



Phase 2 - FIT - Legacy Data Report

White River - Second Branch

SGAT Version: 4.56

Reach: **M14 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:		
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):		
	Path Length (ft.):		
	Road Length (ft.):		
	Railroad Lenth (ft.):		
	Development Length:		
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):		
	Erosion Height (ft.):		
	Revetment Type:		
	Revetment length		
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:		
	Average Heigh (ft.):		
	Gullies:		
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	
4.5	Flow Regulation Type:	
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	
	Affected length (ft.):	
5.2	Migration Features	
	Flood Chutes:	
	Neck Cutoffs:	
	Channel Avulsions:	
	Braiding:	
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	
	Head Cuts:	
5.4	Animal Crossings:	
5.5	Channel Alterations	
	Straightening:	
	Length (ft.):	<b>0.0</b>
	Dredging:	



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Reach: **M17 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):		
	Path Length (ft.):		
	Road Length (ft.):		
	Railroad Lenth (ft.):		
	Development Length:		
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>0.0</b>
	Revetment Type:	<b>None</b>	<b>None</b>
	Revetment length	<b>0.0</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.5	Flow Regulation Type:	
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



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Reach: **M06 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	<b>338.7</b>
	Path Length (ft.):	<b>273.4</b>
	Road Length (ft.):	<b>1,754.4</b>
	Railroad Lenth (ft.):	<b>0.0</b>
	Development Length:	<b>183.1</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>2,209.8</b> <b>3,608.6</b>
	Erosion Height (ft.):	<b>3.9</b> <b>3.8</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length	<b>139.9</b> <b>242.2</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>1221</b> <b>4932</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	<b>121.8604</b>
	Average Height (ft.):	<b>50.0</b>
	Mass Failures:	<b>One</b>
	Average Heigh (ft.):	<b>50.0</b>
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>8</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b>	Road Ditch <b>0</b>
	Field Ditch <b>1</b>	Tile Drain <b>0</b>
	Other <b>0</b>	Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>1</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



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Reach: **M11 -C**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>
	Road Length (ft.):	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>
	Development Length:	<b>702.9</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>39.2</b> <b>208.8</b>
	Erosion Height (ft.):	<b>6.0</b> <b>3.5</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length	<b>47.7</b> <b>139.9</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b> <b>356</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	<b>76.45375</b>
	Average Height (ft.):	<b>12.0</b>
	Mass Failures:	<b>One</b>
	Average Heigh (ft.):	<b>12.0</b>
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>2</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Length (ft.):	<b>2,270.6</b>
	Dredging:	<b>None</b>



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Reach: **M15 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	<b>390.8</b> <b>249.9</b>
	Path Length (ft.):	<b>476.9</b> <b>0.0</b>
	Road Length (ft.):	<b>0.0</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>218.9</b> <b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>381.0</b> <b>286.5</b>
	Erosion Height (ft.):	<b>2.4</b> <b>2.4</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length	<b>336.7</b> <b>404.5</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>5536</b> <b>6393</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	
	Average Height (ft.):	
	Mass Failures:	<b>None</b>
	Average Heigh (ft.):	
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b>	Road Ditch <b>0</b>
	Field Ditch <b>7</b>	Tile Drain <b>0</b>
	Other <b>0</b>	Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>3</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>1</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Length (ft.):	<b>2,901.1</b>
	Dredging:	<b>None</b>



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Reach: **M01 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:		
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):		
	Path Length (ft.):		
	Road Length (ft.):		
	Railroad Lenth (ft.):		
	Development Length:		
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):		
	Erosion Height (ft.):		
	Revetment Type:		
	Revetment length		
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:		
	Average Heigh (ft.):		
	Gullies:		
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	
4.5	Flow Regulation Type:	
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	
	Affected length (ft.):	
5.2	Migration Features	
	Flood Chutes:	
	Neck Cutoffs:	
	Channel Avulsions:	
	Braiding:	
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	
	Head Cuts:	
5.4	Animal Crossings:	
5.5	Channel Alterations	
	Straightening:	
	Length (ft.):	<b>0.0</b>
	Dredging:	



