



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:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	70.3	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	327.8	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	88.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	89.6	172.7
	Erosion Height (ft.):	2.0	2.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	242.9	48.1
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	2
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	6
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Castleton River

SGAT Version: 3

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

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

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	3
4.7	Stormwater Inputs	5
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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



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Reach: **T02.10 -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.):	140.2	500.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	354.7	184.2
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	723.6	250.7
	Erosion Height (ft.):	2.0	2.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	401.7	216.5
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	One	
	Average Height (ft.):	10.0	
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	7
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	2
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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



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Castleton River

SGAT Version: 3

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

<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	122.0
	Erosion Height (ft.):	0.0	3.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	Dredging



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SGAT Version: 3

Reach: **T02.04 -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.):	979.3	340.4
	Railroad Lenth (ft.):	2,582.2	0.0
	Development Length:	507.8	407.5
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	65.8	76.0
	Erosion Height (ft.):	5.0	4.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	805.7	266.7
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	2
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Castleton River

SGAT Version: 3

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

<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.):	44.6	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	479.5	0.0
	Development Length:	0.0	42.4
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	73.4	71.6
	Erosion Height (ft.):	1.0	3.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	16.9	92.6
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Castleton River

SGAT Version: 3

Reach: **T02.09 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	373.7
	Railroad Lenth (ft.):	386.7	0.0
	Development Length:	1,140.1	309.4
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	945.8	880.7
	Erosion Height (ft.):	2.9	3.1
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	96.5	434.9
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	6
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	6
	Neck Cutoffs:	1
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	1
	Head Cuts:	1
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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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:	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.):	14.7	0.0
	Railroad Lenth (ft.):	1,605.8	0.0
	Development Length:	748.2	708.2
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	183.5	489.3
	Erosion Height (ft.):	5.0	4.3
	Revetment Type:	Multiple	Hard Bank
	Revetment length:	1,842.0	502.8
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	2
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	1
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Castleton River

SGAT Version: 3

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

<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.):	10.0	157.7
	Erosion Height (ft.):	2.0	2.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	1
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	1
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	Dredging



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Castleton River

SGAT Version: 3

Reach: **T02.01 -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.):	283.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	307.1
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	124.1	114.6
	Erosion Height (ft.):	8.0	16.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	Multiple	
	Average Height (ft.):	15.5	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	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:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	Yes	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	1,307.9	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	0.0
	Erosion Height (ft.):	0.0	0.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	Dredging, Gravel Mining, Gravel Mining



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Castleton River

SGAT Version: 3

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

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



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Castleton River

SGAT Version: 3

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

<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.):	526.8	250.6
	Erosion Height (ft.):	4.0	4.4
	Revetment Type:	Rip-Rap	None
	Revetment length:	21.5	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	4
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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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:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	1,402.1	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	86.1
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	147.0	57.7
	Erosion Height (ft.):	5.0	2.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	56.5	252.6
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	2
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	2
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



Phase 2 - FIT - Legacy Data Report

Castleton River

SGAT Version: 3

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

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	32.9	26.4
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	20.8
	Erosion Height (ft.):	0.0	1.0
	Revetment Type:	Hard Bank	Hard Bank
	Revetment length:	14.6	15.5
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	6
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Castleton River

SGAT Version: 3

Reach: **T02.05 -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.):	3,461.4	0.0
	Development Length:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	2,121.7	1,849.7
	Erosion Height (ft.):	3.8	3.5
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	51.8	407.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	One	
	Average Height (ft.):	25.0	
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	15
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	1
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Castleton River

SGAT Version: 3

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

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	72.7
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	70.3	33.4
	Erosion Height (ft.):	2.0	2.5
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	Multiple	
	Average Height (ft.):	6.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	7
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	4
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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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:	



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Reach: **T02.08 -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.):	1,324.6	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	923.5	57.5
	Railroad Lenth (ft.):	2,890.5	0.0
	Development Length:	54.9	223.9
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	1,235.0	1,611.2
	Erosion Height (ft.):	3.4	3.4
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	958.9	580.9
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	4
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	8
	Neck Cutoffs:	2
	Channel Avulsions:	0
	Braiding:	1
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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SGAT Version: 3

