



Phase 2 - FIT - Legacy Data Report

Blood Brook

SGAT Version: 4.53

Reach: **M05-T3.01 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	6.8	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	3,291.4	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	1,176.6
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	60.7	607.3
	Erosion Height (ft.):	3.4	6.1
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	356.2	448.1
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	Multiple	
	Average Height (ft.):	25.0	
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	5
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	3
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	7
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Blood Brook

SGAT Version: **4.53**

Reach: **M05-T3.02 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	432.4	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	396.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	0.0
	Erosion Height (ft.):	0.0	0.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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Blood Brook

SGAT Version: 4.53

Reach: **M05 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	317.4	119.4
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	564.8	147.7
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	623.4	183.1
	Erosion Height (ft.):	4.8	5.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	681.0	238.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	4
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	1
	Head Cuts:	3
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Phase 2 - FIT - Legacy Data Report

Blood Brook

SGAT Version: **4.53**

Reach: **M08 -C**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	1,045.3	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	235.6	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	176.8	165.7
	Erosion Height (ft.):	2.3	2.9
	Revetment Type:	Rip-Rap	None
	Revetment length:	242.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	6
4.7	Stormwater Inputs	4
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	11
	Head Cuts:	5
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Blood Brook

SGAT Version: **4.53**

Reach: **M07 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	115.9	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	660.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	188.4	65.1
	Erosion Height (ft.):	6.0	5.3
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	47.9	91.8
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	4
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	3
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	5
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



Phase 2 - FIT - Legacy Data Report

Blood Brook

SGAT Version: 4.53

Reach: **M08 -D**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	98.1	72.9
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	1,182.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	484.2
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	147.5	136.7
	Erosion Height (ft.):	3.0	3.3
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	314.4	648.8
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	5
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	19
	Head Cuts:	2
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Blood Brook

SGAT Version: 4.53

Reach: M09 -B

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	100.4
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	24.7	0.0
	Erosion Height (ft.):	5.0	0.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	19
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	1
	Affected length:	390
5.2	Migration Features	
	Flood Chutes:	12
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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Blood Brook

SGAT Version: **4.53**

Reach: **M09 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	130.8	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	5,602.5	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	784.9	1,007.6
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	703.0	673.1
	Erosion Height (ft.):	2.3	4.2
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	538.4	383.9
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	Multiple	
	Average Height (ft.):	20.0	
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	15
4.7	Stormwater Inputs	14
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	14
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	5
	Head Cuts:	9
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Blood Brook

SGAT Version: 4.53

Reach: **M03-T1.03 -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>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:		
	Average Height (ft.):		
	Gullies:		
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	
4.7	Stormwater Inputs	
4.9	Beaver Dams:	
	Affected length:	
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:	
	Dredging:	



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Blood Brook

SGAT Version: 4.53

Reach: M03-T1.01 -A

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	790.5	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	196.3	70.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	752.3
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	0.0
	Erosion Height (ft.):	0.0	0.0
	Revetment Type:	Other	Rip-Rap
	Revetment length:	5.0	24.3
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	2
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	1
	Head Cuts:	4
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Reach: **M03-T1.02 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	30.3	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	1,331.2	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	98.1	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	0.0
	Erosion Height (ft.):	0.0	0.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	Multiple	
	Average Height (ft.):	70.0	
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	2
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	4
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	4
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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SGAT Version: **4.53**

Reach: **M04 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	147.2	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	1,824.6	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	1,057.9	2,989.9
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	1,043.4	891.5
	Erosion Height (ft.):	3.6	3.2
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	566.6	903.5
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	4
4.7	Stormwater Inputs	3
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	4
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	20
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Reach: **M03-T1.03 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	Yes	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	1,867.7	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	145.4	225.4
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	99.8	0.0
	Erosion Height (ft.):	3.0	0.0
	Revetment Type:	None	Rip-Rap
	Revetment length:	0.0	335.6
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	10
4.7	Stormwater Inputs	7
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	5
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	1
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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Blood Brook

SGAT Version: 4.53

Reach: **M07 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	87.8	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	963.1	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	350.5	231.8
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	113.9	215.9
	Erosion Height (ft.):	4.3	3.1
	Revetment Type:	None	Rip-Rap
	Revetment length:	0.0	1,115.1
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	Multiple	
	Average Height (ft.):	35.0	
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	2
	Head Cuts:	9
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Blood Brook

