



Stream Geomorphic Assessment

Agency of Natural Resources



Vermont.gov
June, 17 2026

Phase 2 - FIT - Legacy Data Report

Johnnie Brook

SGAT Version: 3

Reach: **M08 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None		4.4	Number of Debris Jams:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	0
	Berm Length (ft.):	0.0	0.0	4.9	Beaver Dams:	7
	Path Length (ft.):	0.0	0.0		Affected length:	300
	Road Length (ft.):	0.0	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0	0.0		Flood Chutes:	0
	Development Length:	0.0	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	0
	Erosion Length (ft.):	0.0	0.0		Braiding:	0
	Erosion Height (ft.):	0.0	0.0	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	Rip-Rap	None		Steep Riffles:	0
	Revetment length:	187.0	0.0		Head Cuts:	3
3.2	<u>Buffer Less Than 25 ft.</u>	0	0	5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	None			Straightening:	None
	Average Height (ft.):				Dredging:	None
	Gullies:	None				
	Average Height (ft.):					



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SGAT Version: 3

Reach: **M10 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	41.8
	Erosion Height (ft.):	0.0	3.0
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	One	
	Average Height (ft.):	15.0	
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	7
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	1
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	3
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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SGAT Version: 3

Reach: **M03 -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.):		
	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.):	0.0	50.0
	Erosion Height (ft.):	0.0	2.0
	Revetment Type:	None	None
	Revetment length:		
3.2	<u>Buffer Less Than 25 ft.</u>		
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	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:	Yes
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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SGAT Version: 3

Reach: **M04 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	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	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	3
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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Reach: **M06 -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.):	588.7	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	392.8	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	197.9	533.9
	Erosion Height (ft.):	4.0	3.8
	Revetment Type:	None	None
	Revetment length:	0.0	0.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

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



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Reach: **M07 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	1,533.9	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:	Rip-Rap	Rip-Rap
	Revetment length:	172.9	144.0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

<u>Step</u>	<u>Description</u>	<u>Value</u>
4.4	Number of Debris Jams:	0
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	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

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SGAT Version: 3

Reach: **M09 -0**

<u>Step</u>	<u>Description</u>	<u>Value</u>	
1.2	Alluvial Fan:	None	
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>
	Berm Length (ft.):	0.0	0.0
	Path Length (ft.):	0.0	0.0
	Road Length (ft.):	0.0	0.0
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	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	0
4.9	Beaver Dams:	1
	Affected length:	1300
5.2	Migration Features	
	Flood Chutes:	0
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



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SGAT Version: 3

Reach: **M01 -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.):	190.5	452.7
	Erosion Height (ft.):	7.1	9.0
	Revetment Type:	Rip-Rap	None
	Revetment length:	23.7	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:	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

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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:	0.0	0.0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	120.7
	Erosion Height (ft.):	0.0	3.0
	Revetment Type:	None	Rip-Rap
	Revetment length:	0.0	272.6
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

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



Phase 2 - FIT - Legacy Data Report

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SGAT Version: 3

Reach: **M03 -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.):	0.0	389.5
	Erosion Height (ft.):	0.0	1.4
	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:	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:	1
4.7	Stormwater Inputs	0
4.9	Beaver Dams:	0
	Affected length:	0
5.2	Migration Features	
	Flood Chutes:	1
	Neck Cutoffs:	0
	Channel Avulsions:	0
	Braiding:	0
5.3	Steep Riffles and Head Cuts	
	Steep Riffles:	0
	Head Cuts:	0
5.4	Animal Crossings:	No
5.5	Channel Alterations	
	Straightening:	None
	Dredging:	None



Phase 2 - FIT - Legacy Data Report

Johnnie Brook

SGAT Version: 3

Reach: **M08 -B**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None		4.4	Number of Debris Jams:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	0
	Berm Length (ft.):	0.0	0.0	4.9	Beaver Dams:	6
	Path Length (ft.):	0.0	0.0		Affected length:	0
	Road Length (ft.):	0.0	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0	0.0		Flood Chutes:	0
	Development Length:	0.0	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	0
	Erosion Length (ft.):	0.0	0.0		Braiding:	0
	Erosion Height (ft.):	0.0	0.0	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None	None		Steep Riffles:	0
	Revetment length:	0.0	0.0		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0	5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	None			Straightening:	None
	Average Height (ft.):				Dredging:	None
	Gullies:	None				
	Average Height (ft.):					



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Phase 2 - FIT - Legacy Data Report

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SGAT Version: 3

Reach: **M01 -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.):	302.1	102.6
	Erosion Height (ft.):	4.8	5.0
	Revetment Type:	Rip-Rap	Rip-Rap
	Revetment length:	287.0	133.6
3.2	<u>Buffer Less Than 25 ft.</u>	0	0
3.3	<u>Riparian Corridor</u>		
	Mass Failures:	None	
	Average Height (ft.):		
	Gullies:	None	
	Average Height (ft.):		

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



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SGAT Version: 3

Reach: **M07 -A**

<u>Step</u>	<u>Description</u>	<u>Value</u>		<u>Step</u>	<u>Description</u>	<u>Value</u>
1.2	Alluvial Fan:	None		4.4	Number of Debris Jams:	0
1.3	<u>Encroachments - Side</u>	<u>One</u>	<u>Both</u>	4.7	Stormwater Inputs	1
	Berm Length (ft.):	0.0	0.0	4.9	Beaver Dams:	0
	Path Length (ft.):	0.0	0.0		Affected length:	0
	Road Length (ft.):	574.3	0.0	5.2	Migration Features	
	Railroad Lenth (ft.):	0.0	0.0		Flood Chutes:	2
	Development Length:	0.0	0.0		Neck Cutoffs:	0
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>		Channel Avulsions:	0
	Erosion Length (ft.):	292.0	240.4		Braiding:	0
	Erosion Height (ft.):	4.0	3.0	5.3	Steep Riffles and Head Cuts	
	Revetment Type:	None	Rip-Rap		Steep Riffles:	1
	Revetment length:	0.0	83.0		Head Cuts:	0
3.2	<u>Buffer Less Than 25 ft.</u>	0	0	5.4	Animal Crossings:	No
3.3	<u>Riparian Corridor</u>			5.5	Channel Alterations	
	Mass Failures:	One			Straightening:	None
	Average Height (ft.):	35.0			Dredging:	None
	Gullies:	None				
	Average Height (ft.):					



Phase 2 - FIT - Legacy Data Report

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SGAT Version: 3

Reach: **M11 -0**

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



Phase 2 - FIT - Legacy Data Report

Johnnie Brook

SGAT Version: 3

Reach: **M05 -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	816.7
	Railroad Lenth (ft.):	0.0	0.0
	Development Length:	92.3	253.8
3.1	<u>Erosion - Bank</u>	<u>Left</u>	<u>Right</u>
	Erosion Length (ft.):	0.0	189.3
	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	0
4.9	Beaver Dams:	1
	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