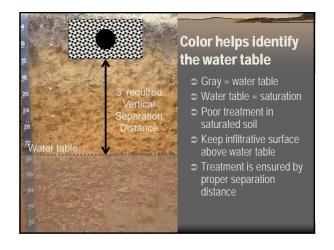


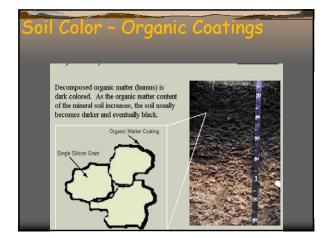
## Application

- Limiting conditions
  - Soil color type/depth of system
  - Bedrock type/depth of system
- Soil texture, structure, percolation rate size and type of system



#### Soil Color

- Is determined by:
- Soil moisture,
- Organic matter content,
- Coatings of Iron, Manganese, or other substances, and
- Color of the mineral soil grains in absence of coatings.















#### Soil Formation – **Parent Materials**

Glacial Till + Color of parent material indicates origin (i.e. red, buff, grey, etc.)







#### Soil Formation - Time & Climate

Time of soil formation •Varies by parent material Climate is similar with •drier conditions as you move west •colder conditions as you move north

#### Topsoil colors

- Do not mean anything by themselves
  - In ND it is common to have thick and dark top soils (indicates organic matter accumulation)



 Does not indicate wetness
 Usually found on the 10YR

## page

# Subsoil colors - "Bright" colors Brownish/Reddish/Yellowish Typically indicate better drained subsoils prevalent across most of But many times this "bright" color may be misleading due to... resistant materials (i.e. red soils) or perched watertable above the subsoil



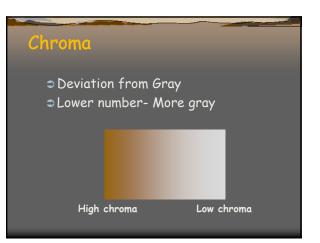


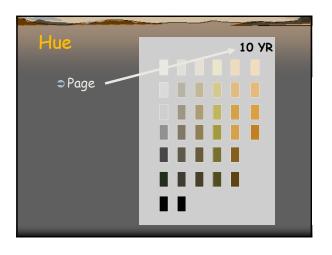


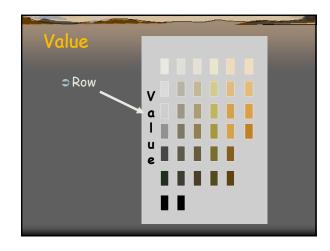


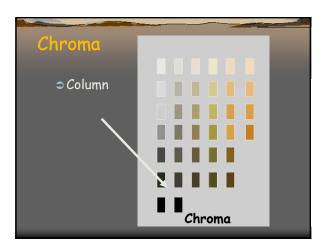


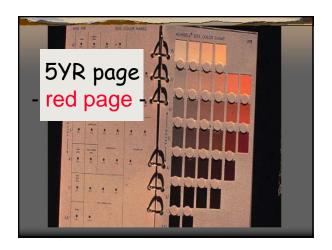






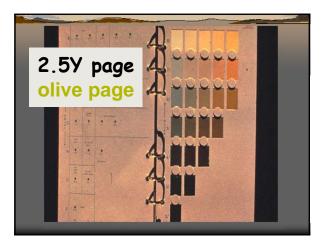


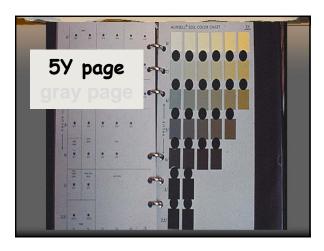


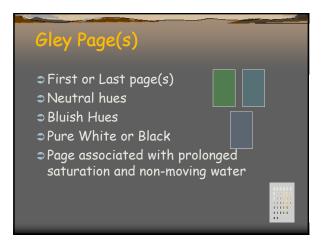


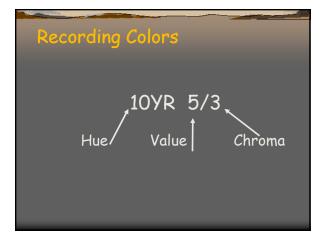


















#### Soil Color

 Always start at the top and work down the soil horizons looking for wetness indicators



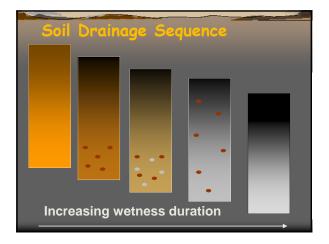
#### Reading Soil Col

- ⇒ Moist
- Unsmeared
- Break open the Peds
- ⇒Read all colors
- Adequate light midday
- Natural light
- Take off the sunglasses!

