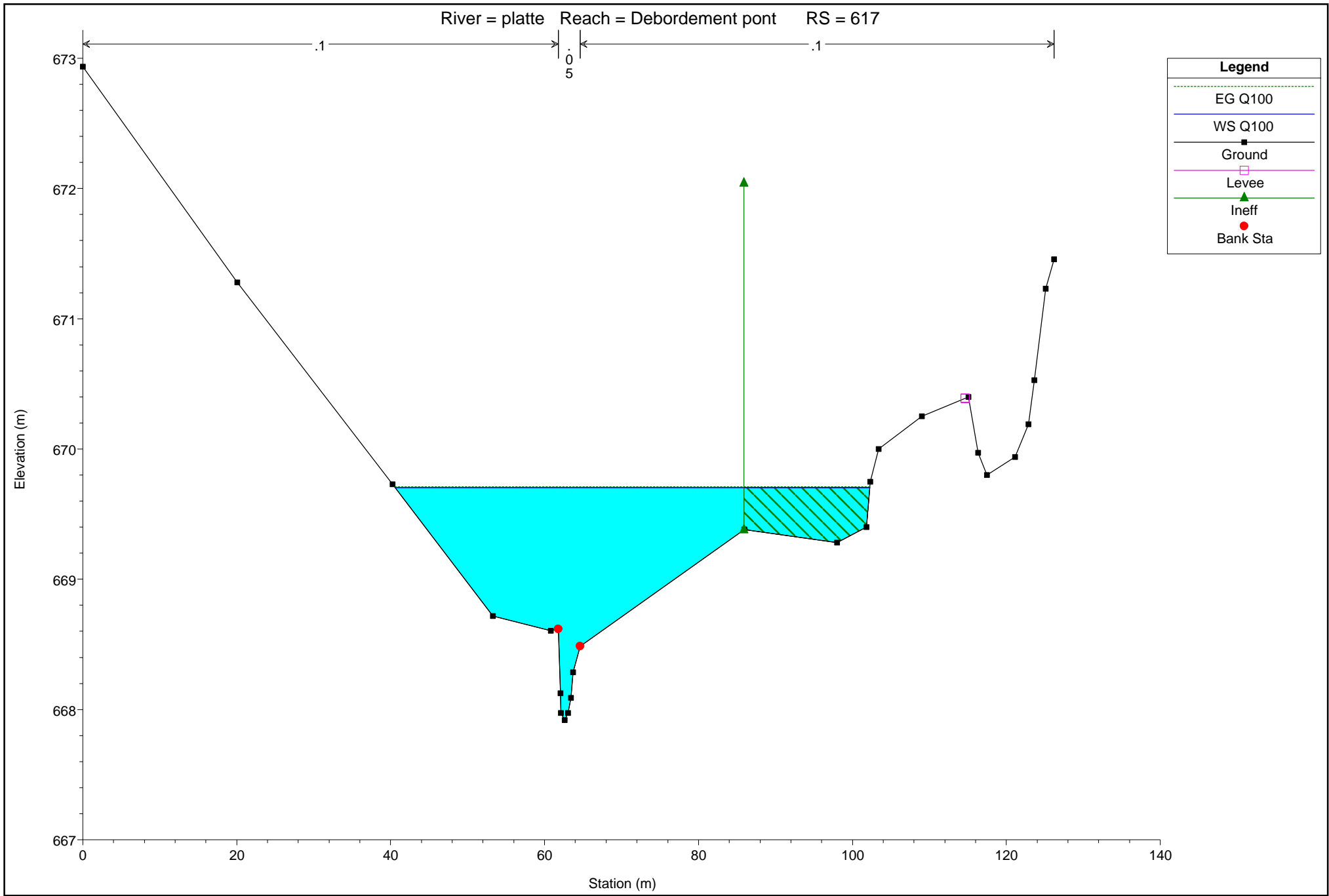
.05

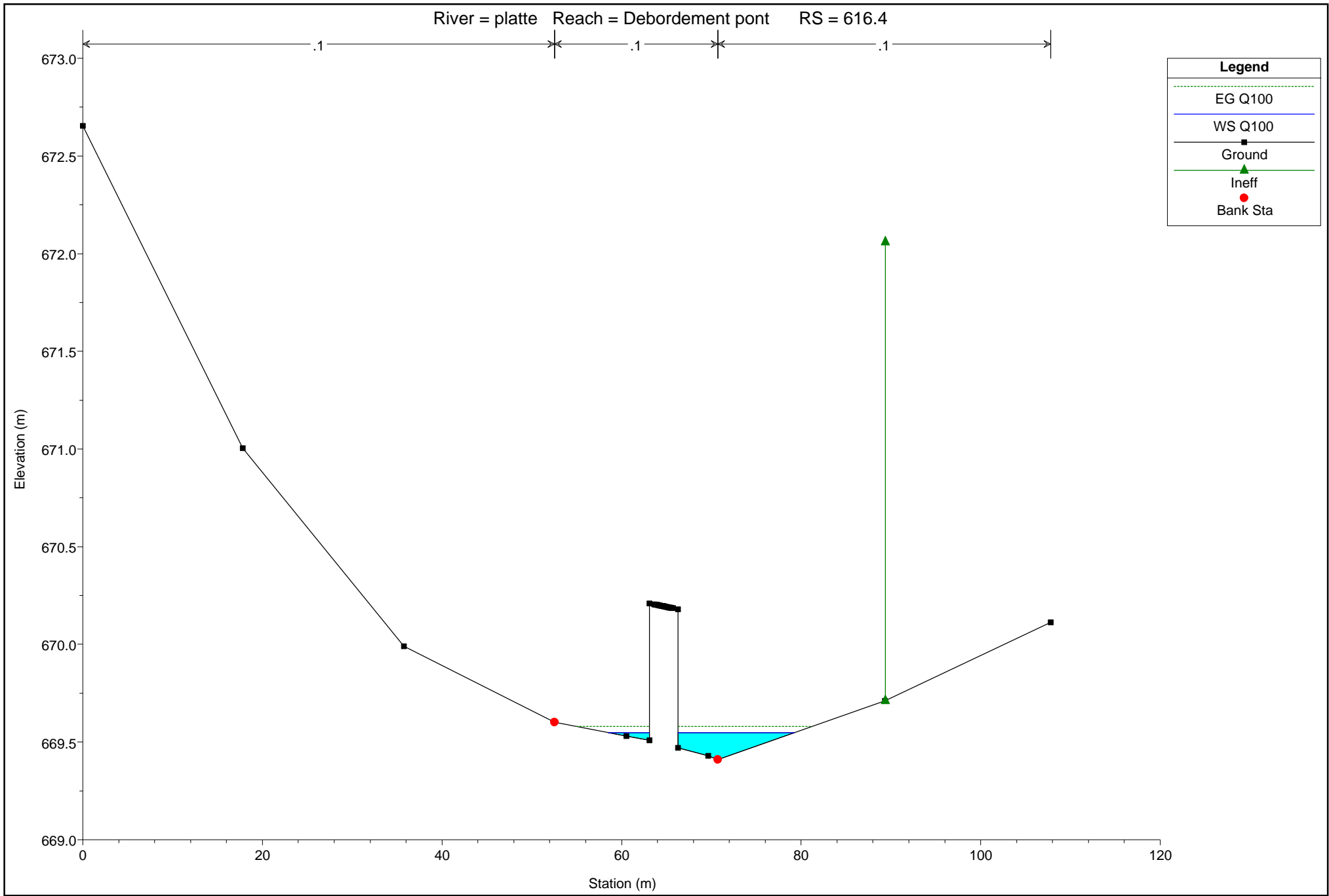
.05

.1

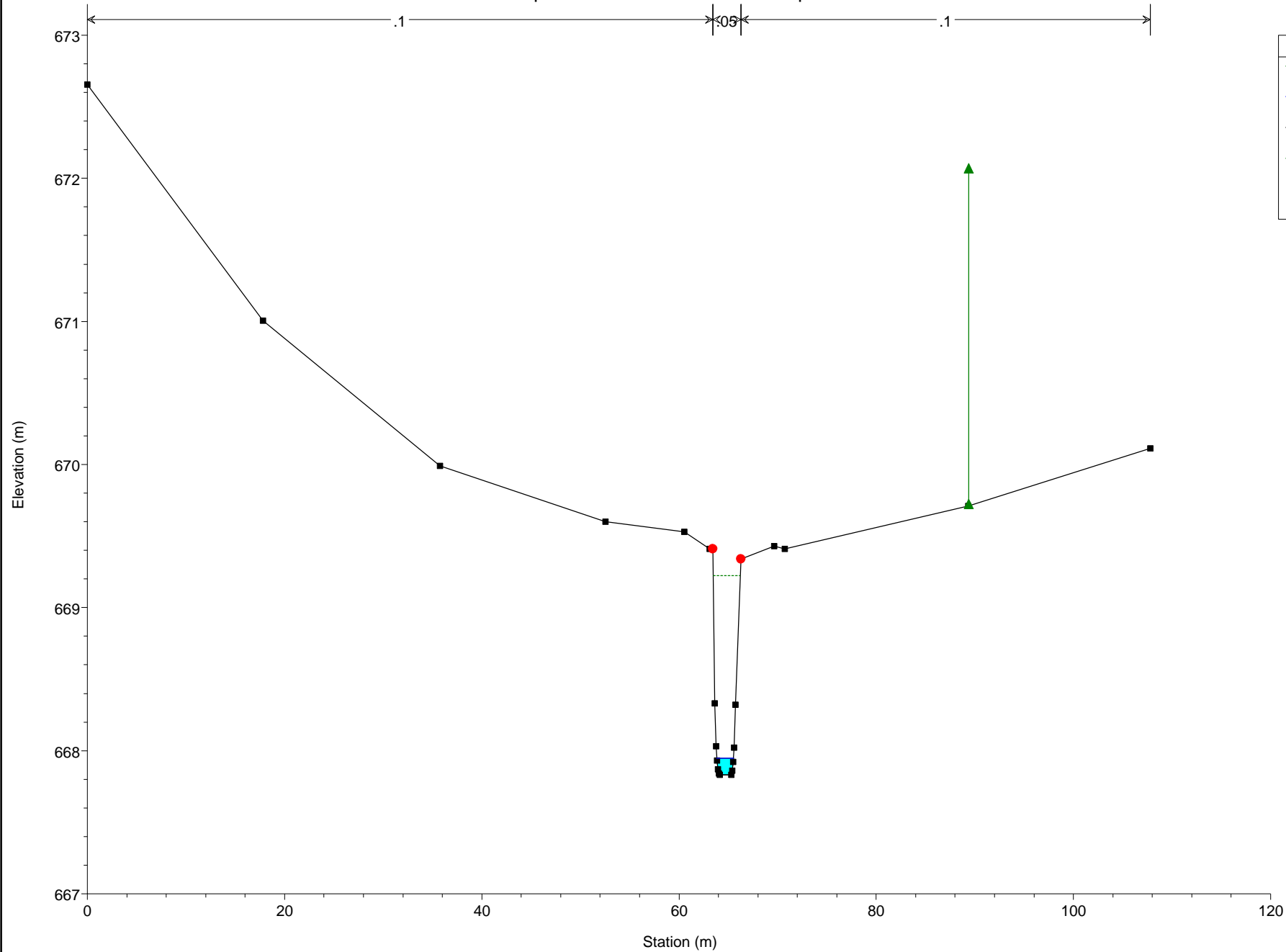


Legend	
--- (dotted green line)	EG Q100
— (solid blue line)	WS Q100
— (solid black line)	Ground
• (red dot)	Bank Sta

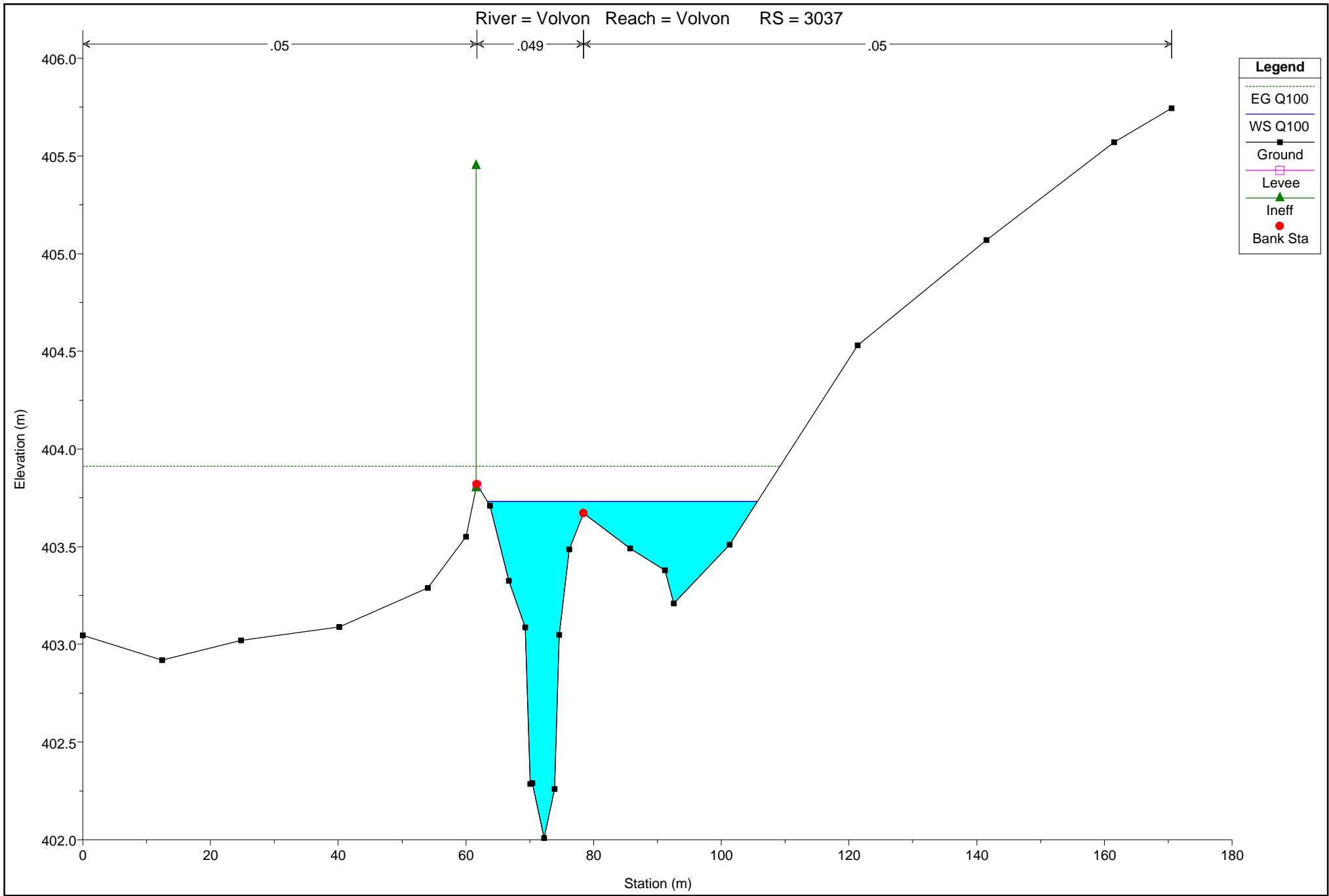


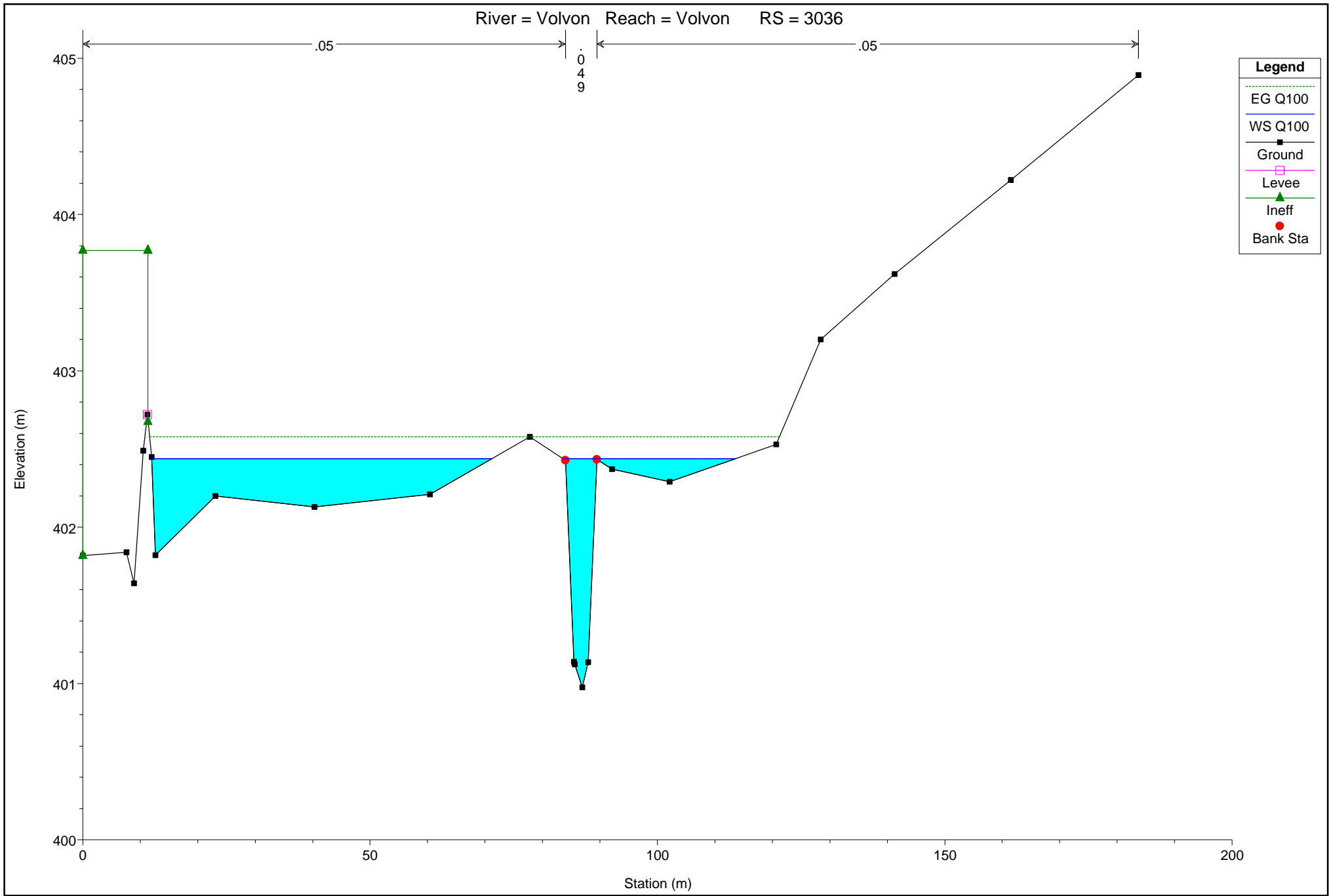


River = platte Reach = Debordement pont RS = 616.38

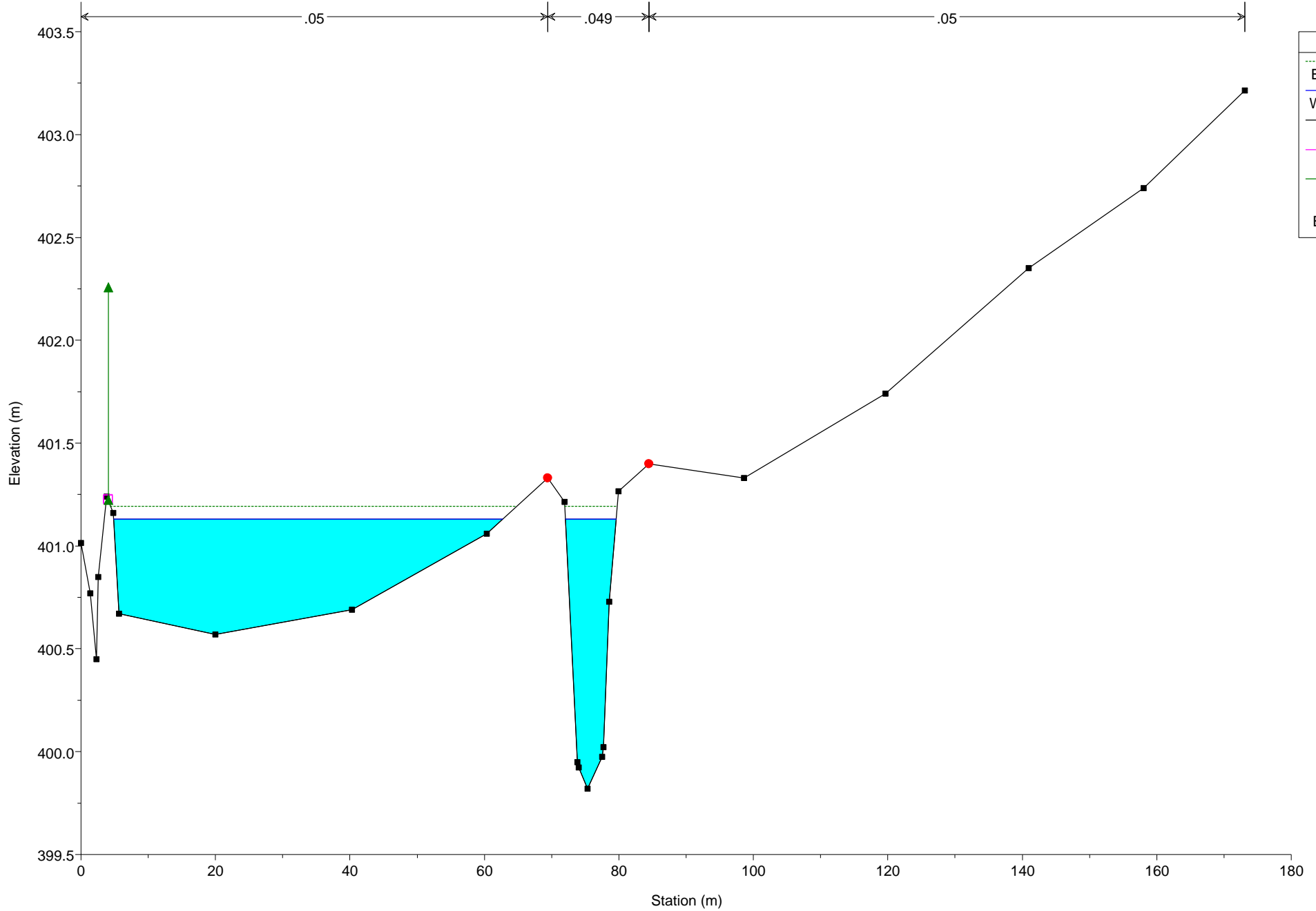


Legend	
---	EG Q100
---	WS Q100
■	Ground
▲	Ineff
●	Bank Sta





River = Volvon Reach = Volvon RS = 3035



Legend

EG Q100

WS Q100

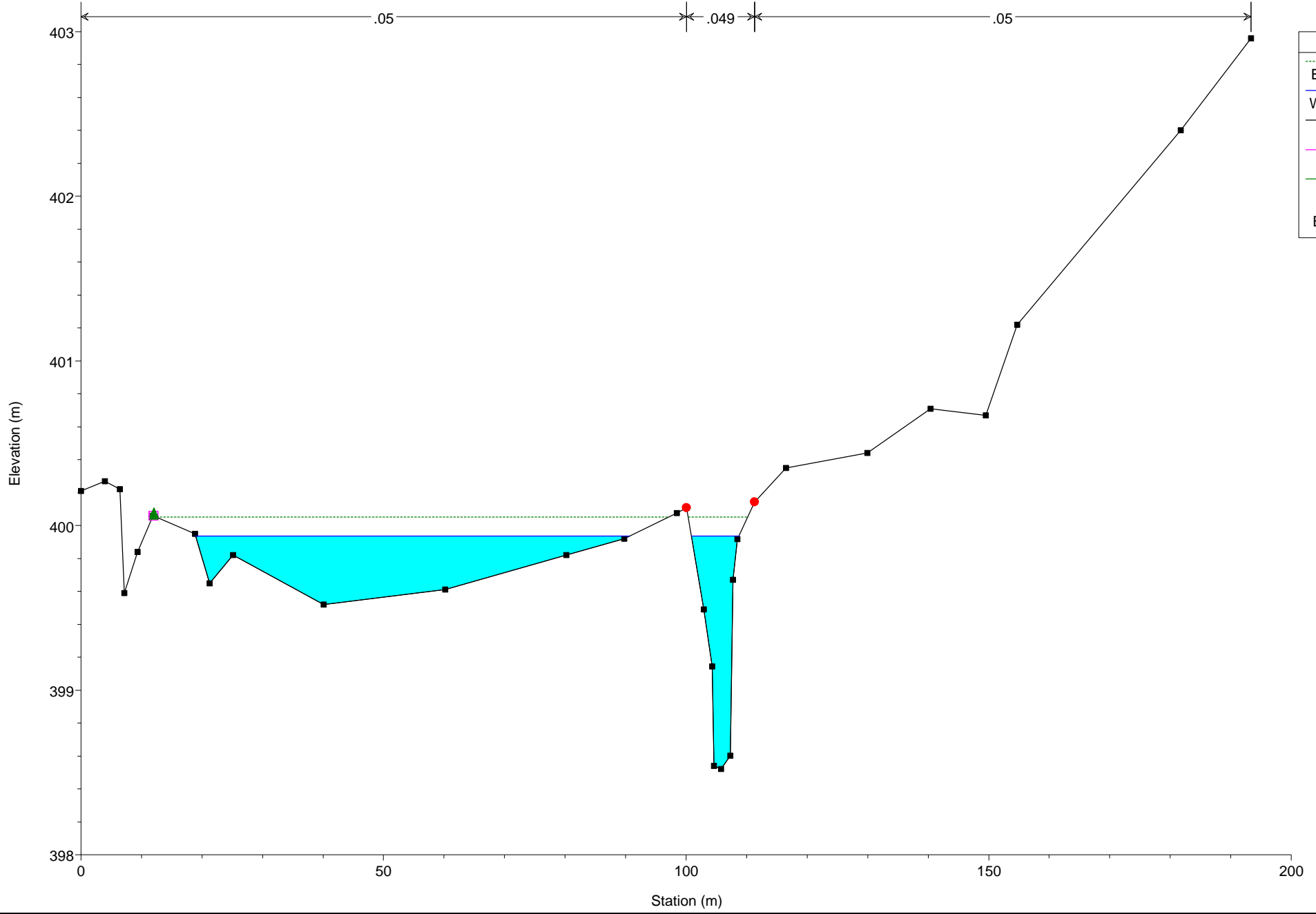
Ground

Levee

Ineff

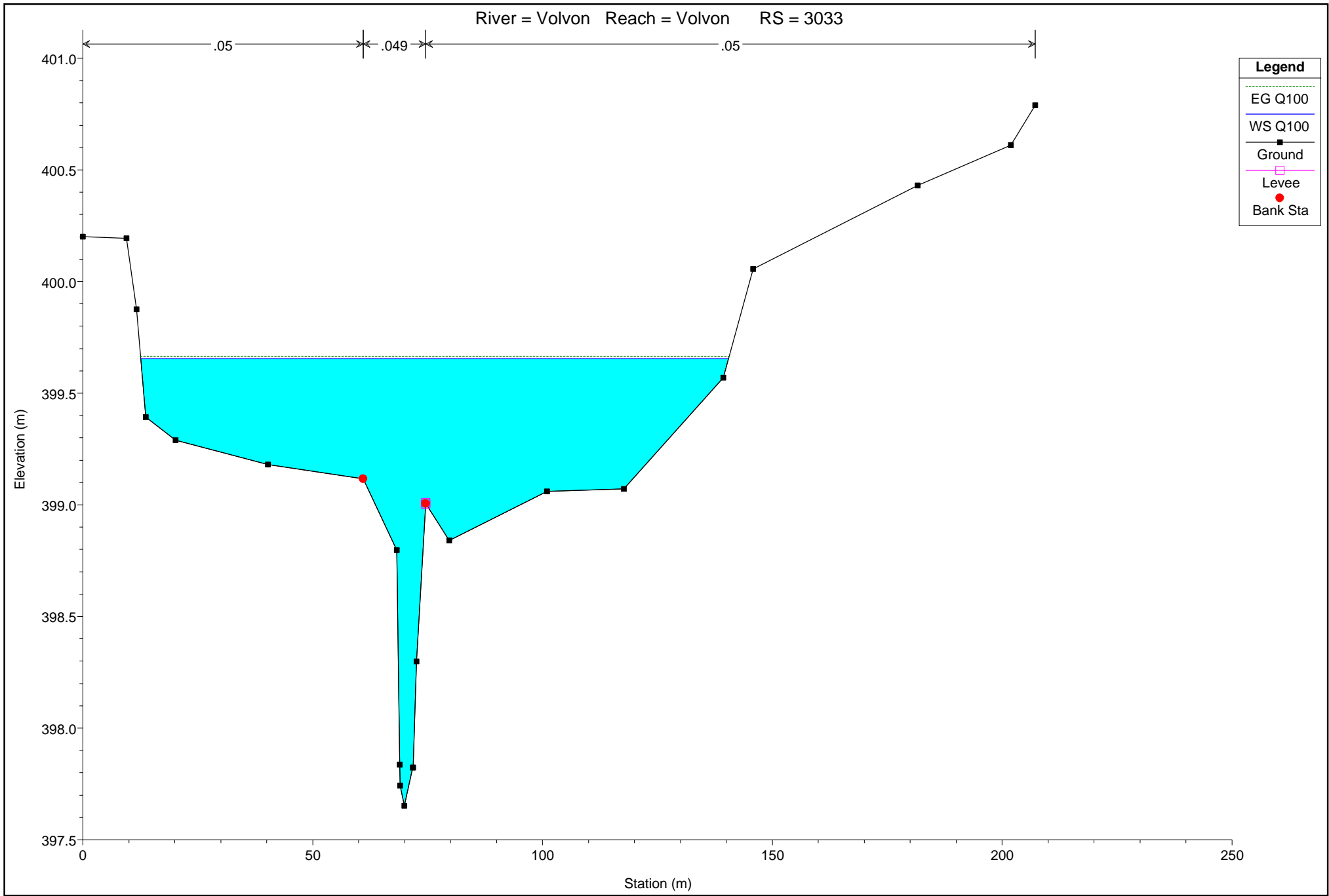
Bank Sta

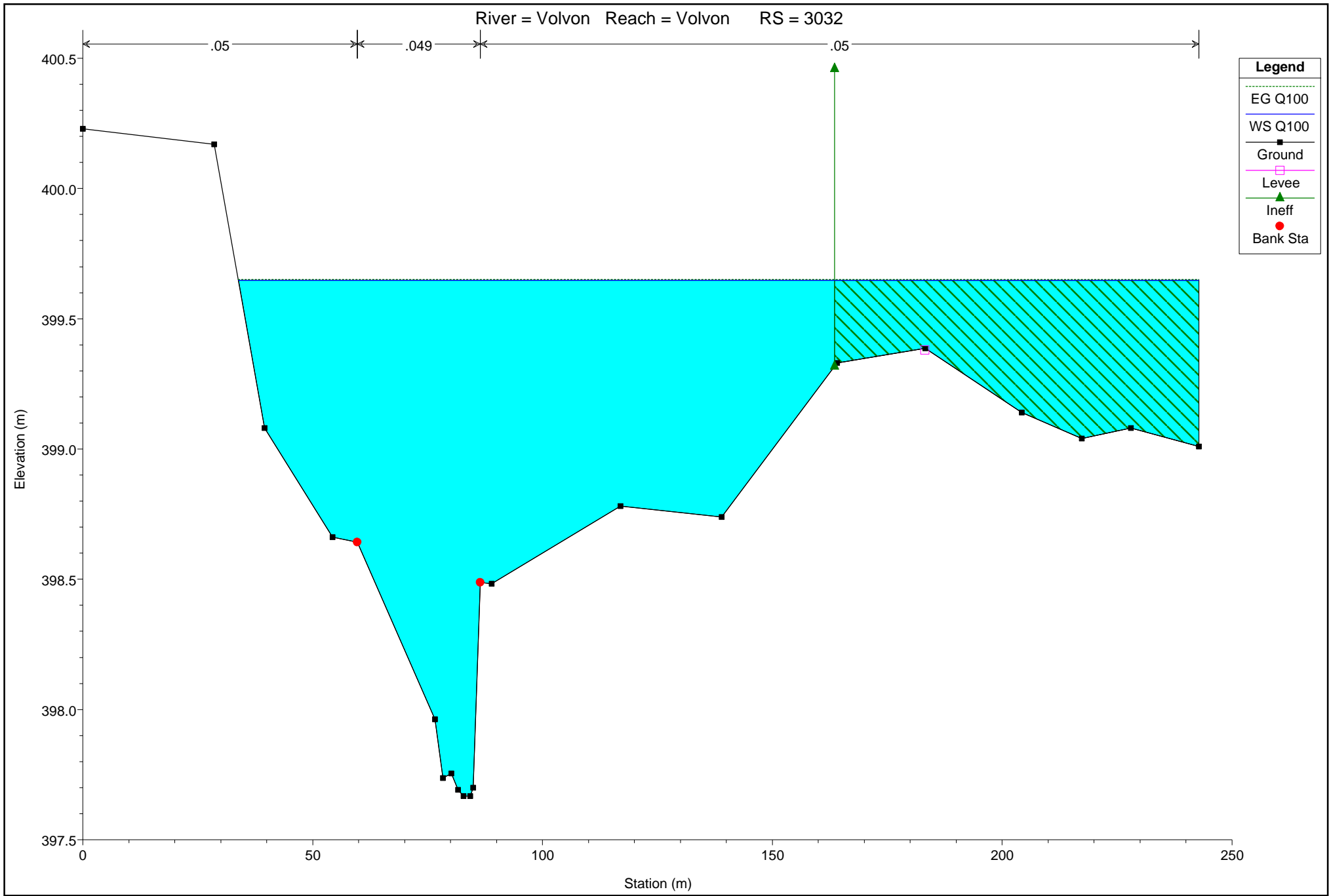
River = Volvon Reach = Volvon RS = 3034

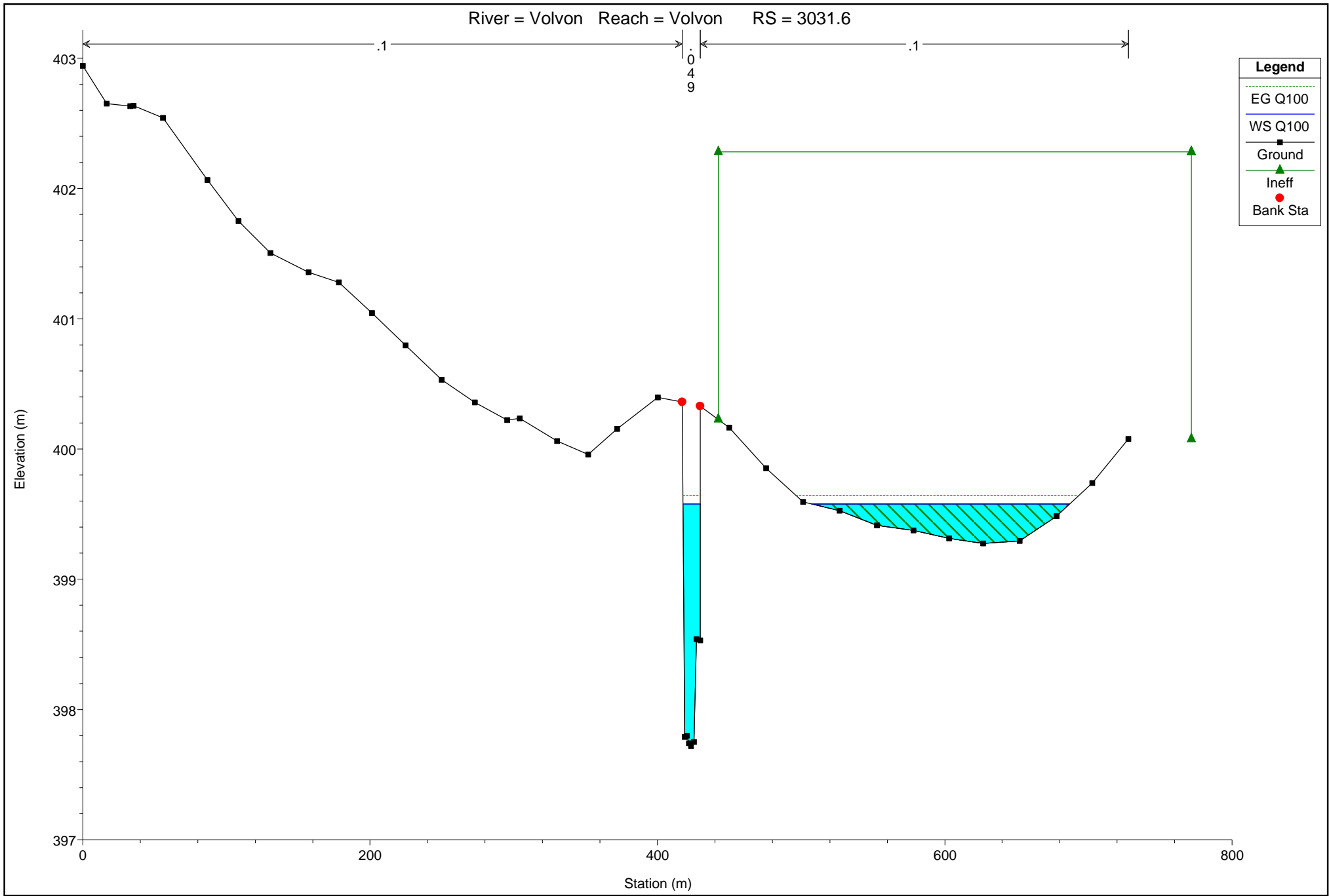


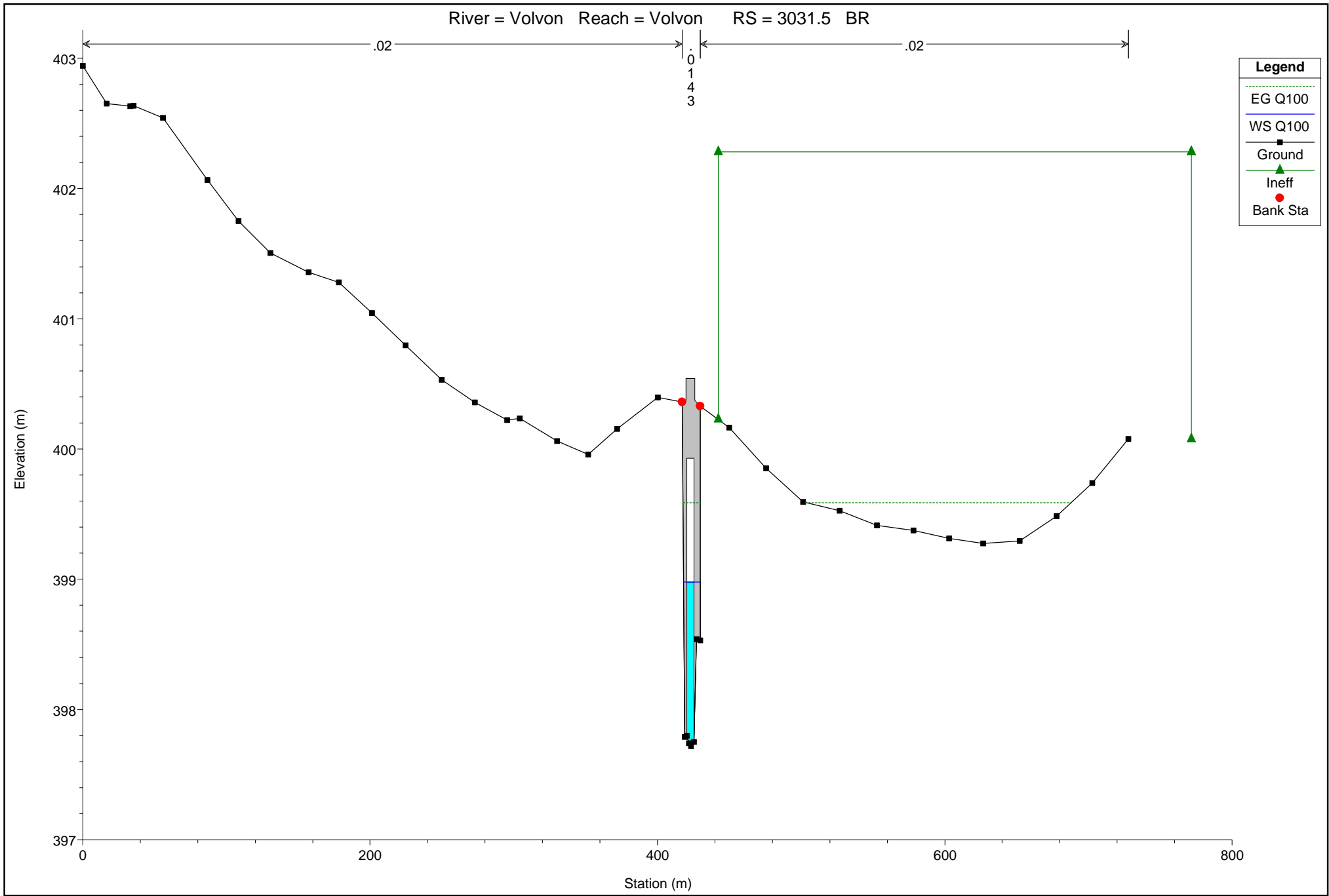
Legend

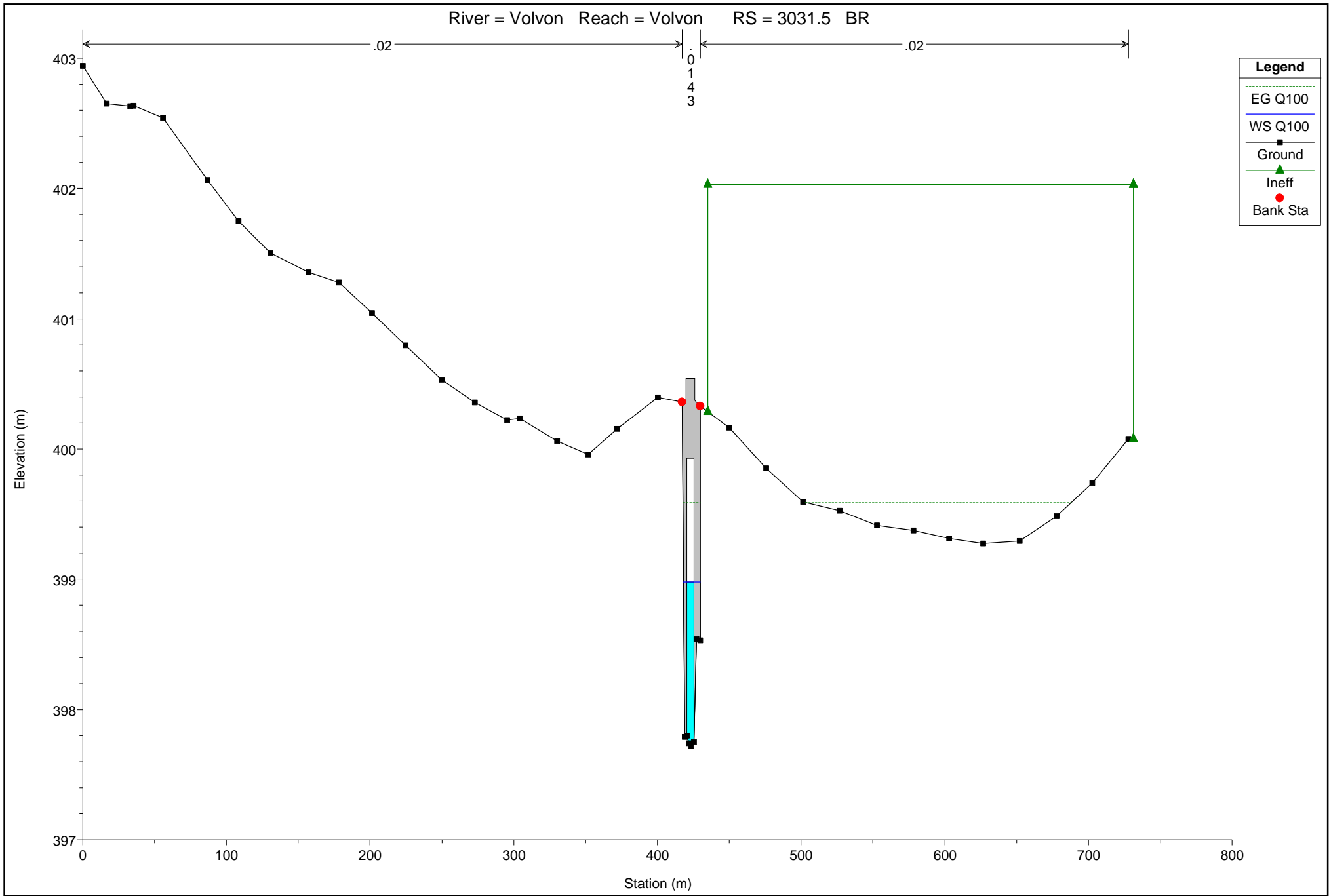
- EG Q100
- WS Q100
- Ground
- Levee
- Ineff
- Bank Sta



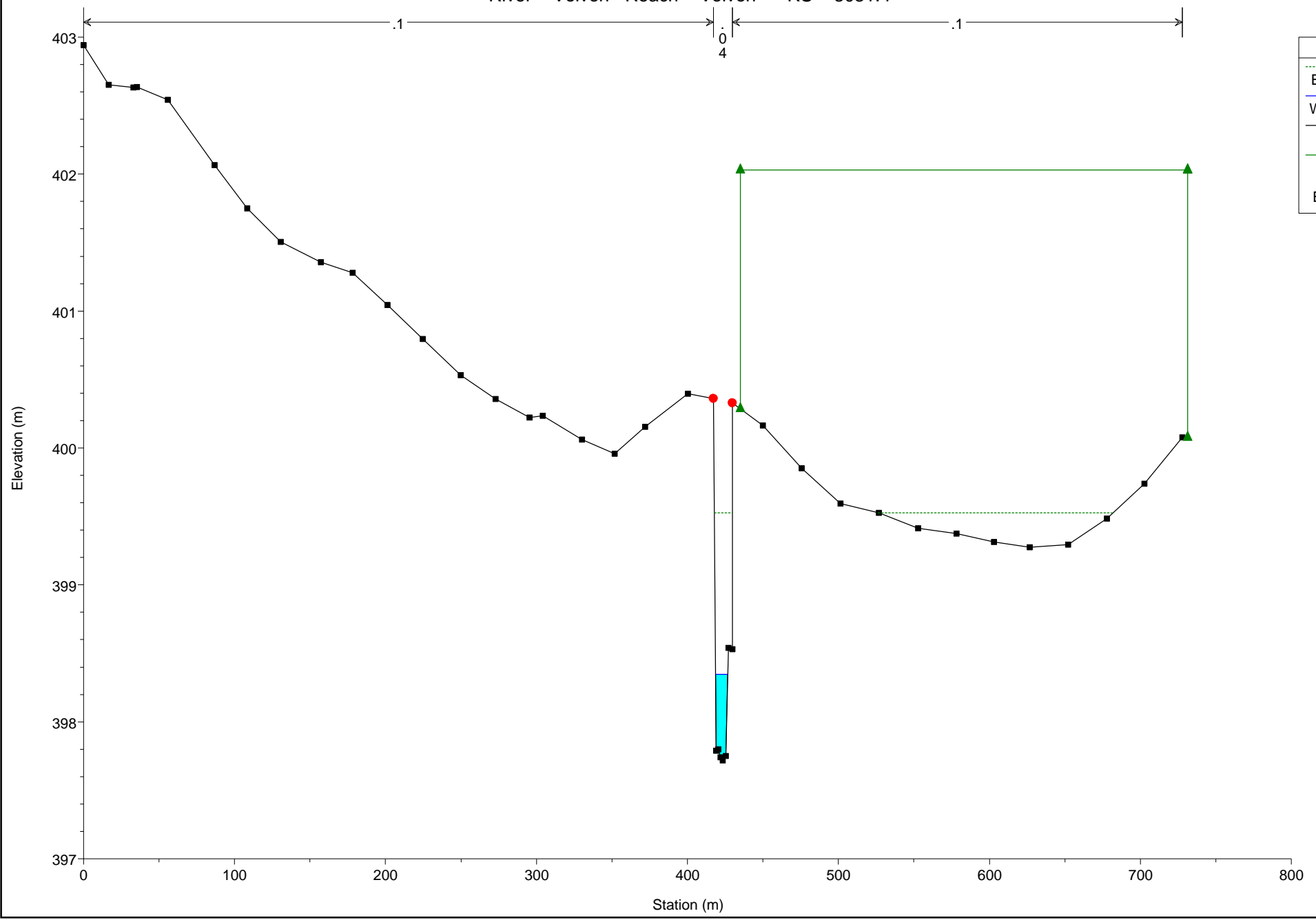








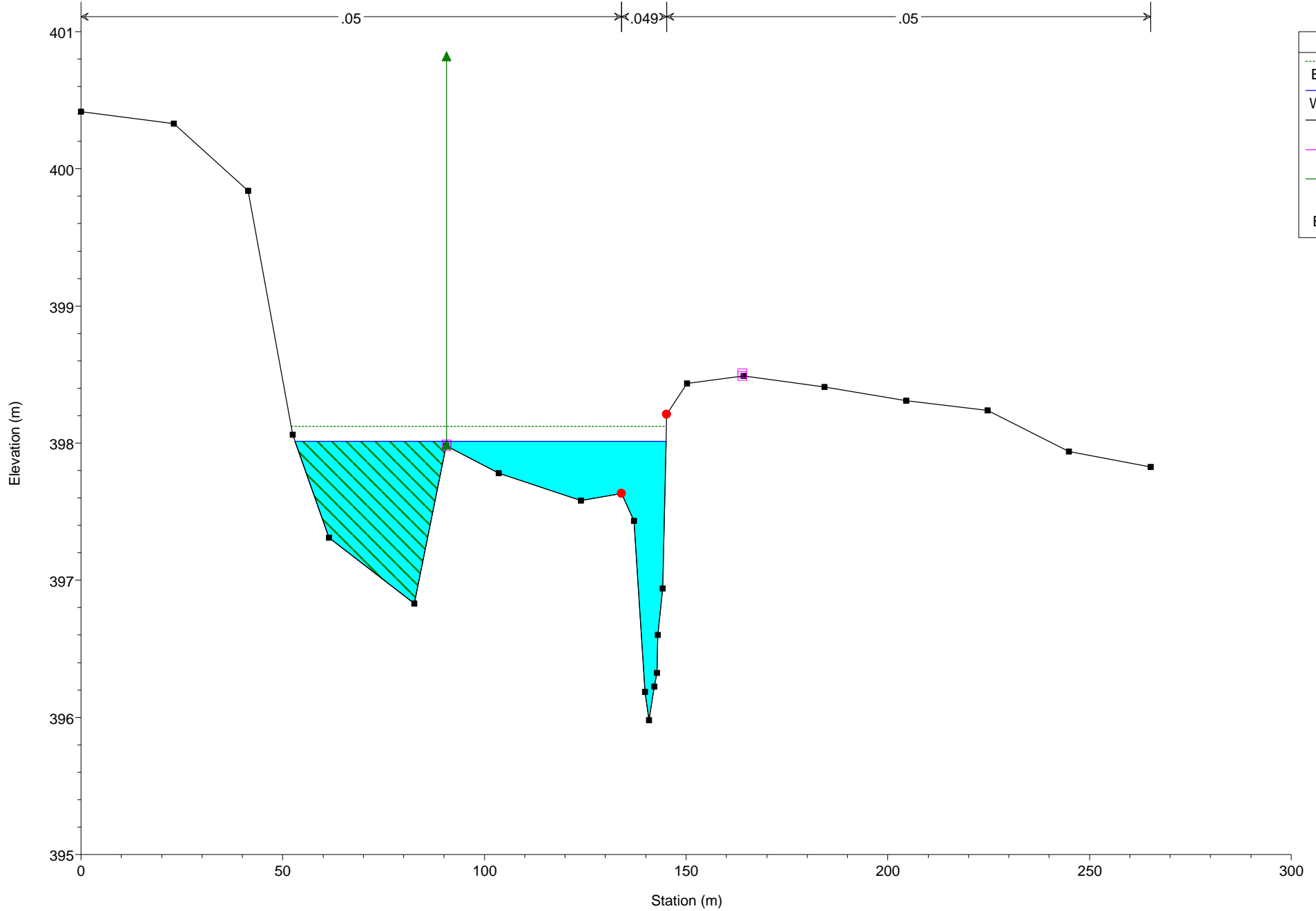
River = Volvon Reach = Volvon RS = 3031.4



Legend

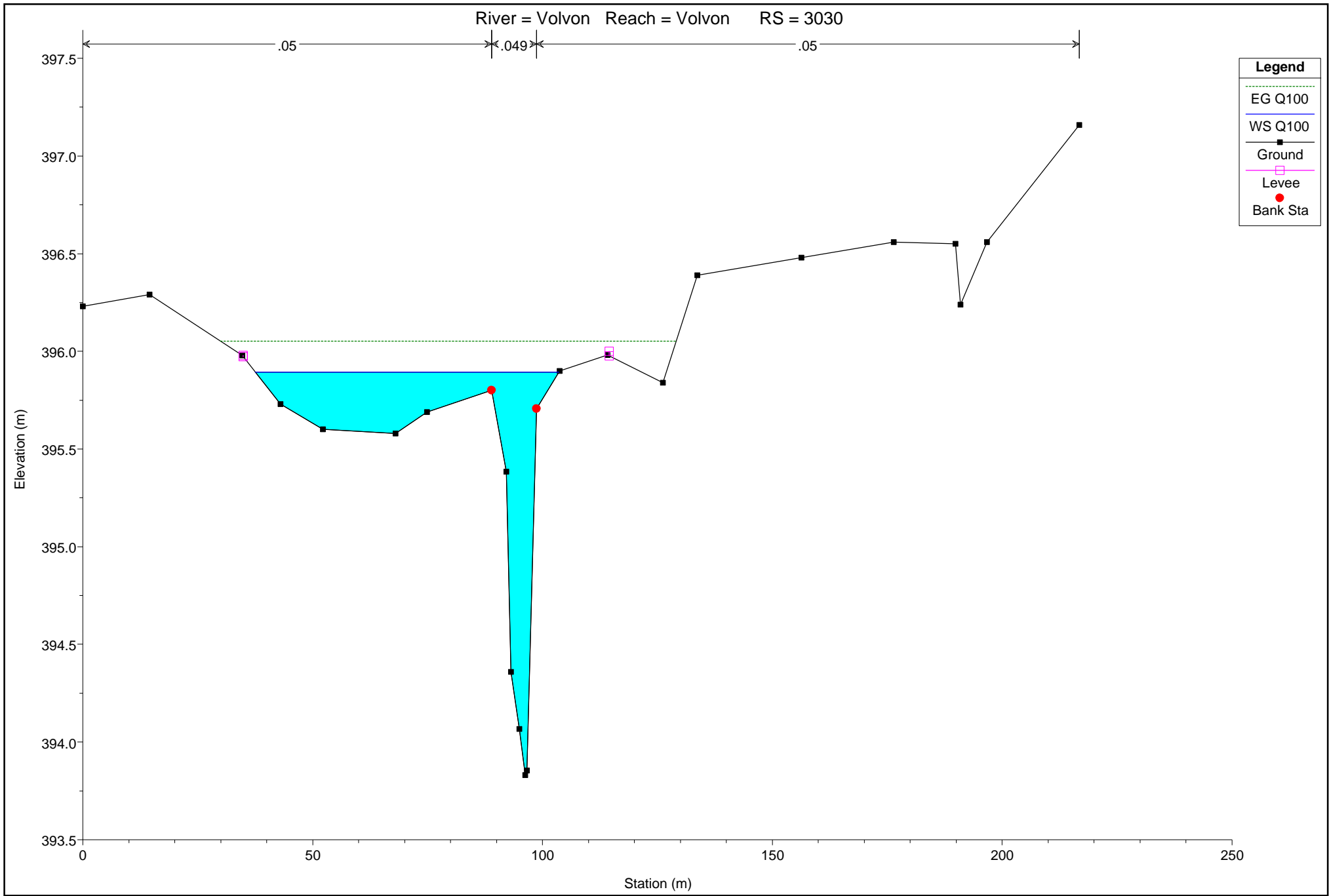
- EG Q100
- WS Q100
- Ground
- Ineff
- Bank Sta

River = Volvon Reach = Volvon RS = 3031

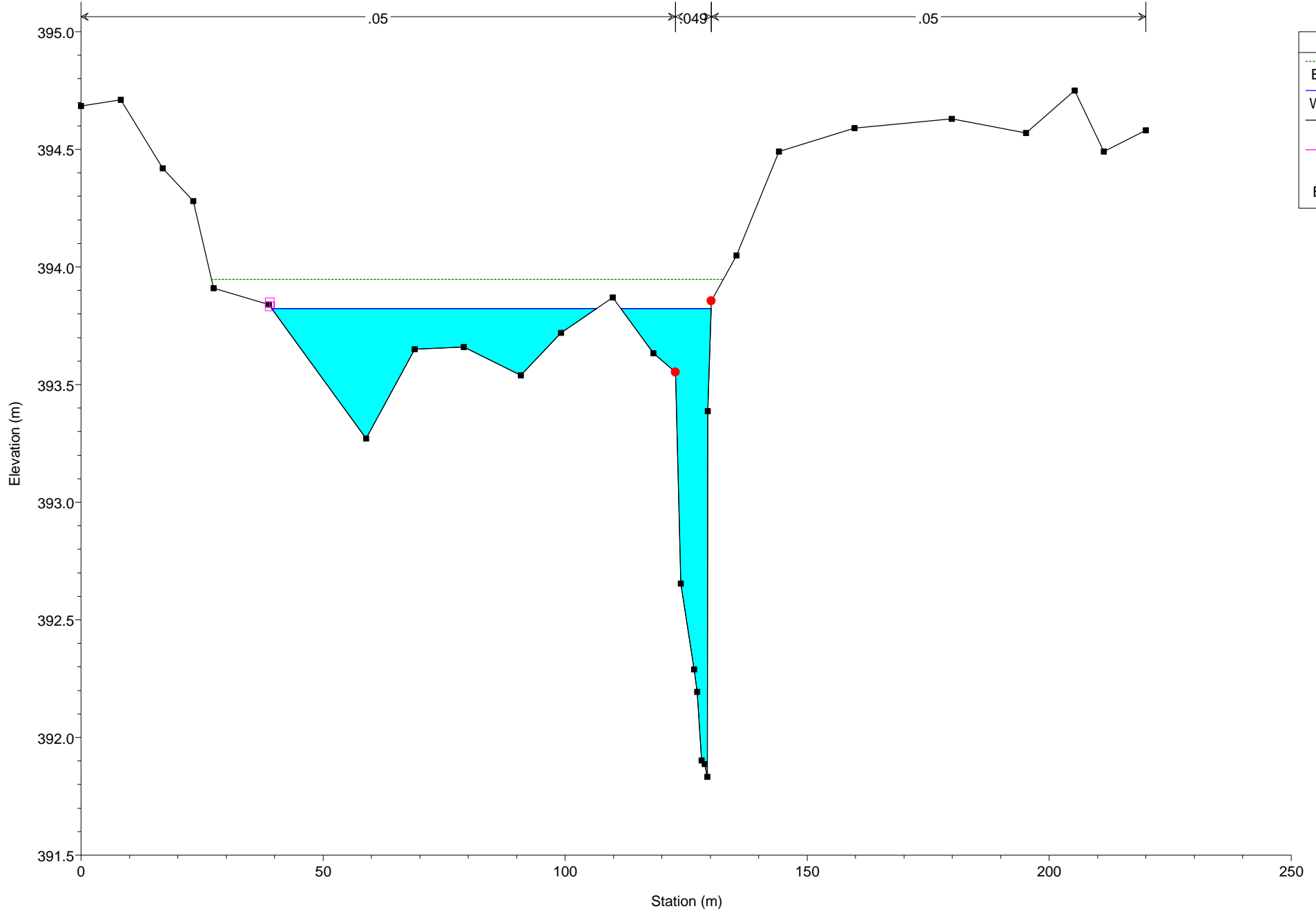


Legend

- EG Q100 (dashed green line)
- WS Q100 (blue line)
- Ground (black line with square markers)
- Levee (pink square marker)
- Ineff (green triangle marker)
- Bank Sta (red circle marker)