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Reach: **M11 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	<b>0.0</b> <b>0.0</b>
	Path Length (ft.):	<b>653.9</b> <b>0.0</b>
	Road Length (ft.):	<b>247.7</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>375.9</b> <b>196.2</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>305.0</b> <b>103.4</b>
	Erosion Height (ft.):	<b>4.7</b> <b>6.0</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length	<b>69.8</b> <b>174.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>1342</b> <b>162</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	<b>163.1727</b>
	Average Height (ft.):	<b>13.5</b>
	Mass Failures:	<b>Multiple</b>
	Average Heigh (ft.):	<b>15.0</b>
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>2</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>4</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



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Reach: **M11 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	
	Path Length (ft.):	<b>0.0</b>	
	Road Length (ft.):	<b>876.4</b>	
	Railroad Lenth (ft.):	<b>0.0</b>	
	Development Length:	<b>0.0</b>	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>722.8</b>	<b>540.3</b>
	Erosion Height (ft.):	<b>3.3</b>	<b>2.2</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length	<b>23.6</b>	<b>107.3</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>2299</b>	<b>2435</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b>	Road Ditch <b>0</b>
	Field Ditch <b>1</b>	Tile Drain <b>0</b>
	Other <b>0</b>	Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>4</b>
	Neck Cutoffs:	<b>1</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Length (ft.):	<b>122.9</b>
	Dredging:	<b>None</b>





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Reach: **M01 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	<b>0.0</b>
	Path Length (ft.):	<b>2,035.4</b>
	Road Length (ft.):	<b>893.1</b>
	Railroad Lenth (ft.):	<b>0.0</b>
	Development Length:	<b>633.4</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>101.2</b> <b>126.9</b>
	Erosion Height (ft.):	<b>3.2</b> <b>3.2</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length	<b>53.9</b> <b>18.8</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>1227</b> <b>1014</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	<b>124.8029</b>
	Average Height (ft.):	<b>25.0</b>
	Mass Failures:	<b>One</b>
	Average Heigh (ft.):	<b>25.0</b>
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Length (ft.):	<b>769.5</b>
	Dredging:	<b>None</b>



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Reach: **M03 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>
1.3	<u>Encroachments - Side</u> <u>One</u> <u>Both</u>	
	Berm Length (ft.):	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>
	Road Length (ft.):	<b>388.2</b>
	Railroad Lenth (ft.):	<b>0.0</b>
	Development Length:	<b>0.0</b>
3.1	<u>Erosion - Bank</u> <u>Left</u> <u>Right</u>	
	Erosion Length (ft.):	<b>1,760.3      2,052.1</b>
	Erosion Height (ft.):	<b>3.5              3.9</b>
	Revetment Type:	<b>Rip-Rap      None</b>
	Revetment length	<b>162.7              0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>4262              4237</b>
3.3	<u>Riparian Corridor</u> <u>Left</u> <u>Right</u>	
	Mass Failures:	<b>53.59558      141.3372</b>
	Average Height (ft.):	<b>20.0              20.0</b>
	Mass Failures:	<b>Multiple</b>
	Average Heigh (ft.):	<b>20.0</b>
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b> Road Ditch <b>1</b>	
	Field Ditch <b>0</b> Tile Drain <b>0</b>	
	Other <b>0</b> Ub Strm Wtr Pipe <b>0</b>	
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>1</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>1</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Length (ft.):	<b>2,239.9</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

White River - Second Branch

SGAT Version: 4.56

Reach: **M16 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	
	Path Length (ft.):	<b>0.0</b>	
	Road Length (ft.):	<b>1,717.9</b>	
	Railroad Lenth (ft.):	<b>0.0</b>	
	Development Length:	<b>0.0</b>	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>142.5</b>	<b>345.3</b>
	Erosion Height (ft.):	<b>2.8</b>	<b>2.8</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length	<b>99.2</b>	<b>223.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>405</b>	<b>755</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>2</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Length (ft.):	<b>1,048.3</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

