



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.08-s1.05 -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>70.3</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>327.8</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>88.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>89.6</b>	<b>172.7</b>
	Erosion Height (ft.):	<b>2.0</b>	<b>2.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>242.9</b>	<b>48.1</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>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>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>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.08-s1.05 -E**

<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>67.1</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>2.1</b>
	Revetment Type:	<b>None</b>	<b>Multiple</b>
	Revetment length:	<b>0.0</b>	<b>47.5</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>10.7</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>3</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>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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Castleton River

SGAT Version: 3

Reach: **T02.09-s1.04 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>		4.4	Number of Debris Jams:	<b>3</b>
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	<b>0</b>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>	4.9	Beaver Dams:	<b>0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>		Affected length:	<b>0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>		Flood Chutes:	<b>0</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>200.0</b>	<b>180.0</b>		Braiding:	<b>2</b>
	Erosion Height (ft.):	<b>2.0</b>	<b>2.0</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>None</b>	<b>None</b>		Steep Riffles:	<b>0</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>			5.4	Animal Crossings:	<b>Yes</b>
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	<b>None</b>			Straightening:	<b>None</b>
	Average Height (ft.):				Dredging:	<b>None</b>
	Gullies:	<b>None</b>				
	Average Height (ft.):					



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SGAT Version: 3

Reach: **T02.10 -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>140.2</b>	<b>500.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>354.7</b>	<b>184.2</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>723.6</b>	<b>250.7</b>
	Erosion Height (ft.):	<b>2.0</b>	<b>2.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>401.7</b>	<b>216.5</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>One</b>	
	Average Height (ft.):	<b>10.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>7</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>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>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

Castleton River

SGAT Version: 3

Reach: **T02.09-s1.04 -C**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>		4.4	Number of Debris Jams:	<b>5</b>
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	<b>0</b>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>	4.9	Beaver Dams:	<b>0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>		Affected length:	<b>0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>		Flood Chutes:	<b>0</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>330.2</b>	<b>94.6</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>1.2</b>	<b>2.0</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>None</b>	<b>None</b>		Steep Riffles:	<b>0</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>	5.4	Animal Crossings:	<b>Yes</b>
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	<b>None</b>			Straightening:	<b>None</b>
	Average Height (ft.):				Dredging:	<b>None</b>
	Gullies:	<b>None</b>				
	Average Height (ft.):					



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.08-s1.05 -F**

<u>Step</u>	<u>Description</u>	<u>Value</u>	<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>	4.4	Number of Debris Jams:	<b>0</b>
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.7	Stormwater Inputs	<b>1</b>
	Berm Length (ft.):	<b>0.0</b>	4.9	Beaver Dams:	<b>0</b>
	Path Length (ft.):	<b>0.0</b>		Affected length:	<b>0</b>
	Road Length (ft.):	<b>0.0</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>		Flood Chutes:	<b>1</b>
	Development Length:	<b>0.0</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>0.0</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>0.0</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>None</b>		Steep Riffles:	<b>0</b>
	Revetment length:	<b>0.0</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		5.4	Animal Crossings:	<b>No</b>
3.3	<u>Riparian Corridor</u>		5.5	Channel Alterations	
	Mass Failures:	<b>None</b>		Straightening:	<b>Straightening</b>
	Average Height (ft.):	<b>0.0</b>		Dredging:	<b>Dredging</b>
	Gullies:	<b>None</b>			
	Average Height (ft.):	<b>0.0</b>			



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Castleton River

SGAT Version: 3

Reach: **T02.06 -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>475.4</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>212.6</b>	<b>101.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>1,972.3</b>	<b>1,047.0</b>
	Erosion Height (ft.):	<b>4.0</b>	<b>4.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>292.7</b>	<b>813.3</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>7</b>
4.7	Stormwater Inputs	<b>0</b>
4.9	Beaver Dams:	<b>2</b>
	Affected length:	<b>550</b>
5.2	Migration Features	
	Flood Chutes:	<b>2</b>
	Neck Cutoffs:	<b>1</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>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.08-s1.01 -C**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>		4.4	Number of Debris Jams:	<b>2</b>
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	<b>2</b>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>	4.9	Beaver Dams:	<b>0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>		Affected length:	<b>0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>		Flood Chutes:	<b>0</b>
	Development Length:	<b>283.4</b>	<b>0.0</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>0.0</b>	<b>0.0</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>0.0</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>None</b>	<b>None</b>		Steep Riffles:	<b>0</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>			5.4	Animal Crossings:	<b>No</b>
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	<b>None</b>			Straightening:	<b>None</b>
	Average Height (ft.):	<b>0.0</b>			Dredging:	<b>None</b>
	Gullies:	<b>None</b>				
	Average Height (ft.):	<b>0.0</b>				



