



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:	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.):	904.7	757.8
	Erosion Height (ft.):	7.0	7.4
	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	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:	None



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:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	2,224.5	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.):	949.0	476.7
	Erosion Height (ft.):	5.8	5.7
	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:	Multiple	
	Average Height (ft.):	23.2	
	Gullies:	One	
	Average Height (ft.):	8.0	

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



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:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	2,224.5	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.):	949.0	476.7
	Erosion Height (ft.):	5.8	5.7
	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:	Multiple	
	Average Height (ft.):	23.2	
	Gullies:	One	
	Average Height (ft.):	8.0	

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



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:	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:	1,282.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	1,357.4	310.1
	Erosion Height (ft.):	5.2	6.2
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	1,419.2	1,483.2
3.2	<u>Buffer Less Than 25 ft.</u>	0	1531
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	Multiple	
	Average Height (ft.):	7.0	

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



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:	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:	1,282.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	1,357.4	310.1
	Erosion Height (ft.):	5.2	6.2
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	1,419.2	1,483.2
3.2	<u>Buffer Less Than 25 ft.</u>	0	1531
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	Multiple	
	Average Height (ft.):	7.0	

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



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:	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	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>	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	
4.9	Beaver Dams:	3
	Affected length:	500
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



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>	
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.):	57.2	122.3
	Erosion Height (ft.):	2.3	3.5
	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:	8
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	9
	Neck Cutoffs:	0
	Channel Avulsions:	2
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	5
	Head Cuts:	1
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	19
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	38
	Neck Cutoffs:	0
	Channel Avulsions:	8
	Braiding:	2
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	22
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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

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



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

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

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	5
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	10
	Neck Cutoffs:	0
	Channel Avulsions:	2
	Braiding:	6
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	3
	Head Cuts:	16
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	With Windrowing
	Dredging:	Dredging



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

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

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	5
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	10
	Neck Cutoffs:	0
	Channel Avulsions:	2
	Braiding:	6
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	3
	Head Cuts:	16
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	With Windrowing
	Dredging:	Dredging



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: T1.01 -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:	122.9	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	331.8	605.3
	Erosion Height (ft.):	5.4	6.9
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	960	358
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	Multiple	
	Average Height (ft.):	22.5	
	Gullies:	One	
	Average Height (ft.):	10.0	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	3
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	3
	Neck Cutoffs:	0
	Channel Avulsions:	1
	Braiding:	3
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	3
	Head Cuts:	4
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	With Windrowing
	Dredging:	Gravel Mining



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:	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	110.4
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	437.3	61.6
	Erosion Height (ft.):	22.1	40.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	100.8	310.4
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	Multiple	
	Average Height (ft.):	58.3	
	Gullies:	One	
	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:	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



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:	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.):	74.2	0.0
	Erosion Height (ft.):	4.5	0.0
	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:	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:	8
4.7	Stormwater Inputs	
4.9	Beaver Dams:	1
	Affected length:	500
5.2	Migration Features	
	Flood Chutes:	18
	Neck Cutoffs:	0
	Channel Avulsions:	1
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	5
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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:	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.):	599.0	338.2
	Erosion Height (ft.):	6.8	5.8
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	29.9	44.1
3.2	<u>Buffer Less Than 25 ft.</u>	174	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:	3
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	3
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	2
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	2
	Head Cuts:	2
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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:	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.):	201.9	179.4
	Erosion Height (ft.):	4.7	4.0
	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:	Multiple	
	Average Height (ft.):	12.5	
	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	
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:	2
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	11
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	15
	Neck Cutoffs:	0
	Channel Avulsions:	4
	Braiding:	1
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	6
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	With Windrowing
	Dredging:	Dredging



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

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	11
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	15
	Neck Cutoffs:	0
	Channel Avulsions:	4
	Braiding:	1
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	6
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	With Windrowing
	Dredging:	Dredging



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

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	11
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	15
	Neck Cutoffs:	0
	Channel Avulsions:	4
	Braiding:	1
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	6
	Head Cuts:	0
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	With Windrowing
	Dredging:	Dredging



Phase 2 - FIT - Legacy Data Report

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:	Yes	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	90.3	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	440.8	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	705.7	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	358.0
	Erosion Height (ft.):	0.0	3.8
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	465.8	248.0
3.2	<u>Buffer Less Than 25 ft.</u>	1335	407
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	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	0
	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:	With Windrowing
	Dredging:	None



Phase 2 - FIT - Legacy Data Report

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:	Yes	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	90.3	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	440.8	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	705.7	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	358.0
	Erosion Height (ft.):	0.0	3.8
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	465.8	248.0
3.2	<u>Buffer Less Than 25 ft.</u>	1335	407
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	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	0
	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:	With Windrowing
	Dredging:	None



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: T2.01 -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.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	234.9	726.7
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	722.7	841.9
	Erosion Height (ft.):	4.5	4.4
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	708.3	363.5
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:	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:	None



