

Morphodynamic Design for River Restoration

Session 12 “Lowland Rivers in Central Europe”

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Objectives for River Restoration

Main incentive for river restoration:

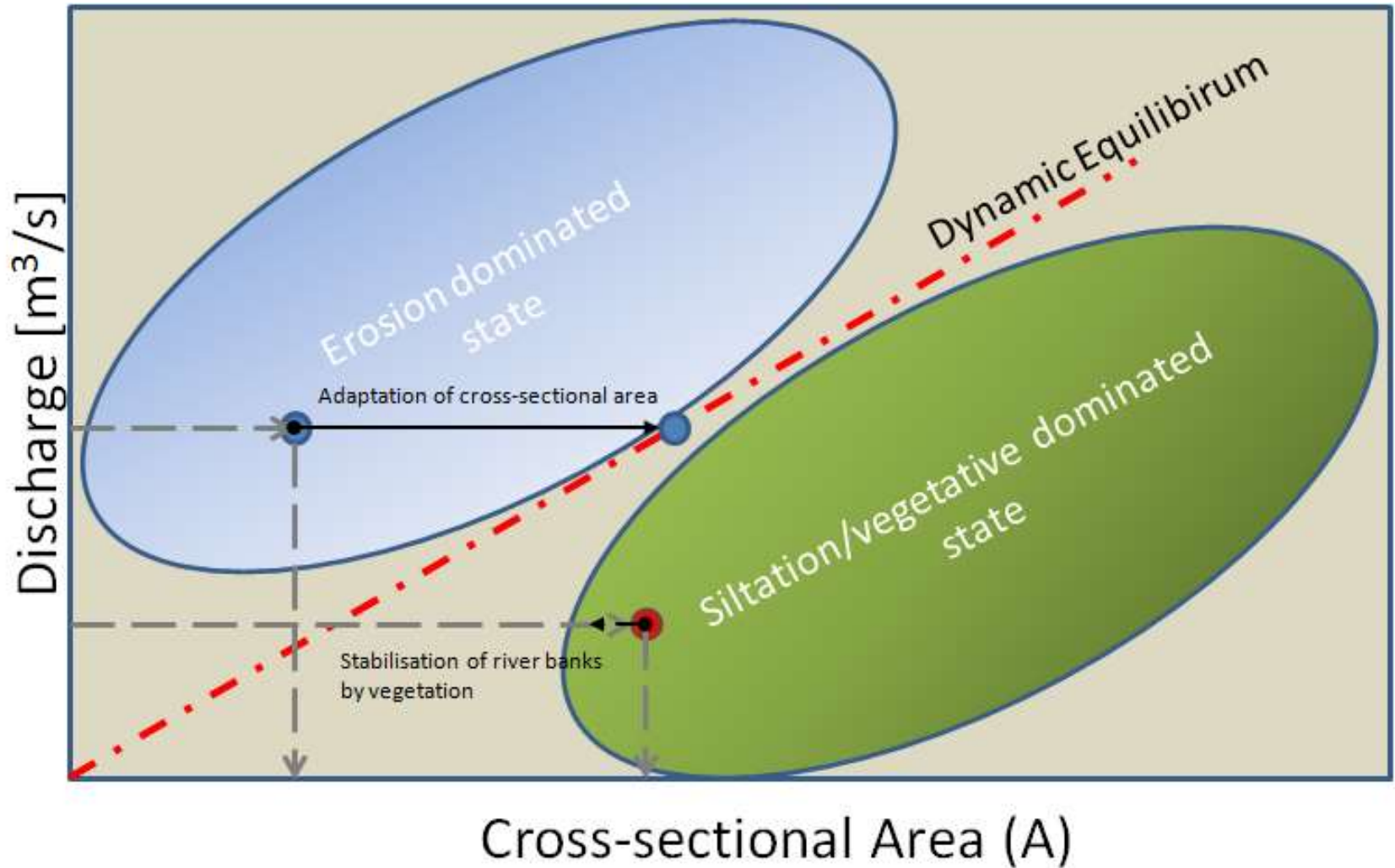
- Improving the **ecological state** of a river (European Water Framework Directive)
- Improvement of the **spatial quality** of the river basin (integrated planning including landscaping, recreation, cultural heritage, urban planning)
- Storm water **retention** (National Flood Directives)



