



Phase 2 - FIT - Legacy Data Report

Wild Branch

SGAT Version: 4.56

Reach: T16 -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.):	1,099.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	450.7	87.1
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	1,377.1	1,853.4
	Erosion Height (ft.):	4.1	4.0
	Revetment Type:	Multiple	Multiple
	Revetment length	393.5	237.7
3.2	<u>Buffer Less Than 25 ft.</u>	249	938
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:	104.13	36.78
	Average Height (ft.):	24.7	15.0
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	6
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Length (ft.):	1,959.3
	Dredging:	Gravel Mining



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SGAT Version: **4.56**

Reach: **T18 -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.):	138.5	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.):	468.2	1,192.2
	Erosion Height (ft.):	4.0	3.4
	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>	<u>Left</u>	<u>Right</u>
	Mass Failures:	27.5	41.13
	Average Height (ft.):	10.0	12.0
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	1
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	2
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None



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SGAT Version: 4.56

Reach: T07 -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.):	2,106.6	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	170.8	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	498.1	1,271.0
	Erosion Height (ft.):	4.4	4.0
	Revetment Type:	None	Rip-Rap
	Revetment length	0.0	415.8
3.2	<u>Buffer Less Than 25 ft.</u>	0	1670
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	3
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	1
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Length (ft.):	455.1
	Dredging:	None



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Reach: **T04 -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:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.5	Flow Regulation Type:	None
	Berm Length (ft.):	169.1		Use:	
	Path Length (ft.):	0.0	4.7	Stormwater Inputs	
	Road Length (ft.):	928.9		Overland Flow	Road Ditch
	Railroad Lenth (ft.):	0.0		Field Ditch	Tile Drain
	Development Length:	0.0		Other	Ub Strm Wtr Pipe
		46.6	4.9	Beaver Dams:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Affected length (ft.):	0.0
	Erosion Length (ft.):	889.6	5.2	Migration Features	
	Erosion Height (ft.):	5.2		Flood Chutes:	1
	Revetment Type:	Multiple		Neck Cutoffs:	0
	Revetment length	124.4		Channel Avulsions:	0
3.2	<u>Buffer Less Than 25 ft.</u>	796		Braiding:	0
3.3	<u>Riparian Corridor</u>	<u>Left</u>	5.3	Steep Riffles and Head Cuts	
	Mass Failures:	41.17		Steep Riffles:	1
	Average Height (ft.):	15.0		Head Cuts:	0
	Mass Failures:	None	5.4	Animal Crossings:	No
	Average Heigh (ft.):		5.5	Channel Alterations	
	Gullies:	None		Straightening:	Straightening
	Number of Gullies			Length (ft.):	300.8
	Total Length of Gullies (ft.):			Dredging:	None
	Average Height of Gullies				



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SGAT Version: **4.56**

Reach: **T15 -A**

<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:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.5	Flow Regulation Type:	None
		<u>Both</u>		Use:	
	Berm Length (ft.):	0.0	4.7	Stormwater Inputs	
	Path Length (ft.):	0.0	Overland Flow	Road Ditch	
	Road Length (ft.):	0.0	Field Ditch	Tile Drain	
	Railroad Lenth (ft.):	0.0	Other	Ub Strm Wtr Pipe	
	Development Length:	0.0	4.9	Beaver Dams:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Affected length (ft.):	0.0
	Erosion Length (ft.):	696.3	5.2	Migration Features	
	Erosion Height (ft.):	4.3		Flood Chutes:	2
	Revetment Type:	Rip-Rap		Neck Cutoffs:	0
	Revetment length	137.5		Channel Avulsions:	0
3.2	<u>Buffer Less Than 25 ft.</u>	72		Braiding:	0
		0	5.3	Steep Riffles and Head Cuts	
3.3	<u>Riparian Corridor</u>	<u>Left</u>		Steep Riffles:	5
	Mass Failures:	50.91		Head Cuts:	0
	Average Height (ft.):	20.0	5.4	Animal Crossings:	No
	Mass Failures:	None	5.5	Channel Alterations	
	Average Heigh (ft.):			Straightening:	Straightening
	Gullies:	None		Length (ft.):	135.7
	Number of Gullies			Dredging:	None
	Total Length of Gullies (ft.):				
	Average Height of Gullies				



