



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: T1.01 -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>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>599.0</b>	<b>338.2</b>
	Erosion Height (ft.):	<b>6.8</b>	<b>5.8</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>29.9</b>	<b>44.1</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>174</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>3</b>
4.7	Stormwater Inputs	
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>2</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>2</b>
	Head Cuts:	<b>2</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

White River - Third Branch

SGAT Version: 3

Reach: **T1.04 -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>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>201.9</b>	<b>179.4</b>
	Erosion Height (ft.):	<b>4.7</b>	<b>4.0</b>
	Revetment Type:	<b>None</b>	<b>None</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>12.5</b>	
	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	
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>2</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>



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **M01-S3.03 -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>498.2</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>146.3</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>110.4</b>	<b>259.0</b>
	Erosion Height (ft.):	<b>3.5</b>	<b>4.4</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>Multiple</b>	
	Average Height (ft.):	<b>11.9</b>	
	Gullies:	<b>Multiple</b>	
	Average Height (ft.):	<b>4.3</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>11</b>
4.7	Stormwater Inputs	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>15</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>4</b>
	Braiding:	<b>1</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>6</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>



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **M01-S3.03 -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>498.2</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>146.3</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>110.4</b>	<b>259.0</b>
	Erosion Height (ft.):	<b>3.5</b>	<b>4.4</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>Multiple</b>	
	Average Height (ft.):	<b>11.9</b>	
	Gullies:	<b>Multiple</b>	
	Average Height (ft.):	<b>4.3</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>11</b>
4.7	Stormwater Inputs	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>15</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>4</b>
	Braiding:	<b>1</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>6</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>



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **M01-S3.03 -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>498.2</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>146.3</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>110.4</b>	<b>259.0</b>
	Erosion Height (ft.):	<b>3.5</b>	<b>4.4</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>Multiple</b>	
	Average Height (ft.):	<b>11.9</b>	
	Gullies:	<b>Multiple</b>	
	Average Height (ft.):	<b>4.3</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>11</b>
4.7	Stormwater Inputs	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>15</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>4</b>
	Braiding:	<b>1</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>6</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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White River - Third Branch

SGAT Version: 3

Reach: **T2.02 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>5,366.5</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>298.8</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>3,309.1</b>	<b>2,652.1</b>
	Erosion Height (ft.):	<b>4.7</b>	<b>5.9</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>533.0</b>	<b>477.2</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>20.0</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>4</b>
4.9	Beaver Dams:	<b>1</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>4</b>
	Neck Cutoffs:	<b>3</b>
	Channel Avulsions:	<b>1</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **T2.04 -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>448.3</b>	<b>553.1</b>
	Erosion Height (ft.):	<b>4.4</b>	<b>3.3</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>247.8</b>	<b>378.5</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>30.0</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>4</b>
4.7	Stormwater Inputs	<b>0</b>
4.9	Beaver Dams:	<b>1</b>
	Affected length:	<b>294</b>
5.2	Migration Features	
	Flood Chutes:	<b>8</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

White River - Third Branch

SGAT Version: 3

Reach: **M01-S3.03 -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>439.5</b>	<b>0.0</b>
	Road Length (ft.):	<b>13.8</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>372.5</b>	<b>92.5</b>
	Erosion Height (ft.):	<b>4.6</b>	<b>6.1</b>
	Revetment Type:	<b>None</b>	<b>None</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>17.1</b>	
	Gullies:	<b>One</b>	
	Average Height (ft.):	<b>3.0</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>24</b>
4.7	Stormwater Inputs	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>24</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>2</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>8</b>
	Head Cuts:	<b>2</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>With Windrowing</b>
	Dredging:	<b>None</b>





Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **M01-S3.03 -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>8</b>
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	
	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>9</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>2</b>
	Erosion Length (ft.):	<b>57.2</b>	<b>122.3</b>		Braiding:	<b>0</b>
	Erosion Height (ft.):	<b>2.3</b>	<b>3.5</b>	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	<b>None</b>	<b>None</b>		Steep Riffles:	<b>5</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>		Head Cuts:	<b>1</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>	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.):				Dredging:	<b>None</b>
	Gullies:	<b>None</b>				
	Average Height (ft.):					