#### Adequate light

- Overcast days are
   OK
- Full Shade is difficult
- Winter- Only mid day





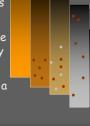
# Soil Oxidation Reduction (redox) As soils become saturated... Soil microbes consume all Oxygen, Organic matter is needed for microbial activity, and Suitable soil temperatures (>42F) for microbial activity are required.

#### Soil Oxidation Reduction (redox)

•Assuming that these conditions are met in the soil then:

-A series of reduction reactions take place in soil.

-These reactions alter the state of soil color components, namely **iron**.



-Once **iron** has been altered by a reduction reaction it is: a different color; soluble in water; and mobile

### Soil Oxidation Reduction (redox)

•Assuming that these conditions are met in the soil then:

- -A series of reduction reactions take place in soil.
- -These reactions alter the state of soil color components, namely **iron**.\_\_\_\_

-Once **iron** has been altered by a reduction reaction it is: a different color; soluble in water; and mobile

#### Soil Oxidation Reduction (redox)

-This type of soil color alteration is known as REDOXIMORPHIC FEATURES

- -These are features formed in the soil by the processes of saturation and reduction of iron
- Accumulations of iron are bright red (concentrations)

- Areas where iron is **removed** are gray or light colored (**depletions**)

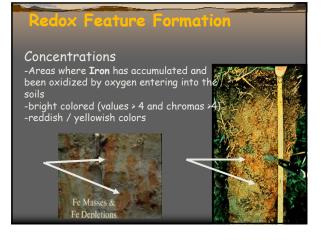
-Where iron is just **reduced** but has not moved, there are blue-gray colors (**gley**)

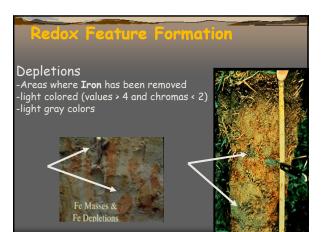
#### **Redox Feature Formation**

The mobile nature of **iron** usually results in different **redoximorphic** features forming including areas of

-Concentrations, -Depletions, and -Gleying









# Redox Feature Formation

Each redox feature or combinations of redox features indicates the type of hydrology conditions under which they formed.

Concentrations & Depletions together -zone of fluctuating watertable Depletions

' -zone of moving water

Gley -stagnant water



#### **Redox Feature Formation**

Persistence of redox features under "drained" conditions:

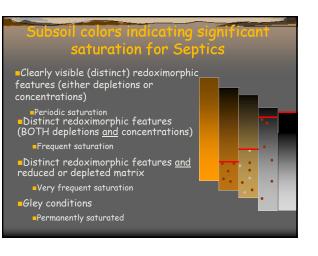
Concentrations

-remain evident unless saturation alters state of iron (oxidized iron is not soluble in water) Depletions

-remain evident even with additional saturation (soil paint removed)

Gley

-iron will oxidize if oxygen is reintroduced into soil





#### Redox Features versus Mottles

**Redox features** - specific kind of mottle indicating wetness conditions

For our purposes, we are concerned with <u>redox</u> <u>features.</u>



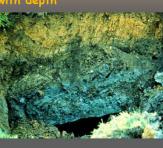
### Soil Color

- Always use soil color to verify depth to saturated soil
- Other Assistance:
  - Landscape position
  - Vegetation
  - Soil Survey/ County maps
  - Local land owners
  - Licensed Professional Soil Scientists
  - Others...