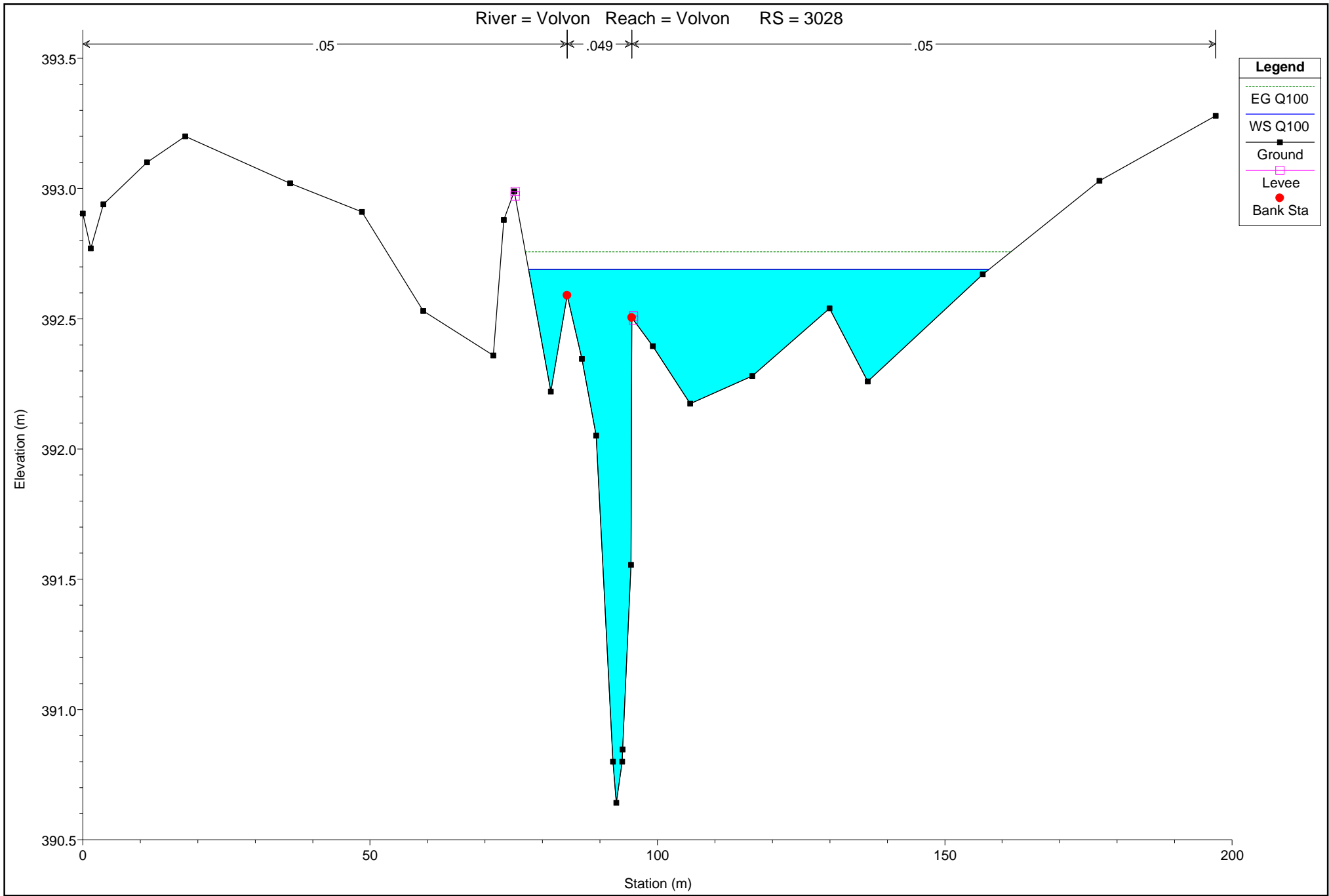


River = Volvon Reach = Volvon RS = 3029

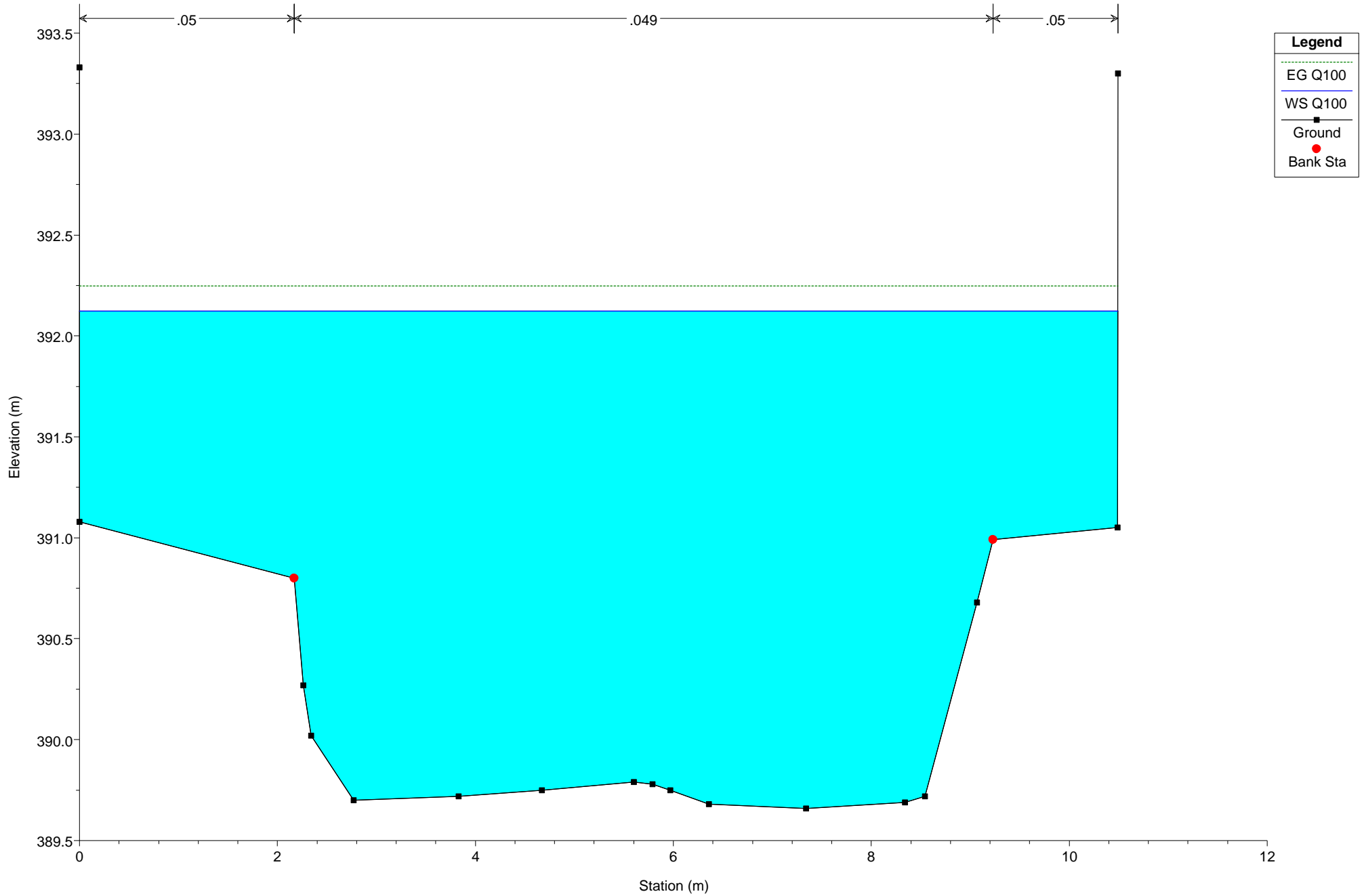


Legend

- EG Q100
- WS Q100
- Ground
- Levee
- Bank Sta



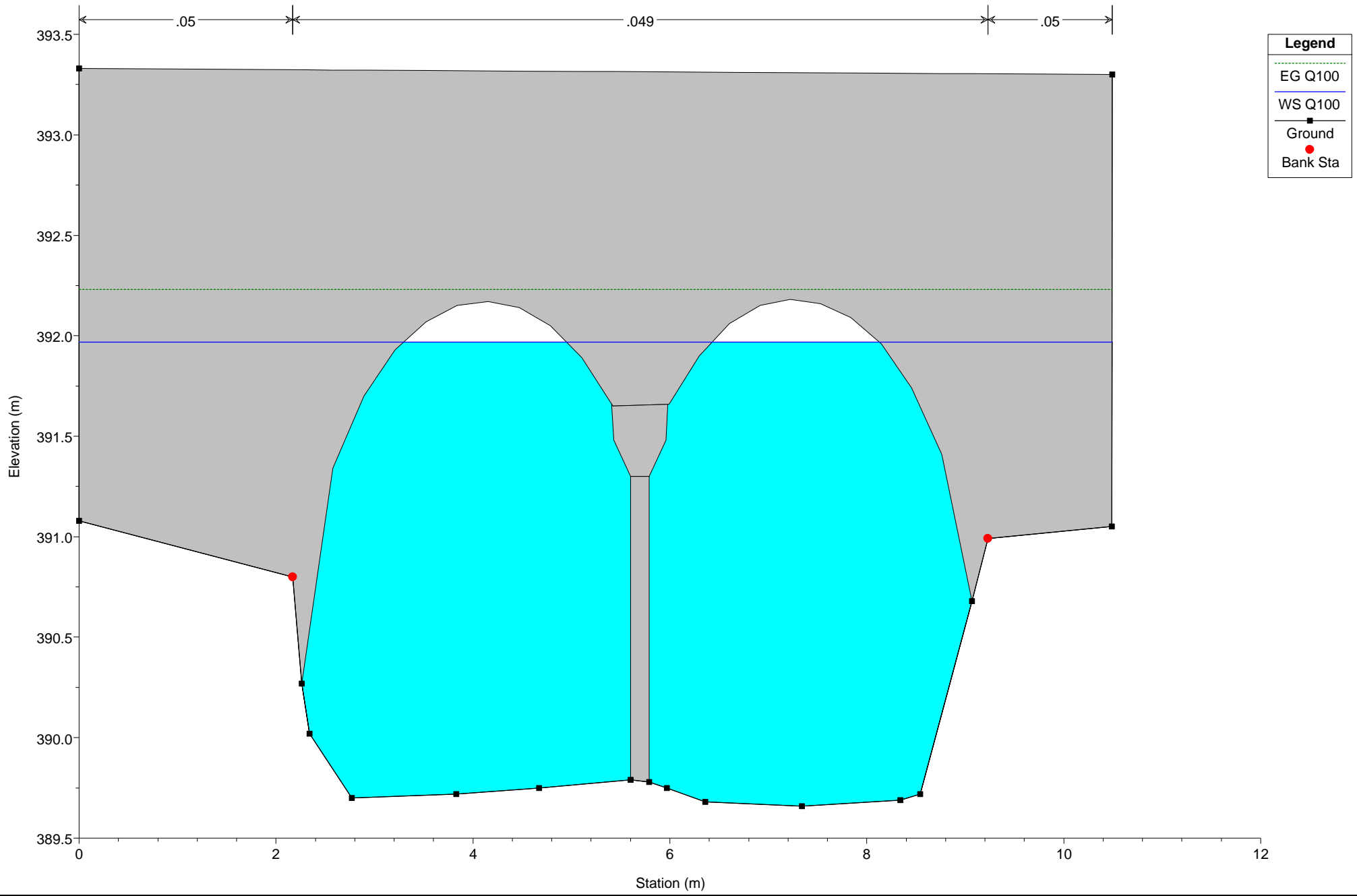
River = Volvon Reach = Volvon RS = 3027.6



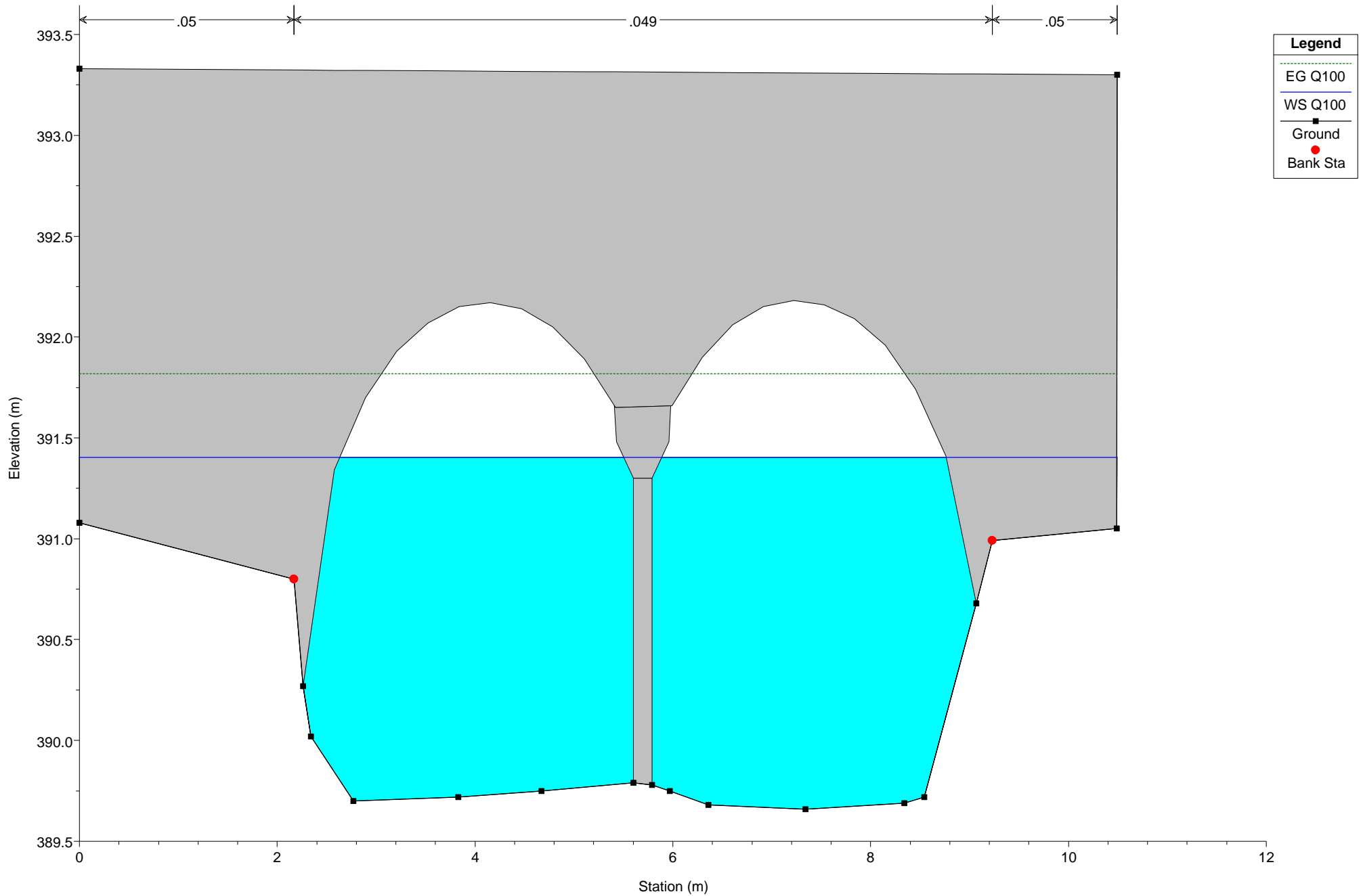
Legend

- EG Q100 (Dotted Green Line)
- WS Q100 (Solid Blue Line)
- Ground (Black Line with Square Markers)
- Bank Sta (Red Dot)

River = Volvon Reach = Volvon RS = 3027.5 BR



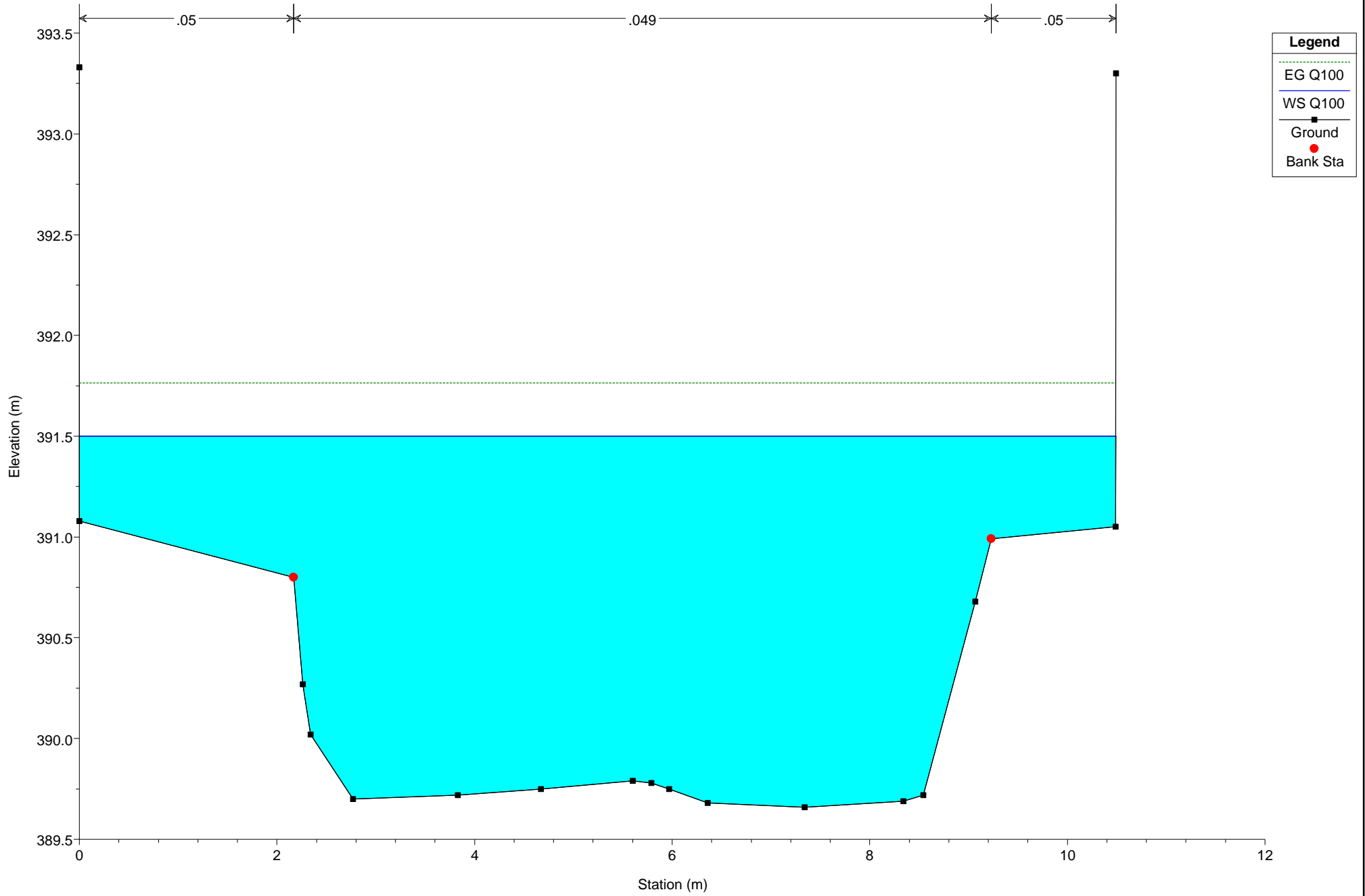
River = Volvon Reach = Volvon RS = 3027.5 BR



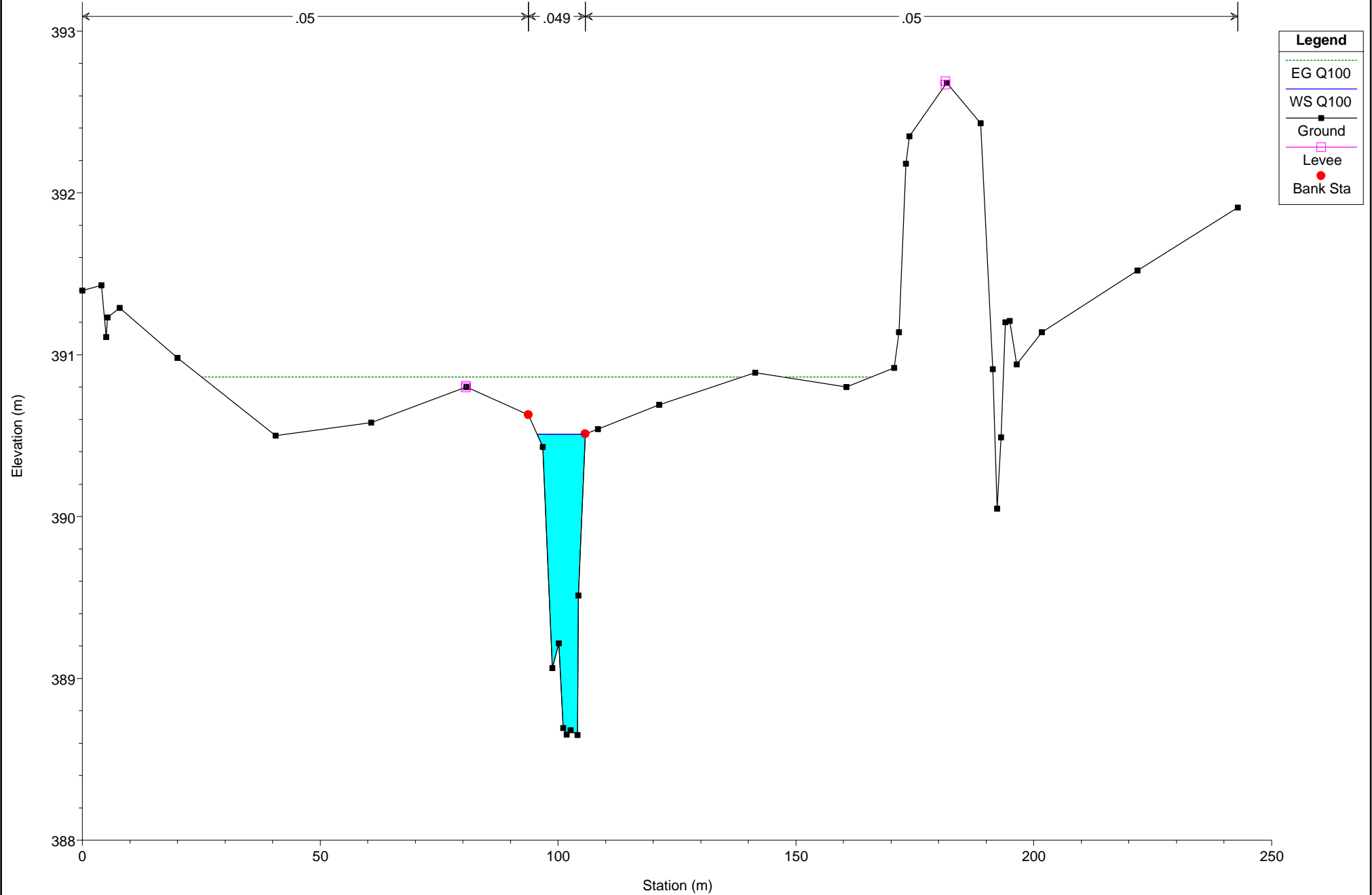
Legend

- EG Q100
- WS Q100
- Ground
- Bank Sta

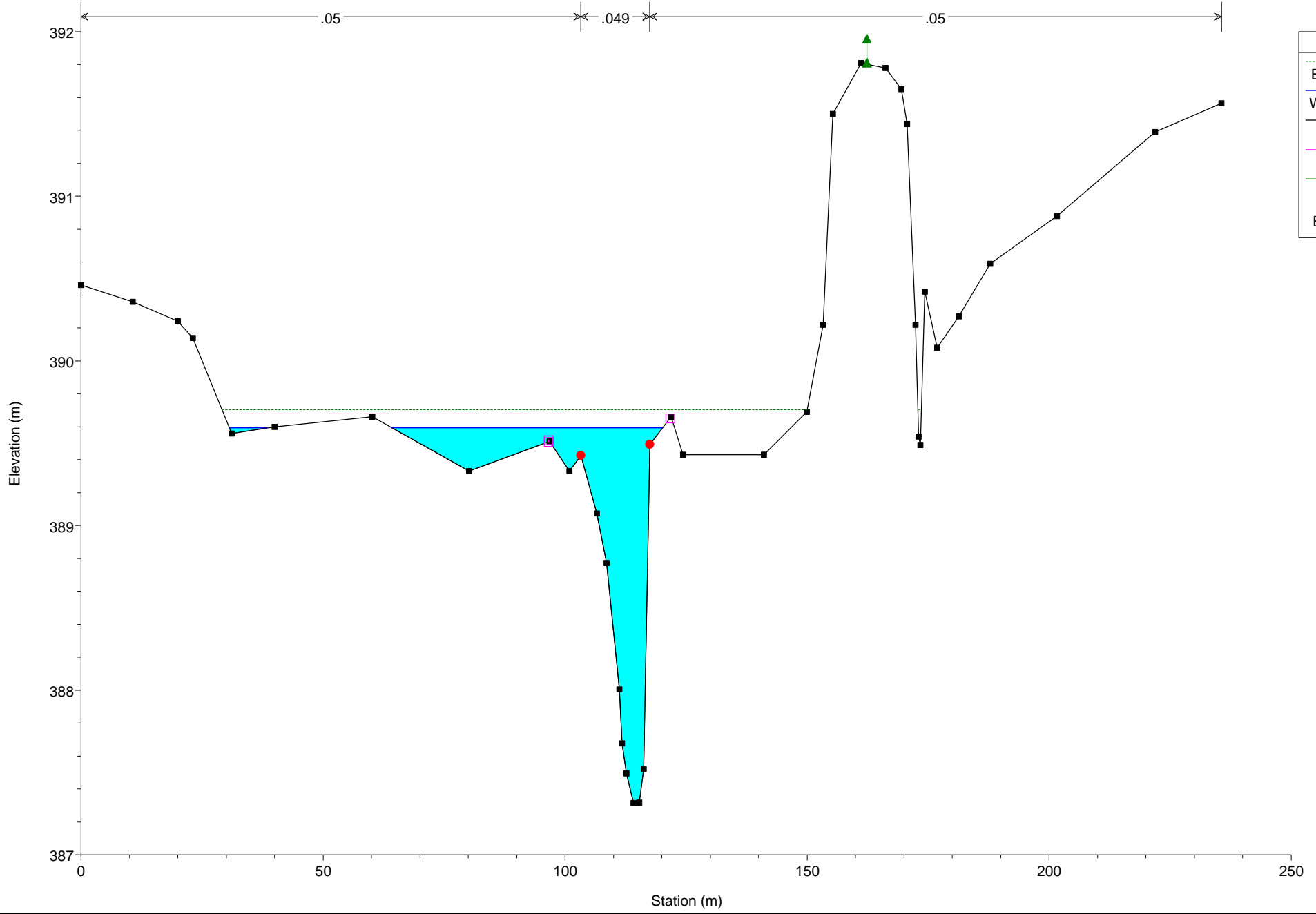
River = Volvon Reach = Volvon RS = 3027.4



River = Volvon Reach = Volvon RS = 3026

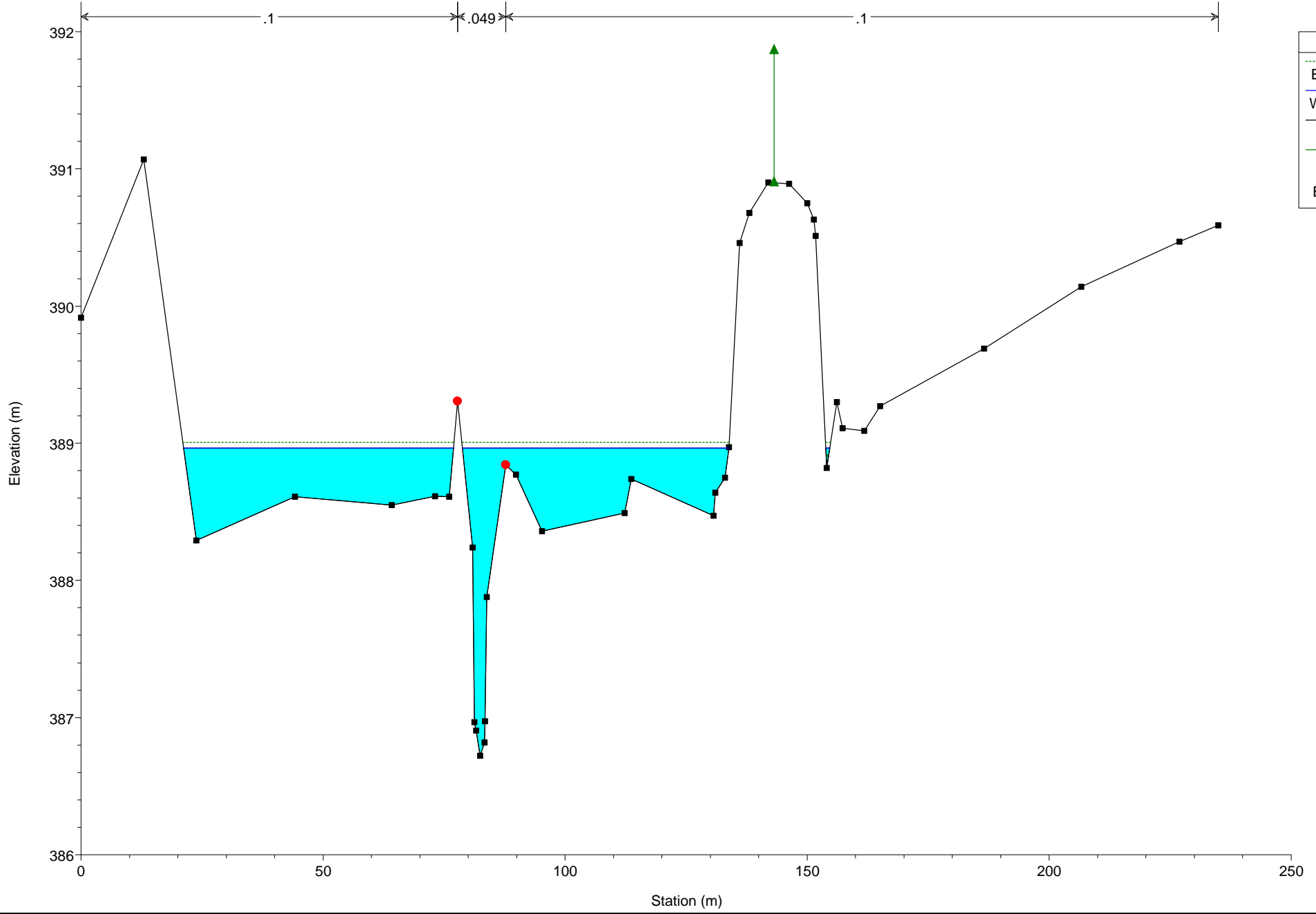


River = Volvon Reach = Volvon RS = 3025

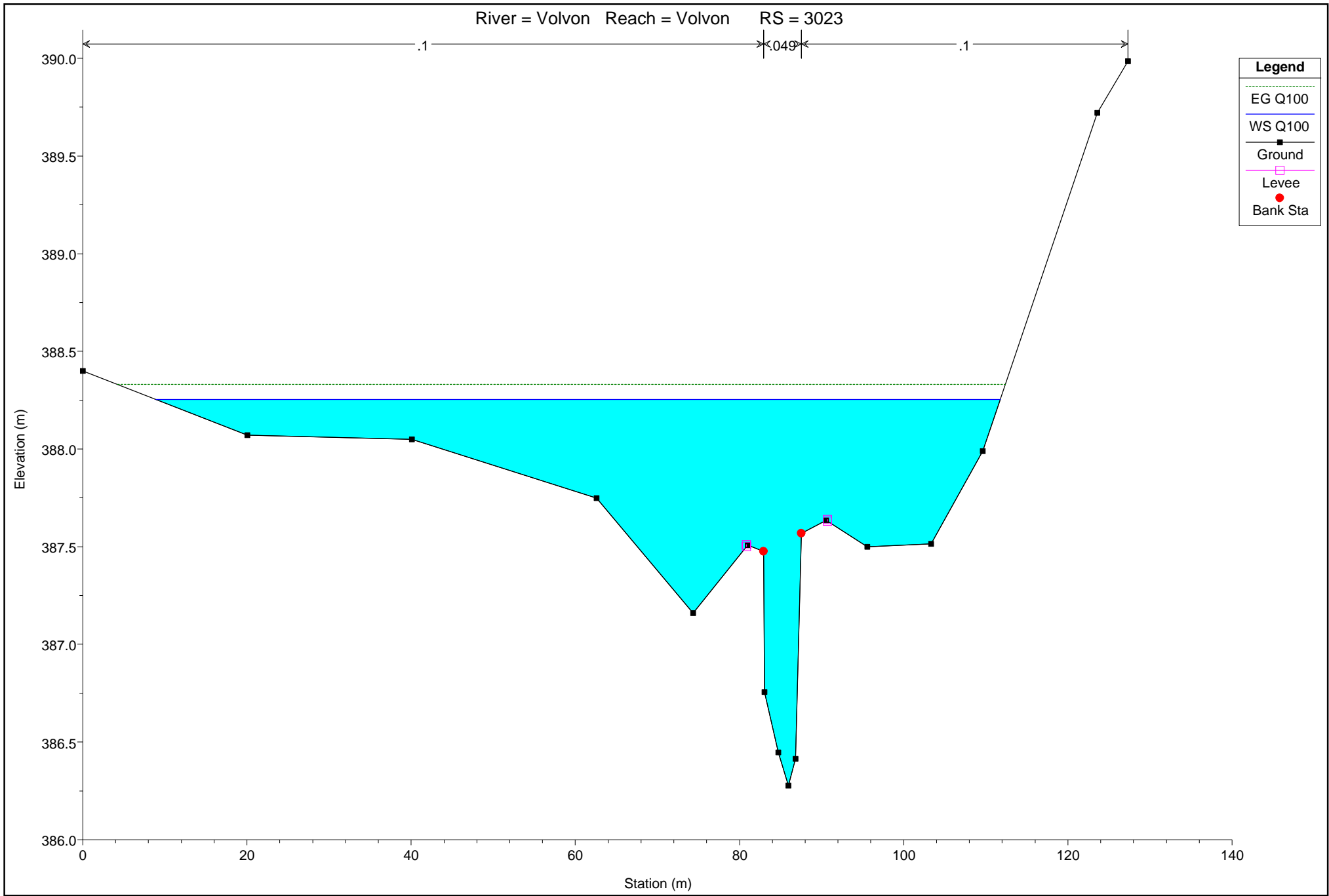


Legend	
EG Q100	--- (dotted green line)
WS Q100	— (solid blue line)
Ground	— (solid black line)
Levee	□ (pink square)
Ineff	▲ (green triangle)
Bank Sta	● (red circle)

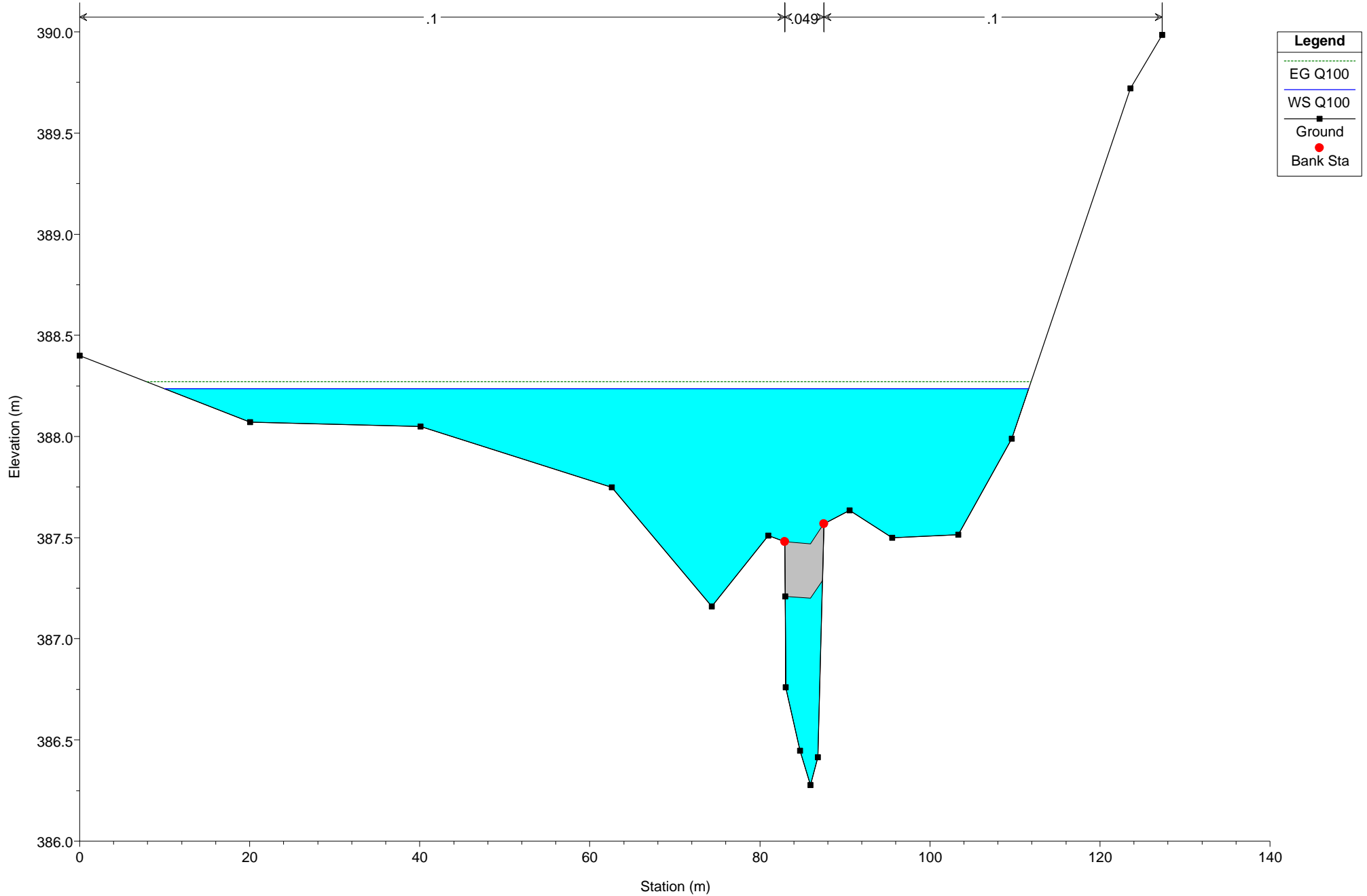
River = Volvon Reach = Volvon RS = 3024



Legend	
EG Q100	-----
WS Q100	-----
Ground	■
Ineff	▲
Bank Sta	●



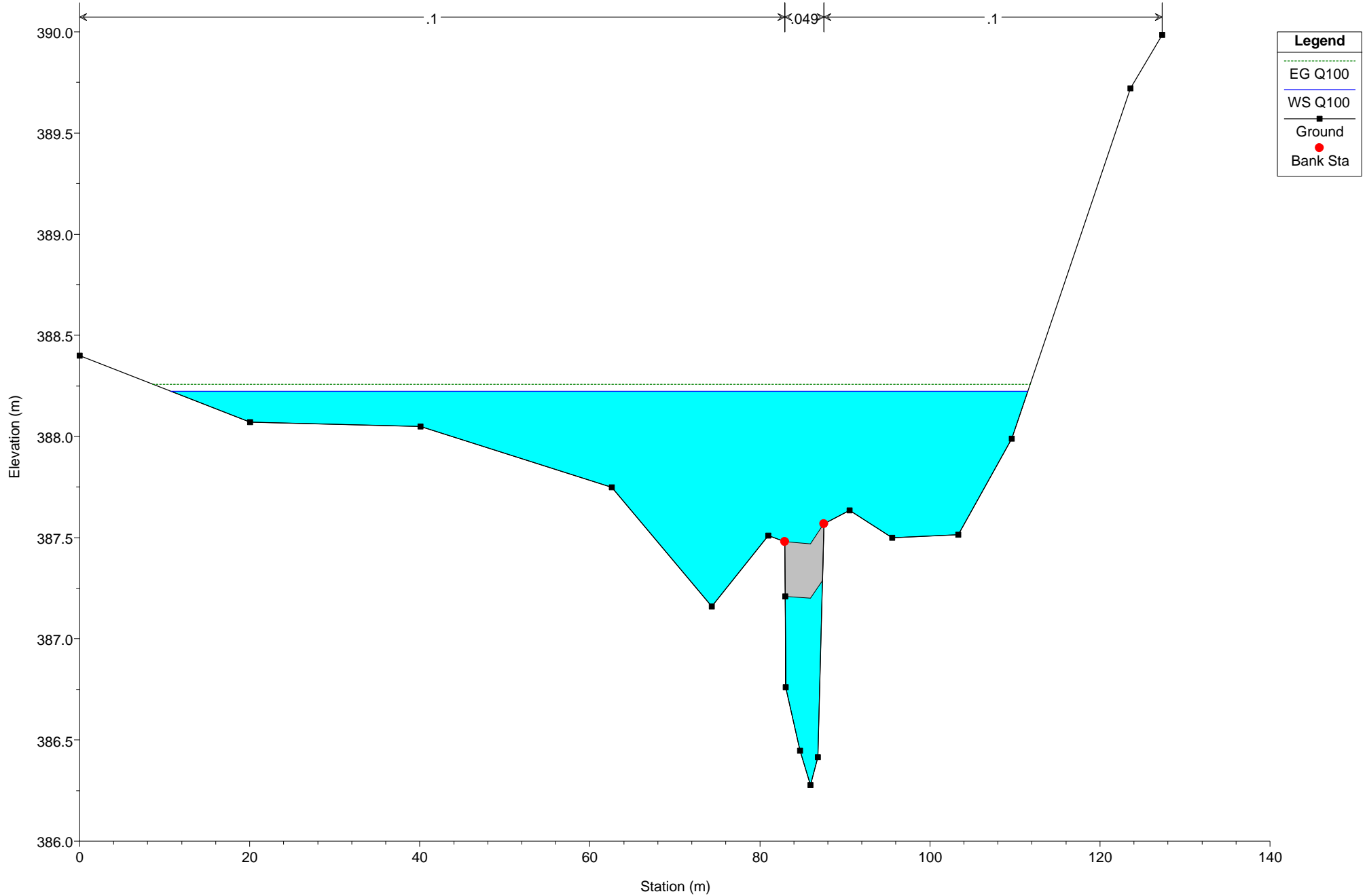
River = Volvon Reach = Volvon RS = 3022.5 BR

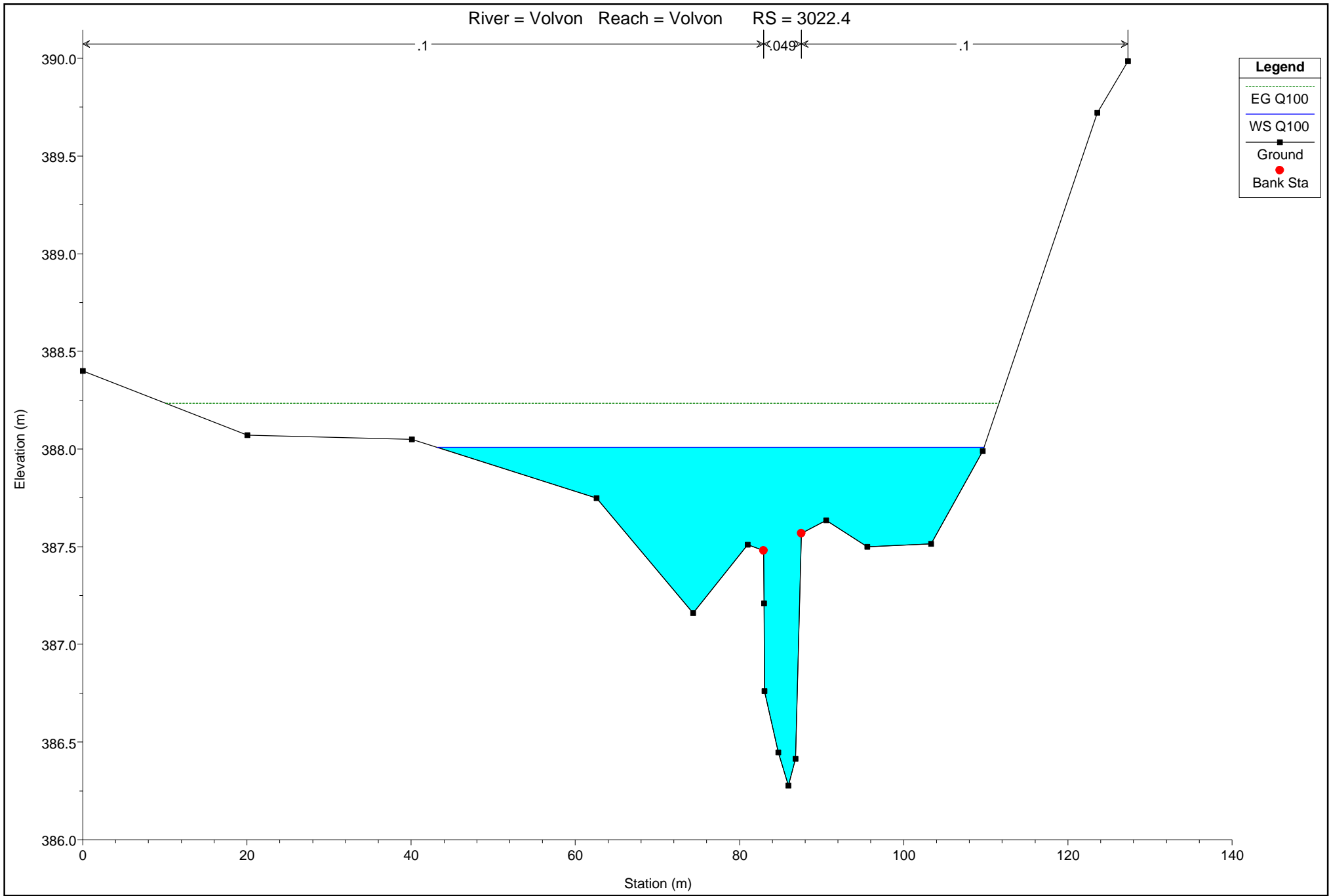


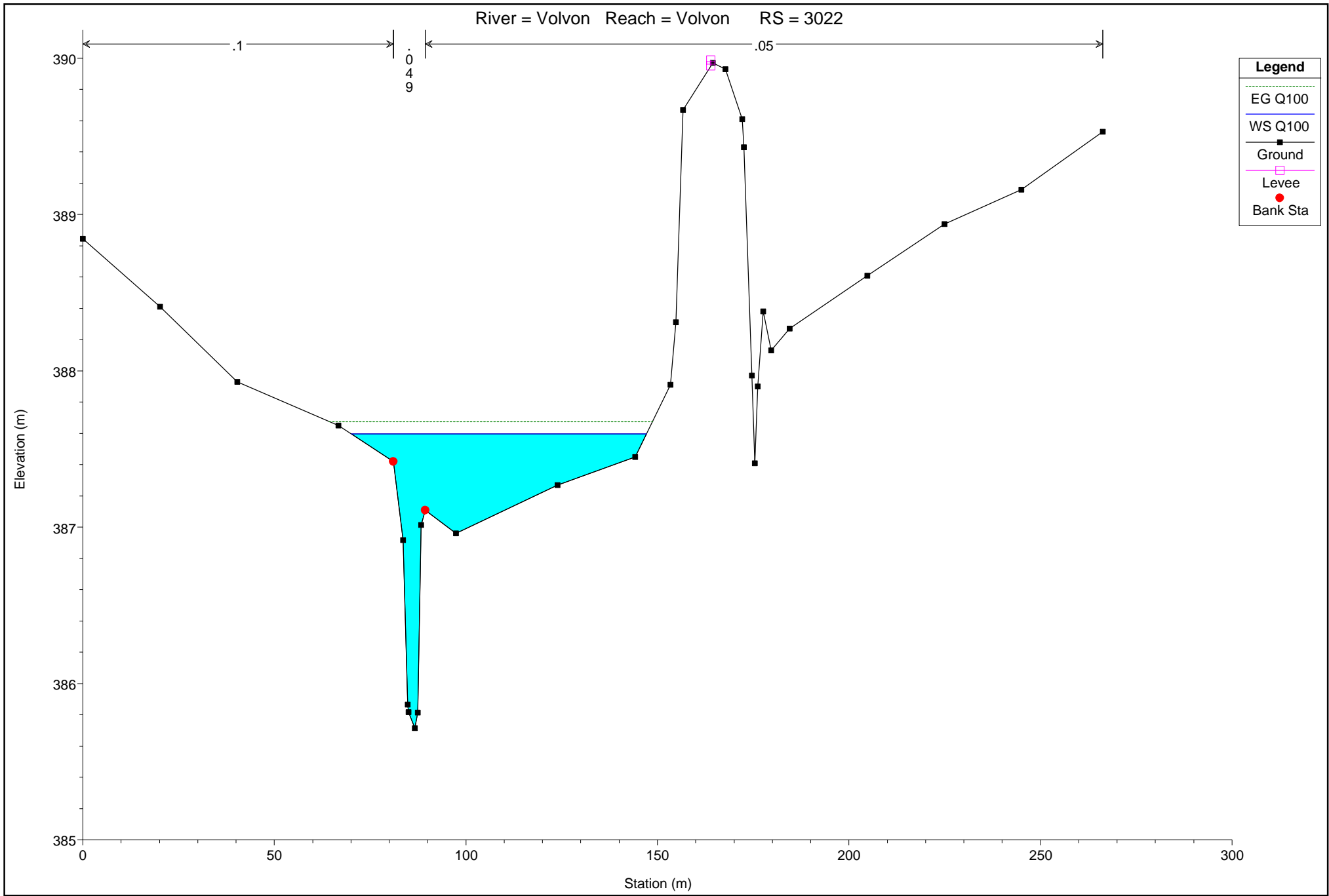
Legend

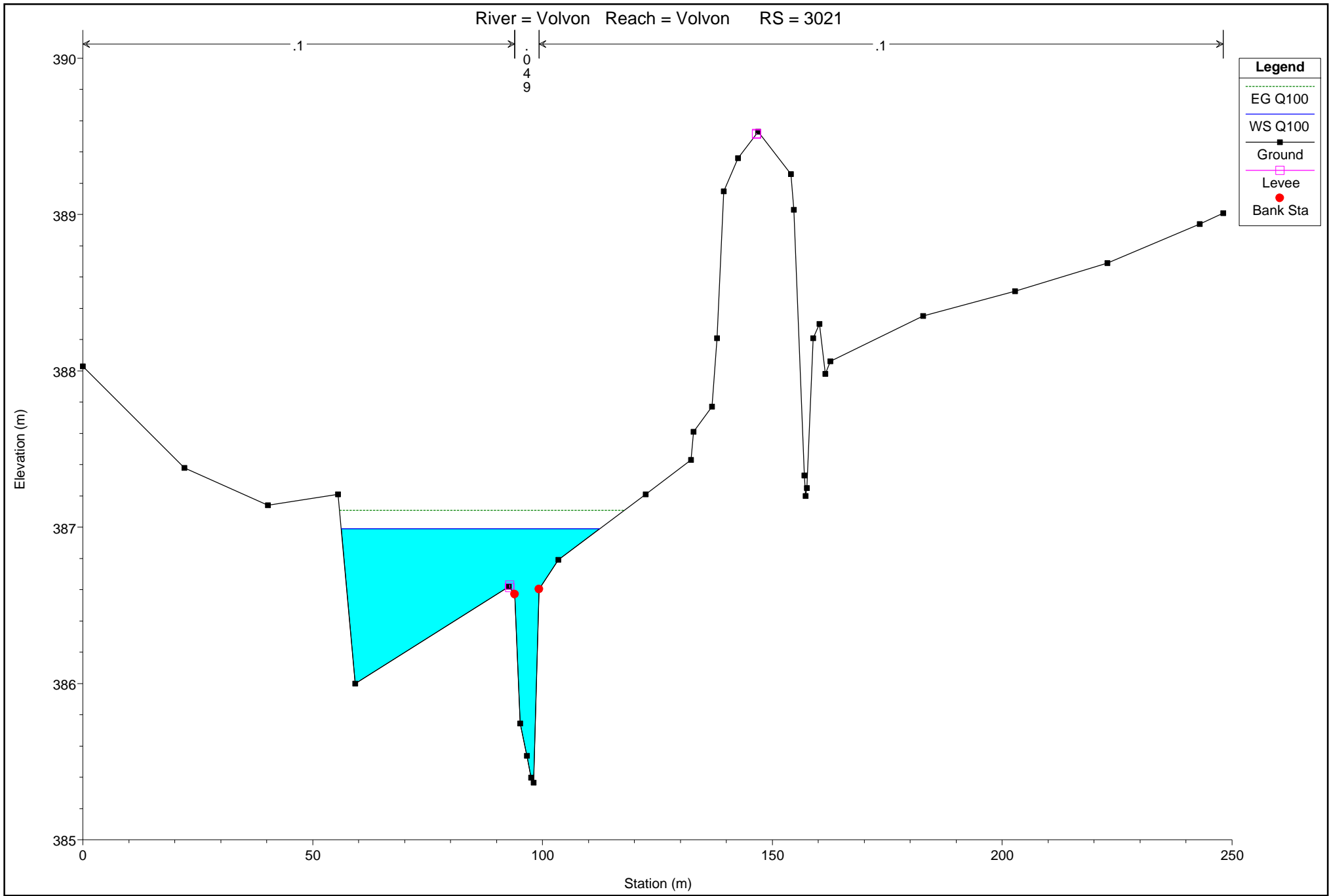
- EG Q100 (dashed green line)
- WS Q100 (solid blue line)
- Ground (black line with square markers)
- Bank Sta (red dot)

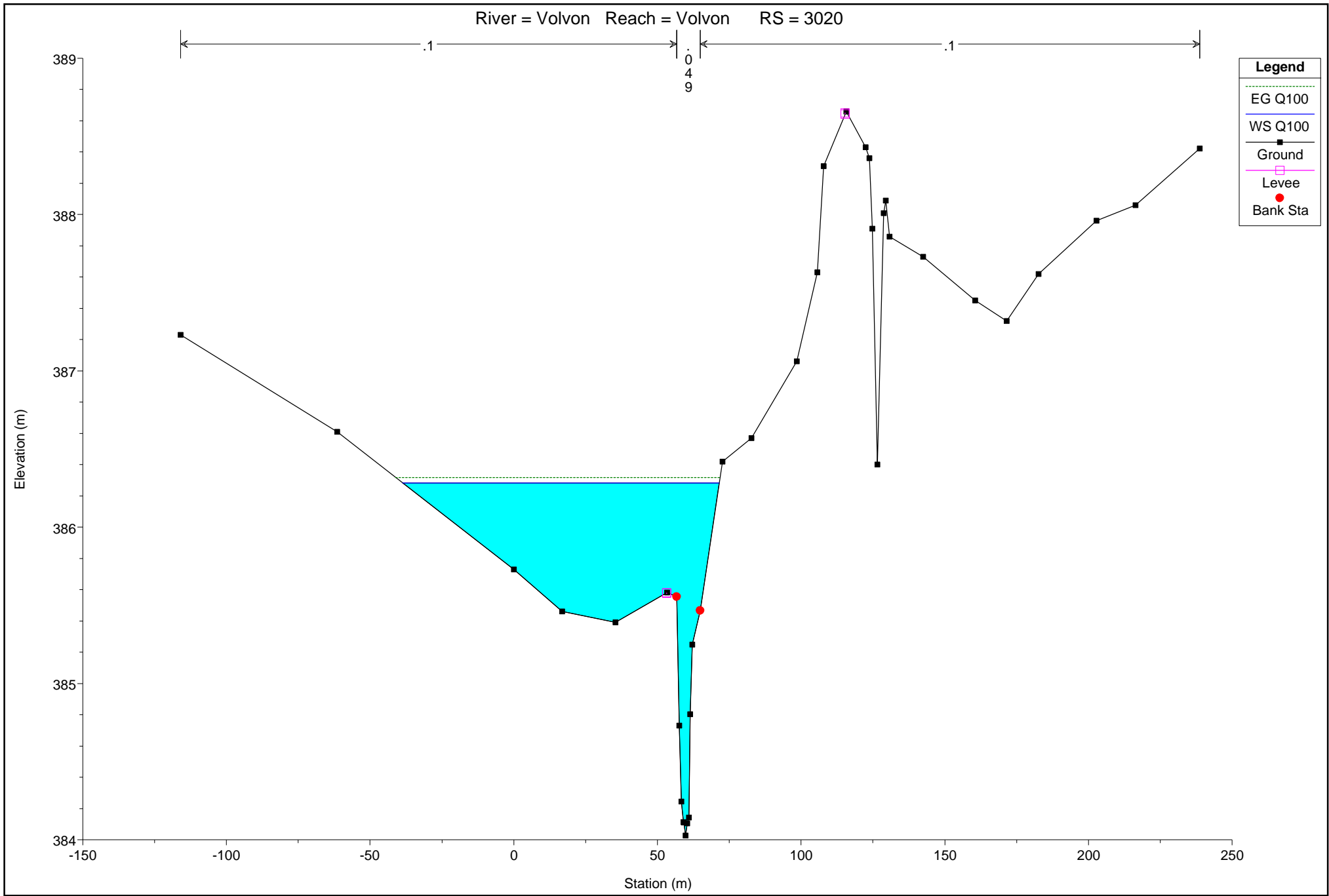
River = Volvon Reach = Volvon RS = 3022.5 BR