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **M01-S3.02 -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>869.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>2,499.1</b>	<b>822.4</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>851.1</b>	<b>1,717.8</b>
	Erosion Height (ft.):	<b>5.5</b>	<b>4.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>None</b>
	Revetment length:	<b>345.9</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>1173</b>	<b>371</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>16.8</b>	
	Gullies:	<b>Multiple</b>	
	Average Height (ft.):	<b>5.0</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>19</b>
4.7	Stormwater Inputs	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>38</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>8</b>
	Braiding:	<b>2</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>22</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

White River - Third Branch

SGAT Version: 3

Reach: T1.01 -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>309.7</b> <b>0.0</b>
	Path Length (ft.):	<b>0.0</b> <b>0.0</b>
	Road Length (ft.):	<b>168.0</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>1,153.5</b> <b>0.0</b>
	Development Length:	<b>232.0</b> <b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>1,192.3</b> <b>880.9</b>
	Erosion Height (ft.):	<b>4.2</b> <b>5.8</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length:	<b>361.2</b> <b>26.6</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>973</b> <b>2843</b>
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	<b>Multiple</b>
	Average Height (ft.):	<b>60.0</b>
	Gullies:	<b>None</b>
	Average Height (ft.):	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>3</b>
4.7	Stormwater Inputs	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>12</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>2</b>
	Braiding:	<b>6</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>8</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>With Windrowing</b>
	Dredging:	<b>None</b>



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White River - Third Branch

SGAT Version: 3

Reach: **T1.02 -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>91.1</b> <b>0.0</b>
	Path Length (ft.):	<b>0.0</b> <b>0.0</b>
	Road Length (ft.):	<b>2,271.0</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>1,278.7</b> <b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>1,749.2</b> <b>933.2</b>
	Erosion Height (ft.):	<b>5.6</b> <b>6.1</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length:	<b>943.6</b> <b>612.4</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>2800</b> <b>1130</b>
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	<b>Multiple</b>
	Average Height (ft.):	<b>32.5</b>
	Gullies:	<b>Multiple</b>
	Average Height (ft.):	<b>6.5</b>

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>5</b>
4.7	Stormwater Inputs	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>10</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>2</b>
	Braiding:	<b>6</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>3</b>
	Head Cuts:	<b>16</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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White River - Third Branch

SGAT Version: 3

Reach: **T1.02 -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>91.1</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>2,271.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>1,278.7</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>1,749.2</b>	<b>933.2</b>
	Erosion Height (ft.):	<b>5.6</b>	<b>6.1</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>943.6</b>	<b>612.4</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>2800</b>	<b>1130</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>32.5</b>	
	Gullies:	<b>Multiple</b>	
	Average Height (ft.):	<b>6.5</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>5</b>
4.7	Stormwater Inputs	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>10</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>2</b>
	Braiding:	<b>6</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>3</b>
	Head Cuts:	<b>16</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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White River - Third Branch

SGAT Version: 3

Reach: **M01-S3.01 -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>90.3</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>440.8</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>705.7</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>358.0</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>3.8</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>465.8</b>	<b>248.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>1335</b>	<b>407</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	
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>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>With Windrowing</b>
	Dredging:	<b>None</b>



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White River - Third Branch

SGAT Version: 3

Reach: **M01-S3.01 -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>90.3</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>440.8</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>705.7</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>358.0</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>3.8</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>465.8</b>	<b>248.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>1335</b>	<b>407</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	
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>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>With Windrowing</b>
	Dredging:	<b>None</b>



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White River - Third Branch

SGAT Version: 3

Reach: **T2.01 -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>0.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>234.9</b>	<b>726.7</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>722.7</b>	<b>841.9</b>
	Erosion Height (ft.):	<b>4.5</b>	<b>4.4</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>708.3</b>	<b>363.5</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>0</b>
4.7	Stormwater Inputs	<b>1</b>
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>1</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>