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Wild Branch

SGAT Version: 4.56

Reach: T10.01 -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.):	1,099.3	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	71.6	139.2
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	983.6	358.0
	Erosion Height (ft.):	5.8	6.7
	Revetment Type:	Hard Bank	Multiple
	Revetment length	33.6	358.7
3.2	<u>Buffer Less Than 25 ft.</u>	91	115
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:	76.51	
	Average Height (ft.):	30.0	
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	1
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow 0	Road Ditch 0
	Field Ditch 1	Tile Drain 0
	Other 0	Ub Strm Wtr Pipe 0
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
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
	Length (ft.):	546.6
	Dredging:	None



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Reach: **T10.01 -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.):	1,099.3	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	71.6	139.2
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	983.6	358.0
	Erosion Height (ft.):	5.8	6.7
	Revetment Type:	Hard Bank	Multiple
	Revetment length	33.6	358.7
3.2	<u>Buffer Less Than 25 ft.</u>	91	115
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:	76.51	
	Average Height (ft.):	30.0	
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	1
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow 0	Road Ditch 2
	Field Ditch 0	Tile Drain 0
	Other 0	Ub Strm Wtr Pipe 0
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
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
	Length (ft.):	546.6
	Dredging:	None



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Wild Branch

SGAT Version: **4.56**

Reach: **T17 -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.):	0.0	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.):	316.9	401.6
	Erosion Height (ft.):	4.1	4.4
	Revetment Type:	None	None
	Revetment length	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	71	217
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:	86.66	
	Average Height (ft.):	30.0	
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	3
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	3
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None



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SGAT Version: 4.56

Reach: T10 -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.):	605.0	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.):	218.3	63.1
	Erosion Height (ft.):	7.0	5.0
	Revetment Type:	None	Rip-Rap
	Revetment length	0.0	455.5
3.2	<u>Buffer Less Than 25 ft.</u>	0	611
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	0
	Road Ditch	1
	Field Ditch	0
	Tile Drain	0
	Other	0
	Ub Strm Wtr Pipe	0
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
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
	Length (ft.):	597.5
	Dredging:	None



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SGAT Version: 4.56

Reach: T17 -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	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	546.9	460.9
	Erosion Height (ft.):	5.6	3.6
	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>	<u>Left</u>	<u>Right</u>
	Mass Failures:	34.43	
	Average Height (ft.):	40.0	
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	1
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	1
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None



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Reach: **T06 -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.):	2,775.8	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	549.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	368.5	2,262.7
	Erosion Height (ft.):	4.7	4.8
	Revetment Type:	None	None
	Revetment length	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	858
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	3
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Length (ft.):	2,933.9
	Dredging:	Gravel Mining



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SGAT Version: 4.56

Reach: T05 -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.):	2,227.0	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.):	887.6	445.7
	Erosion Height (ft.):	4.7	5.2
	Revetment Type:	None	Rip-Rap
	Revetment length	0.0	273.5
3.2	<u>Buffer Less Than 25 ft.</u>	0	702
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	1
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	3
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Length (ft.):	370.0
	Dredging:	Gravel Mining



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Wild Branch

SGAT Version: 4.56

Reach: T14 -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.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	176.0	50.1
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	1,743.5	1,010.1
	Erosion Height (ft.):	5.1	5.2
	Revetment Type:	Multiple	Multiple
	Revetment length	106.2	172.8
3.2	<u>Buffer Less Than 25 ft.</u>	0	99
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:	142.64	
	Average Height (ft.):	20.0	
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	6
	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
	Length (ft.):	0.0
	Dredging:	None



