



Phase 2 - FIT - Legacy Data Report

Brewster River

SGAT Version: 4.56

Reach: **M12 -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>28.2</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>201.9</b> <b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>299.8</b> <b>105.9</b>
	Erosion Height (ft.):	<b>3.6</b> <b>4.0</b>
	Revetment Type:	<b>Rip-Rap</b> <b>None</b>
	Revetment length	<b>4.3</b> <b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>190</b> <b>0</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	
	Average Height (ft.):	
	Mass Failures:	<b>None</b>
	Average Heigh (ft.):	
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</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>3</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



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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>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>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>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</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>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



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Reach: **M01 -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>240.6</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>Rip-Rap</b>	<b>None</b>
	Revetment length	<b>422.6</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>340</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	<b>0</b>
	Road Ditch	<b>0</b>
	Field Ditch	<b>0</b>
	Tile Drain	<b>0</b>
	Other	<b>0</b>
	Ub Strm Wtr Pipe	<b>1</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</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>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



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Reach: M11 -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>696.8</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>53.7</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>67.9</b>	<b>94.7</b>
	Erosion Height (ft.):	<b>6.0</b>	<b>6.0</b>
	Revetment Type:	<b>None</b>	<b>Rip-Rap</b>
	Revetment length	<b>0.0</b>	<b>49.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</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>2</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



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Reach: **M01 -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>0.0</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>507.3</b> <b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>366.8</b> <b>464.6</b>
	Erosion Height (ft.):	<b>6.4</b> <b>5.3</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length	<b>165.6</b> <b>783.7</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>385</b> <b>0</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	<b>512.8207</b>
	Average Height (ft.):	<b>121.4</b>
	Mass Failures:	<b>Multiple</b>
	Average Heigh (ft.):	<b>95.0</b>
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b>	Road Ditch <b>0</b>
	Field Ditch <b>0</b>	Tile Drain <b>0</b>
	Other <b>0</b>	Ub Strm Wtr Pipe <b>2</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</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>2</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Length (ft.):	<b>936.1</b>
	Dredging:	<b>None</b>



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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>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>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>585.4</b>	<b>54.7</b>
	Erosion Height (ft.):	<b>5.3</b>	<b>4.0</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>	<u>Left</u>	<u>Right</u>
	Mass Failures:	<b>237.0231</b>	<b>583.3429</b>
	Average Height (ft.):	<b>40.0</b>	<b>44.8</b>
	Mass Failures:	<b>Multiple</b>	
	Average Heigh (ft.):	<b>36.0</b>	
	Gullies:	<b>One</b>	
	Number of Gullies	<b>1</b>	
	Total Length of Gullies (ft.):	<b>4.0</b>	
	Average Height of Gullies	<b>60.0</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>3</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>1</b>
	Channel Avulsions:	<b>2</b>
	Braiding:	<b>1</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>3</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



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Reach: **M03 -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>281.4</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>0.0</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>51.9</b>
	Erosion Height (ft.):	<b>0.0</b> <b>4.7</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>258</b> <b>0</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	<b>13.8859</b>
	Average Height (ft.):	<b>20.0</b>
	Mass Failures:	<b>One</b>
	Average Heigh (ft.):	<b>20.0</b>
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b>	Road Ditch <b>0</b>
	Field Ditch <b>0</b>	Tile Drain <b>0</b>
	Other <b>0</b>	Ub Strm Wtr Pipe <b>1</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</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>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



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Reach: **M03 -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>281.4</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>0.0</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>51.9</b>
	Erosion Height (ft.):	<b>0.0</b> <b>4.7</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>258</b> <b>0</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	<b>13.8859</b>
	Average Height (ft.):	<b>20.0</b>
	Mass Failures:	<b>One</b>
	Average Heigh (ft.):	<b>20.0</b>
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow <b>0</b>	Road Ditch <b>1</b>
	Field Ditch <b>0</b>	Tile Drain <b>0</b>
	Other <b>0</b>	Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</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>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>





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Reach: **M05 -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>0.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>340.9</b>	<b>326.1</b>
	Erosion Height (ft.):	<b>5.3</b>	<b>6.1</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>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</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>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Brewster River

SGAT Version: 4.56

Reach: T7S4.03 -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.):	0.0      7.6
	Erosion Height (ft.):	0.0      4.0
	Revetment Type:	None      Rip-Rap
	Revetment length	0.0      85.7
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:	21.2875
	Average Height (ft.):	15.0
	Mass Failures:	One
	Average Heigh (ft.):	15.0
	Gullies:	None
	Number of Gullies	0
	Total Length of Gullies (ft.):	0.0
	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:	Small Withdrawal Recreation
	Use:	
4.7	Stormwater Inputs	
	Overland Flow 0	Road Ditch 0
	Field Ditch 0	Tile Drain 0
	Other 0	Ub Strm Wtr Pipe 1
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:	1
	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