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.09-s1.05 -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>278.8</b>	<b>306.3</b>
	Erosion Height (ft.):	<b>1.8</b>	<b>1.7</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>81.9</b>	<b>37.5</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>1</b>
4.7	Stormwater Inputs	<b>0</b>
4.9	Beaver Dams:	<b>1</b>
	Affected length:	<b>200</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>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.11-s1.04 -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>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>35.1</b>	<b>15.9</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>68.3</b>	<b>0.0</b>
	Erosion Height (ft.):	<b>4.7</b>	<b>0.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>26.8</b>	<b>17.3</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>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>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>0</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



# Stream Geomorphic Assessment

Agency of Natural Resources



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June, 17 2026

## Phase 2 - FIT - Legacy Data Report

## Castleton River

SGAT Version: 3

Reach: **T02.09-s1.02 -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>1,322.1</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>496.6</b> <b>684.4</b>
	Erosion Height (ft.):	<b>1.6</b> <b>2.0</b>
	Revetment Type:	<b>Rip-Rap</b> <b>None</b>
	Revetment length:	<b>49.3</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>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>10</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>1</b>
	Channel Avulsions:	<b>1</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>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



# Stream Geomorphic Assessment

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## Phase 2 - FIT - Legacy Data Report

## Castleton River

SGAT Version: 3

Reach: **T02.04 -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>979.3</b>	<b>340.4</b>
	Railroad Lenth (ft.):	<b>2,582.2</b>	<b>0.0</b>
	Development Length:	<b>507.8</b>	<b>407.5</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>65.8</b>	<b>76.0</b>
	Erosion Height (ft.):	<b>5.0</b>	<b>4.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>805.7</b>	<b>266.7</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>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>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>Straightening</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.08-s1.01 -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>44.6</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>479.5</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>42.4</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>73.4</b>	<b>71.6</b>
	Erosion Height (ft.):	<b>1.0</b>	<b>3.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>16.9</b>	<b>92.6</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>0</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>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>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.09 -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>373.7</b>
	Railroad Lenth (ft.):	<b>386.7</b>	<b>0.0</b>
	Development Length:	<b>1,140.1</b>	<b>309.4</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>945.8</b>	<b>880.7</b>
	Erosion Height (ft.):	<b>2.9</b>	<b>3.1</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>96.5</b>	<b>434.9</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>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>0</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>1</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>1</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: **T02.09-s1.01 -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>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>14.7</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>1,605.8</b>	<b>0.0</b>
	Development Length:	<b>748.2</b>	<b>708.2</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>183.5</b>	<b>489.3</b>
	Erosion Height (ft.):	<b>5.0</b>	<b>4.3</b>
	Revetment Type:	<b>Multiple</b>	<b>Hard Bank</b>
	Revetment length:	<b>1,842.0</b>	<b>502.8</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>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>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>1</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

Castleton River

SGAT Version: 3

Reach: **T02.08-s1.05 -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>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>10.0</b>	<b>157.7</b>
	Erosion Height (ft.):	<b>2.0</b>	<b>2.0</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>		
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>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>1</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>Straightening</b>
	Dredging:	<b>Dredging</b>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: T02.01 -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>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>283.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>307.1</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>124.1</b>	<b>114.6</b>
	Erosion Height (ft.):	<b>8.0</b>	<b>16.0</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>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>15.5</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>1</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>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>0</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.05 -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>3,461.4</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>2,121.7</b>	<b>1,849.7</b>
	Erosion Height (ft.):	<b>3.8</b>	<b>3.5</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>51.8</b>	<b>407.0</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>15</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>2</b>
	Neck Cutoffs:	<b>1</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>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.11-s1.04 -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>72.7</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>70.3</b>	<b>33.4</b>
	Erosion Height (ft.):	<b>2.0</b>	<b>2.5</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>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>6.0</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>7</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>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Dredging:	<b>None</b>