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Wild Branch

SGAT Version: **4.56**

Reach: **T01 -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:	0		
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.5	Flow Regulation Type:	None	
	Berm Length (ft.):	0.0	0.0		Use:		
	Path Length (ft.):	0.0	0.0	4.7	Stormwater Inputs		
	Road Length (ft.):	284.8	556.7	Overland Flow	0	Road Ditch	1
	Railroad Lenth (ft.):	0.0	0.0	Field Ditch	0	Tile Drain	0
	Development Length:	319.4	90.4	Other	0	Ub Strm Wtr Pipe	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>	4.9	Beaver Dams:	0	
	Erosion Length (ft.):	1,102.6	380.0		Affected length (ft.):	0.0	
	Erosion Height (ft.):	3.4	4.1	5.2	Migration Features		
	Revetment Type:	Multiple	Multiple	Flood Chutes:	0		
	Revetment length	331.0	1,378.3	Neck Cutoffs:	0		
3.2	<u>Buffer Less Than 25 ft.</u>	0	1163	Channel Avulsions:	1		
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>	Braiding:	0		
	Mass Failures:	88		5.3	Steep Riffles and Head Cuts		
	Average Height (ft.):	30.0		Steep Riffles:	2		
	Mass Failures:	None		Head Cuts:	0		
	Average Heigh (ft.):			5.4	Animal Crossings:	No	
	Gullies:	None		5.5	Channel Alterations		
	Number of Gullies			Straightening:	Straightening		
	Total Length of Gullies (ft.):			Length (ft.):	452.2		
	Average Height of Gullies			Dredging:	Gravel Mining		



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Wild Branch

SGAT Version: **4.56**

Reach: **T10 -C**

<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:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.5	Flow Regulation Type:	None
	Berm Length (ft.):	0.0	0.0		Use:	
	Path Length (ft.):	0.0	0.0	4.7	Stormwater Inputs	
	Road Length (ft.):	1,421.6	0.0	Overland Flow	0	Road Ditch 1
	Railroad Lenth (ft.):	0.0	0.0	Field Ditch	0	Tile Drain 0
	Development Length:	1,817.5	0.0	Other	0	Ub Strm Wtr Pipe 0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>	4.9	Beaver Dams:	0
	Erosion Length (ft.):	1,520.1	523.7		Affected length (ft.):	0.0
	Erosion Height (ft.):	5.7	4.5	5.2	Migration Features	
	Revetment Type:	Rip-Rap	Rip-Rap	Flood Chutes:	1	
	Revetment length	216.0	1,489.6	Neck Cutoffs:	0	
3.2	<u>Buffer Less Than 25 ft.</u>	210	1024	Channel Avulsions:	0	
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>	Braiding:	0	
	Mass Failures:	66.1		5.3	Steep Riffles and Head Cuts	
	Average Height (ft.):	25.0		Steep Riffles:	7	
	Mass Failures:	None		Head Cuts:	0	
	Average Heigh (ft.):			5.4	Animal Crossings:	Yes
	Gullies:	None		5.5	Channel Alterations	
	Number of Gullies			Straightening:	Straightening	
	Total Length of Gullies (ft.):			Length (ft.):	1,668.2	
	Average Height of Gullies			Dredging:	Gravel Mining	



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SGAT Version: **4.56**

Reach: **T14 -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	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	181.5
	Erosion Height (ft.):	0.0	5.0
	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>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	1
	Affected length (ft.):	800.0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None



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Wild Branch

SGAT Version: 4.56

Reach: T10 -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.):	2,241.8	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	1,168.7	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	765.7	87.9
	Erosion Height (ft.):	6.5	5.0
	Revetment Type:	None	Rip-Rap
	Revetment length	0.0	557.7
3.2	<u>Buffer Less Than 25 ft.</u>	0	449
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:	113.98	
	Average Height (ft.):	76.0	
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
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:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Length (ft.):	472.9
	Dredging:	None



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Wild Branch

SGAT Version: 4.56

Reach: T12 -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.):	600.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	1,019.5	41.7
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	740.5	630.7
	Erosion Height (ft.):	5.8	5.9
	Revetment Type:	Multiple	Multiple
	Revetment length	122.2	721.6
3.2	<u>Buffer Less Than 25 ft.</u>	623	123
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:	420.75	
	Average Height (ft.):	34.9	
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	0
	Road Ditch	1
	Field Ditch	0
	Tile Drain	0
	Other	0
	Ub Strm Wtr Pipe	0
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	3
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Length (ft.):	524.3
	Dredging:	None