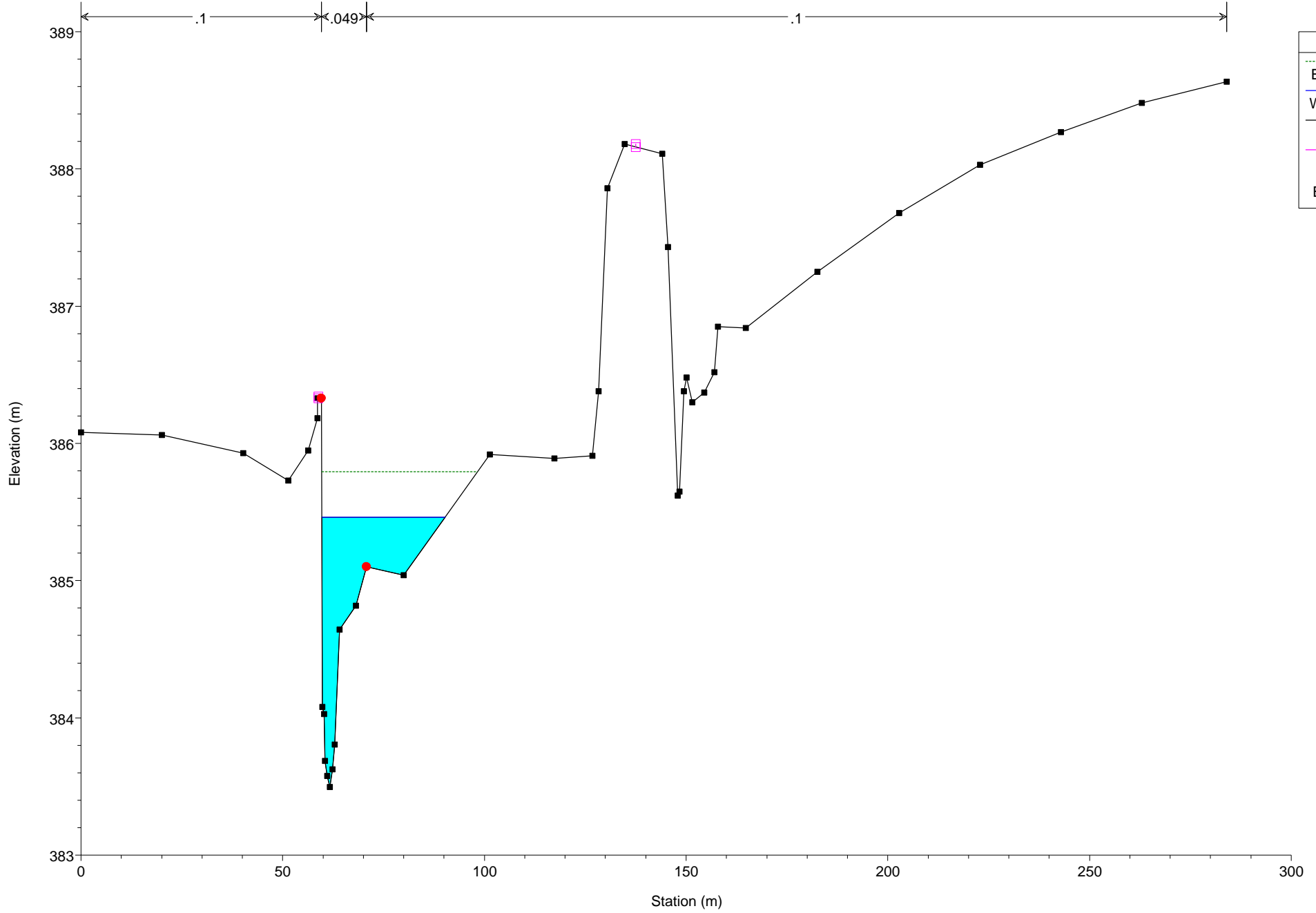








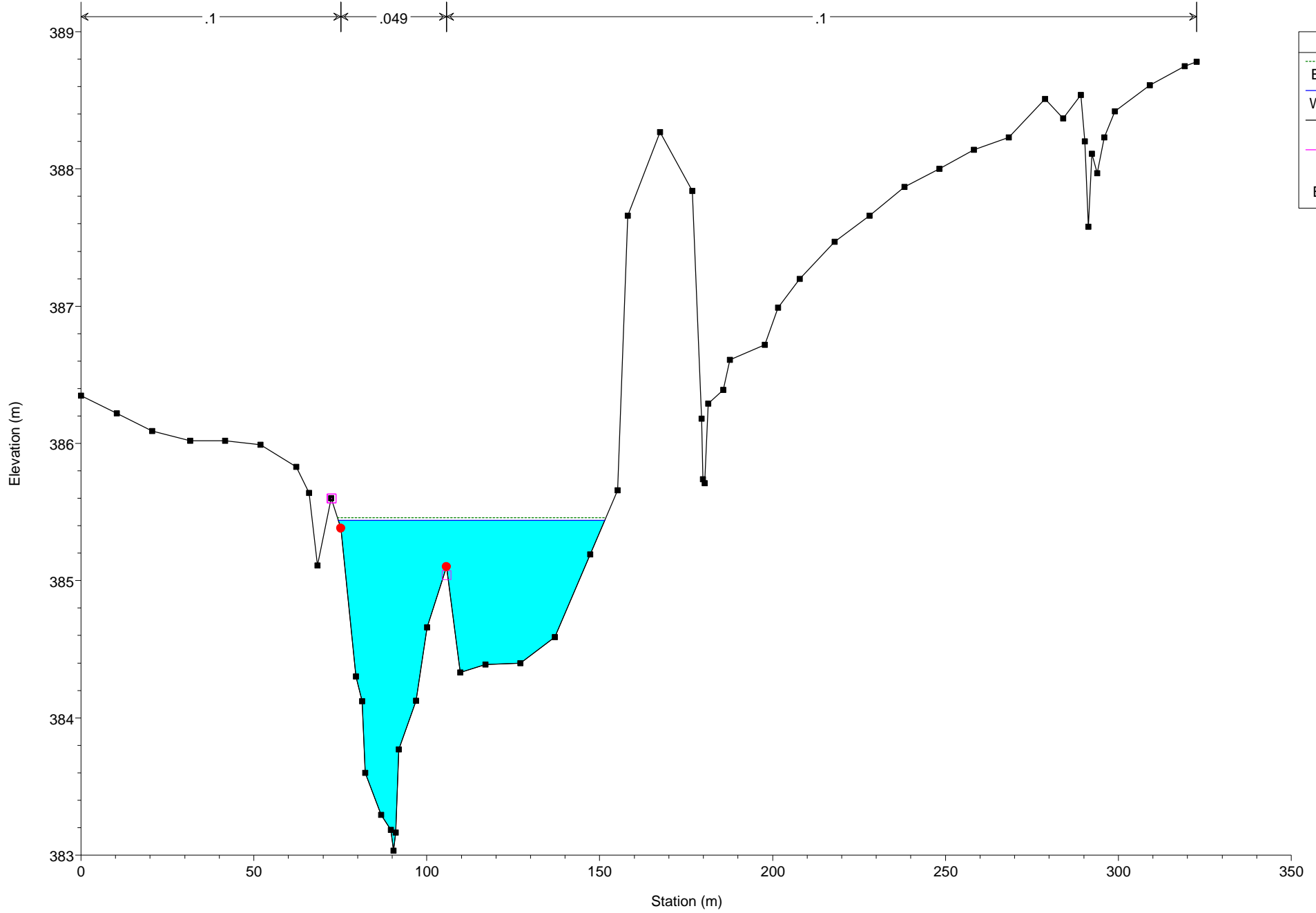
River = Volvon Reach = Volvon RS = 3019



Legend

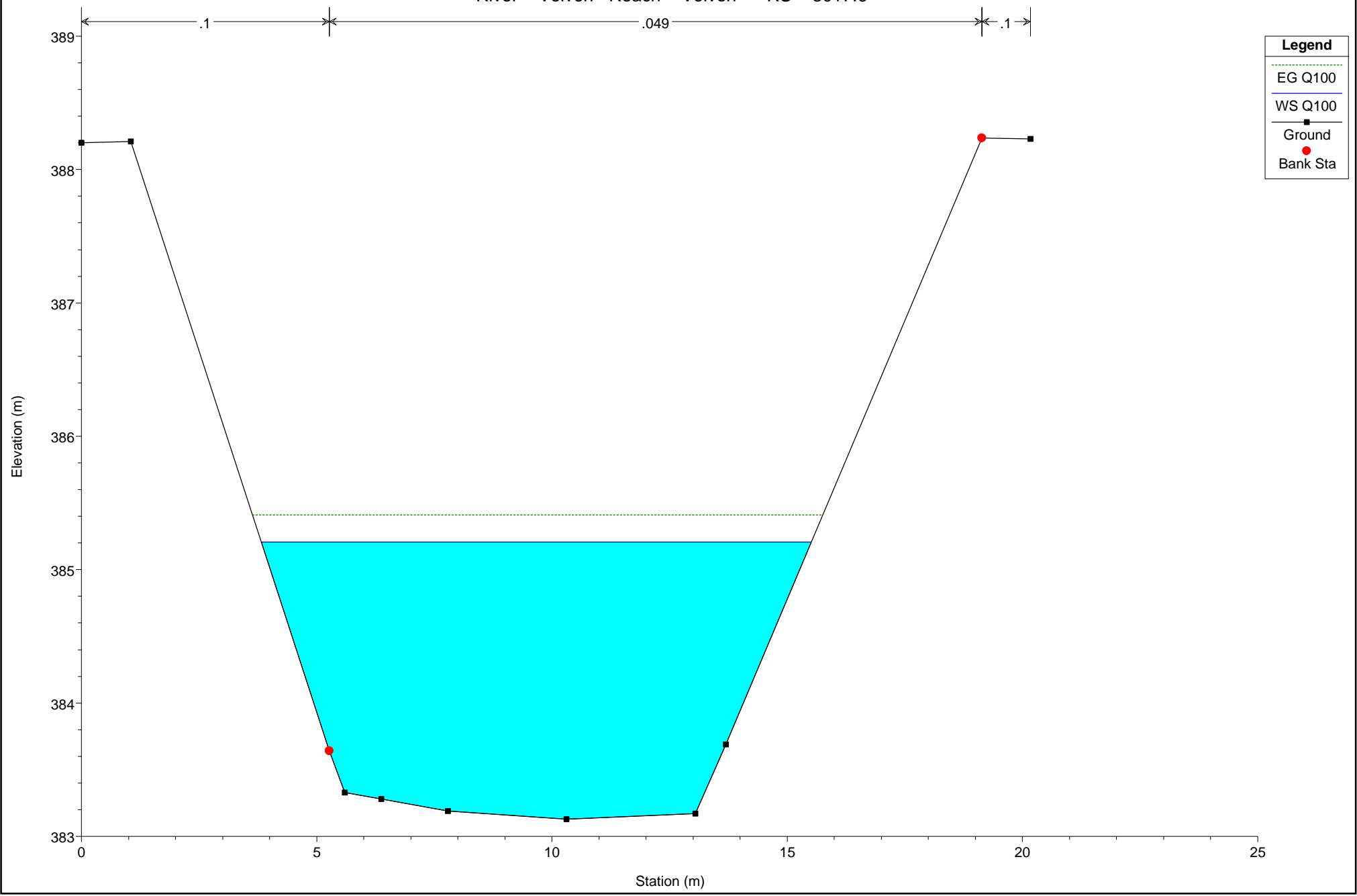
- EG Q100
- WS Q100
- Ground
- Levee
- Bank Sta

River = Volvon Reach = Volvon RS = 3018



Legend	
EG Q100	-----
WS Q100	-----
Ground	—■—
Levee	—□—
Bank Sta	●

River = Volvon Reach = Volvon RS = 3017.6

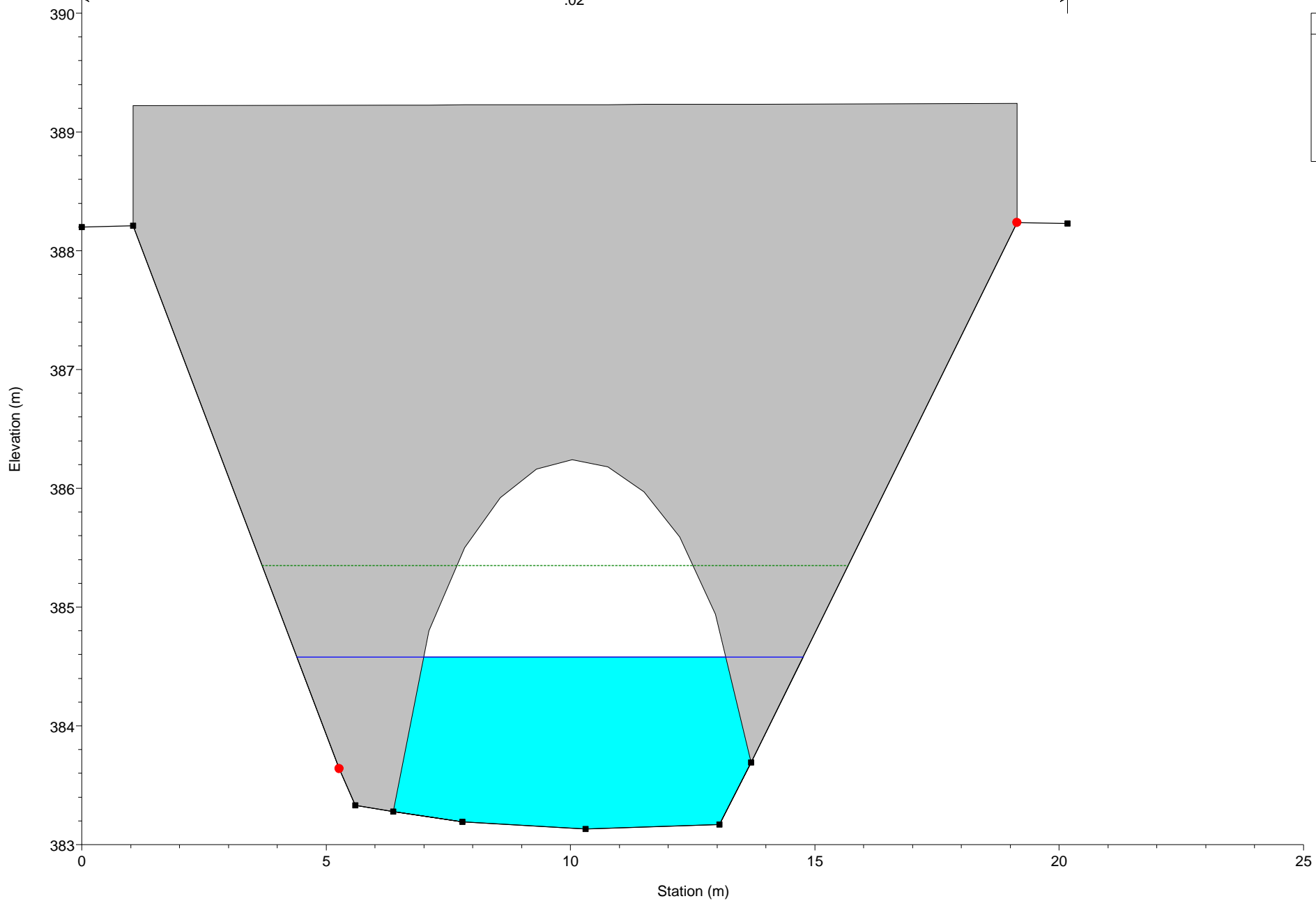


Legend

- EG Q100
- WS Q100
- Ground
- Bank Sta

River = Volvon Reach = Volvon RS = 3017.5 BR

.02

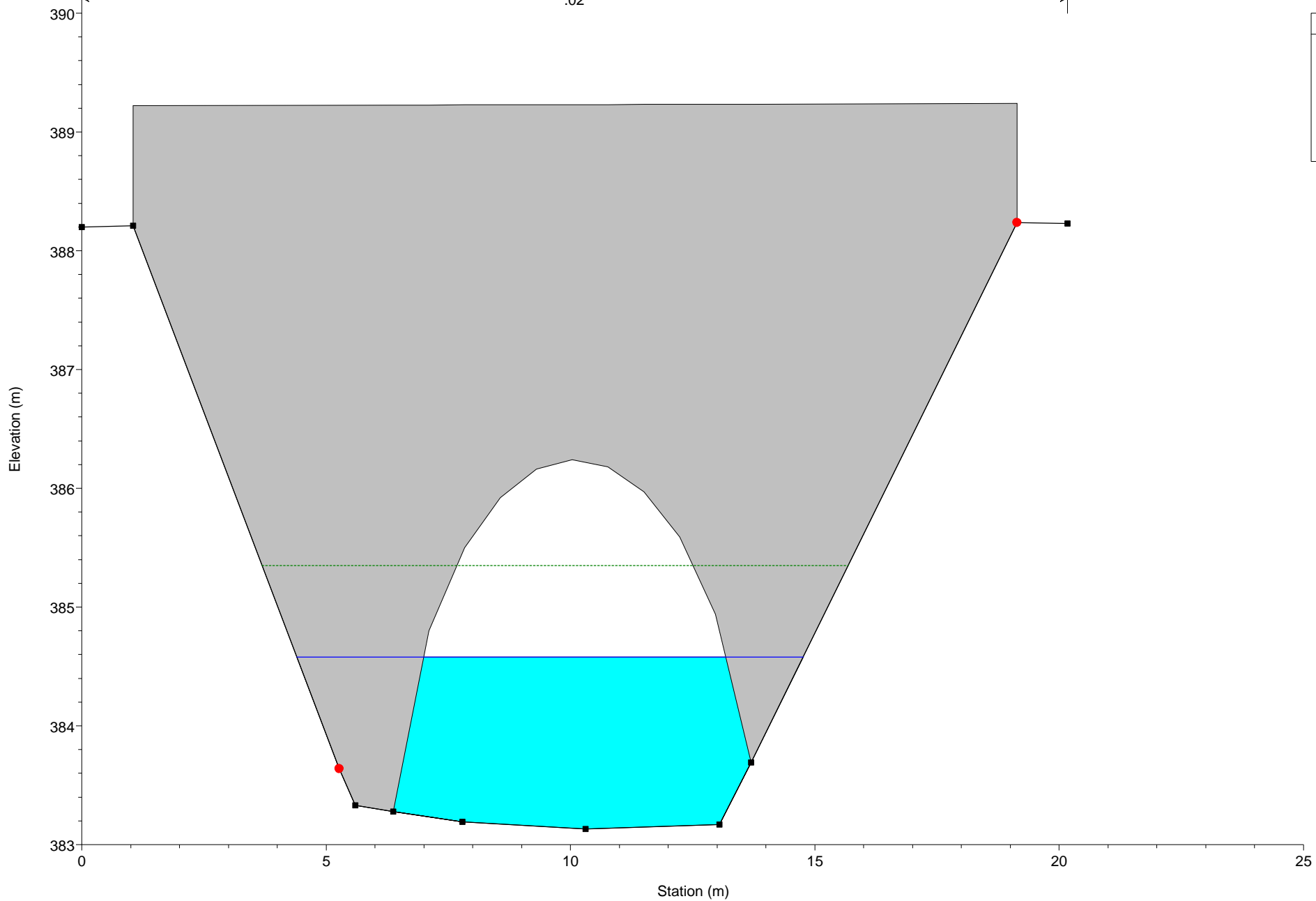


Legend

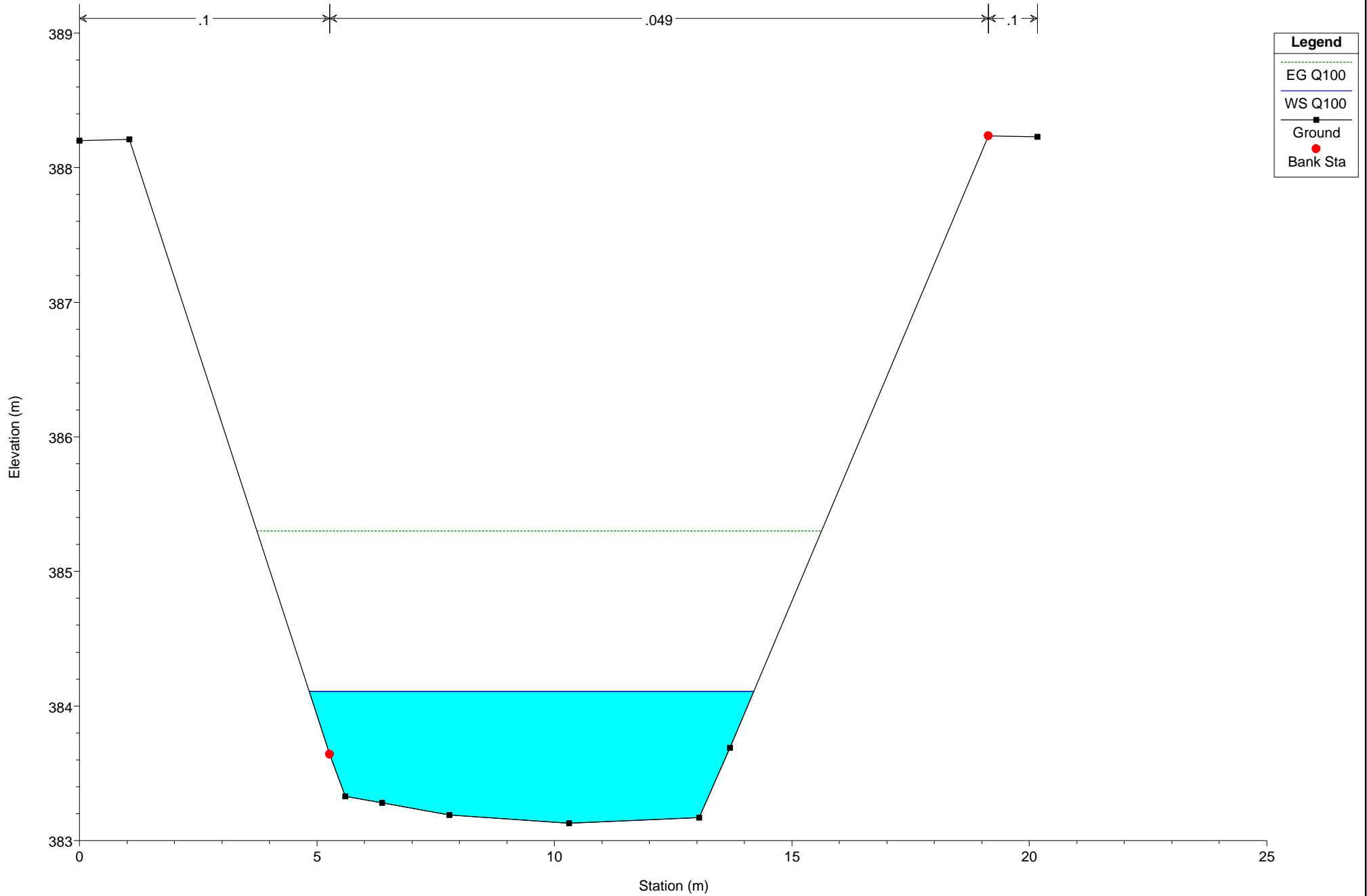
- EG Q100
- WS Q100
- Ground
- Bank Sta

River = Volvon Reach = Volvon RS = 3017.5 BR

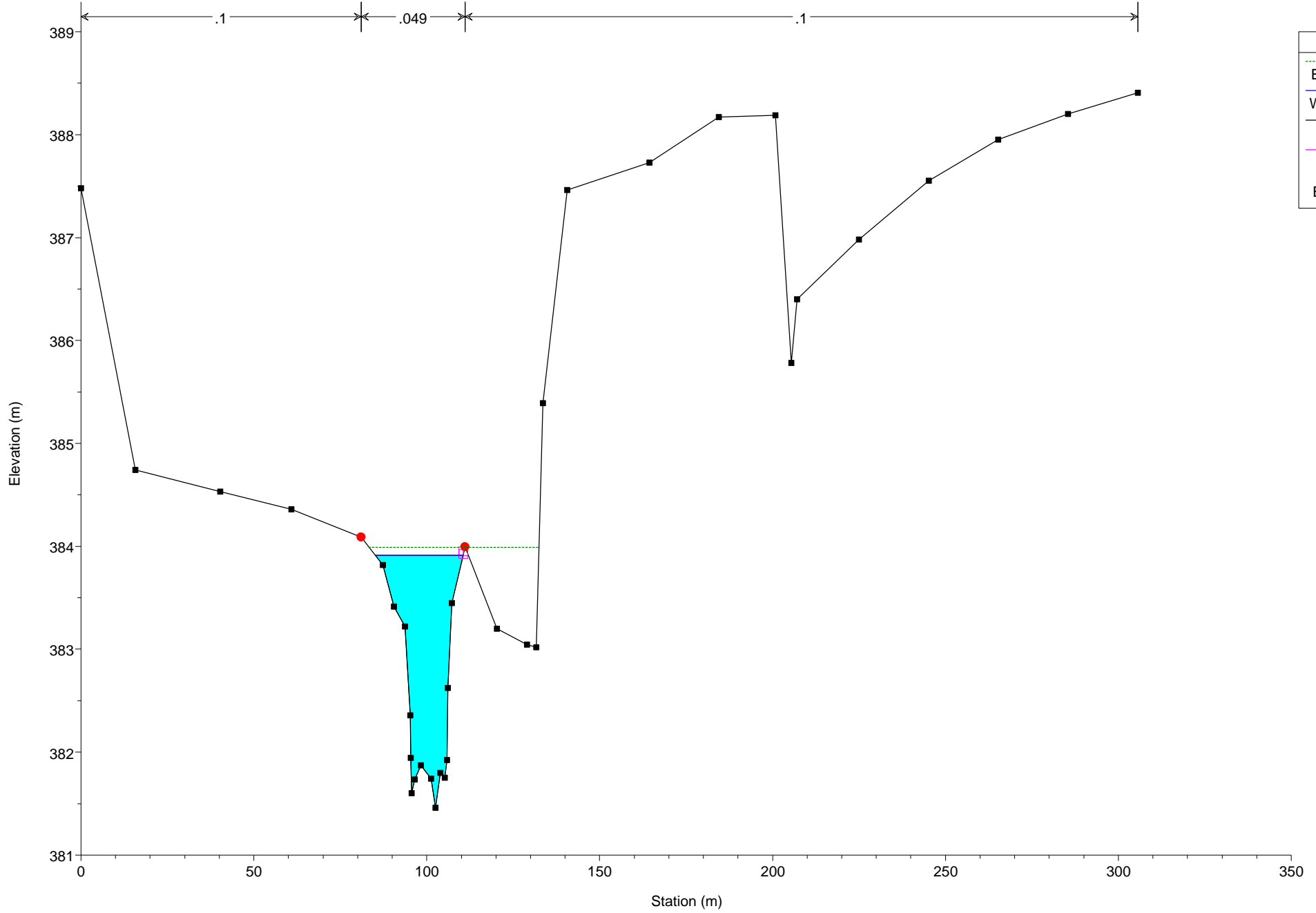
.02



River = Volvon Reach = Volvon RS = 3017.4



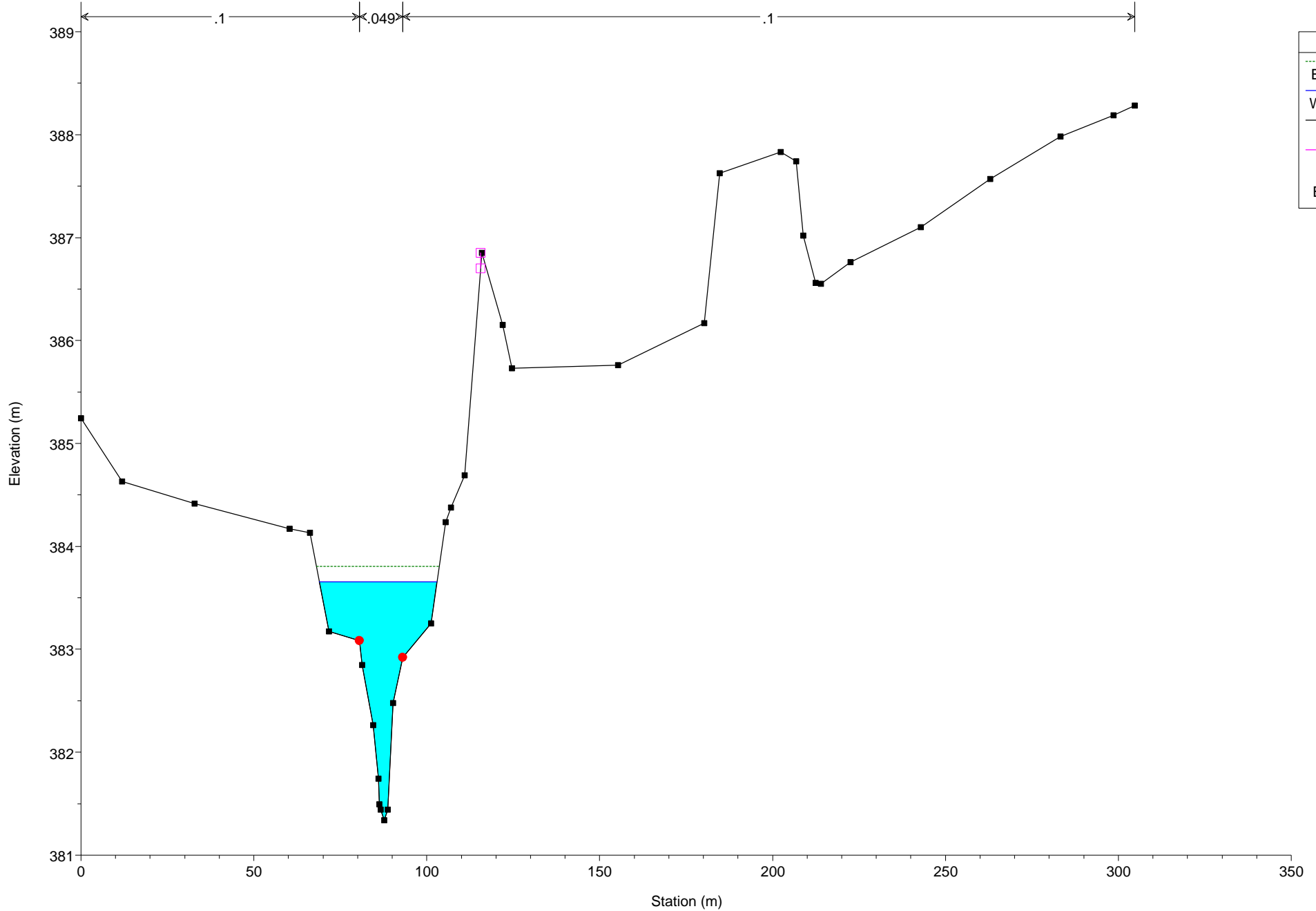
River = Volvon Reach = Volvon RS = 3017



Legend

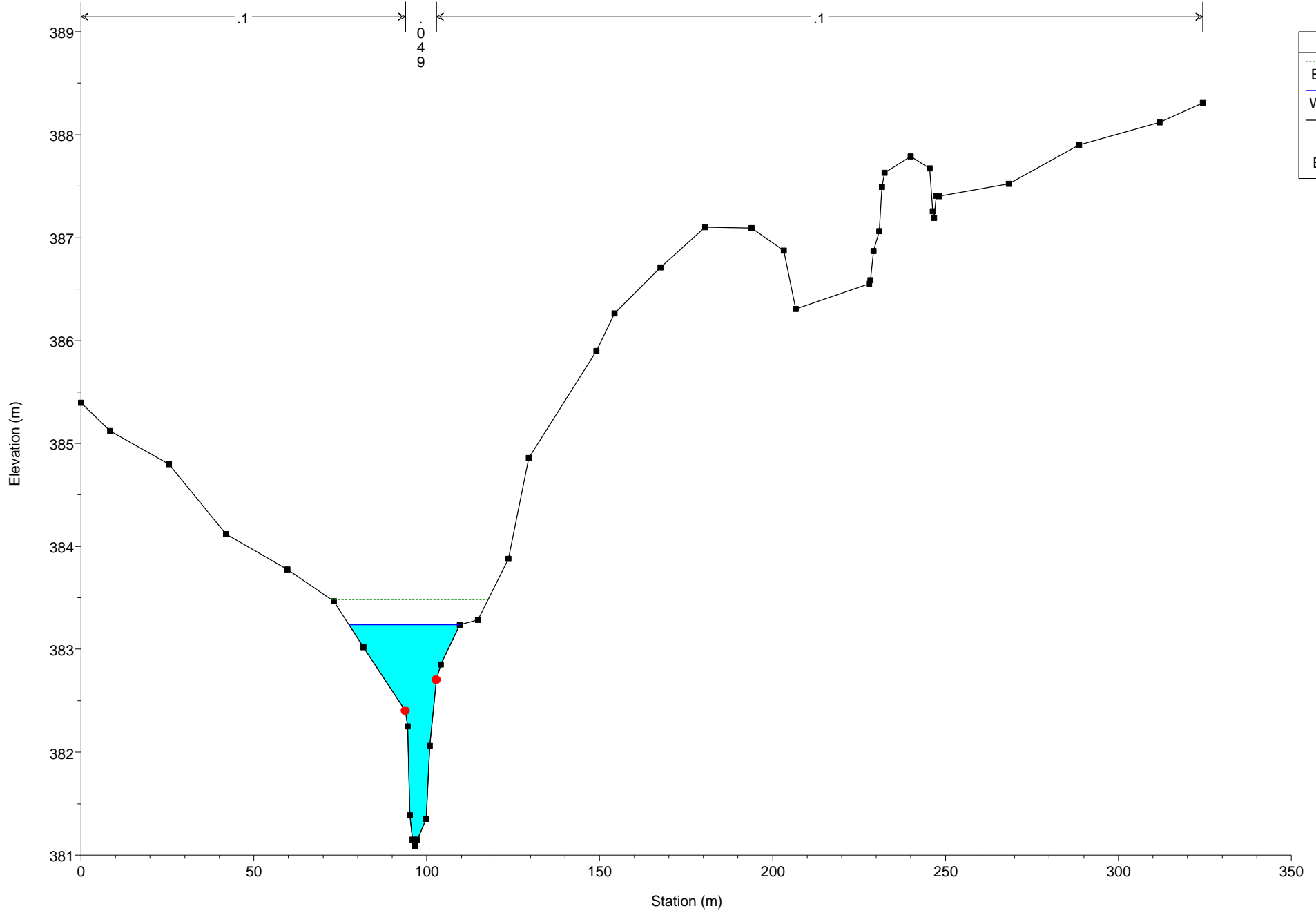
- EG Q100 (dotted line)
- WS Q100 (blue line)
- Ground (black line with square markers)
- Levee (pink line with square markers)
- Bank Sta (red dot)

River = Volvon Reach = Volvon RS = 3016



Legend	
EG Q100	-----
WS Q100	-----
Ground	—■—
Levee	—□—
Bank Sta	●

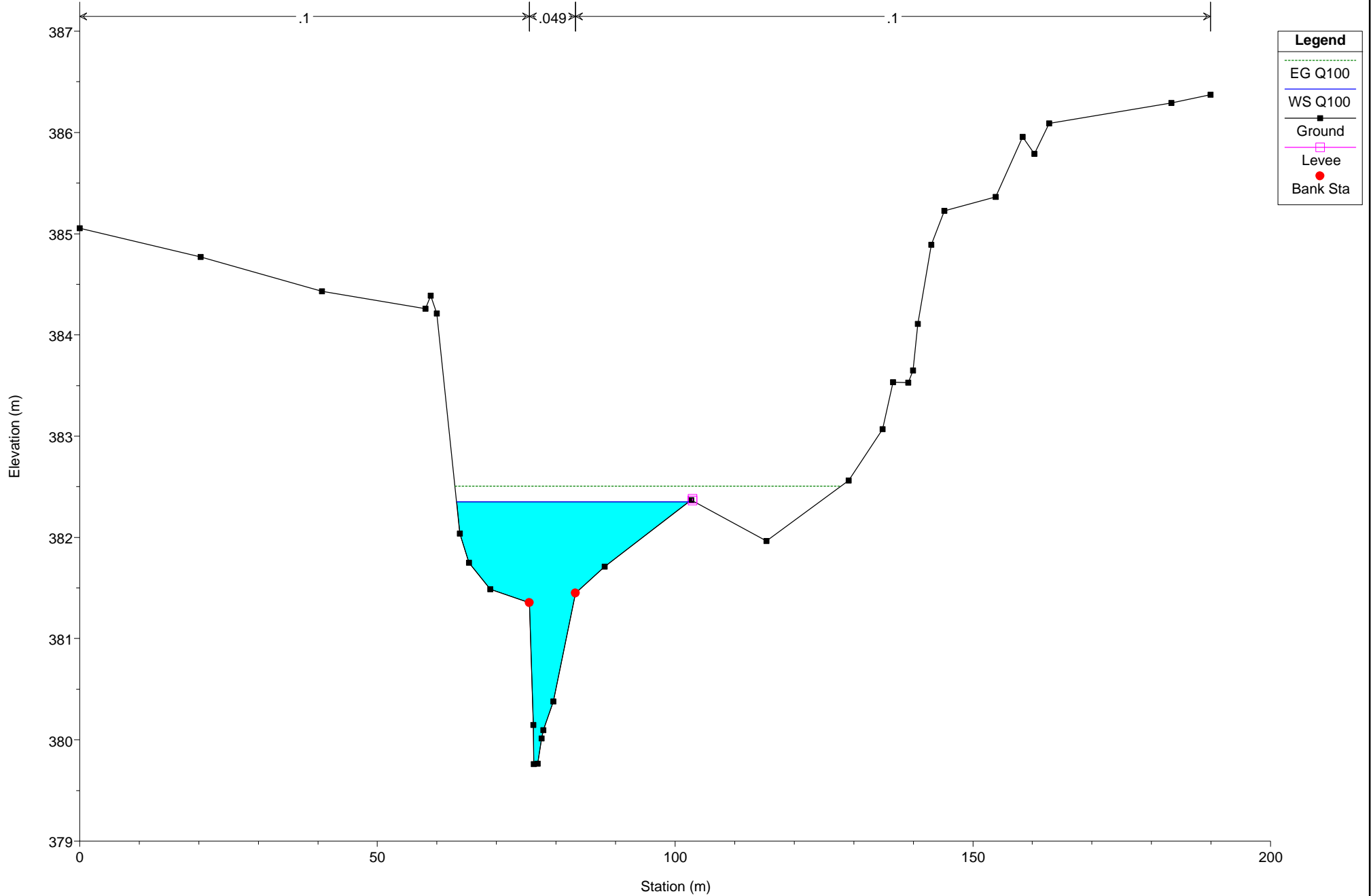
River = Volvon Reach = Volvon RS = 3015



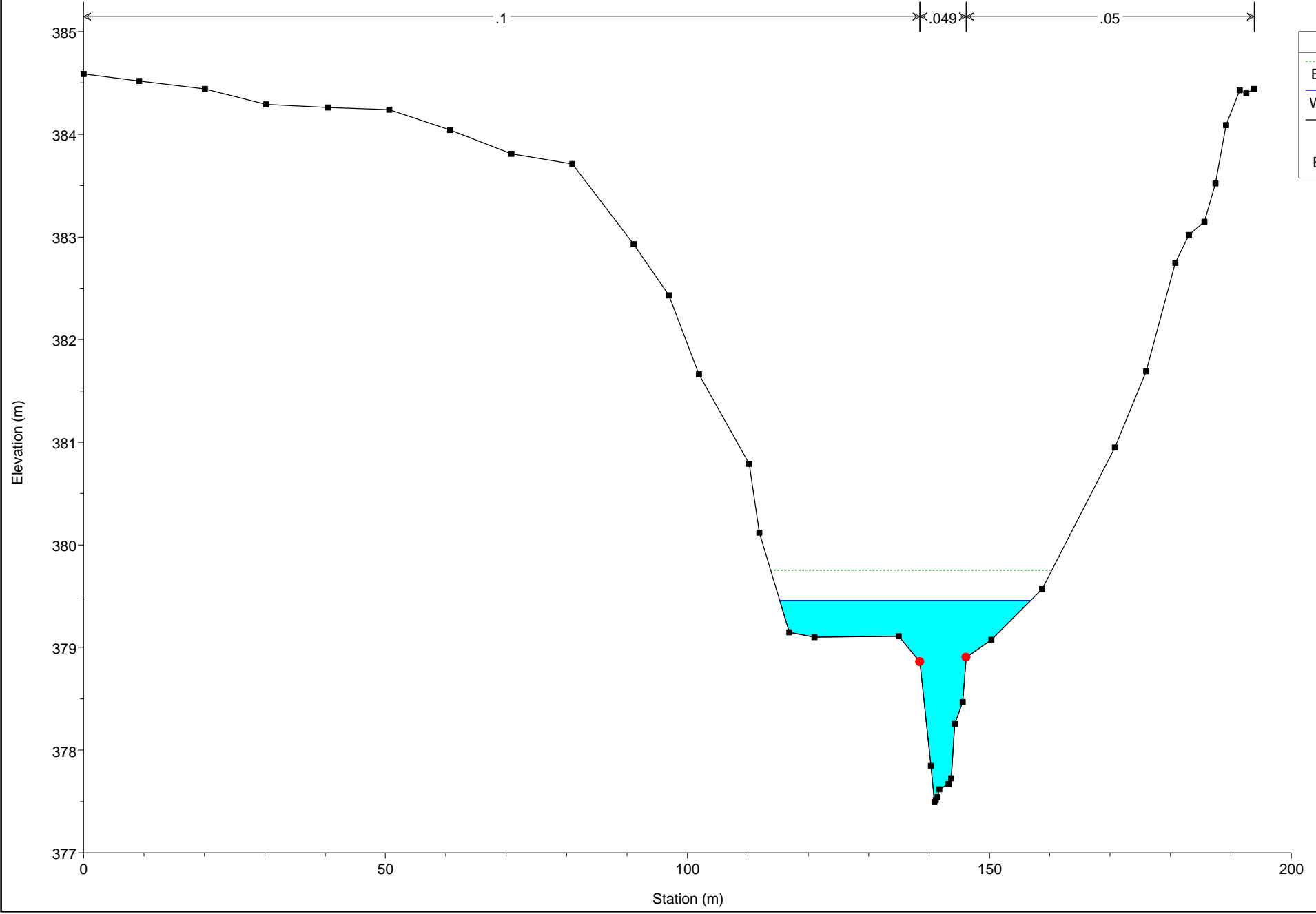
Legend

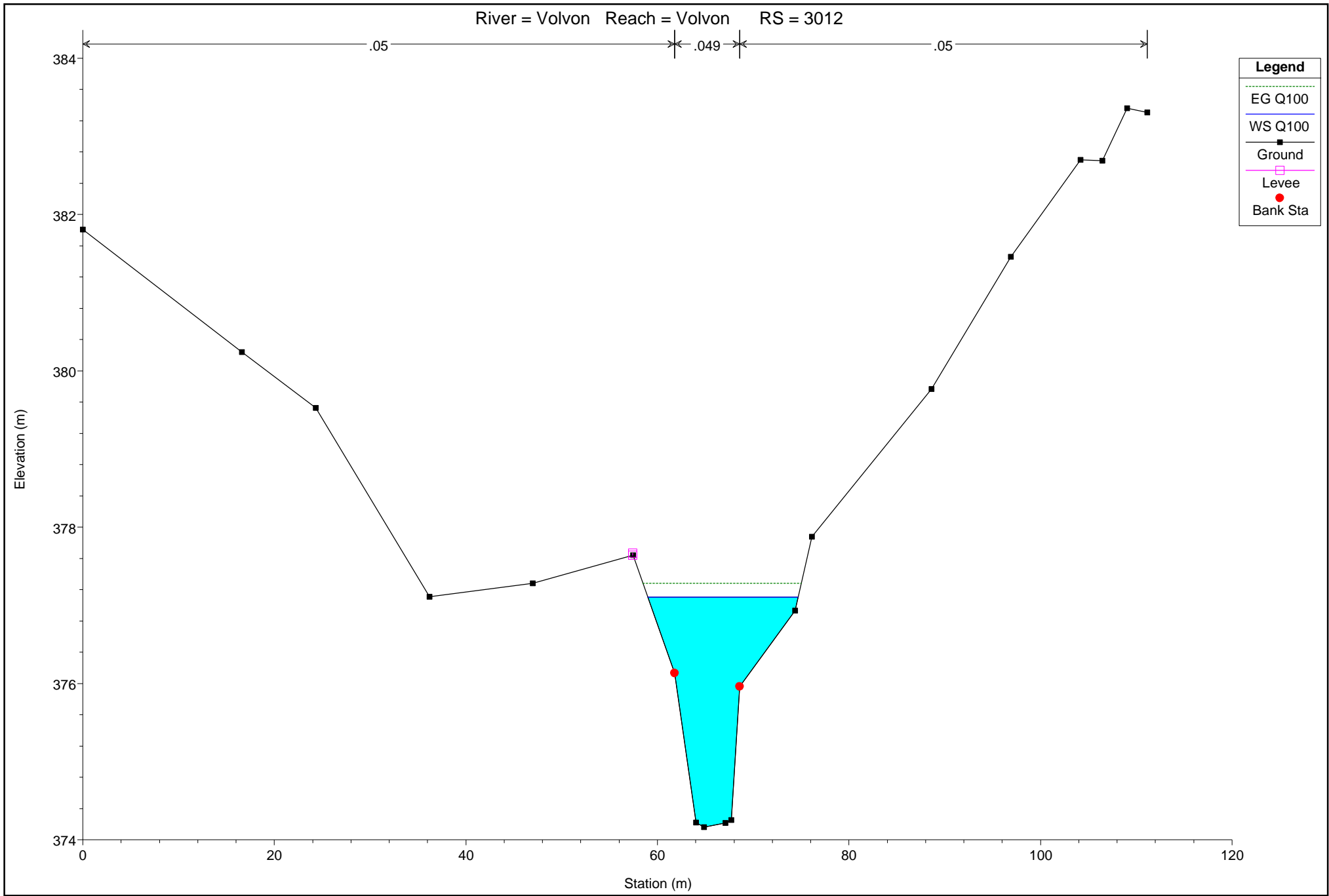
- EG Q100
- WS Q100
- Ground
- Bank Sta

River = Volvon Reach = Volvon RS = 3014

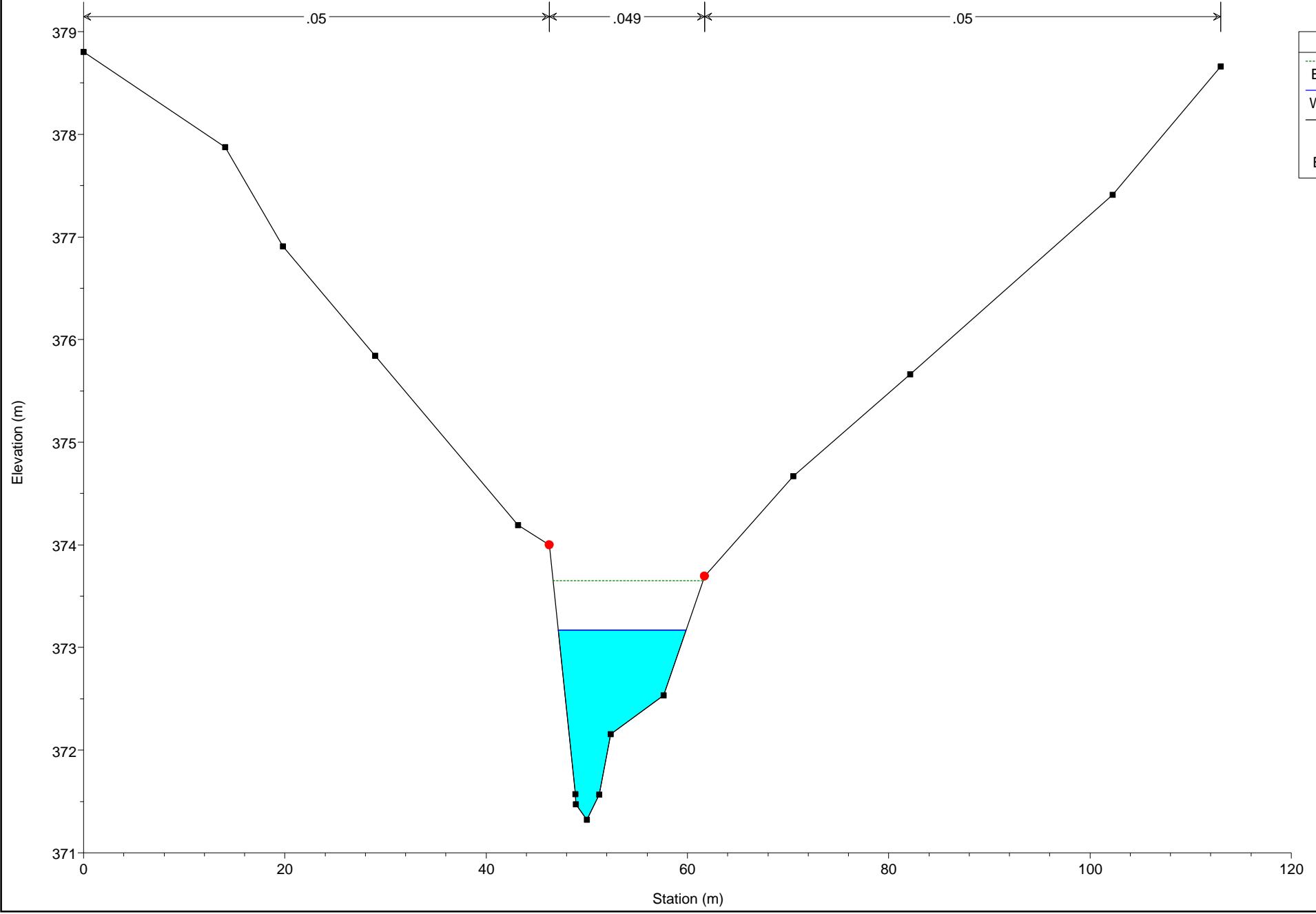


River = Volvon Reach = Volvon RS = 3013





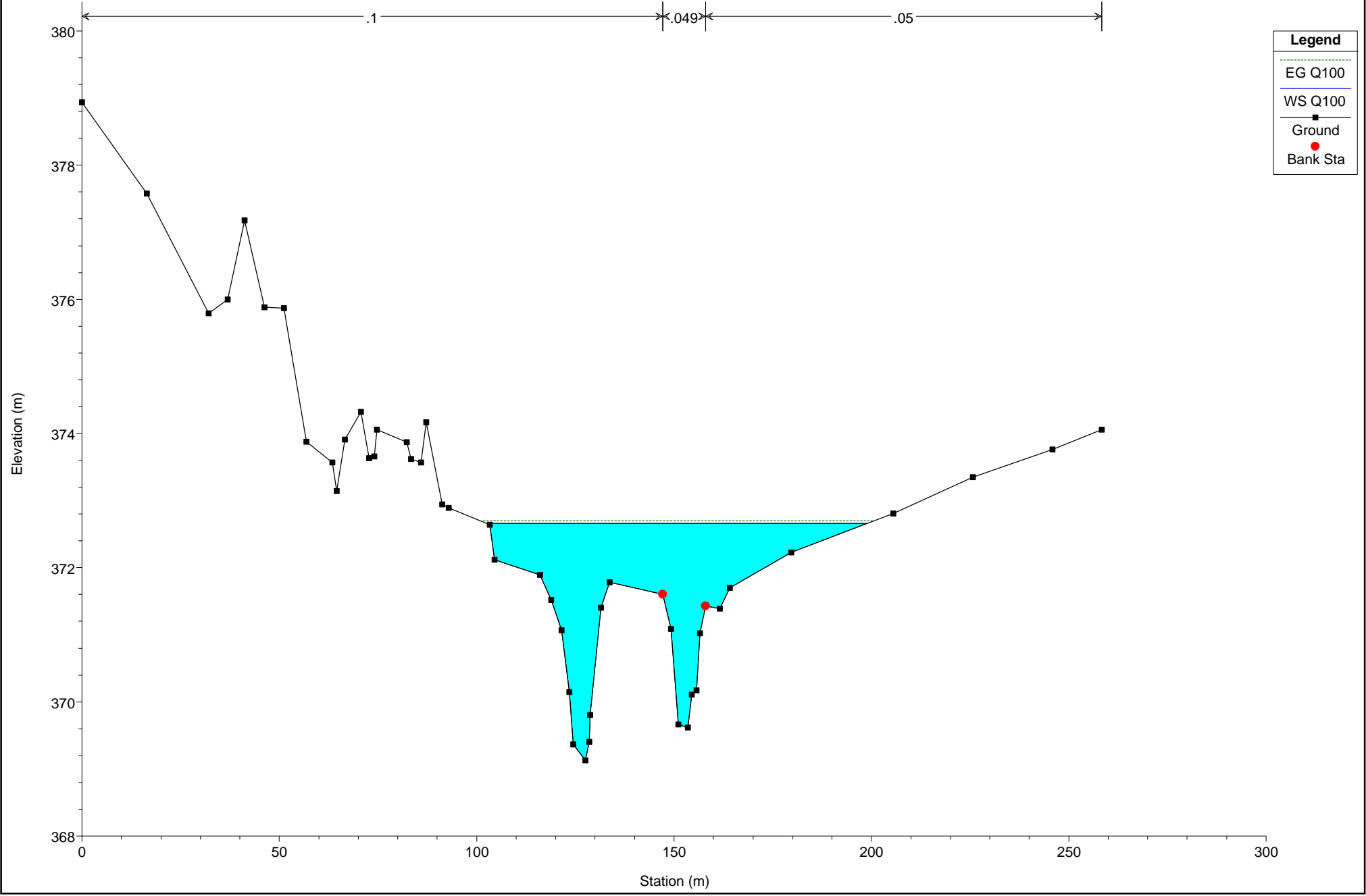
River = Volvon Reach = Volvon RS = 3011



Legend

- EG Q100
- WS Q100
- Ground
- Bank Sta

River = Volvon Reach = Volvon RS = 3009

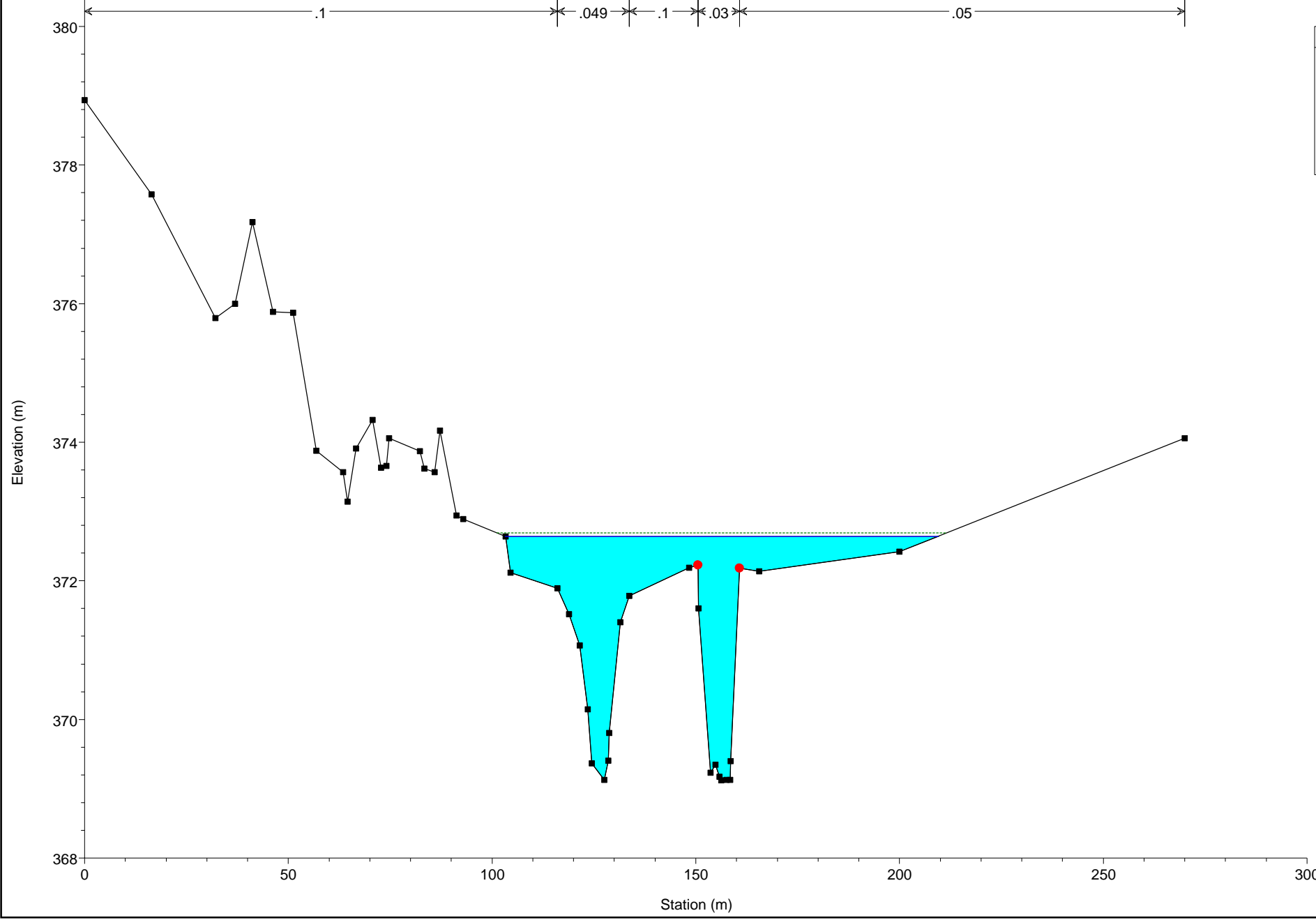


River = Volvon Reach = Volvon RS = 3008.9

← .1 → * .049 * .1 * .03 * → .05 →

Legend

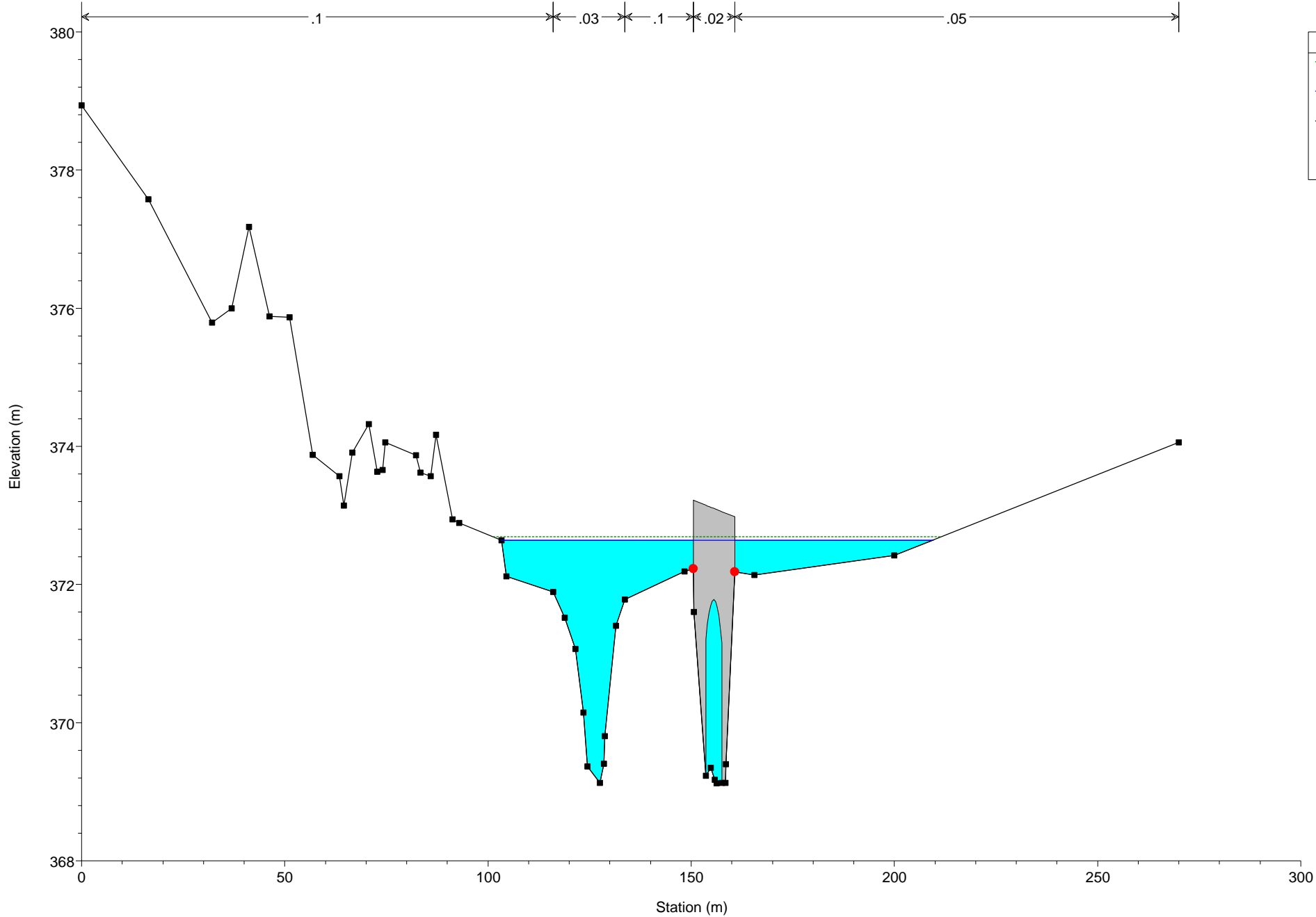
- EG Q100 (dotted line)
- WS Q100 (solid blue line)
- Ground (black line with square markers)
- Bank Sta (red dot)



River = Volvon Reach = Volvon RS = 3008.8 BR

← .1 | .03 | .1 | .02 | .05 →

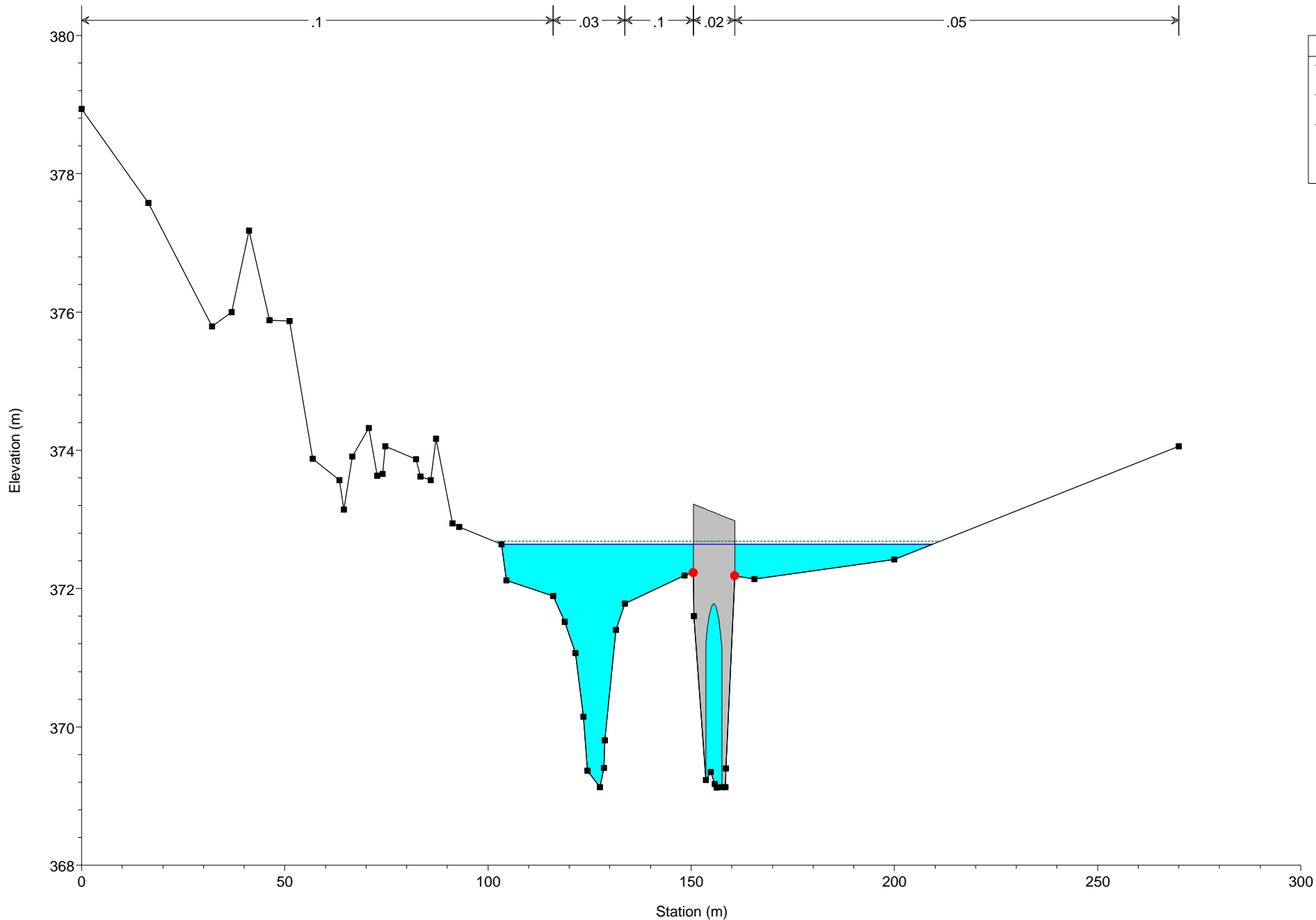
Legend	
EG Q100	-----
WS Q100	-----
Ground	■
Bank Sta	●