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White River - Third Branch

SGAT Version: 3

Reach: **T2.03 -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>2,501.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>59.1</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>1,022.1</b>	<b>1,076.7</b>
	Erosion Height (ft.):	<b>3.6</b>	<b>4.4</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>273.7</b>	<b>360.1</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>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>2</b>
	Affected length:	<b>250</b>
5.2	Migration Features	
	Flood Chutes:	<b>8</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>1</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>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>Gravel Mining</b>



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White River - Third Branch

SGAT Version: 3

Reach: **T1.02 -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>108.1</b> <b>0.0</b>
	Path Length (ft.):	<b>0.0</b> <b>0.0</b>
	Road Length (ft.):	<b>1,597.2</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>1,810.8</b> <b>148.8</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>504.5</b> <b>1,436.7</b>
	Erosion Height (ft.):	<b>5.5</b> <b>5.2</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length:	<b>1,241.0</b> <b>321.6</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>3629</b> <b>2059</b>
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	<b>Multiple</b>
	Average Height (ft.):	<b>24.4</b>
	Gullies:	<b>One</b>
	Average Height (ft.):	<b>8.0</b>

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</b>
4.7	Stormwater Inputs	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>11</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>1</b>
	Braiding:	<b>19</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>18</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>With Windrowing</b>
	Dredging:	<b>None</b>



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White River - Third Branch

SGAT Version: 3

Reach: **T1.02 -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>108.1</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>1,597.2</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>1,810.8</b>	<b>148.8</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>504.5</b>	<b>1,436.7</b>
	Erosion Height (ft.):	<b>5.5</b>	<b>5.2</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>1,241.0</b>	<b>321.6</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>3629</b>	<b>2059</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>24.4</b>	
	Gullies:	<b>One</b>	
	Average Height (ft.):	<b>8.0</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>1</b>
4.7	Stormwater Inputs	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>11</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>1</b>
	Braiding:	<b>19</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>18</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>With Windrowing</b>
	Dredging:	<b>None</b>



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White River - Third Branch

SGAT Version: 3

Reach: **T2.04 -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>761.3</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>0.0</b>	<b>217.6</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>42.6</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>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>0</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



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White River - Third Branch

SGAT Version: 3

Reach: T1.01 -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>122.9</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>331.8</b>	<b>605.3</b>
	Erosion Height (ft.):	<b>5.4</b>	<b>6.9</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>960</b>	<b>358</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>22.5</b>	
	Gullies:	<b>One</b>	
	Average Height (ft.):	<b>10.0</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>3</b>
4.7	Stormwater Inputs	
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>1</b>
	Braiding:	<b>3</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>3</b>
	Head Cuts:	<b>4</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>With Windrowing</b>
	Dredging:	<b>Gravel Mining</b>



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **T2.01 -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>0.0</b>	<b>110.4</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>437.3</b>	<b>61.6</b>
	Erosion Height (ft.):	<b>22.1</b>	<b>40.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>100.8</b>	<b>310.4</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>58.3</b>	
	Gullies:	<b>One</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>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>None</b>



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **T1.04 -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>74.2</b>	<b>0.0</b>
	Erosion Height (ft.):	<b>4.5</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>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>8</b>
4.7	Stormwater Inputs	
4.9	Beaver Dams:	<b>1</b>
	Affected length:	<b>500</b>
5.2	Migration Features	
	Flood Chutes:	<b>18</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>1</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>5</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

White River - Third Branch

SGAT Version: 3

Reach: **T2.01 -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>0.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>904.7</b>	<b>757.8</b>
	Erosion Height (ft.):	<b>7.0</b>	<b>7.4</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>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>Straightening</b>
	Dredging:	<b>None</b>





Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **T1.03 -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>2,224.5</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>949.0</b>	<b>476.7</b>
	Erosion Height (ft.):	<b>5.8</b>	<b>5.7</b>
	Revetment Type:	<b>None</b>	<b>None</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>23.2</b>	
	Gullies:	<b>One</b>	
	Average Height (ft.):	<b>8.0</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>26</b>
4.7	Stormwater Inputs	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>37</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>2</b>
	Braiding:	<b>5</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>7</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