White River - Second Branch

SGAT Version: 4.56

Reach: **M17 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:		
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):		
	Path Length (ft.):		
	Road Length (ft.):	<b>5,073.6</b>	
	Railroad Lenth (ft.):		
	Development Length:		
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>37.4</b>	<b>25.4</b>
	Erosion Height (ft.):	<b>8.0</b>	<b>2.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length	<b>2,927.4</b>	<b>171.9</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>4580</b>	<b>1795</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>One</b>	
	Average Heigh (ft.):	<b>15.0</b>	
	Gullies:		
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>2</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b>	Road Ditch <b>4</b>
	Field Ditch <b>0</b>	Tile Drain <b>0</b>
	Other <b>0</b>	Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	
	Affected length (ft.):	
5.2	Migration Features	
	Flood Chutes:	<b>8</b>
	Neck Cutoffs:	
	Channel Avulsions:	
	Braiding:	<b>5</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	
	Head Cuts:	
5.4	Animal Crossings:	
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Length (ft.):	<b>3,779.7</b>
	Dredging:	



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White River - Second Branch

SGAT Version: 4.56

Reach: **M17 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:		
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):		
	Path Length (ft.):		
	Road Length (ft.):	<b>5,073.6</b>	
	Railroad Lenth (ft.):		
	Development Length:		
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>37.4</b>	<b>25.4</b>
	Erosion Height (ft.):	<b>8.0</b>	<b>2.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length	<b>2,927.4</b>	<b>171.9</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>4580</b>	<b>1795</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>One</b>	
	Average Heigh (ft.):	<b>15.0</b>	
	Gullies:		
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>2</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	<b>0</b>
	Road Ditch	<b>0</b>
	Field Ditch	<b>1</b>
	Tile Drain	<b>0</b>
	Other	<b>0</b>
	Ub Strm Wtr Pipe	<b>0</b>
4.9	Beaver Dams:	
	Affected length (ft.):	
5.2	Migration Features	
	Flood Chutes:	<b>8</b>
	Neck Cutoffs:	
	Channel Avulsions:	
	Braiding:	<b>5</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	
	Head Cuts:	
5.4	Animal Crossings:	
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Length (ft.):	<b>3,779.7</b>
	Dredging:	



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White River - Second Branch

SGAT Version: 4.56

Reach: **M01 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:		
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):		
	Path Length (ft.):		
	Road Length (ft.):		
	Railroad Lenth (ft.):		
	Development Length:		
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):		
	Erosion Height (ft.):		
	Revetment Type:		
	Revetment length		
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:		
	Average Heigh (ft.):		
	Gullies:		
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	
4.5	Flow Regulation Type:	
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	
	Affected length (ft.):	
5.2	Migration Features	
	Flood Chutes:	
	Neck Cutoffs:	
	Channel Avulsions:	
	Braiding:	
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	
	Head Cuts:	
5.4	Animal Crossings:	
5.5	Channel Alterations	
	Straightening:	
	Length (ft.):	<b>0.0</b>
	Dredging:	



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White River - Second Branch

SGAT Version: 4.56

Reach: **M09 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>863.4</b>	<b>0.0</b>
	Road Length (ft.):	<b>1,837.5</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>302.0</b>	<b>757.6</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>903.6</b>	<b>1,013.6</b>
	Erosion Height (ft.):	<b>4.0</b>	<b>3.4</b>
	Revetment Type:	<b>Multiple</b>	<b>Multiple</b>
	Revetment length	<b>374.7</b>	<b>1,186.4</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>2827</b>	<b>3900</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>5</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b>	Road Ditch <b>0</b>
	Field Ditch <b>1</b>	Tile Drain <b>0</b>
	Other <b>0</b>	Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>1</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Length (ft.):	<b>834.2</b>
	Dredging:	<b>None</b>