SGAT Version: **4.53**

Reach: **M03-T1.01 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	16.3	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	324.2	23.4
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	231.6
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	35.1
	Erosion Height (ft.):	0.0	3.8
	Revetment Type:	Other	Rip-Rap
	Revetment length:	37.3	61.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	2
	Head Cuts:	1
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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SGAT Version: **4.53**

Reach: **M03 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	410.8	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	497.4	1,289.9
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	715.2	134.1
	Erosion Height (ft.):	3.6	3.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	249.9	33.1
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	4
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	10
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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SGAT Version: **4.53**

Reach: **M05 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	389.6	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	210.6	58.6
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	276.0	364.1
	Erosion Height (ft.):	4.1	3.3
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	55.0	75.4
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	Multiple	
	Average Height (ft.):	28.7	
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	5
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	4
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	6
	Head Cuts:	1
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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SGAT Version: **4.53**

Reach: **M03 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	151.6	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	75.8	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	840.5	295.6
	Erosion Height (ft.):	4.3	5.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	89.2	283.4
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	5
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	1
	Affected length:	90
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	12
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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SGAT Version: **4.53**

Reach: **M06 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	222.2	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	1,900.8	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	826.6	1,213.9
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	312.0	336.0
	Erosion Height (ft.):	4.6	5.6
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	262.4	419.4
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	Multiple	
	Average Height (ft.):	38.3	
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	2
4.7	Stormwater Inputs	4
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	10
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	7
	Head Cuts:	3
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	Dredging



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Blood Brook

SGAT Version: **4.53**

Reach: **M08 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	440.4	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	154.9
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	0.0
	Erosion Height (ft.):	0.0	0.0
	Revetment Type:	None	Rip-Rap
	Revetment length:	0.0	229.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	3
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	2
	Head Cuts:	1
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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SGAT Version: **4.53**

Reach: **M08 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	457.8	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	118.6
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	222.9	81.0
	Erosion Height (ft.):	3.1	4.6
	Revetment Type:	Other	None
	Revetment length:	54.6	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	One	
	Average Height (ft.):	25.0	
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	8
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Blood Brook

SGAT Version: 4.53

Reach: M09 -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>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:		
	Average Height (ft.):		
	Gullies:		
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	
4.7	Stormwater Inputs	
4.9	Beaver Dams:	
	Affected length:	
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:	
	Dredging:	



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SGAT Version: **4.53**

Reach: **M04-T2.01 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	58.9	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	368.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	282.1	495.2
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	67.5	0.0
	Erosion Height (ft.):	3.0	0.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	285.5	440.6
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	2
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Reach: **M05-T3.04 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	334.5	218.9
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	19.1	0.0
	Erosion Height (ft.):	1.0	0.0
	Revetment Type:	None	Rip-Rap
	Revetment length:	0.0	27.2
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	One	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	22
4.7	Stormwater Inputs	3
4.9	Beaver Dams:	1
	Affected length:	700
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	7
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	8
	Head Cuts:	2
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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Reach: **M04-T2.01 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	52.5	67.5
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	704.4	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	88.4
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	47.4
	Erosion Height (ft.):	0.0	2.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	195.6	172.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	6
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	2
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Reach: **M03-T1.03 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	Yes		4.4	Number of Debris Jams:	7
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	7
	Berm Length (ft.):	0.0	0.0	4.9	Beaver Dams:	0
	Path Length (ft.):	0.0	0.0		Affected length:	0
	Road Length (ft.):	2,320.7	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0	0.0		Flood Chutes:	3
	Development Length:	88.4	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	0
	Erosion Length (ft.):	57.4	0.0		Braiding:	0
	Erosion Height (ft.):	7.6	0.0	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None	None		Steep Riffles:	0
	Revetment length:	0.0	0.0		Head Cuts:	1
3.2	<u>Buffer Less Than 25 ft.</u>	0	0	5.4	Animal Crossings:	Yes
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	None			Straightening:	None
	Average Height (ft.):				Dredging:	None
	Gullies:	None				
	Average Height (ft.):					



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SGAT Version: **4.53**

Reach: **M03-T1.02 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	3,424.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	839.2
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	334.6	165.8
	Erosion Height (ft.):	2.7	3.5
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	294.6	175.4
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	9
4.7	Stormwater Inputs	6
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	7
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	2
	Head Cuts:	2
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None