Brewster River

SGAT Version: 4.56

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>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>565.3</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>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</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>2</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Brewster River

SGAT Version: 4.56

Reach: **M02 -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>0.0</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>Rip-Rap</b> <b>None</b>
	Revetment length	<b>31.8</b> <b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>413</b> <b>0</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	
	Average Height (ft.):	
	Mass Failures:	<b>None</b>
	Average Heigh (ft.):	
	Gullies:	<b>One</b>
	Number of Gullies	<b>1</b>
	Total Length of Gullies (ft.):	<b>400.0</b>
	Average Height of Gullies	<b>4.0</b>

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</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>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Brewster River

SGAT Version: 4.56

Reach: M13 -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>157.7</b> <b>0.0</b>
	Path Length (ft.):	<b>692.8</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>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>50.0</b> <b>0.0</b>
	Erosion Height (ft.):	<b>3.0</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>	<u>Left</u> <u>Right</u>
	Mass Failures:	<b>71.83807</b>
	Average Height (ft.):	<b>18.0</b>
	Mass Failures:	<b>One</b>
	Average Heigh (ft.):	<b>18.0</b>
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>3</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>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>Dredging</b>



Phase 2 - FIT - Legacy Data Report

Brewster River

SGAT Version: 4.56

Reach: T7S1.01 -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>64.2</b> <b>0.0</b>
	Path Length (ft.):	<b>0.0</b> <b>0.0</b>
	Road Length (ft.):	<b>1,146.0</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>1,156.7</b> <b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>109.3</b> <b>0.0</b>
	Erosion Height (ft.):	<b>1.5</b> <b>0.0</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length	<b>88.8</b> <b>786.2</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>266</b> <b>1087</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	
	Average Height (ft.):	
	Mass Failures:	<b>None</b>
	Average Heigh (ft.):	
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.5	Flow Regulation Type:	<b>Small Run of River</b>
	Use:	<b>Recreation</b>
4.7	Stormwater Inputs	
	Overland Flow	<b>0</b> Road Ditch <b>0</b>
	Field Ditch	<b>0</b> Tile Drain <b>0</b>
	Other	<b>0</b> Ub Strm Wtr Pipe <b>1</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</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>With Windrowing</b>
	Length (ft.):	<b>825.2</b>
	Dredging:	<b>Dredging</b>



Phase 2 - FIT - Legacy Data Report

Brewster River

SGAT Version: 4.56

Reach: T7S1.02 -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>867.0</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>0.0</b> <b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>83.5</b> <b>225.5</b>
	Erosion Height (ft.):	<b>3.1</b> <b>2.6</b>
	Revetment Type:	<b>Rip-Rap</b> <b>None</b>
	Revetment length	<b>754.6</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>	<u>Left</u> <u>Right</u>
	Mass Failures:	<b>38.12363</b>
	Average Height (ft.):	<b>7.9</b>
	Mass Failures:	<b>Multiple</b>
	Average Heigh (ft.):	<b>8.0</b>
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>4</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	<b>0</b> Road Ditch <b>1</b>
	Field Ditch	<b>0</b> Tile Drain <b>0</b>
	Other	<b>0</b> Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</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>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Brewster River

SGAT Version: 4.56

Reach: T7.01 -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.):	303.2      0.0
	Path Length (ft.):	0.0      0.0
	Road Length (ft.):	2,319.4      0.0
	Railroad Lenth (ft.):	0.0      0.0
	Development Length:	605.8      599.5
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	44.1      0.0
	Erosion Height (ft.):	9.0      0.0
	Revetment Type:	Rip-Rap      Rip-Rap
	Revetment length	517.3      439.2
3.2	<u>Buffer Less Than 25 ft.</u>	467      100
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	46.545
	Average Height (ft.):	20.0
	Mass Failures:	One
	Average Heigh (ft.):	20.0
	Gullies:	None
	Number of Gullies	0
	Total Length of Gullies (ft.):	0.0
	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:	Small Run of River
	Use:	Other
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:	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.):	466.1
	Dredging:	None