River = Volvon Reach = Volvon RS = 3008.8 BR

← .1 | .03 | .1 | .02 | .05 →

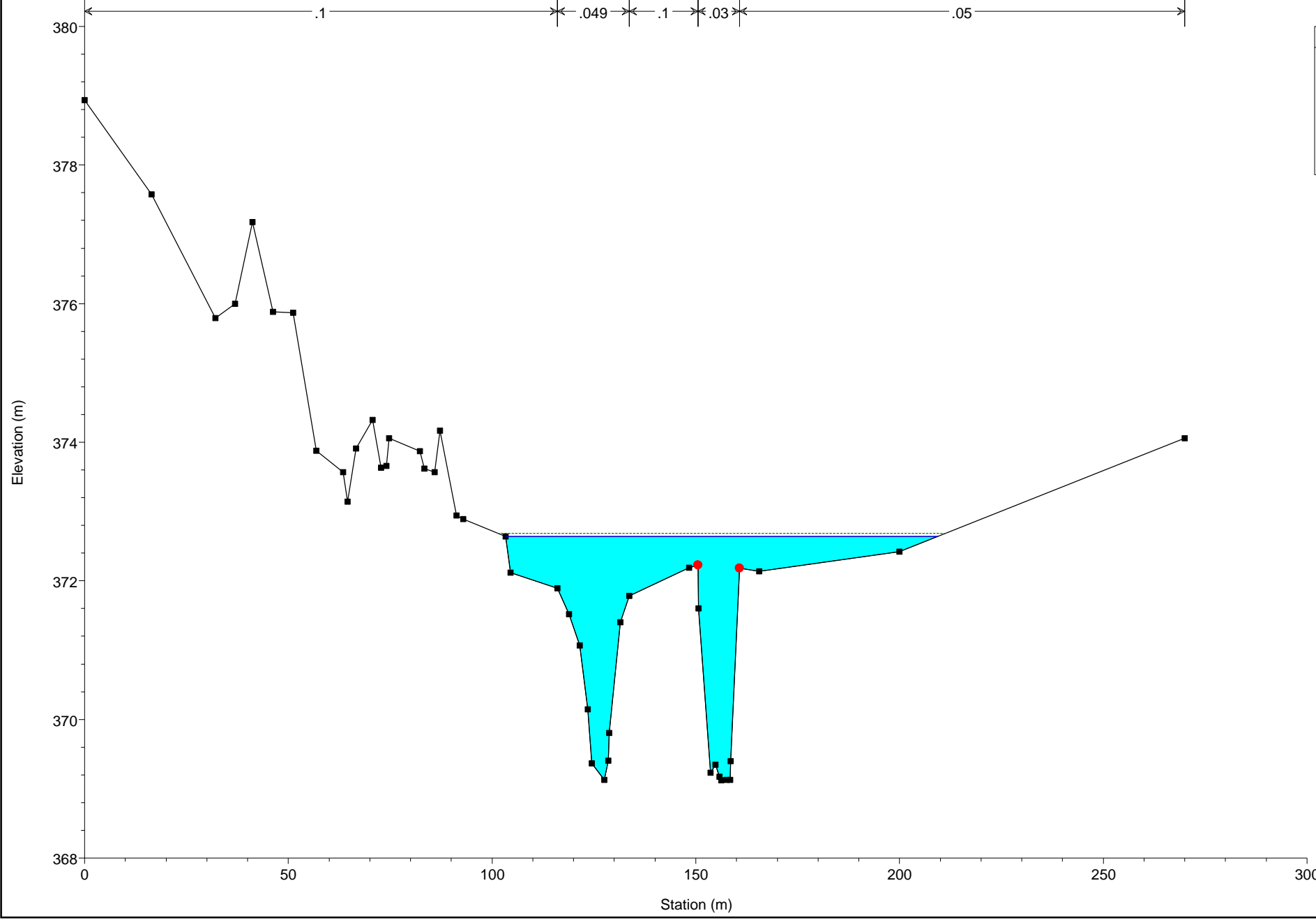
Legend	
EG Q100	-----
WS Q100	-----
Ground	■
Bank Sta	●



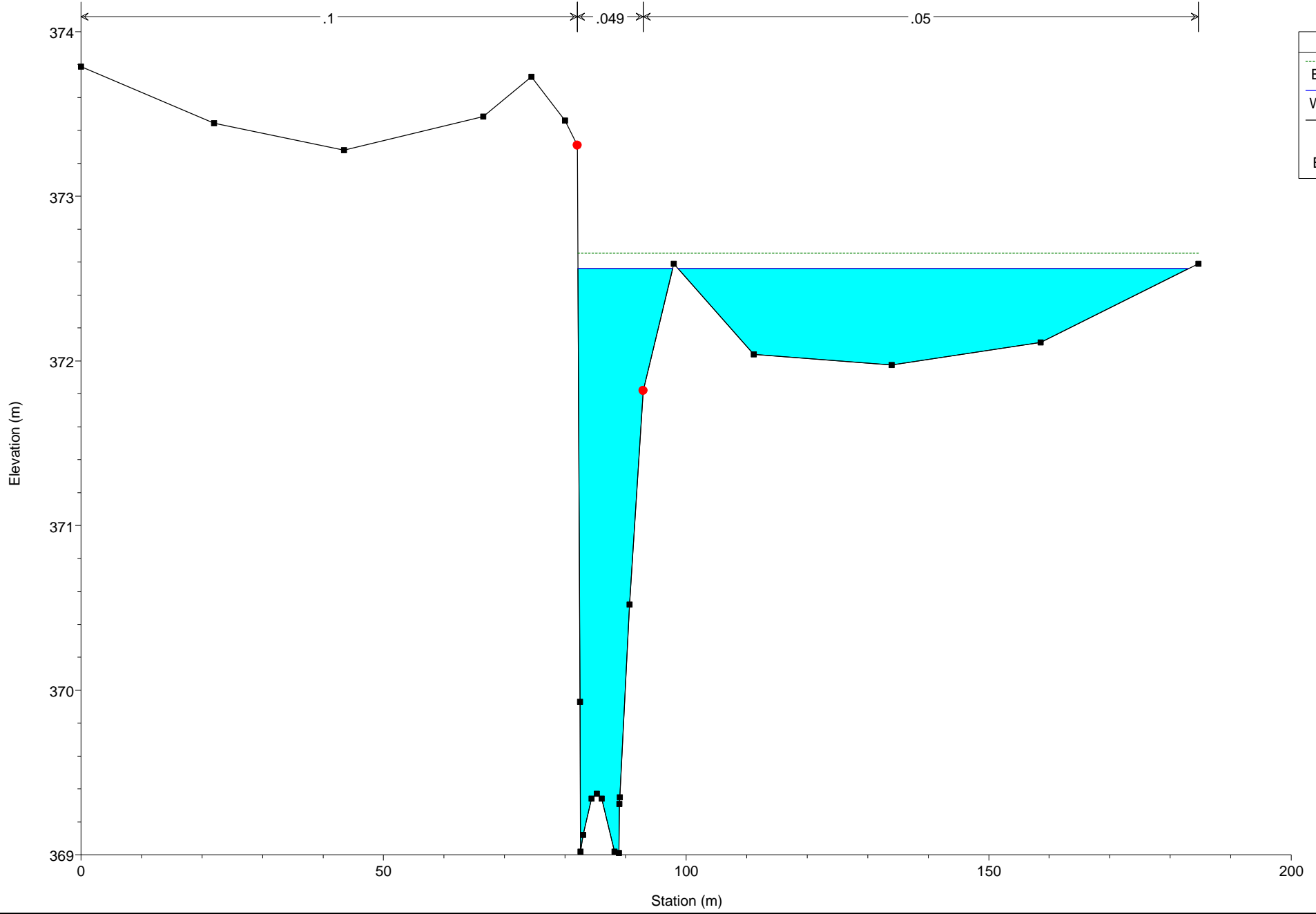
River = Volvon Reach = Volvon RS = 3008.7

← .1 → * .049 * .1 * .03 * → .05 →

Legend	
EG Q100	-----
WS Q100	-----
Ground	—■—
Bank Sta	●



River = Volvon Reach = Volvon RS = 3008.6

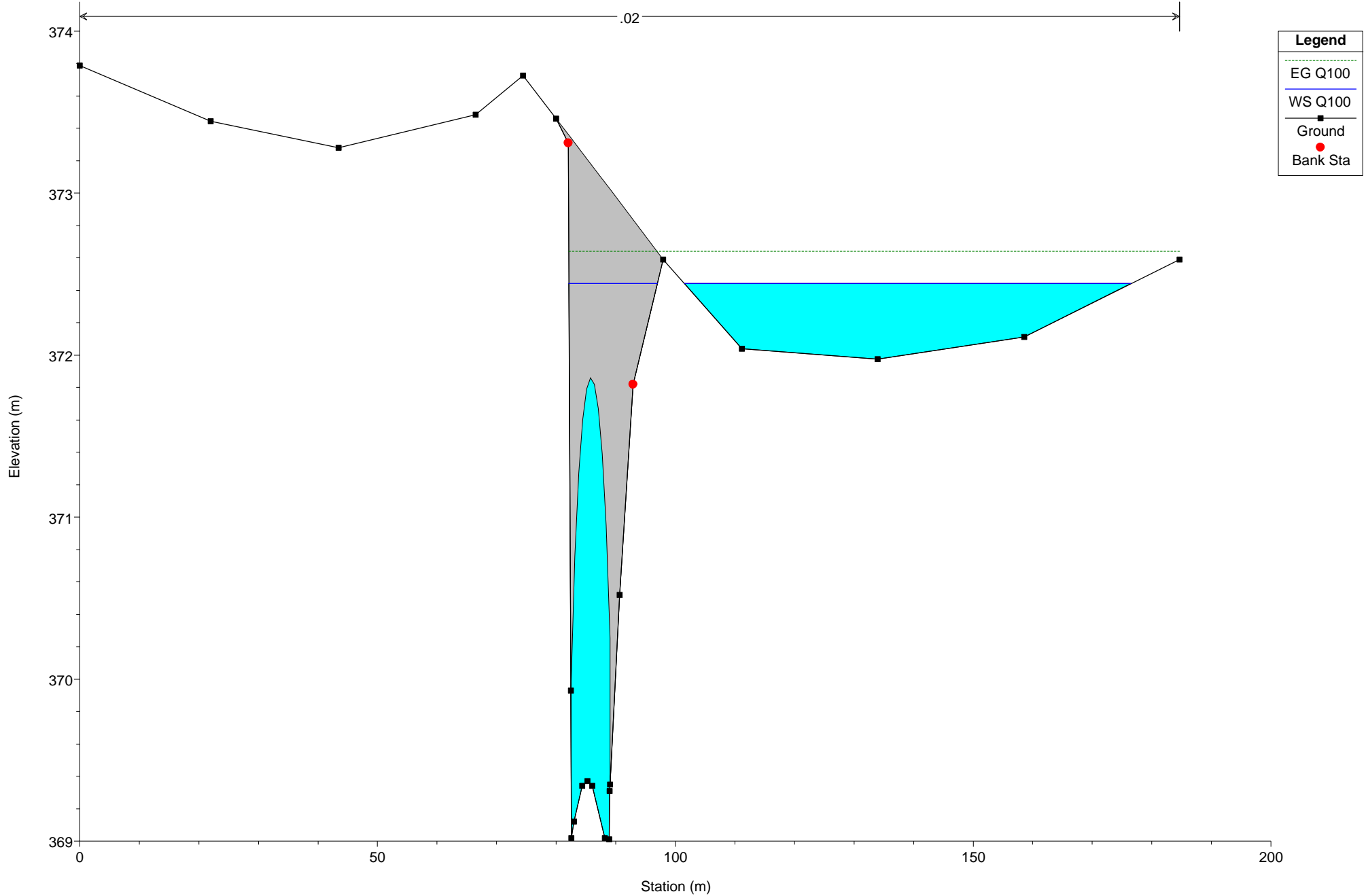


Legend

- EG Q100
- WS Q100
- Ground
- Bank Sta

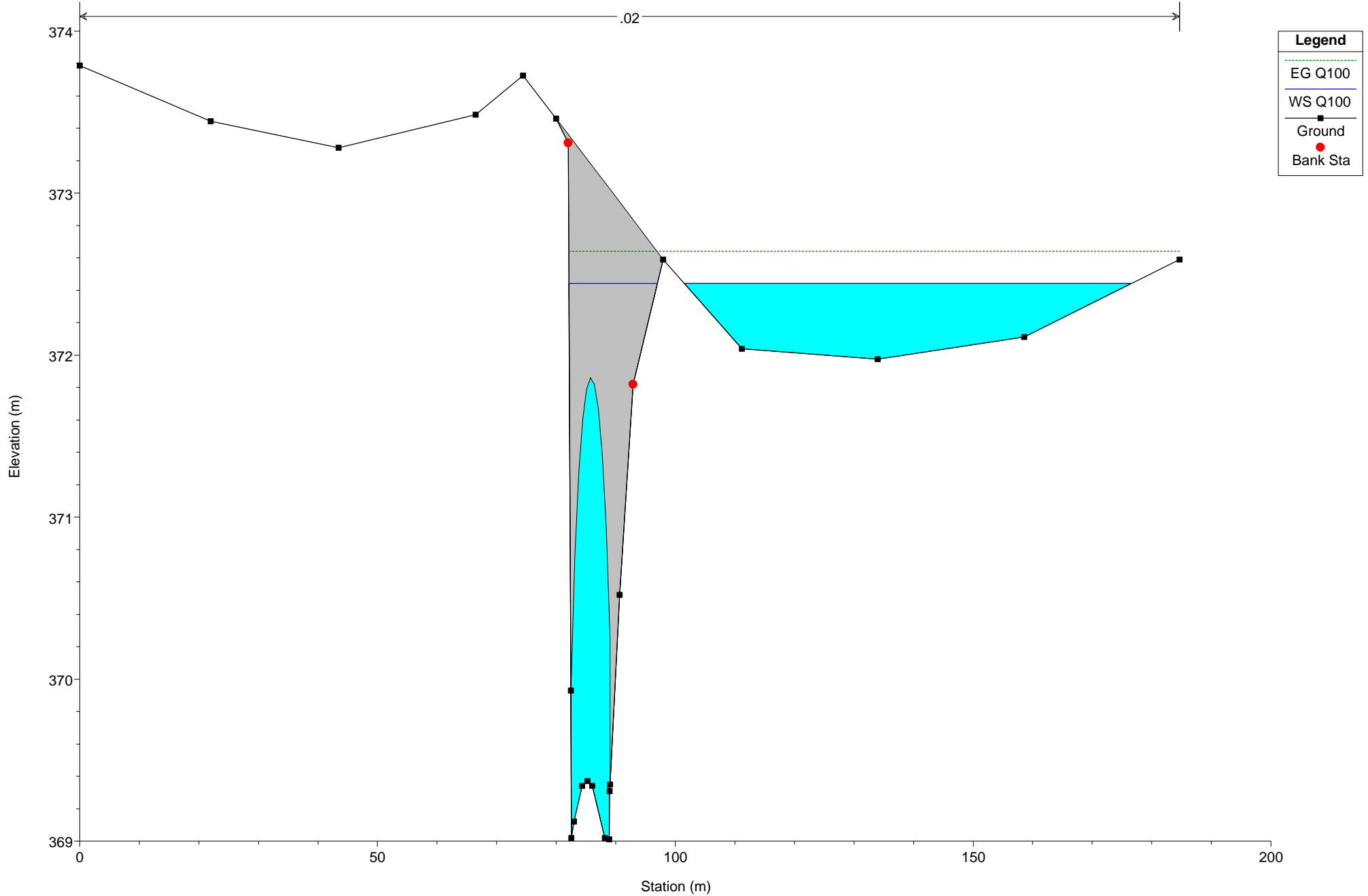
River = Volvon Reach = Volvon RS = 3008.5 BR

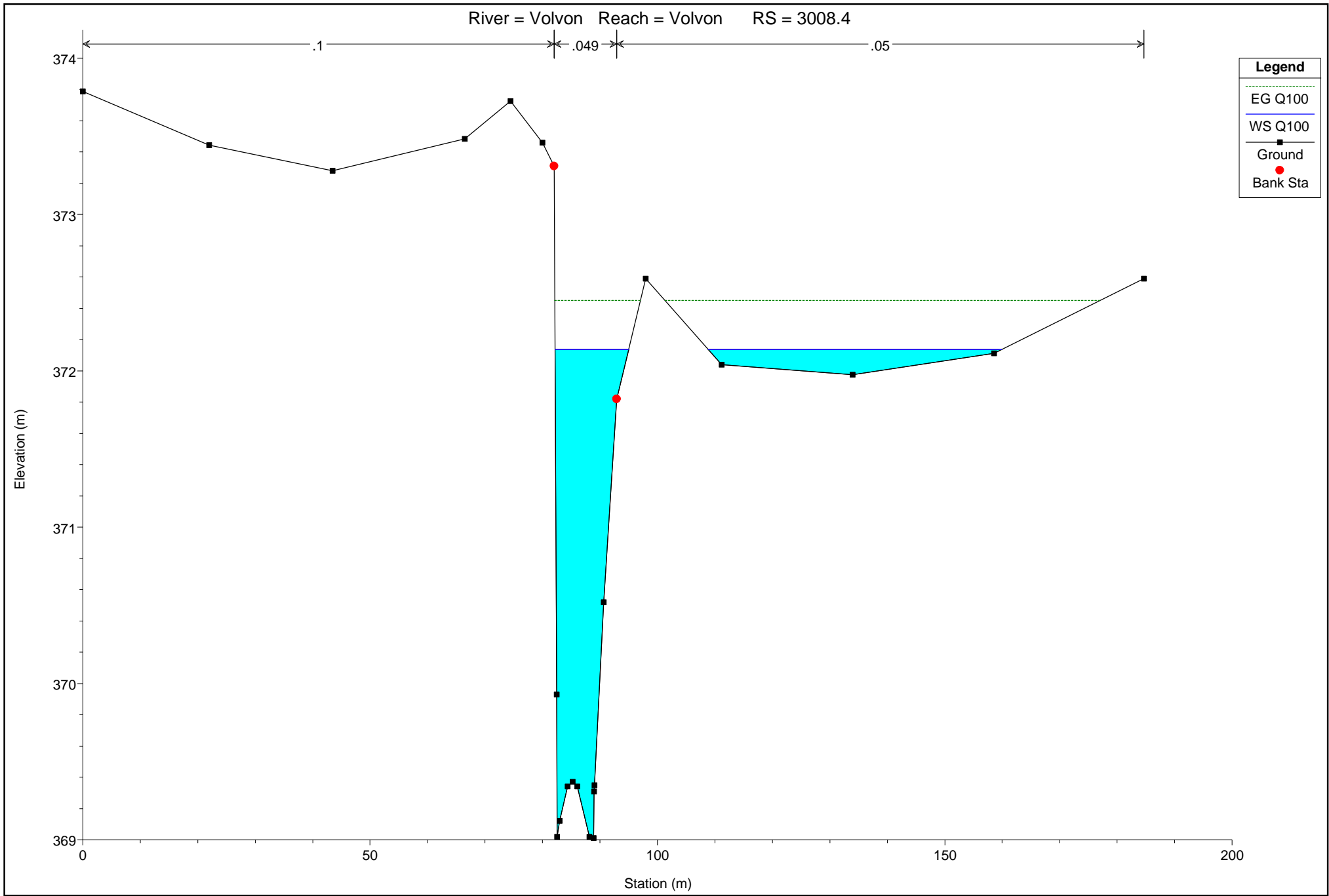
.02



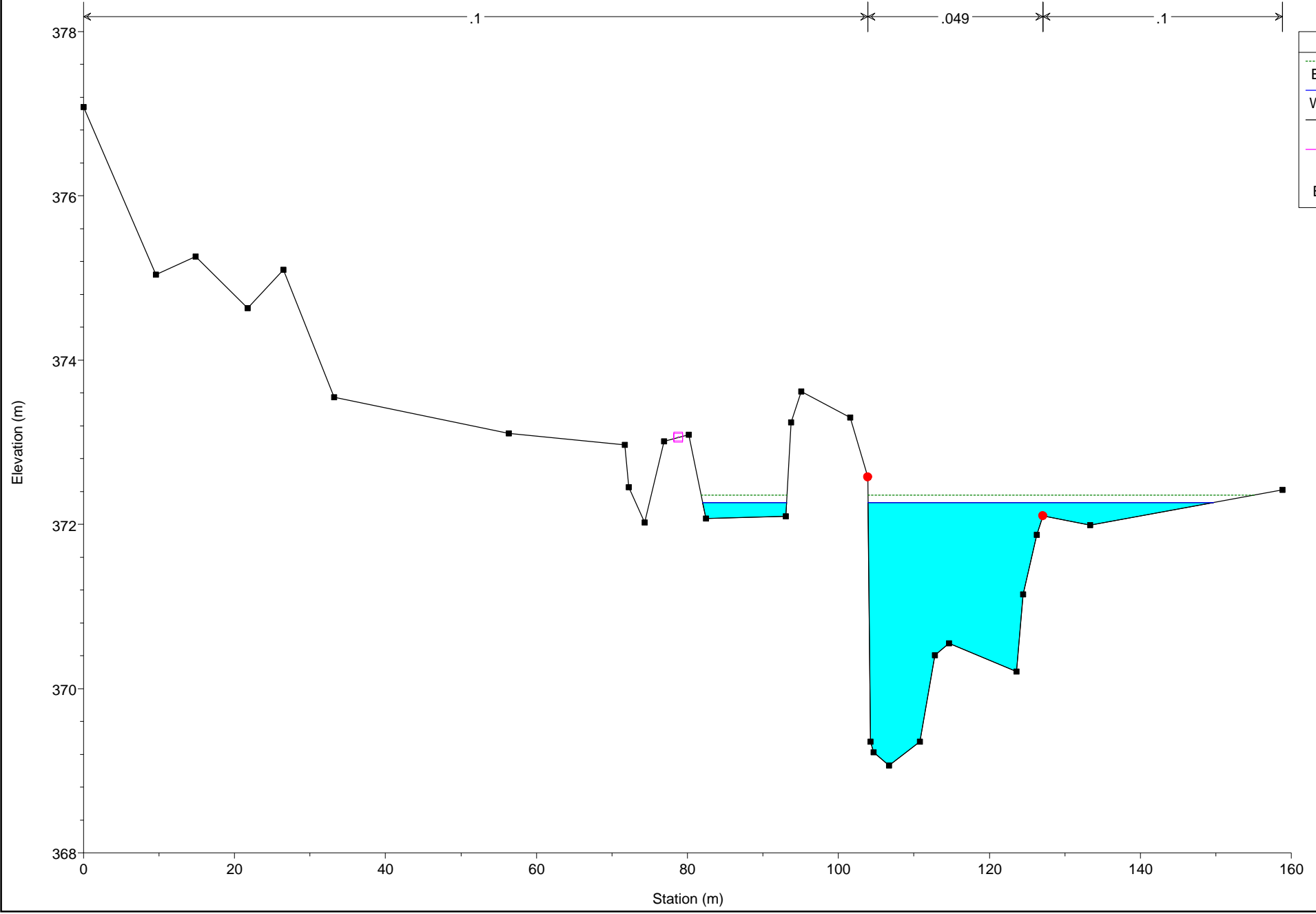
River = Volvon Reach = Volvon RS = 3008.5 BR

.02



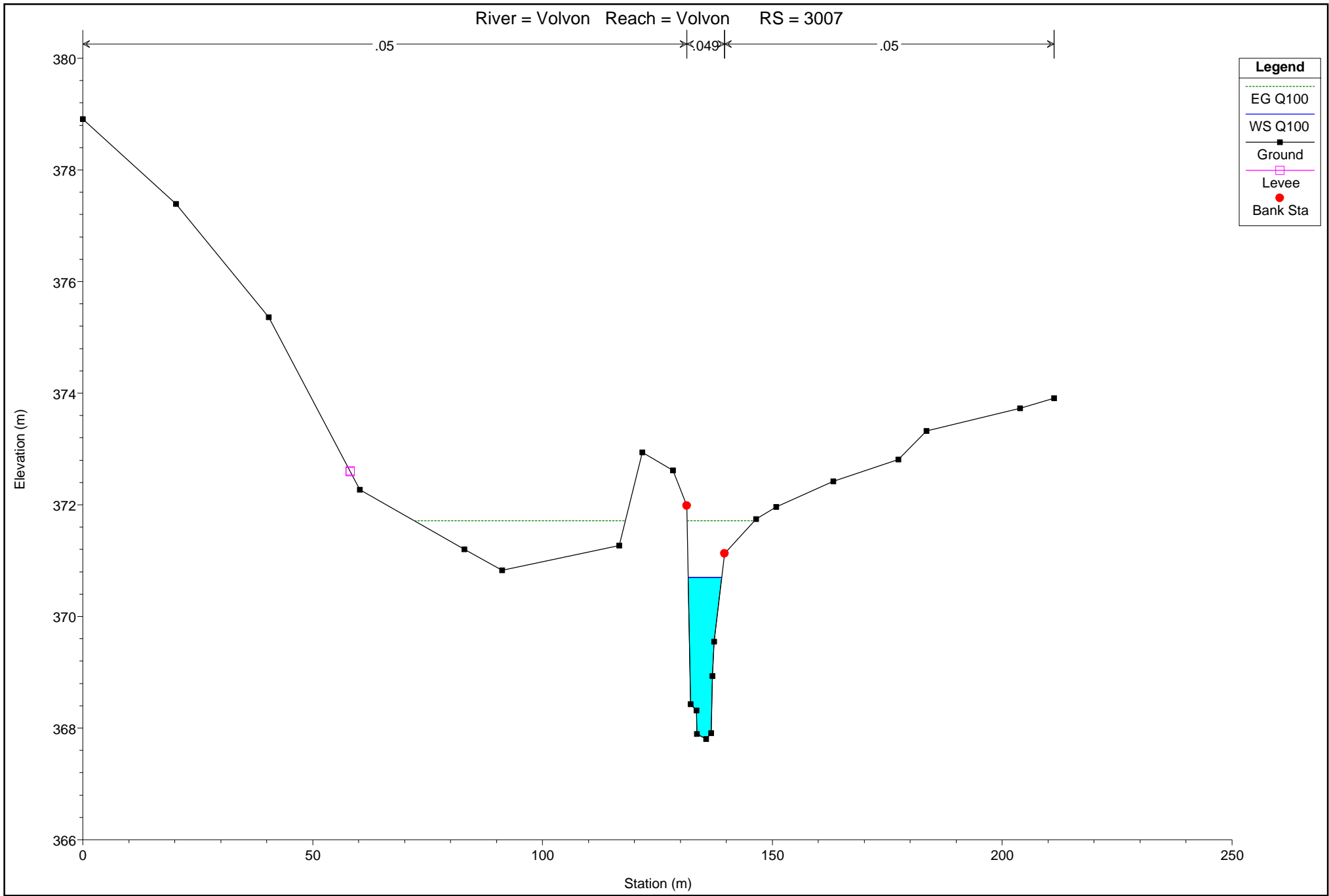


River = Volvon Reach = Volvon RS = 3008

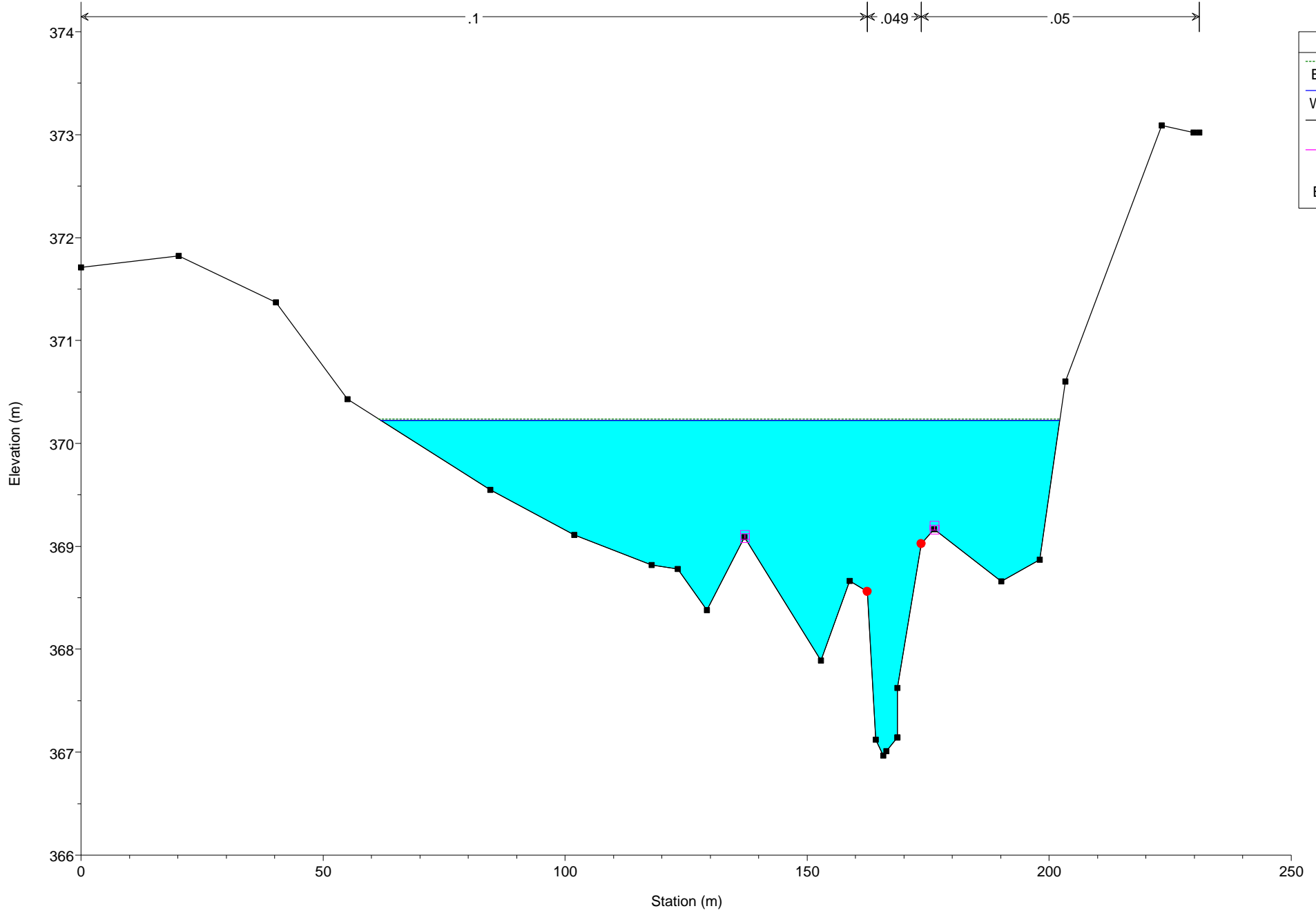


Legend

- EG Q100
- WS Q100
- Ground
- Levee
- Bank Sta



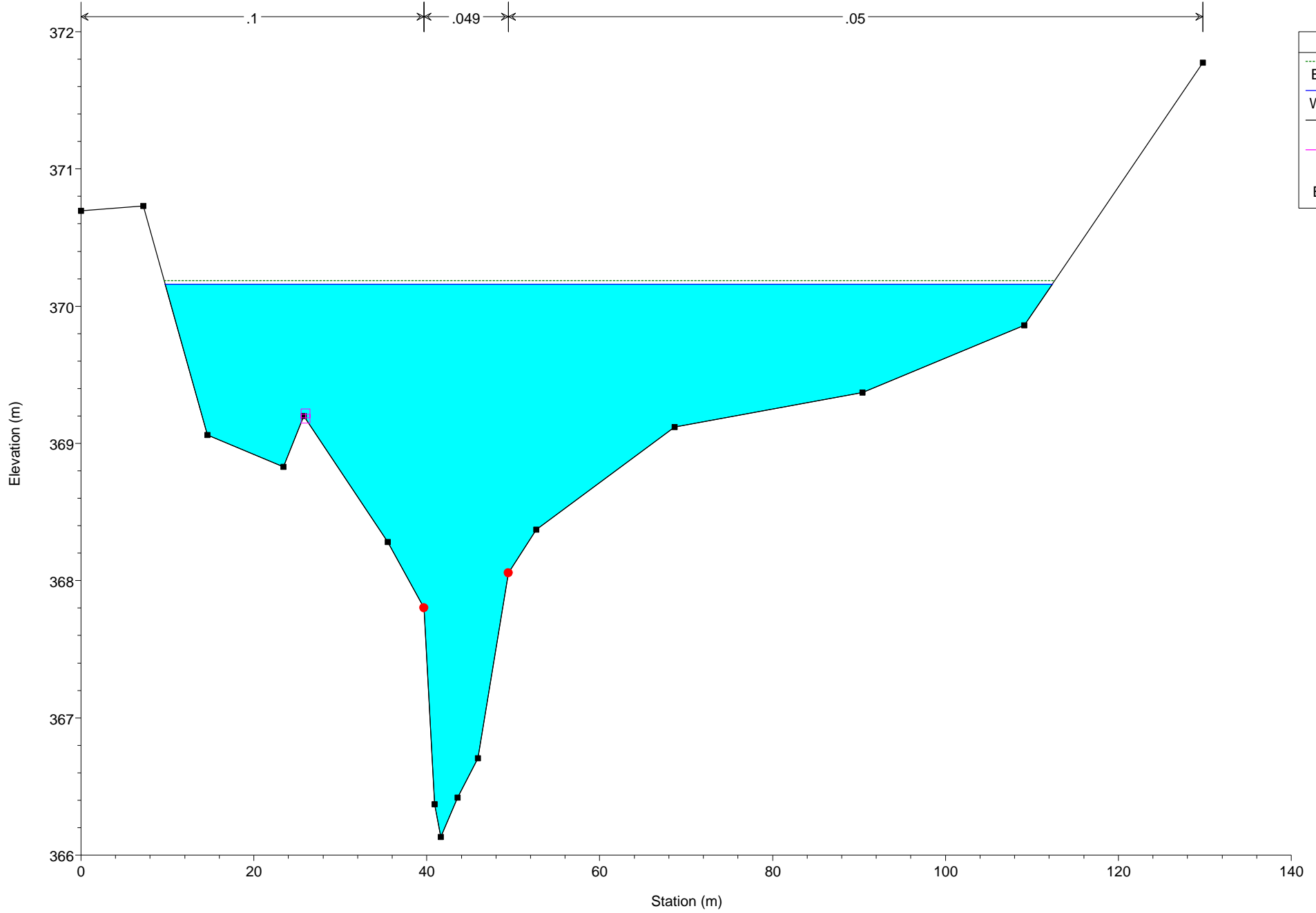
River = Volvon Reach = Volvon RS = 3006



Legend

- EG Q100
- WS Q100
- Ground
- Levee
- Bank Sta

River = Volvon Reach = Volvon RS = 3005



Legend

EG Q100

WS Q100

Ground

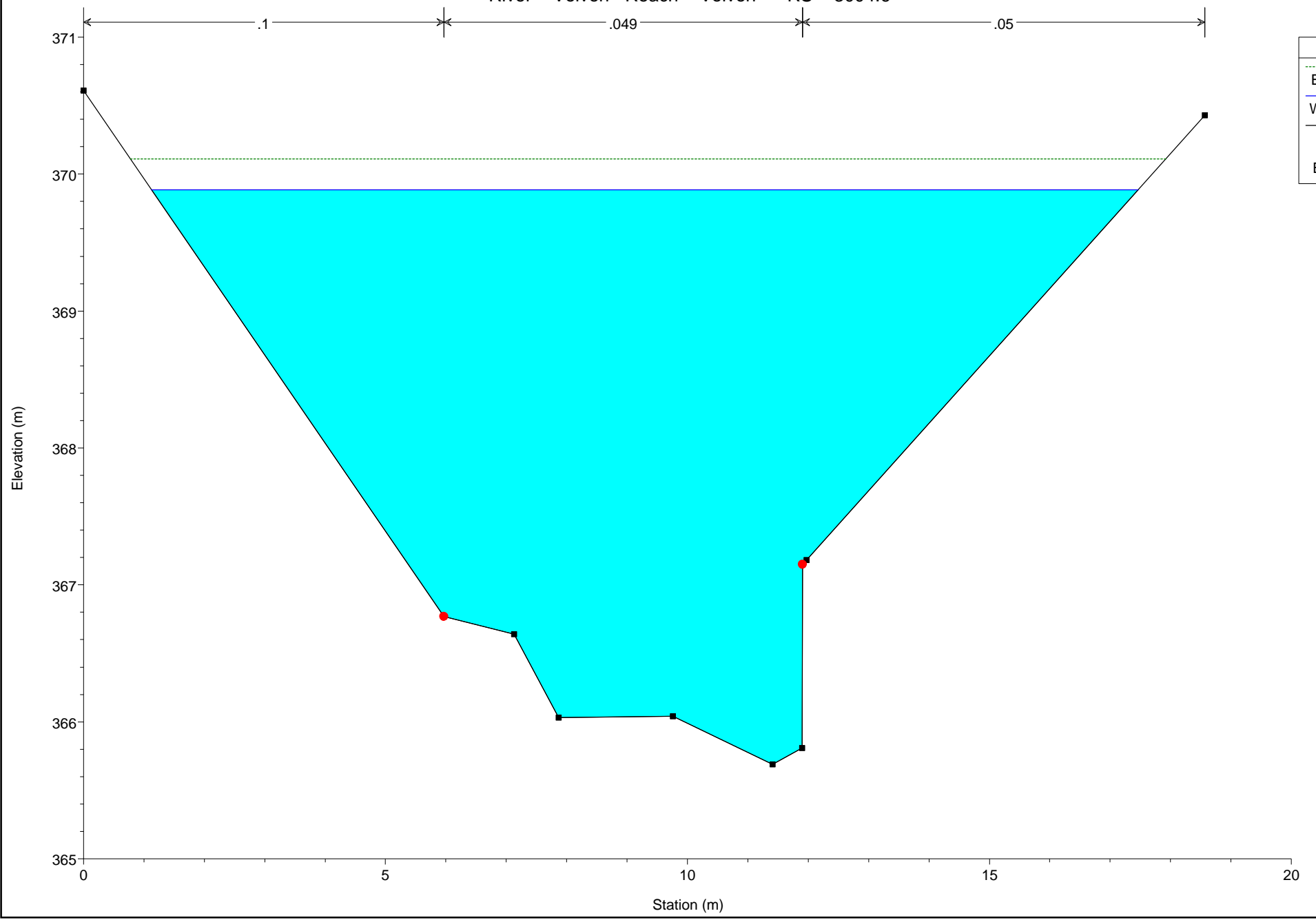
Levee

Bank Sta

River = Volvon Reach = Volvon RS = 3004.6

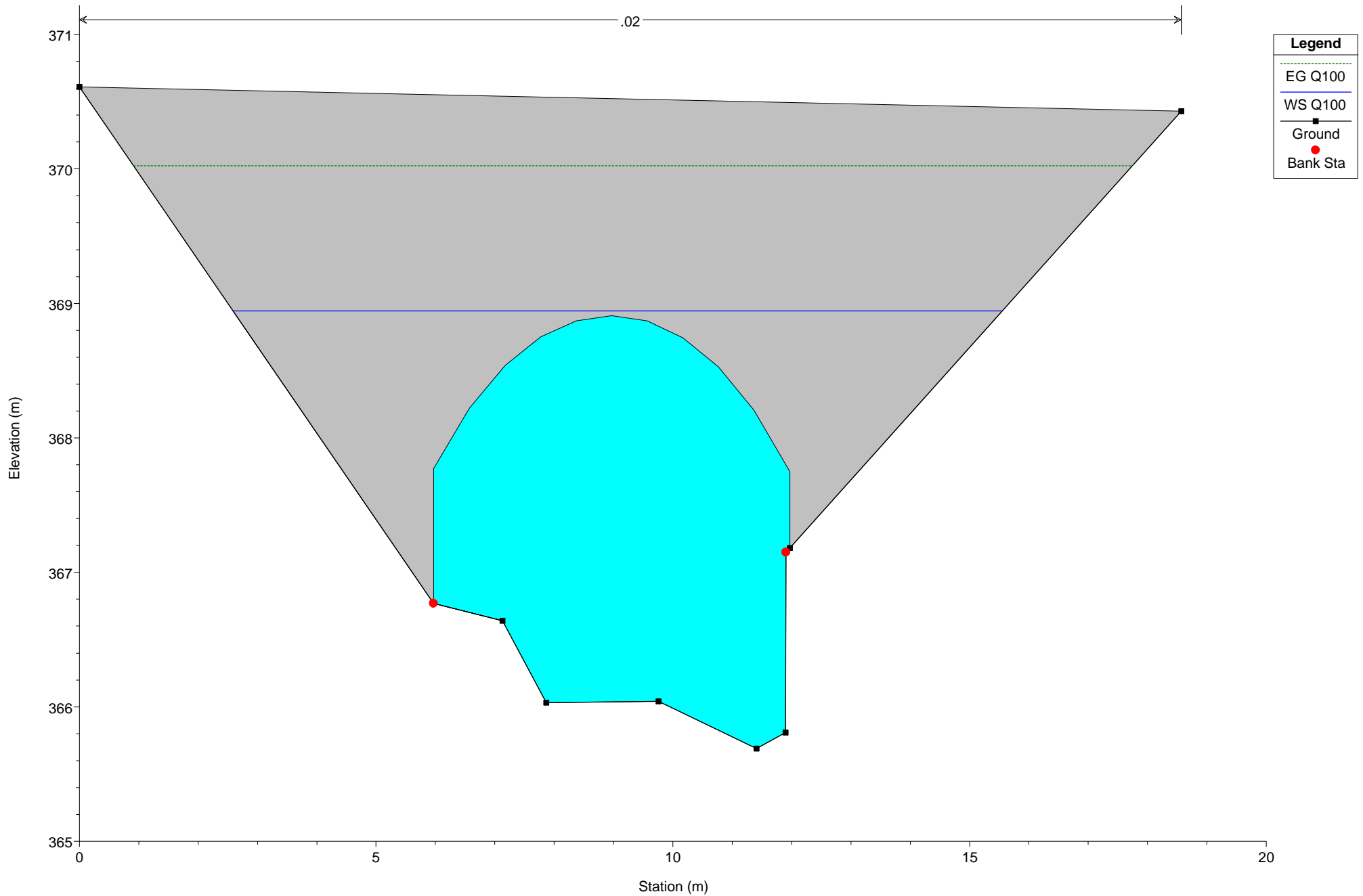
Legend

- EG Q100
- WS Q100
- Ground
- Bank Sta



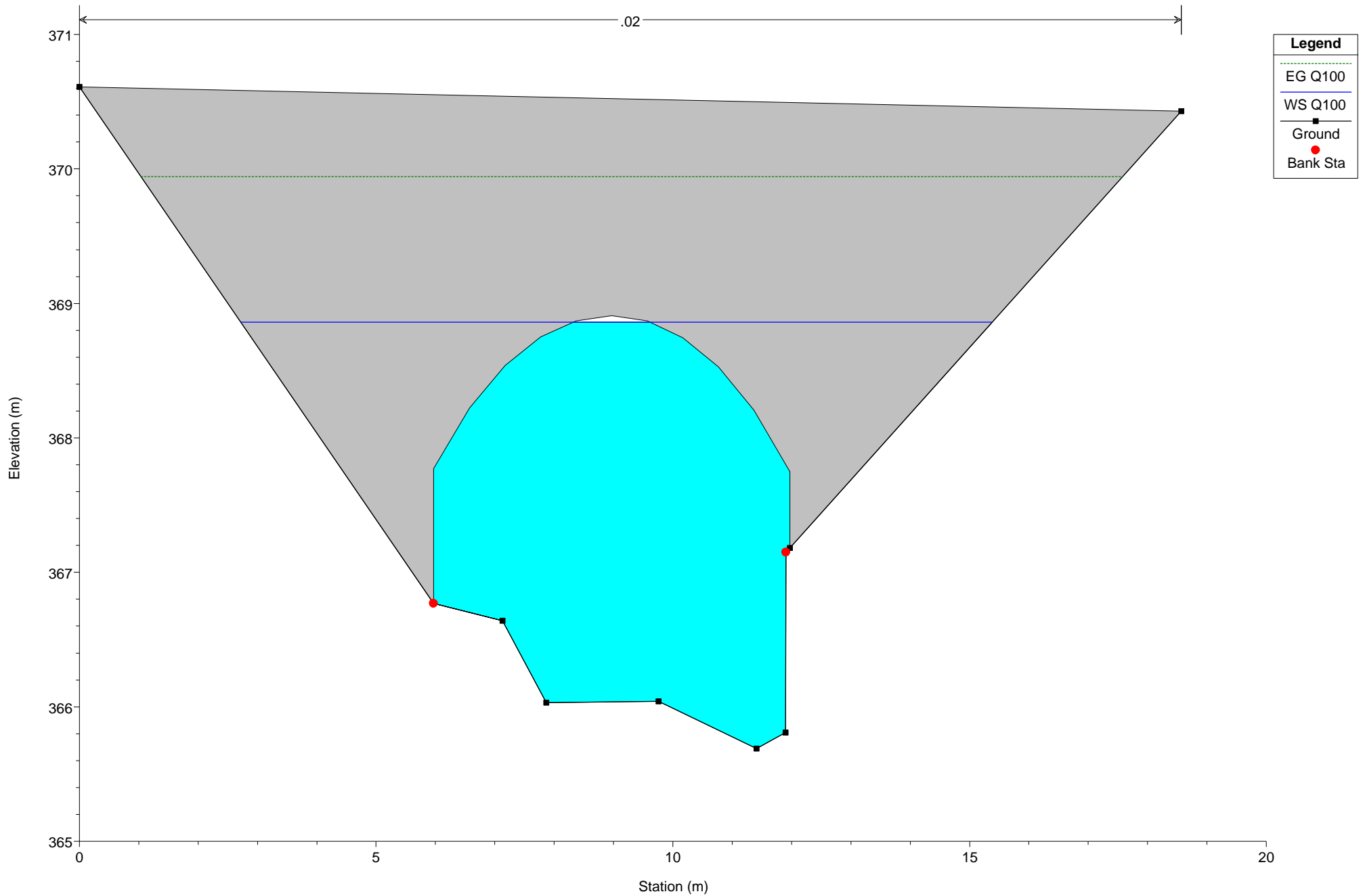
River = Volvon Reach = Volvon RS = 3004.5 BR

.02



River = Volvon Reach = Volvon RS = 3004.5 BR

.02



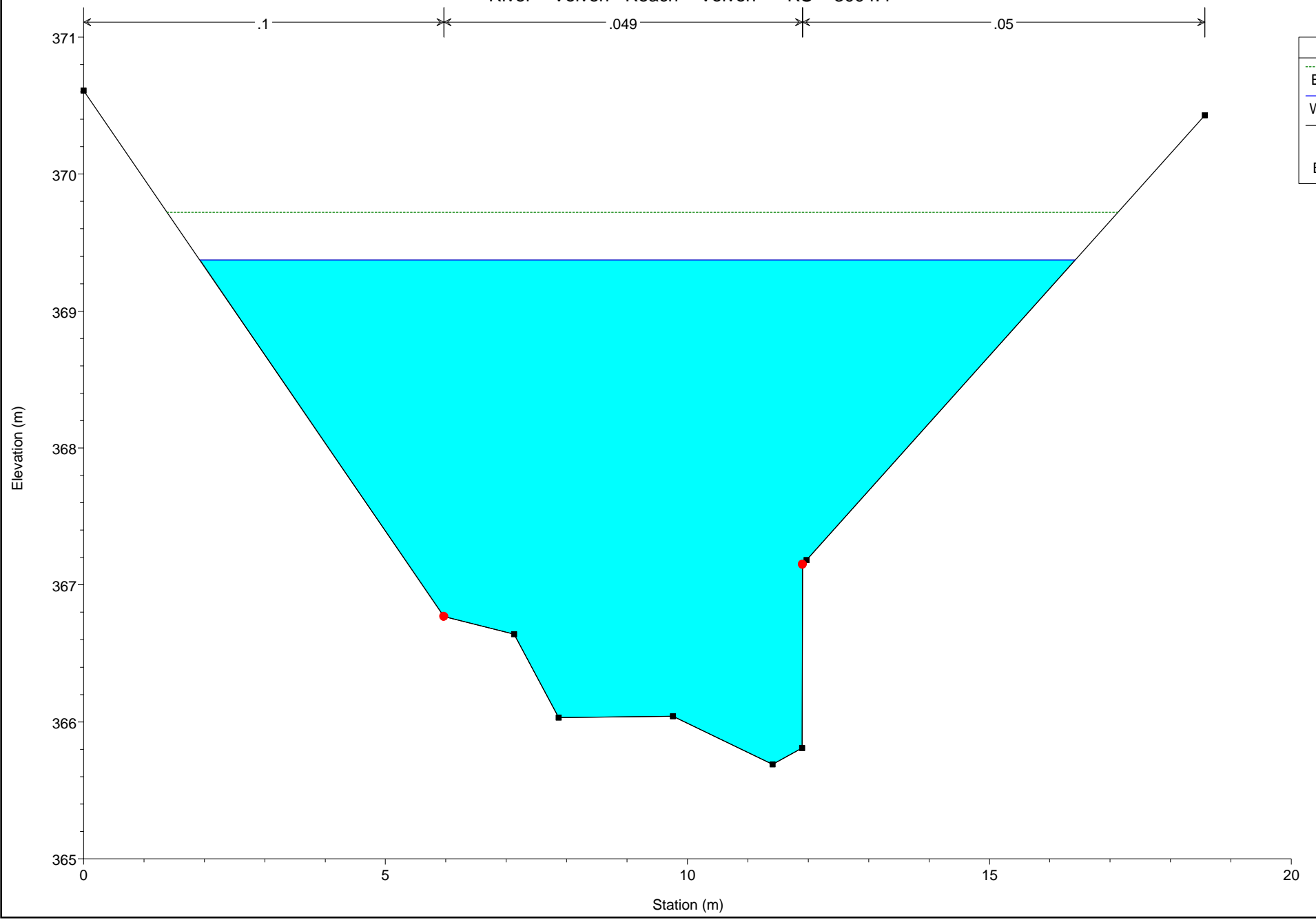
Legend

- EG Q100
- WS Q100
- Ground
- Bank Sta

River = Volvon Reach = Volvon RS = 3004.4

Legend

- EG Q100
- WS Q100
- Ground
- Bank Sta

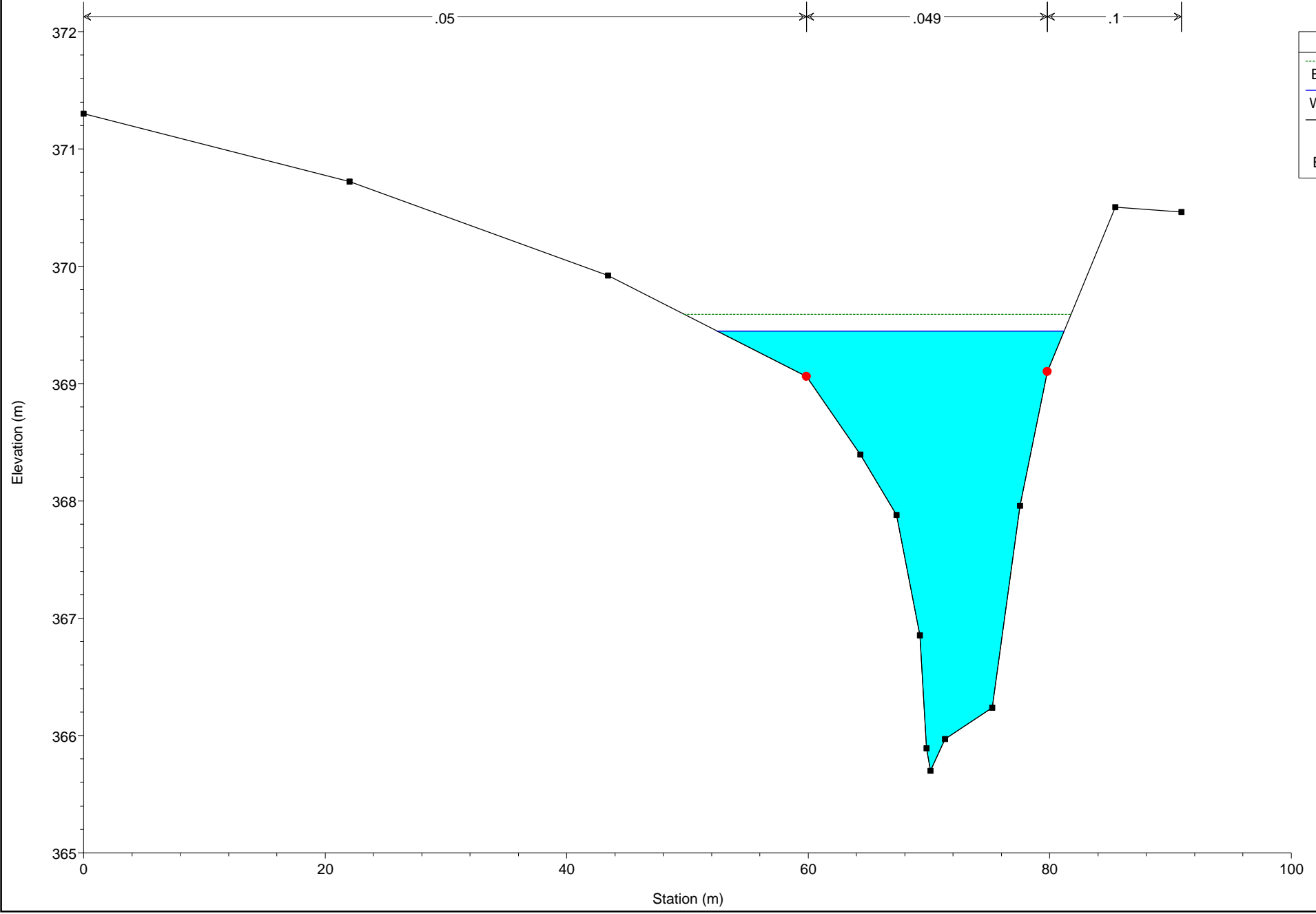


River = Volvon Reach = Volvon RS = 3004

.05

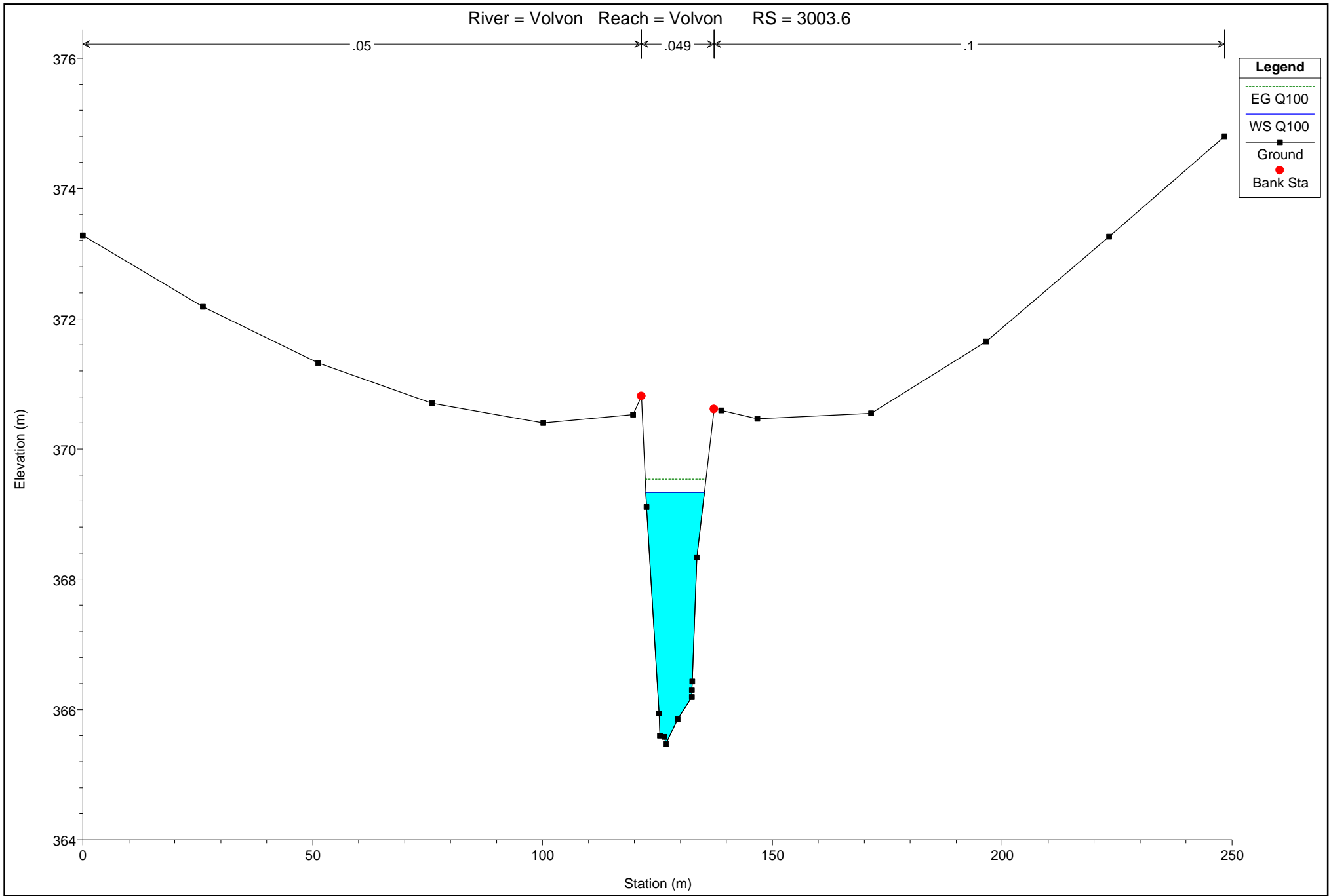
.049

.1



Legend

- EG Q100
- WS Q100
- Ground
- Bank Sta

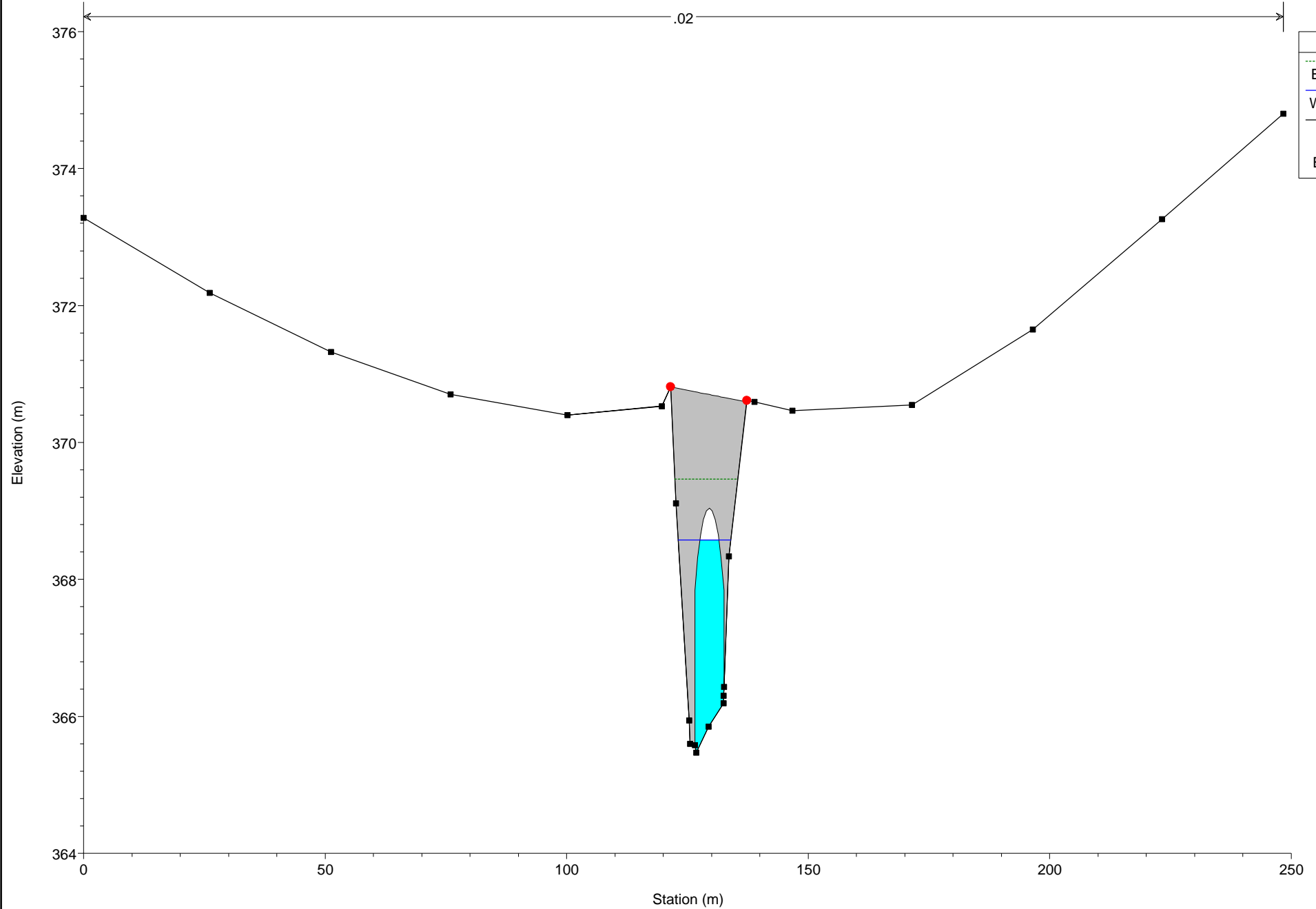


River = Volvon Reach = Volvon RS = 3003.5 BR

.02

Legend

- EG Q100
- WS Q100
- Ground
- Bank Sta

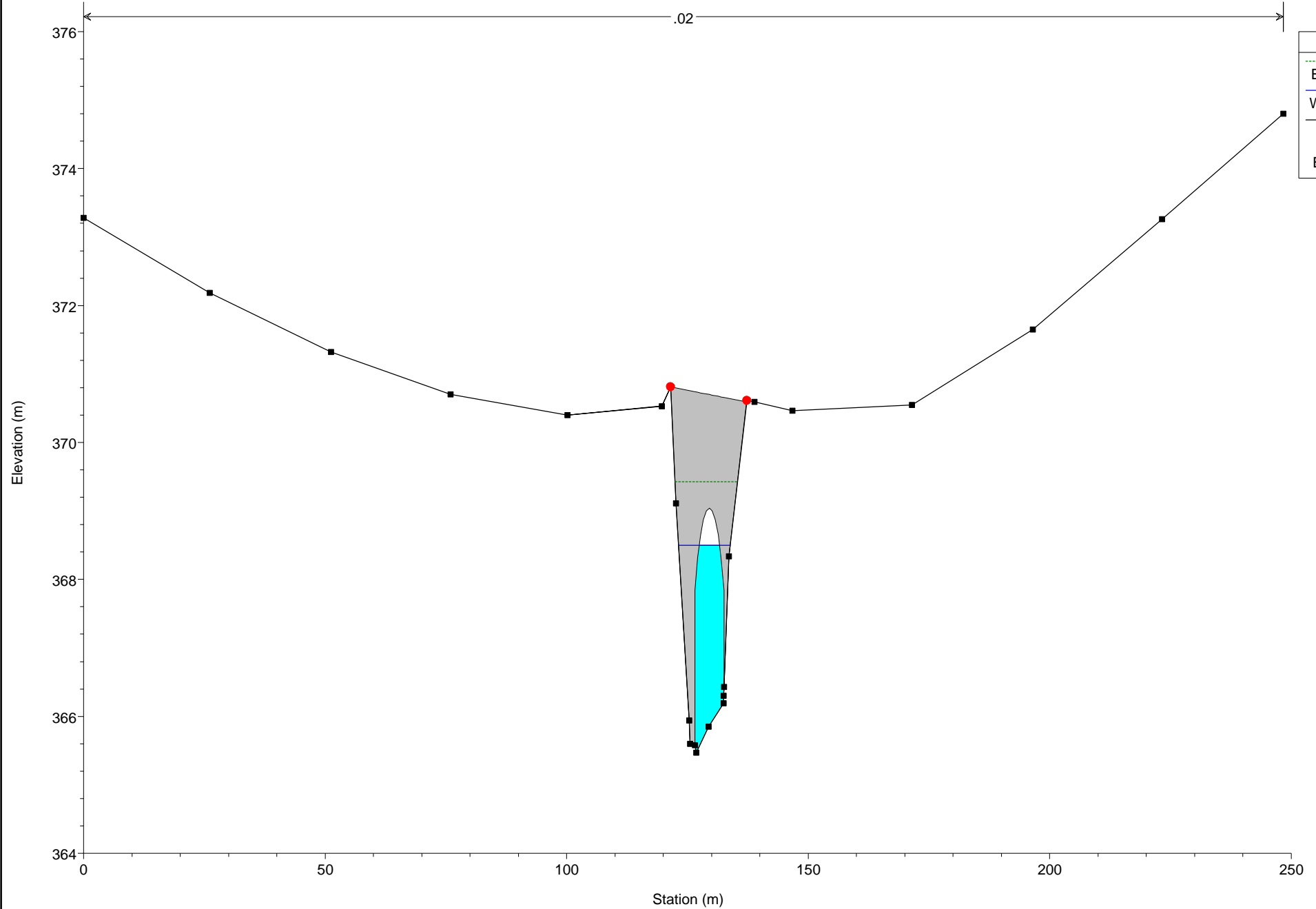


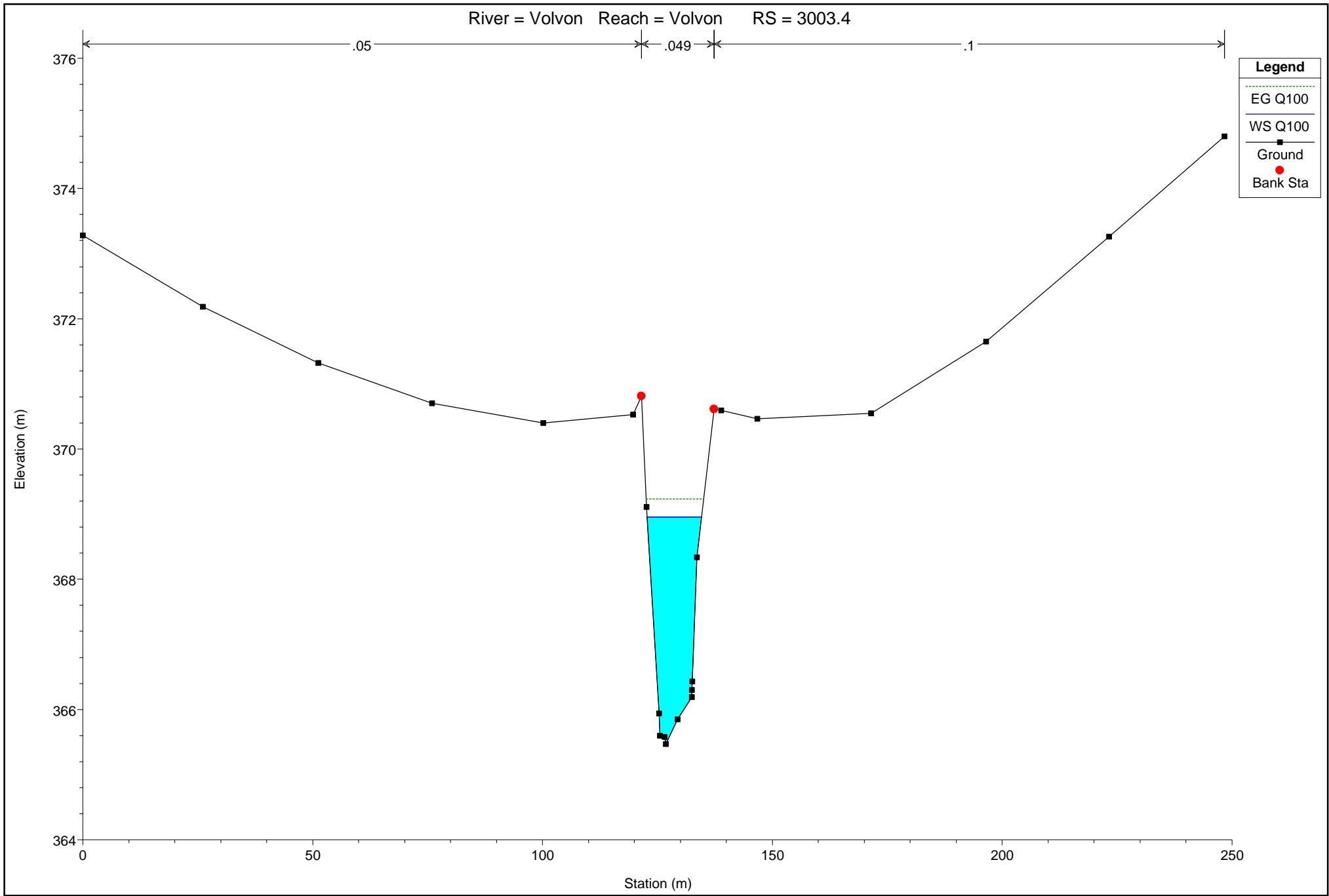
River = Volvon Reach = Volvon RS = 3003.5 BR