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **T2.03 -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.):	2,501.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	59.1
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	1,022.1	1,076.7
	Erosion Height (ft.):	3.6	4.4
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	273.7	360.1
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	One	
	Average Height (ft.):	12.0	
	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:	2
	Affected length:	250
5.2	Migration Features	
	Flood Chutes:	8
	Neck Cutoffs:	0
	Channel Avulsions:	1
	Braiding:	1
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:	Gravel Mining



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

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

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



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

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

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



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **T2.04 -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.):	761.3	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	217.6
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:	42.6	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:	4
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:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	None



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



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:	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.):	2,387.6 0.0
	Railroad Lenth (ft.):	0.0 0.0
	Development Length:	447.9 0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	279.1 646.3
	Erosion Height (ft.):	7.0 5.4
	Revetment Type:	Multiple None
	Revetment length:	1,381.3 0.0
3.2	<u>Buffer Less Than 25 ft.</u>	1831 0
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	Multiple
	Average Height (ft.):	12.5
	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	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	3
	Neck Cutoffs:	0
	Channel Avulsions:	1
	Braiding:	4
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	5
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	With Windrowing
	Dredging:	None



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:	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:	769.3	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	3,504.6	6,979.4
	Erosion Height (ft.):	7.3	6.7
	Revetment Type:	None	Rip-Rap
	Revetment length:	0.0	1,059.3
3.2	<u>Buffer Less Than 25 ft.</u>	1762	5304
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	Multiple	
	Average Height (ft.):	65.0	
	Gullies:	Multiple	
	Average Height (ft.):	3.8	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	8
	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:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	Gravel Mining



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:	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:	769.3	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	3,504.6	6,979.4
	Erosion Height (ft.):	7.3	6.7
	Revetment Type:	None	Rip-Rap
	Revetment length:	0.0	1,059.3
3.2	<u>Buffer Less Than 25 ft.</u>	1762	5304
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	Multiple	
	Average Height (ft.):	65.0	
	Gullies:	Multiple	
	Average Height (ft.):	3.8	

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	8
	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:	Yes
5.5	Channel Alterations	
	Straightening:	Straightening
	Dredging:	Gravel Mining



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

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



Phase 2 - FIT - Legacy Data Report

White River - Third Branch

SGAT Version: 3

Reach: **T2.02 -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.):	5,366.5	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	298.8	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	3,309.1	2,652.1
	Erosion Height (ft.):	4.7	5.9
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	533.0	477.2
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	Multiple	
	Average Height (ft.):	20.0	
	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	4
4.9	Beaver Dams:	1
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	4
	Neck Cutoffs:	3
	Channel Avulsions:	1
	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



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:	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.):	448.3	553.1
	Erosion Height (ft.):	4.4	3.3
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	247.8	378.5
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	One	
	Average Height (ft.):	30.0	
	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	0
4.9	Beaver Dams:	1
	Affected length:	294
5.2	Migration Features	
	Flood Chutes:	8
	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



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:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	439.5	0.0
	Road Length (ft.):	13.8	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.):	372.5	92.5
	Erosion Height (ft.):	4.6	6.1
	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:	Multiple	
	Average Height (ft.):	17.1	
	Gullies:	One	
	Average Height (ft.):	3.0	

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



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



Phase 2 - FIT - Legacy Data Report

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



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White River - Third Branch

SGAT Version: 3

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



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:	None
1.3	<u>Encroachments - Side</u>	<u>One</u> <u>Both</u>
	Berm Length (ft.):	57.7 0.0
	Path Length (ft.):	0.0 0.0
	Road Length (ft.):	0.0 0.0
	Railroad Lenth (ft.):	2,625.2 0.0
	Development Length:	4,617.8 2,220.4
3.1	<u>Erosion - Bank</u>	<u>Left</u> <u>Right</u>
	Erosion Length (ft.):	1,074.4 2,682.7
	Erosion Height (ft.):	4.8 6.6
	Revetment Type:	Rip-Rap Rip-Rap
	Revetment length:	3,476.2 1,593.1
3.2	<u>Buffer Less Than 25 ft.</u>	4268 2035
3.3	<u>Riparian Corridor</u>	
	Mass Failures:	One
	Average Height (ft.):	30.0
	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	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	5
	Neck Cutoffs:	0
	Channel Avulsions:	2
	Braiding:	4
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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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:	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.):	1,872.2	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	1,558.5	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	484.3	1,048.6
	Erosion Height (ft.):	5.8	7.2
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	456.2	352.4
3.2	<u>Buffer Less Than 25 ft.</u>	899	474
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	Multiple	
	Average Height (ft.):	67.0	
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	3
4.7	Stormwater Inputs	
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	8
	Neck Cutoffs:	0
	Channel Avulsions:	1
	Braiding:	3
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	11
	Head Cuts:	2
5.4	Animal Crossings:	Yes
5.5	Channel Alterations	
	Straightening:	With Windrowing
	Dredging:	None



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White River - Third Branch

SGAT Version: 3

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