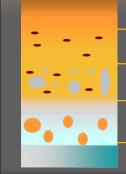


#### Soil Color Application Color progression with depth

- It is likely that as you dig deeper, soil will get wetter
- Unless water saturating soil is coming from the surface (recharge)



#### Soil Color Application Wetness Indicators for Duration of Saturation



Never Saturated -Oxidized matrix

Infrequently Saturated -Oxidized matrix with few concentrations

Frequently Saturated -Oxidized matrix with depletions and concentrations

Very Frequently Saturated -Depleted (gray) or reduced matrix (gleyed) with concentrations

Permanently Saturated - Depleted (gray or reduced (gleyed) matrix

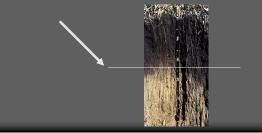
### Soil Color Application Saturated Topsoil Determination

Wet topsoils are difficult to determine due to large amounts of organic matter masking soil grains



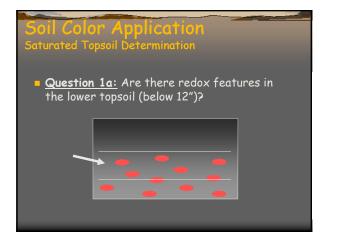
#### Soil Color Application Saturated Topsoil Determination

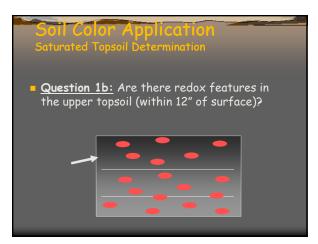
If a soil has 12" or more of topsoil, <u>Step 1.</u> Determine if upper subsoil is saturated.





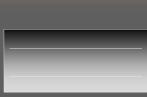






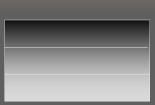
#### Soil Color Application Saturated Topsoil Determination

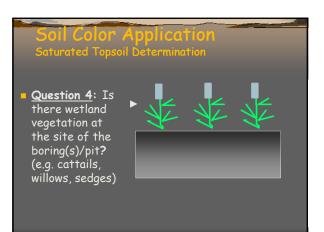
- <u>Question 2:</u> Is any part of the topsoil colored as a N 2.5/0 (pure black)?
- This color is found on Munsell color chart 1 for gley (lowest left hand corner chip).



#### Soil Color Application Saturated Topsoil Determination

Question 3: Is there a peat, mucky, or organic texture to any portion of the topsoil?







#### Soil Color Application Saturated Topsoil Determination

Question 6: Is the soil meet a hydric soil indicator?

- Wetland soil
- SWCD or private wetland delineator

#### Soil Color Application Saturated Topsoil Determination

- If you answered <u>NO</u> to *all* 6 questions, then your site has no more than 12" of suitable soil.
- If you answered <u>YES</u> to any of the 6 questions, then you have 0" of suitable soil.

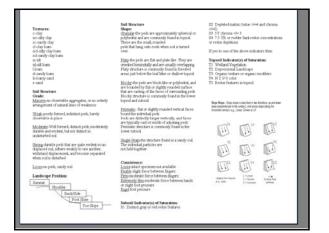
#### Soil Color

- Other Colors
  - May have other colors and redox features in same horizon
  - Be sure to ID and record all color variations

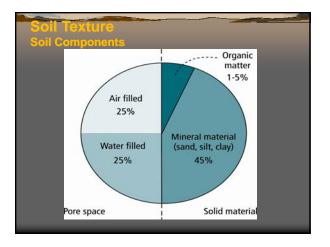
#### Puzzled?

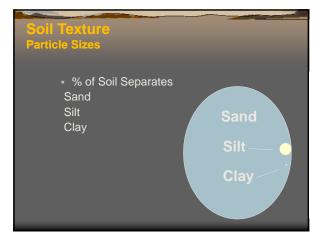
- -Soil Survey
- -Local Soil & Water Conservation Office
- -County Planning & Zoning Office
- -Other ISTS Professionals
- -Licensed Professional Soil Scientists