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Castleton River

SGAT Version: 3

Reach: **T02.07 -0**

<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:	



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.08 -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>1,324.6</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>923.5</b>	<b>57.5</b>
	Railroad Lenth (ft.):	<b>2,890.5</b>	<b>0.0</b>
	Development Length:	<b>54.9</b>	<b>223.9</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>1,235.0</b>	<b>1,611.2</b>
	Erosion Height (ft.):	<b>3.4</b>	<b>3.4</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>958.9</b>	<b>580.9</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	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	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>8</b>
	Neck Cutoffs:	<b>2</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>1</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>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.08 -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>1,324.6</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>923.5</b>	<b>57.5</b>
	Railroad Lenth (ft.):	<b>2,890.5</b>	<b>0.0</b>
	Development Length:	<b>54.9</b>	<b>223.9</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>1,235.0</b>	<b>1,611.2</b>
	Erosion Height (ft.):	<b>3.4</b>	<b>3.4</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>958.9</b>	<b>580.9</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	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	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>8</b>
	Neck Cutoffs:	<b>2</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>1</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>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.08 -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>1,324.6</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>923.5</b>	<b>57.5</b>
	Railroad Lenth (ft.):	<b>2,890.5</b>	<b>0.0</b>
	Development Length:	<b>54.9</b>	<b>223.9</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>1,235.0</b>	<b>1,611.2</b>
	Erosion Height (ft.):	<b>3.4</b>	<b>3.4</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>958.9</b>	<b>580.9</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	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	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>8</b>
	Neck Cutoffs:	<b>2</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>1</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>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.02 -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>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>353.1</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>2,256.5</b>	<b>1,869.3</b>
	Erosion Height (ft.):	<b>9.9</b>	<b>21.0</b>
	Revetment Type:	<b>None</b>	<b>Rip-Rap</b>
	Revetment length:	<b>0.0</b>	<b>85.9</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>26.0</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>2</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>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>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>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.02 -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>598.5</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>1,132.3</b>	<b>446.1</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>1,740.5</b>	<b>1,433.7</b>
	Erosion Height (ft.):	<b>23.3</b>	<b>33.6</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Multiple</b>
	Revetment length:	<b>352.5</b>	<b>823.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>36.1</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>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>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>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.08-s1.05 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>		4.4	Number of Debris Jams:	<b>3</b>
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	<b>0</b>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>	4.9	Beaver Dams:	<b>0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>		Affected length:	<b>0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>		Flood Chutes:	<b>2</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>0.0</b>	<b>49.3</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>4.0</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>None</b>	<b>None</b>		Steep Riffles:	<b>0</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>			5.4	Animal Crossings:	<b>Yes</b>
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	<b>None</b>			Straightening:	<b>None</b>
	Average Height (ft.):	<b>0.0</b>			Dredging:	<b>None</b>
	Gullies:	<b>None</b>				
	Average Height (ft.):	<b>0.0</b>				



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.08-s1.05 -C**

<u>Step</u>	<u>Description</u>	<u>Value</u>	<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>	4.4	Number of Debris Jams:	<b>0</b>
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.7	Stormwater Inputs	<b>1</b>
	Berm Length (ft.):	<b>0.0</b>	4.9	Beaver Dams:	<b>0</b>
	Path Length (ft.):	<b>0.0</b>		Affected length:	<b>0</b>
	Road Length (ft.):	<b>0.0</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>		Flood Chutes:	<b>1</b>
	Development Length:	<b>0.0</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>0.0</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>0.0</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>None</b>		Steep Riffles:	<b>0</b>
	Revetment length:	<b>0.0</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		5.4	Animal Crossings:	<b>No</b>
3.3	<u>Riparian Corridor</u>		5.5	Channel Alterations	
	Mass Failures:	<b>None</b>		Straightening:	<b>None</b>
	Average Height (ft.):	<b>0.0</b>		Dredging:	<b>None</b>
	Gullies:	<b>None</b>			
	Average Height (ft.):	<b>0.0</b>			



