



Phase 2 - FIT - Legacy Data Report

Lamoille LCRPC

SGAT Version: 3

Reach: **R13 -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>4,285.0</b>	<b>6,605.4</b>
	Railroad Lenth (ft.):	<b>2,684.9</b>	<b>0.0</b>
	Development Length:	<b>421.1</b>	<b>7,302.1</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>3,375.1</b>	<b>5,494.0</b>
	Erosion Height (ft.):	<b>4.6</b>	<b>6.1</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>2,143.7</b>	<b>1,225.6</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>One</b>	
	Average Height (ft.):	<b>100.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

<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>0</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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SGAT Version: 3

Reach: **R08 -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>3,046.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>9,444.2</b>	<b>5,562.8</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>7,900.0</b>	<b>4,122.3</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>6,556.9</b>	<b>5,117.0</b>
	Erosion Height (ft.):	<b>5.9</b>	<b>5.8</b>
	Revetment Type:	<b>Multiple</b>	<b>Multiple</b>
	Revetment length:	<b>4,455.6</b>	<b>3,314.6</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.7	Stormwater Inputs	<b>8</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>1</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>Straightening</b>
	Dredging:	<b>None</b>



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SGAT Version: 3

Reach: **R09 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>6,397.9</b>	<b>3,997.0</b>
	Railroad Lenth (ft.):	<b>5,375.3</b>	<b>0.0</b>
	Development Length:	<b>5,439.2</b>	<b>633.9</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>2,903.0</b>	<b>2,943.3</b>
	Erosion Height (ft.):	<b>5.6</b>	<b>6.4</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>4,431.7</b>	<b>1,934.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</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>6</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



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SGAT Version: 3

Reach: **R10 -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>780.4</b> <b>0.0</b>
	Road Length (ft.):	<b>3,534.9</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>938.3</b> <b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>1,851.4</b> <b>4,064.0</b>
	Erosion Height (ft.):	<b>5.1</b> <b>6.2</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length:	<b>1,666.1</b> <b>2,920.9</b>
3.2	<u>Buffer Less Than 25 ft.</u>	
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	<b>None</b>
	Average Height (ft.):	<b>0.0</b>
	Gullies:	<b>None</b>
	Average Height (ft.):	<b>0.0</b>

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</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>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>0</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



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SGAT Version: 3

Reach: **R12 -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>5,330.2</b>	<b>753.9</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>661.0</b>	<b>392.1</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>1,781.1</b>	<b>0.0</b>
	Erosion Height (ft.):	<b>6.2</b>	<b>0.0</b>
	Revetment Type:	<b>None</b>	<b>Rip-Rap</b>
	Revetment length:	<b>0.0</b>	<b>1,595.4</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

<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>0</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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SGAT Version: 3

Reach: **R11 -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>621.1</b>	<b>0.0</b>
	Road Length (ft.):	<b>5,410.2</b>	<b>6,864.7</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>1,613.4</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>7,423.6</b>	<b>6,346.6</b>
	Erosion Height (ft.):	<b>7.1</b>	<b>7.4</b>
	Revetment Type:	<b>Multiple</b>	<b>Rip-Rap</b>
	Revetment length:	<b>5,200.8</b>	<b>3,086.6</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>One</b>	
	Average Height (ft.):	<b>15.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</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>0</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>