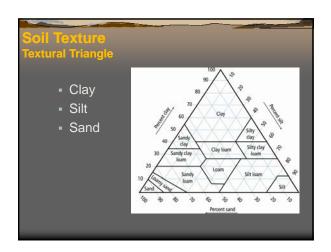
| Client' Address:   |                                | Legal Description/GPS:   |                    |   |  |   | Date:  |   |  |
|--------------------|--------------------------------|--------------------------|--------------------|---|--|---|--|---|--|
|                    | Material(s):<br>all that apple |                          | eash Lacus         | trine Alluvium  | Loess Organic Matter Bedrock                 |   |  |   |  |
| Landscape<br>(cird | Position:                      | Summit                   | Shoulder           | Back/Side Slope   | Foot Slope                                   | For Slope   |  |   |  |
| Vegetation:        |                                | Soil Survey Map Unit(s): |                    |   | Slope (%):                                   |   |  |   |  |
| Weather o          | editions Tim                   | of Day:                  |                    |   |  | Sope Shape:   |  |   |  |
| Depth (iz)         | Texture                        | Matrix<br>Color(s)       | Mottle<br>Color(s) | Redox<br>Kindox   | Saturated Soil<br>Indicator(s)<br>(see back) | I<br>Shape  | Structure  | Consistence   |  |
|                    |                                |                          |                    | Crecentrialism<br>Peptitisma<br>Geyed<br>Crecentrialism<br>Depletisma<br>Geyed<br>Geyed<br>Crecentrialism<br>Depletisma<br>Gleyed<br>Crecentrialism<br>Depletisma<br>Gleyed |  | Ornstar<br>Play<br>Play<br>Promuto<br>Backy<br>Promuto<br>Backy<br>Play<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promite<br>Play<br>Backy<br>Promote<br>Backy<br>Promite<br>Backy<br>Promite<br>Backy<br>Promite<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Backy<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Promote<br>Prom | Marsteve<br>Weste<br>Drong<br>Locoe<br>Marsteve<br>Weste<br>Drong<br>Locoe<br>Marsteve<br>Weste<br>Moderate<br>Drong<br>Locoe<br>Marsteve<br>Weste<br>Moderate<br>Drong<br>Locoe | Loose<br>Fraile<br>Free<br>Extensity Pan<br>Paper<br>Fraile<br>Fraile<br>Free<br>Fraile<br>Free<br>Extensity Pan<br>Raged<br>Loose<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Fraile<br>Frail |  |
|                    |                                |                          |                    | Concentrational<br>Depletions<br>Obymd<br>Concentrational<br>Depletional<br>Gleyed  |  | Oracolin<br>Pany<br>Biocky<br>Promatic<br>Sagin Grain<br>Oracolin<br>Pany<br>Biocky<br>Promatic<br>Sagin Grain  | Marrie<br>Ulwa<br>Moderate<br>Drong<br>Locos<br>Weak<br>Moderate<br>Drong<br>Locos   | Loose<br>Frishle<br>Firms<br>Entremoty Fatts<br>Rapid<br>Loose<br>Frashle<br>Firms<br>Entremoty Fatts<br>Rugid  |  |

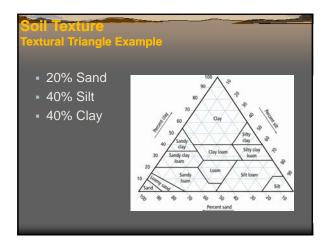






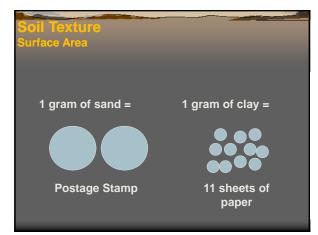






# Soil Texture

- "equal" parts sand, silt, clay (feels like)
- Can be found at any depth (not just "loam" topsoil)
- Has nothing to do with color or drainage class



#### Soil Texture Surface Area & Treatment • Increasing Clay % • More surface area • Better Treatment per unit area of soil • Larger Sizing due to slow water movement • Increasing Sand % • Less surface area • Less Treatment per unit area of soil • Sizing smaller due to better water movement

#### Soil Texture – Field Determination General

- Sand gritty
- Fine sand smooth
- Silt greasy, floury
- Clay sticky, cohesive, stains hand



Soil Texture – Field Determinati Procedure

- Use feel method
- Large enough sample (golf ball) Soil must be moist, not
- saturated
- Does the soil form a cast? No - <u>sand</u>
  Yes - go to next question







#### How long is the ribbon?

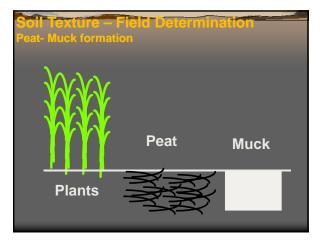
oil Texture - Field Determination

- Less than 1" loam, silt loam, silt
- Between 1"-2" silty clay loam, clay loam, or sandy clay loam
- Greater than 2" silty clay, clay, or sandy clay

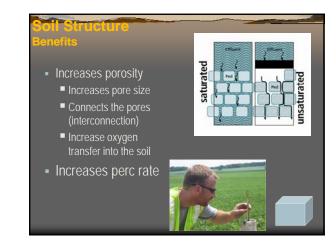


# Soil Texture – Field Determination

- Gravel
  - Anything larger than 2mm
- Organic material
- Peat or Muck (decomposed peat)