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.11 -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>1,429.4</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>640.5</b>	<b>519.0</b>
	Railroad Lenth (ft.):	<b>993.7</b>	<b>0.0</b>
	Development Length:	<b>170.5</b>	<b>85.6</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>218.1</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>1,372.1</b>	<b>1,366.9</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>One</b>	
	Average Height (ft.):	<b>15.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.7	Stormwater Inputs	<b>1</b>
4.9	Beaver Dams:	<b>2</b>
	Affected length:	<b>500</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>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>Gravel Mining</b>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.11 -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>5,534.5</b>	<b>304.4</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>341.1</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>1,752.7</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>258.2</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>226.2</b>	<b>548.8</b>
	Erosion Height (ft.):	<b>2.0</b>	<b>2.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>639.4</b>	<b>432.0</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>12</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>6</b>
	Neck Cutoffs:	<b>2</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>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>Gravel Mining</b>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.11-s1.04 -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>558.3</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>24.2</b>	<b>68.6</b>
	Erosion Height (ft.):	<b>3.0</b>	<b>1.5</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>		
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>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>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>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.08-s1.03 -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>110.5</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>14.0</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>142.1</b>	<b>0.0</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>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>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>1</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>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.11-s1.01 -0**

<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>1,307.9</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>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>		
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>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>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>Dredging, Gravel Mining, Gravel Mining</b>



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Castleton River

SGAT Version: 3

Reach: **T02.09-s1.04 -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>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>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

## Castleton River

SGAT Version: 3

Reach: **T02.09-s1.04 -E**

<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>526.8</b>	<b>250.6</b>
	Erosion Height (ft.):	<b>4.0</b>	<b>4.4</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>None</b>
	Revetment length:	<b>21.5</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>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>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>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



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Castleton River

SGAT Version: 3

Reach: **T02.09-s1.01 -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>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>1,402.1</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>86.1</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>147.0</b>	<b>57.7</b>
	Erosion Height (ft.):	<b>5.0</b>	<b>2.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>56.5</b>	<b>252.6</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>2</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>2</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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Castleton River

SGAT Version: 3

Reach: **T02.11-s1.04 -C**

<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>32.9</b>	<b>26.4</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>0.0</b>	<b>20.8</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>1.0</b>
	Revetment Type:	<b>Hard Bank</b>	<b>Hard Bank</b>
	Revetment length:	<b>14.6</b>	<b>15.5</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>6</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>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>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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Castleton River

SGAT Version: 3

Reach: **T02.11-s1.02 -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>74.4</b>	<b>0.0</b>
	Road Length (ft.):	<b>56.7</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>226.4</b>	<b>141.6</b>
	Erosion Height (ft.):	<b>2.8</b>	<b>3.0</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>		
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>7</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>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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Reach: **T02.08-s1.04 -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>217.9</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>0.0</b>	<b>56.6</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>37.0</b>	<b>0.0</b>
	Erosion Height (ft.):	<b>2.0</b>	<b>0.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>28.1</b>	<b>82.7</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>7</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>1</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>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



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Castleton River

SGAT Version: 3

Reach: **T02.08-s1.02 -0**

<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>985.7</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>1,100.9</b>	<b>0.0</b>
	Development Length:	<b>1,126.4</b>	<b>95.2</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>189.5</b>	<b>340.4</b>
	Erosion Height (ft.):	<b>5.2</b>	<b>4.4</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>2,382.1</b>	<b>437.5</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>12.0</b>	
	Gullies:	<b>One</b>	
	Average Height (ft.):	<b>12.0</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>6</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>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>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>Dredging</b>



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SGAT Version: **3**

Reach: **T02.12 -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>4,023.4</b>	<b>683.6</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>2,897.9</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>51.5</b>	<b>461.9</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>59.2</b>	<b>197.1</b>
	Erosion Height (ft.):	<b>2.0</b>	<b>1.2</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>260.3</b>	<b>226.3</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>8</b>
4.7	Stormwater Inputs	<b>3</b>
4.9	Beaver Dams:	<b>2</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>2</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>Dredging</b>



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Castleton River

SGAT Version: 3

Reach: **T02.09-s1.04 -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>0.0</b>	<b>626.1</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>254.4</b>	<b>336.6</b>
	Erosion Height (ft.):	<b>3.0</b>	<b>3.0</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>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>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>With Windrowing</b>
	Dredging:	<b>Dredging</b>