Phase 2 - FIT - Legacy Data Report

Brewster River

SGAT Version: 4.56

Reach: **M09 -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>418.6</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>459.0</b> <b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>409.5</b> <b>98.8</b>
	Erosion Height (ft.):	<b>5.1</b> <b>6.0</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length	<b>641.8</b> <b>79.5</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>116</b> <b>0</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	<b>81.66721</b>
	Average Height (ft.):	<b>80.0</b>
	Mass Failures:	<b>One</b>
	Average Heigh (ft.):	<b>80.0</b>
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>2</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	<b>0</b> Road Ditch <b>1</b>
	Field Ditch	<b>0</b> Tile Drain <b>0</b>
	Other	<b>0</b> Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>1</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>2</b>
	Head Cuts:	<b>1</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Brewster River

SGAT Version: 4.56

Reach: **M10 -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>295.3</b> <b>0.0</b>
	Path Length (ft.):	<b>0.0</b> <b>0.0</b>
	Road Length (ft.):	<b>2,445.3</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>0.0</b> <b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>297.7</b> <b>181.3</b>
	Erosion Height (ft.):	<b>6.7</b> <b>7.1</b>
	Revetment Type:	<b>Rip-Rap</b> <b>None</b>
	Revetment length	<b>352.0</b> <b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>316</b> <b>0</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	
	Average Height (ft.):	
	Mass Failures:	<b>None</b>
	Average Heigh (ft.):	
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>4</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</b>
5.2	Migration Features	
	Flood Chutes:	<b>1</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>2</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



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Reach: **M12 -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>230.7</b>	<b>0.0</b>
	Path Length (ft.):	<b>449.8</b>	<b>957.0</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>442.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>67.7</b>	<b>376.8</b>
	Erosion Height (ft.):	<b>4.0</b>	<b>4.3</b>
	Revetment Type:	<b>Multiple</b>	<b>Rip-Rap</b>
	Revetment length	<b>210.6</b>	<b>30.3</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>141</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	<b>0</b>
	Road Ditch	<b>0</b>
	Field Ditch	<b>0</b>
	Tile Drain	<b>0</b>
	Other	<b>0</b>
	Ub Strm Wtr Pipe	<b>1</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</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>2</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



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Reach: **M14 -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>700.9</b> <b>0.0</b>
	Path Length (ft.):	<b>2,506.9</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>116.1</b> <b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>130.2</b> <b>322.1</b>
	Erosion Height (ft.):	<b>4.0</b> <b>3.2</b>
	Revetment Type:	<b>Multiple</b> <b>Other</b>
	Revetment length	<b>846.3</b> <b>141.3</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>426</b> <b>0</b>
3.3	<u>Riparian Corridor</u>	<u>Left</u> <u>Right</u>
	Mass Failures:	<b>44.28188</b>
	Average Height (ft.):	<b>12.0</b>
	Mass Failures:	<b>One</b>
	Average Heigh (ft.):	<b>12.0</b>
	Gullies:	<b>None</b>
	Number of Gullies	<b>0</b>
	Total Length of Gullies (ft.):	<b>0.0</b>
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.5	Flow Regulation Type:	<b>Large Withdrawal</b>
	Use:	<b>Recreation</b>
4.7	Stormwater Inputs	
	Overland Flow	<b>0</b> Road Ditch <b>4</b>
	Field Ditch	<b>0</b> Tile Drain <b>0</b>
	Other	<b>0</b> Ub Strm Wtr Pipe <b>0</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</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>2</b>
	Head Cuts:	<b>1</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



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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>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>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>	<u>Left</u>	<u>Right</u>
	Mass Failures:		
	Average Height (ft.):		
	Mass Failures:	<b>None</b>	
	Average Heigh (ft.):		
	Gullies:	<b>None</b>	
	Number of Gullies	<b>0</b>	
	Total Length of Gullies (ft.):	<b>0.0</b>	
	Average Height of Gullies		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.5	Flow Regulation Type:	<b>None</b>
	Use:	
4.7	Stormwater Inputs	
	Overland Flow	Road Ditch
	Field Ditch	Tile Drain
	Other	Ub Strm Wtr Pipe
4.9	Beaver Dams:	<b>0</b>
	Affected length (ft.):	<b>0.0</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>
	Length (ft.):	<b>0.0</b>
	Dredging:	<b>None</b>



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Brewster River

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Reach: T7S4.02.01 -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.):	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      30.8
	Erosion Height (ft.):	0.0      8.0
	Revetment Type:	Rip-Rap      None
	Revetment length	55.3      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:	22.6714
	Average Height (ft.):	20.0
	Mass Failures:	One
	Average Heigh (ft.):	20.0
	Gullies:	None
	Number of Gullies	0
	Total Length of Gullies (ft.):	0.0
	Average Height of Gullies	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	2
4.5	Flow Regulation Type:	Small Withdrawal
	Use:	Recreation
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:	None
	Length (ft.):	0.0
	Dredging:	None