Reach: **T02.08 -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.):	1,324.6	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	923.5	57.5
	Railroad Lenth (ft.):	2,890.5	0.0
	Development Length:	54.9	223.9
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	1,235.0	1,611.2
	Erosion Height (ft.):	3.4	3.4
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	958.9	580.9
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	4
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	8
	Neck Cutoffs:	2
	Channel Avulsions:	0
	Braiding:	1
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Castleton River

SGAT Version: 3

Reach: **T02.08 -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.):	1,324.6	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	923.5	57.5
	Railroad Lenth (ft.):	2,890.5	0.0
	Development Length:	54.9	223.9
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	1,235.0	1,611.2
	Erosion Height (ft.):	3.4	3.4
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	958.9	580.9
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	4
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	8
	Neck Cutoffs:	2
	Channel Avulsions:	0
	Braiding:	1
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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SGAT Version: 3

Reach: **T02.02 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	353.1	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	2,256.5	1,869.3
	Erosion Height (ft.):	9.9	21.0
	Revetment Type:	None	Rip-Rap
	Revetment length:	0.0	85.9
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	Multiple	
	Average Height (ft.):	26.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	2
4.7	Stormwater Inputs	2
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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SGAT Version: 3

Reach: **T02.02 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	598.5	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	1,132.3	446.1
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	1,740.5	1,433.7
	Erosion Height (ft.):	23.3	33.6
	Revetment Type:	Rip-Rap	Multiple
	Revetment length:	352.5	823.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	Multiple	
	Average Height (ft.):	36.1	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	4
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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



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



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Castleton River

SGAT Version: 3

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

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	375.9	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	136.1	276.8
	Erosion Height (ft.):	1.0	1.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	5
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	1
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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Castleton River

SGAT Version: 3

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

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	Yes	
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.):	168.0	0.0
	Development Length:	57.0	63.3
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	302.8	23.8
	Erosion Height (ft.):	4.1	3.6
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	38.5	38.7
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	8
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	3
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	1
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	1
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Castleton River

SGAT Version: 3

Reach: T02.09-s1.02 -A

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None		4.4	Number of Debris Jams:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	0
	Berm Length (ft.):	0.0	0.0	4.9	Beaver Dams:	1
	Path Length (ft.):	0.0	0.0		Affected length:	0
	Road Length (ft.):	0.0	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0	0.0		Flood Chutes:	0
	Development Length:	90.9	23.4		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	0
	Erosion Length (ft.):	0.0	0.0		Braiding:	0
	Erosion Height (ft.):	0.0	0.0	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None	None		Steep Riffles:	0
	Revetment length:	0.0	0.0		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0	5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	None			Straightening:	None
	Average Height (ft.):				Dredging:	None
	Gullies:	None				
	Average Height (ft.):					



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SGAT Version: 3

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

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	156.3	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	432.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	111.4	94.2
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	0.0
	Erosion Height (ft.):	0.0	0.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	49.5	225.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	Dredging



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SGAT Version: 3

Reach: **T02.11-s1.02 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	74.4	0.0
	Road Length (ft.):	56.7	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.):	226.4	141.6
	Erosion Height (ft.):	2.8	3.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	7
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	4
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	217.9	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	56.6
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	37.0	0.0
	Erosion Height (ft.):	2.0	0.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	28.1	82.7
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	7
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	5
	Neck Cutoffs:	1
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	3
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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

<u>Step</u>	<u>Description</u>	<u>Value</u>	<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	Yes	4.4	Number of Debris Jams:	6
1.3	<u>Encroachments - Side</u>	<u>One</u>	4.7	Stormwater Inputs	5
	Berm Length (ft.):	0.0	4.9	Beaver Dams:	0
	Path Length (ft.):	0.0		Affected length:	0
	Road Length (ft.):	985.7	5.2	Migration Features	
	Railroad Lenth (ft.):	1,100.9		Flood Chutes:	3
	Development Length:	1,126.4		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>		Channel Avulsions:	0
	Erosion Length (ft.):	189.5		Braiding:	0
	Erosion Height (ft.):	5.2	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	Rip-Rap		Steep Riffles:	0
	Revetment length:	2,382.1		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>		5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>		5.5	Channel Alterations	
	Mass Failures:	One		Straightening:	Straightening
	Average Height (ft.):	12.0		Dredging:	Dredging
	Gullies:	One			
	Average Height (ft.):	12.0			