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White River - Second Branch

SGAT Version: 4.56

Reach: **M10 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>
	Road Length (ft.):	<b>2,943.7</b>
	Railroad Lenth (ft.):	<b>0.0</b>
	Development Length:	<b>497.7</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>2,199.7</b> <b>2,156.3</b>
	Erosion Height (ft.):	<b>4.4</b> <b>4.5</b>
	Revetment Type:	<b>Multiple</b> <b>Rip-Rap</b>
	Revetment length	<b>204.4</b> <b>1,437.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>2226</b> <b>3779</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	<b>385.5115</b> <b>79.58502</b>
	Average Height (ft.):	<b>65.0</b> <b>15.0</b>
	Mass Failures:	<b>Multiple</b>
	Average Heigh (ft.):	<b>40.0</b>
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>3</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b>	Road Ditch <b>0</b>
	Field Ditch <b>3</b>	Tile Drain <b>0</b>
	Other <b>0</b>	Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>11</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Length (ft.):	<b>2,522.0</b>
	Dredging:	<b>None</b>





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White River - Second Branch

SGAT Version: 4.56

Reach: **M08 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	<b>0.0</b>
	Path Length (ft.):	<b>324.5</b>
	Road Length (ft.):	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>
	Development Length:	<b>221.8</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>463.1</b> <b>346.2</b>
	Erosion Height (ft.):	<b>2.8</b> <b>5.1</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length	<b>31.3</b> <b>224.8</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>989</b> <b>239</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	<b>29.17759</b>
	Average Height (ft.):	<b>20.0</b>
	Mass Failures:	<b>One</b>
	Average Heigh (ft.):	<b>20.0</b>
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>7</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>2</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



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White River - Second Branch

SGAT Version: 4.56

Reach: **M13 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	
	Path Length (ft.):	<b>315.6</b>	
	Road Length (ft.):	<b>0.0</b>	
	Railroad Lenth (ft.):	<b>0.0</b>	
	Development Length:	<b>0.0</b>	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>729.0</b>	<b>815.1</b>
	Erosion Height (ft.):	<b>3.1</b>	<b>2.6</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length	<b>59.3</b>	<b>204.8</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>6303</b>	<b>6704</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b>	Road Ditch <b>0</b>
	Field Ditch <b>4</b>	Tile Drain <b>0</b>
	Other <b>0</b>	Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>1</b>
	Neck Cutoffs:	<b>3</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Length (ft.):	<b>1,132.5</b>
	Dredging:	<b>None</b>



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White River - Second Branch

SGAT Version: 4.56

Reach: **M13 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	
	Path Length (ft.):	<b>315.6</b>	
	Road Length (ft.):	<b>0.0</b>	
	Railroad Lenth (ft.):	<b>0.0</b>	
	Development Length:	<b>0.0</b>	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>729.0</b>	<b>815.1</b>
	Erosion Height (ft.):	<b>3.1</b>	<b>2.6</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length	<b>59.3</b>	<b>204.8</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>6303</b>	<b>6704</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b>	Road Ditch <b>2</b>
	Field Ditch <b>0</b>	Tile Drain <b>0</b>
	Other <b>0</b>	Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>1</b>
	Neck Cutoffs:	<b>3</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Length (ft.):	<b>1,132.5</b>
	Dredging:	<b>None</b>



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White River - Second Branch

SGAT Version: 4.56

Reach: **M17 -C**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:		
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):		
	Path Length (ft.):		
	Road Length (ft.):		
	Railroad Lenth (ft.):		
	Development Length:		
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):		
	Erosion Height (ft.):		
	Revetment Type:		
	Revetment length		
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:		
	Average Heigh (ft.):		
	Gullies:		
	Number of Gullies		
	Total Length of Gullies (ft.):		
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	
4.5	Flow Regulation Type:	
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	
	Affected length (ft.):	
5.2	Migration Features	
	Flood Chutes:	
	Neck Cutoffs:	
	Channel Avulsions:	
	Braiding:	
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	
	Head Cuts:	
5.4	Animal Crossings:	
5.5	Channel Alterations	
	Straightening:	
	Length (ft.):	<b>0.0</b>
	Dredging:	