.02

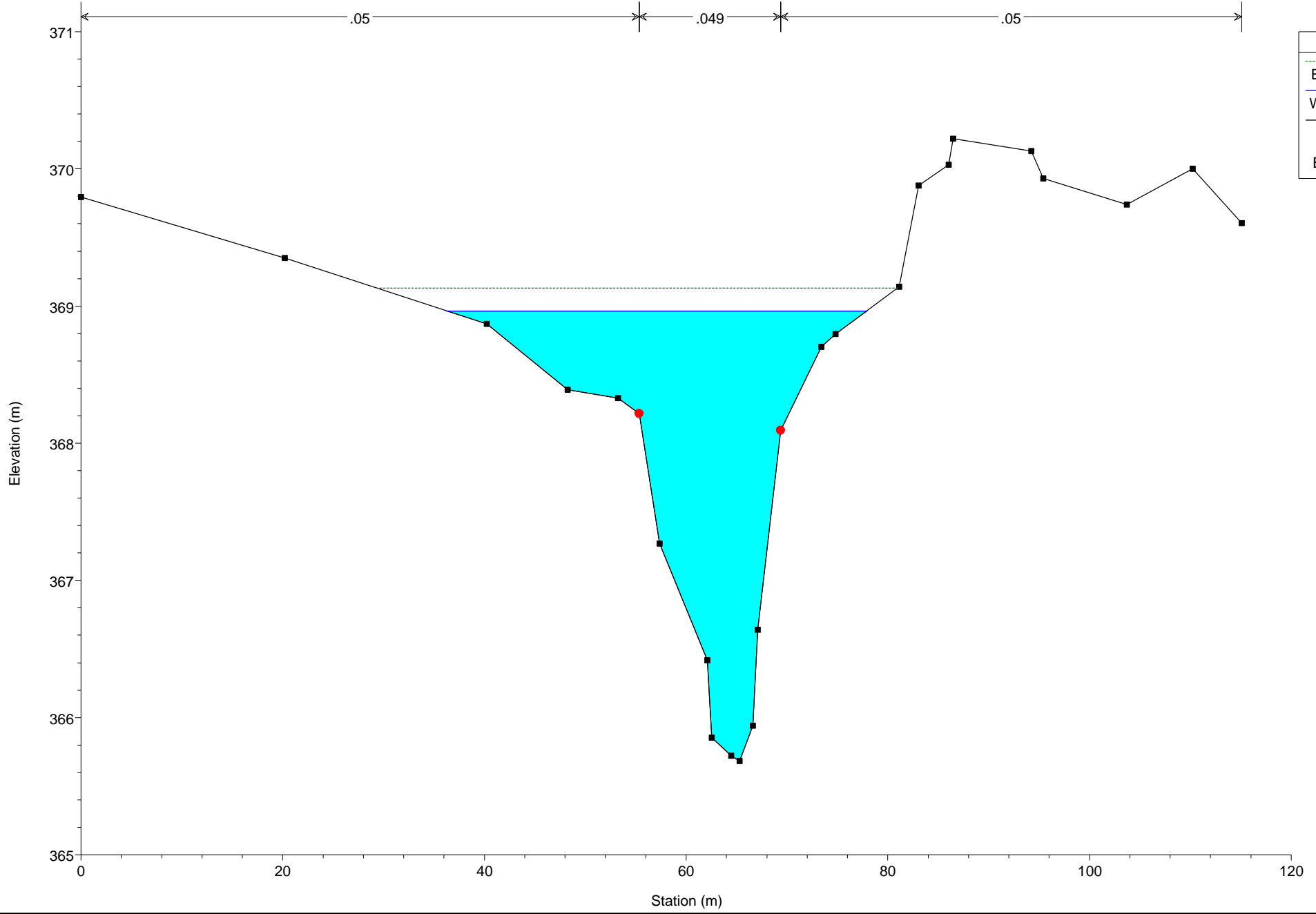
Legend

- EG Q100
- WS Q100
- Ground
- Bank Sta

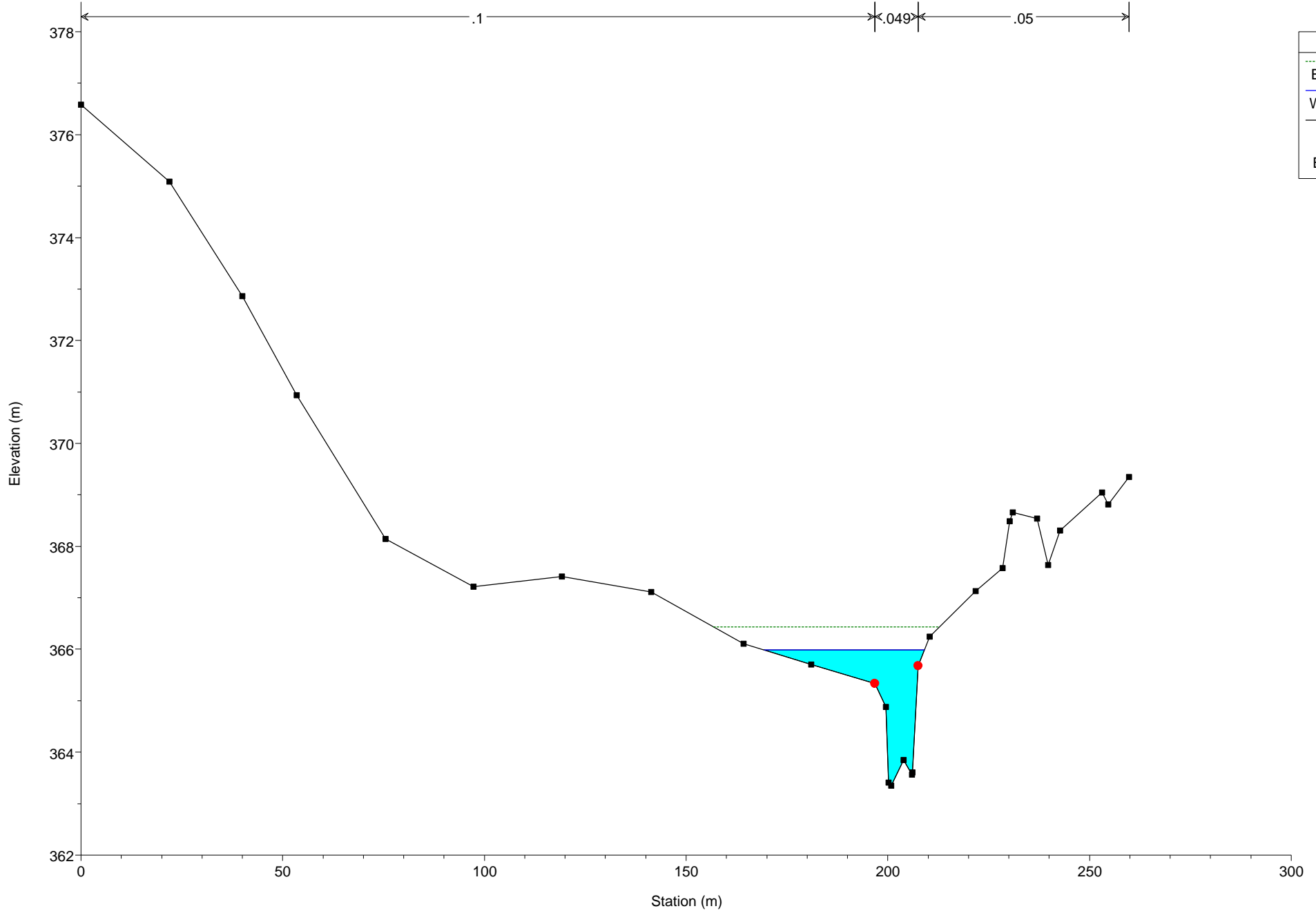




River = Volvon Reach = Volvon RS = 3003



River = Volvon Reach = Volvon RS = 3002



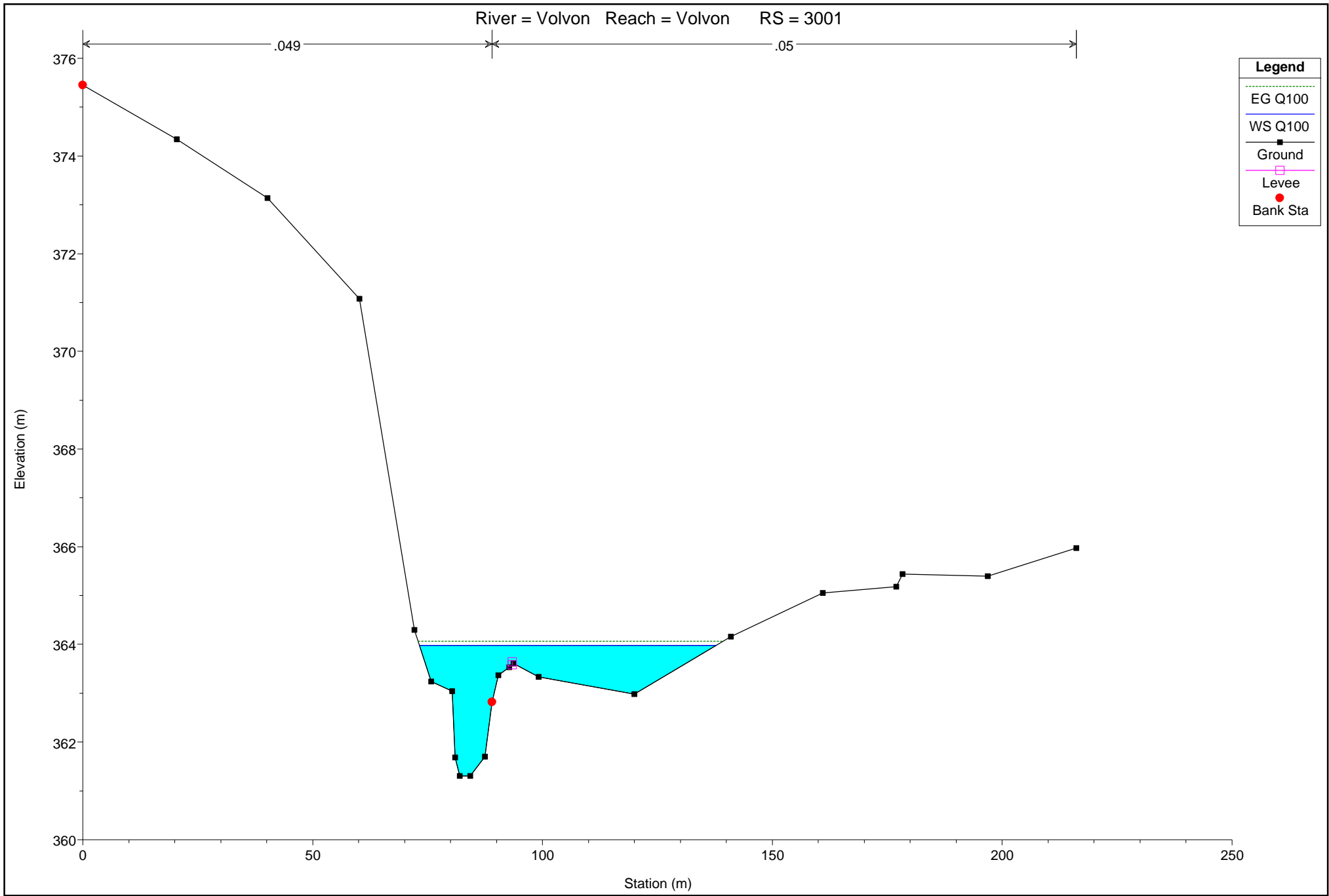
Legend

EG Q100

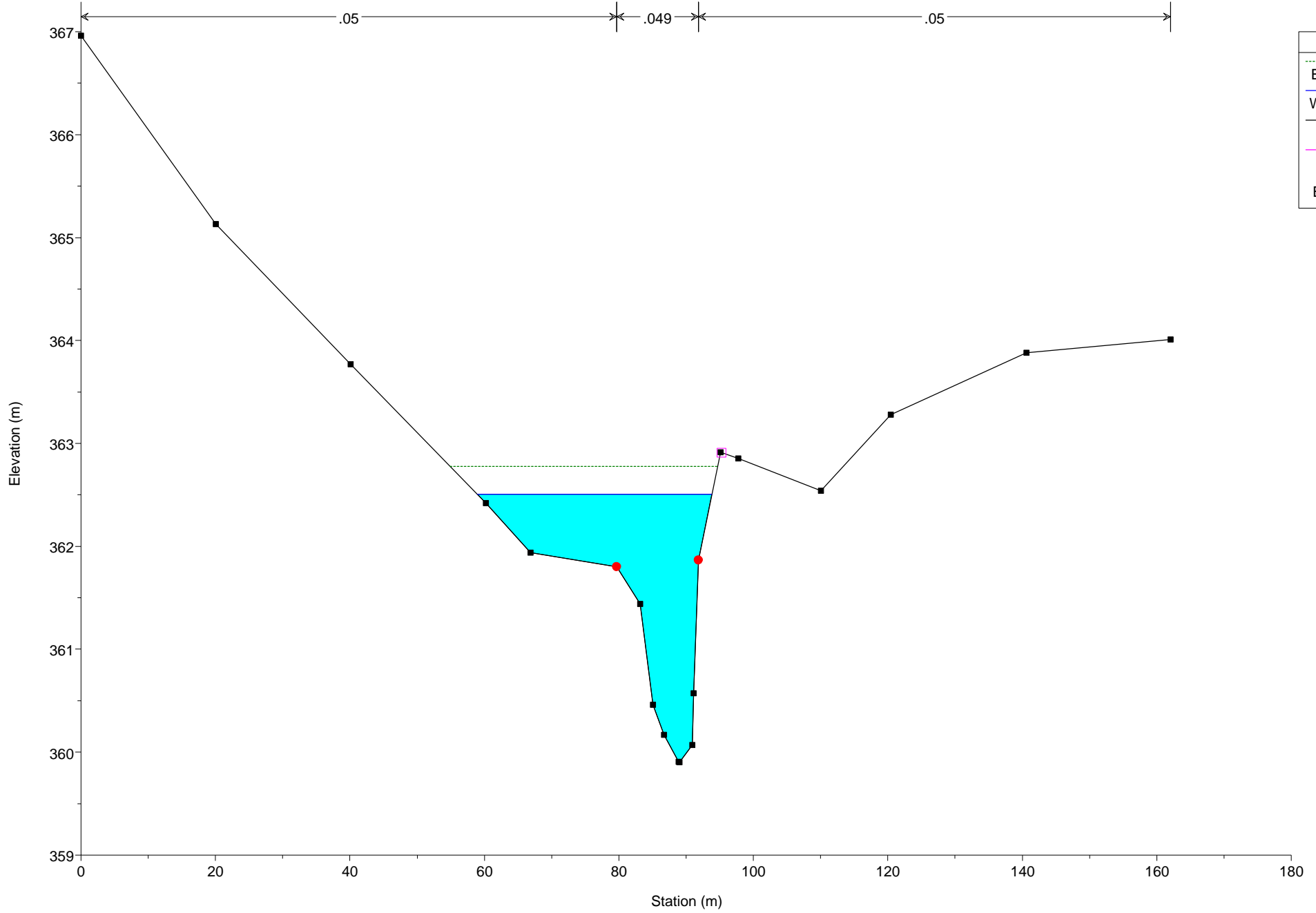
WS Q100

Ground

Bank Sta

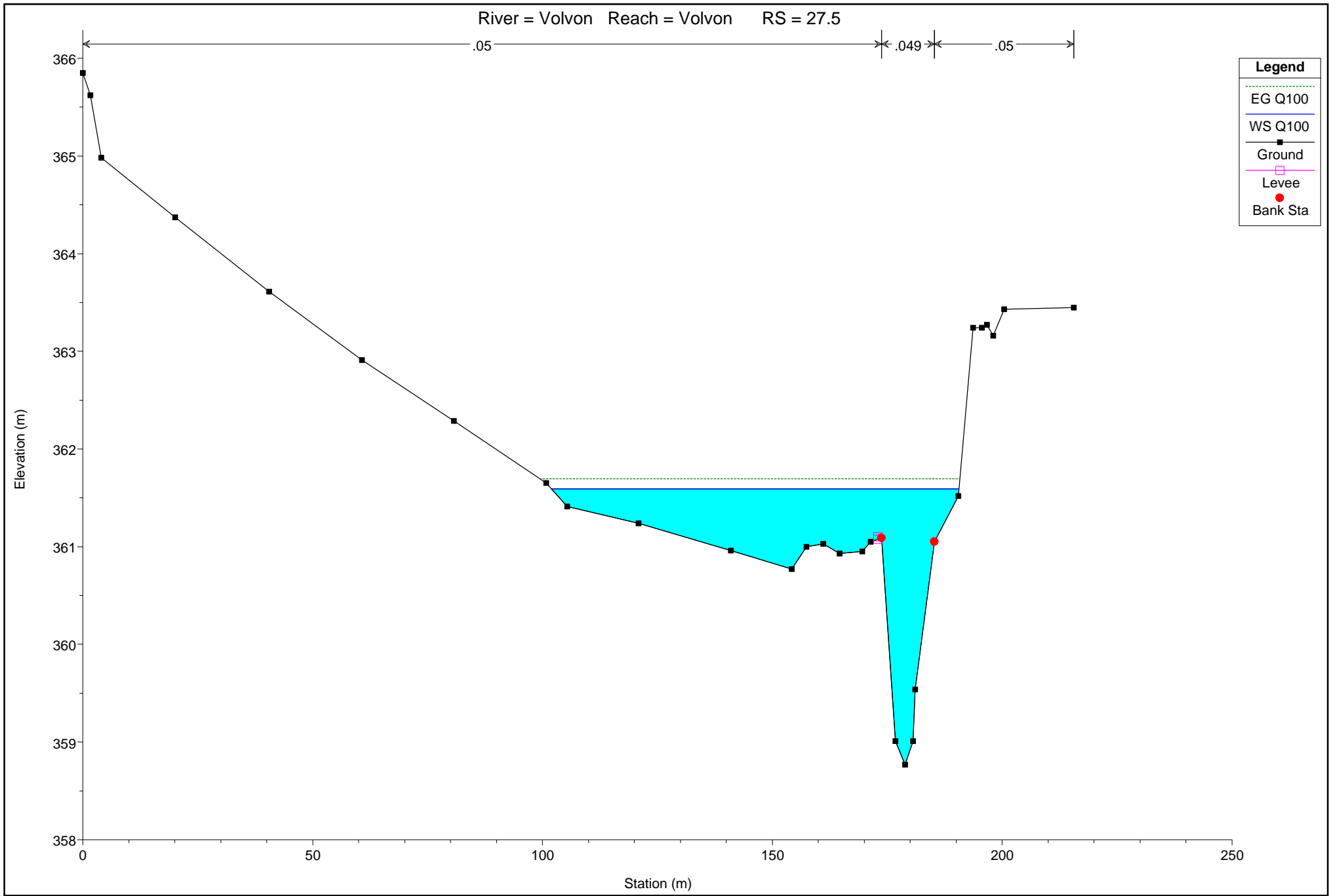


River = Volvon Reach = Volvon RS = 3000

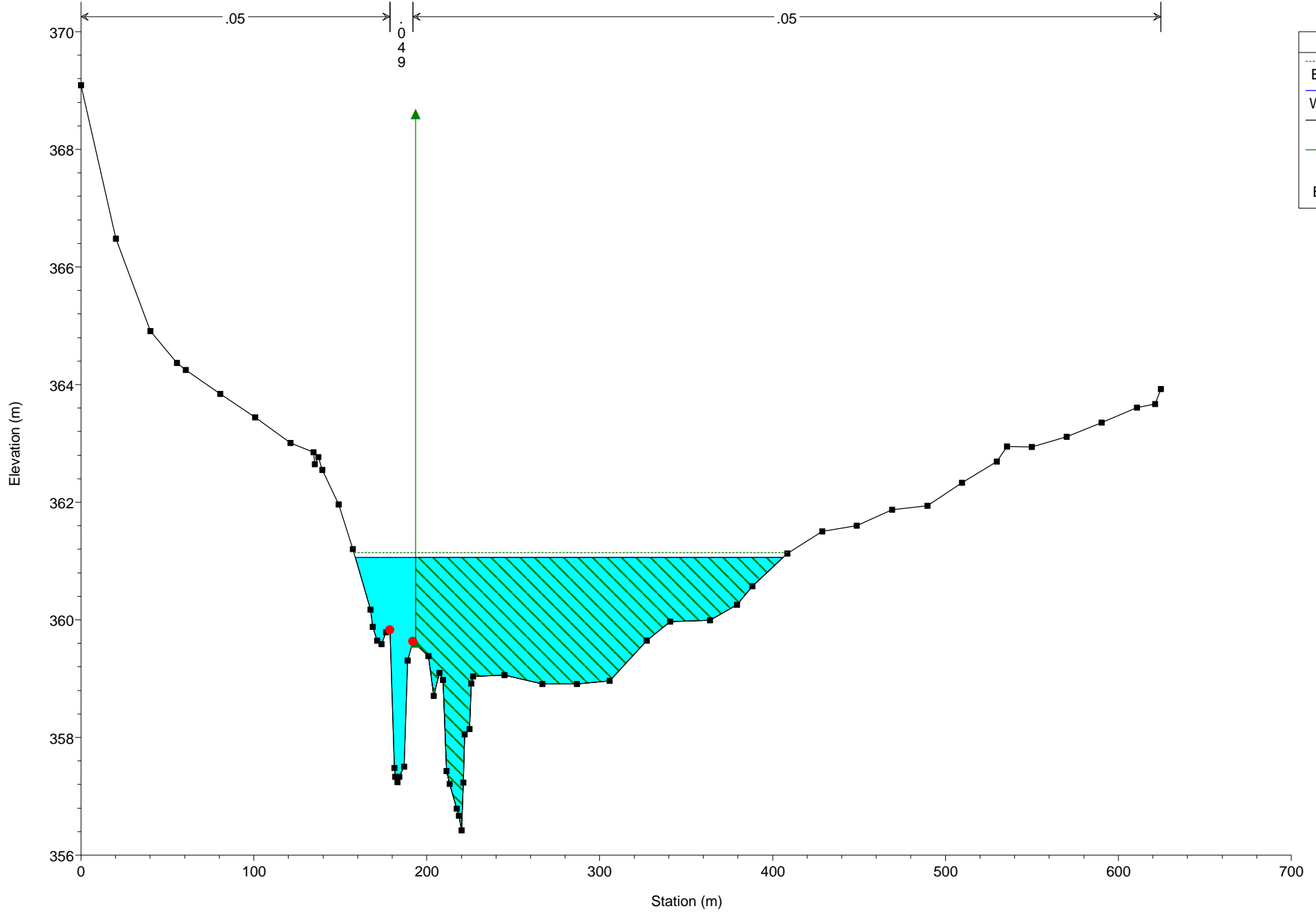


Legend

- EG Q100
- WS Q100
- Ground
- Levee
- Bank Sta



River = Volvon Reach = Volvon RS = 27

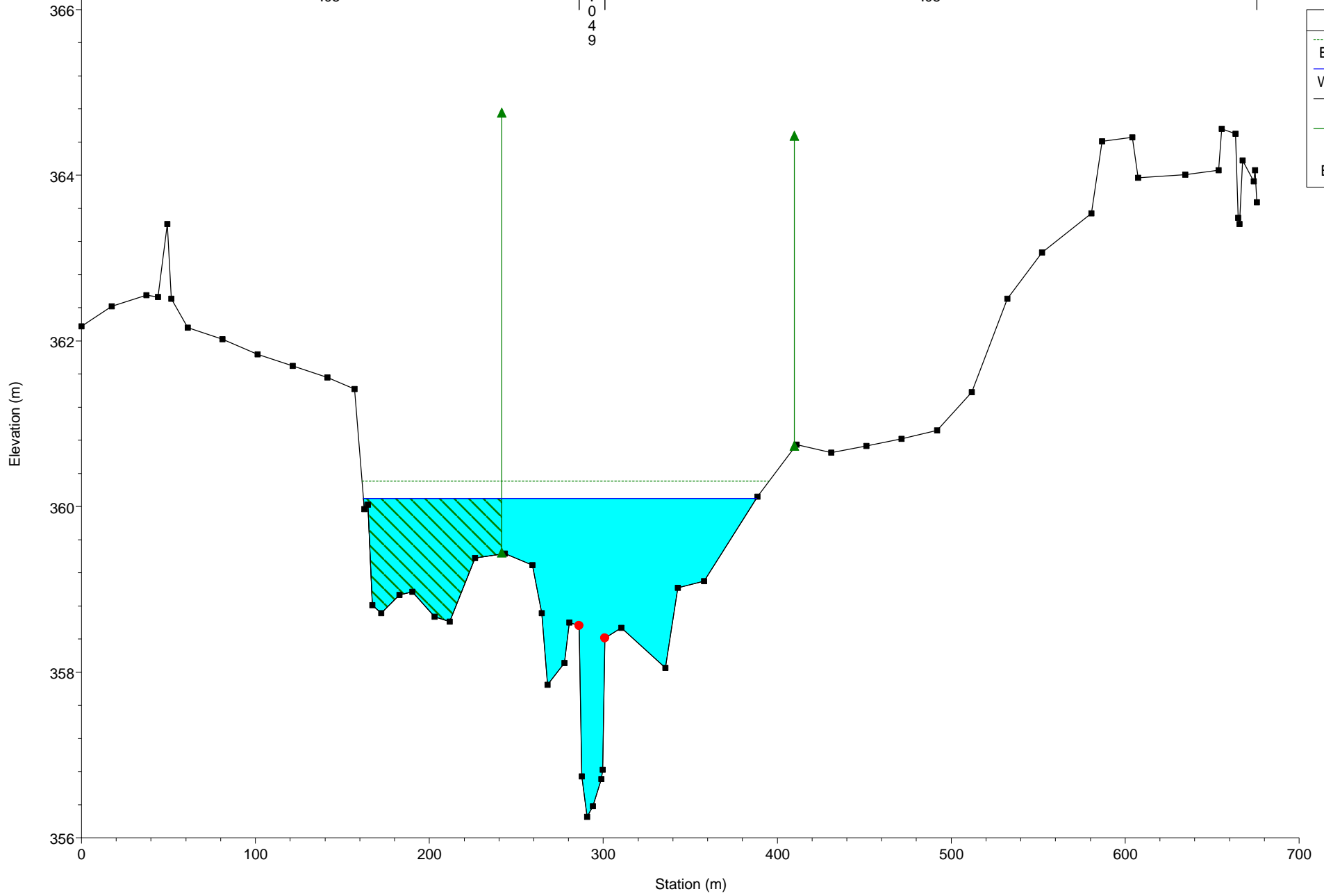


River = Volvon Reach = Volvon RS = 26

.05

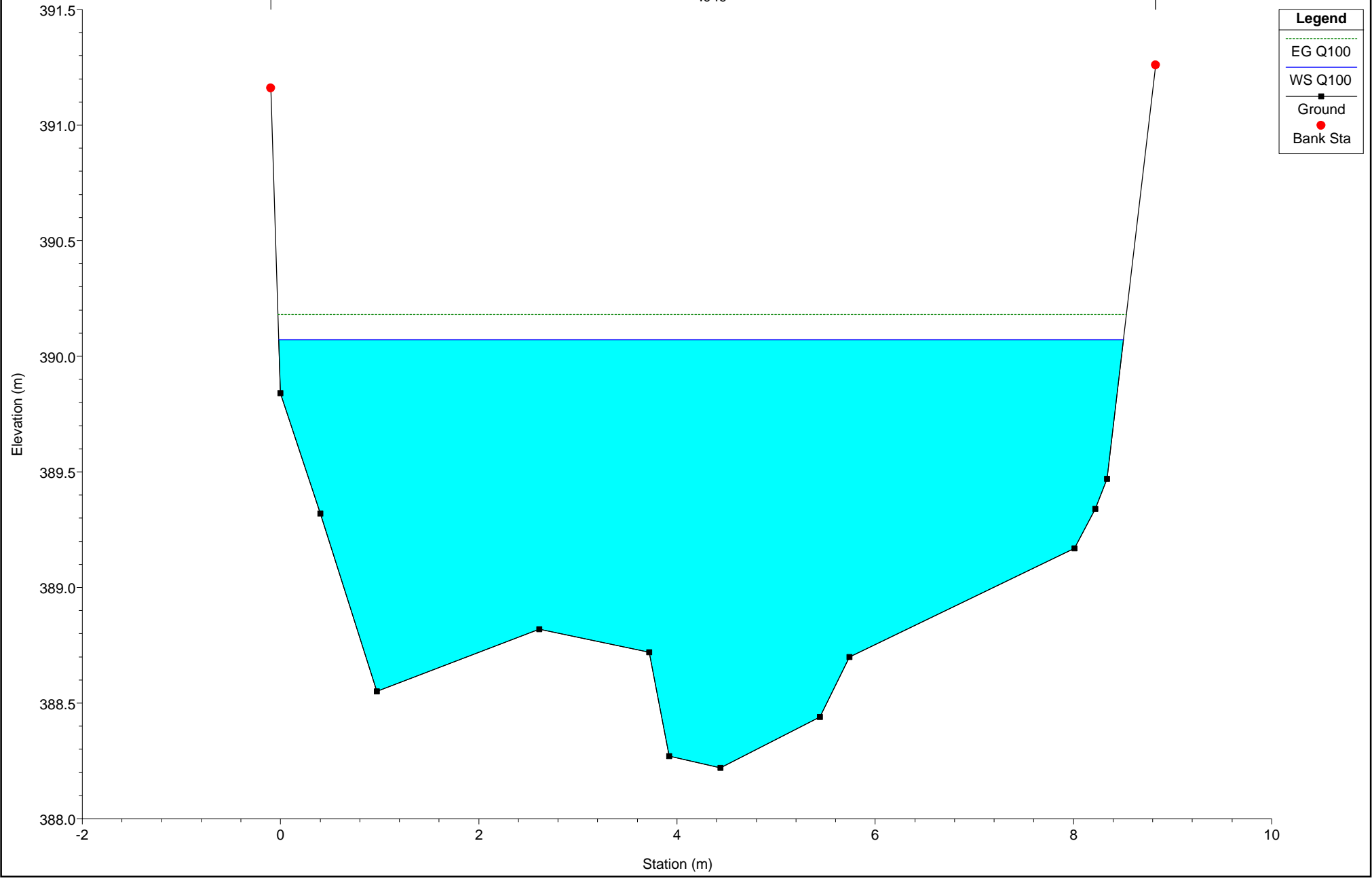
.04
9

.05



River = petit volvon Reach = petit volvon RS = 4022.61

.049

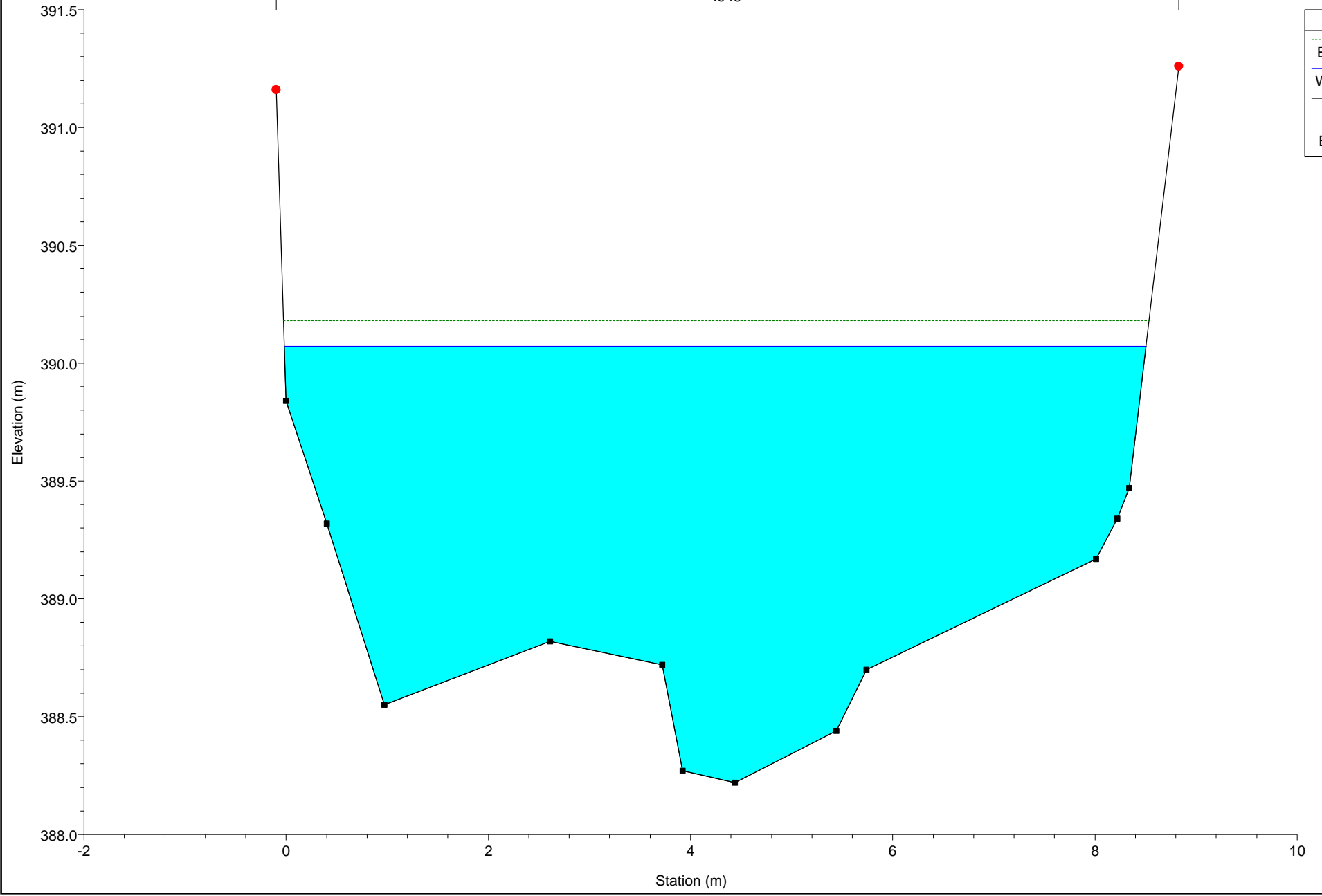


Legend

- EG Q100
- WS Q100
- Ground
- Bank Sta

River = petit volvon Reach = petit volvon RS = 4022.6

.049

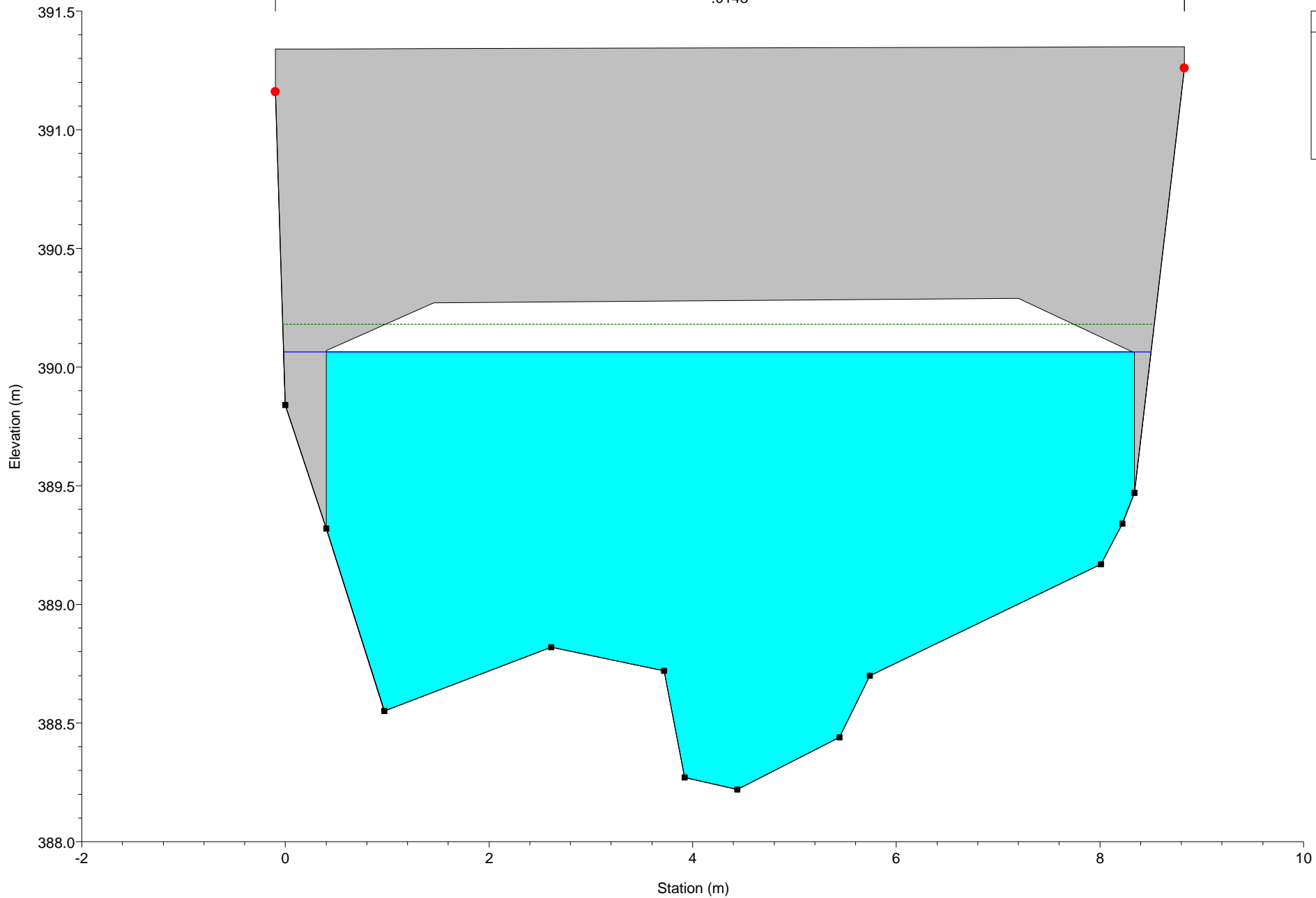


Legend

- EG Q100 (dotted green line)
- WS Q100 (solid blue line)
- Ground (solid black line)
- Bank Sta (red dot)

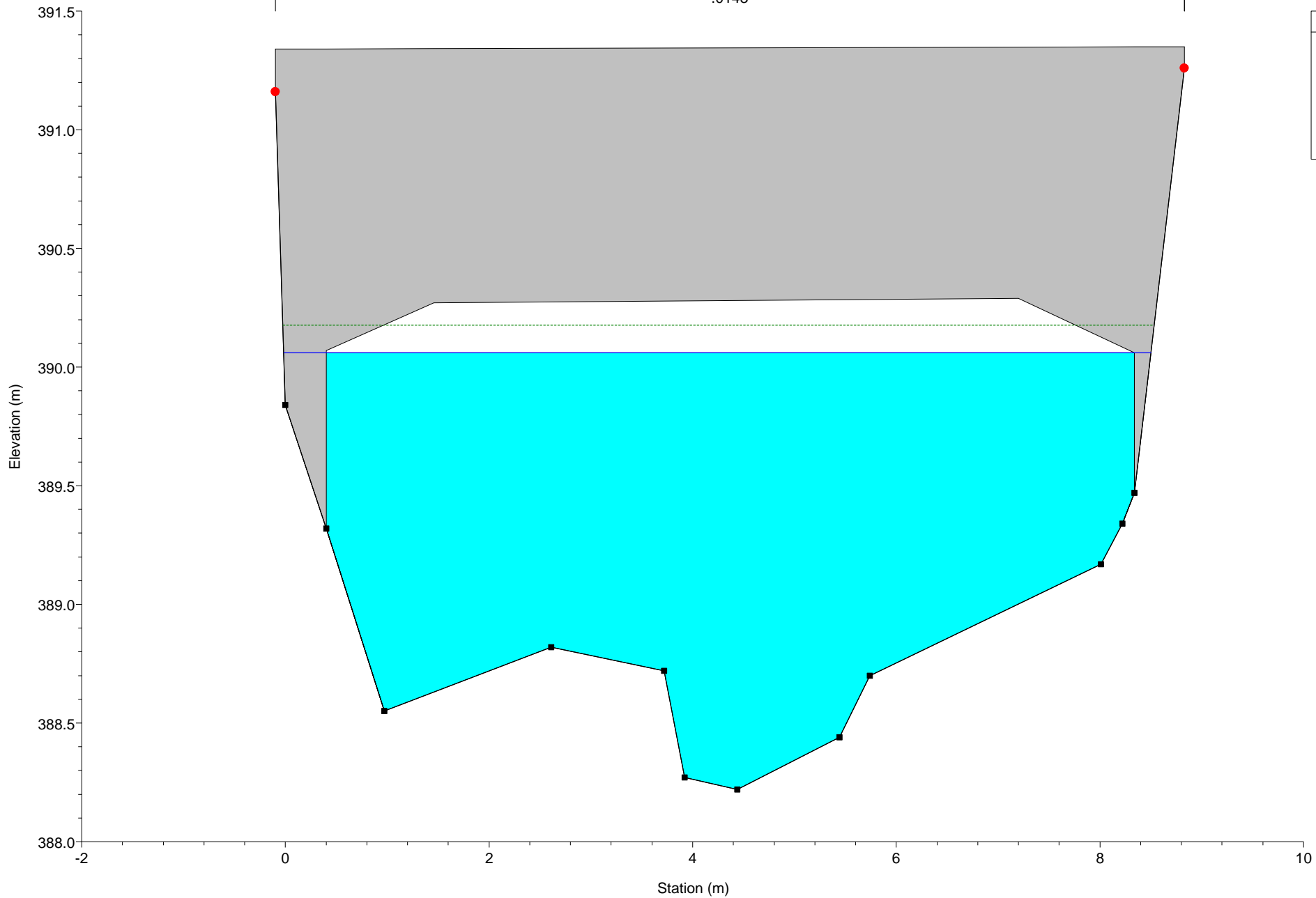
River = petit volvon Reach = petit volvon RS = 4022.5 BR