White River - Third Branch

SGAT Version: 3

Reach: T1.03 -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>2,224.5</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>949.0</b>	<b>476.7</b>
	Erosion Height (ft.):	<b>5.8</b>	<b>5.7</b>
	Revetment Type:	<b>None</b>	<b>None</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>0</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>23.2</b>	
	Gullies:	<b>One</b>	
	Average Height (ft.):	<b>8.0</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>26</b>
4.7	Stormwater Inputs	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>37</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>2</b>
	Braiding:	<b>5</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>7</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

White River - Third Branch

SGAT Version: 3

Reach: **M02 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>1,282.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>1,357.4</b>	<b>310.1</b>
	Erosion Height (ft.):	<b>5.2</b>	<b>6.2</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>1,419.2</b>	<b>1,483.2</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>1531</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>Multiple</b>	
	Average Height (ft.):	<b>7.0</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.7	Stormwater Inputs	
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>1</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>3</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **M02 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>1,282.0</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>1,357.4</b>	<b>310.1</b>
	Erosion Height (ft.):	<b>5.2</b>	<b>6.2</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>1,419.2</b>	<b>1,483.2</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>0</b>	<b>1531</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):		
	Gullies:	<b>Multiple</b>	
	Average Height (ft.):	<b>7.0</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</b>
4.7	Stormwater Inputs	
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>1</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>3</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **M01-S3.03 -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>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	
4.9	Beaver Dams:	<b>3</b>
	Affected length:	<b>500</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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White River - Third Branch

SGAT Version: 3

Reach: **M01-S3.01 -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>406.1</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>4,256.4</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>2,796.9</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>536.9</b>	<b>1,291.3</b>
	Erosion Height (ft.):	<b>5.3</b>	<b>5.6</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>1,309.7</b>	<b>1,358.4</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>2872</b>	<b>1759</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>13.8</b>	
	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	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>5</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>3</b>
	Braiding:	<b>1</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>16</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>With Windrowing</b>
	Dredging:	<b>None</b>



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White River - Third Branch

SGAT Version: 3

Reach: **M01-S3.01 -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>406.1</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>4,256.4</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>2,796.9</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>536.9</b>	<b>1,291.3</b>
	Erosion Height (ft.):	<b>5.3</b>	<b>5.6</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>1,309.7</b>	<b>1,358.4</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>2872</b>	<b>1759</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>13.8</b>	
	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	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>5</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>3</b>
	Braiding:	<b>1</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>16</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>With Windrowing</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **M01 -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>57.7</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>2,625.2</b> <b>0.0</b>
	Development Length:	<b>4,617.8</b> <b>2,220.4</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>1,074.4</b> <b>2,682.7</b>
	Erosion Height (ft.):	<b>4.8</b> <b>6.6</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length:	<b>3,476.2</b> <b>1,593.1</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>4268</b> <b>2035</b>
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	<b>One</b>
	Average Height (ft.):	<b>30.0</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	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>5</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>2</b>
	Braiding:	<b>4</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>





Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **M01 -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>57.7</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>2,625.2</b> <b>0.0</b>
	Development Length:	<b>4,617.8</b> <b>2,220.4</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>1,074.4</b> <b>2,682.7</b>
	Erosion Height (ft.):	<b>4.8</b> <b>6.6</b>
	Revetment Type:	<b>Rip-Rap</b> <b>Rip-Rap</b>
	Revetment length:	<b>3,476.2</b> <b>1,593.1</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>4268</b> <b>2035</b>
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	<b>One</b>
	Average Height (ft.):	<b>30.0</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	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>5</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>2</b>
	Braiding:	<b>4</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>



# Stream Geomorphic Assessment

Agency of Natural Resources



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## Phase 2 - FIT - Legacy Data Report