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White River - Second Branch

SGAT Version: 4.56

Reach: **M02 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	<b>0.0</b> <b>0.0</b>
	Path Length (ft.):	<b>0.0</b> <b>0.0</b>
	Road Length (ft.):	<b>6,224.0</b> <b>331.2</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>304.7</b> <b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>1,015.0</b> <b>318.9</b>
	Erosion Height (ft.):	<b>4.2</b> <b>4.0</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length	<b>421.5</b> <b>218.2</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>3279</b> <b>1839</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	<b>734.9494</b> <b>110.7108</b>
	Average Height (ft.):	<b>26.6</b> <b>10.0</b>
	Mass Failures:	<b>Multiple</b>
	Average Heigh (ft.):	<b>28.3</b>
	Gullies:	<b>Multiple</b>
	Number of Gullies	<b>2</b>
	Total Length of Gullies (ft.):	
	Average Height of Gullies	<b>10.0</b>

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>5</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Length (ft.):	<b>2,442.8</b>
	Dredging:	<b>None</b>



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White River - Second Branch

SGAT Version: 4.56

Reach: **M04 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	<b>278.4</b> <b>0.0</b>
	Path Length (ft.):	<b>0.0</b> <b>0.0</b>
	Road Length (ft.):	<b>4,018.6</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>371.0</b> <b>539.7</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>1,072.9</b> <b>806.4</b>
	Erosion Height (ft.):	<b>4.7</b> <b>4.1</b>
	Revetment Type:	<b>Multiple</b> <b>Rip-Rap</b>
	Revetment length	<b>1,231.1</b> <b>151.7</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>5189</b> <b>5640</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	<b>553.6281</b>
	Average Height (ft.):	<b>31.1</b>
	Mass Failures:	<b>Multiple</b>
	Average Heigh (ft.):	<b>33.8</b>
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>2</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Length (ft.):	<b>3,477.8</b>
	Dredging:	<b>None</b>



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White River - Second Branch

SGAT Version: 4.56

Reach: **M16 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	
	Path Length (ft.):	<b>0.0</b>	
	Road Length (ft.):	<b>2,613.6</b>	
	Railroad Lenth (ft.):	<b>0.0</b>	
	Development Length:	<b>0.0</b>	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>0.0</b>
	Revetment Type:	<b>None</b>	<b>None</b>
	Revetment length	<b>0.0</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Length (ft.):	<b>1,688.8</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

White River - Second Branch

SGAT Version: 4.56

Reach: **M17 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	
	Path Length (ft.):	<b>0.0</b>	
	Road Length (ft.):	<b>3,537.4</b>	
	Railroad Lenth (ft.):	<b>0.0</b>	
	Development Length:	<b>0.0</b>	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>35.8</b>	<b>221.3</b>
	Erosion Height (ft.):	<b>3.0</b>	<b>3.3</b>
	Revetment Type:	<b>Multiple</b>	<b>Rip-Rap</b>
	Revetment length	<b>880.6</b>	<b>671.7</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>334</b>	<b>252</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>One</b>	
	Average Heigh (ft.):	<b>10.0</b>	
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>9</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b>	Road Ditch <b>1</b>
	Field Ditch <b>0</b>	Tile Drain <b>0</b>
	Other <b>0</b>	Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>6</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>1</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>With Windrowing</b>
	Length (ft.):	<b>2,368.9</b>
	Dredging:	<b>None</b>





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White River - Second Branch

SGAT Version: 4.56

Reach: **M05 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	<b>0.0</b>
	Path Length (ft.):	<b>818.0</b>
	Road Length (ft.):	<b>2,200.2</b>
	Railroad Lenth (ft.):	<b>0.0</b>
	Development Length:	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>1,165.2</b> <b>1,407.9</b>
	Erosion Height (ft.):	<b>3.4</b> <b>3.5</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length	<b>582.1</b> <b>214.8</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>3715</b> <b>6221</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	<b>135.4649</b>
	Average Height (ft.):	<b>20.0</b>
	Mass Failures:	<b>One</b>
	Average Heigh (ft.):	<b>20.0</b>
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>4</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>3</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Length (ft.):	<b>939.6</b>
	Dredging:	<b>None</b>