Hypothesis:

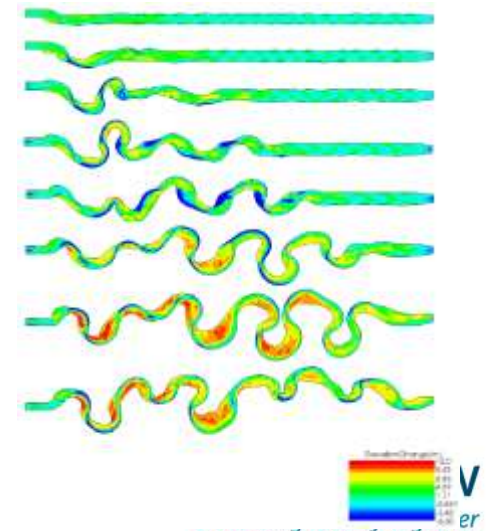
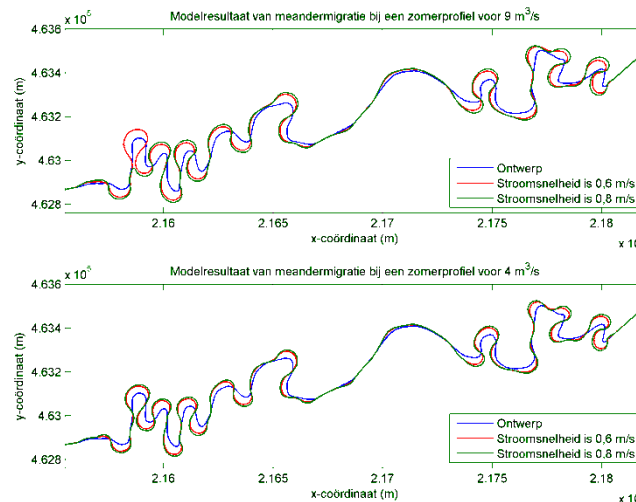
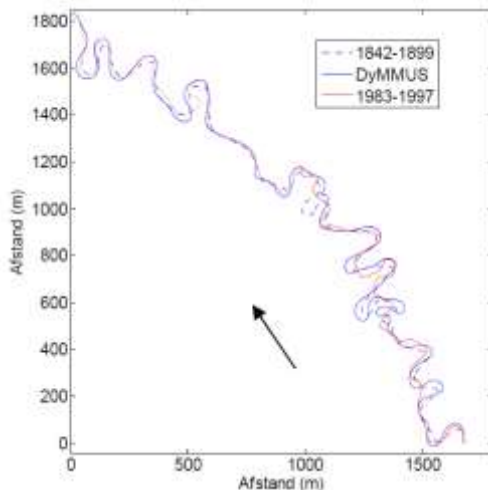
- Feasibility of ecological objectives is determined by the degree of improvement of the **physical** and **chemical** conditions in the river basin.
- Physical conditions: the ability of the river to rejuvenate:
 - cut-off banks (erosion)
 - form new point bars (sedimentation)
 - -> change of plan view ((re-)meandering)
- Chemical conditions: reduce input of nutrient rich water (source restoration)
 - Change of land use upstream (diminish use of pesticides and fertilizer)
 - Removal of nutrient rich top layer of floodplains

Morphodynamic Approach



Morphodynamic Approach

- The natural character of the river is estimated using empirical relations to derive cross-sectional parameters (e.g. depth, width) and plan view parameters (e.g. meander radius, sharpness of the meander bend).
 1. **1D hydraulic modeling**: results in indicative values for flow velocity; a measure for river dynamics.
 2. Assessment of results using general **standards** for river restoration;
 3. In-depth morphodynamic assessment using 1D/2D **Meander Migration Modeling**



Lessons learned

- Many recently restored rivers in Holland show a lack of morphodynamic behavior due to:
 - Relaxation of restoration ambitions due to stakeholder involvement or cooperation of land owners;
 - Restoration of short transects, often leaving existing weirs in place;
 - Application of a simplified approach to derive parameters for cross-sectional area and plan view;
 - Assumptions on hydrological parameters are wrong (design based on stationary simulations representing a dynamic behavior)



What experience can be gained from other projects?

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