## White River - Third Branch

SGAT Version: 3

Reach: **M01-S3.02 -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>1,872.2</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>1,558.5</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>484.3</b>	<b>1,048.6</b>
	Erosion Height (ft.):	<b>5.8</b>	<b>7.2</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>456.2</b>	<b>352.4</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>899</b>	<b>474</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>67.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>3</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>0</b>
	Channel Avulsions:	<b>1</b>
	Braiding:	<b>3</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>11</b>
	Head Cuts:	<b>2</b>
5.4	Animal Crossings:	<b>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>With Windrowing</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: T1.01 -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>611.8</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>372.0</b>	<b>0.0</b>
	Erosion Height (ft.):	<b>8.2</b>	<b>0.0</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>None</b>
	Revetment length:	<b>173.8</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>415</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>3</b>
4.7	Stormwater Inputs	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>7</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>1</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>With Windrowing</b>
	Dredging:	<b>Dredging</b>



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **T2.04 -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>906.1</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>38.9</b>	<b>79.5</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>4.8</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>296.2</b>	<b>489.2</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>1</b>
	Affected length:	<b>300</b>
5.2	Migration Features	
	Flood Chutes:	<b>0</b>
	Neck Cutoffs:	<b>2</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

White River - Third Branch

SGAT Version: 3

Reach: T1.02 -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>2,387.6</b> <b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b> <b>0.0</b>
	Development Length:	<b>447.9</b> <b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	<b>279.1</b> <b>646.3</b>
	Erosion Height (ft.):	<b>7.0</b> <b>5.4</b>
	Revetment Type:	<b>Multiple</b> <b>None</b>
	Revetment length:	<b>1,381.3</b> <b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>1831</b> <b>0</b>
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	<b>Multiple</b>
	Average Height (ft.):	<b>12.5</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	
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>1</b>
	Braiding:	<b>4</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>5</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>With Windrowing</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **M03 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>769.3</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>3,504.6</b>	<b>6,979.4</b>
	Erosion Height (ft.):	<b>7.3</b>	<b>6.7</b>
	Revetment Type:	<b>None</b>	<b>Rip-Rap</b>
	Revetment length:	<b>0.0</b>	<b>1,059.3</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>1762</b>	<b>5304</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>65.0</b>	
	Gullies:	<b>Multiple</b>	
	Average Height (ft.):	<b>3.8</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</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>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>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>Gravel Mining</b>



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **M03 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>769.3</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>3,504.6</b>	<b>6,979.4</b>
	Erosion Height (ft.):	<b>7.3</b>	<b>6.7</b>
	Revetment Type:	<b>None</b>	<b>Rip-Rap</b>
	Revetment length:	<b>0.0</b>	<b>1,059.3</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>1762</b>	<b>5304</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>65.0</b>	
	Gullies:	<b>Multiple</b>	
	Average Height (ft.):	<b>3.8</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>0</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>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>Yes</b>
5.5	Channel Alterations	
	Straightening:	<b>Straightening</b>
	Dredging:	<b>Gravel Mining</b>



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **T1.02 -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>1,049.5</b>	<b>0.0</b>
	Railroad Lenth (ft.):	<b>0.0</b>	<b>0.0</b>
	Development Length:	<b>247.2</b>	<b>0.0</b>
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	<b>1,065.7</b>	<b>129.2</b>
	Erosion Height (ft.):	<b>8.6</b>	<b>4.3</b>
	Revetment Type:	<b>Rip-Rap</b>	<b>Rip-Rap</b>
	Revetment length:	<b>99.4</b>	<b>48.5</b>
3.2	<u>Buffer Less Than 25 ft.</u>	<b>1427</b>	<b>538</b>
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>27.5</b>	
	Gullies:	<b>One</b>	
	Average Height (ft.):	<b>10.0</b>	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	<b>2</b>
4.7	Stormwater Inputs	
4.9	Beaver Dams:	<b>0</b>
	Affected length:	<b>0</b>
5.2	Migration Features	
	Flood Chutes:	<b>4</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>1</b>
	Braiding:	<b>3</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>10</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>With Windrowing</b>
	Dredging:	<b>None</b>