.0143



River = petit volvon Reach = petit volvon RS = 4022.5 BR

.0143

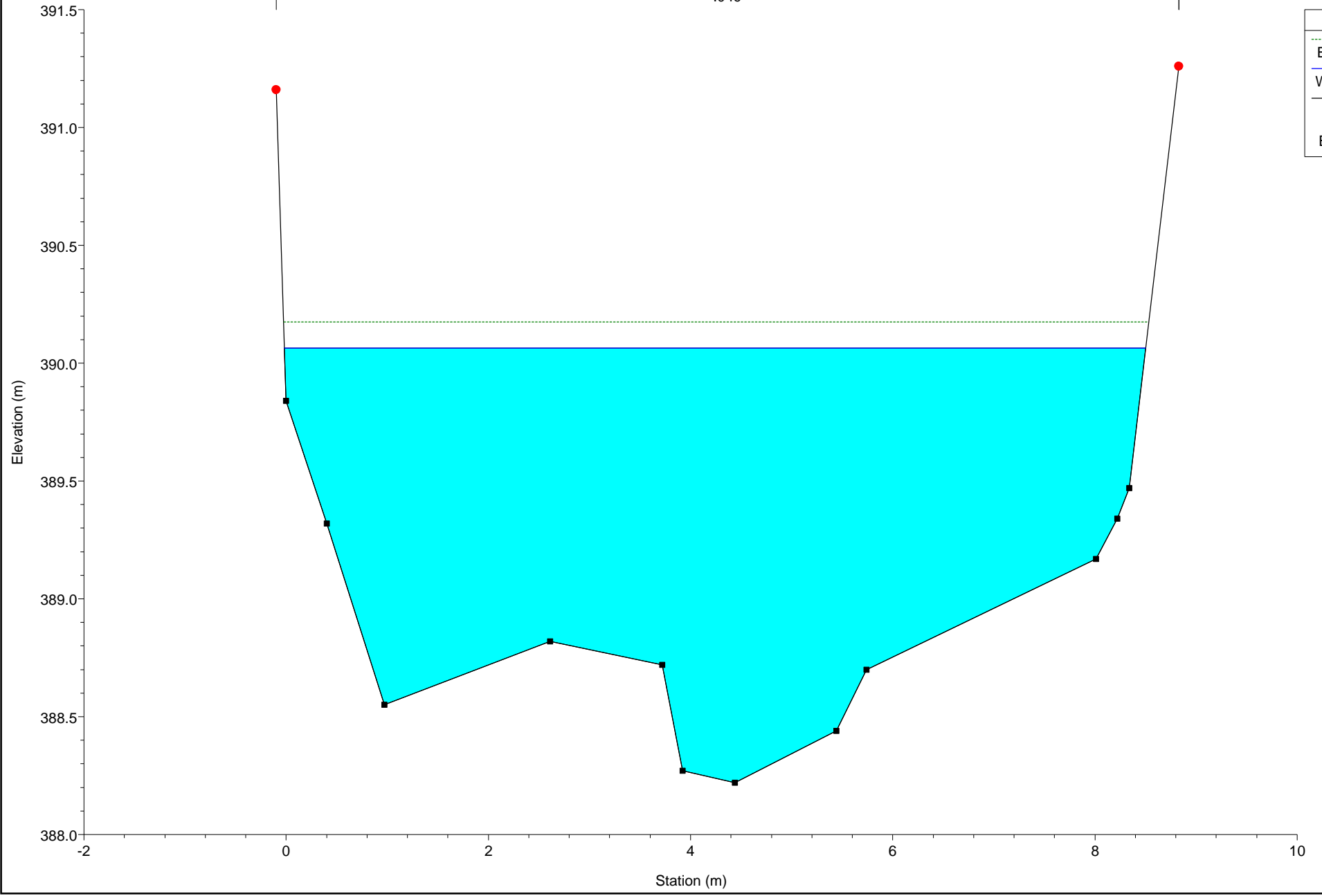


Legend

- EG Q100
- WS Q100
- Ground
- Bank Sta

River = petit volvon Reach = petit volvon RS = 4022.4

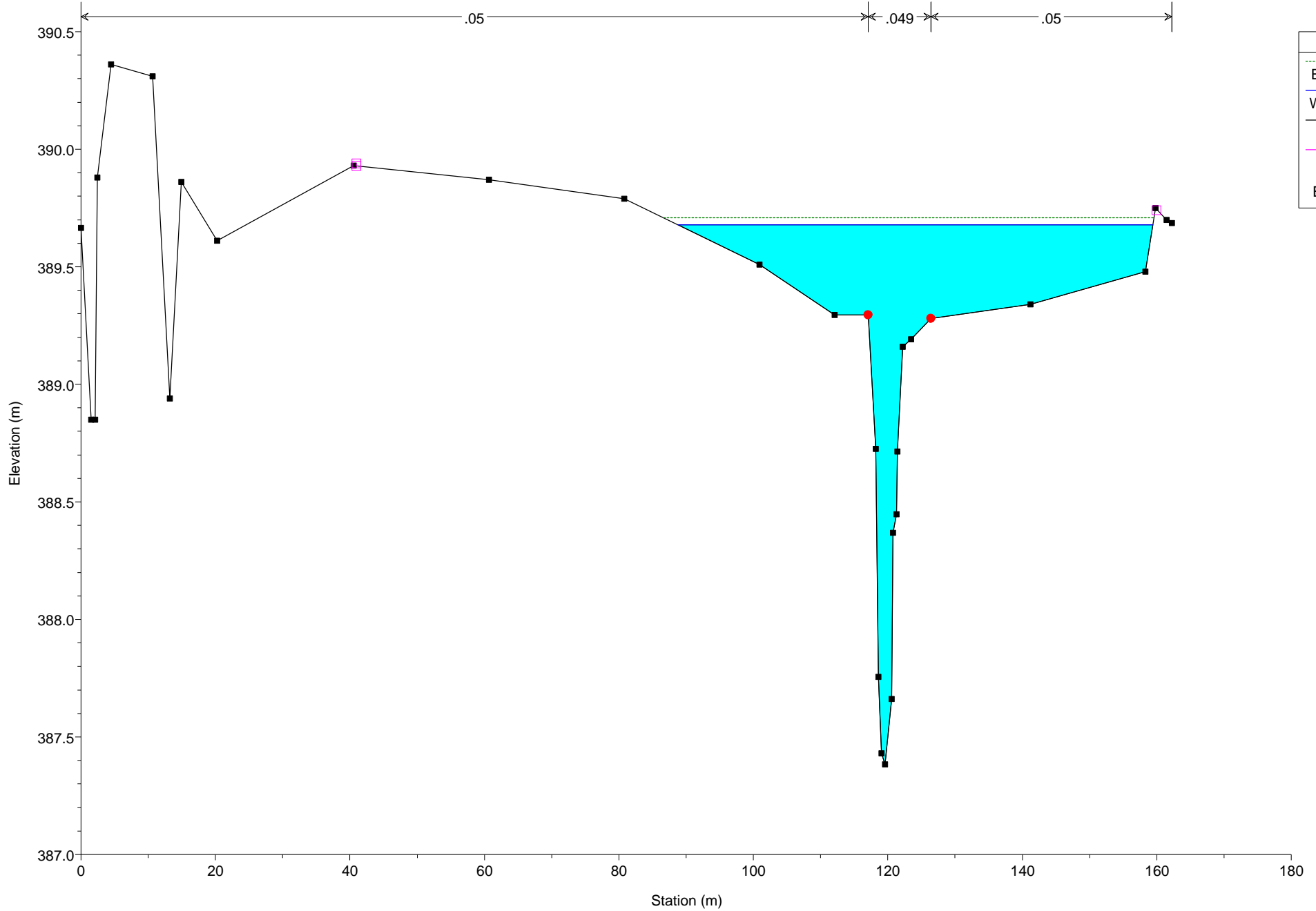
.049



Legend

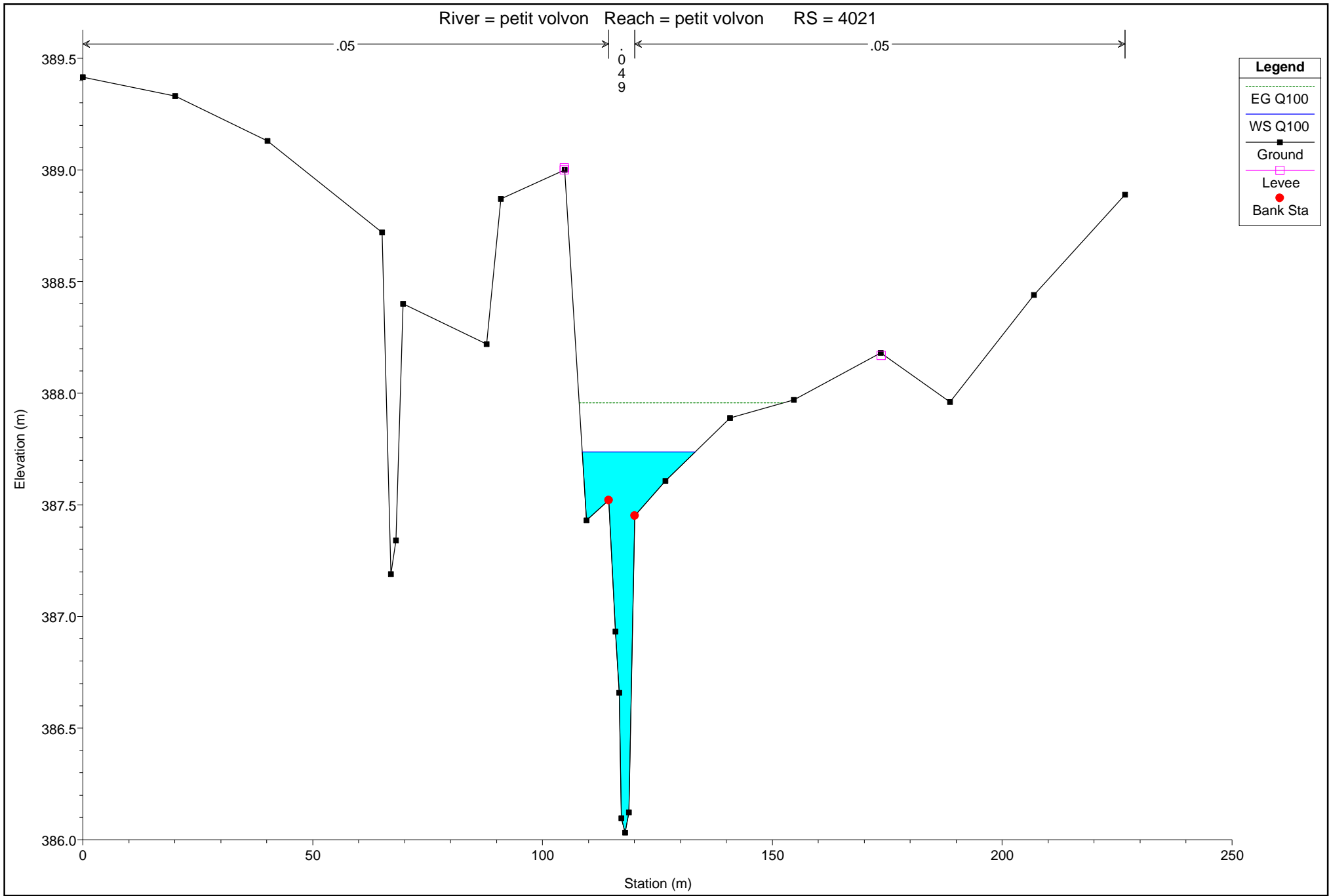
- EG Q100
- WS Q100
- Ground
- Bank Sta

River = petit volvon Reach = petit volvon RS = 4022

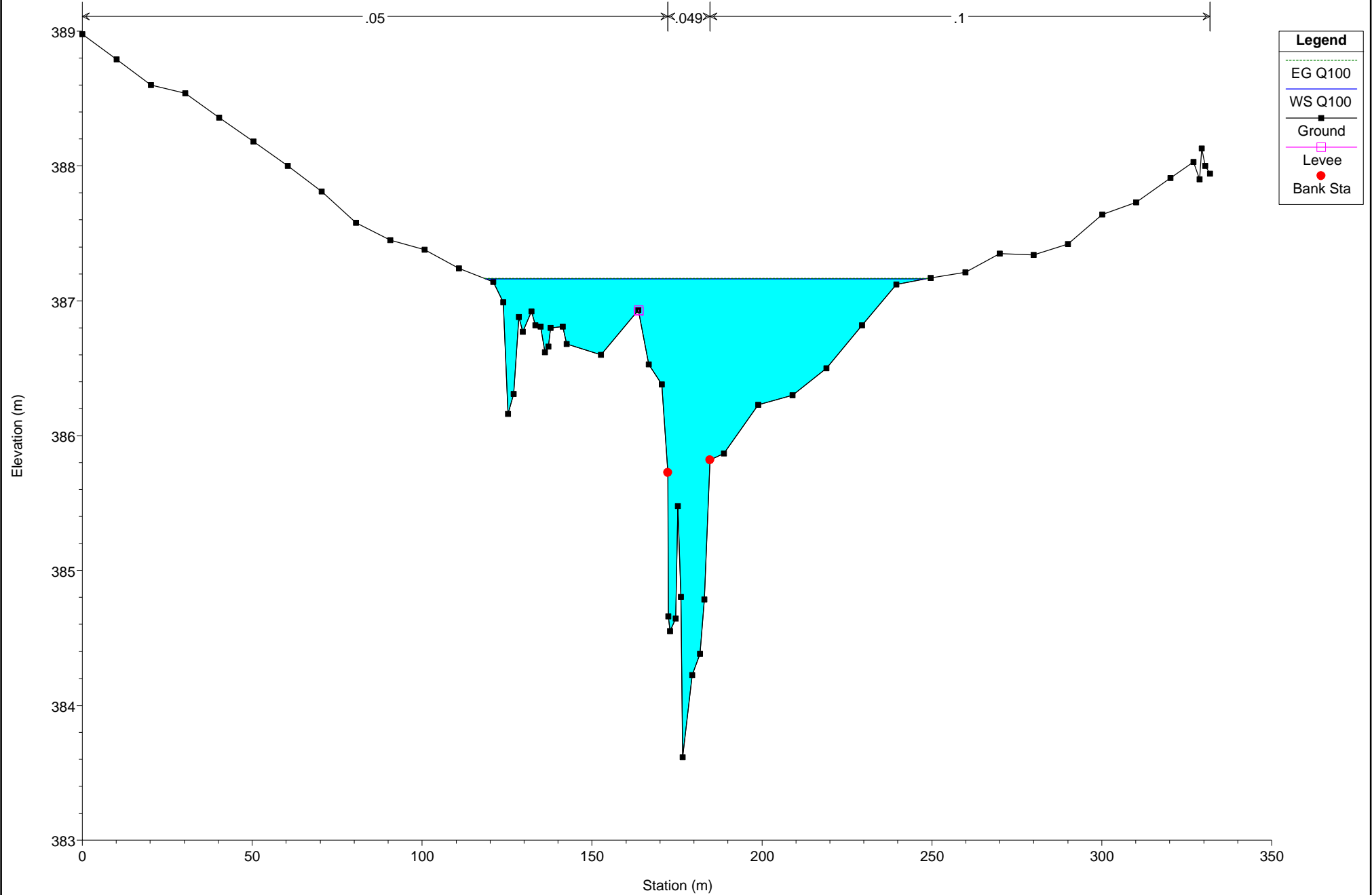


Legend

- EG Q100
- WS Q100
- Ground
- Levee
- Bank Sta

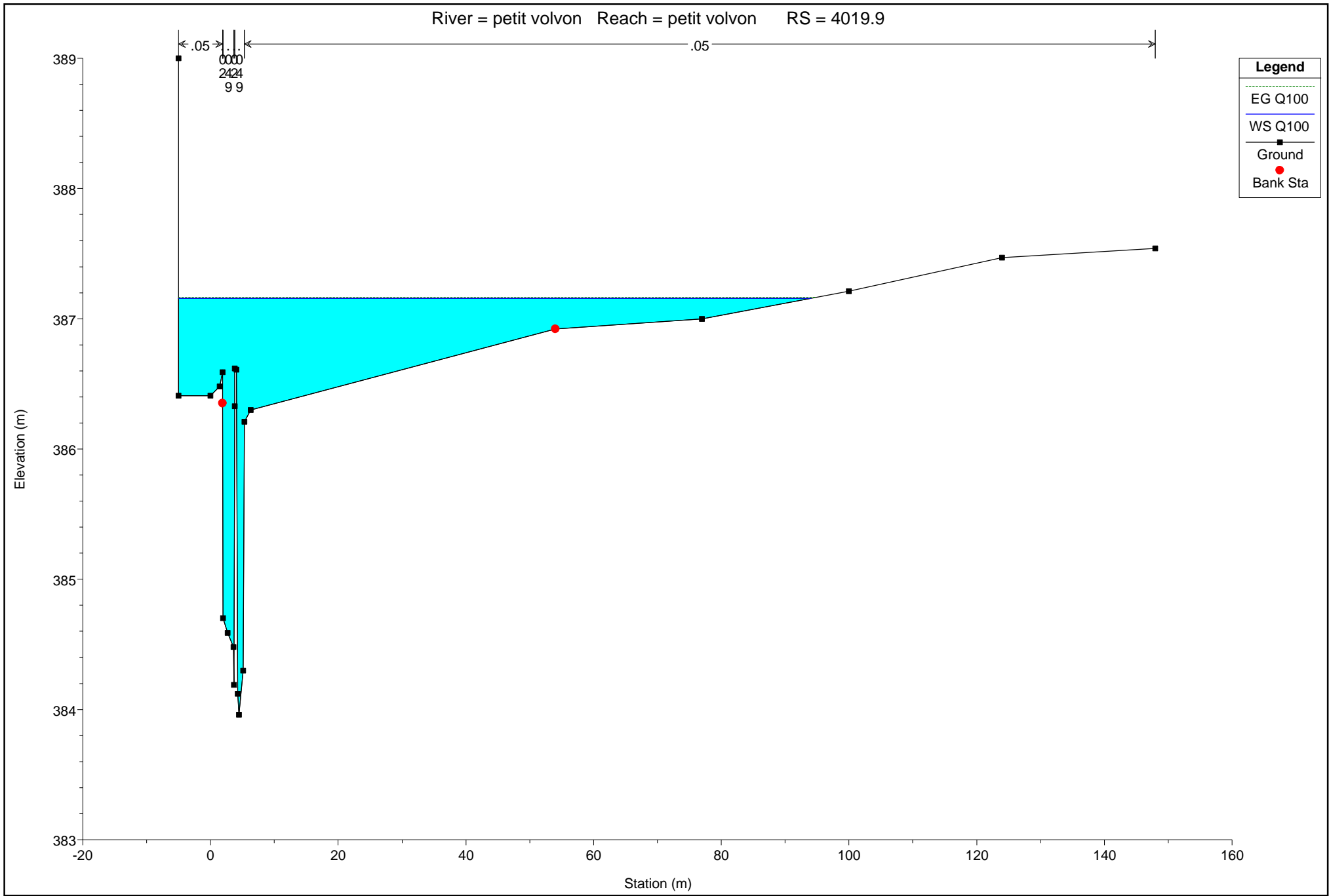


River = petit volvon Reach = petit volvon RS = 4020

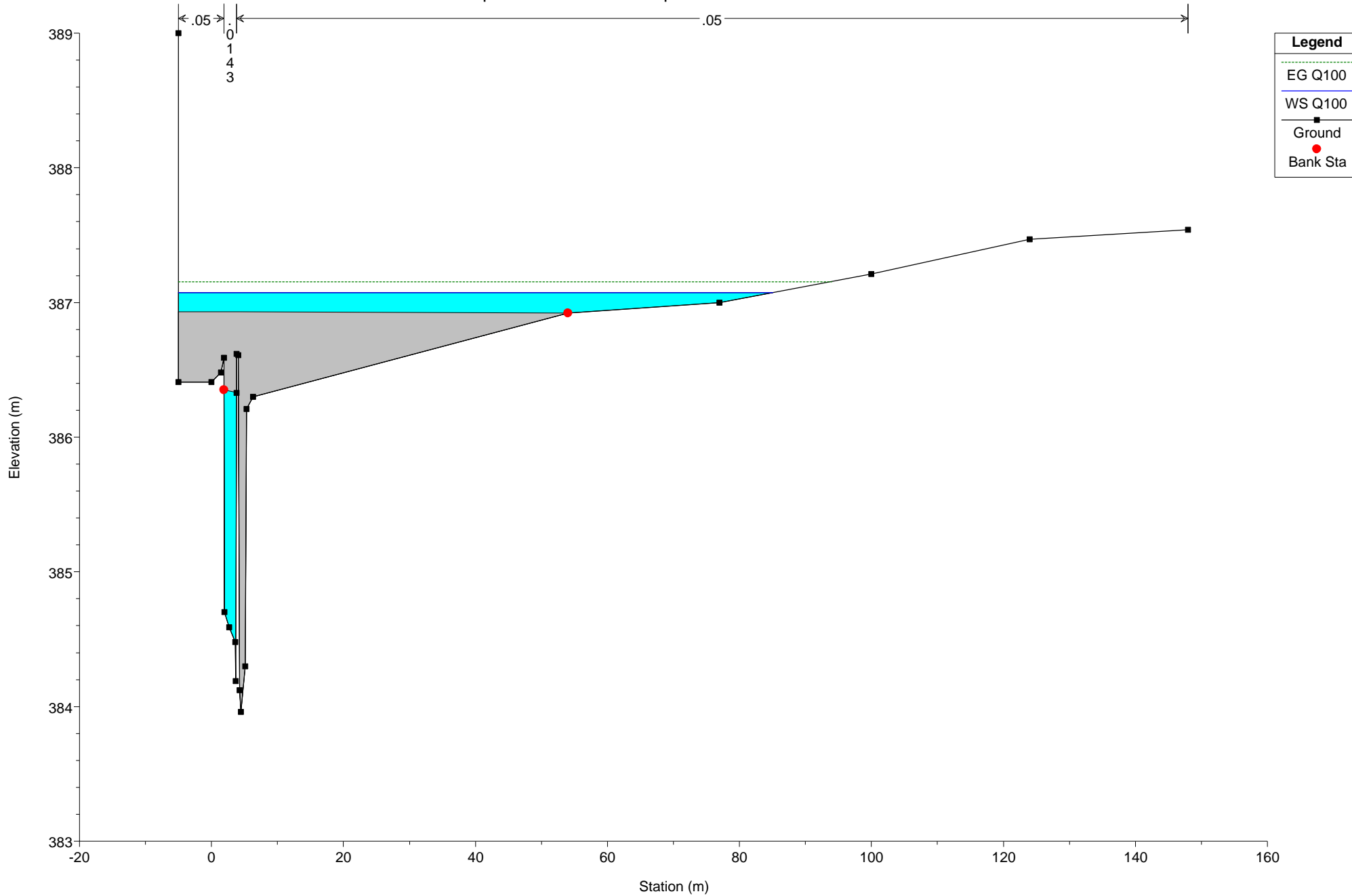


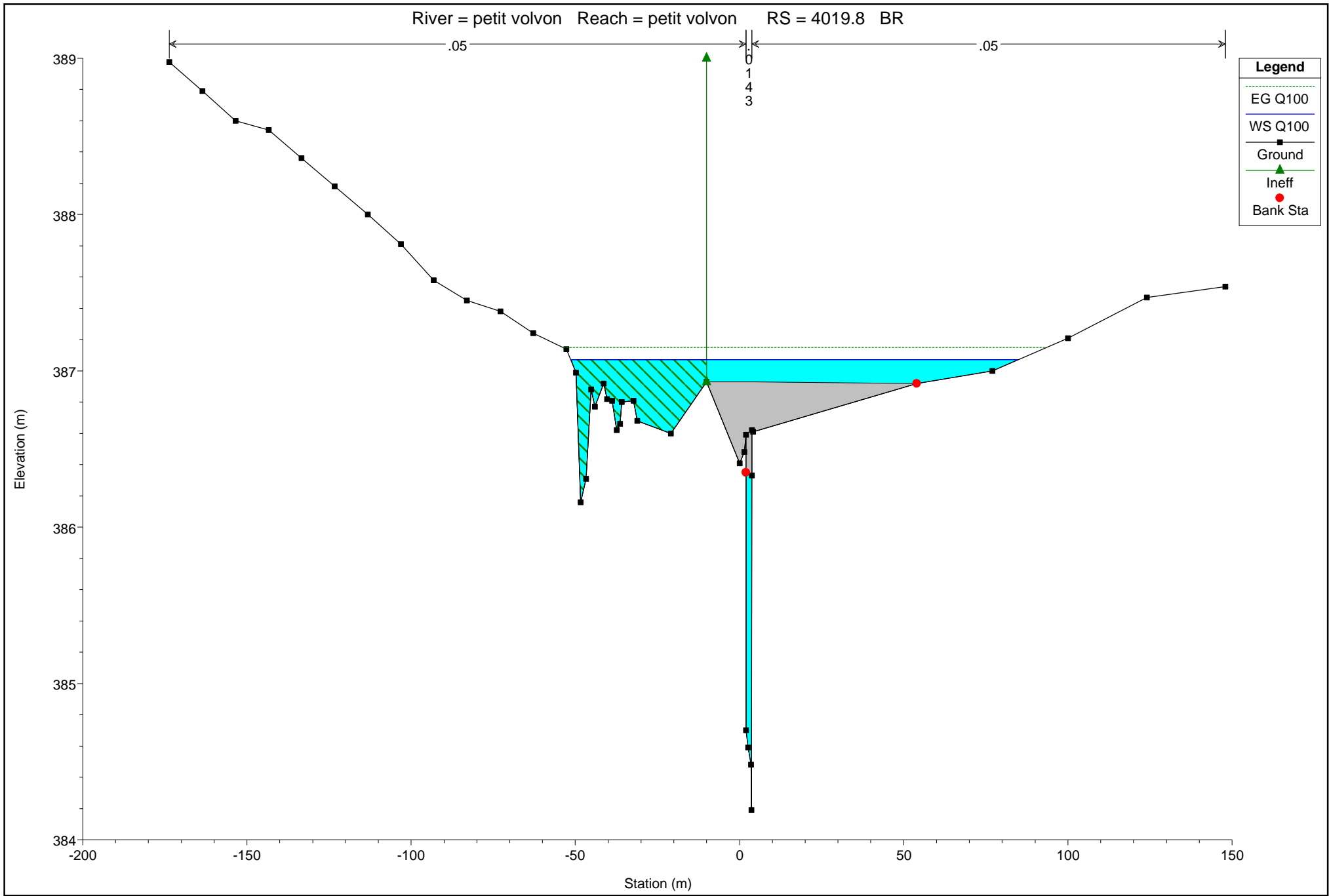
Legend

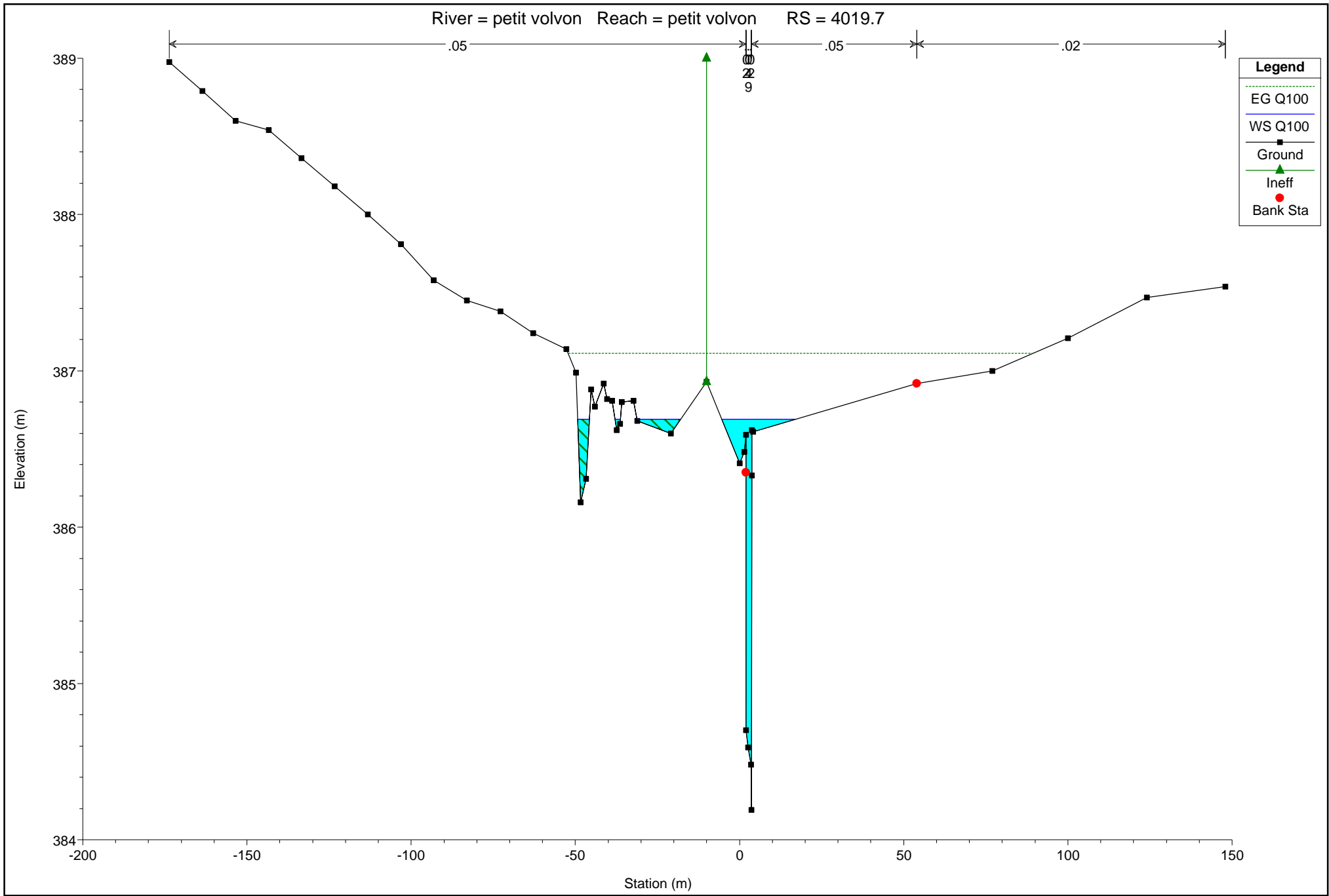
- EG Q100 (dotted line)
- WS Q100 (blue line)
- Ground (black line with square markers)
- Levee (pink square)
- Bank Sta (red circle)

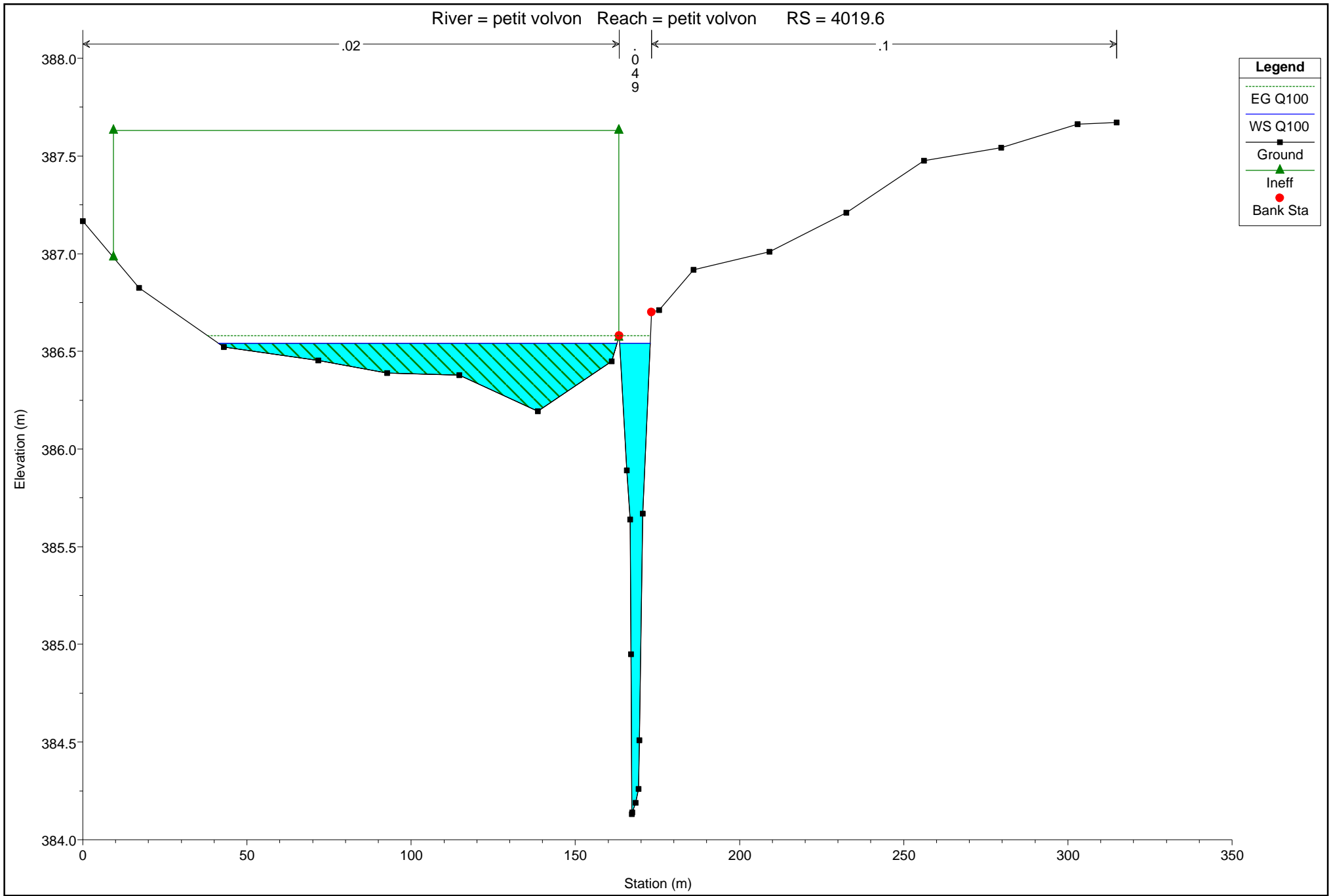


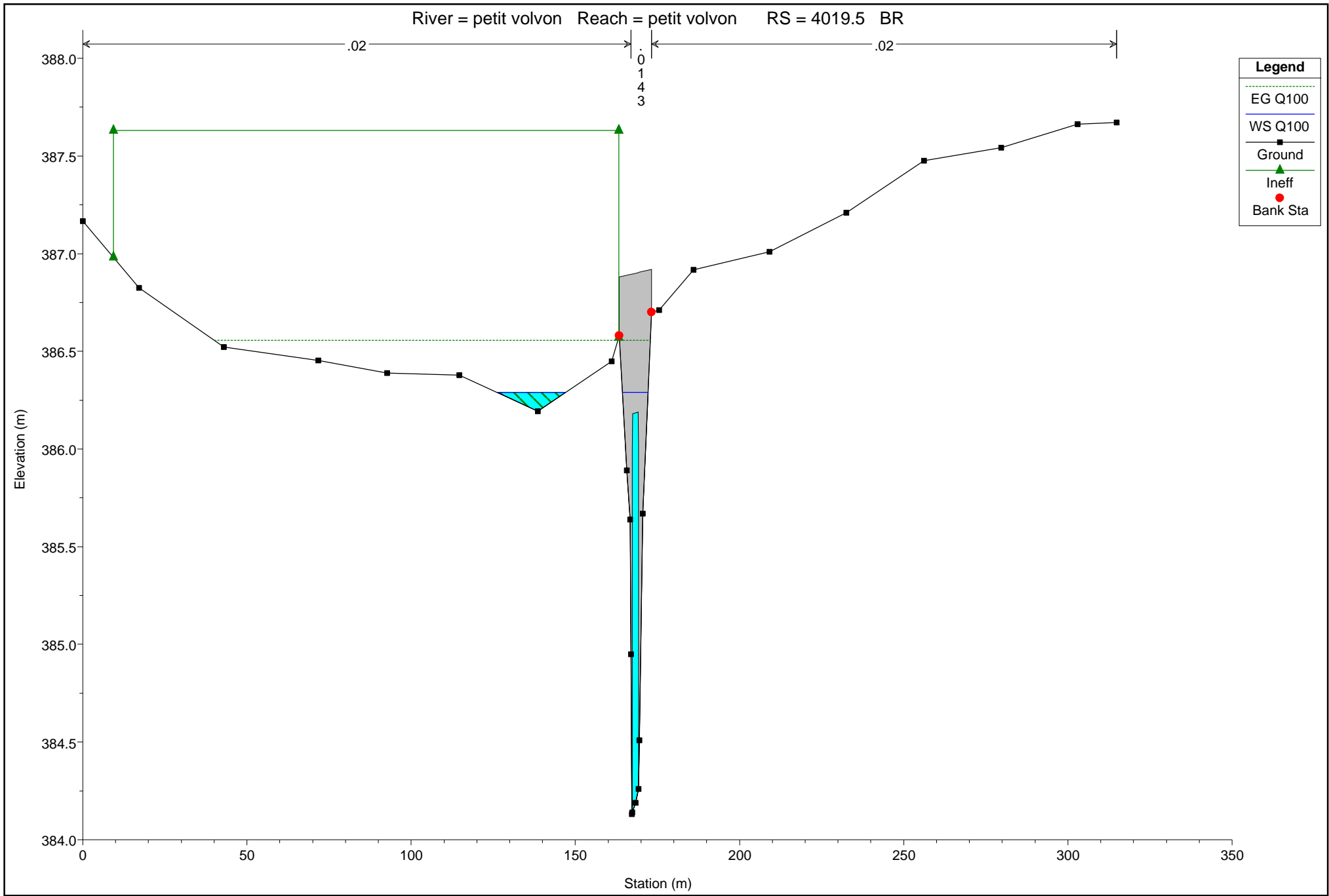
River = petit volvon Reach = petit volvon RS = 4019.8 BR

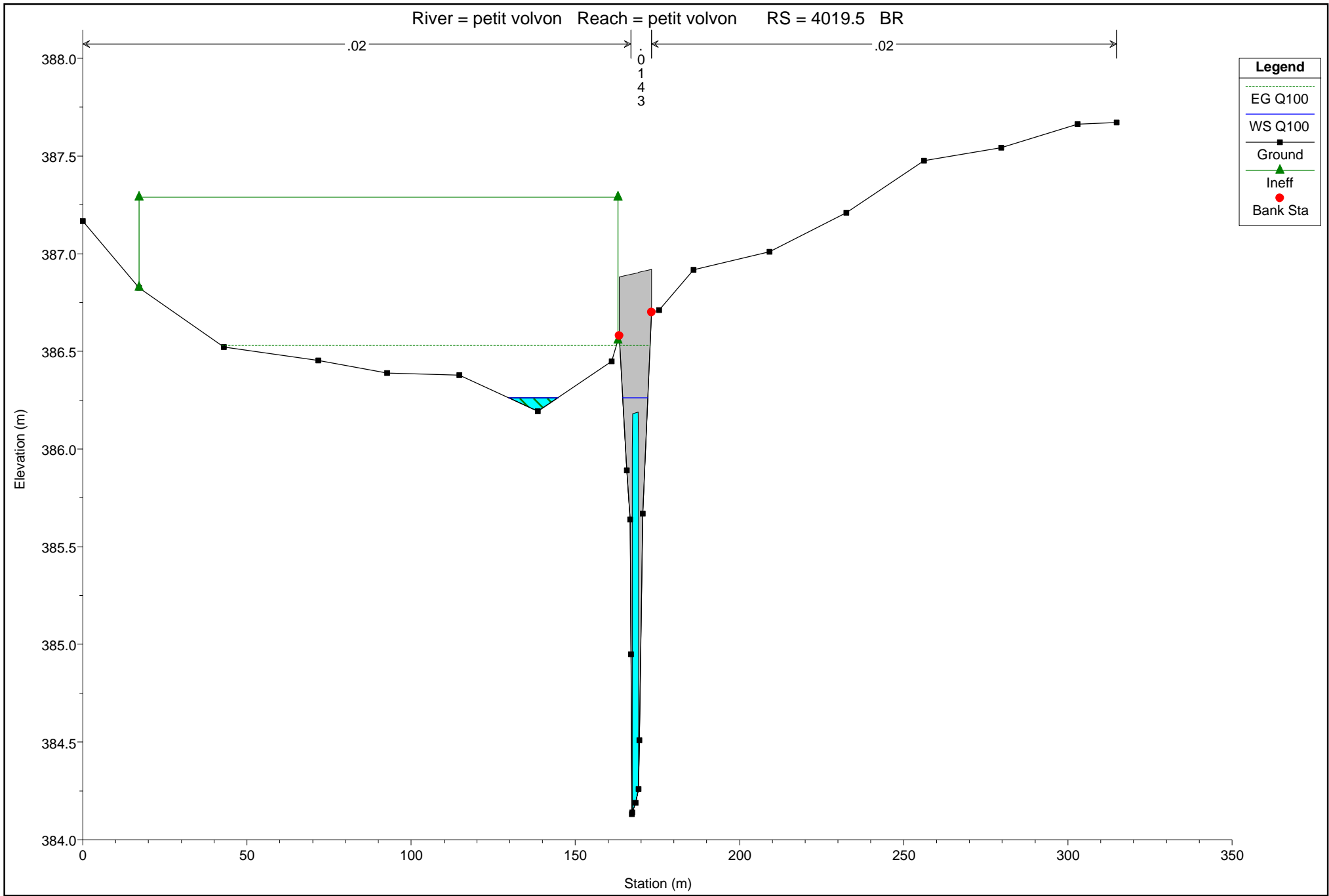


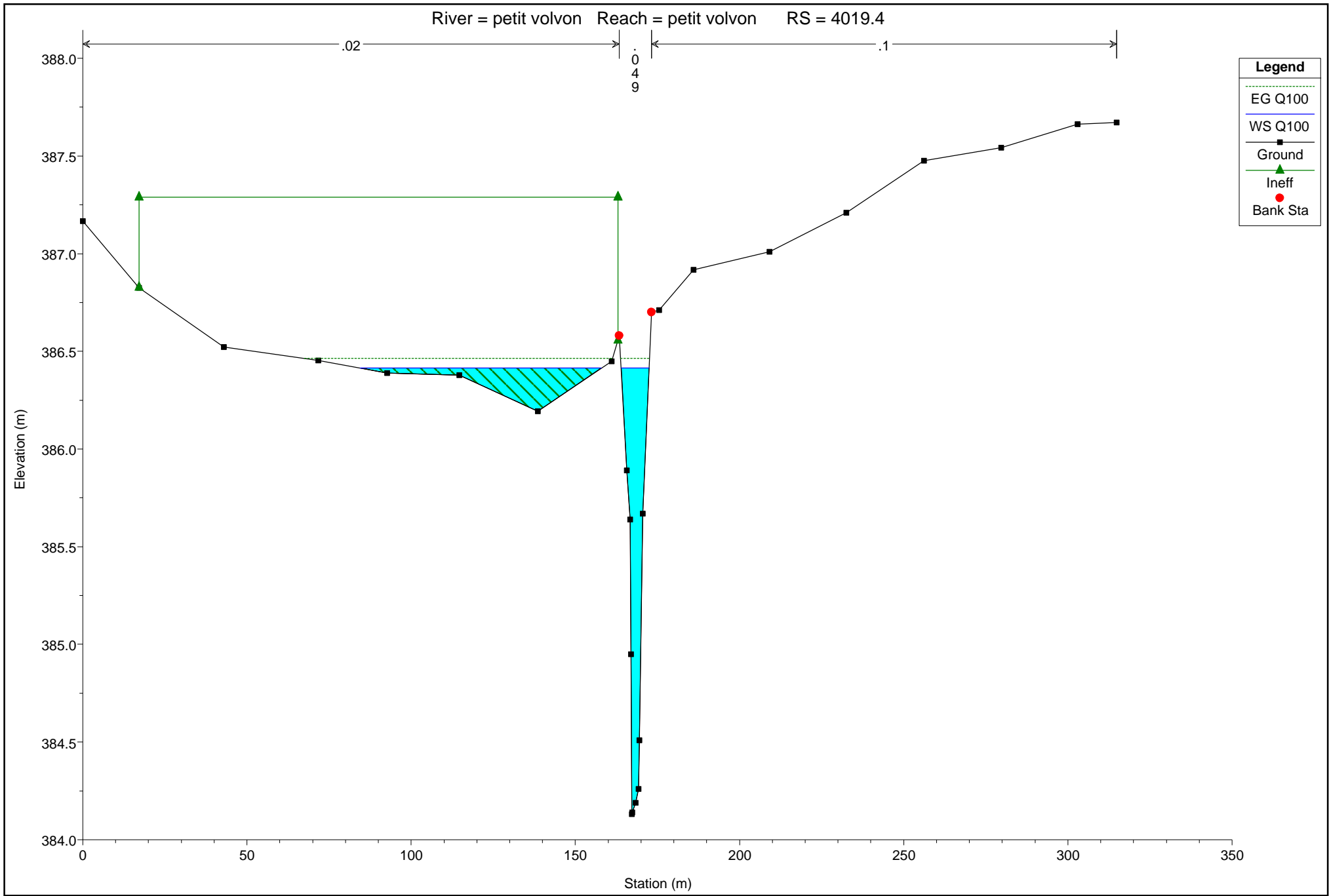




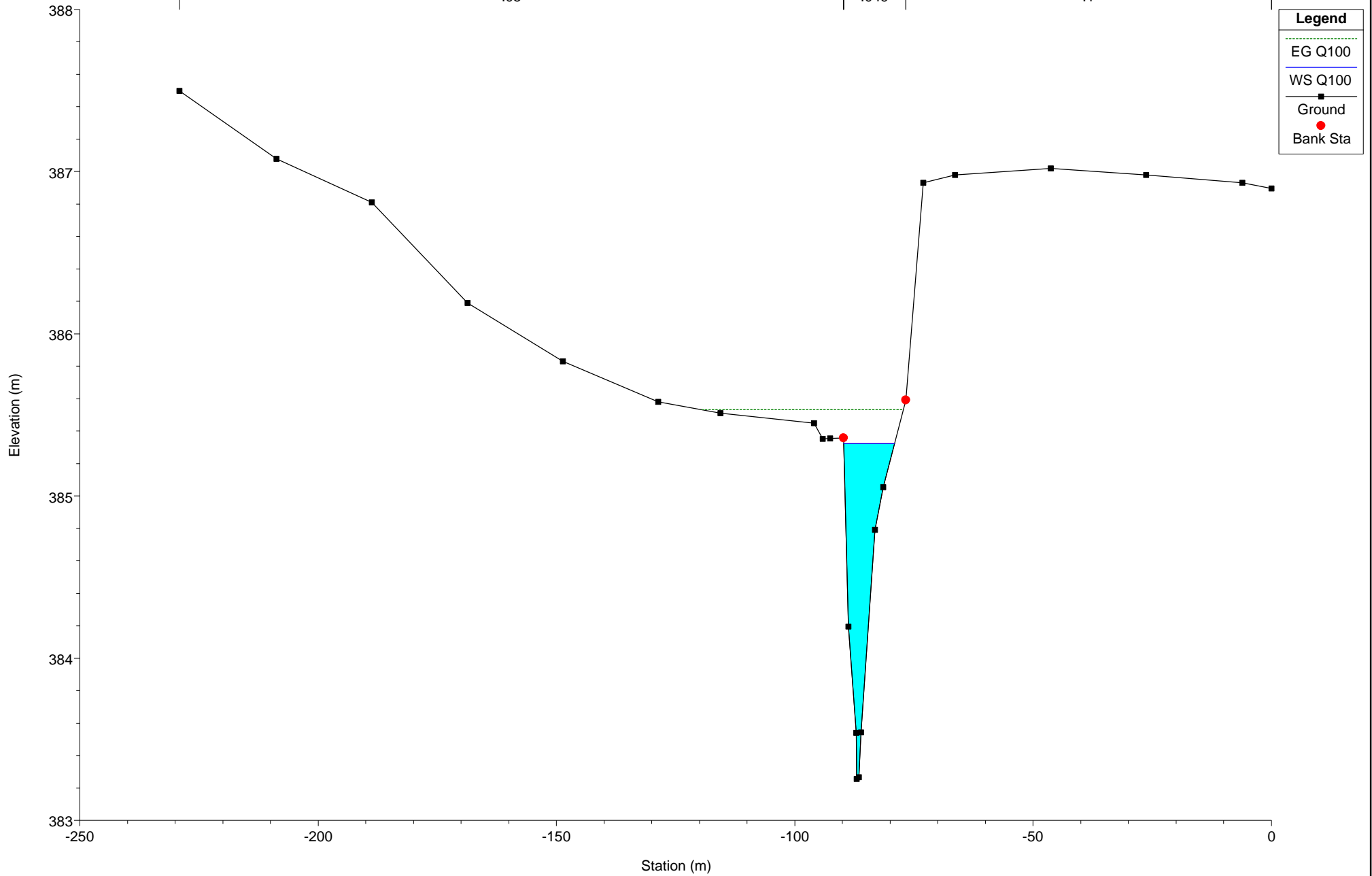




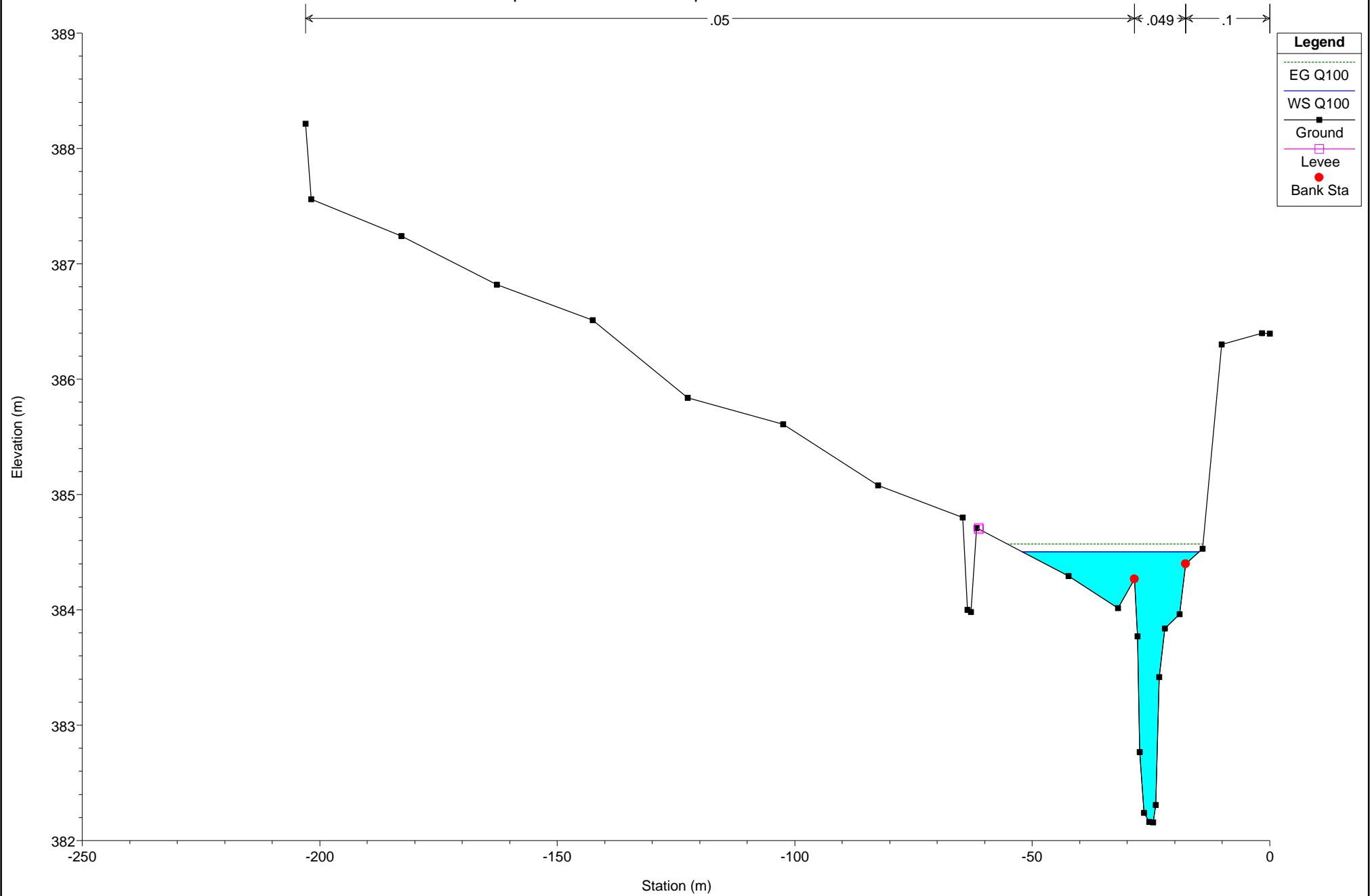




River = petit volvon Reach = petit volvon RS = 4019



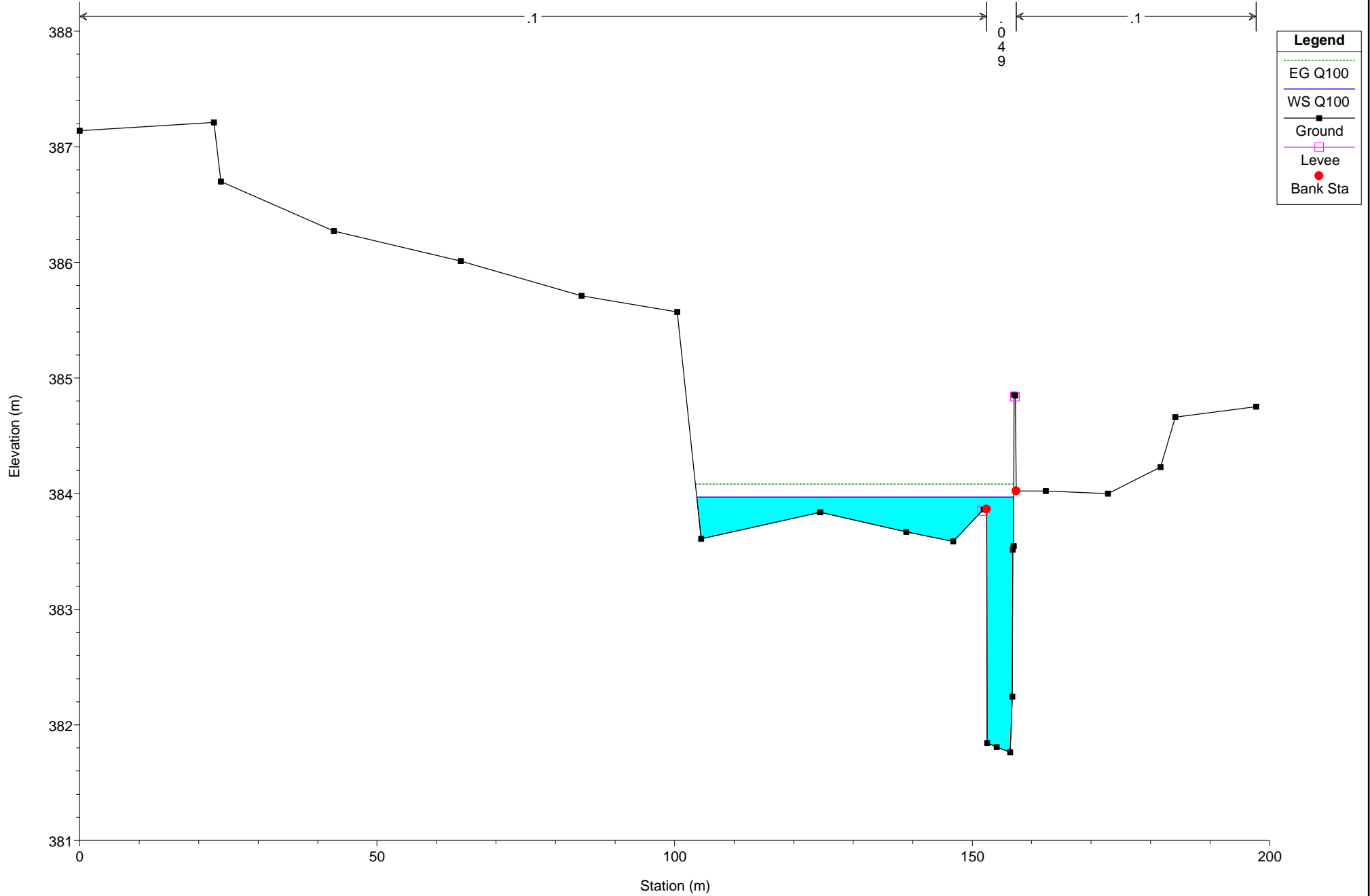
River = petit volvon Reach = petit volvon RS = 4018



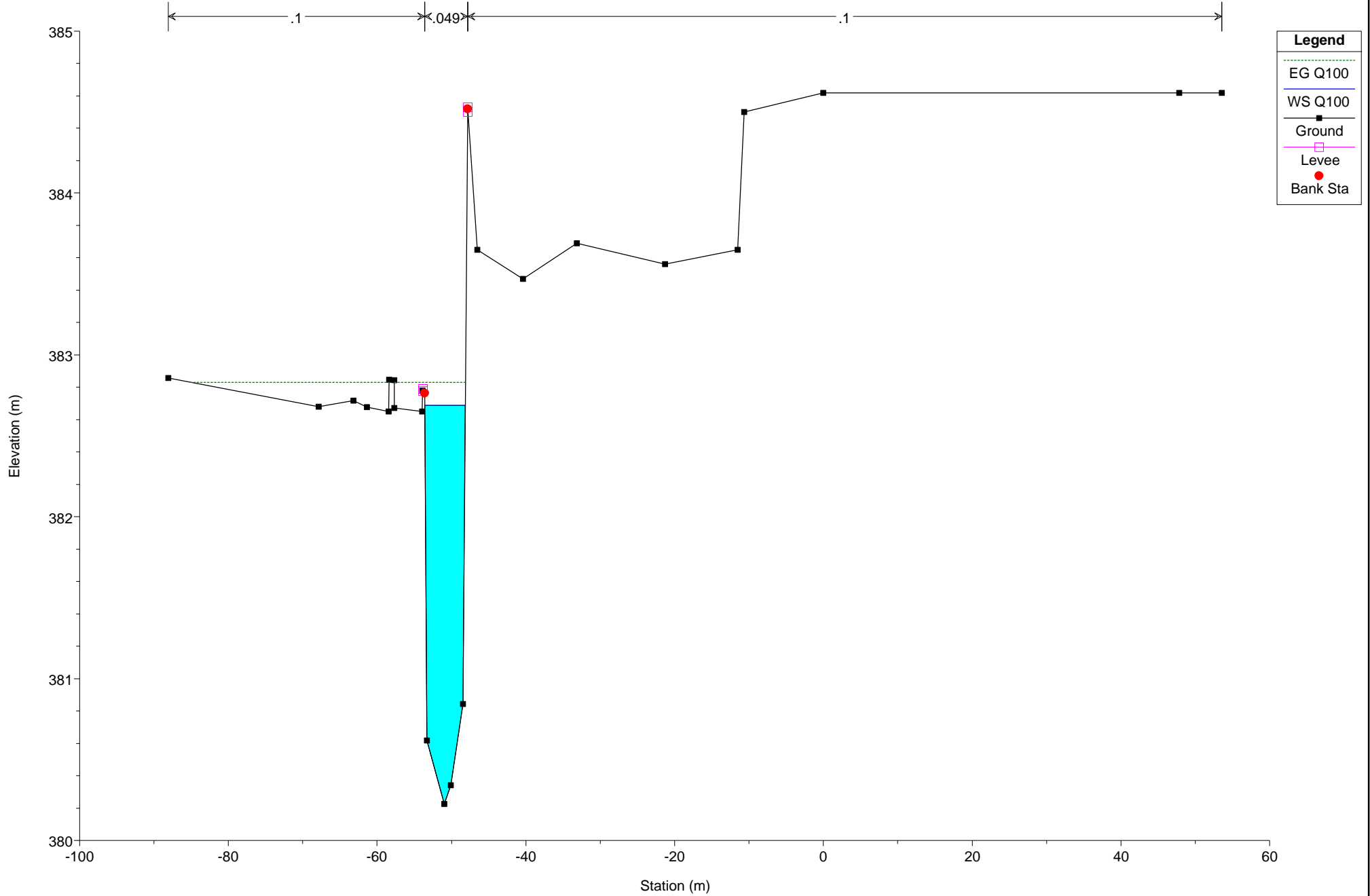
Legend

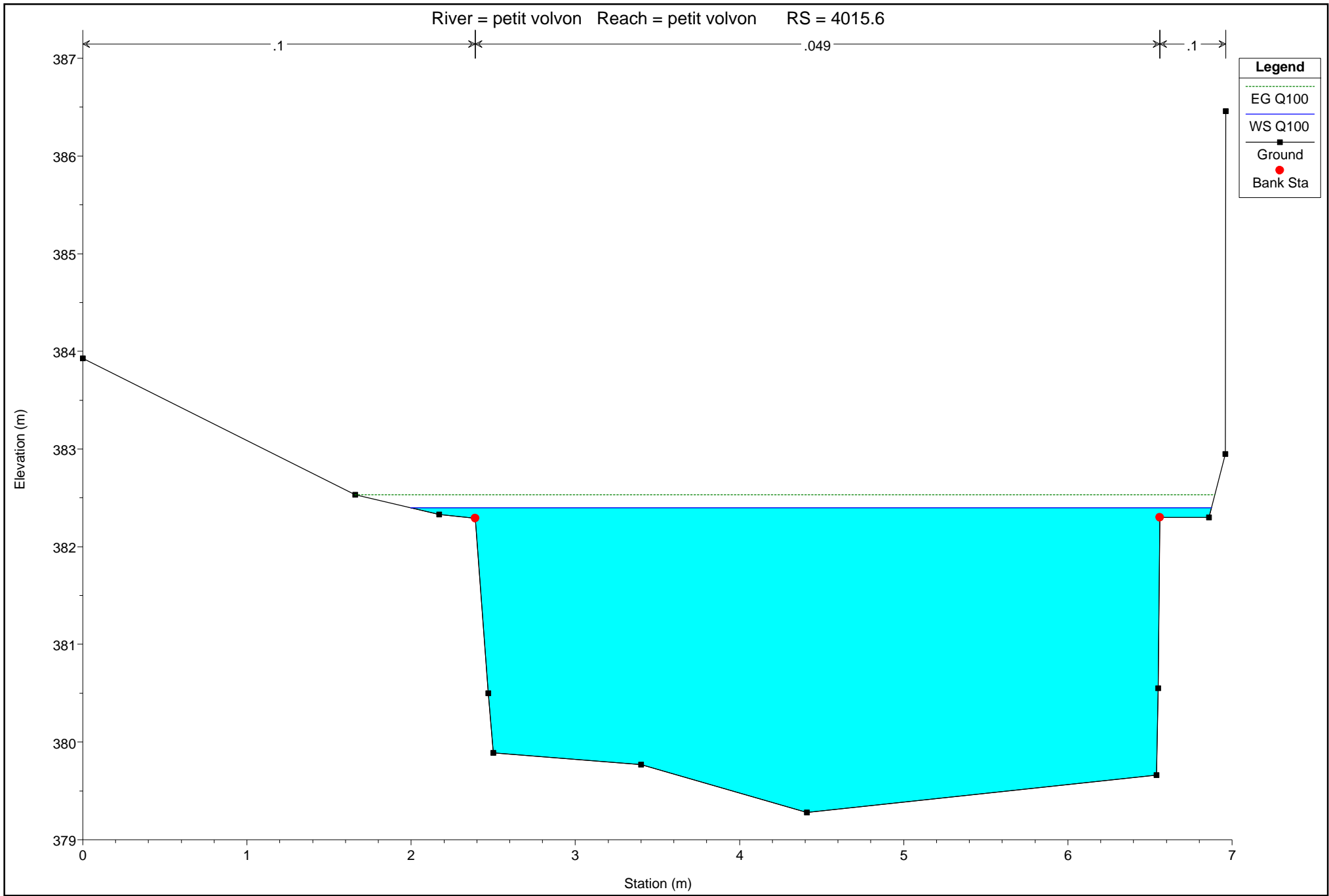
- EG Q100
- WS Q100
- Ground
- Levee
- Bank Sta

River = petit volvon Reach = petit volvon RS = 4017



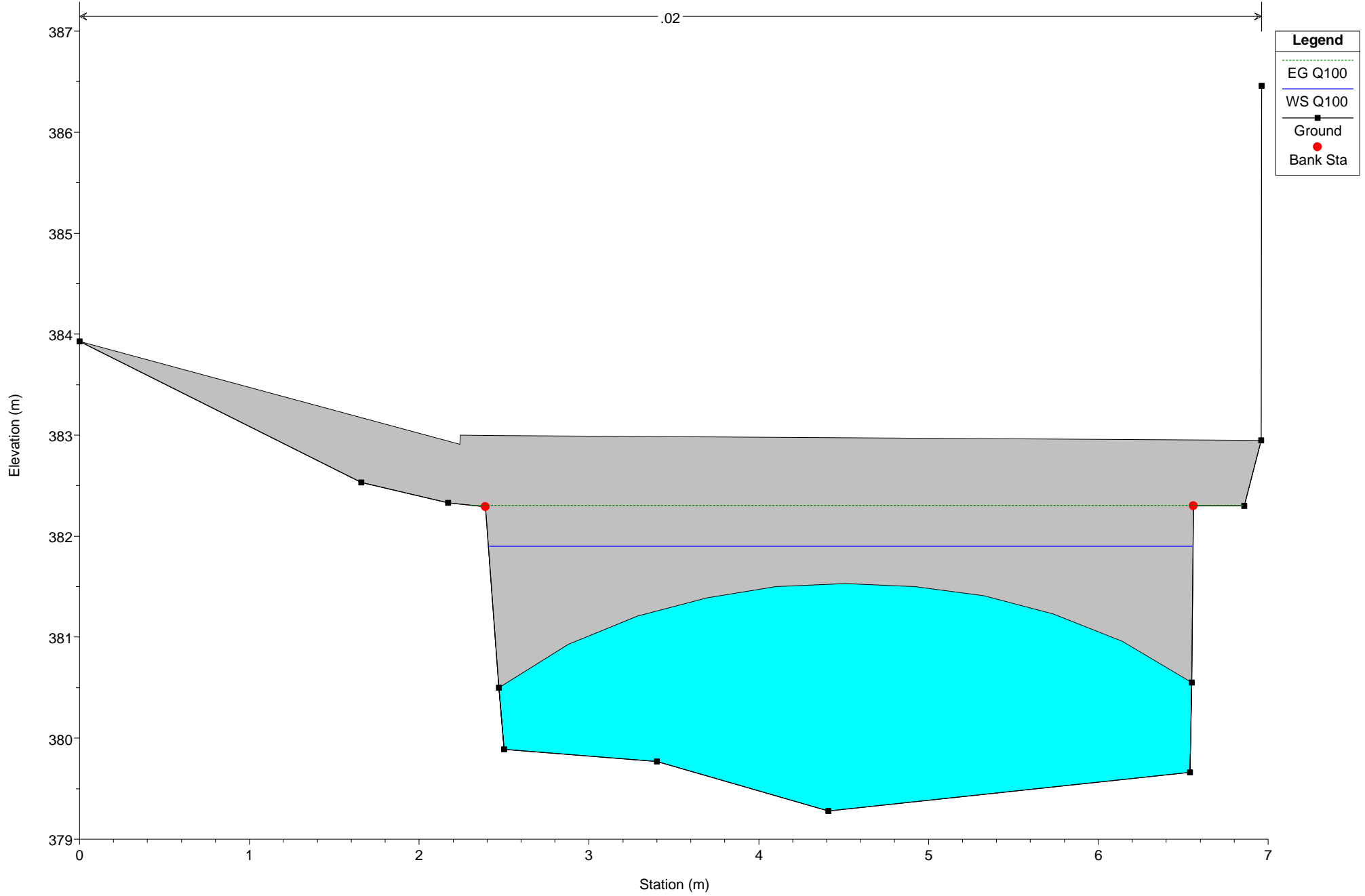
River = petit volvon Reach = petit volvon RS = 4016





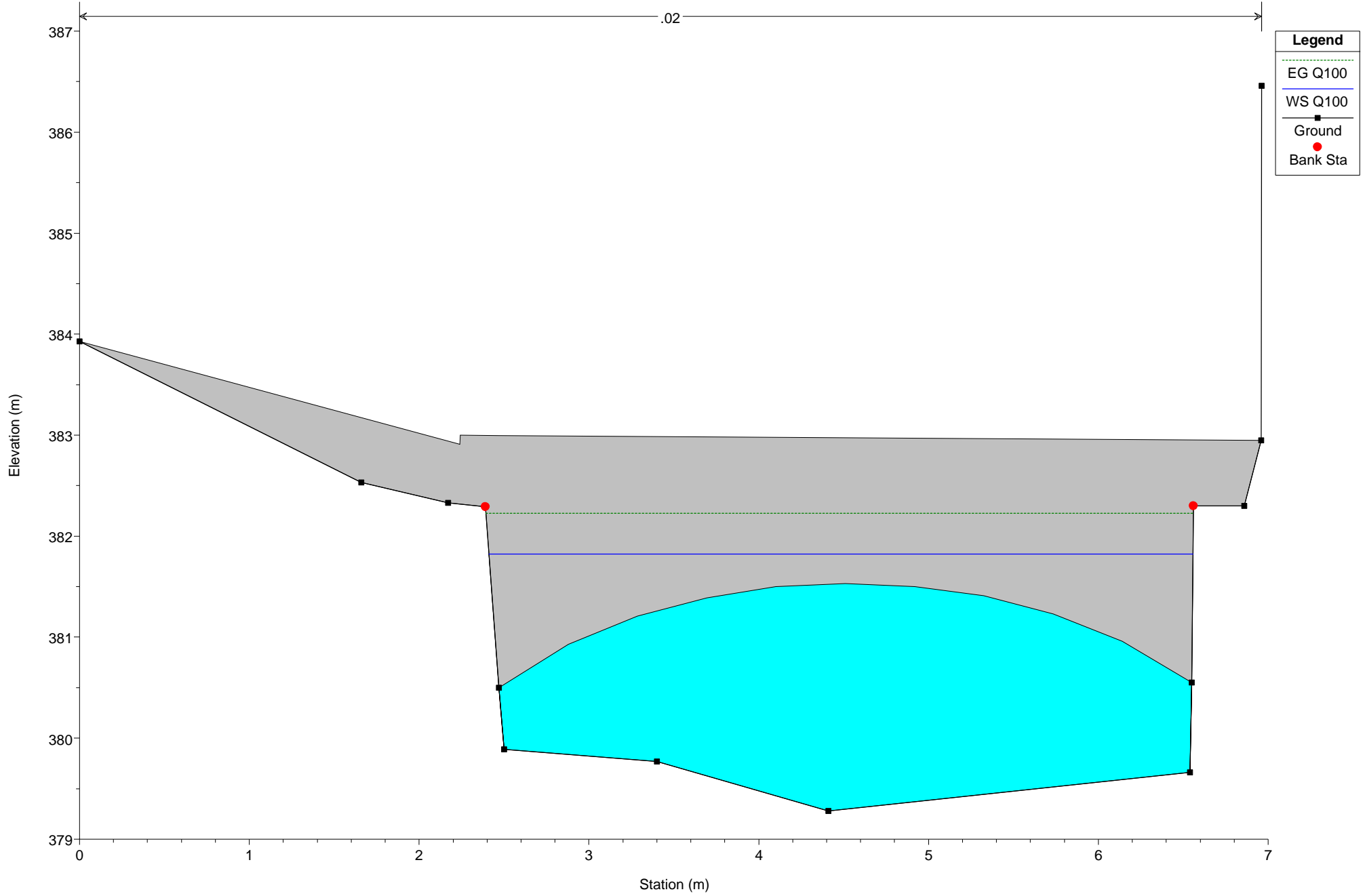
River = petit volvon Reach = petit volvon RS = 4015.5 BR

