



Phase 2 - FIT - Legacy Data Report

Missisquoi Mouth

SGAT Version: 3

Reach: **R3S4.02 -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>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>281.5</b>	<b>316.3</b>
	Erosion Height (ft.):	<b>1.5</b>	<b>1.5</b>
	Revetment Type:	<b>None</b>	<b>None</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

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

Missisquoi Mouth

SGAT Version: 3

Reach: **R3S4.01 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	<b>None</b>	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Path Length (ft.):	<b>0.0</b>	<b>0.0</b>
	Road Length (ft.):	<b>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>112.2</b>	<b>113.6</b>
	Erosion Height (ft.):	<b>4.0</b>	<b>6.0</b>
	Revetment Type:	<b>None</b>	<b>None</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

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

Missisquoi Mouth

SGAT Version: 3

Reach: **R3S4.03 -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>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>198.3</b>	<b>59.7</b>
	Erosion Height (ft.):	<b>2.3</b>	<b>1.3</b>
	Revetment Type:	<b>None</b>	<b>None</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>Multiple</b>	
	Average Height (ft.):	<b>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>3</b>
4.9	Beaver Dams:	<b>4</b>
	Affected length:	<b>275</b>
5.2	Migration Features	
	Flood Chutes:	<b>1</b>
	Neck Cutoffs:	<b>0</b>
	Channel Avulsions:	<b>0</b>
	Braiding:	<b>0</b>
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	<b>0</b>
	Head Cuts:	<b>0</b>
5.4	Animal Crossings:	<b>No</b>
5.5	Channel Alterations	
	Straightening:	<b>None</b>
	Dredging:	<b>None</b>



Phase 2 - FIT - Legacy Data Report

Missisquoi Mouth

SGAT Version: 3

Reach: **R3S4.04 -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.):		
	Path Length (ft.):		
	Road Length (ft.):		
	Railroad Lenth (ft.):		
	Development Length:		
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):		
	Erosion Height (ft.):		
	Revetment Type:		
	Revetment length:		
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:		
	Average Height (ft.):		
	Gullies:		
	Average Height (ft.):		

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



Phase 2 - FIT - Legacy Data Report

Missisquoi Mouth

SGAT Version: 3

Reach: **R3S4.04 -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>0.0</b>	<b>0.0</b>
	Erosion Height (ft.):	<b>0.0</b>	<b>0.0</b>
	Revetment Type:	<b>None</b>	<b>None</b>
	Revetment length:	<b>0.0</b>	<b>0.0</b>
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	
	Gullies:	<b>None</b>	
	Average Height (ft.):	<b>0.0</b>	

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