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SGAT Version: 3

Reach: **T02.03 -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>517.4</b>	<b>1,013.6</b>
	Railroad Lenth (ft.):	<b>907.1</b>	<b>0.0</b>
	Development Length:	<b>242.2</b>	<b>1,717.5</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>Multiple</b>	<b>Multiple</b>
	Revetment length:	<b>1,012.9</b>	<b>1,063.6</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>3</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>None</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.09 -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>432.7</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>401.7</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>792.1</b>	<b>0.0</b>
	Development Length:	<b>715.9</b>	<b>238.6</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>487.4</b>	<b>327.5</b>
	Erosion Height (ft.):	<b>5.7</b>	<b>4.2</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>1,231.5</b>	<b>749.4</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>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>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>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.11-s1.02 -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>199.8</b>	<b>273.7</b>
	Path Length (ft.):	<b>410.4</b>	<b>0.0</b>
	Road Length (ft.):	<b>385.2</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>27.1</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>76.4</b>	<b>120.9</b>
	Erosion Height (ft.):	<b>4.0</b>	<b>3.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>27.9</b>	<b>28.0</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>1</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>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>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>Dredging</b>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.08-s1.04 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>	4.4	Number of Debris Jams:	<b>2</b>
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.7	Stormwater Inputs	<b>0</b>
	Berm Length (ft.):	<b>0.0</b>	4.9	Beaver Dams:	<b>0</b>
	Path Length (ft.):	<b>0.0</b>		Affected length:	<b>0</b>
	Road Length (ft.):	<b>0.0</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>		Flood Chutes:	<b>0</b>
	Development Length:	<b>0.0</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>0.0</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>0.0</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>None</b>		Steep Riffles:	<b>0</b>
	Revetment length:	<b>0.0</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		5.4	Animal Crossings:	<b>No</b>
3.3	<u>Riparian Corridor</u>		5.5	Channel Alterations	
	Mass Failures:	<b>None</b>		Straightening:	<b>None</b>
	Average Height (ft.):	<b>0.0</b>		Dredging:	<b>None</b>
	Gullies:	<b>None</b>			
	Average Height (ft.):	<b>0.0</b>			



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.08-s1.04 -C**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	<b>None</b>		4.4	Number of Debris Jams:	<b>2</b>
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	<b>0</b>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>	4.9	Beaver Dams:	<b>0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>		Affected length:	<b>0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>	5.2	Migration Features	
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>		Flood Chutes:	<b>0</b>
	Development Length:	<b>0.0</b>	<b>0.0</b>		Neck Cutoffs:	<b>0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	<b>0</b>
	Erosion Length (ft.):	<b>0.0</b>	<b>0.0</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>0.0</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>None</b>	<b>None</b>		Steep Riffles:	<b>0</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>		Head Cuts:	<b>0</b>
3.2	<u>Buffer Less Than 25 ft.</u>			5.4	Animal Crossings:	<b>Yes</b>
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	<b>None</b>			Straightening:	<b>None</b>
	Average Height (ft.):	<b>0.0</b>			Dredging:	<b>None</b>
	Gullies:	<b>None</b>				
	Average Height (ft.):	<b>0.0</b>				



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.08-s1.01 -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>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>375.9</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>136.1</b>	<b>276.8</b>
	Erosion Height (ft.):	<b>1.0</b>	<b>1.0</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>		
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>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>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>1</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>



# Stream Geomorphic Assessment

Agency of Natural Resources



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## Phase 2 - FIT - Legacy Data Report

## Castleton River

SGAT Version: 3

Reach: **T02.08-s1.01 -E**

<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>0.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>168.0</b>	<b>0.0</b>
	Development Length:	<b>57.0</b>	<b>63.3</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>302.8</b>	<b>23.8</b>
	Erosion Height (ft.):	<b>4.1</b>	<b>3.6</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>38.5</b>	<b>38.7</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>8</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>1</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>Straightening</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.09-s1.02 -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>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>90.9</b>	<b>23.4</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>1</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>



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

Reach: **T02.08-s1.01 -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>156.3</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>432.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>111.4</b>	<b>94.2</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>Rip-Rap</b>
	Revetment length:	<b>49.5</b>	<b>225.0</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>1</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>Straightening</b>
	Dredging:	<b>Dredging</b>