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White River - Second Branch

SGAT Version: 4.56

Reach: **M07 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	<b>0.0</b>
	Path Length (ft.):	<b>4,037.1</b>
	Road Length (ft.):	<b>263.5</b>
	Railroad Lenth (ft.):	<b>0.0</b>
	Development Length:	<b>1,748.3</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>2,376.4</b> <b>1,674.9</b>
	Erosion Height (ft.):	<b>2.5</b> <b>3.4</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length	<b>506.4</b> <b>1,125.4</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>3162</b> <b>5722</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	<b>86.58343</b>
	Average Height (ft.):	<b>20.0</b>
	Mass Failures:	<b>One</b>
	Average Heigh (ft.):	<b>20.0</b>
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>9</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b>	Road Ditch <b>1</b>
	Field Ditch <b>0</b>	Tile Drain <b>0</b>
	Other <b>0</b>	Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>2</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>Gravel Mining</b>



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White River - Second Branch

SGAT Version: 4.56

Reach: **M12 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>57.9</b>	
	Path Length (ft.):	<b>0.0</b>	
	Road Length (ft.):	<b>330.7</b>	
	Railroad Lenth (ft.):	<b>0.0</b>	
	Development Length:	<b>157.6</b>	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>1,323.5</b>	<b>1,354.1</b>
	Erosion Height (ft.):	<b>2.4</b>	<b>2.2</b>
	Revetment Type:	<b>None</b>	<b>Rip-Rap</b>
	Revetment length	<b>0.0</b>	<b>281.9</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>10210</b>	<b>8765</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>11</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b>	Road Ditch <b>2</b>
	Field Ditch <b>0</b>	Tile Drain <b>0</b>
	Other <b>0</b>	Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>6</b>
	Neck Cutoffs:	<b>6</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



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White River - Second Branch

SGAT Version: 4.56

Reach: **M12 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>57.9</b>	
	Path Length (ft.):	<b>0.0</b>	
	Road Length (ft.):	<b>330.7</b>	
	Railroad Lenth (ft.):	<b>0.0</b>	
	Development Length:	<b>157.6</b>	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>1,323.5</b>	<b>1,354.1</b>
	Erosion Height (ft.):	<b>2.4</b>	<b>2.2</b>
	Revetment Type:	<b>None</b>	<b>Rip-Rap</b>
	Revetment length	<b>0.0</b>	<b>281.9</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>10210</b>	<b>8765</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>11</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b>	Road Ditch <b>0</b>
	Field Ditch <b>3</b>	Tile Drain <b>0</b>
	Other <b>0</b>	Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>6</b>
	Neck Cutoffs:	<b>6</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

White River - Second Branch

SGAT Version: 4.56

Reach: **M14 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>514.8</b>	<b>0.0</b>
	Path Length (ft.):	<b>654.7</b>	<b>0.0</b>
	Road Length (ft.):	<b>0.0</b>	<b>527.7</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>871.2</b>	<b>722.4</b>
	Erosion Height (ft.):	<b>2.6</b>	<b>2.8</b>
	Revetment Type:	<b>Multiple</b>	<b>Multiple</b>
	Revetment length	<b>463.5</b>	<b>181.9</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>8707</b>	<b>7413</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>3</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b>	Road Ditch <b>1</b>
	Field Ditch <b>0</b>	Tile Drain <b>0</b>
	Other <b>0</b>	Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>4</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>2</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

White River - Second Branch

SGAT Version: 4.56

Reach: **M14 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>514.8</b>	<b>0.0</b>
	Path Length (ft.):	<b>654.7</b>	<b>0.0</b>
	Road Length (ft.):	<b>0.0</b>	<b>527.7</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>871.2</b>	<b>722.4</b>
	Erosion Height (ft.):	<b>2.6</b>	<b>2.8</b>
	Revetment Type:	<b>Multiple</b>	<b>Multiple</b>
	Revetment length	<b>463.5</b>	<b>181.9</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>8707</b>	<b>7413</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>3</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b>	Road Ditch <b>0</b>
	Field Ditch <b>2</b>	Tile Drain <b>0</b>
	Other <b>0</b>	Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>4</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>2</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>