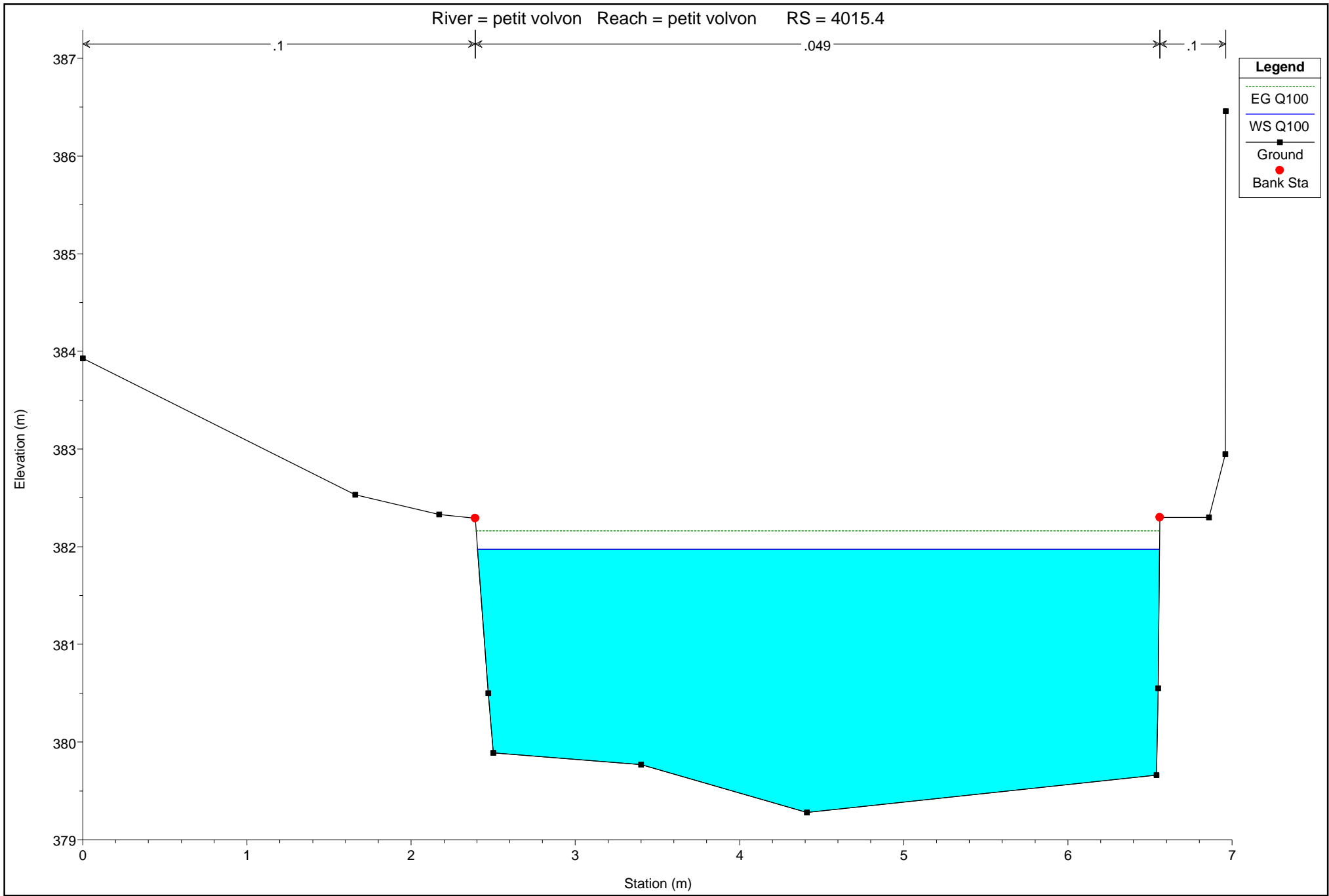
.02



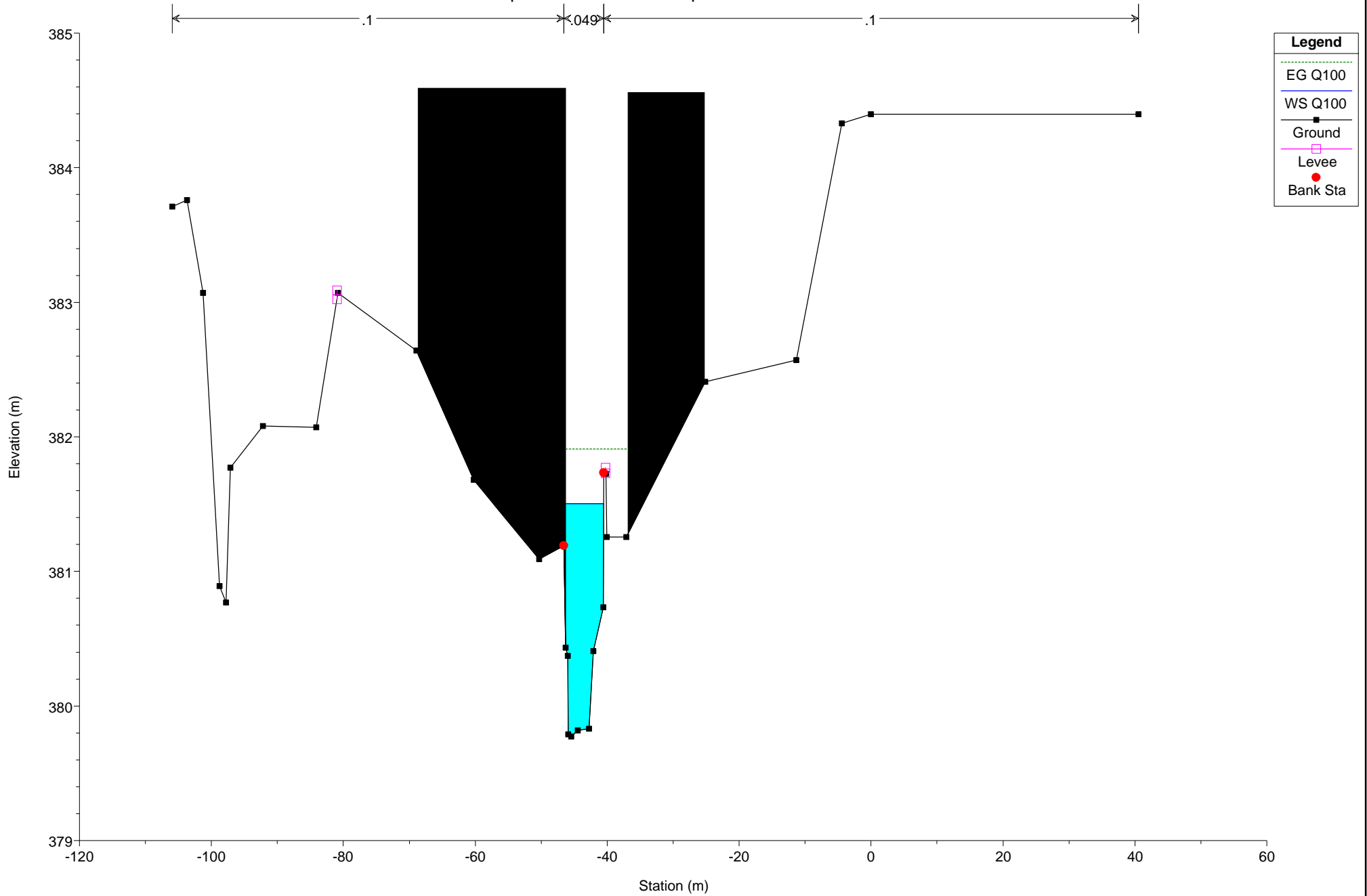
River = petit volvon Reach = petit volvon RS = 4015.5 BR

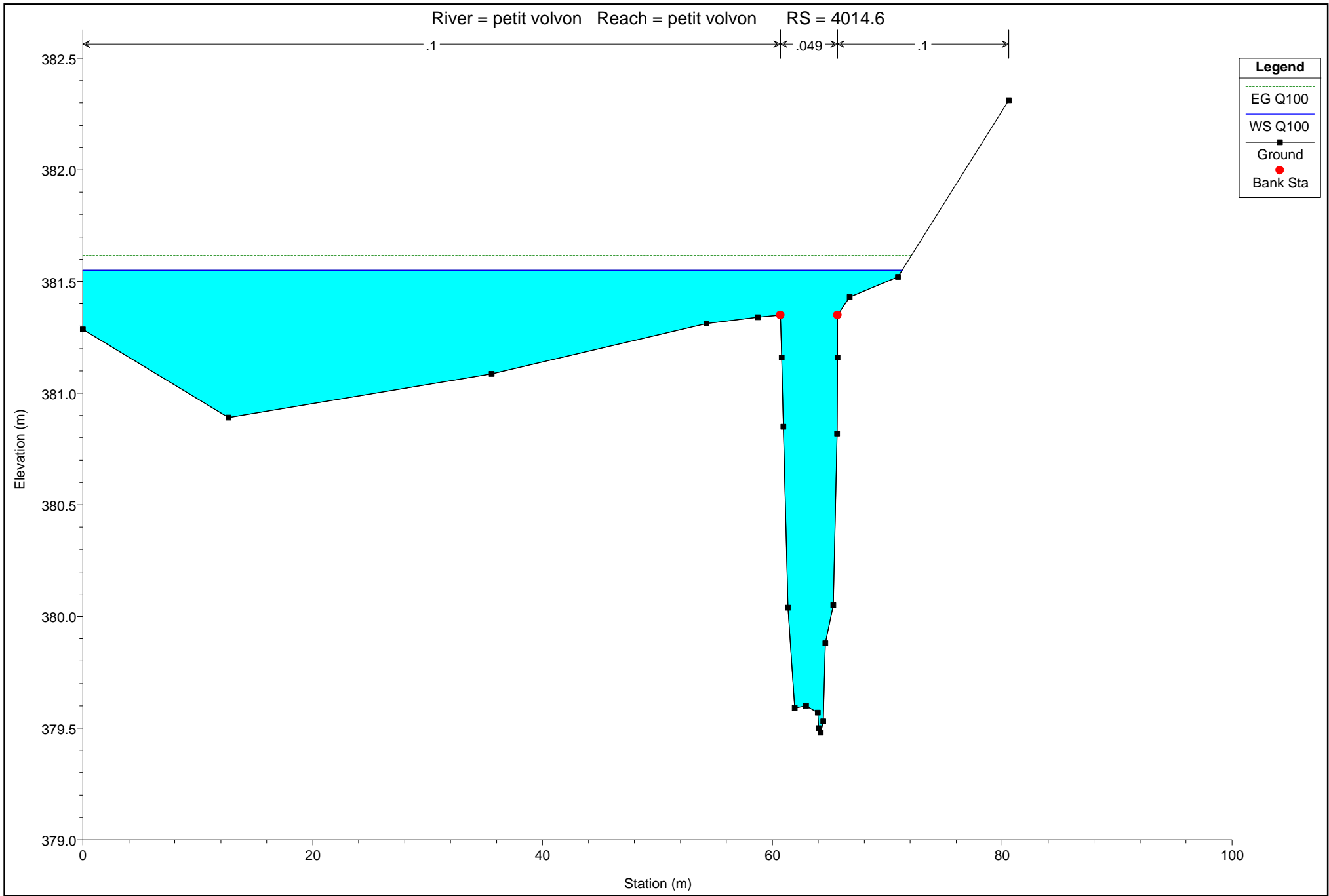
.02

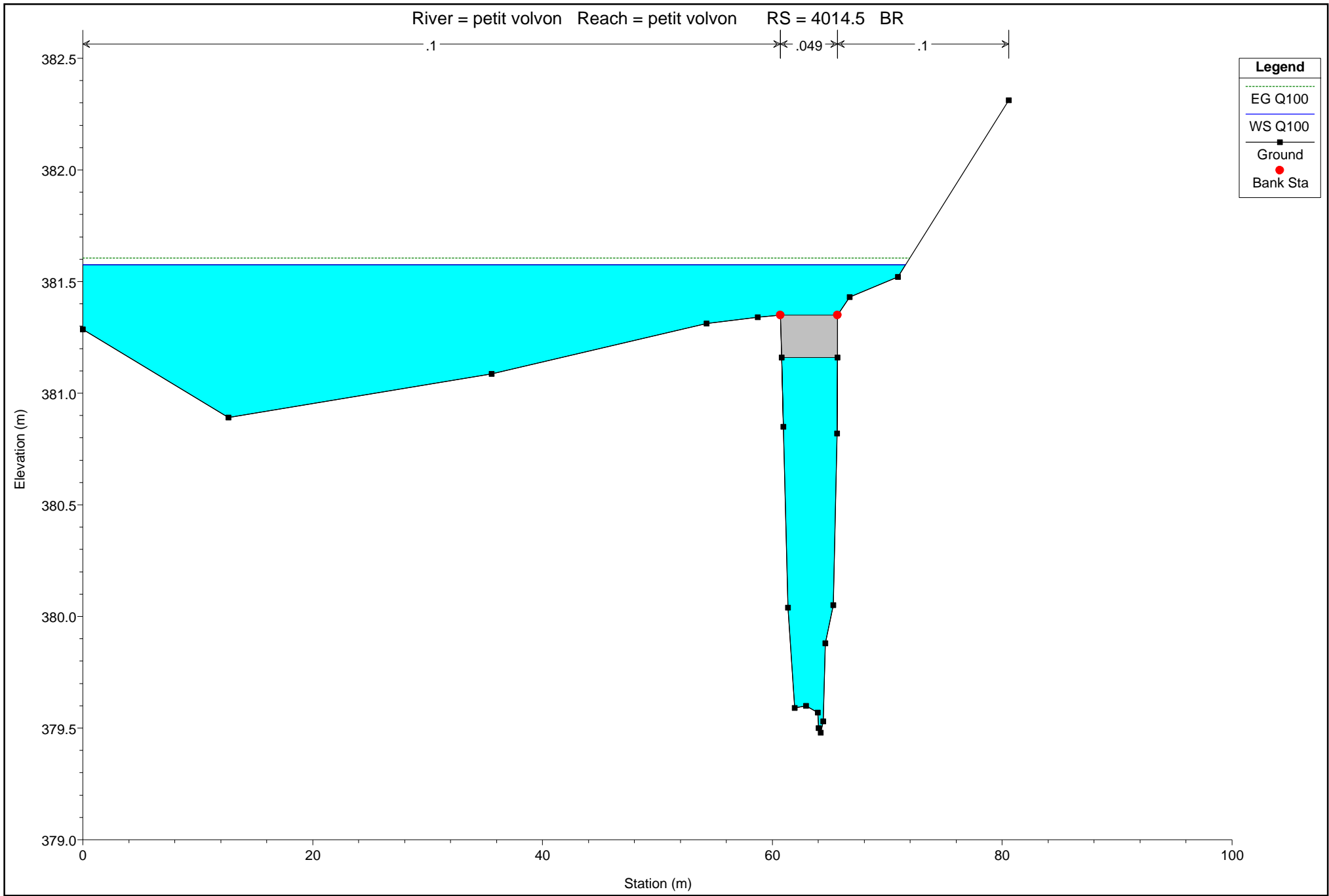


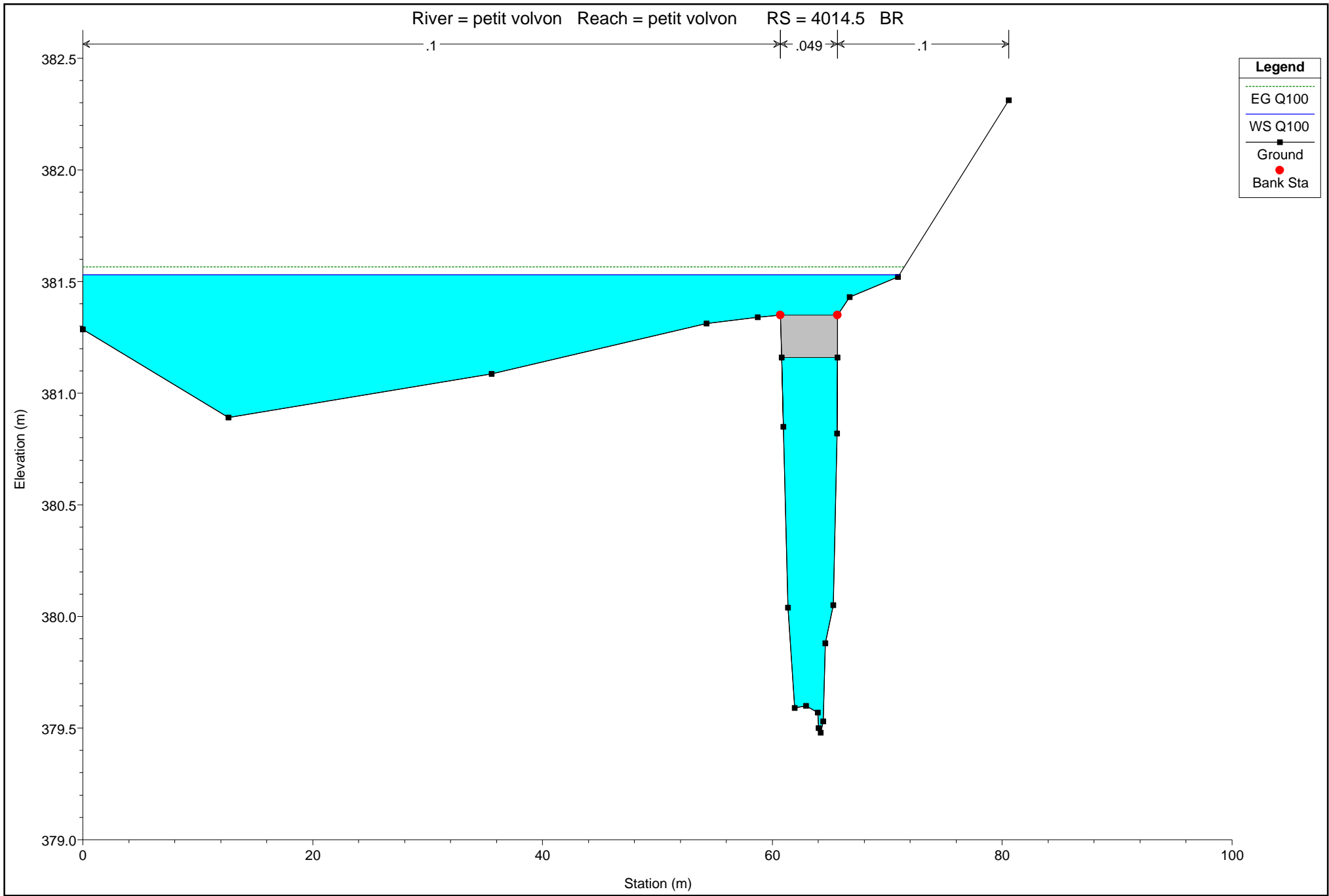


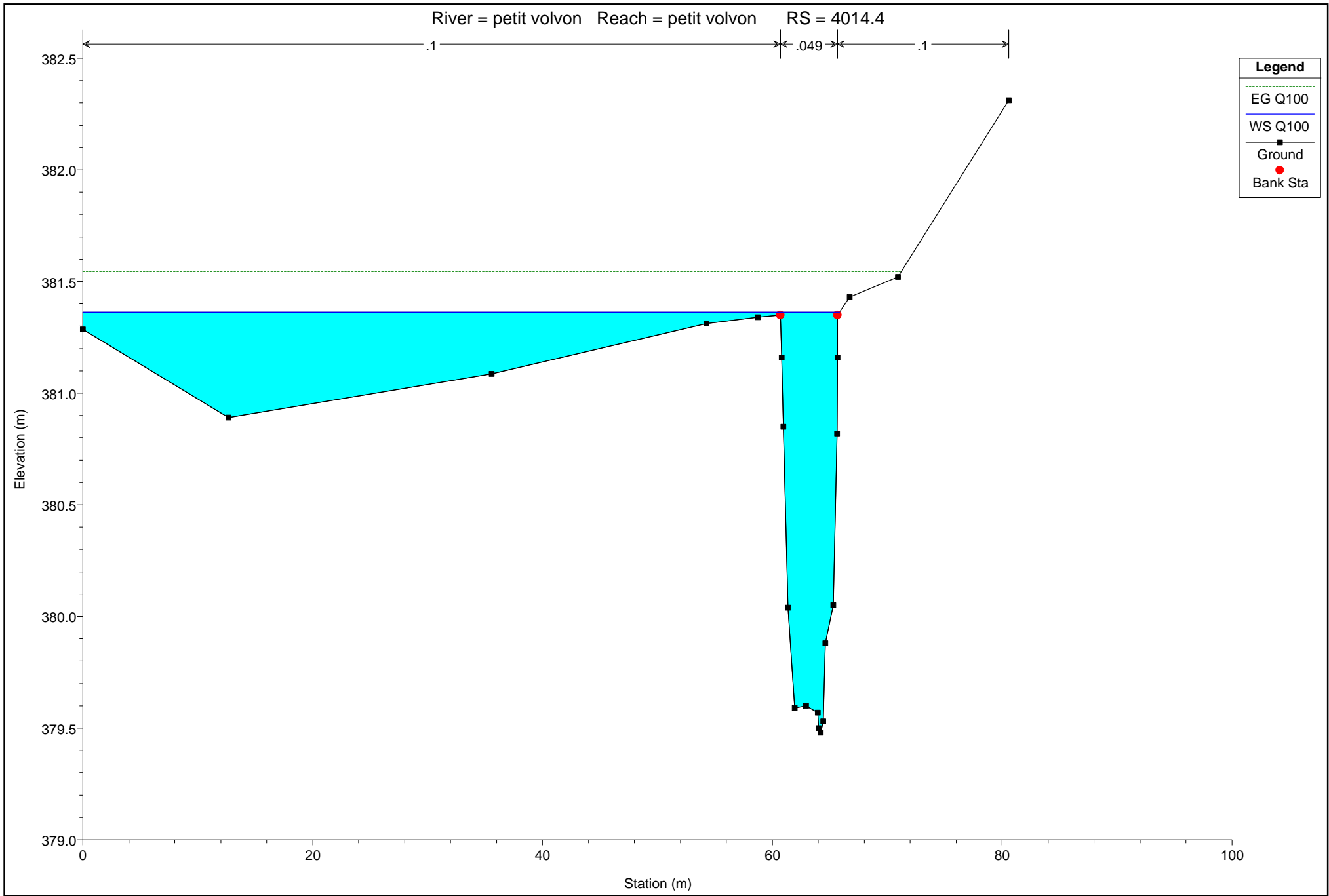
River = petit volvon Reach = petit volvon RS = 4015



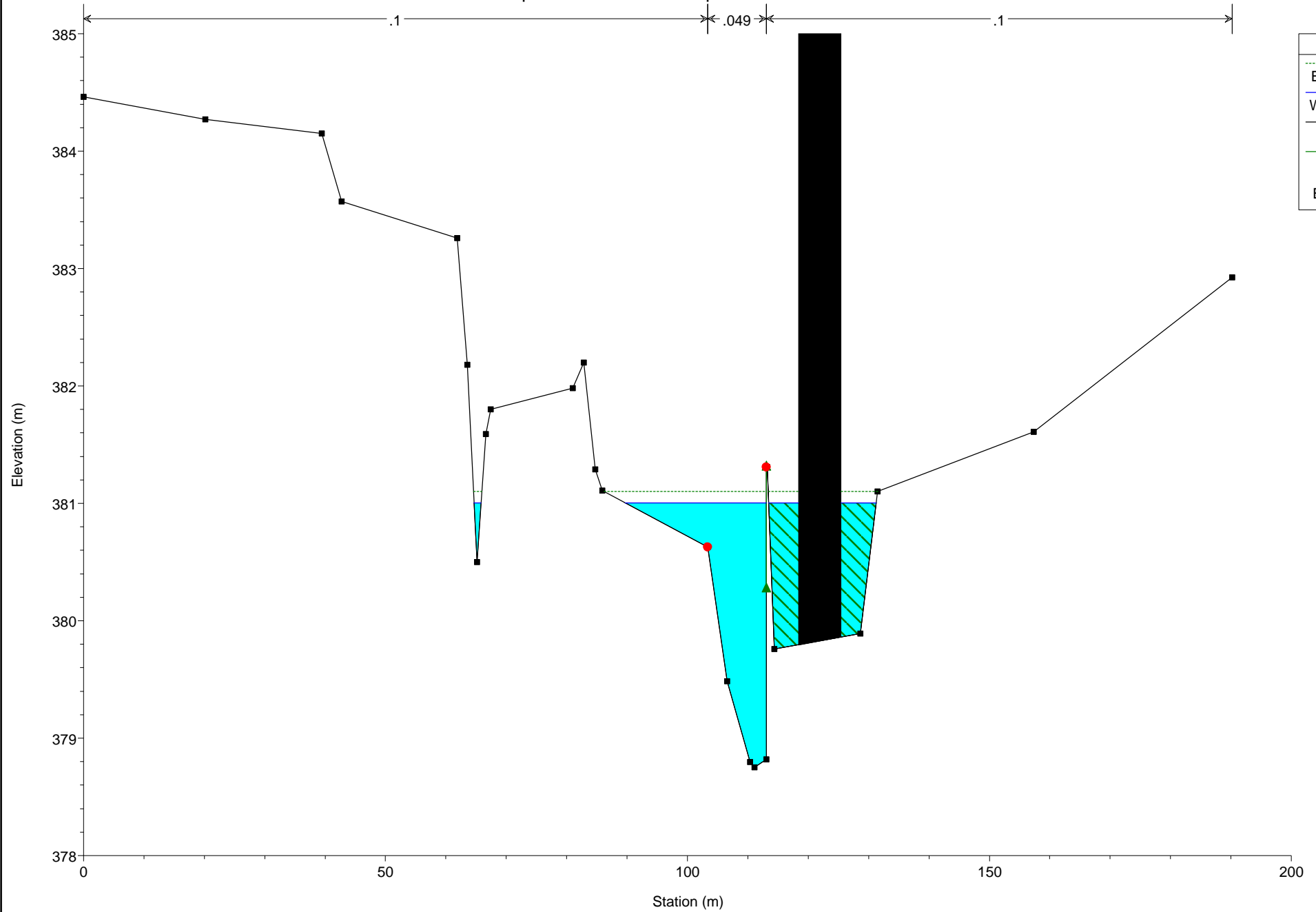


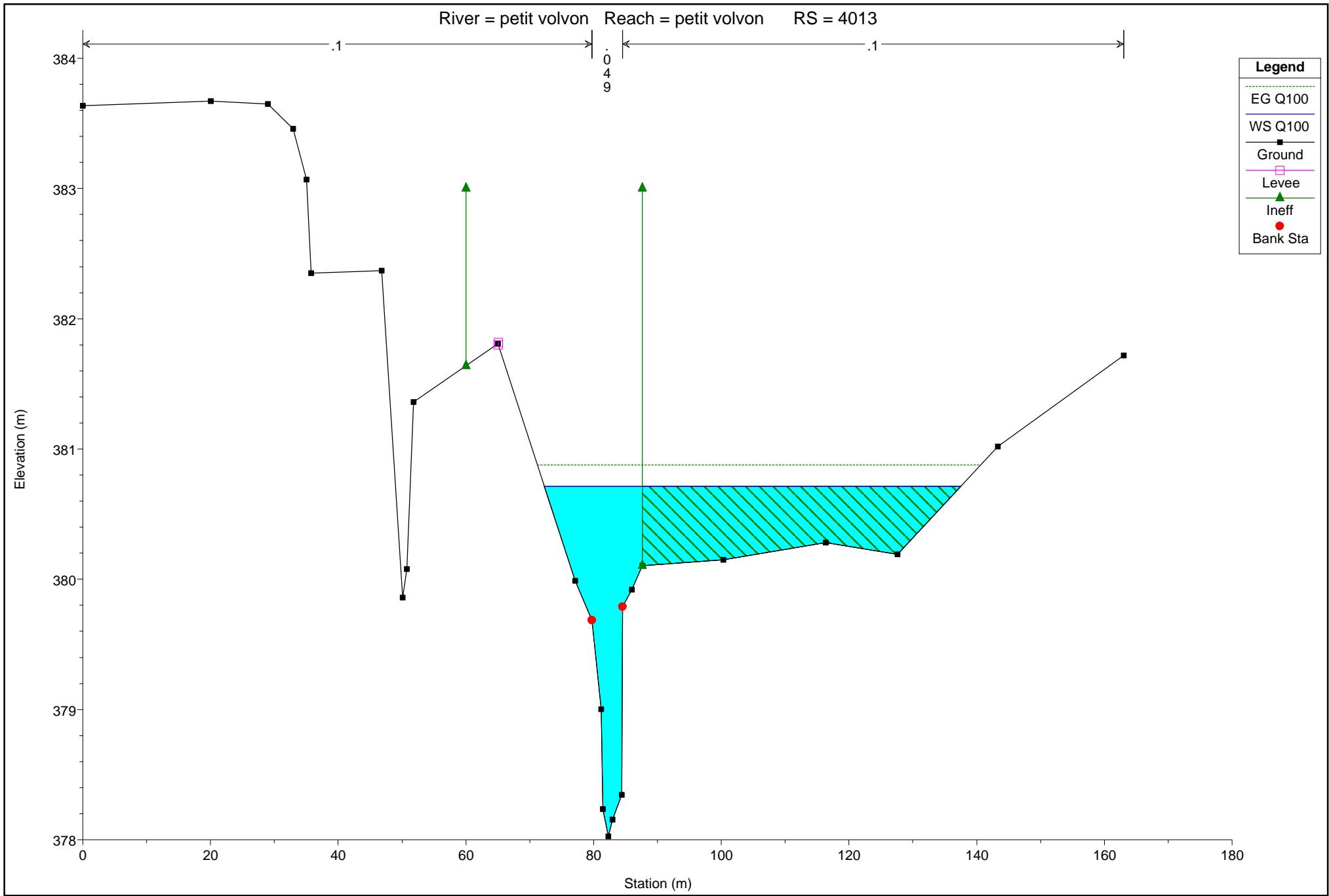




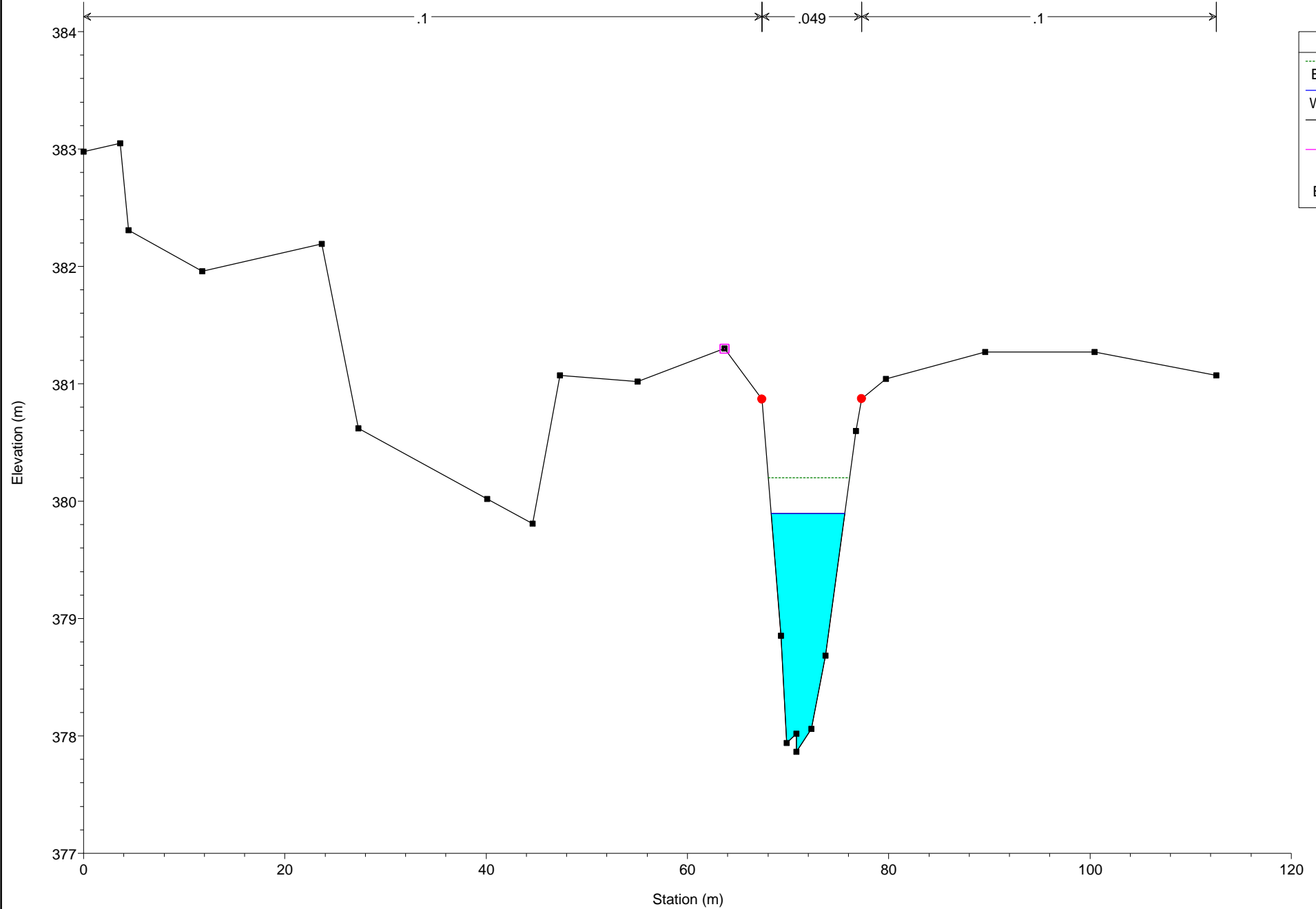


River = petit volvon Reach = petit volvon RS = 4014





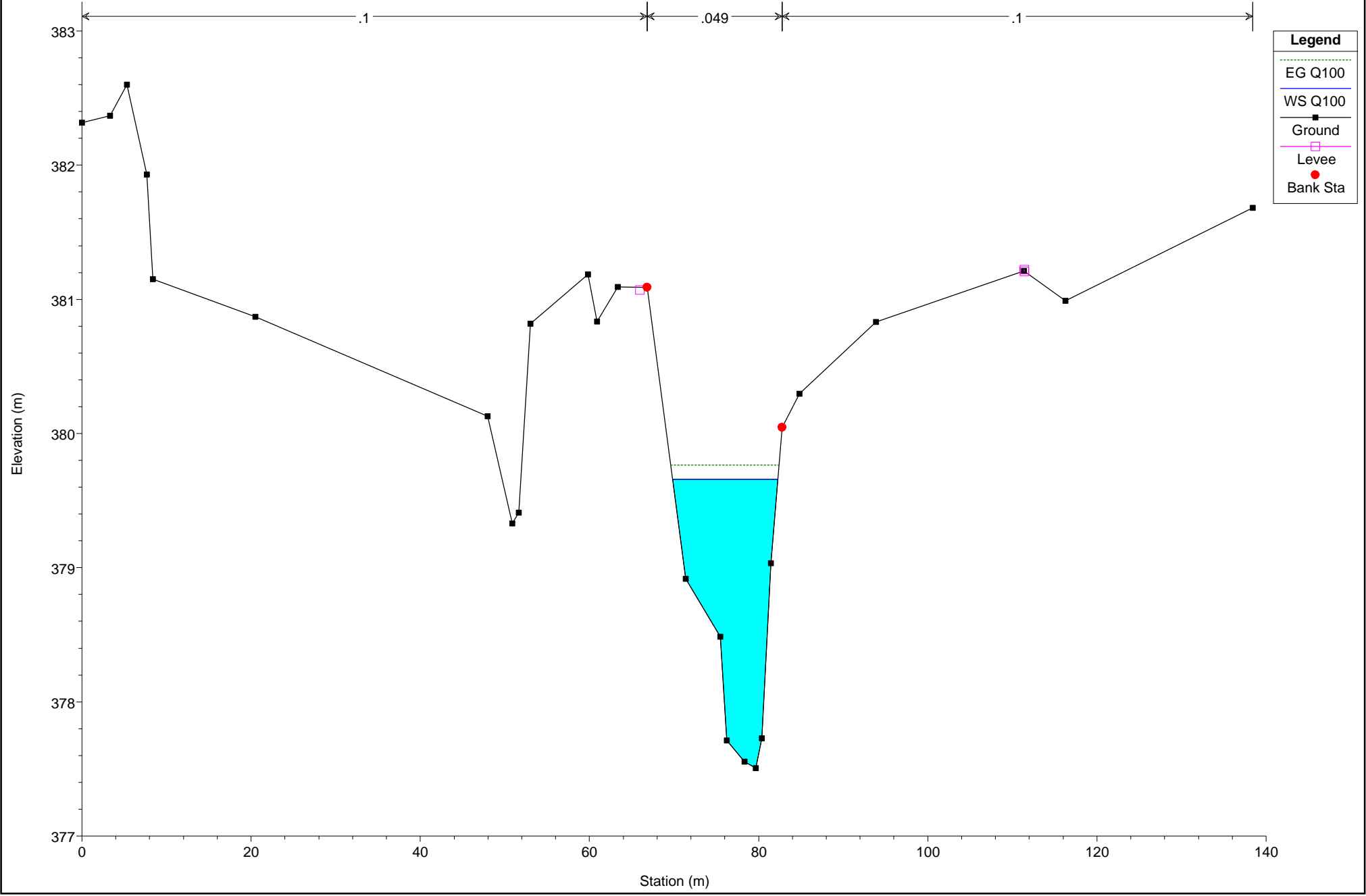
River = petit volvon Reach = petit volvon RS = 4012

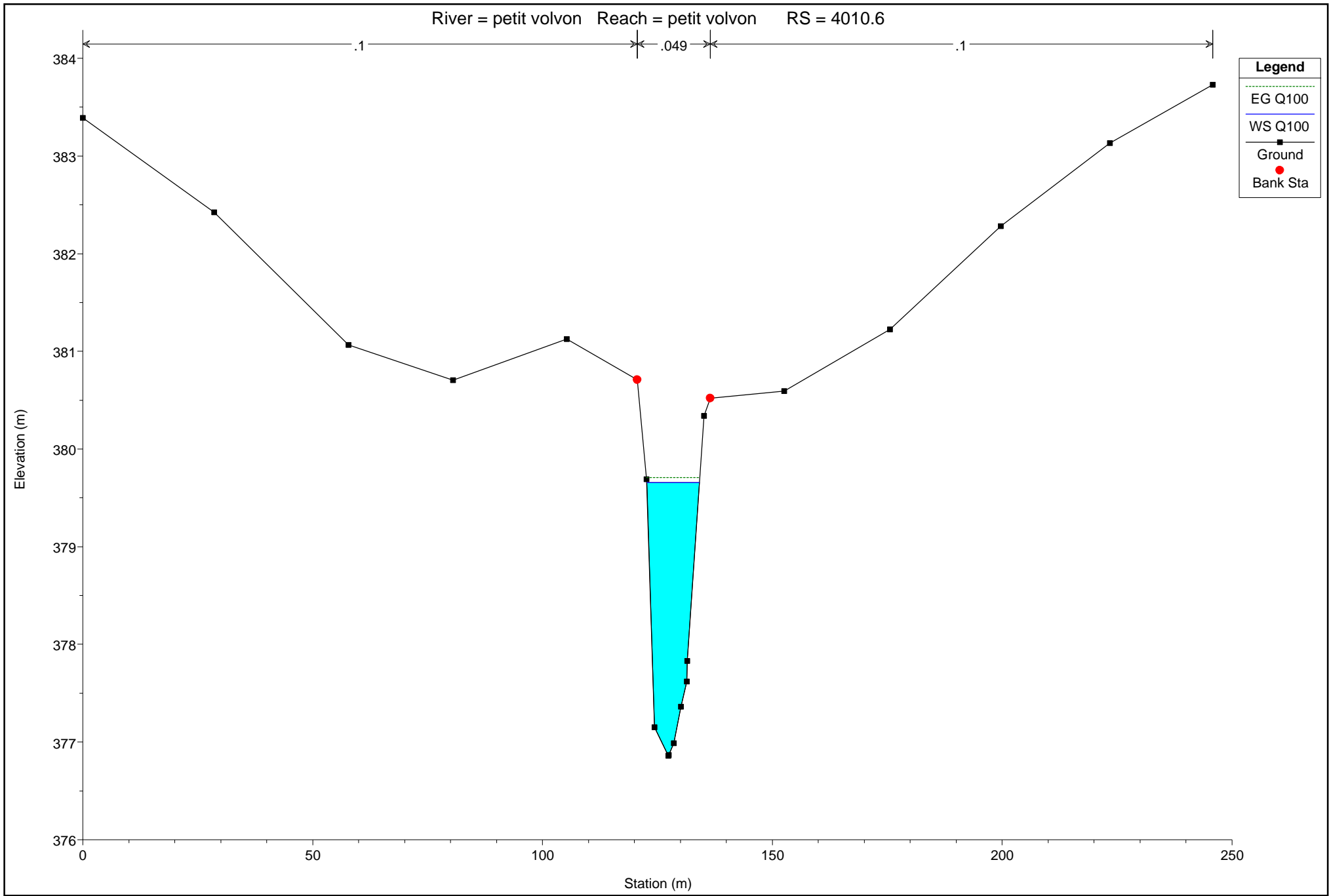


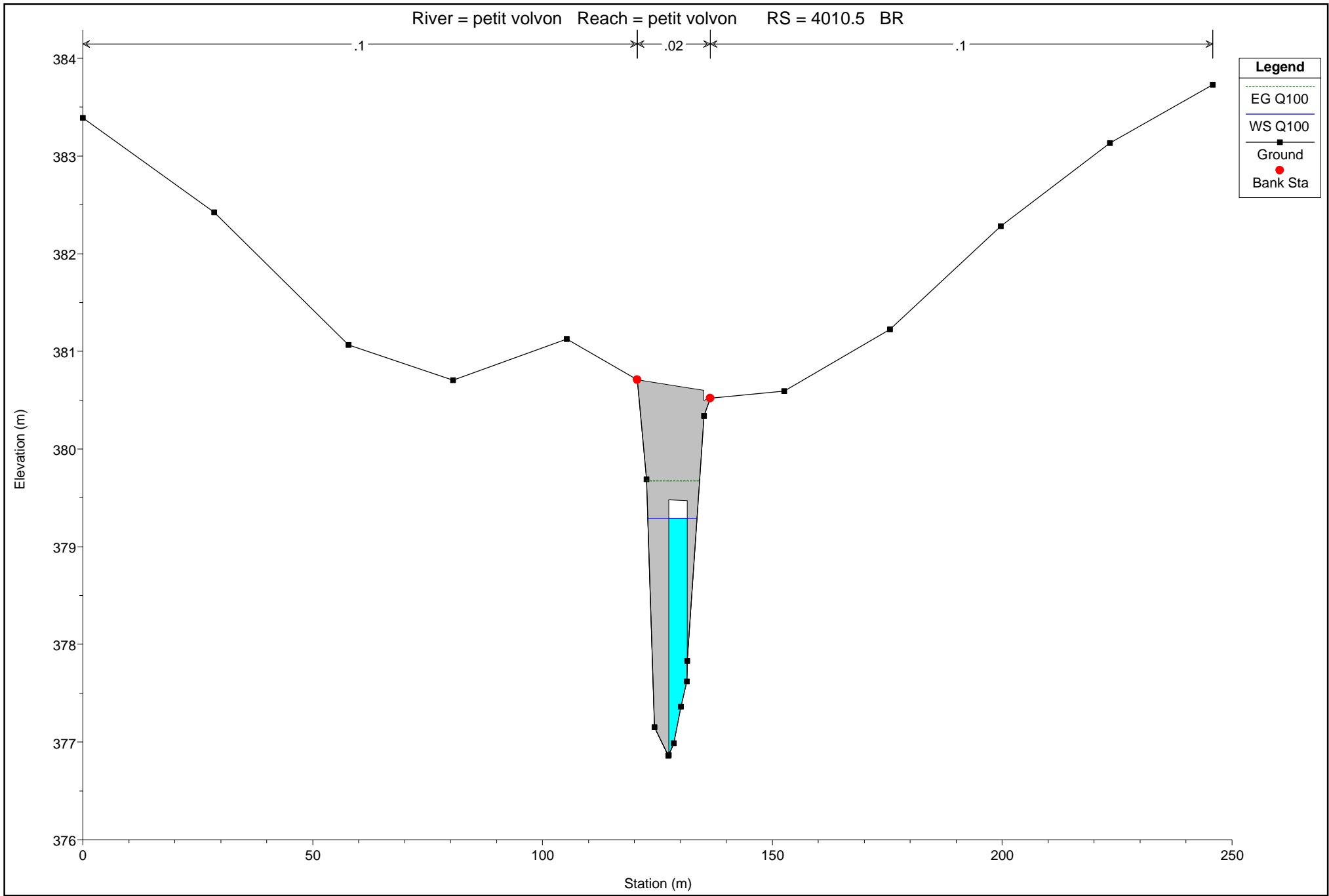
Legend

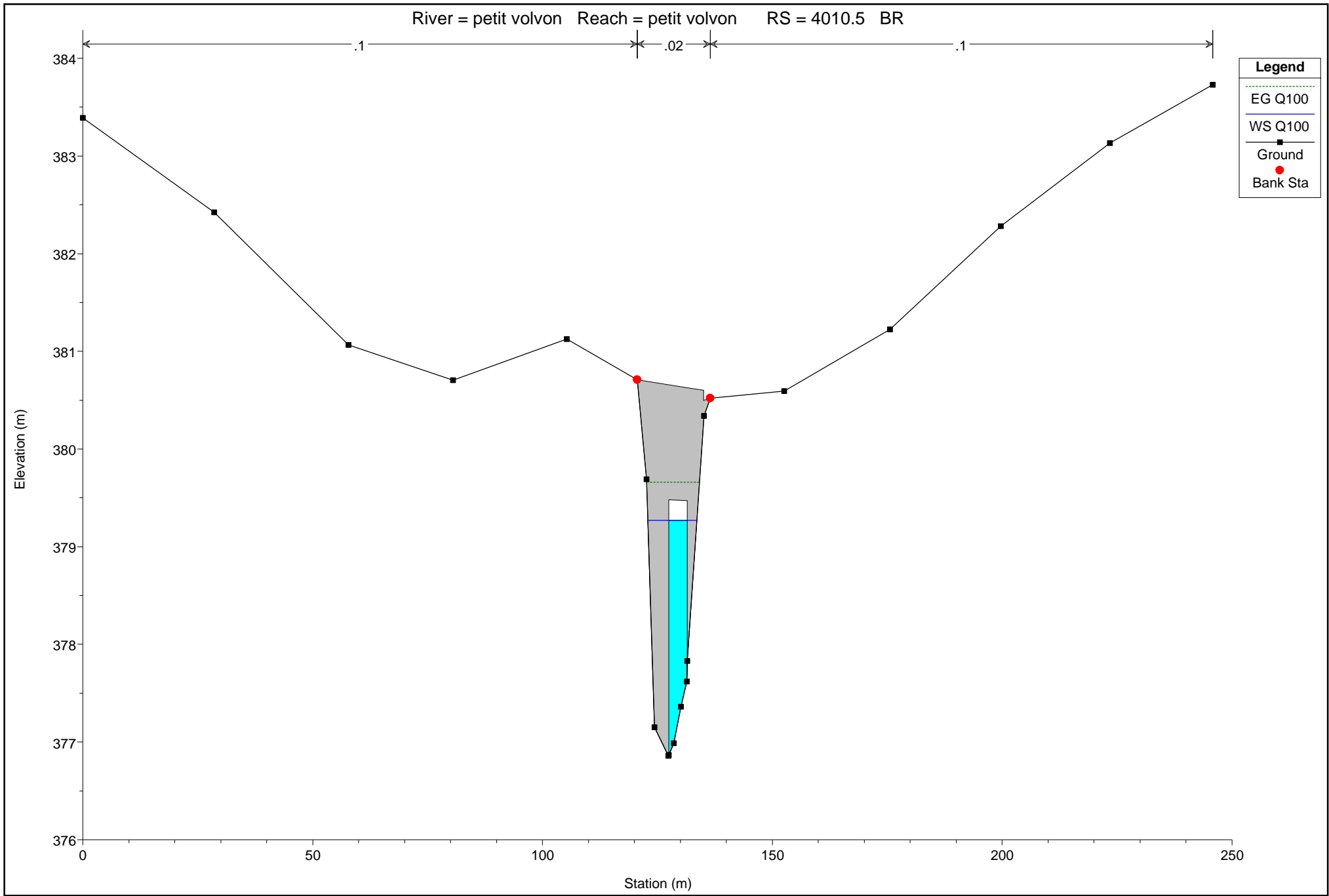
- EG Q100
- WS Q100
- Ground
- Levee
- Bank Sta

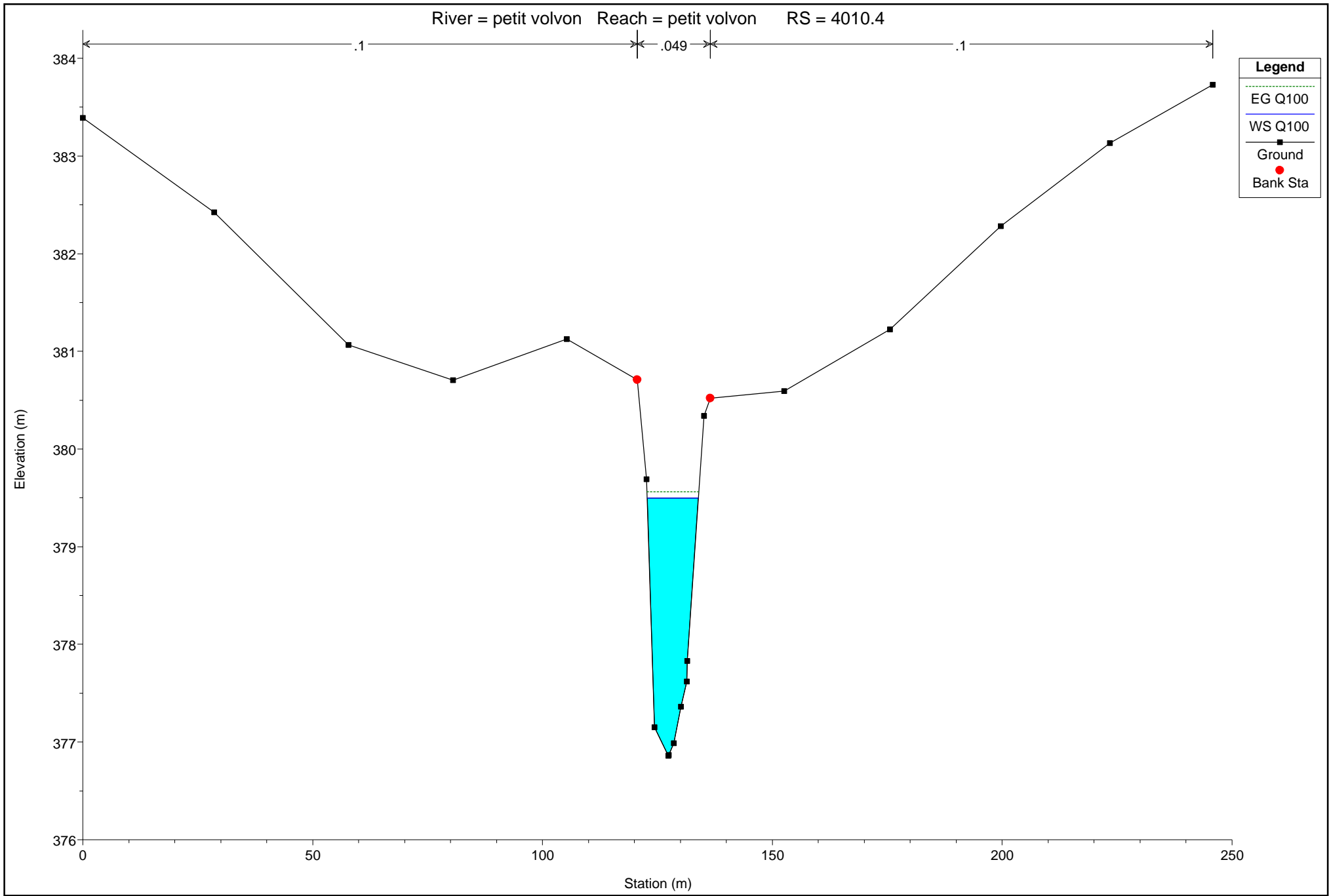
River = petit volvon Reach = petit volvon RS = 4011



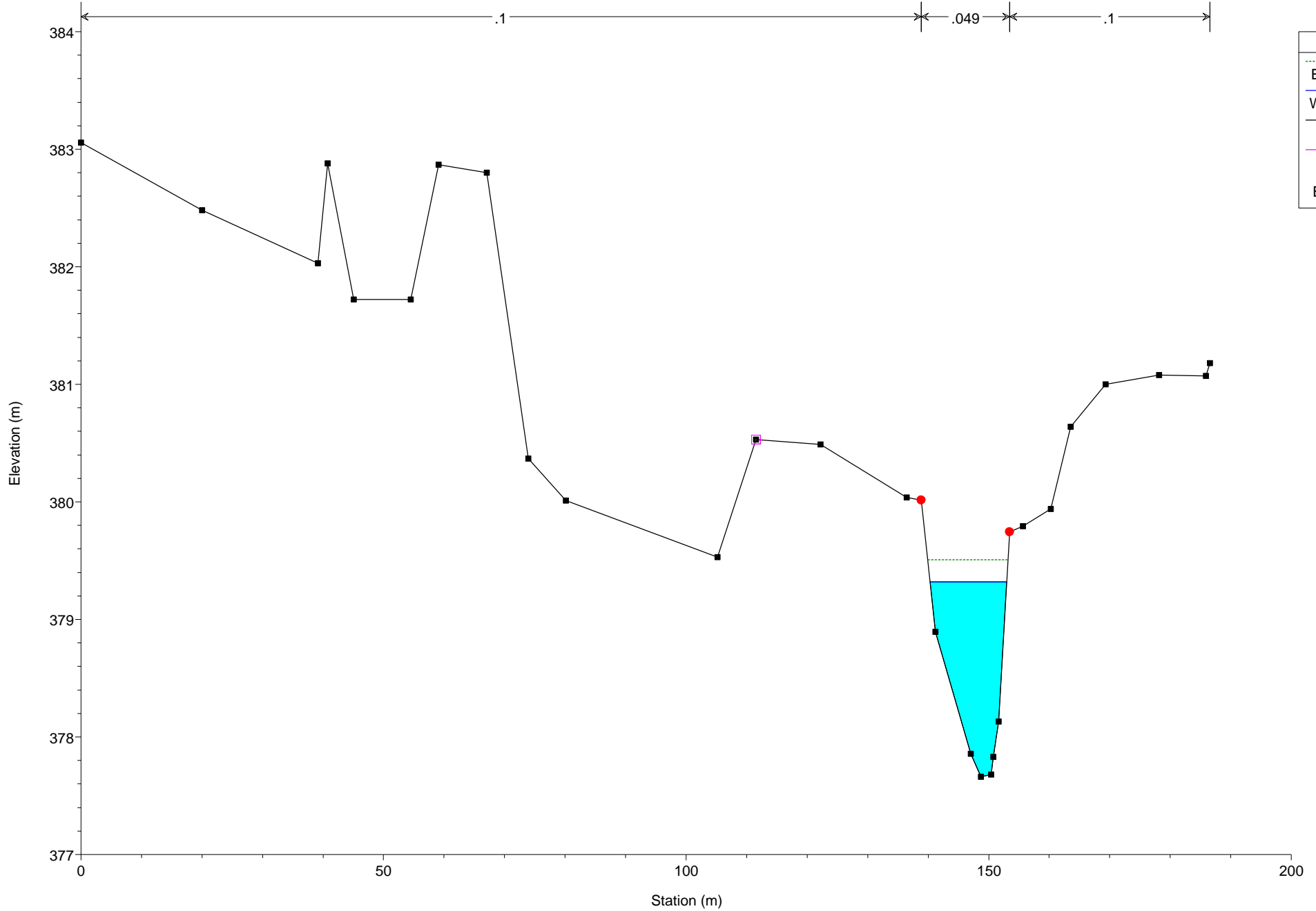








River = petit volvon Reach = petit volvon RS = 4010



Legend

EG Q100

WS Q100

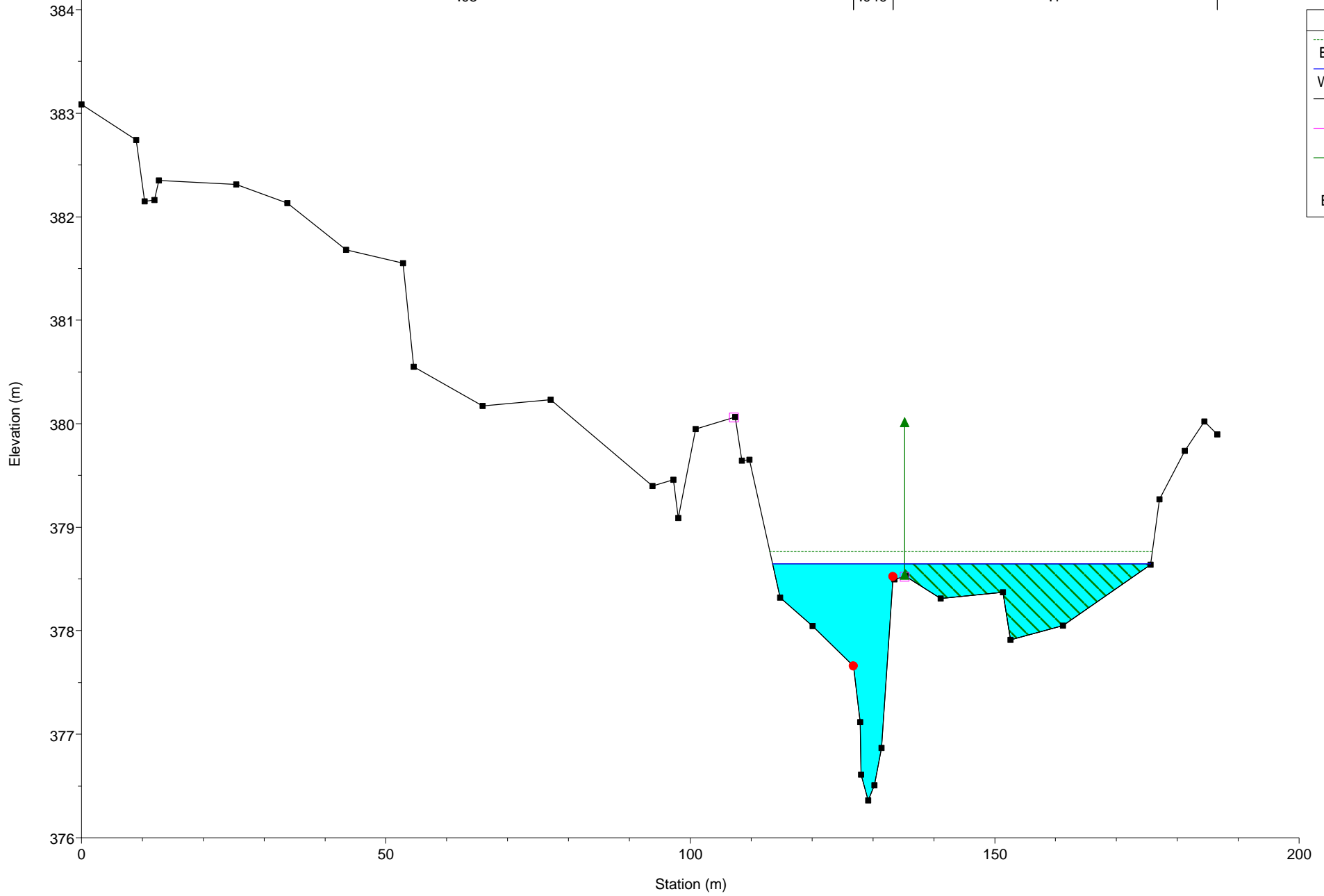
Ground

Levee

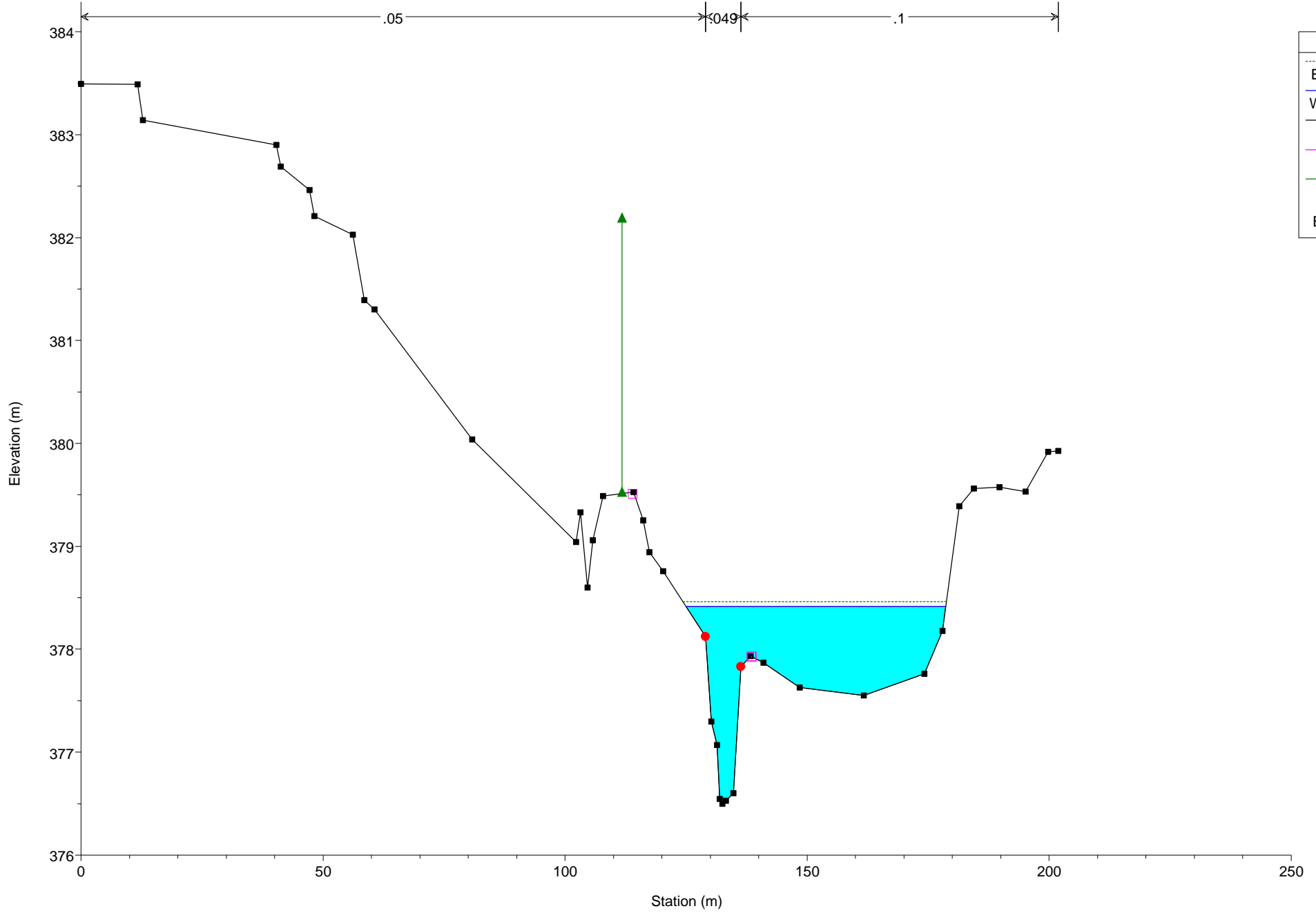
Bank Sta

River = petit volvon Reach = petit volvon RS = 4009

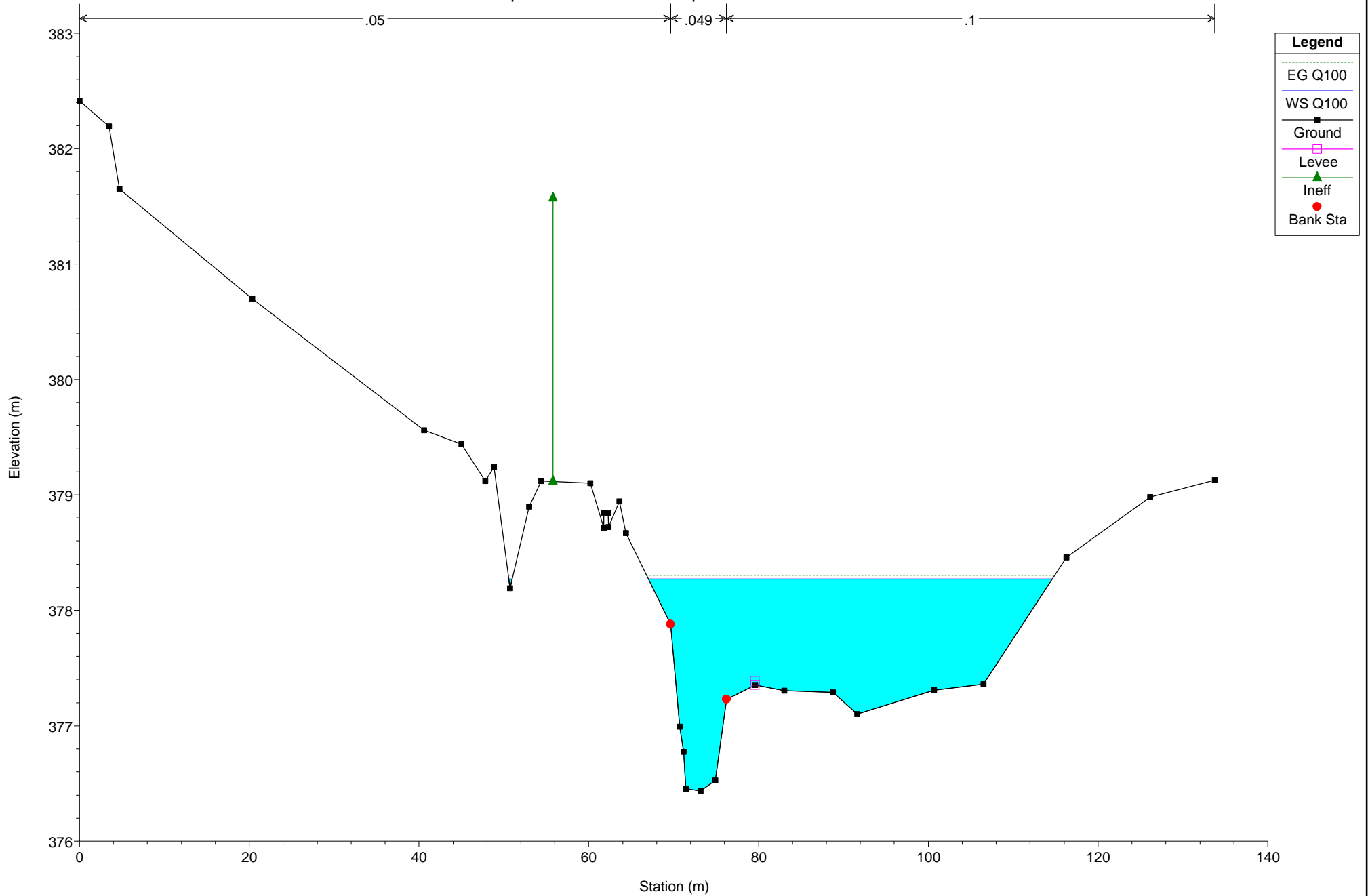
← .05 |< .049 |> .1 →



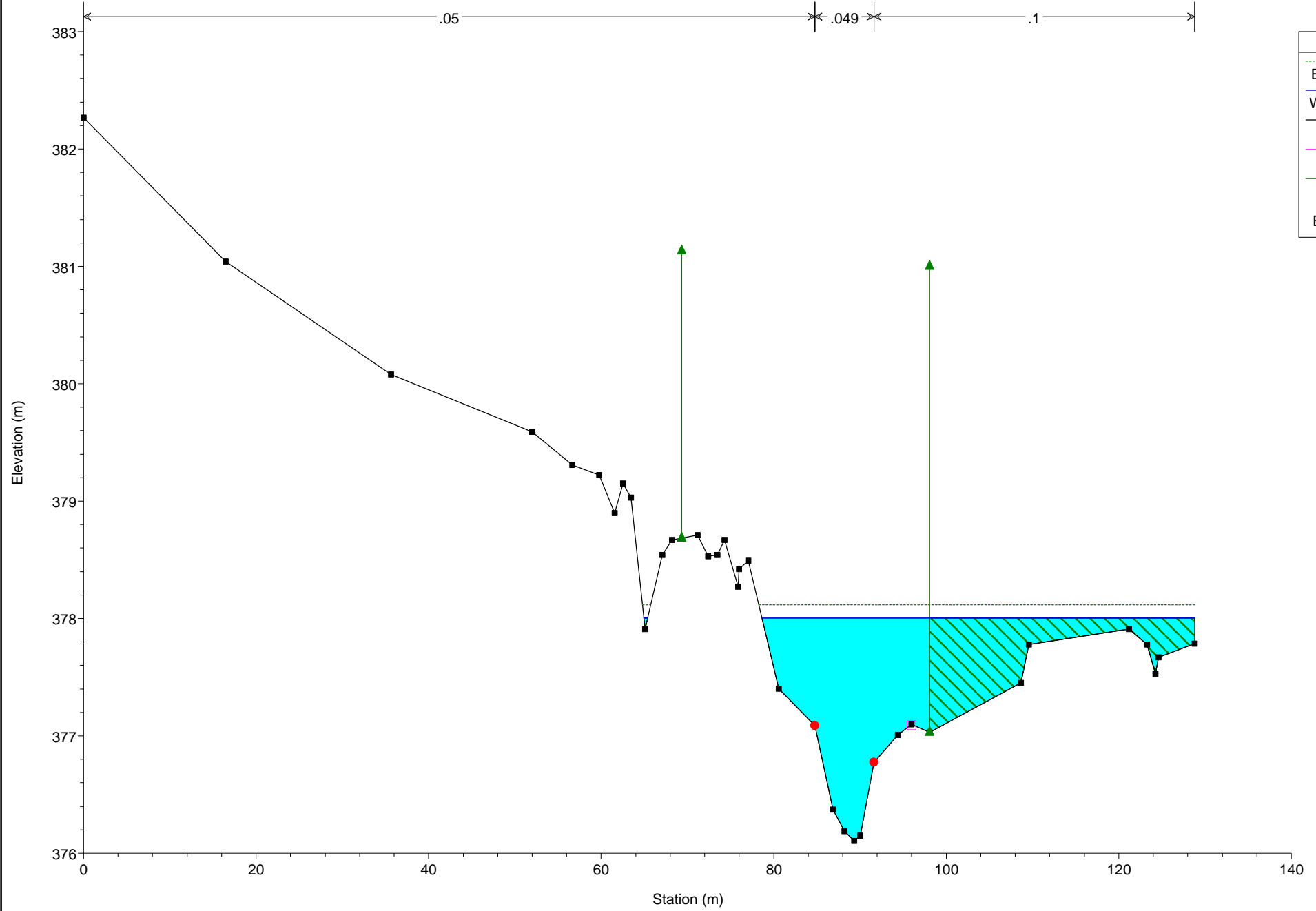
River = petit volvon Reach = petit volvon RS = 4008