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SGAT Version: 3

Reach: **T02.12 -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.):	4,023.4	683.6
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	2,897.9	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	51.5	461.9
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	59.2	197.1
	Erosion Height (ft.):	2.0	1.2
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	260.3	226.3
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	8
4.7	Stormwater Inputs	3
4.9	Beaver Dams:	2
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	2
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	Dredging



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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:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	626.1
	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.):	254.4	336.6
	Erosion Height (ft.):	3.0	3.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	With Windrowing
	Dredging:	Dredging



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Reach: **T02.03 -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.):	517.4	1,013.6
	Railroad Lenth (ft.):	907.1	0.0
	Development Length:	242.2	1,717.5
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	0.0
	Erosion Height (ft.):	0.0	0.0
	Revetment Type:	Multiple	Multiple
	Revetment length:	1,012.9	1,063.6
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	3
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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SGAT Version: 3

Reach: **T02.09 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	<u>Value</u>
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	432.7	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	401.7	0.0
	Railroad Lenth (ft.):	792.1	0.0
	Development Length:	715.9	238.6
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	487.4	327.5
	Erosion Height (ft.):	5.7	4.2
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	1,231.5	749.4
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	2
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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SGAT Version: 3

Reach: **T02.11-s1.02 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	Yes	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	199.8	273.7
	Path Length (ft.):	410.4	0.0
	Road Length (ft.):	385.2	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	27.1
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	76.4	120.9
	Erosion Height (ft.):	4.0	3.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	27.9	28.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	Dredging



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SGAT Version: 3

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

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	49.3
	Erosion Height (ft.):	0.0	4.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	3
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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SGAT Version: 3

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

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	9.7
	Erosion Height (ft.):	0.0	3.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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Reach: **T02.11 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	1,429.4	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	640.5	519.0
	Railroad Lenth (ft.):	993.7	0.0
	Development Length:	170.5	85.6
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	218.1	0.0
	Erosion Height (ft.):	3.0	0.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	1,372.1	1,366.9
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	One	
	Average Height (ft.):	15.0	
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	2
	Affected length:	500
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	Gravel Mining



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Reach: **T02.11 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	5,534.5	304.4
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	341.1	0.0
	Railroad Lenth (ft.):	1,752.7	0.0
	Development Length:	0.0	258.2
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	226.2	548.8
	Erosion Height (ft.):	2.0	2.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	639.4	432.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	12
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	6
	Neck Cutoffs:	2
	Channel Avulsions:	1
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	2
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	Gravel Mining



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

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	Yes	
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.):	558.3	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.):	24.2	68.6
	Erosion Height (ft.):	3.0	1.5
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	6
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	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:	2
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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Reach: **T02.08-s1.03 -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.):	110.5	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	14.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	0.0
	Erosion Height (ft.):	0.0	0.0
	Revetment Type:	Rip-Rap	None
	Revetment length:	142.1	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	5
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	1
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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Reach: **T02.06 -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.):	475.4	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	212.6	101.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	1,972.3	1,047.0
	Erosion Height (ft.):	4.0	4.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	292.7	813.3
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	7
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	2
	Affected length:	550
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	1
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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SGAT Version: 3

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

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	283.4	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	0.0
	Erosion Height (ft.):	0.0	0.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	2
4.7	Stormwater Inputs	2
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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Reach: **T02.09-s1.05 -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.):	278.8	306.3
	Erosion Height (ft.):	1.8	1.7
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	81.9	37.5
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	1
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	1
	Affected length:	200
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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SGAT Version: 3

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

<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:	35.1	15.9
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	68.3	0.0
	Erosion Height (ft.):	4.7	0.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	26.8	17.3
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):	0.0	
	Gullies:	None	
	Average Height (ft.):	0.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	5
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	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:	0
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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SGAT Version: 3

Reach: **T02.09-s1.02 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	0.0 0.0
	Path Length (ft.):	0.0 0.0
	Road Length (ft.):	1,322.1 0.0
	Railroad Lenth (ft.):	0.0 0.0
	Development Length:	53.7 0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	496.6 684.4
	Erosion Height (ft.):	1.6 2.0
	Revetment Type:	Rip-Rap None
	Revetment length:	49.3 0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0 0
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	One
	Average Height (ft.):	20.0
	Gullies:	None
	Average Height (ft.):	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	10
4.7	Stormwater Inputs	1
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	2
	Neck Cutoffs:	1
	Channel Avulsions:	1
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	1
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None