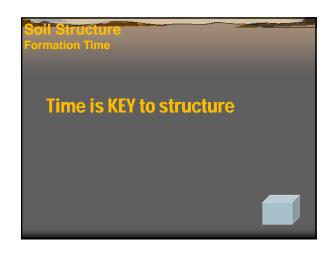


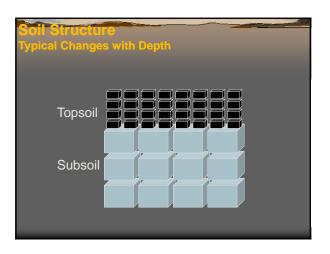


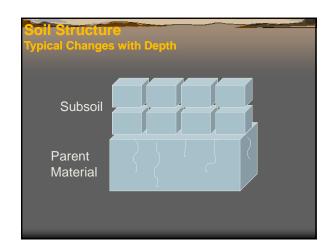


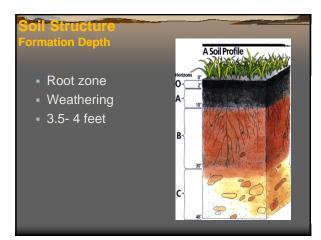










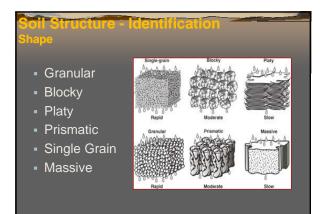


#### oll Structure mage

#### Soil-water movement unknown if:

- Damage
- Compaction
- Smearing
- Fill Soils
- Plastic limit to see if soil is too wet to construct

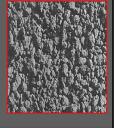


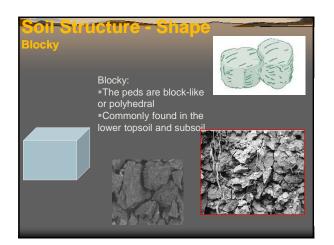


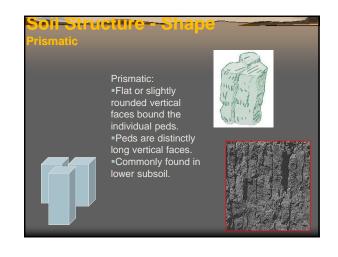
# cture - Shap



The peds are spherical or polyhedral.These are the small, rounded peds that hang onto roots when soil is turned over. Commonly found in the topsoil.



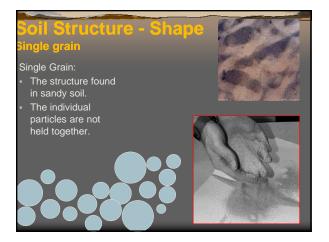










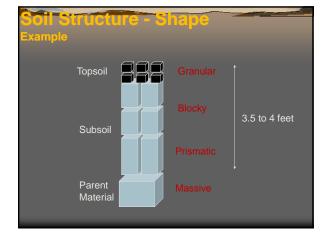


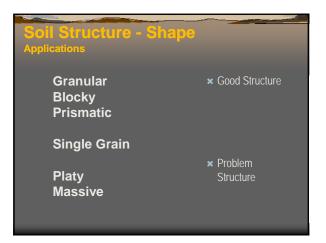
#### oil Structure - Shape lassiva

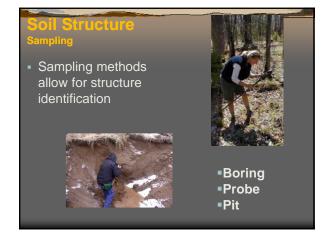
#### Massive:

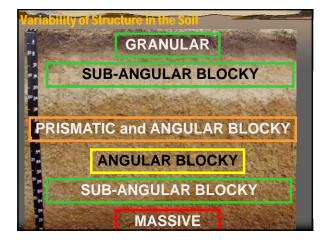
- Unweathered parent materials (typically glacial till).
- It does not have to be hard or cemented.
- Commonly found below subsoil and above bedrock.











#### Summary

- ⇒ Limiting conditions
  - Soil color type/depth of system
  - Bedrock type/depth of system
- Soil texture, structure, percolation rate size and type of system