River = petit volvon Reach = petit volvon RS = 4007

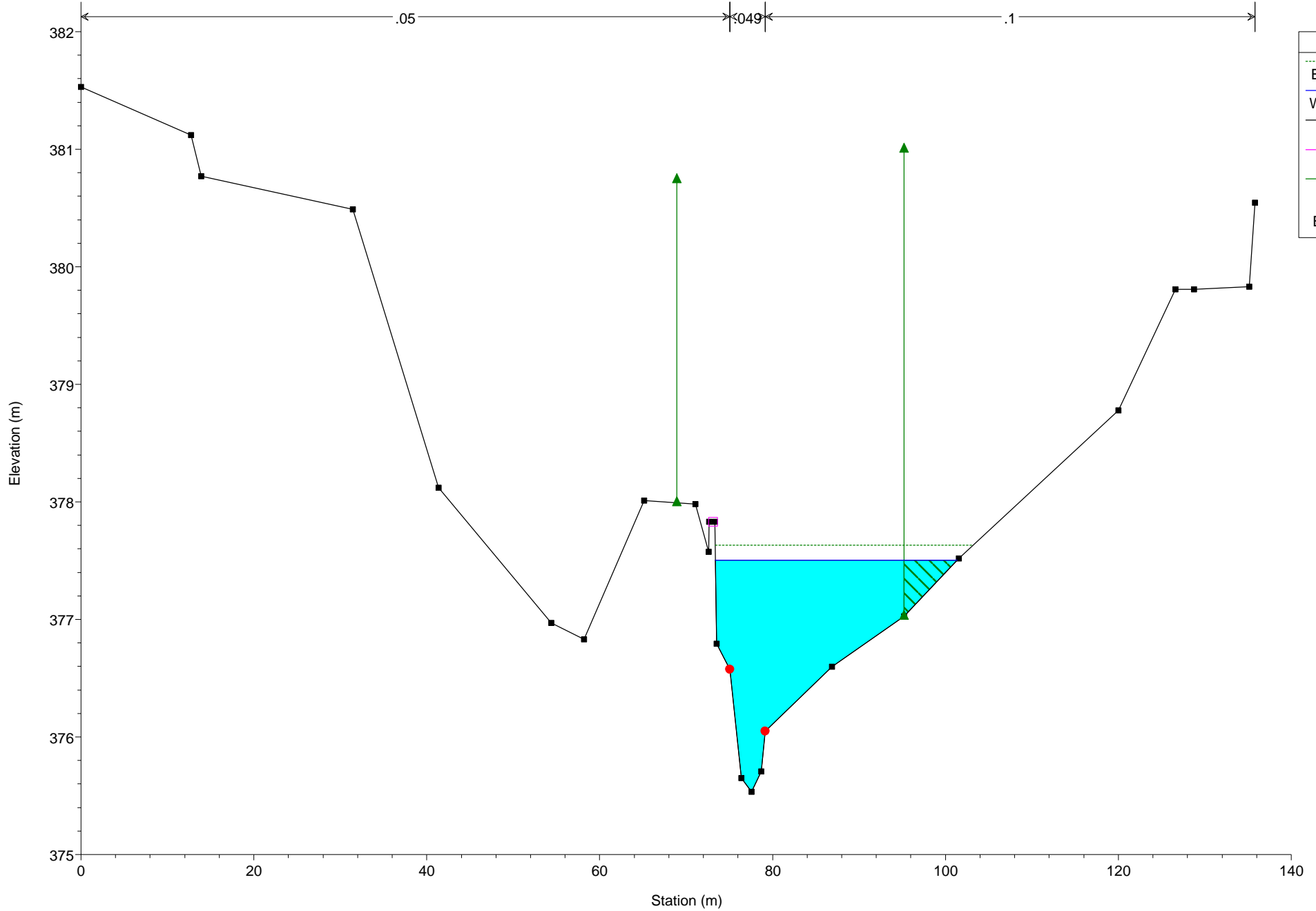


River = petit volvon Reach = petit volvon RS = 4006



Legend	
EG Q100	-----
WS Q100	-----
Ground	■
Levee	□
Ineff	▲
Bank Sta	●

River = petit volvon Reach = petit volvon RS = 4005



Legend

EG Q100

WS Q100

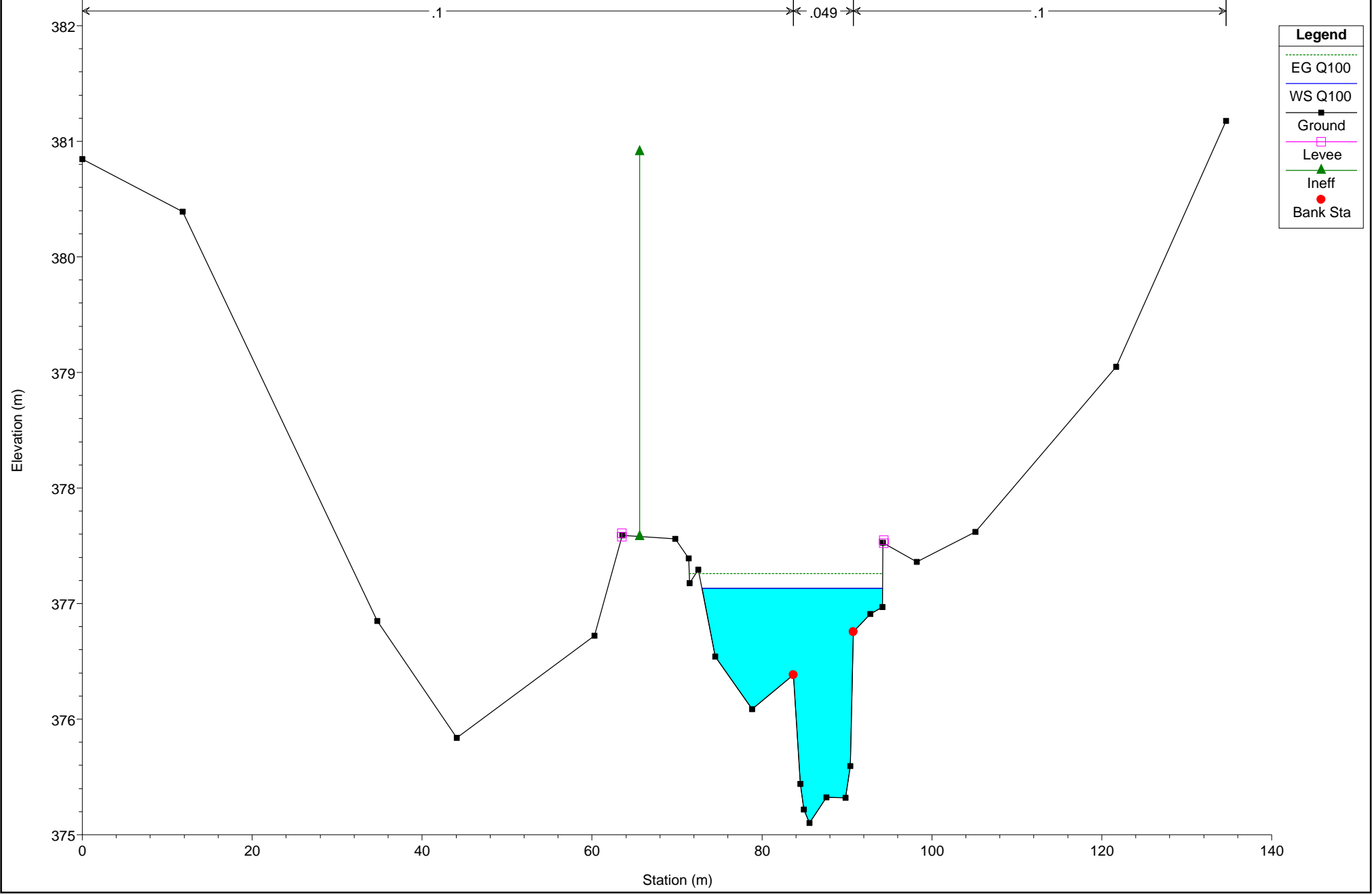
Ground

Levee

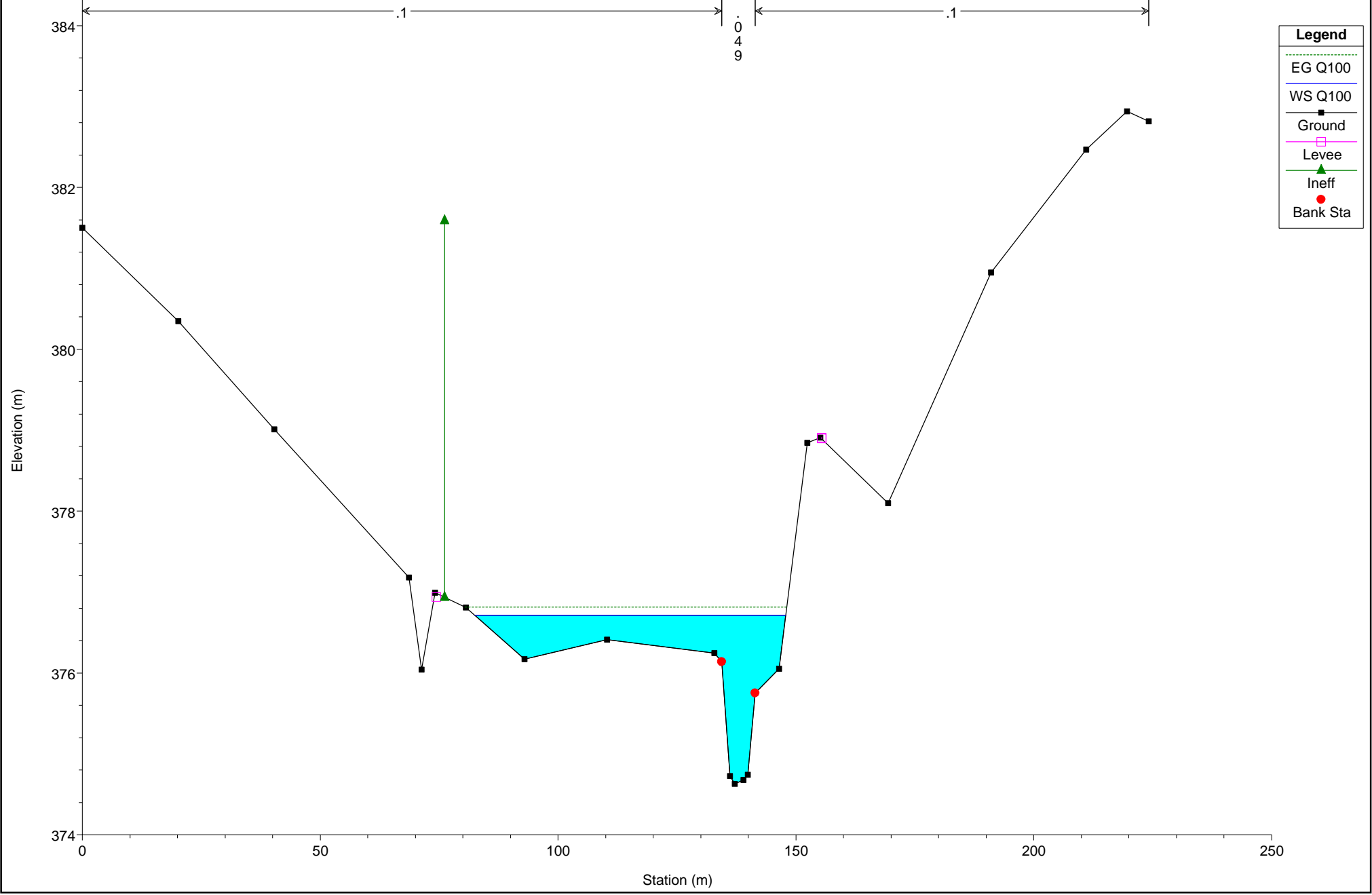
Ineff

Bank Sta

River = petit volvon Reach = petit volvon RS = 4004

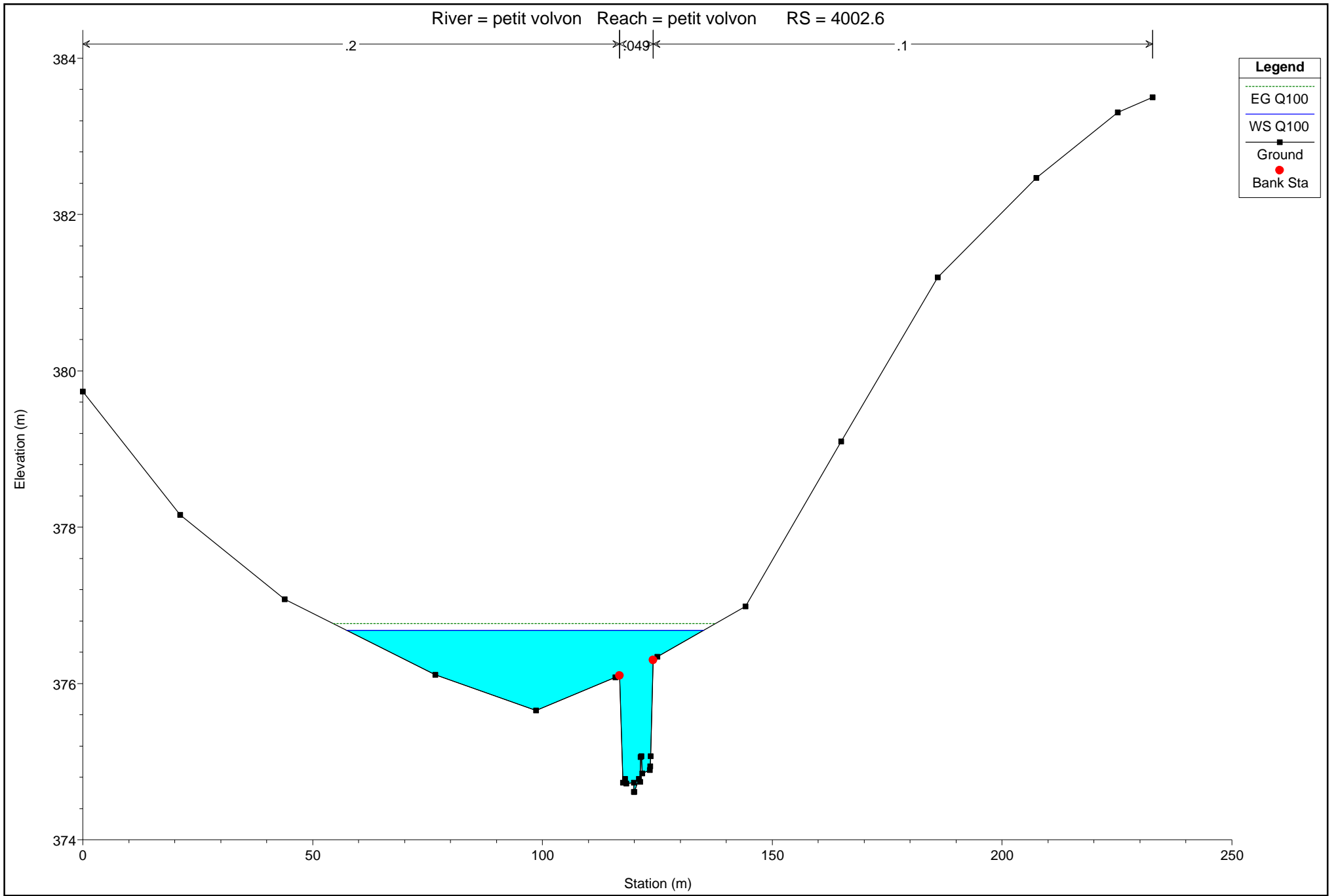


River = petit volvon Reach = petit volvon RS = 4003

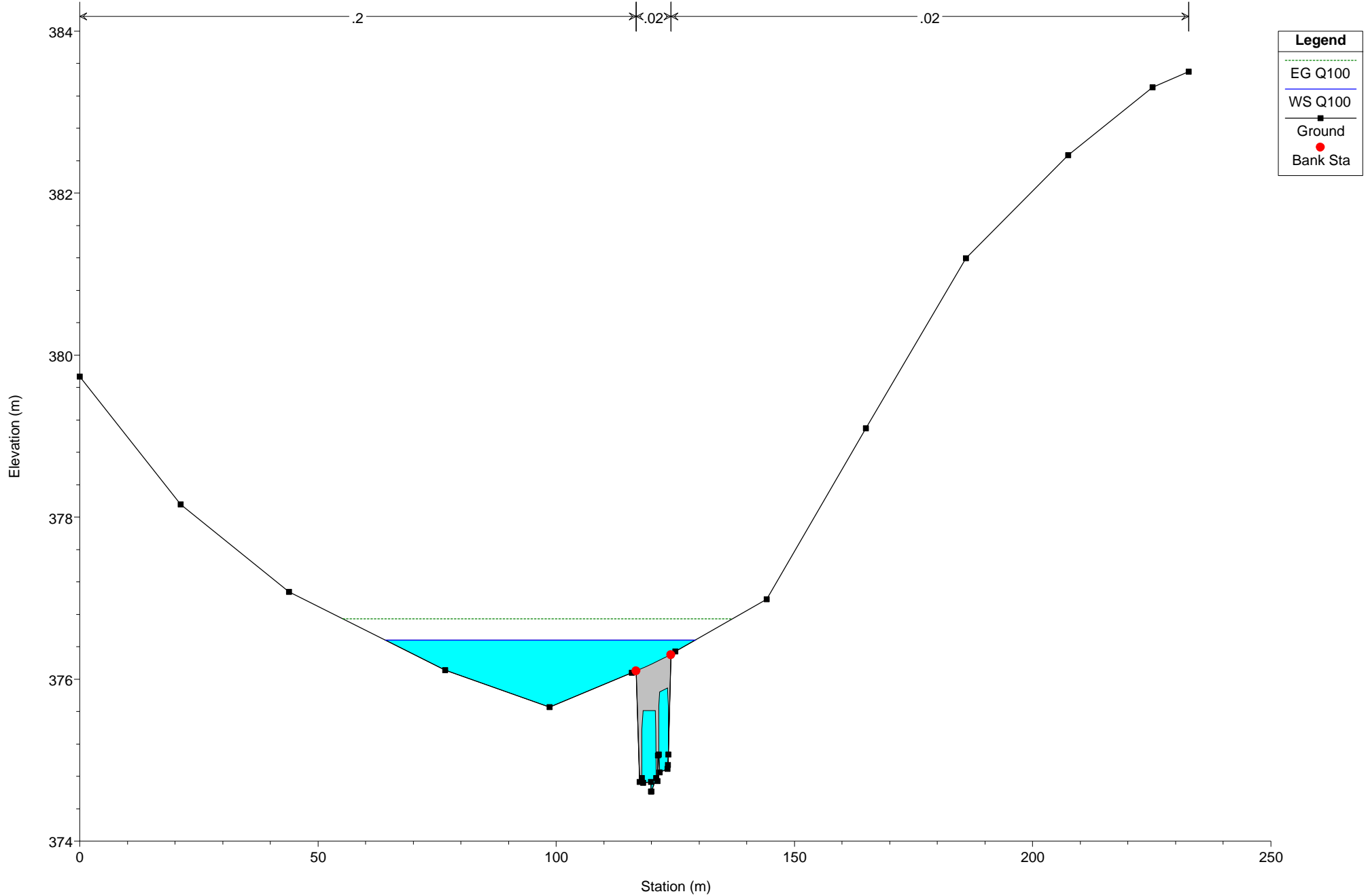


Legend

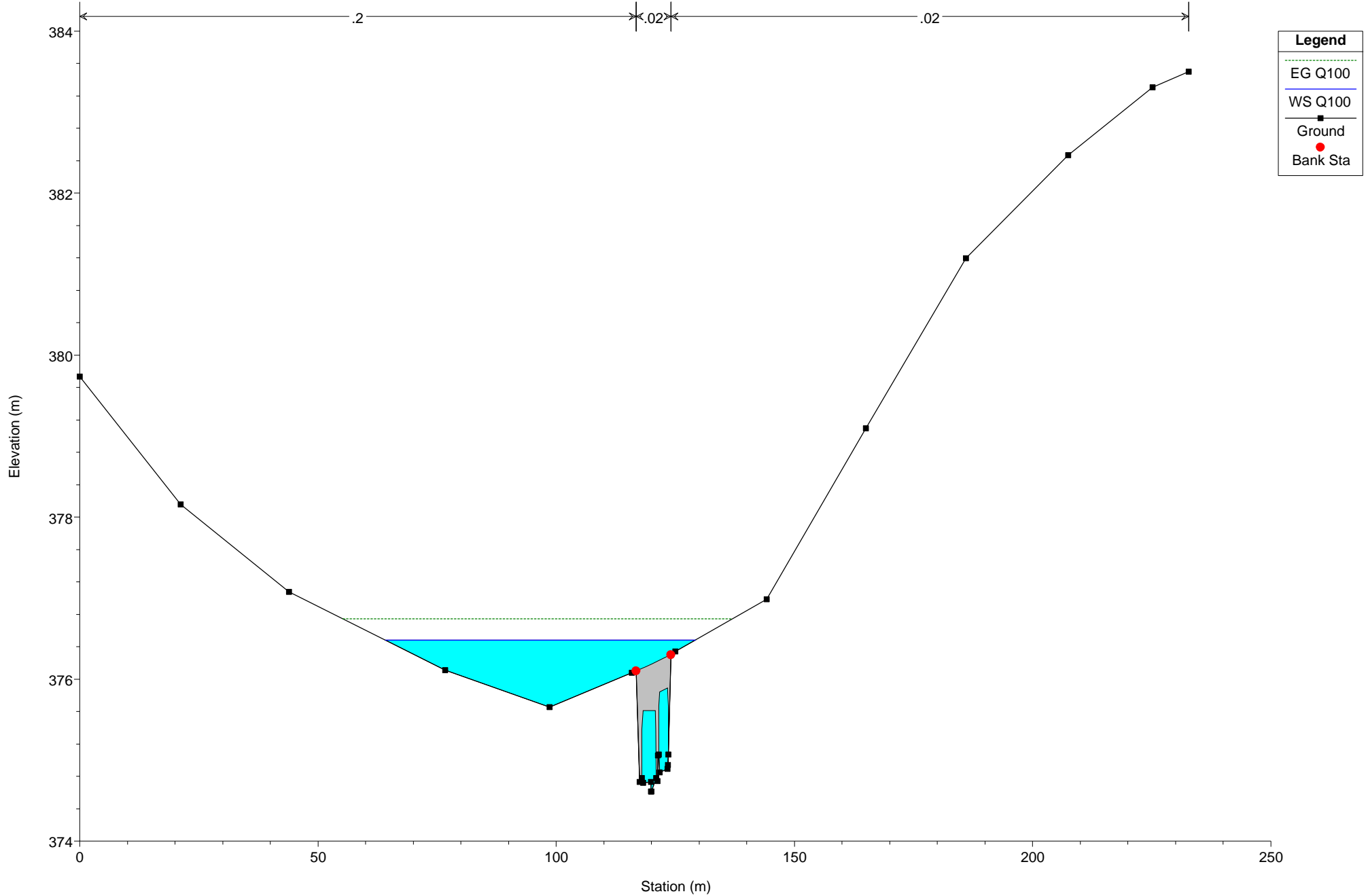
- EG Q100
- WS Q100
- Ground
- Levee
- Ineff
- Bank Sta

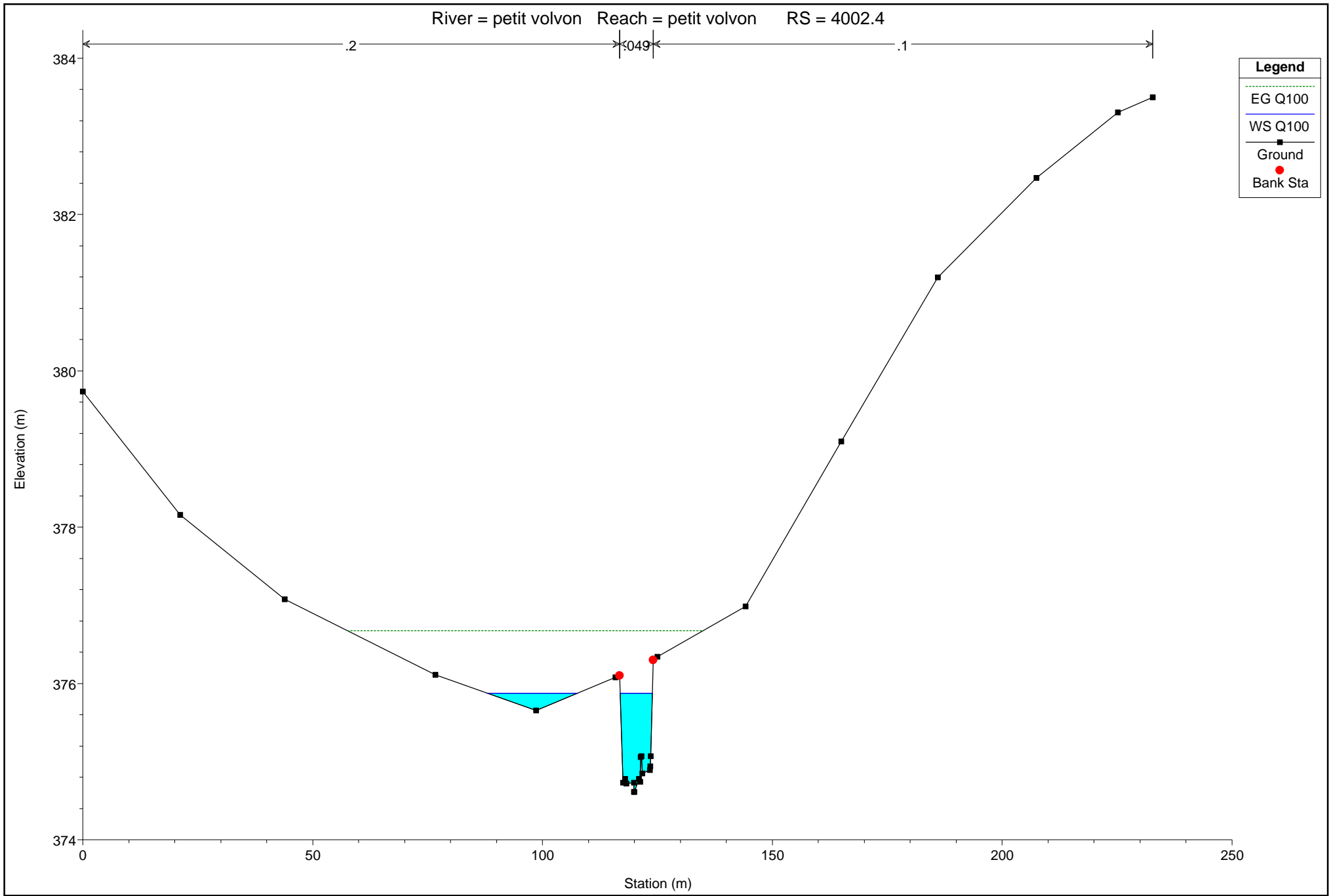


River = petit volvon Reach = petit volvon RS = 4002.5 BR

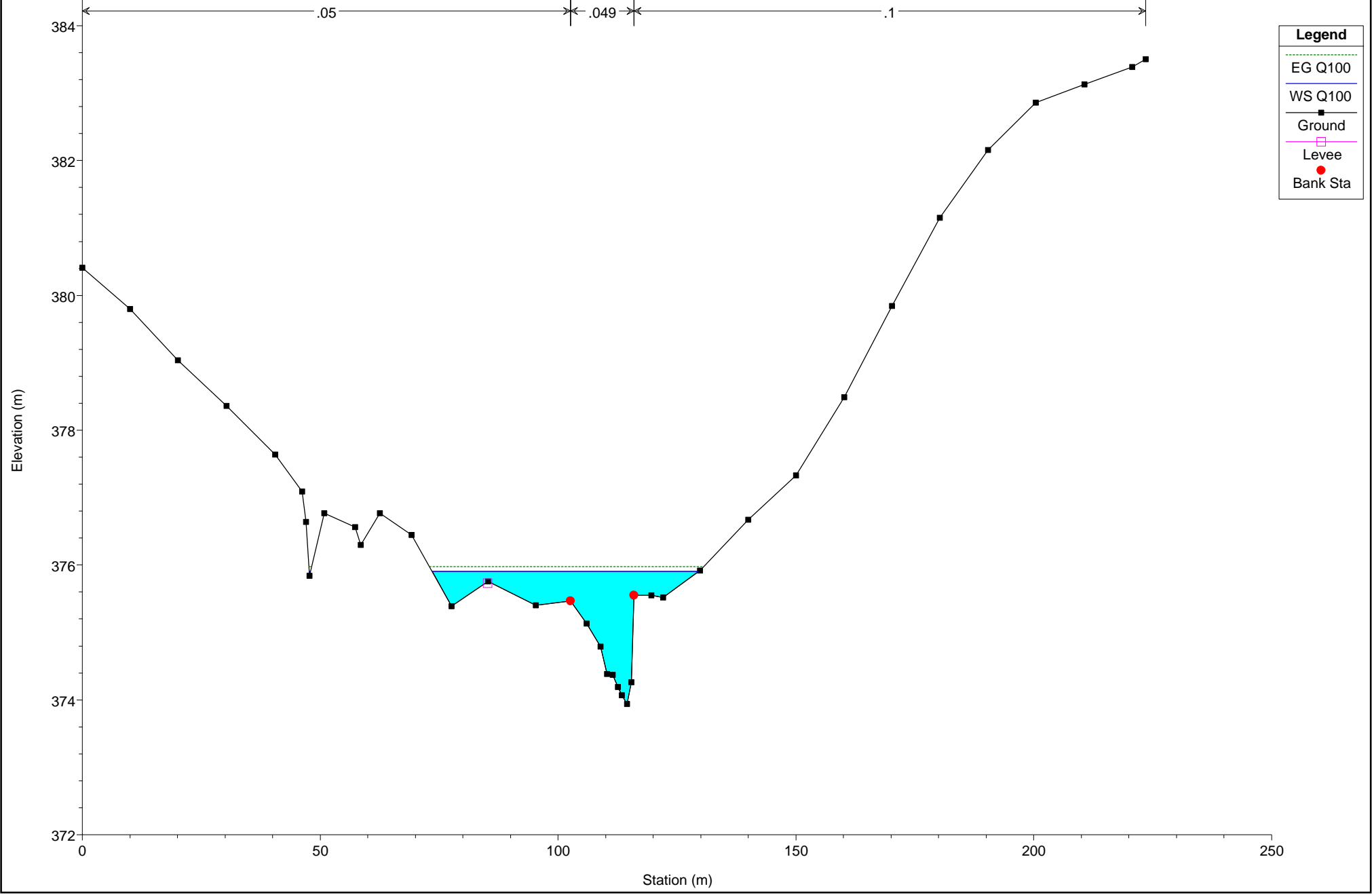


River = petit volvon Reach = petit volvon RS = 4002.5 BR





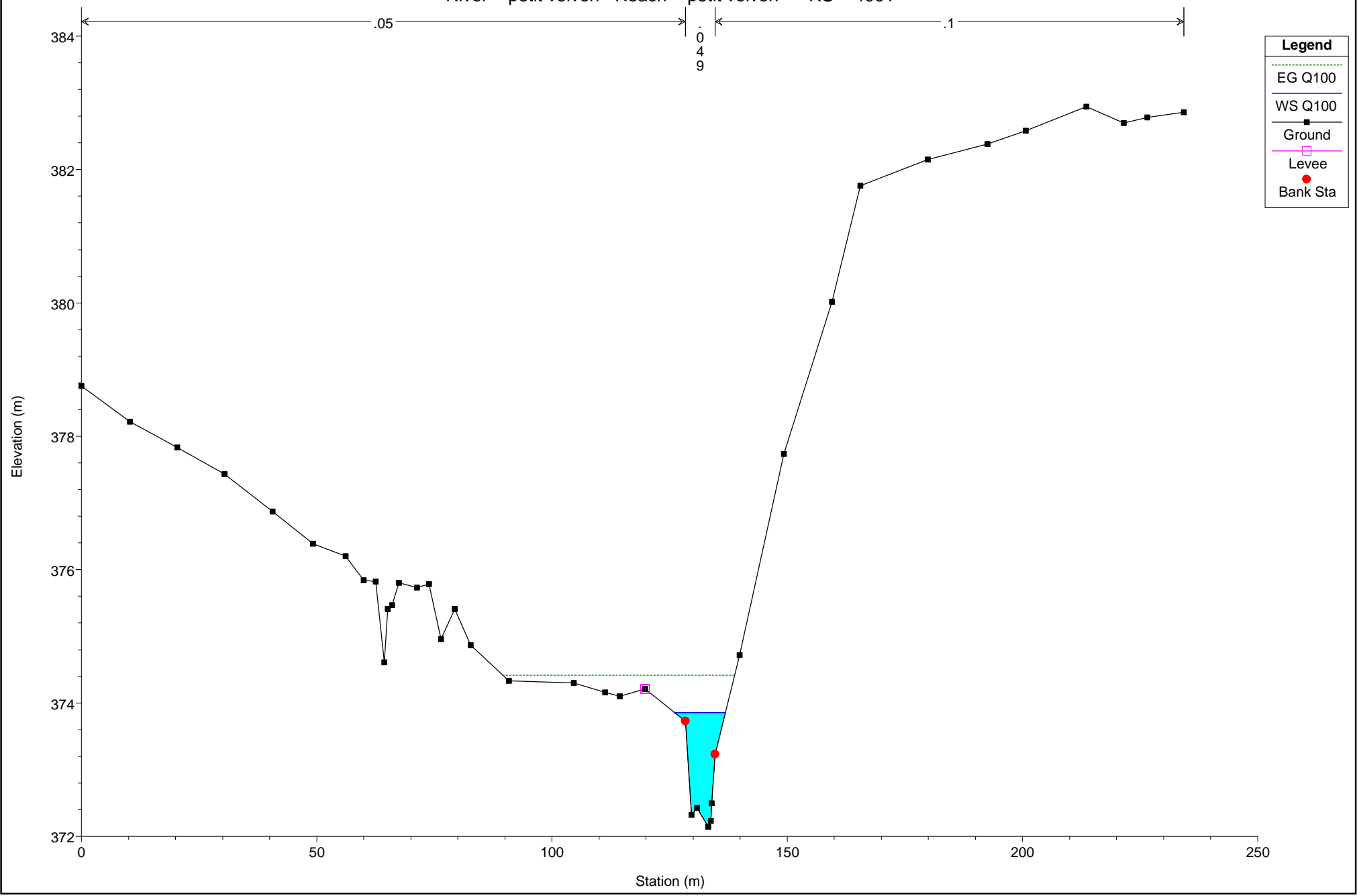
River = petit volvon Reach = petit volvon RS = 4002



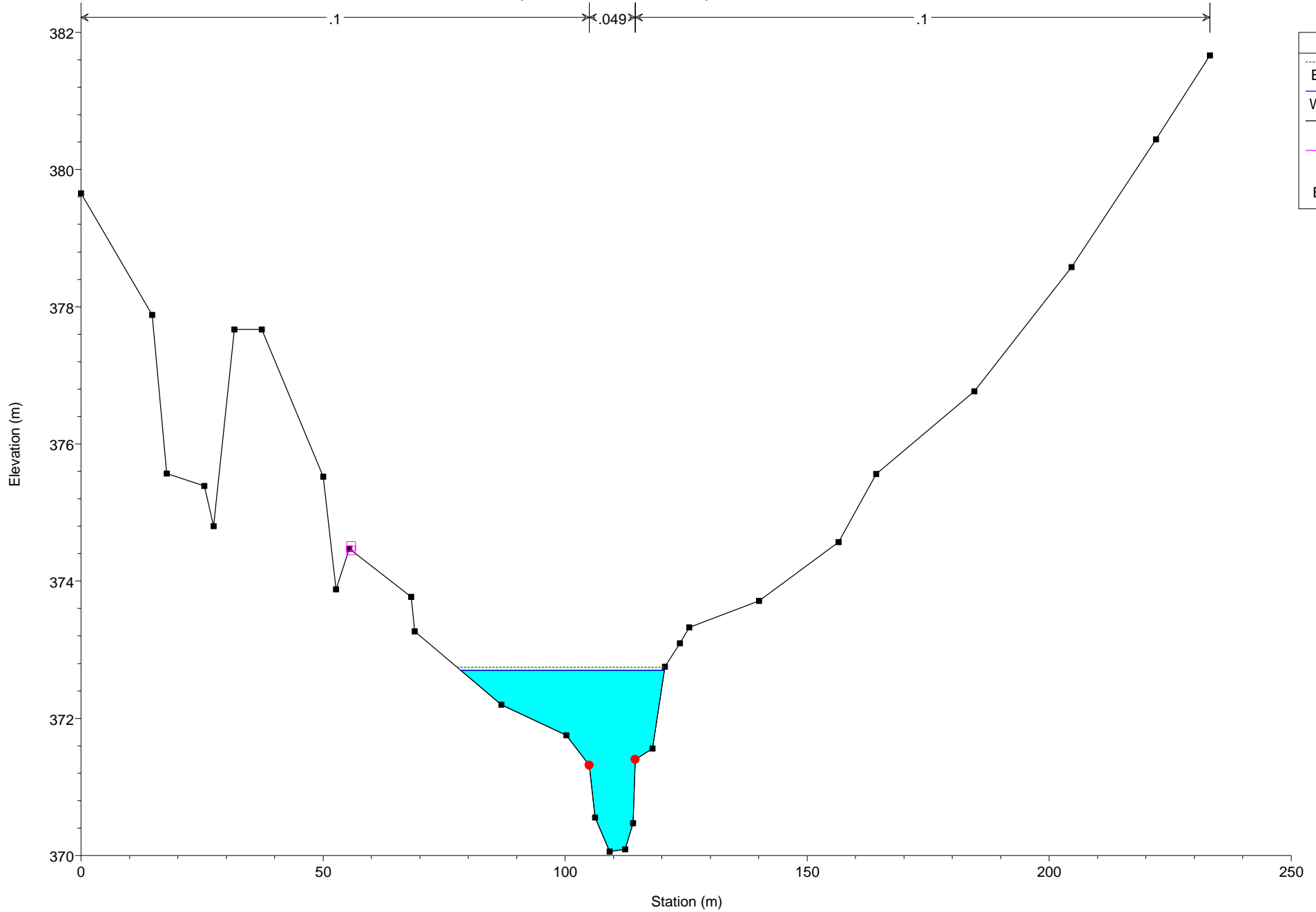
Legend

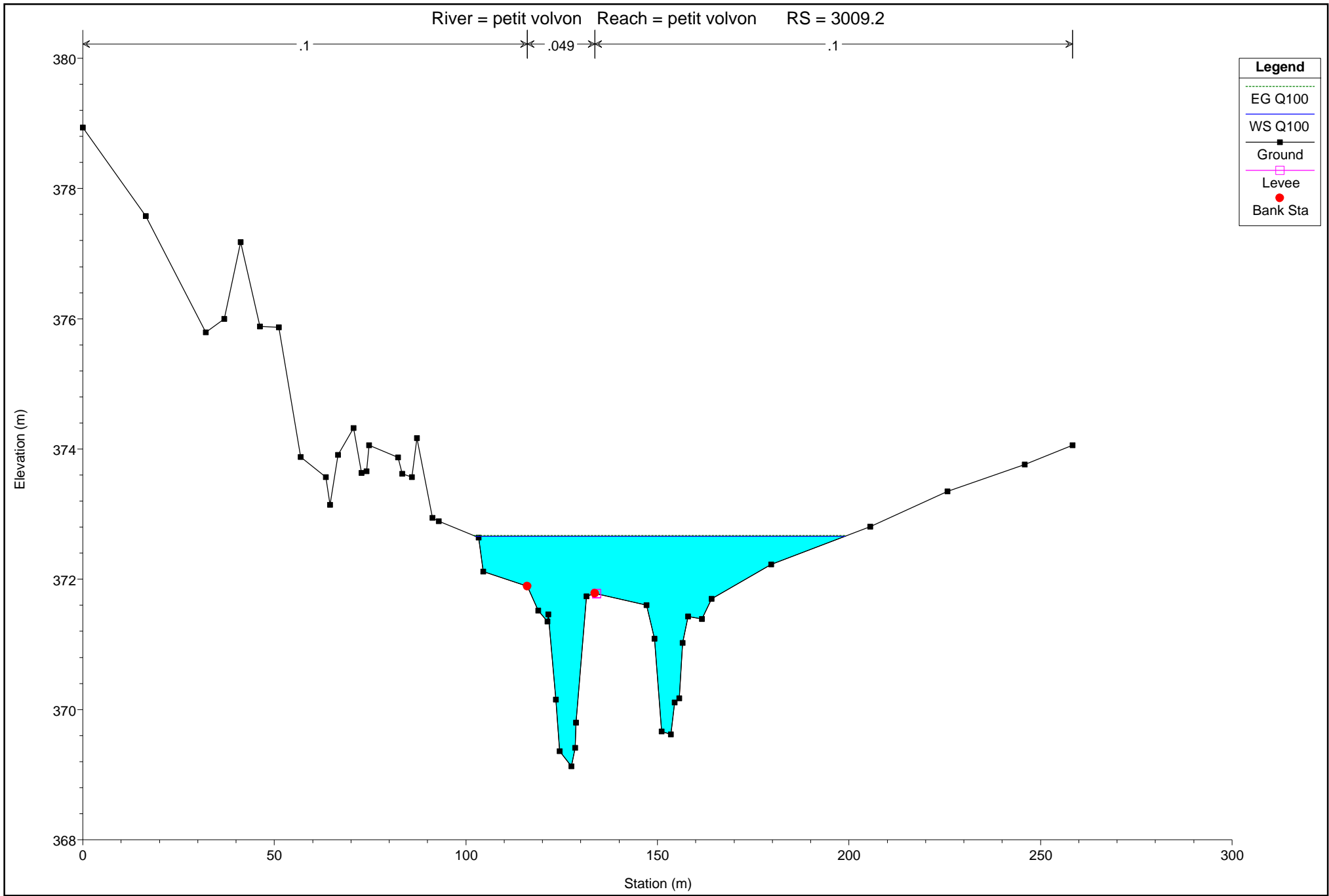
- EG Q100 (dotted line)
- WS Q100 (blue line)
- Ground (black line with square markers)
- Levee (pink square)
- Bank Sta (red dot)

River = petit volvon Reach = petit volvon RS = 4001

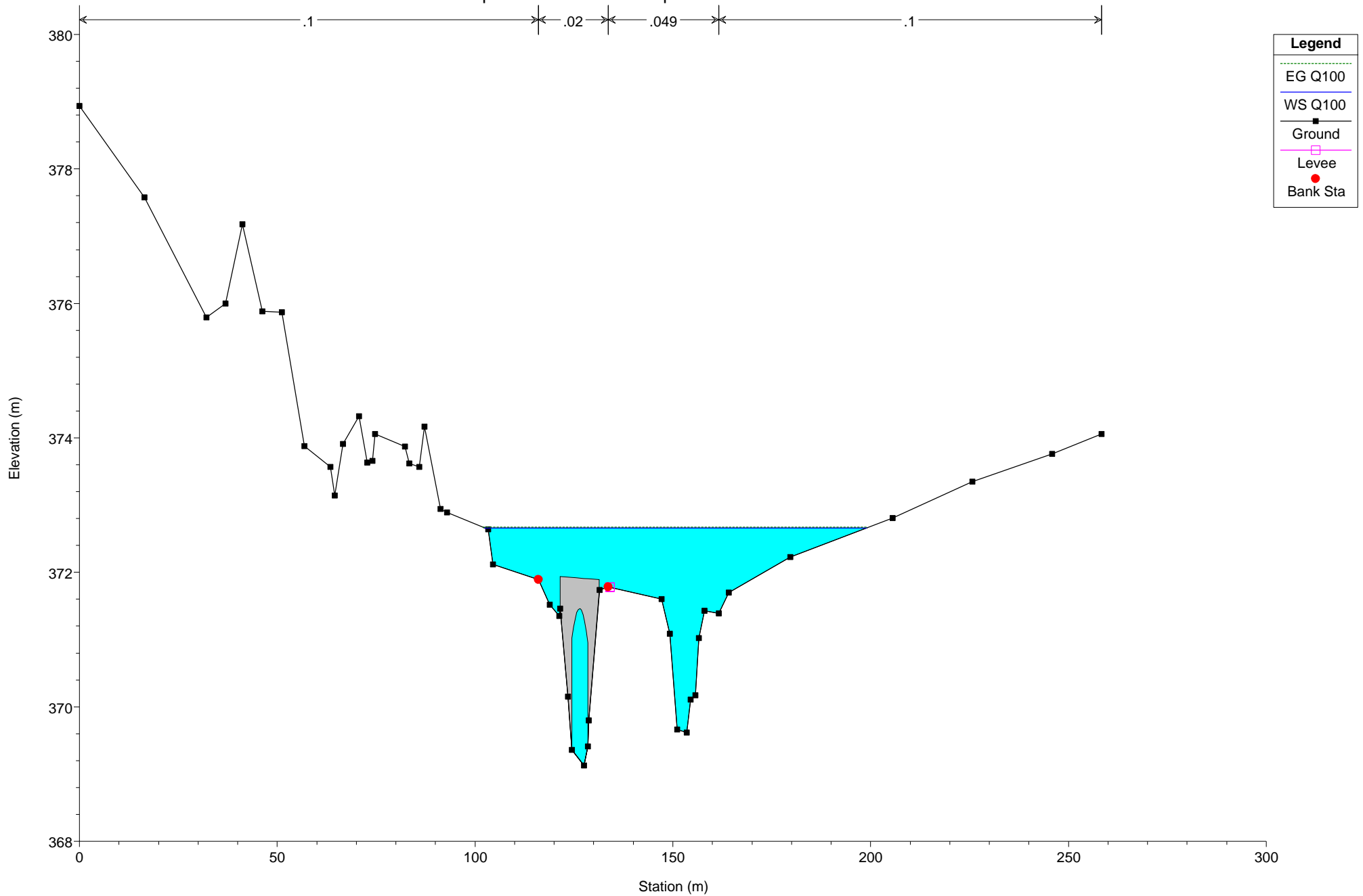


River = petit volvon Reach = petit volvon RS = 4000



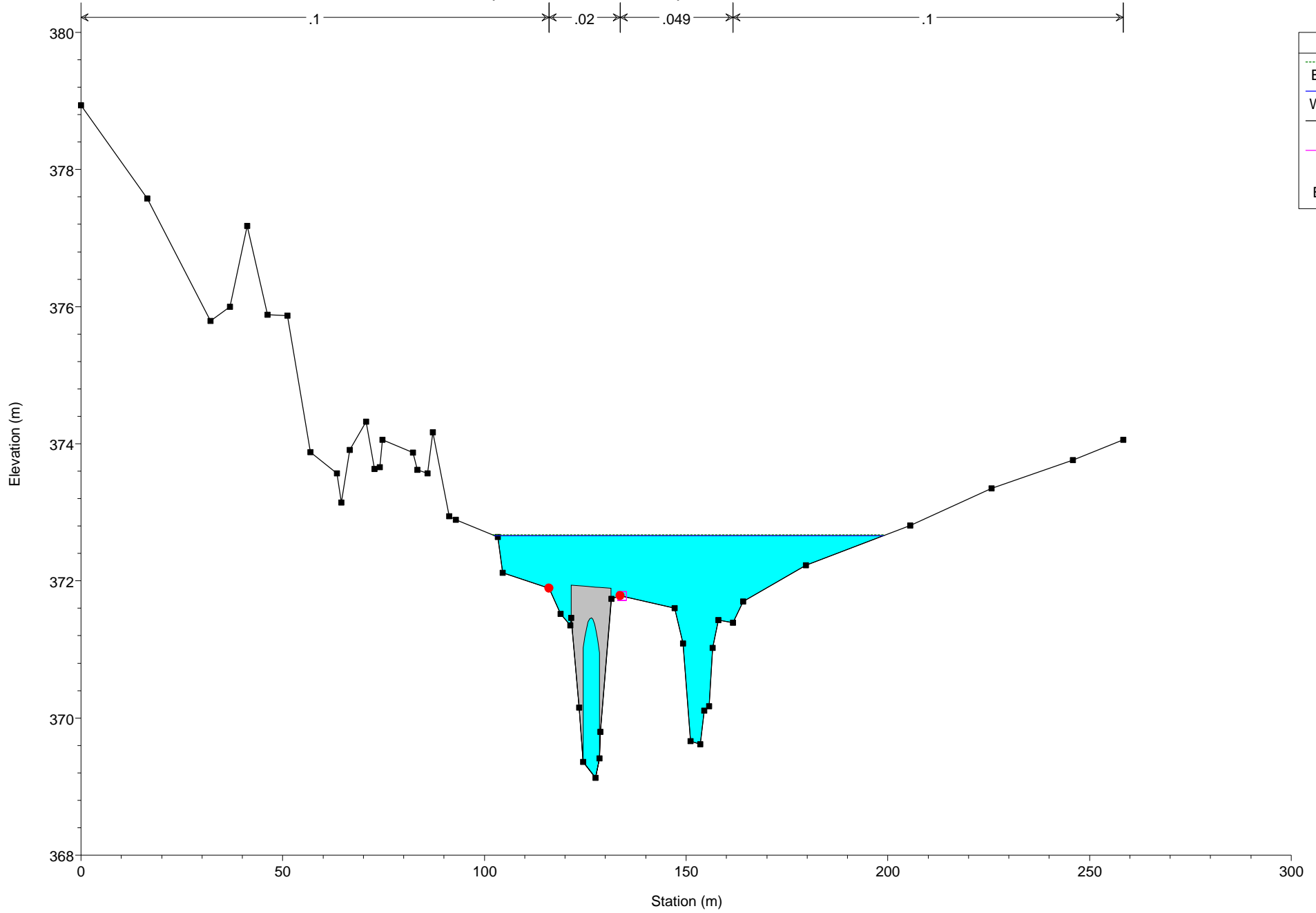


River = petit volvon Reach = petit volvon RS = 3009.1 BR



Legend	
EG Q100	-----
WS Q100	-----
Ground	■
Levee	□
Bank Sta	●

River = petit volvon Reach = petit volvon RS = 3009.1 BR



Legend

EG Q100

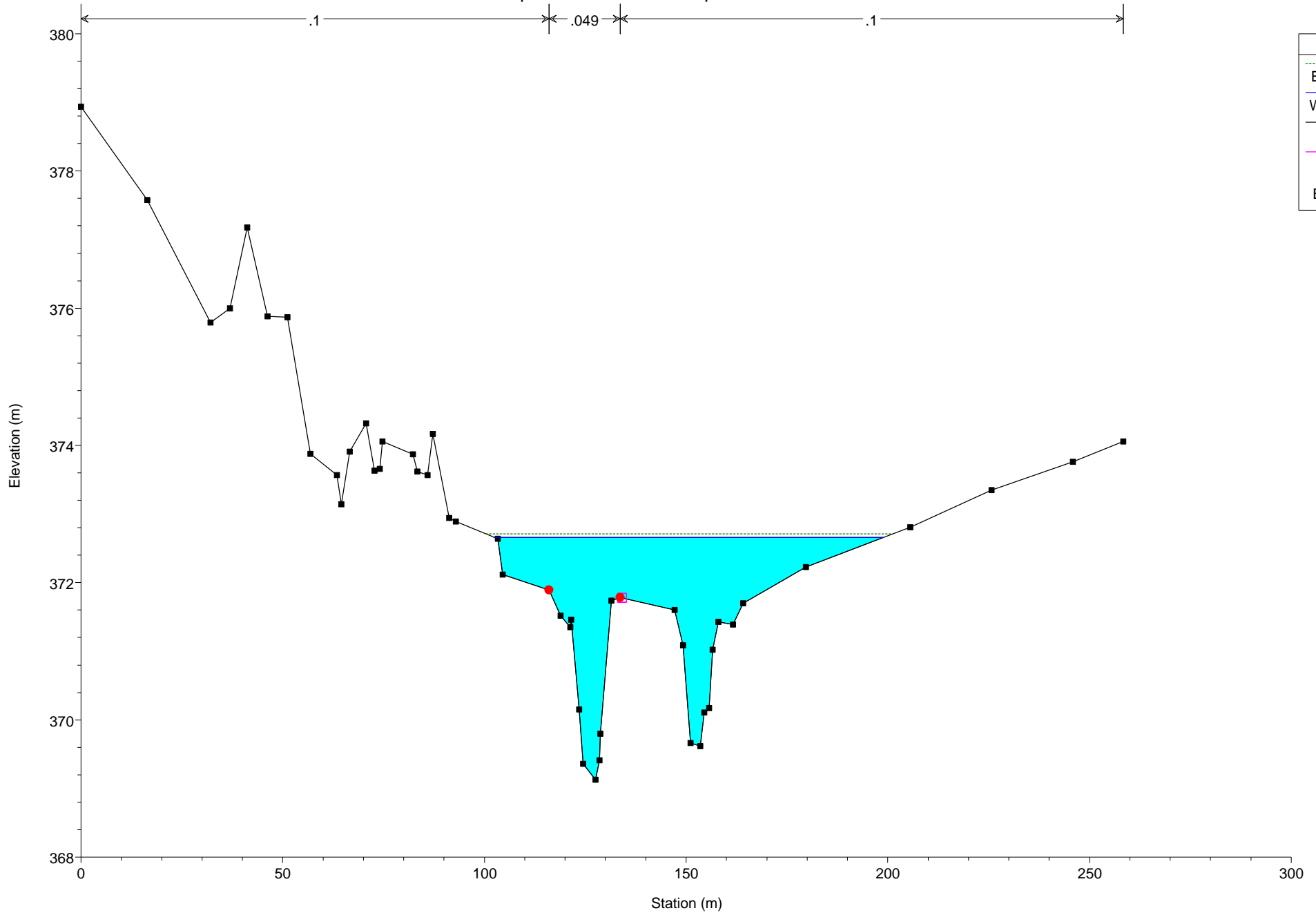
WS Q100

Ground

Levee

Bank Sta

River = petit volvon Reach = petit volvon RS = 3009



Legend

EG Q100

WS Q100

Ground

Levee

Bank Sta