



Stream Geomorphic Assessment

Agency of Natural Resources



Vermont.gov
April, 08 2026

Phase 2 - FIT - Legacy Data Report

Johns River

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.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	276.6	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	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:	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	
4.9	Beaver Dams:	6
	Affected length:	1700
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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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.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	504.6	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	708.2	1,403.7
	Erosion Height (ft.):	3.3	3.0
	Revetment Type:	Multiple	Rip-Rap
	Revetment length:	244.7	144.2
3.2	<u>Buffer Less Than 25 ft.</u>	2328	2418
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	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	1
	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:	Straightening
	Dredging:	None



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Reach: **T1.02 -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.):	1,951.8	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	126.5	296.1
	Erosion Height (ft.):	3.3	2.7
	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:	One	
	Average Height (ft.):	15.0	
	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	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	1
	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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Reach: **M02 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None		4.4	Number of Debris Jams:	4
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	
	Berm Length (ft.):	0.0	0.0	4.9	Beaver Dams:	4
	Path Length (ft.):	0.0	0.0		Affected length:	1000
	Road Length (ft.):	0.0	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0	0.0		Flood Chutes:	1
	Development Length:	0.0	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	0
	Erosion Length (ft.):	0.0	176.7		Braiding:	0
	Erosion Height (ft.):	0.0	3.8	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None	None		Steep Riffles:	0
	Revetment length:	0.0	0.0		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0	5.4	Animal Crossings:	No
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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Reach: **T1.01 -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.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	1,755.8	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	63.4	98.6
	Erosion Height (ft.):	3.6	2.9
	Revetment Type:	Hard Bank	None
	Revetment length:	63.4	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	642	647
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:	2
4.7	Stormwater Inputs	
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:	Straightening
	Dredging:	None



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Reach: **M05 -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.):	1,177.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	38.6	222.4
	Erosion Height (ft.):	6.0	4.6
	Revetment Type:	Multiple	Rip-Rap
	Revetment length:	195.7	265.1
3.2	<u>Buffer Less Than 25 ft.</u>	317	662
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	
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