



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

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>5</b>
4.7	Stormwater Inputs	<b>1</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>3</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>7</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



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## Phase 2 - FIT - Legacy Data Report

## Blood Brook

SGAT Version: **4.53**

Reach: **M05-T3.02 -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>432.4</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>396.0</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>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.7	Stormwater Inputs	<b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>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>
	Dredging:	<b>None</b>



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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>	<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>1,045.3</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>235.6</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>176.8</b>	<b>165.7</b>
	Erosion Height (ft.):	<b>2.3</b>	<b>2.9</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>None</b>
	Revetment length:	<b>242.0</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>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>6</b>
4.7	Stormwater Inputs	<b>4</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>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>11</b>
	Head Cuts:	<b>5</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



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## Phase 2 - FIT - Legacy Data Report

## Blood Brook

SGAT Version: **4.53**

Reach: **M05 -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>317.4</b>	<b>119.4</b>
	Path Length (ft.):	<b>0.0</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>564.8</b>	<b>147.7</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>623.4</b>	<b>183.1</b>
	Erosion Height (ft.):	<b>4.8</b>	<b>5.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>681.0</b>	<b>238.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>4</b>
4.7	Stormwater Inputs	<b>1</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>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>1</b>
	Head Cuts:	<b>3</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



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Blood Brook

SGAT Version: 4.53

Reach: **M05 -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>389.6</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</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>210.6</b>	<b>58.6</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>276.0</b>	<b>364.1</b>
	Erosion Height (ft.):	<b>4.1</b>	<b>3.3</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>55.0</b>	<b>75.4</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>28.7</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>5</b>
4.7	Stormwater Inputs	<b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>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>6</b>
	Head Cuts:	<b>1</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



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## Phase 2 - FIT - Legacy Data Report

## Blood Brook

SGAT Version: **4.53**

Reach: **M03 -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>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>410.8</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>497.4</b>	<b>1,289.9</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>715.2</b>	<b>134.1</b>
	Erosion Height (ft.):	<b>3.6</b>	<b>3.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>249.9</b>	<b>33.1</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</b>
4.7	Stormwater Inputs	<b>1</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>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>10</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Blood Brook

SGAT Version: 4.53

Reach: **M03 -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>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>151.6</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>75.8</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>840.5</b>	<b>295.6</b>
	Erosion Height (ft.):	<b>4.3</b>	<b>5.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>89.2</b>	<b>283.4</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>5</b>
4.7	Stormwater Inputs	<b>1</b>
4.9	Beaver Dams:	<b>1</b>
	Affected length:	<b>90</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>12</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



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## Phase 2 - FIT - Legacy Data Report

## Blood Brook

SGAT Version: **4.53**

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

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





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Blood Brook

SGAT Version: 4.53

Reach: **M05-T3.04 -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>0.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>334.5</b>	<b>218.9</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>19.1</b>	<b>0.0</b>
	Erosion Height (ft.):	<b>1.0</b>	<b>0.0</b>
	Revetment Type:	<b>None</b>	<b>Rip-Rap</b>
	Revetment length:	<b>0.0</b>	<b>27.2</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>One</b>	
	Average Height (ft.):	<b>0.0</b>	

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



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## Phase 2 - FIT - Legacy Data Report

## Blood Brook

SGAT Version: **4.53**

Reach: **M03-T1.02 -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>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>3,424.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>839.2</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>334.6</b>	<b>165.8</b>
	Erosion Height (ft.):	<b>2.7</b>	<b>3.5</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>294.6</b>	<b>175.4</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

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



Phase 2 - FIT - Legacy Data Report

Blood Brook

SGAT Version: 4.53

Reach: **M04-T2.01 -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>52.5</b>	<b>67.5</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>704.4</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>88.4</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>0.0</b>	<b>47.4</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>2.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>195.6</b>	<b>172.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>6</b>
4.7	Stormwater Inputs	<b>1</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>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>2</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



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## Phase 2 - FIT - Legacy Data Report

## Blood Brook

SGAT Version: **4.53**

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

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>Yes</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>2,320.7</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>88.4</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>57.4</b>	<b>0.0</b>
	Erosion Height (ft.):	<b>7.6</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>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>7</b>
4.7	Stormwater Inputs	<b>7</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>3</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>1</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Blood Brook