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SGAT Version: **4.56**

Reach: **T14 -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.):	0.0	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.):	376.6	336.5
	Erosion Height (ft.):	4.1	4.7
	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>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None



Phase 2 - FIT - Legacy Data Report

Wild Branch

SGAT Version: 4.56

Reach: T15 -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	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	100.6	230.1
	Erosion Height (ft.):	3.0	4.0
	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>	<u>Left</u>	<u>Right</u>
	Mass Failures:	44.25	
	Average Height (ft.):	15.0	
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
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:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None



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SGAT Version: **4.56**

Reach: **T12 -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.):	1,233.7	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	162.5	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	597.8	614.1
	Erosion Height (ft.):	7.1	8.3
	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>	<u>Left</u>	<u>Right</u>
	Mass Failures:	47.47	50.17
	Average Height (ft.):	25.0	15.0
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
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:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	Gravel Mining



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SGAT Version: **4.56**

Reach: **T13 -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:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.5	Flow Regulation Type:	None
	Berm Length (ft.):	0.0	0.0		Use:	
	Path Length (ft.):	0.0	0.0	4.7	Stormwater Inputs	
	Road Length (ft.):	788.1	0.0	Overland Flow	Road Ditch	
	Railroad Lenth (ft.):	0.0	0.0	Field Ditch	Tile Drain	
	Development Length:	0.0	0.0	Other	Ub Strm Wtr Pipe	
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>	4.9	Beaver Dams:	0
	Erosion Length (ft.):	1,005.1	1,567.5		Affected length (ft.):	0.0
	Erosion Height (ft.):	4.4	4.5	5.2	Migration Features	
	Revetment Type:	Rip-Rap	None	Flood Chutes:	2	
	Revetment length	97.2	0.0	Neck Cutoffs:	0	
3.2	<u>Buffer Less Than 25 ft.</u>	58	178	Channel Avulsions:	0	
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>	Braiding:	0	
	Mass Failures:	32.46	37.98	5.3	Steep Riffles and Head Cuts	
	Average Height (ft.):	30.0	15.0	Steep Riffles:	0	
	Mass Failures:	None		Head Cuts:	0	
	Average Heigh (ft.):	None		5.4	Animal Crossings:	Yes
	Gullies:	None		5.5	Channel Alterations	
	Number of Gullies	None		Straightening:	Straightening	
	Total Length of Gullies (ft.):	None		Length (ft.):	696.3	
	Average Height of Gullies	None		Dredging:	None	



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Wild Branch

SGAT Version: 4.56

Reach: T09 -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.):	2,018.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	1,661.2	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	680.4	565.2
	Erosion Height (ft.):	4.9	5.3
	Revetment Type:	None	Rip-Rap
	Revetment length	0.0	738.3
3.2	<u>Buffer Less Than 25 ft.</u>	417	1459
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:	138.3	
	Average Height (ft.):	15.0	
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow 0	Road Ditch 1
	Field Ditch 0	Tile Drain 0
	Other 0	Ub Strm Wtr Pipe 0
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	3
	Neck Cutoffs:	0
	Channel Avulsions:	1
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	2
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Length (ft.):	791.9
	Dredging:	Gravel Mining



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SGAT Version: **4.56**

Reach: **T15 -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.):	0.0	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.):	51.8	397.2
	Erosion Height (ft.):	5.0	6.2
	Revetment Type:	None	None
	Revetment length	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	309	0
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None



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SGAT Version: **4.56**

Reach: **T19 -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	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	191.0	101.6
	Erosion Height (ft.):	2.5	3.0
	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>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	1
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	2
	Affected length (ft.):	2,600.0
5.2	Migration Features	
	Flood Chutes:	2
	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
	Length (ft.):	0.0
	Dredging:	None