SGAT Version: 4.53

Reach: **M09 -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>130.8</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>5,602.5</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>784.9</b>	<b>1,007.6</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>703.0</b>	<b>673.1</b>
	Erosion Height (ft.):	<b>2.3</b>	<b>4.2</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>538.4</b>	<b>383.9</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>20.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):		

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



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## Phase 2 - FIT - Legacy Data Report

## Blood Brook

SGAT Version: **4.53**

Reach: **M03-T1.02 -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>30.3</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>1,331.2</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>98.1</b>	<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>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>70.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>2</b>
4.7	Stormwater Inputs	<b>1</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>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>4</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Dredging:	<b>None</b>



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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:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>790.5</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>196.3</b>	<b>70.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>752.3</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>Other</b>	<b>Rip-Rap</b>
	Revetment length:	<b>5.0</b>	<b>24.3</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</b>
4.7	Stormwater Inputs	<b>2</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>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>1</b>
	Head Cuts:	<b>4</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>





Phase 2 - FIT - Legacy Data Report

Blood Brook

SGAT Version: 4.53

Reach: **M08 -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>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>440.4</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>154.9</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>Rip-Rap</b>
	Revetment length:	<b>0.0</b>	<b>229.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>3</b>
4.7	Stormwater Inputs	<b>1</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>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>2</b>
	Head Cuts:	<b>1</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

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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## Blood Brook

SGAT Version: **4.53**

Reach: **M04-T2.01 -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>58.9</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>368.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>282.1</b>	<b>495.2</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>67.5</b>	<b>0.0</b>
	Erosion Height (ft.):	<b>3.0</b>	<b>0.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>285.5</b>	<b>440.6</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</b>
4.7	Stormwater Inputs	<b>1</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>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>2</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



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## Blood Brook

SGAT Version: **4.53**

Reach: **M08 -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>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>457.8</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>118.6</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>222.9</b>	<b>81.0</b>
	Erosion Height (ft.):	<b>3.1</b>	<b>4.6</b>
	Revetment Type:	<b>Other</b>	<b>None</b>
	Revetment length:	<b>54.6</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>		
	Mass Failures:	<b>One</b>	
	Average Height (ft.):	<b>25.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</b>
4.7	Stormwater Inputs	<b>1</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>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>8</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



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

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</b>
4.7	Stormwater Inputs	<b>1</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>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>2</b>
	Head Cuts:	<b>1</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Dredging:	<b>None</b>



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## Phase 2 - FIT - Legacy Data Report

## Blood Brook

SGAT Version: **4.53**

Reach: **M07 -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>87.8</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>963.1</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>350.5</b>	<b>231.8</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>113.9</b>	<b>215.9</b>
	Erosion Height (ft.):	<b>4.3</b>	<b>3.1</b>
	Revetment Type:	<b>None</b>	<b>Rip-Rap</b>
	Revetment length:	<b>0.0</b>	<b>1,115.1</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>35.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</b>
4.7	Stormwater Inputs	<b>1</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>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>2</b>
	Head Cuts:	<b>9</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



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## Phase 2 - FIT - Legacy Data Report

## Blood Brook

SGAT Version: **4.53**

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

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>4</b>
4.7	Stormwater Inputs	<b>3</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>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>20</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



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## Phase 2 - FIT - Legacy Data Report

## Blood Brook

SGAT Version: **4.53**

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

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

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>10</b>
4.7	Stormwater Inputs	<b>7</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>5</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>1</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Dredging:	<b>None</b>





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

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.7	Stormwater Inputs	<b>5</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>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>19</b>
	Head Cuts:	<b>2</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



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## Phase 2 - FIT - Legacy Data Report

## Blood Brook

SGAT Version: **4.53**

Reach: **M07 -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>115.9</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</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>660.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>188.4</b>	<b>65.1</b>
	Erosion Height (ft.):	<b>6.0</b>	<b>5.3</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>47.9</b>	<b>91.8</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

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



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## Phase 2 - FIT - Legacy Data Report

## Blood Brook

SGAT Version: **4.53**

Reach: **M09 -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>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</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>0.0</b>	<b>100.4</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>24.7</b>	<b>0.0</b>
	Erosion Height (ft.):	<b>5.0</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>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>19</b>
4.7	Stormwater Inputs	<b>1</b>
4.9	Beaver Dams:	<b>1</b>
	Affected length:	<b>390</b>
5.2	Migration Features	
	Flood Chutes:	<b>12</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>
	Dredging:	<b>None</b>