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SGAT Version: **4.56**

Reach: **T11 -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.):	4,032.4	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	63.3	48.9
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	1,440.2	1,227.4
	Erosion Height (ft.):	6.0	5.9
	Revetment Type:	None	Rip-Rap
	Revetment length	0.0	601.7
3.2	<u>Buffer Less Than 25 ft.</u>	804	1209
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:	92.48	270.82
	Average Height (ft.):	30.0	15.0
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	1
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow 0	Road Ditch 1
	Field Ditch 0	Tile Drain 0
	Other 0	Ub Strm Wtr Pipe 0
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	6
	Neck Cutoffs:	0
	Channel Avulsions:	1
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	5
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Length (ft.):	418.5
	Dredging:	Gravel Mining



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SGAT Version: **4.56**

Reach: **T02 -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:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	112.9	294.9
	Erosion Height (ft.):	3.0	5.2
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length	101.2	213.3
3.2	<u>Buffer Less Than 25 ft.</u>	571	0
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	2
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None



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SGAT Version: **4.56**

Reach: **T03 -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:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.5	Flow Regulation Type:	None
	Berm Length (ft.):	0.0	0.0		Use:	
	Path Length (ft.):	0.0	0.0	4.7	Stormwater Inputs	
	Road Length (ft.):	0.0	0.0		Overland Flow	Road Ditch
	Railroad Lenth (ft.):	0.0	0.0		Field Ditch	Tile Drain
	Development Length:	0.0	57.0		Other	Ub Strm Wtr Pipe
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>	4.9	Beaver Dams:	0
	Erosion Length (ft.):	247.1	149.9		Affected length (ft.):	0.0
	Erosion Height (ft.):	4.0	4.0	5.2	Migration Features	
	Revetment Type:	Multiple	Multiple		Flood Chutes:	0
	Revetment length	88.3	79.9		Neck Cutoffs:	0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0		Channel Avulsions:	0
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>		Braiding:	0
	Mass Failures:			5.3	Steep Riffles and Head Cuts	
	Average Height (ft.):				Steep Riffles:	4
	Mass Failures:	None			Head Cuts:	0
	Average Heigh (ft.):			5.4	Animal Crossings:	No
	Gullies:	None		5.5	Channel Alterations	
	Number of Gullies				Straightening:	Straightening
	Total Length of Gullies (ft.):				Length (ft.):	579.9
	Average Height of Gullies				Dredging:	None



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SGAT Version: 4.56

Reach: T08 -0

Step	Description	Value
1.2	Alluvial Fan:	None
1.3	Encroachments - Side	One Both
	Berm Length (ft.):	0.0 0.0
	Path Length (ft.):	0.0 0.0
	Road Length (ft.):	2,706.0 0.0
	Railroad Lenth (ft.):	0.0 0.0
	Development Length:	720.6 43.1
3.1	Erosion - Bank	Left Right
	Erosion Length (ft.):	738.2 330.1
	Erosion Height (ft.):	4.8 4.3
	Revetment Type:	Multiple Multiple
	Revetment length	170.5 1,131.6
3.2	Buffer Less Than 25 ft.	1848 1498
3.3	Riparian Corridor	Left Right
	Mass Failures:	
	Average Height (ft.):	
	Mass Failures:	None
	Average Heigh (ft.):	
	Gullies:	None
	Number of Gullies	
	Total Length of Gullies (ft.):	
	Average Height of Gullies	

Step	Description	Value
4.4	Number of Debris Jams:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow 0	Road Ditch 2
	Field Ditch 0	Tile Drain 0
	Other 0	Ub Strm Wtr Pipe 0
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	1
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	4
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Length (ft.):	890.9
	Dredging:	Gravel Mining



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SGAT Version: **4.56**

Reach: **T19 -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.):	670.1	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.):	443.5	461.5
	Erosion Height (ft.):	3.7	3.2
	Revetment Type:	Multiple	Multiple
	Revetment length	60.0	77.5
3.2	<u>Buffer Less Than 25 ft.</u>	0	134
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	None	
	Average Heigh (ft.):		
	Gullies:	None	
	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:	0
4.5	Flow Regulation Type:	None
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	0
	Affected length (ft.):	0.0
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:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Length (ft.):	0.0
	Dredging:	None